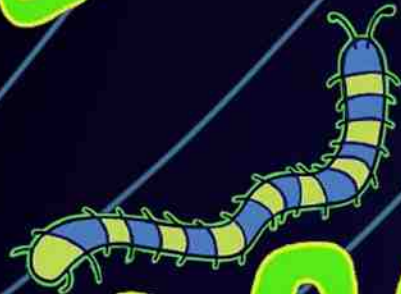
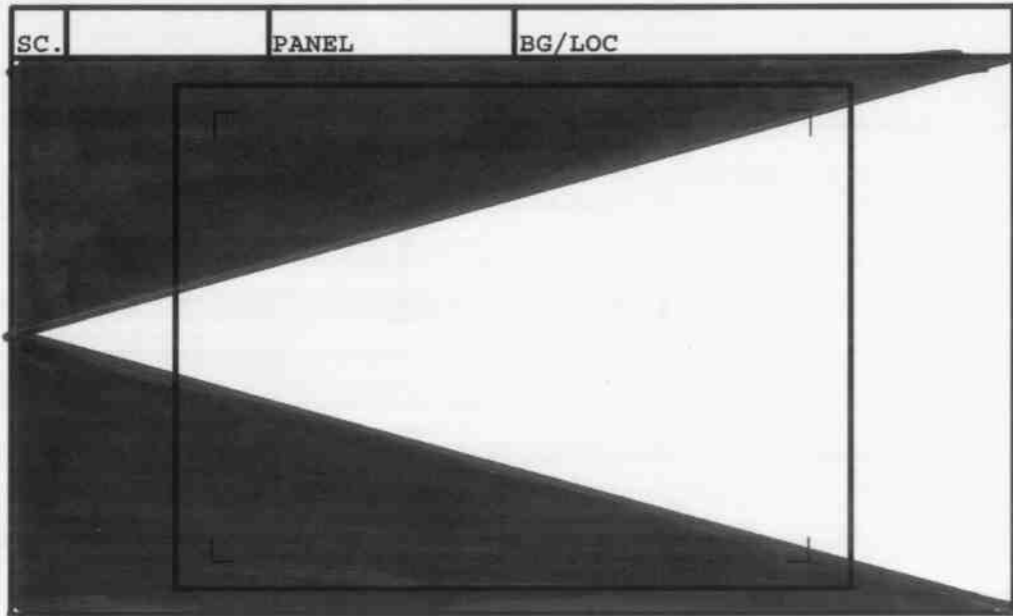


growing
UP
CREEPIE



385-143- 'THE
MUMMY'S CURSE'



ACTION

FADE IN

DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

INT. EGYPTIAN TOMB - FOUR WAY PASSAGEWAY
SAND SWIRLS IN, TORCHLIGHT FLICKERS

SFX: <WIND MOAN>

DIAL

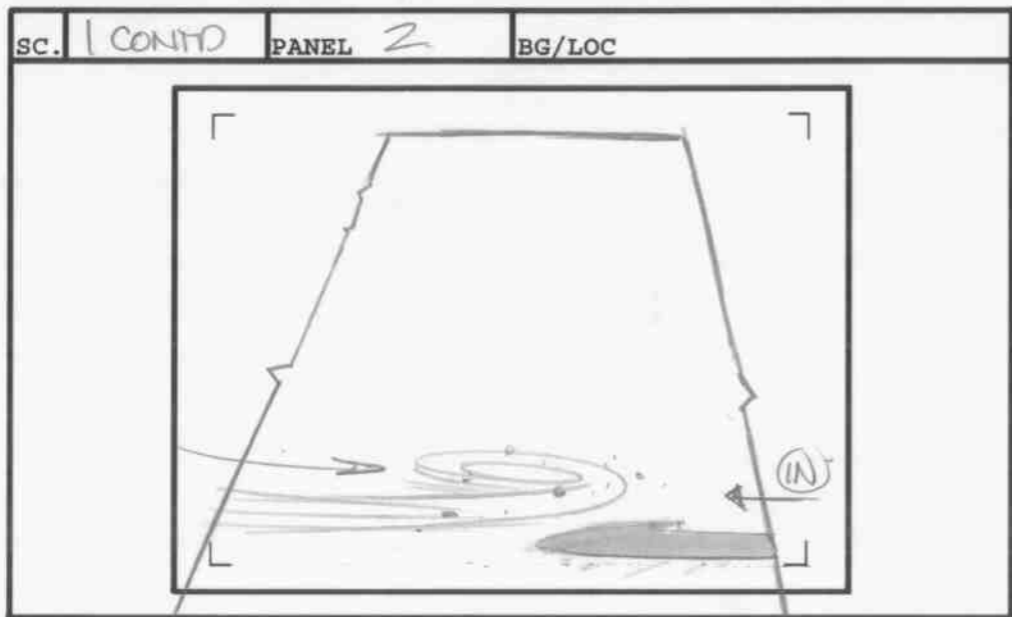
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

A SHADOW SLIDES IN ALONG GROUND -
THE WIND MOANS LOUDER, SAND CONTINUES
TO SWIRL.

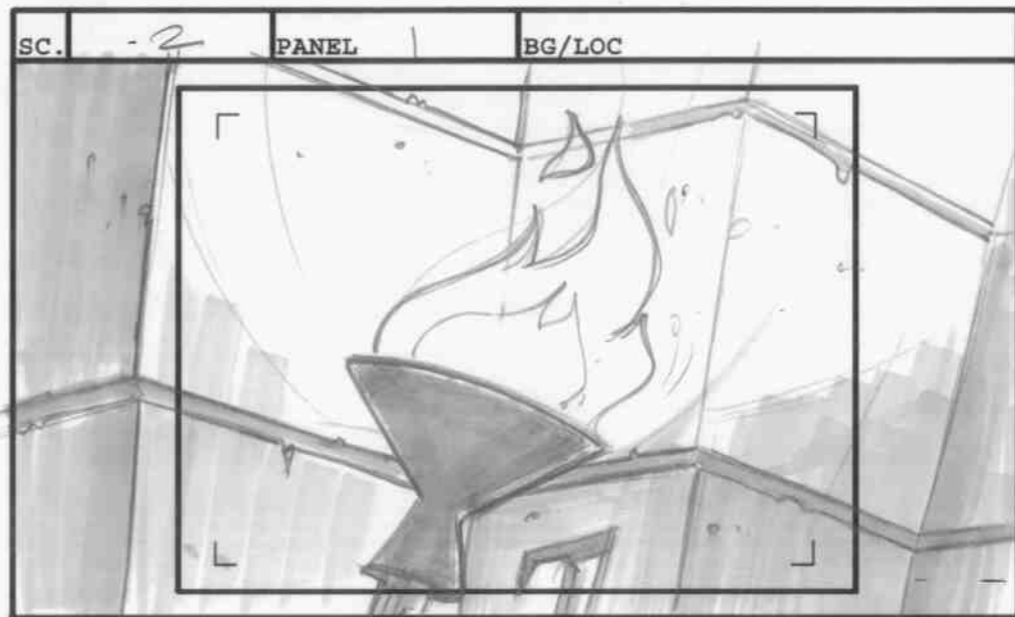
DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

CLOSE ON TORCH

DIAL

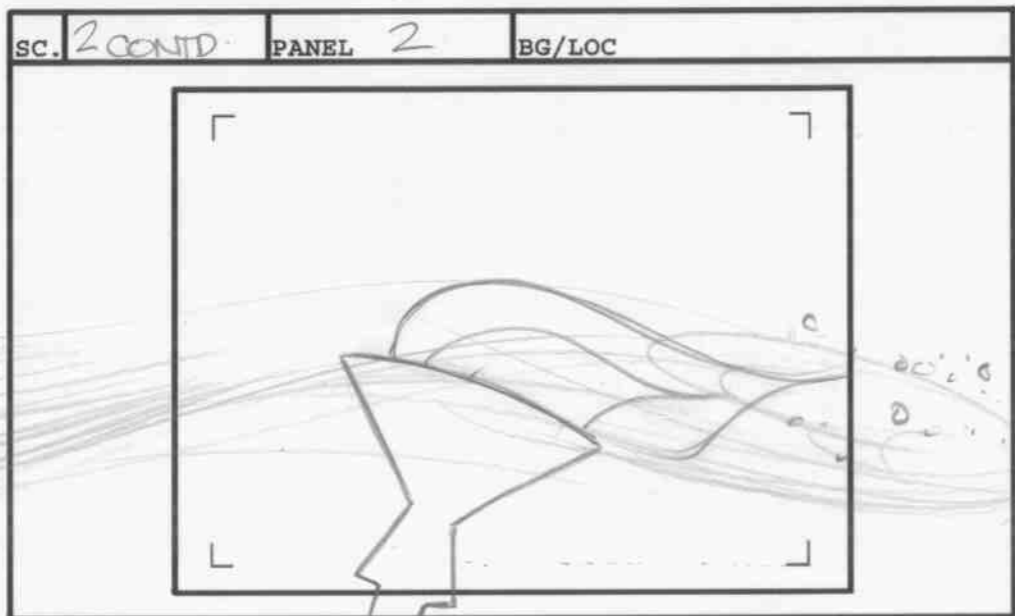
FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL	
	PROD #



ACTION

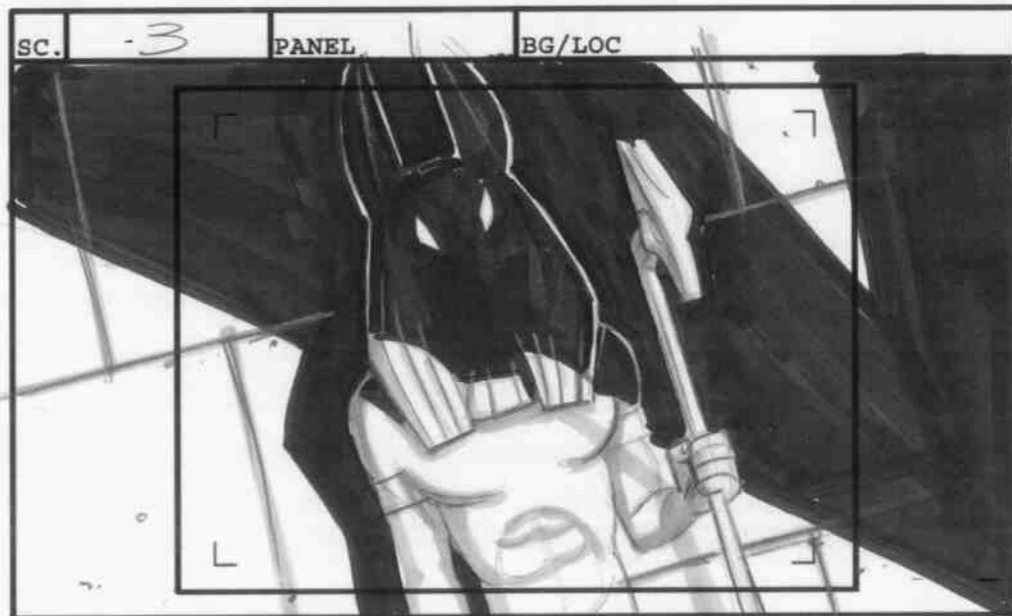
THE FLAME FLICKERS IN THE BREEZE

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

ANGLE ON STATUE OF ANUBIS HALF HIDDEN IN SHADOW

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

growing
UP
the
CREEPIE



ACTION

A SHADOW CROSSES OVER THE STATUE

DIAL

FX:
SFX:

DIRECTOR'S NOTES

--

SLUG NOTES



ACTION

DIAL

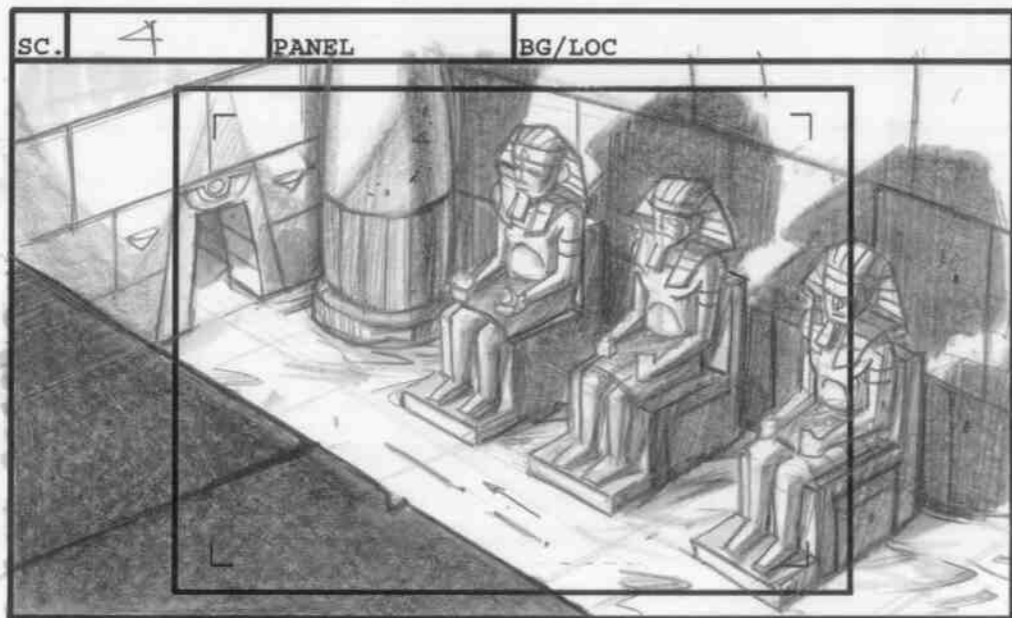
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION
INT. EGYPTIAN TOMB - HALL OF KINGS
A TINY SHADOW MOVES TOWARDS A DOORWAY

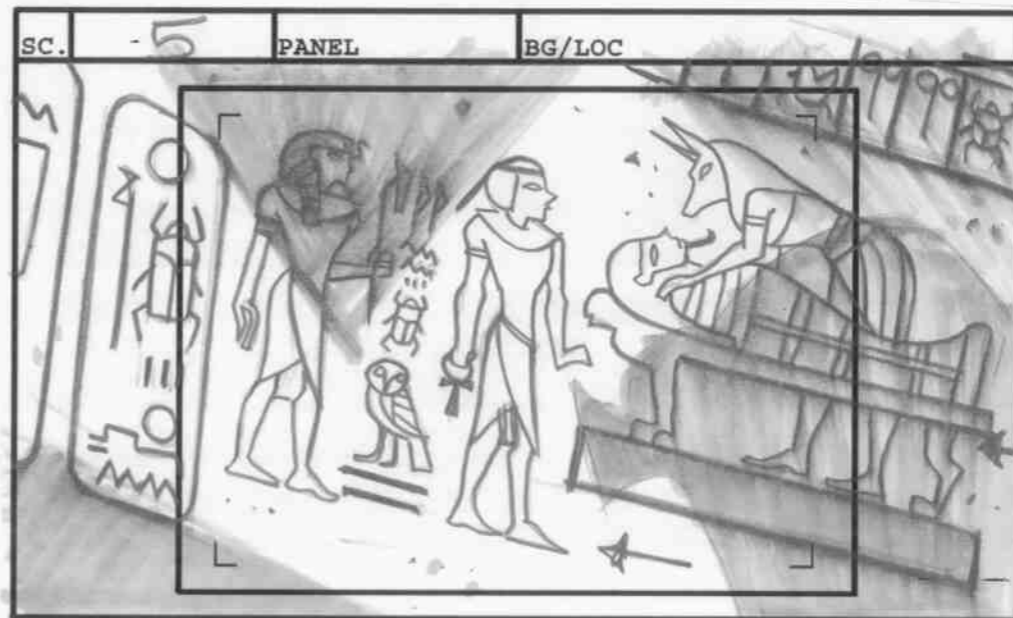
DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for notes]

SLUG NOTES



ACTION
ANGLE ON MURAL COVERED WALL
A SHADOW SLOWLY CROSSES IT.

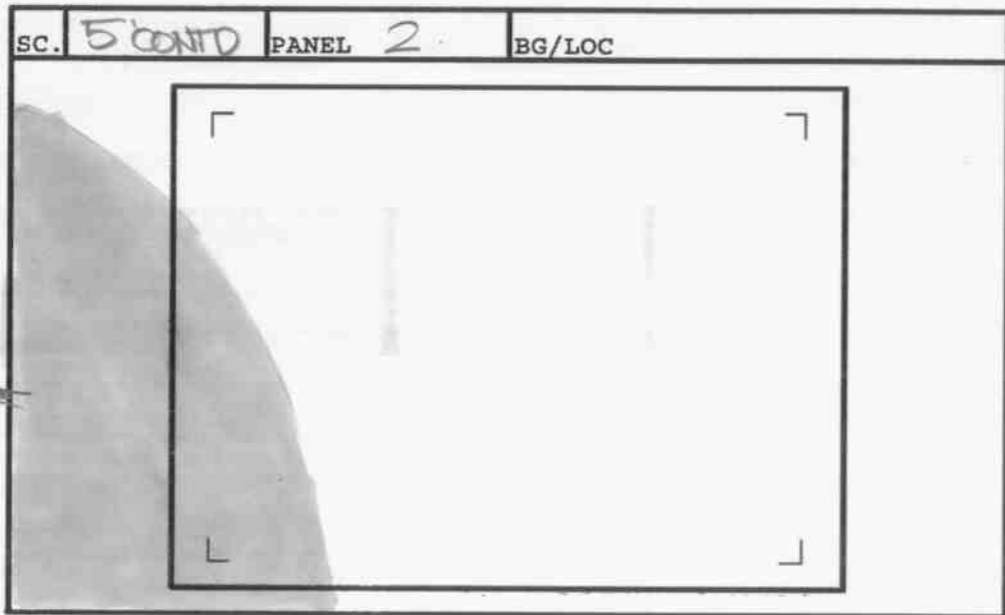
DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

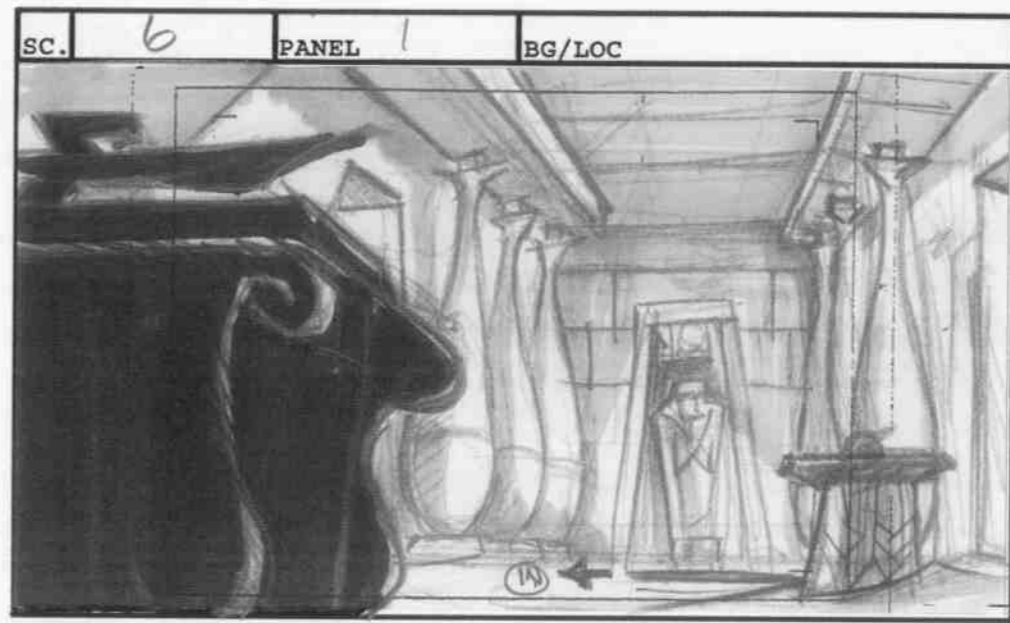
DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for notes]

SLUG NOTES



ACTION
INT. KHEPER-RA'S TOMB
THE SHADOW SLIDE IN ALONG GROUND.

DIAL

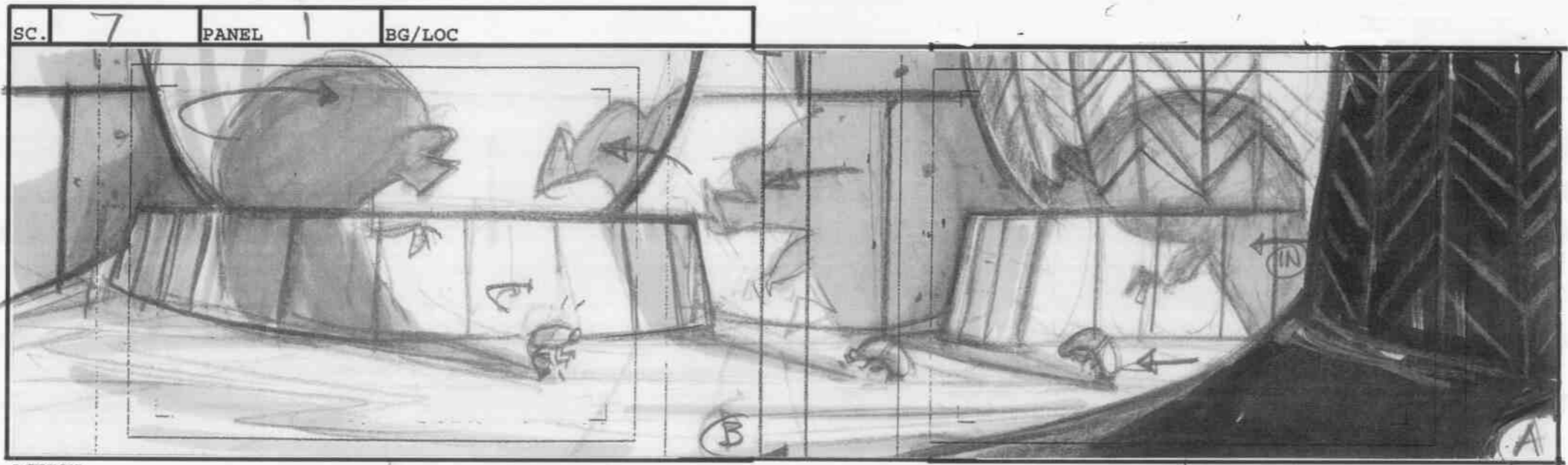
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #

growing
UP
CREEPIE



ACTION

STOP ← (PAN) → START

ACTION

ANGLE ON SAND COVERED GROUND
 THE SHADOW SLIDES IN, FOLLOWED BY A TRUDGING BEETLE PAN W/ANIM (A) + (B)
 DR PAPPAS' VOICE FAINTLY BREAKS THE QUIET. THE BEETLE IS STARTLED AND TURNS IN THE DIRECTION
 OF THE VOICE

① DR PAPPAS: (OS) (FAINT)

(INDISTINGUISHABLE DIALOGUE ECHOING)

FX:
SFX:

FX:
SFX:

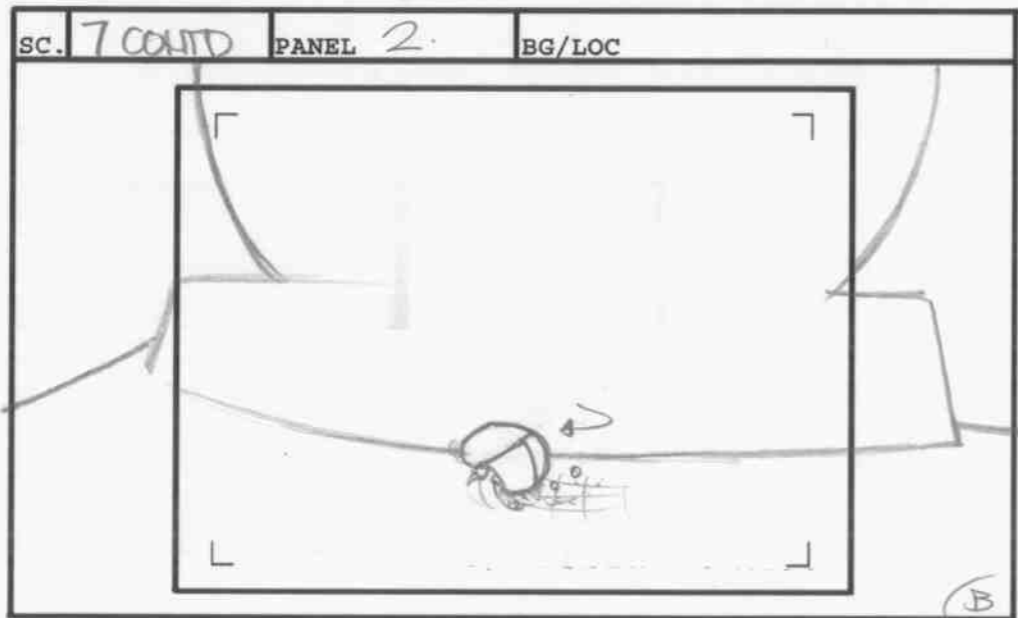
DIRECTOR'S NOTES

DIRECTOR'S NOTES

FINAL
PROD #

SLUG NOTES

SLUG NOTES



ACTION

THE BEETLE TURNS AND SCURRIES TOWARDS THE PILLAR...

DIAL

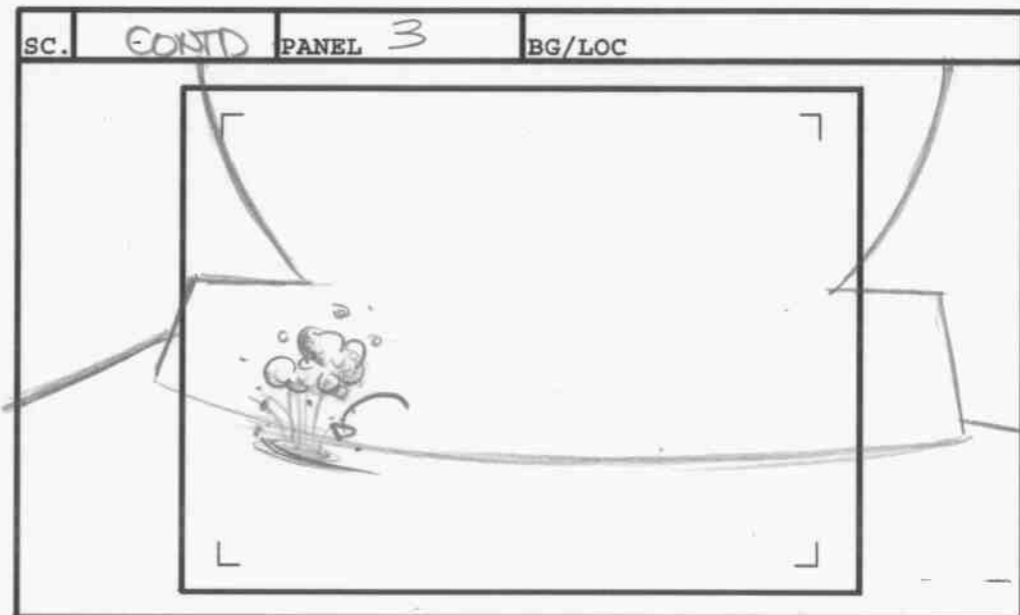
FX:

SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES



ACTION

.. DIVING INTO THE SAND AROUND THE BASE

DIAL

FX:

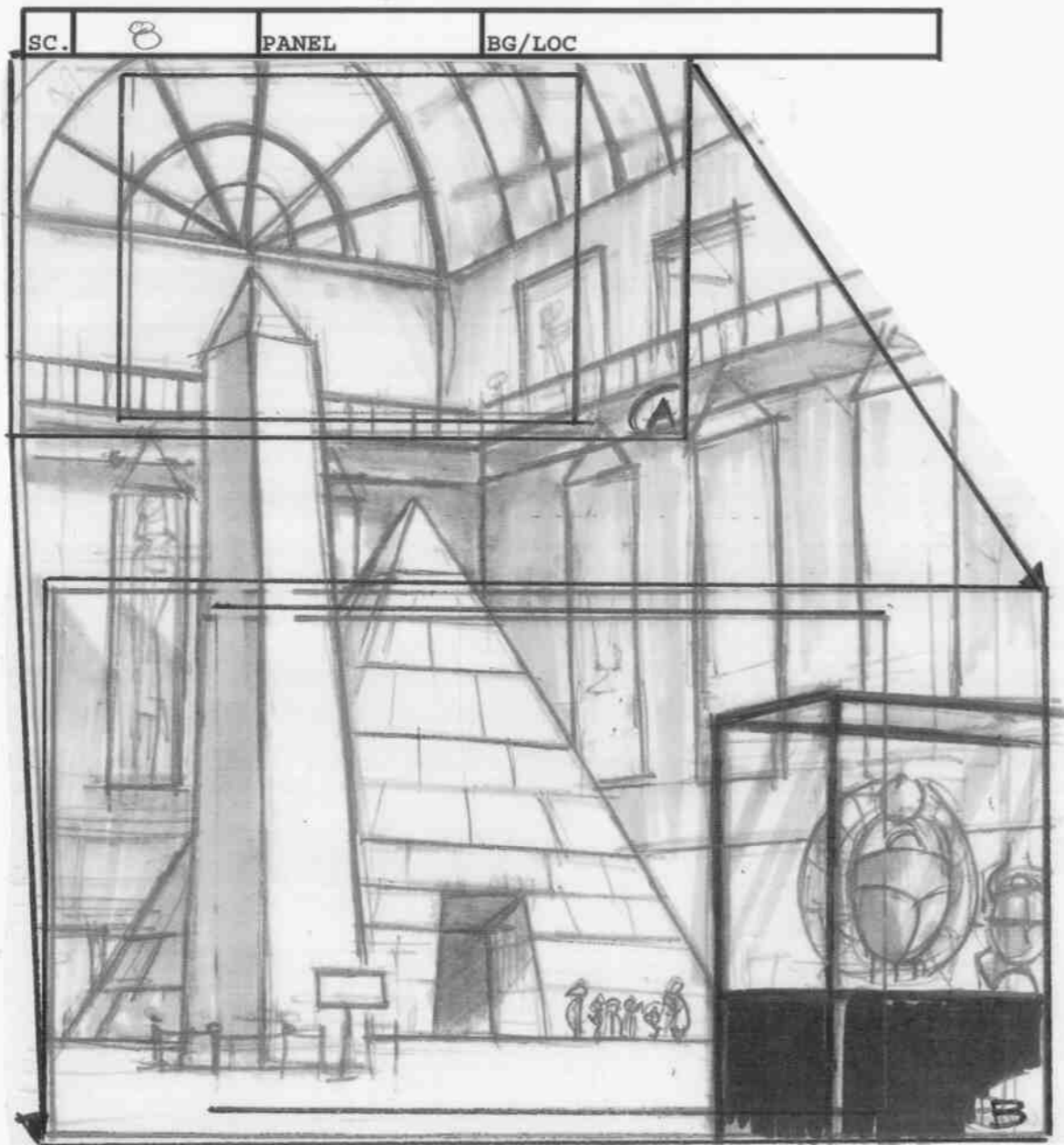
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES

FINAL	PROD #
-------	--------



ACTION

INT. MUSEUM - EGYPTOLOGY ROOM - (DAY)
 PAN & TRUCK OUT (A) → (B) A GIANT PYRAMID
 DOMINATES THE ROOM. DR. PAPPAS LEADS THE
 KIDS TOWARDS THE ENTRANCE IN THE PYRAMID

DIAL

③ DR. PAPPAS:

..NOW FOLLOW ME, IF YOU WILL, DOWN THE
 DARK CORRIDORS OF TIME ...

FX:

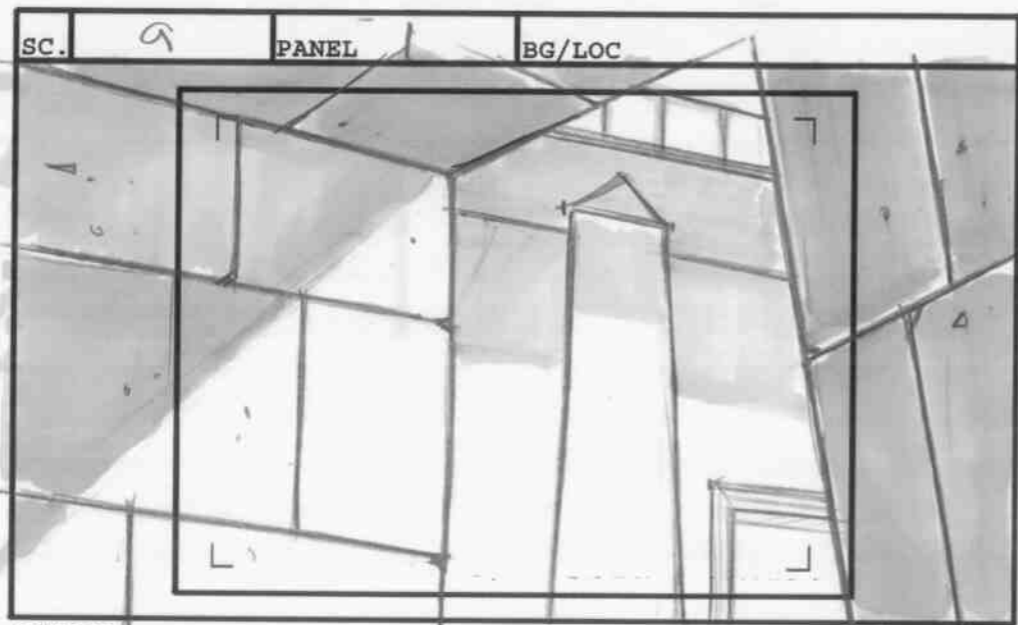
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

INT. EGYPTIAN TOMB - ENTRANCE

DIAL

③ DR. PAPPAS: (CONT'D) ①

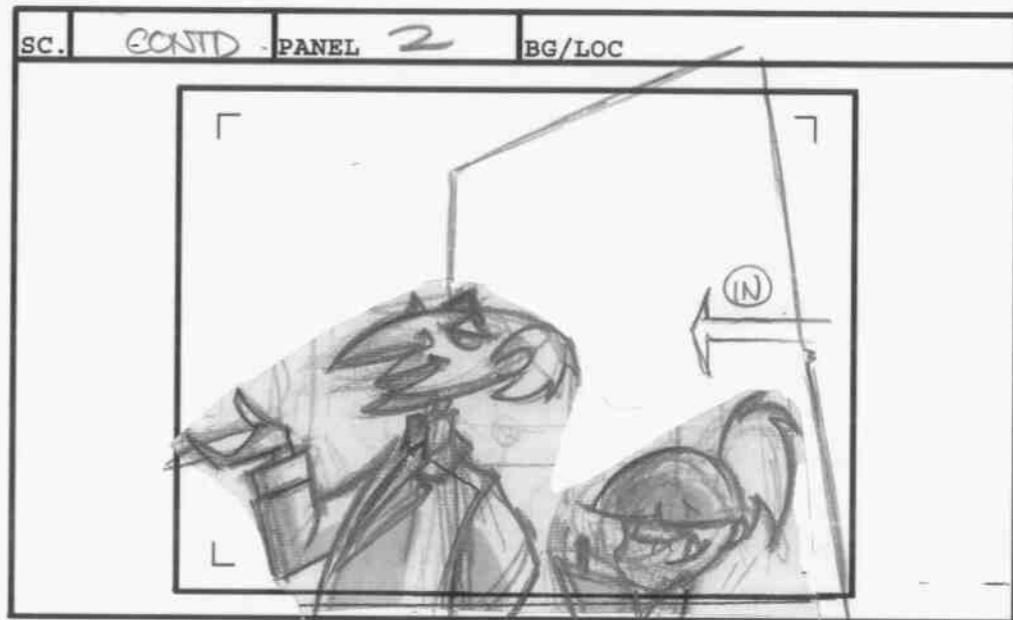
.. TO THE

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DR PAPPAS ENTERS, FOLLOWED BY CHRIS-ALICE
FEVERISHLY TAKING NOTES.

DIAL

③ DR. PAPPAS: (CONT'D)

.. AGE OF THE ANCIENT EGYPTIANS

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

growing
UP
CREEPIE



ACTION



ACTION

DIAL

② MELANIE:

WHAT? THIS

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

DIAL

② MELANIE: (CONTD)

.. IS A BAD ...

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL PROD #

growing
UP
CREEPIE



ACTION

CREEPIE FOLLOWS ..

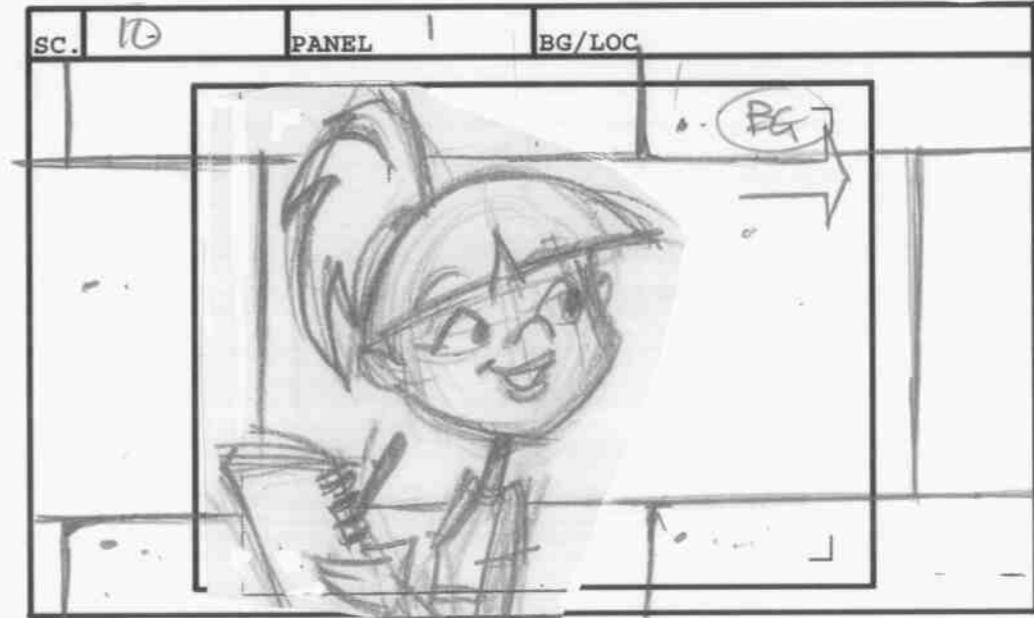
DIAL ② MELANIE: (CONTD) ⑤

.. CONNECTION ..

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

CLOSE ON CHRIS-ALICE
(PAN BG)

DIAL

④ CHRIS-ALICE:

I'VE READ THAT ALTHOUGH
THE ANCIENT EGYPTIANS ..

FX:
SFX:

DIRECTOR'S NOTES

FINAL	
PROD #	

SLUG NOTES

growing
UP
CREEPIE



ACTION



ACTION

DIAL ④ CHRIS-ALICE : (CONTD)

.. LIVED OVER FOUR THOUSAND YEARS
AGO..

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for director's notes]

SLUG NOTES

DIAL ④ CHRIS-ALICE : (CONTD)

.. THEY WERE TOTALLY ADVANCED

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for director's notes]

SLUG NOTES

FINAL	PROD #
-------	--------



ACTION

DIAL ④ CHRIS-ALICE: (CONTD)

IN ENGINEERING, MATH AND SCIENCE! -

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

ANGLE ON MELANIE & CARLA

(PAN BG)

DIAL ⑤ MELANIE:

IF THEY WERE SO ADVANCED

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

DIAL ⑤ MELANIE: (CONTD)

po: THEN HOW COME I CAN'T GET
A SIGNAL IN HERE?

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES



ACTION

MELANIE TURNS TO CARLA

DIAL ⑥ CARLA:

DUH!

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

DIAL ⑥ CARLA: (CONTD)

THEY OBVIOUSLY WENT OUTSIDE ..

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL ⑥ CARLA: (CONTD)

.. TO CALL PEOPLE!

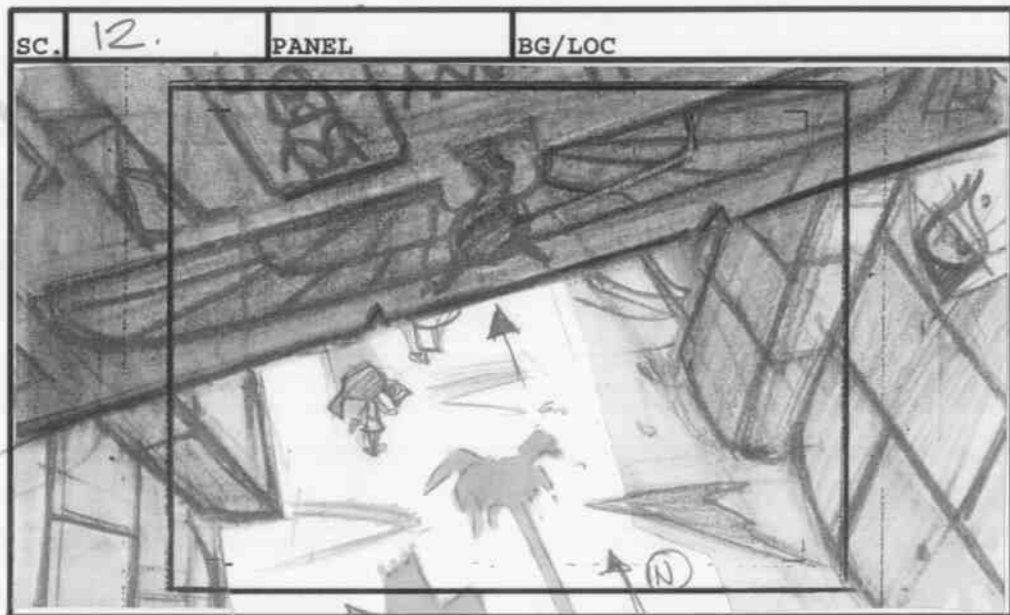
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL	
PROD #	

growing
UP
CREEPIE



ACTION
ANGLE ON PASSAGEWAY
CARLA & MELANIE CONTINUE TO WALK
FORWARD..

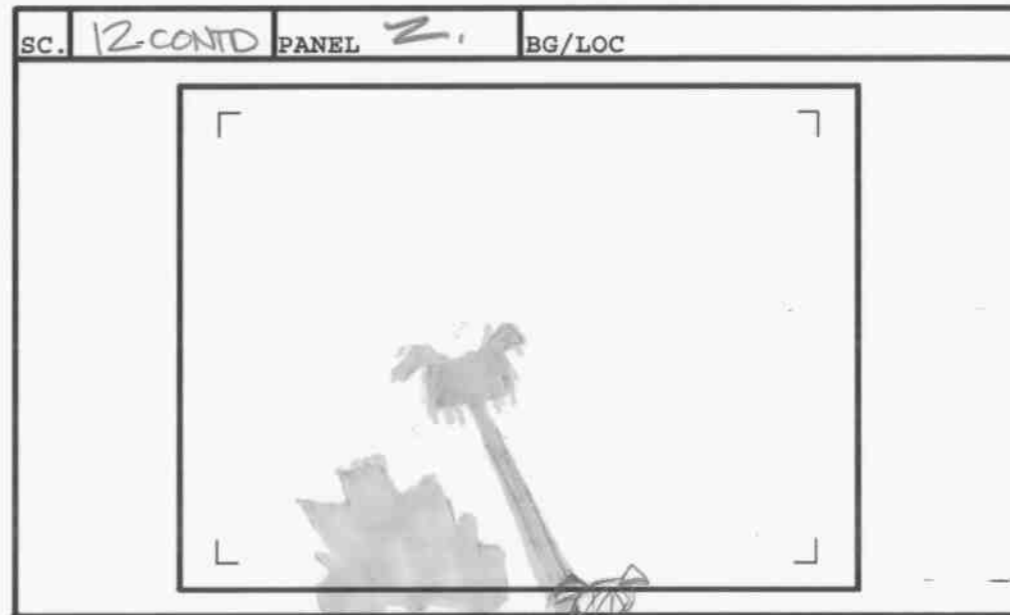
DIAL
⑦ CREEPIE: (OS)

ANOTHER TRIP..

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
.. FOLLOWED BY BUDGE & CREEPIE

DIAL ⑦ CREEPIE: (OS) (CONTD)

.. TO THE MUSEUM...

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

CLOSE ON CREEPIE & BUDGE
HE'S ABSORBED WITH THE MUSEUM'S
BROCHURE. (PAN BG)

DIAL

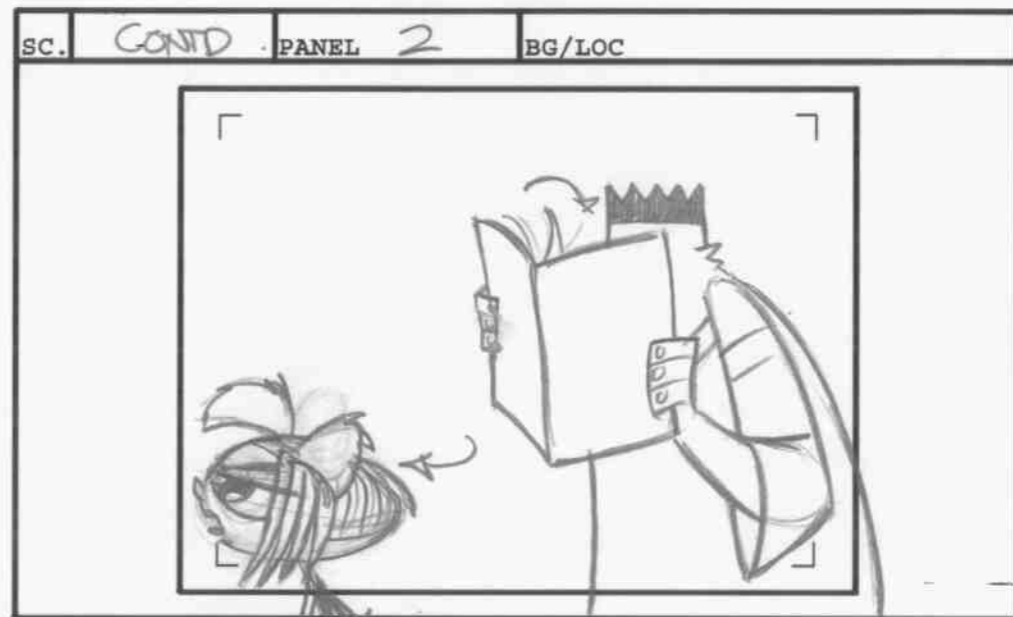
⑦ CREEPIE: (CONTD)

.. AND STILL DR. PAPPAS NEVER MENTIONS

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

PAGE FLIPS.

DIAL

⑦ CREEPIE: (CONTD)

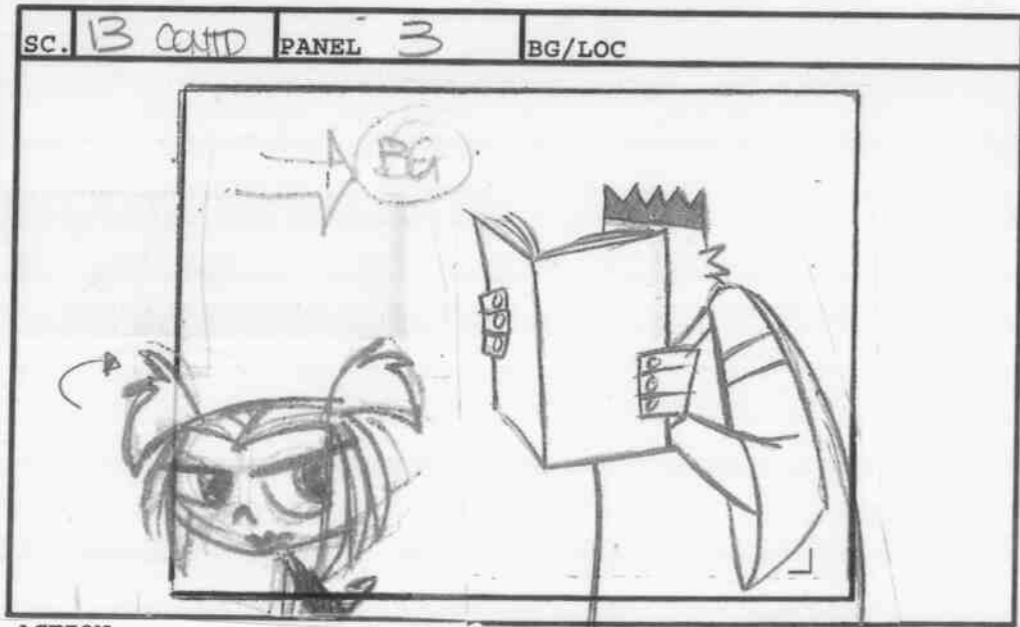
.. ANYTHING ABOUT THE INSECTS ROLE IN
HISTORY.

FX:
SFX:

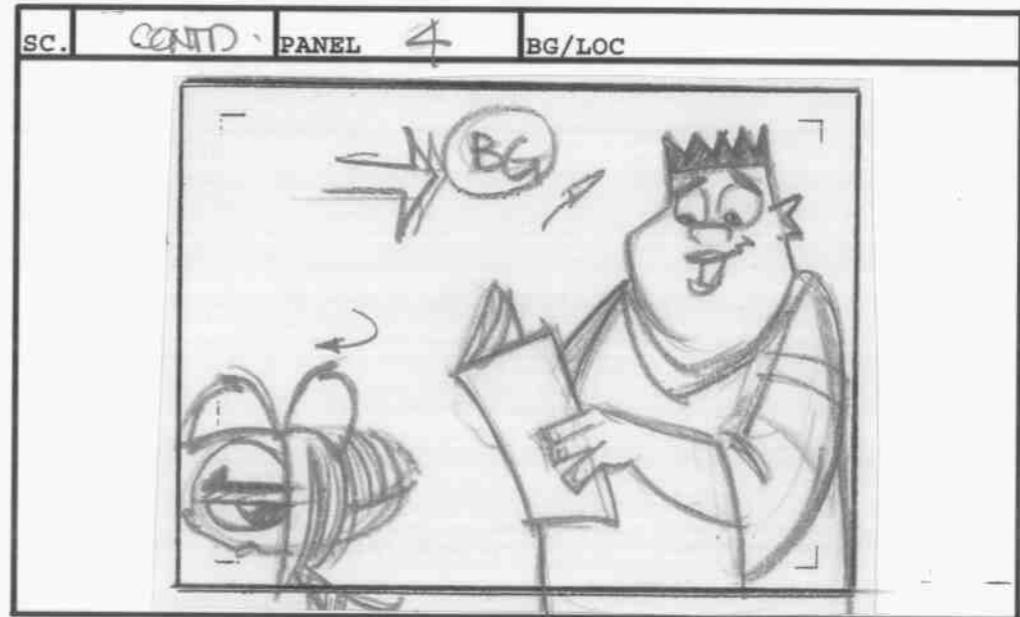
DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION



ACTION

BUDGE LOOKS UP

DIAL ⑧ BUDGE:
GET THIS...

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

DIAL ⑧ BUDGE: (CONTD)
.. IT SAYS HERE THAT...

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL	
PROD #	



ACTION

CREEPIE EXITS AS BG PAN STOPS.

DIAL ⑧ BUDGE (CONTD)

..THIS PHAROAH'S TOMB..

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES



ACTION

DIAL ⑧ BUDGE (CONTD)

.. HAS BEEN PERFECTLY REBUILT DOWN..

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES

FINAL
PROD #



ACTION



ACTION

BUDGE STARTS FORWARD (START BG PAN)

DIAL ⑧ BUDGE (CONTD)

.. TO THE LAST DETAIL INCLUDING ROTATING WALLS..

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

DIAL ⑧ BUDGE (CONTD)

.. TRAP DOOR, AND EVEN A HIDDEN TREASURE ROOM!

FX:
SFX:

DIRECTOR'S NOTES

FINAL

PROD #

SLUG NOTES



ACTION

BUDGE GOES BACK TO READING HIS BROCHURE. CREEPIE GAINS IN AS BUDGE GAINS BACK.

(CONT BG PAN)

DIAL

9 CREEPIE:

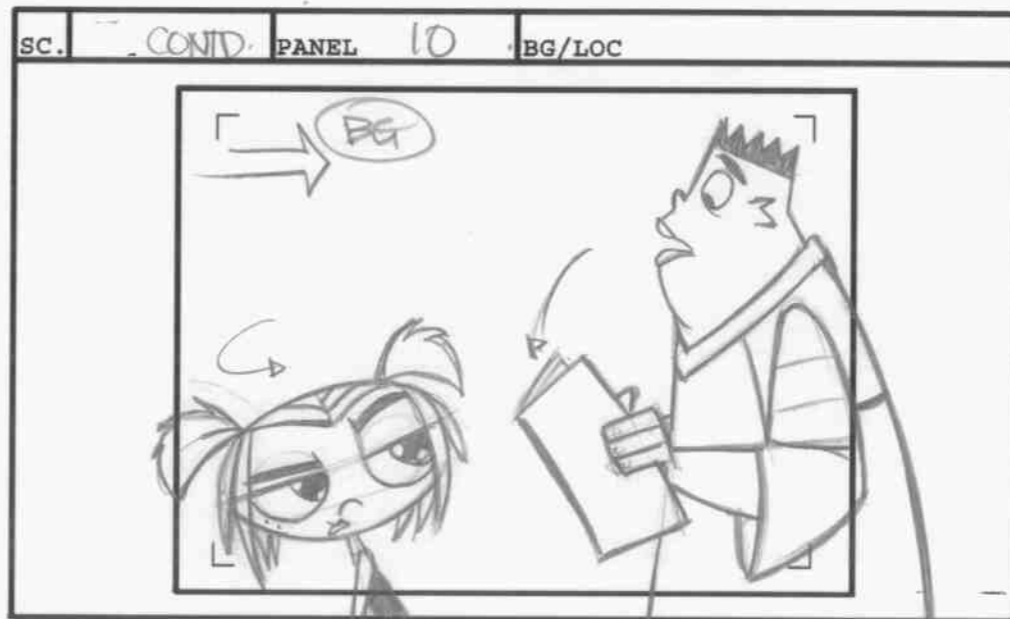
BUDGE HAVE YOU HEARD A WORD I'VE SAID.

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

BUDGE LOOKS UP

DIAL

10 BUDGE:

UH, YOU WERE TALKING ABOUT .. LUNCH .. RIGHT?

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

(STOP BG PAN) CREEPIE TURNS TO FACE BUDGE

DIAL

⑪ CREEPIE:

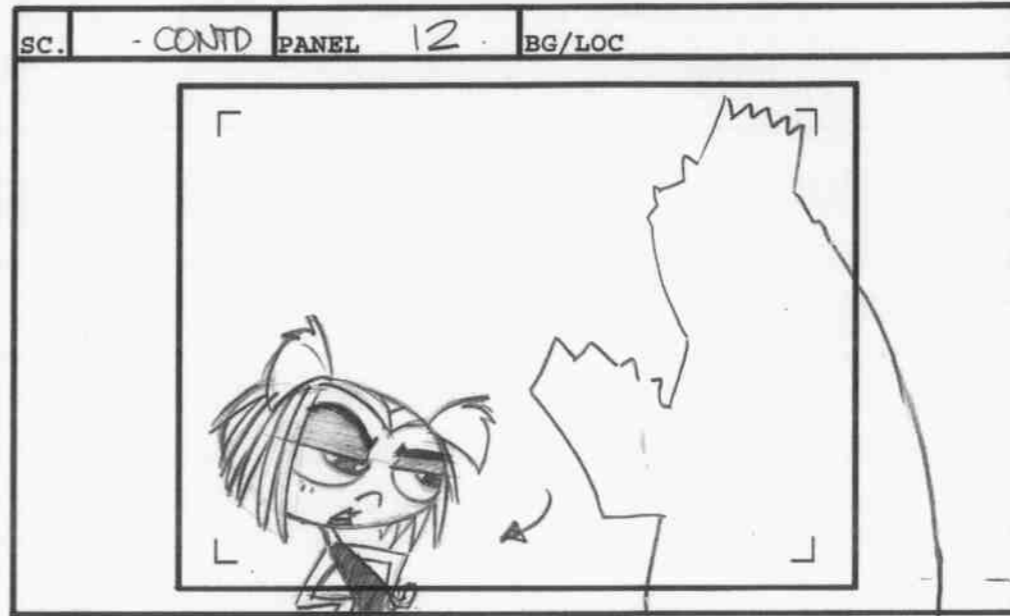
I WAS SAYING... NOT NICE

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL ⑪ CREEPIE: (CONTD)

.. IT WOULD BE NICE ..

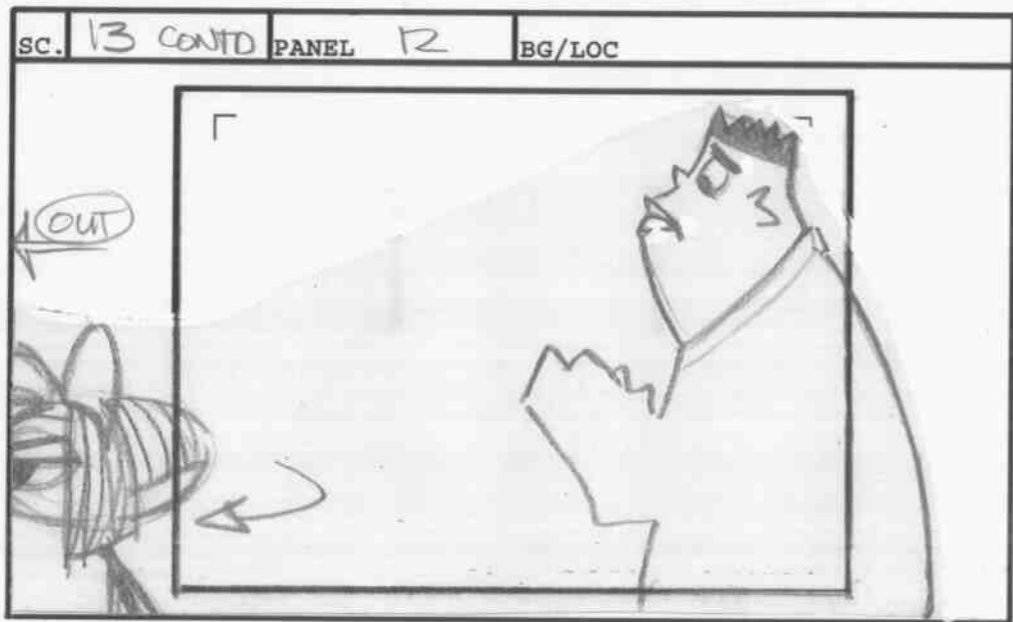
FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

CREEPIE TURNS & STALKS OUT
BUDGE STANDS THERE BLINKING

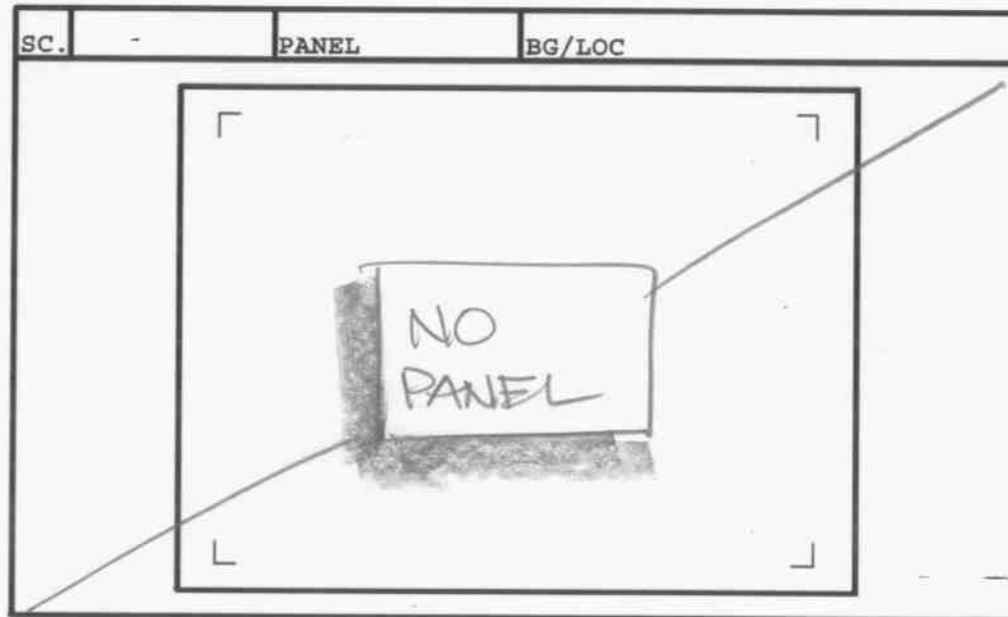
DIAL (1) CREEPIE: (CONTD)

.. IF PAPPAS INCLUDED SOME BUGS...

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL

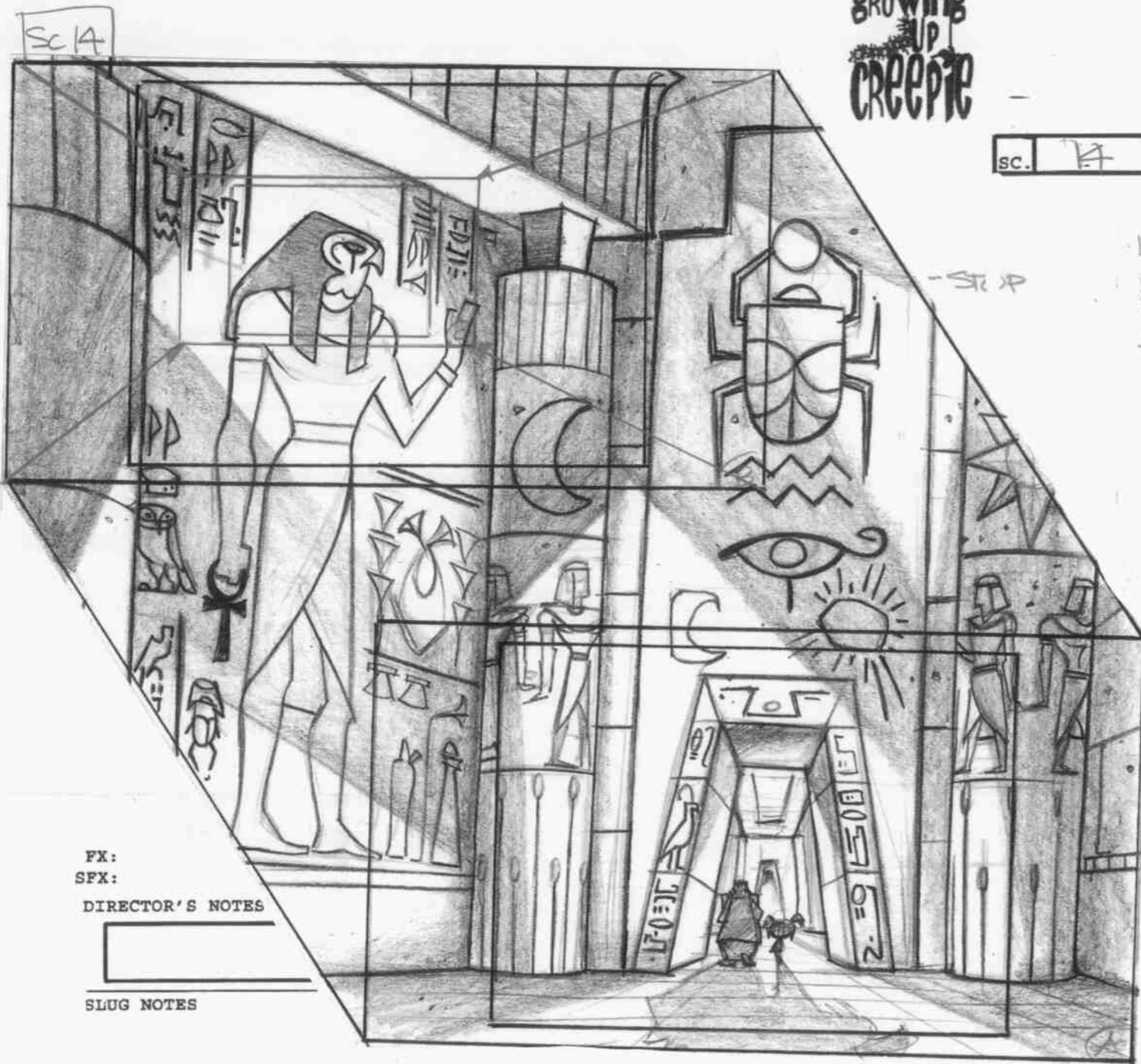
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



SC.	PANEL	BG/LOC
1A		

INT. KHEPER-RA'S TOMB - HALL OF HORUS
 BUDGE & CREEPIE CONTINUE WALKING
 DOWN THE CORRIDOR - PAN TO MURAL ON WALL
 TRUCK IN ON HORUS.

PAN (A) → (B)
 TRUCK IN (B) → (C)

II CREEPIE: (CONTD)

.. IN OUR HISTORY LESSONS FOR
 A CHANGE

FX:
 SFX:
 DIRECTOR'S NOTES

SLUG NOTES

START

NOTES

FINAL

PROD #

44

growing UP CREEPIE



ACTION

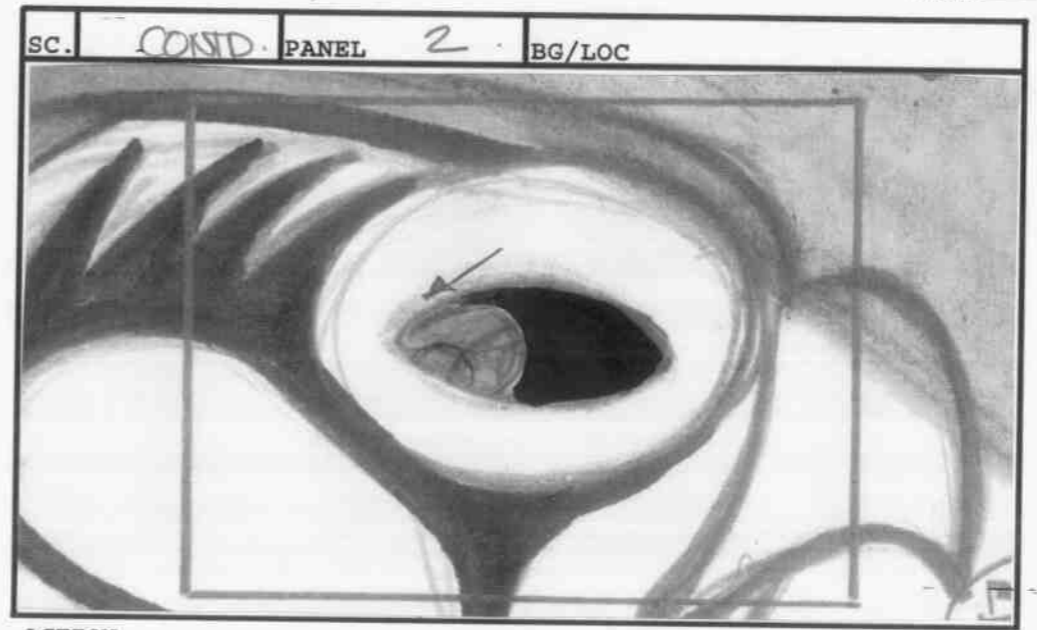
CLOSE ON HORUS MURAL.
 TRUCK IN ON EYE (A) → (B) A DARK
 SHAPE IN THE EYE MOVES.

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

THE DARK SHAPE SINKS DEEPER
 INTO THE EYE

DIAL

FX:
SFX:

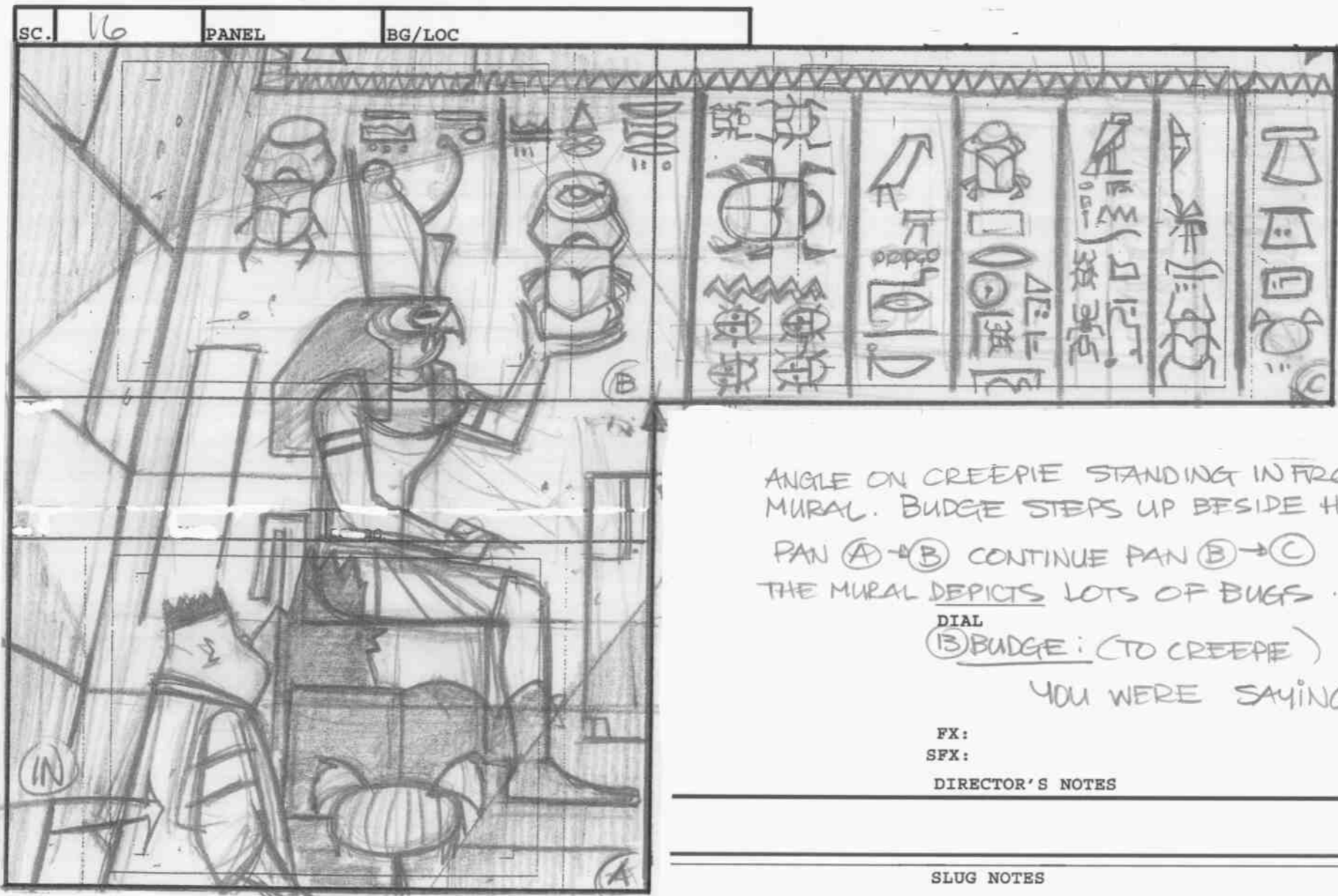
DIRECTOR'S NOTES

SLUG NOTES

FINAL	
-------	--

PROD #

growing
UP
CREEPIE



ANGLE ON CREEPIE STANDING IN FRONT OF ANOTHER MURAL. BUDGE STEPS UP BESIDE HER.

PAN (A) → (B) CONTINUE PAN (B) → (C)
THE MURAL DEPICTS LOTS OF BUGS.

DIAL
(B) BUDGE: (TO CREEPIE)

YOU WERE SAYING?

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

CLOSE ON CREEPIE.

"BLINK, BLINK"

DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL

(14) CREEPIE:

NOW WE'RE TALKING!

FX:

SFX:

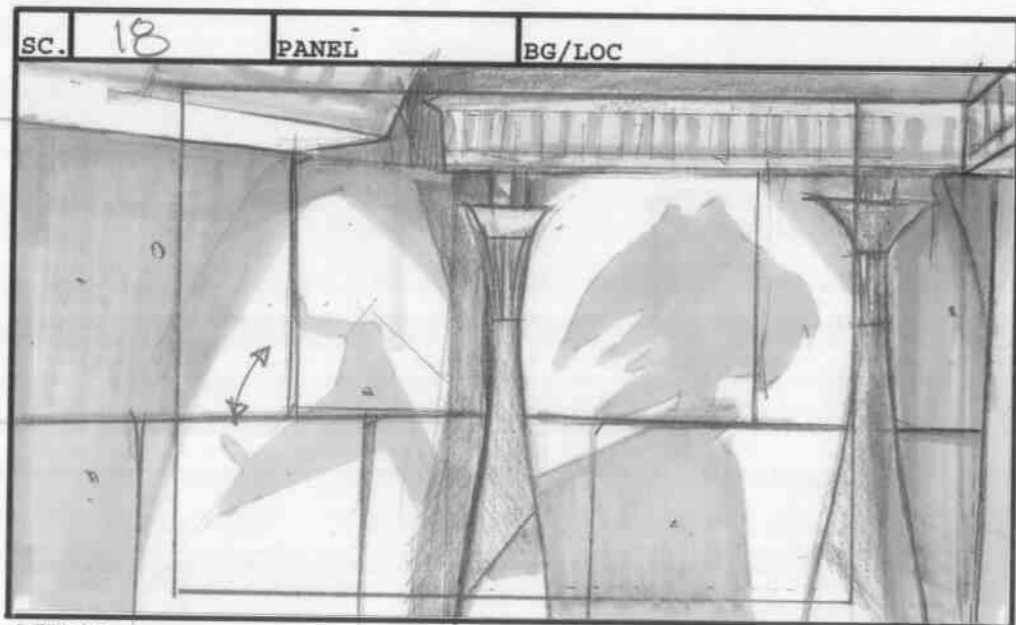
DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

WIPE



ACTION

INT. KHEPER-PA'S TOMB

ANGLE ON PAPPAS' SHADOW AGAINST WALL. AS THE SHADOW TURNS PAN (A) → (B) PAPPAS AND THE KIDS ARE STANDING AROUND A SARCOPHAGUS

DIAL

(12) DR. PAPPAS: (OS)

HERE BEFORE US LIES THE FOUR THOUSAND

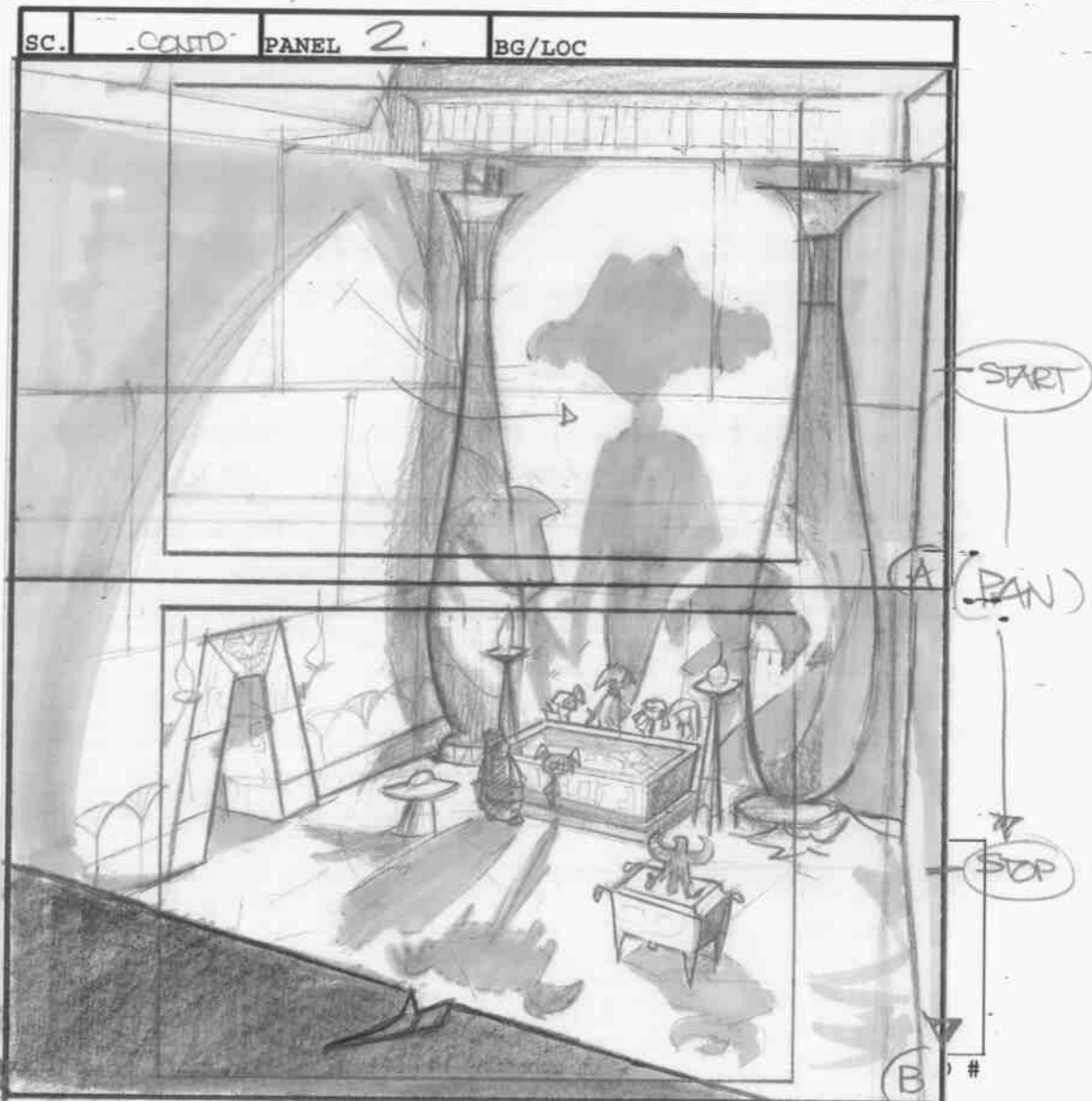
FX:

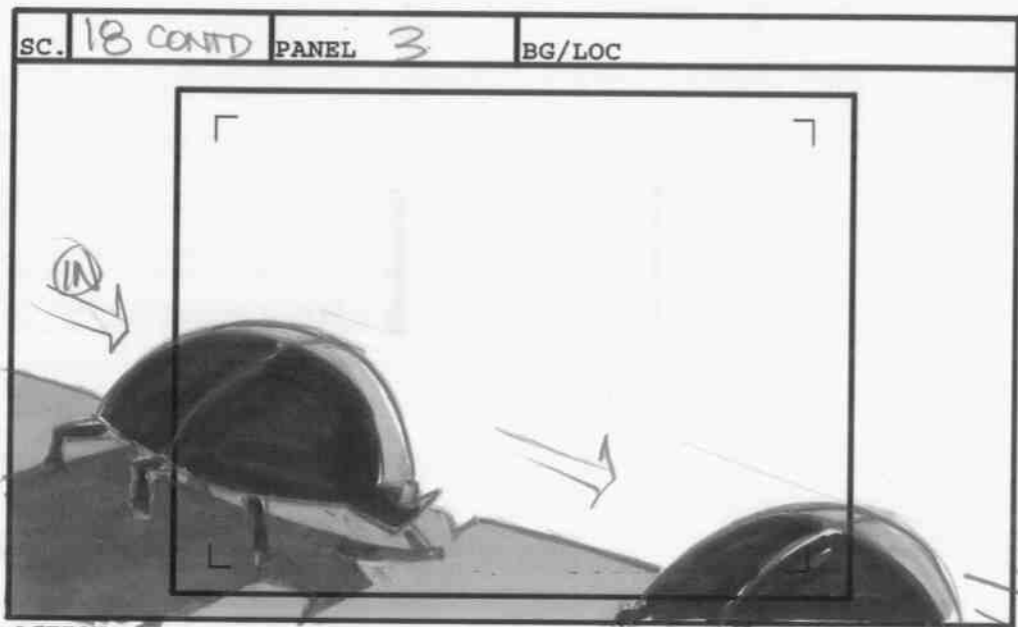
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES





ACTION

A DARK SHAPE (BEETLE) SKITTERS ALONG LEDGE PAST CAMERA.

DIAL

(12) PAPPAS: (CONTD)

.. YEAR-OLD MUMMIFIED REMAINS

FX:

SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES



ACTION

ANGLE ON SARCOPHAGUS - CLOSE ON MUMMY OF KHEPER-RA.

DIAL (12) DR. PAPPAS: (CONTD) (OS)

.. OF THE ANCIENT PHARAOH, KHEPER-RA!

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

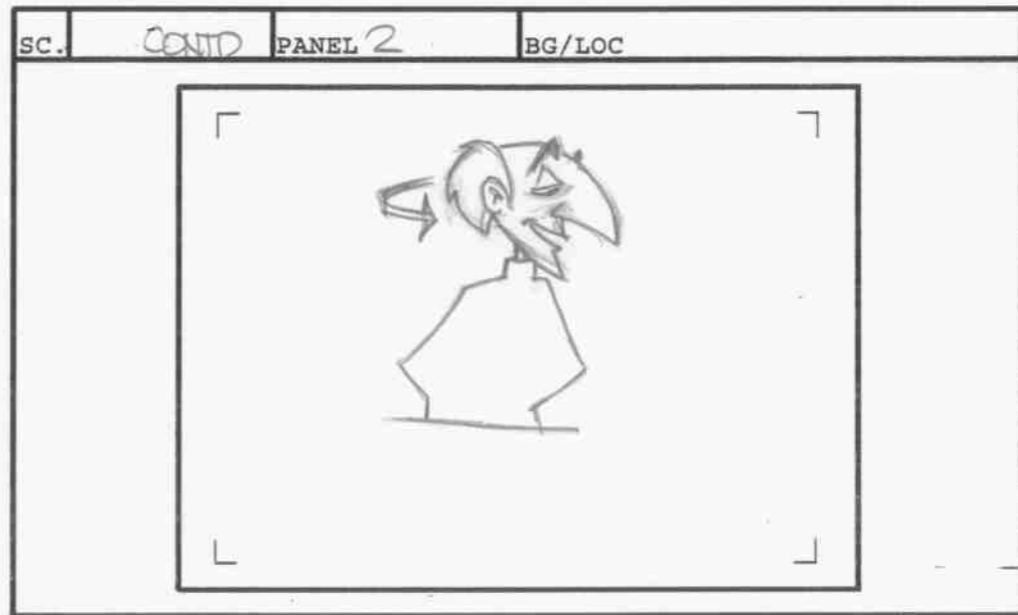


ACTION
CLOSE ON SARCOPHAGUS PAPPAS DRONES
ON AS CHRIS-ALUCE TAKES NOTES WHILE MELANE
AND CARLA LOOK ON BORED.

DIAL
⑮ DR. PAPPAS:
KHEPER-RA WAS NAMED, ..

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES



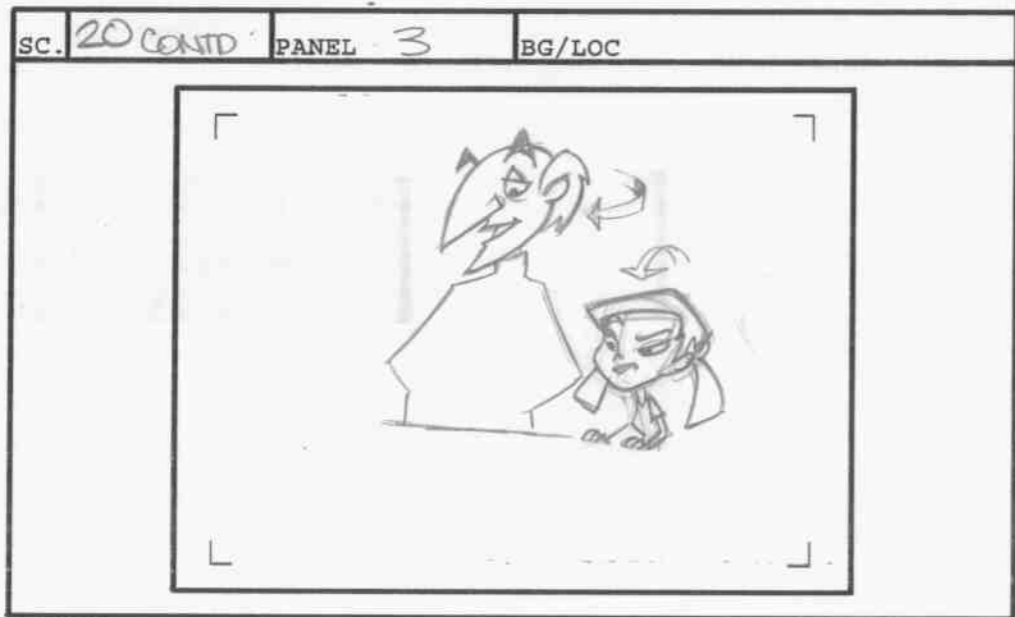
ACTION

DIAL ⑮ DR. PAPPAS: (CONTD)
.. AS WERE MANY PHARAOH'S ..

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

CARLA LEANS IN FOR A BETTER LOOK.

DIAL

15 DR. PAPPAS: (CONTD)

1.00 AFTER THE ANCIENT EGYPTIAN SUNGOD.

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

CLOSER ON CARLA & MELANIE

DIAL

16 CARLA:

YOU'D THINK BEING KING,
SOMEONE WOULD HAVE TOLD HIM...

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

CARLA TURNS TO MELANIE

DIAL (16) CARLA: (CONTD)

..ABOUT THE IMPORTANCE OF MOISTURIZER.

FX:

SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES



ACTION

DIAL (16A) MELANIE:

YA AND HE OBVIOUSLY WASNT..

FX:

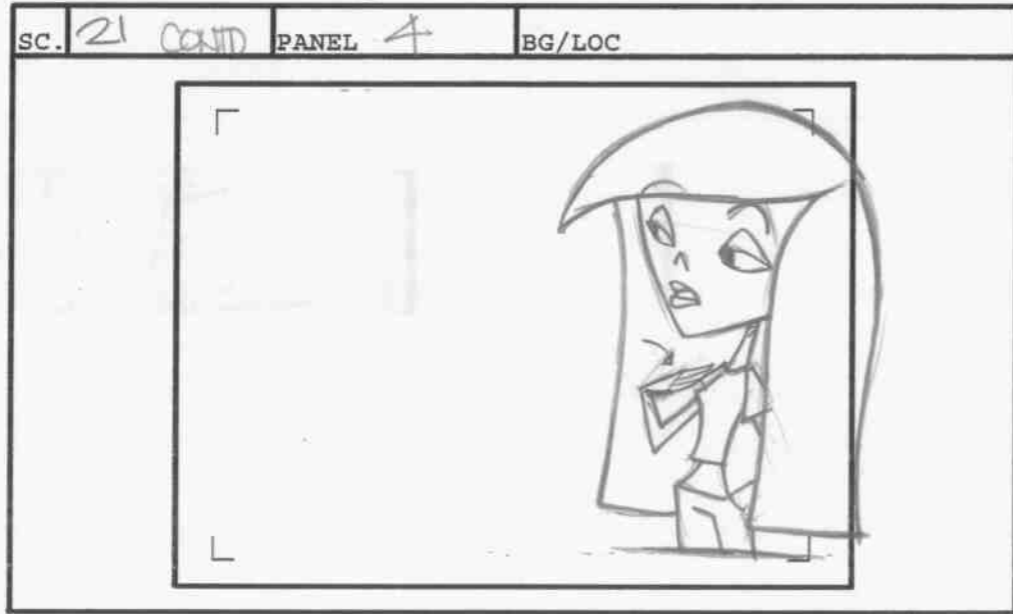
SFX:

DIRECTOR'S NOTES

FINAL
PROD #

SLUG NOTES

growing
UP
CREEPIE



ACTION

DIAL (16A) MELANIE: (CONTD)

.. WEARING ANY

FX:

SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES



ACTION

CARLA GIVES MEL A
SIDE LONG LOOK.

DIAL (16A) MELANIE: (CONTD)

.. SUNSCREEN!



FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION
ANGLE ON BUDGE & CREEPIE LOOKING AT THE MUMMY. SOMETHING HAS CAUGHT CREEPIE'S EYE

DIAL (18) CREEPIE:
DR. PAPPAS, HOW COME ...

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES



ACTION
CREEPIE POINTS AT THE NECKLACE AROUND MUMMY'S NECK.

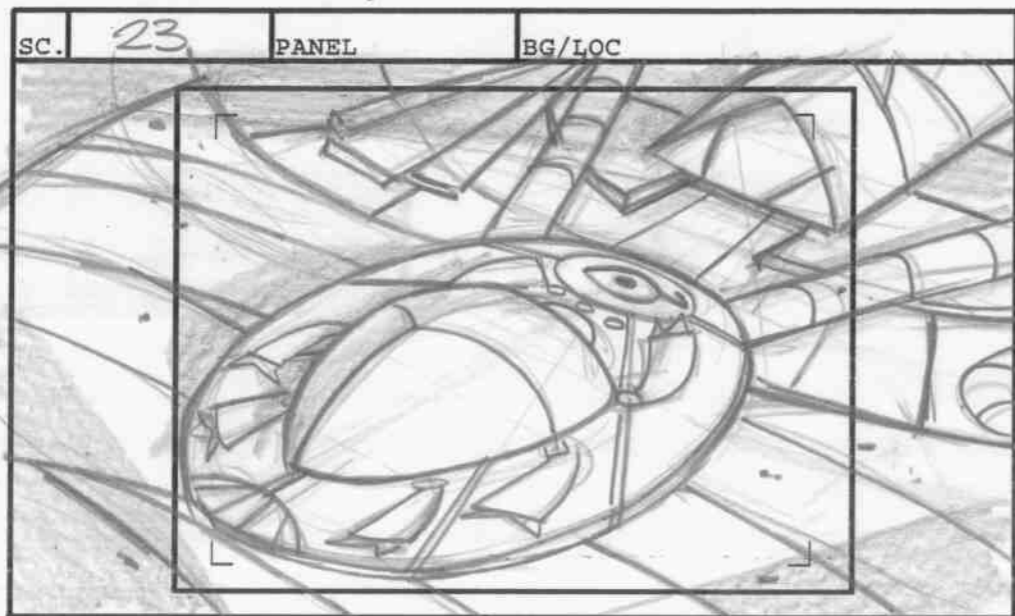
DIAL (18) CREEPIE: (CONTD)
.. THE MUMMY'S WEARING ..

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION
CLOSE ON DUNG BEETLE NECKLACE

DIAL

(18) CREEPIE: (CONTD) (OS)

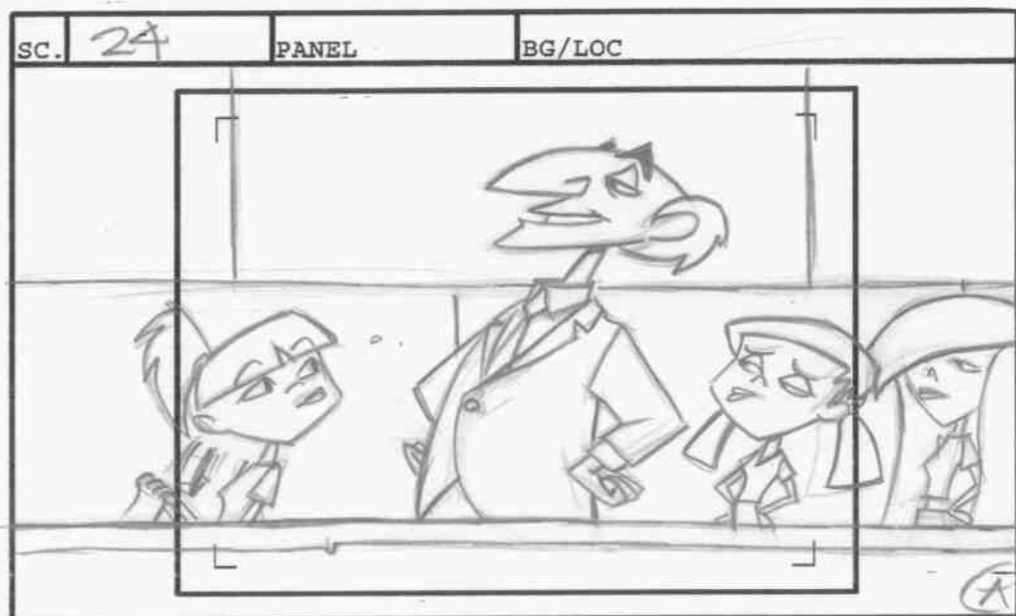
.. A DUNG BEETLE ON HIS NECKLACE?

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
ANGLE ON PAPPAS, CHRIS-ALICE, CARLA & MELANIE

DIAL

(19) PAPPAS:

THE ANCIENT EGYPTIANS ...

FX:

SFX:

DIRECTOR'S NOTES

FINAL

PROD #

SLUG NOTES

GROWING UP CREEPIE

SC. 24 CONTD PANEL 2 BG/LOC

SDP/START

START



ACTION STOP

PAN (A) → (B) CONTINUE PAN (B) → (C)
 PAPPAS GESTURES UP TO THE MURAL BEHIND THEM

(19) PAPPAS: (CONTD)
 .. WORSHIPPED DUNG BEETLES! THEY OBSERVED THE DUNG BEETLES CRAWLING OUT OF HOLES IN THE
 FX: DESERT SAND AND BELIEVED ...

FX:
 SFX:
 DIRECTOR'S NOTES

DIRECTOR'S NOTES

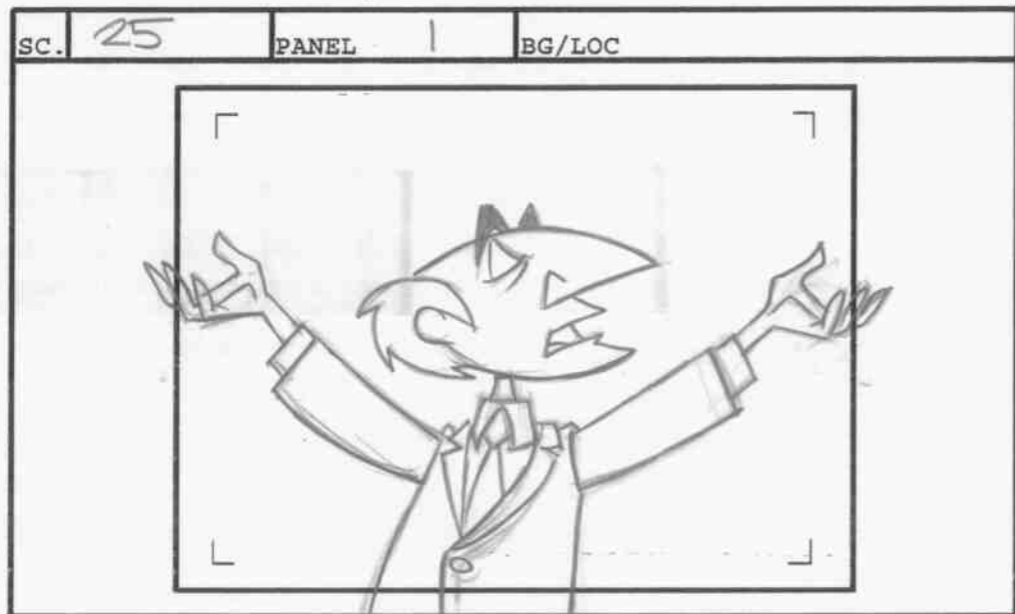
[Empty box for notes]

SLUG NOTES

SLUG NOTES

FINAL
 PROD #

growing
UP
CREEPIE



ACTION
CLOSE ON PAPPAS. HE'S GOTTEN INTO THE STORY.

DIAL (19) PAPPAS: (CONTD)

.. THAT THE DUNG BEETLES ...

FX:
SFX:

DIRECTOR'S NOTES

--

SLUG NOTES



ACTION
HE TURNS BACK TO THE KIDS.

DIAL (19) PAPPAS: (CONTD)

.. WERE MAGICALLY RESURRECTING THEMSELVES

FX:
SFX:

DIRECTOR'S NOTES

FINAL	PROD #
-------	--------

SLUG NOTES



ACTION
ECU ON CREEPIE

DIAL (17) CREEPIE:

WICKED!

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



ACTION
WIDE ON CREEPIE & BUDGE

DIAL (20) BUDGE:

AMAZING!

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES

FINAL
PROD #



ACTION

THEY TURN TO EACH OTHER.

DIAL (20) BUDGE: (CONTD)

THOUGH NOT AS AMAZING AS
THE FACT THAT OUR TEACHER
JUST SAID...

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL (20) BUDGE: (CONTD)

.. DUNG ..

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL	
PROD #	

growing
UP
CREEPIE



ACTION



ACTION

CREEPIE ROLLS HER EYES AS BUDGE GIGGLES AT HIS OWN SENSE OF HUMOR.

DIAL (20) BUDGE: (CONTD)

... THREE TIMES AND NOBODY LAUGHED ...

FX:

SFX:

DIRECTOR'S NOTES

[Empty rectangular box for notes]

SLUG NOTES

DIAL (20) BUDGE: (CONTD)

... (GIGGLES)

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

[Vertical rectangular box for production number]

FINAL
PROD #

growing
UP
CREEPIE



ACTION
ANGLE ON DR. PAPPAS. HE IS NOT
AMUSED.

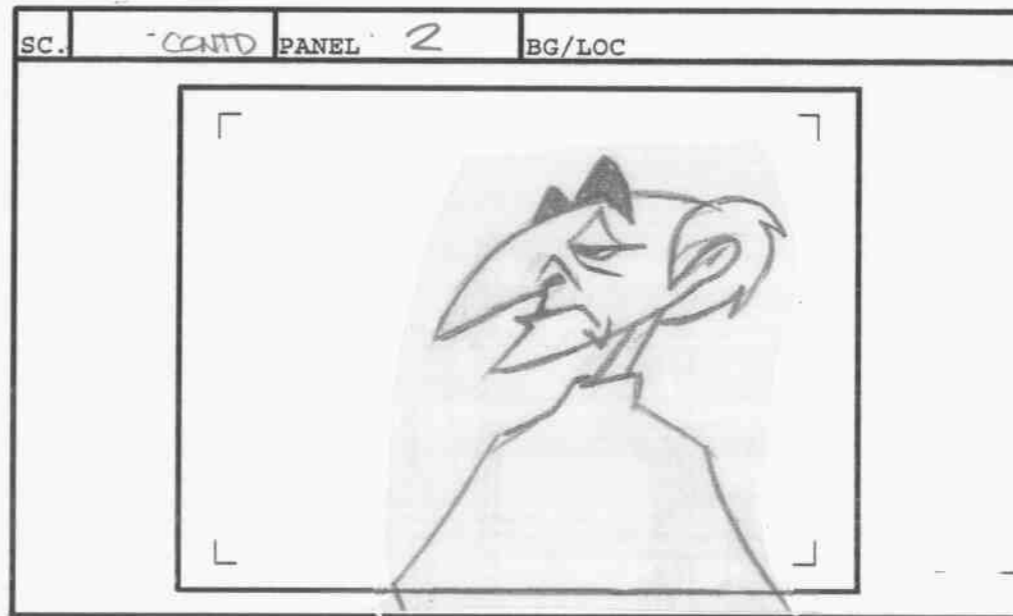
DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES



ACTION
HIS NOSTRIL FLARES IN DISDAIN.

DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES

FINAL
PROD #



ACTION
TURNING PAPPAS EXITS

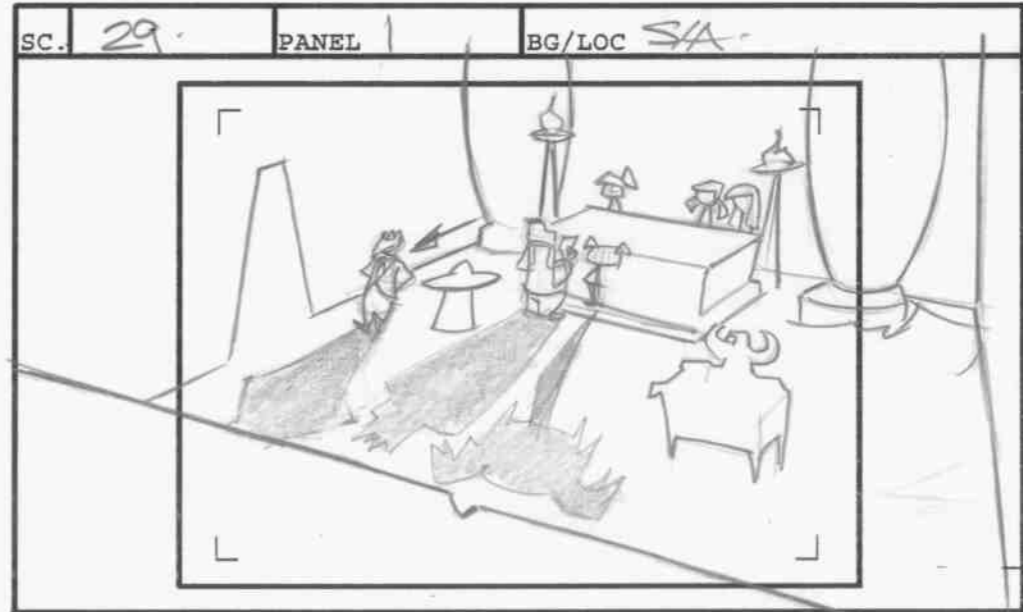
DIAL (21) PAPPAS:

NOW, ON TO THE EMBALMING EXHIBIT.

FX:
SFX:
DIRECTOR'S NOTES

[Empty box for notes]

SLUG NOTES



ACTION
WIDE ON KHEPER-RA'S TOMB
DR. PAPPAS HEADS TOWARDS THE EXIT

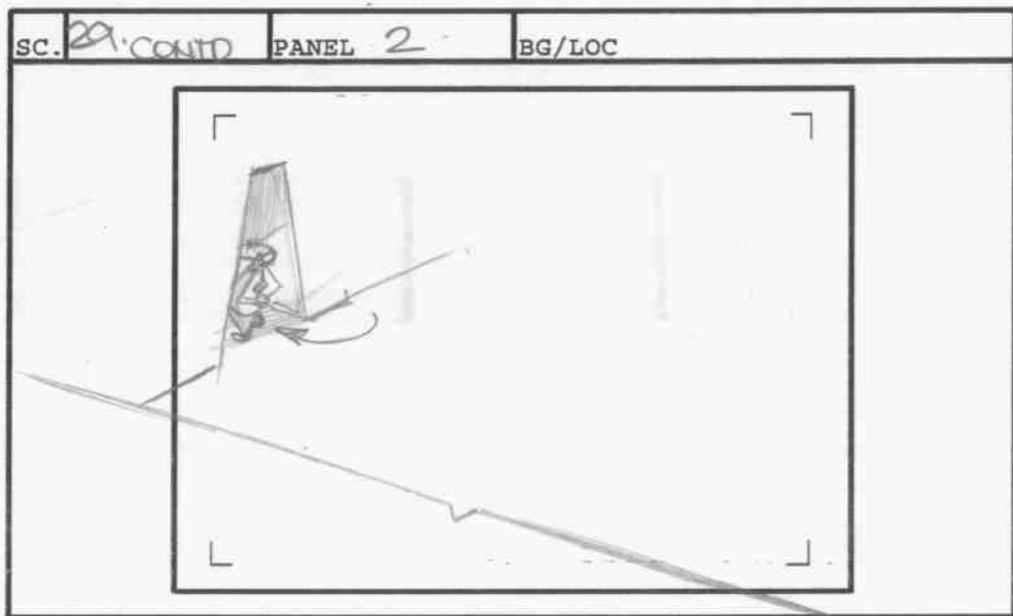
DIAL

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #

growing
UP
CREEPIE



ACTION

.. OBLIVIOUS OF THE FACT THAT THE KIDS ARE NOT FOLLOWING HIM.

DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

ANGLE ON BUDGE & CREEPIE. CHRIS-ALICE STEPS UP BESIDE THEM. BUDGE IS ENGROSSED IN HIS BROCHURE.

DIAL

(22) CREEPIE: (AWED)

WOW, BUG WORSHIP.. AT LEAST THE EGYPTIANS GOT IT RIGHT.

FX:
SFX:

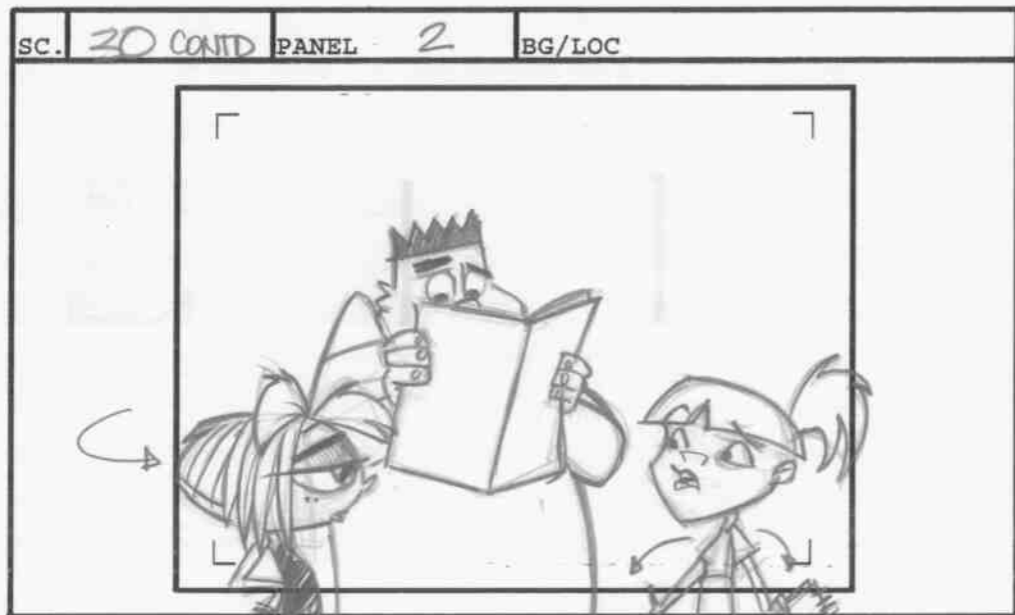
DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

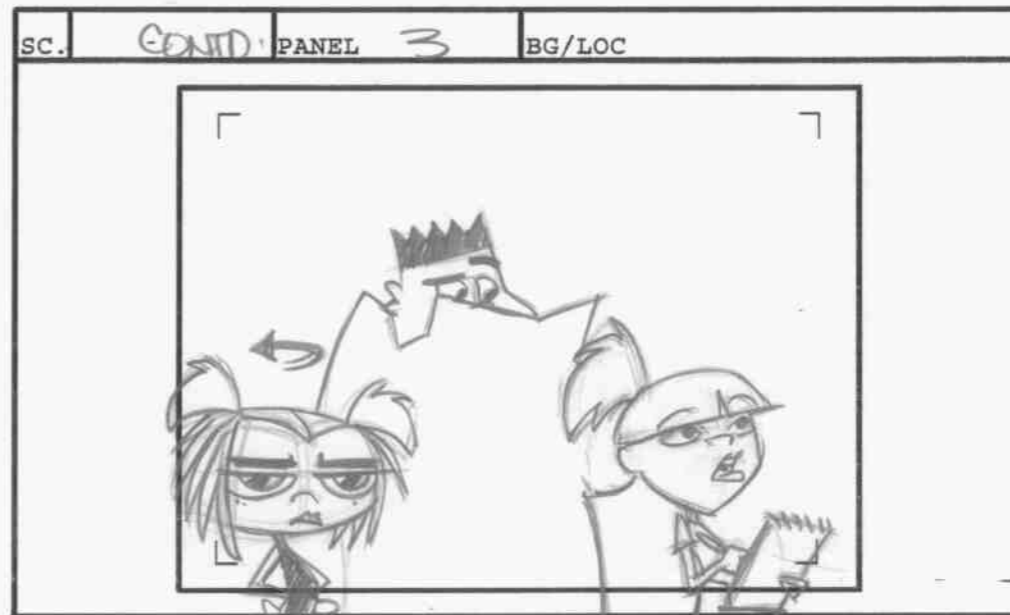
FINAL

PROD #



ACTION

CHRIS ALICE REACTS.



ACTION

CHRIS ALICE TURNS TO LOOK AT MURAL.

DIAL

23 CHRIS-ALICE:
NO WAY! BUG WORSHIPPING WOULD
TOTALLY PUT MY DADDY'S

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

DIAL

23 CHRIS-ALICE:(CONTD)

.. EXTERMINATION COMPANY OUT OF
BUSINESS!

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL	
	PROD #

growing
UP
CREEPIE

HU



ACTION
CLOSE ON CREEPIE

DIAL
24 CREEPIE: (SOTTO)

AND THAT'S ...

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



ACTION

DIAL
24 CREEPIE: (CONTD)

.. A BAD THING??

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

WIDE ON CARLA & MELANIE. CREEPIE, BUDGE AND CHRIS ALICE STAND ON THE OTHER SIDE OF THE SARCOPHAGUS.

DIAL

(25) CARLA:

PLUS YOU KNOW IF PEOPLE WORSHIPPED BUGS, ...

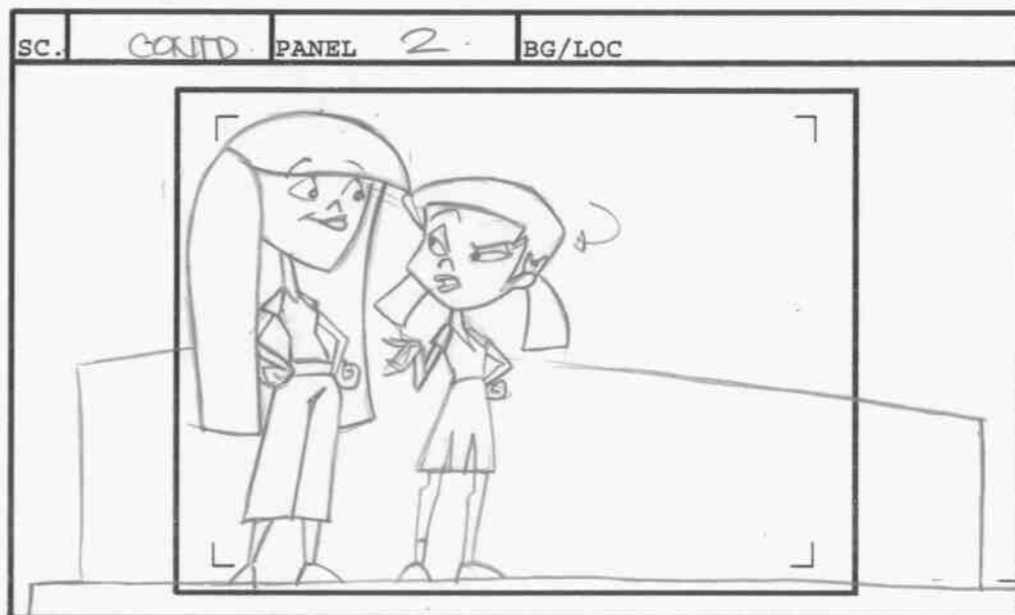
FX:

SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

CARLA TURNS TO MELANIE, WHO NODS IN AGREEMENT.

DIAL

(25) CARLA: (CONTD)

... THEN WHO WOULD ...

FX:

SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

FINAL

PROD #



ACTION

CLOSE ON BUDGE, ABSORBED IN HIS BROCHURE

DIAL (25) CARLA: (OS)

... WORSHIP SUPER MODELS?

FX:

SFX:

DIRECTOR'S NOTES

[Empty rectangular box for notes]

SLUG NOTES



ACTION

HE REACTS TO CARLA'S STATEMENT

DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #

growing
UP
CREEPIC



ACTION
BUDGE CASTS A SIDE-LONG GLANCE AT OS CARLA.

DIAL

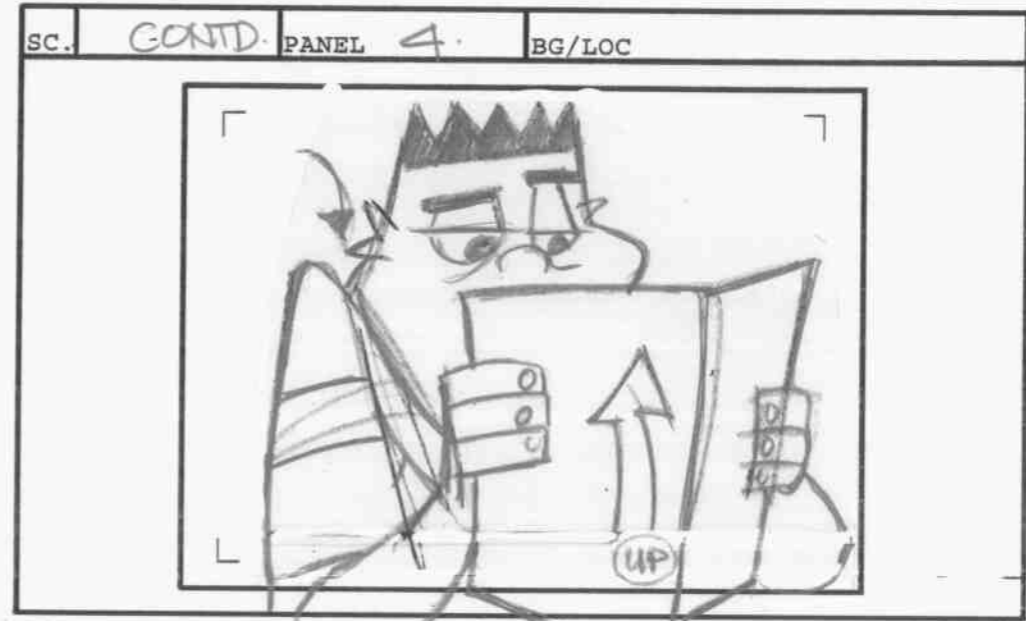
FX:

SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION
HE SHRUGS AND GOES BACK TO READING THE BROCHURE

DIAL

FX:

SFX:

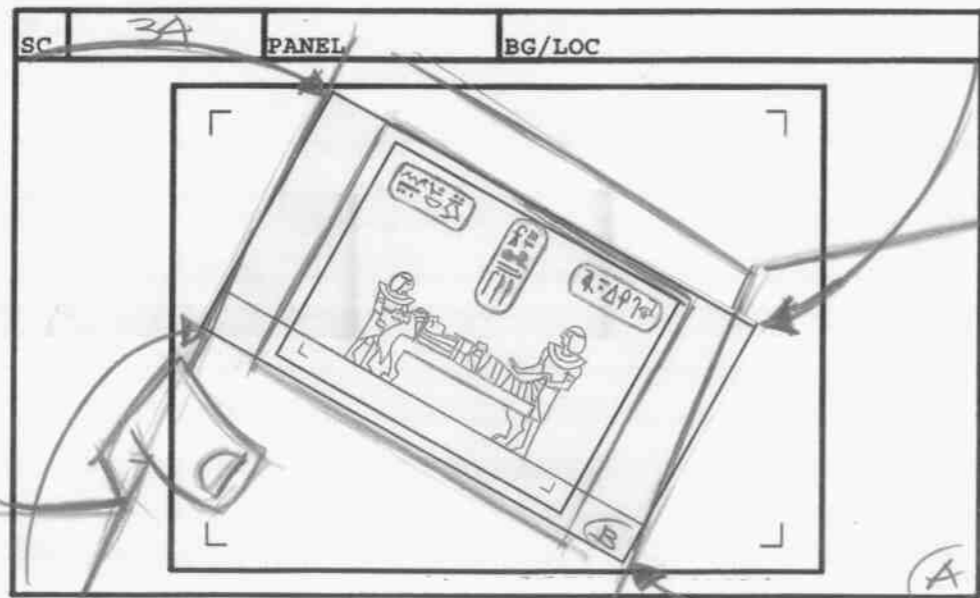
DIRECTOR'S NOTES

SLUG NOTES

3A



FINAL
PROD #



ACTION
BUDGE'S P.O.V. ON BROCHURE
ROTATE IN (A) → (B) ON ILLUSTRATION

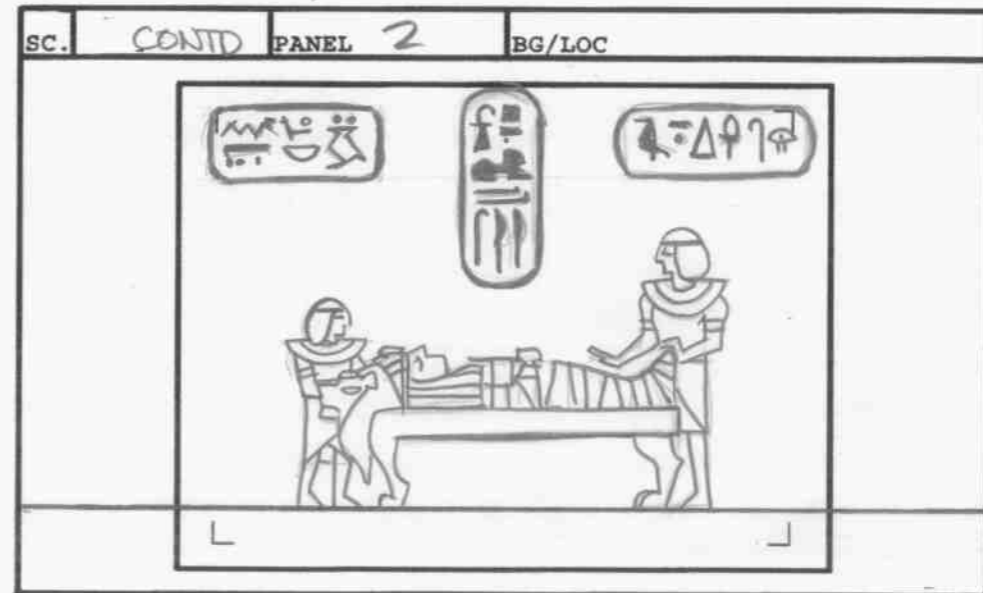
DIAL
(27) BUDGE (VO)

AN ANCIENT LEGEND ..

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
TO EGYPTIAN PRIEST ARE PREPARING
A MUMMY. (THEIR NAMES ARE ABOVE THEM)

*NOTE: THIS SEQUENCE SHOULD BE TREATED LIKE
CUT-OUT ANIMATION, THINK "SOUTH-PARK"

DIAL
(27) BUDGE: (VO) (CONTD)

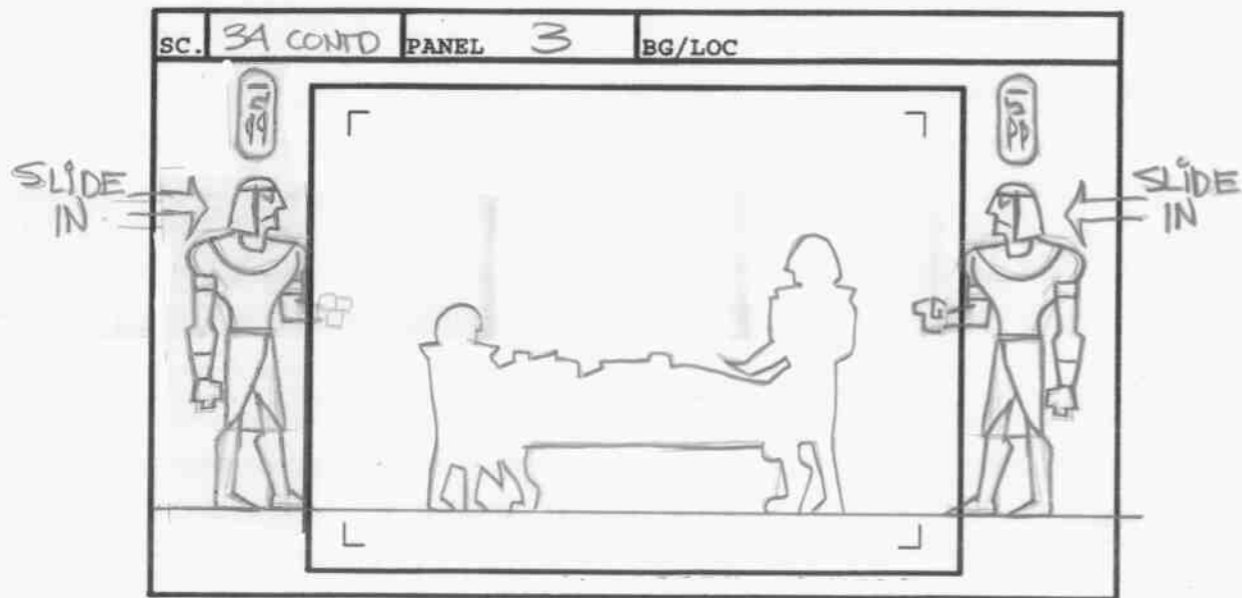
.. CLAIMS THAT WHILE KHEPER-RA ..

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL	
	PROD #



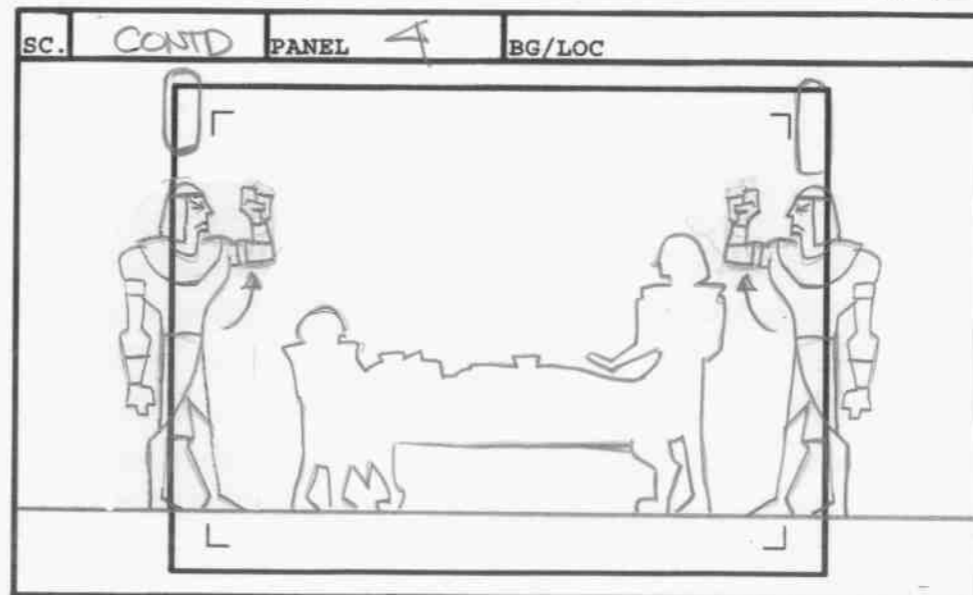
ACTION
EGYPTIAN HENCHMAN, (W/CARTOUCHES OVER THEIR HEADS) SLIDE IN.

DIAL 27 BUDGE: VO (CONTD)
... WAS BEING MUMMIFIED AN EVIL PRIEST ...

FX:
SFX:
DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



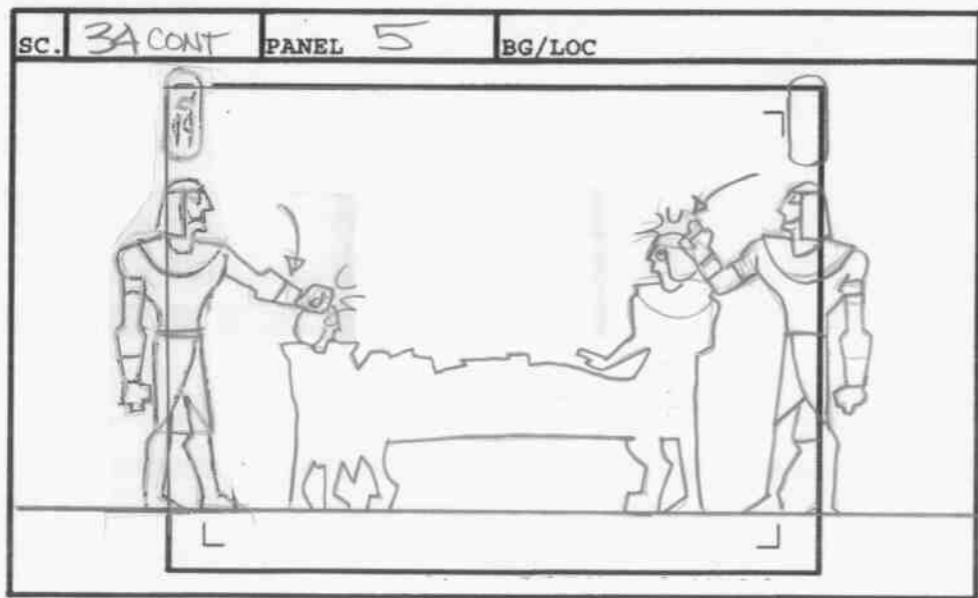
ACTION
THEY STOP BEHIND THE PRIEST'S, RAISE THEIR FISTS AND...

DIAL 27 BUDGE: VO (CONTD)
... PUT A CURSE ...

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

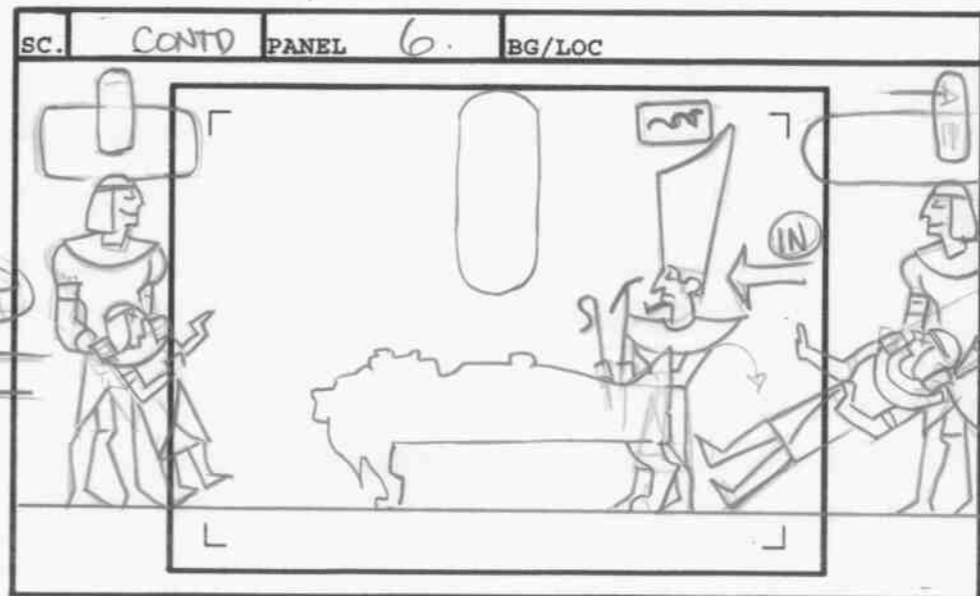
BONK! THE PRIEST'S EYES POP WIDE.

DIAL (27) BUDGE: (VO) (CONTD)
.. ON HIM ..

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

HENCH DRAG PRIESTS (W/CARTOUCHES) OUT...
EVIL PRIEST SLIDES IN

DIAL (27) BUDGE: (VO) (CONTD)
.. SO THAT HIS SOUL ..

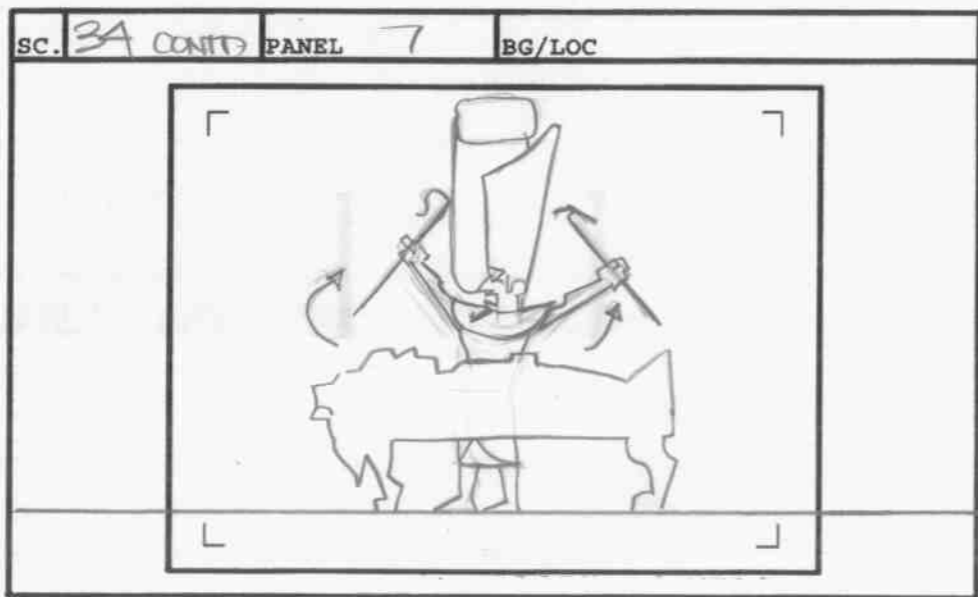
FX:
SFX:

DIRECTOR'S NOTES

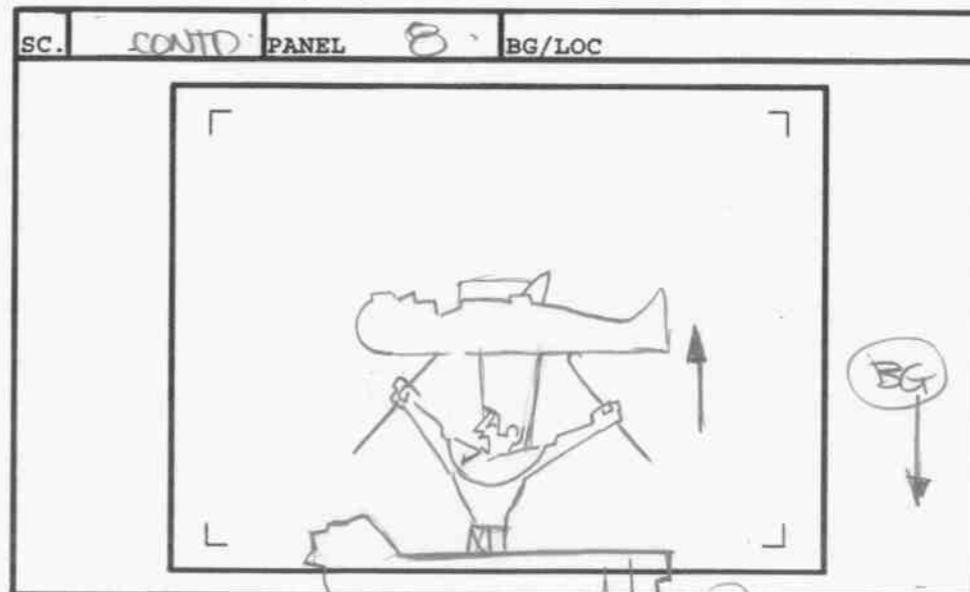
SLUG NOTES

FINAL

PROD #



ACTION
THE EVIL PRIEST RAISES HIS ARMS



ACTION
THE MUMMY RISES UP

DIAL (27) BUDGE: (VO) (CONTD)
.. WOULD ROAM ..

FX:
SFX:
DIRECTOR'S NOTES

[Empty rectangular box for notes]

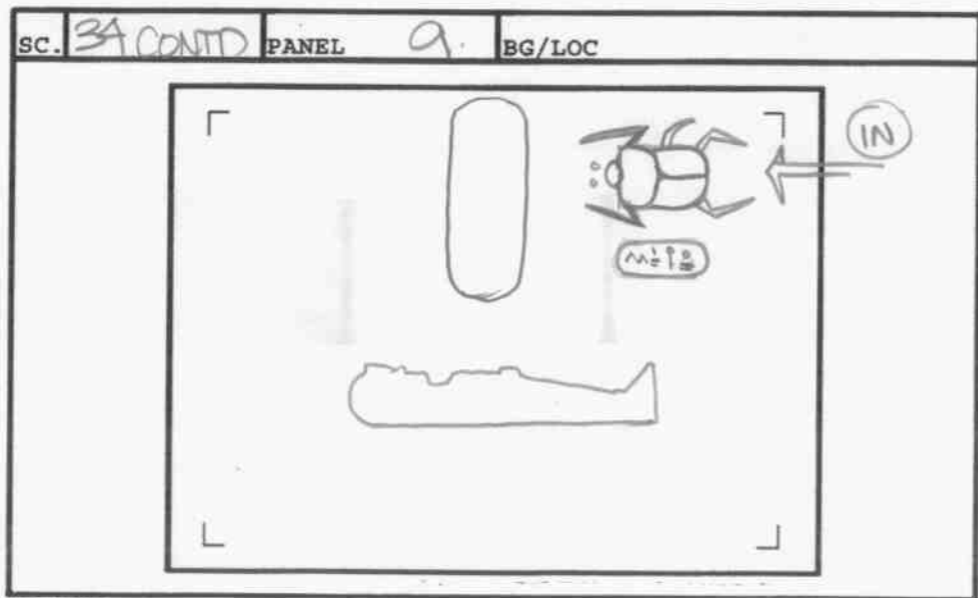
SLUG NOTES

DIAL (27) BUDGE: (VO) (CONTD)
... RESTLESSLY FOR ETERNITY ..

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION
THE MUMMY CONTINUES RISING AS A BEETLE
(WITH HIS OWN CARTOUCHE) SLIDES IN.

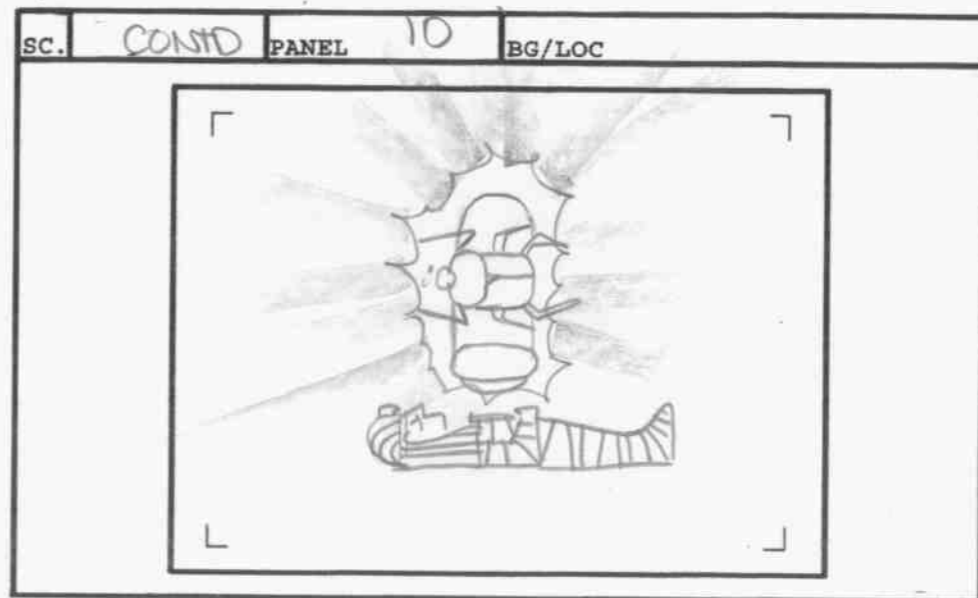
DIAL (27) BUDGE : (V0) (CONTD)

.. IN THE BODY OF A DUNG BEETLE ..

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
STOP AS THE BEETLE CROSSES OVER
KHEPER-RA'S CARTOUCHE. A GLOW FORMS
AROUND IT. THE MUMMY CONTINUES TO RISE

DIAL (27) BUDGE : (V0) (CONTD)

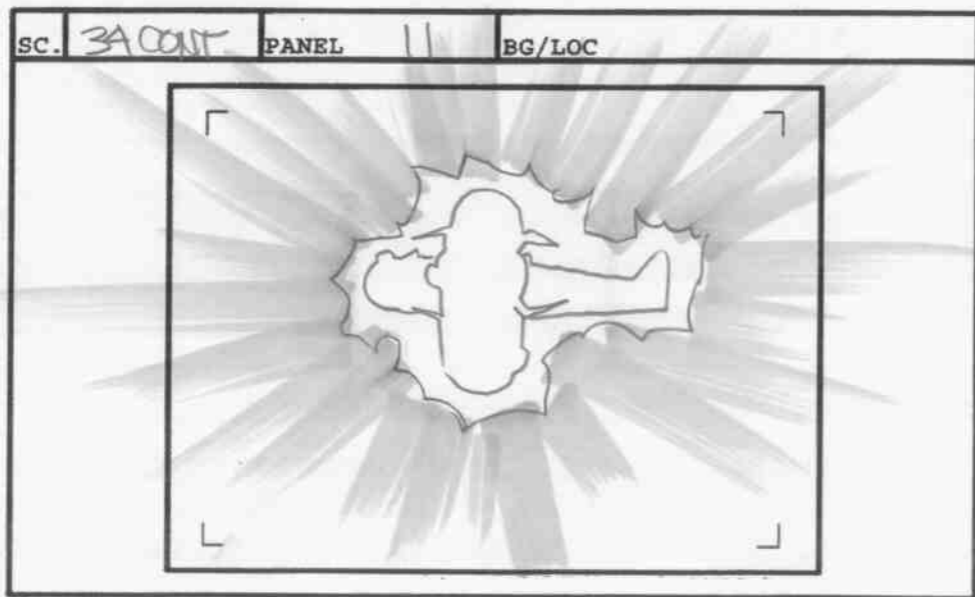
.. AND THAT ..

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

THE MUMMY STOPS AS IT CROSSES THE BEETLE. THE GLOW SURROUNDING THE BEETLE ENGULFS THE MUMMY.

DIAL

(27) BUDGE (V0) CONTD

(GULP)

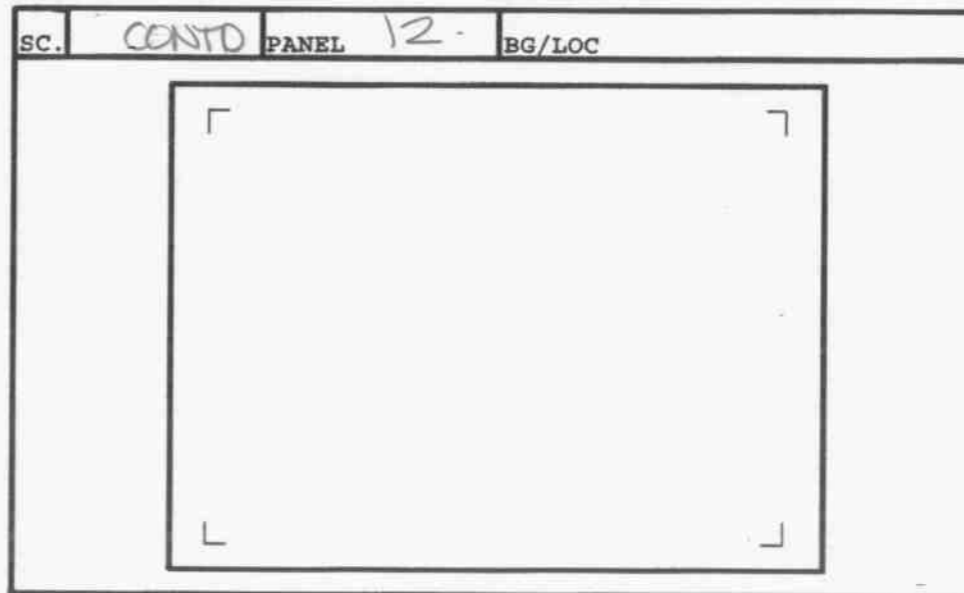
FX:

SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES



ACTION

SCREEN GOES WHITE.

DIAL

FX:

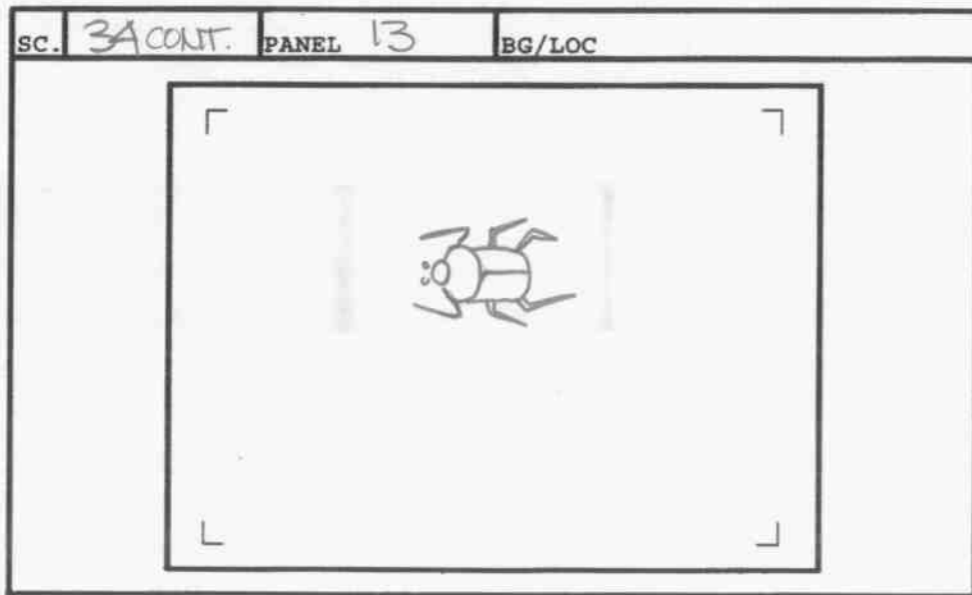
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

FADE ONLY BEETLE BACK

DIAL (27) BUDGE : (VO) (CONT'D)

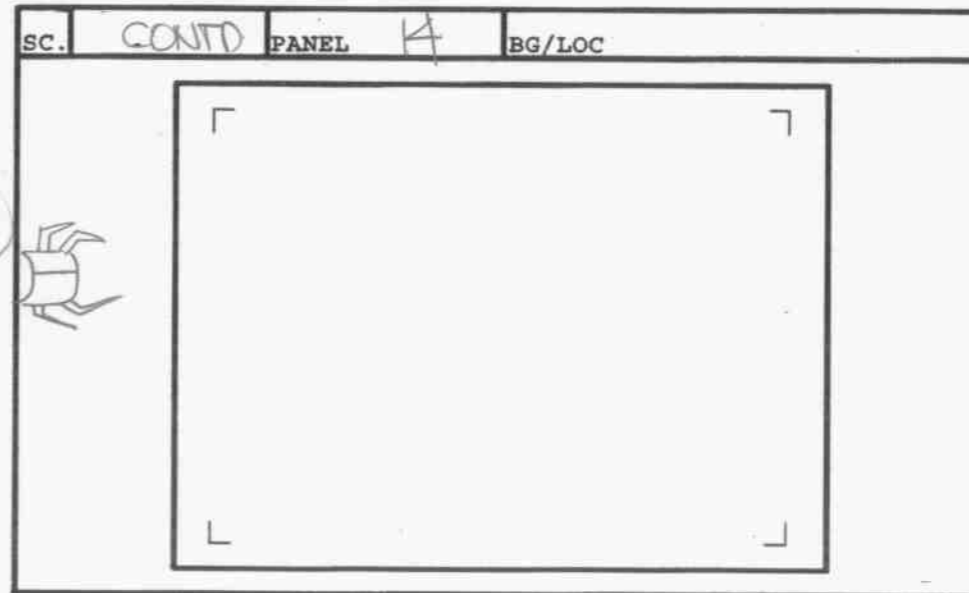
... HIS MUMMY ...

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

THE BEETLE SLIDES OUT

DIAL (27) BUDGE : (VO) (CONT'D)

... WOULD RISE FROM THE DEAD.

FX:

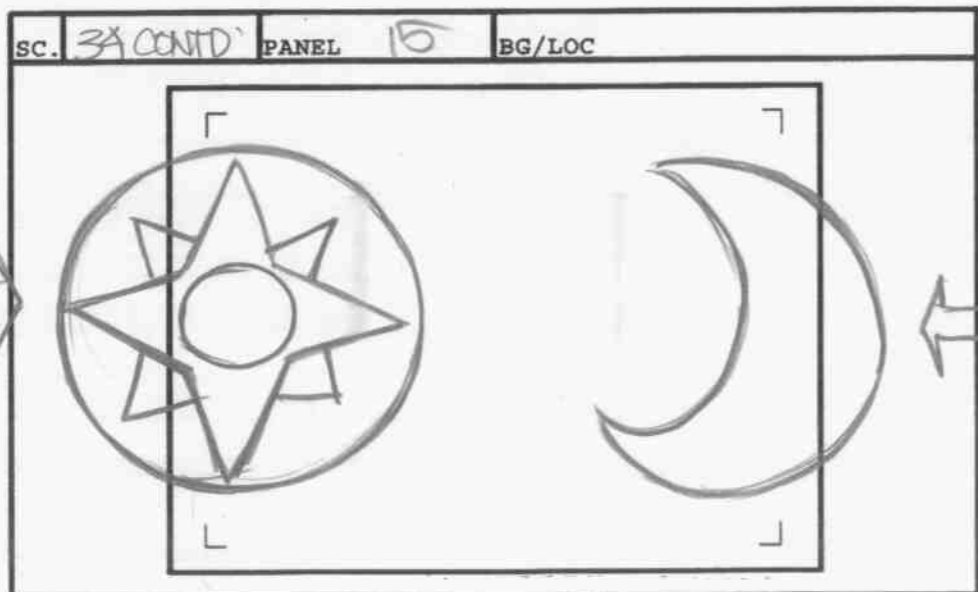
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



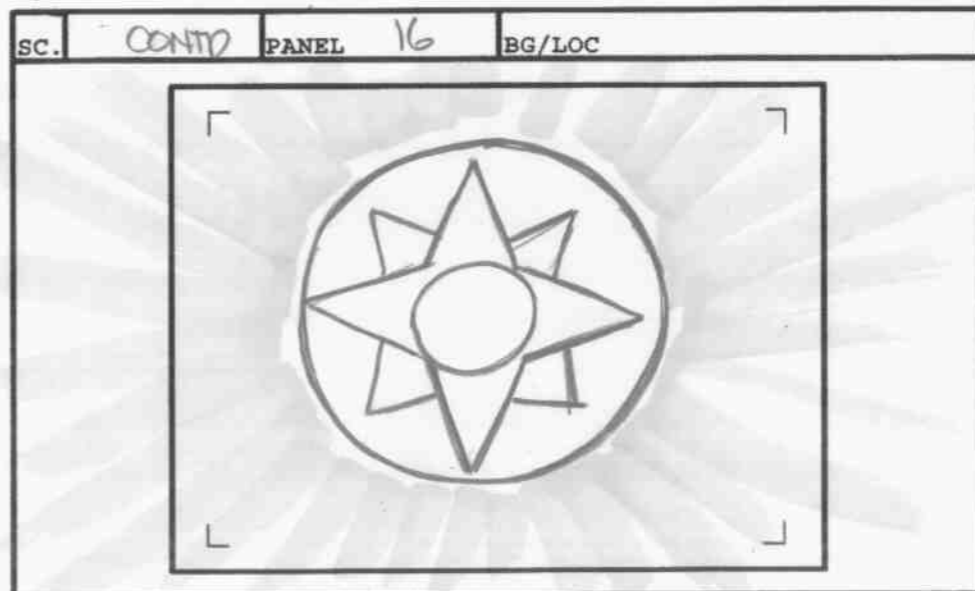
ACTION
A "SUN" AND "MOON" DISC SLIDE IN

DIAL (27) BUDGE (VO) CONTD
... WHEN THE SUN MEETS ...

FX:
SFX:
DIRECTOR'S NOTES

[Empty box for notes]

SLUG NOTES



ACTION
AND CROSS OVER EACH OTHER

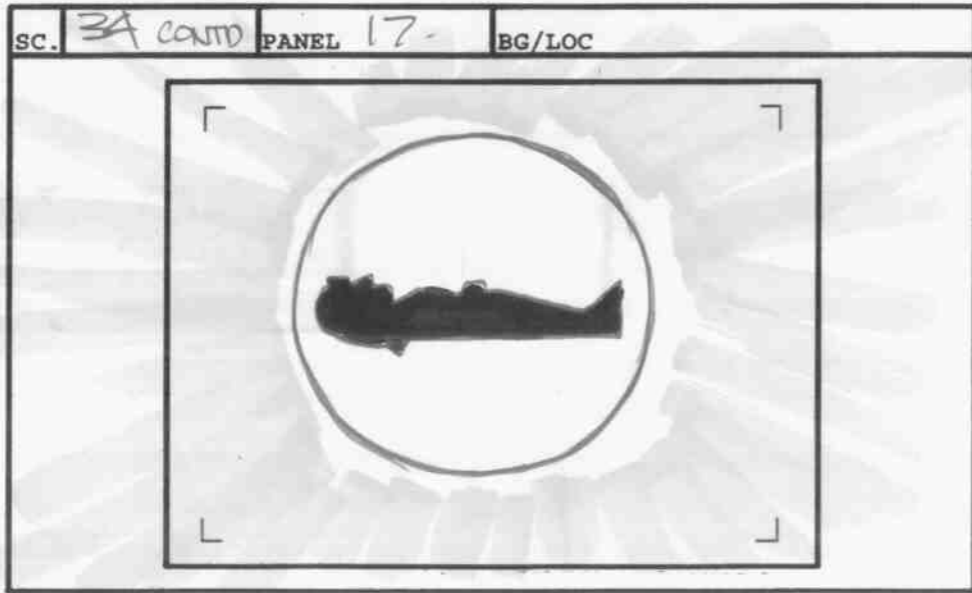
DIAL (27) BUDGE (VO) CONTD
... THE MOON!

FX:
SFX:
DIRECTOR'S NOTES

[Empty box for notes]

SLUG NOTES

FINAL
PROD #



ACTION
THE SILHOUETTE OF THE MUMMY FADES ON.
AS THE GLOW AROUND 'SUN' DISC INTENSIFIES

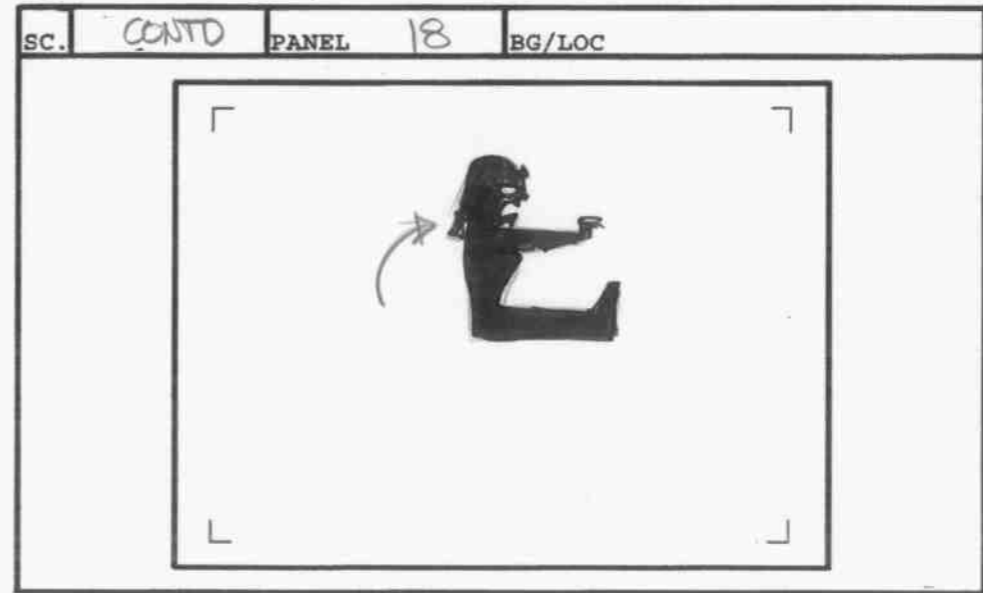
DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION
THE SILHOUETTE OF THE MUMMY SITS
UP STIFFLY.

DIAL

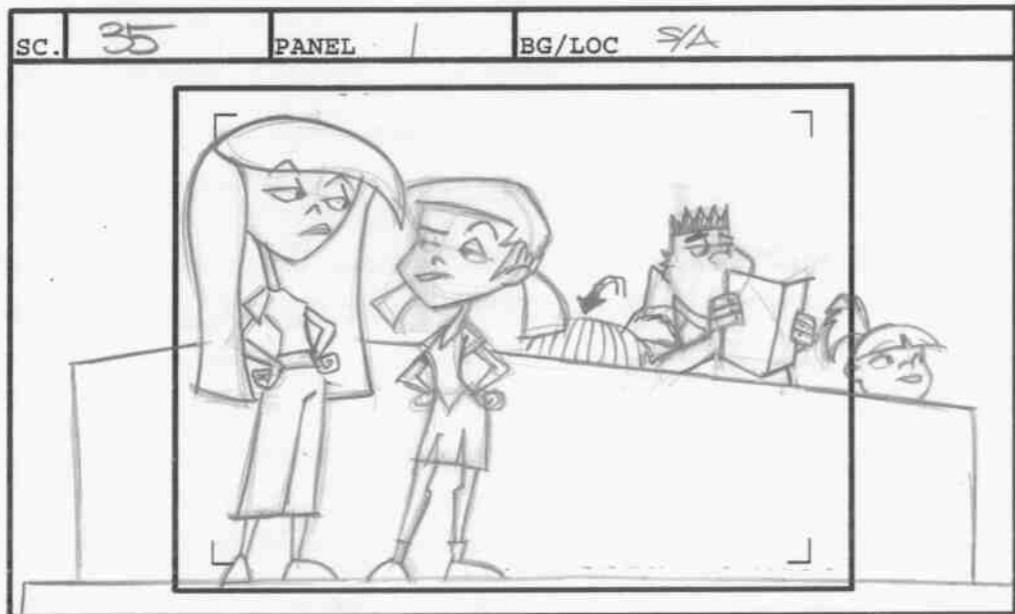
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #

growing
UP
CREEPIE



ACTION
ANGLE ON KIDS. MELANIE & CARLA
GIVE EACH OTHER A LOOK. IN THE BACKGROUND
CREEPIE HOPS DOWN FROM SARCOPTAGUS.

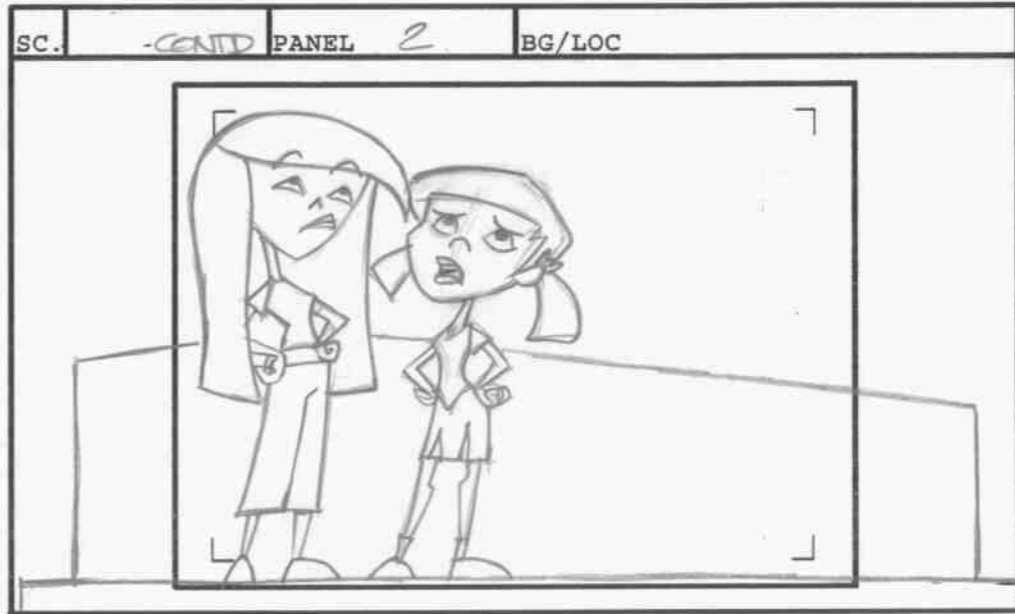
DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES



ACTION
MELANIE & CARLA ROLL THEIR EYES

DIAL (28) CARLA: (SCOFFING)

WHO EVER HEARD OF A BUG
HAVING A SOUL?

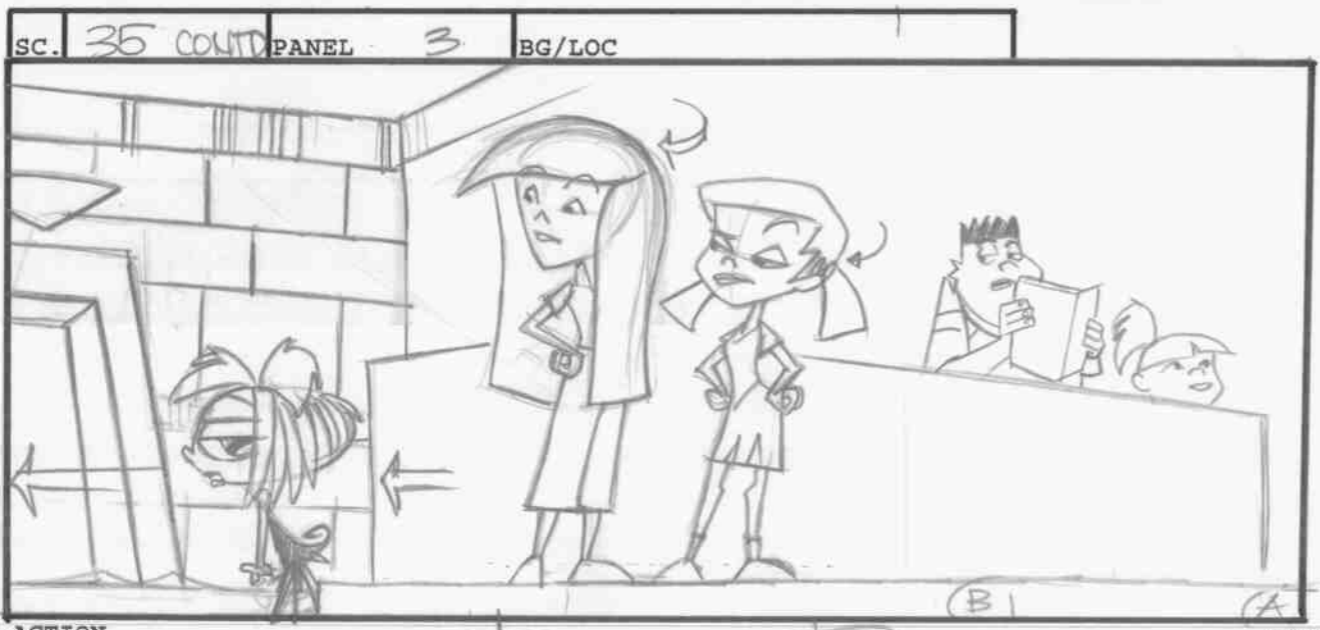
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
[Empty rectangular box for Prod #]
PROD #

GROWING UP CREEPIE



OUT

ACTION ACTION

STOP ← PAN — START

PAN W/ACTION AS CREEPIE SKITTERS OUT FROM BEHIND SARCOPHAGUS AND EXITS.

DIAL
 (29) CREEPIE:
 WHO EVER HEARD OF A BUG NOT HAVING A SOUL?

DIAL
 FX:
 SFX:
 DIRECTOR'S NOTES

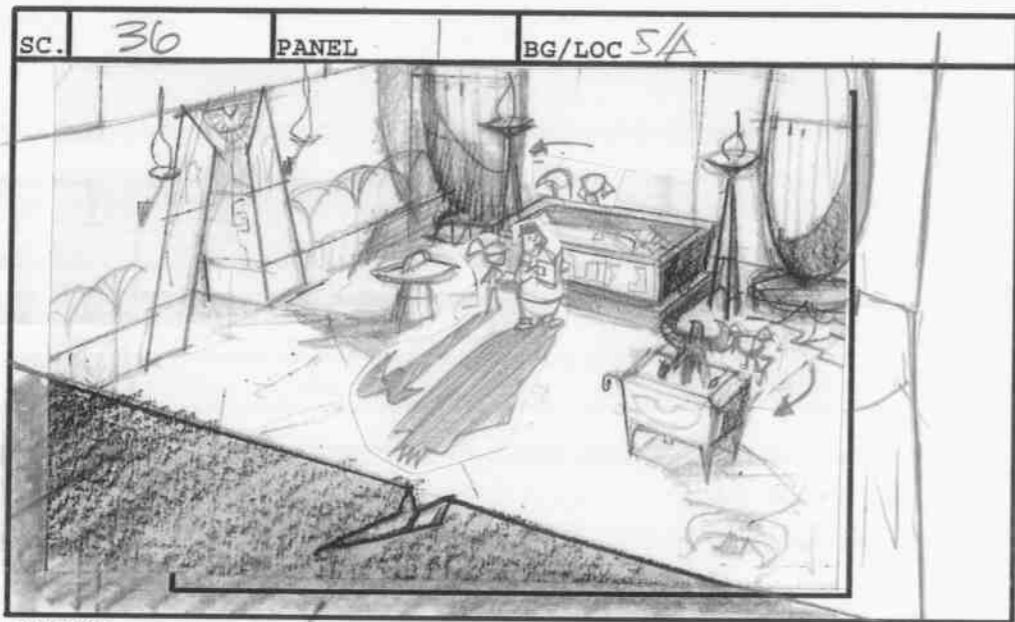
FX:
 SFX:
 DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

SLUG NOTES

FINAL
 PROD #



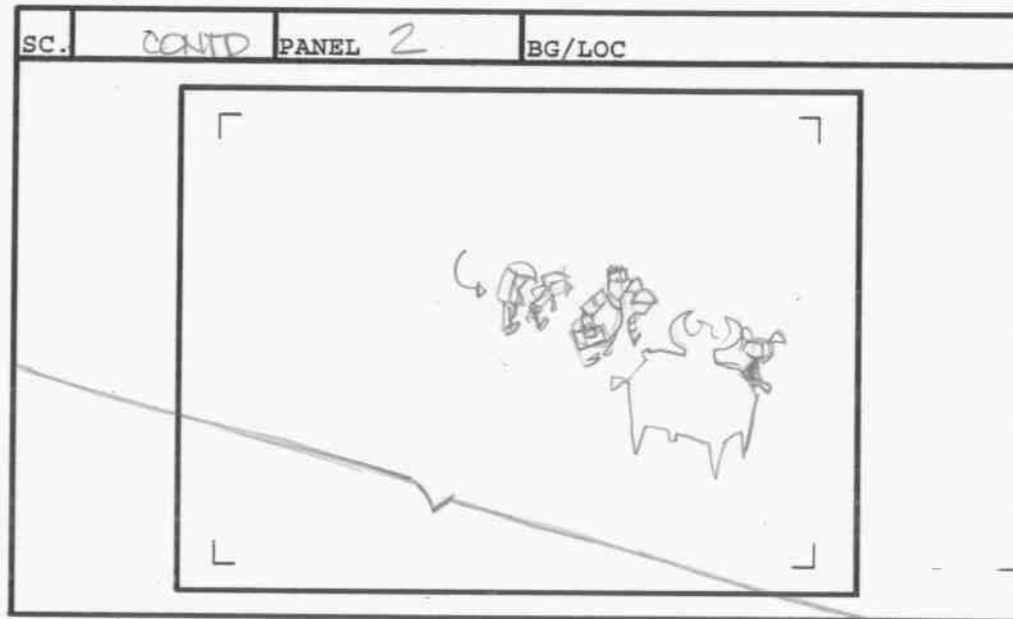
ACTION
 WIDE ON KHEPER-RA'S TOMB.
 CREEPIE SKITTERS UP TO AN ARTIFACT
 MELANIE & CARLA COME OUT FROM BEHIND THE
 SARCOPHAGUS.

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL

FX:
SFX:

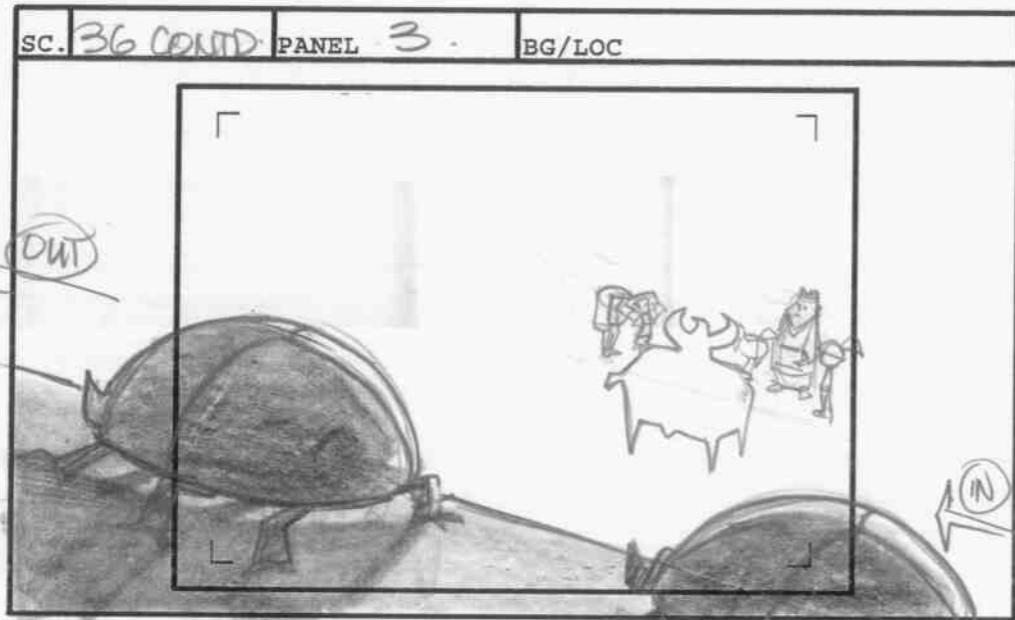
DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

growing
UP
CREEPIE



ACTION
THE BEETLE ONCE AGAIN SCURRIES
THRU THE SCENE
THE KIDS SETTLE AROUND CREEPIE & THE
ARTIFACT

DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
CLOSE ON MELANIE & CARLA

DIAL (30) MELANIE:

AND HOW COULD THE SUN
MEET THE MOON?

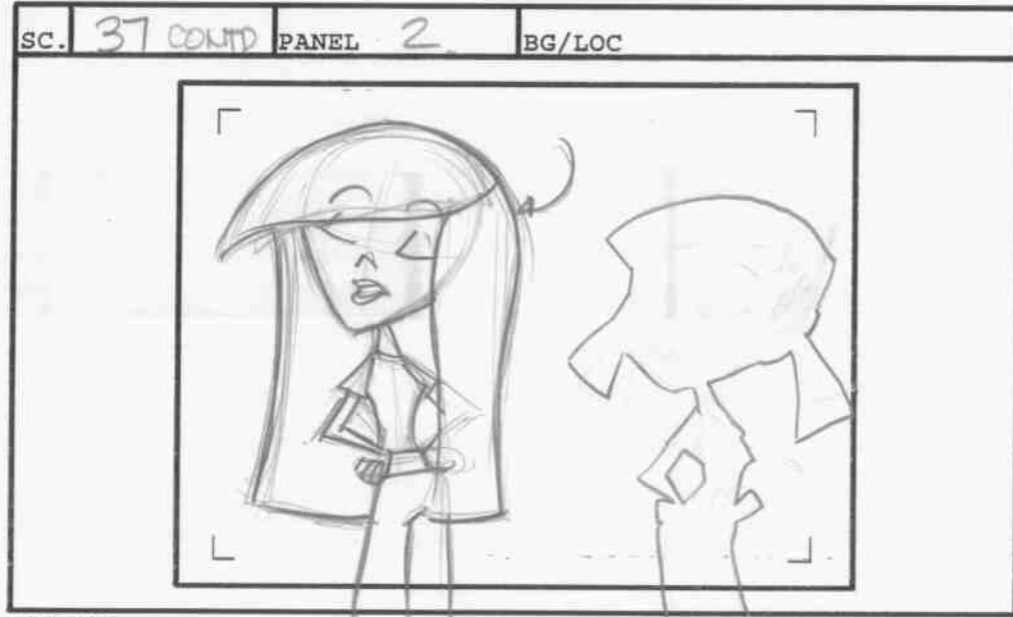
FX:

SFX:

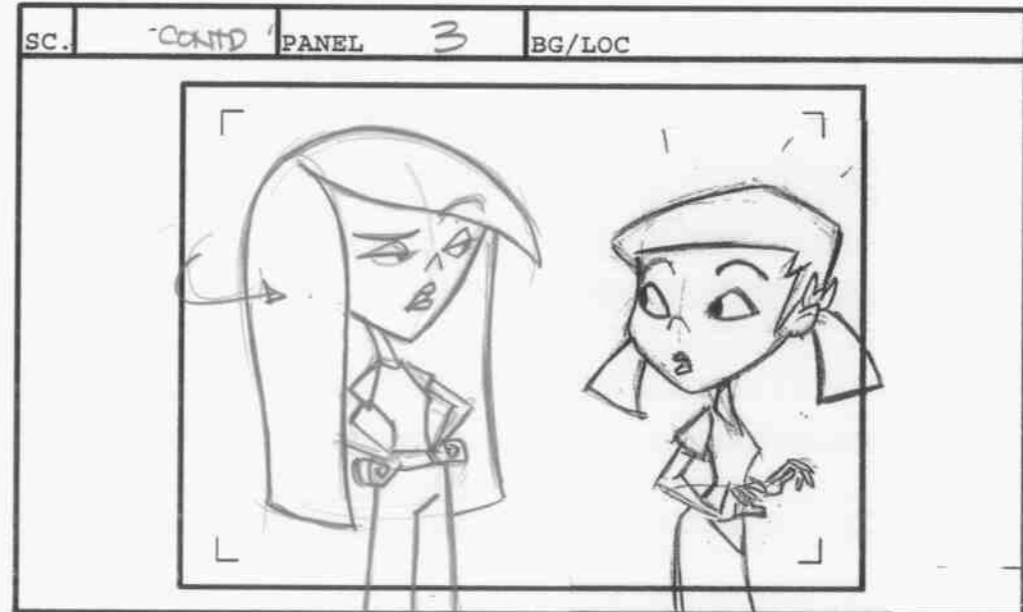
DIRECTOR'S NOTES

SLUG NOTES

FINAL	
	PROD #



ACTION



ACTION

DIAL (30) MELANIE: (CONTD)
EVERYONE KNOWS THE SUN DOESN'T
COME OUT AT NIGHT, OR.

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

DIAL (30) MELANIE: (CONTD)
.. 'CAUSE THEN IT WOULD BE
DAYTIME!

FX:
SFX:

DIRECTOR'S NOTES

FINAL	
	PROD #

SLUG NOTES

growing
UP
the
CREEPIE



ACTION
ANGLE ON CREEPIE, BUDGE AND
CHRIS-ALICE LOOKING PERPLEXED

DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

DIAL

(31) CHRIS-ALICE:
I THINK "SUN MEETING THE MOON"

FX:
SFX:

DIRECTOR'S NOTES

FINAL
PROD #

SLUG NOTES



ACTION

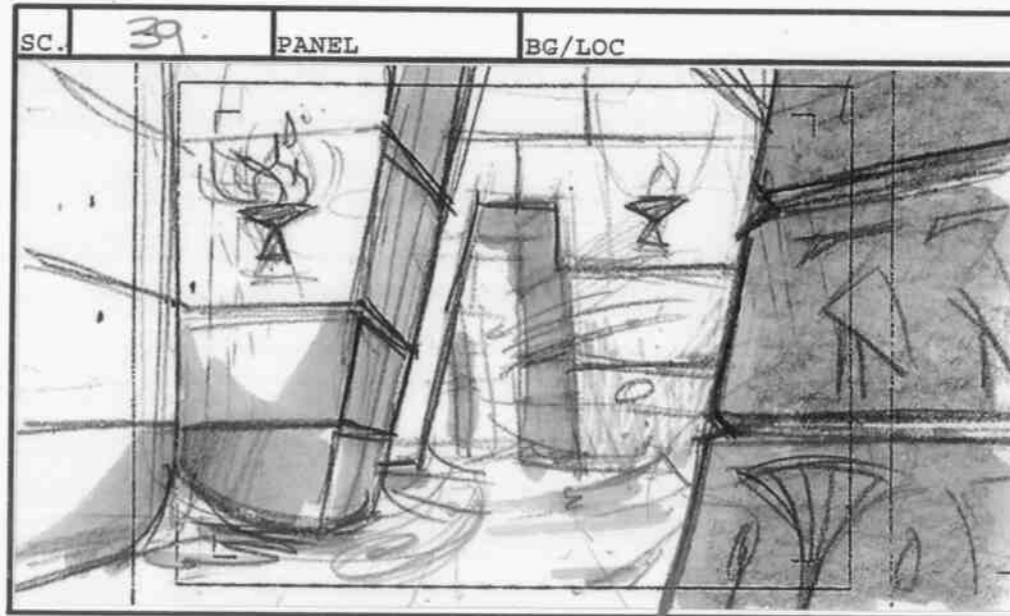
DIAL (31) CHRIS - ALICE : (CONTD)

.. PROBABLY MEANS AN ECLIPSE.

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

ANGLE ON A DARK CORRIDOR. A BREEZE KICKS UP DUST DEVIL. A LOW MOAN ECHOS DOWN THE PASSAGEWAYS.

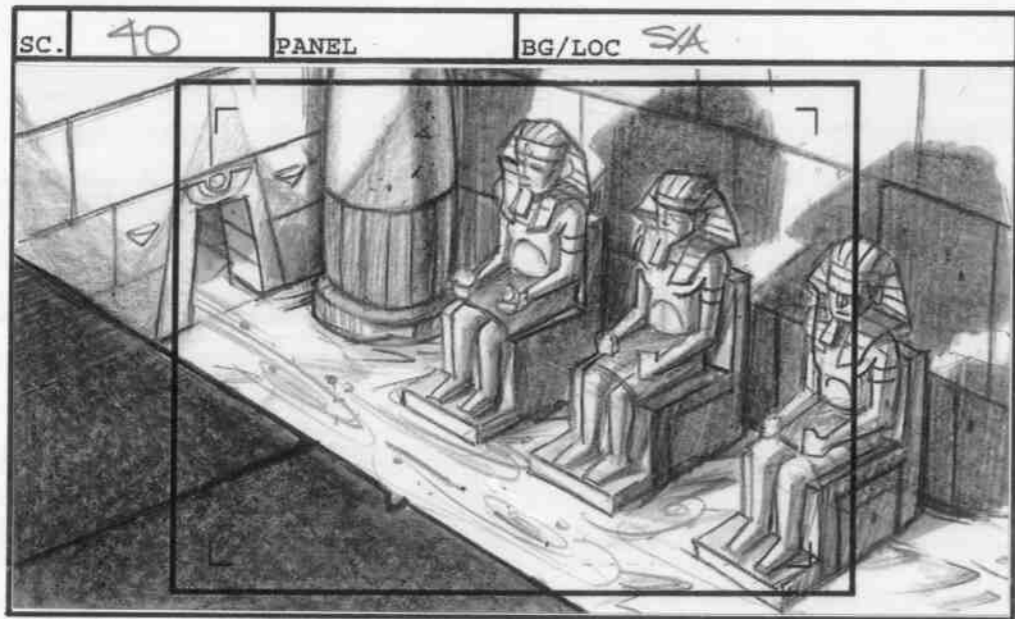
DIAL SFX: < WIND MOAN > ~~~~~>

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #

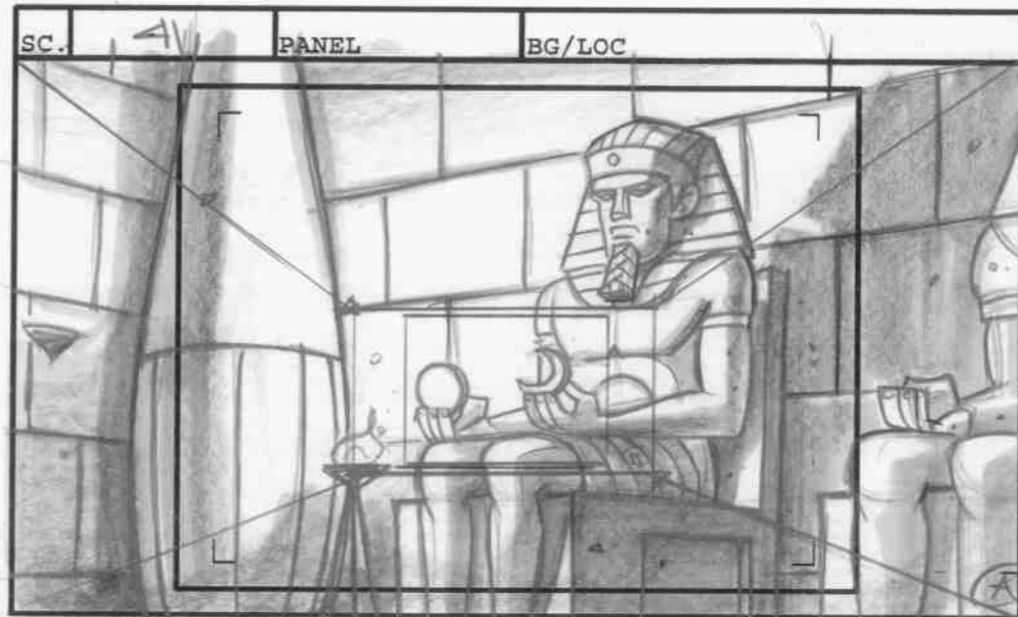


ACTION HALL OF KINGS
DUST DEVILS BLOW AROUND THE STATUES.

DIAL SFX: <WIND>

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES



ACTION CLOSER ON ONE OF THE STATUES
TRUCK IN (A) (B) ON HANDS OF STATUE
HOLD A SUN & A MOON

DIAL SFX: <WIND>

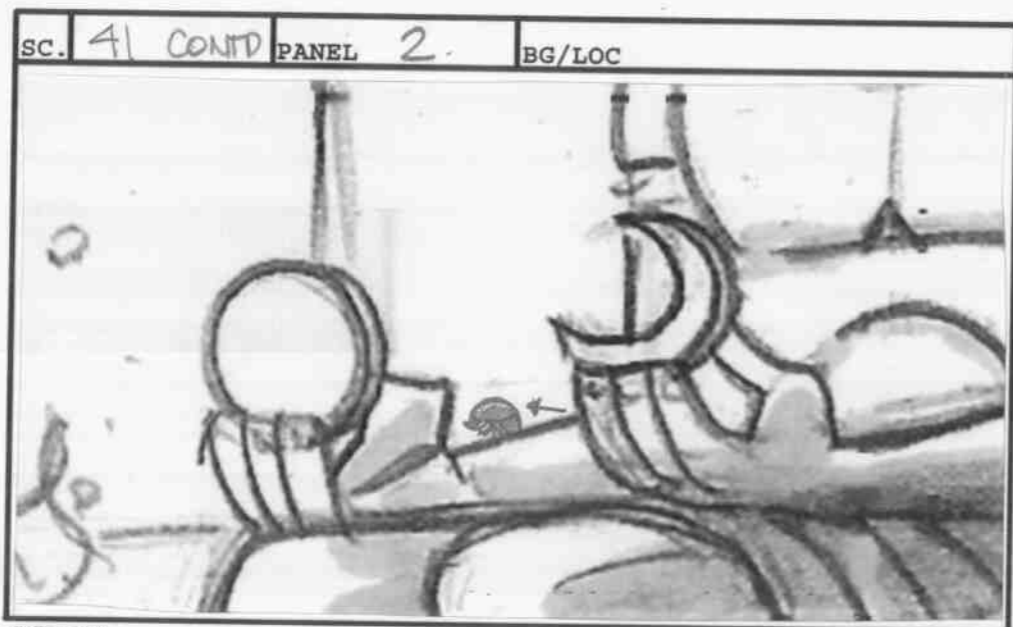
FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

growing
UP
the
CREEPIE



ACTION

THE BEETLE CRAWLS ALONG ONE OF THE ARMS.

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

CLOSE ON STATUE'S HAND. THE BEETLE STOPS.

DIAL

FX:
SFX:

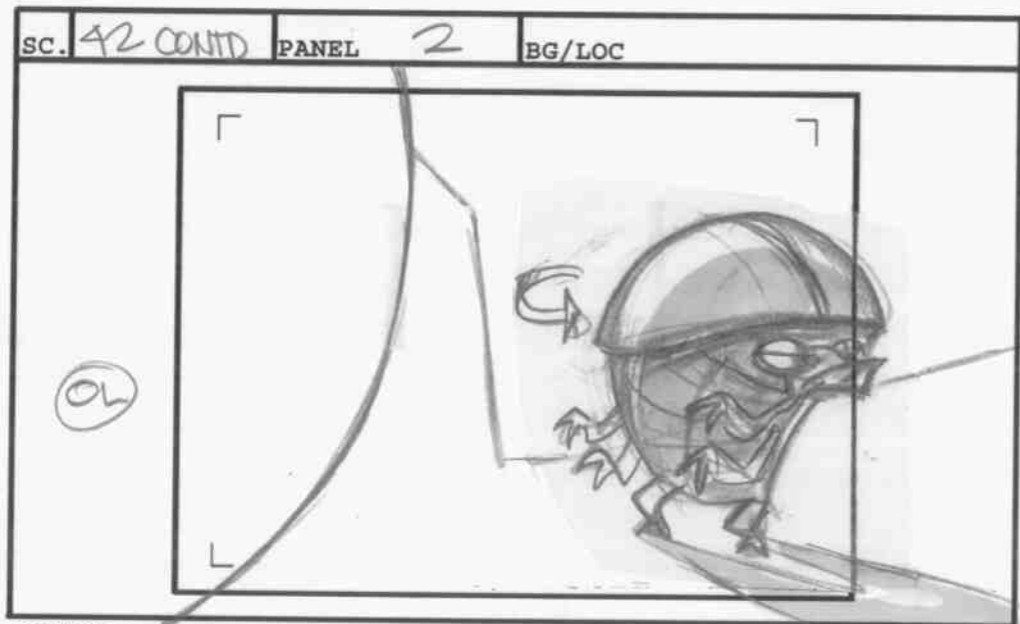
DIRECTOR'S NOTES

SLUG NOTES

HU

FINAL

PROD #



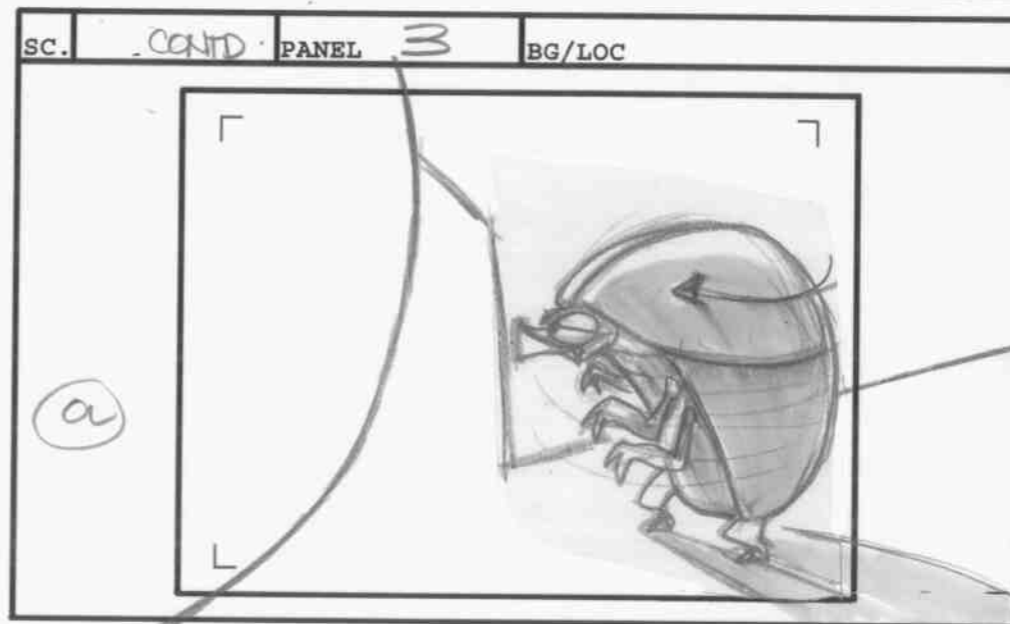
ACTION
THE BEETLE LOOKS FROM SIDE..

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
..TO SIDE

DIAL

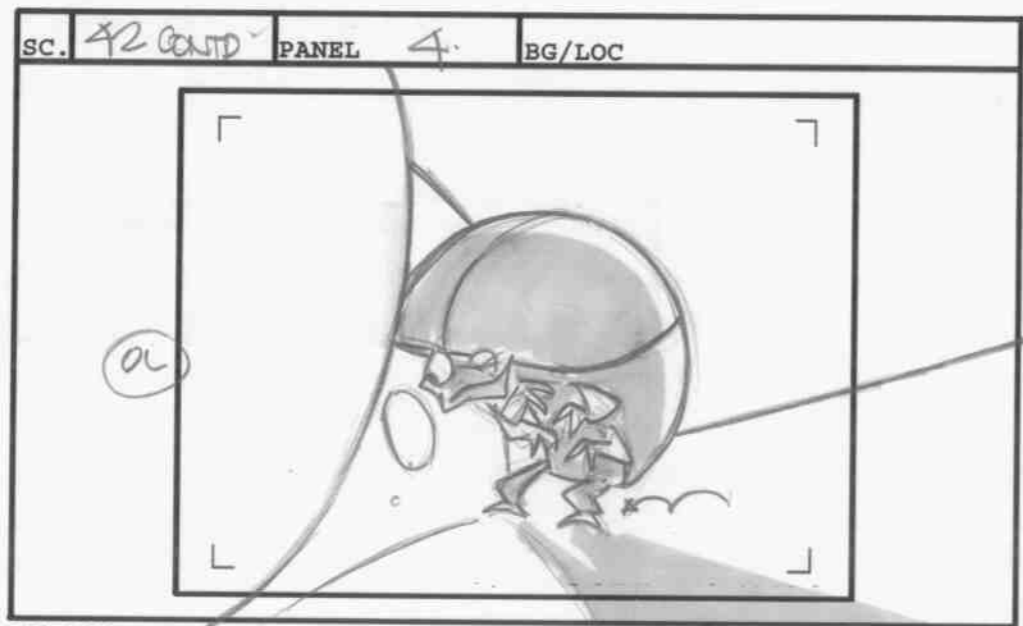
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



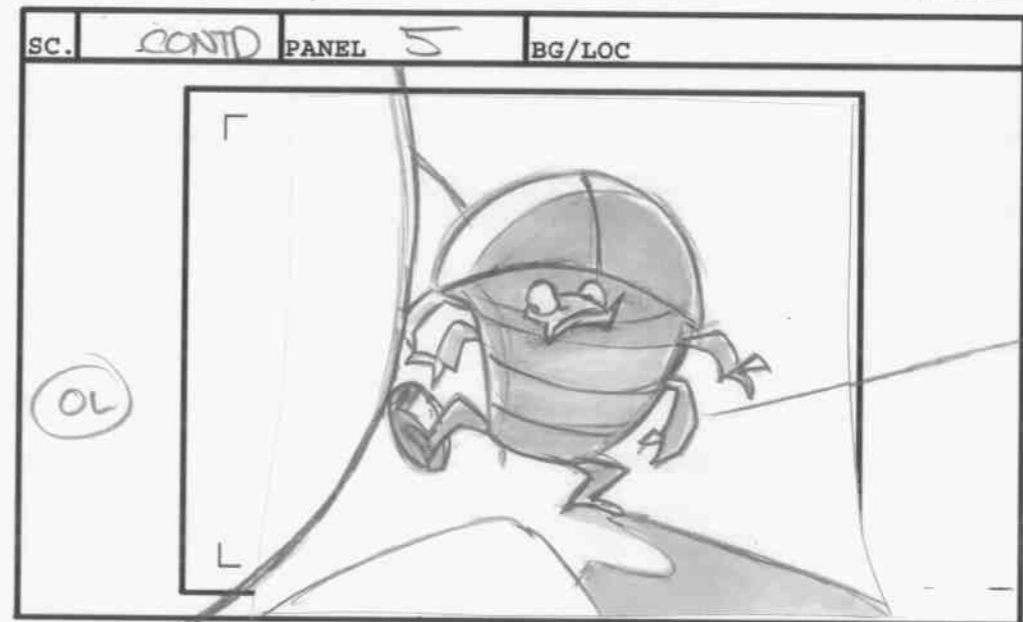
ACTION
THE BEETLE STEPS CLOSER TO HAND, PEERING DOWN AT THE SMALL DEPRESSION ..

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
THE BEETLE STRAIGHTENS AND STEPS DOWN ON THE DEPRESSION/BUTTON-

DIAL

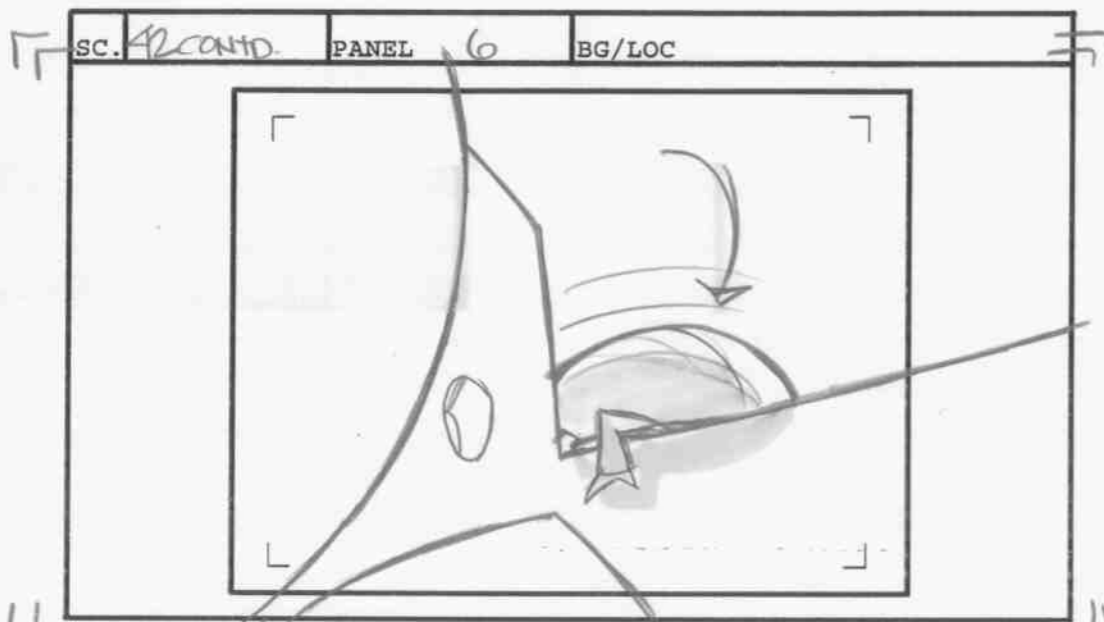
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #

growing
UP
CREEPIE



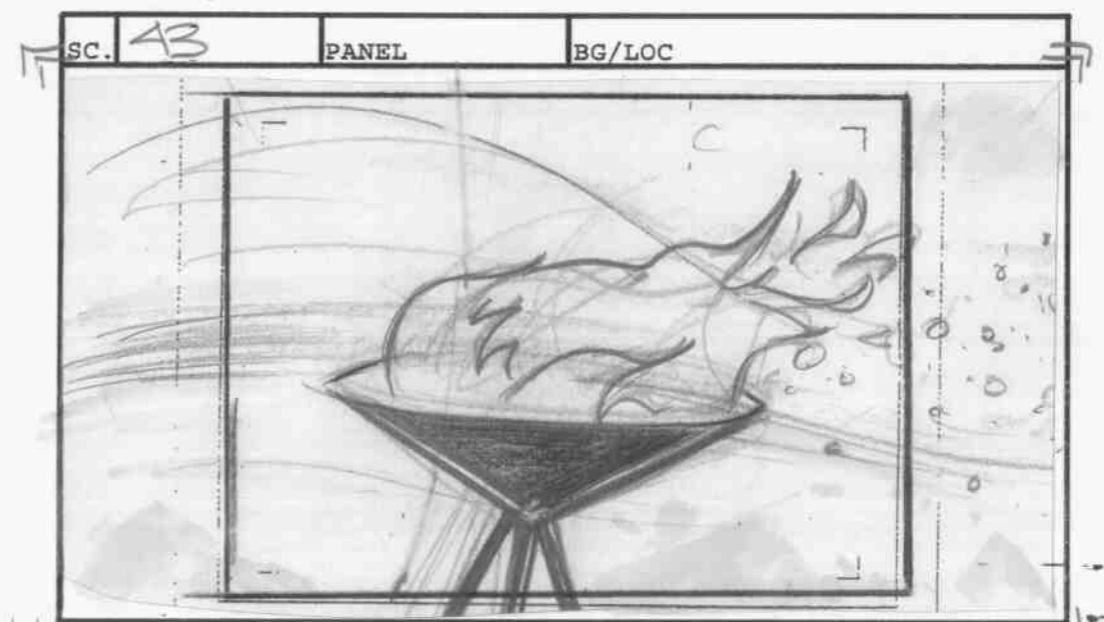
ACTION (CAMERA SHAKE)

THE BEETLE SKITTERS OFF THE ARM. A LOW RUMBLE/GRINDING NOISE BEGINS

DIAL
SFX: <LOW RUMBLE, GRINDING>

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES



ACTION ANGLE ON BRAZIER. A GUST OF AIR CAUSES THE FLAME TO FLARE AND SPARKS TO FLY (CAM. SHAKE CONTINUES)

DIAL
SFX: <LOW RUMBLE, GRINDING>

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

growing
UP
CREEPIE

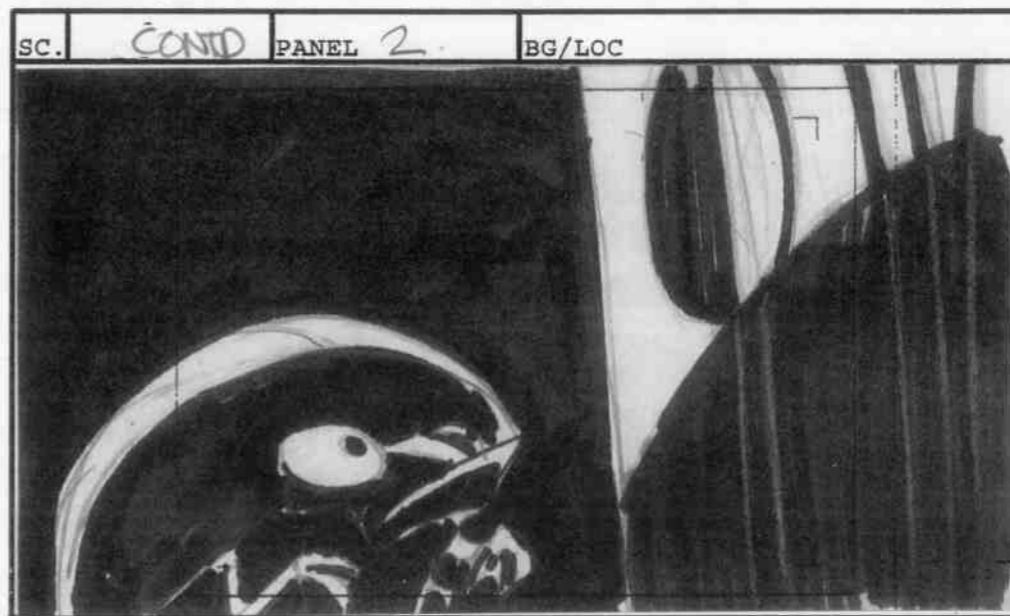


ACTION
CLOSE ON BEETLE AT FOOT OF STATUE
LOOKING UP. DEBRIS RAINS IN AROUND
HIM (CAM SHAKE CONTINUES) →

DIAL
SFX: <RUMBLE & GRIND>

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES



ACTION
<LIGHTNING & THUNDER>
CYCLE 2X'S

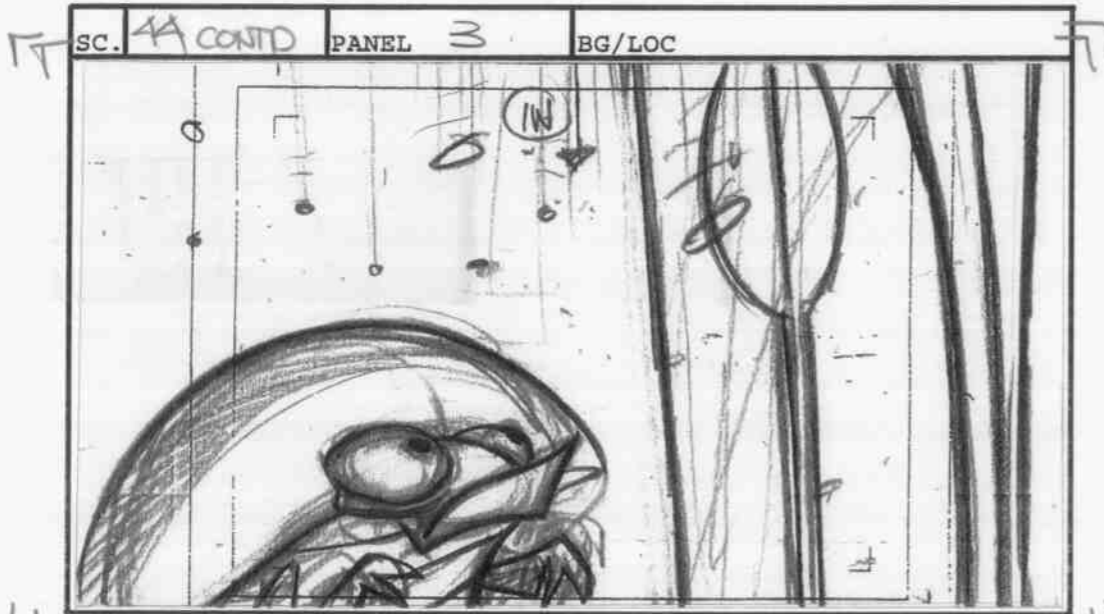
DIAL
FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES

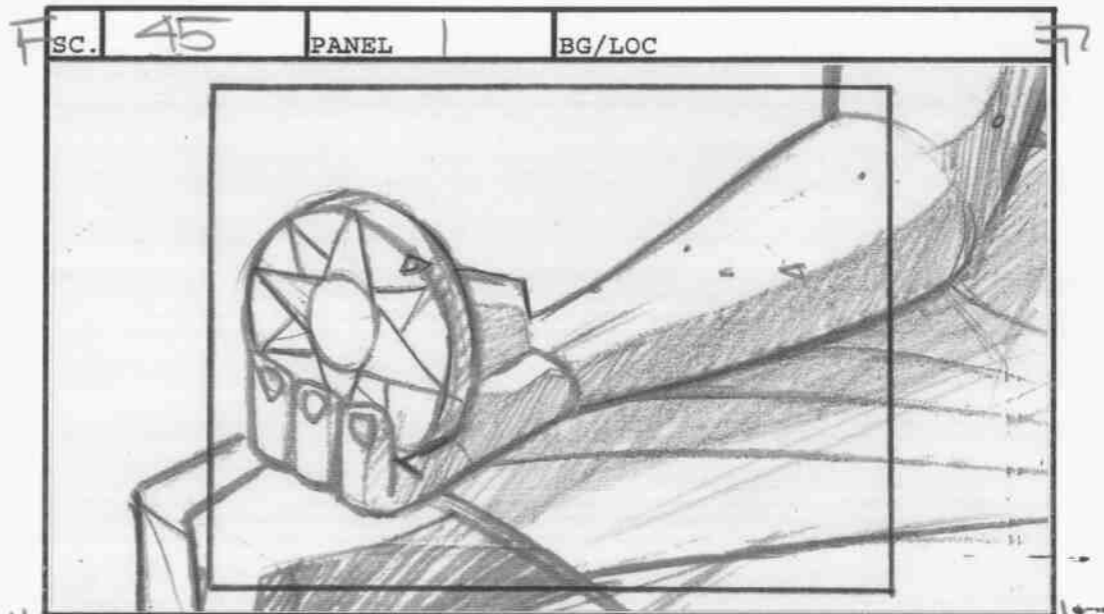
FINAL

PROD #

growing
UP
CREEPIE



ACTION (CAM SHAKE)



ACTION ANGLE ON STATUES HAND HOLDING THE "SUN-DISC" (CAM SHAKE CONTINUES)

DIAL
SFX < RUMBLE, STONE GRIND >

DIAL

FX:
SFX:
DIRECTOR'S NOTES

FX:
SFX:
DIRECTOR'S NOTES

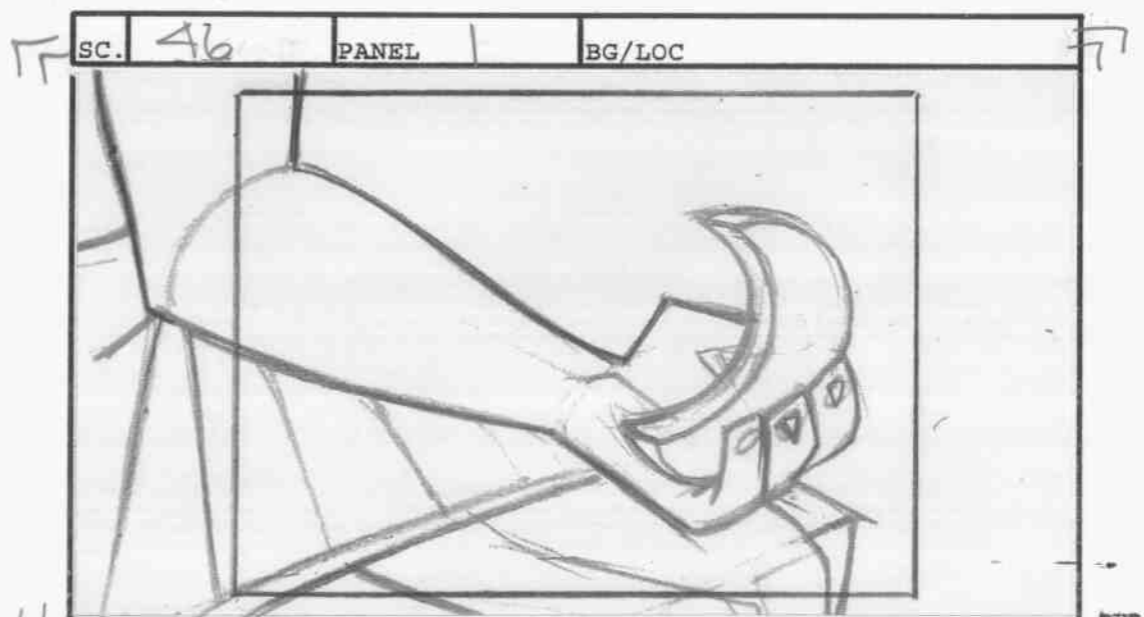
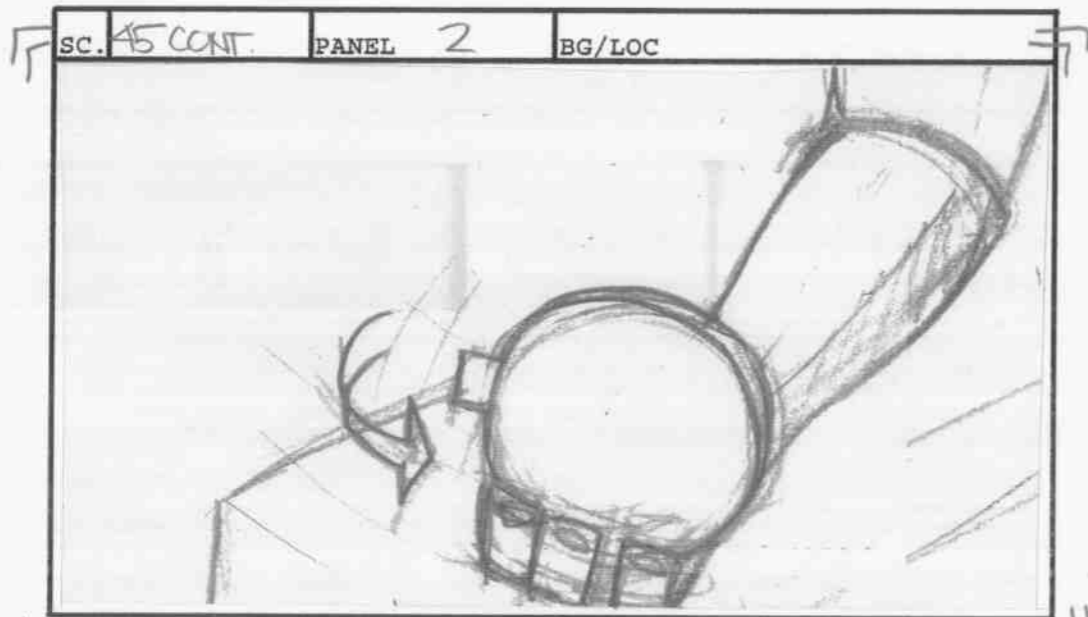
[Empty rectangular box for notes]

SLUG NOTES

SLUG NOTES

FINAL
PROD #

growing
UP
CREEPIE



↓ ACTION (CAM-SHAKE)
THE FOREARM SWINGS INWARDS.

↓ ACTION
ANGLE ON ARM HOLDING "MOON-DISC"
CAMERA SHAKE CONTINUES.

DIAL
SFX: < RUMBLE & STONE GRIND > ~~~~~→

DIAL
SFX: < RUMBLE & STONE GRIND > ~~~~~→

FX:
SFX:
DIRECTOR'S NOTES

FX:
SFX:
DIRECTOR'S NOTES

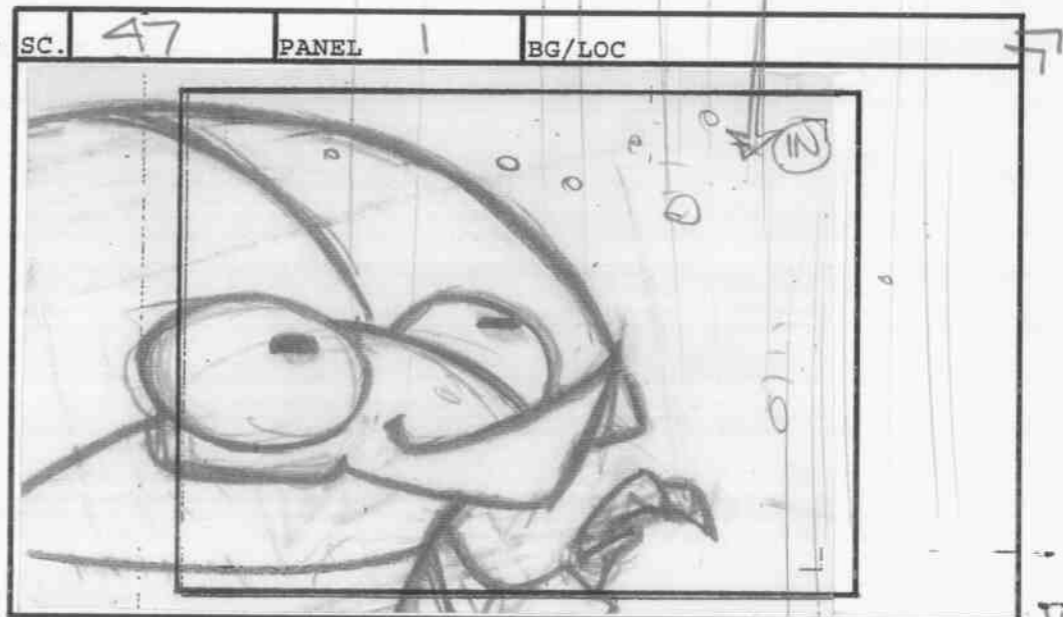
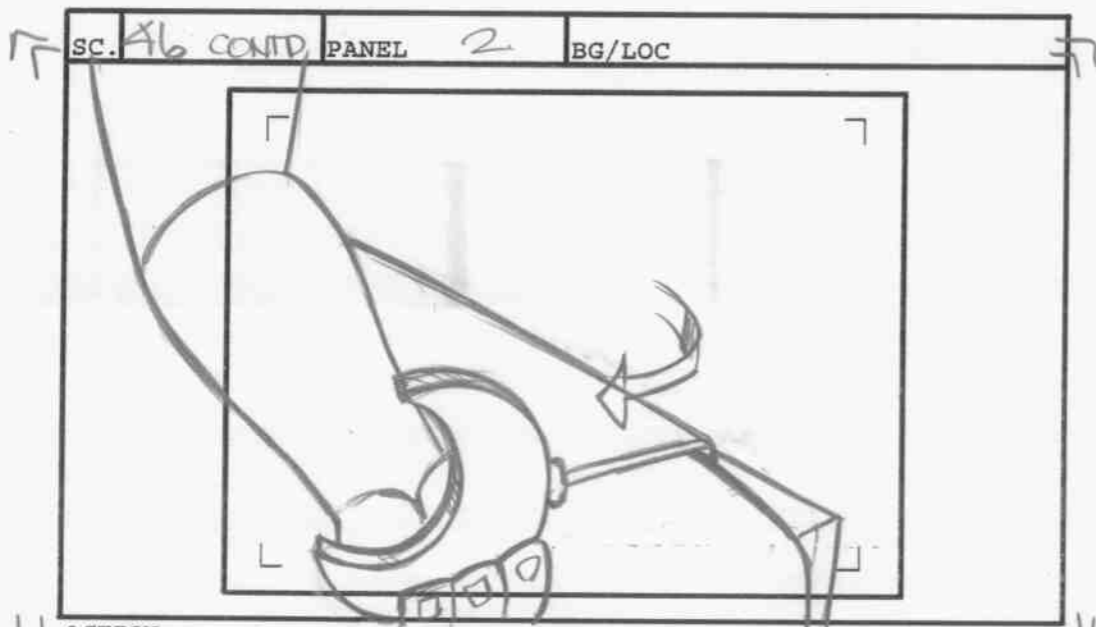
[Empty rectangular box for director's notes]

SLUG NOTES

SLUG NOTES

FINAL
PROD #

growing
up
creepie



ACTION THE FOREARM SWINGS INWARDS

ACTION CLOSE ON BEETLE SMILING IN ANTICIPATION

(CAM SHAKE CONTINUES)

(CAM SHAKE CONTINUES)
DUST & DEBRIS FALLS AROUND THE BEETLE

DIAL

DIAL SFX. <RUMBLE & GRIND>

FX:

FX:

SFX:

SFX:

DIRECTOR'S NOTES

DIRECTOR'S NOTES

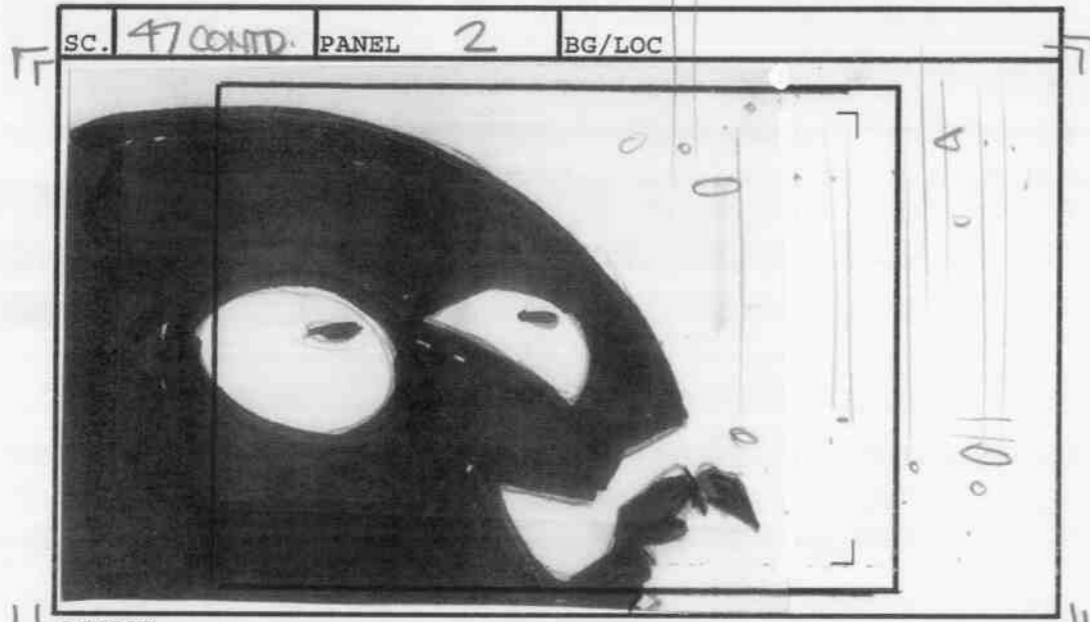
[Empty box for Director's Notes]

SLUG NOTES

SLUG NOTES

FINAL
PROD #

growing
UP
CREEPIC



ACTION

LIGHTNING FLASH (CYCLE 2X'S)

(CAM SHAKE CONTINUES)

DIAL

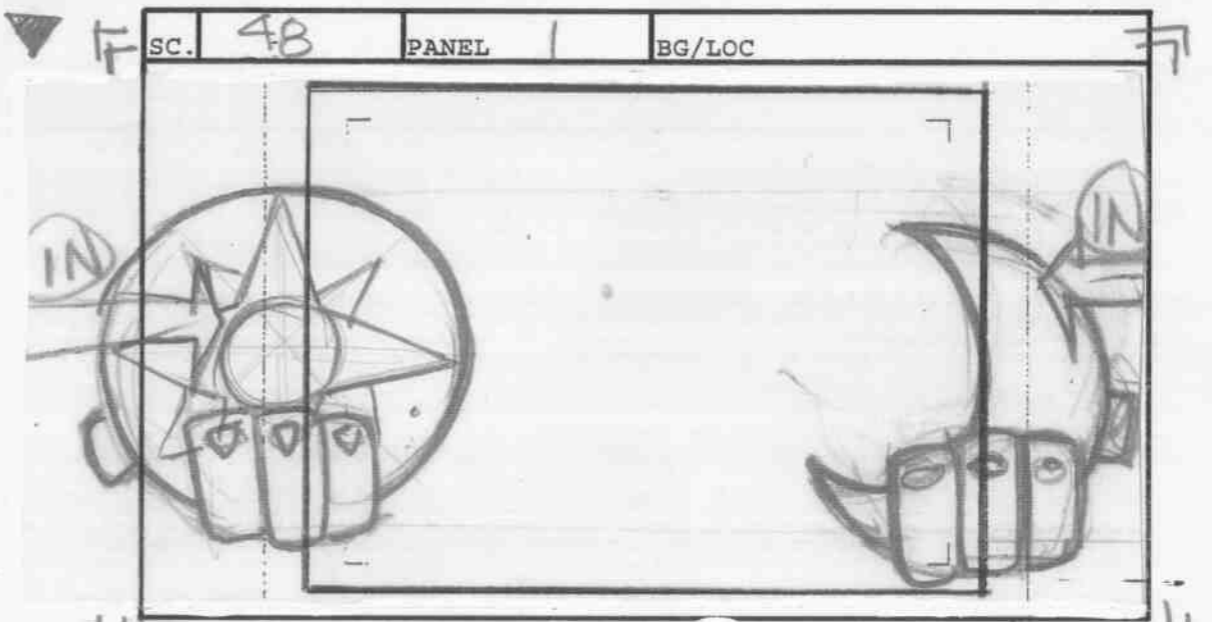
FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



ACTION

CLOSE ON HANDS HOLDING DISC'S AS THEY SLIDE IN

(CAM SHAKE CONTINUES)

DIAL

SFX < RUMBLE & GRIND >

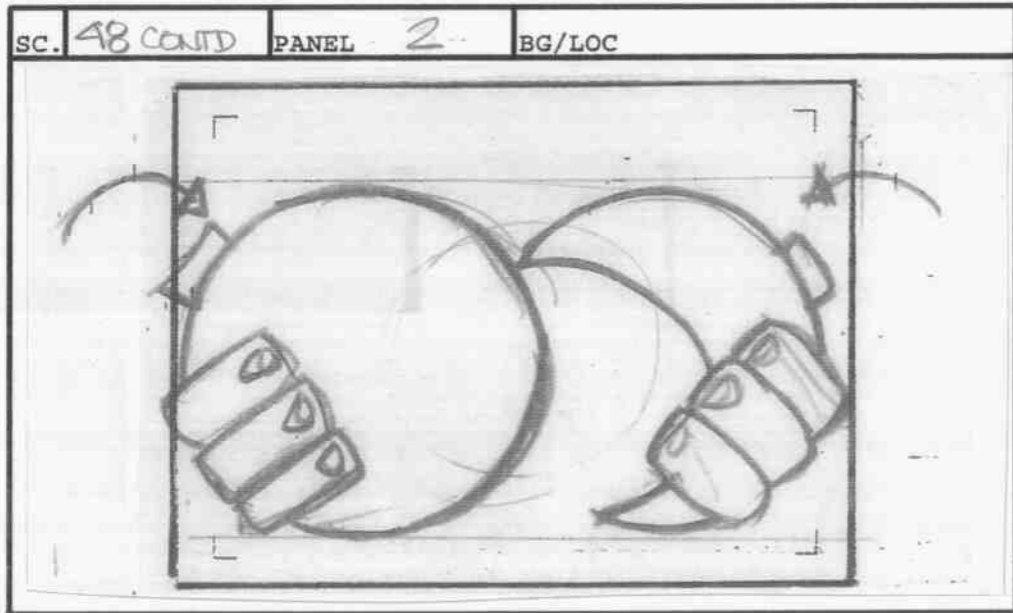
FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



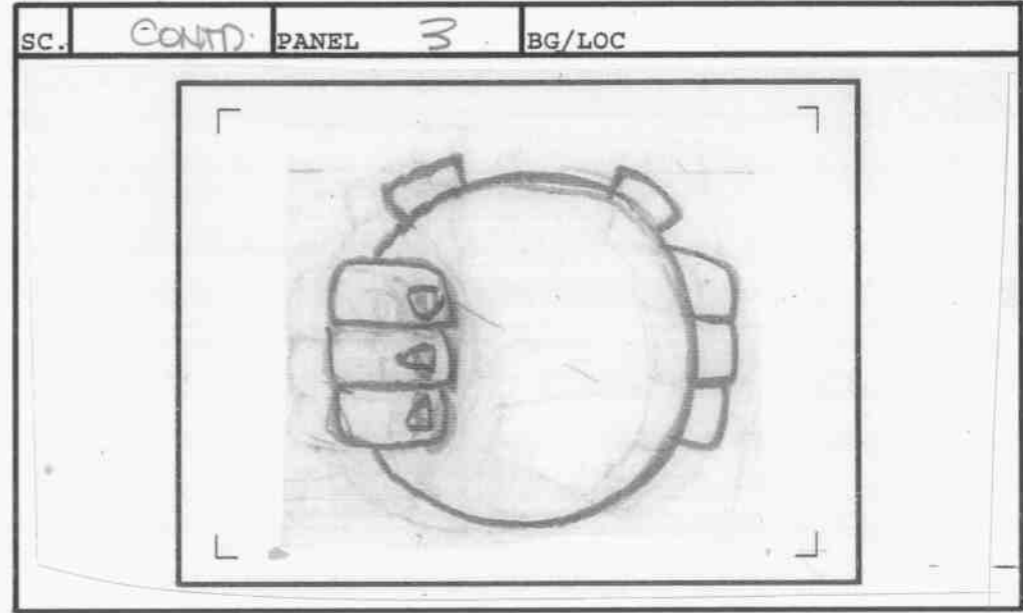
ACTION
THE HANDS ROTATE INWARDS

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
THE SUN-DISC CROSSES THE "MOON-DISC"

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #

growing
UP
CREEPIC



ACTION

LENS FLARE

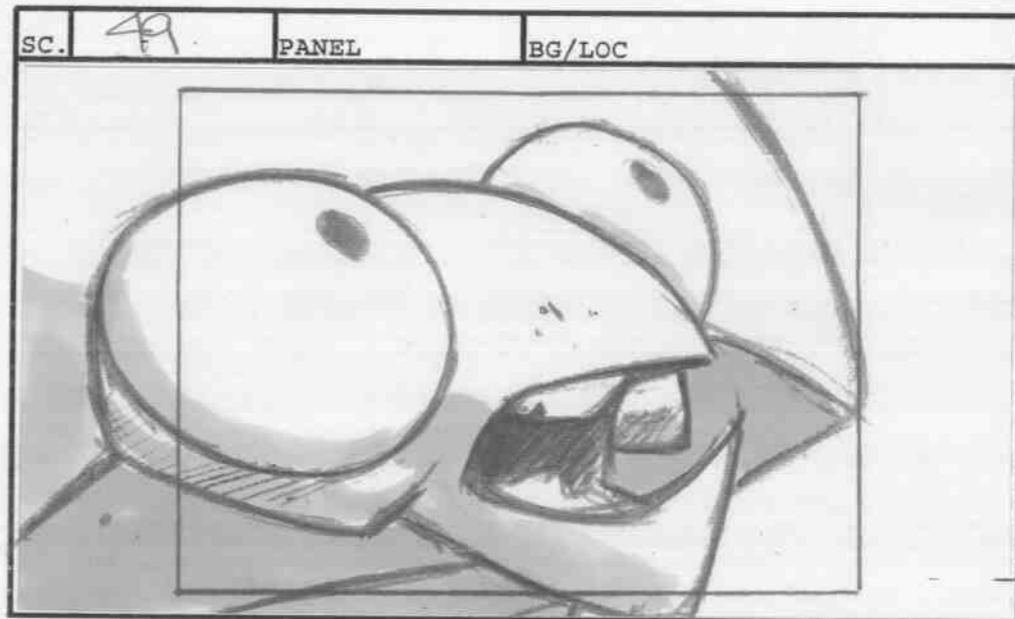
DIAL

FX:
SFX:

DIRECTOR'S NOTES

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SLUG NOTES



ACTION

CLOSE ON BEETLE

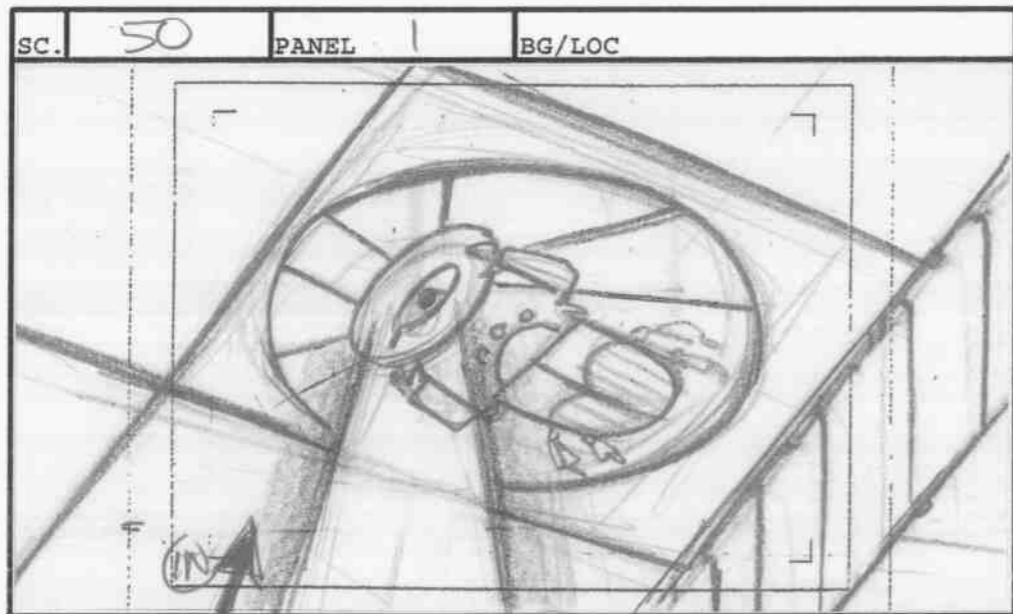
DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

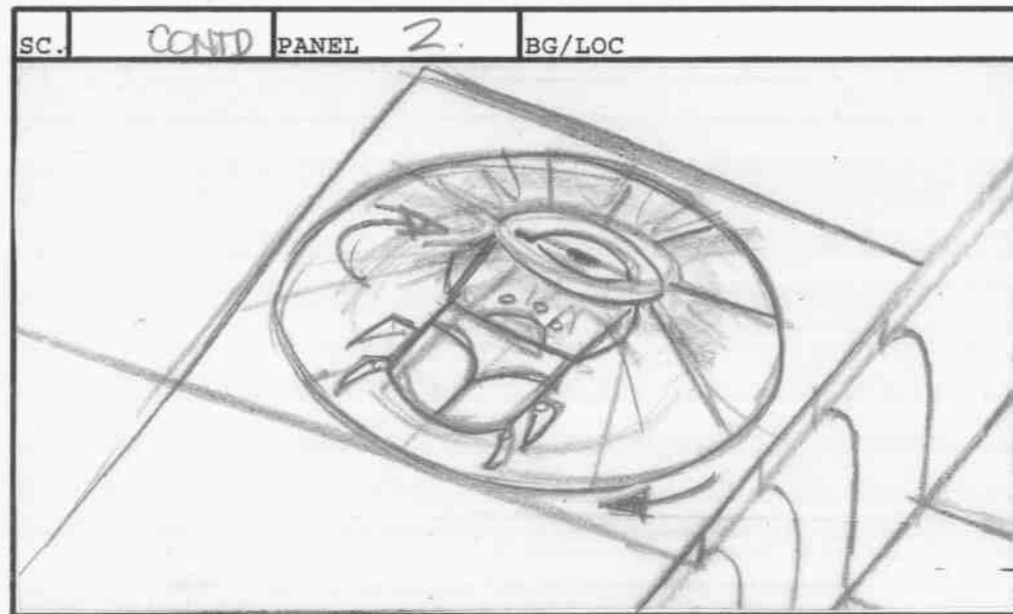
FINAL	PROD #
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ACTION
 ANGLE ON LARGE DUNG BEETLE SYMBOL ON CEILING. THE INTENSE BEAM OF LIGHT CENTERS ON THE "EYE" OF THE MEDALLION. (IT LOOKS A LOT LIKE THE PHARAOH'S AMULET)
 DIAL SFX: <LIGHT BEAM>

FX:
 SFX:
 DIRECTOR'S NOTES

SLUG NOTES



ACTION
 THE BEAM OF LIGHT SNAPS OFF. THE "EYE" GLOWS AND THE MEDALLION SLOWLY ROTATES.
 DIAL SFX: <STONE GRINDING, WIND HOWL >

FX:
 SFX:
 DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

ANGLE ON STATUE. THE WIND HOWLS MORE VIOLENTLY ..

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

SUDDENLY AN INTENSE BEAM OF LIGHT SHOOTS UPWARDS.

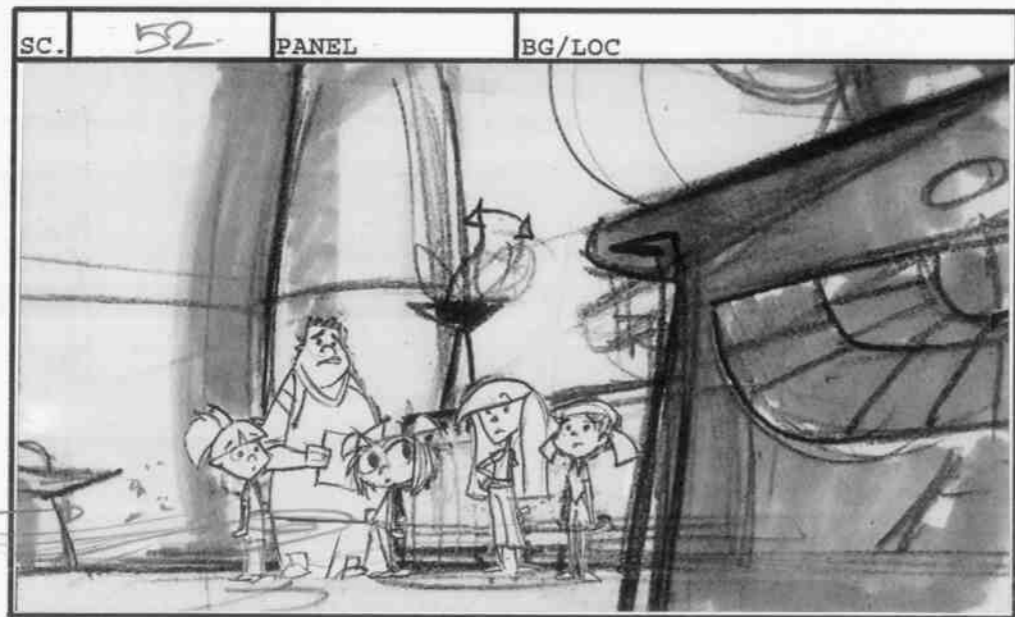
DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL	
PROD #	



ACTION
INT. KHEPER-RA'S TOMB
ANGLE ON KIDS THEY REACT TO THE LOW
MOANING SOUND ECHOING THRU THE TOMB. THE
BRAZIER LIGHTS FLICKER, DUST DEVILS BLOW PAST

DIAL
SFX: <LOW MOAN>

FX:
SFX:
DIRECTOR'S NOTES

[Empty box for notes]

SLUG NOTES



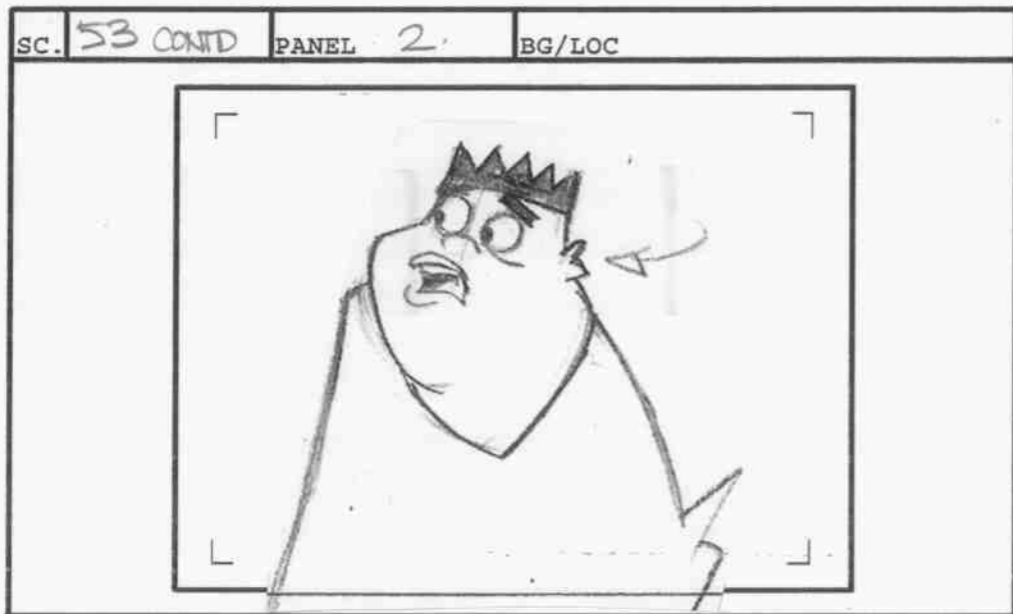
ACTION
CLOSE ON BUDGE.

DIAL

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

BUDGE, FREAKED OUT LOOKS FROM SIDE TO SIDE

DIAL

(32) BUDGE:

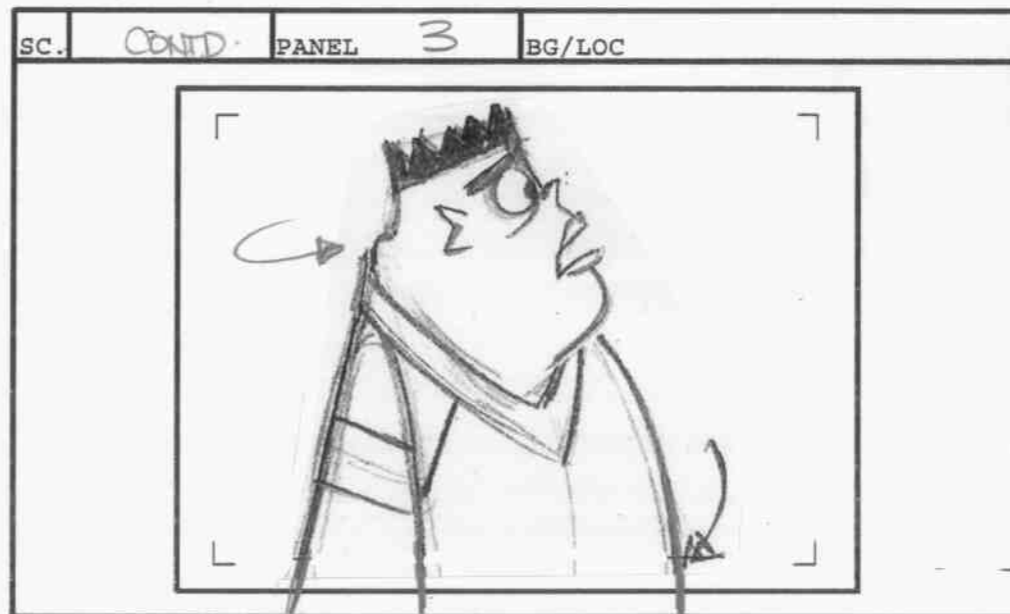
ALL RIGHT! I'M GOING ..

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL

(32) BUDGE: (CONTD)

.. TO PRETEND THAT WIND DIDNT JUST HAPPEN ...

FX:

SFX:

DIRECTOR'S NOTES

FINAL

PROD #

SLUG NOTES

growing
UP
CREEPIE

HU



ACTION
WIDER ON CREEPIE, BUDGE & CHRIS - ALICE
BUDGE TURNS TO THE GIRLS



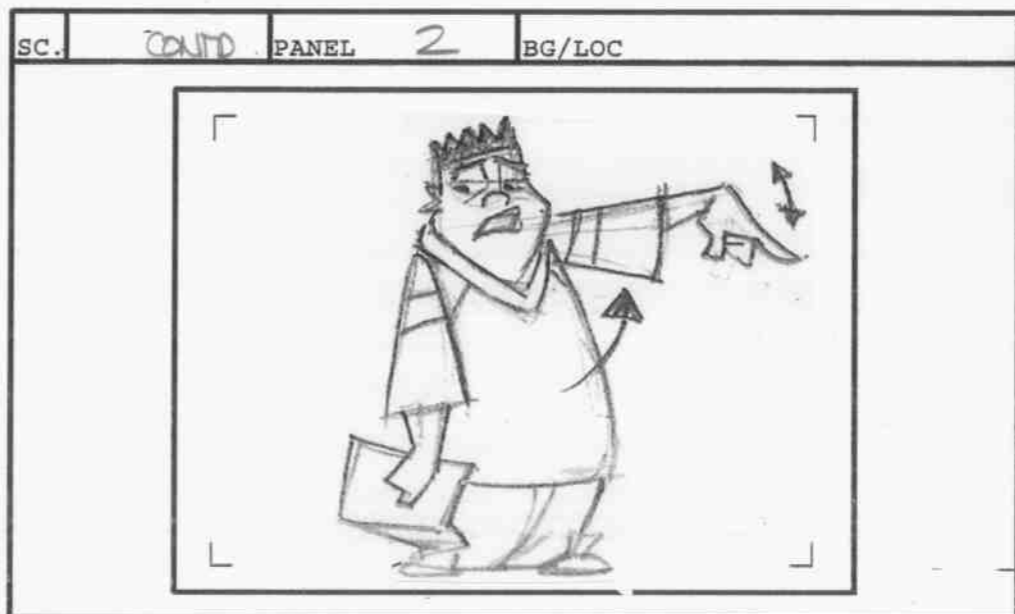
DIAL
32 BUDGE: (CONTD)

.. OR THAT IT DIDN'T SOUND ..

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
BUDGE POINTS AT THE SARCOPHAGUS

DIAL 32 BUDGE: (CONTD)

.. LIKE THE MUMMY MOANING ..

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

CHRIS ALICE & CREEPIE LOOK AT EACH OTHER

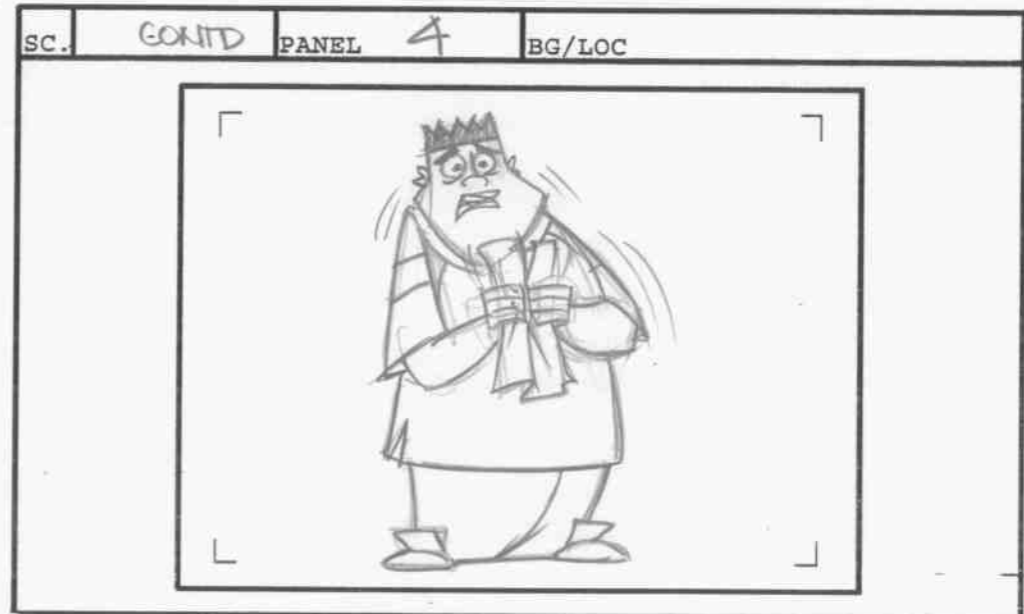
DIAL (32) BUDGE: (CONTD)

..OR THAT I'M EVEN STILL TALKING ABOUT A WIND THAT..

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL (32) BUDGE: (CONTD)

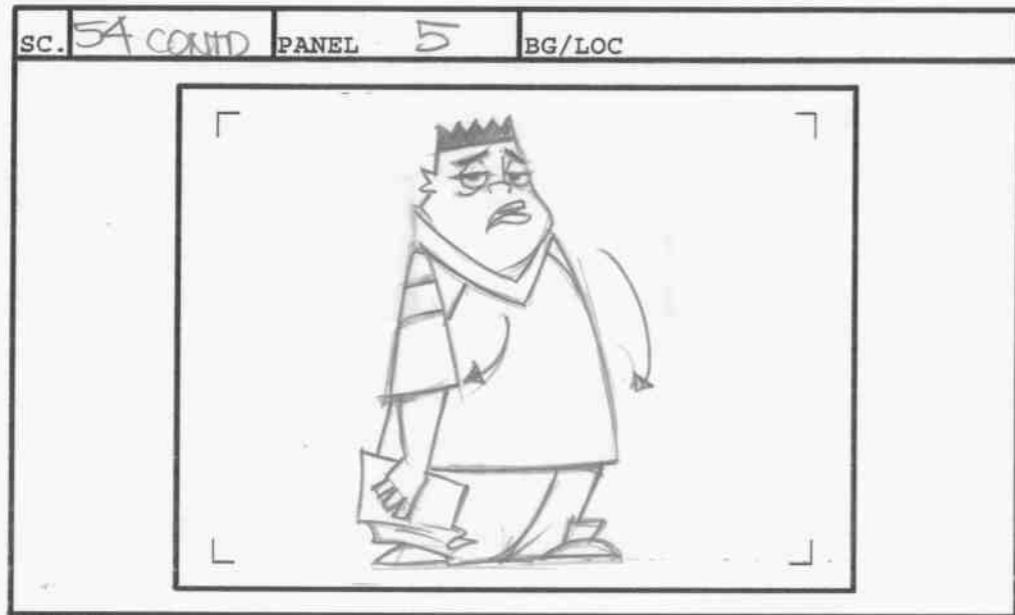
..SOUNDED LIKE THE MUMMY MOANING...

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL	
PROD #	



ACTION
BUDGE RESIGNS HIMSELF

DIAL (32) BUDGE:

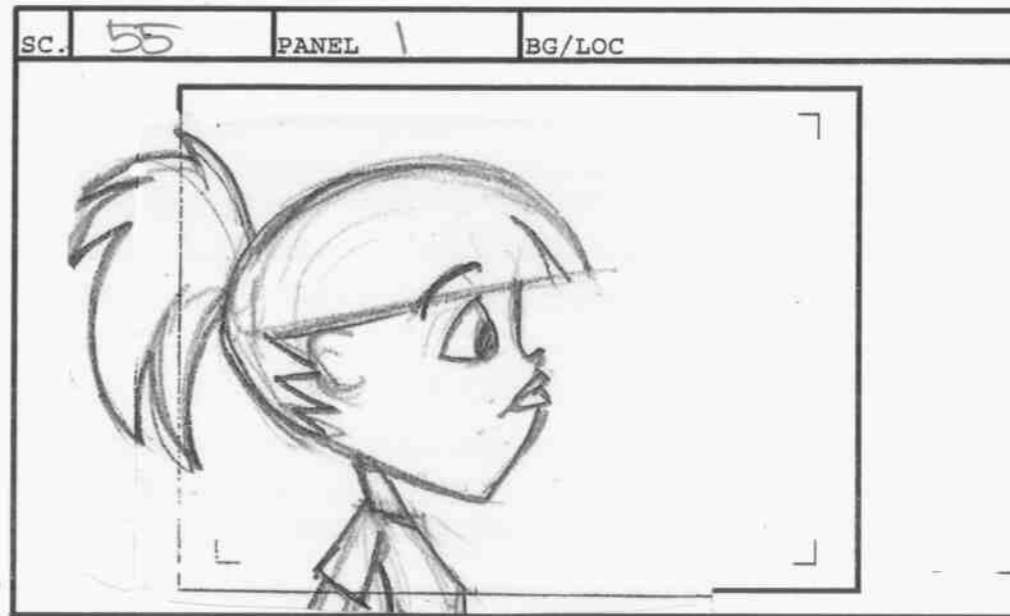
A POOPERS!

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for notes]

SLUG NOTES



ACTION
CLOSE ON CHRIS-ALICE.

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



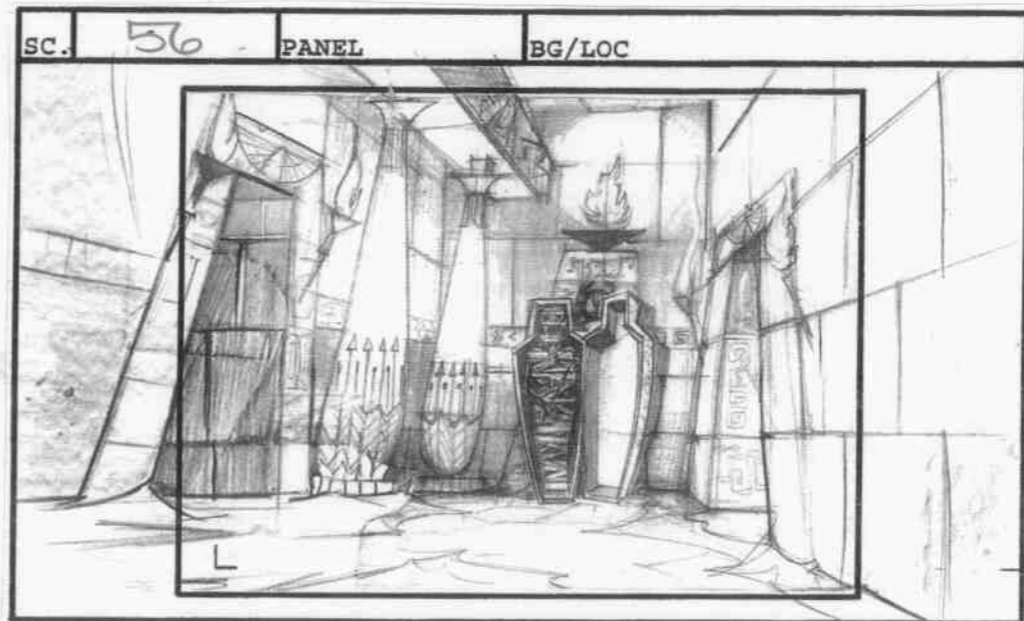
ACTION
CHRIS-ALICE LOOKS BACK

DIAL (33) CHRIS-ALICE:
HEY GUYS, ...

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



ACTION
REV. ANGLE ON KHEPER-RA'S TOMB
CHRIS-ALICE'S P.O.V.

DIAL (33) CHRIS-ALICE: (CONTD)
.. WHERE DID DR. PAPPAS GO?

FX:
SFX: * (35) DR PAPPAS (OS) (RUN DIA B-TRK THRU SCENE)
DIRECTOR'S NOTES

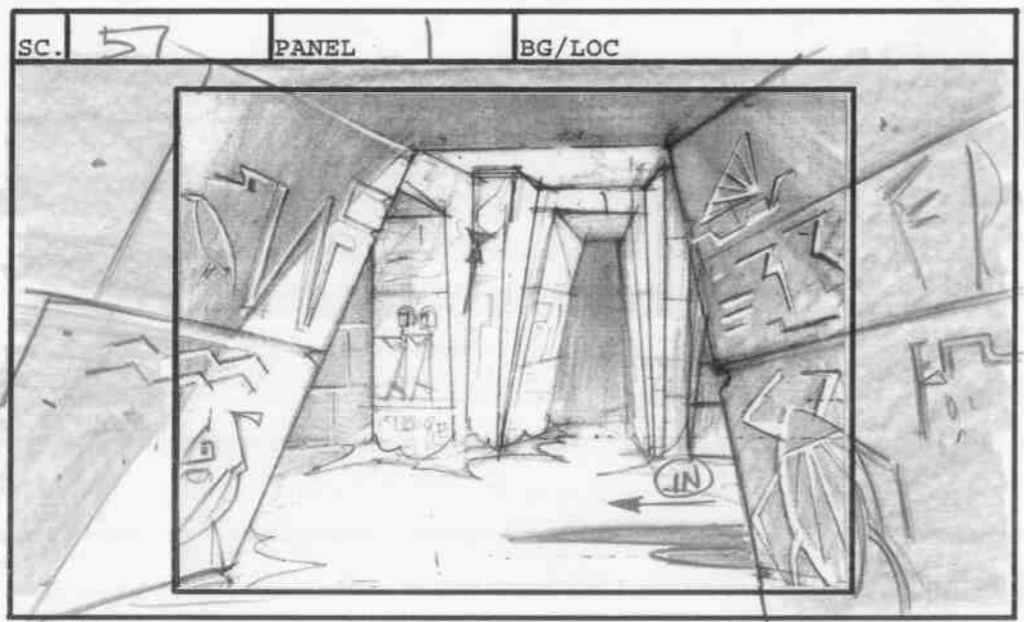
FINAL

PROD #

SLUG NOTES

growing
UP
CREEPIE

X-DISS



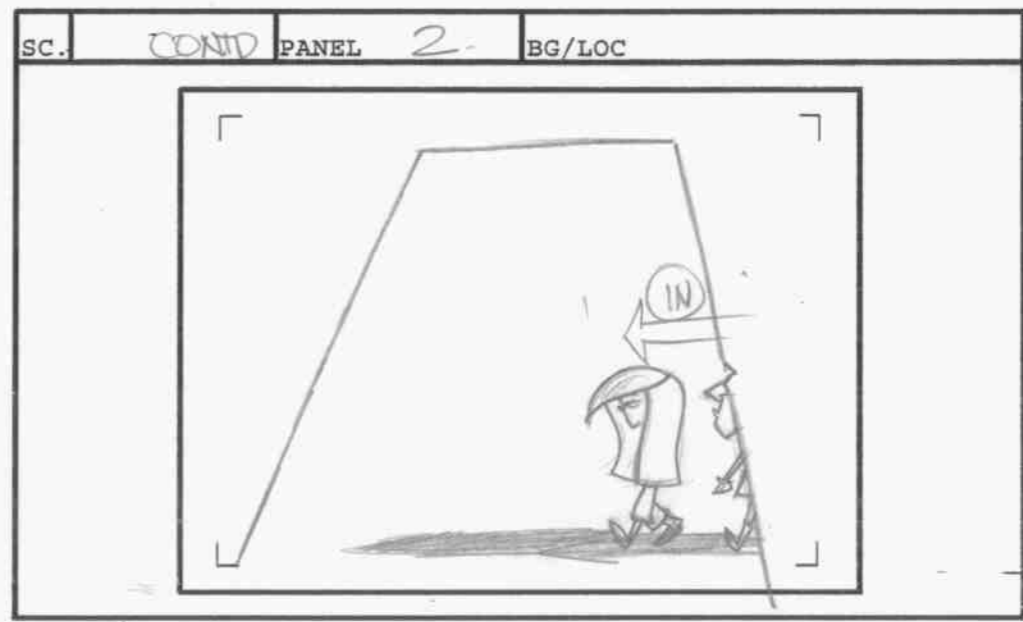
ACTION
INT. TOMB - FOUR WAY PASSAGEWAY.
WE CAN HEAR PAPPAS VOICE ECHOING THROUGHOUT.
CAST SHADOWS SLIDE IN.

DIAL
35 DR. PAPPAS (OS) (B-TRK) (ECHOY)

INQUIRING MINDS HAVE LONG WONDERED HOW IT HAS BEEN POSSIBLE ...

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES



ACTION
MELANIE, FOLLOWED BY CARLA ENTER

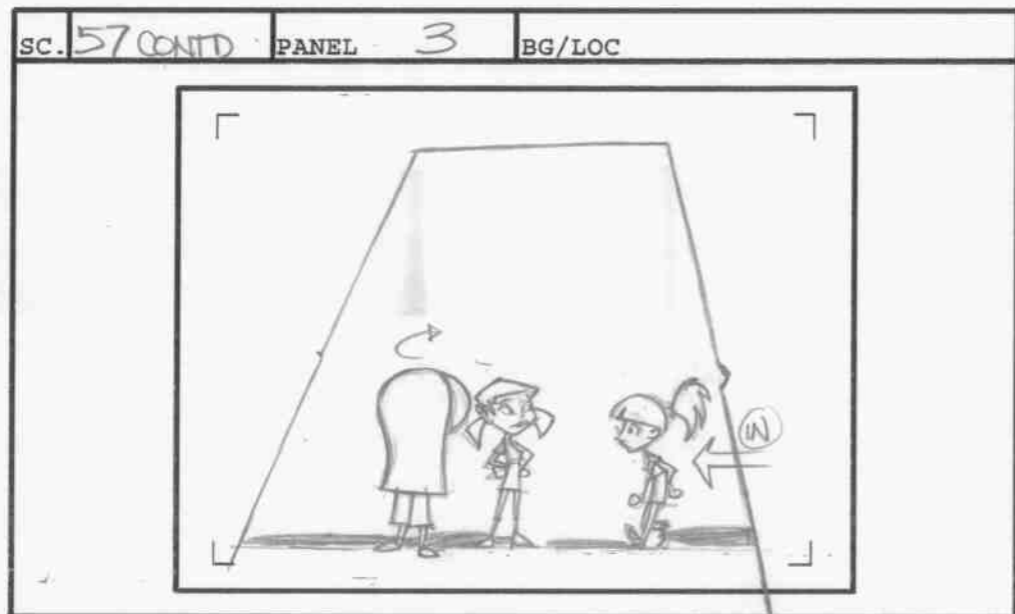
DIAL

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #

growing
UP
CREEPIE



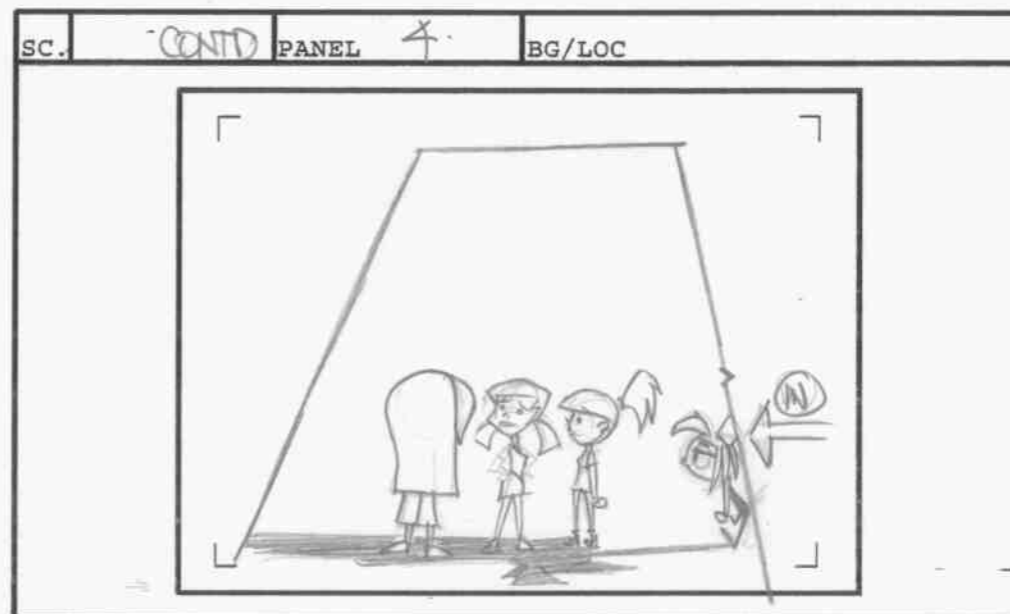
ACTION
THEY STOP AND TURN TO CHRIS-ALICE WHO ENTERS ..

DIAL
(35) PAPPAS (OS) (CONTD)

..TO PRESERVE THE UP TO 4000 YEAR OLD MUMMIES ...

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES



ACTION
CREEPIE IS RIGHT BEHIND HER

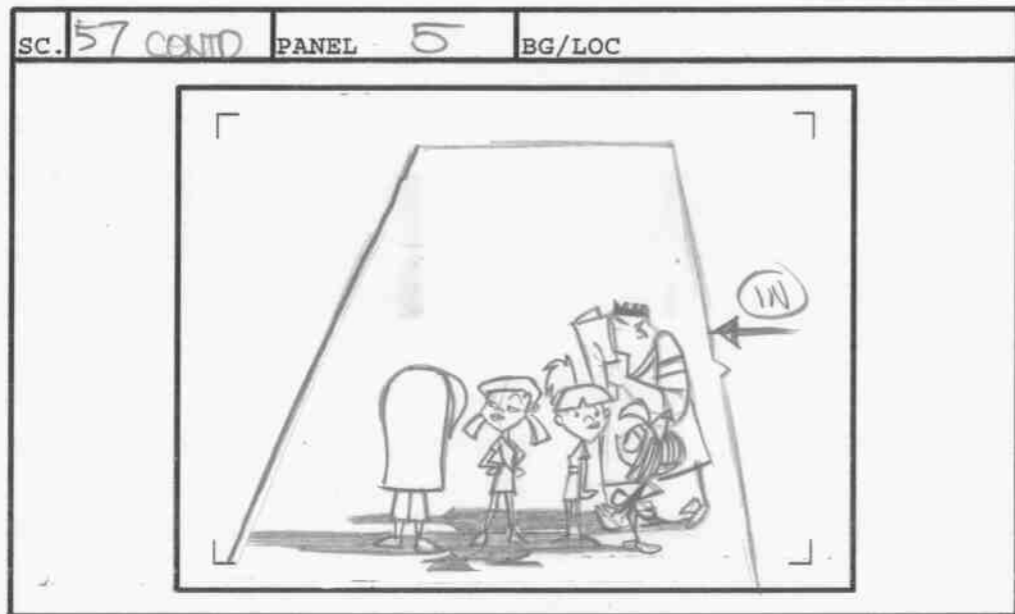
DIAL

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

LASTLY BUDGE, NOSE BURIED IN HIS BROCHURE
JOINS THE GIRLS.

DIAL
35 PAPPAS: (OS) (CONTD)

.. UNTIL TODAY. A NEWLY FOUND UNUSED ...

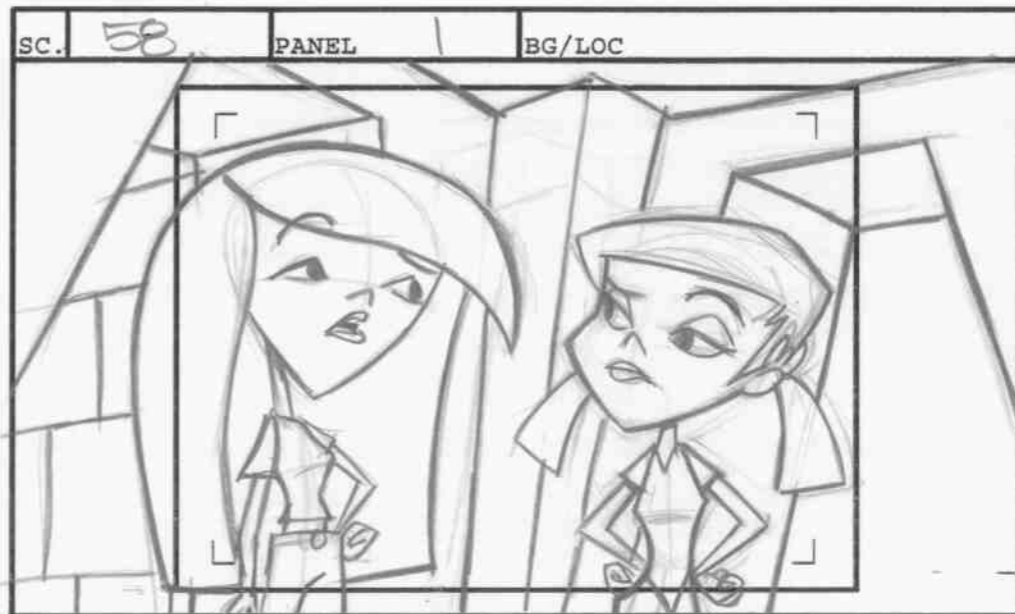
FX:

SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

CLOSE ON MELANIE & CARLA

DIAL
34 MELANIE:

HOW COULD HE HAVE GOTTEN SO
FAR AHEAD ...

FX:

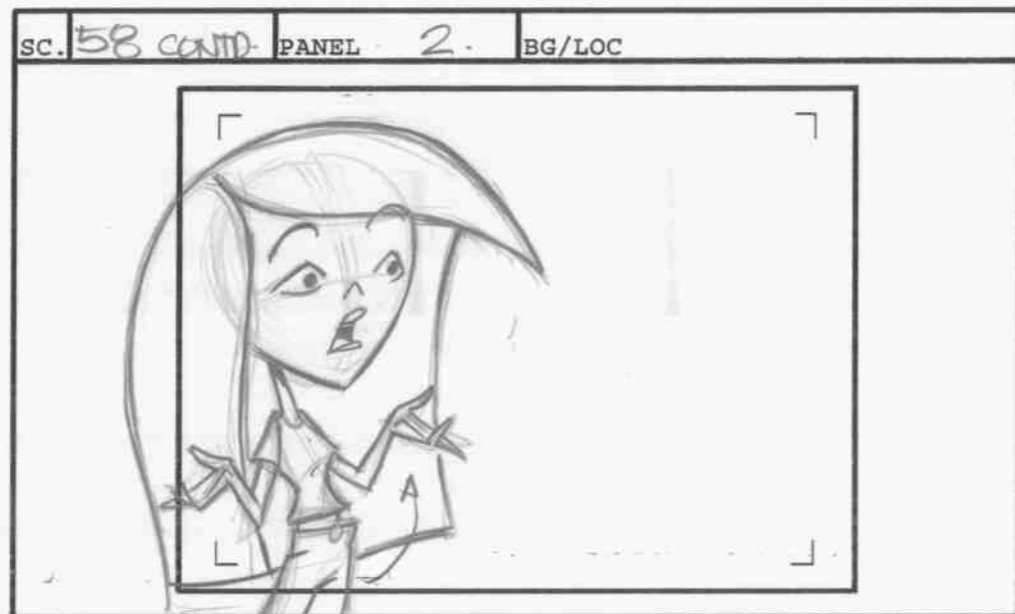
SFX: 35 DR PAPPAS: (OS) (CONTD)

DIRECTOR'S NOTES (ON B-TRK) →

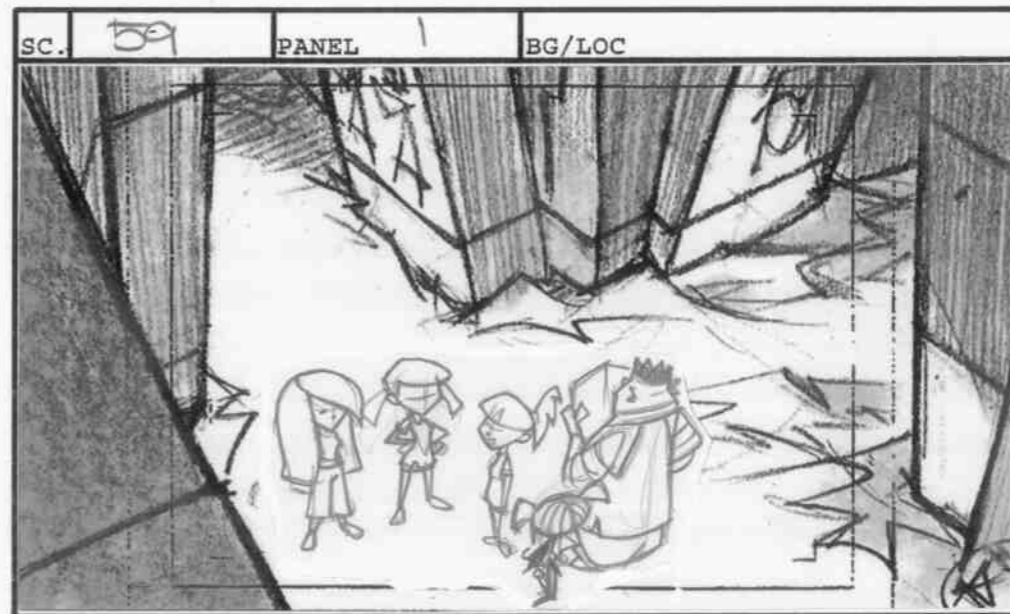
SLUG NOTES

FINAL

PROD #



ACTION



ACTION INT TOMB - FOUR-WAY PASSAGEWAY
DOWN ANGLE ON OUR GANG

DIAL

34 MELANIE:

..SO FAST?

FX: 35 PAPPAS: OS (B-TRK) (CONTD)
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

DIAL

36 CHRIS ALICE:

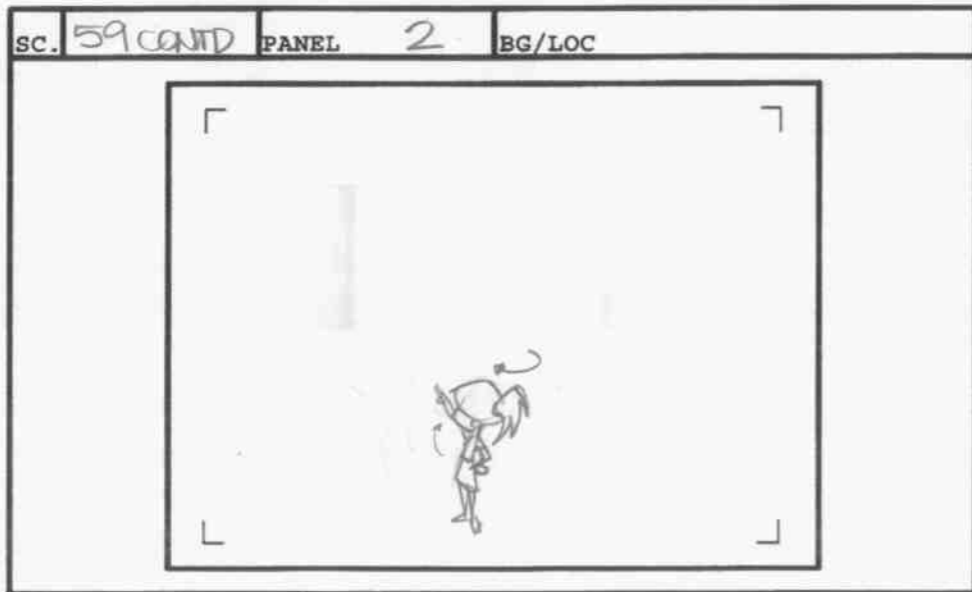
I CAN HEAR DR. PAPPAS' VOICE
COMING FROM...

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

CHRIS ALICE POINTS DOWN ONE OF THE PASSAGEWAYS.

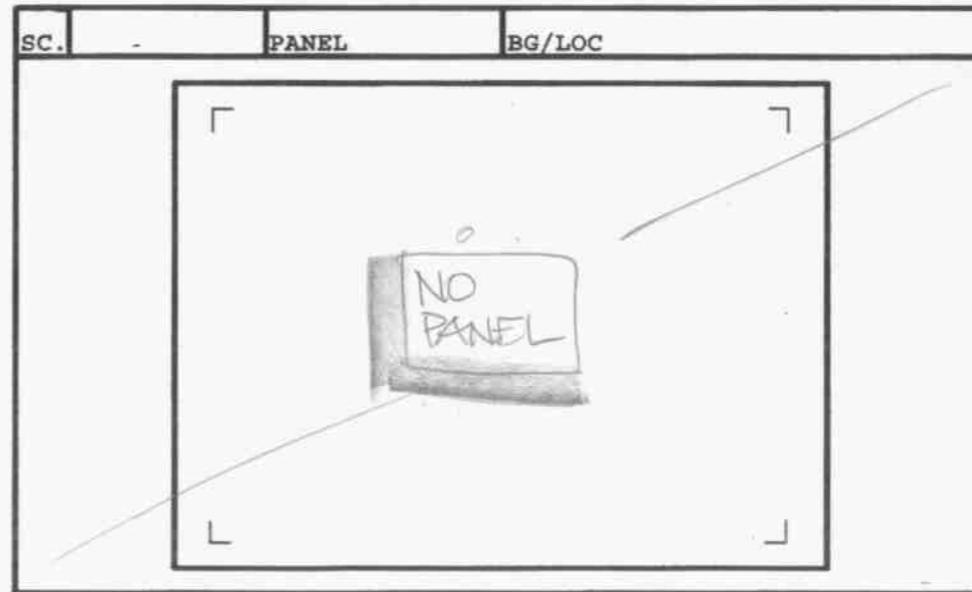
DIAL (36) CHRIS-ALICE: (CONTD)
.. THIS DIRECTION.

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES



ACTION

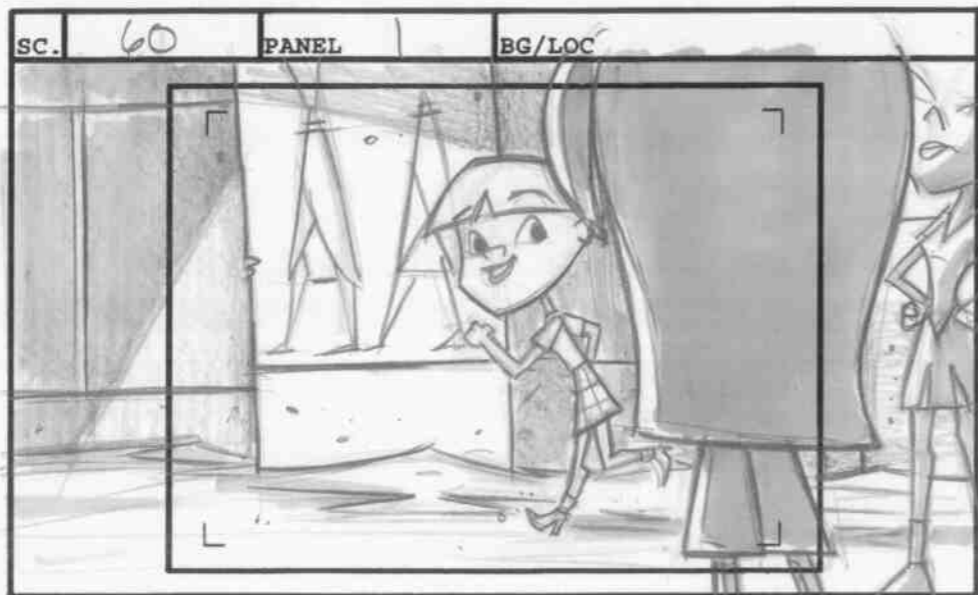
DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #

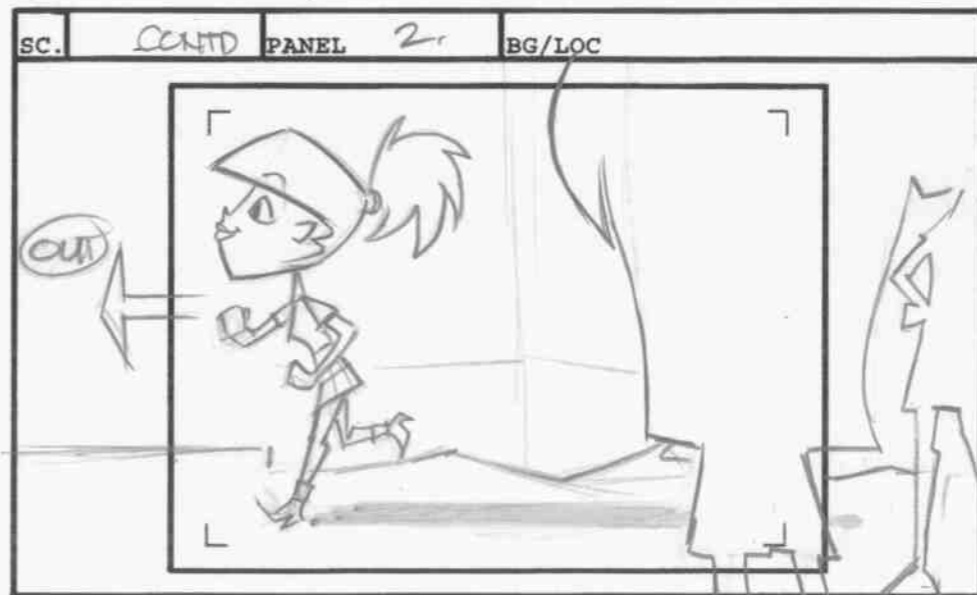


ACTION
ANGLE ON GIRLS. CHRIS-ALICE
RUNS OUT.

DIAL (36) CHRIS-ALICE: (CONTD)
COME ON.

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #

growing
UP
CREEPIE



ACTION

ANGLE ON BUDGE & CREEPIE LOOKING SKEPTICAL.

DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

BUDGE GOES BACK TO HIS BROCHURE, CREEPIE MOVES FORWARD.

DIAL

FX:

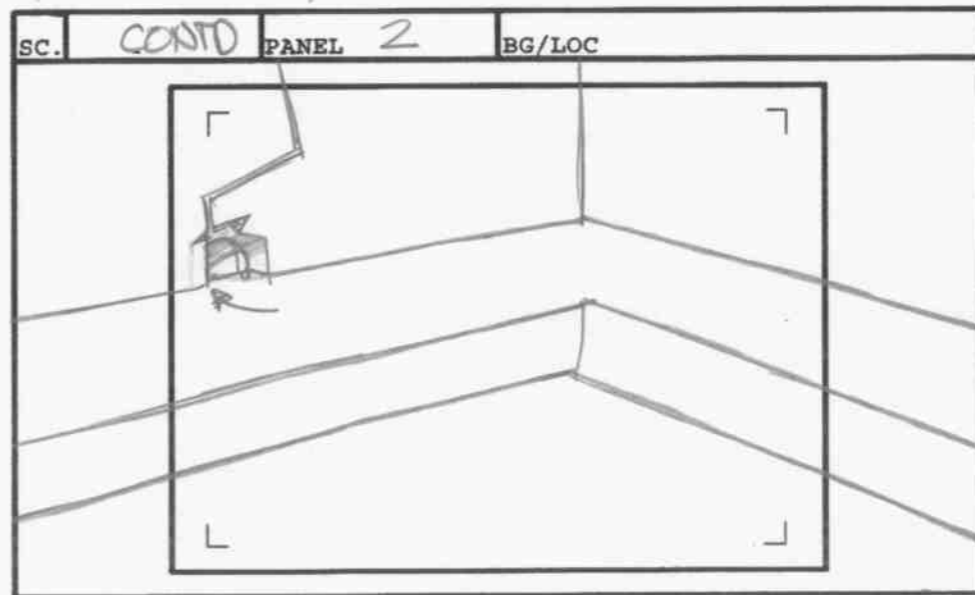
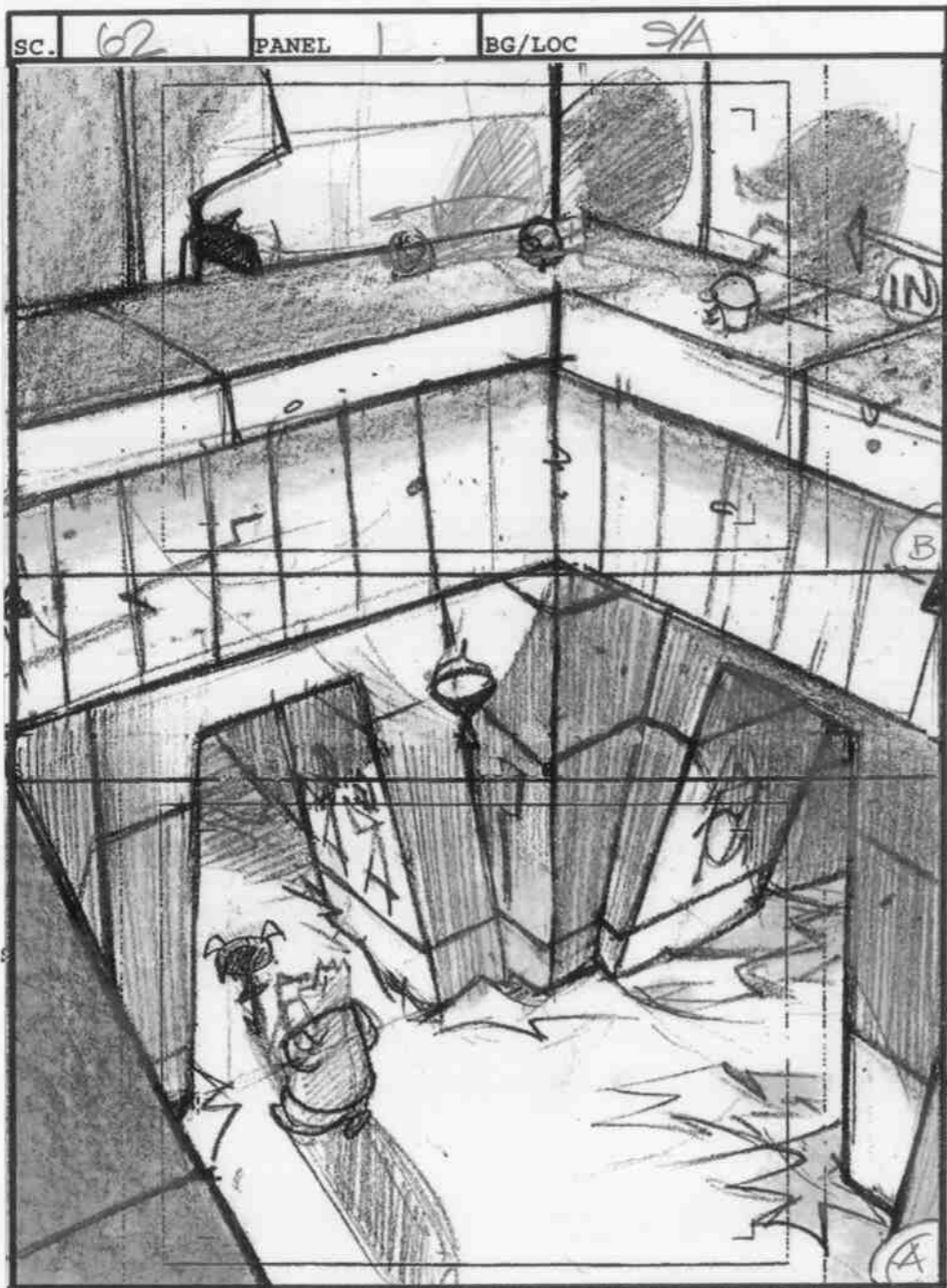
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



STOP

(PAN)

START

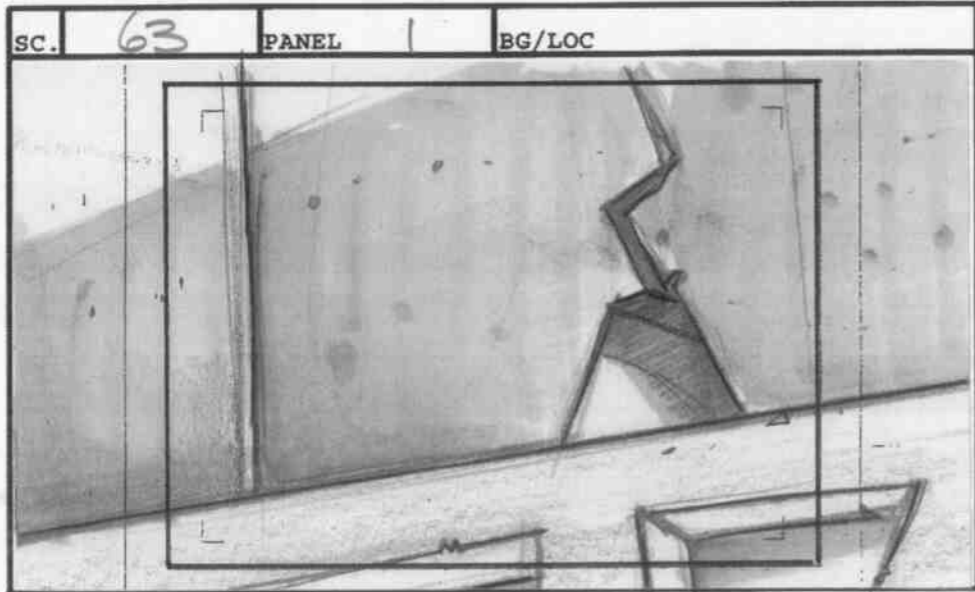
ACTION
WIDE ON FOUR-WAY PASSAGE CREEPIE & BUDGE
FOLLOW THE OTHERS DOWN A PASSAGEWAY.
PAN (A) → (B) THE BEETLE SCUTTLES IN ALONG THE
LEDGE.

DIAL

FX:
SFX:
DIRECTOR'S NOTES

FINAL
PROD #

SLUG NOTES



ACTION

INT. TREASURE ROOM -
ANGLE ON HOLE IN WALL

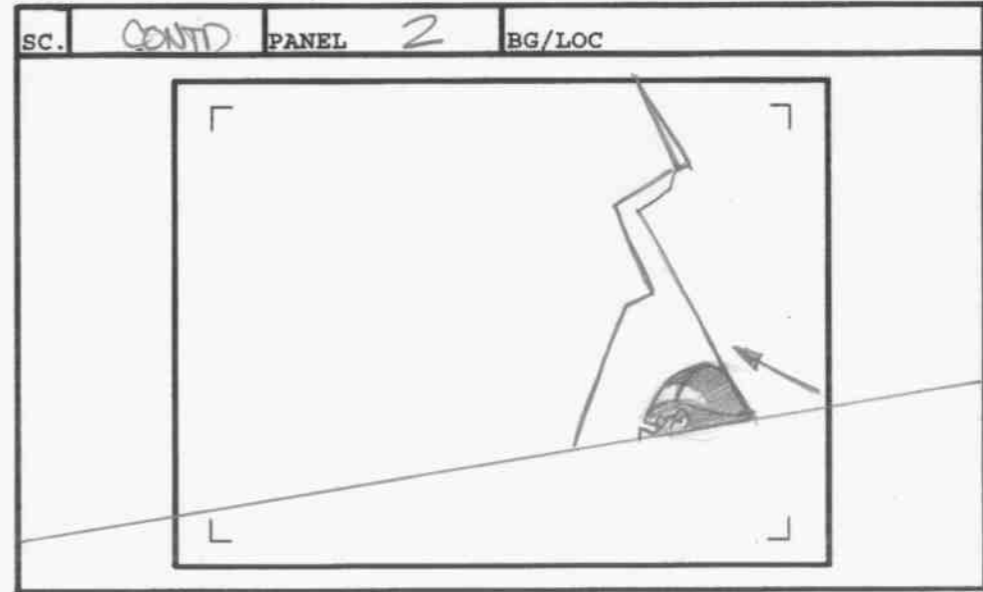
DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES



ACTION

THE BEETLE EMERGES FROM THE
HOLE

DIAL

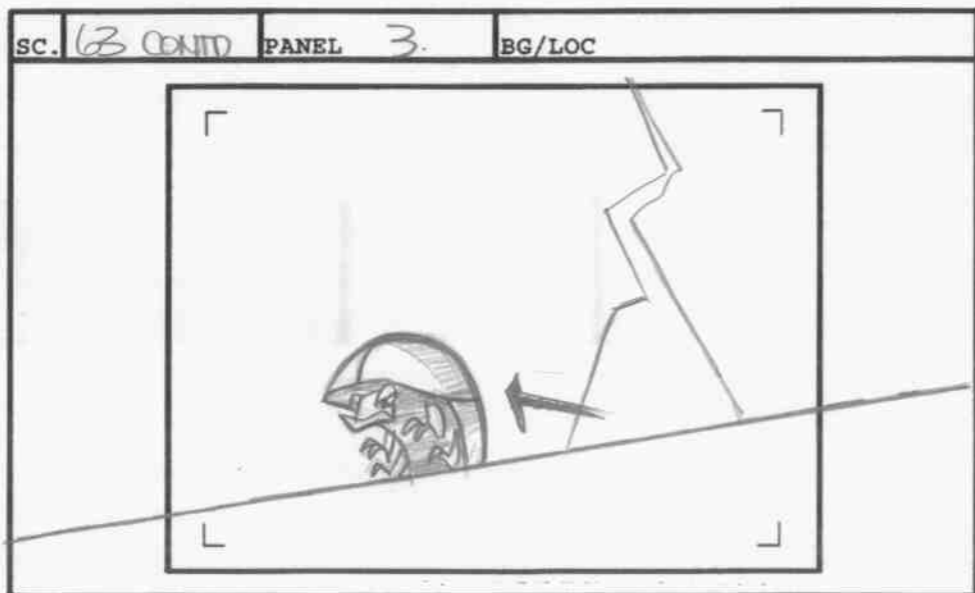
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION
THE BEETLE WALKS TO THE EDGE OF THE LEDGE

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
INT. TREASURE ROOM - WIDE ON ROOM
A SUNDIAL DOMINATES THE CENTER OF THE ROOM.
A BEAM OF LIGHT SHINES DOWN ON IT. THE
BEETLE MOVES ALONG THE LEDGE

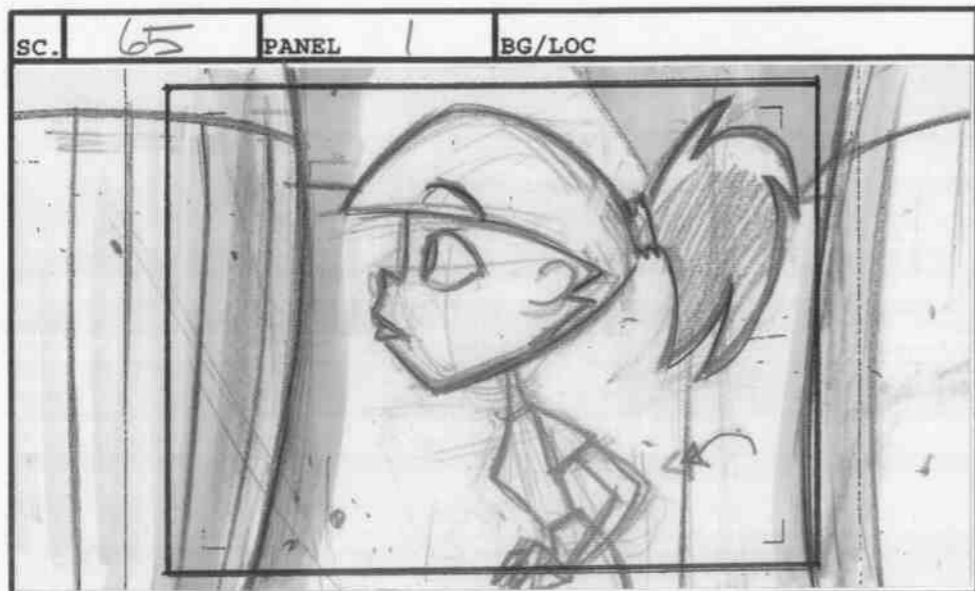
DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION
INT. HALL OF PILLARS -
CLOSE ON CHRIS ALICE AS SHE SETTLES
IN SCENE.

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
SHE LOOKS AROUND

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

WIDE ON THE KIDS. THEY LOOK A BIT SCARED.

DIAL

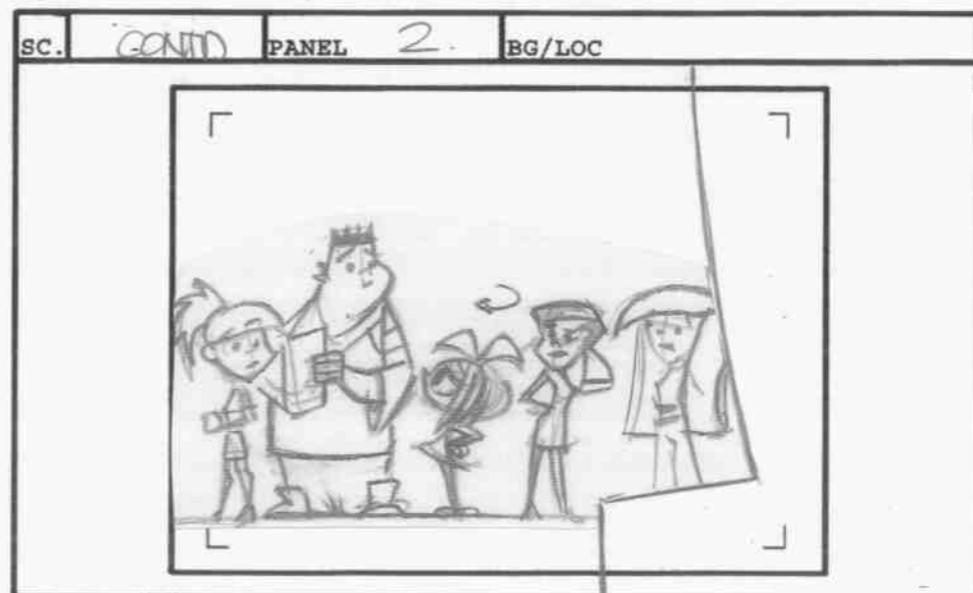
(37) CHRIS ALICE:

HUH?? I WAS SURE HE'D BE HERE

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL

(38) CREEPIE:

MAYBE WE SHOULD GO BACK THE WAY WE CAME?

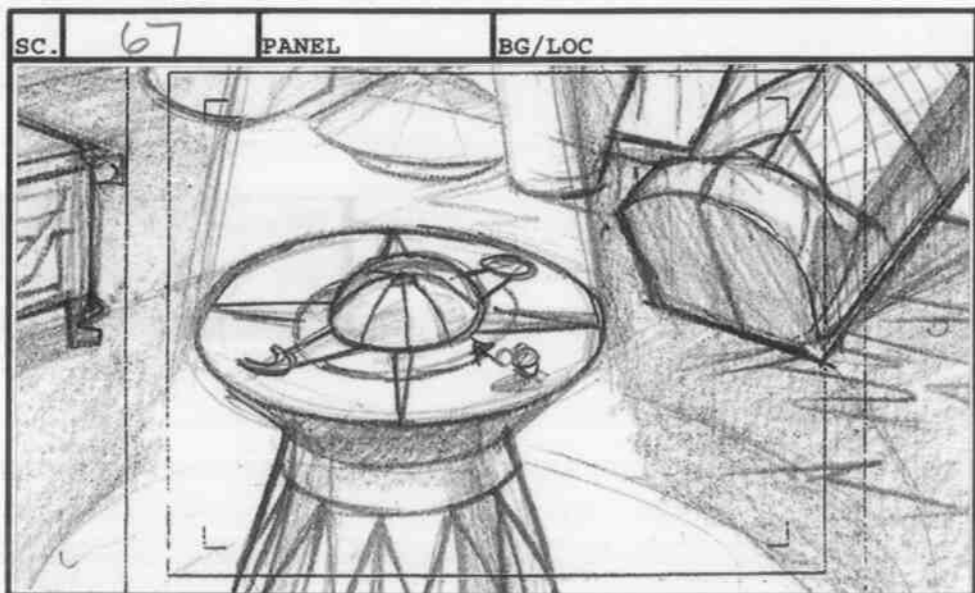
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

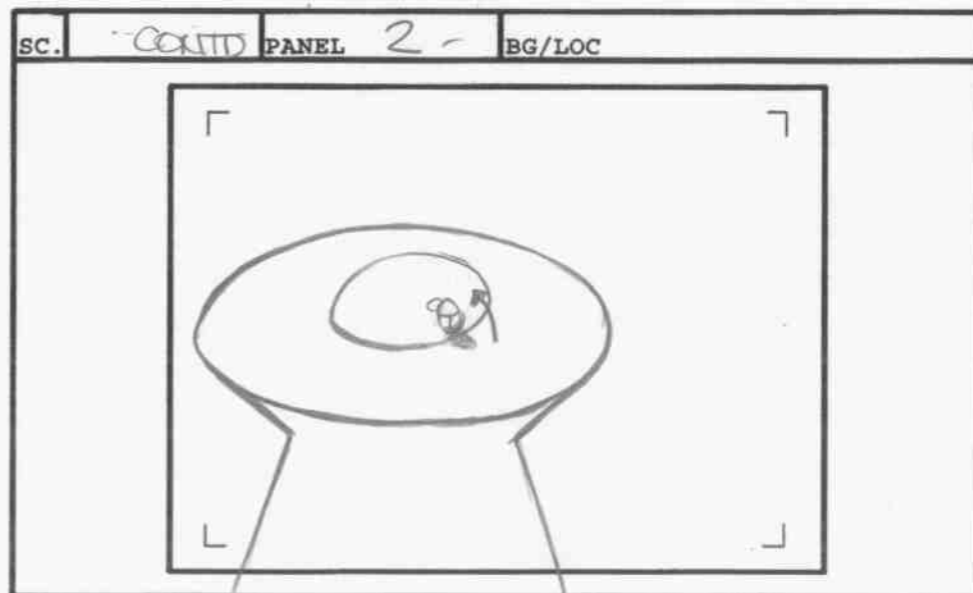


ACTION
INT. TREASURE ROOM
CLOSE ON SUNDIAL. THE BEETLE CRAWLS
TOWARDS THE CENTRAL DIAL. HE'S PUSHING
SOMETHING IN FRONT OF HIM.
DIAL

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



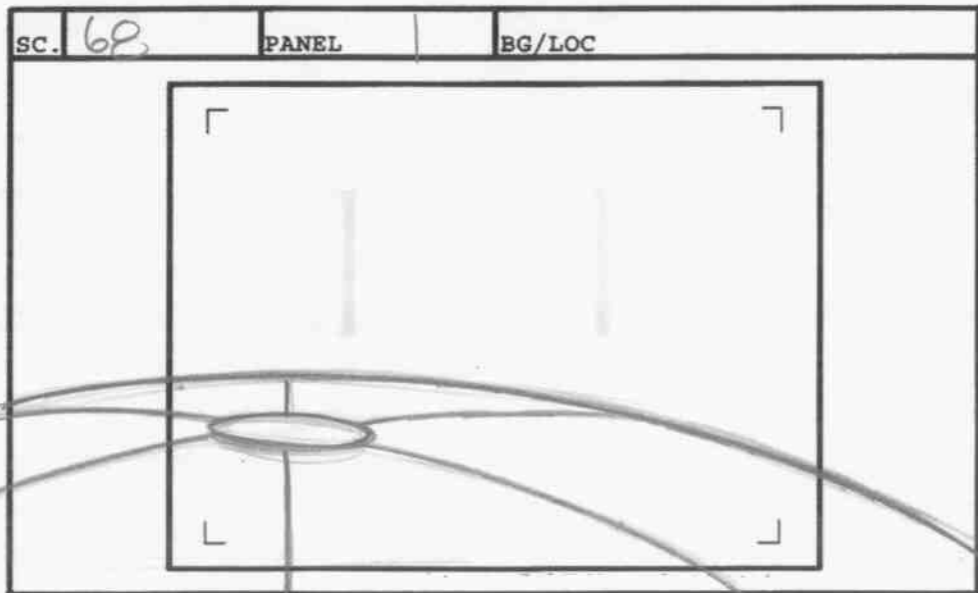
ACTION

DIAL

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #

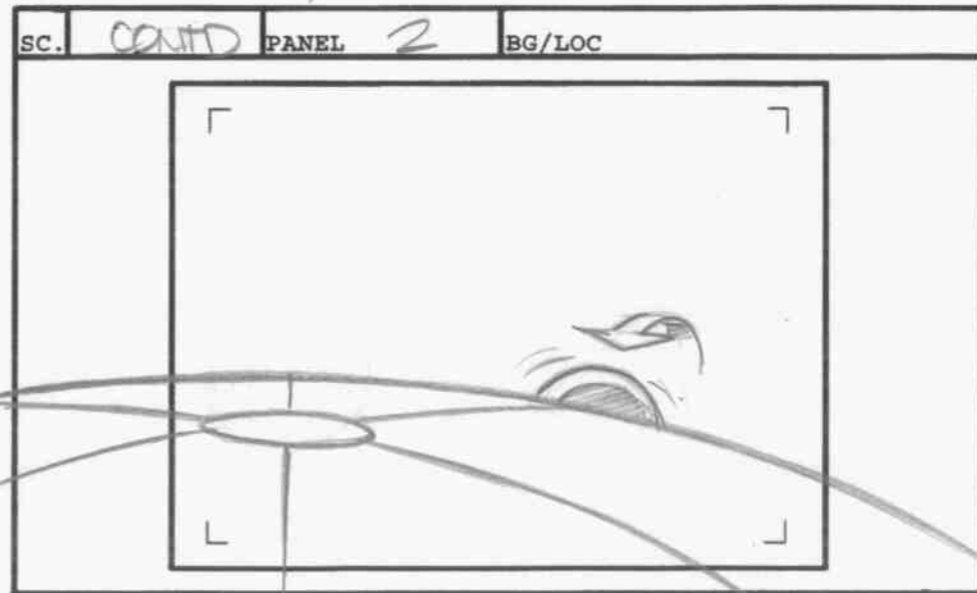


ACTION
CLOSE ON CENTRAL DIAL

DIAL

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES



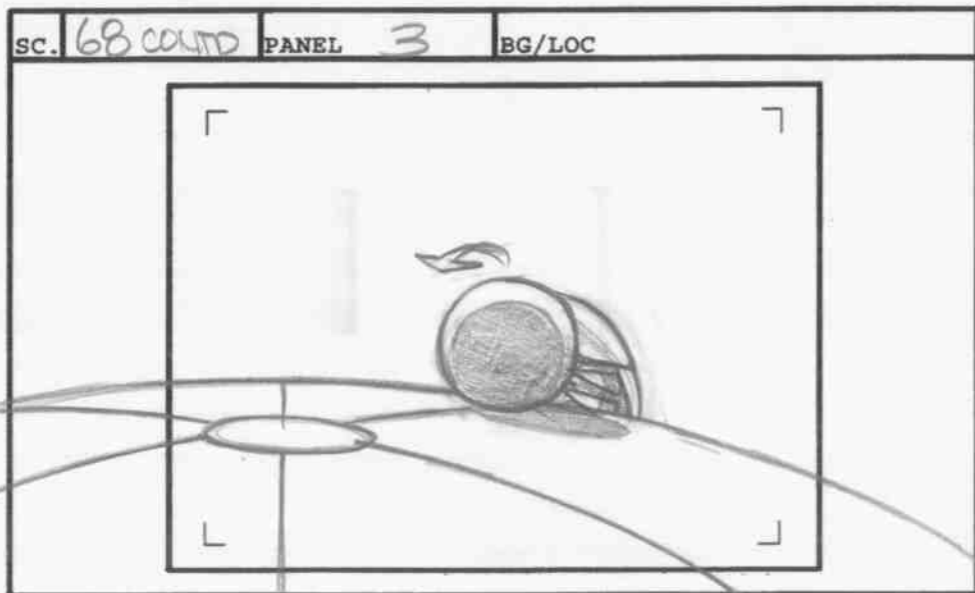
ACTION
A GOLD MARBLE ROLLS UP INTO SCENE

DIAL

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

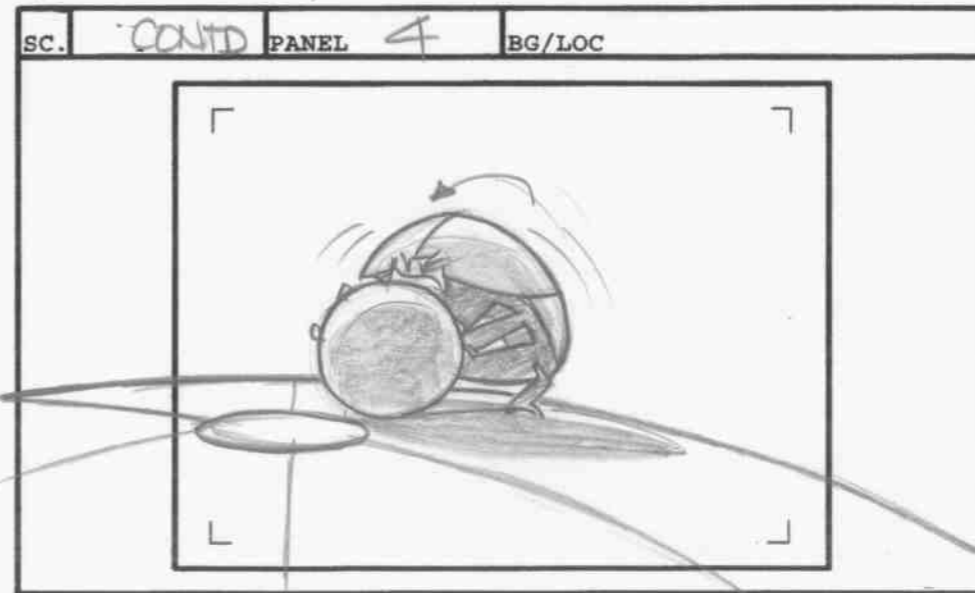
IT'S THE BEETLE PUSHING THE MARBLE UP.

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

THE BEETLE PUSHES THE MARBLE INTO POSITION. IT STOPS SHORT.

DIAL

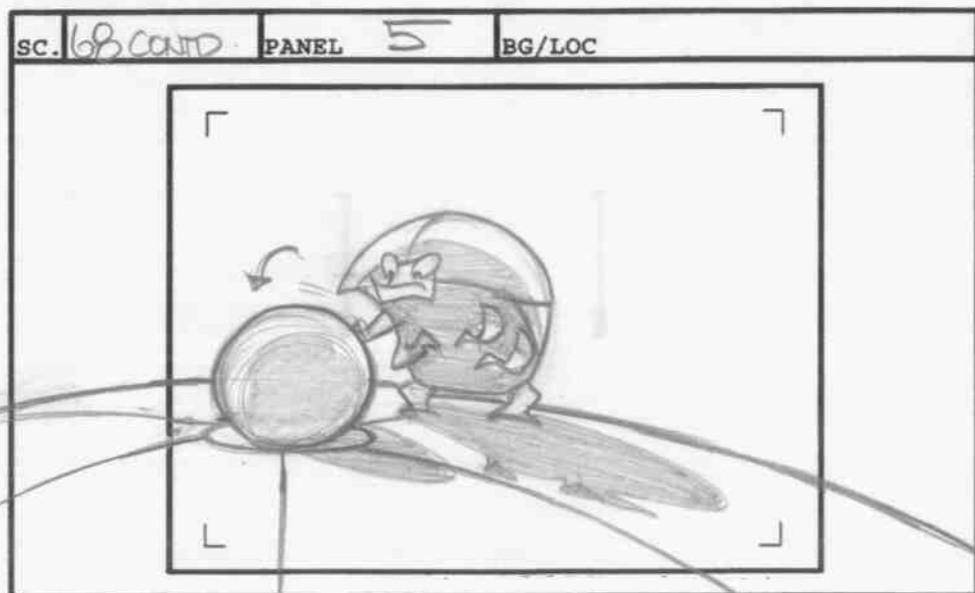
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

HE GIVES IT ONE LAST PUSH

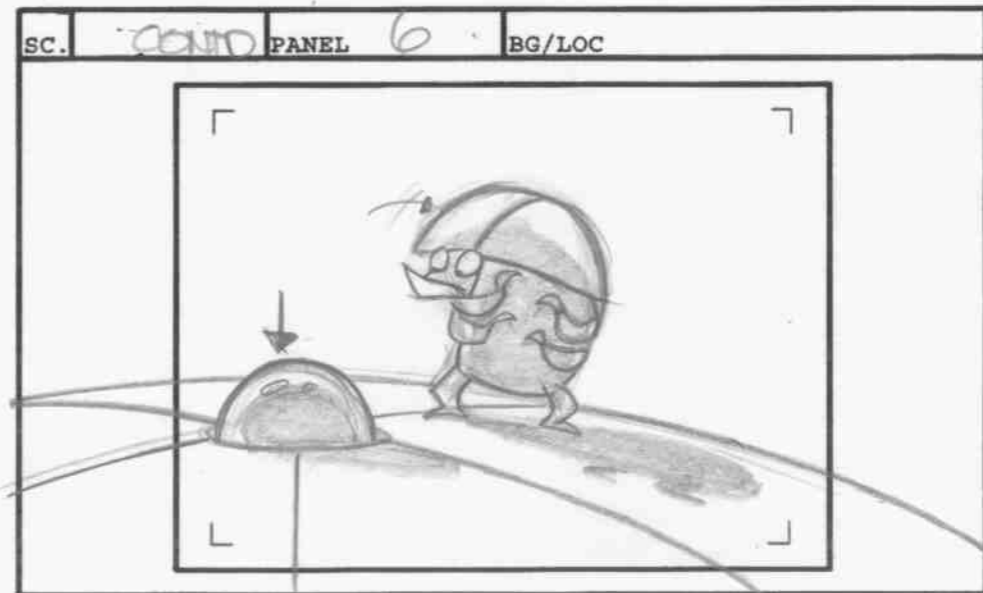
DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for notes]

SLUG NOTES



ACTION

THE GOLDEN MARBLE SINKS
DOWN

SFX: <CLICK!>
<LOW RUMBLE>

DIAL

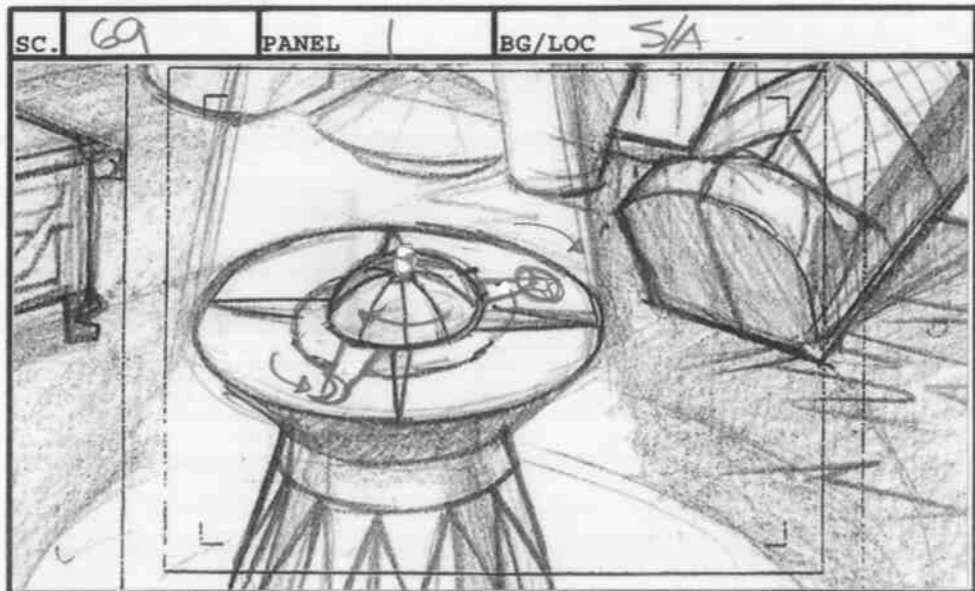
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



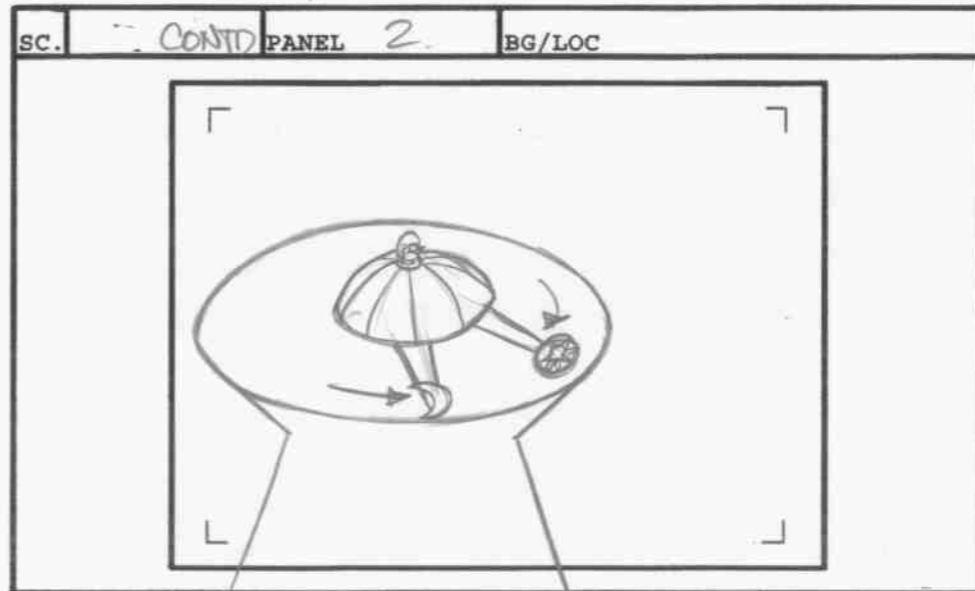
ACTION
WIDE ON SUNDIAL. THE "SUN" AND "MOON" ARMS BEGIN TO MOVE. THE CENTRAL SPHERE ALSO TURNS.

DIAL
SFX: <LOW RUMBLE, GEARS WHIRRING>

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

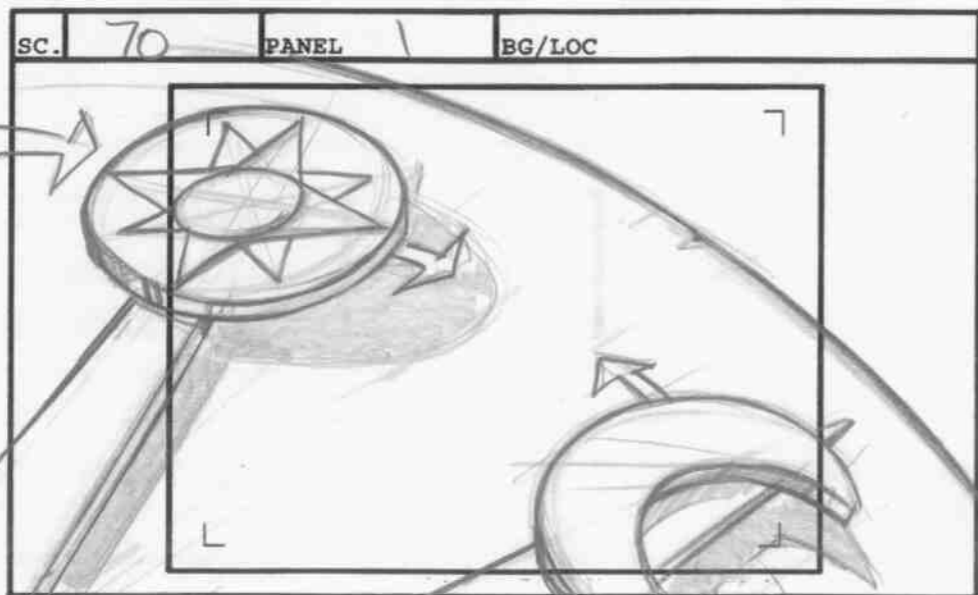
DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL	
PROD #	



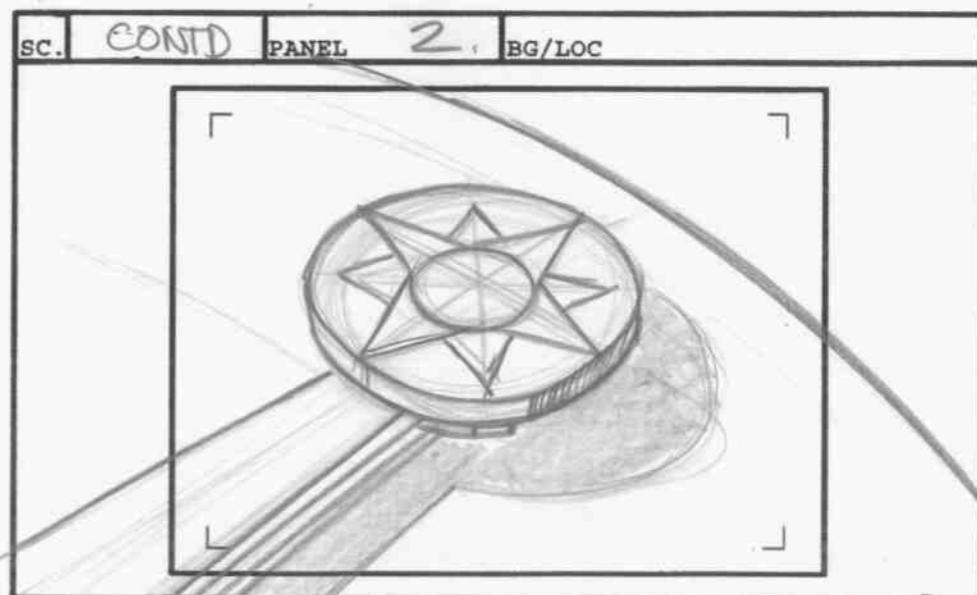
ACTION
CLOSE ON FACE OF SUNDIAL.
THE 'SUN' AND 'MOON' ARMS ROTATE
TOWARDS EACH

DIAL
SFX: <GEARS CLICKING, LOW RUMBLE>

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
THE ARMS STOP. THE 'SUN' ARM IS
OVER THE 'MOON' ARM.

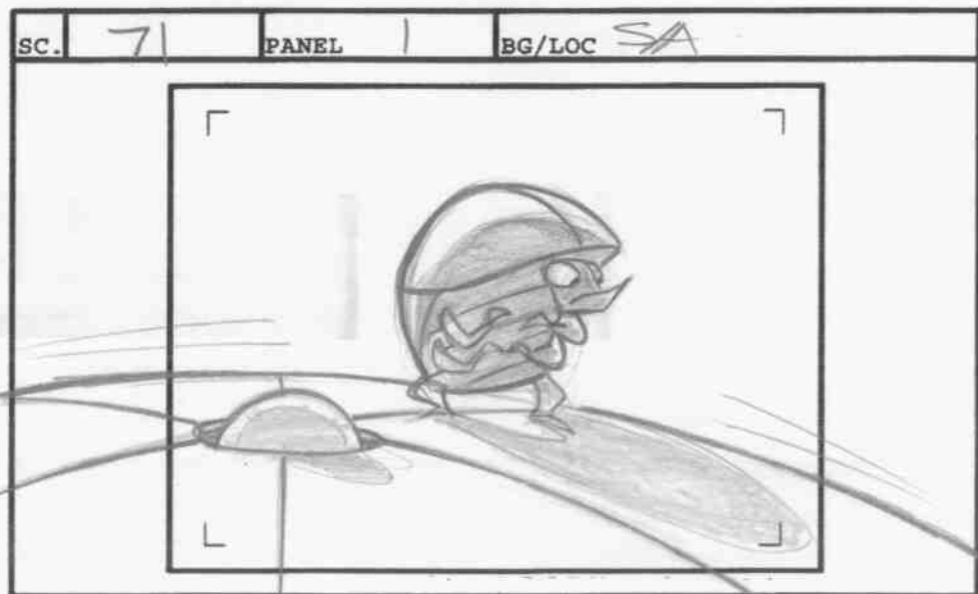
DIAL
SFX: <CLICK, STOP>

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL	
	PROD #



ACTION

ANGLE ON THE BEETLE
THE SUNDIAL BEGINS TO SHAKE.

DIAL

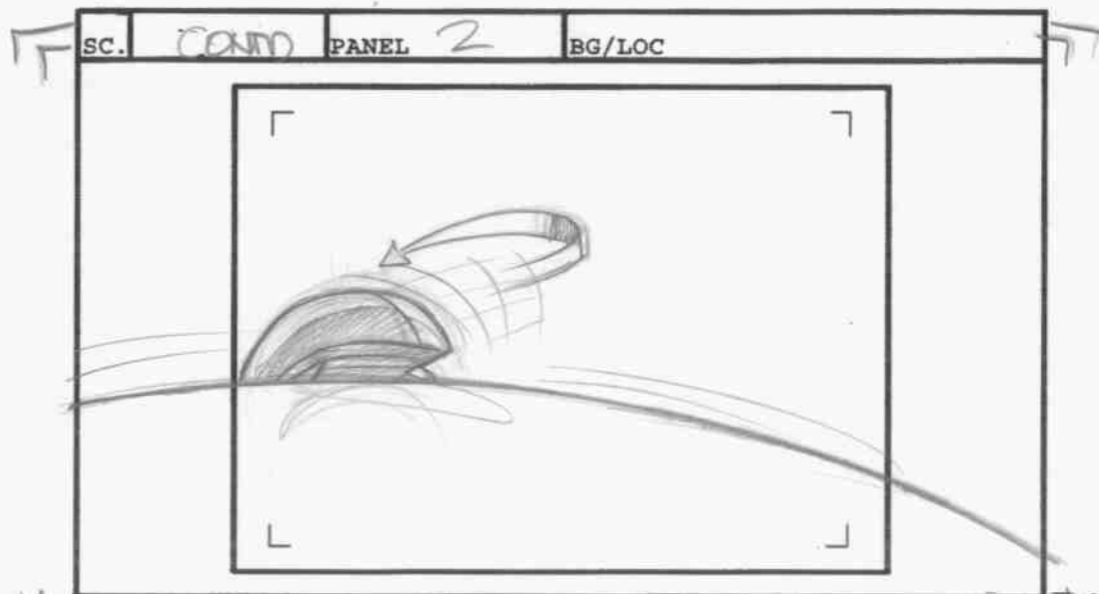
SFX: <LOW RUMBLE, GEARS WHIRRING>

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

(CAM-SHAKE)

THE BEETLE SCURRIES OFF THE
CENTER PIECE.

DIAL

FX:

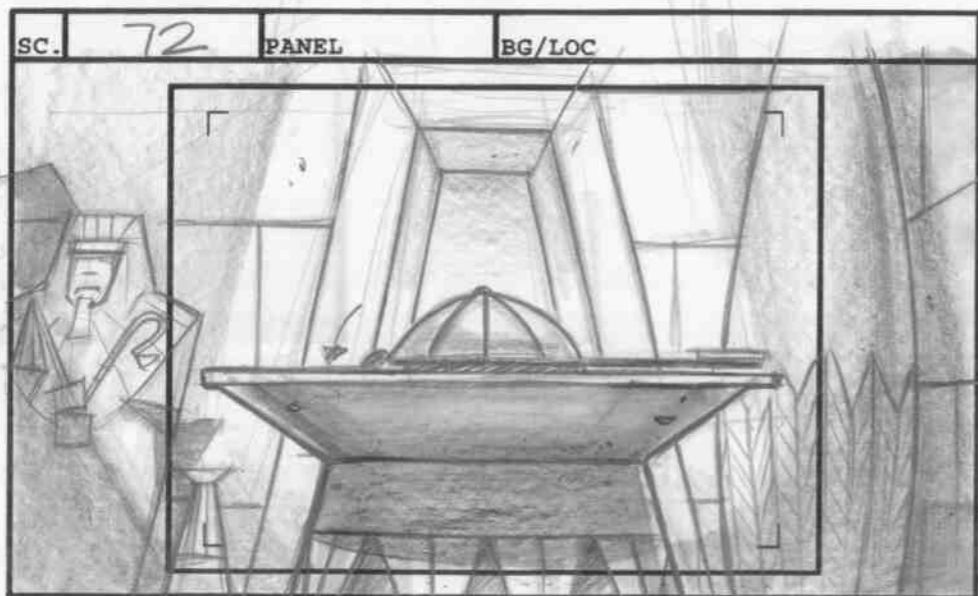
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION (CAM SHAKE)
ANGLE ON SUNDIAL. THE GEAR WHIRRING IS LOUDER. THE BEETLE SCURRIES OFF THE SUNDIAL. (BG SOFT FOCUS)

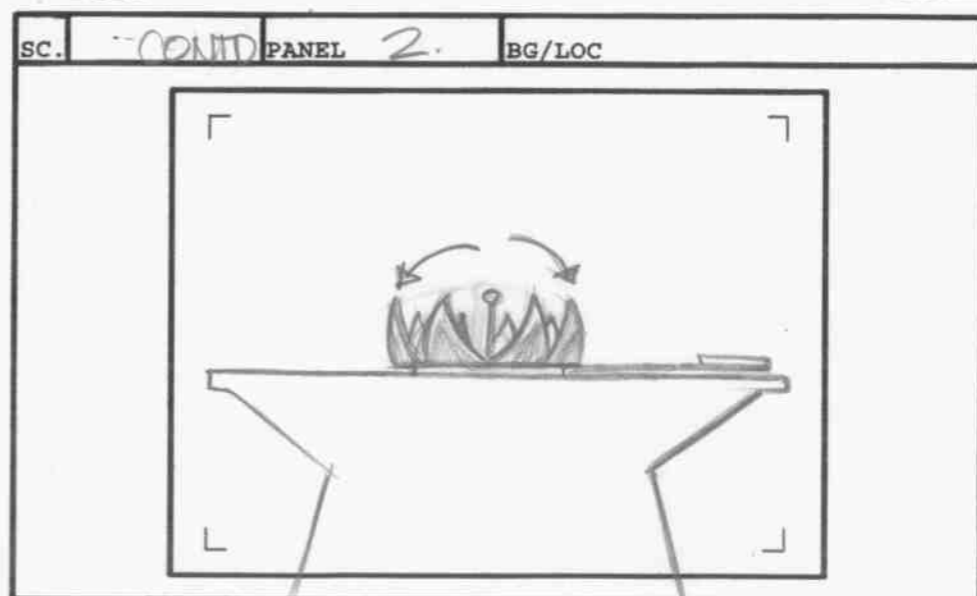
DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



ACTION THE CENTRAL SPHERE SPLITS OPEN LIKE A FLOWER.

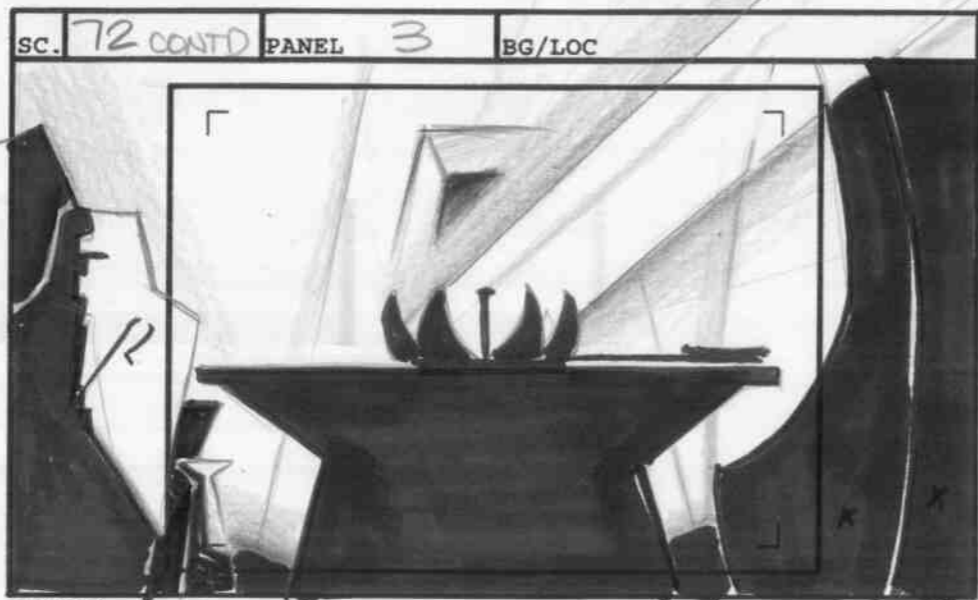
DIAL SFX: <WHIRRR .. CLICK>

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

AN INTENSE BEAM OF LIGHT LANCES OUT

DIAL

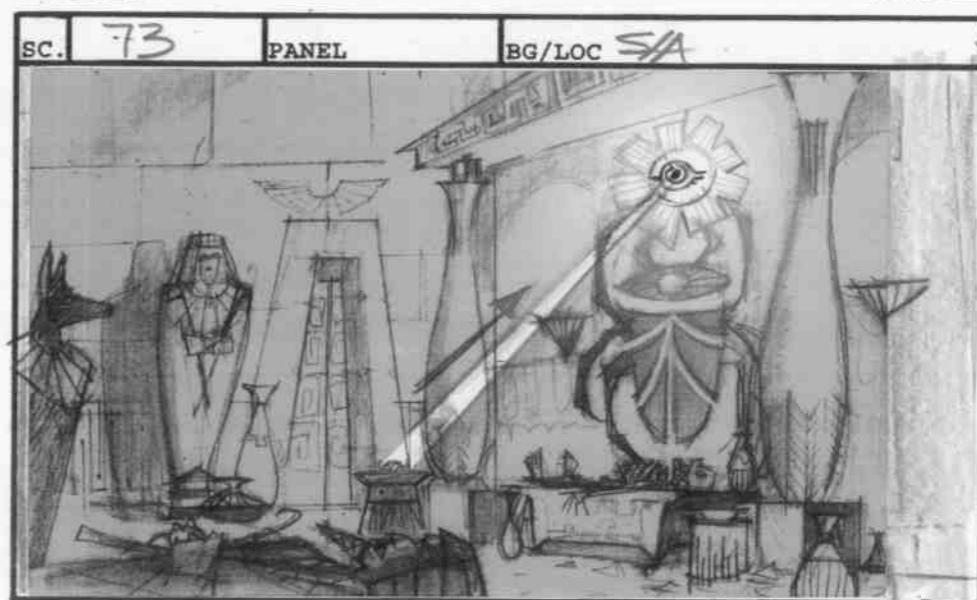
SFX: (LASER BEAM WHINE, LOW RUMBLE) →

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES



ACTION- INT. TREASURE ROOM

THE BEAM OF LIGHT STRIKES THE 'EYE' SYMBOL

(CAM-SHAKE) →

DIAL

SFX: (LASER BEAM WHINE, RUMBLE)

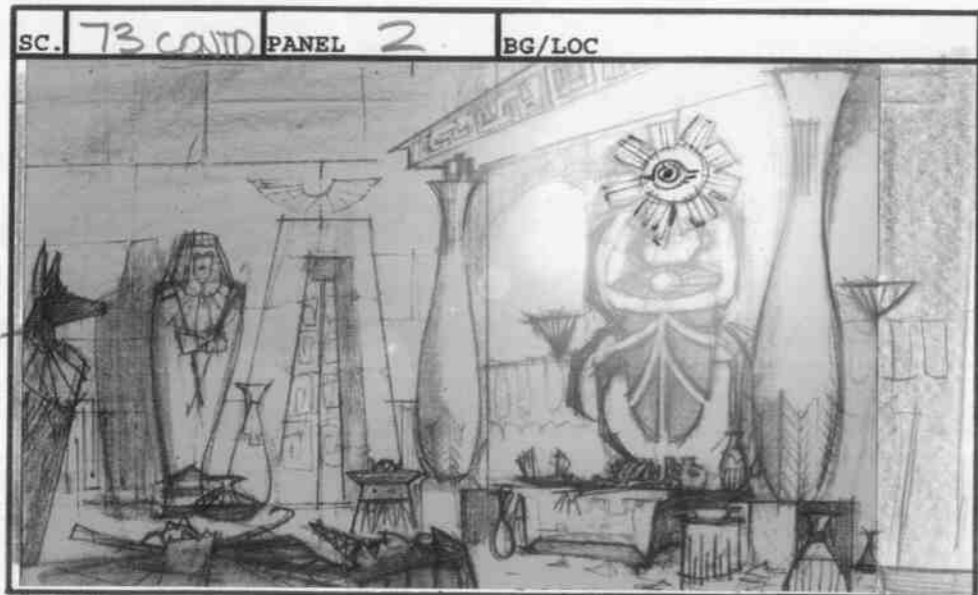
FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES

FINAL
PROD #



ACTION

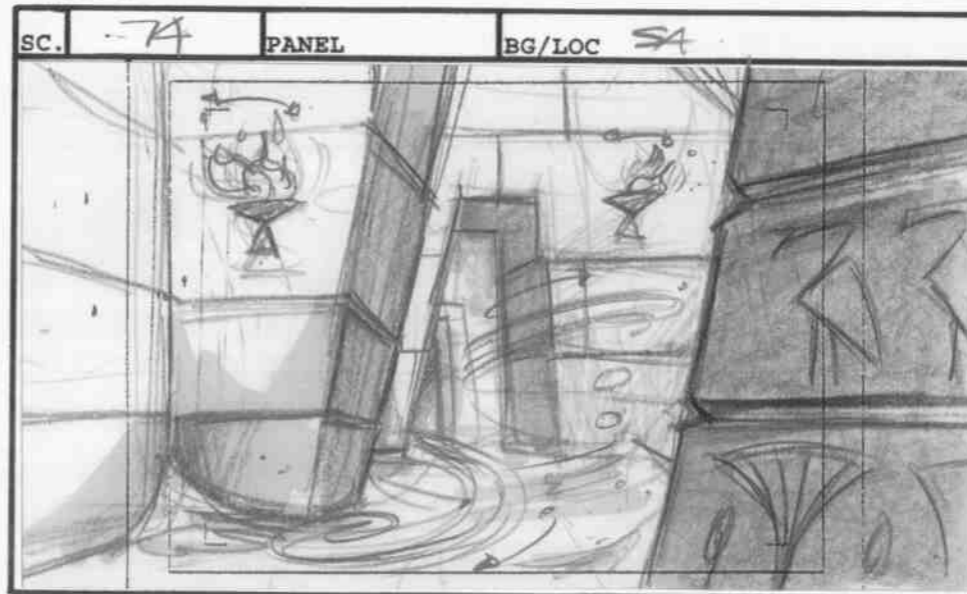
THE EYE BEGINS TO GLOW

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

INT TOMB - DARK CORRIDOR -
THE WIND MOANS THROUGH THE CORRIDOR,
KICKING UP DUST DEVILS. THE LIGHTS FLICKER
IN THE BRAZIER

DIAL

SFX: < LOW MOAN >

WHISPER:

FOLLOW ME ~~~~~>

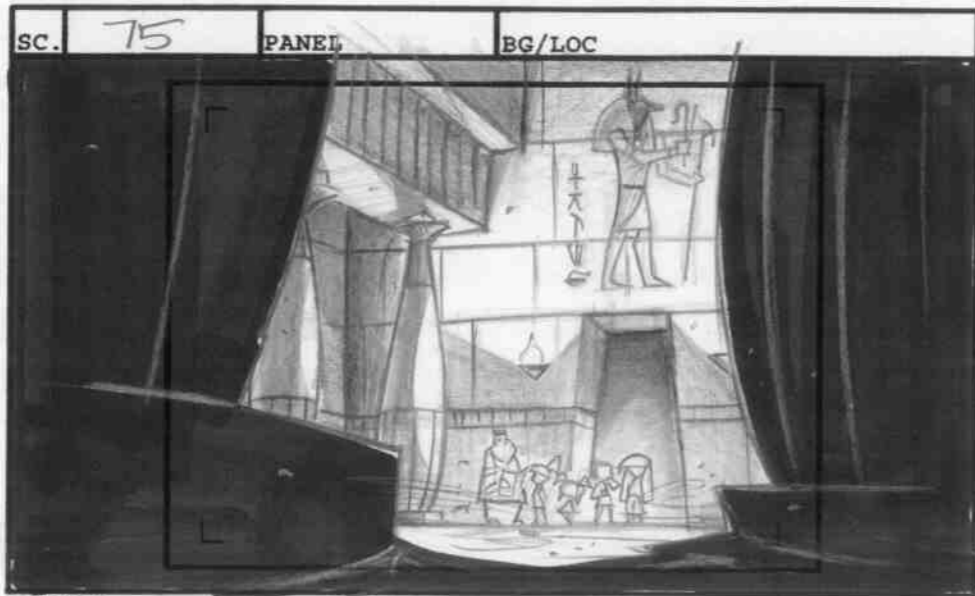
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION
INT. TOMIS - CHAMBER OF PILLARS
THE KIDS STAND TRANSFIXED AS THE WIND
MOANS DOWN THE CORRIDOR

DIAL
WHISPER:

FOLLOW ME ~~~~~>

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
CLOSE ON BUDGE (CRIMLIT)

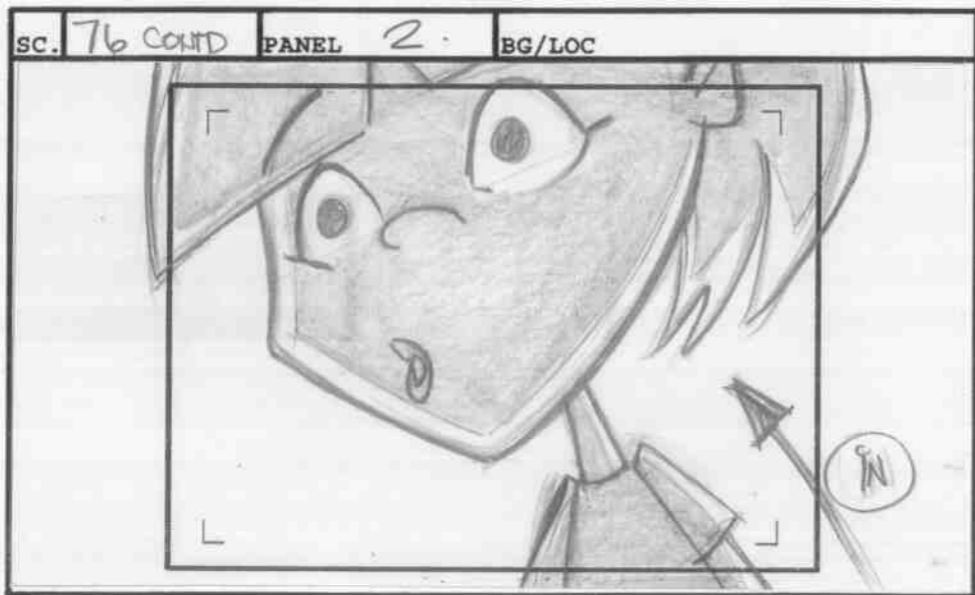
DIAL SFX: <LOW MOAN> ~~~~~>

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

CHRIS-ALICE UP INTO FRAME.

DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

ANGLE ON CREEPIE, CARLA & MELANIE
THEY LOOK AROUND TO SEE WHERE THE
NOISE IS COMING FROM.

DIAL

FX:

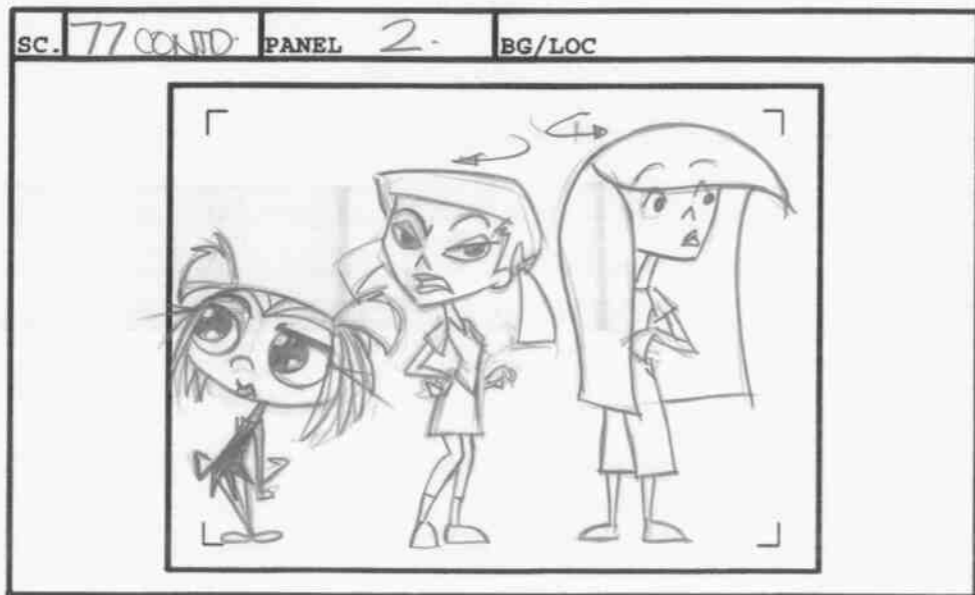
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

DIAL

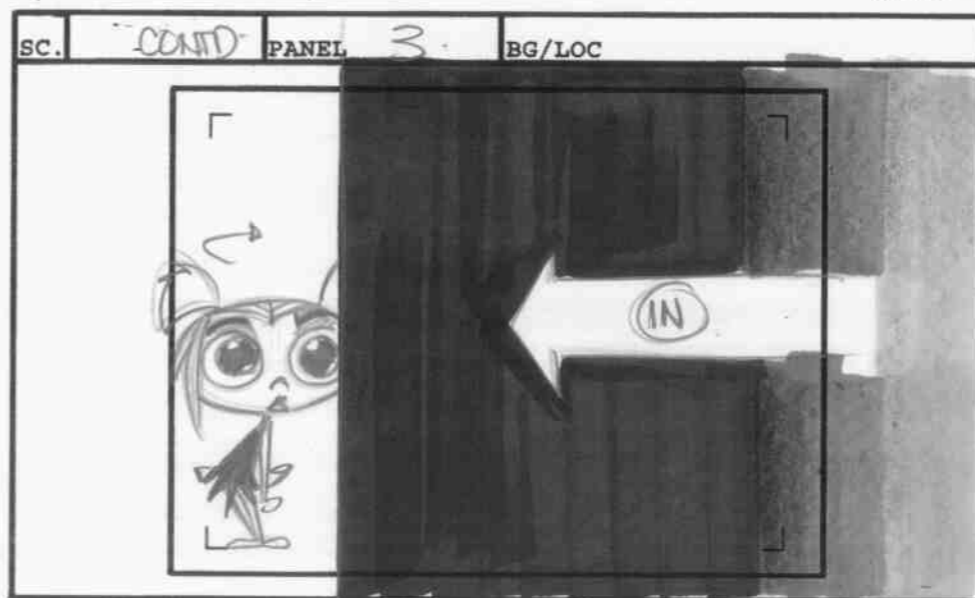
(42) CARLA:

HELLO? WHY ARE..

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

CREEPIE TURNS, STARING WIDE-EYED
AS A DARK SHAPE SLIDES ACROSS
SCREEN

DIAL

(42) CARLA: (CONTD) OS

.. THE WALLS MOVING & ...

FX:
SFX:

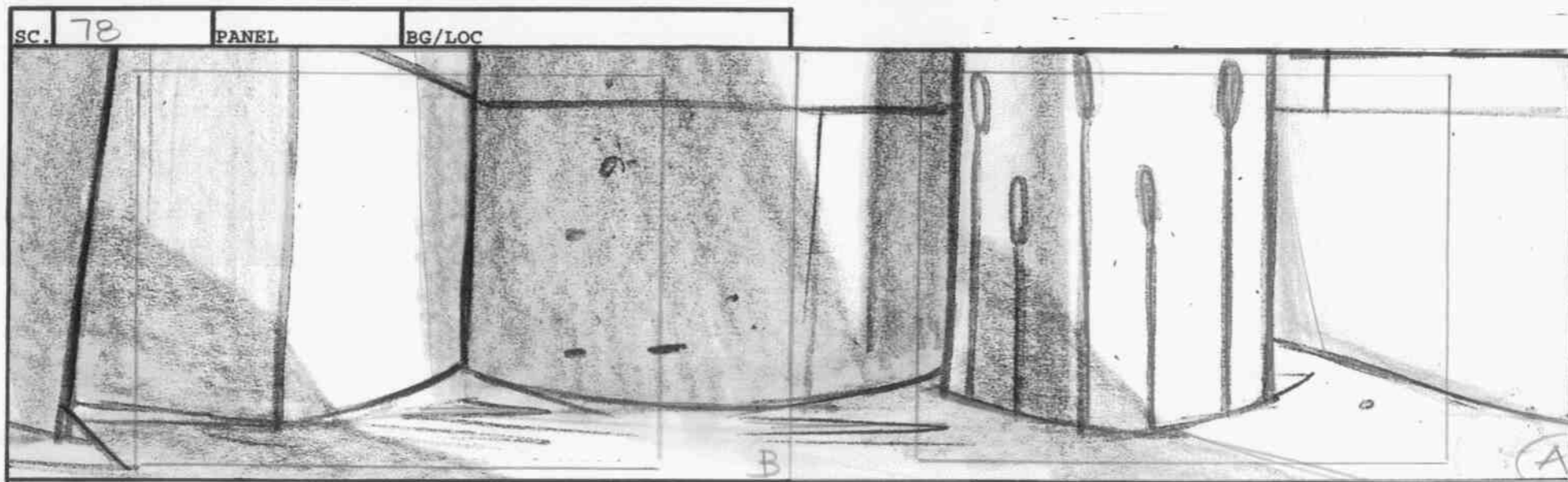
DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

growing
UP
CREEPY



*BG ONLY | SEPARATED FOR CLARITY.

DIAL

DIAL

FX:

FX:

SFX:

SFX:

DIRECTOR'S NOTES

DIRECTOR'S NOTES

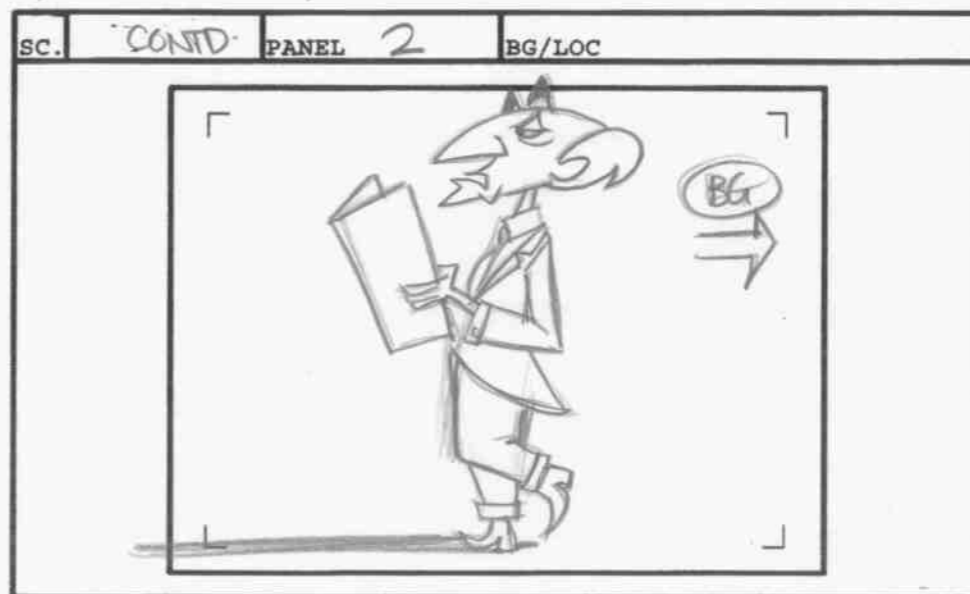
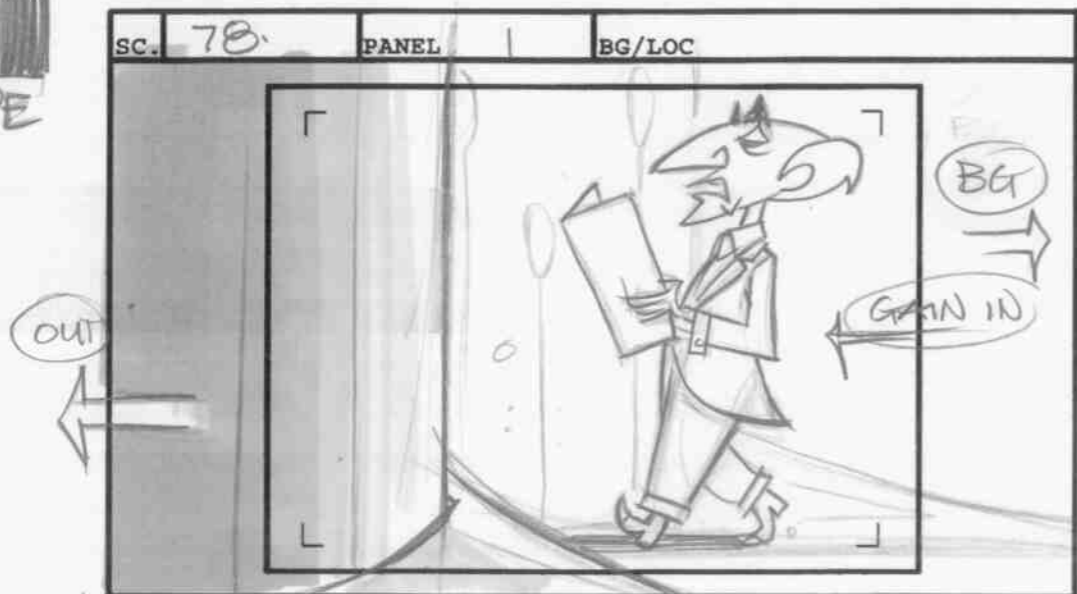
[Empty box for notes]

SLUG NOTES

SLUG NOTES

FINAL
PROD #

←
WIPE



ACTION
INT. TOMB - YET ANOTHER HALLWAY
ANGLE ON DR. PAPPAS, OBLIVIOUSLY LECTURING
TO NO ONE

ACTION

DIAL
41 DR. PAPPAS: (ECHOING)
THE CEDAR WOOD EXTRACT, IN TURN, CONTAINED STRONG PRESERVATIVES
THAT TOOK IMMEDIATE EFFECT...

DIAL
FX:
SFX:
DIRECTOR'S NOTES

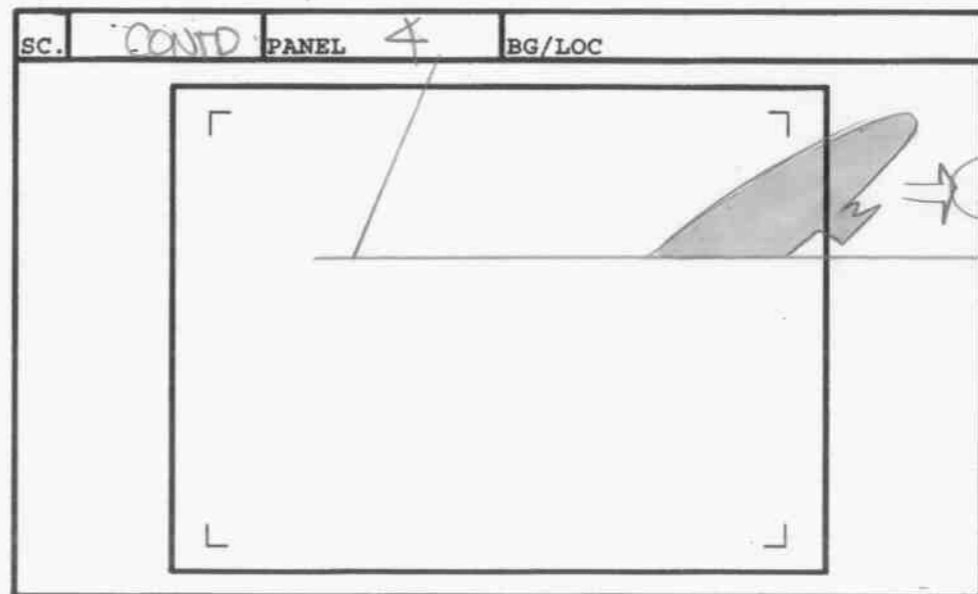
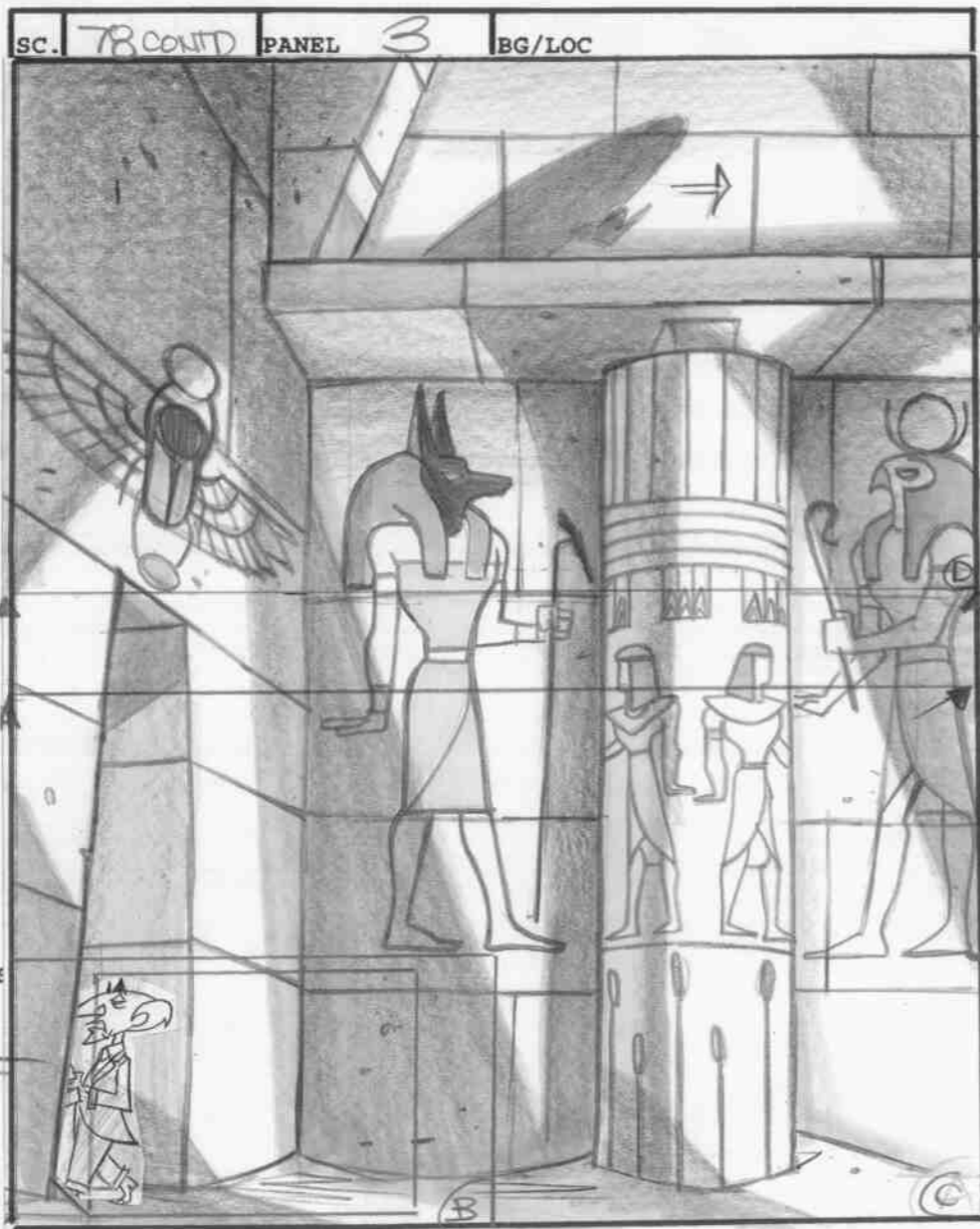
FX:
SFX:
DIRECTOR'S NOTES

[Empty box for Director's Notes]

FINAL
PROD #

SLUG NOTES

SLUG NOTES



ACTION

TRUCK OUT AS PAPPAS EXITS. (B) → (C) HIS VOICE TRAILS OFF.
PAN (C) → (D) FROM THE SHADOWS ANOTHER SHADOW EMERGES.

DIAL

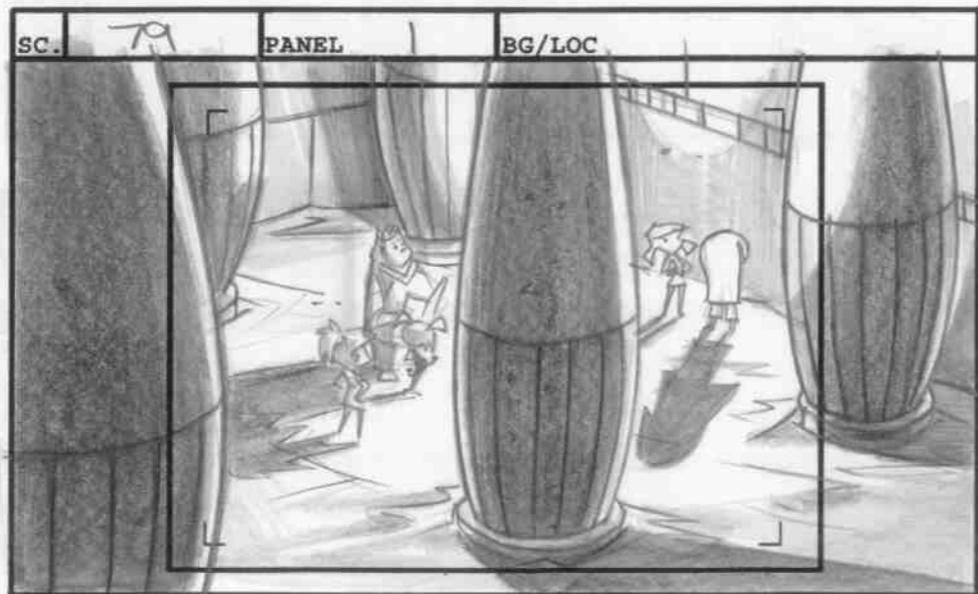
(4) DR. PAPPAS: (CONTD)
"AND INDUCED A PROCESS OF
MUMMIFICATION . . ."

FX:
SFX:

DIRECTOR'S NOTES

FINAL
PROD #

SLUG NOTES



ACTION
INT TOMB- CHAMBER OF PILLARS
THE KID'S ARE LOOKING AT THE WALL
WHICH JUST HAD A DOORWAY IN IT.

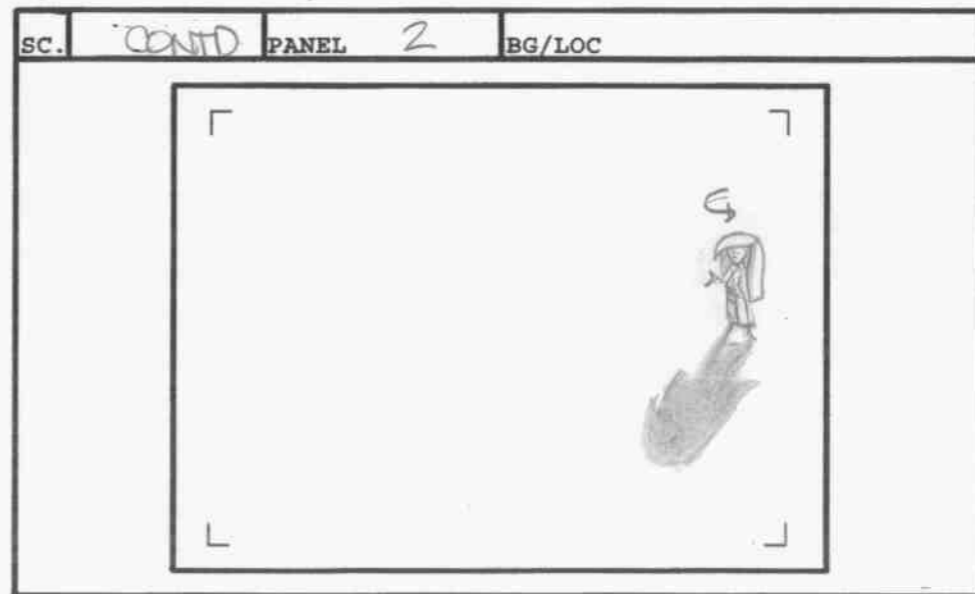
DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
MELANIE TURNS TO THE OTHERS.

DIAL

MELANIE:
LIKE, WASN'T THERE A DOOR.

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

THU



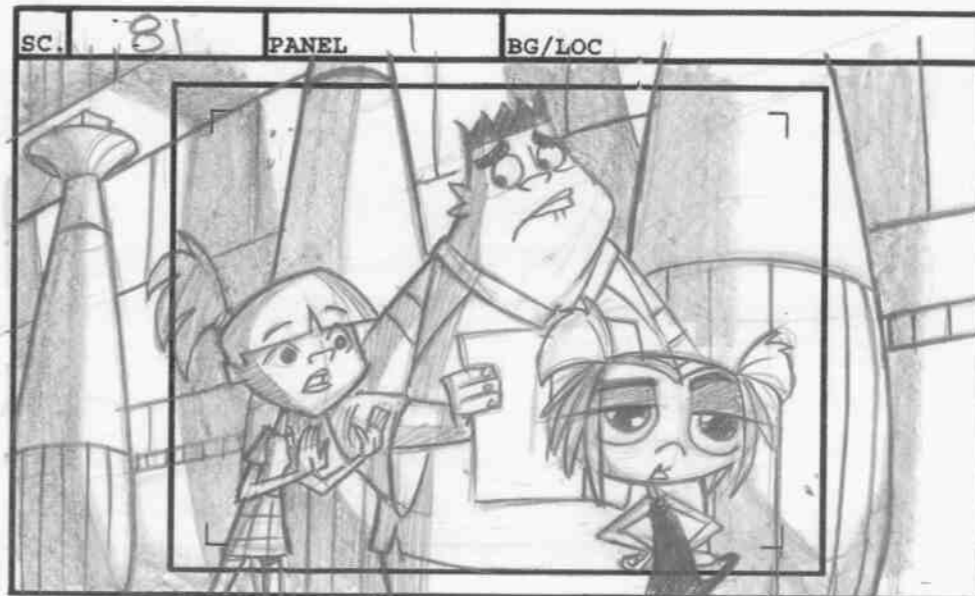
ACTION
CLOSE ON MELANIE & CARLA

DIAL MELANIE: (CONTD)
.. IN THAT WALL A MINUTE AGO?

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
ANGLE ON CREEPER, CHRIS-ALICE & BURGE.
CHRIS-ALICE 'TAKES CHARGE'

DIAL CHRIS-ALICE:
STAY CALM, EVERYONE.

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION
BUDGE & CREEPIE TURN TO CHRIS-ALICE



ACTION
DIAL 43 CHRIS-ALICE: (CONTD)
.. IF ONLY I'D BROUGHT MY DIGITAL COMPASS.

DIAL 43 CHRIS-ALICE: (CONTD)
I'M SURE WE CAN FIND THE WAY OUT...

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #

growing
up
CREEPIE

Hu



ACTION
CLOSE ON CREEPIE. A SHADOW PASSES OVER HER

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
GETTING HER ATTENTION, SHE TURNS AND LOOKS TO CAMERA.

DIAL

FX:
SFX:

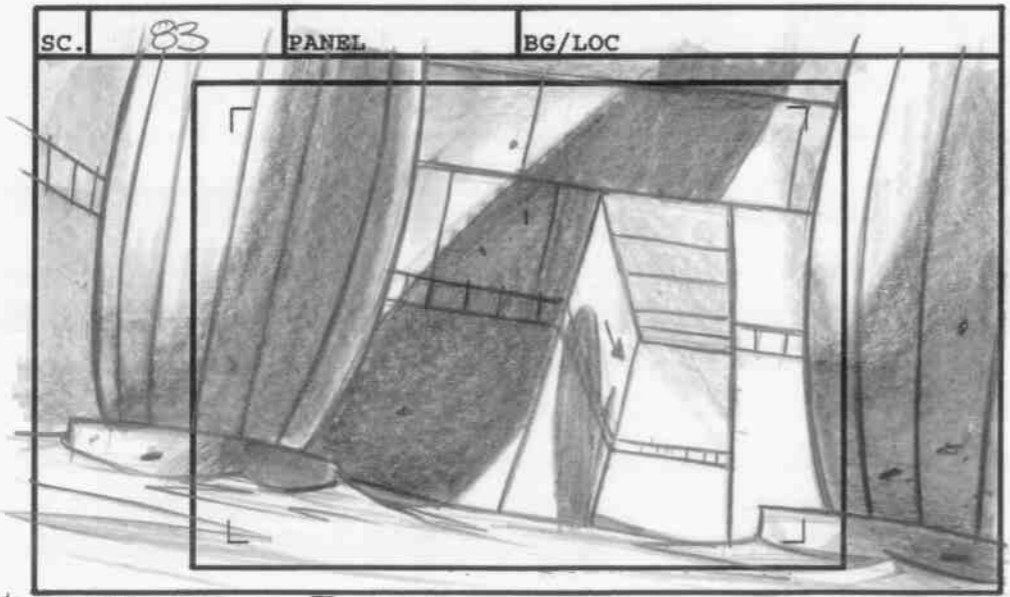
DIRECTOR'S NOTES

SLUG NOTES



FINAL

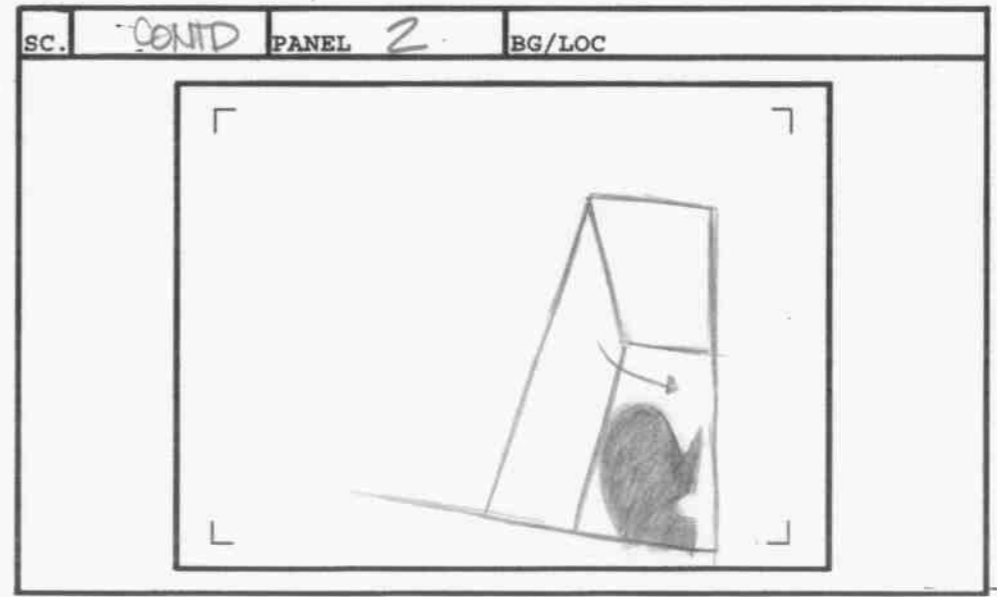
PROD #



ACTION
INT. TOMB - CHAMBER OF PILLARS -
ANGLE ON A NEW DOORWAY. A MYSTERIOUS
SHADOW SLIDES ALONG THE NEW PASSAGEWAYS
WALL.
DIAL

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES



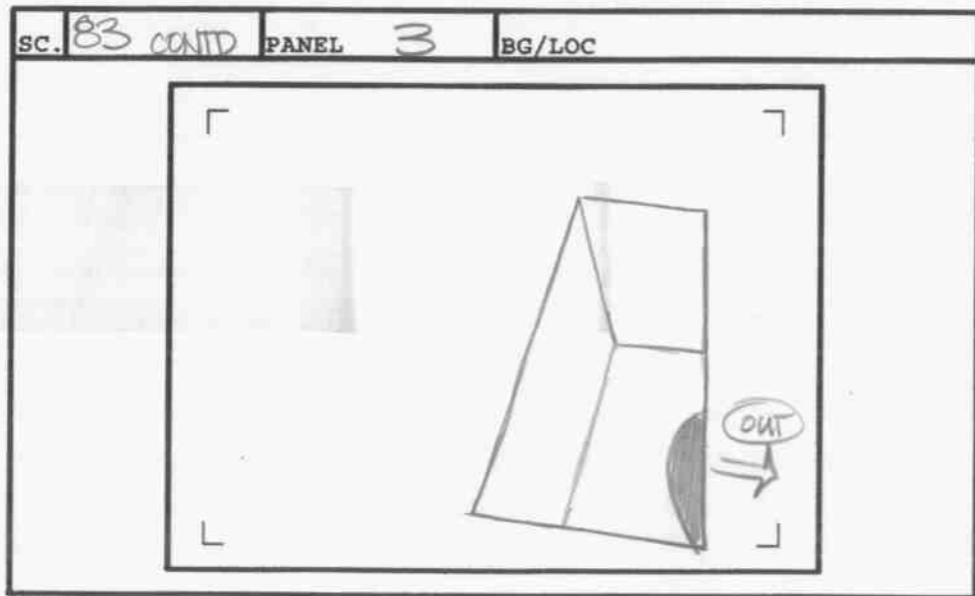
ACTION
DIAL

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #

growing
UP
CREEPIE



ACTION

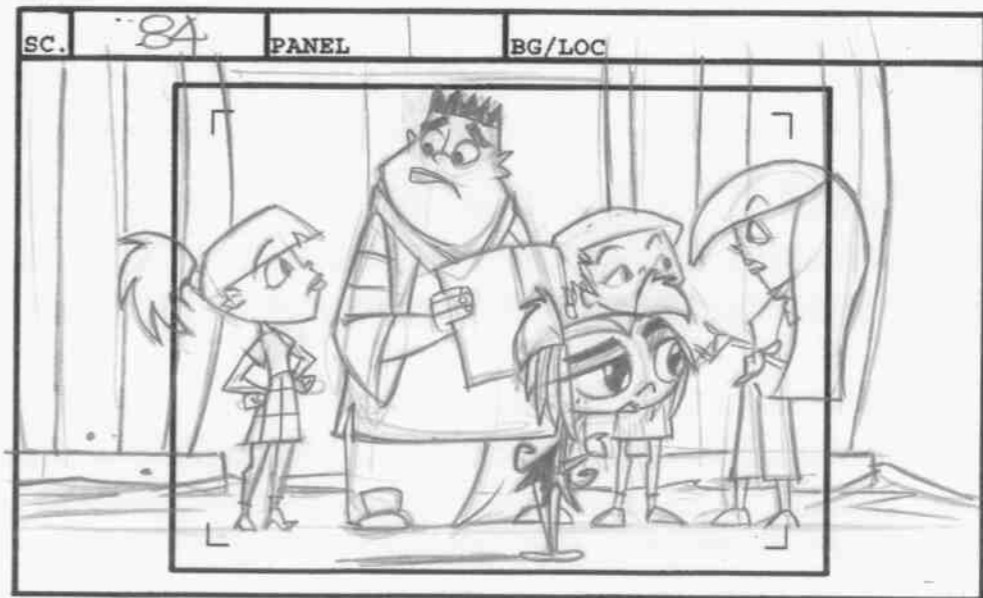
DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

WIDE ON THE KIDS. CREEPIE IS
LOOKING AT THE OS DOORWAY.

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION
CREEPIE SKITTERS OUT, THE OTHER
KIDS WATCH HER

DIAL

AS CHRIS-ALICE:

CREEPIE, WHERE ARE YOU GOING?

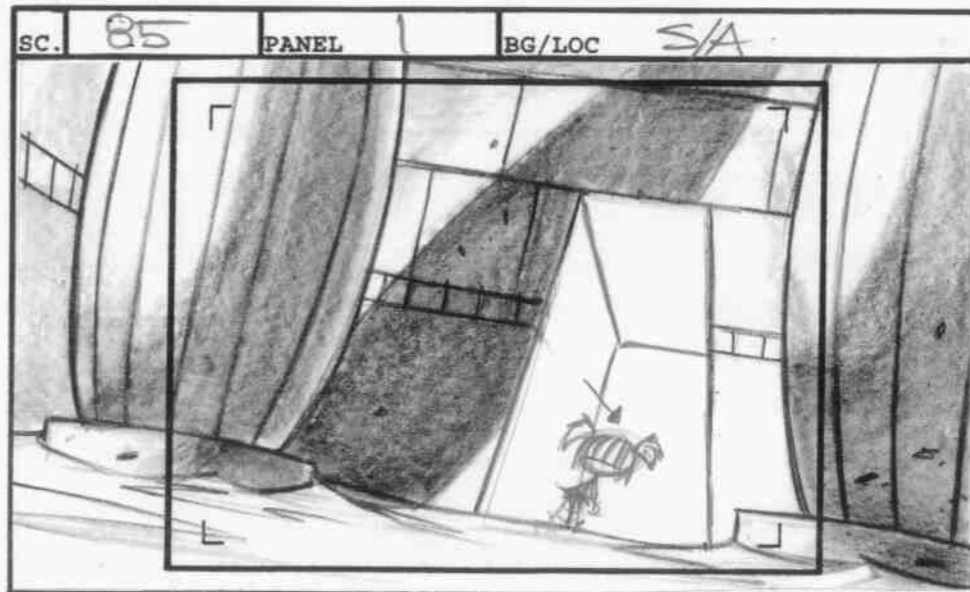
FX:

SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES



ACTION
ANGLE ON DOORWAY AS CREEPIE
ENTERS THE NEW PASSAGEWAY

DIAL

FX:

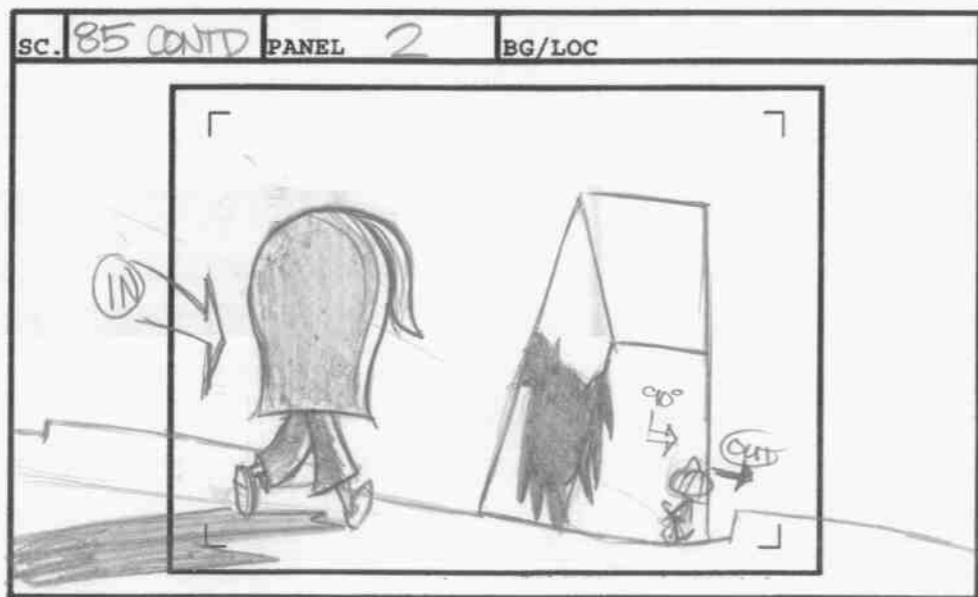
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION
MELANIE RUNS IN, FOLLOWING CREEPIE

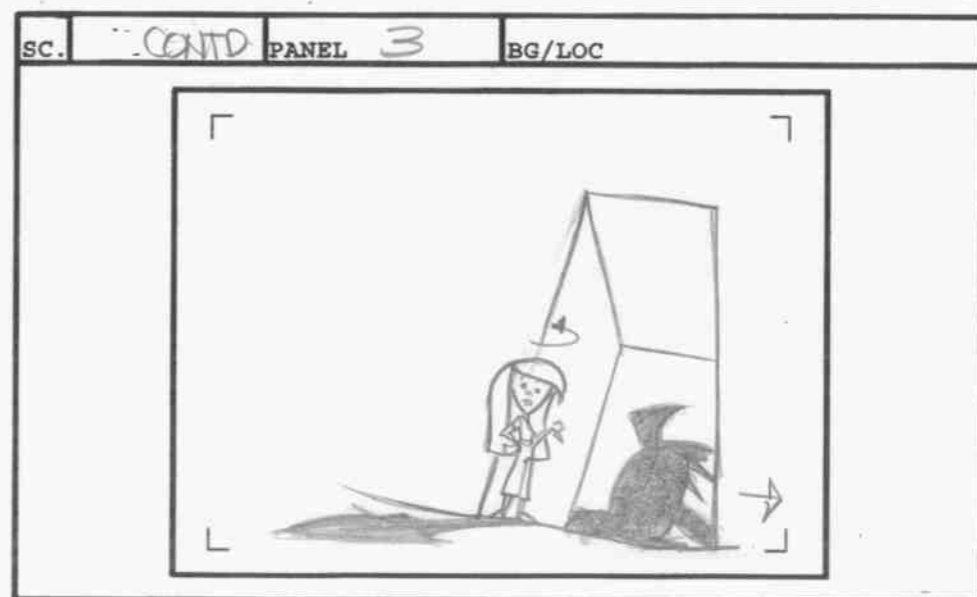
DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION
MELANIE STOPS & TURNS TO THE OTHER KIDS (OS)

DIAL

(46) MELANIE:

AS LONG AS WE'RE MOVING.

FX:
SFX:

DIRECTOR'S NOTES

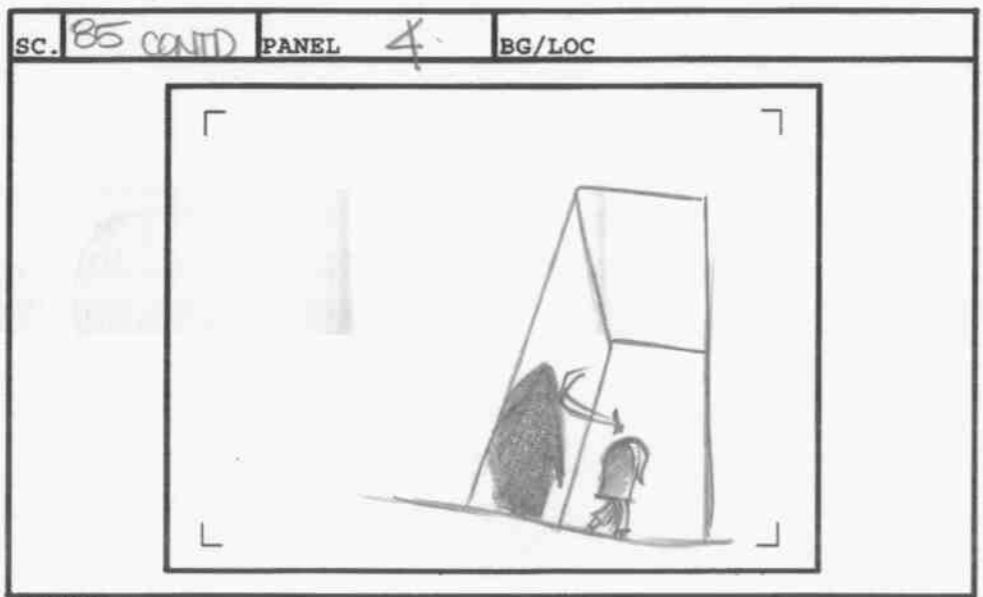
[Empty box for Director's Notes]

SLUG NOTES

FINAL

PROD #

growing
UP
CREEPIE



ACTION

MELANIE FOLLOWS AFTER CREEPIE.

DIAL 46 MELANIE: (CONTD)

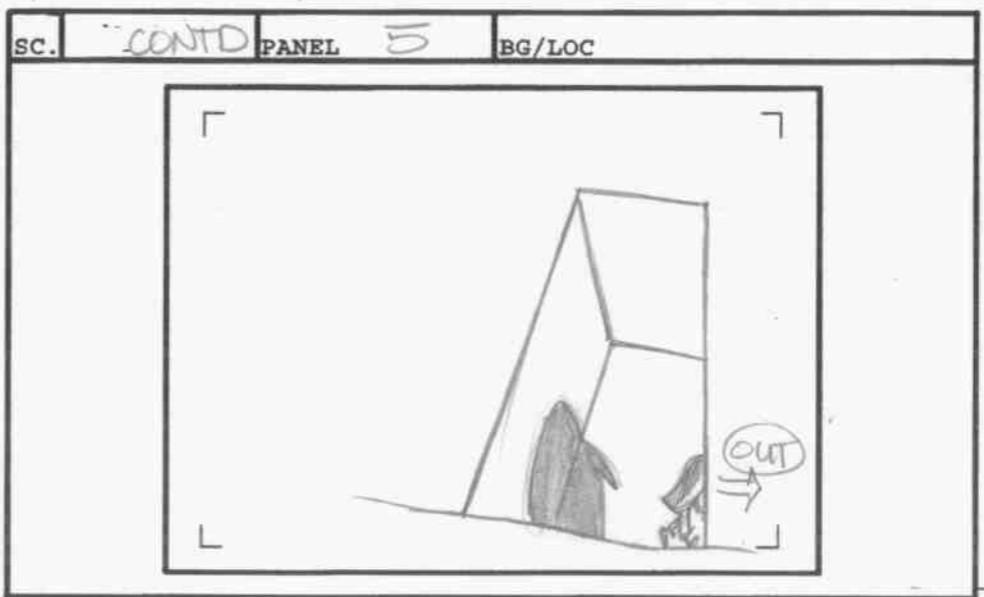
.. I DON'T CARE

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

DIAL 46 MELANIE: (CONTD)

.. WHERE WE'RE GOING!

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION
ANGLE ON BUDGE, CHRIS ALICE AND CARLA.

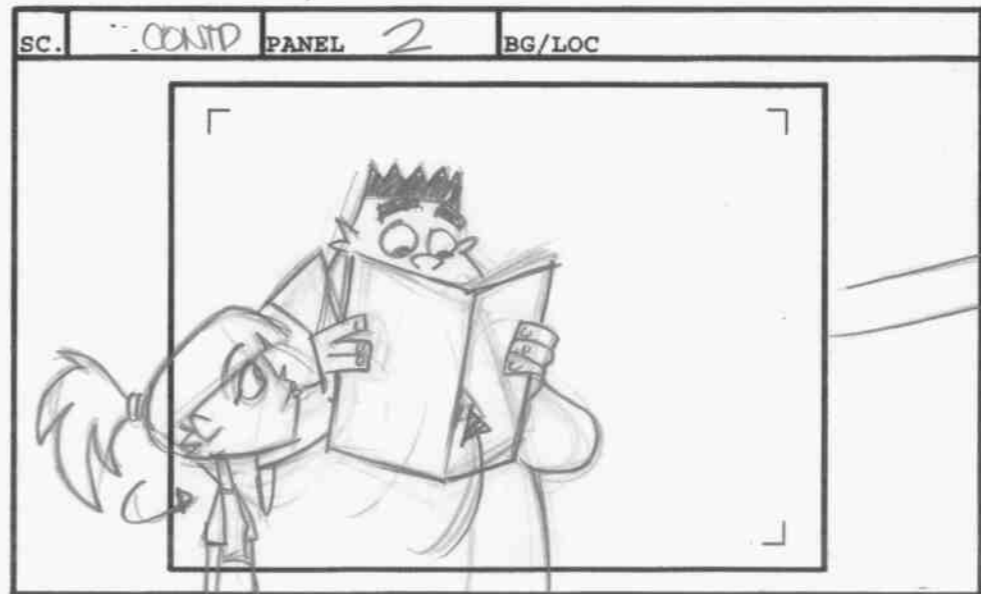
DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
CARLA FOLLOWS AFTER MELANIE CHRIS-ALICE LOOKS TO BUDGE, WHO BURIES HIS NOSE IN THE PAMPHLET

DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL	
PROD #	

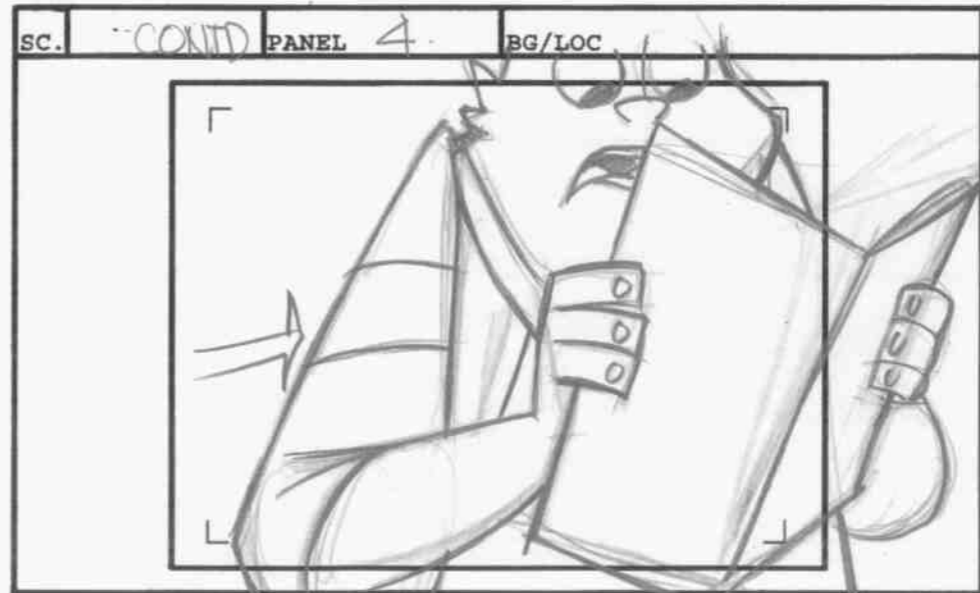


ACTION
CHRIS-ALICE TAKES OFF AFTER CARLA
BUDGE CONTINUES TO READ

DIAL (47) BUDGE:
UH GUYS, ..

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES



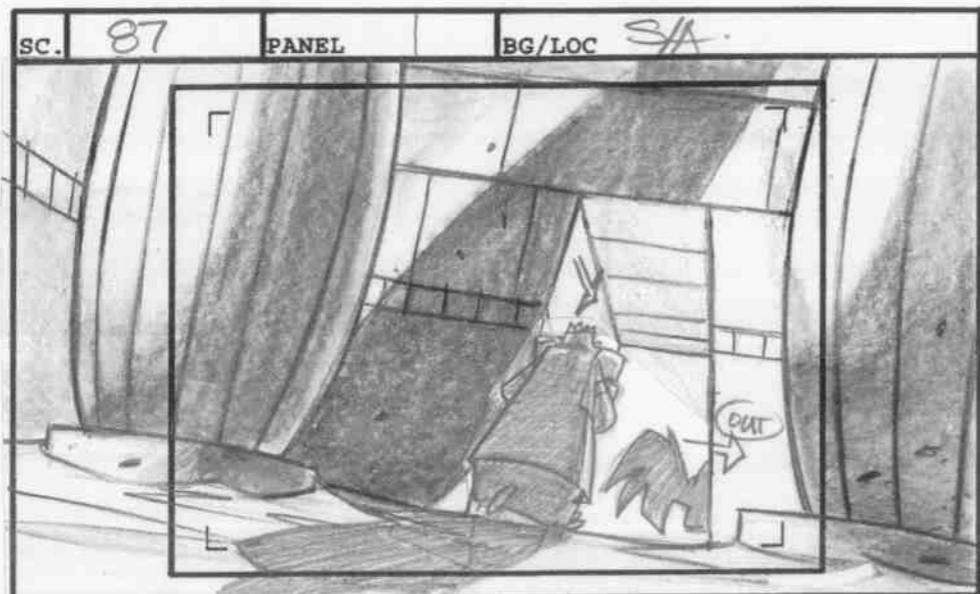
ACTION
BUDGE, STILL READING FOLLOWS
CHRIS-ALICE

DIAL (47) BUDGE: (CONTD)
.. WE MIGHT WANT TO BE
CAREFULY ..

FX:
SFX:
DIRECTOR'S NOTES

FINAL	
	PROD #

SLUG NOTES

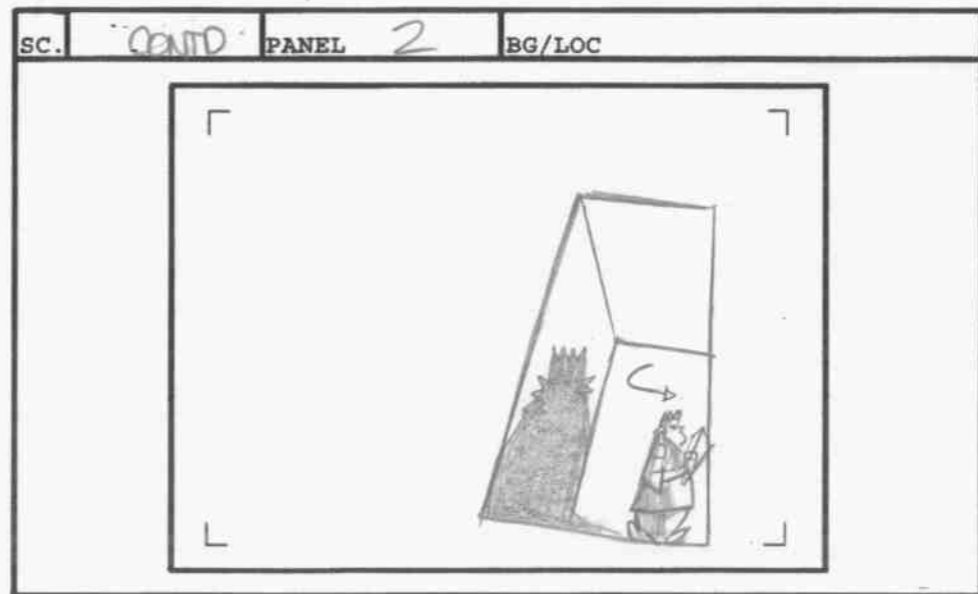


ACTION
INT. TOMB - CHAMBER OF PILLARS.
CHRIS-ALICE'S SHADOW DISAPPEARS DOWN
HALLWAY. BUDGE FOLLOWS

DIAL (47) BUDGE: (CONT'D)
.. IT SAYS HERE THERE ARE

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES



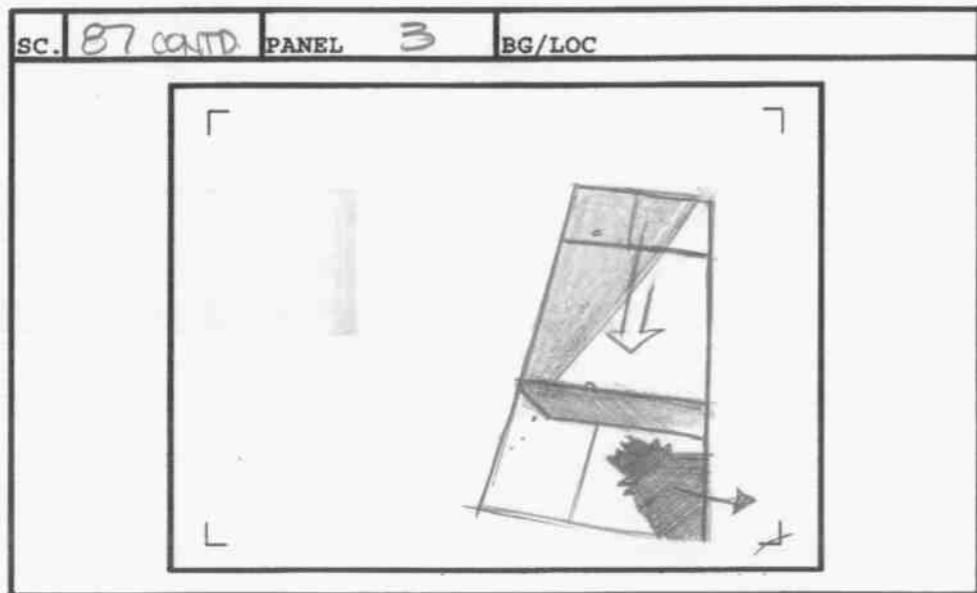
ACTION
BUDGE CONTINUES DOWN PASSAGEWAY,

DIAL
OVER FOUR MILES OF

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

AS BUDGE'S SHADOW DISAPPEARS DOWN PASSAGEWAY A SLAB SLIDES DOWN

DIAL

(47) BUDGE: (CONTD)

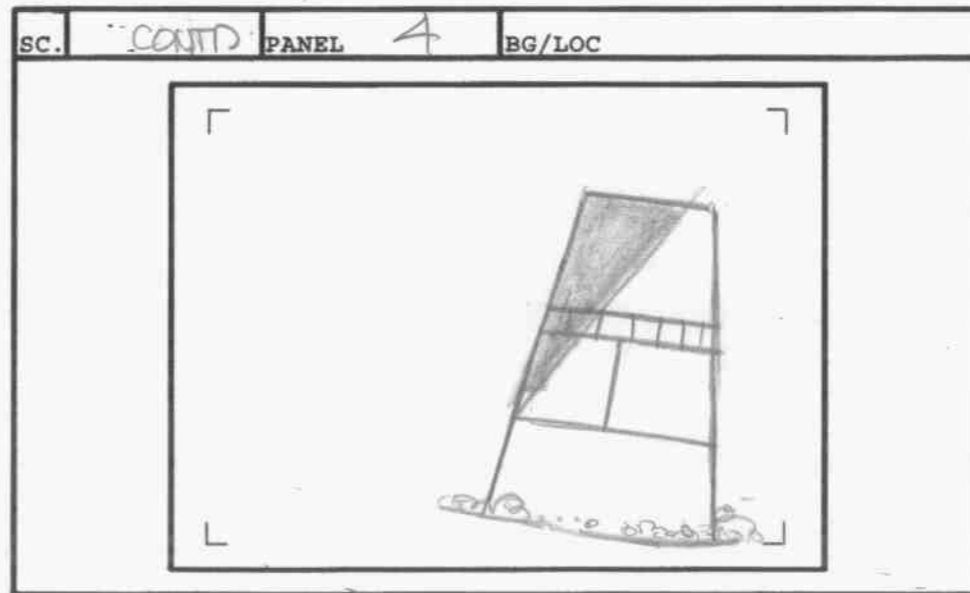
SECRET PASSAGES IN THIS TOMB...

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

SEALING THE DOORWAY

DIAL

FX:

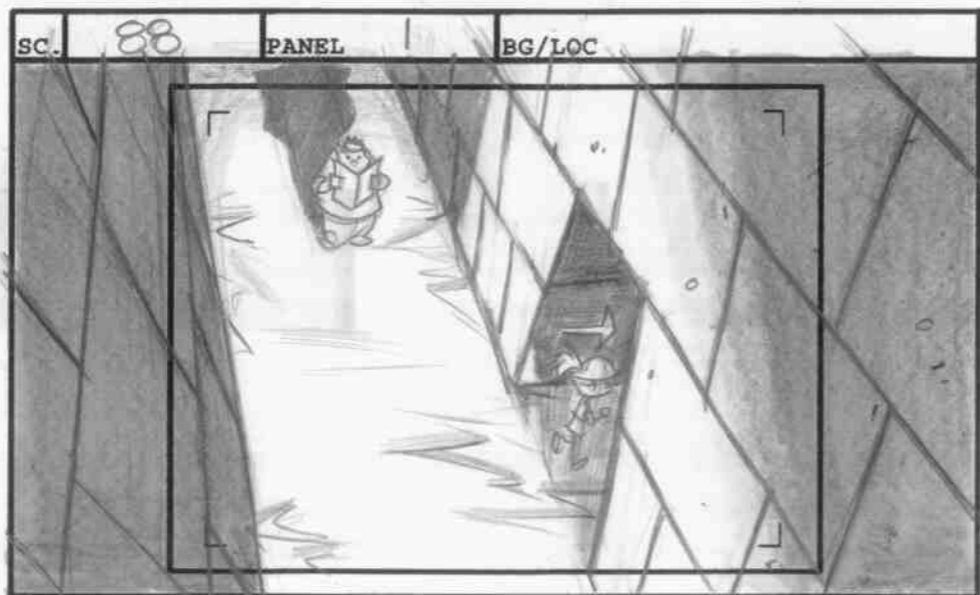
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



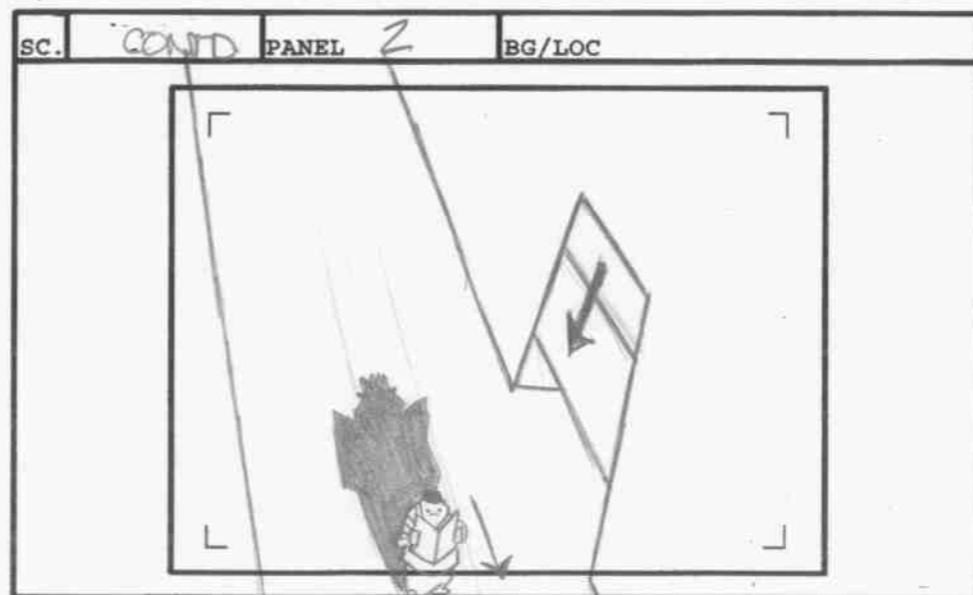
ACTION
INT. DARK CORRIDOR. -CHRIS ALICE WALKS DOWN A SIDE PASSAGE, BUDGE, NOSE IN BROCHURE WALKS DOWN CORRIDOR

DIAL
(47) BUDGE: (CONTD)
AND IF YOUR NOT PAYING ATTENTION,...

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
AND PAST THE SIDE TUNNEL. A SLAB SLIDES DOWN UNNOTICED BY BUDGE

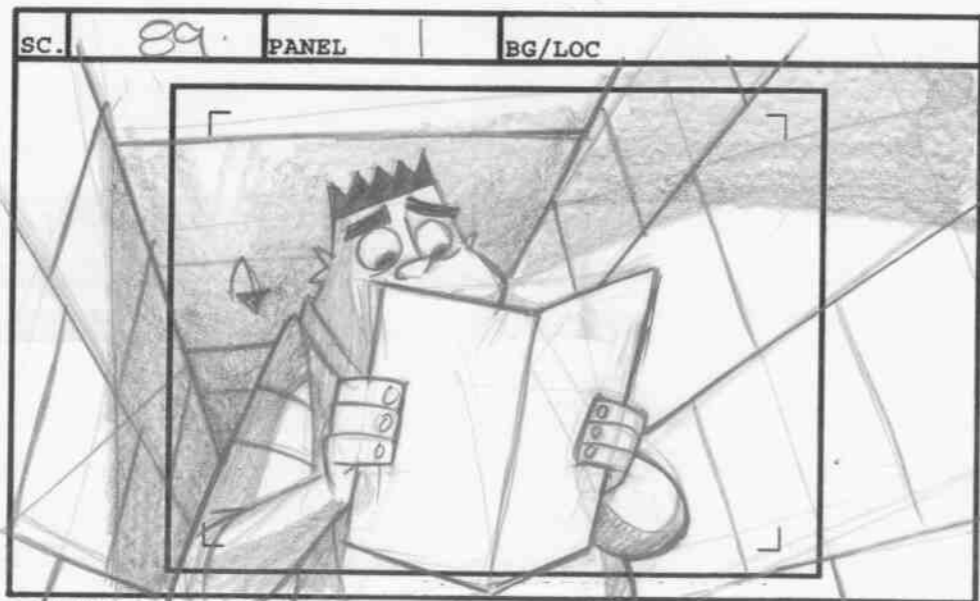
DIAL
(47) BUDGE: (CONTD)
.. YOU CAN FIND YOURSELF...

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

CLOSER ON BUDGE. HE SETTLES IN SCENE

DIAL

(47) BUDGE: (CONT)

..TOTALLY...

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

BUDGE LOOKS UP

DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

BUDGE LOOKS TO ONE SIDE

DIAL

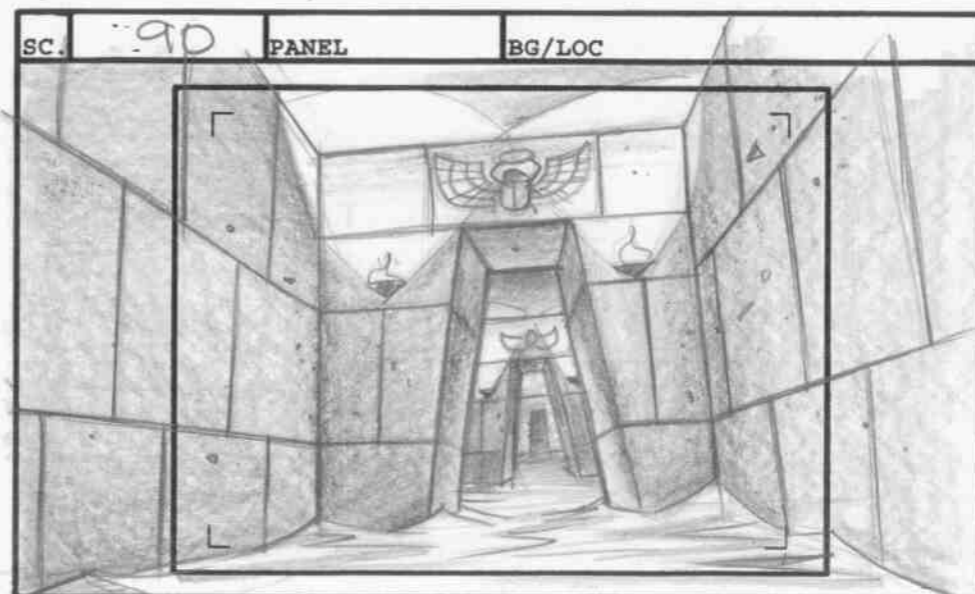
FX:

SFX:

DIRECTOR'S NOTES

[Empty rectangular box for notes]

SLUG NOTES



ACTION

INT. TOMB - DARK CORRIDOR

BUDGE'S P.O.V. OF THE EMPTY CORRIDOR

SFX: < ECHOY WIND MOAN >

DIAL

FX:

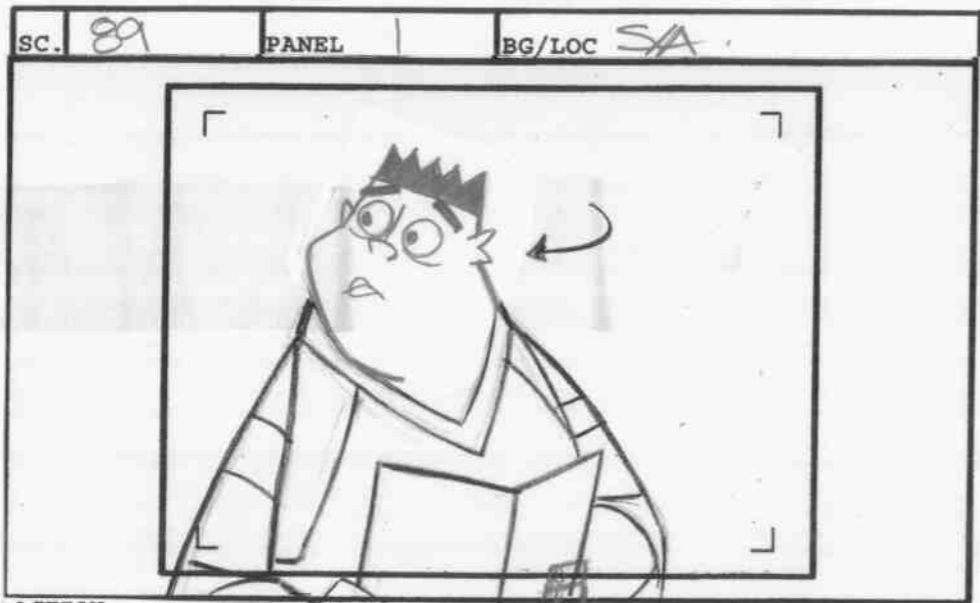
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION
ANGLE ON BUDGE HE LOOKS WORRIED

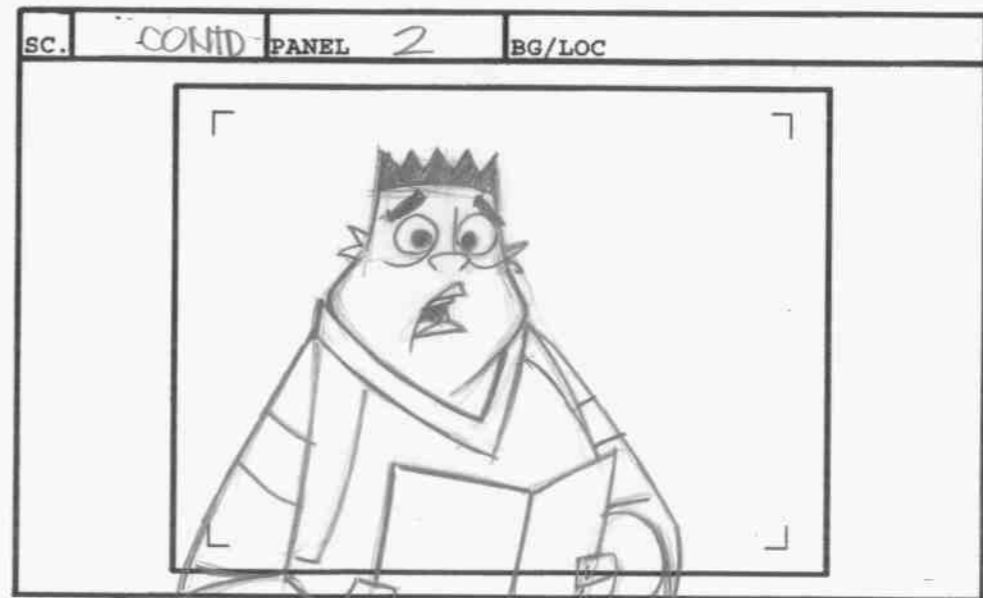
DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for notes]

SLUG NOTES



ACTION
HE TURNS TO CAMERA

DIAL
(48) BUDGE: (CONTD)

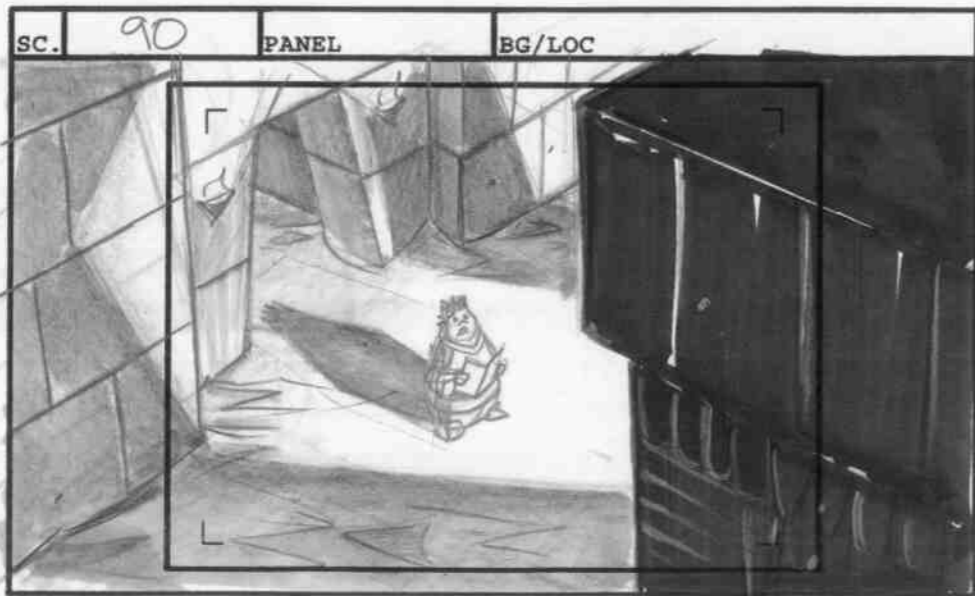
FX: AHHH... LOST!
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

INT. TOMB - ANOTHER CORRIDOR
BUDGE IS ALL ALONE

DIAL

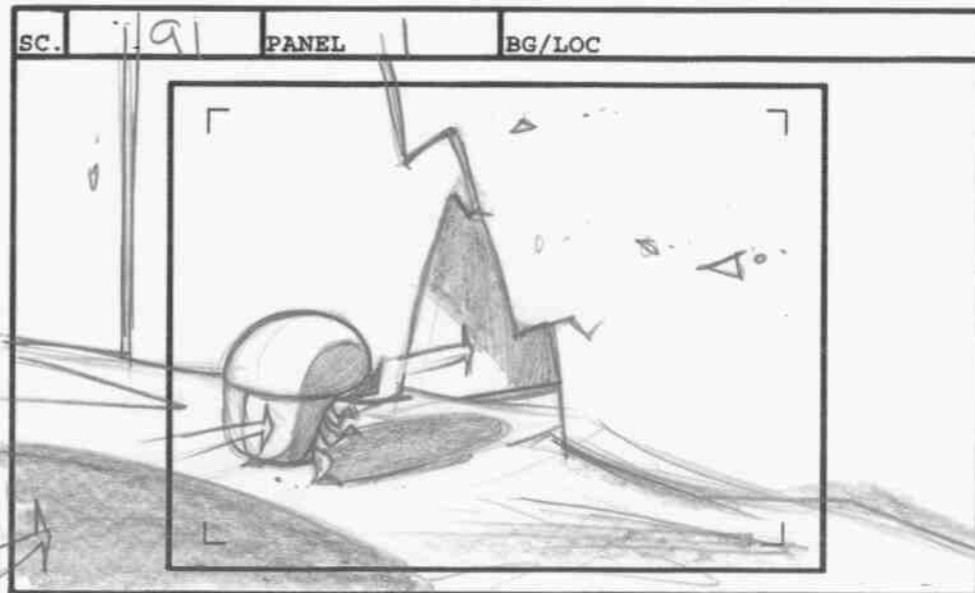
△ BUDGE: (ECHOY)
HELLOOO

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

ANGLE ON A HOLE IN A WALL
THE BEETLE SCURRIES TOWARDS THE
HOLE. A SHADOW SLIDES IN BEHIND HIM.

DIAL

55 CREEPIE: OS
HEY! WAIT UP!

FX:

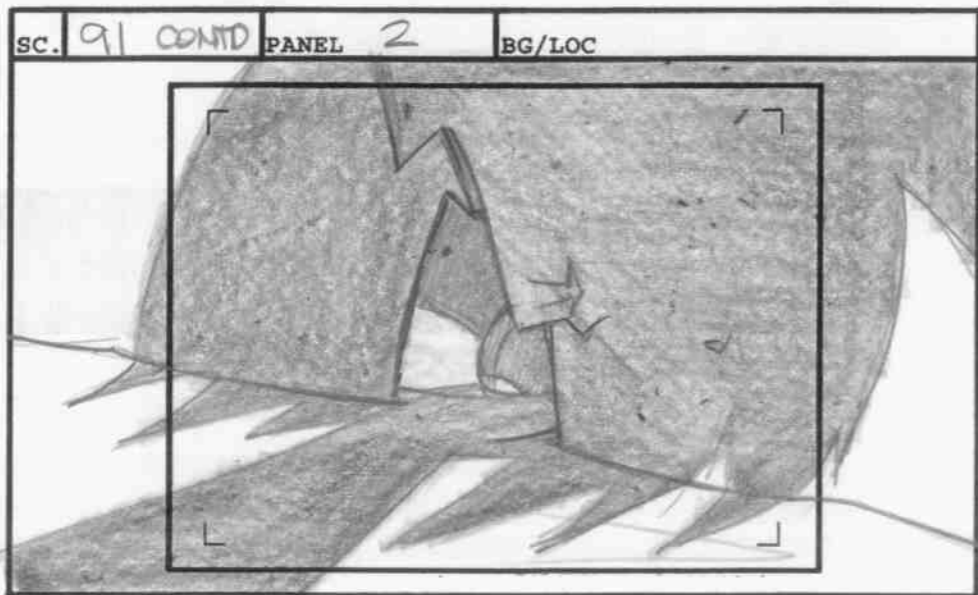
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION
THE BEETLE DISAPPEARS INTO THE HOLE

DIAL
55 CREEPIE: 55 (CONTD)

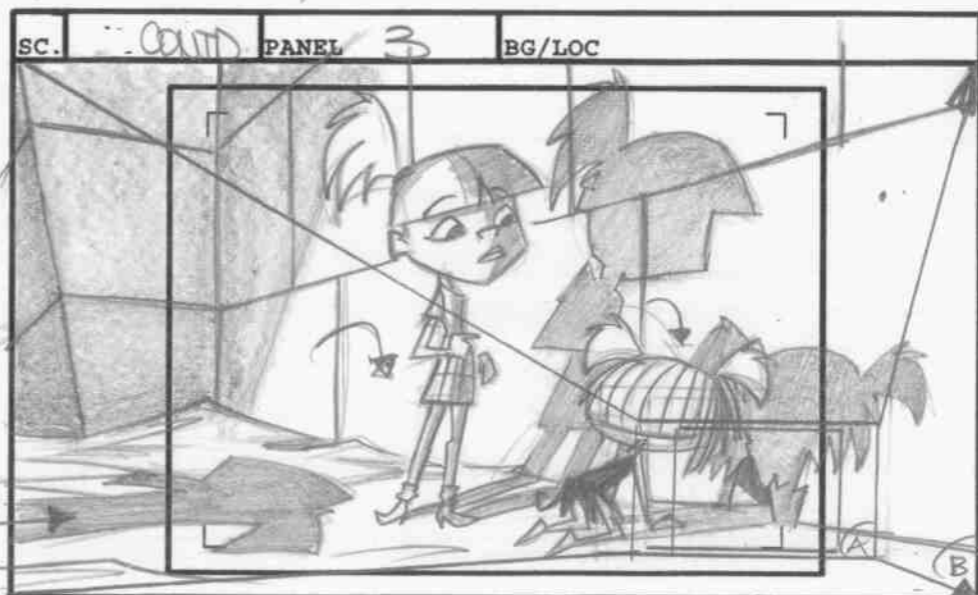
I JUST WANTED TO ASK YOU ...

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION
CREEPIE KNEELS INTO SCENE, IN FRONT OF THE HOLE

TRUCK OUT (A) & (B)
CHRIS-ALICE SETTLES IN BESIDE CREEPIE

DIAL CARLA'S SHADOW IN
56 CREEPIE: (TO HERSELF)

NOT VERY FRIENDLY...

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



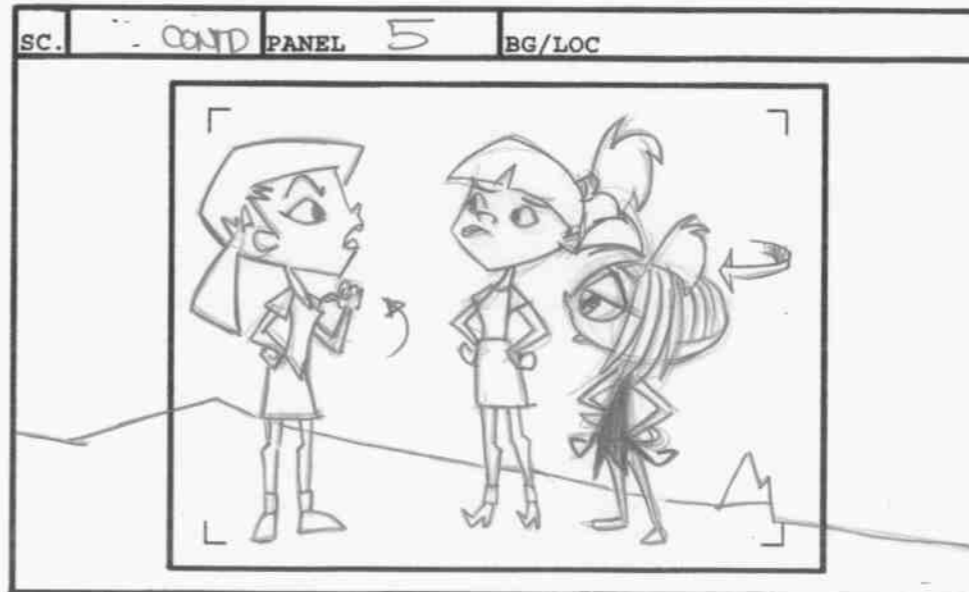
ACTION
CREEPIE STRAIGHTENS UP AS CARLA ENTERS FRAME. CHRIS-ALICE TURNS TO CARLA.

DIAL
(5) CARLA:
ALL RIGHT, THAT'S IT.

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
CREEPIE TURNS TO CARLA & CHRIS-ALICE

DIAL
(5) CARLA: (CONTD)
I'M NOT BUDGING UNTIL...

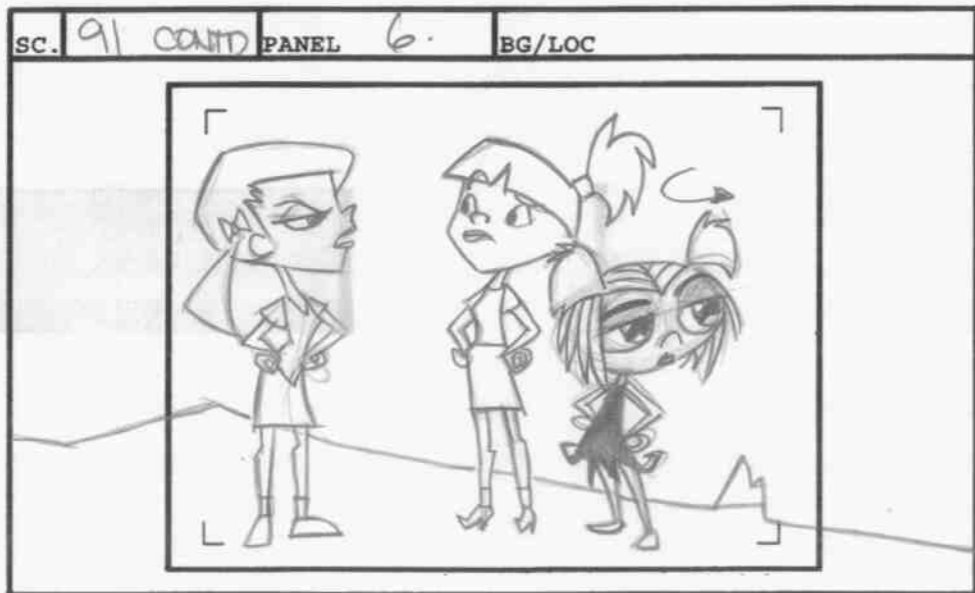
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

CREEPIE LOOKS AROUND.

DIAL

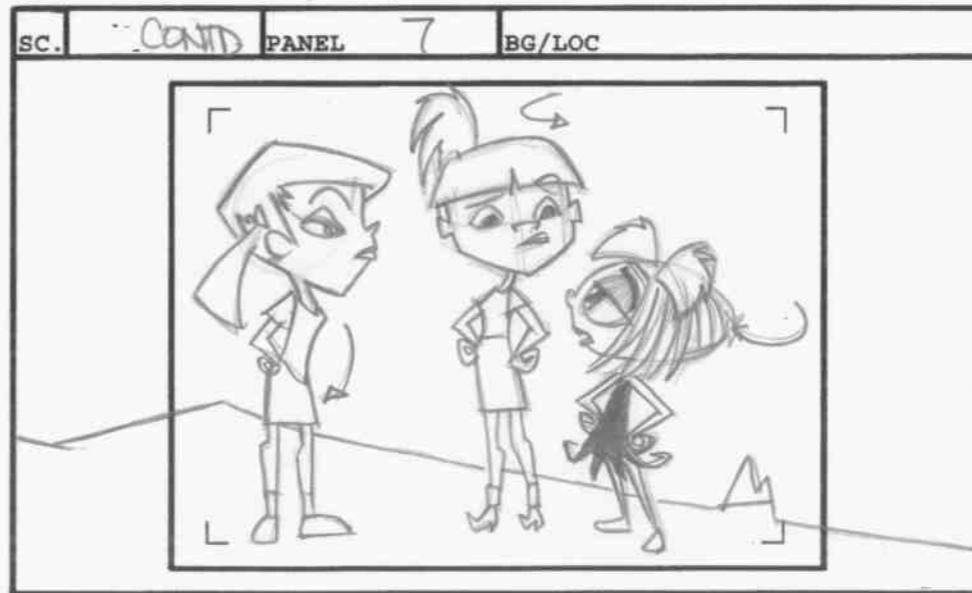
51 CARLA: (CONTD)

... I KNOW WHERE WE'RE GOING.

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

CREEPIE TURNS BACK TO THE OTHER GIRLS.

DIAL

52 CREEPIE:

SPEAKING OF BUDGE ...

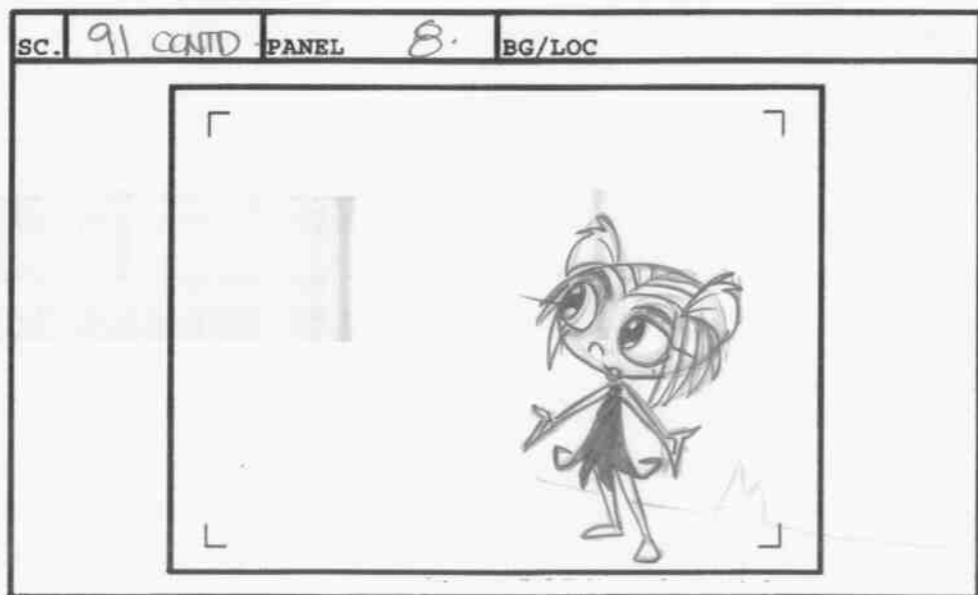
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

DIAL

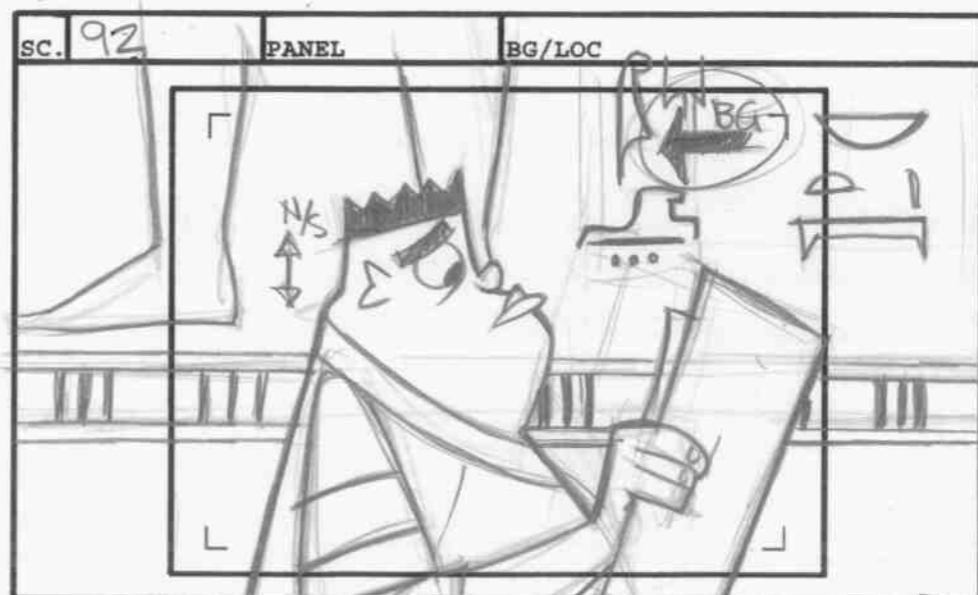
52 CREEPIE: (CONTD)

.. WHERE IS HE?

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

INT. TOMB - YET ANOTHER HALLWAY.
BUDGE IS STILL TRYING TO FIGURE OUT
THE BROCHURE. (PAN BG) (*ADD N/S MOVE ON BUDGE)

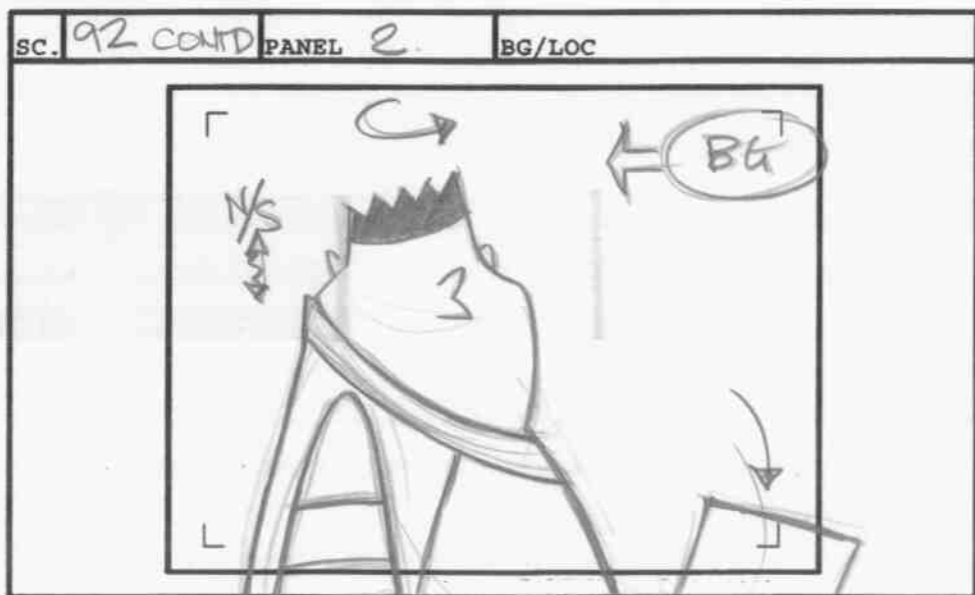
DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

BUDGE LOOKS AROUND.

DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



ACTION

(STOP BG PAN)

DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

BUDGE REACTS

DIAL

49 BUDGE:

WHOA!

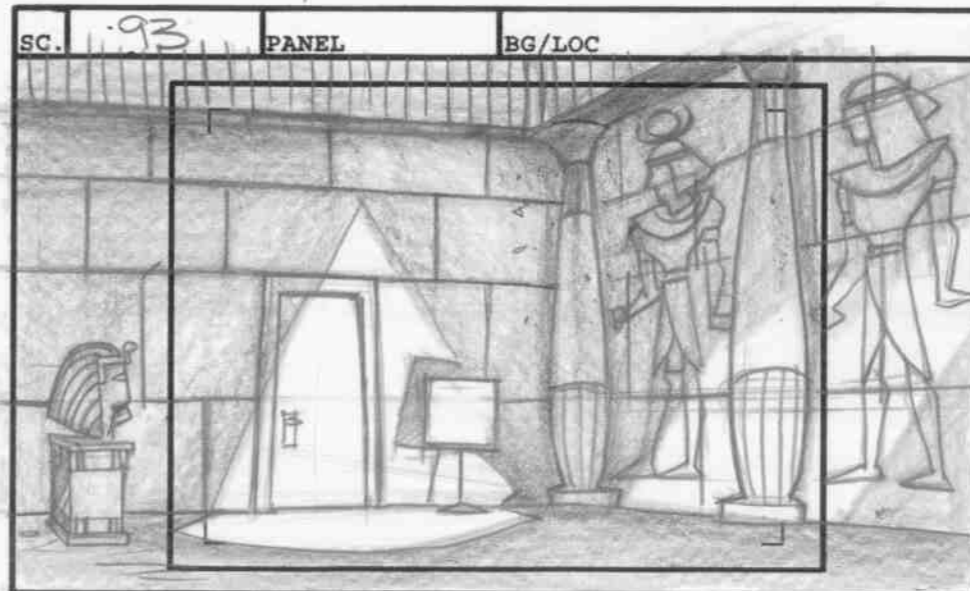
FX:

SFX:

DIRECTOR'S NOTES

[Empty rectangular box for notes]

SLUG NOTES



ACTION

INT TOMB - ANOTHER DOOR.
BUDGE'S P.O.V.

DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



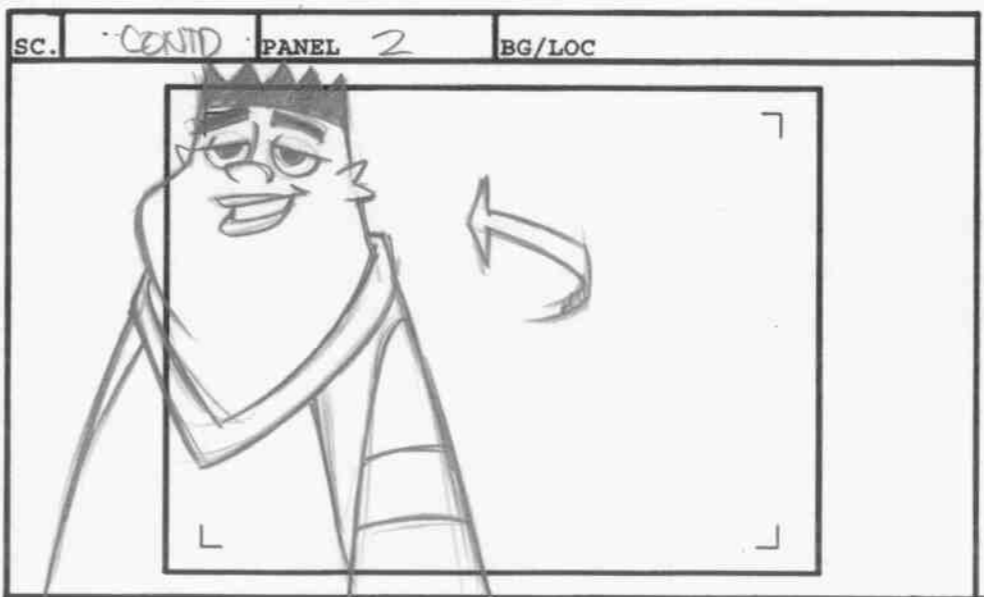
ACTION
ANGLE ON BUDGE HE'S PERKED UP.

DIAL (98) BUDGE:
THAT WAS LUCKY!

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
BUDGE HEADS TOWARDS OS DOOR

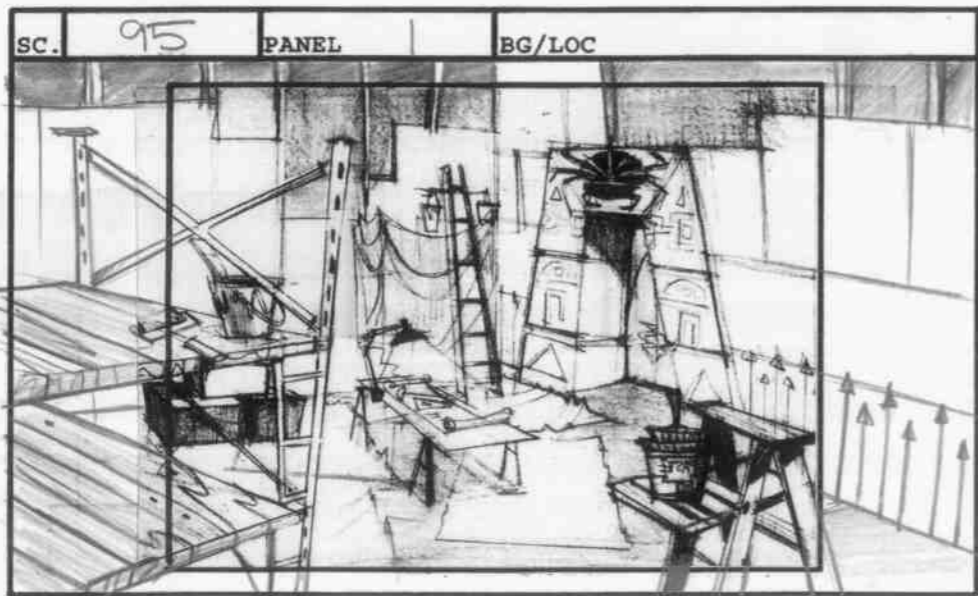
DIAL (98) BUDGE:
HOPEFULLY IT GOES TO THE GIFT SHOP!

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL	
	PROD #



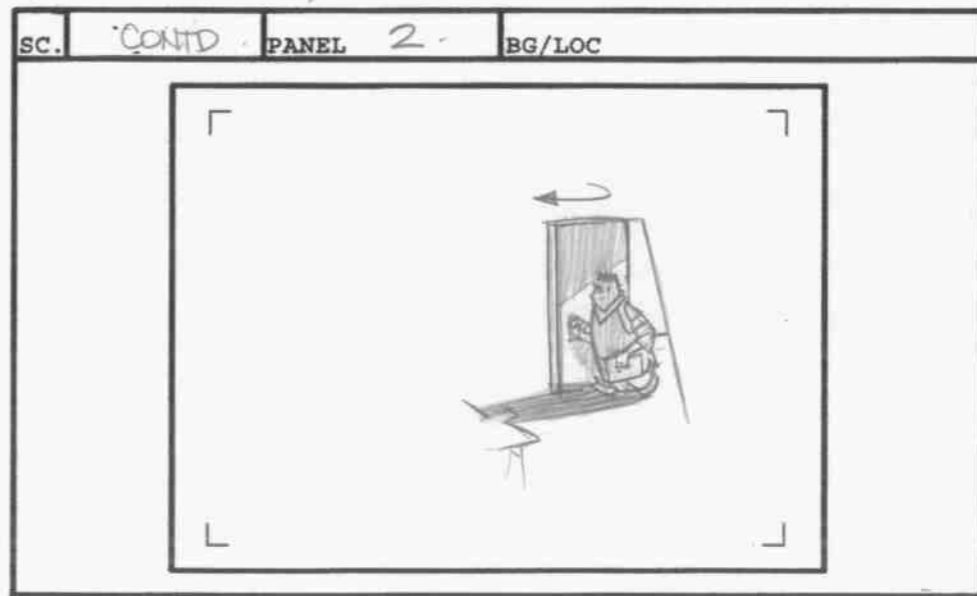
ACTION
INT. TOMB - ROOM UNDER CONSTRUCTION - THE ROOM IS DARK.

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
BUDGE ENTERS

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION
 ANGLE ON BUDGE AS HE WALKS FORWARD IN THE DARKENED ROOM. THE DOOR SWINGS SHUT BEHIND HIM. BUDGE ISN'T PAYING ATTENTION TO WHERE HE'S WALKING

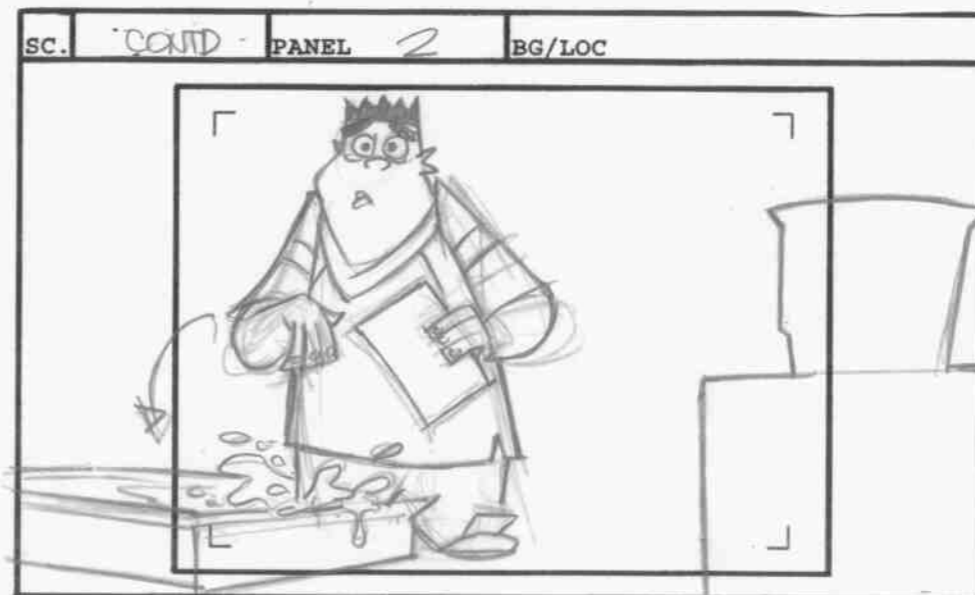
DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
 HE STEPS INTO A TRAY OF WET GLUE

DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

BUDGE LIFTS HIS GUNK COVERED FOOT OUT OF THE TRAY

DIAL

BUDGE:

<STARTLED CRY>

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

BUDGE JUMPS BACK, FLAILING AWAY

DIAL

WHOOOAAHH ~~~~~

FX:

SFX:

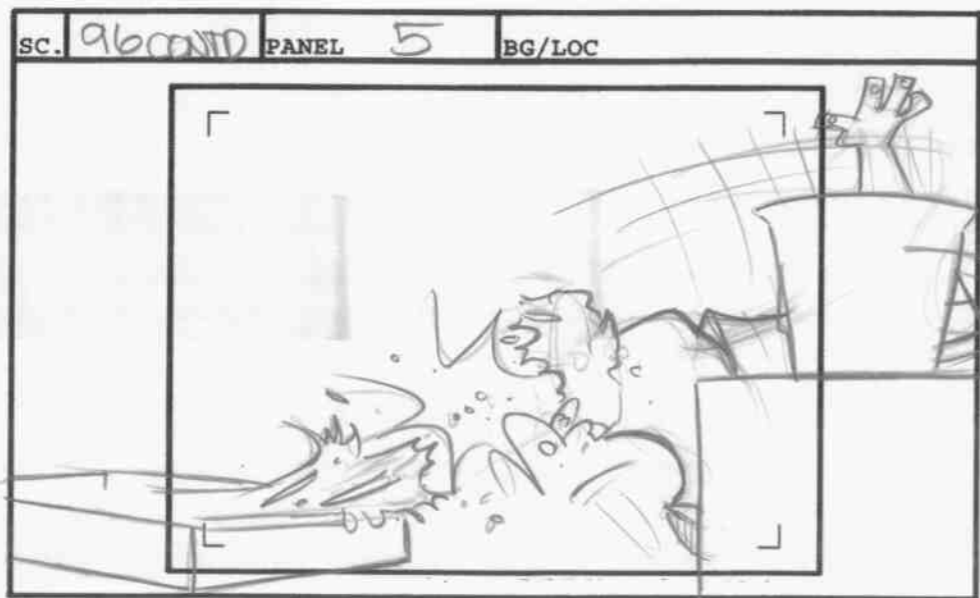
DIRECTOR'S NOTES

SLUG NOTES

--

FINAL
PROD #

GROWING UP
CREEPIC



ACTION

"SNAP" THE GLUE GIVES WAY AND BUDGE FLIES OUT OF SCENE

DIAL

△ BUDGE:

AAAHHH

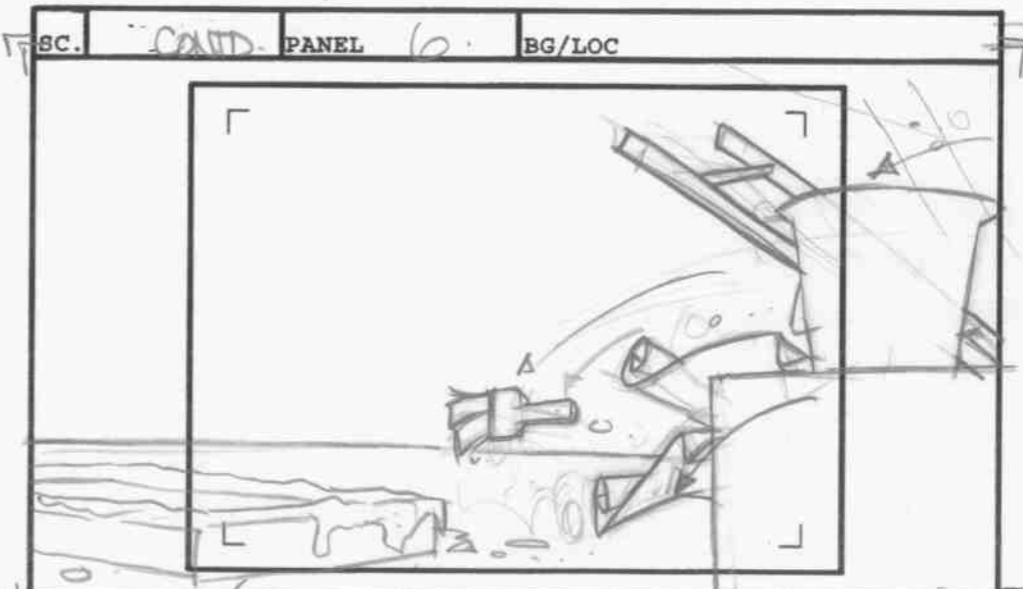
FX:

SFX:

DIRECTOR'S NOTES

[Empty box for notes]

SLUG NOTES



ACTION

(CAMERA SHAKE)

LOUD CRASHING (S) BRUSHES, PLANS & OTHER CONSTRUCTION PARAPHERNALIA FLY INTO SCENE

DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION
BUDGE, STUCK TO SOME PAPER HOPS INTO SCENE

DIAL

▲ BUDGE:
<STRUGGLING GRUNTS>

FX:
SPX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
HE TRIES TO SHAKE OFF THE PAPERS HE'S STUCK TO

DIAL

FX:
SPX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #

THU



ACTION

CLOSE CU BOTTOM OF LADDER. BUDGE HOPS IN.

DIAL

BUDGE: (CONTD)

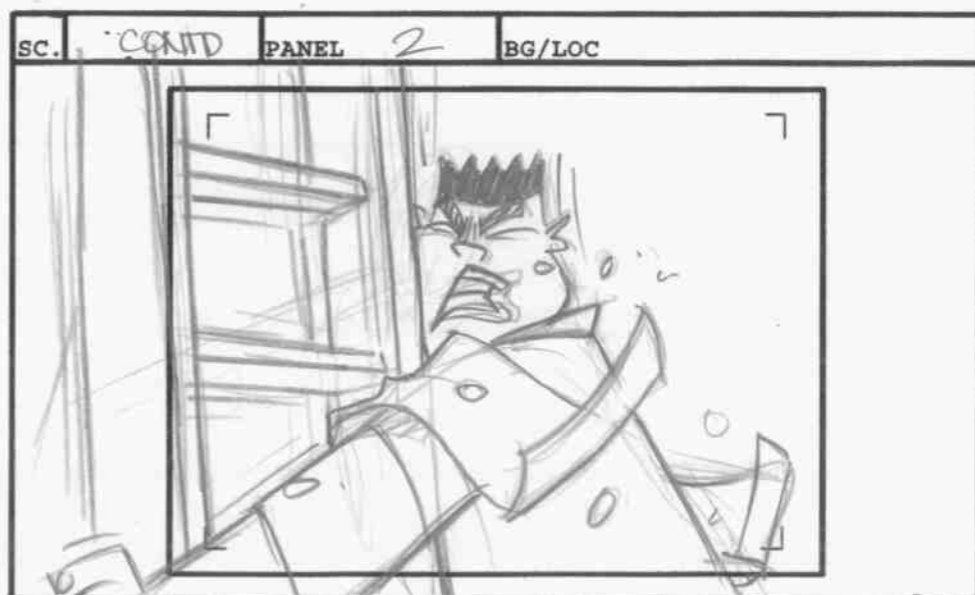
<STRUGGLING GRUNTS>

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

AND SMACK STRAIGHT INTO THE LADDER.

DIAL

BUDGE:

<IMPACT GRUNT>

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

BUDGE STEPS BACK & LOOKS UP. THE LADDER SWAYS SLIGHTLY (PAN A-B) UP TO A BUCKET OF PASTE.

DIAL

FX:
SFX:

DIRECTOR'S NOTES

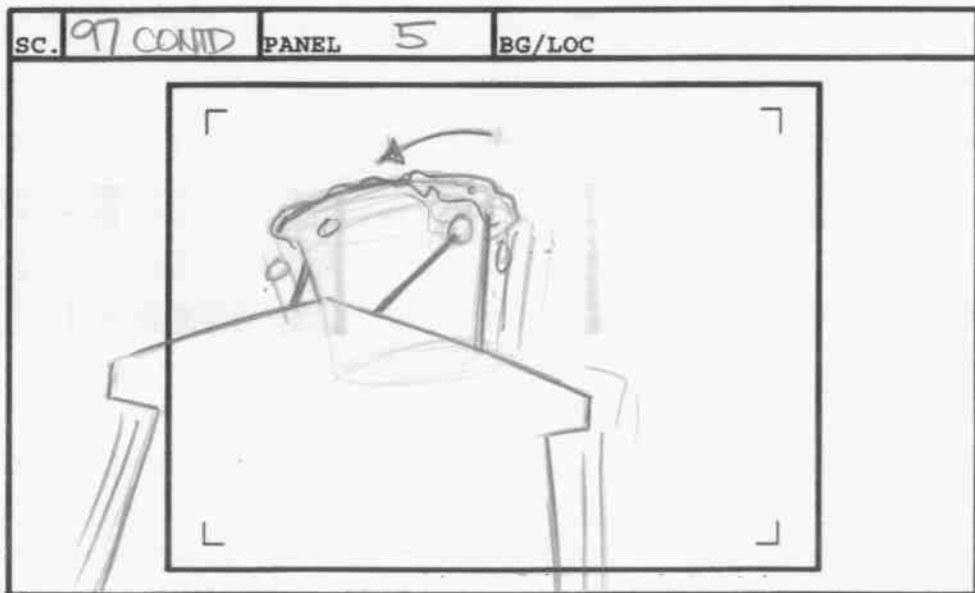
SLUG NOTES



DIA

START
FX:
SFX:
DIRECTC

SLUG NOTE:



ACTION

THE BUCKET OF PASTE ROCKS BACK ..

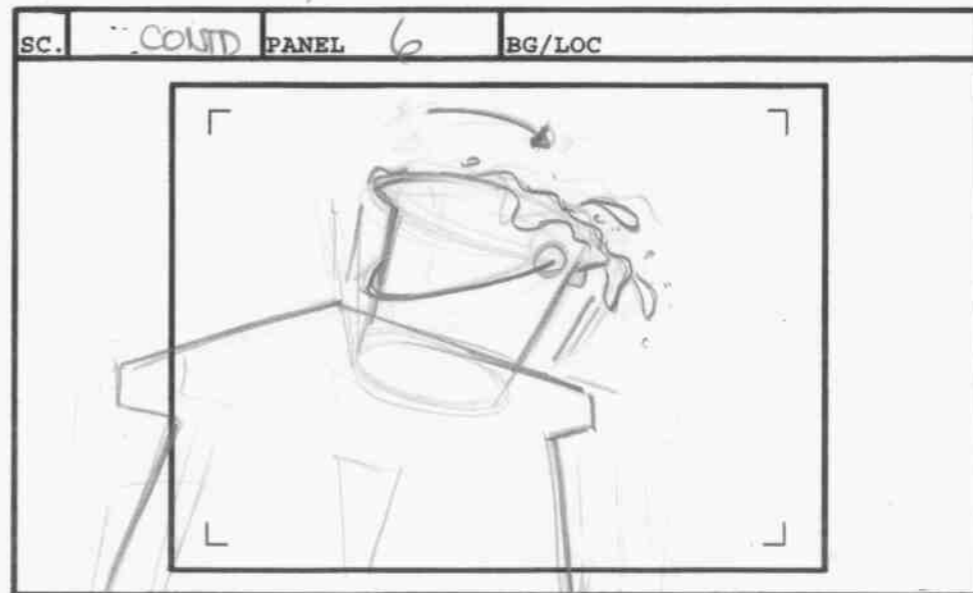
DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for notes]

SLUG NOTES



ACTION

.. AND FORTH. THE LADDER SWAYS TO A STOP.

DIAL

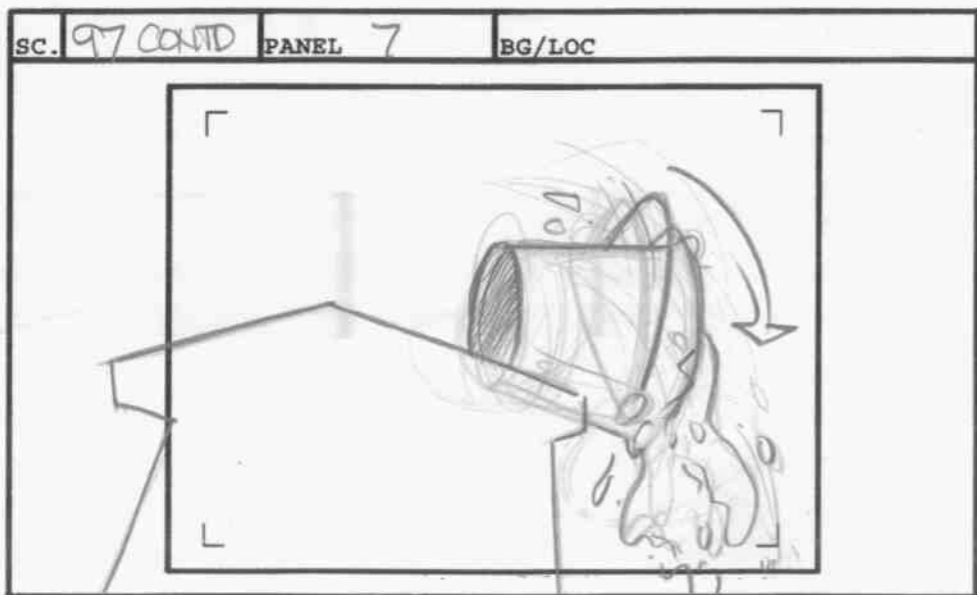
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION
THE BUCKET FINALLY TIPS OVER ...

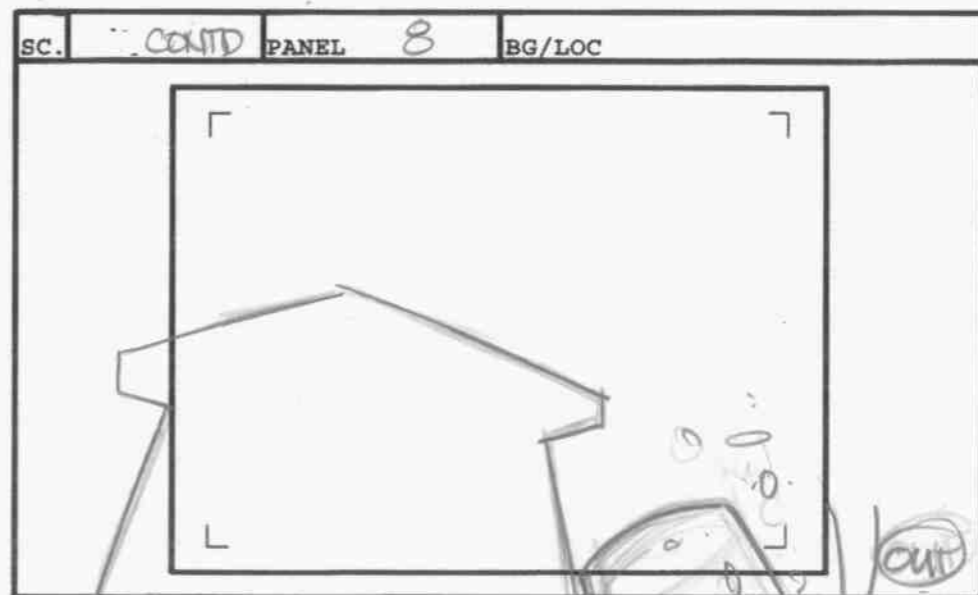
DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for notes]

SLUG NOTES



ACTION
...AND FALLS OUT.

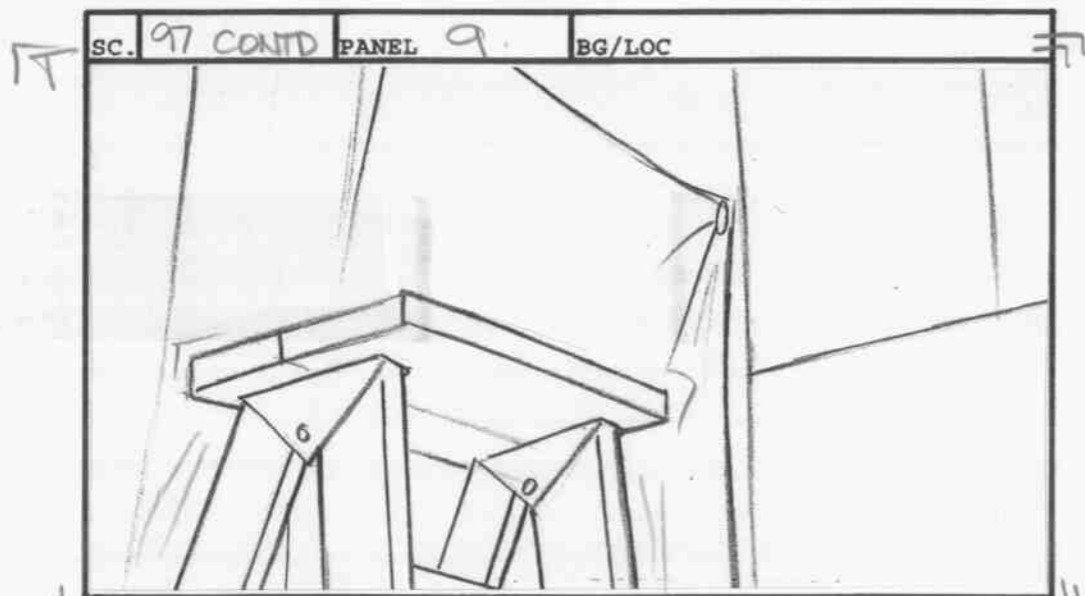
DIAL

FX:
SFX:

DIRECTOR'S NOTES

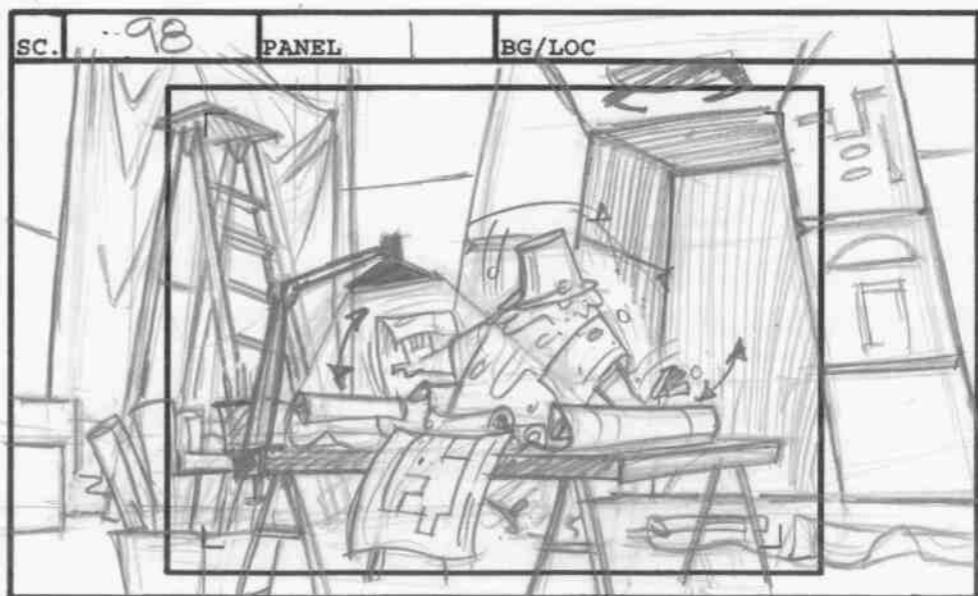
SLUG NOTES

FINAL
PROD #



SC. 97 CONTD PANEL 9 BG/LOC

ACTION (CAM. SHAKE)



SC. 98 PANEL 1 BG/LOC

ACTION WIDE ON ROOM BUDGE, WITH THE BUCKET ON HIS HEAD, STUMBLES ABOUT.

DIAL (50) BUDGE:

AAGGG HHH !! (GROAN)

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for notes]

SLUG NOTES

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #

growing
up
creepie



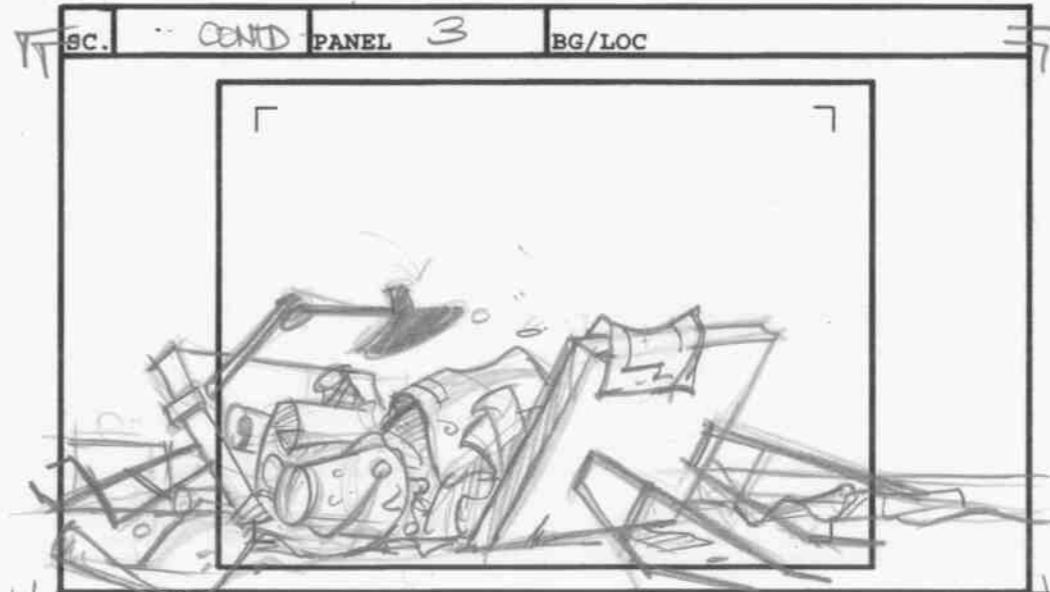
ACTION

BUDGE LURCHES FORWARD & SMASHES INTO A DRAFTING TABLE, SCATTERING BLUEPRINTS AND DRAFTING SUPPLIES EVERYWHERE.

DIAL SFX: < CRASH, BANG & ALL THAT STUFF >

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES



ACTION

CAM SHAKE

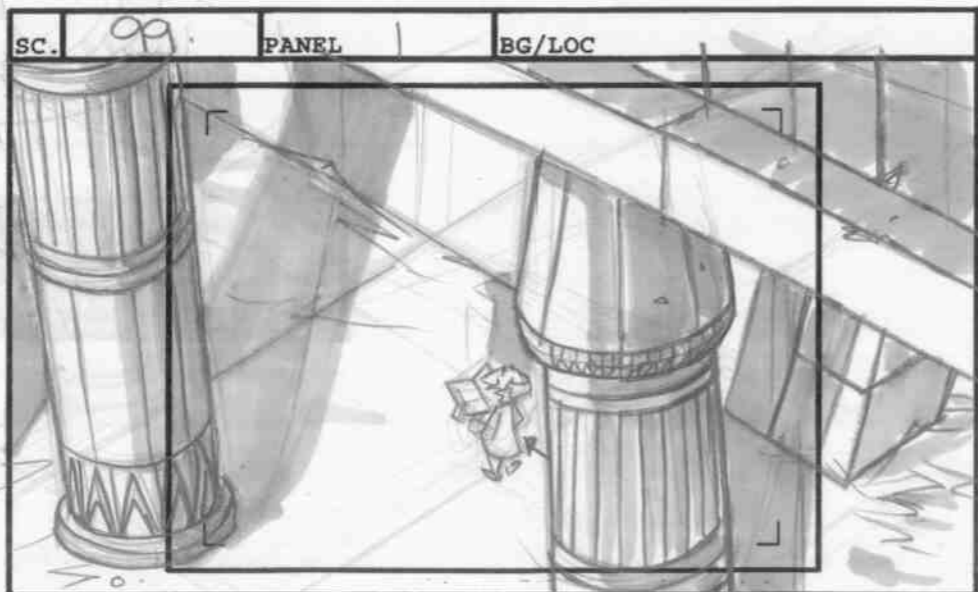
DIAL

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



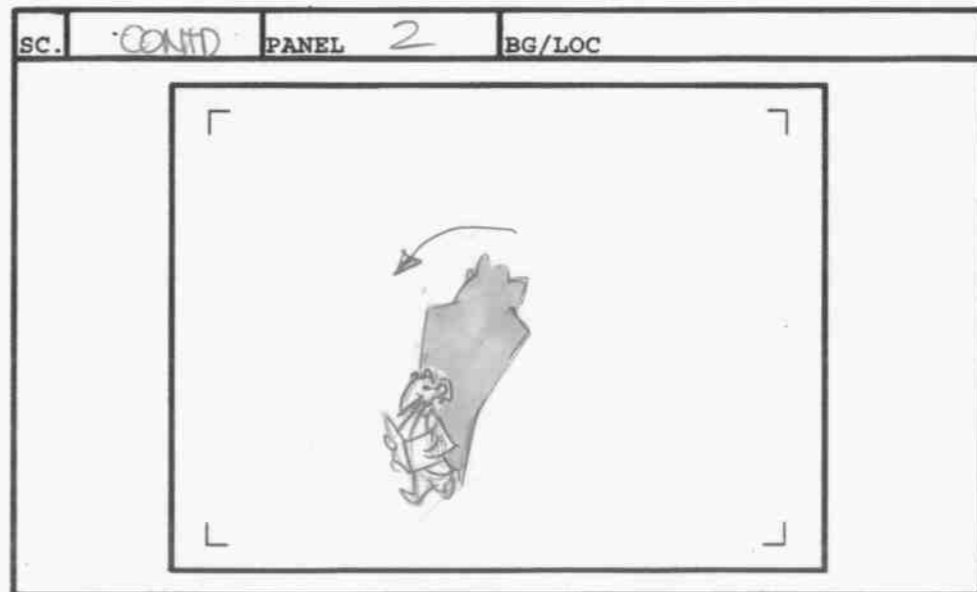
ACTION
ANOTHER AREA IN THE TOMB. PAPPAS,
OBLIVIOUS, CONTINUES TO DRONE ON.

DIAL
(EB) PAPPAS:
LATER WE WILL VISIT

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
PAPPAS TURNS DOWN LINE OF PILLARS.

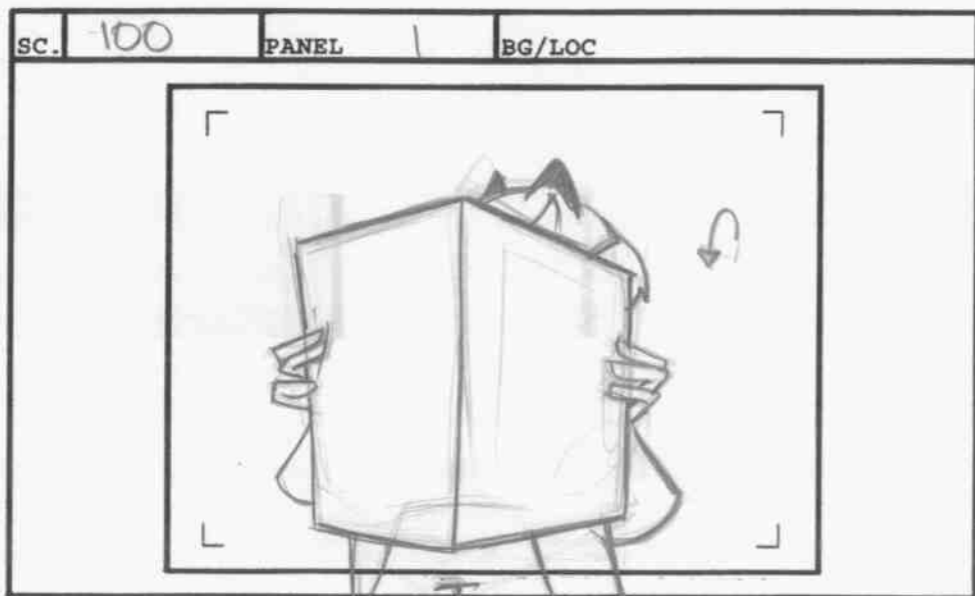
DIAL
(EB) PAPPAS: (CONTD)
.. THE TREASURE ROOM..

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #

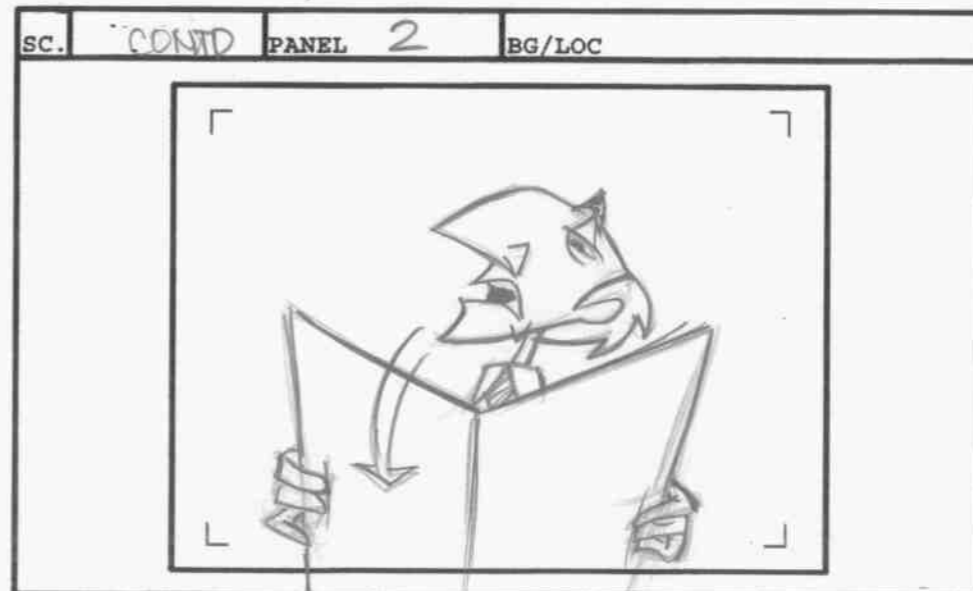


ACTION
CLOSE ON PAPPAS. HE SETTLES

DIAL (58) PAPPAS: (CONTD)
... WHERE KHEPER RA'S MOTHER

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES



ACTION
PAPPAS LOWERS HIS PAPER

DIAL (58) PAPPAS: (CONTD)
... IS SAID TO BE BURIED

FX:
SFX:
DIRECTOR'S NOTES

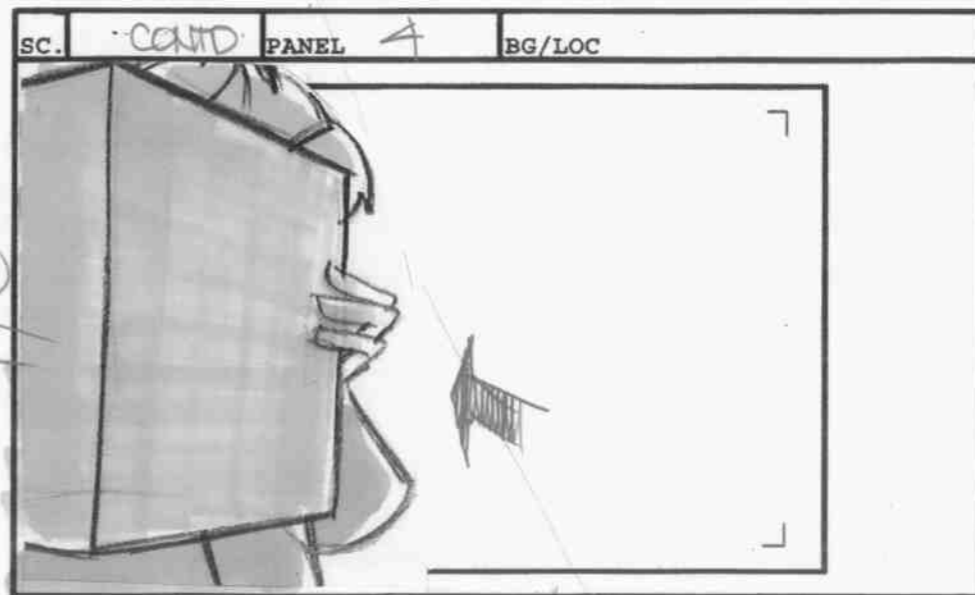
SLUG NOTES

FINAL

PROD #



ACTION



ACTION

PAPPAS CONTINUES ON & OUT

DIAL

(54) PAPPAS: (CONTD)

KHEPER-RA CHOSE TO BE BURIED
NEAR HIS DEAR MAMA, ...

FX:

SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES

DIAL

(54) PAPPAS: (CONTD)

... LIKE THE DEVOTED SON HE WAS.

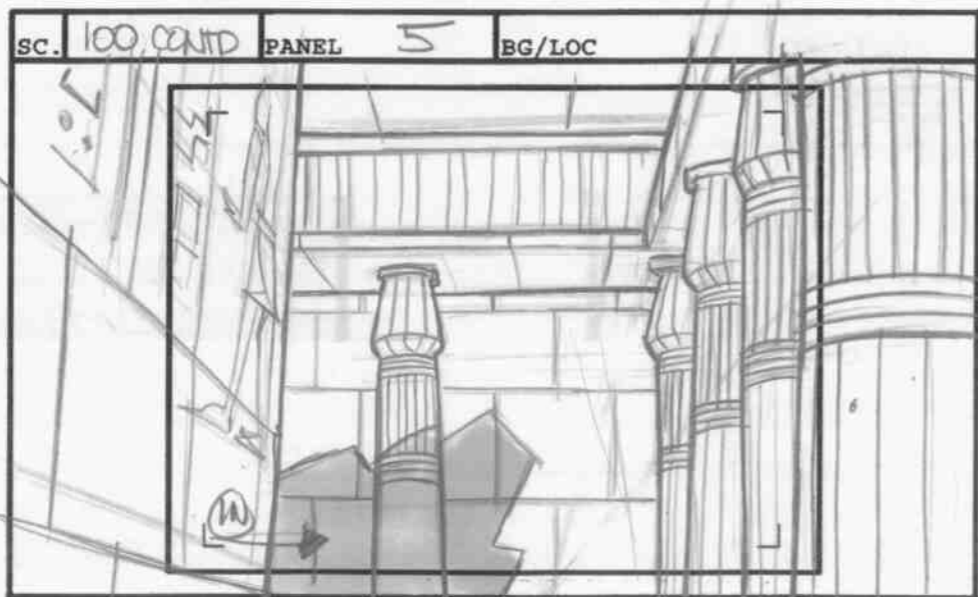
FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL	PROD #
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ACTION
AS PAPPAS CONTINUES TO DRONE AWAY
A SHADOW SLIDES IN.

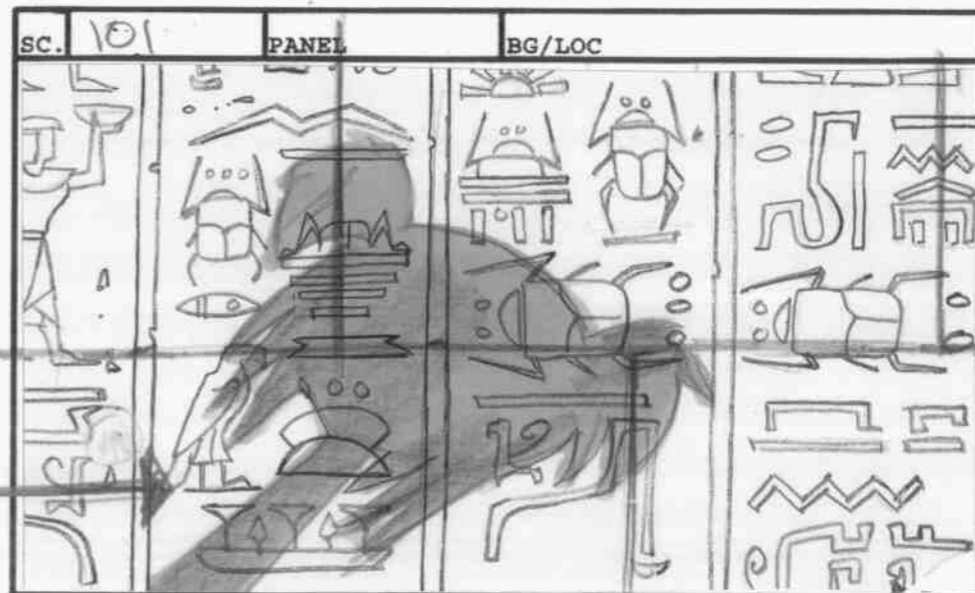
DIAL
(54) PAPPAS: (CONTD) (OS)

REMINDS ME A BIT OF MYSELF...

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
ANOTHER AREA OF THE TOMB. ANGLE
ON A PAINTED MURAL. CREEPIE'S SHADOW
IN.

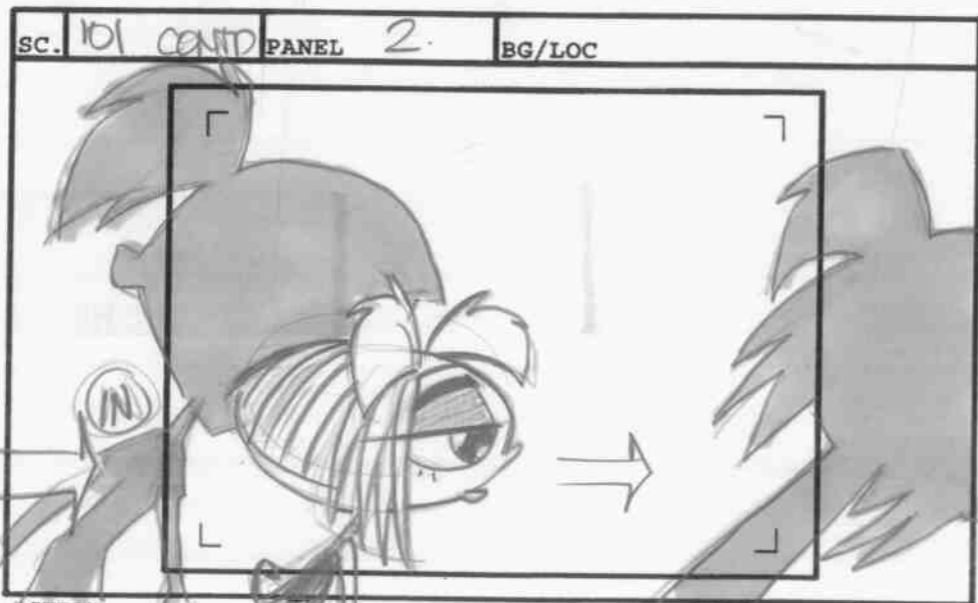
DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

CREEPIE SKITTERS IN, CHRIS-ALICE'S
SHADOW IS RIGHT BEHIND.

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

CHRIS-ALICE WALKS IN

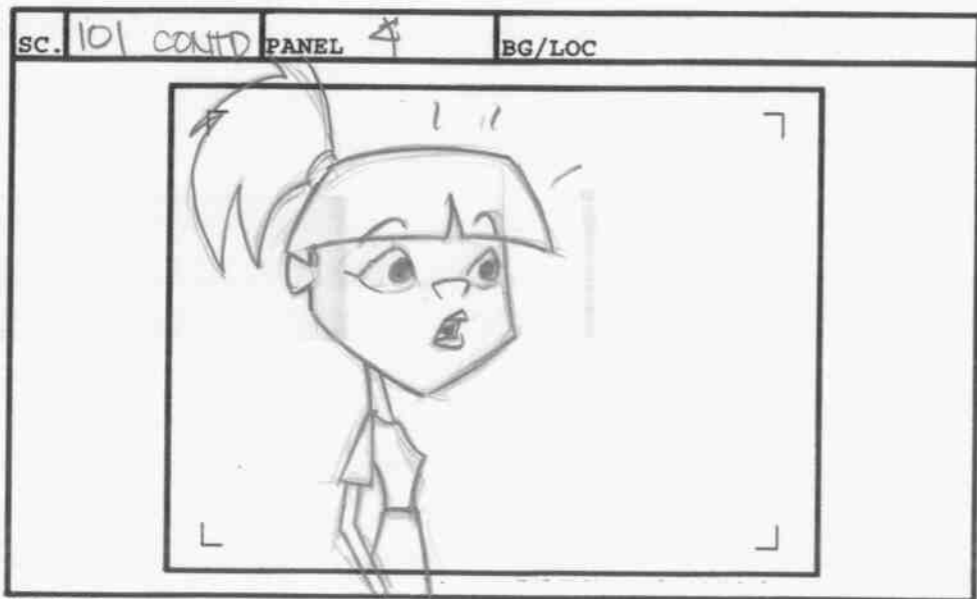
DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
 PROD #



ACTION

CHRIS-ALICE REACTS TO AN OS STOMPING THAT ECHOS DOWN THE HALLWAY

DIAL SFX: < STOMPING >

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for notes]

SLUG NOTES



ACTION

DIAL (57) CHRIS-ALICE:

UH, WHAT'S THAT SOUND?

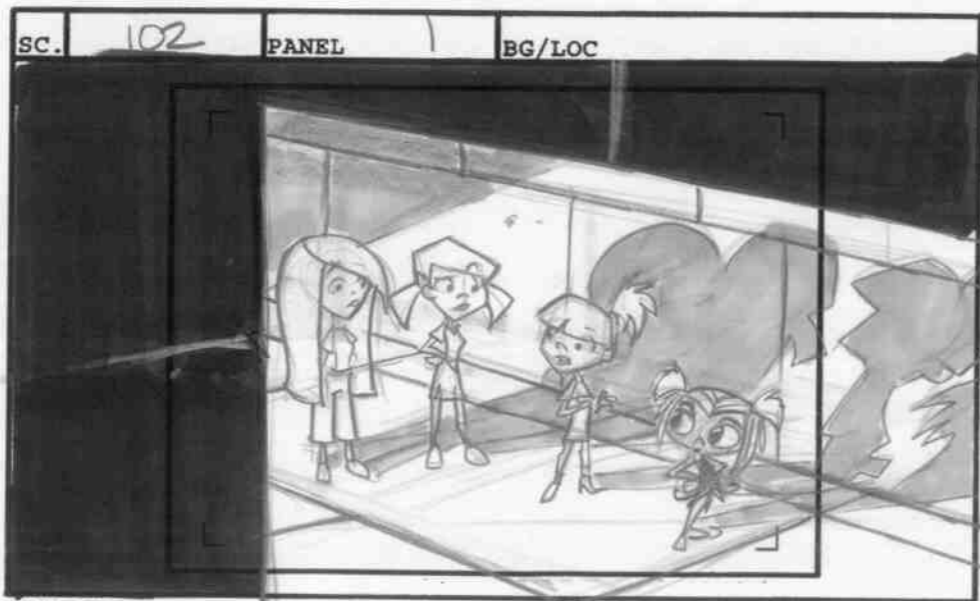
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

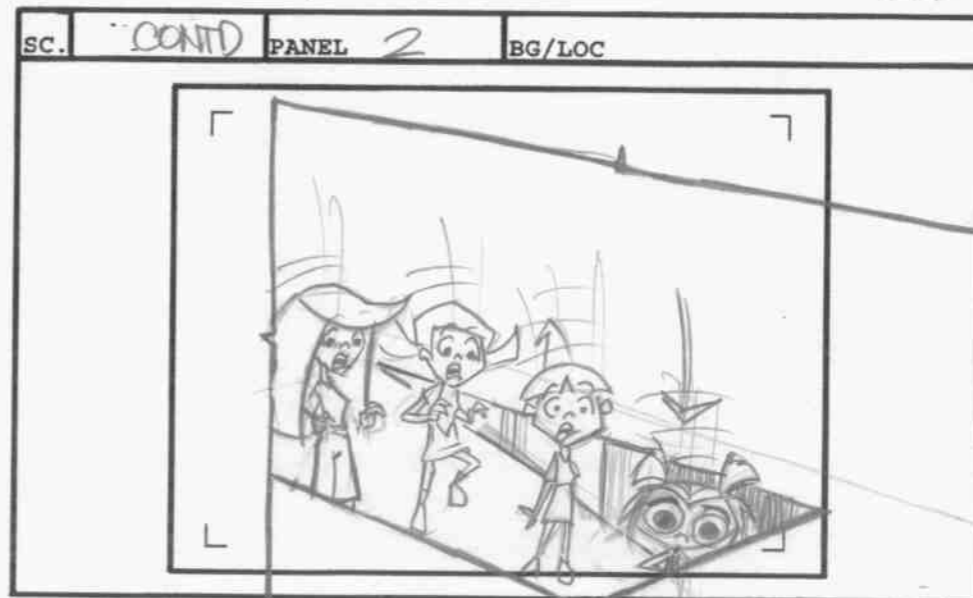
DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for notes]

SLUG NOTES



ACTION

SUDDENLY A TRAP DOOR IN THE FLOOR
OPENS UP

DIAL CREEPIE, MELANIE, CHRIS-AUCE & CARLA:

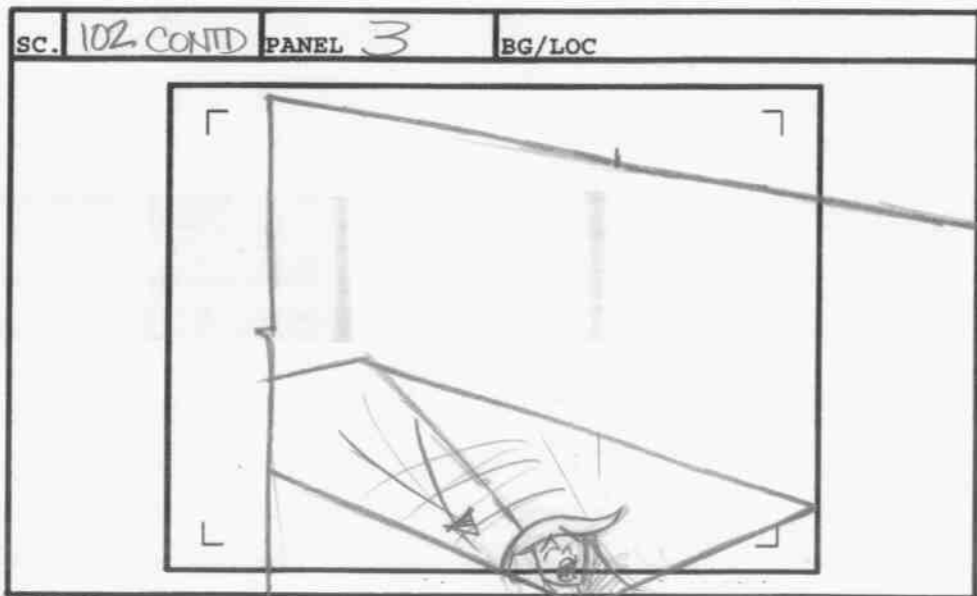
< SCREAMS > →

FX:
SFX:

DIRECTOR'S NOTES

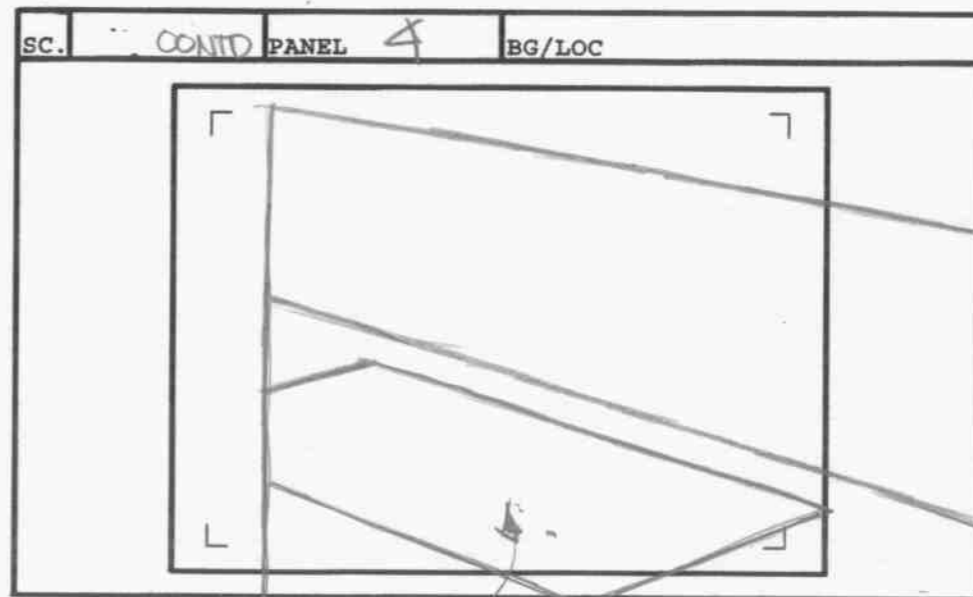
FINAL
PROD #

SLUG NOTES



ACTION

THE GIRLS SLIDE OUT OF SIGHT.



ACTION

THE TRAP DOOR SWINGS SHUT. THE GIRLS' SCREAMS ARE CUT OFF.

DIAL GIRLS: (CONTD)



<SCREAMS>

DIAL

FX:
SFX:

DIRECTOR'S NOTES

--

SLUG NOTES

FX:
SFX:

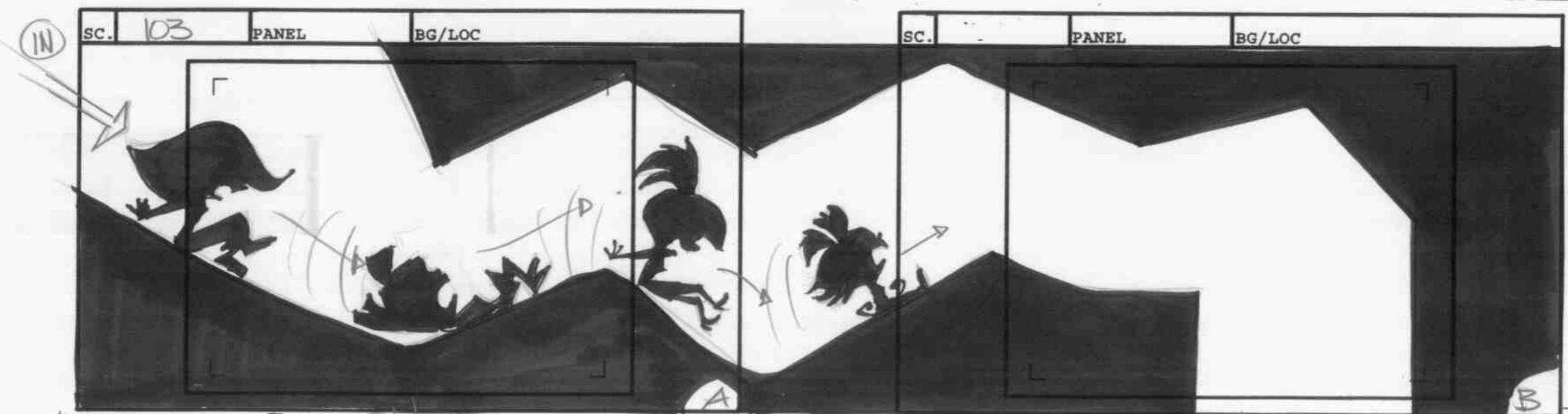
DIRECTOR'S NOTES

SLUG NOTES

FINAL	
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PROD #

GROWING UP CREEPIE



ACTION

(START)

(PAN)

ACTION

(STOP)

INT. TOMB - SECRET PASSAGEWAY.
 PAN (A) → (B) * GAIN AHEAD OF GIRLS

DIAL
 △ GIRLS

DIAL

< SCREAM >

FX:
 SFX:

FX:
 SFX:

DIRECTOR'S NOTES

DIRECTOR'S NOTES

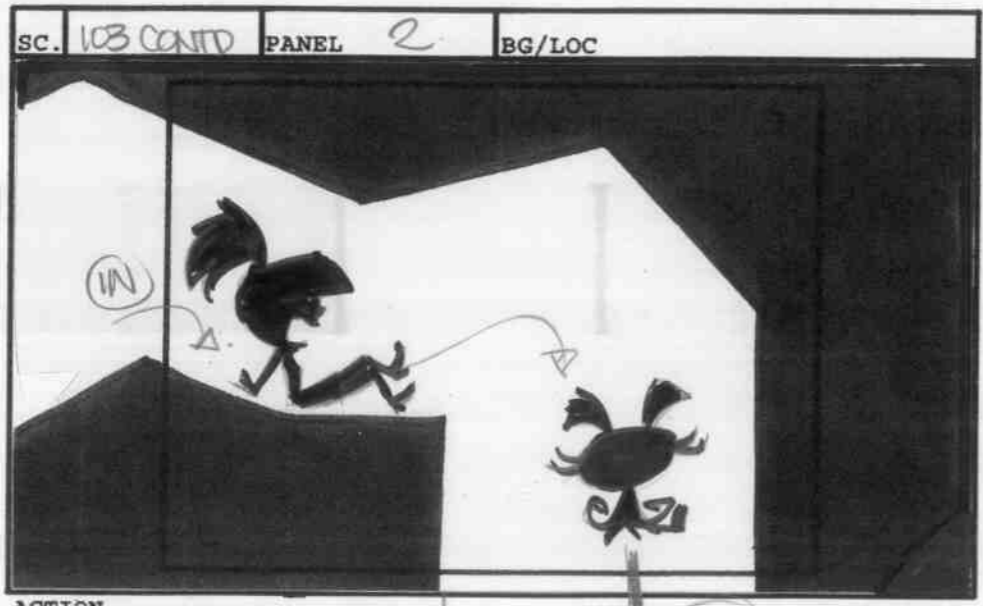
[Empty box for notes]

FINAL
 PROD #

SLUG NOTES

SLUG NOTES

growing
up
CREEPIE

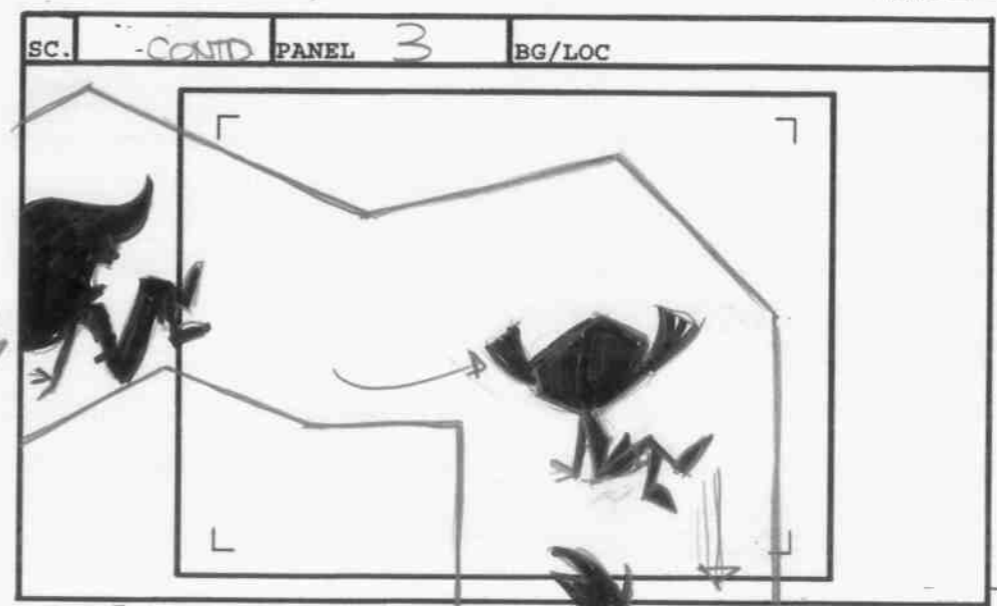


ACTION
CREEPIE IS THE FIRST DOWN THE TUBE
CUT

DIAL
GIRLS: (CONTD)
<SCREAM>

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES

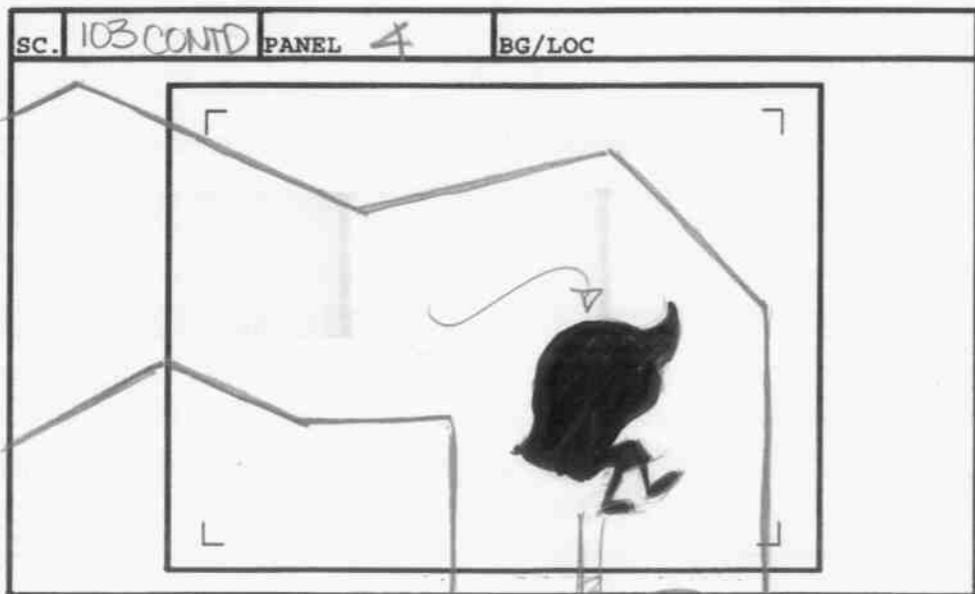


ACTION
FOLLOWED BY CHRIS ALICE AND CARLA.
EAT

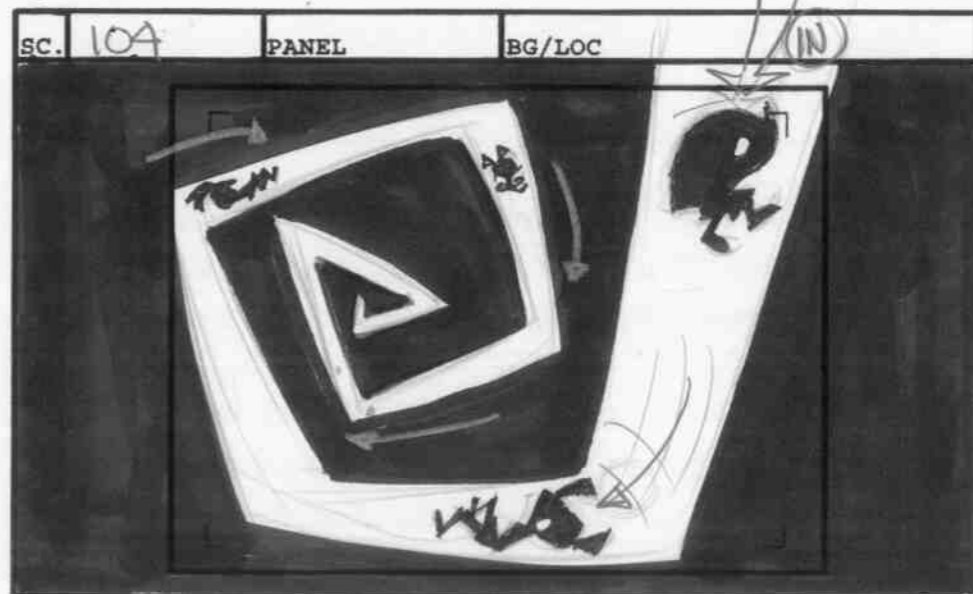
DIAL
FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION



ACTION

ANOTHER SECRET PASSAGE. THE SILHOUETTES OF THE GIRLS SPIRAL DOWN

DIAL

△ GIRLS: (CONTD)

< SCREAM >

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

DIAL

△ GIRLS: (CONTD)

< SCREAMS >

FX:

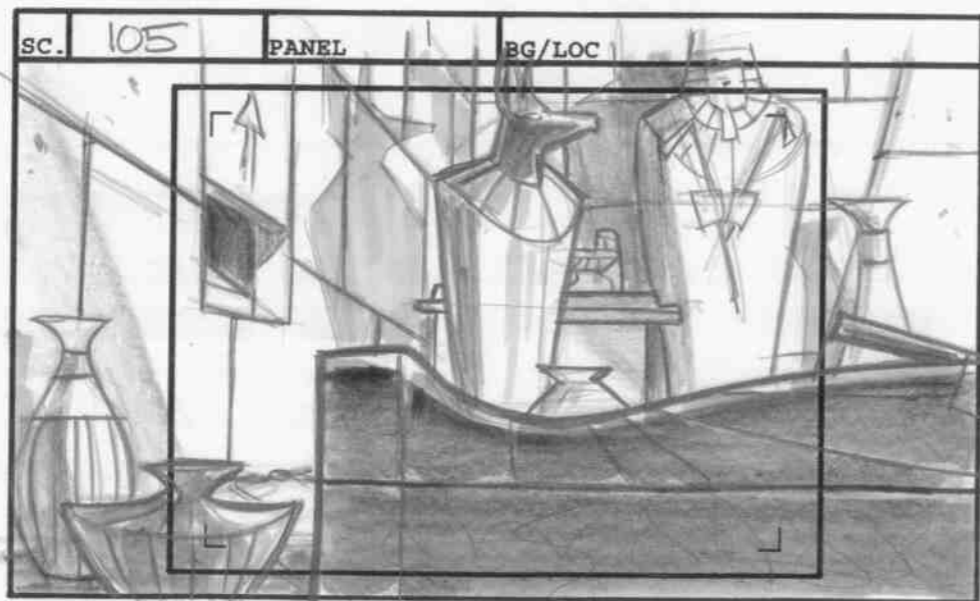
SFX:

DIRECTOR'S NOTES

FINAL

PROD #

SLUG NOTES



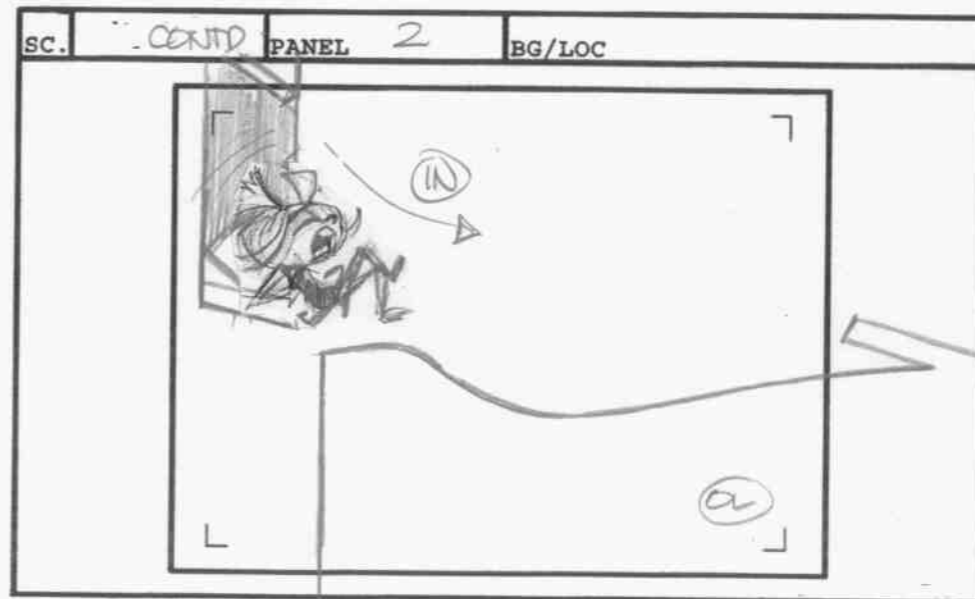
ACTION
INT. TOMB - TREASURE ROOM. A PANEL IN THE WALL SLIDES OPEN. THE GIRL'S SCREAM'S DOPPLER UP.

DIAL
GIRLS: (CONTD)
<SCREAM>

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
CREEPIE IS THE FIRST OUT OF THE CHUTE

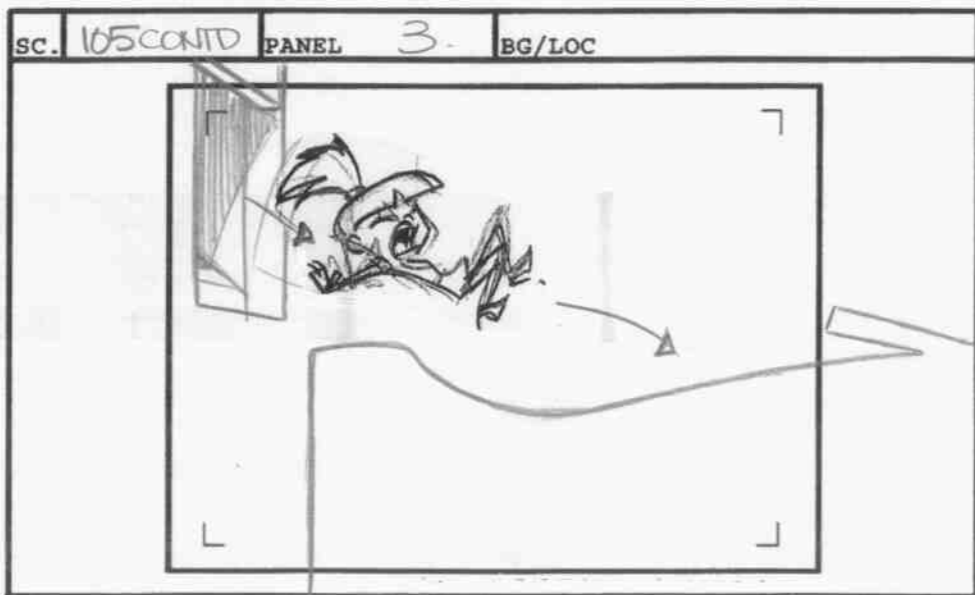
DIAL

FX:
SFX:

DIRECTOR'S NOTES

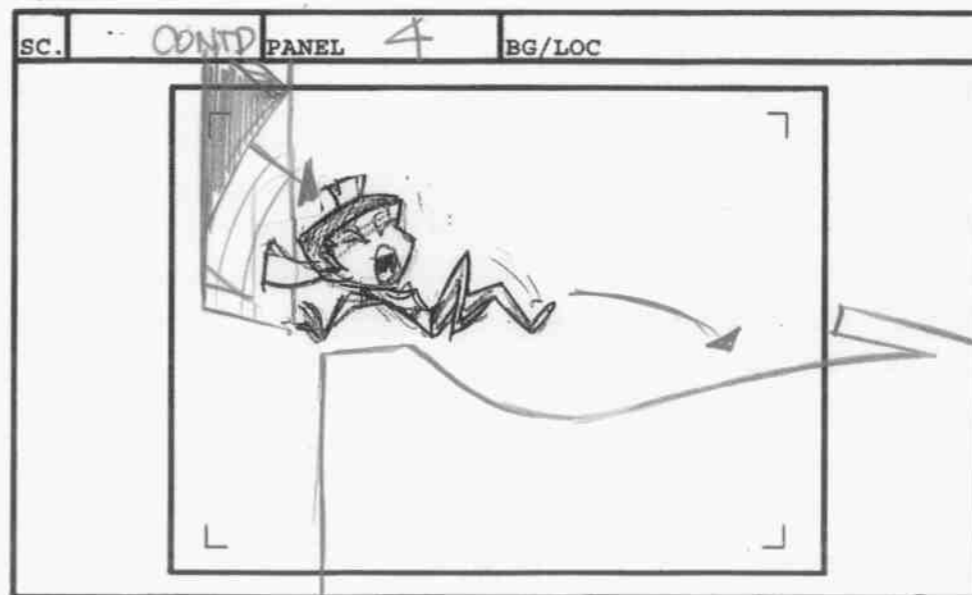
SLUG NOTES

FINAL
PROD #



ACTION

FOLLOWED IN QUICK SEQUENCE, BY CHRIS-ALICE..



ACTION

.. THEN CARLA ..

DIAL
A GIRLS: (CONTD)

< SCREAMS >

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for notes]

SLUG NOTES

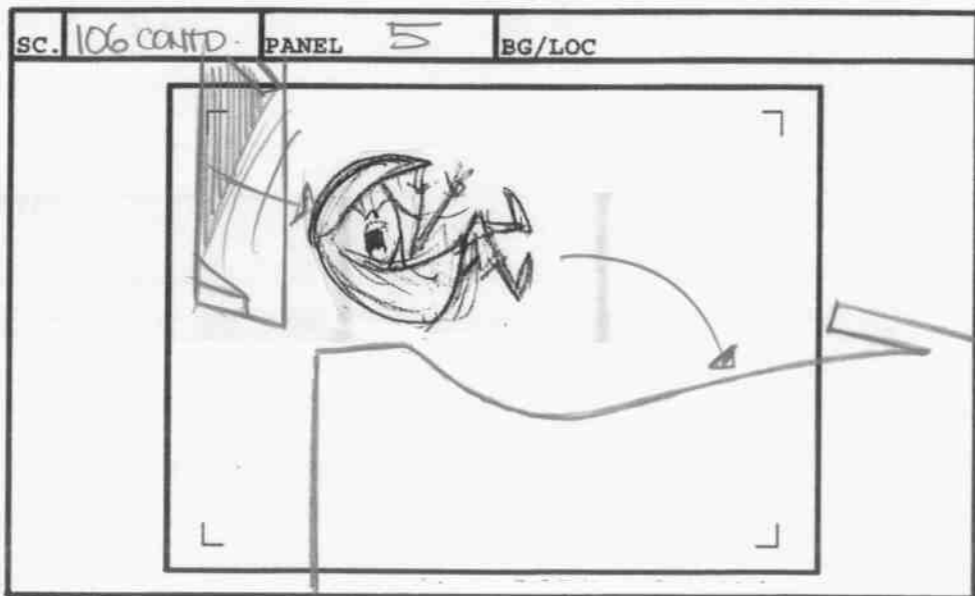
DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

•• FINALLY MELANIE

DIAL

A GIRLS: (CONTD)

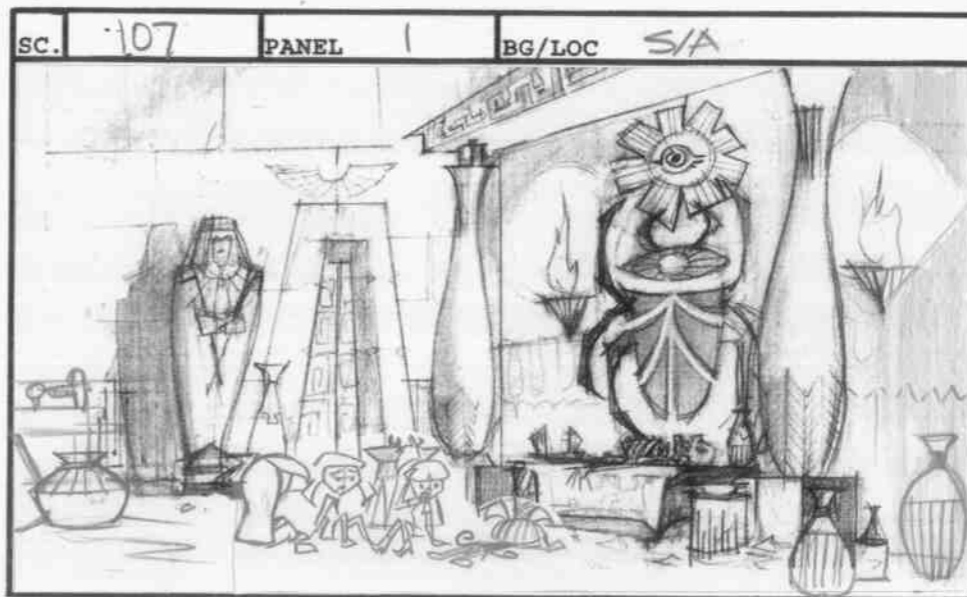
<SCREAMS> ~~~~~ <IMPACT GRUNTS>

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

INT. TOMB - TREASURE ROOM

THE GIRLS ARE PILED UP BY THE SUNDIAL
IN THE MIDDLE OF THE ROOM

DIAL

Ⓔ9 CHRIS-ALICE:

THAT WAS CLOSE.

FX:

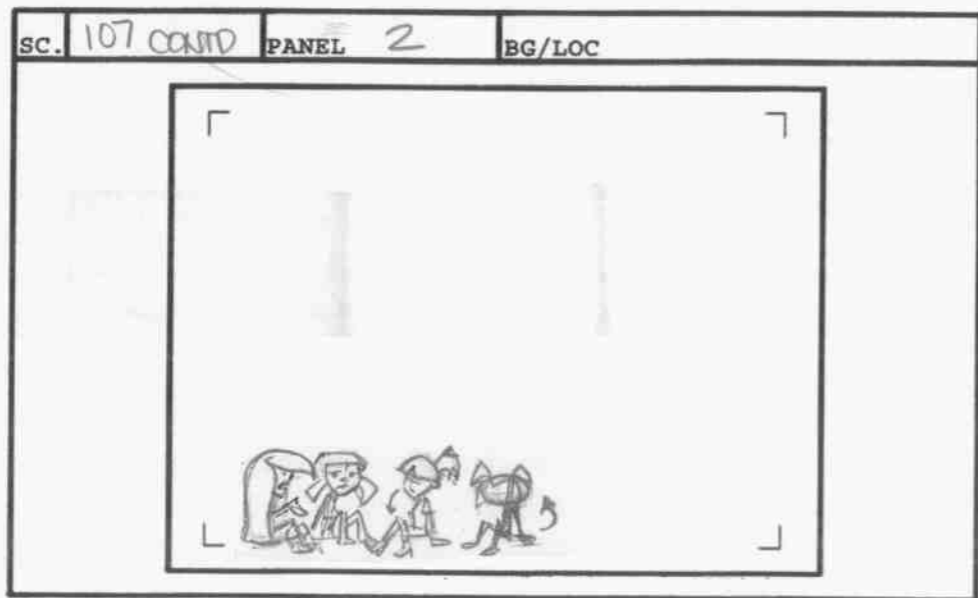
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION
CREEPIE ROLLS OVER AND SITS UP

DIAL
GO MELANIE:

UHH! WHAT IS THIS PLACE?

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
CLOSER ON CHRIS ALICE & CREEPIE
STILL SHAKING OFF THEIR 'RIDE'

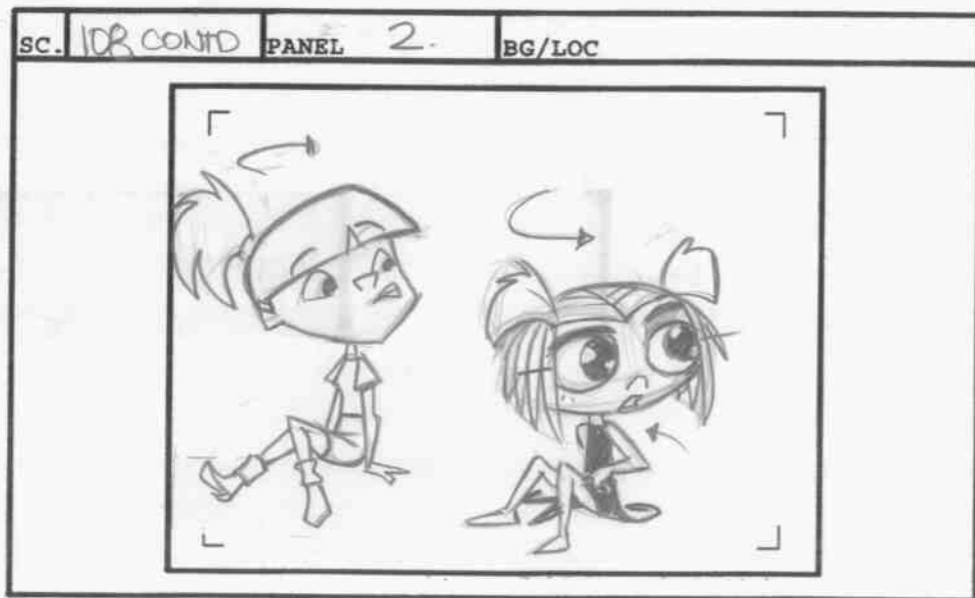
DIAL

FX:
SFX:

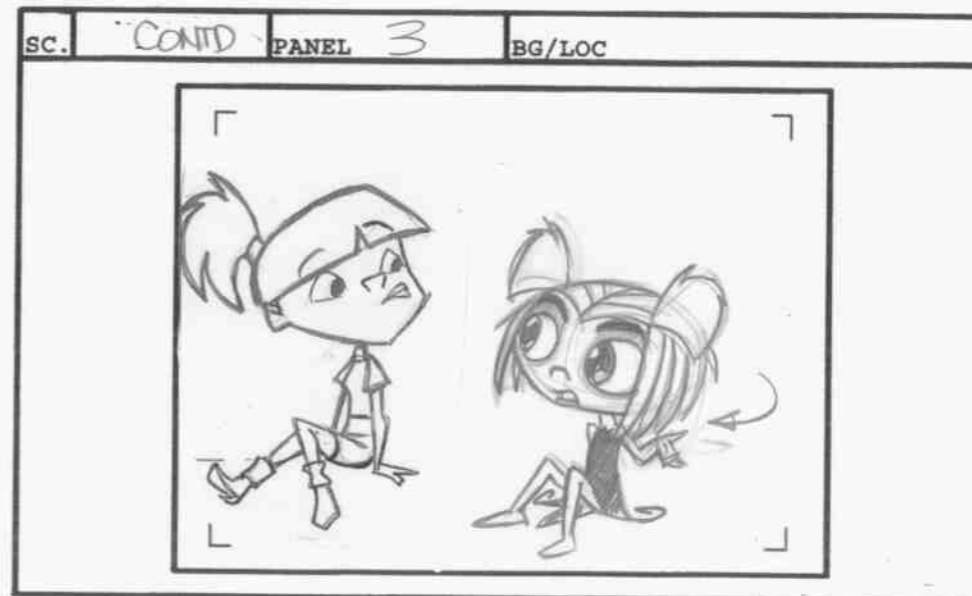
DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION



ACTION

DIAL (61) CREEPIE:

I THINK ..

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

DIAL (61) CREEPIE (CONTD)

.. IT'S THE TREASURE ROOM BUDGE
TOLD US ABOUT.

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



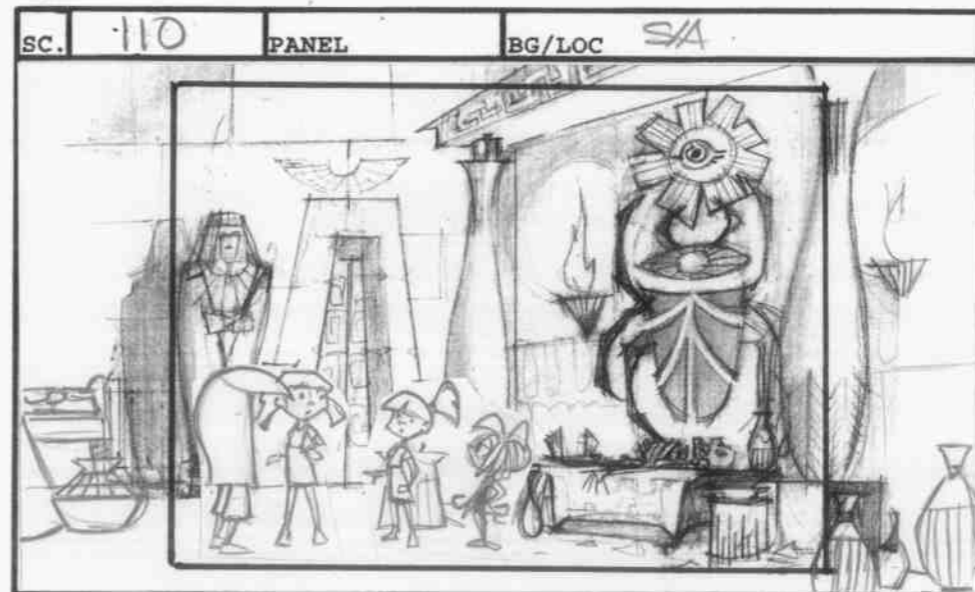
ACTION ANGLE ON CARLA & MELANIE. THEY DON'T LOOK TOO IMPRESSED.

DIAL (62) CARLA: (CRITICAL)
YOU CALL THIS TREASURE??

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION WIDE ON TREASURE ROOM. THE GIRLS ARE STARTLED BY A SCARY MOAN

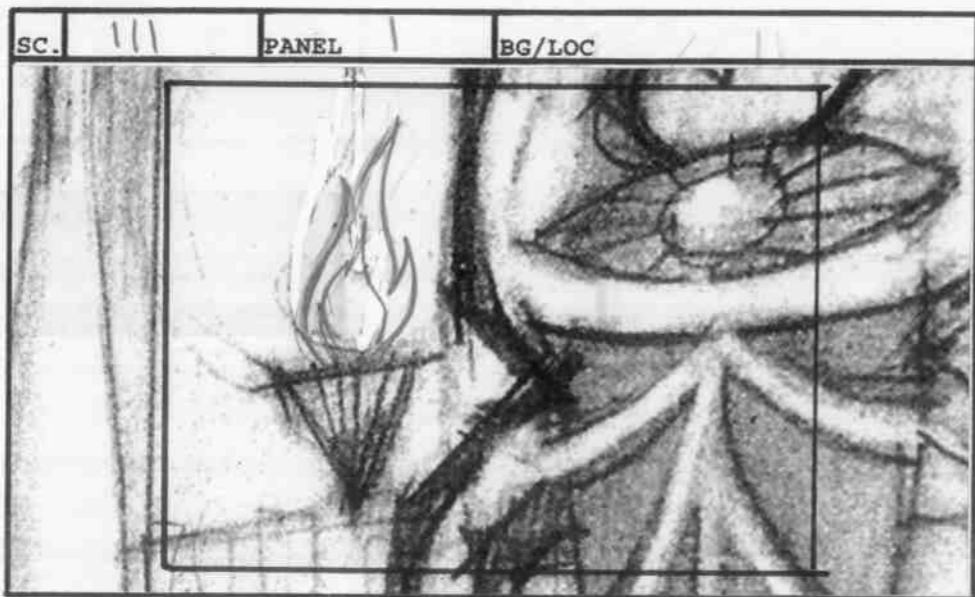
DIAL (64) BUDGE: (OS) (ECHOY)
<SCARY MOAN>

FX:
SFX:

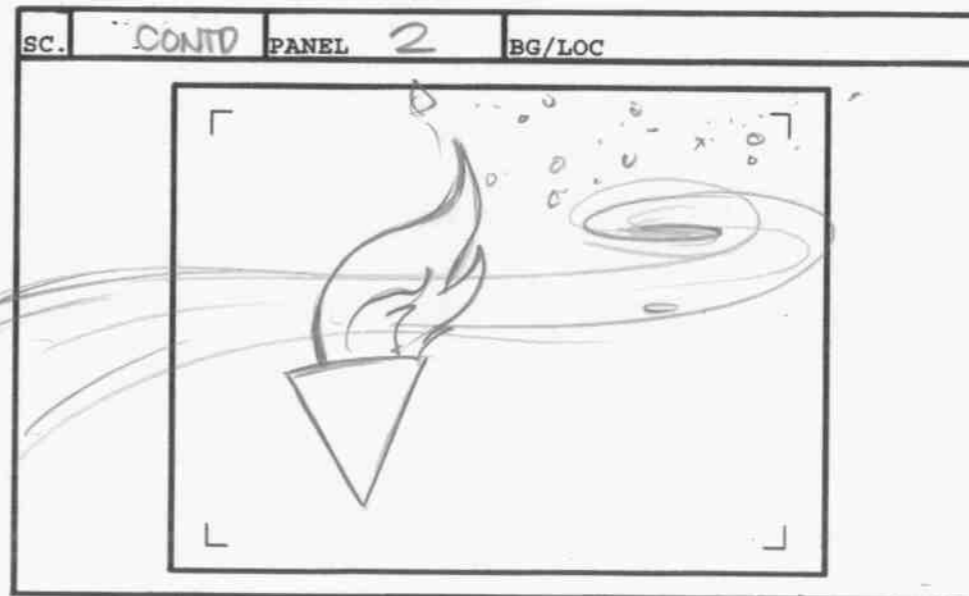
DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION
ANGLE ON WALL SCENE



ACTION
A BREEZE BLOWS THRU, THE FLAME
FLICKERS, SPARKS FLY

DIAL SFX: (WIND MOAN) ~~~~~

DIAL

FX:
SFX:
DIRECTOR'S NOTES

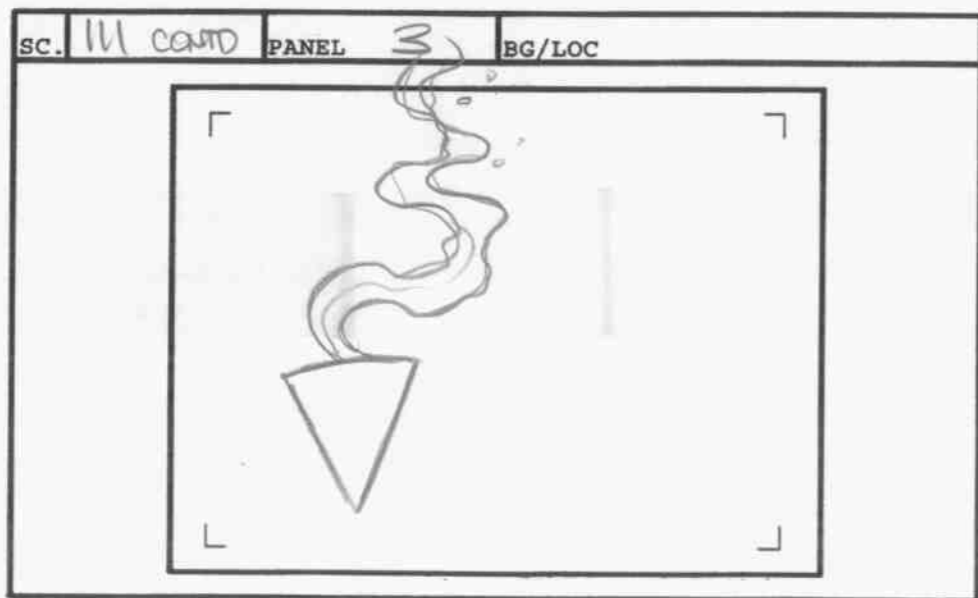
[Empty box for Director's Notes]

SLUG NOTES

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

THE FLAME BLOWS OUT - SMOKE CURLS TOWARDS THE CIELING

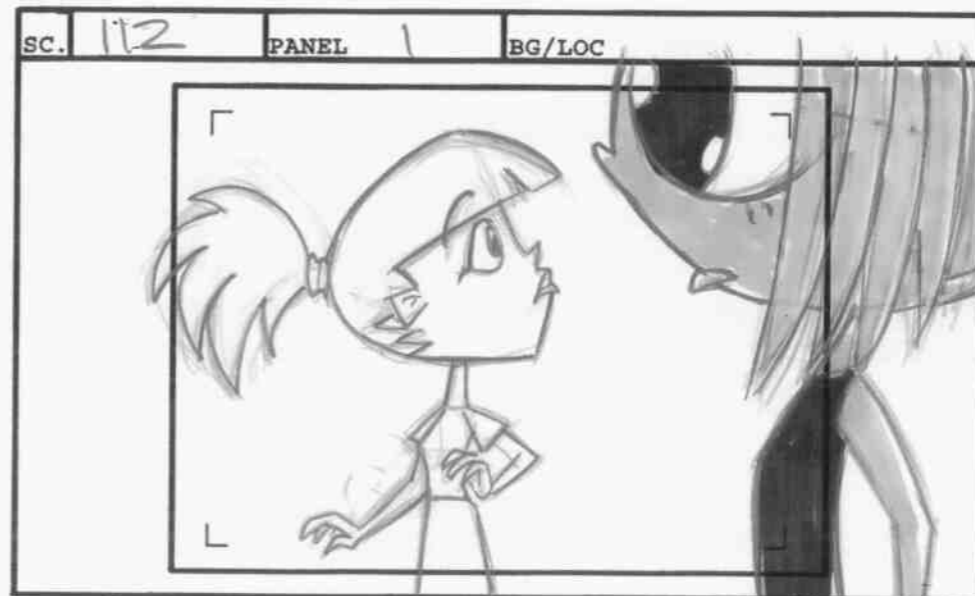
DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

ANGLE ON CHRIS-ALICE LOOKING BACK OVER AT THE WALL

DIAL

FX:

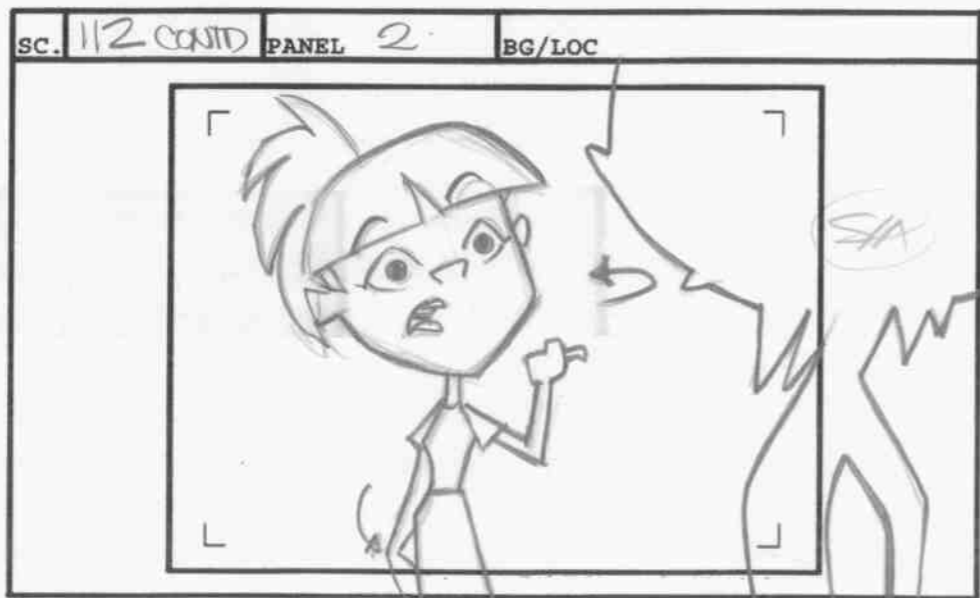
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

CHRIS-ALICE TURNS TO CREEPIE

(* ADD BLINK CYCLE TO CREEPIE)

DIAL

63 CHRIS-ALICE:

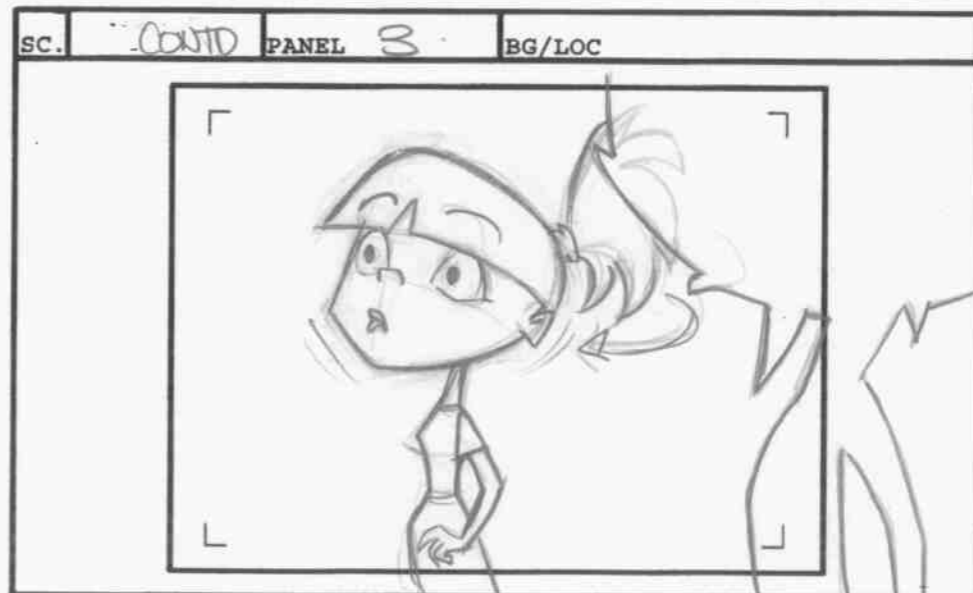
UH... DID YOU SEE THAT?

BUDGE: @S (ECHO)
<SCARY MOAN>

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

CHRIS-ALICE REACTS TO ANOTHER SCARY MOAN

DIAL

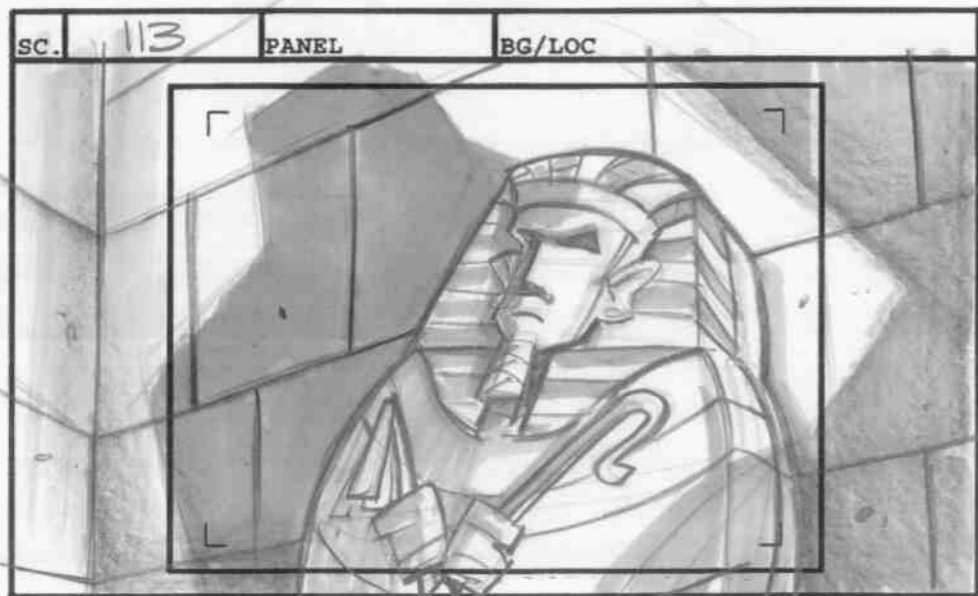
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

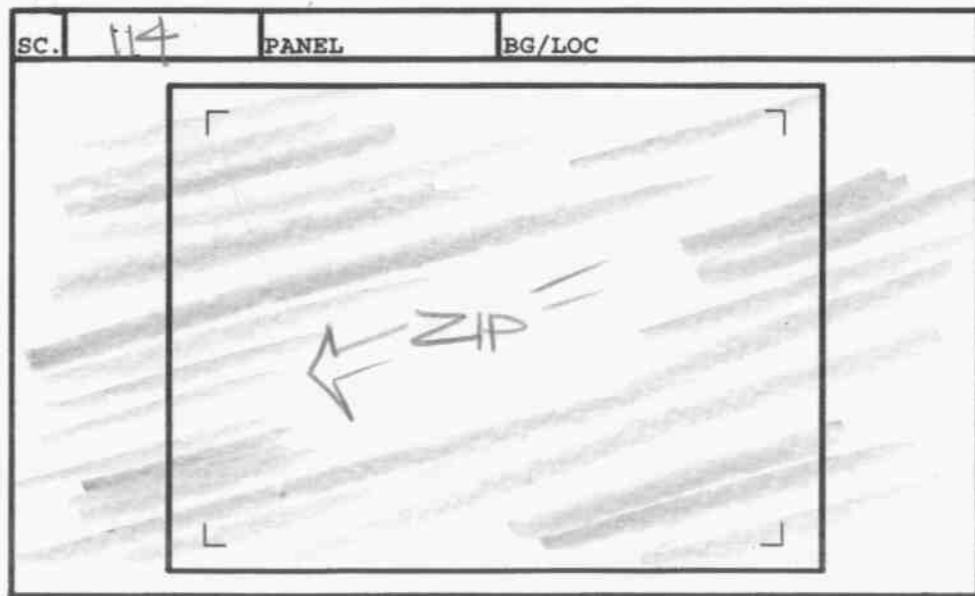
FINAL

PROD #



ACTION

ANGLE ON SCARY SARCOPHAGUS.
IS THE MOANING COMING FROM THERE?



ACTION

ZIP PAN

DIAL

SFX: < MOANING, STONE GRINDING >

DIAL



FX:

SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



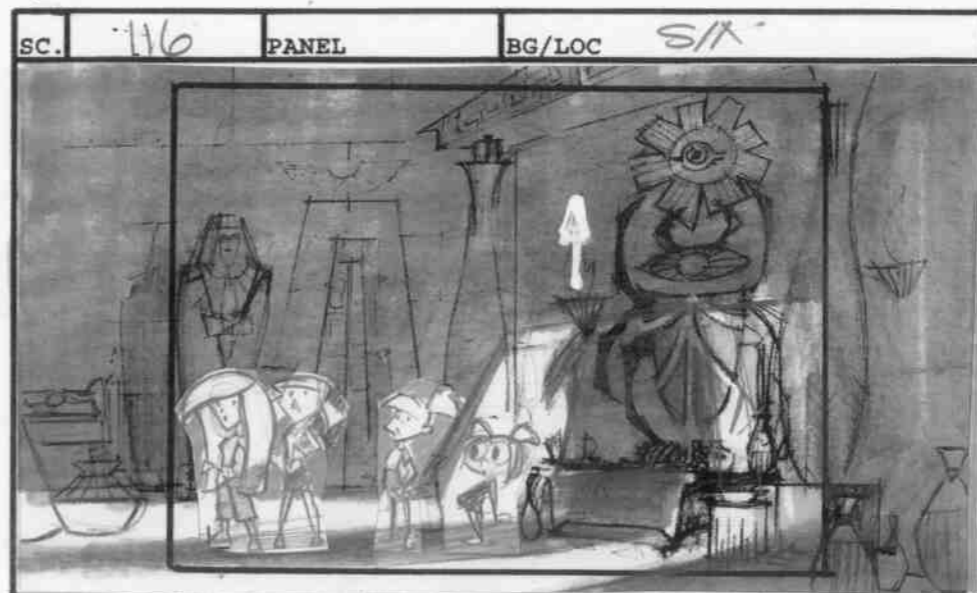
ACTION
ANGLE ON BACK WALL OF TREASURE ROOM
PART OF THE WALL SLIDES UPWARD
LIGHT FLARES INTO THE ROOM.

DIAL
SFX: <STONE GRIND> ~~~~~>
(SCARY MOANING) ~~~~~>

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
WIDE ON TREASURE ROOM.
THE GIRLS STAND TRANSFIXED BY
THE OPENING DOORWAY.

DIAL SFX: <STONE GRIND> ~~~~~>
(SCARY MOANING) ~~~~~>

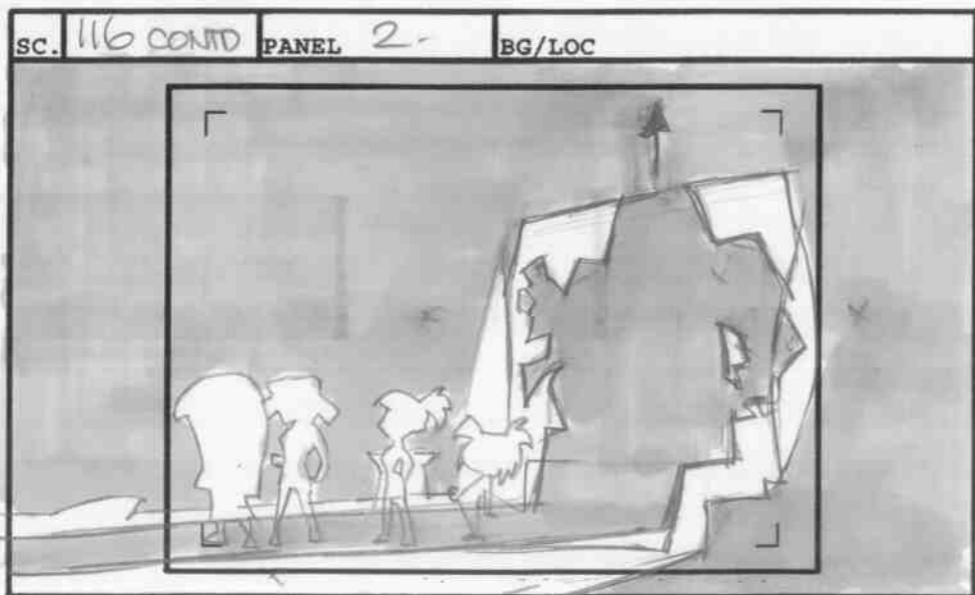
FX:
SFX:

DIRECTOR'S NOTES

FINAL

PROD #

SLUG NOTES



ACTION

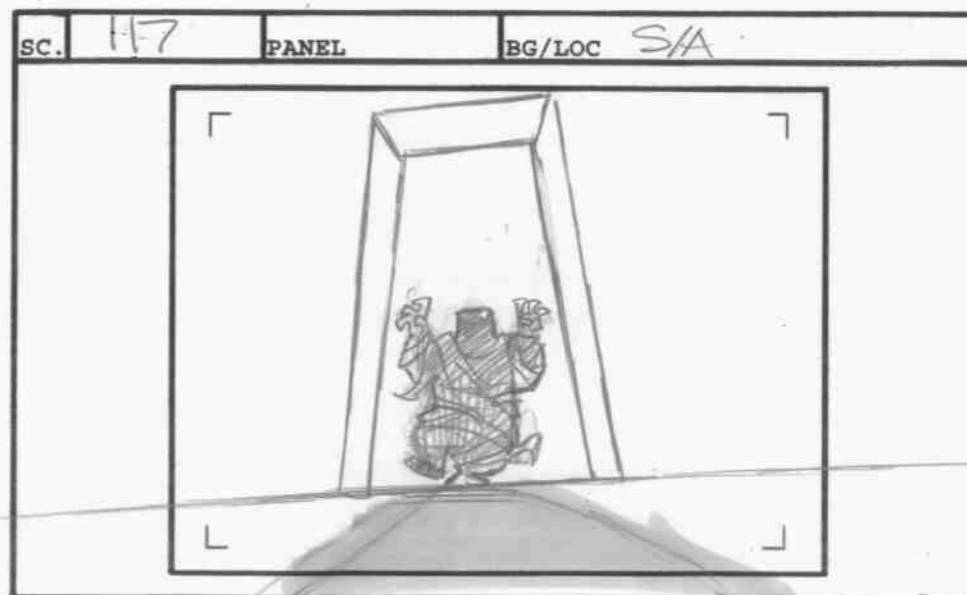
DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION ANGLE ON DOORWAY THE SCARY MUMMY-LIKE CREATURE MOVES FORWARD

DIAL
BUDGE:

(MOANING) ~~~~~>

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL	PROD #
-------	--------

HU



ACTION



ACTION

DIAL

65 CARLA: OS

THE MUMMY! IT FOLLOWED US!

FX:

SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

DIAL

66 CARLA/CHRIS-ALICE/MELANIE:

<SCREAM!>

FX:

SFX:

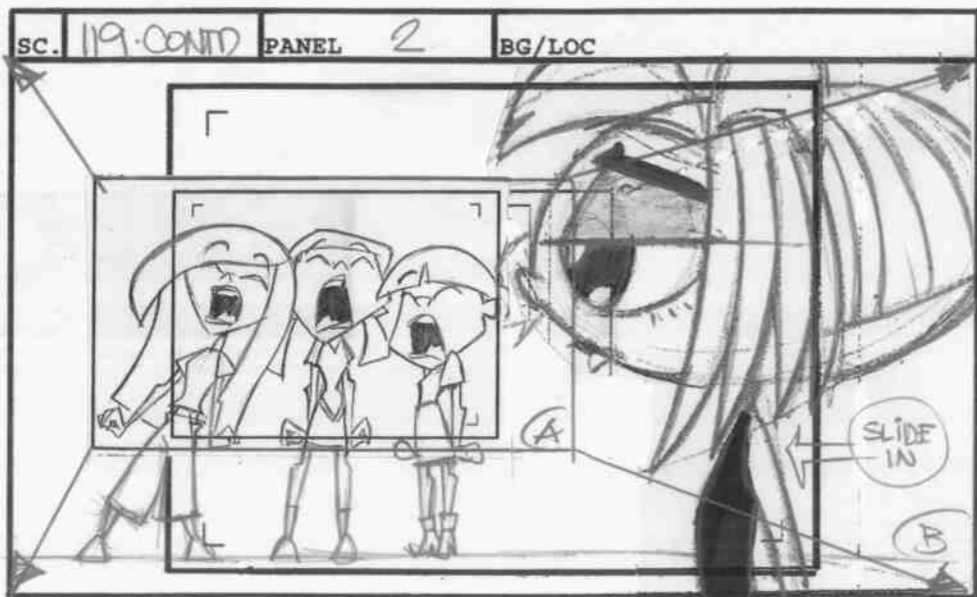
DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

growing
up
CREEPIE



ACTION
TRUCK OUT (A) → (B) SLIDE CREEPIE IN

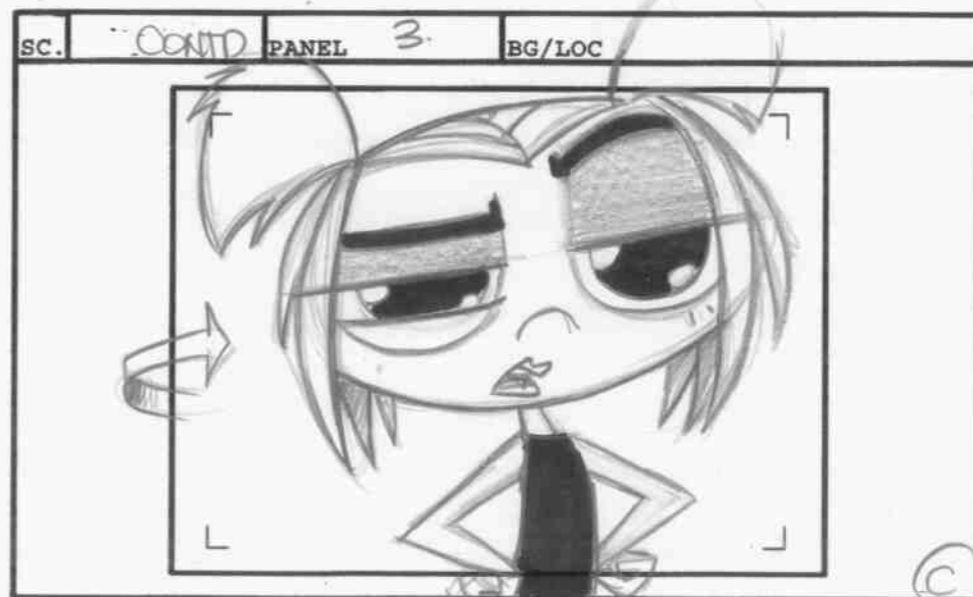
DIAL MELANIE/CARLA/CHRIS-ALICE: (CONTD)
< SCREAM >

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION
SHIFT W/ACTION (B) → (C)
AS CREEPIE TURNS TO CAMERA

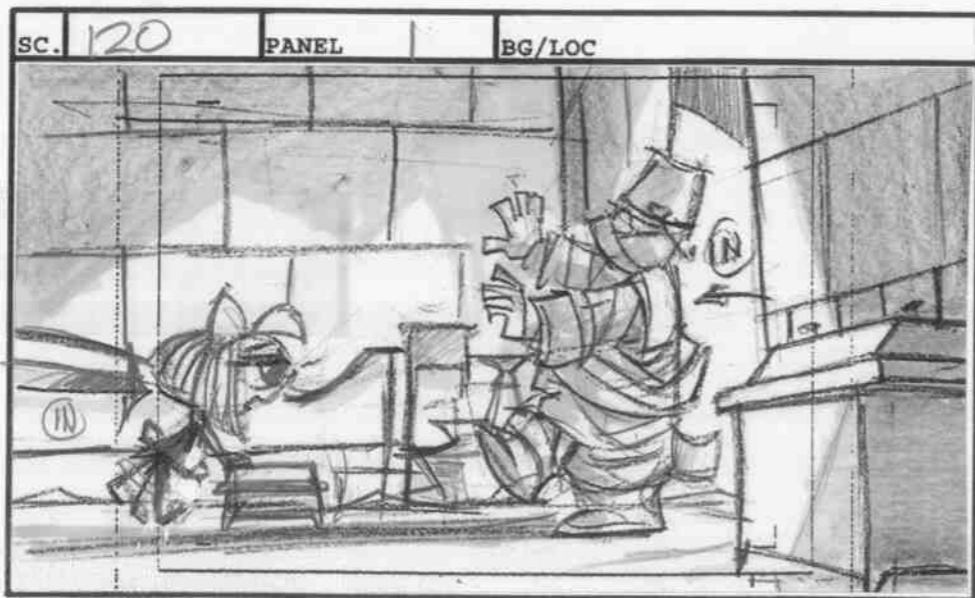
DIAL (GT) CREEPIE:
HMMM, FUNNY ...

FX:
SFX:

DIRECTOR'S NOTES

FINAL
PROD #

SLUG NOTES



ACTION
ANGLE ON MUMMY STAGGERING IN.
CREEPIE PUSHES IN A STOOL.

DIAL (67) CREEPIE: (CONTD)
.. THE MUMMY REMINDS

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
SHE HOPS UP ONTO IT.

DIAL (67) CREEPIE: (CONTD)
.. ME OF ...

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

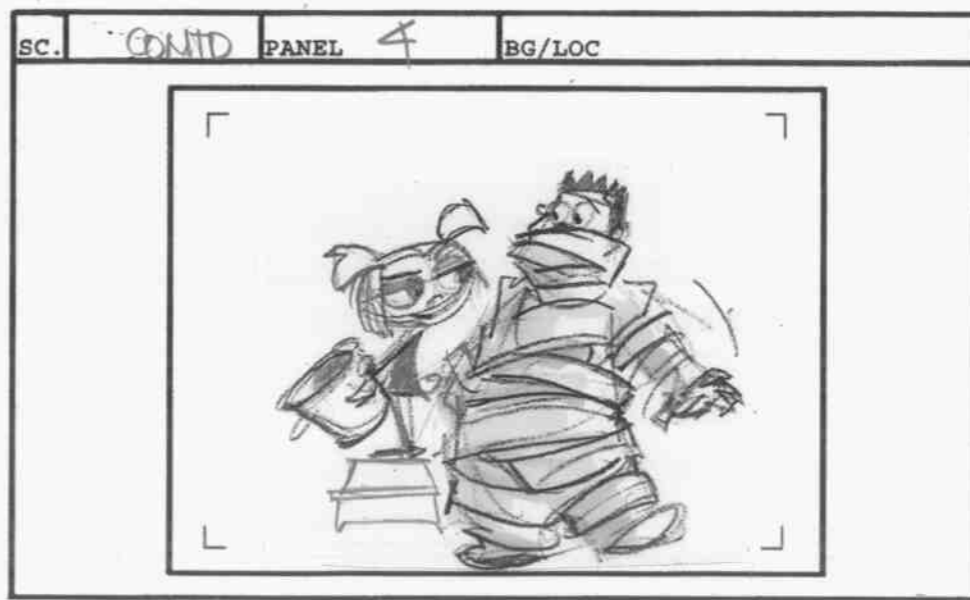
CREEPIE REACHS UP AND ..
PAN W/ACTION (A) -> (B)

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

YANKS THE BUCKET OFF BUDGE'S HEAD

DIAL

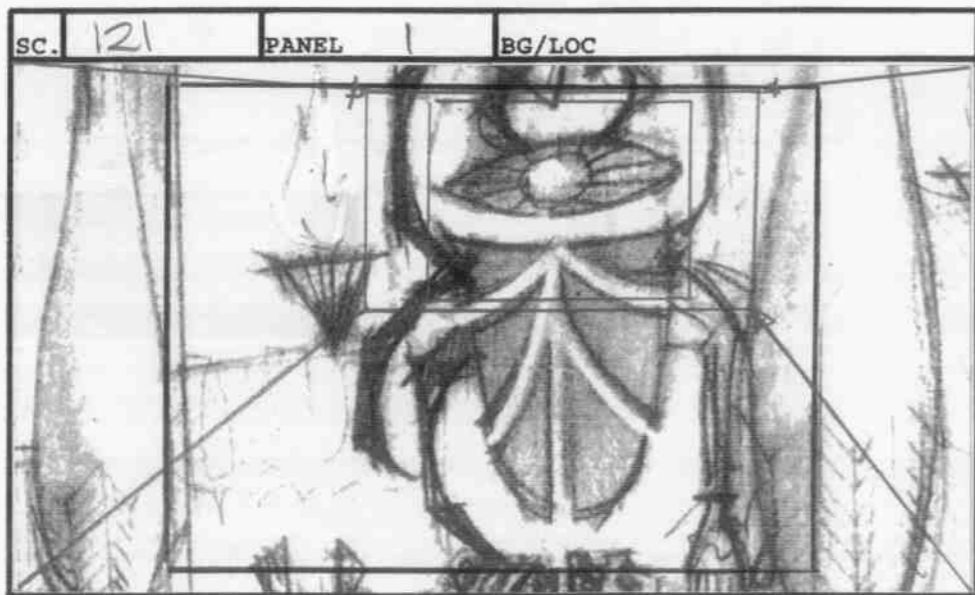
(68) CARLA/CHRIS-ALICE/MELANIE:
BUDGE!

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION
INT. TREASURE ROOM - ANGLE ON BEETLE
MURAL.
TRUCK IN (A) → (B)

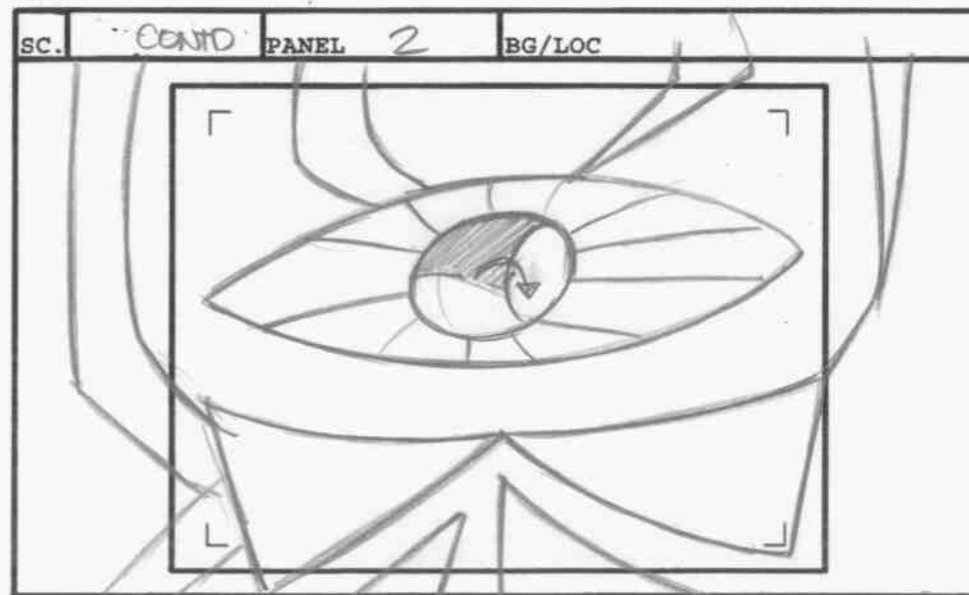
DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
THE CENTER OF THE EYE ROLLS OPEN

DIAL

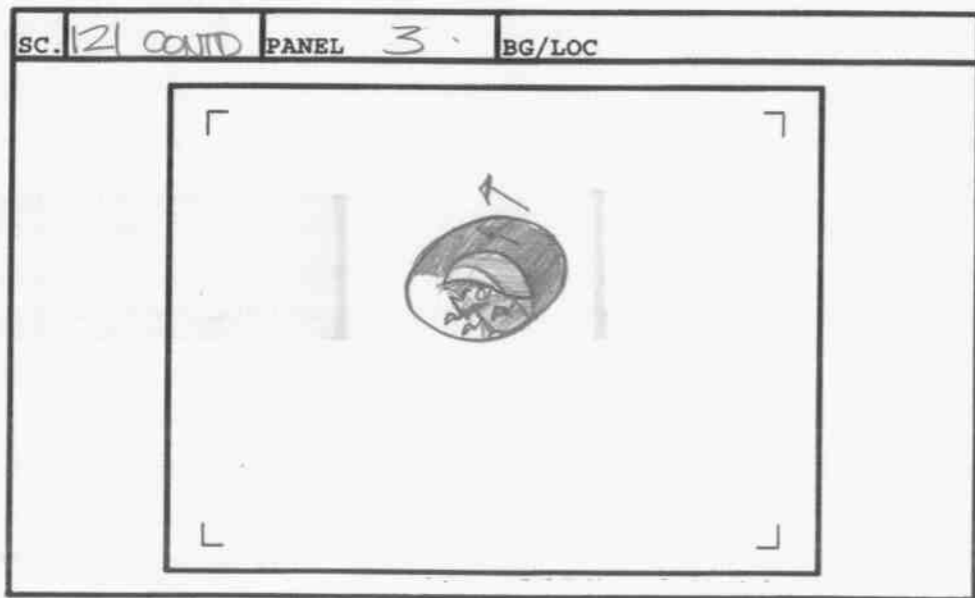
FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL	
	PROD #



ACTION
THE BEETLE EMERGES FROM THE HOLE

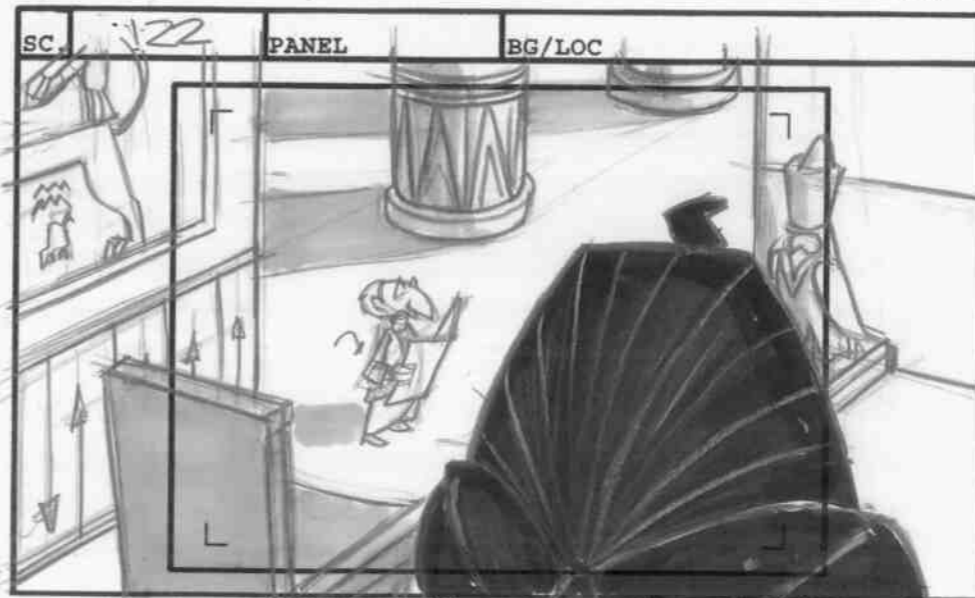
DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION
INT. TOMB - THRONE ROOM

DIAL (69) DR. PAPPAS:

.. AND TO YOUR LEFT,

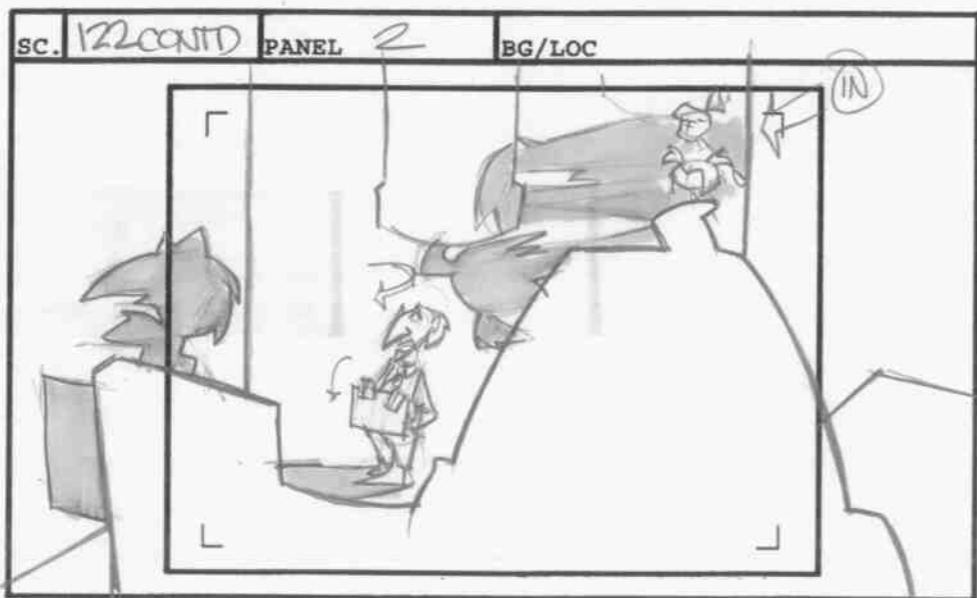
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION
PAPPAS TURNS TO THE DISPLAY. UNSEEN
BEHIND HIM THE KIDS RUN IN.

DIAL (69) PAPPAS: (CONTD)
"YET ANOTHER THRONE OF
KHEPER RA."

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
ANGLE ON PAPPAS. THE KIDS RUN UP
BEHIND HIM.

DIAL (69) PAPPAS: (CONTD)
AND THAT CONCLUDES OUR
TOUR.

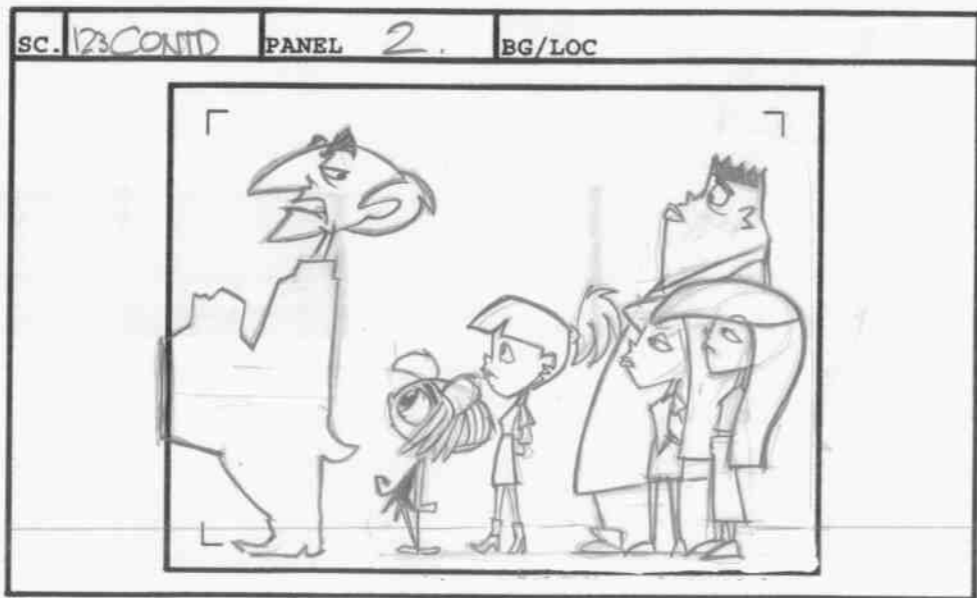
FX:
SFX:

DIRECTOR'S NOTES

FINAL

PROD #

SLUG NOTES



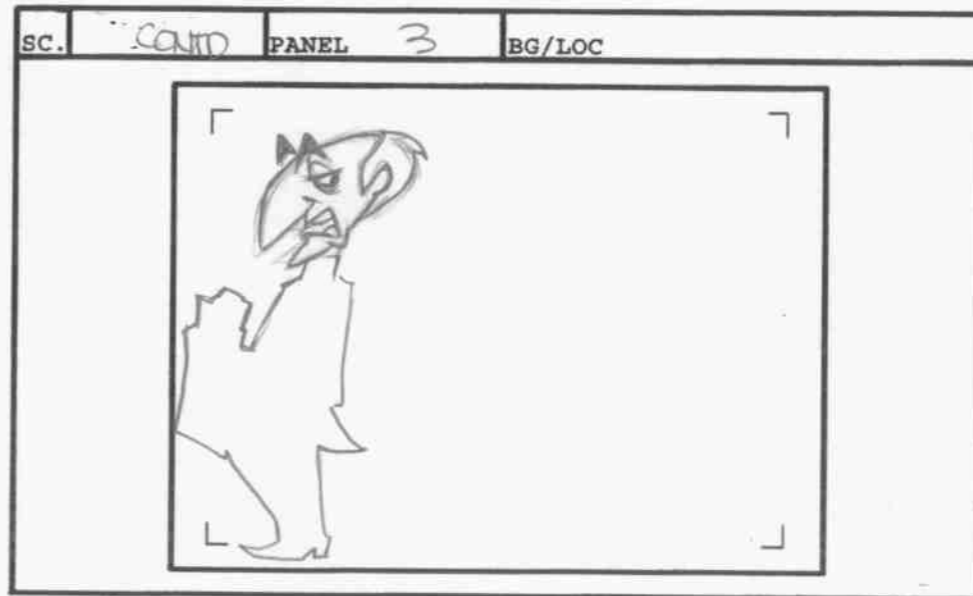
ACTION
THE KIDS LINE UP DUTIFULLY BEHIND HIM. HE GIVES THEM A LOOK.

DIAL
(TO PAPPAS: (CONTD))
STRAGGLERS!

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL (TO PAPPAS: (CONTD))
YOU'RE LUCKY YOU DIDN'T GET LOST!

FX:
SFX:

DIRECTOR'S NOTES

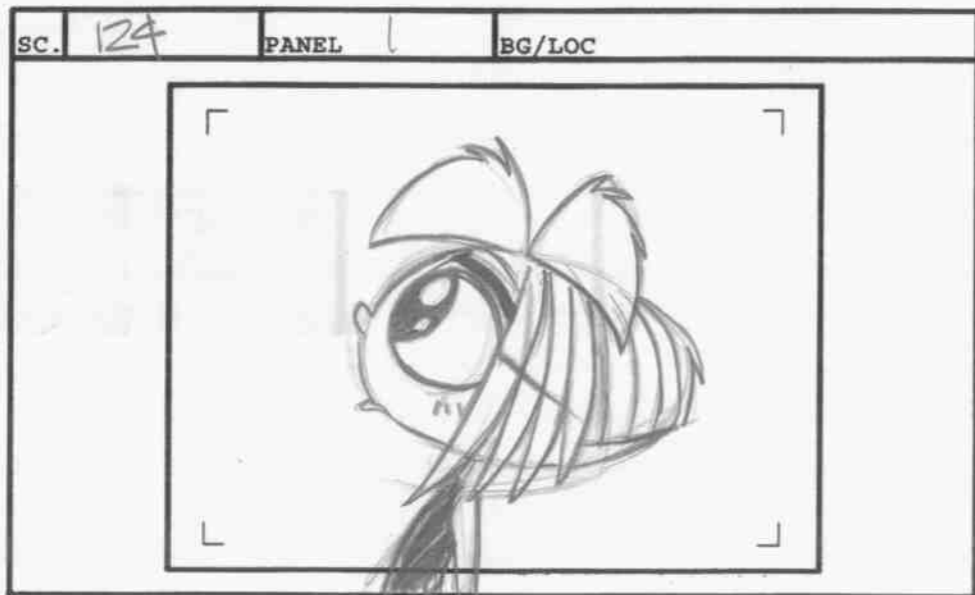
SLUG NOTES

FINAL

PROD #

growing
up
CREEPIE

THU



ACTION
CLOSE ON CREEPIE

DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for notes]

SLUG NOTES



ACTION
SHE ROLLS HER EYES

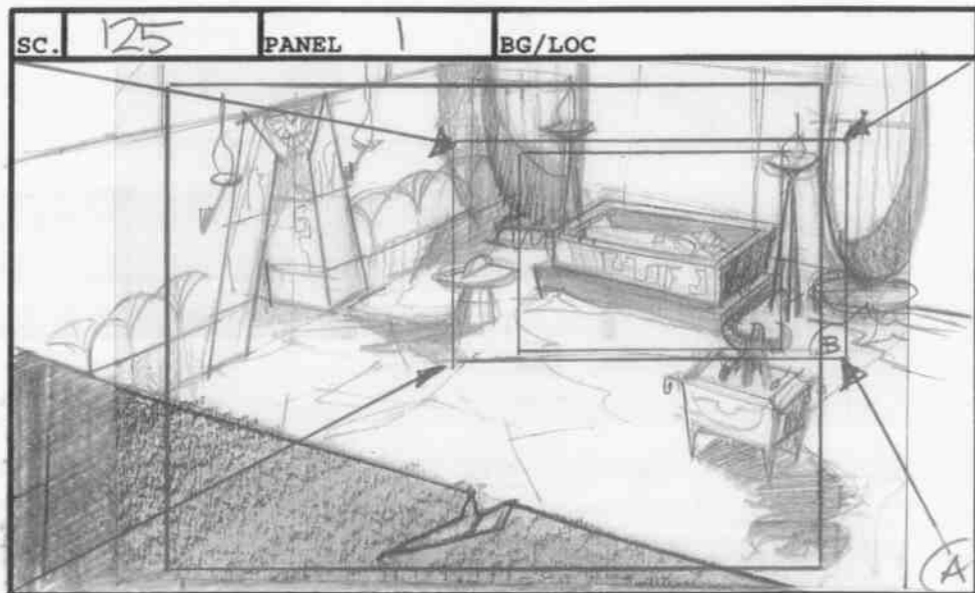
DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION
INT. KHEPER-RA'S TOMB. ANGLE ON
SARCOPHAGUS.
TRUCK IN (A) → (B) WE CAN JUST MAKE OUT
THE BEETLE..

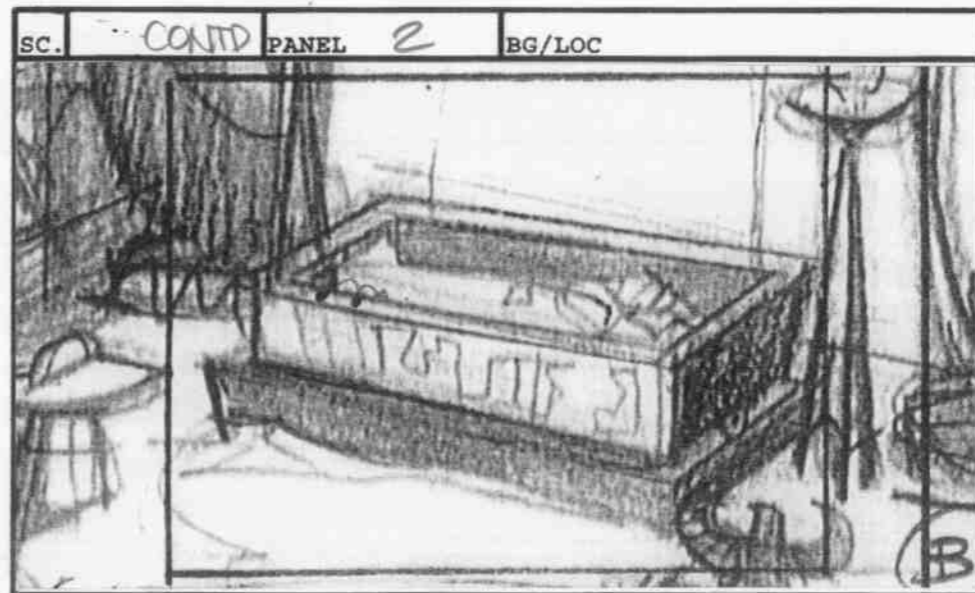
DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
.. WALKING ALONG THE EDGE OF THE
SARCOPHAGUS. HE STOPS.

DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #

TH



ACTION
CLOSE ON SARCOPHAGUS. THE BEETLE LOOKS IN ON THE MUMMY.

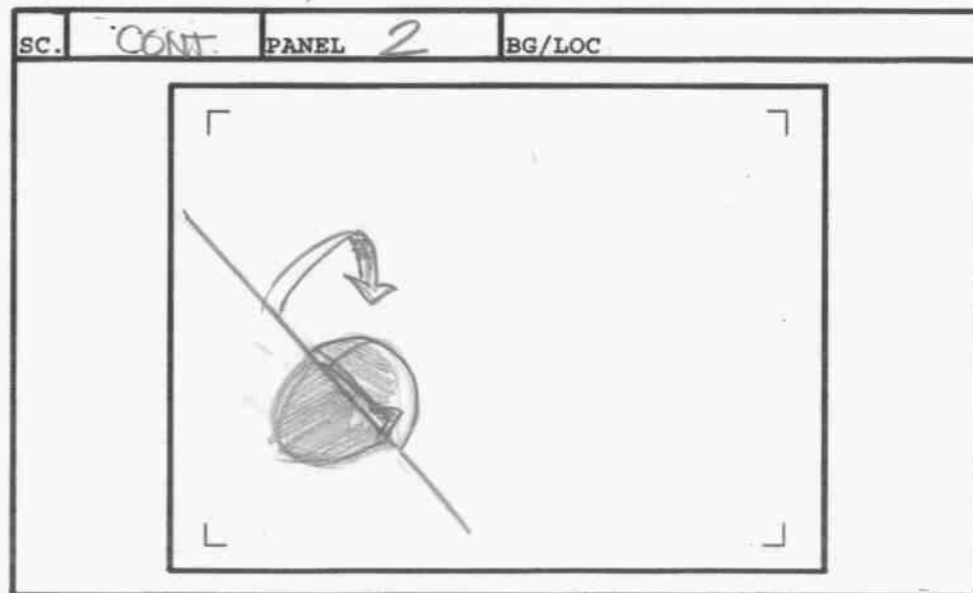
DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for notes]

SLUG NOTES



ACTION
THE BEETLE SCURRIES OVER THE EDGE

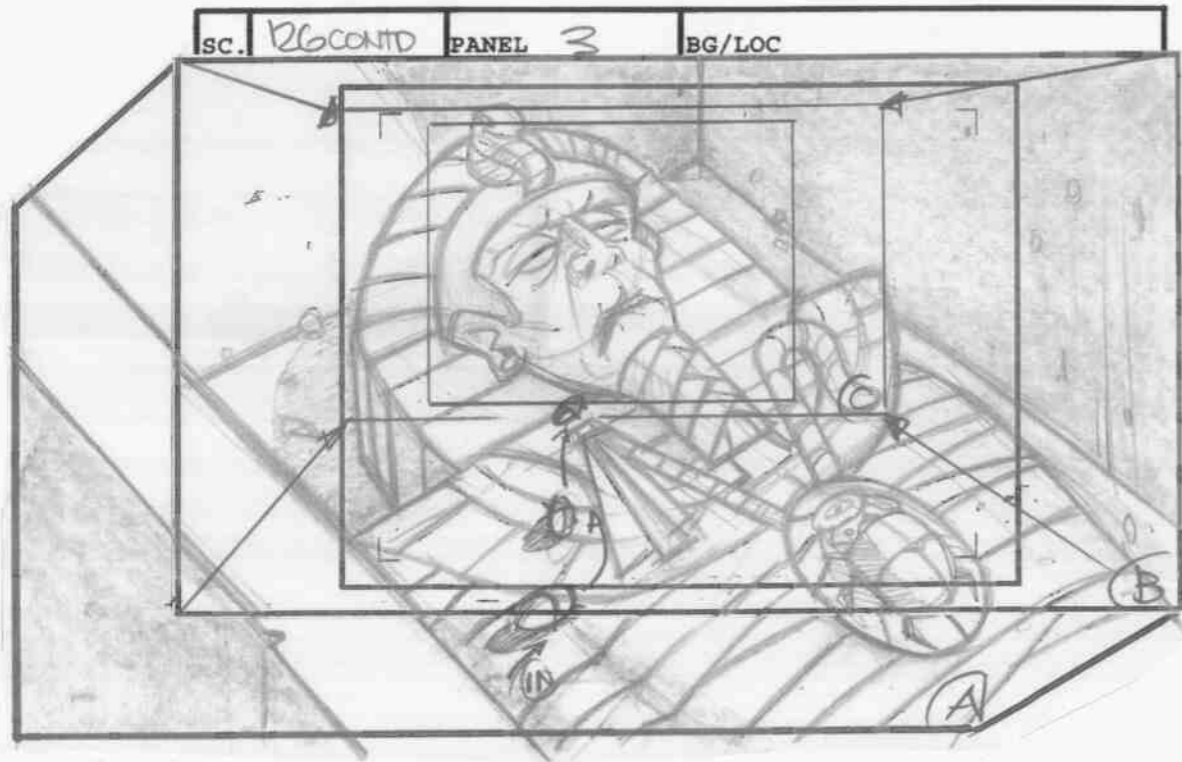
DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



DIAL THE BEETLE SCURRIES OVER THE MUMMY
MOVING TOWARDS THE HEAD. PAN (A) → (B)

TRUCK IN (B) → (C) AS IT HEADS TOWARDS THE

FX: MOUTH

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL

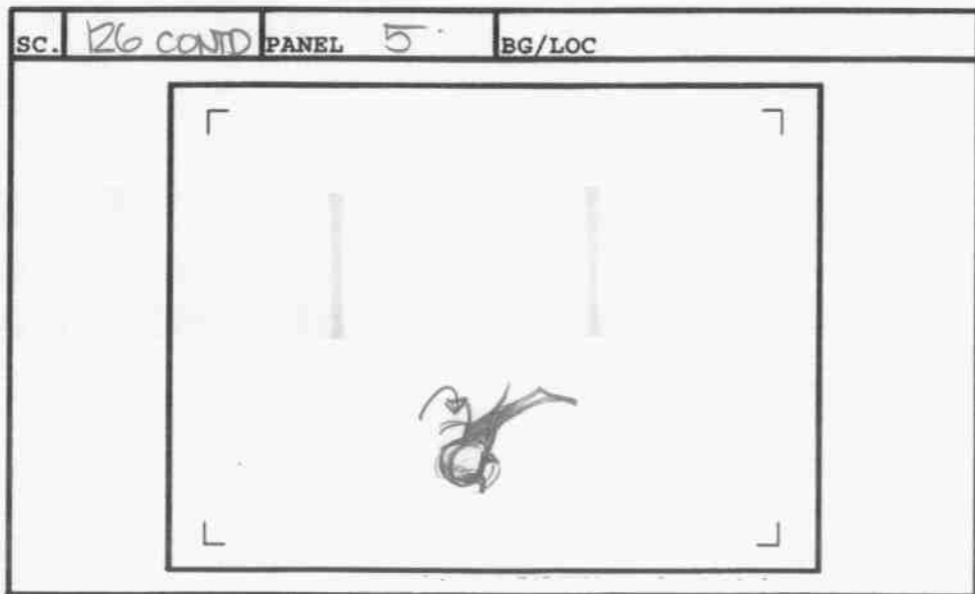
FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION THE BEETLE SQUEEZES INTO THE MUMMY'S MOUTH

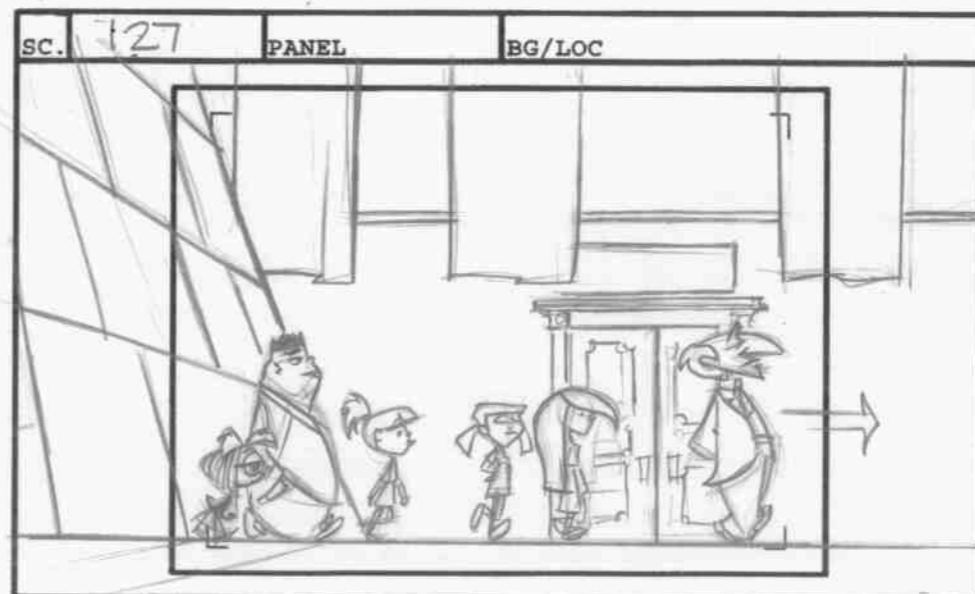
DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION INT MUSEUM - EGYPTIAN ROOM - OUTSIDE TOMB DR PAPPAS LEADS THE KIDS AWAY FROM THE DISPLAY.

DIAL

(71) BUDGE:
I CAN'T BELIEVE ...

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION
INT. MUSEUM - EGYPTIAN ROOM (CONTINUOUS)
CLOSE ON BUDGE HE'S TEASING THE
GIRLS.
(PAN BG)
HU SPEED

DIAL
(71) BUDGE: (CONTO)

... YOU GUYS ACTUALLY THOUGHT ..

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
BUDGE WAGGLES HIS FINGERS

DIAL (71) BUDGE: (CONTO)

THE MUMMY HAD COME TO LIFE!

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION
INT MUSEUM - HALLWAY TO Foyer
CLOSE ON CHRIS-ALICE, CARLA & MELANIE

DIAL
(72) CHRIS-ALICE:
YEAH, HA, HOW SILLY WAS THAT WHOLE ..

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES



ACTION
CHRIS-ALICE DOES "FINGER QUOTATION"

DIAL
(72) CHRIS-ALICE (CONTO)
.. "WHEN THE SUN MEETS THE MOON"

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

CARLA ROLLS HER EYES.

DIAL (72) CHRIS ALICE: (CONTD)

... MUMMY'S "CURSE" THING?

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

STOP BG PAN. THE GIRLS GAIN OUT

DIAL

(73) CARLA/MELANIE: (IN UNISON)
TOTALLY!

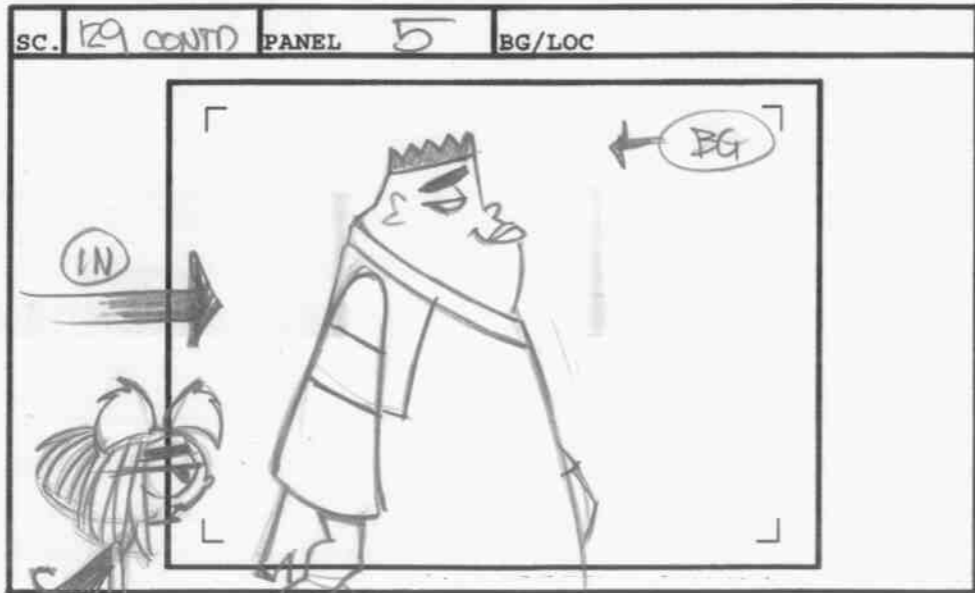
FX:

SFX:

DIRECTOR'S NOTES

FINAL	PROD #
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SLUG NOTES



ACTION
(START BG PAN) BUDGE & CREEPIE IN

DIAL
74 CREEPIE:
STILL IT WOULD HAVE BEEN

FX:
SFX:
DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION
BUDGE HAS SOMETHING STUCK TO HIS SHIRT.

DIAL
74 CREEPIE: (CONTD)
... NEAT TO MEET A...

FX:
SFX:
DIRECTOR'S NOTES

FINAL
PROD #

SLUG NOTES



ACTION

CREEPIE SNATCHES THE PIECE OF PAPER OFF BUDGE'S SHIRT

DIAL
(74) CREEPIE: (CONTD)

.. REAL PHAROAH WHO WORSHIPPED BUGS.

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

(STOP BG) THEY CONTINUE OUT

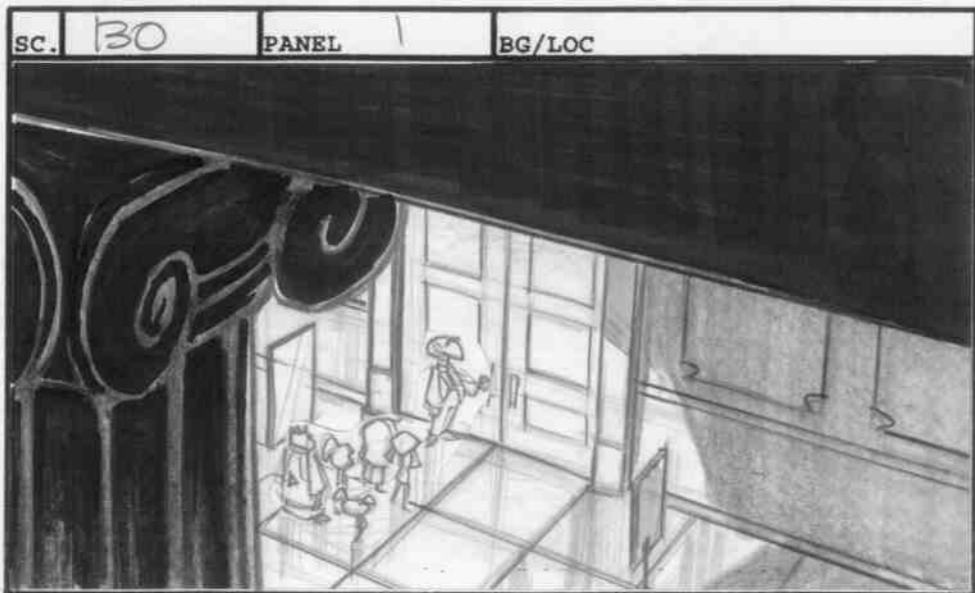
DIAL

FX:
SFX:

DIRECTOR'S NOTES

FINAL
PROD #

SLUG NOTES



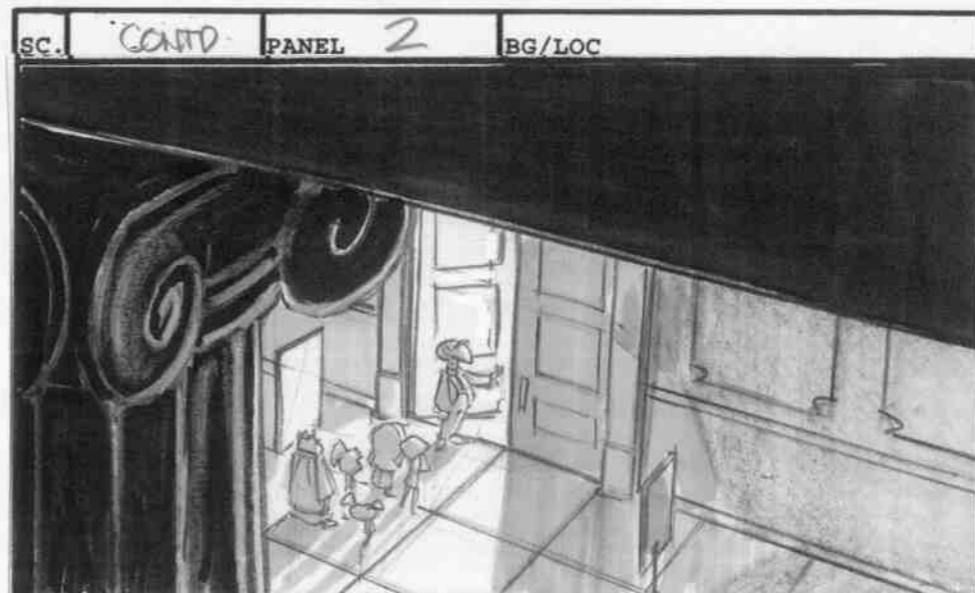
ACTION
INT. MUSEUM - FRONT DOORS
DR. PAPPAS AND THE KIDS ARE ABOUT TO LEAVE (BUDGE & CREEPIE SETTLE IN SCENE)

DIAL
(75) DR. PAPPAS:
NO MORE DAUHLING STUDENTS.

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
PAPPAS OPENS THE DOOR, LIGHT FLOODS IN -

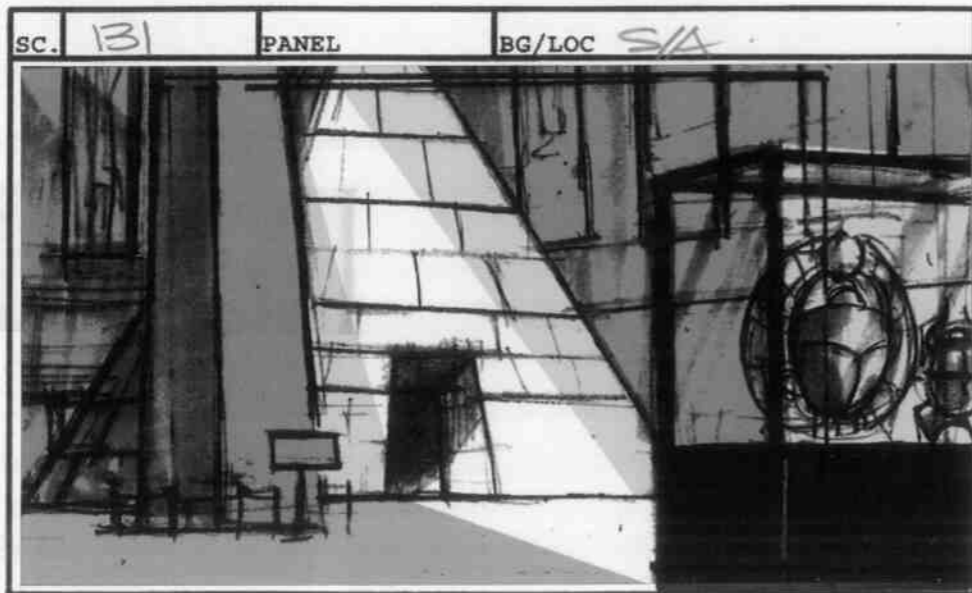
DIAL (75) DR. PAPPAS: (CONT)
COME ALONG!

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION
INT MUSEUM- EGYPTIAN ROOM.
A BEAM OF LIGHT ILLUMINATES THE ENTRANCE
TO THE PYRAMID.

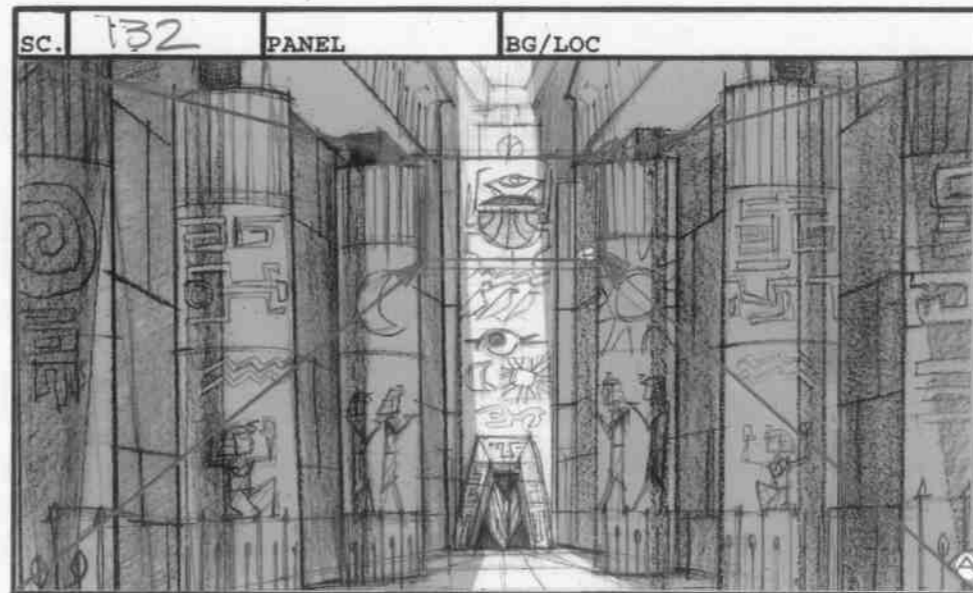
DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
INT. TOMB ENTRANCE - THE BEAM OF
LIGHT STRIKES ACROSS THE FAR WALL ILLUMINATING
THE MURAL.
TRUCK IN (A) - (B) ON THE BEETLE HOLDING THE JEWEL.

DIAL

FX:

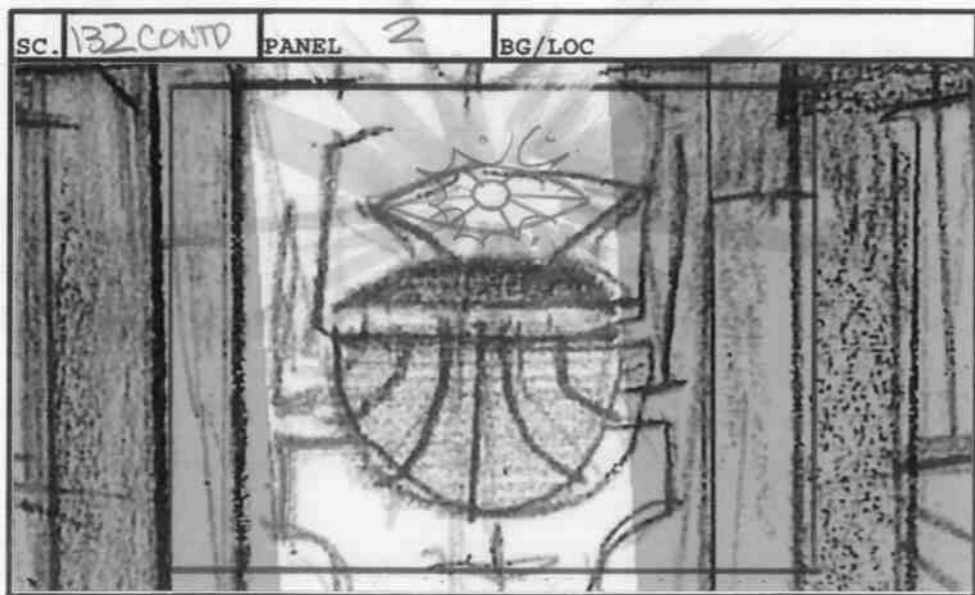
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

THE 'EYE' DESIGN BEGINS TO GLOW.

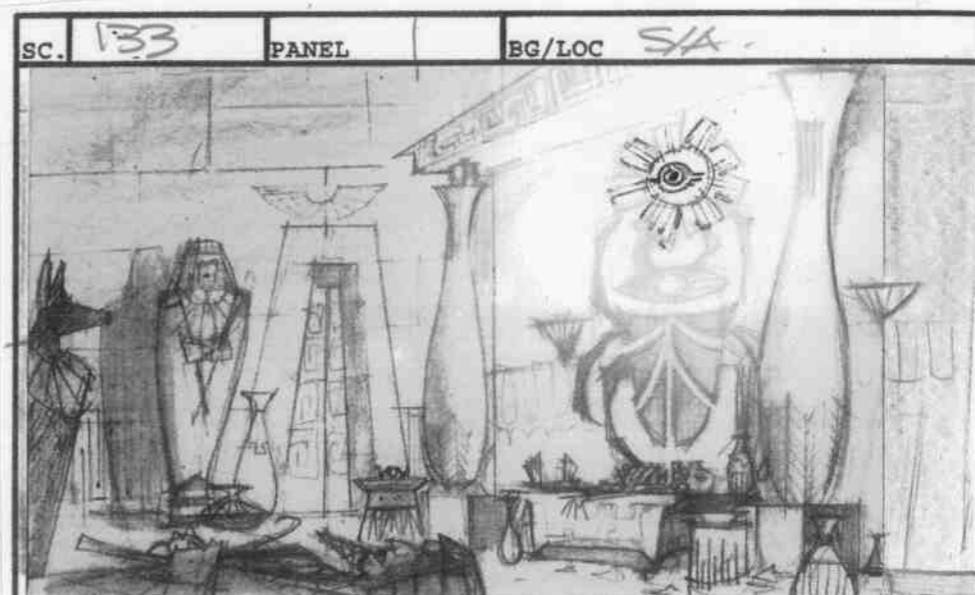
DIAL

FX:
SFX:

DIRECTOR'S NOTES

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SLUG NOTES



ACTION

INT. TOMB - TREASURE ROOM.
THE EYE OF THE DESIGN BEGINS TO GLOW AGAIN.

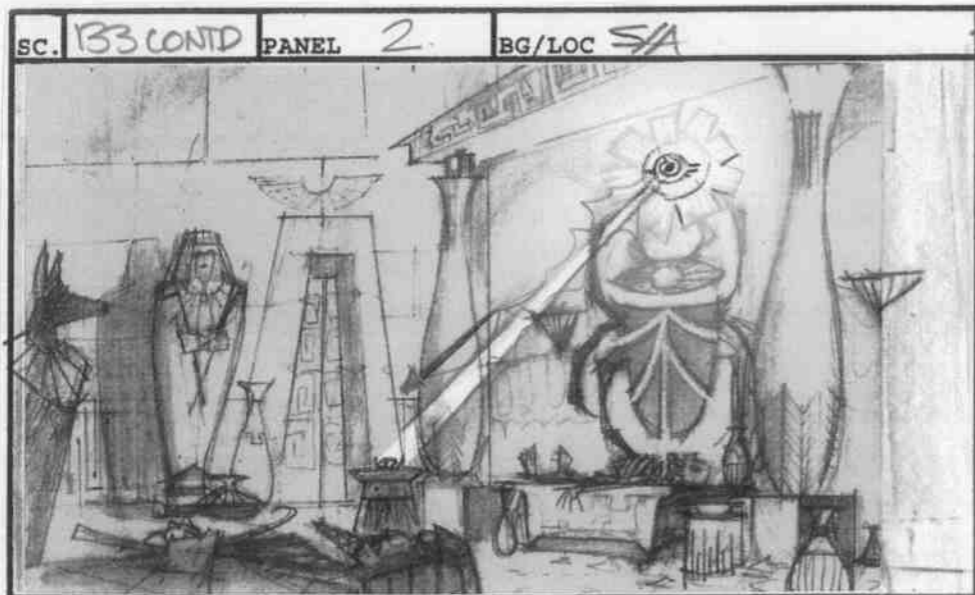
DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL	PROD #
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ACTION

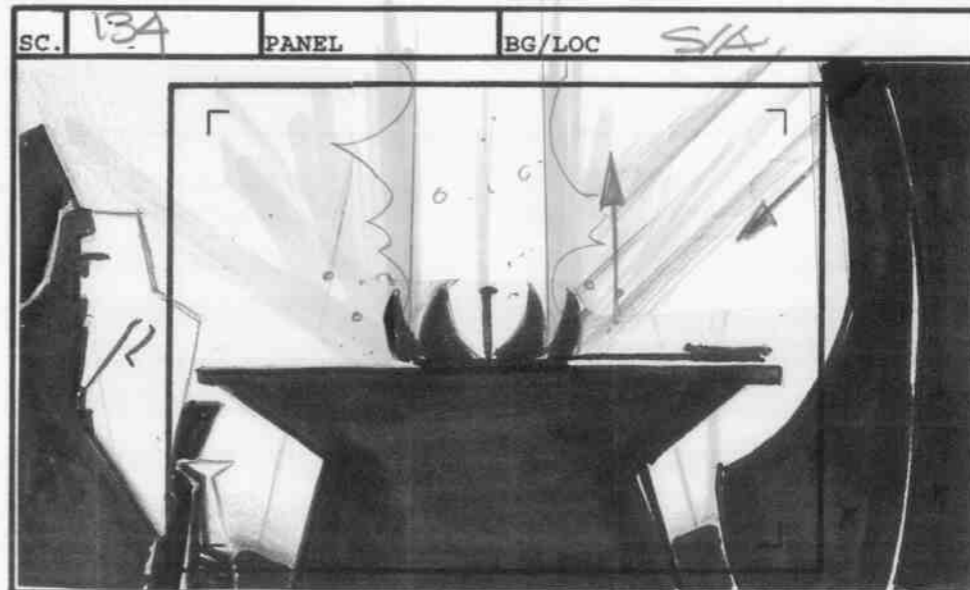
A BEAM OF LIGHT SHOOTS OUT OF THE EYE BACK AT THE SUNDIAL.

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

CLOSE ON SUNDIAL. THE BEAM OF LIGHT IS REFLECTED UPWARDS.

DIAL

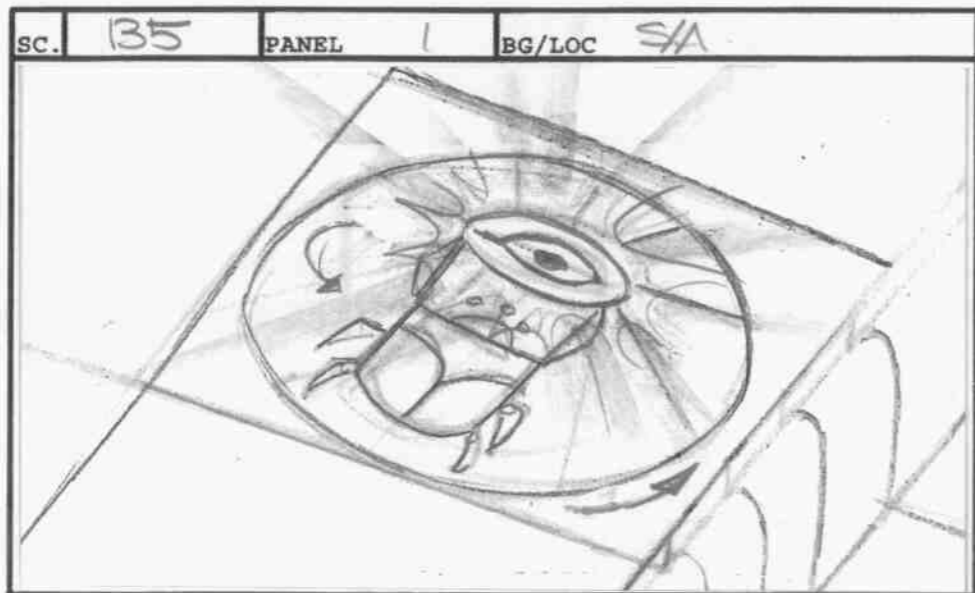
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

ANGLE ON CEILING - THE BEETLE ICON FROM EARLIER. THE EYE OF THE DESIGN BEGINS TO GLOW AS THE ICON ROTATES.

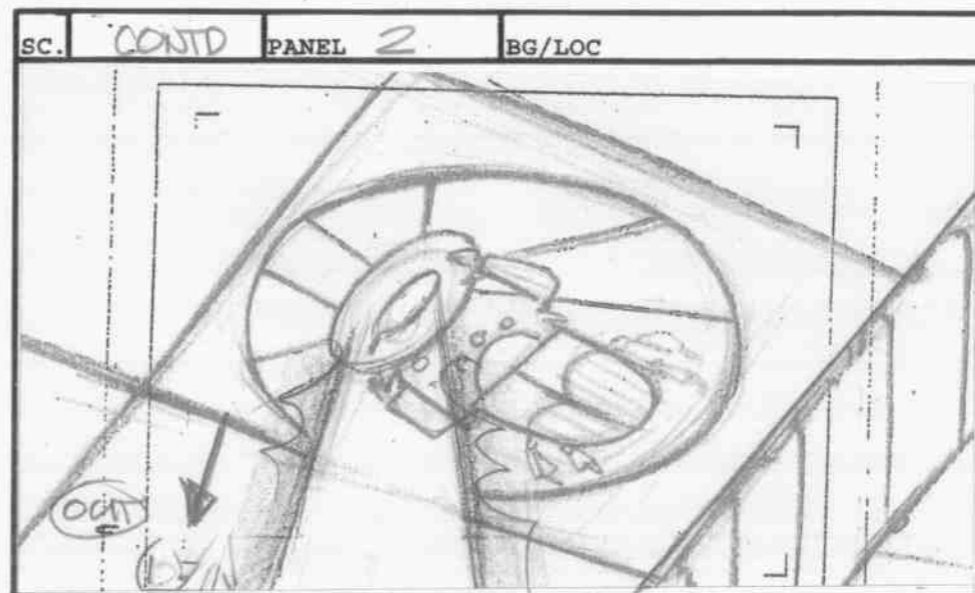
DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

A BEAM OF LIGHT SHOTS OUT OF THE EYE.

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

INT. TOMB - HALL OF KINGS. - ANGLE ON THE LARGE STATUE FROM EARLIER. THE BEAM OF INTENSE LIGHT SHOOTS IN --

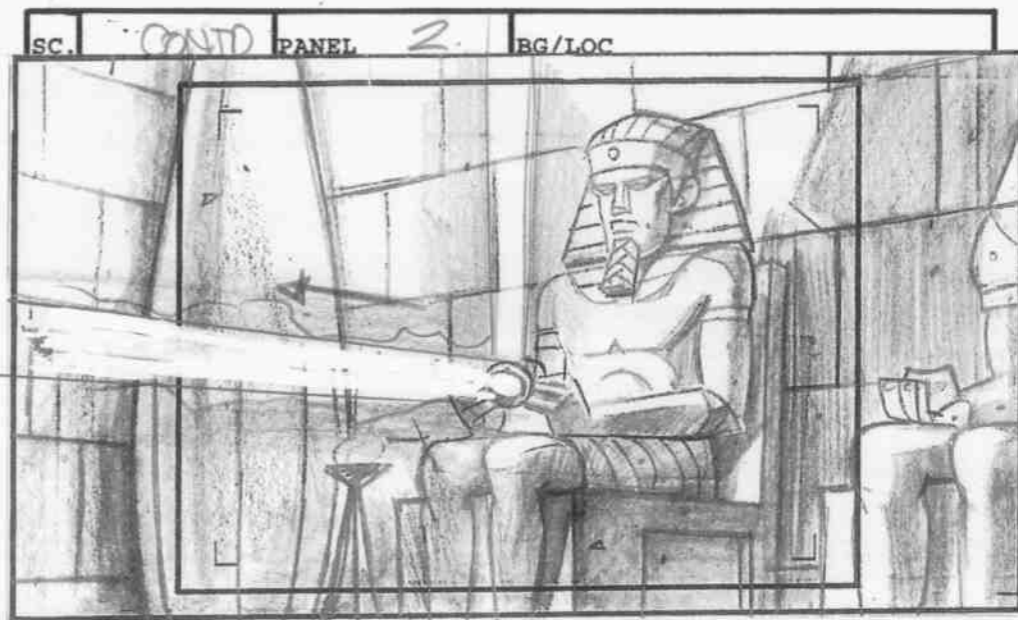
DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

-- AND THEN SHOOTS OUT FROM THE CROSSED SUN & MOON SYMBOLS.

DIAL

FX:

SFX:

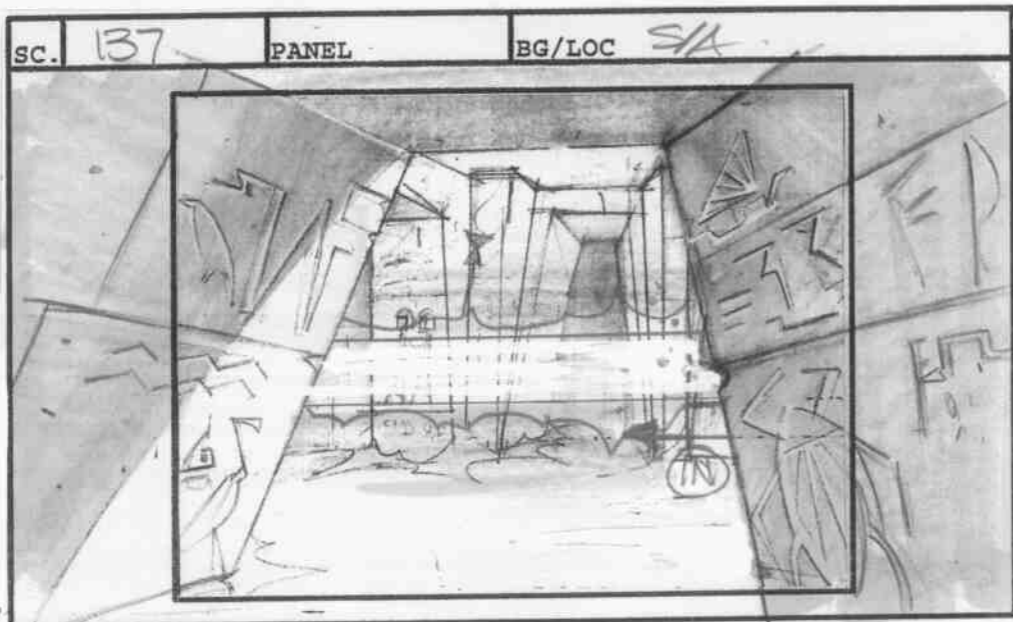
DIRECTOR'S NOTES

SLUG NOTES

--

FINAL

PROD #



ACTION

INT. TOMB- FOUR-WAY PASSAGEWAY
THE BEAM OF LIGHT SHOOTS THROUGH
SCENE

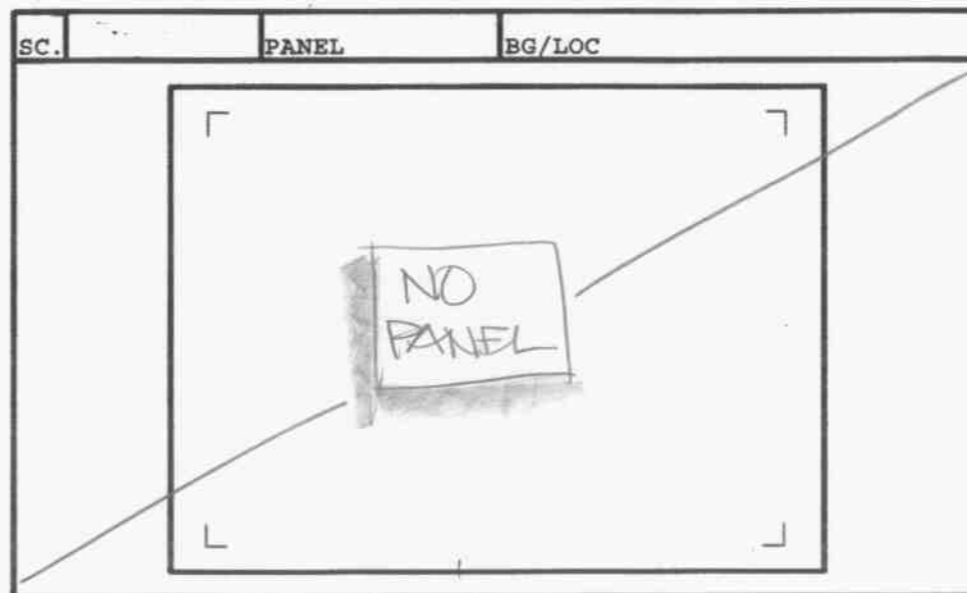
DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL

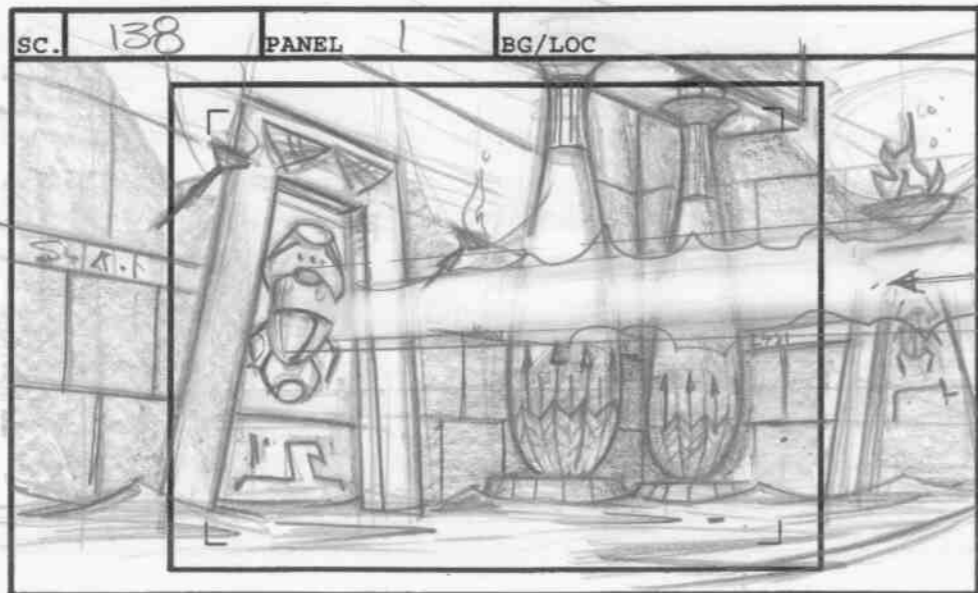
FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL	
PROD #	



ACTION INT. TOMB - SARCOPHAGUS ROOM - REV. ANGLE
THE BEAM OF LIGHT SHOOTS IN, STRIKING A
GOLDEN SCARAB SCULPTURE

DIAL

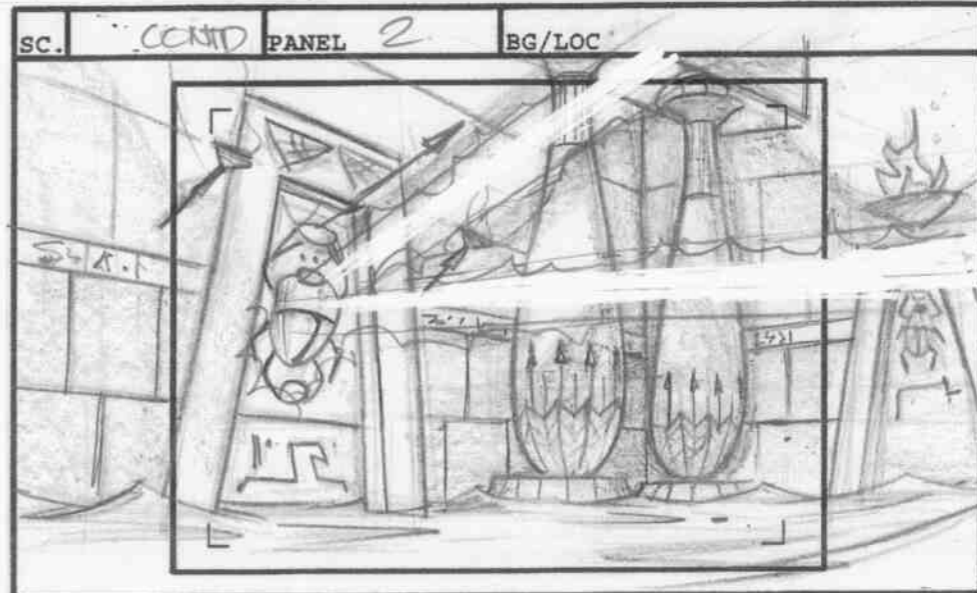
FX:

SFX:

DIRECTOR'S NOTES

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SLUG NOTES



ACTION THE BEAM OF LIGHT IS REFLECTED
UPWARDS.

DIAL

FX:

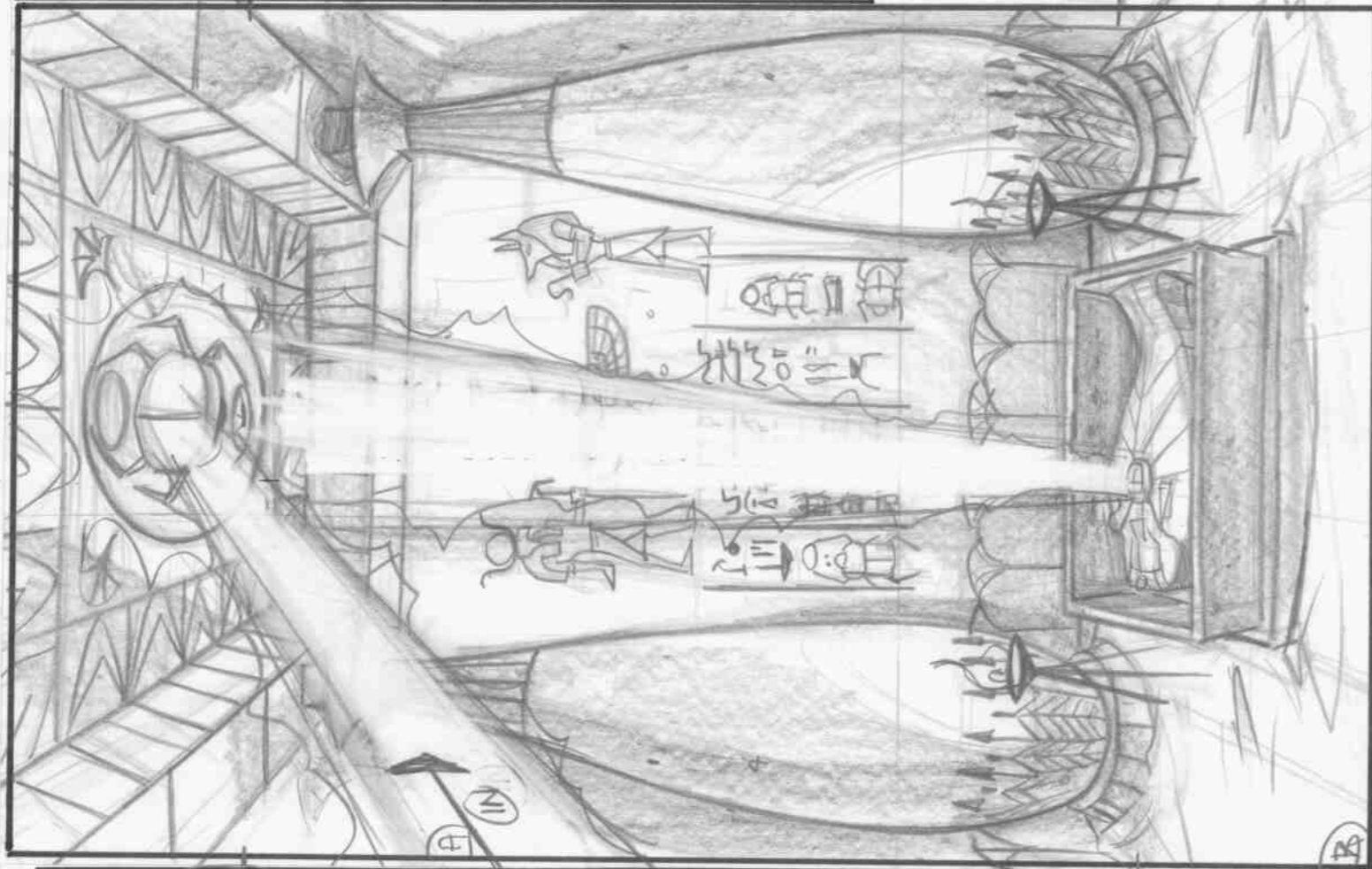
SFX:

DIRECTOR'S NOTES

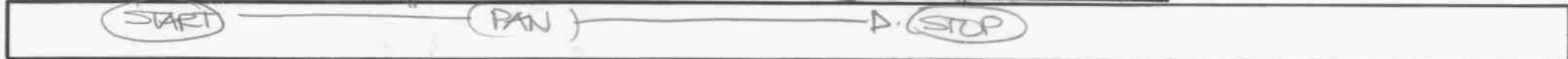
SLUG NOTES

FINAL
PROD #

SC. 139 PANEL BG/LOC



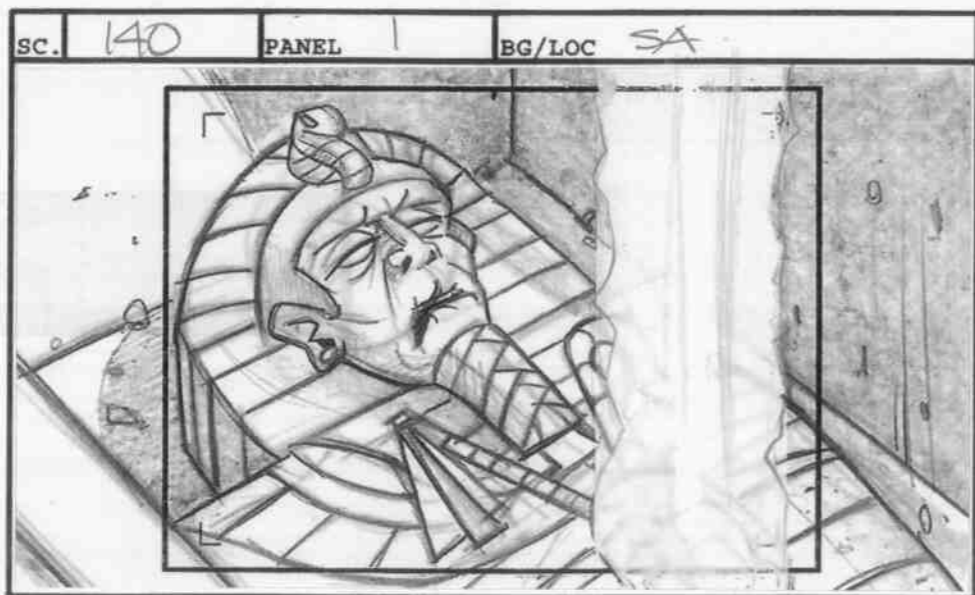
INT. KHEPER-RA'S TOMB - ANGLE
ON CEILING
THE BEAM OF LIGHT SHOTS IN
STRIKING A BEETLE SYMBOL
ON THE CEILING, (IT LOOKS LIKE THE
SYMBOL ON THE AMULET), AND IS
REFLECTED DOWN TO THE MUMMYS
AMULET WHICH BEGINS TO GLOW.
PAN W/ANIM (A) (B)



FINAL
PROD #

SLUG NOTES

SLUG NOTES



ACTION
CLOSE ON MUMMY IN SARCOPHAGUS.
THE BEAM OF LIGHT STRIKES THE
BEETLE AMULET.

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
THE BEAM OF LIGHT SNAPS OFF
TRUCK IN ON THE MUMMY'S FACE.

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

HOLD A BEAT

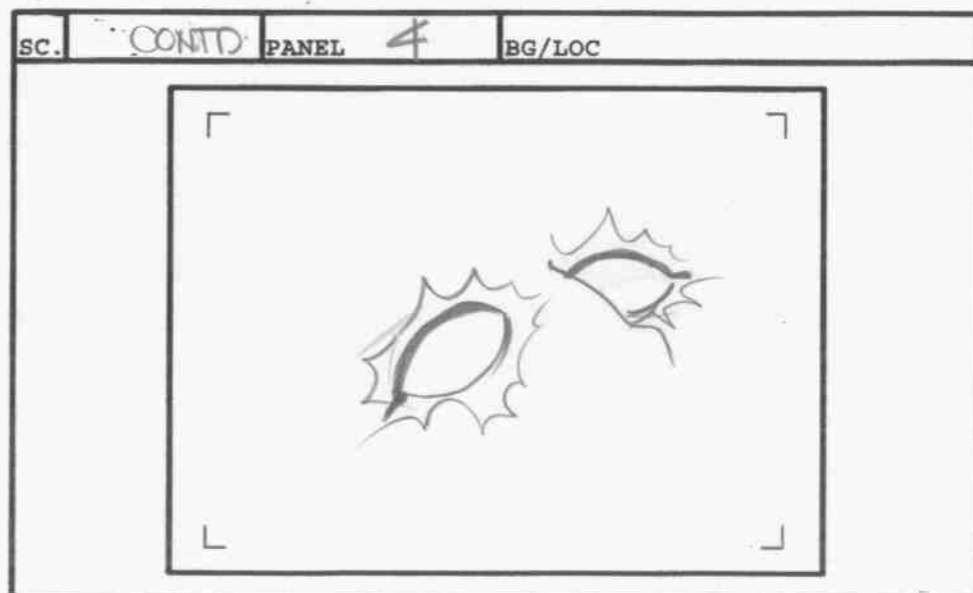
DIAL

FX:
SFX:

DIRECTOR'S NOTES

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SLUG NOTES



ACTION

THE MUMMY EYE'S SNAP OPEN

DIAL

MUMMY:

RRRAAAAGHHH!

FX:
SFX:

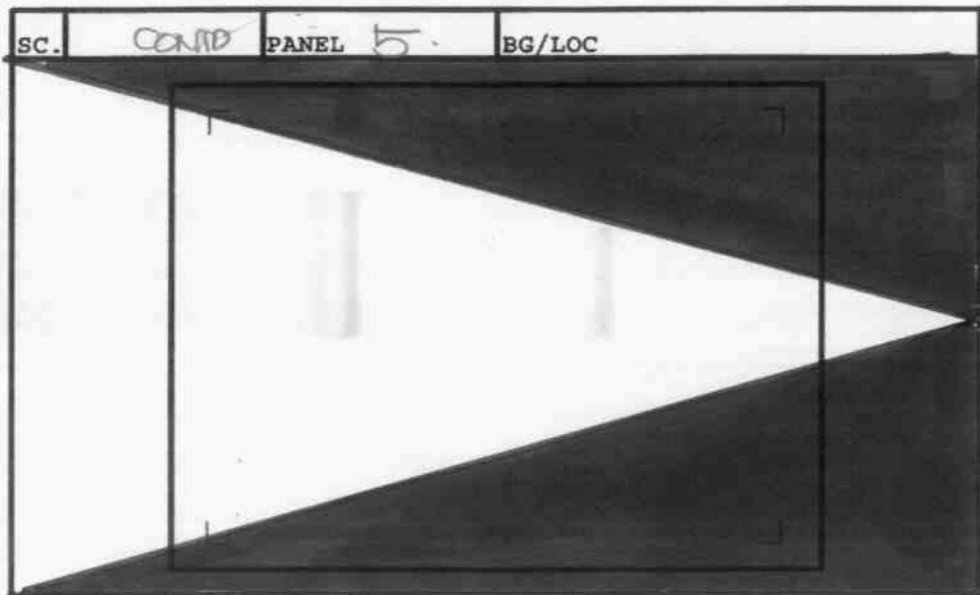
DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

GROWING
UP
CREEPY



ACTION

FADE TO BLACK

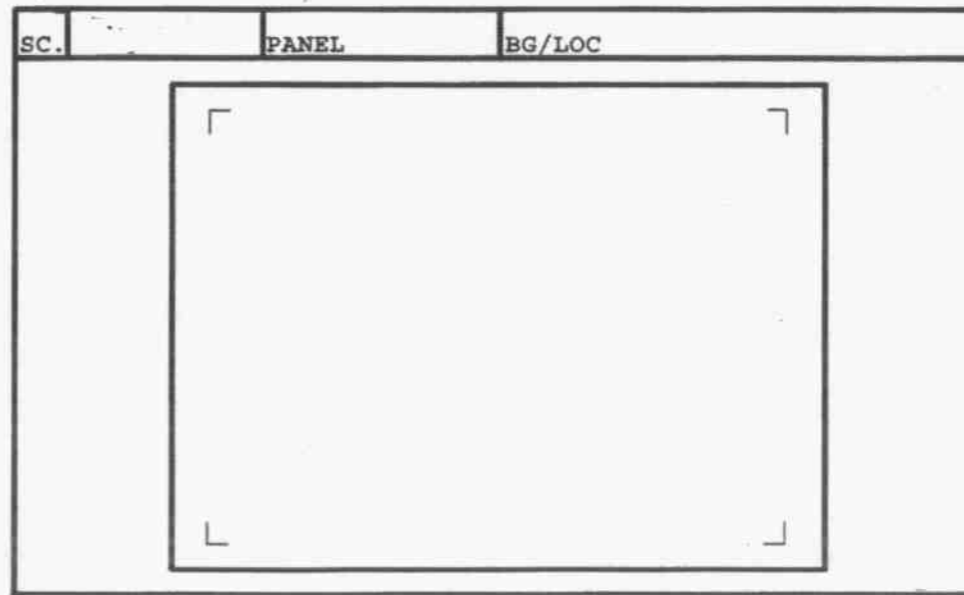
DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for notes]

SLUG NOTES



ACTION

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #