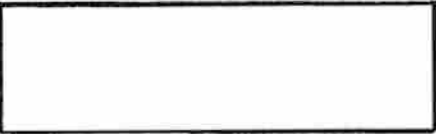


# THE SECRET SATURDAYS

**206 – TSUL KALU**



# THE SECRET SATURDAYS



Sc.

Bg.

**ACTION**

day ☐ night ☐

Moonlit Sky. Pan down from the Full moon, A - B. The Saturday's airship is settling down near the ruins of their headquarters.

EFX: Bot.Lit light beams, sparkles on water, DX Shadows.

**DIAL**

Timing:

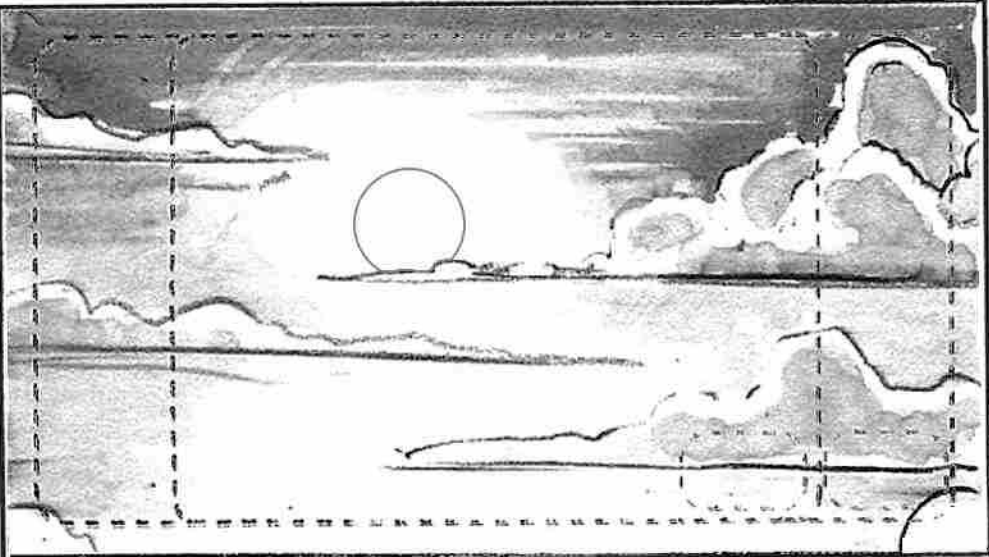
**ACTION**

day ☐ night ☐

The downward pointing search lights play across the ruins.

**DIAL**

Timing:



Sc.

Bg.

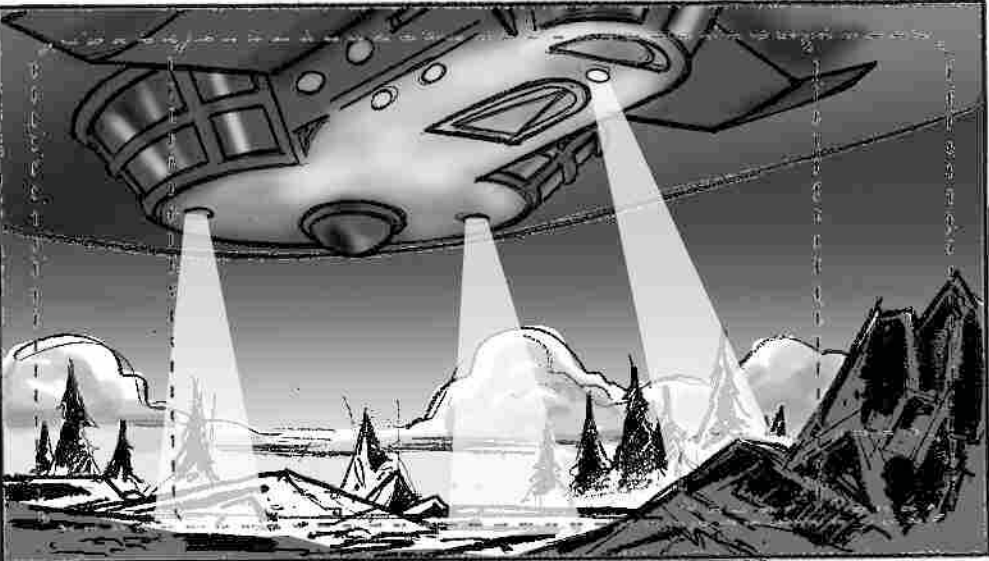
**ACTION**

day ☐ night ☐

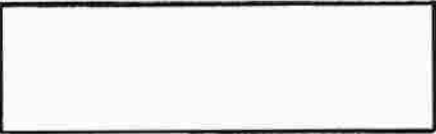
Ext. Ruined headquarters. The airship settles down. Search beams sweep back and forth across the ground.

EFX: Bot. Lit light beams.

**DIAL**



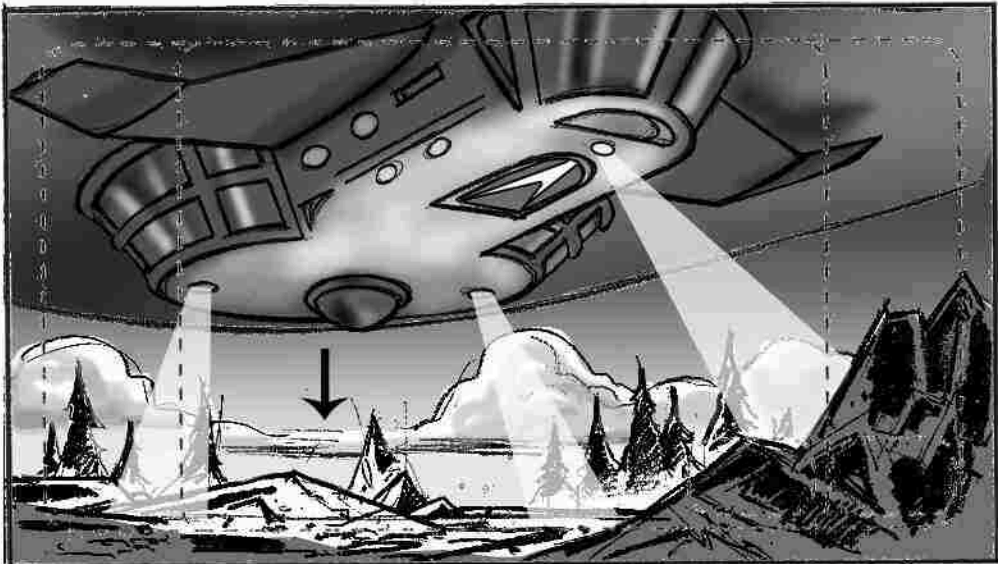
Timing:



# THE SECRET SATURDAYS

Sc. Bg.

<b>ACTION</b>	day night
The ramp door starts to open.	
<b>DIAL</b>	

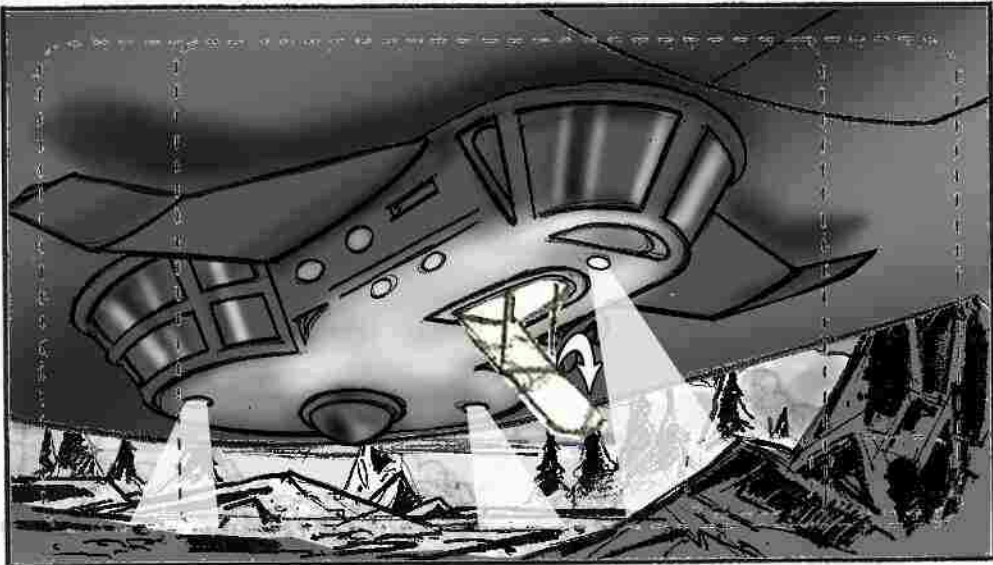


2

Timing:

Sc. Bg.

<b>ACTION</b>	day night
Ramp extends down. Dust starts to kickup around the desending airship.	
EFX: D/X Dust	
<b>DIAL</b>	

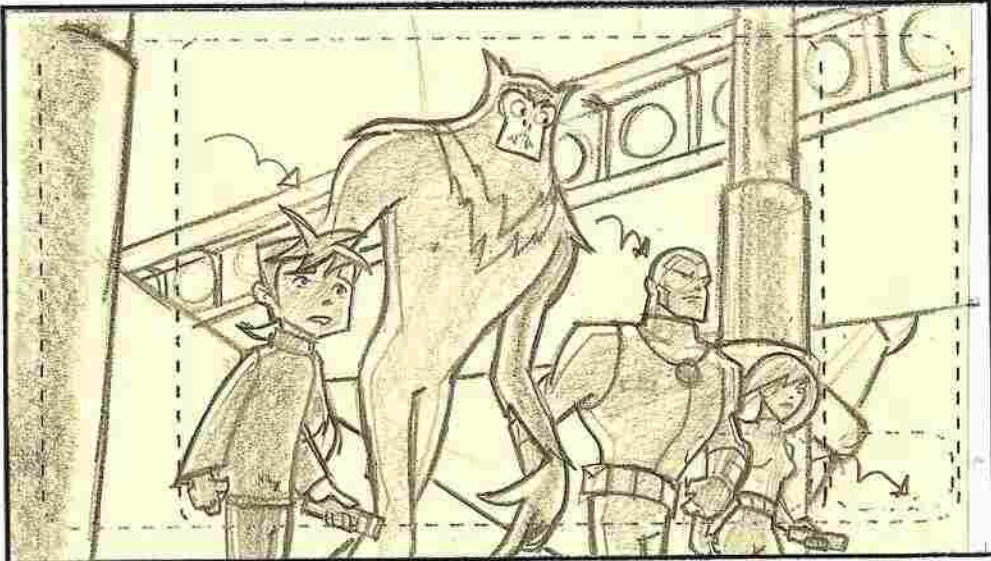


3

CUT

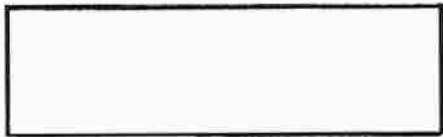
Sc. Bg.

<b>ACTION</b>	day <b>night</b>
Close on Ramp. Zak, Fisk, Doc and Drew Walk down the ramp.	
<b>DIAL</b>	



1

Timing:

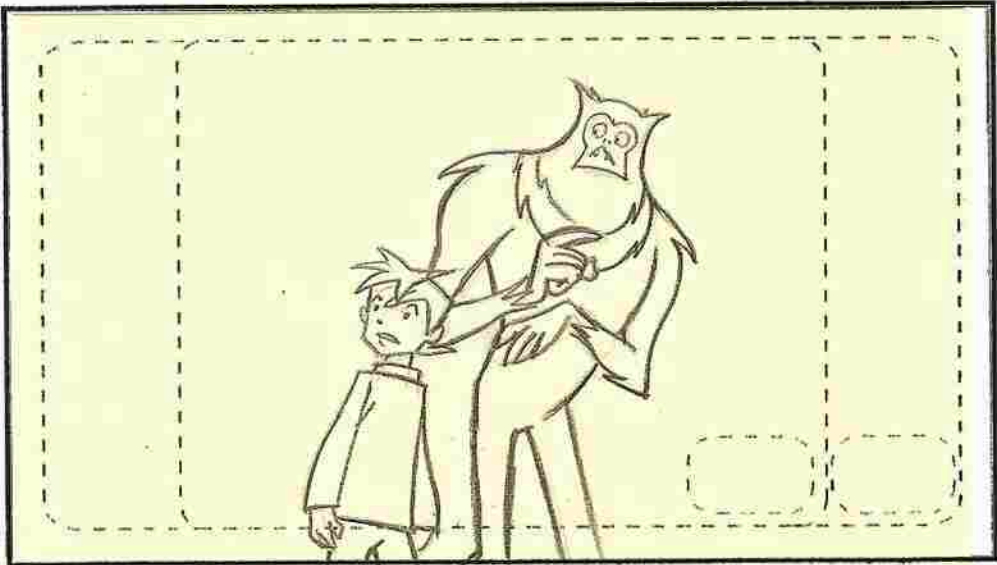


# THE SECRET SATURDAYS

Sc.

Bg.

<b>ACTION</b>	day    night
Zak and Fisk stop, looking around at....	
<b>DIAL</b>	



2

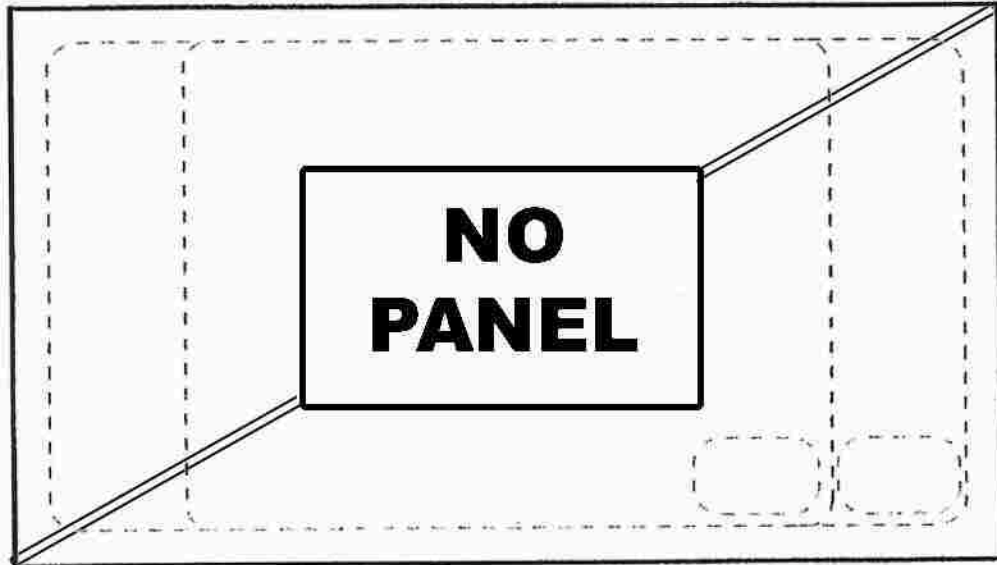
Timing:

CUT

Sc.

Bg.

<b>ACTION</b>	day    night
EFX: D/X Dust	
<b>DIAL</b>	

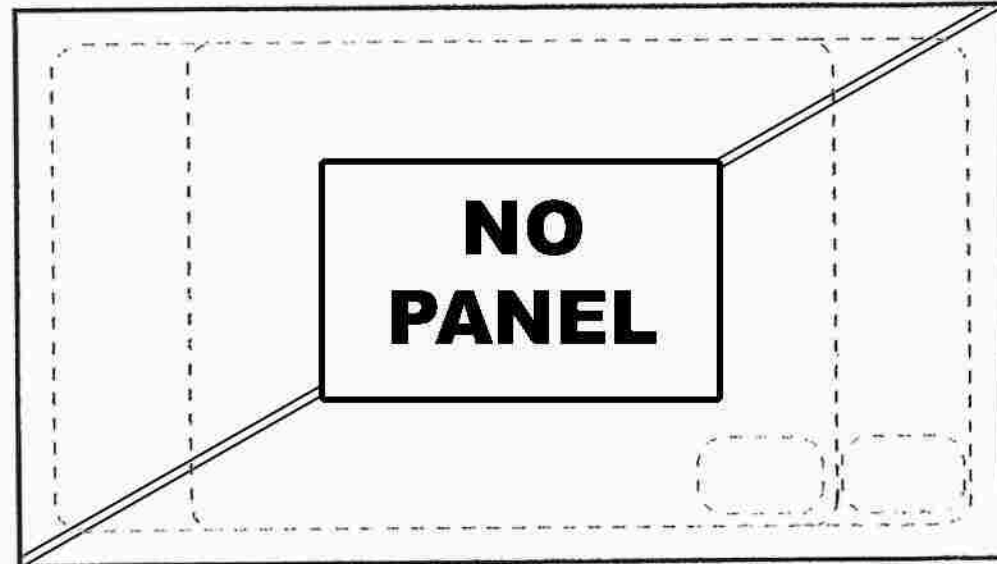


Timing:

Sc.

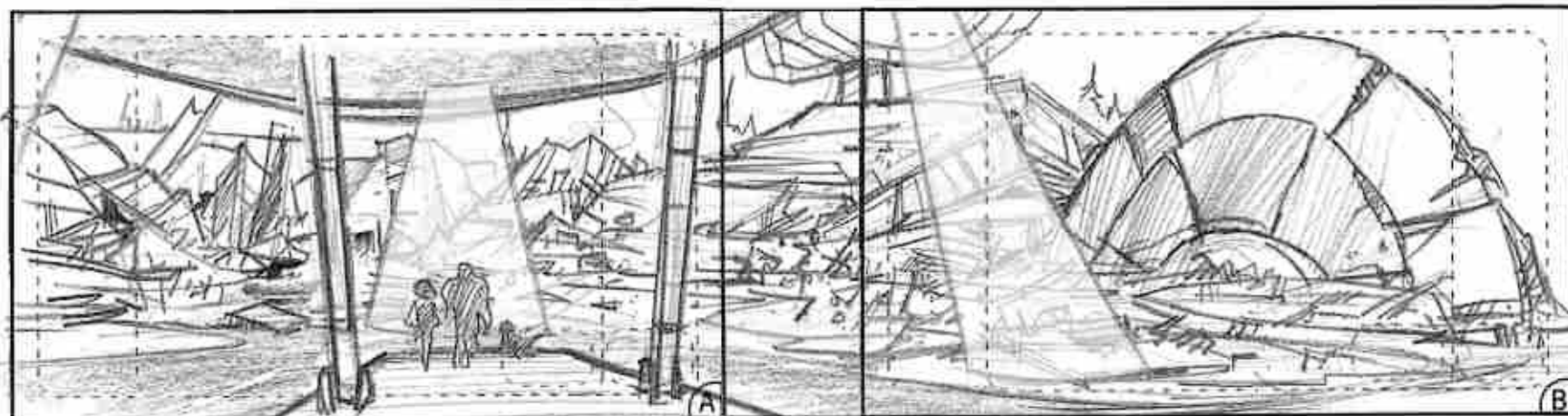
Bg.

<b>ACTION</b>	day    night
<b>DIAL</b>	



Timing:

# THE SECRET SATURDAYS



(Start)-----Pan-----(Stop)

## Action

Zak and Fisk's P.O.V of the devastated complex. Doc, Drew and Komodo are near the base of the ramp.

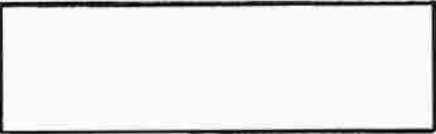
Pan A- B.

EFX: (DX Dust, Bot. Lite light beams)

Dialog ZAK: (os)

So I forgot. Did you guys buy that the insurance policy that covers....

Timing



# THE SECRET SATURDAYS

CUT

Sc.

Bg.

ACTION

day night

Close on Zak and Fisk.

DIAL ZAK: (contd)

...giant robotic Fiskerton damage  
or not?



1

Timing:

Sc.

Bg.

ACTION

day night

Zak reacts as Fisk growls defensively.

DIAL Fiskerton:

<defensive growl>



2

Timing:

Sc.

Bg.

ACTION

day night

Zak back pedals

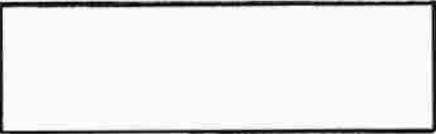
DIAL ZAK:

Hey, nobody said it was  
your fault!



3

Timing:



# THE SECRET SATURDAYS

CUT

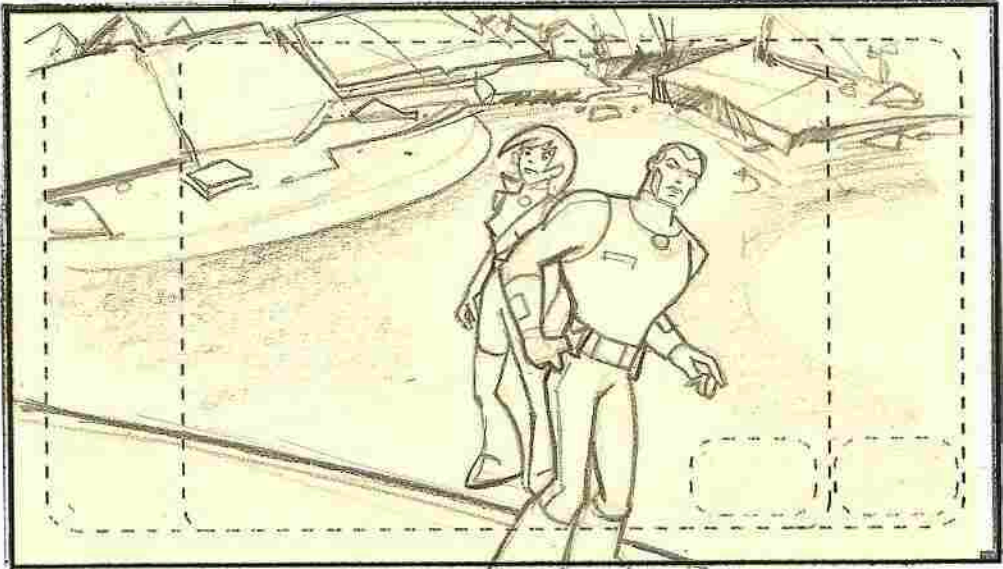
ACTION

day ☒ night

Angle on Doc and Drew at the bottom of the ramp. Doc turns to O.S. Zak and Fisk.

DIAL Doc:

Sorry, boys, but it's too dangerous.....



1

Timing:

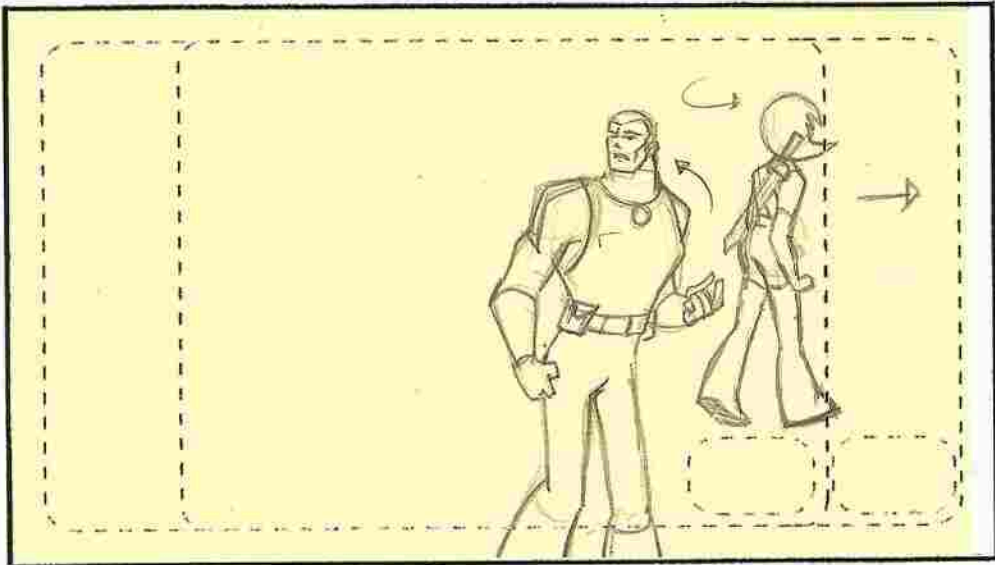
ACTION

day ☐ night

Drew turns and heads out.

DIAL Doc: (contd)

....to even start thinking about rebuilding.



2

HU

ACTION

day ☐ night

Close on Doc.

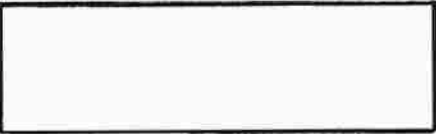
DIAL Doc:

I'm not even sure.....



1

Timing:



# THE SECRET SATURDAYS

Sc.

Bg.

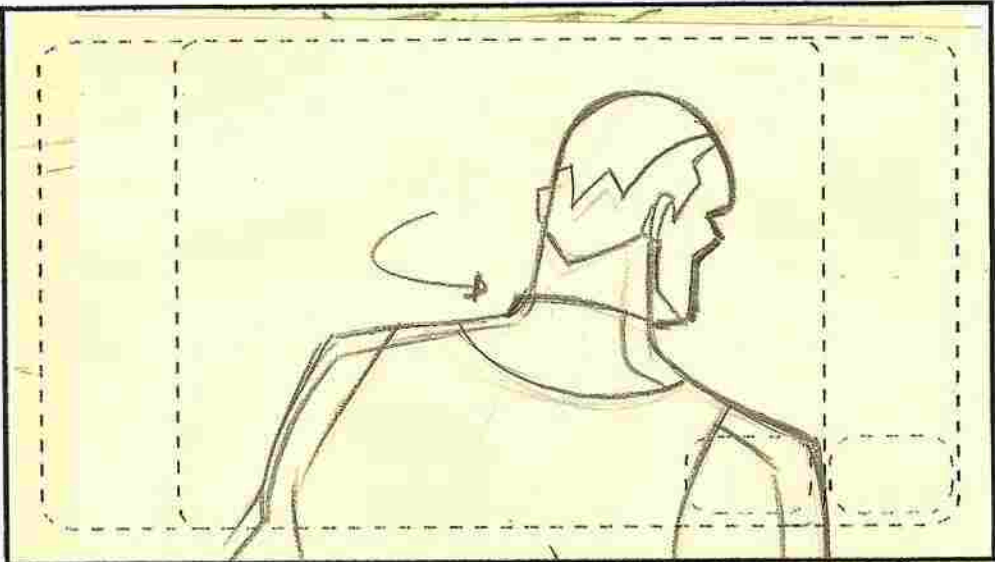
**ACTION**

day night

Doc turns to follow Drew.

**DIAL** Doc: (contd)

.....we should've risked this trip.



2

Timing:

**CUT**

Sc.

Bg.

**ACTION**

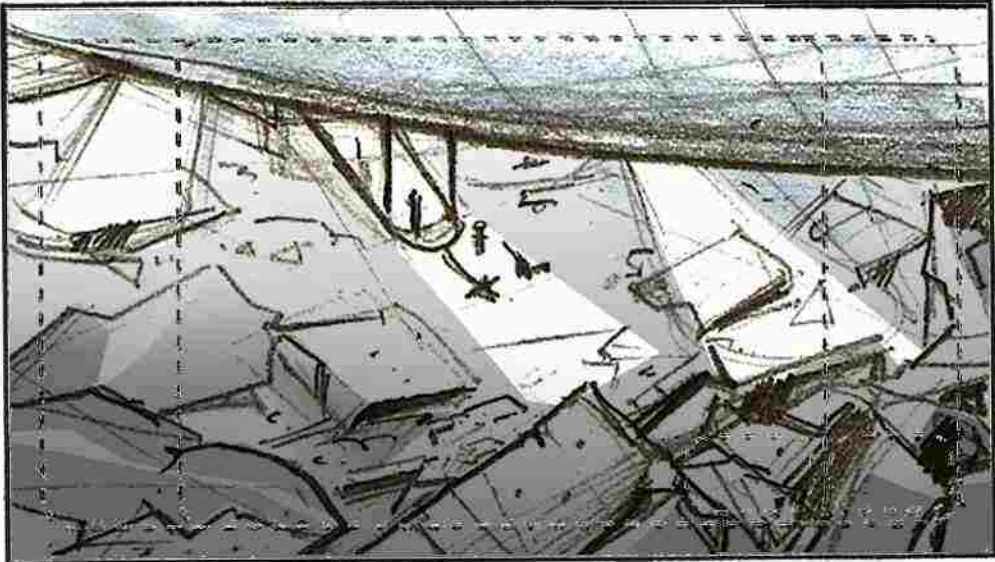
day night

Wide on Ramp. Doc follows Drew and Komodo as they head towards the ruins.

EFX: (Bot. Lit light beams)

**DIAL** Doc: (contd)

The Secret Scientists may have stationed someone here in case we were stupid enough to come back home....



**CUT**

**ACTION**

day night

Angle on Doorway, OTS Doc. Drew and Komodo are walking towards the entrance. Doc looks back over his shoulder.

EFX: (DX Shadows)

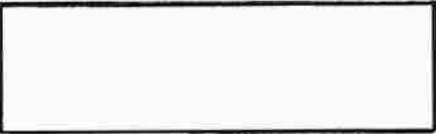
**DIAL** Doc: (contd)

...which apparently we are.



1

Timing:



# THE SECRET SATURDAYS

Sc.

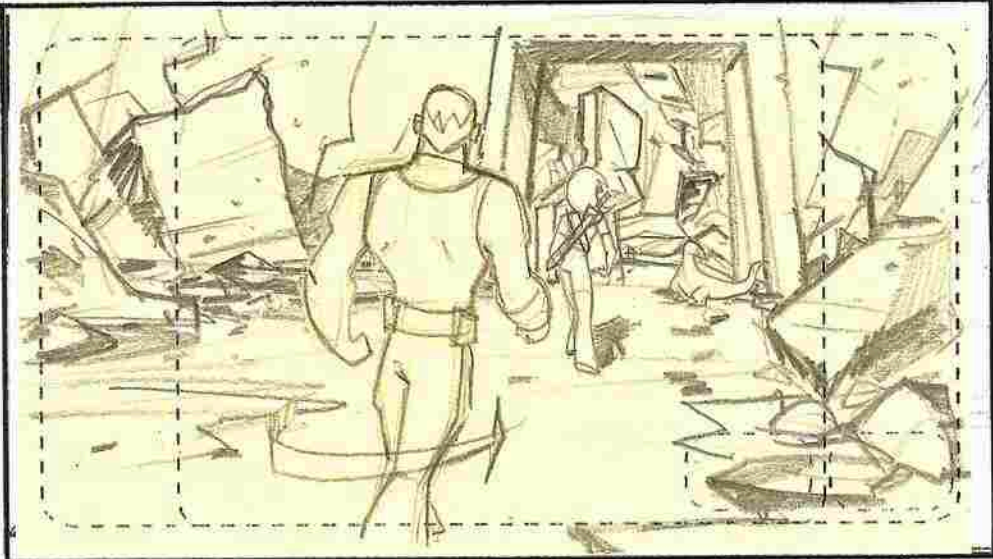
Bg.

**ACTION**

day night

Doc turns to follow Drew and Komodo.

**DIAL**



3

Timing:

**CUT**

Sc.

Bg.

**ACTION**

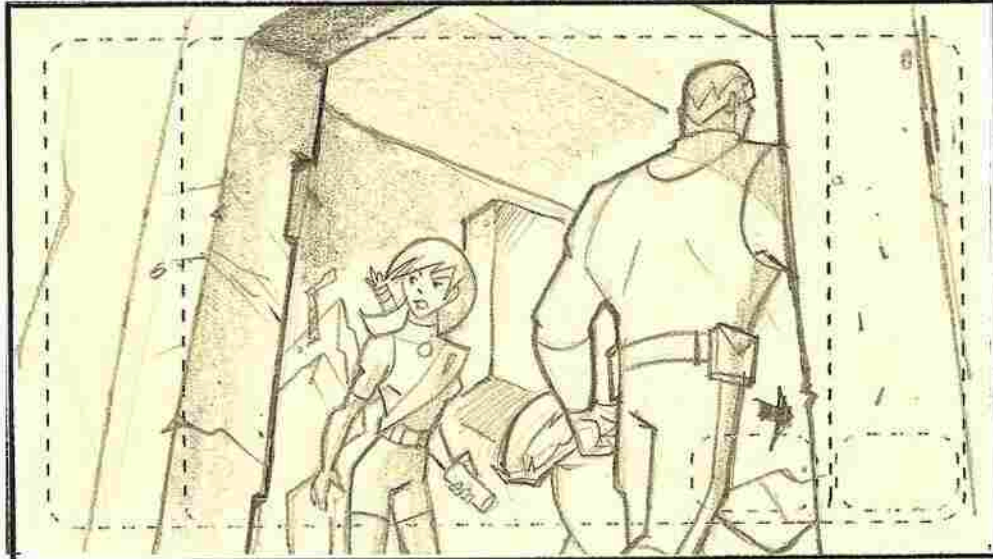
day night

Close on Entrance. Doc enters the complex as Drew and Komodo stands at the ready.

EFX: (DX Shadows)

**DIAL** Drew:

So we stick to the plan: Get what.....



1

Timing:

Sc.

Bg.

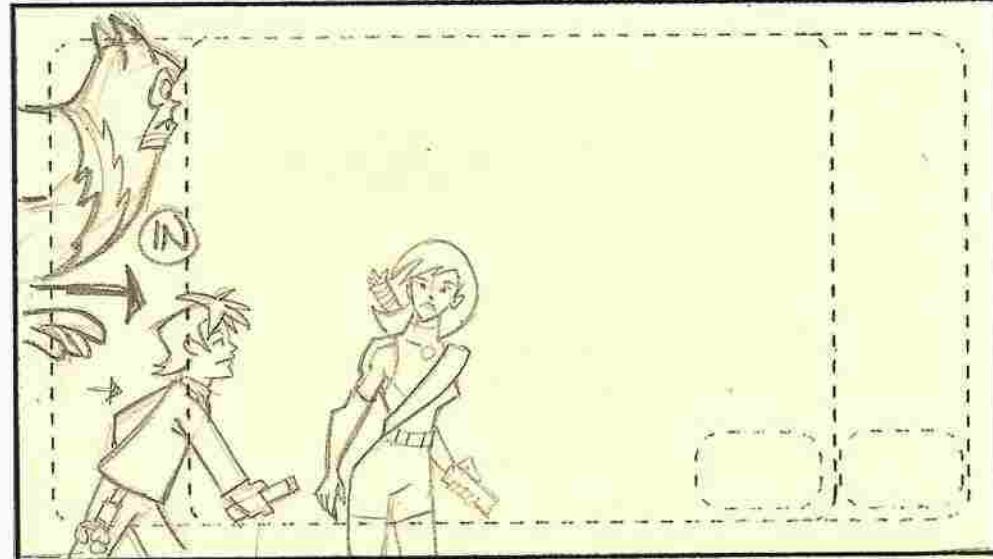
**ACTION**

day night

Zak and Fisk enter scene..

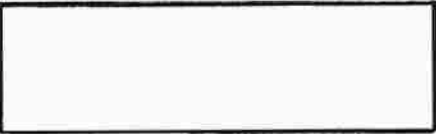
**DIAL** Drew: (contd)

..we came for and get out fast.



2

Timing:



# THE SECRET SATURDAYS

Sc.

Bg.

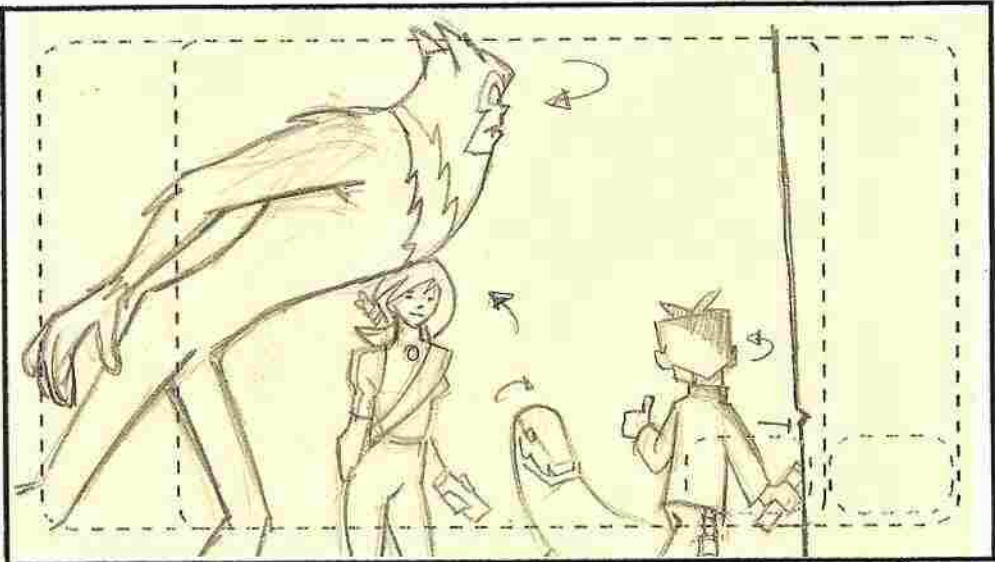
ACTION

day night

Zak gives Drew a "thumbs up".

DIAL Zak:

Right. All business.



3

Timing:

Sc.

Bg.

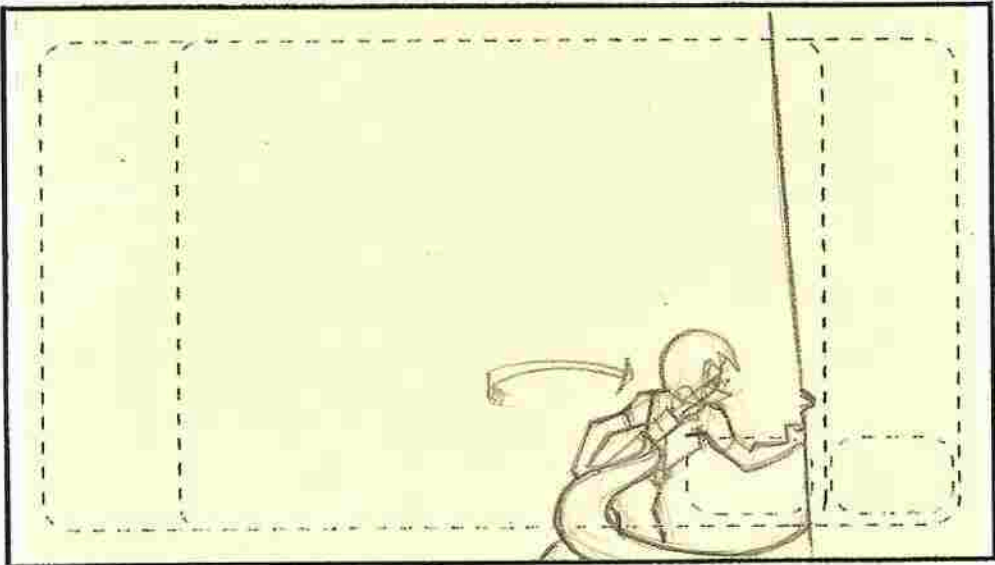
ACTION

day night

Drew and Komodo turn and follows the others.

EFX: (DX Shadows)

DIAL



4

Timing:



ACTION

day night

Int. Zak's Room. Zak and Fisk are surveying the wreaked room.

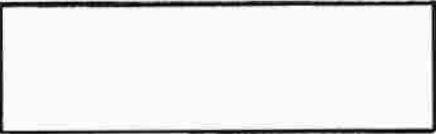
EFX: (DX Shadows)

DIAL



1

Timing:



# THE SECRET SATURDAYS

CUT  
▼

Sc.

Bg.

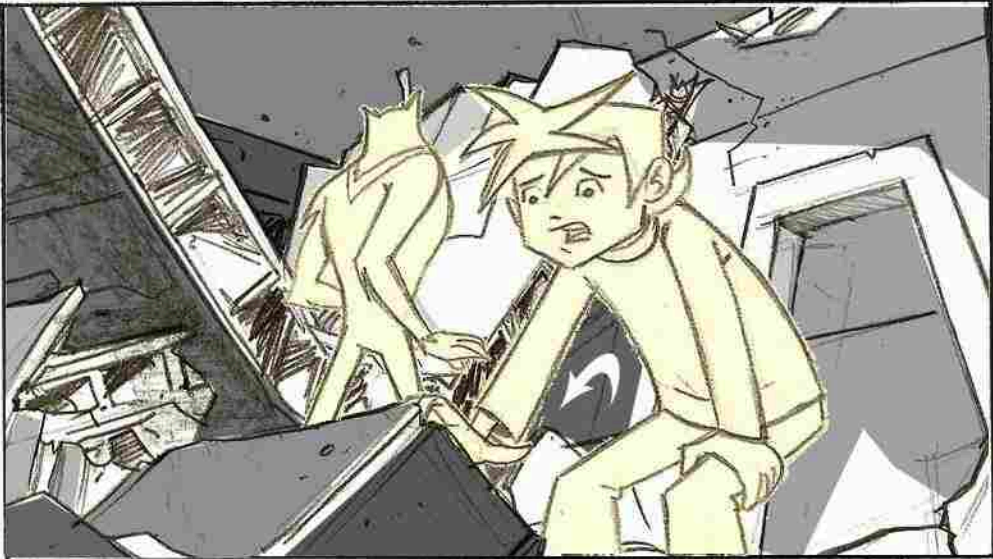
**ACTION**

day night

Another angle on Zak and Fisk.  
Zak leans forward.

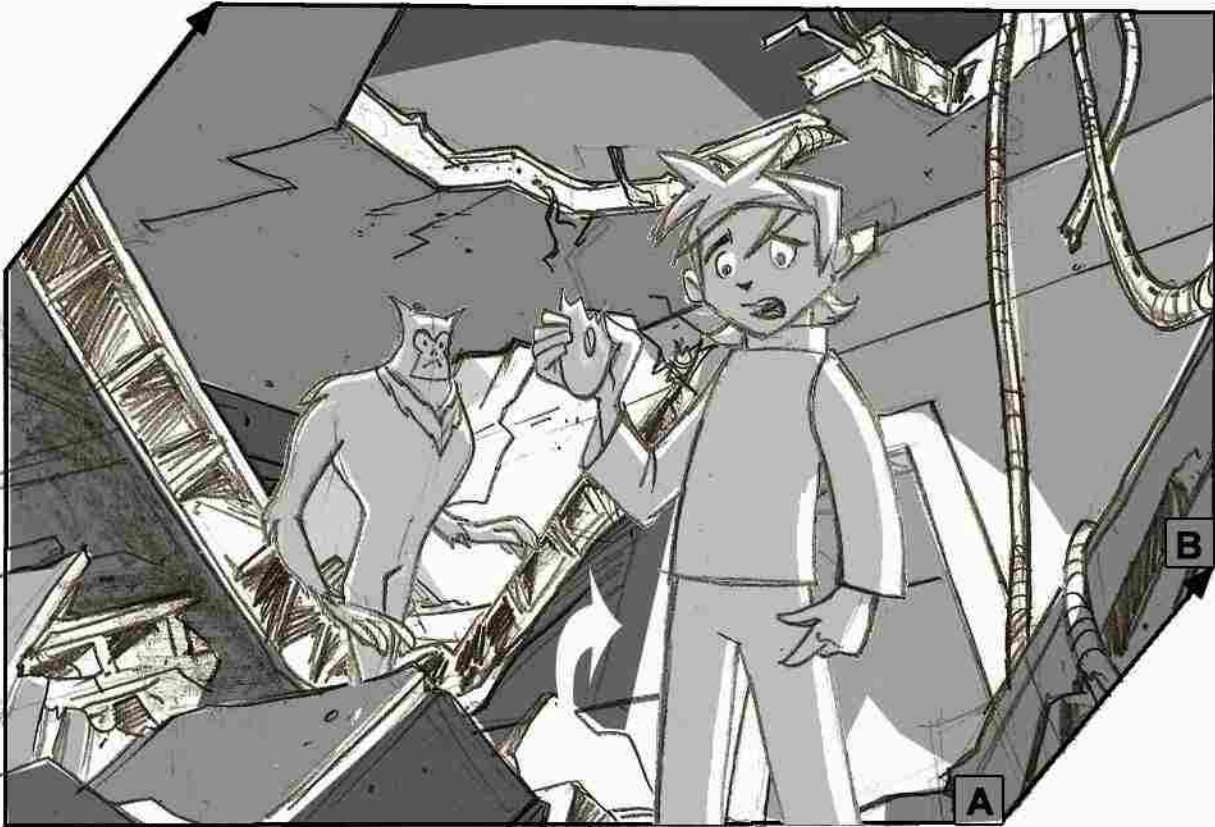
**DIAL** Zak:

GAHHHH!!



1

Timing:



**ACTION**

day night

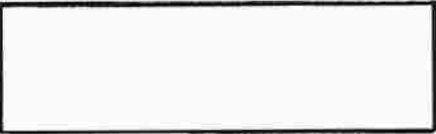
Zak strightens up. He's holding a  
broken disc. Fisk turns to look at  
him.  
PAN with Anim. A - B.

**DIAL** Zak: (contd)

Not the video games!!

Timing:

2



# THE SECRET SATURDAYS

Sc.

Bg.

**ACTION**

day night

Fisk growls defensively. Unseen by both Zak and Fisk a dark shadow rises up behind and above them.

EFX: (DX Shadows, Silhouette)

**DIAL** Fiskerton:

<even more defensive outrage>



3

Timing:

Sc.

Bg.

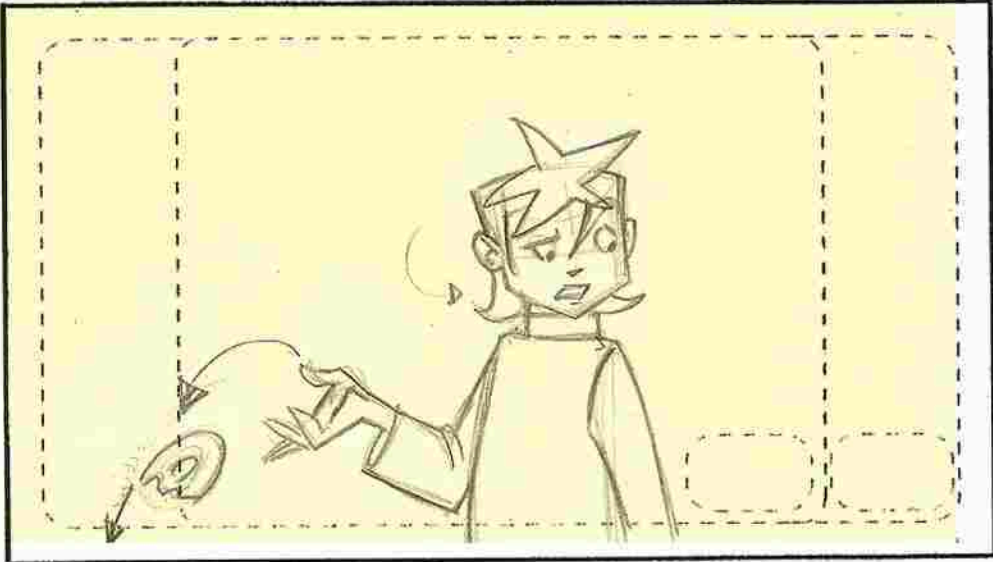
**ACTION**

day night

Zak tosses the broken disc aside.

**DIAL** Zak:

I told you it wasn't your fault. If I wasn't Kur, none of this would have happened.



4

HU  
Timing:

Sc.

Bg.

**ACTION**

day night

Close on Zak.

EFX: (DX Shadows)

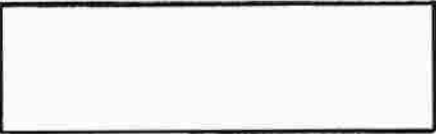
**DIAL** Zak: (contd)

Which means...it's kinda my fault.



1

Timing:



# THE SECRET SATURDAYS

Sc.

Bg.

**ACTION**

day night

Zak turns away.

**DIAL** Zak: (contd)

Like pretty much everything else lately.



2

Timing:

**HU**  
▼

Sc.

Bg.

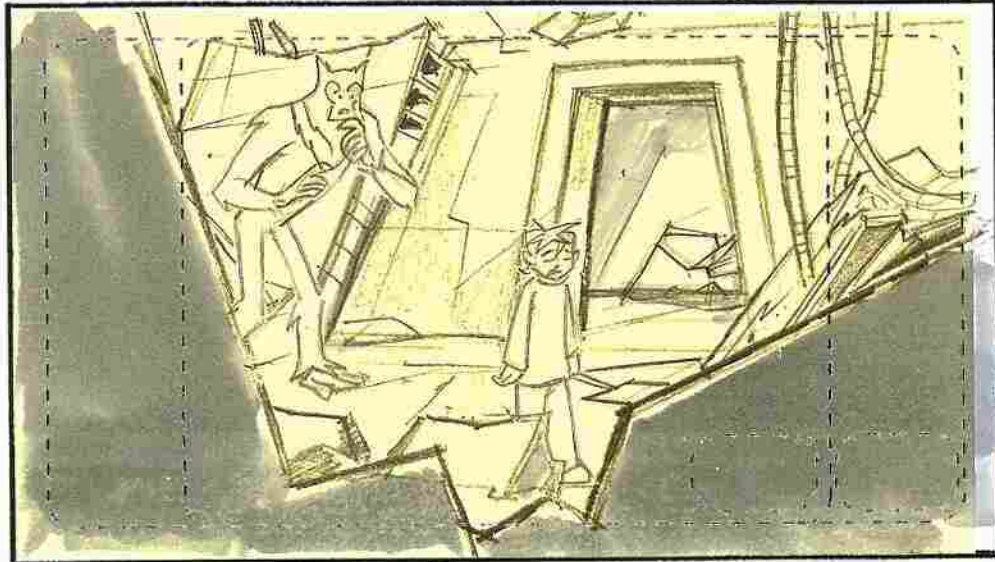
**ACTION**

day night

Wide on Zak's room. Fisk tries to console Zak.

**DIAL** Fiskerton:

<consoling growl>



1

Timing:

Sc.

Bg.

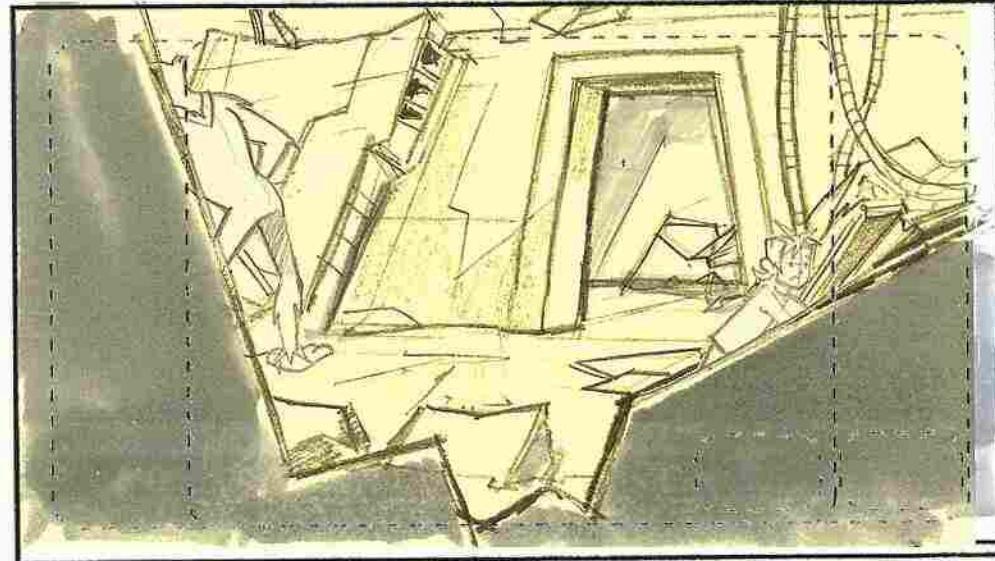
**ACTION**

day night

They both turn and continue to rummage. Footstepd echo in the hallway.

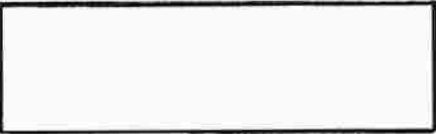
SFX: (echoy footfalls)

**DIAL**



2

Timing:



# THE SECRET SATURDAYS

Sc.

Bg.

**ACTION**

day night

As Zak straightens up and turns to the next pile of rubble, an ominous shape rises up in the foreground. The footsteps are louder.

EFX: (DX Shadows, Silhouette)

**DIAL**



3

Timing:

Sc.

Bg.

**ACTION**

day night

Doc enters scene. The dark shape in the foreground swiftly ducks out. Zak and Fisk turn to Doc.

EFX: (DX Shadows)

**DIAL** Doc:

I hate to interrupt, boys, but we really shouldn't stay here any longer than we have to.



4

HU Timing:

Sc.

Bg.

**ACTION**

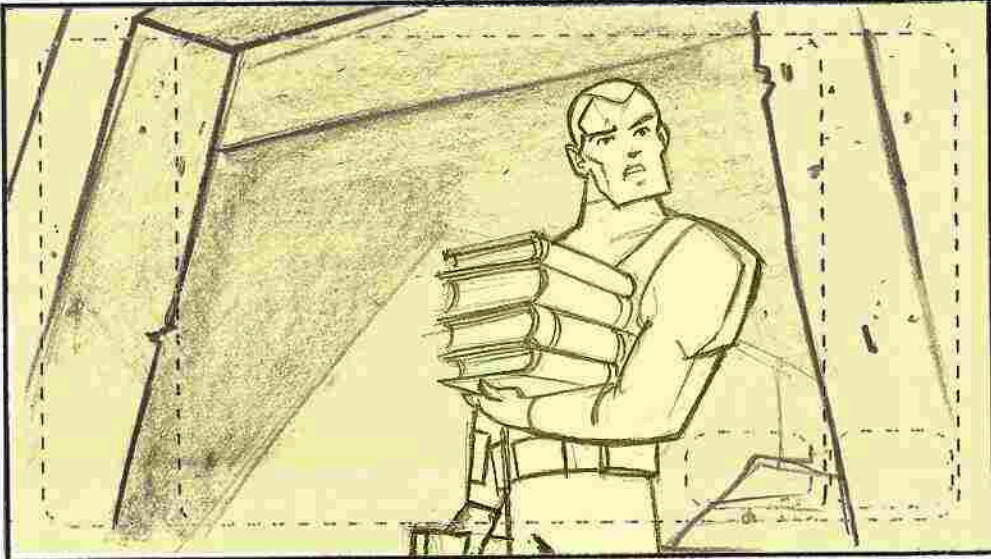
day night

Closer on Doc.

SFX: (echoy footfalls)

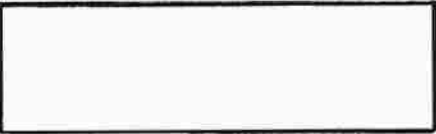
**DIAL** Doc: (contd)

We've already grabbed all of your mothers books on Kur....



1

Timing:



# THE SECRET SATURDAYS

Sc.

Bg.

**ACTION**

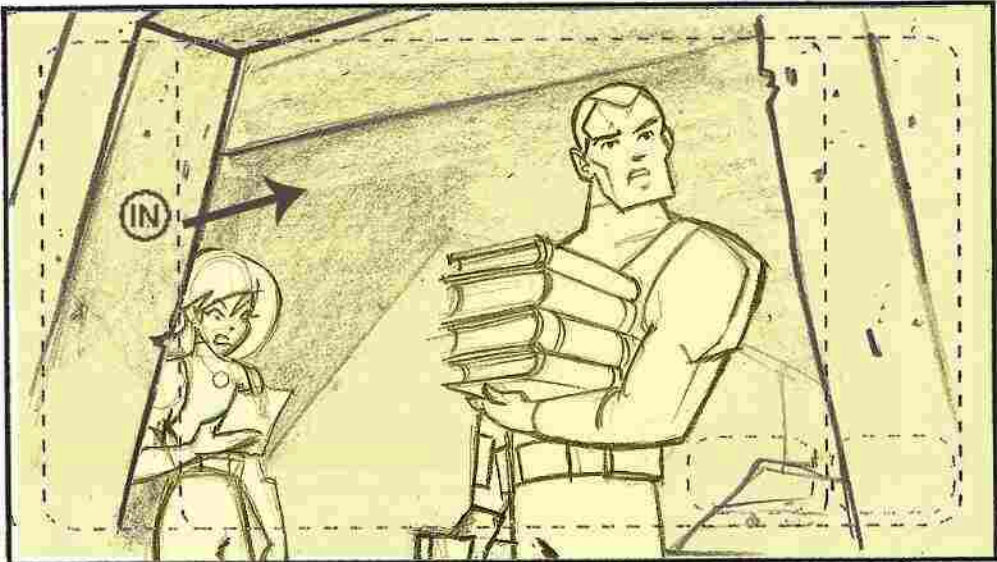
day night

Drew enters into scene....

EFX: (DX Shadows, Silhouette)

**DIAL** Doc: (contd)

...and we can't take the time for any other..



2

Timing:

Sc.

Bg.

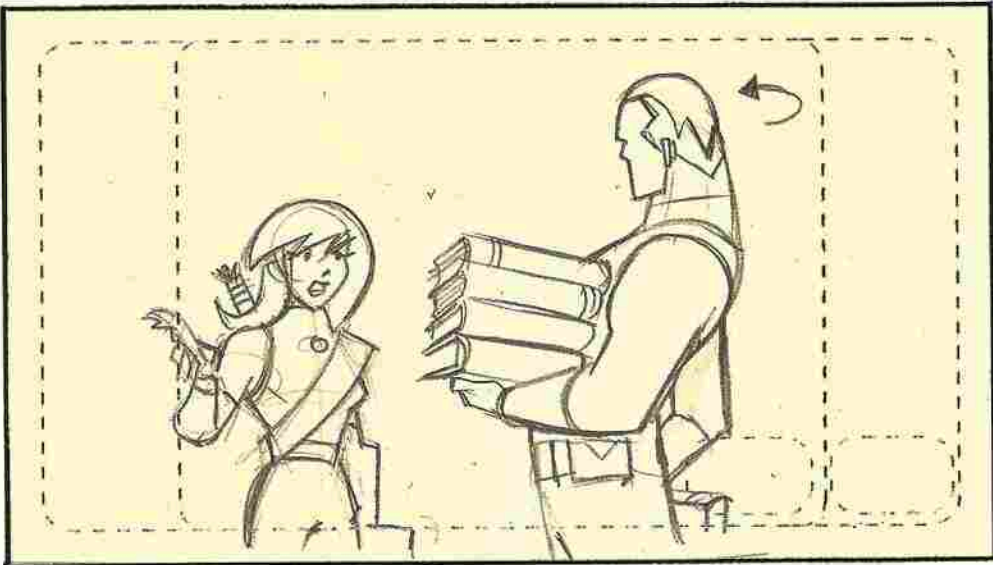
**ACTION**

day night

Drew stops beside Doc, who turns to look at her. She holds up a singed crayon drawing of Zak and Fisk.

**DIAL** Drew:

Awww...



3

CUT  
Timing:

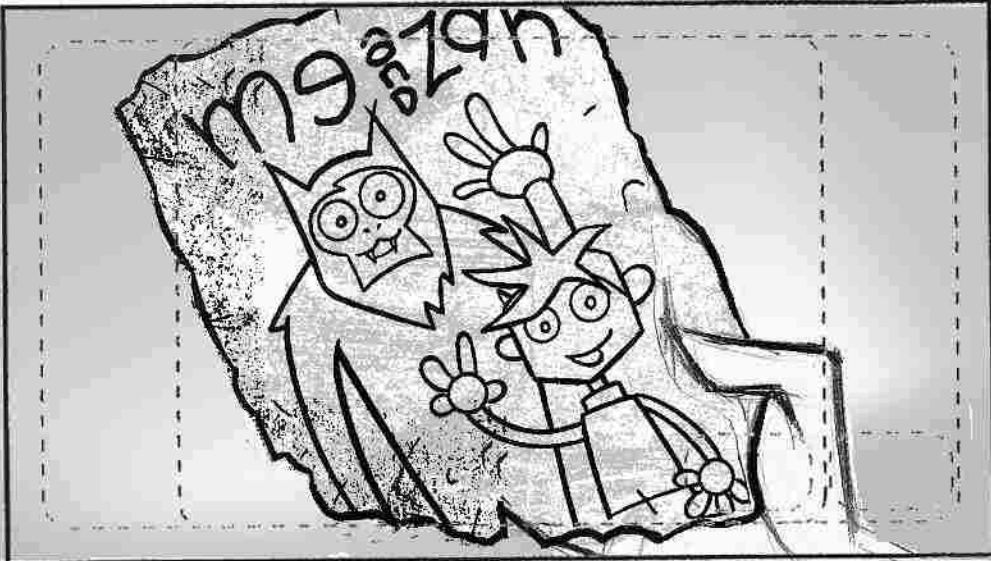
**ACTION**

day night

Close on the crayon drawing.

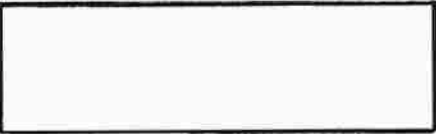
**DIAL** Drew: (contd)

...look at this!



1

Timing:



# THE SECRET SATURDAYS

CUT

Sc.

Bg. S/A

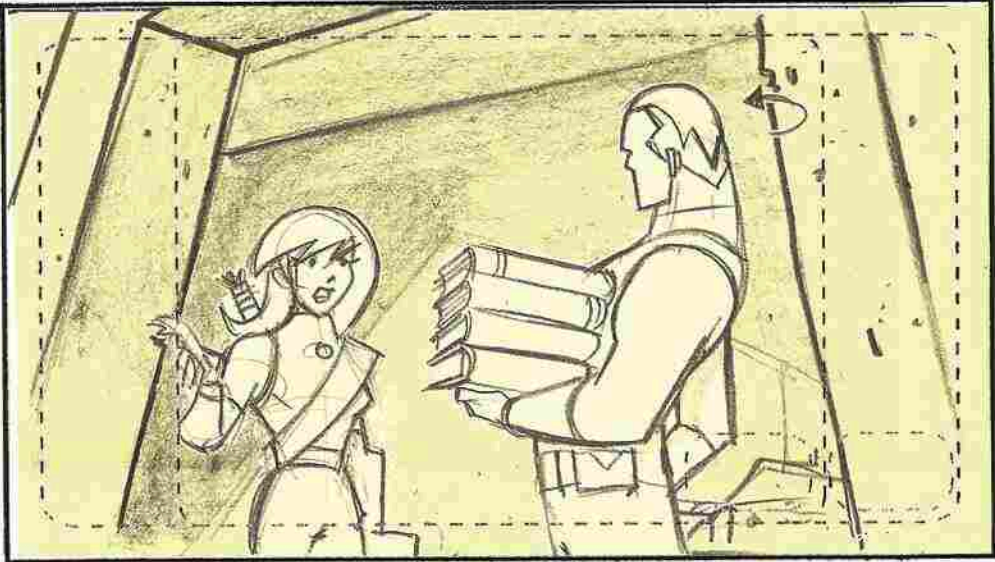
**ACTION**

day night

Wide on Drew and Doc..

**DIAL** Drew:

I don't think five seconds to grab a crayon drawing....



1

Timing:

Sc.

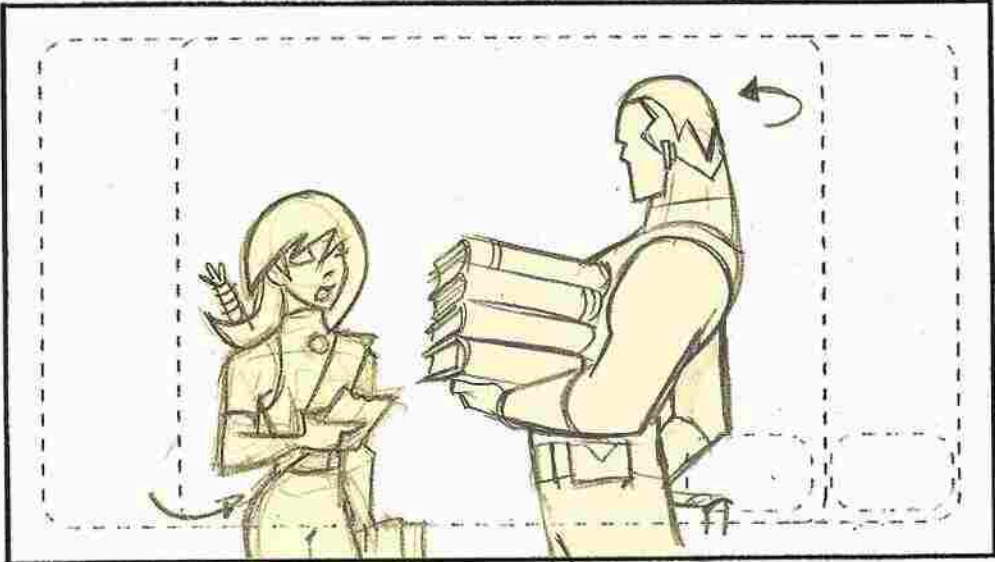
Bg.

**ACTION**

day night

**DIAL** Drew: (contd)

...will give anyone time for a sneak attack...



2

Timing:

Sc.

Bg.

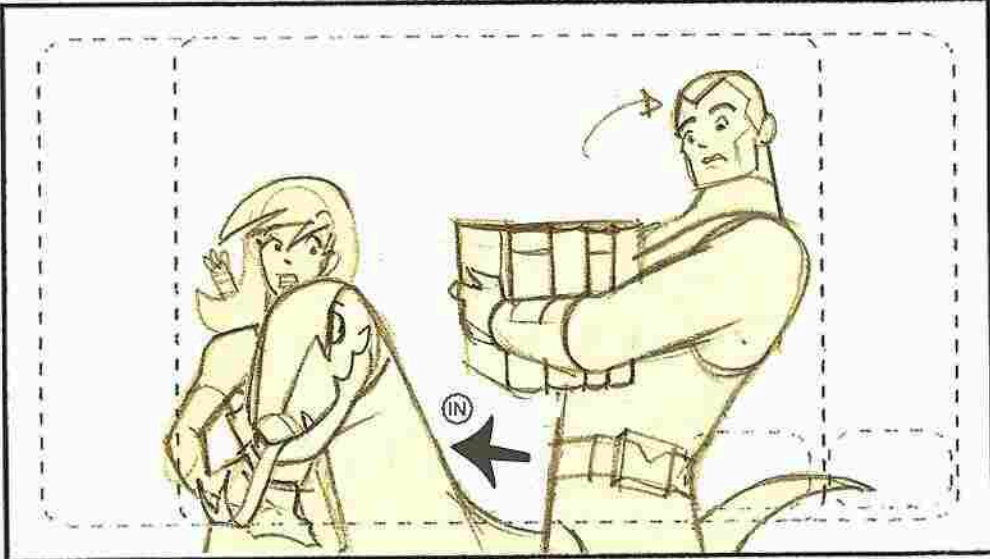
**ACTION**

day night

Komodo burst between the pair.  
He stops and sniffs.

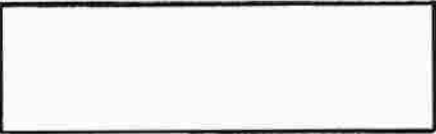
**DIAL** Komodo:

<sniffs, then growls>



3

Timing:



# THE SECRET SATURDAYS

Sc.

Bg.

ACTION	day	night
Komodo enters the ruined room.		
DIAL	day	night



4

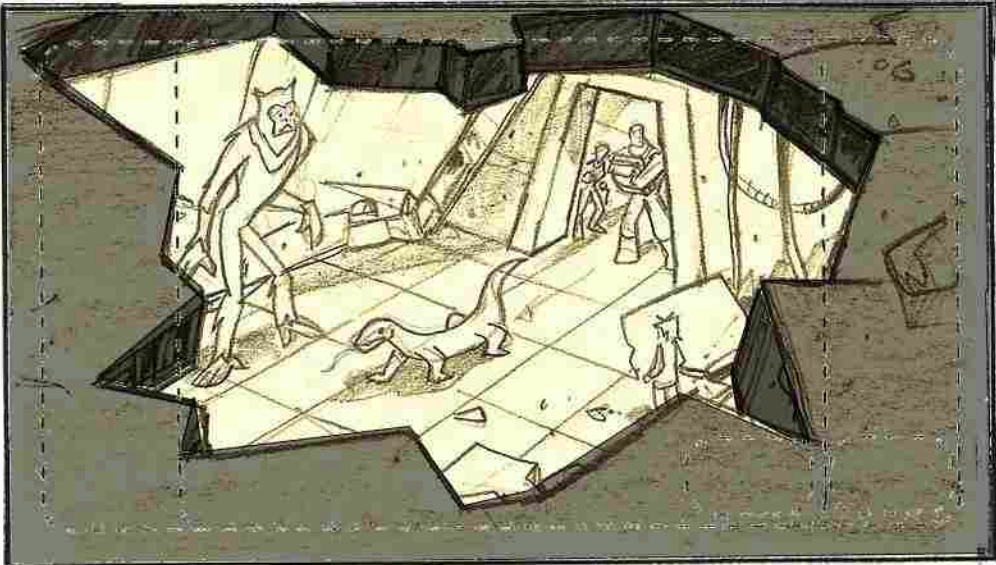
Timing:

HU

Sc.

Bg.

ACTION	day	night
Wide as Komodo stops in the middle of the room sniffing and growling.		
EFX: (DX Shadows)		
DIAL	day	night
Komodo: (contd) <sniffing and growling>		



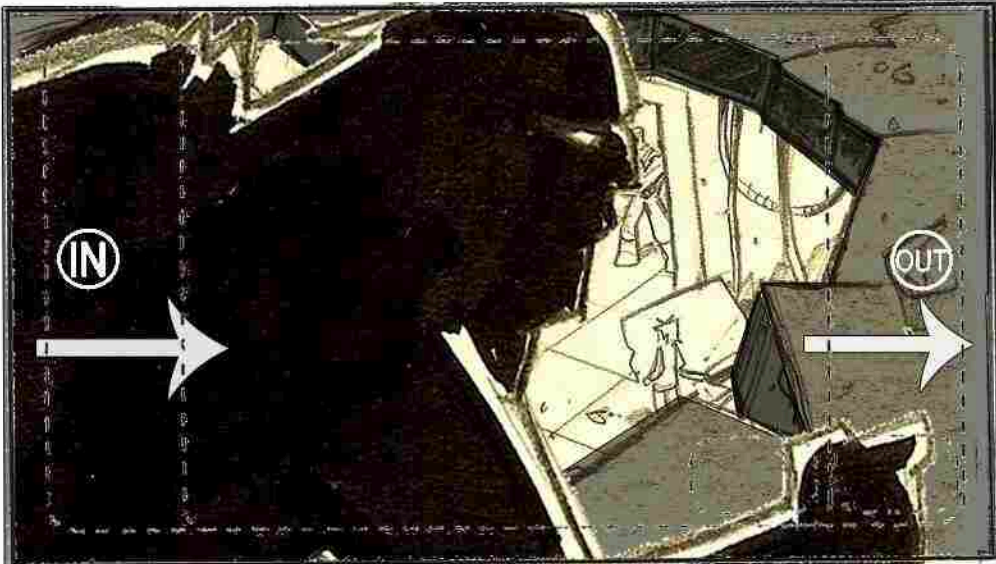
1

Timing:

Sc.

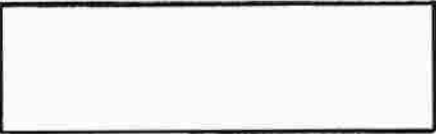
Bg.

ACTION	day	night
Suddenly a dark shape cuts across scene.		
DIAL	day	night



2

Timing:



# THE SECRET SATURDAYS

CUT

Sc.

Bg.

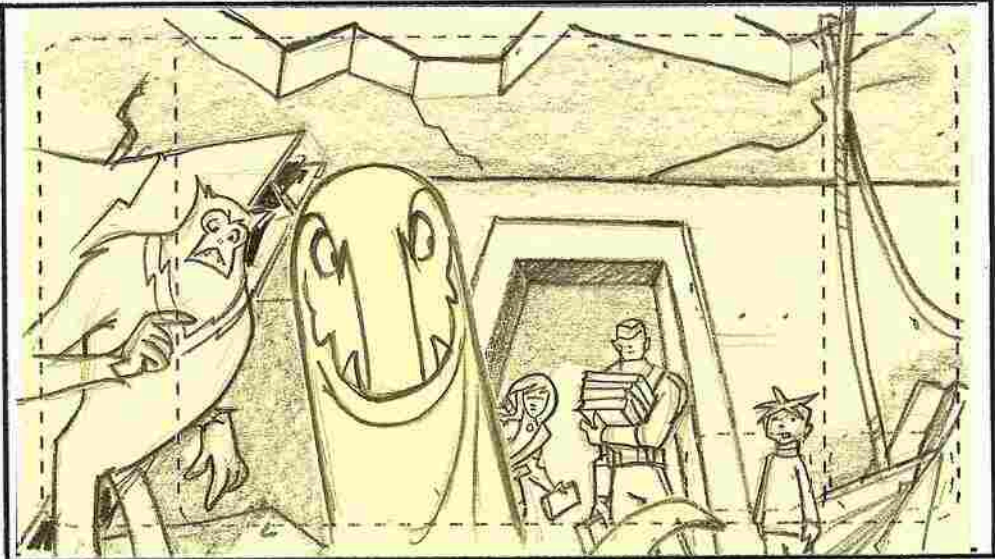
ACTION

day night

Close on Komodo sniffing suspiciously.

EFX: (DX Shadows)

DIAL



1

Timing:

Sc.

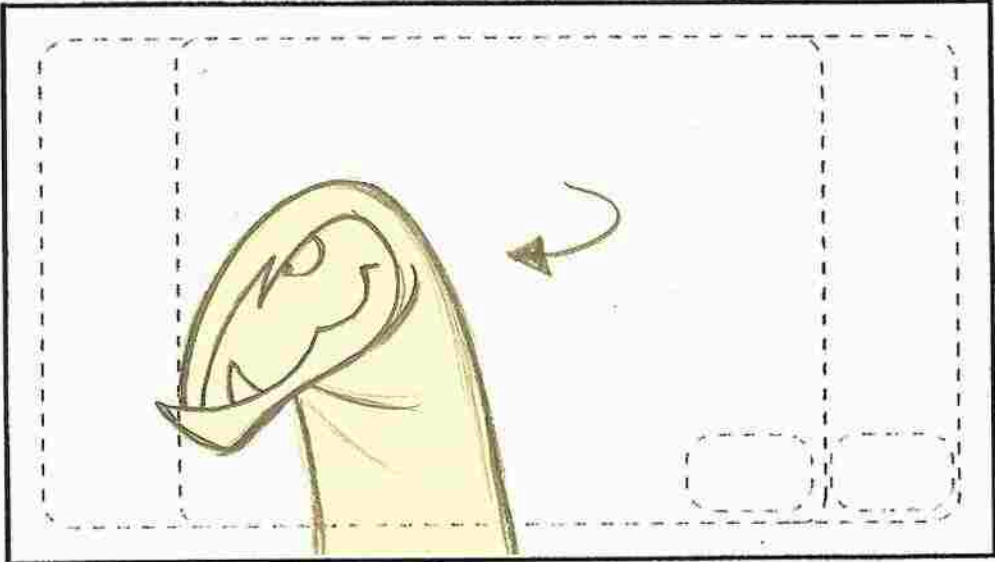
Bg.

ACTION

day night

He looks first to the left...

DIAL Komodo: (contd)  
<sniffing and growling>



2

Timing:

Sc.

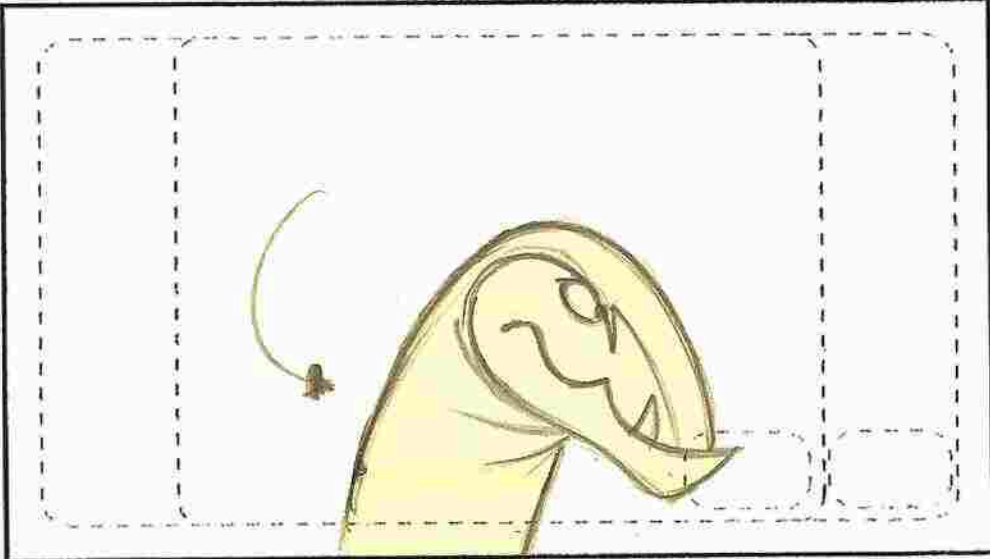
Bg.

ACTION

day night

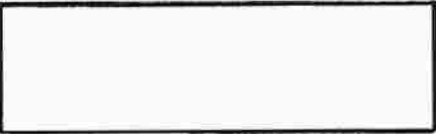
.....then to the right.

DIAL



3

Timing:



# THE SECRET SATURDAYS

CUT

Sc.

Bg. S/A

ACTION

day night

Angle on Drew and Doc still standing in the doorway. They start to look suspicious.

EFX: (DX Shadows)

DIAL



1

Timing:

Sc.

Bg.

ACTION

day night

Drew reaches behind her for her sword. Doc places the book in his hand on top of the pile in his arms.

DIAL

Doc:

We've got a scientist...



2

Timing:

Sc.

Bg.

ACTION

day night

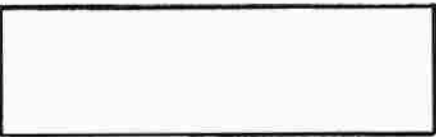
Doc's power glove begins to glow.

DIAL



3

Timing:



# THE SECRET SATURDAYS

CUT

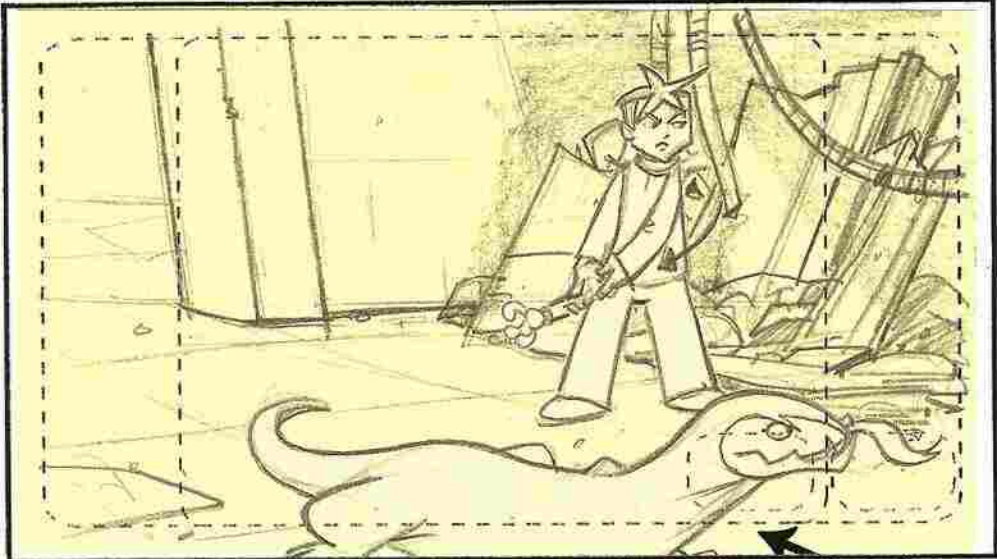
ACTION

day night

Angle on Zak reaching for the Claw.  
Komodo backs into the scene...

EFX: (DX Shadows)

DIAL



1

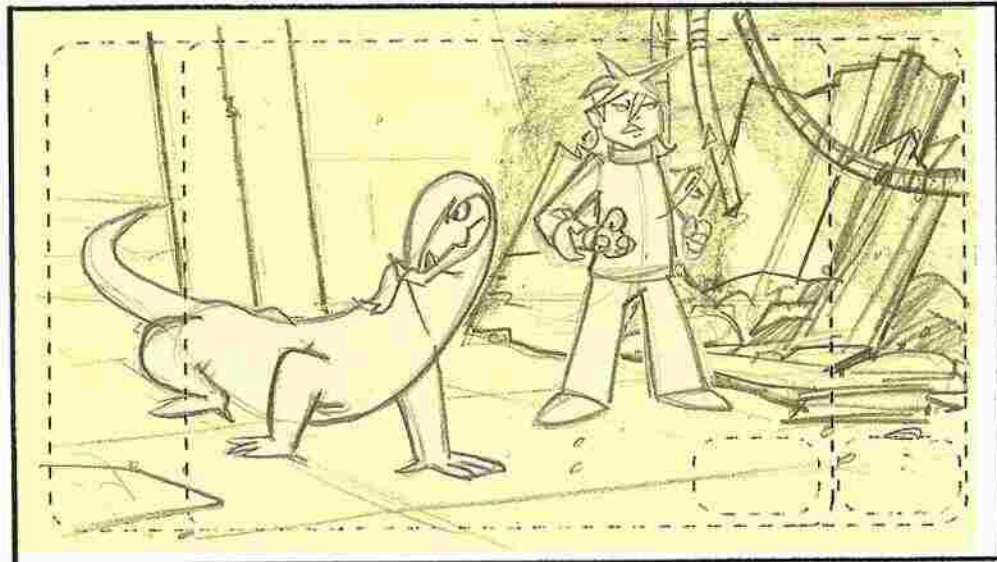
Timing:

ACTION

day night

...stopping beside a defiant Zak.

DIAL



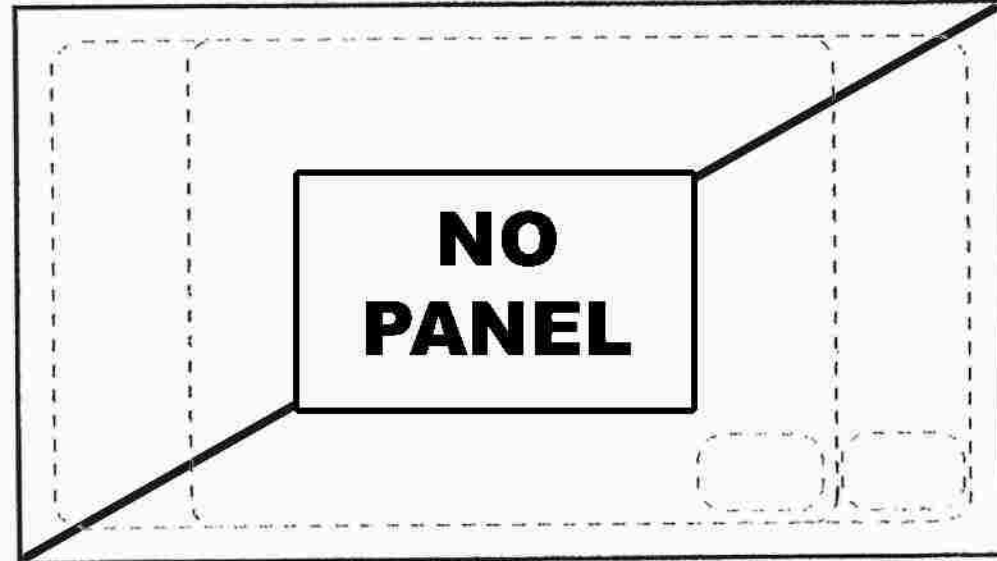
2

Timing:

ACTION

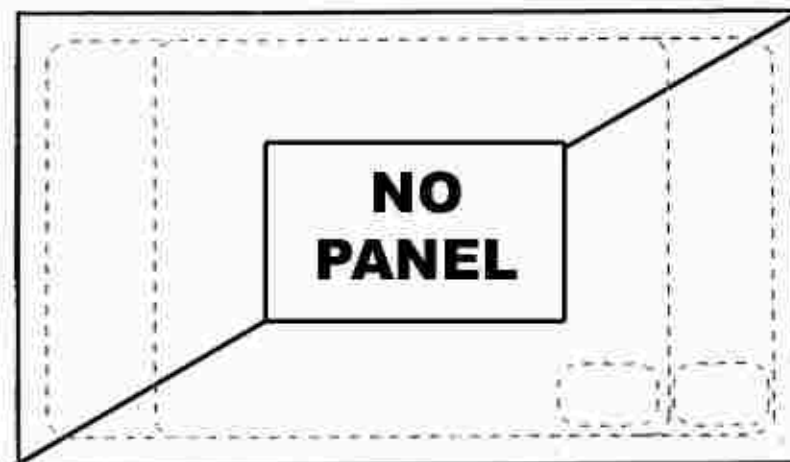
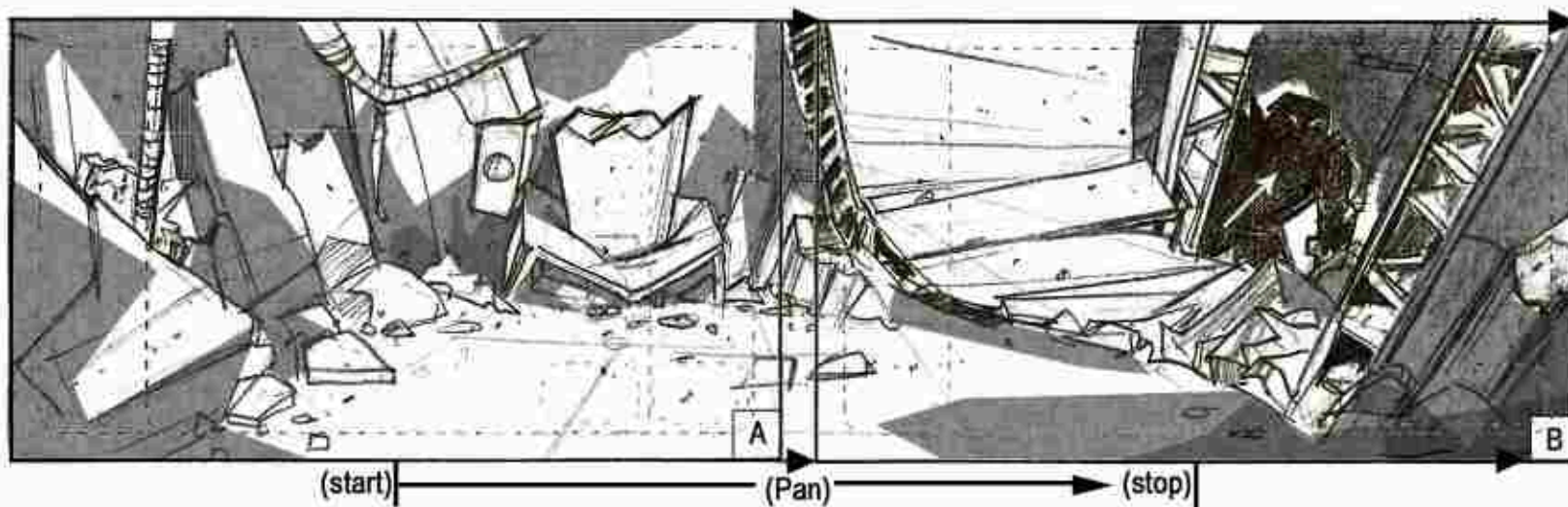
day night

DIAL



Timing:

# THE SECRET SATURDAYS

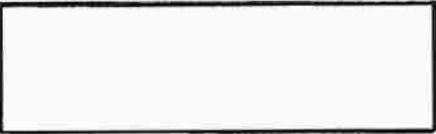


Action Angle on the ruined room. Pan across the rubble A - B. In the corner the dark shape rise up from behind a fallen wall section.

EFX:( DX Shadows, Silhouette)

Dialog

Timing



# THE SECRET SATURDAYS

CUT

Sc.

Bg.

ACTION

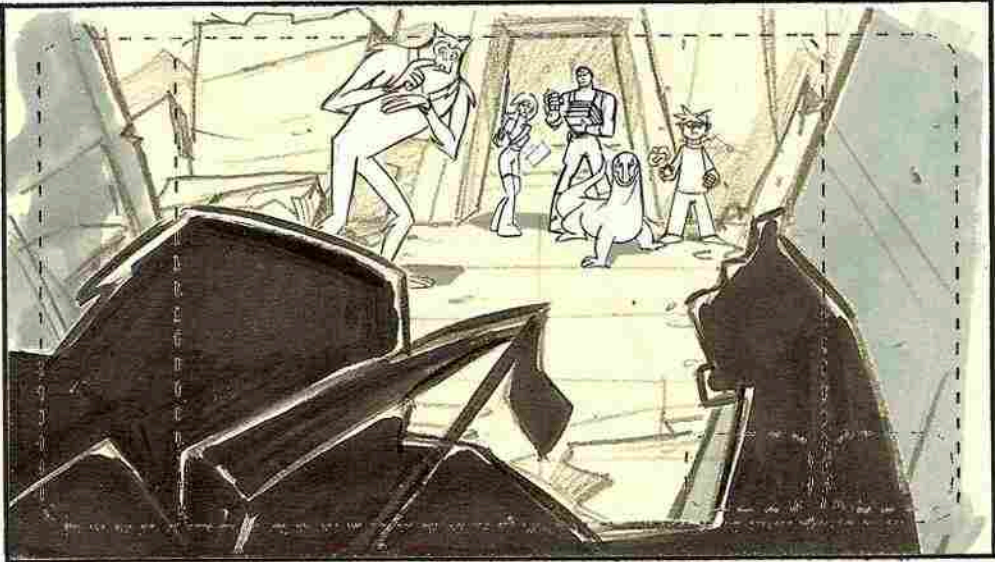
day night

Reverse - Angle on the groups standing near the doorway. The dark shape straightens up.....

EFX: (DX Shadows)

DIAL Zak:

Dad...? I don't think that guy's.....



1

Timing:

Sc.

Bg.

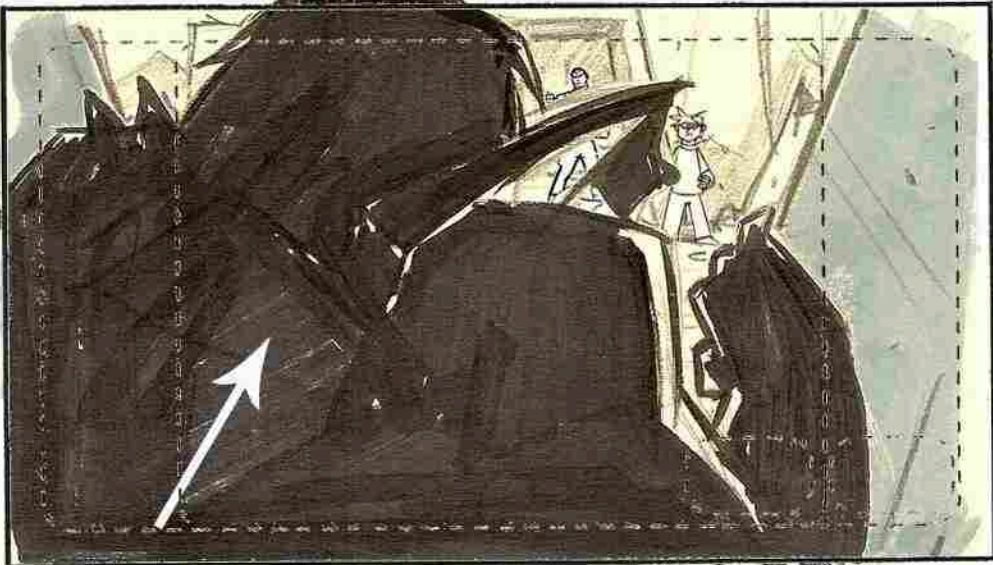
ACTION

day night

..filling screen.

DIAL Zak:(contd)

...here for science.



2

Timing:

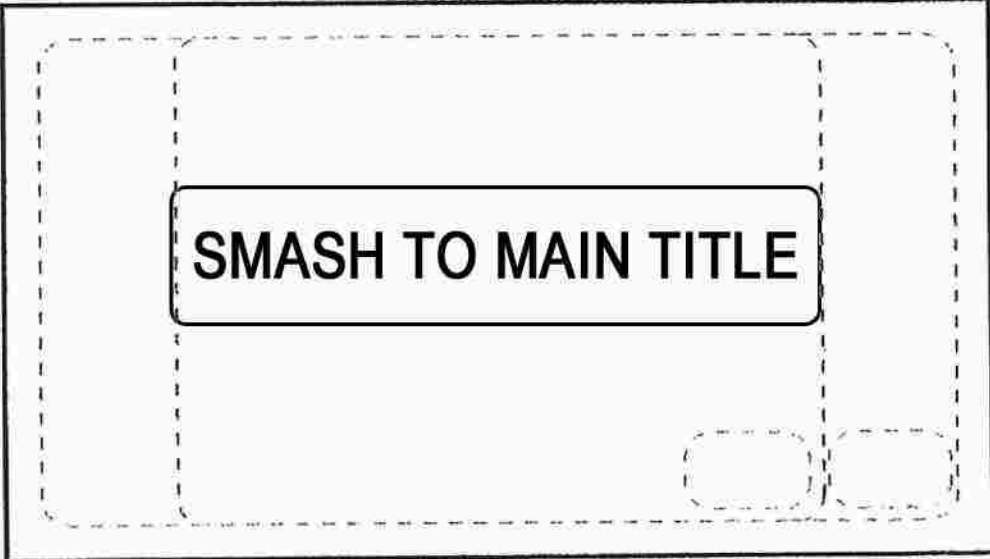
Sc.

Bg.

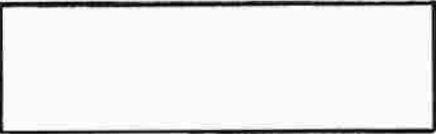
ACTION

day night

DIAL



Timing:



# THE SECRET SATURDAYS



Sc.

Bg. S/A

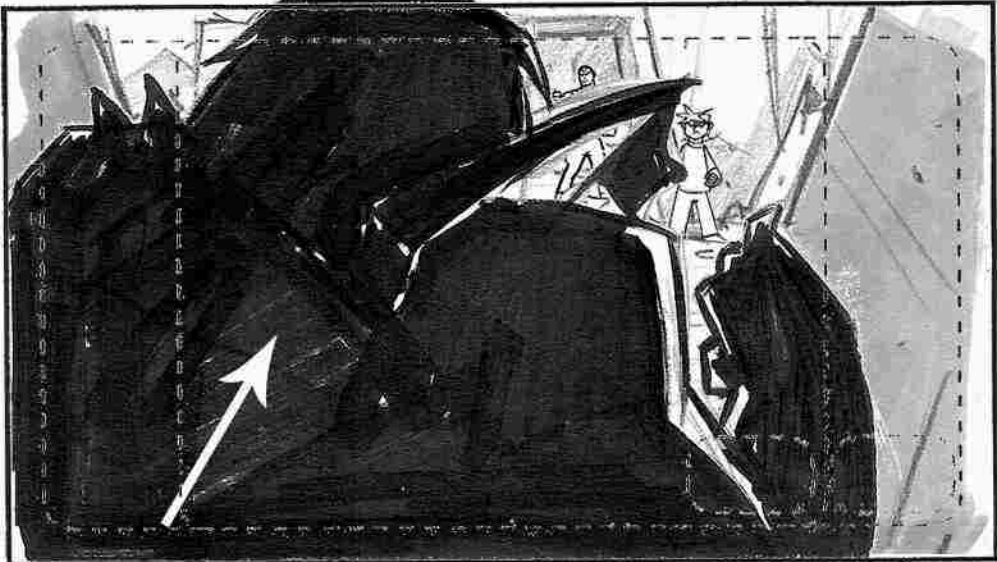
**ACTION**

day night

Reverse - Angle on the groups standing near the doorway. The action picks up where we left off.

EFX: (DX Shadows)

**DIAL**



1

Timing:

Sc.

Bg. S/A

**ACTION**

day night

Angle on Drew and Doc.

EFX: (DX Shadows)

**DIAL**



1

Timing:

Sc.

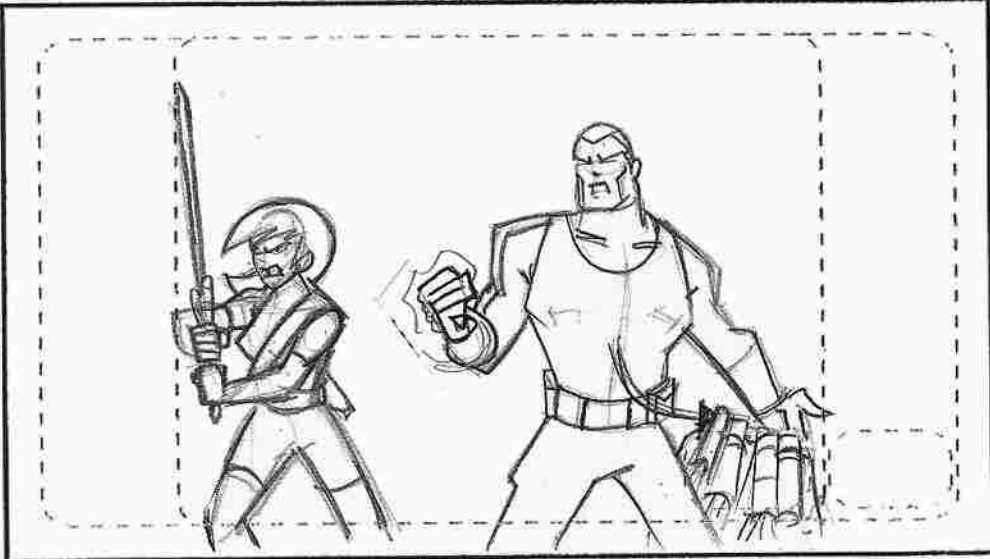
Bg.

**ACTION**

day night

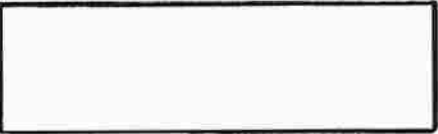
Both drop the books they're holding and prepare for battle.

**DIAL**



2

Timing:



# THE SECRET SATURDAYS

CUT

Sc.

Bg. S/A

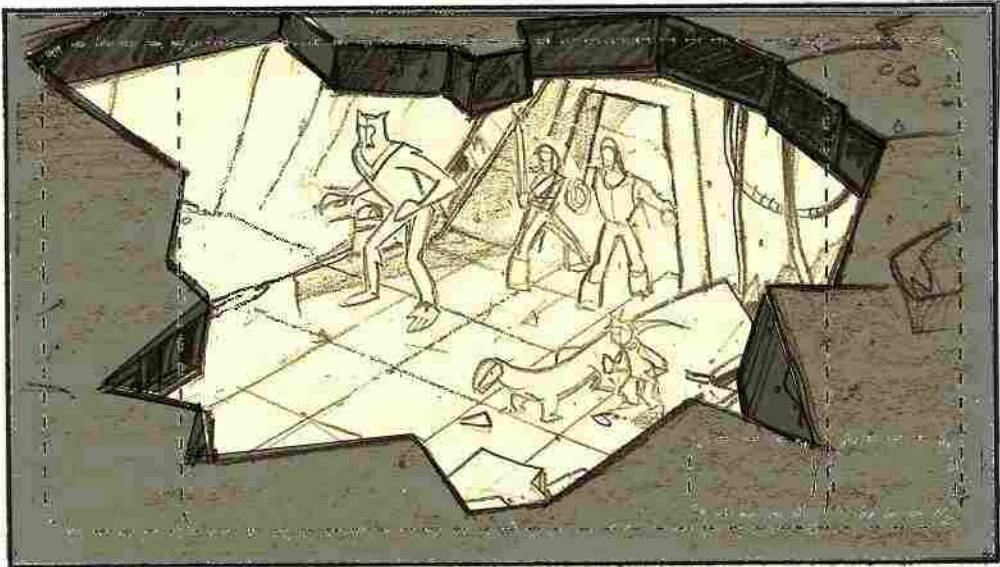
ACTION

day night

Wide on the group as they brace themselves.

EFX: (DX Shadows)

DIAL



1

Timing:

CUT

Sc.

Bg.

ACTION

day night

Angle on the darken corners. The ominous shape emerges from the shadows revealing.....

DIAL



1

Timing:

Sc.

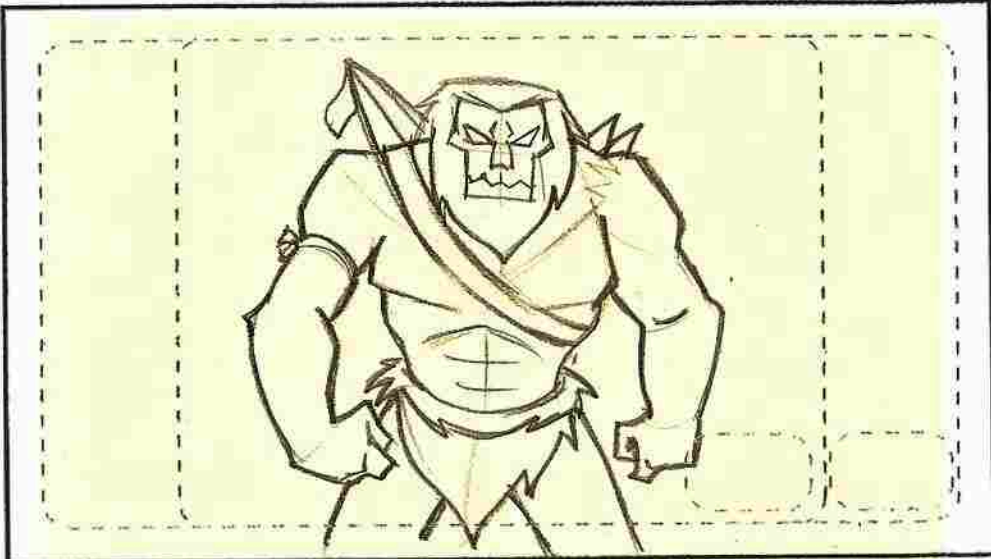
Bg.

ACTION

day night

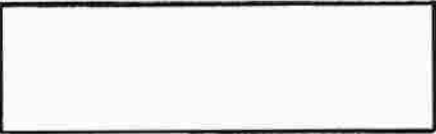
.....Tsul'Kalu !

DIAL



2

Timing:



# THE SECRET SATURDAYS

CUT  
▼

Sc.

Bg.

**ACTION**

day night

Close on Doc and Drew.

EFX: (DX Shadows)

**DIAL** Doc:

Tsul'Kalu. The great hunter....



1

Timing:

Sc.

Bg.

**ACTION**

day night

Close on Zak, confused.

EFX: (DX Shadows)

**DIAL** Zak:

Wait.



1

Timing:

Sc.

Bg.

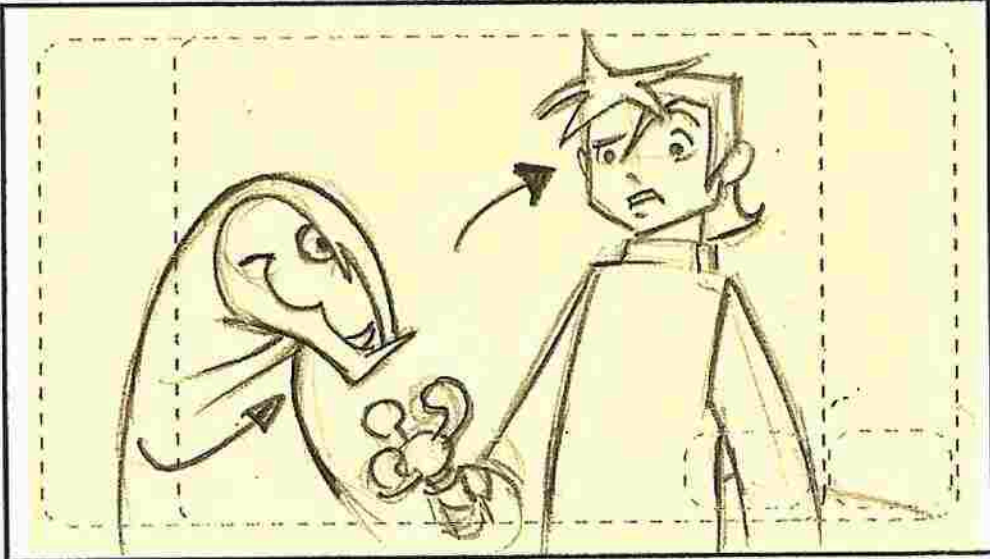
**ACTION**

day night

Zak straightens up. Komodo turns to look at Zak.

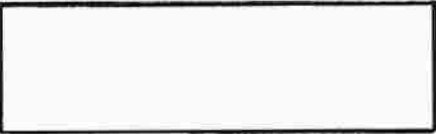
**DIAL** Zak: (contd)

The Tsul' Kalu? Like the Hand of Tsul' Kalu?



2

Timing:



# THE SECRET SATURDAYS

Sc.

Bg.

**ACTION**

day night

Zak looks at the Claw in his hand.

EFX: (DX Shadows)

**DIAL** Zak: (contd)

The thing at the end of my Claw?



3

Timing:

**CUT**

Sc.

Bg.

**ACTION**

day night

Close on Drew shouting a warning at Zak.

EFX: (DX Shadows)

**DIAL** Drew:

Zak, don't....



1

Timing:

**CUT**

Sc.

Bg.

**ACTION**

day night

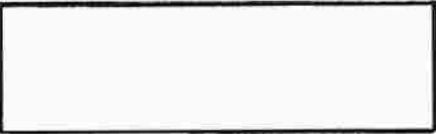
Close on Tsul'Kalu, his eyes begin to flash a quick, white glow.

**DIAL**



1

Timing:



# THE SECRET SATURDAYS

Sc.

Bg.

**ACTION**

day night

Tsul'Kalu's eyes glow more intensely as he leans forward.

EFX: (Bot. Lite Glow)

**DIAL**



2

Timing:

**CUT**

Sc.

Bg.

**ACTION**

day night

Angle on Doc and Drew. Doc's power glove glows more.

EFX: (DX Shadows, Bot Lite Glow)

**DIAL**



1

Timing:

**CUT**

Sc.

Bg.

**ACTION**

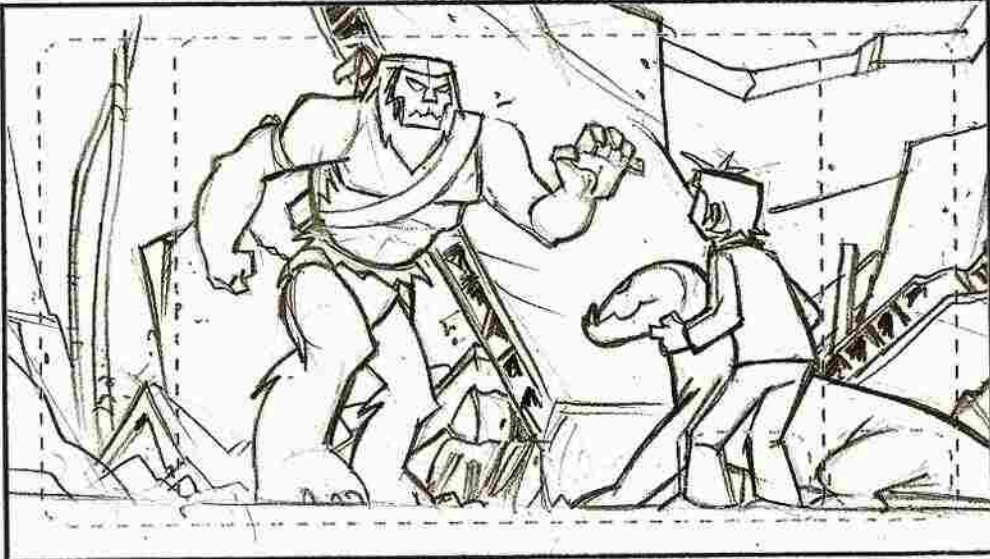
day night

Wide on Tsul'Kalu as he advances on Zak and Komodo.

EFX: (Bot Lite Glow)

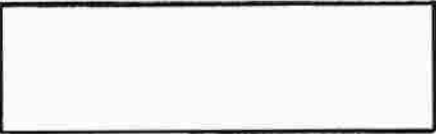
**DIAL**    Zak:

Whoa, grabby.



1

Timing:



# THE SECRET SATURDAYS

Sc.

Bg.

**ACTION**

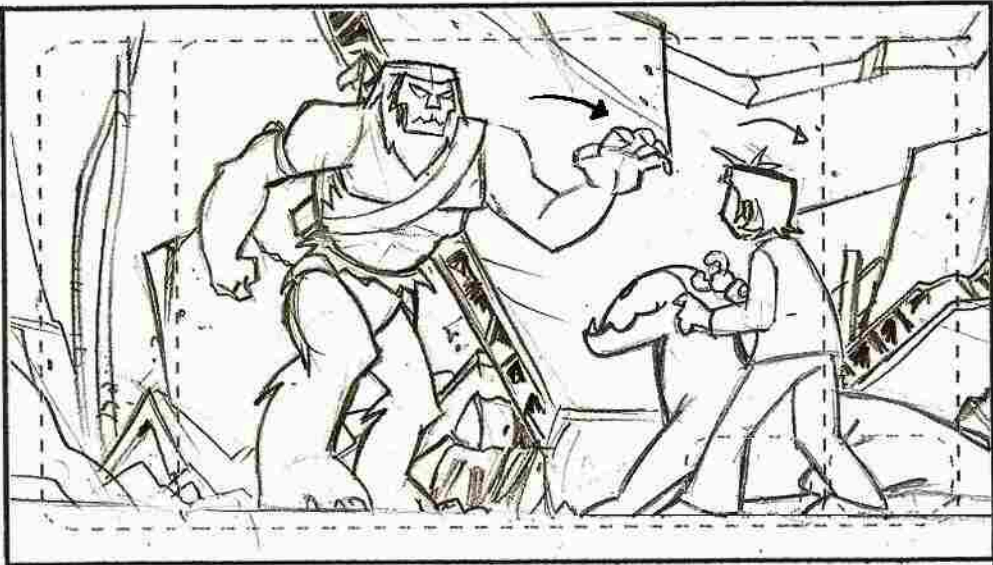
day night

Tsul'Kalu reaches for Zak, who assumes a defensive posture.

EFX: (Bot. Lite Glow)

**DIAL** Zak: (contd)

What's your problem?



3

Timing:

**CUT**

Sc.

Bg.

**ACTION**

day night

Close on Doc looking concerned.

EFX: (DX Shadows)

**DIAL** Doc:

Run.



1

Timing:

Sc.

Bg.

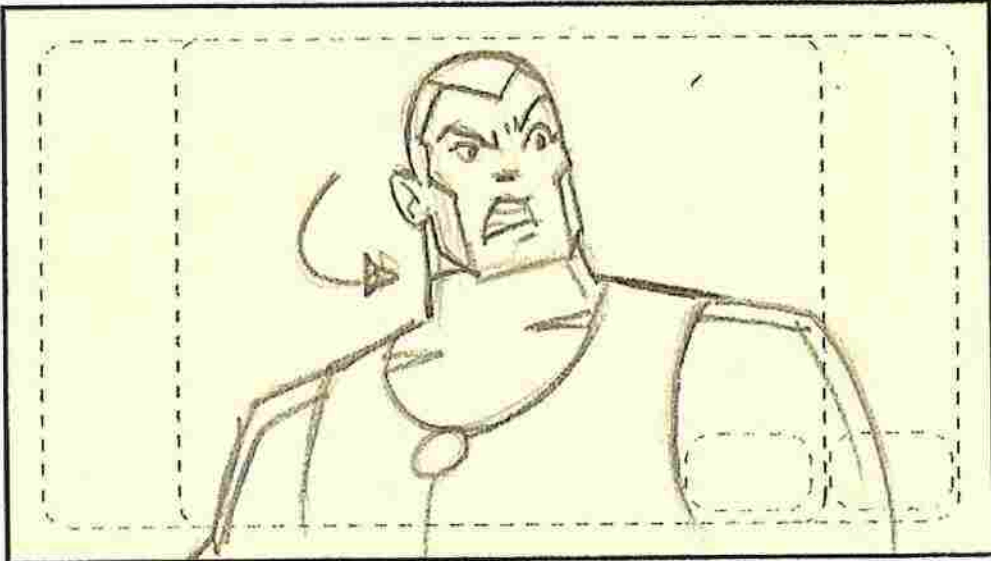
**ACTION**

day night

Doc turns to Zak.

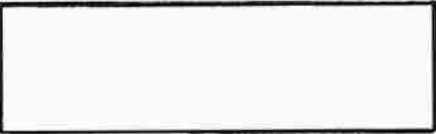
**DIAL** Doc: (contd)

Now!



2

Timing:



# THE SECRET SATURDAYS

Sc.

Bg.

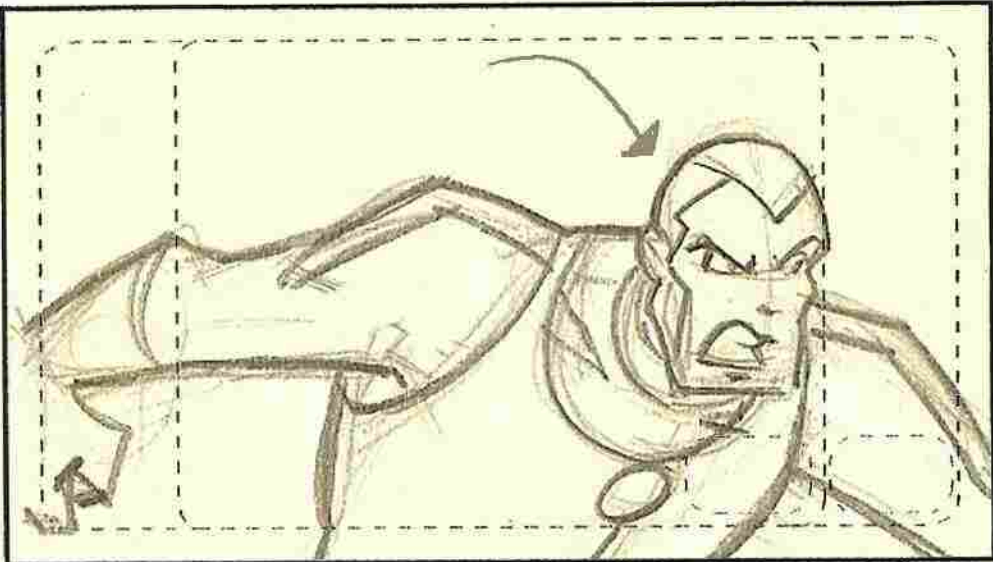
ACTION

day night

Doc reaches forward....

DIAL Doc: (contd)

GO!



3

Timing:

HU  
▼

Sc.

Bg.

ACTION

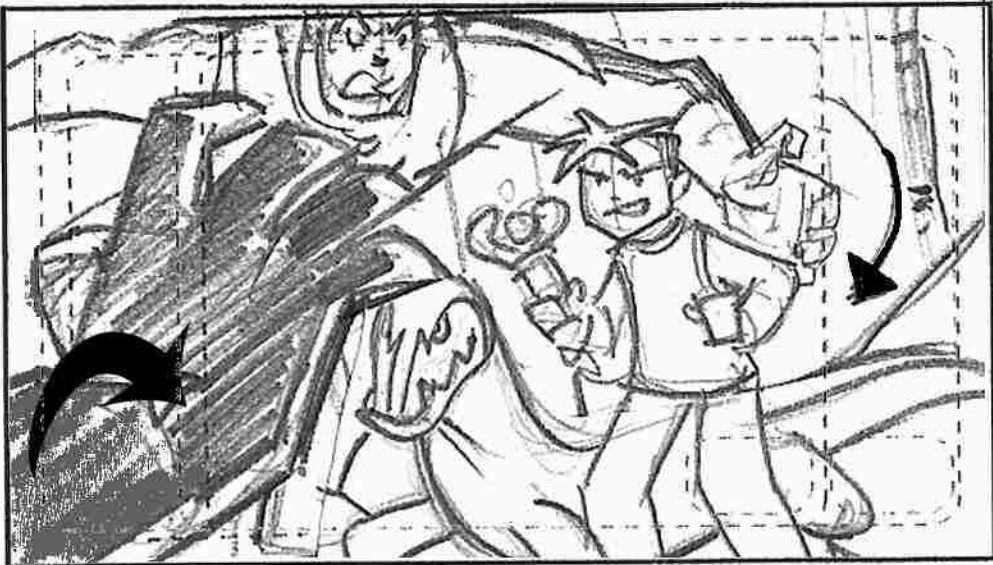
day night

Wider on scene as Doc reaches in and grabs his son.....

EFX: (DX Shadows)

DIAL

IN



1

Timing:

Sc.

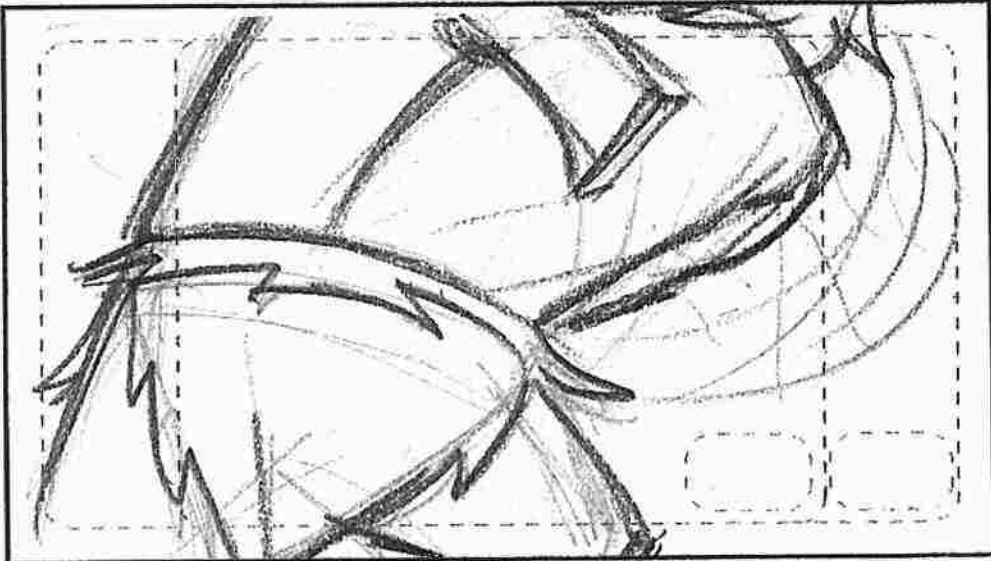
Bg.

ACTION

day night

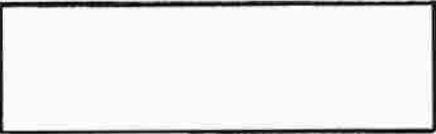
...hauling him out of scene as Tsul'Kalu swoops in, missing Zak, barely.

DIAL



2

Timing:



# THE SECRET SATURDAYS

Sc.

Bg.

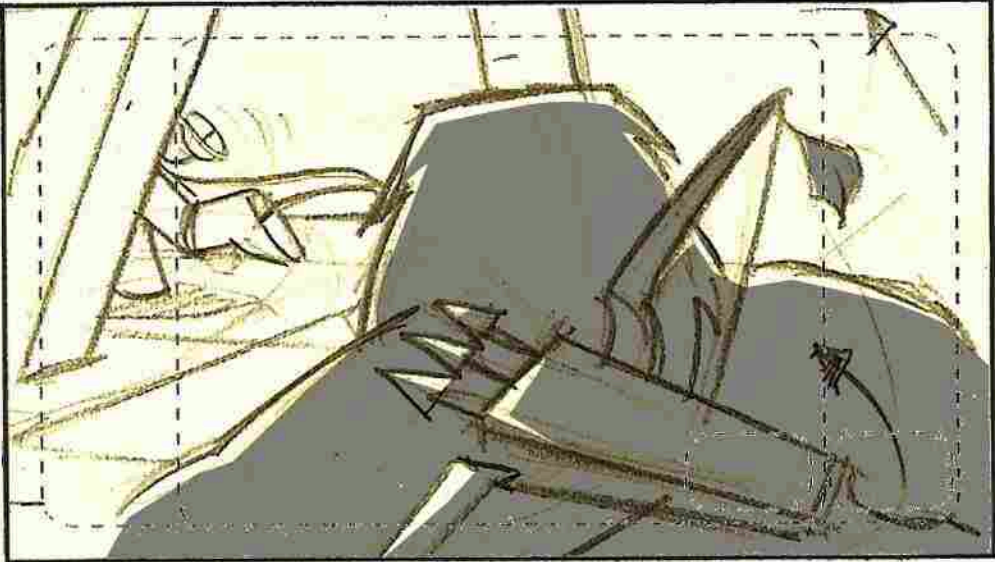
ACTION

day night

Angle on the doorway as doc makes good his escape.  
Tsul'Kalu straightens up in scene.

DIAL Doc: (contd)

GO!



3

Timing:

CUT

Sc.

Bg.

ACTION

day night

Int. Secret HQ Hallway  
Drew is leading the way as she races down the wrecked hallway.

EFX: (DX Shadows)

DIAL

GO!



1

Timing:

Sc.

Bg.

ACTION

day night

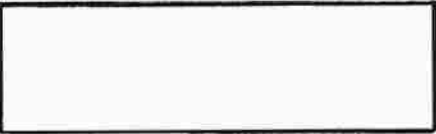
She's followed by Komodo and Doc, who is carrying Zak in under his arm.

DIAL



2

Timing:



# THE SECRET SATURDAYS

Sc.

Bg.

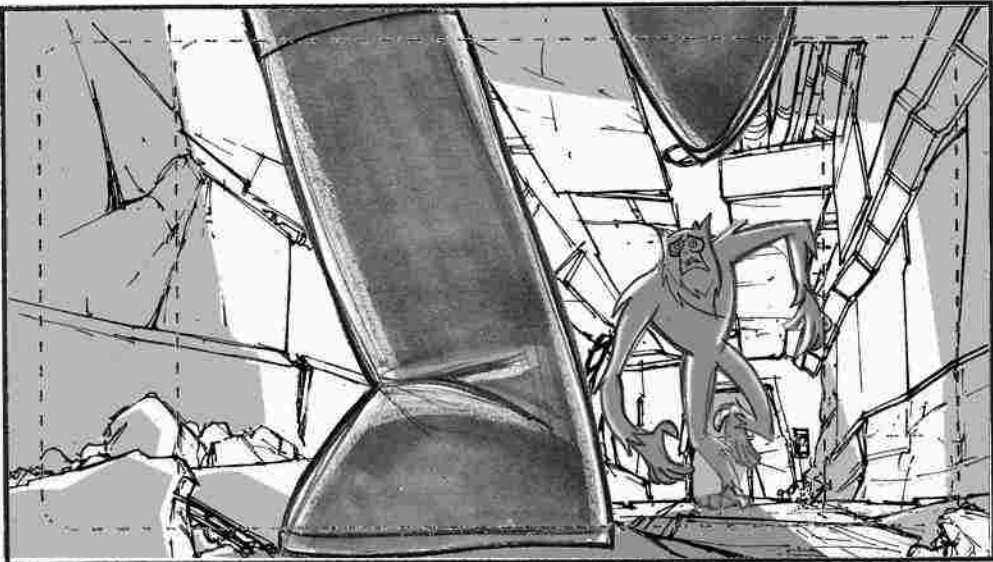
**ACTION**

day night

Fiskerton is pulling up the rear.

EFX: (DX Shadow)

**DIAL**



3

Timing:

Sc.

Bg.

**ACTION**

day night

Int. Secret HQ Hallway  
Drew and Komodo reach another door. Komodo races through as Drew stop and turns...

EFX: (DX Shadows)

**DIAL**



1

Timing:

Sc.

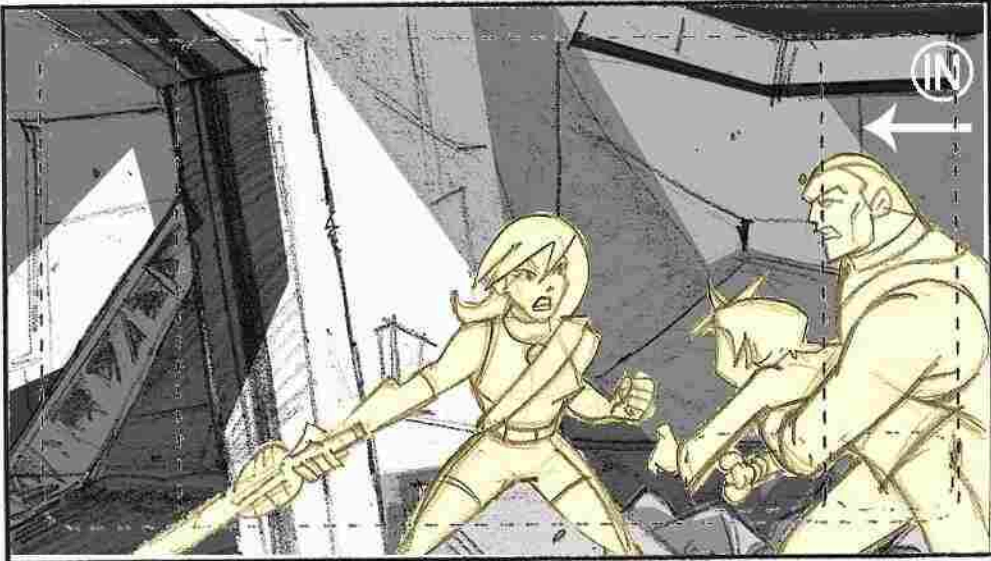
Bg.

**ACTION**

day night

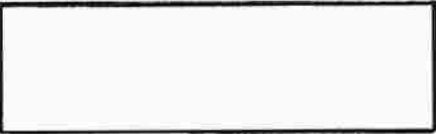
Doc and Zak are close behind.

**DIAL**



2

Timing:



# THE SECRET SATURDAYS

Sc.

Bg.

ACTION

day night

As Doc and Zak exit, Fisk enters on their heels.

OUT

DIAL



3

Timing:

Sc.

Bg.

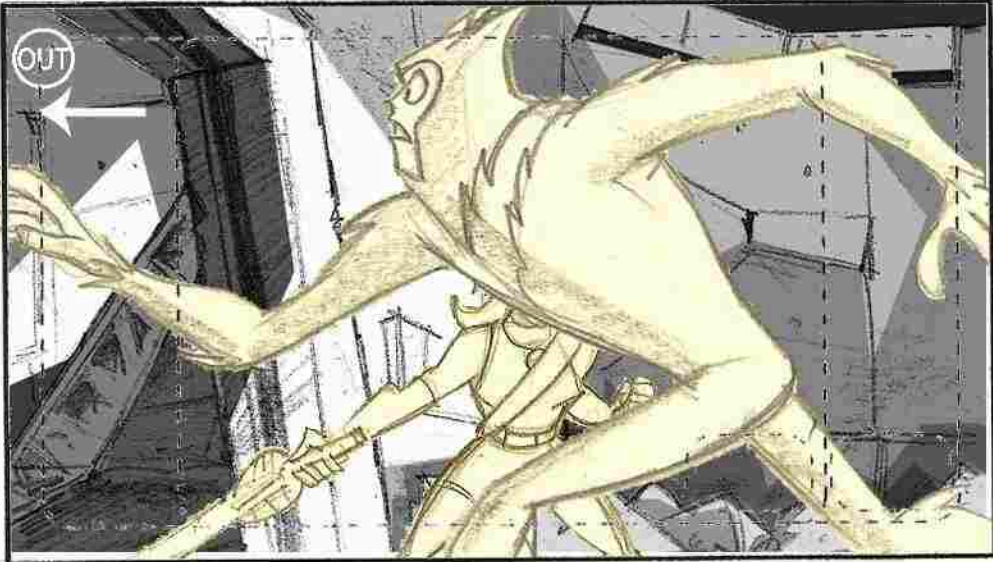
ACTION

day night

Fisk races through.

OUT

DIAL



4

Timing:

Sc.

Bg.

ACTION

day night

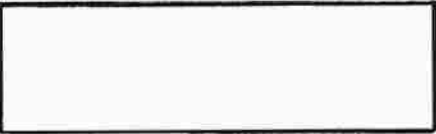
Drew turns to look back down the hall.

DIAL



5

Timing:



# THE SECRET SATURDAYS

CUT

ACTION

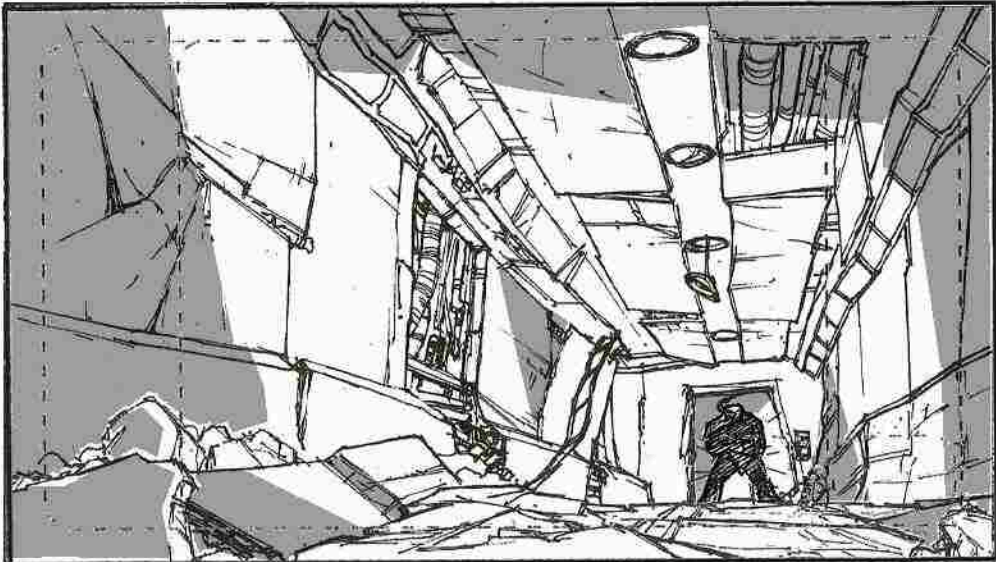
day night

Drew's P.O.V. Tsul'Kalu is standing in the doorway that they just came through.

DIAL

Sc.

Bg.



1

Timing:

CUT

ACTION

day night

Angle on Drew.

DIAL

Sc.

Bg. S/A



1

Timing:

ACTION

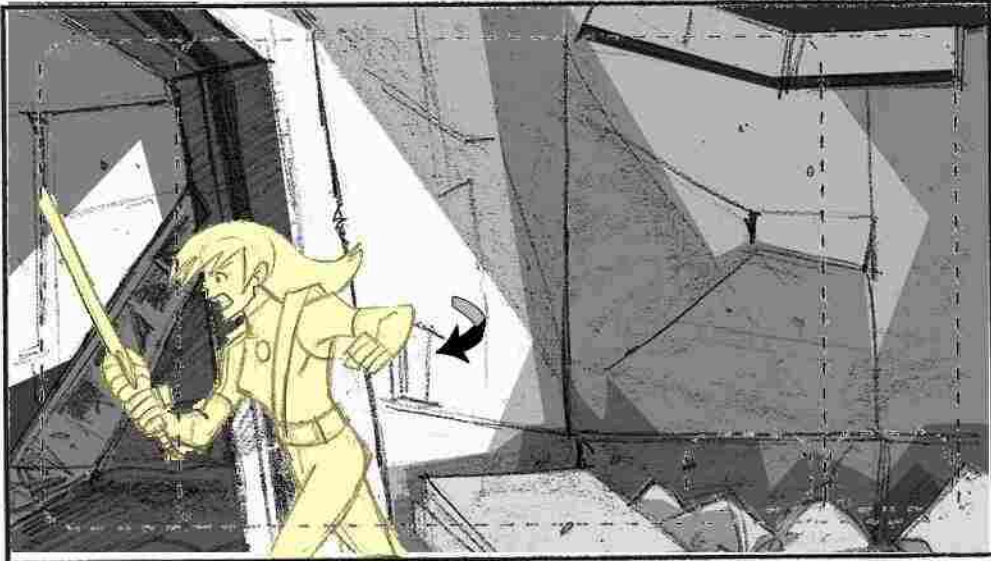
day night

Drew turns quickly and exits after the rest of the gang.

DIAL

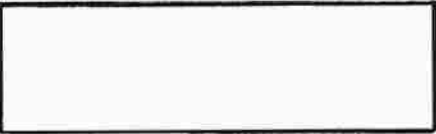
Sc.

Bg.



2

Timing:



# THE SECRET SATURDAYS

Sc.

Bg.

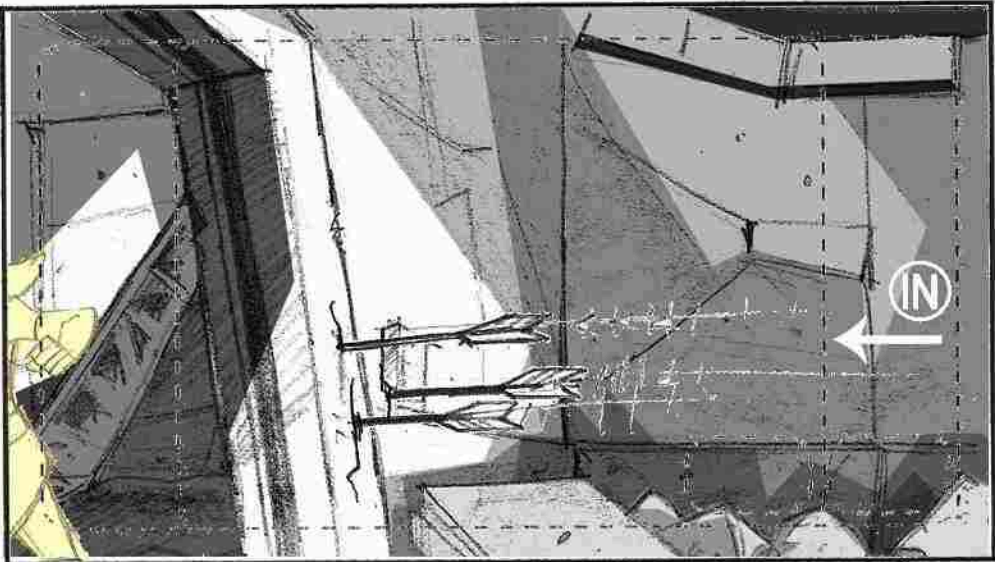
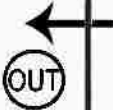
**ACTION**

day night

Crowbow bolts slam into the wall that only a second ago, Drew was standing in front of.

EFX: (DX Shadow)

**DIAL**



3

Timing:

**CUT**

Sc.

Bg.

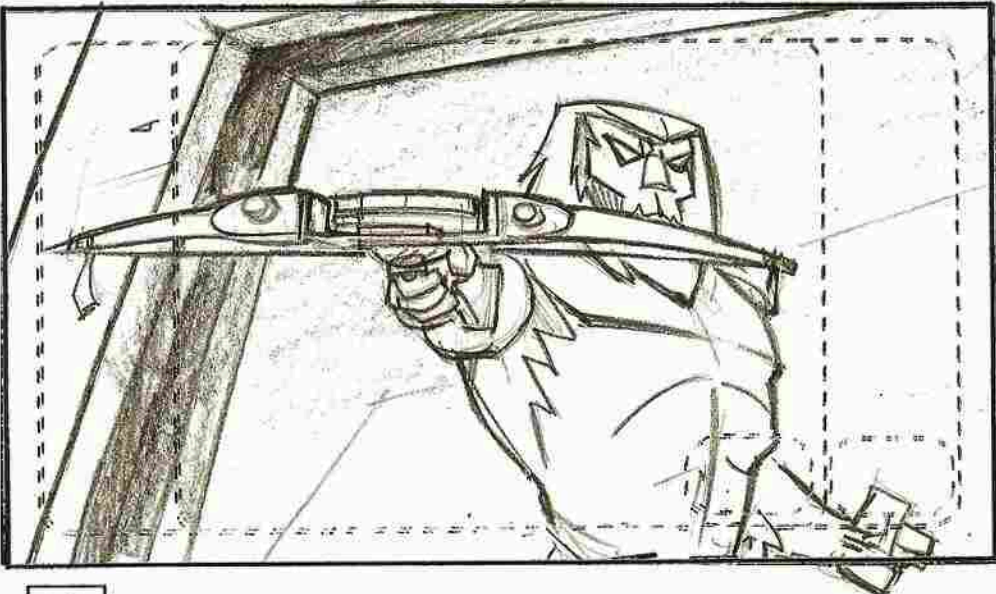
**ACTION**

day night

Close on Tsul'Kalu, crossbow raised.

EFX: (DX Shadows)

**DIAL**



1

Timing:

Sc.

Bg.

**ACTION**

day night

He lowers the weapon, growling.

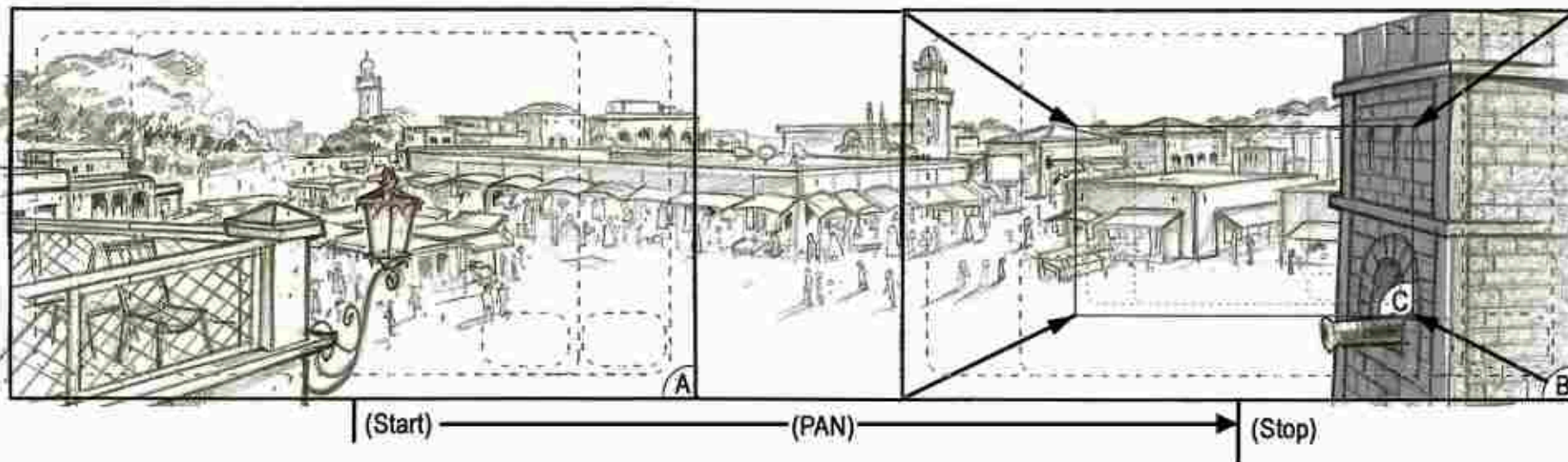
**DIAL**



2

Timing:

# THE SECRET SATURDAYS



Action

Moroccan Market Street - Day

Pan (A - B) along a busy moroccan market street filled with sellers, buyers and some unsavory characters.

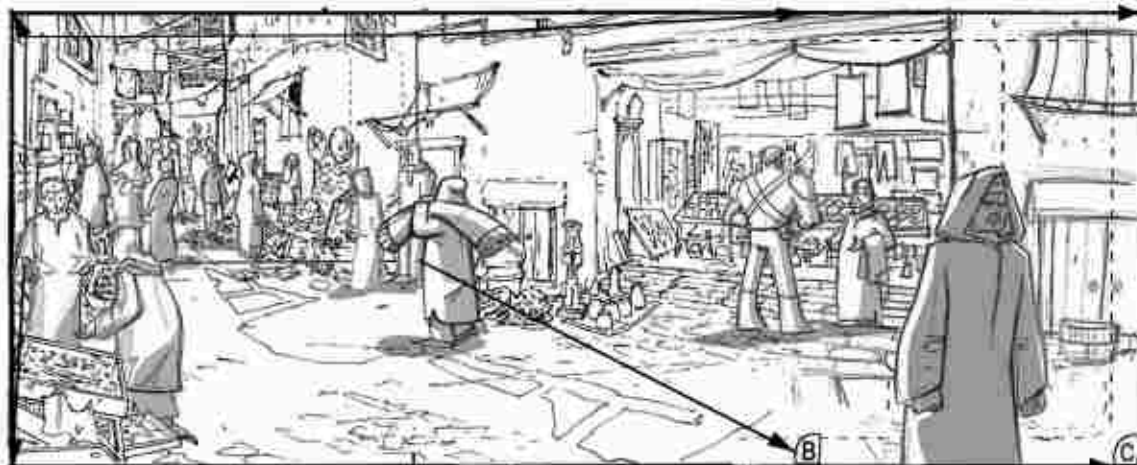
Truck in (B - C) on a particularly run down alleyway.

SFX: <busy marketplace noises>

Dialog

Timing

# THE SECRET SATURDAYS



Start (Pan) Stop

HU  
↓



1

## Action

Angle on seedy looking alley in the heart of the Black Market. Hagglers and haggled peddle in illegal wares. Truck out A - B then Pan B - C over to an even seedier stand. Van Rook is haggling with an agitated vendor.

Angle on Doyle, haggling with a Street Vendor.

EFX: (DX Shadow)

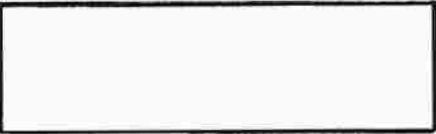
Dialog Merchants and Customers:

< Market Wallah >

Van Rook:

Twelve hundred Dirhams?!

Timing



# THE SECRET SATURDAYS

Sc.

Bg.

**ACTION**

day night

Van Rook leans towards the merchant menacingly.

EFX: (DX Shadow)

**DIAL** Van Rook: (contd)

How'bout I give you one "pound"?



2

Timing:

Sc.

Bg.

**ACTION**

day night

Doyle reaches in from OS and places his hand on Van Rook's arm.

EFX: (DX Shadows)

**DIAL**



3

HU  
Timing:

Sc.

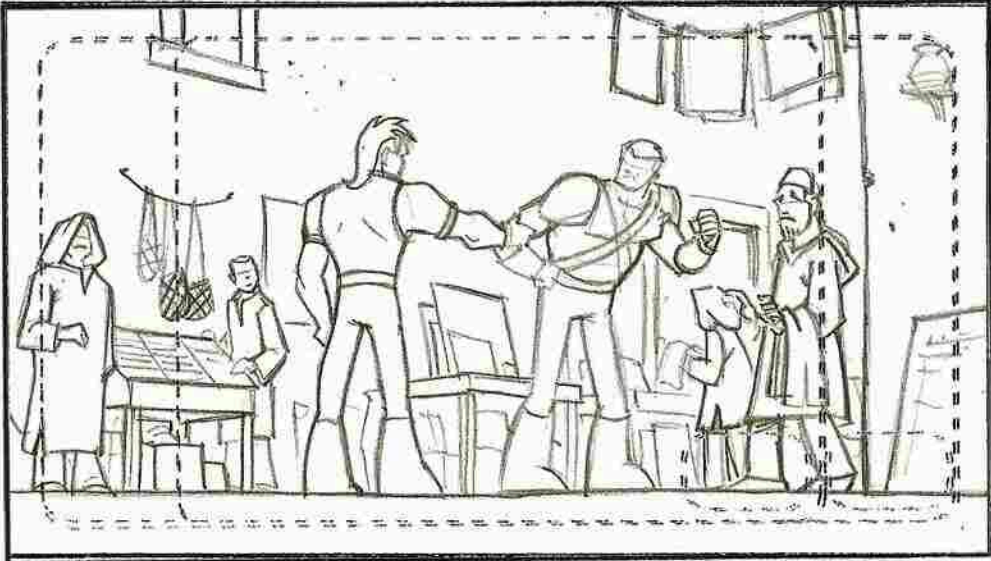
Bg.

**ACTION**

day night

Wider on Street. It's gotten quiet. Doyle and Van Rook stare at each other for a beat. The merchant looks relieved.

**DIAL**



1

Timing:

Sc.

Bg.

ACTION

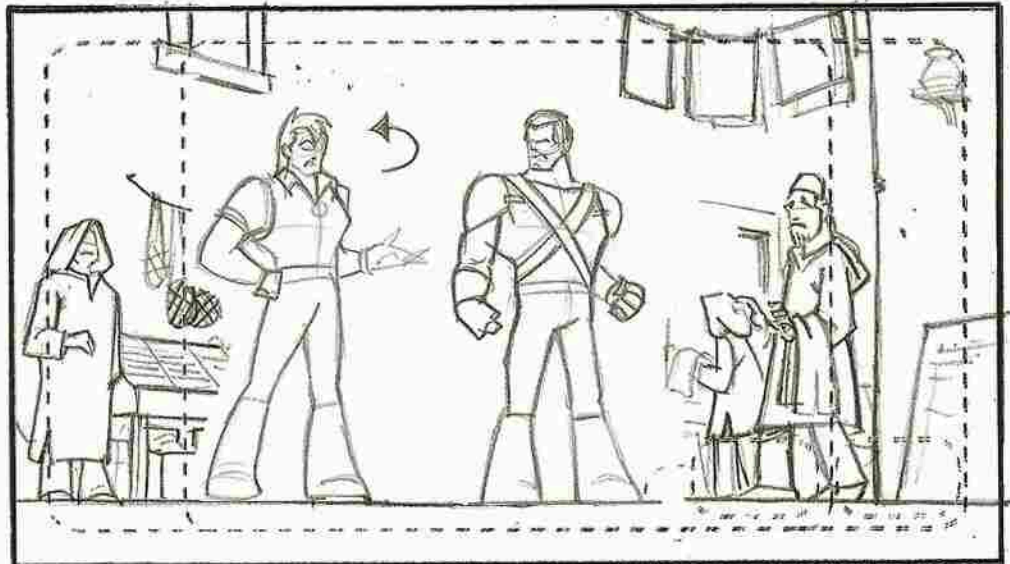
day night

Angle on seedy looking alley in the heart of the Black Market. Hagglers and haggled peddle in illegal wares. Truck out A - B

EFX: (DX Shadow)

DIAL Doyle:

Classy.



2

Timing:

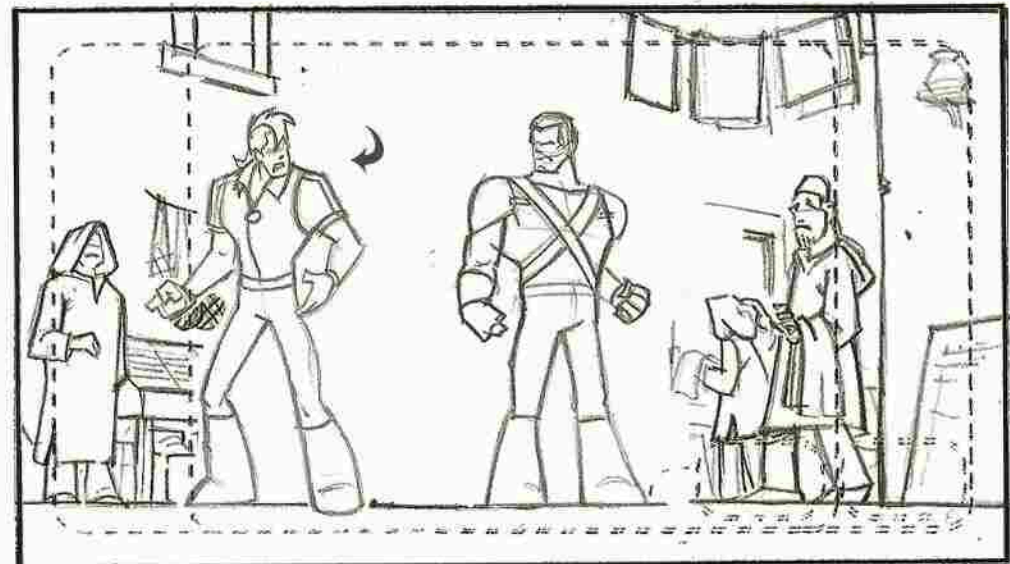
Sc.

Bg.

ACTION

day night

Doyle turns...



3

Timing:

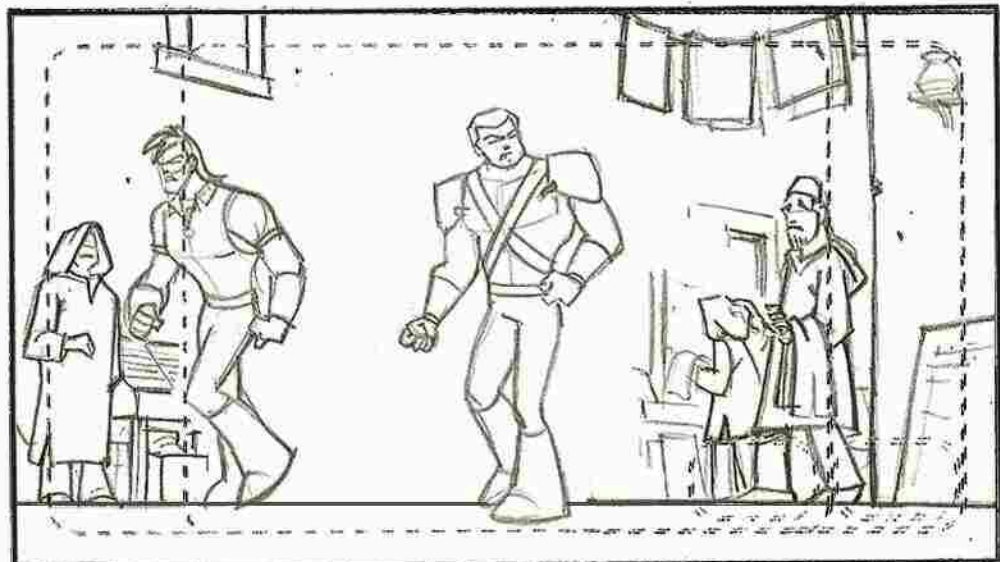
ACTION

day night

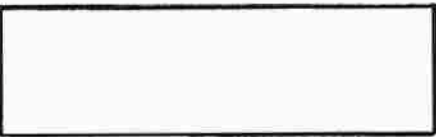
.....and exits followed by Van Rook who glares back at the cowering merchant.

DIAL VAn Rook:

It's called negotiating!



Timing:



# THE SECRET SATURDAYS

HU  
▼

**ACTION**

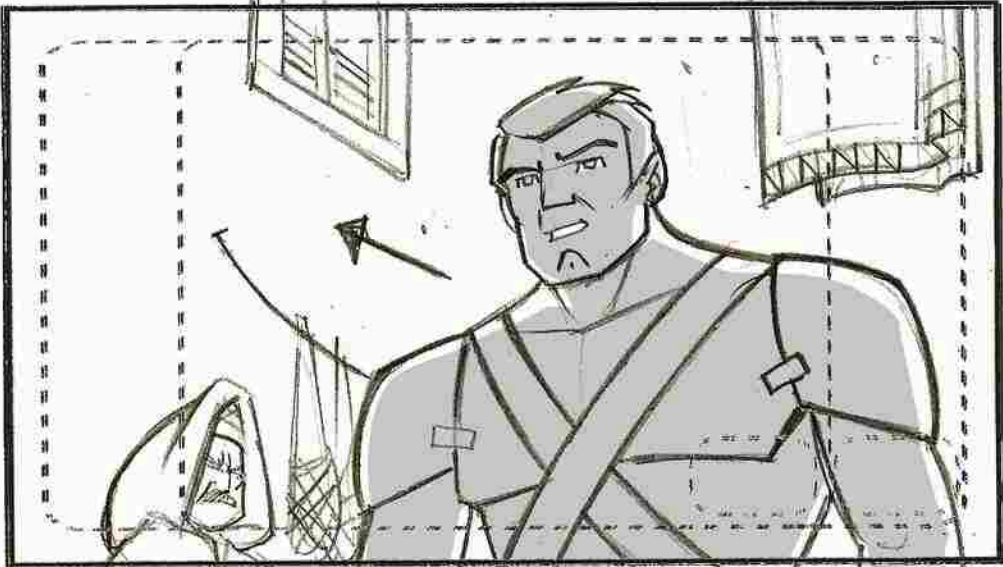
day night

Angle on Van Rook, walking forwards.

EFX: (DX Shadow)

**DIAL** Van Rook: (contd)

It's the Moroccan...



1

Timing:

**ACTION**

day night

...and exits scene.

**DIAL** Van Rook:(contd)

...black market way!



2

Timing:  
HU  
▼

**ACTION**

day night

Down angle on Market Street as Doyle, followed by Van Rook, walk away from the vendors. They are silently watched by Zon.

EFX: (Dx Shadows)

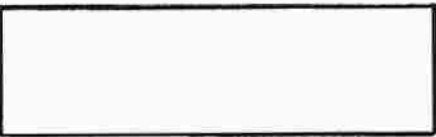
**DIAL** Doyle:

I'm not paying you to shop,.....



1

Timing:



# THE SECRET SATURDAYS

Sc.

Bg.

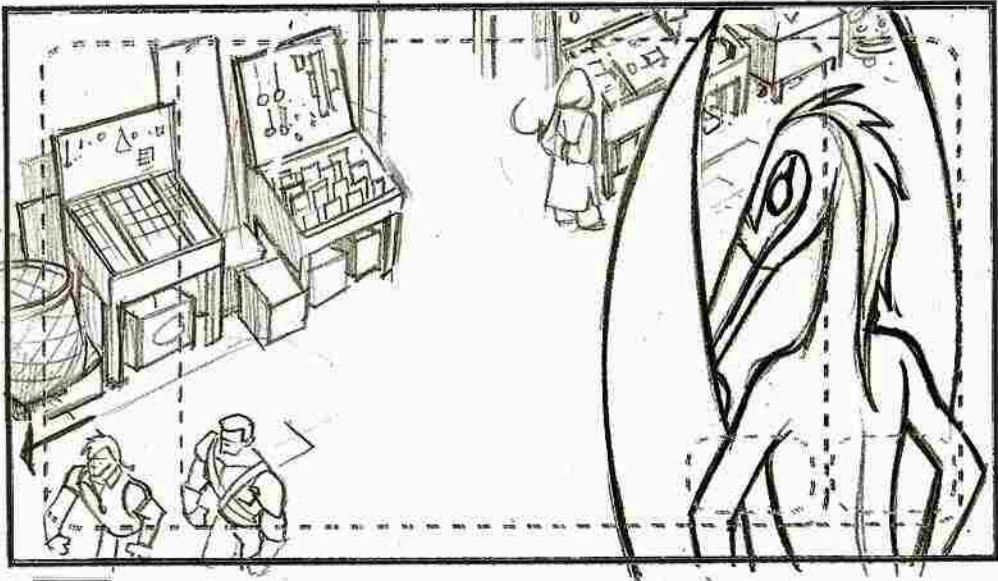
**ACTION**

day night

Both exit as Zon looks on.

EFX: (DX Shadow)

**DIAL** Doyle: (contd)  
...fancy pants.



2t

Timing:

**CUT**

Sc.

Bg.

**ACTION**

day night

Close on wooden crates. Doyle enters scene behind the crates.

EFX: (DX Shadows)

**DIAL** Doyle: (contd)  
I'm paying you to help me uncover Argost's past.



1

Timing:

Sc.

Bg.

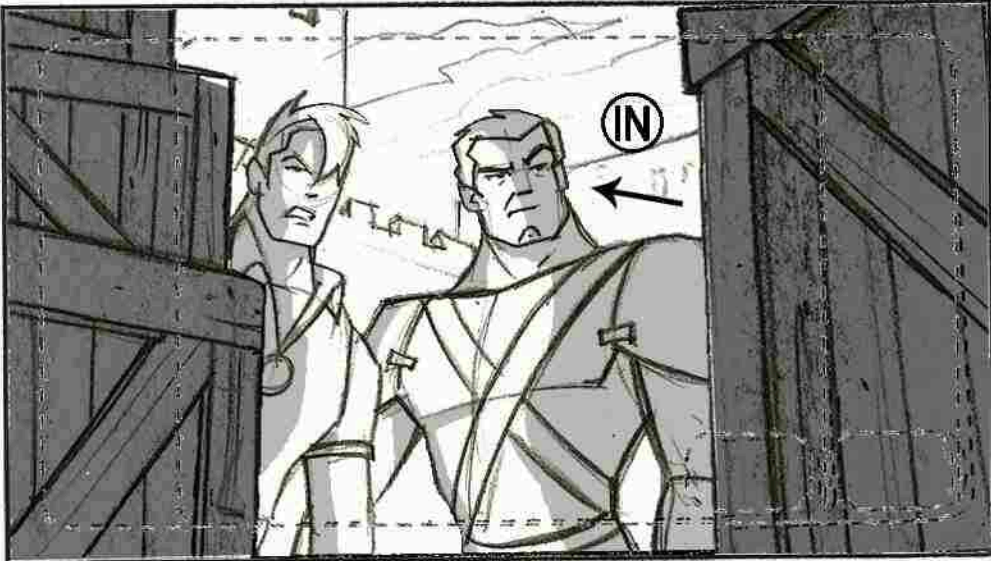
**ACTION**

day night

Van rook stops beside Doyle.  
They are looking at .....

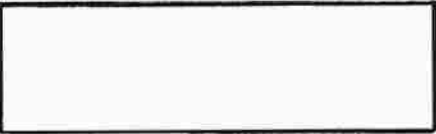
**DIAL** Doyle: (contd)

Finster said to "follow the Cryptids,"  
so here we are...



2

Timing:



# THE SECRET SATURDAYS

CUT

Sc.

Bg.

**ACTION**

day night

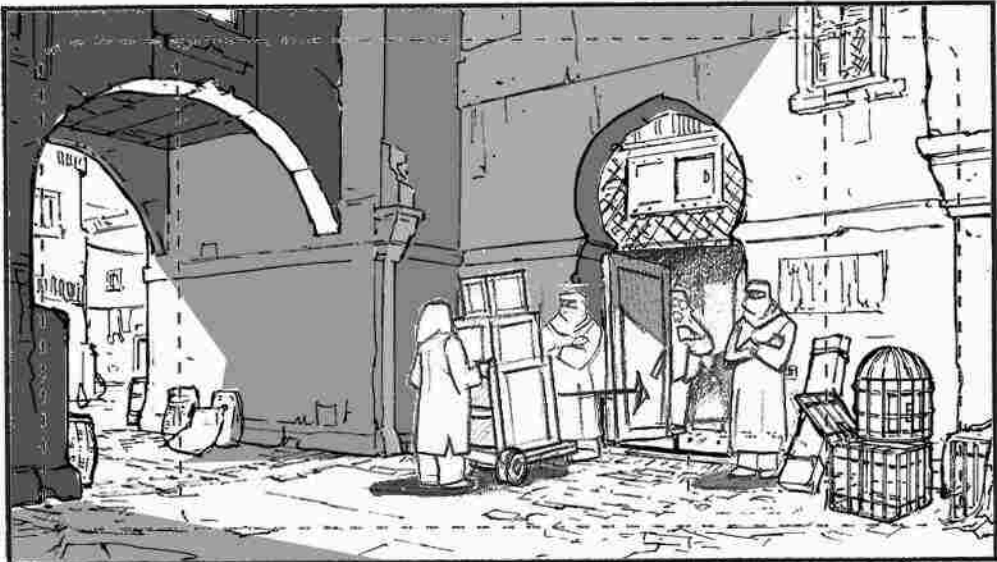
Ext. Groshomme's Home/Shop-  
Morocco

The doorway is guarded by two burly Moroccan guards. A heavyset man is accepting a delivery of three wooden crates.

EFX: (DX Shadow)

**DIAL** Doyle: (o.s.)

Micheal Groshomme.



1

Timing:

HU

Sc.

Bg.

**ACTION**

day night

Close on the open door. Groshomme is partly in shadows. He watches the crates as they are pushed into his home.

EFX: (DX Shadows)

**DIAL** Doyle:(contd) <O.S>

Biggest illegal ....



1

Timing:

Sc.

Bg.

**ACTION**

day night

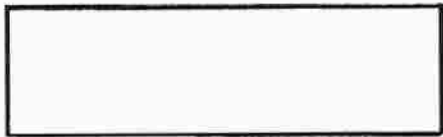
**DIAL** Doyle: (contd) <os>

...cryptid dealer in the world.



2

Timing:



# THE SECRET SATURDAYS

Sc.

Bg.

<b>ACTION</b>	day    night
Groshomme close the door.	
EFX: (DX Shadow, DX Gleam)	
<b>DIAL</b>	



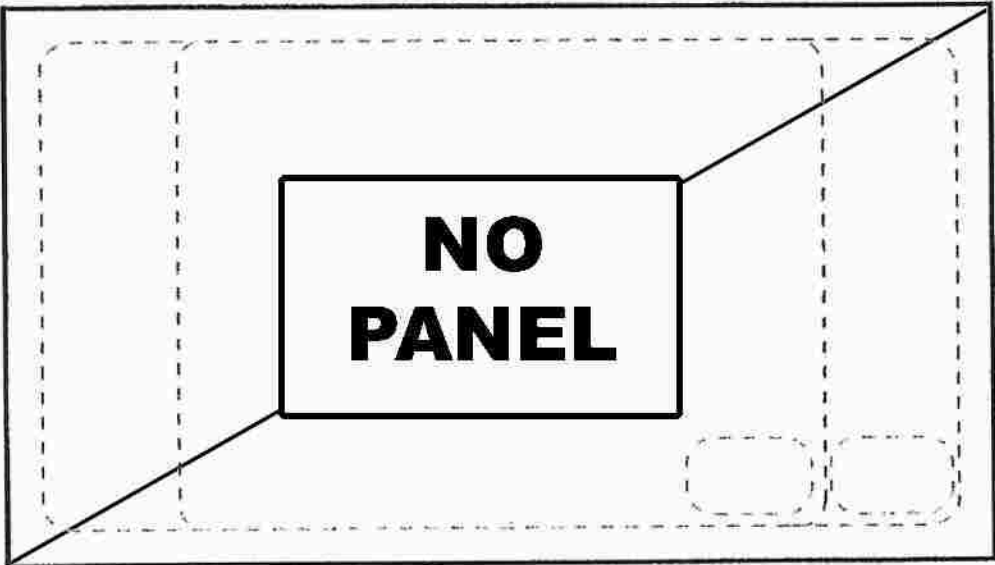
3

Timing:

Sc.

Bg.

<b>ACTION</b>	day    night
<b>DIAL</b>	

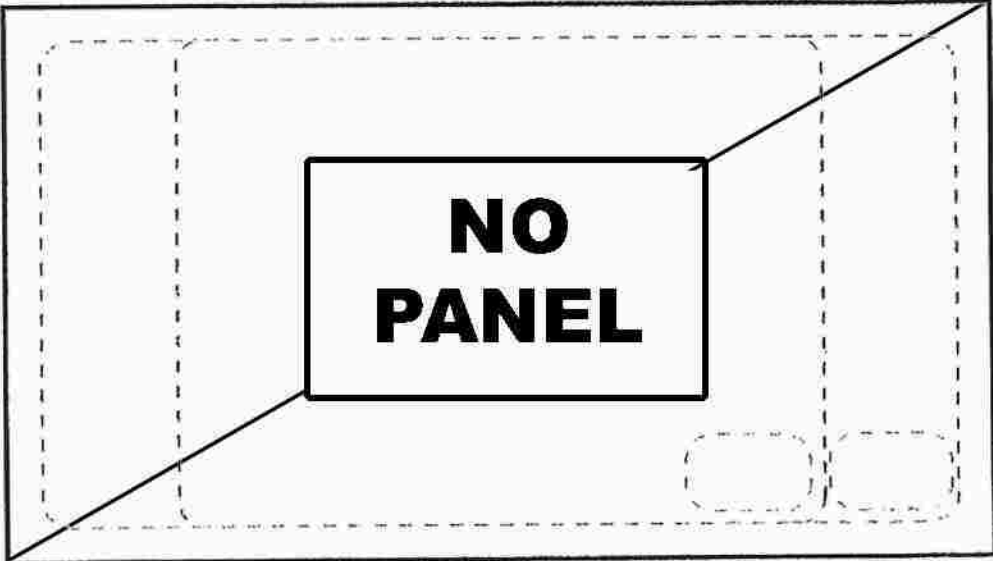


Timing:

Sc.

Bg.

<b>ACTION</b>	day    night
<b>DIAL</b>	



Timing:

CUT

Sc.

Bg. S/A

**ACTION**

day night

Ext. Groshomme's Home/Shop-Angle on Doyle and Van Rook looking at Groshomme's home.

EFX: (DX Shadow)

**DIAL** Van Rook:

Yes, very big. So, how do we get past the guards?



1

Timing:

Sc.

Bg.

**ACTION**

day night

Doyle gives Van Rook a sidelong look.

**DIAL** Doyle:

Don't worry. I've got a plan.



2

CUT

Sc.

Bg. S/A

**ACTION**

day night

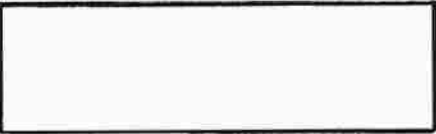
Angle on Groshomme's doors.

**DIAL**



1

Timing:



# THE SECRET SATURDAYS

Sc.

Bg.

**ACTION**

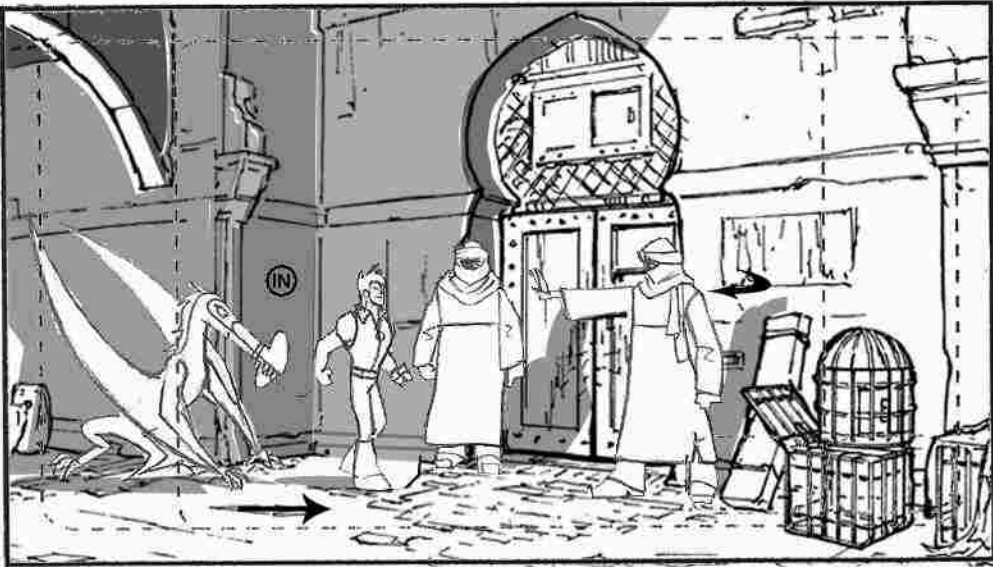
day night

Doyle walks in leading Zon on a leash..the first guard steps forward bloking Doyle.

EFX: (DX Shadow)

**DIAL** Doyle:

Hey, so, I was working....



2

Timing:

HU  
▼

Sc.

Bg.

**ACTION**

day night

Angle on Doyle and Zon past the guards.

EFX: (DX Shadows)

**DIAL** Doyle:(contd)

..on this whole incognito thing.....



1

Timing:

Sc.

Bg.

**ACTION**

day night

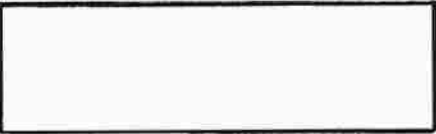
**DIAL** Doyle:(contd)

...where I was gonna pretend that I....



2

Timing:



# THE SECRET SATURDAYS

Sc.

Bg.

**ACTION**

day night

Doyle gestures at Zon.

EFX: (DX Shadow)

**DIAL** Doyle: (contd)

..had a cryptid delivery for Monsieur Groshomme.....



3

Timing:

Sc.

Bg.

**ACTION**

day night

**DIAL** Doyle:(contd)

...but then I...



4

Timing:

Sc.

Bg.

**ACTION**

day night

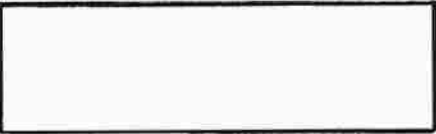
**DIAL** Doyle:(contd)

...figured....



5

Timing:



# THE SECRET SATURDAYS

Sc.

Bg.

**ACTION**

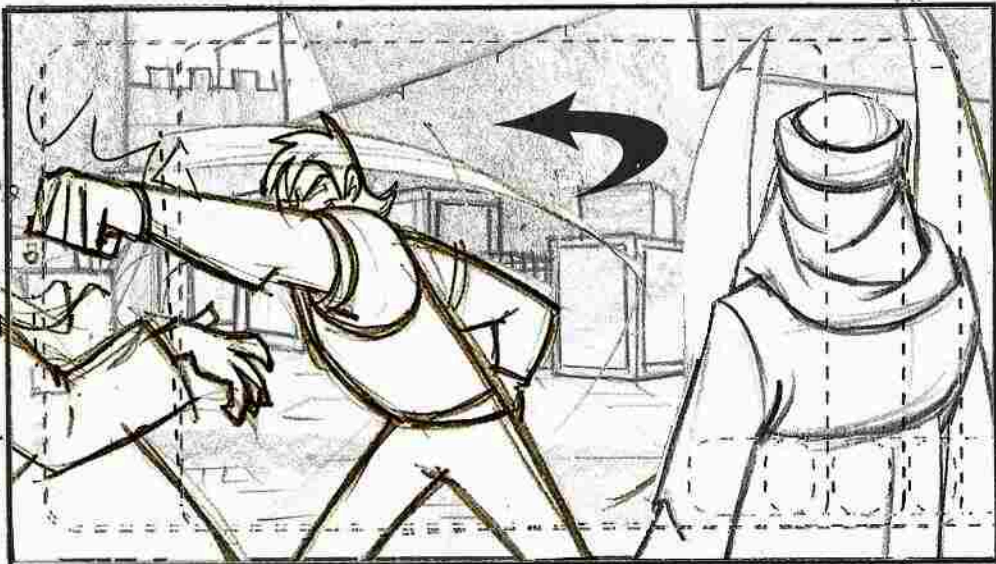
day night

Before the guards have a chance to react, Doyle slams his fists into the first one....

SFX: < fist impact>

**DIAL** Guards:

<impacts to groans>



6

Timing:

Sc.

Bg.

**ACTION**

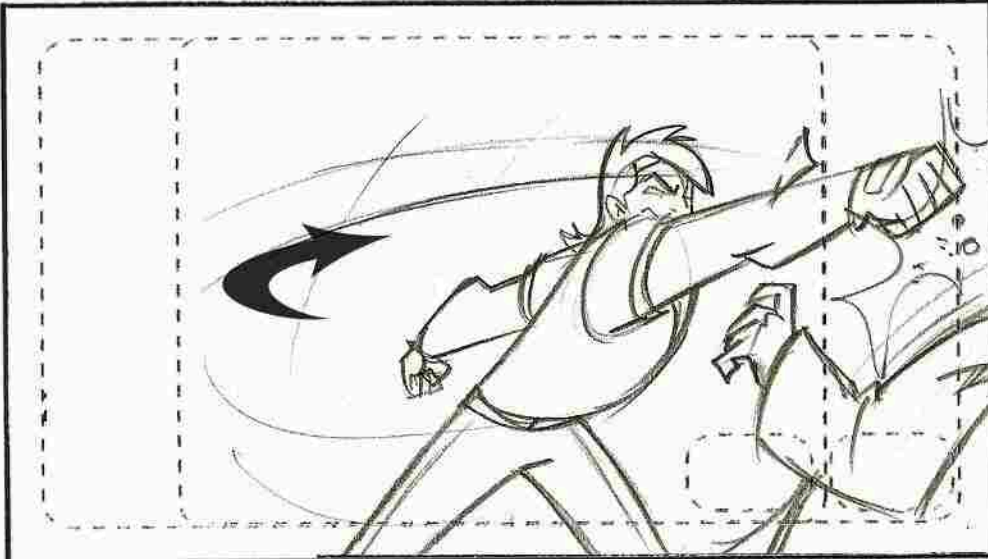
day night

...then the other.

SFX: <fist impact>

**DIAL** Guards:(contd)

<impacts to groans>



7

Timing:

Sc.

Bg.

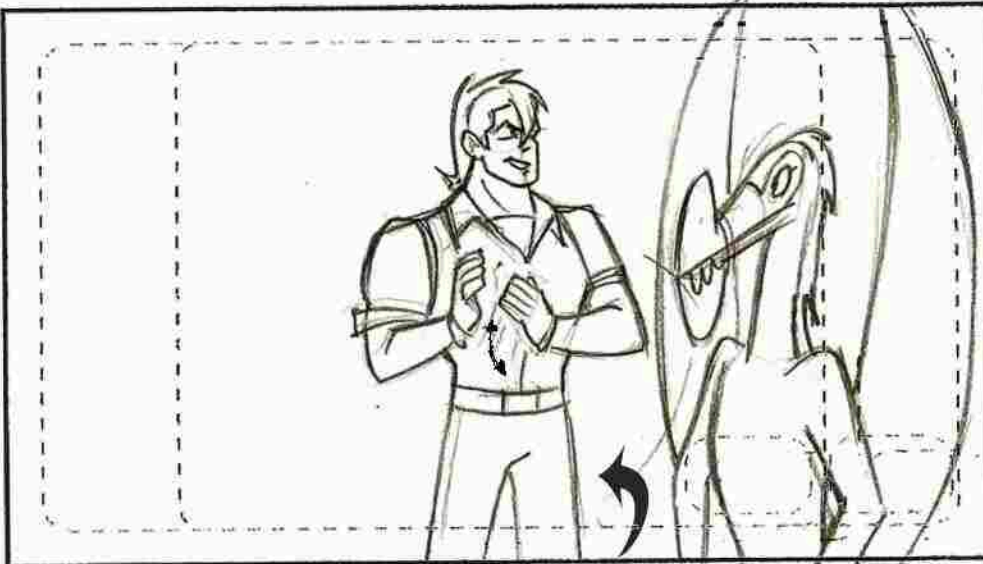
**ACTION**

day night

Doyle straightens up, dusting off his hands. He's got a satisfied smirk on his face.

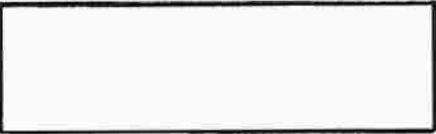
**DIAL** Doyle:

Yeah, ....



8

Timing:



# THE SECRET SATURDAYS

Sc.

Bg.

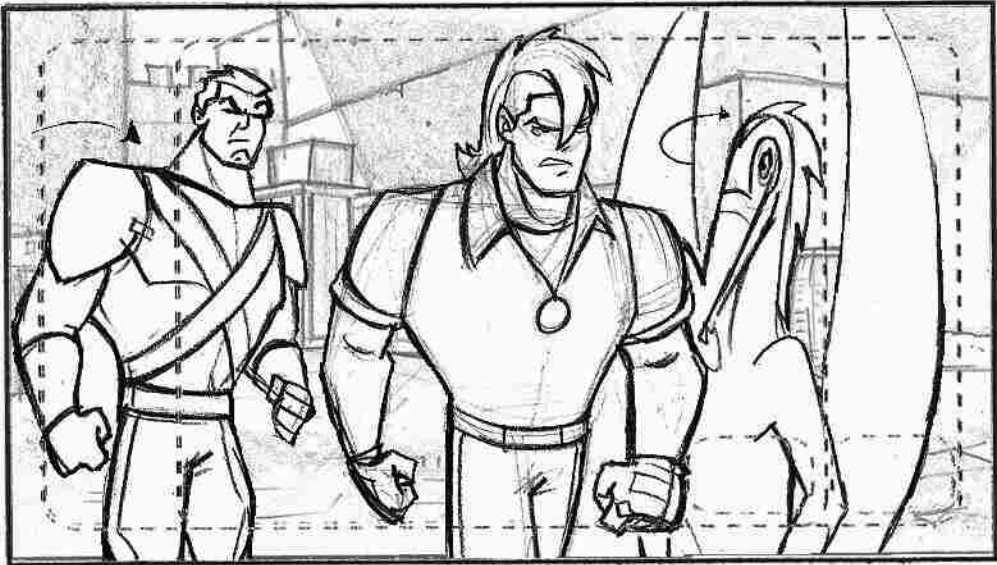
**ACTION**

day night

Doyle walks forward as Van Rook brings up the rear.

**DIAL** Doyle: (contd)

...that was easier.



9

Timing:



Sc.

Bg.

**ACTION**

day night

Int. Groshomme's Shop- continuous  
Close on a cage. It's very dark and we  
cant make out what is inside it.  
Strange noises emanate from the dark  
corners...animal noises...

EFX: (DX Shadows)

**DIAL**

SFX: <iRattling cages, moans, etc....>



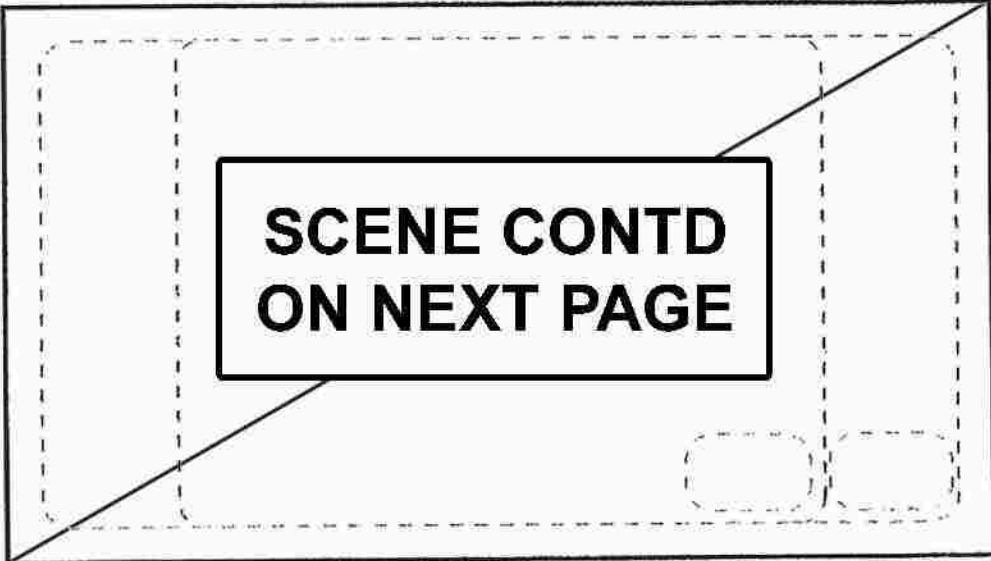
1

Timing:

**ACTION**

day night

**DIAL**



Timing:

# THE SECRET SATURDAYS

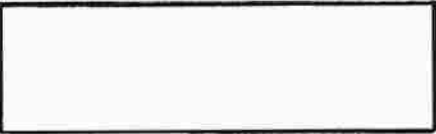


Action Suddenly a ferious badger-like creature turns and snarls at camera.  
Pan past the cage, (A - B), across a room stuffed with cage, some  
filled with pitiful creatures.

Doyle steps into scene.

Dialog

Timing



# THE SECRET SATURDAYS

CUT

Sc.

Bg.

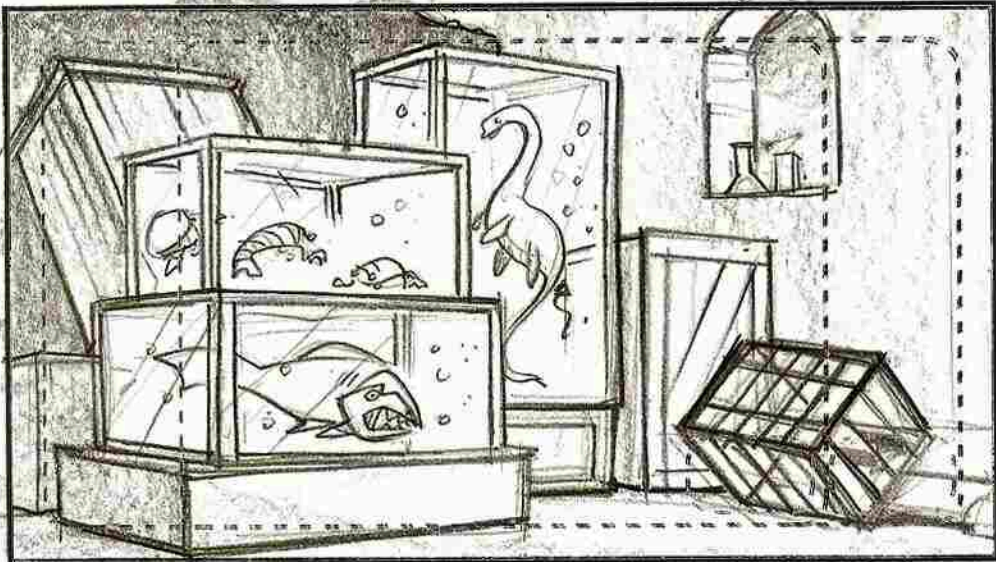
**ACTION**

day night

Angle on a aquariums filled with fish-like cryptids.

EFX: (DX Shadow, S/T Bubbles)

**DIAL**



1

Timing:

Sc.

Bg.

**ACTION**

day night

Zon hops in, near the aquariums. She looks hungry.

**DIAL** Zon:

<hungry squawks>



2

CUT

Sc.

Bg.

**ACTION**

day night

Angle from inside one of the aquariums. Zon stares in at a shrimp-like cryptid, which darts away from Zon. In the background Doyle scolds Zon.

EFX: (Dx Shadows, Glare on glass, S/T bubbles)

**DIAL** Doyle:

Stifle it, Jurassic.



2

Timing:

## ACTION

day night

Zon looks miffed as Van Rook smirks at her.

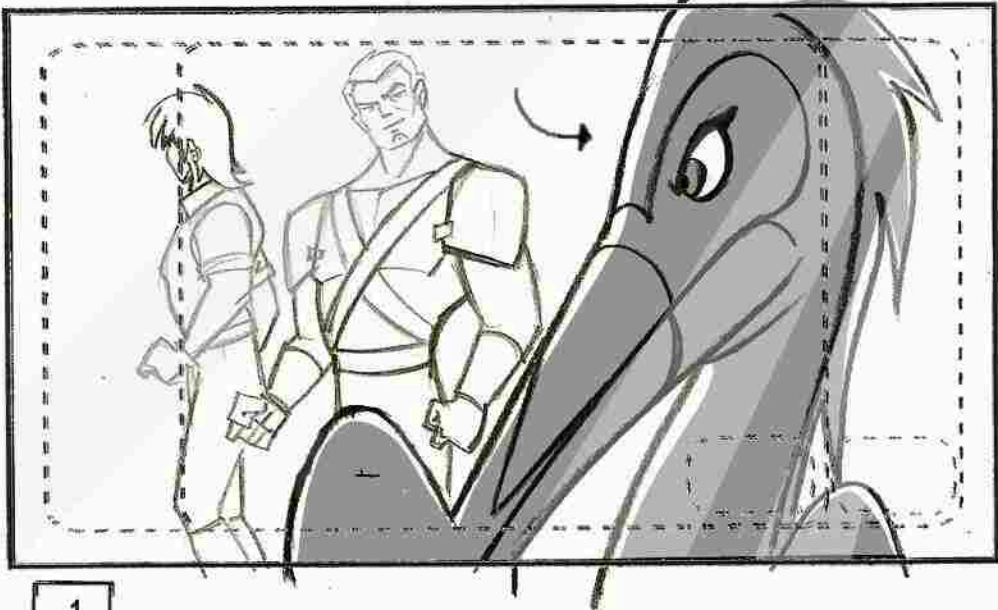
EFX: (DX Shadow)

DIAL Doyle: (contd)

We didn't come for the buffet.

Sc.

Bg.



1

Timing:

CUT

## ACTION

day night

Angle on Doorway leading into Groshomme's office. Groshomme has his feet propped up on his desk. Xing-Xing is chained up in front of it.

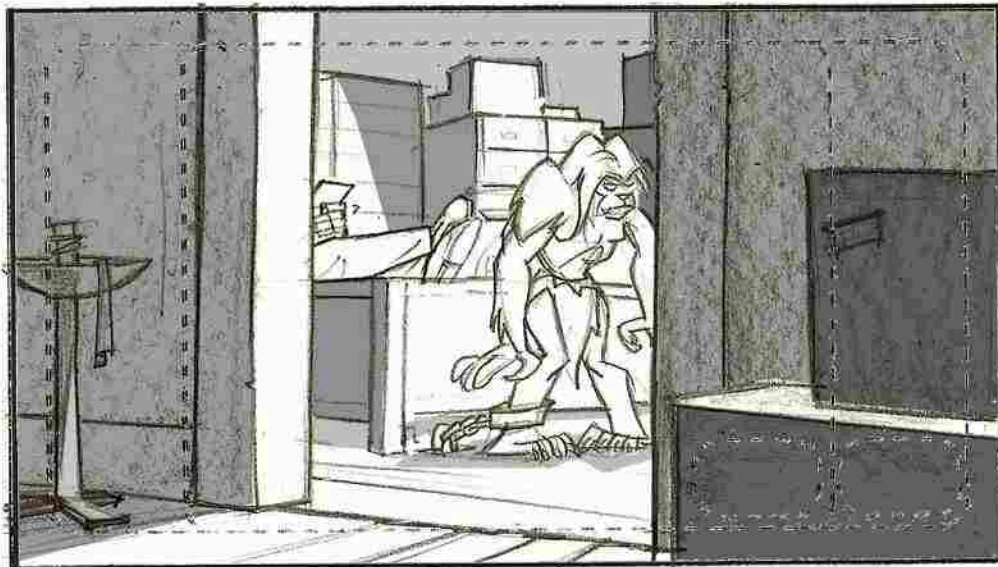
EFX: (DX Shadows)

DIAL Groshomme: (o.s)

My Associate just delivered.....

Sc.

Bg.



Timing:

CUT

## ACTION

day night

Angle on Groshomme, seated at his desk, feet propped up, and holding a carton of take-out in one hand and chopsticks in the other. He's leaning back in a worn old banker's chair, which creaks ominously.

DIAL Groshomme: (contd)

....these beautiful specimens from China.....

Sc.

Bg.



1

Timing:

## ACTION

day night

Groshomme spears another dumpling from the box....

EFX: (DX Shadow)

DIAL Groshomme: (contd)

...along with these....



2

Timing:

## ACTION

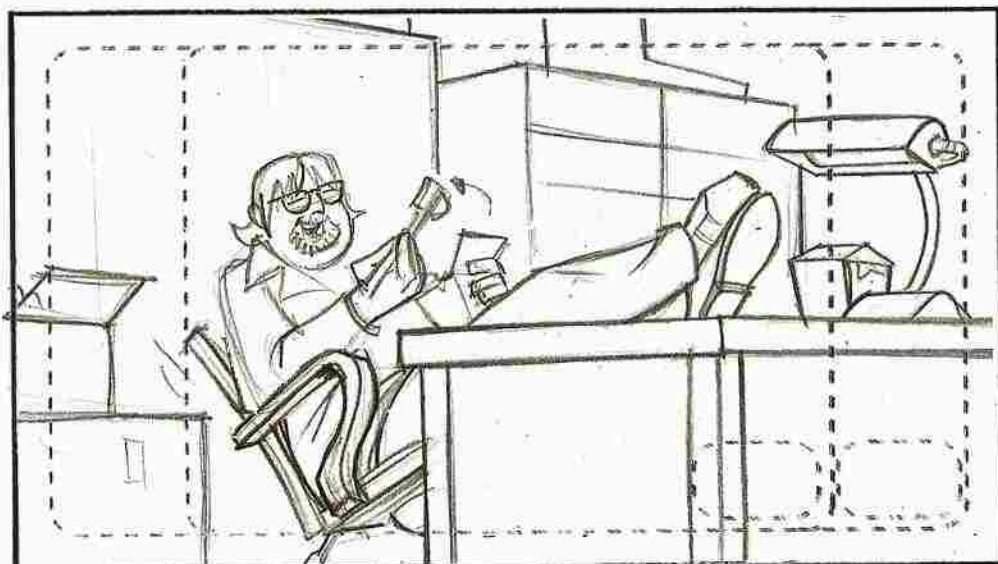
day night

..lifting it out of the box and.....

EFX: (DX Shadows)

DIAL Groshomme: (contd)

...exquisite dumplings....



3

Timing:

## ACTION

day night

... popping the dumpling in his mouth and chews noisily.

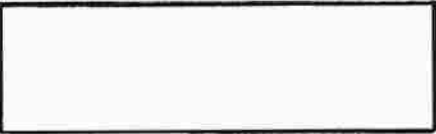
DIAL Groshomme: (contd)

<sloppy eating noises>.



4

Timing:



Sc.

Bg.

ACTION

day night

Groshomme swallows and looks up...

DIAL Groshomme: (contd)

It's so hard to get good take-out in Morocco...



2

Timing:

CUT

Sc.

Bg.

ACTION

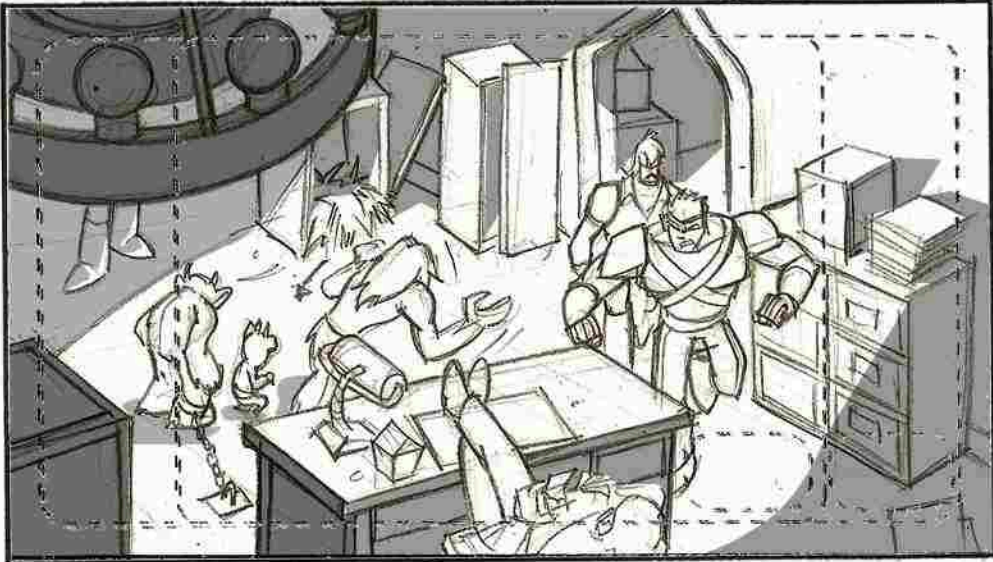
day night

Wide on Groshomme's office. Van Rook and Doyle rush in, heading for Groshomme. They don't notice the figure standing in the shadows. The chained cryptids hop up and down in fright.

EFX: (DX Shadows)

DIAL Groshomme: (contd)

<surprised yell>



1

Timing:

Sc.

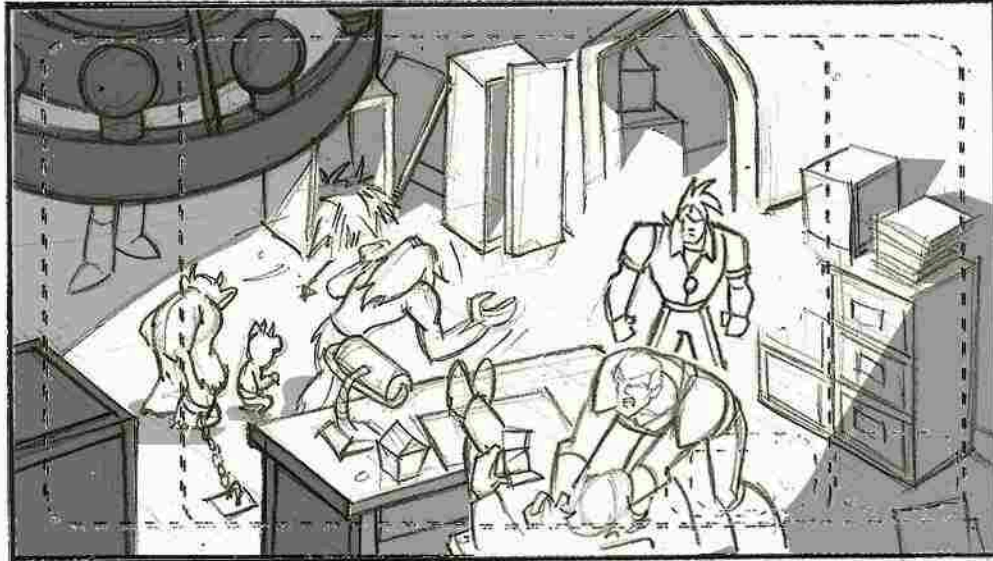
Bg.

ACTION

day night

Van Rook reaches down and grabs Groshomme's coat lapels. Doyle is right behind him.

DIAL



2

Timing:

HU  
▼

Sc.

Bg.

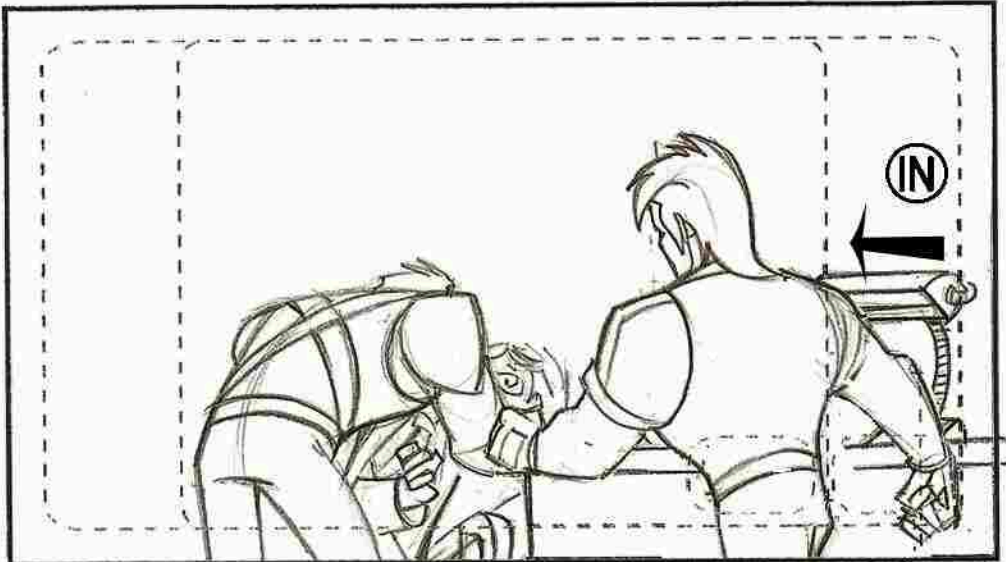
## ACTION

day night

Van Rook has grabbed Groshomme's coat lapels. Doyle rushes in behind him.

EFX: (DX Shadow)

## DIAL



1

Timing:

Sc.

Bg.

## ACTION

day night

Van Rook hauls Groshomme up, none too gently, causing him to drop the take-out container, which Doyle deftly catches.

DIAL ▲ Groshomme:  
<yelps>



2

Timing:

Sc.

Bg.

## ACTION

day night

Everyone straightens up, Doyle snatches a dumpling from out of the container.

DIAL Doyle:  
No sale Frenchie. We need to talk.



3

Timing:

CUT

Sc.

Bg.

## ACTION

day night

Close on Doyle. He's holding a dumpling in his fingers.

EFX: (DX Shadow)

DIAL Doyle: (contd)

We have to talk.



1

Timing:

Sc.

Bg.

## ACTION

day night

Doyle pops the dumpling in his mouth.

DIAL Doyle: (contd)

<chewing>



2

Timing:

Sc.

Bg.

## ACTION

day night

Still chewing, Doyle looks at the carton.

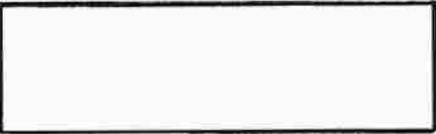
DIAL Doyle: (contd)

Mmmm, ....



3

Timing:



# THE SECRET SATURDAYS

Sc.

Bg.

**ACTION**

day night

Doyle looks up and reaches in for another piece.

EFX: (DX Shadow)

**DIAL** Doyle: (contd)

.....that is good. What is this?



4

Timing:

**CUT**

Sc.

Bg.

**ACTION**

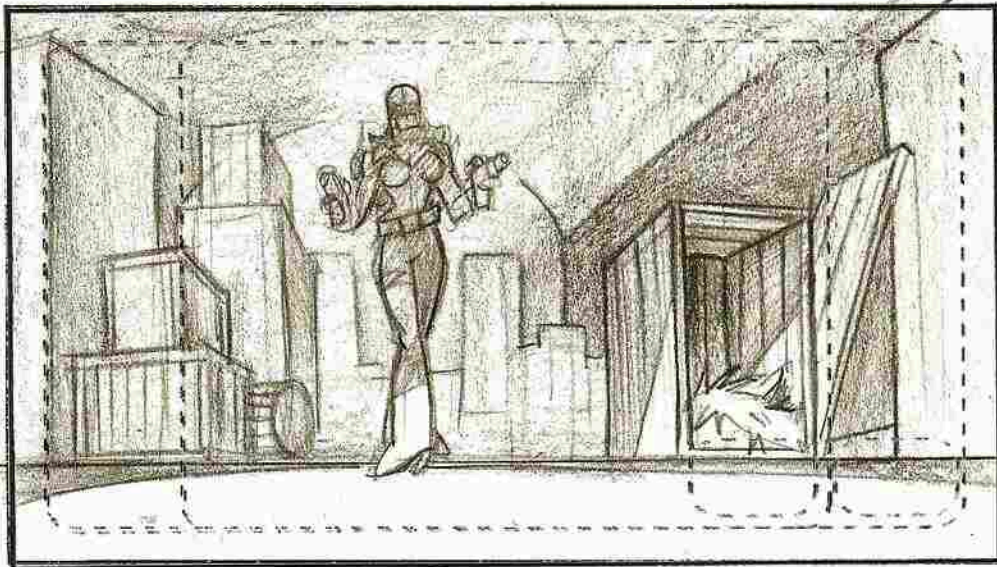
day night

Angle on the previously unnoticed side of the office. A shadowy form emerges from the shadows.

SFX: <WEAPON CHARGE UP WHINE>

EFX: (DX Shadows)

**DIAL**



1

Timing:

Sc.

Bg.

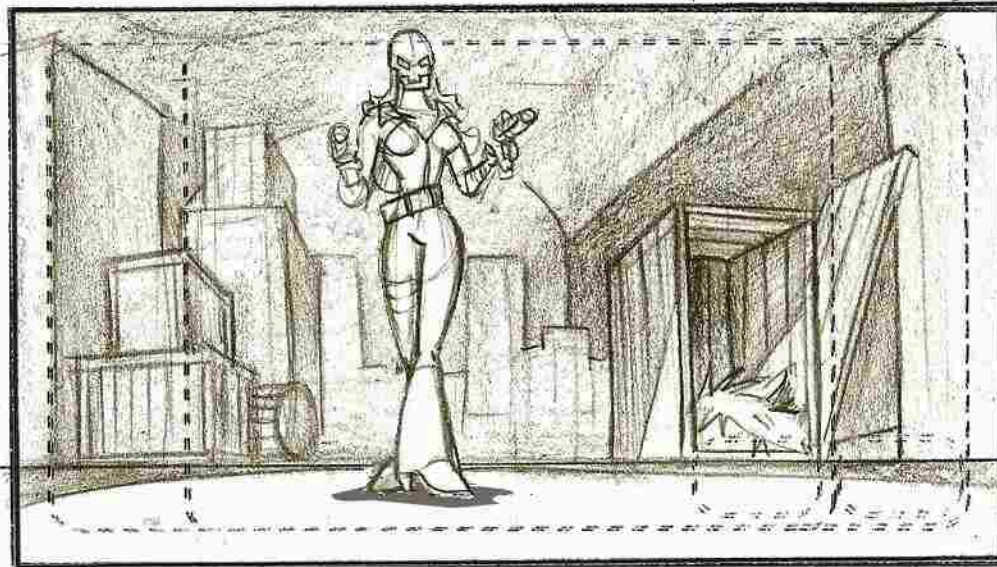
**ACTION**

day night

It's Abbey Grey and she's holding two charged up blasters.

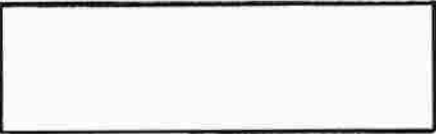
**DIAL** Abbey Grey:

It's Panda, you prat!



2

Timing:



# THE SECRET SATURDAYS

CUT  
▼

Sc.

Bg. S/A

**ACTION**

day night

Wide on Van Rook, Groshomme  
and Doyle.  
(Start Pose)

EFX: (DX Shadow)

**DIAL**



1

Timing:

Sc.

Bg.

**ACTION**

day night

Doyle turns and spits out the chewed  
dumpling. Groshomme and Van Rook  
react.

EFX: (S/T Spit)

**DIAL**

Doyle:

<Spit>



2

Timing:

Sc.

Bg.

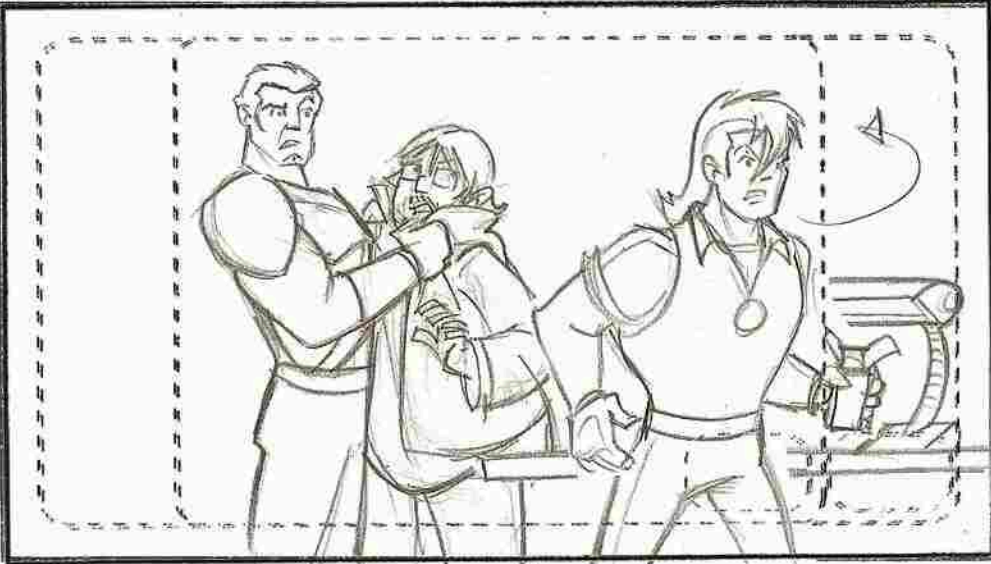
**ACTION**

day night

Doyle spins to confront OS Abbey...

**DIAL** Doyle/ (Van Rook):

Abbey?! (Apprentice?!)



3

Timing:

## ACTION

day night

Doyle spins around to look at Groshomme. Van Rook turns to look as well.

## DIAL Doyle:

Panda?! What is wrong with you?!



4

Timing:

HU

## ACTION

day night

Close on Groshomme and Van Rook. Ignoring both Doyle and Van Rook he addresses O.S. Abbey.

EFX: (DX Shadows)

## DIAL Groshomme:

You know these men?



1

Timing:

CUT

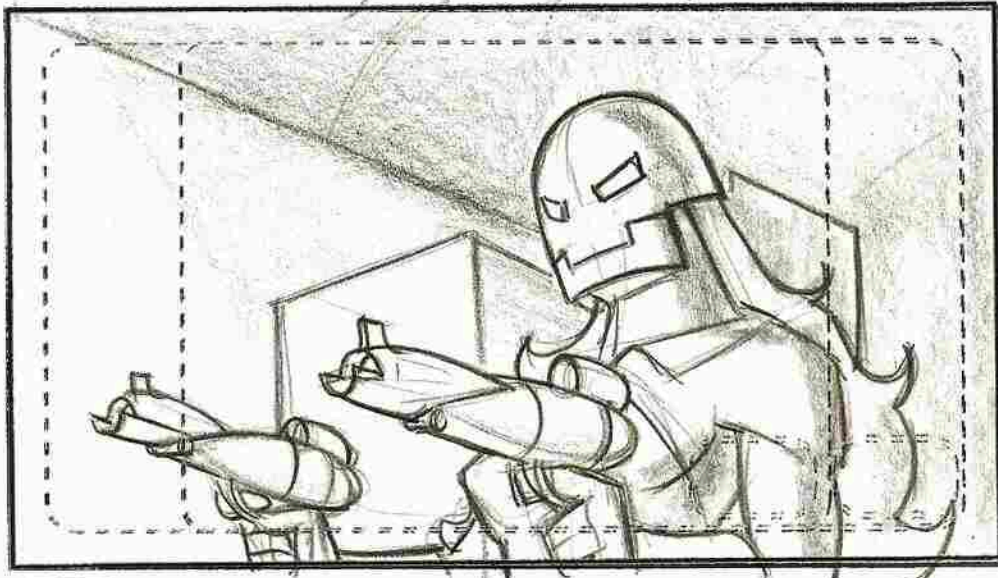
## ACTION

day night

Angle on Abbey. Her weapons stay on Doyle and Van Rook.

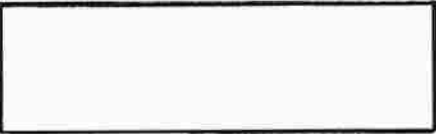
## DIAL Abbey Grey:

Our paths have crossed.



1

Timing:



# THE SECRET SATURDAYS

CUT

Sc.

Bg.

ACTION

day night

Angle on Doyle, Van Rook, and Groshomme, who is smirking.

EFX: (DX Shadow)

DIAL Doyle:

And double-crossed.



1

Timing:

Sc.

Bg.

ACTION

day night

Doyle gives Groshomme a side-long look.

DIAL Groshomme:

Ahhhh, L'amour! Then this must be awkward.



2

CUT

Sc.

Bg.

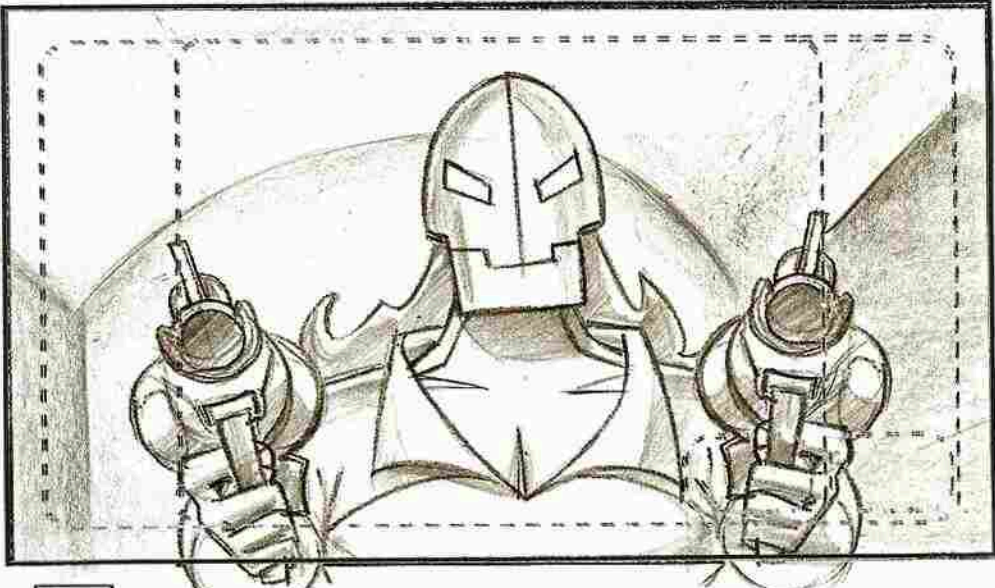
ACTION

day night

Angle on a menacing Abbey Grey.

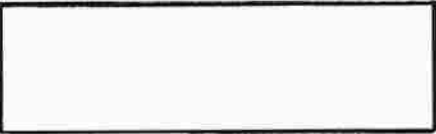
DIAL Abbey Grey:

Not for long.



1

Timing:



# THE SECRET SATURDAYS

WPE

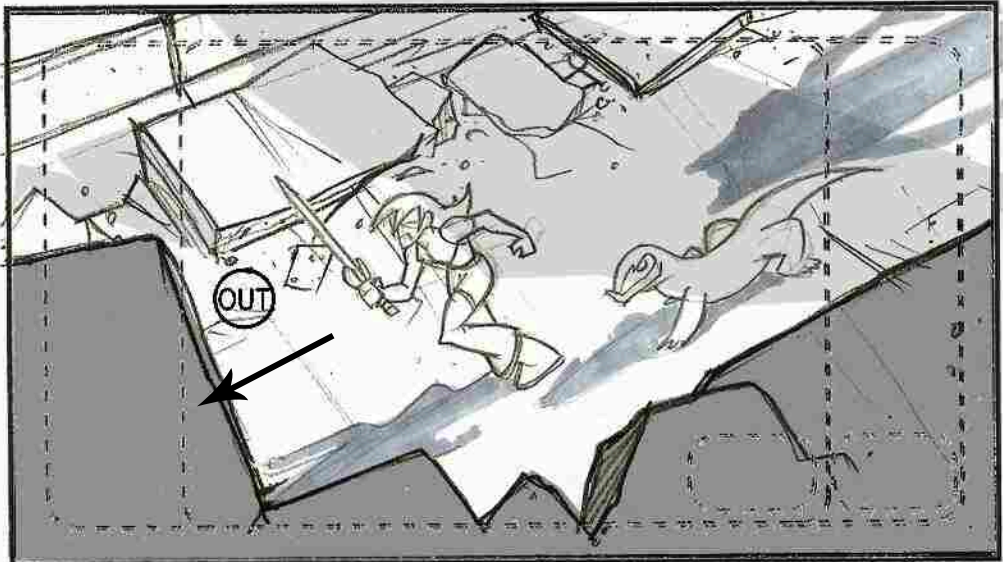


ACTION day night

Int. Saturday's Ruined HQ - Night  
Angle on hallway, Drew and Komodo  
race through the rubble...

EFX: (DX Shadow)

DIAL



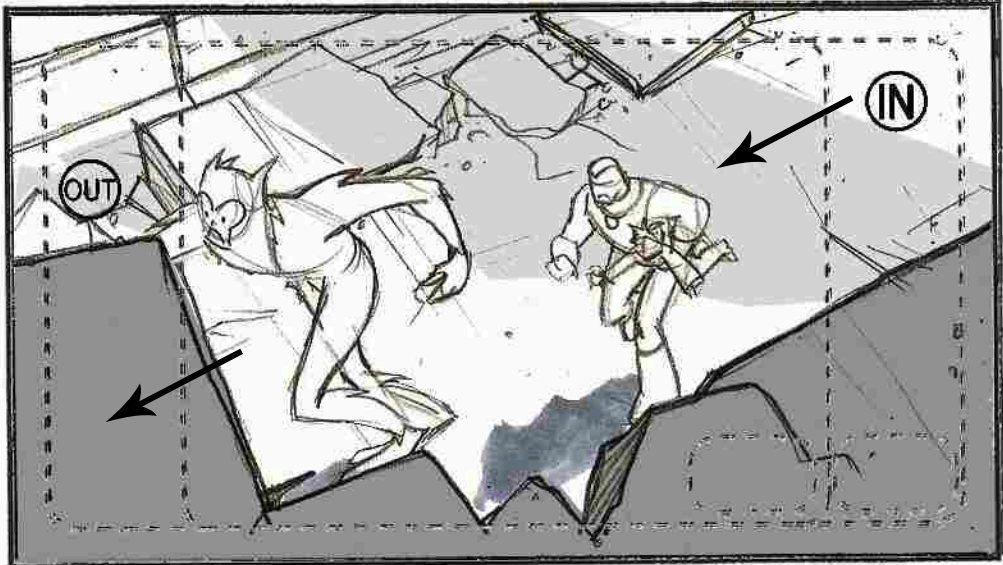
1

Timing:

ACTION day night

...followed by Fisk and Doc, who is  
carrying Zak like a football.

DIAL



2

HU



ACTION day night

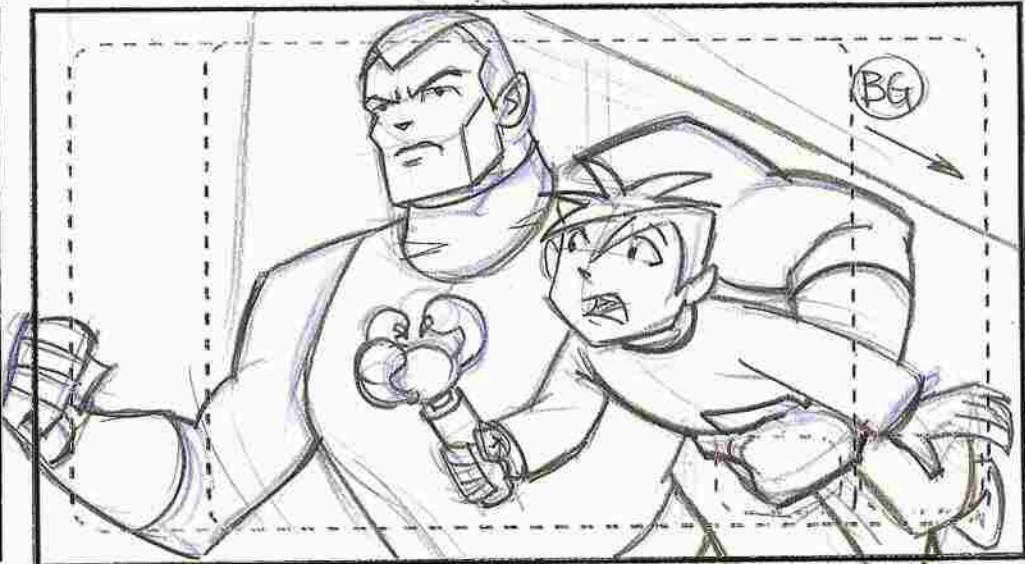
Closer on Doc carrying a struggling  
Zak.

(Dia. Pan BG)

EFX: (Dx Shadows)

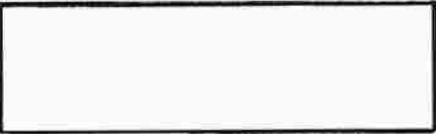
DIAL Zak:

Dad, what are you.....Just put me down!



1

Timing:



# THE SECRET SATURDAYS

Sc.

Bg.

**ACTION**

day night

Doc looks down at Zak.

EFX: (DX Shadow)

**DIAL** Doc:

You have to trust me on this, Zak!



2

Timing:

Sc.

Bg.

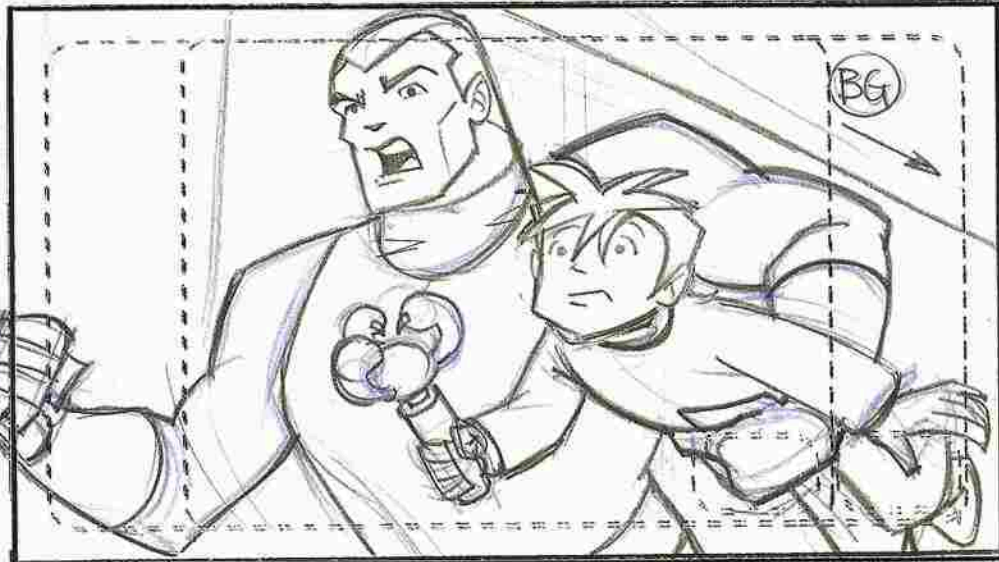
**ACTION**

day night

Doc calls out the the rest of the family.

**DIAL** Doc: (contd)

Everybody, keep moving!



3

**CUT**  
Timing:

Sc.

Bg.

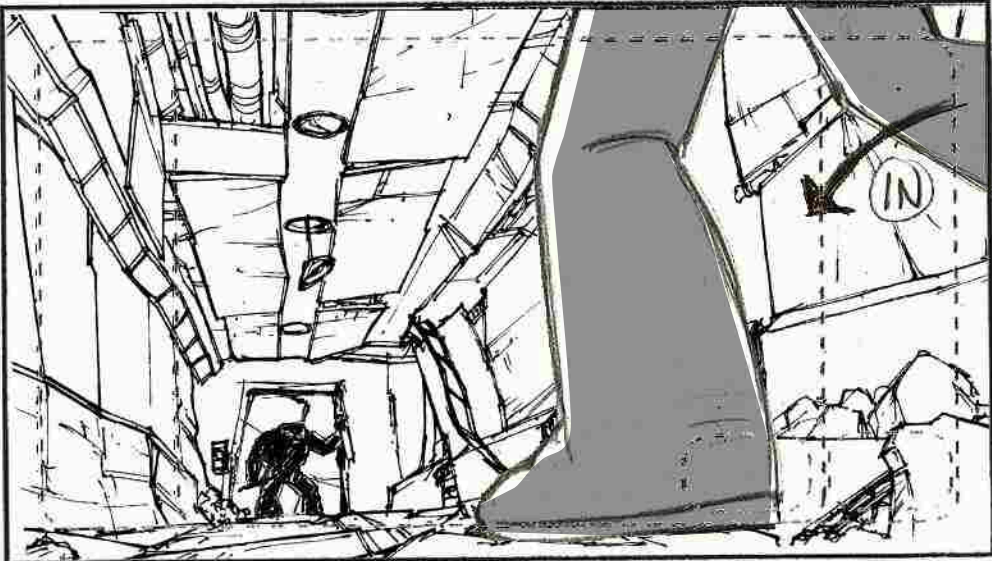
**ACTION**

day night

Angle on doorway at the end of the hall. Tsul'Kalu is blocking the exit. Drew steps into scene.

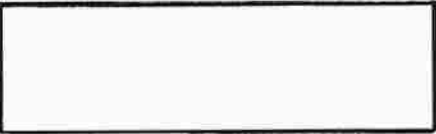
EFX: (Dx Shadows)

**DIAL**



1

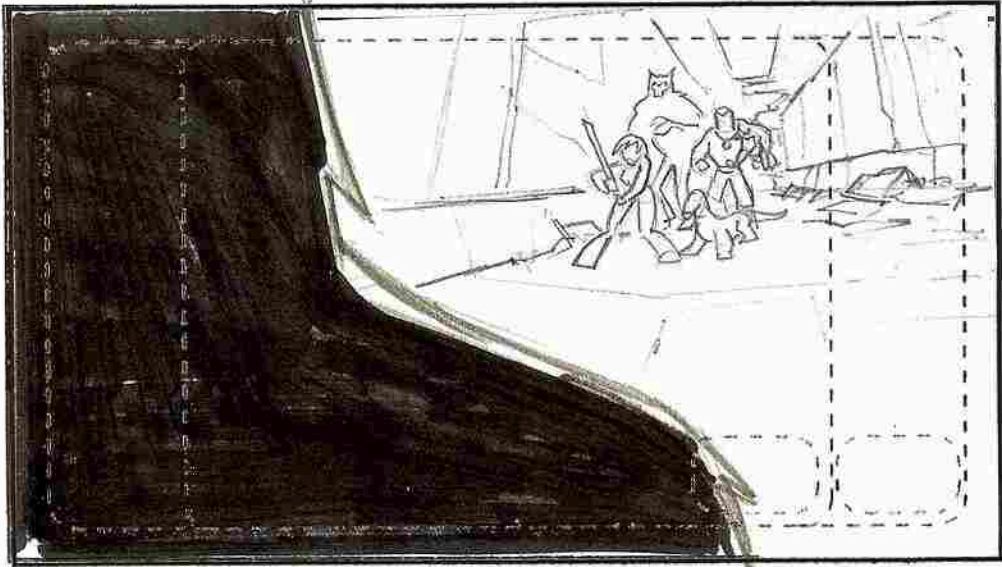
Timing:



# THE SECRET SATURDAYS

CUT

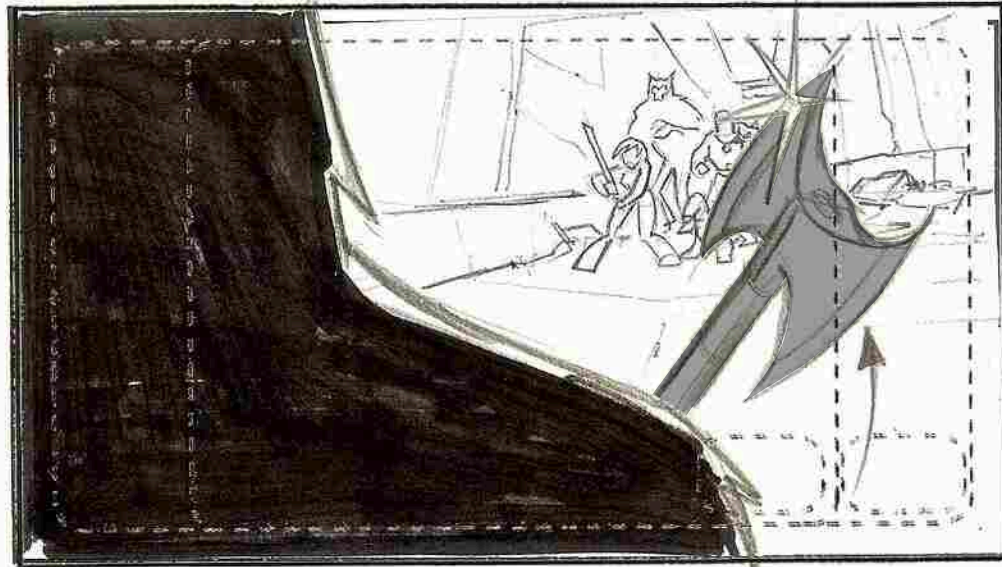
<b>ACTION</b>	day	night
Angle on the Saturday's over Tsul'Kalu's shoulder.		
EFX: (DX Shadow)		
<b>DIAL</b>		



1

Timing:

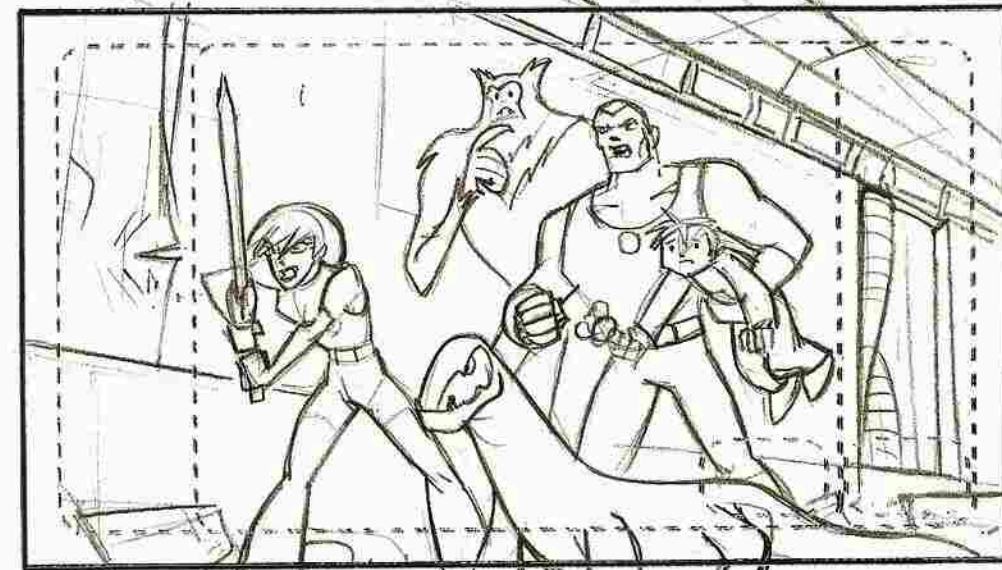
<b>ACTION</b>	day	night
Tsul raises a wicked looking throwing axe up . The razor sharp blades gleams in the dim light.		
EFX: (Bot. Lite Gleam)		
<b>DIAL</b>		



2

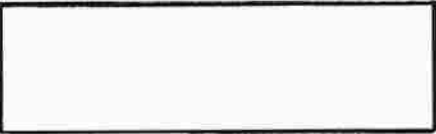
Timing:  
HU

<b>ACTION</b>	day	night
Closer on the Saturday's. Doc yells out....		
<b>DIAL</b> Doc:  DOWN!		



1

Timing:



# THE SECRET SATURDAYS

Sc.

Bg.

ACTION

day night

They duck down, just as the  
throwing axe whistles past, over  
thier heads.

EFX: (DX Shadow)

DIAL



2

Timing:

CUT

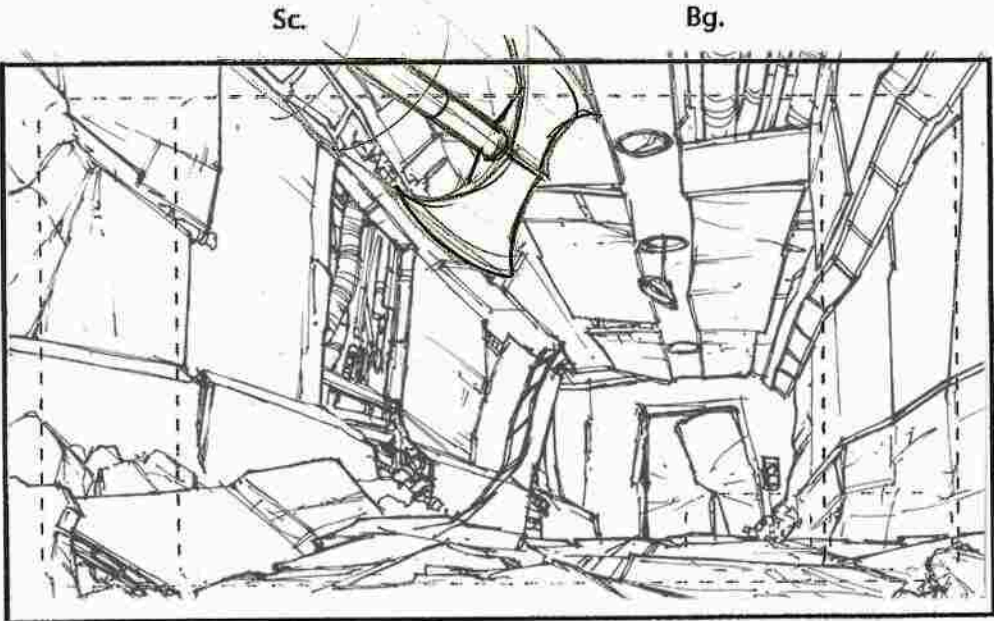
ACTION

day night

Angle down the hall on the doorway that  
the Saturdays just ran through.

EFX: (DX Shadows)

DIAL



1

Timing:

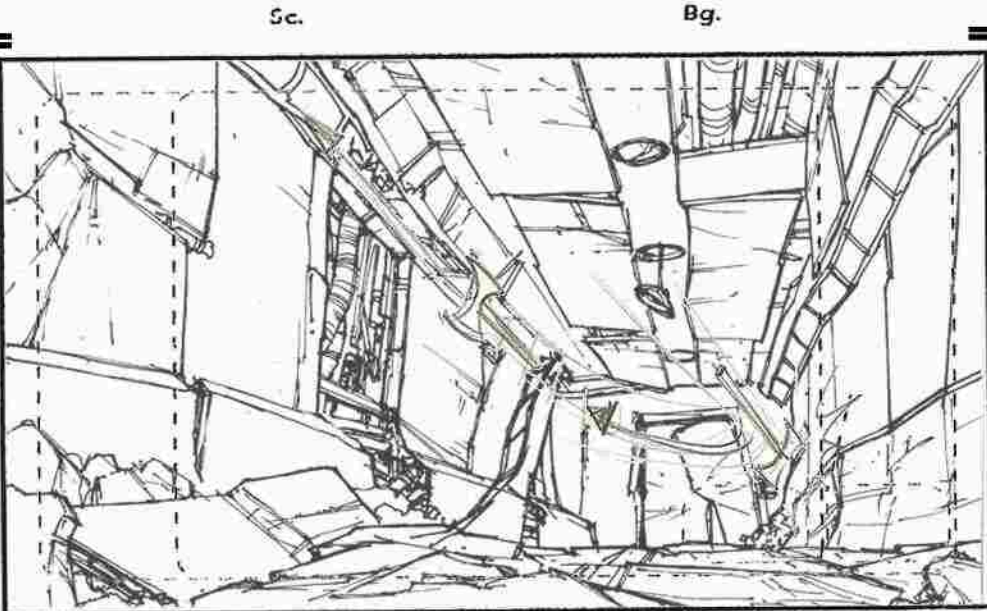
ACTION

day night

<Camera Shake>  
The axe hits the wall,.....

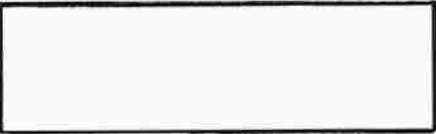
DIAL

<Loud crash>



2

Timing:



# THE SECRET SATURDAYS

Sc.

Bg.

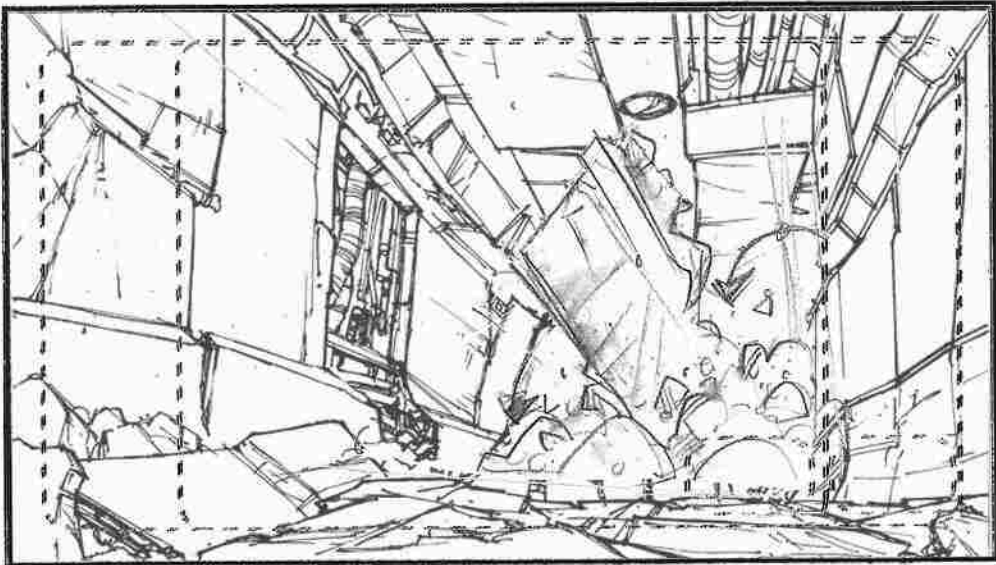
**ACTION**

day night

A large section of the wall collapses, blocking the exit.

EFX: (DX Shadow, Dust)

**DIAL**



3

Timing:

Sc.

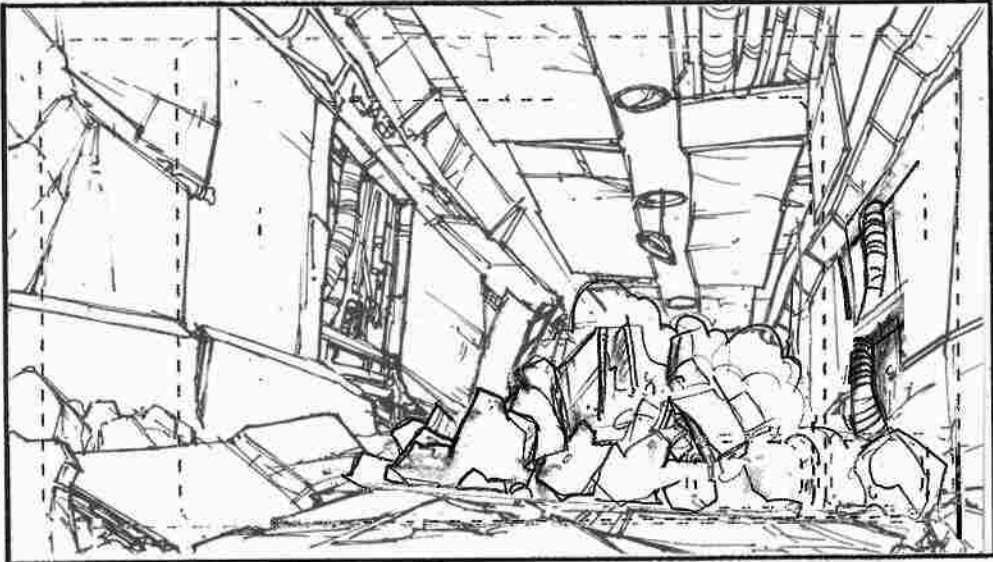
Bg.

**ACTION**

day night

SFX: (collapsing wall)

**DIAL**



4

**CUT**

Sc.

Bg.

**ACTION**

day night

Close on the Saturday's. Doc is looking over his shoulder at the blocked exit.

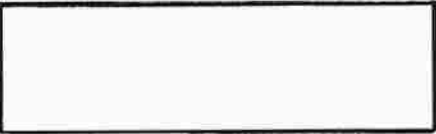
EFX: (Dx Shadows)

**DIAL**



1

Timing:



# THE SECRET SATURDAYS

Sc.

Bg.

<b>ACTION</b>	day    night
They turn to look at Tsul'Kalu.	
<b>DIAL</b>	



2

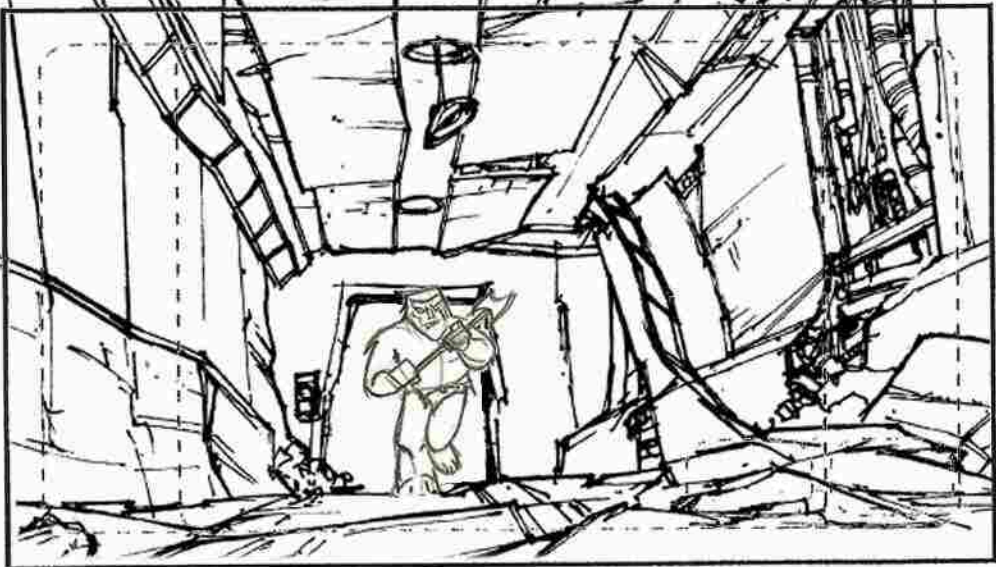
Timing:

CUT

Sc.

Bg.

<b>ACTION</b>	day    night
Tsul'Kalu starts to rush forward wield- ing his throwing axe.	
EFX: (DX Shadows)	
<b>DIAL</b>	



1

CUT

Sc.

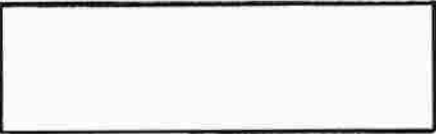
Bg.

<b>ACTION</b>	day    night
Close on Doc.	
EFX: (Dx Shadows)	
<b>DIAL</b>	



1

Timing:



# THE SECRET SATURDAYS

Sc.

Bg.

ACTION

day night

Doc notices something O.S. and turns to look.

DIAL



2

Timing:

CUT

Sc.

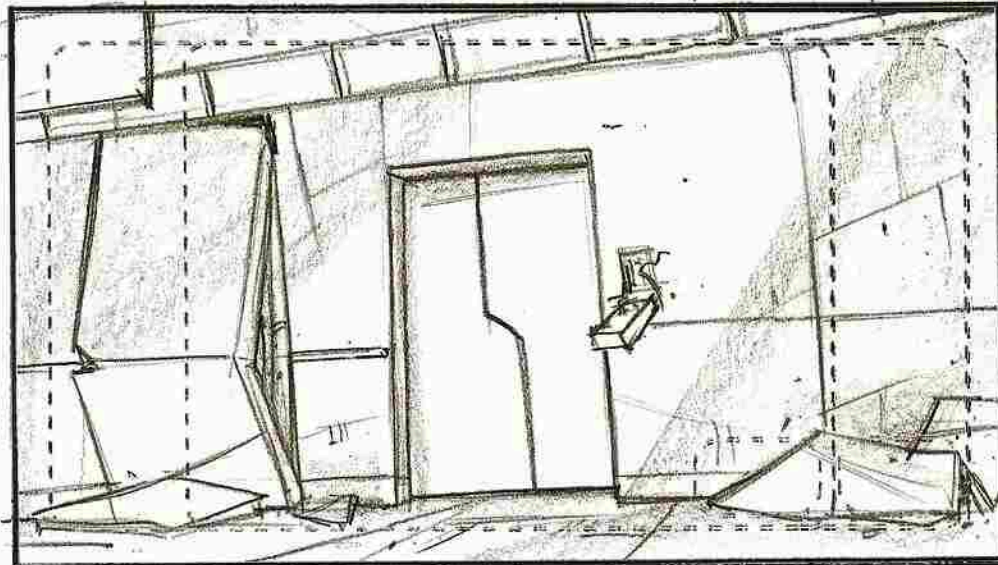
Bg.

ACTION

day night

Doc's P.O.V. a door that isn't blocked.

DIAL



1

Timing:

CUT

Sc.

Bg.

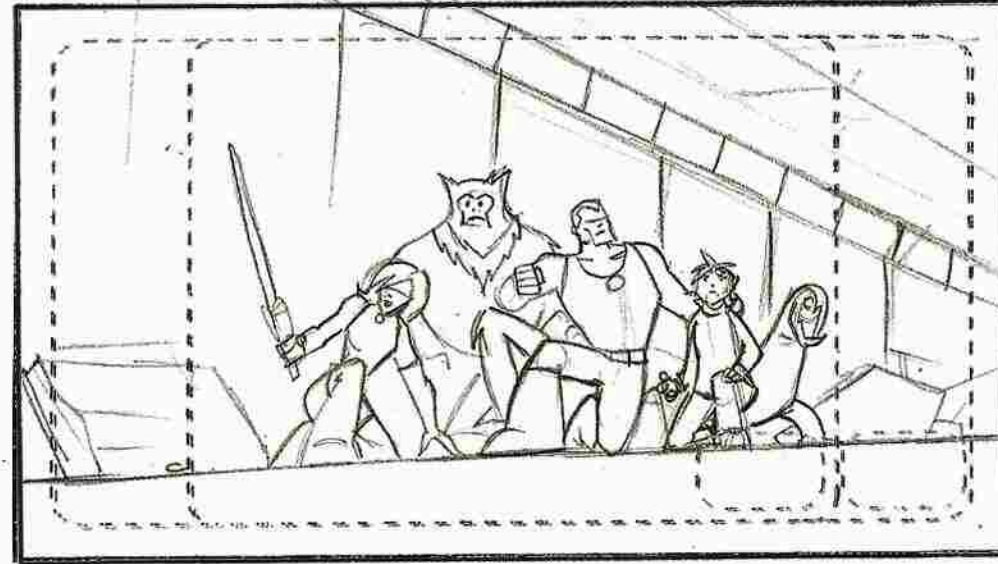
ACTION

day night

Angle on the Saturday's.

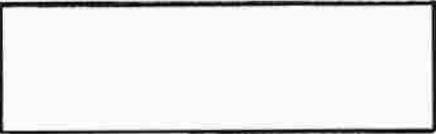
EFX: (Dx Shadows)

DIAL



1

Timing:



# THE SECRET SATURDAYS

Sc.

Bg.

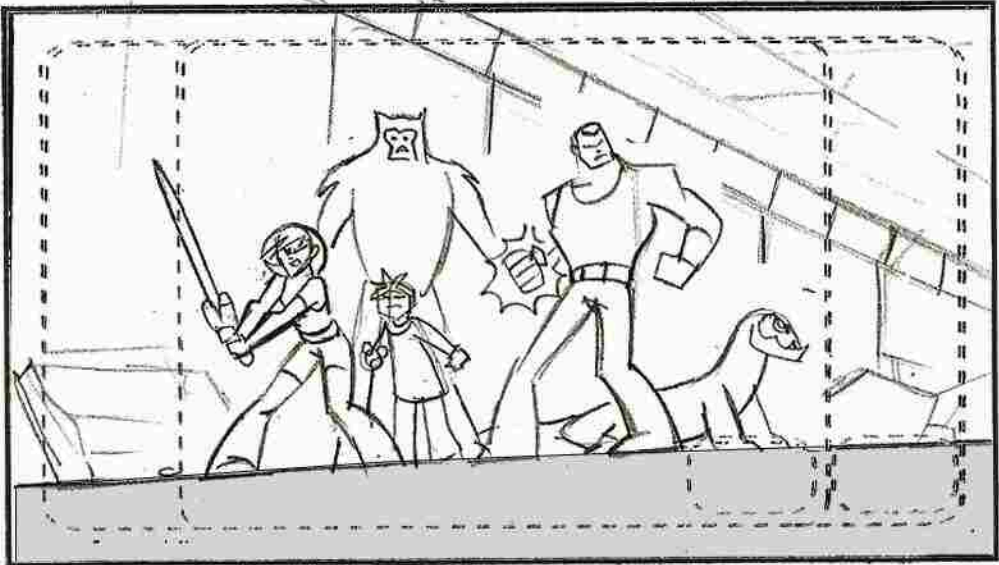
**ACTION**

day night

The stand. Zak runs over to Drew. Doc's "Power Glove" begins to glow and get bigger.

EFX: (DX Shadow, Bot. Lite Glow)

**DIAL**



2

Timing:

Sc.

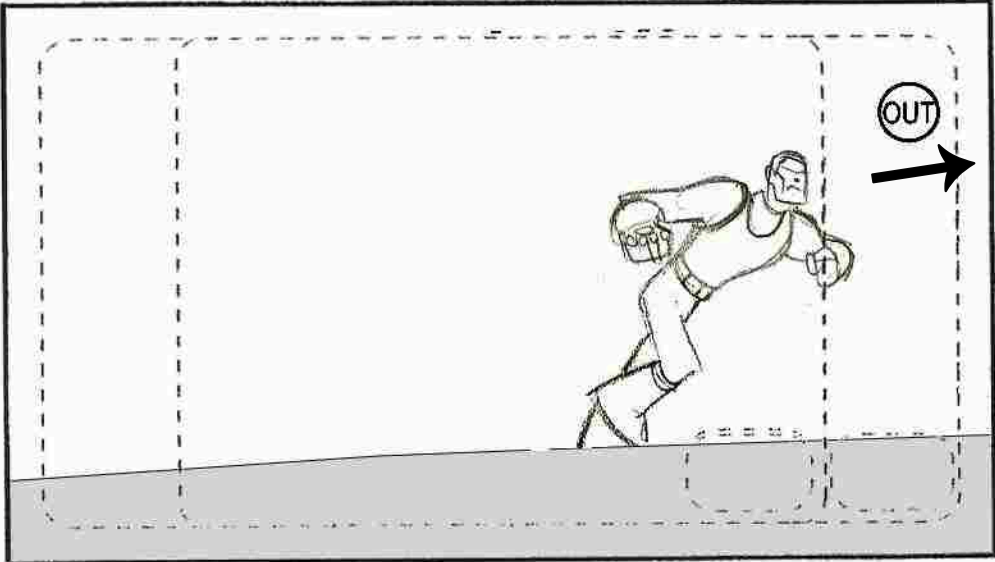
Bg.

**ACTION**

day night

Doc runs towards the closed door, O.S.

**DIAL**



3

Timing:  
**HU**

Sc.

Bg.

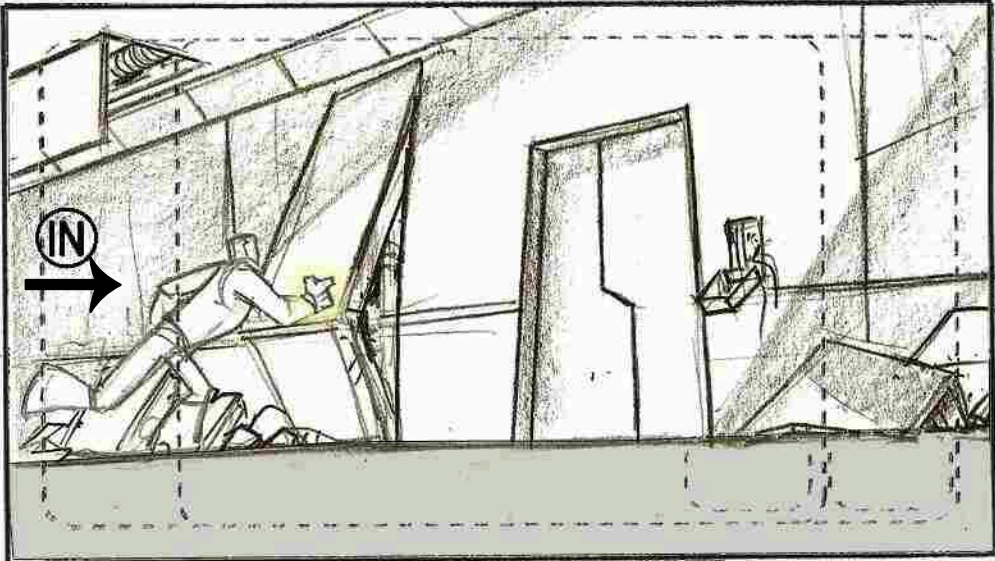
**ACTION**

day night

Angle on Door as Doc rushes in towards it.

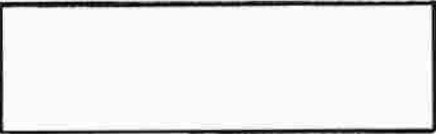
EFX: (Dx Shadows, Bot. Lite Glow)

**DIAL**



1

Timing:



# THE SECRET SATURDAYS

Sc.

Bg.

**ACTION**

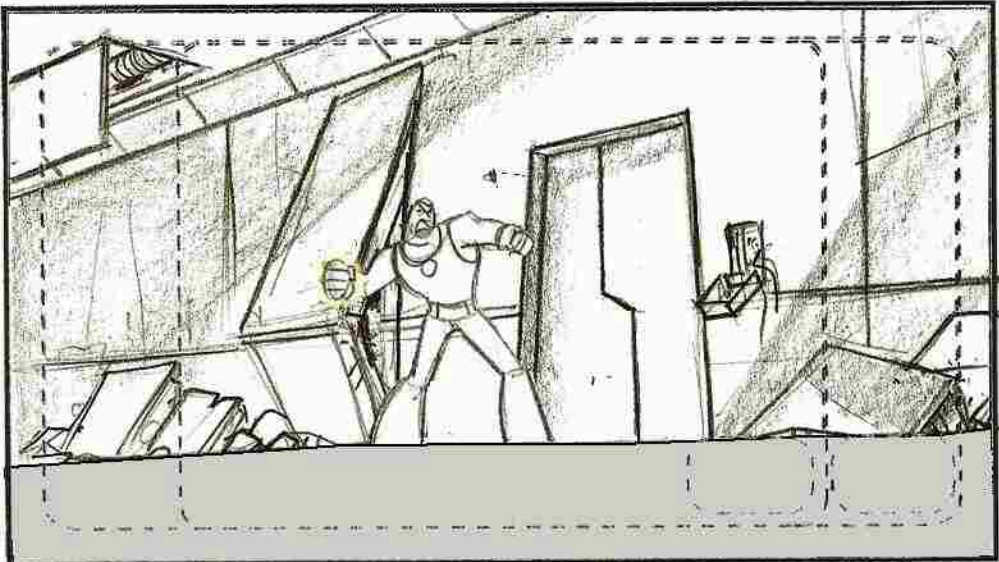
day night

..stopping in front of the door,  
Doc winds up for a mighty blow.

EFX: (DX Shadow, Bot. Lite Glow)

**DIAL** Doyle:

And double-crossed.



2

Timing:

Sc.

Bg.

**ACTION**

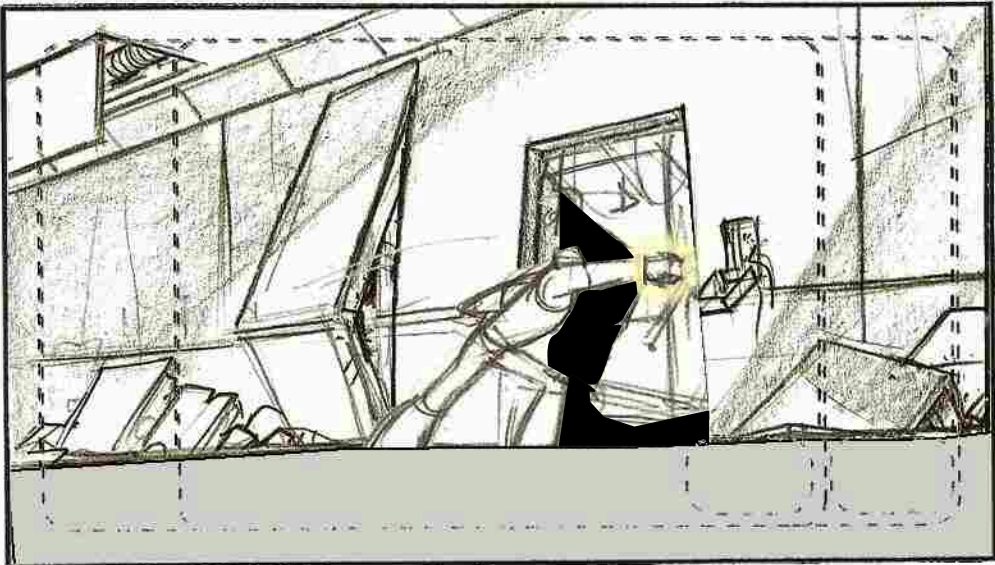
day night

Doc smashes the door down  
with his gloved fist.

SFX: (Metal rending)

**DIAL** Doc:

<Strike Efforts>



3

Timing:

Sc.

Bg.

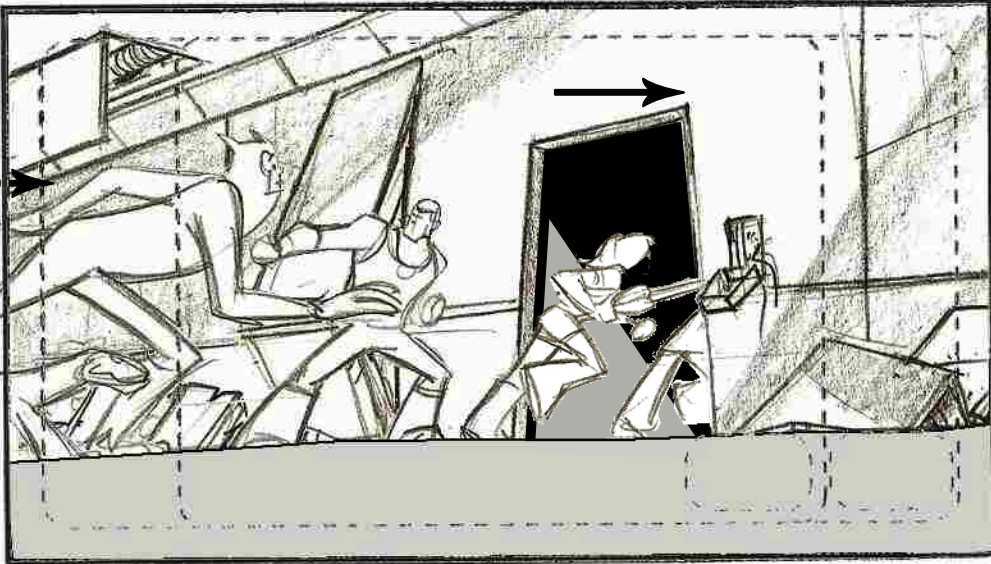
**ACTION**

day night

The gang runs through the open door-  
way, urged on by Doc. His glove has  
powered down.

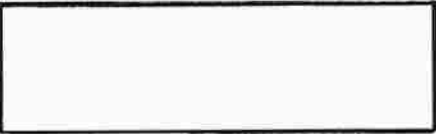
IN

**DIAL**



4

Timing:



# THE SECRET SATURDAYS

Sc.



<b>ACTION</b>	day    night
Doc follows his family into the darkened chamber. Tsul'Kalu steps into scene.	
EFX: (DX Shadow)	
<b>DIAL</b>	



5

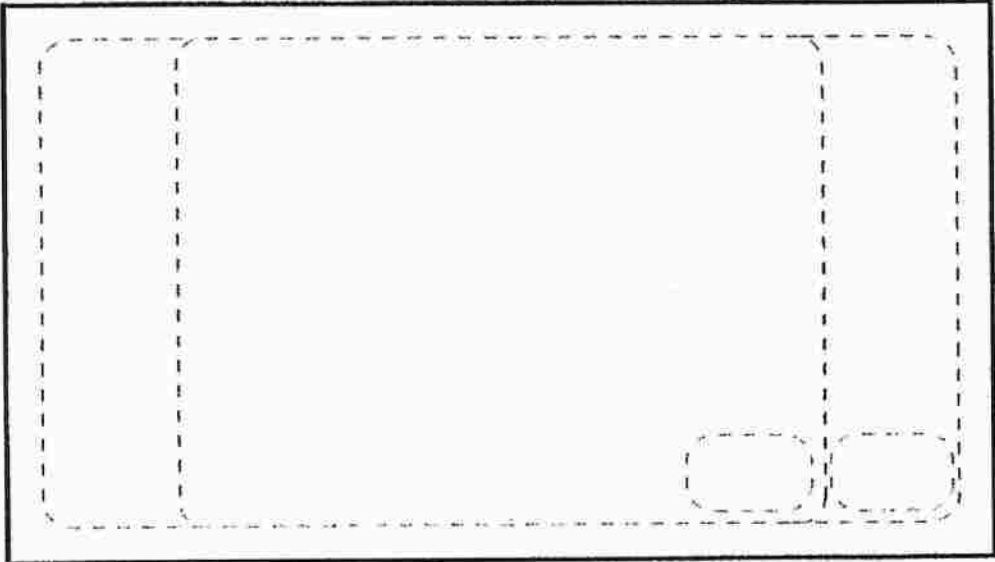
Timing:

SECTION ENDS

Sc.

Bg.

<b>ACTION</b>	day    night
<b>DIAL</b>	

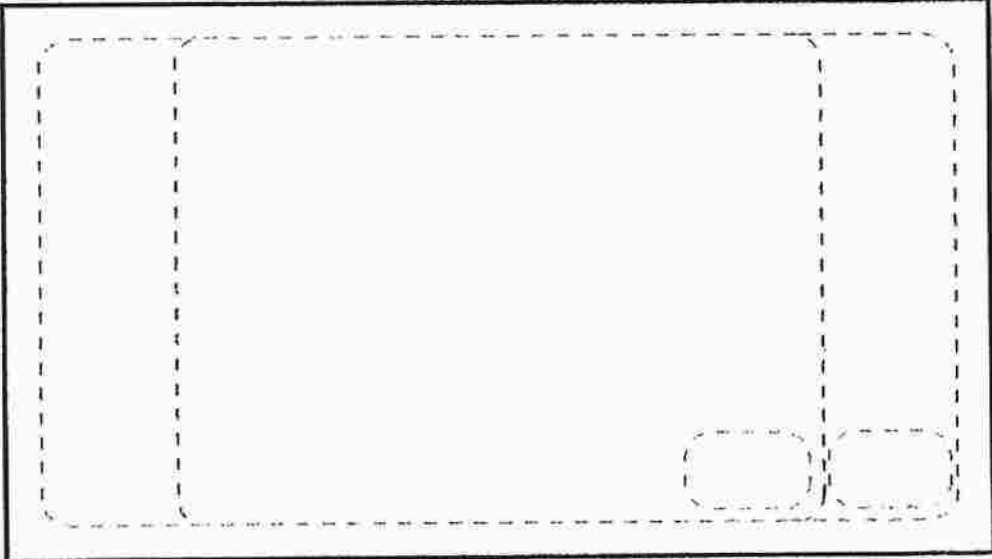


Timing:

Sc.

Bg.

<b>ACTION</b>	day    night
<b>DIAL</b>	



Timing: