



FHT257-777 - 'TUNNEL TROUBLES'



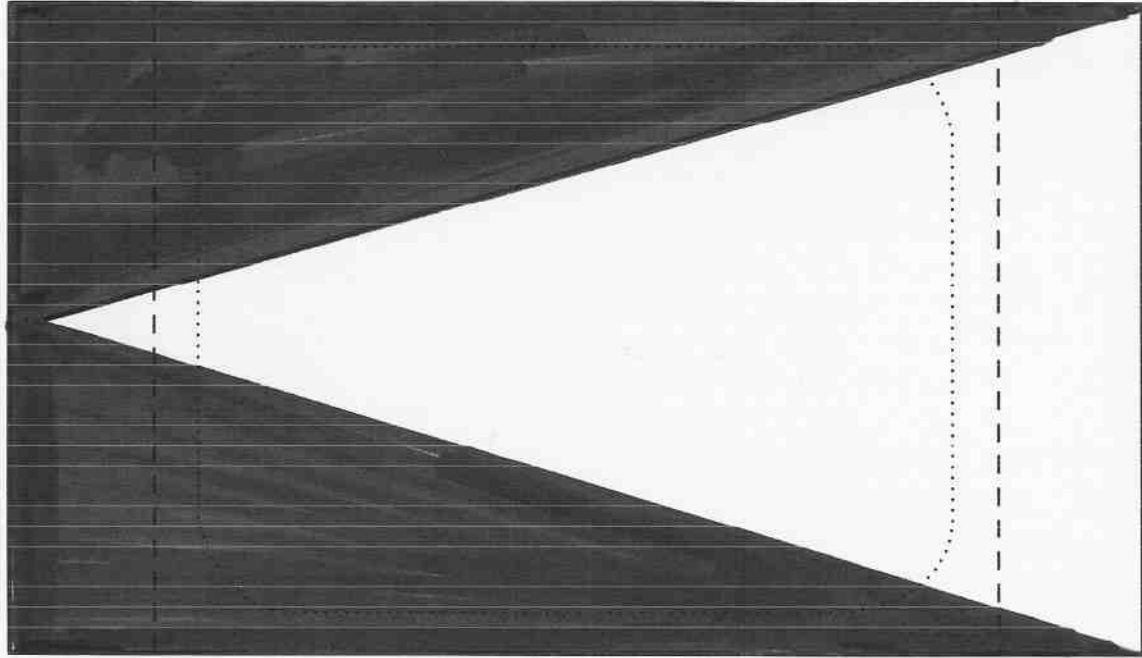
FIREHOUSE TALES

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Page 1

Sc.

Panel

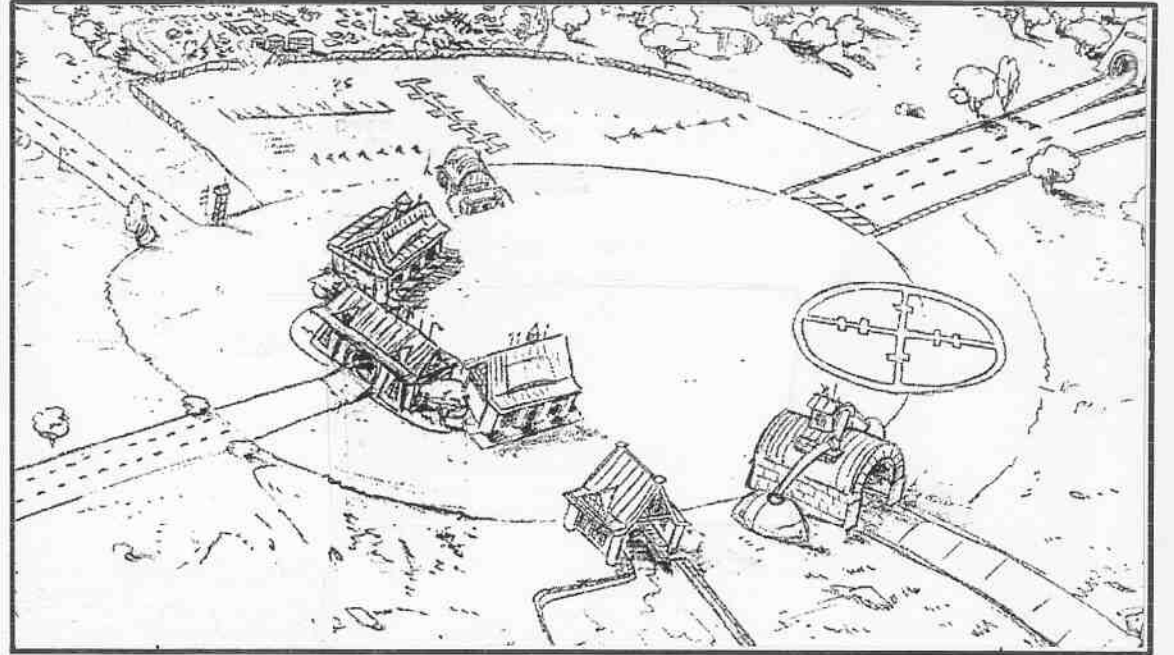


Dialogue Action

FADE IN.

Sc. 1

Panel



Dialogue Action

EXT. FIREHOUSE (DOWNSHOT) - NIGHT
TRUCK IN (A) + (B) (X-DISS DURING TRUCK IN)

X-DISS TO.



SFX: (CRICKETS CHIRPING, OWLS HOOTING etc)

WISER: (VO) "TUNNEL TROUBLE."

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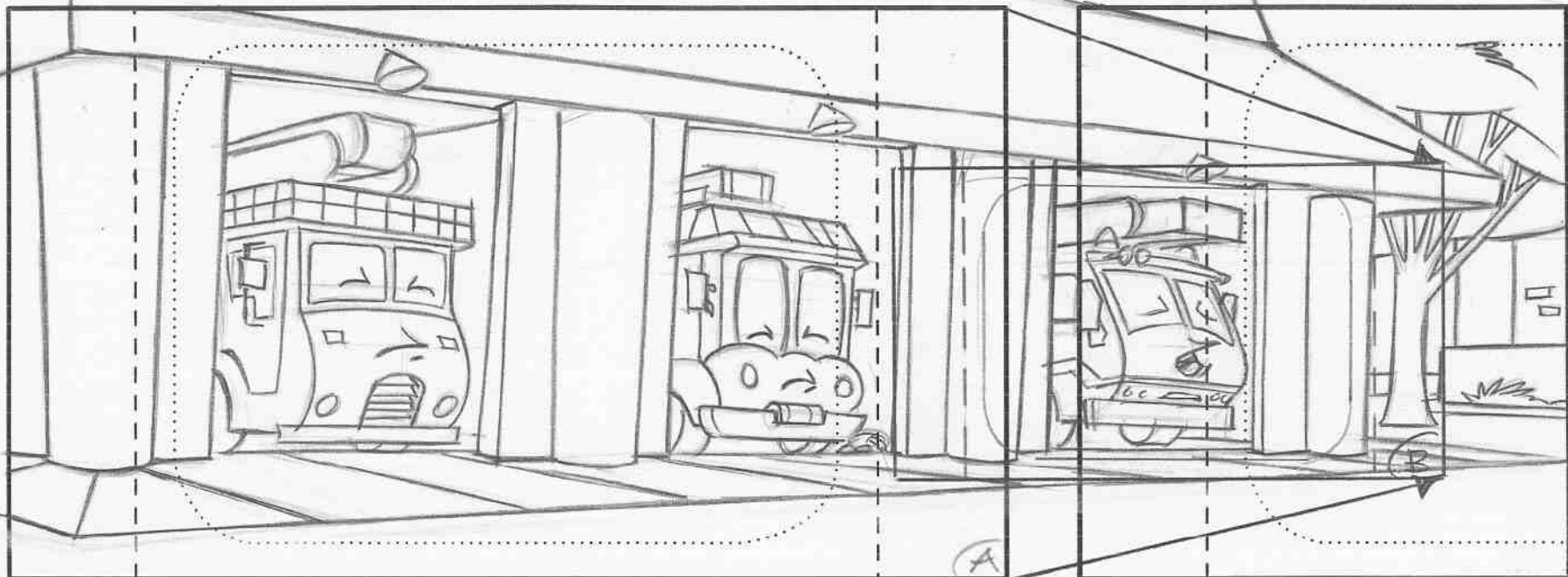


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Sc. 2

Panel



X-DISS FROM

Action EXT. FIREHOUSE - (NIGHT).
ANGLE ON THE SLEEPING TRUCKS.
PAN & TRUCK IN (A) → (B)

Dialogue WISER: (CONTD).

" ..AND ALL WAS PEACEFUL & QUIET "

Action

CUT

257-777

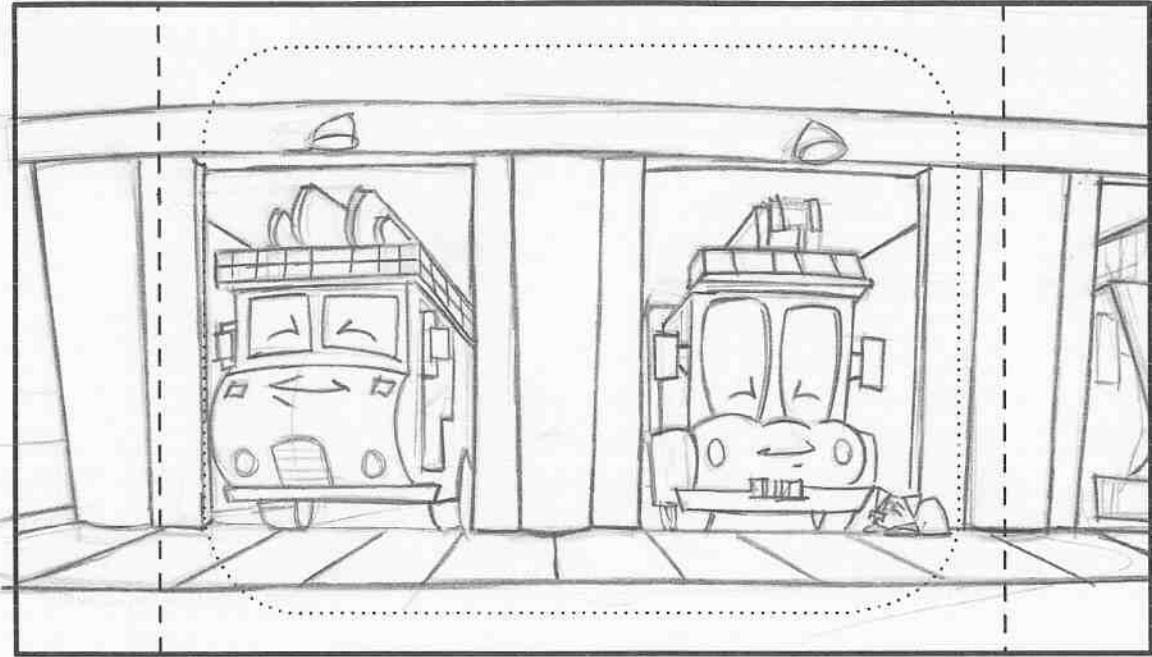


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Sc. 3

Panel

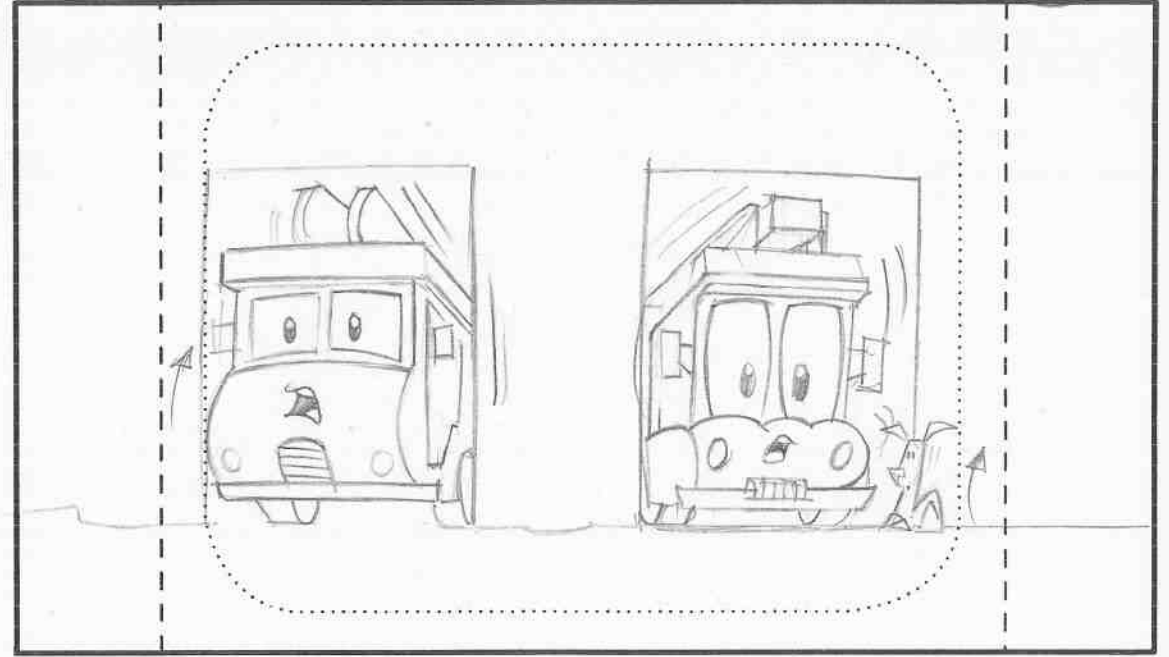


CUT **Action** ANGLE ON PETROL & RED SLEEPING PEACEFULLY. SQUIRT IS ALSO ASLEEP BY RED.

Dialogue ④ WISER: (VO)
WELL ALMOST QUIET.

Sc. CONTD

Panel ③



Action RED, PETROL & SQUIRT ARE SUDDENLY STARTLED AWAKE BY AN O.S. RUMBLING.

SFX: < RUMBLING! >
③ RED & PETROL:
HUH ?!

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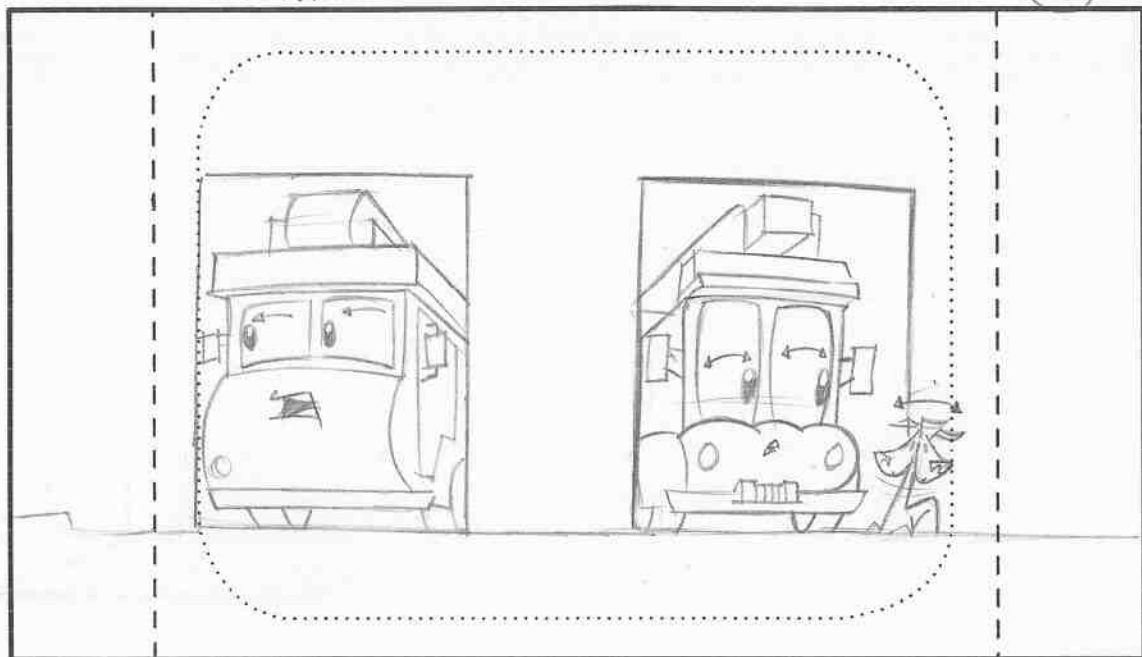


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Sc. 3 CONTD

Panel (C)



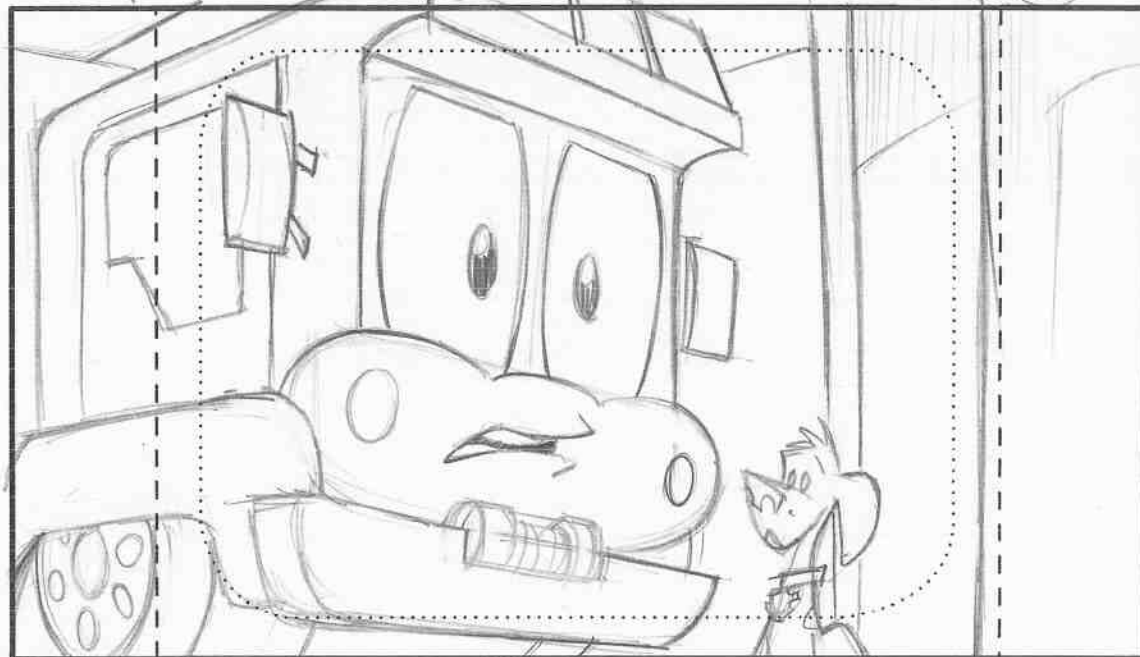
Dialogue Action PETROL, RED & SQUIRT LOOK AROUND

(CUT)

(5) PETROL:
BUST ME BLINKERS!

Sc. 4

Panel (A)



Dialogue Action CLOSE ON RED & SQUIRT

(6) RED:
NOT AGAIN!

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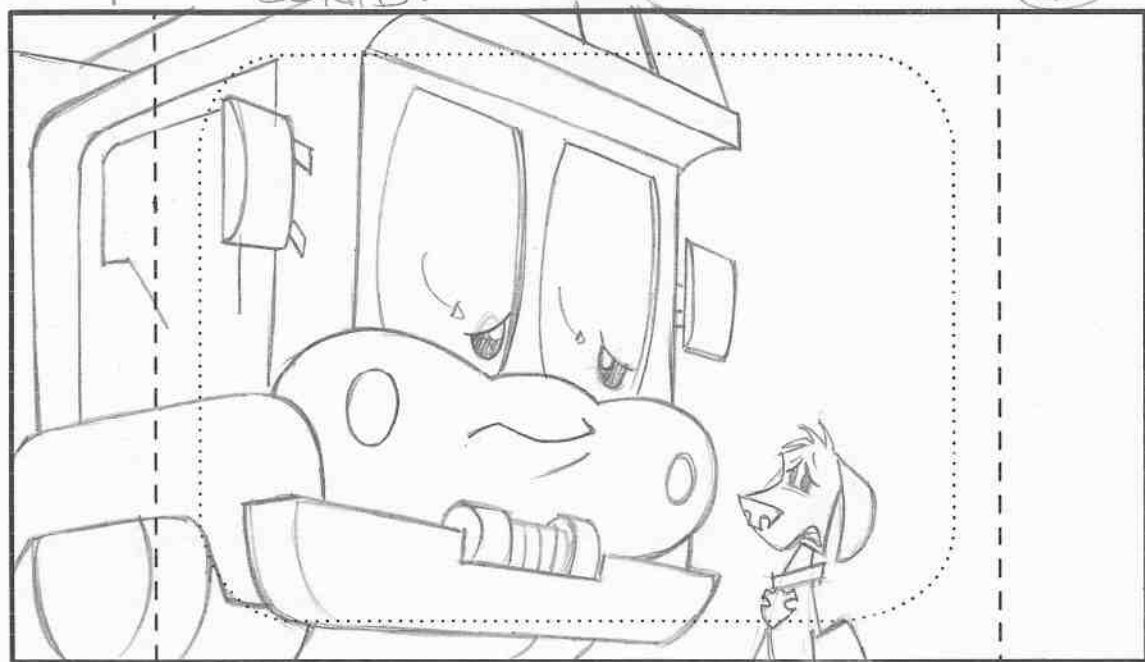


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Sc. 4 CONTD.

Panel B



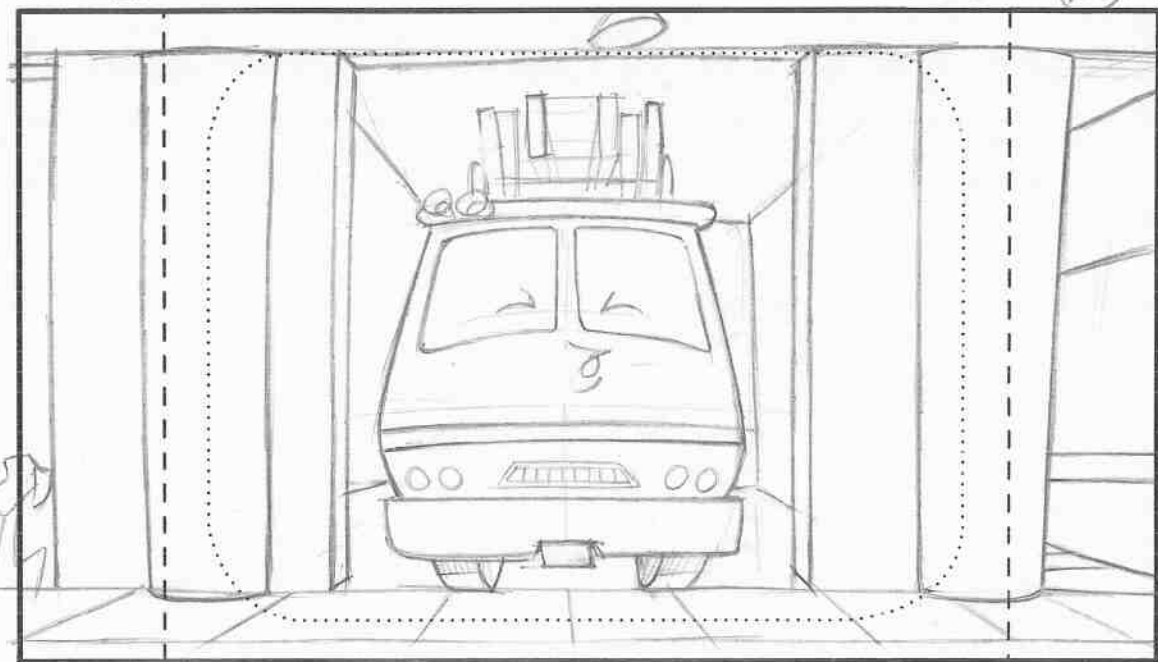
Action SQUIRT STARTS TO WHINE. RED LOOKS DOWN AT HIM.

Dialogue SQUIRT:
<WHINE, WHINE!>

CUT

Sc. 5

Panel A



Action CLOSE ON CRABBY, SNORING AWAY.

Dialogue CRABBY:
<SNORING!>

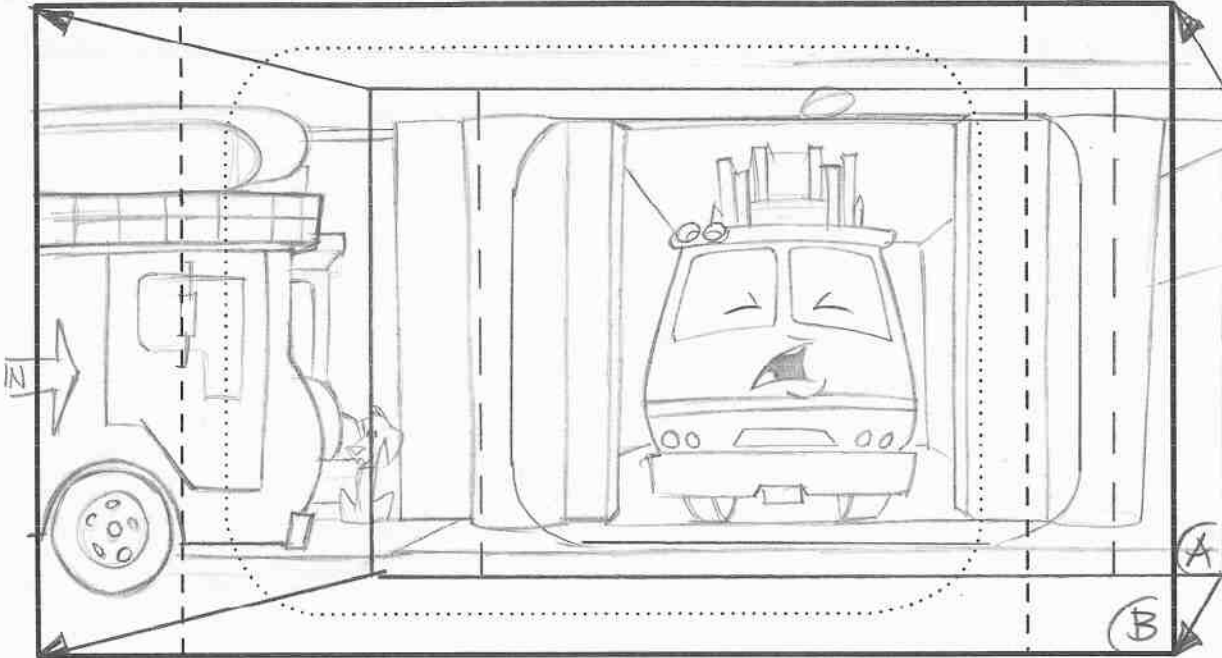


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Sc. 5 CONTD.

Panel (B)

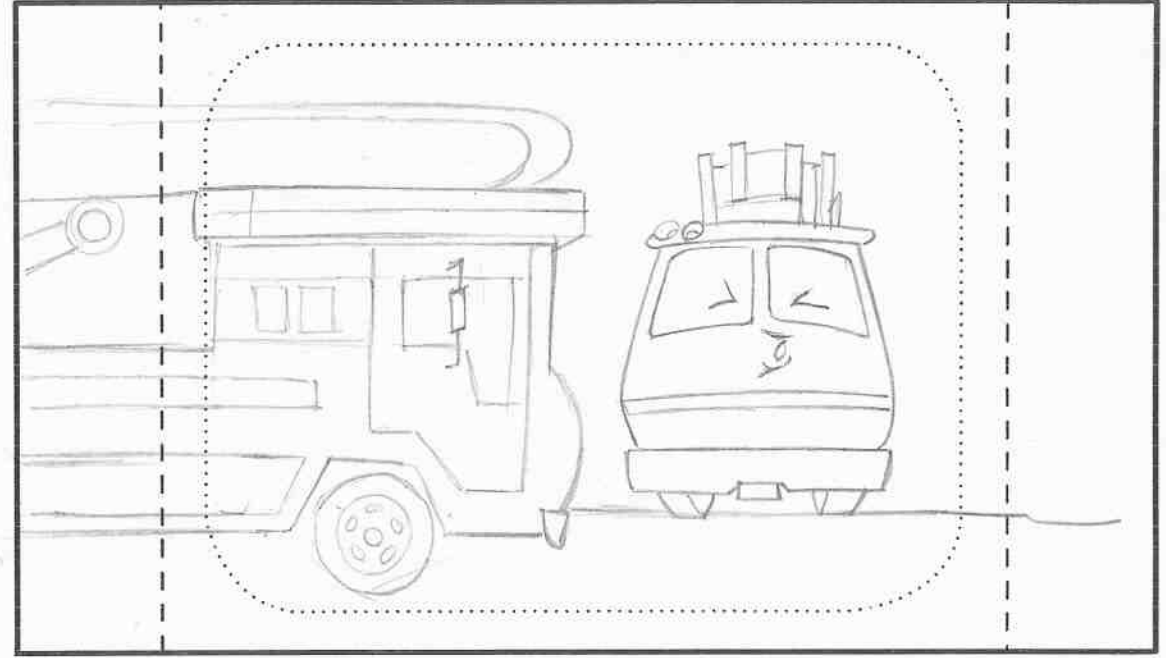


Dialogue Action TRUCK OUT (A) → (B) PETROL ROLLS IN.

Dialogue Action

Sc. CONTD.

Panel (C)



Dialogue Action (7) PETROL:
CRABBY?! CRABBY?!

Dialogue Action

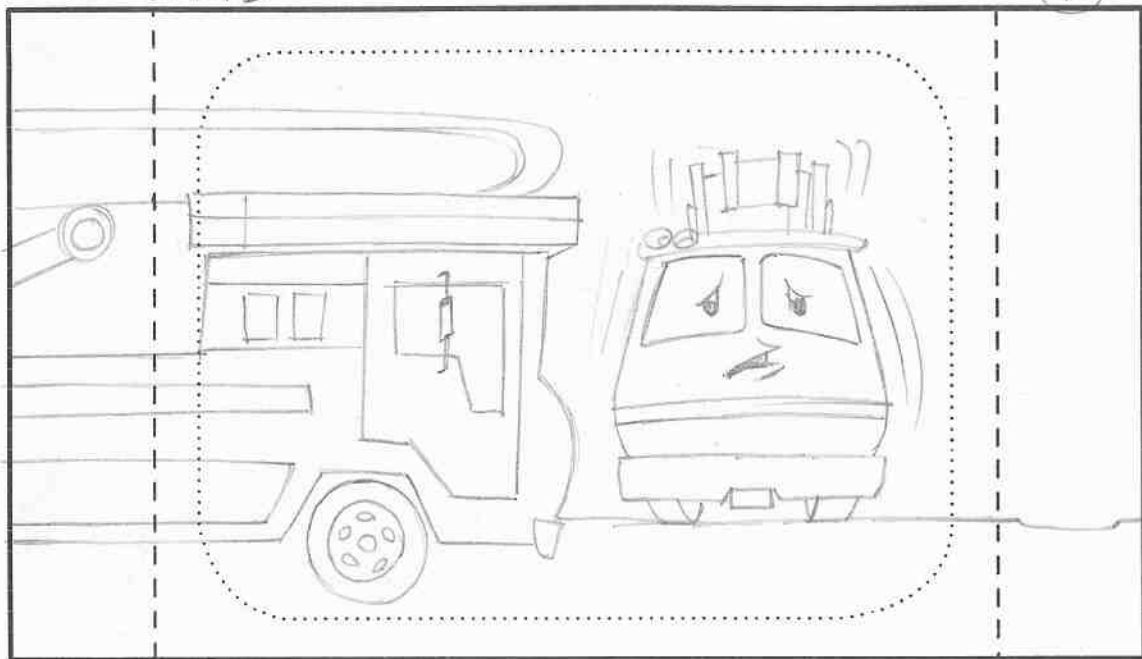


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Sc. 5 CONTD.

Panel (D)



CRABBY "SNORTS" AWAKE.

Dialogue Action

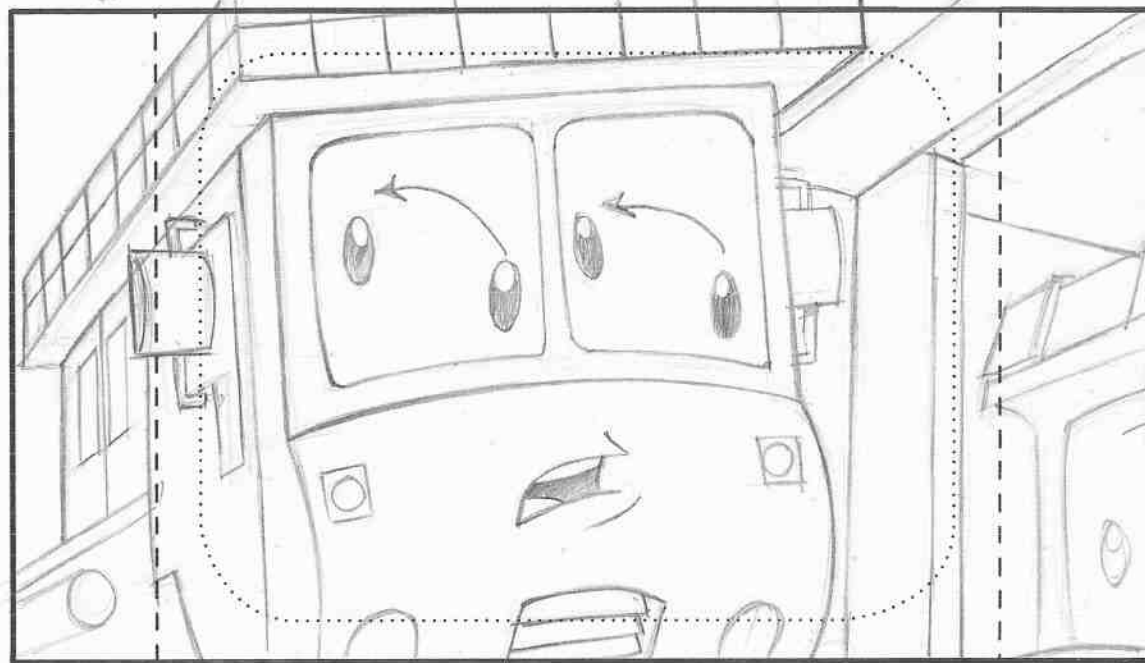
CUT

(8) CRABBY:

HUH? WHA'?

Sc. 6

Panel



CLOSE ON PETROL. HIS EYE'S SHIFT

Dialogue Action

CUT

(9) PETROL:

DO YOU HEAR THAT NOISE?

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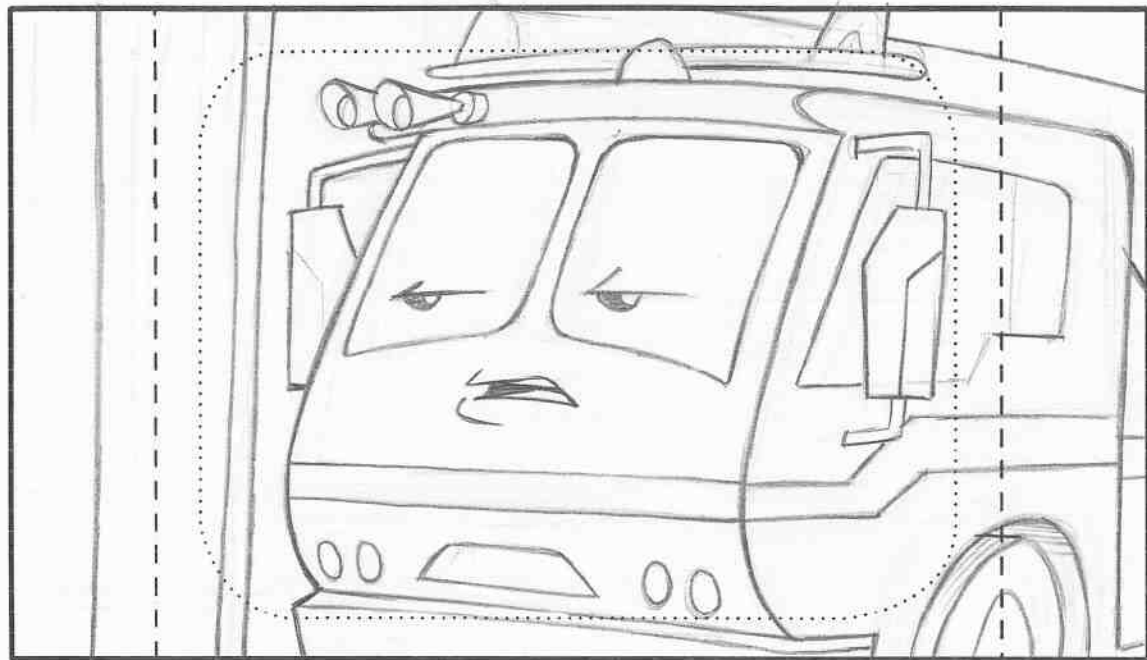


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Sc. 7

Panel



CUT

Dialogue Action

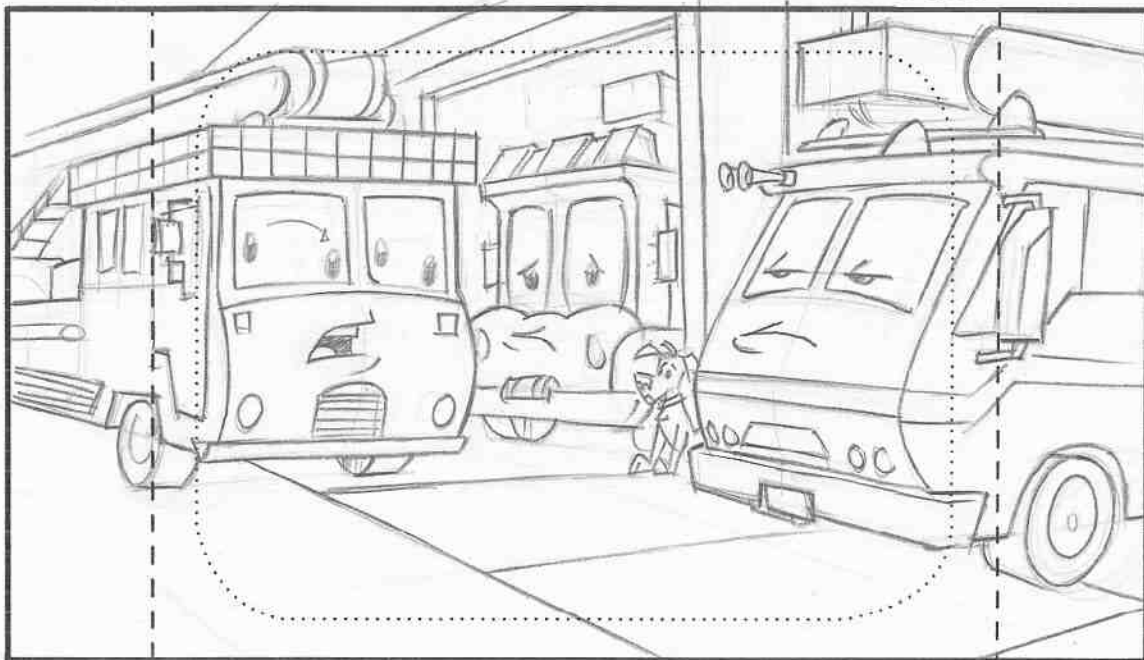
CLOSE ON CRABBY 'SHOOTING' PETROL A LOOK.

⑩ CRABBY:

I DO NOW!

Sc. 8

Panel



CUT

Dialogue Action

WIDE ON OUR TRIO. PETROL LOOKS OVER AT CRABBY.

⑪ PETROL:

EVERY NIGHT IT KEEPS ME AWAKE ..

CUT

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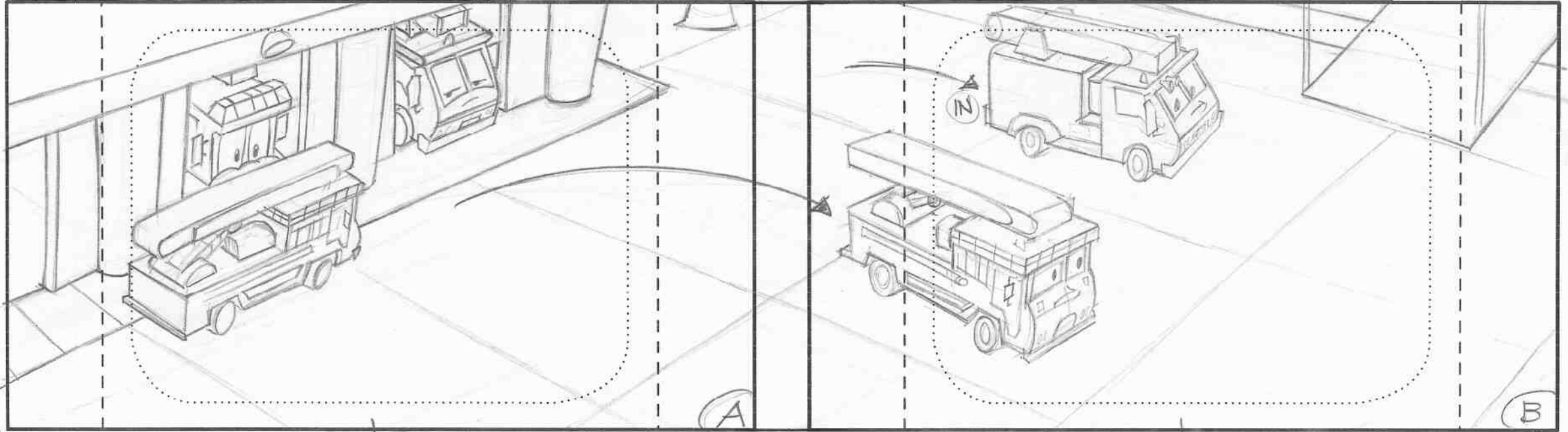


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Sc. 9

Panel



CUT

START

PAN

STOP

Dialogue Action WIDE ON COURTYARD (NIGHT) PETROL DRIVES FWD.

Dialogue Action PAN W/ANIM (A → B) AND STOPS. CRABBY FOLLOWS IN.

257-777

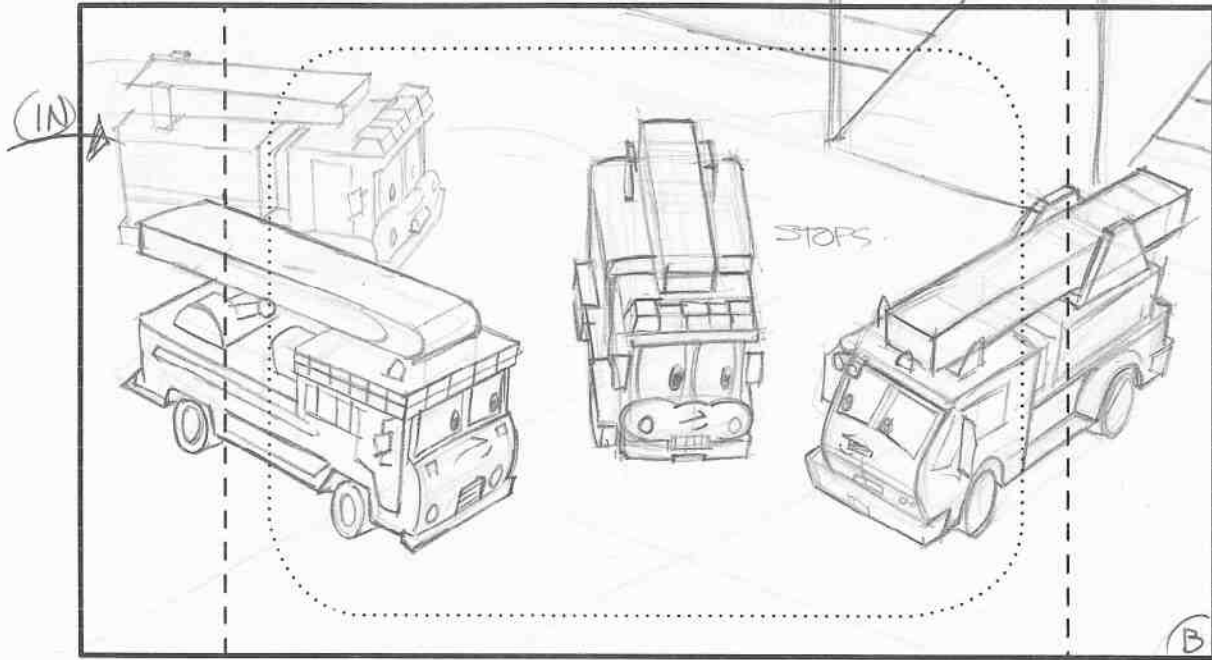


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Sc. 9 COND.

Panel (B)



Dialogue Action ...AND STOPS NEAR PETROL. RED DRIVES IN STOPPING BETWEEN THEM.

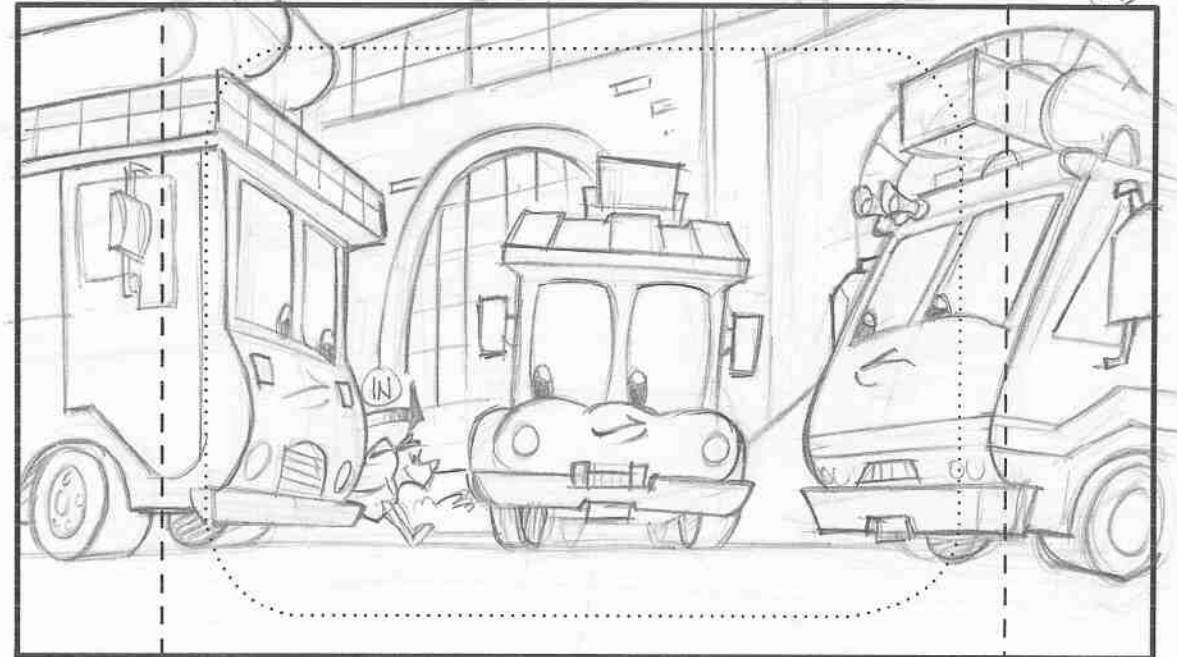
(12) CRABBY:

IT'S OUT HERE TOO!

CUT

Sc. 10

Panel (A)



Dialogue Action ANGLE ON TRIO - SQUIRT RUNS IN

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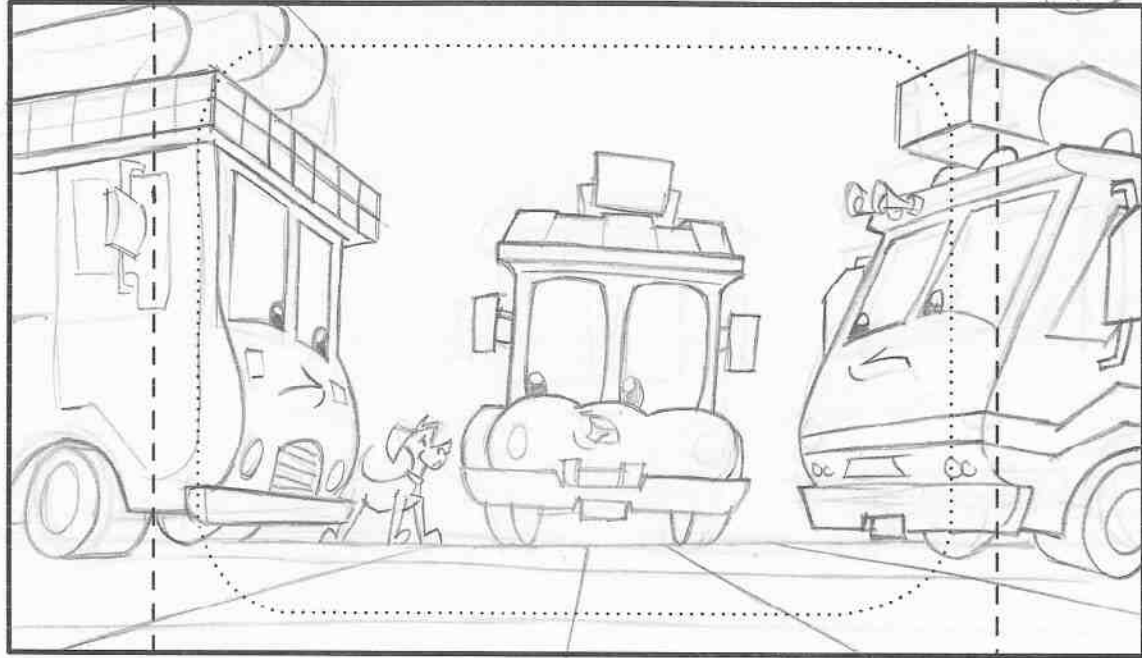


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Sc. 10 CONTD

Panel B



Dialogue Action

SQUIRT STOPS BESIDE RED.

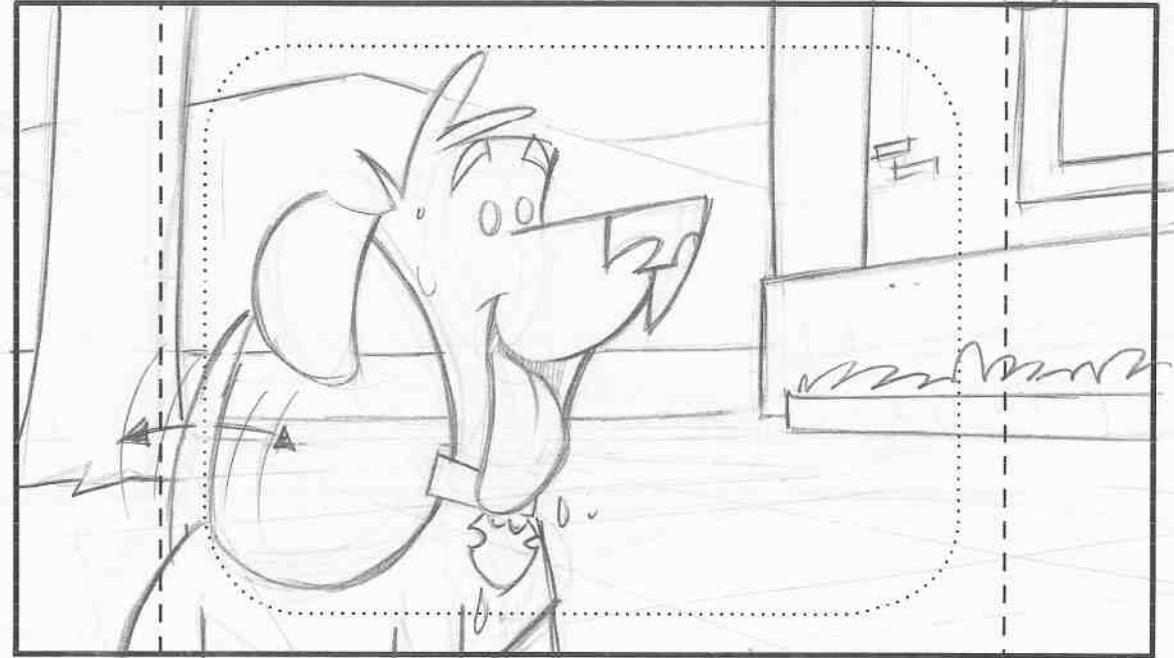
(13) RED:

SQUIRT, CAN YOU TELL WHERE IT'S COMING FROM?

CUT

Sc. 11

Panel A



Dialogue Action

ANGLE ON SQUIRT.

EFX: (S/T DRUOL)

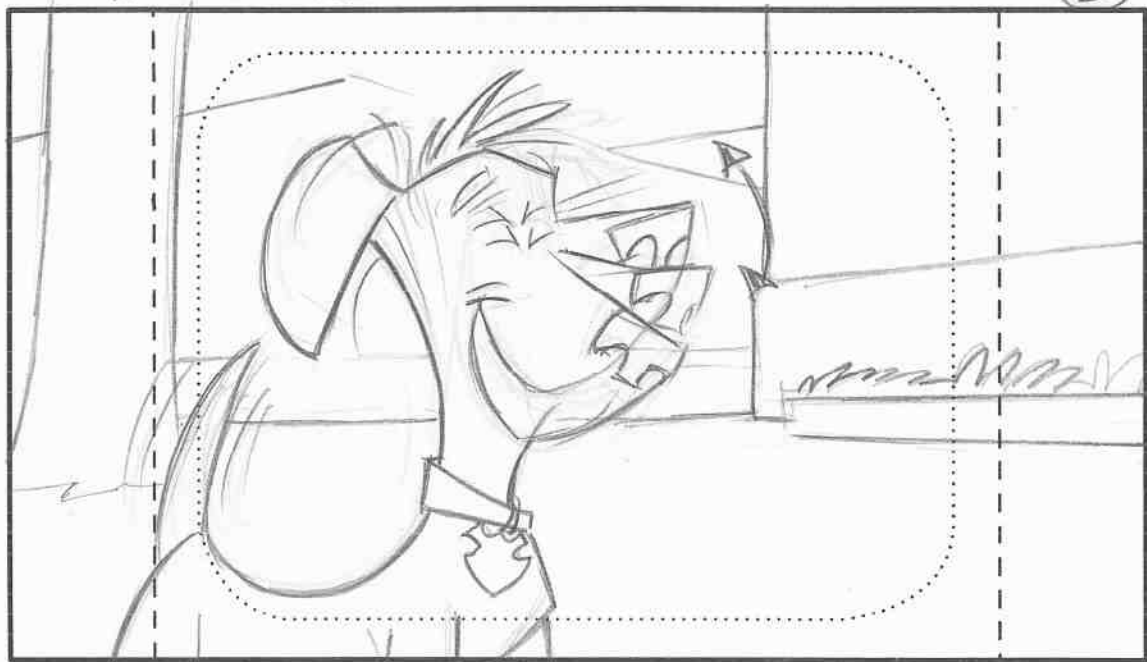


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Sc. 11 CONTD

Panel (B)



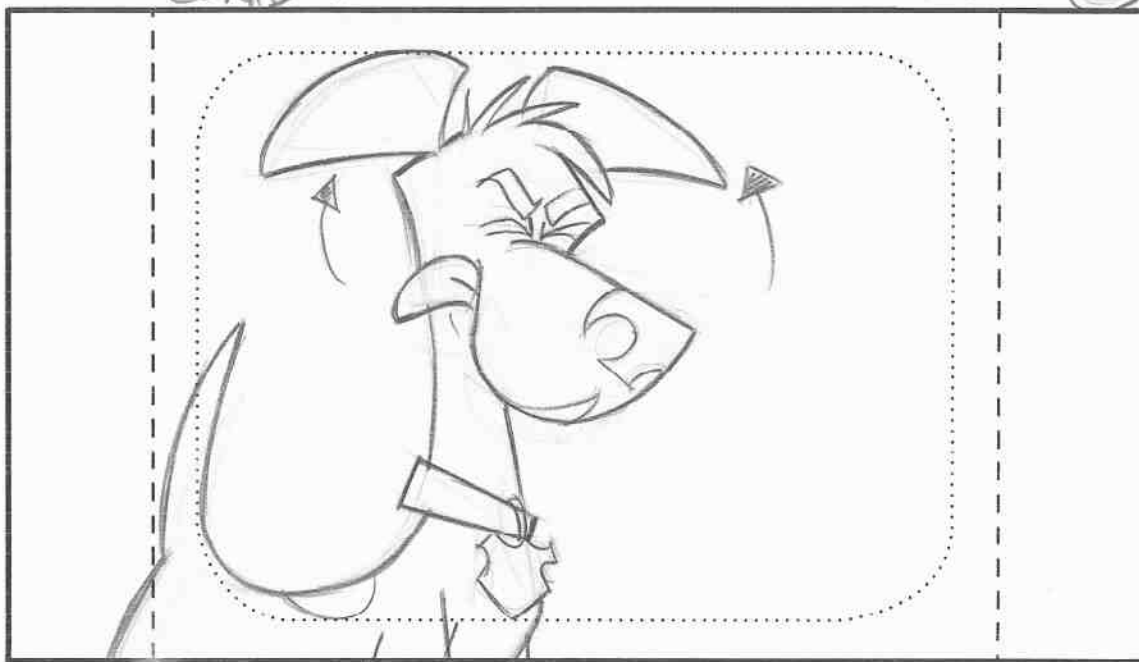
Dialogue Action

SQUIRT NODS HIS HEAD.

EFFX: (D/B BLUR)

Sc. CONTD

Panel (C)



Dialogue Action

SQUIRT FROWNS IN CONCENTRATION. HIS EARS PERK UP.

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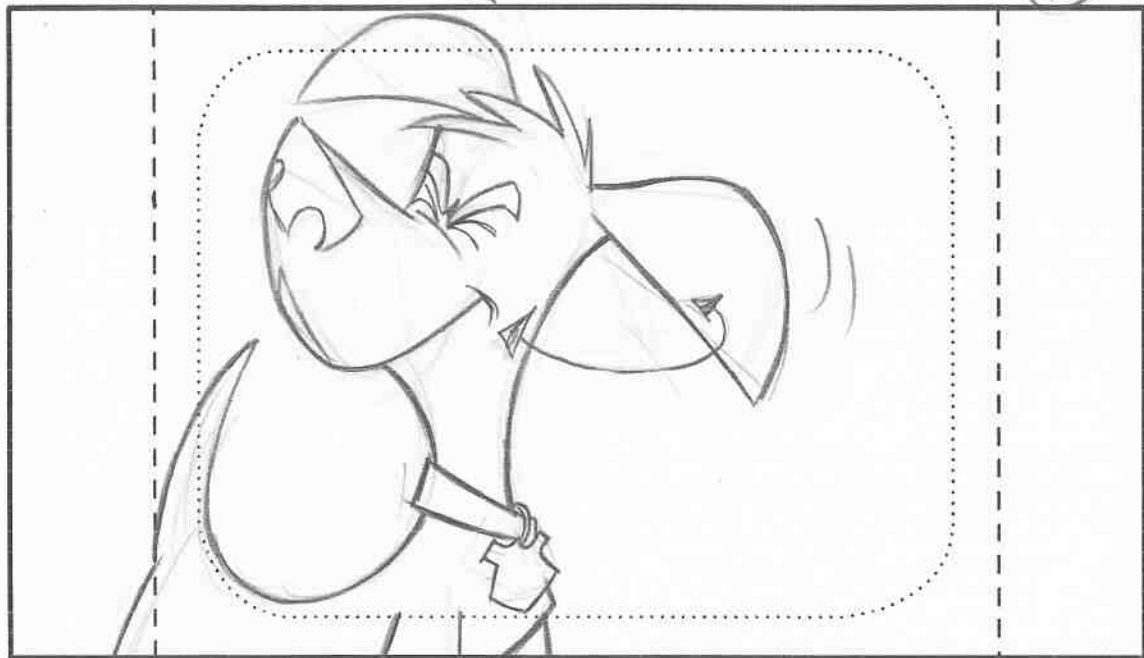


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Sc. 11 CONTD

Panel (D)



Dialogue Action

SQUIRT'S HEAD TURNS SLOWLY BACK AND FORTH.

Sc. CONTD

Panel (E)



Dialogue Action

SUDDENLY HE STIFFENS.

CUT

257-777

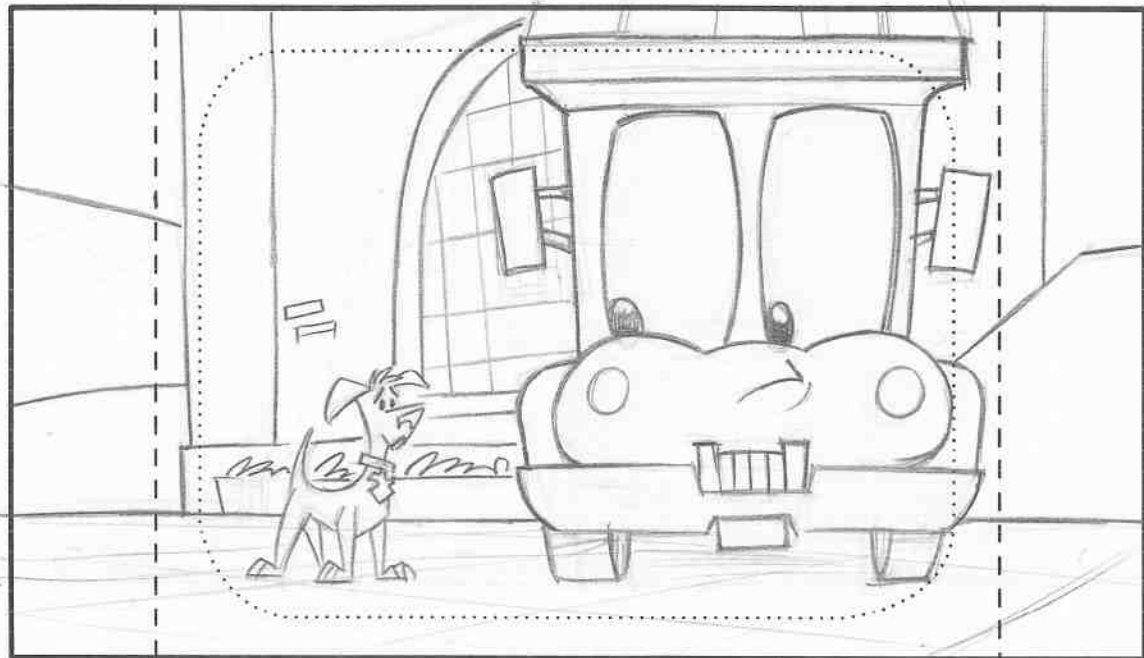


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Sc. 12

Panel



HU

CUT

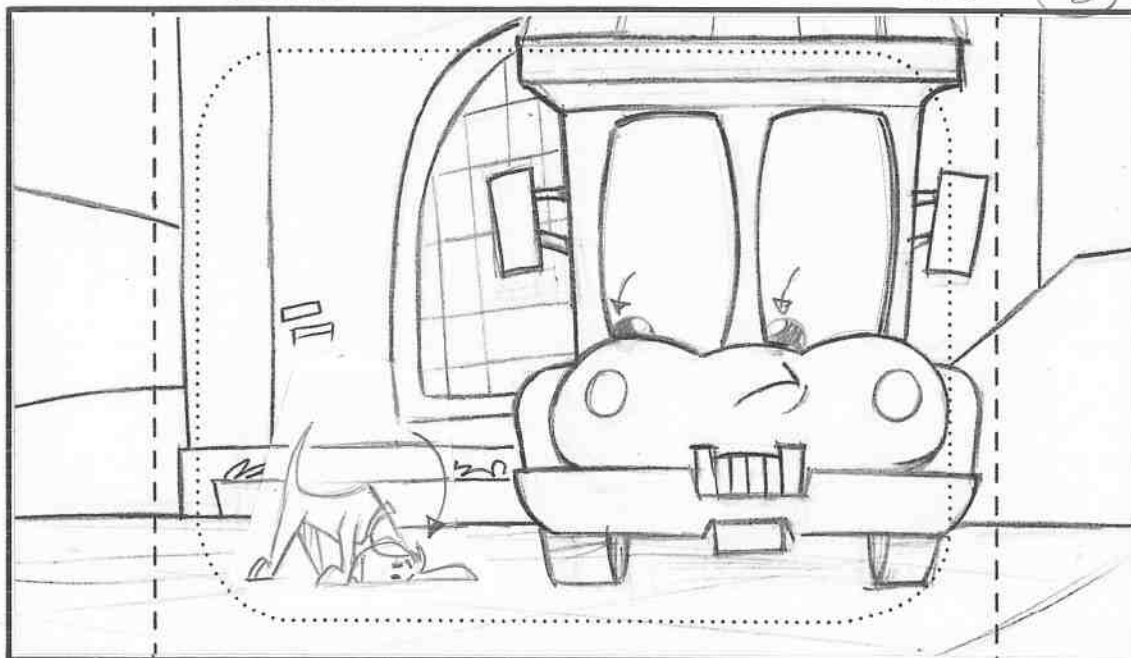
Dialogue Action

WIDER ON SQUIRT AND RED.

Sc.

CONT'D

Panel B



Dialogue Action

SQUIRT PUTS HIS HEAD TO THE GROUND. RED WATCHES HIM.

CUT

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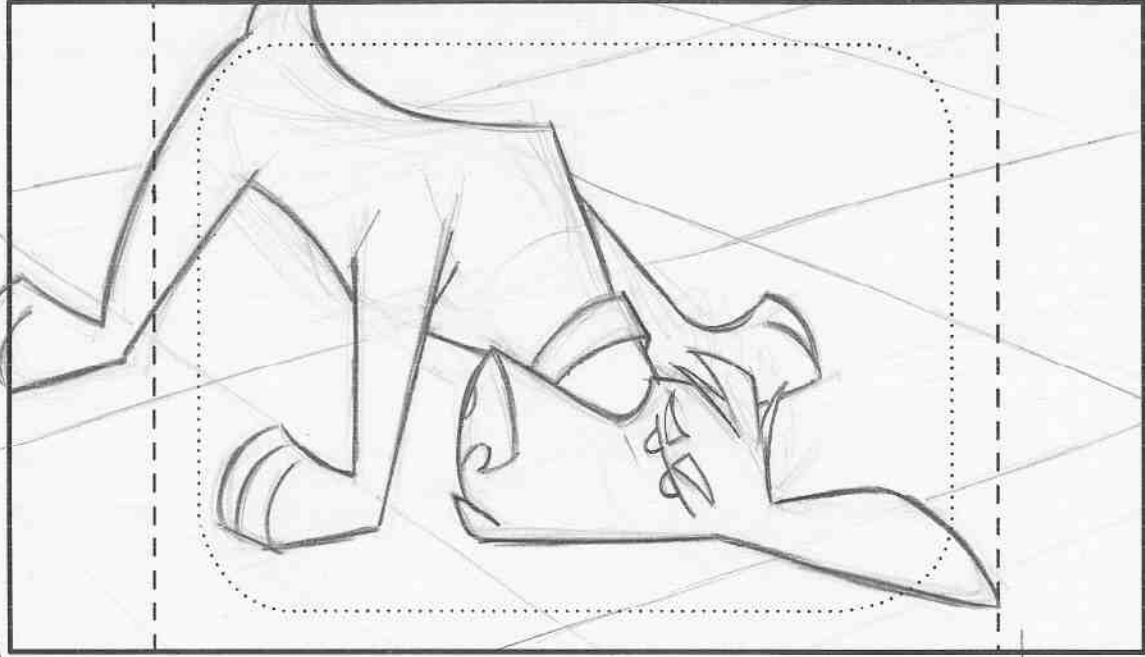


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Sc. 13

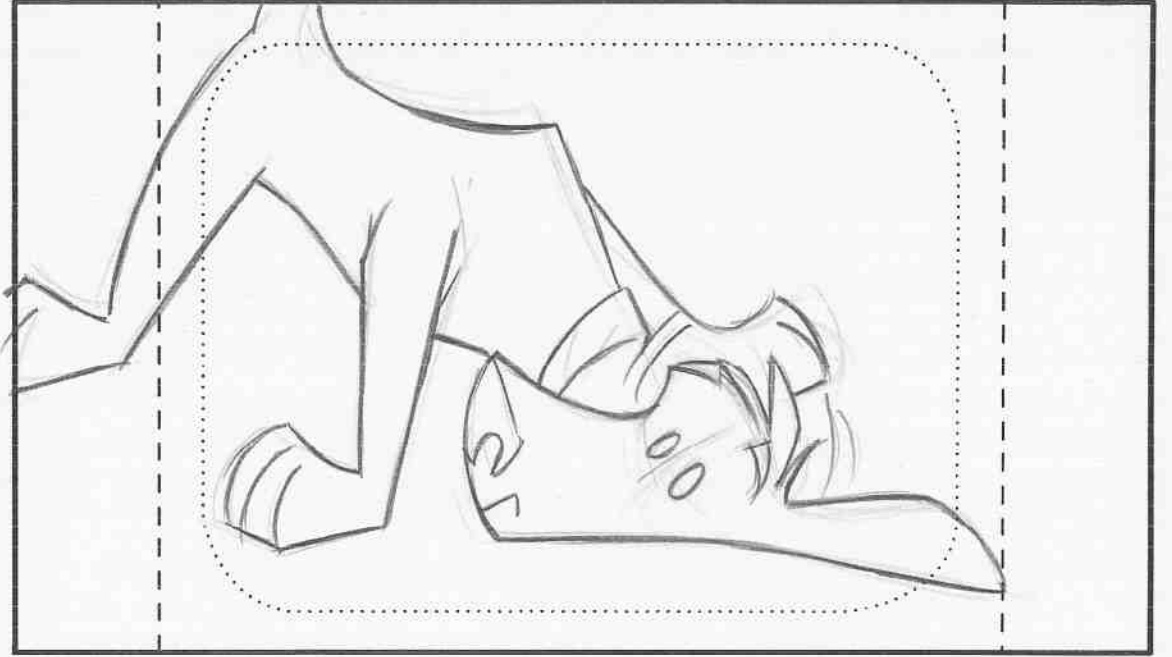
Panel (A)



Sc.

CONTD

Panel (B)



HA

CUT

Dialogue Action

CLOSE ON SQUIRT WITH HIS EAR TO THE GROUND LISTENING INTENTLY.

*GRID FOR REF. ONLY

Dialogue Action

SUDDENLY SQUIRTS EYES WIDEN.

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Sc. 13 CONTD

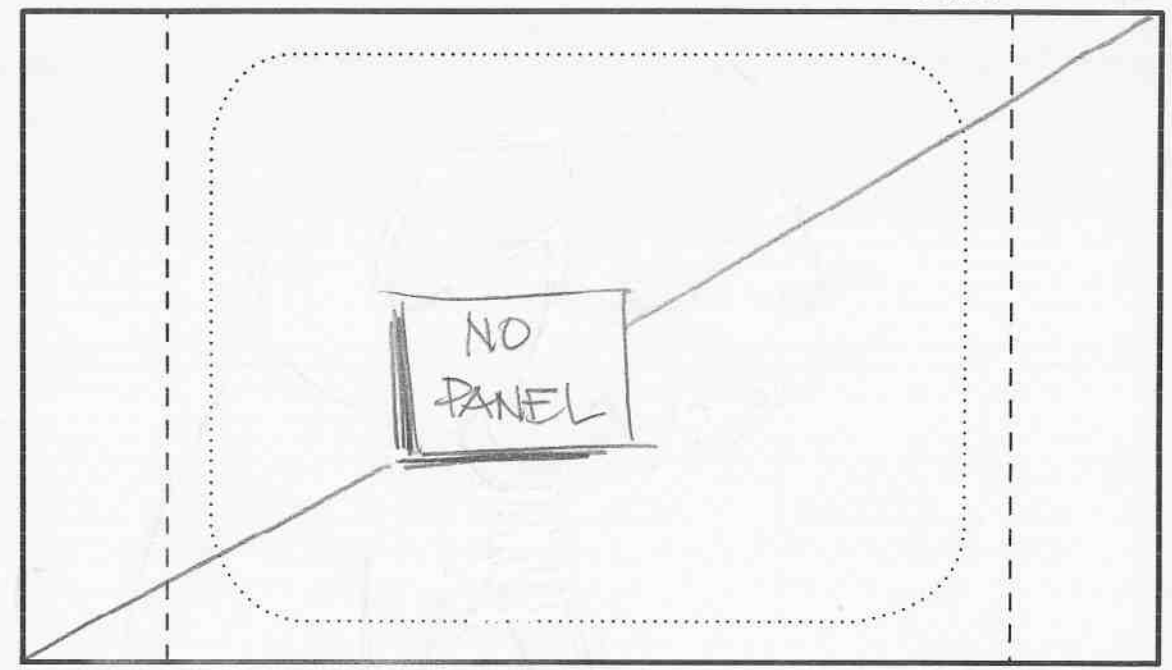
Panel C



SHIFT W/ANIM (A) -> (B) SQUIRT RAISES HIS HEAD

Sc.

Panel B



Dialogue Action

⚠ SQUIRT:
<ARF! ARF!>

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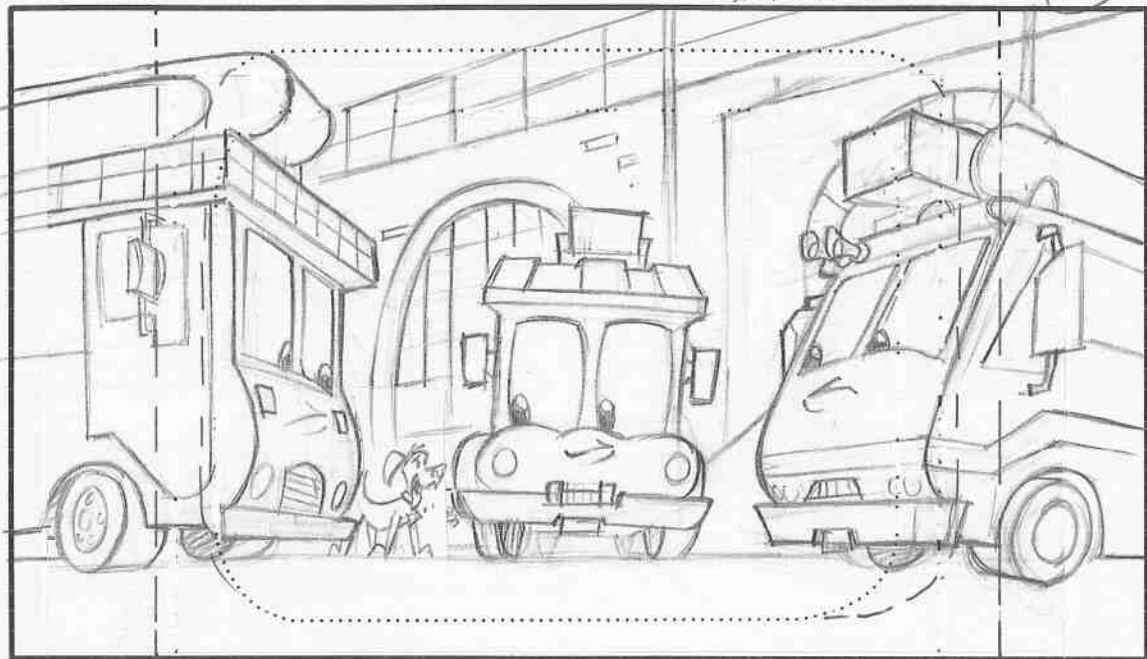


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Sc. 14

S/A B&10 Panel (A)



HU

CUT

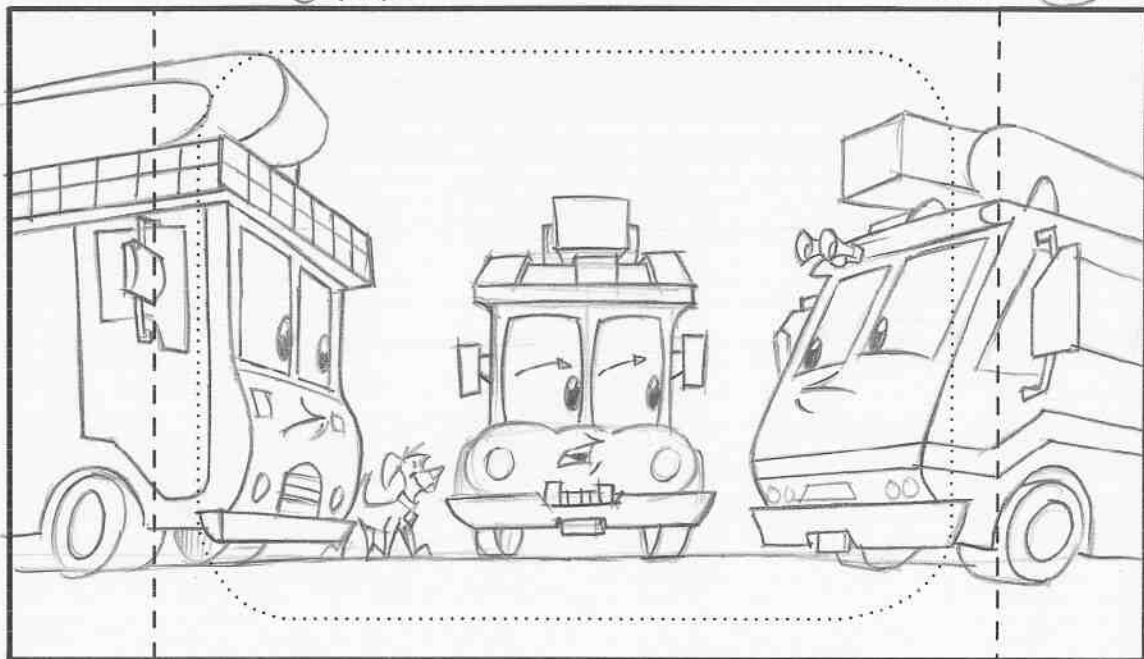
Dialogue Action

EXT. FIREHOUSE (COURTYARD) (NIGHT)
WIDE ON GROUP.

Sc.

CONTD.

Panel (B)



Dialogue Action

RED LOOKS UP OVER AT CRABBY.

(A) RED:

HE SAYS THE NOISE IS COMING FROM UNDERGROUND.

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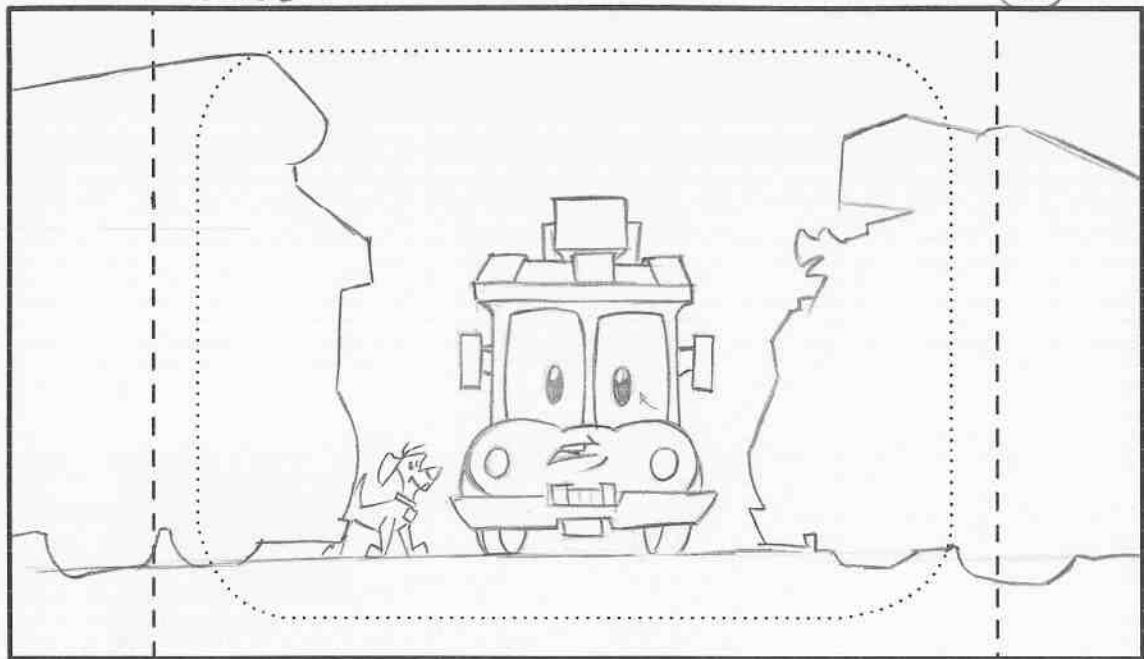


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Sc. 14 CONTD.

Panel (C)



RED LOOKS TO CAMERA

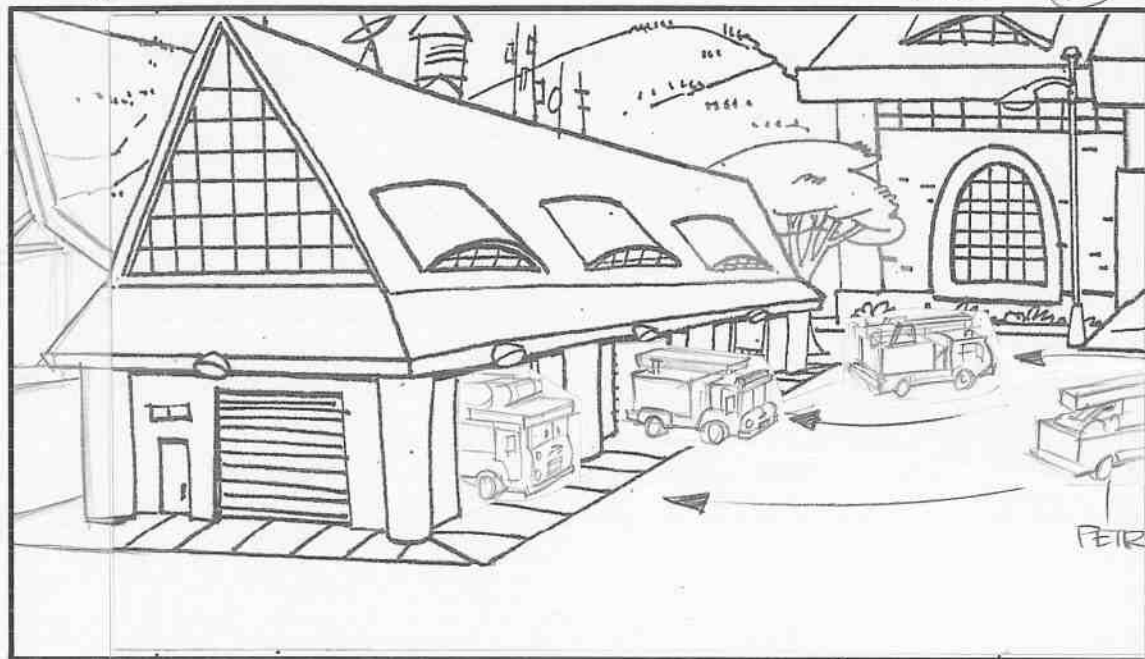
Dialogue Action

(14) RED: (CONTD)

WHAT COULD IT BE?

Sc. 15

Panel (A)



EXT. FIREHOUSE COURTYARD - (NIGHT)
THE TRUCKS BACK INTO THEIR "ROOMS"

SFX: < RUMBLING >

CUT

Dialogue Action

(15) WISER: (VO)

RED HAD ALL NIGHT TO WONDER,
FOR THE MYSTERIOUS NOISE ...

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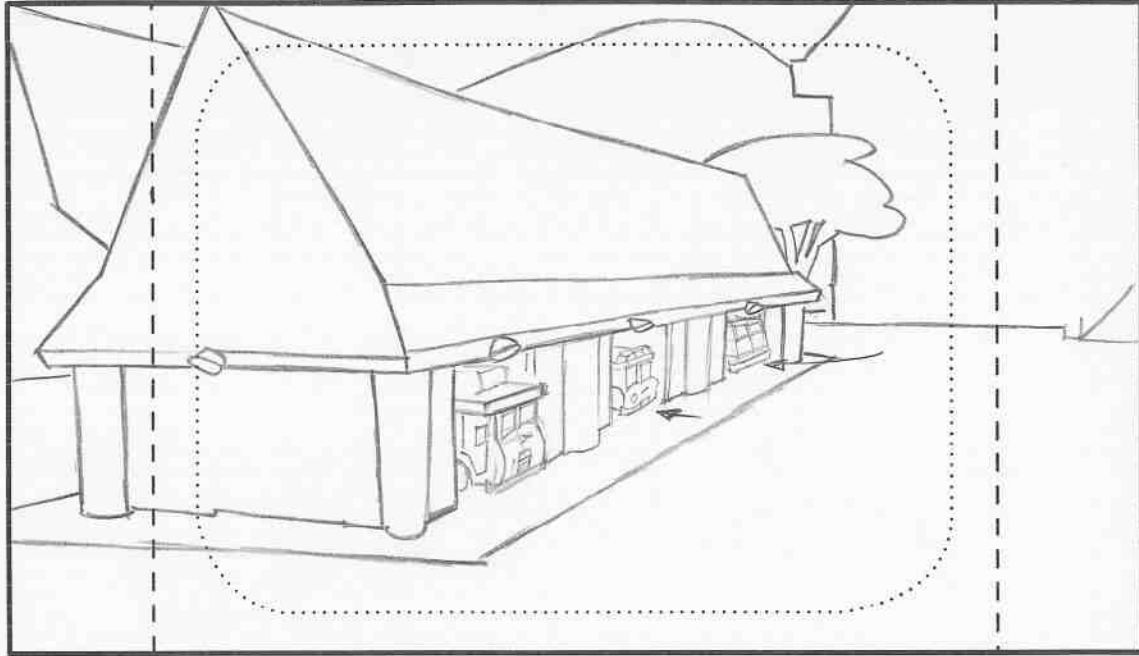


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Sc. 15 CONTD.

Panel (B)



Dialogue Action

THE TRUCKS SETTLE DOWN FOR THE NIGHT, BUT THE RUMBLING CONTINUES.

SFX: <RUMBLING> (CONTD)

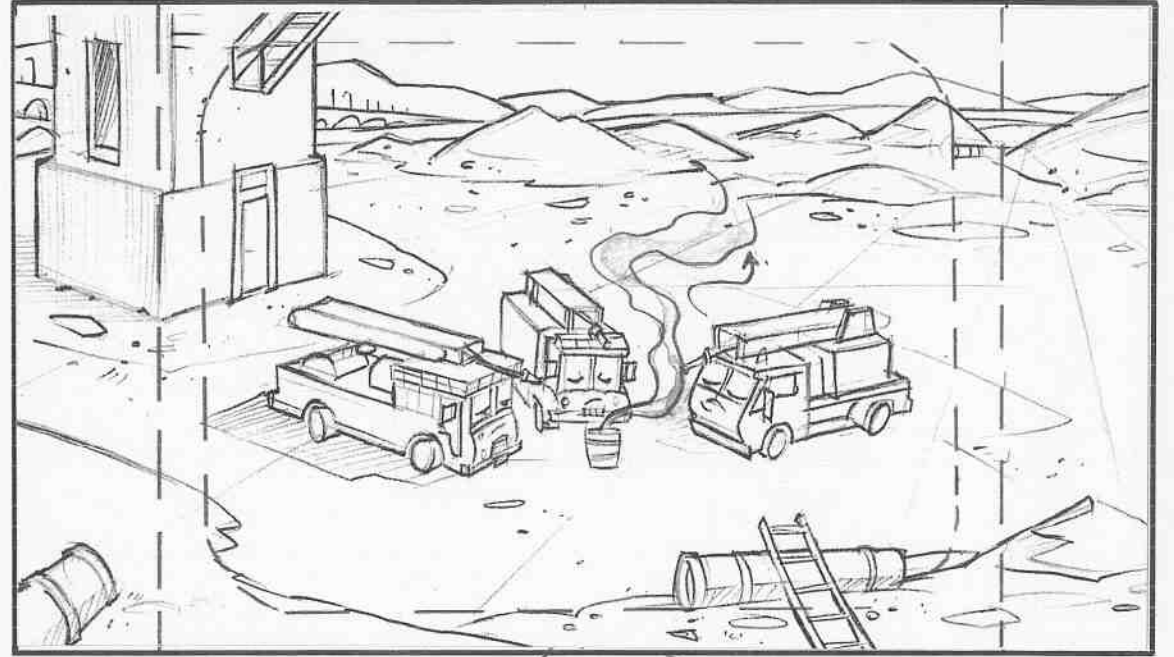
(15) WISER: (VO) (CONTD)

... DIDN'T STEP UNTIL ...



Sc. 16

Panel



Dialogue Action

EXT. PRACTISE YARD (DAY)

THE SLEEPY TRUCKS STAND AROUND A SMOKING BARREL.

SFX: (DX SMOKE)

CUT

(15) WISER: (VO) CONTD

... THE NEXT MORNING



FIREHOUSE TALES

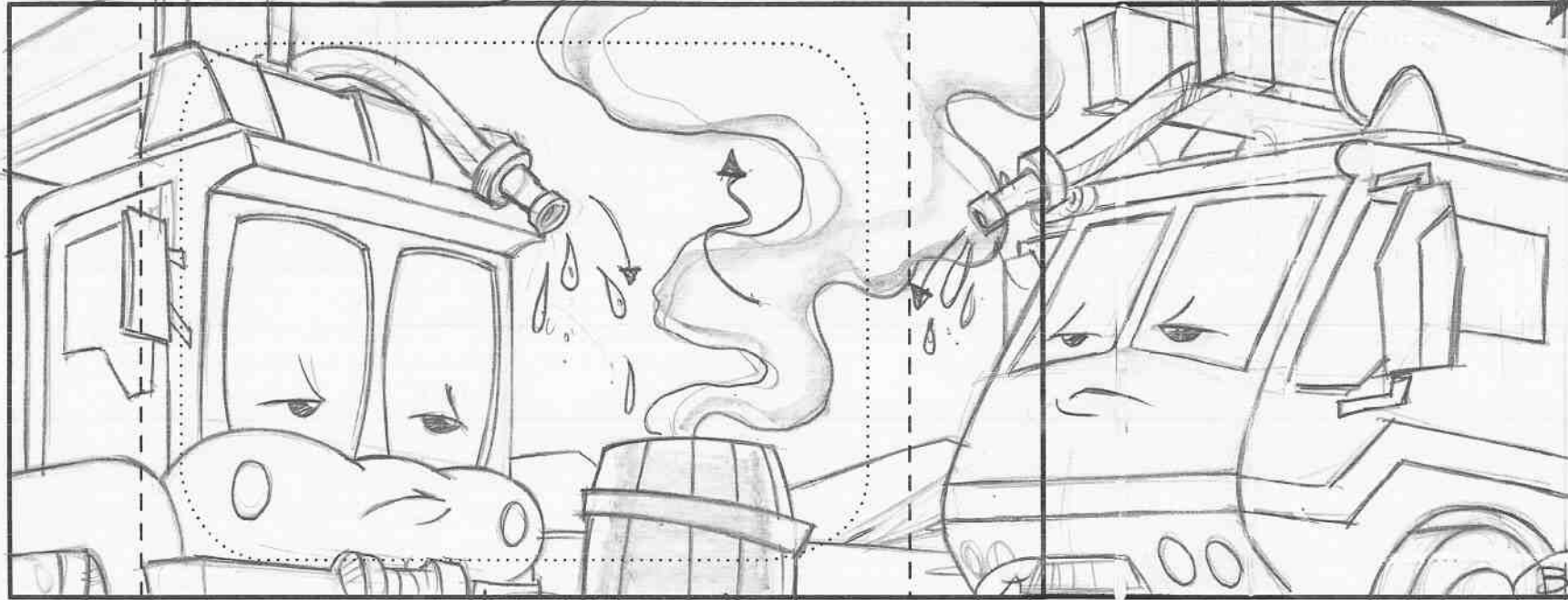
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Sc. 17

Panel

Sc.

Panel



THU

CUT

Dialogue Action

CLOSE ON A VERY SLEEPY RED, HE CAN ONLY MANAGE A COUPLE OF SQUIRT (START) PAN OVER TO CRABBY (STOP)

SFX: (DX SMOKE / ST. DRIPS)

16 WISER: (VO) (CONTD)

..THE TIRED TRUCKS WERE TO POOPED TO PRACTICE.

Dialogue Action

(PAN (A) (B)) HE LOOKS PRETTY TIRED TOO!

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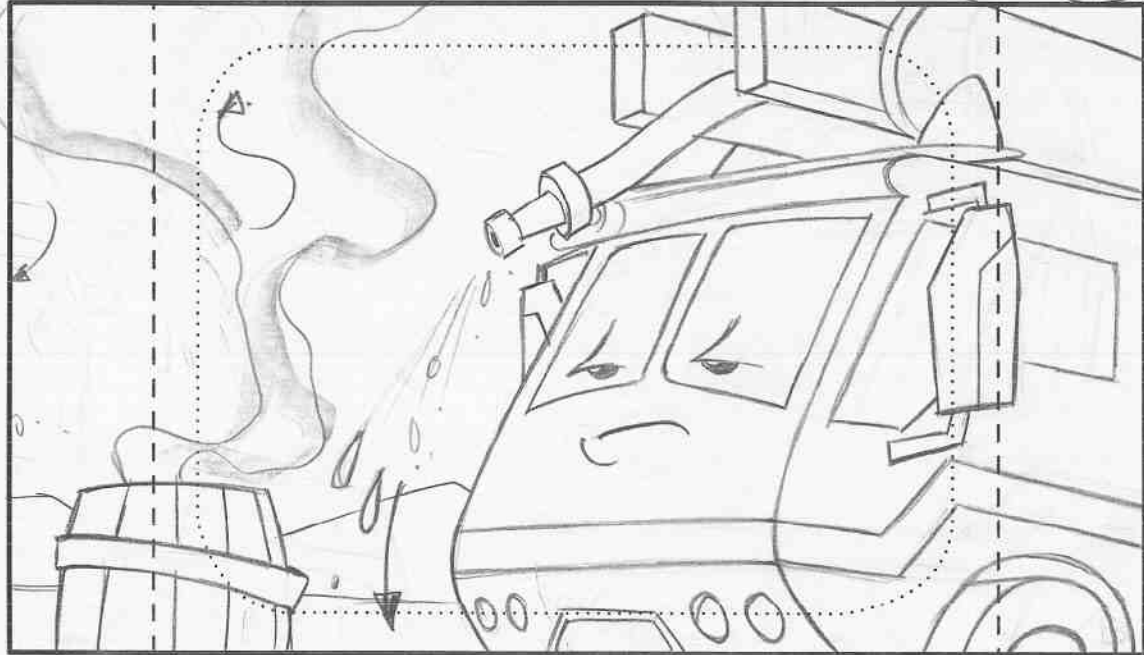


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Sc. 17 CONTD.

Panel (B)

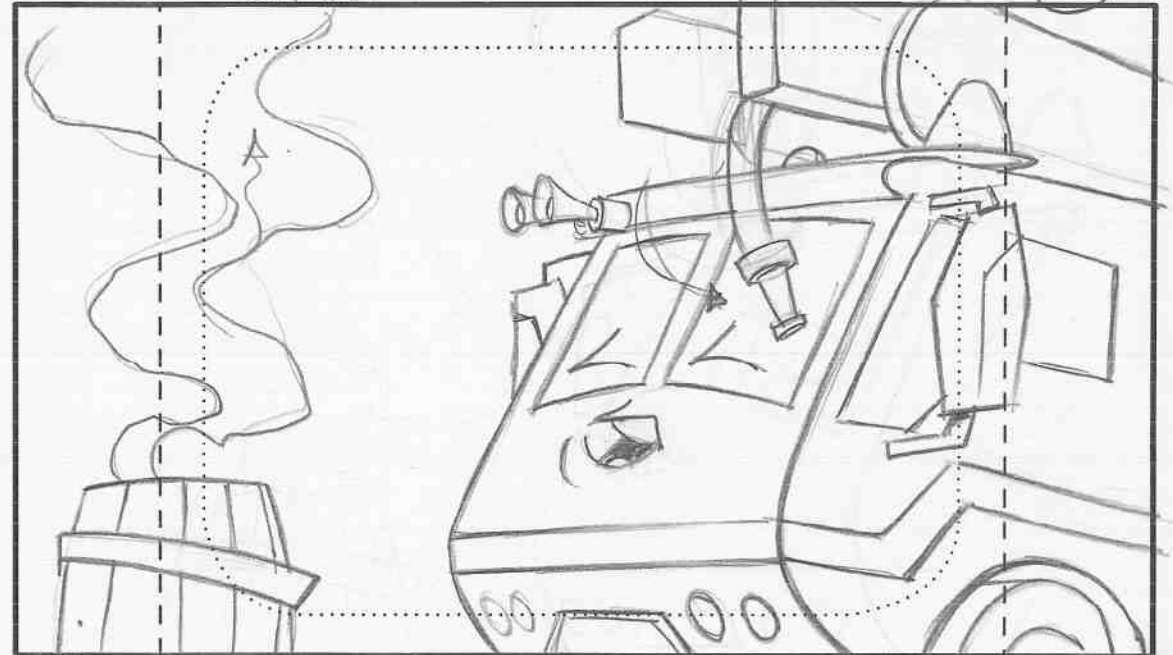


Action RED'S HOSE DROPS OUT OF SCENE. CRABBY SQUIRTS A COUPLE MORE DROPS...

Dialogue

Sc. CONTD.

Panel (C)



.. THEN FALLS ASLEEP, HE HOSE DROOPS.

(CUT)

Action CRABBY:
<SOFT SNORING.>

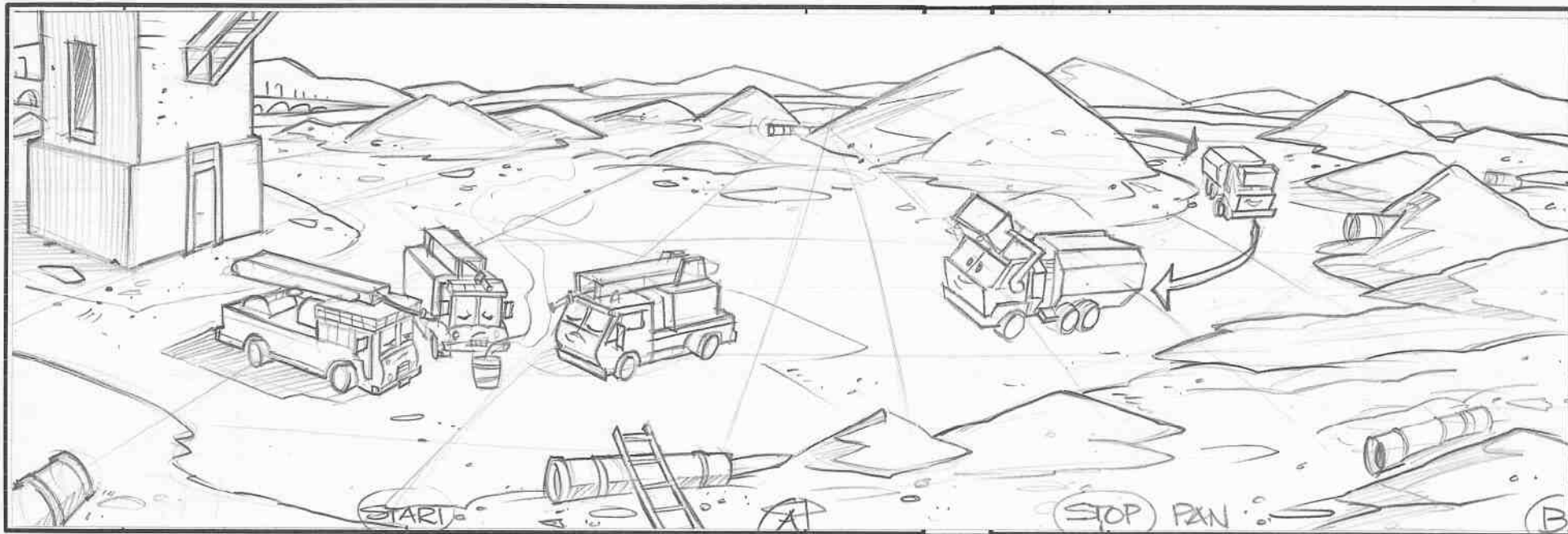


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Sc. 18

Panel



CUT

Dialogue Action

EXT. PRACTISE YARD - DAY

WIDE ON OUR GANG - ALL ASLEEP.
(SMOKE FADES OFF)

PAN (A) → (B)

EFF (BY SMOKE)

Dialogue Action

STINKY ENTERS CARRYING A DUMPSTER.
HE ROLLS TOWARDS THE SLEEPING TRUCKS.

CUT

(17) STINKY:

DUM DE DUM ~~~~~>

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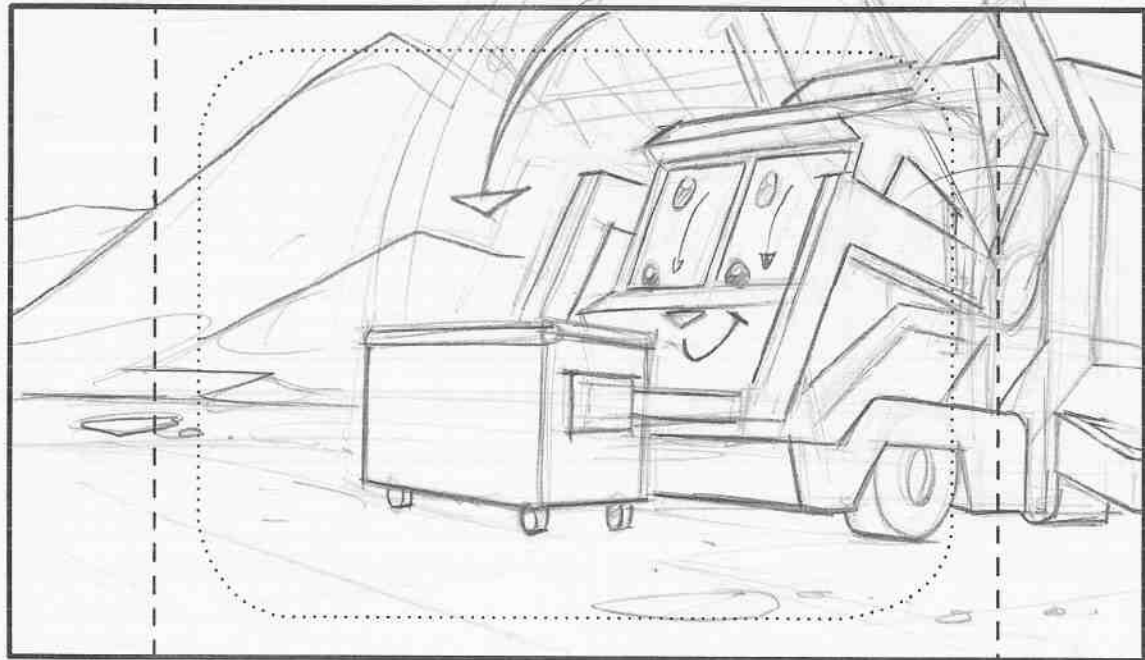


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Sc. 19

Panel



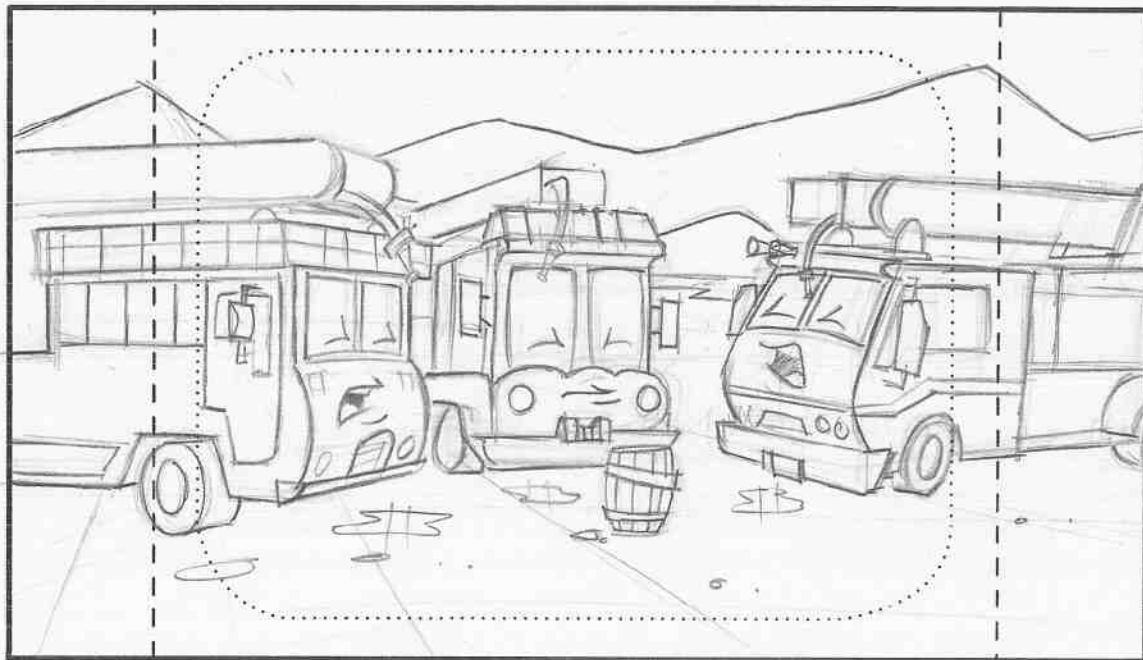
CUT

Dialogue Action ANGLE ON STINKY HE STARTS TO PUT THE DUMPSTER DOWN.

CUT

Sc. 20

Panel



Dialogue Action ANGLE ON SLEEPING FIRETRUCKS

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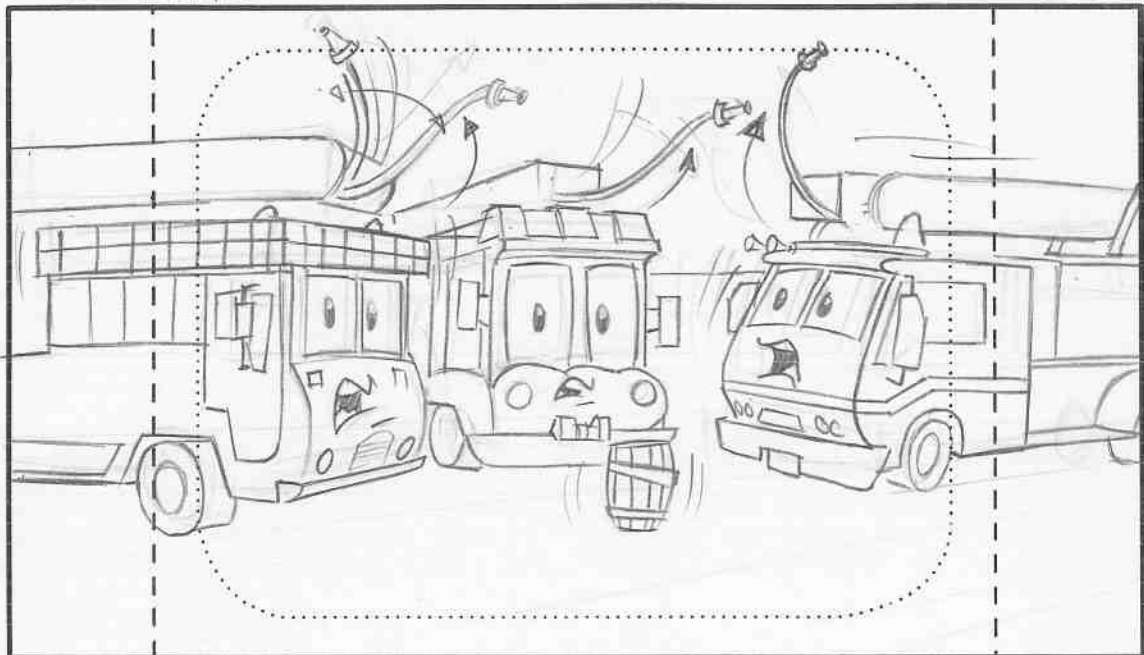


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Sc. 20 CONTD.

Panel B.



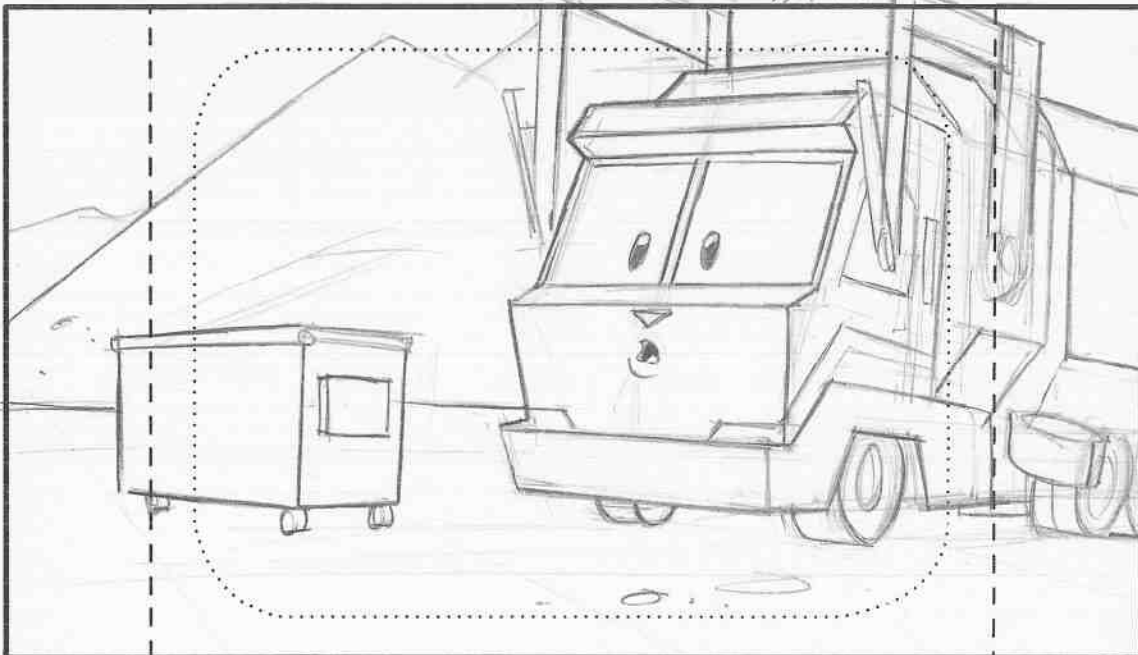
Action THE BANGING OF THE O.S DUMPSTER STARTLES OUR GANG AWAKE

CUT

Dialogue SFX: <BANG> (CS)
⑱ RED/PETROL/CRABBY:
(CRIES OF SURPRISE !)

Sc. 21

SA 19 Panel



Action ANGLE ON STINKY, LOOKING SURPRISED

CUT

Dialogue ⑲ STINKY:
HEY WHAT'S THE MATTER?

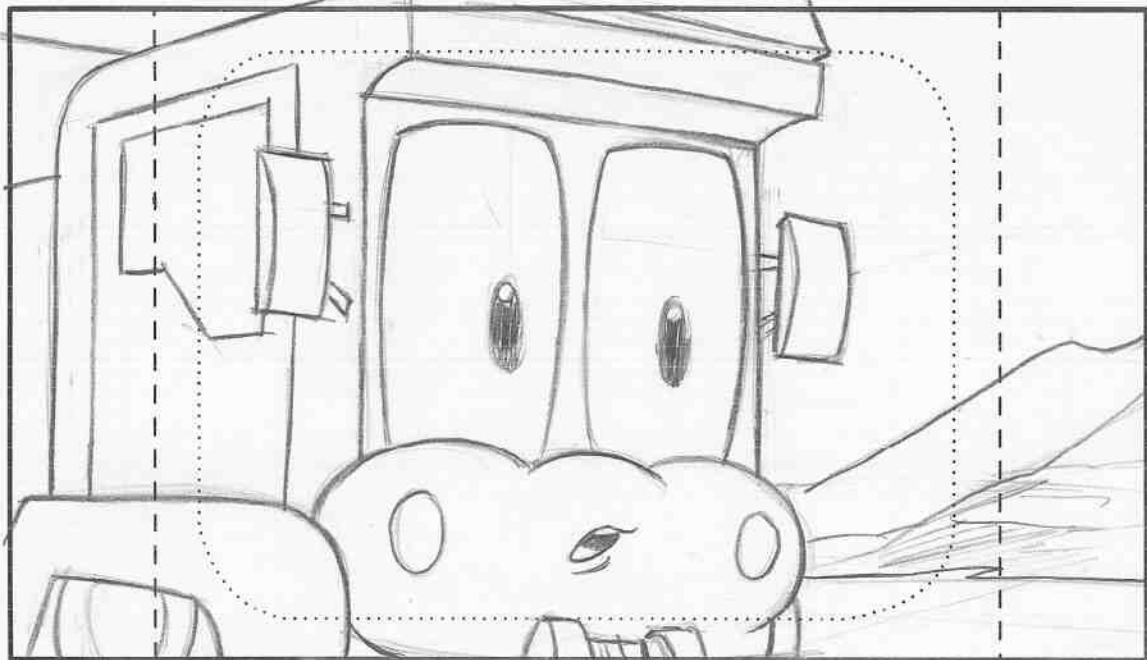


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Sc. 22

Panel



CUT

CLOSE ON RED.

Dialogue Action

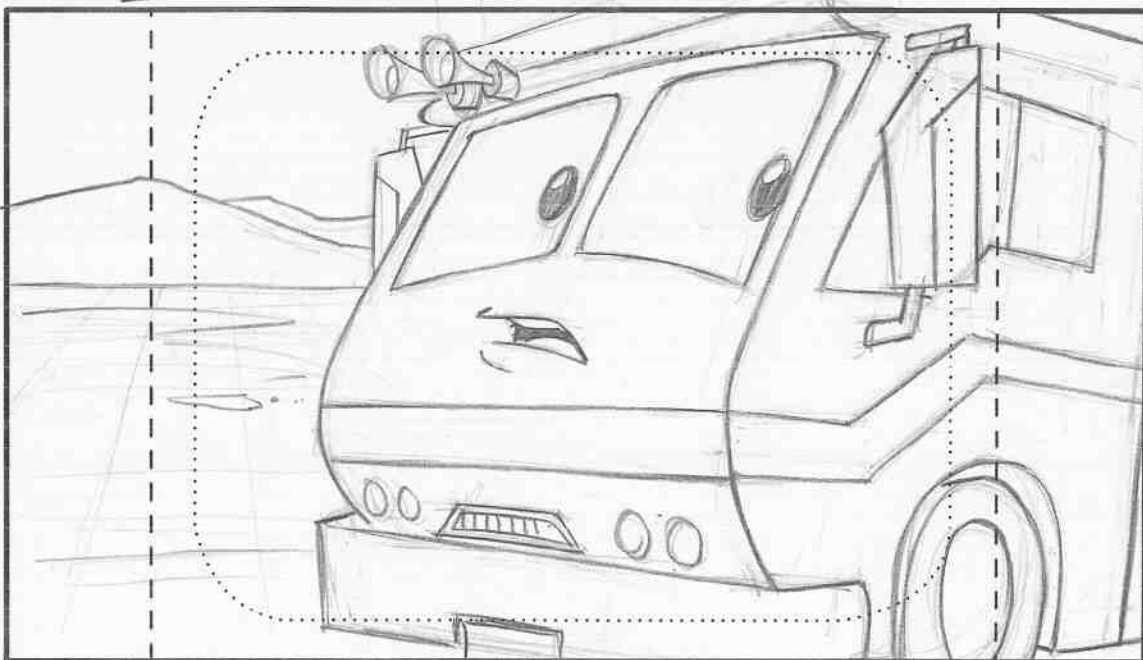
(20) RED:

SORRY STINKY WE DIDNT GET ANY SLEEP LAST NIGHT BECAUSE OF A LOUD NOISE.

CUT

Sc. 23

Panel



CLOSE ON CRABBY.

Dialogue Action

(21) CRABBY:

YEAH IT CAME FROM UNDERGROUND. WHAT A RACKET!

CUT

257-777

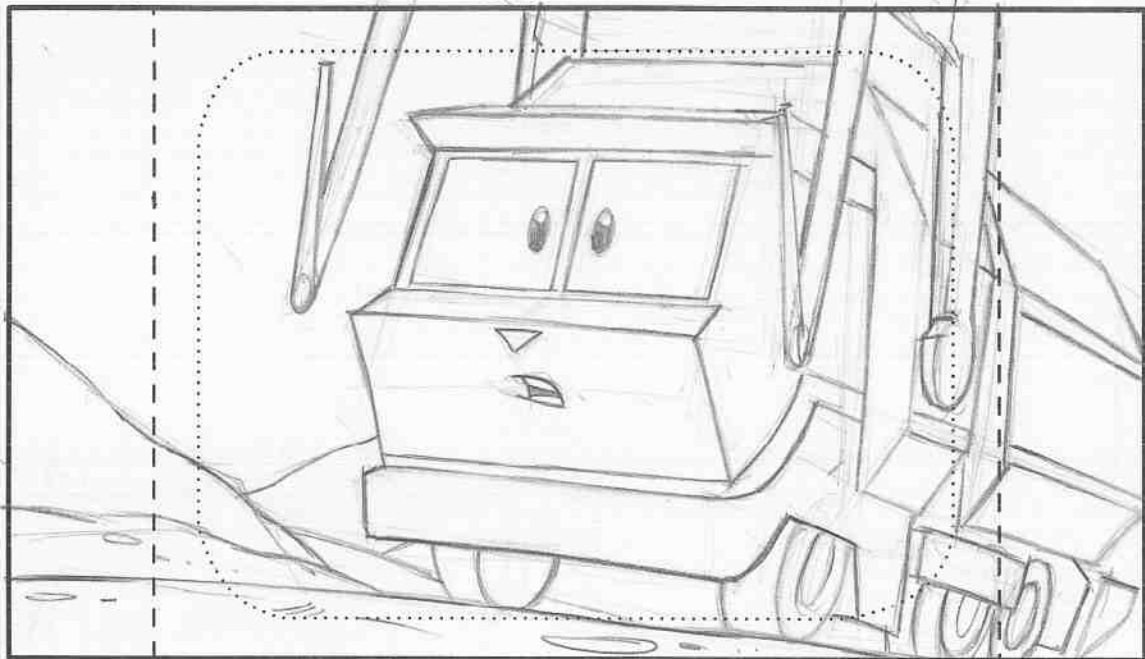


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Sc. 24

Panel



cut

Dialogue Action

ANGLE ON STINKY.

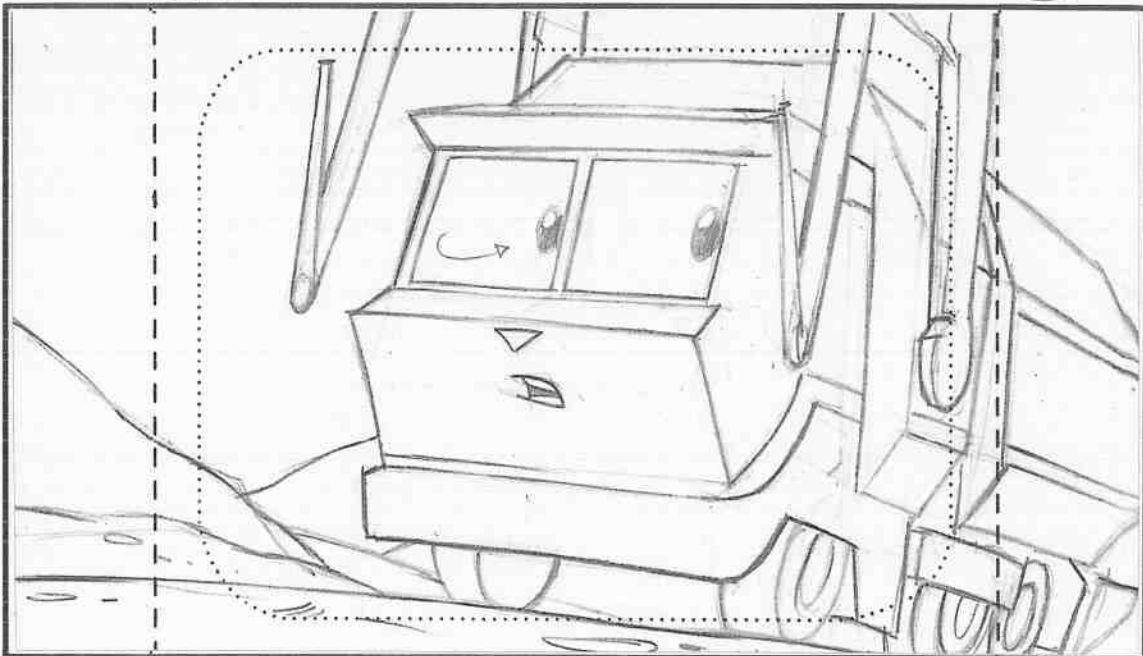
(22) STINKY:

HMM.. I HEAR THEY'RE DIGGING TUNNELS

AT..

Sc. CONTD.

Panel (B)



Dialogue Action

STINKY'S EYES SHIFT.

(22) STINKY: (CONTD)

.. THE NORTH END OF TOWN.

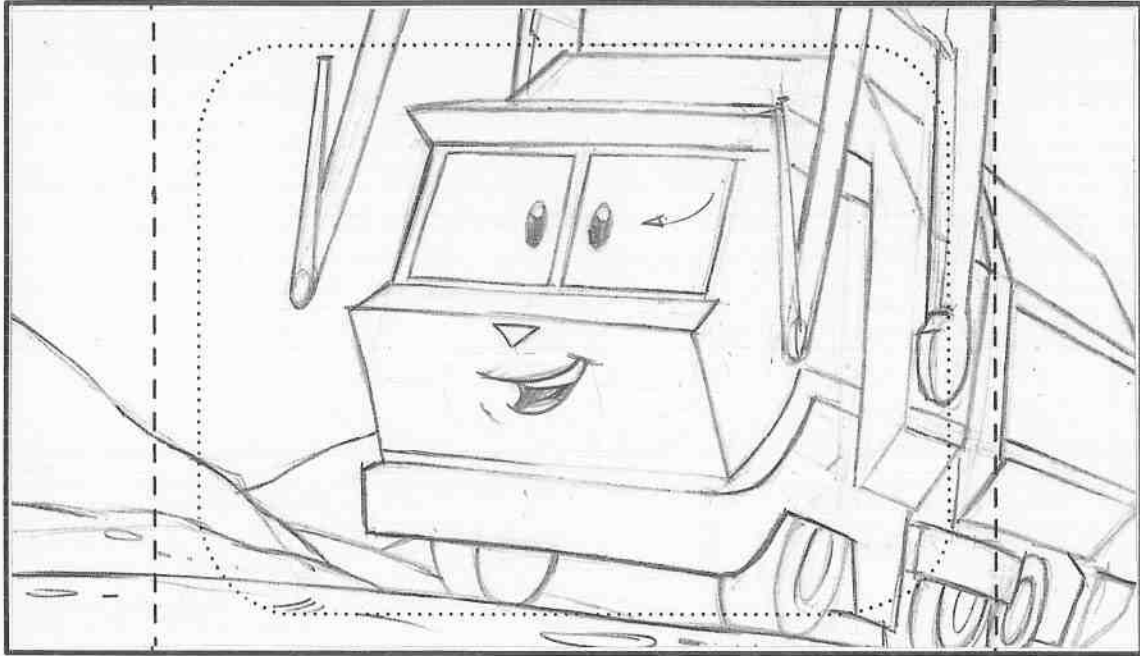


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Sc. 24 CONTD.

Panel C



Dialogue Action

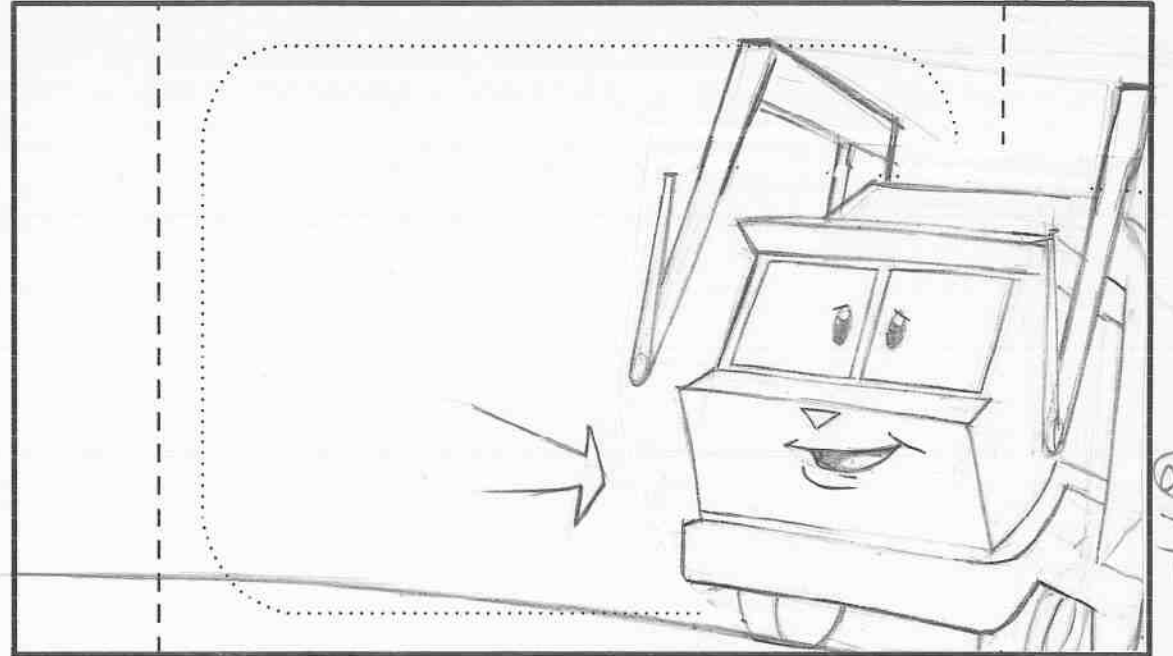
STINKY LOOKS BACK AT THE OS TRUCKS SMILING.

(22) STINKY: (CONTD).

MAYBE THAT'S WHERE YOUR NOISE IS COMING FROM.

Sc. CONTD.

Panel D



Dialogue Action

STINKY BACKS OUT HUMMING

(22) STINKY:

DUM-DE-DUM-DUM..

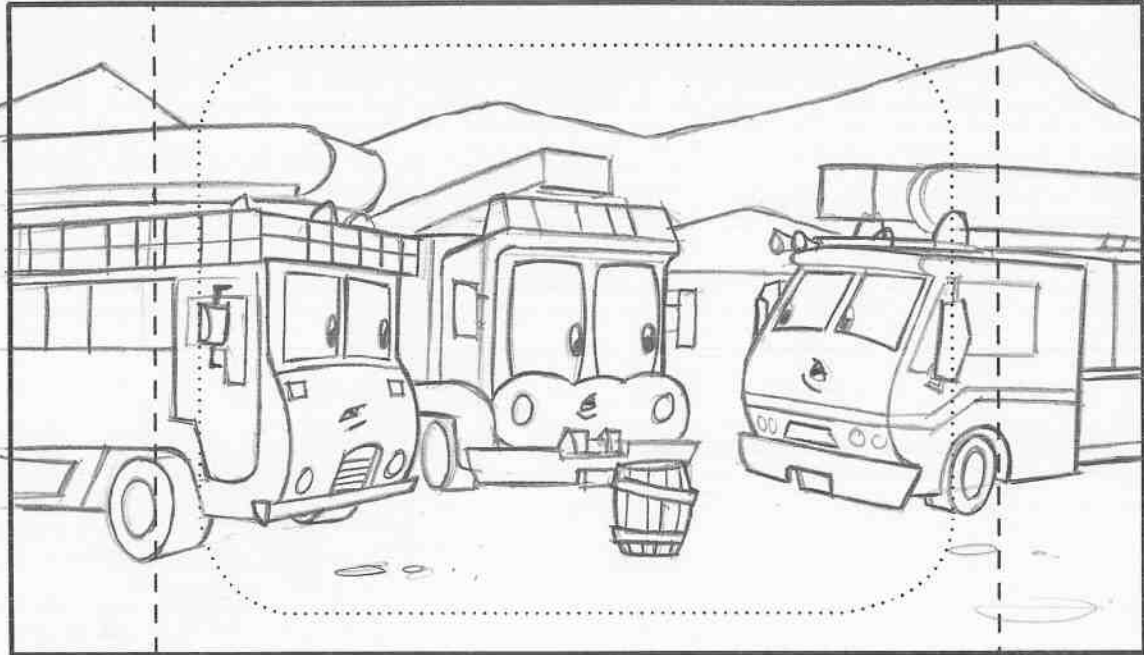


FIREHOUSE TALES

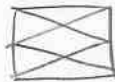
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Sc. 25

SA BG-20 Panel



WIDE ON OUR HEROS. THEY EXCHANGE LOOKS. X-DISS

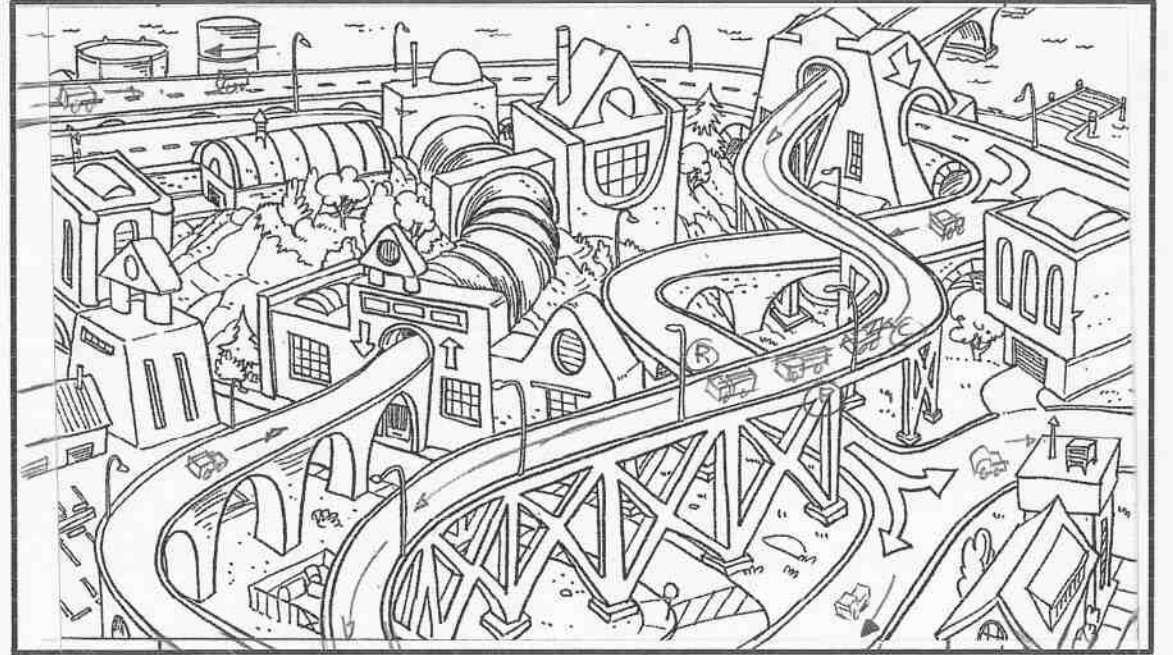


Dialogue Action

CUT

Sc. 26

Panel



EXT. ELEVATED ROADS 2 (DAY)

RED, PETROL & CRABBY DRIVE ALONG THE ROADWAY

CUT

Dialogue Action

257-777

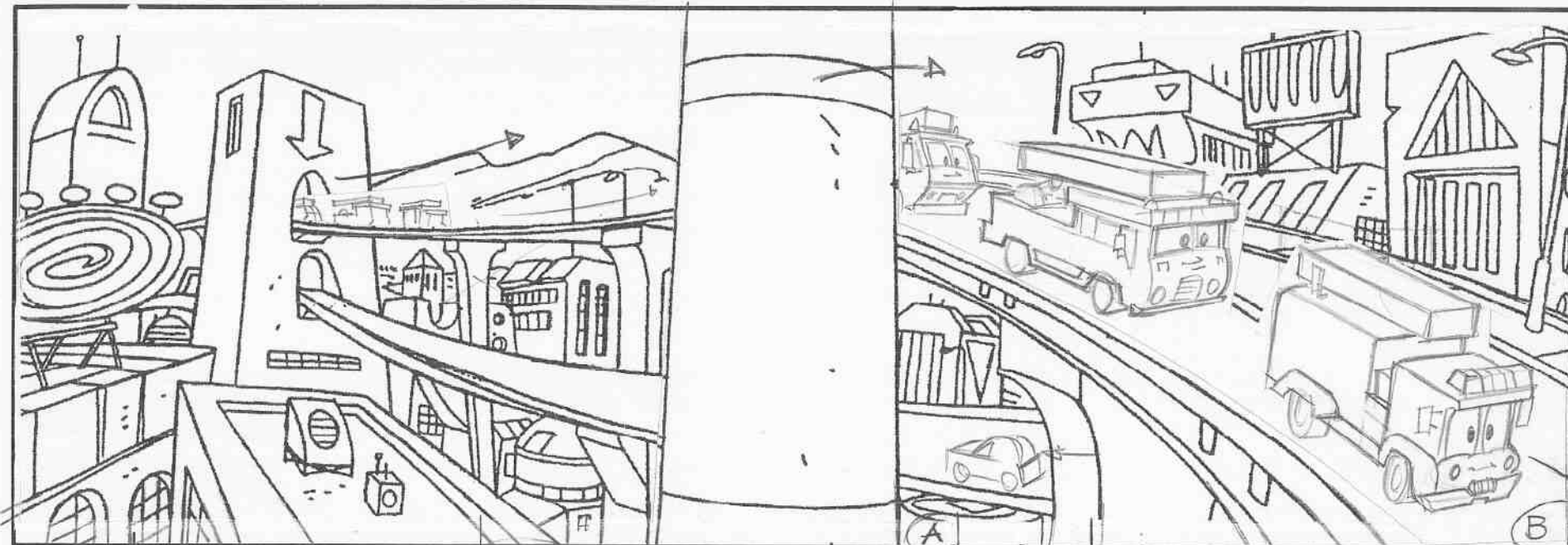


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Sc. 27

Panel



CUT

Dialogue Action
EXT. CITY TWO-LEVEL FREEWAY - (DAY)
PAN W/ANIM (A) → (B) OUR TRUCKS DRIVE ALONG THE FREEWAY

Dialogue Action

CUT

CUT

257-777

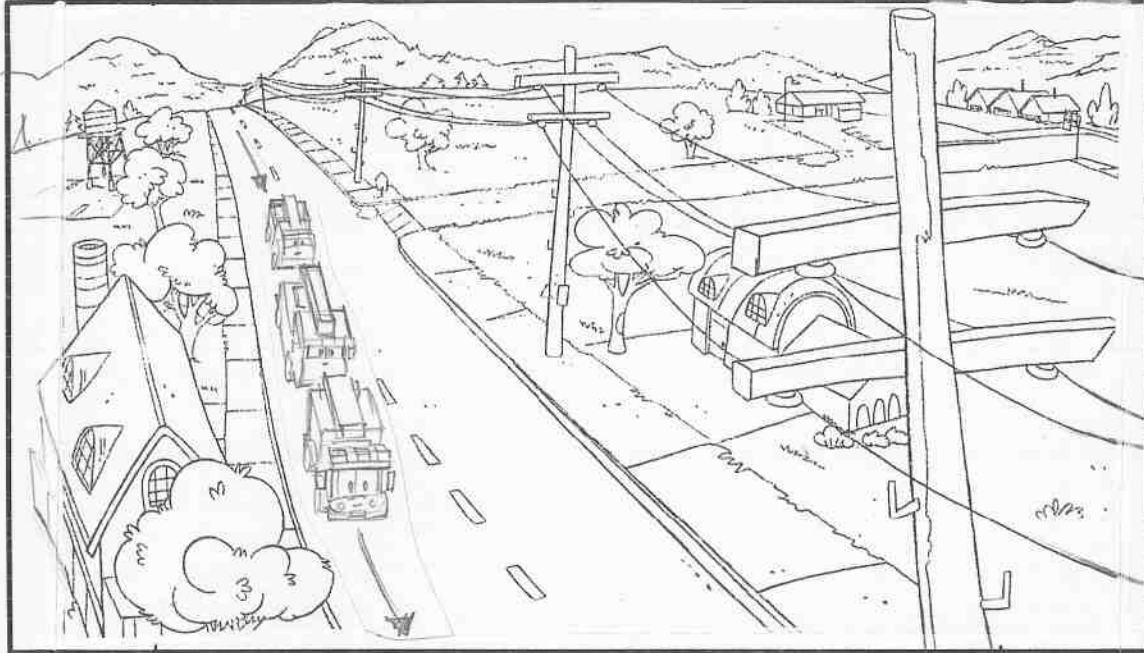


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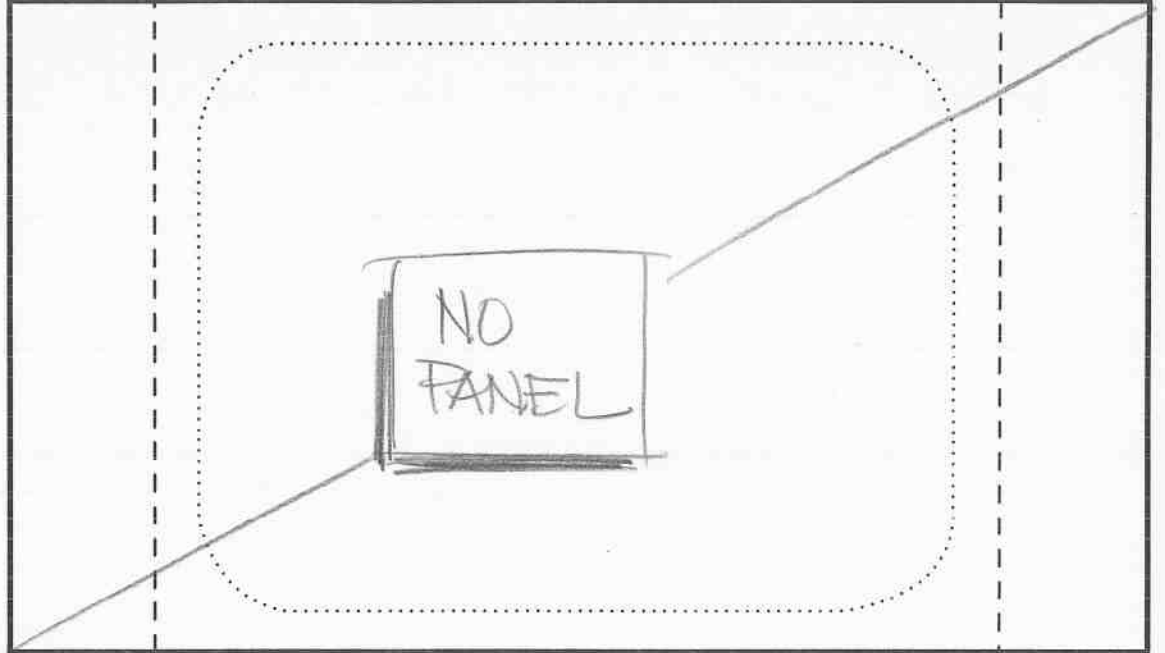
Sc. 28

Panel



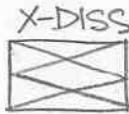
Sc.

Panel



CUT

Action EXT STREET WITH TELEPHONE POLES - DAY
THE TRUCKS CONTINUE TO DRIVE ALONG THE STREETS.



Dialogue (23) WISER: (VO)
SO, THE THREE JUNIOR FIRE TRUCKS
DROVE NORTH

Action



FIREHOUSE TALES

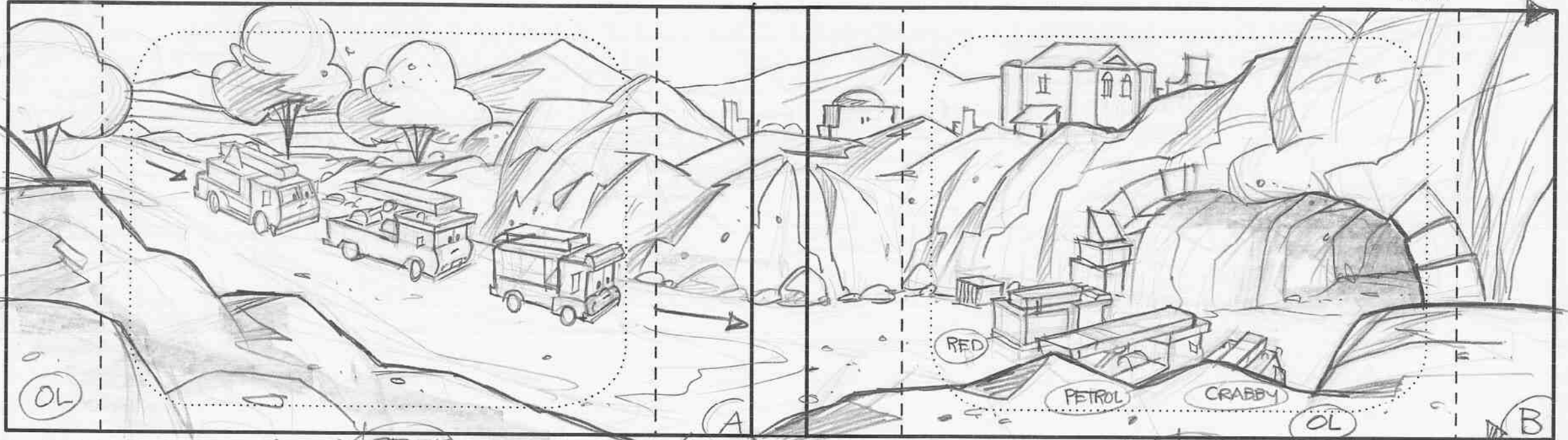
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Sc. 29

Panel

Sc.

Panel



X-DISS FROM

Action

EXT. TUNNEL - (DAY) START (PAN) →

RED, PETROL & CRABBY DRIVE TOWARDS A HUGE TUNNEL ENTRANCE.

PAN W/ANIM (A) → (B)

(23) WISER: (VO) (CONTD)

.. WHERE THEY FOUND A GIANT ..

Action

→ STOP (CUT)

THEY STOP NEAR THE ENTRANCE OF A LARGE TUNNEL.

(23) WISER: (VO) CONTD.

..AND MYSTERIOUS TUNNEL

257-777

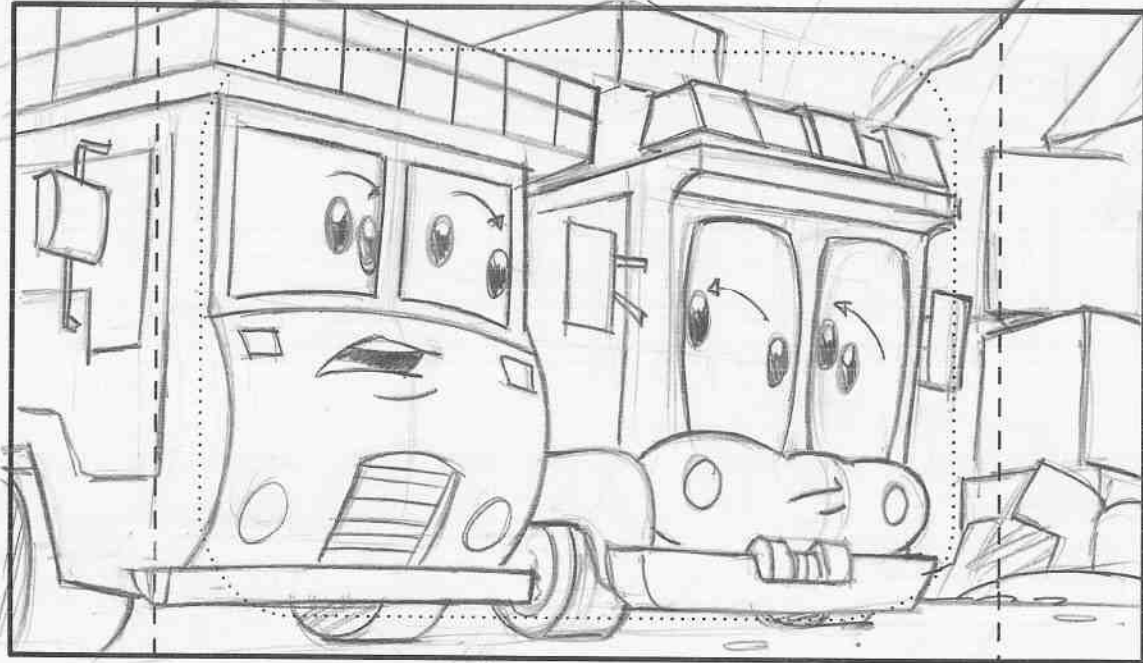


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Sc. 30

Panel



CLOSE ON PETROL & RED. THEY LOOK AT EACH OTHER.

CUT

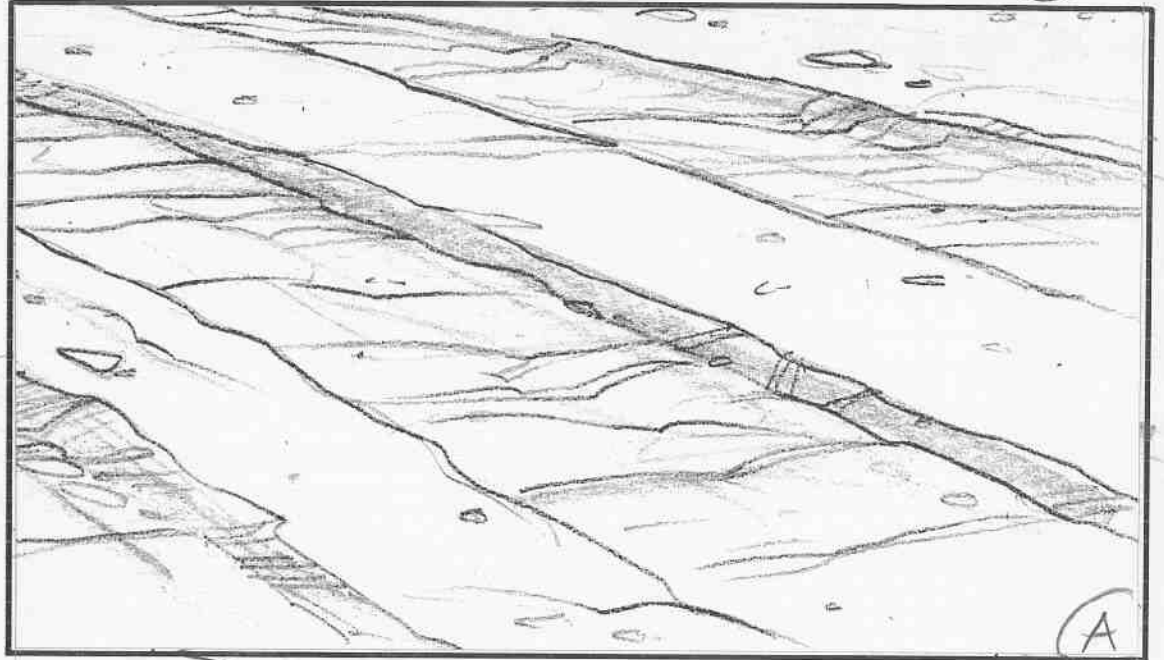
Dialogue Action

(24) PETROL: (QUIVERING)

OH MY GOODNESS! WHAT COULD'VE DONE THIS?

Sc. 31

Panel (A)



ANGLE ON HUGE TIRE TRACKS.

CUT

Dialogue Action



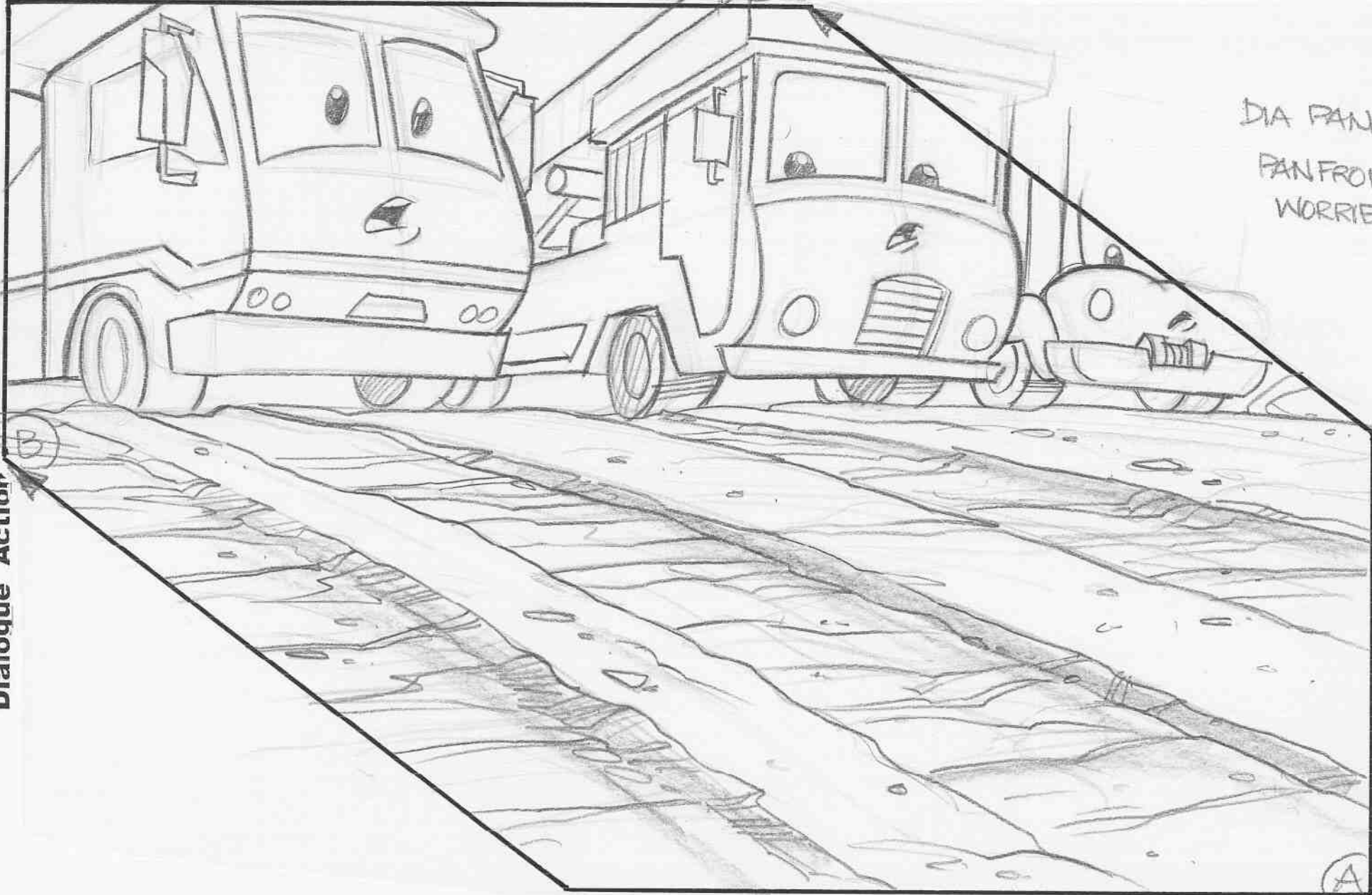
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Sc. 31 CONTD.

Panel

(B)



DIA PAN FROM (A) → (B)
PAN FROM TRACKS TO A
WORRIED LOOKING CRABBY!

Dialogue Action

(25) CRABBY!
SOMETHING BIG!
CUT

257-777

(A)

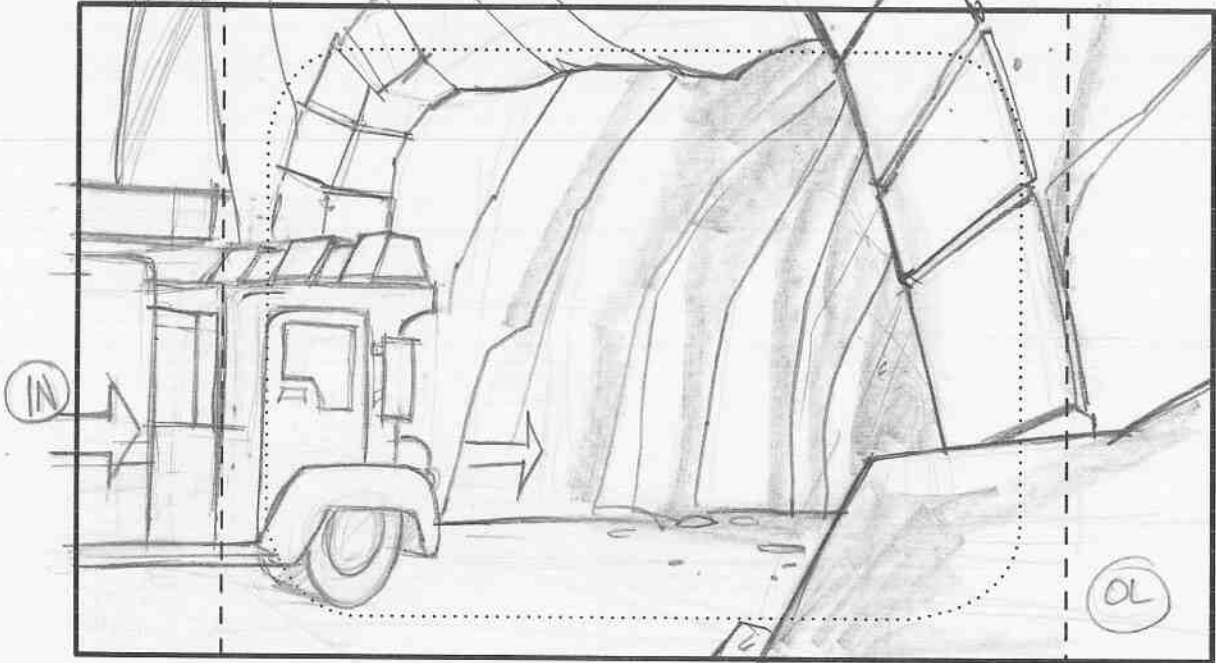


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Sc. 32

Panel

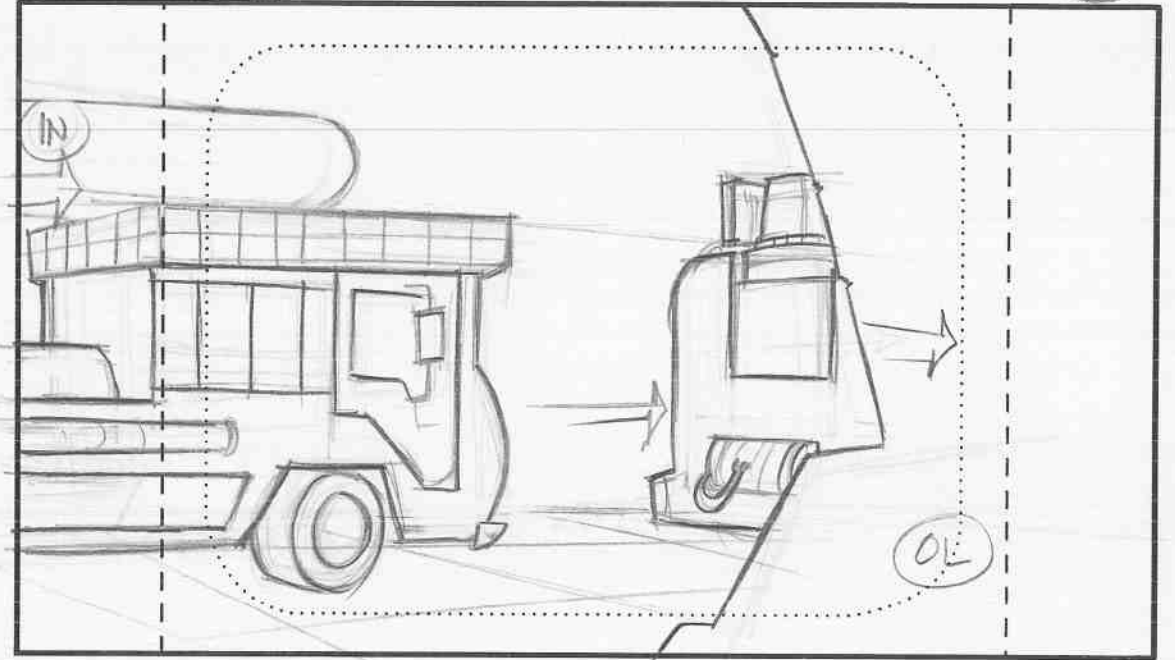


CUT **Action** ANGLE ON TUNNEL ENTRANCE - (CONTINUOUS)
RED CAUTIOUSLY APPROACHS THE ENTRANCE ...

Dialogue SFX: (ENGINE RUMBLE)

Sc. CONTD -

Panel B



Action RED DRIVES INTO THE TUNNEL FOLLOWED BY PETROL.

CUT

Dialogue

257-777

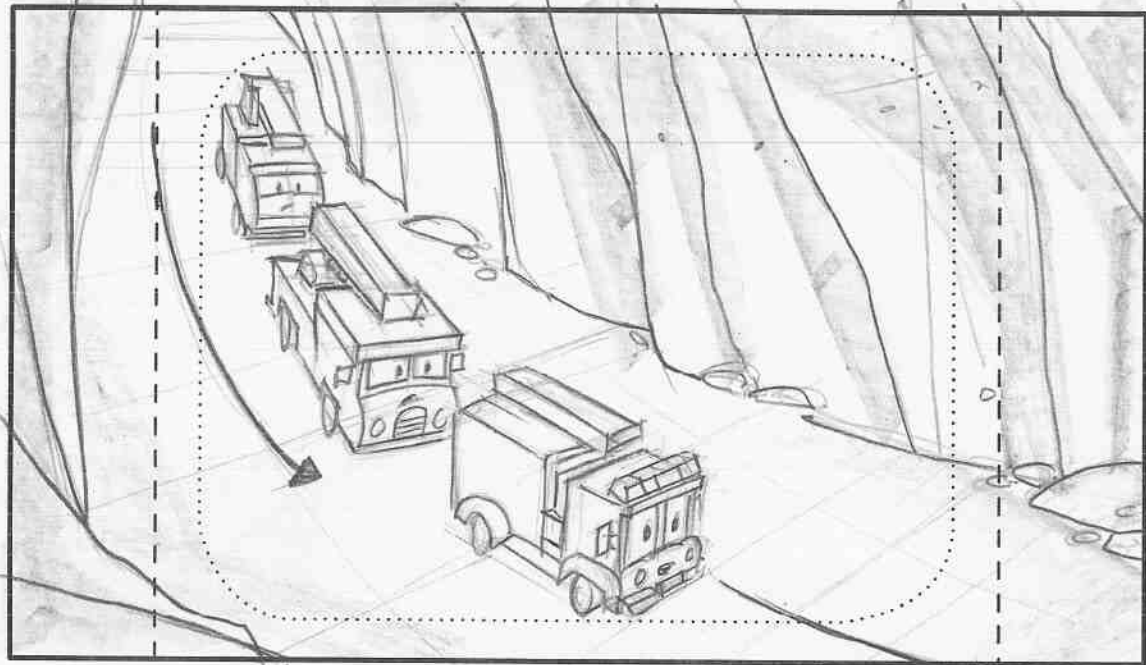


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Sc. 33

Panel



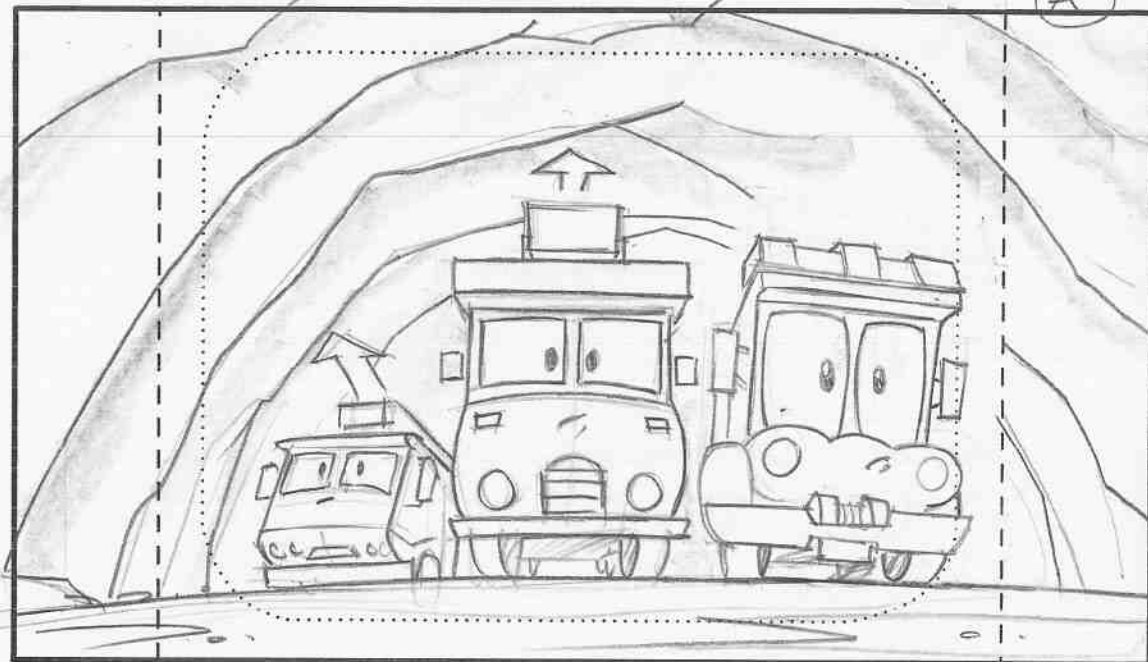
Dialogue Action
INT. TUNNEL
ANGLE ON TRUCKS CAUTIOUSLY DRIVING THROUGH. **OUT**

Dialogue (26) RED:
WE HAVE TO FIND OUT WHERE THE NOISE IS
COMING FROM.

Sc. 34

Panel

(A)



Dialogue Action
ANGLE ON RED. HE'S STOPPED. PETROL &
CRABBY PULL UP NEXT TO HIM. **CUT**

Dialogue

257-777

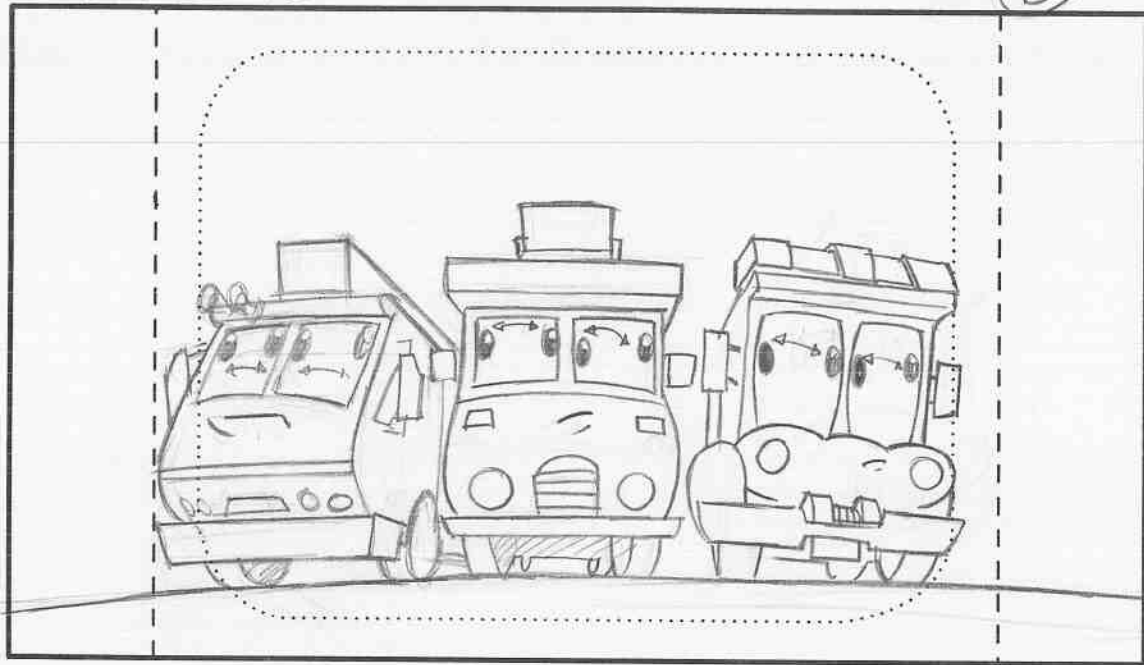


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Sc. 3A CONTD

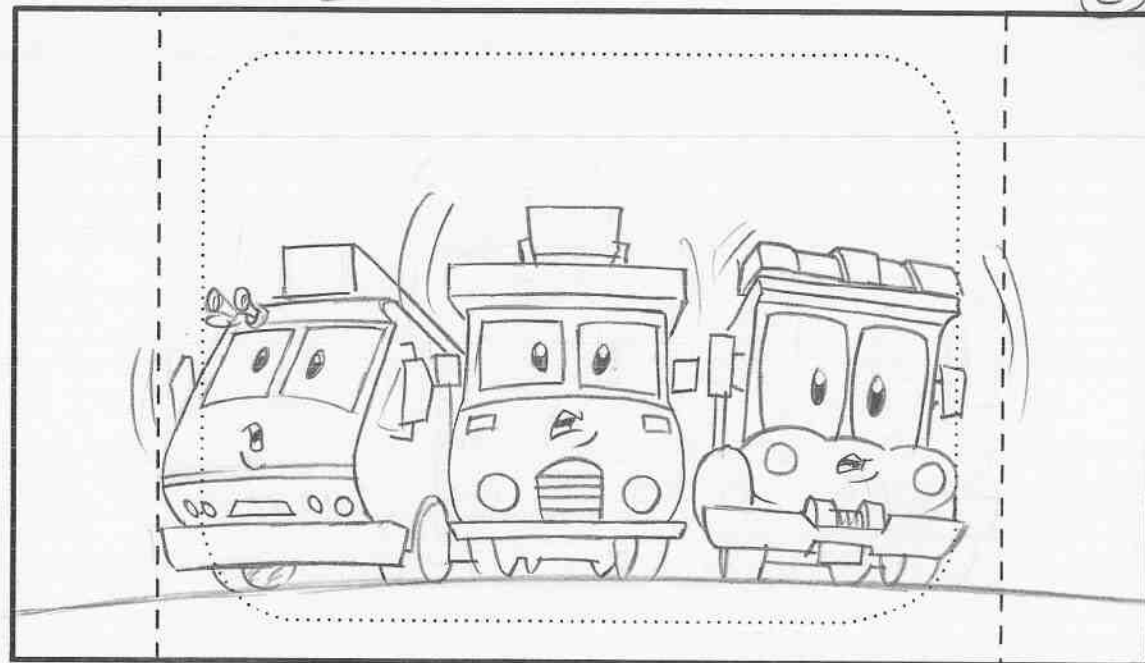
Panel (B)



Dialogue Action THEY HUDDLE CLOSE TOGETHER, LOOKING FROM SIDE TO SIDE

Sc. CONTD

Panel (C)



Dialogue Action SUDDENLY A RUMBLING NOISE STARTLES THEM.

SFX: < RUMBLING >

(27) RED/CRABBY/PETROL:

(WHOA!)

CUT

257-777

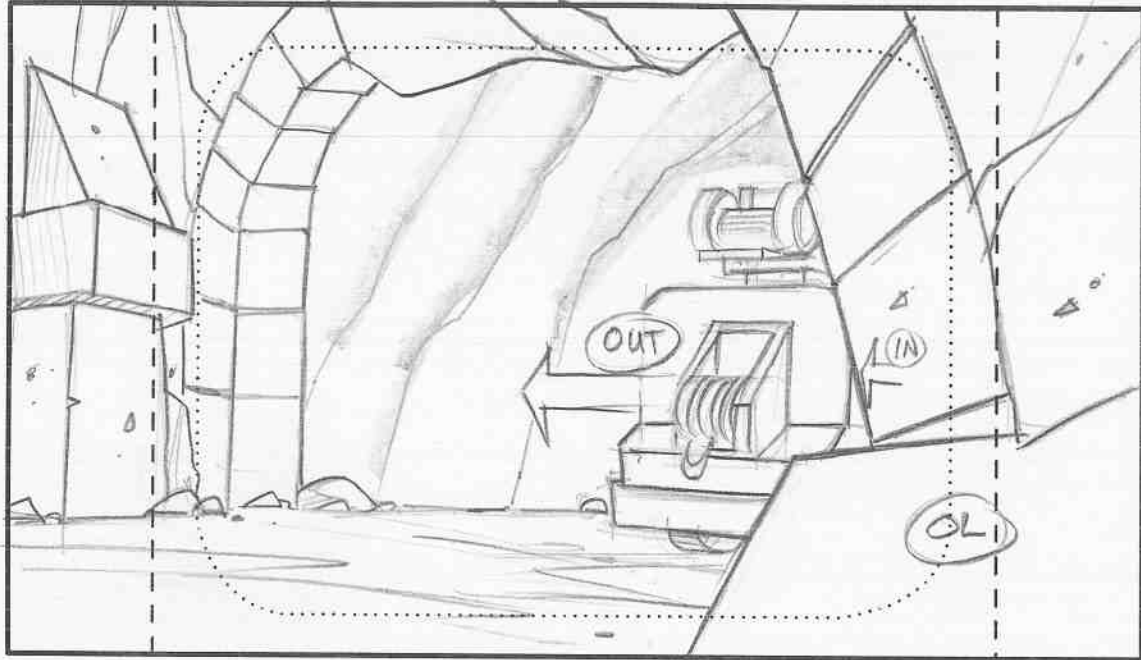


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Sc. 35

S/A Bk 32 Panel

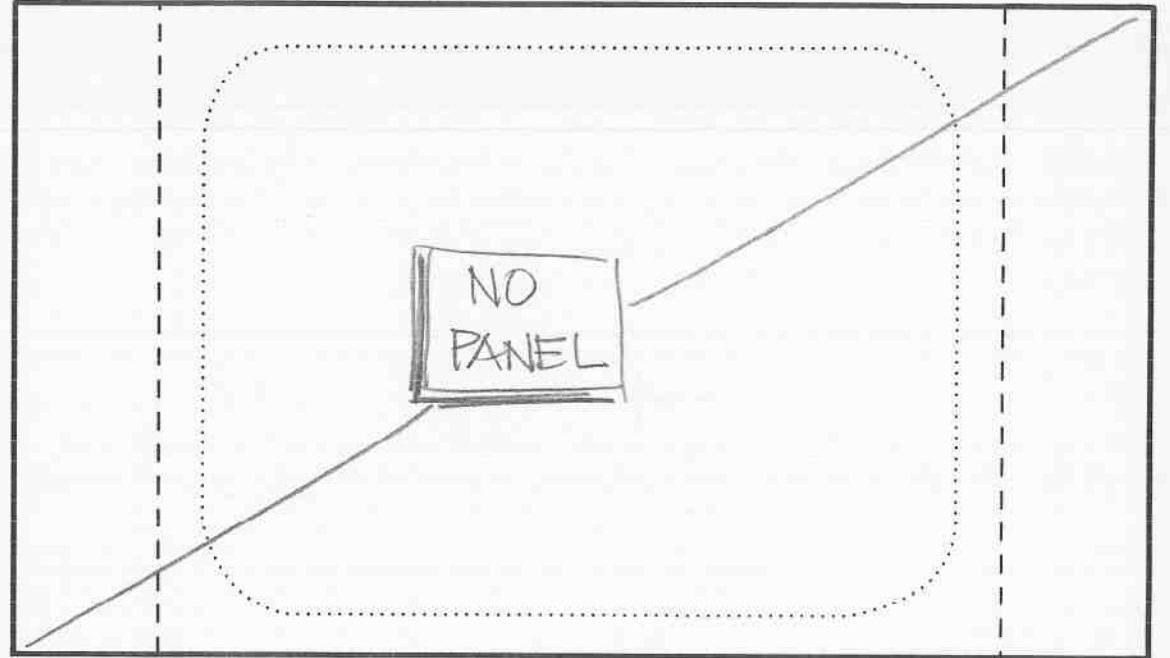


CUT Dialogue Action
EXT TUNNEL ENTRANCE -
CRABBY RUSHES OUT, (PAN W/ANIM (A) → (B))
HE'S SPEEDING BACKWARDS.

Dialogue Action

Sc.

Panel



Dialogue Action

Dialogue Action

257-777



FIREHOUSE TALES

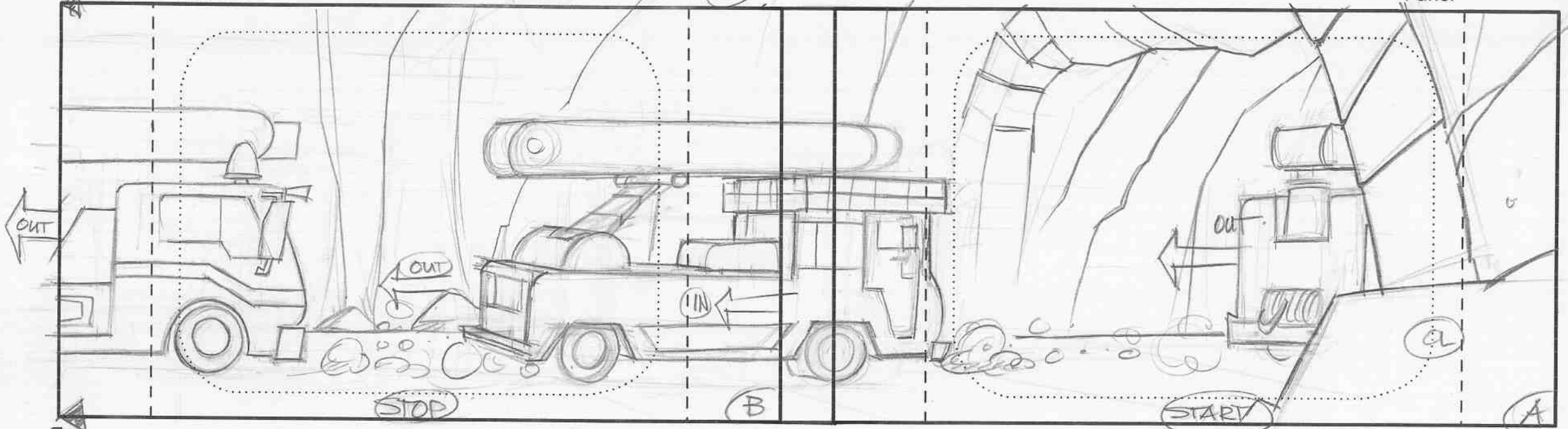
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Sc. 35 CONTD.

Panel (B)

Sc.

Panel



Dialogue Action

STOP PAN AS CRABBY EXITS. PETROL FOLLOWS THROUGH SCENE FOLLOWED BY RED.

Dialogue Action

EFF: (DX DUST)

CUT

257-777

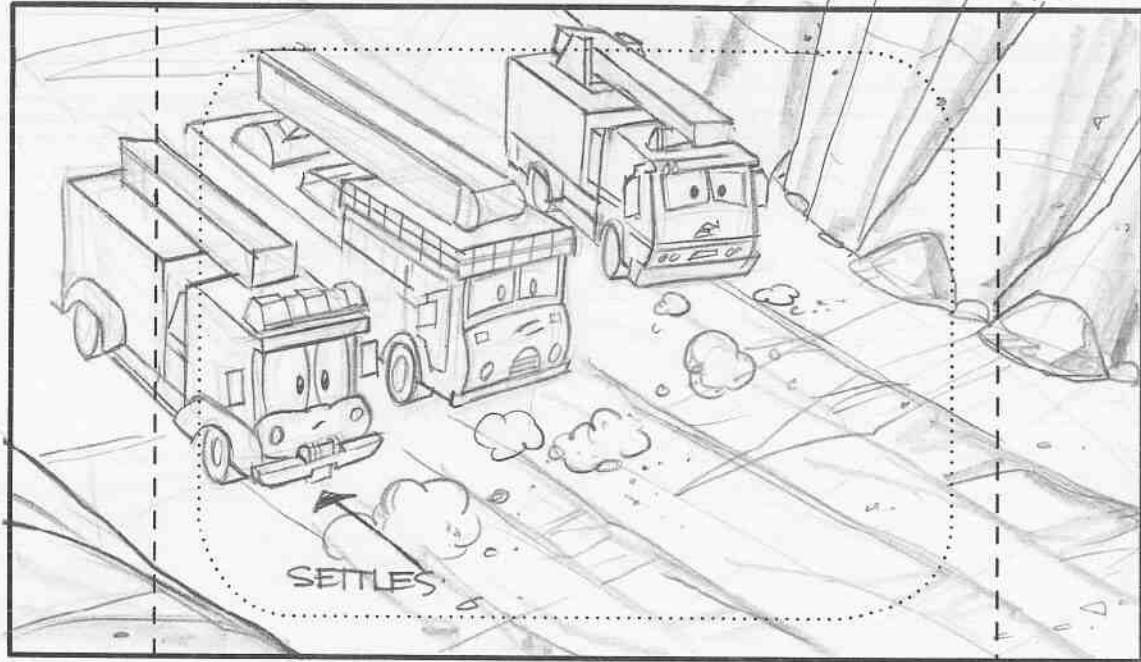


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Sc. 36

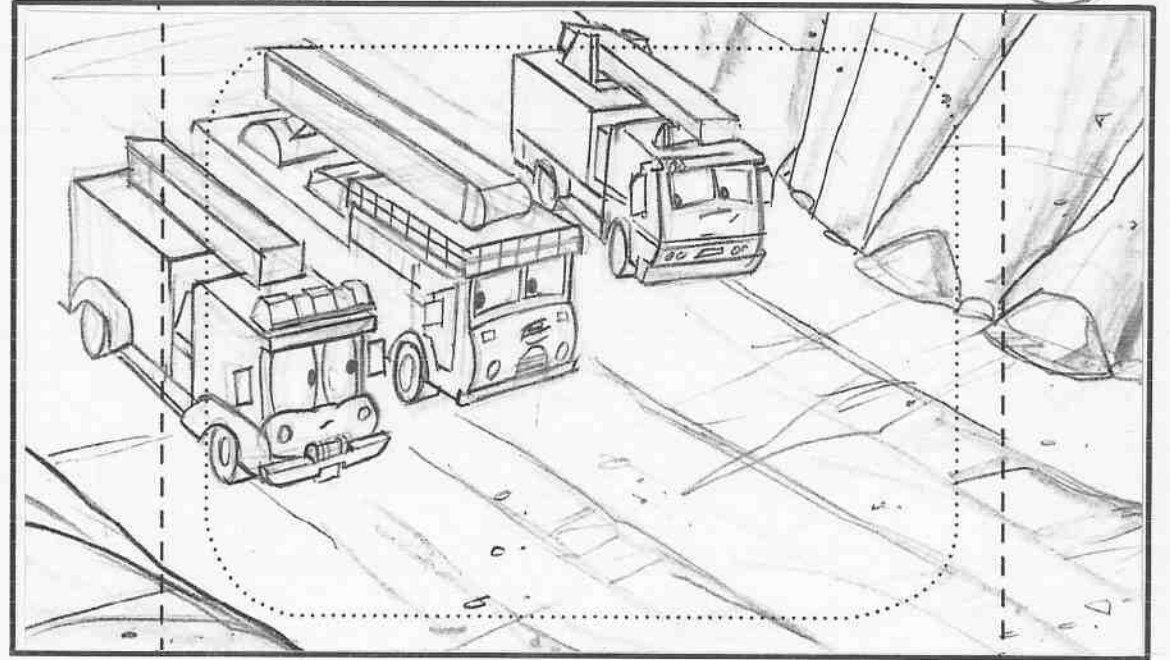
Panel A



Sc.

CONTD.

Panel B



Action WIDE ON OUR GANG. RED SETTLES IN SCENE. THE DUST SETTLES.

EFX: CDX DUST.

Dialogue (28) CRABBY:
YEP. THAT'S WHERE IT'S COMING FROM.

SFX: <RUMBLING> ~~~~~> STOPS.

Action PETROL LOOKS OVER AT RED.

(29) PETROL:
CAN WE GO HOME NOW?

CUT

257-777

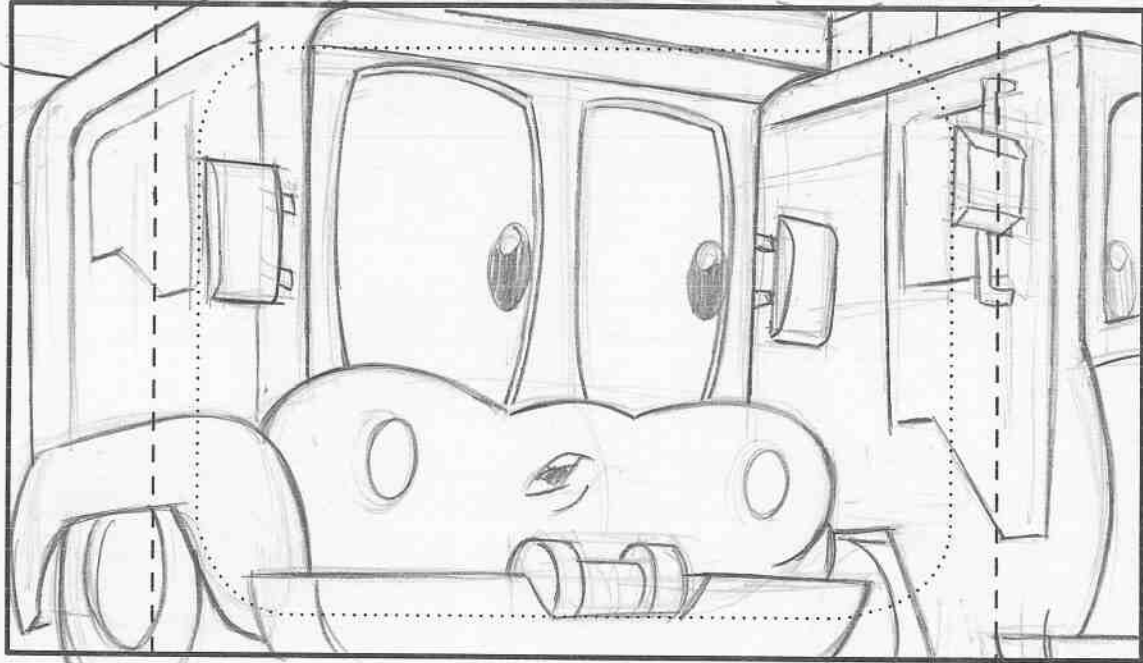


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Sc. 37

Panel



CLOSE ON RED

PETROL

CUT
Dialogue Action

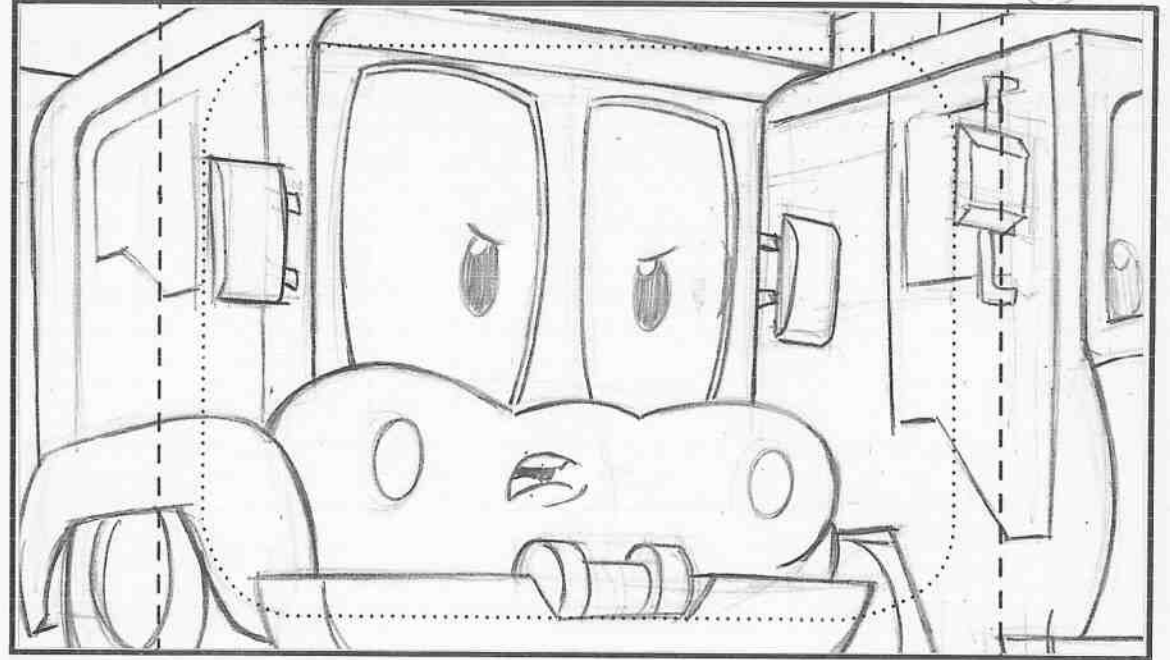
(30) RED:

AND LOSE ANOTHER NIGHT'S SLEEP?

Sc.

CONTD

Panel (B)



RED LOOKS BACK AT THE O.S. TUNNEL

Dialogue Action

(30) RED: (CONTD).

NO WAY!

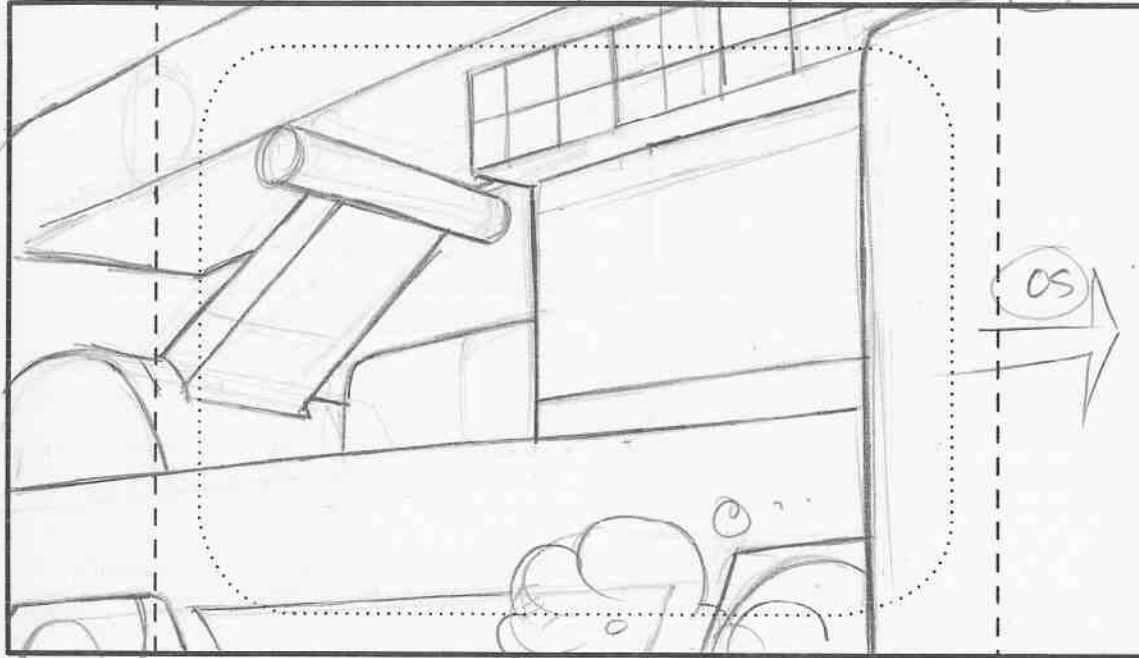


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Sc. 37 CONTD.

Panel C



Dialogue Action

RED EXITS SCENE

EFX: (DX DUST

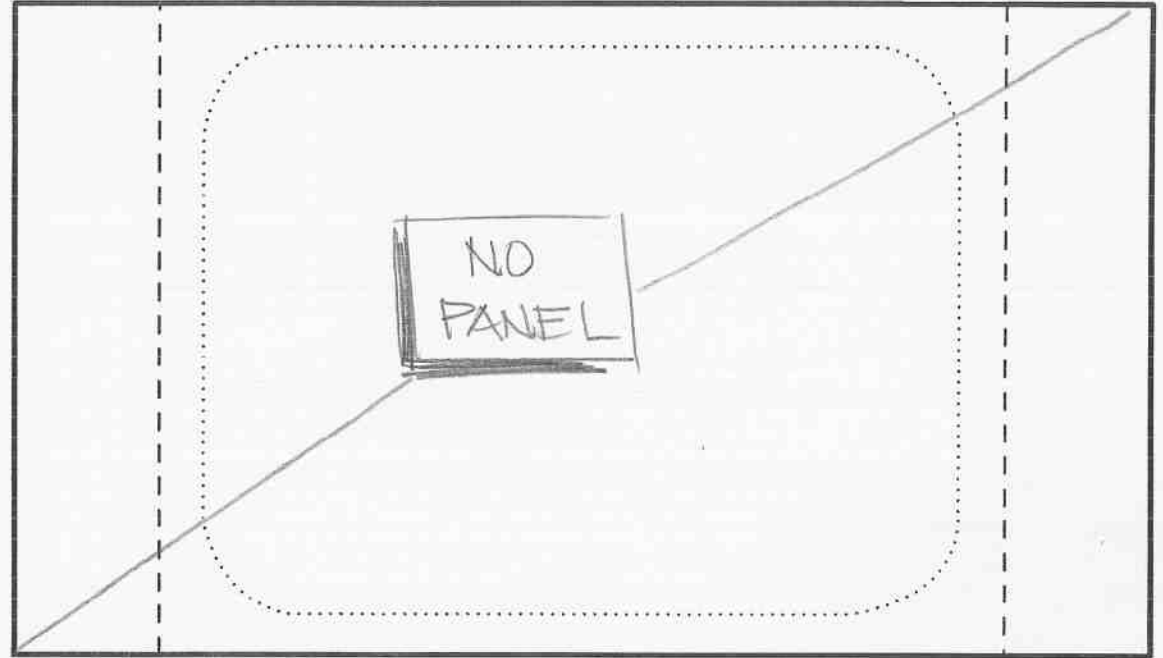
(30) RED: (CONTD)

COME ON!

CUT

Sc.

Panel



Dialogue Action

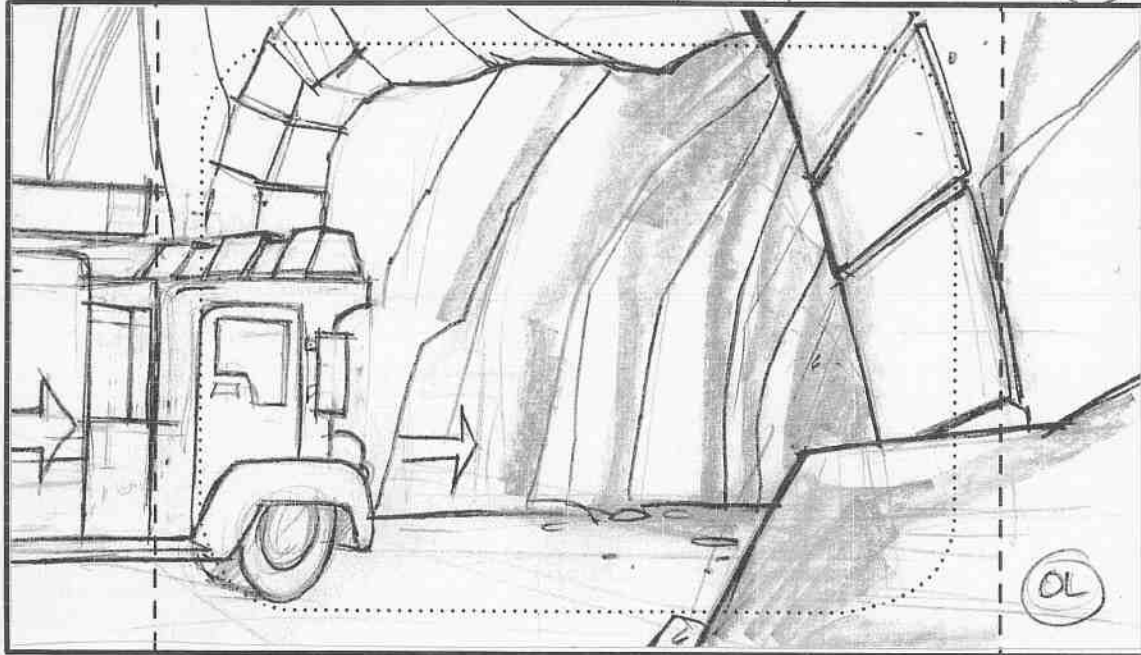


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Sc. 38

S/ABG 32 Panel (A)



RED (Z)

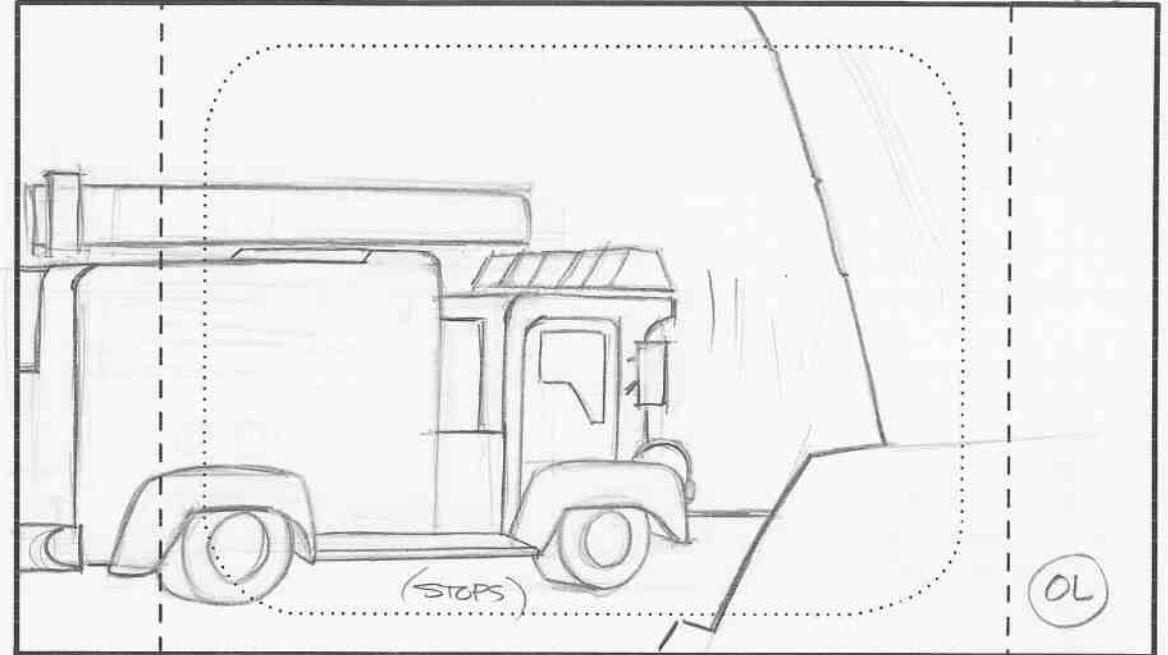
CUT

Dialogue Action

EXT TUNNEL. —
RED DRIVES CAUTIOUSLY TOWARDS THE TUNNEL ENTRANCE.

Sc. CONTD -

Panel (B)



(STOPS)

Dialogue Action

SUDDENLY RED STOPS. A BIG MOTOR SOUND COMES FROM INSIDE THE TUNNEL.

SFX: <RUMBLING> ~~~~~>



FIREHOUSE TALES

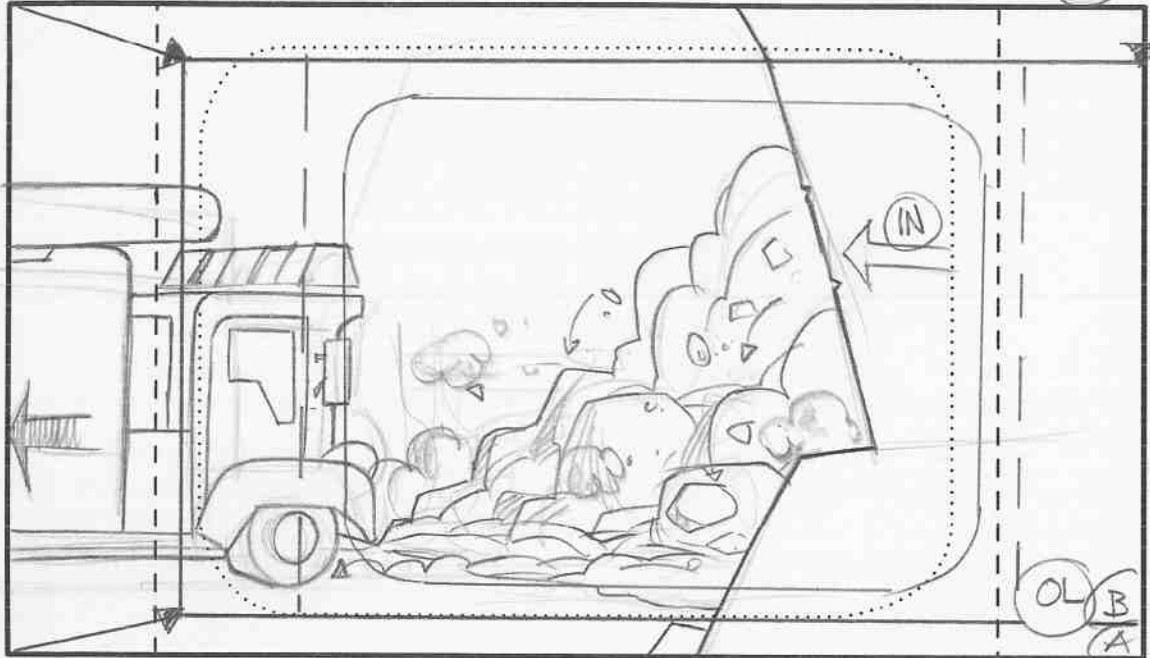
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Sc. 38

CONT'D.

Panel

(C)



Dialogue Action

RED BACKS OUT QUICKLY AS A WALL OF DIRT RUMBLES OUT OF THE TUNNEL. TRUCK IN (A) → (B)

(31) RED:

(WHOA!)

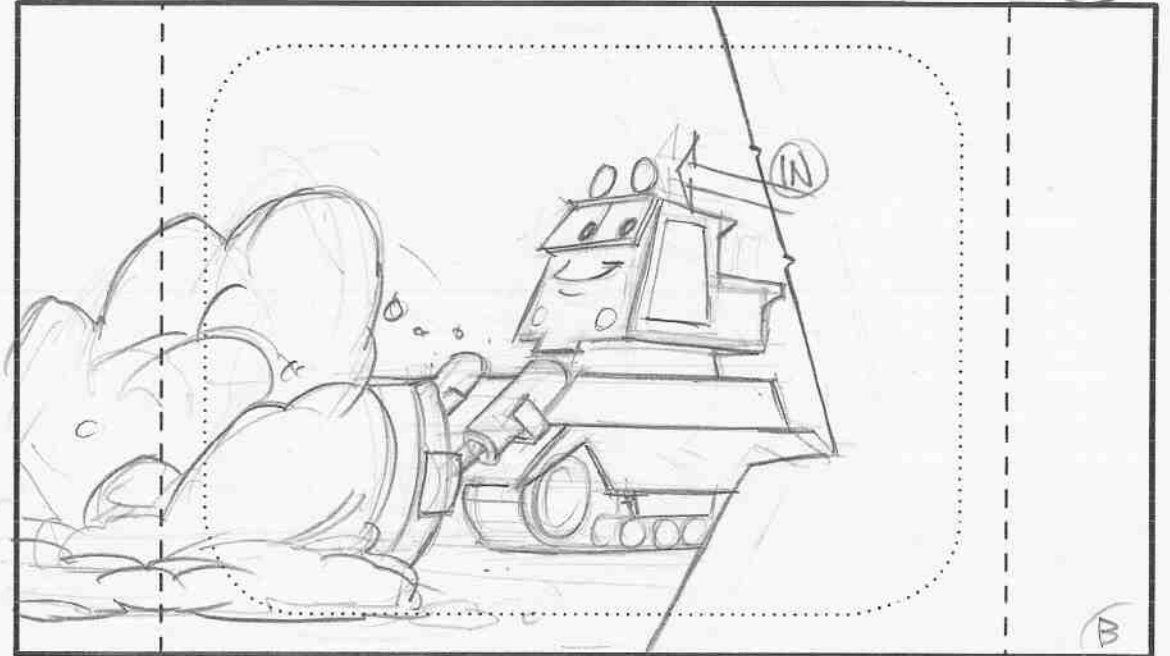
SFX: <BIG MOTOR> EFX: (DX DUST)

Sc.

CONT'D.

Panel

(D)



Dialogue Action

BUBBA RUMBLES INTO SCENE.

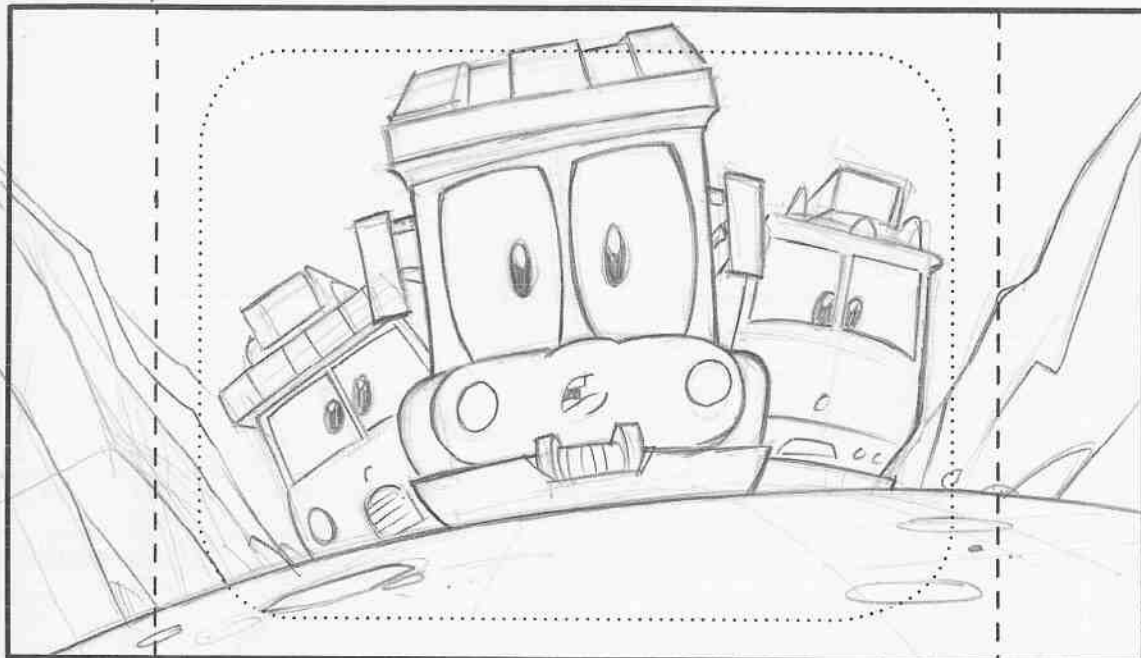


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Sc. 39

Panel

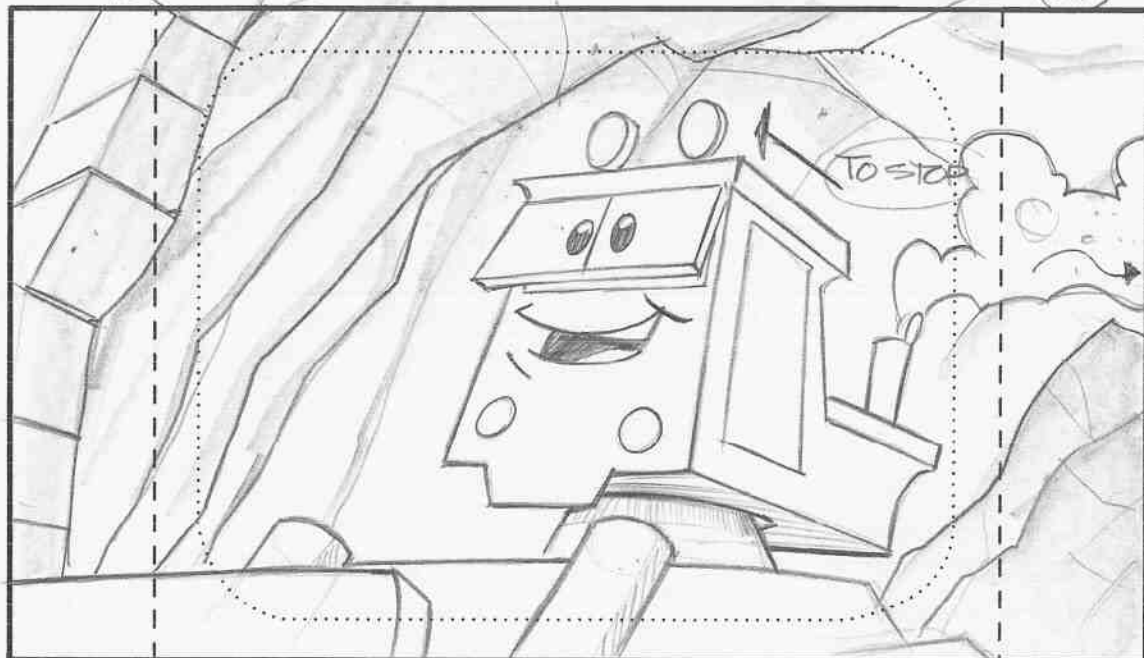


CUT
Action ANGLE ON RED. PETROL AND CRABBY PEEK OUT FROM BEHIND HIM

Dialogue (32) RED : (EXCITED & RELIEVED)
BUBBA ? WHAT'RE YOU DOING HERE ?

Sc. 40

Panel (A)



CUT
Action CLOSE ON BUBBA HE ROLLS TO A STOP

EFX: (DX EXHAUST)
(33) BUBBA :
HEY GUYS ! I'M HELPING OUT WITH THE NEW SUBWAY THAT'S BEING BUILT.

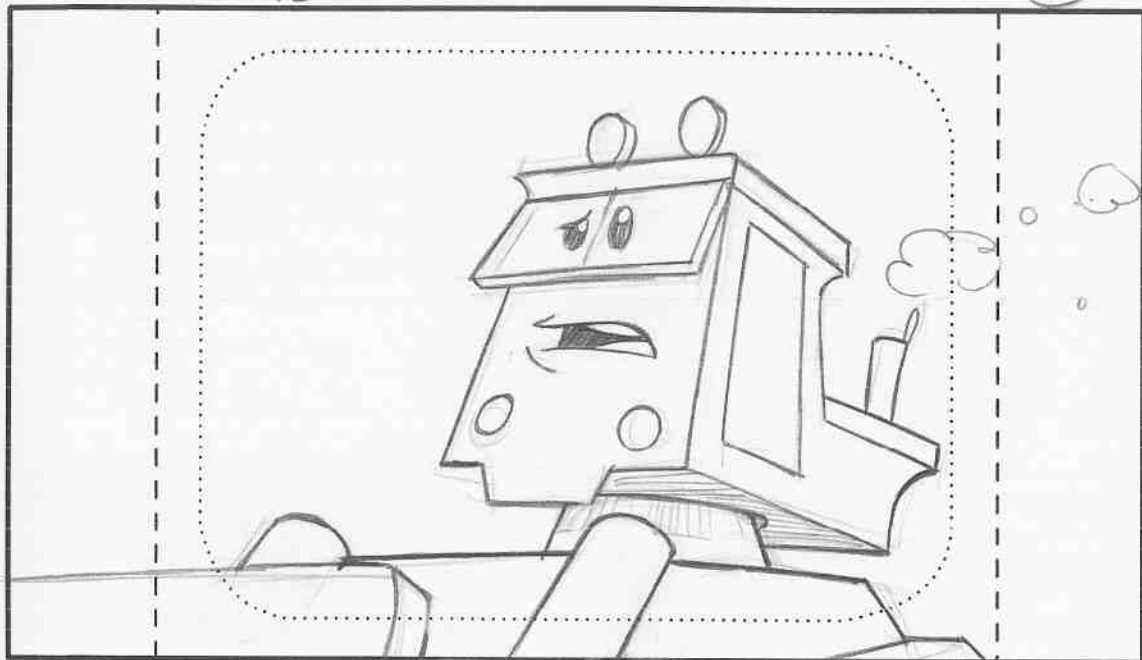


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Sc. 40 CONTD

Panel (B)



Dialogue Action

BUBBA IS CURIOUS.

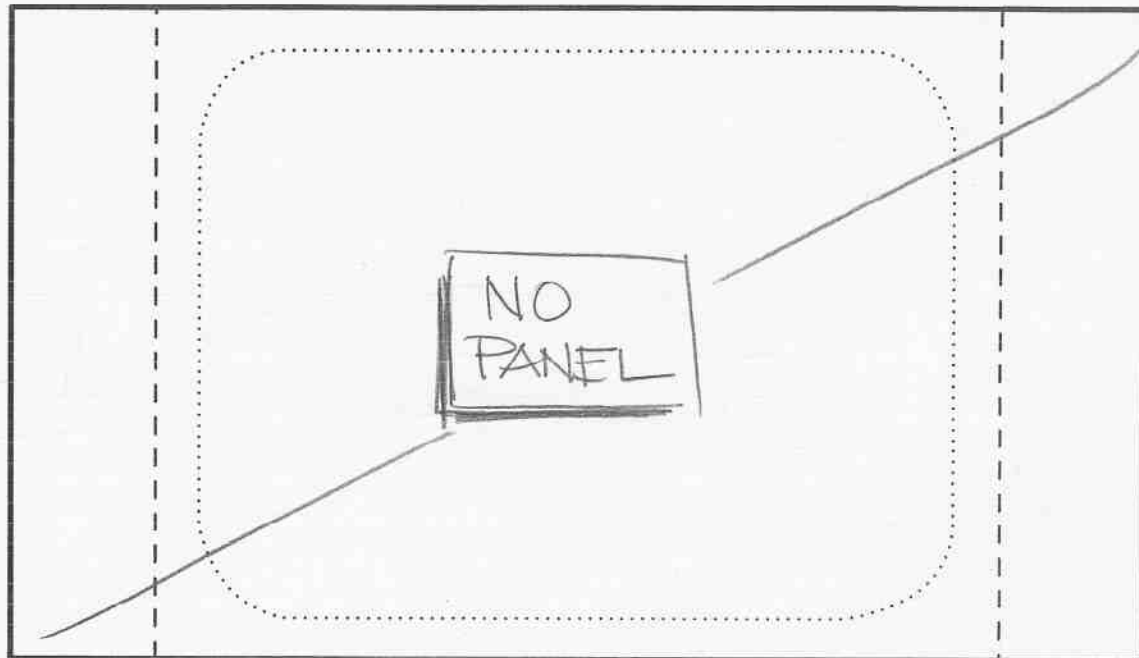
(33) BUBBA: (CURIOUS)

WHAT'RE YOU DOING HERE?

CUT

Sc.

Panel



Dialogue Action

257-777



FIREHOUSE TALES

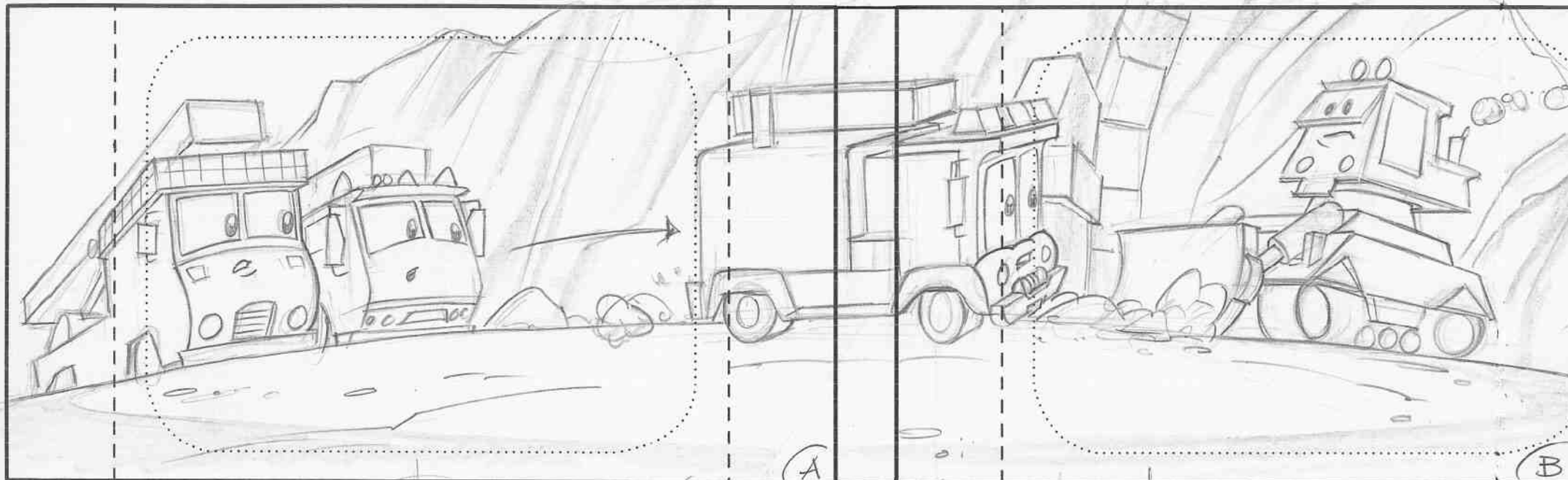
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Sc. 41

Panel

Sc.

Panel



(START) ————— (PAN W/ANIM) ————— (STOP)

CUT

Action WIDE ON FIRETRUCKS, RED DRIVES FORWARD, (PAN W/ANIM (A) → (B)), AND STOPS IN FRONT OF BUBBA.

EFFX: (DX EXHAUST & DUST)

CUT

Dialogue (34) RED:
THERE'S A TERRIBLE NOISE COMING FROM THE TUNNEL. IT'S BEEN KEEPING US AWAKE ALL NIGHT.

Dialogue

257-777

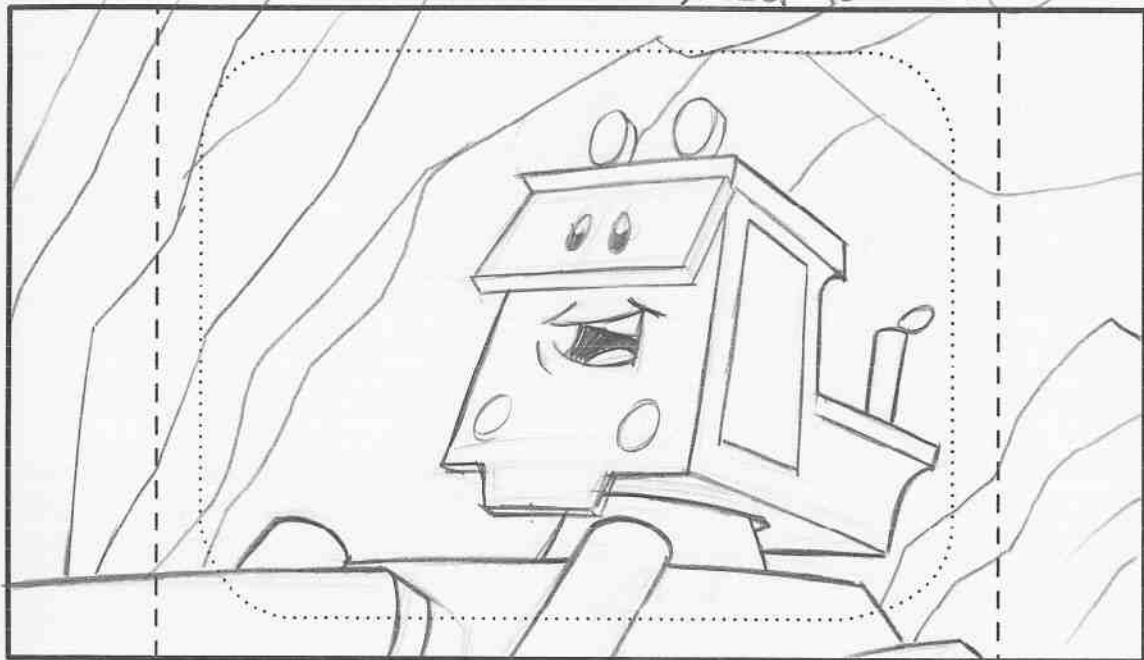


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Sc. 42

S/ABG 40 Panel (A)



CUT

Dialogue Action

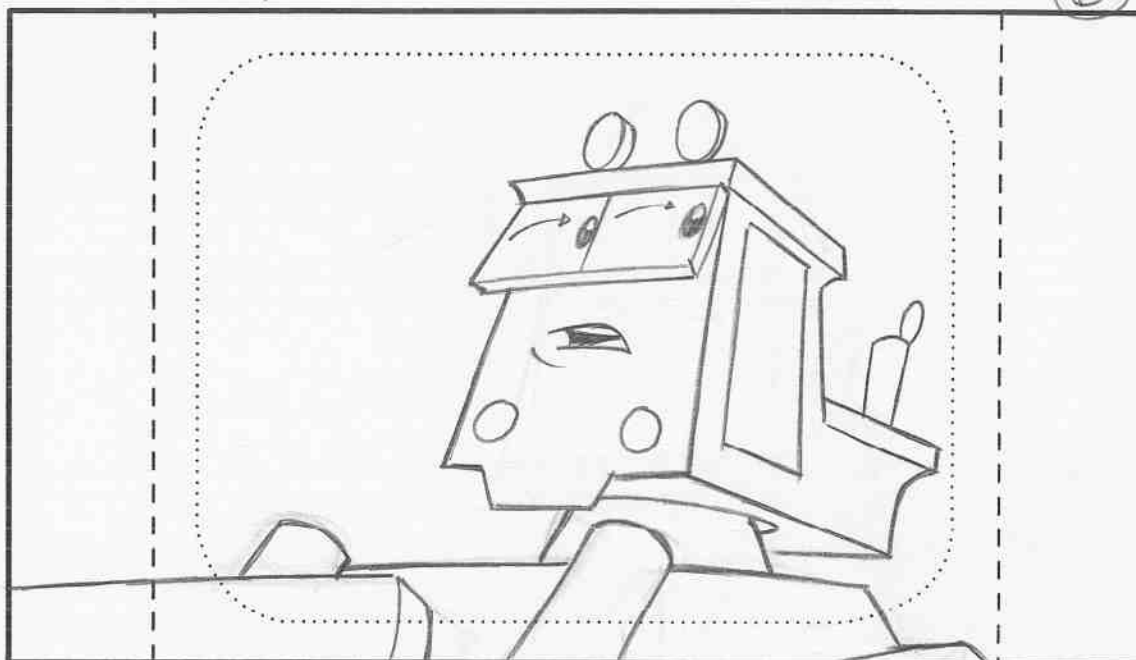
ANGLE ON BUBBA

(35) BUBBA:

OH, I BET THAT'S NOSEY. HE'S THE DIGGER ON THIS JOB.

Sc. CONTD -

Panel (B)



CUT

Dialogue Action

BUBBA LOOKS OVER HIS SHOULDER

(35) BUBBA: (CONTD)

HE'S BEEN PRETTY CRANKY LATELY!

257-777

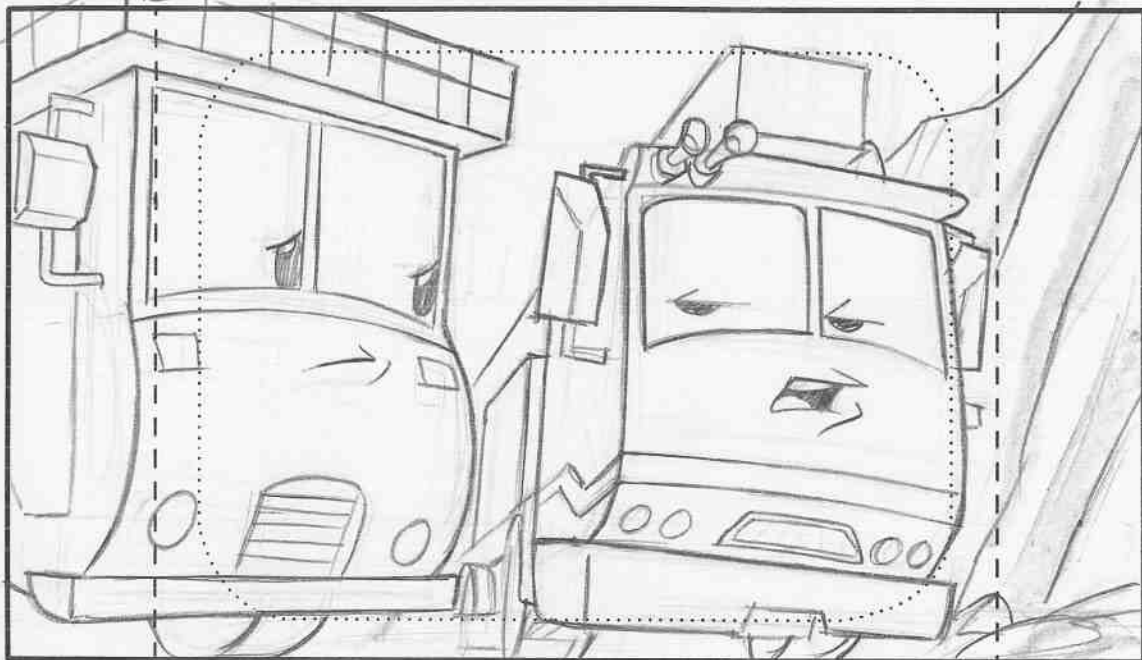


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Sc. 43

Panel



CUT

Dialogue Action

CLOSE ON CRABBY & PETROL
THEY LOOK AT EACH OTHER.

36 CRABBY:

I KNOW THE FEELING.

Sc. 44

SABG 4 Panel



CUT

Dialogue Action

ANGLE ON RED & DUBBA

37 RED:

WHY'S HE SO CRANKY?

257-777

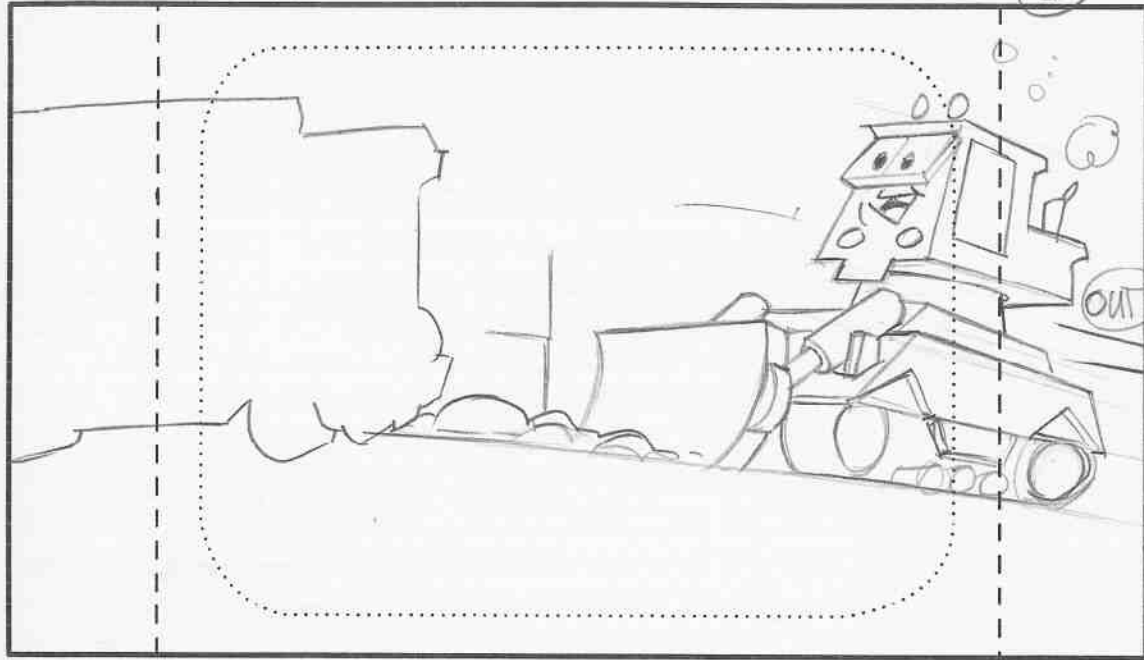


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Sc. 44 CONTD

Panel (B)



Dialogue Action

BUBBA BACKS OUT-

EFX: (DX EXHAUST)

(38) BUBBA:

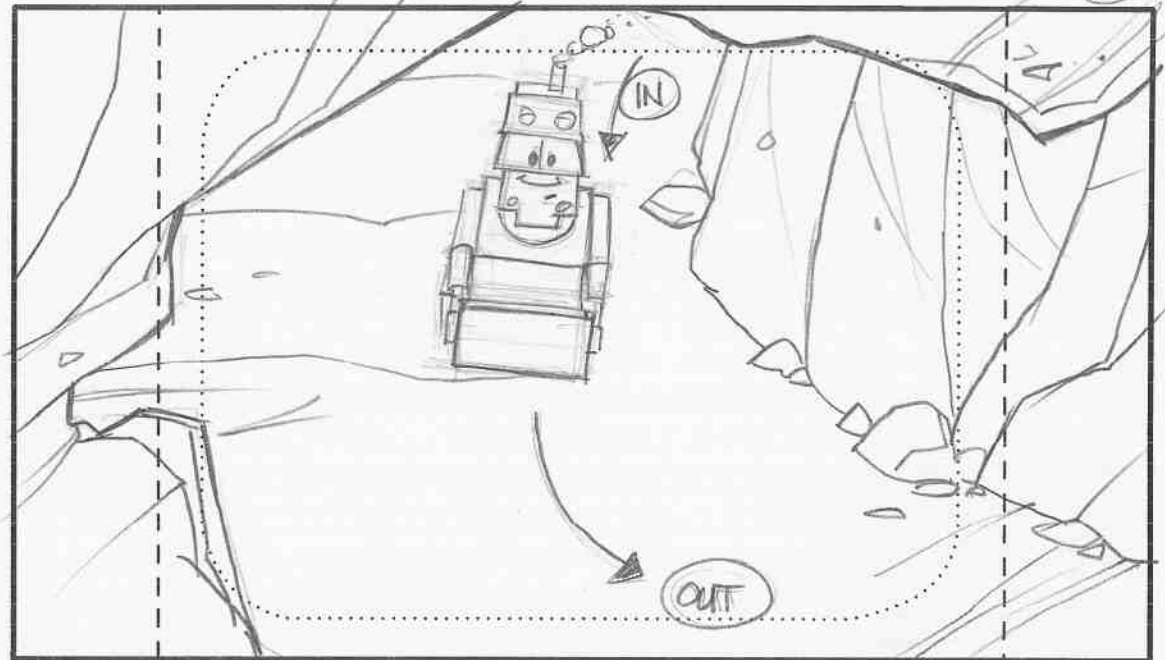
I'll show you, c'mon!

SFX: <MOTOR NOISE>

CUT

Sc. 45

Panel (A)



Dialogue Action

INT. TUNNEL. -

BUBBA ROUNDS THE CORNER AND CHUGS PAST CAMERA.

EFX: (DX EXHAUST)

SFX: <MOTOR NOISE>

257-777

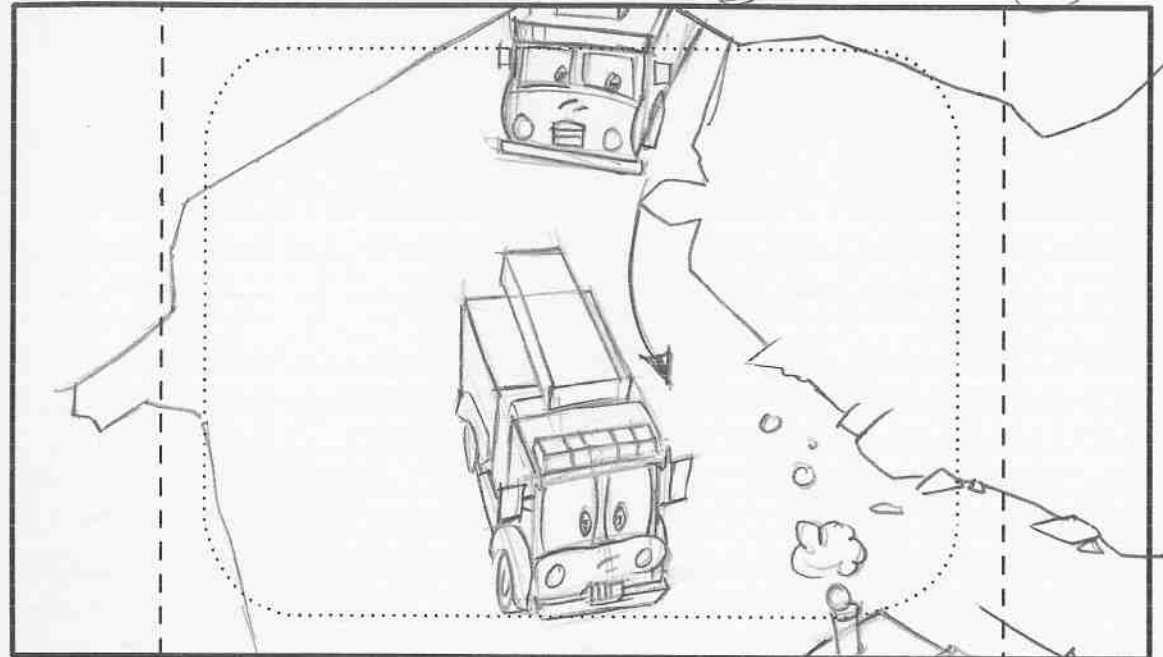


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Sc. 45 CONTD.

Panel B



Dialogue Action

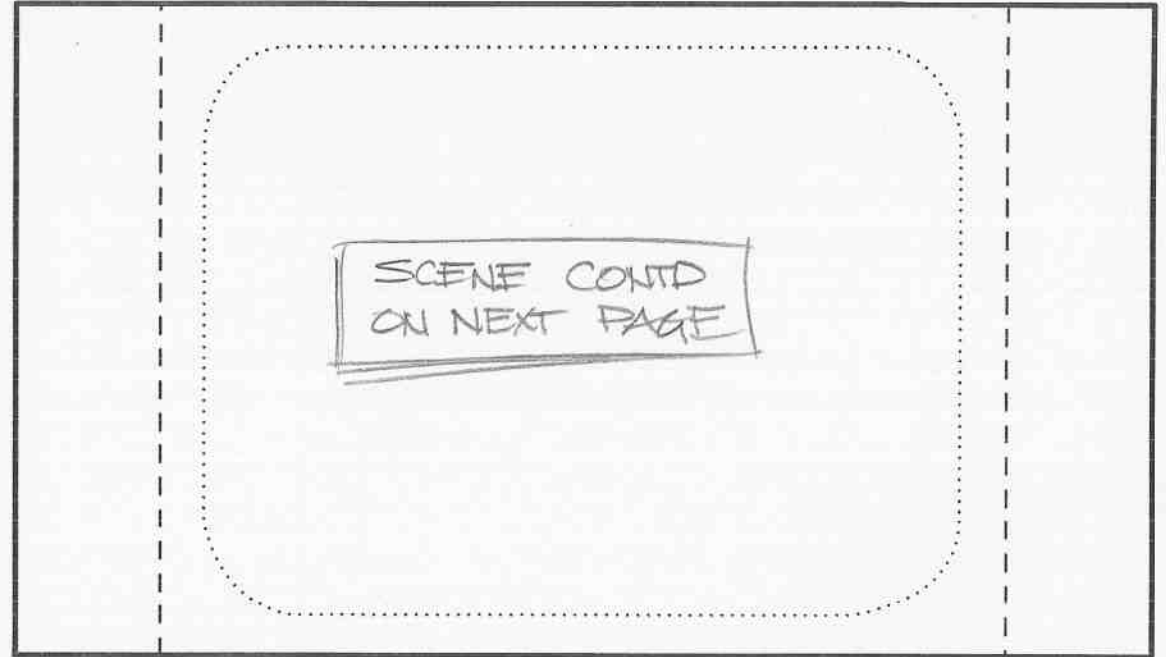
BUBBA IS FOLLOWED BY RED, WHO IS FOLLOWED BY PETROL.

BUBBA OUT

SFX: <MOTOR NOISE>

Sc.

Panel



Dialogue Action



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Sc. 45 CONTD

Panel (C)



Dialogue Action

PETROL IS FOLLOWED BY
CRABBY. PAN & TRUCK OUT
(A) → (B)

CUT

257-777

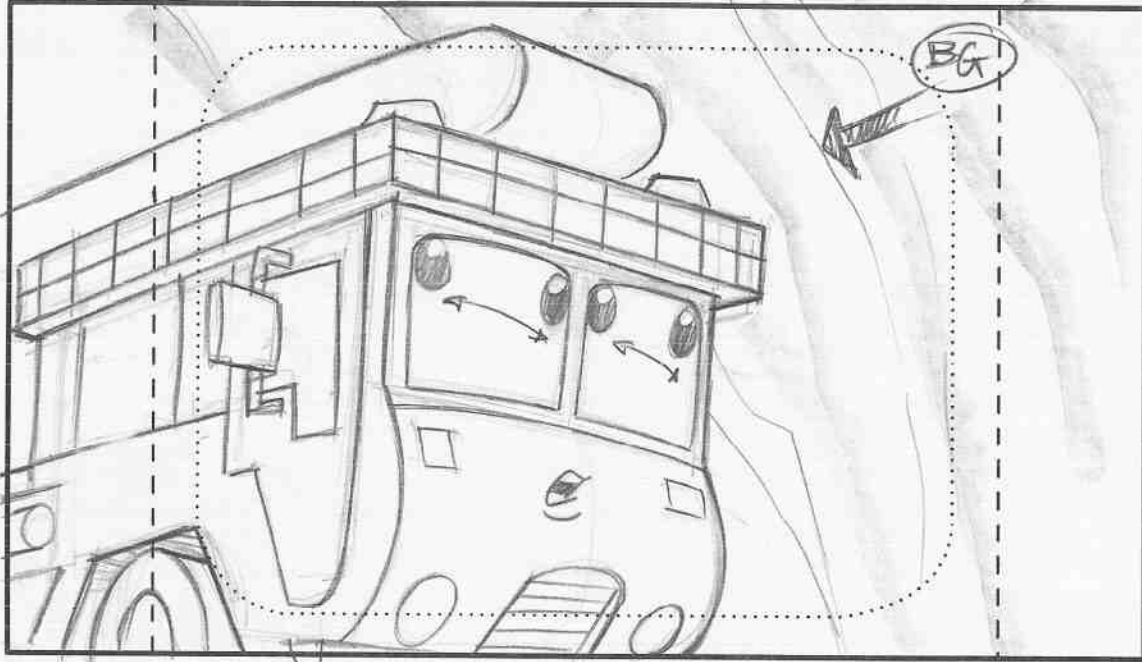


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Sc. 46

Panel



CUT

Dialogue Action

CLOSE ON PETROL LOOKING AROUND.

PAN BG

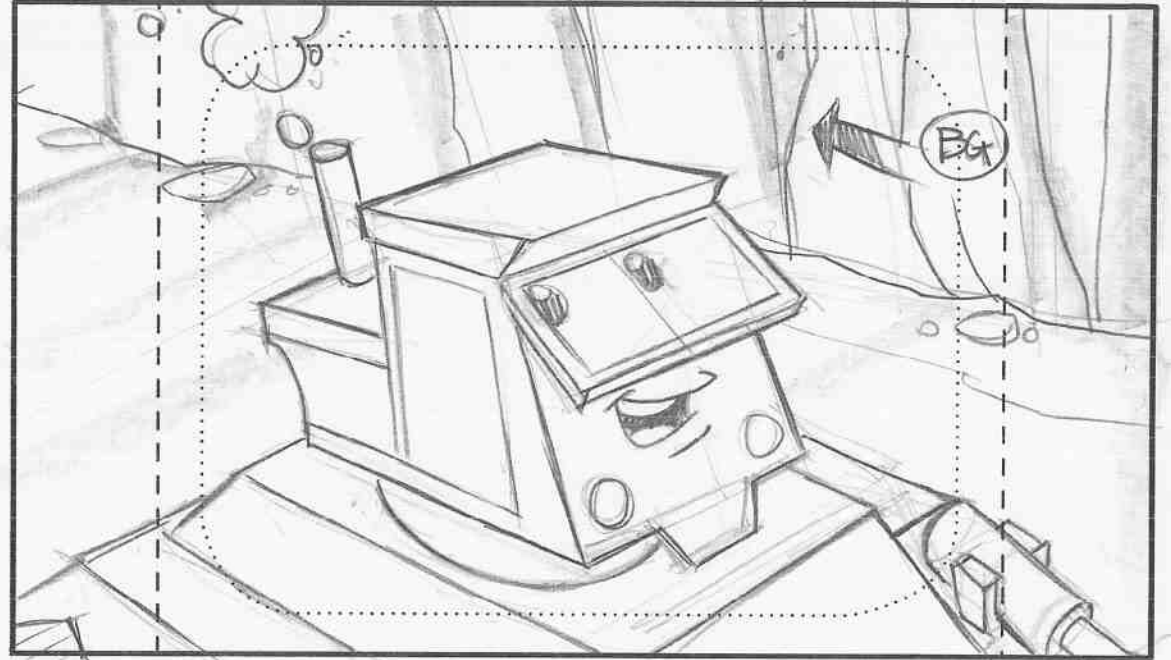
CUT

(39) PETROL:

GOODNESS GRACIOUS, IT SURE IS BIG IN HERE.

Sc. 47

Panel



Dialogue Action

ANGLE ON BUBBA HE LOOKS BACK OVER HIS

'SHOULDER'

(PAN BG)

(40) BUBBA:

YOU HAVEN'T SEEN BIG YET!

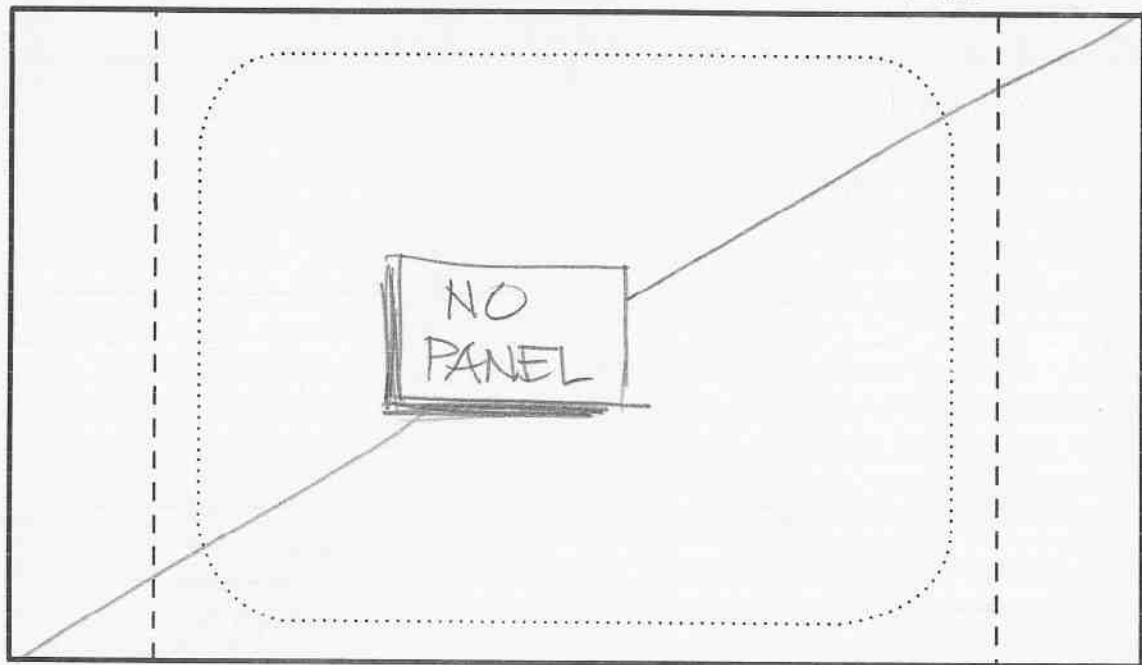


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Sc.

Panel



Dialogue Action

Three horizontal lines for dialogue and action notes.

Sc. 48

Panel

(A)



Dialogue Action

INT. MAIN TUNNEL CHAMBER -
BUBBA ENTERS FROM THE TUNNEL..

Three horizontal lines for dialogue and action notes.

257-777

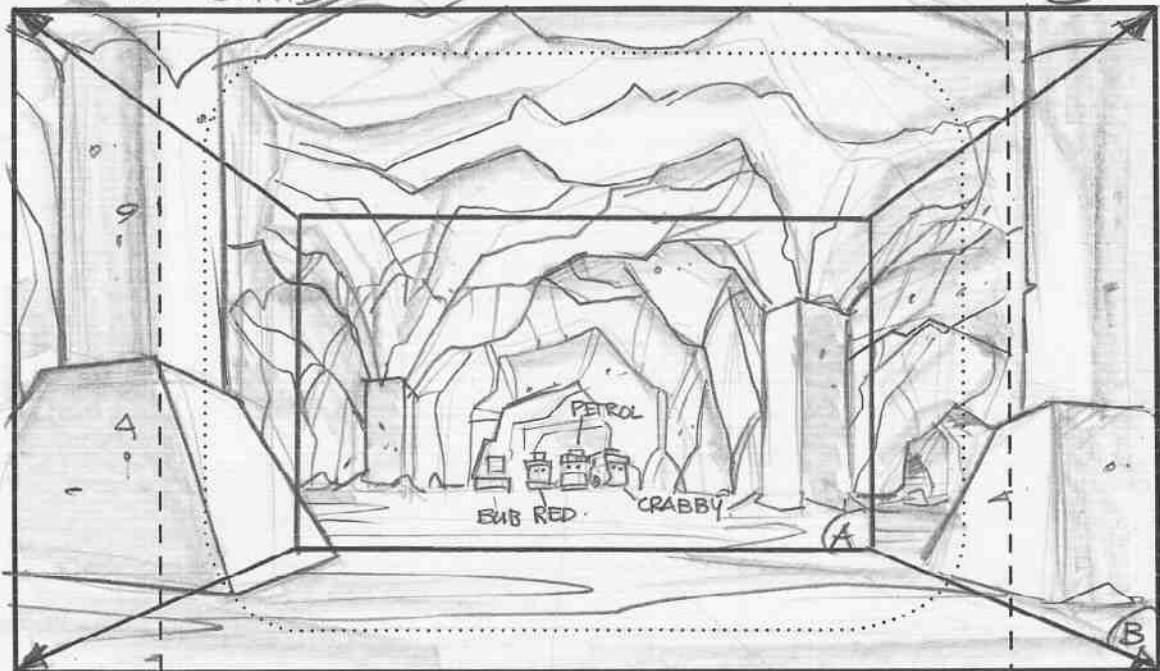


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Sc. 48 CONTD.

Panel (B)



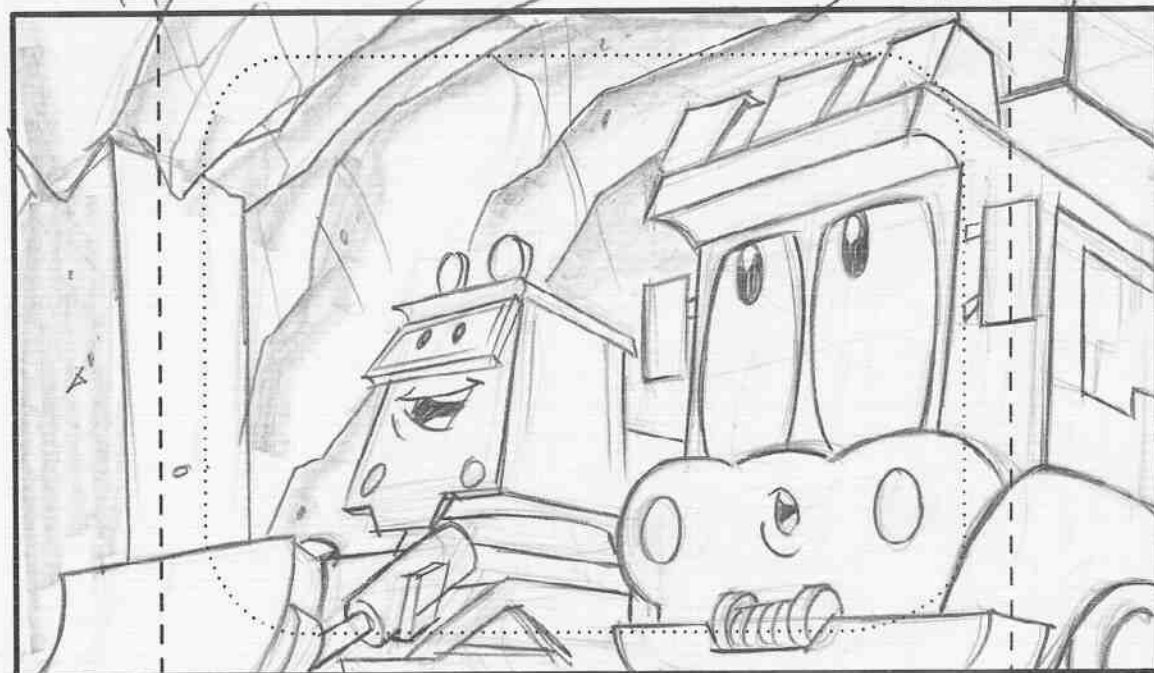
Dialogue Action TRUCK OUT (A) → (B) AS BUBBA COMES TO A STOP FOLLOWED BY RED, PETROL & CRABBY.

(CUT)

Dialogue (40A) RED/PETROL/CRABBY:
<AWE!>

Sc. 49

Panel



Dialogue Action ANGLE ON BUBBA & RED.

Dialogue (A) BUBBA:
THIS IS WHERE THE SUBWAY STATION...

257-777

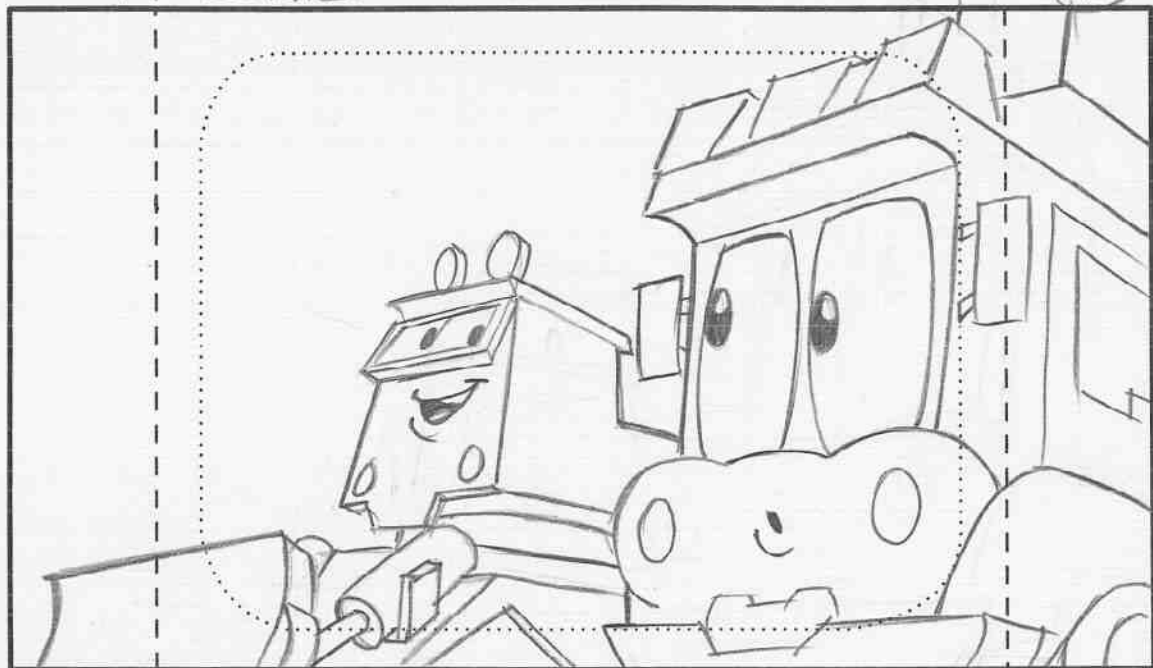


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Sc. 49 - CONTD

Panel B



BUBBA LOOKS OVER AT RED.

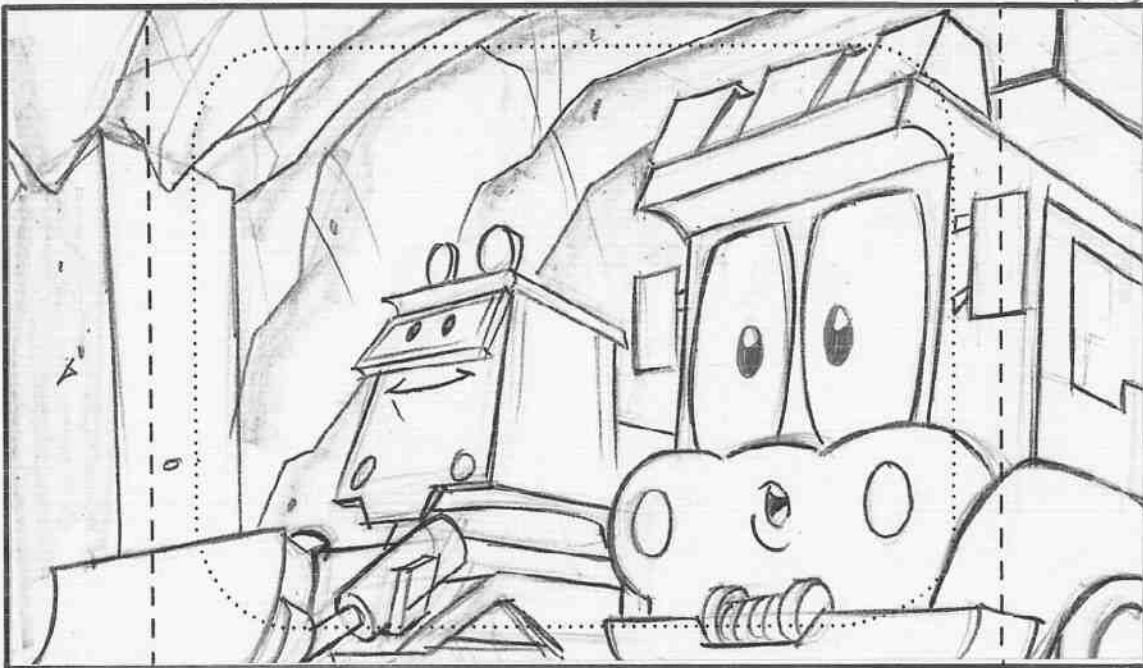
Dialogue Action

41) BUBBA: (CONTD)

.. IS GOING TO BE!

Sc. CONTD

Panel C



SUDDENLY THE RUMBLING STARTS AGAIN STARTLING RED.

Dialogue Action

SFX: < RUMBLING >

CUT

257-777

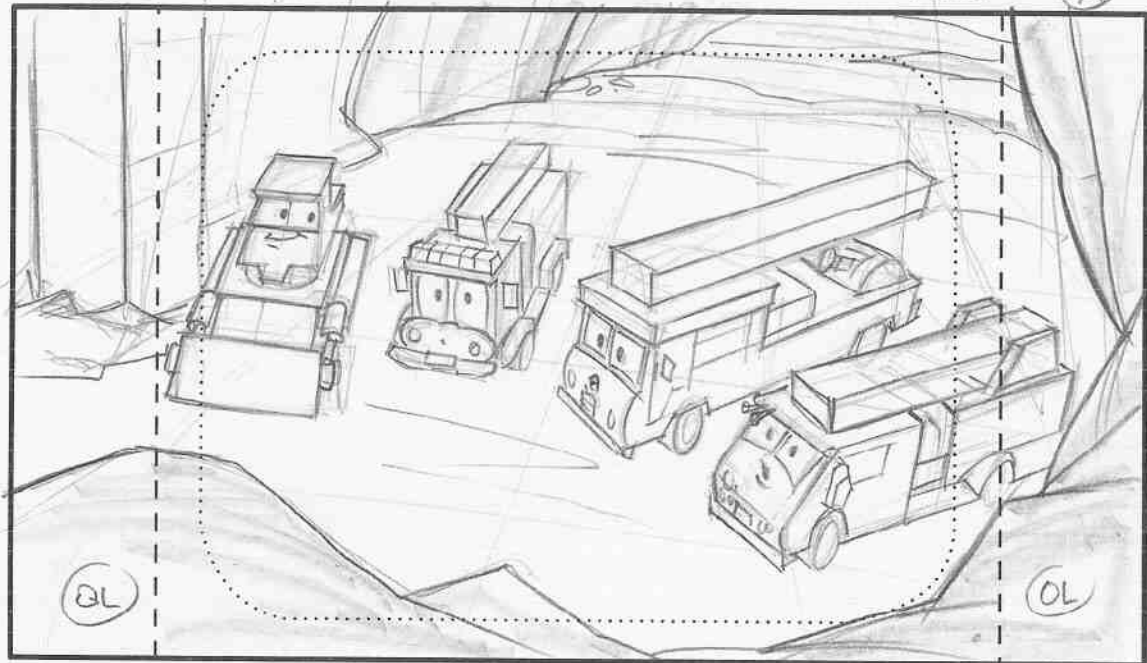


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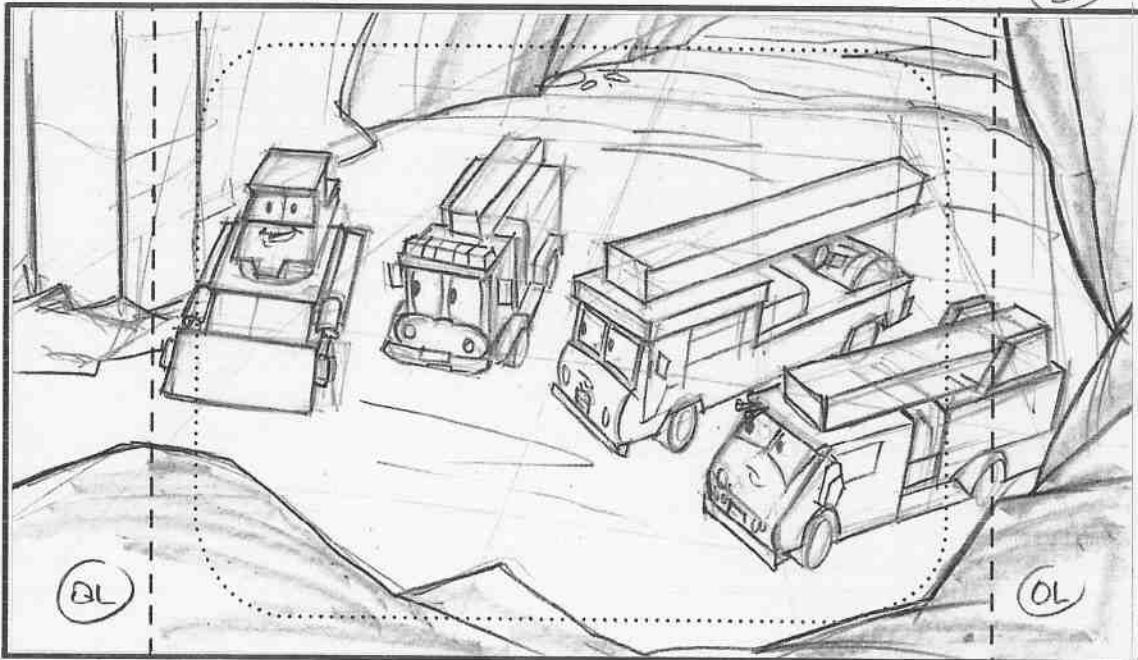
Sc. 50

Panel (A)



Sc. CONTD

Panel (B)



CUT

Dialogue Action

WIDE ON THE GROUP.

SFX: <RUMBLE>

(42) PETROL:

WHAT'S THAT.

Dialogue Action

(43) BUBBA:

THAT'S NOSEY!

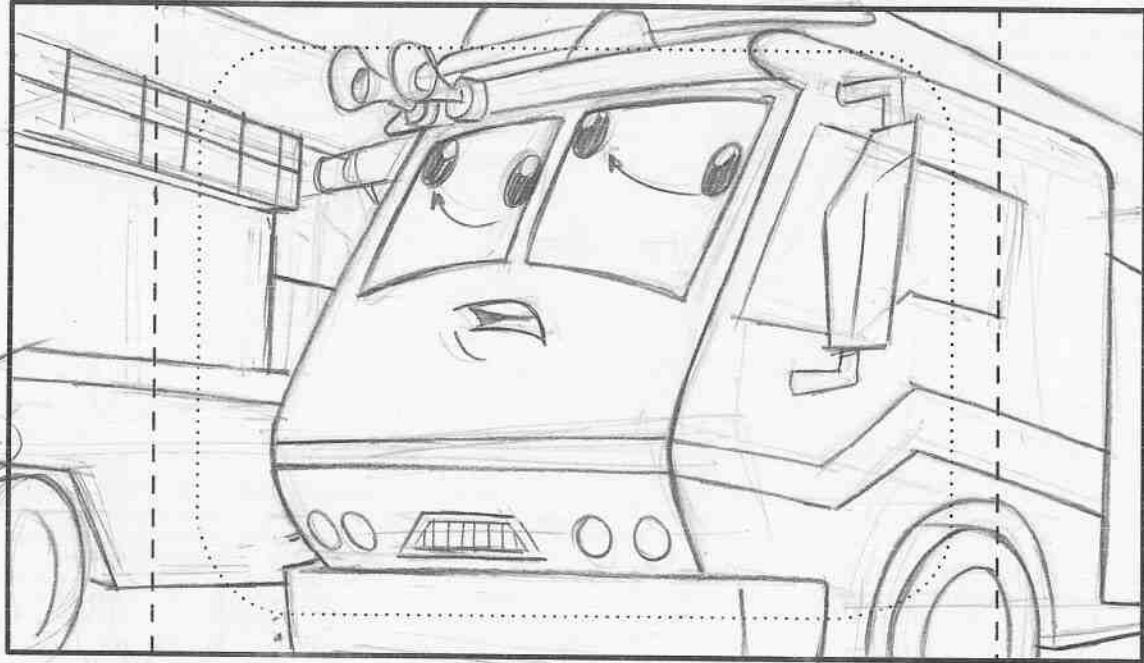


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Sc. 51

Panel



CUT CLOSE ON CRABBY, LOOKING AROUND.

Dialogue Action

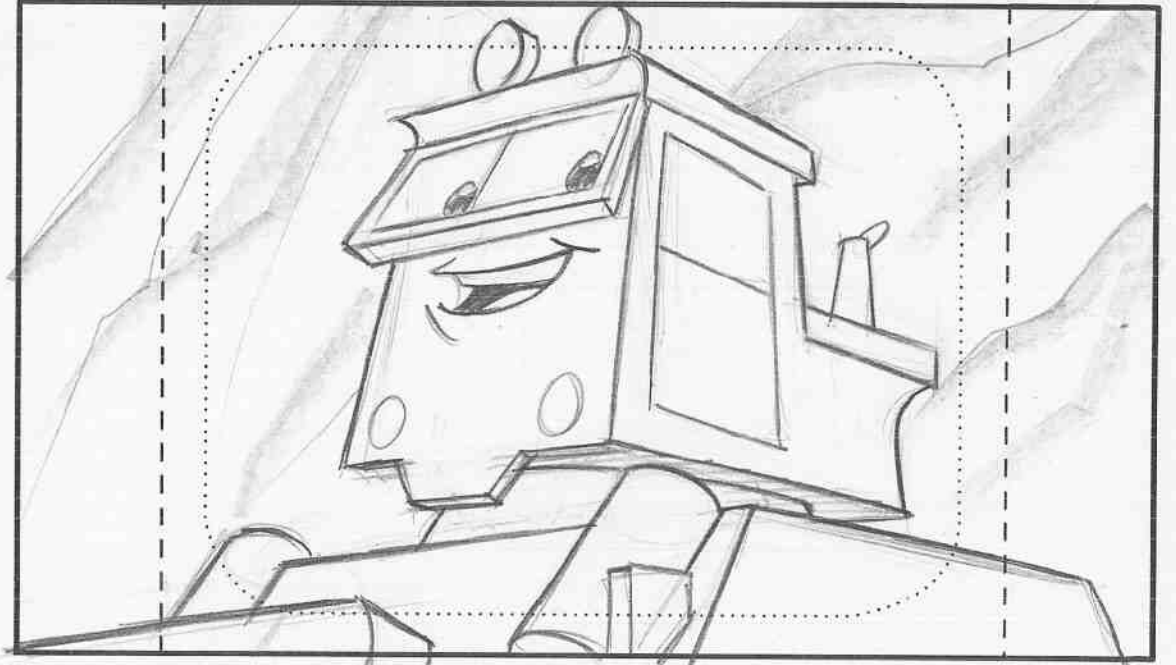
SFX: < RUMBLING >

44 CRABBY:

WHERE? I DON'T SEE HIM.

Sc. 52

Panel



CUT CLOSE ON BUBBA

Dialogue Action

SFX: < RUMBLING >

45 BUBBA:

YOU WILL!

CUT

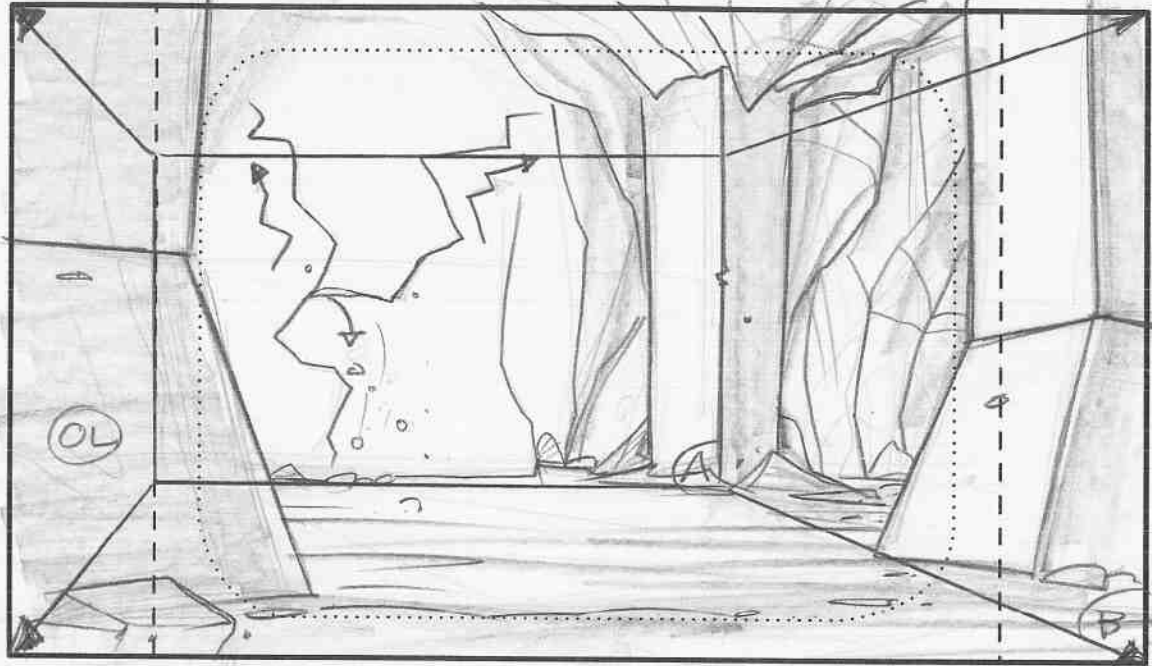


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Sc. 53

Panel

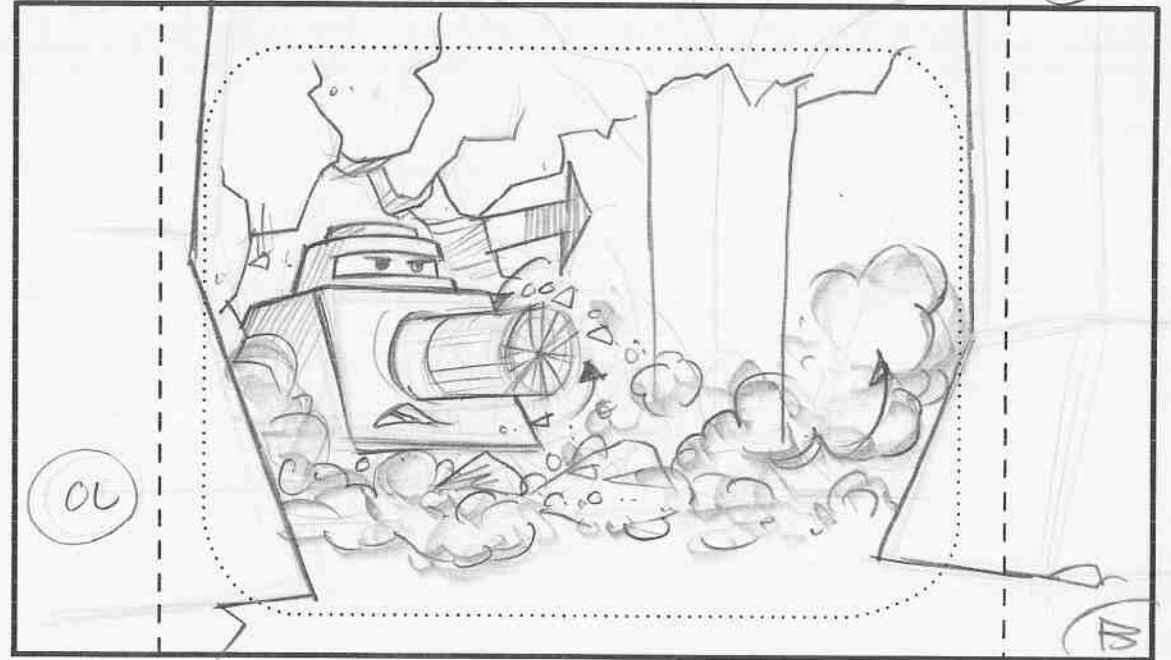


CUT
Dialogue Action ANGLE ON A SIDE WALL. A CRACK FORMS, SPREADING UP & OUT. THE RUMBLING GETS LOUDER.

SFX: <RUMBLING, ROCK CRACKING>

Sc. CONT'D

Panel (B)



Dialogue Action TRUCK OUT (A) → (B) AS THE WALLS CRUMBLES AND NOSEY PUSHES FORWARD.

EFX: (DX DUST)
SFX: <ROCK CRUMBLING>

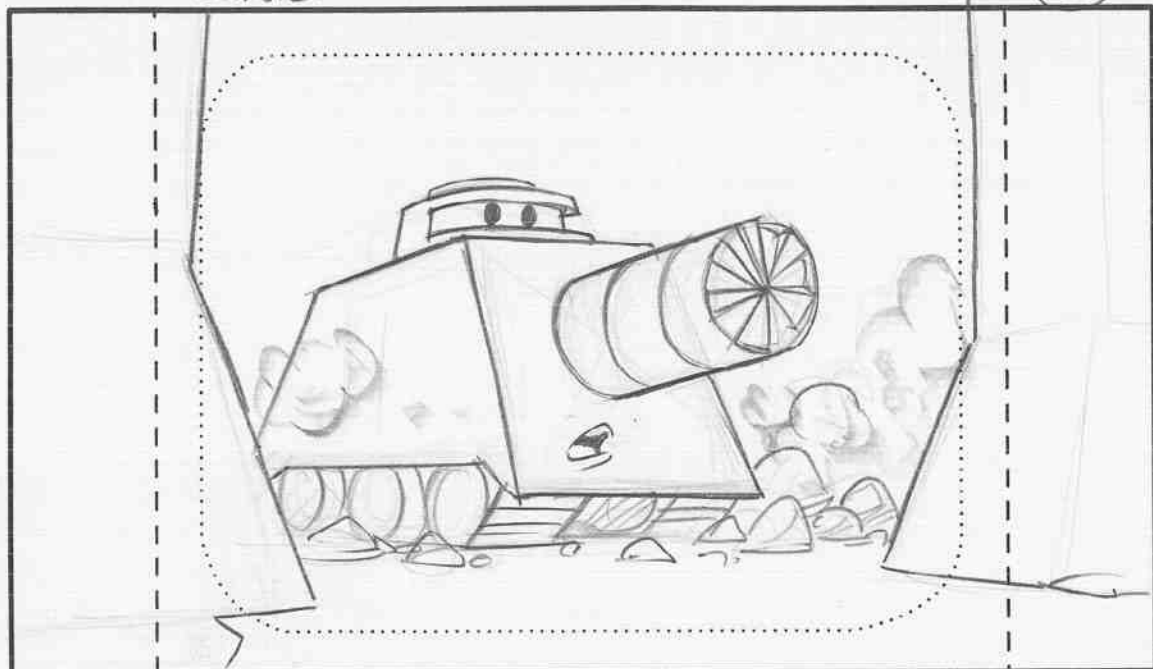


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Sc. 53 CONTD

Panel (C)



Action NOSEY'S NOSE STOPS SPINNING. HE IS SURPRISED BY THE O.S. FIRETRUCKS. THE DUST DISSIPATES.
EFX: (DX DUST)

CUT

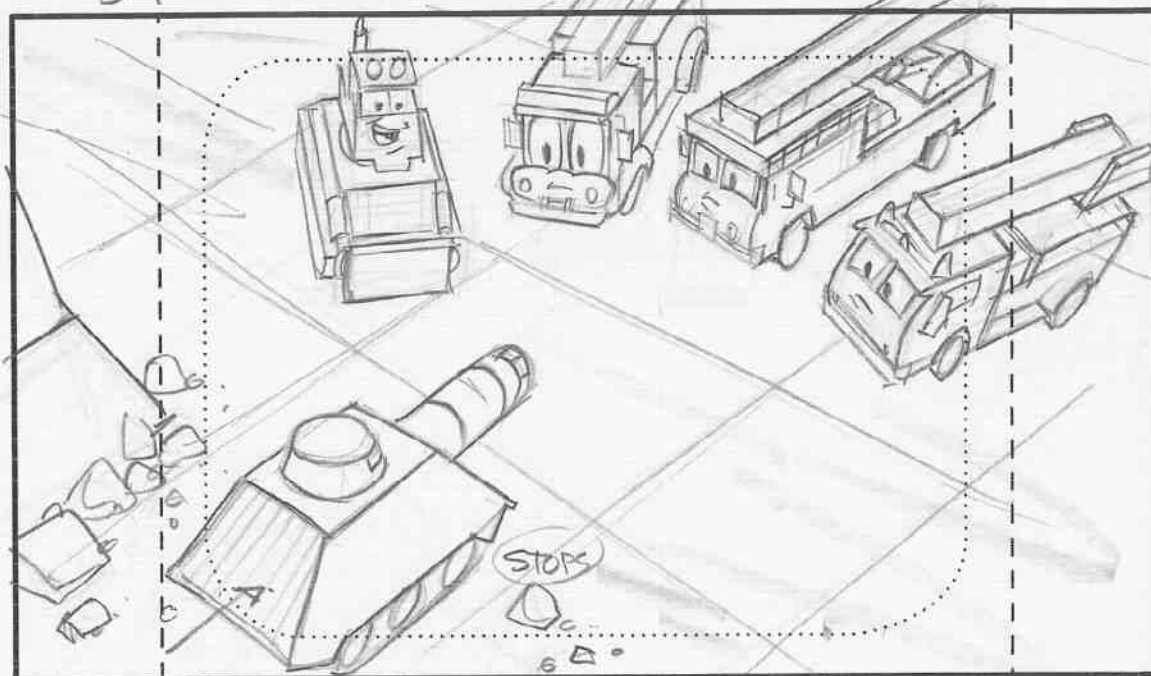
Dialogue

(46) NOSEY:

HEY! WHO'RE THEY?

Sc. 5A

Panel



Action WIDE ON THE GROUP, NOSEY TRUNDLES CLOSER TO THE TRUCKS AND STOPS IN FRONT OF THEM. BUBBA MAKES THE INTRO'S.

CUT

Dialogue

(47) BUBBA:

THESE ARE MY FRIENDS FROM THE FIREHOUSE NOSEY. THEY, UH HAVE A LITTLE PROBLEM WITH YOU.

257-777

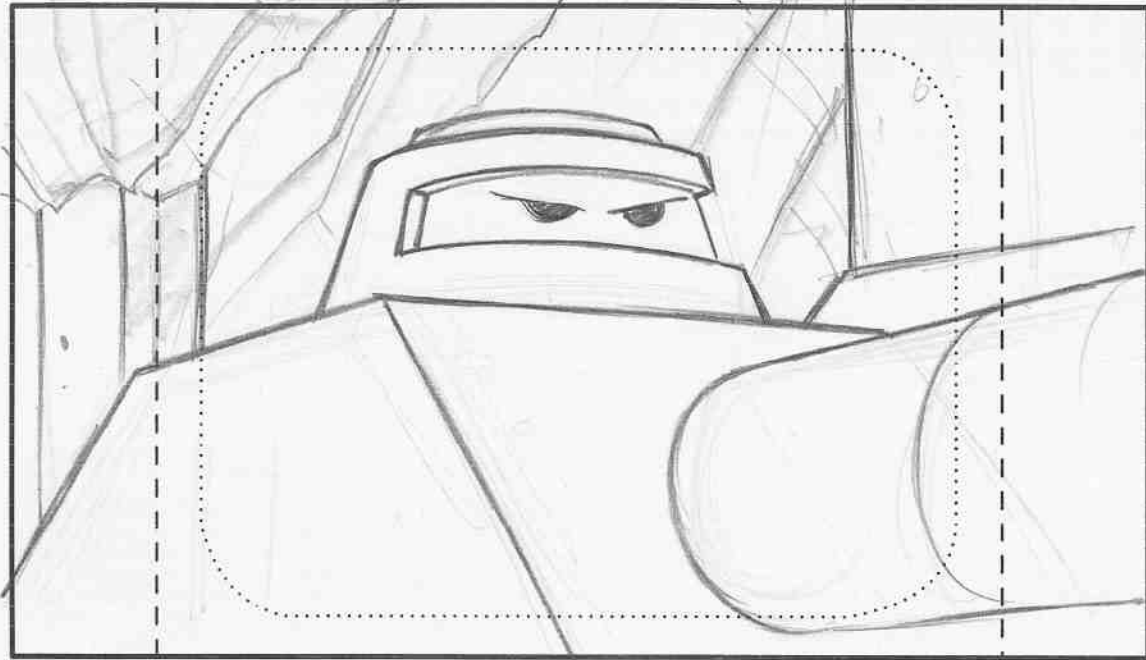


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Sc. 55

Panel

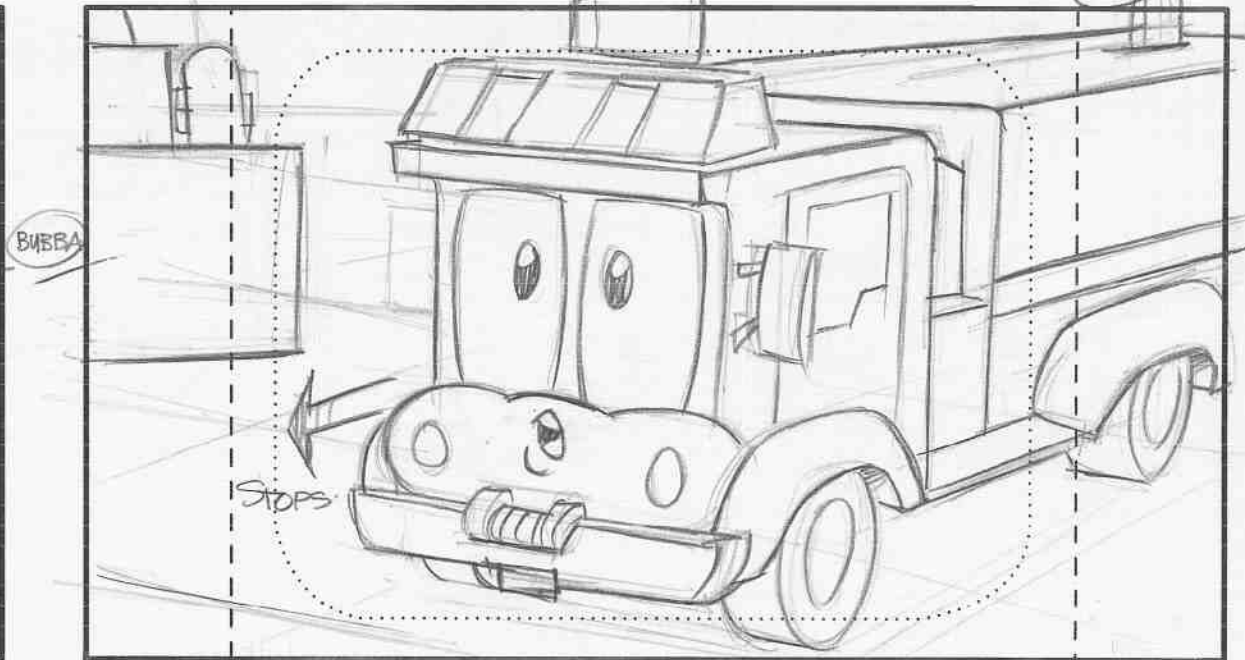


Action CLOSE ON NOSEY LOOKING ANNOYED

Dialogue (18) NOSEY:
LIKE WHAT?

Sc. 56

Panel (A)



Action CLOSE ON RED. HE INCHES FORWARD. HE'S A BIT ANXIOUS.

Dialogue (19) RED:
WELL, YOU SEE MR., UH, NOSE, YOUR DRILLING IS KEEPING US UP AT NIGHT...

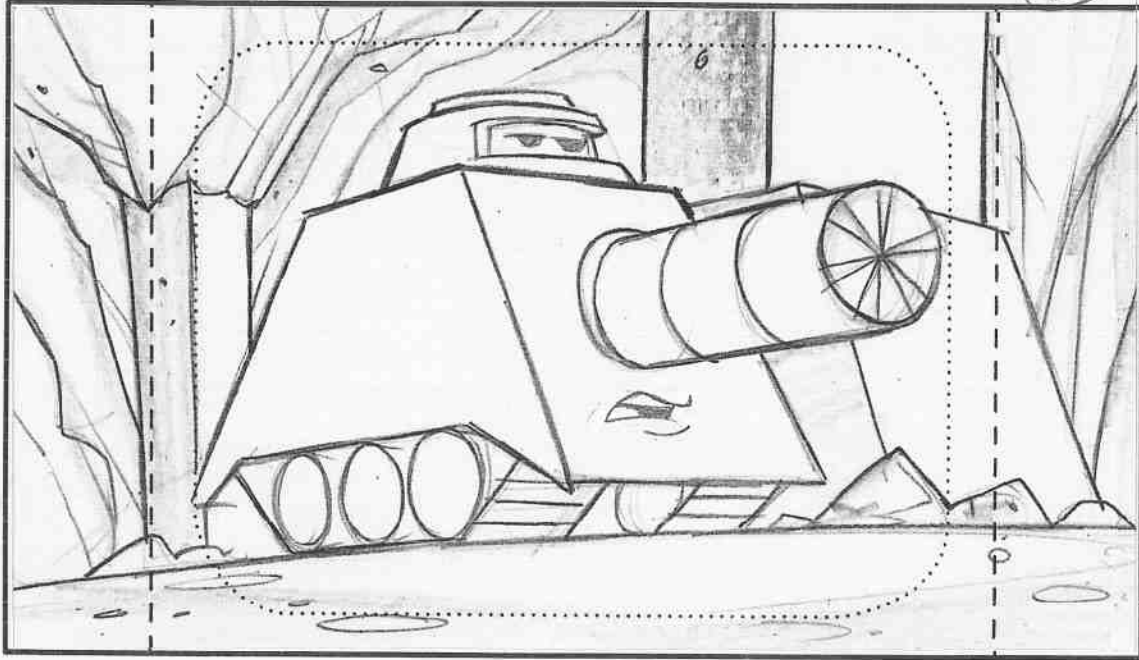


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Sc. 57 CONTD

Panel (B)



Dialogue Action

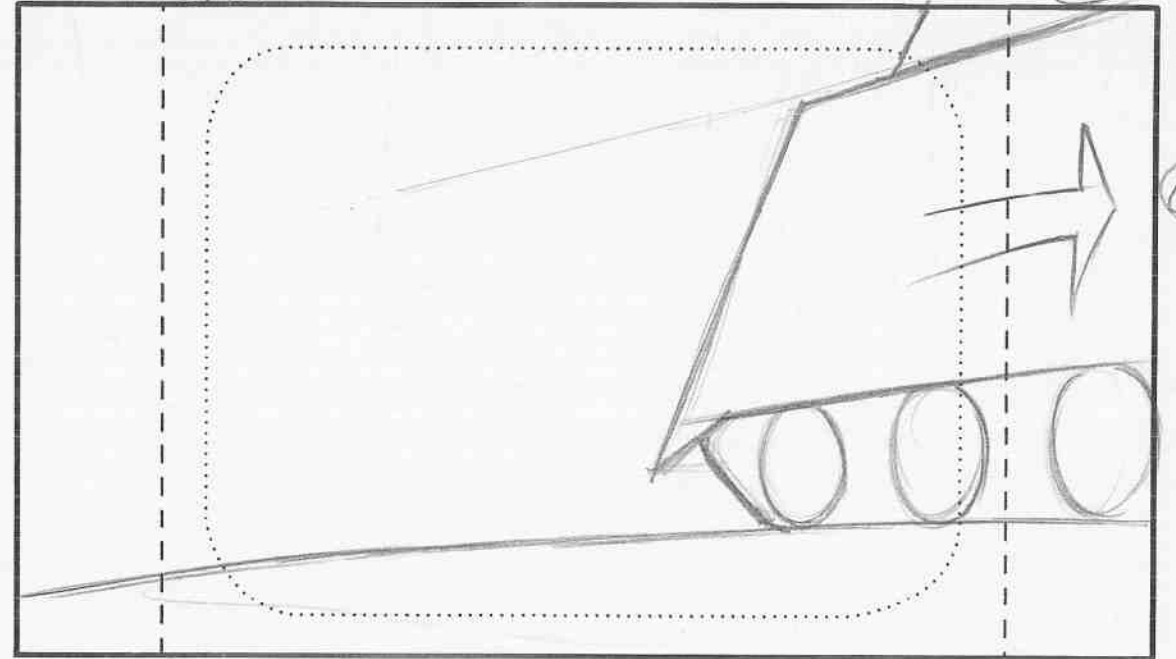
NOSEY HARDENS.

(50) NOSEY: (CONTD)

.. BUT THERE'S NOTHING I CAN DO ABOUT IT!

Sc. CONTD.

Panel (C)



Dialogue Action

NOSEY FUMBLES FORWARD.

SFX: < ENGINE RUMBLE >

OUT

CUT

257-777

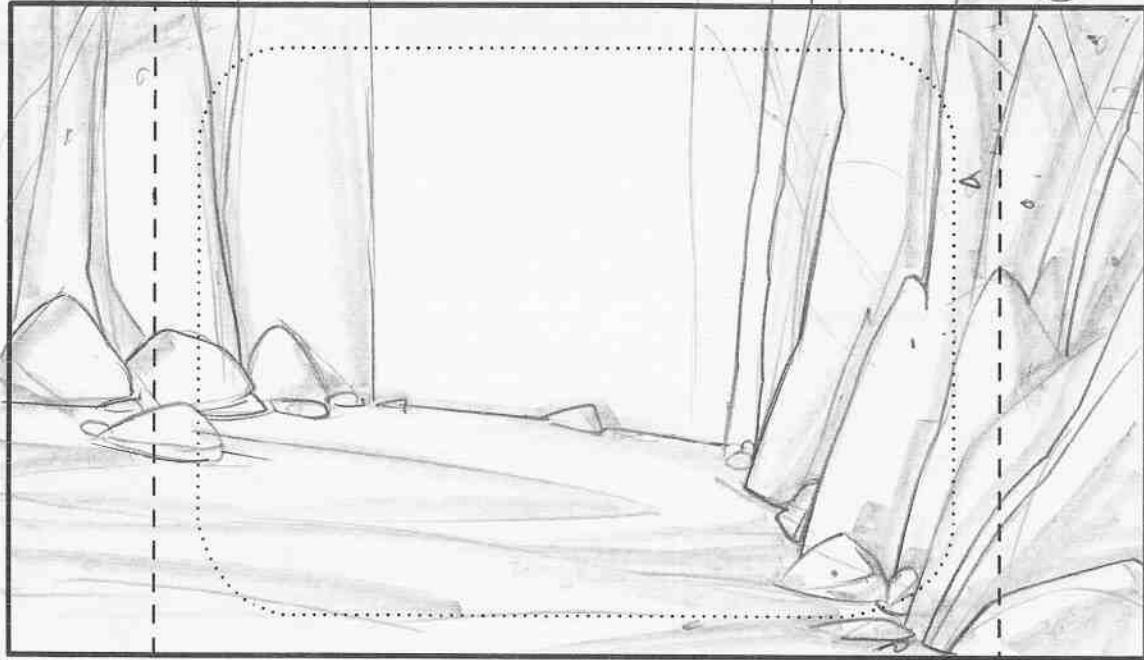


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Sc. 58

Panel A



CUT

Dialogue Action

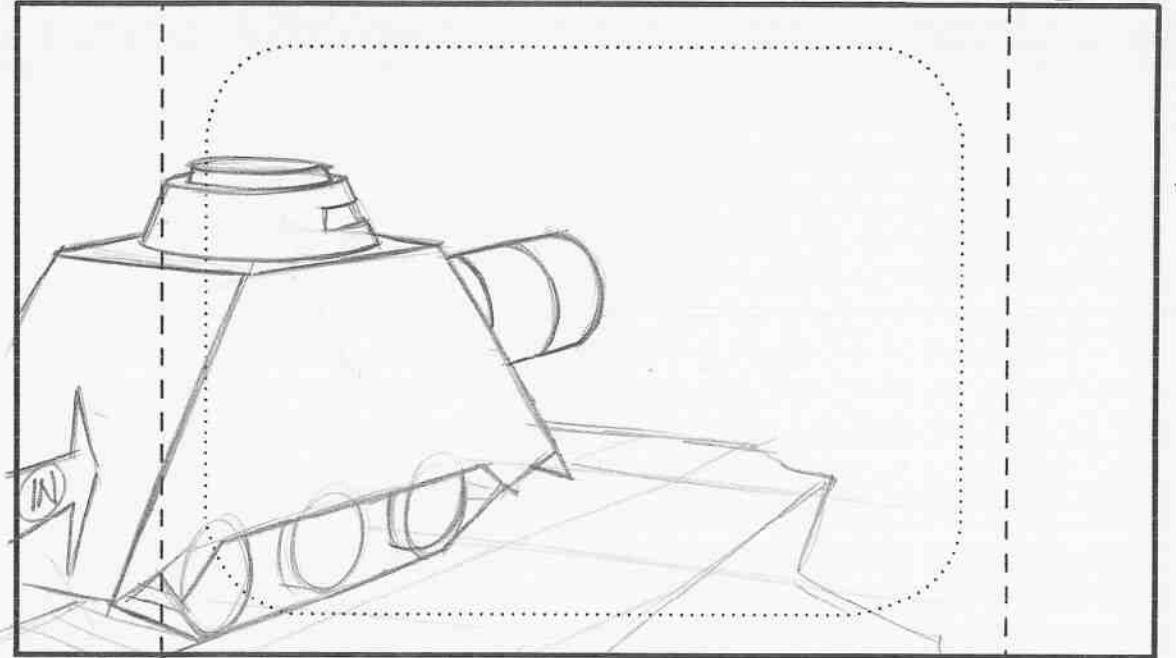
ANGLE ON A WALL OF ROCK

SFX: < RUMBLE >

Sc.

CONTD

Panel B



CUT

Dialogue Action

NOSEY RUMBLES INTO SCENE AND STOPS IN FRONT OF THE WALL

SFX: < ENGINE IDLE >



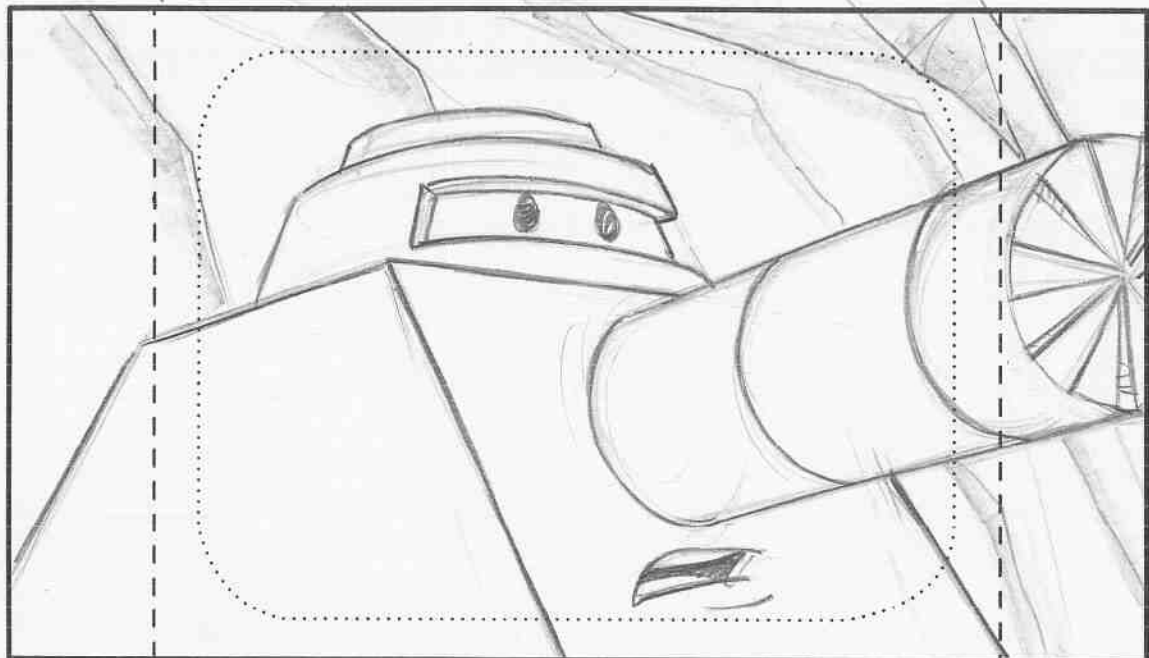
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Page 64

Sc. 59

Panel



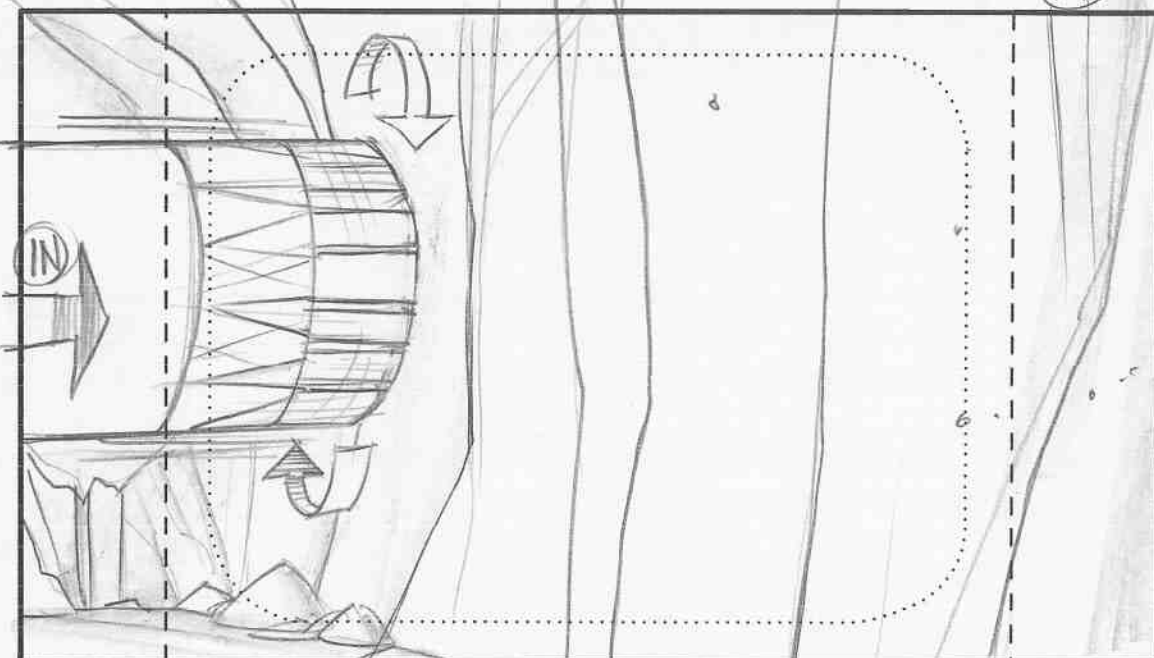
ANGLE ON NOSEY (SLIGHT UPSHOT)

CUT
Dialogue Action

Sc. 60

Panel

(A)



CLOSE ON THE ROCK WALL - NOSEY'S SPINNING NOSE ENTERS.

CUT

Dialogue Action

SFX: <BIG DRILL SOUND> EFX: (BLUR)

257-777

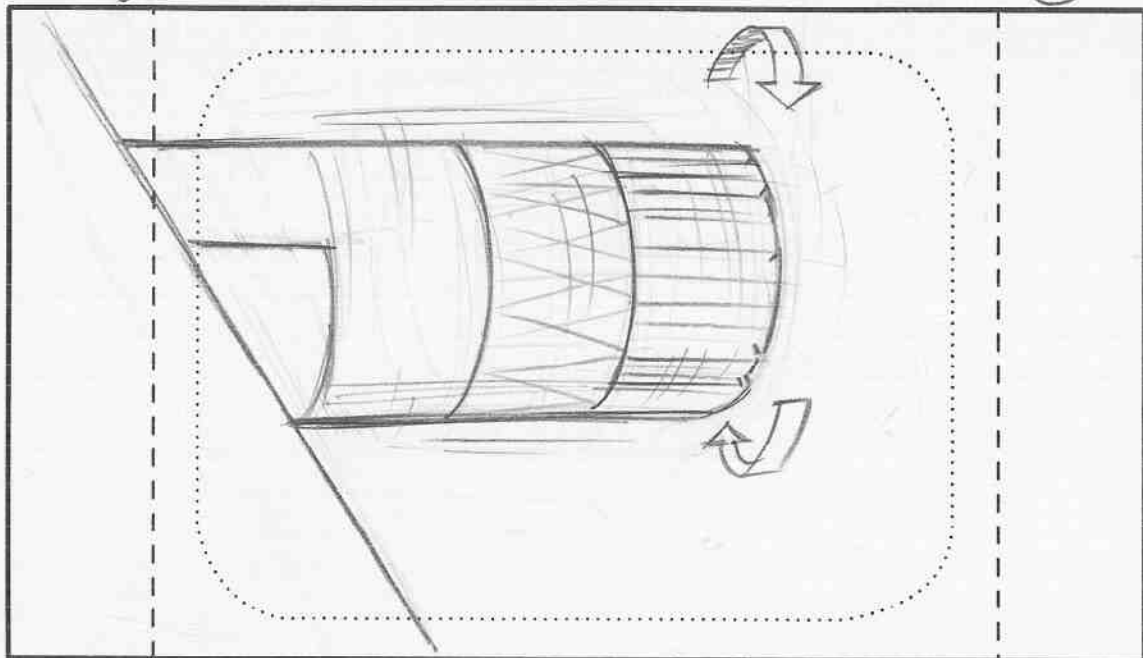


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Sc. 60 CONTD.

Panel (B)



Dialogue Action NOSEY'S NOSE TOUCHES THE WALL. IT DOESN'T EVEN LEAVE A SCRATCH.

SFX: <ROCK DRILLING>

(52) NOSEY:
(GRUNTING AND EFFORTS)

Sc. 61

Panel



Dialogue Action ANGLE ON THE TRUCKS STARING IN AMAZEMENT.

SFX: <DRILLING>

(52) NOSEY: (OS CONT'D)
(GRUNTING AND EFFORTS)

CUT

CUT

257-777



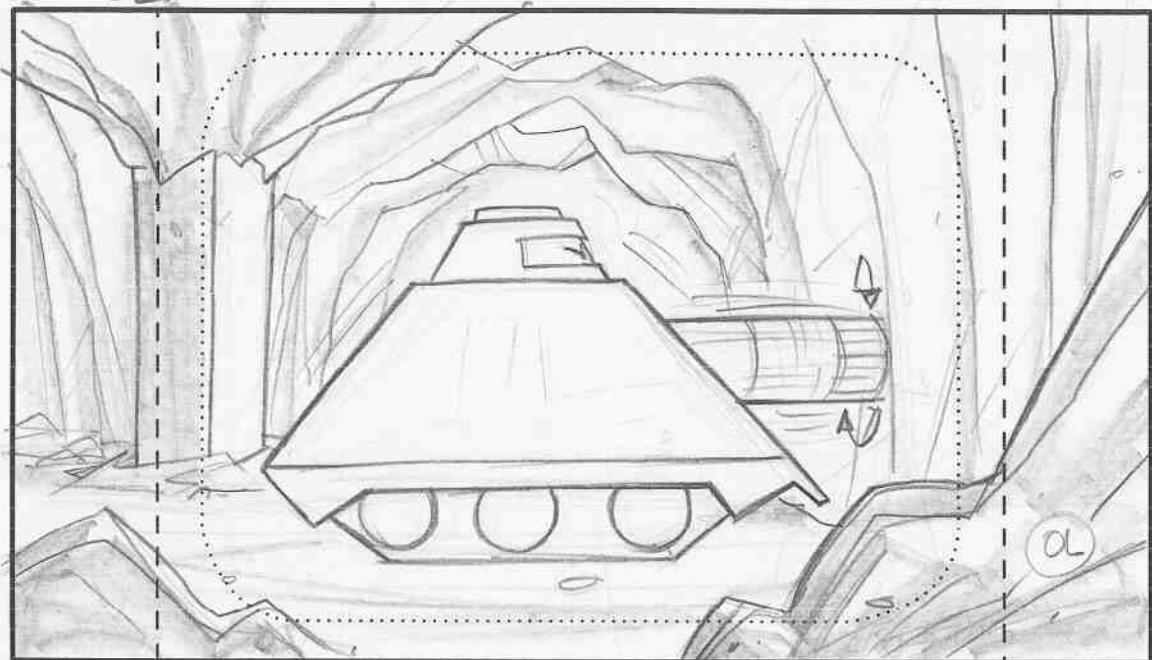
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Page 66

Sc. 62

Panel A



CUT

Action ANGLE ON NOSEY TRYING TO DRILL INTO THE HARD ROCK WALL.

SFX: <ROCK DRILLING> EFX: (BLUR)

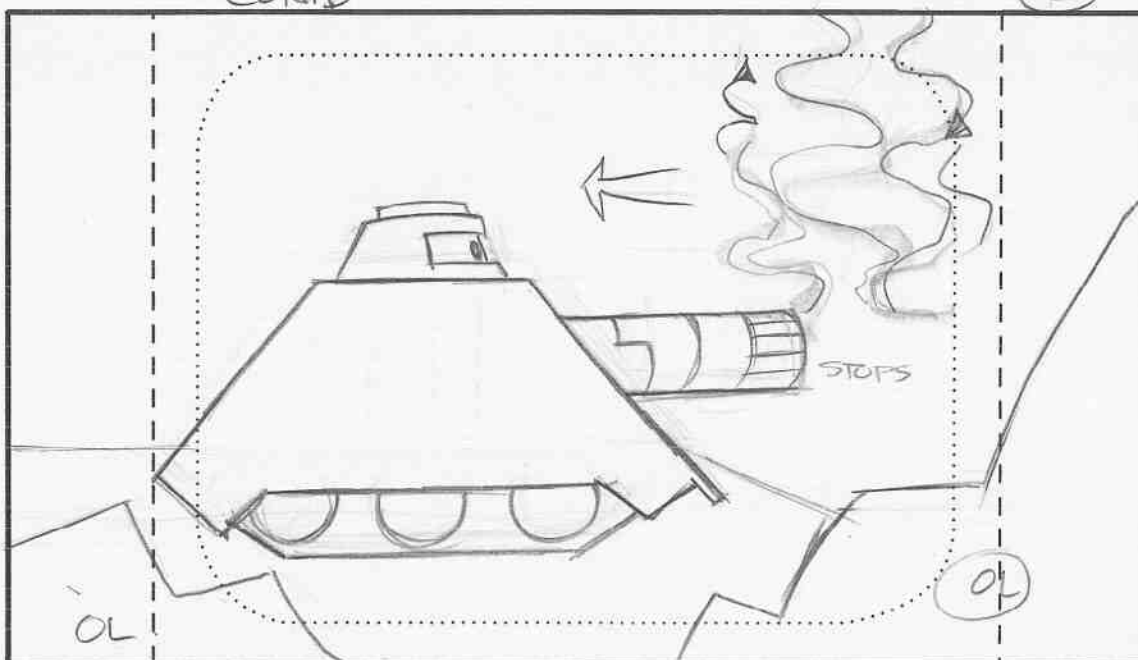
Dialogue (52) NOSEY: (CONTD)

(GRUNTING AND EFFORTS)

Sc.

CONTD.

Panel B



Action NOSEY STOPS DRILLING AND BACKS AWAY FROM THE WALL. A THIN TENDRIL OF SMOKE RISES FROM THE WALL AND NOSEY'S NOSE, WHICH STOPS SPINNING.

EFX: (DX SMOKE)

CUT

257-777



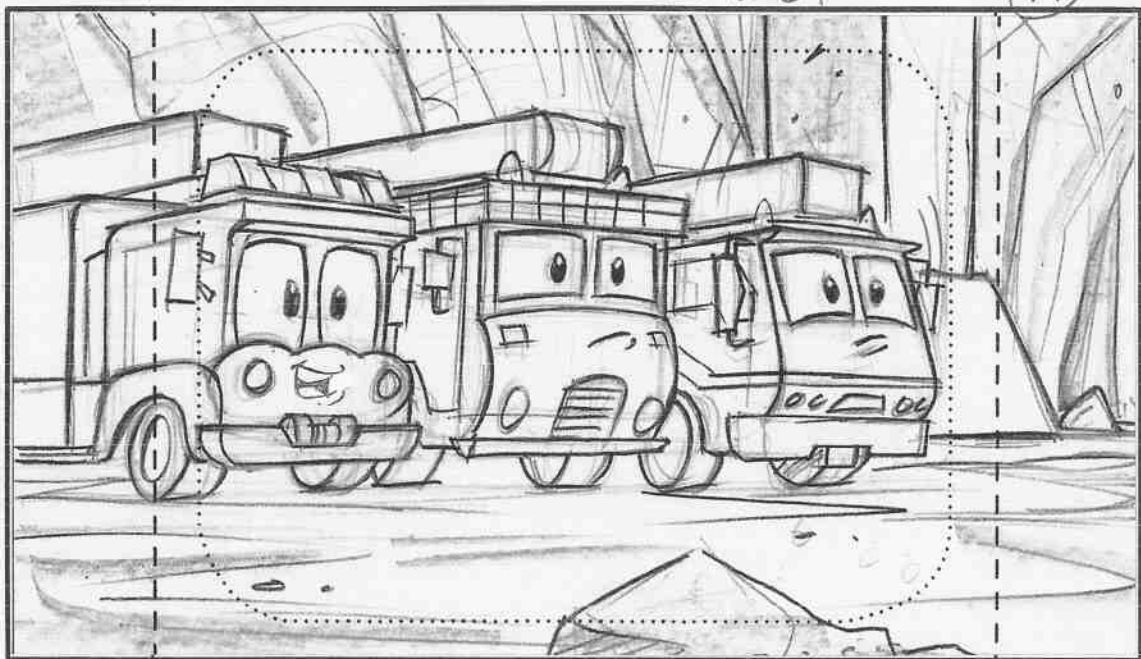
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Sc. 64

SABG 61

Panel A



CUT

Action WIDE ON THE THREE TRUCKS.
RED HAS AN IDEA. CRABBY REACTS TO WHAT RED SAYS.

Dialogue (54) RED:
MAYBE WE CAN HELP YOU!

Sc.

CONTD.

Panel B



Action CRABBY & PETROL LOOK OVER AT RED.

Dialogue (55) CRABBY:
WE CAN?.

CUT

257-777

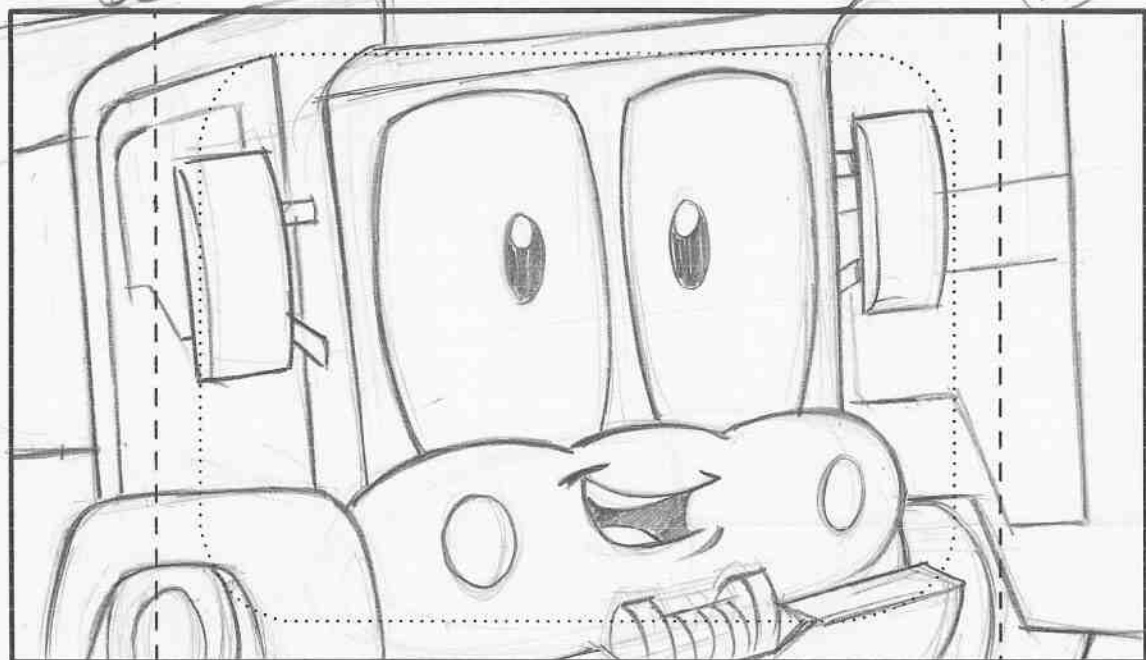


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Sc. 65

Panel A



CLOSE ON RED .

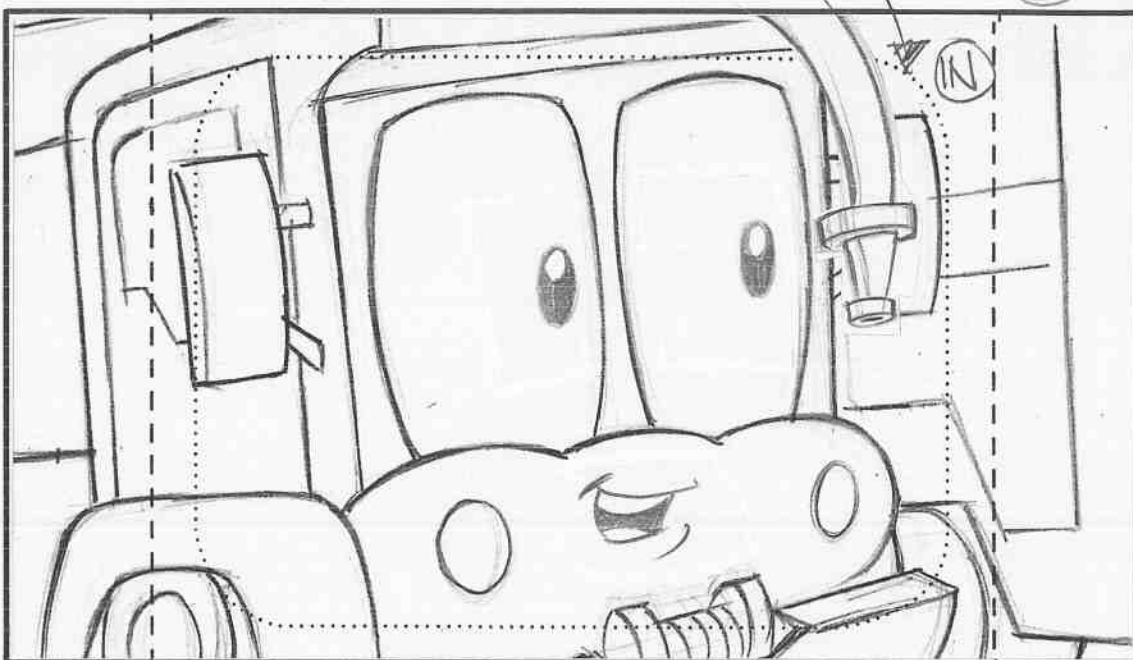
CUT
Dialogue Action

56 RED :

SURE.

Sc. CONTD .

Panel B



RED'S HOSE SNAKES INTO FRAME

CUT
Dialogue Action

56 RED: (CONTD) .

IF WE SPRAY NOSEY'S NOSE WITH WATER WHILE HE'S DRILLING, WE CAN KEEP IT COOL.



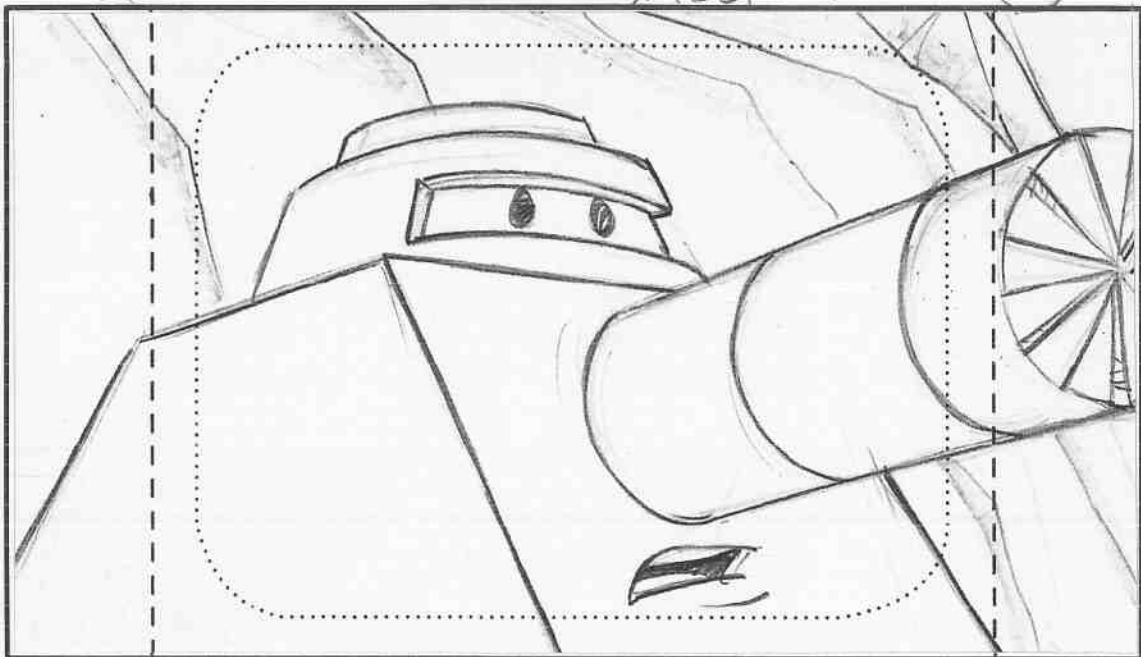
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Sc. 66

S/ABG 59

Panel (A)



CUT

Dialogue Action

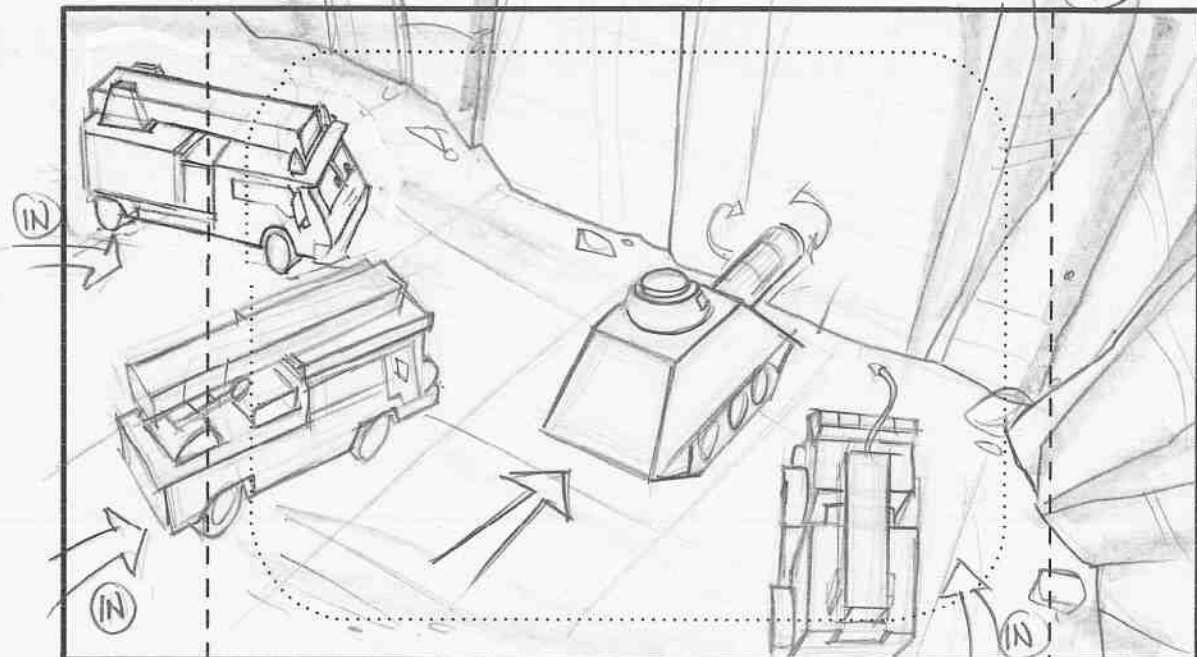
CLOSE ON NOSEY. HE SCEPTICAL.

(57) NOSEY:

IT'S WORTH A TRY.

Sc. 67

Panel (A)



CUT

Dialogue Action

WIDE ON ROCK WALL. NOSEY MOVES INTO POSITION. RED, PETROL & CRABBY DRIVE UP BESIDE HIM. EFX: (BLUR). NOSEY'S NOSE STARTS TO SPIN.

SFX: <DRILL WHIRR>

257-777



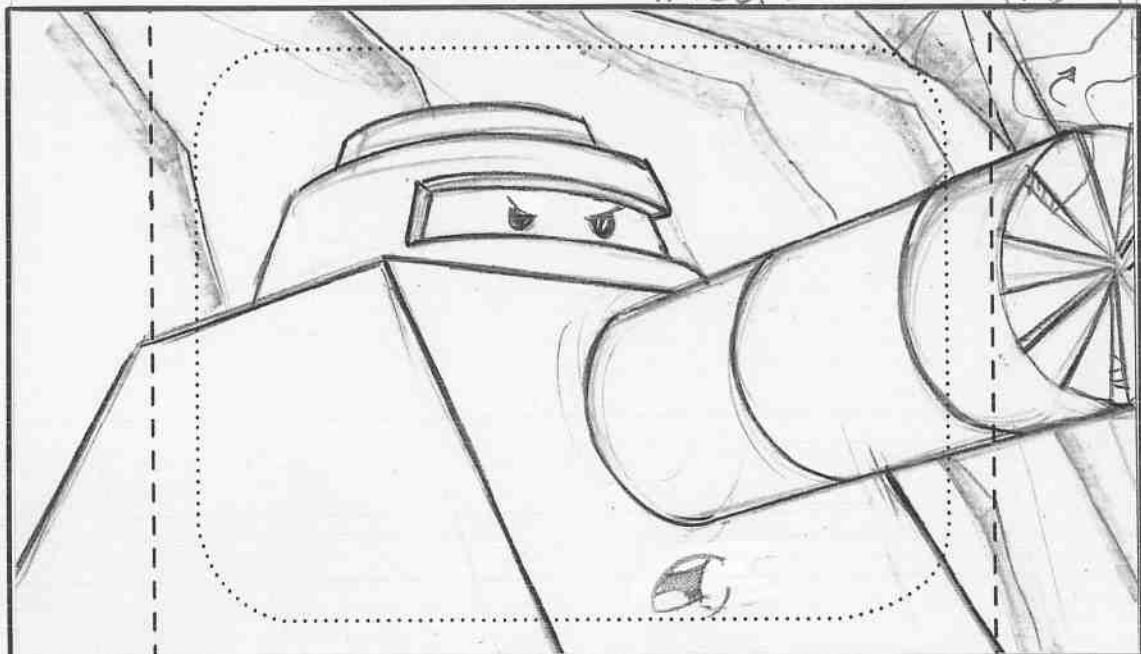
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Sc. 63

S/A BG 59

Panel (A)



CUT

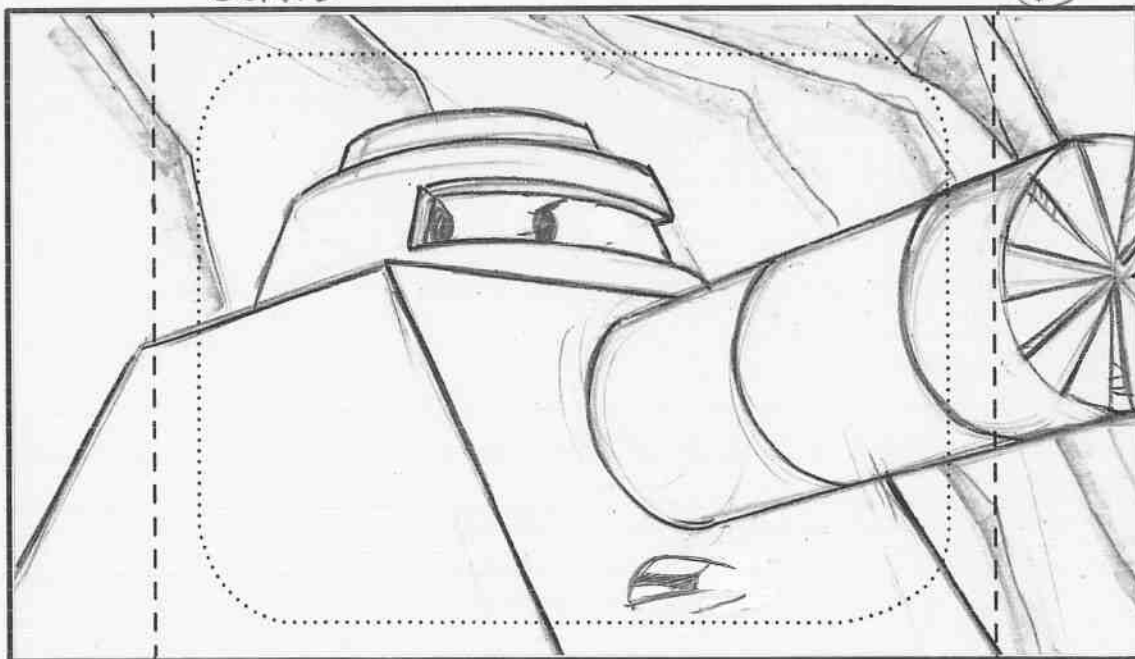
Action CLOSE ON NOSEY. HE LOOKS FRUSTRATED (SMOKE OFF NOSE DISSIPATES)
EFX: (DX SMOKE)

Dialogue (53) NOSEY:
IT HEATS UP MY NOSE & BOY DOES THAT HURT.

Sc.

CONTD.

Panel (B)



Action NOSEY LOOKS BACK AT THE OS FIRETRUCKS.

Dialogue (53) NOSEY: (CONTD)
.. AT THIS RATE THE JOBS GONNA TAKE FOREVER.

CUT

257-777



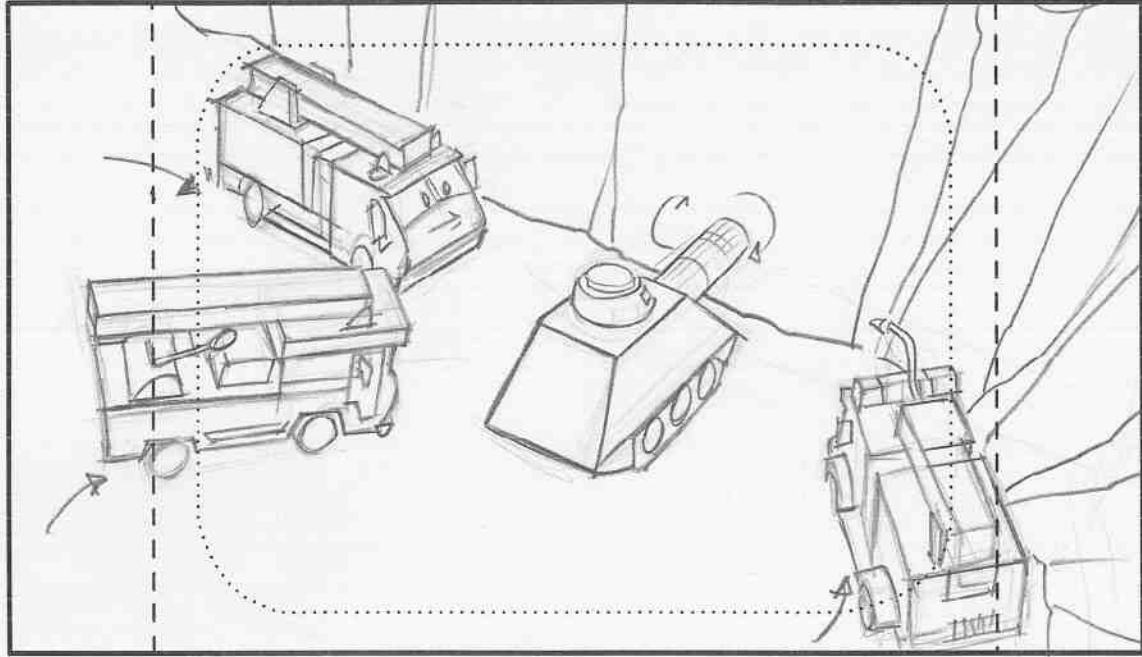
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Sc. 67 CONTD

Panel

(B)



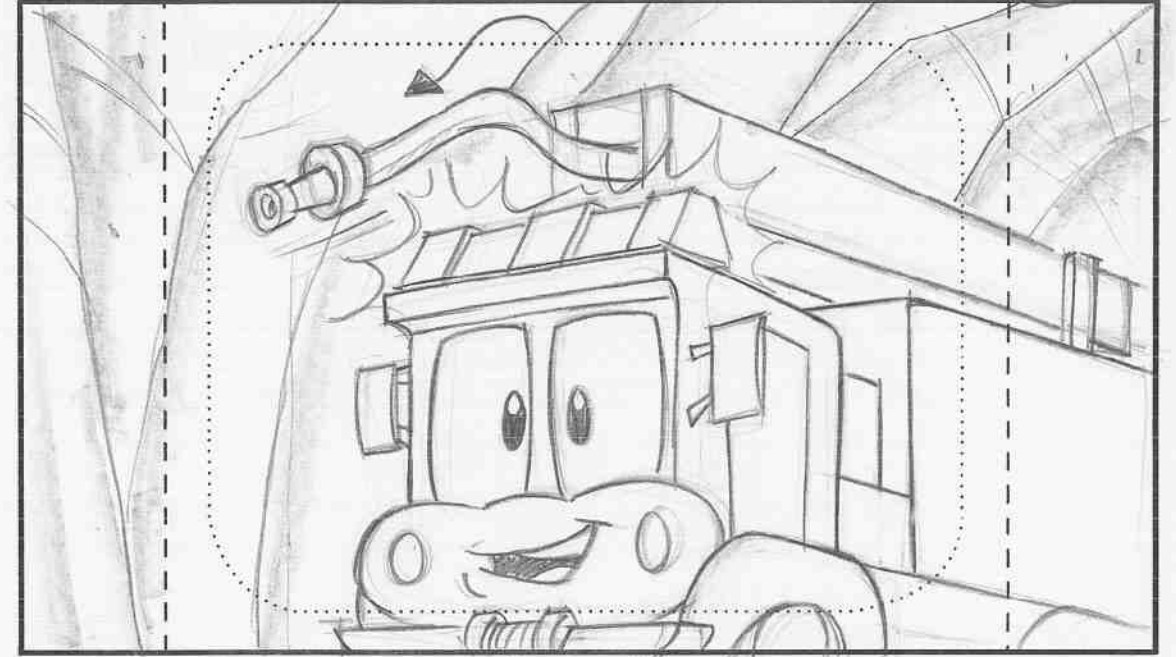
Dialogue Action

THE TRUCKS SETTLE INTO PLACE

(CUT)

Sc. 68

Panel



Dialogue Action

CLOSE ON RED. HIS LIGHTS START FLASHING AND HIS HOSE MOVES FORWARD

EPX: (BOT. LIT LIGHTS) SFX: (SIRENS)

(CUT)

(58) RED:

THE SIRENS SAY, ITS TIME TO SPRAY!

257-777

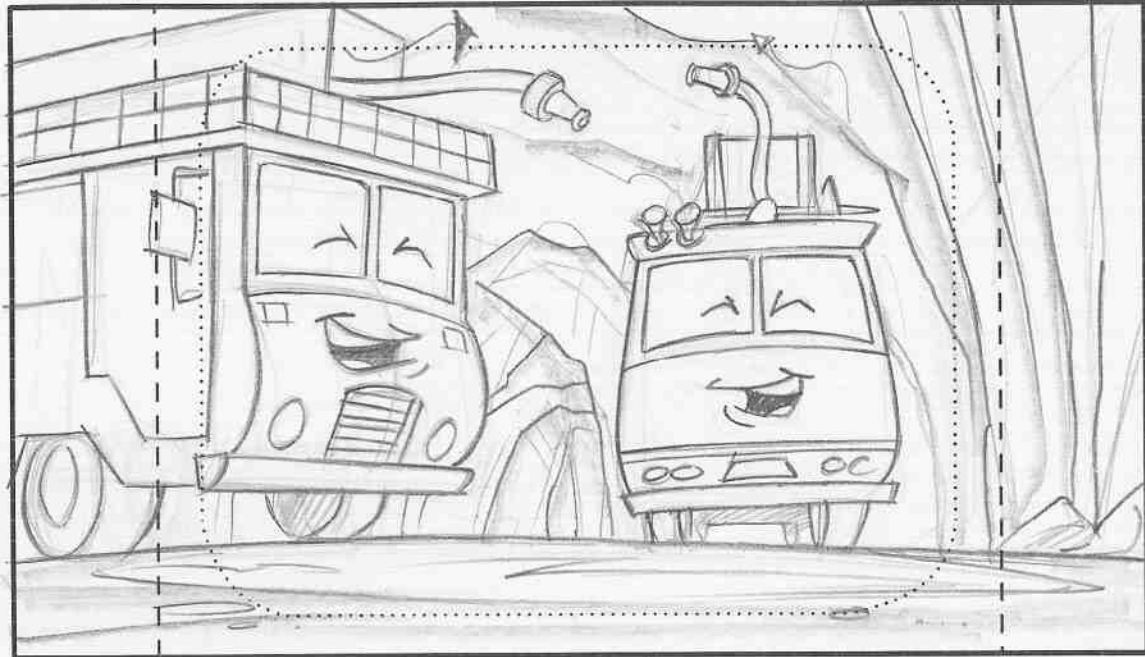


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Sc. 69

Panel



CUT

Action
Dialogue

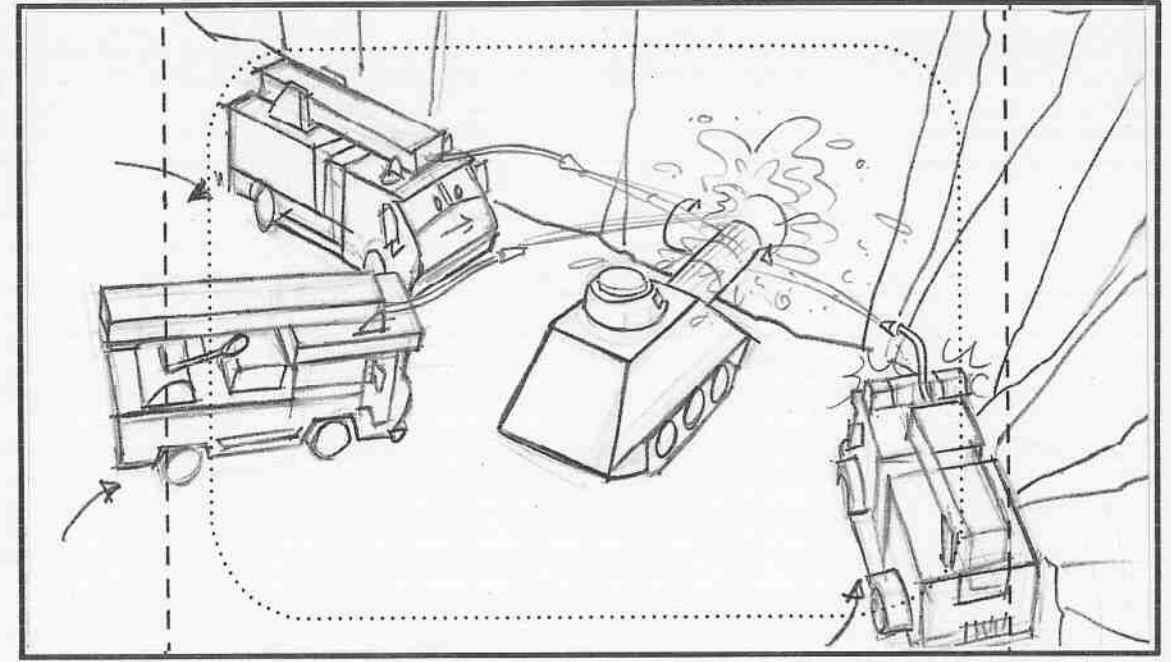
ANGLE ON PETROL & CRABBY GIGGLING AT WHAT RED JUST SAID. THEY EXTEND THEIR HOSES.

59 PETROL/CRABBY:
(CHUCKLES)

CUT

Sc. 70

SA BG 67 Panel



Action
Dialogue

WIDE ON GROUP. THE TRUCKS SPRAY WATER ONTO NOSEY'S SPINNING NOSE.

EFX: (S/T WATER, BOT. LITE LIGHTS, BLUR)
SFX < WATER SPRAYING, ROCK DRILLING >

CUT

257-777

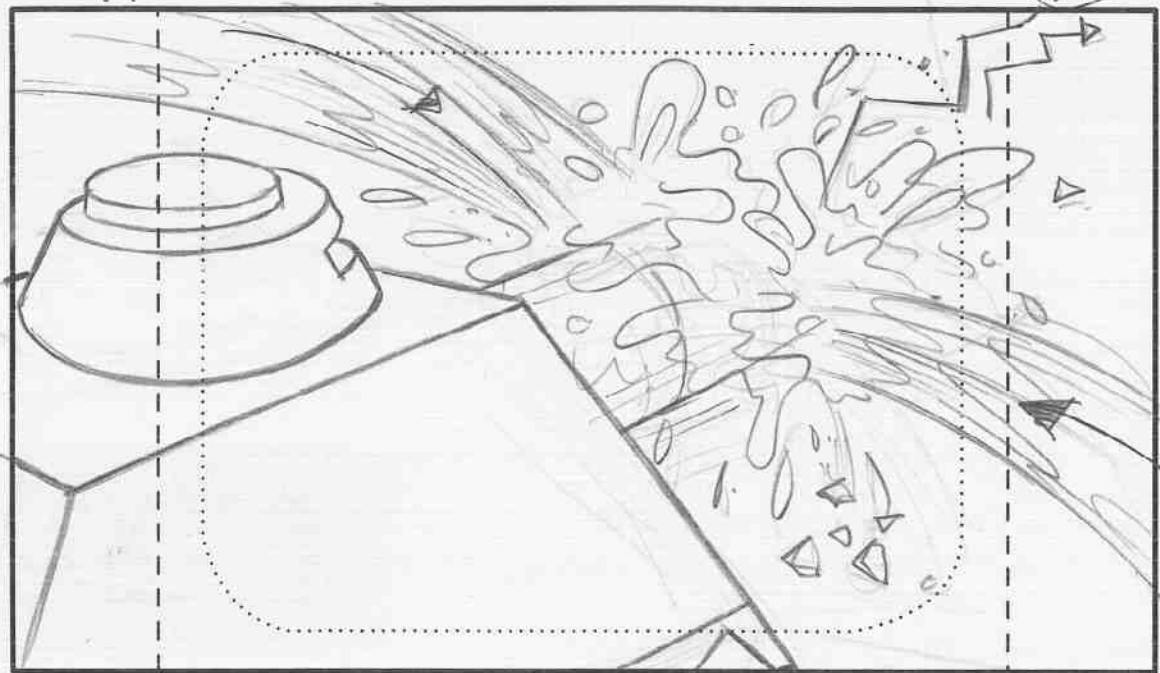


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Sc. 71

Panel (A)



CUT

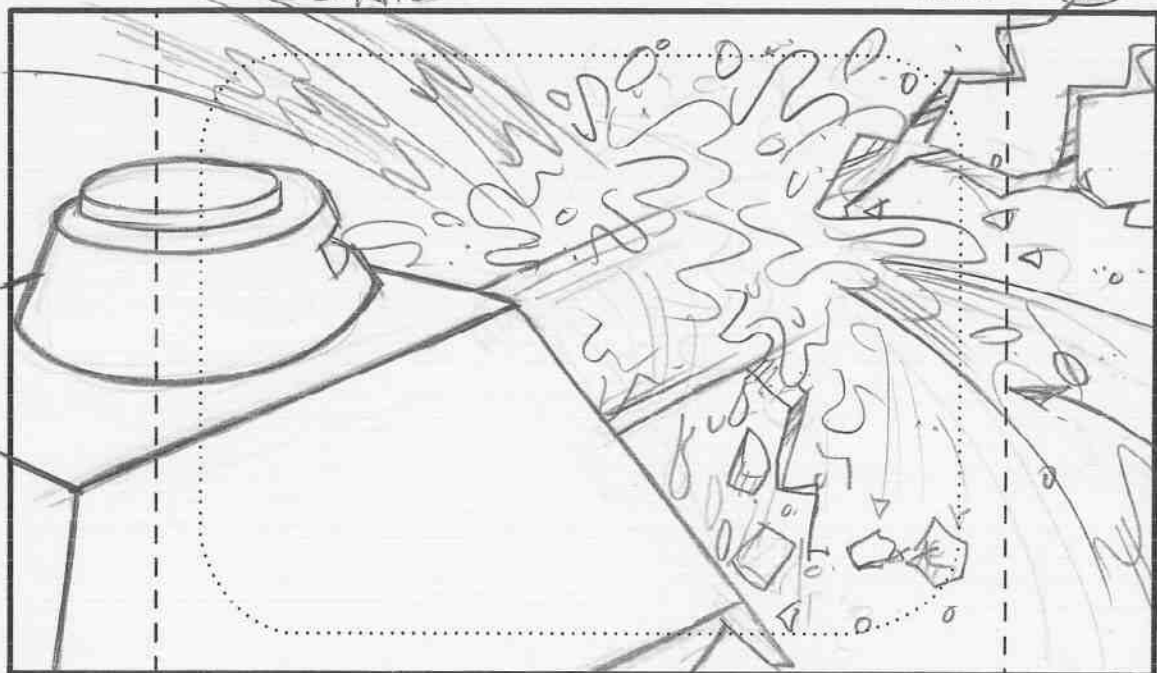
Action CLOSER ON NOSEY. THE ROCK BEGINS TO CRACK. THE FIRETRUCKS POUR ON THE WATER.

Dialogue EFX: (S/T WATER, BLUR)
SFX: (ROCK DRILLING, WATER SPRAY)

Sc.

CONTD

Panel (B)



Action THE CRACK WIDENS, CHIPS FLY.

Dialogue (60) NOSEY: (VO)
HEY IT'S WORKIN'! KEEP SPRAYING.

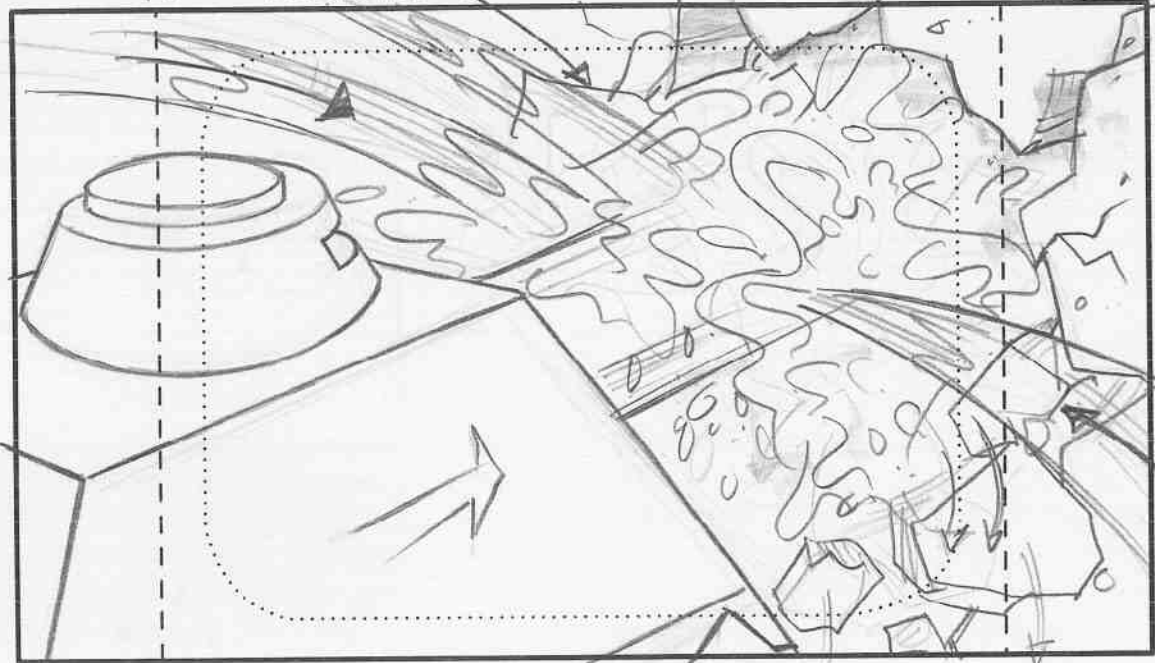


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Sc. 71 CONTD

Panel C



Dialogue Action

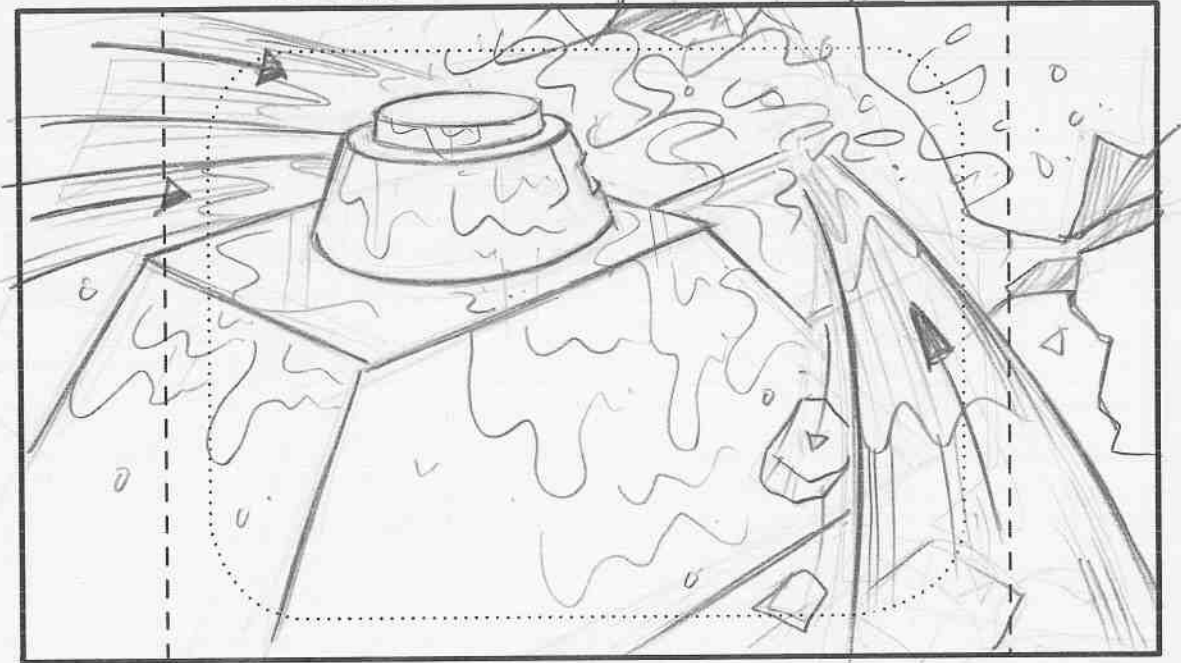
CHUNKS BREAK AWAY FROM THE WALL
NOSEY STARTS TO MOVE FORWARD.

EFF: (S/T WATER, BLUR)

SFX: < ROCK BREAKING, WATER SPRAY, DRILLING >

Sc. CONTD

Panel D



Dialogue Action

NOSEY MOVES FURTHER. THE TRUCKS CONTINUE
TO SPRAY WATER ON NOSEY'S NOSE. LARGER
CHUNKS FALL FREE FROM THE WALL.

CUT

257-777



FIREHOUSE TALES

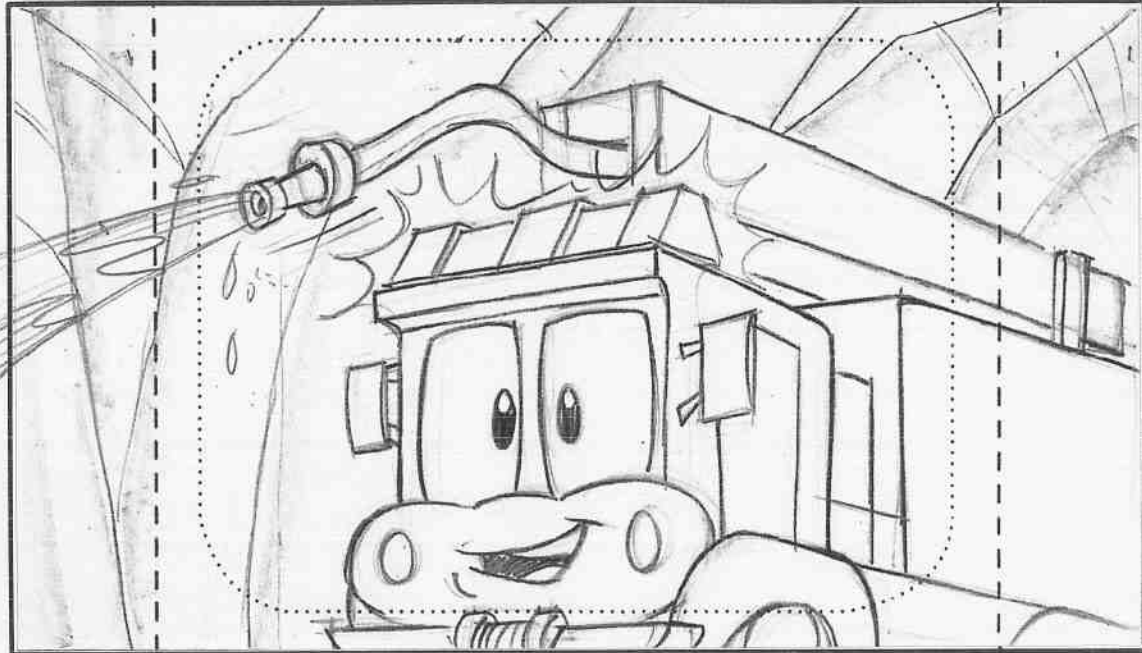
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Sc. 72

S/A BG

Panel

(A)



CUT

Dialogue Action

CLOSE ON RED.

EFX: (S/T WATER , BOT. LITE LIGHT)

(61) RED:

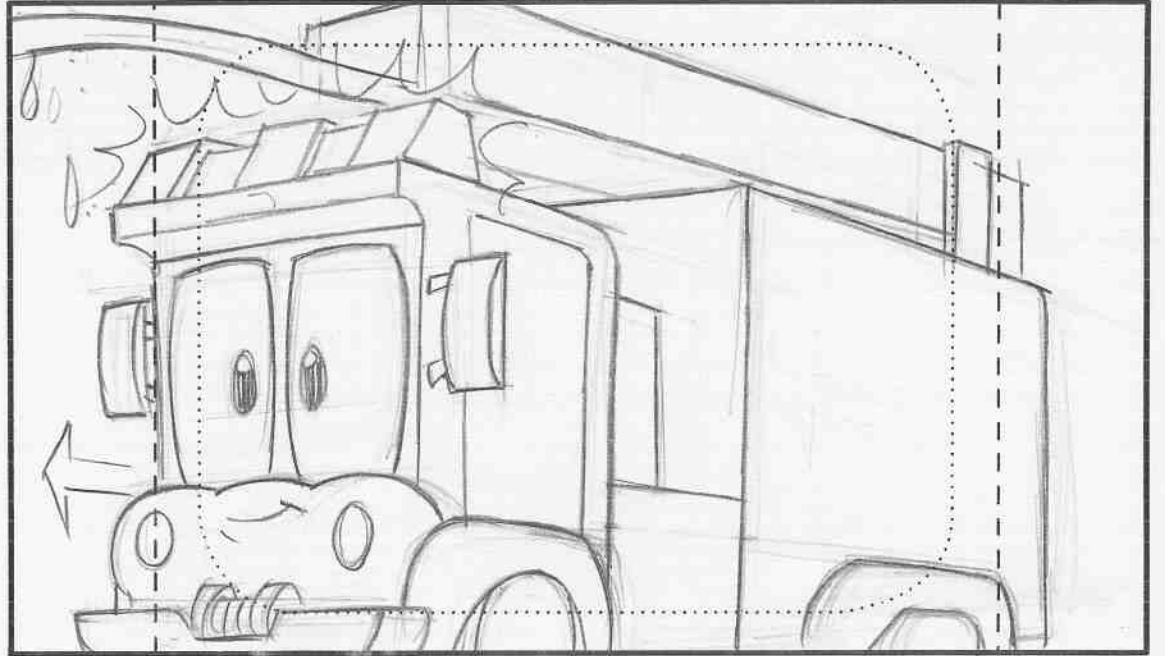
WE'RE RIGHT BEHIND YOU!

Sc.

CONTD.

Panel

(B)



Dialogue Action

RED MOVES FORWARD.

(62) WISER: (VO)

SO WITH LOTS OF WATER AND GOOD AIM...

CUT

257-777

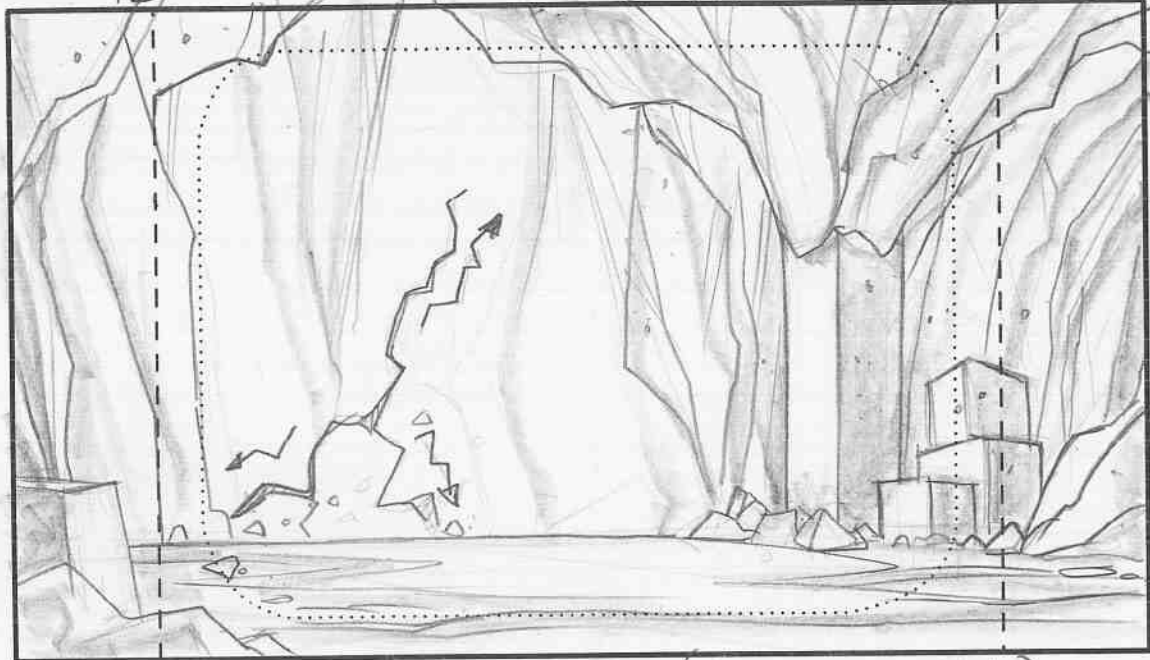


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Sc. 73

Panel A



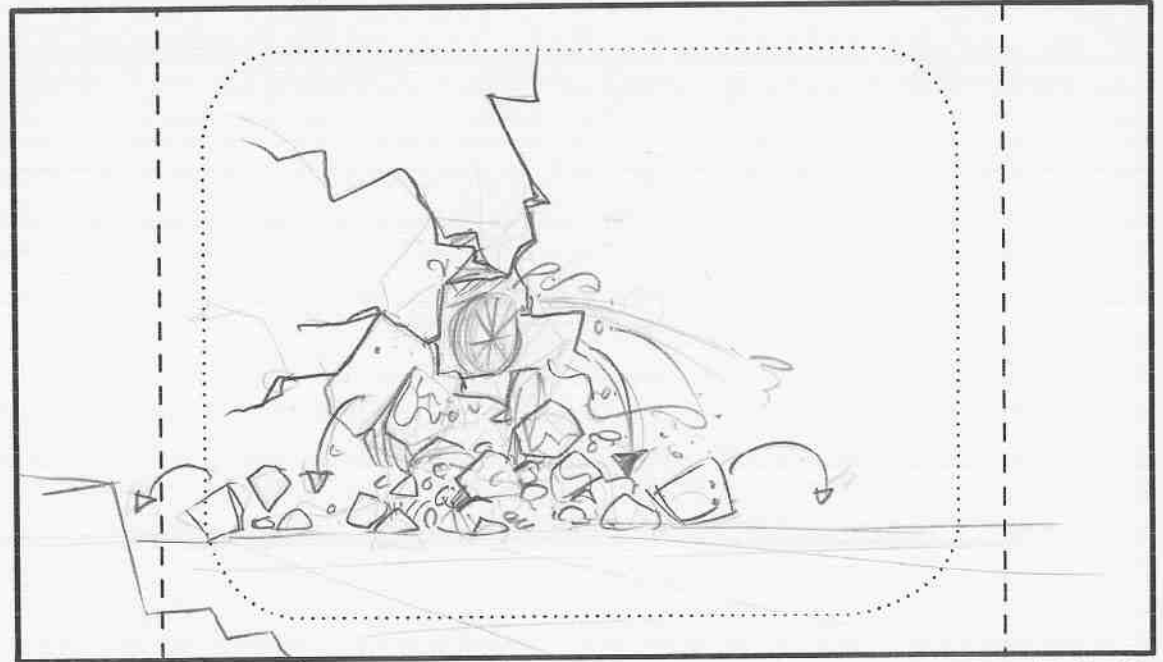
CUT

Action INT. A DIFFERENT CHAMBER - (ANGLE ON WALL)
THE RUMBLING NOISE BUILDS IN INTENSITY. A CRACK APPEARS IN THE WALL

Dialogue SFX: < ROCK DRILLING >
(63) WISER: (VO) (CONTD)
.. THE FIRE TRUCKS HELP NOSEY ...

Sc. CONTD

Panel B



Action NOSEY'S NOSE BREAKS THROUGH. CHUNKS OF ROCK FALL AS NOSEY WIDENS THE HOLE. ROCKS TUMBLE AND WATER GUSHES THROUGH. EFX: (S/T WATER)

Dialogue SFX < ROCK CRUMBLES, DRILL SPIN, WATER SPRAY >
(63) WISER: (VO) (CONTD)
... FINALLY BREAK THROUGH THE ROCK ..

257-777

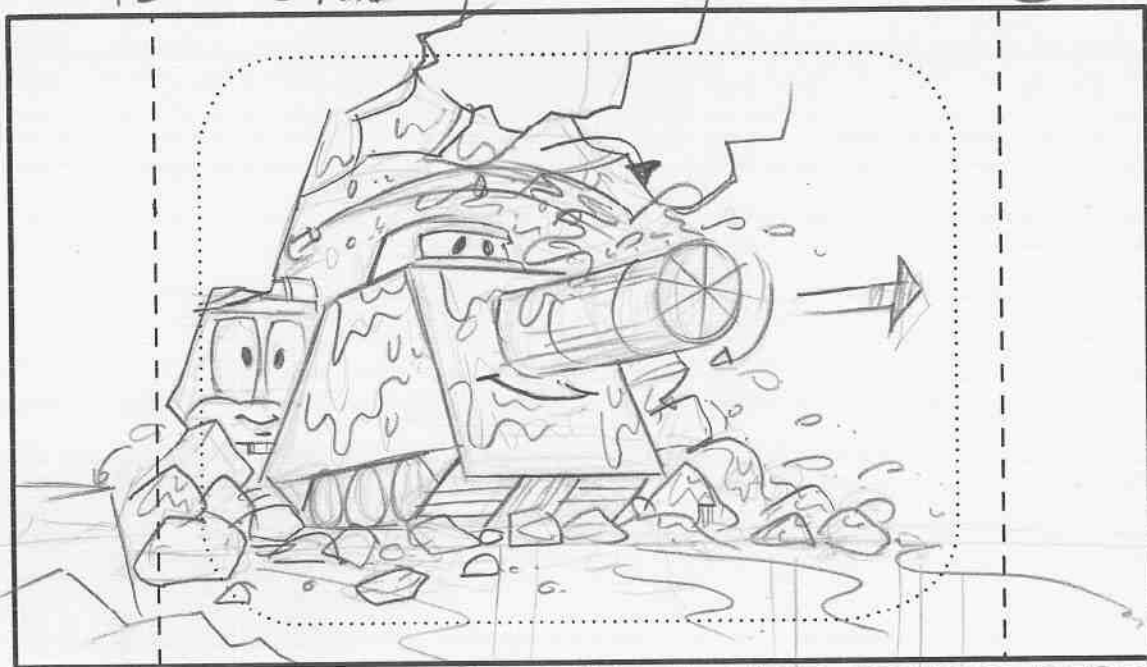


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Sc. 73 CONTD

Panel C

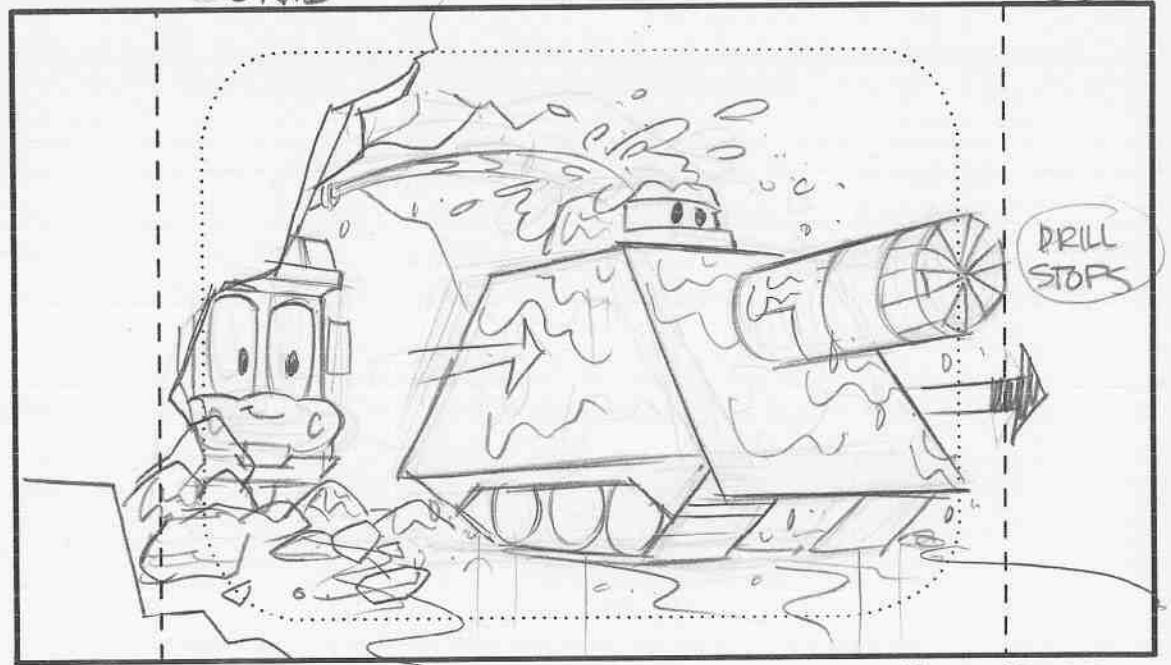


Action NOSEY PUSHES THROUGH THE LAST OF THE DEBRIS. HE'S FOLLOWED BY RED, WHO CONTINUES TO SPRAY WATER.

Dialogue FFX: (BLUR, ST WATER)
SFX: < RUMBLE, WATER SPRAY >

Sc. CONTD

Panel D



Action NOSEY TRUNDLES FORWARD DRIPPING WITH WATER. HE'S STILL BEING HOSED. HIS NOSE STOPS SPINNING.

CUT

257-777



FIREHOUSE TALES

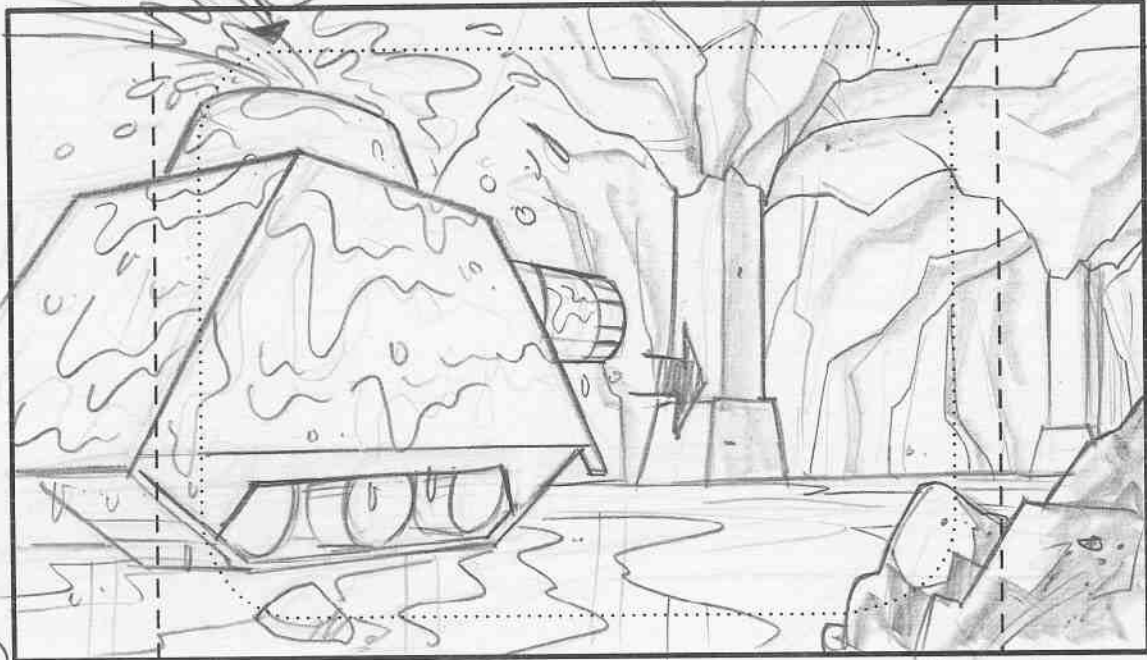
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Sc. 74

(N)

Panel

(A)

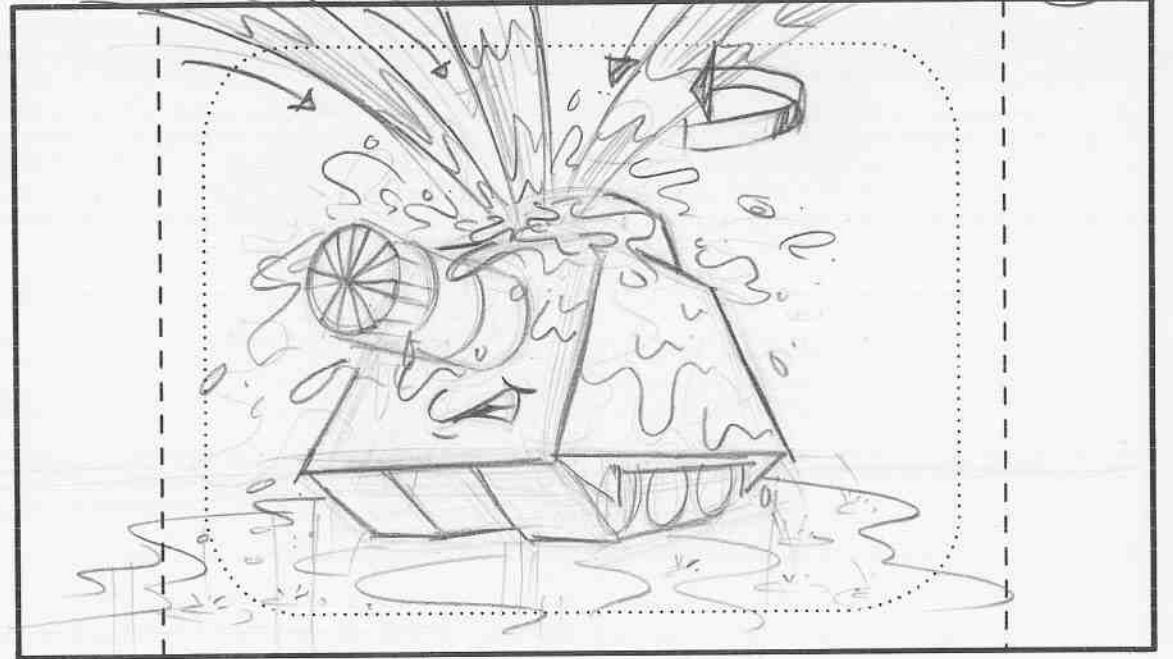


Sc.

CONTD

Panel

(B)



Dialogue Action

ANOTHER ANGLE ON THE CHAMBER. NOSEY TRUNDLES FORWARD. THE TRUCKS ARE STILL SPRAYING HIM

EFFX: (S/T WATER) SFX: <WATER SPRAY, ENGINE>

Dialogue Action

NOSEY TURNS AROUND

(6A) NOSEY: (SPUTTERING)
OKAY, YOU CAN SHUT OFF THE WATER NOW!

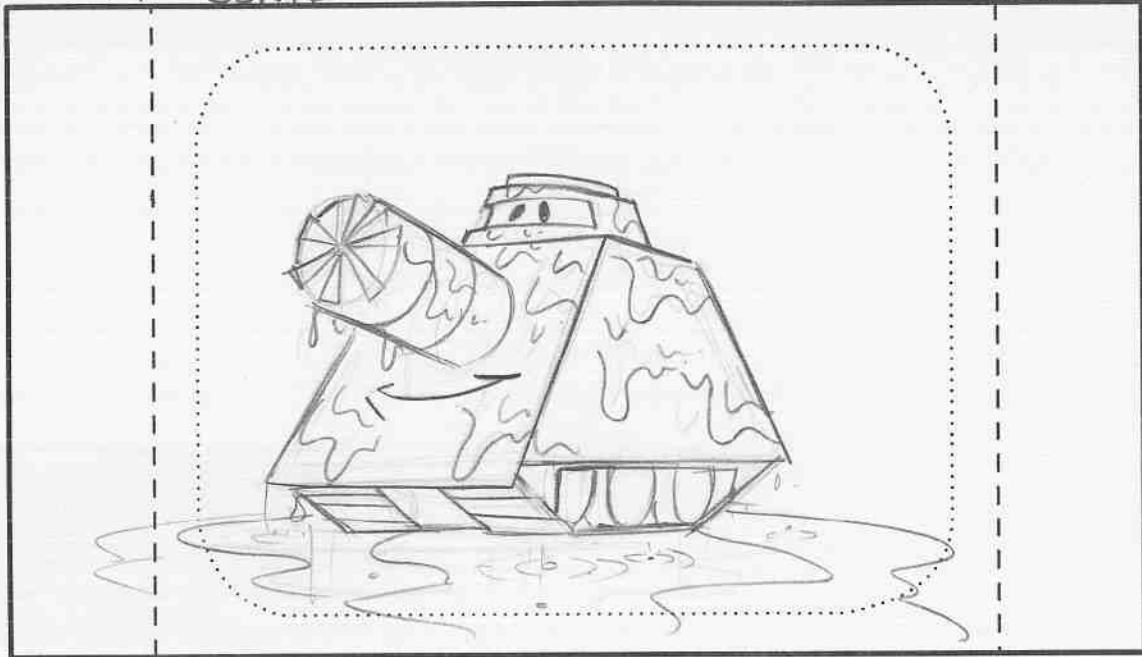


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Sc. 74 CONTD

Panel (C)



Action THE WATER STOPS AND A DRIPPING NOSEY STANDS IN A LARGE PUDDLE

EFX: (S/T WATER)

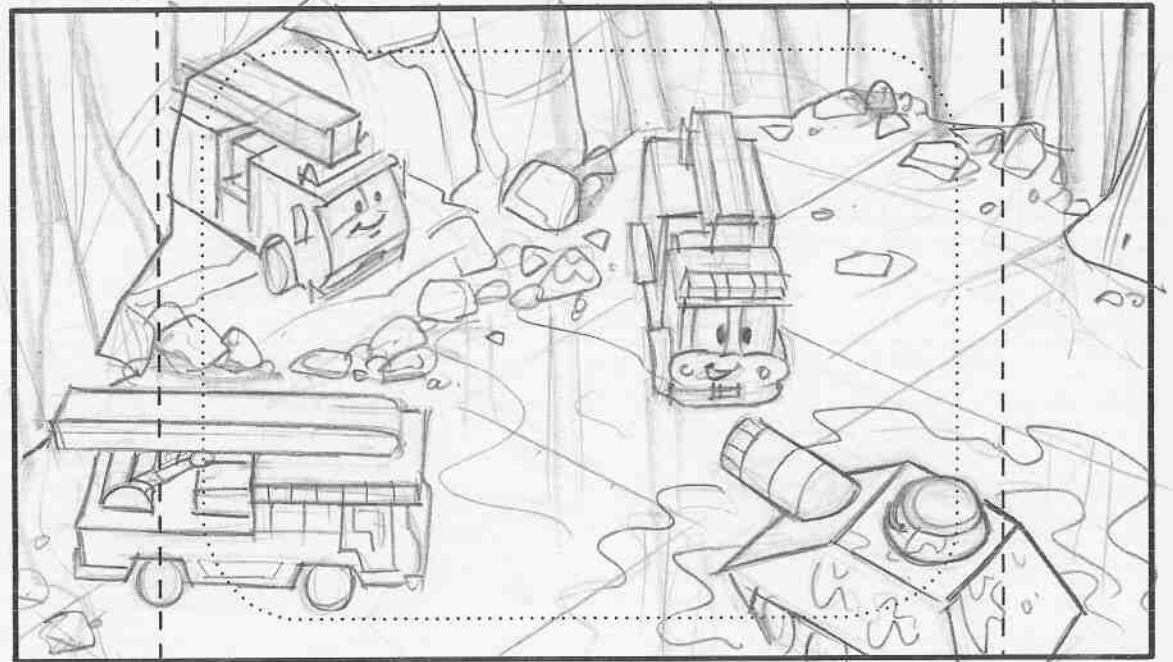
SFX: <DRIPS>

Dialogue

(CUT)

Sc. 75

Panel



Action WIDE ON THE GROUP.

EFX: (S/T WATER)

(65) RED:

YOU DID IT NOSEY! YOU BROKE THROUGH!

Dialogue

(CUT)

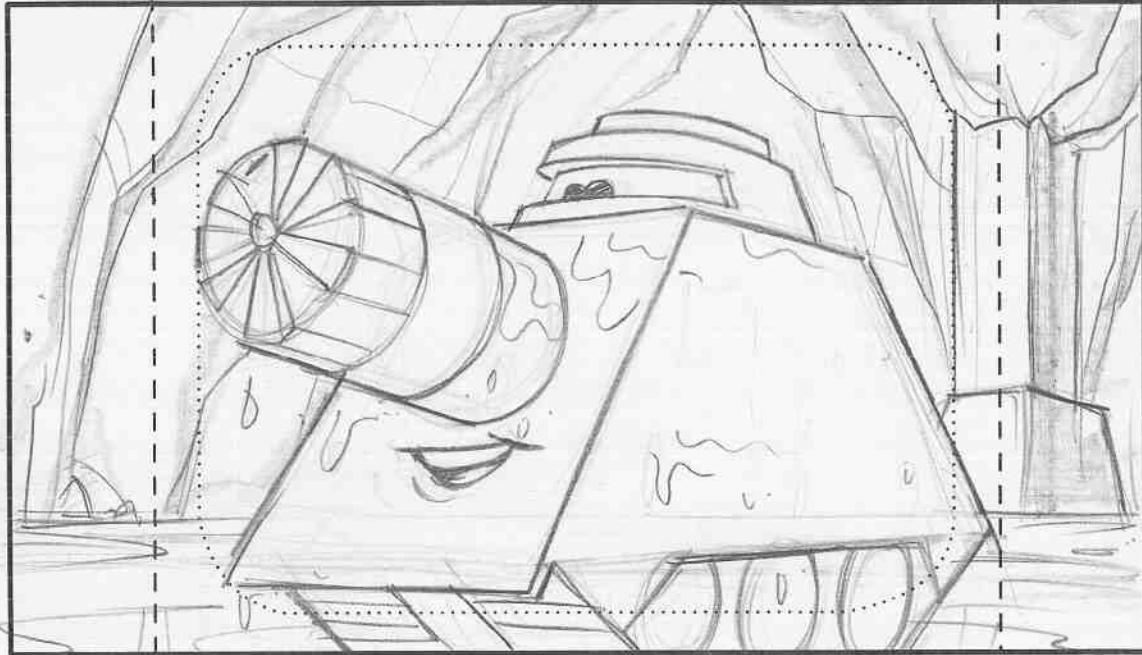


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Sc. 76

Panel A



CUT

Dialogue Action

CLOSE ON NOSEY LOOKING CROSS-EYED AT HIS NOSE.

EFF (S/T DRIPS)

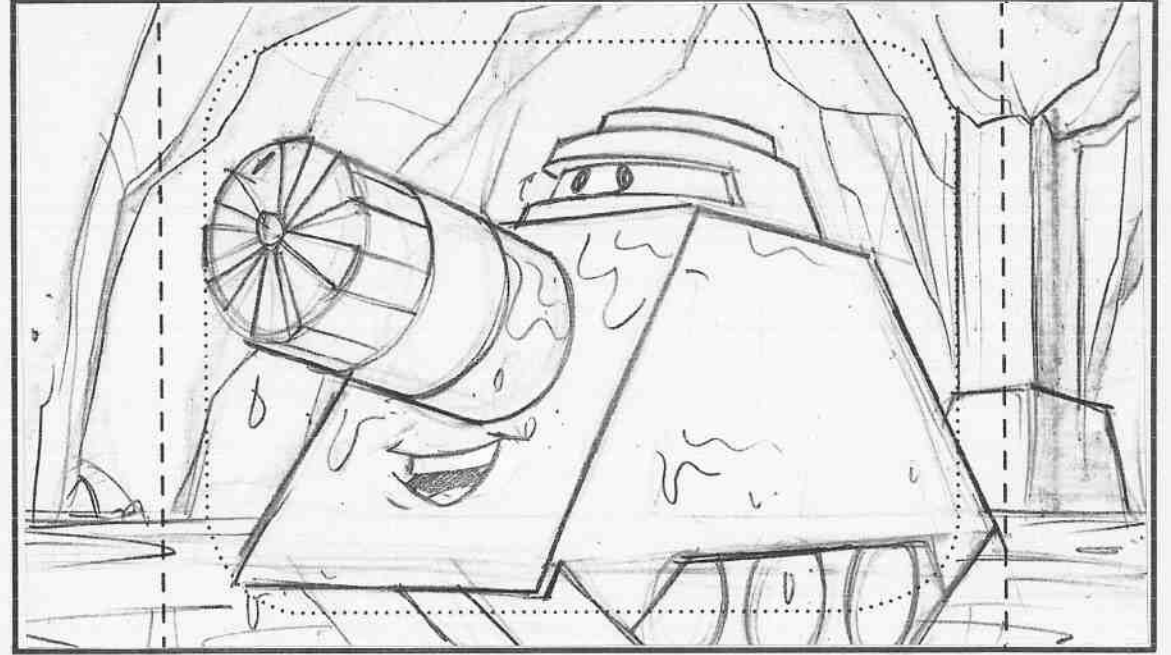
(66) NOSEY:

AND MY NOSE NEVER EVEN GOT WARM!

Sc.

CONTD

Panel B



Dialogue Action

NOSEY LOOKS BACK UP AT THE OS FIRETRUCKS.

(66) NOSEY: (CONTD)

BUT THE BEST NEWS IS I WON'T HAVE TO DRILL AT NIGHT ANYMORE.

CUT

257-777

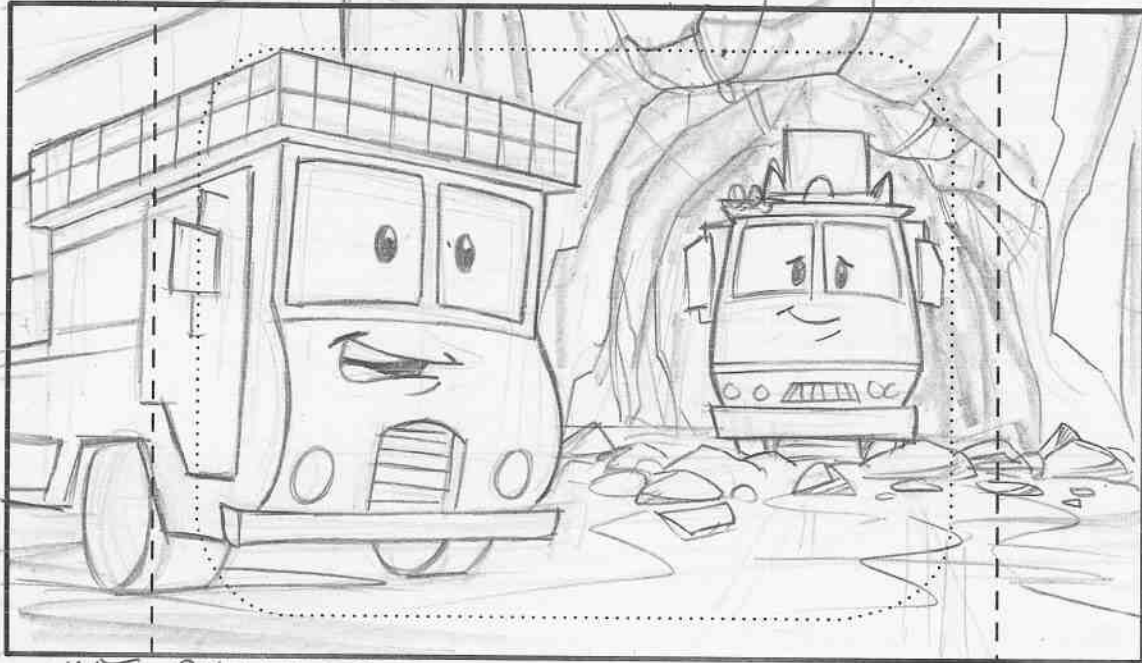


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Sc. 77

Panel



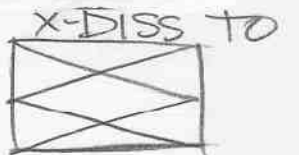
CUT

Dialogue Action

INT. CHAMBER
ANGLE ON PETROL AND CRABBY.

(67) PETROL:
FINALLY, SOME PEACE AND QUIET!

Dialogue Action



257-777

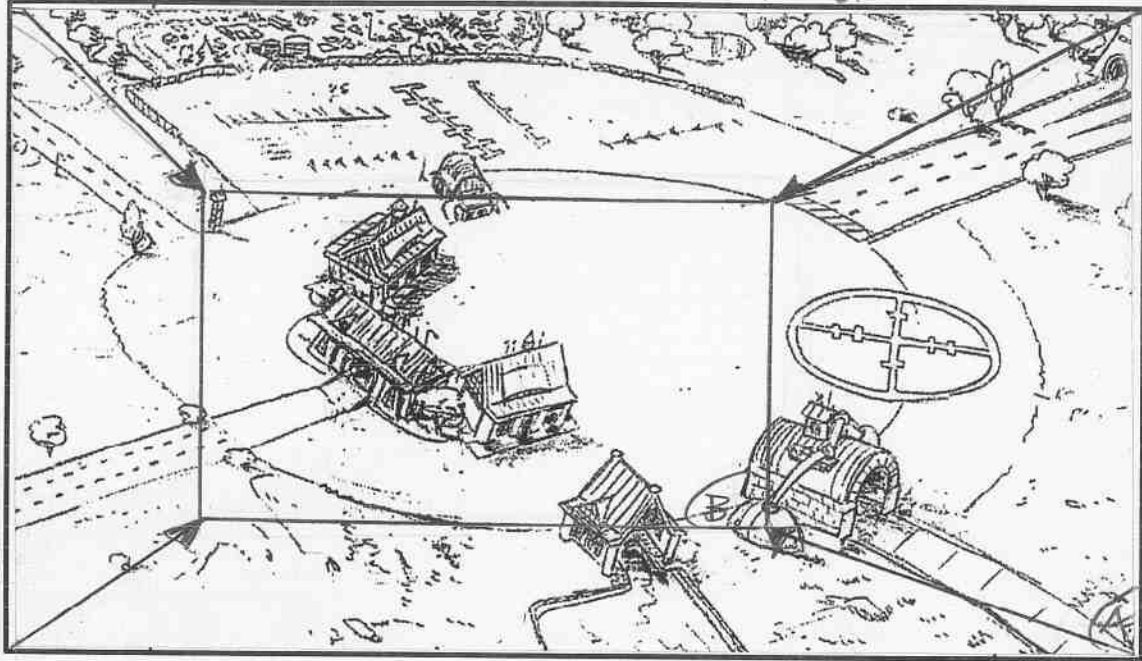


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Sc. 78

SABG1 Panel



X-DISS FROM

Dialogue Action

EXT. FIREHOUSE (NIGHT)

OVER THE NIGHT NOISES WE CAN HEAR CRABBY SNORING

TRUCK IN (A) → (B)

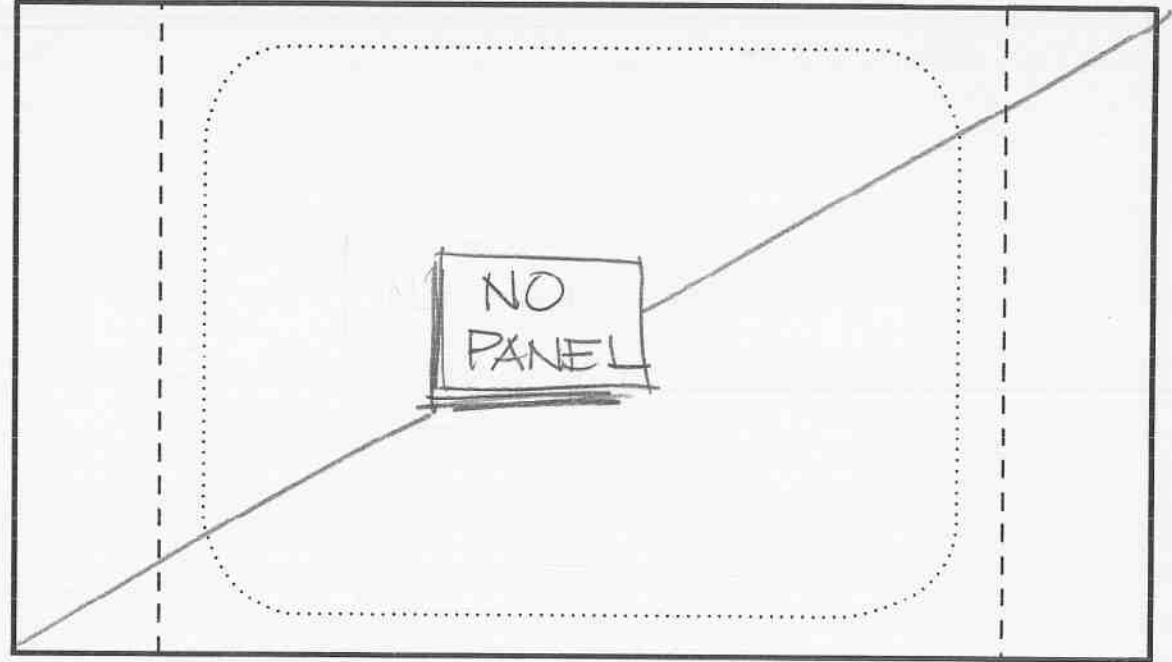
CUT

(68) WISER: (VO) (CHUCKLING)
WELL, ALMOST...

(69) CRABBY: (ON B-TRK) <SNORING>

Sc.

Panel



Dialogue Action

257-777

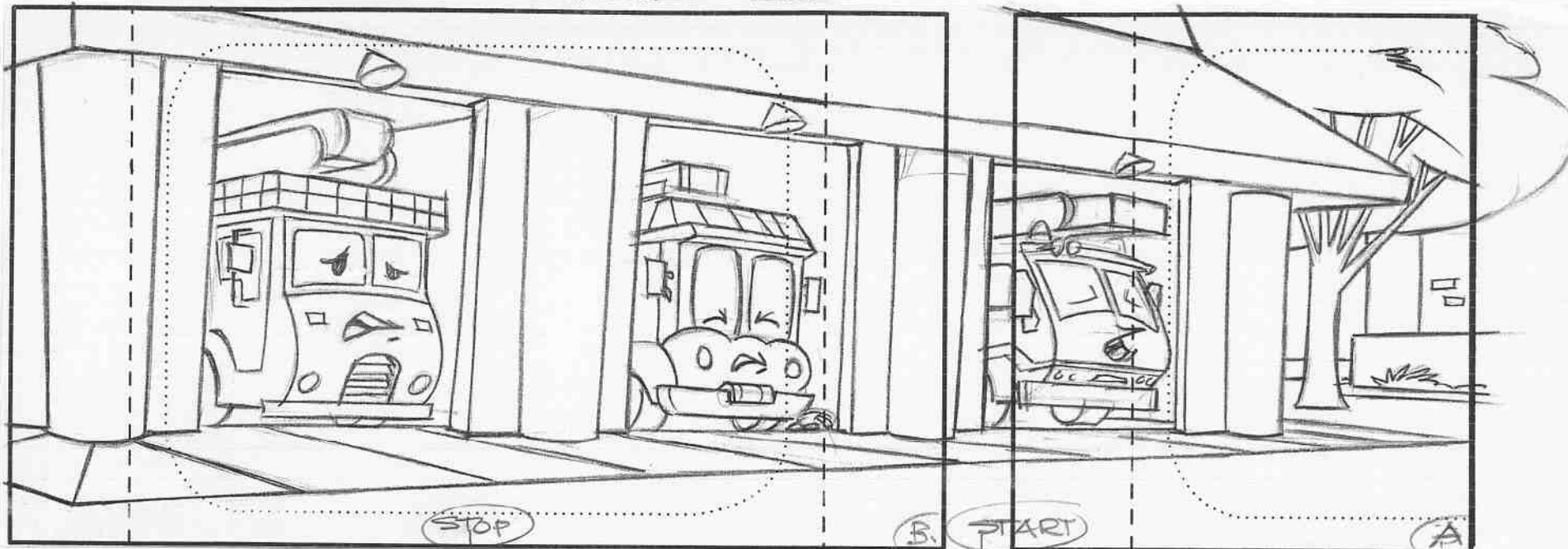


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Sc. 79

S/ABG 2 Panel



CUT **Action** EXT. JUNIOR GARAGE (NIGHT) ← PAN
 CRABBY IS SNORING EVEN MORE LOUDLY THAN THE NIGHT BEFORE. PAN (A) → (B)

Action PETROL AND RED DON'T LOOK VERY HAPPY.

Dialogue (70) PETROL: "BUST ME BLINKERS, WHAT ARE WE GOING TO DO?"
 (69) CRABBY: (ON 'B'-TRK) (SNORING CONTD)

Dialogue

CUT

257-777

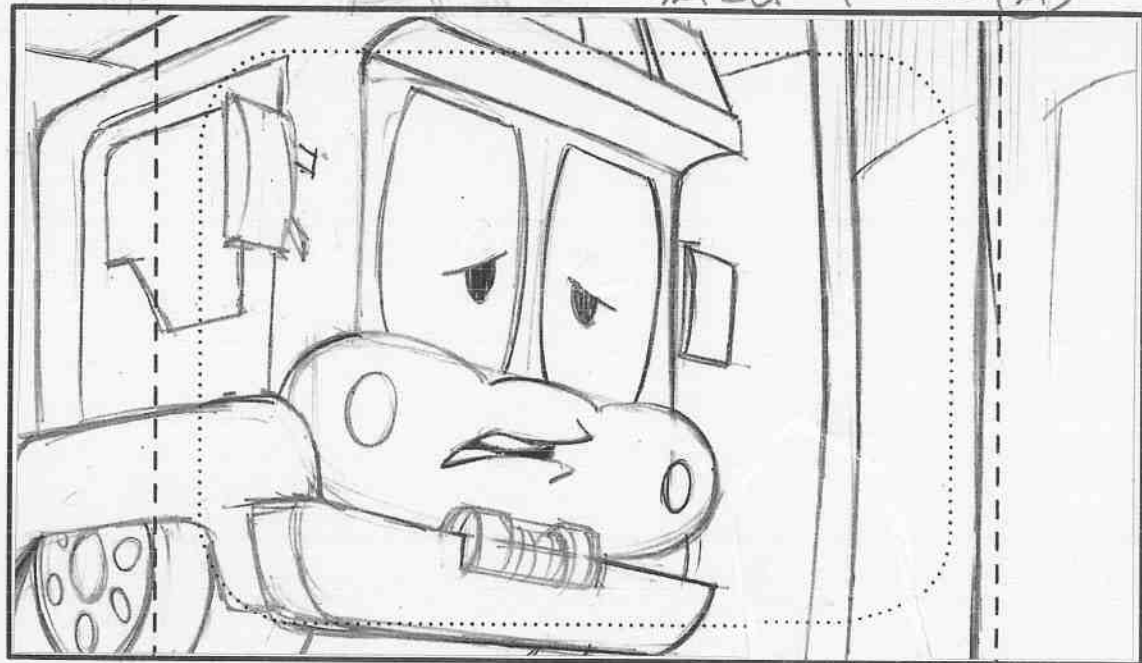


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Sc. 80

S/A BG 4 Panel (A)



CUT

Dialogue Action

CLOSER ON AN EXHAUSTED RED.

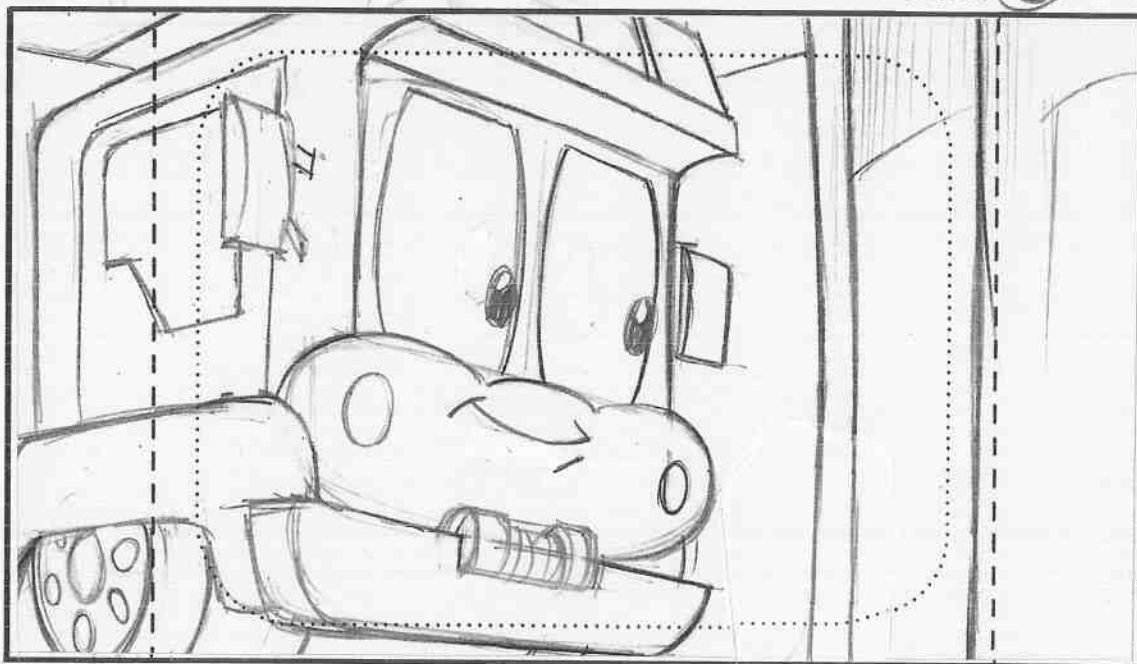
(71) RED:

I KNOW!

(69) CRABBY: (ON 'B' TRK) (SNORING)

Sc. CONTD

Panel (B)



Dialogue Action

SUDDENLY RED NOTICES SOMETHING OS.

257-777

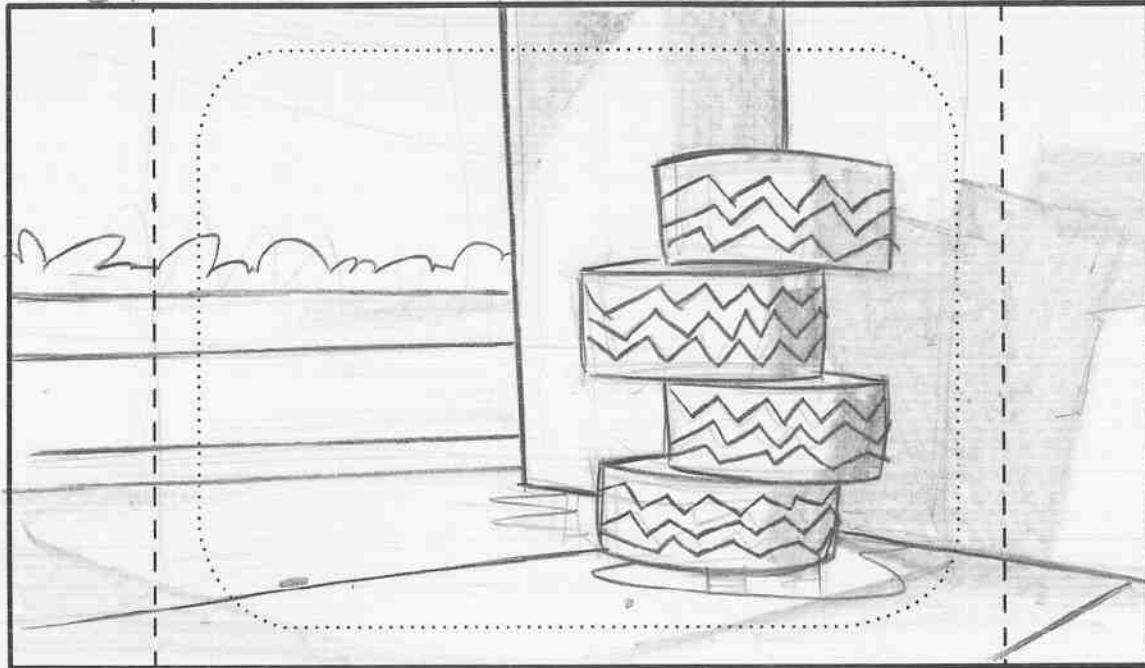


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Sc. 81

Panel A



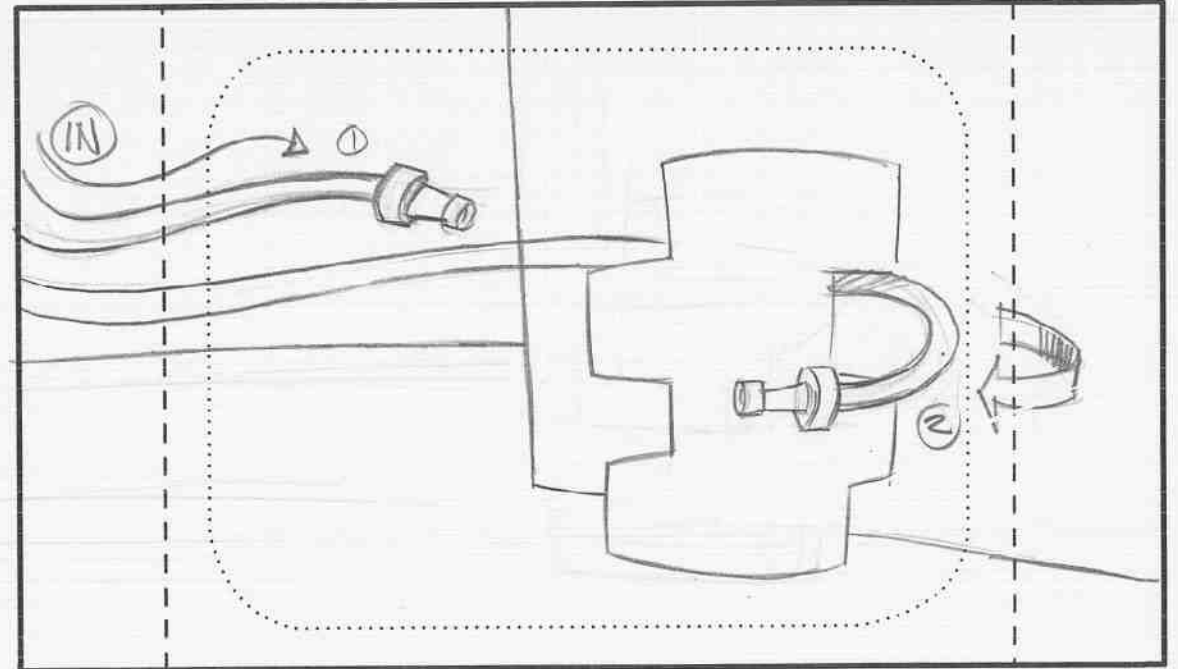
UT

Action ANGLE ON FOUR GIANT TIRES STACKED UP AGAINST A WALL.

Dialogue (9) CRABBY: (ON 'B' TRK.) (OS)
(SNORING)

Sc. CONTD.

Panel B



Action RED'S HOSE SNAKES IN AND AROUND THE TIRE STACK.

Dialogue

257-777



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Sc.

CONT'D

Panel

(C)



Dialogue Action

THE STACK IS YANKED OUT

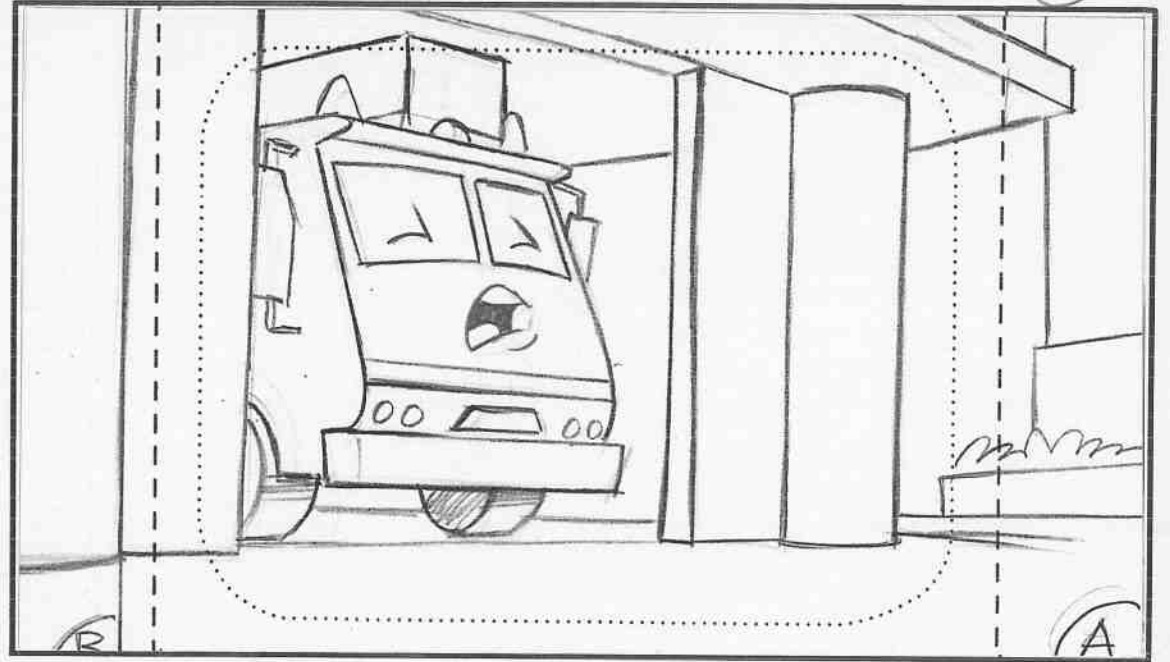
(CUT)

(69) CRABBY: (OS) (CONT'D)
(SNORING)

Sc. 82

Panel

(A)



Dialogue Action

ANGLE ON CRABBY SNORING AWAY

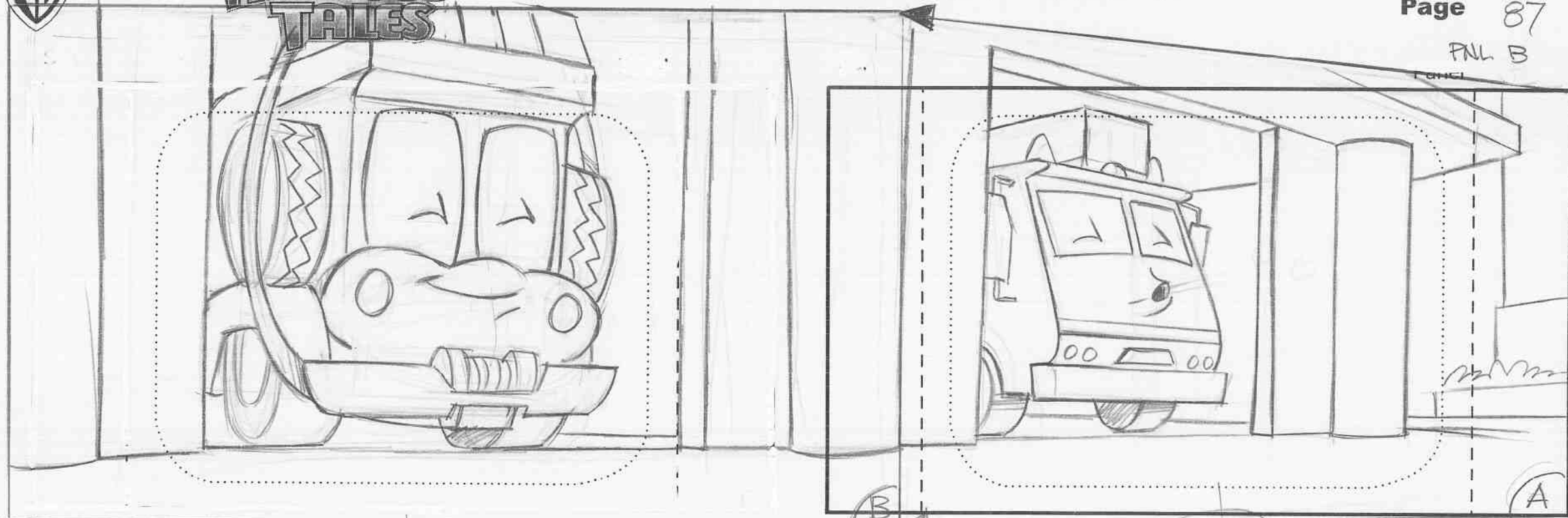
(69) CRABBY: (CONT'D)
(SNORING)



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PNL B



Dialogue Action

PAN & TRUCK OUT (A) → (B)

STOP ← PAN

FAN OVER TO RED
HE'S NOW WEARING
THE TIRES LIKE
EAR MUFFS. THEY'RE
TIED WITH HIS HOSE.

Dialogue Action

START

(A) CRABBY:(CONTD) (SNORING)

257-777

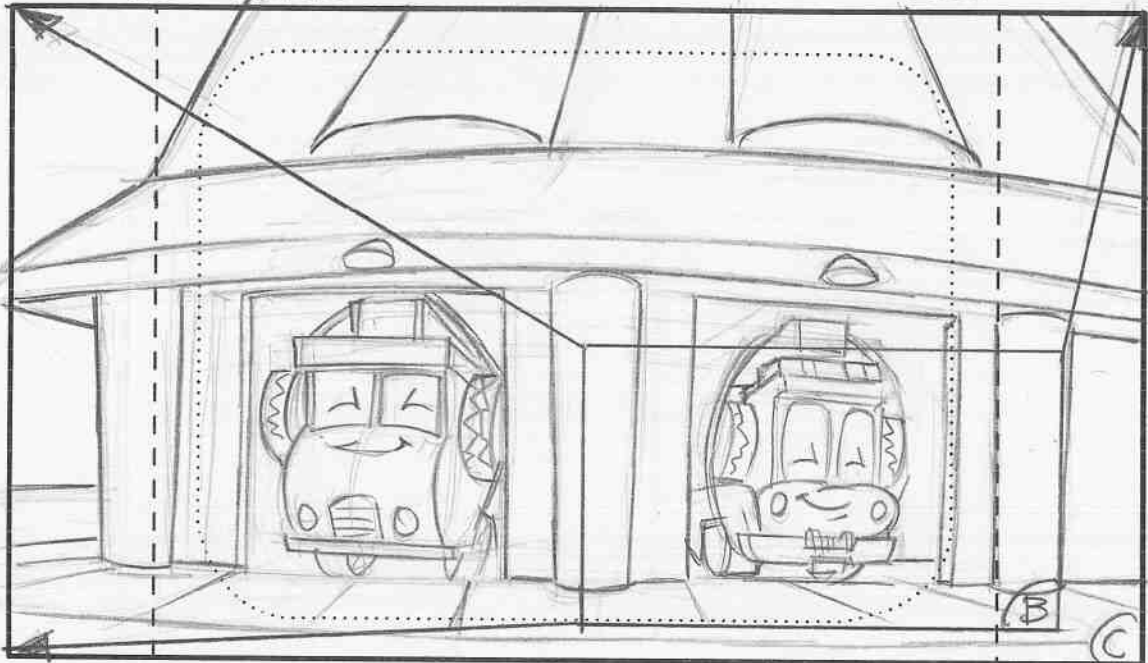


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Sc. 83 CONTD.

Panel



Dialogue Action

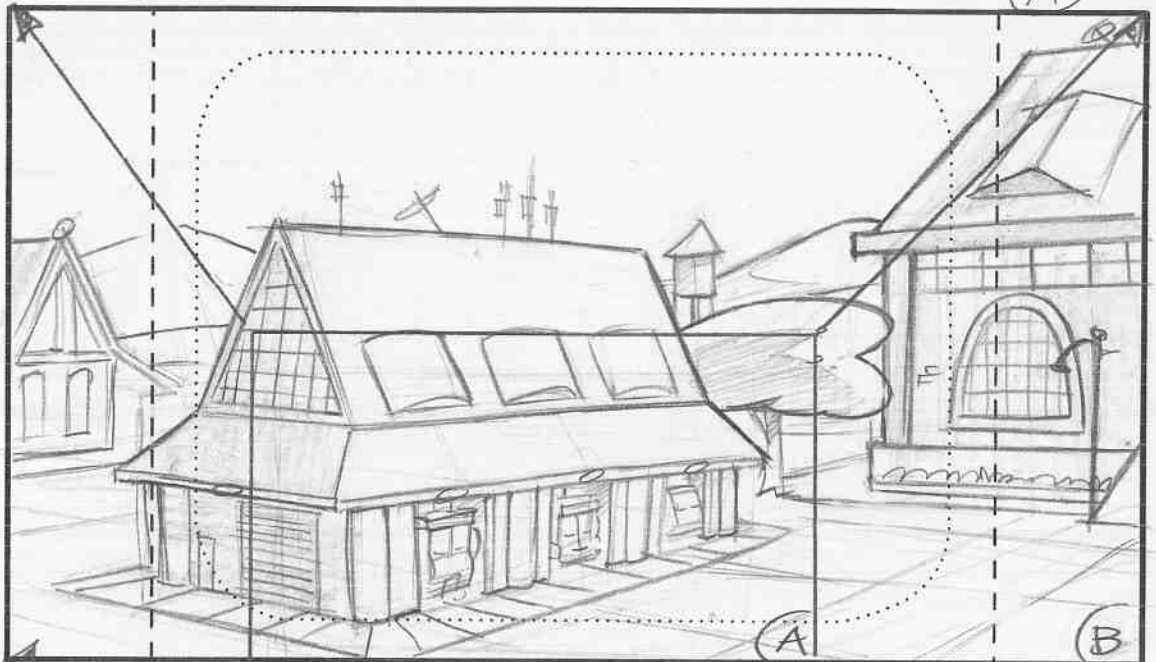
CONT TRUCK OUT (B) → (C)
 PETROL ALSO HAS TIRES WRAPPED OVER HIS "EARS." (X-DISS DURING TRUCK OUT)

(71A) RED & PETROL:
 (SATISFIED SIGH)

[AU]
 X-DISS

Sc. 84

Panel (A)



Dialogue Action

EXT. JUNIOR DORMITORY - NIGHT
 TRUCK OUT (A) → (B)
 CONT. CRABBY'S SNORING

(71B) RED/PETROL:
 (SNORING)

(72) WISER: (VO)
 AND THAT'S HOW THE FIRE TRUCKS FINALLY...

257-777

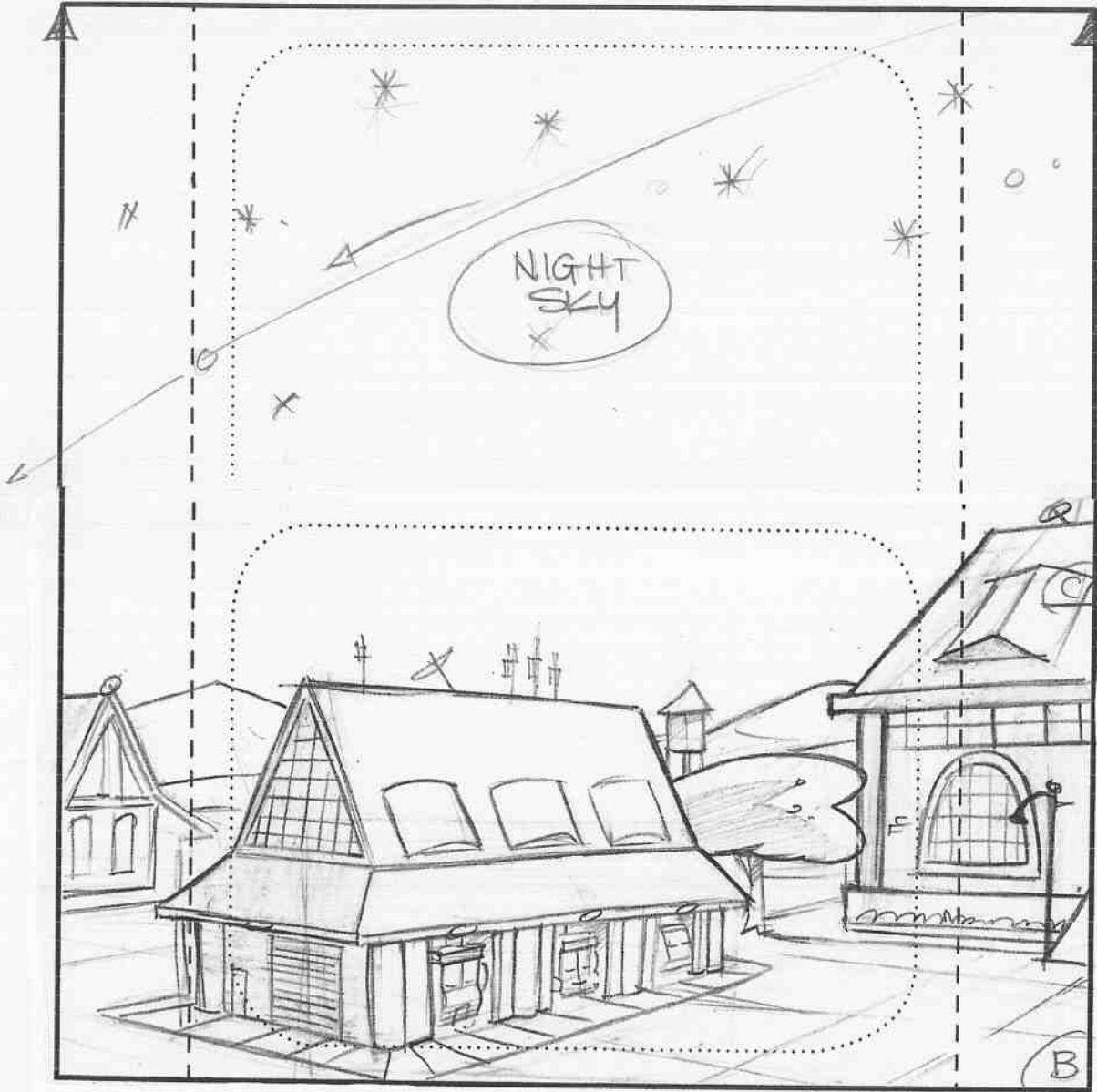


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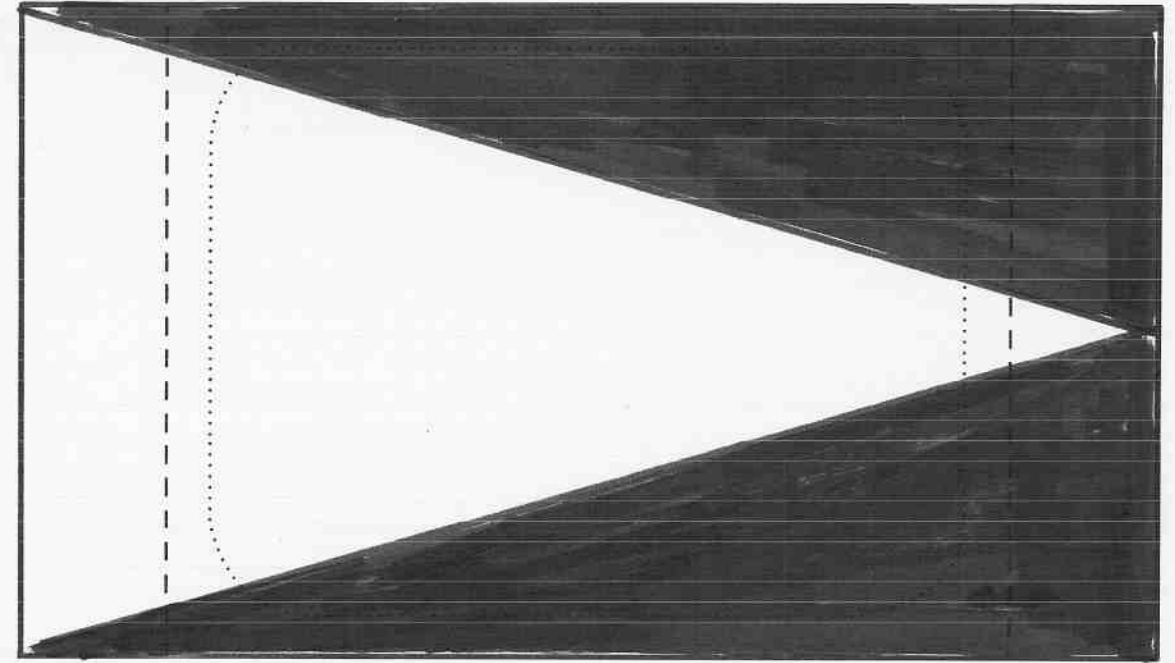
Sc. 84 CONTD

Panel B



Sc.

Panel



Dialogue Action

PAN (B) -> DC A SHOOTING STAR ZOOMS PAST FADE TO BLACK

(SNOORING CONTINUES)

(72) WISER: (VO) (CONTD)

.. GOT A PEACEFUL NIGHTS SLEEP. (YAWN), GOODNIGHT.

257-777