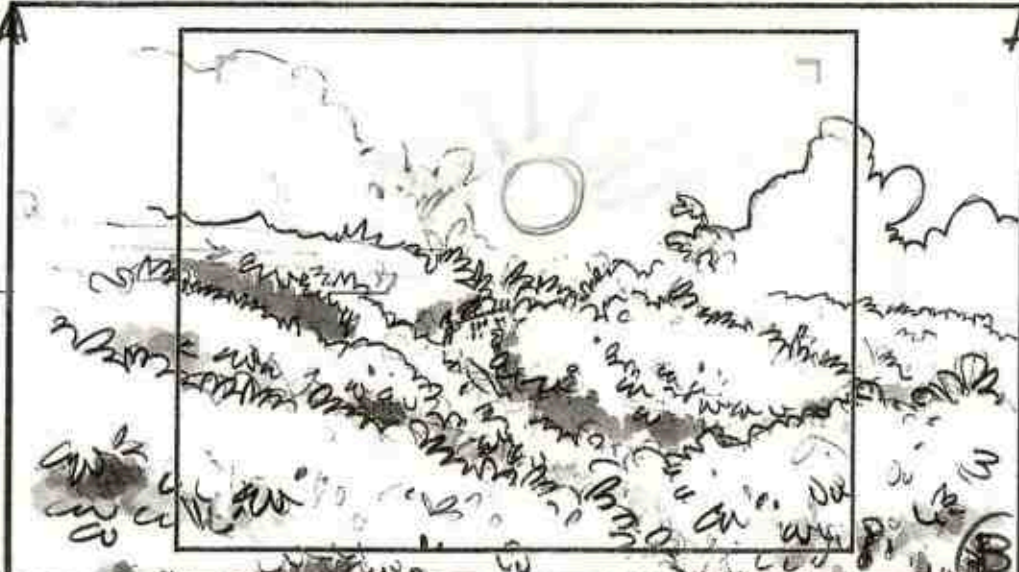




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X-DISS

SC. _____ PANEL. 1 BG/LOC. _____

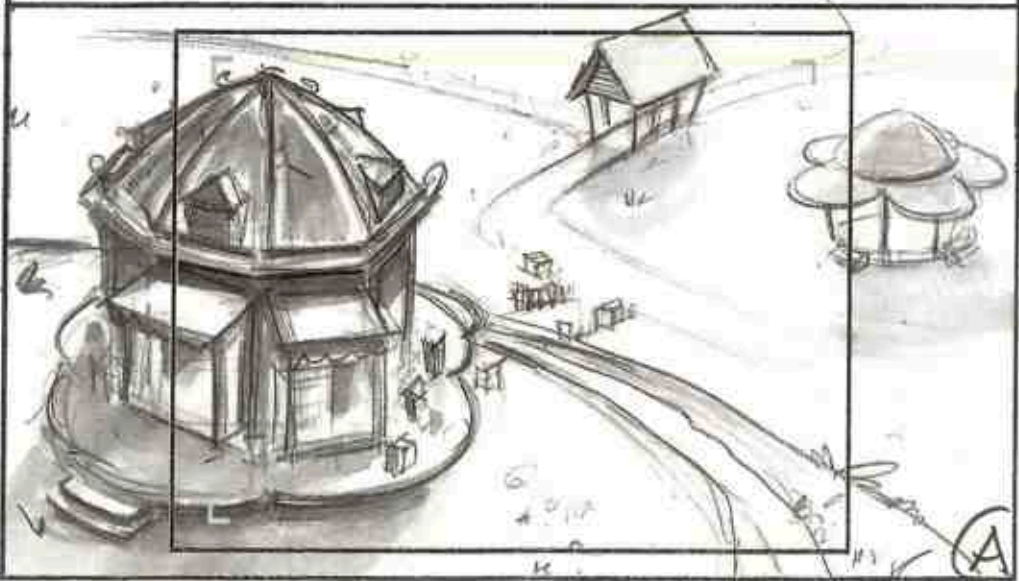


STOP

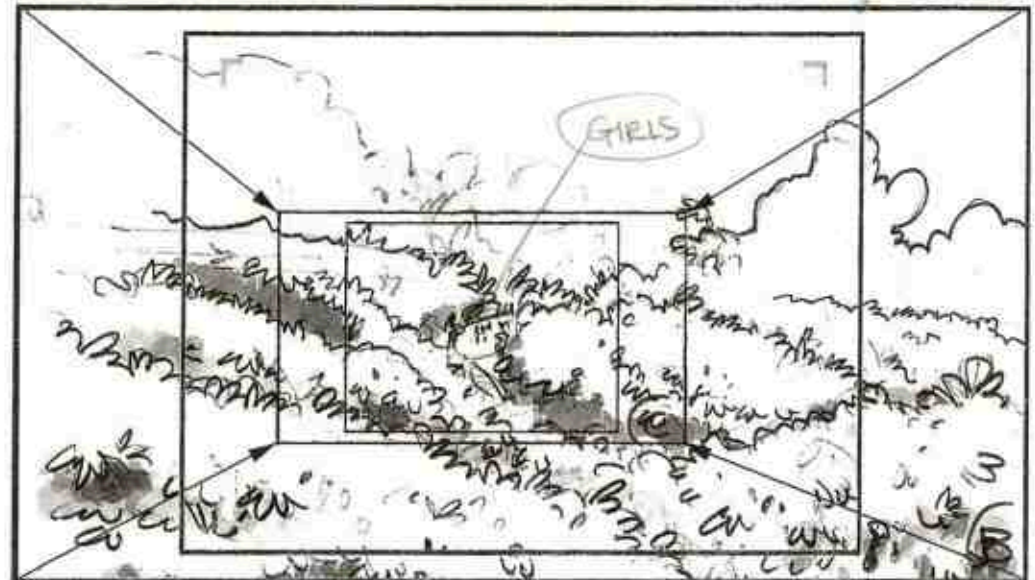
(PAN)



START



SC. contd PANEL. 2 BG/LOC. _____



ACTION EXT. BERRY BITTY CITY - SUNSET
PAN (A) → (B) FROM VIEW OVERLOOKING BLUEBERRY'S
SHOP TO TRAIL DEEP IN THE PATCH
TRUCK IN (B) → (C) AS THE WEARY GIRLS WALK INTO

DIAL SCENE

CAMERA/FX:

SLUG

FINAL
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SC. PANEL A BG/LOC.



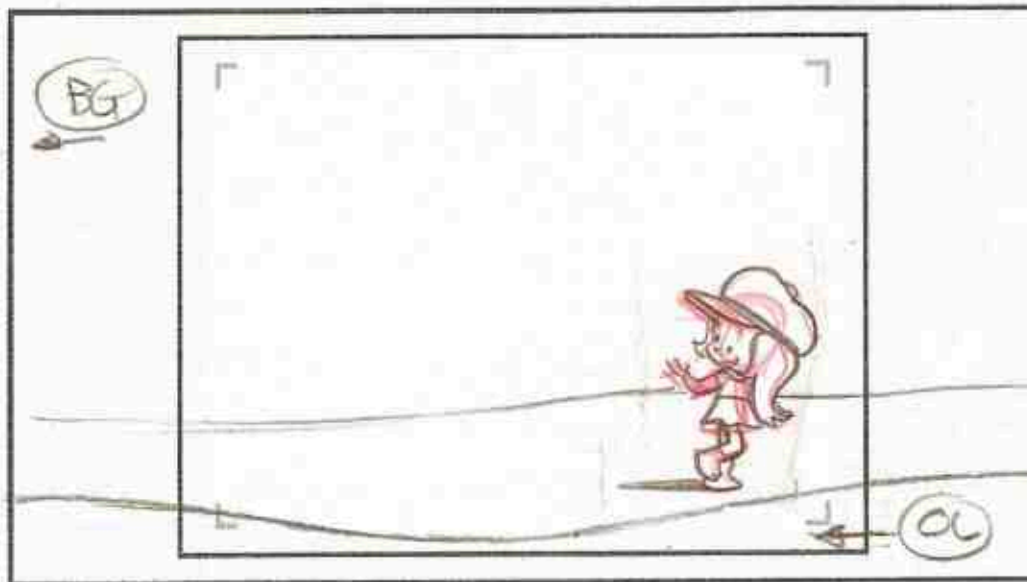
ACTION CLOSER ON GIRLS WALKING ALONG PATH,
ORANGE AND RASPBERRY PULL A CART FILLED
WITH TOOLS -
PAN BG, PAN OL FASTER

DIAL

CAMERA/FX:

SLUG

SC. PANEL B BG/LOC.



ACTION

DIAL (127) STRAWBERRY:
THANKS, EVERYONE.

CAMERA/FX:

SLUG

FINAL

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SC.	PANEL 1	BG/LOC.
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ACTION CLOSE ON STRAWBERRY - (CONT BG PAN)

DIAL (127) STRAWBERRY (CONT):

BERRYKIN BLOOM SAYS THAT..

CAMERA/FX:

SLUG

SC.	PANEL 2	BG/LOC.
-----	---------	---------



ACTION

DIAL (127) STRAWBERRY (CONT)

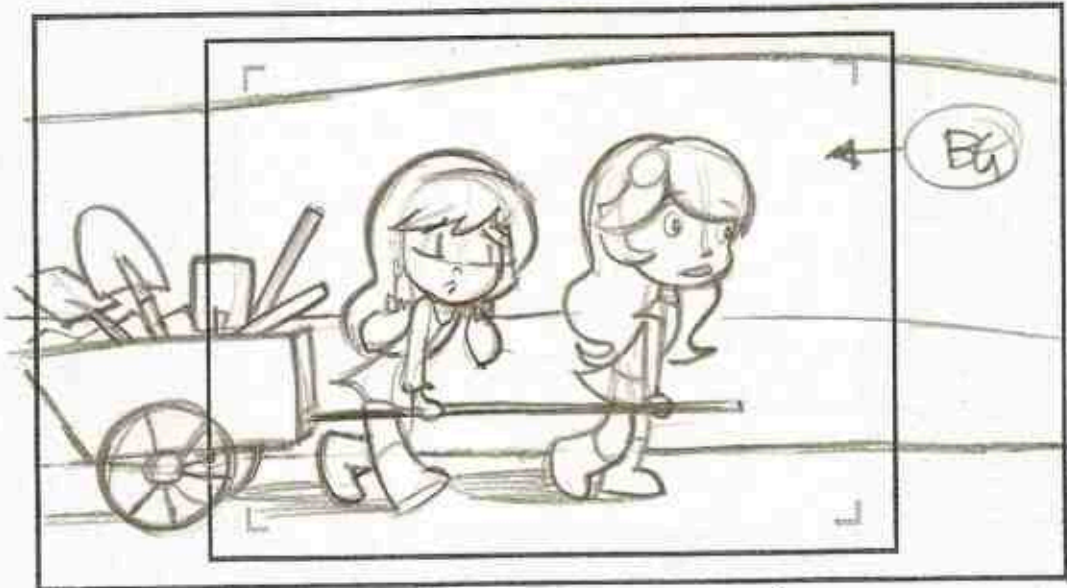
.. SHOULD TAKE CARE OF THE PROBLEM.

CAMERA/FX:

SLUG

FINAL
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SC. _____ PANEL 1 BG/LOC. _____



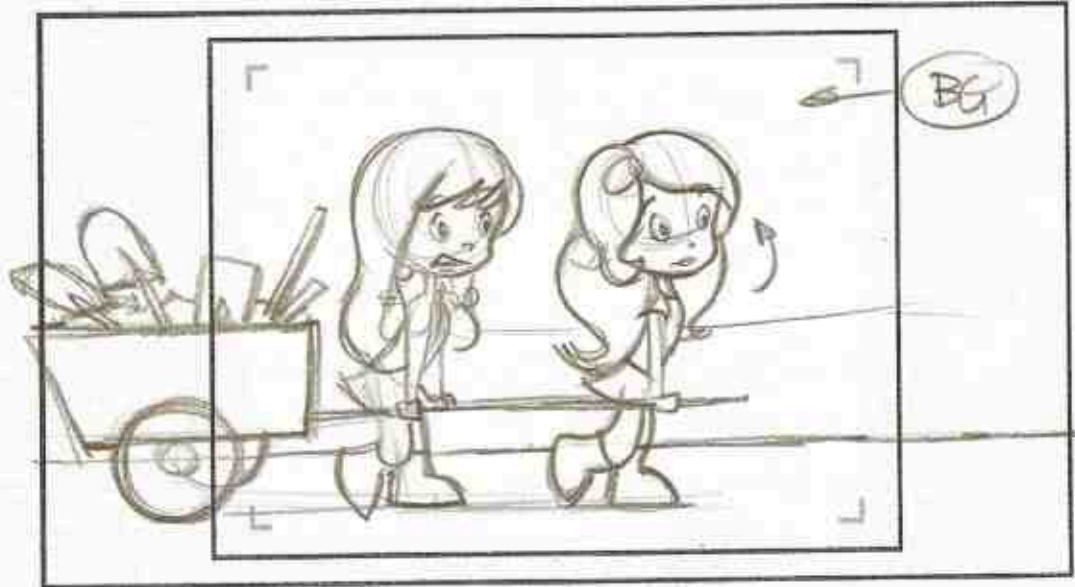
ACTION

DIAL (127A) LEMON:
<WHFW!>

CAMERA/FX:

SLUG

SC. _____ PANEL 2 BG/LOC. _____



ACTION

DIAL (127A) LEMON: (CONTD)
THAT SURE WAS A LOT OF
WORK...

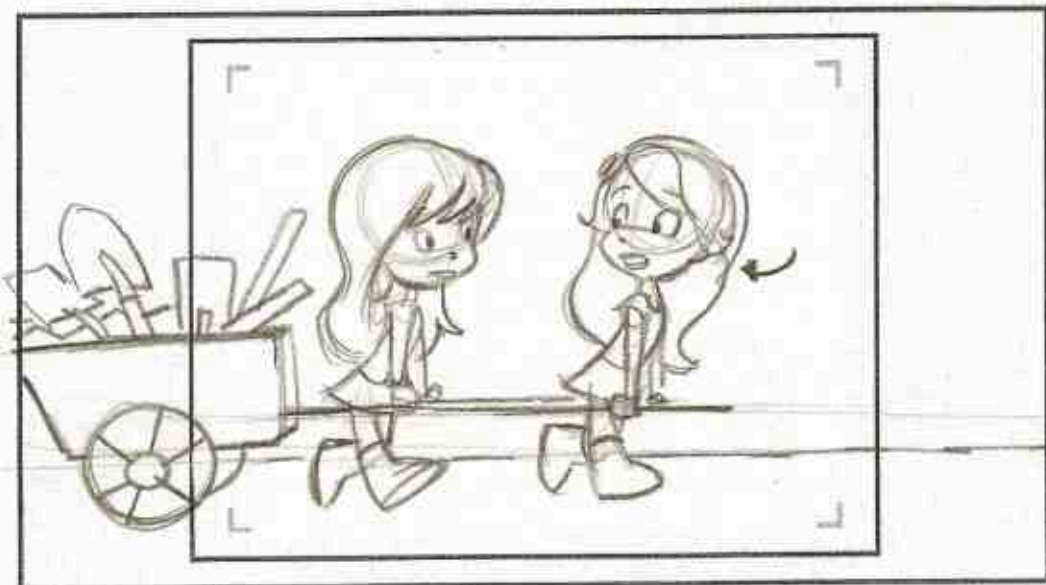
CAMERA/FX:

SLUG



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SC. CONT PANEL 3 BG/LOC.



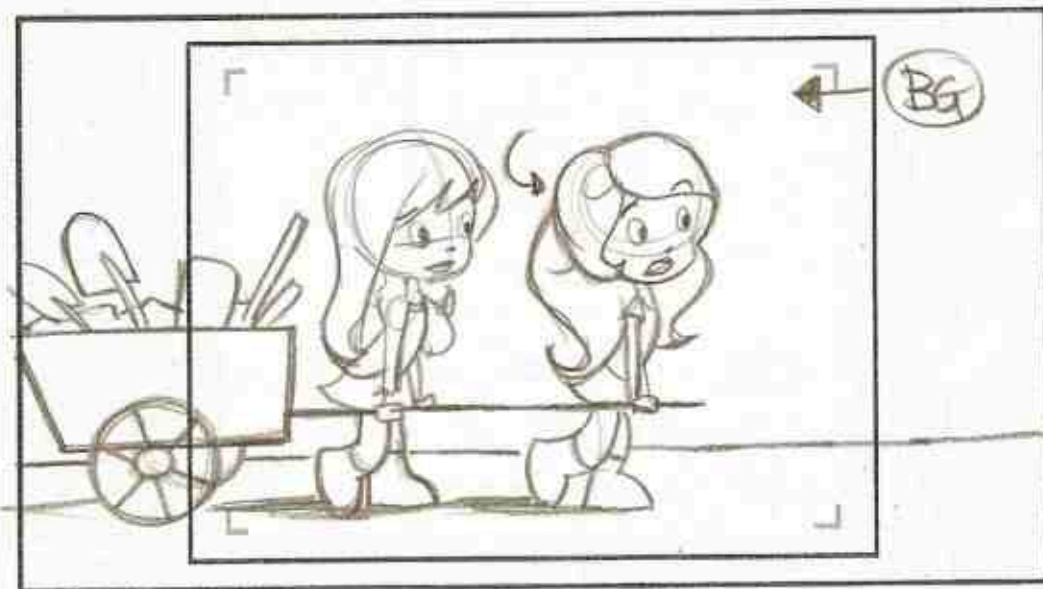
ACTION ORANGE TURNS TO LEMON -

DIAL (128) ORANGE:
AND IT WOULD HAVE BEEN EASIER..

CAMERA/FX:

SLUG

SC. CONT PANEL 4 BG/LOC.



ACTION

DIAL (128) ORANGE (CONTD):
.. IF WE'D HAD SOME HELP FROM
YOU-KNOW-WHO.

CAMERA/FX:

SLUG

FINAL
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SC. _____ PANEL 1 BG/LOC. _____



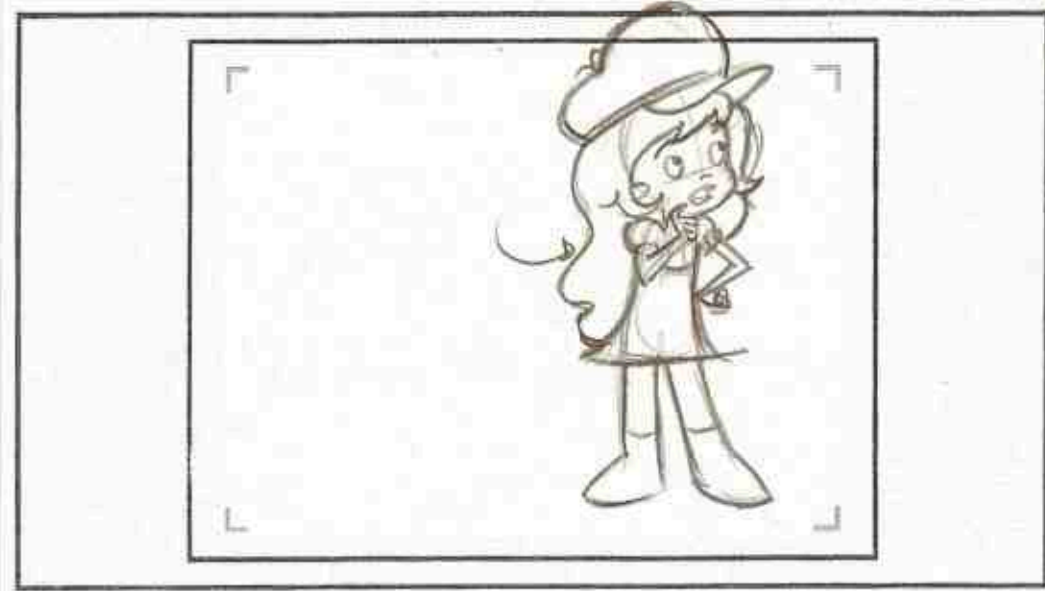
ACTION WIDE ON THE GIRLS THEY'VE STOPPED WALKING. STRAWBERRY TURNS TO THE OTHER GIRLS.

DIAL (129) STRAWBERRY:
YES, I KNOW.

CAMERA/FX: _____

SLUG _____

SC. _____ PANEL 2 BG/LOC. _____



ACTION STRAWBERRY GETS AN IDEA.

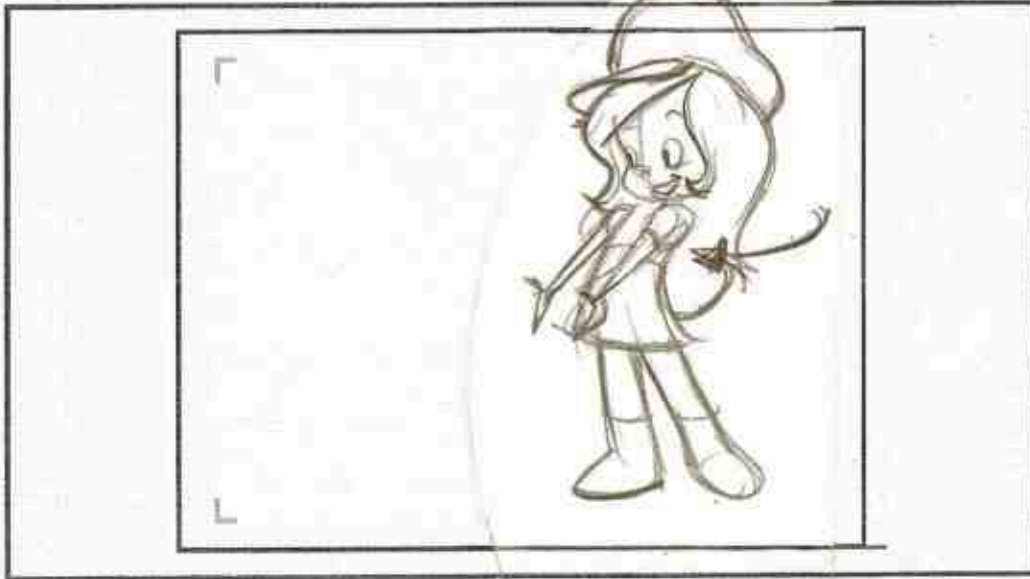
DIAL (129A) STRAWBERRY: (CONTD)
WE DON'T WE PLAN SOMETHING FUN
FOR TOMMORROW.

CAMERA/FX: _____

SLUG _____

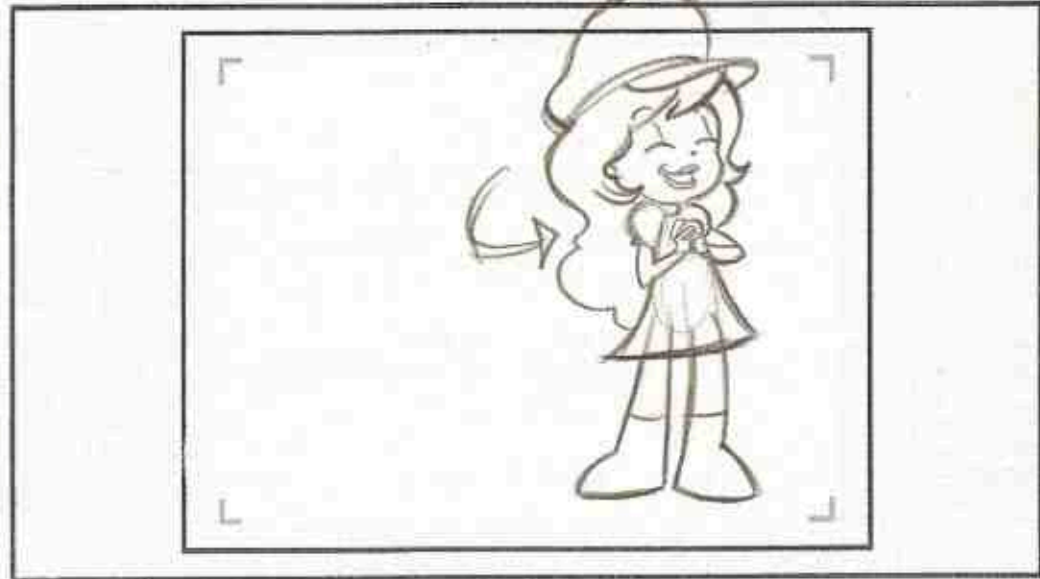
FINAL
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SC. CONTD PANEL 3 BG/LOC.



ACTION

SC. CONTD PANEL 4 BG/LOC.



ACTION

DIAL (129A) STRAWBERRY: (CONTD)
WE DESERVE IT FOR WORKING
SO HARD.

CAMERA/FX:

SLUG

DIAL (129A) STRAWBERRY: (CONTD)
MAYBE A BIG PICNIC IN THE
MEADOW.

CAMERA/FX:

SLUG

FINAL
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SC. PANEL 1 BG/LOC.



ACTION CLOSE ON A TIRED-LOOKING PLUM.

DIAL (130) PLUM: (WORN OUT)
SOUNDS GOOD. BUT RIGHT NOW, I
NEED A NAP --- AN ALL NIGHT NAP?

CAMERA/FX:

SLUG

SC. CONTD PANEL 2 BG/LOC.



ACTION

DIAL (130) PLUM: (CONTD)
<YAWN!>

CAMERA/FX:

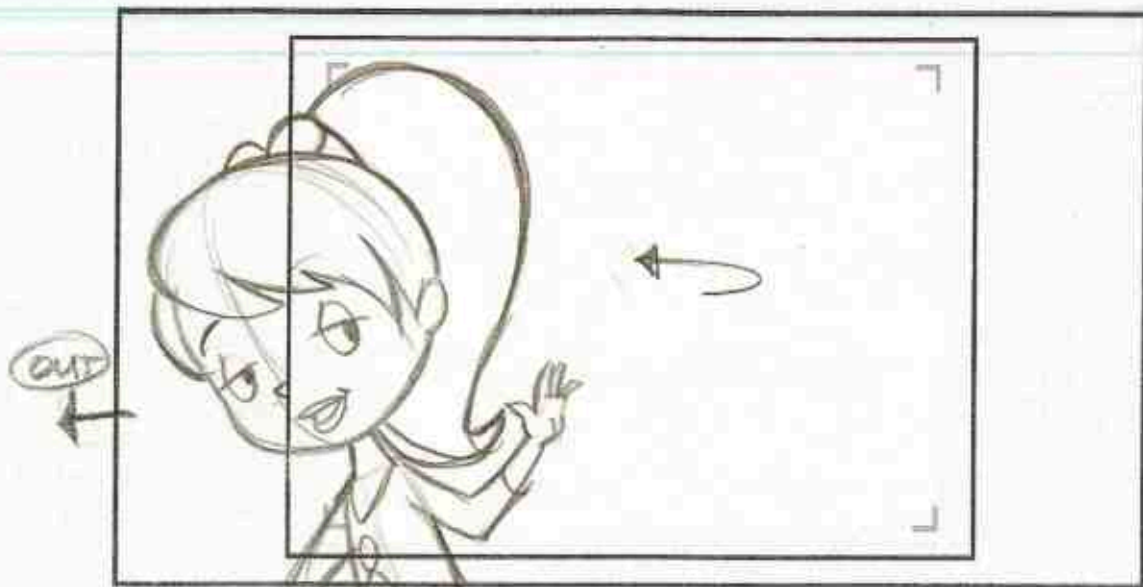
SLUG

FINAL
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8

SC. CONT'D PANEL 3 BG/LOC.



ACTION PLUM TURNS AND EXITS SCENE

DIAL (130) PLUM: (CONT'D)
SEE YOU GUYS IN THE MORNING.

CAMERA/FX:

SLUG

AU

SC. PANEL 1 BG/LOC.



ACTION WIDE ON GROVE - PLUM WALKS DOWN ONE PATH

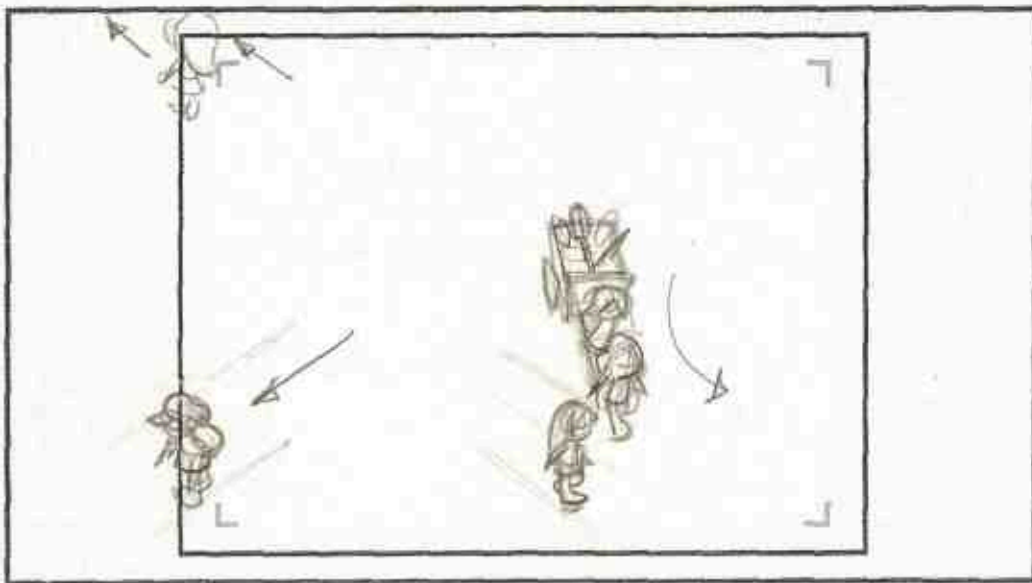
DIAL (131) ALL
<AD LIB GOOD-BYES & GOOD NIGHTS>

CAMERA/FX:

SLUG

FINAL
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SC.	PANEL.	BG/LOC.
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ACTION RASPBERRY, FOLLOWED BY LEMON AND ORANGE GO DOWN ONE PATH, AS STRAWBERRY HEADS DOWN ANOTHER.

DIAL (131) ALL: (CONT'D)
<GOOD NIGHT, etc...>

CAMERA/FX:

SLUG

SC.	PANEL. 1	BG/LOC.
-----	----------	---------



WIPE TO:



ACTION EXT - PATH NEAR BLUEBERRY MUFFIN BOOKSTORE
STRAWBERRY WALKS IN.

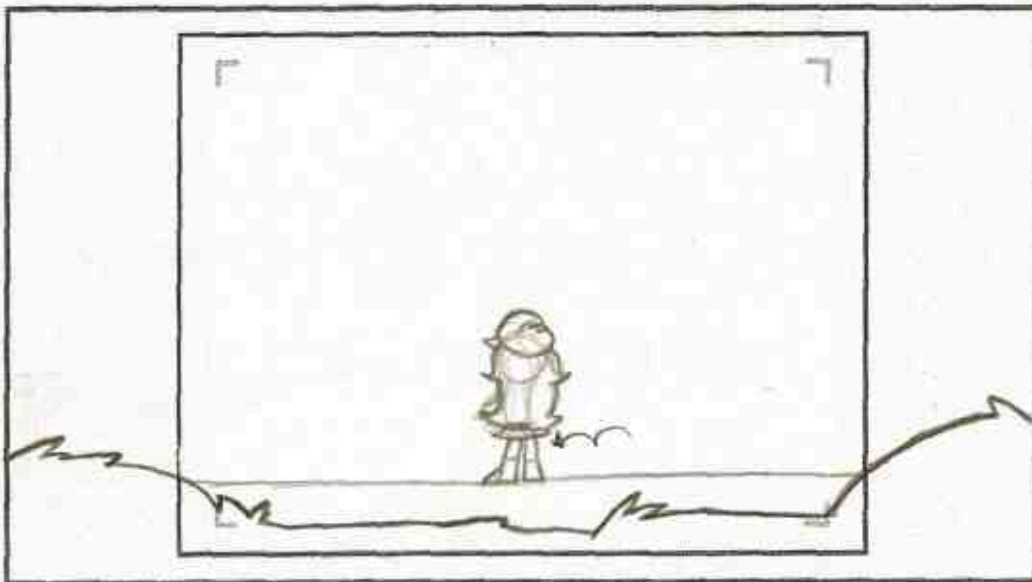
DIAL

CAMERA/FX:

SLUG

FINAL
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SC. CONTD PANEL 2 BG/LOC.



ACTION STRAWBERRY STOPS IN FRONT OF THE
PATH TO THE MUFFIN SHOP.

DIAL _____

CAMERA/FX: _____

SLUG _____

HU



SC. PANEL 1 BG/LOC.



ACTION CLOSE ON STRAWBERRY LOOKING UP
AT BLUEBERRY'S MUFFIN STORE

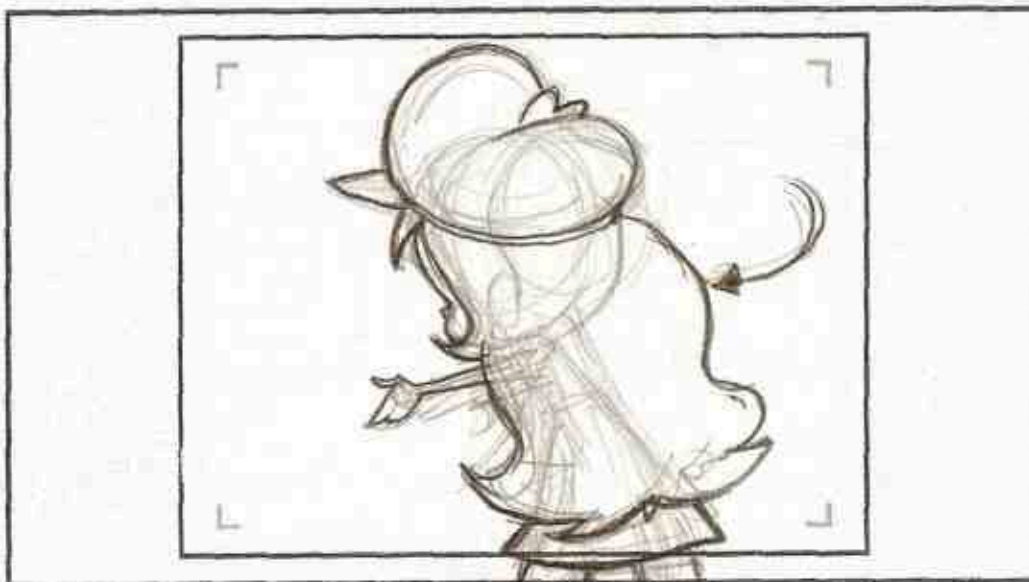
DIAL _____

CAMERA/FX: _____

SLUG _____

FINAL
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PROD #

SC. _____ PANEL 2 _____ BG/LOC. _____



ACTION
STRAWBERRY REACHES FOR A BOOK

DIAL _____

CAMERA/FX: _____

SLUG _____

SC. _____ PANEL 3 _____ BG/LOC. _____



ACTION

DIAL _____

CAMERA/FX: _____

SLUG _____

FINAL
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SC. CONTD PANEL 4 BG/LOC.



ACTION

STRAWBERRY LOOKS UP

DIAL
(132) STRAWBERRY: (TO SELF)
OH, BLUEBERRY ...

CAMERA/FX:

SLUG

SC. CONTD PANEL 5 BG/LOC.



ACTION

STRAWBERRY WALKS FORWARD

DIAL

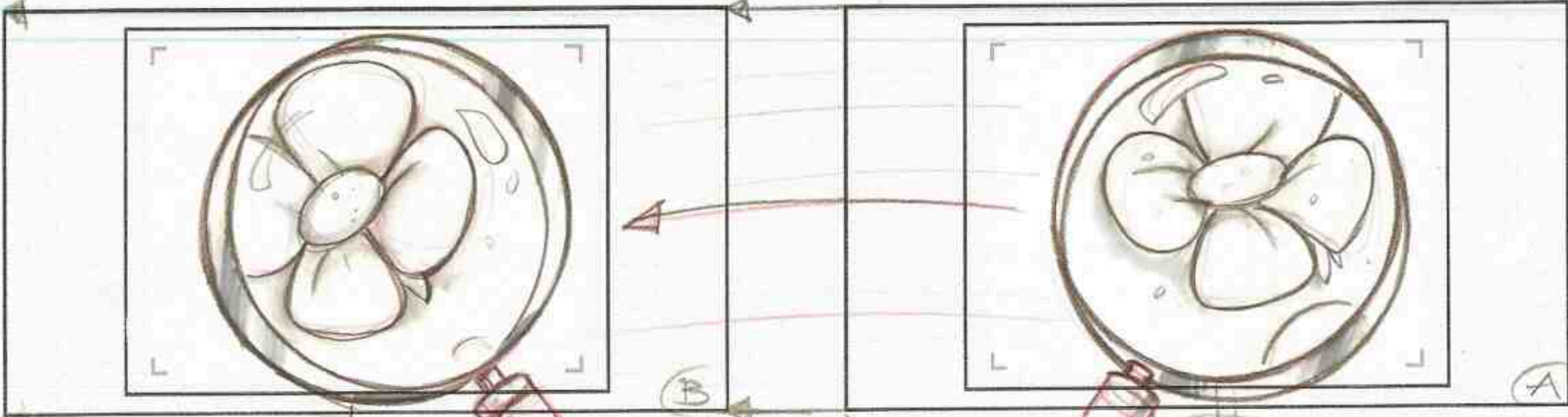
CAMERA/FX:

SLUG

FINAL
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PROD #

SC.	PANEL.	BG/LOC.
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SC.	PANEL.	BG/LOC.
-----	--------	---------



ACTION

STOP

(PAN W/ANIM) ACTION

START

ANGLE THROUGH MAGNIFYING GLASS, PAN W/ANIM (A) → (B)

DIAL

DIAL

CAMERA/FX:

CAMERA/FX:

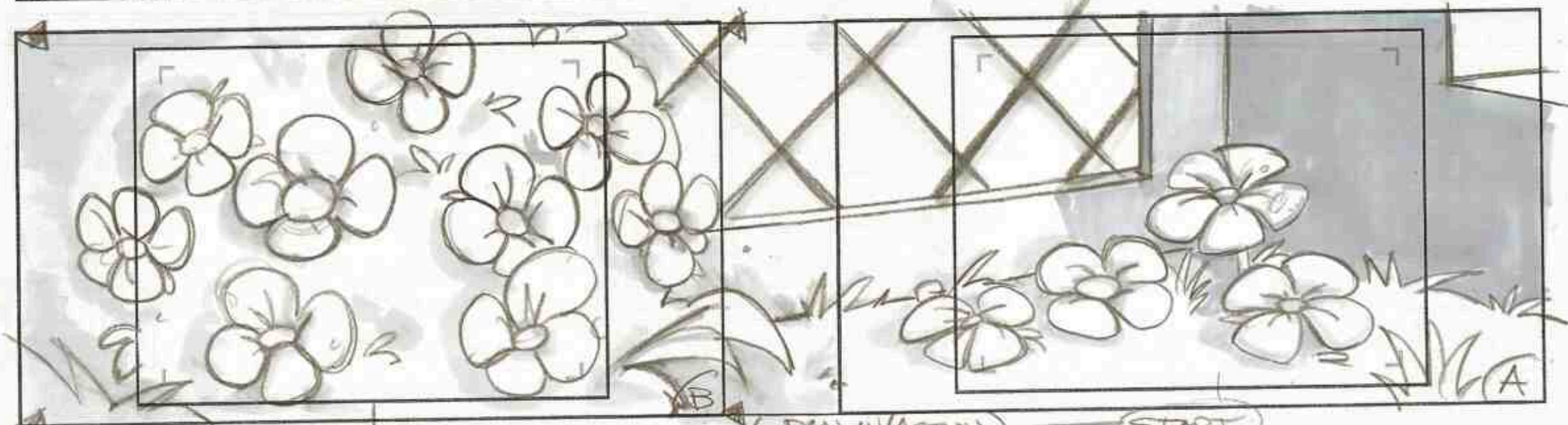
SLUG

SLUG

FINAL
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PROD #

SC.	PANEL.	BG/LOC.
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SC.	PANEL.	BG/LOC.
-----	--------	---------



ACTION

STOP → (PAN W/ACTION) → START
<BG SEPARATED FOR CLARITY!>

DIAL

DIAL

CAMERA/FX:

CAMERA/FX:

SLUG

SLUG

FINAL
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KA

SC. PANEL 1 BG/LOC.



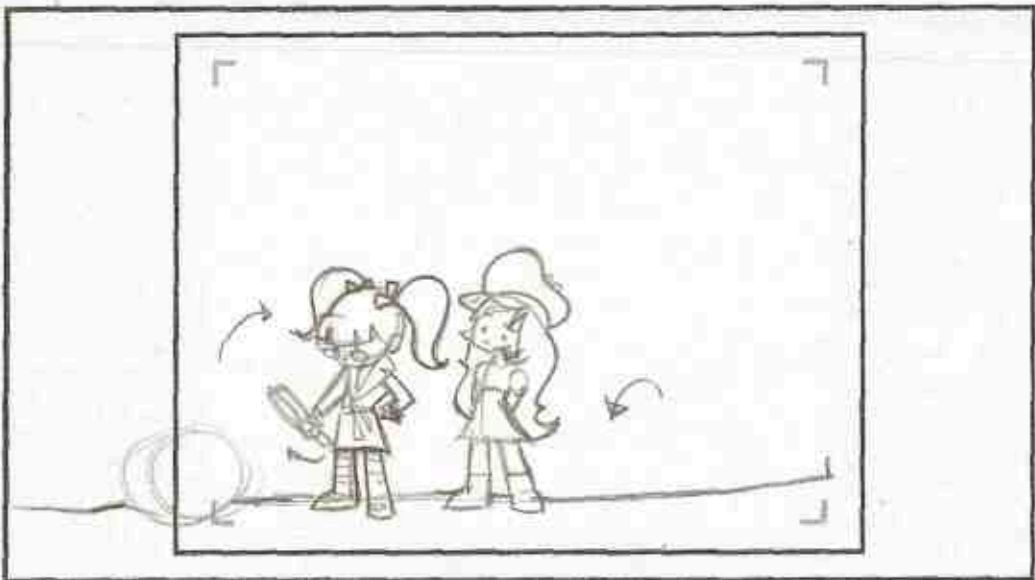
ACTION CLOSE ON GAZEBO. "PATTI" IS "EXAMINING" A BUSH. STRAWBERRY COMES UP BEHIND HER.

DIAL _____

CAMERA/FX: _____

SLUG _____

SC. CONTD PANEL 2. BG/LOC.



ACTION STRAWBERRY STOPS BEHIND "PATTI", WHO STRAIGHTENS UP, (SHE SWITCHES THE MAGNIFYING GLASS TO HER OTHER HAND)

DIAL (133) STRAWBERRY: BLUEBERRY ... ?

CAMERA/FX: _____

SLUG _____

FINAL 408-115 PROD #

SC. PANEL 3 BG/LOC.



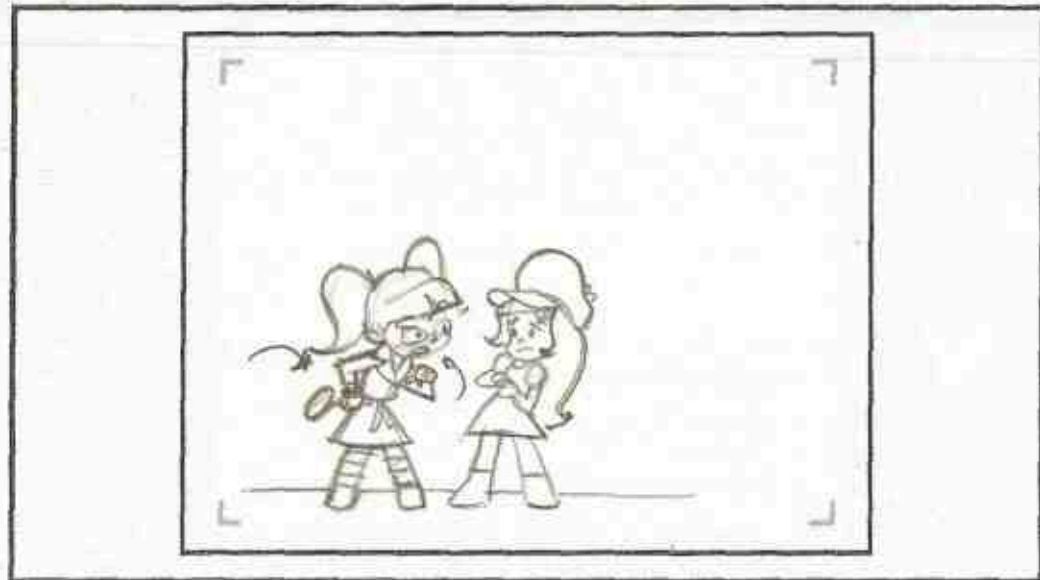
ACTION BLUEBERRY TURNS TO STRAWBERRY.

DIAL (134) BLUEBERRY:
YOU THERE!

CAMERA/FX:

SLUG

SC. PANEL 4 BG/LOC.



ACTION

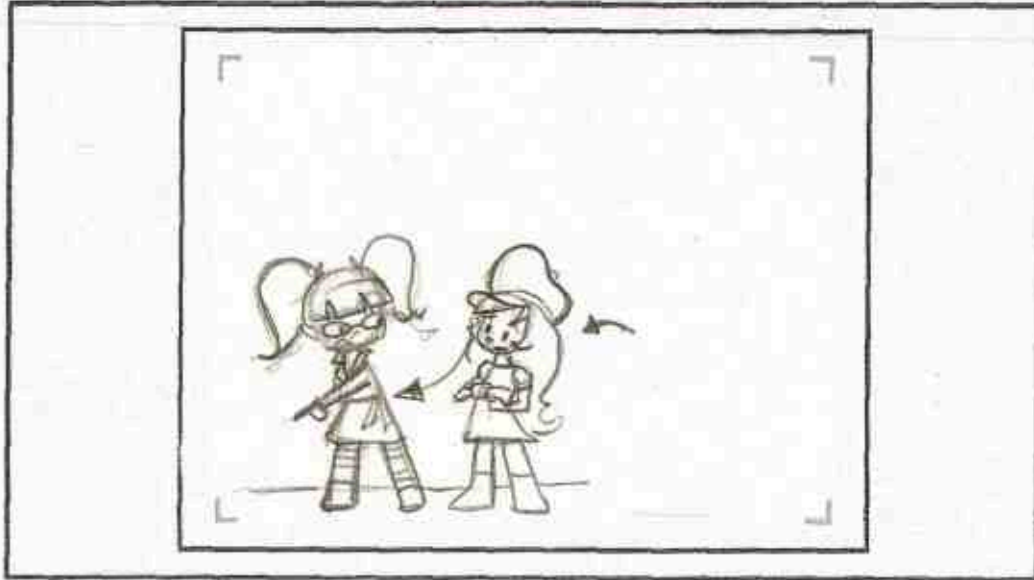
DIAL (134) BLUEBERRY: (CONTD)
I'M JUST ABOUT TO SOLVE THE
MYSTERY OF WHY ...

CAMERA/FX:

SLUG

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SC. CONTD PANEL 5 BG/LOC.



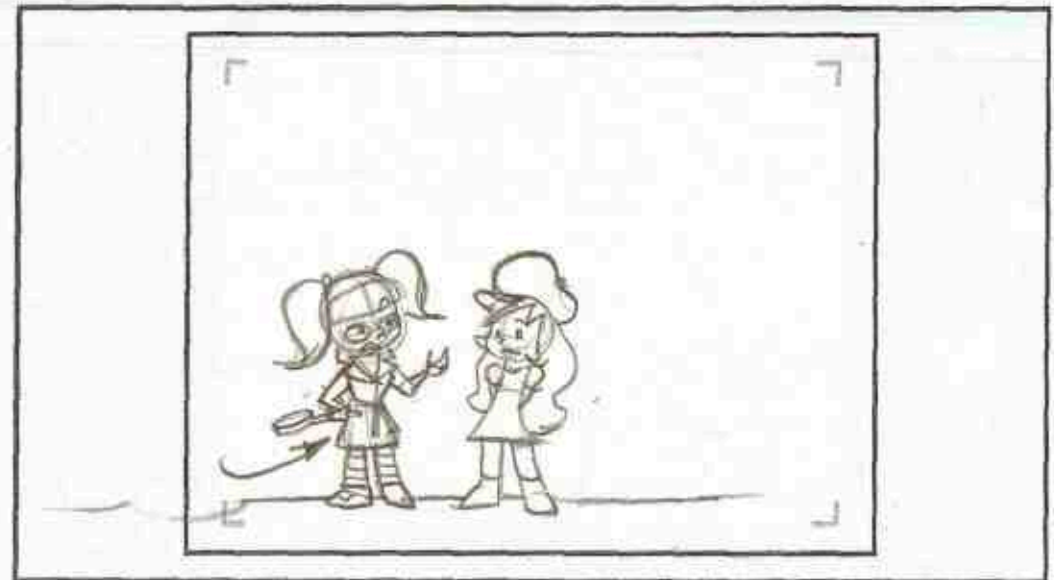
ACTION BLUEBERRY GESTURES TOWARDS THE BUSH OF FLOWERS

DIAL (134) BLUEBERRY: (CONTD)
.. THESE FLOWERS WOULD ..

CAMERA/FX:

SLUG

SC. CONTD PANEL 6 BG/LOC.



ACTION

DIAL (134) BLUEBERRY: (CONTD)
.. CLOSE UP LIKE THIS.

CAMERA/FX:

SLUG

FINAL
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HU

SC.	PANEL	BG/LOC.
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HL

ACTION
CLOSE ON BLUEBERRY

DIAL (134) BLUEBERRY (CONT)

MAYBE THEY FEEL SAD.

CAMERA/FX:

SLUG

SC. CONTD	PANEL 2	BG/LOC.
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ACTION

DIAL (134) BLUEBERRY (CONT)

MAYBE THEY FEEL EMBARRASSED!

CAMERA/FX:

SLUG

FINAL
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SC. PANEL 1 BG/LOC.



ACTION

OTS BLUEBERRY, ANGLE ON STRAWBERRY.

DIAL (135) STRAWBERRY:

UH, MAYBE 'CAUSE IT'S GETTING DARK?

CAMERA/FX:

SLUG

SC. (CONT'D) PANEL 2 BG/LOC.



ACTION

DIAL (135) STRAWBERRY: (CONT'D)

ANNND... THAT'S WHAT FLOWERS DO AT NIGHT?

CAMERA/FX:

SLUG

FINAL
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SC. CONTD PANEL 3 BG/LOC.



ACTION

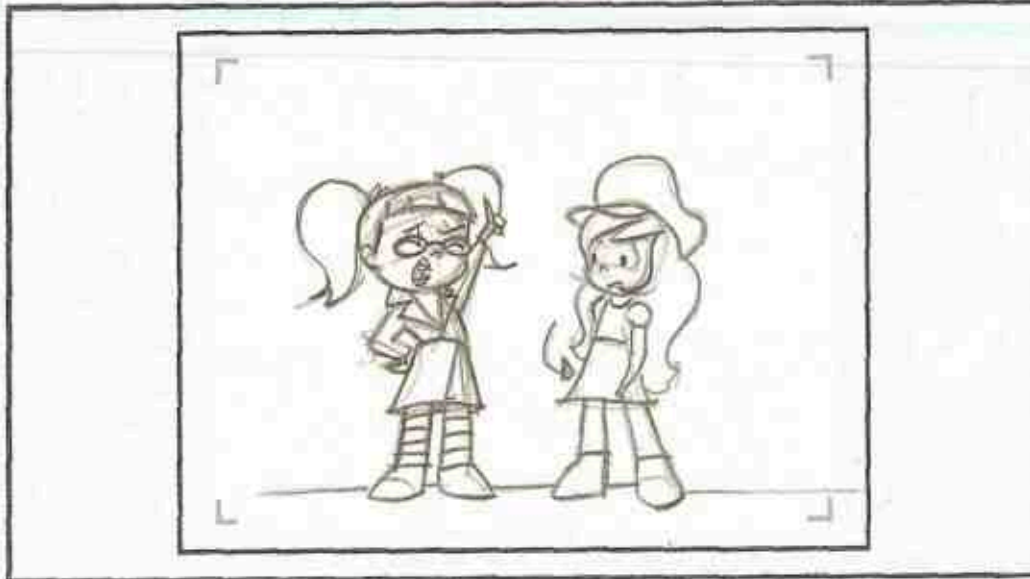
* ANIMATE CAMERA UP AND BACK

DIAL

CAMERA/FX:

SLUG

SC. CONTD PANEL 4 BG/LOC.



ACTION

DIAL

(136) BLUEBERRY:

AH-HAH!

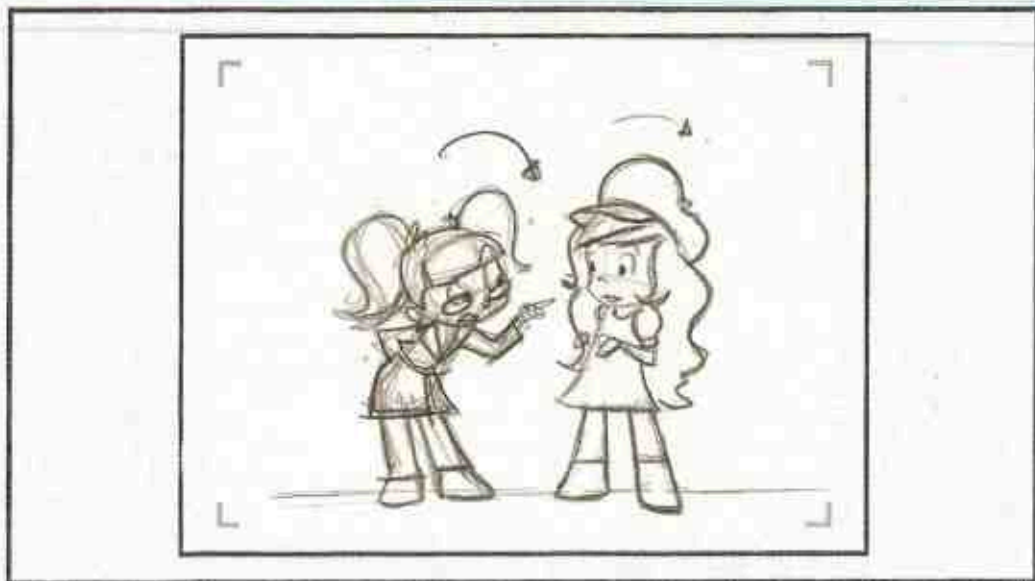
CAMERA/FX:

SLUG



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SC. CONTD PANEL 5 BG/LOC.



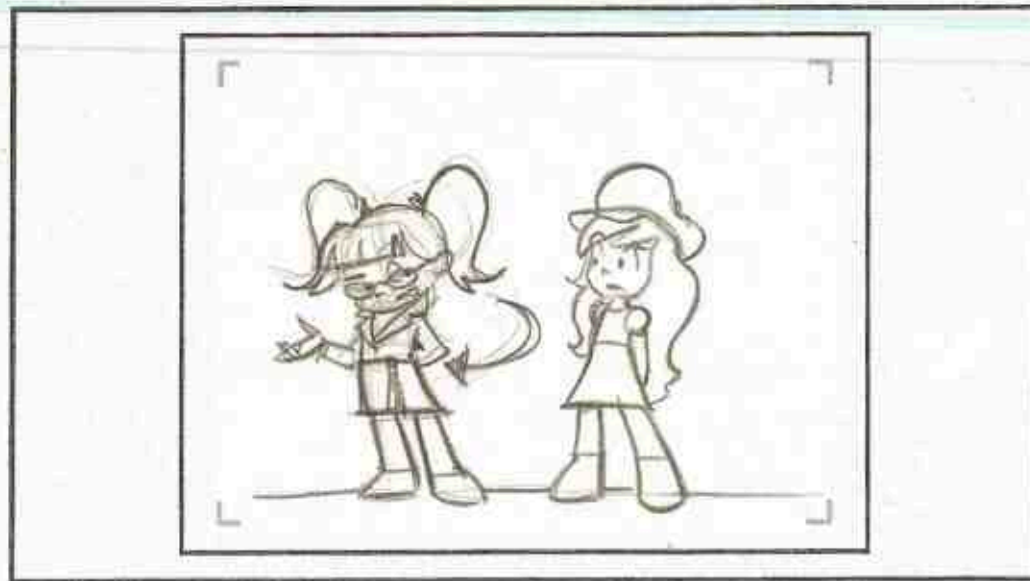
ACTION BLUEBERRY POINTS A FINGER AT STRAWBERRY

DIAL (136) BLUEBERRY: (CONTD)
• IT'S BECAUSE IT'S GETTING DARK

CAMERA/FX:

SLUG

SC. CONTD PANEL 6 BG/LOC.



ACTION

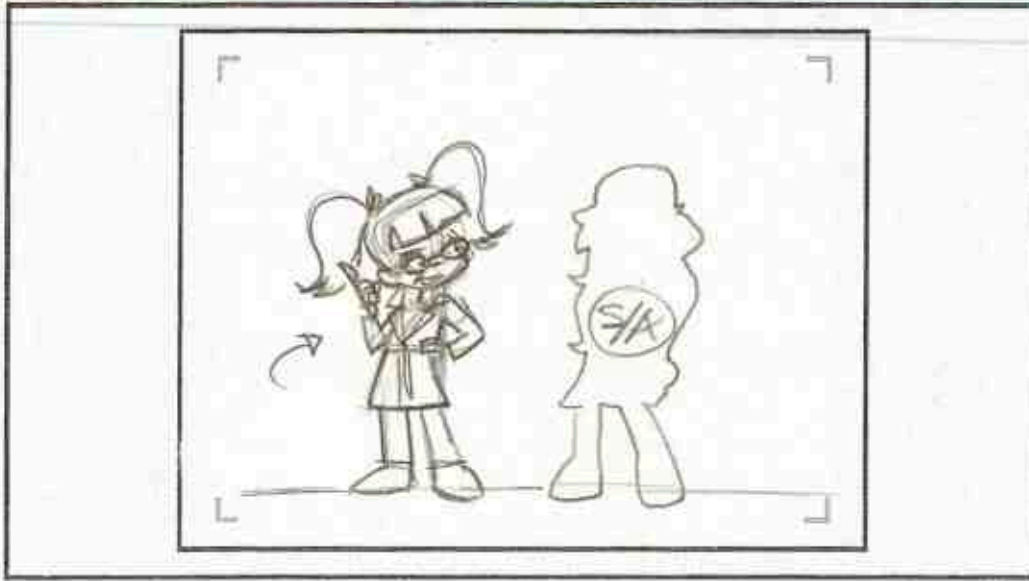
DIAL (136) BLUEBERRY: (CONTD)
••• AND THAT'S WHAT FLOWERS DO AT NIGHT!

CAMERA/FX:

SLUG

FINAL
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SC. CONTD PANEL. 7 BG/LOC.



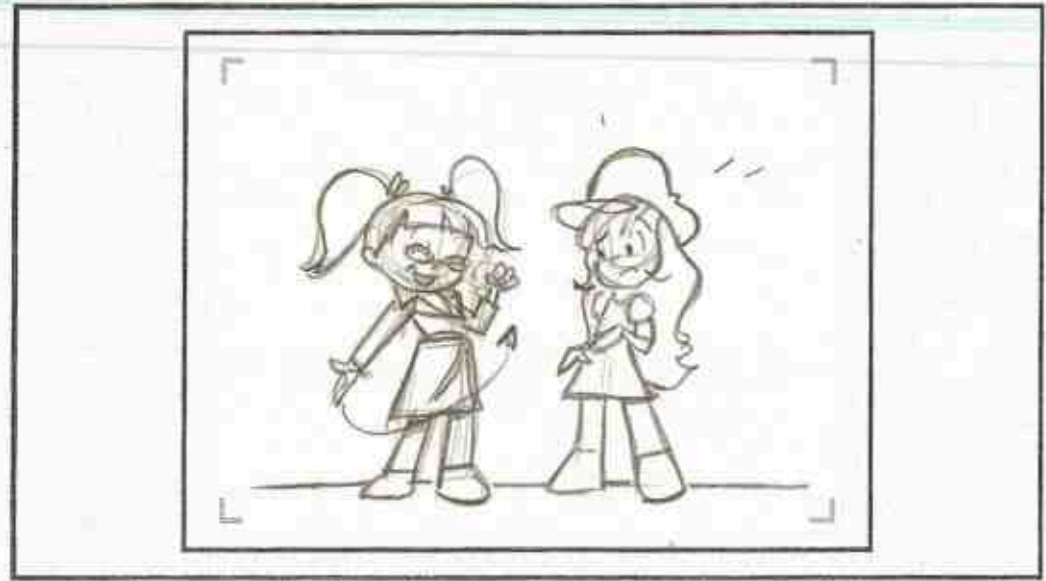
ACTION

DIAL (132) BLUEBERRY: (CONTD) (TRIUMPHANT)
THIS MYSTERY ...

CAMERA/FX:

SLUG

SC. CONTD PANEL. 8 BG/LOC.



ACTION

STRAWBERRY IS TAKEN ABACK

DIAL (133) BLUEBERRY: (CONTD)
... IS SOLVED!

CAMERA/FX:

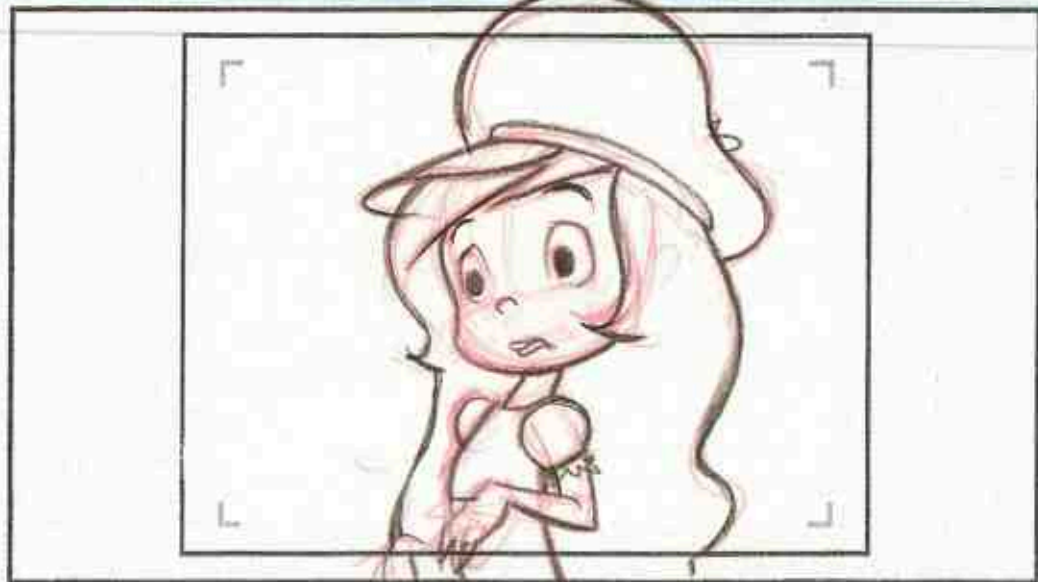
SLUG

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SC.	PANEL	BG/LOC.	S/A
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SC. CONTD	PANEL 2	BG/LOC.	
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ACTION CLOSE ON STRAWBERRY.

ACTION

(A)

DIAL (137) STRAWBERRY:
 (HMM) IF YOU'RE FINISHED WITH THIS MYSTERY...

CAMERA/FX:

(137) STRAWBERRY: (CONTD)
 .. WOULD YOU HAVE TIME TO SOLVE ANOTHER..

SLUG

SLUG



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SC. PANEL 1 BG/LOC.



ACTION ANGLE ON BLUEBERRY C.T.S. STRAWBERRY.

DIAL (138) BLUEBERRY:
OF COURSE!

CAMERA/FX:

SLUG

SC. CONTD PANEL 2 BG/LOC.



ACTION

DIAL (138) BLUEBERRY: (CONTD).
REALLY! WHAT IS IT?
(2A) NO-NO WAIT, DON'T TELL ME ...

CAMERA/FX:

SLUG



(2A)

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SC. CONTD PANEL 3 BG/LOC.



ACTION

SC. CONTD PANEL 4 BG/LOC.



ACTION

BLUEBERRY LEANS FORWARD

DIAL (138) BLUEBERRY: (CONTD)

"THE MYSTERY OF THE MYSTERIOUS MYSTERY!!"

CAMERA/FX:

SLUG

DIAL (138) BLUEBERRY: (CONTD)

WHAT COULD IT BE...?!

CAMERA/FX:

SLUG

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SC. CONTD. PANEL. 5 BG/LOC.



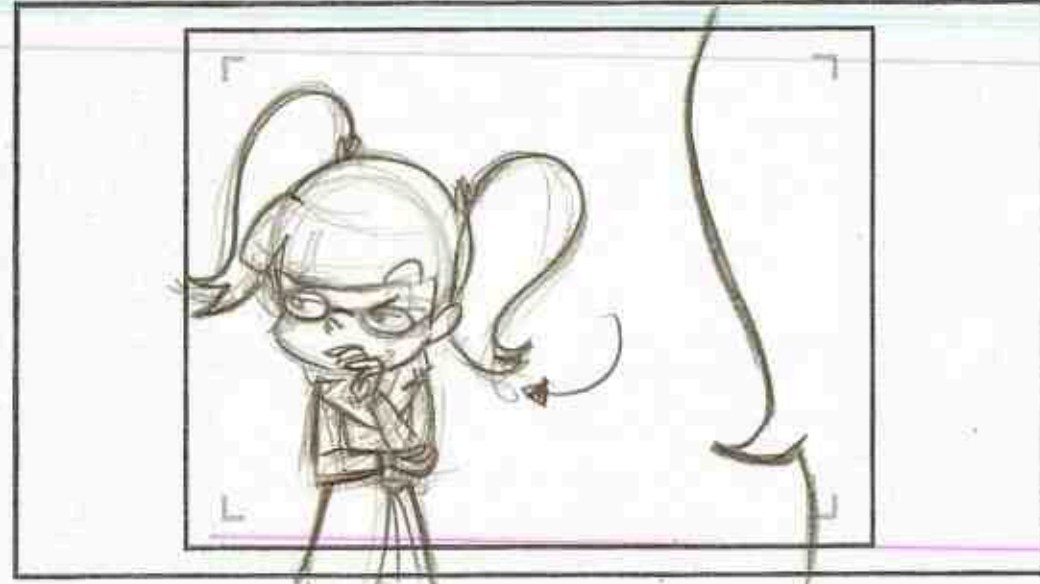
ACTION BLUE BERRY LEANS BACK ...

DIAL (138) BLUEBERRY: (CONTD)
WHY WOULD A MYSTERY WANT TO BE
MYSTERIOUS -

CAMERA/FX:

SLUG

SC. CONTD. PANEL. 6 BG/LOC.



ACTION .. SHE ASSUMES A THINKING POSE

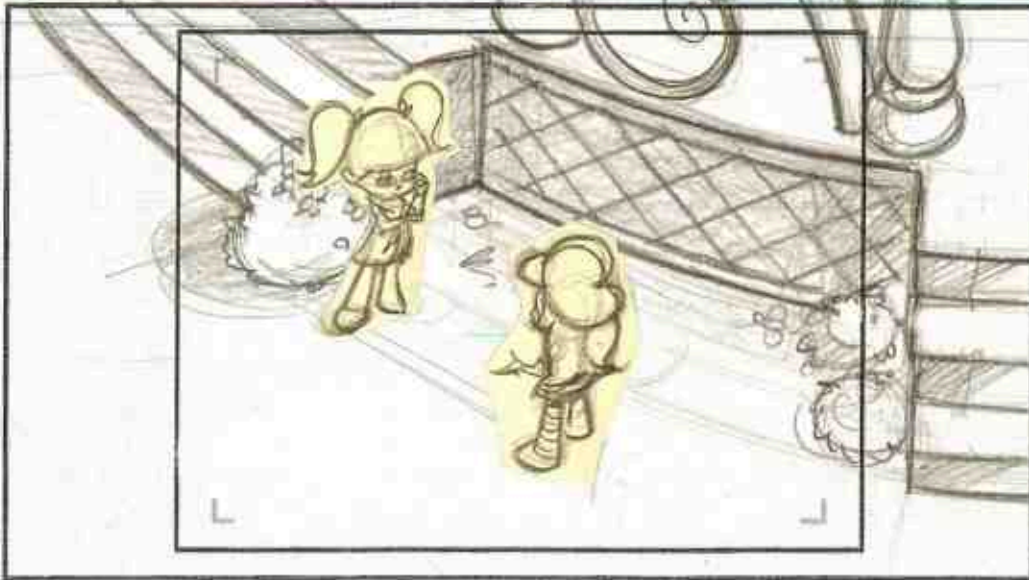
DIAL (139) BLUEBERRY: (CONTD)
WHAT KIND OF THING WOULD
STRAWBERRY FIND MYSTERIOUS?

CAMERA/FX:

SLUG

FINAL
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SC. _____ PANEL. 1 BG/LOC. _____



ACTION WIDE ON STRAWBERRY & BLUEBERRY.

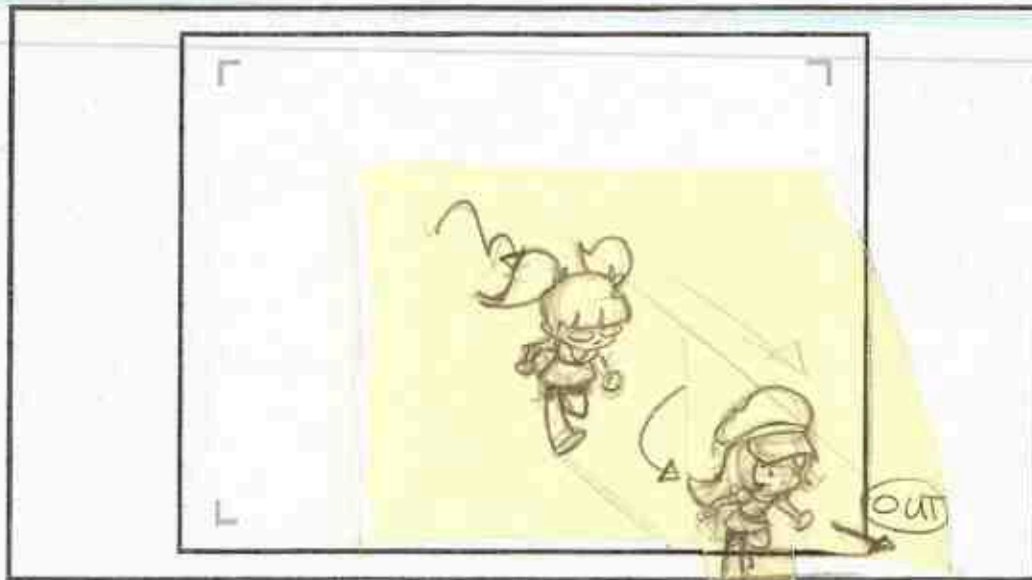
DIAL (139) STRAWBERRY:

WHY DON'T I GIVE YOU A CLUE?

CAMERA/FX:

SLUG

SC. CONTD PANEL. 2 BG/LOC. _____



ACTION STRAWBERRY TURNS AND EXITS, FOLLOWED BY BLUEBERRY.

DIAL

CAMERA/FX:

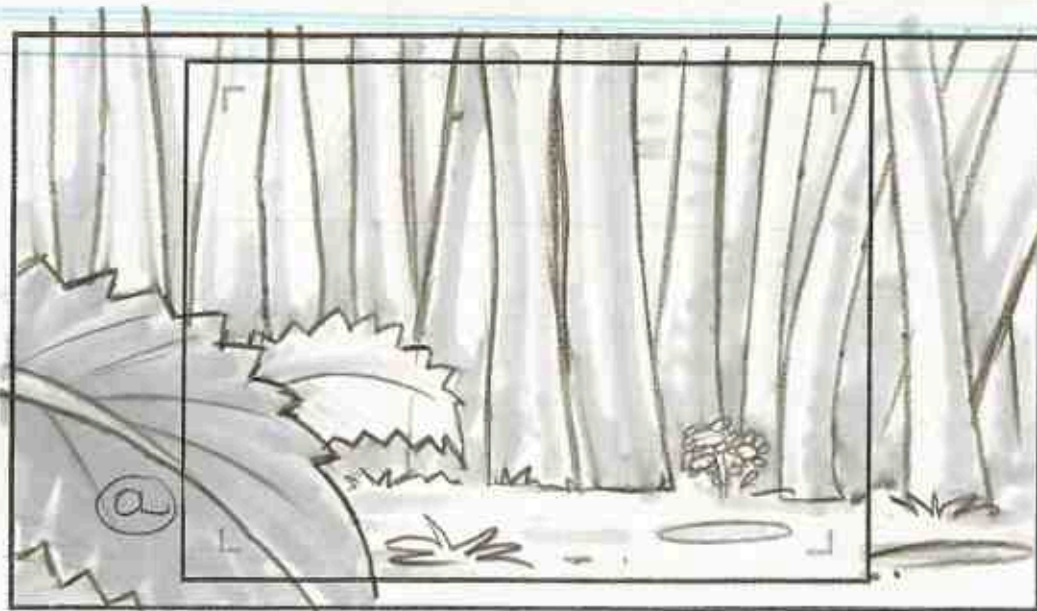
SLUG

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SC.	PANEL 1	BG/LOC.
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ACTION ANGLE ON WALL OF PLANTS .

DIAL _____

CAMERA/FX: _____

SLUG _____

SC. CONTD	PANEL 2	BG/LOC.
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ACTION STRAWBERRY PUSHES SOME PLANTS ASIDE .

DIAL _____

CAMERA/FX: _____

SLUG _____

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SC. CONTD PANEL. 3 BG/LOC.



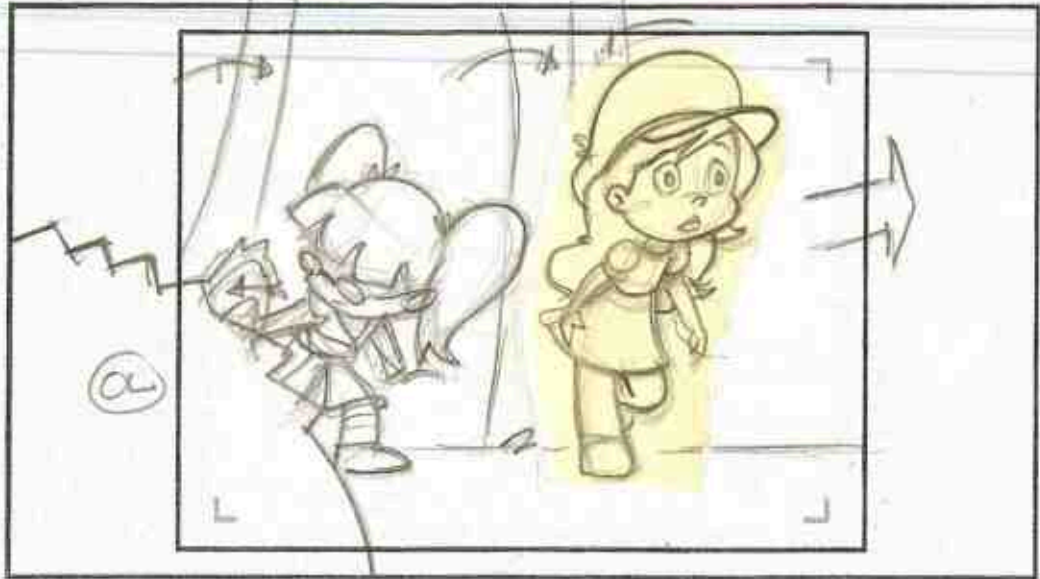
ACTION
BLUEBERRY PUSHES A PLANT OUT
OF THE WAY.

DIAL _____

CAMERA/FX: _____

SLUG _____

SC. CONTD PANEL. 4 BG/LOC.



ACTION
BOTH STEP FORWARD, BLUEBERRY
PUSHING A LEAF OUT OF THE WAY.

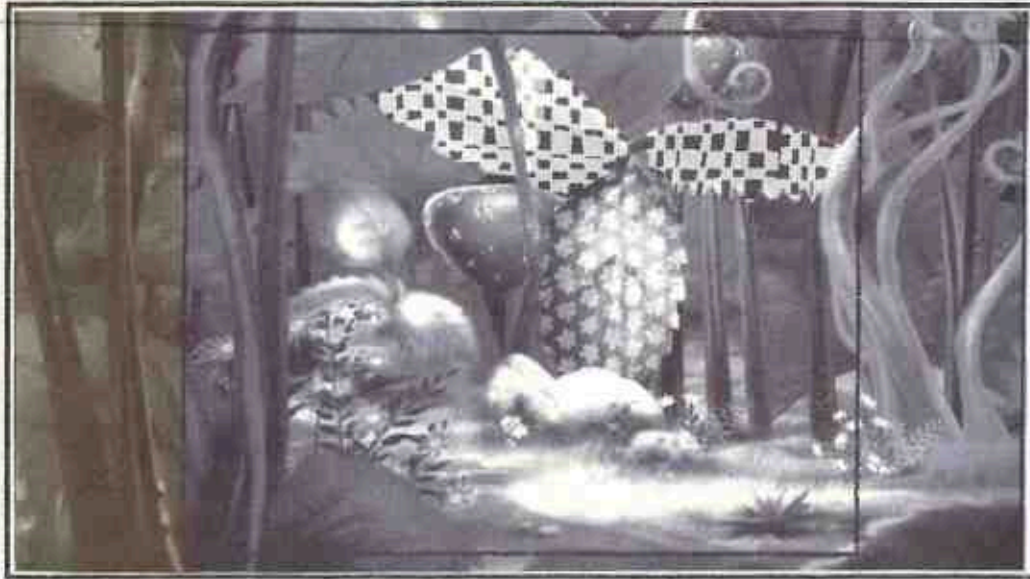
DIAL _____

CAMERA/FX: _____

SLUG _____

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SC.	PANEL. 1	BG/LOC.
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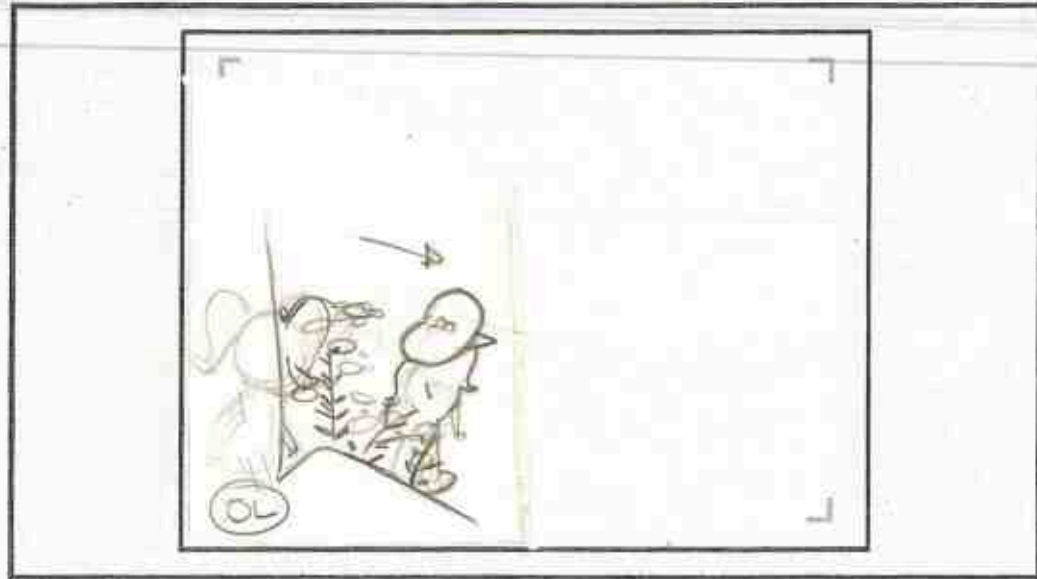
ACTION EXT. BERRY GROVE (SUNSET)

DIAL _____

CAMERA/FX: _____

SLUG _____

SC. CONTD	PANEL. 2	BG/LOC.
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ACTION STRAWBERRY, FOLLOWED BY BLUEBERRY
WALK UP TO A PLAID & POLKA DOT PLANT

DIAL _____

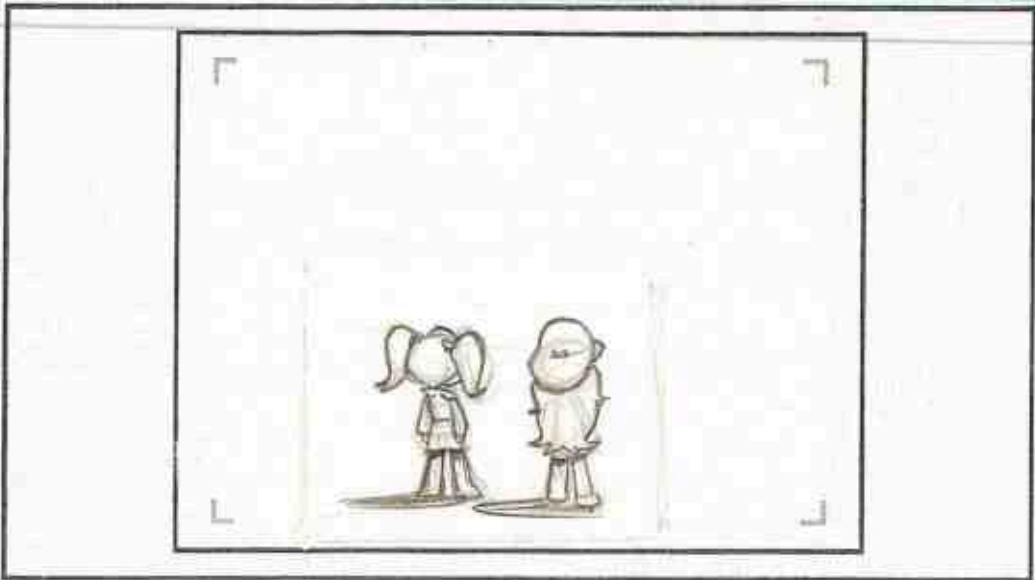
CAMERA/FX: _____

SLUG _____

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SC. CONT'D PANEL 3 BG/LOC.

SC. PANEL 1 BG/LOC.



ACTION THEY STOP IN FRONT OF THE INFESTED PLANT.

ACTION CLOSE ON BLUEBERRY - SHE LOOKS CONFUSED.

DIAL _____

DIAL _____

CAMERA/FX: _____

CAMERA/FX: _____

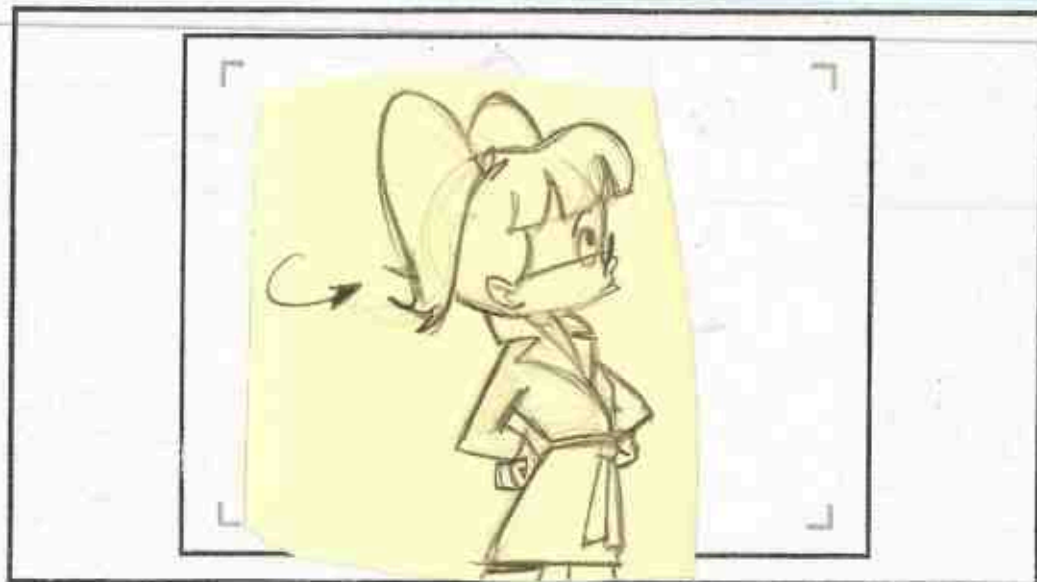
SLUG _____

SLUG _____

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SC. CONTD	PANEL 2	BG/LOC.
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ACTION BLUEBERRY LOOKS AROUND.

DIAL _____

CAMERA/FX: _____

SLUG _____

SC. CONTD	PANEL 3	BG/LOC.
-----------	---------	---------



ACTION SHE SUDDENLY WHIRLS TO STRAWBERRY

DIAL (140) BLUEBERRY:
YOU THERE!

CAMERA/FX: _____

SLUG _____

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SC. CONTD PANEL 4 BG/LOC.

HU

SC. PANEL. BG/LOC.



ACTION SHE GESTURES TO THE O.S. PLANTS.

DIAL (40) BLUEBERRY: (CONT.)
WHY DO THE PLANTS LOOK LIKE THIS?

CAMERA/FX:

SLUG



ACTION OTS STRAWBERRY.

DIAL

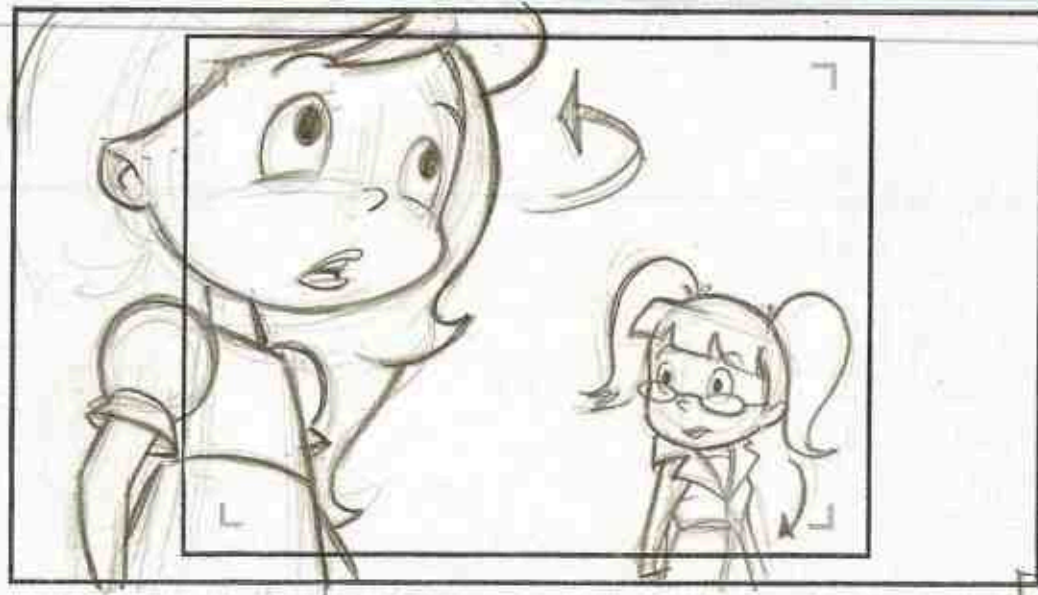
CAMERA/FX:

SLUG

#L

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SC. CONTD PANEL. 2 BG/LOC.



ACTION STRAWBERRY TURNS, LOOKING UP AT THE OS PLANTS

HL

SC. _____ PANEL. 1 BG/LOC.



ACTION WIDE ON STRAWBERRY & BLUEBERRY

DIAL (A) STRAWBERRY:
THAT'S THE MYSTERY.

CAMERA/FX:

SLUG

DIAL (A) STRAWBERRY: (CONTD)
SOMETHING'S MAKING THEM TURN
PLAID AND POLKA-DOTTED (A)

CAMERA/FX:

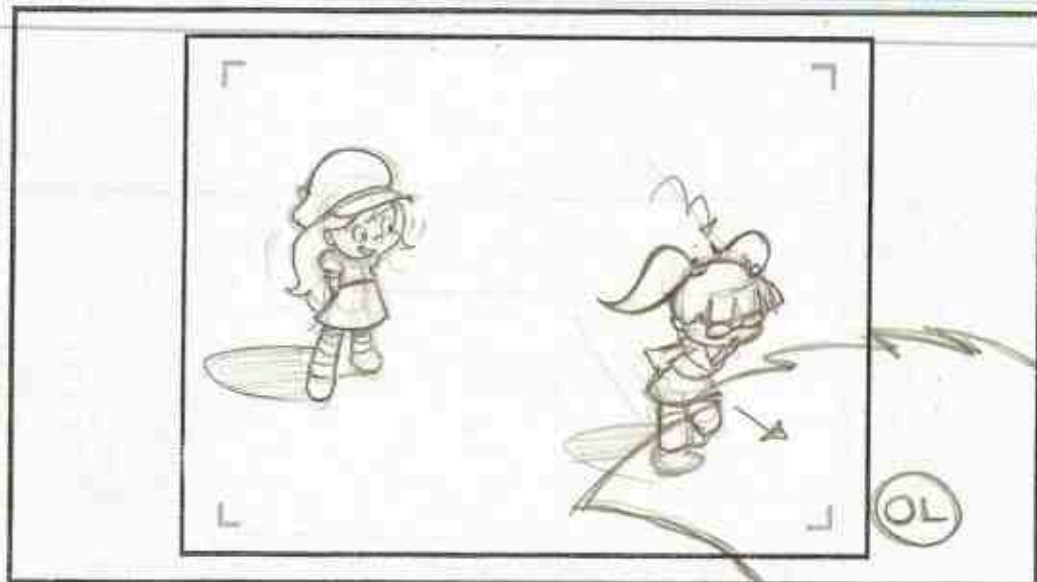
SLUG



FINAL
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PROD #

SC. CONTD	PANEL 2	BG/LOC.
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SC.	PANEL 1	BG/LOC.
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ACTION BLUEBERRY WALKS TOWARDS THE PLANTS



2A

ACTION CLOSE ON BLUEBERRY, SHE'S LOOKING AT THE POLKA-DOTTED LEAF. SHE WAVES STRAWBERRYS' SUGGESTION OFF

DIAL (K1) STRAWBERRY: (CONTD) (HOPEFUL)
BUT, I'M SURE YOU CAN FIND THE ANSWER -- (IN ONE OF YOUR BOOKS. 2A)

DIAL (K4) BLUEBERRY:
NO-N-N-NO,

CAMERA/FX:

CAMERA/FX:

SLUG

SLUG

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PROD #

SC. CONTD PANEL 2 BG/LOC.



ACTION BLUEBERRY REACHES BEHIND HER AND WHIPS OUT HER MAGNIFYING GLASS. SHE BEGINS TO SCRUTINIZE THE LEAF.

DIAL (144) BLUEBERRY: (CONTD)

I'M GOING TO SOLVE THIS CASE

CAMERA/FX:

SLUG

SC. CONTD PANEL 3 BG/LOC.



ACTION SHE TURNS TO OS STRAWBERRY.

DIAL (144) BLUEBERRY: (CONTD)

.. THE "PATTI PERSIMMON" WAY!

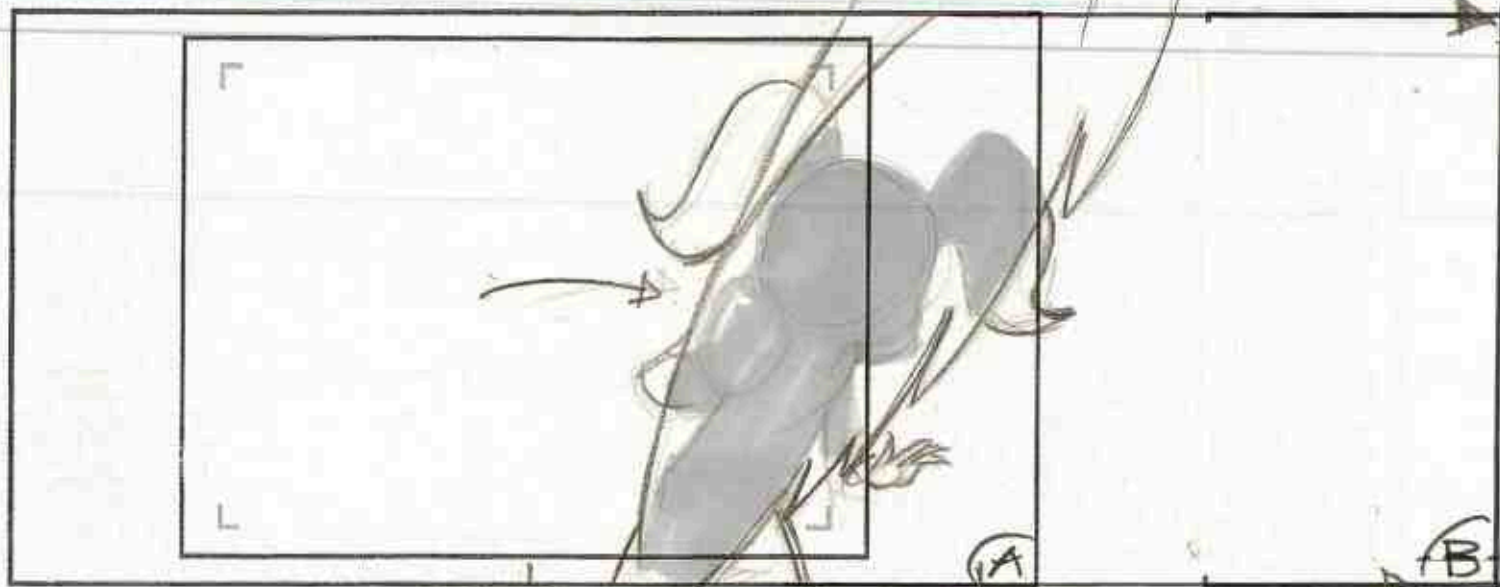
CAMERA/FX:

SLUG

FINAL
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PROD #

SC. <u>CENTD</u>	PANEL <u>A</u>	BG/LOC.
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SC.	PANEL.	BG/LOC.
-----	--------	---------



ACTION

START PAN W/ANIM STOP

ACTION

BLUEBERRY STARTS TO LOOK THE LEAF OVER MORE CLOSELY
PAN W/ANIM AS SHE MOVES BEHIND THE LEAF.

DIAL 145 BLUEBERRY:

AND SHE ALWAYS BEGINS BY...

CAMERA/FX:

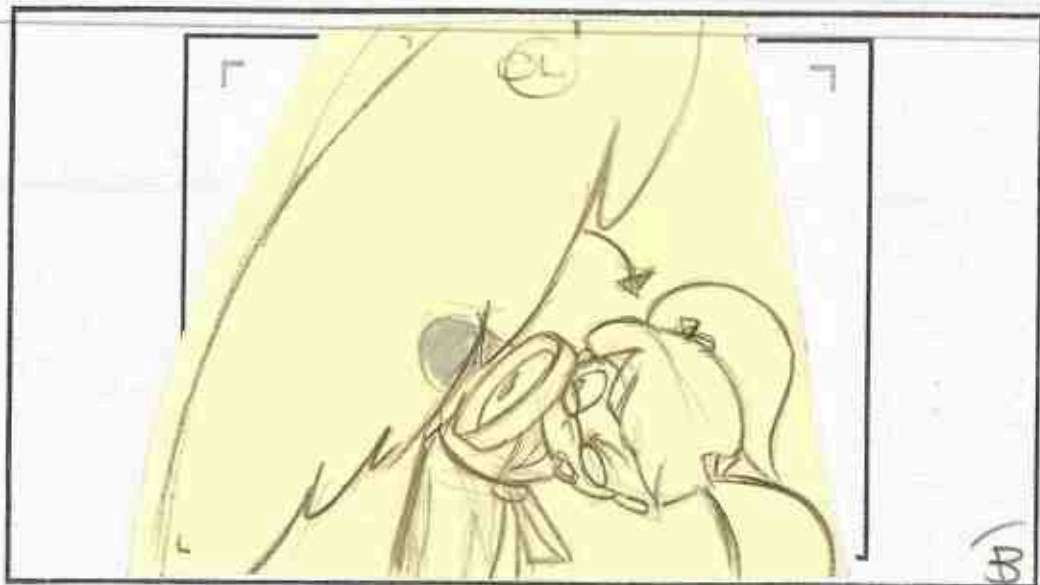
CAMERA/FX:

SLUG

SLUG

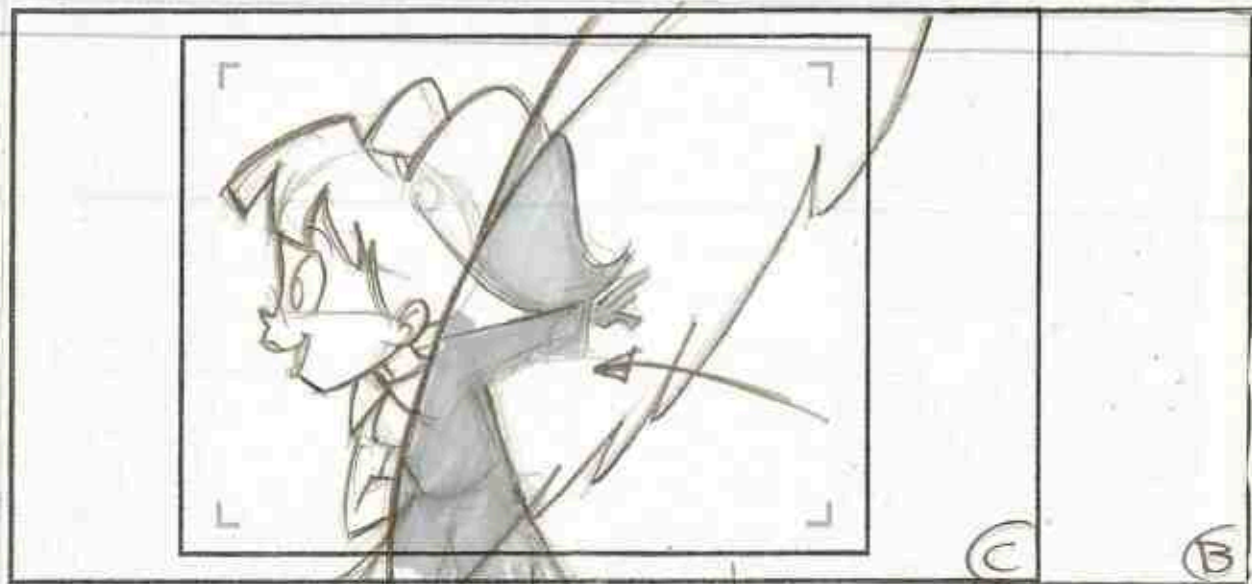
FINAL
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PROD #

SC. CONTD	PANEL 5	BG/LOC.
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ACTION

SC. CONTD	PANEL 6	BG/LOC.
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ACTION

STOP ← START

SHIFT W/ANIM (B) → (C)

DIAL (145) BLUEBERRY: (CONTD.)

.. GATHERING CLUES.

CAMERA/FX:

SLUG

DIAL (145) BLUEBERRY: (CONTD.)

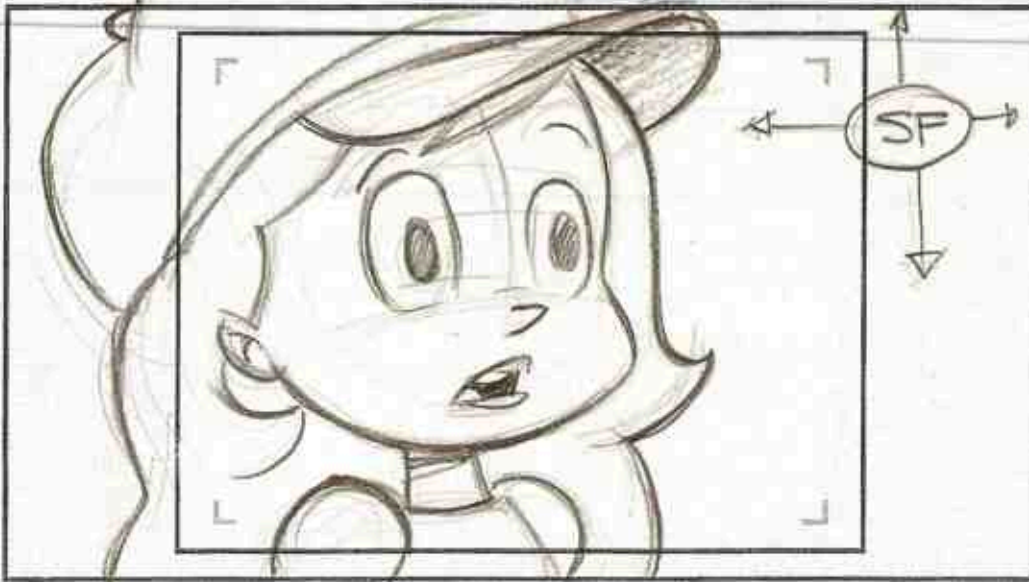
AND THEN COMES THE FUN PART.

CAMERA/FX:

SLUG

FINAL
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SC.	PANEL.	BG/LOC.
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ACTION CLOSE ON STRAWBERRY

DIAL (146) STRAWBERRY:
FUN PART?

CAMERA/FX:

SLUG

SC.	PANEL.	BG/LOC.
-----	--------	---------



ACTION WIDE ON BLUEBERRY.

DIAL (147) BLUEBERRY:
YES!

CAMERA/FX:

SLUG

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SC. CONTD PANEL 2 BG/LOC.



ACTION SHE TAPS HER FOREHEAD A COUPLE TIMES.

DIAL (147) BLUE BERRY: (CONTD)
GETTING INTO THE MIND OF THE CRIMINAL!

CAMERA/FX:

SLUG

SC. CONTD PANEL 3 BG/LOC.



ACTION

DIAL (147) BLUE BERRY: (CONTD)
ASKING HERSELF HOW A CRIMINAL MIND THINKS!.. (HMMM..)

CAMERA/FX:

SLUG

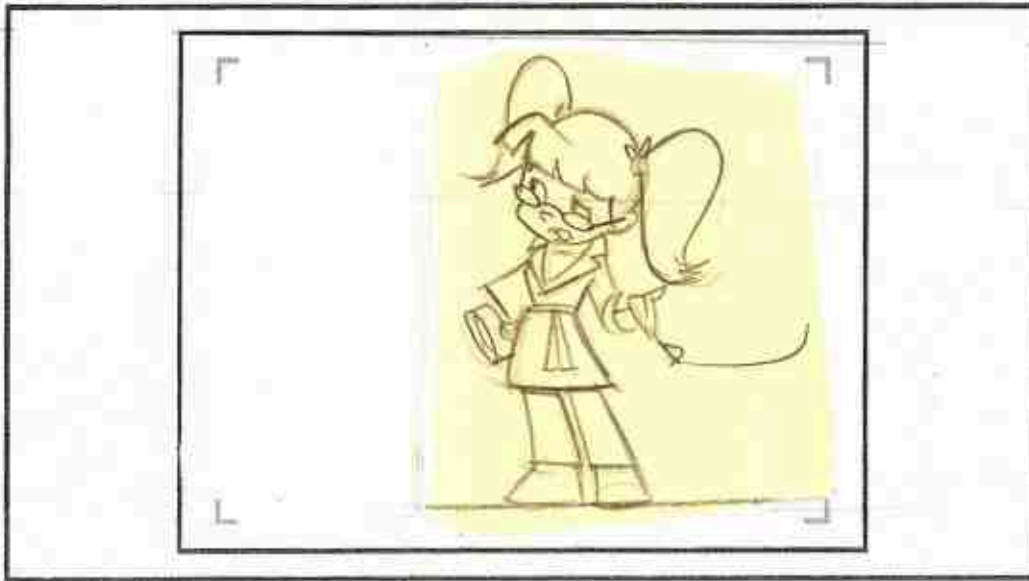


FINAL

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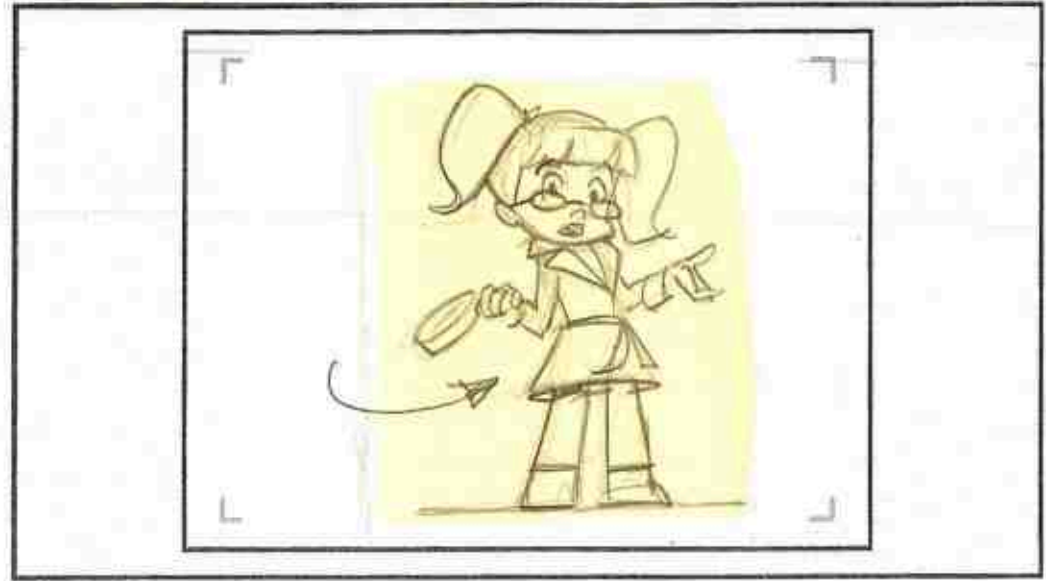
PROD #

SC. CONTD PANEL 4 BG/LOC.



ACTION

SC. CONTD PANEL 5 BG/LOC.



ACTION

DIAL (147) BLUE BERRY (CONTD)
WHY WOULD PLANTS WANT TO BE
POLKA DOT AND PLAID.

CAMERA/FX:

SLUG

DIAL (147) BLUEBERRY (CONTD)
MAYBE THEY WERE BORED.

CAMERA/FX:

SLUG

FINAL
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PROD #

SC.	PANEL.	BG/LOC.
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SC.	PANEL.	BG/LOC.
-----	--------	---------



(HL) ACTION ANGLE ON STRAWBERRY - STARTLED.

ACTION WIDE ON BLUEBERRY, SLEUTHING!

DIAL (148) STRAWBERRY:
UH....

DIAL

CAMERA/FX:

CAMERA/FX:

SLUG

SLUG

FINAL
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SC. CONT'D PANEL 2 BG/LOC.

SC. CONT'D PANEL 3 BG/LOC.



ACTION BLUEBERRY STRAIGHTENS UP.
STRAWBERRY ENTERS.

ACTION SUDDENLY BLUEBERRY STRIKES A
PATTI POSE.

DIAL _____

DIAL (KA) BLUEBERRY:

AH HA!

CAMERA/FX: _____

CAMERA/FX: _____

SLUG _____

SLUG _____

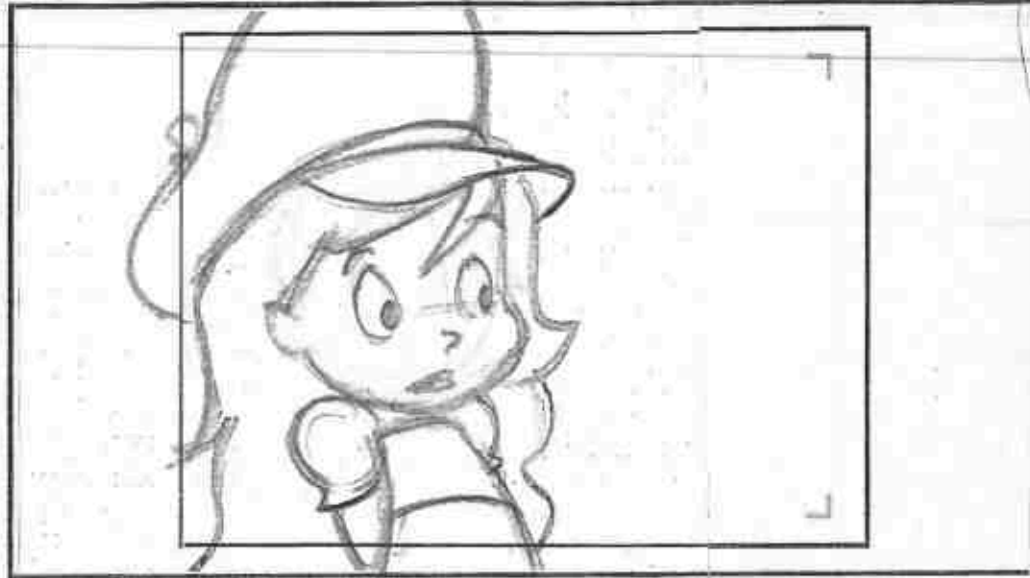
FINAL
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SC. CONTD	PANEL. 4	BG/LOC.
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ACTION BLUEBERRY SMUGLY PRONOUNCES...

SC.	PANEL.	BG/LOC.
-----	--------	---------



ACTION CLOSE ON STRAWBERRY - (HU POSE)

DIAL (149) BLUEBERRY : (CONTD)
I KNOW WHAT'S WRONG WITH THESE PLANTS!

CAMERA/FX:

SLUG

DIAL

CAMERA/FX:

SLUG

FINAL
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SC. CONTD PANEL. 2 BG/LOC.



ACTION BLUEBERRY ZIPS IN

DIAL (150) BLUEBERRY :
SOMEONE ..

CAMERA/FX:

SLUG

SC. CONTD PANEL. 3 BG/LOC.



ACTION SHE LOOKS FROM SIDE TO ..

DIAL
< BEAT! >

CAMERA/FX:

SLUG

FINAL
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SC. CONTD PANEL A BG/LOC.



ACTION

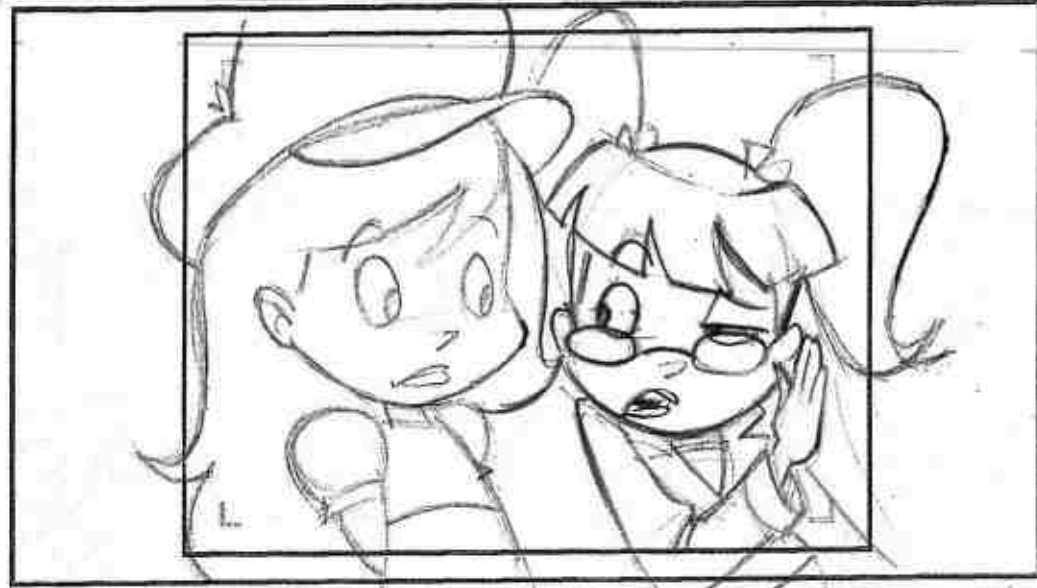
.. SIDE ..

DIAL _____

CAMERA/FX: _____

SLUG _____

SC. CONTD PANEL 5 BG/LOC.



ACTION

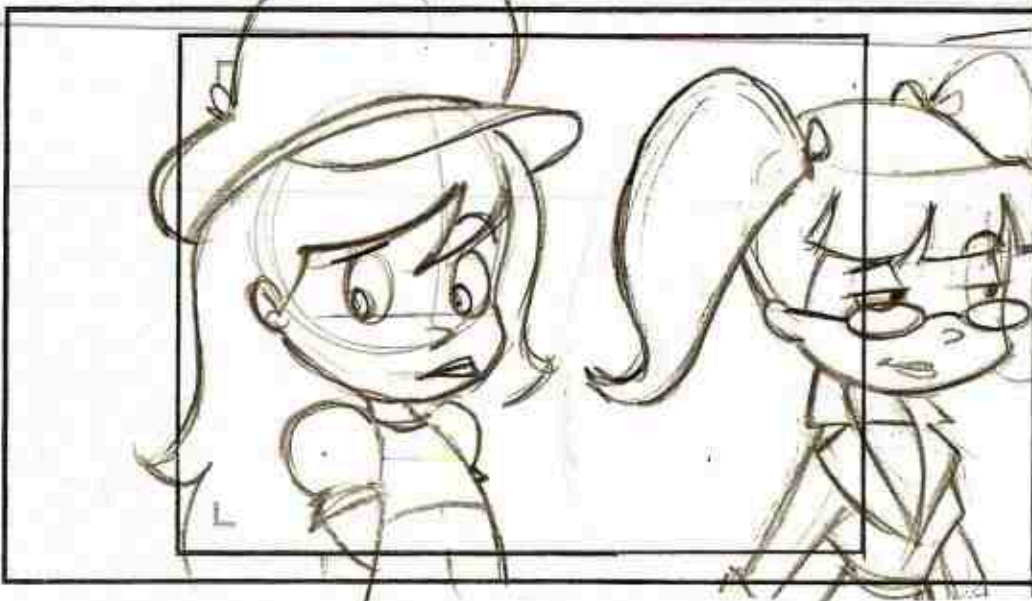
DIAL (150) BLUEBERRY: (CONTD)
HAS BEEN PAINTING THEM.
(EYE OPEN)

CAMERA/FX: _____

SLUG _____

FINAL
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SC. CONTD PANEL. 6 BG/LOC.



ACTION

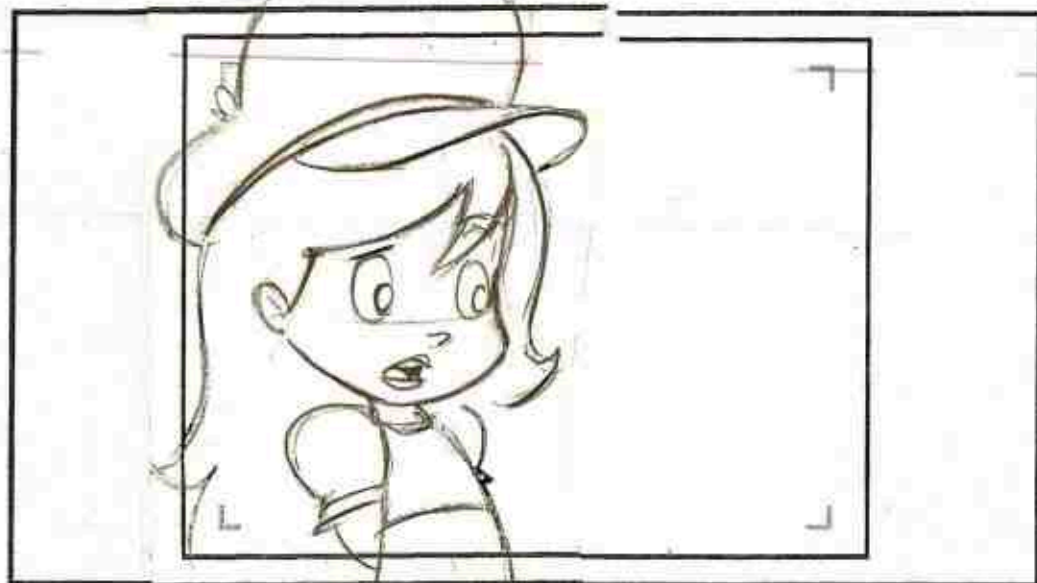
BLUEBERRY STRAIGHTENS UP AND
EXITS.

DIAL

CAMERA/FX:

SLUG

SC. CONTD PANEL. 7 BG/LOC.



ACTION

DIAL (151) STRAWBERRY:

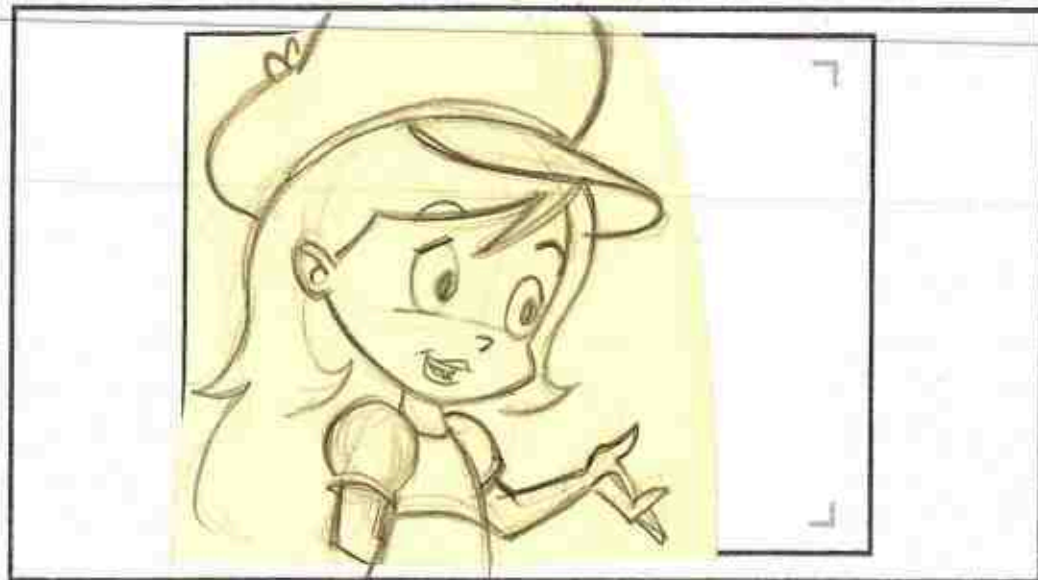
UM...

CAMERA/FX:

SLUG

FINAL
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PROD #

SC. CONTD PANEL. 8 BG/LOC.



ACTION

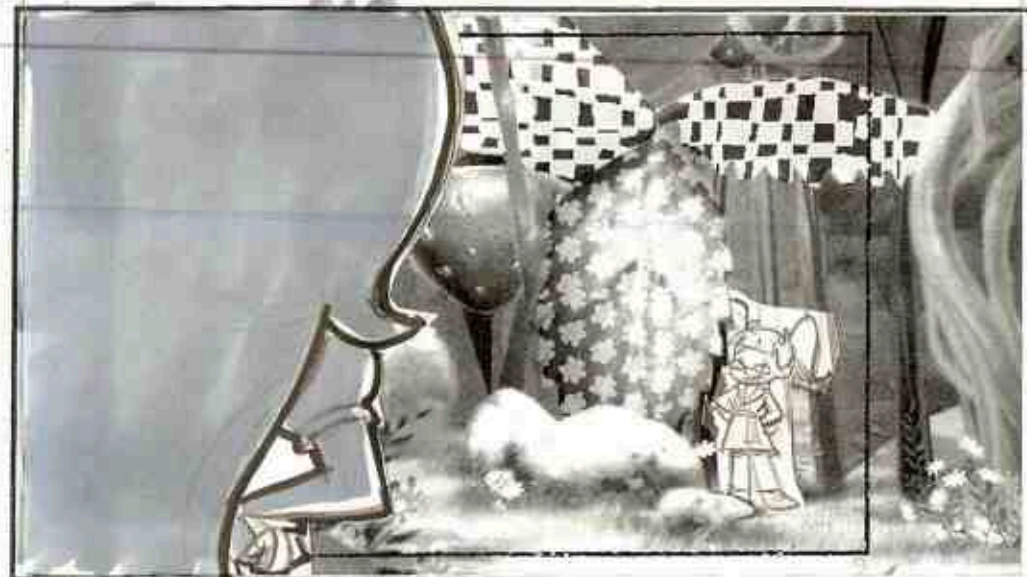
DIAL (151) STRAWBERRY: (CONTD)

.. WHY WOULD ANYBODY DO THAT?

CAMERA/FX:

SLUG

SC. PANEL. 1 BG/LOC.



ACTION WIDE ON "INFECTED" LEAVES. BLUEBERRY IS STANDING BESIDE THEM. STRAWBERRY IS IN THE EXTREME FOREGROUND.

DIAL (152) BLUEBERRY:

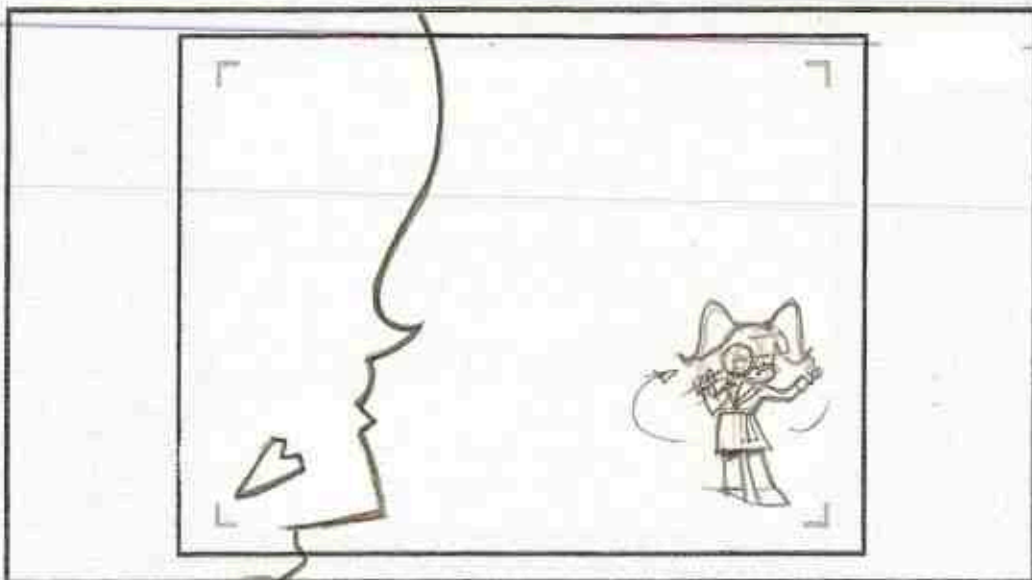
EXACTLY!..

CAMERA/FX:

SLUG

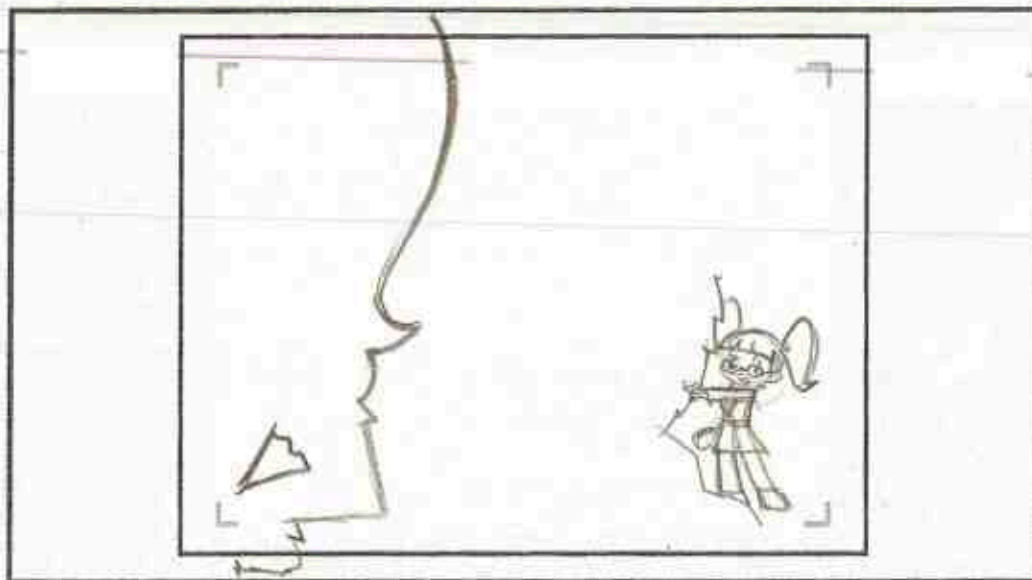
FINAL
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SC. CONTD PANEL 2 BG/LOC.



ACTION BLUEBERRY STRIKES THE "PATTI" POSE.

SC. CONTD PANEL 3 BG/LOC.



ACTION .. SHE REACHES FOR THE LEAF.

DIAL (152) BLUEBERRY: (CONTD)
THAT IS ..

CAMERA/FX:

SLUG

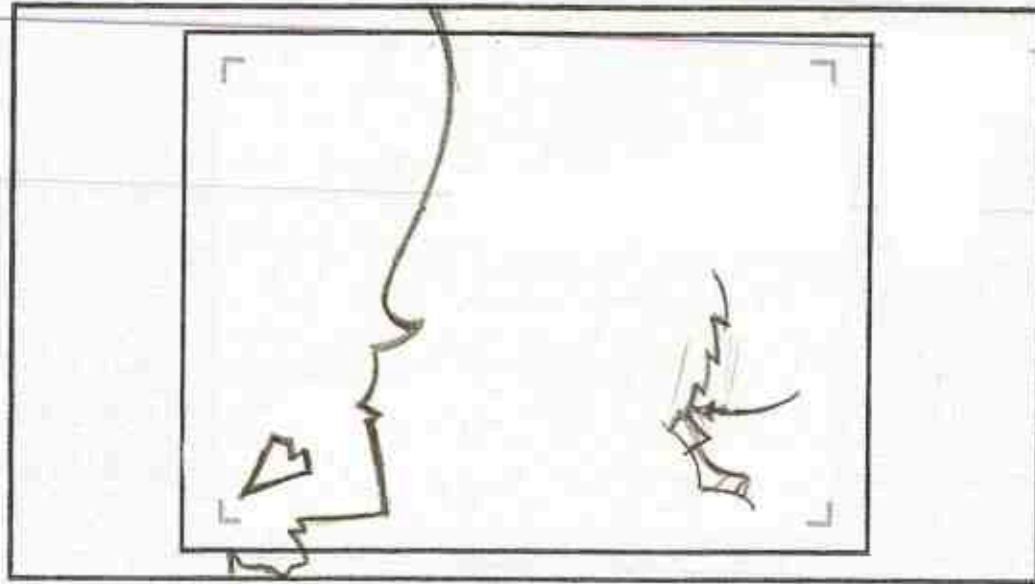
DIAL (152) BLUEBERRY: (CONTD)
.. WHAT I'M...

CAMERA/FX:

SLUG

FINAL
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PROD #

SC. CONTD PANEL 4 BG/LOC.



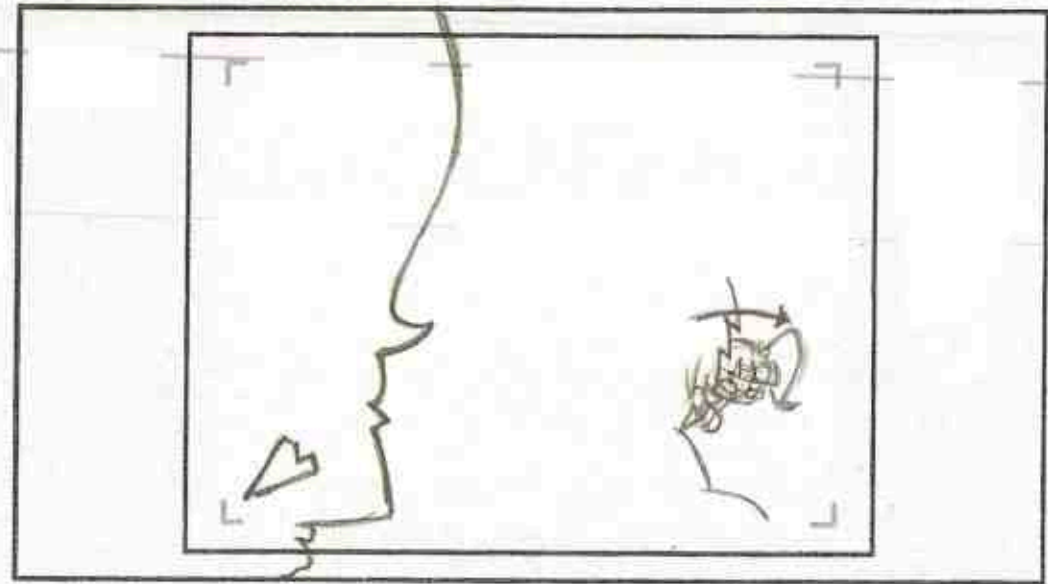
ACTION
BLUEBERRY DUCKS BEHIND THE
LEAF...

DIAL (152) BLUEBERRY: (CONTD)
.. GOING ..

CAMERA/FX:

SLUG

SC. CONTD PANEL 5 BG/LOC.



ACTION
.. THEN SHE LEANS BACK OUT.

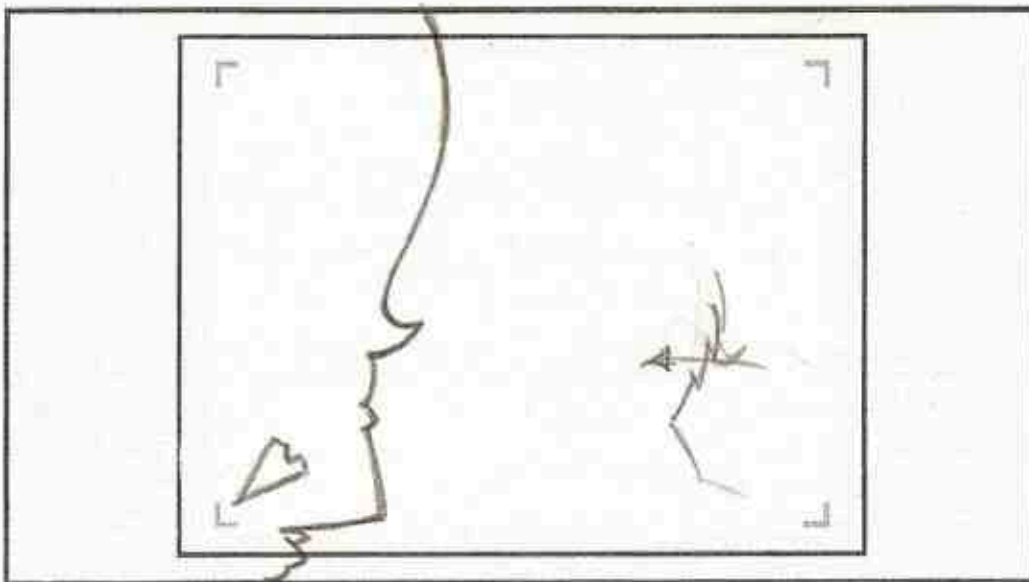
DIAL (152) BLUEBERRY: (CONTD)
.. TO FIND OUT!

CAMERA/FX:

SLUG

FINAL
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PROD #

SC. CONTD. PANEL. 6. BG/LOC.



ACTION " THEN DUCKS BACK BEHIND THE LEAF.

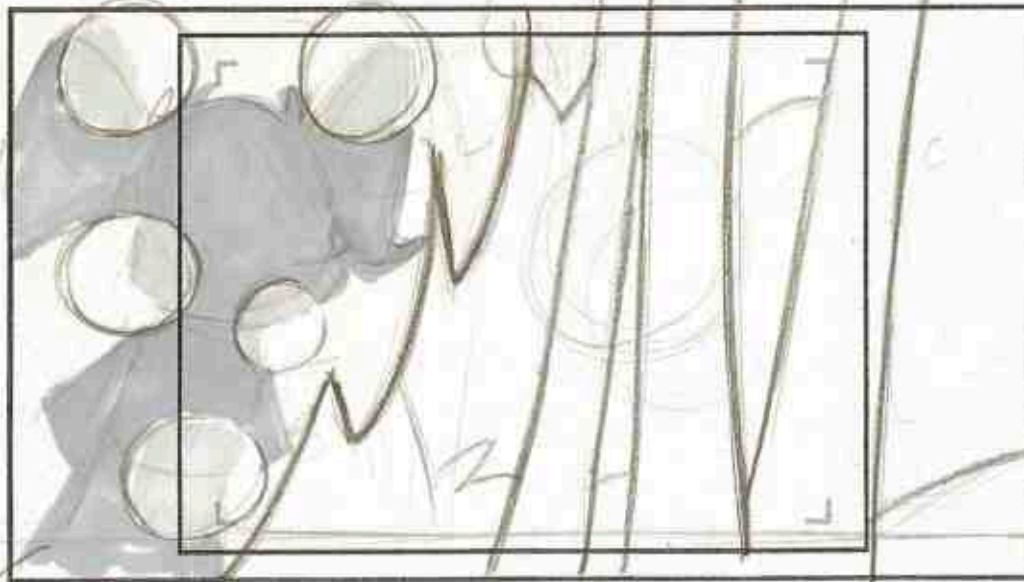
DIAL _____

CAMERA/FX: _____

SLUG _____

HY

SC. PANEL. 1. BG/LOC.



ACTION CLOSE ON POLKA-DOTTED LEAF
DX SILHOUETTE BLUEBERRY'S SILHOUETTE CAN BE SEEN.

DIAL _____

CAMERA/FX: _____

SLUG _____

FINAL
408-115
PROD #

SC. CONTD PANEL 2 BG/LOC.



ACTION

BLUEBERRY LEANS OUT...

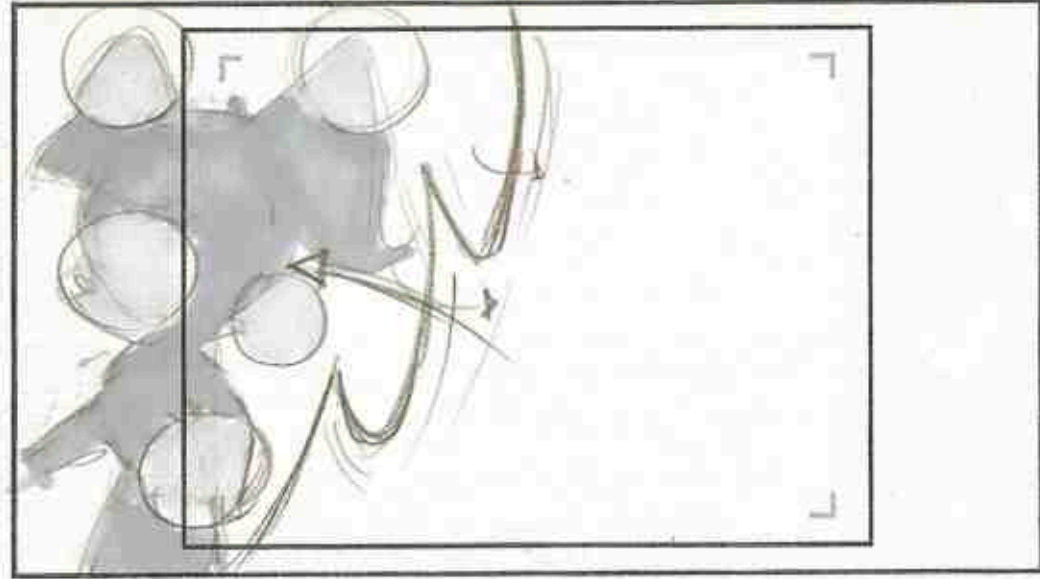
DIAL (153) BLUE BERRY: (CONTD)

I'M GOING TO WAIT FOR THE CRIMINAL
TO RETURN TO THE SCENE OF THE CRIME.

CAMERA/FX:

SLUG

SC. CONTD PANEL 3 BG/LOC.



ACTION

SHE DUCKS BACK...

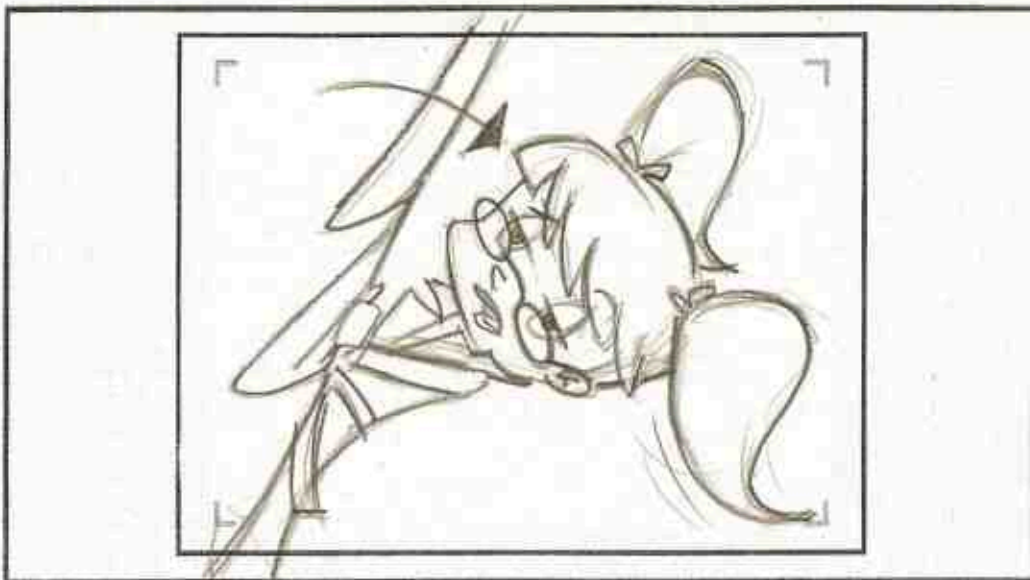
DIAL

CAMERA/FX:

SLUG

FINAL
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PROD #

SC. CONTD PANEL 4 BG/LOC.



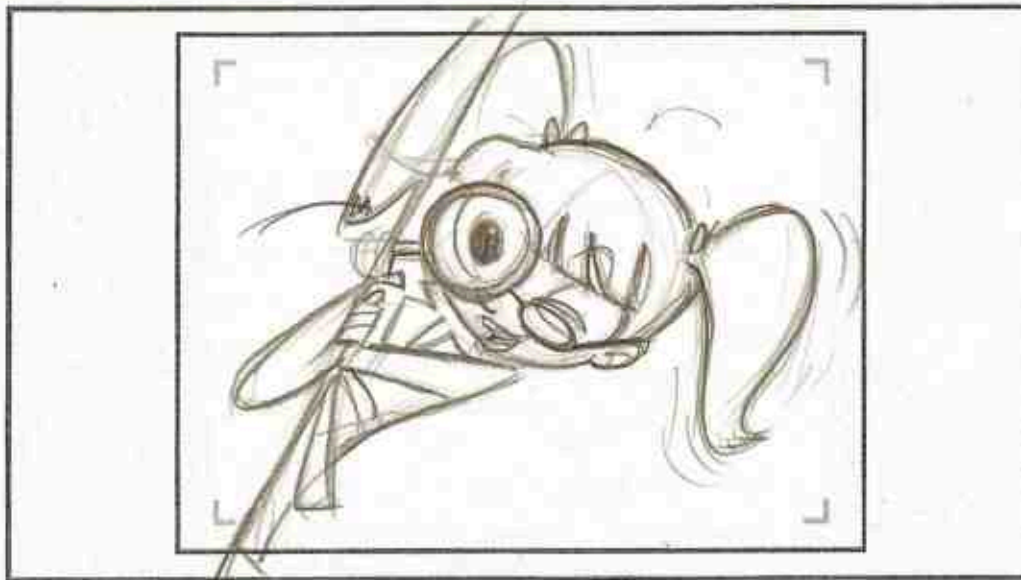
ACTION ..THEN BACK OUT.

DIAL (153) BLUEBERRY: (CONTD)
THEY ALWAYS DO THAT, YOU KNOW.
I LEARNED IT FROM...

CAMERA/FX:

SLUG

SC. CONTD PANEL 5 BG/LOC.



ACTION SHE WHIPS OUT HER MAGNIFYING GLASS.

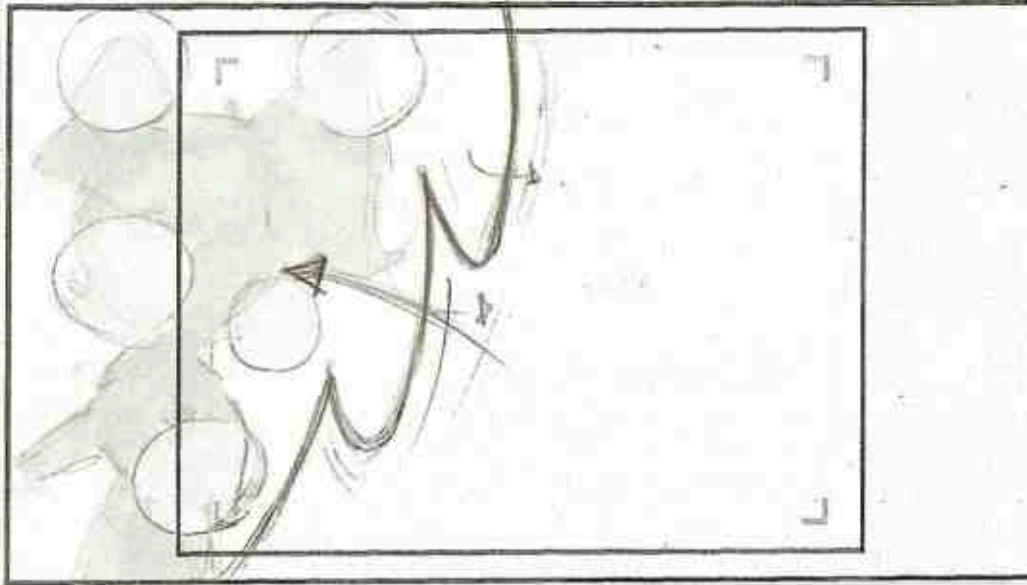
DIAL (153) BLUEBERRY: (CONTD)
PATTI PERSIMMON, GENIUS DETECTIVE!

CAMERA/FX:

SLUG

FINAL
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PROD #

SC. CONTD PANEL 3 BG/LOC.



ACTION

.. SHE DUCKS BACK BEHIND THE LEAF.

DIAL

CAMERA/FX:

SLUG

SC. PANEL 1 BG/LOC.



ACTION

WIDE ON STRAWBERRY LOOKING SAD.

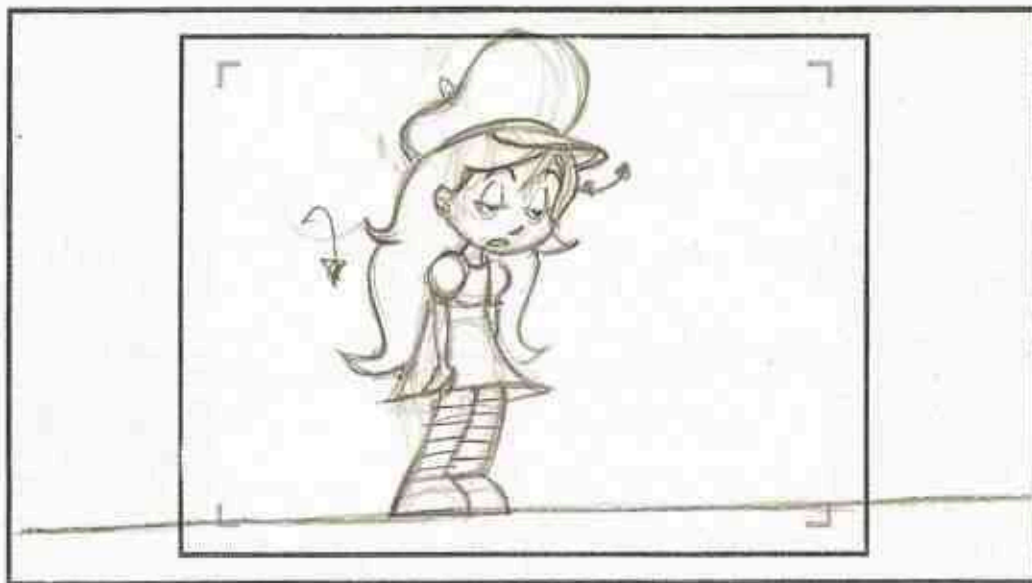
DIAL

CAMERA/FX:

SLUG

FINAL
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SC.	PANEL.	BG/LOC.
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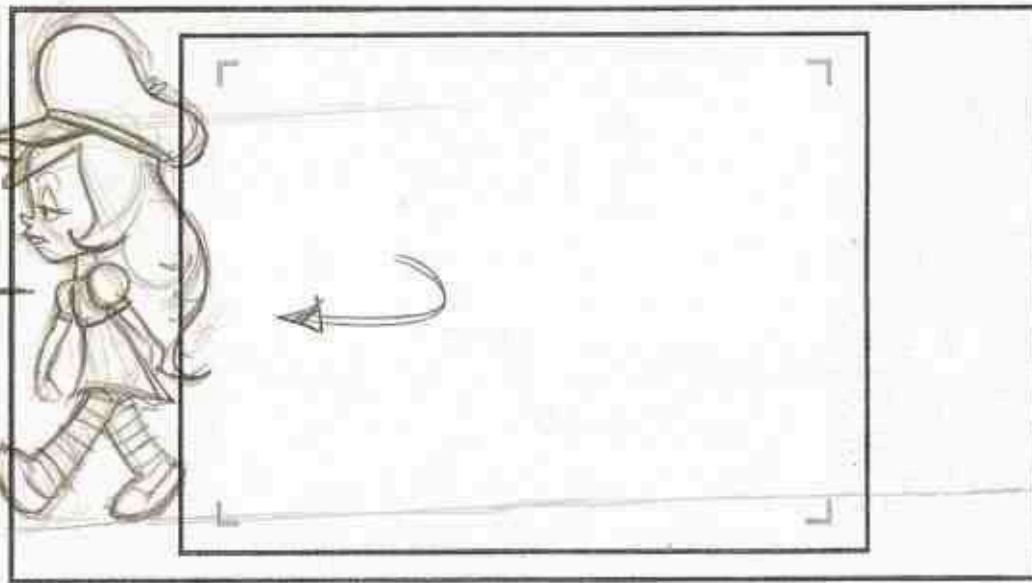
ACTION SHE SIGHS, SHAKING HER HEAD ..

DIAL _____

CAMERA/FX: _____

SLUG _____

SC.	PANEL.	BG/LOC.
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ACTION .. THEN SHE TURNS AND EXITS -

DIAL _____

CAMERA/FX: _____

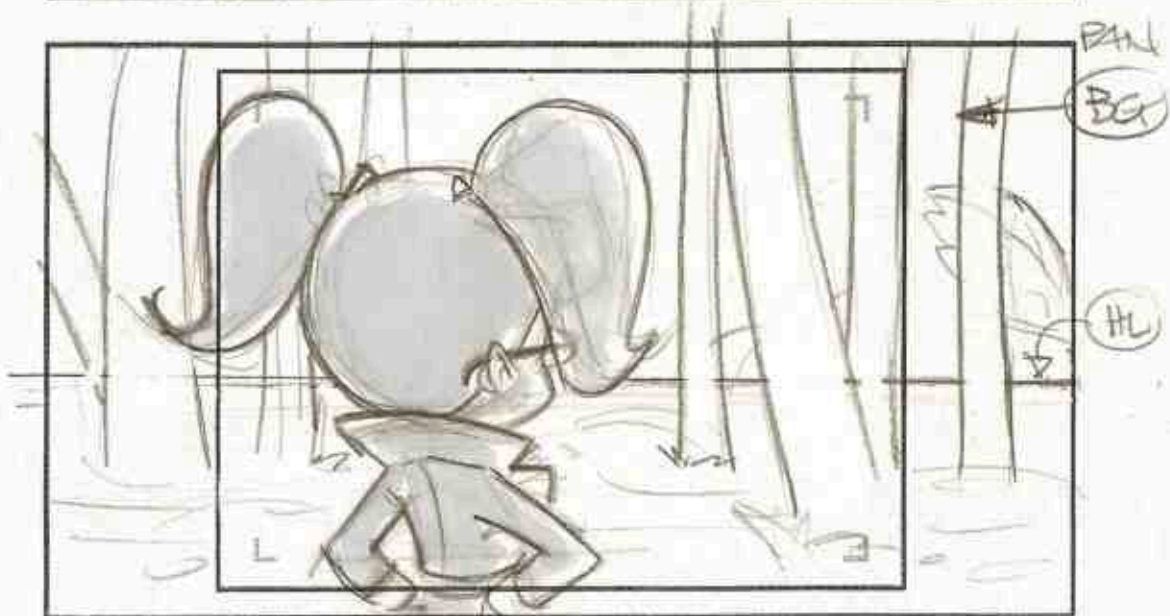
SLUG _____

FINAL
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SC. _____ PANEL 1 BG/LOC. _____

SC. CONTD _____ PANEL 2 BG/LOC. _____



ACTION CLOSE ON BLUEBERRY, SURVEYING THE LANDSCAPE (PAN BG, ROTATE CHAR ON THE SPOT)

ACTION

DIAL (155) BLUEBERRY:

DIAL

I'LL STAY OUT HERE ALL NIGHT IF I HAVE TO!

CAMERA/FX:

CAMERA/FX:

SLUG

SLUG

FINAL
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PROD #

SC. CONTD PANEL 3 BG/LOC.



ACTION

DIAL (155) BLUEBERRY: (CONTD)
NOT A THING WILL ESCAPE MY

CAMERA/FX:

SLUG

SC. CONTD PANEL 4 BG/LOC.



ACTION

BLUEBERRY LIFTS HER MAGNIFYING
GLASS...

DIAL (155) BLUEBERRY: (CONTD)
.. KEEN EYE!

CAMERA/FX:

SLUG

FINAL
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SC. CONTD PANEL 5 BG/LOC.



ACTION
 .. SHE SWITCHES THE MAGNIFYING GLASS TO THE OTHER EYE.

DIAL (155) BLUEBERRY: (CONTD)
 AND THE OTHER ONE, TOO!

CAMERA/FX:

SLUG

X-DISS



SC. PANEL 1 BG/LOC.



EXT. BERRY GROVE
 - (NIGHT)

START

PAN (A) → (B) FROM
 MOONLIGHT SKY -
 OS WE HEAR SNORING
 TRUCK IN (B) → (C)

(PAN)

(156) BLUEBERRY: (OS)
 (COMICAL SNORES)

STOP

FINAL

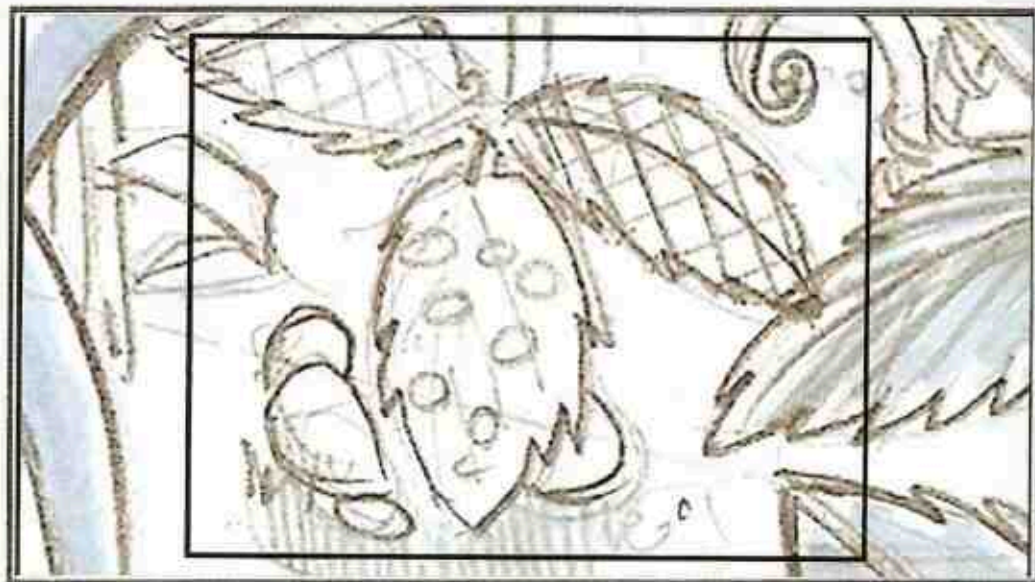
408-115

PROD #

reserved.



SC. CONTD. PANEL 2 BG/LOC.



ACTION BEGIN ANIMATING TRUCK IN (*SEE DIA)
AS THE CAMERA SWINGS AROUND THE
POLKA-DOTTED LEAF

DIAL (156) BLUEBERRY: OS (CONTD)

<COMICAL SNORING> ~~~~~ GETS LOUDER ~~~~~

CAMERA/FX:

SLUG

SC. CONTD. PANEL 3 BG/LOC.



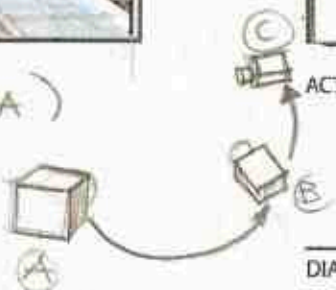
ACTION

CONTINUE ANIMATING TRUCK AROUND FIN

DIAL

CAMERA/FX:

SLUG



FINAL
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PROD #



SC. CONTD PANEL 4 BG/LOC.



ACTION STOP ANIMATING TRUCK AROUND & IN WE SEE BLUEBERRY SITTING ON A LEAF SNORING AWAY.

DIAL (156) BLUEBERRY: (CONTD)

< SNORING >

CAMERA/FX:

SLUG

X-DISS
[X-DISS symbol]

SC. PANEL 1 BG/LOC.



ACTION EXT. BERRY GROVE - PATHWAY - (MORNING)
STRAWBERRY AND RASPBERRY WALK DOWN THE PATH. THERE ARE MORE INFECTED LEAVES.

DIAL (157) STRAWBERRY:

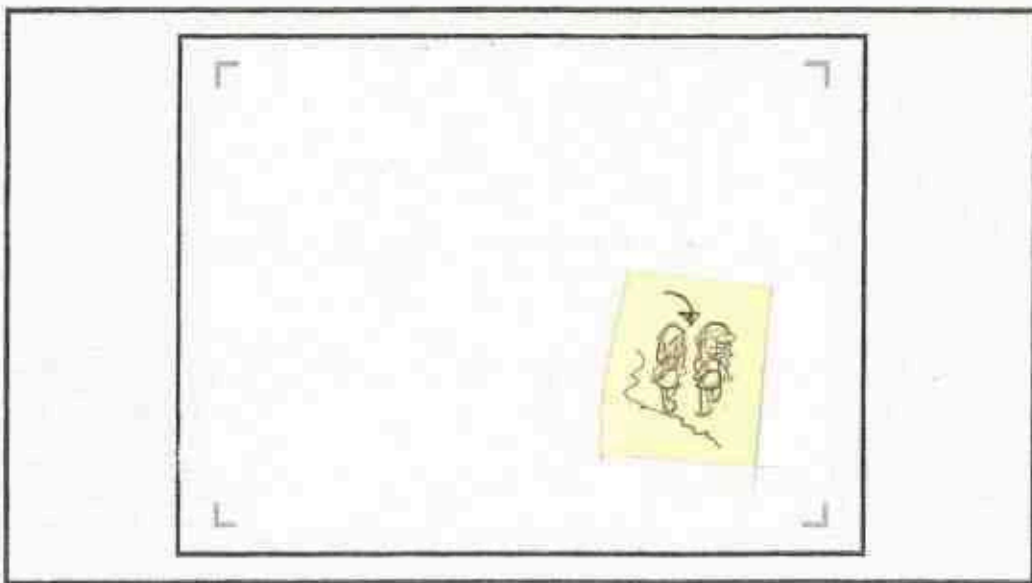
THIS IS BERRY BAD.

CAMERA/FX:

SLUG

FINAL
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SC. CONTD. PANEL 2 BG/LOC.



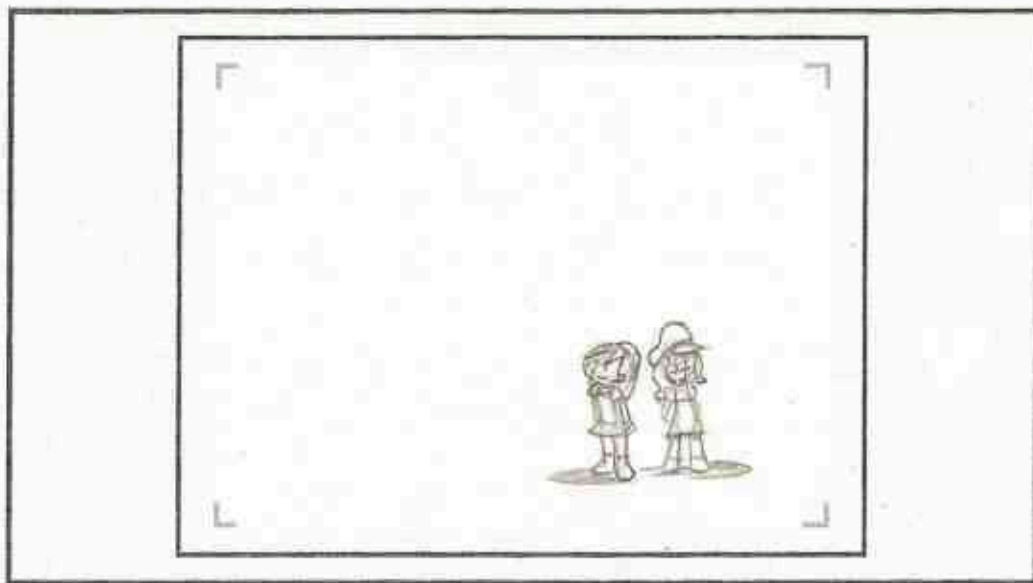
ACTION

DIAL (157) STRAWBERRY (CONTD)
THERE ARE EVEN MORE..

CAMERA/FX:

SLUG

SC. CONTD. PANEL 3 BG/LOC.



ACTION

THEY STOP IN THE CROSSROADS.

DIAL (157) STRAWBERRY (CONTD)
.. PLAIDS AND POLKA-DOTS NOW.

CAMERA/FX:

SLUG

FINAL
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PROD #

HTU

SC. PANEL 1 BG/LOC.



ACTION CLOSE ON STRAWBERRY & RASPBERRY.

DIAL (158) RASPBERRY:
HEY, MAYBE BLUEBERRY...

CAMERA/FX:

SLUG

SC. CONTD PANEL 2 BG/LOC.



ACTION RASPBERRY LOOKS AROUND.

DIAL (158) RASPBERRY: (CONTD)
... SOLVED THE MYSTERY?

CAMERA/FX:

SLUG

FINAL
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SC. CONTD PANEL 3 BG/LOC.



ACTION RASPBERRY TURNS TO STRAWBERRY, WHO TURNS TO RASPBERRY.

DIAL (158) RASPBERRY: (CONTD) WHERE IS SHE ANYWAY?

CAMERA/FX:

SLUG

HU

SC. PANEL 1 BG/LOC.



ACTION WIDE ON RASPBERRY AND STRAWBERRY (HU POSE ON RASPBERRY)

DIAL (159) STRAWBERRY: SHE WAS (AROUND HERE)

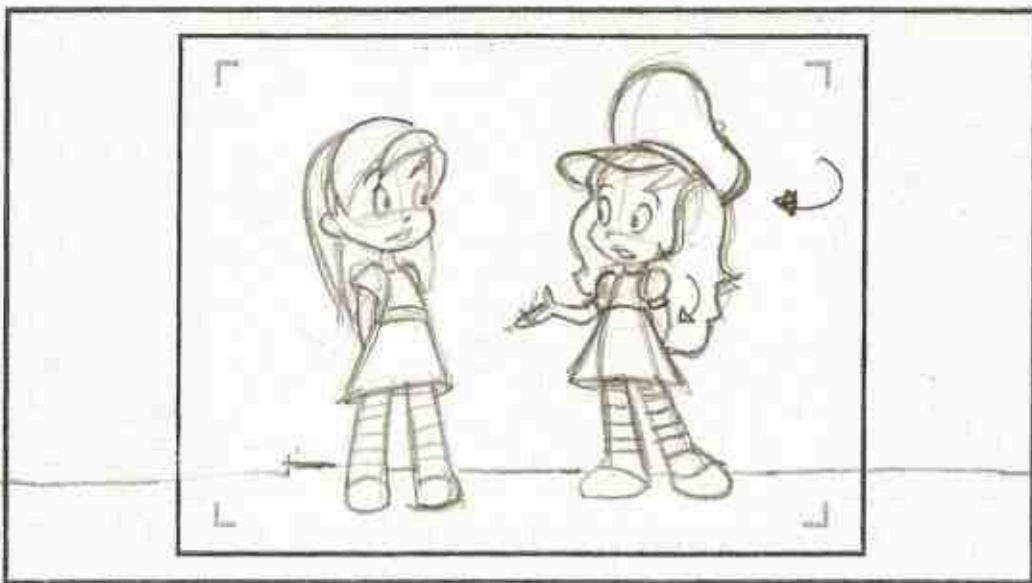


CAMERA/FX:

SLUG

FINAL
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SC. CONTD. PANEL 2. BG/LOC.



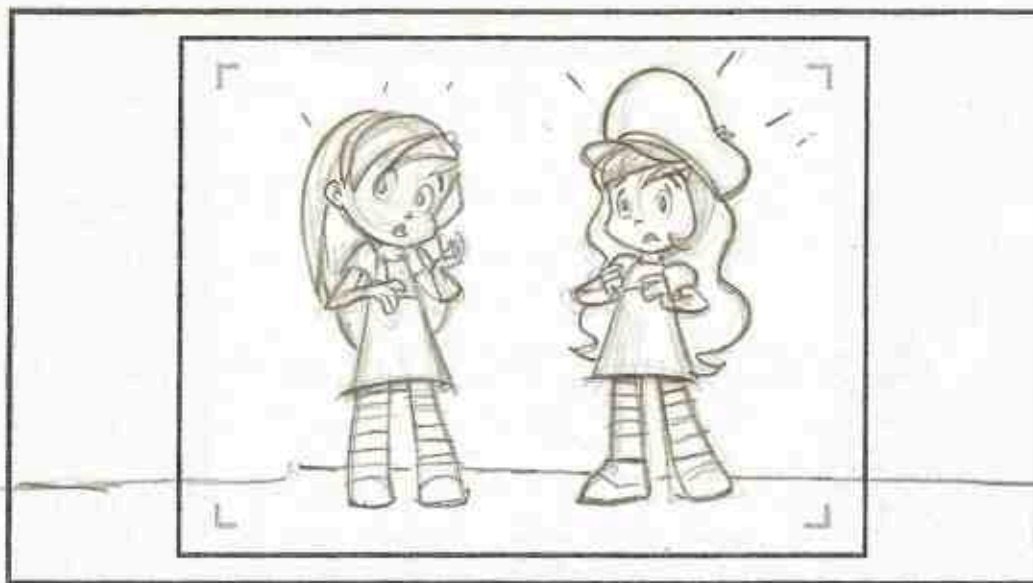
ACTION

DIAL (59) STRAWBERRY: (CONTD)
.. SOMEWHERE ..

CAMERA/FX:

SLUG

SC. CONTD. PANEL 3. BG/LOC.



ACTION

THE GIRLS TAKE WHEN THEY HEAR
A STRANGE NOISE FROM OS

DIAL (60) BLUEBERRY: (OS)
<COMICAL SNORES>

CAMERA/FX:

SLUG

FINAL
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SC. CONTD. PANEL. 4. BG/LOC.



ACTION

THEY BOTH LOOK TO WHERE THE
SOUND IS COMING FROM.

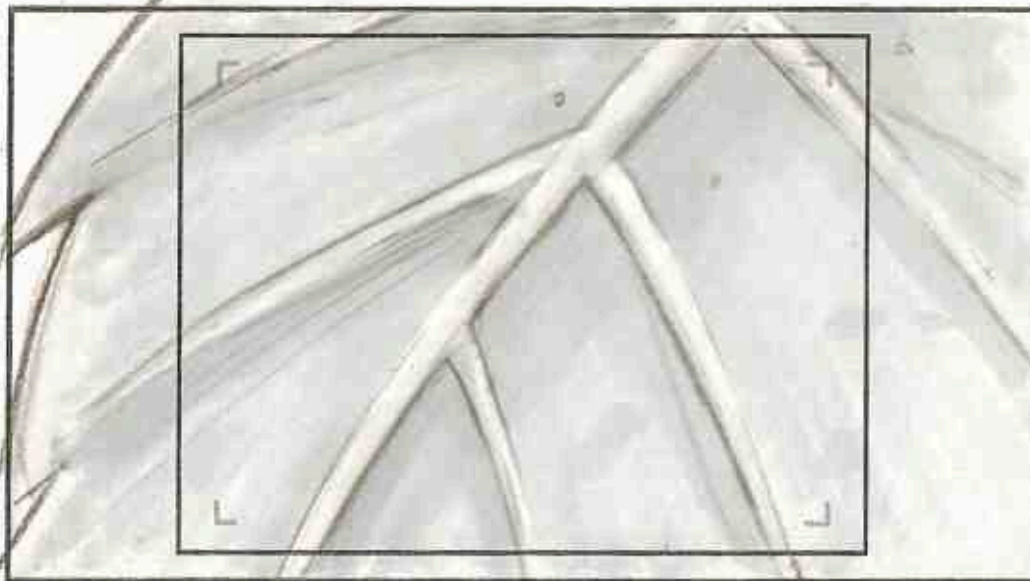
DIAL (1GO) BLUEBERRY (CONTD) (OS)

<SNORING> ~~~~~>

CAMERA/FX:

SLUG

SC. PANEL. | BG/LOC.



ACTION

CLOSE ON LEAF.

DIAL (1GO) BLUEBERRY (CONTD) (OS)

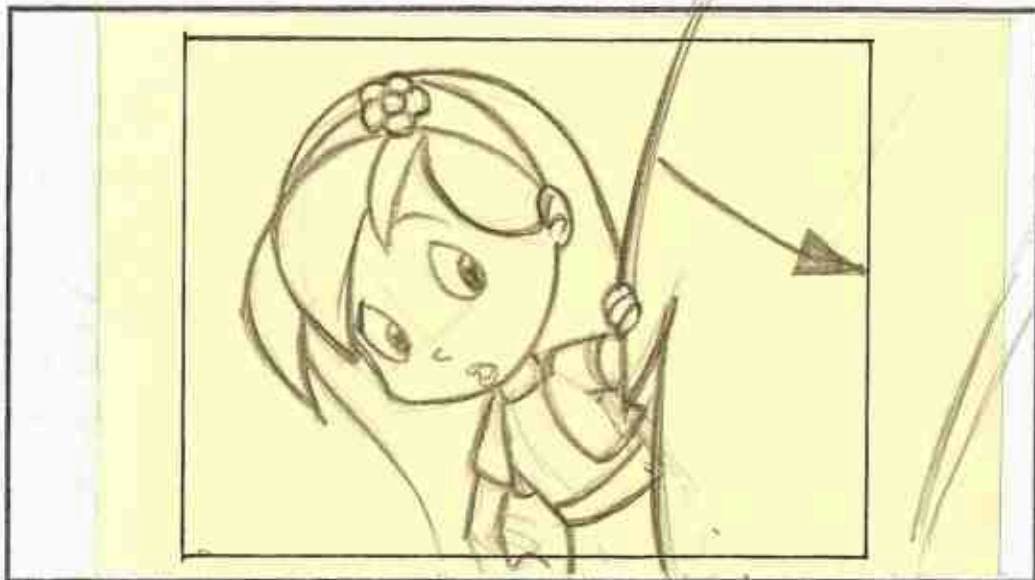
<SNORING> ~~~~~>

CAMERA/FX:

SLUG

FINAL
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SC. CONTD PANEL. 2 BG/LOC.



ACTION
RASPBERRY PUSHES THE LEAF TO
ONE SIDE ...

DIAL (160) BLUEBERRY: (CONTD) (OS)

<SNORING> →

CAMERA/FX:

SLUG

SC. PANEL. 1 BG/LOC.



ACTION
RASPBERRY
OTS - RASPBERRY ANGLE ON A
SLEEPING BLUEBERRY.

DIAL (161) RASPBERRY:
BLUEBERRY?

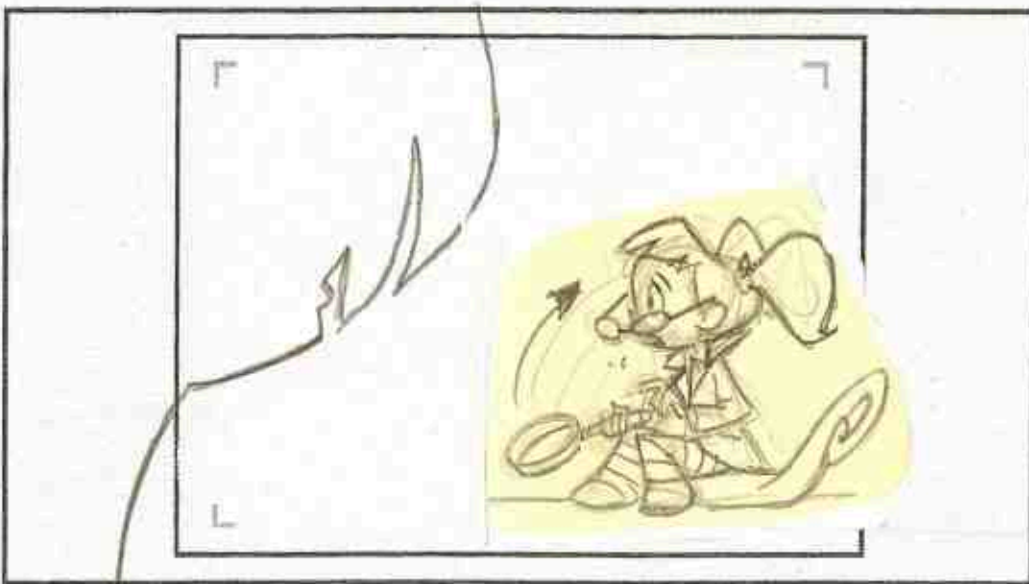
<SNORING> → STOPS

CAMERA/FX:

SLUG

FINAL
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SC. CONTD PANEL 2 BG/LOC.



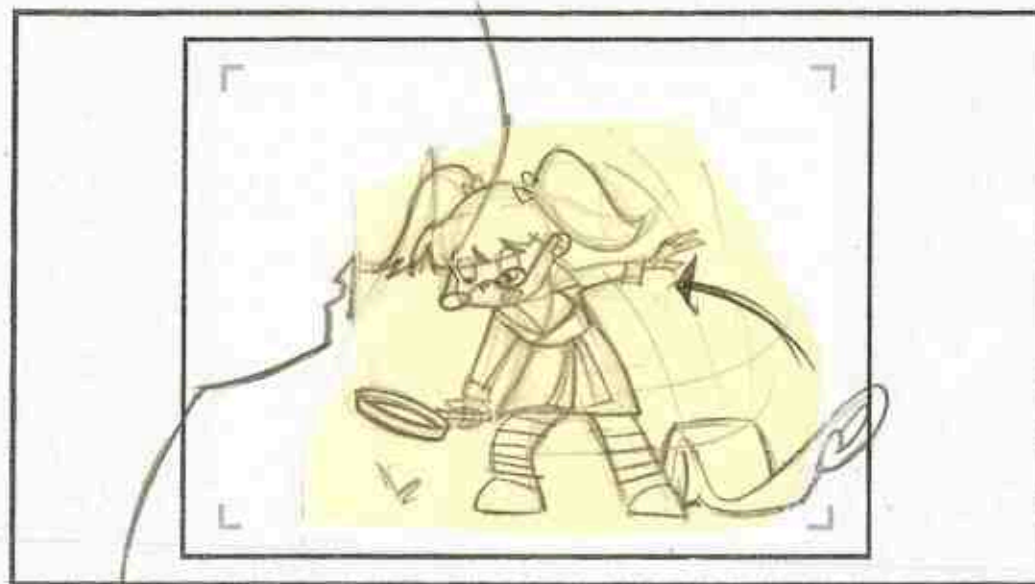
ACTION BLUEBERRY SNAPS AWAKE, HER GLASSES ASKEW. . .

DIAL (1614) BLUEBERRY:
< VOCAL EFX >

CAMERA/FX:

SLUG

SC. CONTD PANEL 3 BG/LOC.



ACTION .. SHE LEAPS UP ..

DIAL

CAMERA/FX:

SLUG

FINAL
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SC. CONTD PANEL 4 BG/LOC.



ACTION

..LOOKING FROM SIDE TO SIDE...

DIAL (161A) BLUEBERRY (CONTD)

< VOCAL EFX >

CAMERA/FX:

SLUG

SC. CONTD PANEL 5 BG/LOC.



ACTION

BLUEBERRY WHIPS AROUND AT RASPBERRY, WHO BACKS UP & OUT

DIAL

CAMERA/FX:

SLUG

FINAL
408-115
PROD #

SC. CONTD. PANEL. 6 BG/LOC.



ACTION
BLUEBERRY STRIKES A POSE.
RASPBERRY HAS BACKED OUT OF SCENE

DIAL (162) BLUEBERRY:
AH HA!

CAMERA/FX:

SLUG

SC. CONTD. PANEL. 7 BG/LOC.



ACTION
BLUEBERRY GESTURES WITH HER
MAGNIFYING GLASS IN THE DIRECTION OF
RASPBERRY.

DIAL (162) BLUEBERRY: (CONTD)
YOU THERE!

CAMERA/FX:

SLUG

FINAL
408-115
PROD #



SC. _____ PANEL. 1 _____ BG/LOC. _____



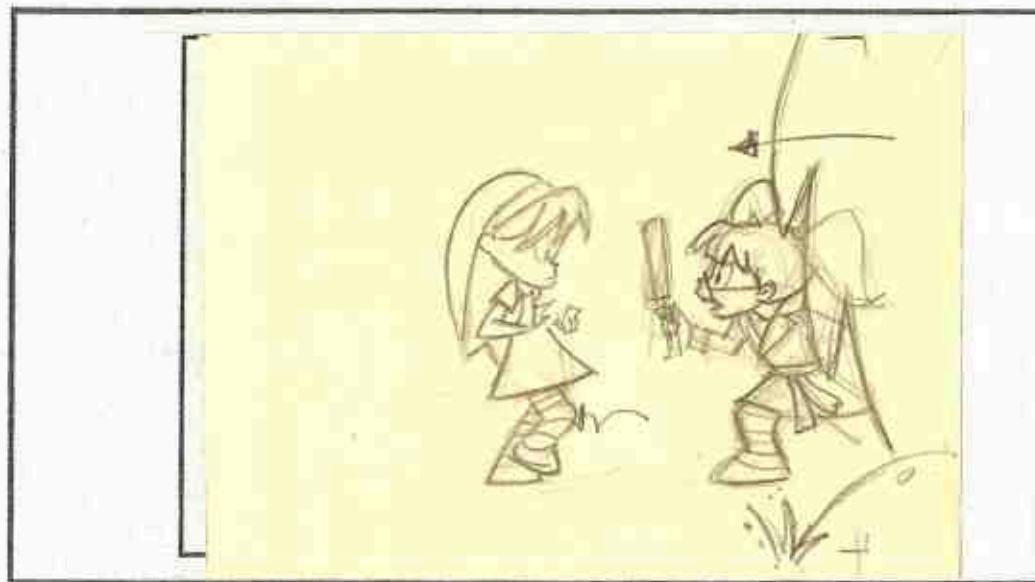
ACTION WIDE ON STRAWBERRY & RASPBERRY WHO IS BACKING AWAY FROM THE LEAF...

DIAL (162) BLUEBERRY: (CONTO)
...SO IT...

CAMERA/FX: _____

SLUG _____

SC. CONTO _____ PANEL. 2 _____ BG/LOC. _____



ACTION ...BLUEBERRY FOLLOWS.

DIAL (162) BLUEBERRY: (CONTO)
...WAS YOU ALL ALONG!

CAMERA/FX: _____

SLUG _____

FINAL
408-115
PROD #

SC. CONTD PANEL. 3 BG/LOC.



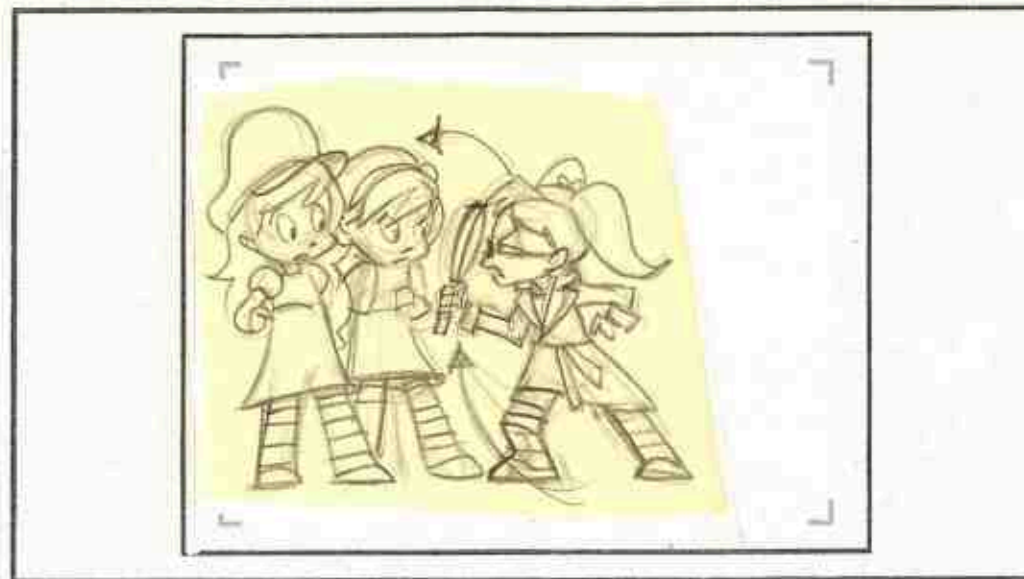
ACTION BLUEBERRY STUDIES STUFF THROUGH HER MAGNIFYING GLASS..

DIAL (163) BLUEBERRY:
AND YOUR..

CAMERA/FX:

SLUG

SC. CONTD PANEL. 4 BG/LOC.



ACTION .. SHE WHIPS UP AND STUDIES STRAWBERRY & RASPBERRY.

DIAL (163) BLUEBERRY: (CONTD)
.. CRIMINAL ACCOMPLICE!

CAMERA/FX:

SLUG

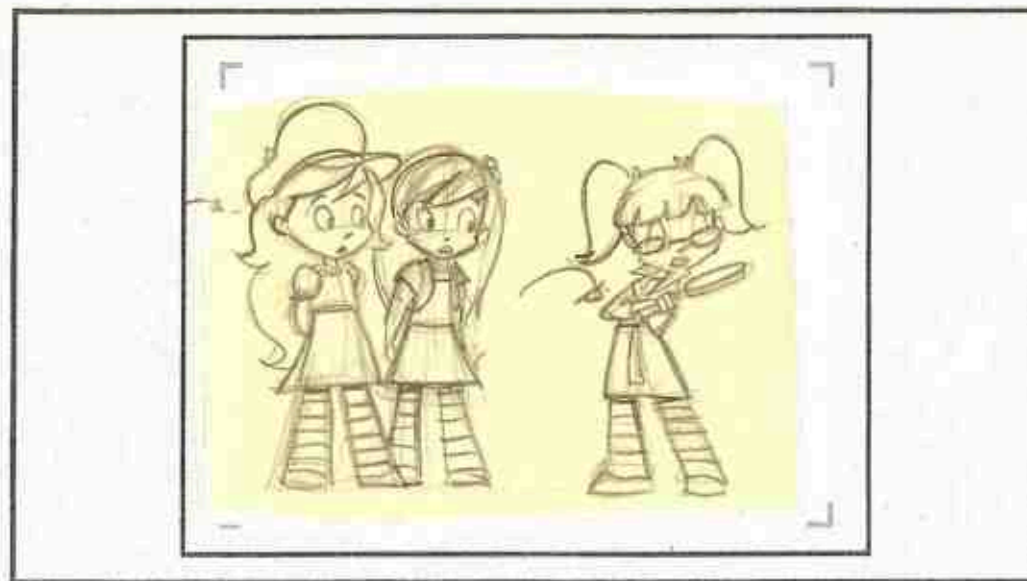
FINAL
408-115
PROD #

SC. CONTD PANEL 5 BG/LOC.



ACTION

SC. CONTD PANEL 6 BG/LOC.



ACTION

DIAL (163) BLUEBERRY: (CONTD)
THIS CASE...

CAMERA/FX:

SLUG

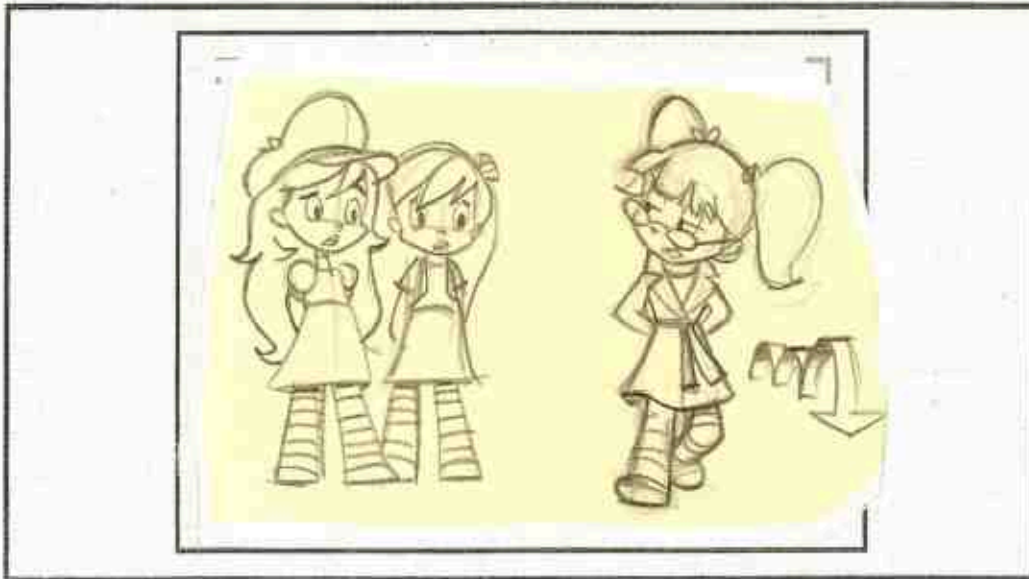
DIAL (163) BLUEBERRY: (CONTD)
.. IS SOLVED!..

CAMERA/FX:

SLUG

FINAL
408-115
PROD #

SC. CONTD PANEL. 7 BG/LOC.



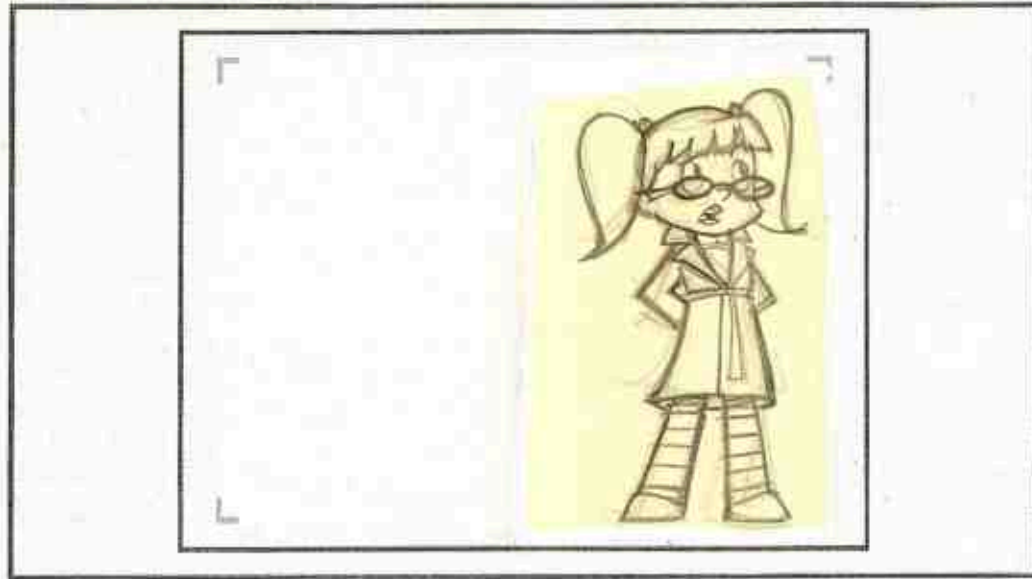
ACTION BLUEBERRY STRIDES FORWARD ..

DIAL (16A) BLUEBERRY:
SOOOO ..

CAMERA/FX:

SLUG

SC. CONTD PANEL. 8 BG/LOC.



ACTION

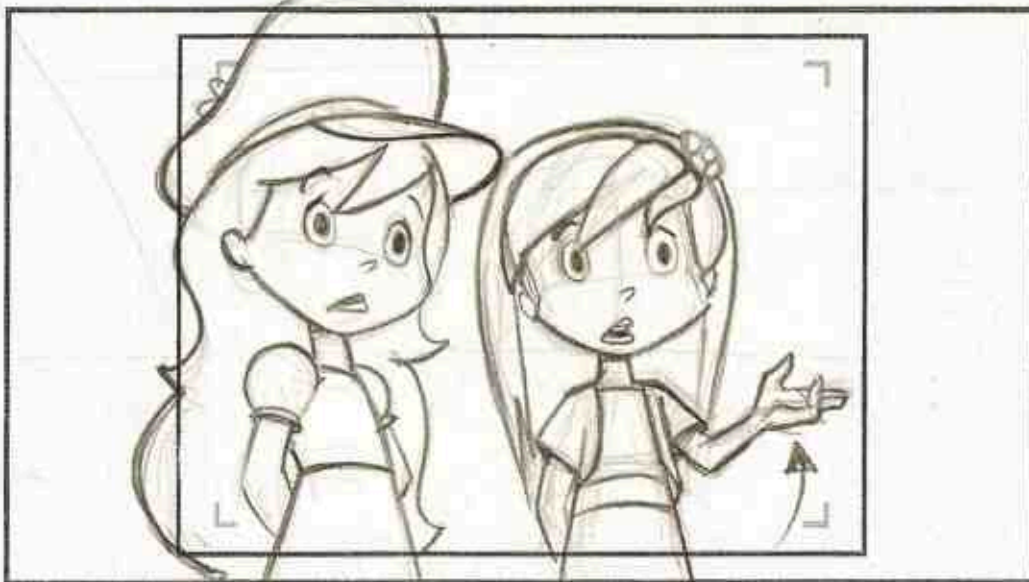
DIAL (16AA) BLUEBERRY:
WHAT MADE YOU DO IT?

CAMERA/FX:

SLUG

FINAL
408-115
PROD #

SC.	PANEL. 1	BG/LOC.
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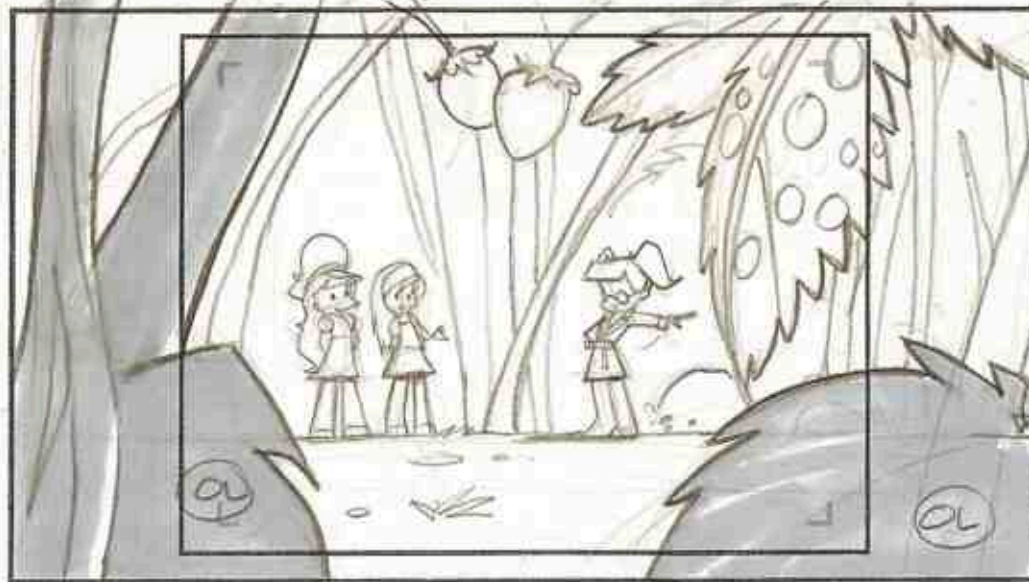
ACTION
CLOSE ON STRAWBERRY AND RASPBERRY.

DIAL (165) RASPBERRY:
DO WHAT?

CAMERA/FX:

SLUG

SC.	PANEL.	BG/LOC.
-----	--------	---------



ACTION
WIDE ON GIRLS. BLUEBERRY POINTS
TO THE INFECTED PLANTS.

DIAL (166) BLUEBERRY:
PAINT PLAIDS AND SPOTS ON THE
BERRY PLANTS.

CAMERA/FX:

SLUG

FINAL
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PROD #

SC. PANEL 1 BG/LOC. SA



ACTION CLOSE ON STRAWBERRY AND RASPBERRY

SC. PANEL 1 BG/LOC.



ACTION CLOSE ON BLUEBERRY SMILING SLIPLY.

DIAL (167) RASPBERRY: (MATTER OF FACT)
WE DIDN'T PAINT ANYTHING.

CAMERA/FX:

SLUG

DIAL (168) BLUEBERRY:
THEN WHAT WERE DOING HERE

CAMERA/FX:

SLUG

FINAL
408-115
PROD.#

SC.	PANEL.	BG/LOC.
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ACTION

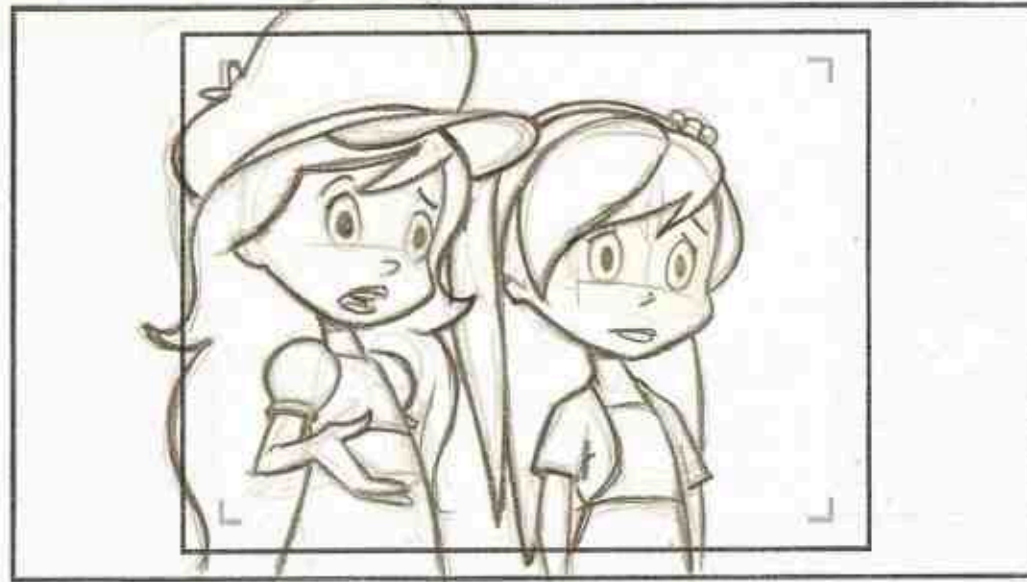
DIAL (168) BLUE BERRY: (CONTD)

.. IN THE MIDDLE OF THE NIGHT?

CAMERA/FX:

SLUG

SC.	PANEL. 1	BG/LOC.	SA
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ACTION ANGLE ON STRAWBERRY & RASPBERRY

DIAL (169) STRAWBERRY:

WE CAME TO CHECK ON YOU. TO MAKE SURE YOU WERE OKAY.

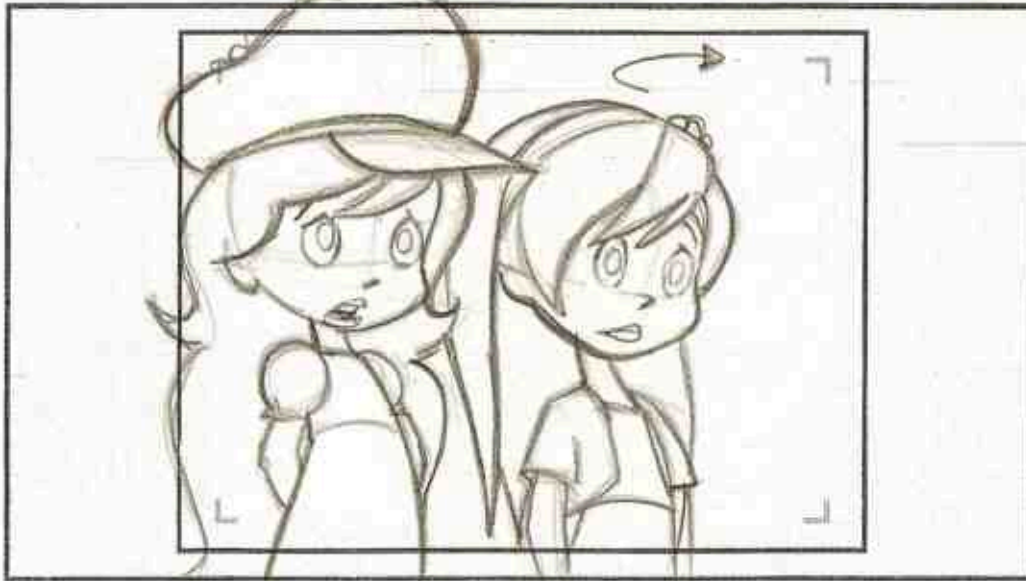
CAMERA/FX:

SLUG



FINAL
408-115
PROD #

SC. PANEL 2 BG/LOC.



ACTION

DIAL (169) STRAWBERRY: (CONTD)
AND ITS MORNING, BY THE WAY.

CAMERA/FX:

SLUG

HU
▼

SC. PANEL 1 BG/LOC. S/A



ACTION WIDE ON THE GIRLS. BLUEBERRY STRIKES
A TRIUMPHANT PATTI-POSE.

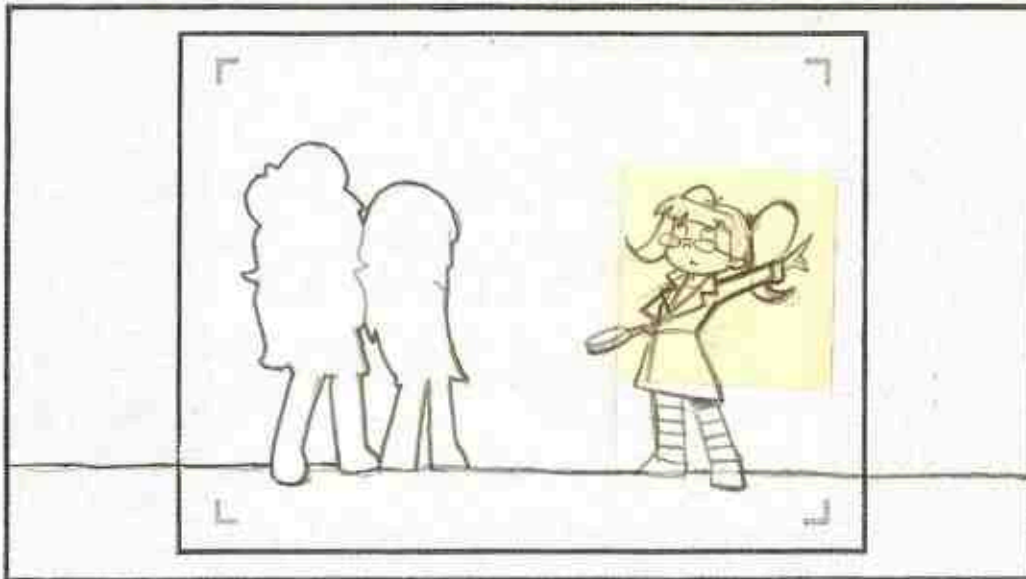
DIAL (170) BLUEBERRY:
AH HAHHHHH...

CAMERA/FX:

SLUG

FINAL
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PROD #

SC. CONTD PANEL 2 BG/LOC.



ACTION

BLUEBERRY OPENS HER EYES...
SHE'S NOTICED THAT IT'S MORNING

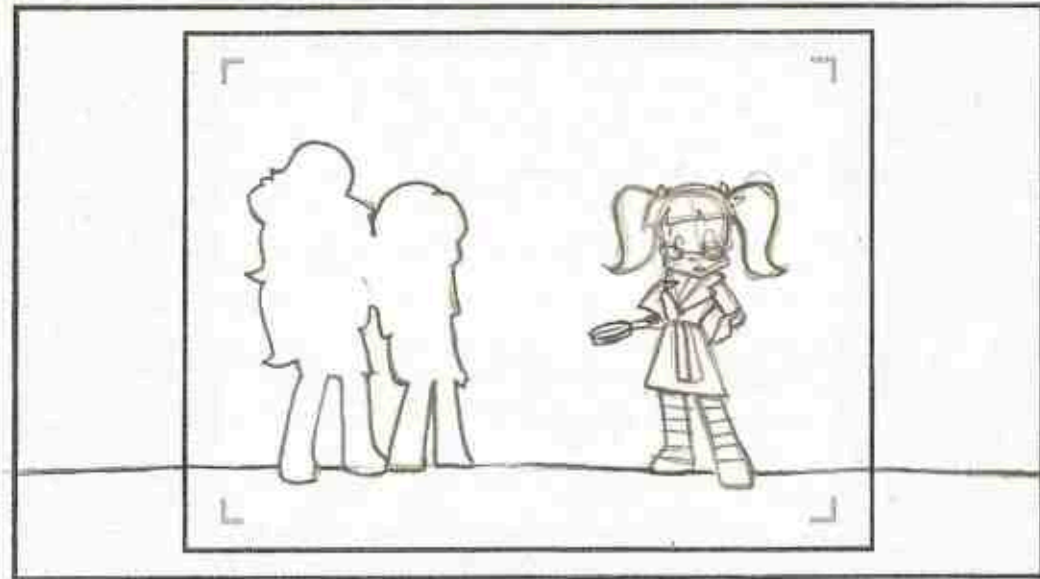
DIAL (170) BLUEBERRY:

I...

CAMERA/FX:

SLUG

SC. CONTD PANEL 3 BG/LOC.



ACTION

DIAL (170A) BLUEBERRY:

... KNEW THAT.

CAMERA/FX:

SLUG

FINAL
408-115
PROD #

HU

SC. PANEL 1 BG/LOC. S/A



ACTION

DIAL (170A) BLUEBERRY: (CONTD)
I JUST WANTED TO SEE..

CAMERA/FX:

SLUG

SC. CONTD PANEL 2 BG/LOC.



ACTION

DIAL (170A) BLUE BERRY: (CONTD)
..IF YOU KNEW.

CAMERA/FX:

SLUG

FINAL
408-115
PROD #

SC. CONTD PANEL 3 BG/LOC.

HU

SC. PANEL 1 BG/LOC. S/A



ACTION



ACTION WIDE ON GIRLS .

DIAL (170A) BLUEBERRY:
YOU KNOW?

CAMERA/FX:

SLUG

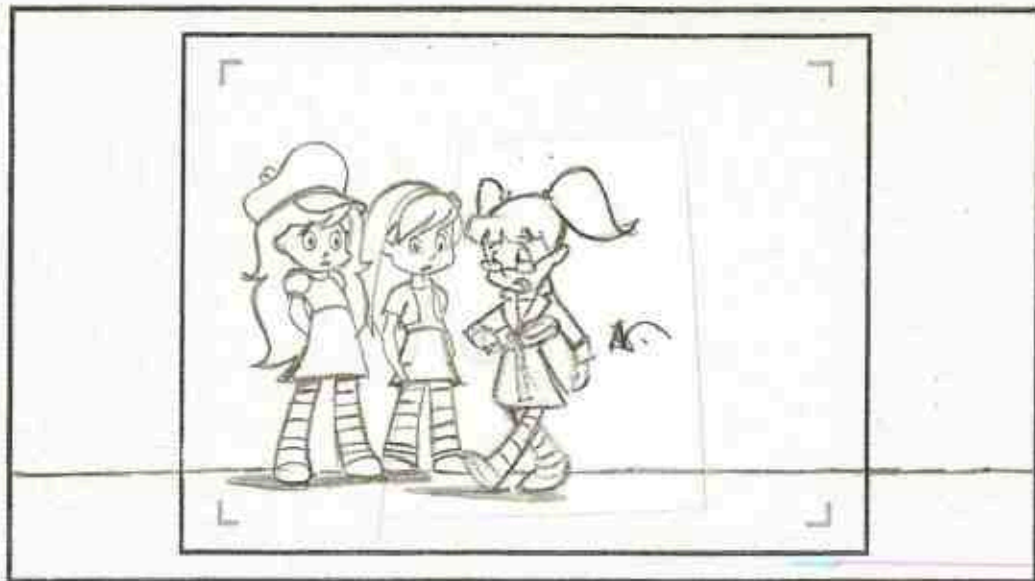
DIAL (171) BLUEBERRY:
NOW IF YOU'LL ...

CAMERA/FX:

SLUG

FINAL
408-115
PROD #

SC. CONT'D PANEL 2 BG/LOC.



ACTION BLUEBERRY HEADS OFF PURPOSEFULLY.

DIAL

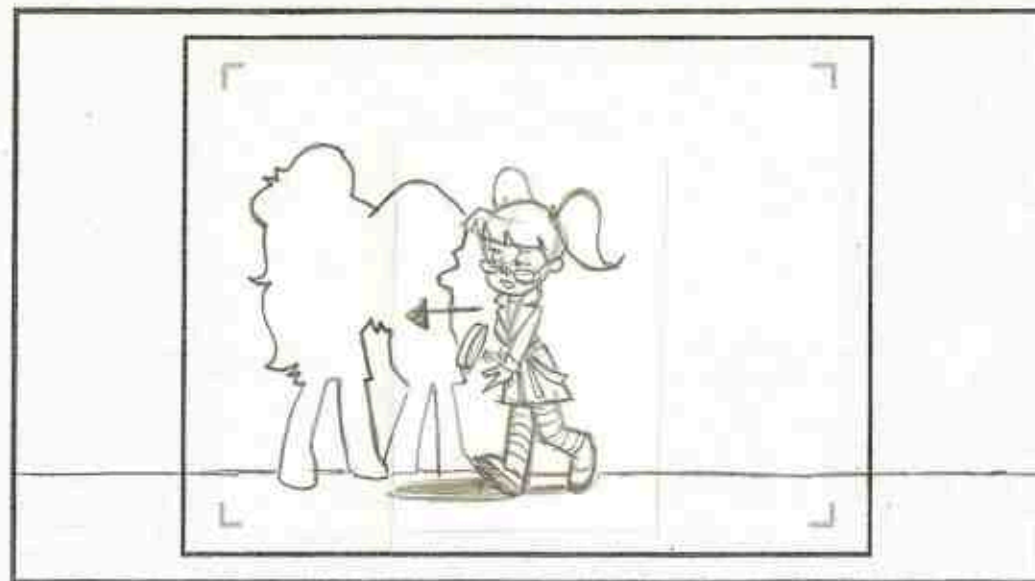
.. EXCUSE ME, I HAVE A MYSTERY ..

CAMERA/FX:

SLUG

111

SC. CONT'D PANEL 3 BG/LOC.



ACTION

DIAL

.. TO SOLVE!

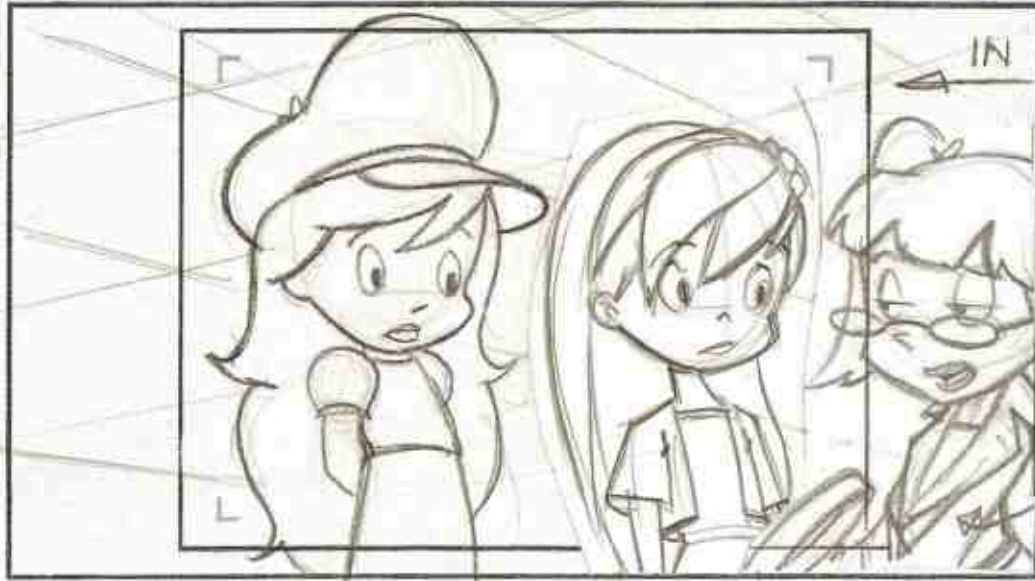
CAMERA/FX:

SLUG

FINAL
408-115
PROD #

HU

SC. _____ PANEL. 1 BG/LOC. S/A



ACTION CLOSE ON STRAWBERRY & RASPBERRY
BLUEBERRY WALKS PAST THEM

DIAL (171) BLUEBERRY:
SOMEWHERE OUT HERE ..

CAMERA/FX:

SLUG

SC. CONTD _____ PANEL. 2 BG/LOC. _____



ACTION STRAWBERRY & RASPBERRY
WATCH AS BLUEBERRY PASSES
THEM

DIAL (171) BLUEBERRY (CONTD)
.. IS A MASTER CRIMINAL.
(A FIEND ..) (2A)

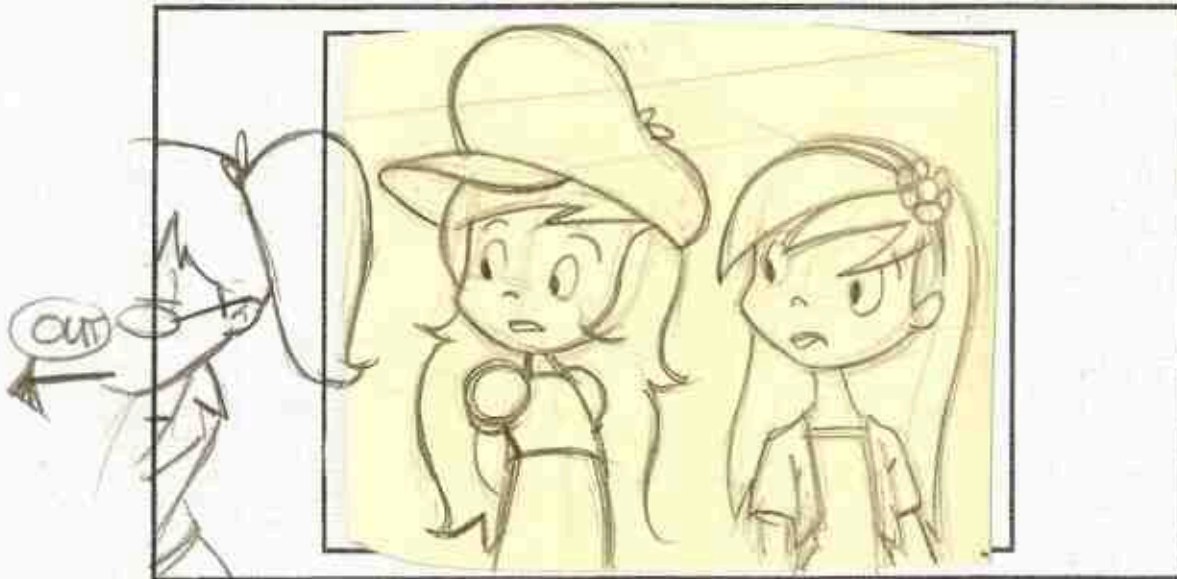
CAMERA/FX:

SLUG



FINAL
408-115
PROD #

SC. CONTD PANEL 3 BG/LOC.



ACTION
BLUEBERRY EXITS . . .

DIAL (171) BLUEBERRY: (CONTD)

.. WITH NO SENSE OF FASHION!

CAMERA/FX:

SLUG

SC. CONTD PANEL 4 BG/LOC.



ACTION
THEY BOTH TURN TO EACH OTHER.

DIAL _____

CAMERA/FX:

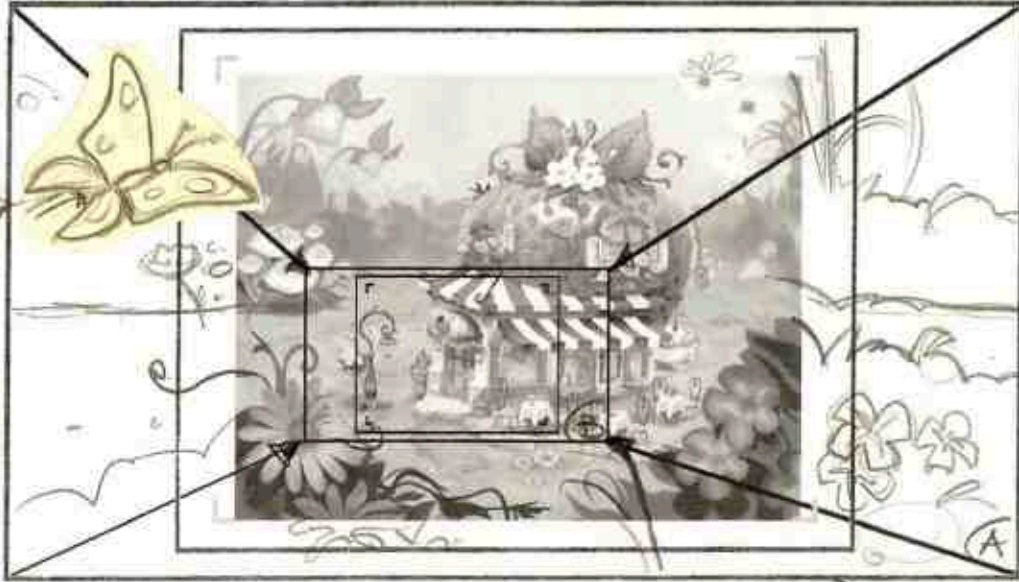
SLUG

FINAL
408-115
PROD #

SC. _____ PANEL. 1 BG/LOC. _____

X-DISS

IN



ACTION EXT. STRAWBERRY CAFE (DAY)
A BUTTERFLY FLUTTERS INTO SCENE TRUCK
IN (A) → (B) AS THE BUTTERFLY FLIES TOWARDS
THE CAFE

DIAL _____

CAMERA/FX: _____

SLUG _____

SC. CONTD PANEL. 2 BG/LOC. _____

X-DISS

OUT



ACTION

X-DISS TO:

DIAL _____

CAMERA/FX: _____

SLUG _____

FINAL
408-115
PROD #



X-DISS

SC. PANEL 1 BG/LOC.



ACTION INT. STRAWBERRY CAFE - (DAY)

STRAWBERRY IS SERVING SALAD TO RASPBERRY, PLUM, LEMON & ORANGE.

DIAL _____

CAMERA/FX: _____

SLUG _____

SC. CONTD PANEL 2 BG/LOC.



ACTION

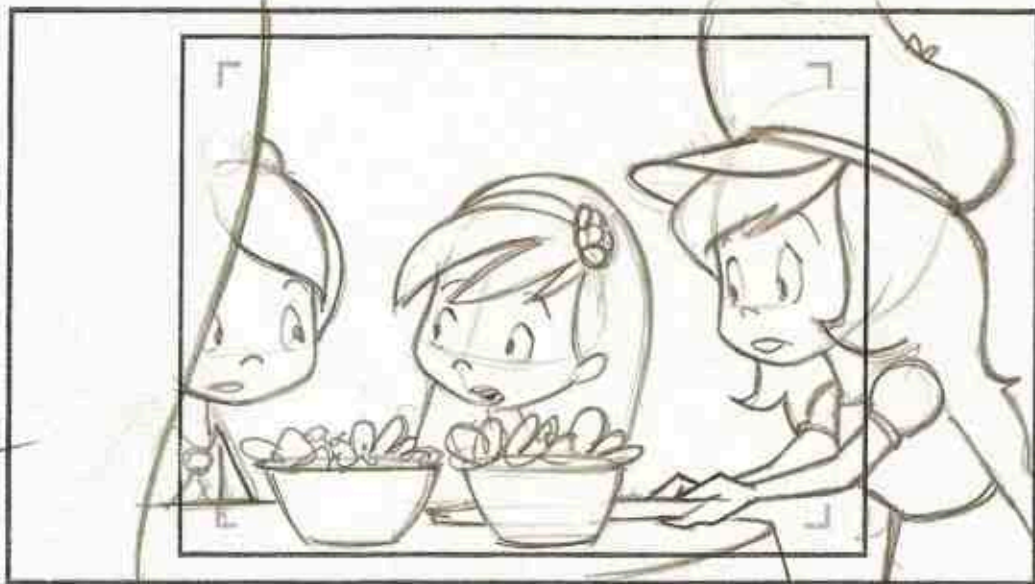
DIAL _____

CAMERA/FX: _____

SLUG _____

FINAL
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PROD #

SC. _____ PANEL 1 BG/LOC. _____



ACTION CLOSE ON TABLE

DIAL (172) RASPBERRY:
WHAT ARE GOING..

CAMERA/FX:

SLUG

SC. CONTD PANEL 2 BG/LOC. _____

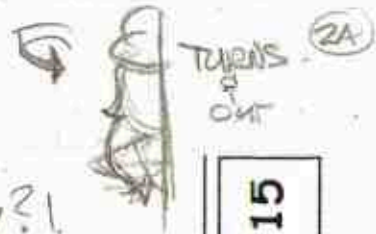


ACTION STRAWBERRY STRAIGHTENS UP AND EXITS.

DIAL (172) RASPBERRY: (CONTD)
.. TO DO ABOUT BLUEBERRY?!

CAMERA/FX:

SLUG



FINAL
408-115
PROD #

SC. CONTD	PANEL 3	BG/LOC.
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SC.	PANEL.	BG/LOC.
-----	--------	---------



ACTION

ACTION

PAN TO ORANGE (A) → (B), SHIFT LEMON & PLUM DURING PAN.

DIAL (73) ORANGE:

WE NEVER SEE HER ANYMORE

CAMERA/FX:

CAMERA/FX:

SLUG

SLUG

FINAL
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PROD #



SC. PANEL. 1 BG/LOC.



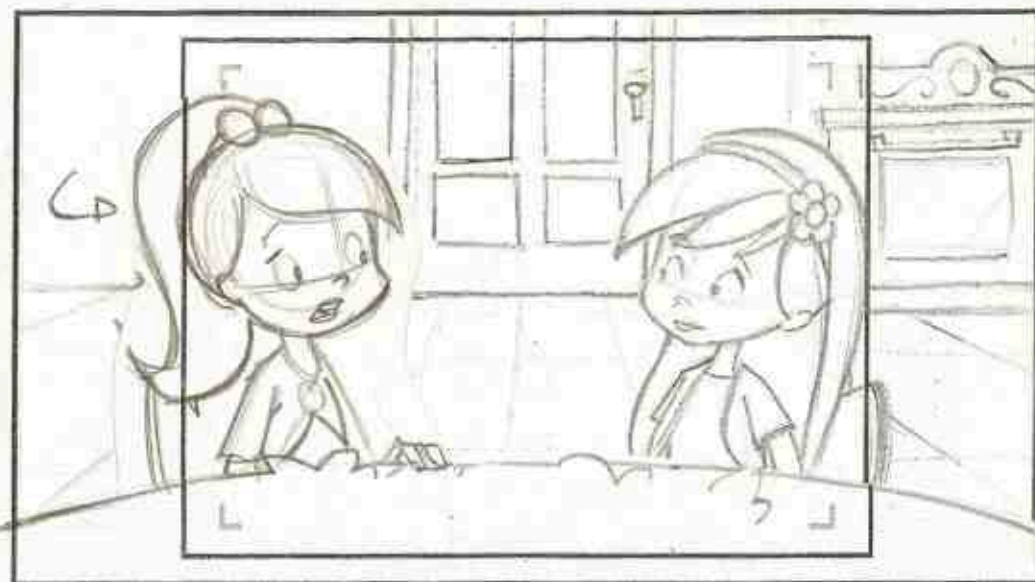
ACTION ANGLE ON PLUM AND RASPBERRY

DIAL (174) PLUM:
AND EVEN WHEN SHE'S HERE, SHE'S
NOT REALLY HERE.

CAMERA/FX:

SLUG

SC. CONTD PANEL. 2 BG/LOC.



ACTION

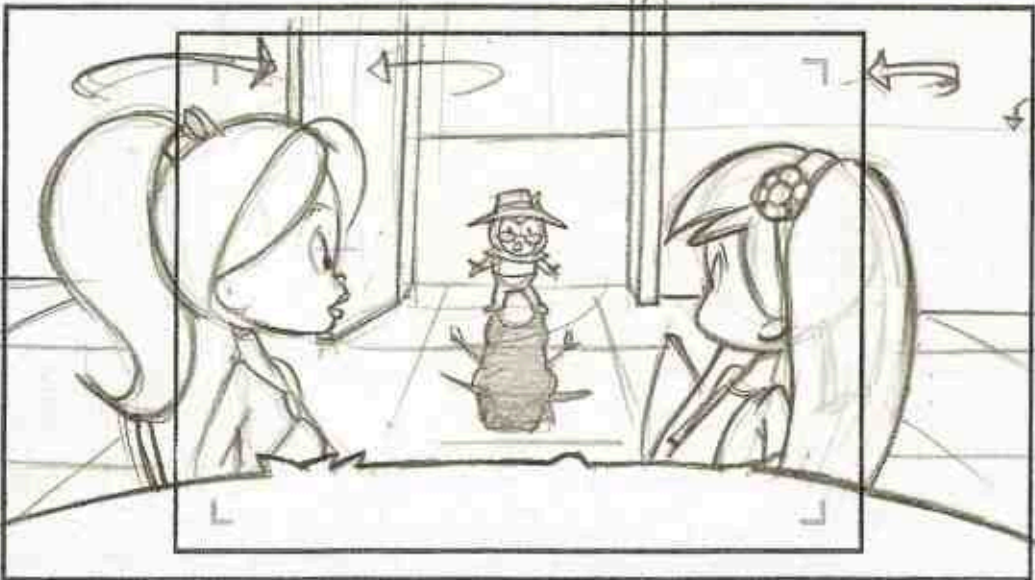
DIAL (174) PLUM: (CONTD)
SHE'S ... PRETENDING TO BE
PATTI PERSIMMON.

CAMERA/FX:

SLUG

FINAL
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PROD #

SC. CONTD PANEL 3 BG/LOC.



ACTION
BERRYKIN BLOOM BURSTS IN!

DIAL (174) PLUM: (CONTD)

I WISH SHE'D...

(175) BERRYKIN BLOOM
CAMERA/FX: QUICK! QUICK!

SLUG

SC. PANEL 1 BG/LOC.



ACTION CLOSE ON BERRYKIN BLOOM!

DIAL (175) BERRYKIN BLOOM: (CONTD)

IT'S SPREADING, SPREADING -

CAMERA/FX:

SLUG

FINAL
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PROD #

SC. CONTD PANEL 2 BG/LOC.



ACTION

HE GESTURES OUTSIDE ...

DIAL (175) BERRYKIN BLOOM: (CONTD)

- BEYOND THE BERRIES NOW!

CAMERA/FX:

SLUG

SC. CONTD PANEL 3 BG/LOC.



ACTION

... THEN TURNS, RUNNING OUT.

DIAL (175) BERRYKIN BLOOM: (CONTD)

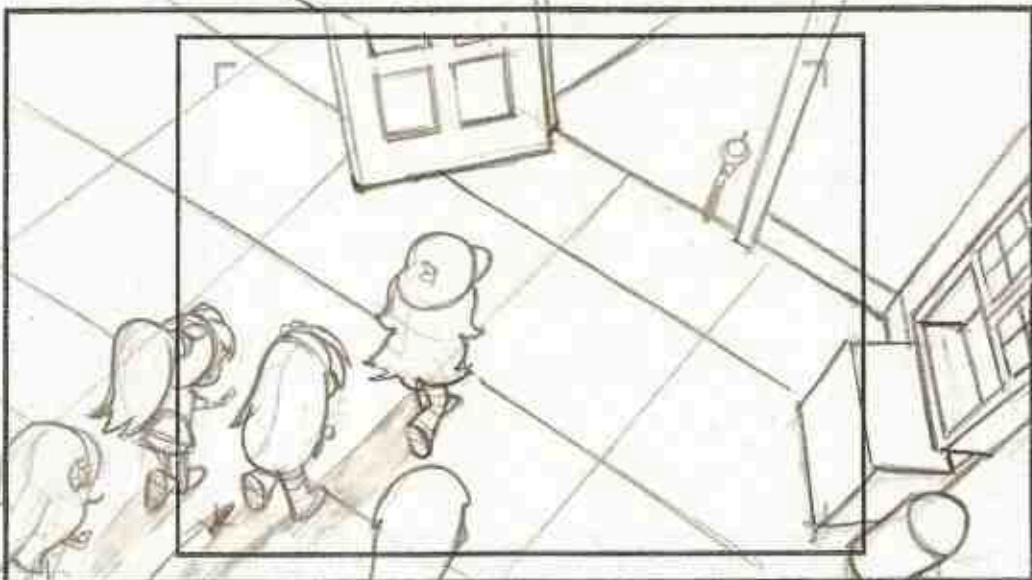
LOOK WHERE IT'S HEADING!

CAMERA/FX:

SLUG

FINAL
408-1115
PROD #

SC.	PANEL.	BG/LOC.
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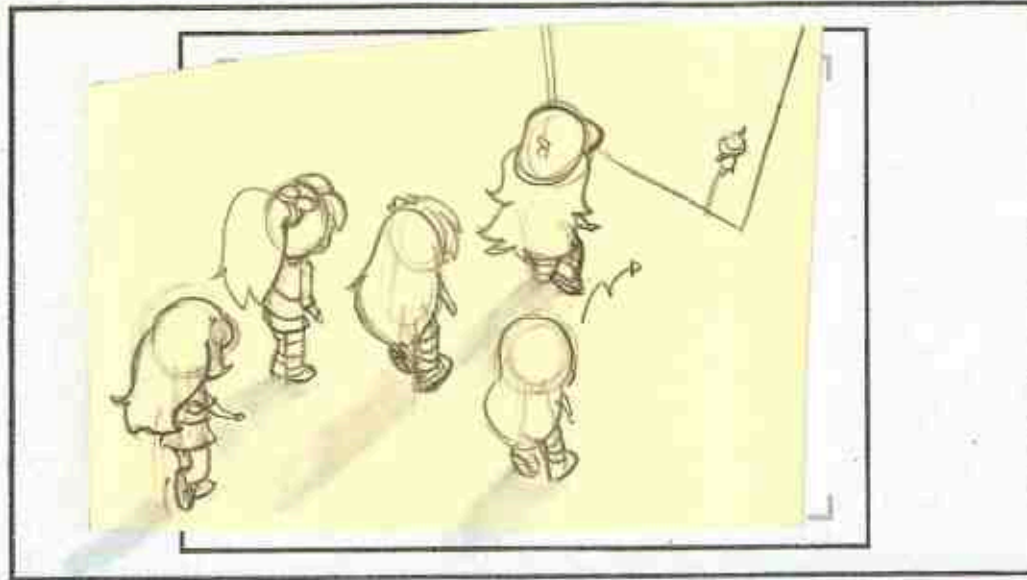
ACTION DOWN ANGLE ON CAFE. THE GIRLS
RUN TO THE OPEN DOOR :

DIAL

CAMERA/FX:

SLUG

SC. CONTD.	PANEL. 2	BG/LOC.
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ACTION

DIAL

CAMERA/FX:

SLUG

FINAL
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SC.	PANEL 1	BG/LOC.
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ACTION STRAWBERRY'S P.O.V. ON THE GRASS.
SOME OF THE FLOWERS ARE PLAID & POLKA-DOTTED.

DIAL (177) PLUM: (OS)

AND THE GRASS!

CAMERA/FX:

SLUG

SC.	PANEL 1	BG/LOC.
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ACTION EXT. CAFE - (CONTINUOUS) -
THE GIRLS CROWD THE DOORWAY.

DIAL (178) LEMON:

EVERYTHING'S TURNING TO PLAID
AND POLKA DOTS.

CAMERA/FX:

SLUG

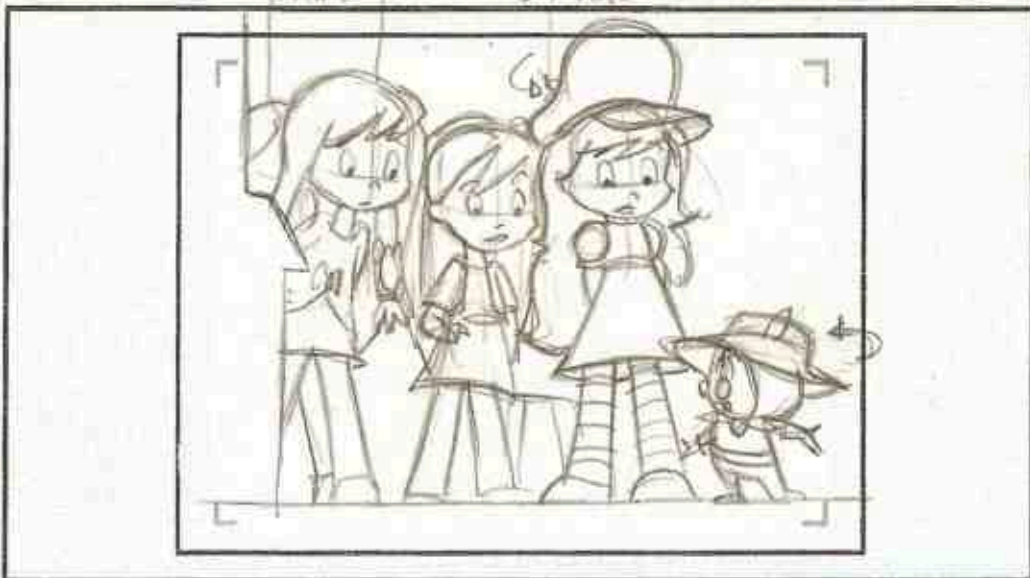
FINAL

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SC. CONTD. PANEL 2 BG/LOC.

PLUM LEMON ORANGE



ACTION BERRYKIN TURNS TO THE GIRLS.

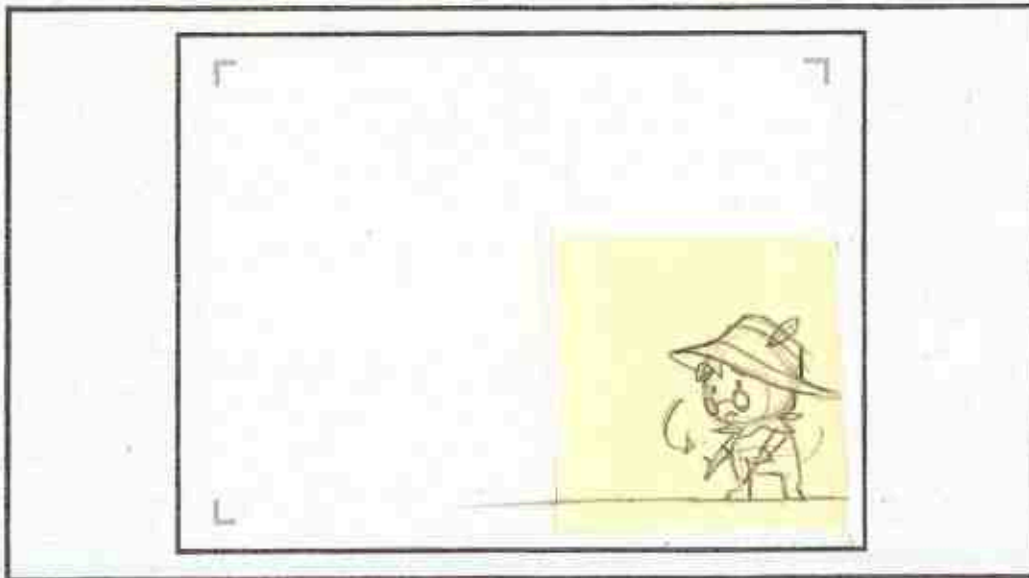
DIAL (179) BERRYKIN BLOOM:

I'VE TRIED EVERYTHING IN THE BOOK

CAMERA/FX:

SLUG

SC. CONTD. PANEL 3 BG/LOC.



ACTION

DIAL (179) BERRYKIN BLOOM (CONTD)

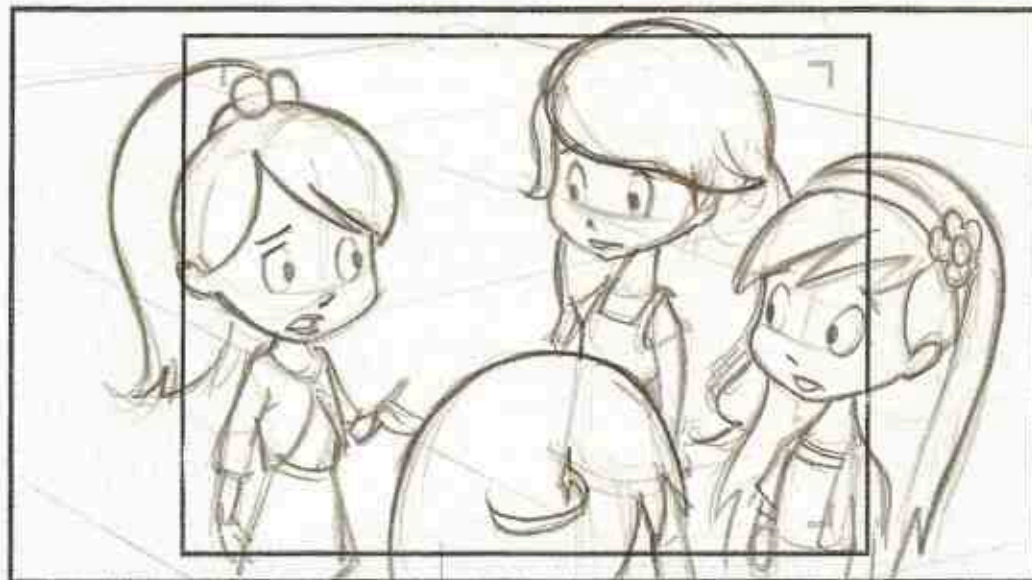
.. EVEN THOUGH I HAVE NO BOOK.

CAMERA/FX:

SLUG

FINAL
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PROD #

SC. _____ PANEL. 1 BG/LOC. _____



ACTION

(LEMON)
ANGLE ON PLUM, ORANGE RASPBERRY
AND LEMON

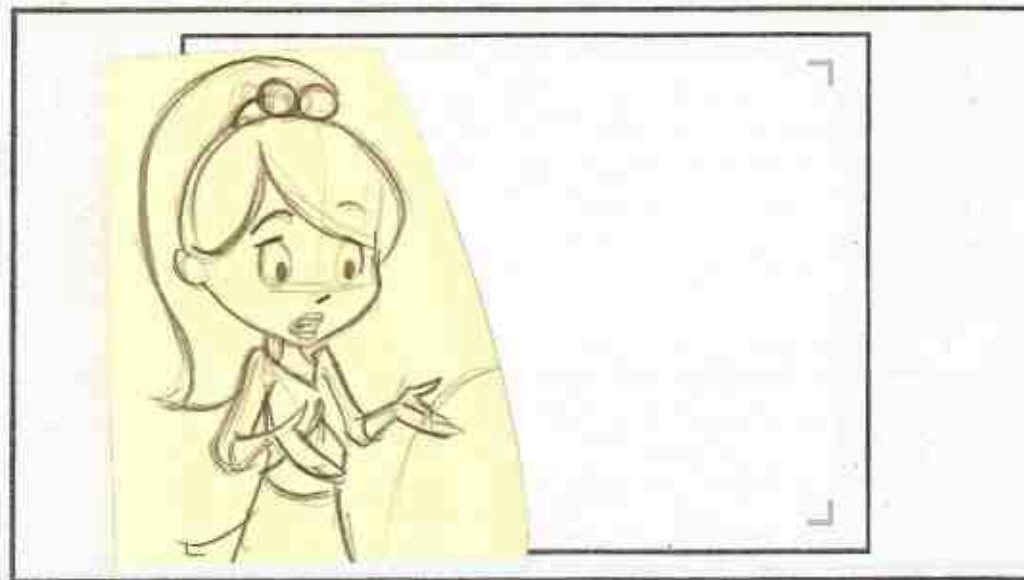
DIAL (180) PLUM:

IT'S TIMES LIKE THIS, I REALLY MISS
BLUEBERRY.

CAMERA/FX:

SLUG

SC. CONTD PANEL. 2 BG/LOC. _____



ACTION

DIAL (180) PLUM: (CONTD)

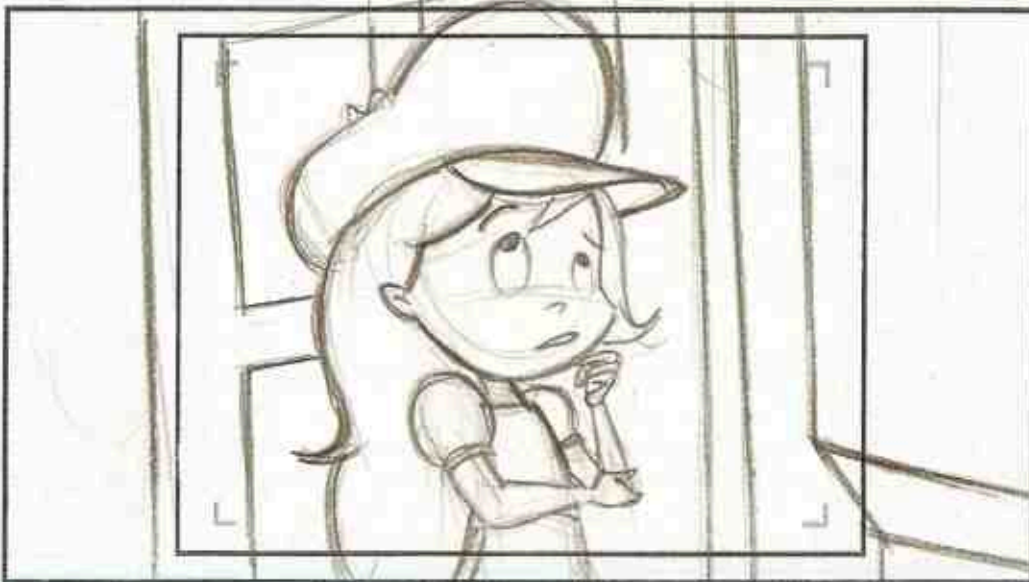
IF THERE'S SOMETHING SHE DOESN'T
KNOW, SHE KNOWS WHERE TO LOOK IT UP.

CAMERA/FX:

SLUG

FINAL
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PROD #

SC. PANEL 1 BG/LOC.



ACTION CLOSE ON STRAWBERRY, PONDERING

DIAL _____

CAMERA/FX: _____

SLUG _____

SC. CONTD PANEL 2 BG/LOC.



ACTION

SHE BRIGHTENS, TURNING TO THE OTHER GIRLS

DIAL (181) STRAWBERRY.

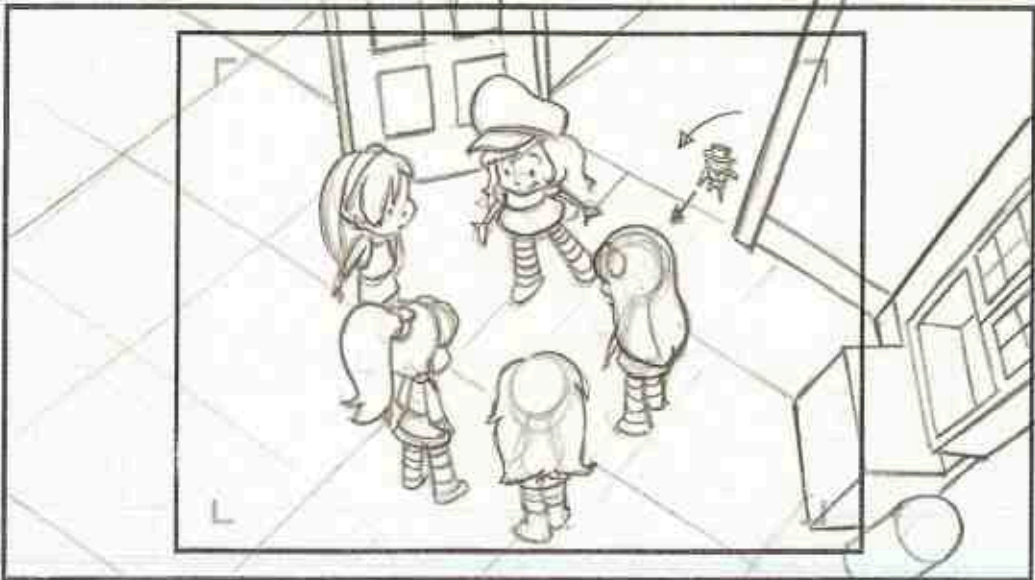
I THINK.. I JUST MAY HAVE AN IDEA!

CAMERA/FX: _____

SLUG _____

FINAL
408-115
PROD #

SC. PANEL 1 BG/LOC. SA



ACTION DOWN ANGLE ON GROUP. BERRYKIN BLOOM TURNS TO JOIN THE GIRLS.

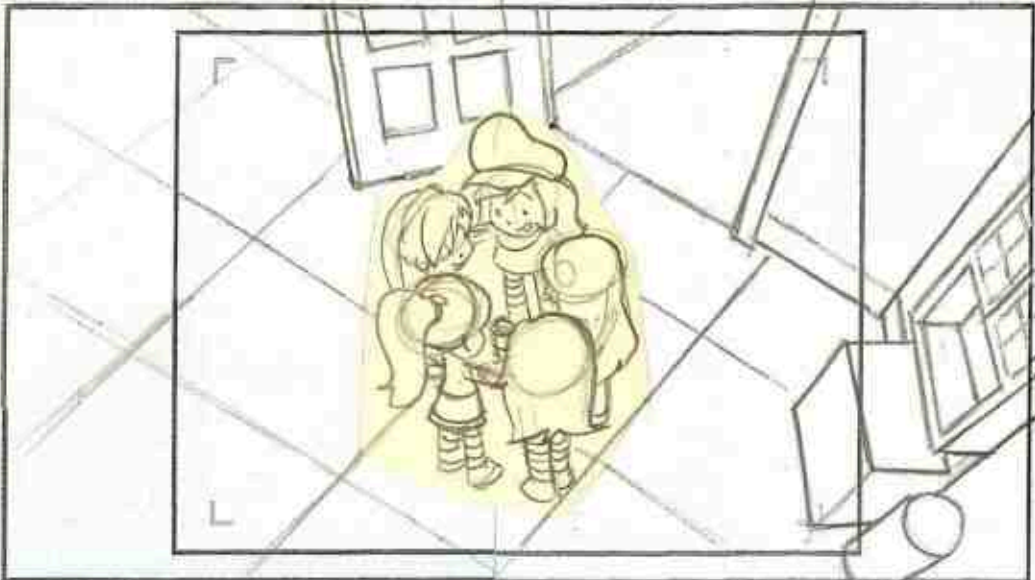
DIAL (181) STRAWBERRY: (CONTD)

NOW, I'LL NEED EVERYBODY'S HELP...

CAMERA/FX:

SLUG

SC. CONTD PANEL 2 BG/LOC.



ACTION

"GROUP HUG"

DIAL

<WHISPERS>

CAMERA/FX:

SLUG

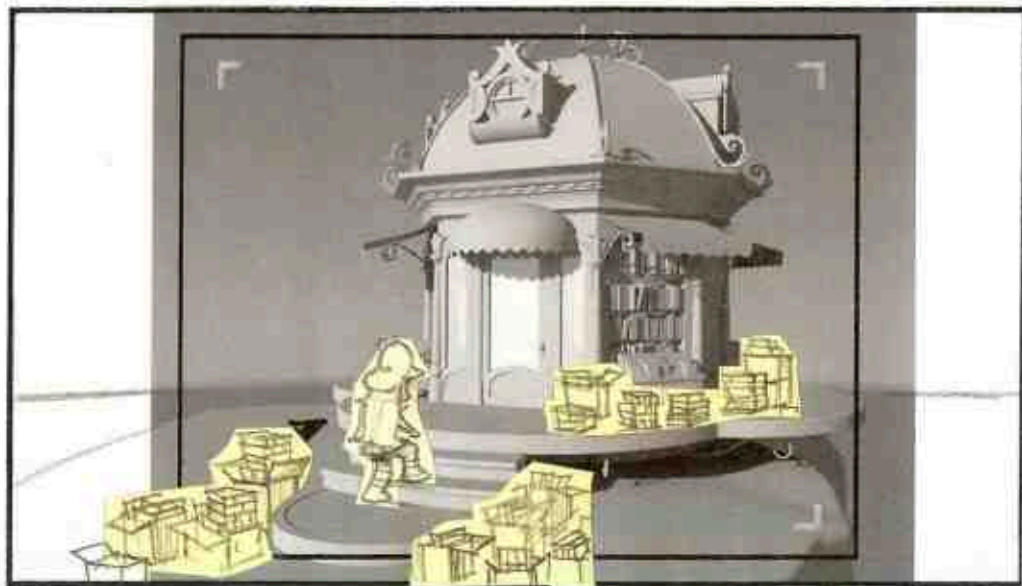
FINAL 408-115 PROD #



X-DISS



SC.	PANEL 1	BG/LOC.
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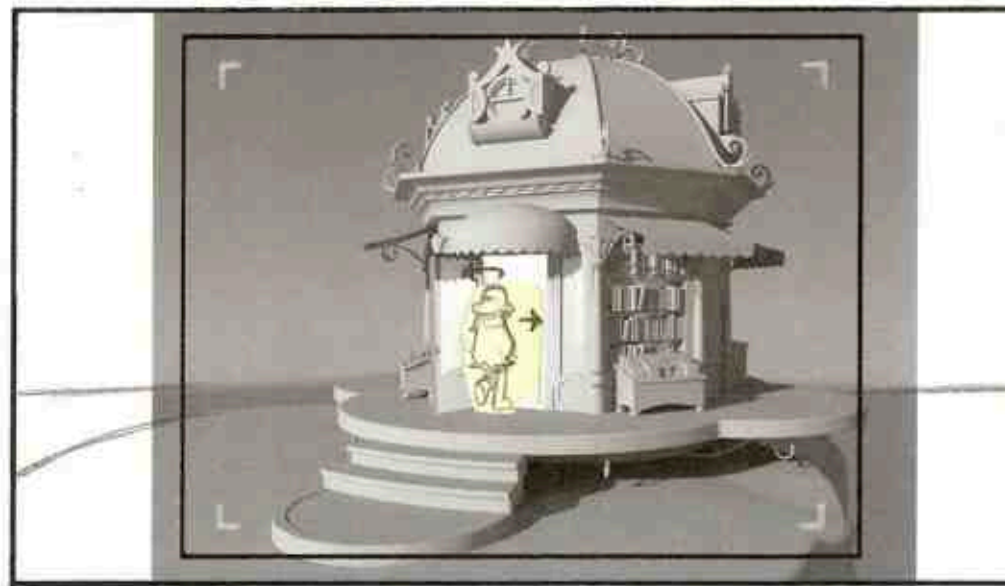
ACTION EXT. BLUEBERRY'S BOOKSTORE -- DAY
STRAWBERRY APPROACHES THE SHOP, PAST
PILES OF CARTONS FILLED WITH BLUEBERRY'S
BOOKS.

DIAL

CAMERA/FX:

SLUG

SC. CONTD	PANEL 2	BG/LOC.
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ACTION
.. AND ENTERS.

DIAL

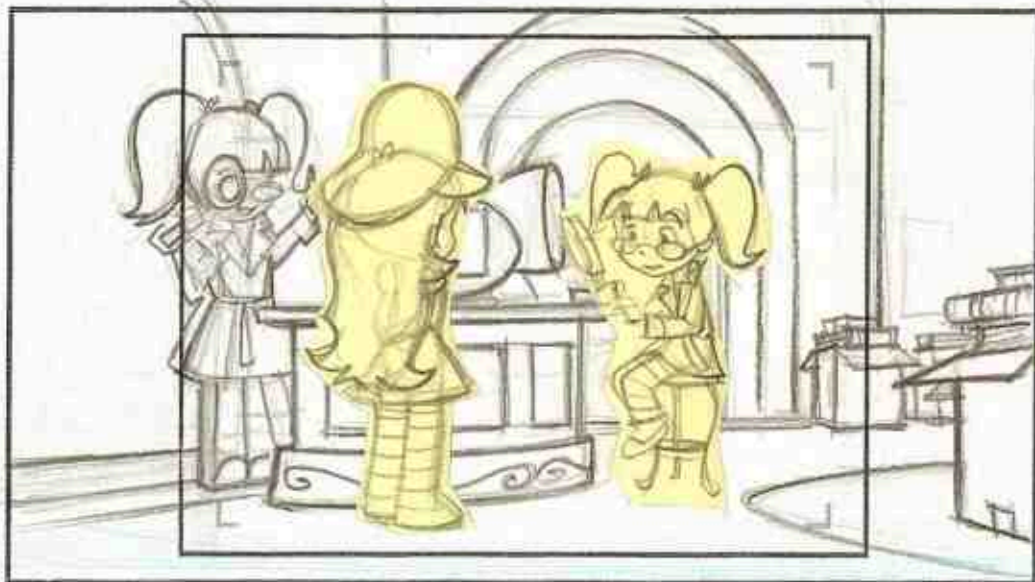
CAMERA/FX:

SLUG

FINAL
408-115
PROD #



SC. _____ PANEL. 1 BG/LOC. _____



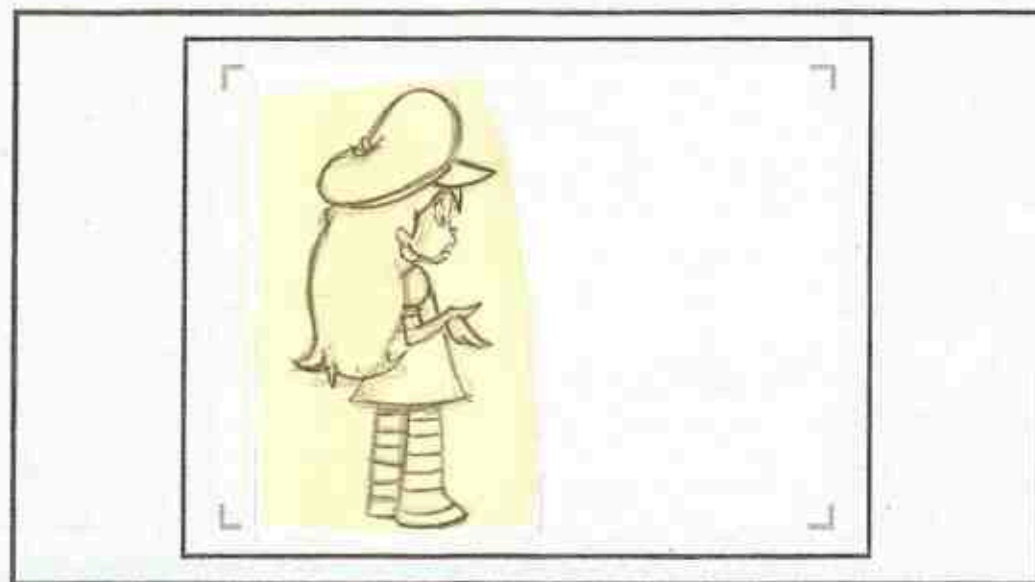
ACTION INT. BLUEBERRY'S BOOKSTORE.
BLUEBERRY IS SEATED AT THE COMPUTER
TABLE. STRAWBERRY STANDS NEAR HER.

DIAL (182) STRAWBERRY:
THERE'S ANOTHER MYSTERY,
BLUEBERRY —

CAMERA/FX: _____

SLUG _____

SC. CONTD. _____ PANEL. 2 BG/LOC. _____



ACTION

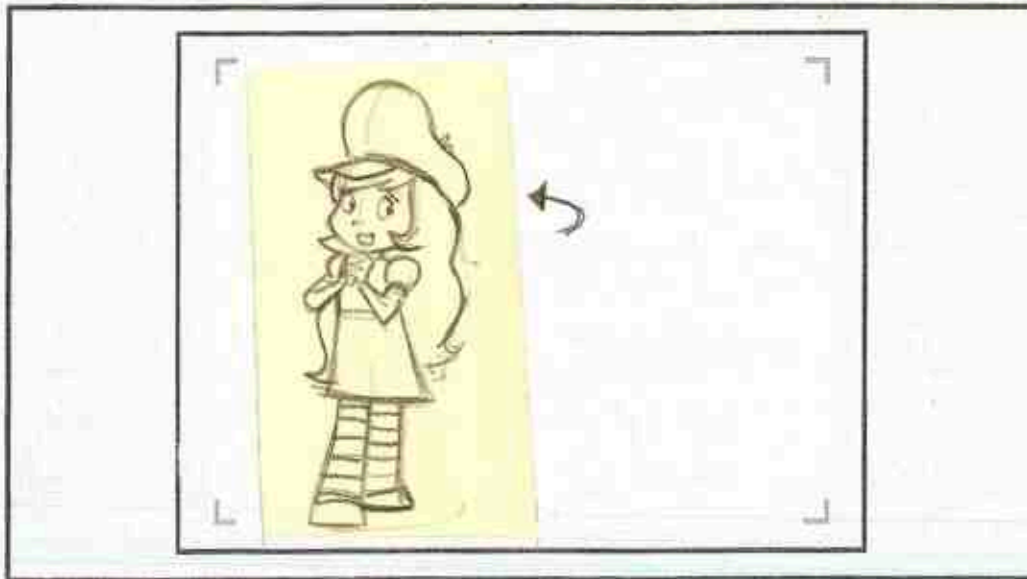
DIAL (182) STRAWBERRY: (CONTD)
ONE THAT HAS US...

CAMERA/FX: _____

SLUG _____

FINAL
408-115
PROD #

SC. CONTD PANEL 3 BG/LOC.



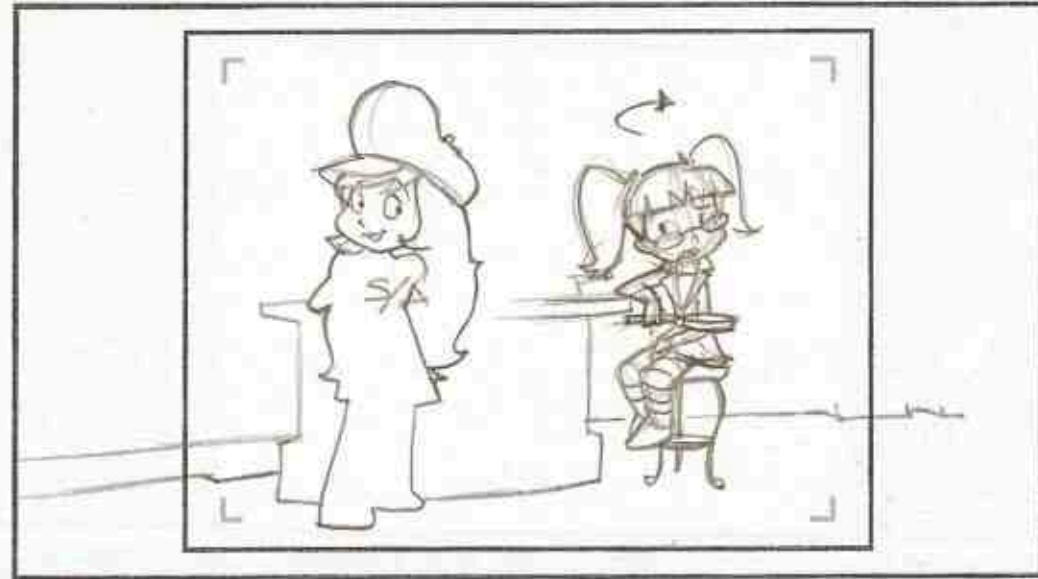
ACTION STRAWBERRY TURNS.

DIAL (182) STRAWBERRY: (CONTD)
... ALL STUMPED

CAMERA/FX:

SLUG

SC. CONTD PANEL 4 BG/LOC.



ACTION BLUEBERRY TURNS TO STRAWBERRY.

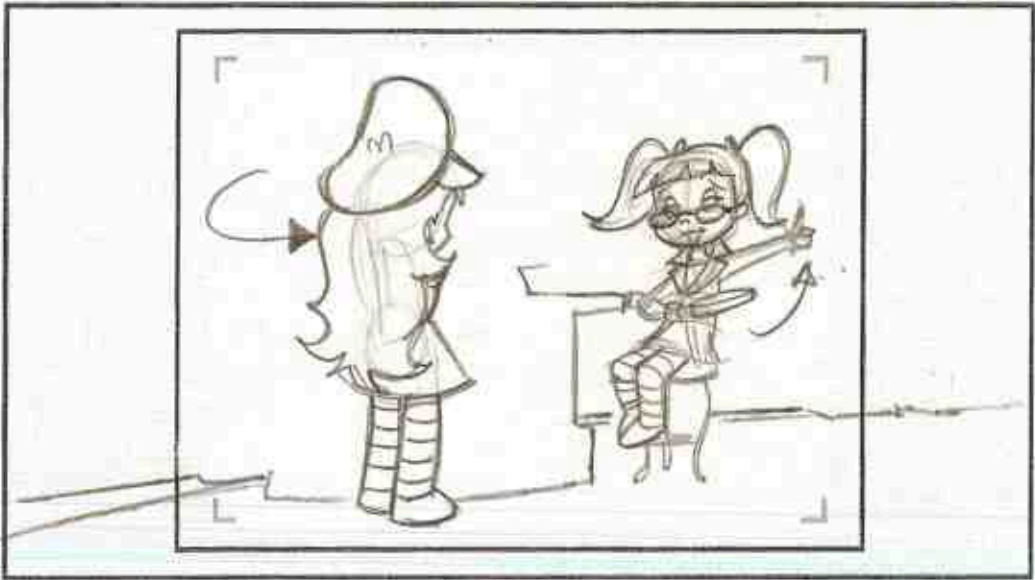
DIAL (183) BLUEBERRY:
WELL, I AM STILL WORKING ON
THE SPOTTED-PLAID-PLANT MYSTERY...

CAMERA/FX:

SLUG

FINAL
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PROD #

SC. CONTD PANEL 5 BG/LOC.



ACTION

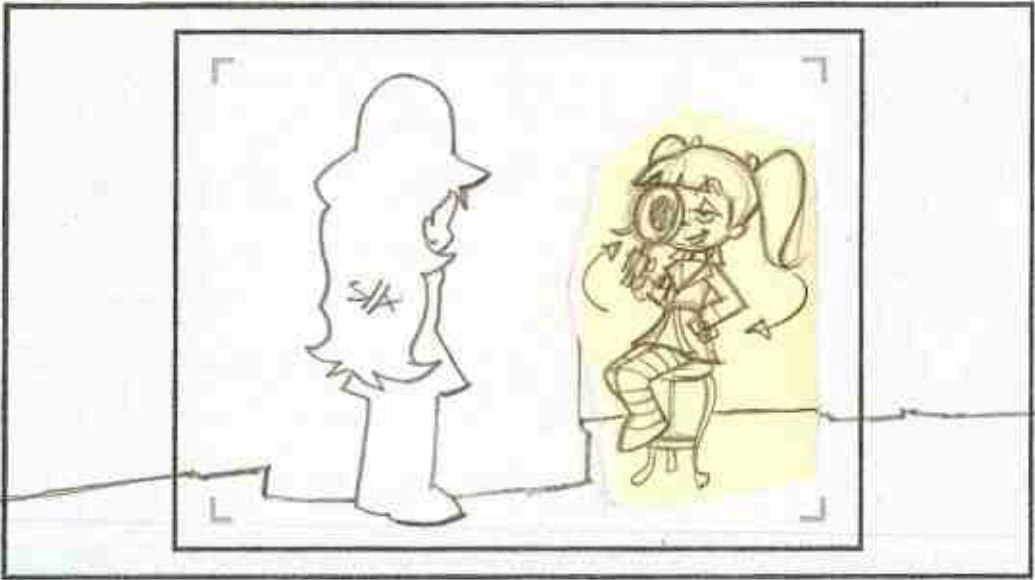
DIAL (183) BLUE BERRY: (CONTD)

..But..

CAMERA/FX:

SLUG

SC. CONTD PANEL 6 BG/LOC.



ACTION

DIAL (183) BLUE BERRY: (CONTD)

.. I THINK I CAN FIT ANOTHER ONE IN..

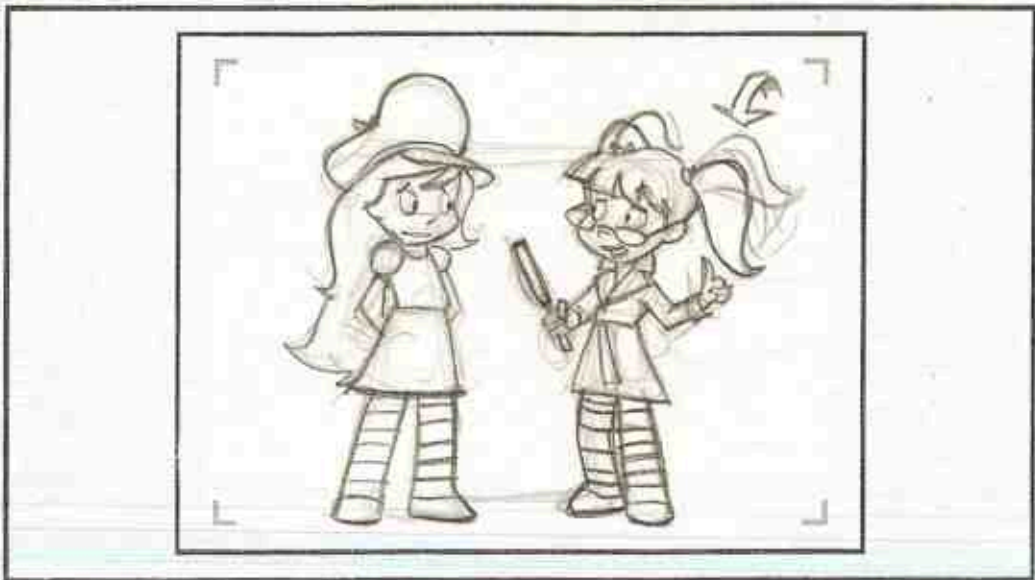
CAMERA/FX:

SLUG

FINAL
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PROD #



SC. CONTD PANEL 7 BG/LOC.



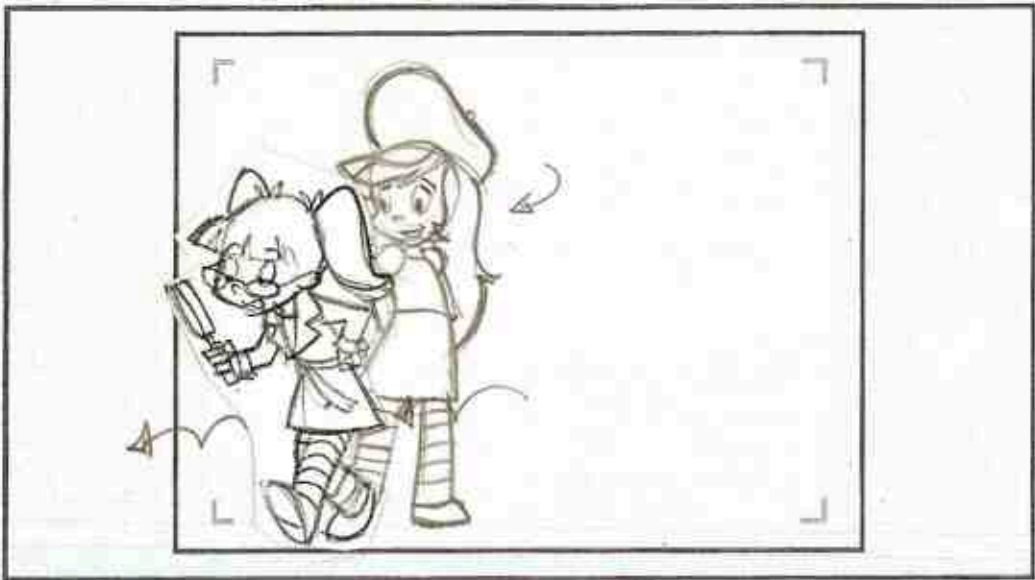
ACTION BLUEBERRY HOPS OFF HER STOOL

DIAL (185) BLUEBERRY:
IN "THE MULTIPLE MULBERRY MYSTERY".

CAMERA/FX:

SLUG

SC. CONTD PANEL 8 BG/LOC.



ACTION BLUEBERRY "SLEUTHS" OUT

DIAL ... PATTI PERSIMMON JUGGLED 10 CASES ...

CAMERA/FX:

SLUG

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SC. PANEL 1 BG/LOC.



ACTION
CLOSE ON BOOKCASE BEHIND COMPUTER
DESK. BLUEBERRY WALKS IN

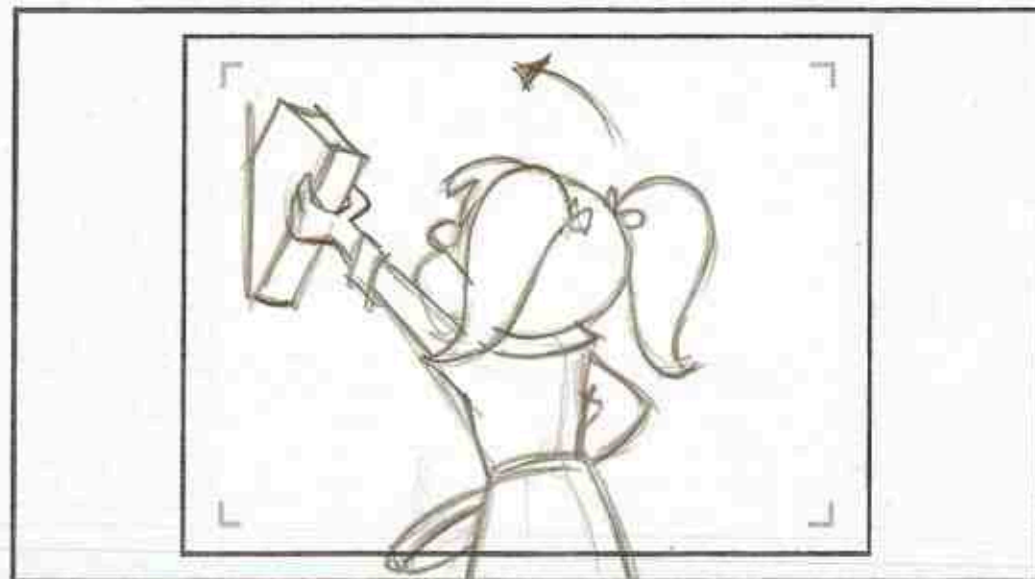
DIAL (18A) BLUEBERRY: (CONTD)

..AT THE SAME...

CAMERA/FX:

SLUG

SC. CONTD PANEL 2 BG/LOC.



ACTION
..SHE REACHS UP AND TAKES DOWN
A BOOK.

DIAL (18A) BLUEBERRY: (CONTD)

...TIME, AND SOLVED THEM ALL.

CAMERA/FX:

SLUG

FINAL
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SC. Contd PANEL 3 BG/LOC.



ACTION

SC. Contd PANEL 4 BG/LOC.



ACTION

DIAL (184) BLUEBERRY: (CONTD)
SHE'S JUST SO...

CAMERA/FX:

SLUG

DIAL (18A) BLUEBERRY: (CONTD)
.. GREAT!

CAMERA/FX:

SLUG

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SC. _____ PANEL 1 BG/LOC. _____



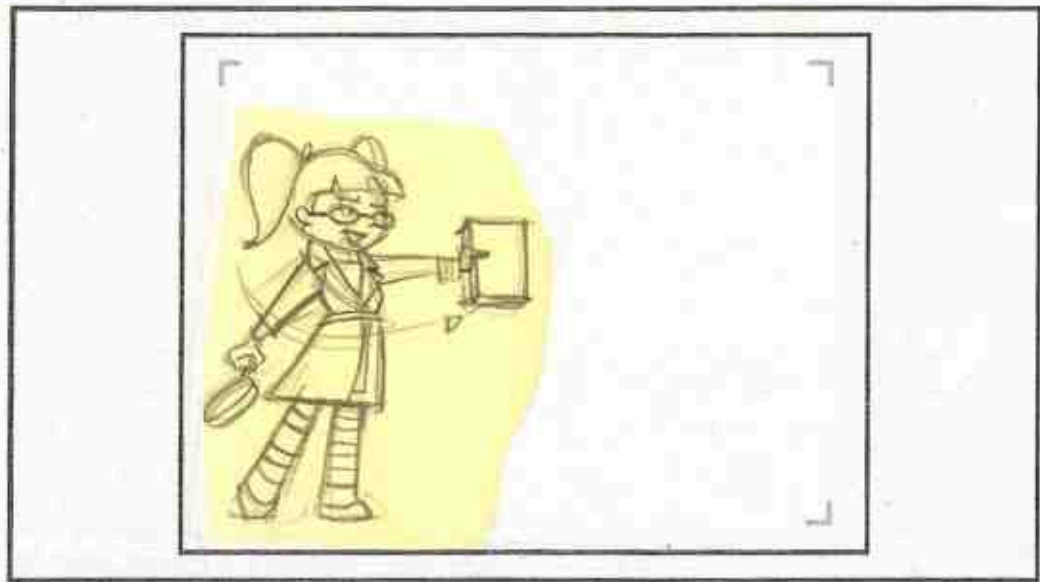
ACTION WIDE ON THE GIRLS

DIAL _____

CAMERA/FX: _____

SLUG _____

SC. CONTD PANEL 2 BG/LOC. _____



ACTION WITHOUT REALIZING IT, BLUEBERRY POINTS AT STRAWBERRY

DIAL (185) BLUEBERRY:

SO, YOU THERE..

CAMERA/FX: _____

SLUG _____

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SC. CONTD PANEL 3 BG/LOC.



ACTION

DIAL (185) BLUEBERRY: (CONTD)

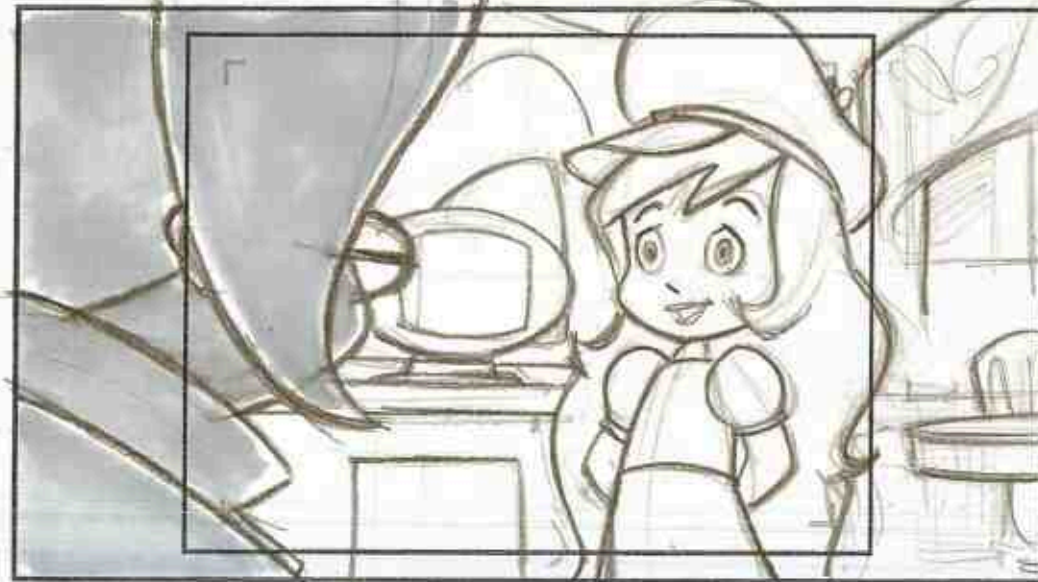
..WHAT'S THE NEW MYSTERY?

CAMERA/FX:

SLUG



SC. PANEL 1 BG/LOC.



ACTION ANGLE ON STRAWBERRY. OTS BLUEBERRY.

DIAL (186) STRAWBERRY: (CONFIDENTIAL)

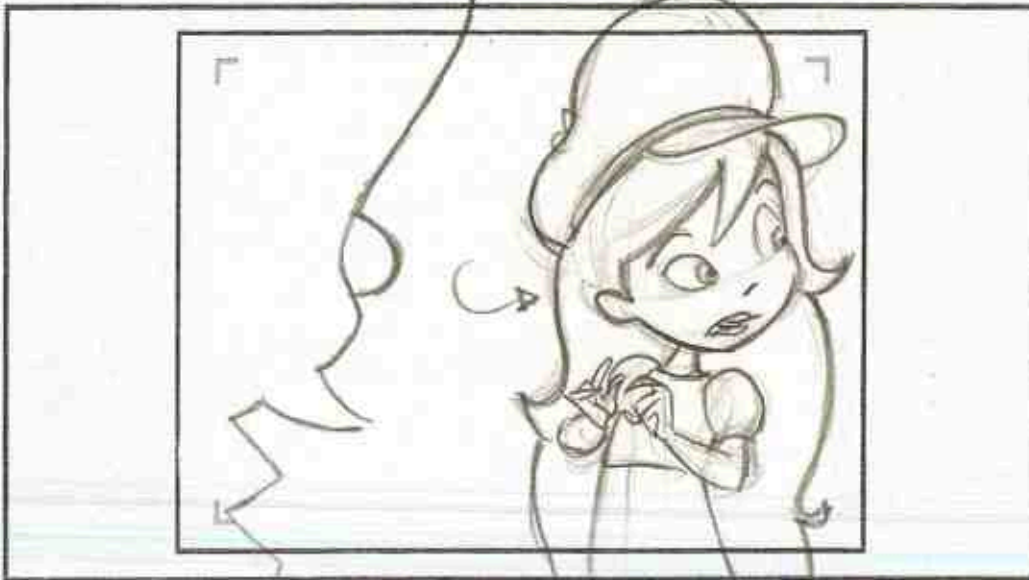
WELL...

CAMERA/FX:

SLUG

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SC. CONTD PANEL. 2 BG/LOC.



ACTION

SHE LOOKS AROUND.

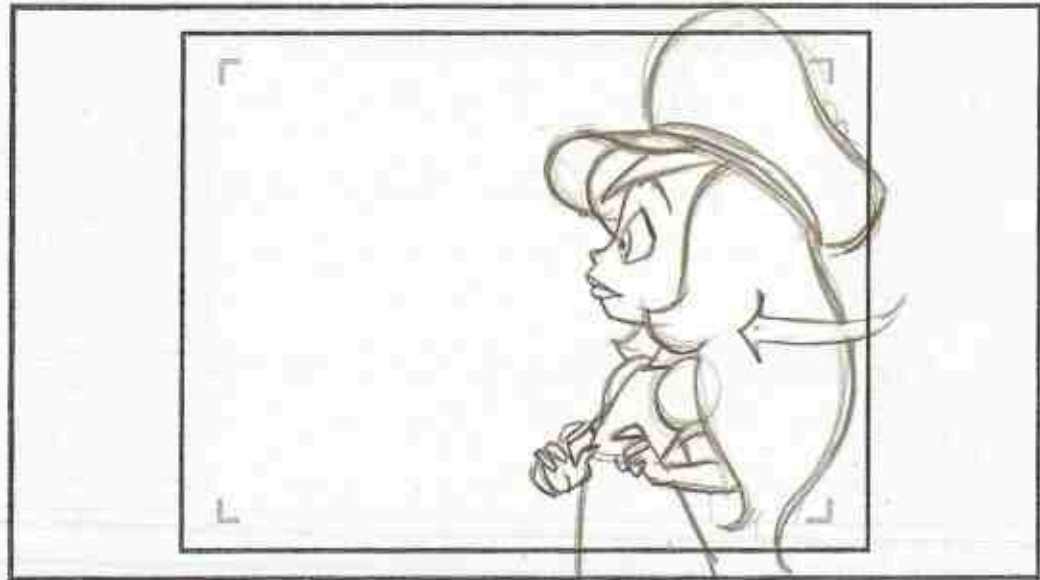
DIAL (186) STRAWBERRY: (CONTD)

.. IT'S SORT OF A ...

CAMERA/FX:

SLUG

SC. CONTD PANEL. 3 BG/LOC.



ACTION

DIAL

CAMERA/FX:

SLUG

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SC. CONTD PANEL 4 BG/LOC.



ACTION

DIAL (186) STRAWBERRY - (CONTD)
.. A MISSING PERSON CASE.

CAMERA/FX:

SLUG



SC. PANEL 1 BG/LOC.



ACTION WIDE ON ROOM. BLUEBERRY LEANS CLOSER TO STRAWBERRY, INTRIGUED.

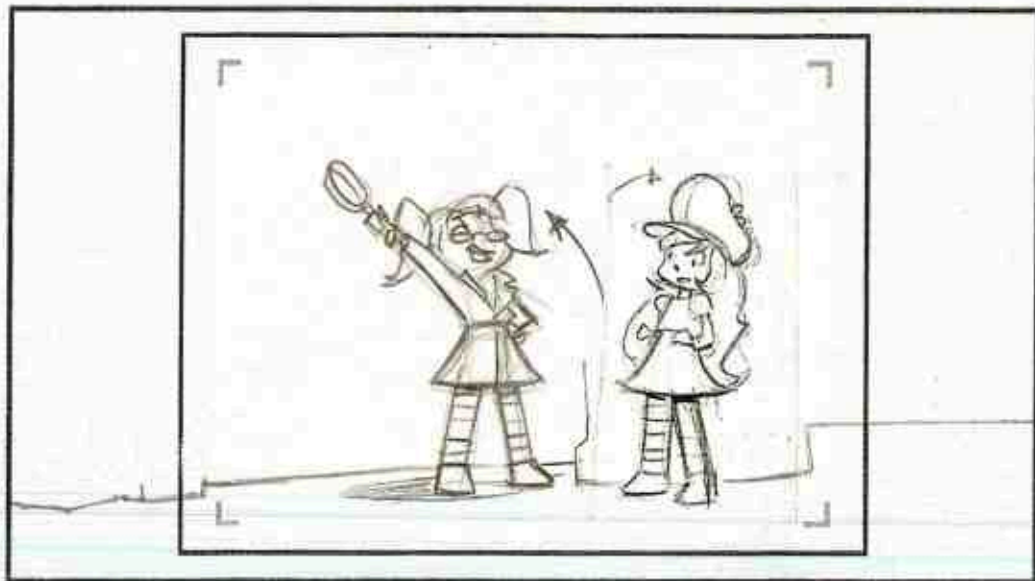
(HU POSF)
DIAL

CAMERA/FX:

SLUG

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SC. CONTD PANEL 2. BG/LOC.



ACTION

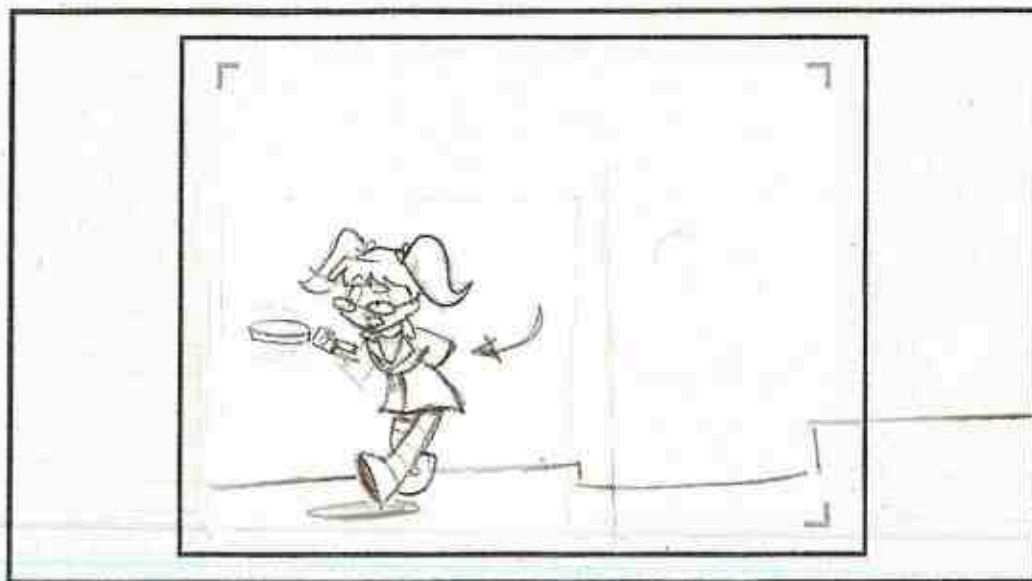
BLUE STRIKES THE FATTI POSE.
STRAWBERRY STRAIGHTENS UP.

DIAL (187) BLUEBERRY:
AH HA!

CAMERA/FX:

SLUG

SC. CONTD PANEL 3. BG/LOC.



ACTION

BLUEBERRY BEGINS TO PAGE

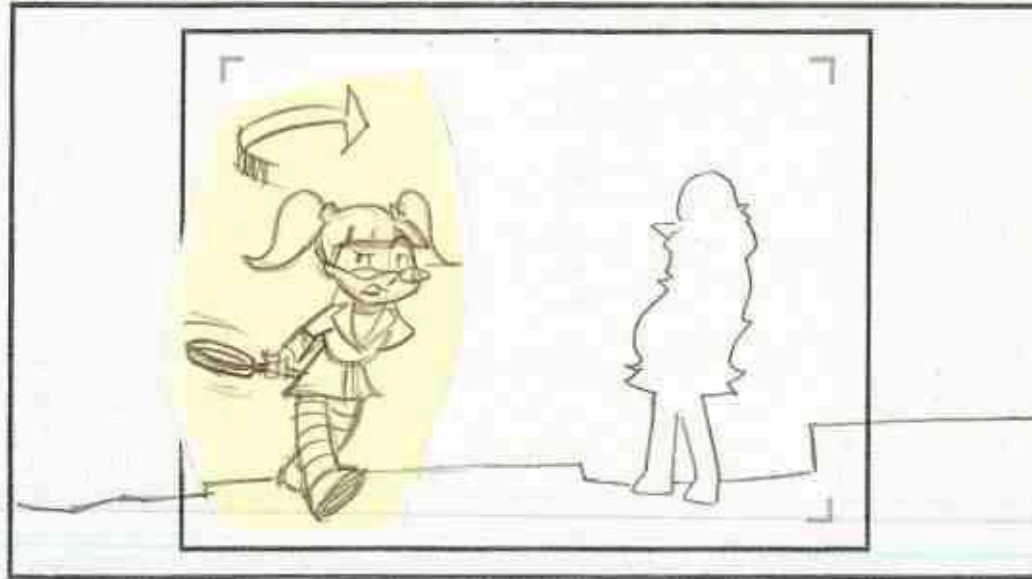
DIAL (187) BLUEBERRY: (CONTD)
WHY WOULD A

CAMERA/FX:

SLUG

FINAL
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SC. CONTD PANEL. 4 BG/LOC.



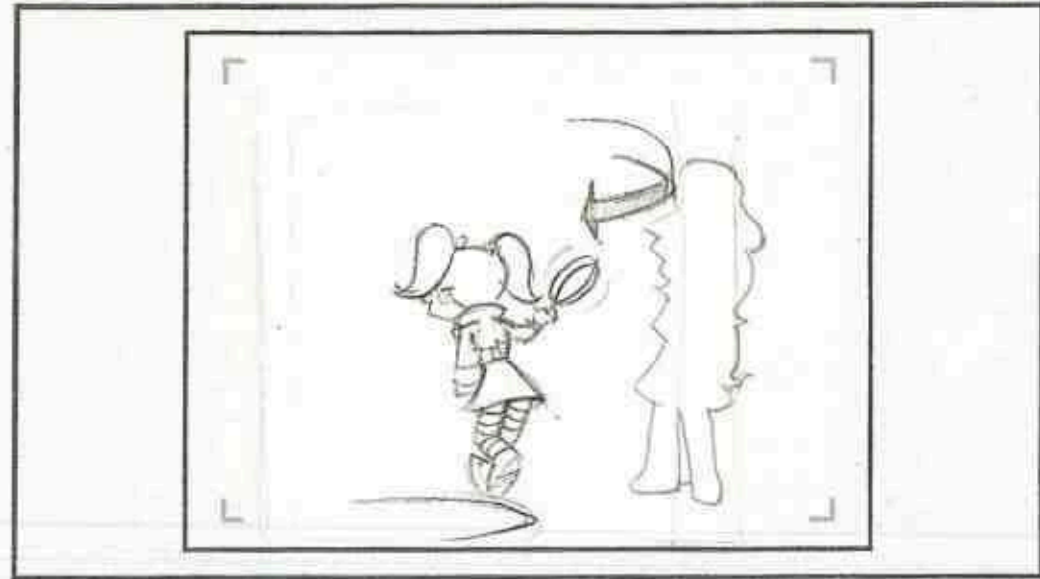
ACTION

DIAL (187) BLUEBERRY: (CONTD)
"PERSON GO MISSING?"

CAMERA/FX:

SLUG

SC. CONTD PANEL. 5 BG/LOC.



ACTION

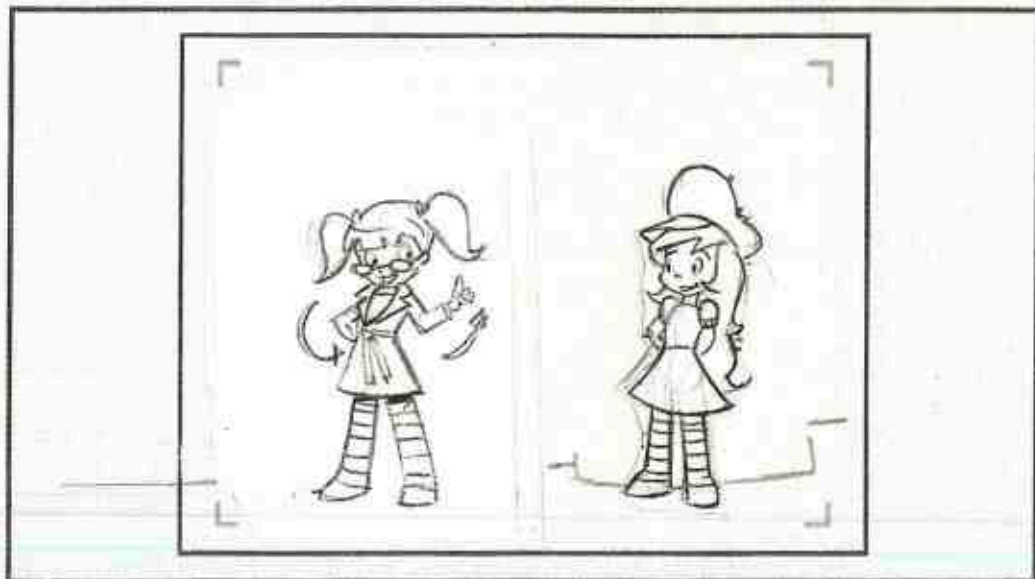
DIAL (187) BLUEBERRY: (CONTD)
AS PATTI PERSIMMON WOULD
SAY, .

CAMERA/FX:

SLUG

FINAL
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SC. CONTD PANEL 6 BG/LOC.



ACTION BLUEBERRY PUTS THE MAGNIFYING GLASS IN HER POCKET AND ...

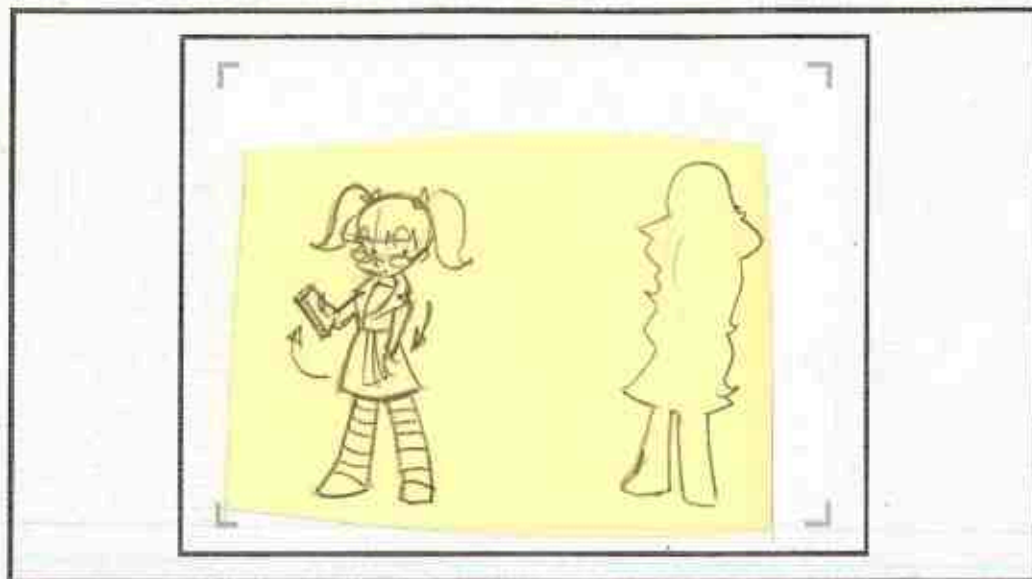
DIAL (157) BLUEBERRY (CONTD)

.. "TIME TO GET A CLUE OR TWO!"

CAMERA/FX:

SLUG

SC. CONTD PANEL 7 BG/LOC.



ACTION

.. WHIPS OUT HER NOTE PAD, AND REACHS INTO HER OTHER POCKET.

DIAL

CAMERA/FX:

SLUG

FINAL

408-115

PROD #

Hu

SC. PANEL 1 BG/LOC.



ACTION CLOSE ON BLUEBERRY.
(START ROSE)

DIAL _____

CAMERA/FX: _____

SLUG _____

SC. CONTD PANEL 2 BG/LOC.



ACTION BLUE PULLS A PEN OUT FROM HER
POCKET. SHE CLICKS THE PEN AND FLIPS
A PAGE ON HER NOTE PAD.

DIAL SFX: <CLICK, CHICK>

CAMERA/FX: _____

SLUG _____

FINAL
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PROD #

SC. CONTD PANEL 3 BG/LOC.



ACTION

SC. PANEL 1 BG/LOC.



ACTION

ANGLE ON STRAWBERRY

DIAL (188) BLUEBERRY: (SUSPICIOUSLY)
THIS MISSING PERSON THEY...
HAVEN'T BEEN SEEN RECENTLY?

CAMERA/FX:

SLUG

DIAL (189) STRAWBERRY:
YOU MIGHT SAY THAT.

CAMERA/FX:

SLUG

FINAL
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PROD #



SC. _____ PANEL. 1 BG/LOC. SA



ACTION
CLOSE ON BLUE CONCENTRATING ON
WRITING.

DIAL _____

CAMERA/FX: _____

SLUG _____

SC. CONTD PANEL. 2 BG/LOC. _____



ACTION
SHE BRIGHTENS.

DIAL (190) BLUEBERRY:
AH HAH!

CAMERA/FX: _____

SLUG _____

FINAL
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SC. CONTD. PANEL 3 BG/LOC.



ACTION

SHE WHIPS HER HEAD AROUND
TO LOOK AT O.S. STRAWBERRY.

DIAL (190) BLUEBERRY:
I KNEW IT!

CAMERA/FX:

SLUG

SC. CONTD. PANEL 4 BG/LOC.



ACTION

BLUE TURNS BACK TO HER BOOK.

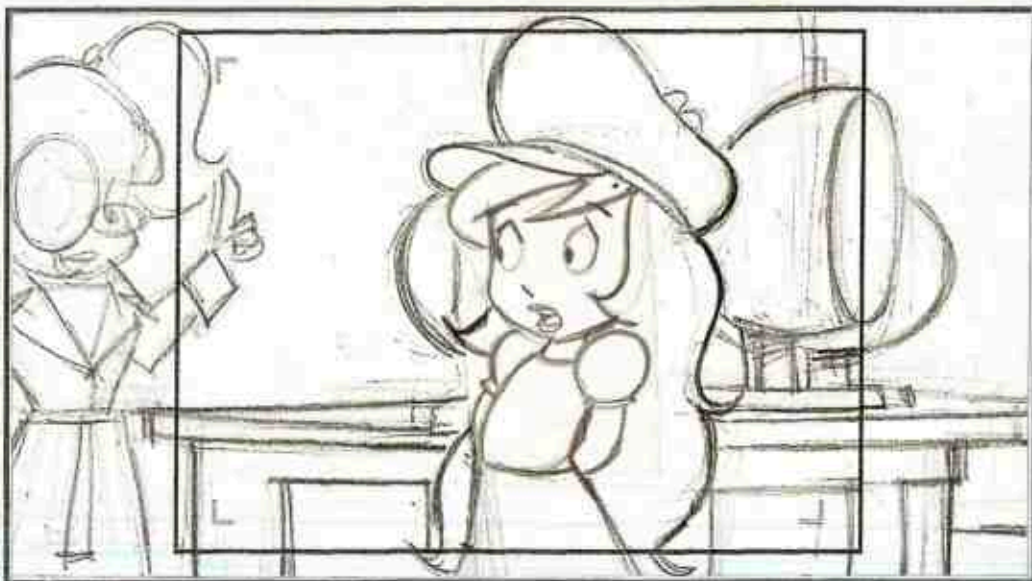
DIAL (191) BLUEBERRY: (CONTD)
NOW, WHAT... IS THEIR FAVORITE
COLOR?

CAMERA/FX:

SLUG

FINAL
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PROD #

SC.	PANEL.	BG/LOC.	SA
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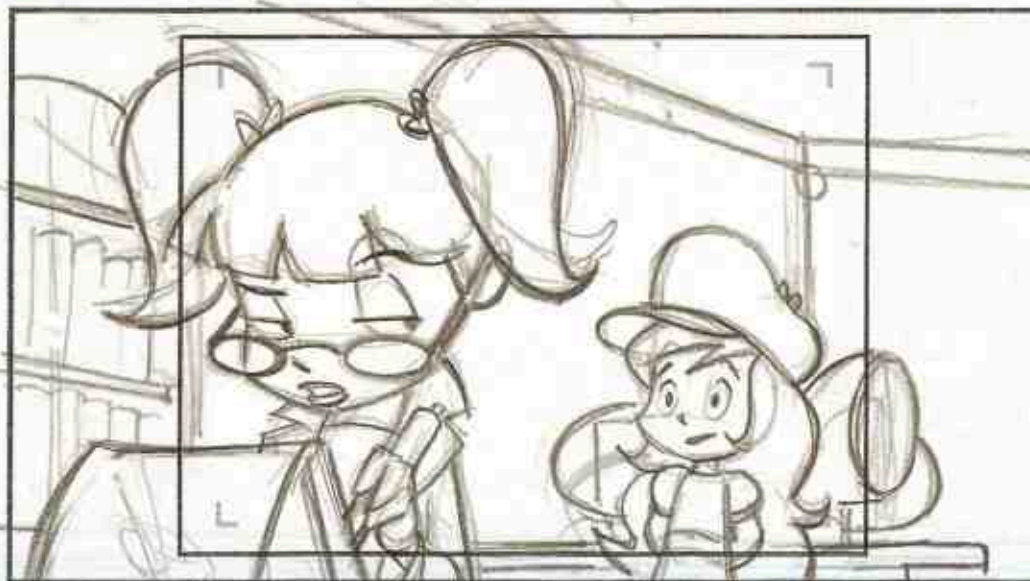
ACTION CLOSE ON STRAWBERRY, SURPRISED BY THE QUESTION.

DIAL (191) STRAWBERRY:
FAVORITE COLOR? UH... BLUE!

CAMERA/FX:

SLUG

SC.	PANEL.	BG/LOC.
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ACTION WIDER ON BLUEBERRY & STRAWBERRY.

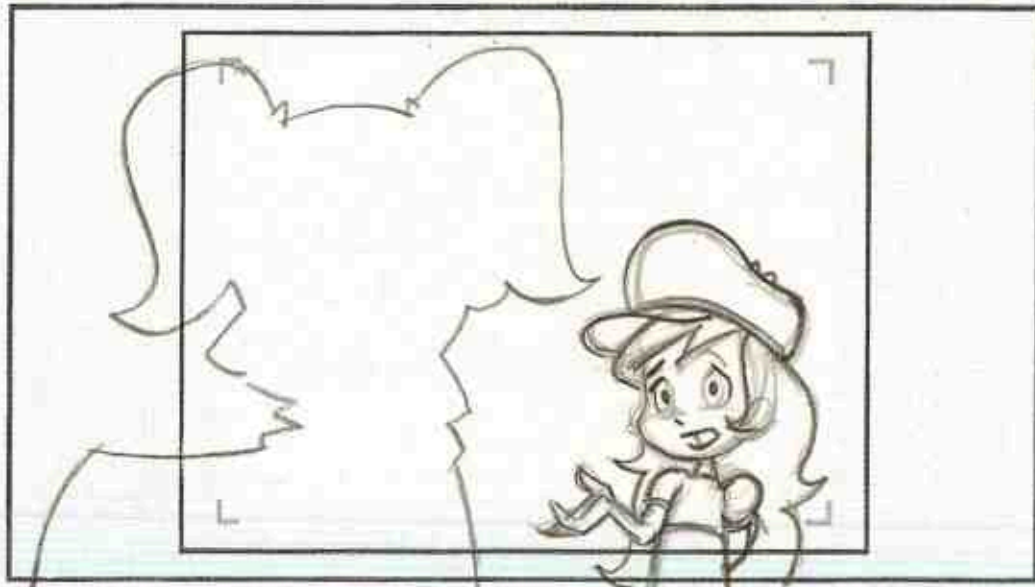
DIAL (192) BLUEBERRY:
IF IT WAS WEDNESDAY?

CAMERA/FX:

SLUG

FINAL
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PROD #

SC. CONTD PANEL 2 BG/LOC.



ACTION

SC. PANEL 1 BG/LOC.



ACTION WIDE ON THE GIRLS

DIAL 193 STRAWBERRY :
IT IS ... WEDNESDAY.

CAMERA/FX:

SLUG

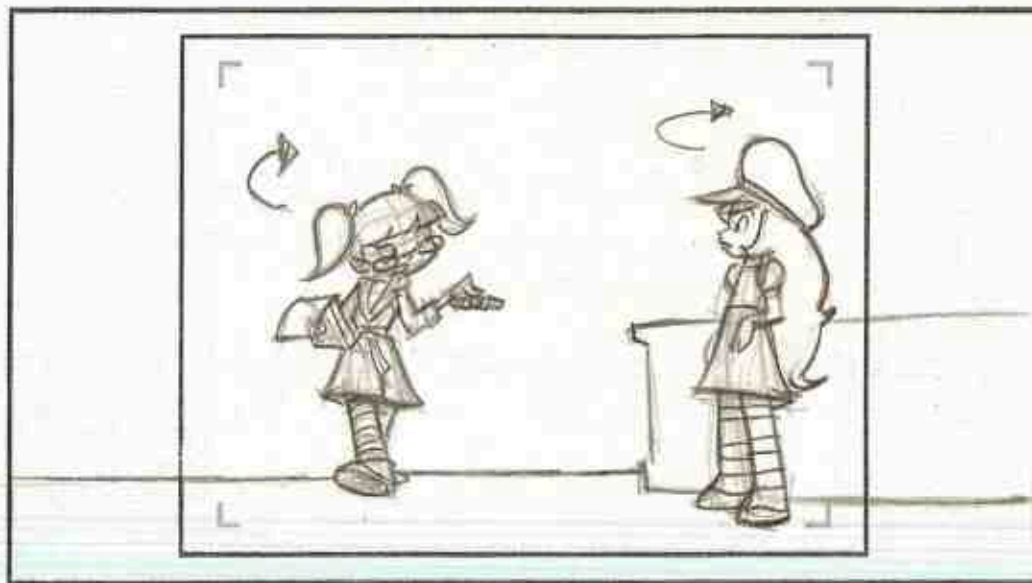
DIAL

CAMERA/FX:

SLUG

FINAL
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SC. CONTD PANEL 2 BG/LOC.



ACTION BLUE TURNS AND ..

SC. CONTD PANEL 3 BG/LOC.



ACTION STRIDES FORWARD.

DIAL (QA) BLUEBERRY:
WHERE MIGHT I FIND THIS PERSON ON A WEDNESDAY,

DIAL

CAMERA/FX:

CAMERA/FX:

SLUG

SLUG

FINAL
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PROD #

SC. CONTD	PANEL.	BG/LOC.
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ACTION
BLUE STOPS.

DIAL (194) BLUEBERRY: (CONTD)
.. I MEAN, IF THEY WERENT MISSING?

CAMERA/FX:

SLUG

HU

SC.	PANEL.	BG/LOC.	SA
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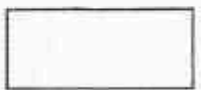
ACTION

DIAL (195) STRAWBERRY:
UH, AT THE CAFE?

CAMERA/FX:

SLUG

FINAL
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PROD #



SC. CONTD PANEL 2 BG/LOC.



ACTION

DIAL (195) STRAWBERRY (CONTD)
AT BOOK CLUB?

CAMERA/FX:

SLUG

SC. PANEL 1 BG/LOC.



ACTION ANGLE ON BLUEBERRY, STANDING BY THE FRONT DOOR.

DIAL (196) BLUEBERRY:
SAY NO MORE! YOUR MISSING PERSON ...

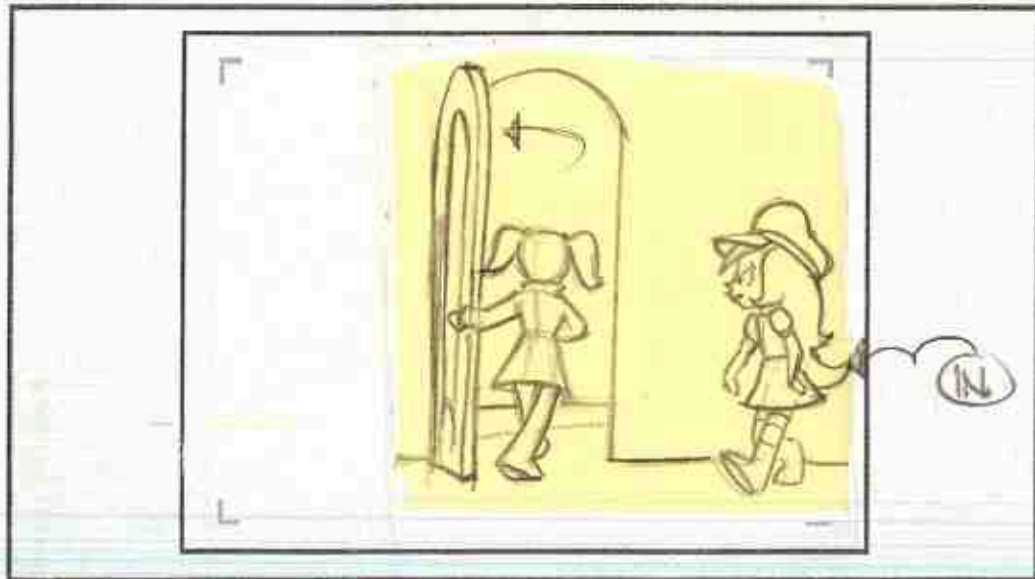
CAMERA/FX:

SLUG



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SC. CONTD PANEL 2 BG/LOC.



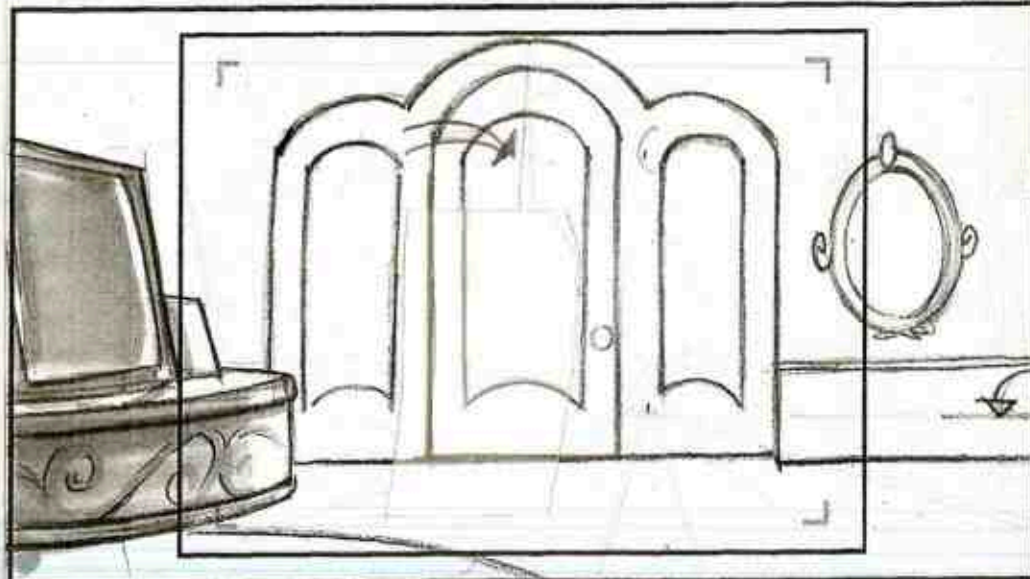
ACTION BLUE EXITS .. STRAWBERRY FOLLOWS ..

DIAL (196) BLUEBERRY: (CONTD)
.. IS AS GOOD AS FOUND!

CAMERA/FX:

SLUG

SC. CONTD PANEL 3 BG/LOC.



ACTION .. CLOSING THE DOOR BEHIND HER.

DIAL _____

CAMERA/FX:

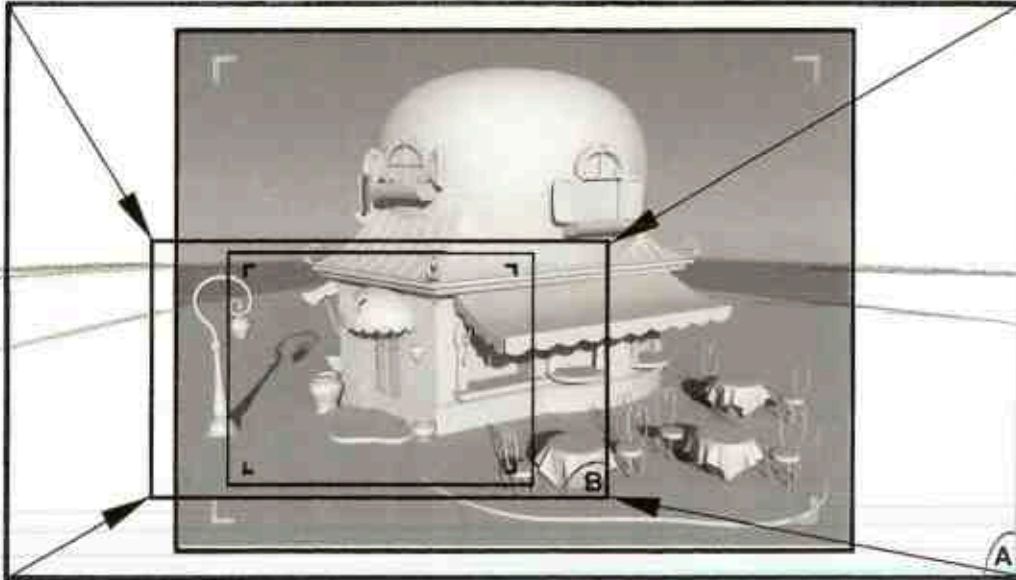
SLUG

FINAL
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SC.	PANEL.	BG/LOC.
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X-DISS



ACTION EXT STRAWBERRY CAFE - DAY.
TRUCK IN (A) → (B) [X-DISS TO NEXT SCENE
DURING TRK IN]

DIAL

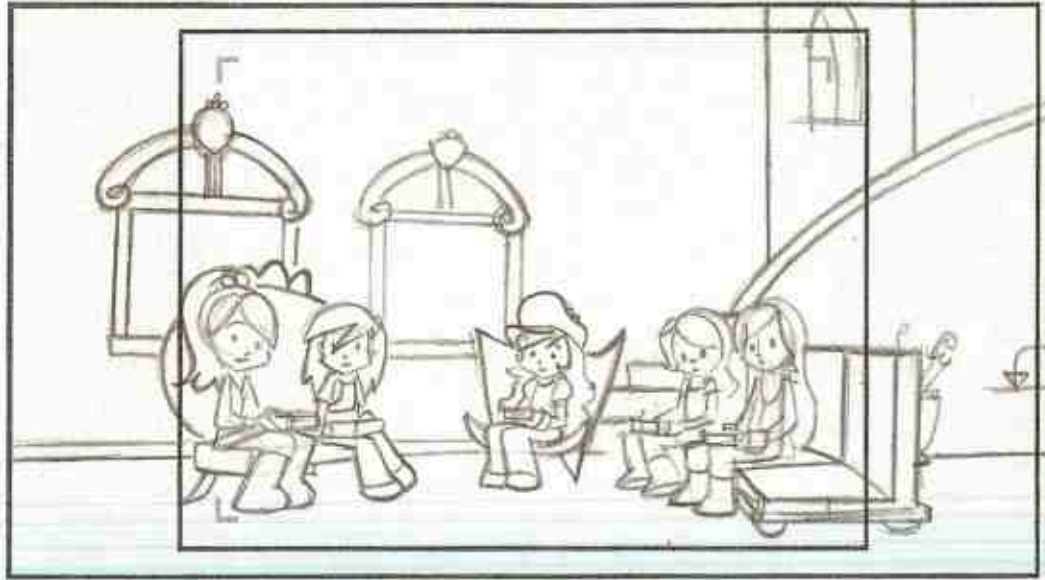
CAMERA/FX:

SLUG

X-DISS



SC.	PANEL. 1	BG/LOC.
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ACTION INT. STRAWBERRY'S CAFE -
THE GIRLS ARE SEATED IN THE COUCH AREA
THEY HOLDING THEIR BOOKS. * [THE COFFE TABLE
HAS BEEN MOVED] *

DIAL

(197) BLUE BERRY:
YOU'RE...

CAMERA/FX:

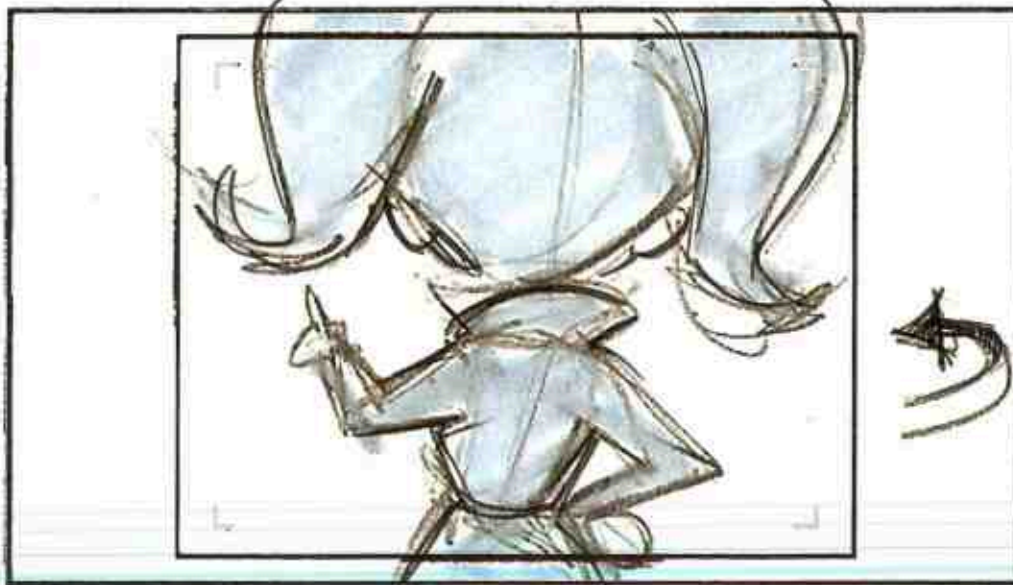
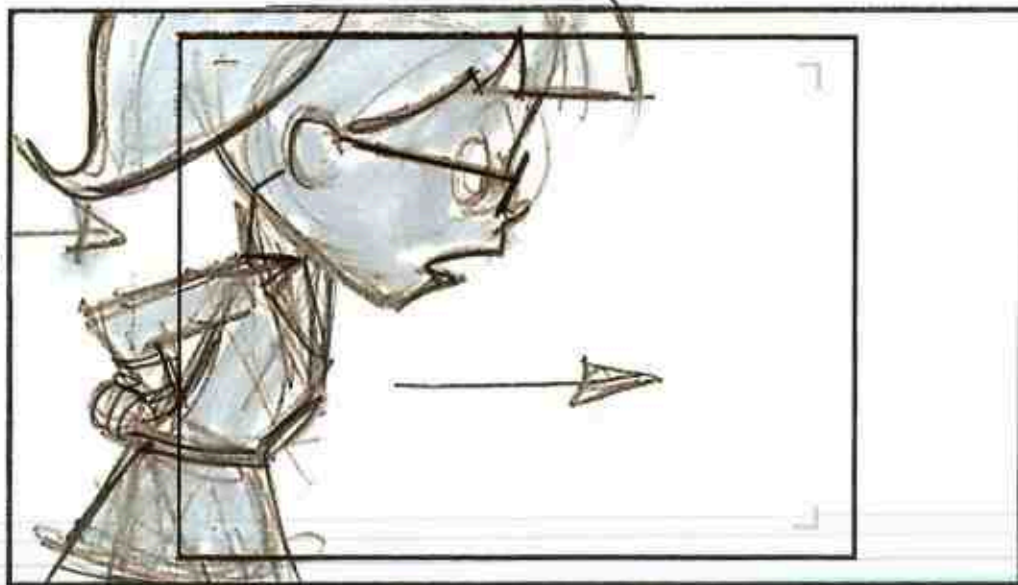
SLUG

FINAL
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SC. CONTD PANEL 2 BG/LOC.

SC. CONTD PANEL 3 BG/LOC.

IN



ACTION BLUE BERRY STRIDES IN ...

ACTION .. WHIRLING TO FACE THE GIRLS .

DIAL (197) BLUE BERRY (CONTD)
.. WONDERING WHY I ..

DIAL (197) BLUEBERRY (CONTD)
.. CALLED YOU HERE TODAY .

CAMERA/FX:

CAMERA/FX:

SLUG

SLUG

FINAL
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SC. PANEL. 1 BG/LOC.



ACTION
ANGLE ON PLUM AND RASPBERRY
PLUM LIFTS THE BOOK UP

DIAL (198) PLUM:
BECAUSE, UM.. WE'RE HAVING BOOK CLUB
HERE TODAY?

CAMERA/FX:

SLUG

SC. PANEL. BG/LOC.



ACTION
ANGLE ON BLUEBERRY

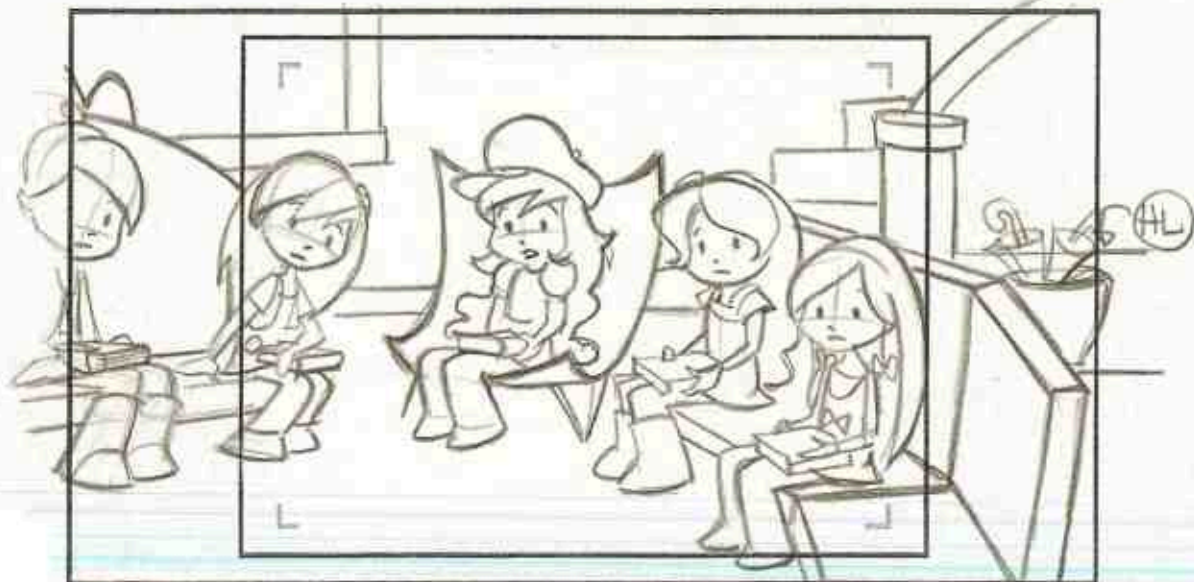
DIAL (199) BLUEBERRY:
BESIDES THAT.

CAMERA/FX:

SLUG

FINAL
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SC. PANEL 1 BG/LOC.



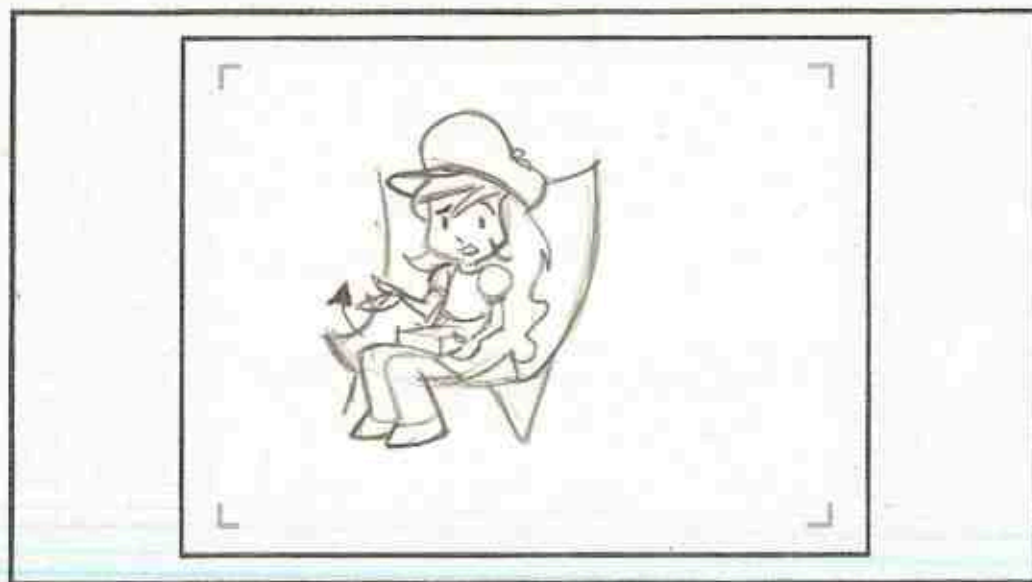
ACTION CLOSER ON THE SEATED GIRLS

DIAL (200) STRAWBERRY:
YUMU...

CAMERA/FX:

SLUG

SC. CONTD PANEL 2 BG/LOC.



ACTION

DIAL (200) STRAWBERRY: (CONTD)

.. FIGURED OUT WHO'S MISSING?

CAMERA/FX:

SLUG

FINAL
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SC. CONTD PANEL 3 BG/LOC.



ACTION

BLUE PULLS UP SHORT..

DIAL (201) BLUEBERRY: (CONTD)

.. CLOSE!

CAMERA/FX:

SLUG

SC. CONTD PANEL 4 BG/LOC.



ACTION

.. SHE LEANS FORWARD, TAPPING
HER FOREHEAD.

DIAL (201) BLUEBERRY: (CONTD)

IT'S BECAUSE I'VE ALMOST...

CAMERA/FX:

SLUG

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SC. CONTD PANEL 5 BG/LOC.



ACTION

SHE LEANS BACK ...

DIAL (20) BLUEBERRY: (CONTD)

.. FIGURED OUT ...

CAMERA/FX:

SLUG

SC. CONTD PANEL 6 BG/LOC.



ACTION

.. THEN SHE LEANS FORWARD -

DIAL (20) BLUEBERRY: (CONTD)

.. WHO'S MISSING!

CAMERA/FX:

SLUG

FINAL
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SC. CONTD PANEL 7 BG/LOC.



ACTION

HER EYES SHIFT...

DIAL

<BEAT!>

CAMERA/FX:

SLUG

SC. CONTD PANEL 8 BG/LOC.



ACTION

SHE STRAIGHTENS UP, WHIPPING OUT HER
NOTEPAD. SHE THEN WHIPS OUT HER PEN,
CLICKING IT!

DIAL

CAMERA/FX:

SLUG

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SC. Contd PANEL 9 BG/LOC.



ACTION

SC. Contd PANEL 10 BG/LOC.



ACTION

DIAL (201) BLUEBERRY: (CONTD)
JUST A FEW MORE QUESTIONS, ...

CAMERA/FX:

SLUG

DIAL (201) BLUEBERRY: (CONTD)
.. AND THIS CASE WILL BE CLOSED..

CAMERA/FX:

SLUG

FINAL
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SC. CONTD PANEL 11 BG/LOC.



ACTION BLUE SLAMS HER FIST DOWN ON NOTE PAD TO EMPHASIZE HER WORDS.

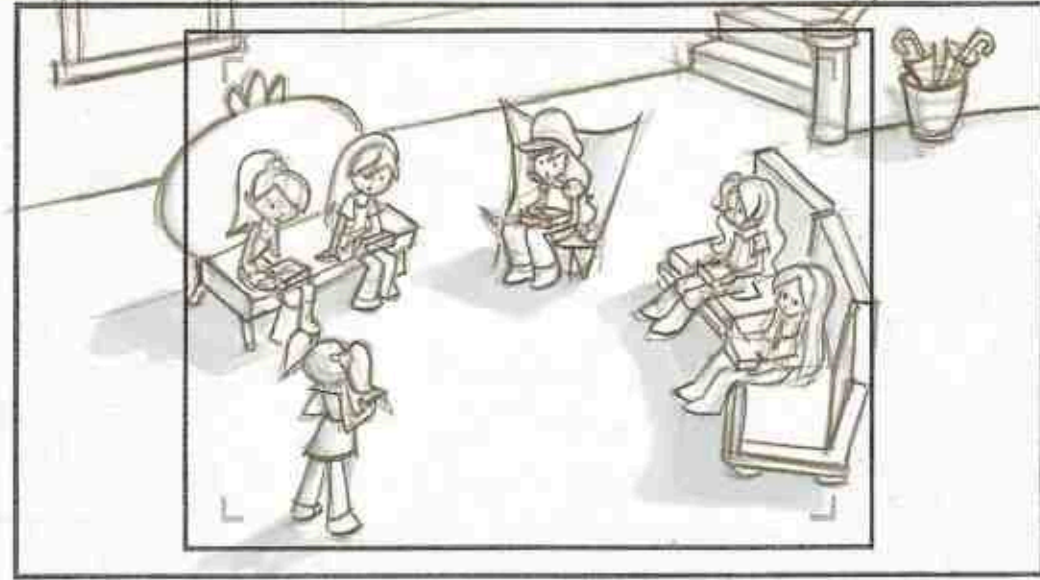
DIAL (201) BLUE BERRY: (CONTD)

.. LIKE A DOOR SLAMMED IN A STRONG WIND..

CAMERA/FX:

SLUG

SC. PANEL 1 BG/LOC.



ACTION DOWN ANGLE ON GROUP

*TABLE HAS BEEN REMOVED

DIAL (201) BLUE BERRY:

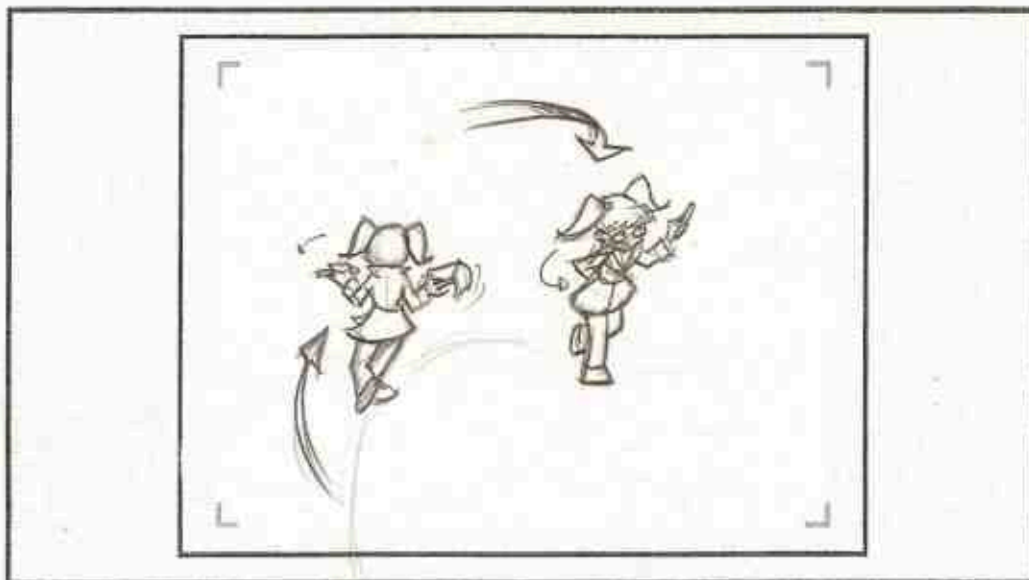
MY KEEN DETECTIVE MIND TELLS ME ...

CAMERA/FX:

SLUG

FINAL
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SC. CONTD PANEL 2 BG/LOC.



ACTION BLUE STARTS TO WALK AROUND STOPPING NEAR LEMON AND ORANGE. SHE PUTS HER HAND, (HOLDING NOTE PAD), BEHIND HER BACK.

DIAL (20) BLUEBERRY:

.. THE ANSWERS TO THOSE QUESTIONS ARE IN .. THIS .. VERY .. ROOM!

CAMERA/FX:

SLUG

SC. PANEL. BG/LOC.



ACTION

CLOSE ON STRAWBERRY
*DRAMATIC LIGHTING

DIAL

CAMERA/FX:

SLUG

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SC. PANEL. BG/LOC.



ACTION

CLOSE ON PLUM AND RASPBERRY.

* DRAMATIC LIGHTING

DIAL

CAMERA/FX:

SLUG

SC. PANEL. 1 BG/LOC.



ACTION

CLOSE ON ORANGE AND
LEMON.

* DRAMATIC MOMENT FADES OFF!

DIAL

CAMERA/FX:

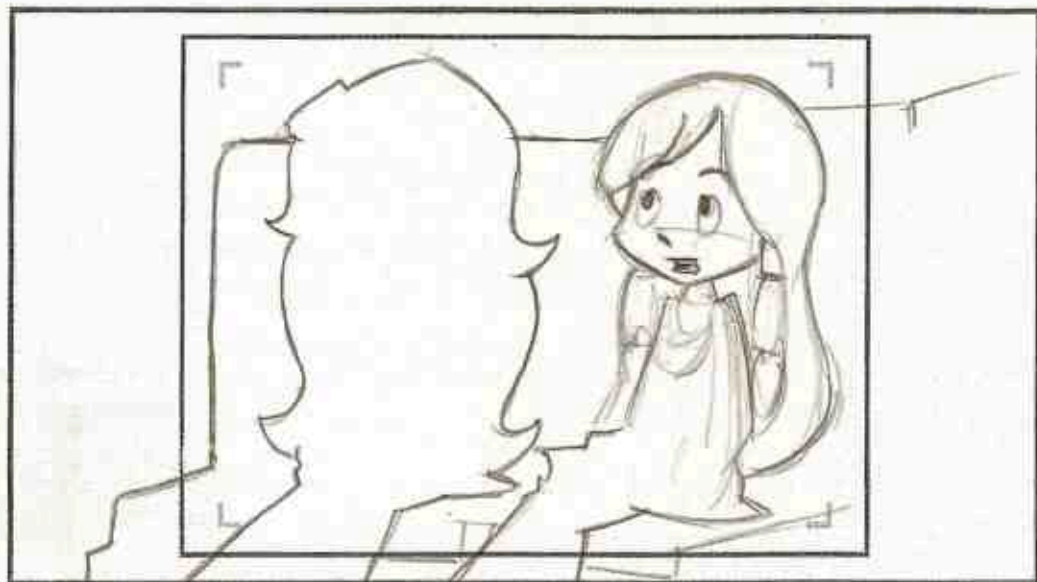
SLUG

FINAL

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SC. CONTD PANEL 2 BG/LOC.



ACTION

THE MOMENT ENDS AS LEMON ASKS...

DIAL (202) LEMON: (INNOCENTLY) WHAT... SORT OF QUESTIONS?

CAMERA/FX:

SLUG

SC. CONTD PANEL 3 BG/LOC.



ACTION

BLUEBERRY STEPS OVER TO LEMON, (2A) AND LEANS CLOSE TO HER

DIAL (203) BLUEBERRY: (SOTTO) WHAT IS THIS PERSON'S FAVORITE FOOD?

CAMERA/FX:

SLUG



FINAL 408-115 PROD #

SC. CONTD. PANEL. 4. BG/LOC.



SC. PANEL. BG/LOC.



ACTION



WIDE ON GROUP. BLUEBERRY ONCE AGAIN STRIKES A DRAMATIC POSE



ACTION

(START POSE)

DIAL (204) LEMON:
THAT'D BE... MUFFINS.

CAMERA/FX:

SLUG

DIAL (205) BLUEBERRY:
AH-HAH!

CAMERA/FX:

SLUG

FINAL
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SC. PANEL 1 BG/LOC.



ACTION
CLOSE ON PLUM & RASPBERRY.
PLUM THINKS ABOUT HER ANSWER.

DIAL _____

CAMERA/FX: _____

SLUG _____

SC. CONTD PANEL 2 BG/LOC.



ACTION
RASPBERRY TURNS TO LOOK AT PLUM.

DIAL (206) PLUM:
ESPECIALLY BLUE BERRY MUFFINS.

CAMERA/FX: _____

SLUG _____

FINAL
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SC. PANEL 1 BG/LOC.



ACTION

ANGLE ON BLUEBERRY STRIKING
DRAMATIC POSE

DIAL (207) BLUEBERRY:
AH HAWWA!

CAMERA/FX:

SLUG

SC. CONTD PANEL 2 BG/LOC.



ACTION

SHE THEN GOES BACK TO JOTTING
DOWN NOTES.

DIAL (208) BLUEBERRY:
WHAT ABOUT HOBBIES?

CAMERA/FX:

SLUG

FINAL
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PROD #



SC. PANEL | BG/LOC.

SC. CONTD PANEL. 2. BG/LOC.



ACTION CLOSE ON RASPBERRY

ACTION



DIAL (209) RASPBERRY:
WELL, UM... (A)

DIAL (209) RASPBERRY: (CONTD)
.. SHE LOOOOOOVES TO READ BOOKS.

CAMERA/FX:

CAMERA/FX:

SLUG

SLUG

FINAL
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SC. PANEL 1 BG/LOC. SA



ACTION

BLUEBERRY GESTURES TRIUMPHANTLY

DIAL (210) BLUEBERRY:

AH HAAAAAAA...

CAMERA/FX:

SLUG

SC. CONTD PANEL 2 BG/LOC.



ACTION

DIAL (210) BLUEBERRY: (CONTD)

... IT'S A GIRL!

CAMERA/FX:

SLUG

FINAL
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SC. CONTD PANEL 3 BG/LOC.



ACTION

SHE CLICKS HER PEN ..

DIAL (210) BLUE BERRY:

YOU SAID SHE!

CAMERA/FX:

SLUG

SC. CONTD PANEL 4 BG/LOC.



ACTION

.. STUFFING IT INTO HER JACKET POCKET

DIAL

CAMERA/FX:

SLUG

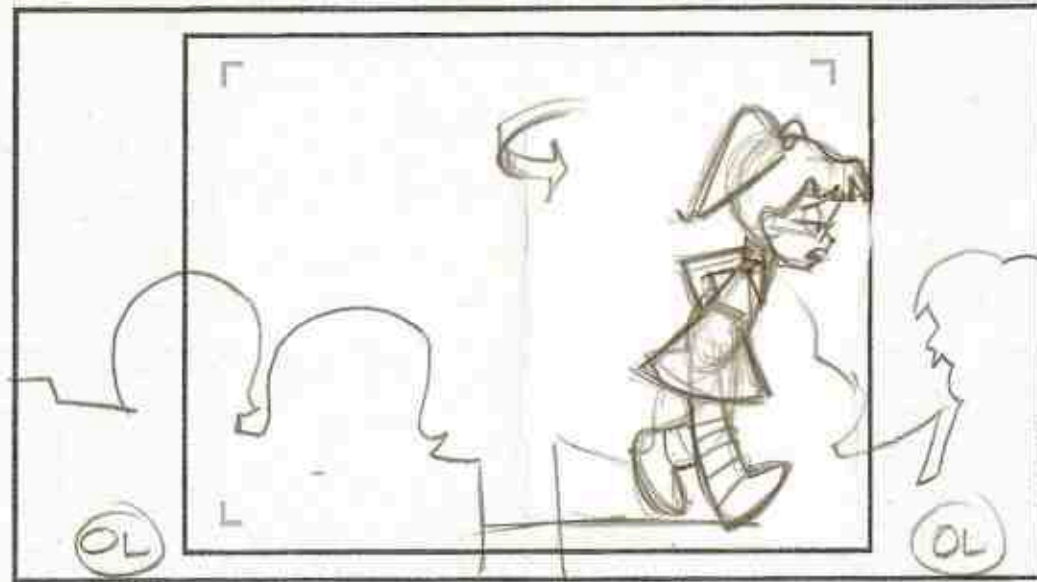
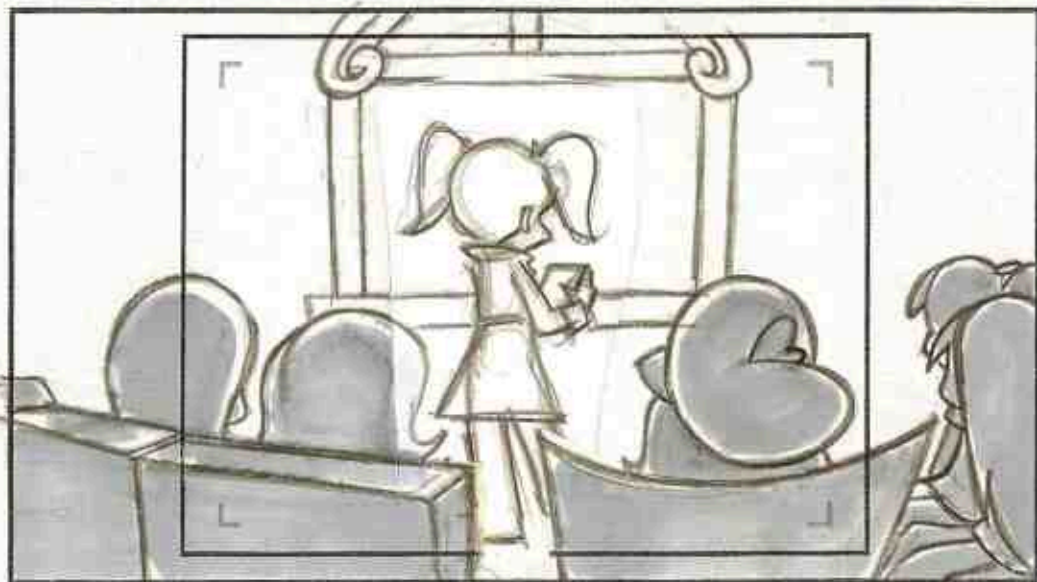
FINAL

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PROD #

SC. PANEL 1 BG/LOC.

SC. CONTD PANEL 2 BG/LOC.



ACTION
ANGLE ON BLUEBERRY. SHE SLIPS THE NOTEPAD INTO HER OTHER JACKET POCKET

ACTION
SHE STARTS HER MONOLOGUE WHILE PACING BACK AND FORTH IN FRONT OF THE OTHER GIRLS.

DIAL (211) BLUEBERRY:
I'VE GATHERED THE CLUES..

DIAL (211) BLUEBERRY: (CONTD)
.. AND I'M PUTTING THEM TOGETHER..

CAMERA/FX:

CAMERA/FX:

SLUG

SLUG

FINAL
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SC. CONTD PANEL 3 BG/LOC.



ACTION

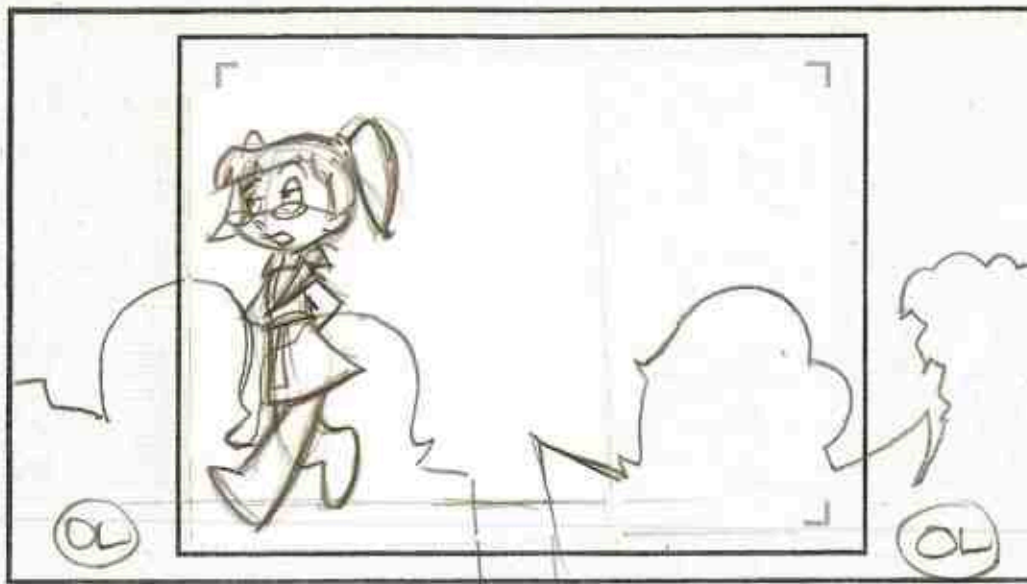
DIAL (212) BLUEBERRY:

SHE LIKES THE COLOR BLUE AND..

CAMERA/FX:

SLUG

SC. CONTD PANEL 4 BG/LOC.



ACTION

DIAL (212) BLUEBERRY (CONTD)

* HAS A CERTAIN FONDNESS

CAMERA/FX:

SLUG

FINAL
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SC. CONTD PANEL 5 BG/LOC.



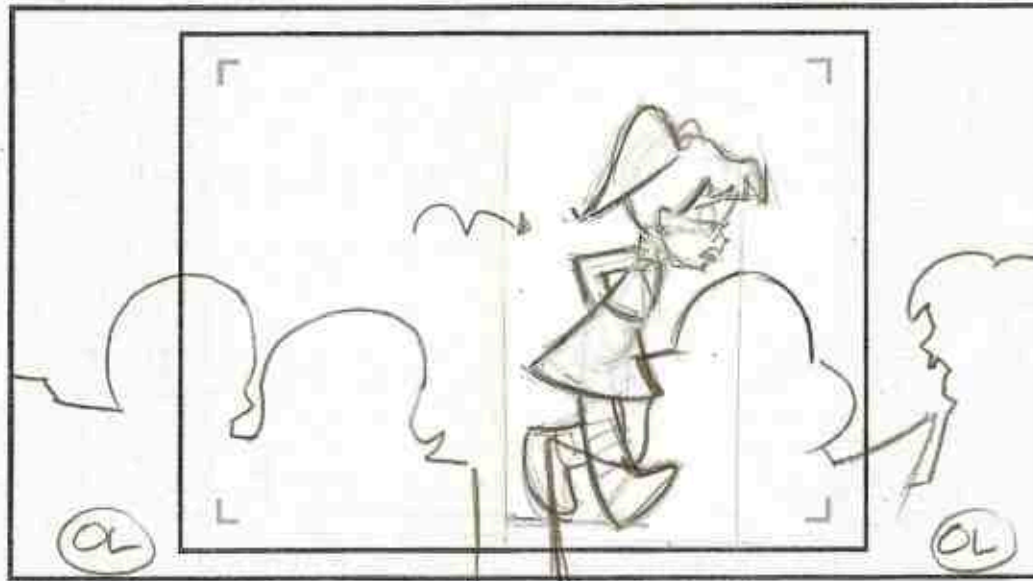
ACTION SHE STOPS AND TURNS...

DIAL (212) BLUEBERRY: (CONTD)
.. BLUEBERRY MUFFINS.

CAMERA/FX:

SLUG

SC. CONTD PANEL 6 BG/LOC.



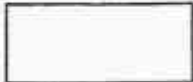
ACTION SHE CONTINUES FACING.

DIAL (212) BLUEBERRY: (CONTD)
SHE LIKES TO READ BOOKS...

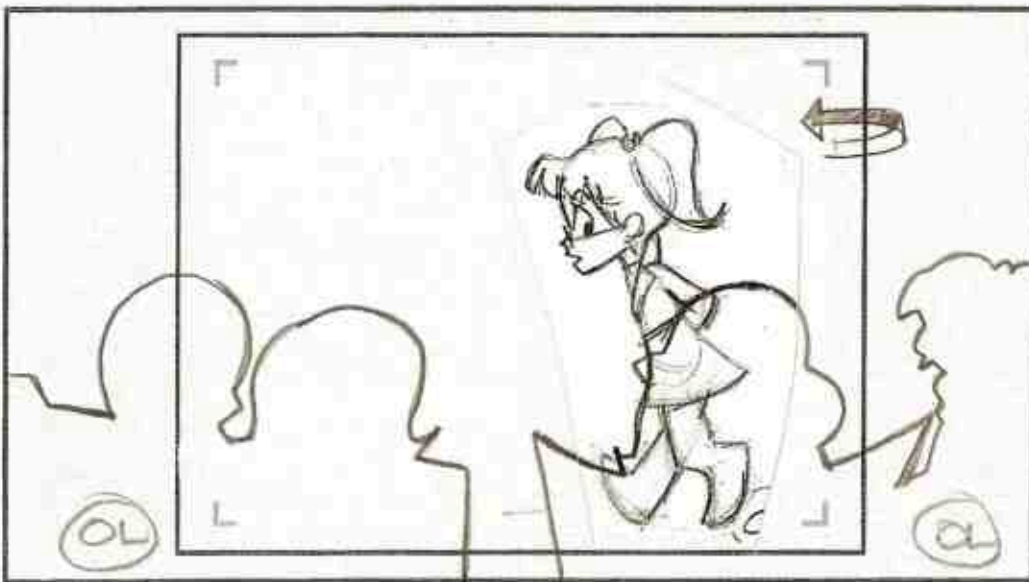
CAMERA/FX:

SLUG

FINAL
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SC. Contd PANEL. 7 BG/LOC.



ACTION

.. SHE TURNS AGAIN..

DIAL (212) BLUEBERRY: (CONTD)

.. AND SHOULD BE HERE AT BOOK CLUB..

CAMERA/FX:

SLUG

SC. Contd PANEL. 8 BG/LOC.



ACTION

SHE STOPS...

DIAL (212) BLUEBERRY: (CONTD)

.. IF SHE WERENT MISSING..

CAMERA/FX:

SLUG

FINAL
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PROD #

KA

SC. CONTD. PANEL 9 BG/LOC.



ACTION

SHE TURNS ONCE AGAIN

DIAL

CAMERA/FX:

SLUG

SC. CONTD. PANEL 10 BG/LOC.



ACTION

SHE STOPS ...

DIAL (212) BLUEBERRY: (CONTD)

AND THE ONLY PERSON LIKE THAT IS...

CAMERA/FX:

SLUG

FINAL
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SC.	PANEL.	BG/LOC.	SA
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ACTION CLOSE ON RASPBERRY.

DIAL 213 RASPBERRY:
YEAH!

CAMERA/FX:

SLUG

SC.	PANEL.	BG/LOC.
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ACTION ANGLE ON ORANGE AND LEMON

DIAL 214 ORANGE:
WELL, WHO IS IT?

CAMERA/FX:

SLUG

FINAL
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PROD #



SC. PANEL. BG/LOC.



ACTION ANGLE ON PLUM OTS BLUEBERRY.

DIAL (215) PLUM:
C'MON, THE SUSPENSE IS TOO MUCH!

CAMERA/FX:

SLUG

SC. PANEL. | BG/LOC.



ACTION ANGLE ON BLUEBERRY

DIAL (218) BLUEBERRY:
THE ONLY PERSON ...

CAMERA/FX:

SLUG

FINAL
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SC. CONTD PANEL 2 BG/LOC.



ACTION
BLUEBERRY REACHS FOR HER
GLASSES ..

DIAL (216) BLUEBERRY: (CONTD)

.. LIKE THAT IS ..

CAMERA/FX:

SLUG

SC. CONTD PANEL 3 BG/LOC.



ACTION
-- SHE'S COMES TO A REALIZATION.

DIAL (216) BLUEBERRY: (CONTD)

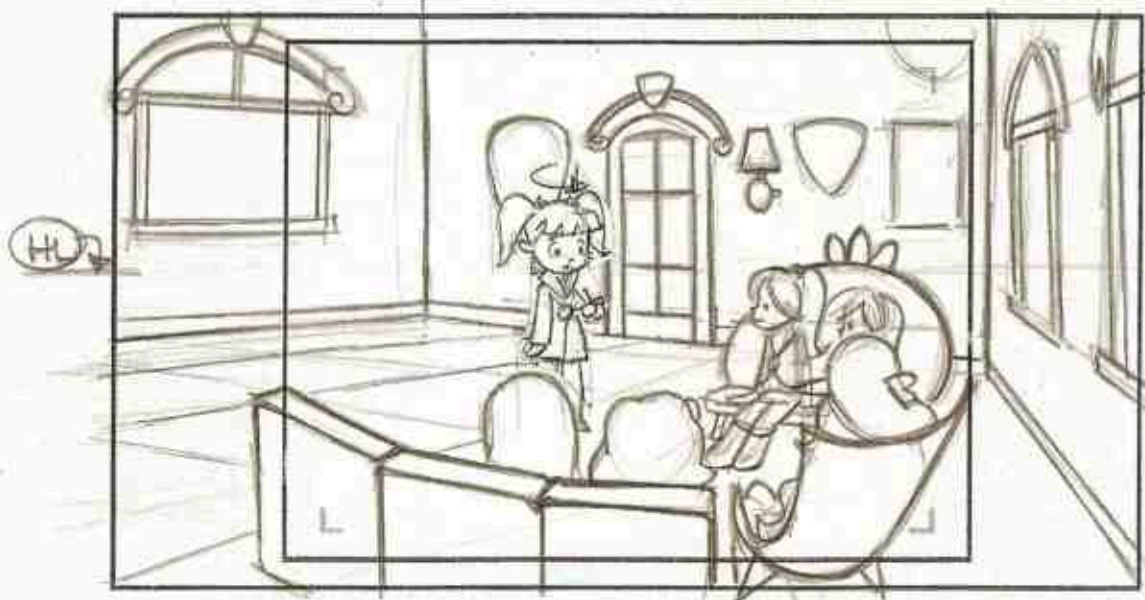
.. ME.

CAMERA/FX:

SLUG

FINAL
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PROD #

SC.	PANEL 1	BG/LOC.
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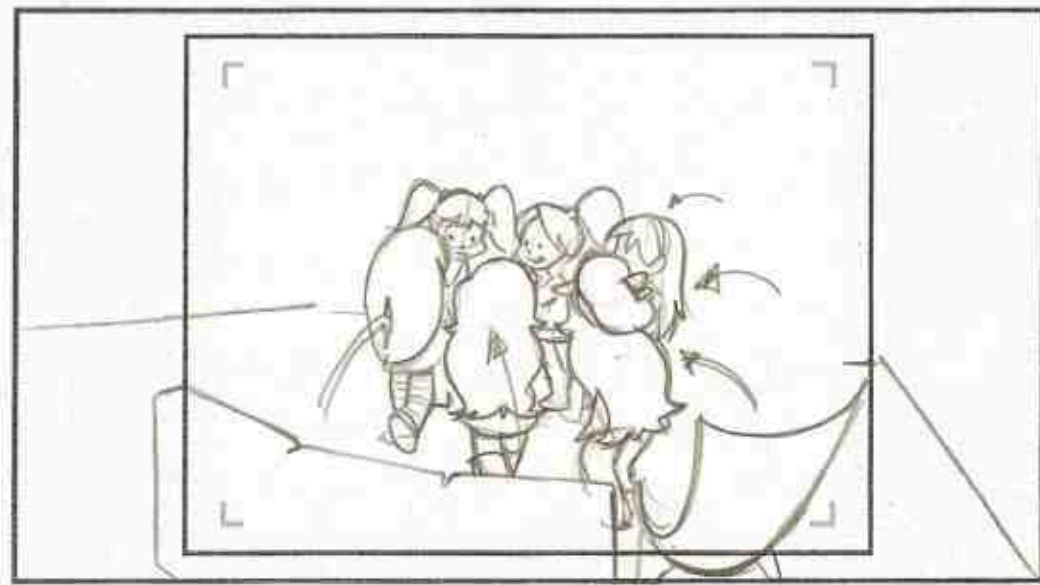
ACTION WIDE ON THE GROUP BLUEBERRY

DIAL _____

CAMERA/FX: _____

SLUG _____

SC. CONTD	PANEL 2	BG/LOC.
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ACTION EVERYONE JUMPS UP, SURROUNDING BLUEBERRY
- GROUP HUG -

DIAL (217) RASPBERRY, PLUM, LEMON, ORANGE
AND STRAWBERRY:

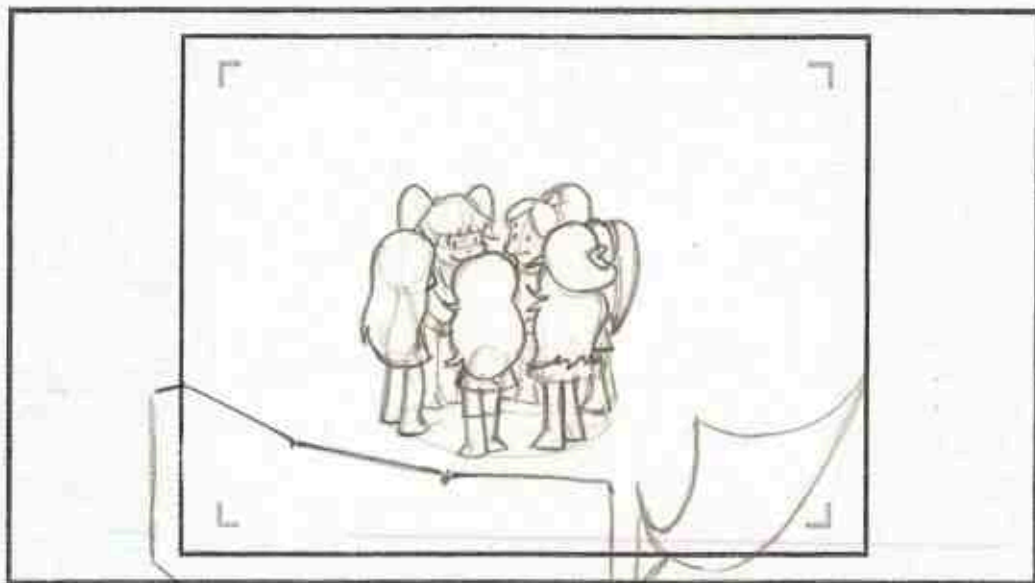
<AD LIB ENTHUSIASM!>

CAMERA/FX: _____

SLUG _____

FINAL
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PROD #

SC. CONTD PANEL 3 BG/LOC.



ACTION

THE GIRLS CONTINUE TO HUG & HOLD
HANDS

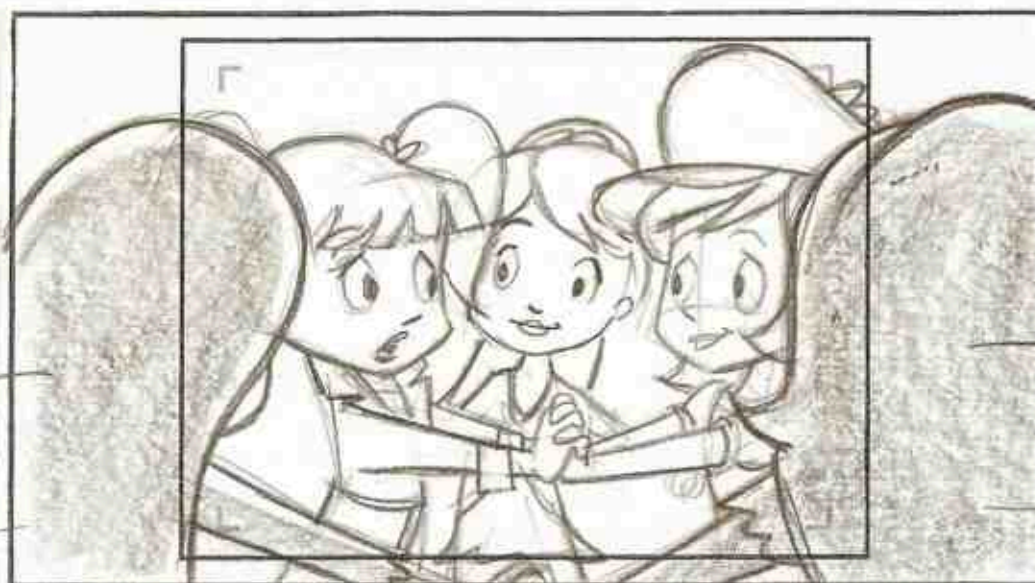
DIAL EVERYONE: (CONTD)

<AD LIB ENTHUSIASM>

CAMERA/FX:

SLUG

SC. PANEL 1 BG/LOC.



ACTION

CLOSER ON GROUP - BLUEBERRY
LOOKS EMBARRASSED

(SHIFT ORANGE & LEMON OUT OF SCENE)

DIAL (218) BLUEBERRY:

SO I'M THE MISSING PERSON?

CAMERA/FX:

SLUG

FINAL

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PROD #

SC. CONTD | PANEL. 2. | BG/LOC.



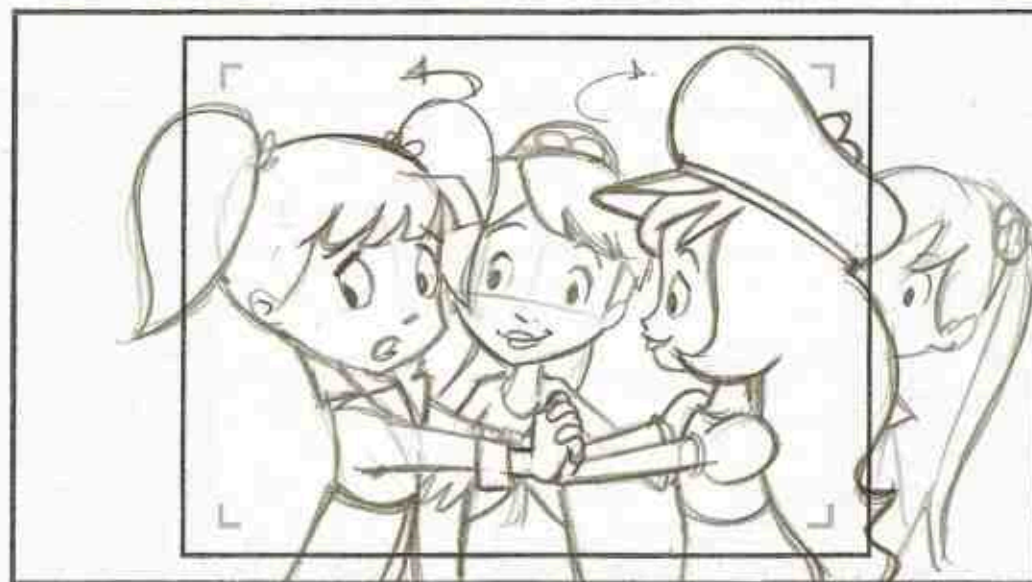
ACTION
PLUM CHIRPS IN.

DIAL (2A) PLUM:
(GIGGLE) THAT'S RIGHT!

CAMERA/FX:

SLUG

SC. CONTD | PANEL. 3 | BG/LOC.



ACTION
BLUEBERRY TURNS BACK TO STRAWBERRY

DIAL (220) BLUEBERRY: (QUIETLY)
YEAH, GUESS... I HAVEN'T BEEN..

CAMERA/FX:

SLUG

FINAL
408-115
PROD #

SC. CONTD PANEL 4 BG/LOC.



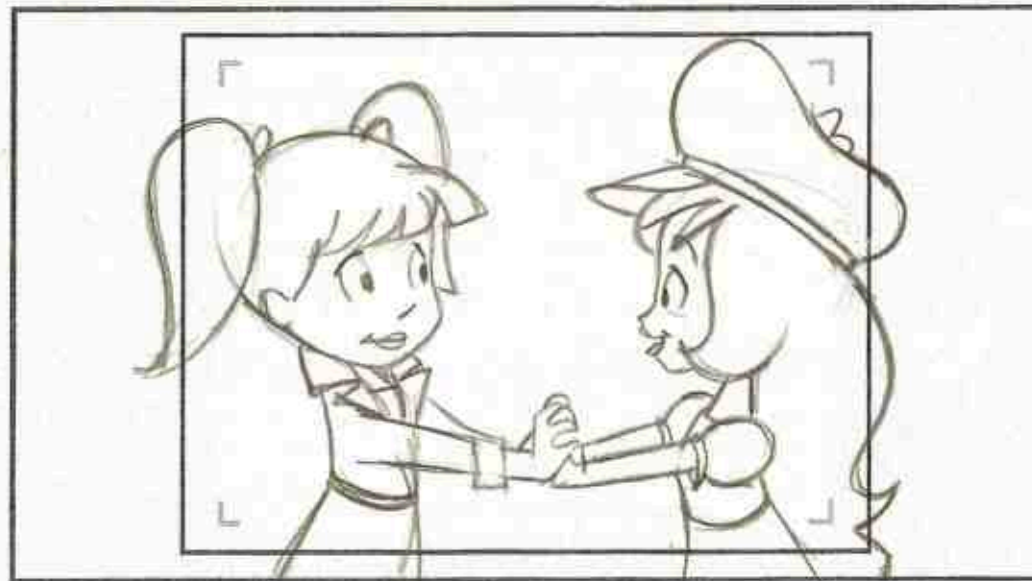
ACTION

DIAL (220) BLUEBERRY: (CONTD)
.. AROUND SO MUCH LATELY, HUH?

CAMERA/FX:

SLUG

SC. CONTD PANEL 5 BG/LOC.



ACTION

DIAL (221) STRAW BERRY: (HEART FELT)
AND WE'VE BEEN MISSING YOU.

CAMERA/FX:

SLUG

FINAL
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PROD #

SC. CONTD PANEL 6 BG/LOC.



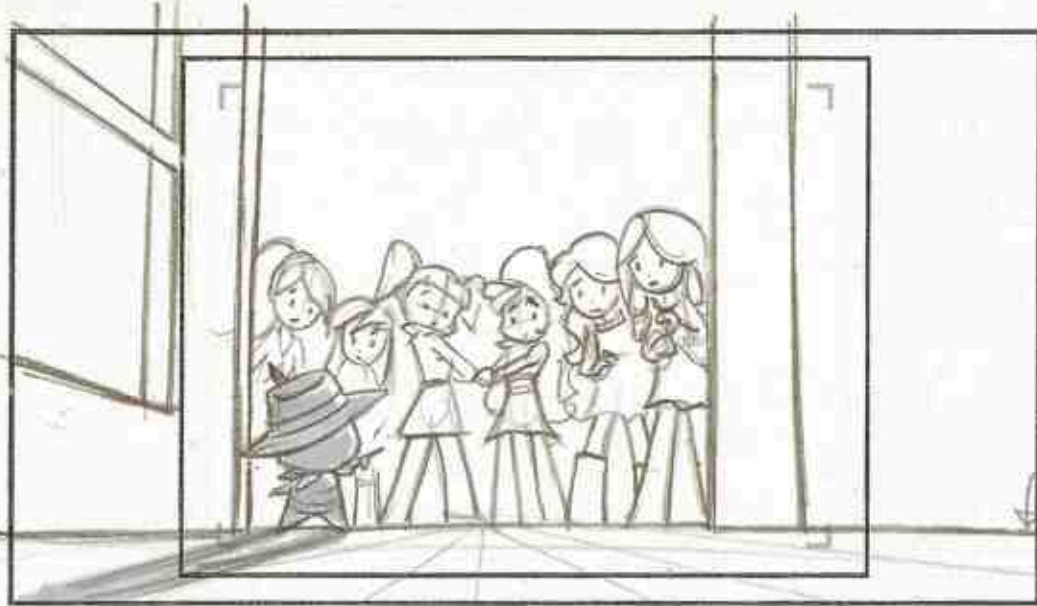
ACTION THEY BOTH TURN AS BERRYKIN BLOOM CALLS OUT EXCITEDLY FROM O.S.

DIAL (222) BERRYKIN BLOOM: (OS)
QUICK, QUICK EVERYONE, ..

CAMERA/FX:

SLUG

SC. PANEL 1 BG/LOC.



ACTION EXT STRAWBERRY CAFE - BACK DOOR
BERRYKIN BLOOM STANDS IN THE DOORWAY,
URGING THE GIRLS TO COME WITH HIM.

DIAL (222) BERRYKIN BLOOM: (CONTD)
.. TO THE GROVE!

CAMERA/FX:

SLUG

(HL)

FINAL
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PROD.#

SC. CONTD PANEL 2 BG/LOC.



ACTION THE GIRLS RUSH TO FOLLOW BERRYKIN BLOOM .. WIPE TO:

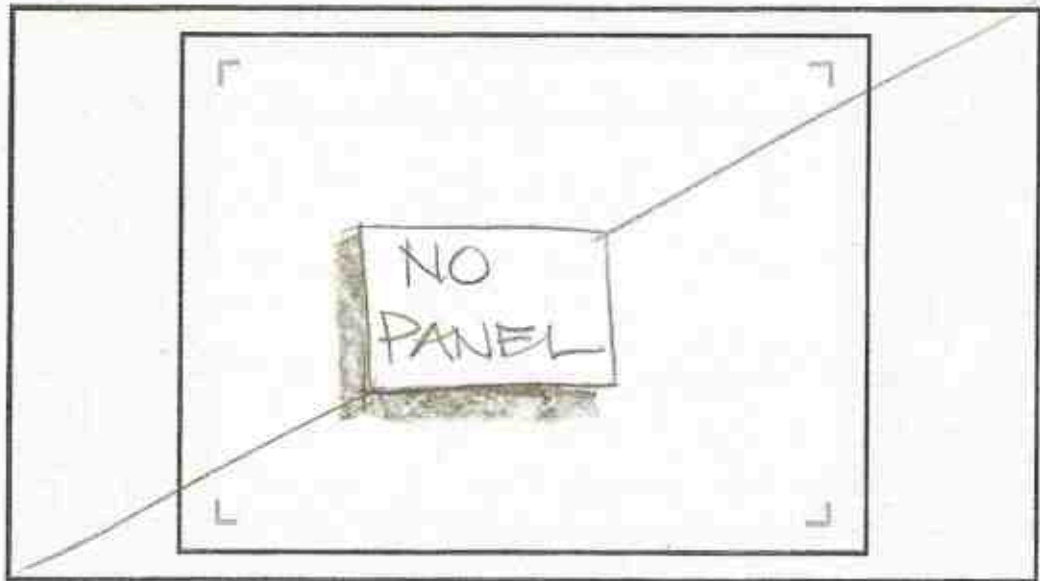
DIAL _____

CAMERA/FX: _____

SLUG _____

WIPE

SC. PANEL BG/LOC.



ACTION

DIAL _____

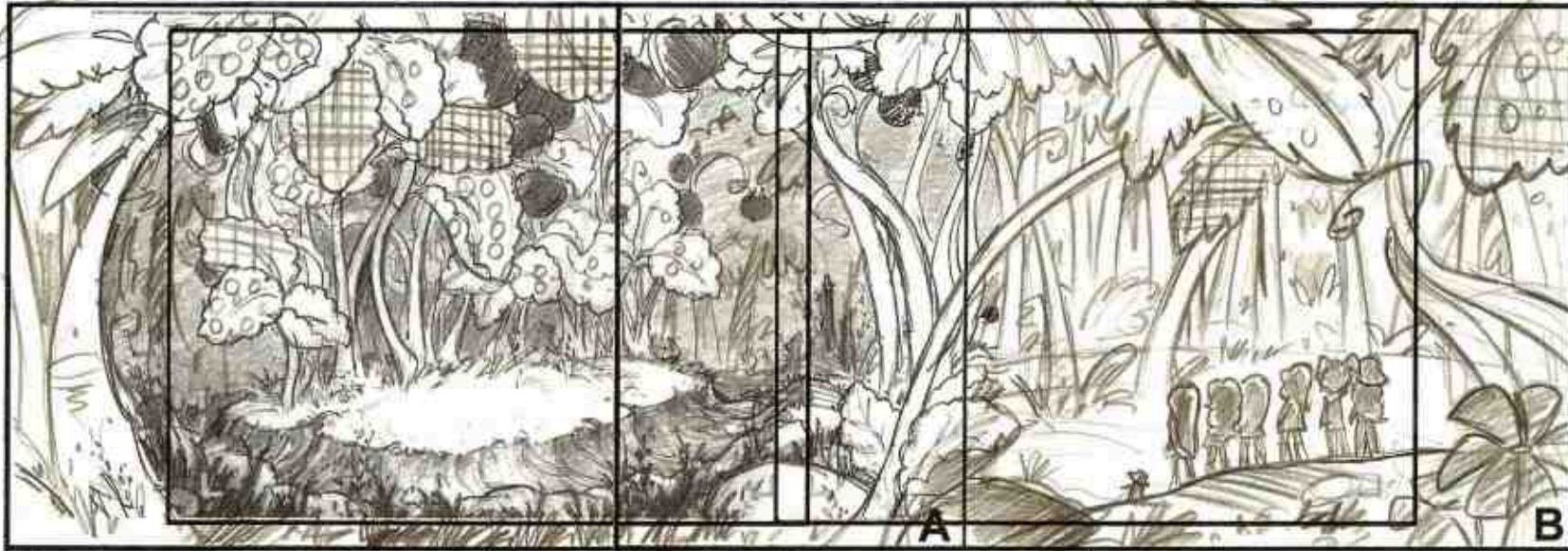
CAMERA/FX: _____

SLUG _____

FINAL
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PROD #



SC.	PANEL.	BG/LOC.
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START — (PAN) — STOP

ACTION

EXT. GROVE (DAY)
BERRYKIN BLOOM SHOWS THE GIRLS THE PLAID AND SPOTTED PLANTS PAN (A) → (B)

EFX: (OX SHADOWS)

DIAL

(223) BERRYKIN BLOOM: (OS)

JUST LOOK, LOOK, LOOK!

CAMERA/FX:

DIAL

(224) BERRYKIN BLOOM:

PLADDIUS SPOTTUS HAS SPREAD TO EVERYTHING!

CAMERA/FX:

SLUG

SLUG

FINAL
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PROD #



SC.	PANEL	BG/LOC.
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ACTION

ANGLE ON LEMON, ORANGE AND RASPBERRY LOOKING UP AT THE INFECTED PLANTS.

DIAL

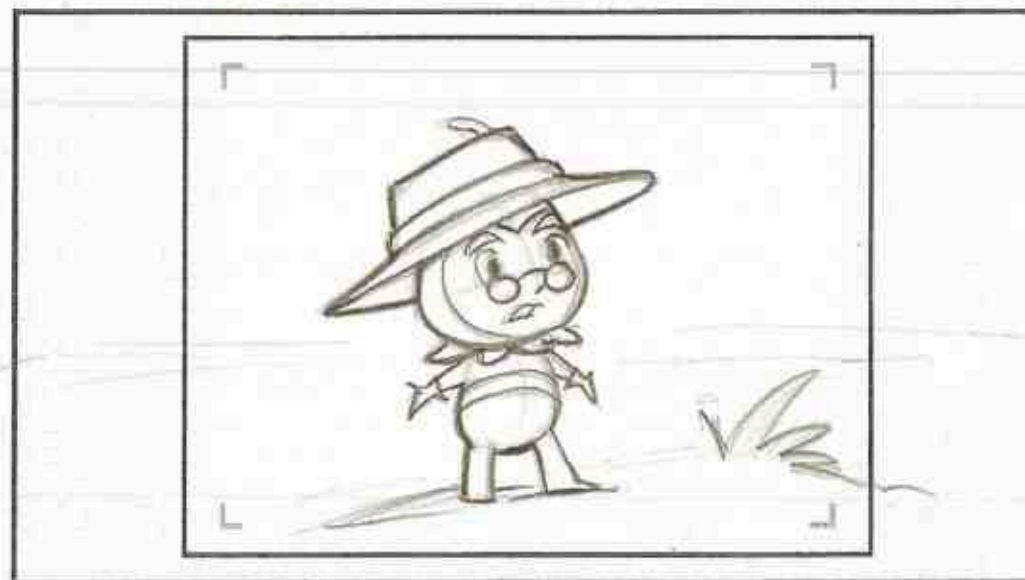
225 LEMON:

THAT DOES NOT LOOK GOOD.

CAMERA/FX:

SLUG

SC.	PANEL	BG/LOC.
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ACTION

CLOSE ON BERRYKIN BLOOM.

DIAL

226 BERRYKIN BLOOM:

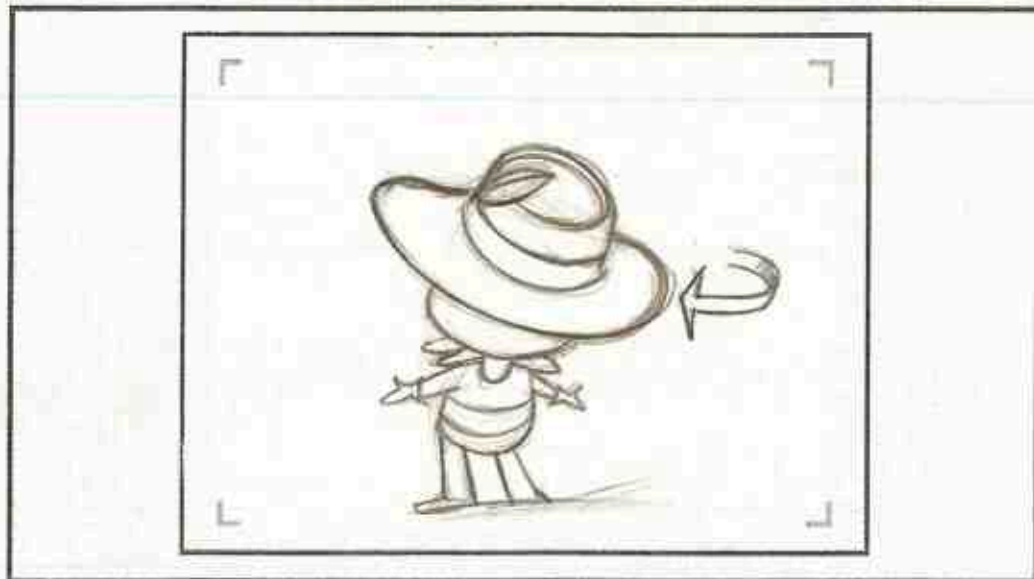
THAT'S NOT THE WORST OF IT.

CAMERA/FX:

SLUG

FINAL
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PROD #

SC. CONTD PANEL 2 BG/LOC.



ACTION

DIAL 226 BERRYKIN BLOOM (CONTD)
WATCH THIS!

CAMERA/FX:

SLUG

SC. CONTD PANEL 3 BG/LOC.



ACTION BERRYKIN BLOOM GESTURE WITH HIS
HANDS ... A GLOW FORMS AROUND THEM.

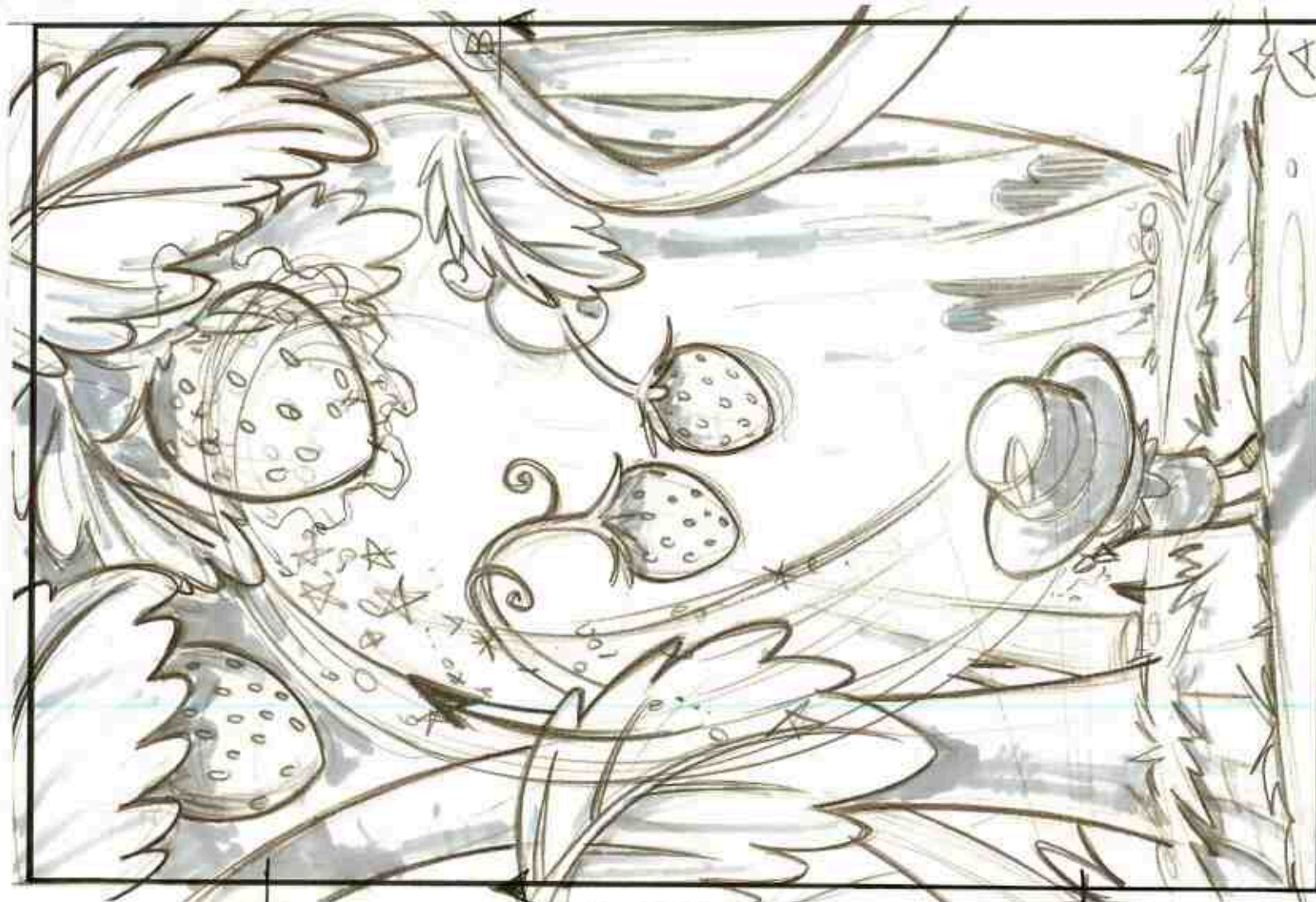
DIAL

CAMERA/FX:

SLUG

FINAL
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PROD #

SC. CONTD	PANEL 4	BG/LOC.
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SPARKLES EMANATE FROM HIS HANDS. PAN (A) → (B) WITH THE SPARKLE EFX AS IT FLOATS UP, SURROUNDING A BERRY ..

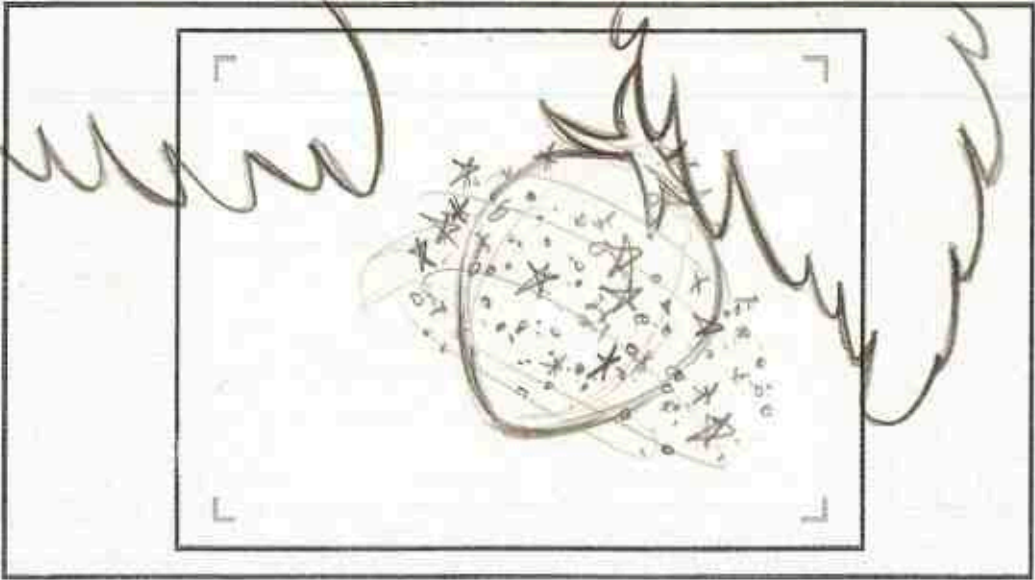
SFX: < MUSIC GLISS! >

FINAL
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PROD #

SLUG

SLUG

SC. CONTD PANEL 5 BG/LOC.



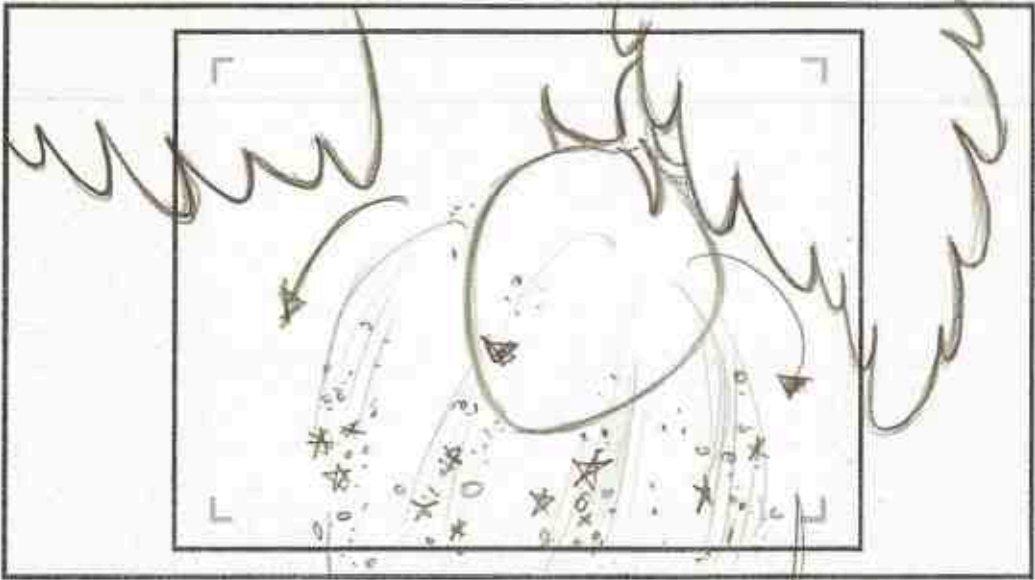
ACTION SPARKLES SURROUND THE BERRY, SWIRLING AROUND ...

DIAL _____

CAMERA/FX: _____

SLUG _____

SC. CONTD PANEL 6 BG/LOC.



ACTION THEY BOUNCE OFF THE BERRY, FADING AWAY

DIAL _____

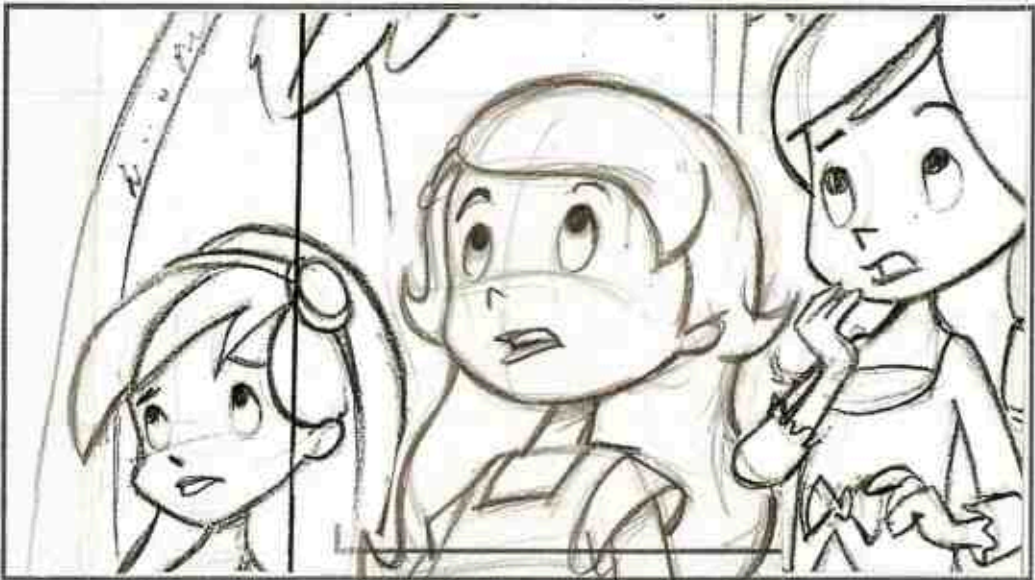
CAMERA/FX: _____

SLUG _____

FINAL 408-115 PROD #



SC. PANEL 1 BG/LOC. SA



ACTION CLOSE ON ORANGE - LOOKING UP AT THE UNAFFECTED BERRY.

DIAL (227) ORANGE: WHAT HAPPENED?

CAMERA/FX:

SLUG

SC. CONTD PANEL 2 BG/LOC.



ACTION SHE LOOKS DOWN AT BERRYKIN BLOOM.

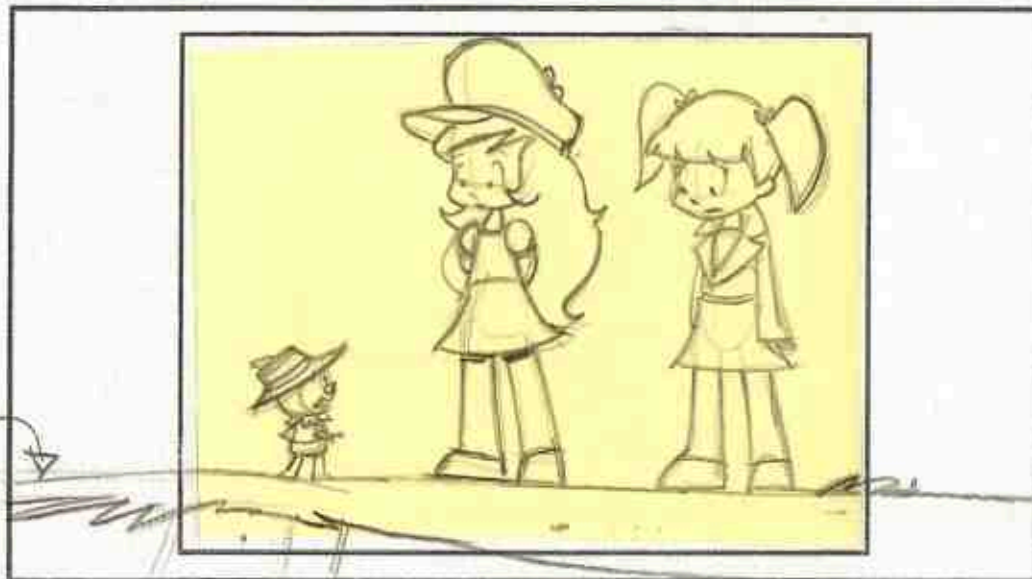
DIAL (227) ORANGE: (CONTD) YOUR GLIMMERBERRY SPARKLES DIDN'T STICK.

CAMERA/FX:

SLUG

FINAL 408-115 PROD #

SC. PANEL 1 BG/LOC.



ACTION WIDER ON BERRYKIN BLOOM, STANDING IN FRONT OF STRAWBERRY AND BLUEBERRY.

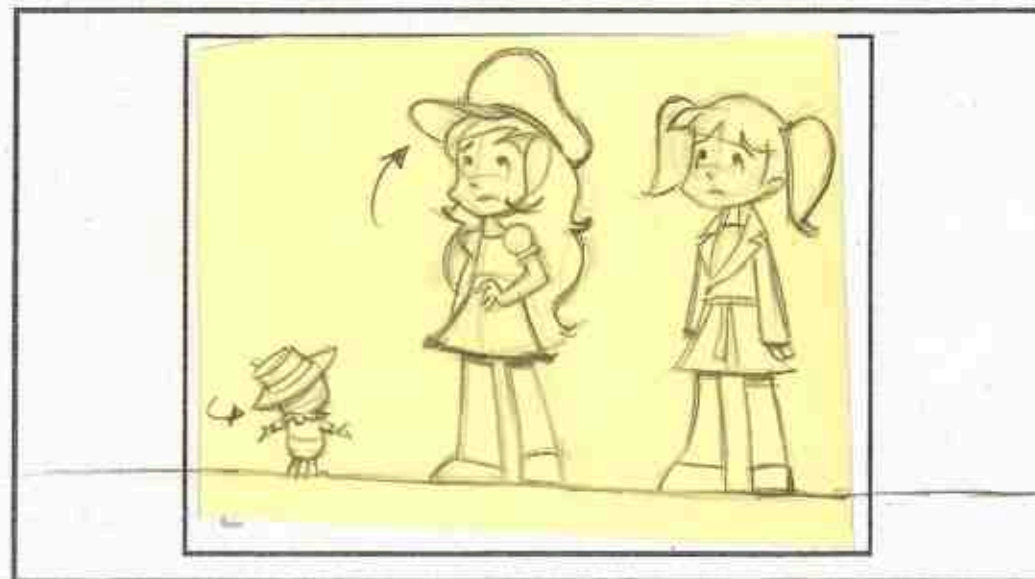
DIAL 228 BERRYKIN BLOOM:

INDEED! AND IF THE SPARKLES DO NOT STICK..

CAMERA/FX:

SLUG

SC. CONT'D PANEL 2 BG/LOC.



ACTION STRAWBERRY LOOKS UP, BLUE BERRY ALSO LOOKS UP.

DIAL 229 B. BLOOM: (CONT'D)

..THE GLIMMER BERRY CANNOT BE HARVESTED.

CAMERA/FX:

SLUG

FINAL
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PROD #

SC. CONTD PANEL 3 BG/LOC.



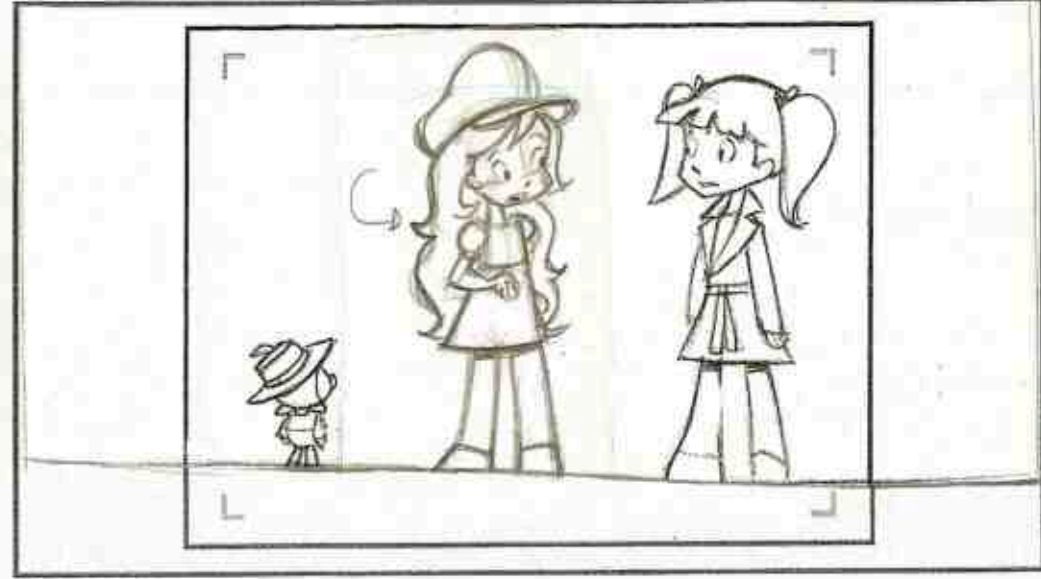
ACTION

DIAL (229) STRAWBERRY:
BUT IF THE GLIMMER BERRIES ..

CAMERA/FX:

SLUG

SC. CONTD PANEL 4 BG/LOC.



ACTION

STRAWBERRY TURNS TO THE OTHER GIRLS .

DIAL (229) STRAWBERRY: (CONTD)
.. CANT BE HARVESTED ..

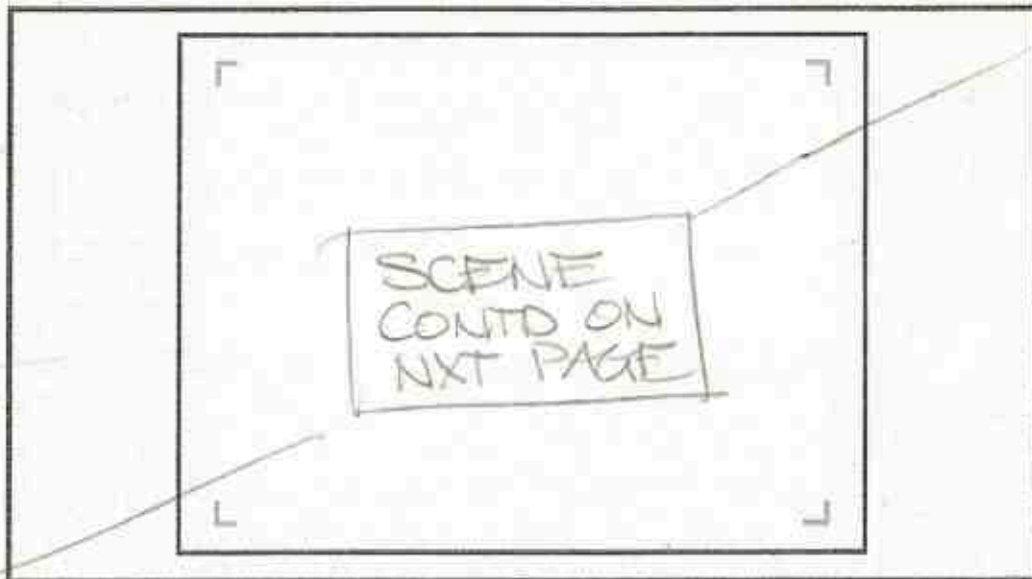
CAMERA/FX:

SLUG

FINAL
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PROD #

SC.	PANEL.	BG/LOC.
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SC.	PANEL.	BG/LOC.
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ACTION

ANGLE ON PLUM, RASPBERRY, ORANGE AND LEMON.
 RASPBERRY FINISHES STRAWBERRY'S SENTENCE.

DIAL

(230) RASPBERRY:
 "THERE BE NO POWER TO (RUN THE TOWN)"

CAMERA/FX:

SLUG



ACTION

DIAL

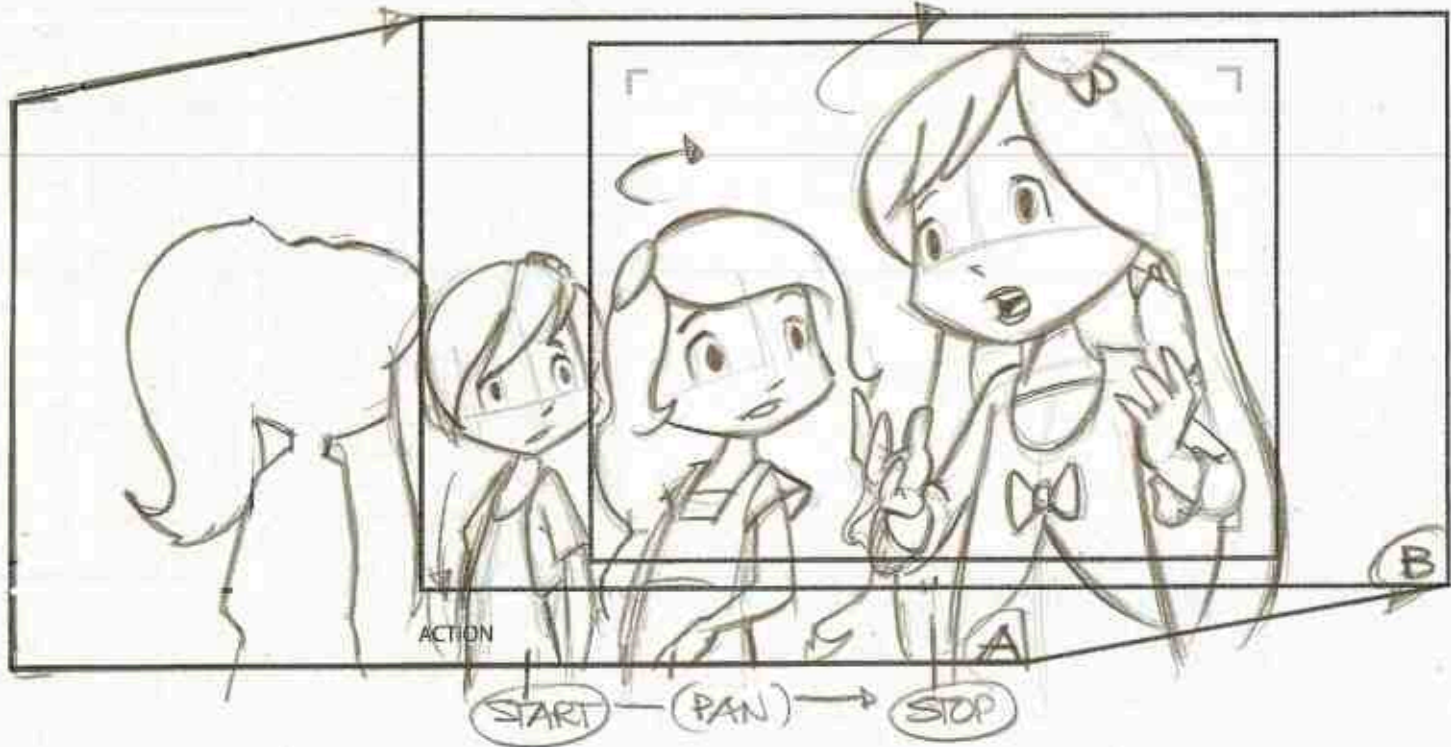
CAMERA/FX:

SLUG

FINAL
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 PROD #

SC.	PANEL.	BG/LOC.
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SC. CONTD.	PANEL. 2	BG/LOC.
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ACTION

ACTION

DIAL

DIAL

(231) LEMON:
THERE HAS TO BE SOMETHING WE
CAN DO.

CAMERA/FX:

CAMERA/FX:

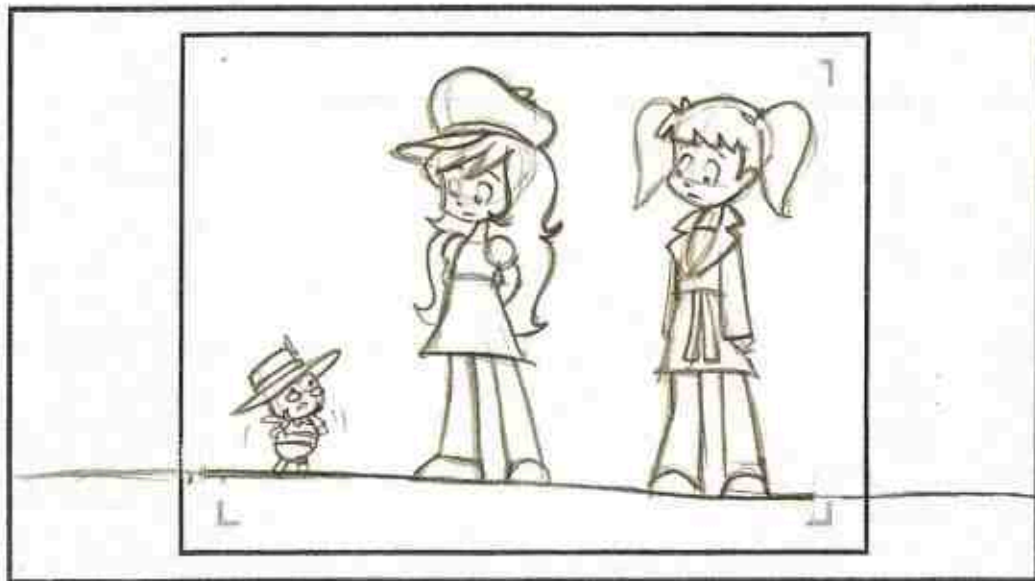
SLUG

SLUG

FINAL
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PROD #

IGA

SC. _____ PANEL. 1 BG/LOC. SA.



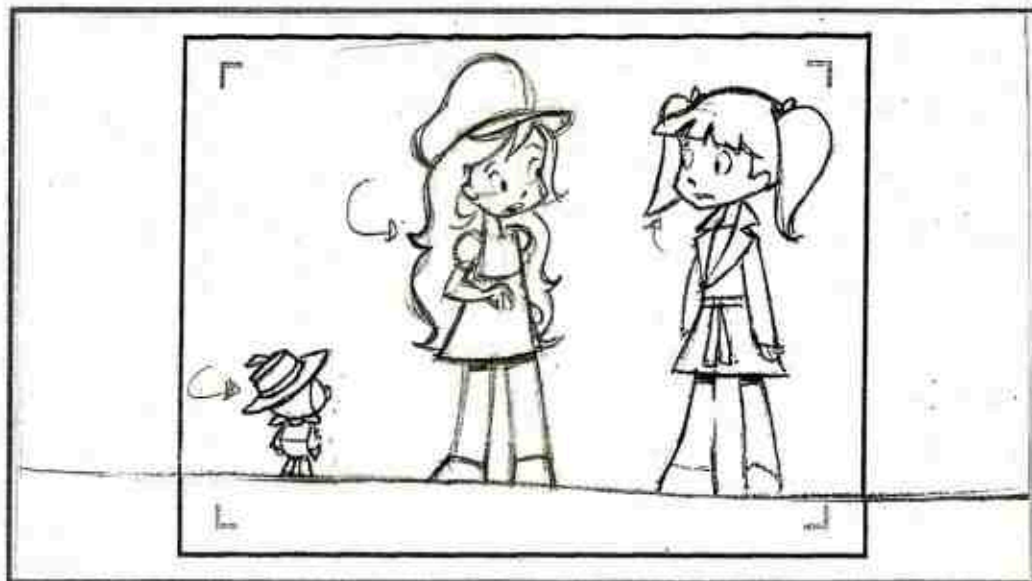
ACTION WIDE ON BERRYKIN BLOOM, STRAWBERRY,
AND BLUEBERRY.

DIAL (232) BERRYKIN BLOOM:
WHATEVER ARE WE GOING TO DO?

CAMERA/FX:

SLUG

SC. CONTD PANEL. 2 BG/LOC.



ACTION STRAWBERRY TURNS TO BLUE.

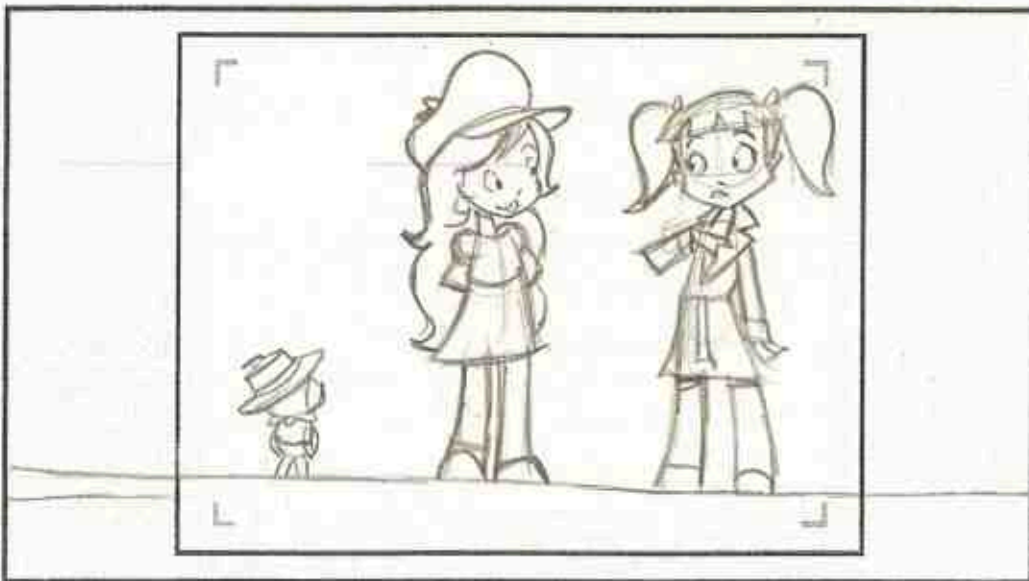
DIAL (233) STRAWBERRY:
MAYBE BLUEBERRY CAN HELP US?

CAMERA/FX:

SLUG

FINAL
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PROD #

SC. CONTD. PANEL. 3 BG/LOC.



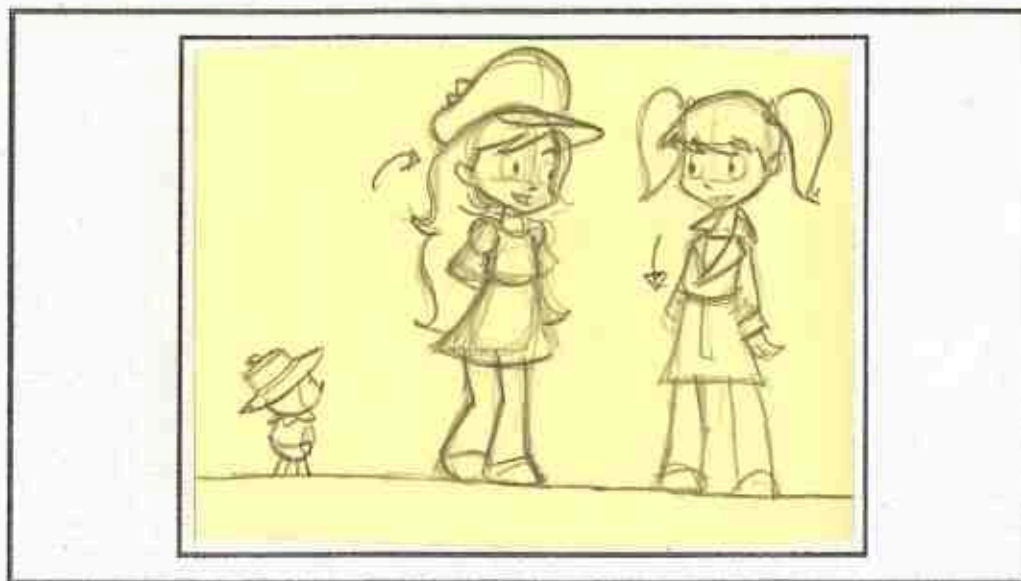
ACTION BLUEBERRY IS TAKEN ABACK.

DIAL (234) BLUEBERRY:
ME... ?

CAMERA/FX:

SLUG

SC. CONTD. PANEL. 4 BG/LOC.



ACTION

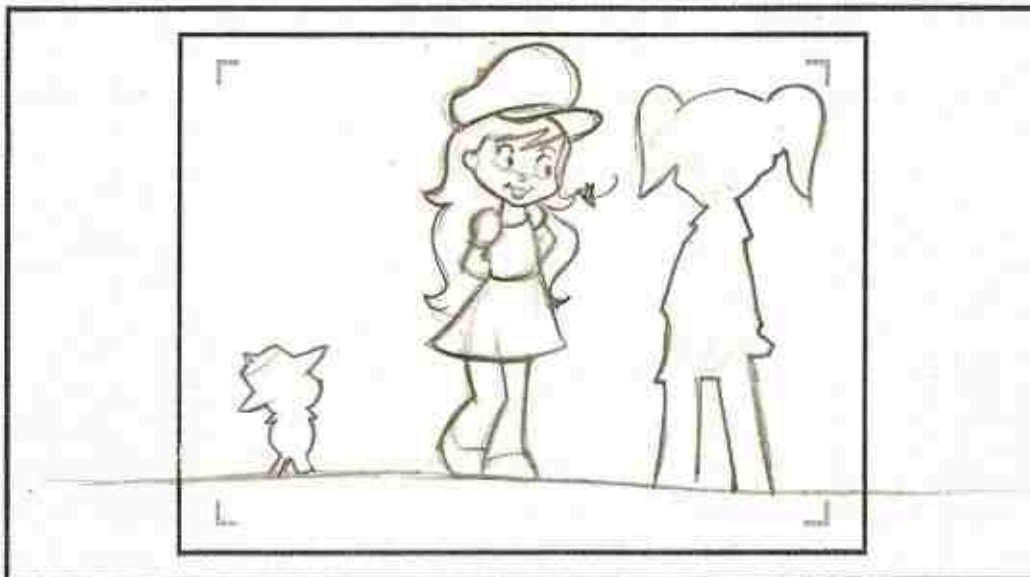
DIAL (235) STRAWBERRY:
YOU COULD DO SOME RESEARCH —

CAMERA/FX:

SLUG

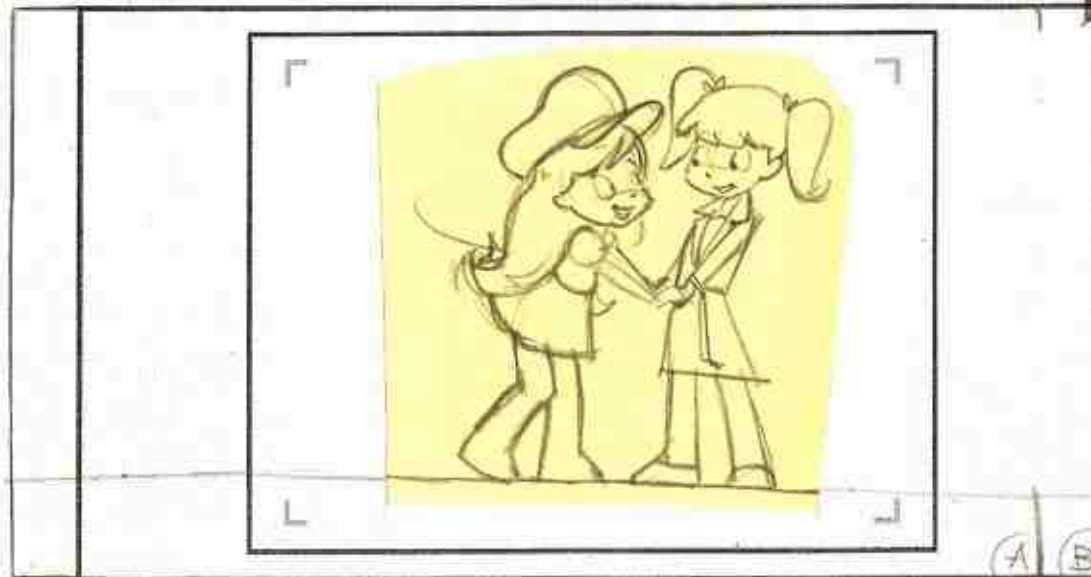
FINAL
408-115
PROD #

SC. CONTD PANEL 5 BG/LOC.



ACTION

SC. CONTD PANEL 6 BG/LOC.



ACTION

SHIFT W/ANIM (A) → (B)

STRAWBERRY REACHS FOR AND TAKE BLUE'S HANDS IN HER OWN.

DIAL (235) STRAWBERRY: (CONTD)
— WITH YOUR BOOKS —

CAMERA/FX:

SLUG

DIAL (235) STRAWBERRY: (CONTD)
I'M BERRY SURE YOU CAN FIND A WAY..

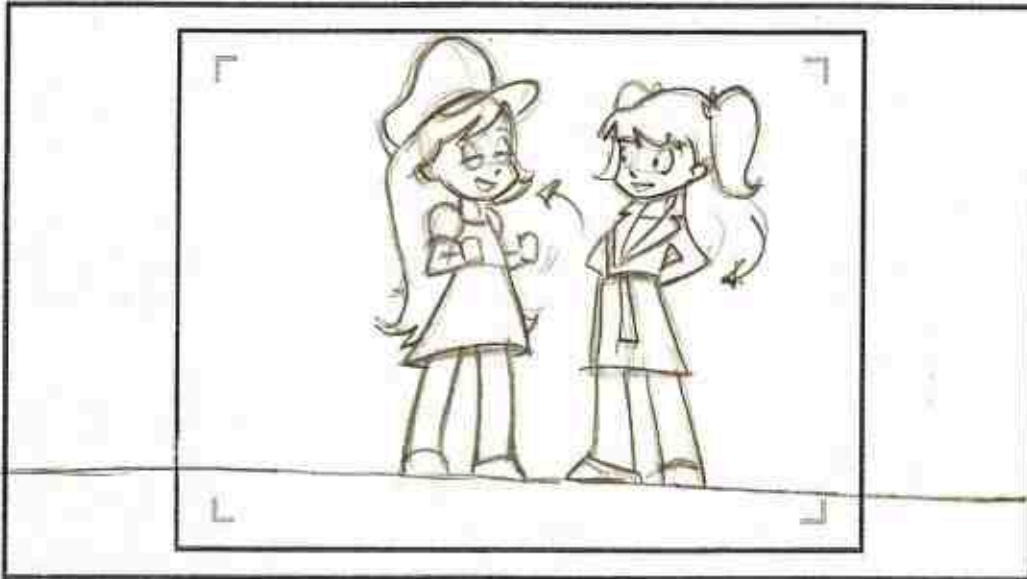
CAMERA/FX:

SLUG

FINAL
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SC. CONTD PANEL 7 BG/LOC.



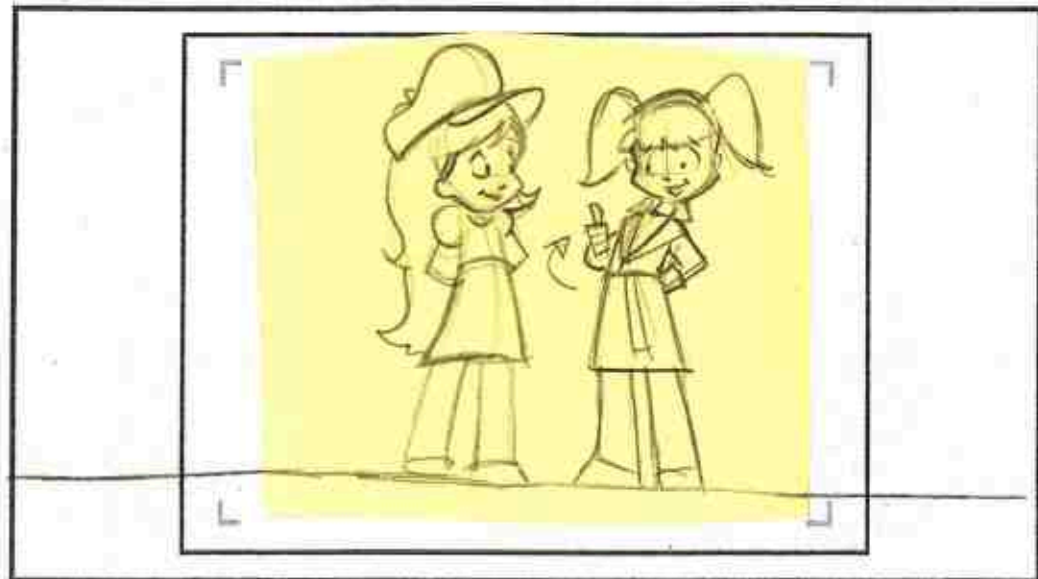
ACTION STRAWBERRY STRAIGHTENS UP.

DIAL (235) STRAWBERRY: (CONTD).
.. TO STOP THE PLAIDIUS SPOTTUS.

CAMERA/FX:

SLUG

SC. CONTD PANEL 8 BG/LOC.



ACTION BLUE GIVES A "THUMBS UP".

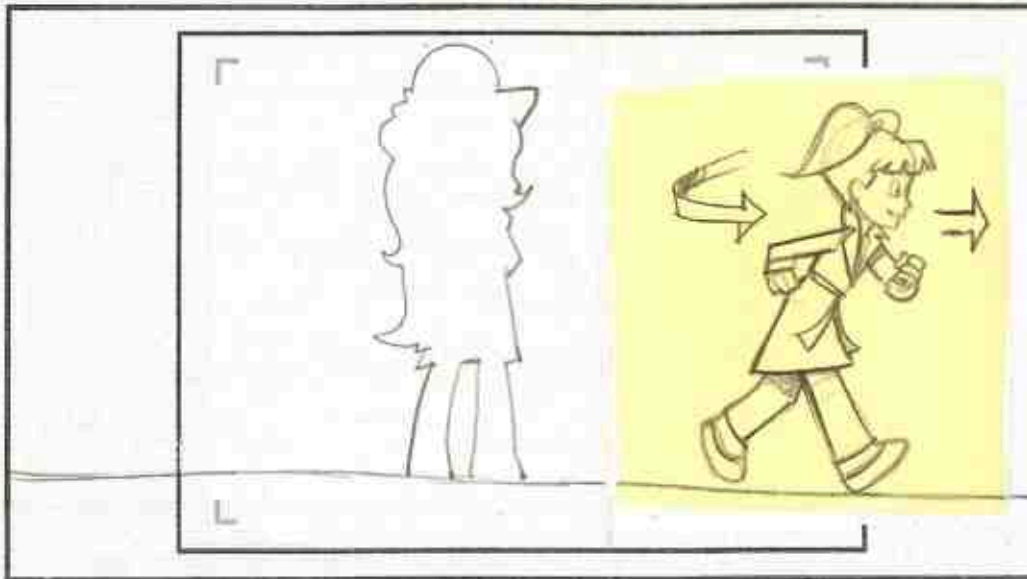
DIAL (236) BLUEBERRY: (DETERMINED)
I CAN TRY!

CAMERA/FX:

SLUG

FINAL
408-115
PROD #

SC. CONTD PANEL 9 BG/LOC.



ACTION BLUEBERRY TURNS AND EXITS.

DIAL _____

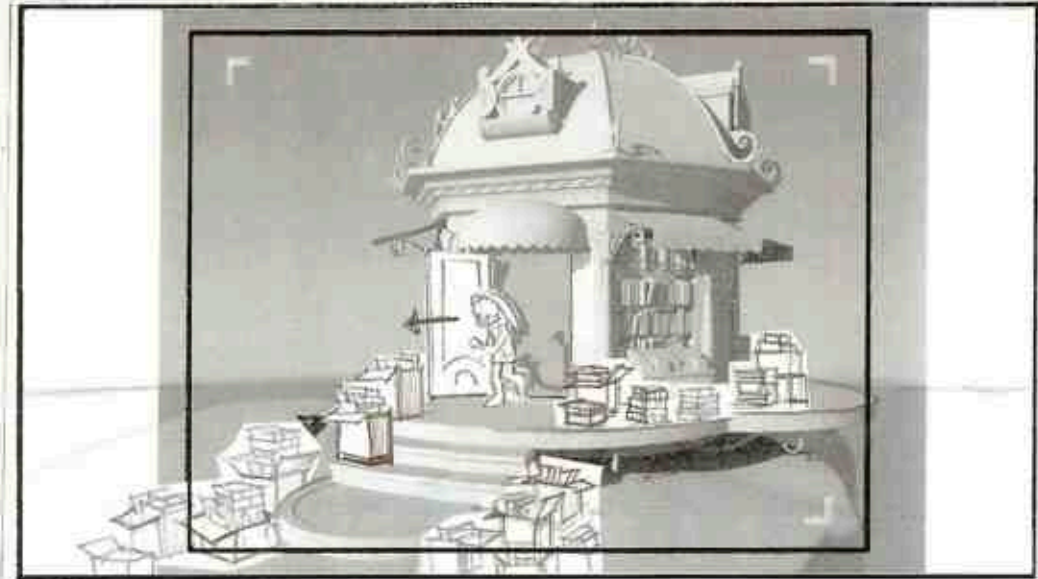
CAMERA/FX: _____

SLUG _____

XIPE



SC. PANEL 1 BG/LOC.



ACTION EXT. BLUEBERRY'S BOOKSTORE --
BLUEBERRY RUSHES OUT OF HER SHOP...

BEGIN MONTAGE: ~~~~~>

DIAL _____

CAMERA/FX: _____

SLUG _____

FINAL
408-115
PROD #

HL

SC.	PANEL 1	BG/LOC.
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ACTION
CLOSE ON BLUEBERRY STEPPING
UP TO A BOX.

HL

DIAL

CAMERA/FX:

SLUG

SC. CONTD	PANEL 2	BG/LOC.
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ACTION
SHE STOOPS DOWN AND RUMMAGES
THROUGH THE BOX

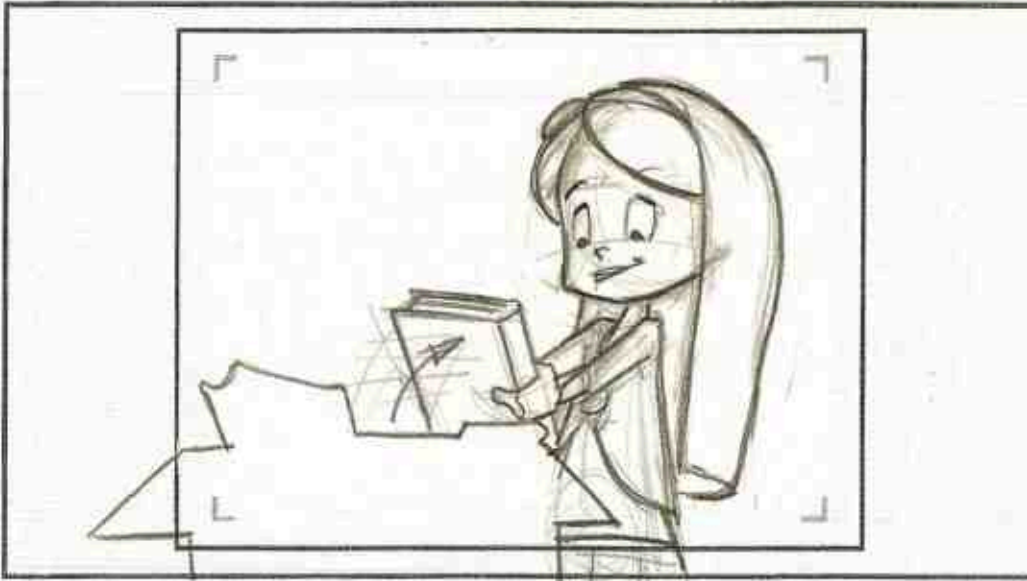
DIAL

CAMERA/FX:

SLUG

FINAL
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SC. CONTD PANEL 3 BG/LOC.



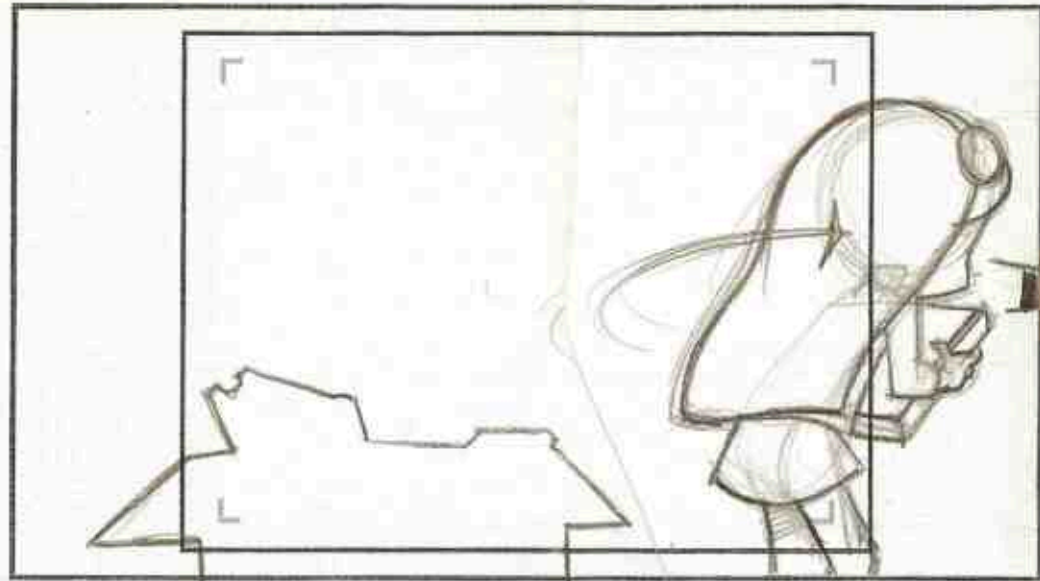
ACTION SHE FINDS WHAT SHE'S LOOKING FOR..

DIAL _____

CAMERA/FX: _____

SLUG _____

SC. CONTD PANEL 4 BG/LOC.



ACTION THEN GETS UP AND HEADS BACK INTO THE SHOP.

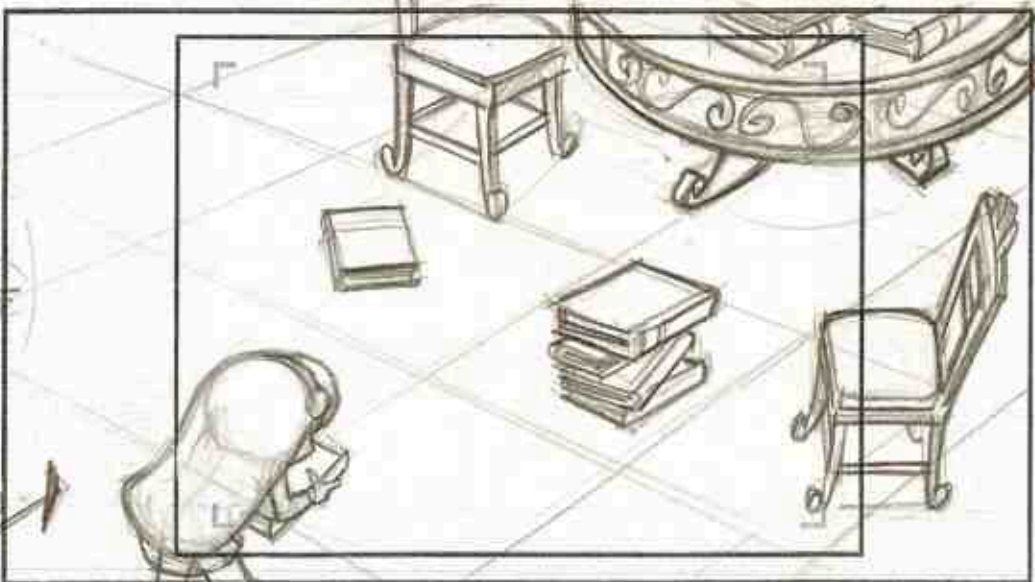
DIAL _____

CAMERA/FX: _____

SLUG _____

FINAL
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PROD #

SC. _____ PANEL 1 BG/LOC. _____



GRID FOR REFERENCE

IN

ACTION INT. BLUEBERRY MUFFIN SHOP - (CONTINUOUS)
BLUEBERRY RUSHES IN WITH HER BOOK.

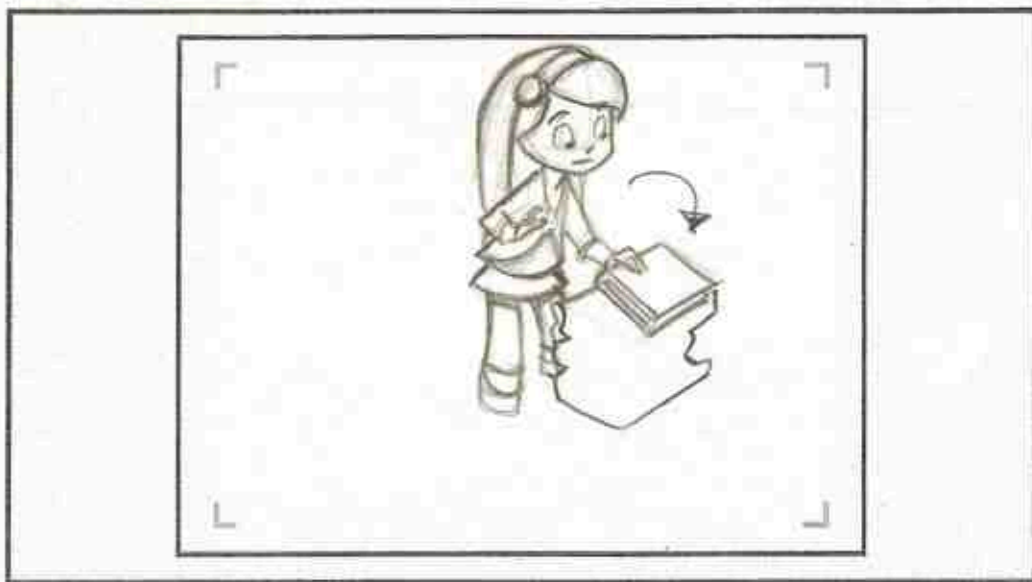
(MONTAGE) (CONTS) ~~~~~>

DIAL _____

CAMERA/FX: _____

SLUG _____

SC. CONTD PANEL 2 BG/LOC. _____



ACTION SHE PLACES THE BOOK ON HER SMALL PILE OF BOOKS.

DIAL _____

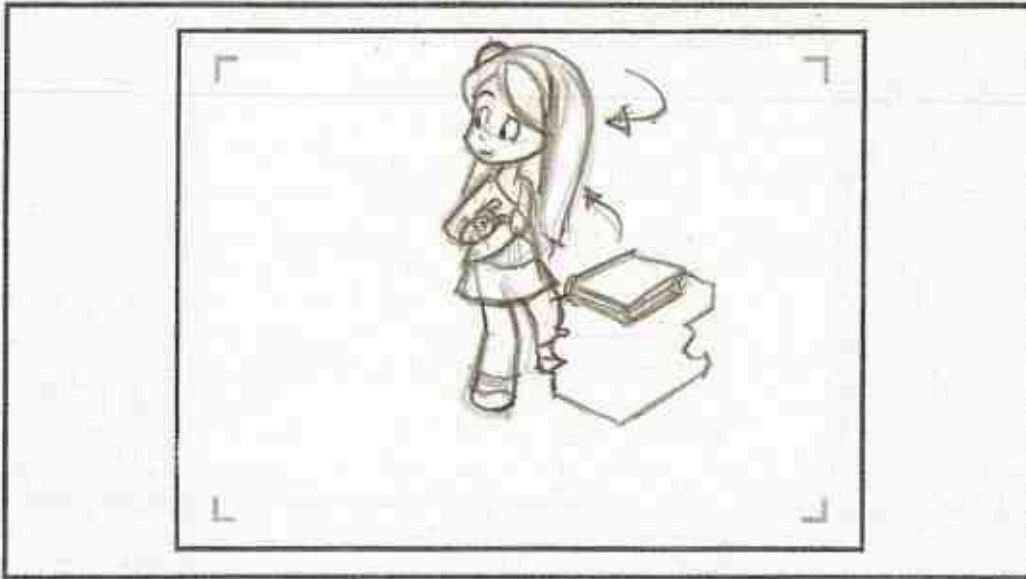
CAMERA/FX: _____

SLUG _____

FINAL
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SC. CONTD. PANEL. 3 BG/LOC.



ACTION

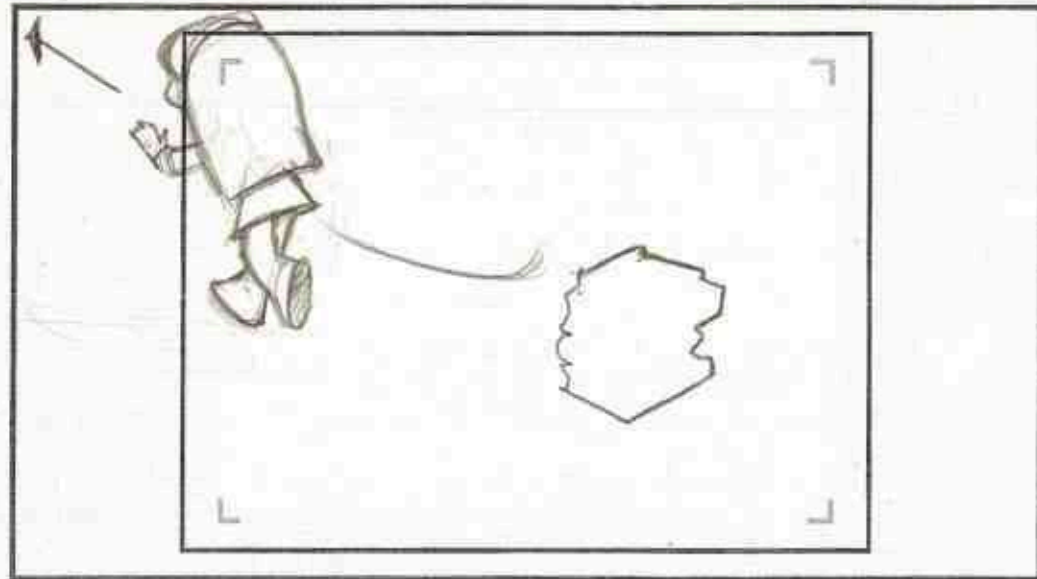
BLUE TURNS...

DIAL

CAMERA/FX:

SLUG

SC. CONTD. PANEL. 4 BG/LOC.



ACTION

..AND RUNS OS.

DIAL

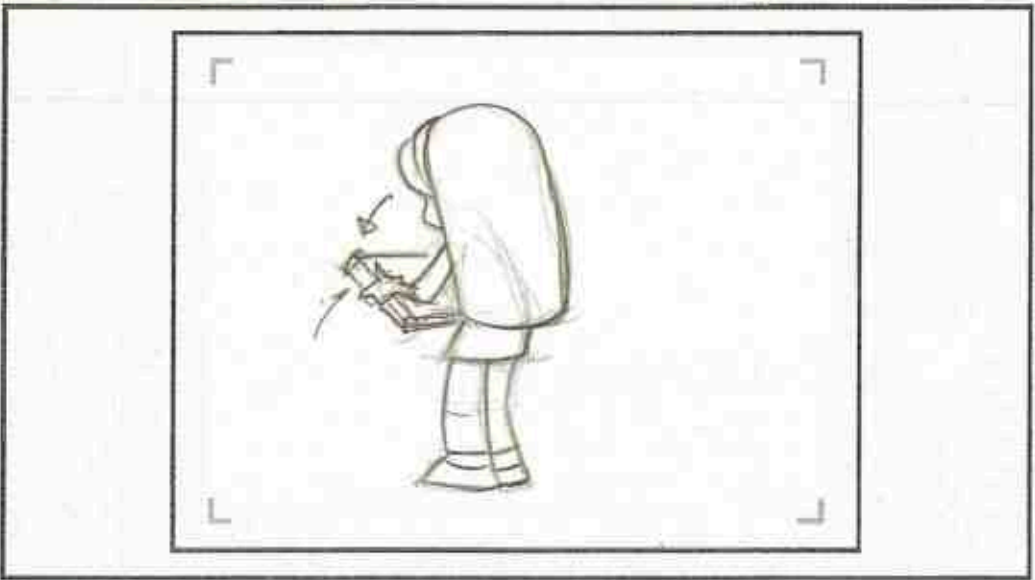
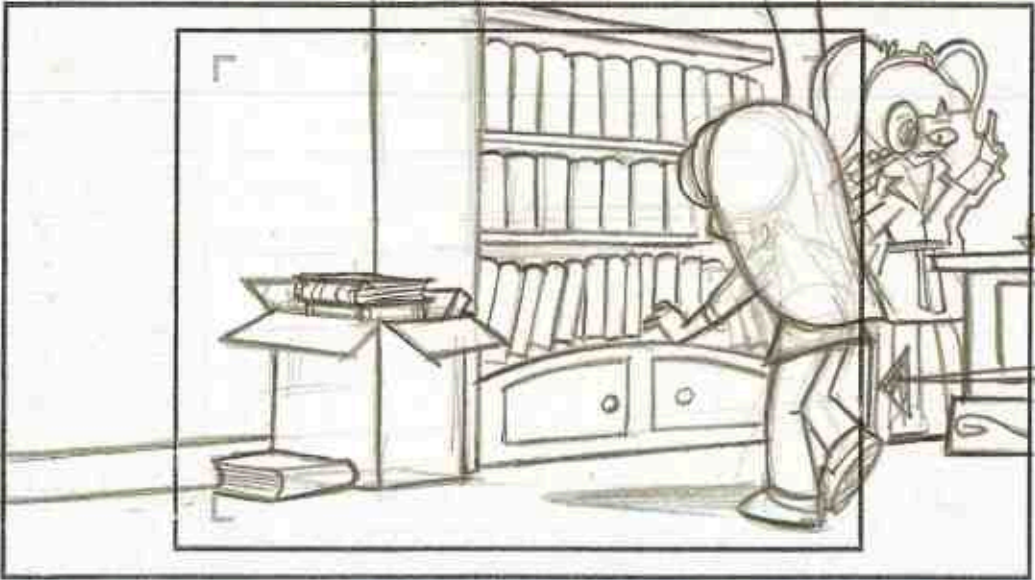
CAMERA/FX:

SLUG

FINAL
408-115
PROD #

SC. | PANEL | BG/LOC.

SC. CONTD | PANEL 2 | BG/LOC.



ACTION ANGLE ON BOOKCASE NEAR COMPUTER STATION. BLUE RUNS IN TOWARDS A BOX FILLED WITH BOOKS.

ACTION SHE PICKS ONE UP AND...

DIAL _____

DIAL _____

CAMERA/FX: _____

CAMERA/FX: _____

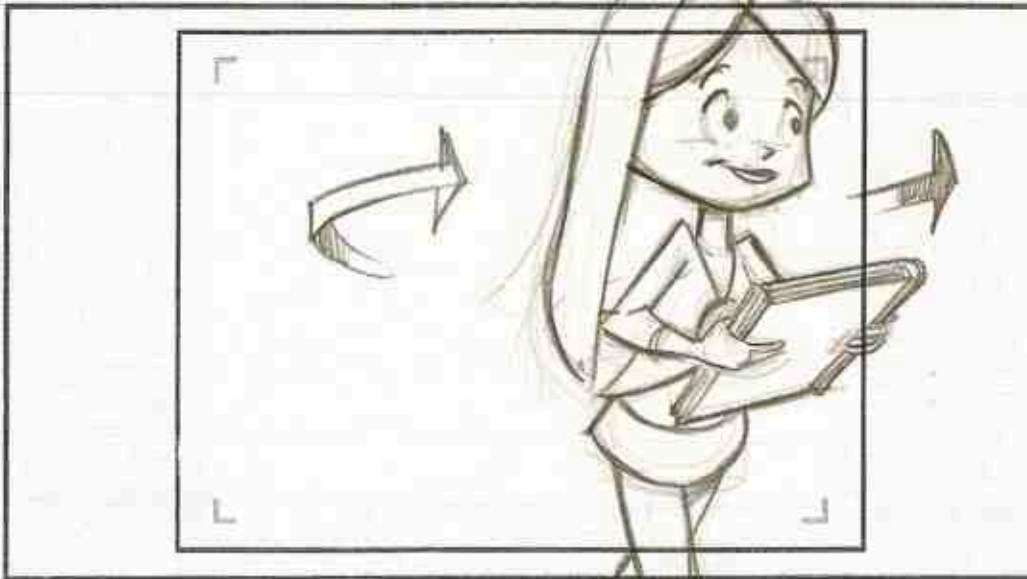
SLUG _____

SLUG _____

FINAL
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PROD #



SC. CONTD PANEL 3 BG/LOC.



ACTION

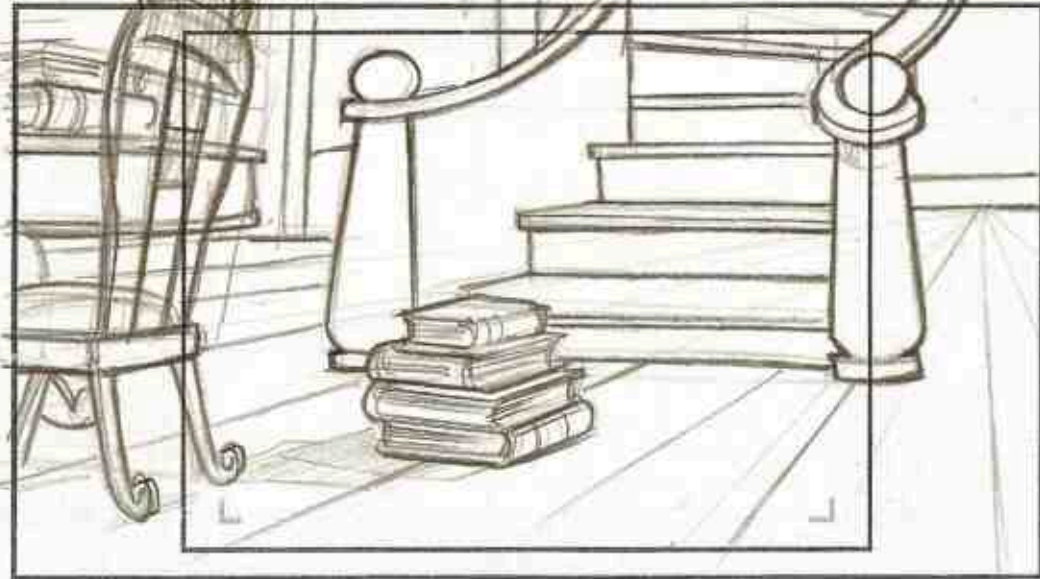
→ TURNS TO CAMERA, SHE RUNS PAST AND OUT

DIAL

CAMERA/FX:

SLUG

SC. PANEL 1 BG/LOC.



ACTION

ANGLE ON A SMALL PILE OF BOOKS BY STAIRCASE.

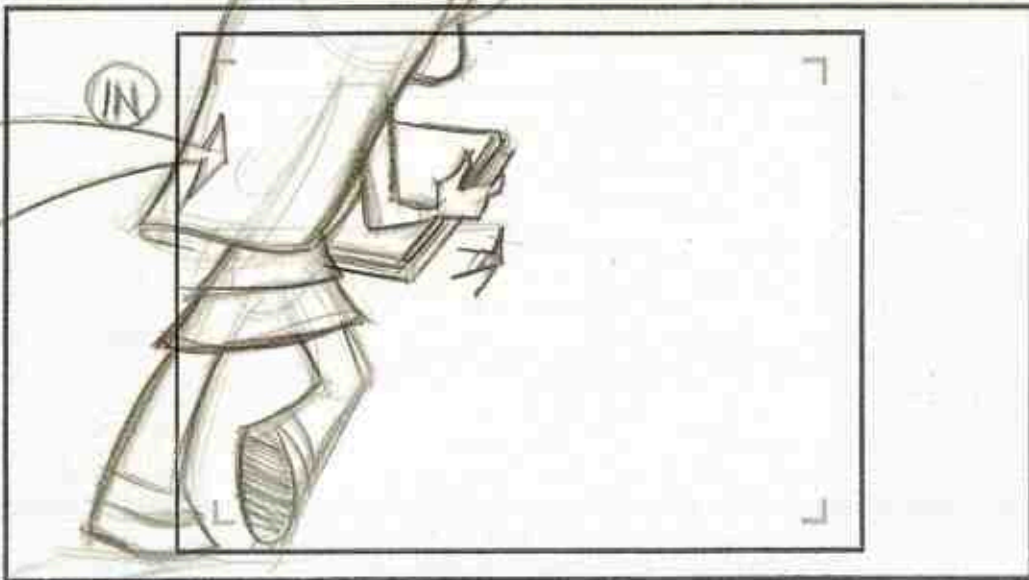
DIAL

CAMERA/FX:

SLUG

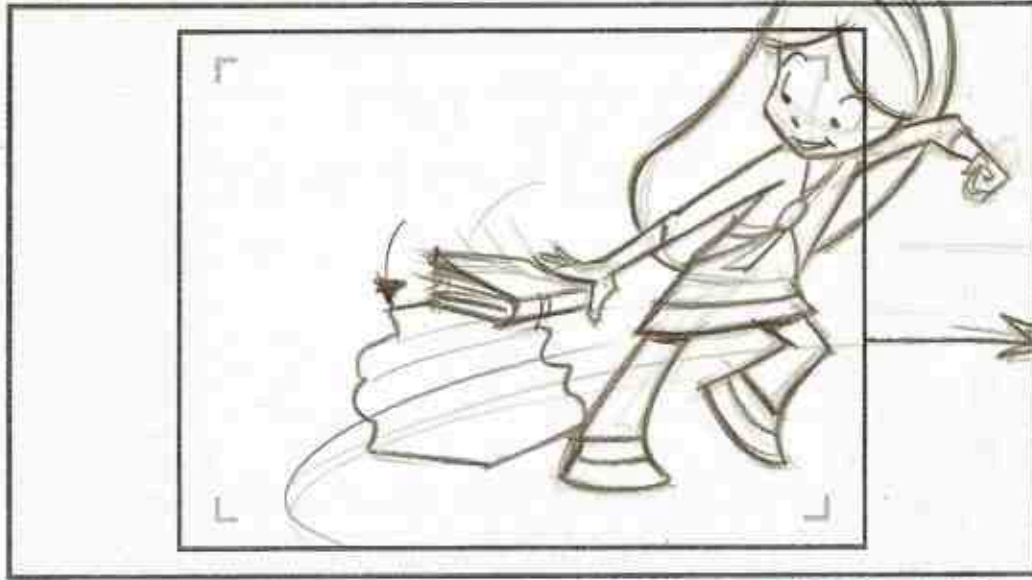
FINAL
408-115
PROD #

SC. CONTD PANEL 2 BG/LOC.



ACTION BLUEBERRY RUNS IN ..

SC. CONTD PANEL 3 BG/LOC.



ACTION .. DROPS THE BOOK ON THE PILE AND RUNS OUT.

(MONTAGE - CONTD) _____>

DIAL

CAMERA/FX:

SLUG

DIAL

CAMERA/FX:

SLUG

FINAL 408-115 PROD #

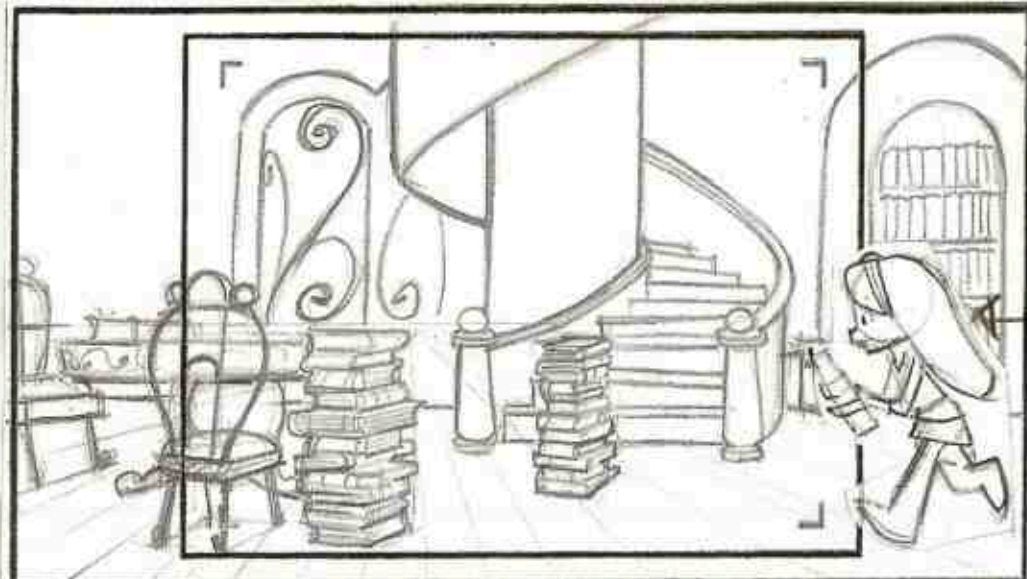
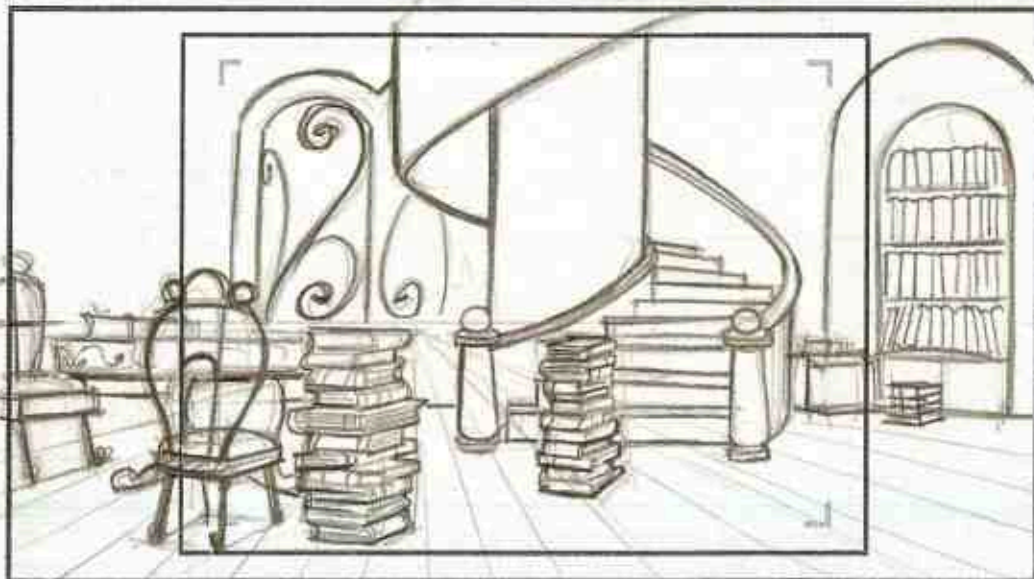


SC. PANEL. 1 BG/LOC.

SC. CONTD PANEL. 2. BG/LOC.

X-DIGS
[X]

HL



ACTION INT. BOOKSTORE - WIDER -
FILES OF BOOKS ARE STARTING TO
GROW

ACTION
BLUEBERRY RUNS IN HOLDING A BOOK

DIAL _____

DIAL _____

CAMERA/FX: _____

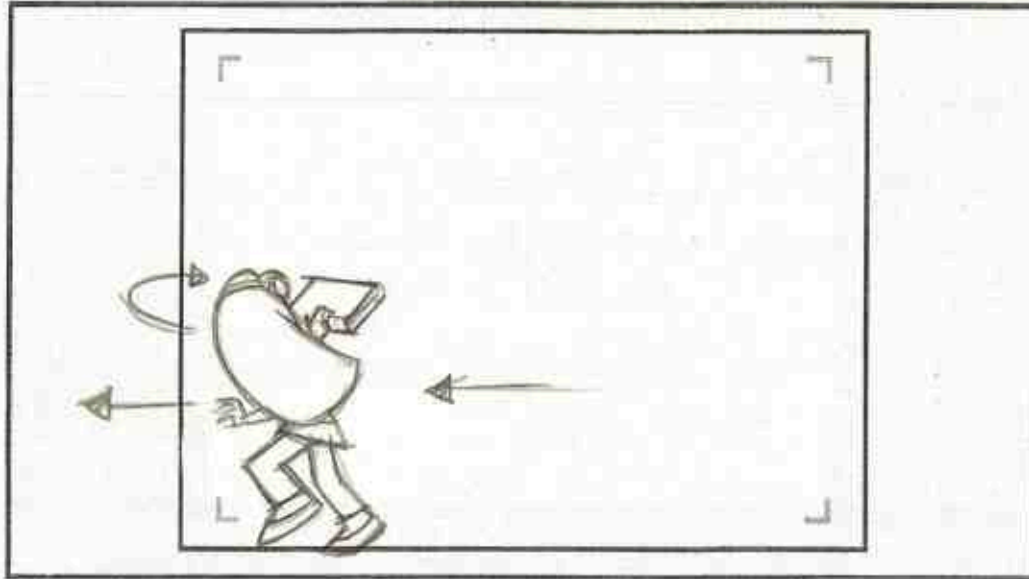
CAMERA/FX: _____

SLUG _____

SLUG _____

FINAL
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SC. CONTD PANEL 3 BG/LOC.



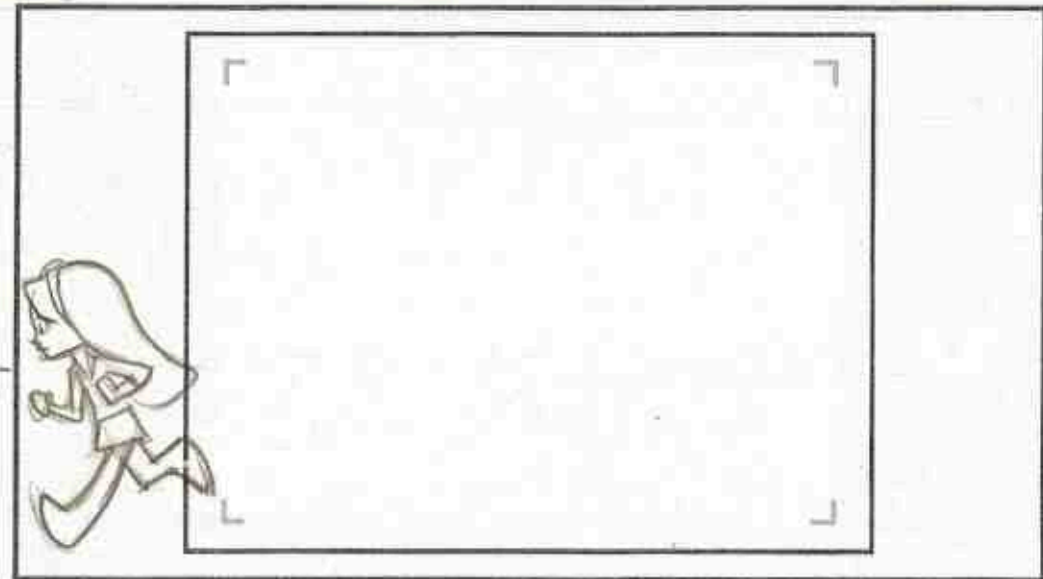
ACTION AS SHE RUNS PAST A STACK OF BOOKS SHE DROPS THE BOOK SHE WAS HOLDING ON TOP OF THE PILE ...

DIAL _____

CAMERA/FX: _____

SLUG _____

SC. CONTD PANEL 4 BG/LOC.



ACTION

.. AND WITHOUT MISSING A STEP CONTINUES OUT.

DIAL _____

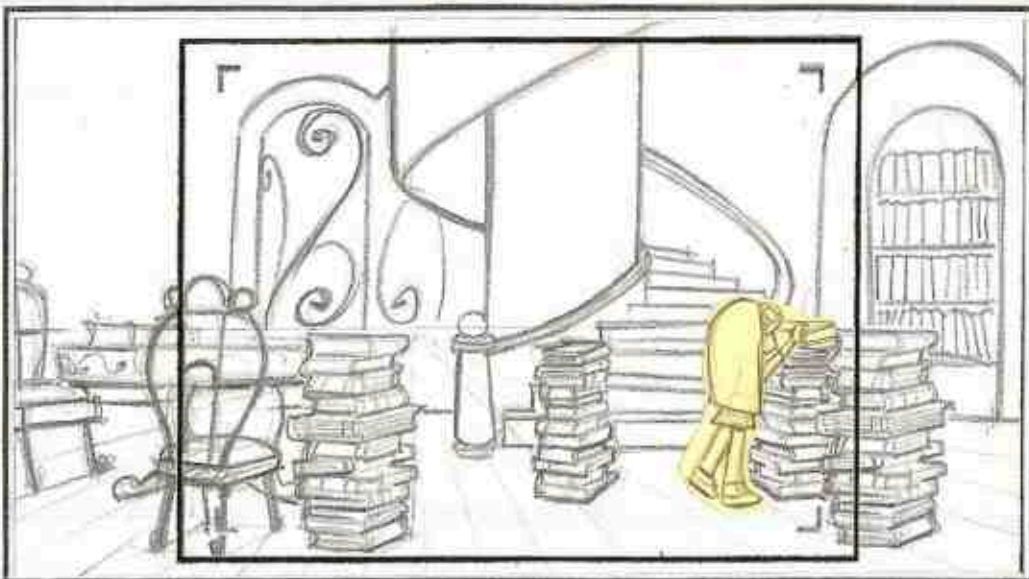
CAMERA/FX: _____

SLUG _____

FINAL
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PROD #

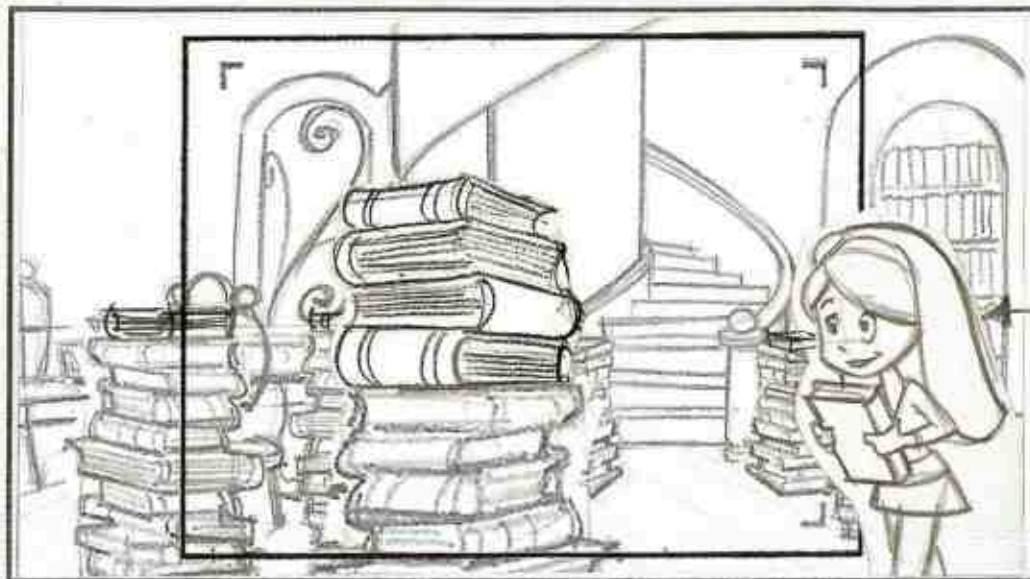
SC. _____ PANEL. _____ BG/LOC. _____

X-DISS
X



X-DISS
X

SC. _____ PANEL. 1 BG/LOC. _____



ACTION FAST DISSOLVE TO ROOM, THERE ARE MORE PILES. BLUE IS PLACING YET ANOTHER BOOK.

ACTION LAP DISSOLVE, SAME SET UP. MORE PILES OF BOOKS BLUE IS BRINGING IN YET ANOTHER BOOK

(MONTAGE-CONTD)

DIAL _____

DIAL _____

CAMERA/FX: _____

CAMERA/FX: _____

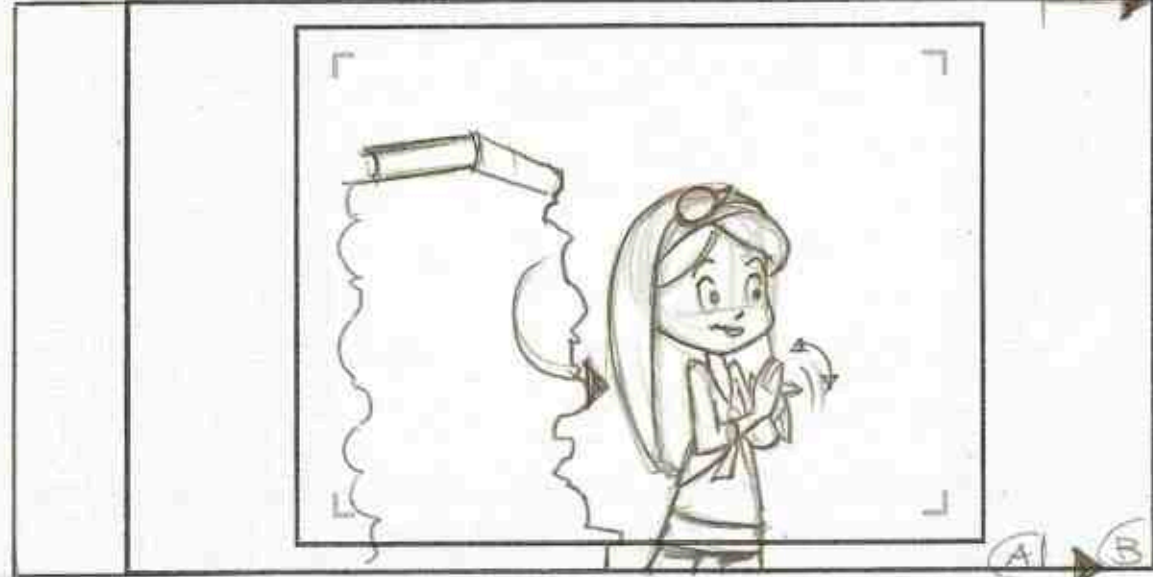
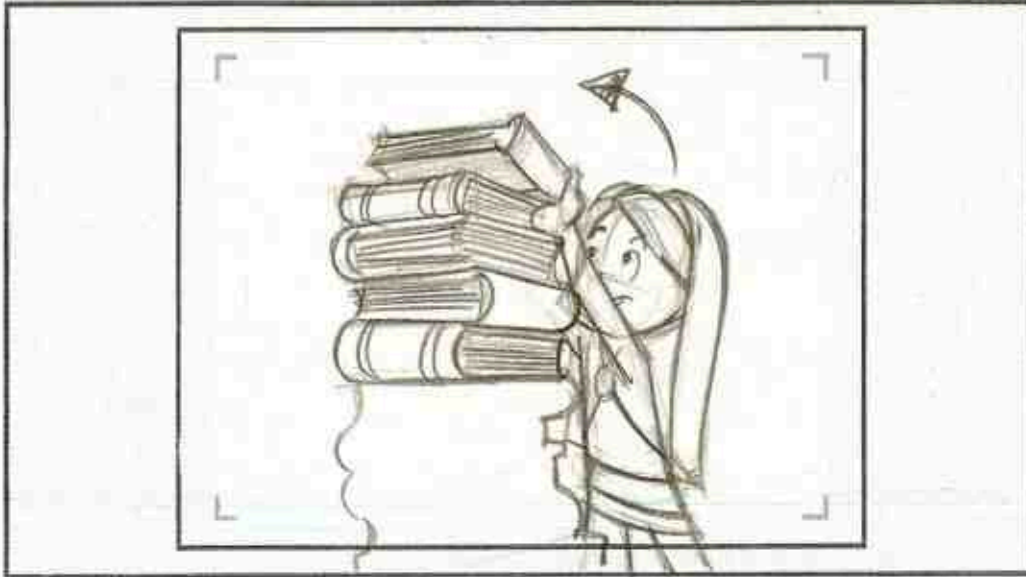
SLUG _____

SLUG _____

FINAL
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PROD #

SC. CONTD PANEL 2. BG/LOC.

SC. CONTD PANEL 3. BG/LOC.



ACTION SHE PLACES IT ON TOP OF THE PILE

ACTION SHIFT W/ACTION (A) → (B) AS BLUE TURNS FROM THE PILE OF BOOKS, SHE'S WIPING HER HANDS.

DIAL _____

DIAL _____

CAMERA/FX: _____

CAMERA/FX: _____

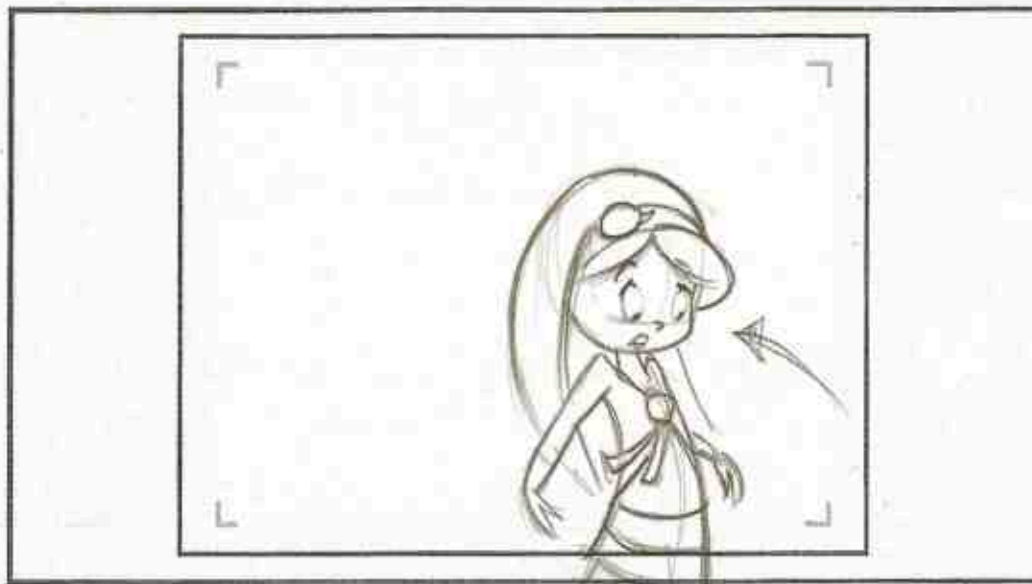
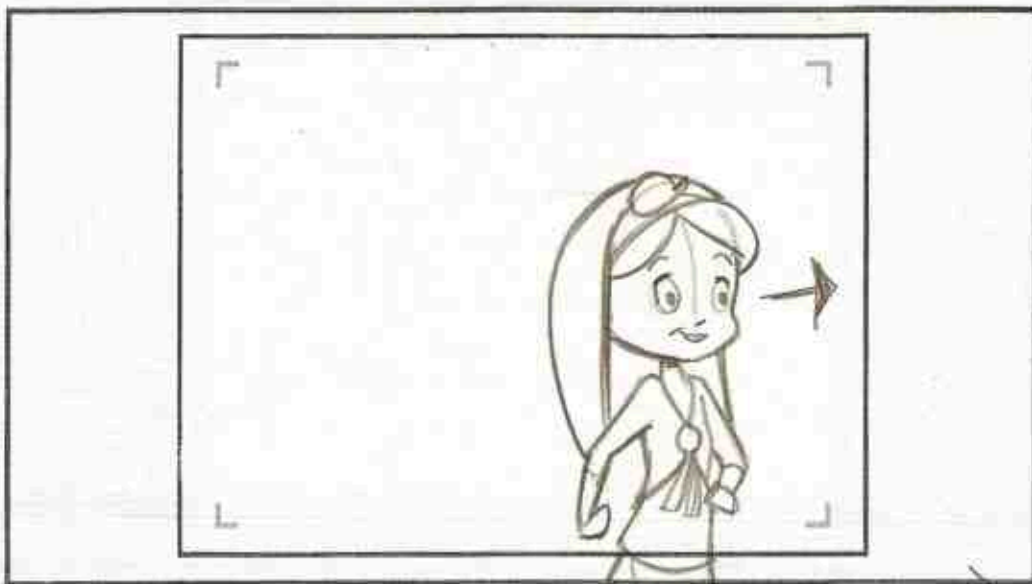
SLUG _____

SLUG _____

FINAL
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PROD #

SC CONTD PANEL 4 BG/LOC.

SC CONTD PANEL 5 BG/LOC.



ACTION

SHE STARTS TO WALK FORWARD

ACTION

- SHE PULLS UP SHORT -
THEN SMILES (2A)

DIAL

DIAL

CAMERA/FX:

CAMERA/FX:

SLUG

SLUG

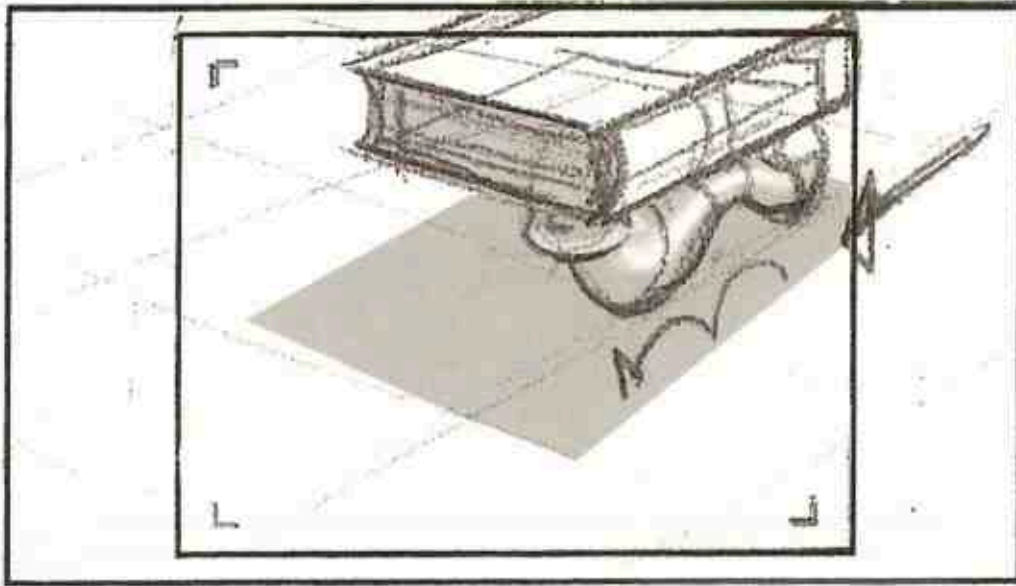


FINAL

408-115

PROD #

SC.	PANEL 1	BG/LOC.
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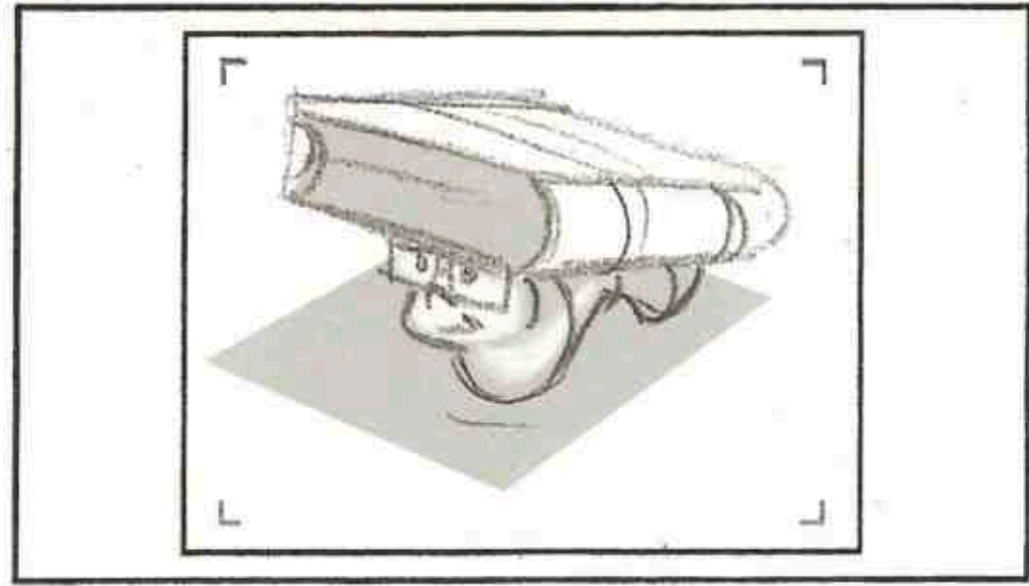
ACTION ANGLE ON FLOOR, BOSLEY, CARRYING
A BOOK ON HIS HEAD ENTERS..

DIAL

CAMERA/FX:

SLUG

SC. CONTD	PANEL 2	BG/LOC.
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ACTION HE STOPS AND LOOKS UP.

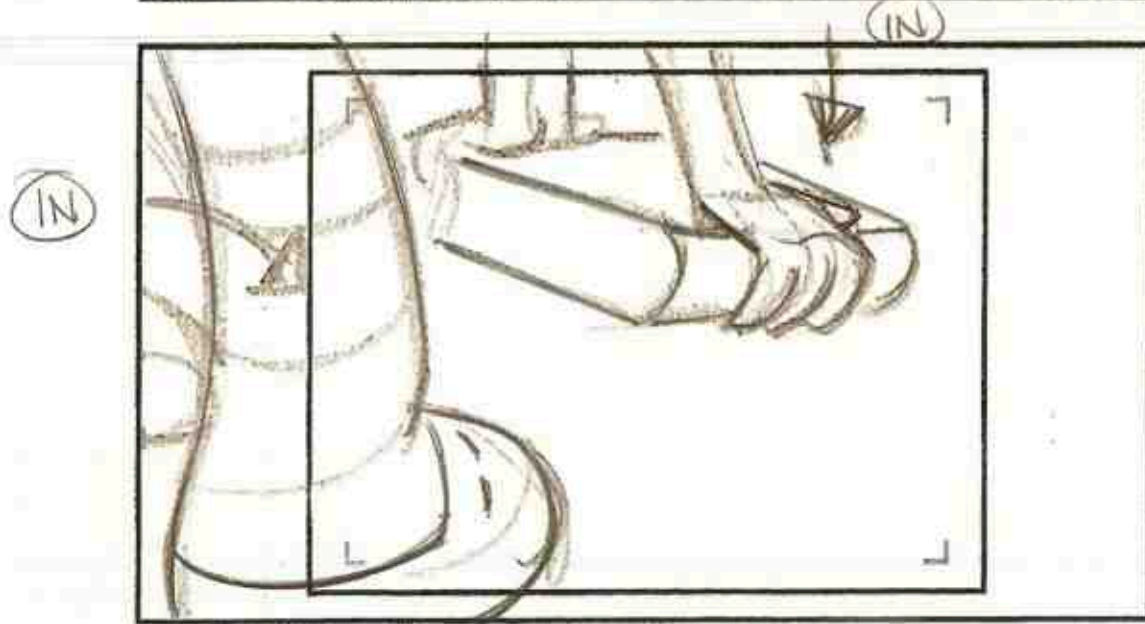
DIAL

CAMERA/FX:

SLUG

FINAL
408-115
PROD #

SC. CONTD PANEL 3 BG/LOC.



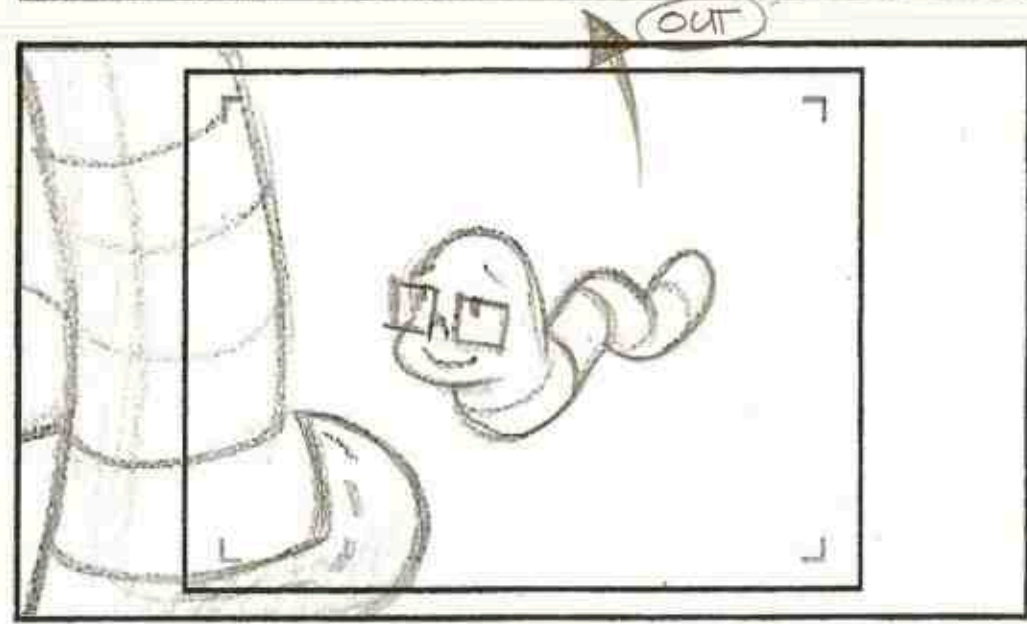
ACTION BLUEBERRY STEPS IN, REACHING FOR THE BOOK...

DIAL _____

CAMERA/FX: _____

SLUG _____

SC. CONTD PANEL 4 BG/LOC.



ACTION .. LIFTING IT OFF AND OUT.

DIAL _____

CAMERA/FX: _____

SLUG _____

FINAL
408-115
PROD #

SC.	PANEL	BG/LOC.
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ACTION CLOSE ON BLUEBERRY. AS SHE STRAIGHTENS UP.

(IN)

DIAL _____

CAMERA/FX: _____

SLUG _____

SC.	PANEL	BG/LOC.
-----	-------	---------



ACTION EXT. BERRY GROVE - DAY.

BLUEBERRY HAS SET UP A MAKESHIFT LAB-LIKE SET UP NEAR THE TRENCH.

DIAL _____

CAMERA/FX: _____

SLUG _____

FINAL
408-115
PROD #

SC. _____ PANEL 1 BG/LOC. _____



ACTION CLOSER ON THE MAKE-SHIFT LAB

DIAL _____

CAMERA/FX: _____

SLUG _____

SC. CONTD PANEL 2 BG/LOC. _____



ACTION BLUEBERRY CONSULTS A BOOK THAT IS PROPPED UP AGAINST SOME MIXING BOWLS.

DIAL _____

CAMERA/FX: _____

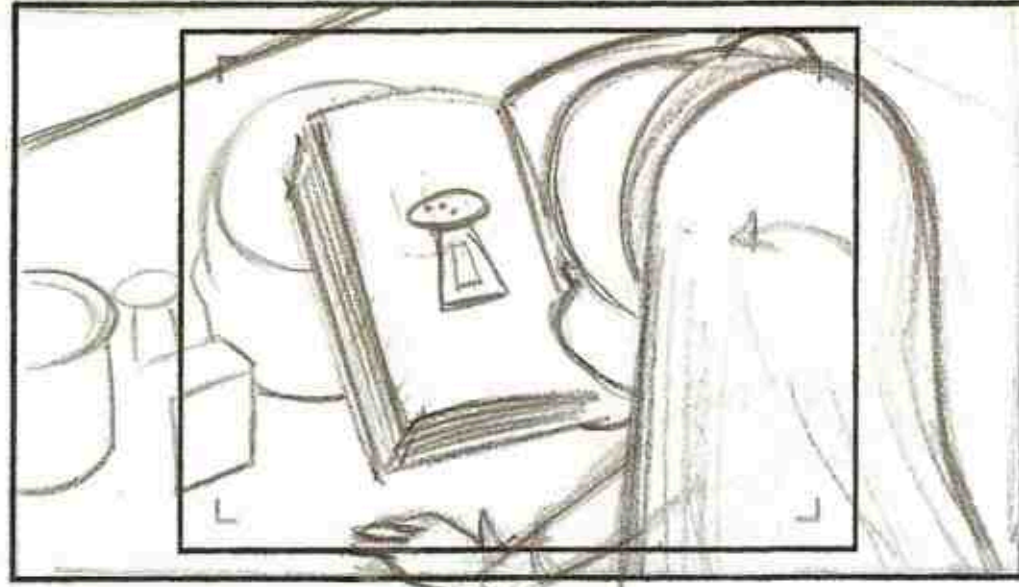
SLUG _____

FINAL
408-115
PROD #

SC. PANEL 1 BG/LOC.

SC. CONTD PANEL 2 BG/LOC.

HU.
ACTION
PAGE
FLIP



ACTION ANGLE ON BOOK, C.T.S. BLUEBERRY.
A PAGE SETTLES ON...

ACTION
.. A PICTURE OF.. "THIS"! BLUEBERRY
LEANS FORWARD.

DIAL (237) BLUEBERRY:
ACCORDING TO THIS BOOK, ...

DIAL (237) BLUEBERRY: (CONTD)
.. WE NEED HALF-A-SMIDGEN OF...

CAMERA/FX:

CAMERA/FX:

SLUG

SLUG

FINAL
408-115
PROD #

SC. CONTD PANEL 3 BG/LOC.



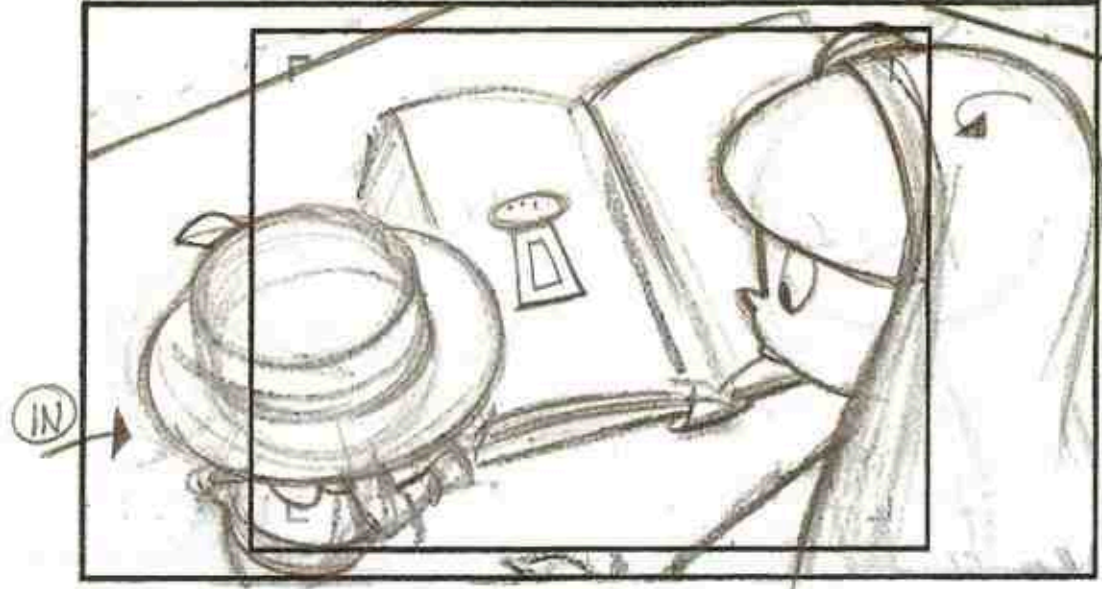
ACTION ...SHE POINTS TO THE ILLUSTRATION.

DIAL _____

CAMERA/FX: _____

SLUG _____

SC. CONTD PANEL 4 BG/LOC.



ACTION BERRYKIN BLOOM STEPS INTO SCENE AND PEERS AT THE ILLUSTRATION.

DIAL _____

CAMERA/FX: _____

SLUG _____

FINAL
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PROD #

SC. PANEL 1 BG/LOC.



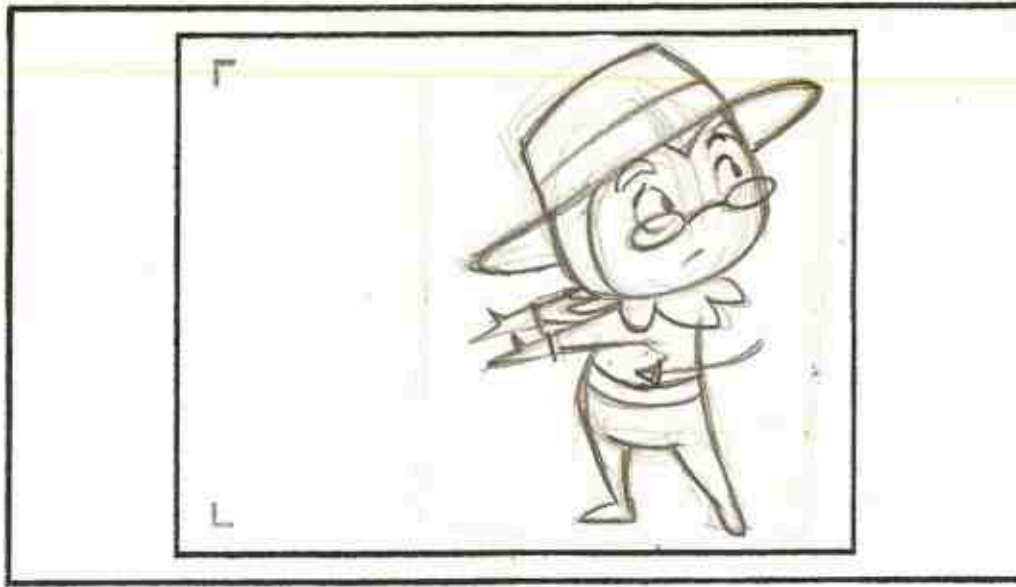
ACTION ANGLE ON A MIXING BOWL AND A
SPICE SHAKER, WHICH LOOKS LIKE THE
ILLUSTRATION.

DIAL _____

CAMERA/FX: _____

SLUG _____

SC. PANEL BG/LOC.



ACTION HE GESTURES TOWARDS THE
SPICE SHAKER.

DIAL _____

CAMERA/FX: _____

SLUG _____

FINAL
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PROD #



SC. _____ PANEL 1 BG/LOC. _____



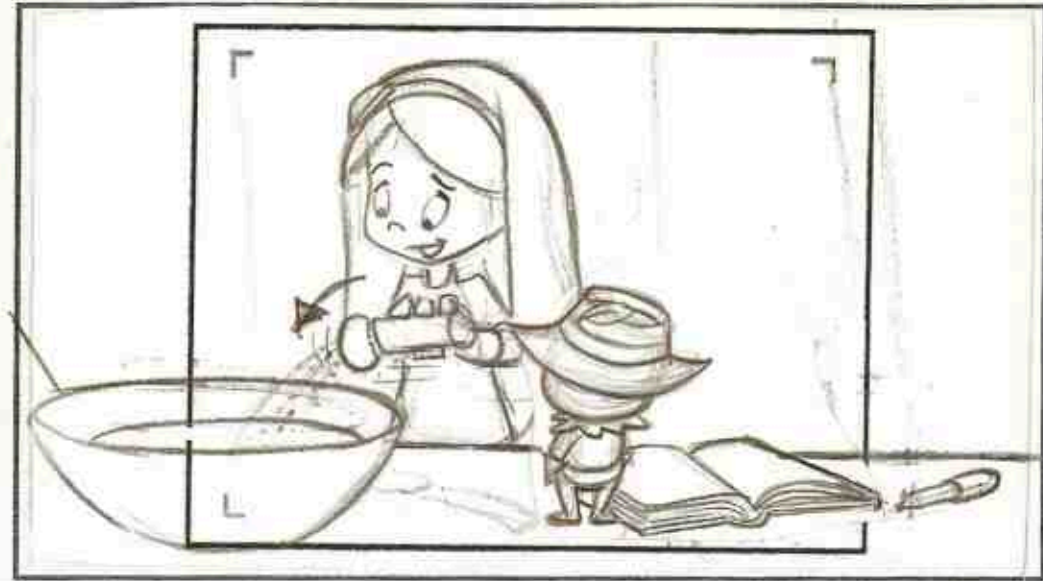
ACTION WIDER ON BLUEBERRY.; BERRYKIN BLOOM RUSHES IN.

DIAL _____

CAMERA/FX: _____

SLUG _____

SC. CONTD PANEL 2 - BG/LOC. _____



ACTION SHE SHAKES THE "SPICE" INTO THE MIXING BOWL.

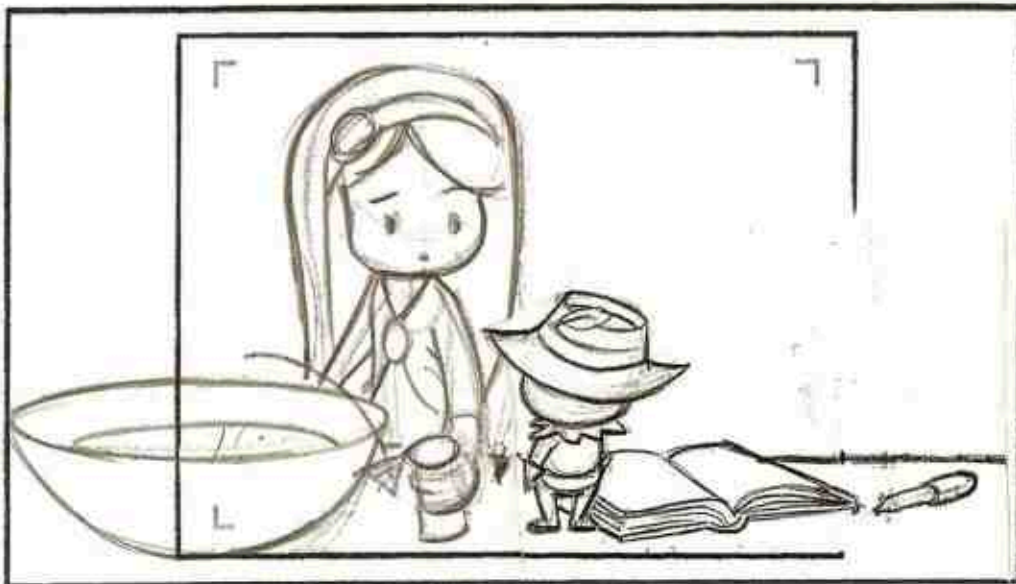
DIAL _____

CAMERA/FX: _____

SLUG _____

FINAL
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PROD #

SC. CONTD PANEL 3 BG/LOC.



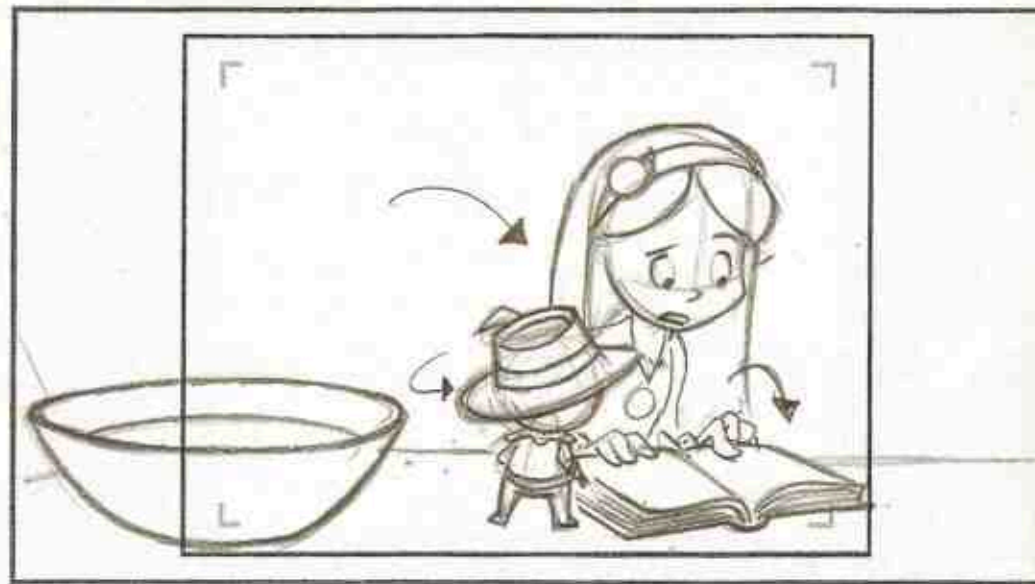
ACTION .. SHE PUTS THE SHAKER DOWN ..

DIAL _____

CAMERA/FX: _____

SLUG _____

SC. CONTD PANEL 4 BG/LOC.



ACTION .. AND TURNS TO ANOTHER BOOK ..

DIAL (239) BLUEBERRY:
AND THIS BOOK SAYS WE NEED

CAMERA/FX: _____

SLUG _____

FINAL
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PROD #



SC. CONTD PANEL 5 BG/LOC.



ACTION BLUEBERRY STRAIGHTENS UP...

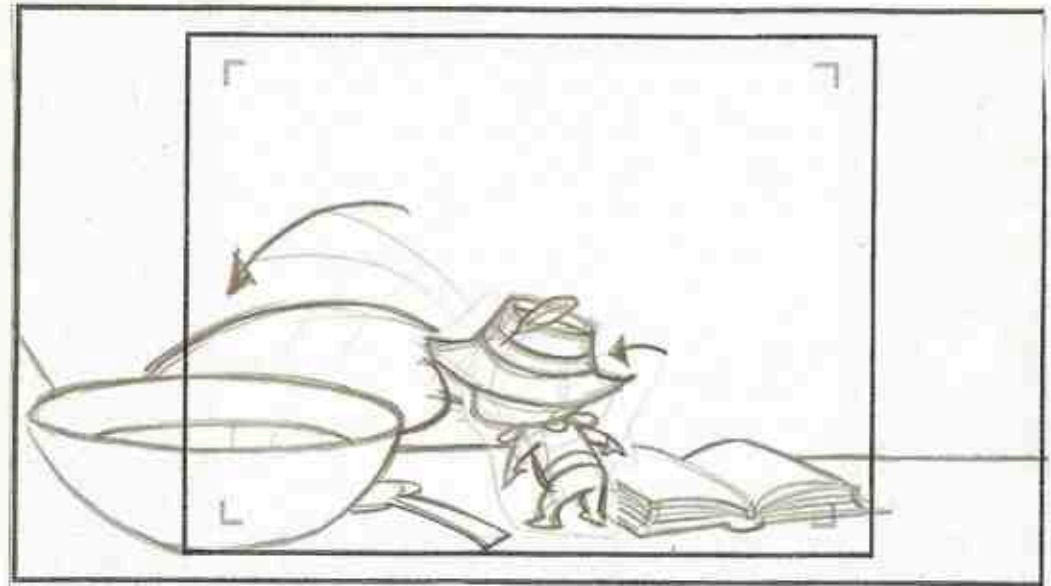
DIAL (239) BLUEBERRY: (CONTD)

.. A QUARTER PINCH OF..

CAMERA/FX:

SLUG

SC. CONTD PANEL 6 BG/LOC.



ACTION .. THEN DUCKS UNDER THE TABLE.

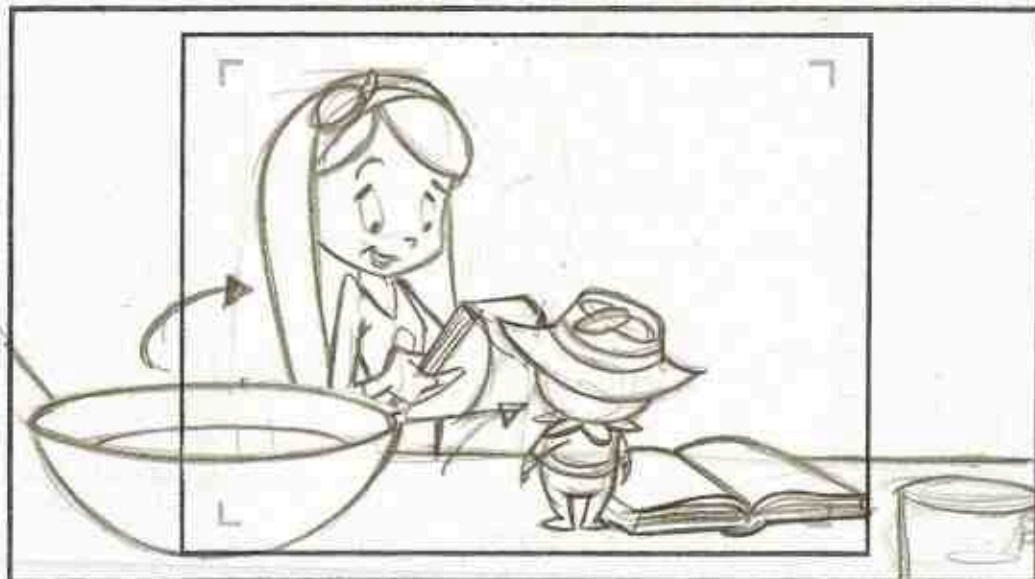
DIAL

CAMERA/FX:

SLUG

FINAL
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SC. CONTD PANEL. 7 BG/LOC.



ACTION BLUE STRAIGHTENS UP HOLDING A NOTE PAD

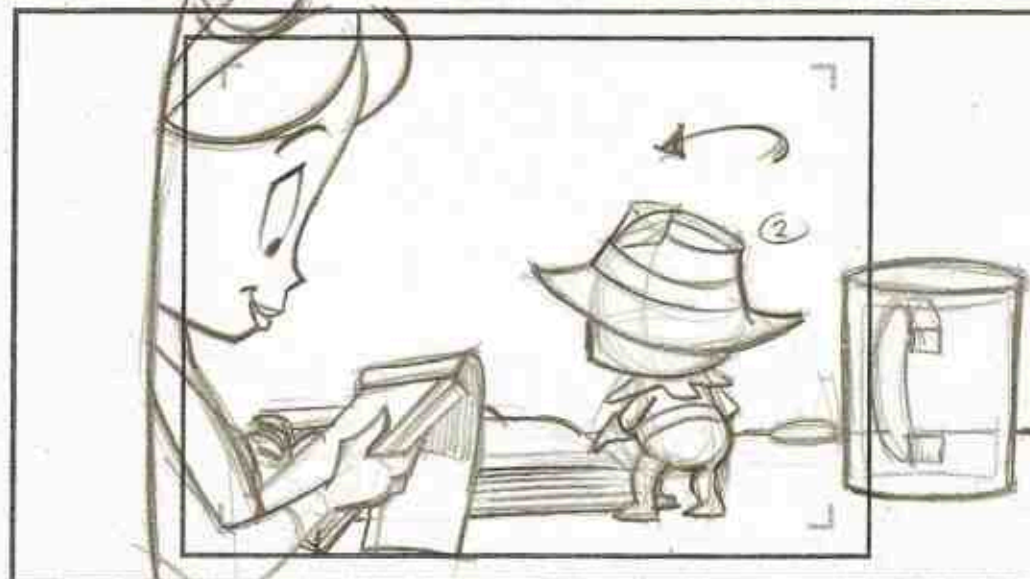
DIAL (239) BLUEBERRY: (CONTD)
 AND LET ME CHECK MY NOTES.

CAMERA/FX:

SLUG

HU

SC. PANEL. 1 BG/LOC.



ACTION ANGLE ON BERRYKIN BLOOM PAST BLUEBERRY. HE TURNS TO THE TEXT BOOK.

DIAL (240) BERRYKIN BLOOM:
 YES, SAYS IT RIGHT THERE..

CAMERA/FX:

SLUG



FINAL

408-115

PROD #

SC. CONTD PANEL 2 BG/LOC.



ACTION BERRYKIN BLOOM TURNS BACK TO BLUEBERRY, WHO LOOKS OVER AT HIM.

DIAL (240) BERRYKIN BLOOM (CONTD)
.. PAGE 324, INDEED IT DOES.

CAMERA/FX:

SLUG

SC. PANEL 1 BG/LOC.



ACTION ANGLE ON THE REST OF THE GROUP STANDING NEAR THE TABLE, LOOKING AT THE MIXING BOWL.

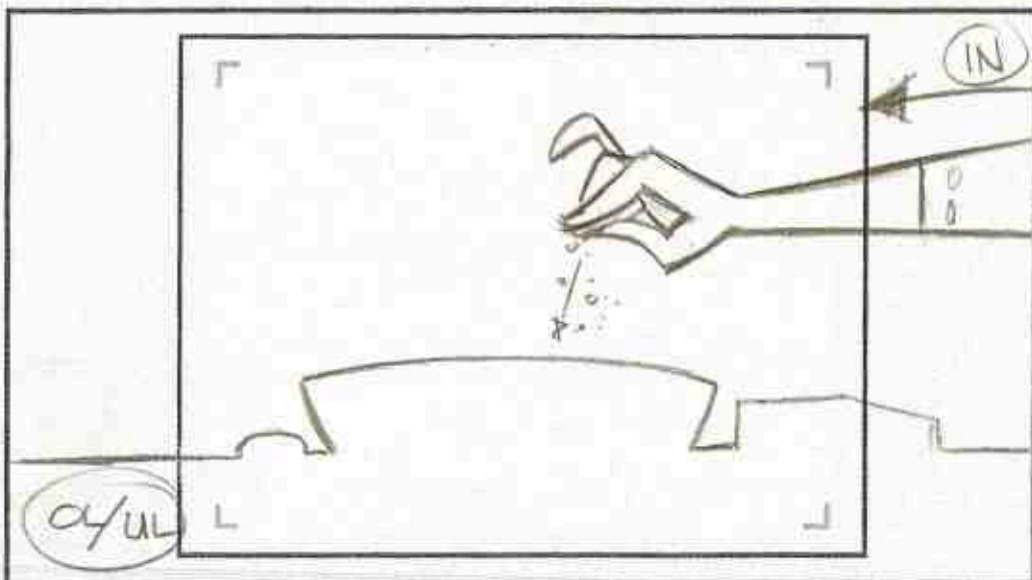
DIAL (241) BLUEBERRY: (OS)
AND FINALLY, ..

CAMERA/FX:

SLUG

FINAL
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PROD #

SC. CONT'D PANEL 2 BG/LOC.



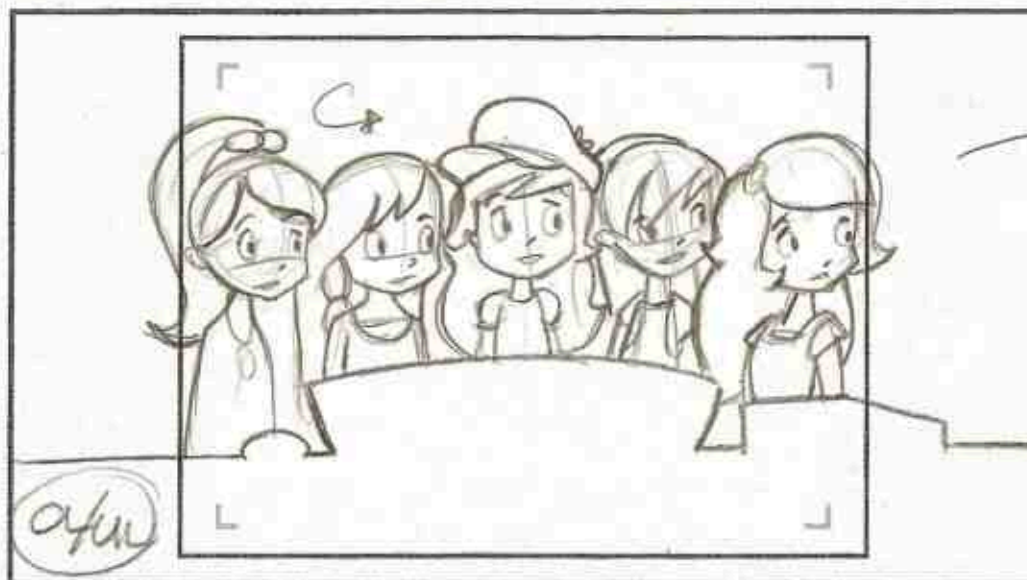
ACTION BLUEBERRY REACHS IN FROM OS, SPRINKLING SOMETHING INTO THE MIXING BOWL.

DIAL (241) BLUEBERRY : (OS) (CONT'D)
..A LITTLE DASH OF THIS.

CAMERA/FX:

SLUG

SC. CONT'D PANEL 3 BG/LOC.



ACTION .. THEN PULLS HER HAND BACK OUT THE OTHER GIRLS TURN TO LOOK AT OS. BLUEBERRY.

DIAL

CAMERA/FX:

SLUG

FINAL
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SC. PANEL. 1 BG/LOC.



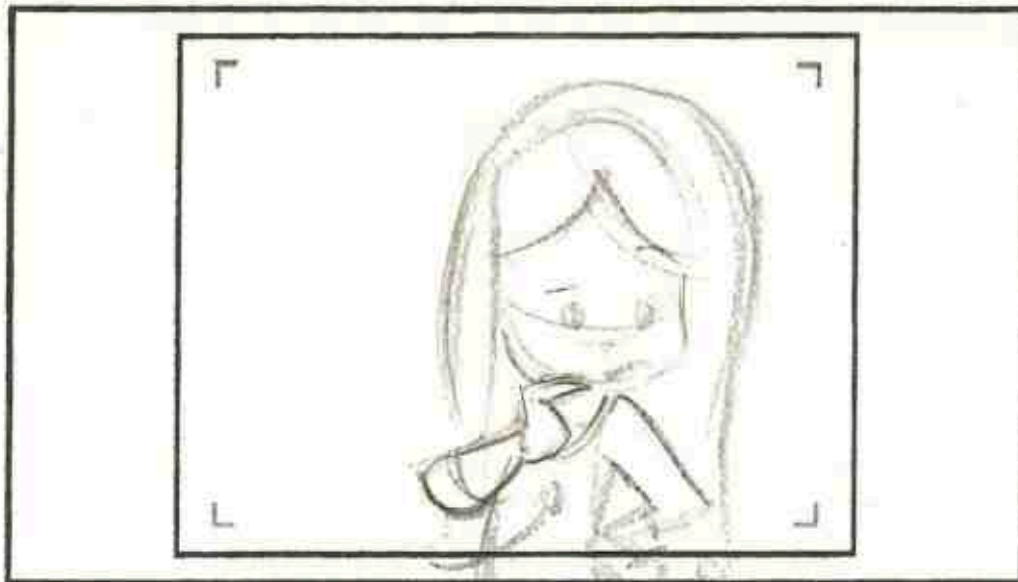
ACTION ANGLE ON BLUEBERRY. LOOKING OVER HER HANDI-WORK.

DIAL (24) BLUEBERRY: (CONTD)
THERE, THAT OUGHT TO DO IT!

CAMERA/FX:

SLUG

SC. CONTD PANEL. 2 BG/LOC.



ACTION SHE PONDERERS, DID SHE MISS SOMETHING?

DIAL

CAMERA/FX:

SLUG

FINAL
408-115
PROD #



SC. CONTD PANEL 3 BG/LOC.



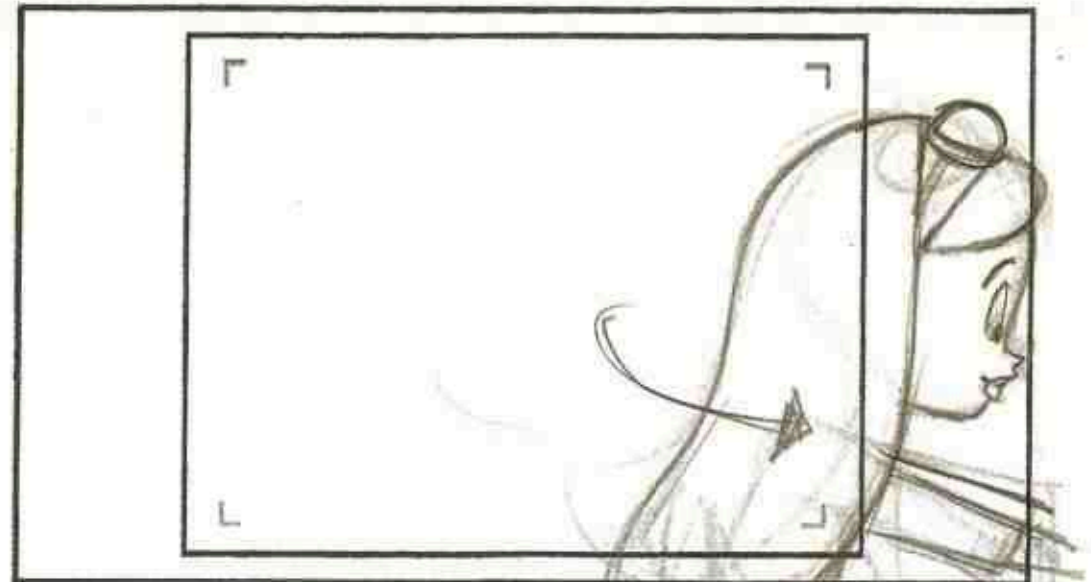
ACTION SHE SPOTS SOMETHING

DIAL _____

CAMERA/FX: _____

SLUG _____

SC. CONTD PANEL 4 BG/LOC.



ACTION SHE REACHS O.S.

DIAL _____

CAMERA/FX: _____

SLUG _____

FINAL
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PROD #



SC. CONT'D PANEL 5 BG/LOC.



ACTION SHE LIFTS UP AN EYEDROPPER (IT'S THE SIZE OF A SMALL TURKEY BASTER)...

DIAL _____

CAMERA/FX: _____

SLUG _____

SC. CONT'D PANEL 6 BG/LOC.



ACTION

...AND A WOODEN SPOON.

DIAL _____

CAMERA/FX: _____

SLUG _____

FINAL
408-115
PROD #

HL

SC.	PANEL 1	BG/LOC.
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ACTION WIDE ON THE GROUP. A CONFIDENT BLUEBERRY, ARMED WITH HER SPOON & EYEDROPPER, APPROACHES THE MIXING BOWL. THE GIRLS WATCH EXPECTANTLY.

DIAL _____

CAMERA/FX: _____

SLUG _____

SC. CONTD	PANEL 2	BG/LOC.
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ACTION SHE STICKS THE SPOON IN THE BOWL AND STIRS VIGOROUSLY.

DIAL _____

CAMERA/FX: _____

SLUG _____

FINAL
408-115
PROD #

SC. PANEL. BG/LOC.



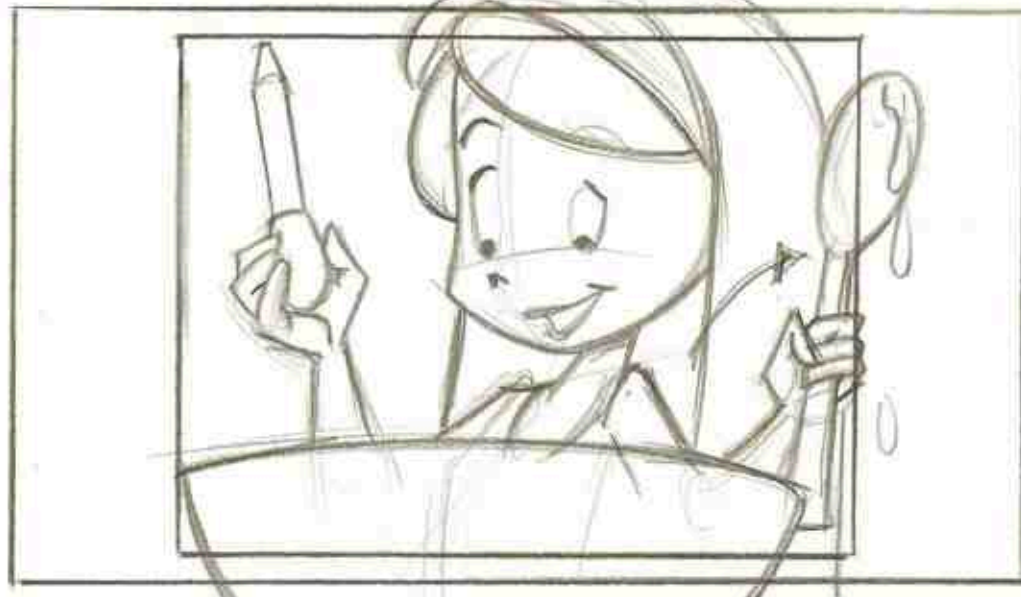
ACTION CLOSE ON BERRYKIN BLOOM.

DIAL (242) BERRYKIN BLOOM:
OH, I HOPE THIS WORK!

CAMERA/FX:

SLUG

SC. PANEL. 1 BG/LOC.



ACTION CLOSE ON BLUEBERRY. SHE
LIFTS THE SPOON OUT OF THE BOWL.

HL

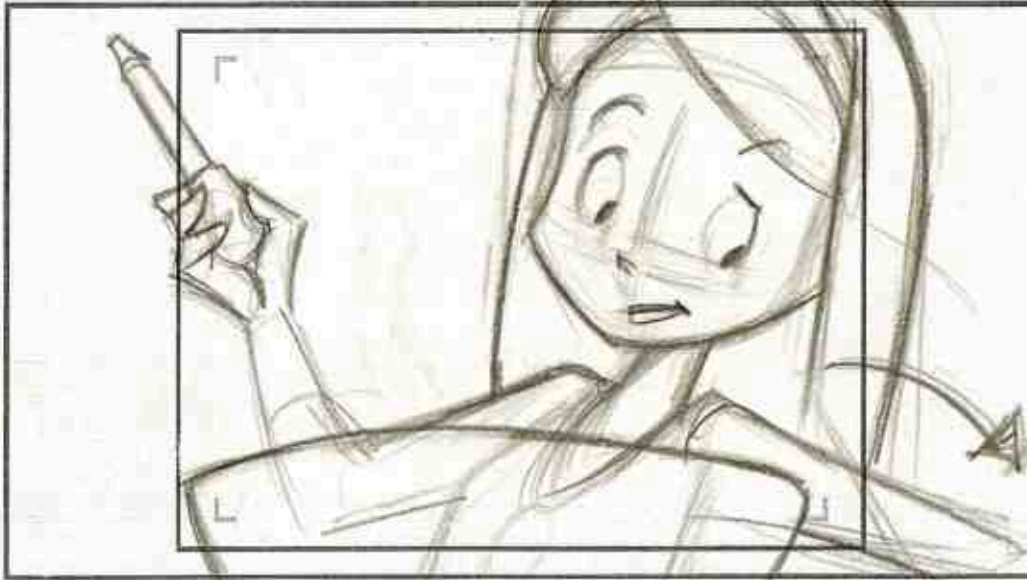
DIAL

CAMERA/FX:

SLUG

FINAL
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SC. CONTD PANEL 2 BG/LOC.



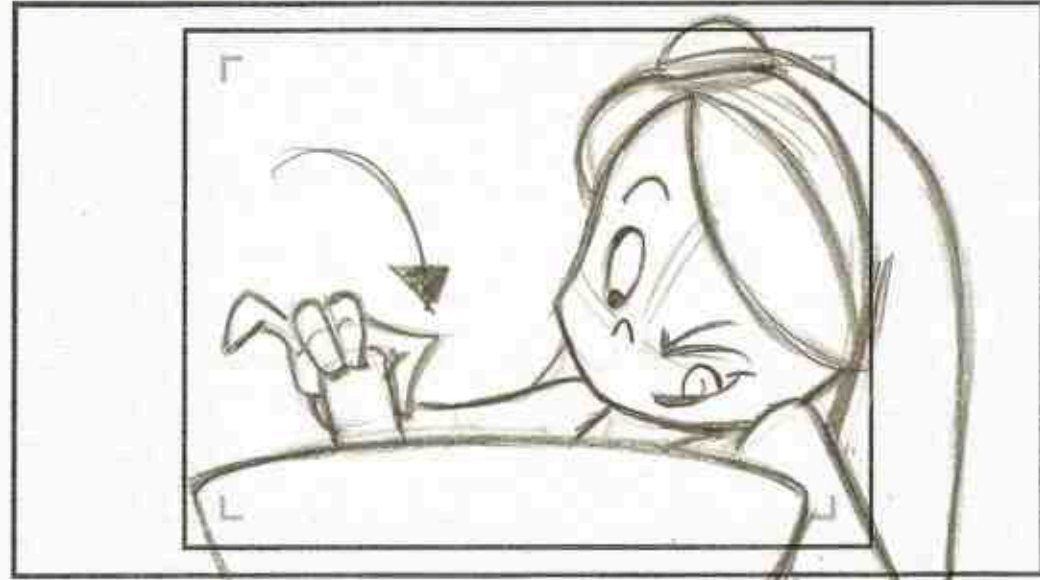
ACTION SHE PUTS THE SPOON DOWN..

DIAL _____

CAMERA/FX: _____

SLUG _____

SC. CONTD PANEL 3 BG/LOC.



ACTION ... THEN PUTS THE EYE-DROPPER INTO THE MIXING BOWL

DIAL _____

CAMERA/FX: _____

SLUG _____

FINAL
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PROD #

SC.	PANEL.	BG/LOC.
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ACTION WIDE ON GROUP. BLUEBERRY LIFTS THE EYE-DROPPER UP. -(CUE HEAVENLY CHOIR)

DIAL _____

CAMERA/FX: _____

SLUG _____

SC.	PANEL.	BG/LOC.
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ACTION DOWNANGLE ON TRENCH AREA BLUEBERRY APPROACHES THE NEAREST APPEAL LEAF.

DIAL _____

CAMERA/FX: _____

SLUG _____

FINAL
408-115
PROD #



SC.	PANEL 1	BG/LOC.
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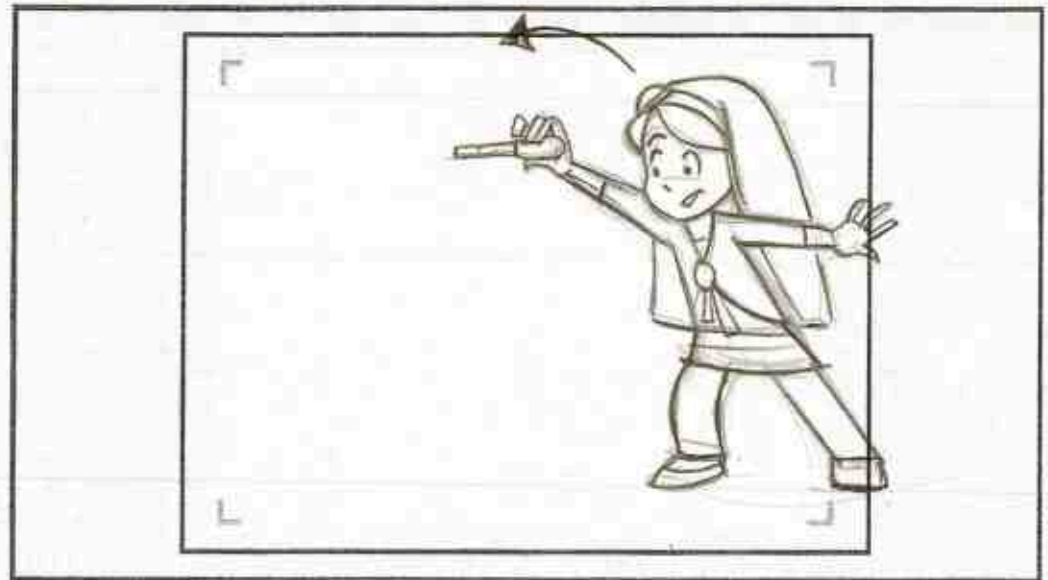
ACTION CLOSER ON BLUEBERRY, POISED IN FRONT OF AN INFECTED LEAF.

DIAL 243 BLUEBERRY:
HERE WE GO. ..

CAMERA/FX:

SLUG

SC. CONTD	PANEL 2	BG/LOC.
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ACTION BLUE LEANS FORWARD

DIAL

CAMERA/FX:

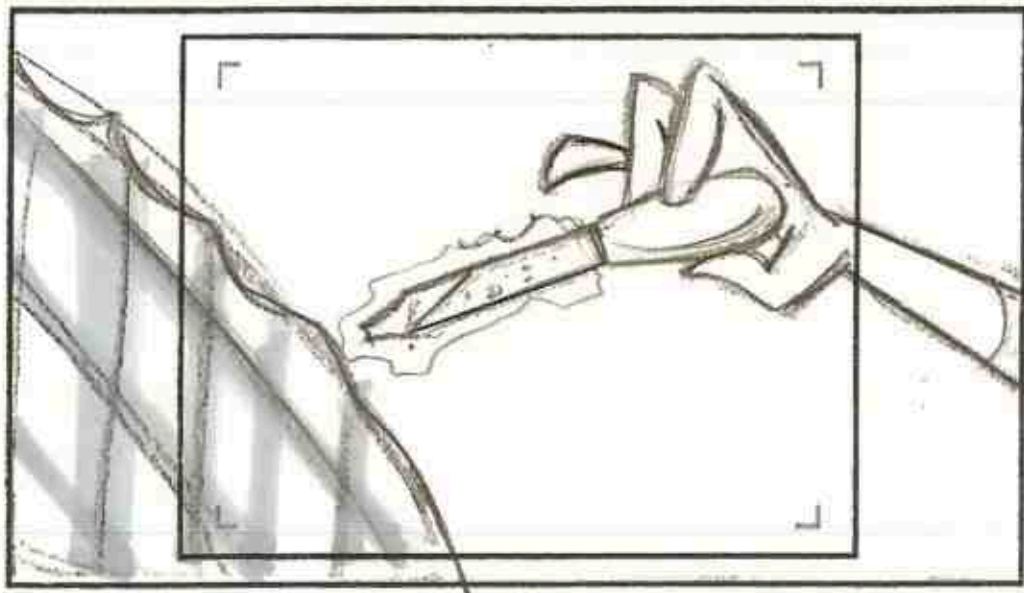
SLUG

FINAL
408-115
PROD #



HU

SC. _____ PANEL 1 BG/LOC. _____



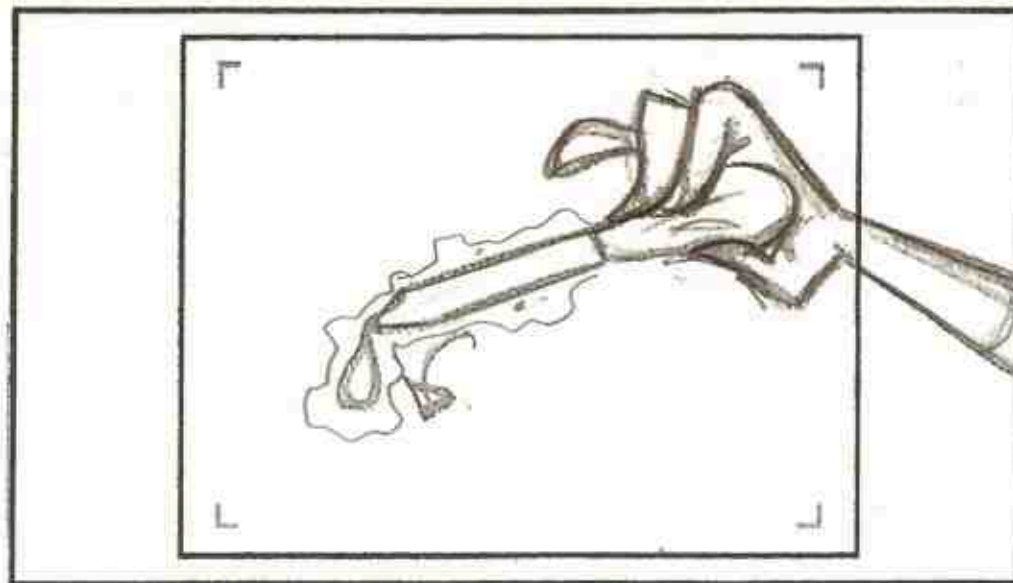
ACTION CLOSE ON THE EYEDROPPER. THE LIQUID INSIDE GLOWS FAINTLY.

DIAL _____

CAMERA/FX: _____

SLUG _____

SC. CONTD PANEL 2 BG/LOC. _____



ACTION BLUEBERRY SQUEEZE OUT A DROP

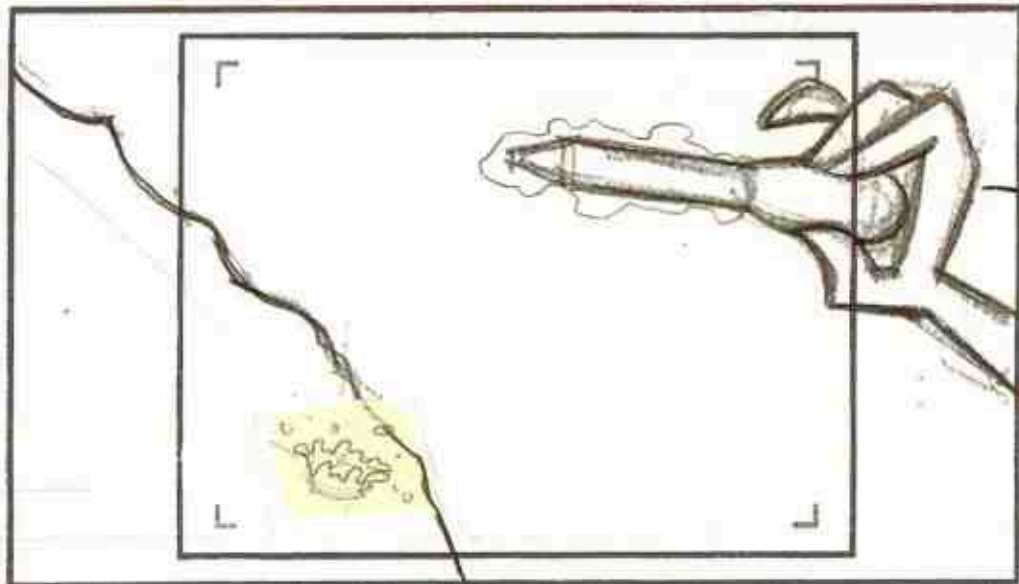
DIAL _____

CAMERA/FX: _____

SLUG _____

FINAL
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PROD #

SC. CONTD PANEL 3 BG/LOC.



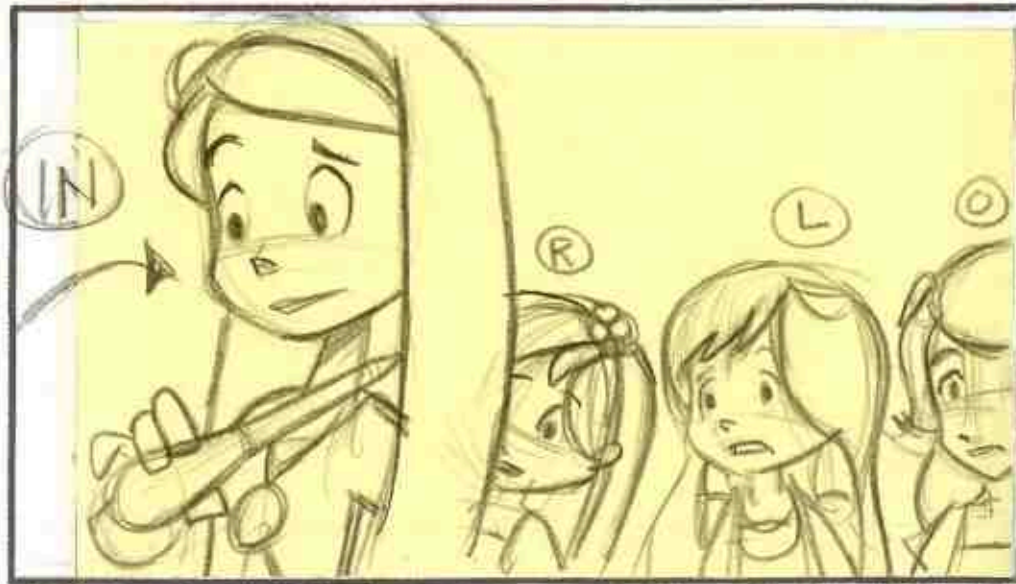
ACTION THE DROP HITS THE LEAF

DIAL _____

CAMERA/FX: _____

SLUG _____

SC. PANEL 1 BG/LOC.



ACTION ANGLE ON BLUEBERRY AS SHE STEPS BACK - RASPBERRY, LEMON AND ORANGE ARE BEHIND HER

DIAL (244) LEMON:
NOTHING'S HAPPENING!

CAMERA/FX: _____

SLUG _____

FINAL
408-115
PROD #

SC. CONTD. PANEL 2 BG/LOC.



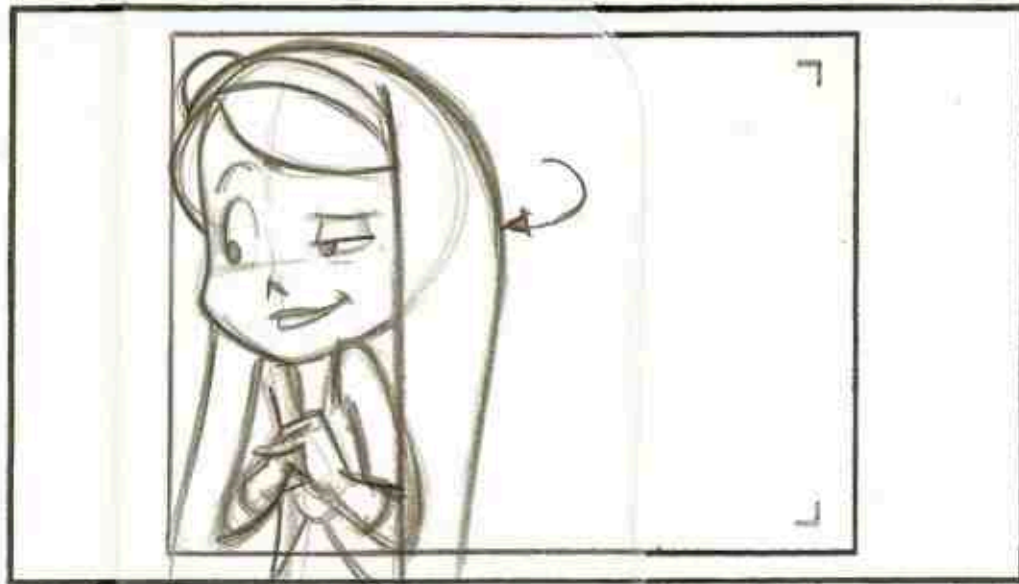
ACTION SHE LOOKS BACK AT THE OTHER GIRLS.

DIAL 245 BLUEBERRY:
GIVE IT A SECOND.

CAMERA/FX:

SLUG

SC. CONTD. PANEL 3 BG/LOC.



ACTION THEN SHE TURNS BACK... SHE KNOWS HER "POTION" IS GOING TO WORK.

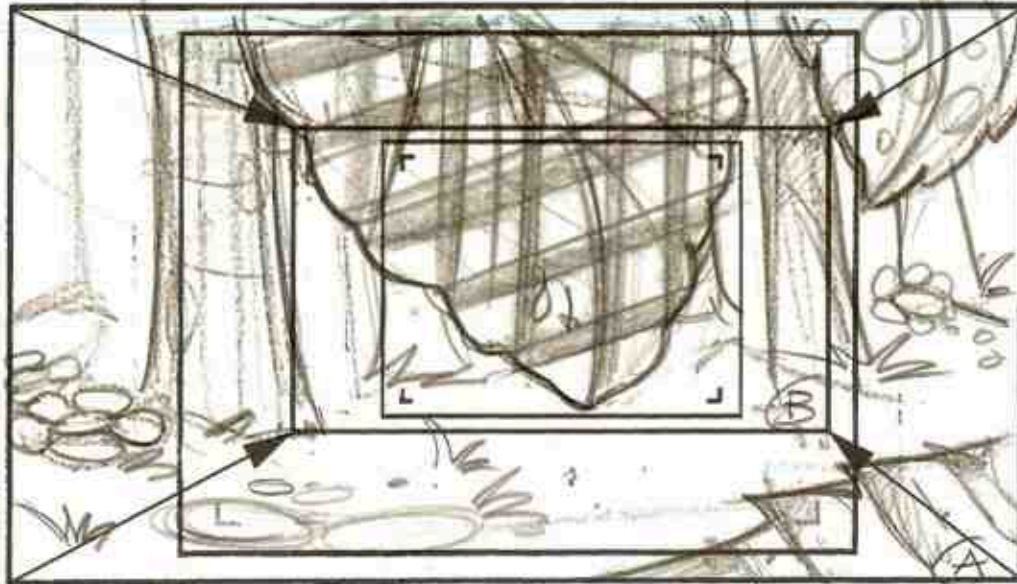
DIAL

CAMERA/FX:

SLUG

FINAL
408-115
PROD #

SC.	PANEL. 1	BG/LOC.
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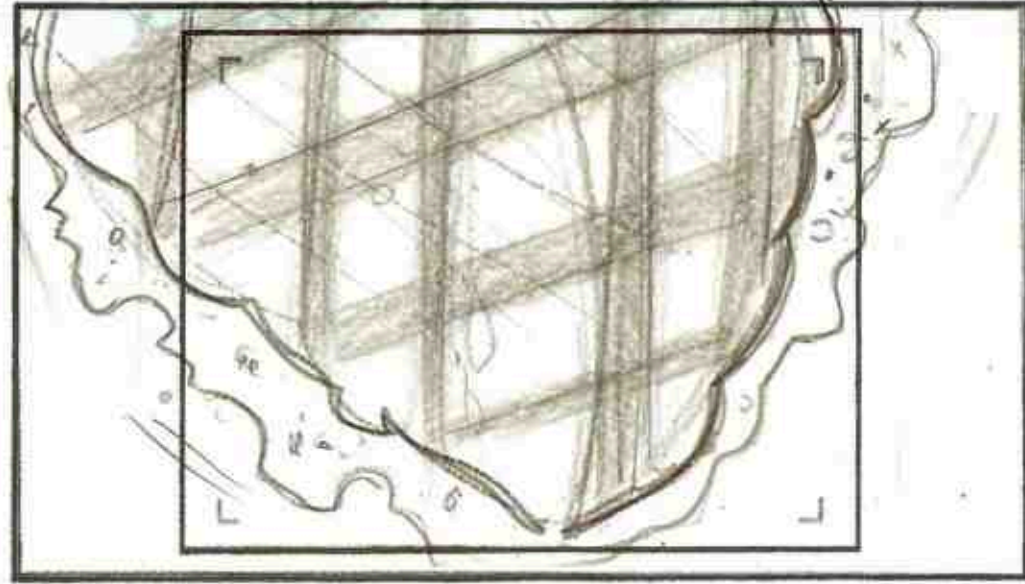
ACTION ANGLE ON THE INFECTED LEAF
SLOW DRIFT IN (A) → (B)

DIAL

CAMERA/FX:

SLUG

SC. CONTD	PANEL. 2	BG/LOC.
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ACTION THE LEAF BEGINS TO GLOW.

DIAL

CAMERA/FX:

SLUG

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SC.	PANEL.	BG/LOC.
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ACTION ECU ON BLUEBERRY. SHE IS HIGHLIGHTED BY THE GLOW COMING FROM THE LEAF.

DIAL _____

CAMERA/FX: _____

SLUG _____

SC.	PANEL.	BG/LOC.
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ACTION WIDE ON AREA. THE GLOW CONTINUES TO GROW.

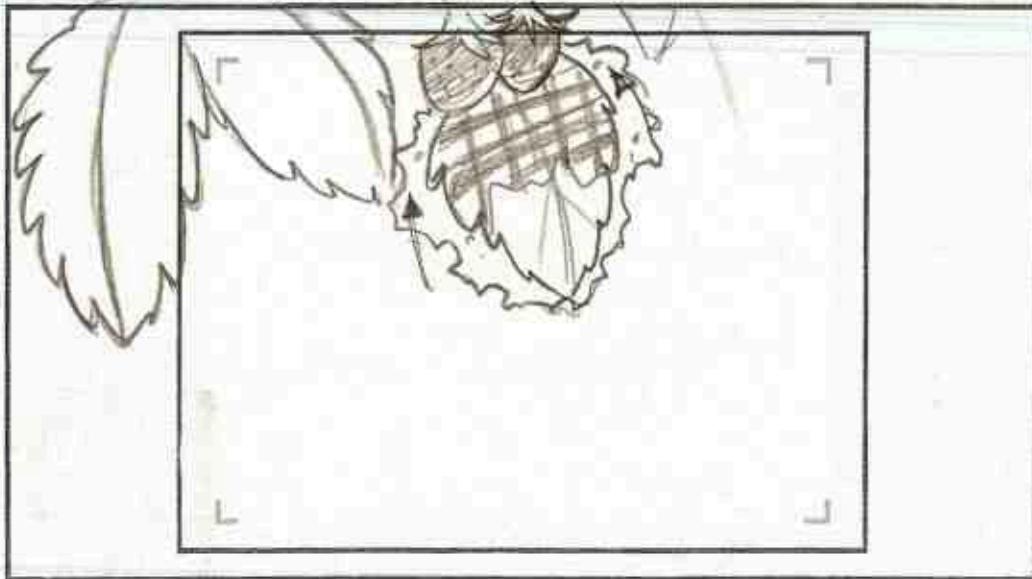
DIAL _____

CAMERA/FX: _____

SLUG _____

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SC. CONTD PANEL 2 BG/LOC.



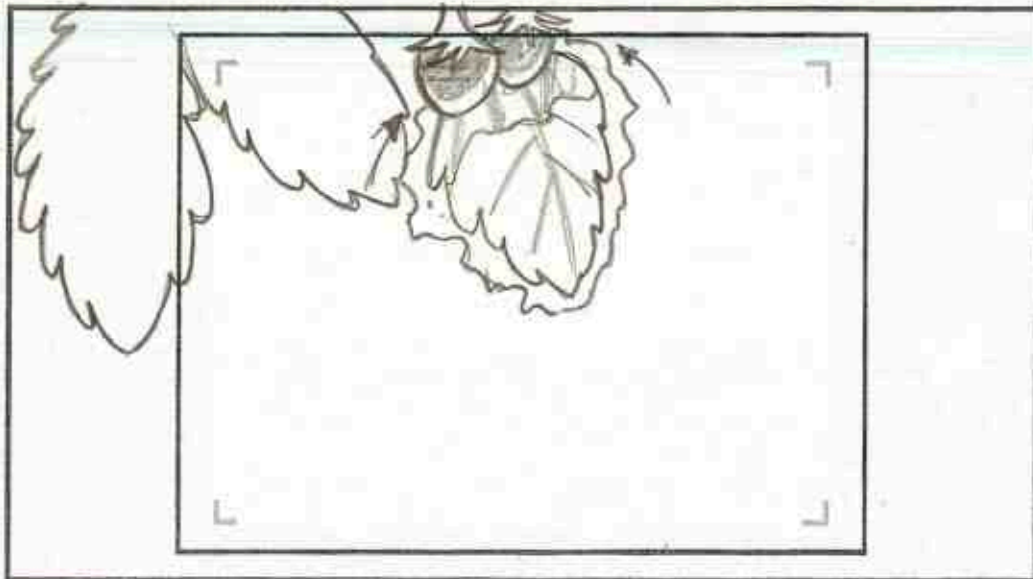
ACTION THE PLAID BEGINS TO "MELT" OFF THE LEAF.

DIAL _____

CAMERA/FX: _____

SLUG _____

SC. CONTD PANEL 3 BG/LOC.



ACTION ... LEAVING A HEALTHY LEAF BEHIND.

DIAL _____

CAMERA/FX: _____

SLUG _____

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SC.	PANEL.	BG/LOC.
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ACTION WIDE ON THE GROUP. THE GIRLS ARE CHEERING, BLUEBERRY LOOKS SATISFIED. BERRYKIN BLOOM STARTS TO DANCE A JIG.

DIAL (246) ALL:
(AD-LIB CHEERING).

CAMERA/FX:

SLUG

SC.	PANEL. 1	BG/LOC.
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ACTION CLOSE ON THE DANCING BERRYKIN BLOOM

DIAL (246) ALL: (CONT'D)
(AD-LIB CHEERING) →

CAMERA/FX:

SLUG

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SC. CONTD PANEL 2 BG/LOC.



ACTION

DIAL

CAMERA/FX:

SLUG

SC. PANEL 1 BG/LOC.



ACTION ANGLE ON MAKE SHIFT LAB TABLE.

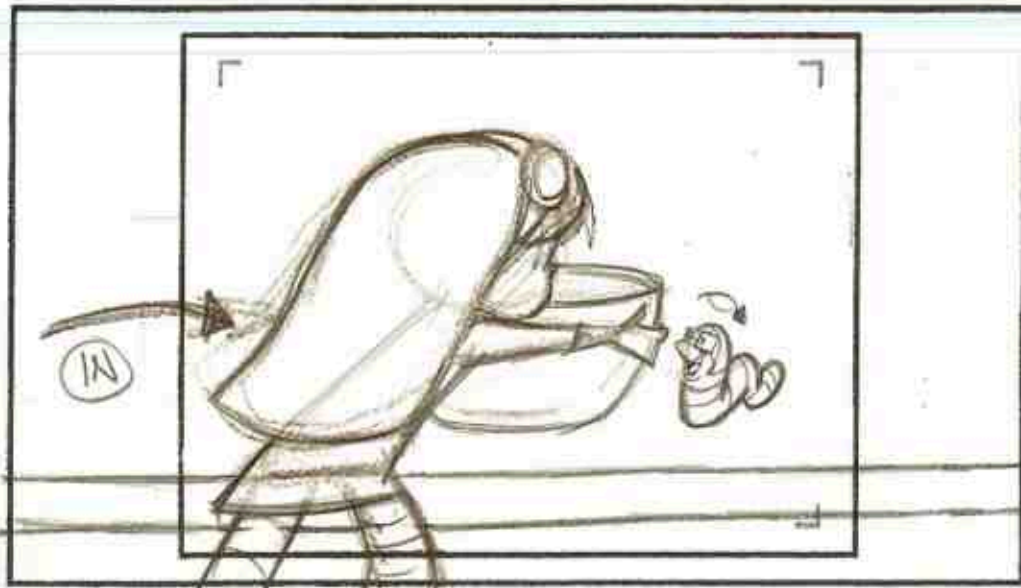
DIAL

CAMERA/FX:

SLUG

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SC. CONTD PANEL 2 BG/LOC.



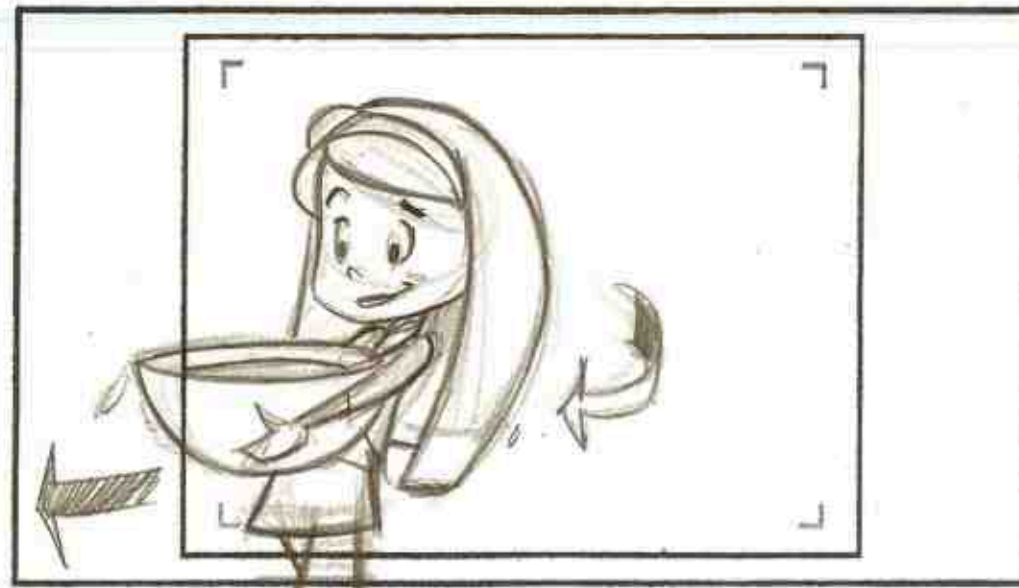
ACTION
BLUEBERRY RUSHES IN, AND
GRABS THE MIXING BOWL.

DIAL

CAMERA/FX:

SLUG

SC CONTD PANEL 3 BG/LOC.



ACTION
..AND CARRIES IT O.S. * (CUT ON ACTION)

DIAL

CAMERA/FX:

SLUG

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SC. PANEL 1 BG/LOC.



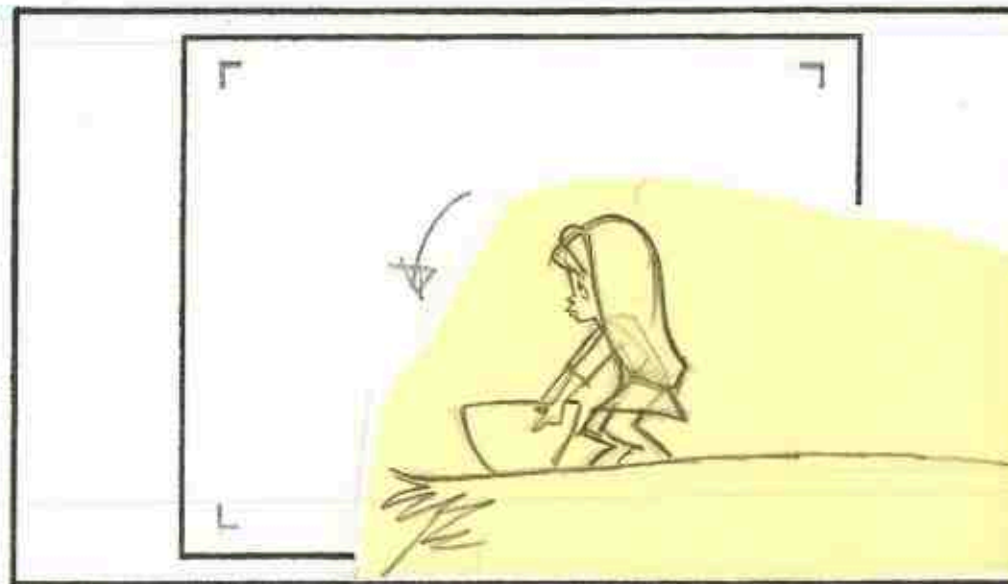
ACTION ANGLE ON TRENCH EDGE, BLUEBERRY WALKS IN

DIAL

CAMERA/FX:

SLUG

SC. CONTD PANEL 2 BG/LOC.



ACTION AND PLACES THE MIXING BOWL DOWN.

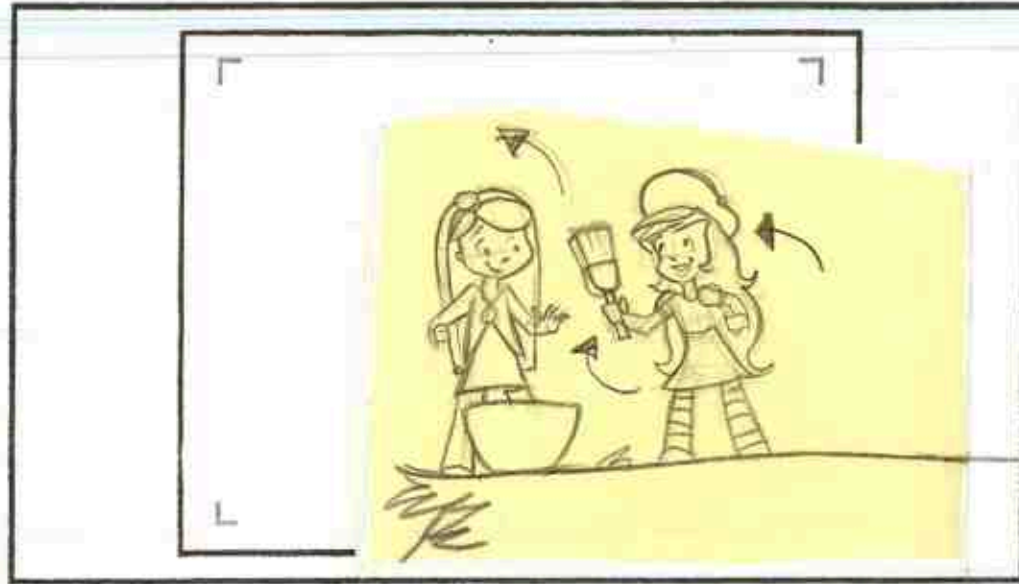
DIAL

CAMERA/FX:

SLUG

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SC. CONTD PANEL 3 BG/LOC.



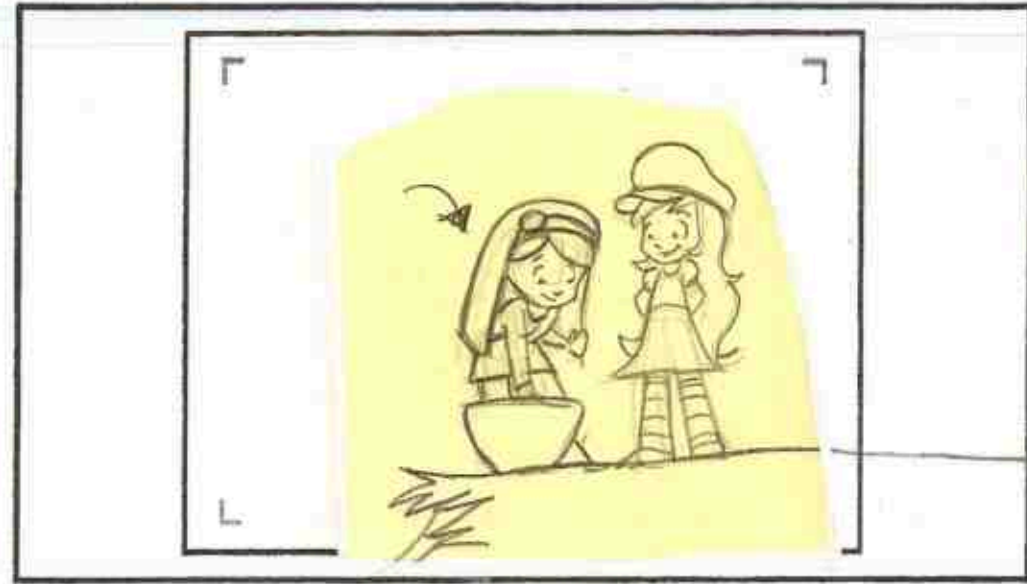
ACTION STRAWBERRY STEPS FORWARD AND OFFERS BLUEBERRY A LARGE BRUSH.

DIAL _____

CAMERA/FX: _____

SLUG _____

SC. CONTD PANEL 4 BG/LOC.



ACTION BLUEBERRY DIPS THE BRUSH INTO THE MIXING BOWL.

DIAL _____

CAMERA/FX: _____

SLUG _____

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SC. CONT'D	PANEL 5	BG/LOC.
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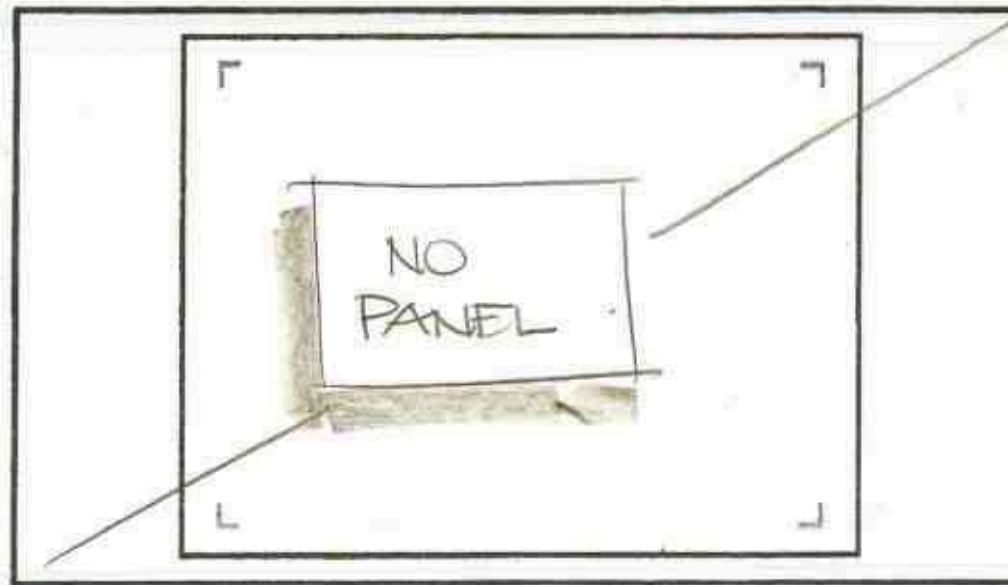
ACTION BLUEBERRY STANDS UP AND STARTS TO SPRINKLE THE POTION ON THE INFECTED PLANTS

DIAL _____

CAMERA/FX: _____

SLUG _____

SC.	PANEL	BG/LOC.
-----	-------	---------



ACTION

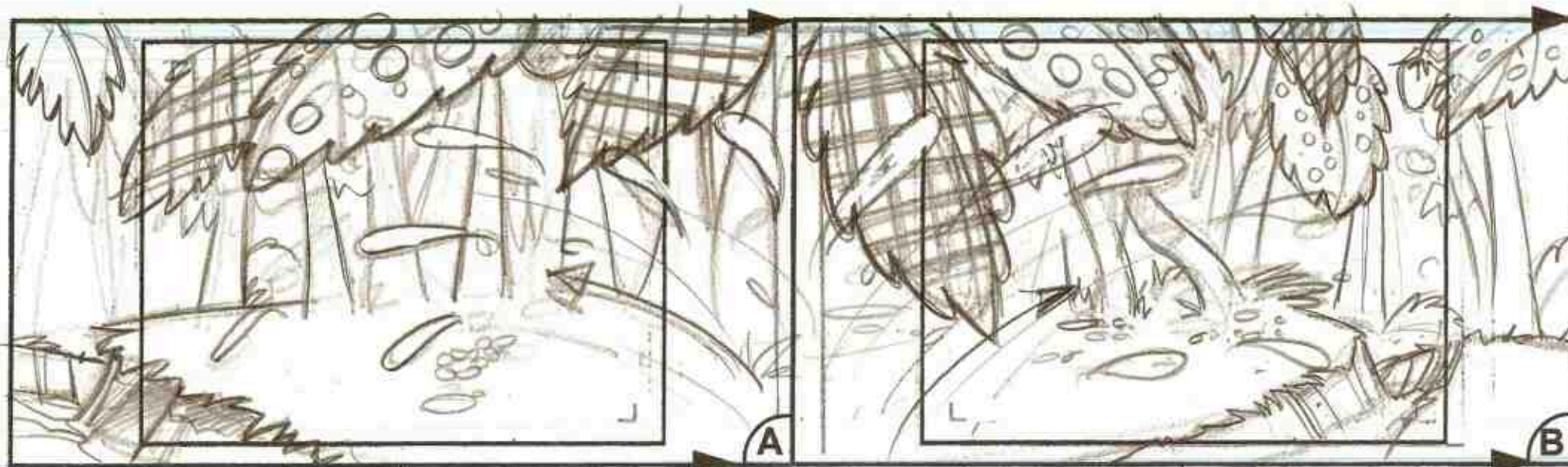
DIAL _____

CAMERA/FX: _____

SLUG _____

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SC.	PANEL	BG/LOC.
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ACTION

(START)

(PAN)

(STOP)

PAN FROM (A) TO (B)

FOLLOW THE DROPLETS AS BLUEBERRY SPRINKLES THE PLANTS.

DIAL

DIAL

CAMERA/FX:

CAMERA/FX:

SLUG

SLUG

FINAL
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SC.	PANEL	BG/LOC.	S/A.
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ACTION POSE ①

START POS

ANGLE ON EDGE OF TRENCH
BLUEBERRY PICKS UP THE MIXING
BOWL AND RUNS OUT. STRAWBERRY
WATCHES -

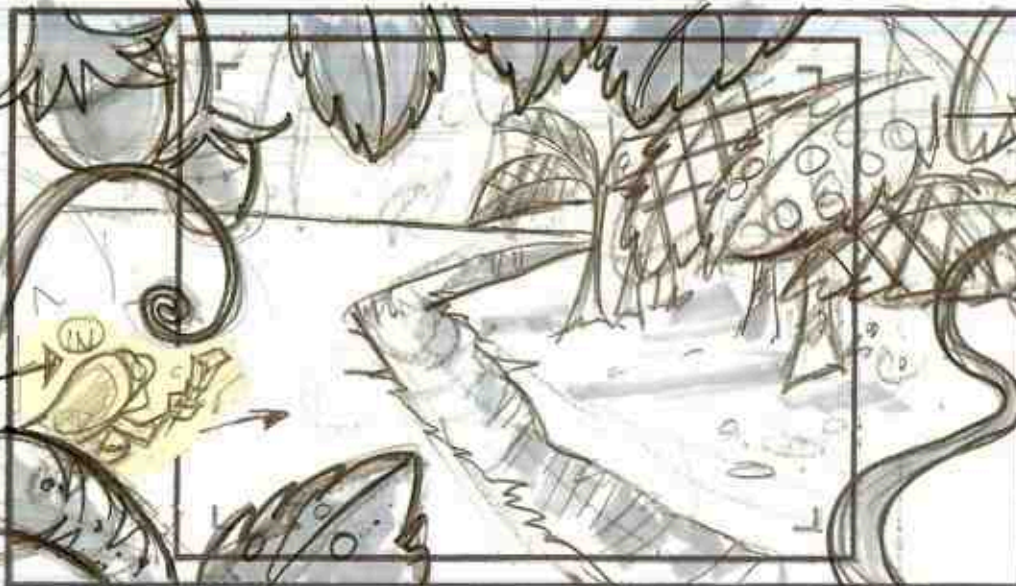
THE LEAVES BEGIN TO GLOW



CAMERA/FX:

SLUG

SC.	PANEL 1	BG/LOC.
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ACTION ANOTHER ANGLE ON INFECTED GROVE
BLUEBERRY RUNS IN.

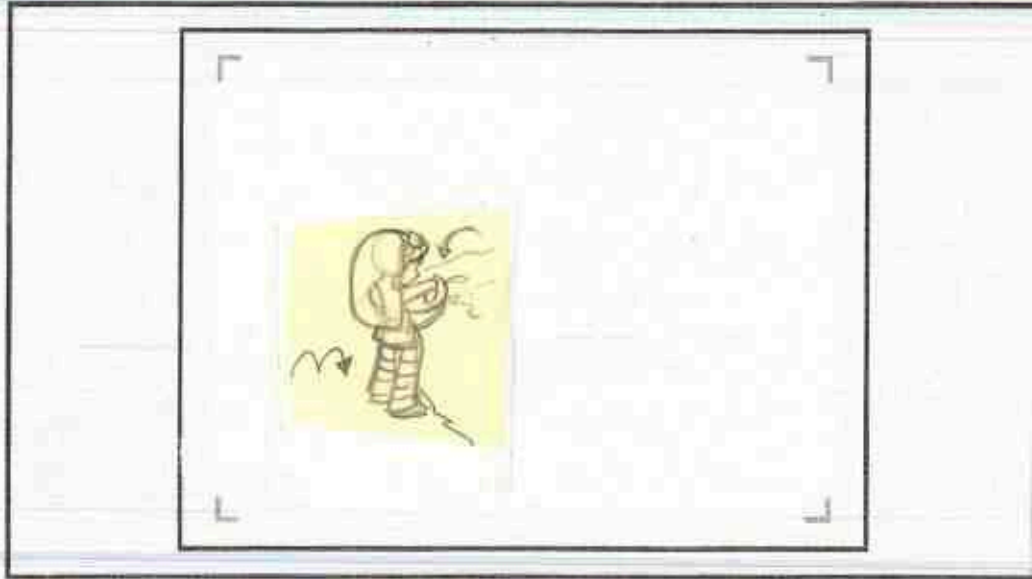
DIAL

CAMERA/FX:

SLUG

FINAL
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SC. CONTD PANEL 2 BG/LOC.



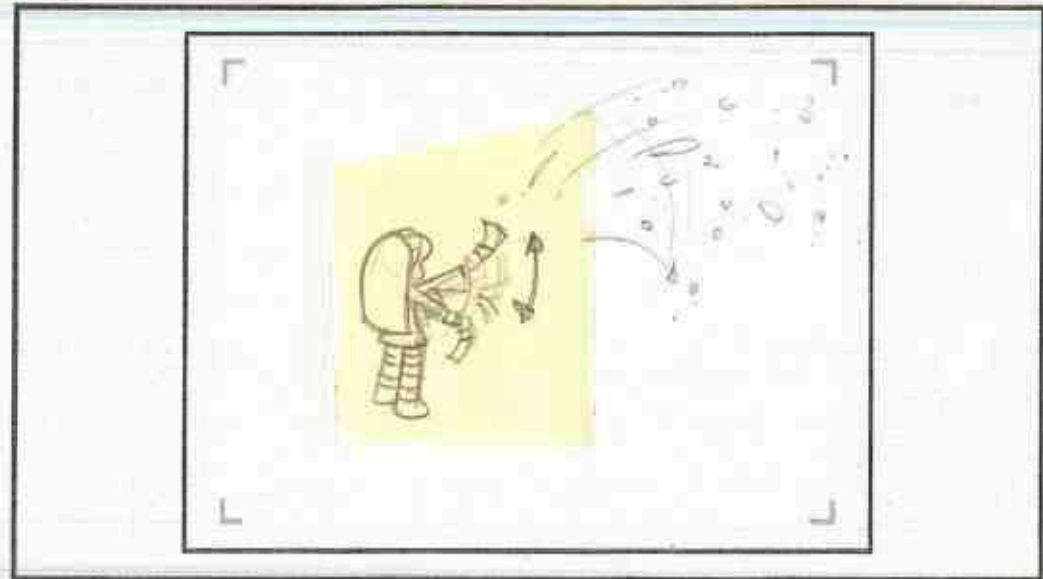
ACTION SHE STOPS AT THE EDGE OF THE TRENCH. DIPS HER BRUSH IN THE BOWL ..

DIAL _____

CAMERA/FX: _____

SLUG _____

SC. CONTD PANEL 3 BG/LOC.



ACTION .. THEN SPLASHES THE INFECTED LEAVES.

DIAL _____

CAMERA/FX: _____

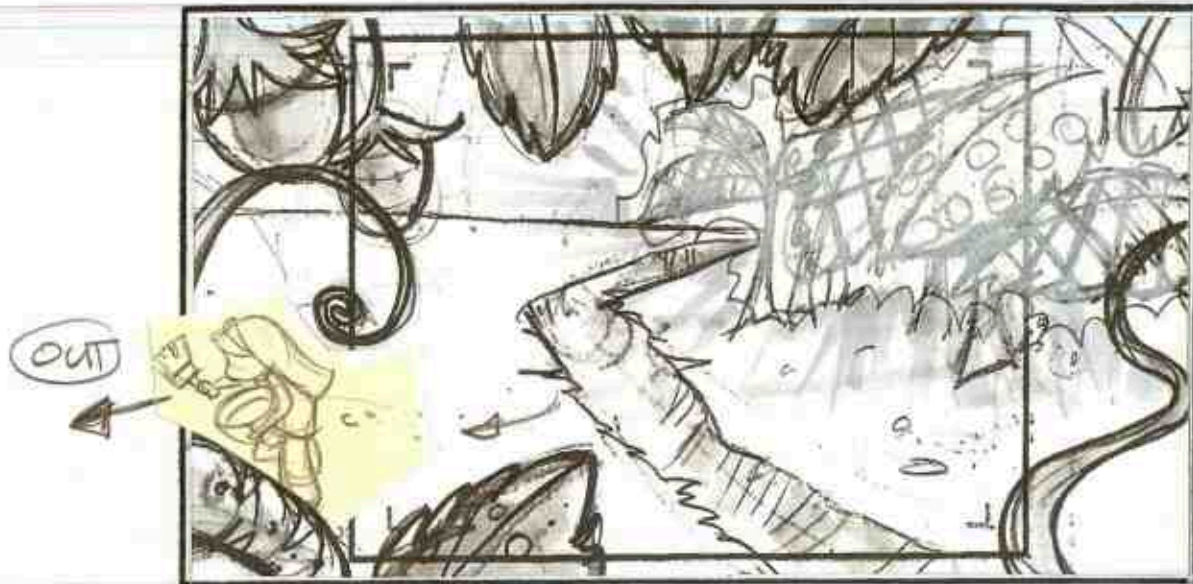
SLUG _____

FINAL
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SC. CONTD	PANEL 4	BG/LOC.
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SC.	PANEL 1	BG/LOC.
-----	---------	---------



ACTION AS THE PLANTS BEGIN TO GLOW BLUEBERRY TURNS AND RUNS OUT.

DIAL _____

CAMERA/VFX: _____

SLUG _____



ACTION ANGLE ON ANOTHER INFECTED PLANT.

DIAL _____

CAMERA/VFX: _____

SLUG _____

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SC. CONTD. PANEL 2 BG/LOC.



ACTION
BLUEBERRY RUSHES IN, SPLASHES
THE LEAF WITH HER "POTION"...

DIAL

CAMERA/FX:

SLUG

SC. CONTD. PANEL 3 BG/LOC.



ACTION
... THEN RUSHES OUT. THE LEAF
BEGINS TO GLOW.

DIAL

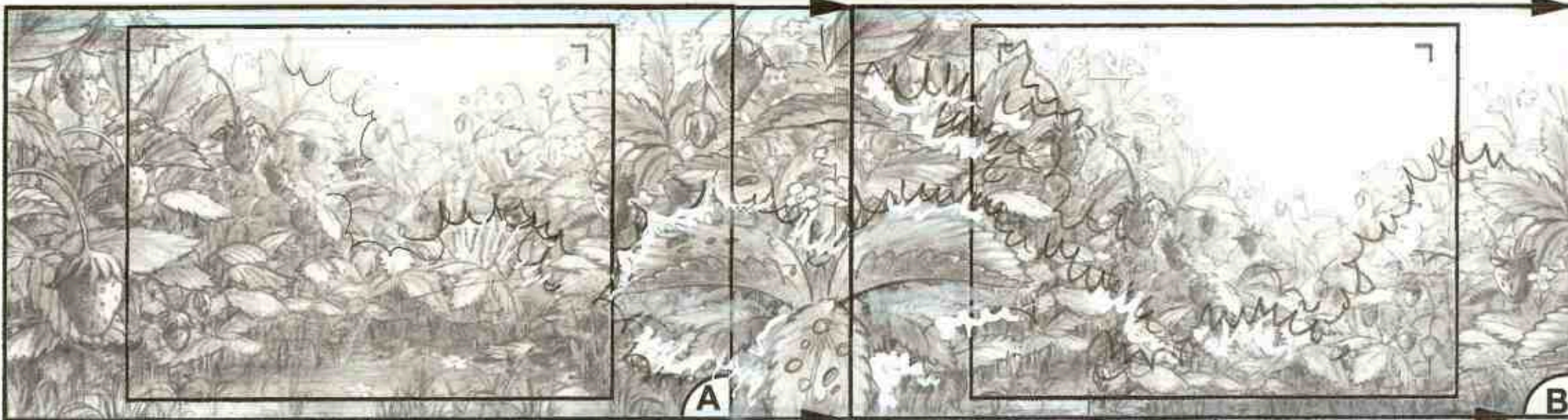
CAMERA/FX:

SLUG

FINAL
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SC.	PANEL.	BG/LOC.
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SC.	PANEL.	BG/LOC.
-----	--------	---------



ACTION



PAN ACROSS THE STRAWBERRY PATCH. THE GLOW SPREADS ACROSS IT.

PAN (A) → (B) EFX: (BOT. LITE GLOW)

DIAL

DIAL

CAMERA/FX:

CAMERA/FX:

SLUG

SLUG

FINAL
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SC.	PANEL.	BG/LOC.
-----	--------	---------

SC.	PANEL. 1	BG/LOC.
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HU



ACTION WIDE ON GROUP CHEERING FOR BLUEBERRY.

ACTION CLOSE ON ORANGE AND LEMON (HU. POSE)

DIAL _____

DIAL _____

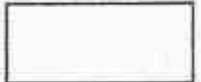
CAMERA/FX: _____

CAMERA/FX: _____

SLUG _____

SLUG _____

FINAL
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SC. CONTD PANEL 2 BG/LOC.



ACTION LEMON SETTLES BACK

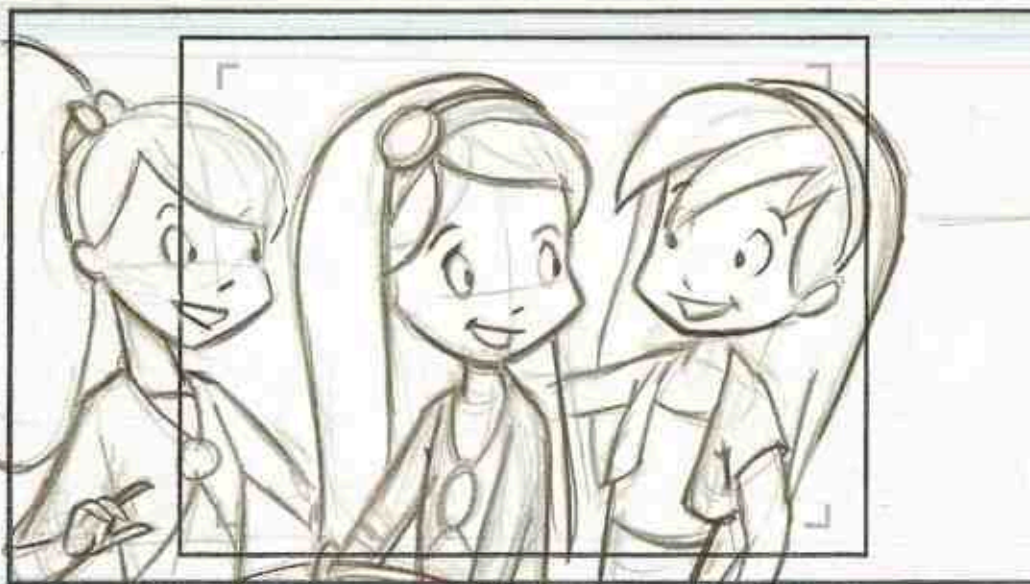
DIAL 248 ORANGE:

IT IS SURE GOOD TO HAVE YOU BACK
BLUEBERRY.

CAMERA/FX:

SLUG

SC. PANEL 1 BG/LOC.



ACTION CLOSE ON BLUEBERRY, PLUM &
RASPBERRY.

DIAL 249 BLUEBERRY:

IT'S GREAT TO BE BACK.

CAMERA/FX:

SLUG

FINAL
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SC. CONTD PANEL 2 BG/LOC.



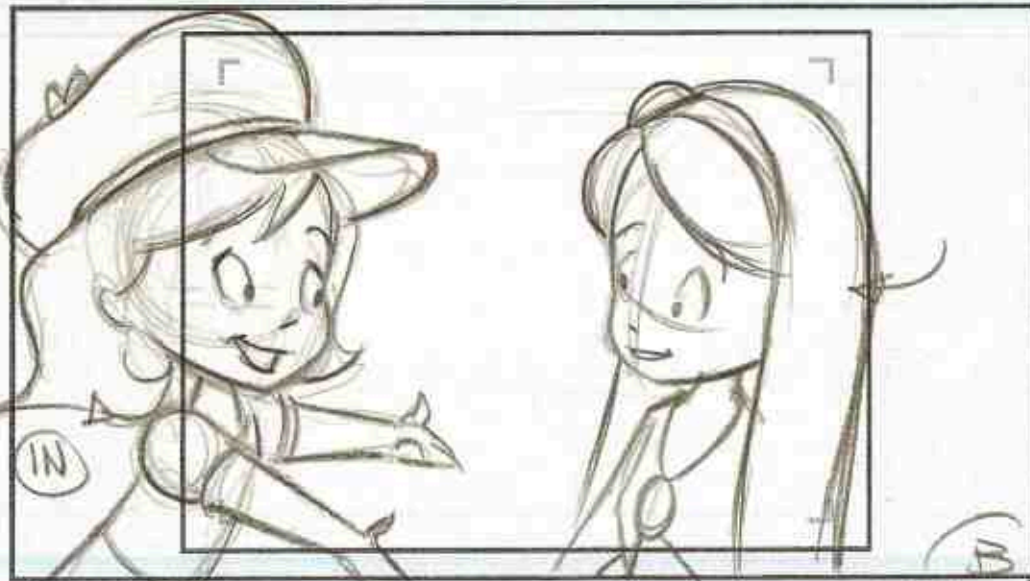
ACTION

DIAL (249) BLUEBERRY: (CONTD)
I GUESS I DIDN'T MAKE A GOOD
DETECTIVE ANYWAY.

CAMERA/FX:

SLUG

SC. CONTD PANEL 3 BG/LOC.



ACTION

SHIFT (A) → (B) AS STRAWBERRY
WALKS IN

DIAL (250) STRAWBERRY:
YOU MADE A BERRY FINE
DETECTIVE.

CAMERA/FX:

SLUG

FINAL
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SC. CONTD PANEL 4 BG/LOC.



ACTION

AND GIVES BLUEBERRY A HUG

DIAL (250) STRAWBERRY:

BUT YOU MAKE AN EVEN BETTER FRIEND.

CAMERA/FX:

SLUG

SC. CONTD PANEL 5 BG/LOC.



ACTION

PLUM POPS IN BETWEEN.

DIAL (251) PLUM:

AND THAT'S NO MYSTERY!

CAMERA/FX:

SLUG

FINAL
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PROD #

HU



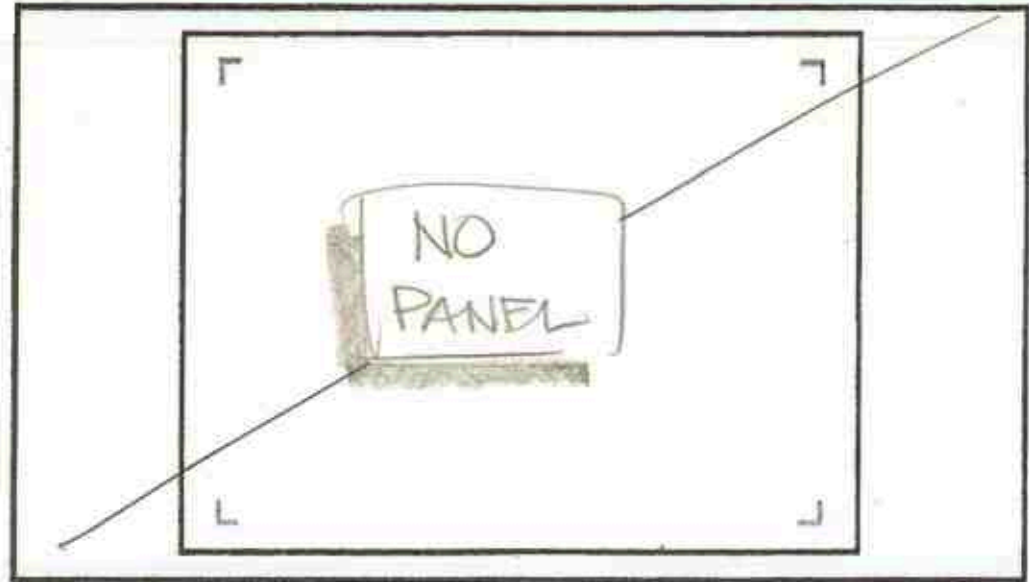
STOP

(PAN)

START

SC.	PANEL.	BG/LOC.
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X-DISS



ACTION WIDE ON THE GROUP.
PAN UP (A) → (B) AS WE SEE THE GLOW
SPREADS ACROSS THE LAST OF THE INFECTED LEAVES

DIAL * BERRY KIN BLOOM IS SITTING ON
A LEAF

EFF: (GLOW)
CAMERA/FX:

FINAL
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SLUG

SC. PANEL 1 BG/LOC.

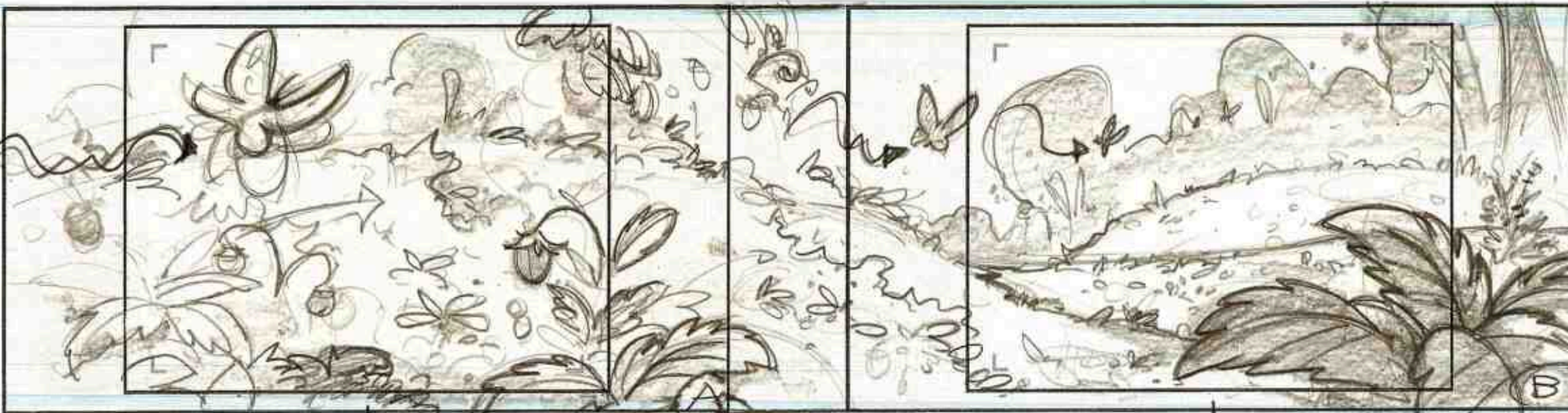
SC. PANEL. BG/LOC.

X-DISS

FADE



FND



ACTION

START ————— (PAN) —————> STOP

WIDE ON STRAWBERRY PATCH A LOVELY BUTTERFLY FLITS INTO SCENE. PAN W/ANIM THE GLOW SPREADS ACROSS THE FIELDS. (A) (B)

DIAL

DIAL

CAMERA/FX:

CAMERA/FX:

SLUG

SLUG

FINAL
408-115
PROD #