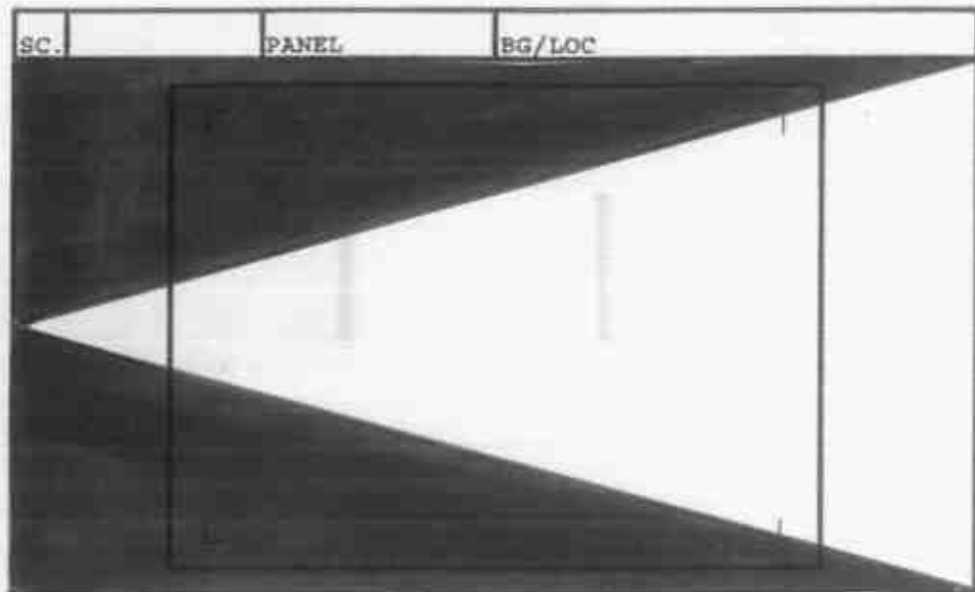


growing
UP
CREEPIE



385-149- 'THE HAUNTING OF TIKI LAGOON'



ACTION

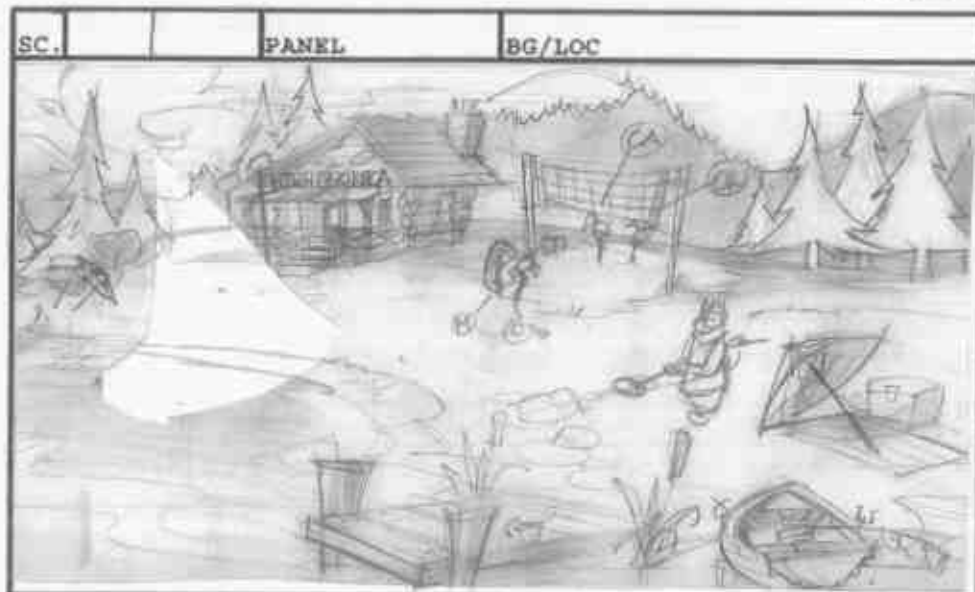
FADE IN

DIAL

FX:
SPX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

EXT. BEACH - (DAY)
IT'S A BEAUTIFUL DAY AND THE KIDS
ARE PLAYING AT THE BEACH.

DIAL CHRIS - ALICE:

OMON CREEPIE...

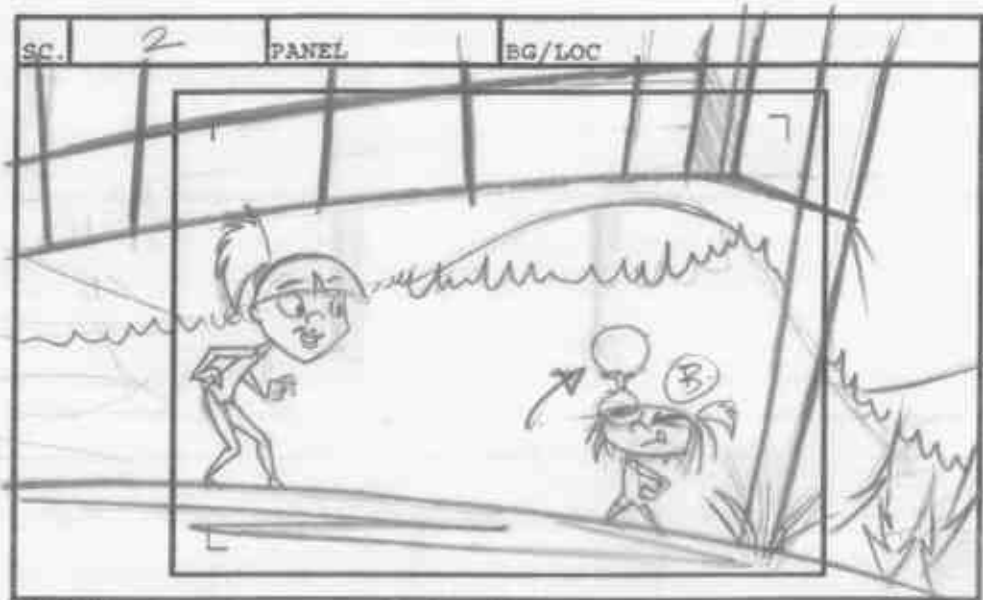
FX:
SPX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

EXT. BEACH - (DAY)
WIDE ON CHRIS-ALICE AND CREEPIE WHO IS ABOUT TO SERVE THE BALL!

DIAL

① CHRIS-ALICE: (CONTD)

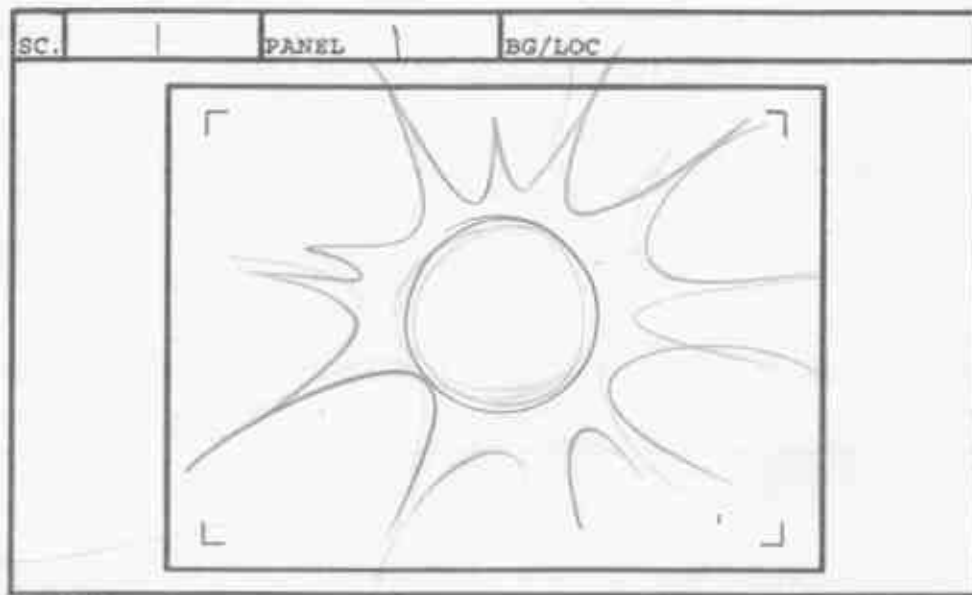
.. JUST LIKE I TAUGHT YOU. THROW IT UP ..

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

ANGLE ON SUN - IT'S A BRIGHT, SUNNY DAY.

EFX: (GLOW)

DIAL

FX:

SFX:

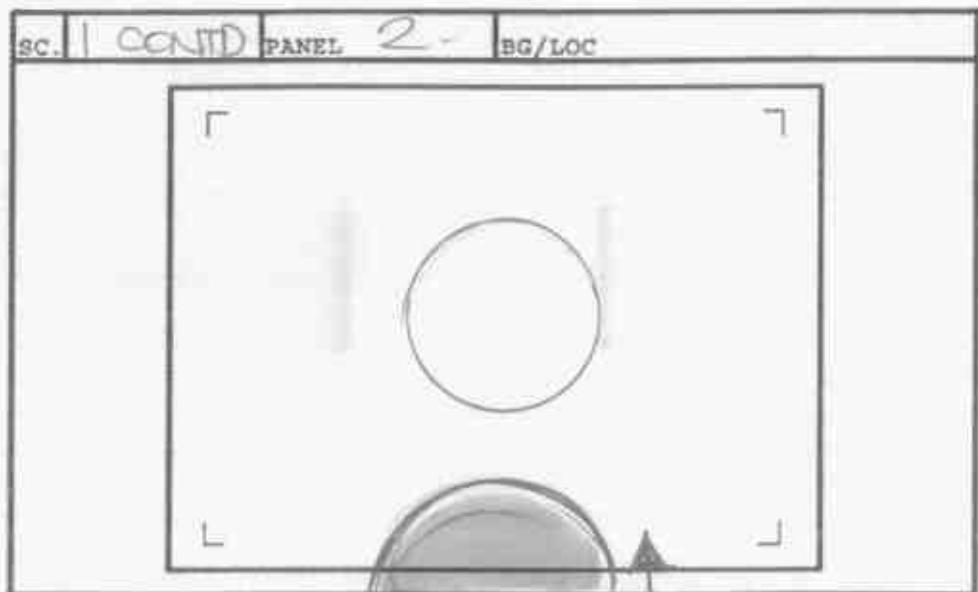
DIRECTOR'S NOTES

SLUG NOTES



FINAL

PROD #



ACTION

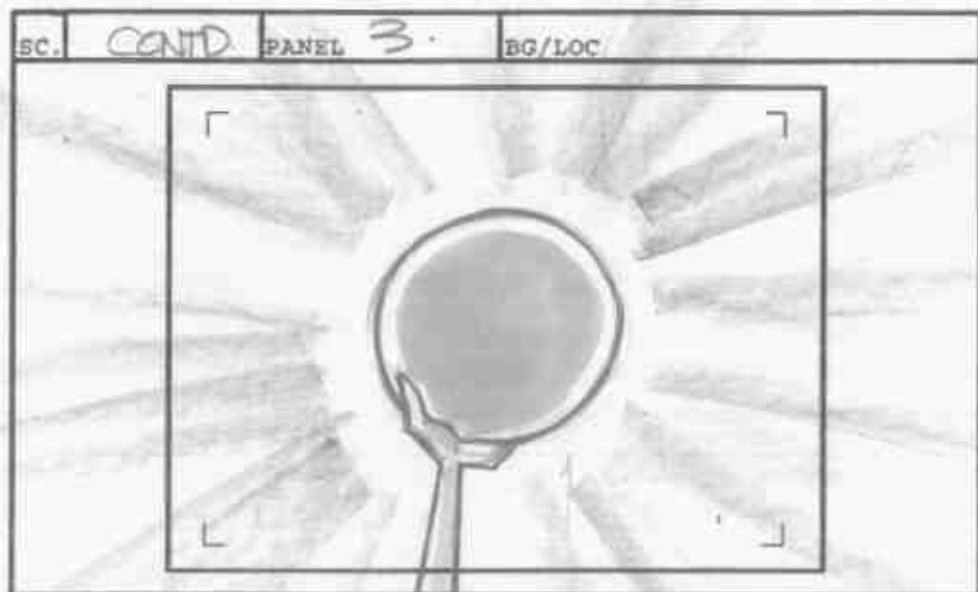
A BALL RISES UP INTO SCENE ..

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

.. BLOCKING THE SUN LIKE AN ECLIPSE ..

FX: (FLARE)

DIAL

① CHRIS-ALICE (OS)

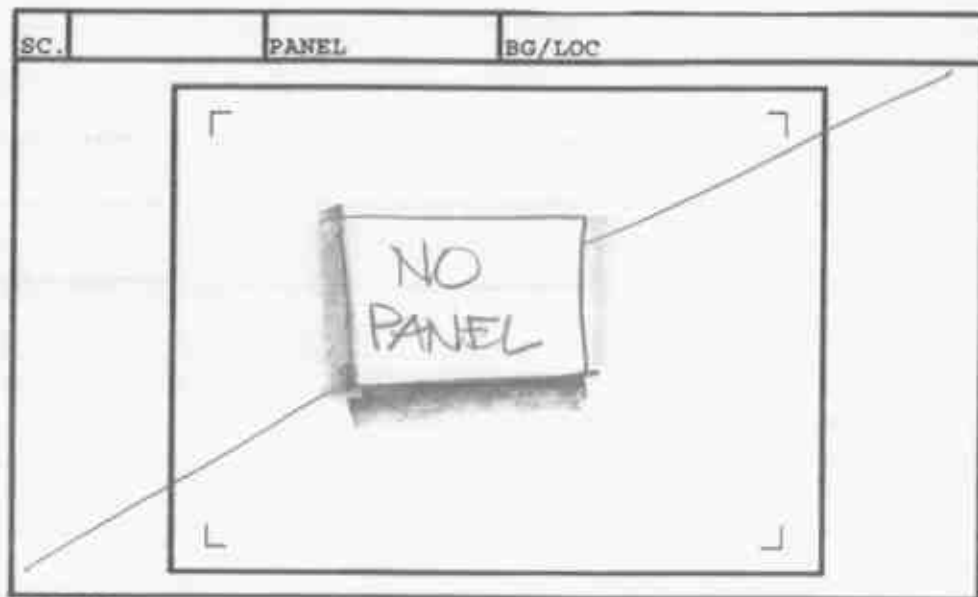
C'MON CREEPIE

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL	
PROD #	



ACTION



ACTION

-CLOSE ON CREEPIE.

DIAL

DIAL ① CHRIS-ALICE : ② OS (CONTD)

FX:
SFX:

FX:
SFX:

AND SMACK IT JUST LIKE YOU'D
SMACK A FLY WITH A FLYSWATTER!

DIRECTOR'S NOTES

DIRECTOR'S NOTES

--

SLUG NOTES

SLUG NOTES

FINAL

PROD #



ACTION

CREEPIE LOOKS OVER AT CHRIS-ALICE

DIAL

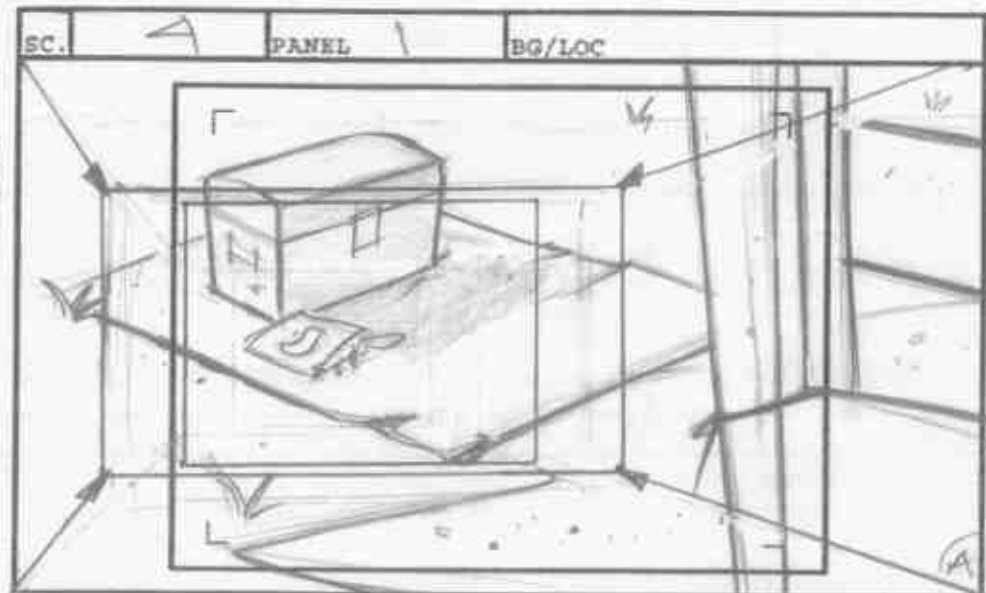
② CREEPIE

I DON'T DO FLYSWATTERS!

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

-EXT. BEACH - ANGLE ON ICE COOLER SITTING ON A TOWEL BY THE VOLLEYBALL NET. TRUCK IN ON OPEN BAG OF CHIPS. PAULIE AND GAT ARE CHewing DOWN.

DIAL

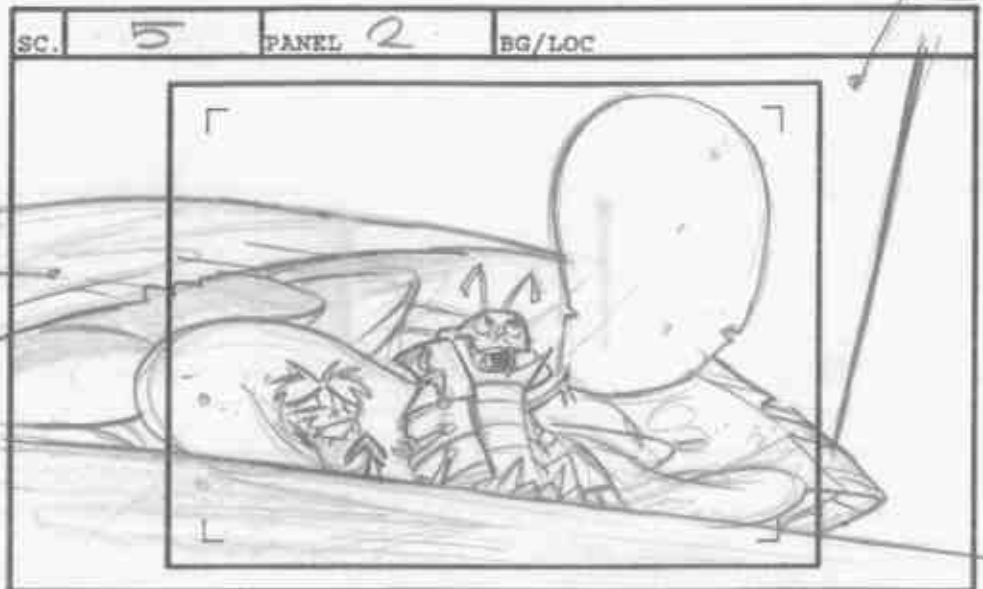
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



BAG OF CHIPS.

COOLER

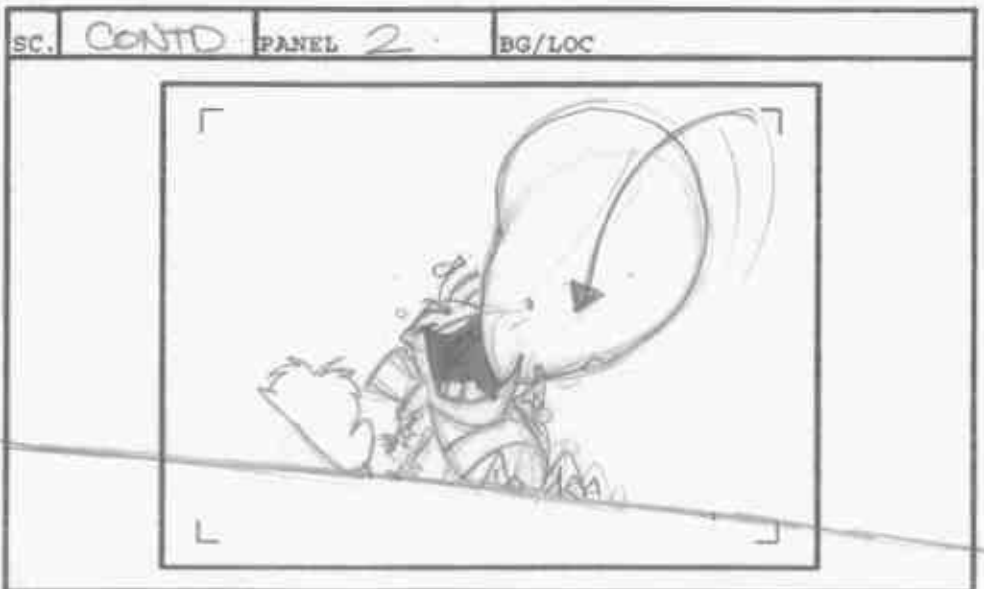
ACTION
CLOSER ON PAULIE AND GNAT, RELAXING
BESIDE A BAG OF CHIPS. PAULIE IS HOLDING A CHIP.

DIAL

FX:
SPX:
DIRECTOR'S NOTES

[Empty box for notes]

SLUG NOTES



ACTION
PAULIE GOBBLES THE CHIP

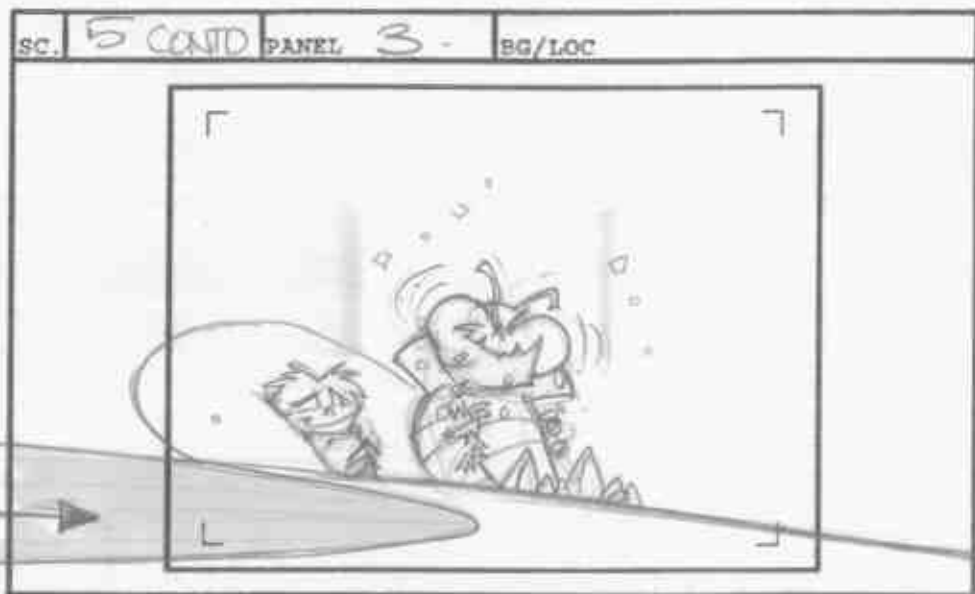
DIAL

FX:
SPX:
DIRECTOR'S NOTES

[Empty box for notes]

SLUG NOTES

FINAL
PROD #



ACTION

AS PAULIE CHEWS HAPPILY AWAY AN OS HUM GROWS AND A SHADOW SLIDE IN.. OVER PAULIE'S GUT

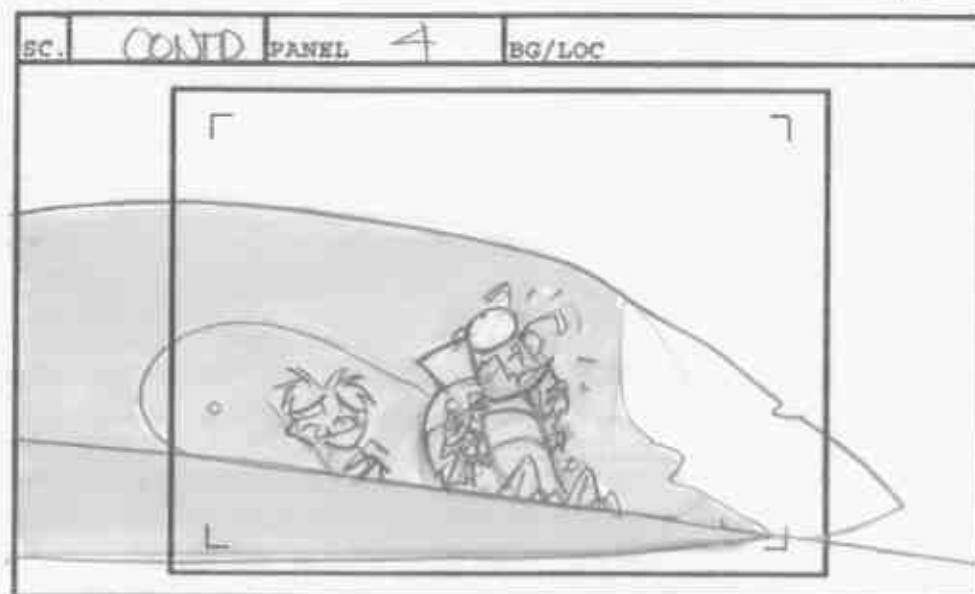
DIAL

EFX: (SHADOW)

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

PAULIE NOTICES THAT SHADOW MOVING OVER THEM.

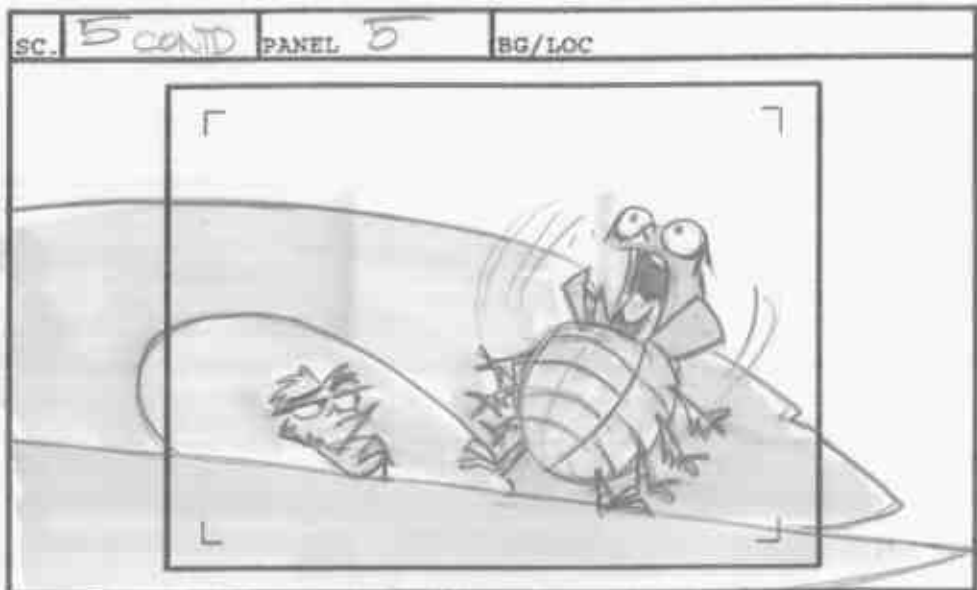
DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

PAULIE FREAKS OUT

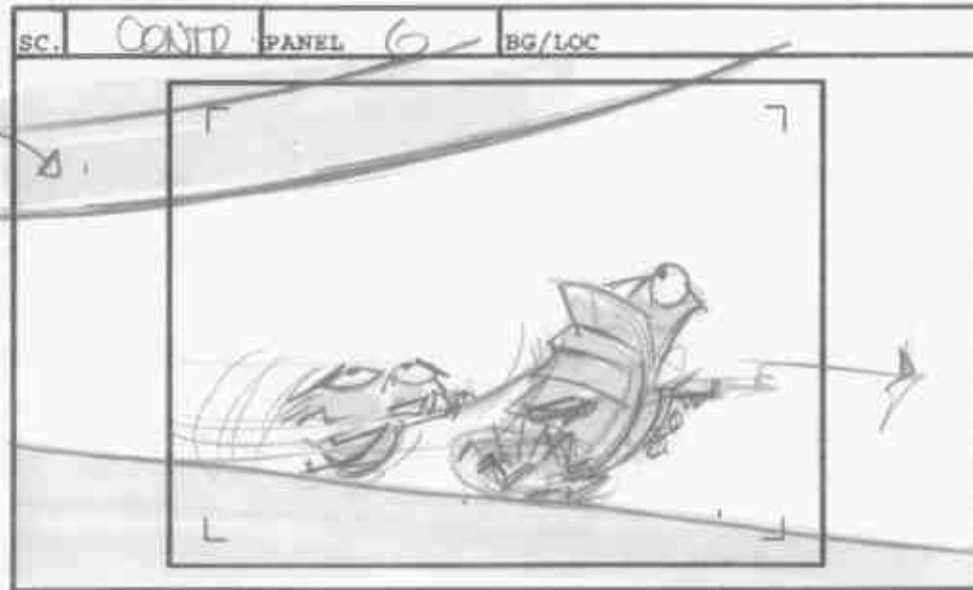
DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

HE GRABS GNAT AND THEY TAKE OFF. A DARK SHAPE SLIDES IN.

DIAL

FX:
SFX:

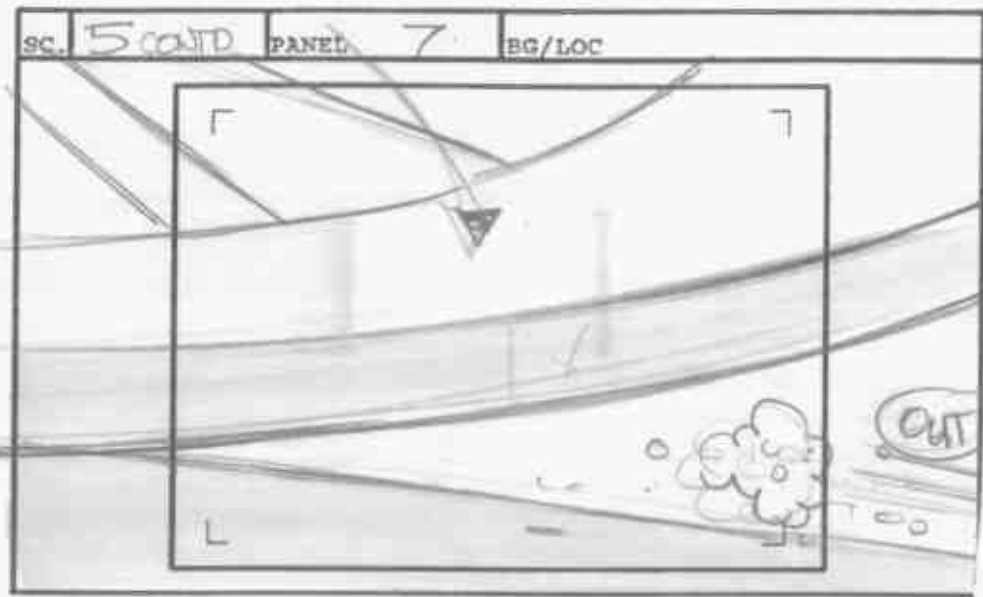
DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

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

growing
UP
CREEPY



ACTION

EFX: (DUST)

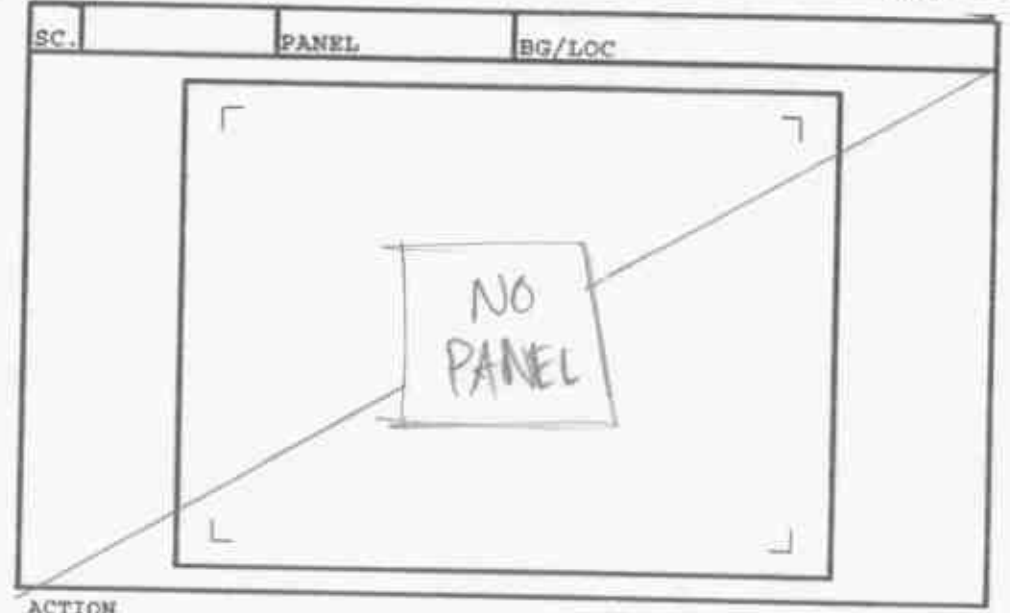
DIAL

FX:
SPX:

DIRECTOR'S NOTES

[Empty rectangular box for notes]

SLUG NOTES



ACTION

DIAL

FX:
SPX:

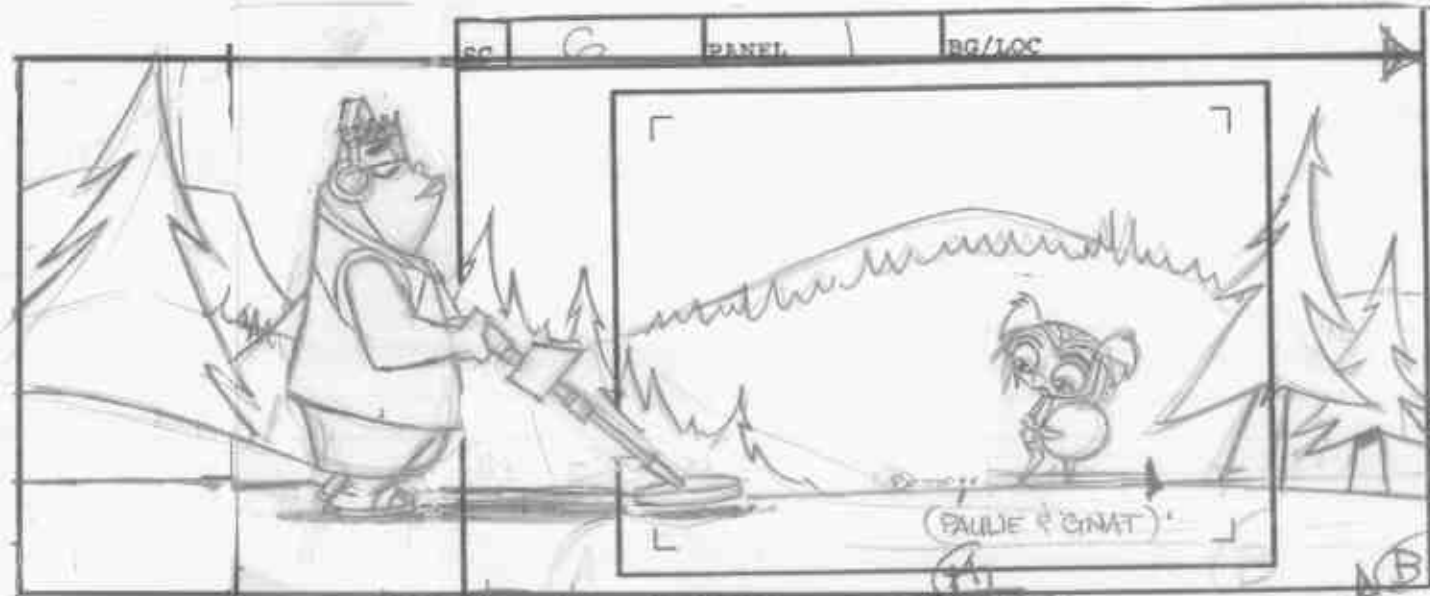
DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

growing
up
creepie



START (PAN) STOP
 WIDE ON BURGE, PAN W/ACTION (A) → (B)
 PAULIE & GINAT ZIPPING THROUGH SCENE
 FOLLOWED BY BURGE WITH A METAL DETECTOR

DIAL FX: (SHADOW, DUST)

DIAL

FX:
 SFX:

DIRECTOR'S NOTES

SLUG NOTES

FX:
 SFX:

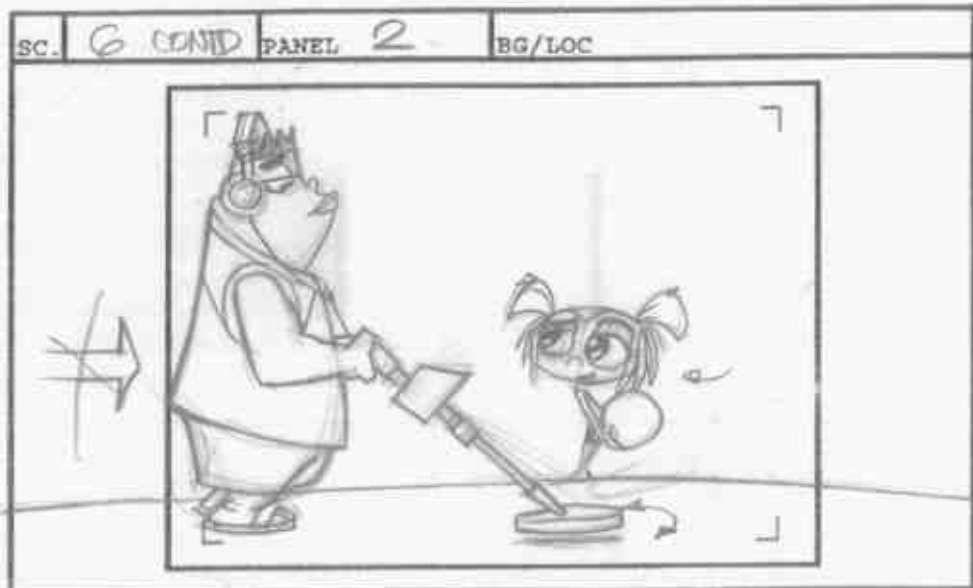
DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

growing
up
creepie



ACTION

BUDGE, WEARING HEADPHONES, ENTERS.

DIAL

FX:

SFX:

DIRECTOR'S NOTES

[Empty rectangular box for notes]

SLUG NOTES



ACTION

BUDGE STOPS AS CREEPIE JOINS HIM.

DIAL ⑥ BUDGE:

I JUST KNOW I'M GOING TO FIND...

FX:

SFX:

DIRECTOR'S NOTES

[Empty rectangular box for notes]

SLUG NOTES

FINAL

PROD #

HU



ACTION → CLOSE ON BUDGE
HE PULLS HIS HEADPHONES OFF.

DIAL (6) BUDGE (CONTD)
..(SOMETHING AMAZING) TODAY

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for notes]

SLUG NOTES



ACTION

DIAL (6) BUDGE
.. WITH MY NEW..

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #

GROWING UP
CREEPIE



ACTION
EXT. BEACH - (DAY)
WIDE ON BUDGE & CREEPIE (CHU ROSE)

EFX: (SHADOW)
DIAL
⑥ BUDGE: (CONT'D)

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES



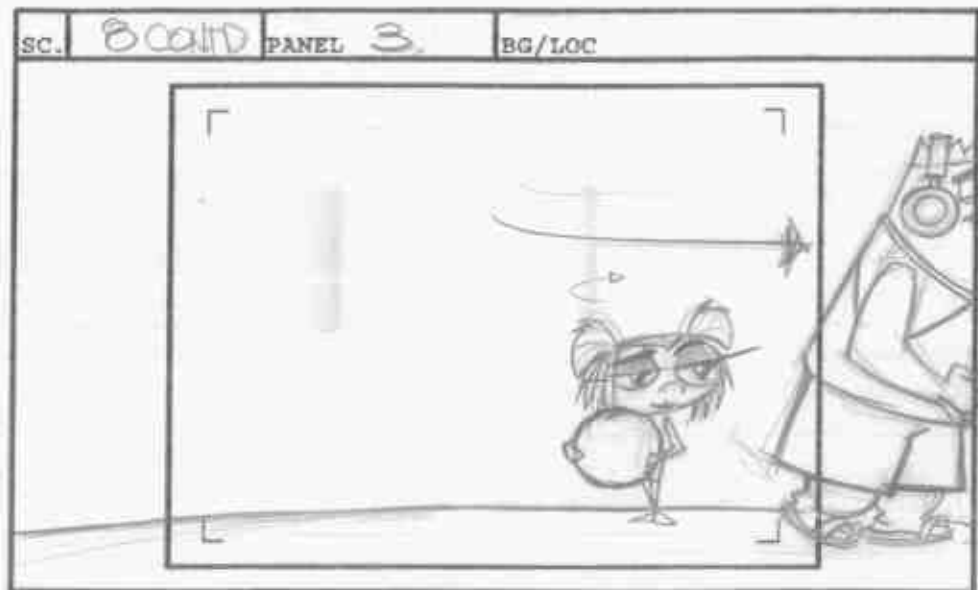
ACTION
BUDGE LOWERS THE SAND SWEEPER AND REACHES UP FOR HIS HEADPHONES.

DIAL

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

BUDGE GOES BACK TO HIS "METAL-DETECTING"

DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

CREEPIE TURNS BACK TO THE VOLLEYBALL GAME

DIAL

⑦ CREEPIE:

HERE GOES NOTHING!

FX:

SFX:

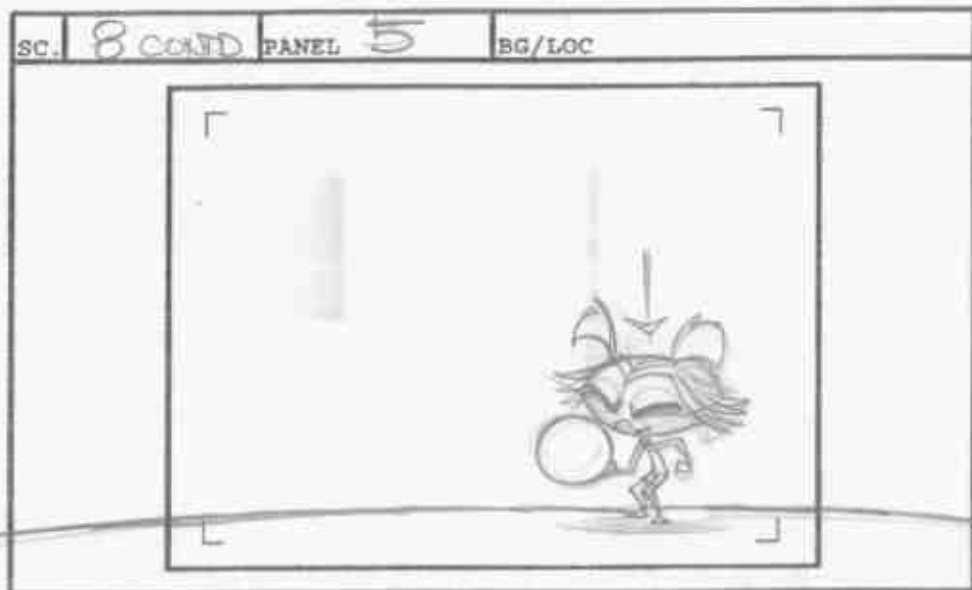
DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

growing
up
CREEPIE



ACTION

CREEPIE ANTI'S DOWN

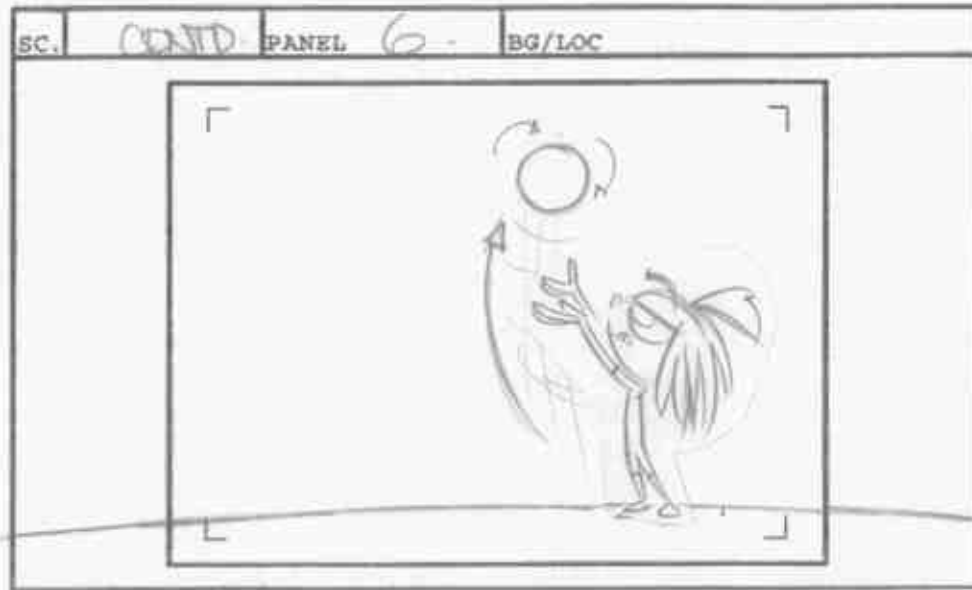
DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

CREEPIE TOSSES THE BALL UP

DIAL

FX:
SFX:

DIRECTOR'S NOTES

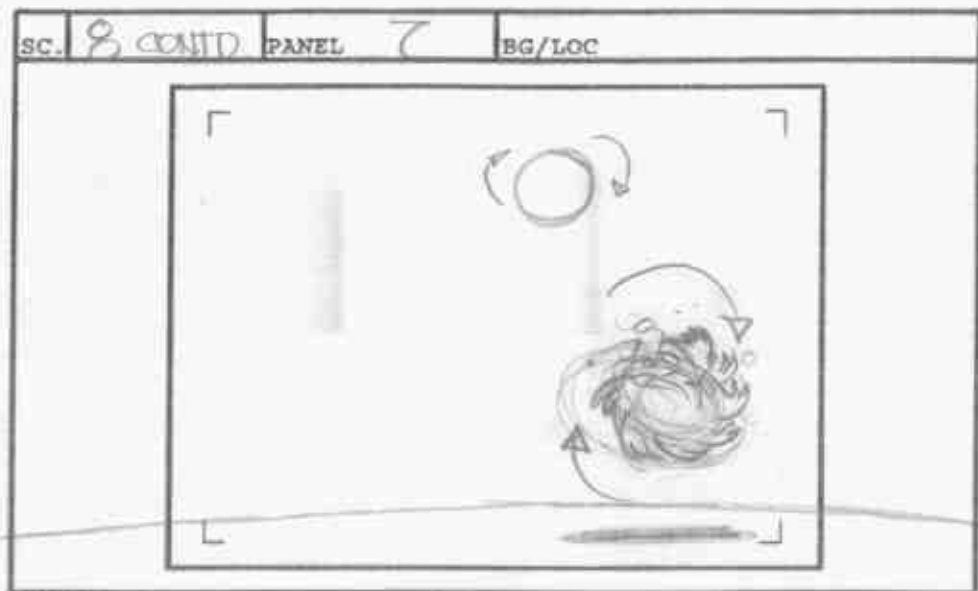
[Empty box for Director's Notes]

SLUG NOTES

FINAL

PROD #

growing
up
creepie



ACTION

CREEPIE DOES A "FLIP" SPIN

EFF: (SPIN)

DIAL

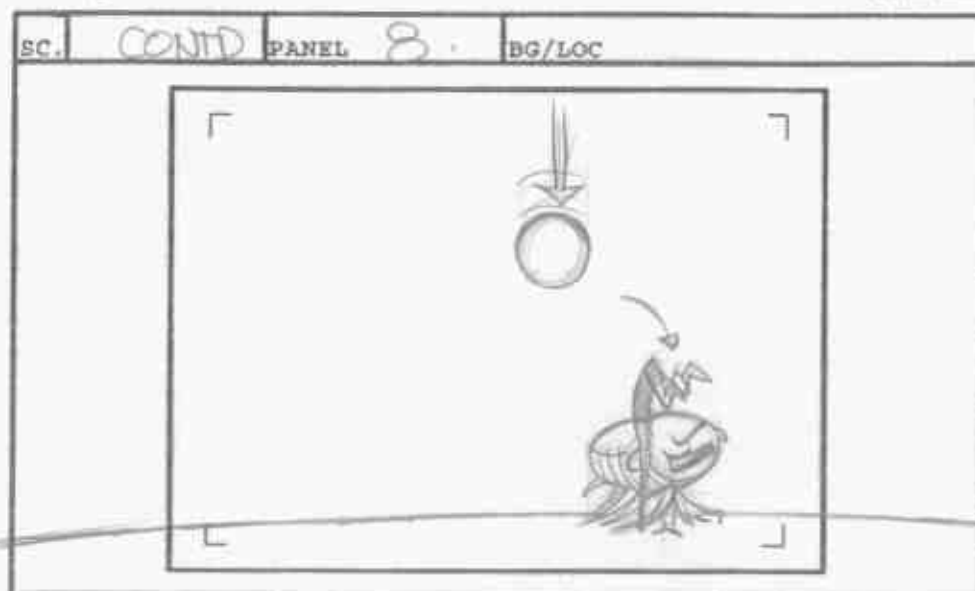
FX:

SFX:

DIRECTOR'S NOTES

--

SLUG NOTES



ACTION

LANDING ON HER HANDS

DIAL

FX:

SFX:

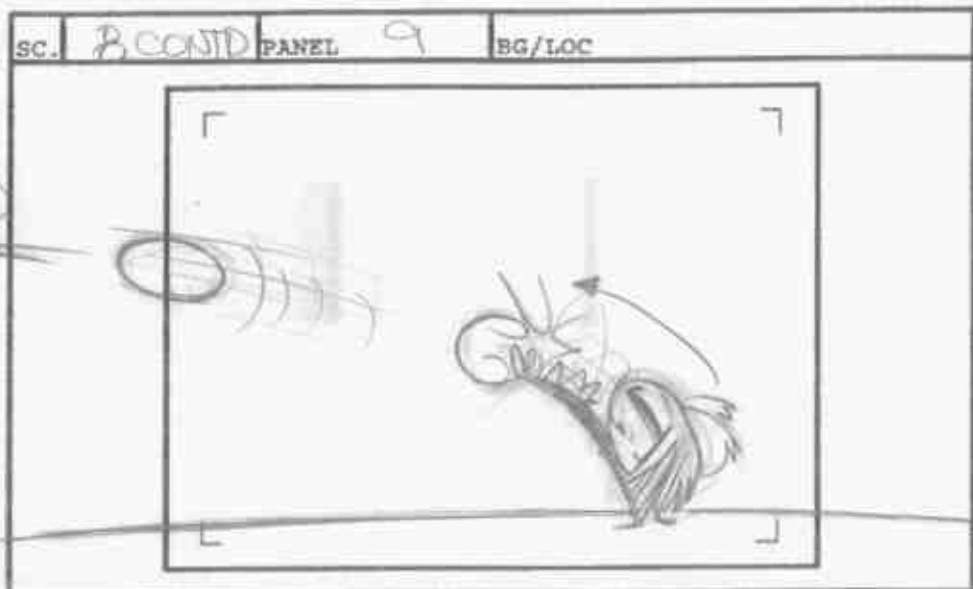
DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

growing
up
CREEPIE



ACTION

CREEPIE WHACKS THE BALL WITH HER FEET THEN ...

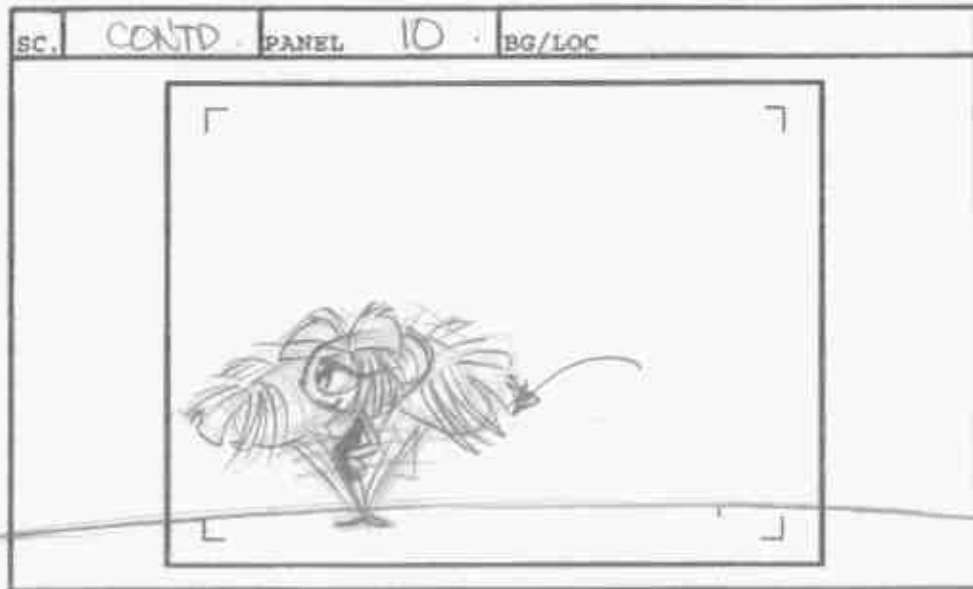
DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

•• SNAPS UPRIGHT, VIBRATING TO A STOP

EFX (SPEED LINES)

DIAL

FX:

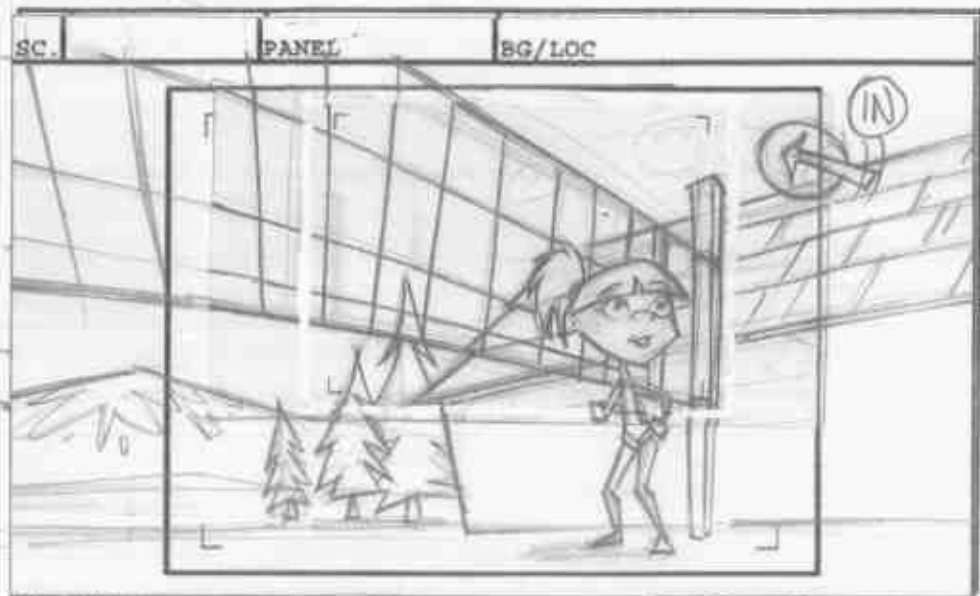
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

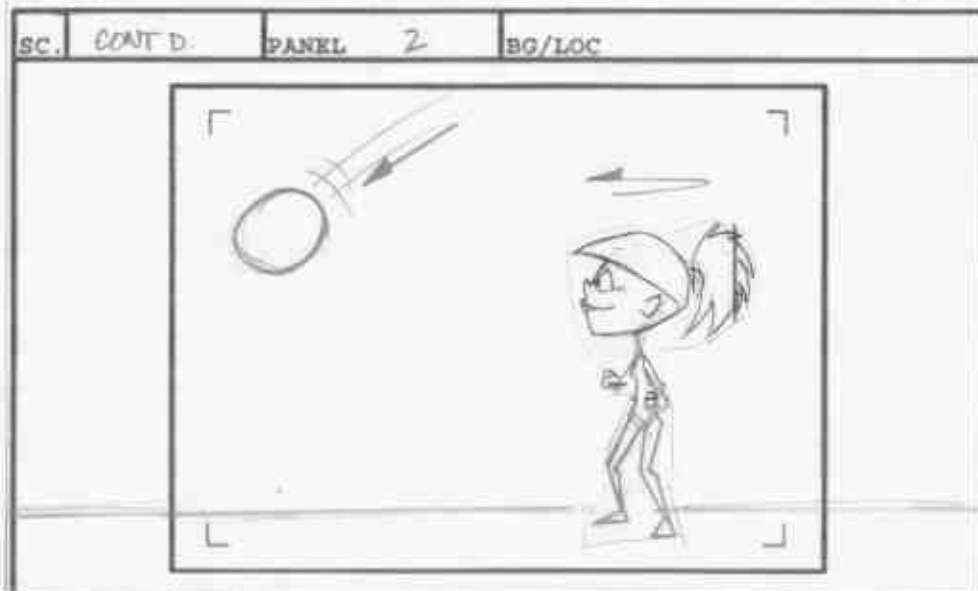
ANGLE ON VOLLEYBALL NET CHRIS-ALICE WATCHS AS THE BALL ROCKET'S IN.

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL

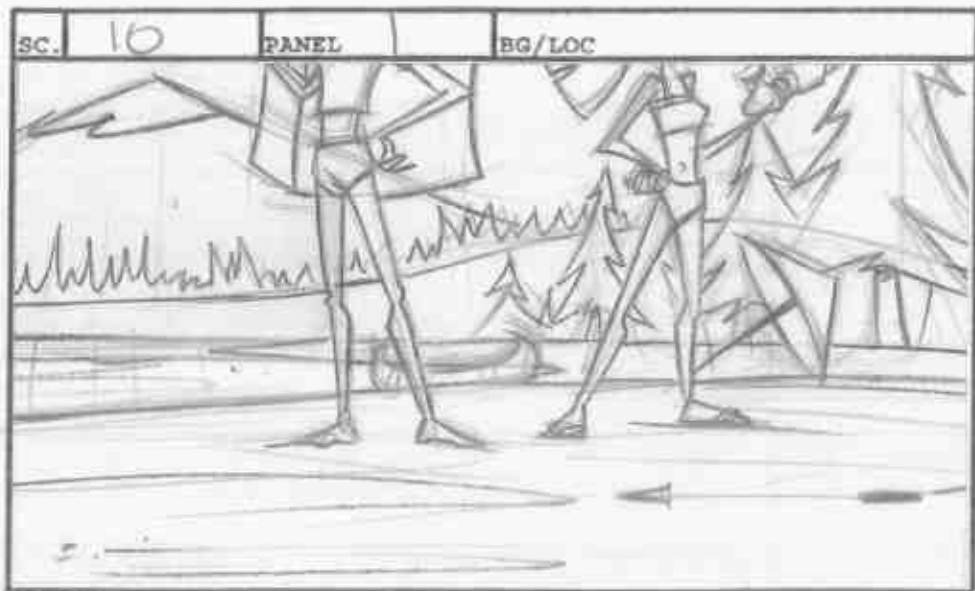
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



(SHADOW OF BALL)

ACTION

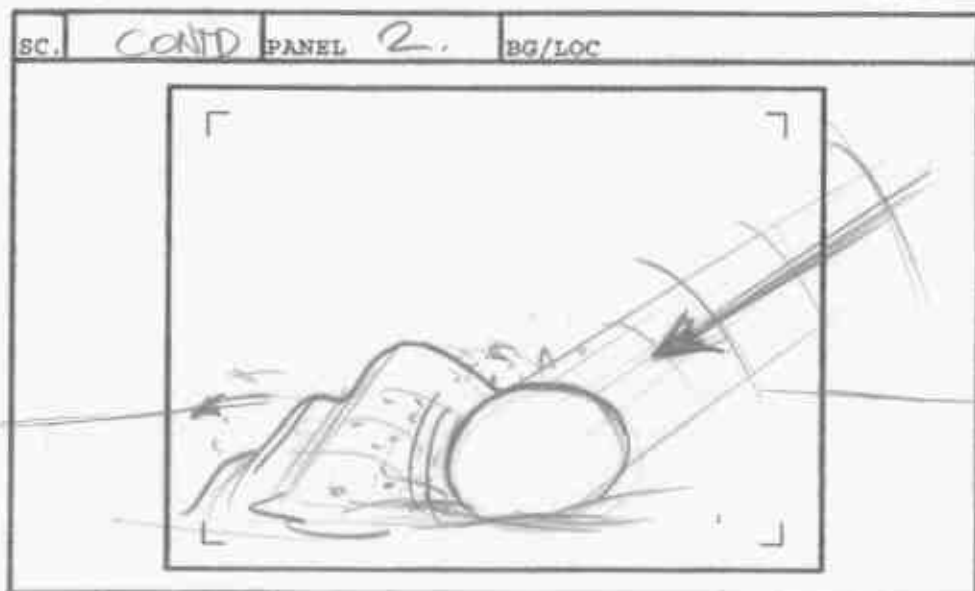
ANGLE ON CARLA & MELANIE'S FEET

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



(N)

ACTION

THE VOLLEYBALL SLAMS INTO THE SAND SPRAYING CARLA & MELANIE

EFX: (SHADOW)

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

growing
up
creepie



STOP
↑
PAN
↓
START

DIRECTOR'S NOTES

SLUG NOTES



ACTION

PAN FROM BALL (A) & (B) THE GIRLS. THEY LOOK UP, ANNOYED.

DIAL

(B) CARLA:

'CREEPIE' DO YOU MIND?

FX:
SPX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

DIAL

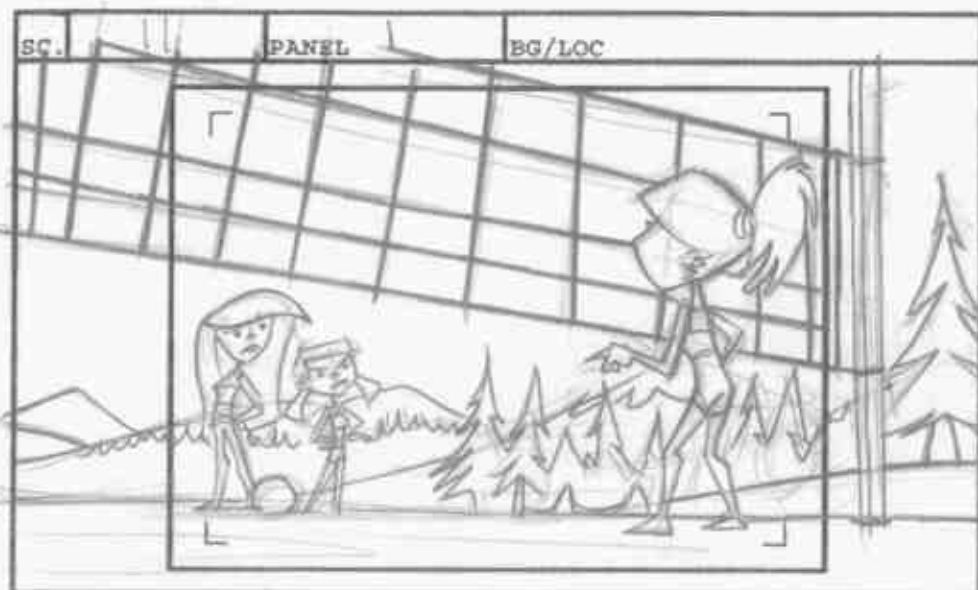
9 MELANIE:

WE'RE LIKE, TRYING TO HAVE
A CONVERSATION!

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

WIDE ON BEACH - CHRIS-ALICE POINTS
AT THE BALL.

SFX: <DIGGING>

DIAL

10 CHRIS-ALICE:

UH GUYS? YOU'RE SUPPOSE TO HIT
THE BALL BACK!

FX:
SFX:

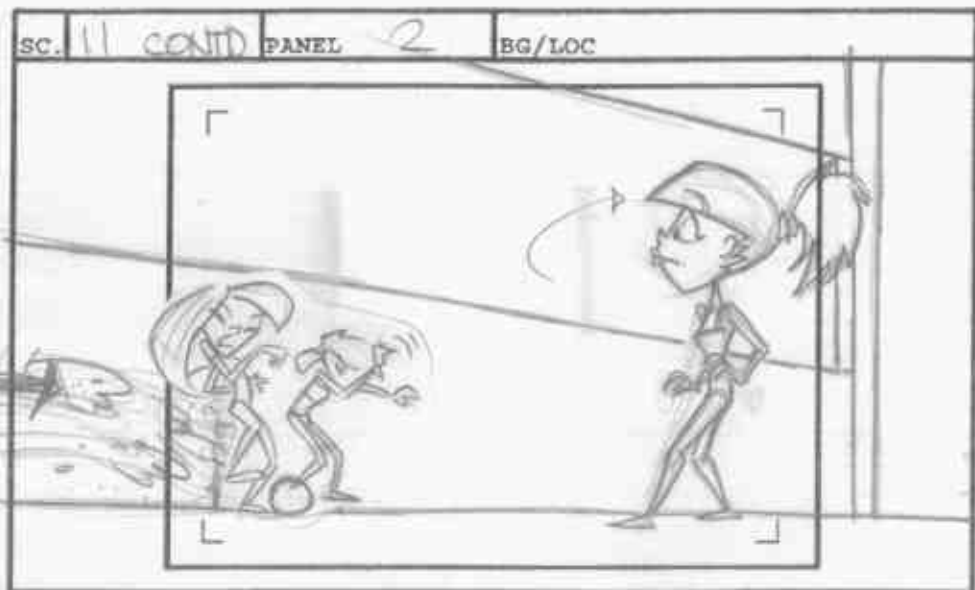
DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

growing
up
creepie



ACTION
SUDDENLY SAND FLIES IN FROM OS
STARTLING THE GIRLS

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



ACTION
THEY TURN TO LOOK OVER AT WHERE
THE SAND IS COMING FROM.
SHIFT W/ACTION (A) → (B)

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES

FINAL
PROD #

HY



ACTION
CLOSE ON CARLA



ACTION
SHE GESTURES DOWN

DIAL
① CARLA:
HELLO!

FX:
SFX:
DIRECTOR'S NOTES

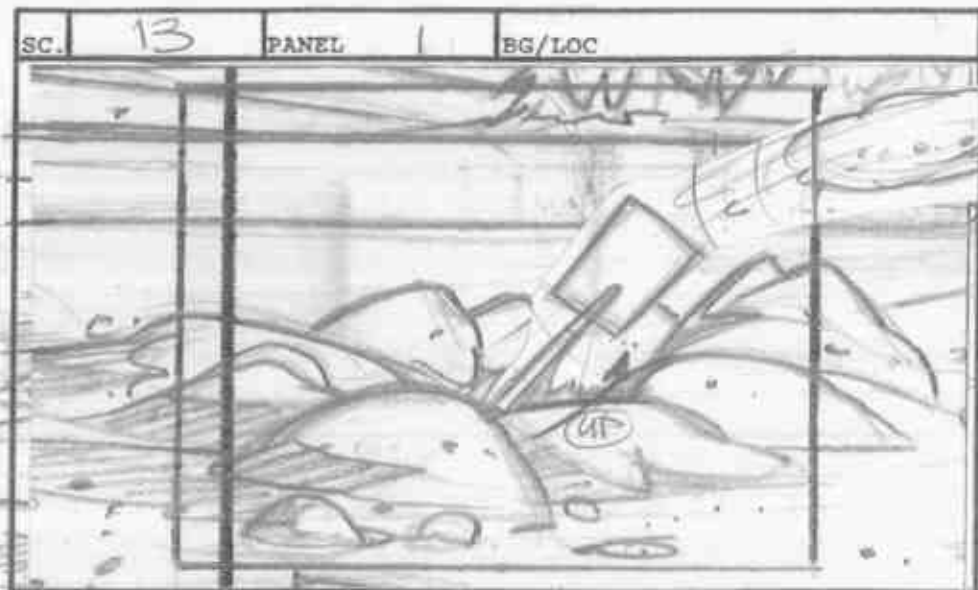
SLUG NOTES

DIAL ① CARLA (CONTD)
WHAT'S WITH ALL THE SAND!

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

CLOSE ON A HOLE IN THE SAND.
SAND IS BEING TOSSED OUT OF HOLE

SFX: (DIGGING!)

DIAL

(B) BUDGE (OS)

FX:

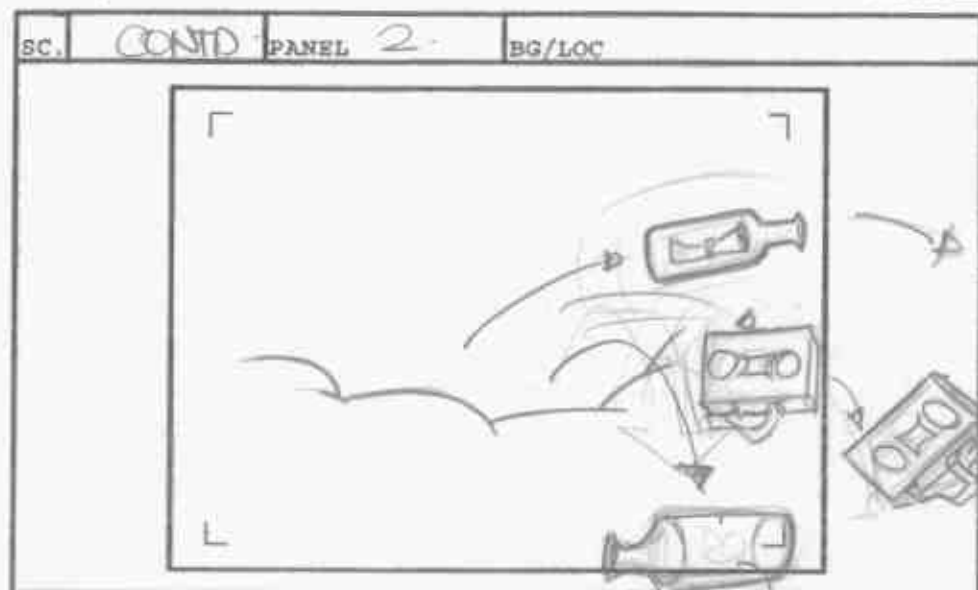
SORRY, BUT I THINK

SFX:

DIRECTOR'S NOTES

--

SLUG NOTES



ACTION

THE SHOVELLING STOPS, VARIOUS ITEMS
ARE TOSSED OUT. SOME OLD BOTTLES, A VIDEO
TAPE...

DIAL (B) BUDGE (OS) (CONTD)

... MY INTREPID SAND SEEKER

FX:

SFX:

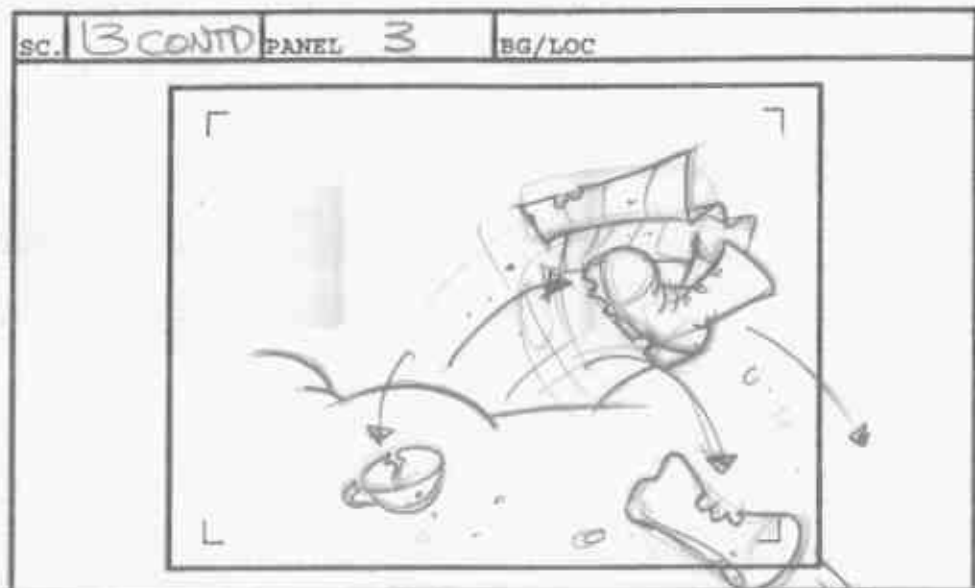
DIRECTOR'S NOTES

--

SLUG NOTES

FINAL

PROD #



ACTION

OUT

..AN OLD BOOT, SOME PARCHMENT,
A DOG BONE AND..

DIAL (13) BUDGE : (05) (CONTD)

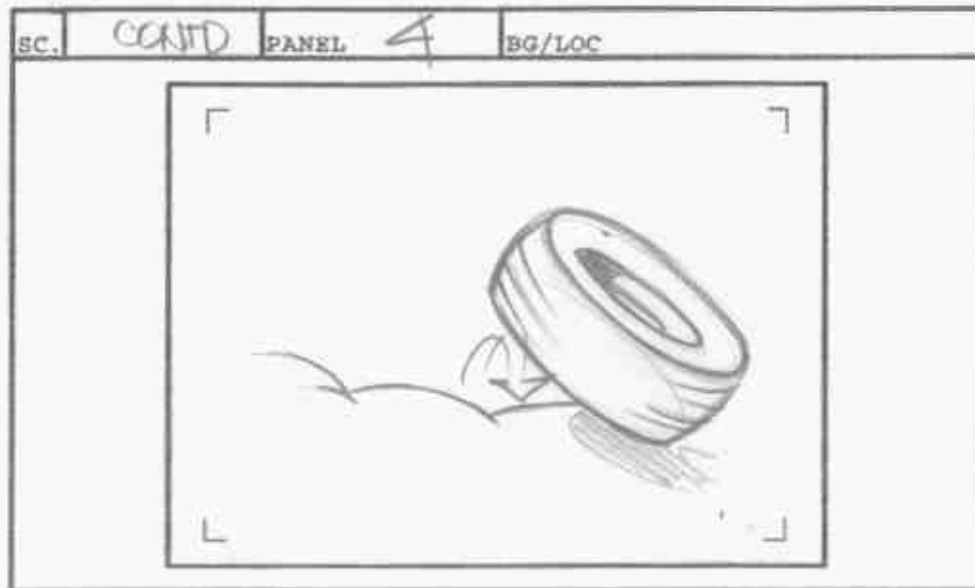
..2500 IS ONTO SOMETHING!

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for notes]

SLUG NOTES



ACTION

.. A RUBBER TIRE!

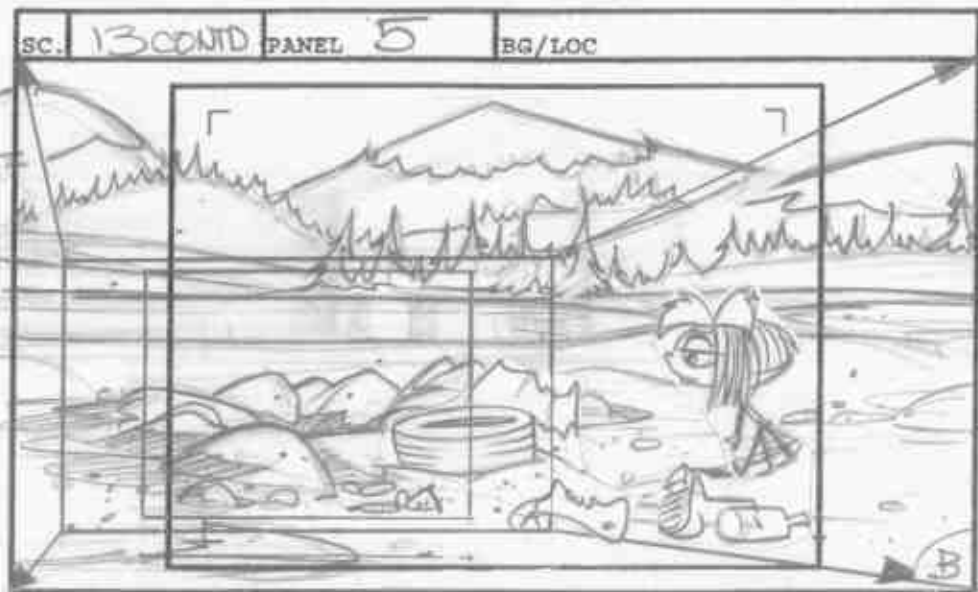
DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



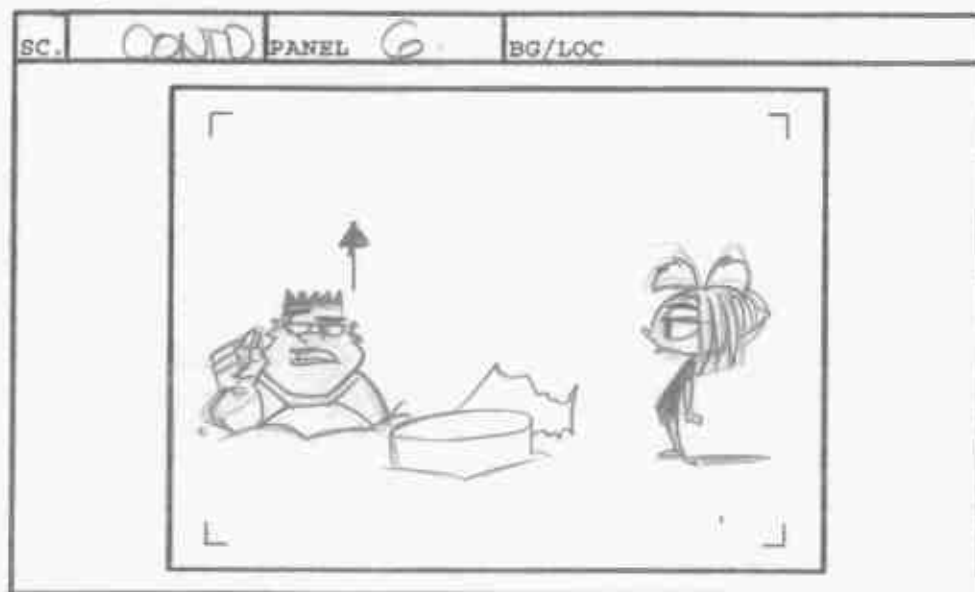
ACTION
TRUCK OUT (A) → (B) AS CREEPIE SKITTERS IN.

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
BUDGE POPS UP FROM INSIDE THE HOLE, LIKE A GOPHER. HE LOOKS DISAPPOINTED.

DIAL

(A) BUDGE:
A RUSTY BOTTLE CAP?

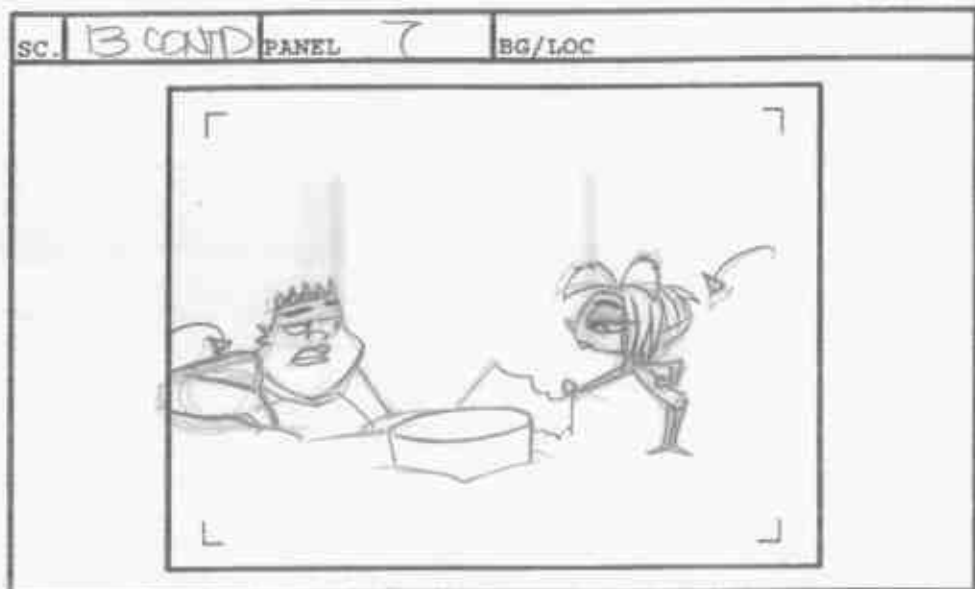
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

CREEPIE REACHES DOWN AND PICKS UP THE PARCHMENT.

DIAL

(14) BUDGE: (CONTD)

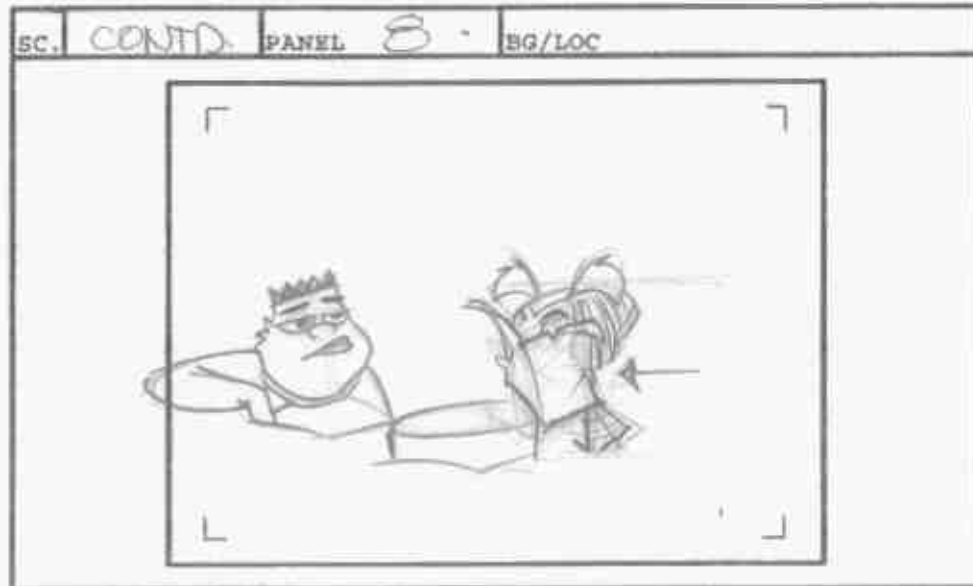
THAT'S IT?

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL

FX:

SFX:

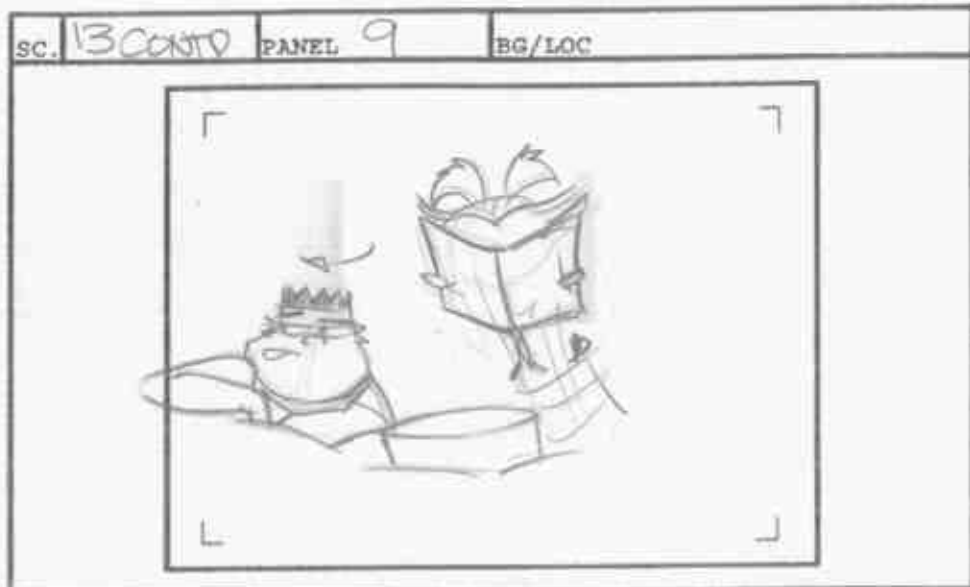
DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

growing
up
and
creepie



ACTION

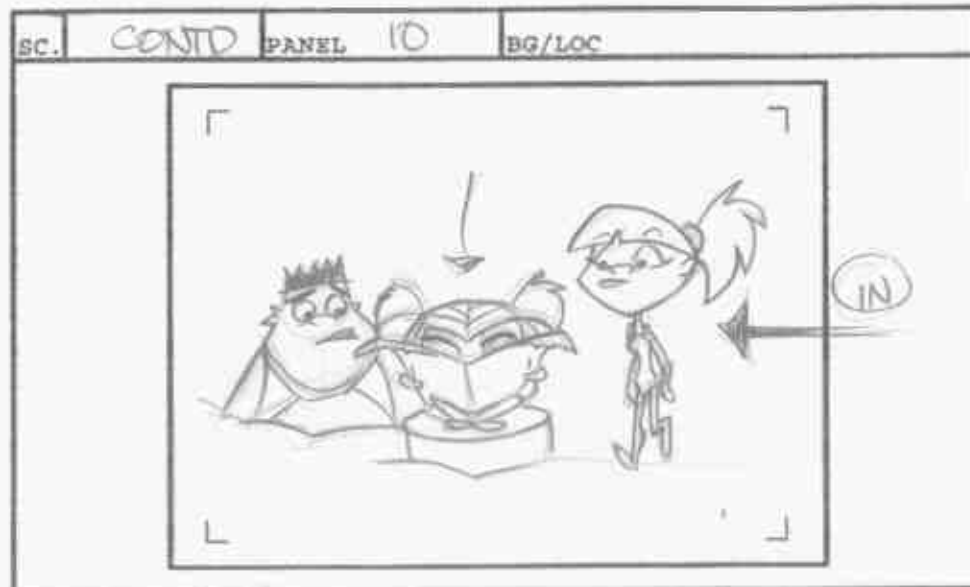
CREEPIE, ENGROSSED IN THE PARCHMENT
LEAPS UP..

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

..LANDING GRACEFULLY ON THE TIRE
CHRIS-ALICE SAUNTERS IN

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

14



ACTION

CLOSE ON CREEPIE ENGROSSED IN THE PARCHMENT. CHRIS-ALICE SETTLES BESIDE CREEPIE

DIAL

FX:
SPX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

CREEPIE LEANS BACK AS CHRIS-ALICE STOPS AND LEANS FORWARD.

DIAL

(16) CHRIS-ALICE:

A TREASURE MAP OF HAUNTED TIKI ISLAND!

FX:
SPX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

CREEPER TURNS TO CHRIS-ALICE.

DIAL 17 CREEPER:

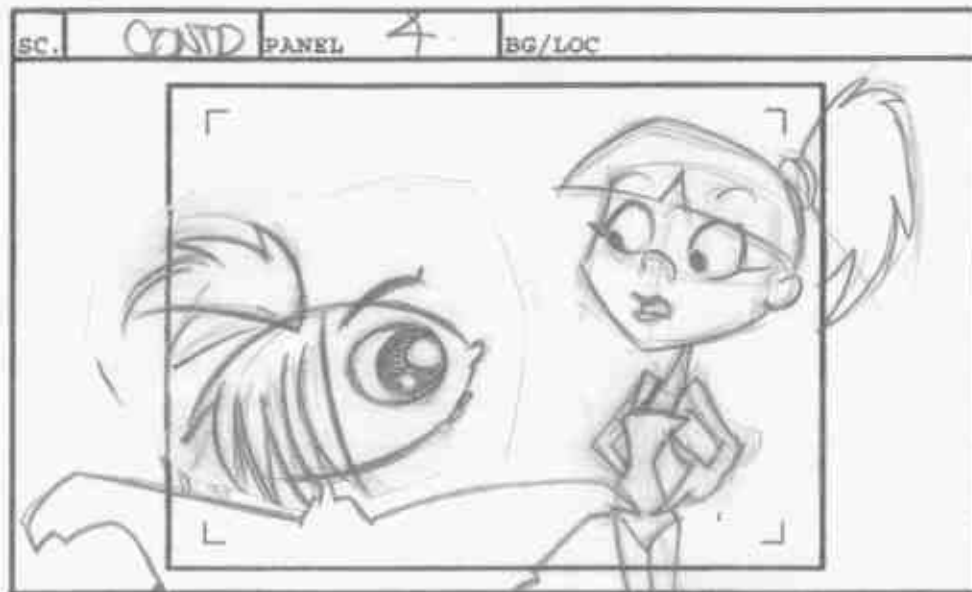
HAUNTED TIKI LAGOON ISLAND? WHAT'S THAT?

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

DIAL 20 CHRIS-ALICE:

SOME BELIEVED THERE WAS A TREASURE BURIED IN THE SAND.

FX:
SFX:

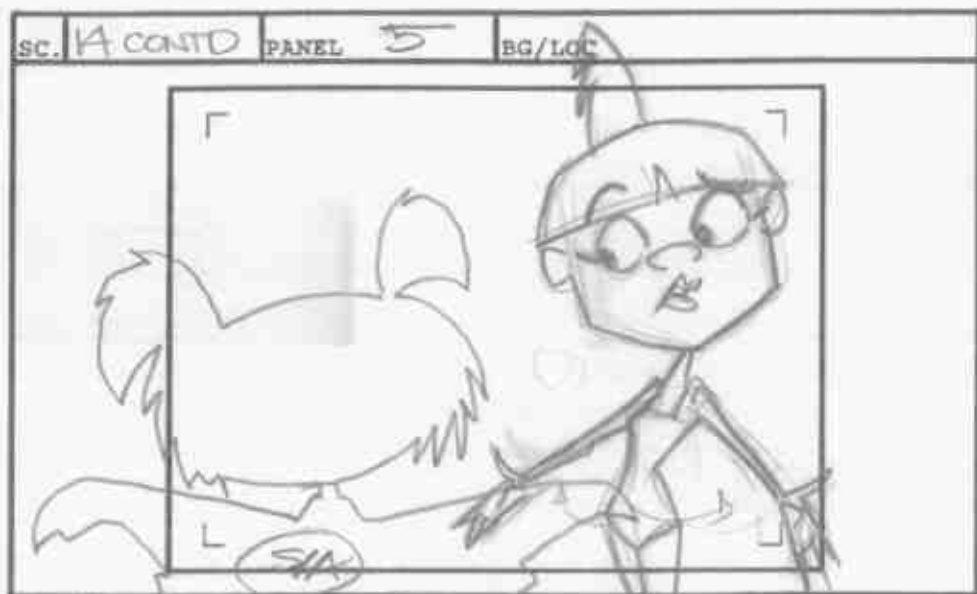
DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

FINAL

PROD #



ACTION



ACTION

-CREEPIE LOOKS BACK AT THE MAP

DIAL

(20) CHRIS-ALICE : (CONT'D)

• AND AN ANCIENT CURSE HAS BEEN ..

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

DIAL

(20) CHRIS-ALICE : (CONT'D)

• PLACED ON THE ISLAND!

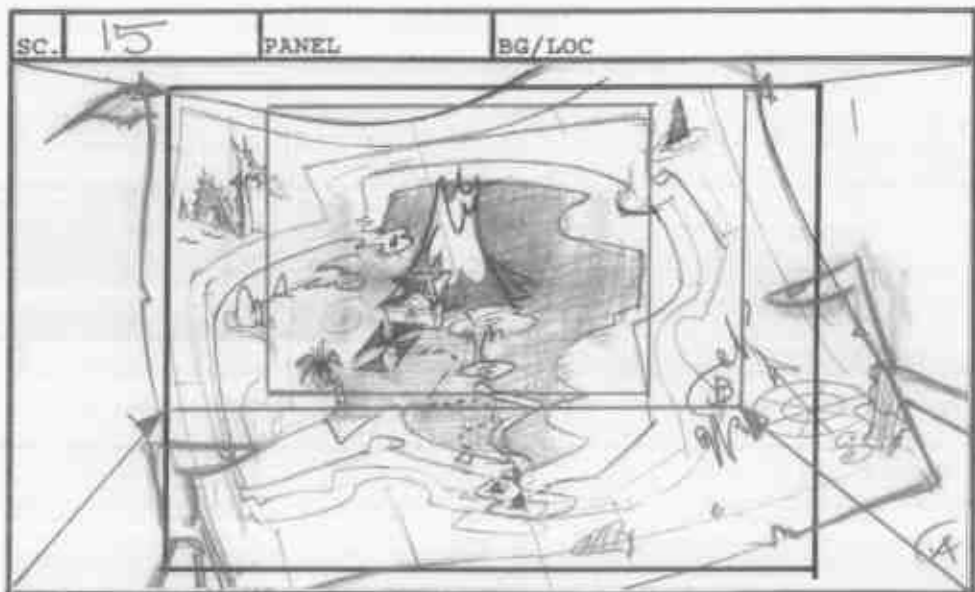
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #

GROWING
UP
CREEPY



ACTION

ANGLE ON TREASURE MAP
TRUCK IN (A) - (B)

DIAL

(19) CHRIS-ALICE: (VO)

YEARS AGO, TIKI TOM,

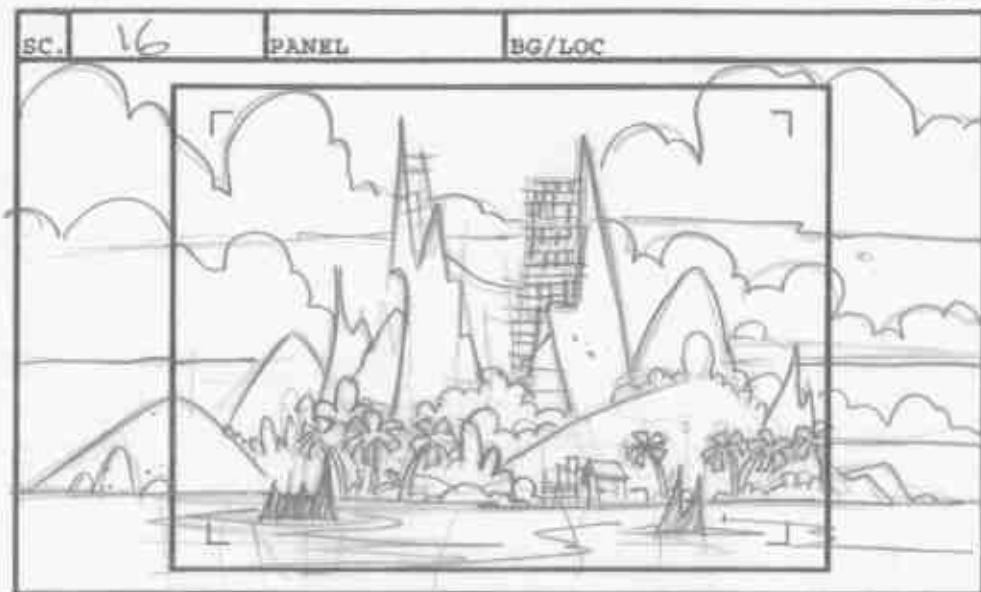
FX:
SPX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

WAVE
RIPPLE
DISS:



ACTION

EXT. TIKI ISLAND - STORMY EVENING

DIAL

(19) CHRIS-ALICE: (VO) (CONTD)

.. OWNER OF TIKI CHALET..

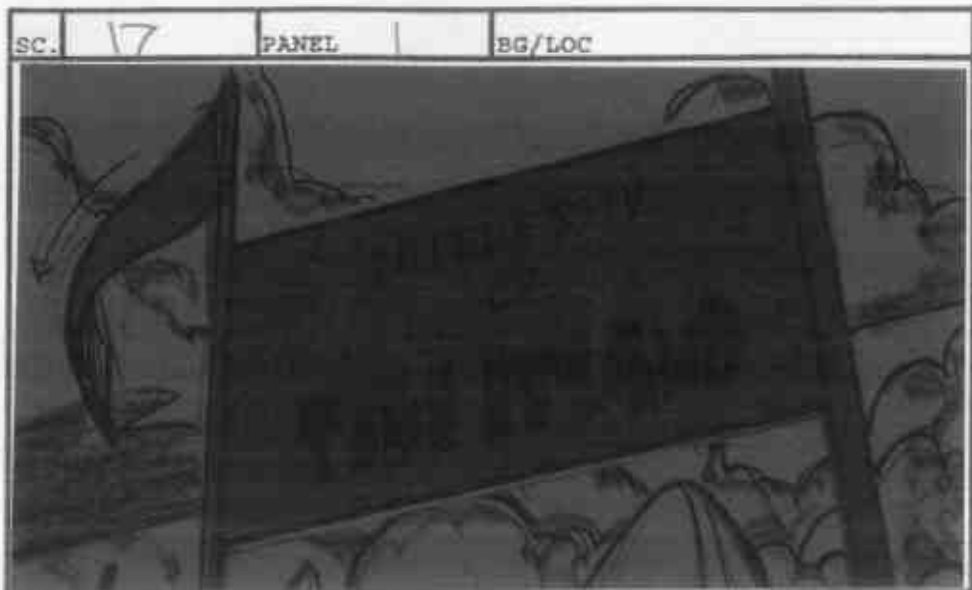
FX:
SPX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

FINAL
PROD #



ACTION

EXT. TIKI ISLAND - STORMY NIGHT
ANGLE ON A DARKENED SIGN

DIAL

(19) CHRIS-ALICE: (VO) (CONT'D)

..TRIED TO TURN..

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

LIGHTNING SPLITS THE SKY REVEALING
A SIGN.

EFX: <LIGHTNING>

DIAL SFX: <THUNDER>

(19) CHRIS-ALICE: (VO) (CONT'D)

..THE ISLAND INTO..

FX:

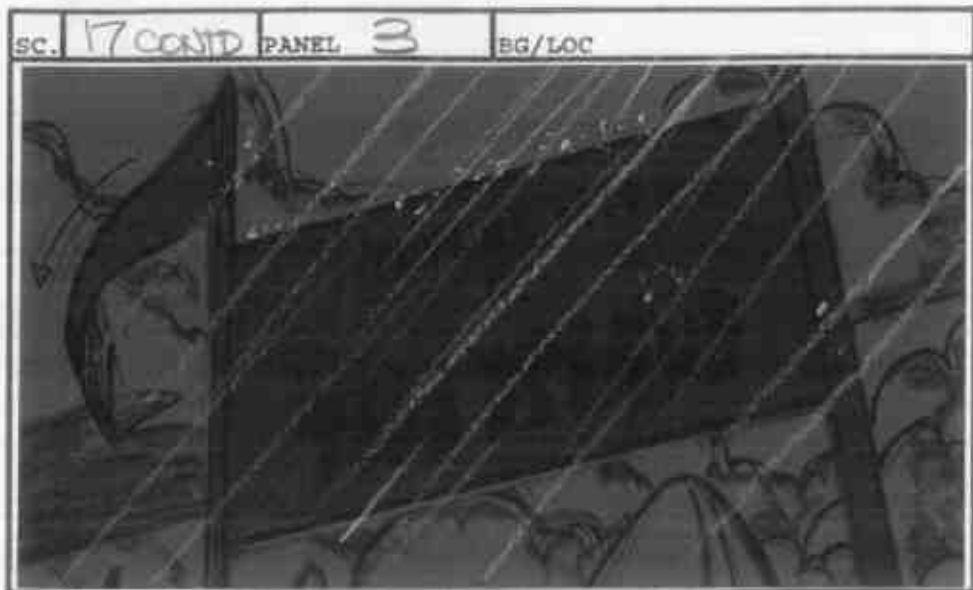
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

IT STARTS TO RAIN

EFX: <RAIN>

DIAL (19) CHRIS ALICE: (VO) (CONTD)

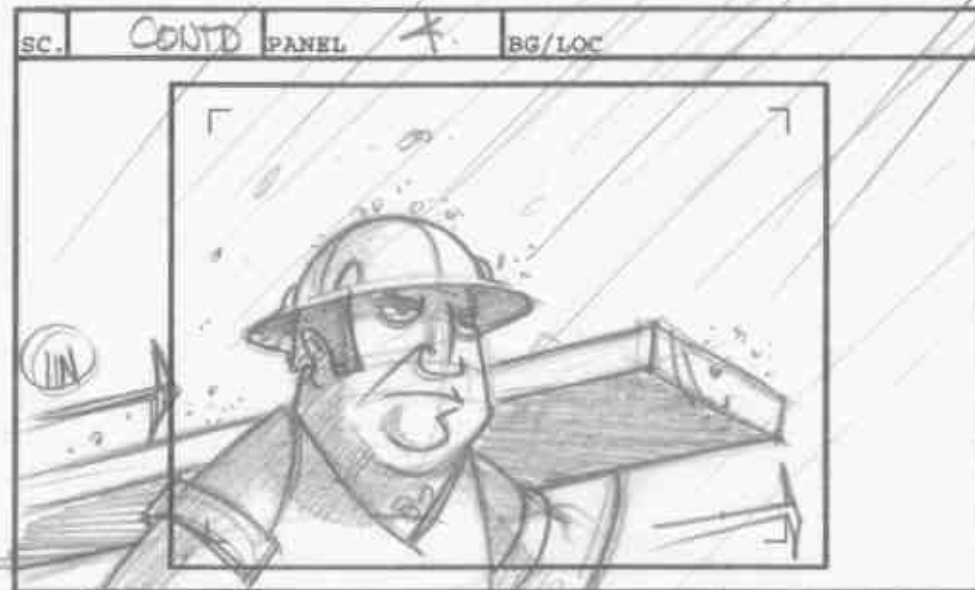
...A TROPICAL PARADISE ..

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

DISGRUNTLED CONSTRUCTION WORKERS,
CARRYING A PLANK, WALKS THROUGH SCENE

DIAL (19) CHRIS ALICE: (VO) (CONTD)

... WITH A BIG ...

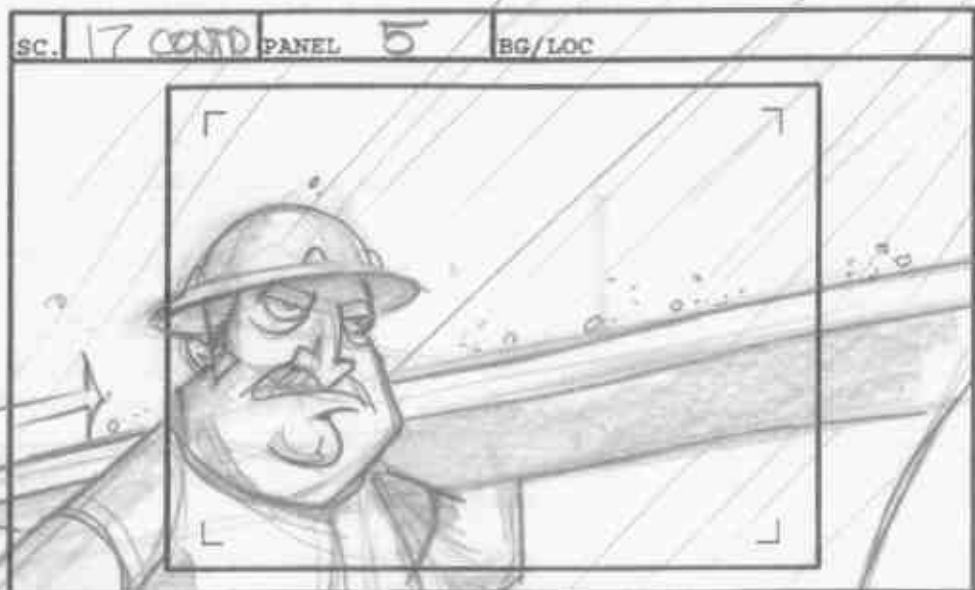
FX:
SFX:

DIRECTOR'S NOTES

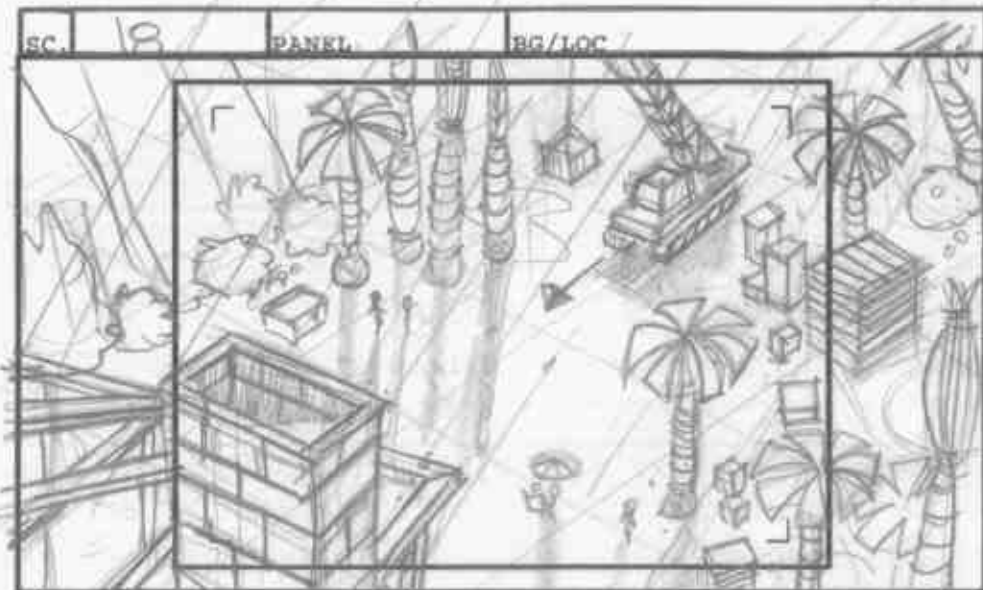
[Empty box for Director's Notes]

SLUG NOTES

FINAL PROD #



ACTION



ACTION

WIDE ON CONSTRUCTION SITE. (STORMY NIGHT).
WORKERS ARE SCURRYING ABOUT. A MOBILE
CRANE, WITH A LARGE CRATE, RUMBLES FORWARD.

DIAL (18) CHRIS-ALICE: (VO) (CONTD)

..TIKI-THEMED RESTAURANT.

FX:
SPX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES

DIAL FX: (RAIN)

(19) CHRIS-ALICE: (VO) (CONTD)

HE IMPORTED PALM TREES...

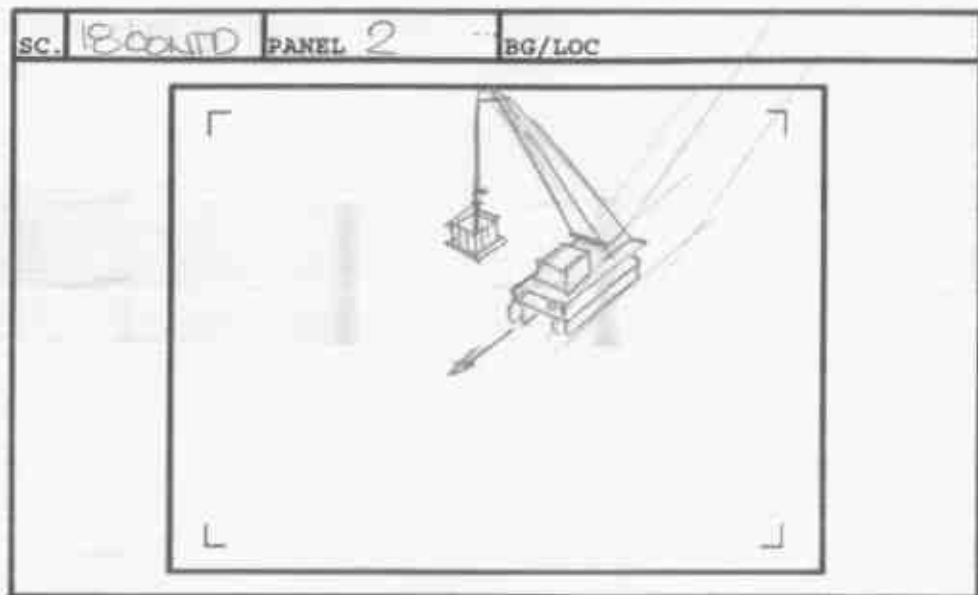
FX:
SPX:

DIRECTOR'S NOTES

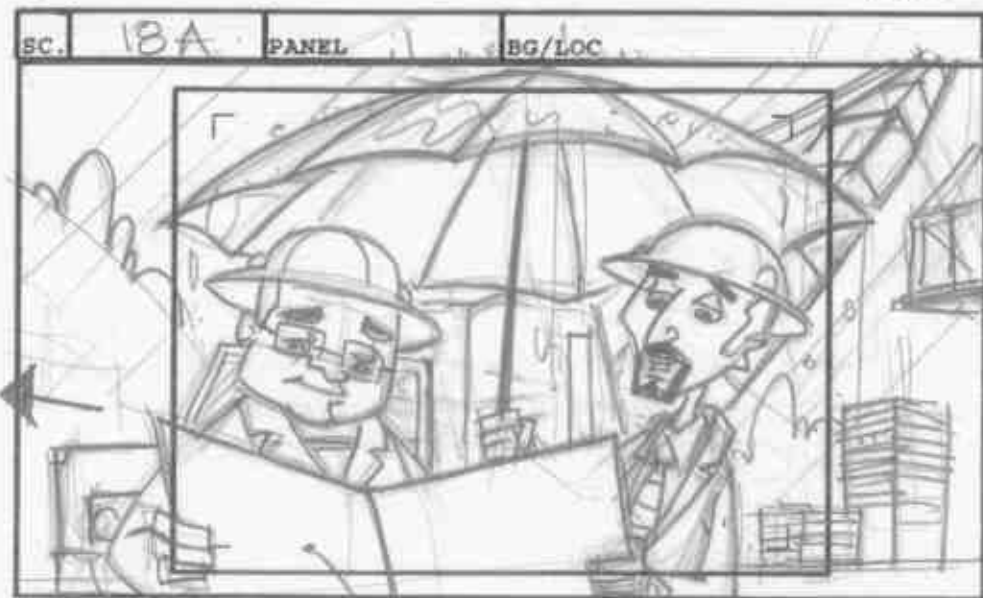
SLUG NOTES

FINAL

PROD #



ACTION



ACTION

CLOSE ON TIKI TOM AND THE ARCHITECT
THE CRANE RUMBLES THRU BEHIND THEM
EFFX' (RAIN).

DIAL (A) CHRIS-ALICE : (VO) (CONTD)

BUT BEFORE ...

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

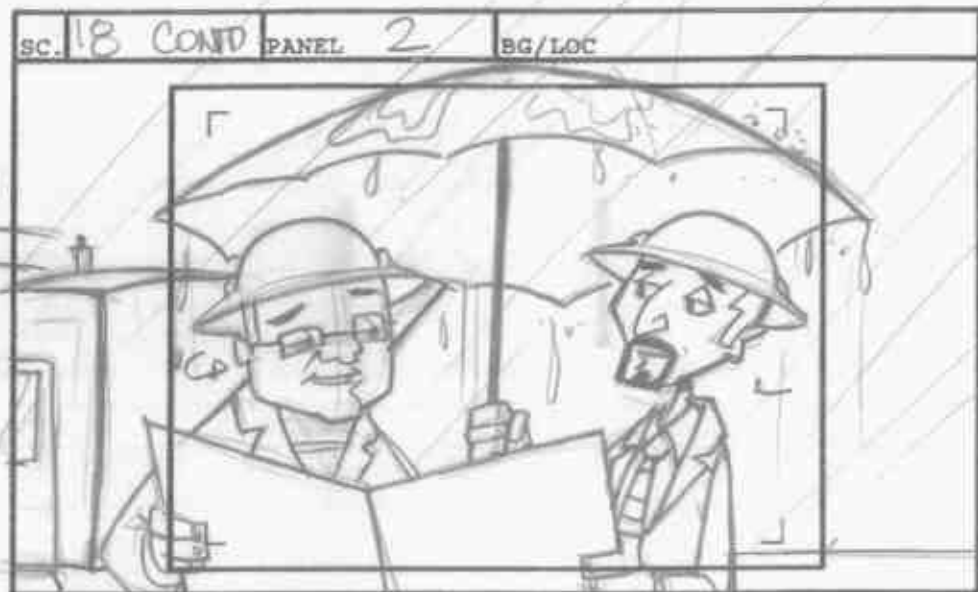
SLUG NOTES

FX:
SFX:

DIRECTOR'S NOTES

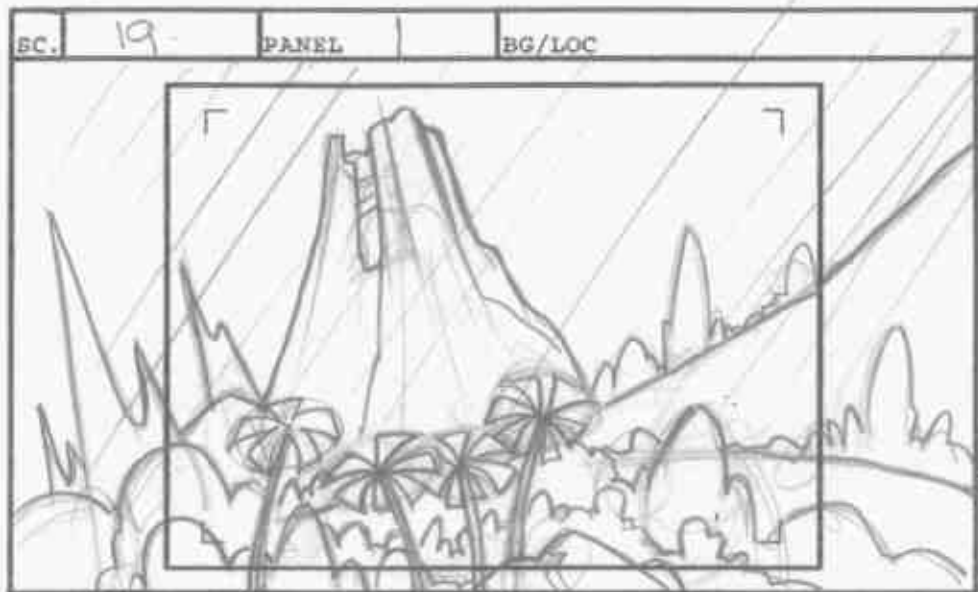
SLUG NOTES

FINAL
PROD #



OUT

ACTION



ACTION

ANGLE ON MOUNTAIN - STORMY NIGHT

DIAL (19) CHRIS-ALICE : (VO) (CONTD)

...THEY COULD FINISH...

FX:
SPX:

DIRECTOR'S NOTES

[Empty box for director's notes]

SLUG NOTES

EFF: <RAIN>
DIAL (19) CHRIS-ALICE : (VO) (CONTD)

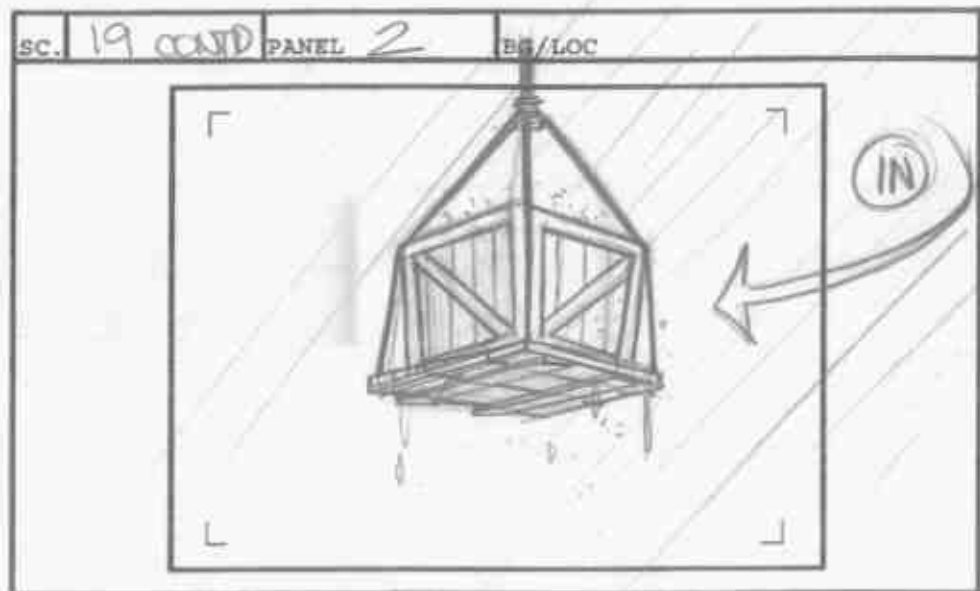
...TRANSFORMING...

FX:
SPX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION
A CRATE SWINGS INTO SCENE

SFX: <CRANE WHINE>
DIAL (19) CHRIS-ALICE: (VO) (CONTD)
.. THE ISLAND ..

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



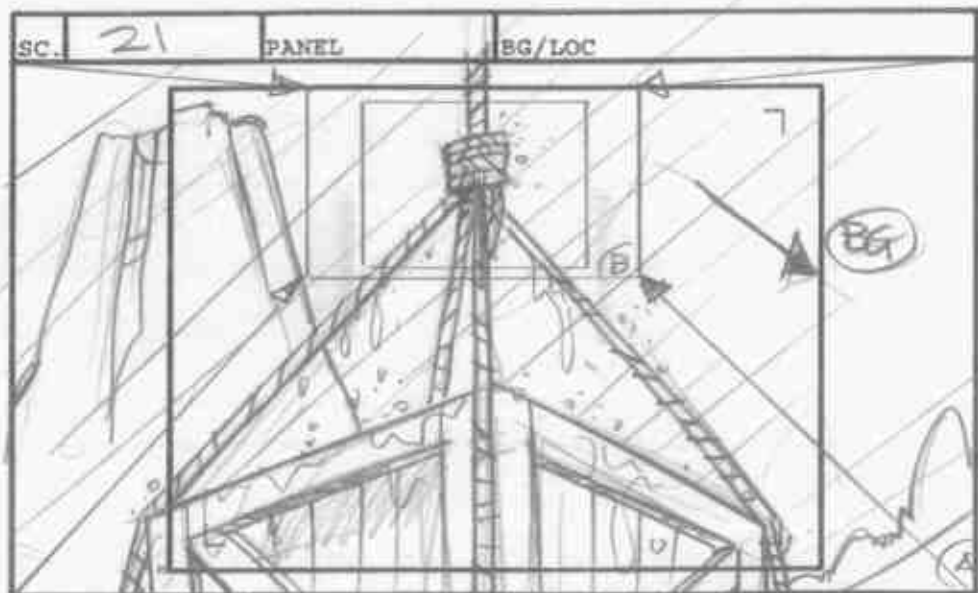
ACTION
ANGLE ON WATCHING CONSTRUCTION WORKER. THE FOREMAN DIRECTS THE OS CRANE.

EFX: <RAIN>
DIAL SFX: <CRANE WHINE>
(19) CHRIS-ALICE: (VO) (CONTD)
.. STRANGE THINGS ..

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION
CLOSE ON CRATE - SLOW PAN. BGT
TRUCK IN ON SOAKING KNOT (A) → (B)

EFX: (RAIN)

DIAL (19) CHRIS ALICE (VO) (CONT'D)

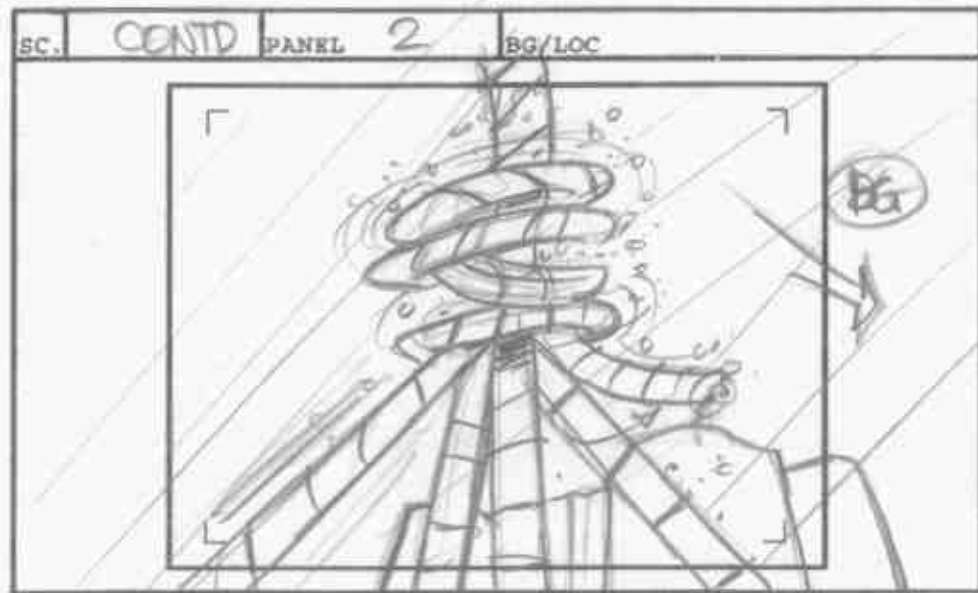
... BEGAN TO HAPPEN!

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION
THE KNOT BEGINS TO UNRAVEL

DIAL

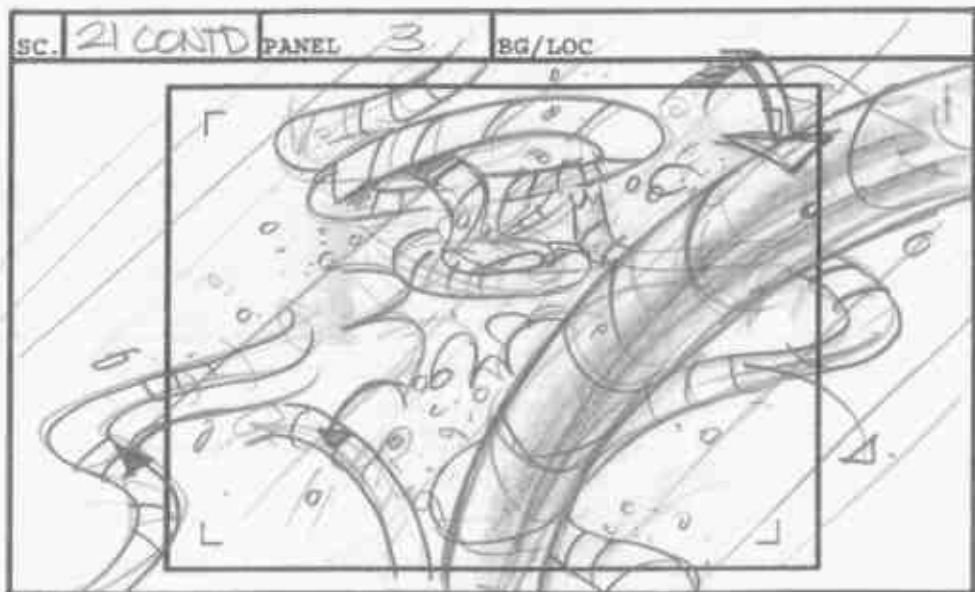
FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

FINAL
PROD #



ACTION

(STOP BG PAN) ALL THE ROPES
LET GO, SOME SNAP

SFX: <ROPE UNRAVELLING & SNAPPING>

DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

ANGLE ON CONSTRUCTION WORKERS
FREAKING OUT

ETX: <RAIN>

DIAL

▲ WORKERS:

< FRIGHTENED SCREAMS >

FX:

SFX:

DIRECTOR'S NOTES

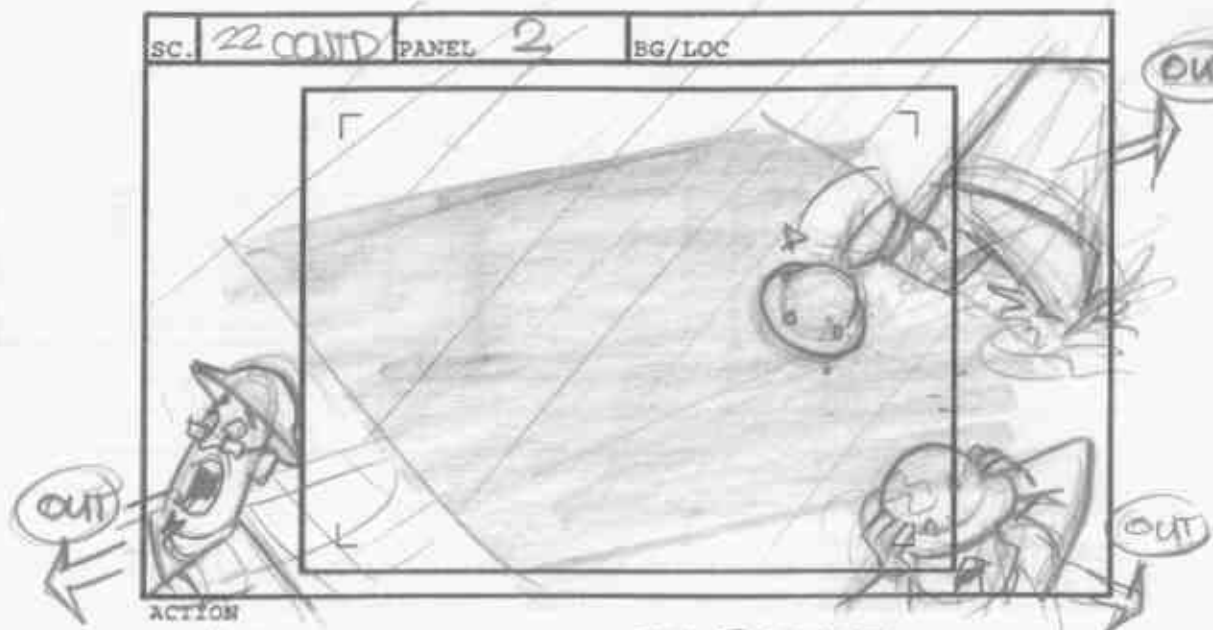
SLUG NOTES

FINAL

PROD #

GROWING
UP
CREEPY

SC. 22 CONTD PANEL 2 BG/LOC



ACTION

THEY BOLT OUT OF SCENE
SHADOW GROWS

EFX: (SPLASH)

DIAL

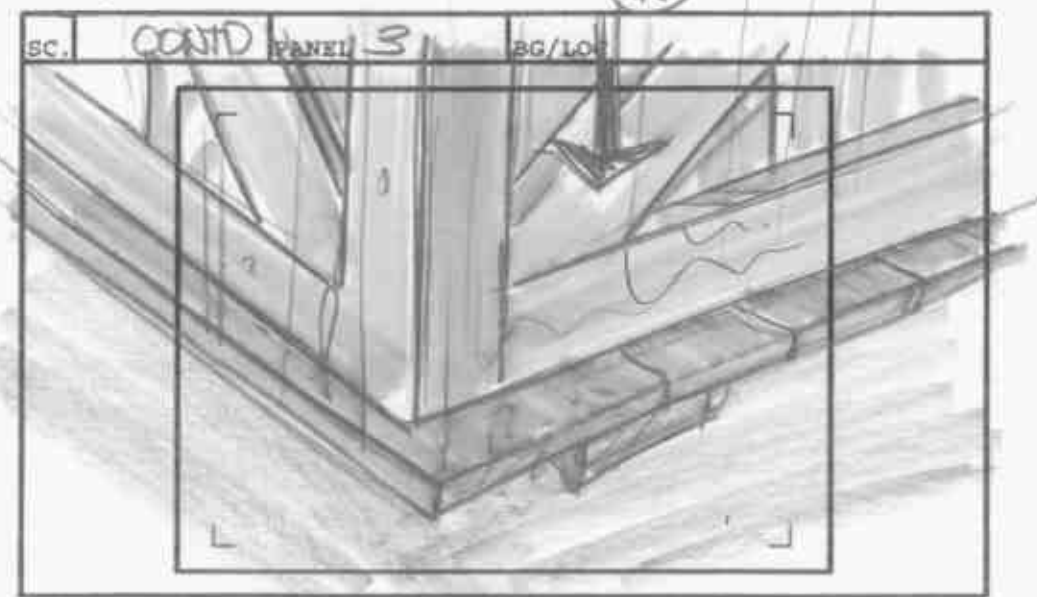
FX:
SFX:

DIRECTOR'S NOTES

[Empty box for director's notes]

SLUG NOTES

SC. CONTD PANEL 3 BG/LOC



ACTION

THE CRATE SLAMS DOWN INTO SCENE

DIAL

FX:
SFX:

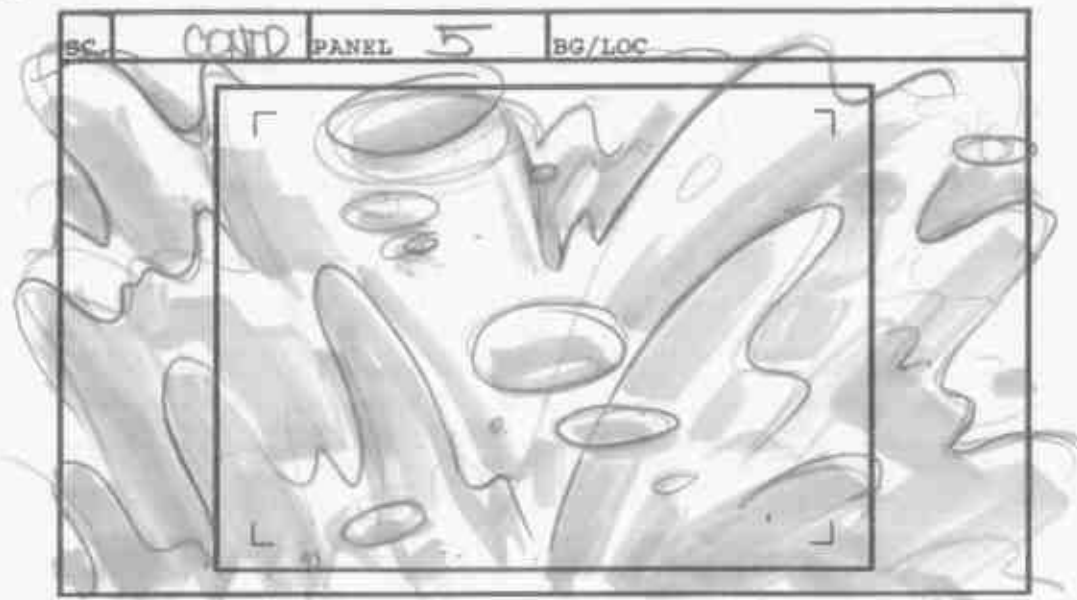
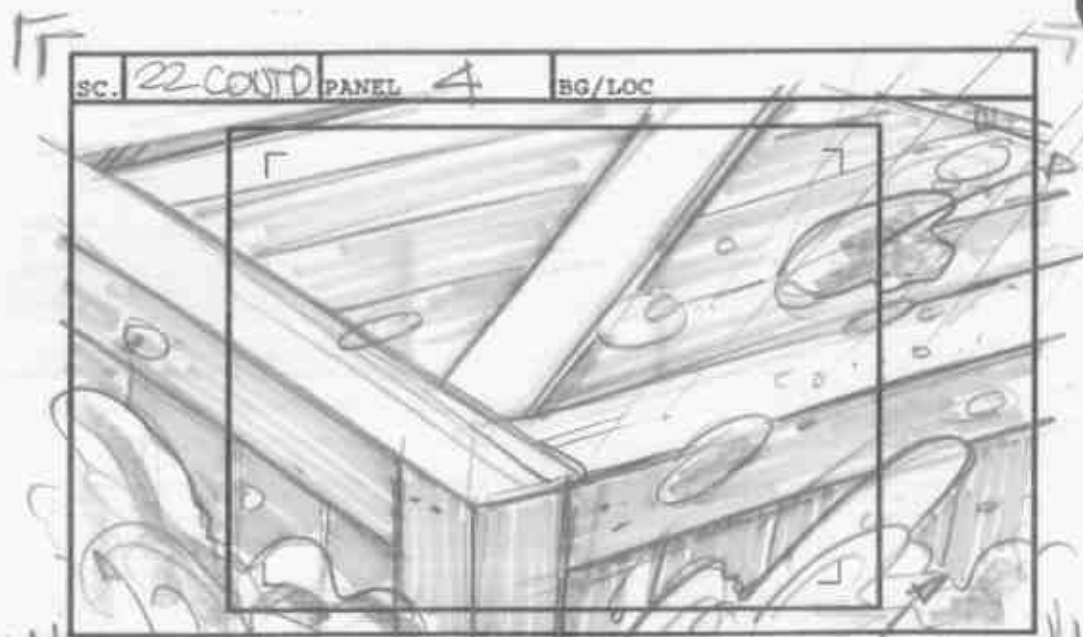
DIRECTOR'S NOTES

[Empty box for director's notes]

SLUG NOTES

FINAL
PROD #

GROWING
UP
CREEPY



SC. 22-CONTD PANEL 4 BG/LOC

SC. CONTD PANEL 5 BG/LOC

ACTION

ACTION

<CAMERA SHAKE>

MUD FILLS SCREEN

THE CRATE SLAMS INTO THE WET GROUND
SPRAYING MUD UP INTO CAMERA ..

EFX: (MUD)

DIAL

DIAL

FX:
SFX:

FX:
SFX:

DIRECTOR'S NOTES

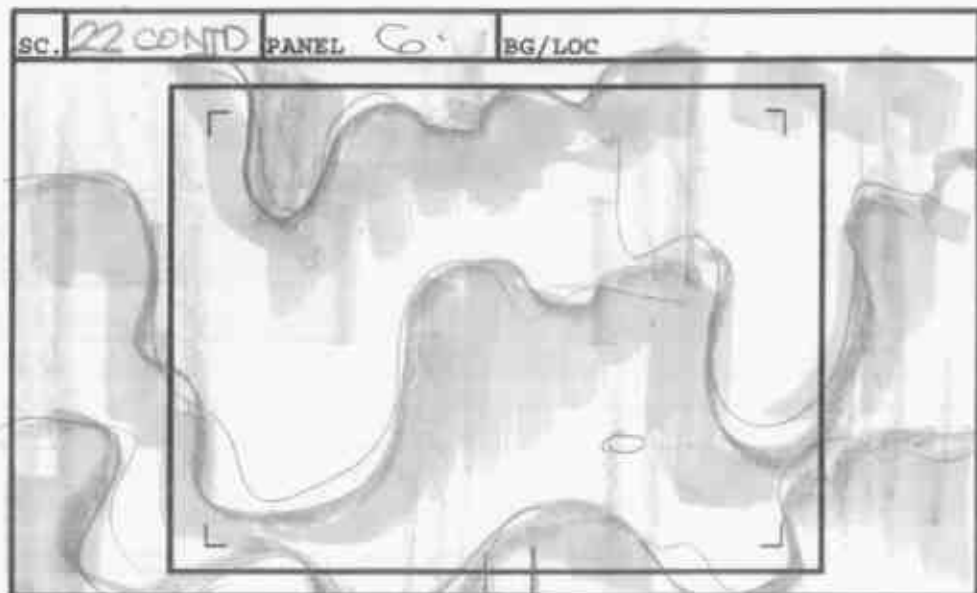
DIRECTOR'S NOTES

[Empty rectangular box for notes]

SLUG NOTES

SLUG NOTES

FINAL
PROD #



ACTION

DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for notes]

SLUG NOTES



ACTION

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #

MUD WIPE
↓



ACTION

AS THE MUD SLIDES OFF SCREEN, THE SMASHED & MUD COVERED CRATE IS REVEALED

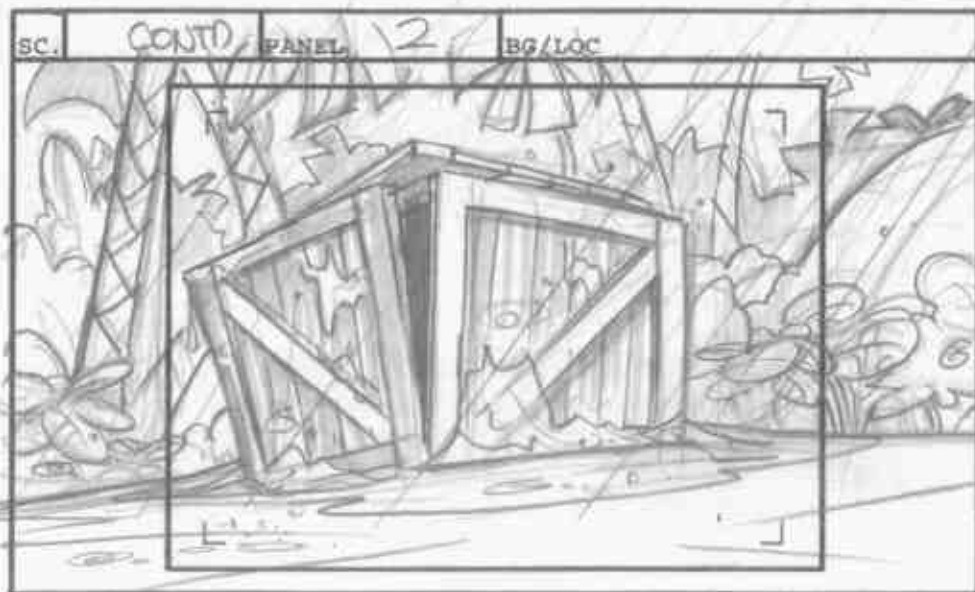
EFF: <RAIN>
DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

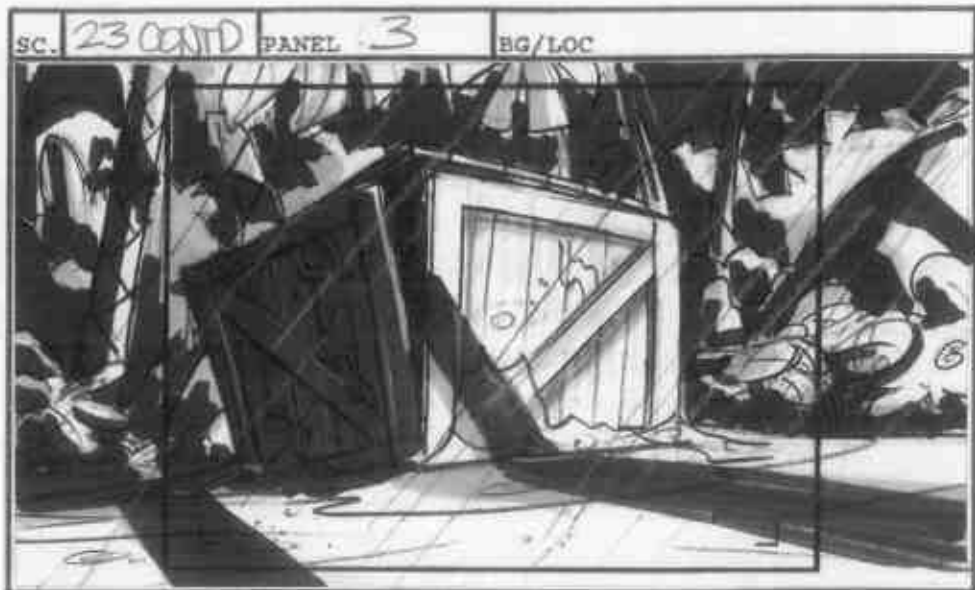
DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

LIGHTNING FLASH & THUNDER

SFX: <THUNDER>
ETC: <RAIN, LIGHTNING>

DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for slug notes]

SLUG NOTES



ACTION

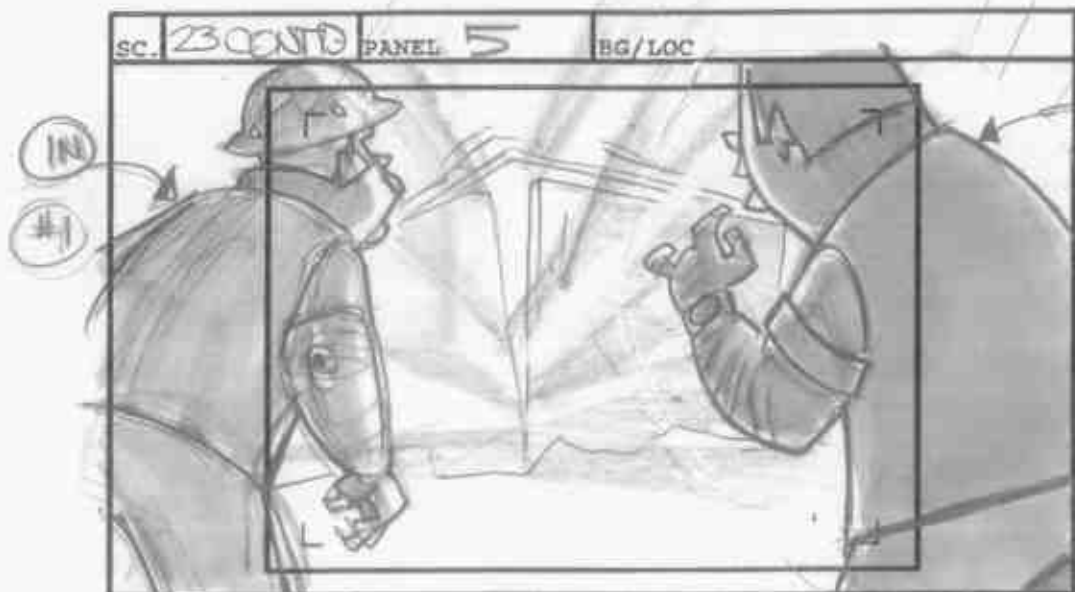
DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



SC. 23 CONTD PANEL 5 BG/LOC

ACTION
 WORKER #1 STEPS INTO SCENE FOLLOWED BY WORKER #2 THE CRATE BEGINS TO SHAKE A LIGHT GROWS FROM INSIDE

DIAL <EVIL LAUGHTER> FFX: (LIGHT/GLOW)

FX:
 SFX:
 DIRECTOR'S NOTES

Empty rectangular box for Director's Notes.

SLUG NOTES



SC. CONTD PANEL 6 BG/LOC

THE CRATE SIDE DROP A BUNCH OF TRUCKS RISE UP

STOP

PAW

START

OUT



ACTION

THE TIKI'S RACE FORWARD TO CAMERA

FX: <GLOW>

DIAL

<EVIL LAUGHTER>

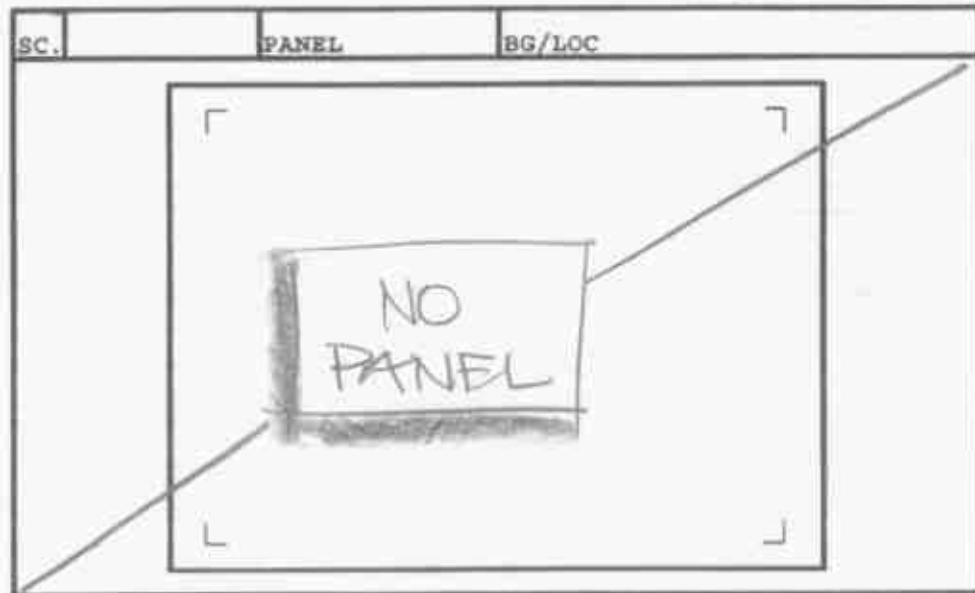
FX:

SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

DIAL

FX:

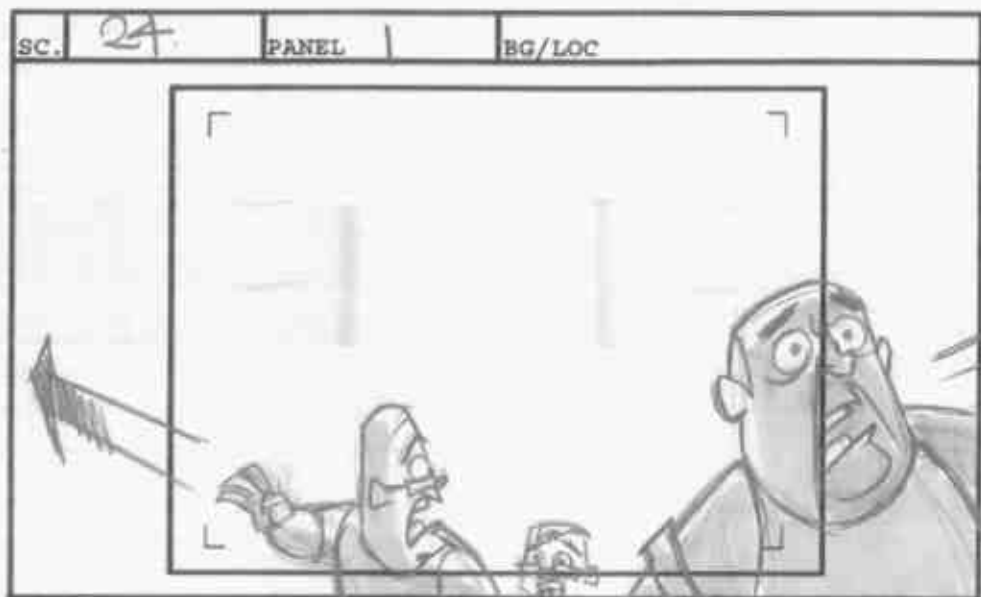
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

FINAL
PROD #



ACTION

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

AREA NEAR TIKI ISLAND SIGN. (STORMY NIGHT)
THE PANICED WORKER RACE PAST CAMERA
TIKI TOM IS THE LAST ONE OUT
EFX: <RAIN>

DIAL

WORKERS:

<SCREAMS>

FX:
SFX:

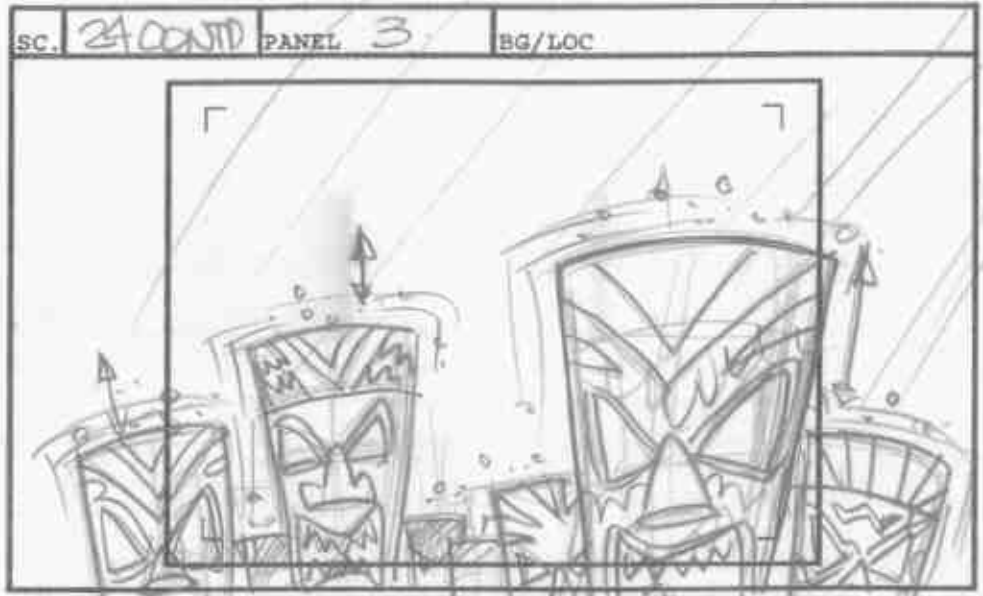
DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

growing
up
creepie



ACTION

THE TIKI HOP UP INTO SCENE THEIR EYES GLOWING EVILLY

EFX: < RAIN, GLOW >

DIAL

PAN (A) → (B) TO TIKI ISLAND SIGN

< EVIL LAUGHTER >

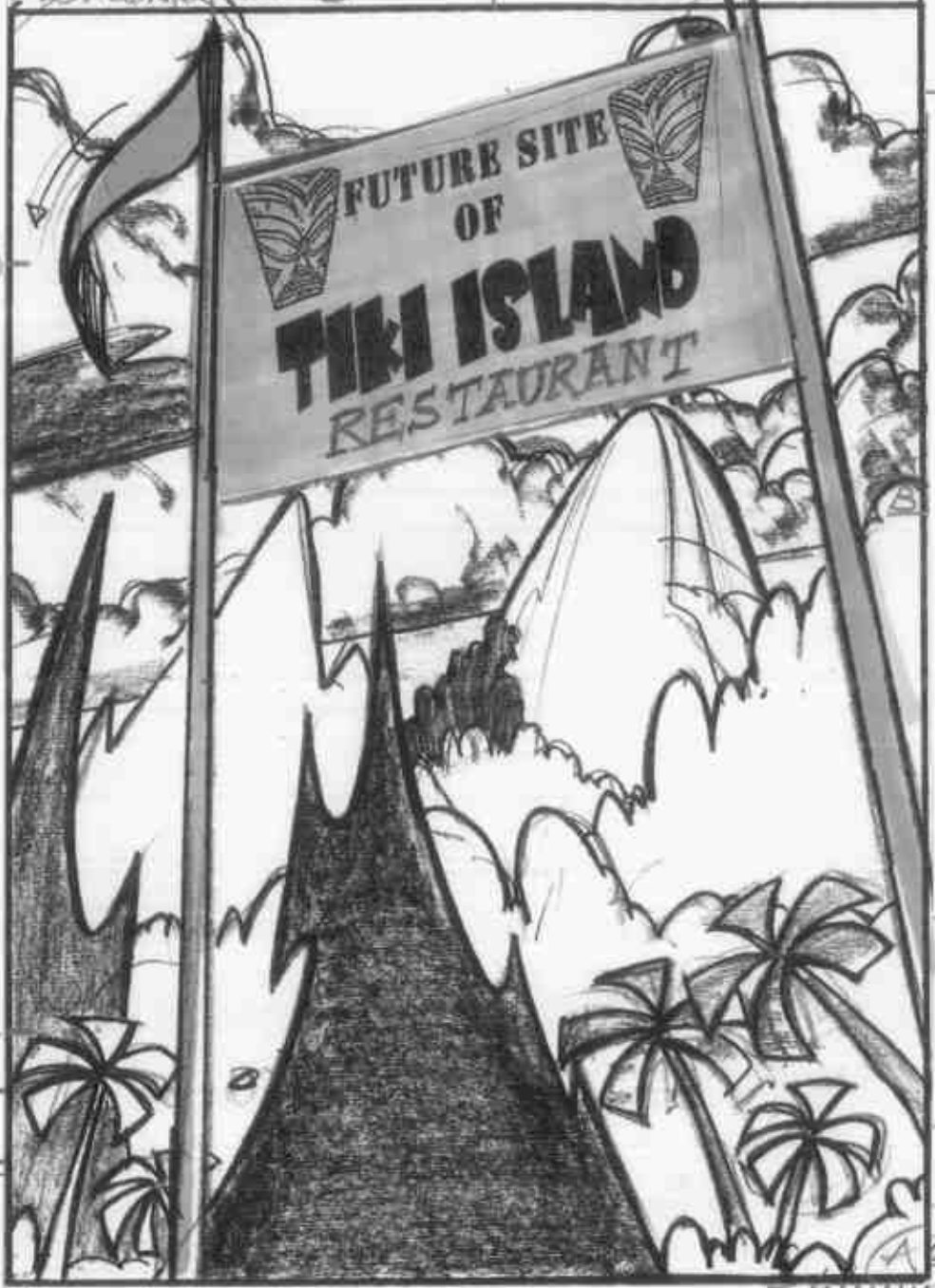
FX:
SPK:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES

SC: CONTD PNL 3



STOP

PAN

START



ACTION

FLASH OF LIGHTNING

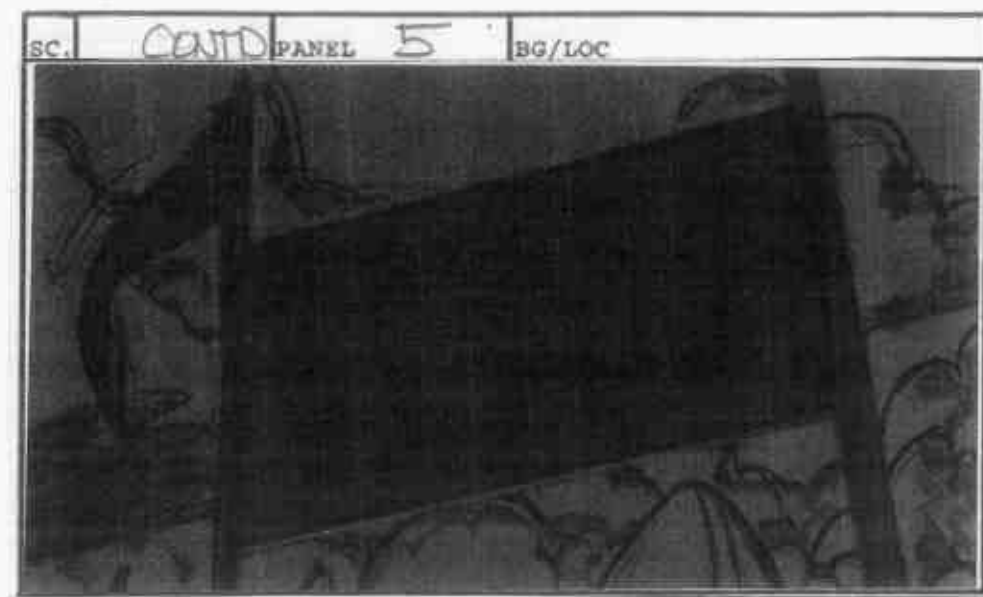
DIAL
 FX: <LIGHTNING>
 SPX <THUNDER>

FX:
SPX:

DIRECTOR'S NOTES

[Empty rectangular box for notes]

SLUG NOTES



ACTION

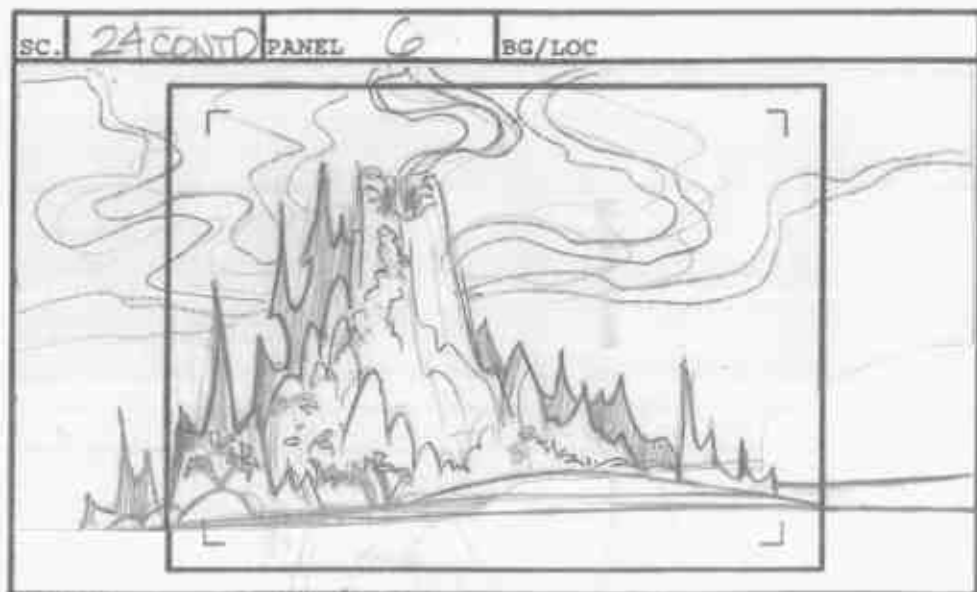
DIAL

FX:
SPX:

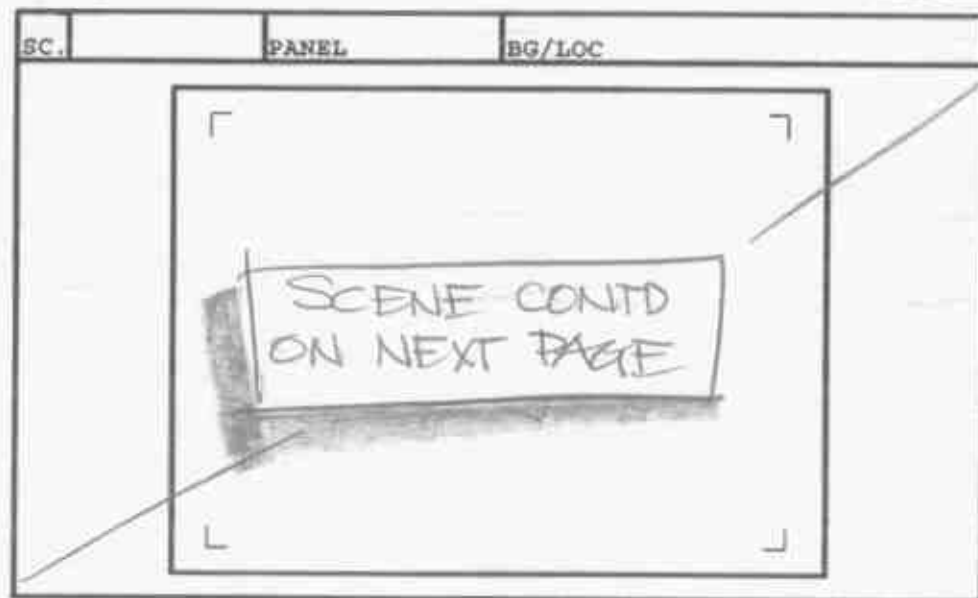
DIRECTOR'S NOTES

SLUG NOTES

FINAL
 PROD #



ACTION



ACTION

DIAL 22 CARLA:
WHY DOFS THERE ..

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for notes]

SLUG NOTES

DIAL

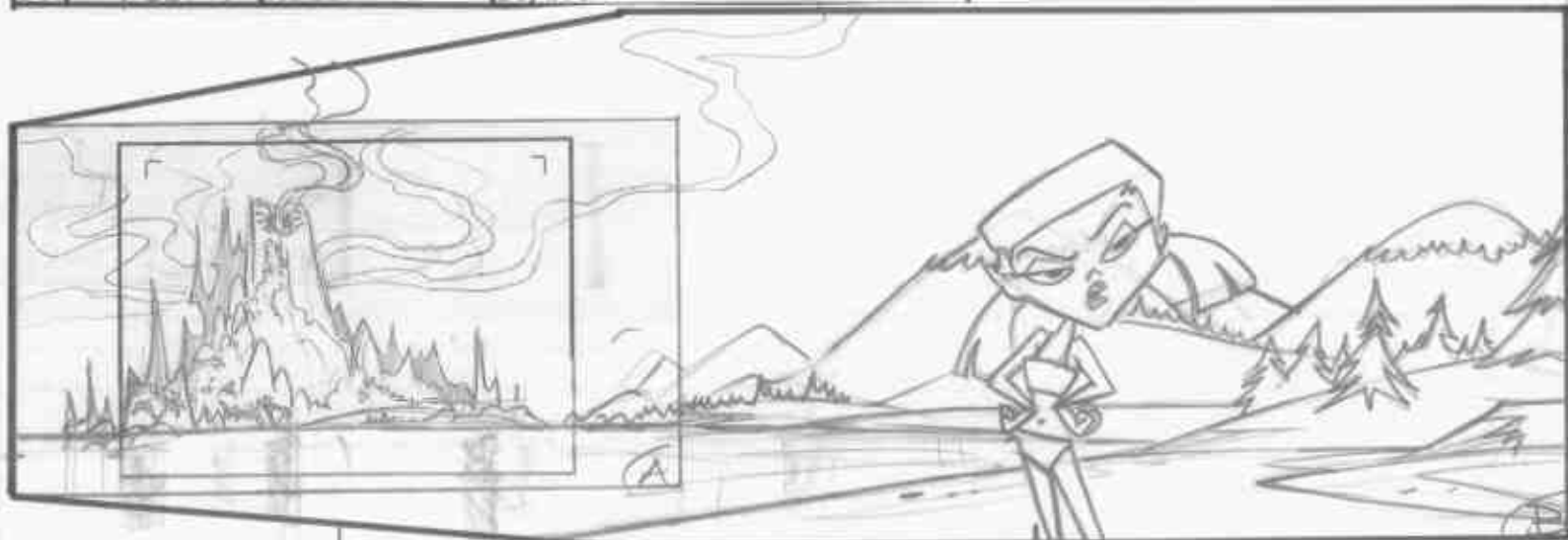
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #

SC. 2A CONTD PANEL 2 BG/LOC



START (PAN & TRUCKOUT) STOP



DIAL

DIAL (22) CARLA (CONTD)

... ALWAYS HAVE TO BE A CURSE?
BUT I DO LIKE TREASURE (1A)

FX:
SFX:

FX:
SFX:

DIRECTOR'S NOTES

DIRECTOR'S NOTES

[Empty box for notes]

SLUG NOTES

SLUG NOTES

FINAL
PROD #



ACTION

CARLA IS CONFLICTED

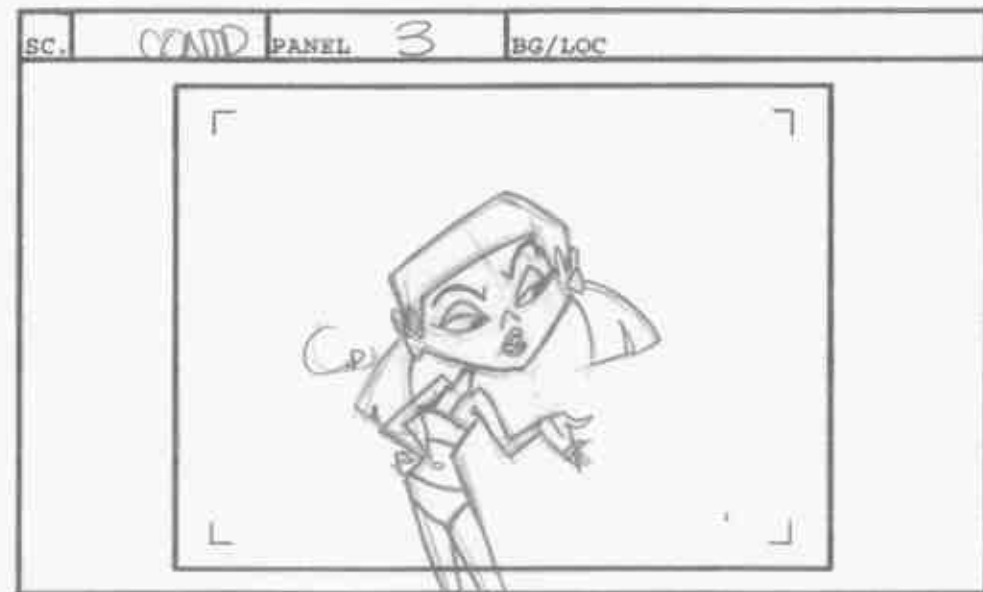
DIAL (22) CARLA : (CONTD)
CURSE ..

FX:
SPX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

DIAL (22) CARLA : (CONTD)
.. TREASURE ..

FX:
SPX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

FINAL
PROD #



ACTION



ACTION

DIAL (22) CARLA: (CONTD)

.. CURSE ...

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

DIAL (22) CARLA: (CONTD)

... TREASURE ..

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

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



ACTION



ACTION

DIAL (22) CARLA: (CONTD)
I SAY WE GO FOR IT!

FX:
SPX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES

DIAL (22) CARLA: (CONTD)
WHO'S WITH ME?

FX:
SPX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION
ANGLE ON BUDGE, CREEPIE & CHRIS-ALICE (DAY)

DIAL (23) BUDGE:
IS IT REALLY WORTH THE RISK?

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL (23) BUDGE: (CONTD)
I MEAN WHAT WOULD WE --

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

CREEPIE & CHRIS ALICE TURN TO EACH OTHER

DIAL (23) BUDGE: (CONTD)
.. DO WITH BURIED TREASURE ANYWAY?

FX:
SPX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



ACTION

CLOSE ON CARLA - DEEP IN THOUGHT

DIAL

FX:
SPX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

SUDDENLY SHE BRIGHTENS.

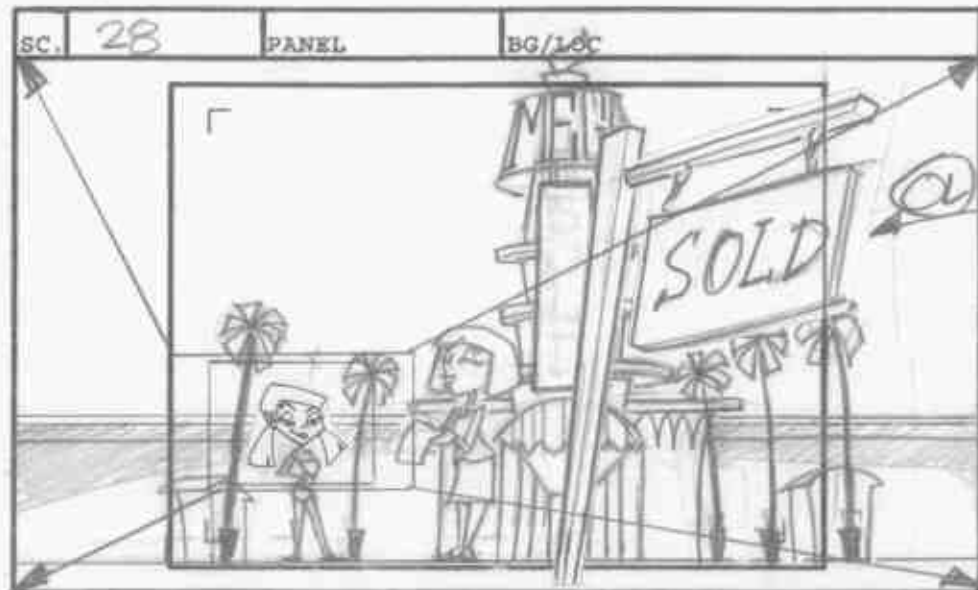
DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

TRUCK OUT (A) → (B) *START DIA AFTER TRUCK OUT
 REVEALING CARLA STANDING IN THE MEGA MALL
 PARKING LOT. A GIANT "SOLD" SIGN HANGS FROM THE
 BUILDING

DIAL

(24) CASHIER:

WOULD YOU LIKE THAT GIFT-WRAPPED?

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

RIFFLE
DISS
BG

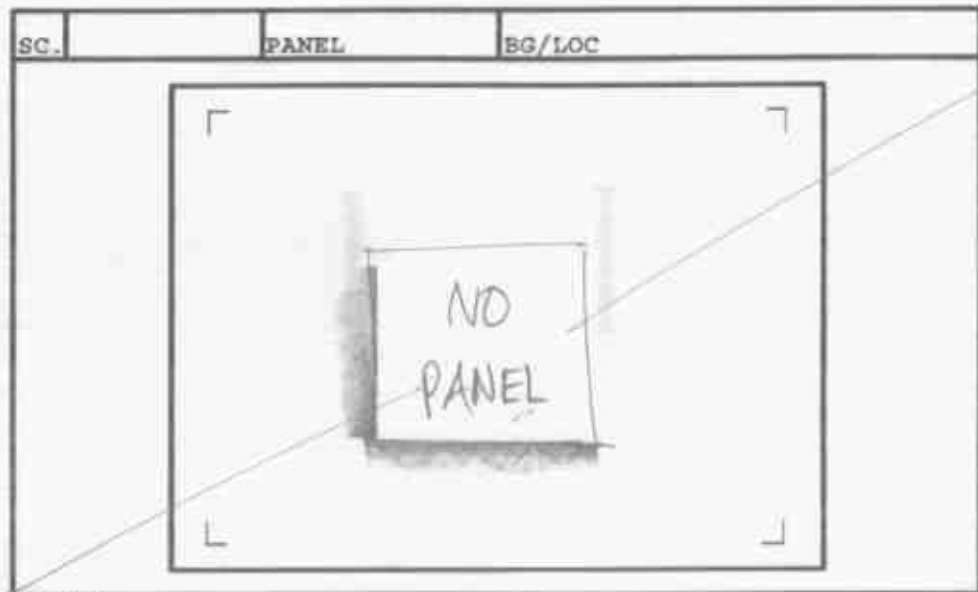
PAN IN
DURING
TRK OUT

EXT. MEGA
MALL
(-DAY)

FINAL

PROD #

growing
up
creepie



RIPPLE
DISS.



ACTION

ACTION

EXT. BEACH - CU EN CHRIS - ALICE

DIAL

DIAL

FX:
SFX:

FX:
SFX:

DIRECTOR'S NOTES

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES

FINAL

PROD #

HU

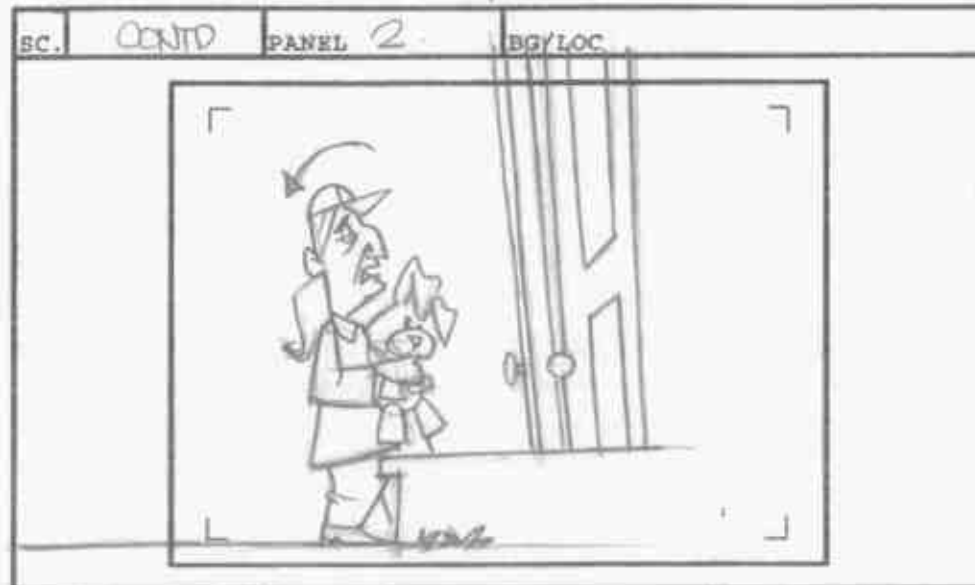


ACTION
EXT. CHRIS-ALICES' HOUSE - (DAY)
A DELIVERY-MAN (G1026-012), HOLDING A STUFFED RABBIT WAITS PATIENTLY.

DIAL

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES



ACTION
HE STEPS BACK AS THE DOOR SWINGS OPEN.

DIAL

(25) DELIVERY MAN:
SPECIAL DELIVERY.

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION
AN AVALANCHE OF STUFFED BUNNIES BURST OUT OF THE HOUSE KNOCKING THE DELIVERY MAN OFF HIS FEET

DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION
AND OUT OF SCENE

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #

growing
up
creepie



ACTION (STOP) (PAN) (START) ACTION

CHRIS-ALICE LEANS OUT. SHE'S HOLDING A STUFFED RABBIT. PAN ALONG THE PILE OF STUFFED RABBITS (A) (B)
OVER TO THE DELIVERY MAN. HE HOLDS UP HIS "DELIVERY"

DIAL (25) DELIVERY MAN:
UH.. YOU SURE YOU HAVE ROOM FOR THIS?

DIAL

FX:
SFX:
DIRECTOR'S NOTES

FX:
SFX:
DIRECTOR'S NOTES

[Empty box for notes]

SLUG NOTES

SLUG NOTES

FINAL
PROD #



ACTION

CLOSE ON CHRIS-ALICE STANDING IN THE OPEN DOORWAY. SHE'S SURROUNDED BY HUNDREDS OF STUFFED BUNNIES

DIAL

(26) CHRIS-ALICE:
OF COURSE!

FX:

SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

CHRIS-ALICE HUGS FLUFFY BUNNY TIGHTER.

DIAL

(26) CHRIS-ALICE: (CONTD)

MR FLUFFYBUNNY CAN ALWAYS USE MORE COMPANY.

FX:

SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

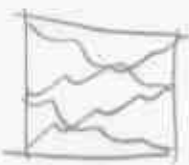


RIPPLE
DISS.

FINAL

PROD #

growing
up
creepie



RIPPLE
DISS



ACTION

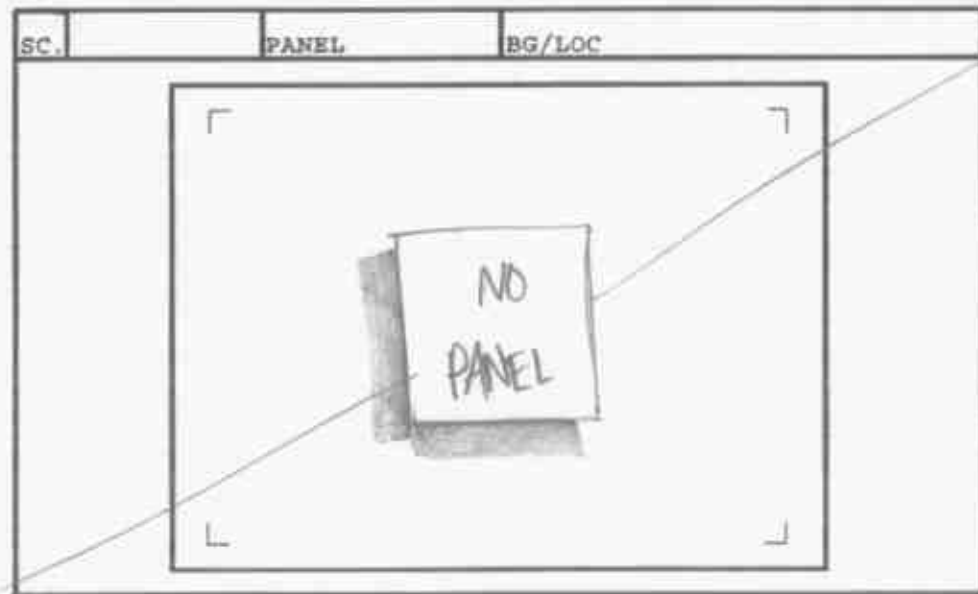
EXT BEACH - CU ON MELANIE

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL

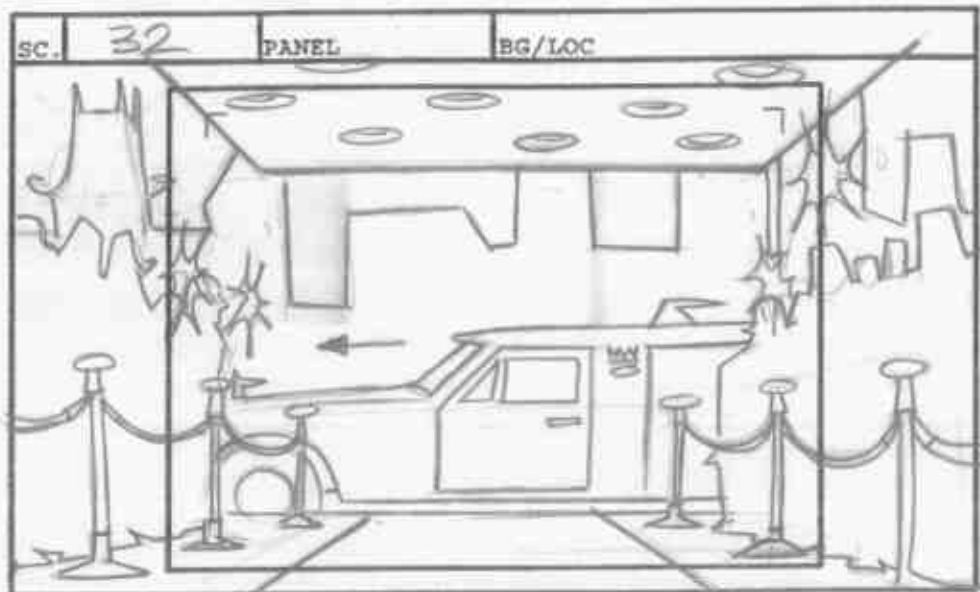
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #

RIPPLE
 DSS.



ACTION

EXT. THEATRE (NIGHT)
 A GLEAMING LIMO PULLS TO A STOP IN
 FRONT OF THE RED CARPET. FLASH BULBS
 GO OFF

DIAL

FX: (FLASHS, GLOW FROM LIGHTS)

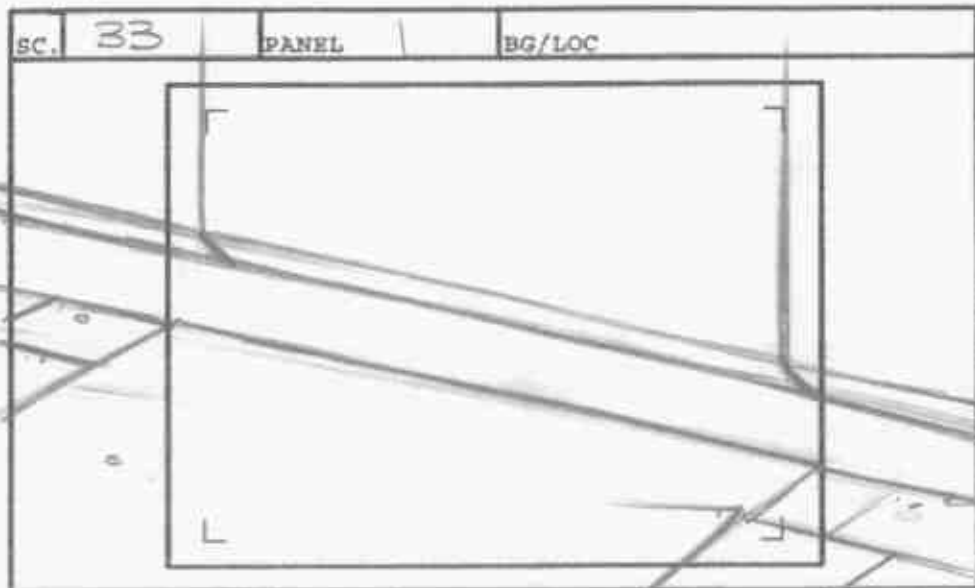
FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



ACTION

ANGLE ON SIDEWALK & RED CARPET
 THE LIMO SETTLES IN SCENE

DIAL

FX:

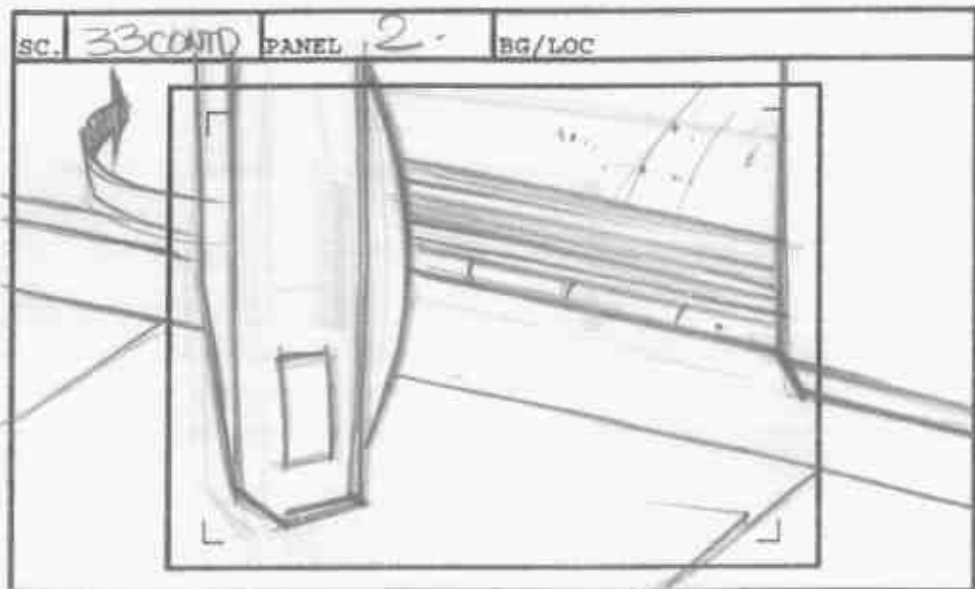
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



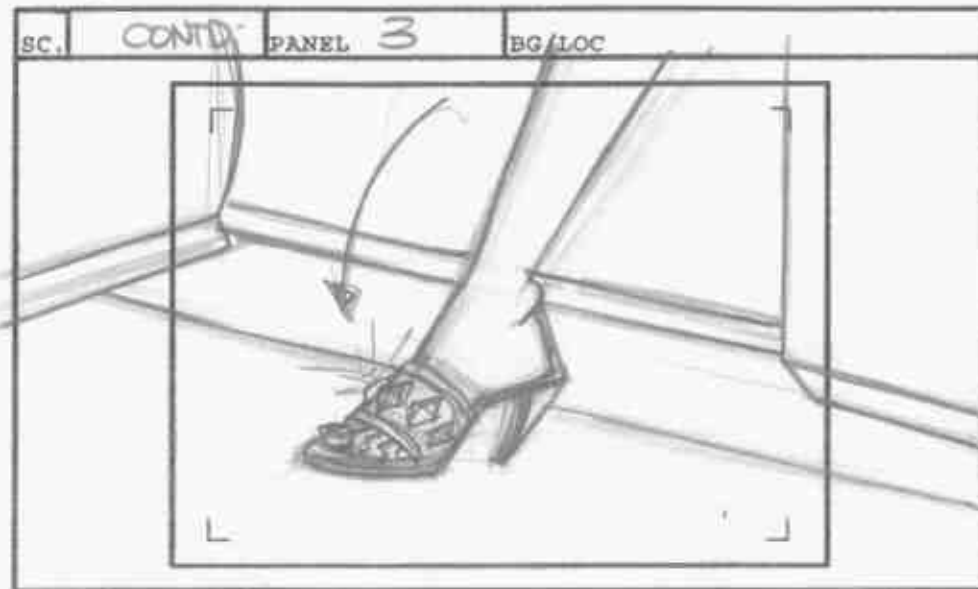
ACTION
THE DOOR SWINGS OPEN

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
AND A JEWEL-ENCRUSTED, SANDHEED FOOT
STEPS INTO SCENE
EFX: (SPARKLES, GLEAMS)

DIAL

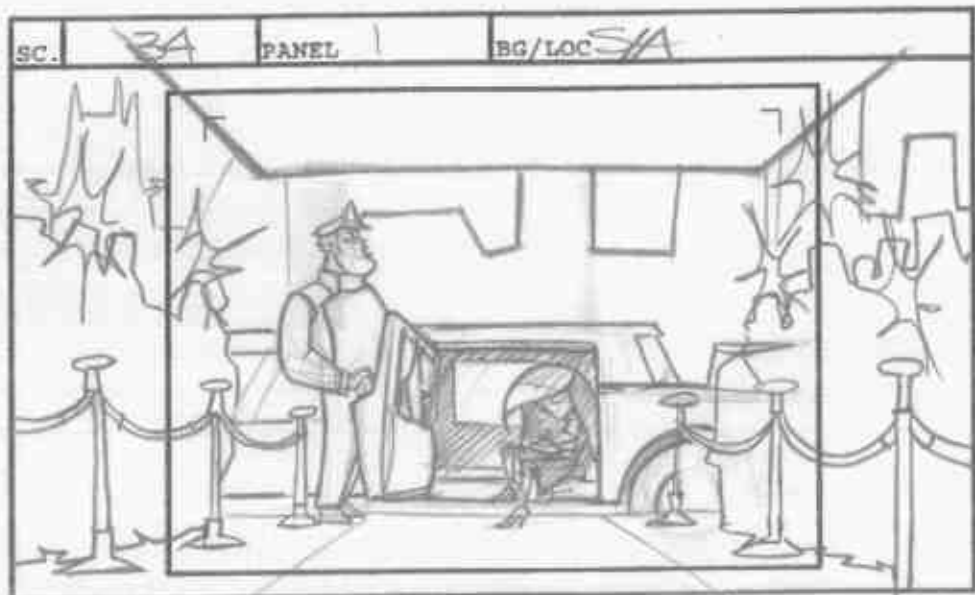
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL	
	PROD #

144



ACTION
WIDE ON LIMO. - FLASH BULBS GO OFF AS 'STARLET' MELANIE EXITS THE LIMO.

FX: <FLASHES>

DIAL

△ CROWD:

<CHEERING, CLAPPING, etc.>

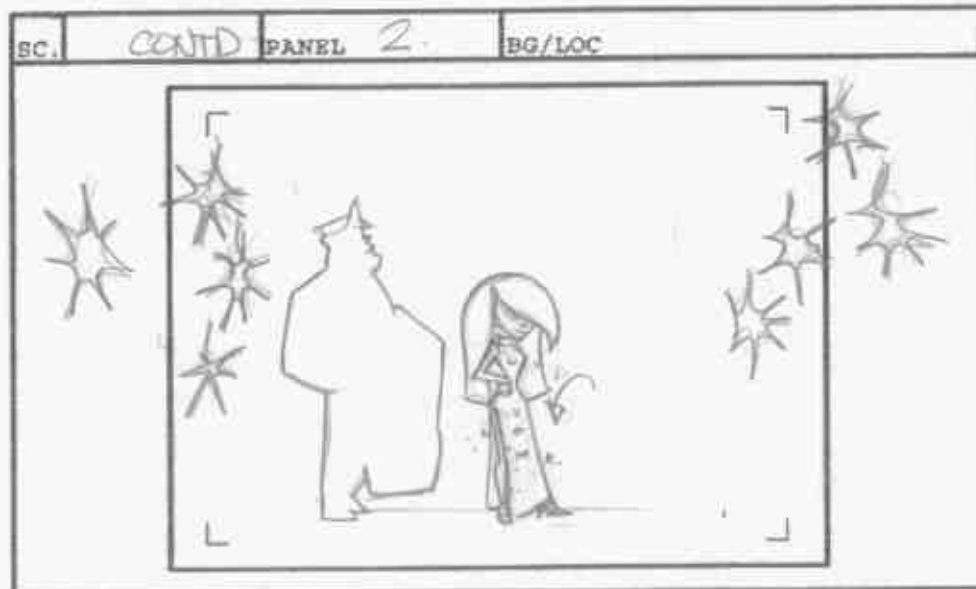
FX:

SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION
SHE STRIKES A POSE AS FLASHES CONTINUE TO GO OFF. HER SEQUINED DRESS SPARKLES.

DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

CLOSE ON STARLET MELANIE HER DRESS GLITTERING FROM ALL THE FLASHES

EFX: <FLASHES>

DIAL

SFX: <APPLAUSE & CHEERS>
<FLASH BULBS>

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



ACTION

MELANIE DRAMATICALLY TOSSES HER HER UP, SMILING RADIANTLY. SHE'S SOAKING IT UP

FX:

SFX:

DIRECTOR'S NOTES

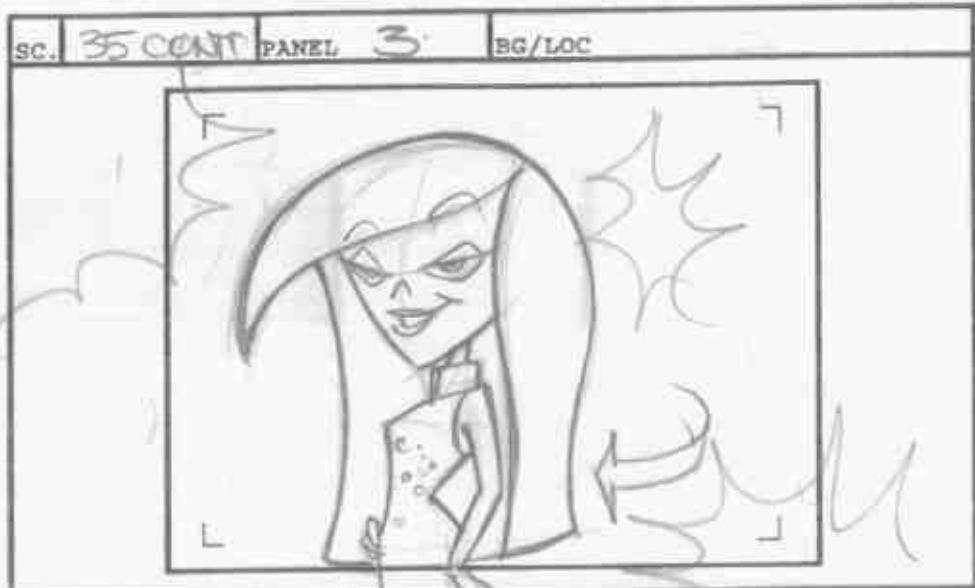
SLUG NOTES



FINAL

PROD #

GROWING UP
CREEPY



ACTION

SHIFT W/ACTION (A) → (B)
 FOLLOW MELANIE AS SHE TURNS, STARTING
 DOWN THE RED CARPET FLASH BULBS CONTINUE

DIAL TO FLASH

FX:
 SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

(STOP FAN)
 MELANIE WAVES TO HER FANS

DIAL

FX:
 SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
 PROD #



ACTION
A LARGE FLASH GOES OFF IN MEL'S FACE...

DIAL

FX:
SPX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



ACTION
"TEMPORARILY BLINDING HER!"

FX: <
DIAL

FX:
SPX:

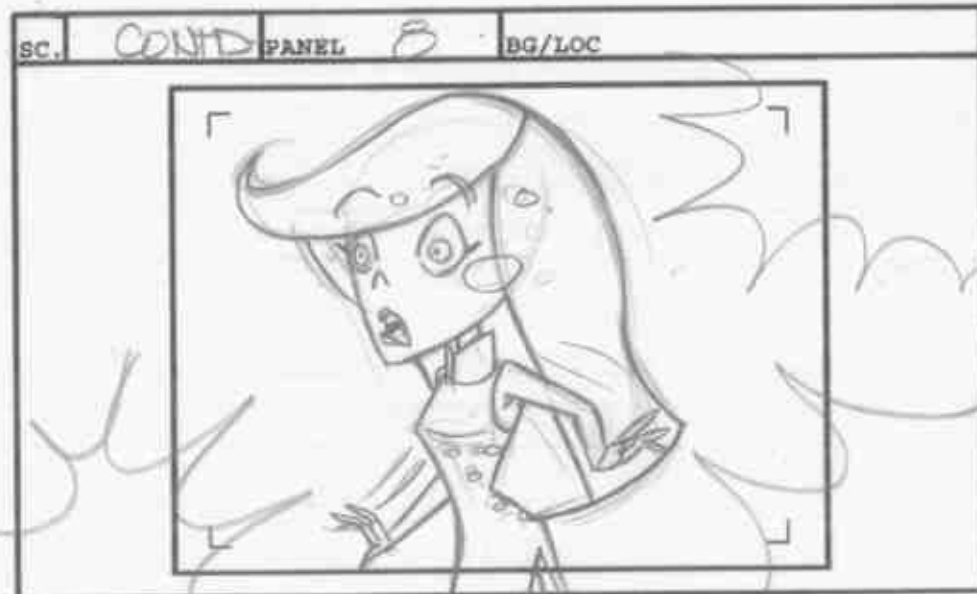
DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION
... SHE STARTS TO MOVE FORWARD ...



ACTION
... SHE TRIPS ...



DIAL

DIAL

Δ CROWD:

<GASP!>

FX:
SFX:

FX:
SFX:

DIRECTOR'S NOTES

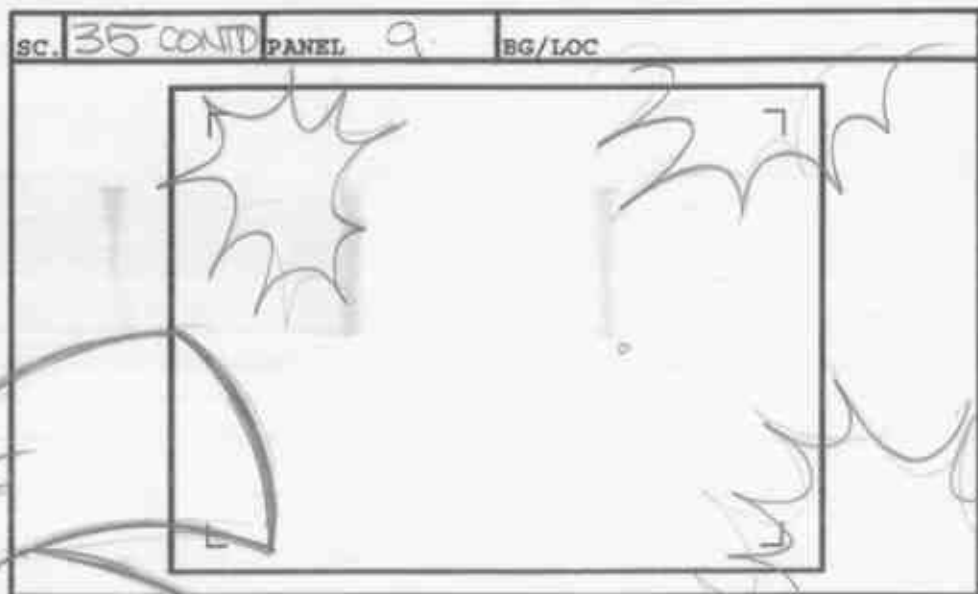
DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES

FINAL

PROD #



out

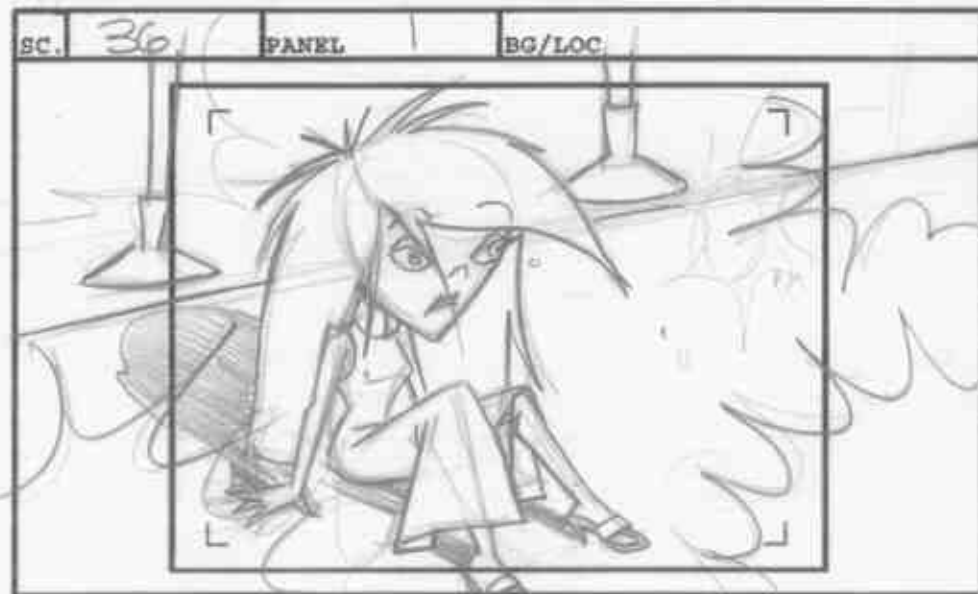
ACTION
.. AND FALLS OUT. FLASH GO OFF
EVEN FASTER

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
WIDER ON MELANIE SPRAWLED ON
THE RED CARPET. EVEN MORE FLASHS
GO OFF

DIAL EFX: <FLASHS>

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

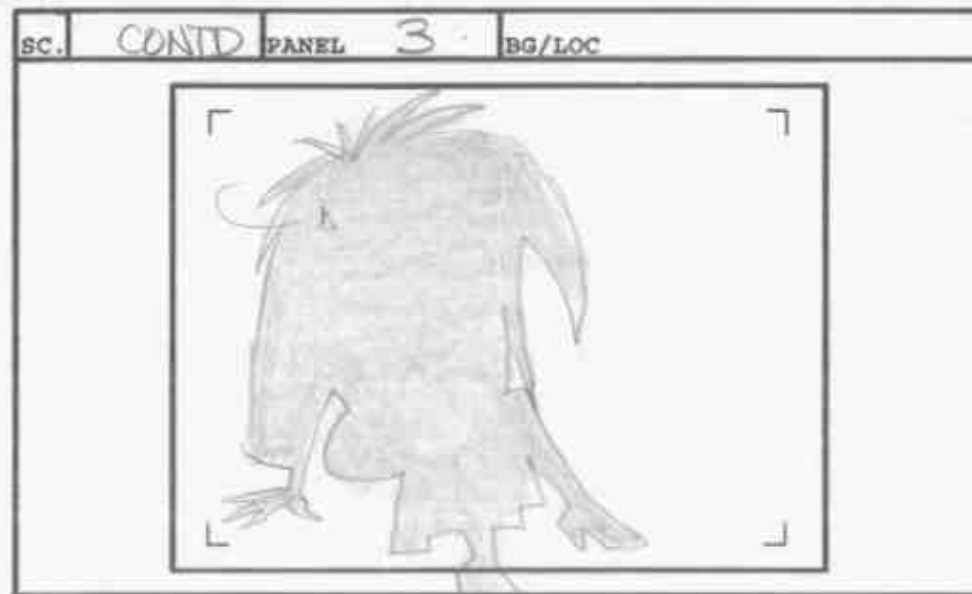
THE FLASHS POP FASTER & BRIGHTER
MELANIE LOOKS HORRIFIED.

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

UNTIL THE SCENE GOES WHITE

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

growing
UP
creepie



ACTION

CLOSE ON CREEPIE

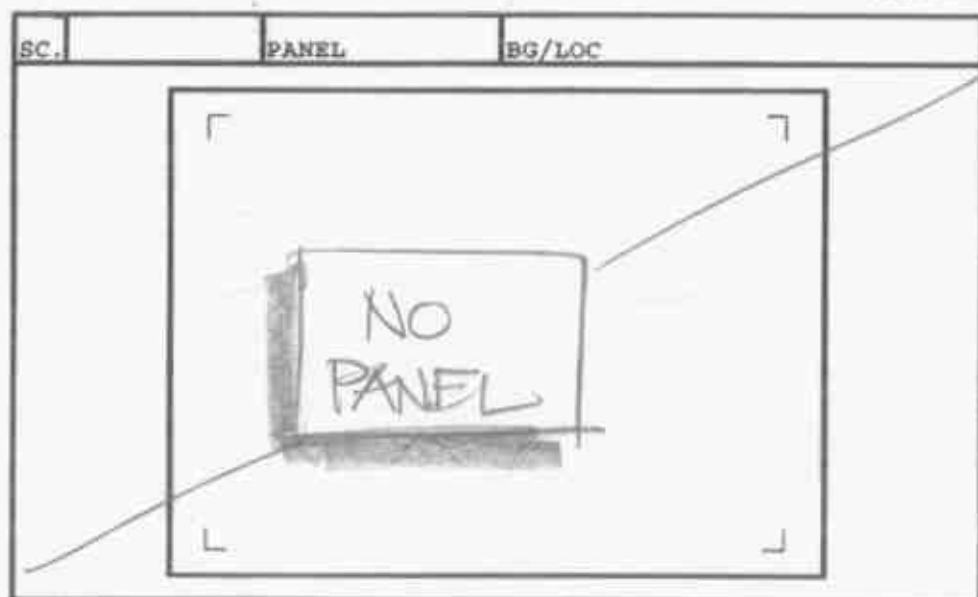
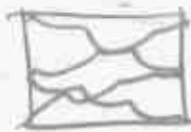
DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



ACTION

DIAL

FX:
SFX:

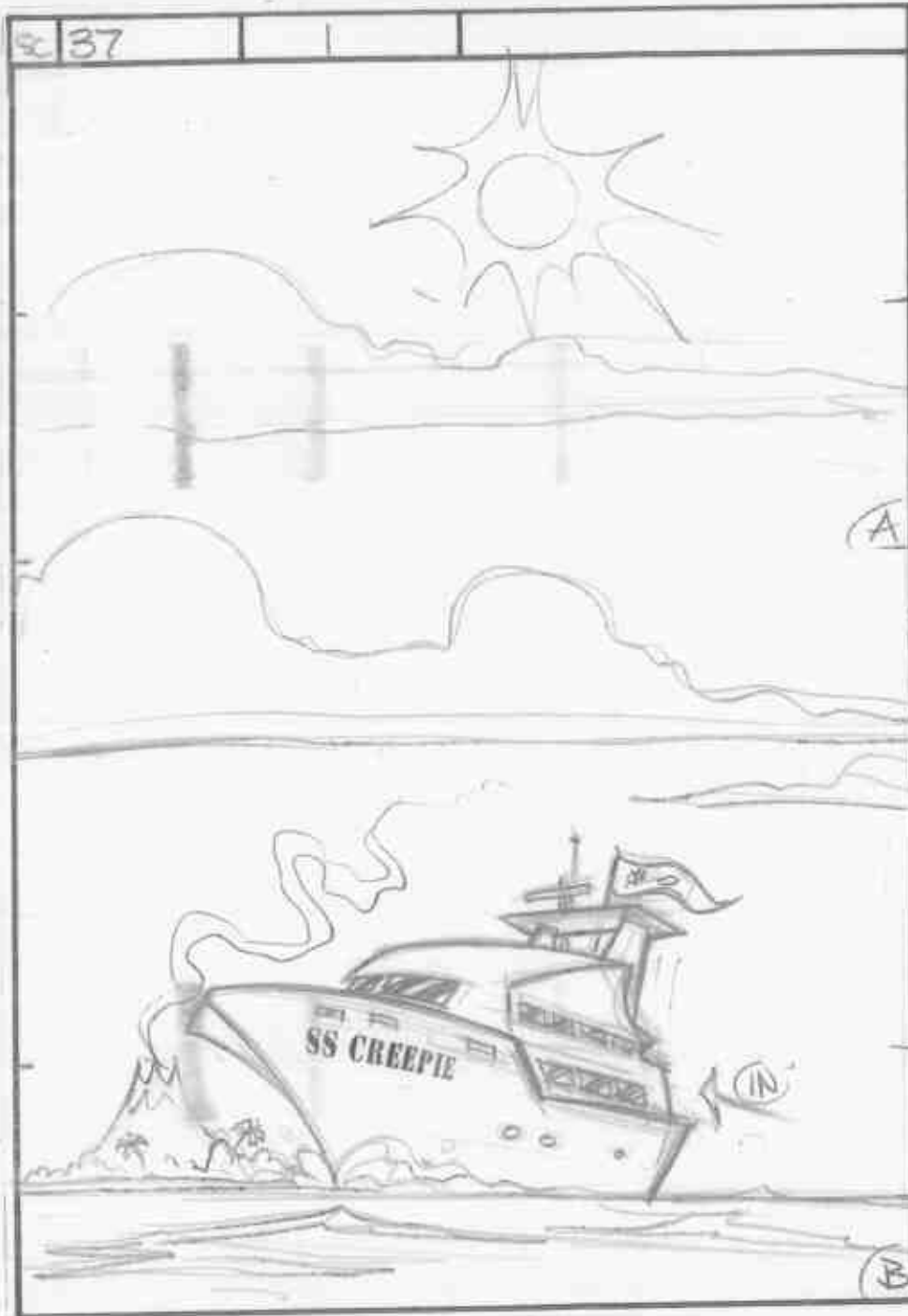
DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



RIPPLE DISSOLVE



SC. 37

growing
up
CREEPIE

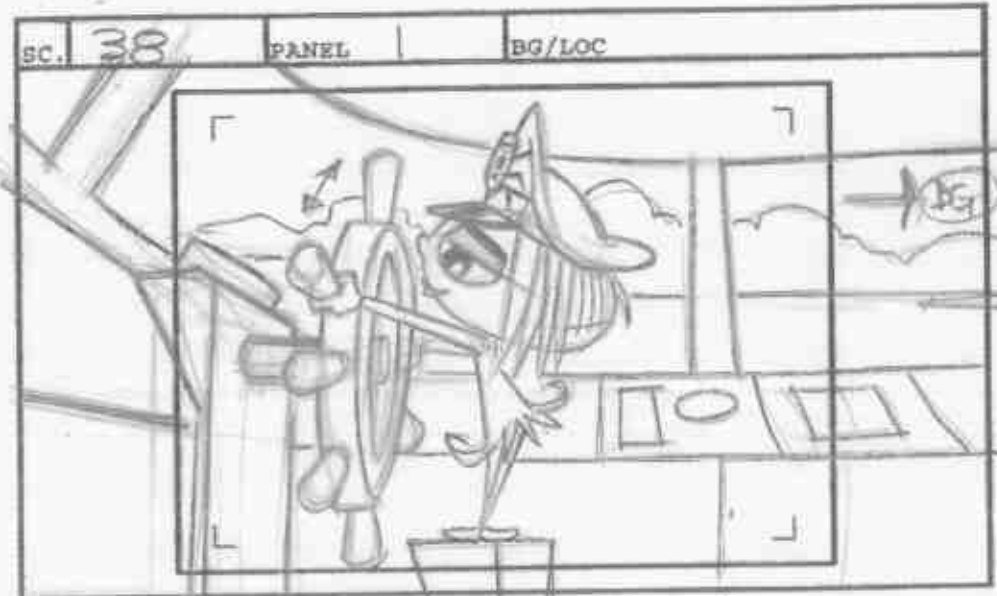
PAGE: 67

EXT. OCEAN
(DAY)
PAN FROM
BRIGHT SUN
TO A LARGE
YACHT
(A) - (B)
FX: (SMOKE)
(WATER)

START

(PAN)

STOP



SC. 38

PANEL

BG/LOC

ACTION
INT. YACHT - (DAY)
ANGLE ON CREEPIE, WEARING A CAPTAIN'S
HAT, AT THE HELM.

DIAL

FX:
SFX:

DIRECTOR'S NOTES

FINAL
PROD #

SLUG NOTES

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ACTION

SHE TURNS TO LOOK OVER HER SHOULDER CALLING OUT.

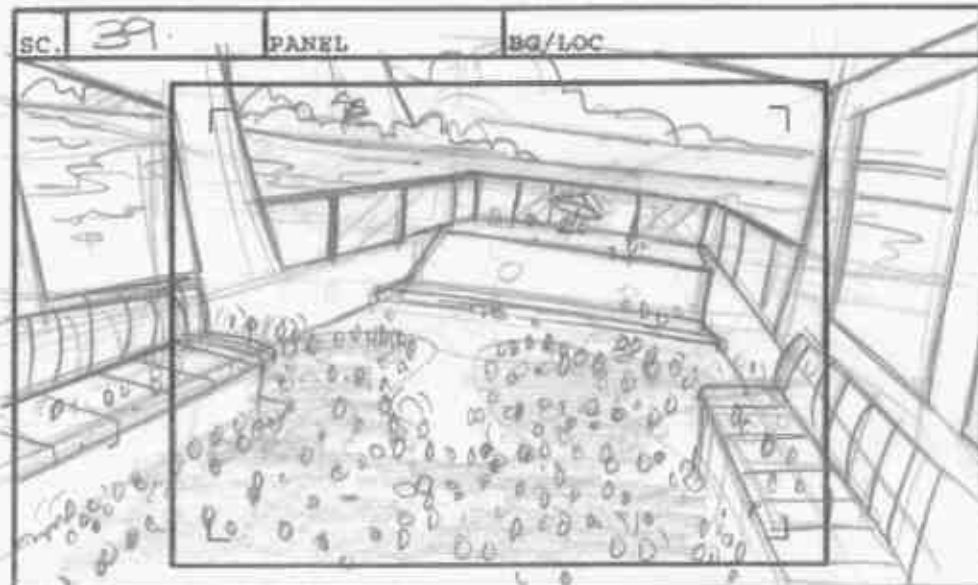
DIAL (29) CREEPIE:

EVERYONE HAVING FUN?

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

CREEPIE'S P.O.V INT. YACHT - (CONT)

BUGS ARE ALL OVER THE INSIDE OF THE YACHT, PARTYING AND HAVING A GOOD TIME

DIAL

< BUG PARTY WALLA >

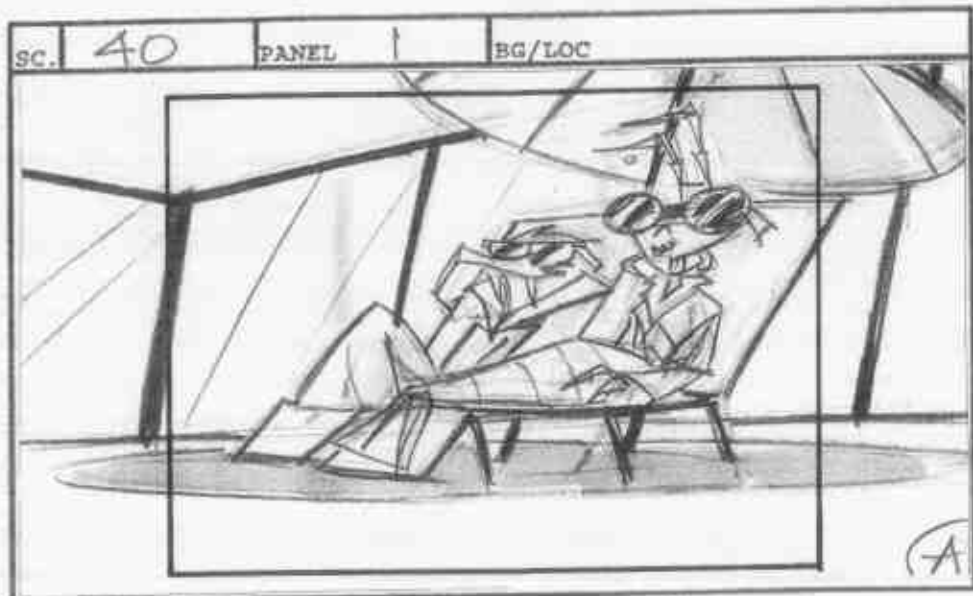
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



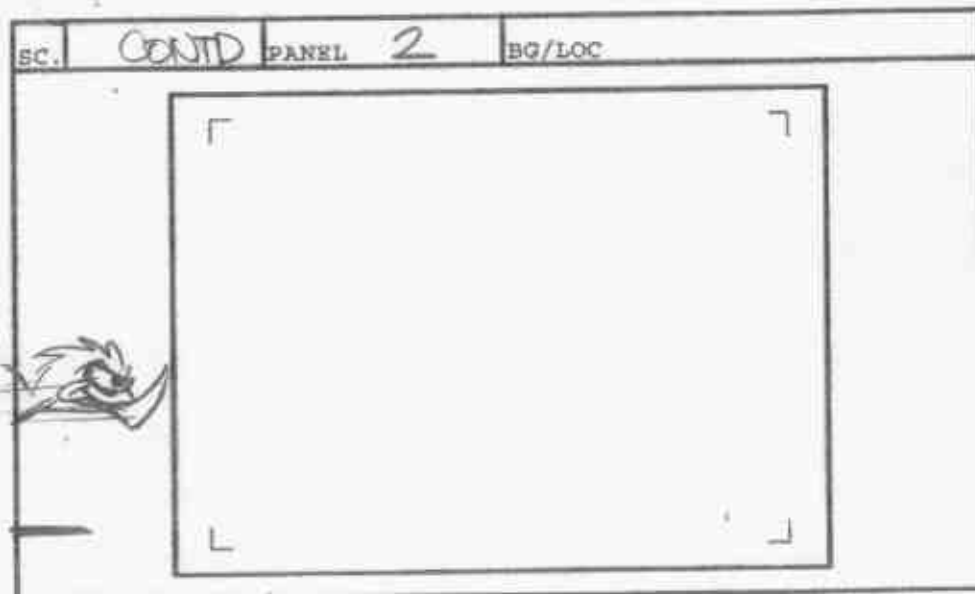
ACTION
ANGLE ON CAROLEENA & VINNIE
LOUNGING IN THE SHADE

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
GNAT RACES IN

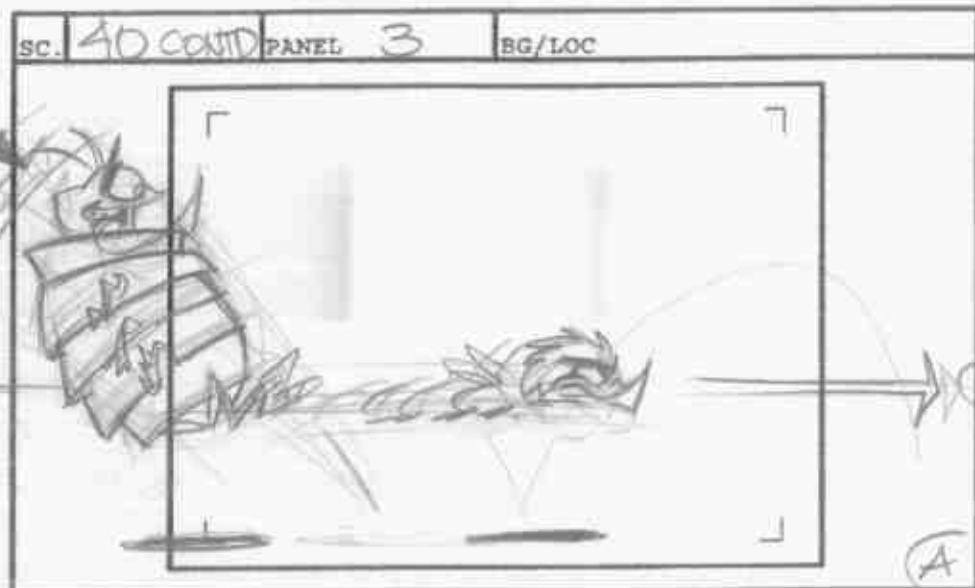
DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

...THRU SCENE FOLLOWED CLOSELY
BY PAULIE.

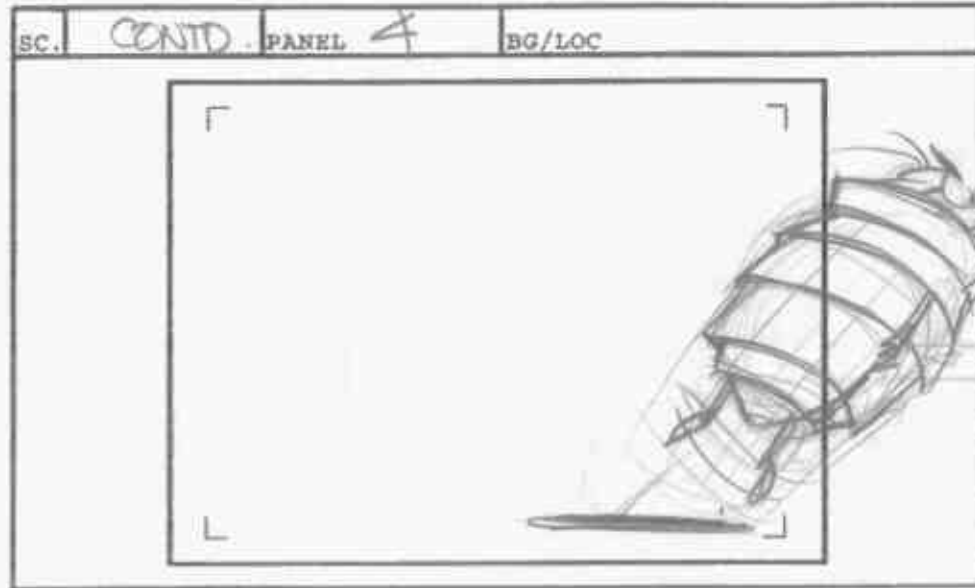
DIAL



FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL

FX:
SFX:

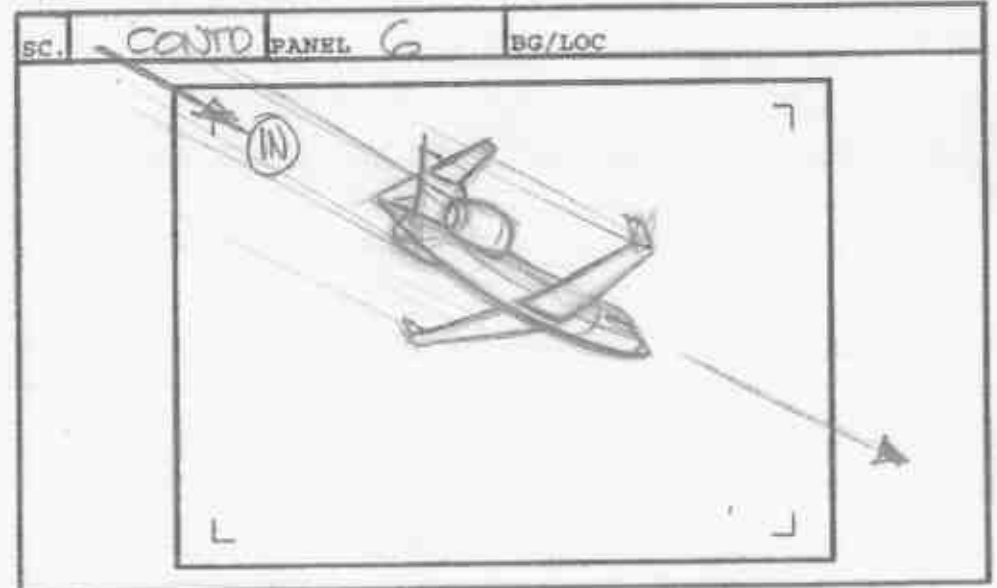
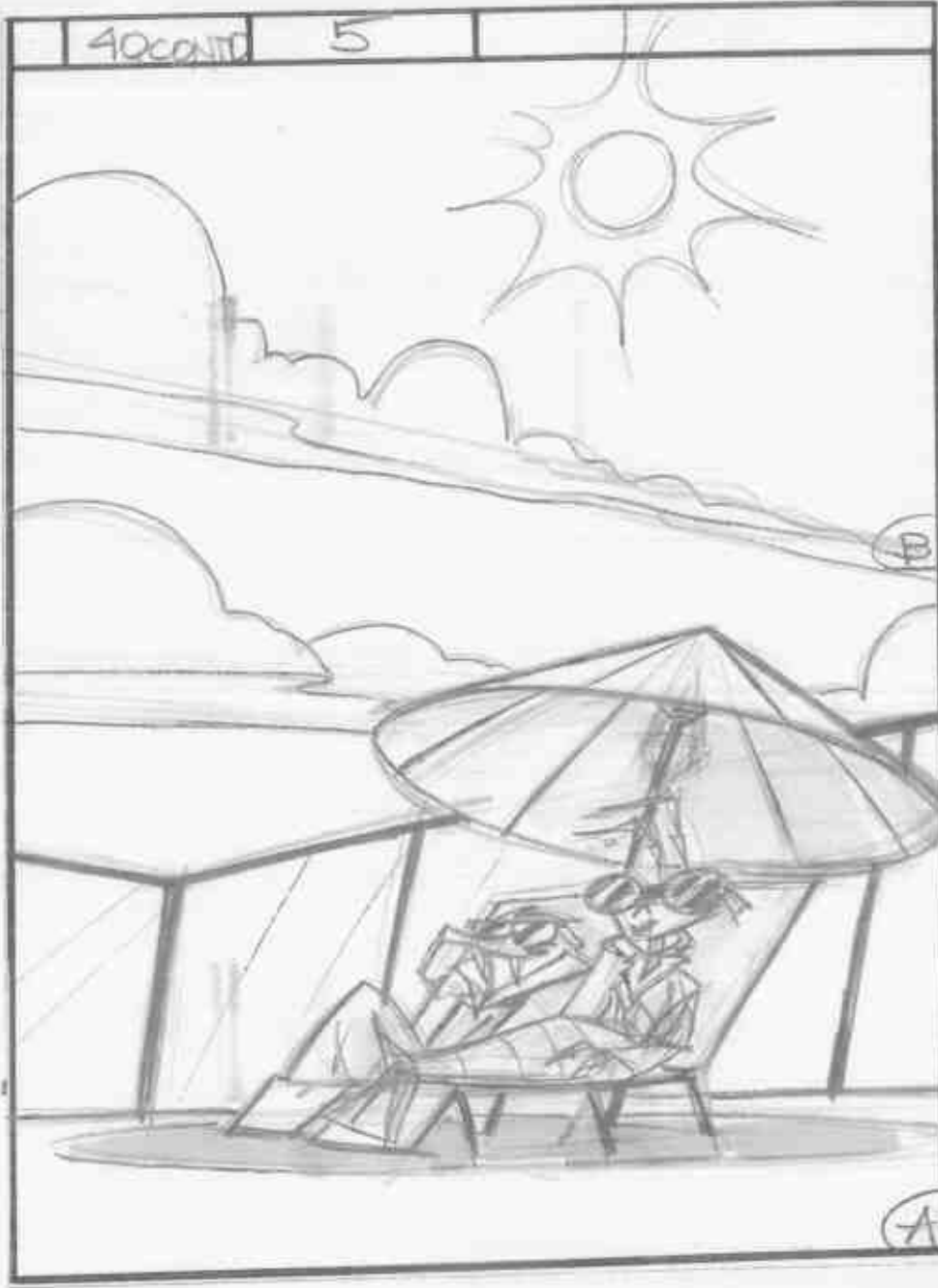
DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

GROWING UP
CREEPY



STOP
↑
(PAN)
↓
START

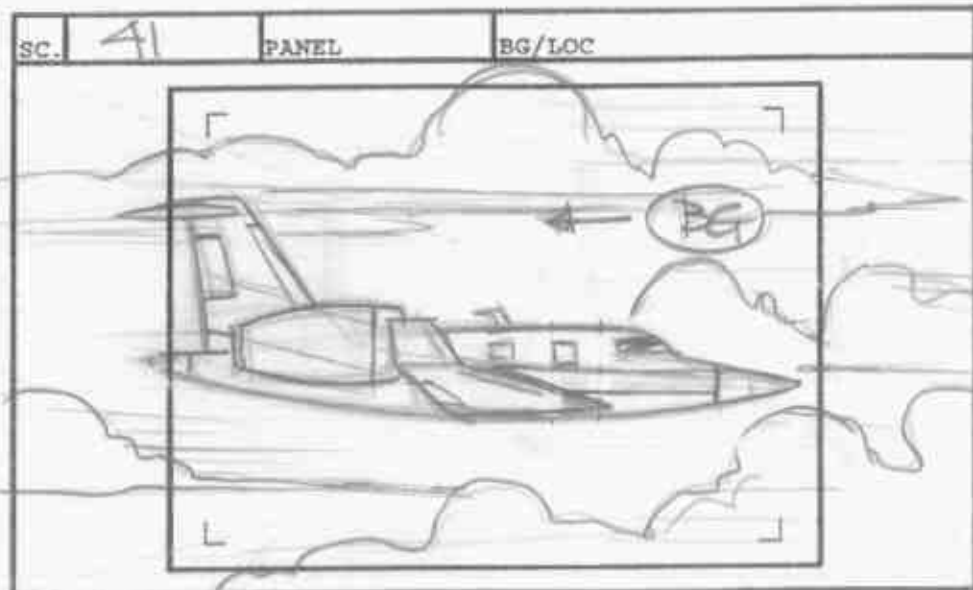
ACTION
PAN (A) → (B) FROM GAROLEENA & VINNIE TO SKY A JET ZOOMS THRU SCENE

DIAL

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION
CLOSE ON SPEEDING 'BUDGE-AIR'
LEAR JET. TRUCK IN ON COCKPIT
(PAN BG FAST) (A-B)

DIAL/SFX: <JET WHINE>

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
INT. LEAR JET
ANGLE ON BUDGE SITTING IN THE PILOT'S
SEAT.

DIAL

FX:

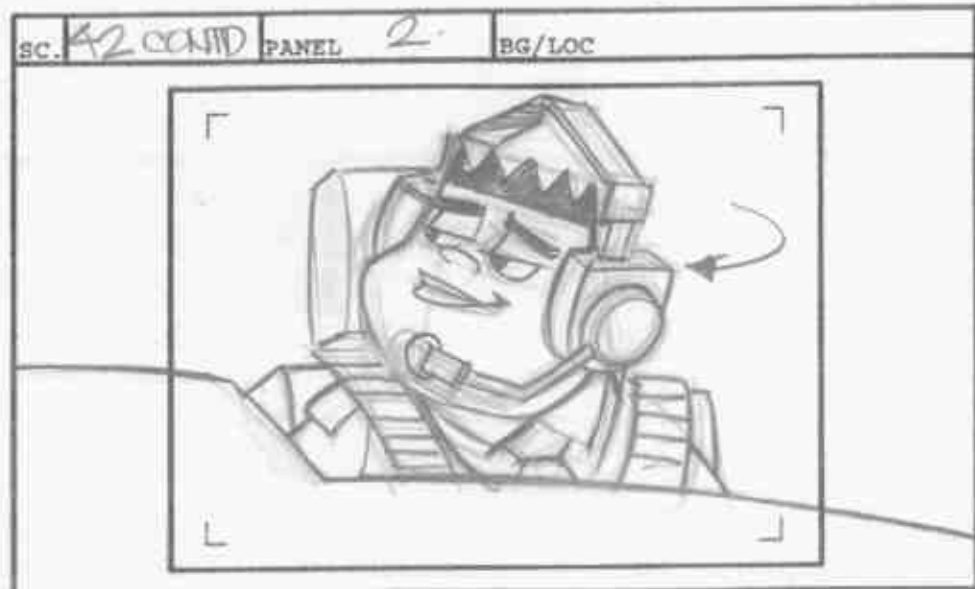
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

BUDGE TURNS TO LOOK OVER AT HIS CO-PILOT

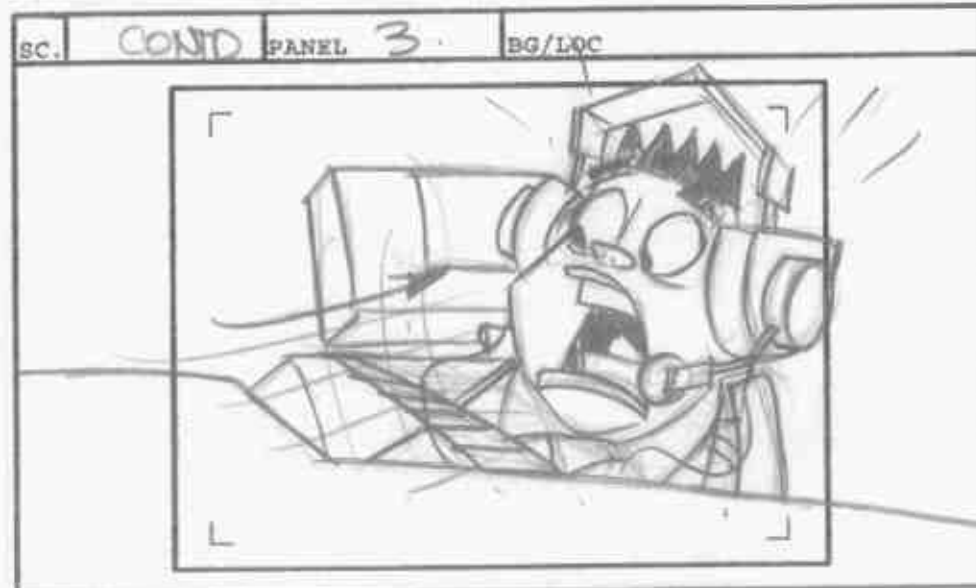
DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



ACTION

.. HE FREAKS!

DIAL

(28) BUDGE:

AAGGHHH!!

FX:
SFX:

DIRECTOR'S NOTES

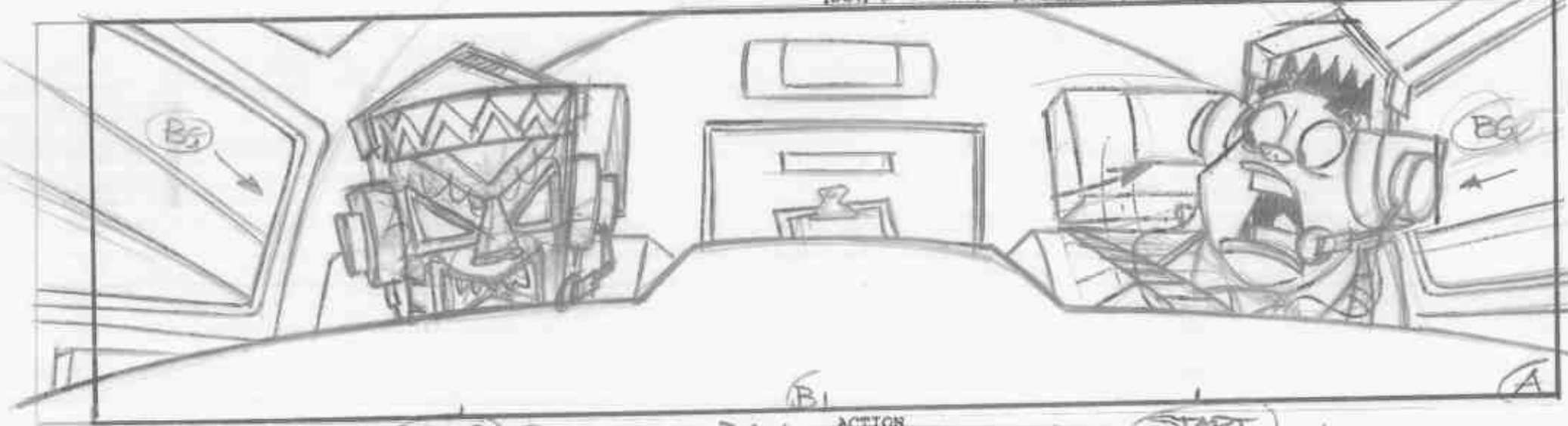
SLUG NOTES

FINAL

PROD #

GROWING UP
CREEPY

SC. 42CONTD PANEL 4 BG/LOC



STOP ← PAN ACTION → START

PAN (A) → (B) FROM THE FREAKING BUDGE TO THE GLOWY-EYED EVIL TIKI.

DIAL

DIAL

FX:
SFX:

FX:
SFX:

DIRECTOR'S NOTES

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

SLUG NOTES

FINAL
PROD #

growing
up
creepie



ACTION

CLOSE ON EVIL TIKI
(*BG COLOR CARD)

FX: <GLOW>

DIAL MFX: <PSYCHO STING>

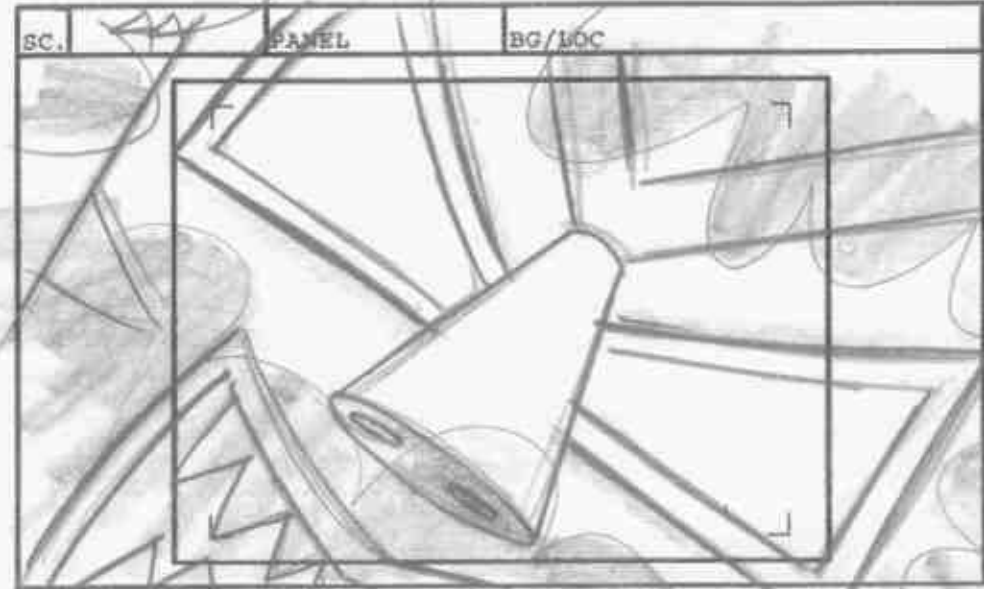
FX:

SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

FCU ON EVIL TIKI'S GLOWING EYES
(*BG COLOR CARD)

FX: <GLOW>

DIAL MFX: <PSYCHO STING>

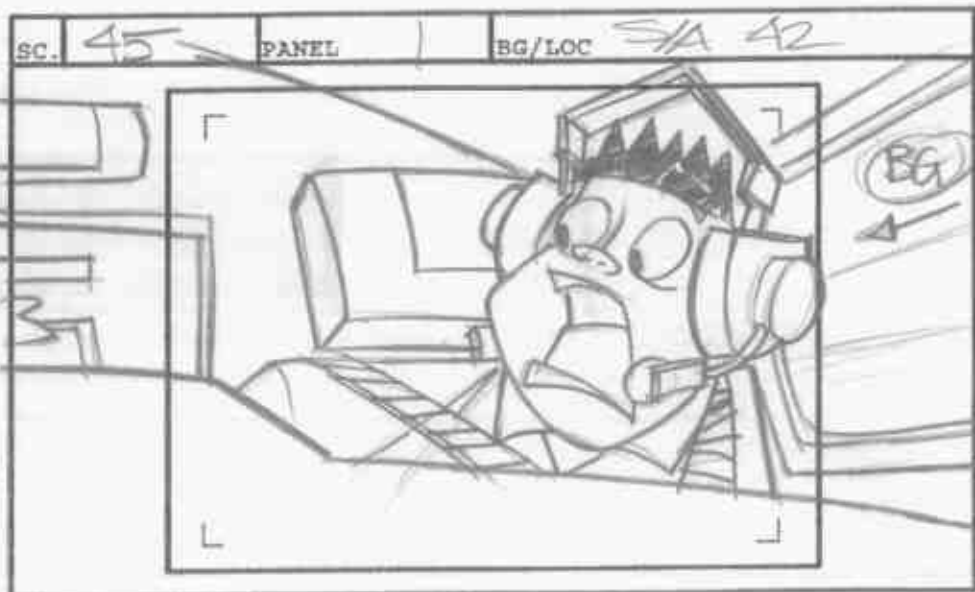
FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION
INT. LEARJET -
ANGLE ON A FREAKED OUT BUDGE

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
BUDGE SLUMPS

DIAL
(28) BUDGE: (CONTD)

I KNEW THIS WAS A BAD IDEA.

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



RIPPLE
DIS



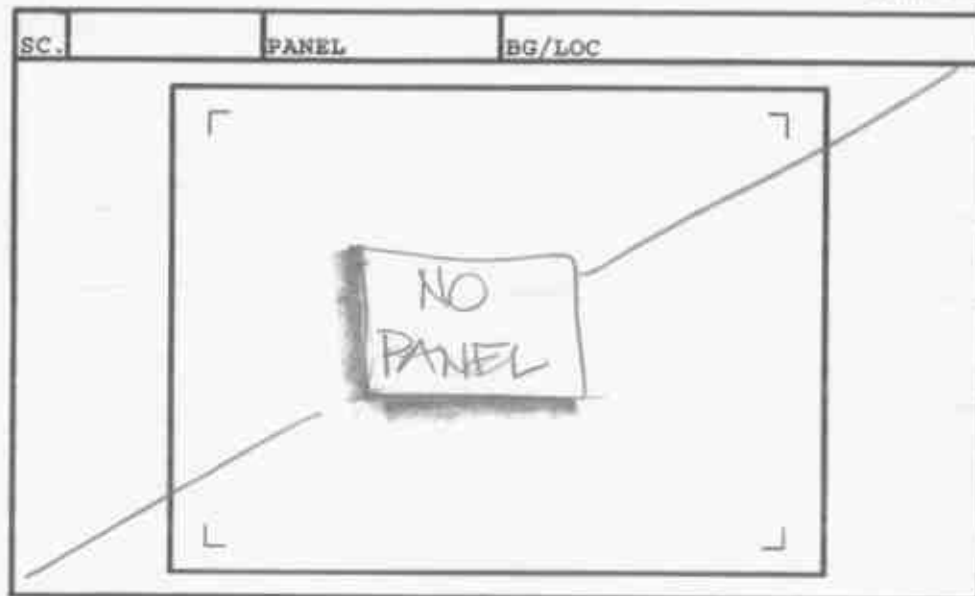
ACTION EXT - BEACH - DAY.
ANGLE ON A FREAKED OUT BUDGE
STANDING ON THE BEACH (DAY).

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

SCENE CONTD ON NEXT PAGE

DIAL

FX:
SFX:

DIRECTOR'S NOTES

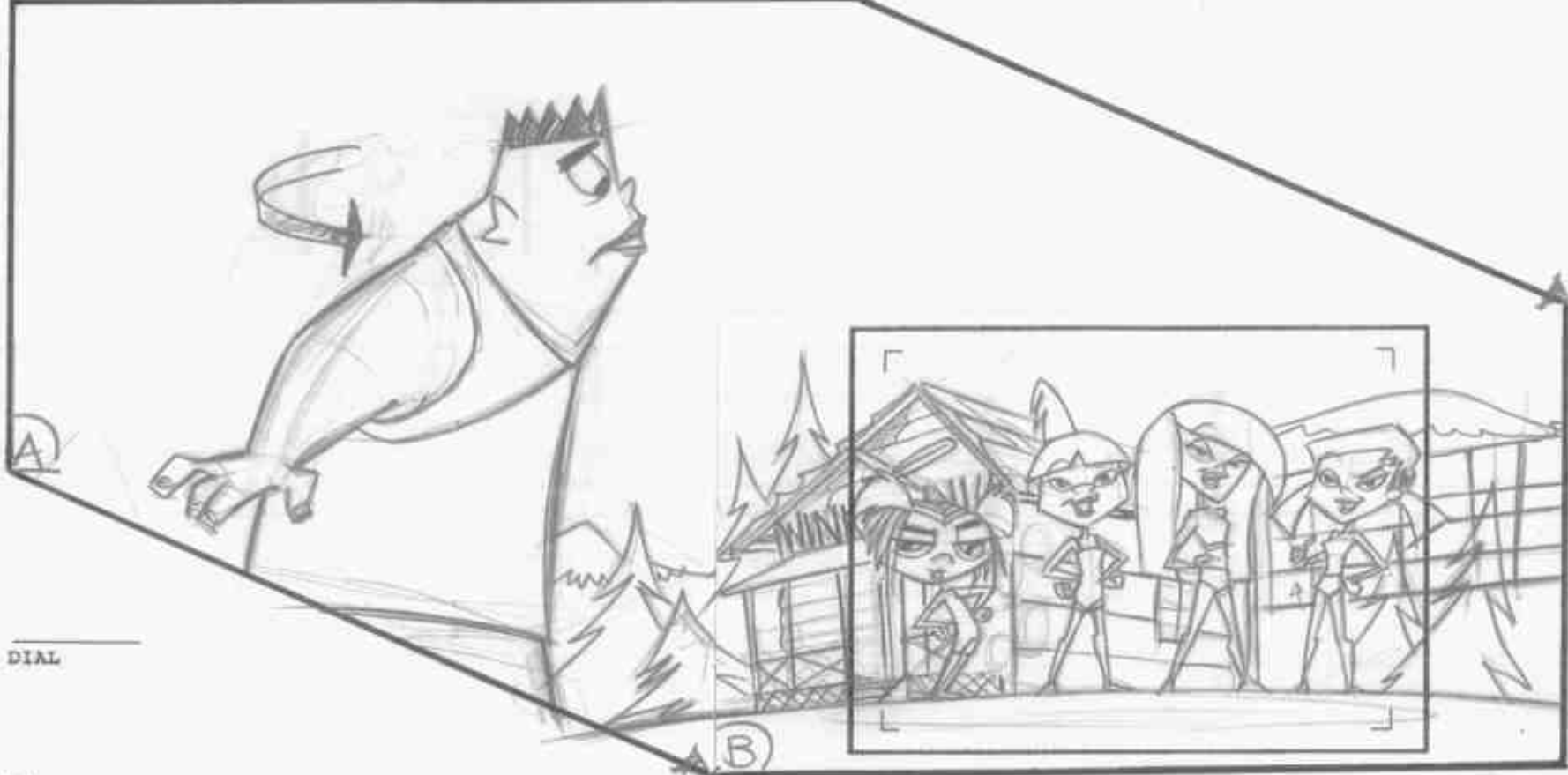
SLUG NOTES

FINAL

PROD #

growing
up
creepie

SC. 4B CONTD PANEL 2 BG/LOC



BUDGE TURNS TO THE
GIRLS
PAN W/ACTION (A) (B)

(30) MELANIE/CREEPY/CHRIS/AUCE
I'M SO THERE / I'M IN! / LETSGO!

DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

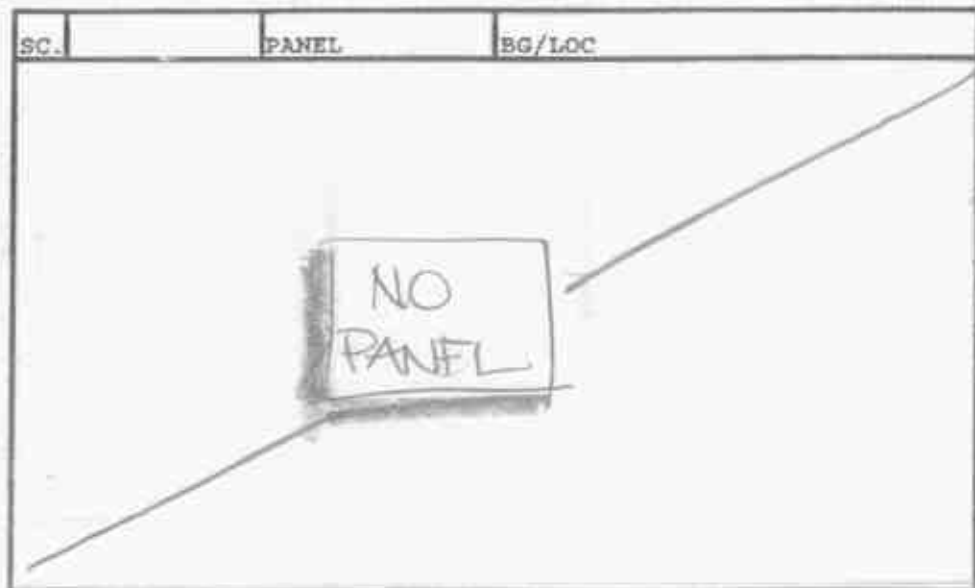
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #

growing
up
creepie



ACTION



ACTION
ANGLE ON BUDGE, THE VOICE OF REASON!

DIAL

DIAL (3) BUDGE:
ANYONE IN FAVOR...

FX:
SFX:

FX:
SFX:

DIRECTOR'S NOTES

DIRECTOR'S NOTES

--

SLUG NOTES

SLUG NOTES

FINAL

PROD #



ACTION
CHRIS - ALICE RACES IN.

DIAL (31) BUDGE: (CONTD)
OF A RE-COUNT?

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



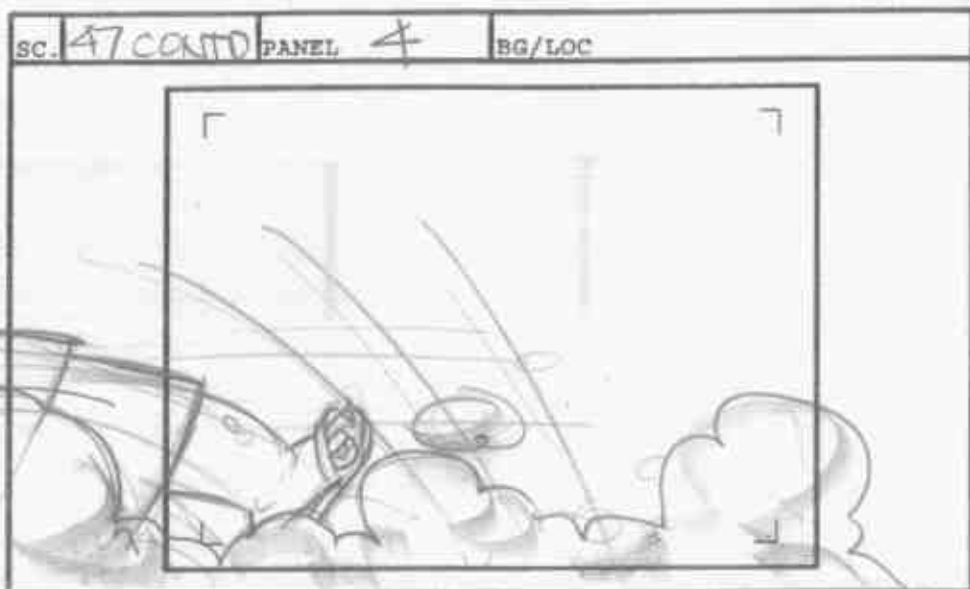
ACTION
THE GIRLS ZIP THRU SCENE GRABBING
BUDGE BY THE ARM.

EFF: (DUST)

DIAL
FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

AND DRAGGING HIM OUT OF SCENE

DIAL

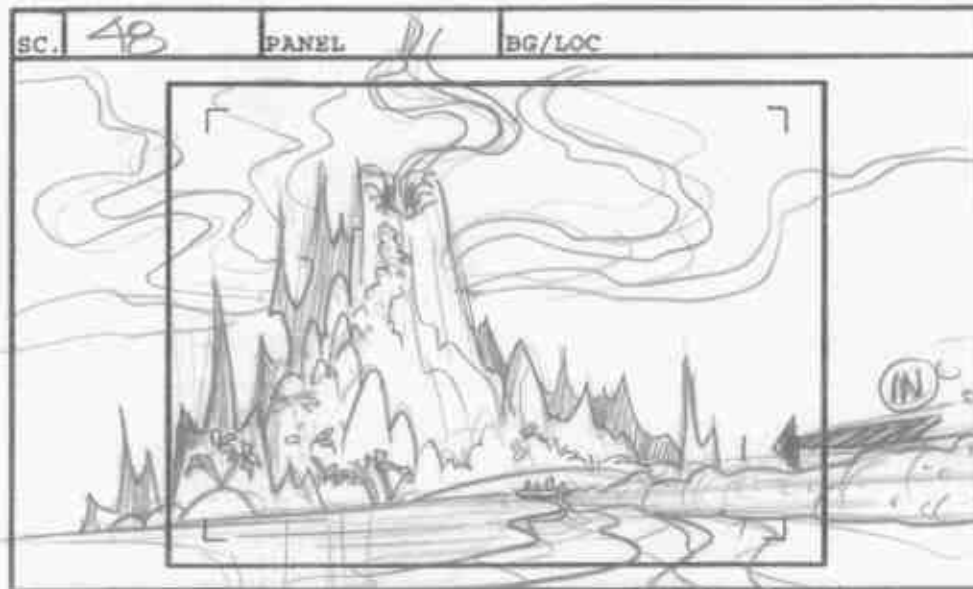
FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



ACTION

EXT. TIKI ISLAND - (DAY) -
THE KIDS IN A BOAT MOTOR TOWARDS THE
HAUNTED ISLAND
EFX: (WATER, SMOKE, FOAM)

DIAL

FX:

SFX:

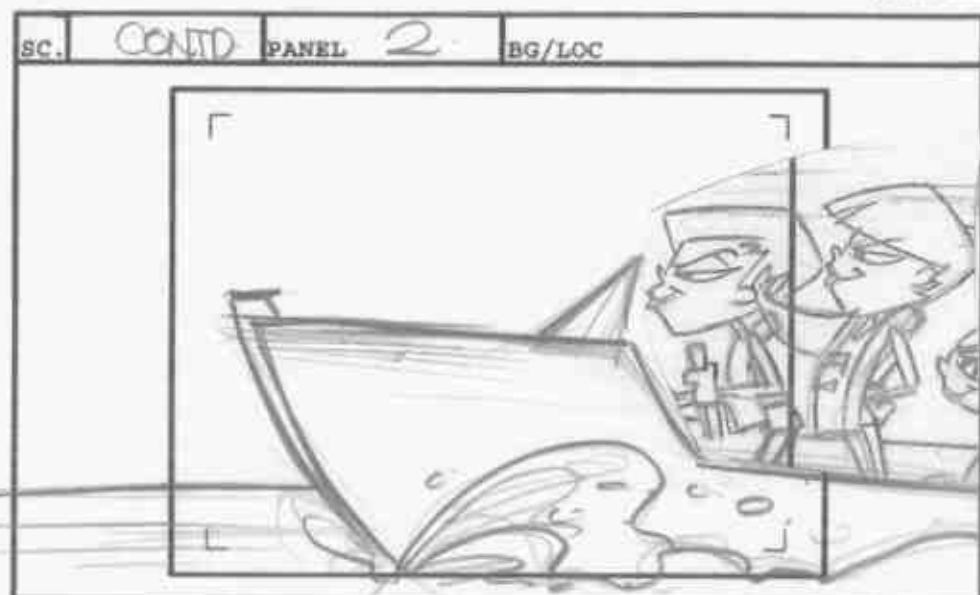
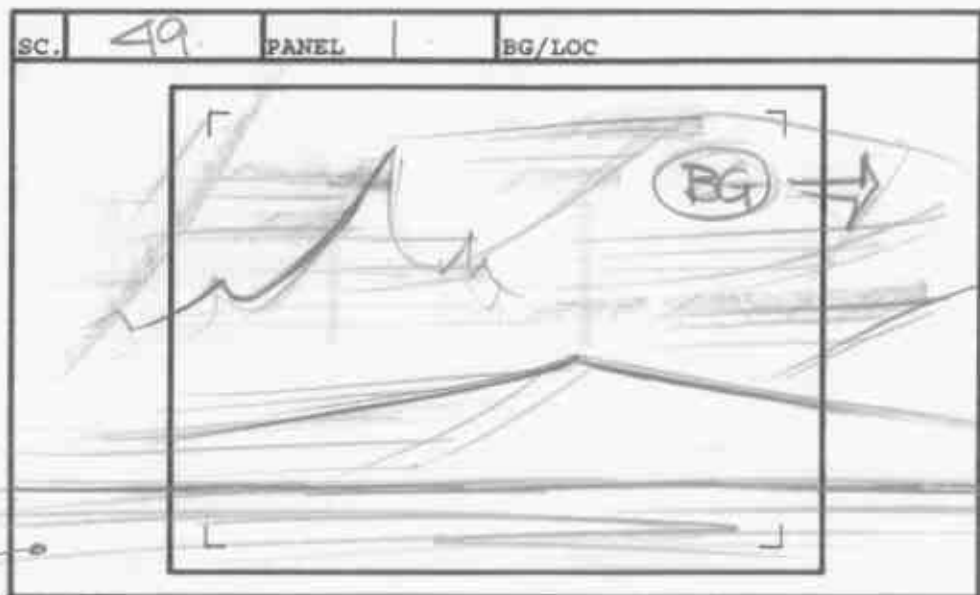
DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES

FINAL

PROD #



WATER

ACTION
ANGLE ON LAKE - (DAY)
BG PAN

DIAL
FX: (WATER)

SFX: (MOTOR)

FX:
SPX:
DIRECTOR'S NOTES

FX:
SPX:
DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

CLOSE ON MOTOR BOAT (FAST PAN BG)
BOAT GAINS OUT OF SCENE

FX: (SPRAY)

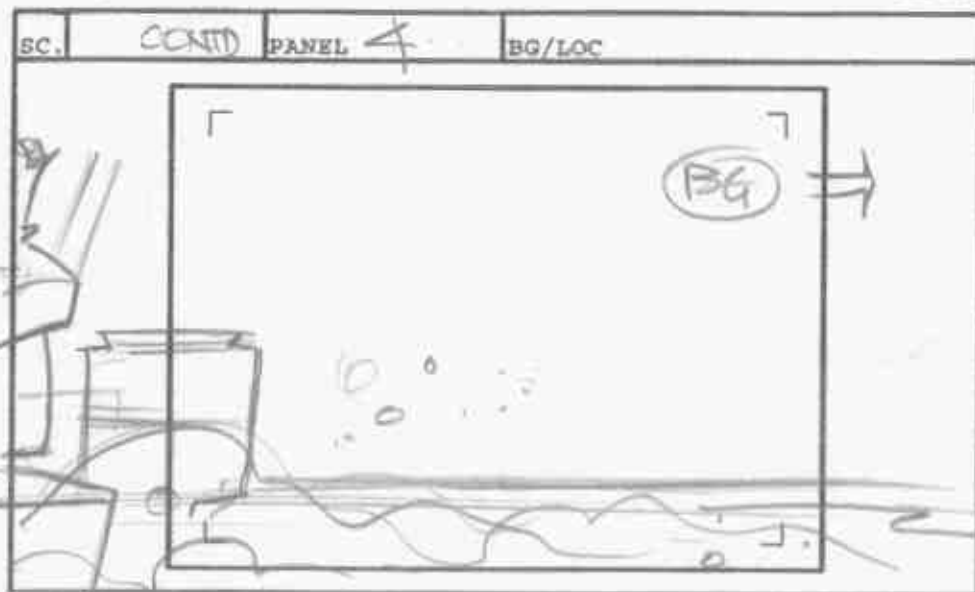
DIAL (32) BUDGE:

GUESS I'LL TAKE THAT AS A "NO"!

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL

FX:
SFX:

DIRECTOR'S NOTES

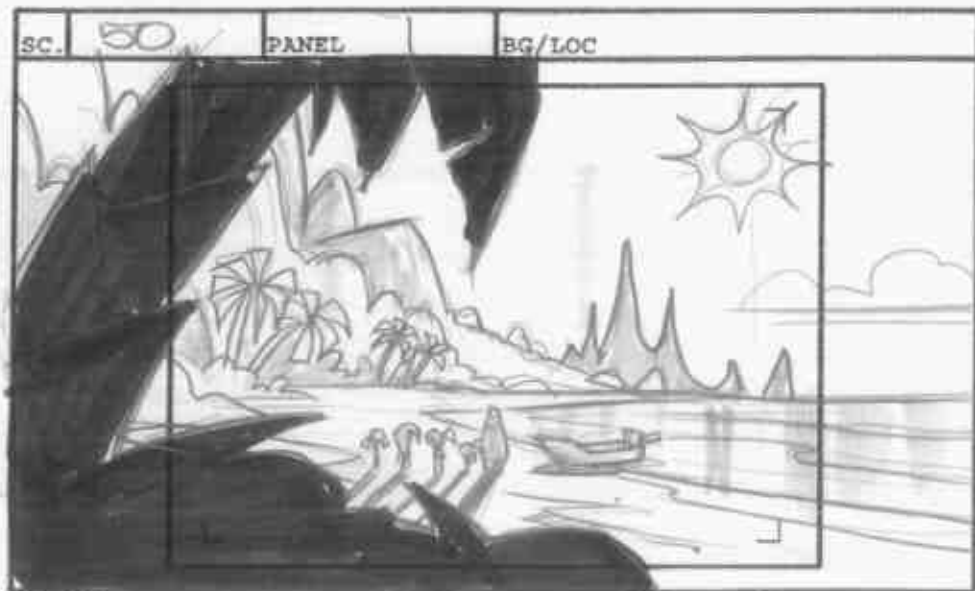
SLUG NOTES

FINAL

PROD #

growing
up
creepie

X-DISS.



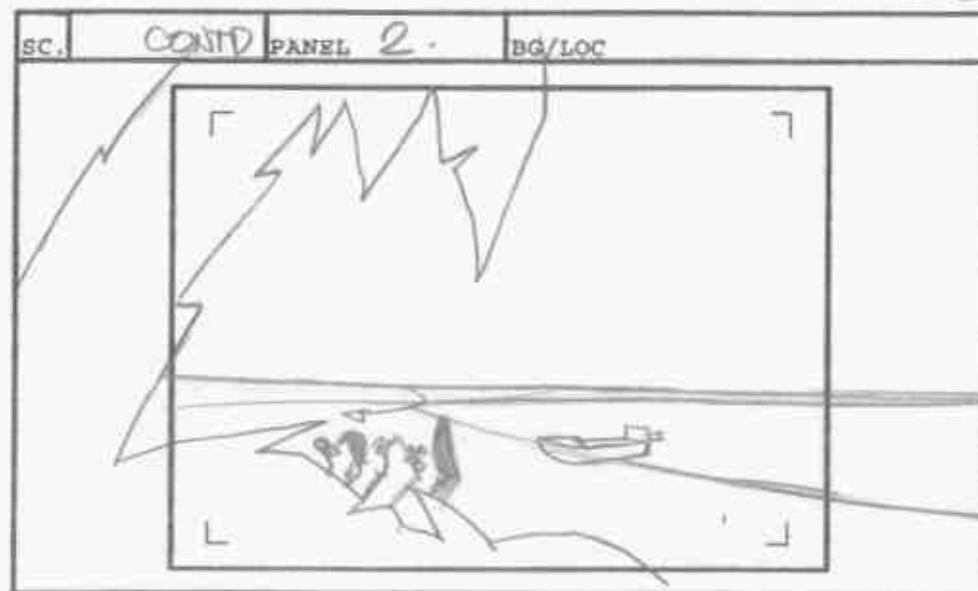
ACTION
EXT. TIKI ISLAND - BEACH (DAY)
THE KIDS ARE STANDING NEAR THEIR BOAT.

DIAL: (SHADOWS, WATER)

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
THEY TURN AND HEAD INLAND.

DIAL

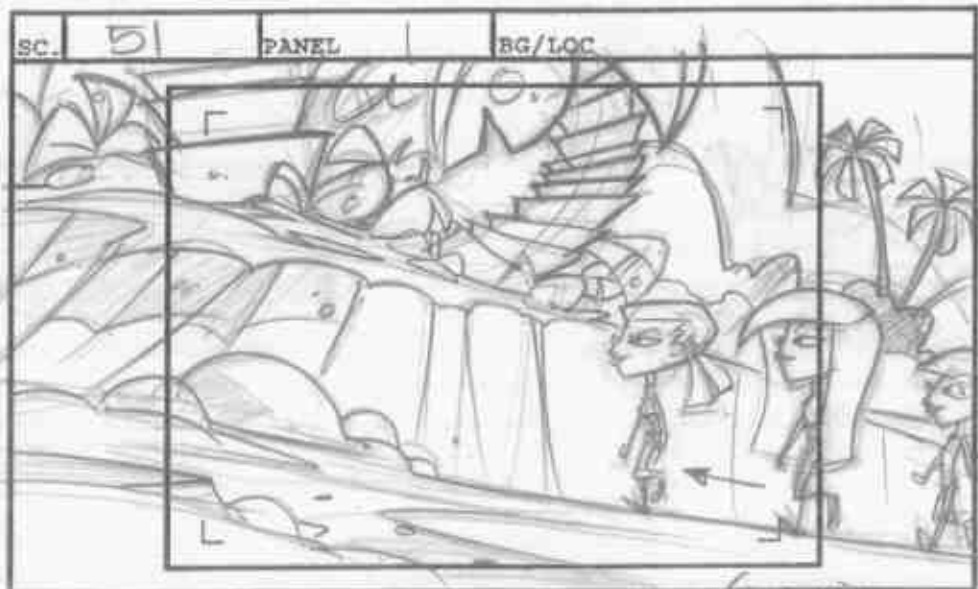
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #

growing
up
creepie



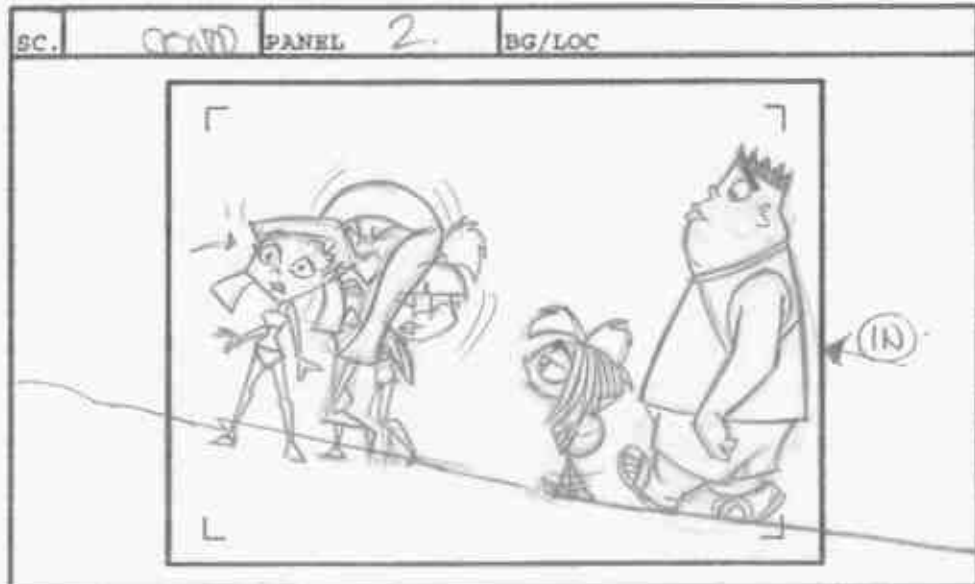
ACTION EXT. SHORE WITH PATH (DAY)

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION CARLA STOPS ABRUPTLY, MELANIE & CHRIS-ALICE BUMP INTO HER BUDGE & CREEPIE BRING UP THE REAR

DIAL

SFX: (EVIL LAUGHTER) (OS)

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

DIAL

33 CARLA:
WHAT WAS THAT??!

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

CLOSE ON MELANIE, CHRIS-ALICE, CREEPIE AND BUDGE

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

CHRIS-ALICE LEANS OUT FROM BEHIND MELANIE.

DIAL

(34) CHRIS-ALICE:

PROBABLY JUST SOME JUNGLE BIRD TRYING TO MAKE FRIENDS.

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



ACTION

CHRIS-ALICE DOES SOME WEIRD BIRDCALLS.

DIAL

(34) CHRIS-ALICE: (CONTD)

<GOOFY BIRDCALL>

FX:

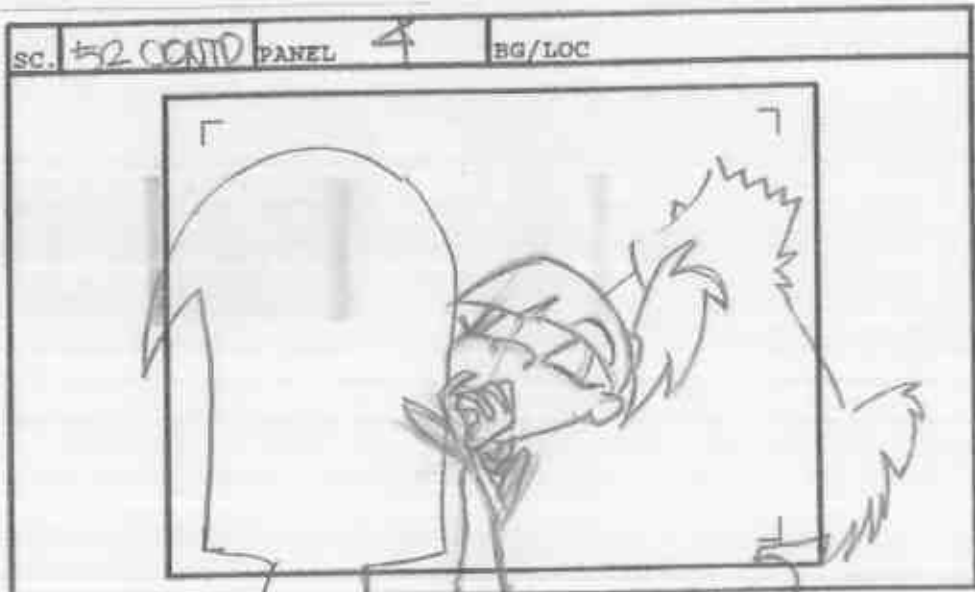
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

ANGLE ON CARLA. SHE LOOKS STUNNED BY CHRIS-ALICE'S BIRDCAW.

DIAL

FX:
SFX:

DIRECTOR'S NOTES

FINAL
PROD #

SLUG NOTES



ACTION
CARLA'S ANNOYED BY THE DISTRACTION..

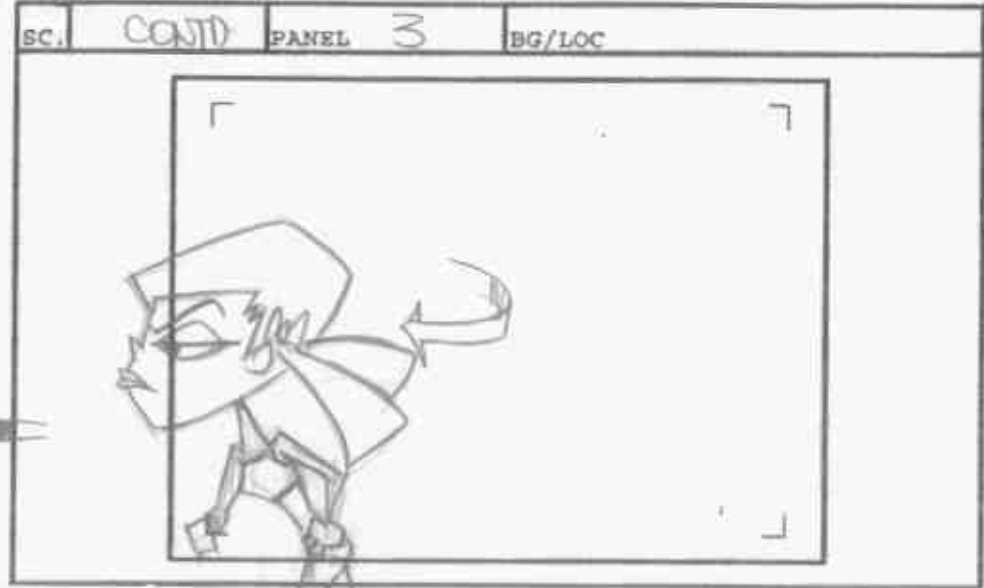
DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



ACTION
SHE TURNS, EXITING SCENE.
IT TIME TO GET THE TREASURE

DIAL

FX:
SFX:

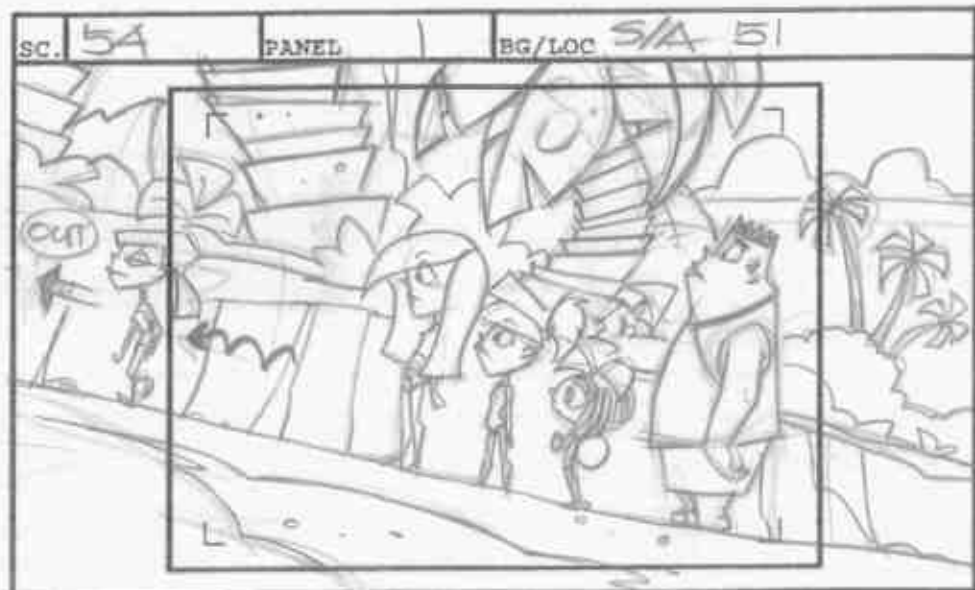
DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #

growing
up
creepie

HU



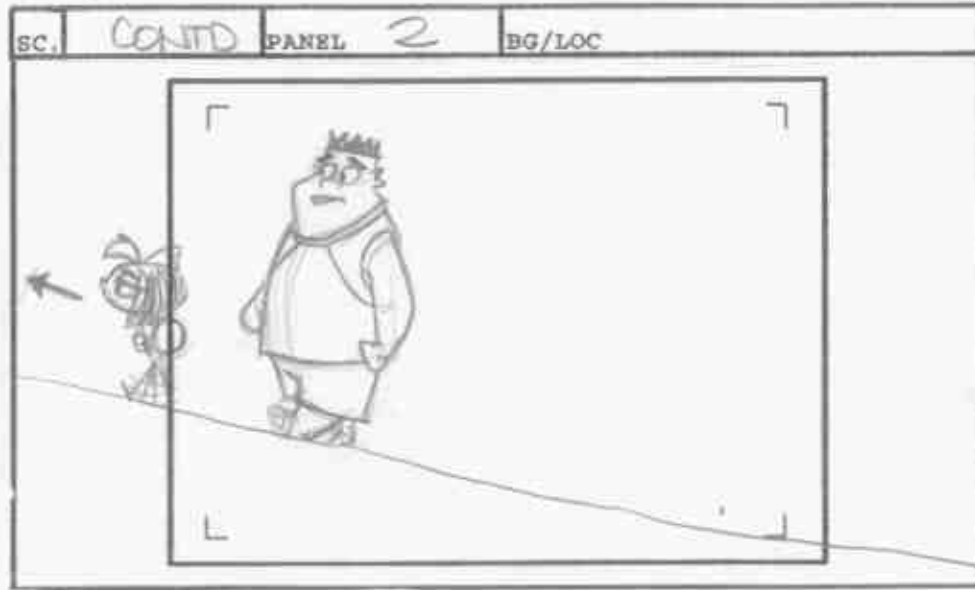
ACTION
WIDE ON PATH - CARLA STALKS OFF...

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
FOLLOWED BY THE REST OF THE KIDS.

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

CLOSE ON BUDGE LOOKING AROUND
WORRIEDLY.

(PAN BG)

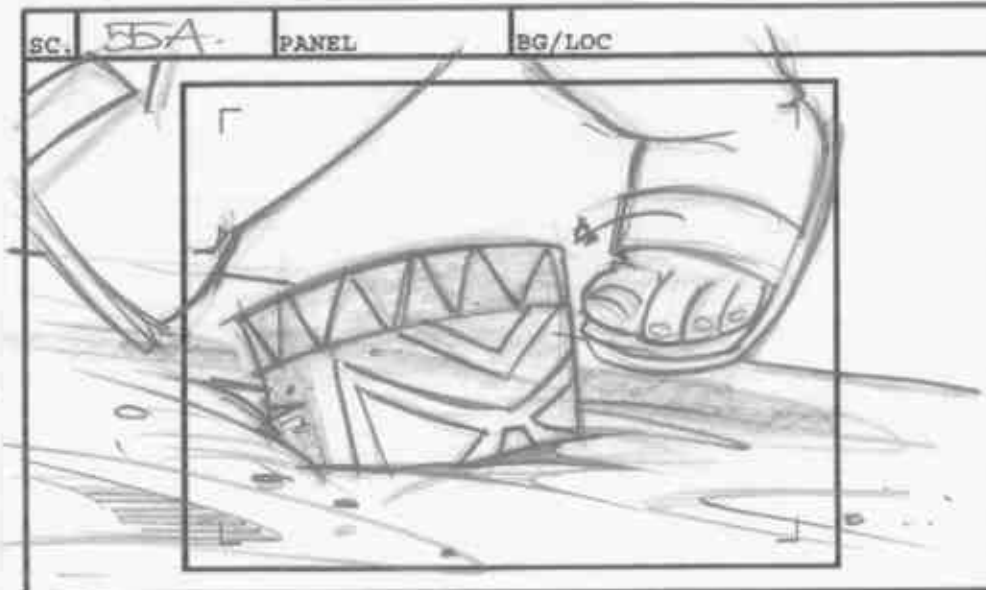
DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

CLOSE ON A HALF-BURIED TIKI HEAD
IN THE PATHWAY. BUDGE IS ABOUT TO...

DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

ANGLE ON BUDGE

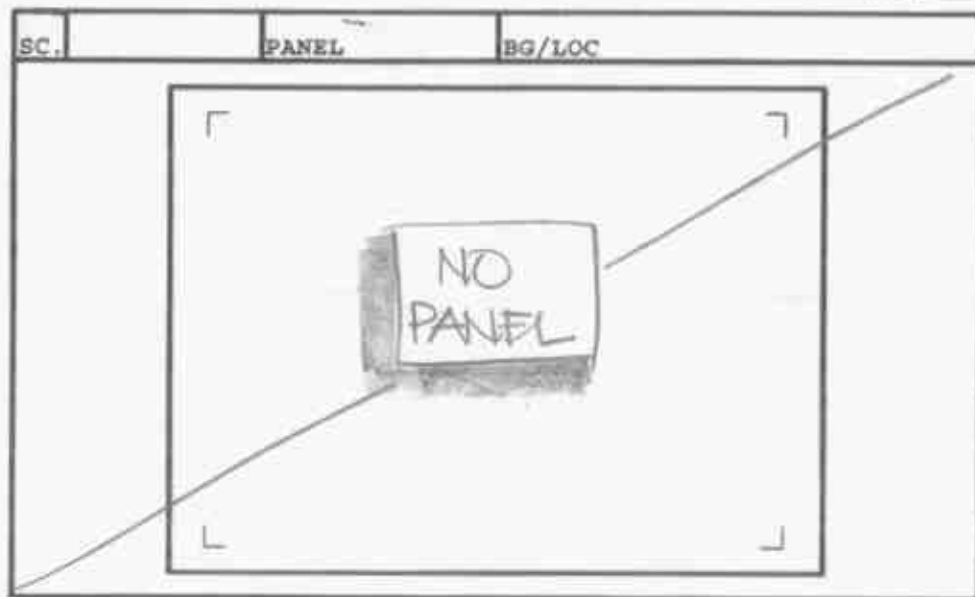
DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



ACTION

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES

FINAL

PROD #



ACTION

(STOP BG)
BUDGE TRIPS SUDDENLY ..

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

OUT .. AND FALLS OUT OF SCENE

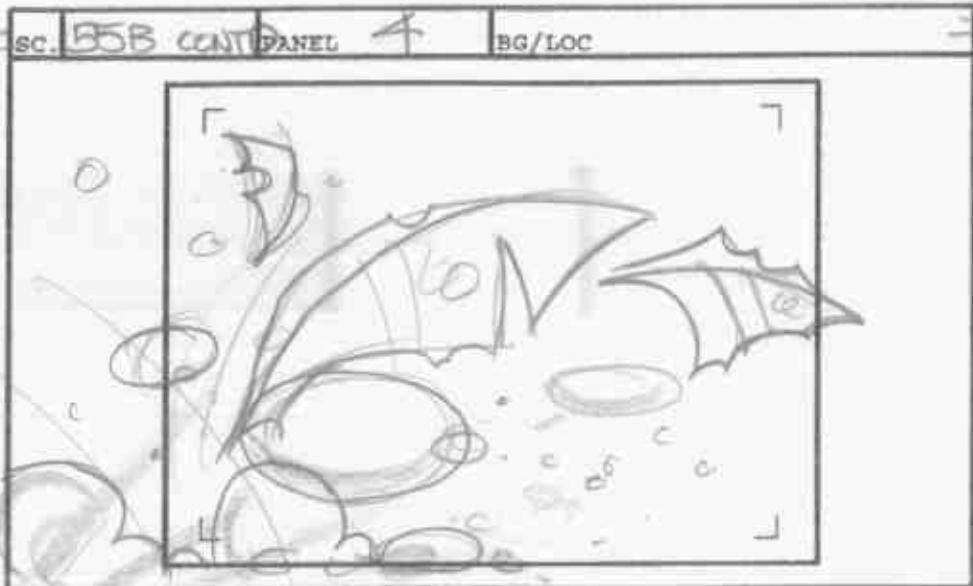
DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

(CAMERA SHAKE)
DEBRIS & DUST UP INTO SCENE

EFX: (DUST)

DIAL

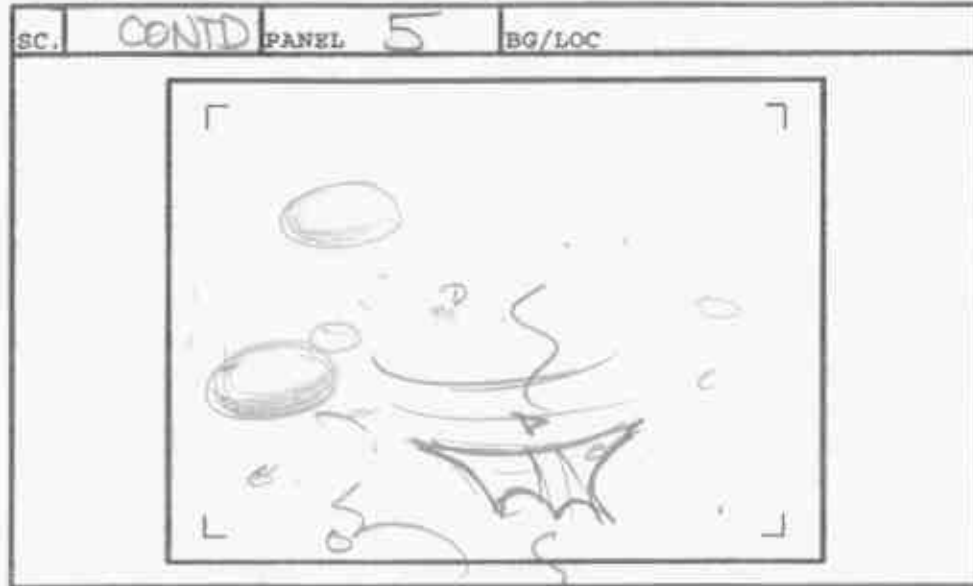
FX:

SFX:

DIRECTOR'S NOTES

Empty rectangular box for notes.

SLUG NOTES



ACTION

A LEAF FLUTTERS DOWN AS THE DUST
SETTLES

DIAL

FX:

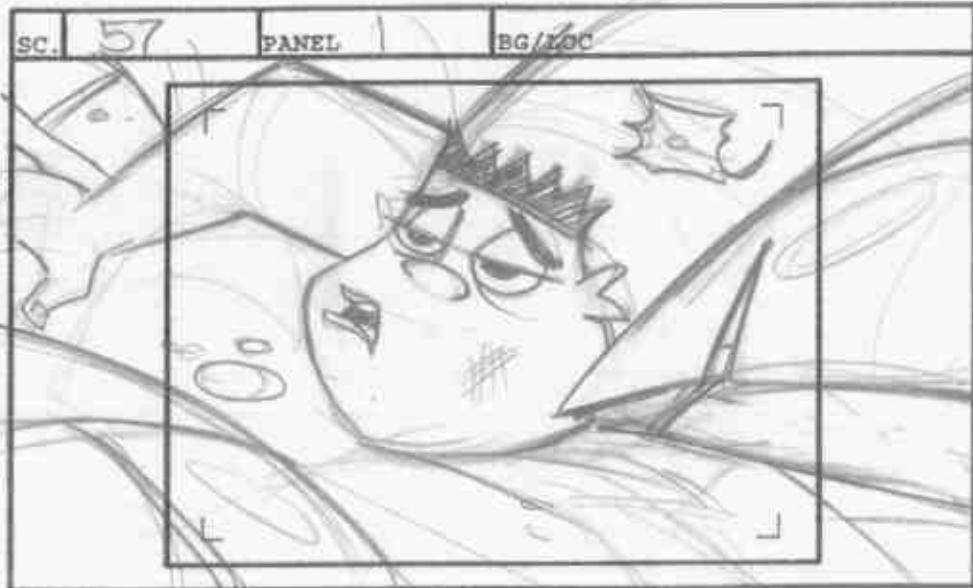
SFX:

DIRECTOR'S NOTES

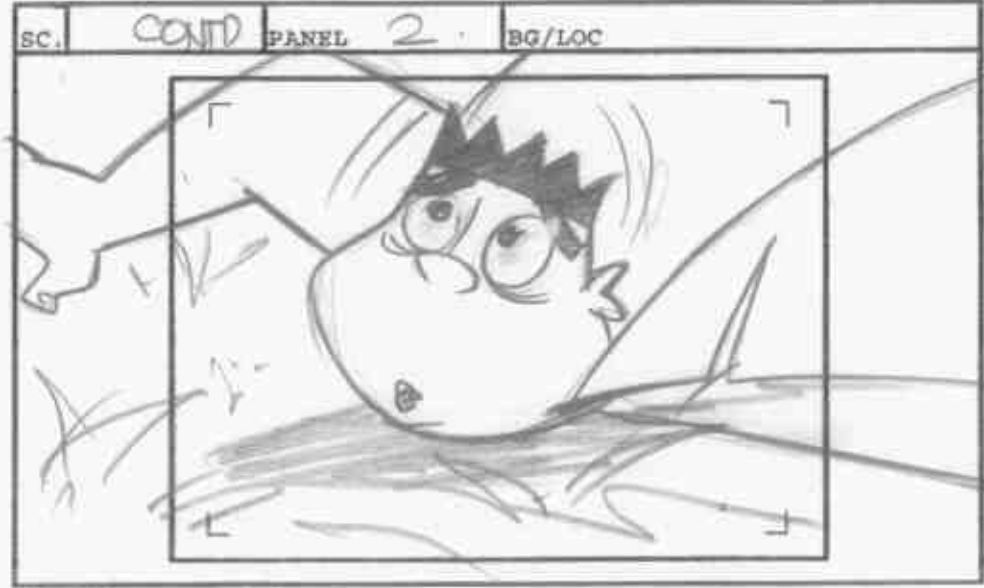
Empty rectangular box for notes.

SLUG NOTES

FINAL
PROD #



ACTION
CLOSE ON A DISHEVELLED BUDGE



ACTION
BUDGE REACTS

DIAL

BUDGE:

<MOANS> →

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES

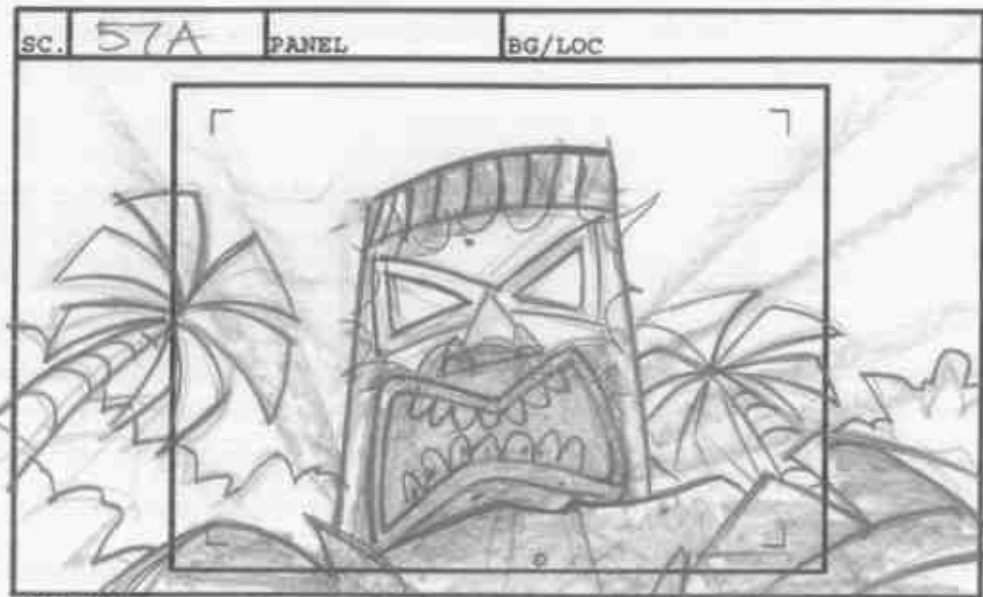
DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION
BUDGE'S P.O.V. ON AN ANGRY TIKI
STATUE

EFX: (GLOW)
DIAL

FX:
SPX:
DIRECTOR'S NOTES

SLUG NOTES



ACTION
ANGLE ON CREEPIE & CHRIS ALICE
OS WE CAN HEAR BUDGE SCREAM.

35 BUDGE (OS)

DIAL

KAHHHH!!!

FX:
SPX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

BUDGE HIDES BEHIND CHRIS-Alice AND CREEPIE. HE POINTS TO THE OS TIKI.

DIAL

(BB) BUDGE: (CONTD)

SCARY FACE! SCARY FACE!

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



ACTION

CHRIS-Alice & CREEPIE; TURN TO LOOK WHERE BUDGE WAS POINTING.

DIAL

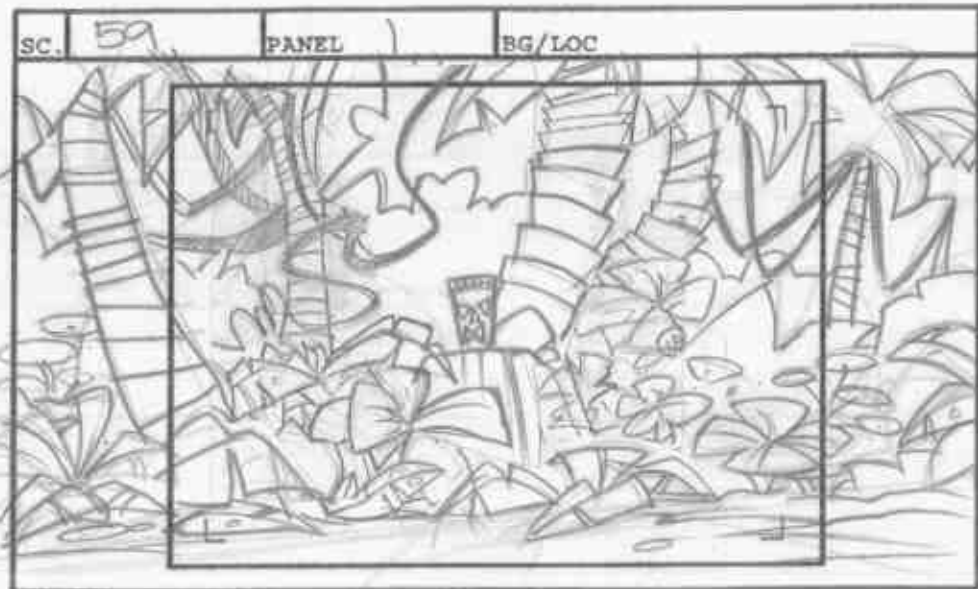
FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION
WIDE ON TIKI STATUE IT'S A TINY ONE.

DIAL
36 CHRIS-ALICE: OS

IT'S JUST A LITTLE TIKI STATUE, BUDGE.

FX:
SFX:

DIRECTOR'S NOTES

Empty rectangular box for director's notes.

SLUG NOTES



ACTION
ANGLE ON CHRIS-ALICE, CREPPIE LOOKING AT BUDGE.

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

THE GIRLS TURN & EXIT SCENE
BUDGE STRAIGHTENS UP

DIAL

(37) BUDGE:

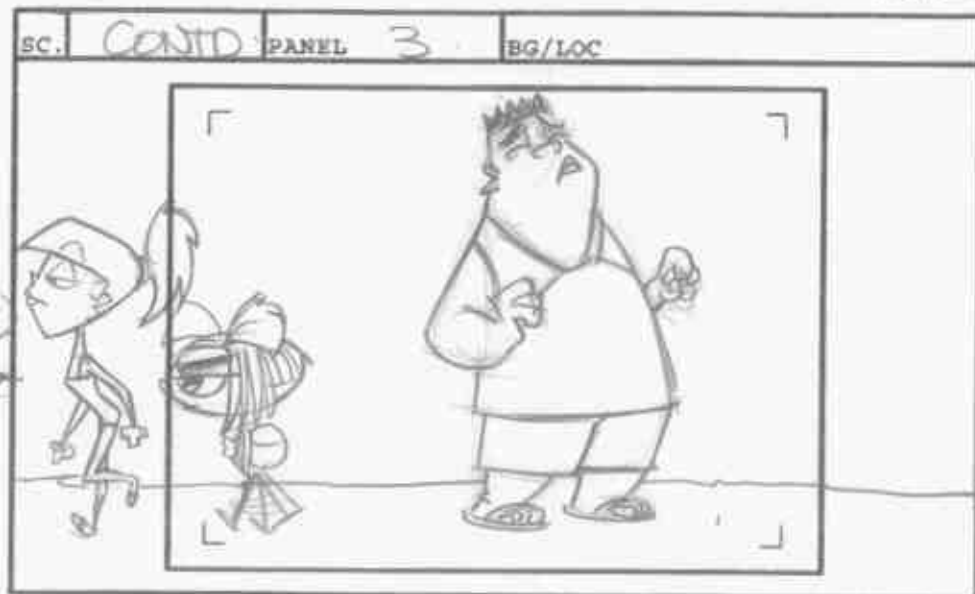
LITTLE BUT..

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

DIAL

(GULP)

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

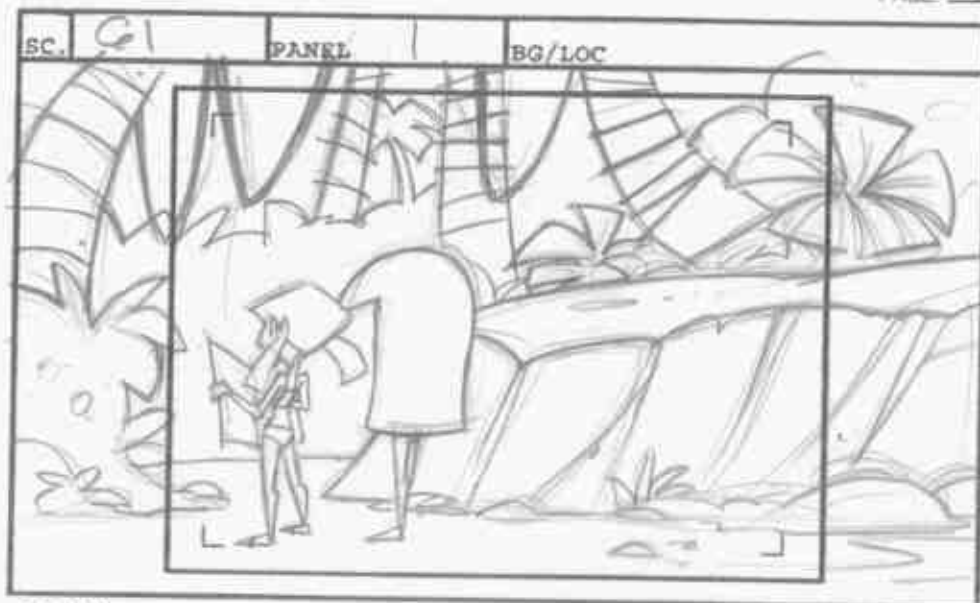
DIAL
(37) BUDGE: (CONTD)

.. ANGRY!

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

WIDE ON PATH (DAY)

CARLA LOOKING AT MAP IS FLANKED BY MELANIE

DIAL

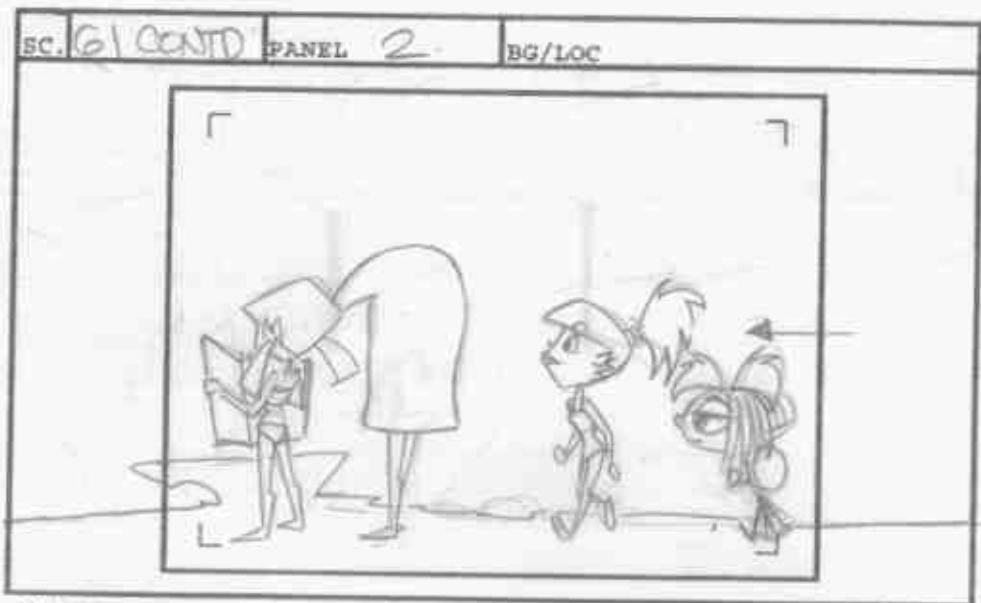
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

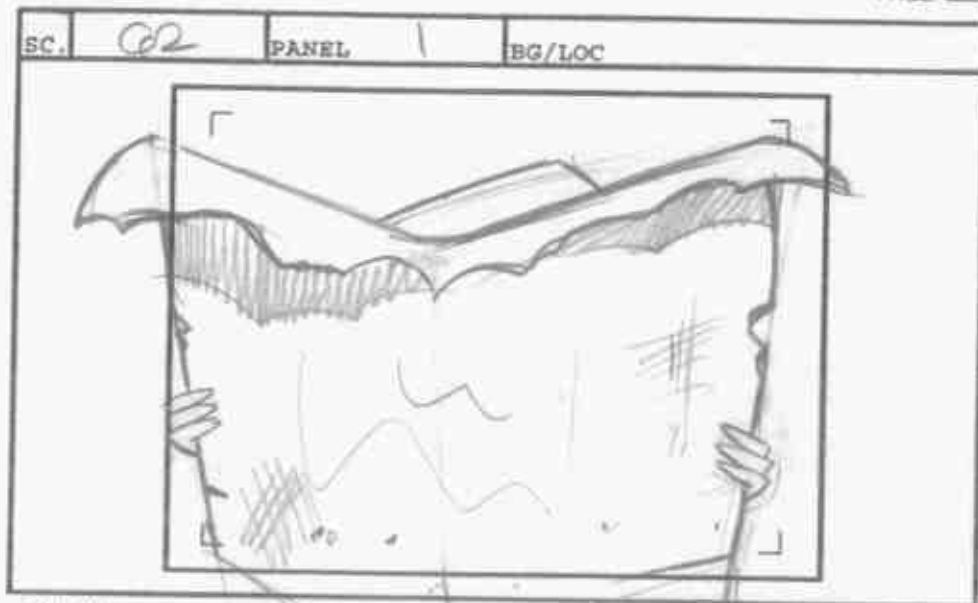
THEY'RE JOINED BY CHRIS-ALICE AND CREEPIE

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

CLOSE ON CARLA LOOKING AT MAP

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

CARLA LOOKS UP FROM THE MAP.

DIAL

⊙ CARLA:

LOOK, YOU GUYS CAN KEEP WASTING
TIME HERE,

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES



ACTION

SHE LOOKS BACK AT THE MAP.

DIAL

... BUT THE QUICKER WE FIND
THE TREASURE...

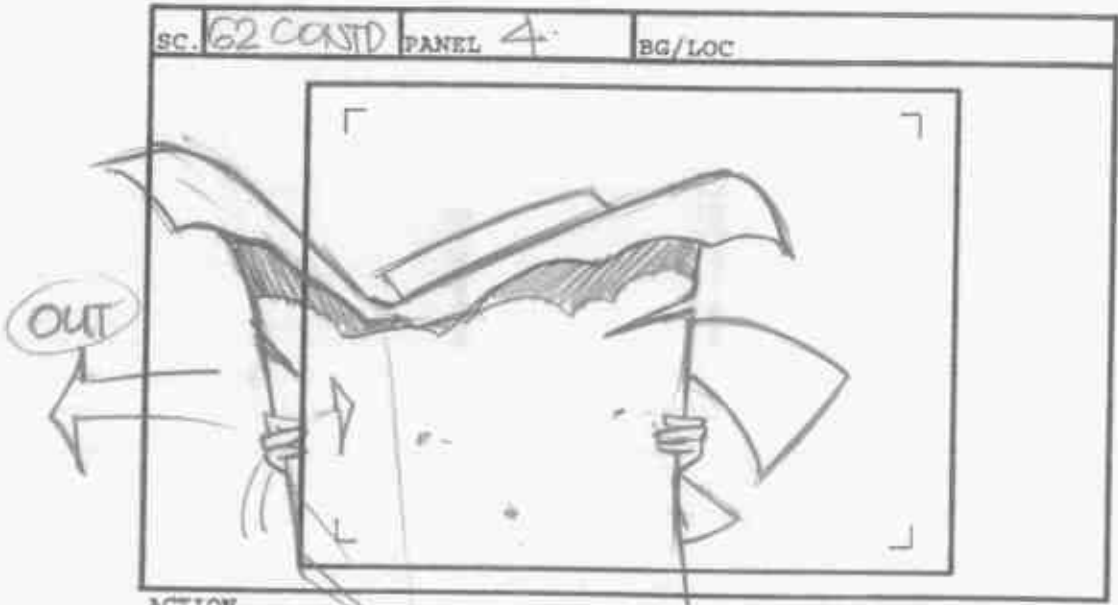
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

CARLA, HEAD IN MAP, EXITS SCENE

DIAL

38 CARLA (CONTD)

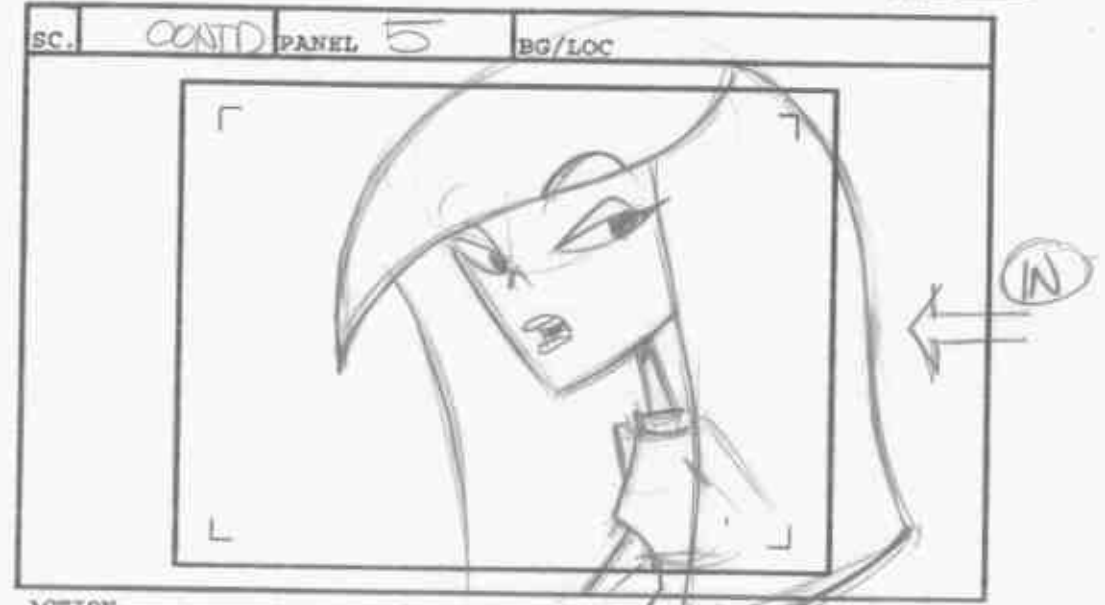
.. THE QUICKER WE CAN GET OUT OF
HERE ..

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

MELANIE FOLLOWS IN AFTER
CARLA

DIAL

39 MELANIE:

YEAH, AND REMEMBER
FINDERS KEEPERS, LOSERS

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

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



ACTION

SHE STOPS AND THINKS.

DIAL 31 MELANIE (CONTD)

FX: ...HH
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

DONT GET THE THINGS THE
FINDERS GET.

DIAL 32 MELANIE (CONTD)

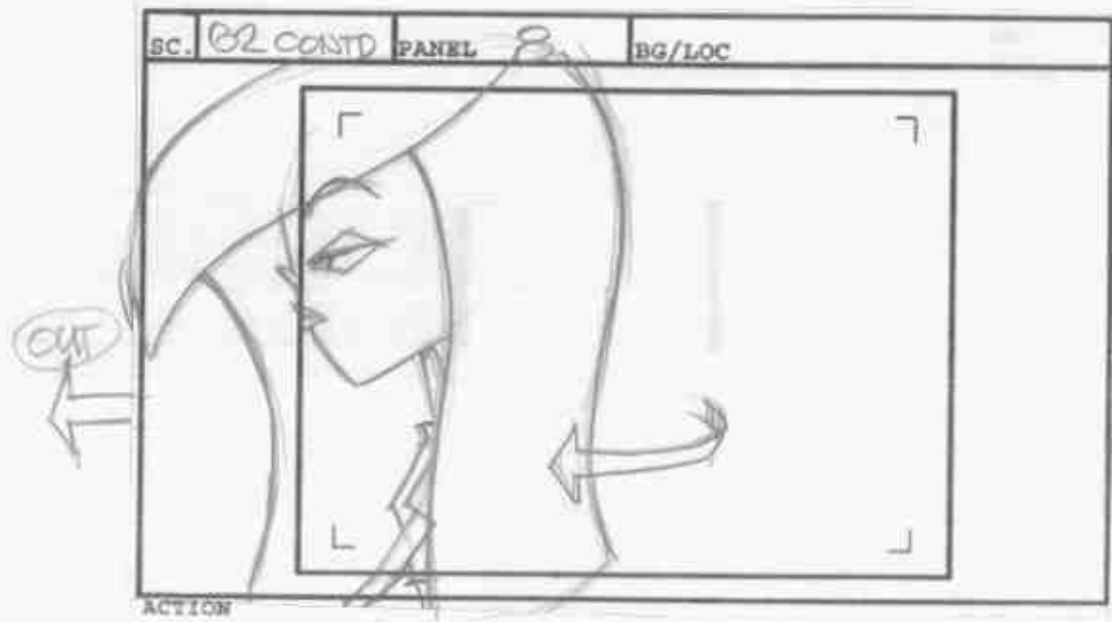
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION



ACTION

ANGLE ON CHRIS, ALICE, CREEPIE AND BURGE, PERPLEXED.

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES

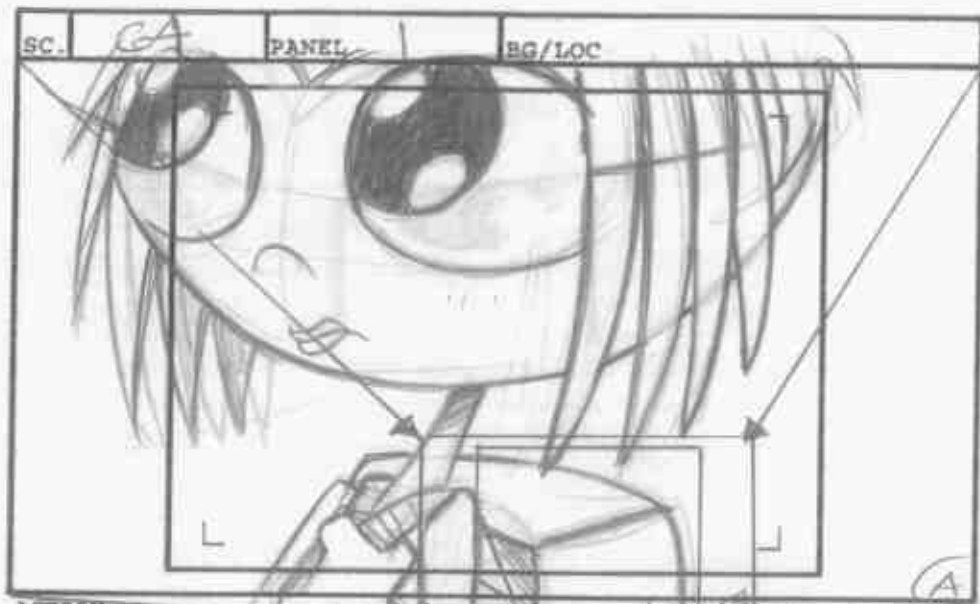


FINAL

PROD #

growing
up
creepie

HU



ACTION

FCU ON CREEPIE TRUCK IN (A) → (B)
ON HER BACKPACK

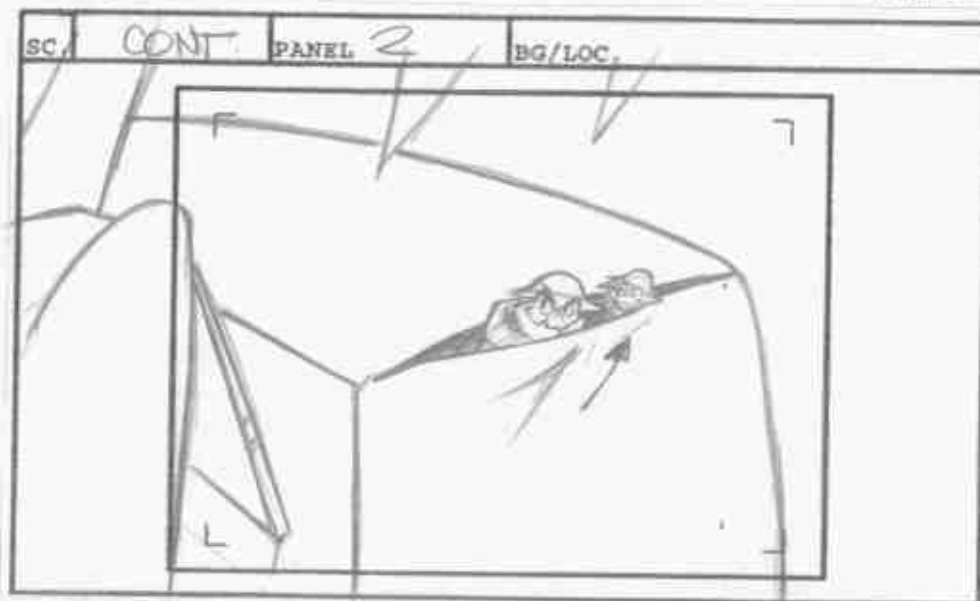
DIAL

FX:
SPX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

PAULIE & GNAT WEARING PITH HELMETS,
POKE THEIR HEADS OUT

DIAL

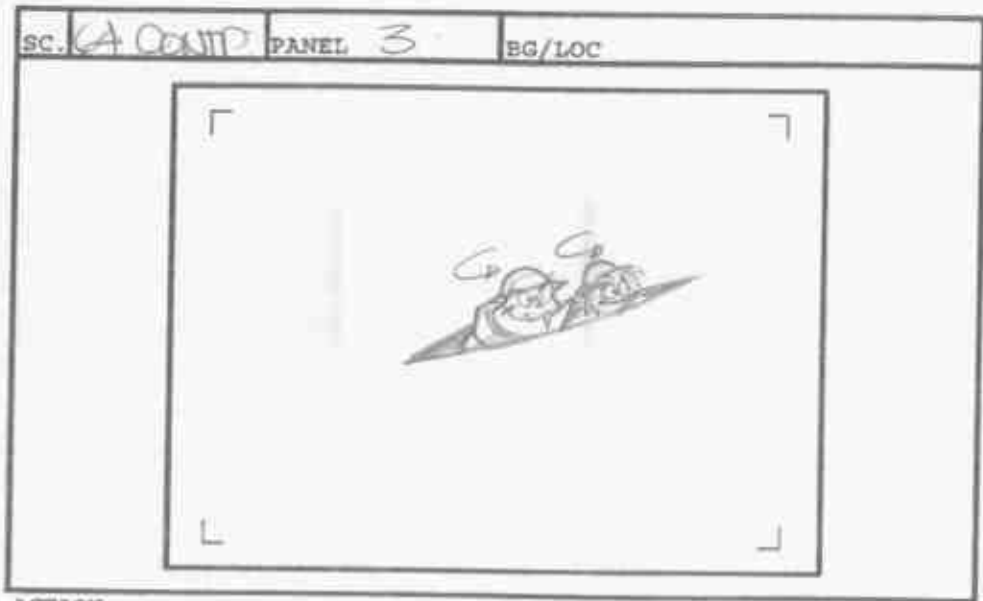
FX:
SPX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #

GROWING UP
CREEPY



ACTION

THEY LOOK AROUND.

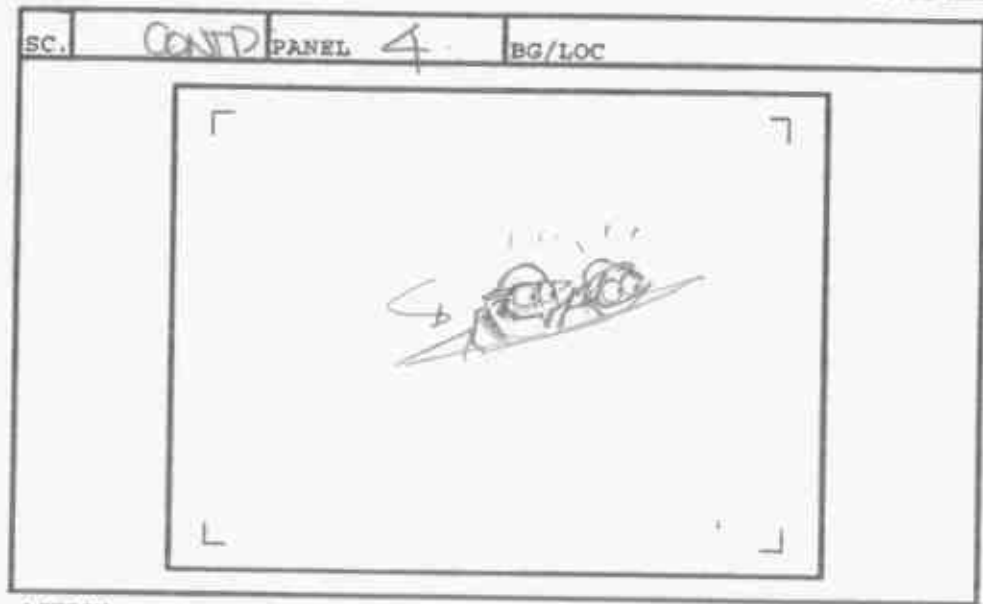
DIAL

FX:
SPX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES



ACTION

THEIR EYES POP WIDE, AS THEY REACT TO SOMETHING OS.

DIAL

40: PAULIE:

HEY, LOOK!

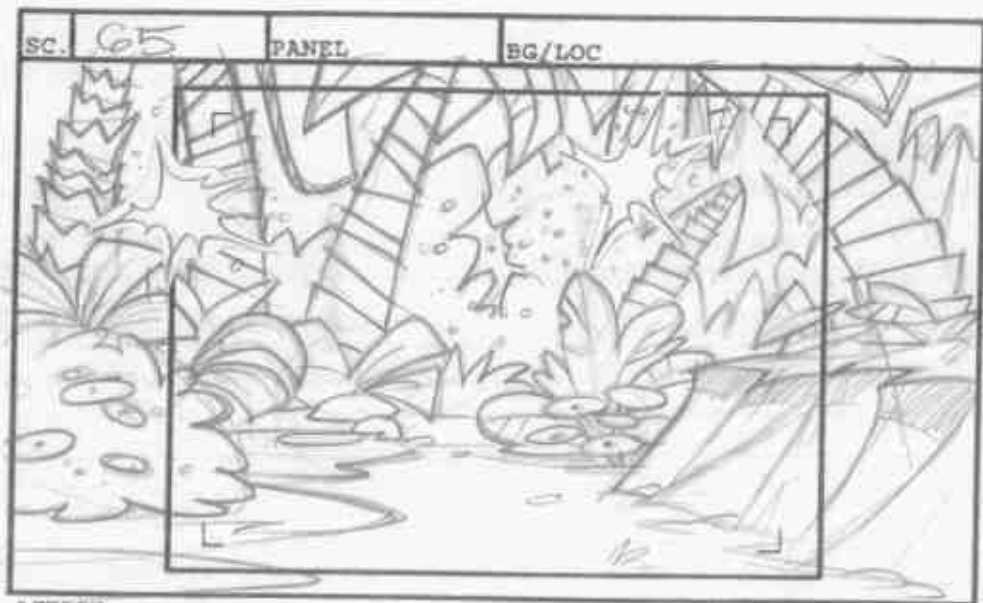
FX:
SPX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

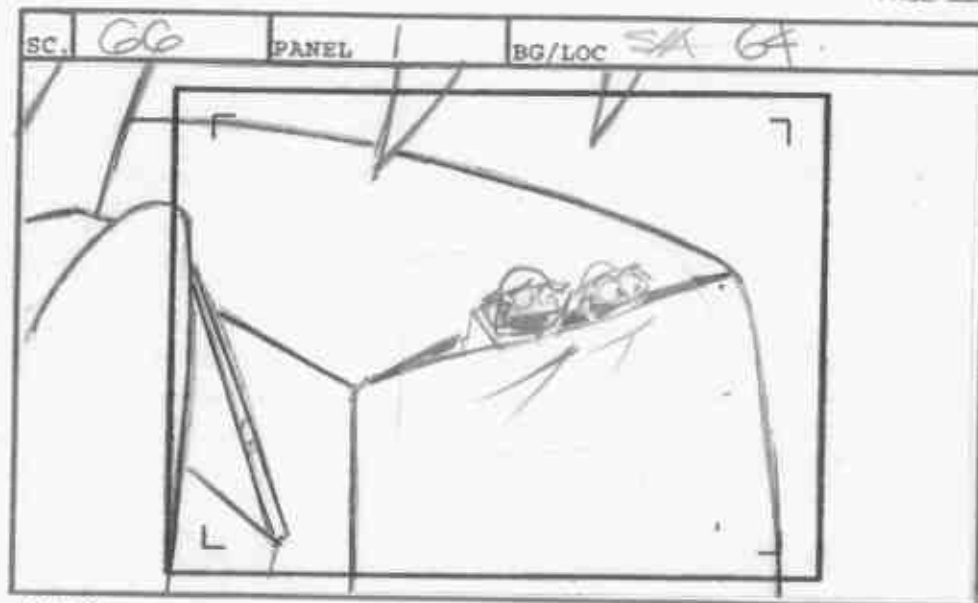
ANGLE DOWN JUNGLE PATH - (DAY)
PAULIE & GNATS P.O.V. . THEY SEE
GLIMMERING IN THE FOLIAGE

DIAL EFX: (GLINTS & GLIMMERS)

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

CLOSE ON CREEPIE'S BACKPACK

DIAL

PAULIE/GNAT:

TREASURE!!

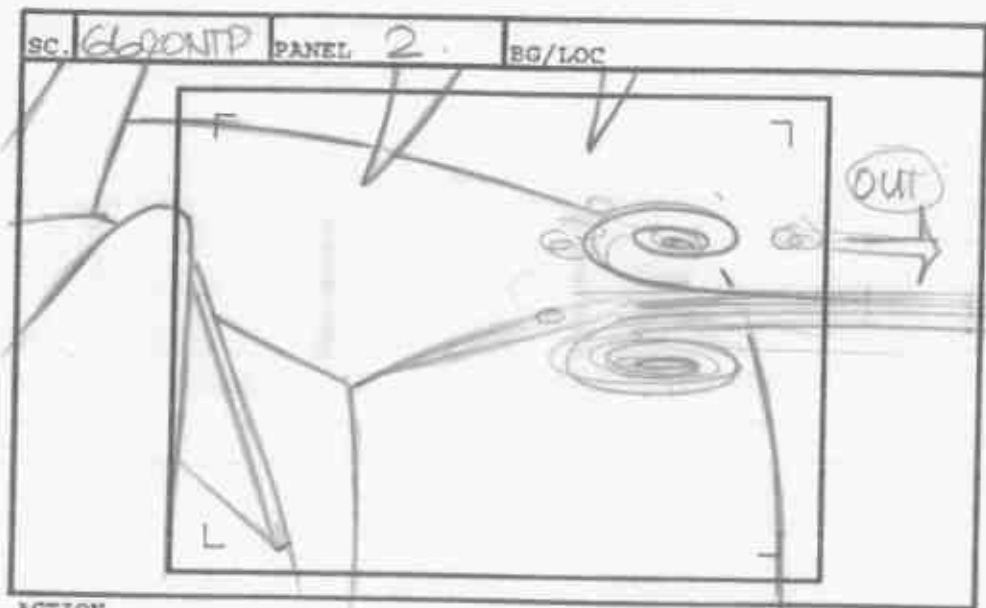
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

PAULIE & GNAT ZIP OUT OF SCENE

EFX: (DUST / SPEED LINES)

DIAL

FX:

SPX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

ANGLE ON JUNGLE PATH - (DAY)

PAULIE BOUNCES IN AS GNAT FLIES IN TOWARDS THE SPARKLY'S

DIAL

EFX: (GLIMS & GLIMMERS)

FX:

SPX:

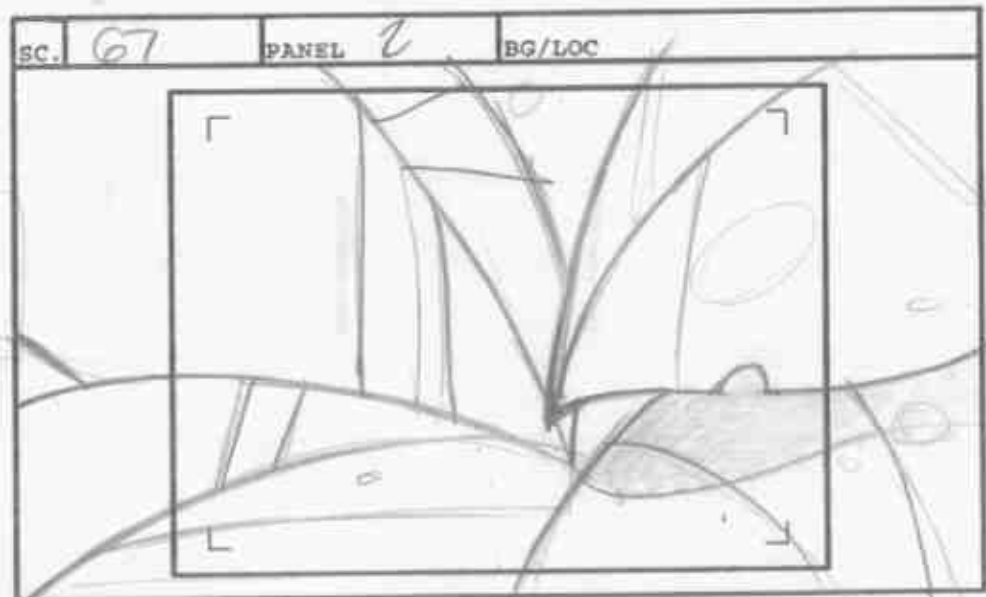
DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

growing
UP
CREEPY



ACTION

CLOSE ON LEAVES . . .

DIAL

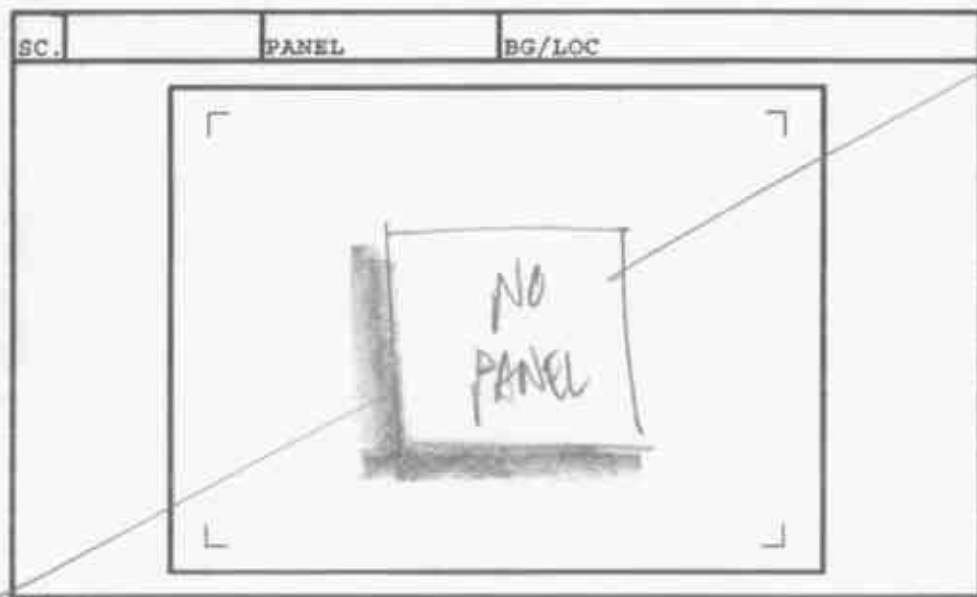
FX:

SFX:

DIRECTOR'S NOTES

--

SLUG NOTES



ACTION

SCENE CONTD ON NEXT PAGE . . .

DIAL

FX:

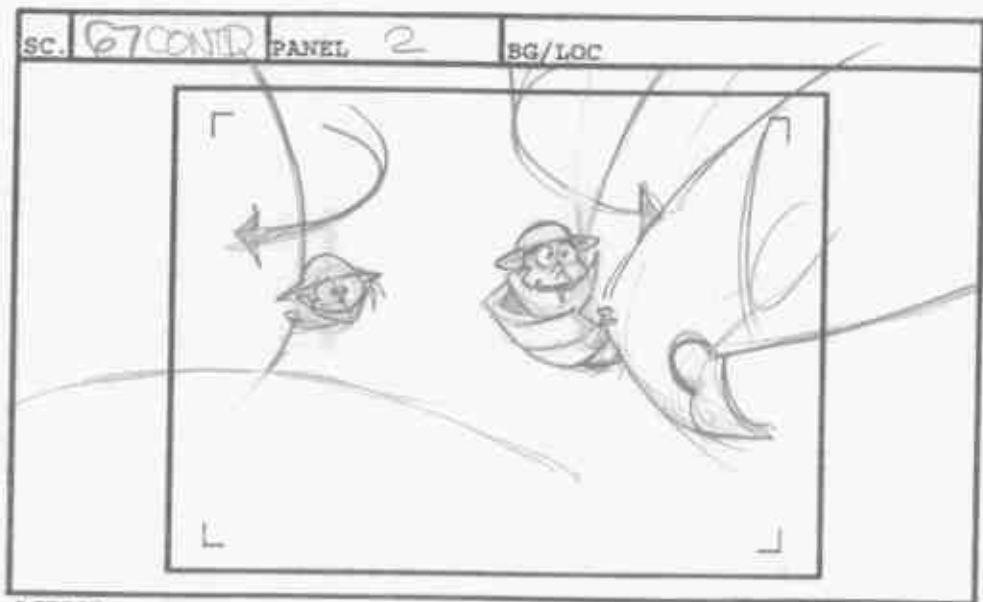
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

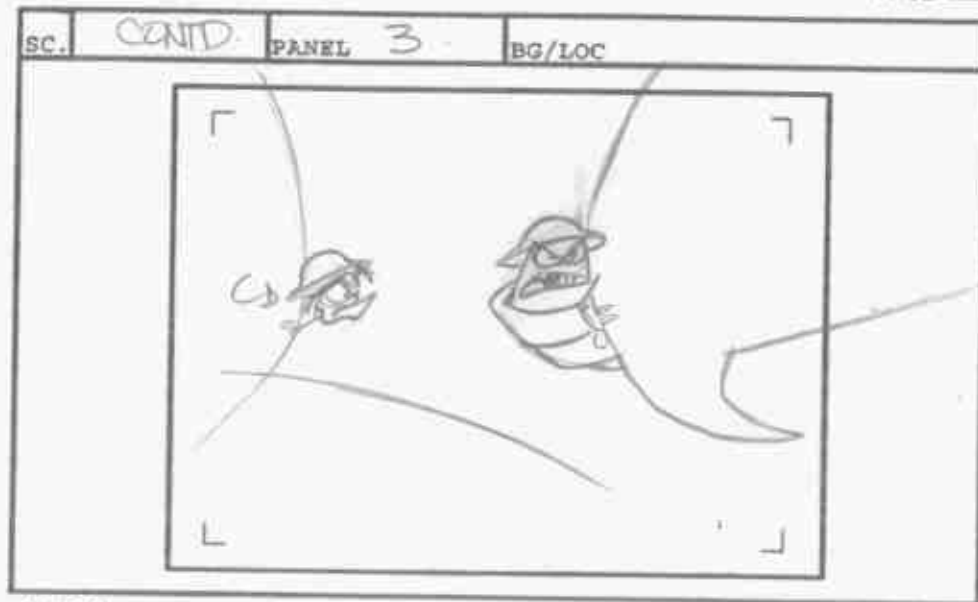
PAULIE & GNAT PULL ASIDE SOME LEAVES

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL

42 PAULIE:
HEY! WHERE'S THE ..

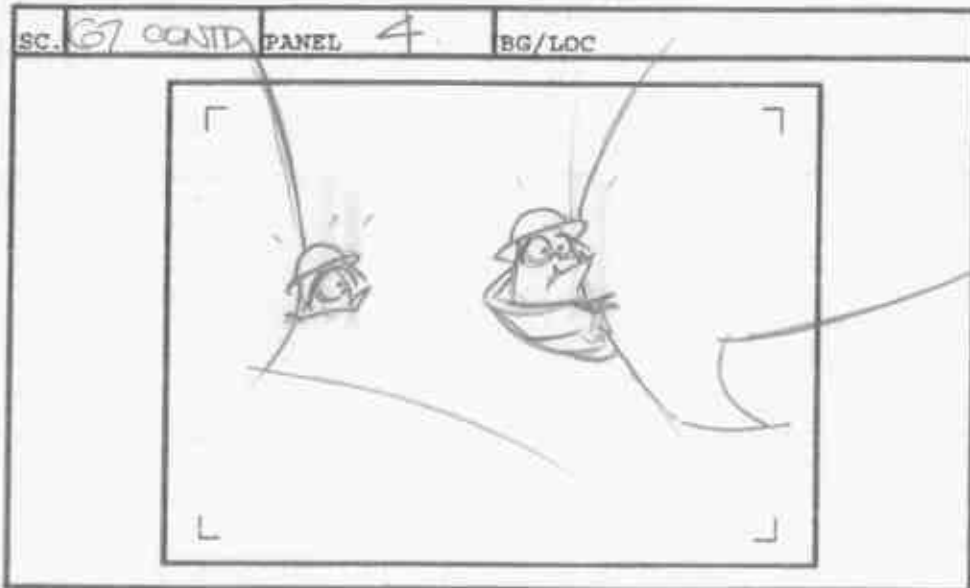
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION PAULIE IS CUT OFF AS BOTH HE AND GNAT REACT TO EVIL SOUNDING LAUGHTER

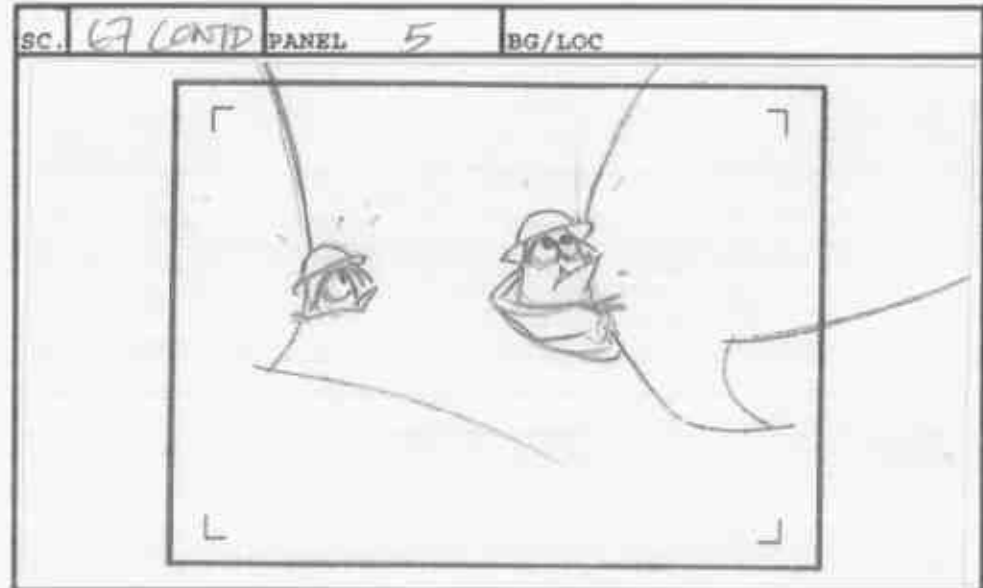
DIAL

SFX: (EVIL LAUGHTER) ~~~~~>

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

GNAT + PAULIE LOOK UP

DIAL

FX:
SFX:

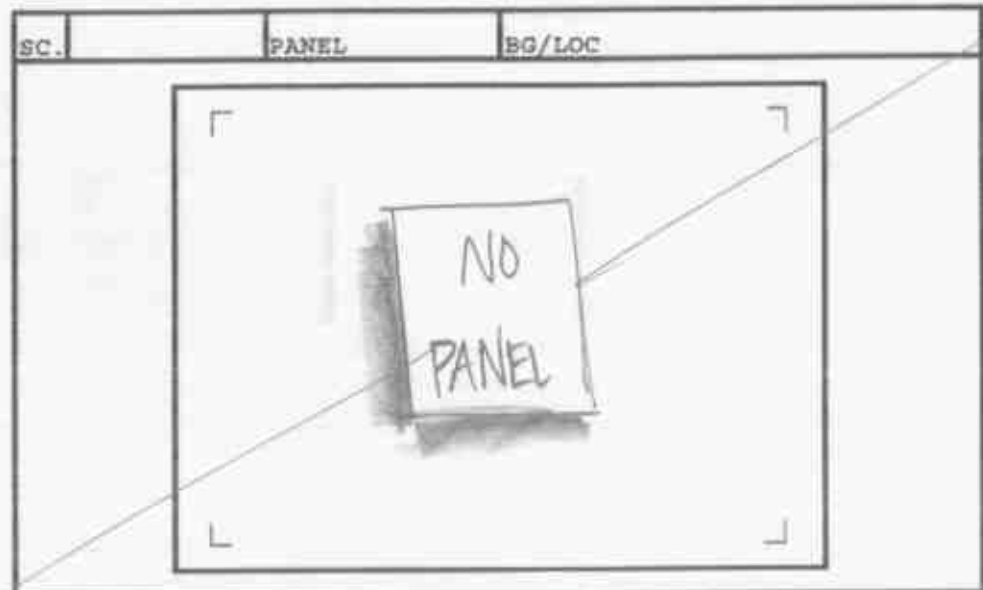
DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

GROWING UP
CREEPY



ACTION

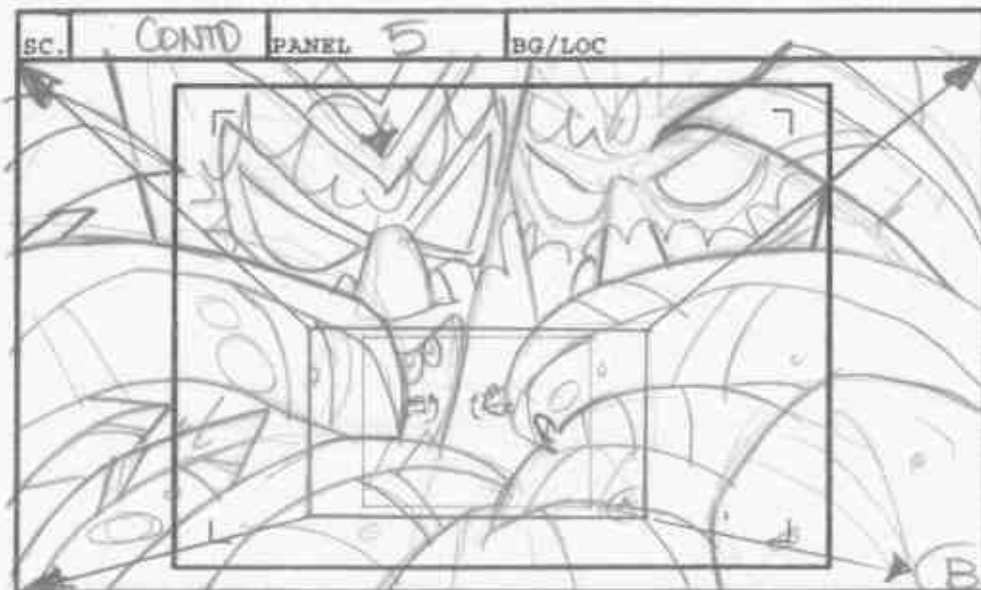
DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

AS THEY LOOK UP DARK SHAPES LOOM UP BEHIND THEM TRUCK OUT (A) → (B) REVEALLING TIKI'S WITH GLOWING EYES

DIAL

(43) (SNAT) (SCARED)

THAT'S NOT TREASURE.

FX:

SFX:

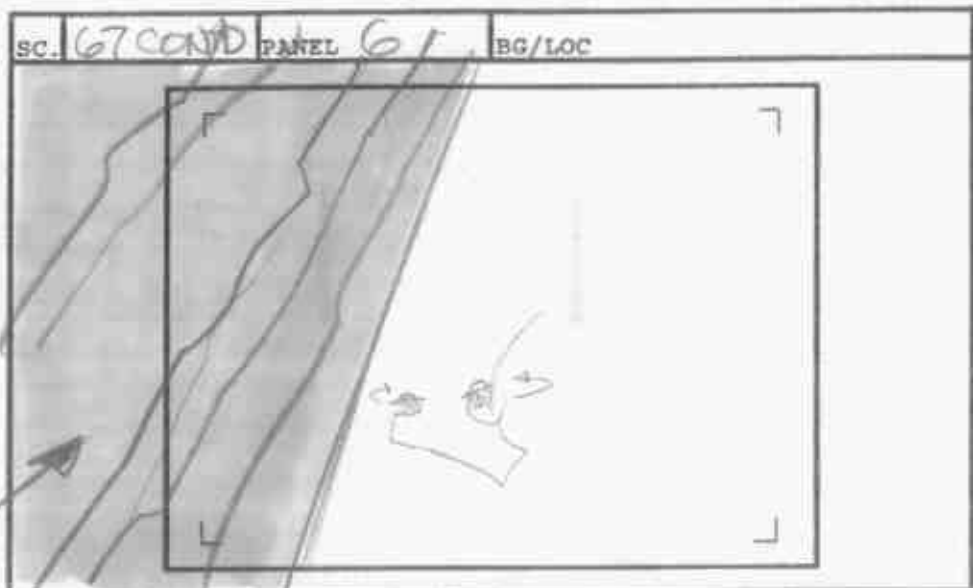
DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

GROWING
UP
CREEPY



ACTION

ANOTHER DARK SHAPE LOOMS UP IN THE FOREGROUND THE LAUGHTER CONTINUES. PAULIE PIGNAT LOOK TO CAMERA.

DIAL

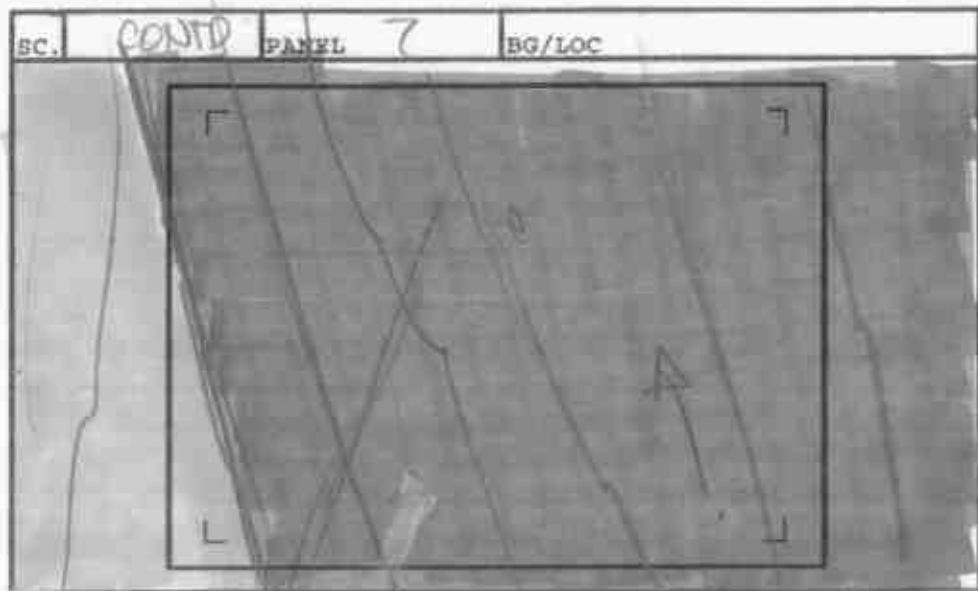
< LAUGHTER >

FX:
SFX:

DIRECTOR'S NOTES

Empty rectangular box for notes.

SLUG NOTES



ACTION

YET ANOTHER SHAPE FILLS SCREEN

DIAL

FX:
SFX:

DIRECTOR'S NOTES

Empty rectangular box for notes.

SLUG NOTES

FINAL

PROD #

growing
up
creepie

WIPE



ACTION JUNGLE PATHWAY (DAY)
THE DARK SHAPES MOVE DOWN AND AWAY FROM SCREEN REVEALLING THAT ITS THE MAP THAT CARLA IS READING

DIAL

45 CARLA:

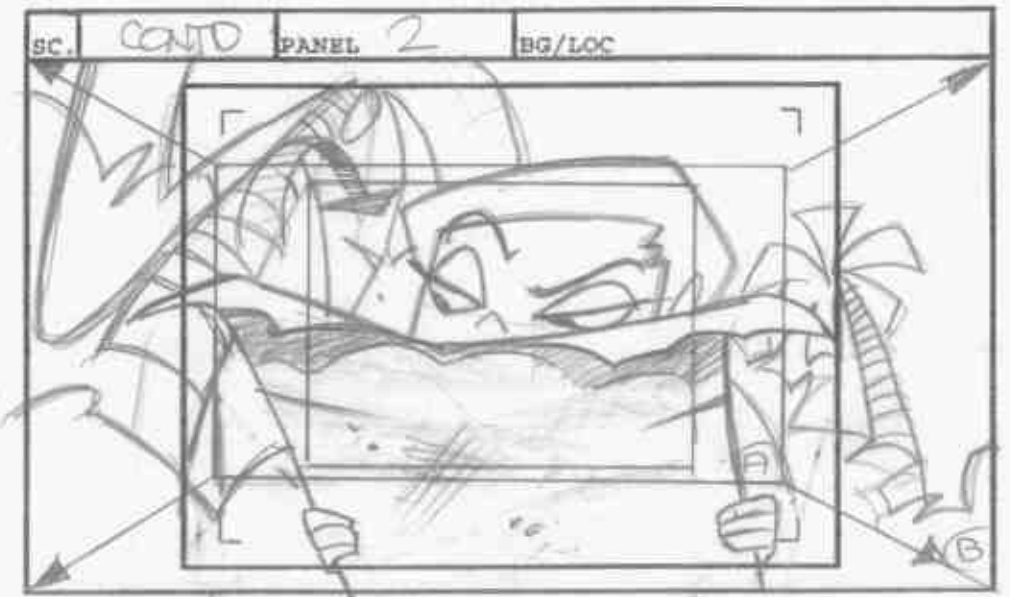


IT SAYS ...

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION TRUCK CUT (A) -> (B) AS CARLA STRAIGHTENS UP, LOWERING THE MAP SHE'S THINKING

DIAL

...WE GO OVER

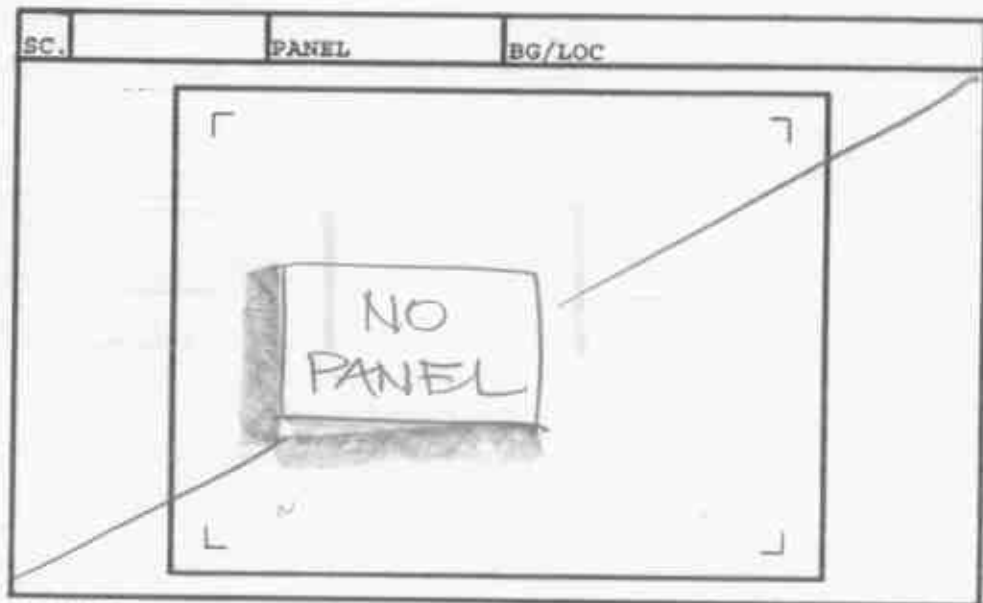
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION



ACTION

CARLA LOWERS THE MAP AND LOOKS UP.

DIAL

DIAL (45) CARLA: (CONT'D)
"THIS BRIDGE."

FX:
SFX:

FX:
SFX:

DIRECTOR'S NOTES

DIRECTOR'S NOTES

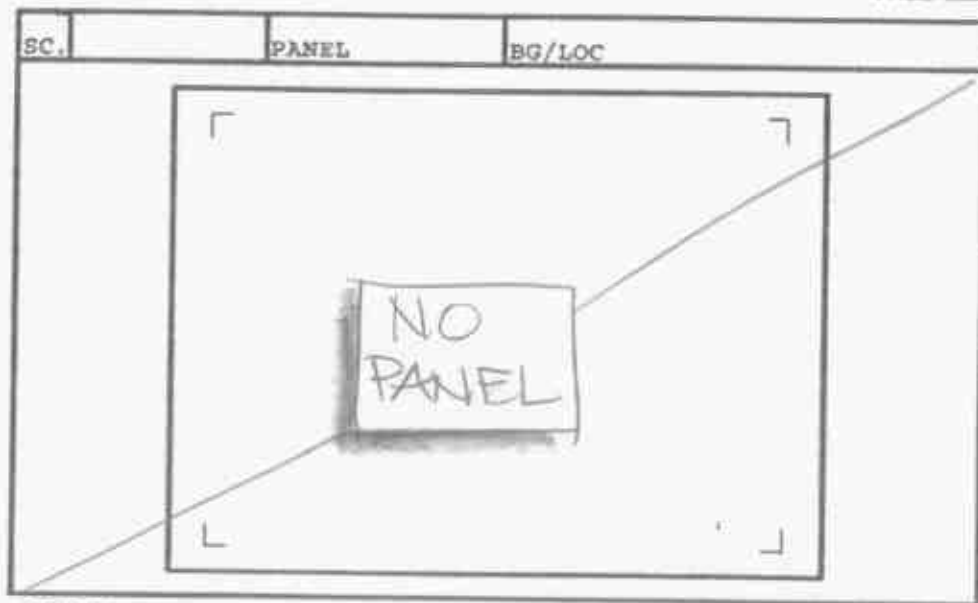
SLUG NOTES

SLUG NOTES

FINAL
PROD #



STOP
↑
(PAN)
↓
START



ACTION
EXT JUNGLE - RICKETY BRIDGE. (DAY),
PAN (A) → (B)

DIAL
(46) CARLA: (CONTD) (CS) - OVER (B) FIELD.
(END)
RICKETY BRIDGE...

FX:
SFX:

DIRECTOR'S NOTES

FINAL

PROD #

SLUG NOTES



ACTION
EXT JUNGLE PATH NEAR BRIDGE - (DAY)
WIDE ON THE KIDS.

DIAL (46) CARLA: (CONTD)
TREASURE ..

FX:
SPX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL (46) CARLA: (CONTD)
.. RICKETY BRIDGE ..

FX:
SPX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

CARLA LOOKS DOWN AT THE MAP.

DIAL

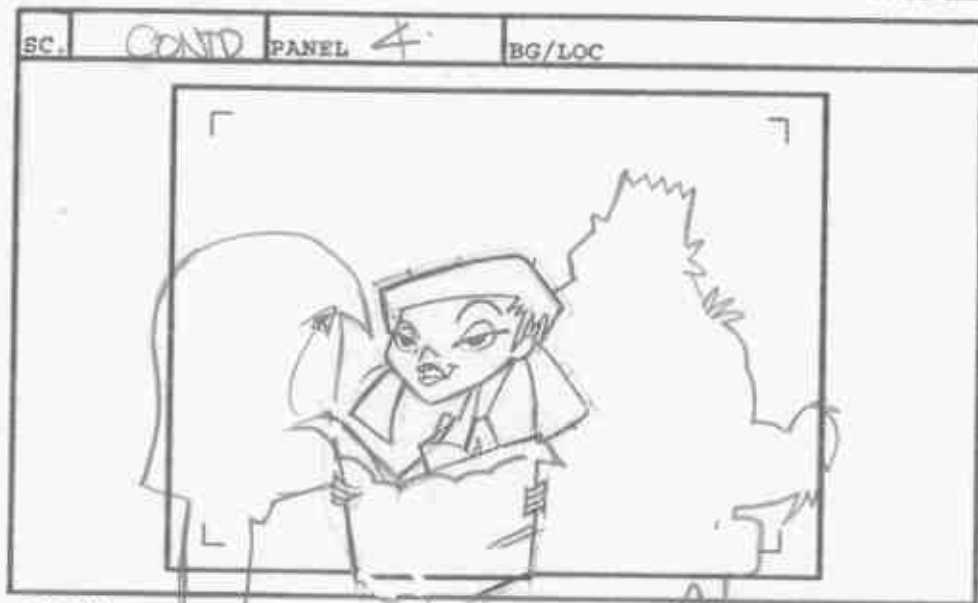
(PAUSE)

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

SHE LOOKS UP

(*ADD BLINKS TO CHARS)

DIAL

46 CARLA: (CONTD)

oo TREASURE!

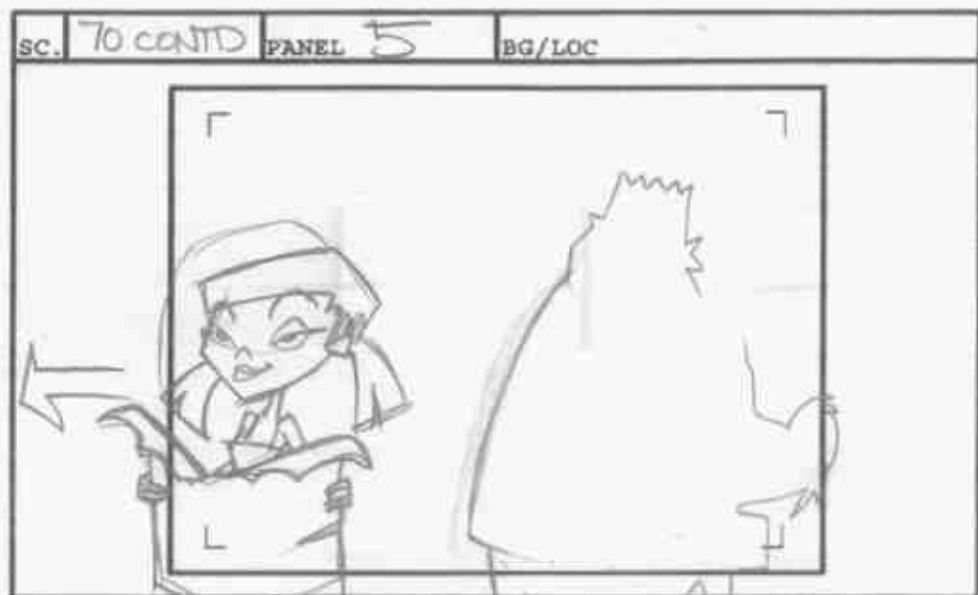
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

CARLA STARTS FORWARD

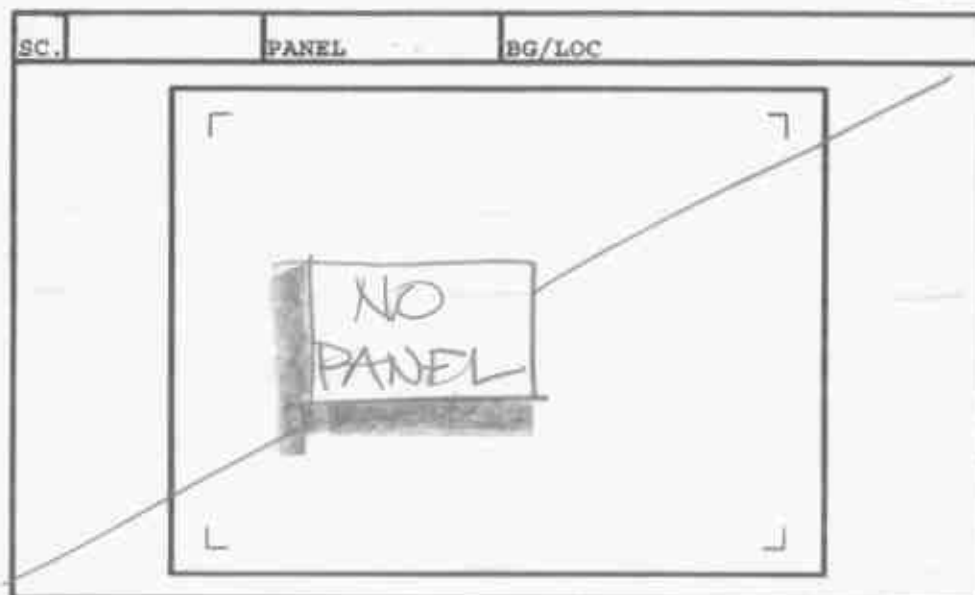
DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL

FX:

SFX:

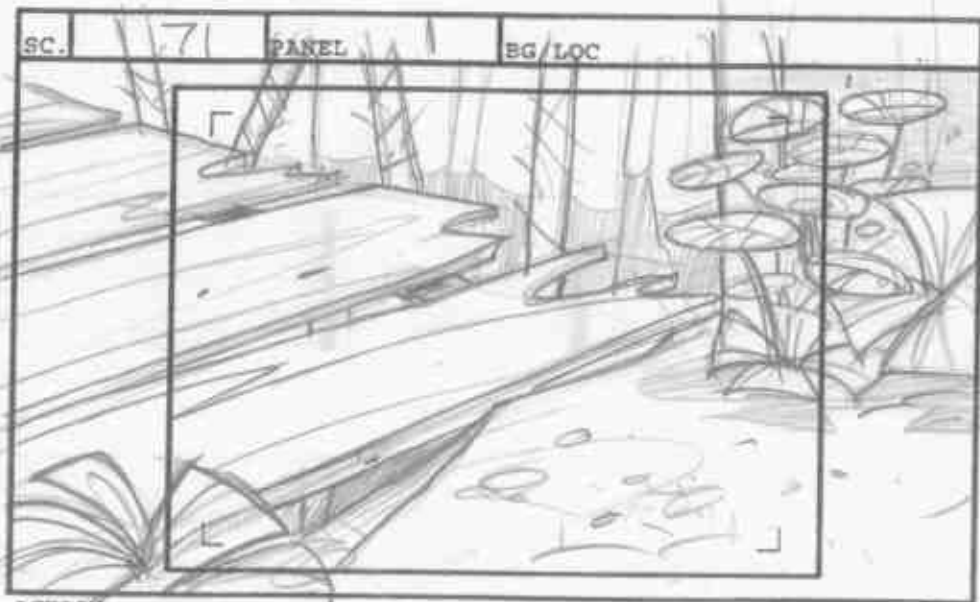
DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

GROWING UP
with
CREEPIE



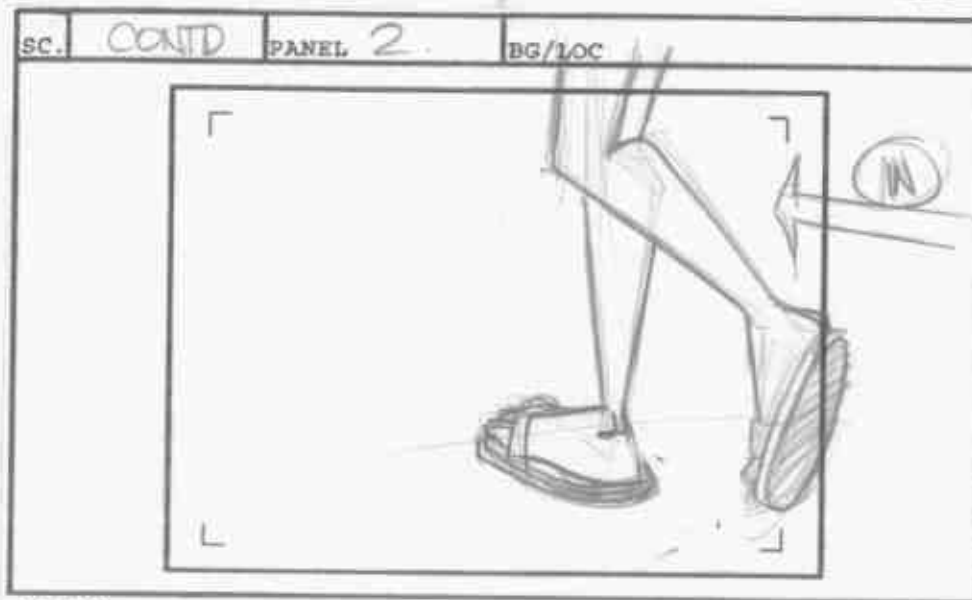
ACTION
CLOSE ON THE RICKETY BRIDGE - (DAY)

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
CARLA STEPS IN

DIAL

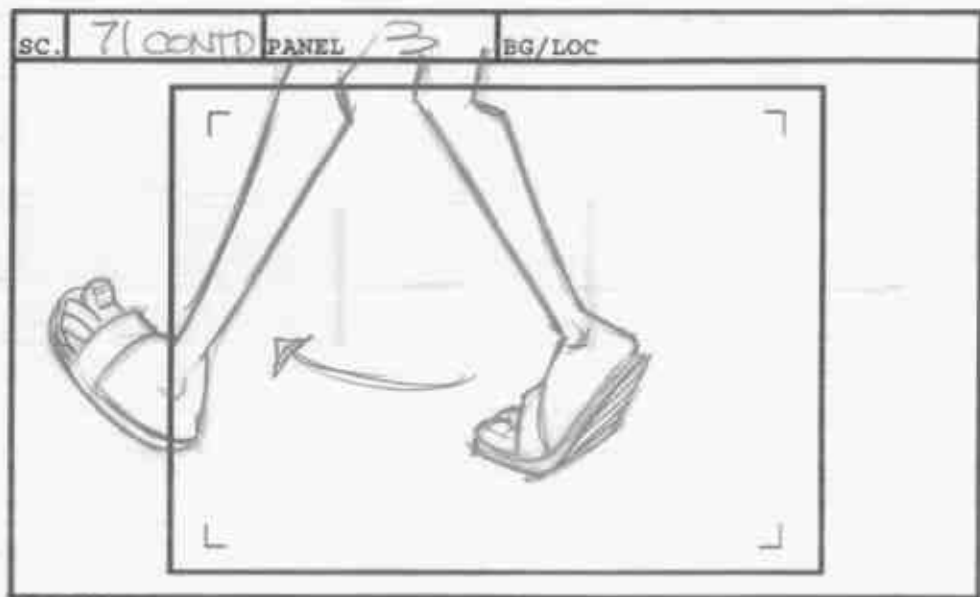
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

CARLA STEPS ONTO THE RICKETY BRIDGE.

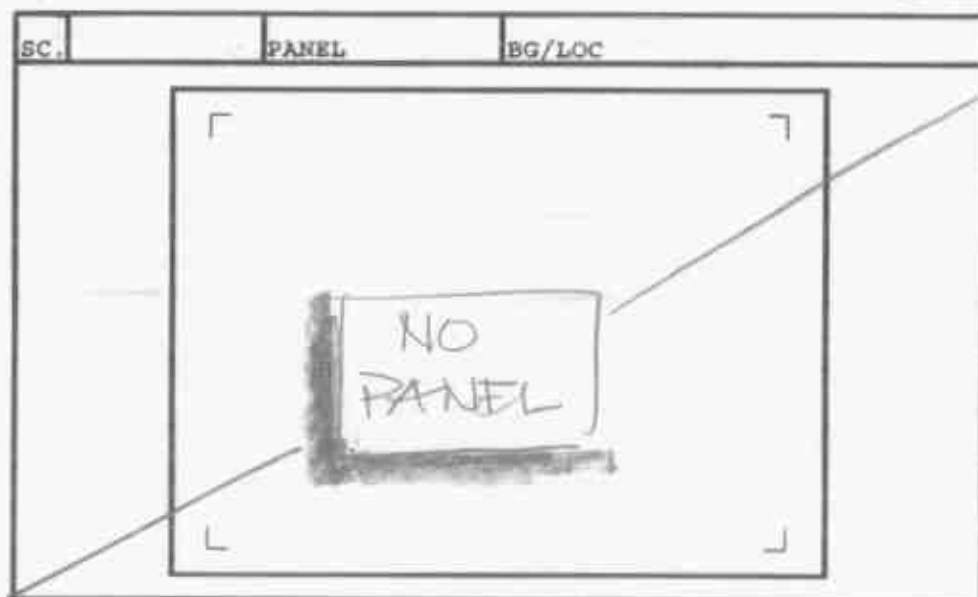
DIAL SFX: < WOOD CREAKING >

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

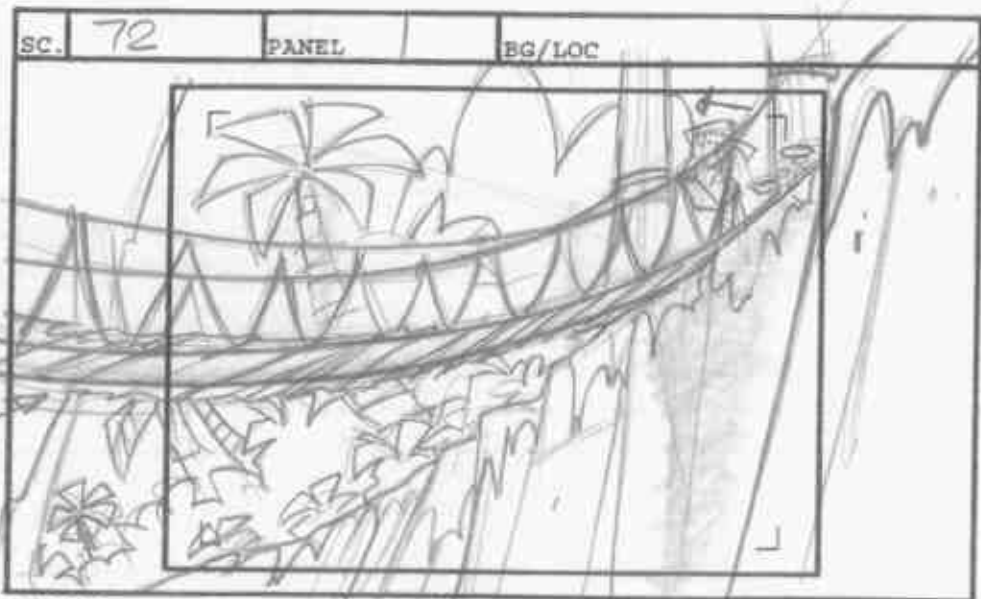
DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



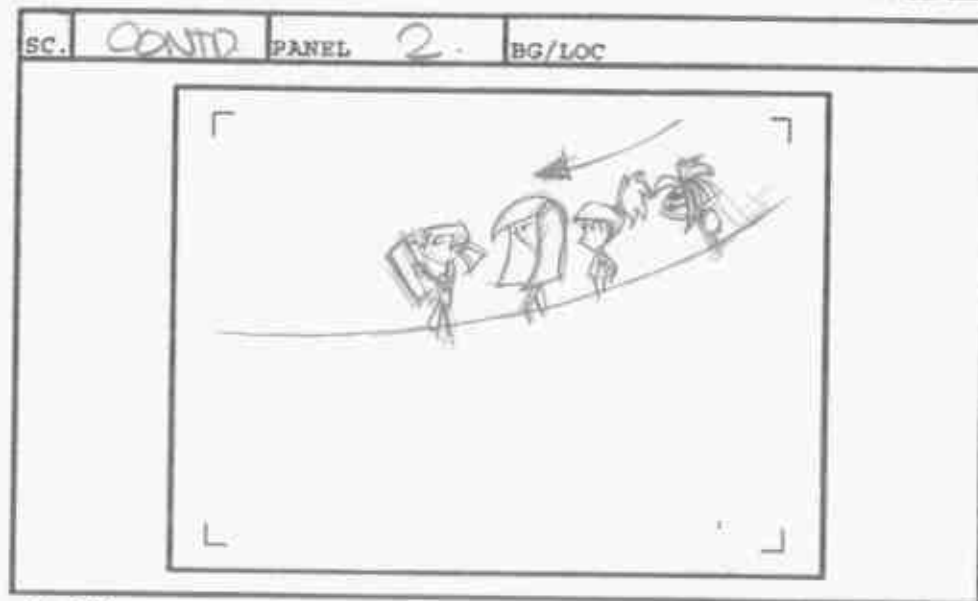
ACTION
EXT. RAVINE - WIDE ON RICKETY BRIDGE - (DAM)
CARLA, HOLDING THE MAP OUT IN FRONT
STEPS ONTO THE SWAYING BRIDGE ..

DIAL
SFX < RIVER >

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
.. FOLLOWED BY THE OTHER GIRLS ..

DIAL

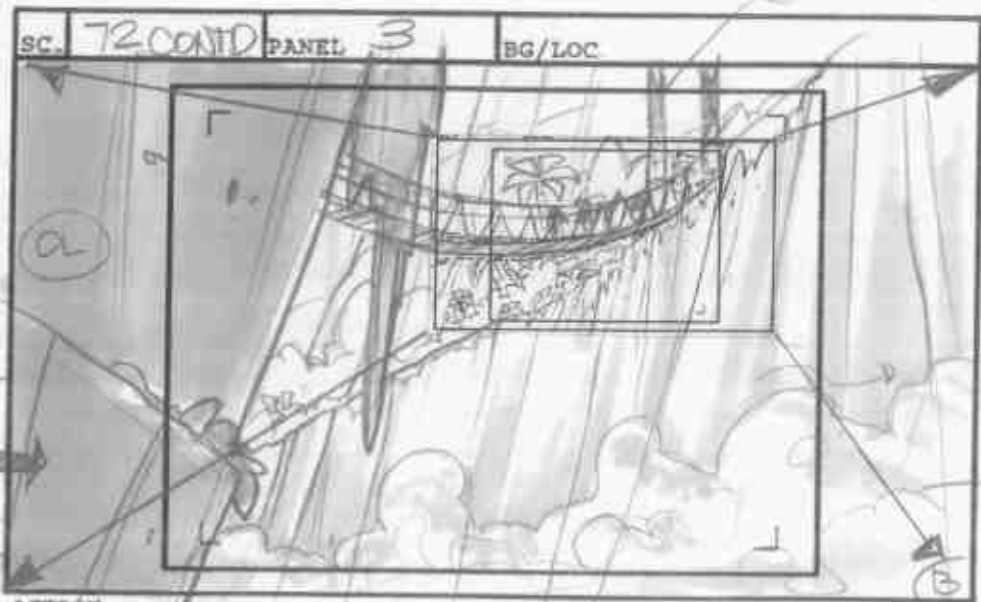
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

TRUCK OUT (A) → (B)

EFX: (MIST)

DIAL SFX: (RIVER)

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



ACTION

CLOSE ON BRIDGE. BUDGE IS FRIGHTENED BY THE SWAYING BRIDGE

DIAL SFX: (RIVER)

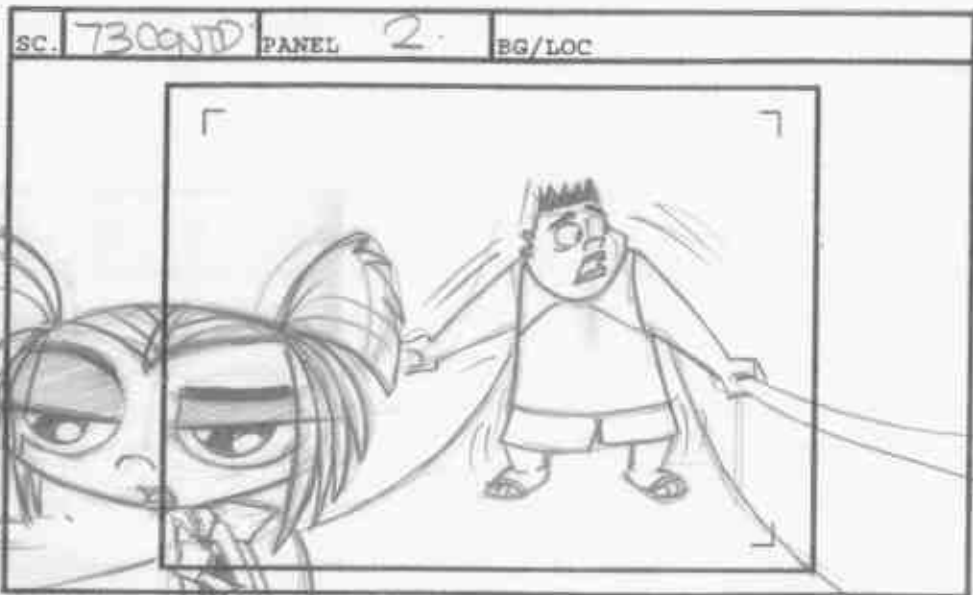
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

CREEPIE CONTINUES FORWARD. BUDGE IS HARDLY MOVING

DIAL

47

CREEPIE:

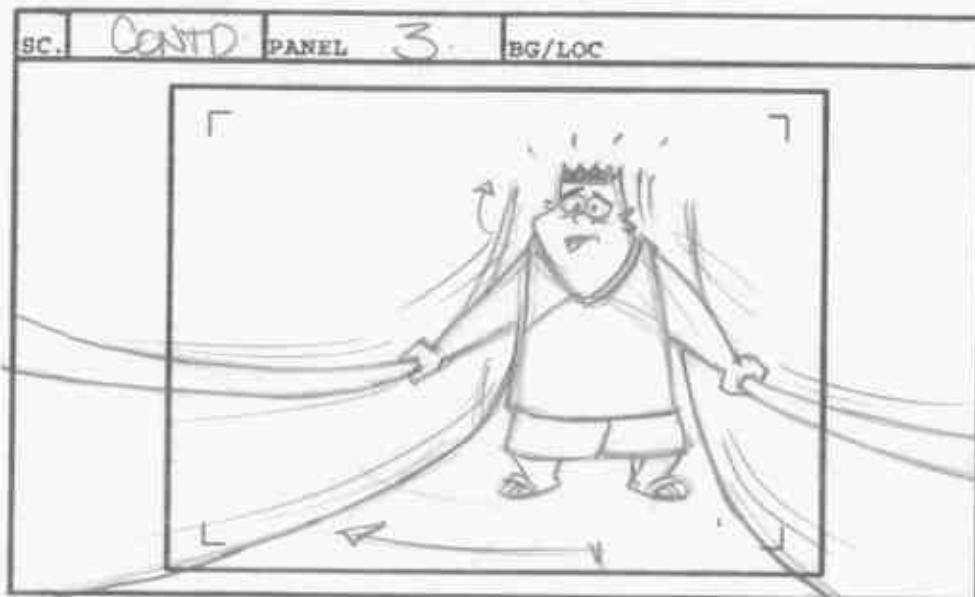
DON'T LOOK DOWN, BUDGE

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

BUDGE REACTS TO CREEPIE'S ADVICE

DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



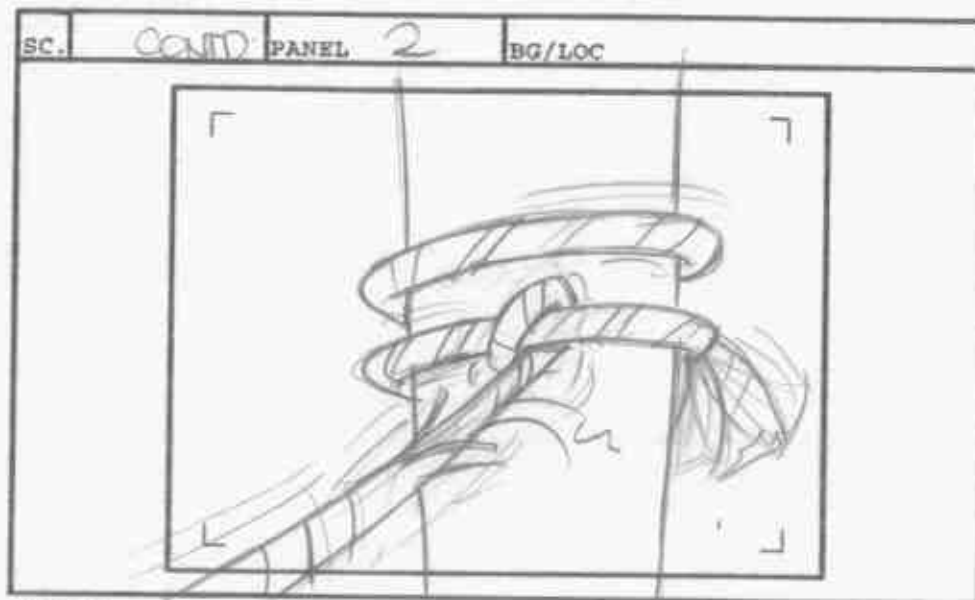
ACTION
EXT. JUNGLE ANGLE ON END OF BRIDGE
CLOSE ON ROPE

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
IT STARTS TO UNRAVEL.

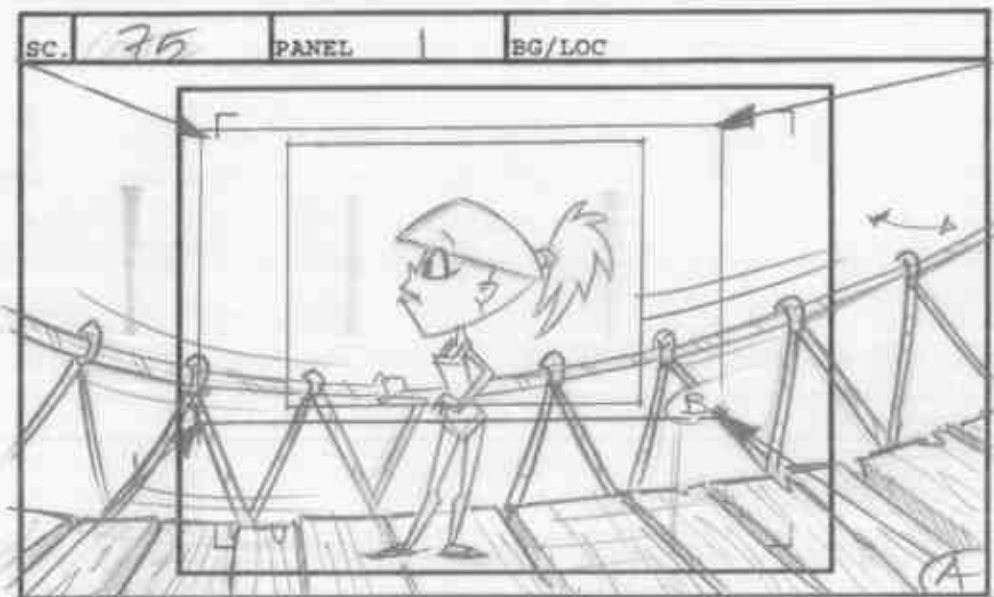
DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

WIDE ON SWAYING RICKETY BRIDGE
CHRIS - ALICE STOPS. TRUCK IN (A) → (B)

DIAL

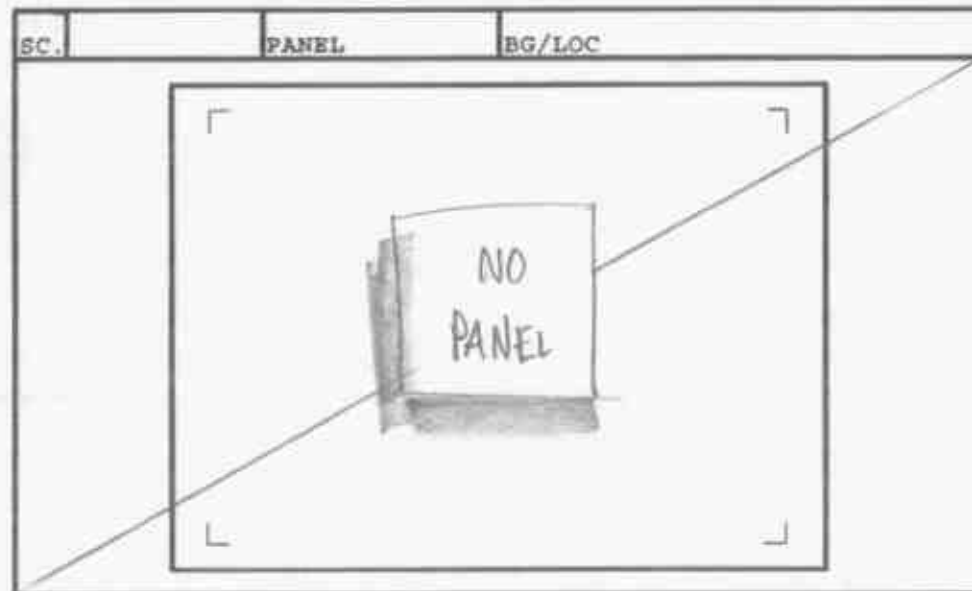
FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



ACTION

SCENE CONTD ON NEXT PAGE

DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES

FINAL
PROD #



ACTION

CLOSE ON CHRIS-LICE IN THE MIDDLE OF THE BRIDGE. THE BRIDGE IS SWAYING UP & DOWN (SLIGHT E/W ACTION AS WELL)

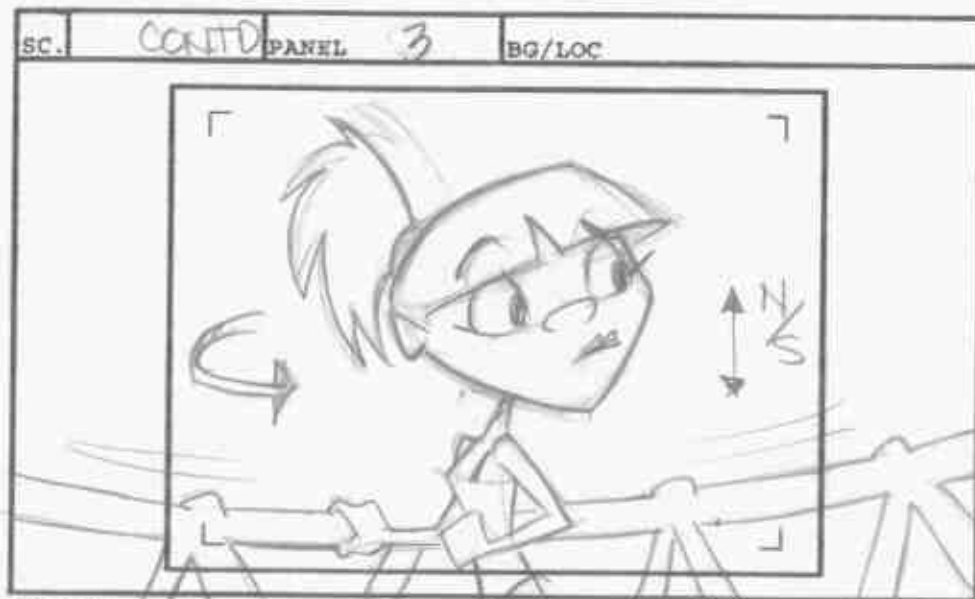
DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

CHRIS-ALICE TURNS TO THE OTHERS

DIAL

49 CHRIS-ALICE:

I DON'T MEAN TO BE A
GLOOMY GUS HERE BUT...

FX:

SPX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



ACTION

CHRIS-ALICE LOOKS BACK OVER
HER SHOULDER

DIAL

49 CHRIS-ALICE: (CONTD)

.. I THINK THE BRIDGE...

FX:

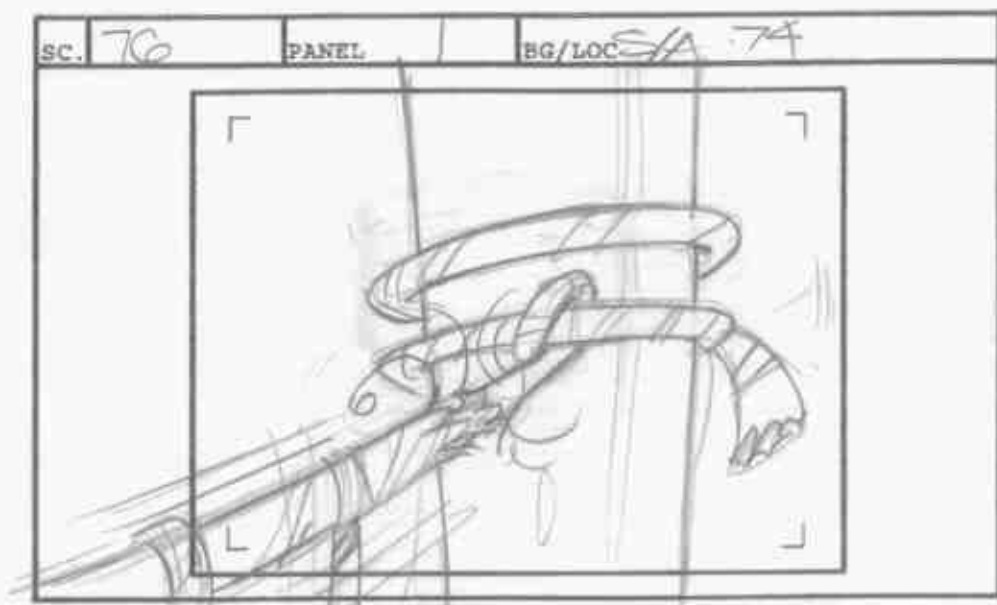
SPX:

DIRECTOR'S NOTES

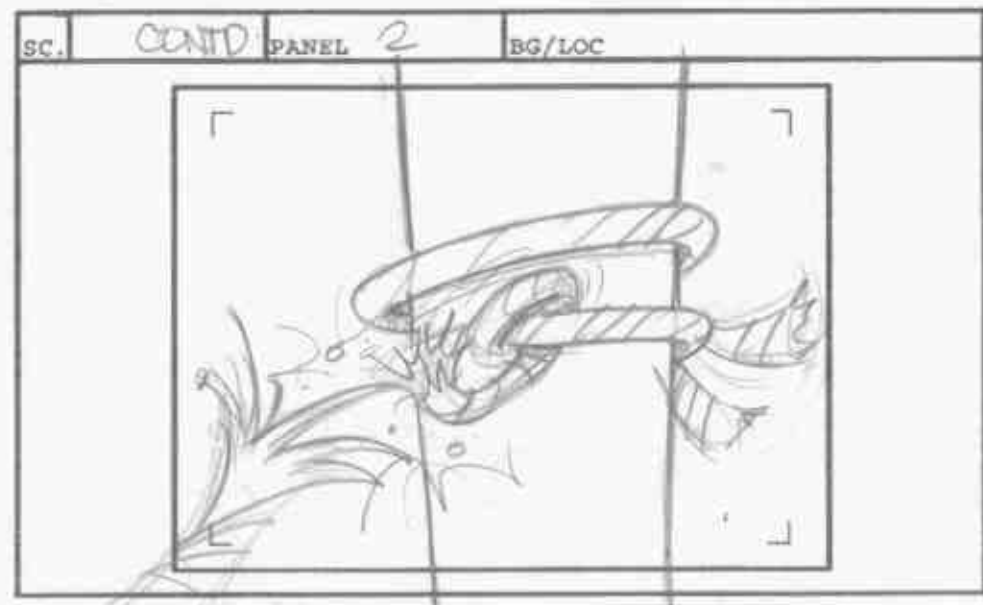
SLUG NOTES

FINAL

PROD #



ACTION



ACTION

(SNAP)

DIAL
 (A) CHRIS-ALICE: (CONTD)
 .. IS ABOUT TO ..

FX:
 SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

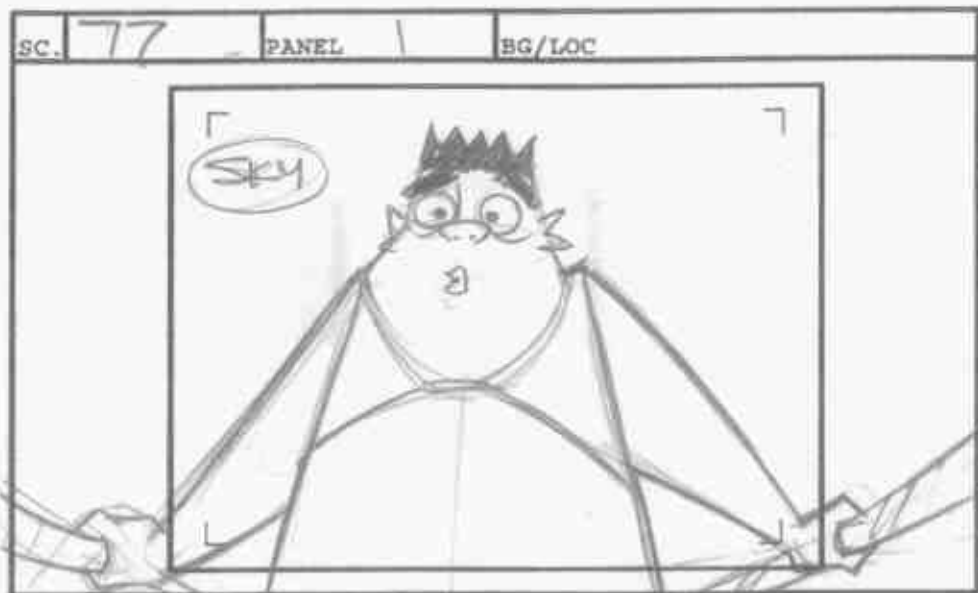
DIAL

FX:
 SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
 PROD #



ACTION

CLOSE ON BUDGE.

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

HE WHIPS AROUND.

DIAL

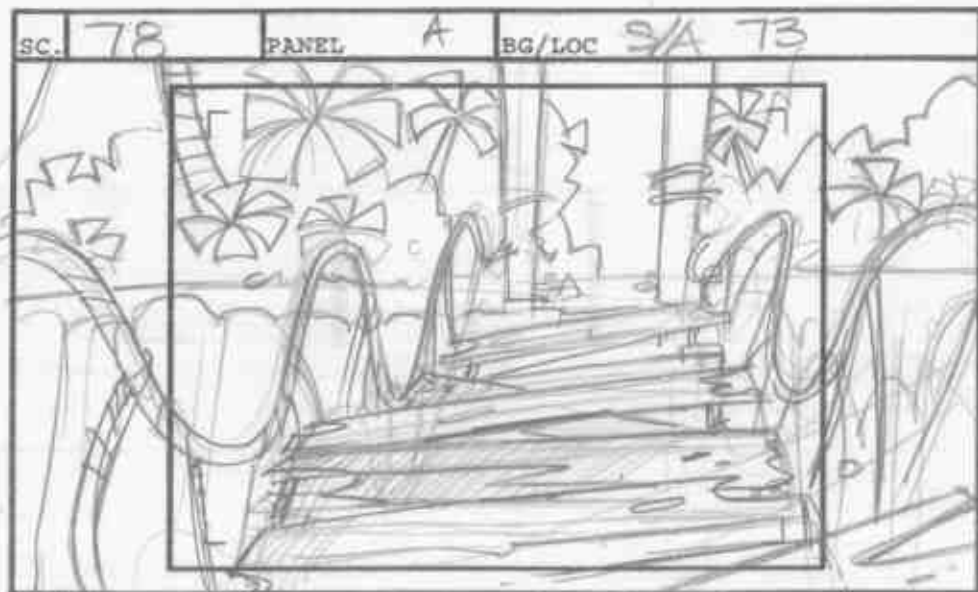
FX:
SFX:

DIRECTOR'S NOTES

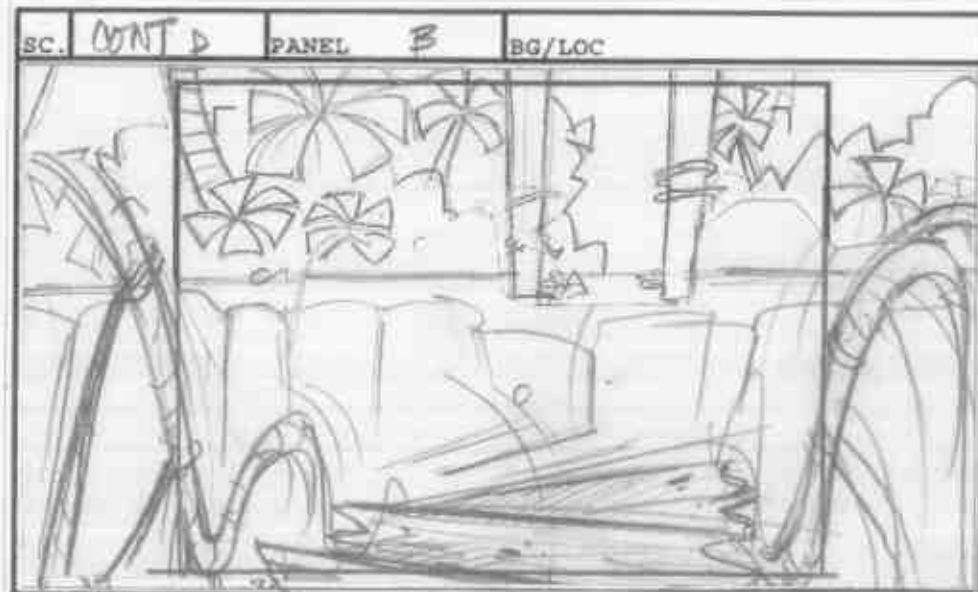
SLUG NOTES

FINAL

PROD #



ACTION
ANGLE ON BRIDGE, COLLAPSING



ACTION
ANGLE ON BRIDGE

SFX: < WOOD SPLINTERING >

DIAL

FX:

SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES

DIAL

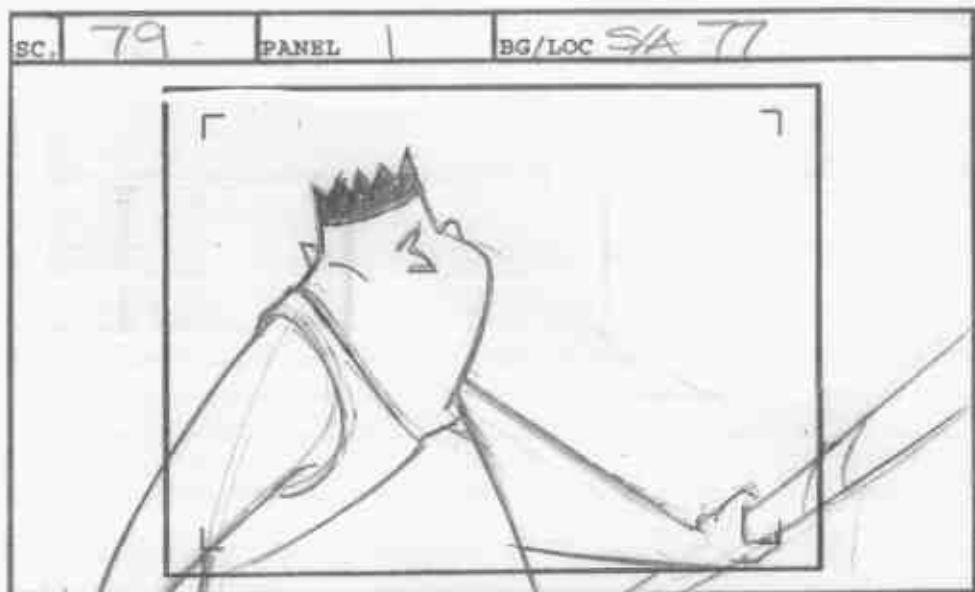
FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

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



ACTION

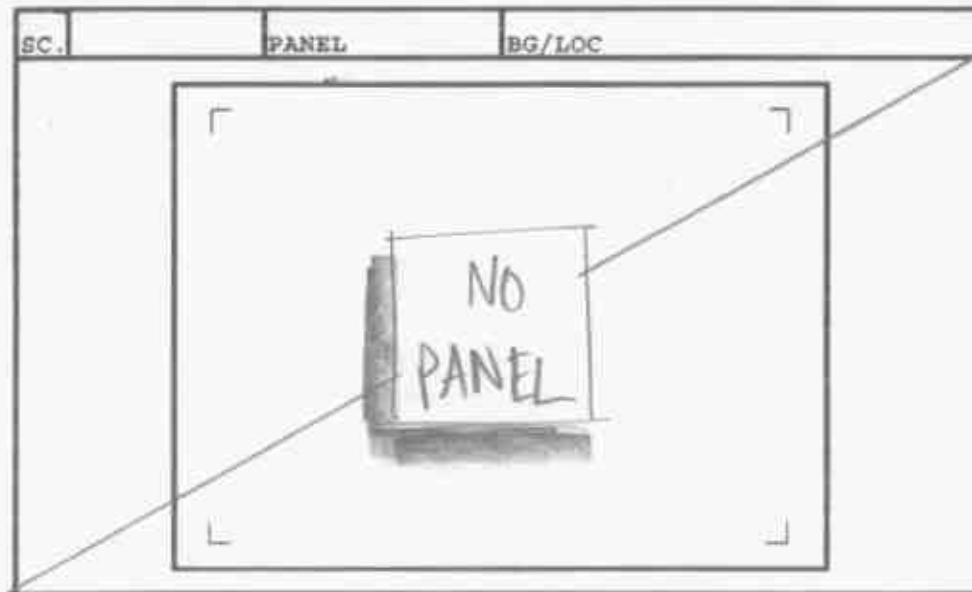
CLOSE ON BUDGIE LOOKING OVER HIS SHOULDER

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

SCENE CONTD ON NEXT PAGE

DIAL

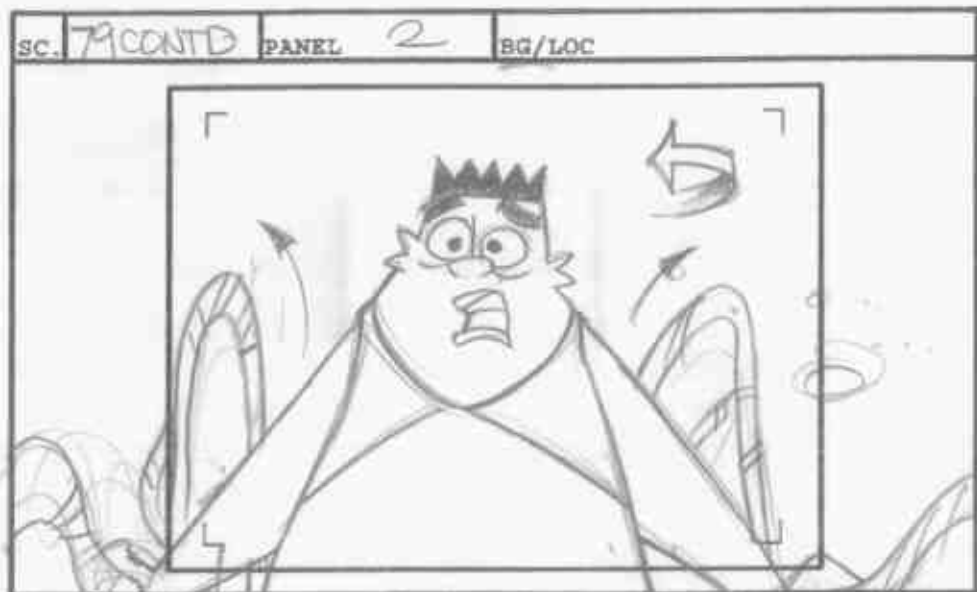
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

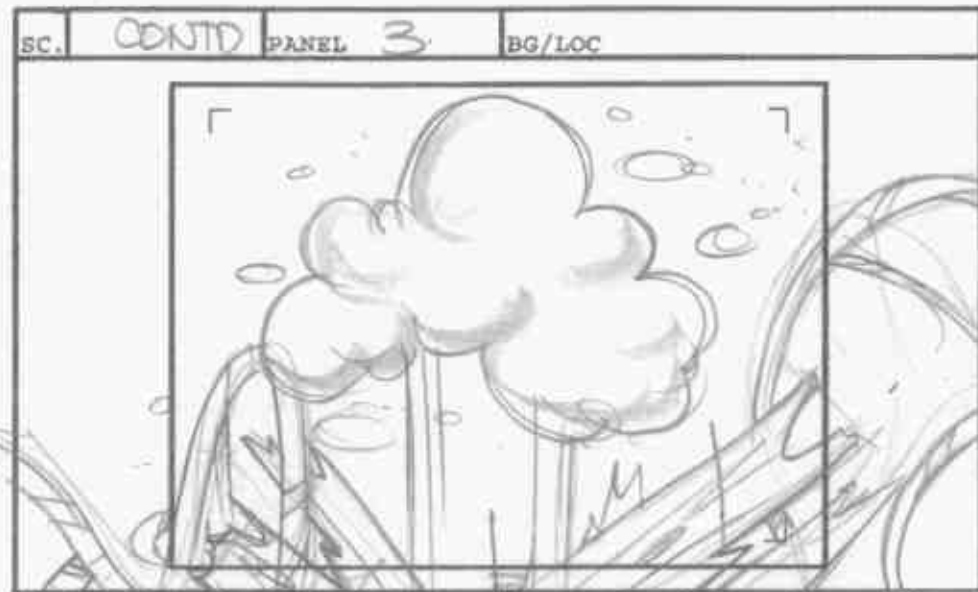
BUDGE TURNS TO CAMERA

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

BUDGE OUT

ETX (SPEEDLINES, DUST)

DIAL

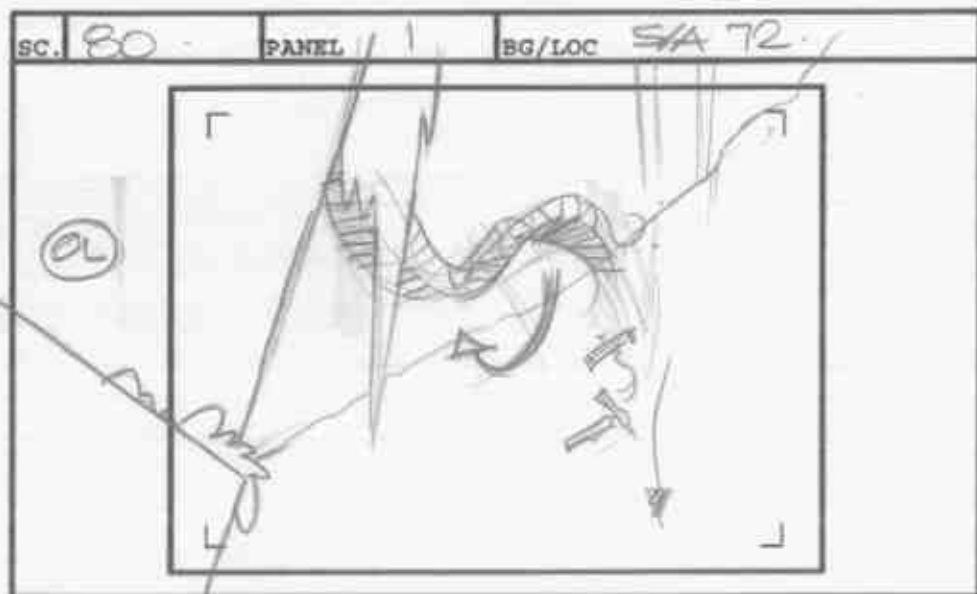
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



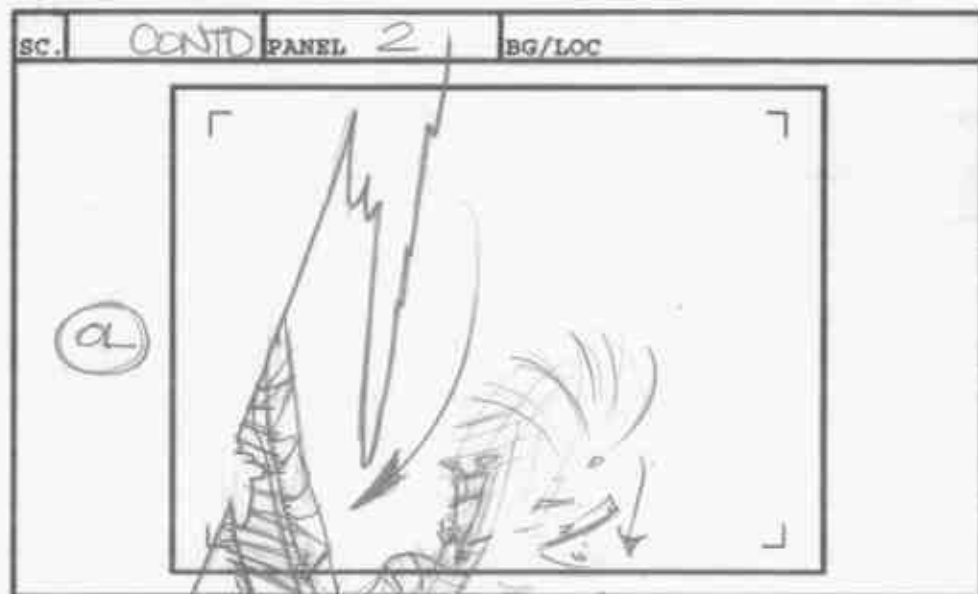
ACTION
WIDE ON RAVINE - THE BRIDGE IS COLLAPSING

DIAL
50 ALL THE KIDS: (SCREAM)
BREAK!!!

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
BUDGE IS HANGING ON FOR DEAR LIFE AS THE BRIDGE SNAPS DOWN

DIAL

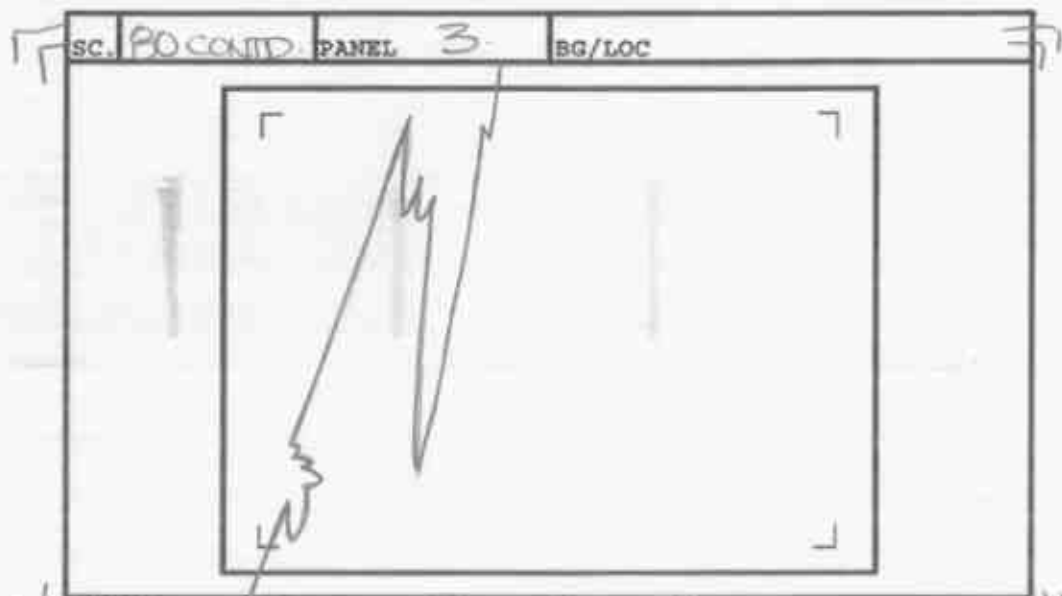
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #

growing
up
creepie



ACTION (CAMERA SHAKE)

BUDGE & BRIDGE SWINGS BEHIND THE CL.

DIAL SFX: (SMACK!)

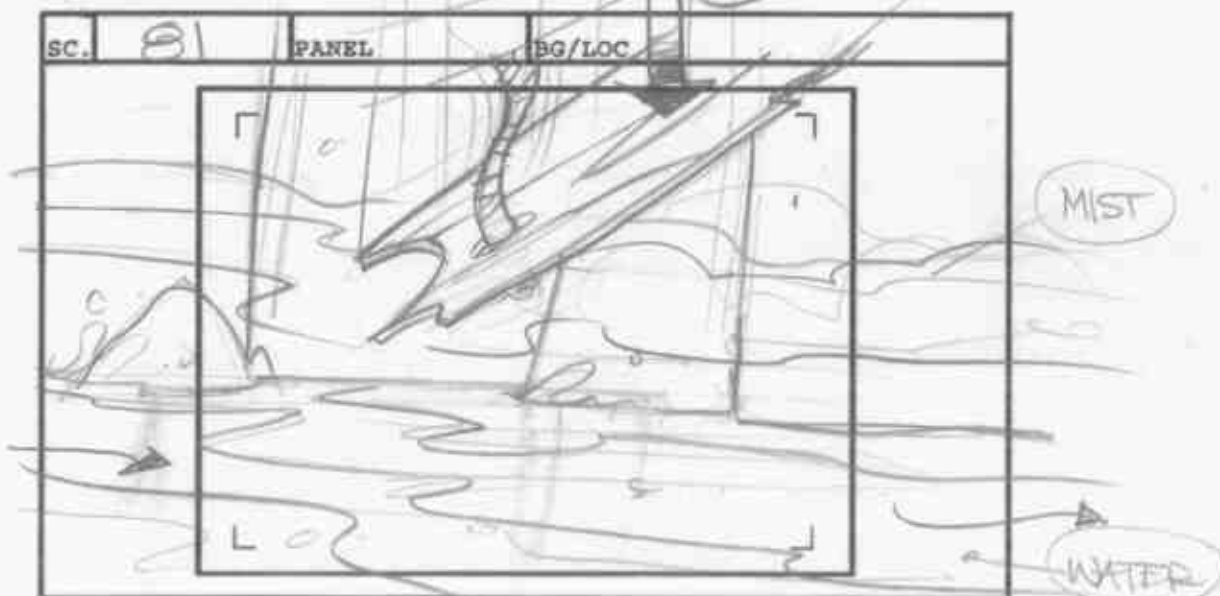
FX:

SFX:

DIRECTOR'S NOTES

[Empty rectangular box for notes]

SLUG NOTES



ACTION CLOSE ON BOTTOM OF RAVINE
A PIECE OF THE BRIDGE FALLS INTO SCENE

DIAL EFX: (WATER, MIST)

FX:

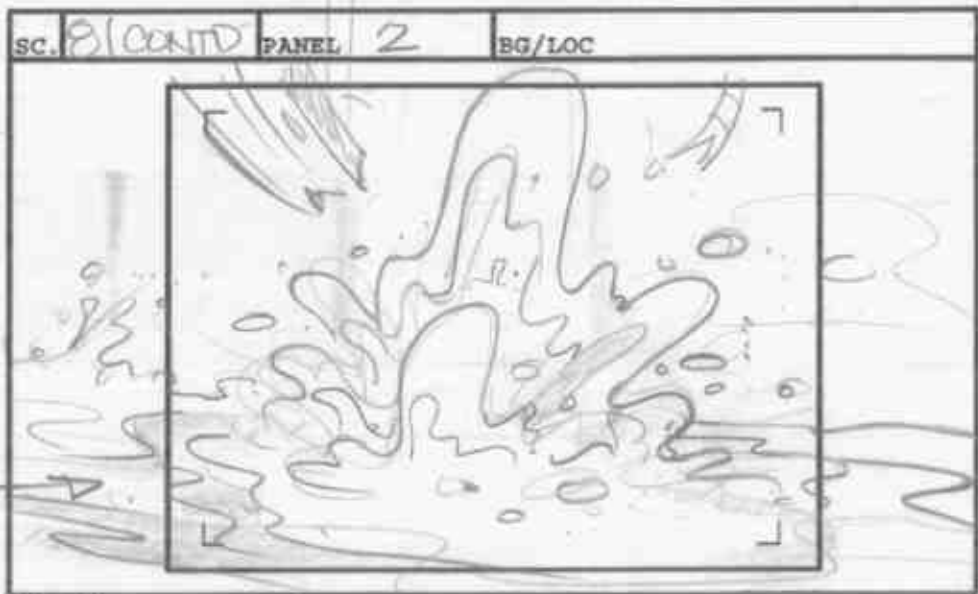
SFX:

DIRECTOR'S NOTES

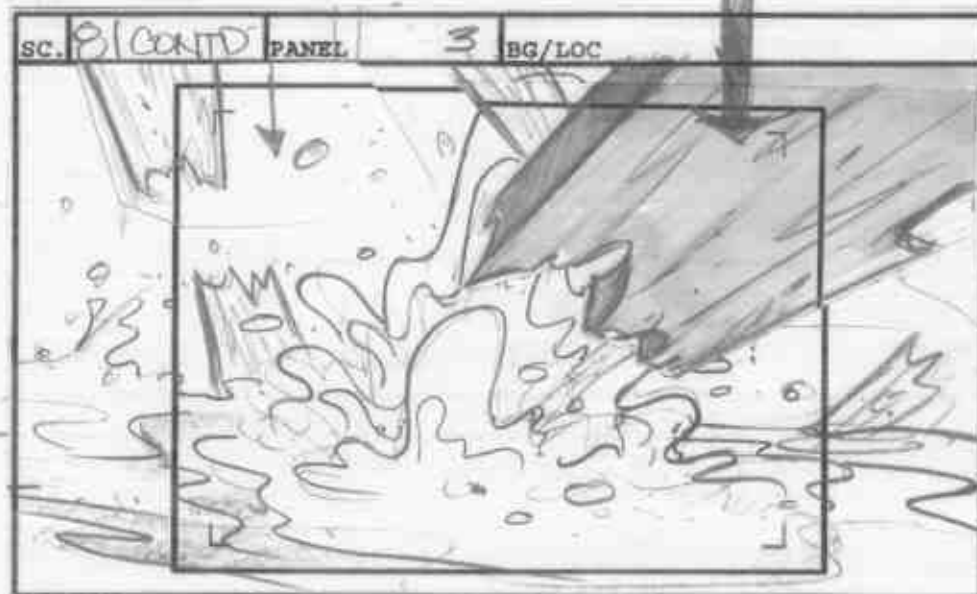
SLUG NOTES

FINAL

PROD #



ACTION



ACTION

SPLASH!

DIAL SFX: <WATER SPLASH>

FX:

SFX:

DIRECTOR'S NOTES

[Empty rectangular box for director's notes]

SLUG NOTES

DIAL

FX:

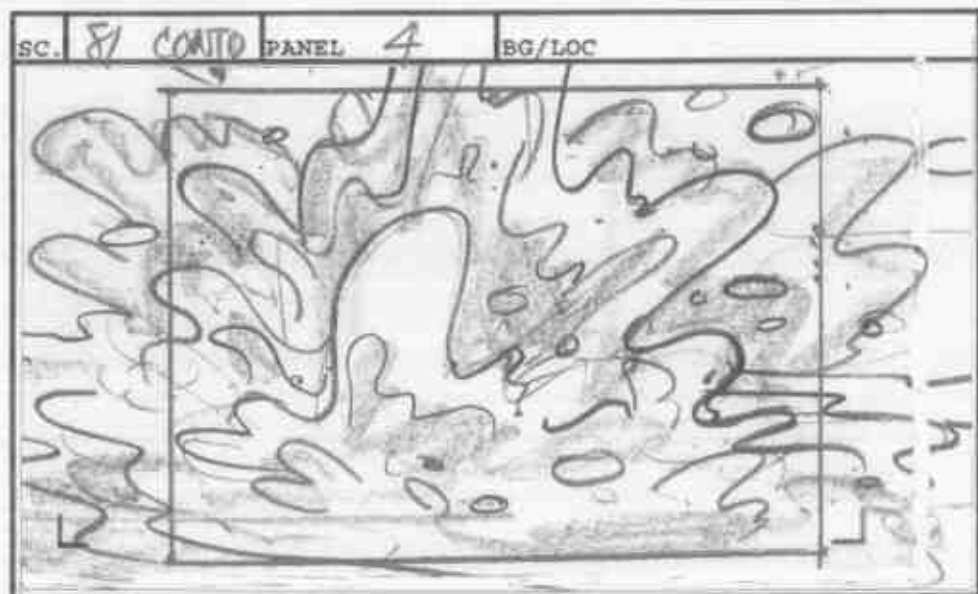
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

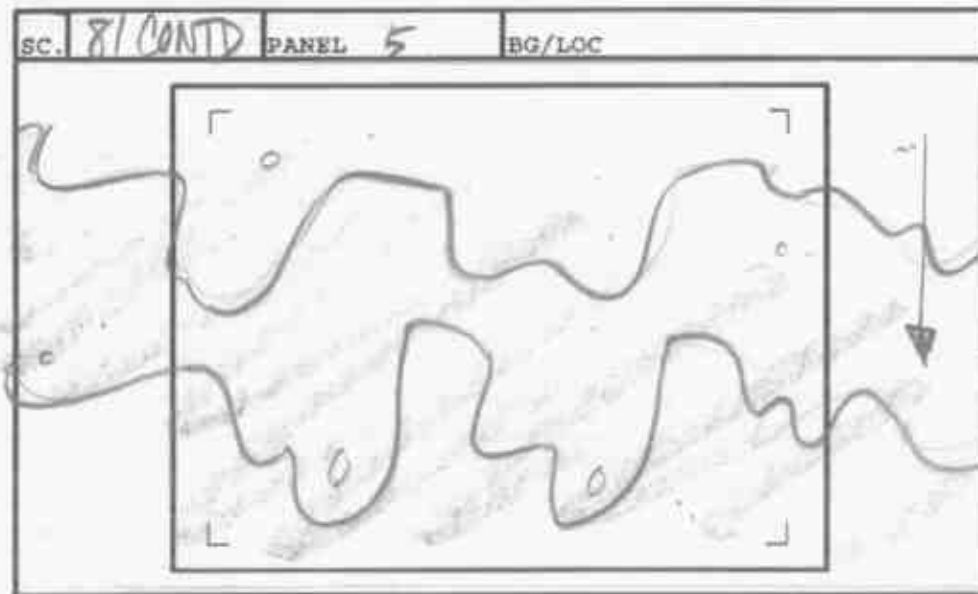
HUGE SPLASH

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

WATER DRIPS DOWN
ON CAMERA

DIAL

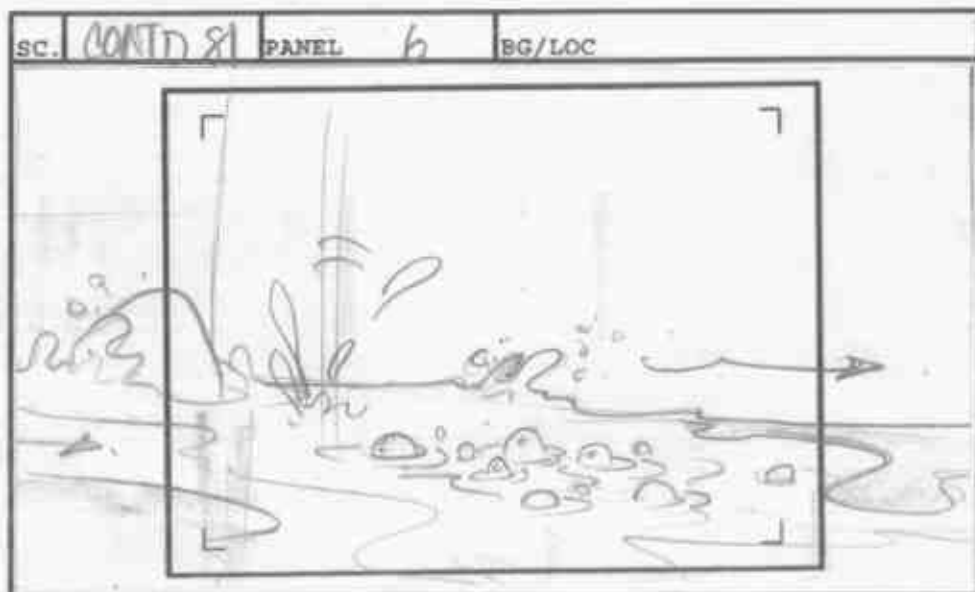
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



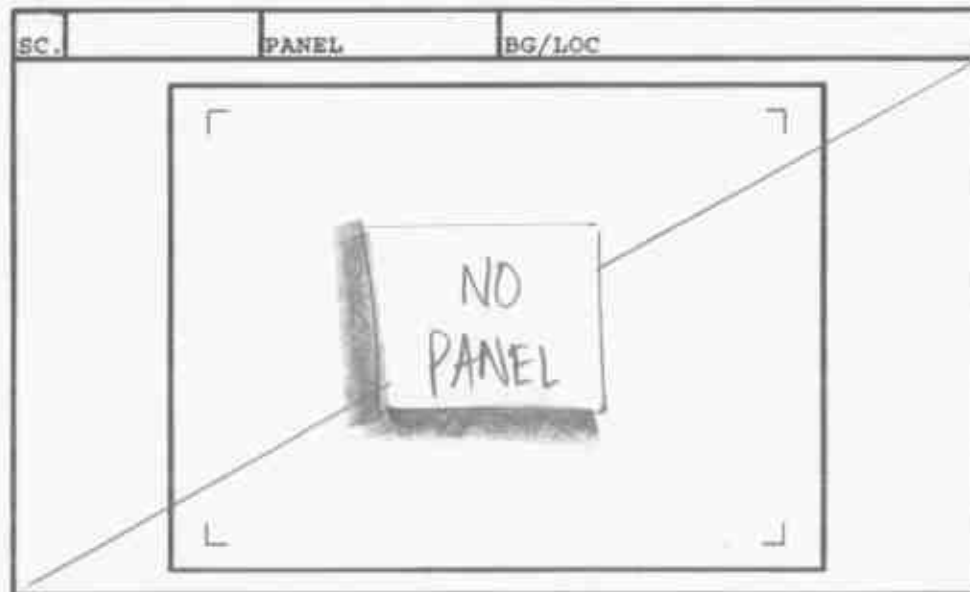
ACTION
THE RIVER IS EMPTY.
EFX: (BUBBLES)

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL

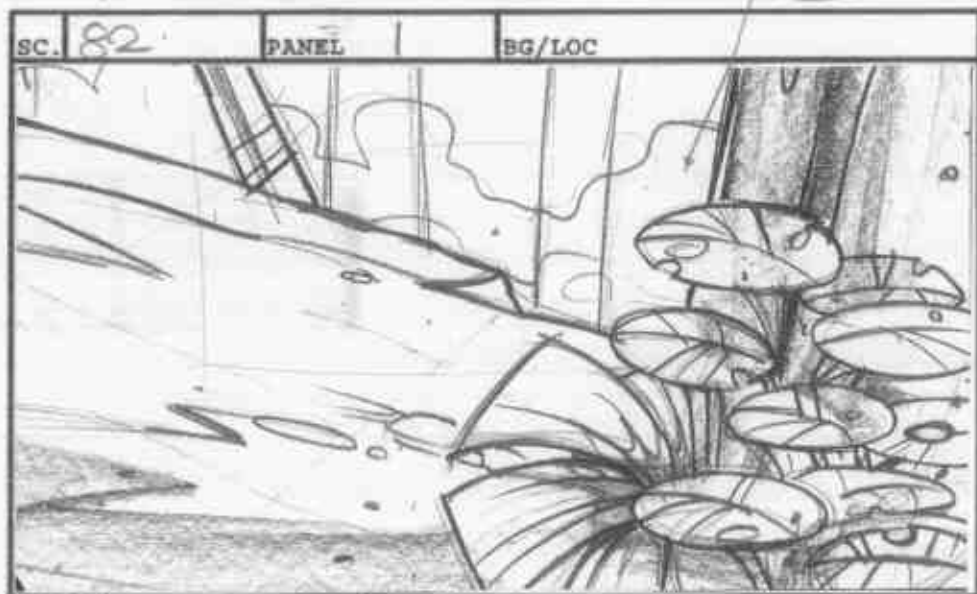
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION
CLOSE ON EDGE OF RAVINE.

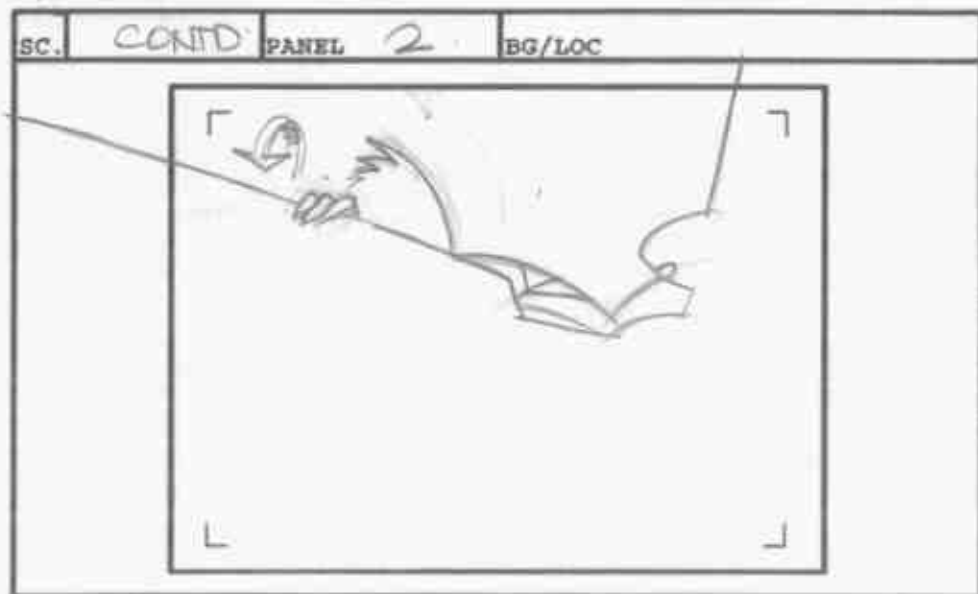
EFX: (MIST)

DIAL
▲ CREEPIE:
(GRUNTS, GROANS)

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
CREEPIE'S HAND UP INTO SCENE

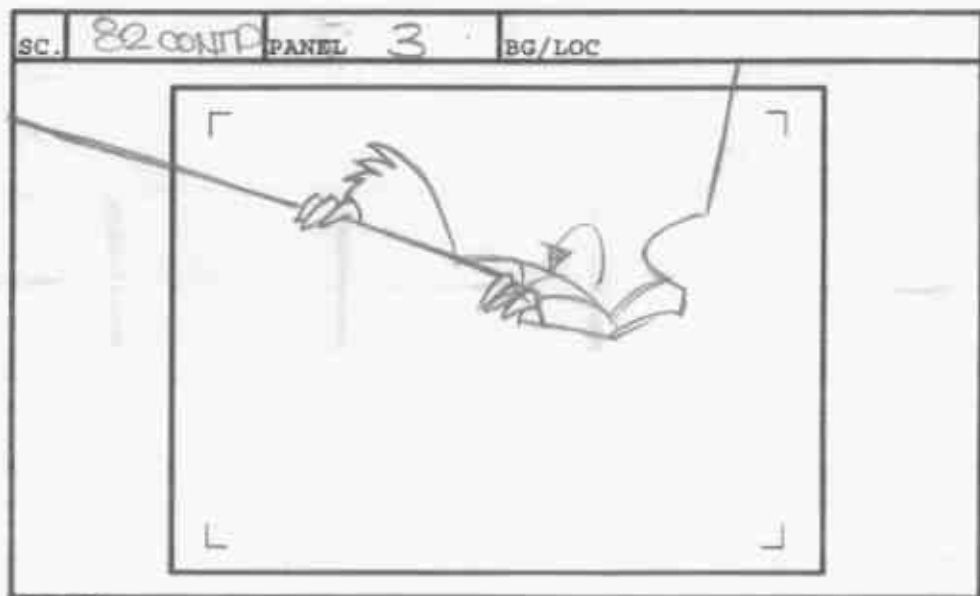
DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



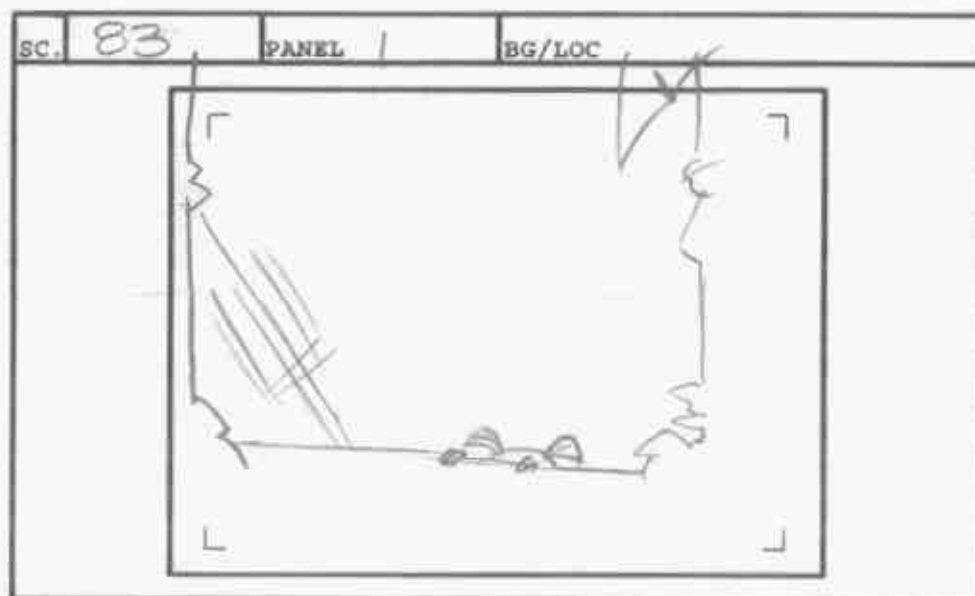
ACTION

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

WIDE ON EDGE OF RAUINE

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD 8



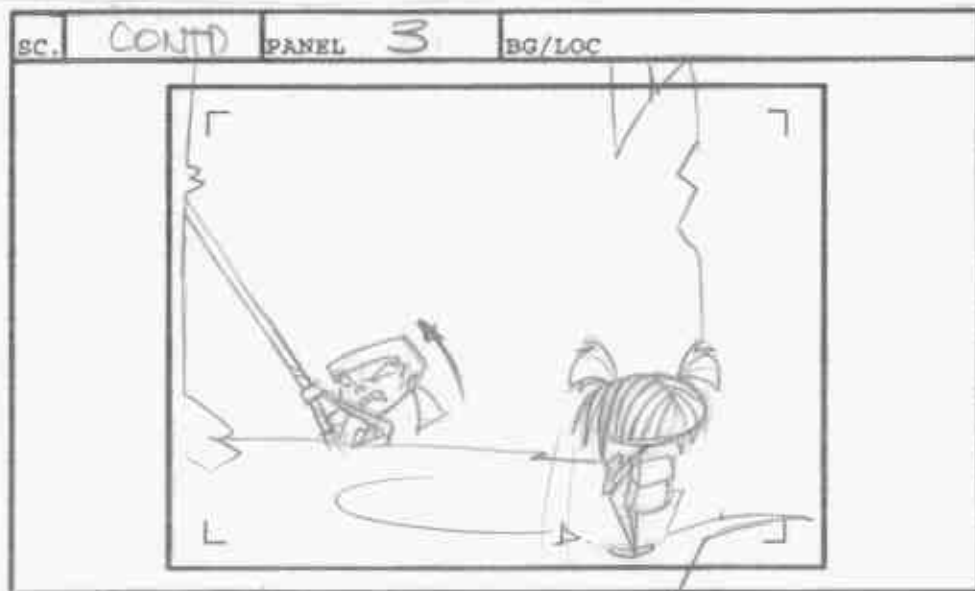
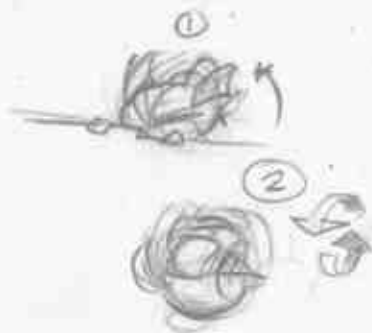
ACTION
CREEPIE FLIPS UP

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
CREEPER SKITTERS TO ONE SIDE AS CARLA

DIAL

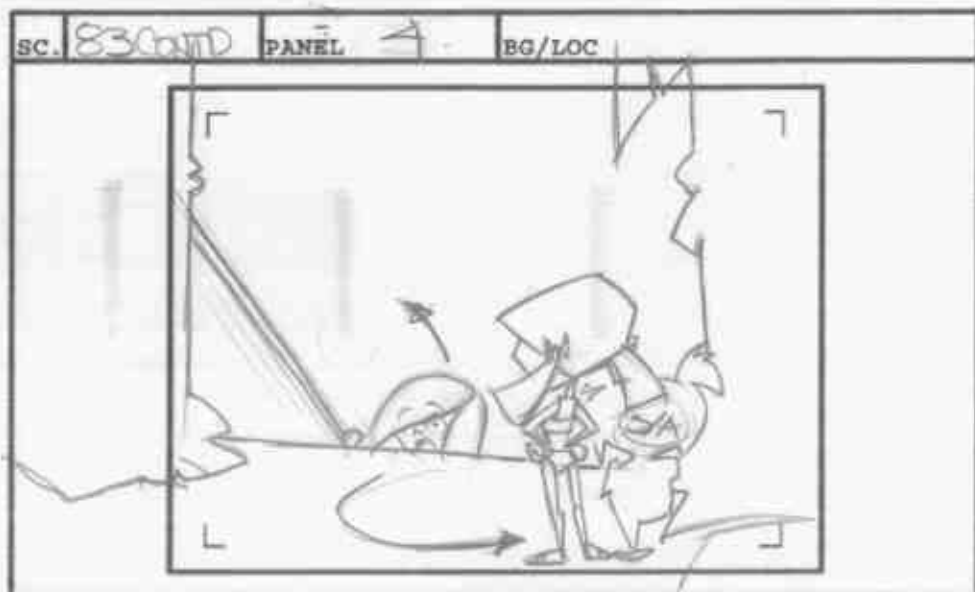
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

CARLA MOVES BESIDE CREEPIE AS
MELANIE CLIMBS UP

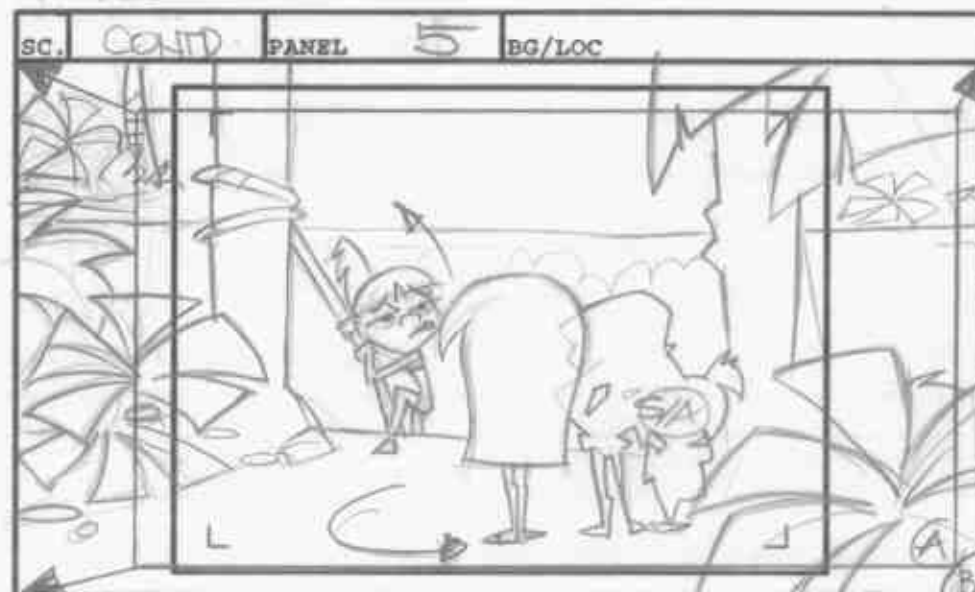
DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

MEL STEPS OVER BESIDE CARLA & CREEPIE
CHRIS-ALICE CLIMBS UP INTO SCENE
SLIGHT TRUCK OUT (A) → (B)

DIAL

FX:

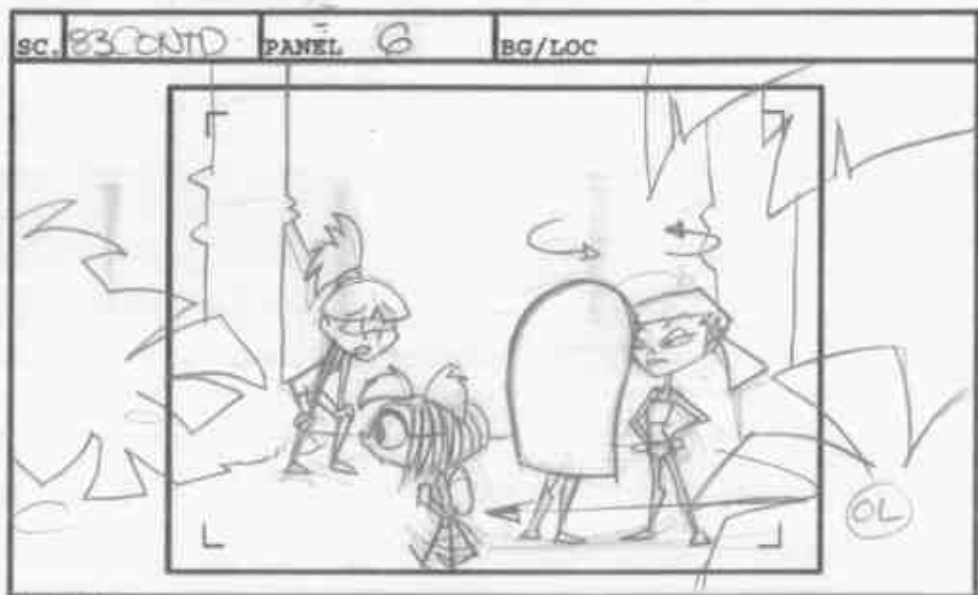
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION
AS CHRIS-ALICE CATCHES HER BREATH,
CARLA & MELANIE TURN TO EACH OTHER.. CREEPIE
SCOOTs AROUND THEM SHE'S LOOKING FOR
DIAL ~~SOMETHING~~

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
CREEPIE STOPS AND LOOKS AROUND

DIAL

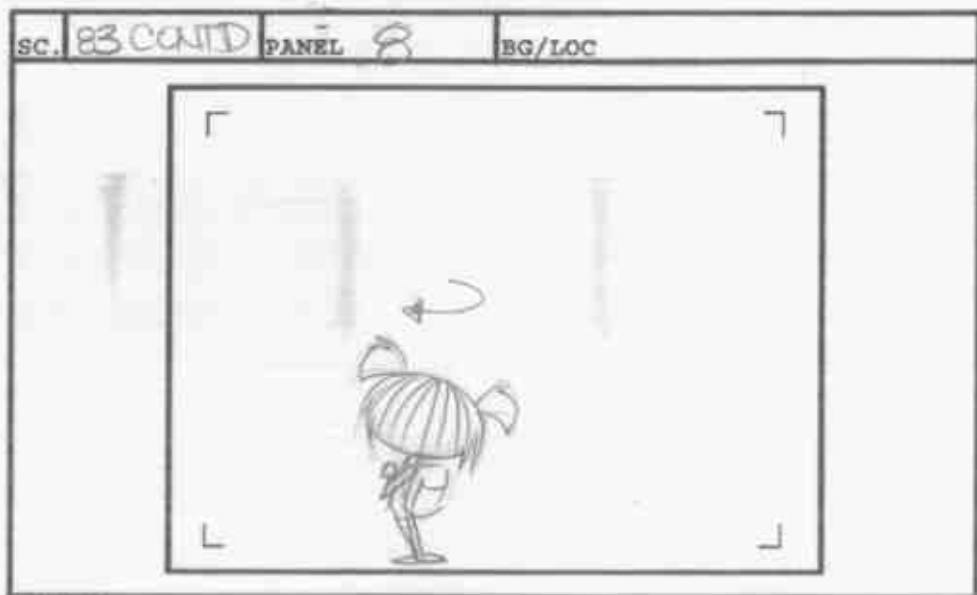
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



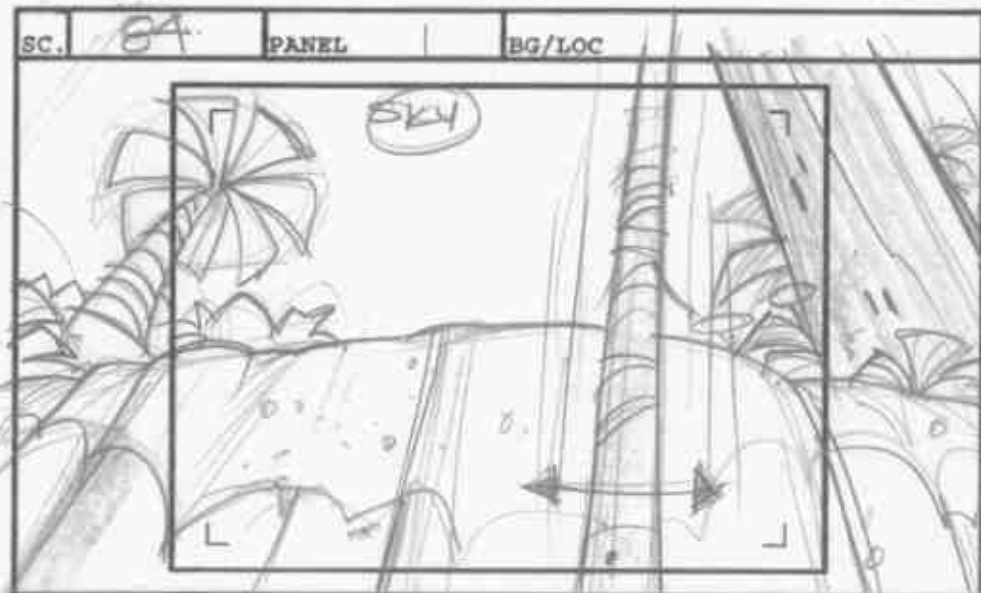
ACTION

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

ANGLE ON RAVINE EDGE. - (DAY)
THE ROPE SWAYS FROM SIDE TO SIDE

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

GROWING UP
CREEPIE



ACTION
CREEPIE PEEKS OVER THE EDGE
CHRIS-ALICE UP BESIDE CREEPIE.

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL

(51) CREEPIE:
COME ON, BUDGE!

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

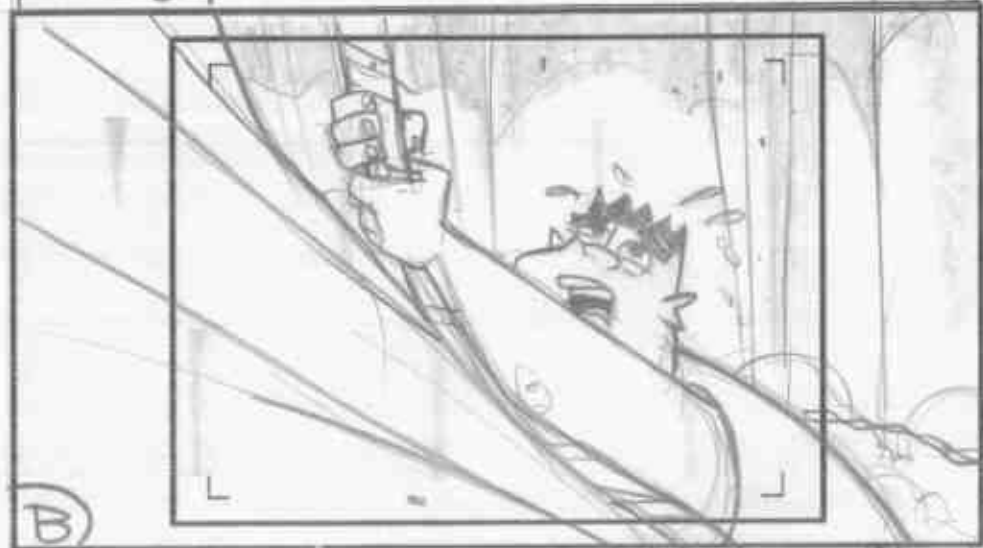
FINAL

PROD #

SC 85

growing
UP
CREEPY

PAGE: 135A



(B)

STOP

ANGLE ON BOTTOM OF RAVINE
THE RAGING RIVER PAN UP TO
A PANICKY BUDGE

(PAN) (52) BUDGE (PETRIFIED)

EARS HEARING ... ARMS AND
LEGS ... NOT MOVING!

FX: (MIST, WATER, SWEAT)

(MIST) SFX: (RIVER)

START

WATER

FINAL

PROD #

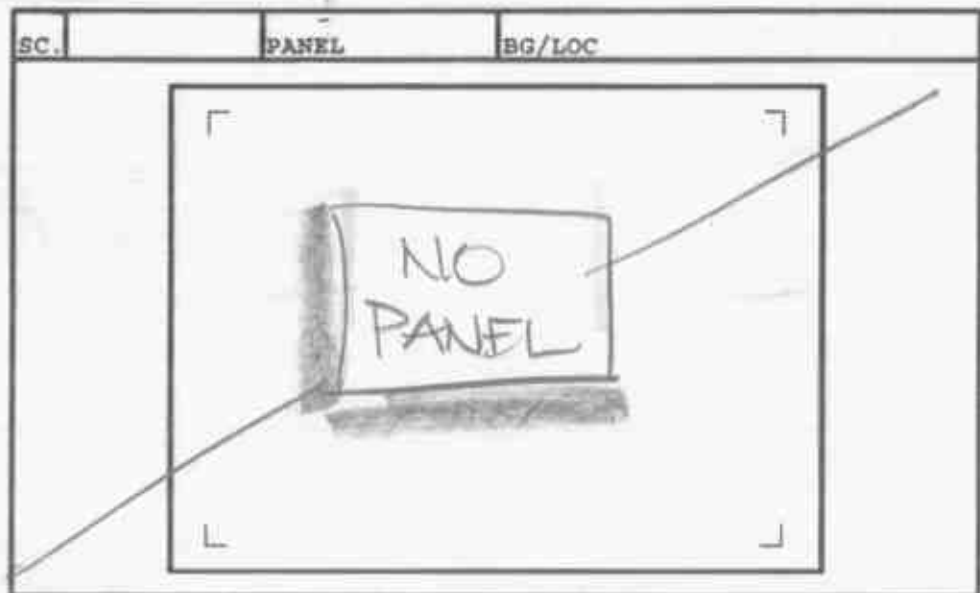
DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

(A)



ACTION

DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for notes]

SLUG NOTES



ACTION

ANGLE ON CREEPIE SHE POINTS TO
SOMETHING OS.

DIAL

53 CREEPIE:
I WONDER IF THAT GIANT CENTIPEDE
CRAWLING UP YOUR BACK...

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

THE ROPE STIFFENS & STOPS SWAYING.

DIAL (53) CREEPIE: (CONTD)

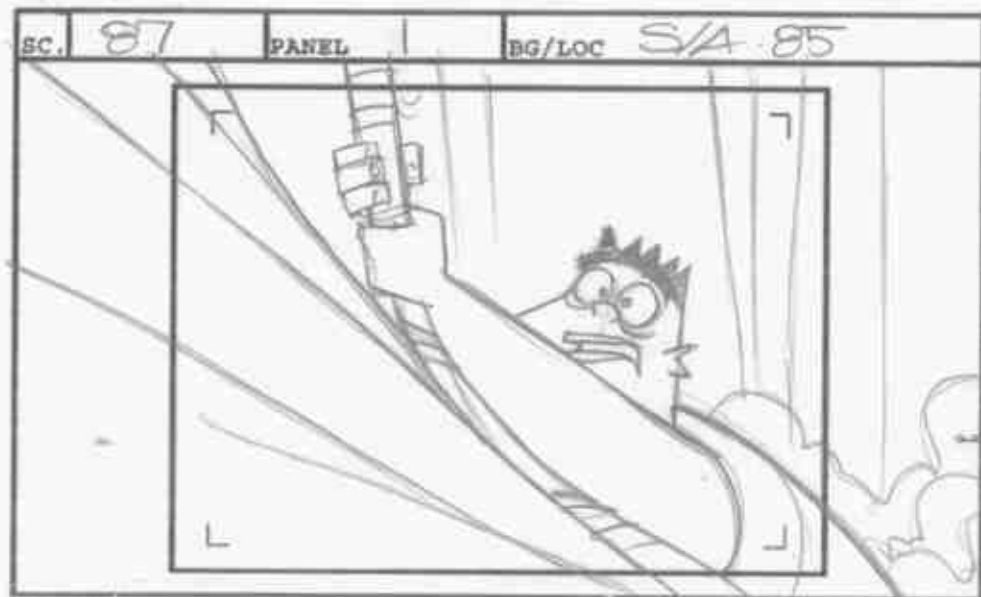
..MIGHT HELP?

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for director's notes]

SLUG NOTES



ACTION

ANGLE ON BUDGE.

EFX: (MIST, DUST, SPEEDLINES)

DIAL (5A) BUDGE:

CENTIPEDE?!?

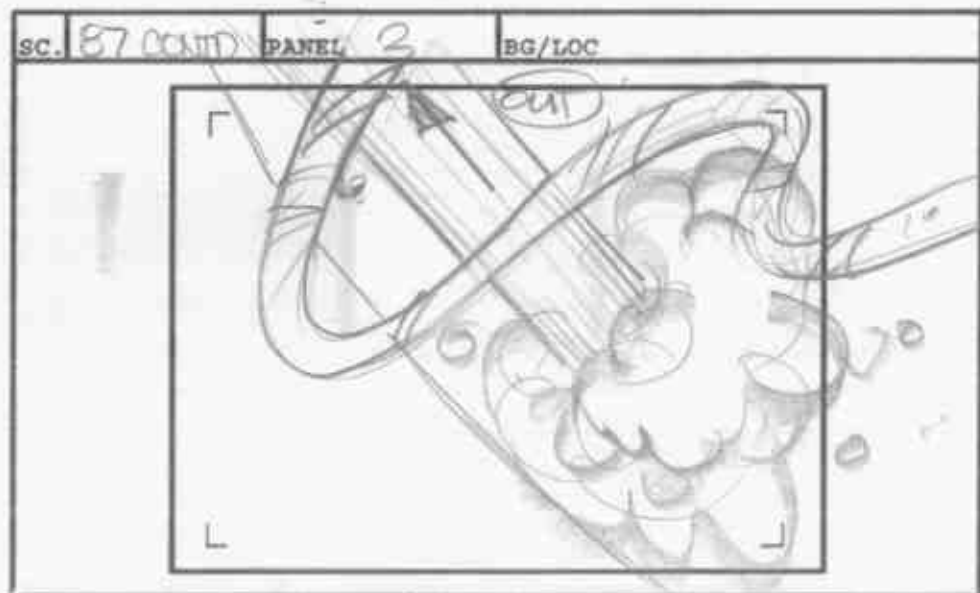
FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for director's notes]

SLUG NOTES

FINAL
PROD #



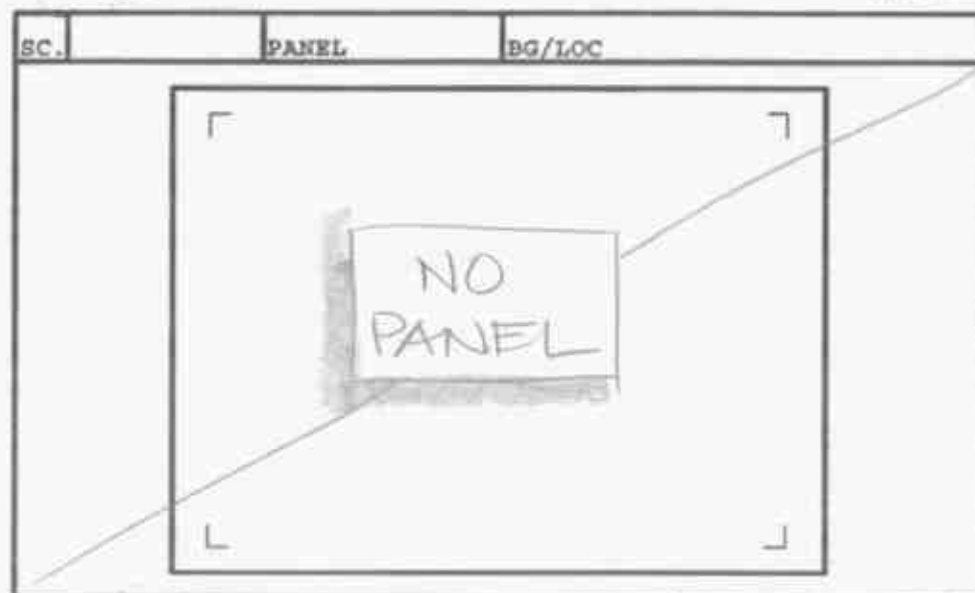
ACTION
LIKE A ROCKET, BUDGE ZOOMS UP
AND OUT OF SCENE

DIAL
(54) BUDGE: (CONT'D)
AAAAGG

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

growing
UP
CREEPIE



ACTION

EXT RAVINE - (DAY)

TOP OF RAVINE, CHRIS ALICE & CREEPIE WINDBLOWN AS BUDDIE FROCKETS BY THEM. FAST PAN (A) → (B)
HOLD ON SHAKING BUSH. EFX: (SPEEDLINES, DUST)

DIAL

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

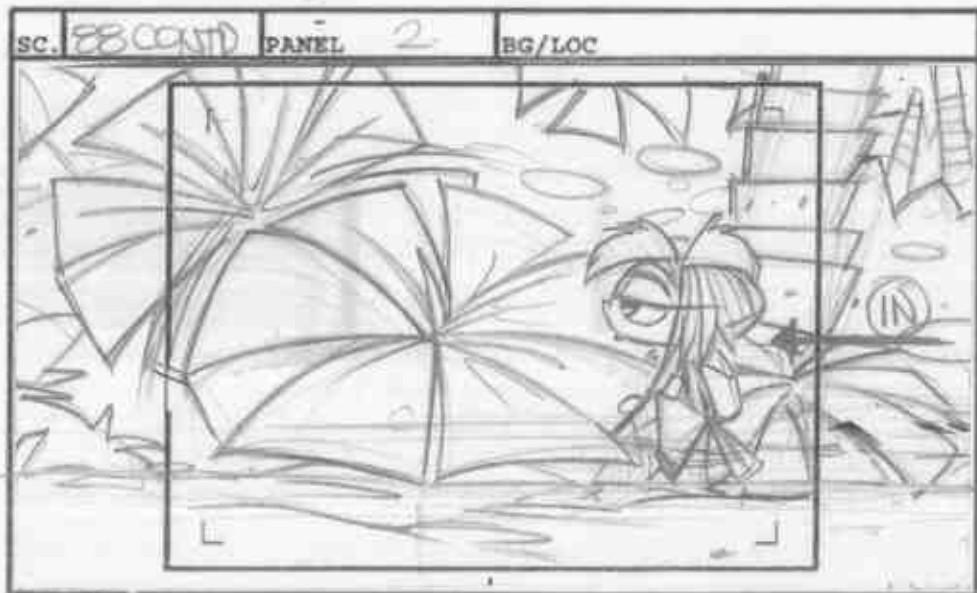
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



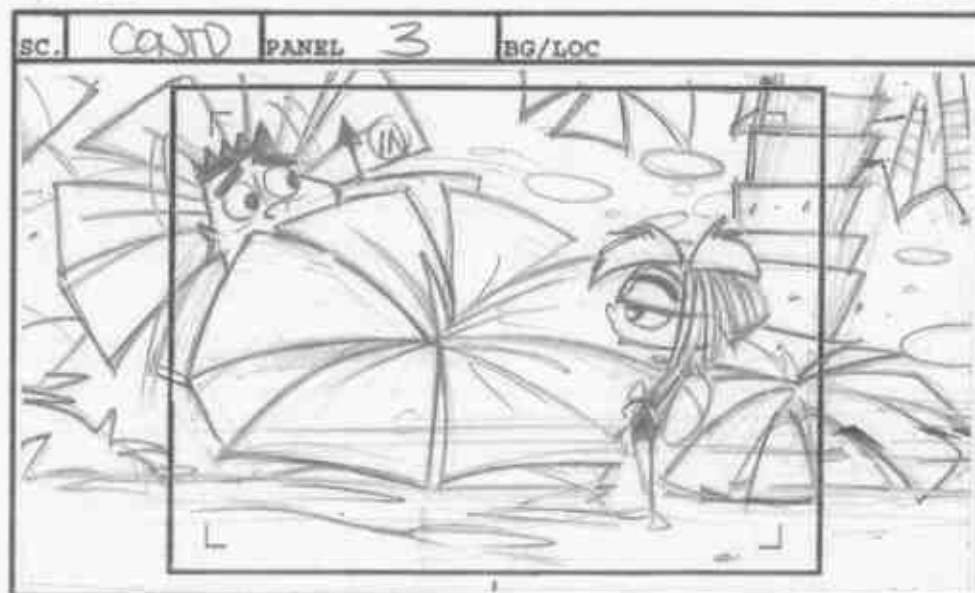
ACTION
 CREEPIE SKITTERS INTO SCENE STOPPING
 BESIDE THE SHAKING BUSH.

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
 BUDGE PEELS OUT

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
 PROD #

growing
UP
CREEPIE



ACTION

TRUCK CUT (B) → (C) AS BUDGE STEPS
OUT FROM BEHIND THE BUSH! CREEPIE APOLOGIES.

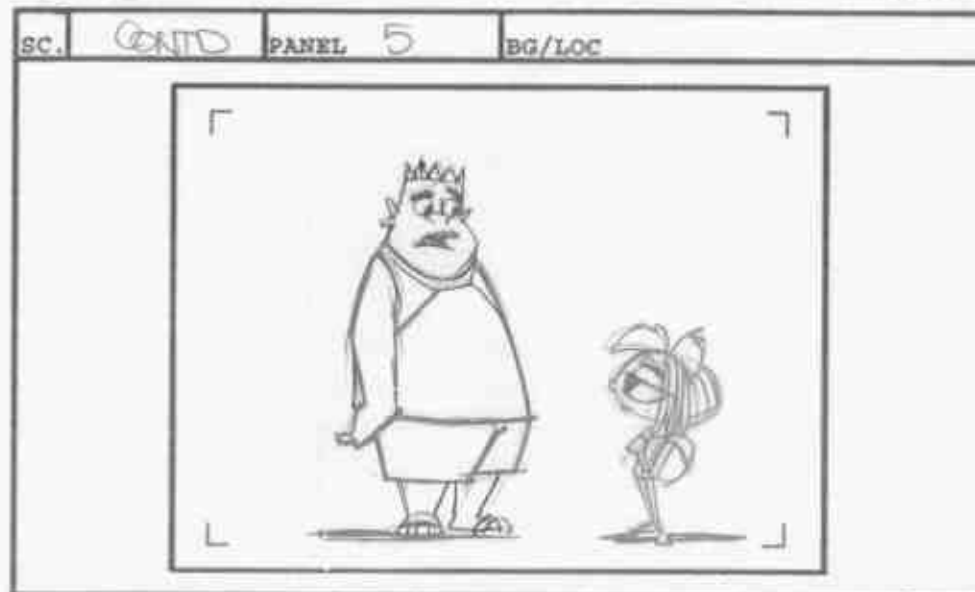
DIAL

(55) CREEPIE:
SORRY, I HAD TO DO THAT!

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

BUDGE LOOKS RELIEVED.

DIAL

(56) BUDGE:
THAT'S OKAY.

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

BUDGE IS RELIEVED

DIAL

(56) BUDGE: (CONTD)

I'M RELIEVED TO KNOW THERE'S..

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

BUDGE TURNS TO EXIT, REVEALING A LARGE CENTIPEDE ON HIS BACK, WHO WAGS HIS 'TAIL' LIKE A PUPPY. CREEPIE WAVES.

DIAL

(56) BUDGE: (CONTD)

.. REALLY NO CENTIPEDES

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

WIDE ON MELANIE, CARLA & CHRIS-ALICE
CARLA IS HOLDING A PIECE OF ROPE. SHE LOOKS
SUSPICIOUSLY AT IT.

*ADD BLINKS ON MELANIE & CHRIS-ALICE THRU SCENE

DIAL

(57) CARLA:

ALL RIGHT — ...

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



ACTION

DIAL

(57) CARLA (CONTD)

... — WHAT GENIUS
WOULD BUILD A ROPE BRIDGE..

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES

FINAL

PROD #



IN →

ACTION

CREPPIE SKITTERS IN

ACTION

SHE STOPS BESIDE CARLA

DIAL

57 CARLA: (CONTD)

• WITH A BROKEN ROPE!

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

MELANIE STEPS BACK

DIAL

58 CREEPIE:

LOOKS MORE LIKE IT WAS CUT TO ME.

FX:
SPX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL

59 CHRIS-ALICE:

CUT? BUT WHO WOULD DO THAT?

FX:
SPX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

ANGLE ON BUDGE NEAR BRIDGE
POSTS.

DIAL (GO) BUDGE:

MY GUESS WOULD BE...

FX:

SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

HE LOOKS UP.

DIAL (GO) BUDGE: (CONT'D)

... THOSE GUNS!

FX:

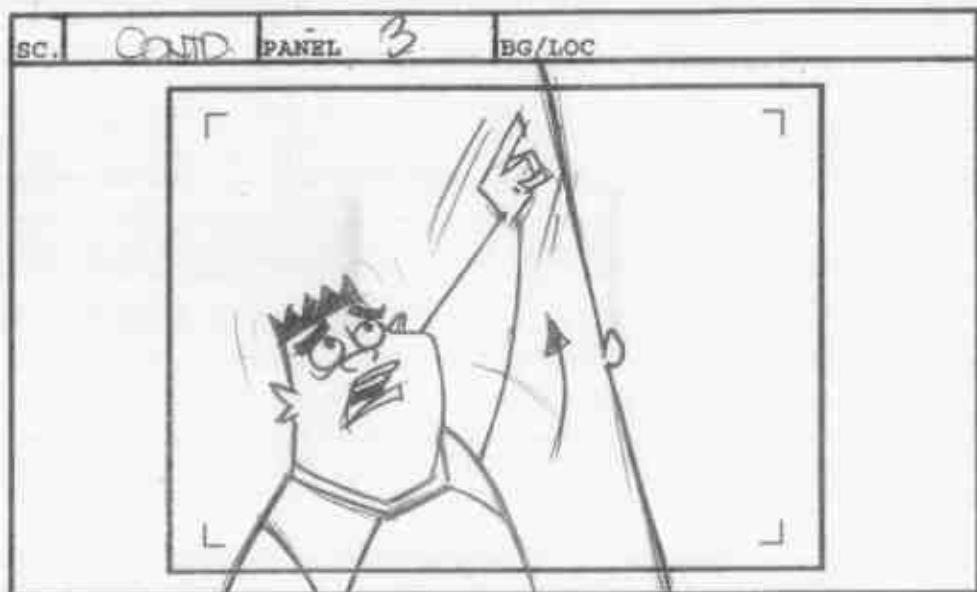
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

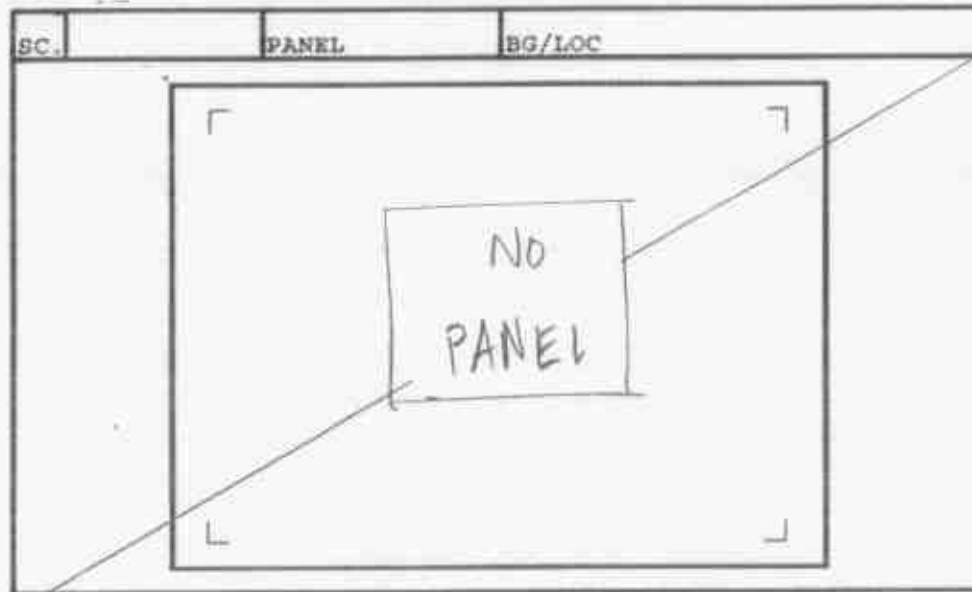
BUDGE POINTS UP

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL

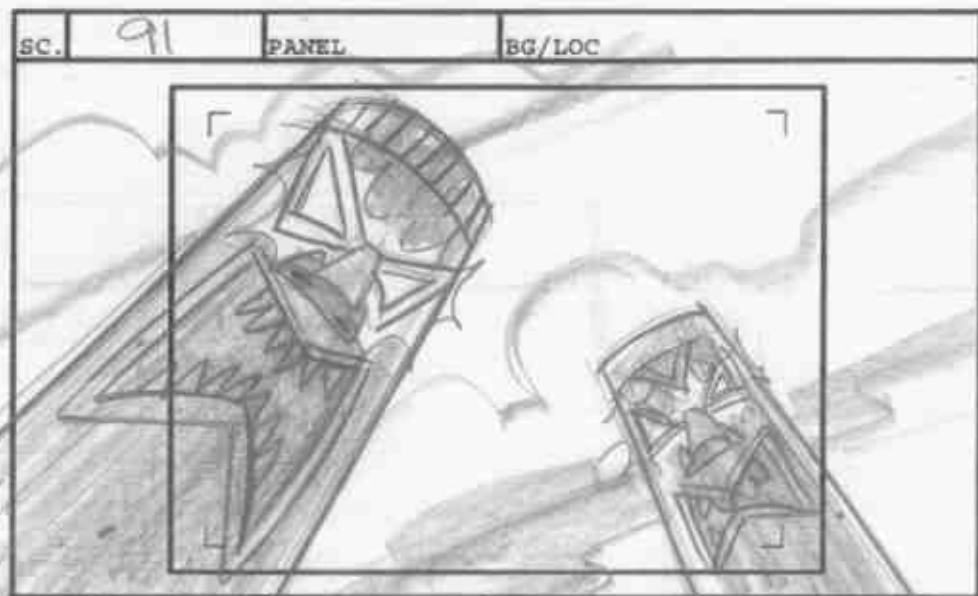
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

ANGLE ON BRIDGE POST. THE CARVED
TIKI HEADS LOOK DOWN OMINOUSLY, EYES
GLOWING
FX: (GLOW)

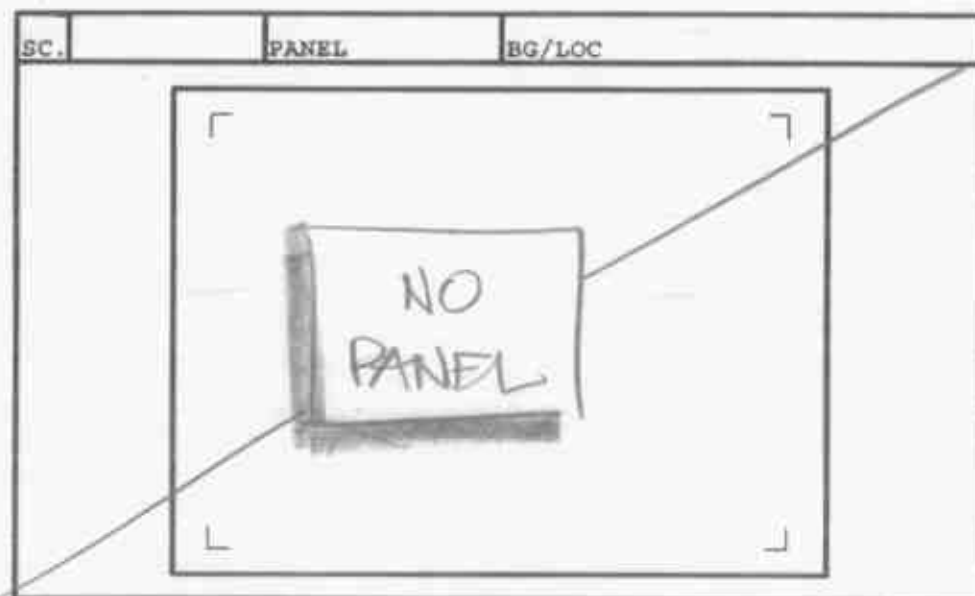
DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL

FX:

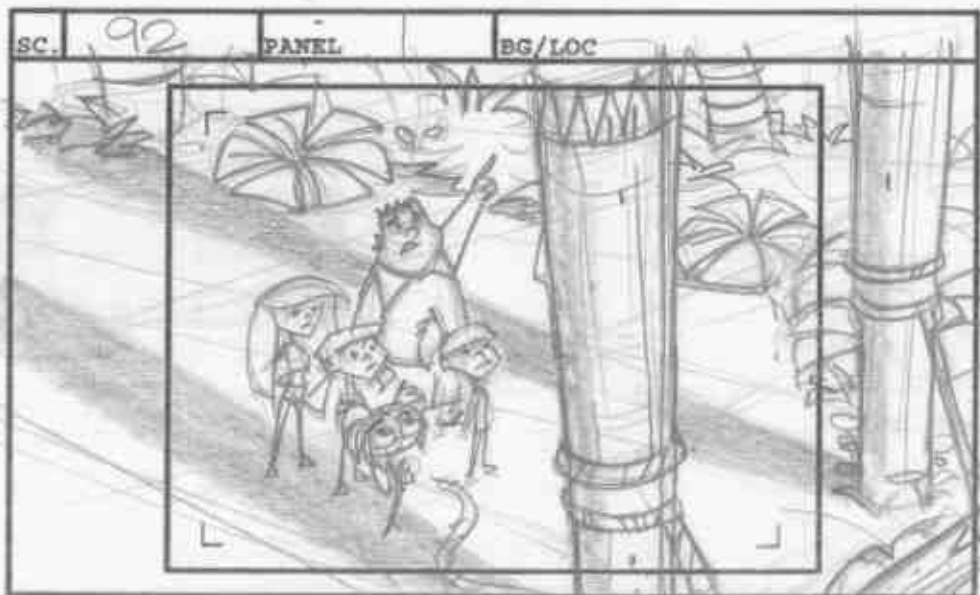
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

WIDE ON KIDS STANDING IN FRONT OF THE BRIDGE POST (DAY)

EFX: (SHADOWS)

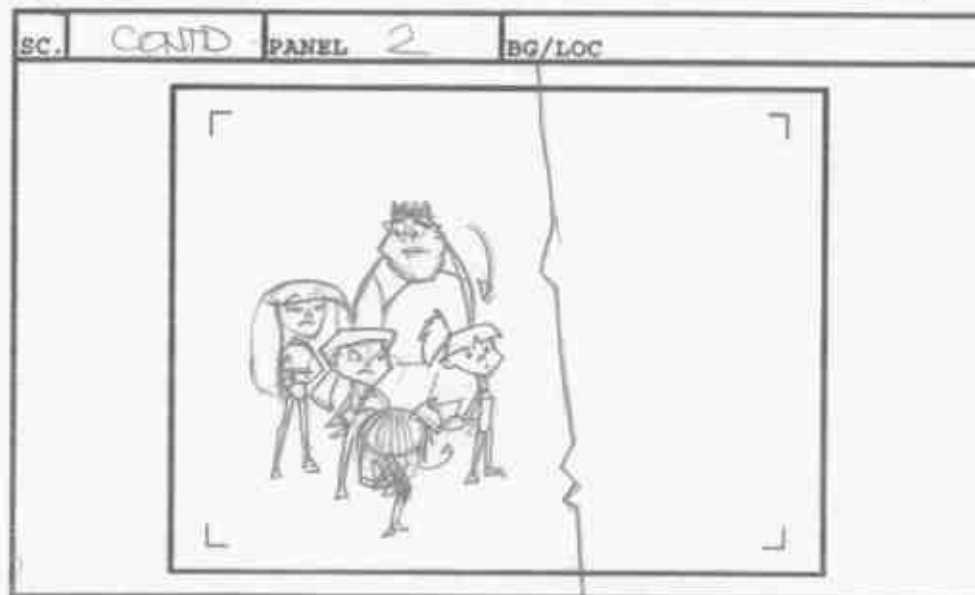
DIAL

FX:

SPX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL

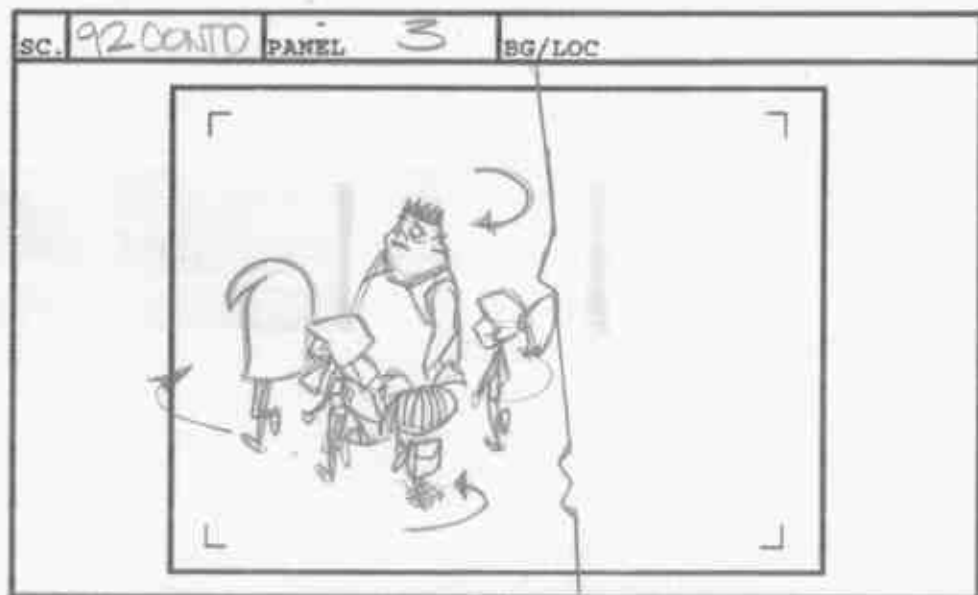
FX:

SPX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

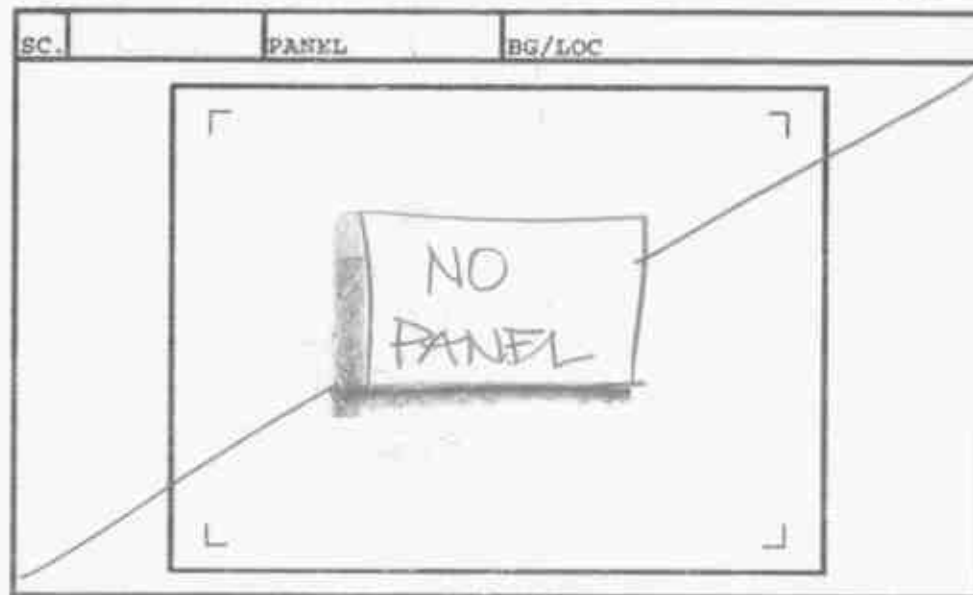
THE KIDS TURN TO EXIT

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL

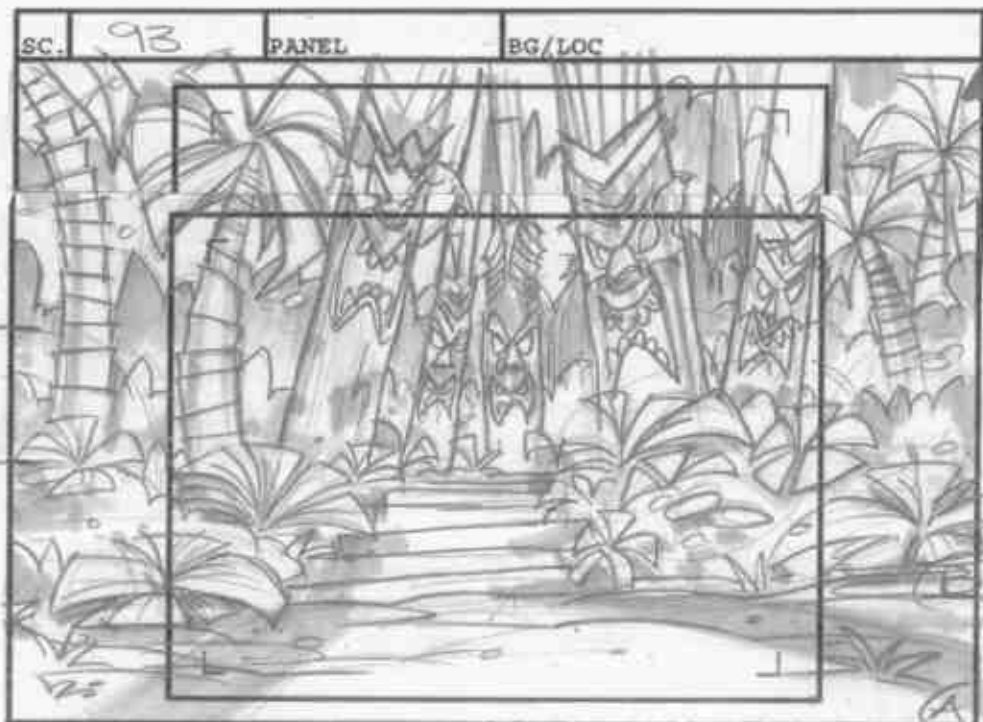
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



STOP
↑
(PAN)
START

ACTION

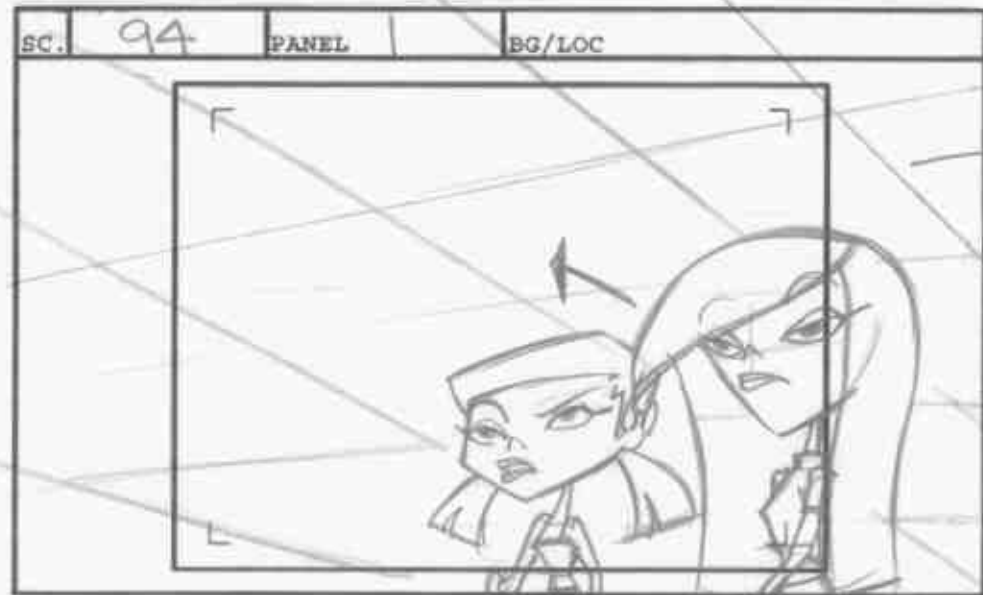
DIAL EXT. JUNGLE RAVINE EDGE - (DAY)
KID'S P.O.V OF ANGRY LOOKING TIKI'S
PEEKING OUT FROM THE JUNGLE

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



GRID
FOR
REFERENCE
ONLY

ACTION

ANGLE ON MELANIE & CARLA AS THEY
STEP TOWARDS CAMERA

DIAL

(61) CARLA:

ALL RIGHT...

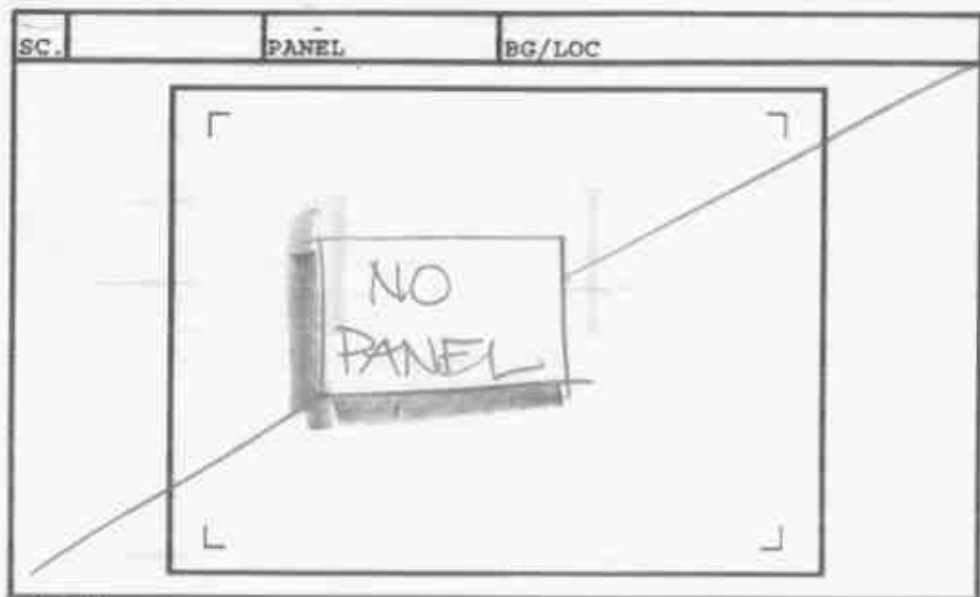
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

*SCENE CONTD ON
NEXT PAGE

FINAL
PROD #



ACTION

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

THEY STOP.

DIAL

(6) CARLA: (CONTD)

.. THIS PLACE ..

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

PERSPECTIVE
GRID
FOR
REFERENCE

FINAL
PROD #



ACTION

CARLA TURNS TO MELANIE.

DIAL

61 CARLA:

... IS REALLY STARTING TO GIVE ME THE CREEPS.

FX:

SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES



ACTION

CARLA HOLDS OUT HER HAND. MELANIE LOOKS PERPLEXED.

DIAL

62 CARLA:

MELANIE, HAND ME THE MAP SO WE CAN FIND THE TREASURE ALREADY AND GET OUT OF HERE!

FX:

SFX:

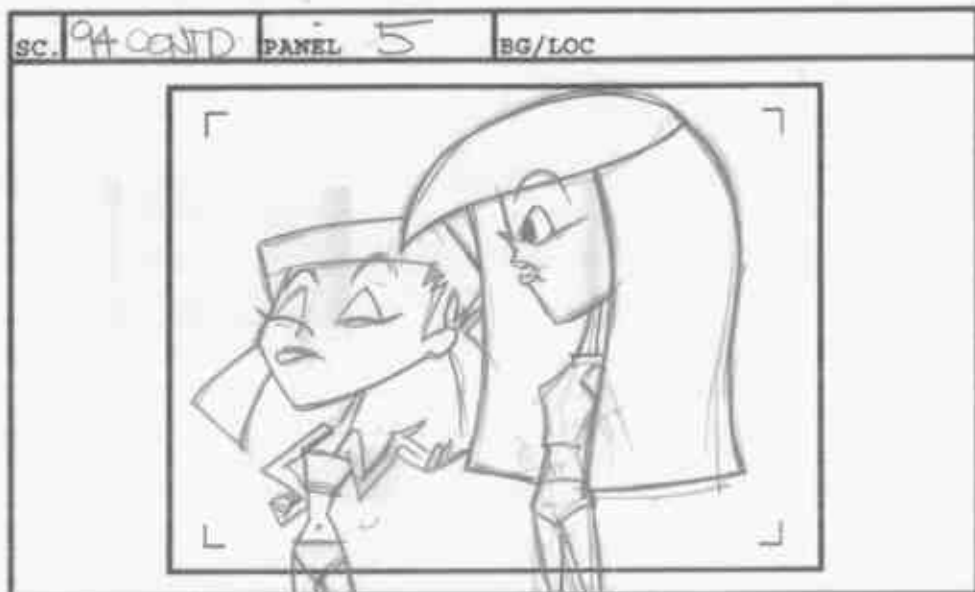
DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES

FINAL

PROD #



ACTION



ACTION

DIAL (62) MELANIE:

THE MAP?

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES

DIAL (62) MELANIE: (CONTD)

I THOUGHT YOU HAD IT

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION



ACTION

DIAL

68 CARLA:
HELLO!

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

DIAL

68 CARLA: (CONTD):
WHY WOULD I BE ASKING
FOR IT...

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION



ACTION

DIAL (63) CARLA (CONTD)

.. IF I ALREADY HAD IT?

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

DIAL (64) MELANIE:

MAYBE YOU WANTED TWO?

FX:
SFX:

DIRECTOR'S NOTES

FINAL

PROD #

SLUG NOTES



ACTION
ANGLE ON CHRIS-ALICE, CREEPIE AND BUDGE



ACTION
CREEPIE & CHRIS-ALICE TURN TO BUDGE

DIAL
⑥⑤ CHRIS-ALICE:

① THE MAP MUST HAVE FALLEN

FX:
SPX: ①A WHEN WE DID.

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



DIAL
⑥⑥ BUDGE:

GREAT!

FX:
SPX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

DIAL

66 BUDGE:

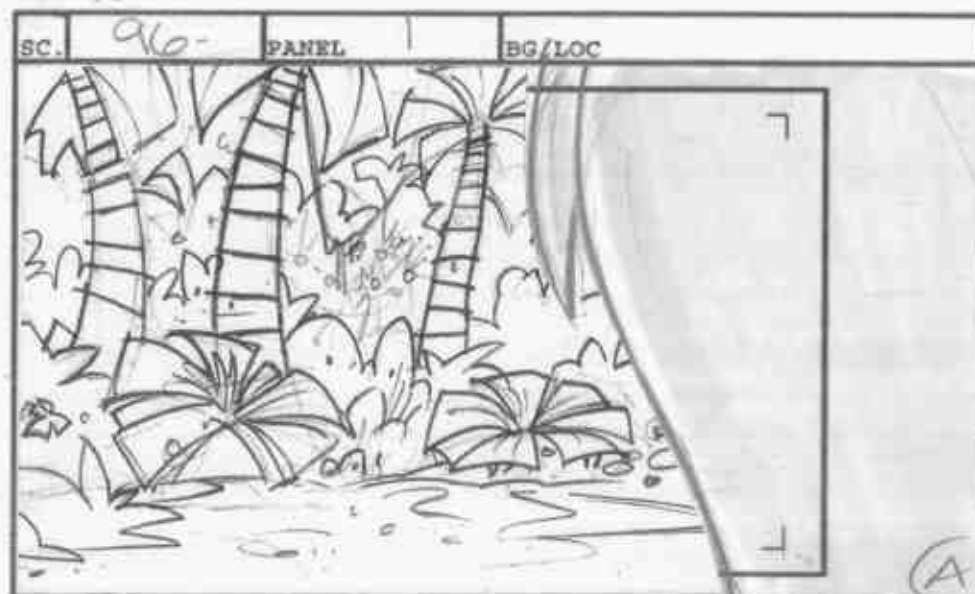
NOW WHAT ARE WE GOING TO DO?

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

ANGLE ON JUNGLE NEAR RAVINE
MELANIE IS IN THE FOREGROUND. GLITTERING
LIGHT SPARKLES IN THE JUNGLE. EFX: (GLITTERS)

DIAL

67 MELANIE:

WE COULD ALWAYS

FX:

SFX:

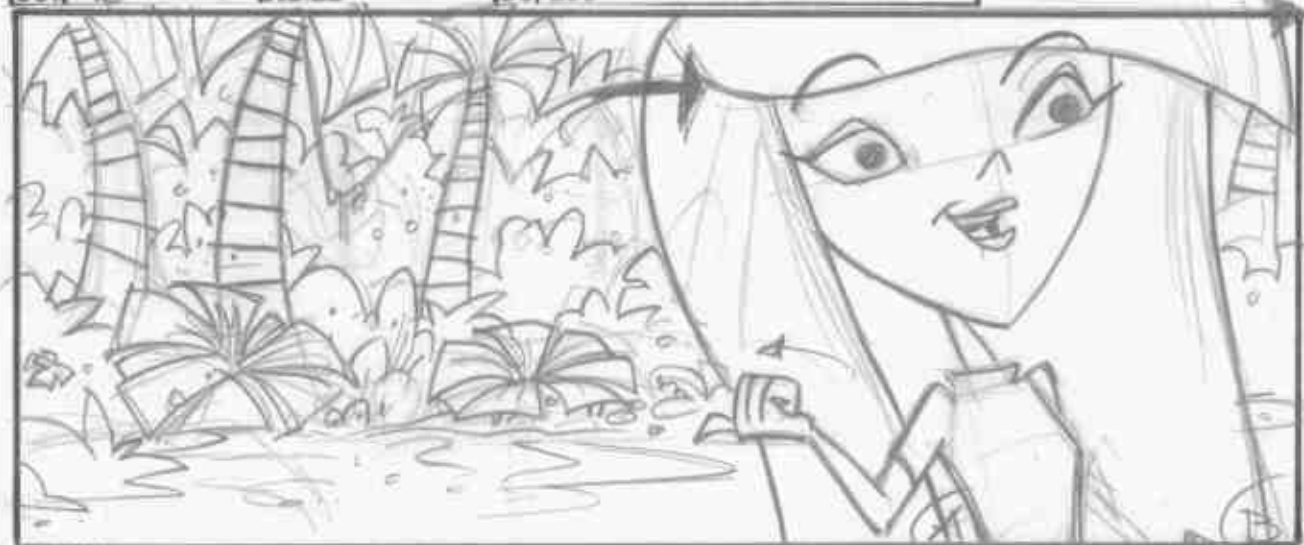
DIRECTOR'S NOTES

FINAL

PROD #

SLUG NOTES

SC. 96 CONTD PANEL 2 BG/LOC



ACTION

PAN W/ACTION (A) to (B) AS MELANIE TURNS TO CAMERA SHE GESTURES OVER HER SHOULDER

DIAL (67) MELANIE (CONTD)

DIAL

WE COULD ALWAYS... FOLLOW THE SHINY, SPARKLY LIGHT UP AHEAD.

FX:
SFX:

FX:
SFX:

DIRECTOR'S NOTES

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

SLUG NOTES

FINAL

PROD #



ACTION

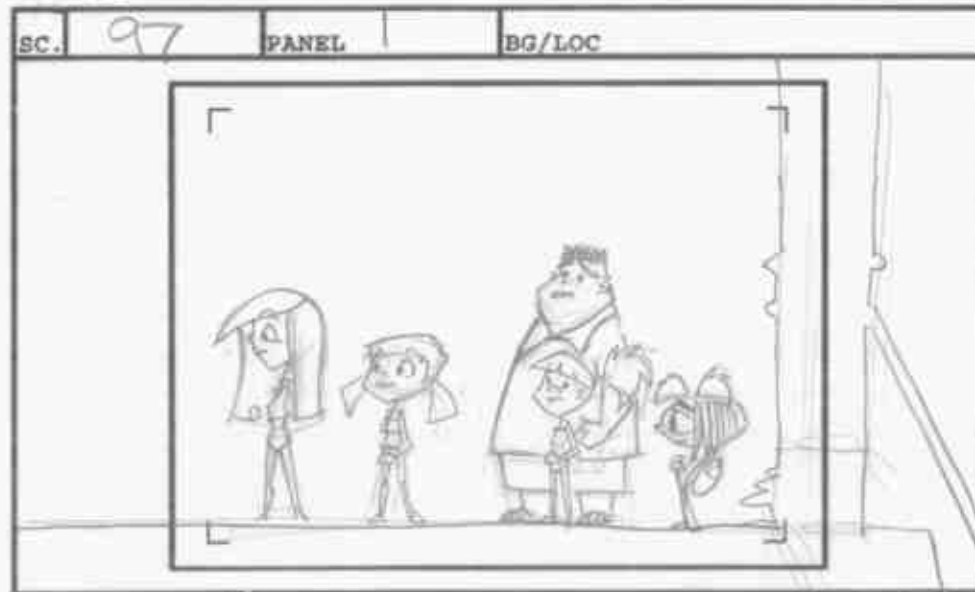
DIAL (67) MELANIE: (CONTD)

I LIKE SHINY THINGS

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

EXT JUNGLE CLOSE TO RAUTINE'S EDGE
WIDE ON KIDS

DIAL (68) ALL:

HUH?

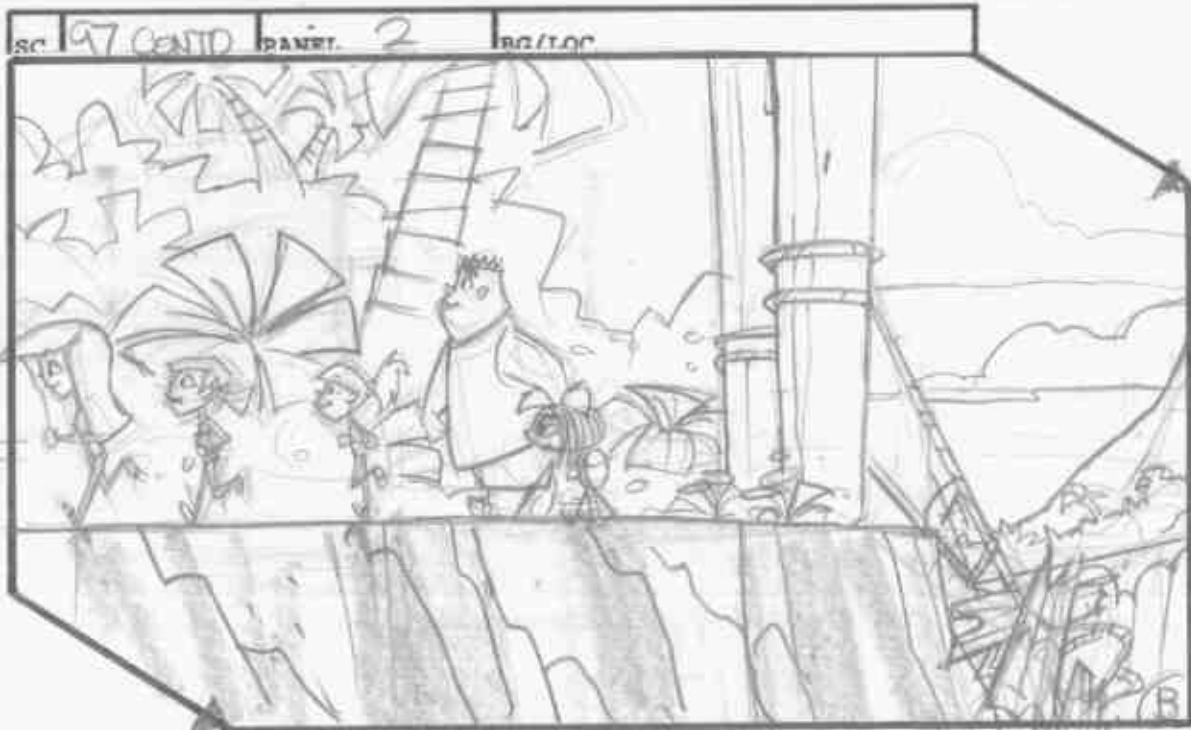
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



THE KIDS RUN OUT SLIGHT PAN (A) & (B)

DIAL

(69) CARLA:

THAT COULD BE THE TREASURE ' COME ON!

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

DIAL

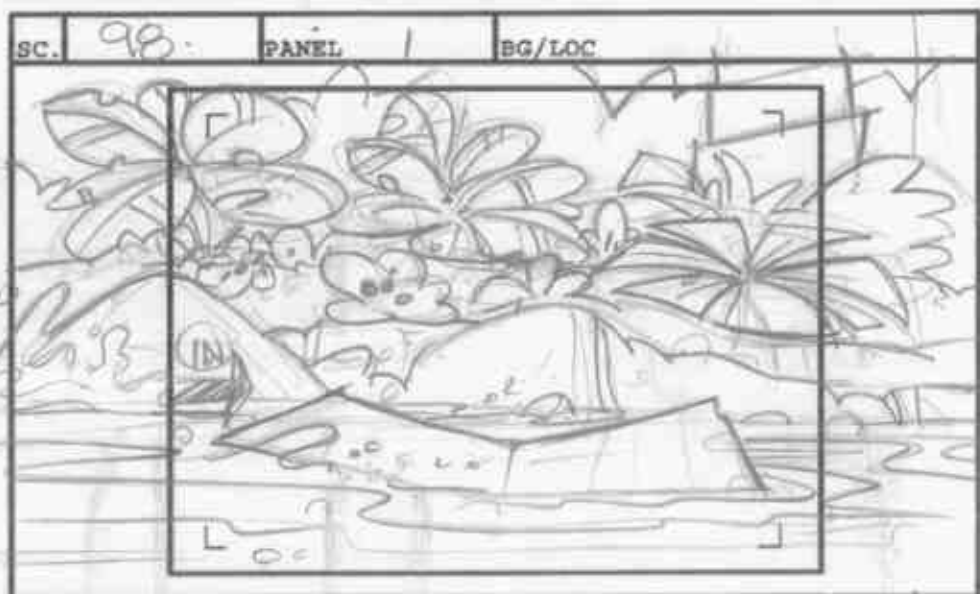
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

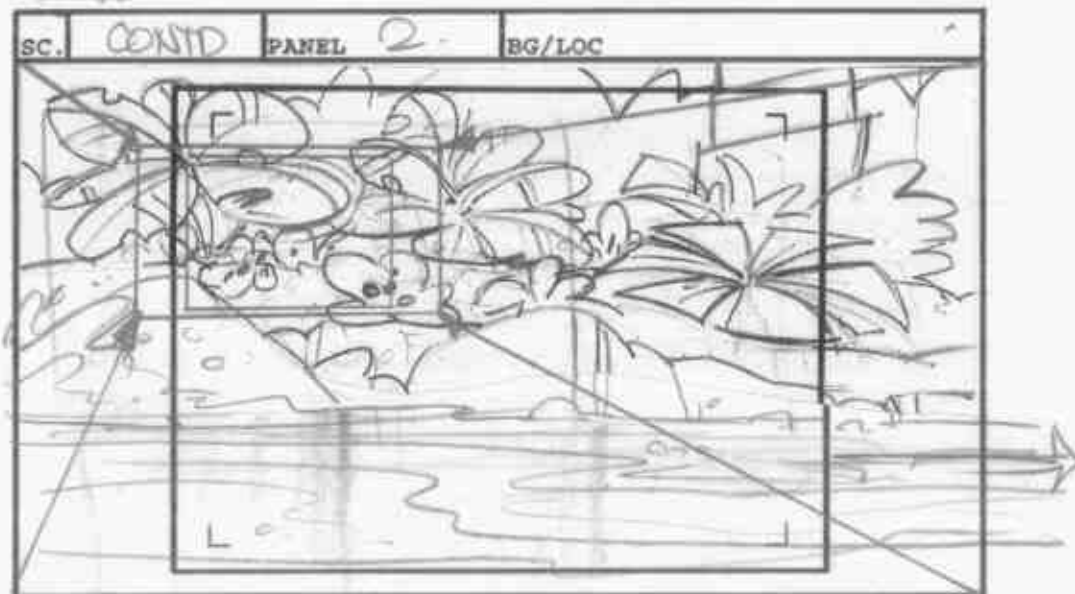


ACTION EXT JUNGLE - BOTTOM OF RAINE (DAY)
CLOSE ON RIVER THE MAP FLOATS
PAST CAMERA
EPX. (WATER, SPRAY)
DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



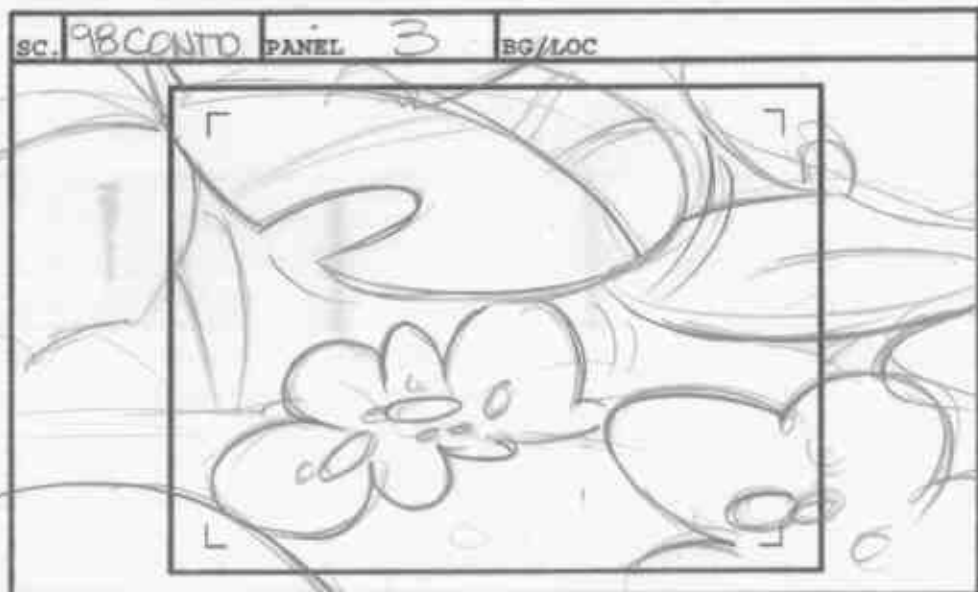
ACTION TRUCK IN (A) → (B) ON A QUIVERING BUSH
DIAL SFX: <LEAVES RUSTLING>

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



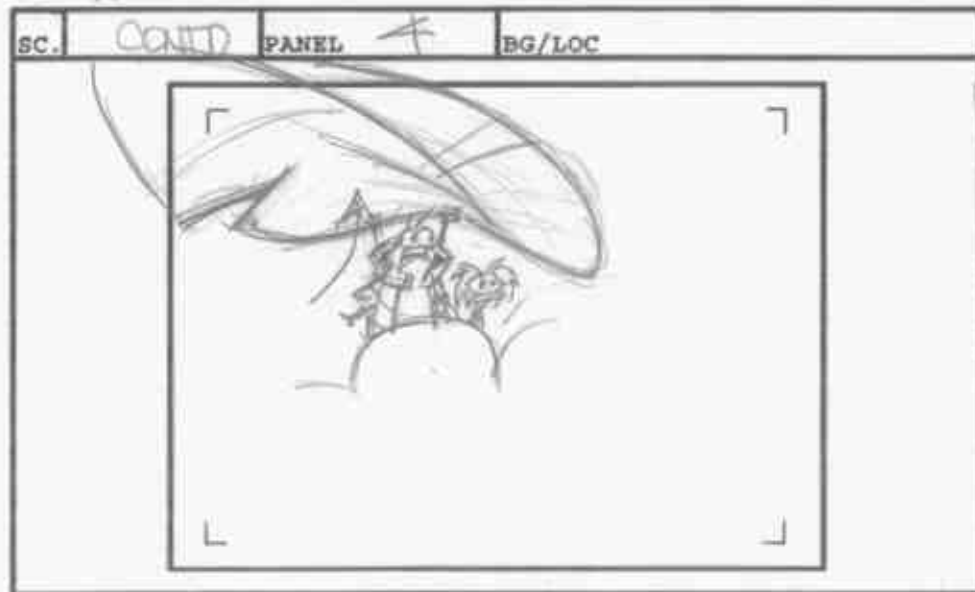
ACTION

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

SUDDENLY PAULIE & GNAT POP OUT FROM UNDER THE LEAF.

DIAL

TO PAULIE:

FASTER GNAT!

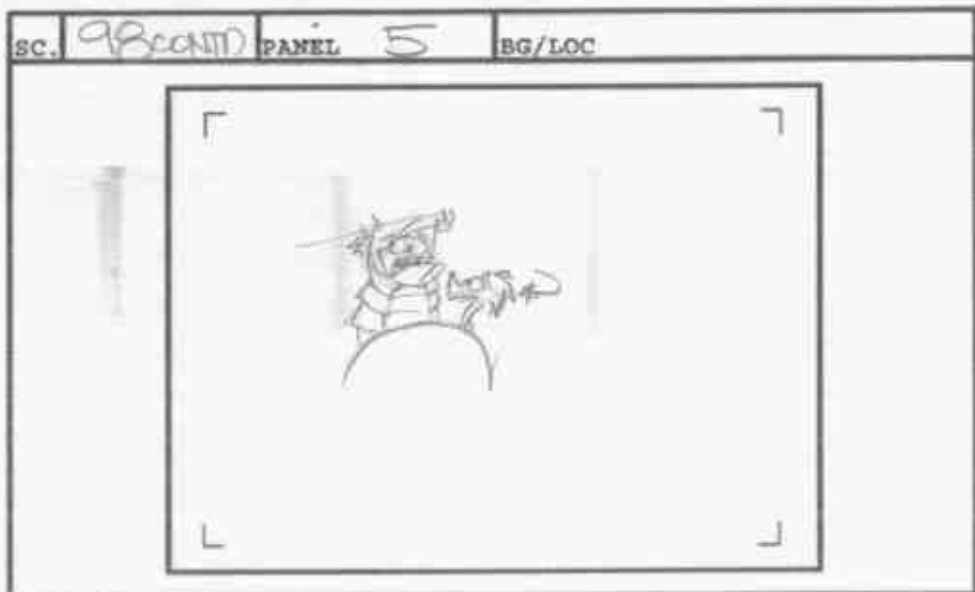
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

GNAT TURNS TO PAULIE.

DIAL TO PAULIE: (CONT)

IT'S RIGHT BEHIND US.

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

CLOSE ON PAULIE & GNAT UNDER LEAF.

DIAL

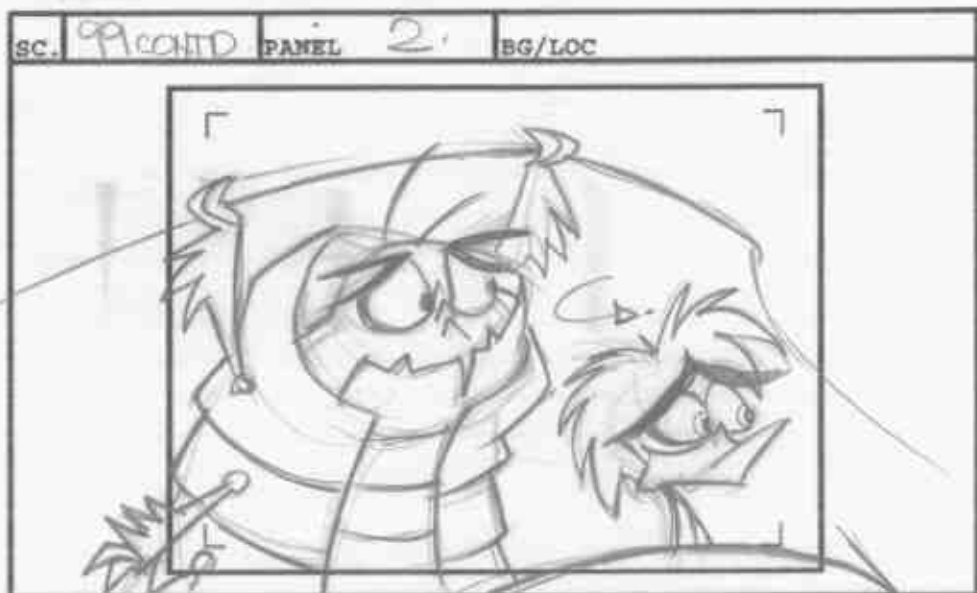
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

THEY LOOK AROUND

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

THEY LOOK AT EACH OTHER

(OS) <EVIL CHUCKLE>

DIAL

71 GNAT:

UH OH! DEAD END!

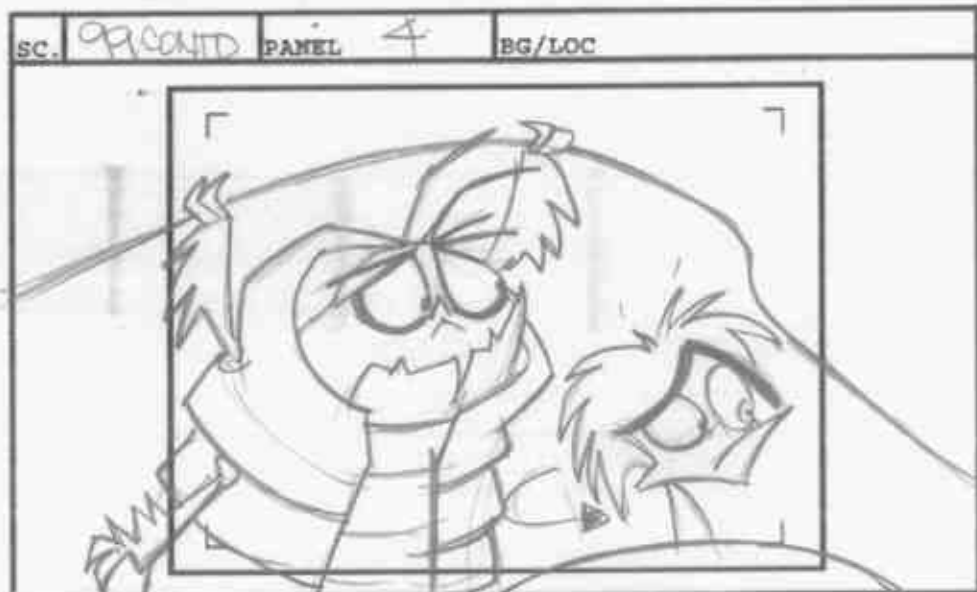
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

THEY TURN TO SEE WHERE THE CHUCKLING IS COMING FROM..

DIAL

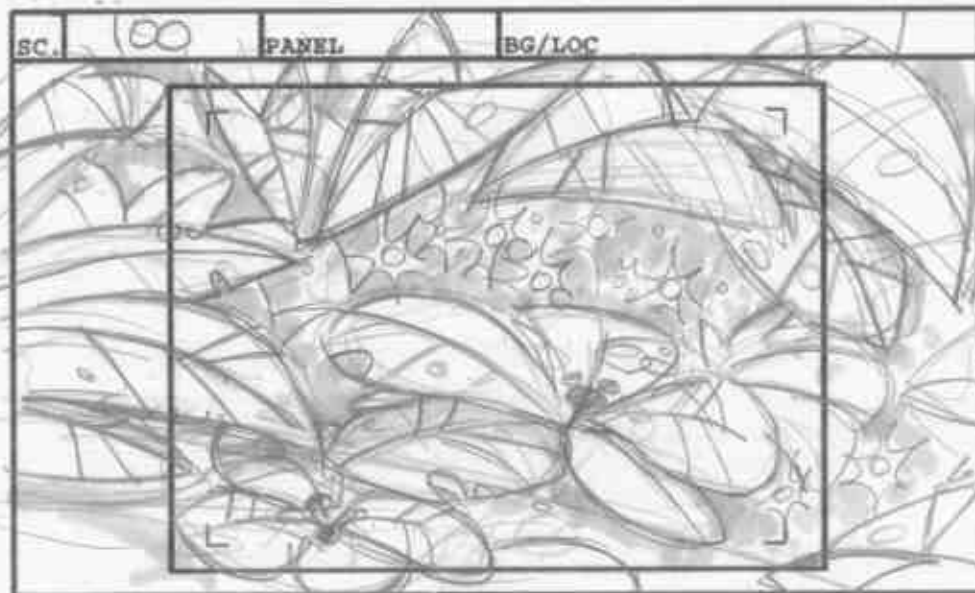
<EVIL CHUCKLE (CONTD)>

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

PAULIE AND GNAT'S P.O.V. OF JUNGLE UNDERGROWTH GLITTERING POINTS OF LIGHT GLIMMER

DIAL

SFX: <LEAFS/BUSH RUSTLING>

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

growing
up
creepie



ACTION

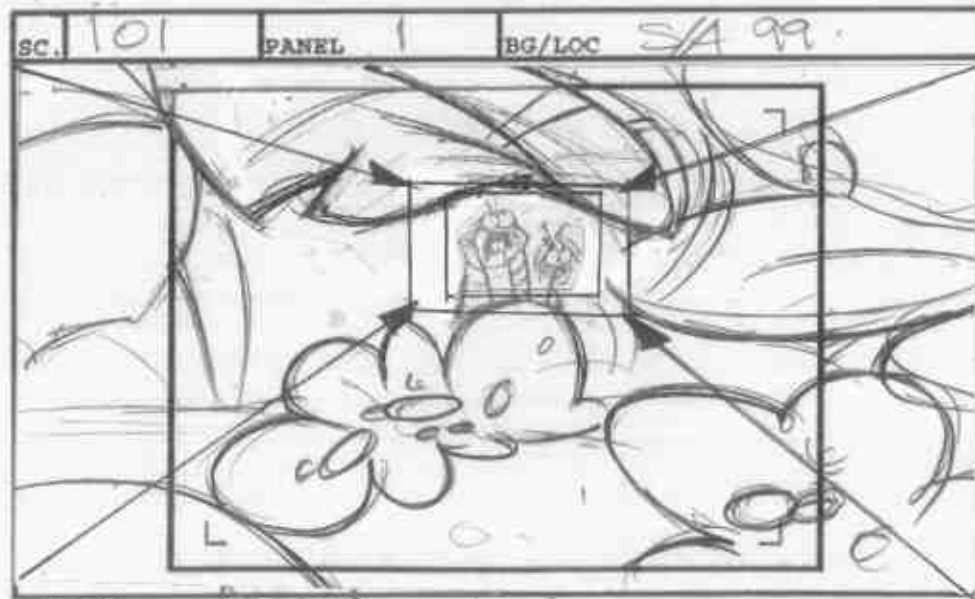
A TIKI WITH GLOWING EYES DROPS DOWN IN FRAME

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL

72 PAULIE/GNAT:

AAAGHHH!

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

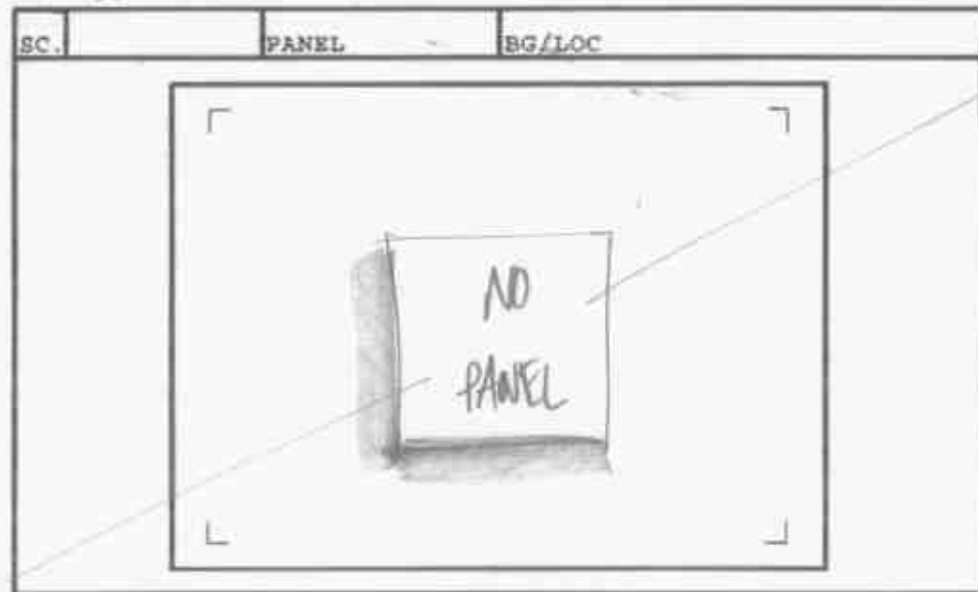
* IF WE HAVE A GOOD LONG SCREAM IN THE LIBRARY LETS USE THAT

FINAL
PROD #

growing
UP
CREEPY



ACTION



ACTION

DIAL (72) PAULIE/GNAT: (CONTD)

MAGGHH!

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

A DARK DARK TIKI-SHAPE SLIDES UP INTO SCENE

FX: (SHADOW)

DIAL

PAULIE/GNAT. (CONTD)

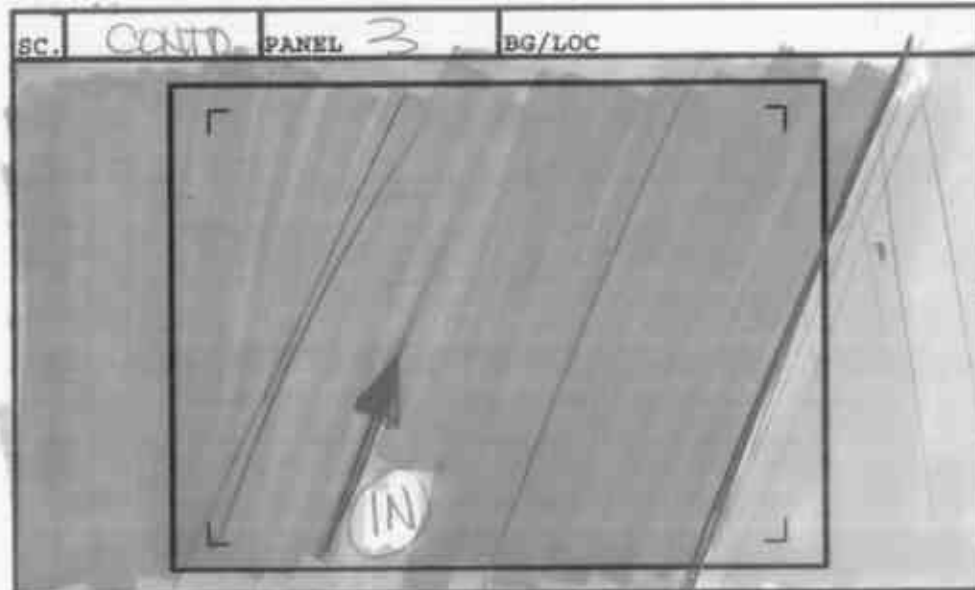
<SCREAMS>

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

A SECOND SHAPE SLIDES IN FILLING SCREEN

DIAL

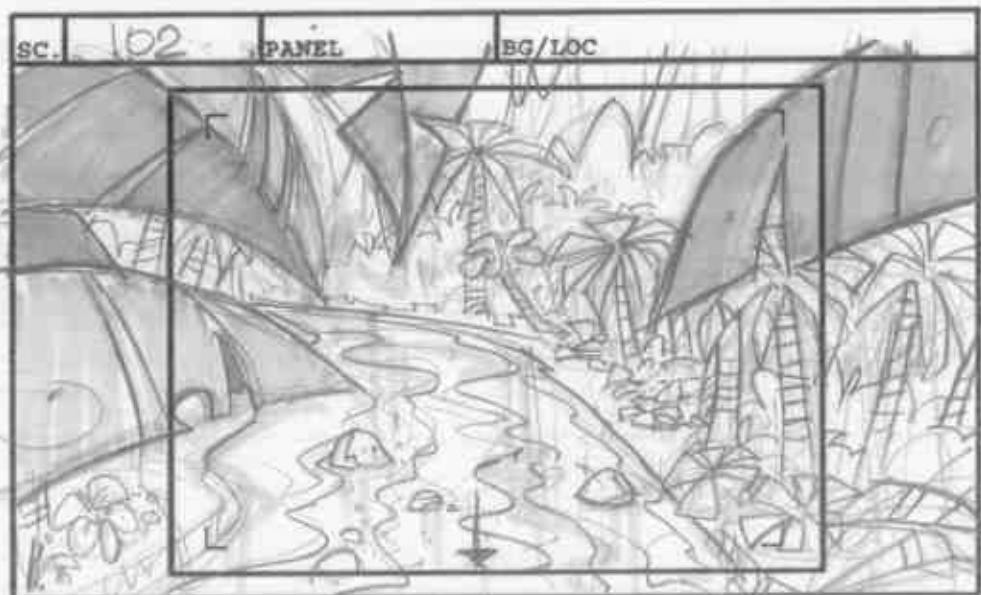
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION
EXT JUNGLE-(DAY) - RIVER'S EDGE
A RIVER WINDS SLOWLY THROUGH THE
JUNGLE

EFF: (WATER) -

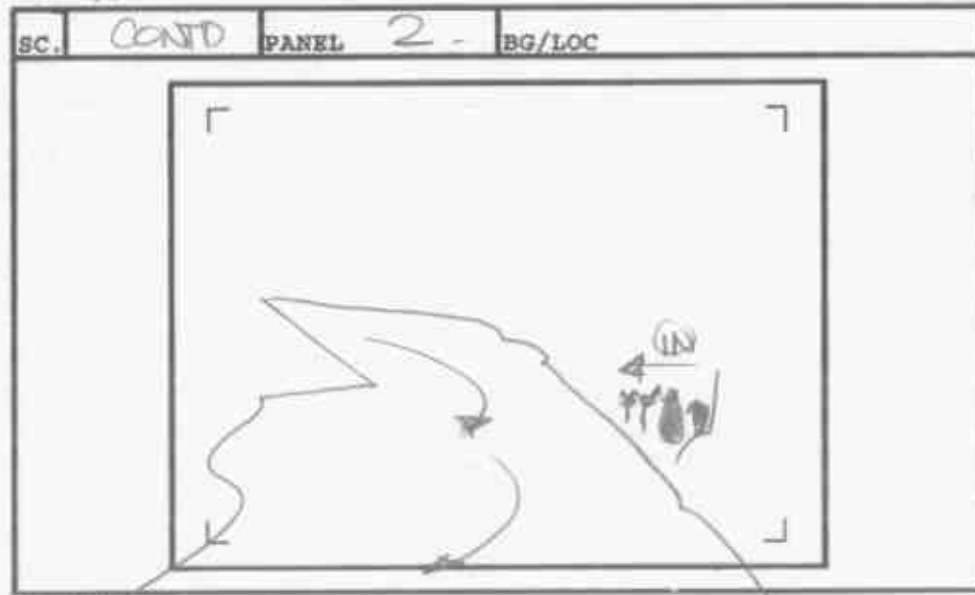
DIAL

GNAT/FAULY: O/S
(SCREAMS CONT IN DISTANCE $\frac{1}{4}$ STOP)

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
THE KIDS ENTER STOPPING AT
THE RIVER'S EDGE.

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION
EXT. JUNGLE RIVER'S EDGE (DAY)

FX: (WATER)
DIAL
(73) BUDGE:

OH WELL! END OF THE LINE.

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL
(73) BUDGE: (CONTD)

GUESS WE'D BETTER GO BACK.

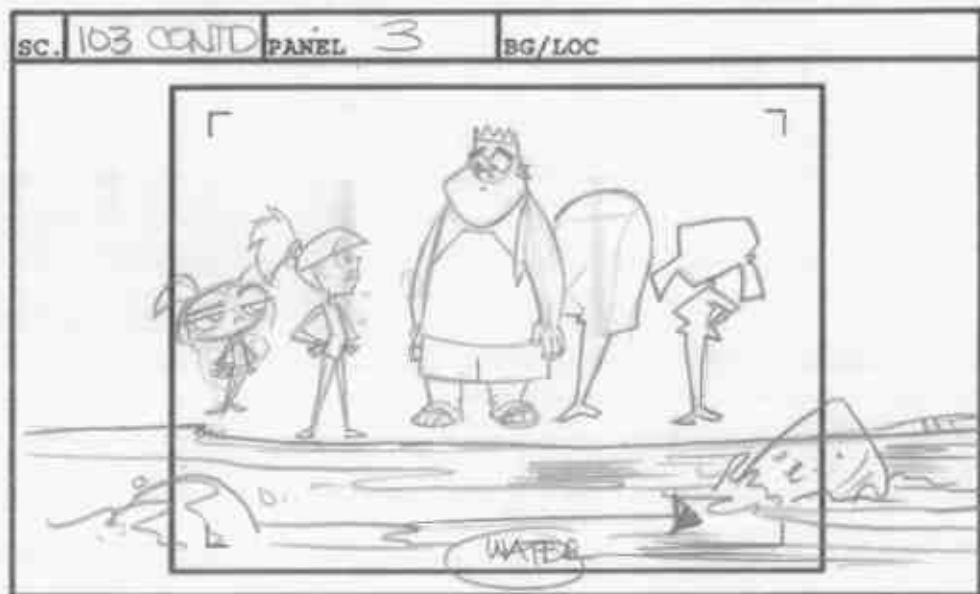
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

DIAL (A) CHRIS-ALICE:
COME ON! WE'VE MADE IT
THIS FAR.

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



ACTION

CHRIS-ALICE STEPS INTO THE WATER
WHICH ONLY GOES UP TO HER ANKLES,
AS THE OTHER KIDS WATCH

DIAL (A) CHRIS-ALICE: (CONTD.)
AND THE WATER DOESN'T..

FX:
SFX:

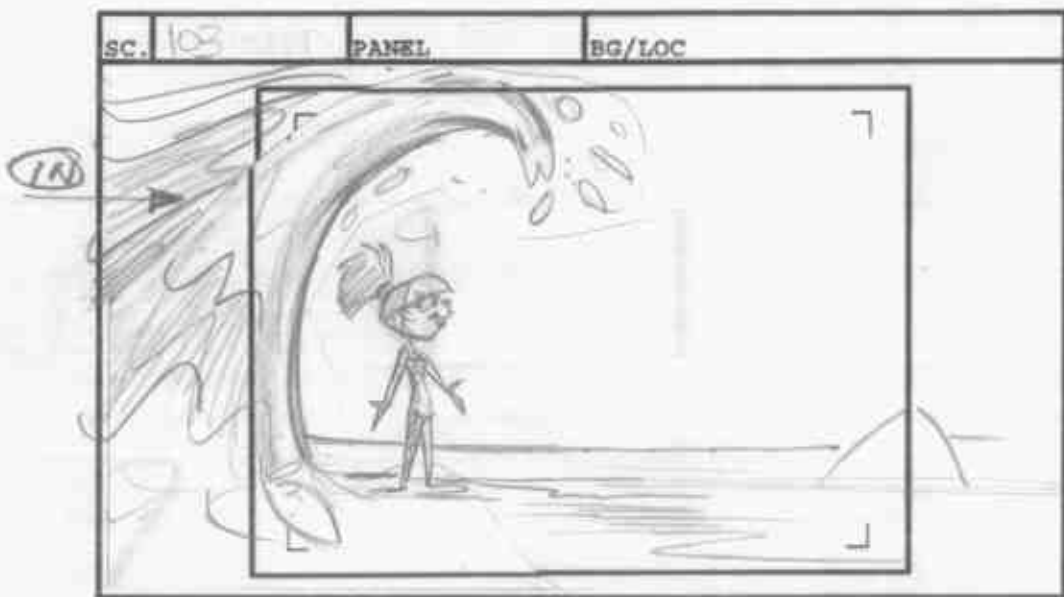
DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES

FINAL

PROD #



ACTION

SHE TURNS BACK TO THE OTHERS.
A GIANT WAVE PUSHES IN.

DIAL CHRIS ALICE (CONTD)
"LOOK THAT DEEP..."

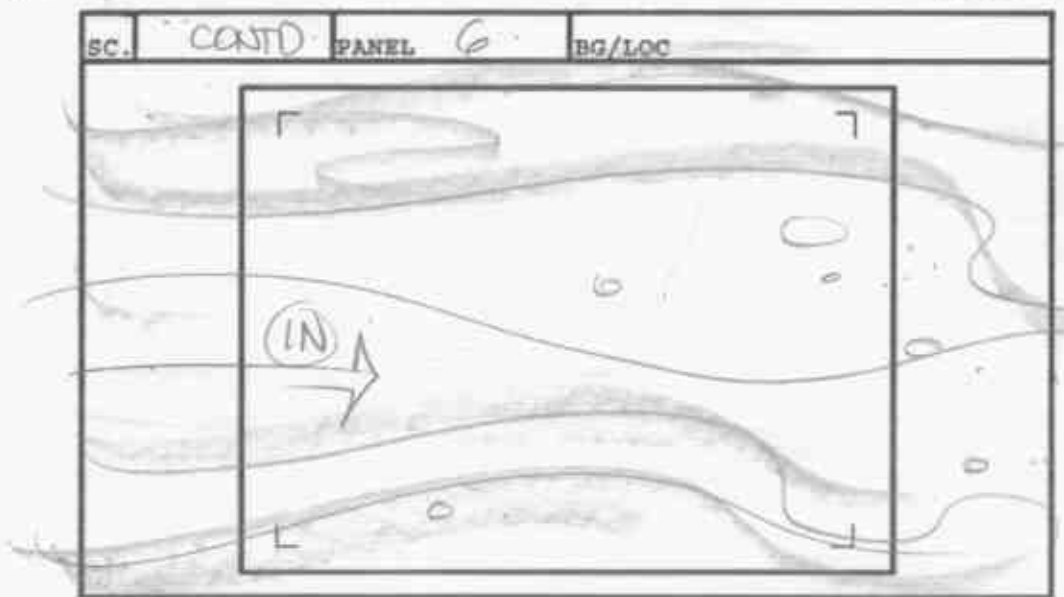
FX:

SFX:

DIRECTOR'S NOTES

[Empty box for notes]

SLUG NOTES



ACTION

GUSHING
OVER THE KIDS, CUTTING CHRIS-ALICE'S
SENTENCE OFF.

DIAL SFX <TORRENT OF WATER>

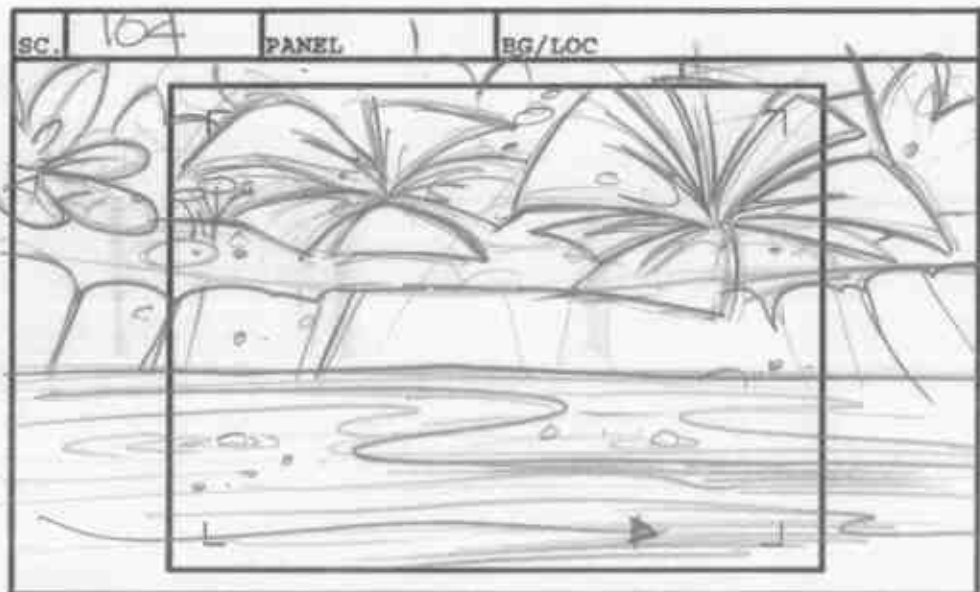
FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION
EXT. JUNGLE - RIVER (DAY)
CLOSE ON WATER.

FX: (WATER)

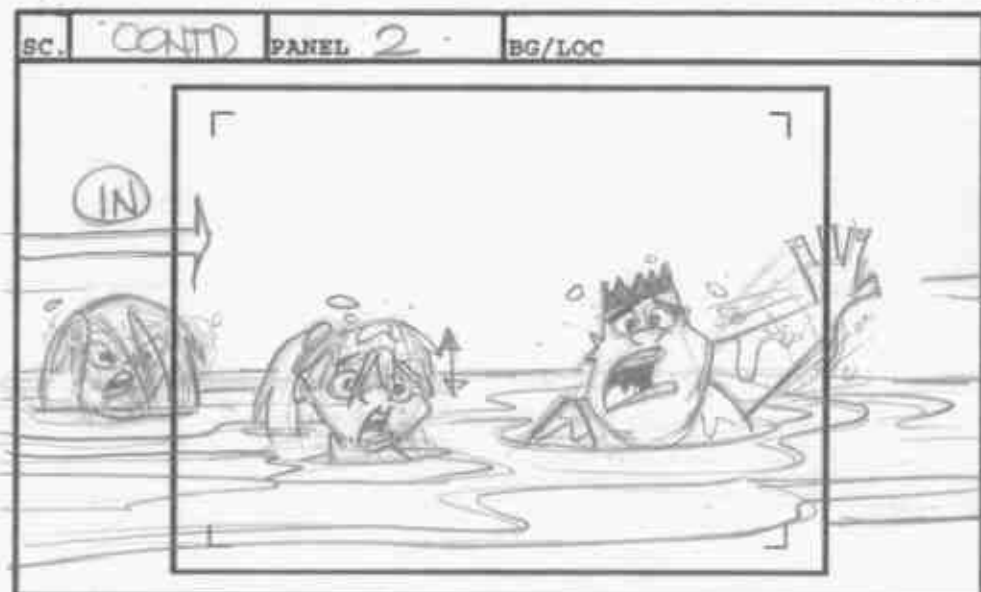
DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

THE KIDS FLOAT PAST CAMERA

(DOPPLER UP) TO ALL KIDS DIAL

(SCREAMS)

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

CARLA SCREAMS THRU FOLLOWED BY A NON-PLUSED CREEPIE WHO IS NOT SCREAMING

DIAL

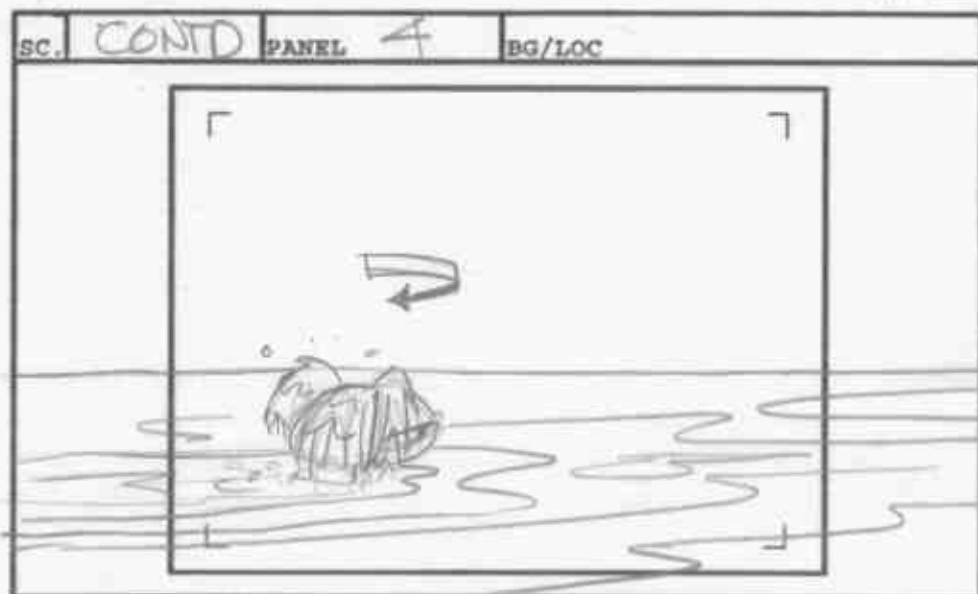
(75) KIDS: (CONTD)

< SCREAMS >

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL

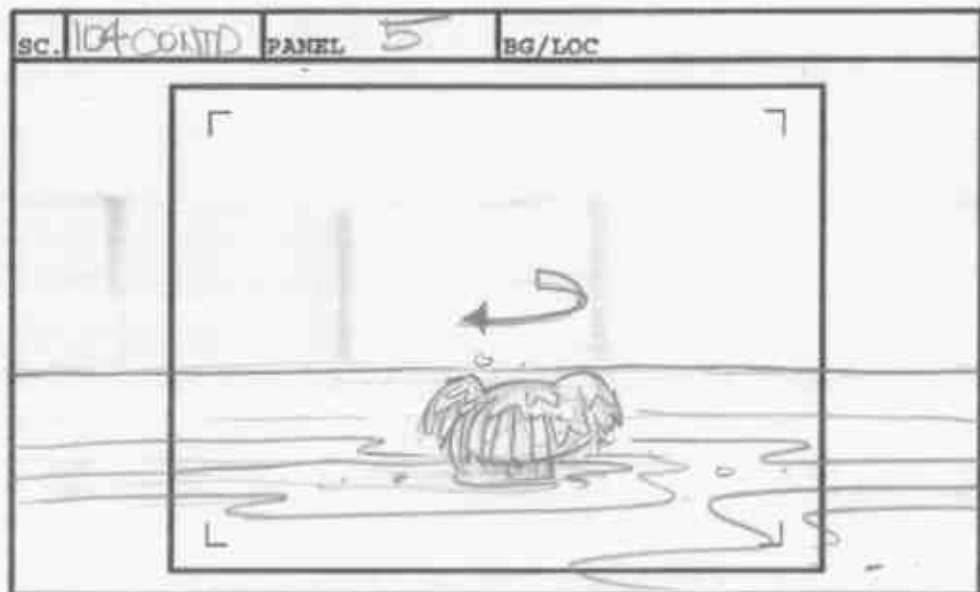
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



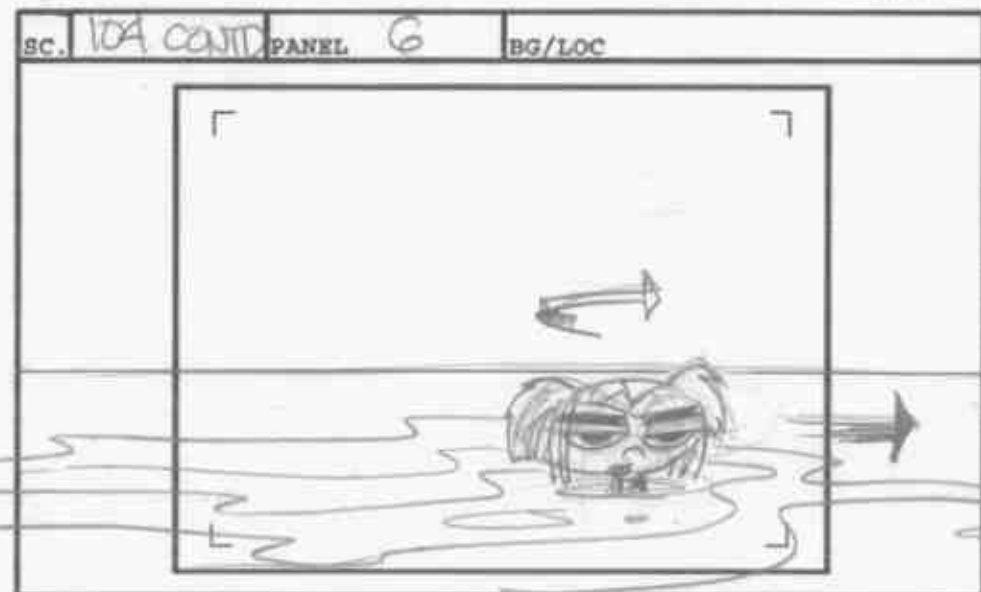
ACTION

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL

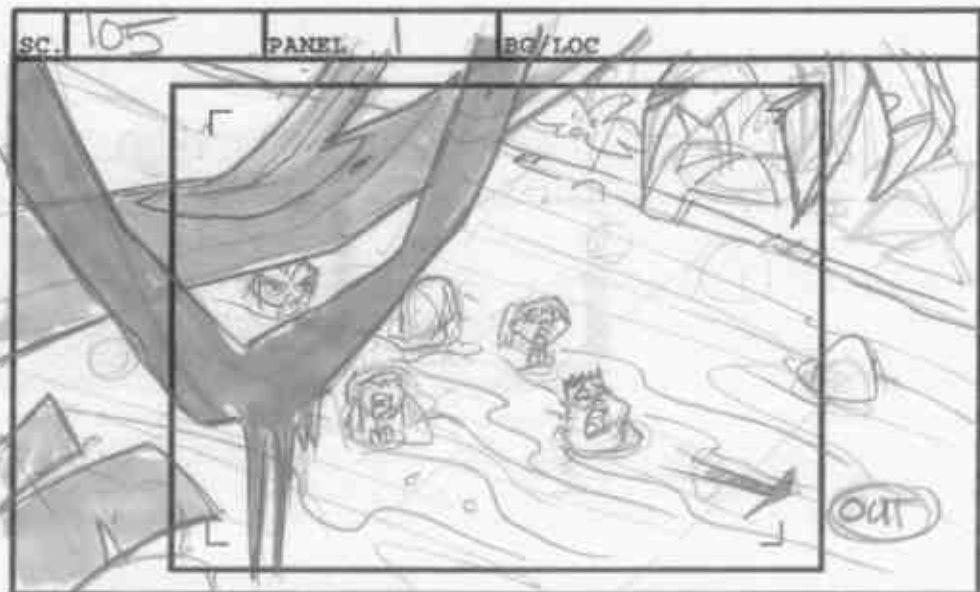
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

ANOTHER ANGLE ON JUNGLE RIVER -
THE SCREAMING KIDS FLOAT PAST CAMERA

EFX: (WATER) SFX: <RUSHING WATER>

DIAL:

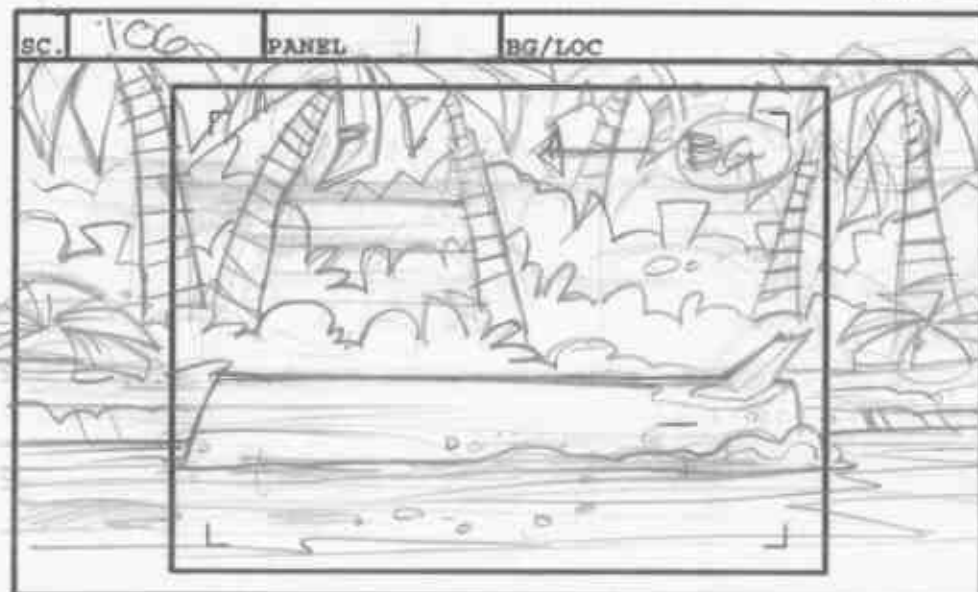
(75) ALL KIDS:

FX:
SFX:

<SCREAMS>

DIRECTOR'S NOTES

SLUG NOTES



ACTION

CLOSE ON RIVER - A LOG IS FLOATING
ALONG.

(PANEL BG)
DIAL EFX: (WATER)
SFX: <RUSHING WATER>

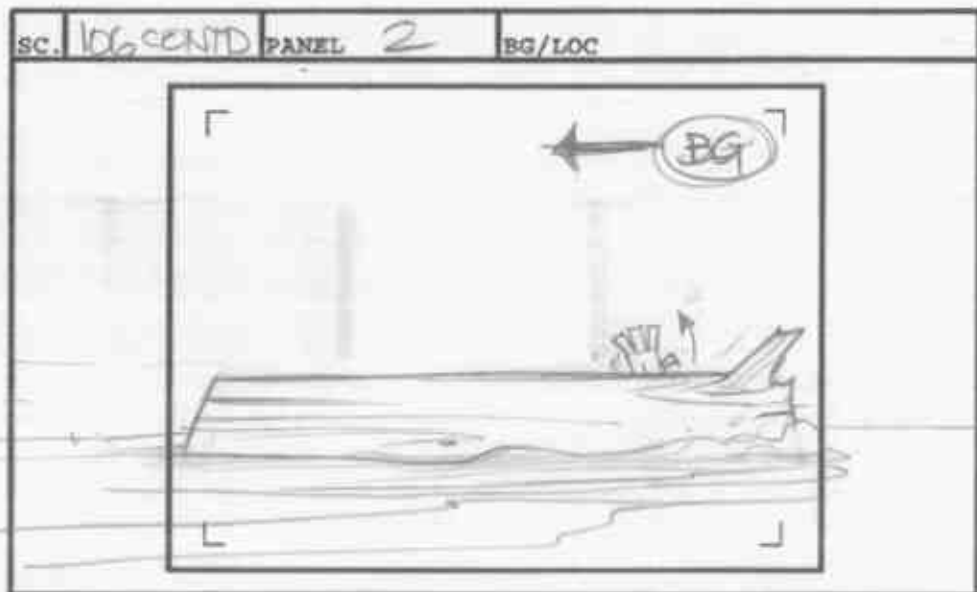
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

BUDGE'S HAND UP INTO SCENE

CONT. PAN

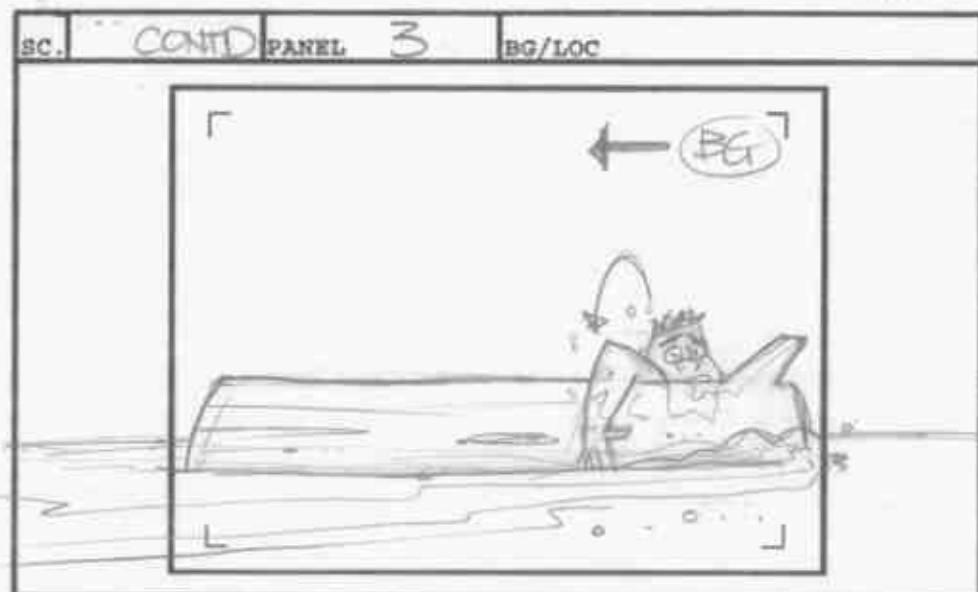
DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES



ACTION

HE GRABS HOLD OF THE LOG

DIAL

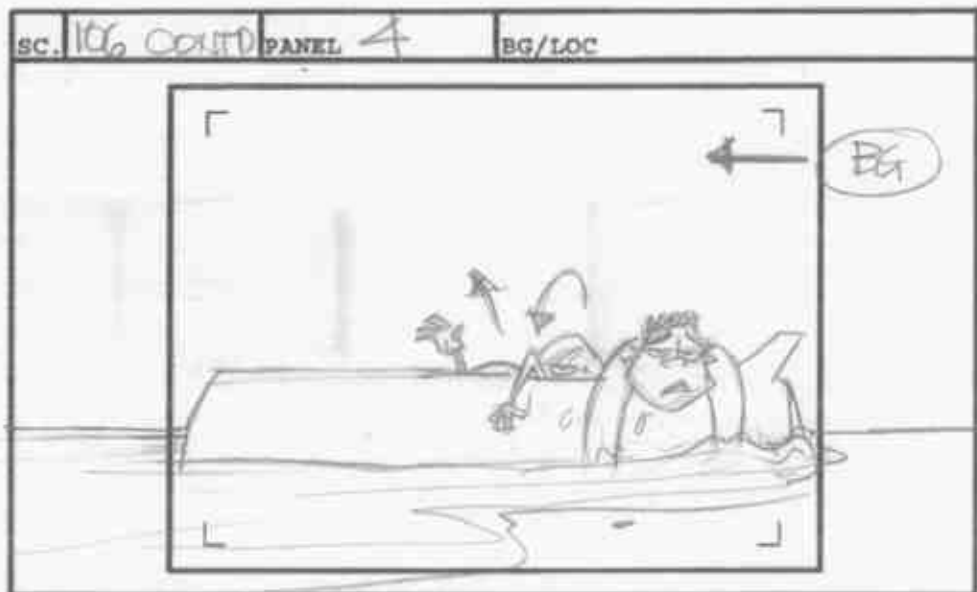
FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES

FINAL
PROD #



ACTION

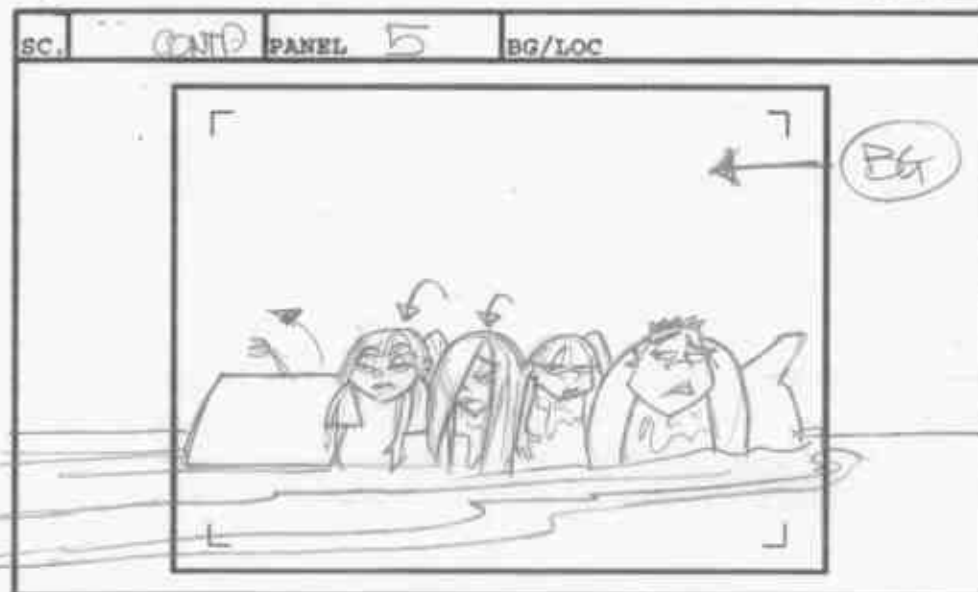
BUDGE IS FOLLOWED BY CHRIS-ALICE

CONT. PAN
DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

.. THEN MELANIE & CARLA ..

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

growing
up
creepie



ACTION

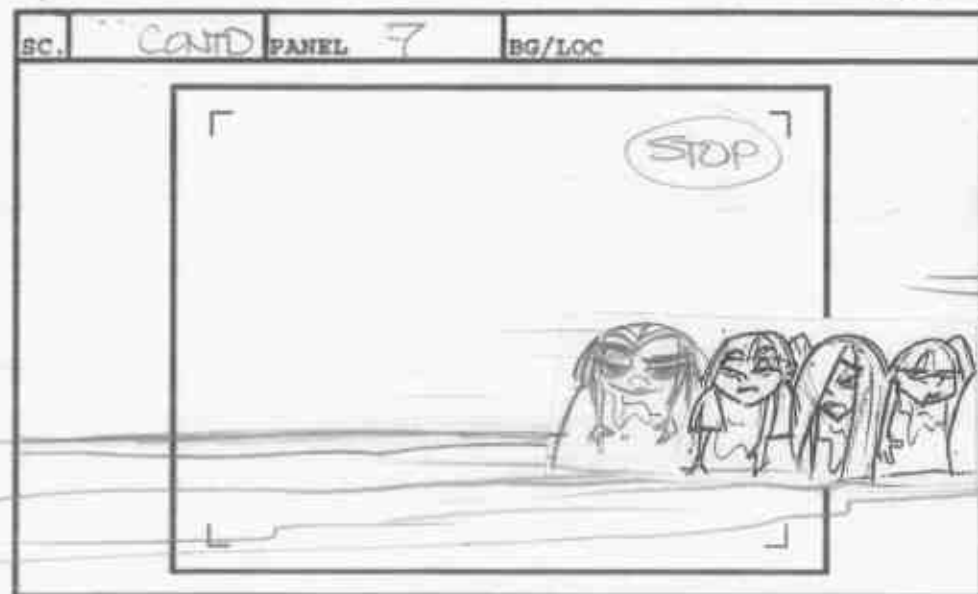
AND FINALLY CREEPIE

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

STOP PAN, LOG GAINS OUT

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

CLOSE ON A SOAKED CHRIS-ALICE FLOPPED OVER THE LOG FLANKED BY BURGE & MELANIE. EFX: (WATER)

DIAL

SFX: <WATER FALL (OS)>

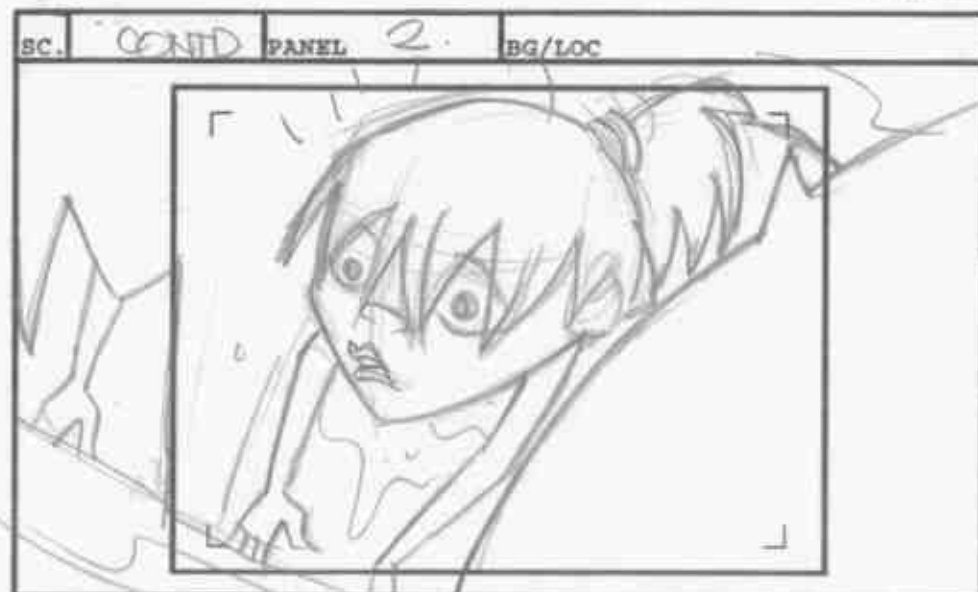
FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



ACTION

CHRIS-ALICE REACTS TO THE INCREASING WATERFALL SOUNDS

DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD B



ACTION
CHRIS-ALICE LOOKS UP

DIAL (77) CHRIS-ALICE:

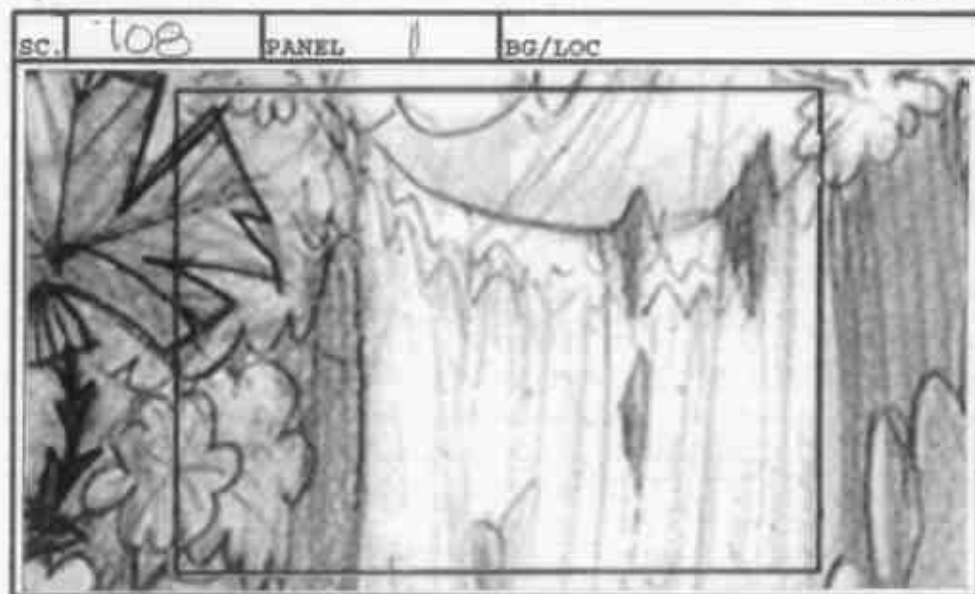
I THINK WE MIGHT ALL WANT TO HUG THE

LOG, ...

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
EXT WATERFALL - DAY
ANGLE ON THE TOP OF THE WATERFALL

SFX: (WATER)
DIAL SFX: (WATERFALL)

(77) CHRIS-ALICE: (CONTD) (OS)

BEFORE WE GO OVER...

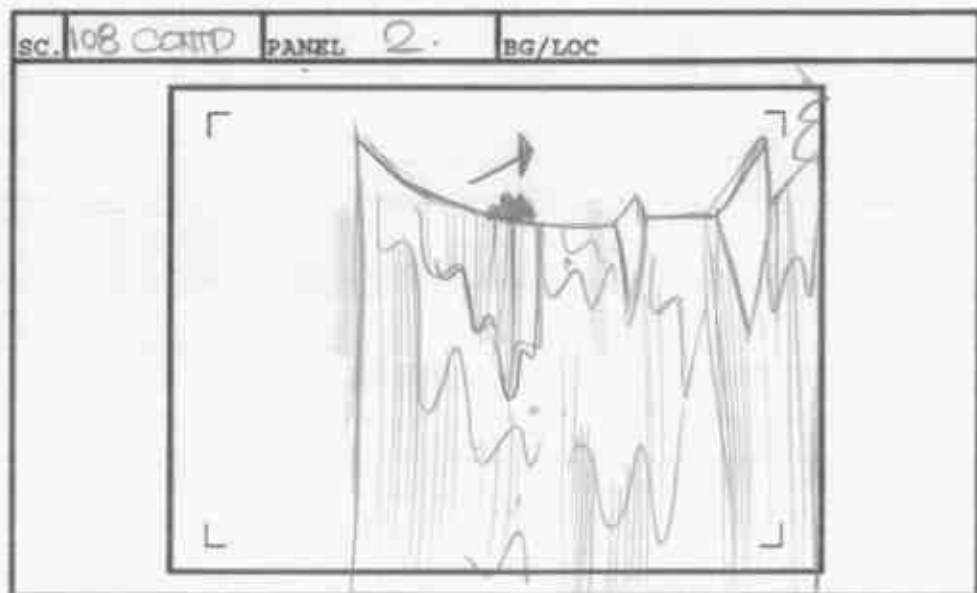
SFX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

THE LOG WITH THE KIDS FLOAT INTO VIEW

DIAL

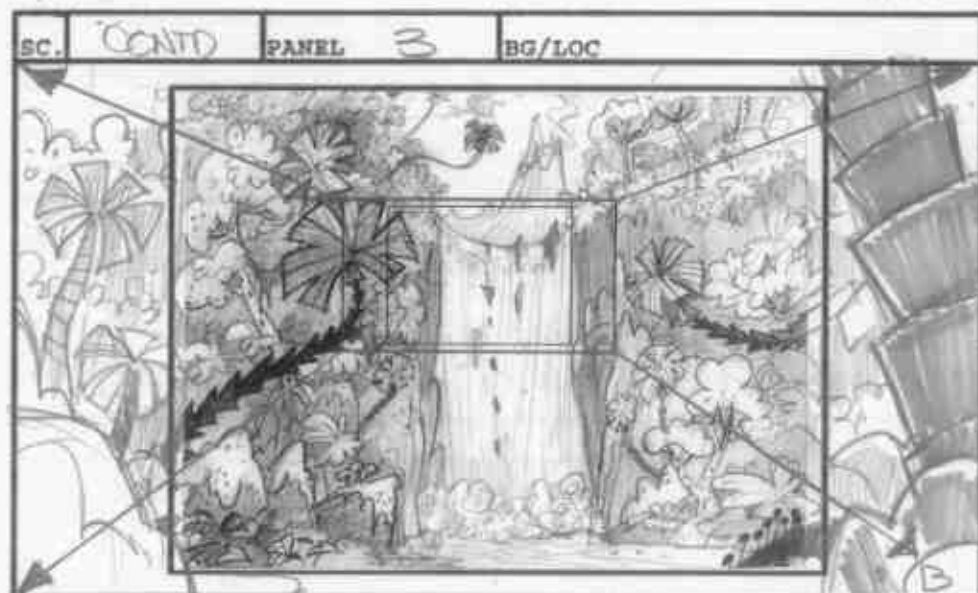
Ⓡ ALL THE KIDS:

WATERFALL!!! AHHHHHHHH

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

FAST TRUCK OUT Ⓡ-ⓇB AS THE LOG GOES OVER THE EDGE

FX (SPRAY)

DIAL

FX:
SFX:

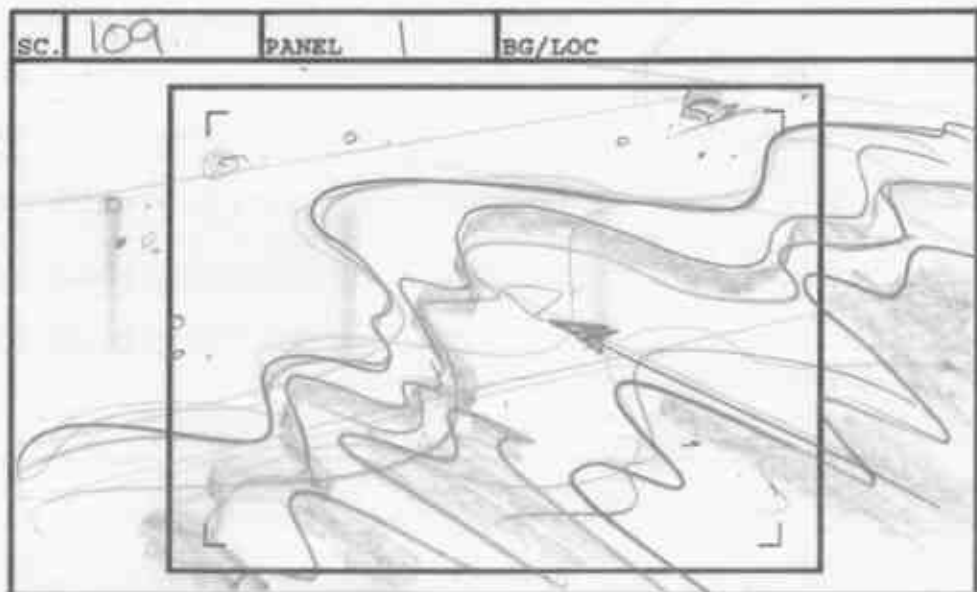
DIRECTOR'S NOTES

SLUG NOTES



FINAL
PROD B

X-DISS



ACTION
EXT. JUNGLE RIVER - SHORE
CLOSE ON SAND AS WATER WASHES IN

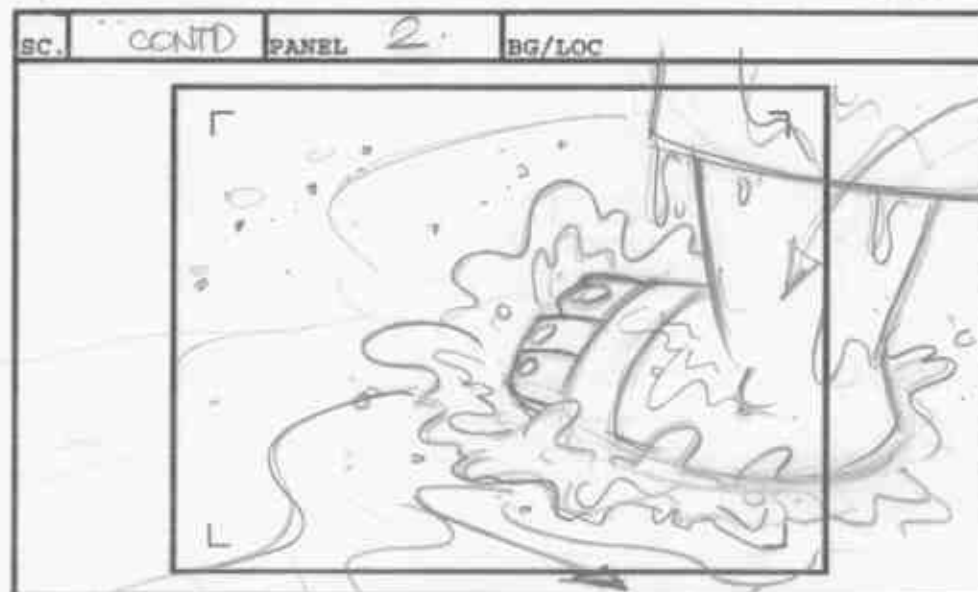
FX: (WATER)
DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for notes]

SLUG NOTES



ACTION
BUDGE'S FOOT IN

FX: (SPASH)
DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

EXT. JUNGLE RIVER - SHORE
THE DRENCH KIDS ARE STANDING ON THE
SHORELINE COUGHING & DRIPPING. BUDGE

DIAL SPOTS SOMETHING EFX: (WATER, SPRAY,
KIDS: & DRIPS)

<COUGHING>

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL (79) CARLA:

THAT TREASURE BETTER BE
WORTH IT!

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

BUDGE STRAIGHTENS UP, LOOKING SCARED

DIAL (80) BUDGE:

UH, REMEMBER WHEN WE FIRST GOT TO THE ISLAND AND I SAID THAT TIKI LOOKED ANGRY?

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

BUDGE POINTS OFFSTAGE, THE GIRLS TURN TO LOOK AT WHAT HE'S POINTING AT

DIAL (80) BUDGE: (CONTD)

WELL, NOT AS ANGRY AS THOSE TIKI'S

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

41



ACTION

EXT JUNGLE RIVER - SHORELINE w/ TIKI'S DAY -
TRUCK OUT (A) + (B). THE KIDS SAND TRANSFIXED,
SURROUNDED BY TIKI'S OF ALL SIZES.

DIAL

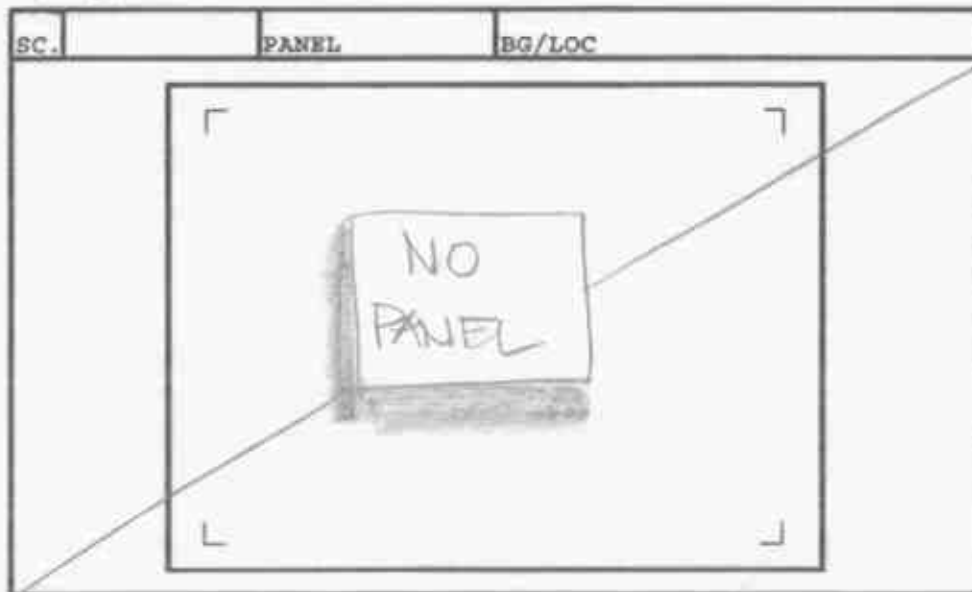
(80) BUDGE: (CONTD)

LOOK!

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL

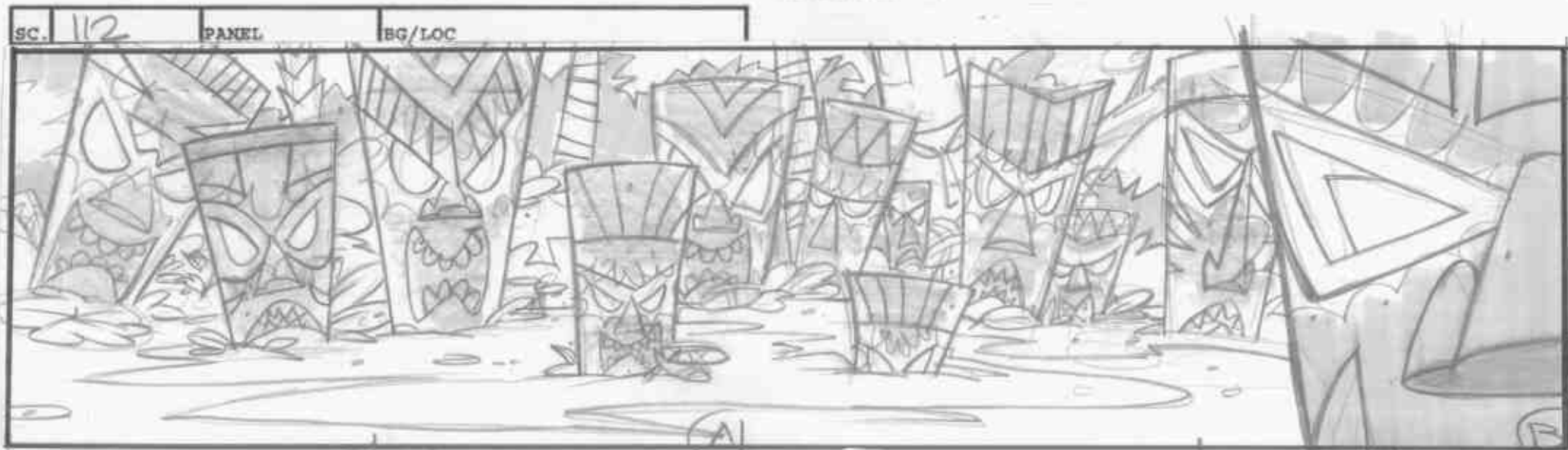
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #

growing
up
creepie



ACTION

(START) ————— (PAN) ————— (STOP)
 EXT JUNGLE - SHORELINE WITH TIKIS (DAY)
 PAN ALONG LINE OF TIKI'S, EYES GLOWING & PULSATING
 EFF: (GLOW)

DIAL

DIAL

FX:

FX:

SFX:

SFX:

DIRECTOR'S NOTES

DIRECTOR'S NOTES

--	--

SLUG NOTES

SLUG NOTES

FINAL

PROD #

growing
up
CREEPIE



WATERFALL

(SHADOW)

(SHADOW)

ACTION
ECU ON CREEPIE - BEHIND HER THE KIDS ARE TRANSFIXED WITH FEAR

FX: (WATER, SPRAY, SHADOW)

DIAL: SFX: <WATERFALL>

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
CREEPIE GROWS SUSPICIOUS

DIAL:

FX:
SFX:

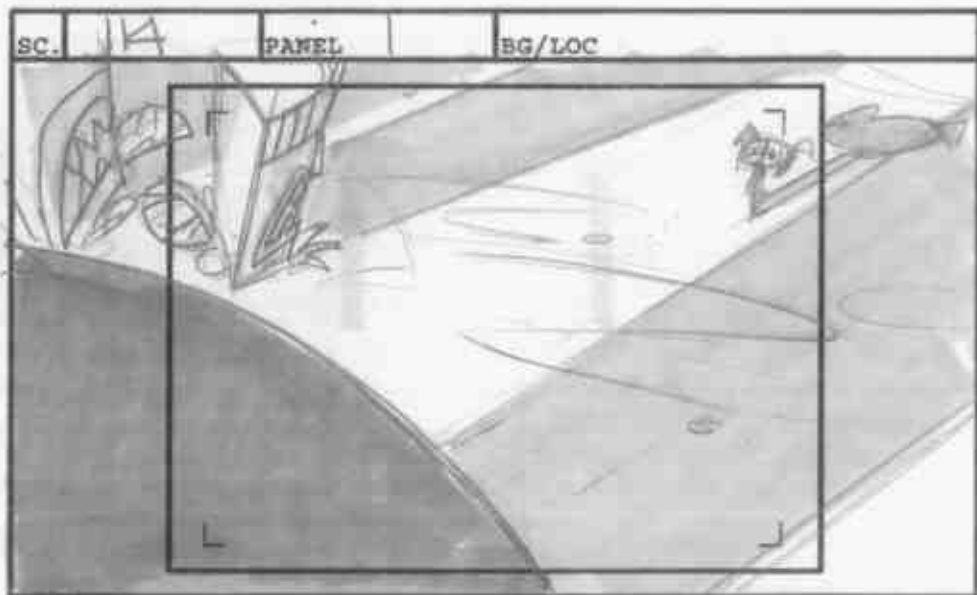
DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

growing
UP
CREEPIE



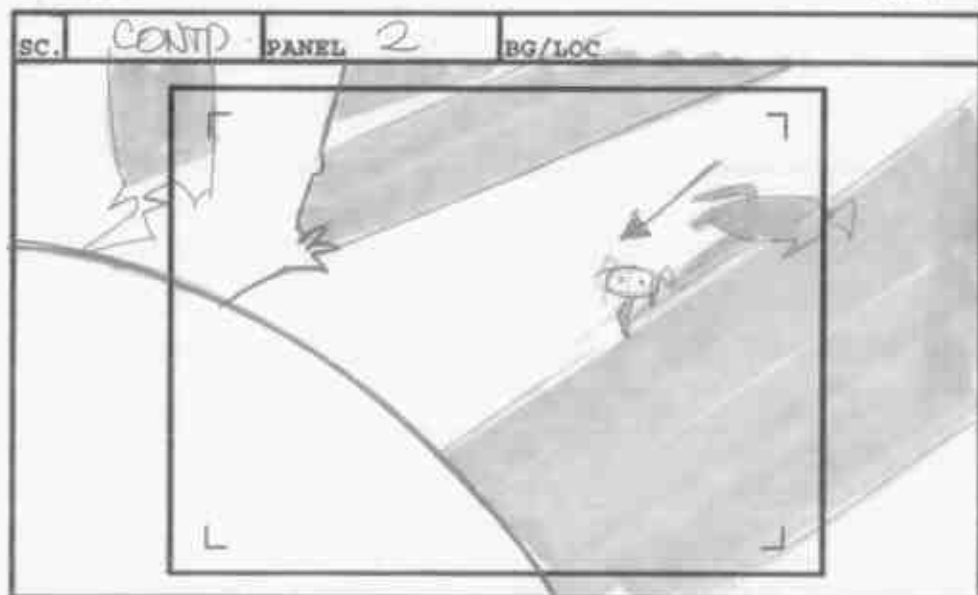
ACTION
EXT JUNGLE - SHORELINE WITH TIKI'S
ANGLE ON CREEPIE

FX: (SHADOWS)
DIAL
SFX: < WATERFALL >

FX:
SFX:
DIRECTOR'S NOTES

--

SLUG NOTES



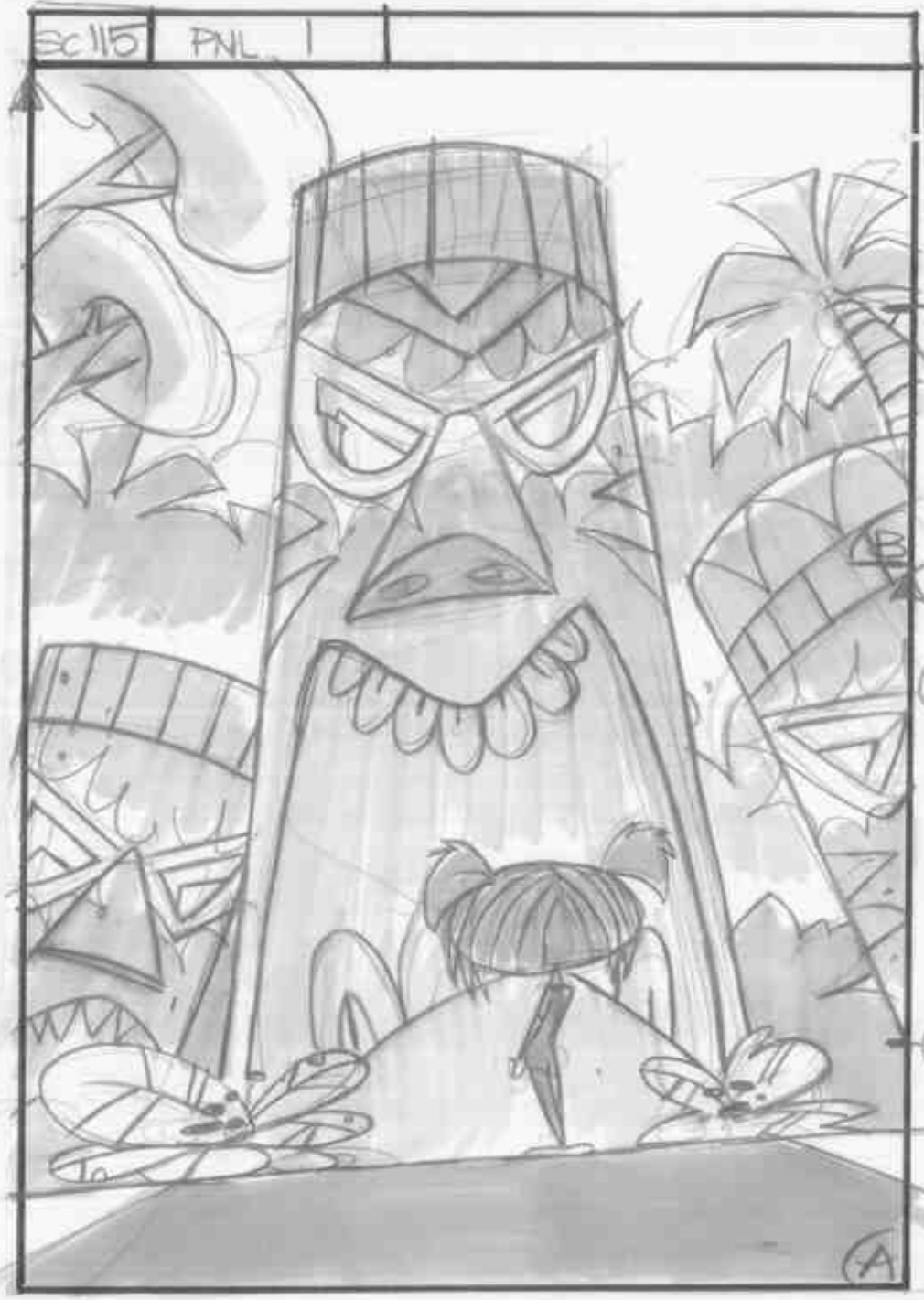
ACTION
CREEPIE SKITTERS FORWARD TOWARDS
THE DARK SHAPE IN THE FOREGROUND.

DIAL

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



growing
up
creepie

STOP

(PAN)

START

EXT. JUNGLE - SHORELINE W/TIKIS.
CREEPIE STOPS IN FRONT OF THE LARGEST
TIKI

PAN (A) → (B)

DIAL EFX: (GLOW, SHADOW)

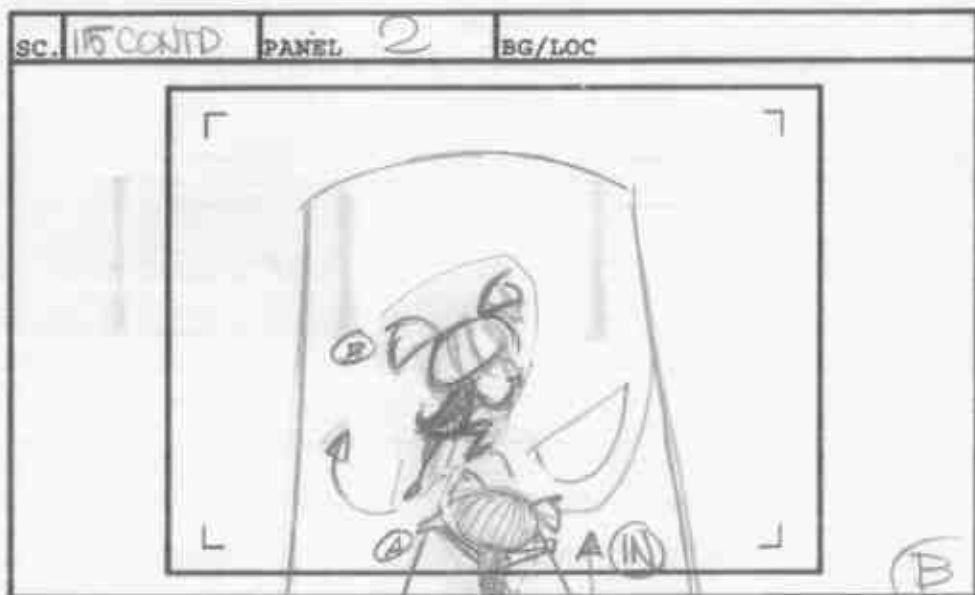
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

CREEPIE CLIMBS UP THE TIKI

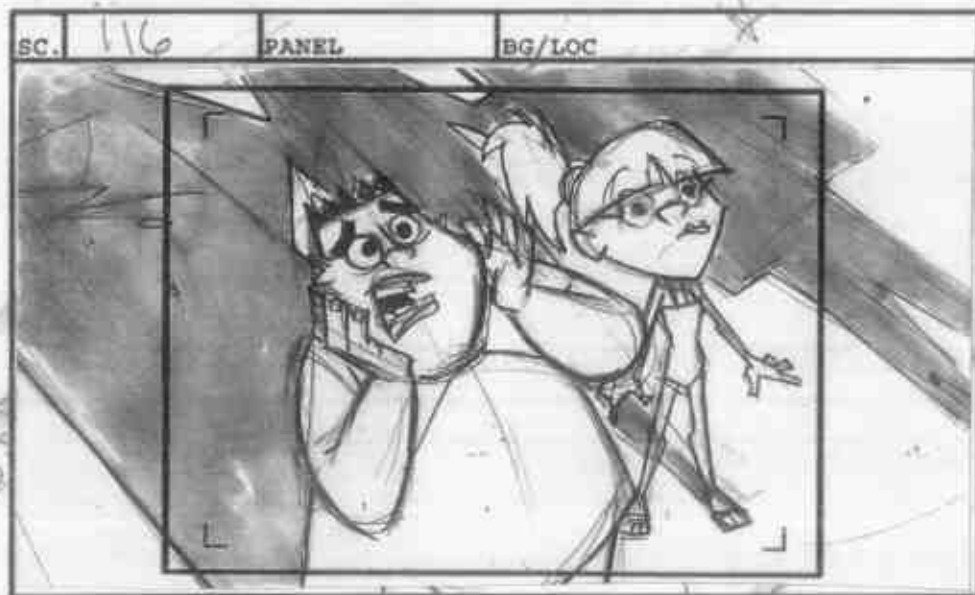
DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



ACTION

DOWN ANGLE ON BUDGE AND CHRIS-ALICE
BOTH LOOK CONCERNED -

ETX: (SHADOW)

DIAL

(B) BUDGE: CREEPIE WHAT ARE YOU DOING

FX:
SFX:

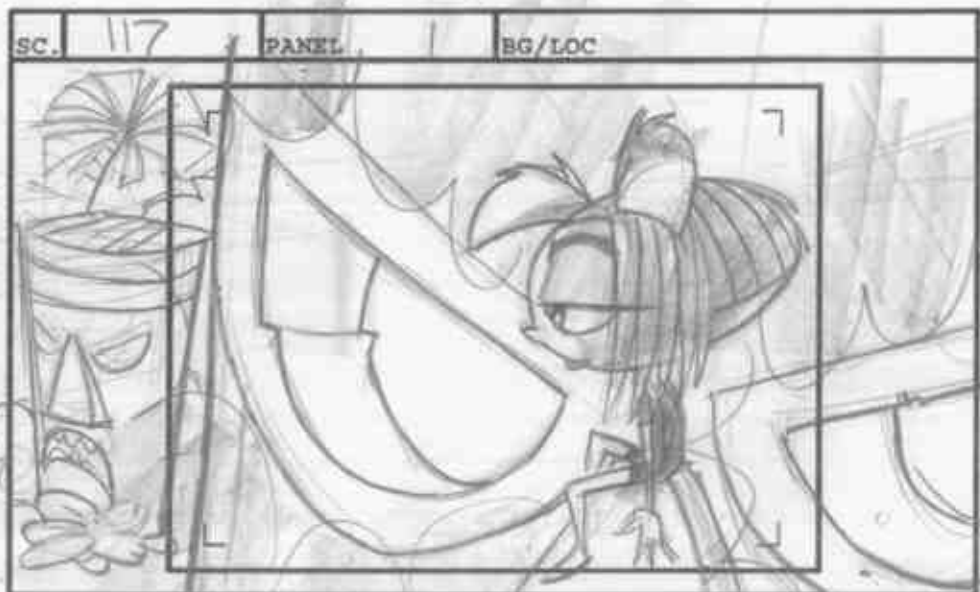
DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES

FINAL

PROD #



ACTION

CLOSE ON TIKI - (DAY).
 CREEPIE IS PERCHED ON THE NOSE
 THE EYES GLOW BRIGHTLY. EFX: (GLOW, 2-TONE
 ON CHAR.)

DIAL

FX:
 SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

CREEPIE REACHES FORWARD AND INTO THE
 GLOWING EYE

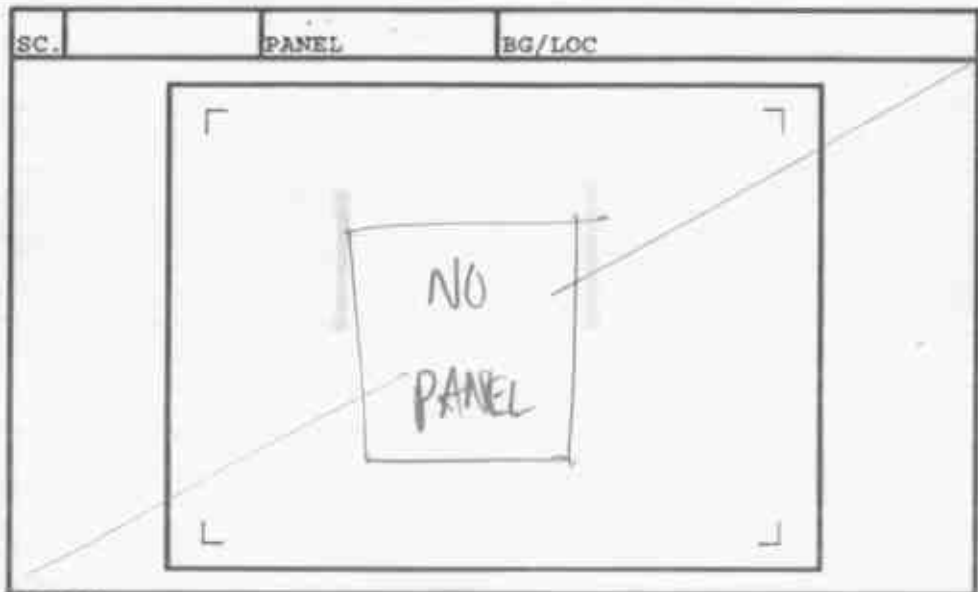
DIAL

FX:
 SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
 PROD #



ACTION

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

ANGLE ON CREEPIE.

FX (GLOW, 2-TONE ON CHAR)
DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

CREEPIE SITS BACK. HER CLENCHED FIST GLOWS AS BRIGHTLY AS THE TIKI EYES

DIAL

83 CREEPIE:

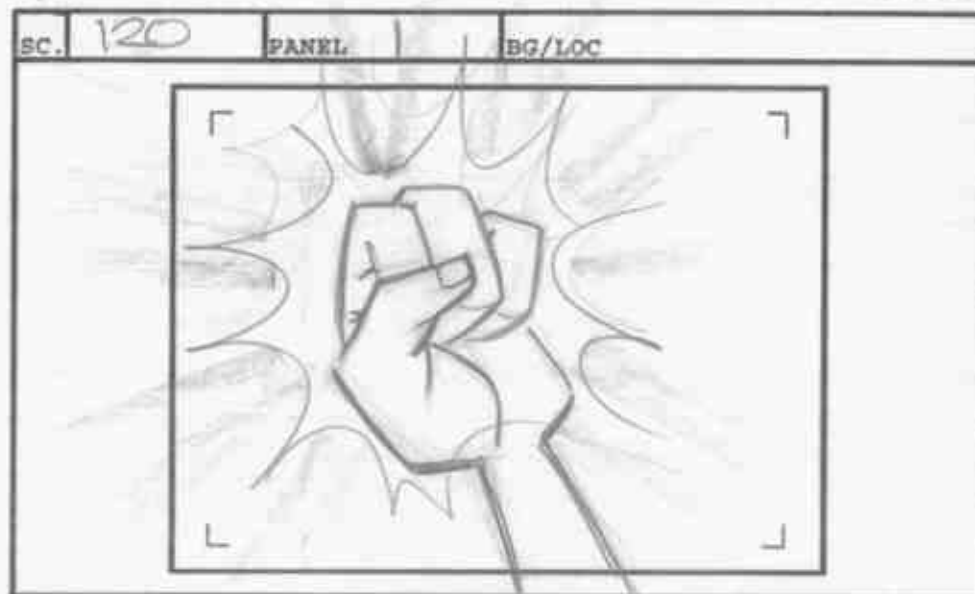
HELLO..

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES



ACTION

CLOSE ON CREEPIE'S GLOWING FIST.

DIAL

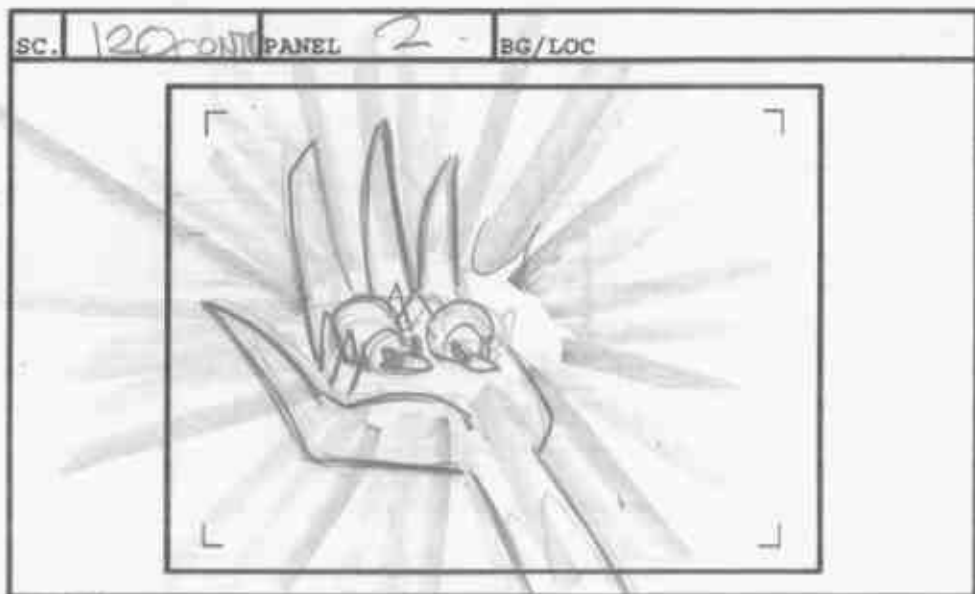
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #

*NO SC 121



ACTION

CREEPIE OPENS HER HAND, REVEALING TWO COLORFUL JEWELS THAT BEGIN TO CRAWL AROUND.

DIAL EFX: (GLOW)

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



ACTION

WIDE ON CREEPIE, SITTING ON THE TIKI'S NOSE. PAULIE & GNAT HOP/FLY IN

EFX: (GLOW)

DIAL

PAULIE/GNAT:

HEY, CREEPIE!

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES

FINAL
PROD #

* NO SC# 121

growing UP CREEPIE



ACTION
 XIDE ON CREEPIE, SITTING ON THE
 TIKI'S NOSE, SHE'S SURPRISED TO SEE THE
 BOYS
 FX: (GLOW, 2 TONE ON CHAR.)

DIAL
 (85) CREEPIE:
 GNAT?? PAULIE!!

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



ACTION

DIAL
 (86) GNAT/PAULIE:
 WHAT TOOK YOU SO LONG??

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES

FINAL
 PROD #



ACTION

DIAL

(87) CREEPIE:

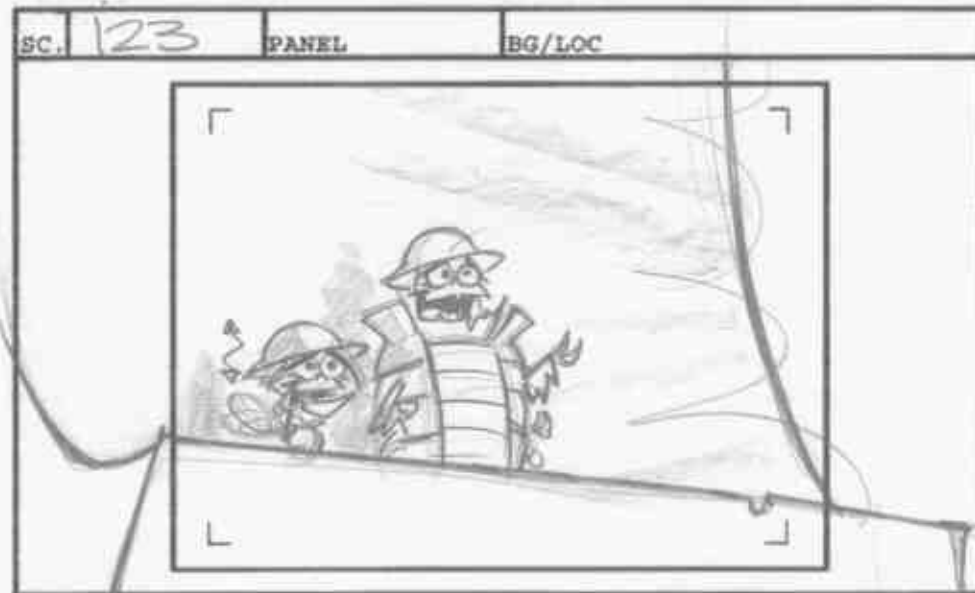
WHERE'D YOU GUMS COME FROM?

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

CLOSE ON TIKI EYE - ANGLE ON
GYNAT & PAULIE

EFX: (GLOW, 2 TONE ON CHAR)

DIAL

(88) PAULIE:

WE'VE BEEN HANGING OUT
WITH OUR NEW FRIENDS, ..

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION
CLOSE ON CREEPIE, HOLDING THE JEWEL BUGS

FX: (GLOW)

DIAL

89 CREEPIE

FRIENDS? THEN WHY WERE
THEY TRYING TO SCARE EVERYONE
AWAY?

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



ACTION
CREEPIE LOOKS DOWN AT THE JEWEL BUGS

DIAL

89 CREEPIE: (CONTD)

ARE YOU THE ONES WHO CHOWED
THROUGH THE ROPE BRIDGES

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION
CLOSE ON PAULIE & GNAT WHO'S SHAKEN HIS HEAD FROM SIDE TO SIDE

FX: (GLOW, 2-TONE ON CHARS)

DIAL
(90) PAULIE:

THEY DIDNT DO IT!

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
WIDER ON CREEPIE, PAULIE & GNAT.

DIAL
(91) CREEPIE:

THEN WHO DID?

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

growing
UP
CREEPIE



ACTION

DIAL

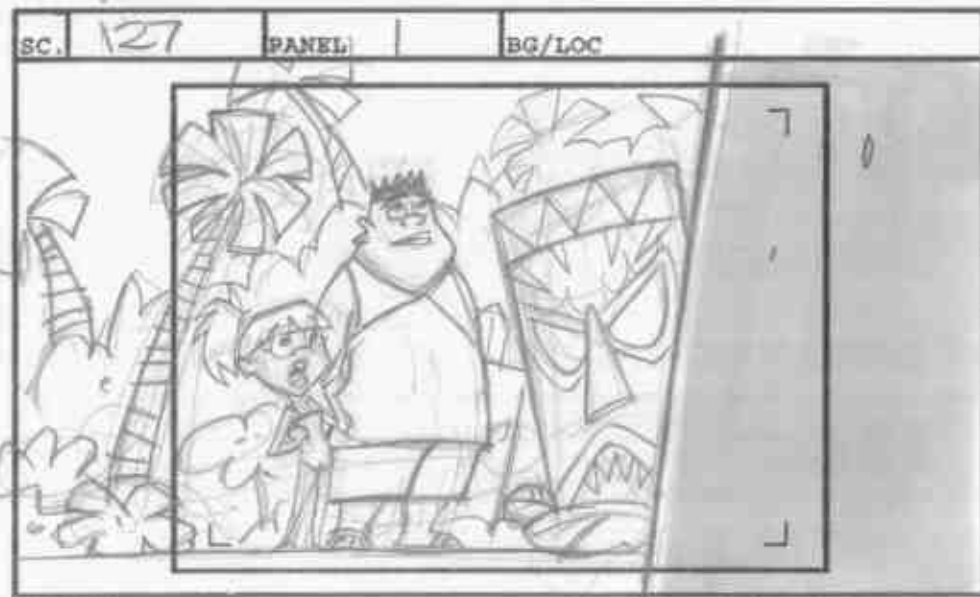
92 PAULIE:

BEATS ME!

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

EXT-RIVER, SHORELINE WITH TIKI'S
ANGLE ON BOTTOM OF LARGE TIKI.
CARLA & BUDGE ARE LOOKING UP OS CREEPIE.

DIAL

93 CHRIS-ALICE:

UH, CREEPIE WHAT'S GOING ON?

FX:
SFX:

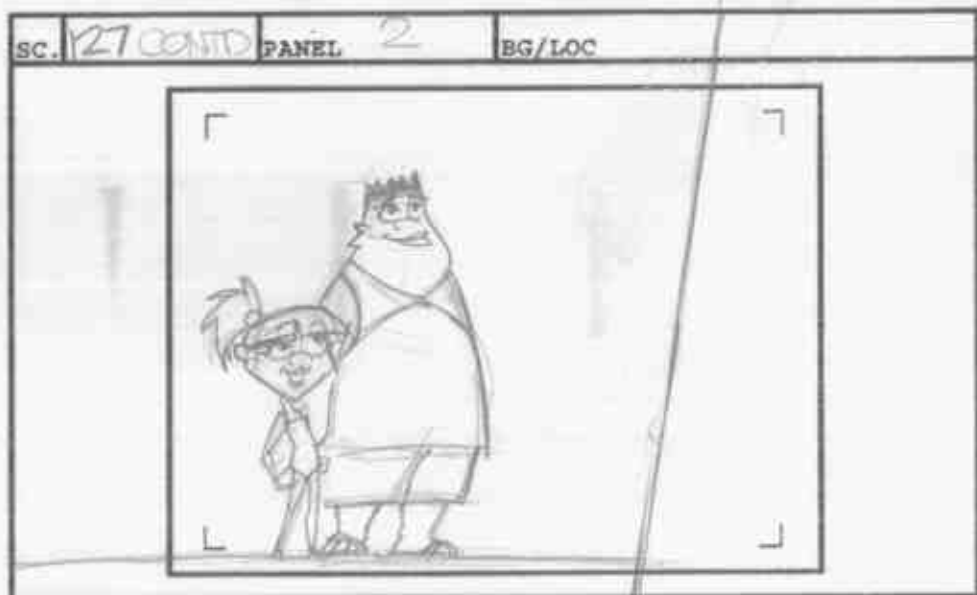
DIRECTOR'S NOTES

SLUG NOTES

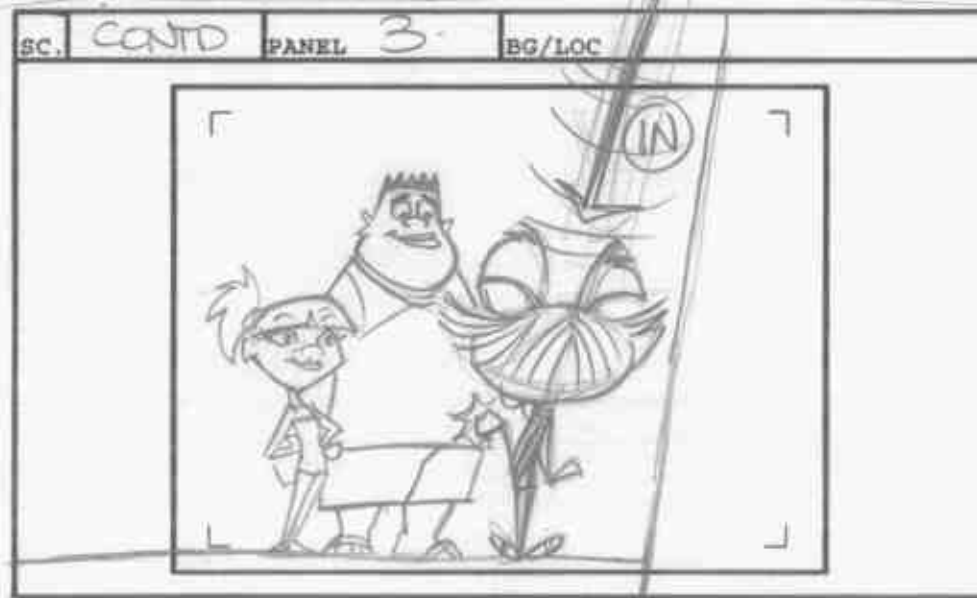
FINAL

PROD #

growing
up
creepie



ACTION



ACTION

CREEPIE HOPS IN FROM TOP OF TIKI

DIAL 93 CHRIS ALICE: (CONTD)

DID YOU FIND THE TREASURE?

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

EFX (GLOW)
DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

FINAL
PROD #

44



ACTION

ANOTHER ANGLE ON CLEARING
CREEPIE SETTLES IN. CHRIS-ALICE COMES
IN BESIDE CREEPIE

DIAL EFX: (GLOW) (2-TONE ON CHARS)

94 CREEPIE:

YOU COULD SAY THAT!

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

CARLA & MELANIE RUSH IN TO GET
A BETTER LOOK AS CREEPIE OPENS HER
FIST.

DIAL

95 CARLA/MELANIE/CHRIS-ALICE:

THEY'RE BEAUTIFUL!

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

THE "JEWELS" FLY UP...

DIAL

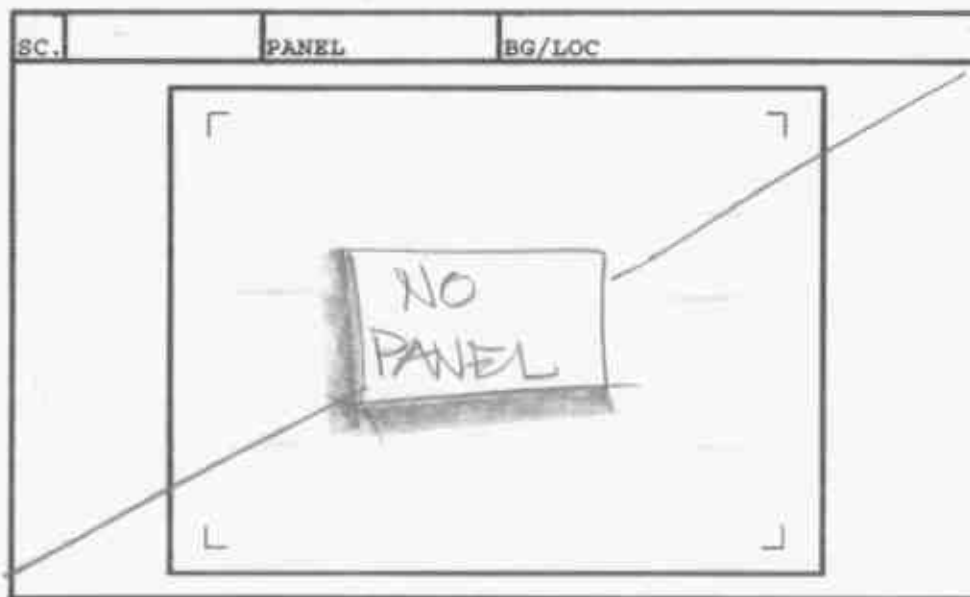
95 CARLA/MELANIE/CHRIS-ALICE: (CONTO)
HUH? BUGS?

FX:
SPX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

* SCENE CONTD ON NEXT PAGE

DIAL

FX:
SPX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

FINAL
PROD #



ACTION

.. AND OUT. THE GIRLS STRAIGHTEN UP. CHRISTALICE WATCHES

DIAL

95 CARLA:

WHAT KIND OF TREASURE IS THAT?

FX:
SPX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES



ACTION

CLOSE ON A SMILING CREEPIE

DIAL

96 CREEPIE:

THE BEST KIND

FX:
SPX:

DIRECTOR'S NOTES

SLUG NOTES

GROUND

FINAL

PROD #



ACTION

ANGLE ON THE TIKI'S. -STREAMS OF GLOWING JEWEL BUGS FLY OUT OF THE TIKI'S EYES AND UP INTO THE SKY

DIAL EFX: (GLOW)

FX:
SPX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

WIDE ON THE GIRLS CARLA & MELANIE LOOK AT EACH OTHER, ANNOYED. CHRIS-ALICE AND CREEPIE WATCH THE LAST OF THE

DIAL JEWEL BUGS FLY OUT
EFX: (GLOW)

FX:
SPX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

ANGLE ON BUDGE, OFF TO ONE SIDE. HE WATCHES A JEWEL BUG FLY THRU SCENE
 Efx: (WATER, GLOW, SPRAY)

DIAL

FX:
 SFX:
 DIRECTOR'S NOTES

[Empty box for notes]

SLUG NOTES



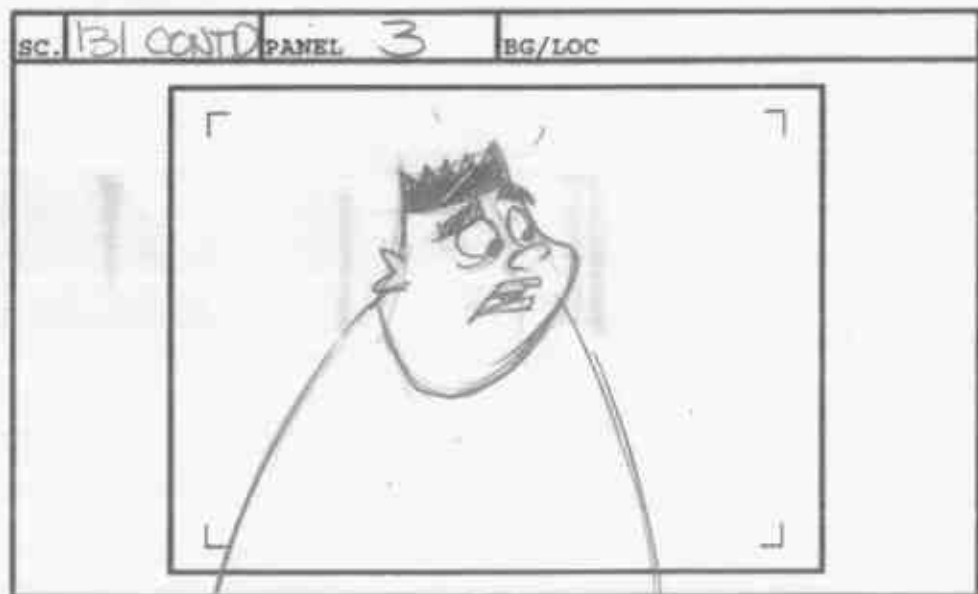
ACTION

DIAL

FX:
 SFX:
 DIRECTOR'S NOTES

SLUG NOTES

FINAL
 PROD #



ACTION

BUDGE SPOTS SOMETHING (OS)

DIAL

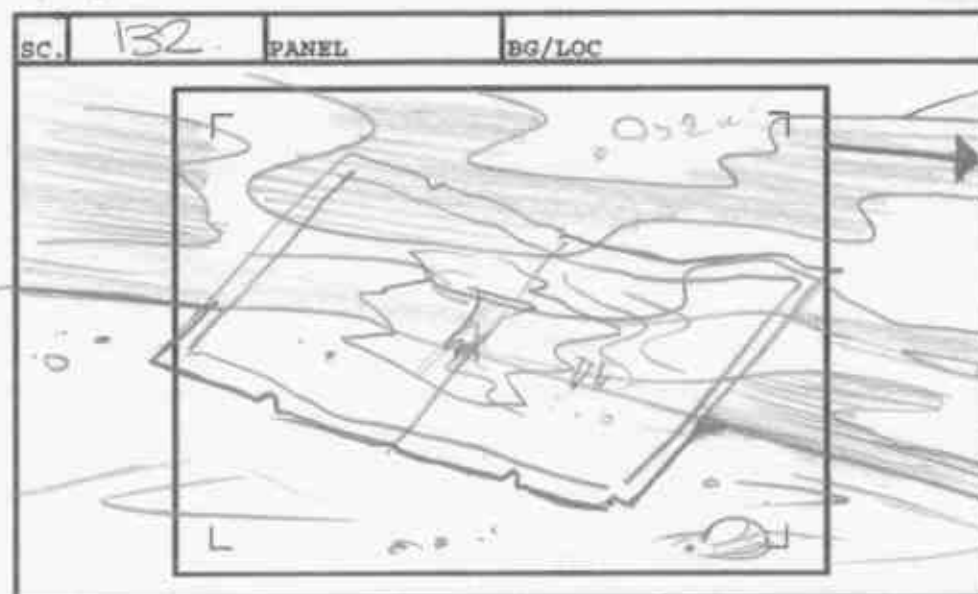
(98) BUDGE:
Look!

OO
OO

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

EXT JUNGLE - SHORELINE
IT'S THE MAP!
EFX (WATER)

DIAL

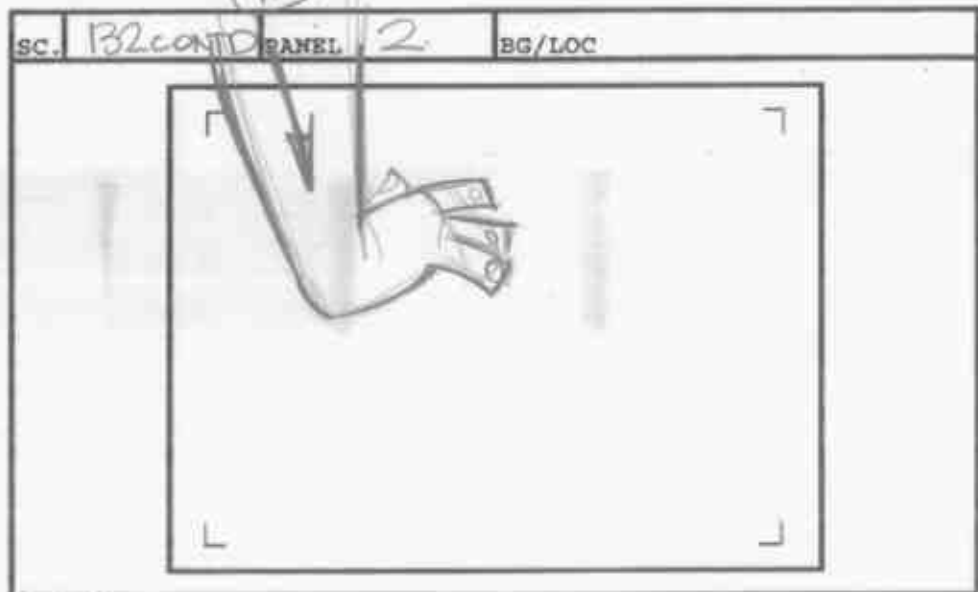
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION
BUDGE REACHS IN

DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION
WIDE ON SHORE, BUDGE IS PICKING UP THE HALF SOAKED MAN OUT OF THE WATER.
ETX (WATER, DRIPS)

DIAL

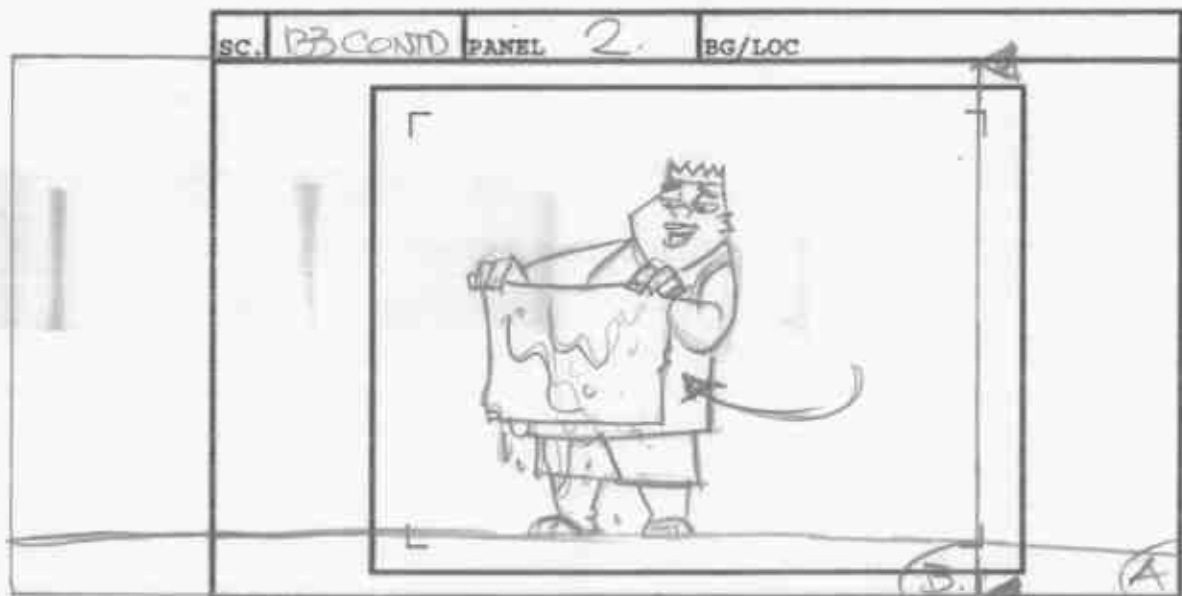
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

BUDGE TURNS TO THE OS KIDS.
PAN WITH ACTION (A) → (B)

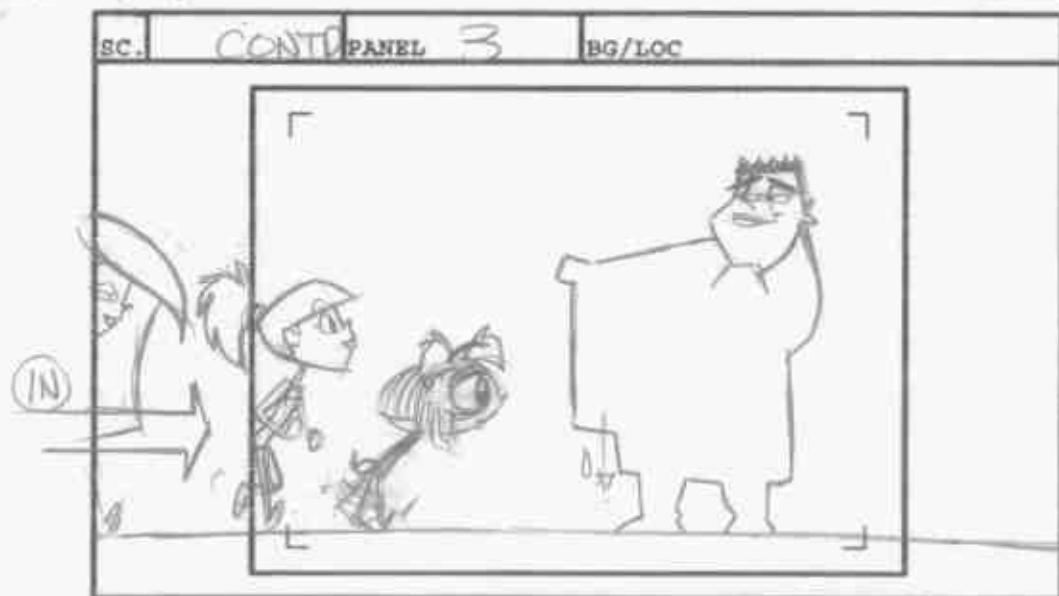
DIAL (98) BUDGE: (CONTD)

IT'S THE MAP!

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

THE GIRLS RUN IN UP TO BUDGE

DIAL

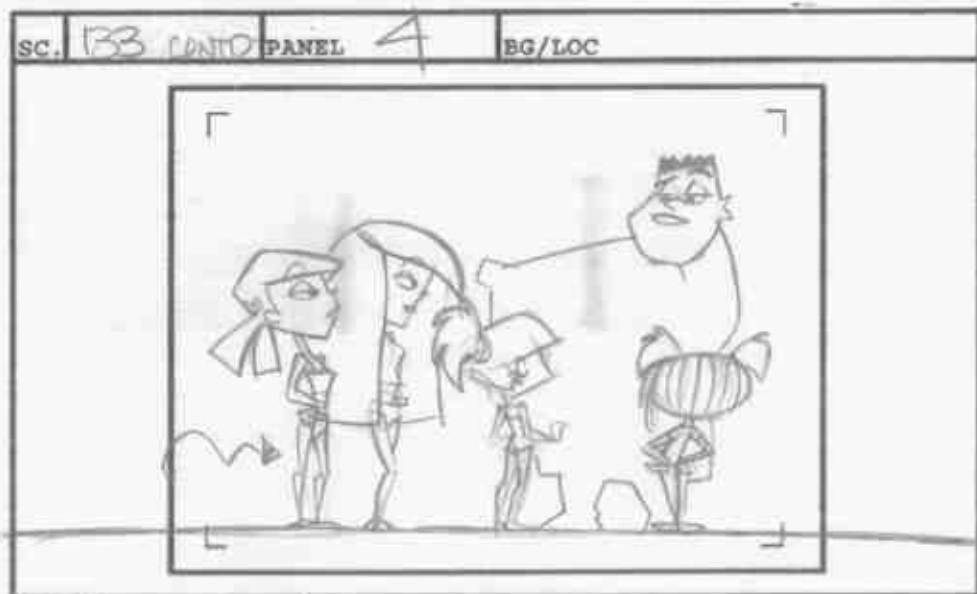
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

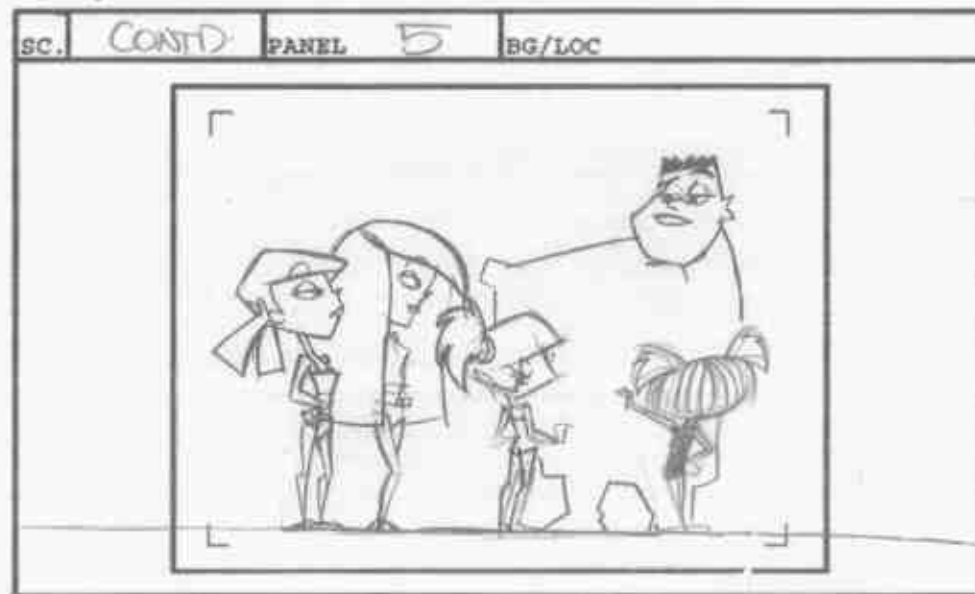
THE GIRLS SETTLE.

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

CREEPIE POINTS TO THE BACK OF THE MAP.

DIAL

CP CREEPIE:

WHAT'S THAT WRITTEN ON THE OTHER SIDE?

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

HU



ACTION
CLOSE ON BUDGE LOOKING PERPLEXED

EFX: (MUD DRIPS)

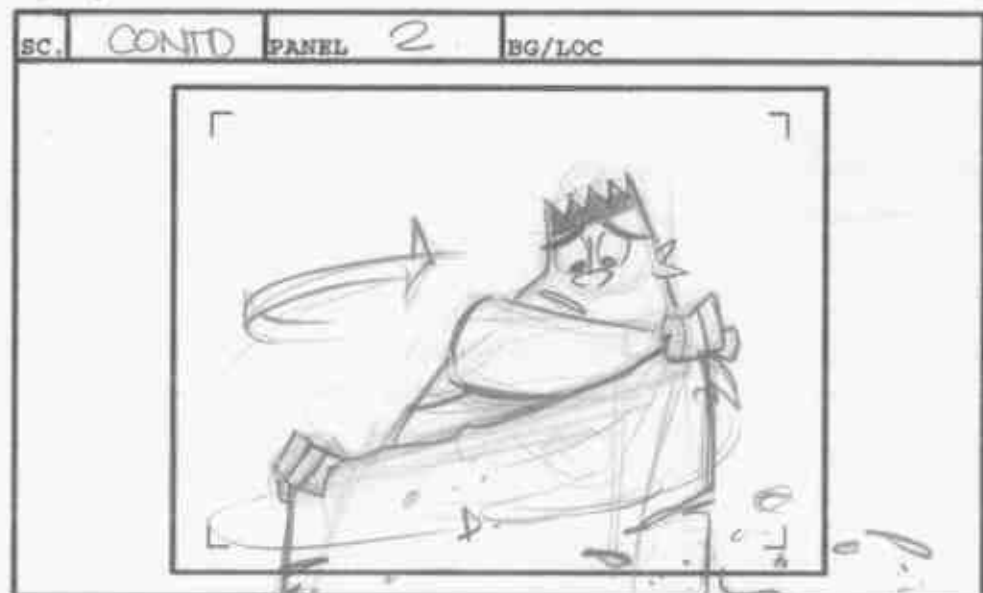
DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for notes]

SLUG NOTES



ACTION
HE TURNS THE MAP AROUND.

DIAL

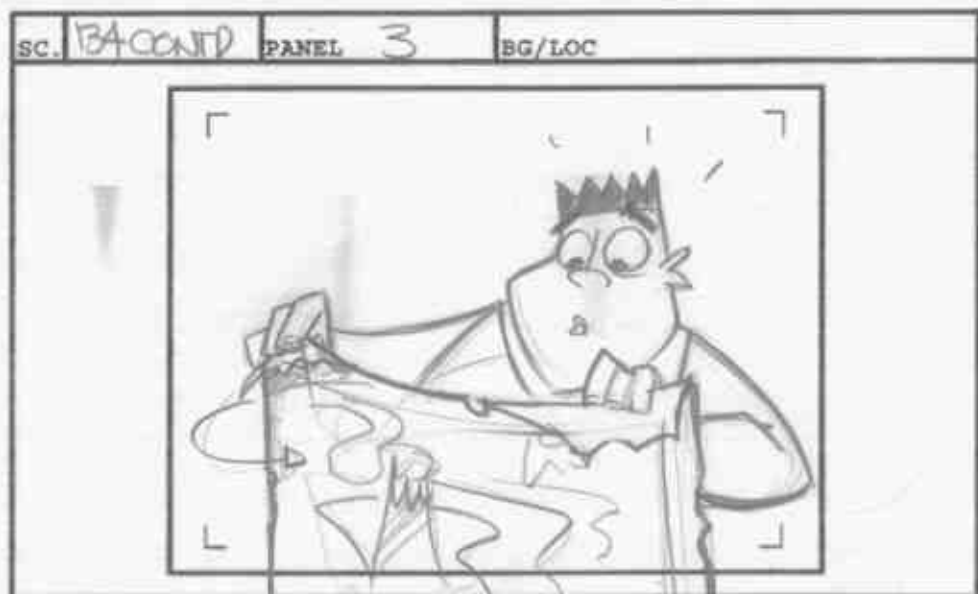
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

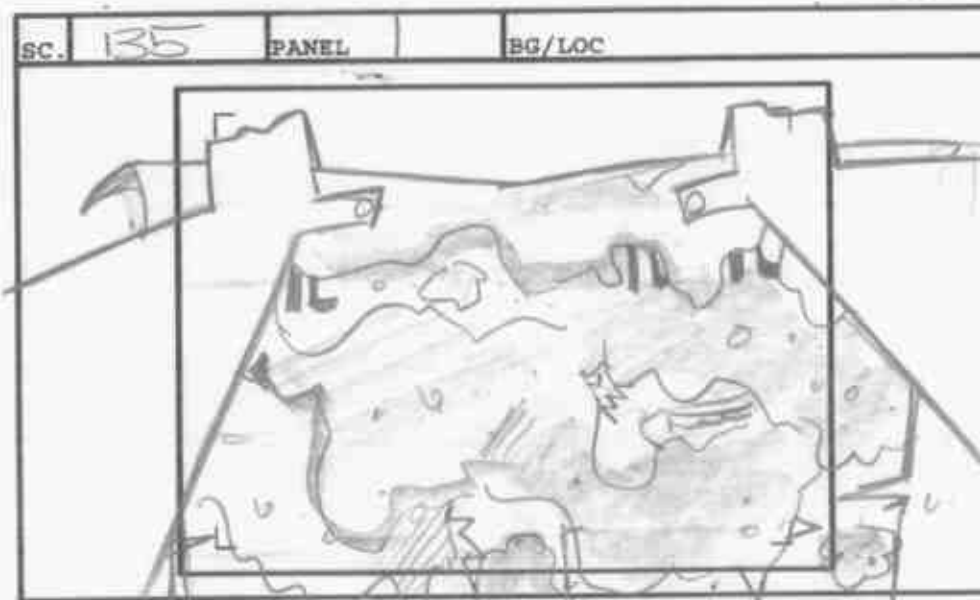
BUDGE REACTS WITH SURPRISE

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

BUDGE'S P.O.V ON THE "MAP" IT'S COVERED IN DRIPPING MUD. AN IMAGE IS BARELY VISIBLE UNDERNEATH THE MUD & DIRT
 EFX: (DRIPS)

DIAL

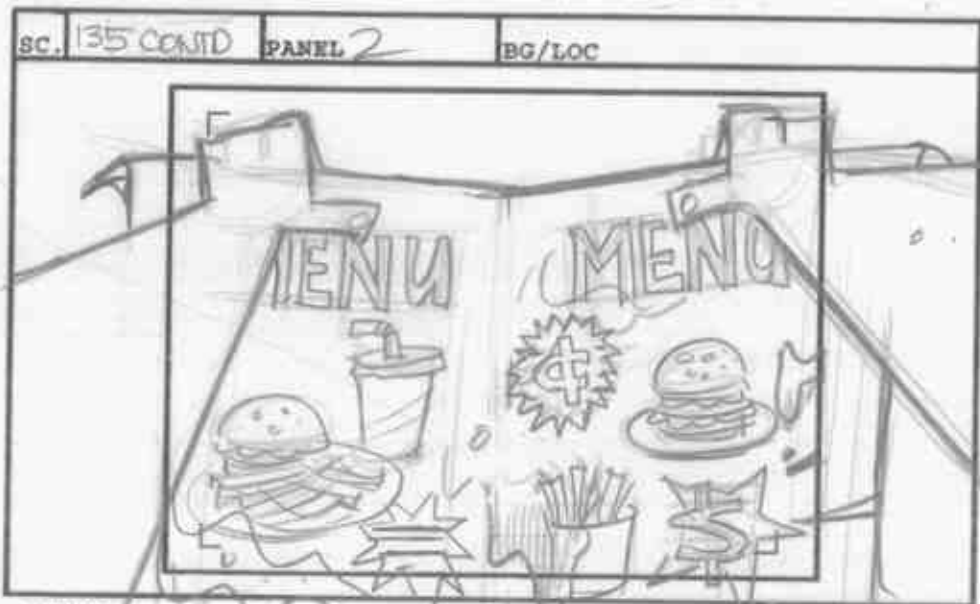
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

THE LAST OF THE MUD & GRIME
DRIPS OFF, REVEALING A MENU.

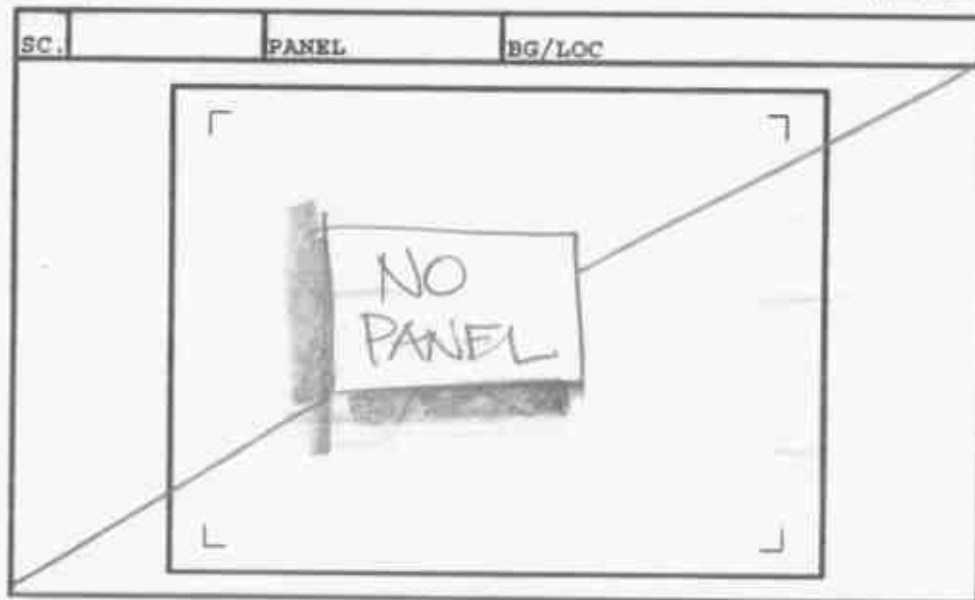
DIAL

FX:
SPX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES



ACTION

DIAL

FX:
SPX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

[Empty rectangular box for Prod #]

HM



ACTION
WIDE ON KIDS. THE GIRLS HAVE GATHERED AROUND BUDGE LOOKING OVER HIS SHOULDER EFX: (WATER, DRIPS)

DIAL
(100) CHRIS ALICE:
SOGGY MUFFINS!

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
SLIGHT TRUCK OUT (A) - (B) AS CHRIS ALICE STEPS OUT FROM BEHIND BUDGE WHO TURNS TO LOOK AT HER. CARLA & MELANIE SETTLE BACK IN DISGUST

DIAL
(100) CHRIS-ALICE: (CONTD)
IT'S JUST AN OLD MENU FROM THE TIKI CHALET.

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #

growing
up
CREEPIE

AU



ACTION



ACTION

CLOSE ON CHRIS ALICE AND CREEPIE

(HOOK UP ROSE)
EFX: (WATER)

DIAL

DIAL

(DI) BUDGE:

THE "X" MUST HAVE BEEN WHERE
THE RESTAURANT WAS BEING BUILT!

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

CREEPIE'S DISAPPOINTED

DIAL

102 CREEPIE:

SO THE ISLAND ISNT REALLY
HAUNTED?

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL

103

CHRIS ALICE:

I GUESS NOT!

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

DIAL
(103) CHRIS ALICE: (CONT'D)

MUST JUST BE A COINCIDENCE

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

WIDE ON OUR GANG. CARLA & MELANIE
LOOK ANNOYED & DISAPPOINTED.

FX: WATER

DIAL
(104) CARLA:

AND NO TREASURE?!

FX:
SFX:

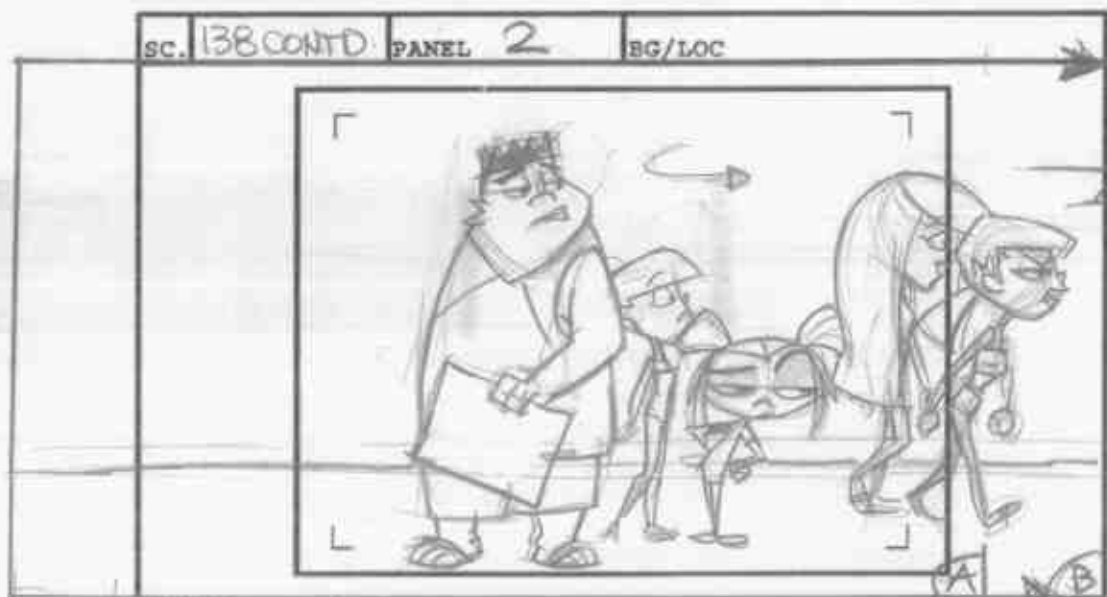
DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

growing
up
creepie



ACTION

CARLA AND MELANIE WALK OUT, (BEHIND THE OTHERS). SHIFT W/ACTION (A) → (B)

DIAL

(105) CARLA/MELANIE/BUDGE/CHRIS-ALICE.

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

BUDGE AND CHRIS-ALICE FOLLOW
*(BUDGE CROSSES IN FRONT OF CREEPIE)
GNAT, CARRYING PAULIE FLY UP BESIDE CREEPIE

DIAL

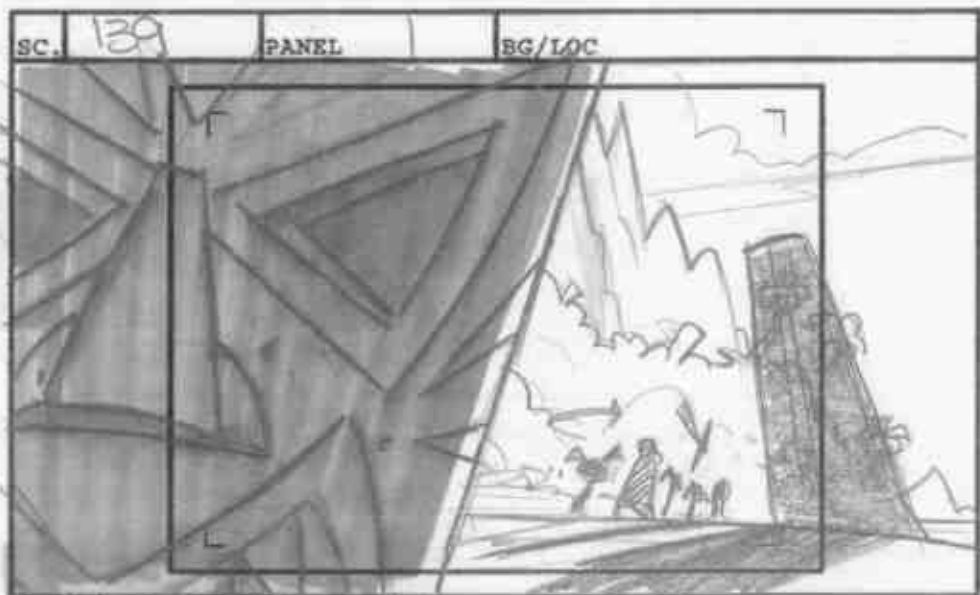
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

EXT. JUNGLE RIVER - ANGLE TOWARDS BEACH - (SUNSET)
 CREEPIE, PAULIE & GNAT HURRY TO CATCH UP
 WITH THE REST OF THE KIDS

DIAL — FX: (SILHOUETTES, GLOW, SHADOWS)

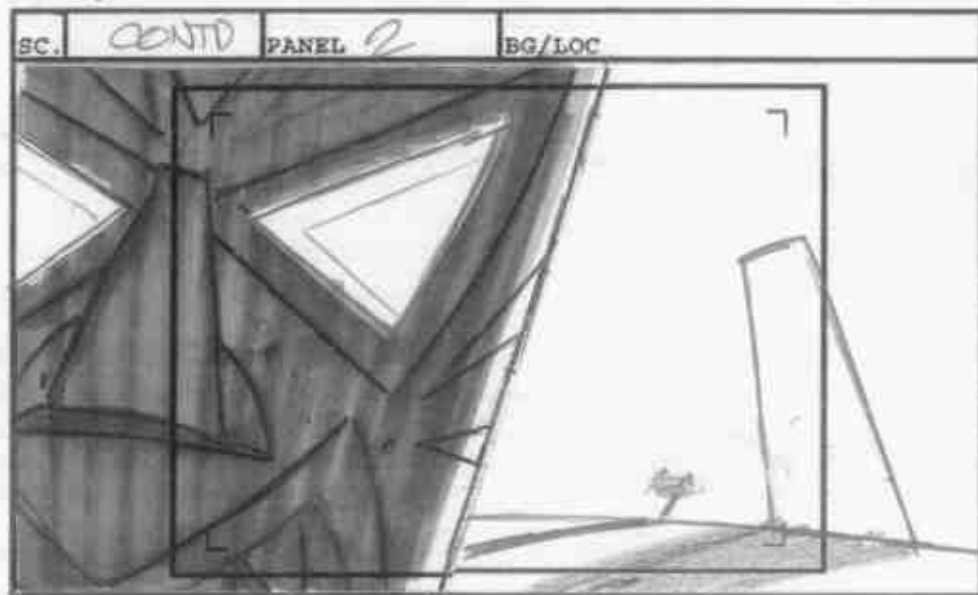
SFX: (DRUMBEATS FADE UP ~~~~~>)

105 CARLA/MELANIE/BUDGE/CHRIS-AUCE. (CONT'D)
 (DIA FADES OFF)

FX:
 SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

THE EYES BEGIN TO GLOW FULLY
 *(RED COLOR, NOT SAME AS USED EARLIER
 WITH JEWEL BUGS)

DIAL

FX:
 SFX:

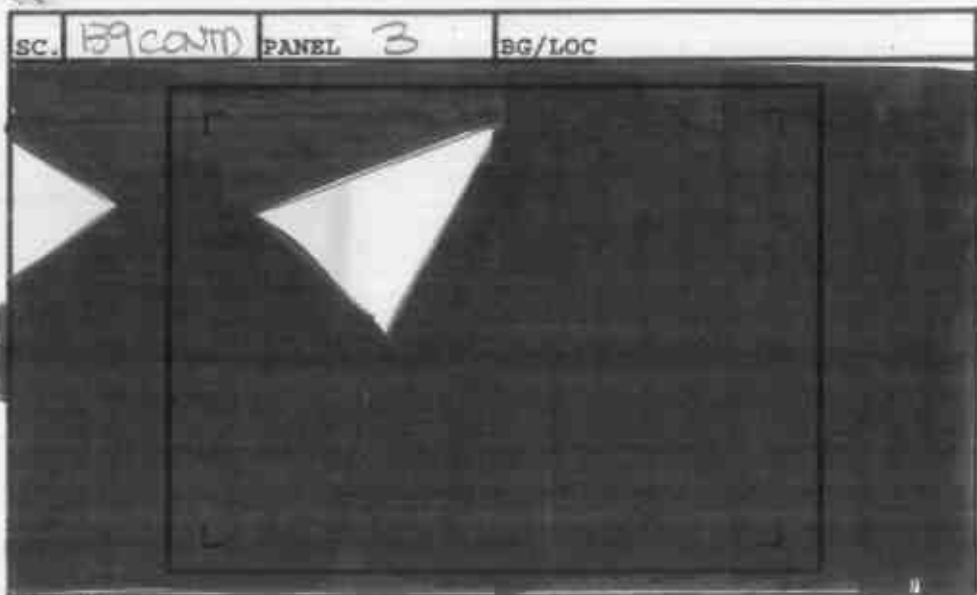
DIRECTOR'S NOTES

SLUG NOTES

FINAL

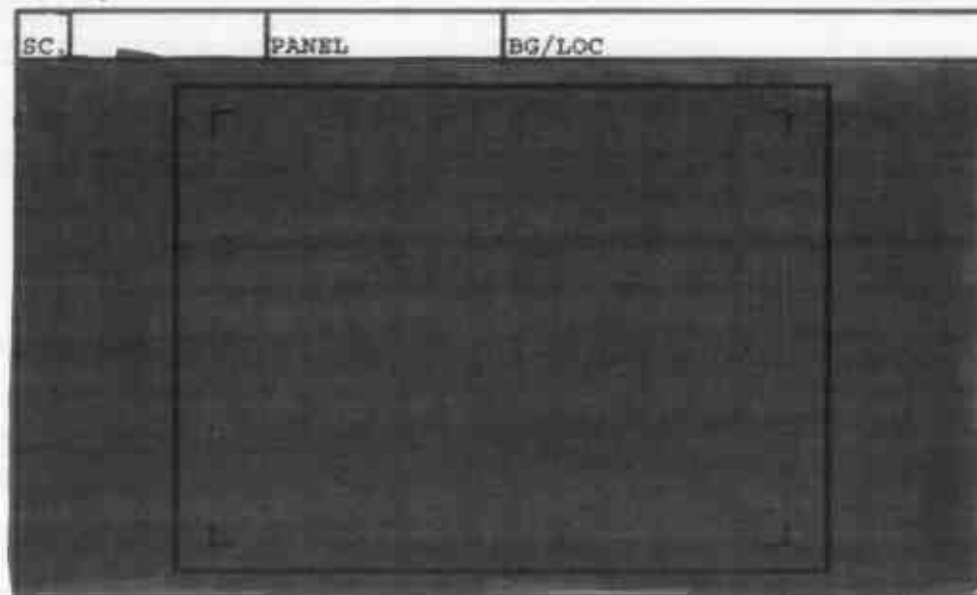
PROD #

growing
UP
CREEPIE



ACTION

SCREEN GOES BLACK EXCEPT FOR EYES.



ACTION

FADE EYES OUT.

THE
END

DIAL

SFX: < DRUMBEATS FADE AWAY

DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #