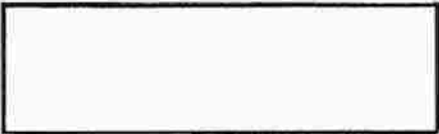


# THE SECRET SATURDAYS

**209 – ENEMIES CLOSER**



# THE SECRET SATURDAYS

Page 1

CUT  
▼

Sc.

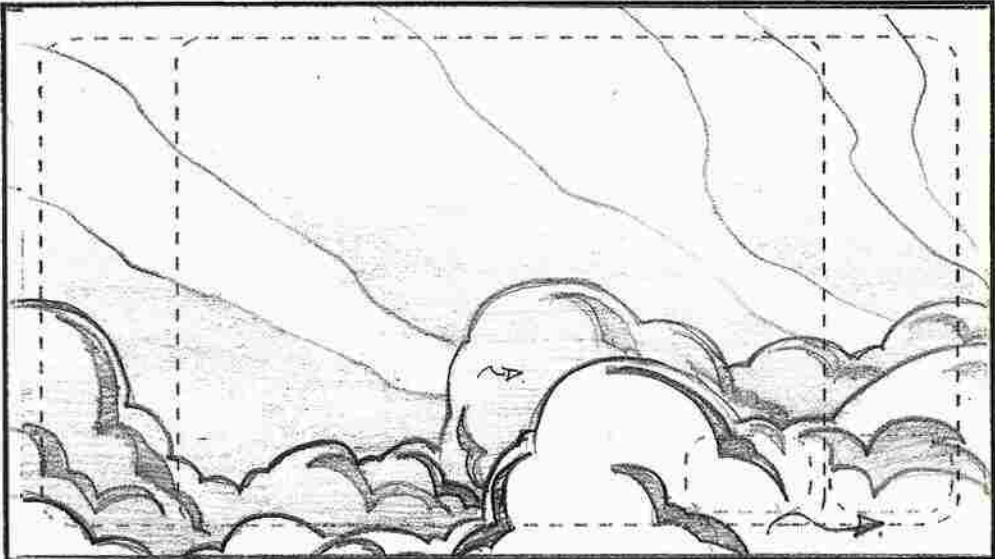
Bg.

**ACTION**

day    night

Airspace over Lines of Nazca- Dusk  
The clouds drift lazily past camera.  
(Move foreground clouds faster than the mid-ground.

**DIAL**



1

Timing:

Sc.

Bg.

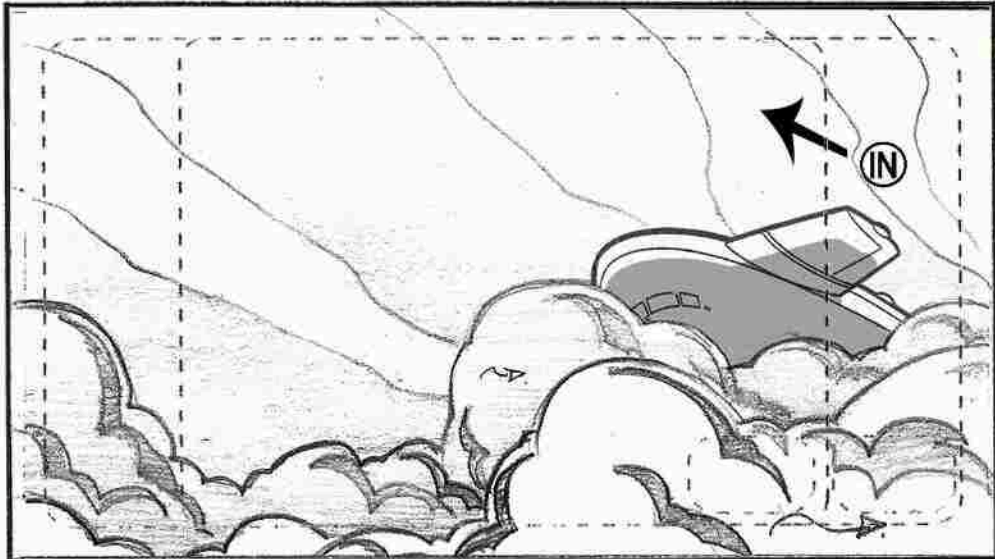
**ACTION**

day    night

The Airship glides into scene from behind the clouds.

EFX:(Dx Shadow)

**DIAL**



2

Timing:

Sc.

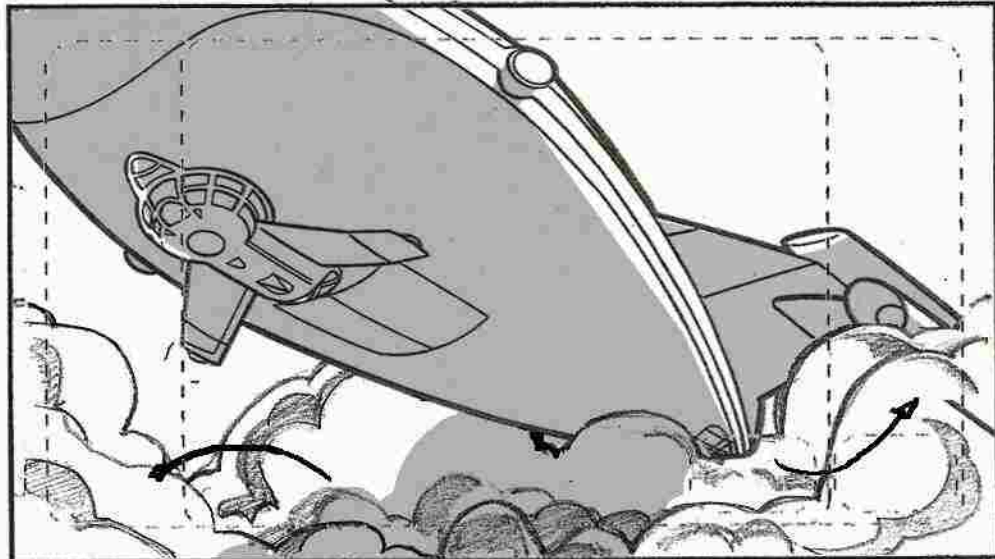
Bg.

**ACTION**

day    night

As the airship moves forward, the clouds are pushed aside.

**DIAL**



3

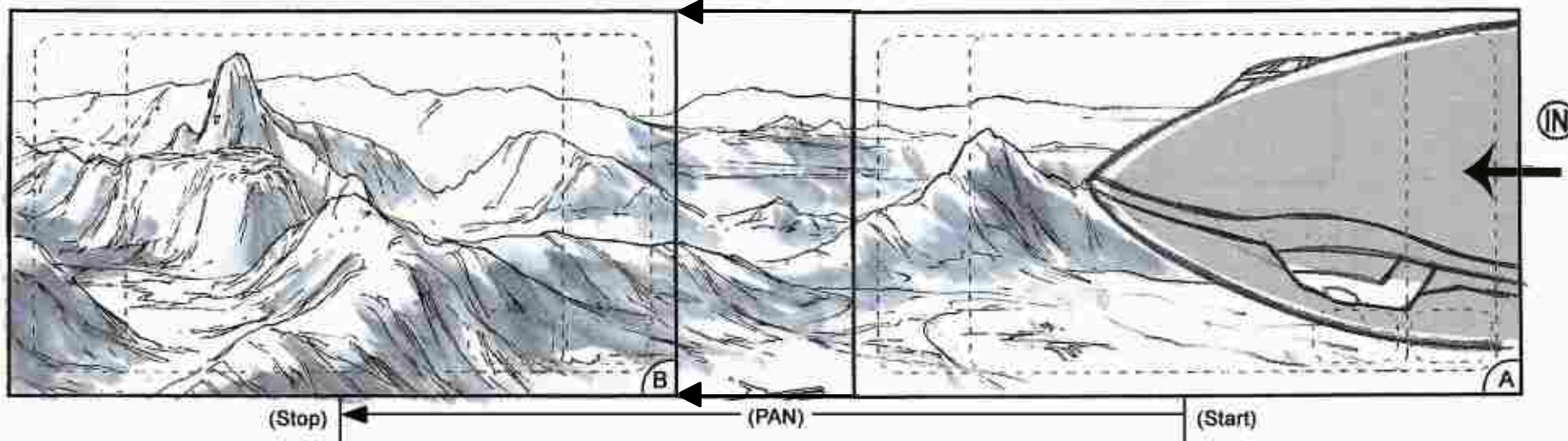
Timing:

# THE SECRET SATURDAYS

2

Page

HU



Action

Airspace over Lines of Nazca - (continuos)

The airship enters in. Pan ahead to remote mountain A - B. There's a small structure on top - little more than a solar panel.

Dialog

Timing





# THE SECRET SATURDAYS

CUT  
▼

Sc.

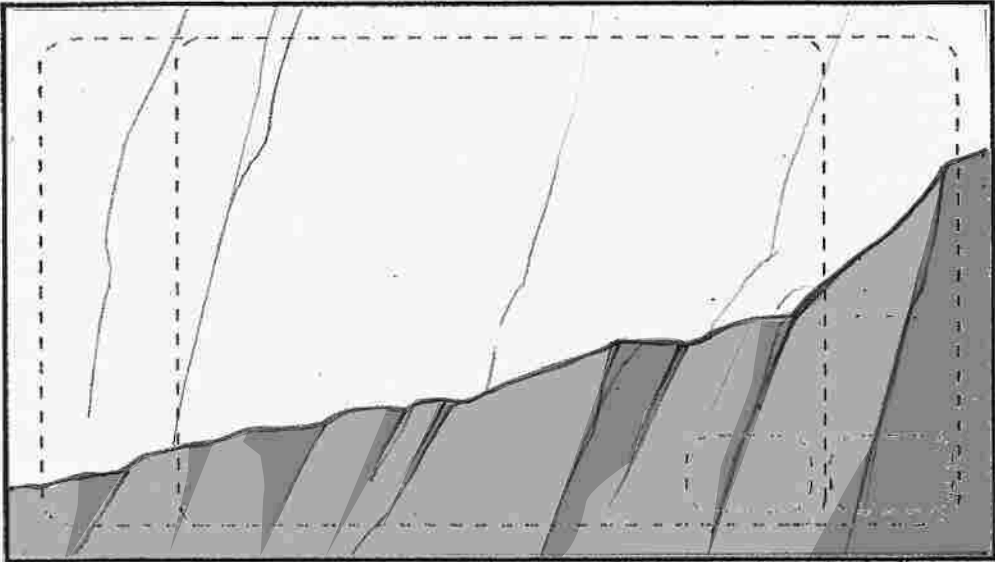
Bg.

**ACTION**

day night

Close on Mountainside -  
Angle on an embankment.

**DIAL**



1

Timing:

Sc.

Bg.

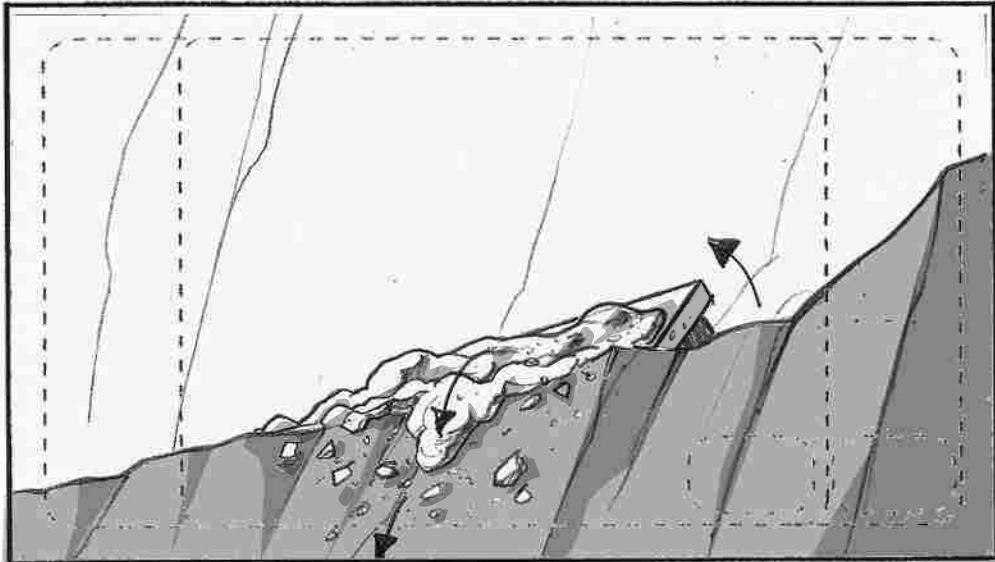
**ACTION**

day night

A hidden door begins to swing up,  
shifting dirt and snow over the edge  
of the embankment.

EFX:( DX Shadows)  
SFX:<mechanical whirr>

**DIAL**



2

Timing:

Sc.

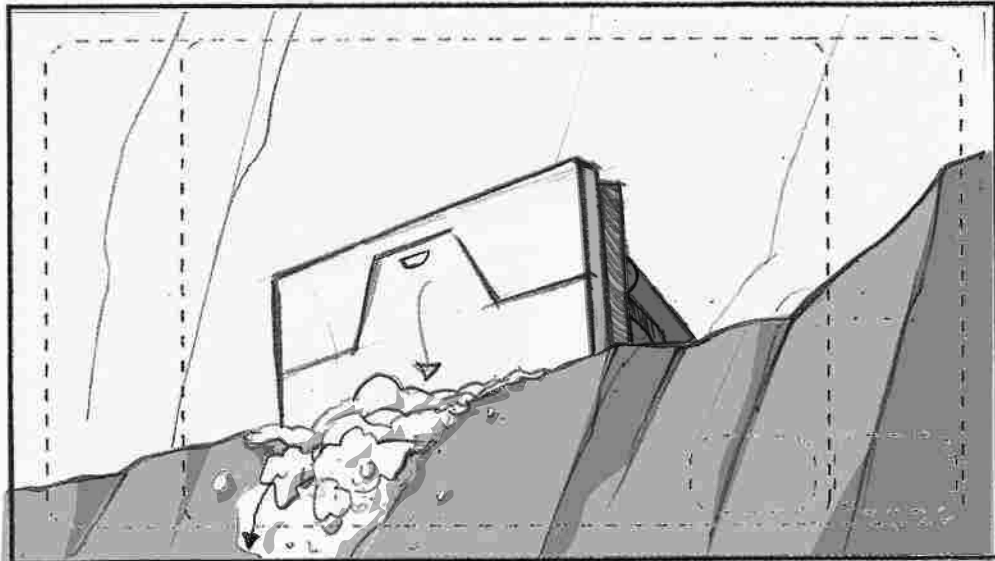
Bg.

**ACTION**

day night

The door locks in position.

**DIAL**



3

Timing:





# THE SECRET SATURDAYS

Sc.

Bg.

**ACTION**

day night

A huge spotlight emerges. Pan A - B  
with anim as the spotlight extends  
upwards.

EFX: (DX Shadows)

**DIAL**

Timing:

**ACTION**

day night

**DIAL**

Timing:

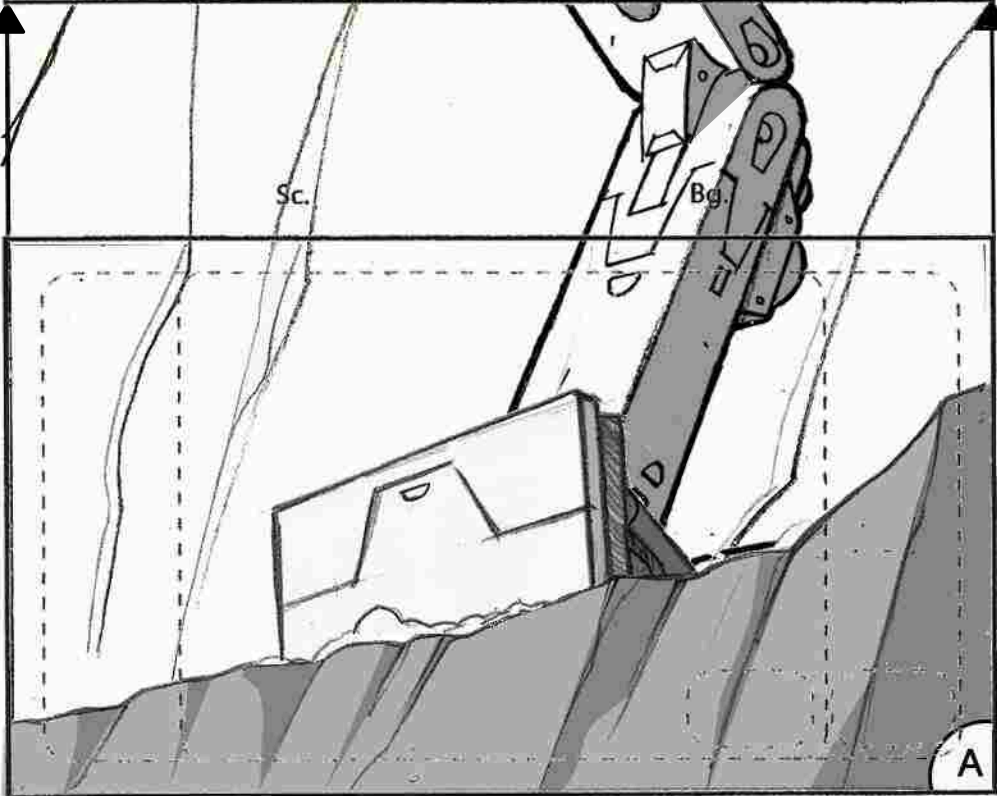
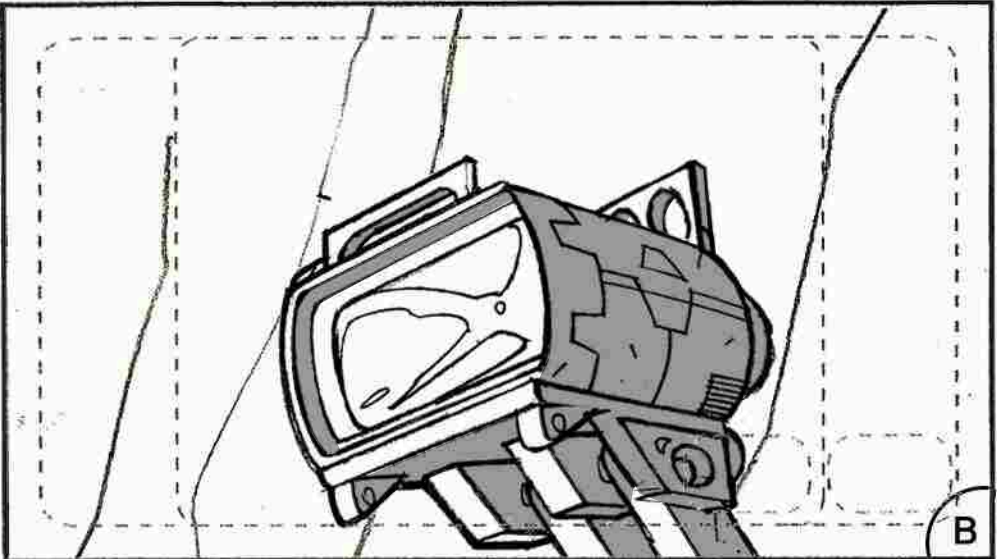
**ACTION**

day night

The spotlight swivels towards the O.S  
Airship.

**DIAL**

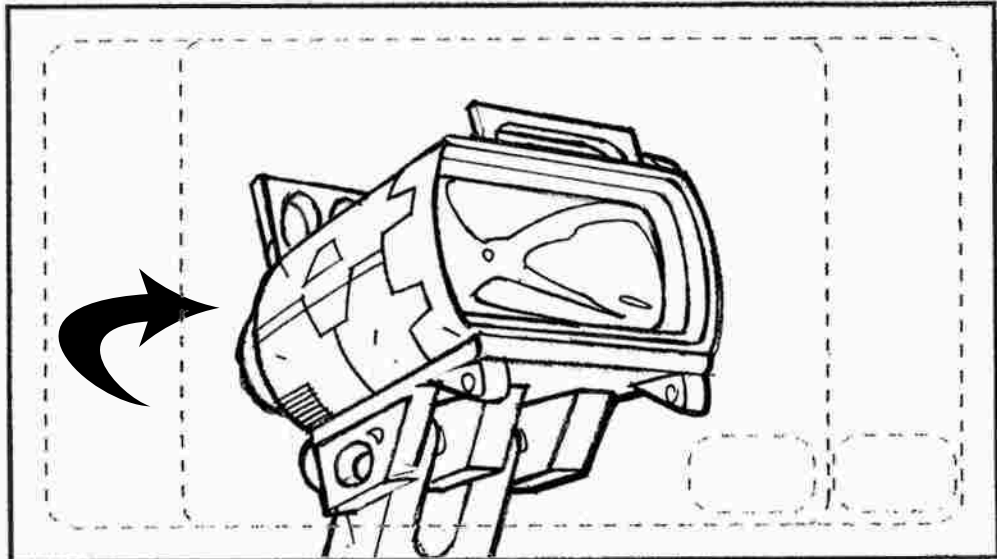
Timing:

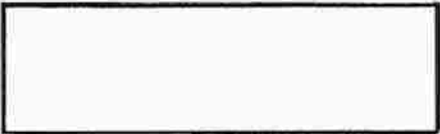


4

Sc.

Bg.





# THE SECRET SATURDAYS

CUT

Sc.

Bg.

**ACTION**

day night

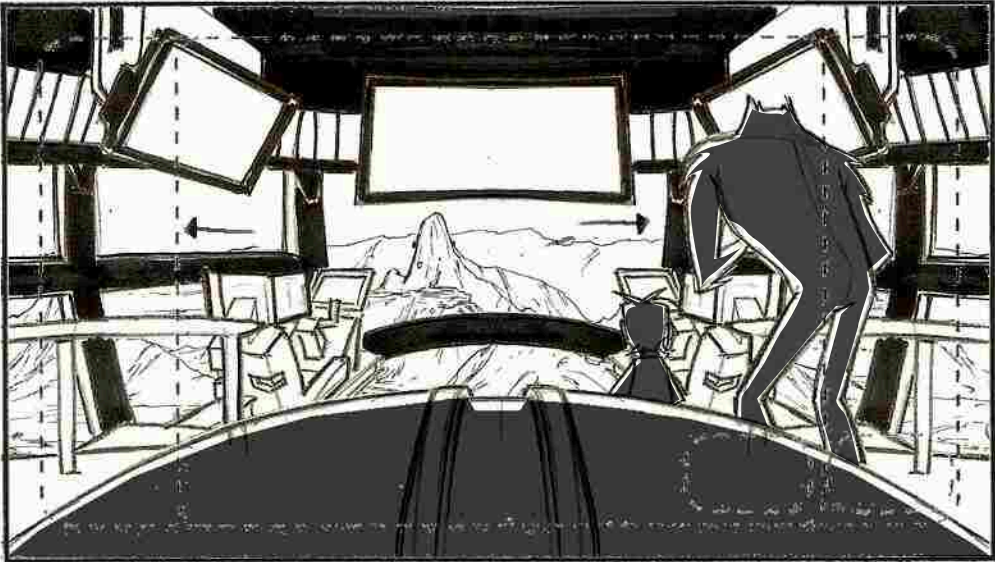
Int. Saturday's Airship - Helm (Dusk)

The mountain top grows as the  
airship approaches.  
Animate BG to Camera.

EFX: (2-Tone on Chars)

**DIAL** Zak:

Nice location, but I sorta expected  
more....



Timing:

CUT

Sc.

Bg.

**ACTION**

day night

Angle on Fisk and Zak.  
Pan BG

EFX: (2-Tone on Chars)

**DIAL** Zak:(contd)

...from the Beeman's Hive.



CUT

Sc.

Bg.

**ACTION**

day night

Close on Doc sitting in the Pilot's  
chair.  
Pan BG

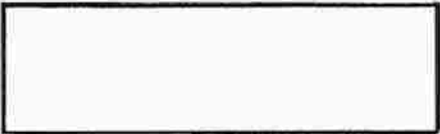
EFX: (2-Tone on Char.)

**DIAL**



Timing:





# THE SECRET SATURDAYS

Sc.

Bg.

**ACTION**

day night

Doc turns to Zak and Fisk

**DIAL** Doc:

Just wait....



2

Timing:

Sc.

Bg.

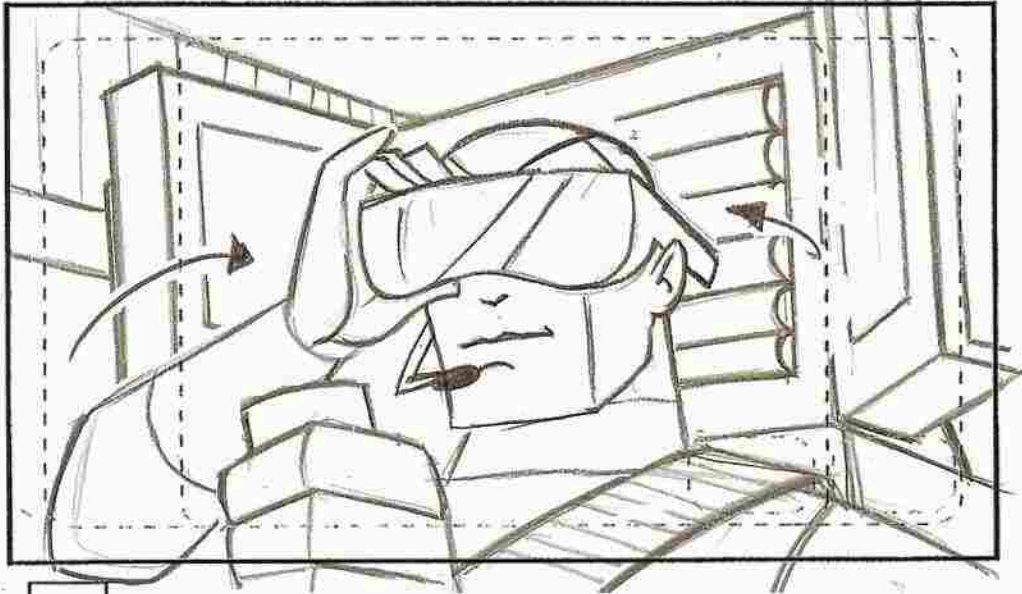
**ACTION**

day night

Doc turns back and puts on a pair of heavy-duty shades...

EFX: (S/T Highlights)

**DIAL**



3

**CUT**  
Timing:

Sc.

Bg.

S/A

**ACTION**

day night

Int. Saturday's Airship - Helm (Dusk)

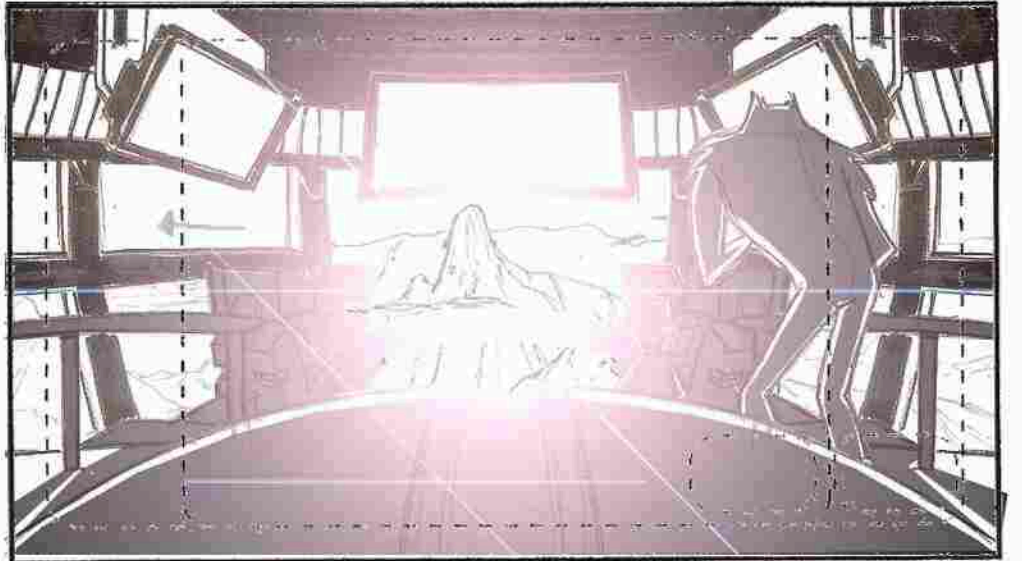
Wide on the Helm. Suddenly a bright light blasts through the windows.

Animate BG to Camera.

EFX: (2-Tone on Chars, Bot.Lite Spotlight)

**DIAL** Zak & Fiskerton:

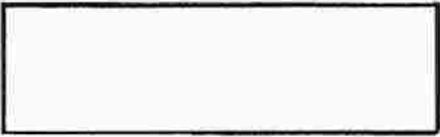
<surprised shout>



1

Timing:





# THE SECRET SATURDAYS

CUT  
▼

Sc.

Bg.

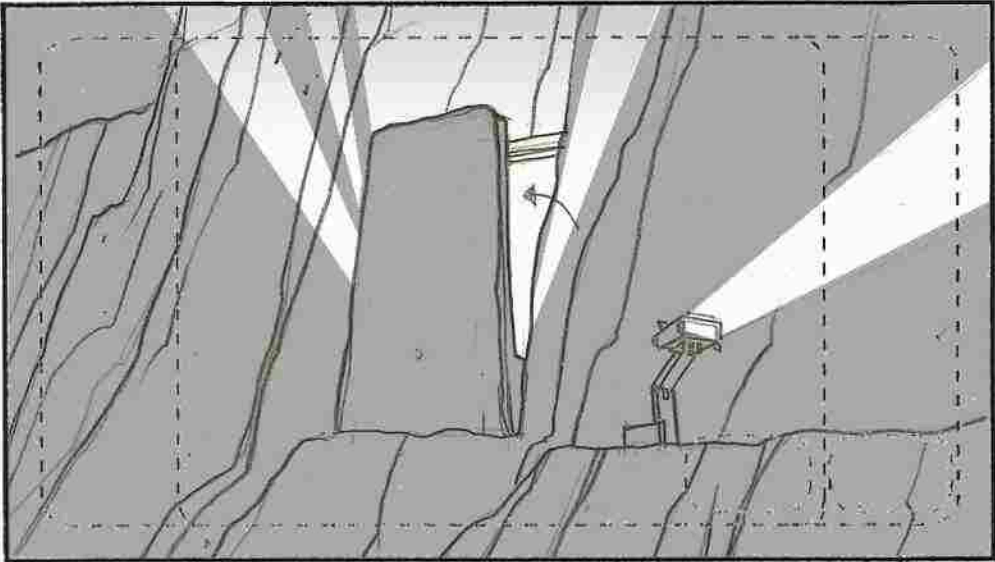
**ACTION**

day    night

Close on Mountainside - Dusk  
A huge hanger door starts to slowly  
swing open, harsh white lights cut  
across the darkening sky.

EFX:( Bot.Lite Beams of Light)

**DIAL**



1

Timing:

Sc.

Bg.

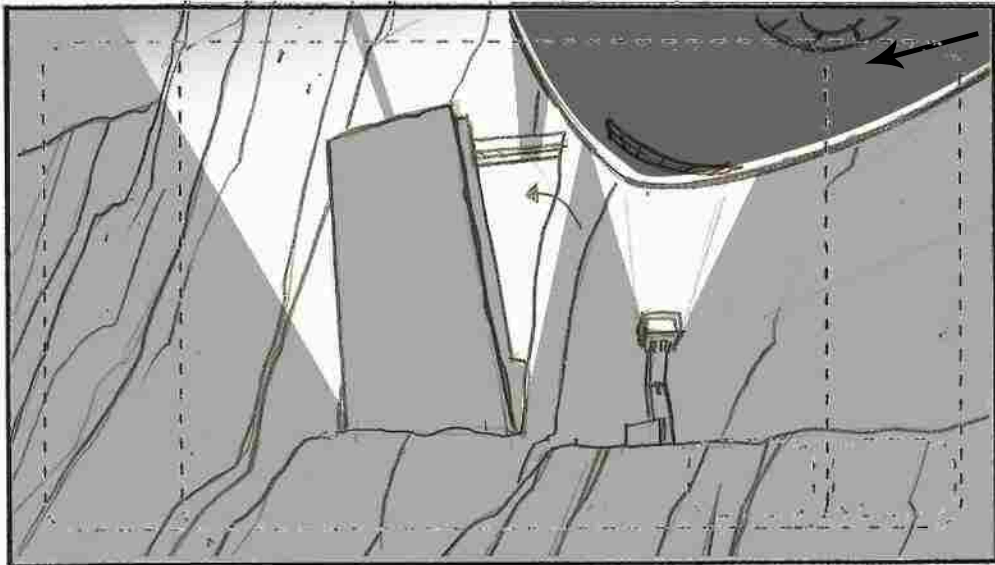
IN

**ACTION**

day    night

The Saturday's Airship glides in,  
held by the intense spotlight...

**DIAL**



2

Timing:

Sc.

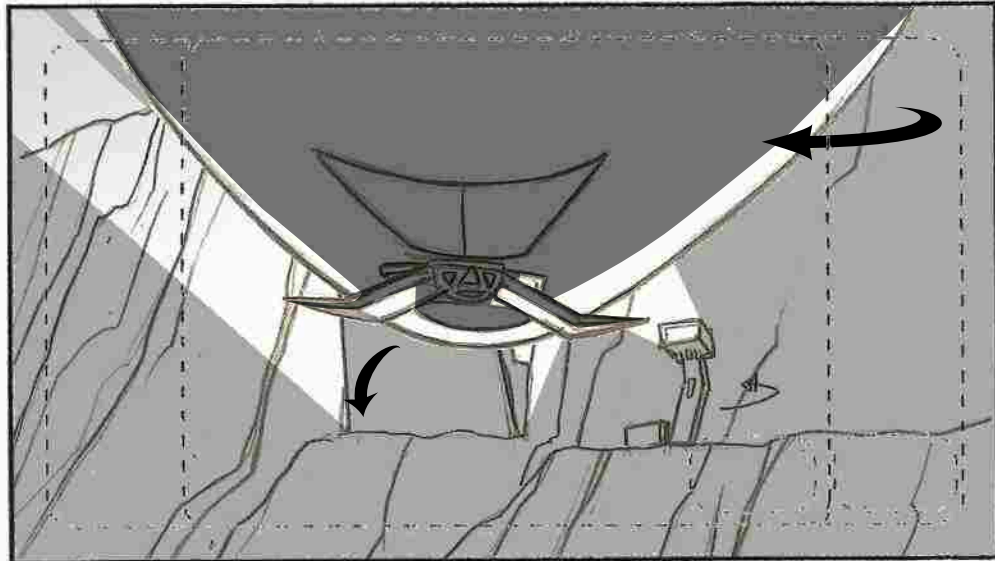
Bg.

**ACTION**

day    night

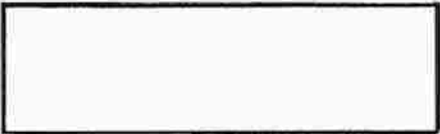
...swinging towards the opening  
hanger.

**DIAL**



3

Timing:



# THE SECRET SATURDAYS

CUT

Sc.

Bg.

**ACTION**

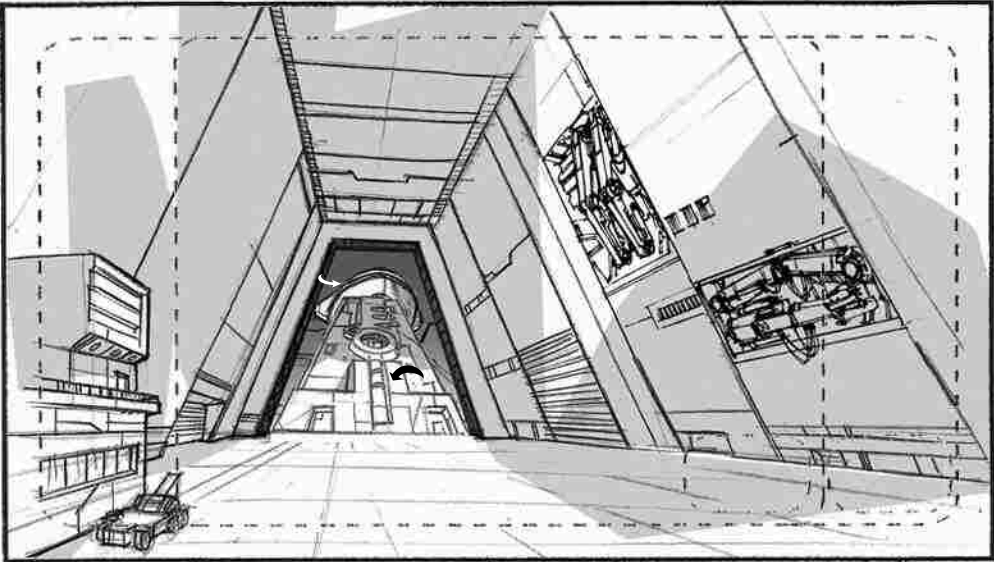
day night

Int. Beeman's HQ - Hangar

The hangar door slowly opens...the Airship is gliding into position.

EFX: (DX Shadows and Spotlight on Airship)

**DIAL**



1

Timing:

CUT

Sc.

Bg.

**ACTION**

day night

Angle on Doc, Fisk and Zak, nearly blinded by the light.

EFX: (DX Shadows)

**DIAL** Robotic Voice:

Systems detect I.F.O.



1

Timing:

CUT

Sc.

Bg.

**ACTION**

day night

Close on Doc.  
Panning BG slows down.

EFX: (DX Shadows)

**DIAL** Doc:

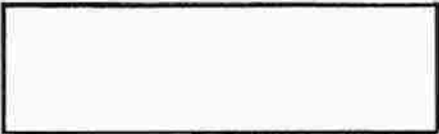
Identified Flying Object.



1

Timing:





# THE SECRET SATURDAYS

CUT

Sc.

Bg.

**ACTION**

day night

Close on Zak and Fisk sheilding thier eyes against the bright light.

Pan BG

EFX: (2-Tone on Chars, DX Shadows)

**DIAL**



1

Timing:

Sc.

Bg.

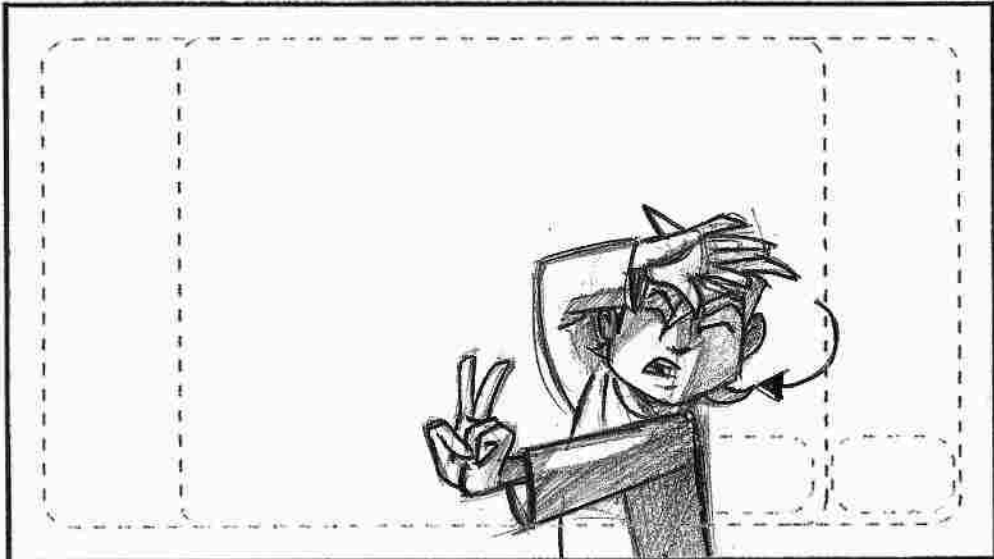
**ACTION**

day night

Zak turns, squinting into the light, he gives the "peace sign".

**DIAL** Zak:

We come in Peace.



2

Timing:

Sc.

Bg.

**ACTION**

day night

A familiar voice, over the speaker causes Zak and Fisk to start in surprise.

**DIAL** Beeman: (Filtered)

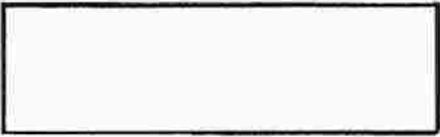
I hope not.



3

Timing:





# THE SECRET SATURDAYS

CUT

Sc.

Bg.

ACTION

day night

Int. Beeman's Headquarters - Hangar  
Angle on the main Hangar door as it continues to lower. The airship is approaching the opening.

EFX:(DX Shadow)

DIAL



1

Timing:

CUT

Sc.

Bg.

ACTION

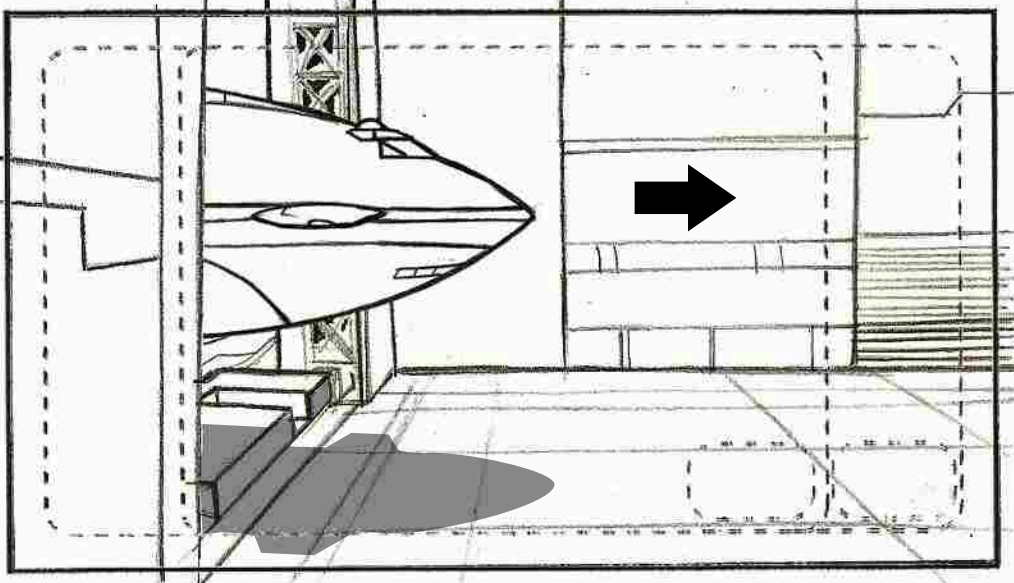
day night

Int. Beeman's HQ - Hangar - continuous

Closer on the hangar's doorway, the Saturday's Airship is gliding in.

EFX:(DX Shadow)

DIAL



1

Timing:

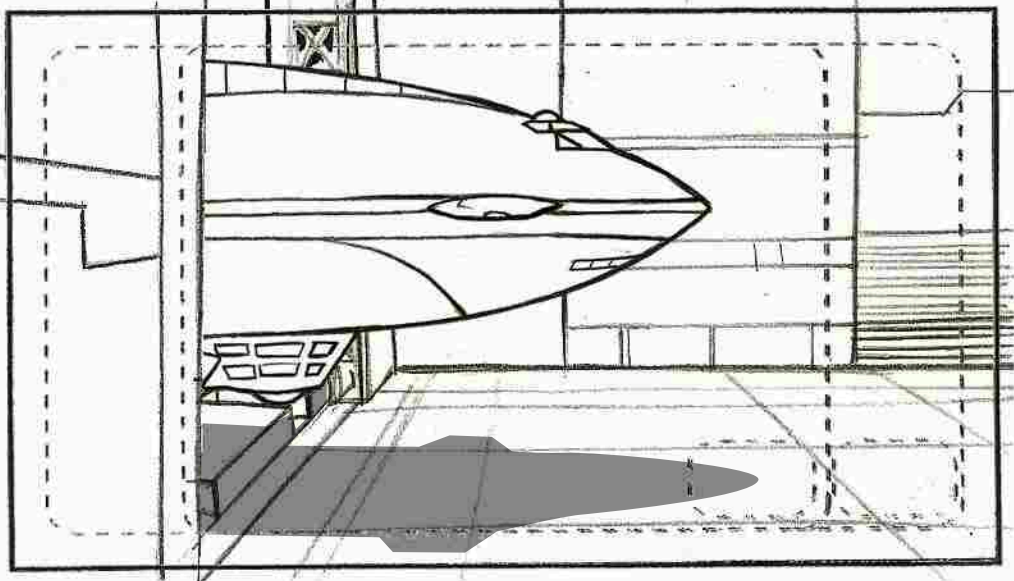
Sc.

Bg.

ACTION

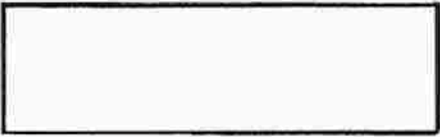
day night

DIAL



2

Timing:



CUT

Sc.

Bg.

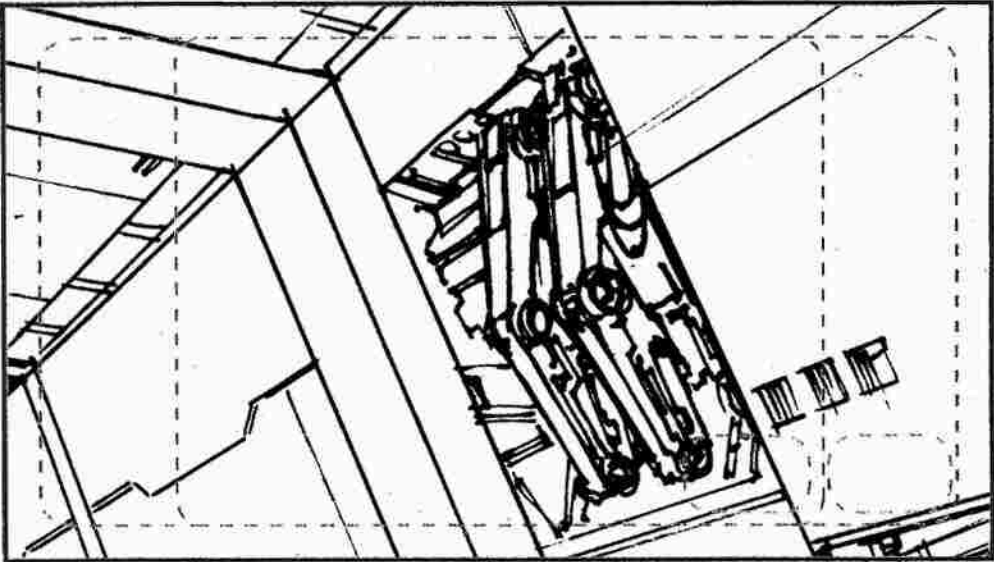
ACTION

day night

Int. Beeman's Headquarters - Hangar  
Close on a set of Large Waldos

EFX:(DX Shadow)

DIAL



1

Timing:

Sc.

Bg.

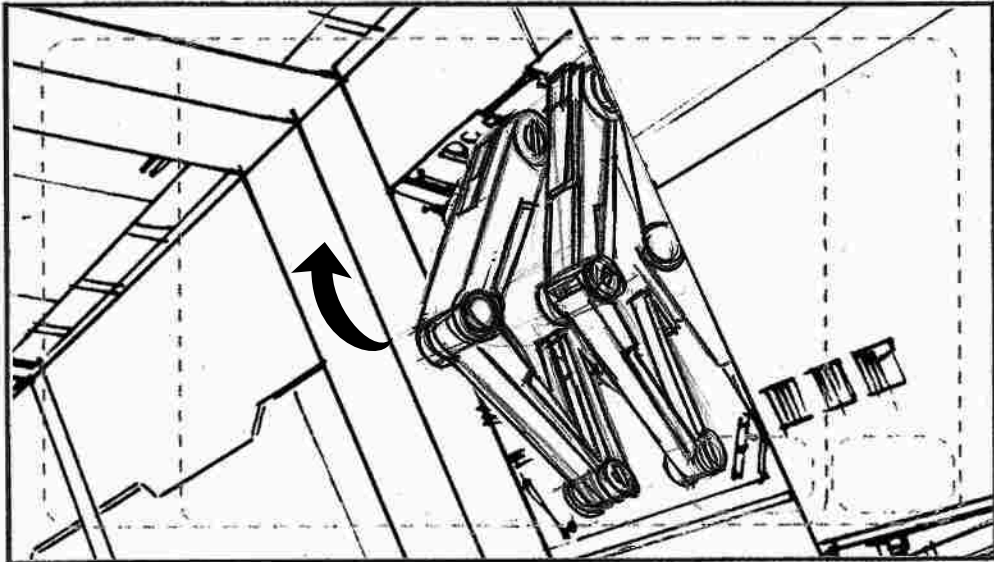
ACTION

day night

They start to swing outwards.

SFX:(Mechanical Whine)

DIAL



2

Timing:

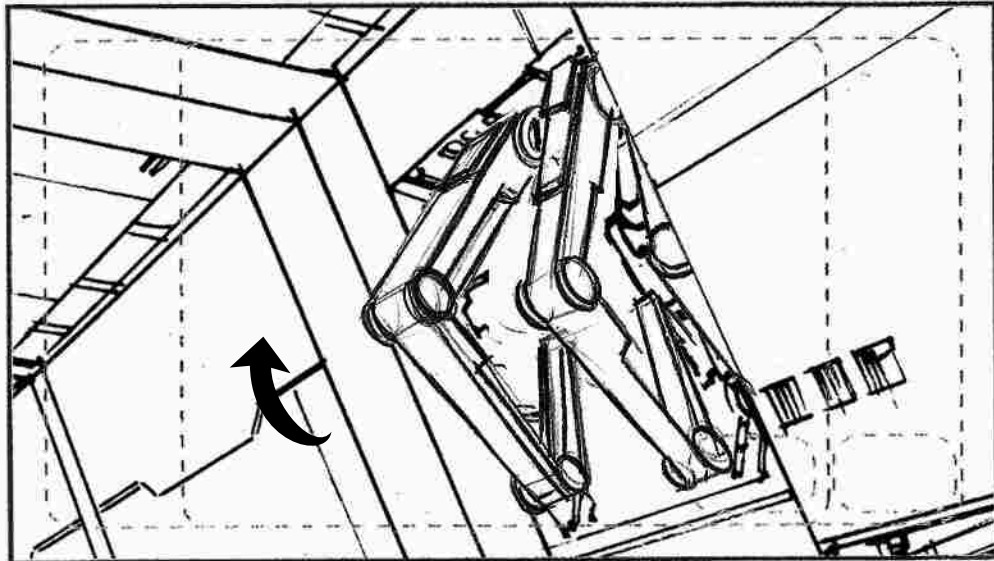
Sc.

Bg.

ACTION

day night

DIAL



3

Timing:





# THE SECRET SATURDAYS

HU  
▼

Sc.

Bg.

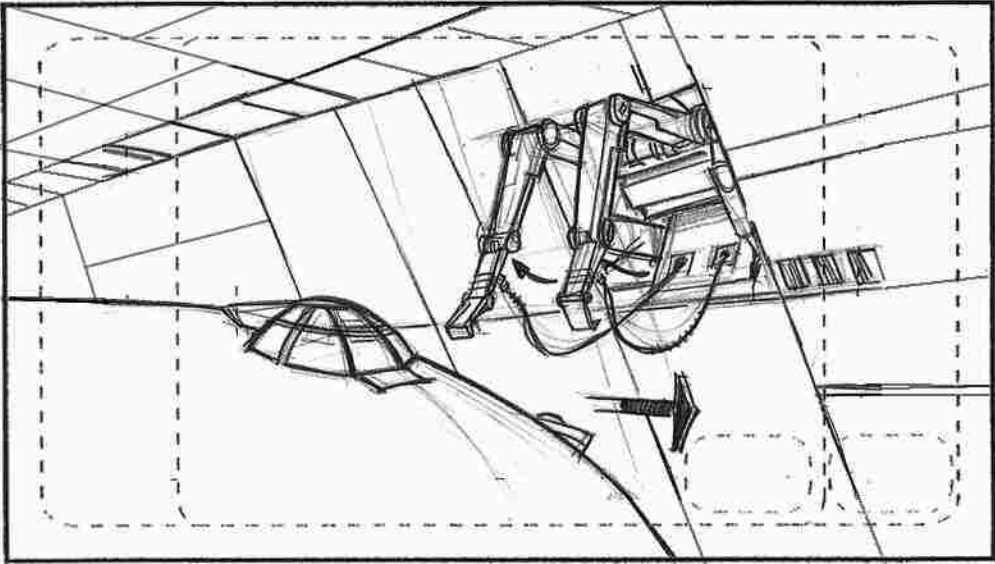
**ACTION**

day night

Wider on the Waldos as the Airship slowly glides past.

EFX: (DX Shadow)  
SFX: (Mechanical Whine)

**DIAL**



1

Timing:

Sc.

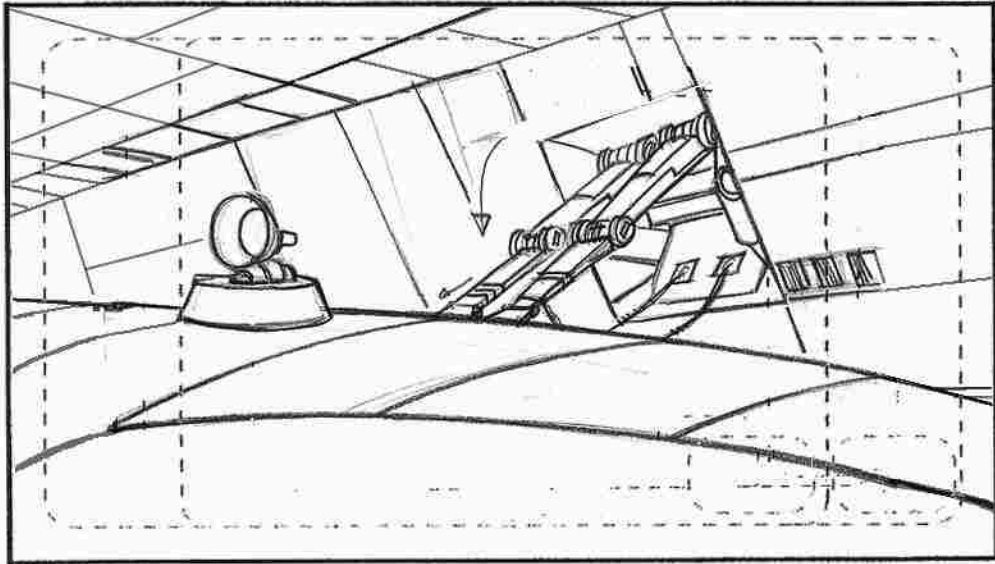
Bg.

**ACTION**

day night

The arms extend out towards the slowing airship.

**DIAL**



2

HU  
▼

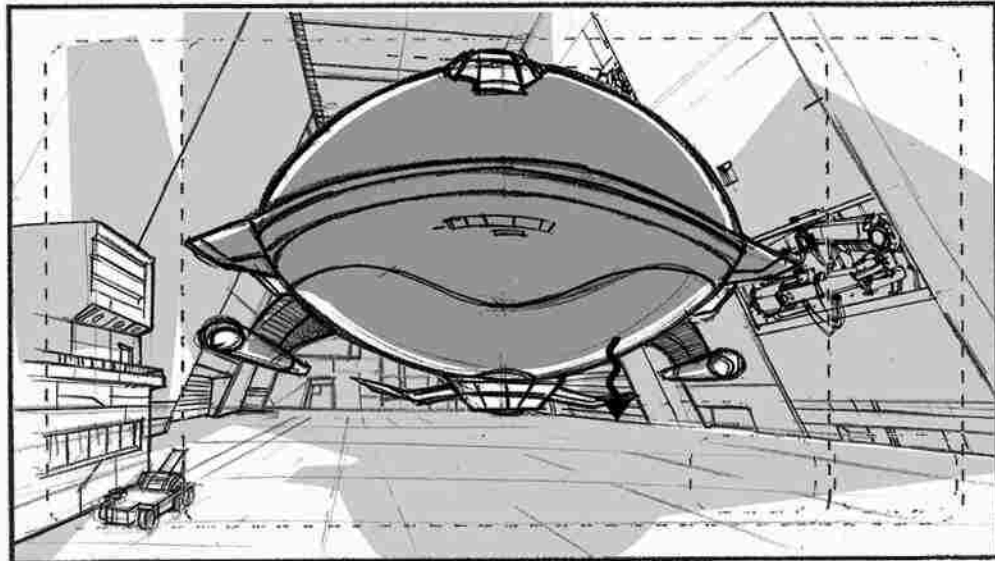
**ACTION**

day night

Wide on the Hangar. The Airship has come to a stop, the mechanical arms have latched onto the ship that slowly settles down.

EFX: (DX Shadows)  
SFX: <Echoy Hangar noises>

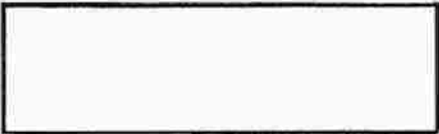
**DIAL**



3

Timing:





# THE SECRET SATURDAYS

CUT

Sc.

Bg.

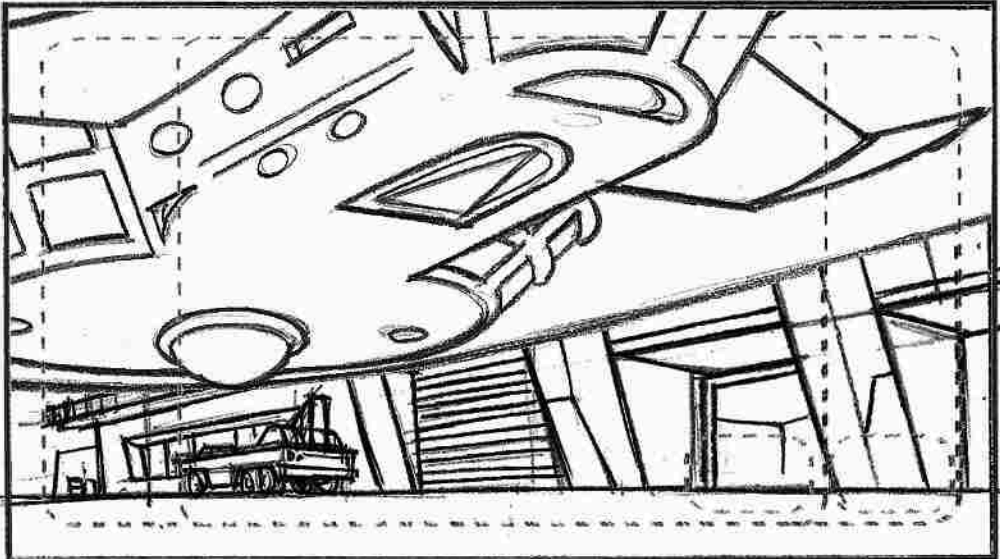
ACTION

day night

Int. Beeman's Headquarters - Hangar  
Close on a set of Large Waldos

EFX:(DX Shadow)

DIAL



1

Timing:

Sc.

Bg.

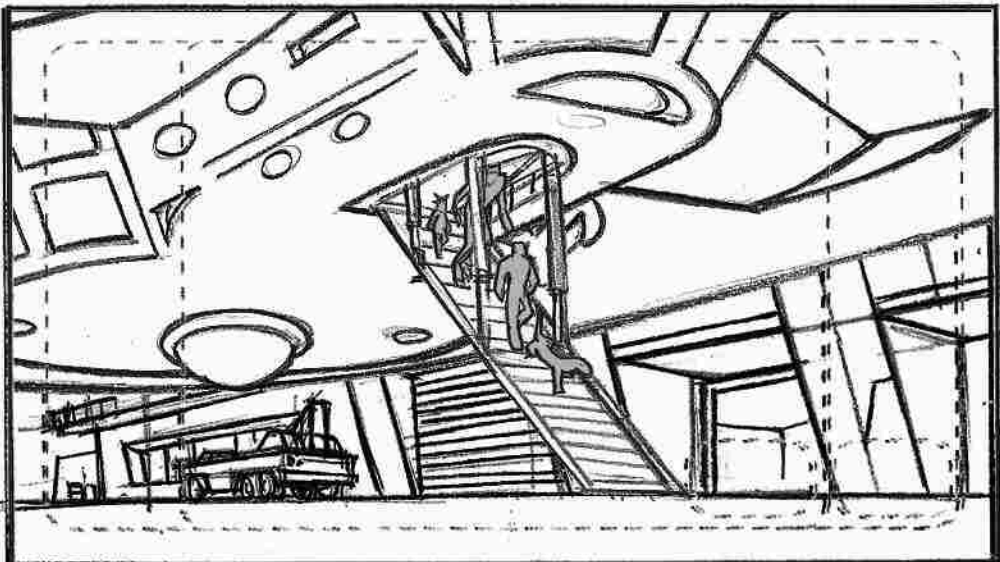
ACTION

day night

They start to swing outwards.

SFX:(Mechanical Whine)

DIAL



2

CUT

Sc.

Bg.

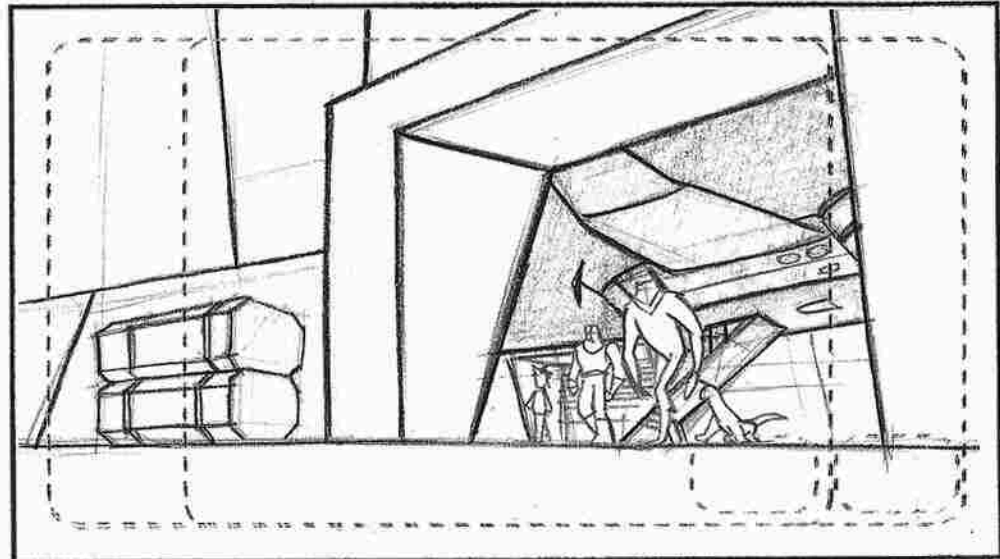
ACTION

day night

Int. Beeman's HQ - Containment Room  
Zak, Doc, Fisk and Komodo approach  
the entrance of the Containment Room.  
It sounds like a fight is going on.

SFX: (OS Loud Crashes and Bangs)

DIAL



1

Timing:





# THE SECRET SATURDAYS

Sc.

Bg.

ACTION

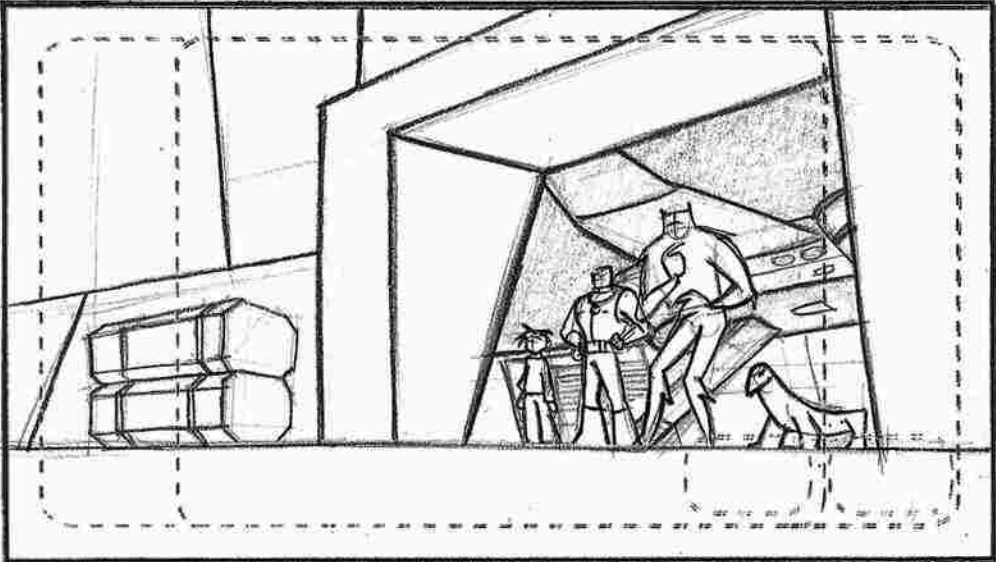
day night

They stop.

DIAL

Revolving Beast: (OS)

<ROAR>



2

Timing:

Sc.

Bg.

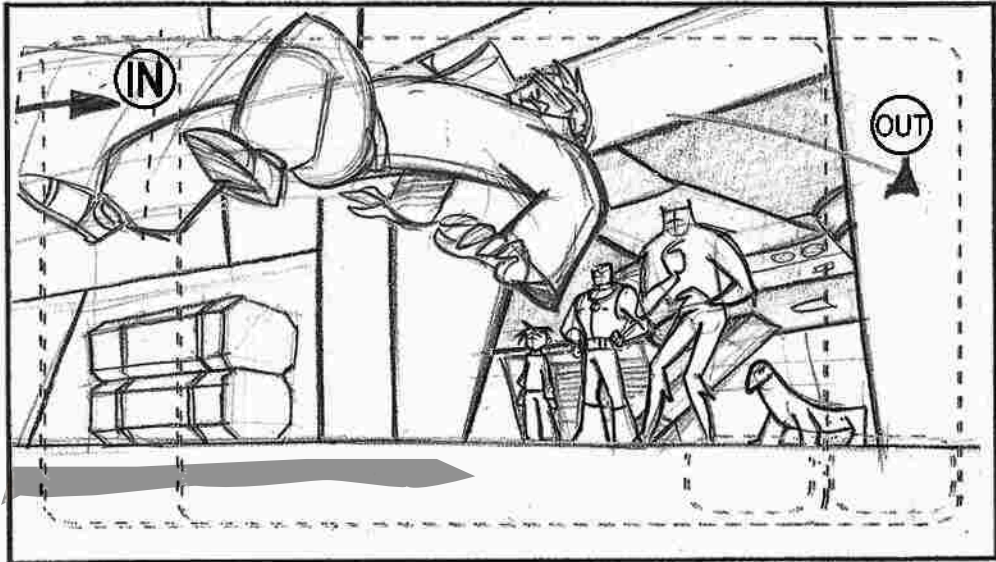
ACTION

day night

Dr Cheecho flies through scene.

EFX: (DX Shadow)  
SFX: [OS] (Impact)

DIAL



3

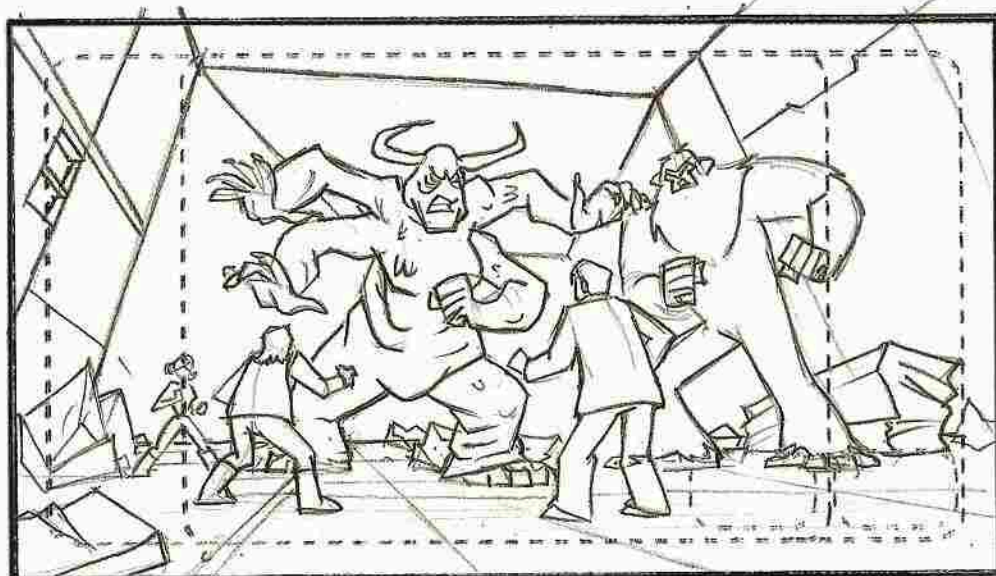
CUT  
Timing:

ACTION

day night

Wide on Containment Room, it's a shambles! A large 'Beast' is surrounded by Grey, Bara, Hibagon. Dr. Beeman is in front.

DIAL



1

Timing:





# THE SECRET SATURDAYS

Sc.

Bg.

**ACTION**

day night

Int. Beeman's HQ - Containment Room  
Close on Zak looking unimpressed.

**DIAL** Zak:

That's what you needed help with?



1

Timing:

Sc.

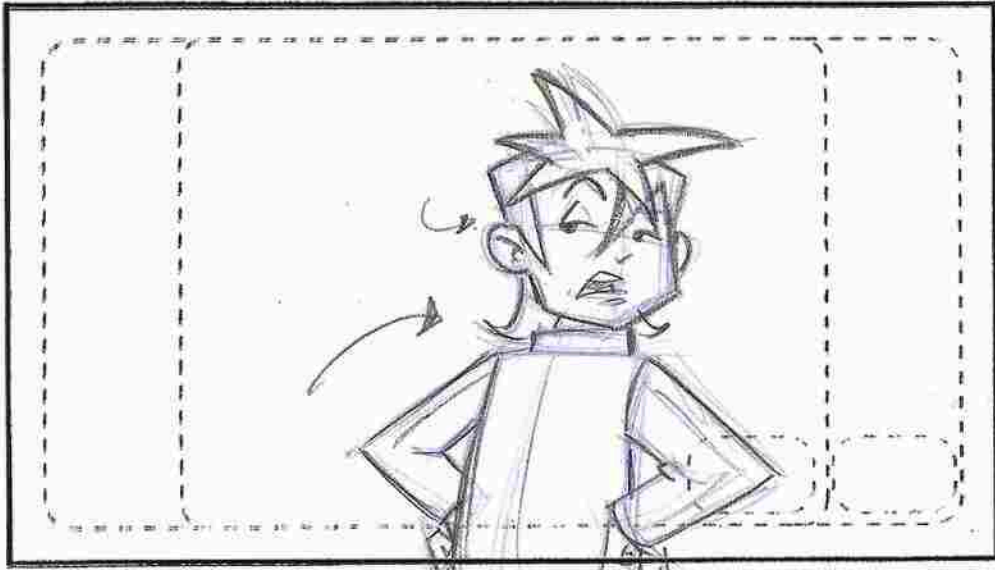
Bg.

**ACTION**

day night

**DIAL** Zak: (Contd)

C'mon it's already five on one.



2

Timing:

Sc.

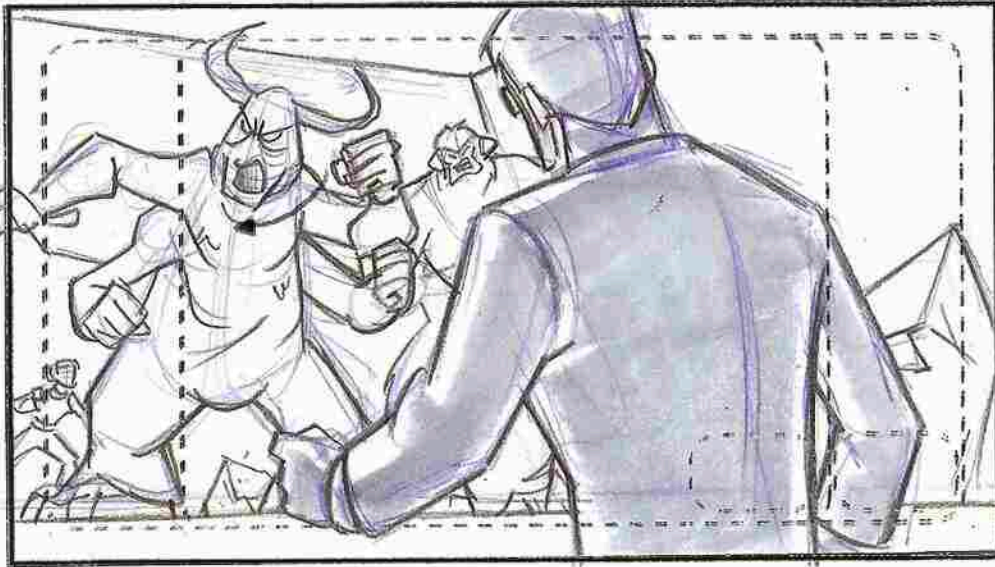
Bg.

**ACTION**

day night

Closer on Beeman. Behind him the  
'Beast' looks agitated.

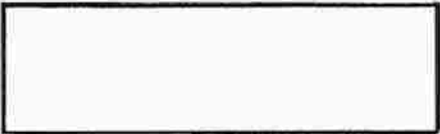
**DIAL**



1

Timing:





# THE SECRET SATURDAYS

Sc.

Bg.

**ACTION**

day night

Beeman turns to look at OS Zak....he dosen't see the 'Beast' charging forward towards him.

**DIAL** Beeman:

Yes. Pointylocks. Now that we've all enjoyed "gloaty time", maybe you'd.....



2

Timing:

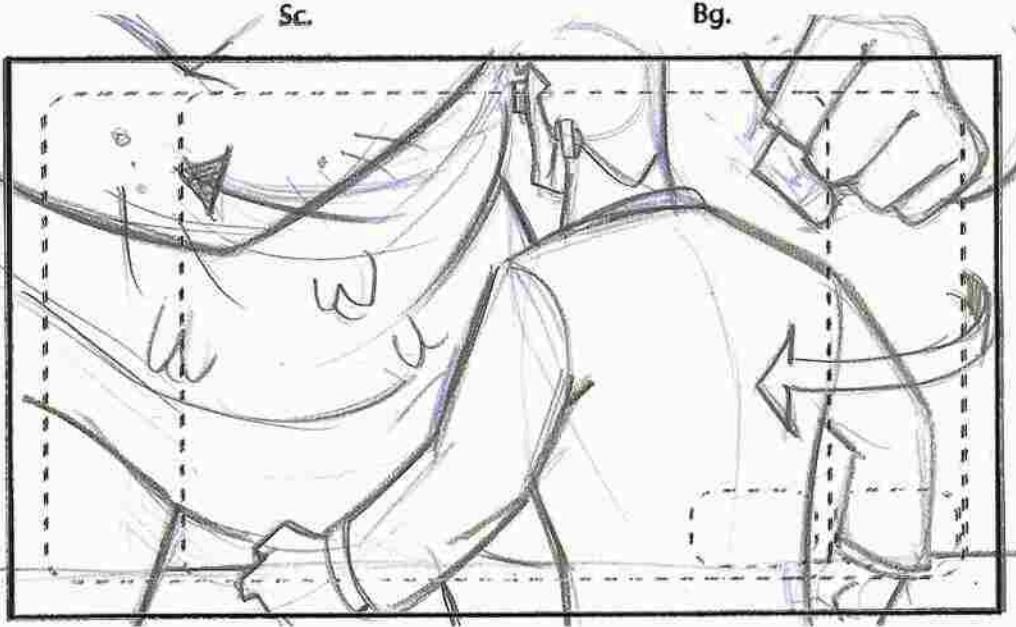
**ACTION**

day night

...he turns to find that the 'Beast' is on top of him. It starts to swing it's arm at Beeman.

**DIAL** Beeman: (contd)

..like to stop this---



3

Timing:

**ACTION**

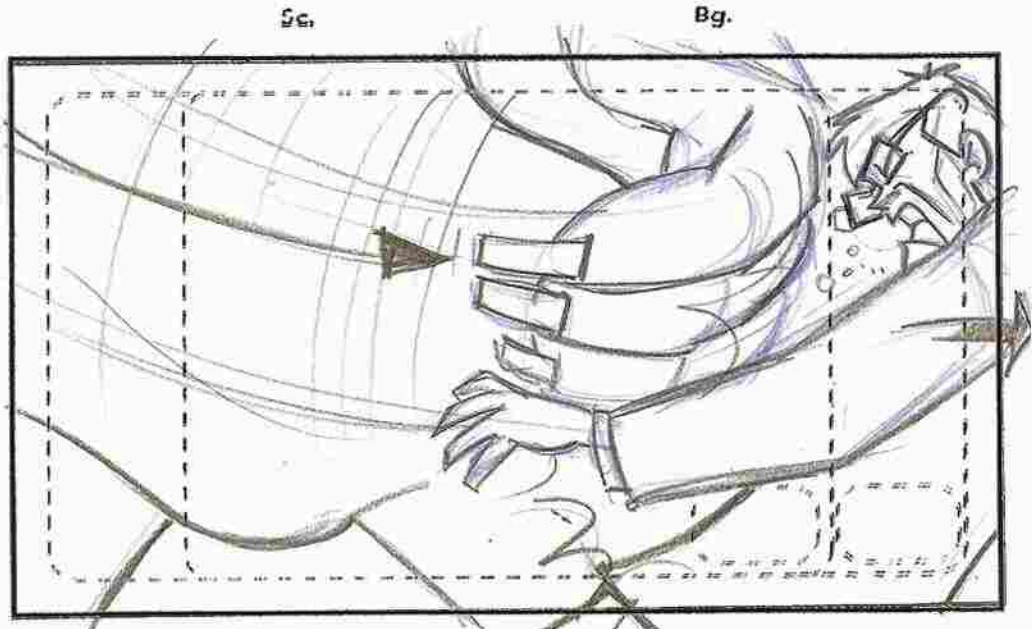
day night

The 'Beast' swats Beeman out of scene.

SFX: <Impact>

**DIAL** Beeman: (contd)

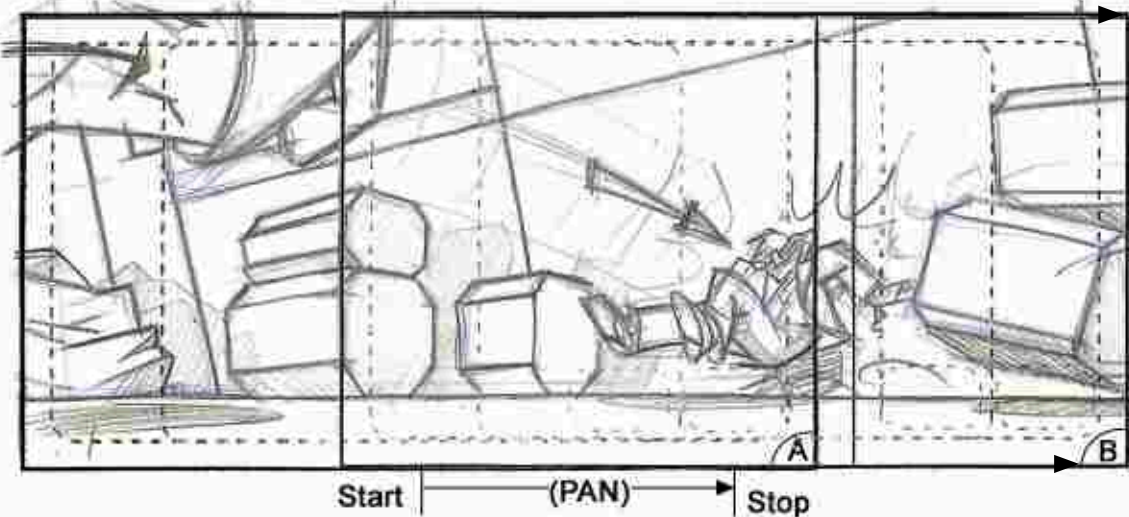
<OOOF!>



4

Timing:

# THE SECRET SATURDAYS



CUT



Action

Pan w/Action A - B, as Beeman flies into scene and slams against the wall, knocking out some containers.

Close on the 'Beast'

Dialog



Beast:

<Angry Roar>

EFX: (DX Shadows)

SFX: <Impact, Container clatter>

Timing





# THE SECRET SATURDAYS

Sc.

Bg.

**ACTION**

day night

The 'Beast' straightens up letting out a loud roar.

EFX:(DX Shadow)

**DIAL** Beast:

<Roar>



2

Timing:

**CUT**

Sc.

Bg.

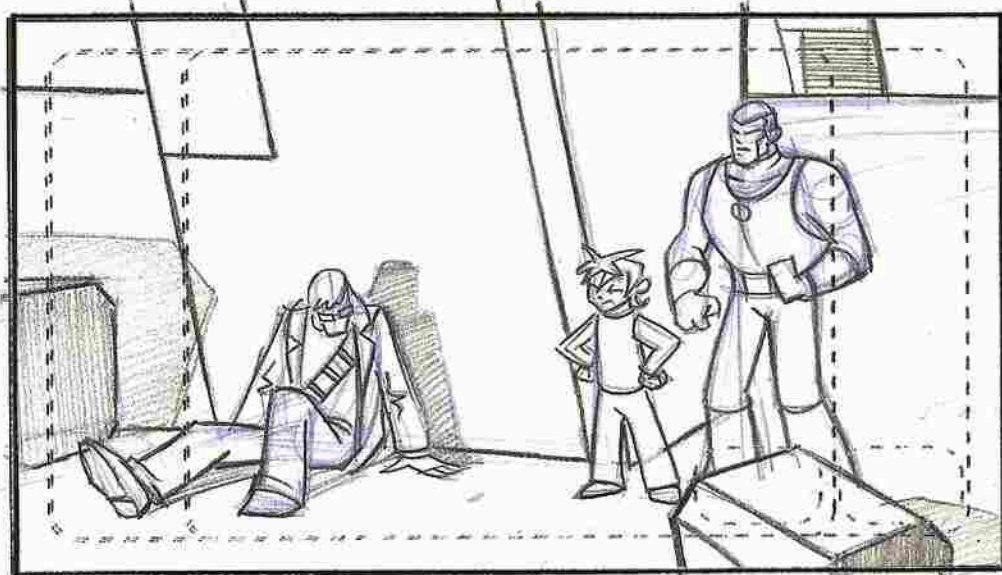
**ACTION**

day night

Wide on doorway. Zak and Doc are looking at the stunned Beeman sitting on the floor.

EFX:(DX Shadow)

**DIAL**



1

Timing:

Sc.

Bg.

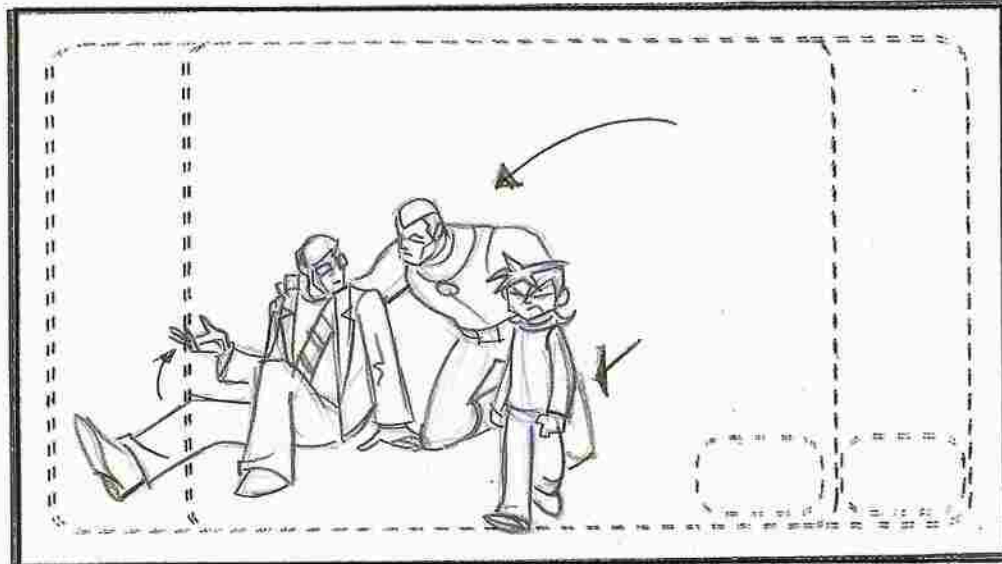
**ACTION**

day night

Zak starts to move forward as Doc leans over to check on Beeman

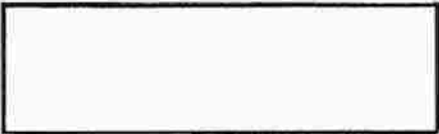
**DIAL** Zak:

Anything for you, Uncle B.



2

Timing:



# THE SECRET SATURDAYS

HU  
▼

Sc.

Bg.

**ACTION**

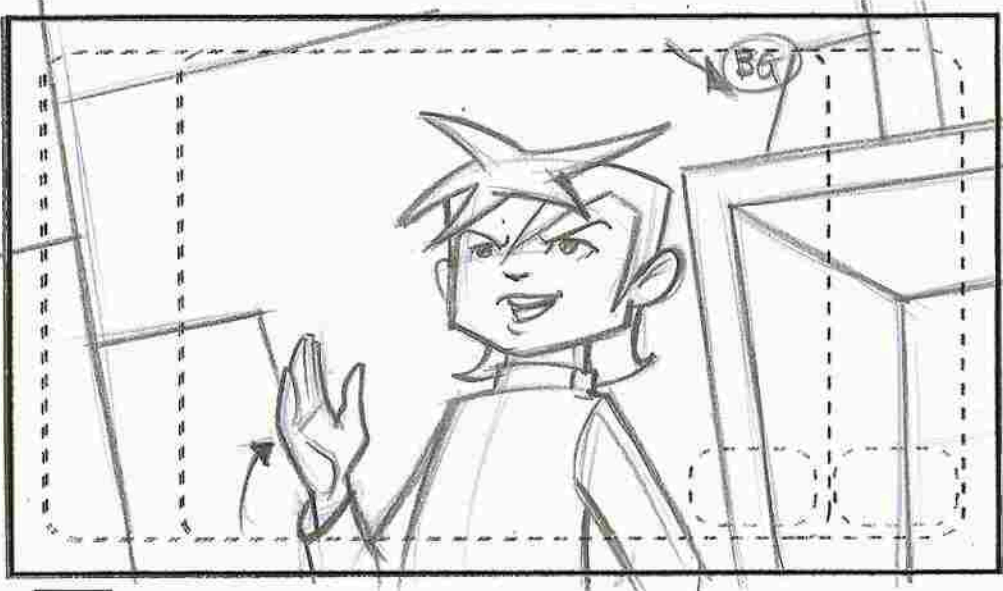
day night

Close on Zak as he walks towards the Beast.  
Dia. Pan BG.

EFX:(DX Shadow)

**DIAL** Zak: (contd)

Come on, sleepy time....



1

Timing:

Sc.

Bg.

**ACTION**

day night

Zak stops and lifts his hands to his temples. His eyes begin to Glow.

EFX:(Bot. Lite. Glow)

**DIAL**



2

CUT  
Timing:  
▼

Sc.

Bg.

**ACTION**

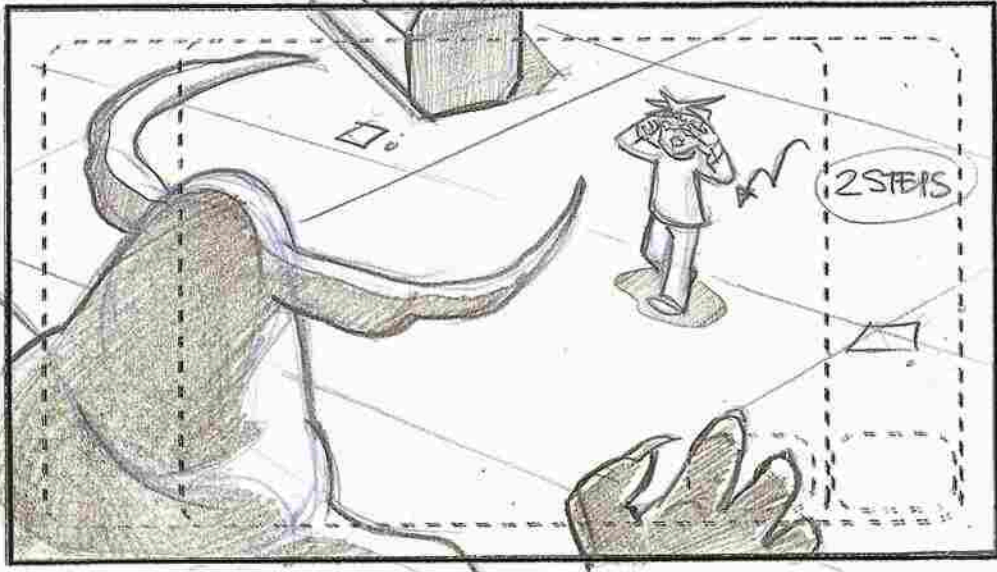
day night

OTS Beast, angle on Zak as he stops in front of the Beast, his eyes glowing brightly.

(Zak takes 2 steps then stops.)

EFX:(Bot. Lite. Glow, DX Drop shadow)

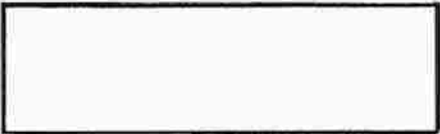
**DIAL**



1

Timing:





CUT

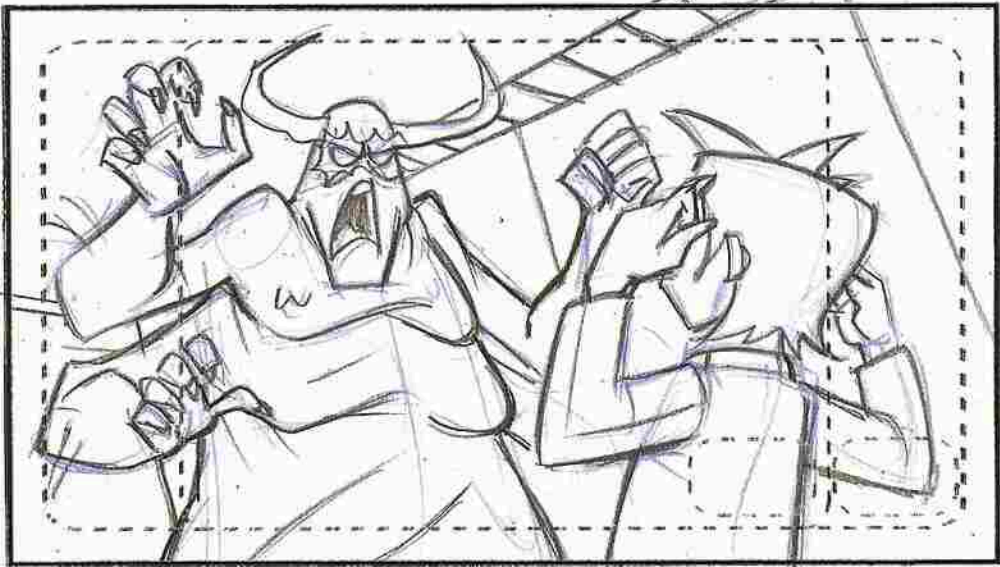
ACTION

day night

Rev. Angle on the 'Beast'. Both Zak and the Beast are locked in a battle of wills.

EFX:(DX Shadow)

DIAL



1

Timing:

CUT

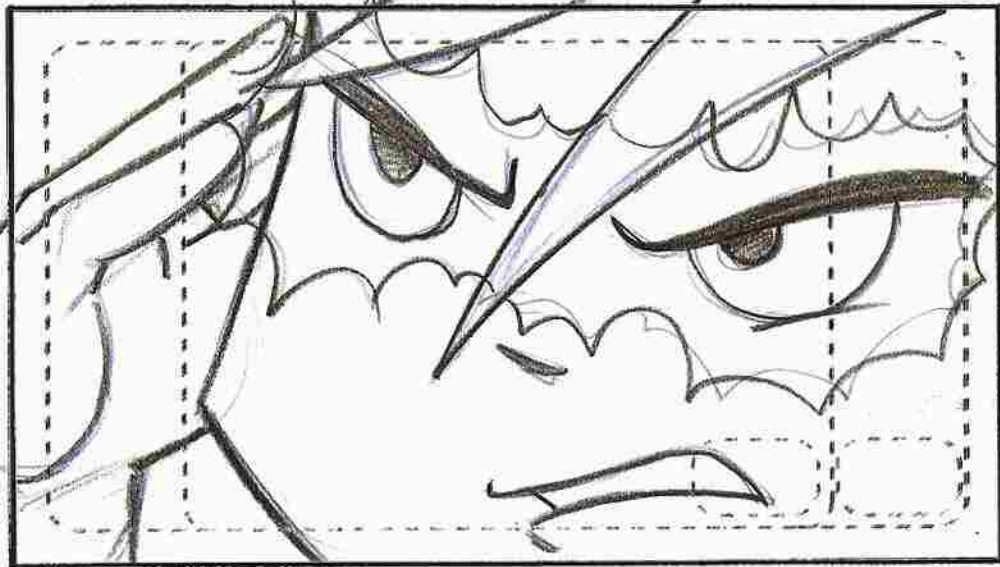
ACTION

day night

ECU on Zak's eyes, the glow intensifies.

EFX: (Bot. Lite Glow)

DIAL



2

Timing:

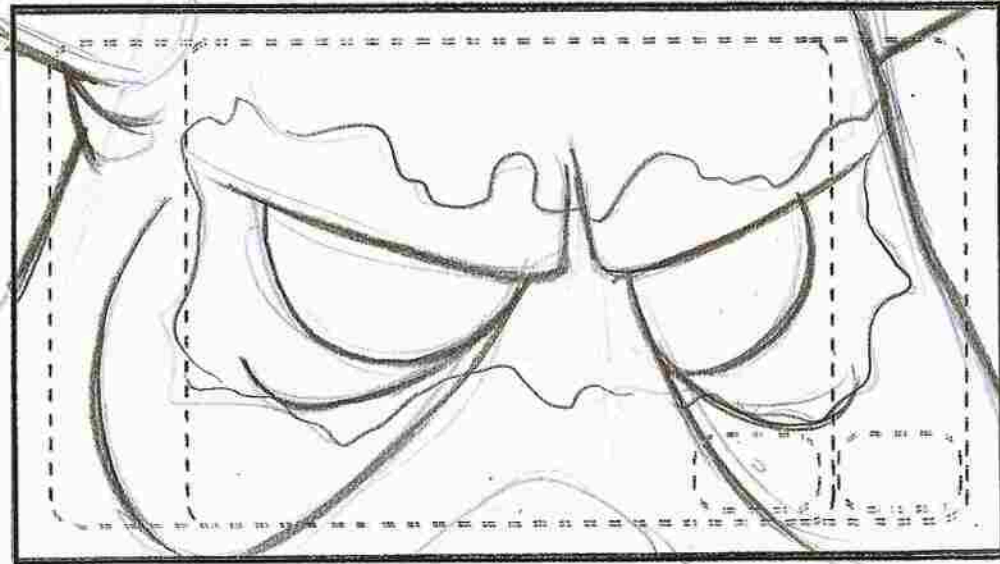
CUT

ACTION

day night

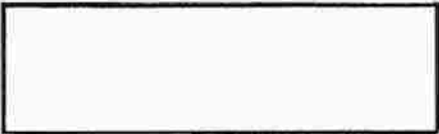
Close on the Beast's eyes. The glow begins to fade.

DIAL



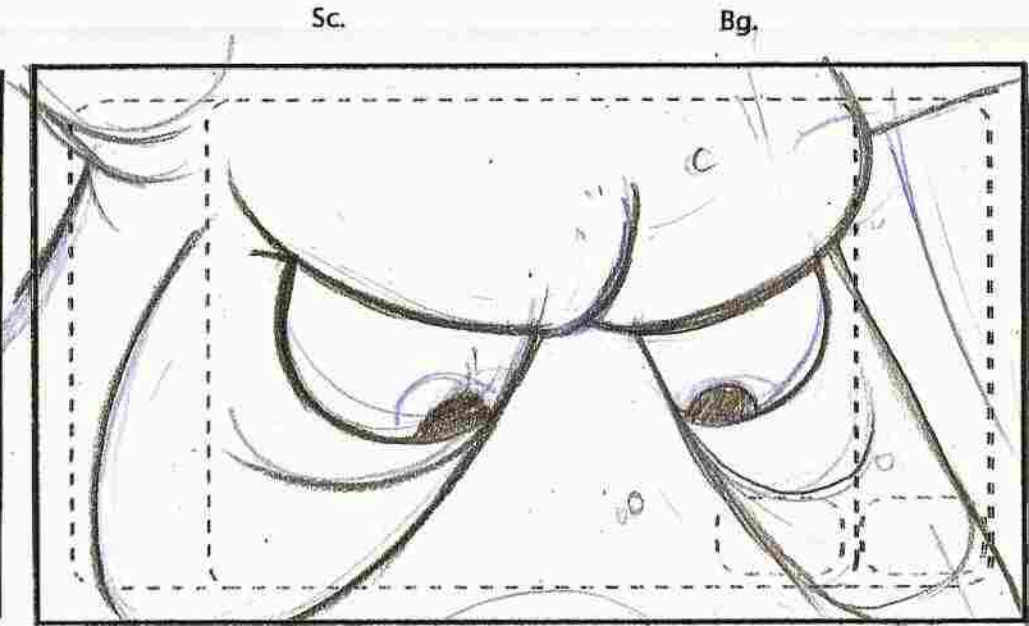
1

Timing:



# THE SECRET SATURDAYS

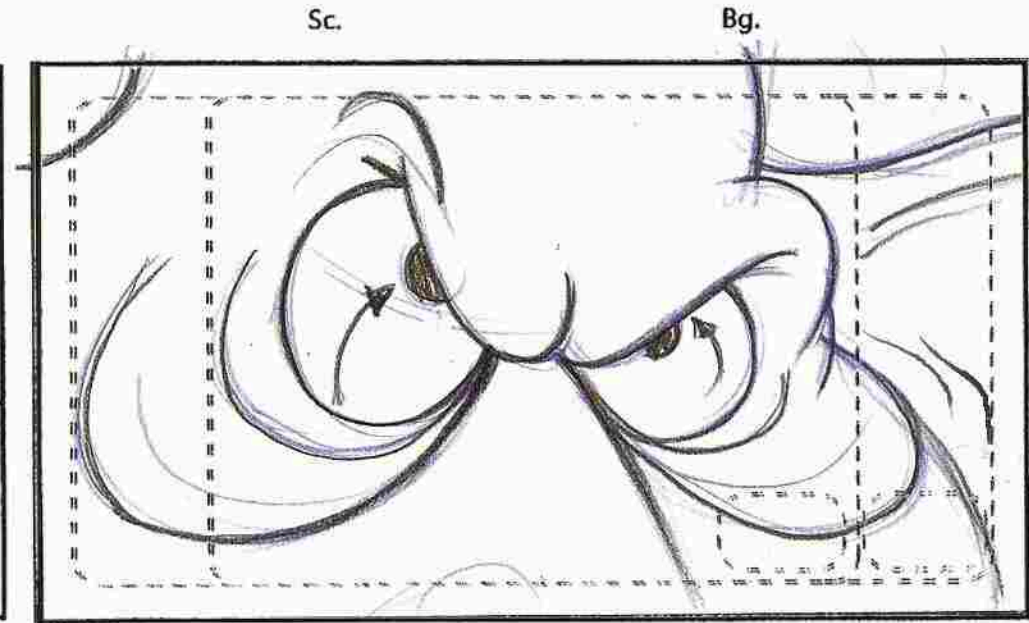
<b>ACTION</b>	day    night
..finally losing their glow....	
<b>DIAL</b>	



2

Timing:

<b>ACTION</b>	day    night
The Beast's head begins to contort..it looks painful. It's eyeballs also roll back up into it's head.	
SFX:(Wet Bone Crunching)	
<b>DIAL</b>	

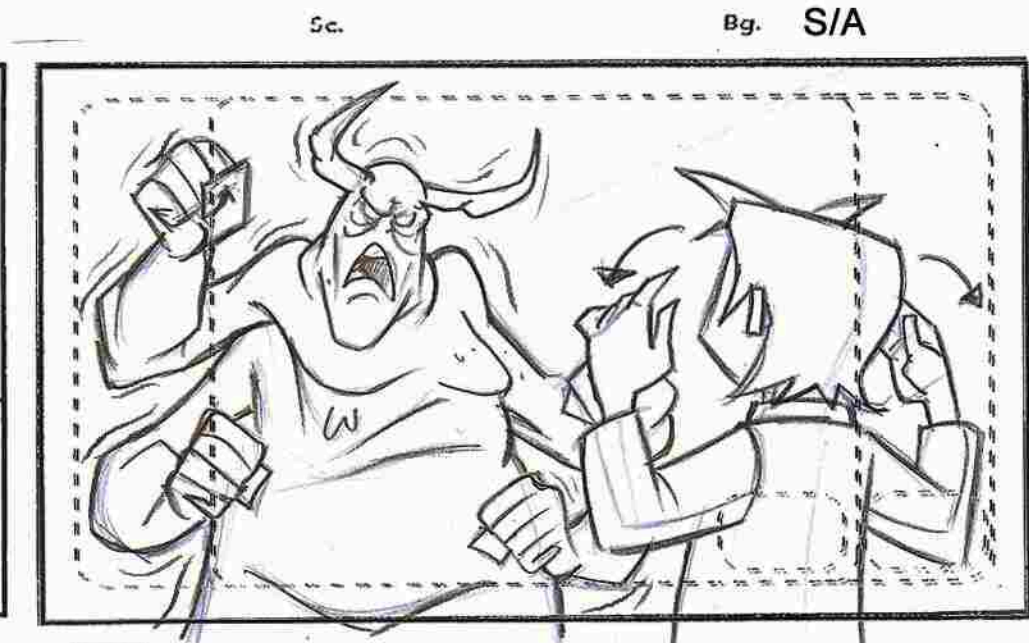


2



Timing:

<b>ACTION</b>	day    night
Wide on the Beast shaking and contorting. Zak is taken aback.	
SFX:(Wet Bone Crunching)	
<b>DIAL</b>	



1

Timing:

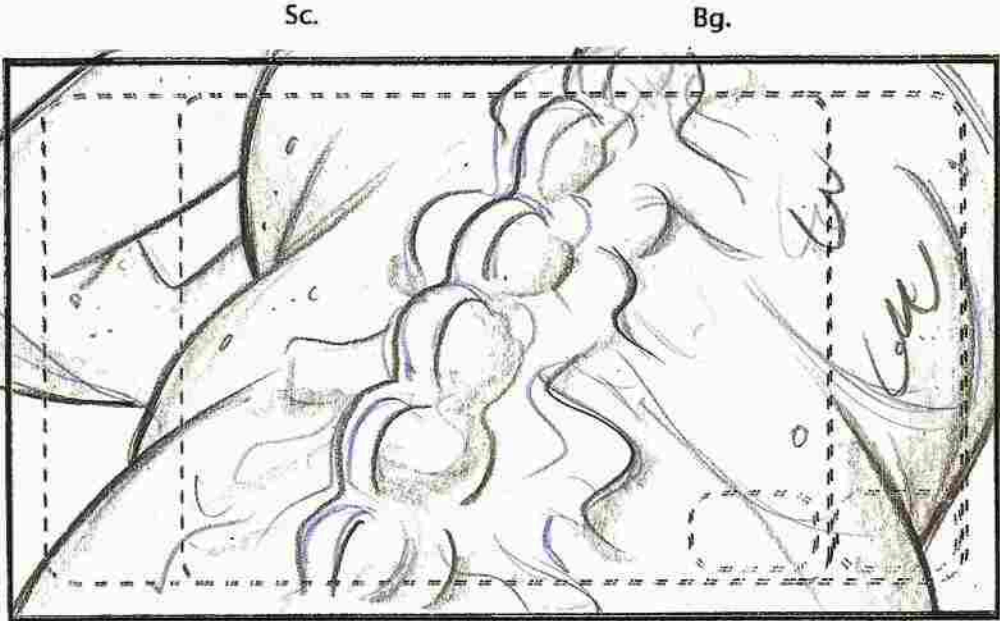




# THE SECRET SATURDAYS

CUT

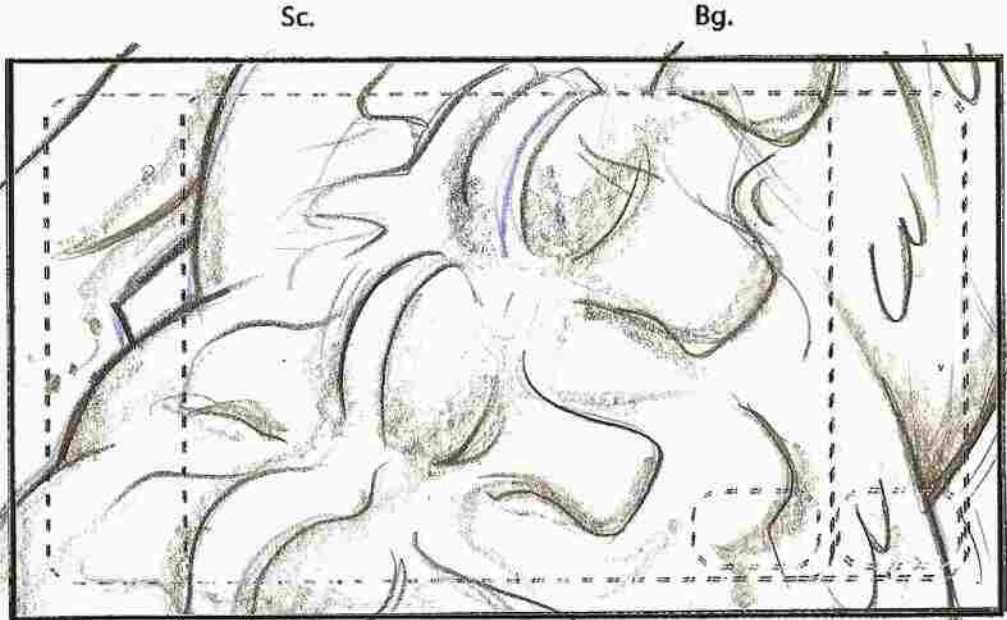
ACTION	day	night
Close on the Beast's back. The bones under the skin ripple and shift.		
SFX: (Wet Bone Crunching and Popping)		
DIAL		



1

Timing:

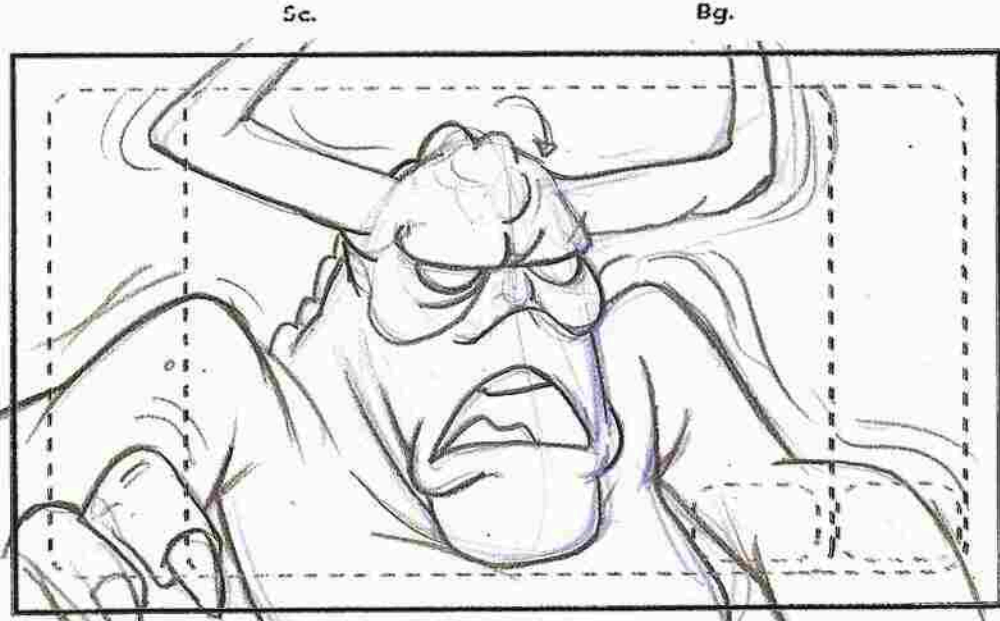
ACTION	day	night
DIAL		



2

CUT

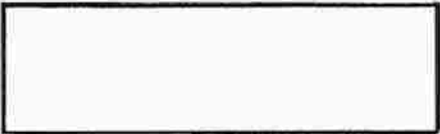
ACTION	day	night
Angle on the Beast's head and shoulders. Everything shifts and ripples under it's skin.		
SFX: (Wet Bone Crunching and Popping)		
DIAL		



1

Timing:





# THE SECRET SATURDAYS

Sc.

Bg.

ACTION

day night

The Beast turns into a Bull-Beast.

DIAL



2

Timing:

CUT

Sc.

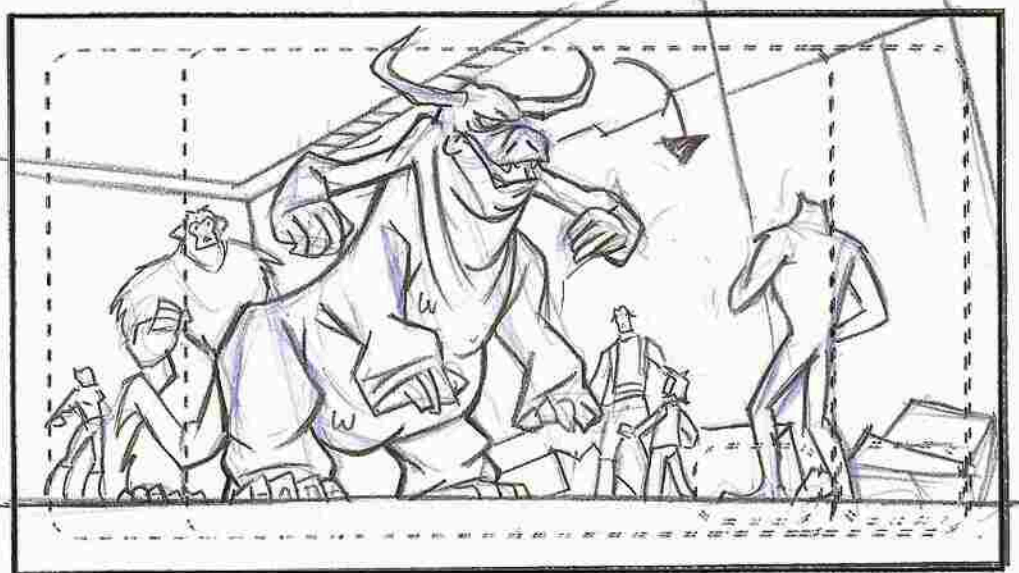
Bg.

ACTION

day night

Wide on scene. The Beast has completely changed into a Bull-Shape. Everyone is shocked into immobility.

DIAL



1

Timing:

Sc.

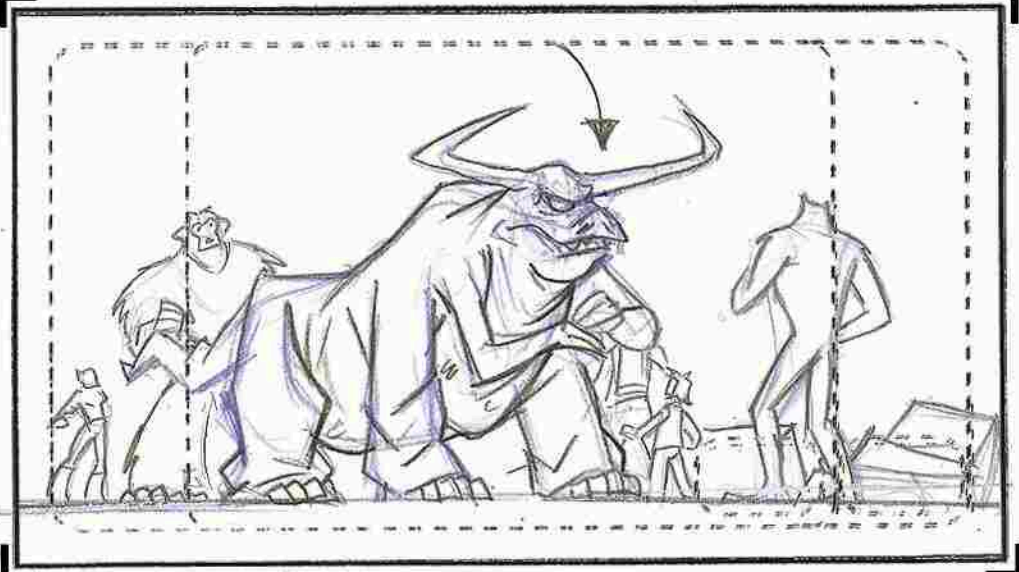
Bg.

ACTION

day night

The Bull-Beast drops down onto its 4 legs.  
(Camera Shake)

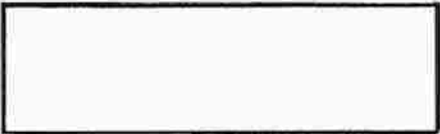
DIAL



2

Timing:





# THE SECRET SATURDAYS

CUT

ACTION

day night

Close on a worried looking Fisk.

DIAL

Fisk:

<Whoa>



1

Timing:

CUT

ACTION

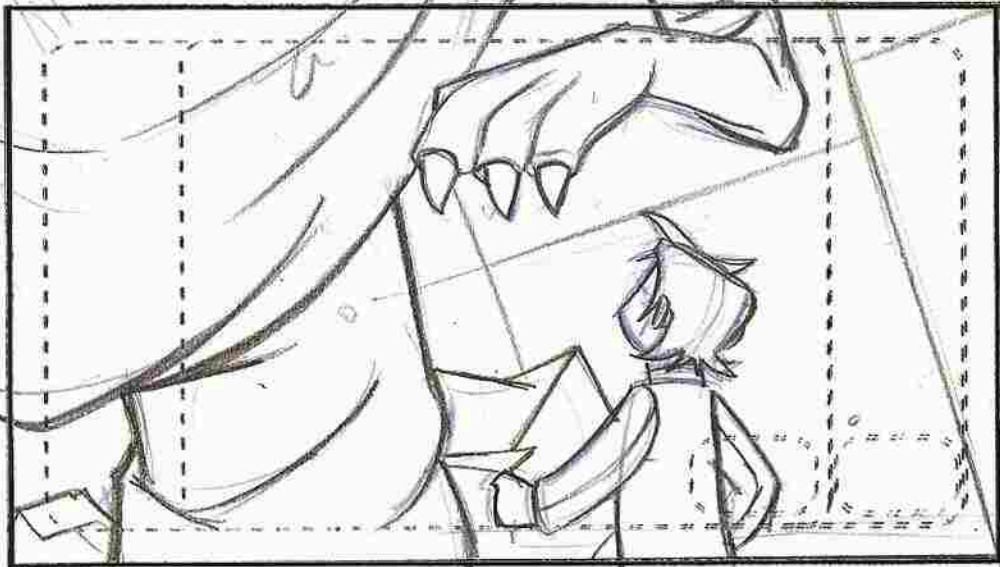
day night

Close on Zak standing in front of the Gigantic Bull-Beast.

DIAL

Bull-Beast:

<Snorting>



1

Timing:

ACTION

day night

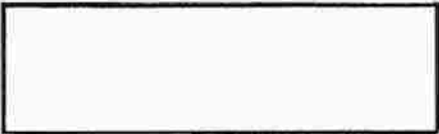
Bull-Beast leans down to get a closer look at Zak.

DIAL



2

Timing:



# THE SECRET SATURDAYS

Sc.

Bg.

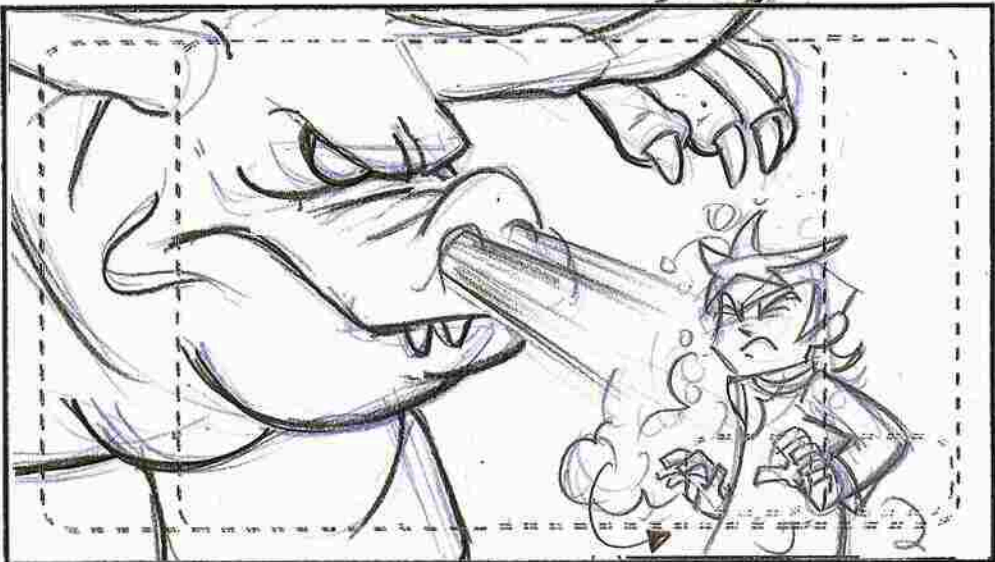
**ACTION**

day night

Bull-Beast snorts on Zak.

EFX:(ST Snort/Steam)

**DIAL**



3

Timing:

Sc.

Bg.

**ACTION**

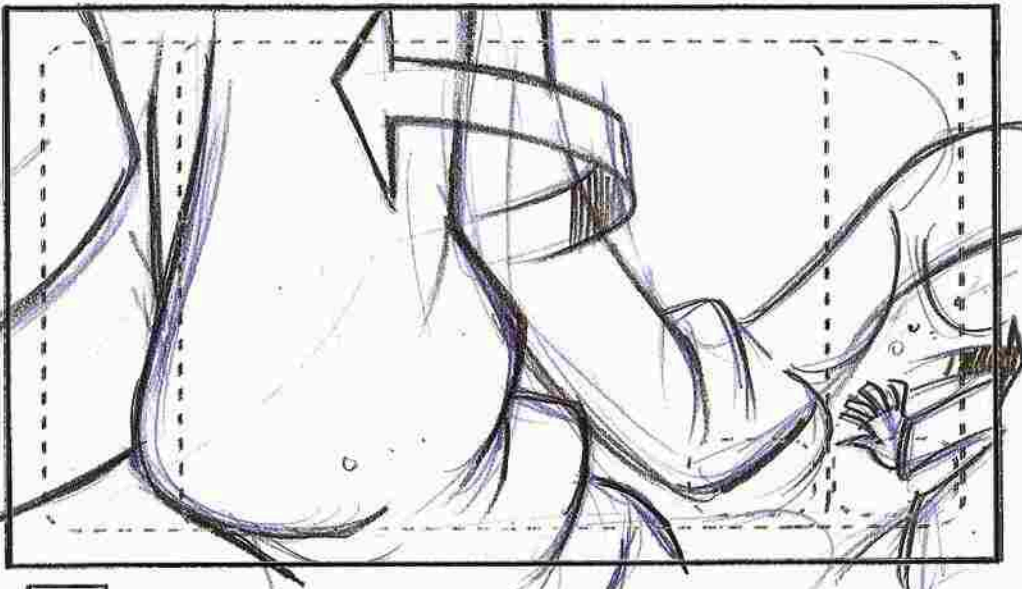
day night

Bull-Beast suddenly turns and it's tail swings around and sends Zak flying out of scene.

SFX:(Impact)

DIAL Zak:

<Oooff!>



4

Sc.

Bg.

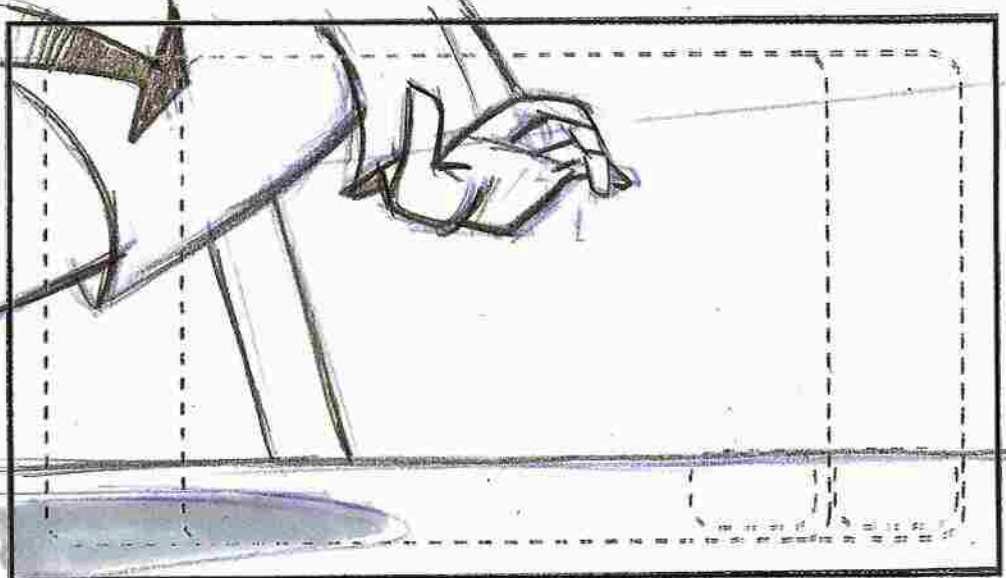
**ACTION**

day night

Angle on wall. Zak comes flying in.....

EFX: (DX Shadow)

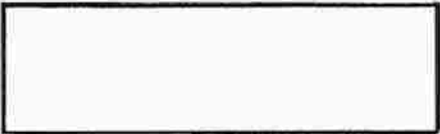
**DIAL**



1

Timing:





# THE SECRET SATURDAYS

Sc.

Bg.

**ACTION**

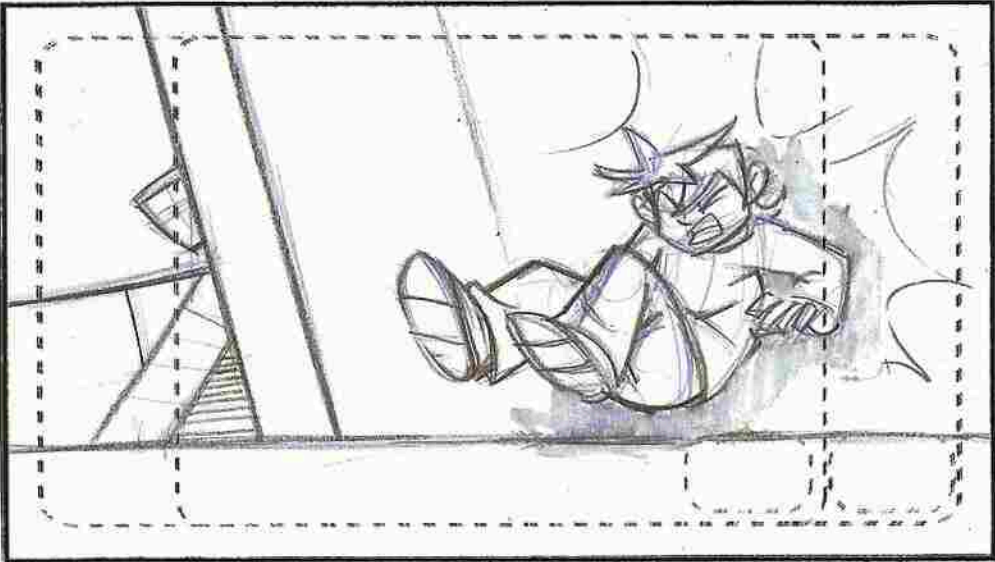
day night

He slams into the wall.

EFX:(DX Shadow)

DIAL Zak:

<OOF!>



2

Timing:

**CUT**

Sc.

Bg.

**ACTION**

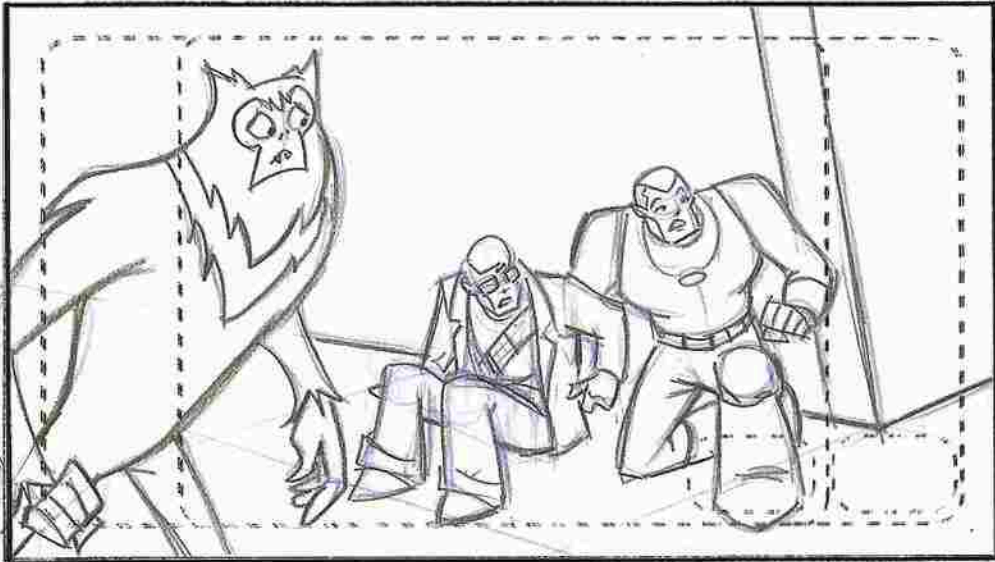
day night

Wide on Fisk, Doc and Beeman looking over at OS Zak, concerned.

EFX:(DX Shadow)

DIAL Doc: Zak!

Fisk: <alarmed noise>



1

**CUT**

Sc.

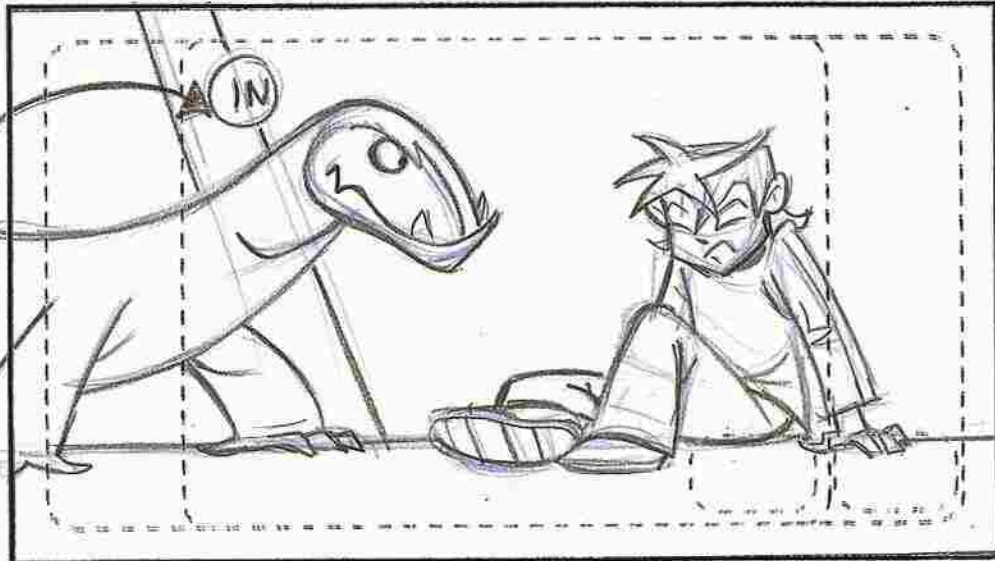
Bg.

**ACTION**

day night

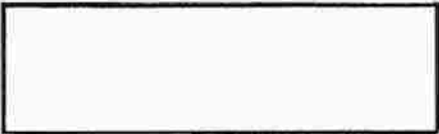
Close on Zak. Komodo enter scene, checking out Zak.

DIAL



1

Timing:



# THE SECRET SATURDAYS

Sc.

Bg.

**ACTION**

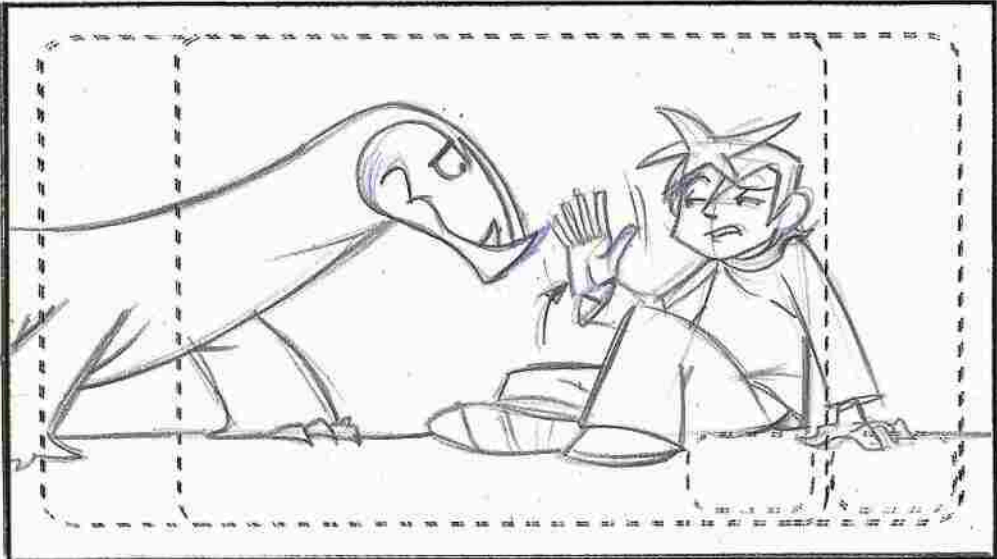
day night

Komodo nudges in closer to make sure Zak is okay. Zak waves him off...

**DIAL**

Zak:

I'm fine.



2

Timing:

Sc.

Bg.

**ACTION**

day night

They both turn and glare at the OS Bull-Beast.

**DIAL** Zak:(contd)

But I'm starting to see the problem here.



3

Sc.

Bg.

**ACTION**

day night

Close On Doc and Beeman.

**DIAL** Beeman:

Golly proud papa.



1

Timing:

CUT





# THE SECRET SATURDAYS

Sc.

Bg.

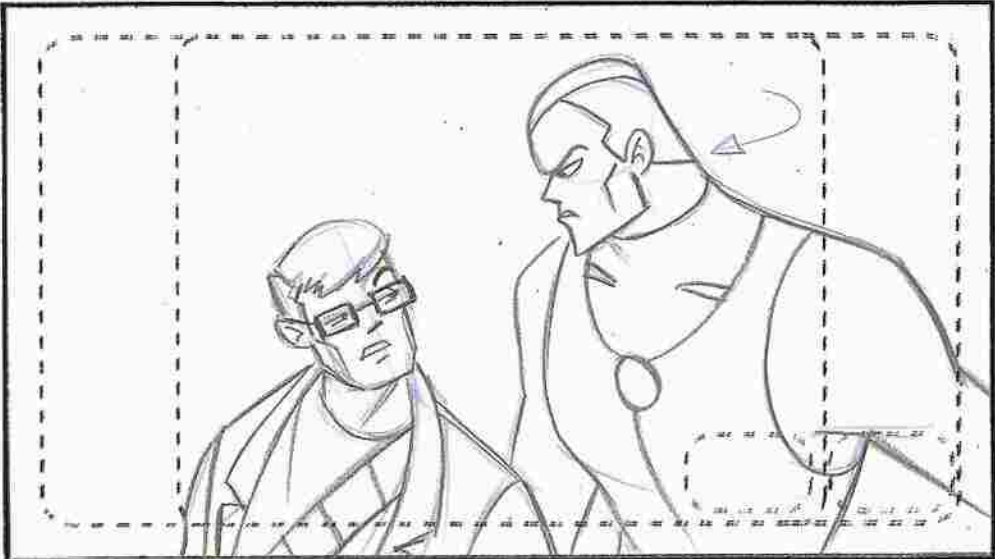
**ACTION**

day night

Doc turns to Beeman.

**DIAL** Beeman: (contd)

What a quick learner you've raised.



2

Timing:

Sc.

Bg.

**ACTION**

day night

Doc ignores Beeman and looks at his cryptipedia.

**DIAL** Doc:

I'll confirm in the cryptipedia,...



3

**CUT** Timing:

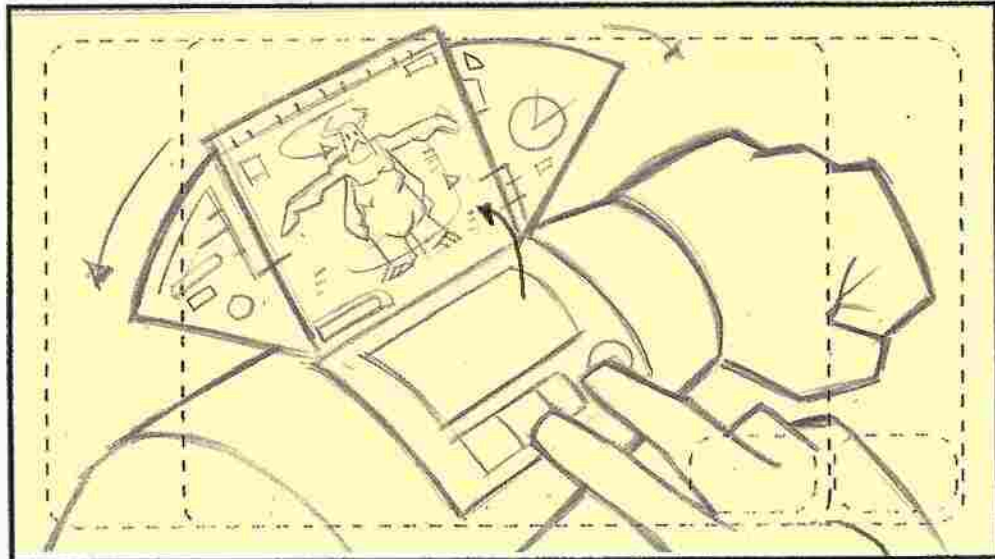
**ACTION**

day night

Close on Doc's Cryptipedia. On the display a CG model of the Beast rotates, stats scroll on the other screens.

**DIAL** Doc: (contd) [OS]

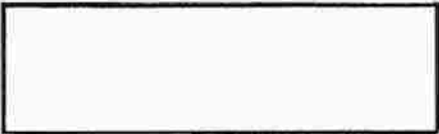
...but off-hand, I'd say you caught yourselves...



1

Timing:

OUT



# THE SECRET SATURDAYS

HU  
▼

Sc.

Bg.

**ACTION**

day night

Wider on Doc and Beeman. Doc turns to Beeman.

**DIAL** Doc: (contd)

...a Revolving Beast



1

Timing:

Sc.

Bg.

**ACTION**

day night

They both look up at the OS Beast.

**DIAL** Beast: [OS]

<ROAR>



2

OUT

CUT  
▼

Sc.

Bg.

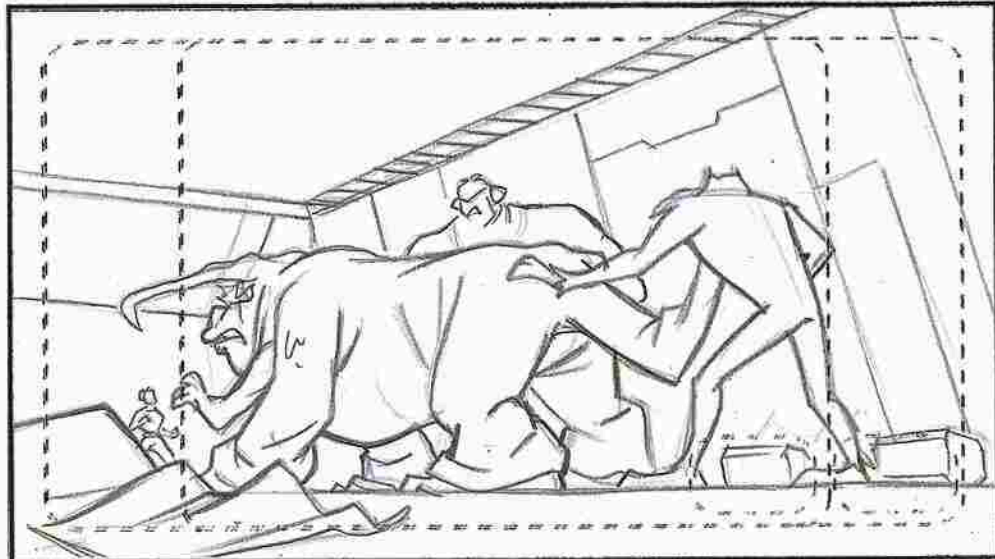
**ACTION**

day night

Wide on Containment Room. The Bull-Beast is again confronted by Fisk, Hibagon, and Grey.

EFX:( DX Shadows)

**DIAL**



1

Timing:





# THE SECRET SATURDAYS

Page 30

Sc.

Bg.

**ACTION**

day night

The Beast suddenly whips around..it's started to transform again. Fisk and Hibagon back away.

**DIAL**



2

Timing:

Sc.

Bg.

**ACTION**

day night

The Beast is turning into some kind of Insectoid...snapping claws and all.

**DIAL** Beast:  
<ROAR>



3

Timing:

Sc.

Bg.

**ACTION**

day night

Transformed completely into an Insecto-Beast, it lets out a roar and turns,.....

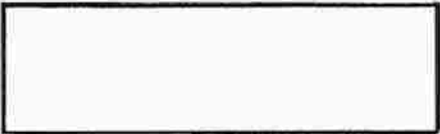
**DIAL** Insecto-Beast:  
<ROAR>



4

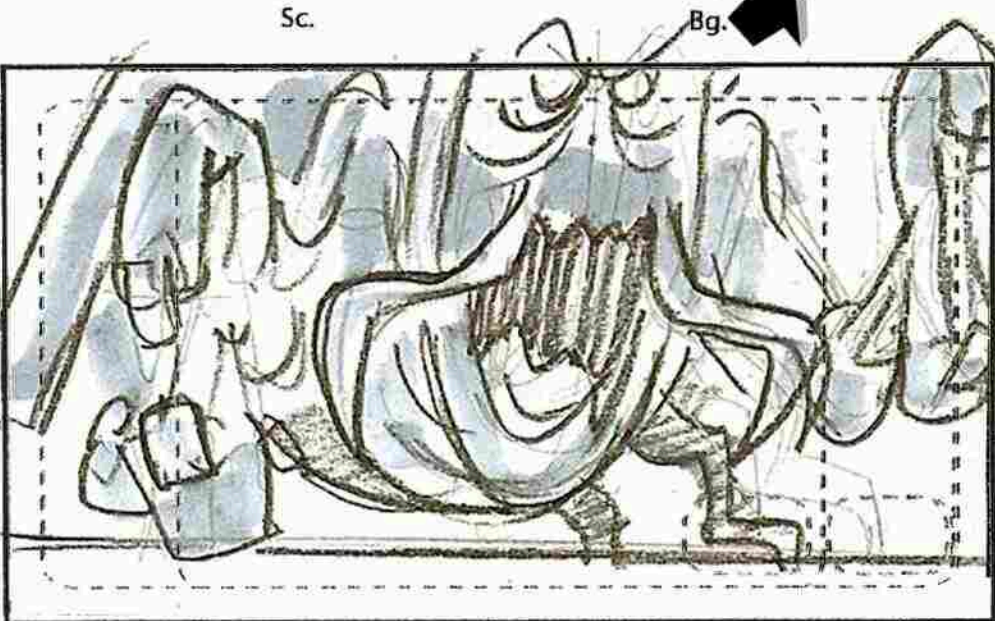
Timing:





THE SECRET SATURDAYS

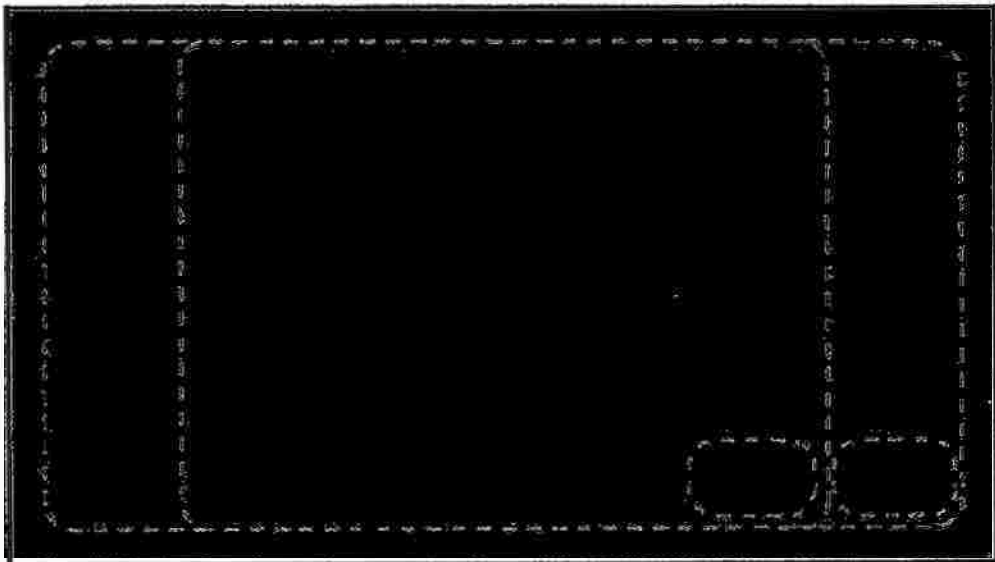
ACTION	day	night
	....rushing forward.	
EFX:(DX Shadow)		
DIAL		



5

Timing:

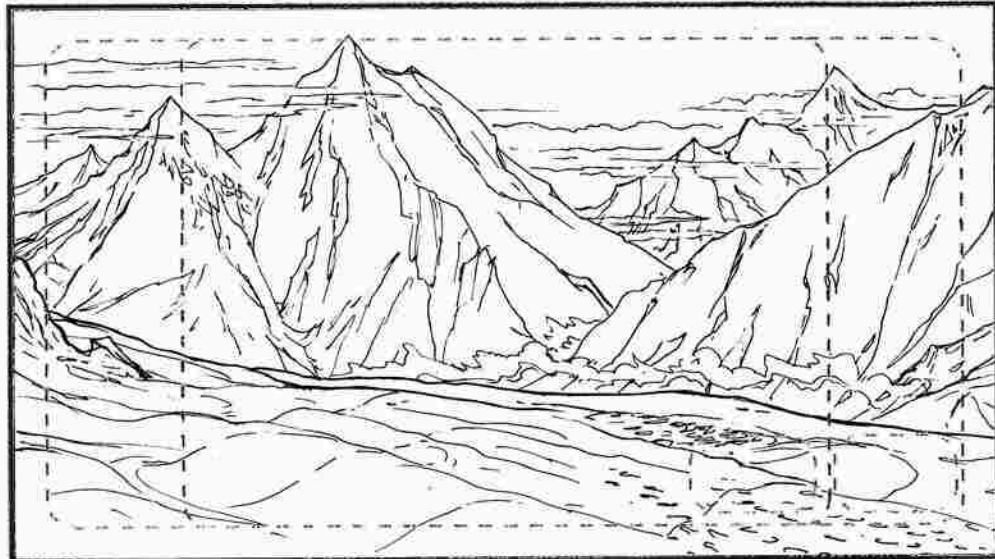
ACTION	day	night
	... filling screen.	
DIAL		



6

Timing: FADE

ACTION	day	night
	Scene slowly fades up to.... Ext. Himalayan Mountains. Snow blows across the desolate scene.	
EFX: (Blowing Snow)		
DIAL		



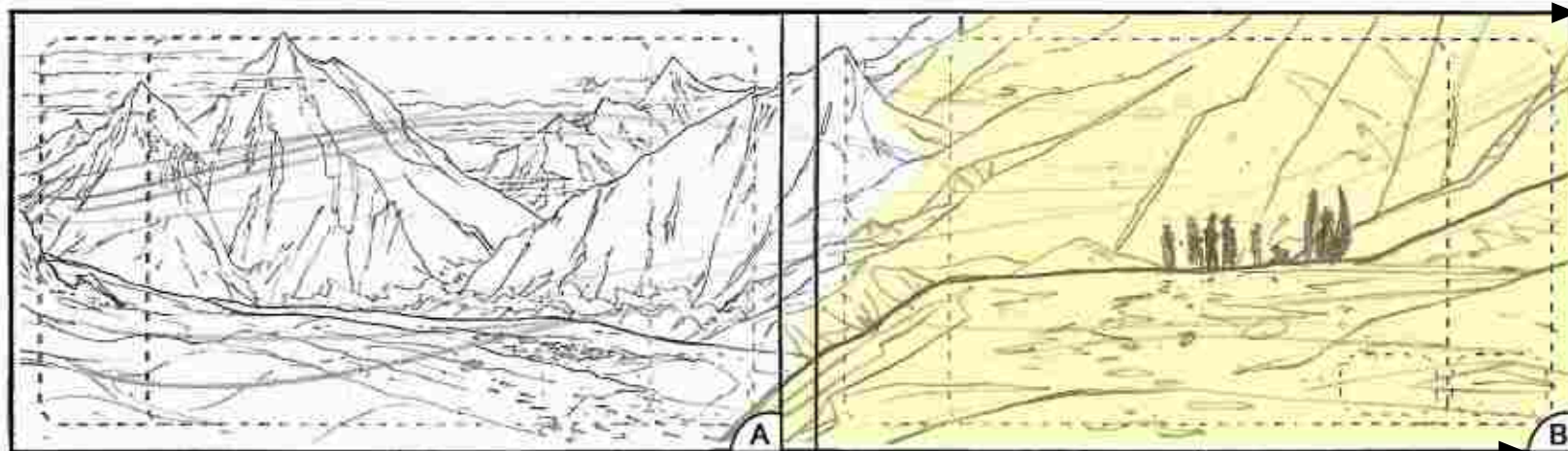
1

Timing:



# THE SECRET SATURDAYS

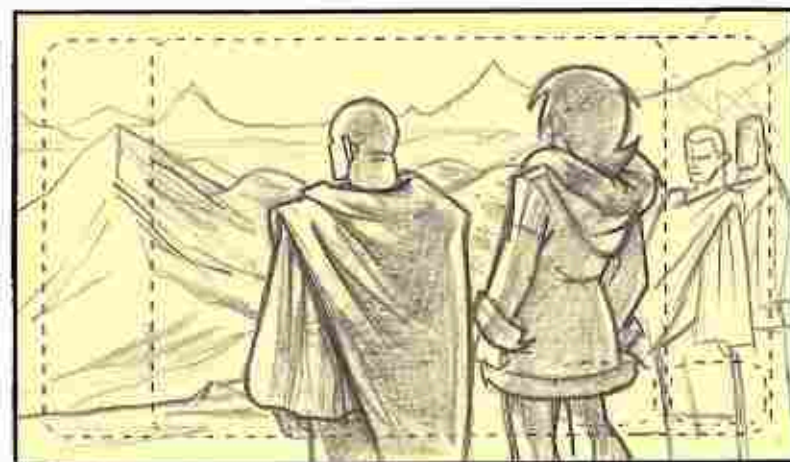
CUT



Start

(PAN)

Stop



**Action** Pan A - B across the windswept Himalayan mountainside. As we follow the footsteps left in the snow, they lead up to Drew, the Monks, Van Rook and Zon standing near a cliff overlooking the forbidding landscape.

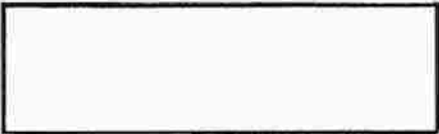
EFX: (S/T Wind Blown Snow)

Close on Drew standing beside the Oldest Monk.  
A couple of monks stand discreetly to one side.

EFX: (S/T Wind Blown Snow)

Dialog

Timing



# THE SECRET SATURDAYS

Sc.

Bg.

**ACTION**

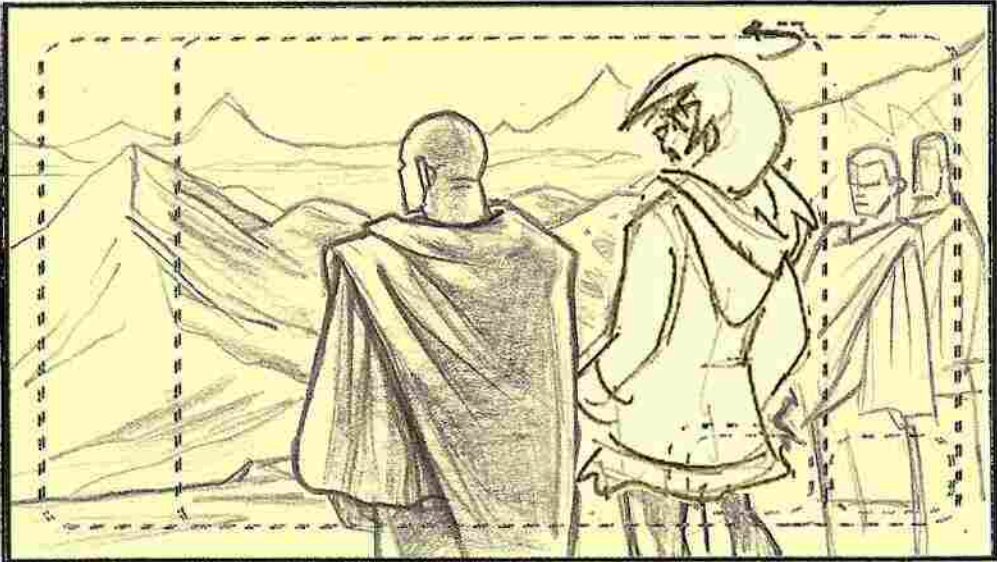
day night

Drew turns to the Old Monk.

EFX: (S/T Blown Snow)

**DIAL** Drew:

<heavy sigh> I don't think I've been back here since...well, since it happened.



2

Timing:

Sc.

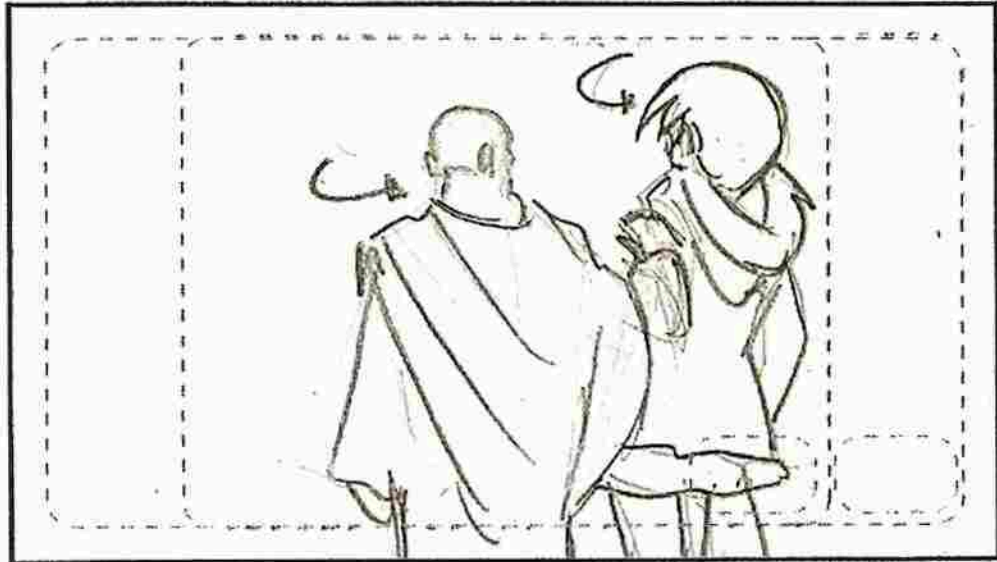
Bg.

**ACTION**

day night

The Monk places a comforting hand on Drew's shoulder.

**DIAL**



3

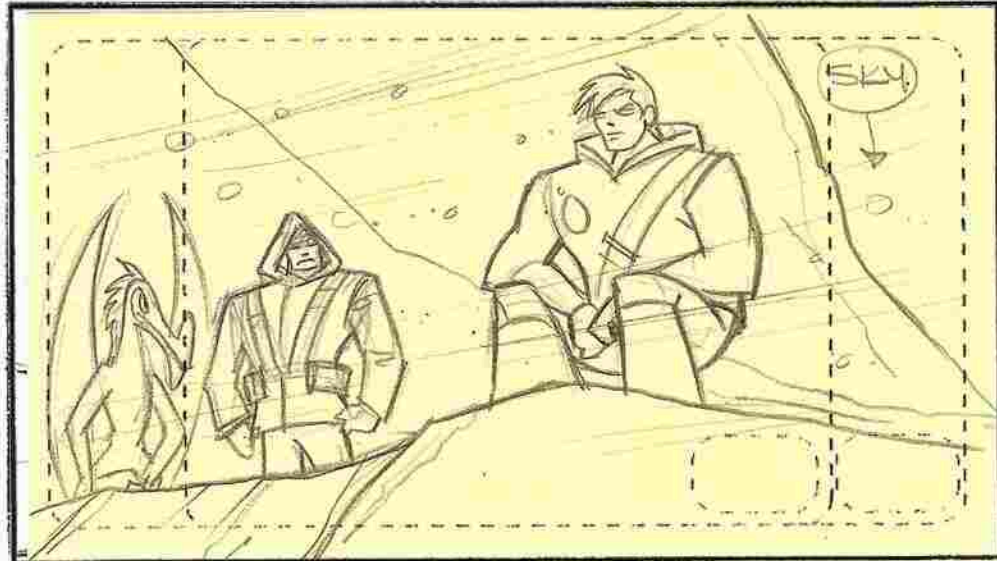
CUT

**ACTION**

day night

Angle on Doyle squatting near the edge of the cliff. He looks lost in thought. Zon and Van Rook stand near by.

**DIAL**



4

Timing:





# THE SECRET SATURDAYS

HU  
▼

Sc.

Bg.

**ACTION**

day night

Close on Doyle.

EFX: (S/T Blown Snow)

**DIAL** Doyle:

I remember this place.



2

Timing:

Sc.

Bg.

**ACTION**

day night

He looks down...

**DIAL** Doyle: (contd)

This slope....



3

Timing:

CUT  
▼

Sc.

Bg.

**ACTION**

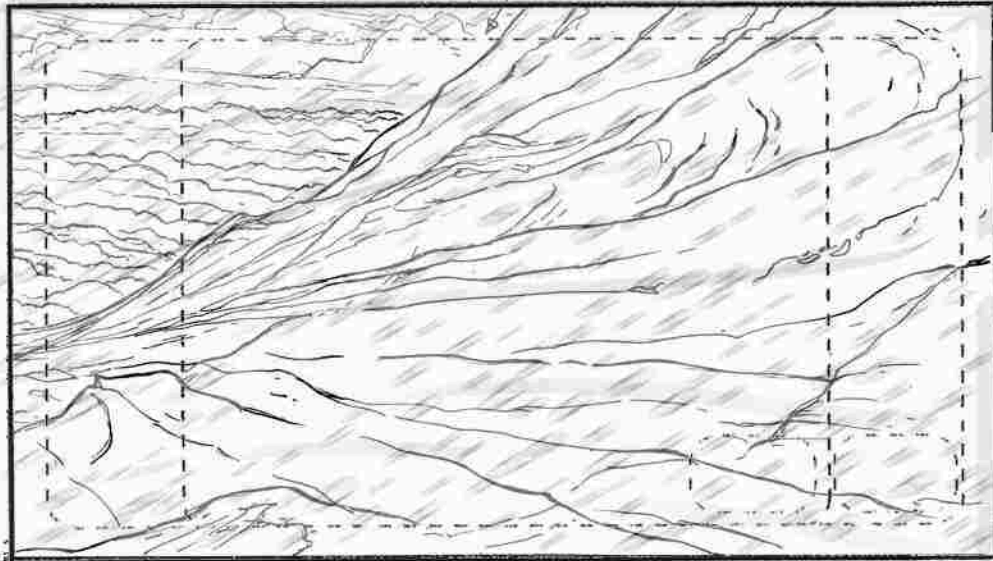
day night

Doyle's POV of Slope.

EFX: (S/T Blown Snow)

**DIAL** Doyle: (contd) [OS]

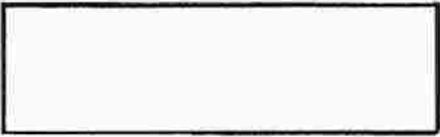
I was falling....



4

Timing:





# THE SECRET SATURDAYS

Page 35

X-DISS



Sc.

Bg.

**ACTION**

day night

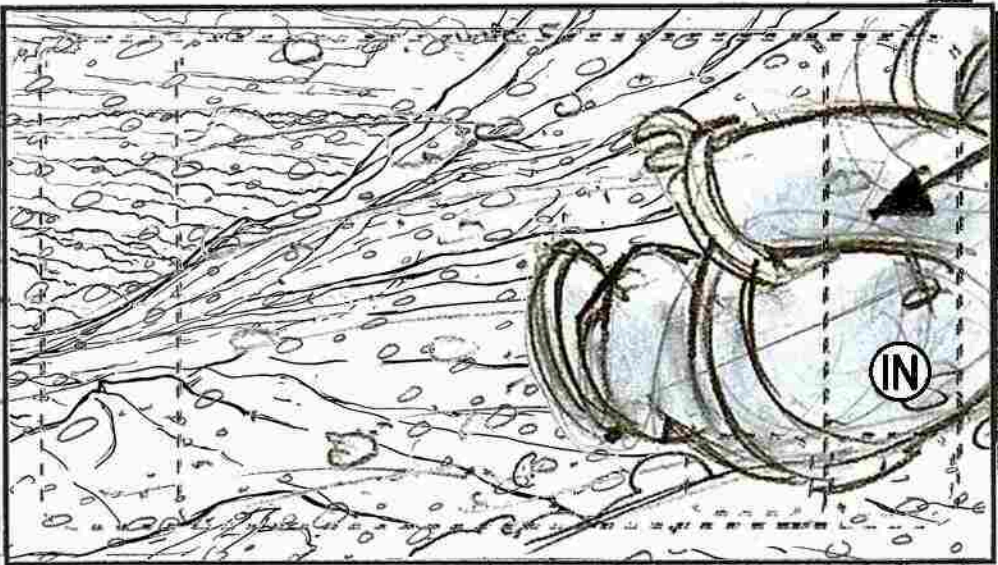
**Ripple Dissolve** to the same slope, a blizzard rages as a young Doyle slides into scene.

SFX:<Howling Wind>  
EFX:( S/T Blown Snow)

**DIAL**

Young Doyle: (Pre-Lap O.S)

<scared tumbling/sliding downhill>



2

Timing:

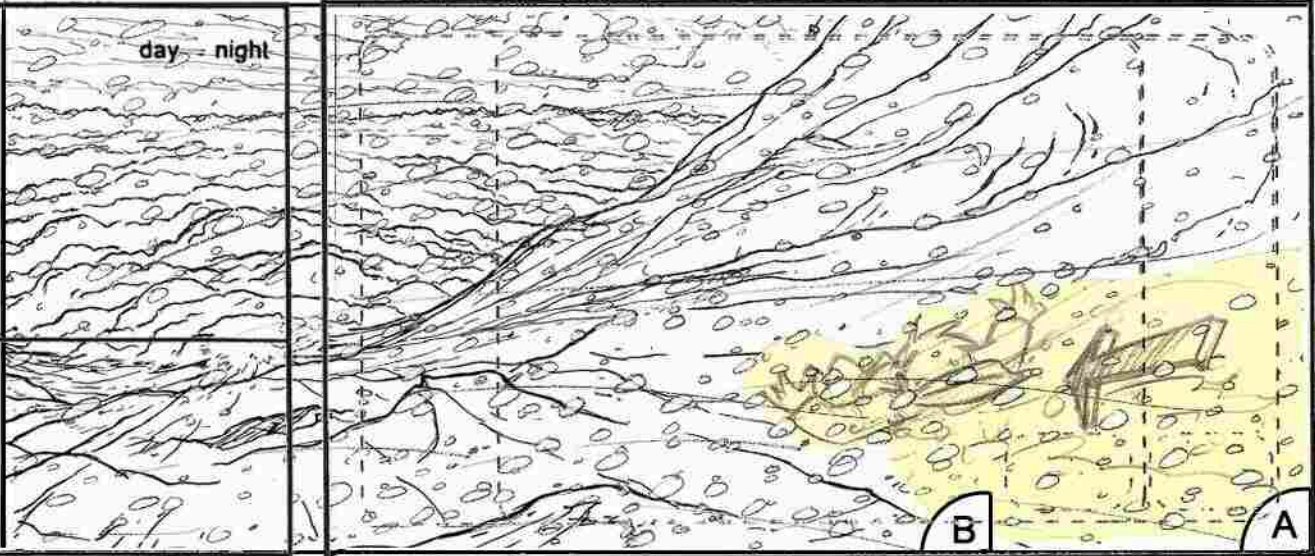
Sc.

Bg.

**ACTION**

day night

**DIAL**



3

Stop

(PAN)

Start

Timing:

Sc.

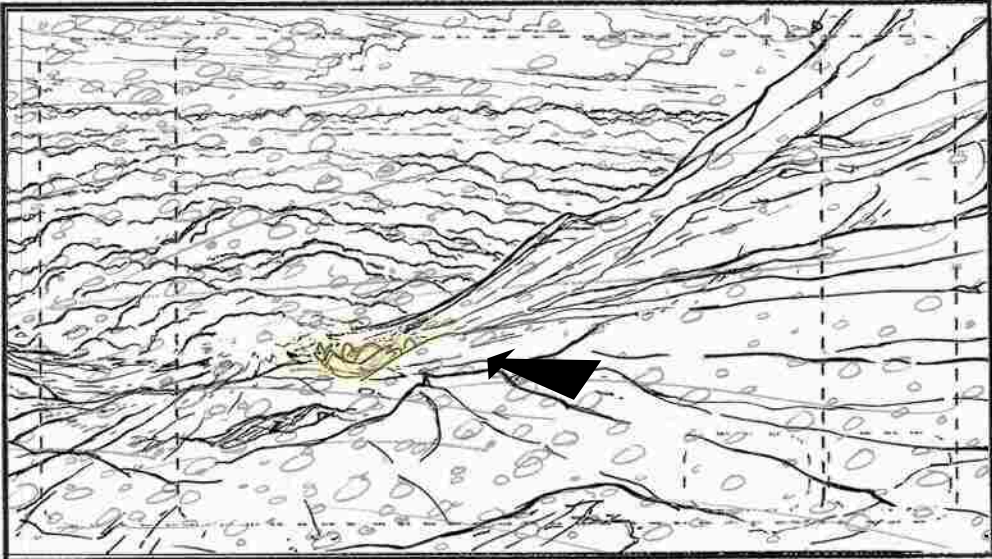
Bg.

**ACTION**

day night

Shift w/Anim A - B, as young Doyle slides down the slope.

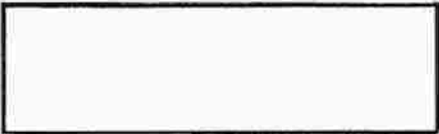
**DIAL**



4

Timing:





# THE SECRET SATURDAYS

HU  
▼

Sc.

Bg.

**ACTION**

day night

Wider on the Himalayan slope. Young Doyle tumbles down the side of the steep slope.

[Pan BG, Pan OL faster, Character gains forward, but not out]

SFX: <Howling Wind>  
EFX: (S/T Blown Snow)

**DIAL** Young Doyle: (V.O.)

I thought I'd never reach the bottom...



1

Timing:

CUT  
▼

Sc.

Bg.

**ACTION**

day night

Ext. Tibetan Village - Night

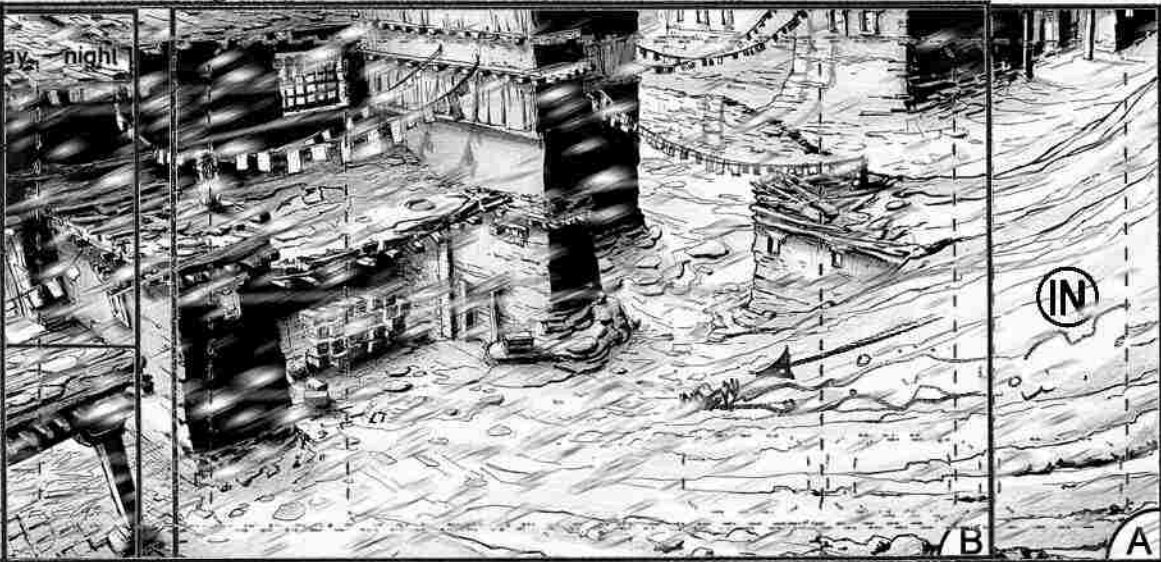
Angle on slope near a rundown Tibetan village. Young Doyle slides down the hill, heading straight towards a pile of chicken coops.

Pan w/Anim A-B

**DIAL**

EFX: (S/T Wind blown Snow)  
Young Doyle: (V.O.)

Unfortunately, I did.



1

Stop

Start

CUT  
▼

Sc.

Bg.

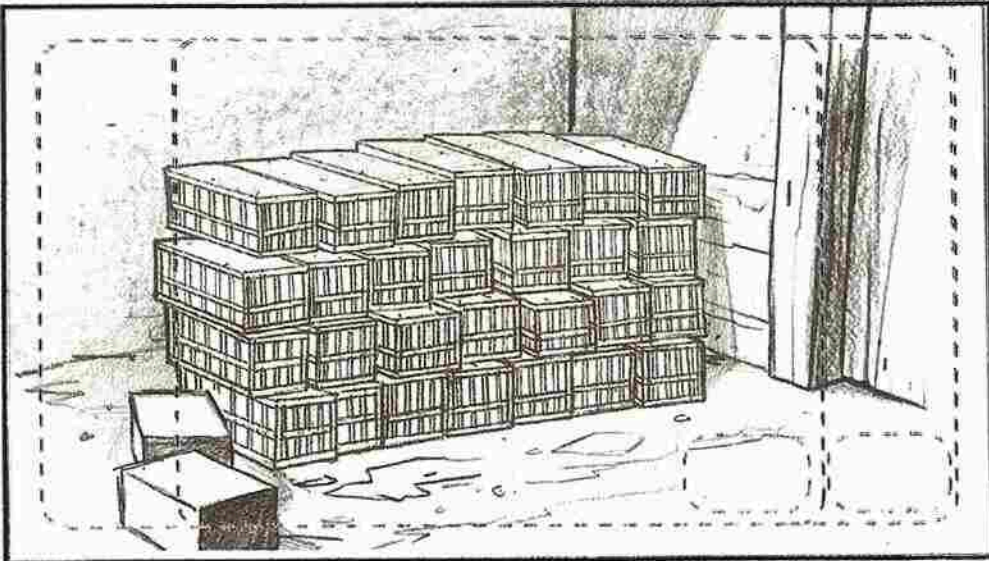
**ACTION**

day night

Close on stack of Chicken coops.

EFX: (S/T Wind blown Snow)

**DIAL**



1

Timing:





# THE SECRET SATURDAYS

Page 37

Sc.

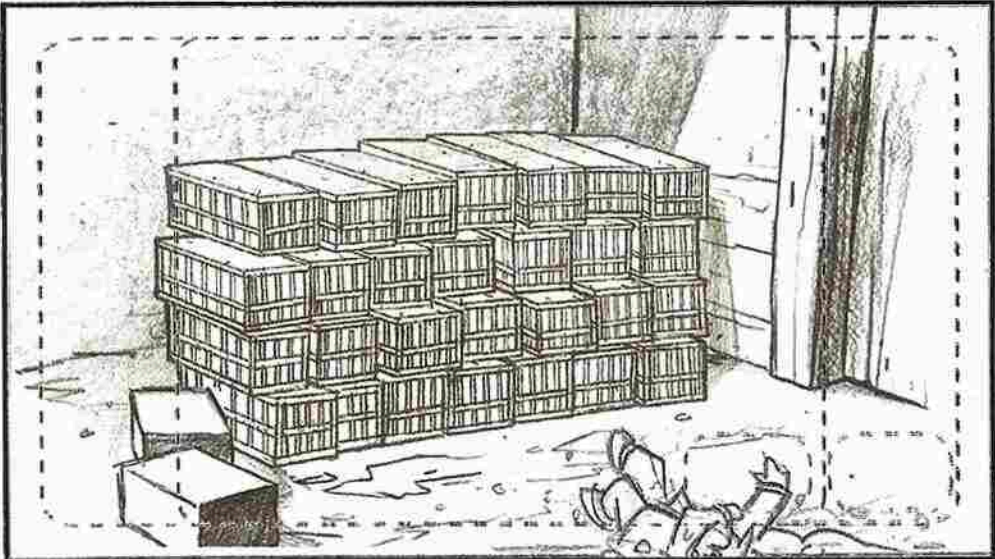
Bg.

**ACTION**

day night

Young Doyle slides in, heading straight for the coops.

**DIAL**



2

IN

Timing:

Sc.

Bg.

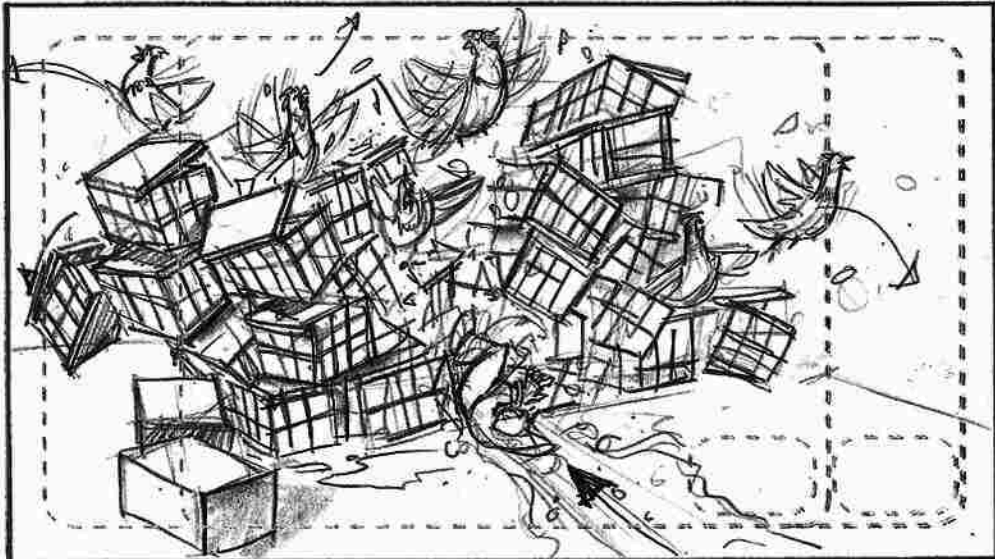
**ACTION**

day night

...smashing into them, scattering chickens and feathers everywhere.

SFX: <Breaking wood, Chicken Squawks>  
EFX: (S/T Dust, Feathers)

**DIAL**



3

Timing:

Sc.

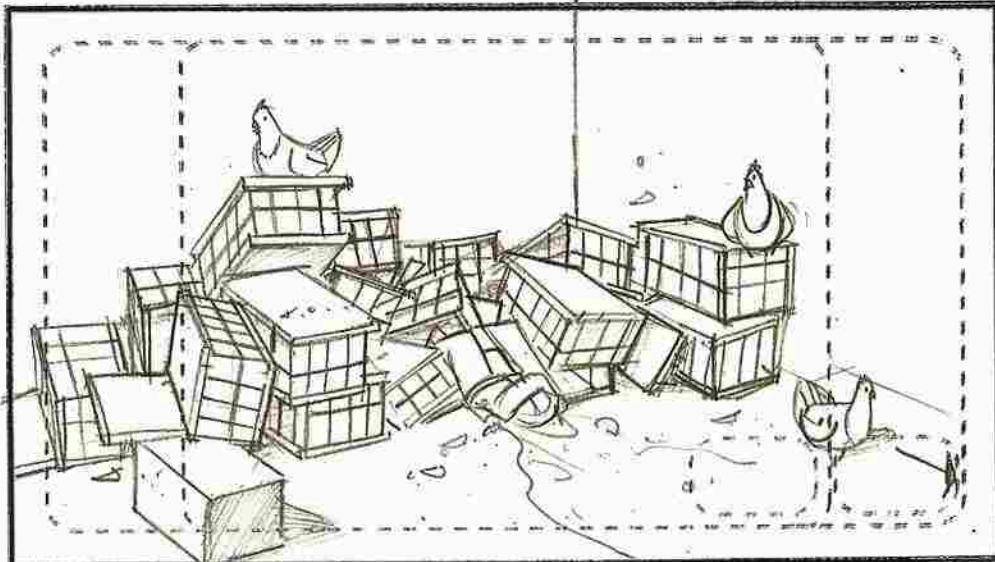
Bg.

**ACTION**

day night

The dust settles..chickens free-range...

**DIAL**



4

Timing:





# THE SECRET SATURDAYS

HU  
▼

Sc.

Bg.

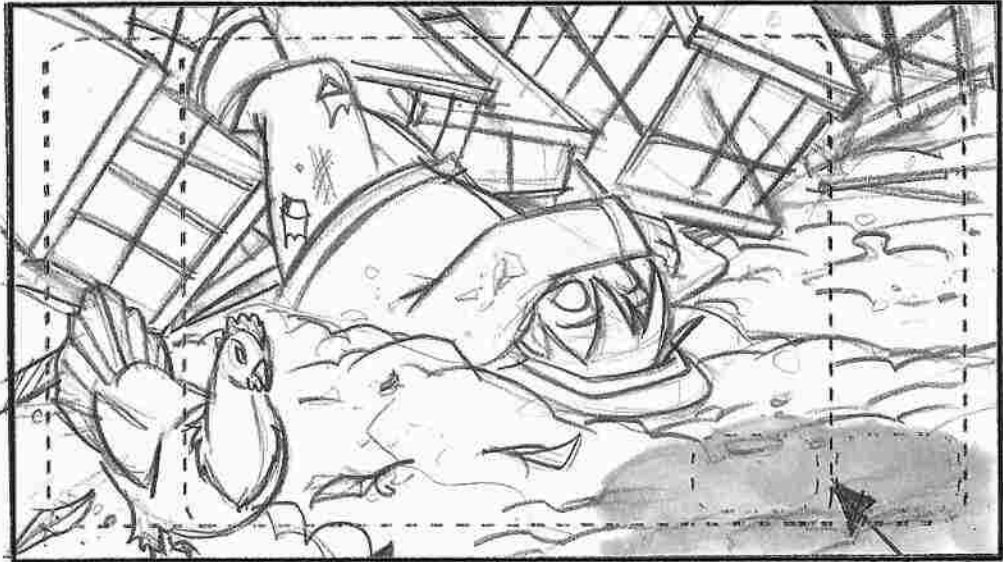
**ACTION**

day night

Close on Young Doyle, looking the worse for wear. A shadow slides in..

EFX:( DX Shadows)

**DIAL**



1

OUT

IN

Timing:

Sc.

Bg.

**ACTION**

day night

A scruffy pair of shoes, attached to even scruffier pants steps into scene.

**DIAL**



2

IN

Timing:  
HU  
▼

Sc.

Bg.

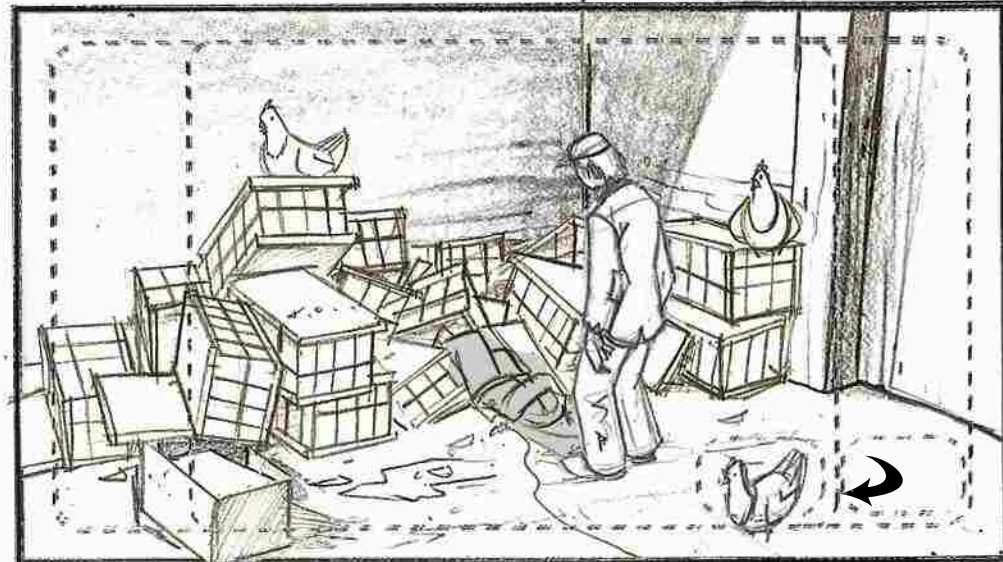
**ACTION**

day night

Wide on coop catastrophe. A Tibetan Villager stands in front of the semiconscious Young Doyle.

EFX:(DX Shadows)

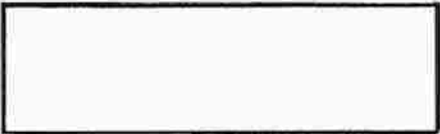
**DIAL**



1

Timing:





# THE SECRET SATURDAYS

Sc.

Bg.

ACTION

day night

The villager reaches down.

EFX:(DX Shadows)

DIAL



2

Timing:

CUT

Sc.

Bg.

ACTION

day night

Angle on Building near the Chicken Coops.

\*(the snow has tapered off at this point)

DIAL



1

Timing:

ACTION

day night

The Villager rises up into scene holding the Young Doyle by the hood of his parka. He is yelling at the stunned Doyle in Tibetan.

DIAL Villager:

<PG Tibetan cursing >



2

Timing:





# THE SECRET SATURDAYS

Sc.

Bg.

**ACTION**

day night

The villager continues to gesture angrily.

**DIAL**



2

Timing:

**CUT**

Sc.

Bg.

**ACTION**

day night

Int. Tibetan Orphanage.  
An older girl takes care of a fellow orphan. Another boy carries over a larger bowl of something.

EFX: (DX Shadow)

**DIAL**



1

Timing:

**ACTION**

day night

OS the sound of a wooden door creaks open. The orphans turn to look.  
A shadow appears on the floor.

**DIAL**

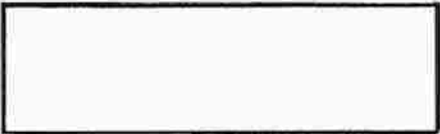


2

Timing:

IN





# THE SECRET SATURDAYS

Page 41

CUT

Sc.

Bg.

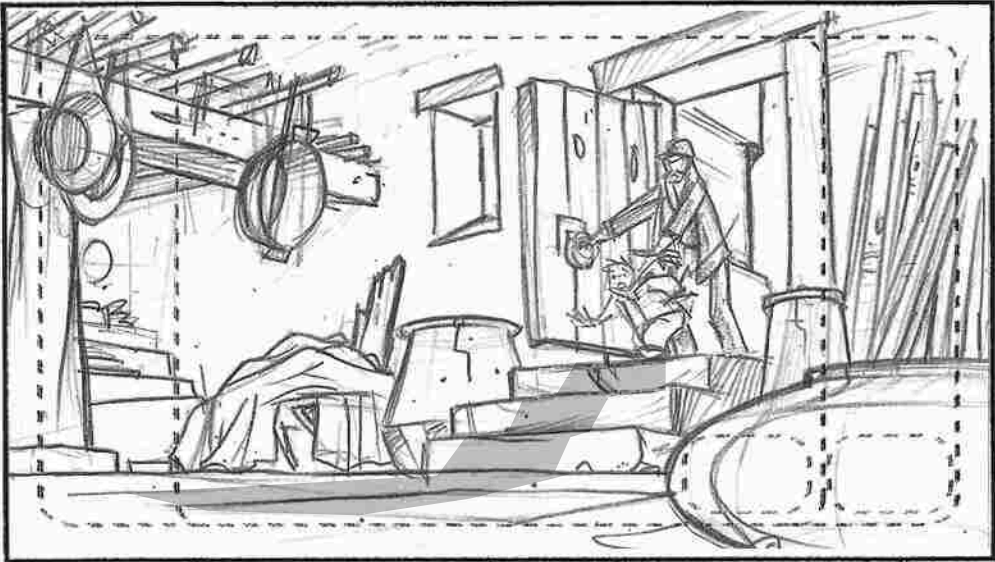
**ACTION**

day night

Angle on doorway to Tibetan Orphanage.

The villager is standing in the doorway holding the struggling Young Doyle.

**DIAL**



1

Timing:

Sc.

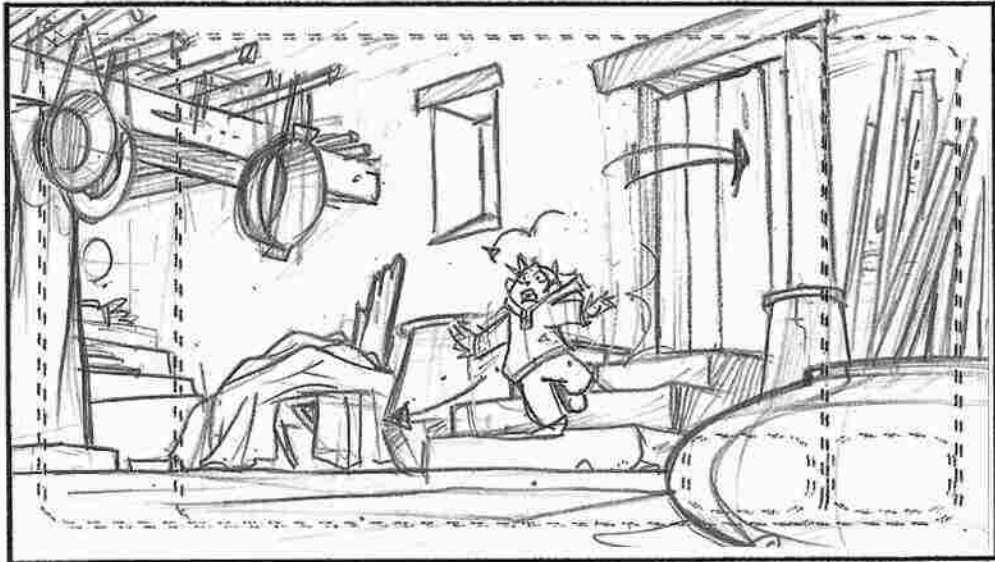
Bg.

**ACTION**

day night

He shoves Doyle down the stairs and leaves slamming the door behind him. Doyle stumbles forward.

**DIAL**



2

CUT

Sc.

Bg.

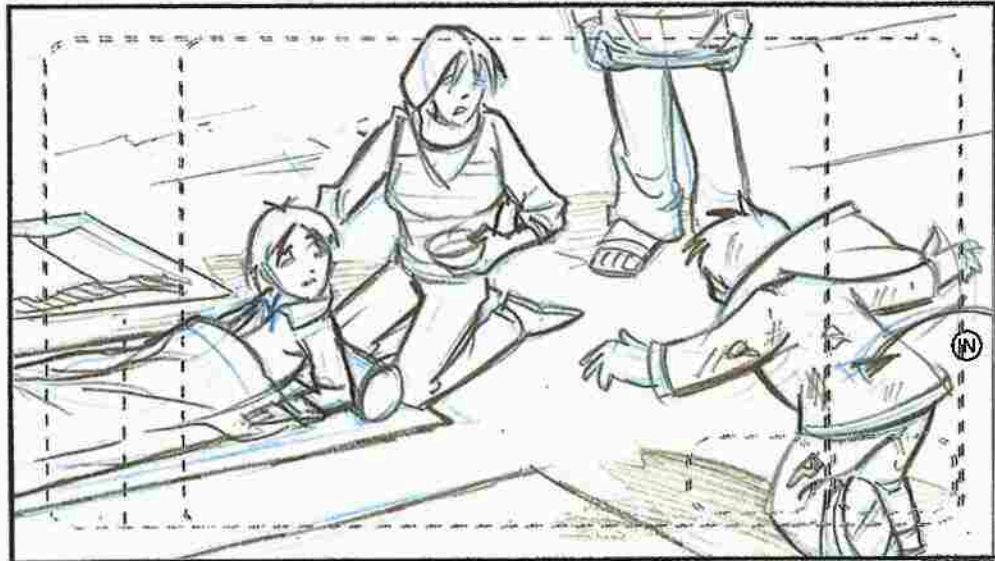
**ACTION**

day night

Closer on the older orphan. Young Doyle stumbles in towards her.

EFX:(DX Shadow)

**DIAL**



1

Timing:





# THE SECRET SATURDAYS

Sc.

Bg.

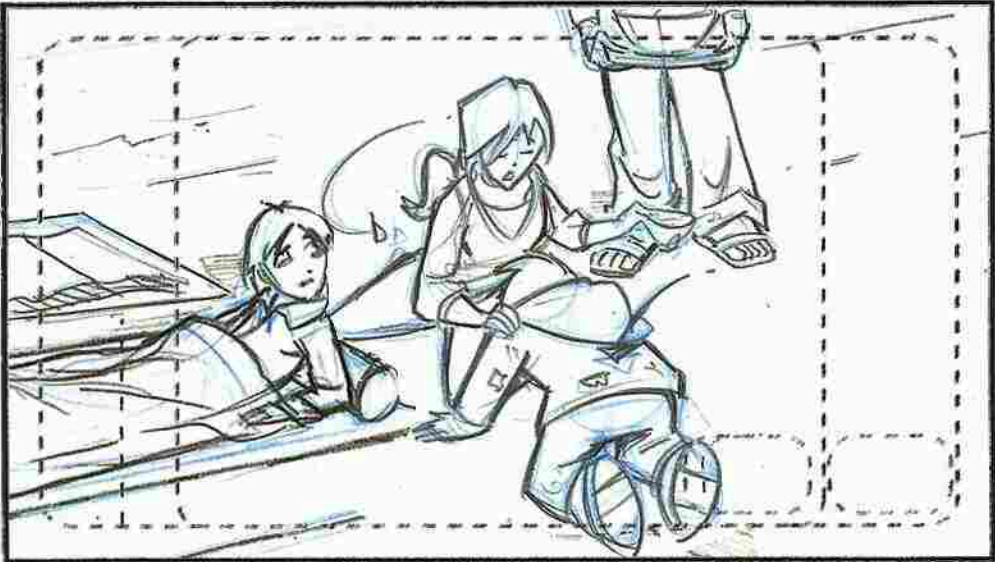
**ACTION**

day night

Doyle falls down in front of the girl who reaches over to support him.

EFX:(S/T Water drips)

**DIAL**



2

Timing:

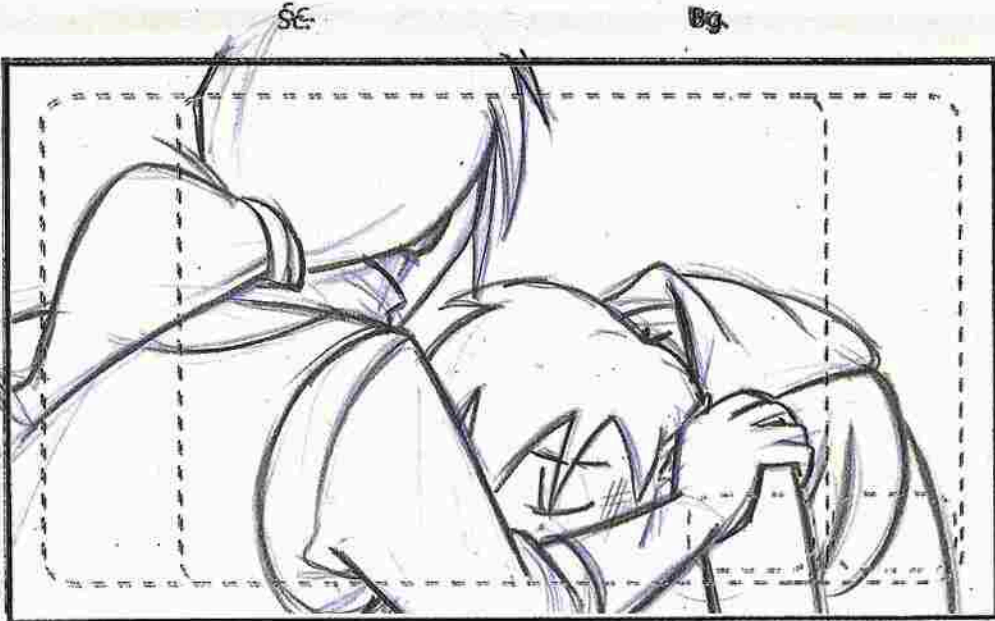
**CUT**

**ACTION**

day night

OTS Orphan Girl on a sobbing Doyle. She tries to sooth him.

**DIAL**



1

Timing:

**ACTION**

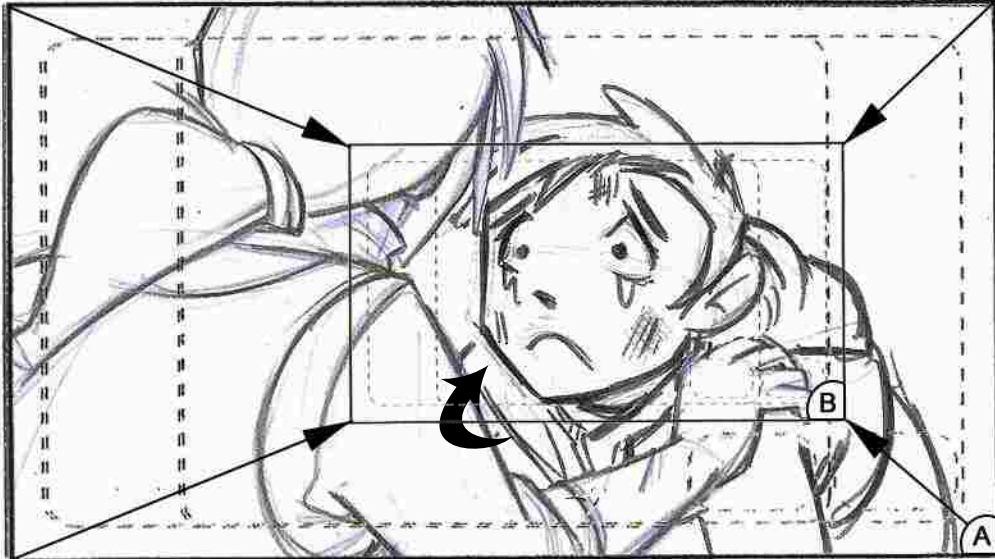
day night

Doyle looks up, tears well from his eyes.

Truck In A - B,  
Ripple-Dissolve during Truck in.

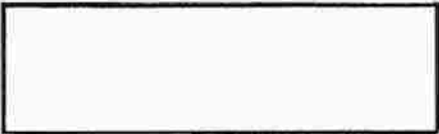
EFX:(S/T Tears)

**DIAL**



2

Timing:



# THE SECRET SATURDAYS

RIPPLE



Sc.

Bg.

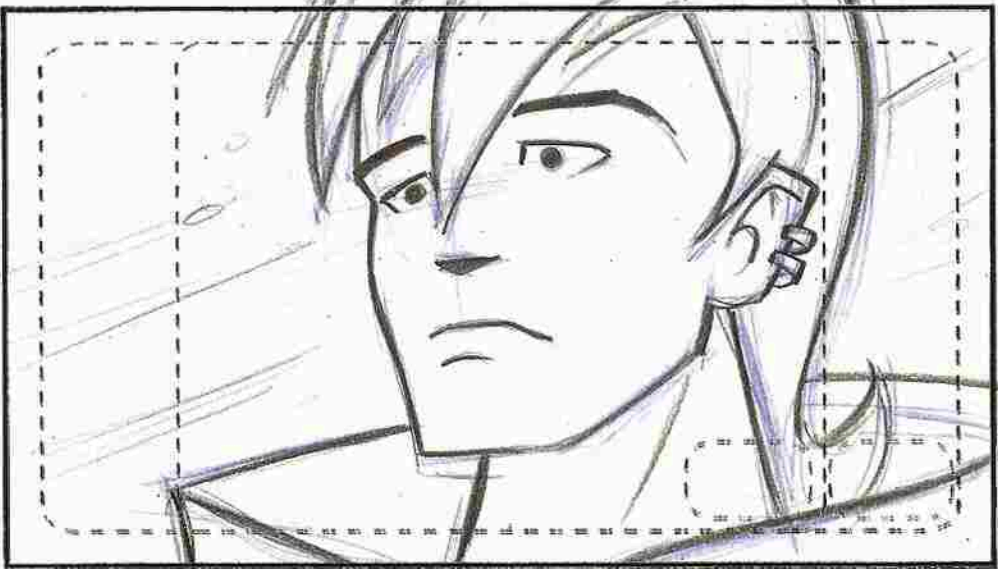
**ACTION**

day night

Ext. Himialayan Mountainside.  
Angle on present day Doyle

SFX:<Wind >  
EFX:(Wind Blown Snow)

**DIAL**



1

Timing:

Sc.

Bg.

**ACTION**

day night

Doyles Expression hardens.

**DIAL** Doyle:  
Two days later I wound up at the  
first stop....



2

Timing:

Sc.

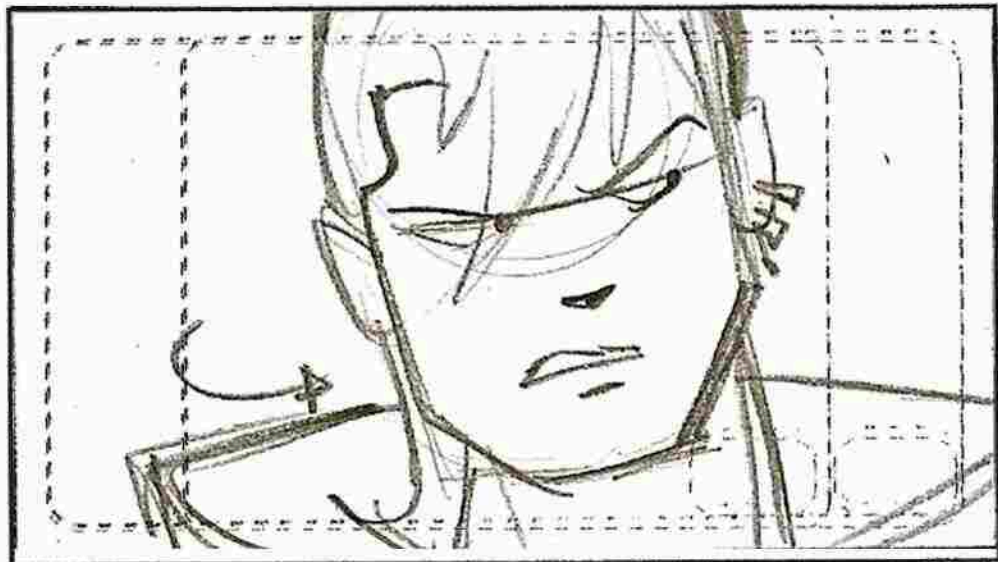
Bg.

**ACTION**

day night

Doyle turns.

**DIAL** Doyle: (contd)  
...on my Orphanage World Tour.....



3

Timing:





# THE SECRET SATURDAYS

HU  
▼

Sc.

Bg.

**ACTION**

day night

Wide on Doyle. Drew walks up to him. The monks stand behind her at a discreet distance.

EFX: (DX Shadows)

**DIAL** Drew:

Doyle I'm sorry.



1

Timing:

Sc.

Bg.

**ACTION**

day night

Doyle straightens up.

**DIAL** Drew: (contd)

I can't believe the differences between our fates came down to...



2

Timing:

Sc.

Bg.

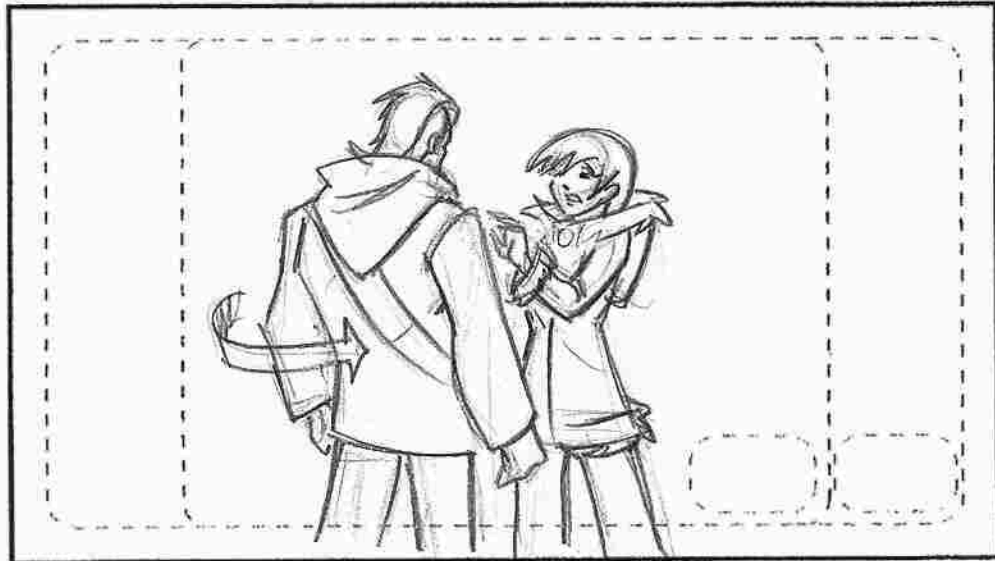
**ACTION**

day night

Doyle turns to Drew, who reaches up and places her hand on his shoulder.

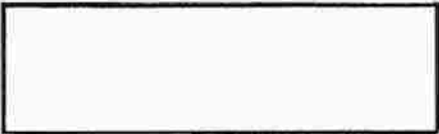
**DIAL** Drew: (contd)

...which way that storm tore our family apart.



3

Timing:



# THE SECRET SATURDAYS

HU  
▼

Sc.

Bg.

ACTION

day night

Close on Doyle and Drew.

DIAL



1

Timing:

Sc.

Bg.

ACTION

day night

Doyle looks up.

DIAL



2

Timing:  
CUT  
▼

Sc.

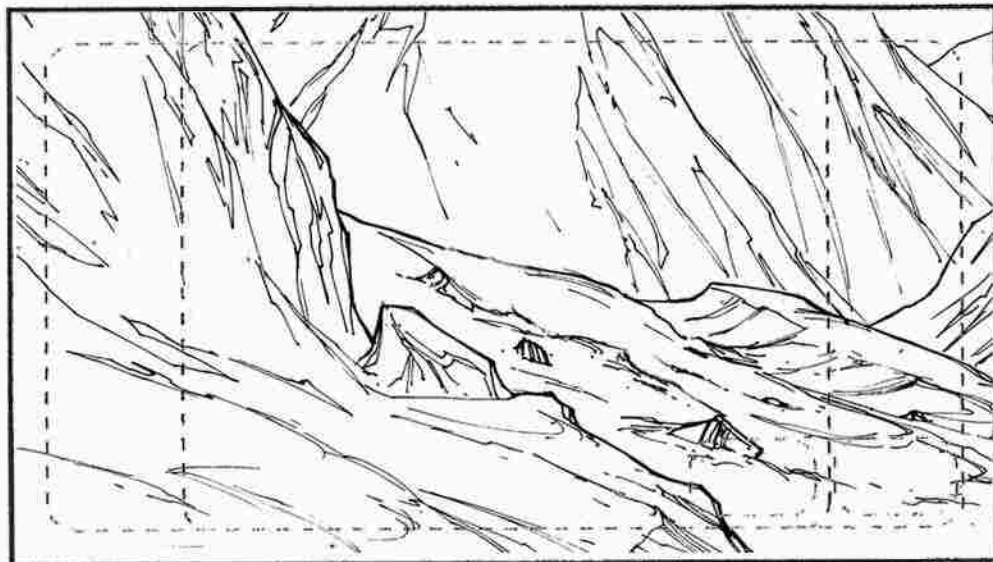
Bg.

ACTION

day night

Doyle's POV...something about this area seems familiar to him.

DIAL



1

Timing:





# THE SECRET SATURDAYS

HU  
▼

Sc.

Bg. S/A

**ACTION**

day night

Angle on Doyle and Drew.  
Pan A - B w/anim as Doyle walks past  
Drew.

EFX:(DX Shadows)

**DIAL** Doyle:

No. Not the storm.



1

Timing:

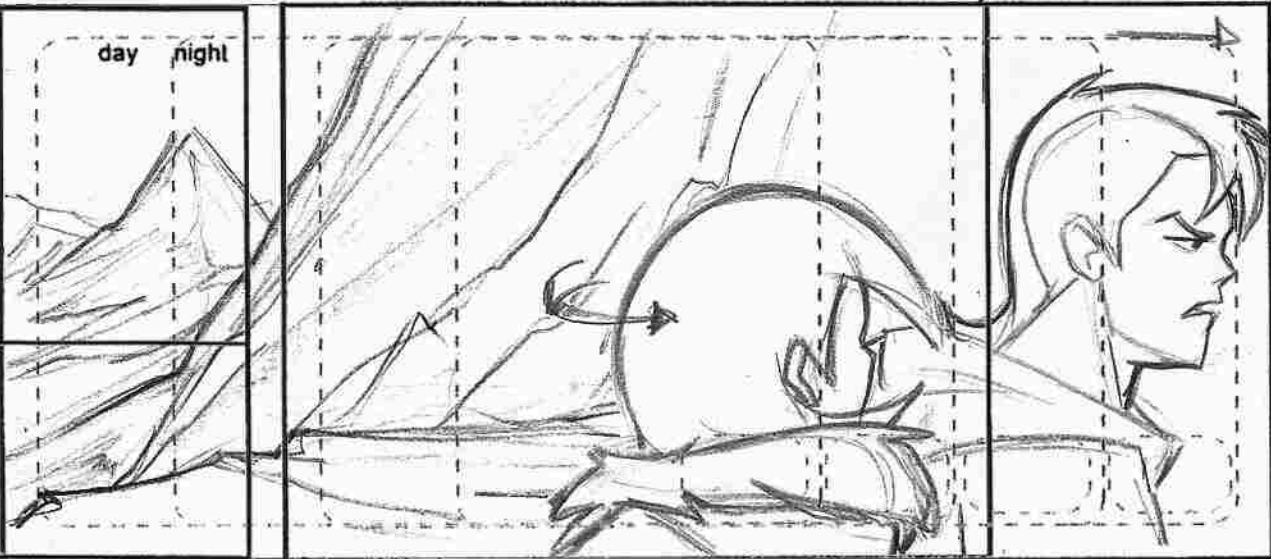
Sc.

Bg.

**ACTION**

day night

**DIAL**



2 Start — (Pan) —> Stop

Timing:  
HU  
▼

Sc.

Bg.

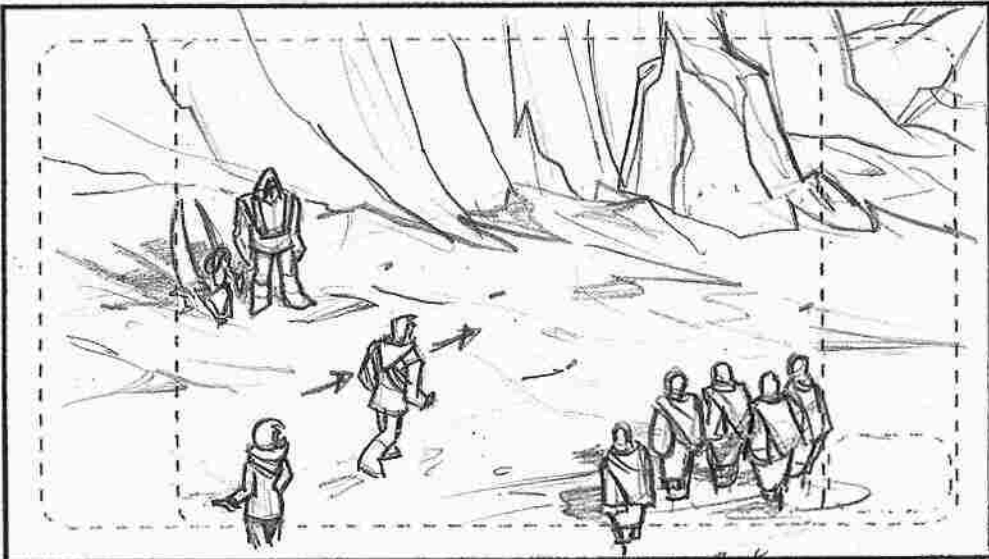
**ACTION**

day night

Wide on plain. Doyle walks towards the  
outcropping that caught his attention.  
The Monks, Drew, Zon and Van Rook  
watch.

EFX:(DX Shadows)

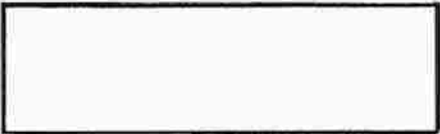
**DIAL**



1

Timing:





THE SECRET SATURDAYS

Sc.

Bg.

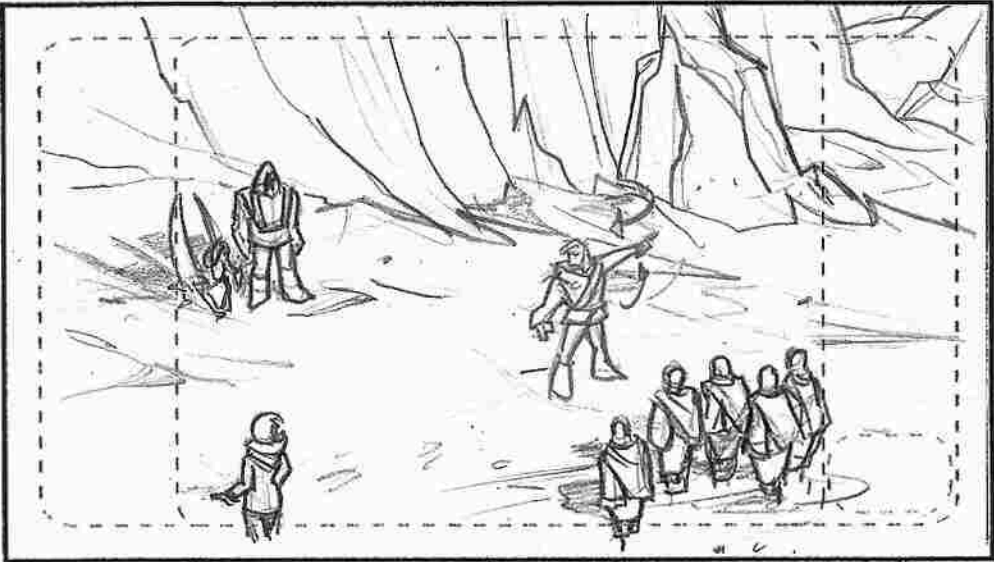
ACTION

day night

Doyle stops and gestures.

DIAL Doyle:

Something attacked us.



2

Timing:

RIPPLE



ACTION

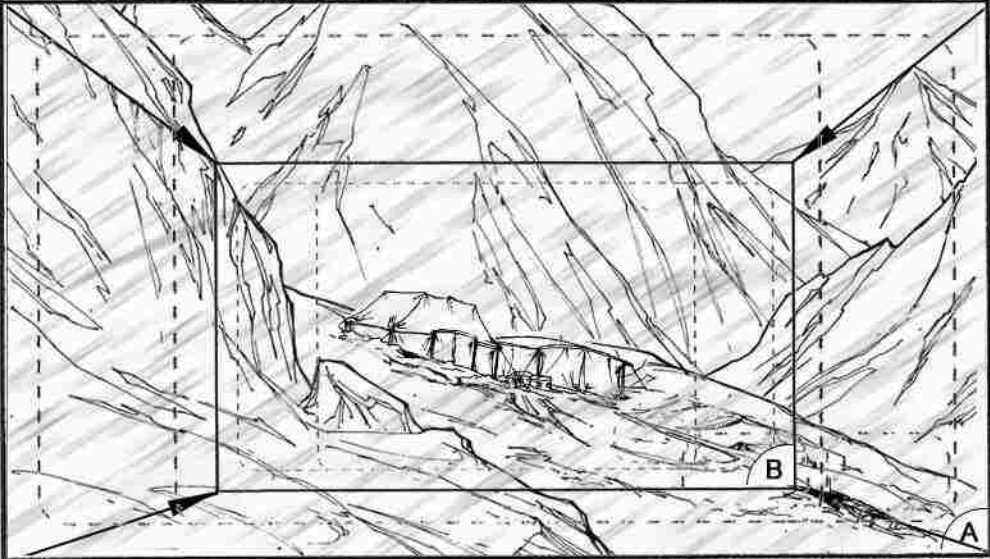
day night

Ext. Campsite - Flashback

Truck in on the campsite A - B.

EFX:(S/T Wind blown Snow)

DIAL



1

Sc.

Bg.



\*\*\* RE-USE SEQUENCE FROM SHOW 107 \*\*\*

Sc.

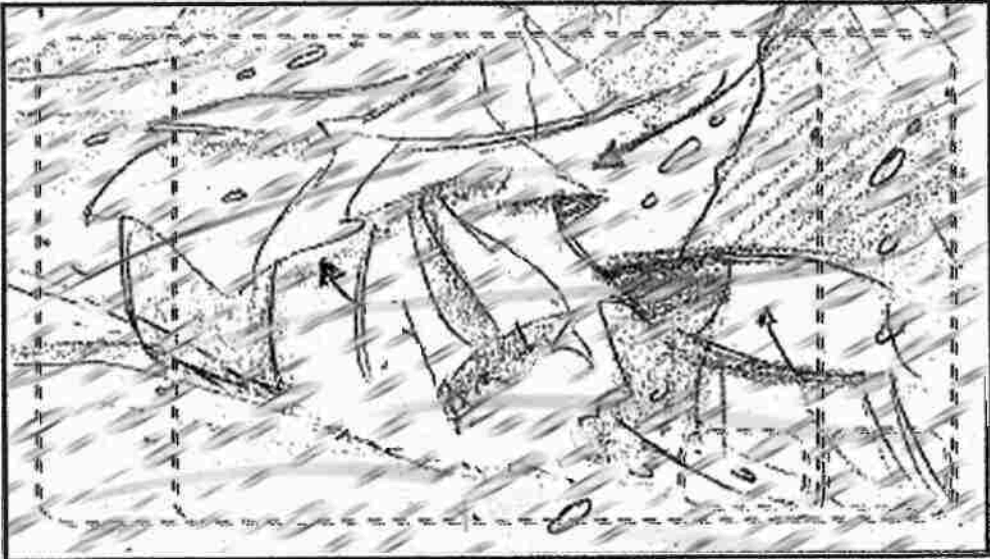
Bg.

ACTION

day night

Closer on the tents. The storm is shredding the tents.

DIAL



1

Timing:





# THE SECRET SATURDAYS

Sc.

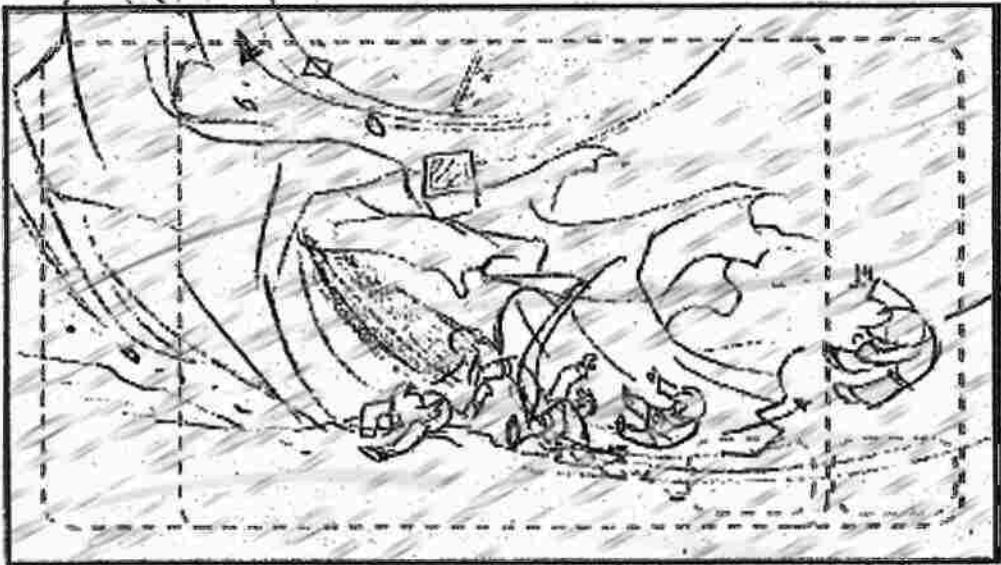
Bg.

**ACTION**

day night

The tents are blown apart and Drew is sucked away from the group.

**DIAL**



2

Timing:

Sc.

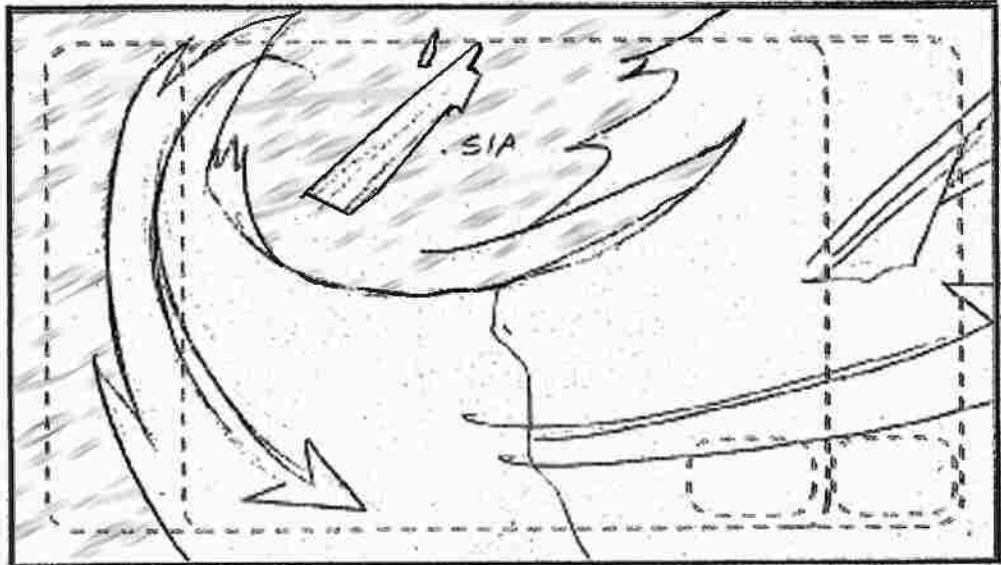
Bg.

**ACTION**

day night

A Big part of the tent is swept towards the camera.

**DIAL**



3

CUT

**ACTION**

day night

Drew is swept away.

\*See show #104 for Stage 4 Snow EFX

**DIAL**



1

Timing:



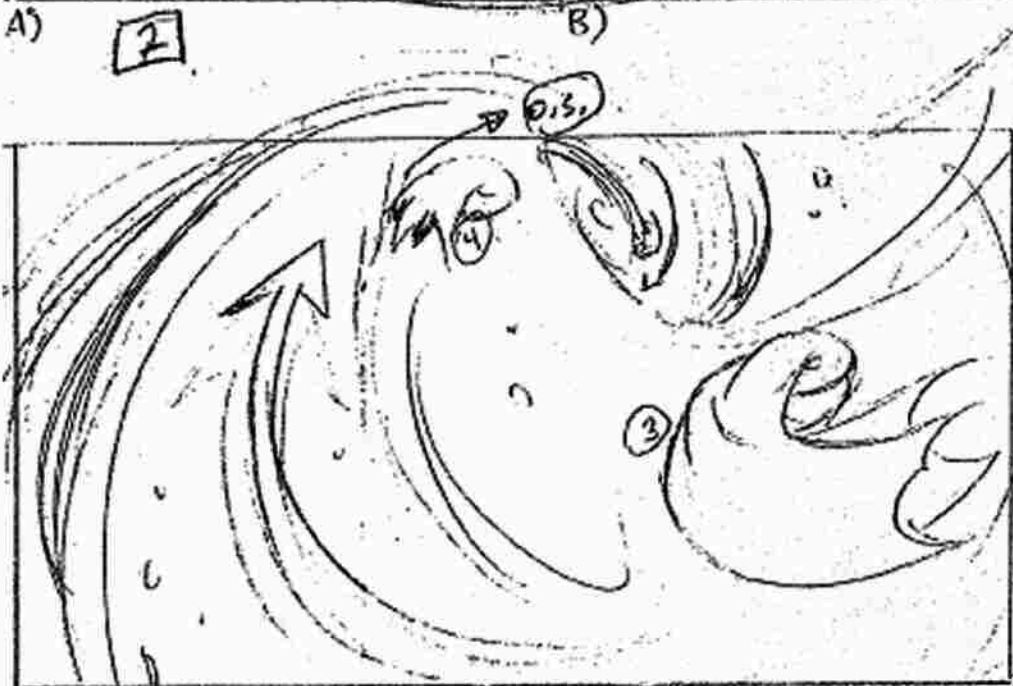
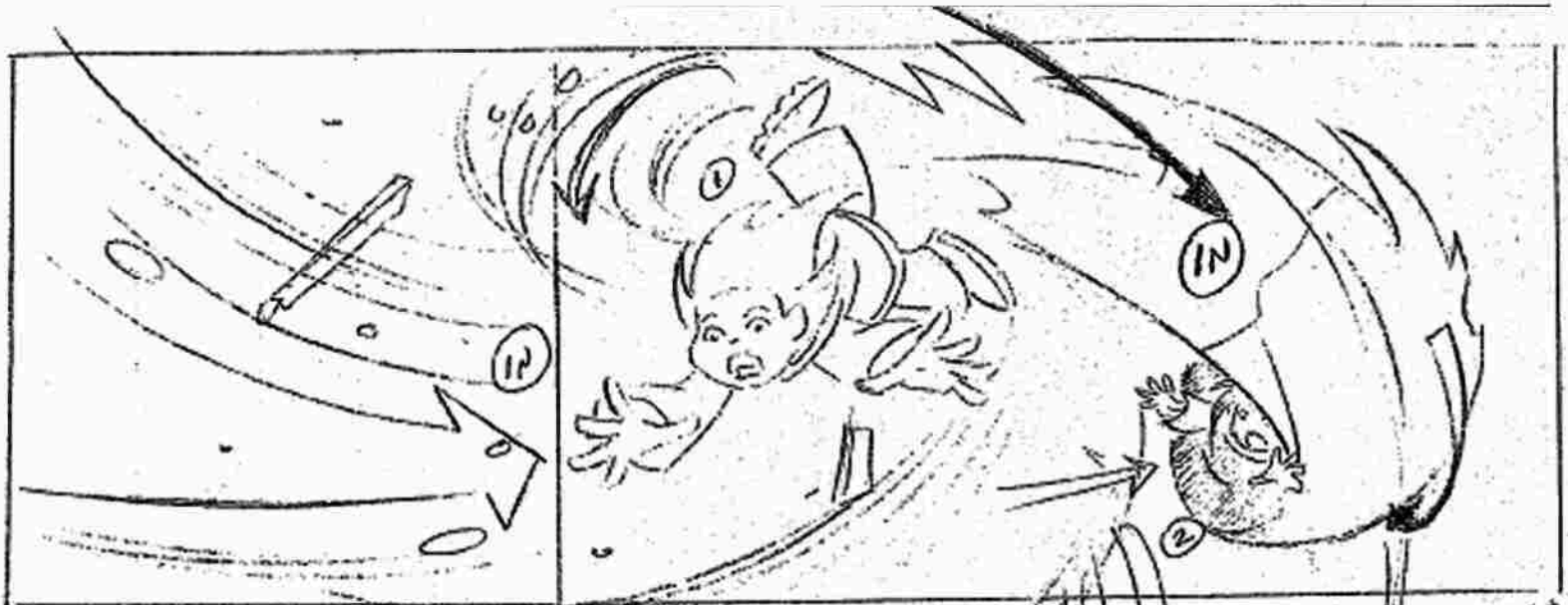


# THE SECRET SATURDAYS

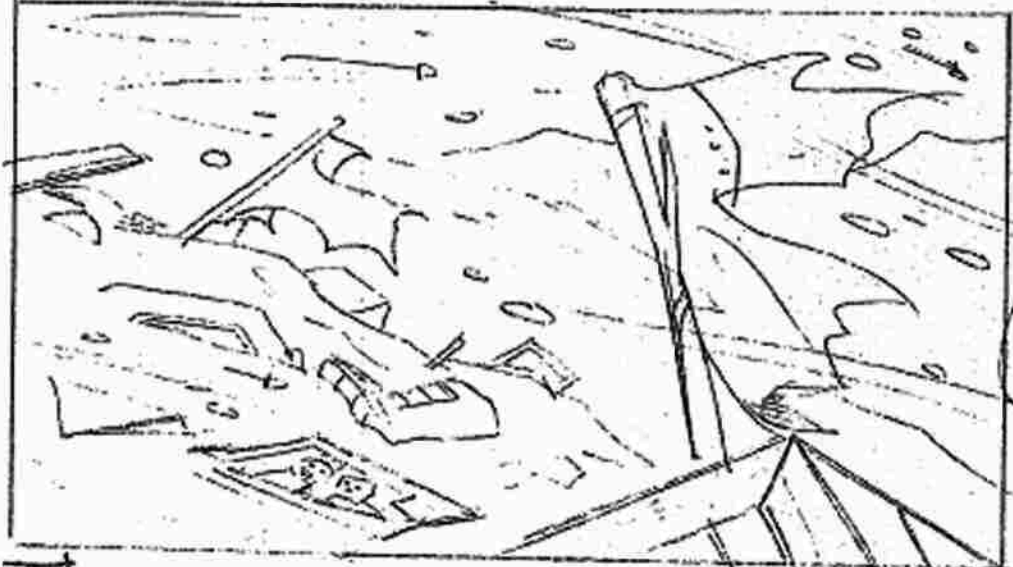
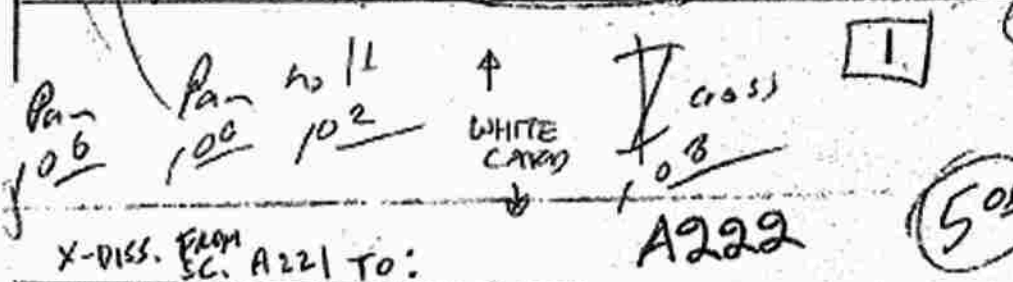
Page \_\_\_\_\_

\*\*\* RE-USE SEQUENCE FROM SHOW 107 \*\*\*

Bg.



DREW IS SWEEP  
AWAY FROM CAMERA  
AS TORN PIECE OF  
TENT WRAPS HER UP AND  
IS SWEEP AWAY IN A  
SWIRL OF WIND.



ON DESTROYED  
CAMP.

\* REFER TO SHOW #104  
FOR STAGE 4  
SHOW EFX

SOFT CUT  
TO  
A221

\*\*\* END RE-USE SEQUENCE FROM SHOW 107 \*\*\*





# THE SECRET SATURDAYS

CUT

Sc.

Bg.

**ACTION**

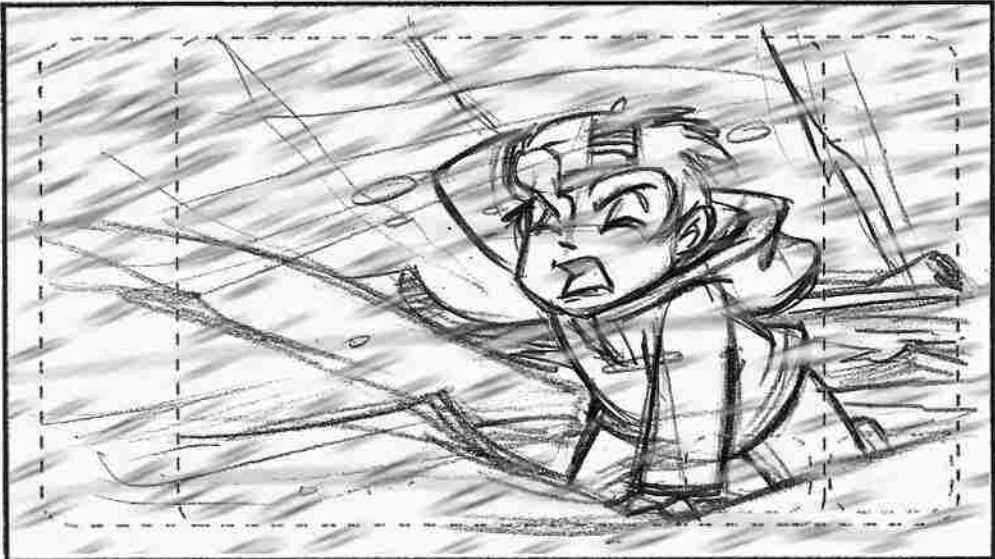
day night

Close on Young Doyle. He's shielding his eyes against the blinding snow.

EFX: (Windblown Snow)

**DIAL** Young Doyle:

Drew! <frantic efforts....>



1

Timing:

Sc.

Bg.

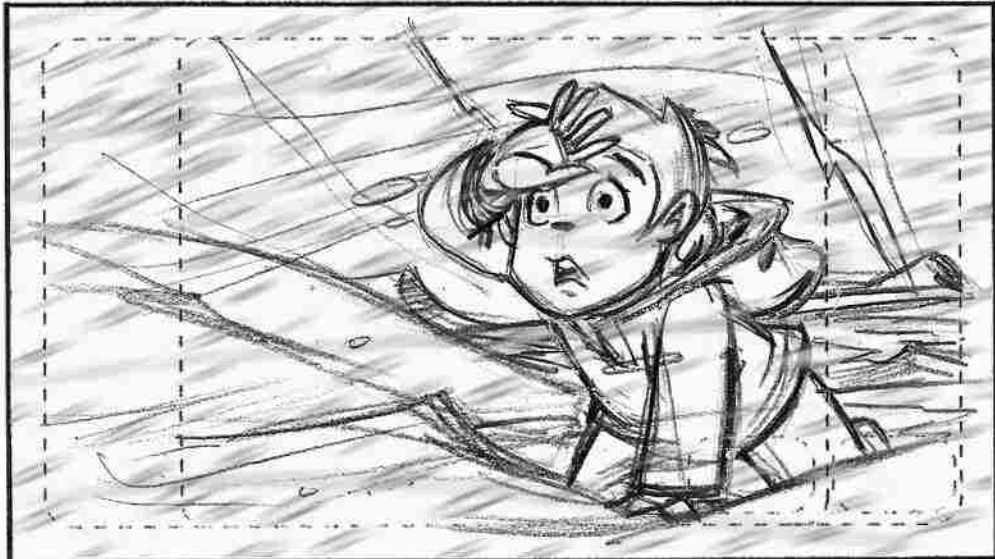
**ACTION**

day night

Suddenly he freezes...

**DIAL** Young Doyle:(contd)

<...shocked Gasp>



2

CUT

Sc.

Bg.

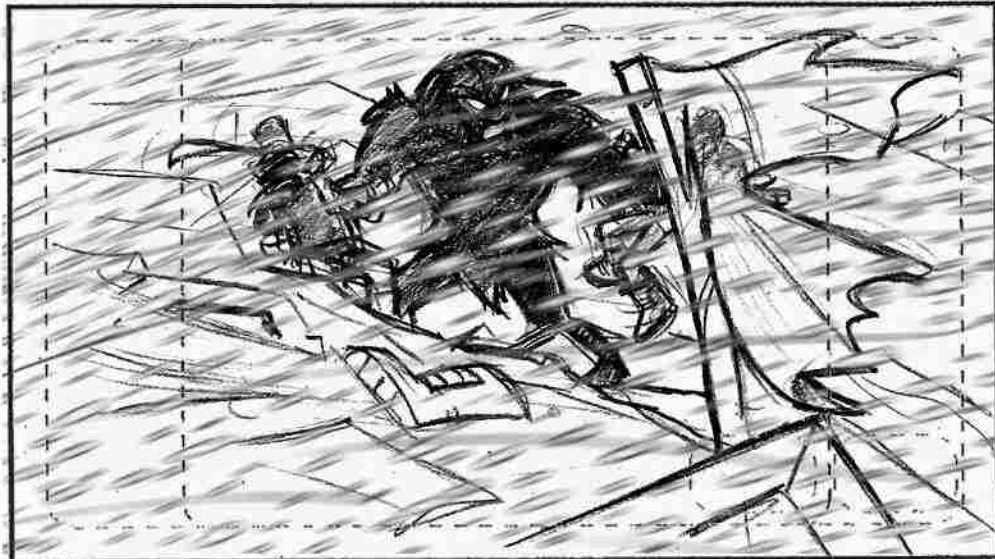
**ACTION**

day night

Young Doyles POV.  
His parents are fighting a huge creature which is difficult to make out in the storm.

**DIAL**  Parents:

<fighting efforts>



3

Timing:





# THE SECRET SATURDAYS

CUT

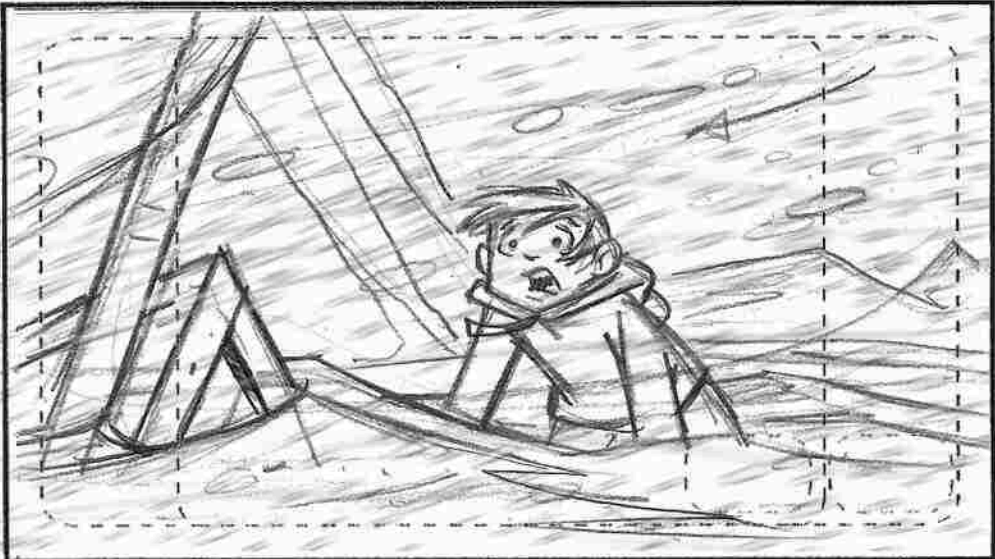
**ACTION**

day night

Young Doyle frozen in shock.  
The blizzard howling fiercely  
around him as he watches the  
OS struggle.

SFX:<Howling Wind>  
EFX:(S/T Snow)

**DIAL**



1

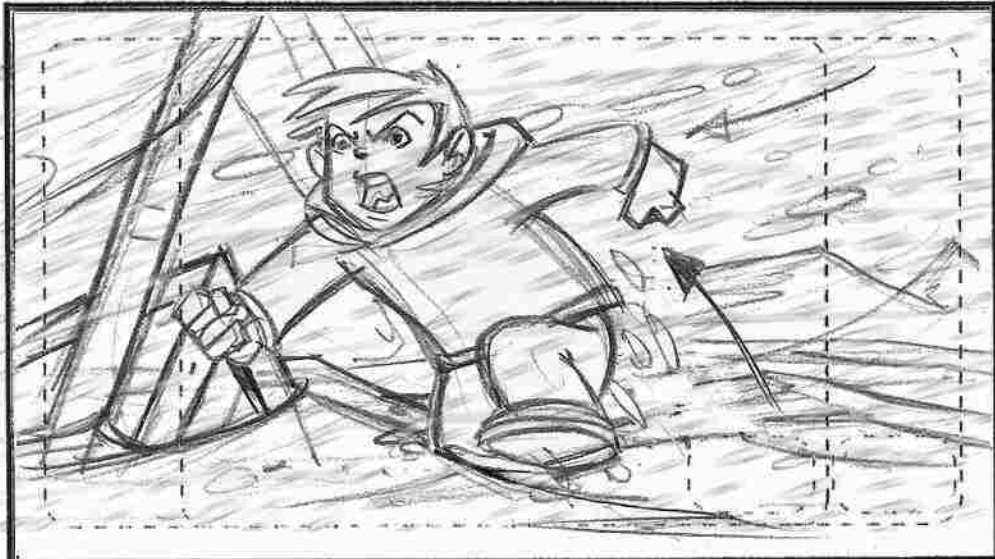
Timing:

**ACTION**

day night

Suddenly he leaps up in rage sprinting  
forward to help his parents.

**DIAL**



2

CUT

**ACTION**

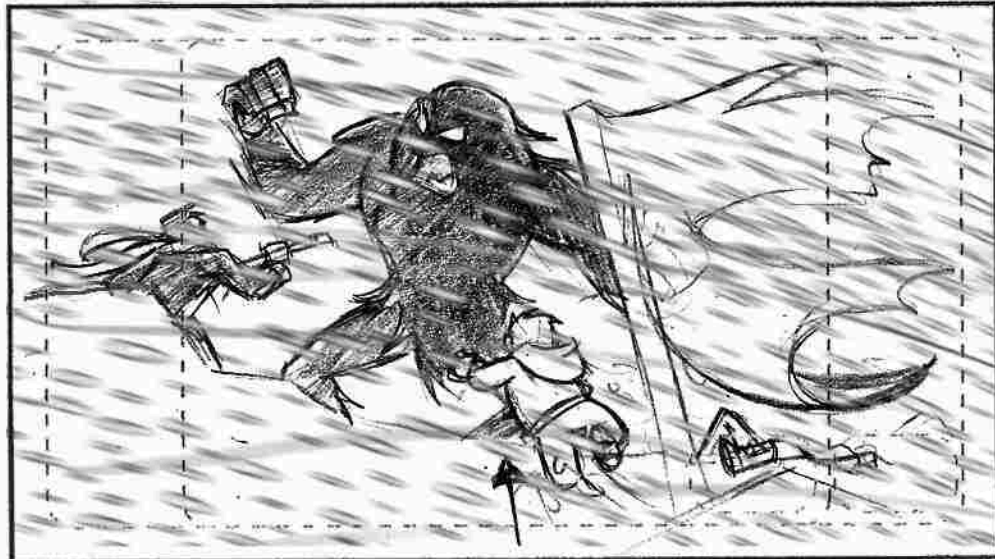
day night

Wide on the creature battling with  
Doyles father. We can just make out  
the still form of Doyles Mother. Young  
Doyle rushes forward towards the  
creature.

SFX:<Howling Wind>  
EFX:(S/T Snow)

**DIAL** Doyle: (VO)

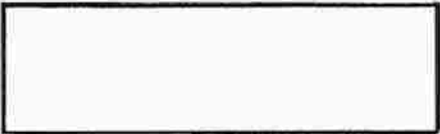
I tried to help them....



1

Timing:





# THE SECRET SATURDAYS

Sc.

Bg.

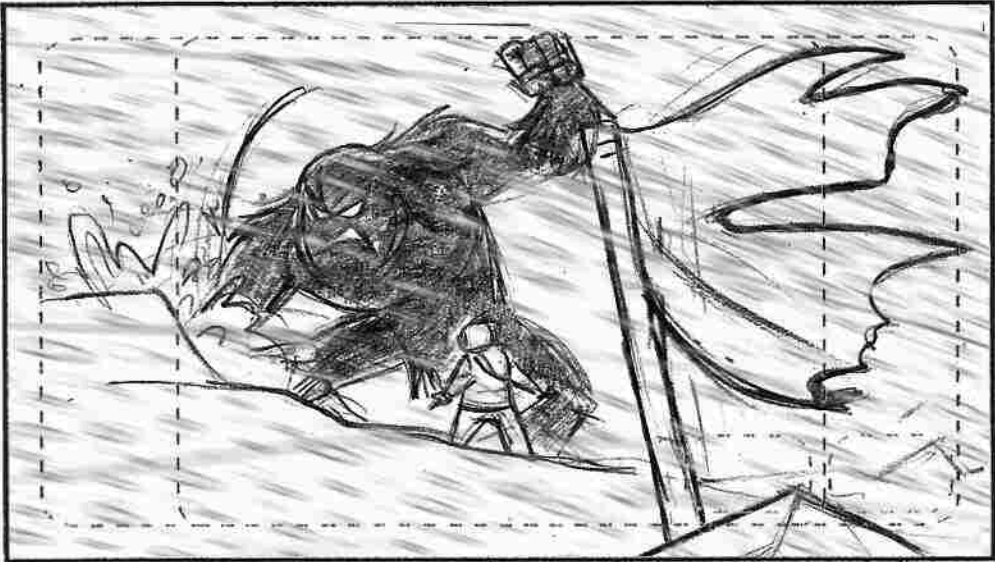
**ACTION**

day night

As Doyle reaches the creature it smashes down on Doyles father, A spray of snow marks the impact site....

**DIAL** Doyle: (contd)

..but the monster knocked me....



2

Timing:

Sc.

Bg.

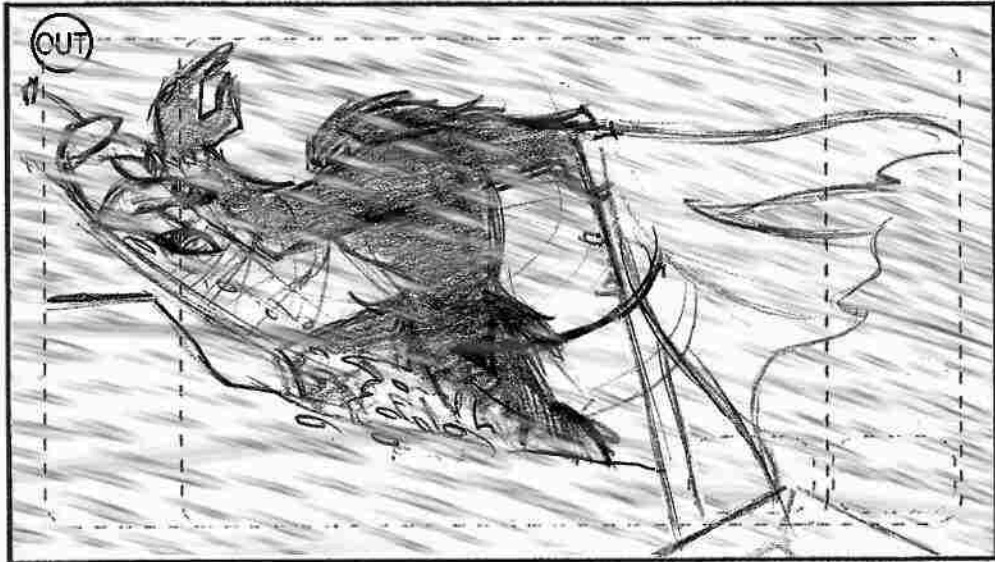
**ACTION**

day night

...then viciously open-hands Young Doyle out of scene.

**DIAL** Doyle: (contd)

..down that slope and then...



3

Timing:



(Reuse Pnl 3 Page #34)

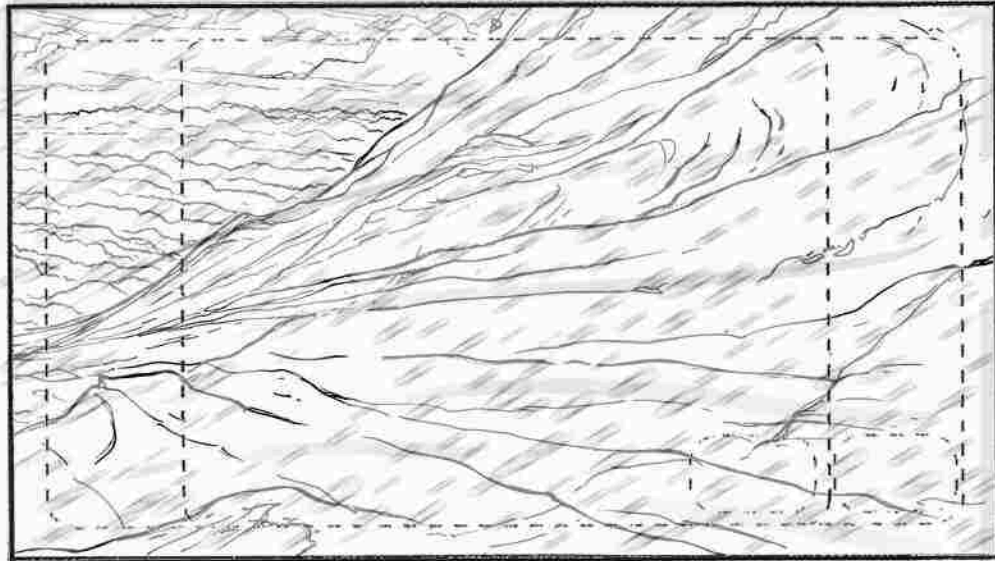
**ACTION**

day night

Angle on Slope. This scene hooks up with the previous flashback.

SFX: <Howling Winds>  
EFX:(S/T Wind blown Snow)

**DIAL**



1

Timing:





# THE SECRET SATURDAYS

Sc.

Bg.

ACTION	day night
	...Young Doyle slides into scene.
DIAL	SFX:<Howling Wind> EFX:( S/T Blown Snow)
	Young Doyle: (Pre-Lap O.S) <scared tumbling/sliding downhill>



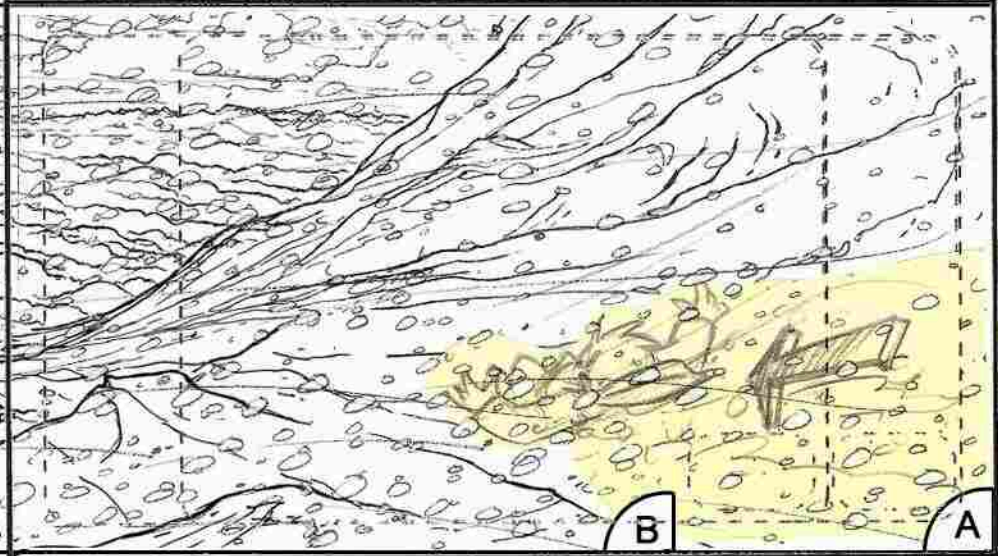
2

Timing:

Sc.

Bg.

ACTION	day night
DIAL	



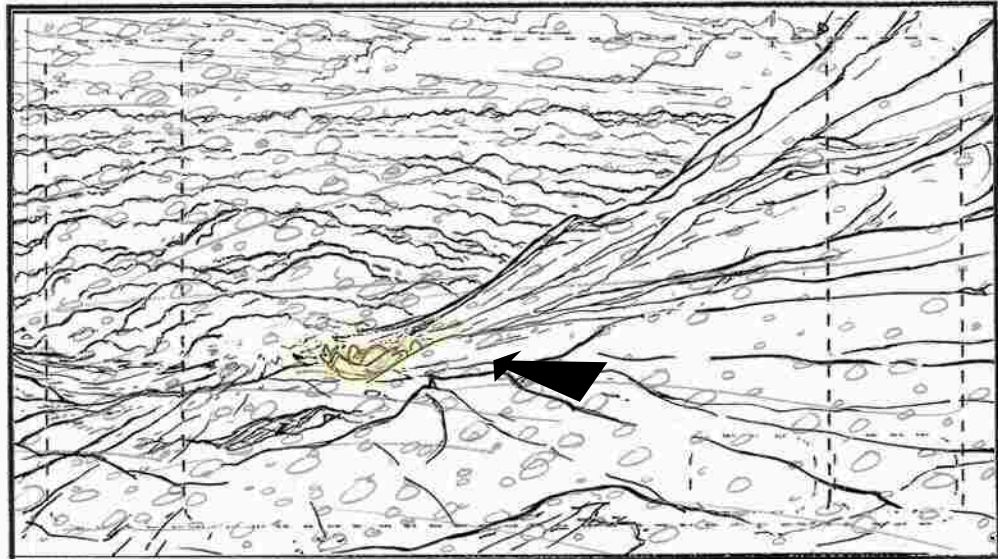
3 (PAN) Stop Start

Timing:

Sc.

Bg.

ACTION	day night
	Shift w/Anim A - B, as young Doyle slides down the slope.
DIAL	



4

Timing:





RIPPLE



# THE SECRET SATURDAYS

Page 54

Sc.

Bg.

**ACTION**

day night

Ext. Himalaya's - Resume Present

Drew Stares at Doyle, both are putting it all together.

EFX: (DX Shadows)

**DIAL** Drew:

You said 'monster'. You mean cryptid.



1

Timing:

Sc.

Bg.

**ACTION**

day night

**DIAL** Drew: (contd)

One here, in this part of the Himalayas.



2

Timing:

Sc.

Bg.

**ACTION**

day night

**DIAL** Doyle:

That old sasquatchy thing Argost took!



3

Timing:





# THE SECRET SATURDAYS

Sc.

Bg.

ACTION

day night

DIAL Doyle: (contd)

I had it in my hands! I was protecting it!

Timing:



4

Sc.

Bg.

ACTION

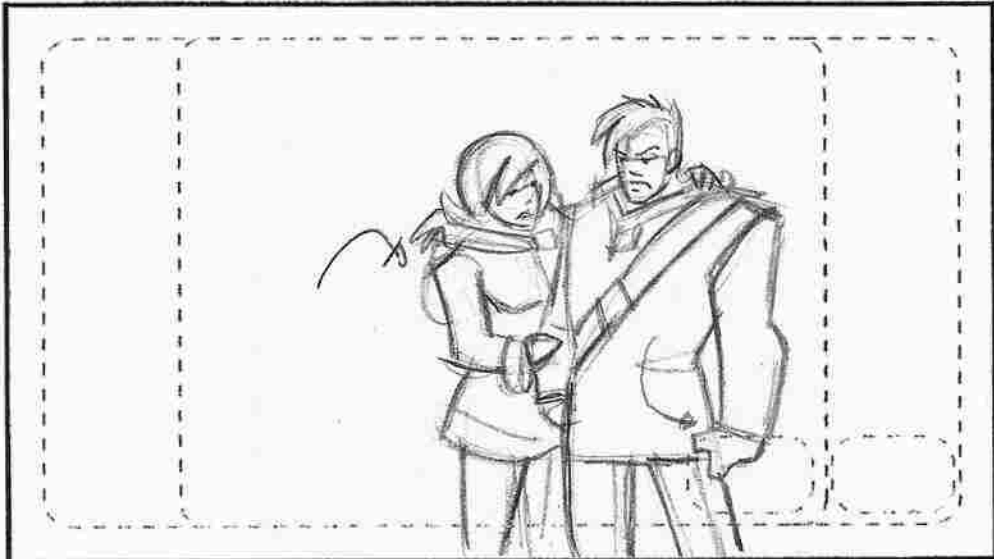
day night

Drew steps closer to Doyle, putting her arm around his shoulder.

DIAL Drew:

It's not your fault, Doyle.

Timing:



5

Sc.

Bg.

ACTION

day night

Close on Drew comforting Doyle.

DIAL Drew: (contd)

You couldn't have known that was the same cryptid.

Timing:



1





# THE SECRET SATURDAYS

Sc.

Bg.

**ACTION**

day night

Drew turns her head and ....stops..

**DIAL** Drew: (contd)

We didn't know there even was a cryptid....



2

Timing:

**CUT**

Sc.

Bg.

**ACTION**

day night

Drew's POV on the group of Monks...who look..as if they are keeping a secret.

**DIAL**



1

Timing:

**CUT**

Sc.

Bg. S/A

**ACTION**

day night

Angle on Drew and Doyle.

**DIAL** Drew:

Wait...



1

Timing:





# THE SECRET SATURDAYS

Sc.

Bg.

ACTION

day night

DIAL Drew: (contd)  
You knew, didn't you?



2

Timing:

Sc.

Bg.

ACTION

day night

DIAL Drew: (contd)  
And you never told me?



3

CUT

Sc.

Bg.

ACTION

day night

Close on the Oldest Monk.

DIAL Oldest Monk:  
Forgive us Drew.



1

Timing:





# THE SECRET SATURDAYS

Sc.

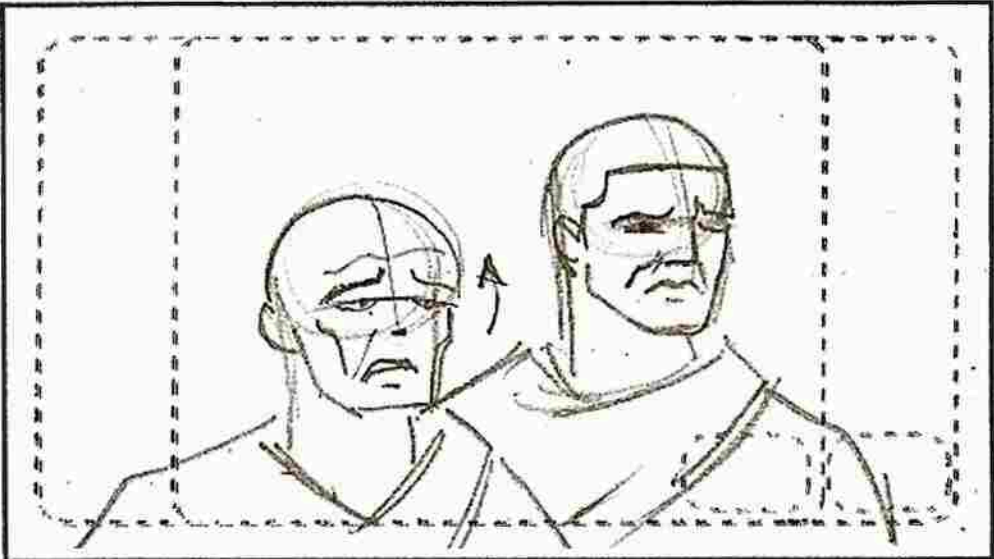
Bg.

**ACTION**

day night

**DIAL** Oldest Monk:(contd)

But we couldn't bear to add one more nightmare to your troubled sleep.



2

Timing:

Sc.

Bg.

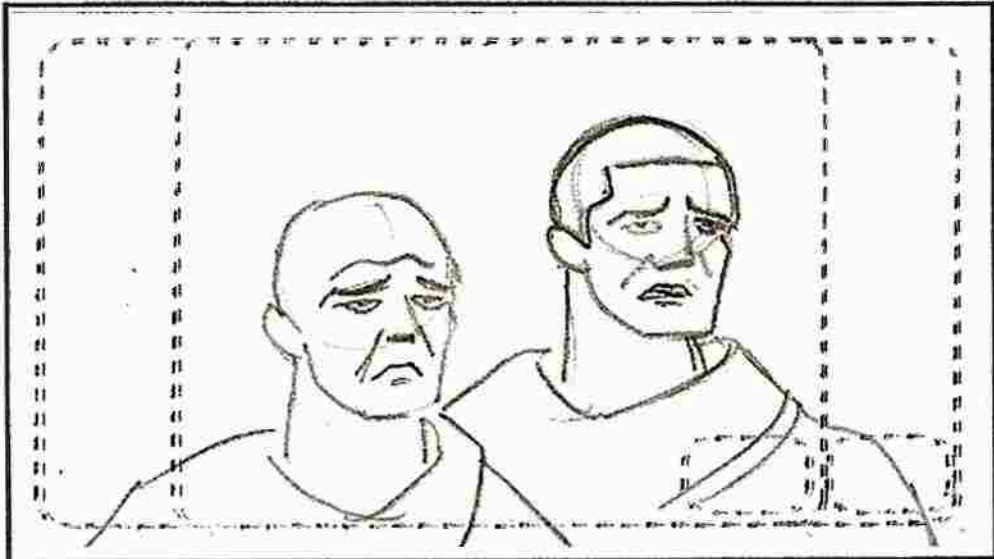
**ACTION**

day night

Another monk looks up at OS  
Drew and Doyle.

**DIAL** Another Monk:

It was called the yeti.



3

Timing:

Sc.

Bg.

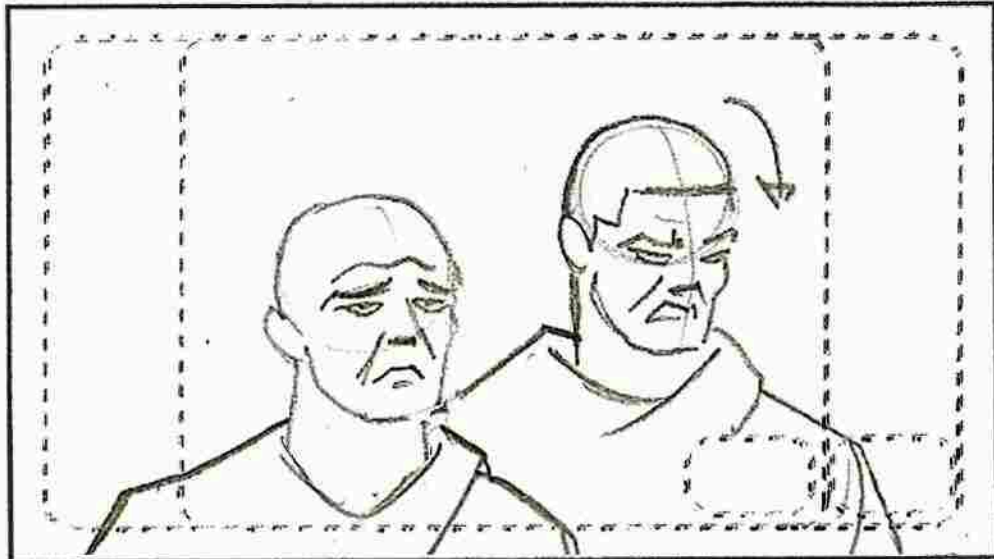
**ACTION**

day night

The monk lowers his head sadly.

**DIAL** Another Monk (contd):

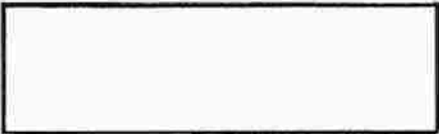
And your parents were not it's  
only victims in those days.



4

Timing:





# THE SECRET SATURDAYS

HU  
▼

Sc.

Bg.

**ACTION**

day night

Closer on the Oldest Monk.

**DIAL** Oldest Monk:

We tried to hunt it down, countless times. But when we finally found it's lair.....

Timing:



1

Sc.

Bg.

**ACTION**

day night

He lowers his head.

**DIAL** Oldest Monk: (contd)

...the beast was gone.

Timing:



2

CUT  
▼

Sc.

Bg.

**ACTION**

day night

Close on Drew. Her features harden - she's in the mood for answers.

**DIAL** Drew:

Show me.

Timing:



1





# THE SECRET SATURDAYS

Page 60

CUT  
▼

Sc.

Bg.

**ACTION**

day night

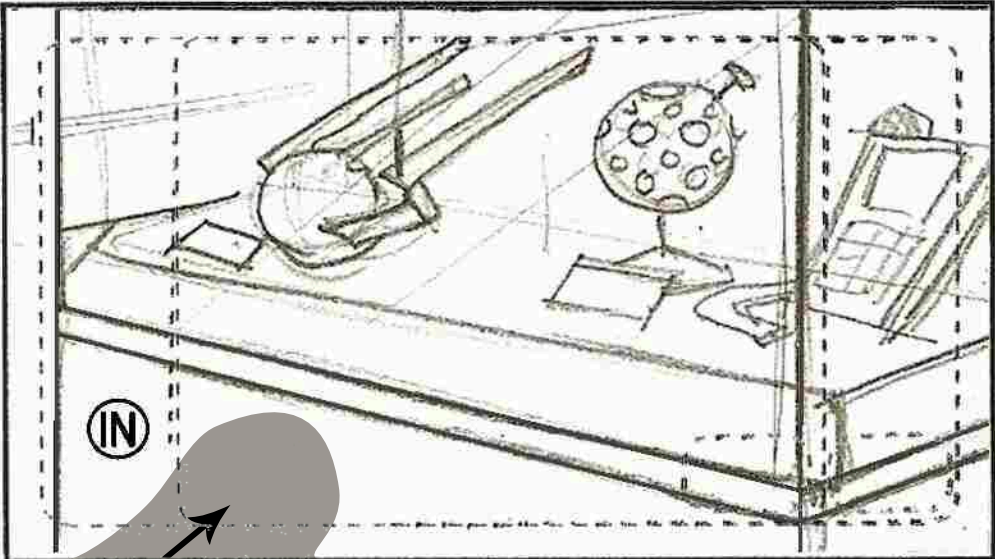
Int. Alien Artifacts Room  
( Beeman HQ ) - Night

Angle on a display case that house  
some odd-looking artifacts.  
A shadow slides up the side of the  
display.

EFX: ( DX Shadow, S/T Glass)

**DIAL** Cheechoo: (Pre-Lap O.S.)

<Building scream to impact, groan>



1

Timing:

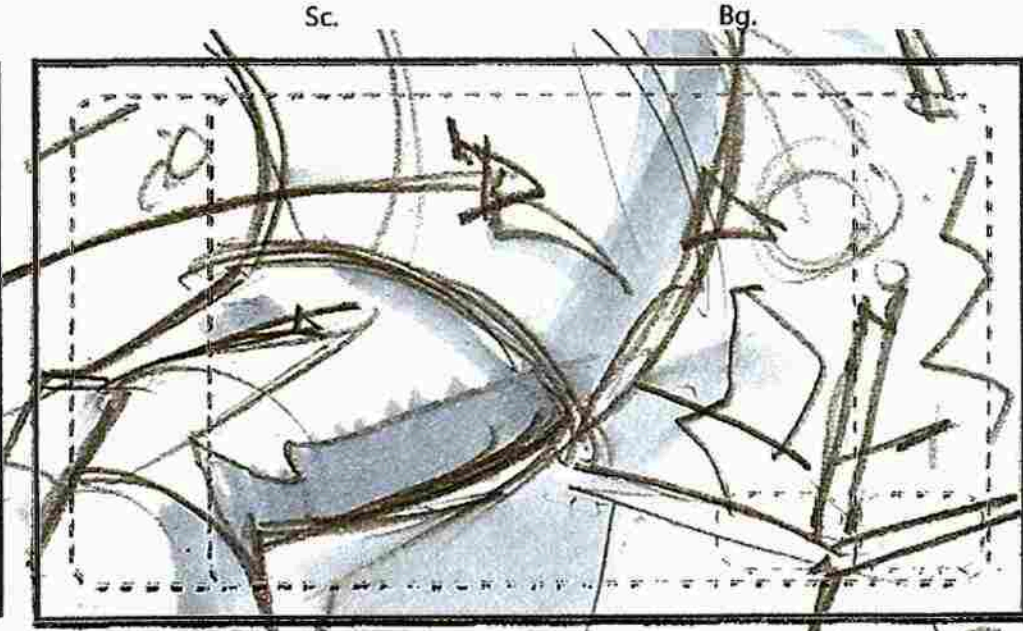
**ACTION**

day night

Dr. Cheechoo flies into scene,  
smashing into a display case, shat-  
tering the glass.

SFX: < Breaking Glass, smashing wood>

**DIAL**



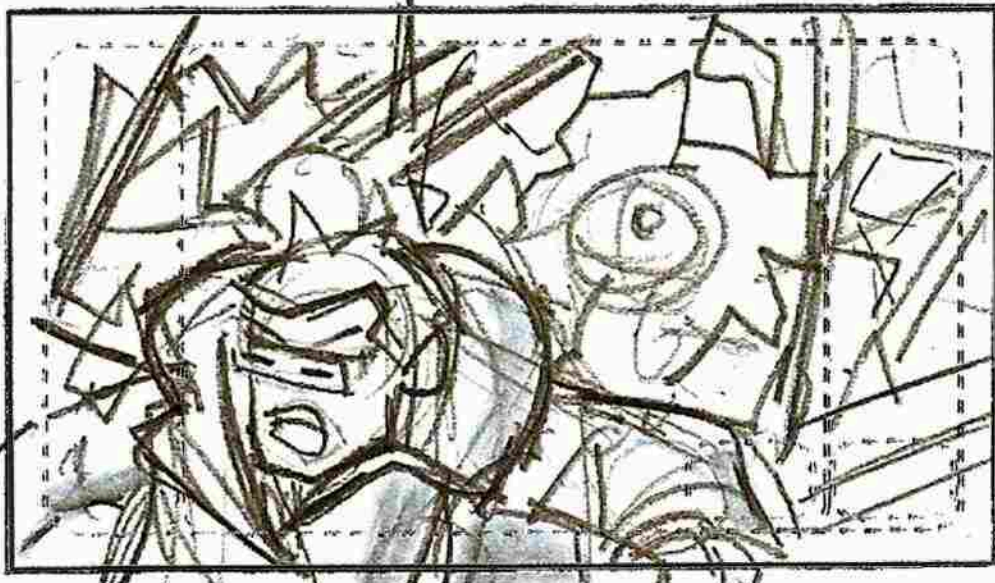
2

Timing:

**ACTION**

day night

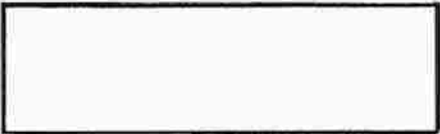
**DIAL**



3

Timing:





# THE SECRET SATURDAYS

CUT

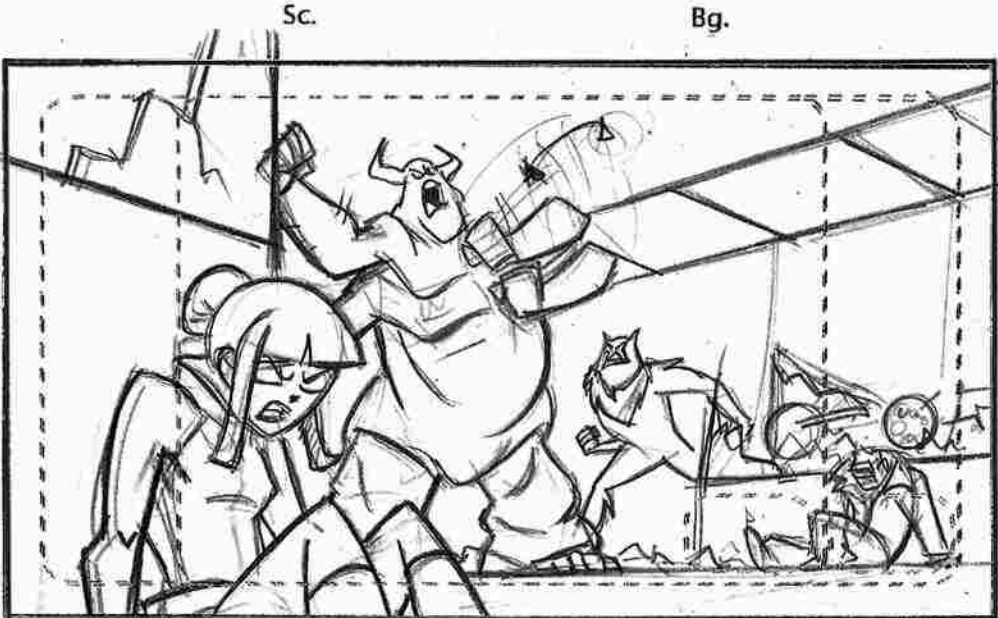
ACTION

day night

Wider on the Artifacts Room. Grey in the foreground, slumped over. The Beast is back in Gorilla Form and pounding its chest, roaring. Fisk, in the background preparing to leap at the first chance that he can get.

SFX: <Roaring>  
EFX:(DX Shadows, S/T Glass)

DIAL



1

Timing:

HU

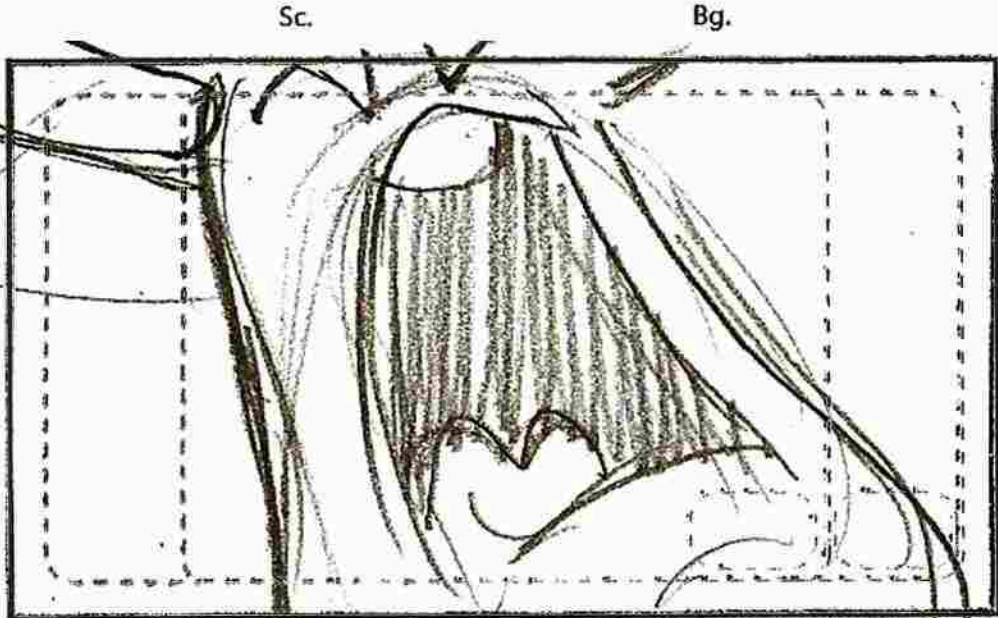
ACTION

day night

Close on the Roaring Beast.

DIAL RB:

<ROAR>



1

Timing:

ACTION

day night

It leans forward, gnashing it's teeth, it's eyes begin to glow.

EFX:(Bot Lite Glow)

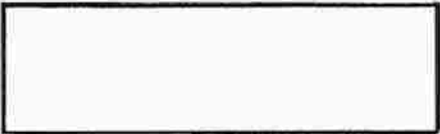
DIAL



2

Timing:





# THE SECRET SATURDAYS

CUT

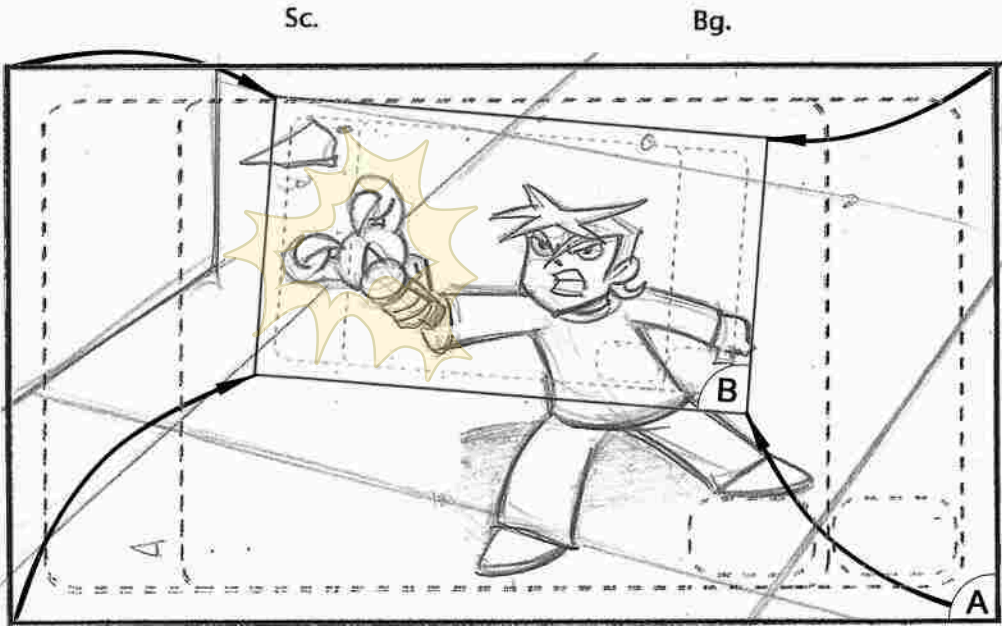
## ACTION

day night

Angle on Zak, concentrating. His eyes glowing brightly as he unleashes the Full Body Glow.

EFX:(Full Body Glow)

## DIAL



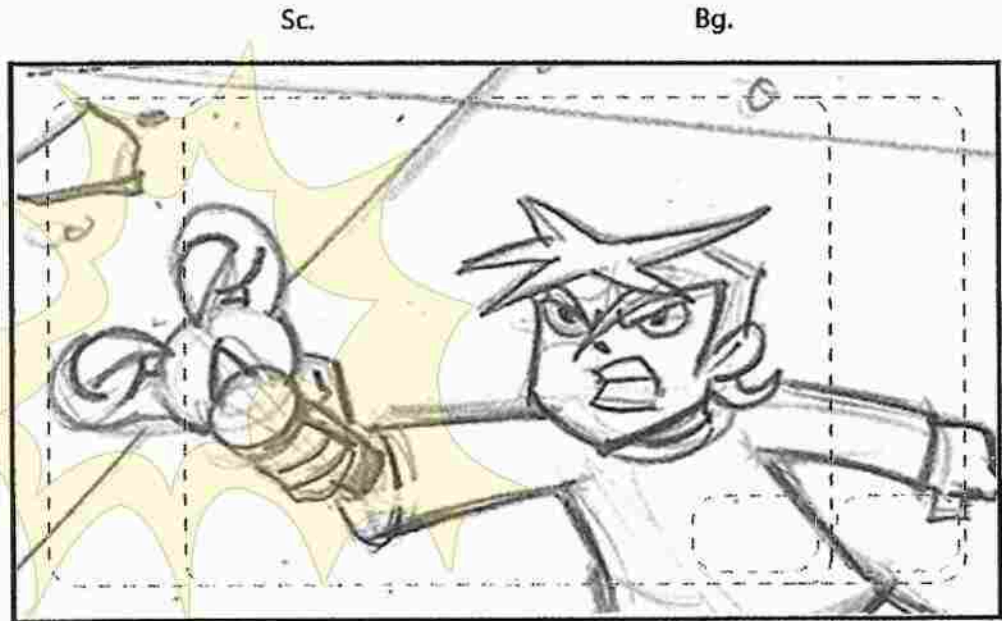
Timing:

## ACTION

day night

## DIAL

Zak:  
<effort> Come on...



CUT

## ACTION

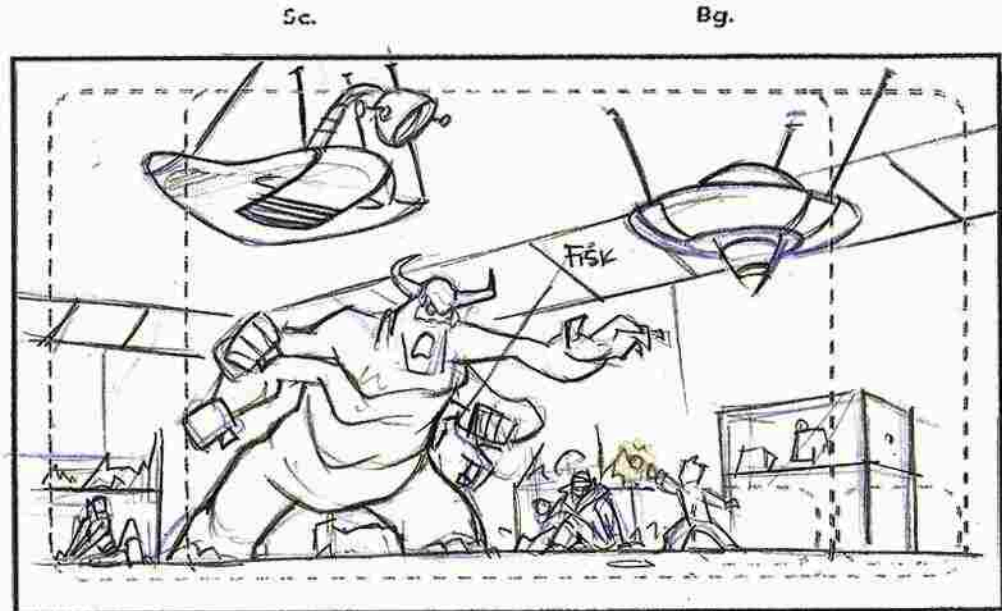
day night

Wide on the Arifact Room. The Beast hesitates as it's eyes begin to glow more brightly.

EFX:(Bot Lite Glow)

## DIAL

Zak: (VO)  
Just...stay...still....



Timing:





# THE SECRET SATURDAYS

Sc.

Bg.

ACTION

day night

Hibagon leaps onto the Beast's back, trying to put him in a full nelson.

EFX:(DX Shadows)

DIAL



2

Timing:

Sc.

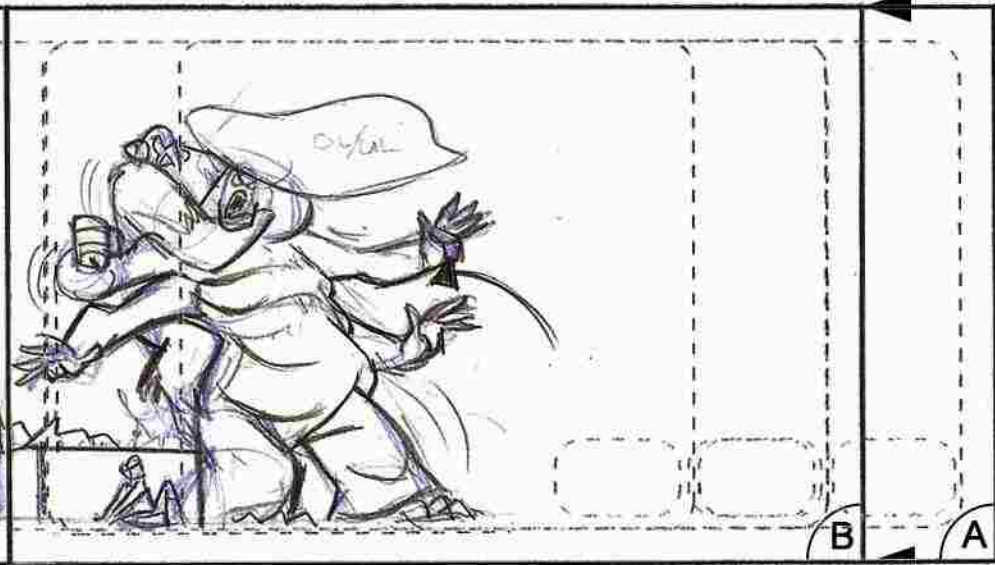
Bg.

ACTION

day night

Pan w/Action A - B as the Beast rears back. Grey scrambles to get out of the way.

DIAL



3

Timing:

Sc.

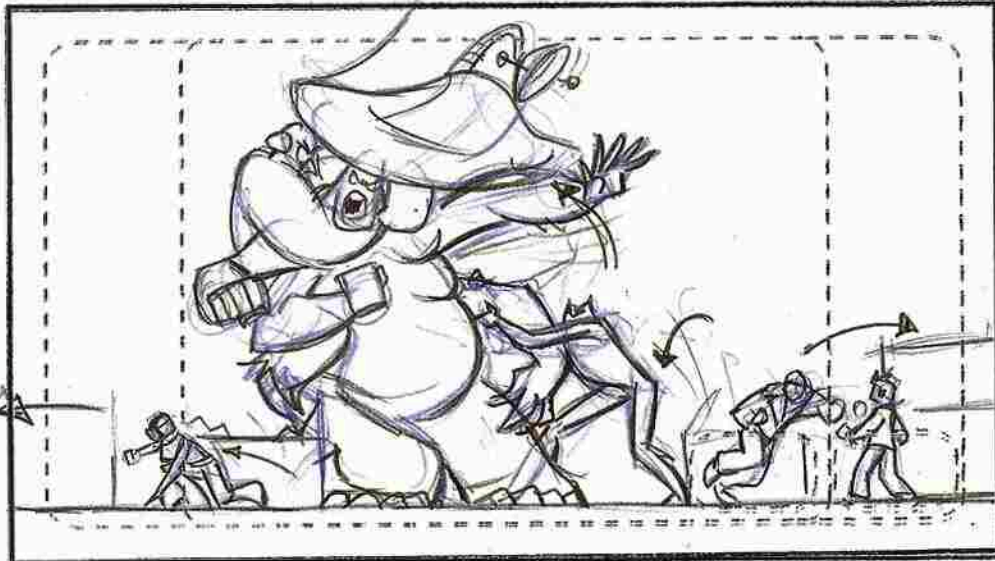
Bg.

ACTION

day night

Fisk dives in and grabs one of the Beasts arms. Cheechoo and Grey get out of the way as the Hibagon, the Beast and Fisk struggle.

DIAL



4

Timing:





# THE SECRET SATURDAYS

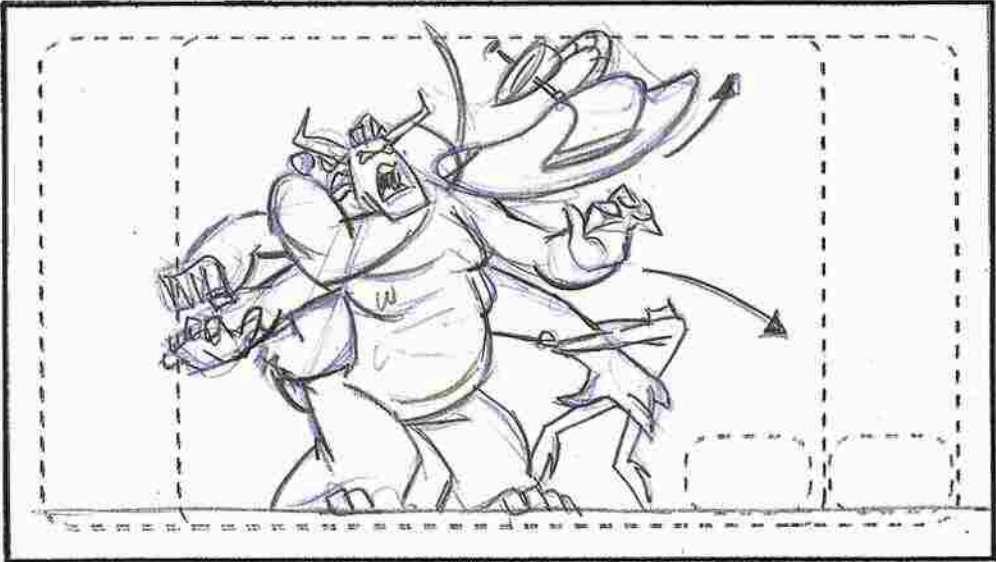
Sc.

Bg.

ACTION

day night

DIAL



5

Timing:

HU  
▼

Sc.

Bg.

ACTION

day night

Close on Hibagon struggling mightily with the Beast. The glow in the Beast's eye's is completely gone.

EFX:(DX Shadow)

DIAL



1

Timing:

Sc.

Bg.

ACTION

day night

Suddenly the Beast's head turns to rubber, Hibagon reacts in shock.

DIAL



2

Timing:





# THE SECRET SATURDAYS

Sc.

Bg.

ACTION	day	night
DIAL		

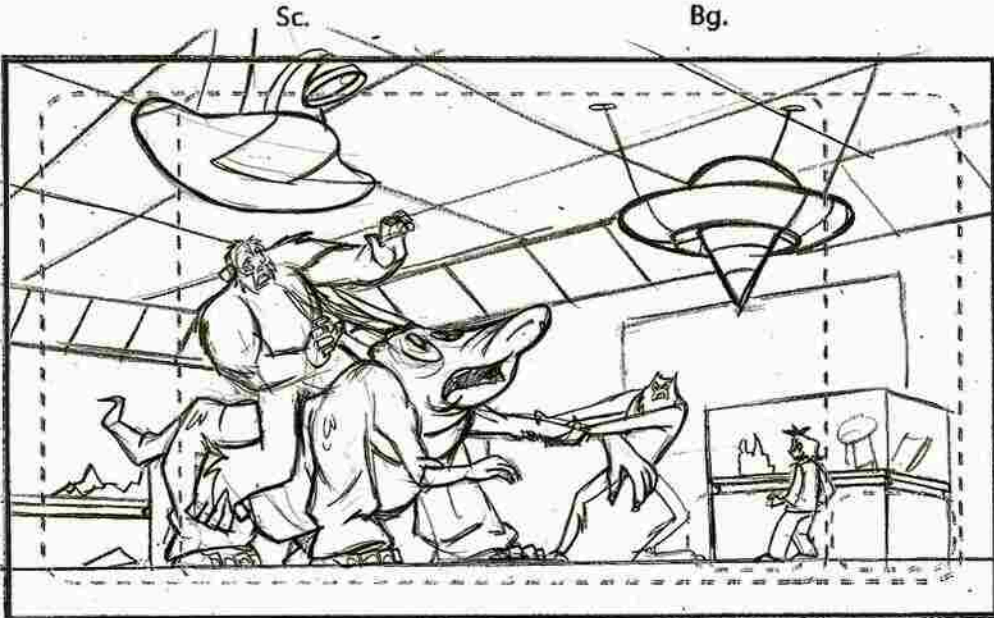


3

Timing:



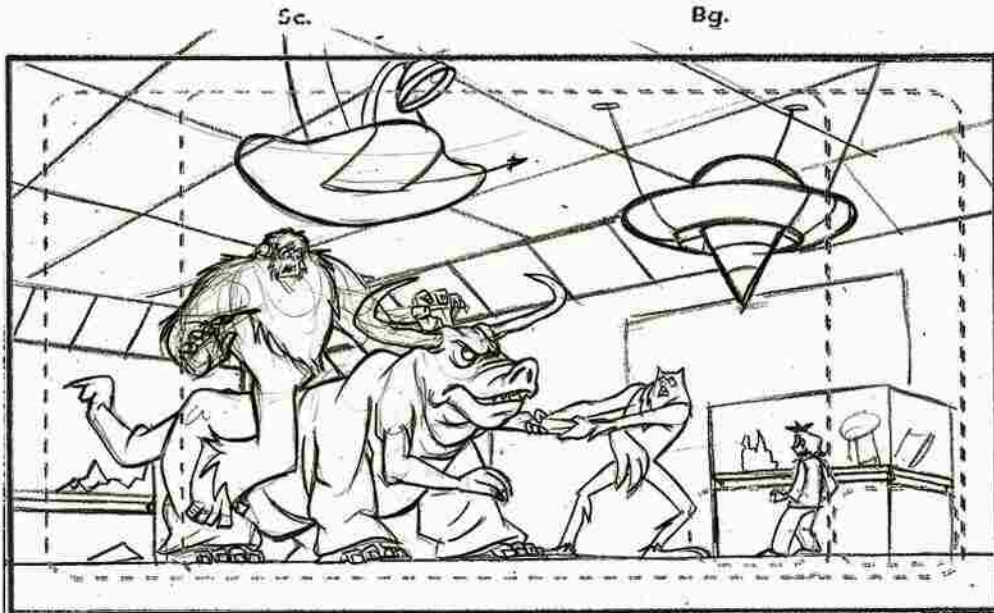
ACTION	day	night
Wide on the Artifact Room. Fisk has the beast by an arm, and Hibagon is startled by the transformation. The Beast is morphing into a...		
EFX: (DX Shadows)		
DIAL	All:	<Struggle>



1

Timing:

ACTION	day	night
DIAL		

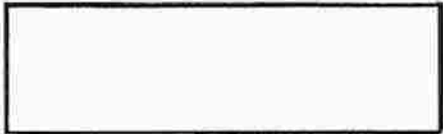


2

Timing:



# THE SECRET SATURDAYS



Sc.

Bg. OUT

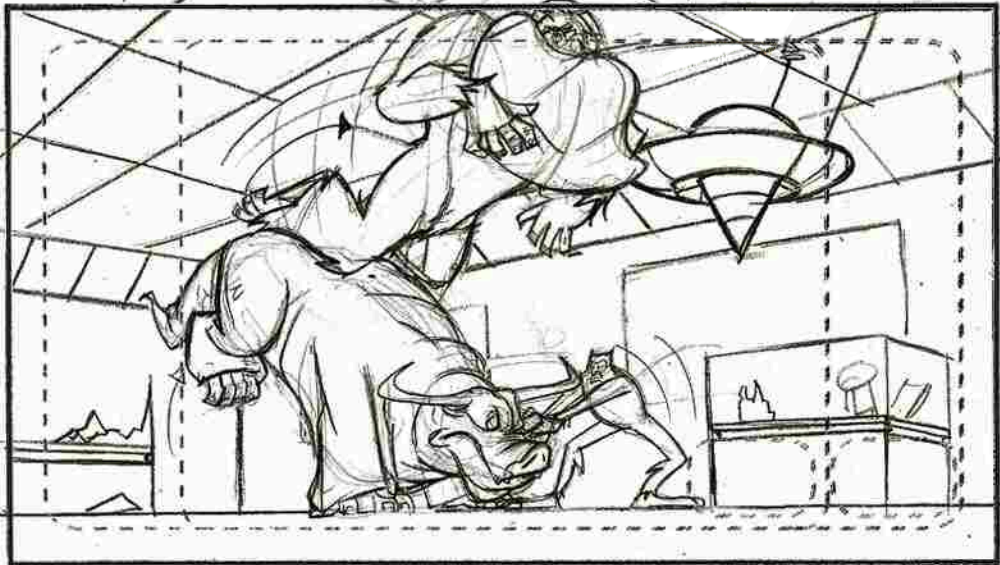
**ACTION**

day night

The Bull-Beast bucks Hibagon off it's back. Hibagon crashes into a hanging spacecraft and flies out of scene.

SFX:<Crashes>

**DIAL**



3

Timing:



**ACTION**

day night

Close on Zak, watching Hibagon get tossed like a rag doll.

SFX:<Crash> [O.S.]  
EFX: (DX Shadows)

**DIAL**

Sc.

Bg.



4

Timing:

**ACTION**

day night

He turns to face the Beast.

**DIAL**

Sc.

Bg.

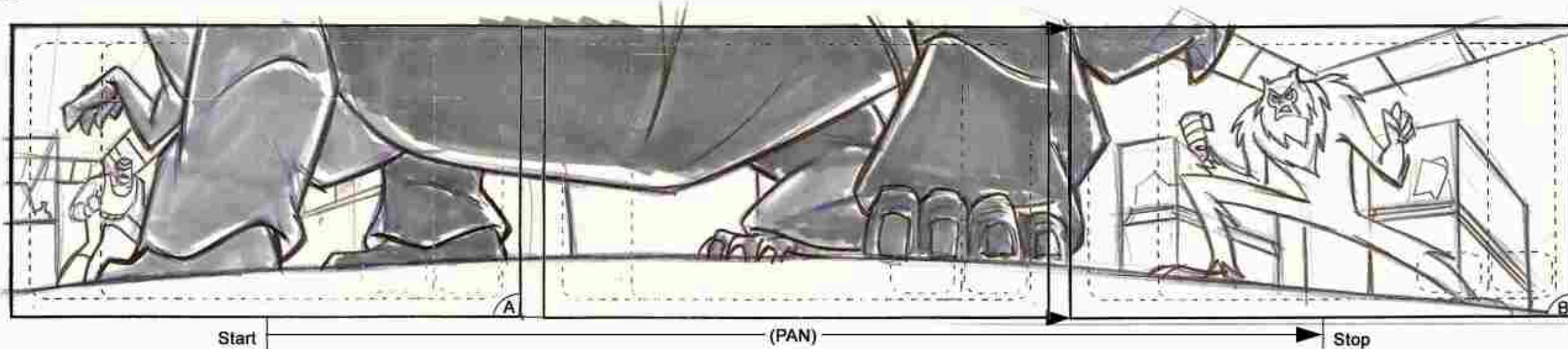


1

Timing:



# THE SECRET SATURDAYS



Action Low Angle on the Beast being confronted by Doc. Pan A - B over to Fisk who is getting ready to spring back into action.

EFX:( DX Shadows)

Dialog

Timing

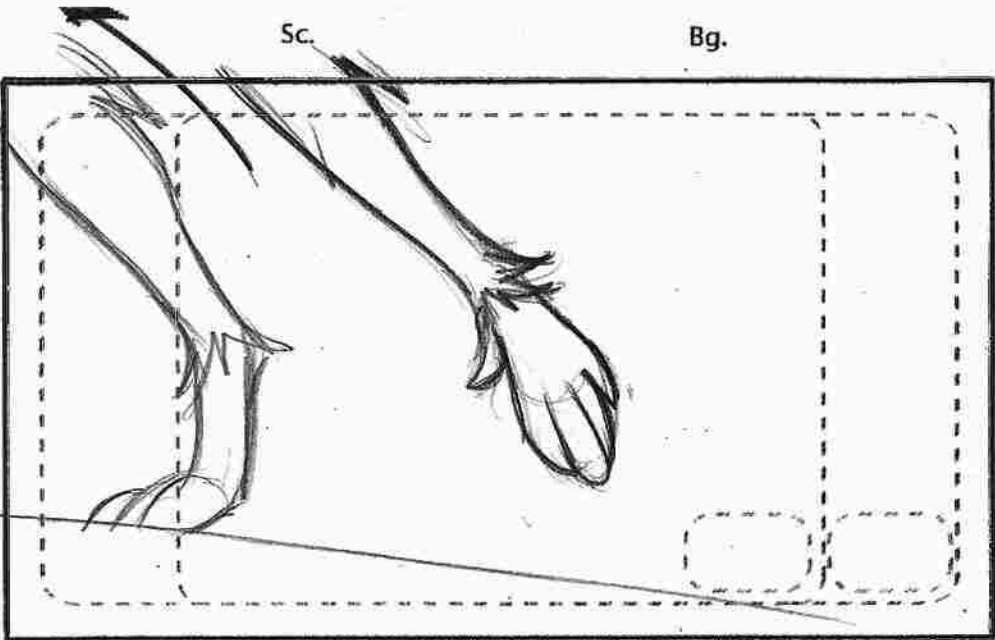




# THE SECRET SATURDAYS

**ACTION** day night  
Fisk leaps forward.

**DIAL** Fisk:  
<Diving Effort>



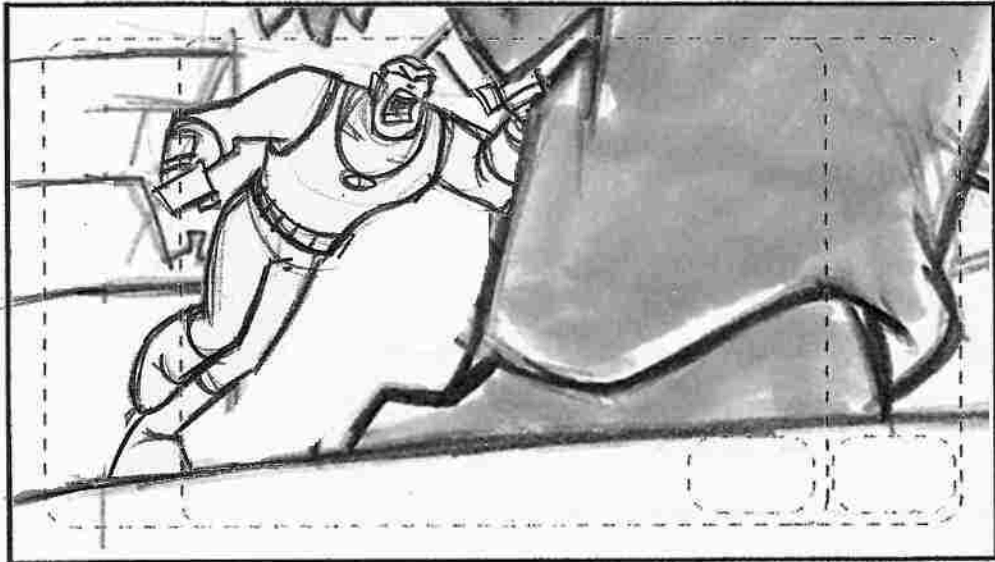
2

Timing:

**CUT**

**ACTION** day night  
Back on Doc, who also leaps forward

**DIAL** Doc:  
<Diving Effort>



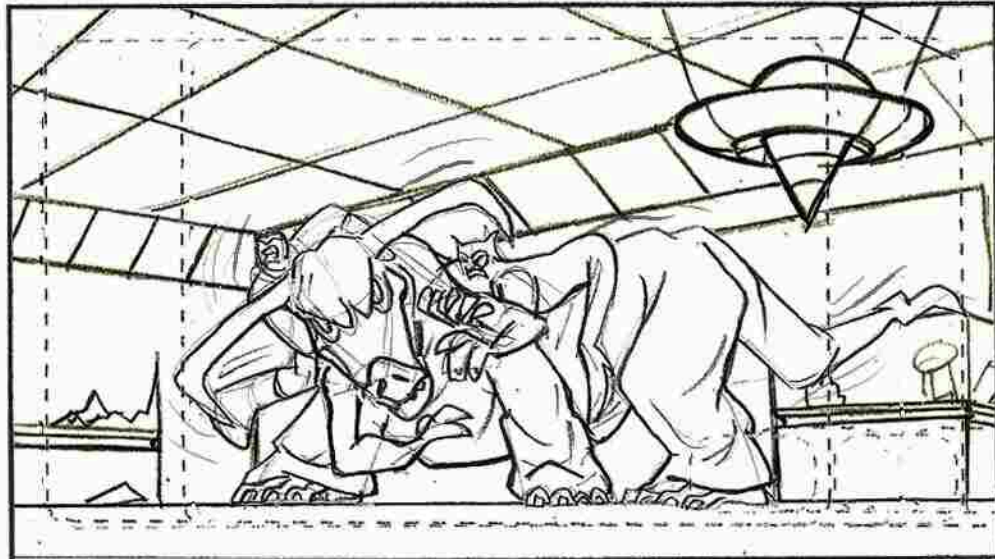
Timing:

**CUT**

**ACTION** day night  
Wide on Battle Royale, Doc has the Beast in a head lock, while Fisk tries to pin it's arms back.

EFX:(DX Shadows)

**DIAL** Doc/Fisk:  
<Effort>



Timing:



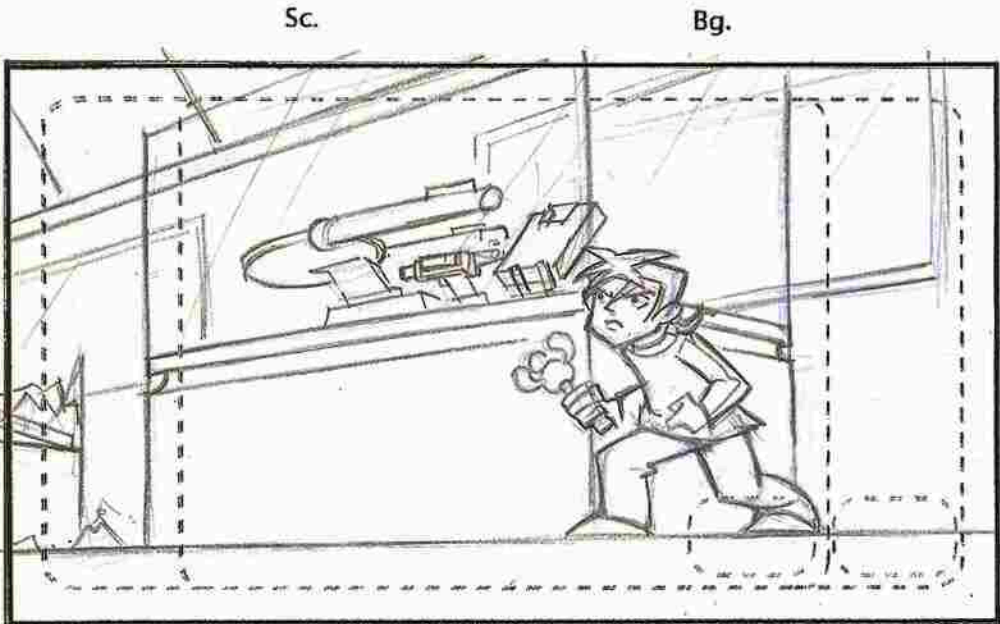


# THE SECRET SATURDAYS

Page 70

CUT

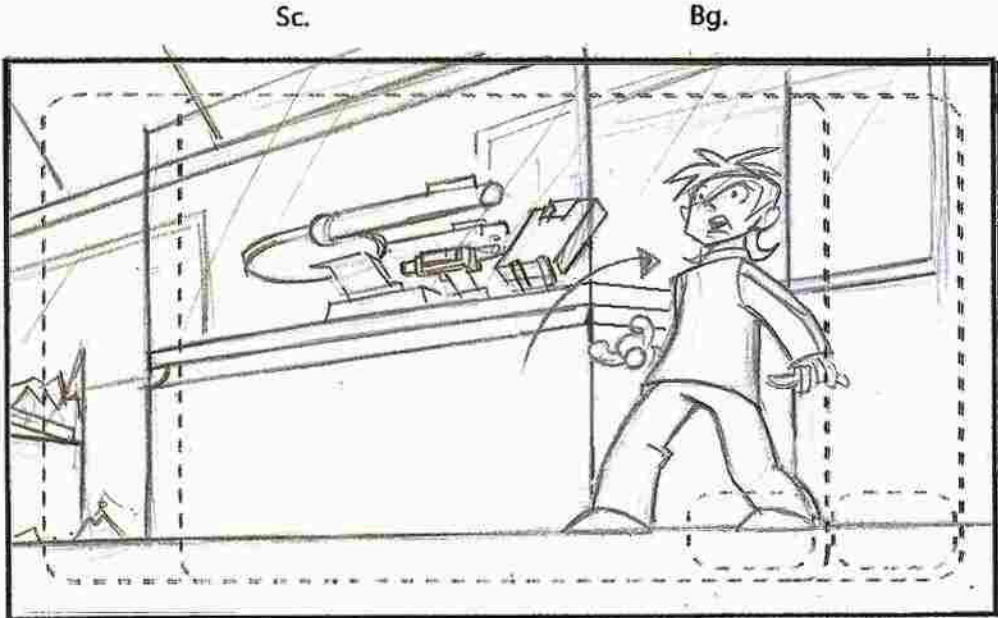
<b>ACTION</b>	day night
Angle on Zak, crouched down by one of the display cases. OS the battle rages.	
EFX: (DX Shadows) SFX: <Loud Struggling Noises>	
<b>DIAL</b>	



1

Timing:

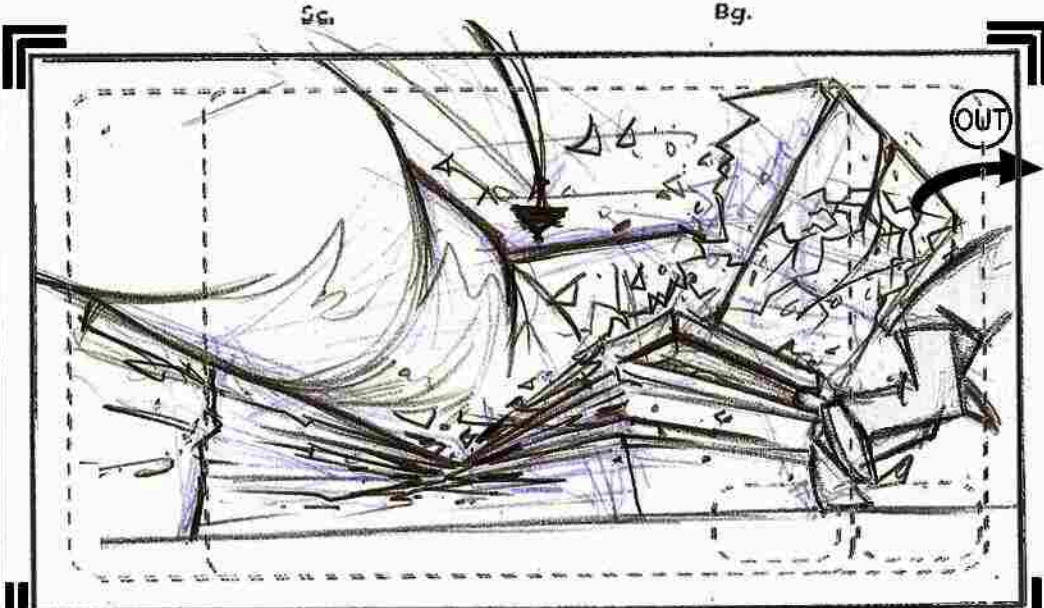
<b>ACTION</b>	day night
Suddenly Zak straightens up.	
<b>DIAL</b>	



2

Timing:

<b>ACTION</b>	day night
He leaps out of scene as the Beast's tail slams into the display case. (Camera Shake)	
EFX: (S/T Glass) SFX: (Breaking Glass, Smashed wood)	
<b>DIAL</b>	



3

Timing:





CUT

Sc.

Bg.

ACTION

day night

Angle on Beeman...annoyed.

EFX:(DX Shadows)

DIAL Beeman:

Not my Gylrakkian Crystalline!



1

Timing:

Sc.

Bg.

ACTION

day night

DIAL Beeman: (contd)

<frustrated growl> Hey Zebra-coif,  
the deal was to keep the beast  
from..



2

Timing:

Sc.

Bg.

ACTION

day night

Beeman gestures angrily.

DIAL Beeman: (contd)

..destroying my artifact collection!



3

Timing:





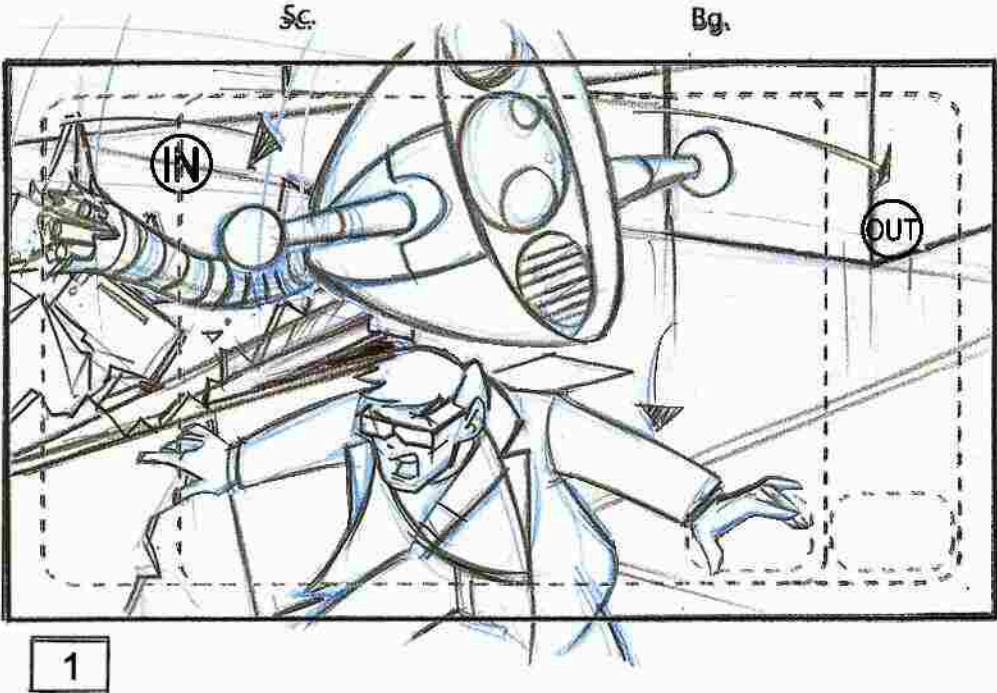
# THE SECRET SATURDAYS

**ACTION** day night

Beeman ducks as a large piece of an alien spacecraft flies past his head.

SFX:<Crash> [OS]

**DIAL**



Timing:

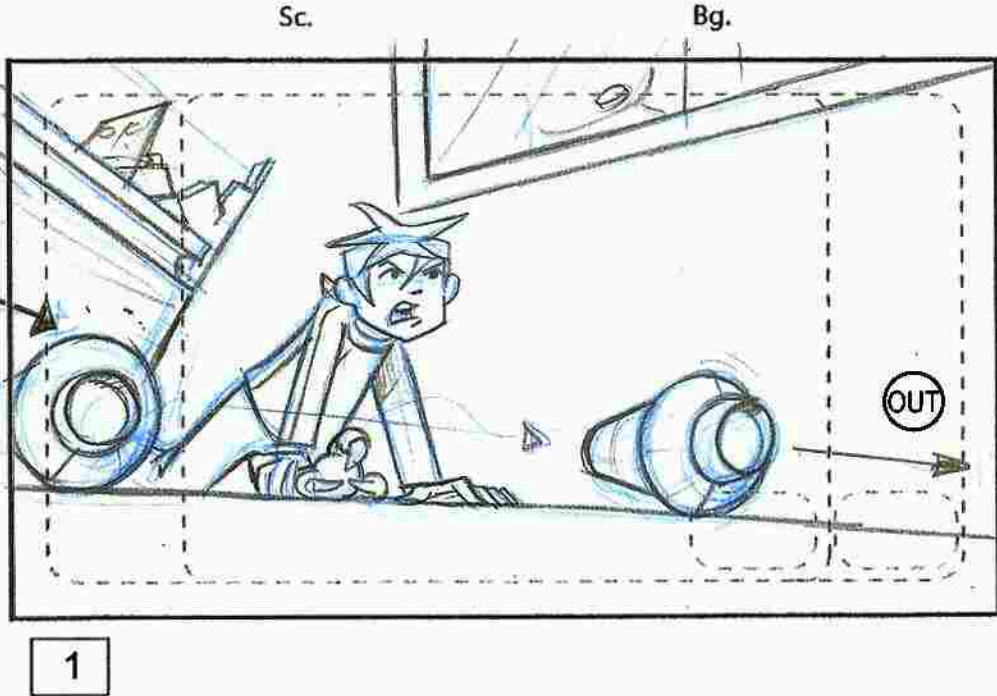
**CUT**

**ACTION** day night

Angle on Zak. A piece of an artifact rolls past.

**DIAL** Zak:

I'm trying, but everytime I get a lock...



Timing:

**CUT**

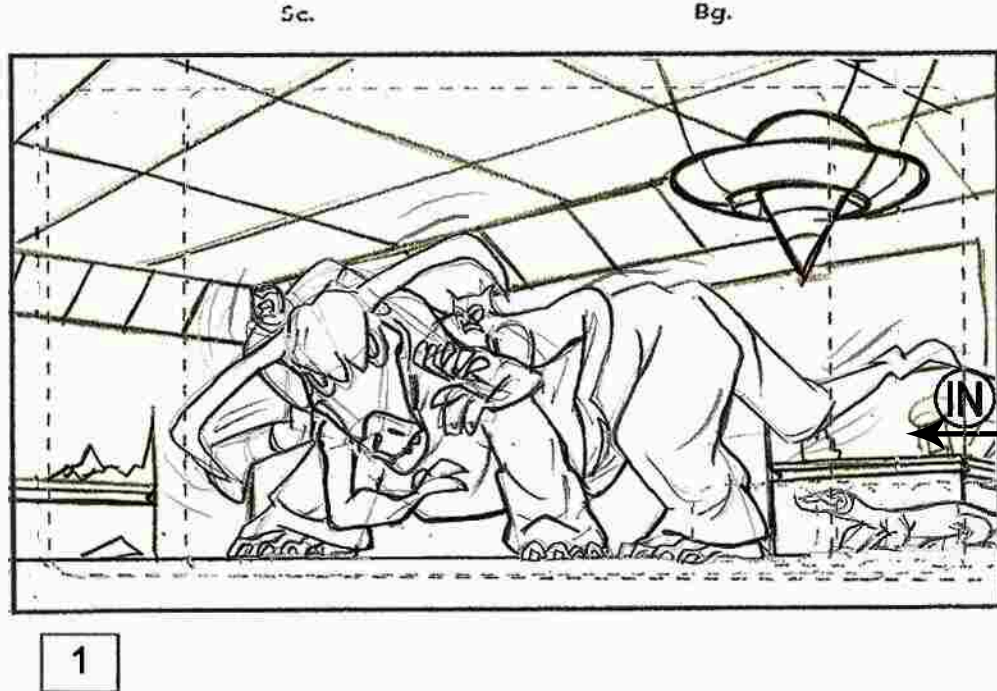
**ACTION** day night

Wide on Artifact Room, the struggle continues. Komodo slips in to lend a paw.

EFX:(DX Shadows)

**DIAL** Doc / Fisk:

<Attack Efforts>



Timing:





# THE SECRET SATURDAYS

Sc.

Bg.

**ACTION**

day night

PA n w/Anim A - B as the Beast rears up.

EFX:(DX Shadows)

**DIAL** Beast:  
<ROAR>

Stop

(Dia. Pan)

Start

Timing:

2


Sc.

Bg.

**ACTION**

day night

The Beast begins to transform into Spinner-Beast.

**DIAL**  Doc/Fisk/Komodo:  
<Startled Exclamations>

Timing:

3

Sc.

Bg.

**ACTION**

day night

The Beast starts to spin rapidly, flinging Doc, Fisk and Komodo off of it.

EFX:(D/B Spin )

**DIAL**

Timing:

4





# THE SECRET SATURDAYS

CUT  
▼

Sc.

Bg.

IN

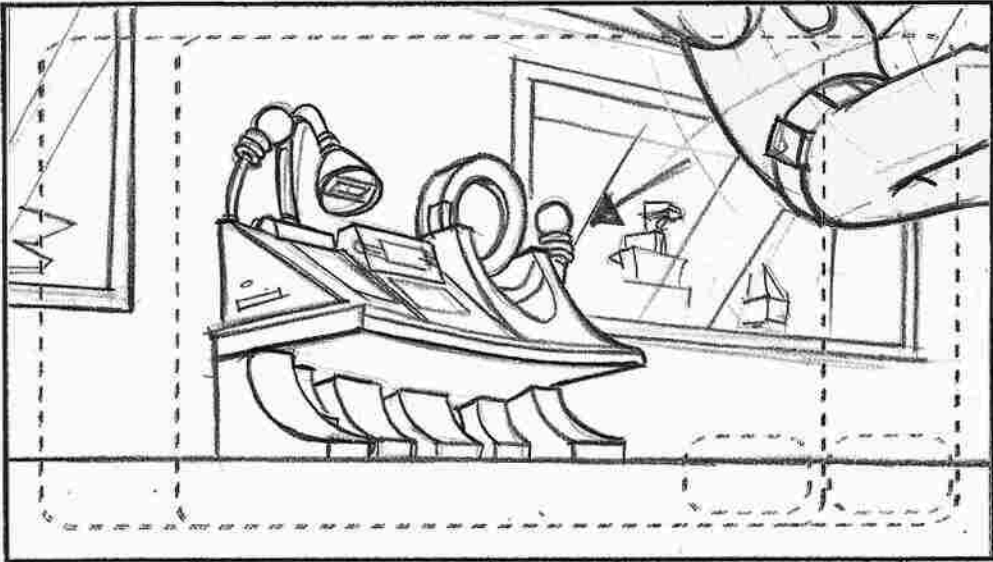
**ACTION**

day night

Angle on Control Panel.  
Doc flies in...

EFX:(DX Shadow)

**DIAL**



1

Timing:

Sc.

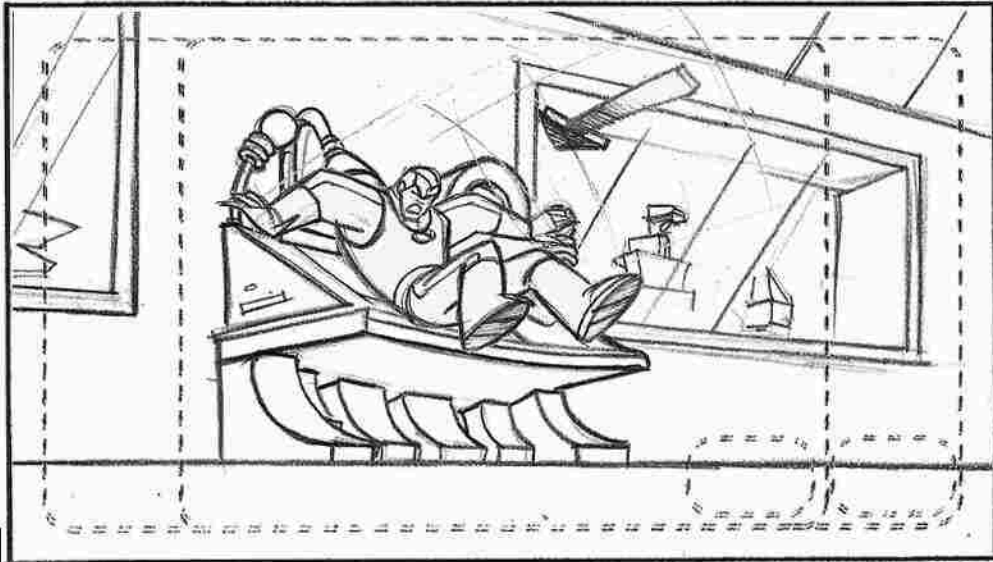
Bg.

**ACTION**

day night

...slamming into the panel....

**DIAL**



2

Timing:

Sc.

Bg.

**ACTION**

day night

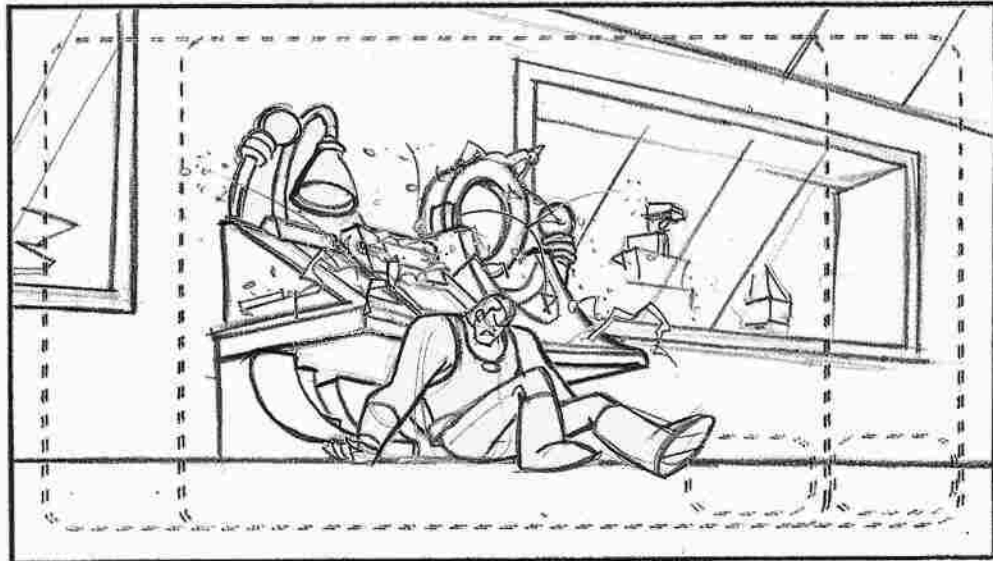
...which starts to spark.

SFX: <Fizzle>

**DIAL** Doc:

<ache groan>

EFX:(Bot. Lite Sparks and Fizzles)

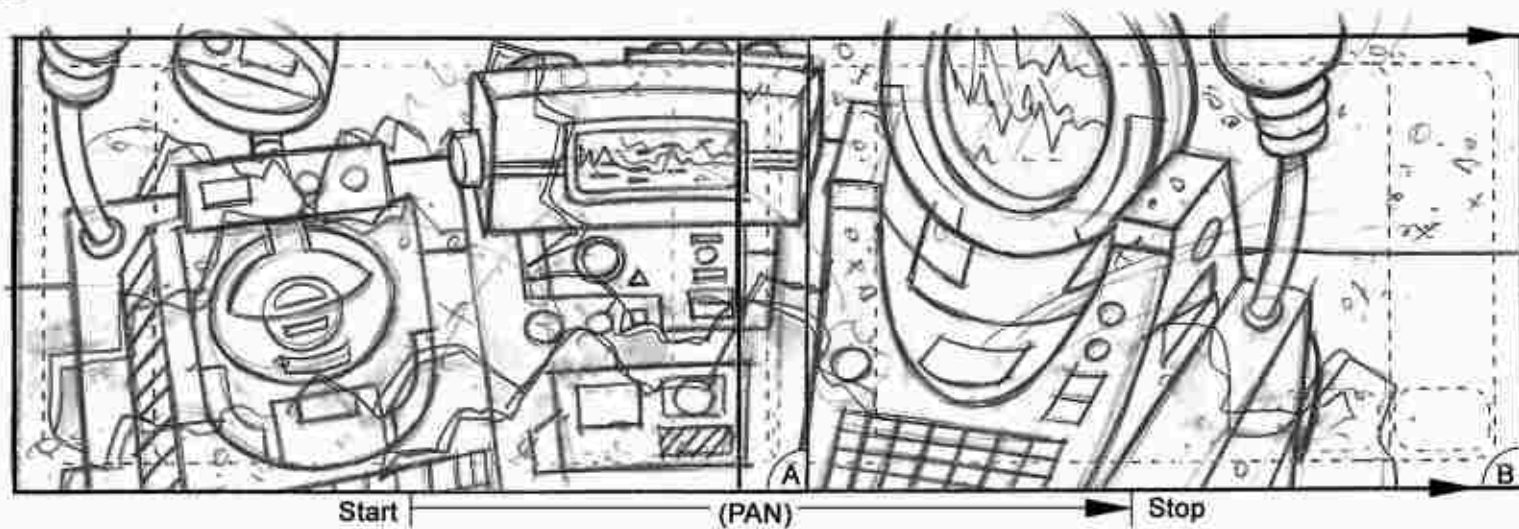


3

Timing:



# THE SECRET SATURDAYS



Action

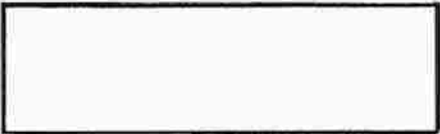
Close on the sparking and fizzling control panel.

EFX:(Bot. Lite Sparks and Fizzles)

Dialog

Timing





# THE SECRET SATURDAYS

Page 76

CUT  
▼

Sc.

Bg.

**ACTION**

day night

Wider on the Wrecked Artifacts Room.  
The lights flicker on and off.

EFX: (DX Shadows)

**DIAL**



1

Timing:

Sc.

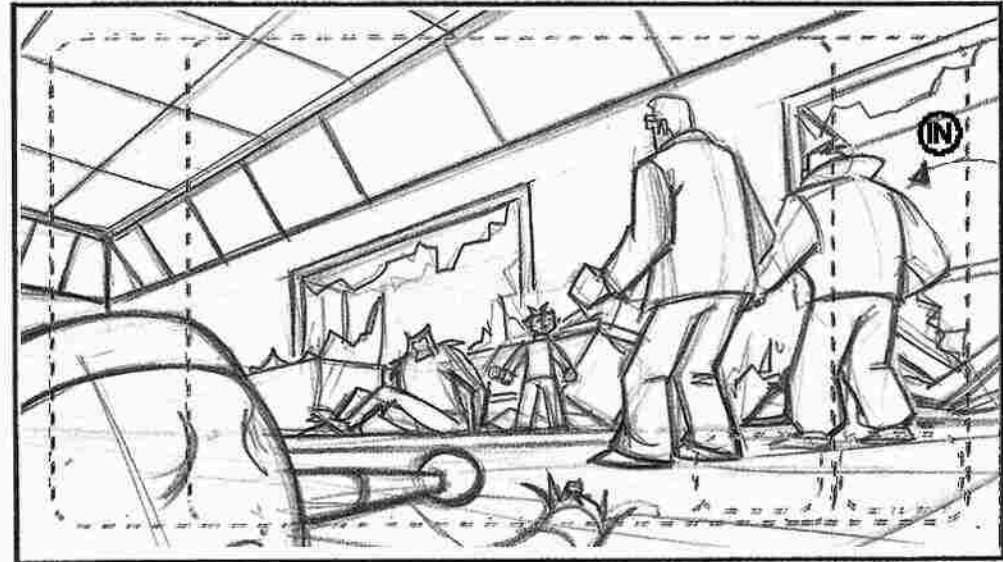
Bg.

**ACTION**

day night

Cheechoo enters beside Beeman.

**DIAL**



2

Timing:

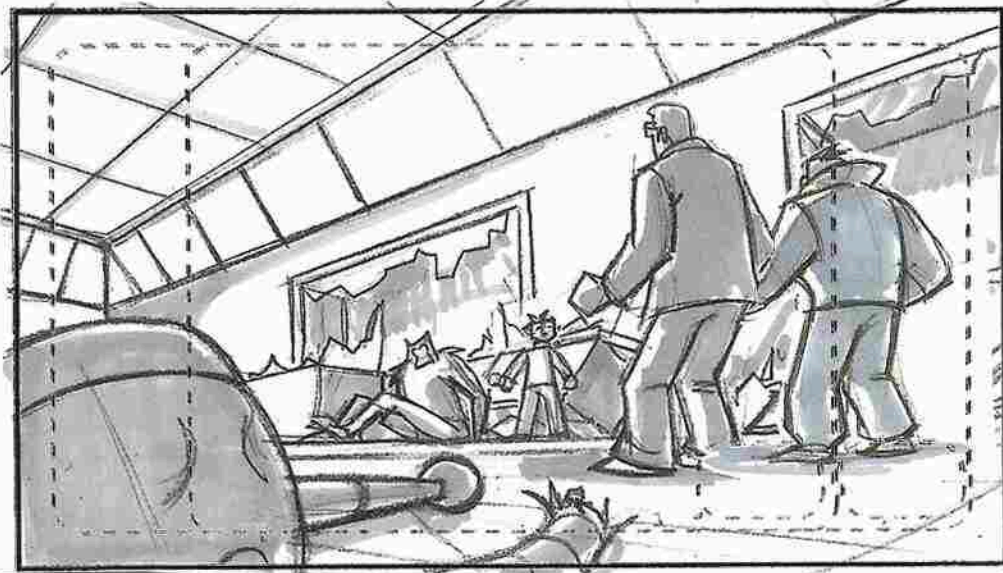
Sc.

Bg.

**ACTION**

day night

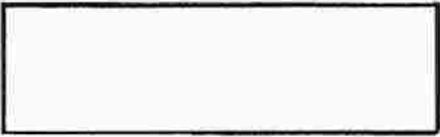
**DIAL**



3

Timing:





# THE SECRET SATURDAYS

CUT  
▼

Sc.

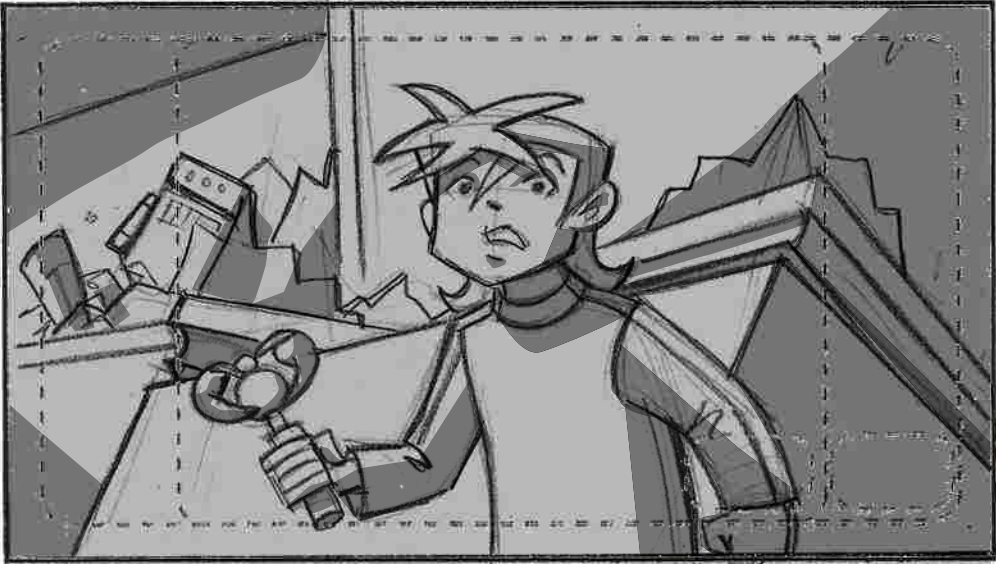
Bg.

ACTION

day night

Close on Zak.  
The lights go out.

DIAL



1

Timing:

Sc.

Bg.

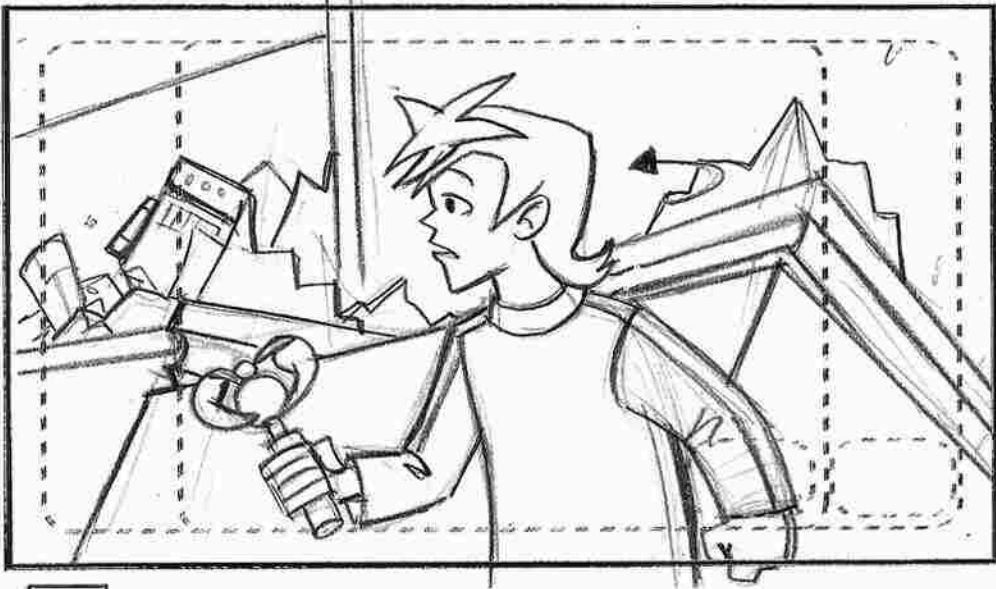
ACTION

day night

Zak looks over at Doc.

EFX:(DX Shadows)

DIAL



2

Timing:

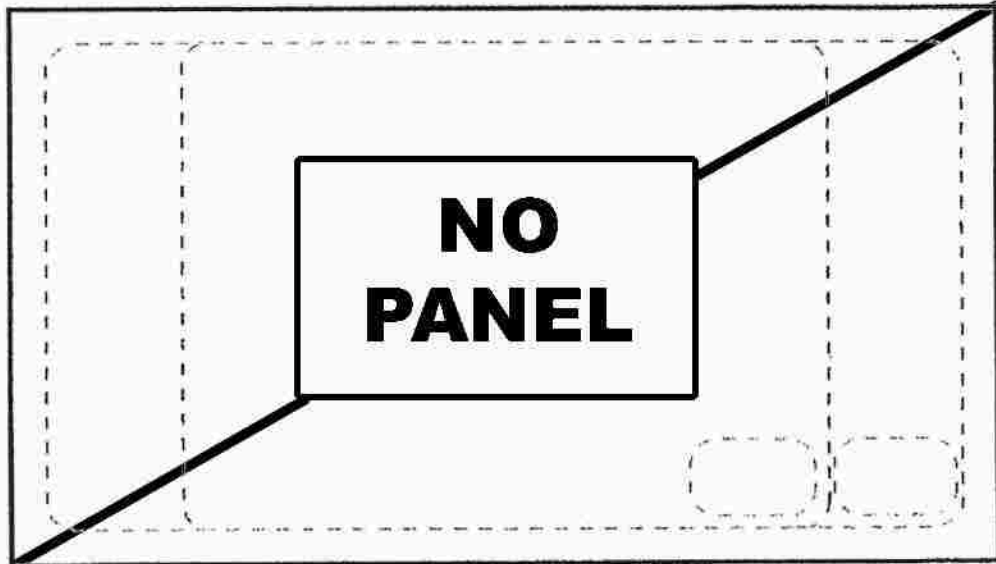
Sc.

Bg.

ACTION

day night

DIAL



3

Timing:





# THE SECRET SATURDAYS

CUT  
▼

Sc.

Bg.

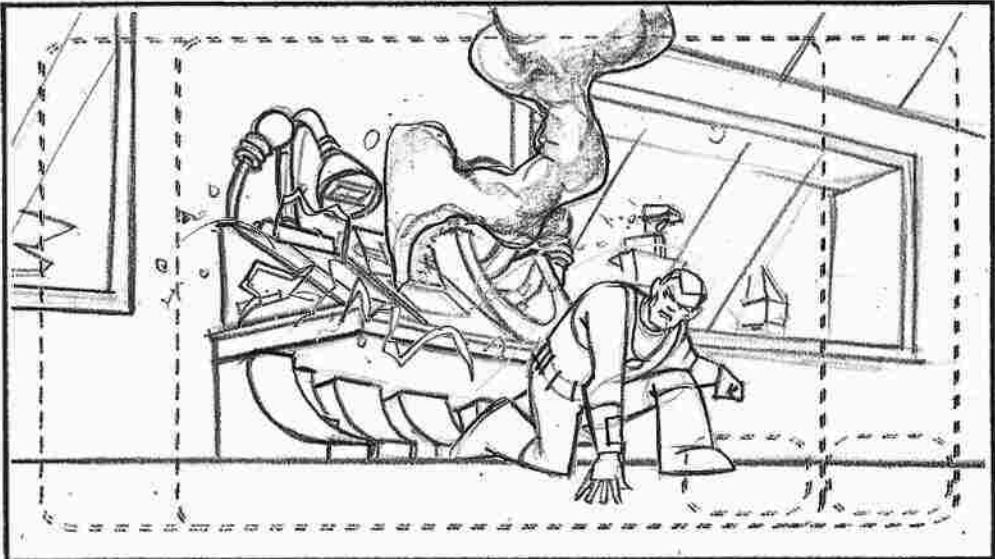
**ACTION**

day night

Angle on Doc getting up from the smoking Control Panel.

EFX: (DX Smoke, Shadows, Bot.Lite Sparks)

**DIAL**



1

Timing:

Sc.

Bg.

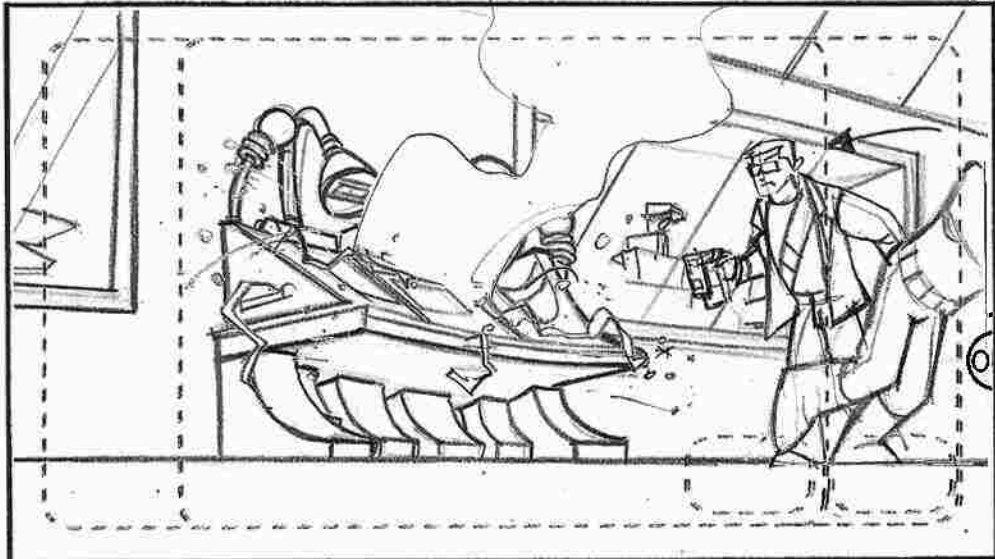
**ACTION**

day night

Beeman, holding a high tech extinguisher rushes over to the panel as Doc clears the area.

SFX: <Fire Extinguisher discharge>

**DIAL**



2

Timing:

Sc.

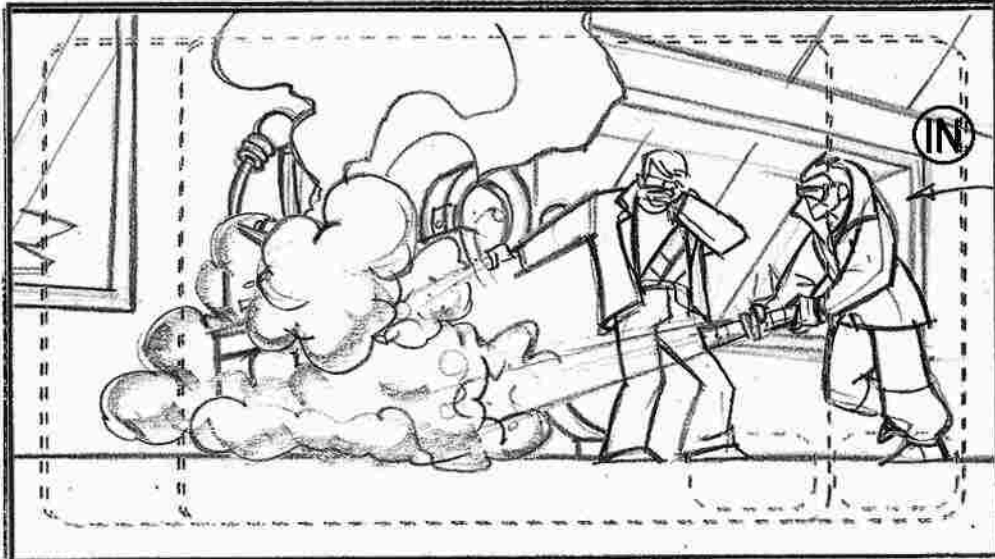
Bg.

**ACTION**

day night

Cheechoo comes in with a heavier duty fire extinguisher and sprays the panel as well.

**DIAL**



3

Timing:





# THE SECRET SATURDAYS

Page 78

Sc.

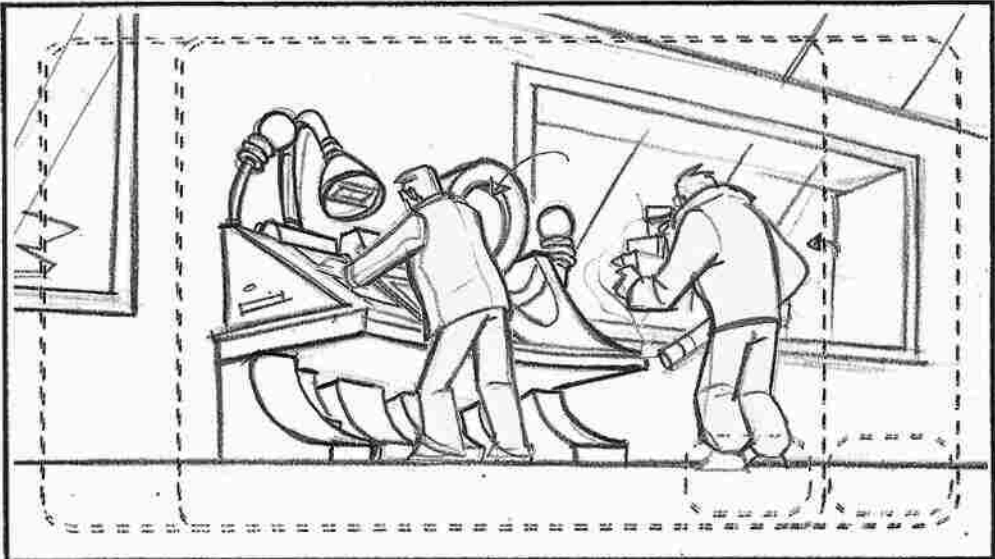
Bg.

**ACTION**

day night

As the smoke clears, Beeman tries to type on the fried panel.

**DIAL**



4

Timing:

**CUT**

Sc.

Bg.

**ACTION**

day night

Angle on Beeman looking concerned by what he sees.

EFX: (DX Smoke)

**DIAL**



1

Timing:

Sc.

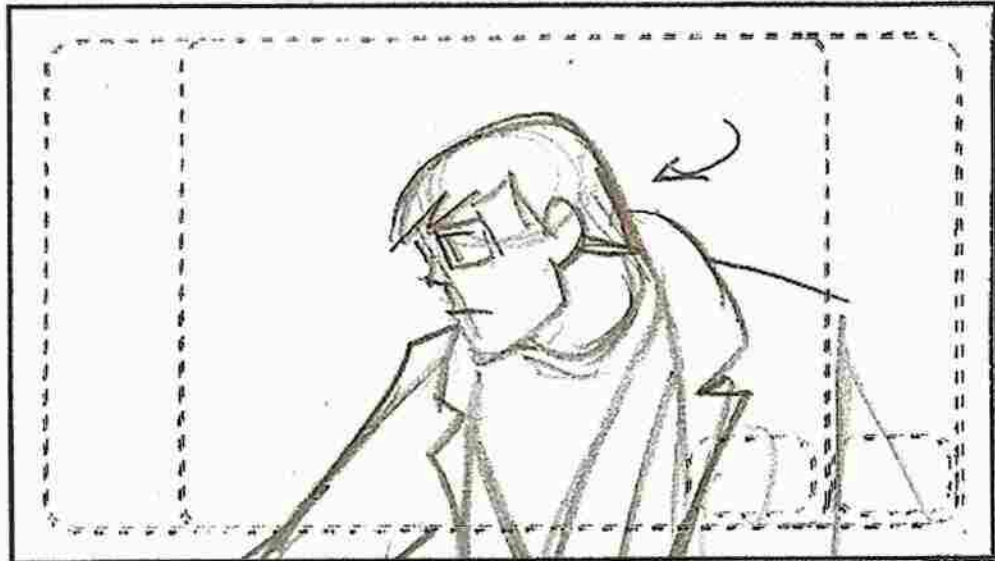
Bg.

**ACTION**

day night

He checks another panel.

**DIAL**



2

Timing:





# THE SECRET SATURDAYS

Sc.

Bg.

**ACTION**

day night

He turns back...

**DIAL** Beeman:

Dandy. Cheechoo,.....



3

Timing:

Sc.

Bg.

**ACTION**

day night

Cheechoo step up beside Beeman, who straightens up from the panel.

**DIAL** Beeman: (contd)

We're gonna need to perform some triage.....



4

Timing:

Sc.

Bg.

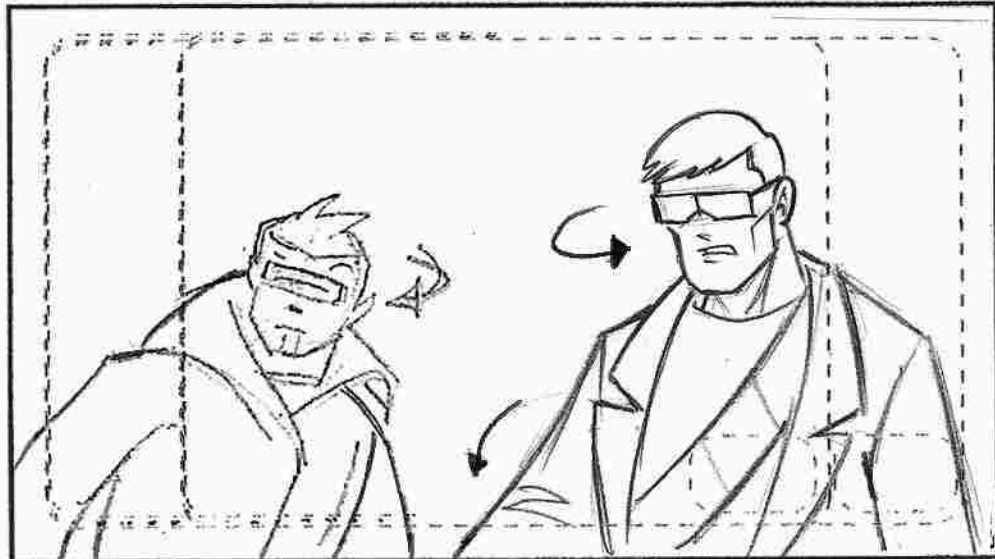
**ACTION**

day night

They both turn back to look at the smoking board.

**DIAL** Beeman: (contd)

..before we have a meltdown here.



5

Timing:





# THE SECRET SATURDAYS

Sc.

Bg.

**ACTION**

day night

Suddenly the air is split with a loud O.S Roar and the sound of a smashing wall. Beeman and Cheechoo turn.

EFX:(DX Shadow, Light Beams)

DIAL Beast: (O.S.)

<ROAR>



6

Timing:

CUT

Sc.

Bg.

**ACTION**

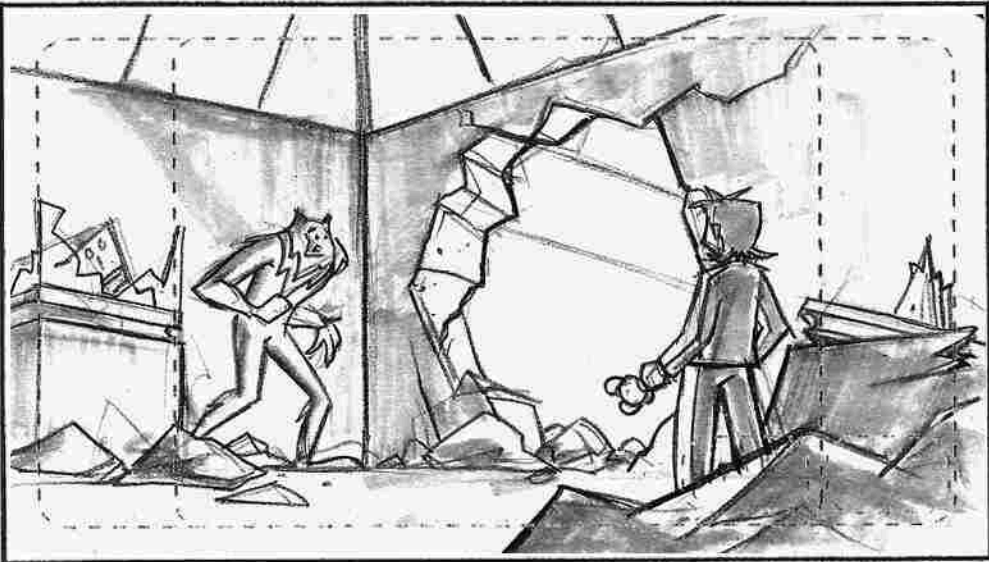
day night

Angle on Fisk and Zak standing near the hole in the wall. O.S. you can hear the roaring of the beast echoing off the walls.

EFX:(DX Shadows)

DIAL Beast: [Echoy]

<ROAR> (fades off)



1

Timing:

CUT

Sc.

Bg.

**ACTION**

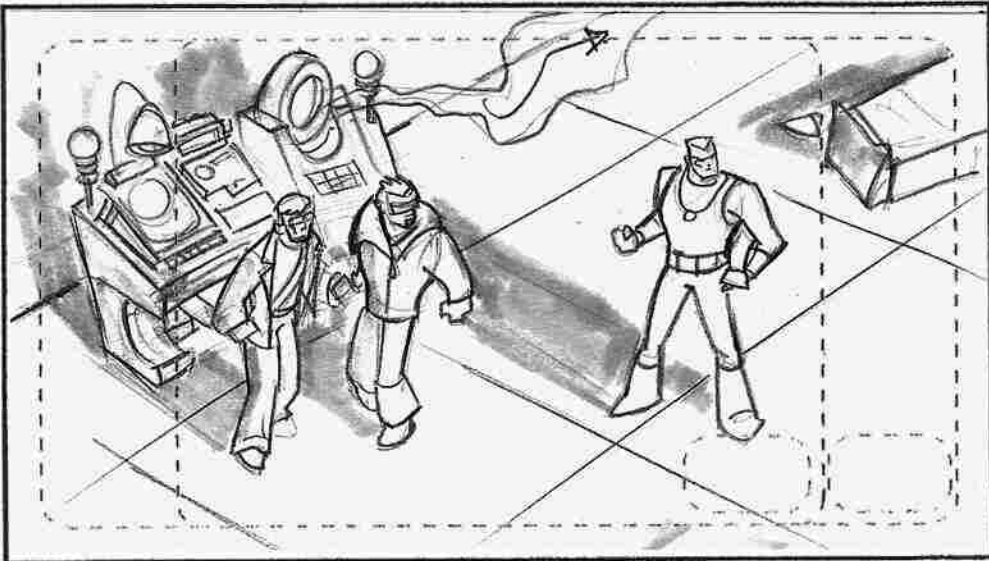
day night

Down Angle on Beeman, Cheechoo and Doc standing near the smoking panel.

EFX:(DX Shadows, Smoke)

DIAL Beeman:

Doc, if you want your six-month vacation, you and your boys better...



1

Timing:





# THE SECRET SATURDAYS

Sc.

Bg.

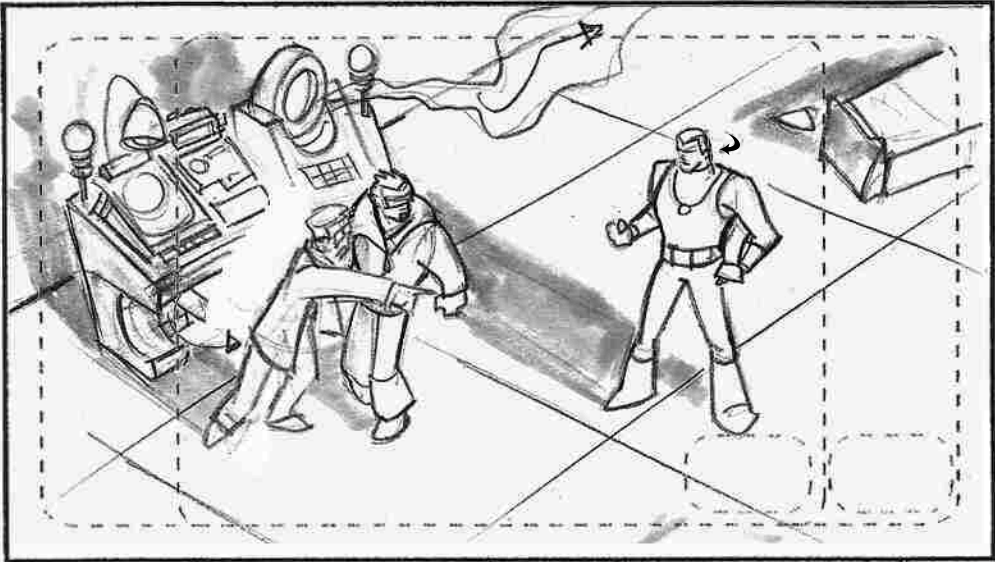
**ACTION**

day night

Beeman gestures towards the O.S. hole in the wall.

**DIAL** Beeman:(contd)

..contain that thing.



3

Timing:

**CUT**

Sc.

Bg.

**ACTION**

day night

Close on Zak.

EFX: (DX Shadows)

**DIAL** Zak:

I thought you said it was seven....



1

Timing:

Sc.

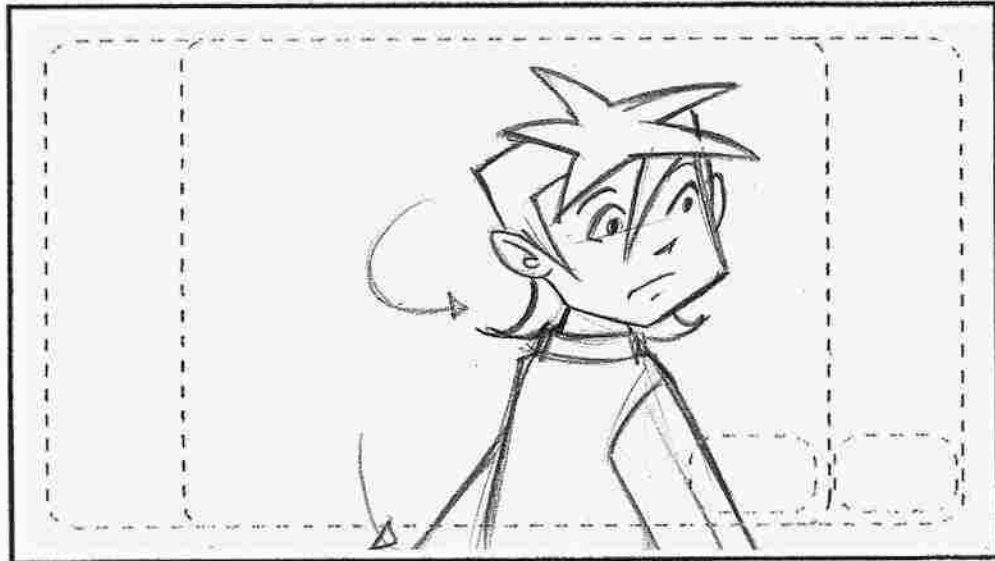
Bg.

**ACTION**

day night

He glances around the room.

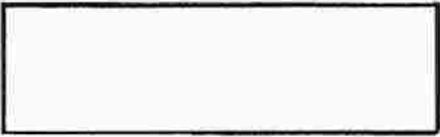
**DIAL**



2

Timing:





# THE SECRET SATURDAYS

Sc.

Bg.

<b>ACTION</b>	day    night
..then he looks to the stage left.	
<b>DIAL</b>	



3

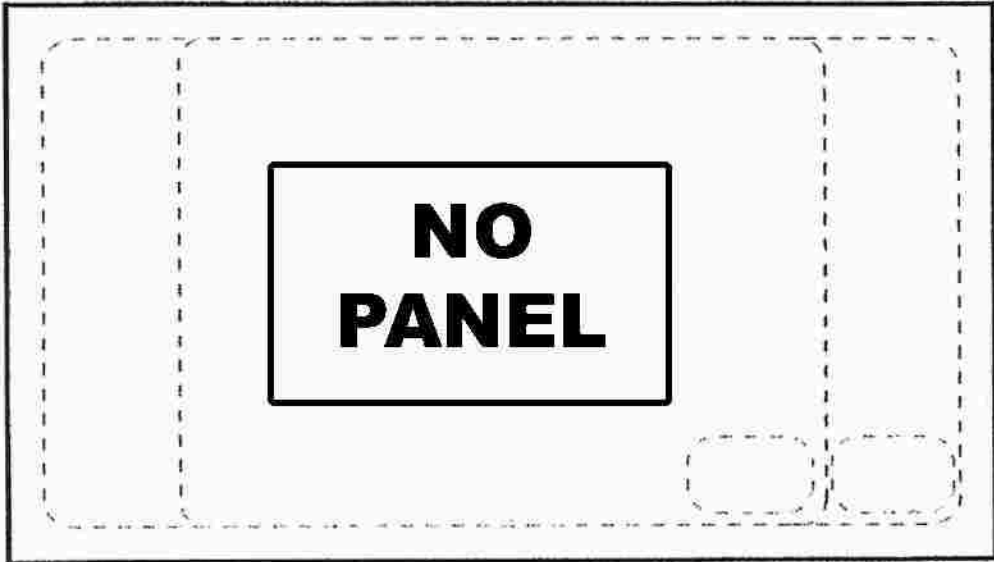
Timing:

**CUT**

Sc.

Bg.

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



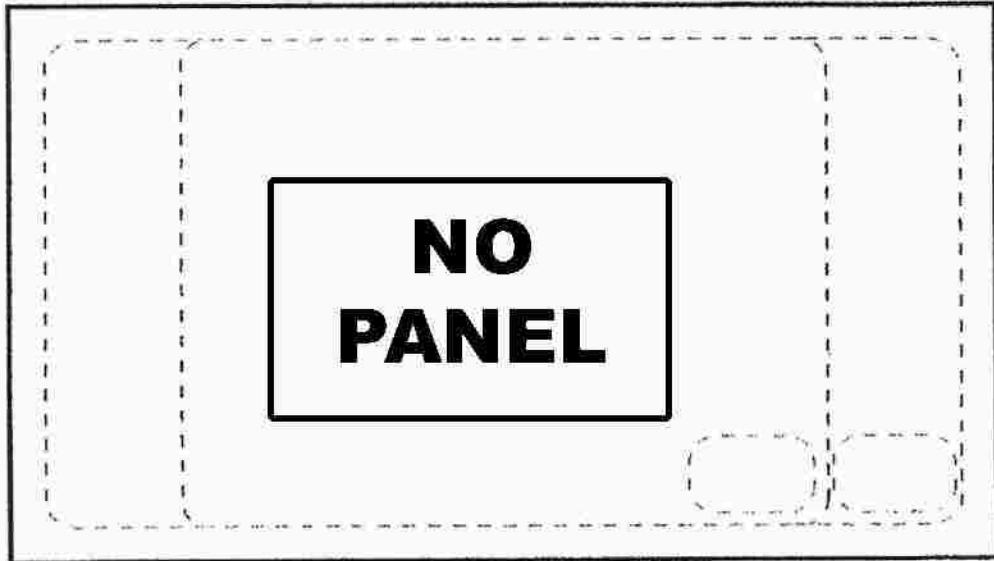
1

Timing:

Sc.

Bg.

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

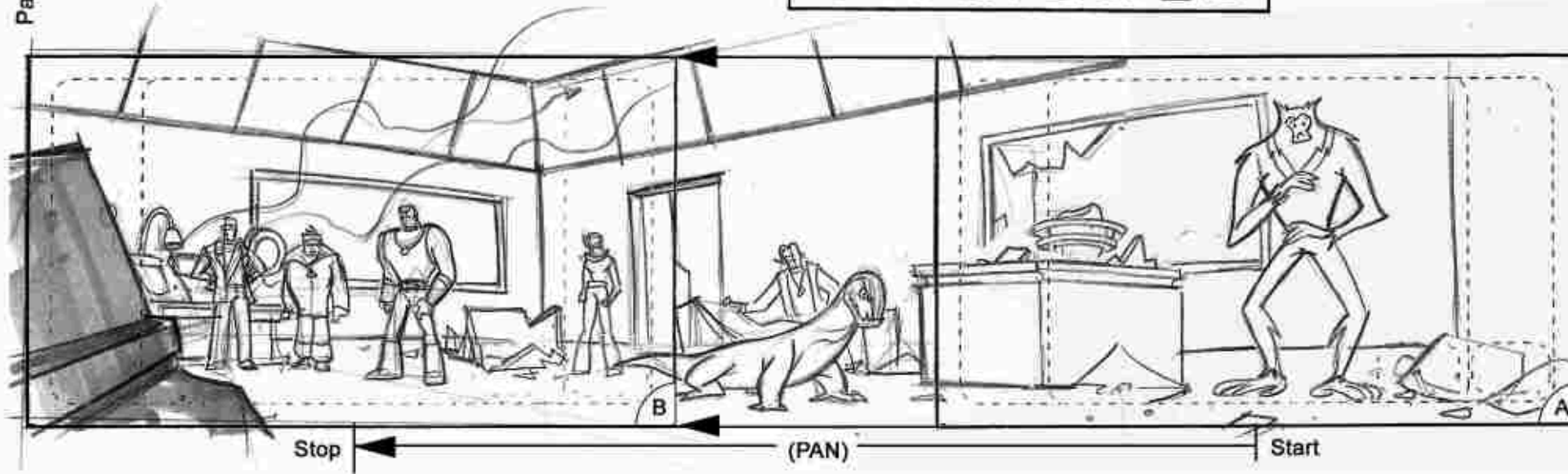


2

Timing:



# THE SECRET SATURDAYS



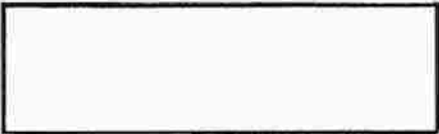
Action

Zak's POV. Pan All Art A - B as he looks from Fisk back over to Doc Grey, Bara, and Komodo are also in the Room.

EFX: (DX Shadows, Smoke)

Dialog

Timing



# THE SECRET SATURDAYS

CUT

Sc.

Bg.

ACTION

day night

Angle on Beeman. He raises an eye-brow, not saying anything.

EFX: (DX Shadows, Smoke)

DIAL



1

Timing:

CUT

Sc.

Bg.

S/A

ACTION

day night

Angle on Zak...

DIAL Zak:

Six is good.



1

CUT

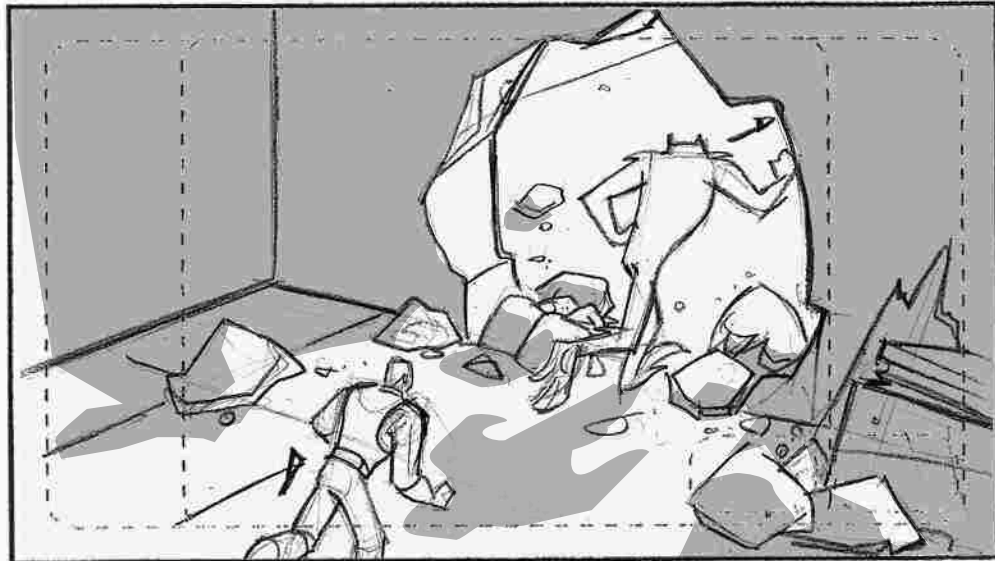
ACTION

day night

Down Angle on Hole in Wall. Fisk leads the charge into the hole, followed by Doc...

EFX: (DX Shadows)

DIAL



1

Timing:





# THE SECRET SATURDAYS

Sc.

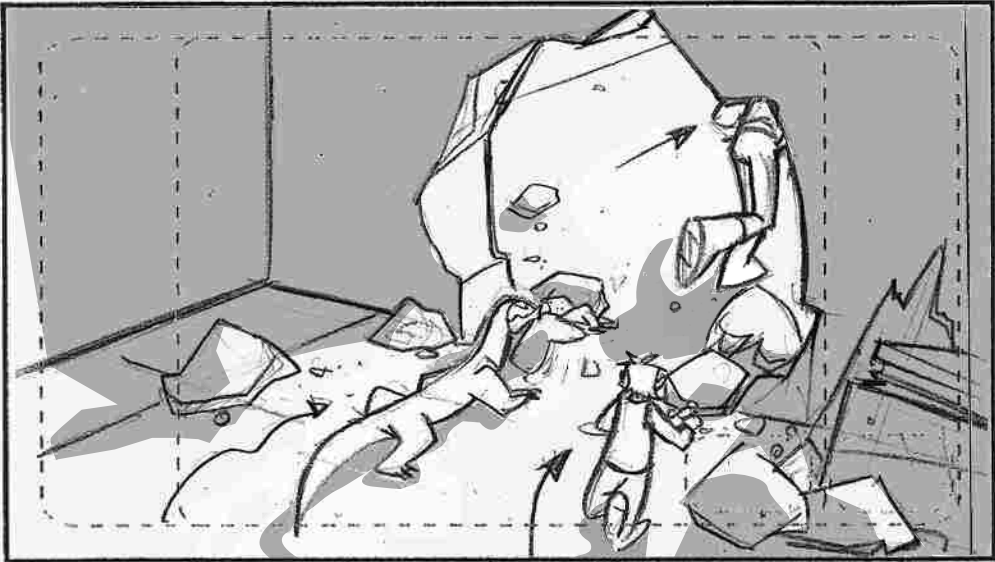
Bg.

ACTION

day night

..followed by Komodo and Zak

DIAL



2

Timing:

CUT

Sc.

Bg.

ACTION

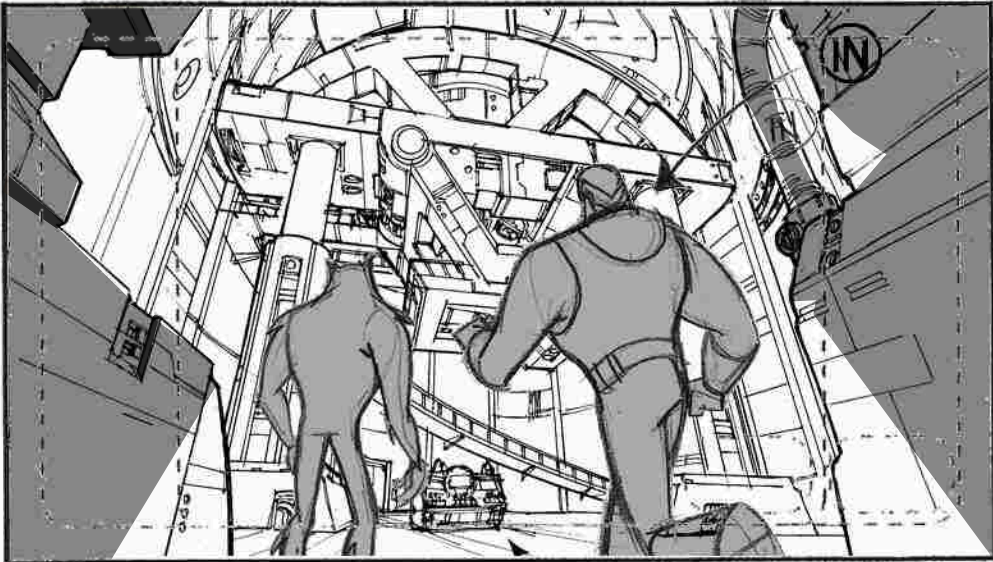
day night

Int. Beeman's HQ - Main Observatory

Fisk has stopped at the entrance of the observatory. He is joined by Doc..

EFX:(DX Shadows)

DIAL



1

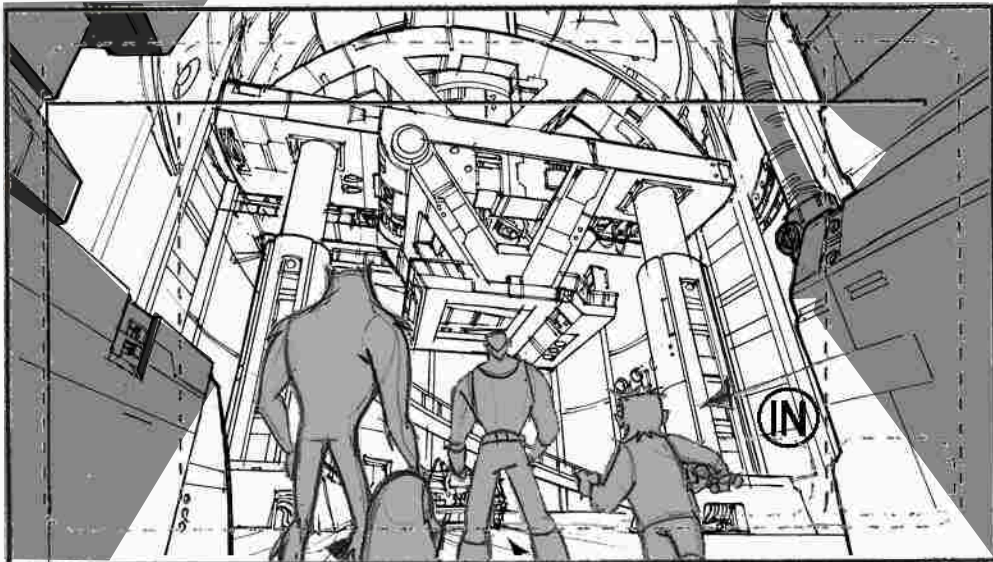
Timing:

ACTION

day night

they are joined by Komodo and Zak.

DIAL



1

Timing:





# THE SECRET SATURDAYS

HU  
▼

Sc.

Bg.

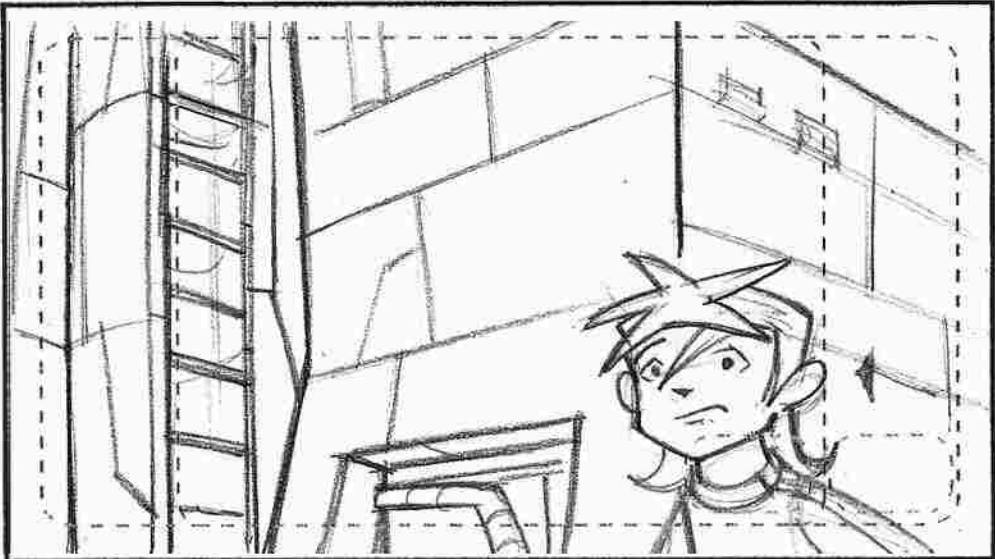
**ACTION**

day night

Close on Zak as he steps forward and stops.

EFX:(DX Shadows)

**DIAL**



1

Timing:

Sc.

Bg.

**ACTION**

day night

**DIAL** Zak:

Where is it?



2

CUT  
▼

Sc.

Bg.

**ACTION**

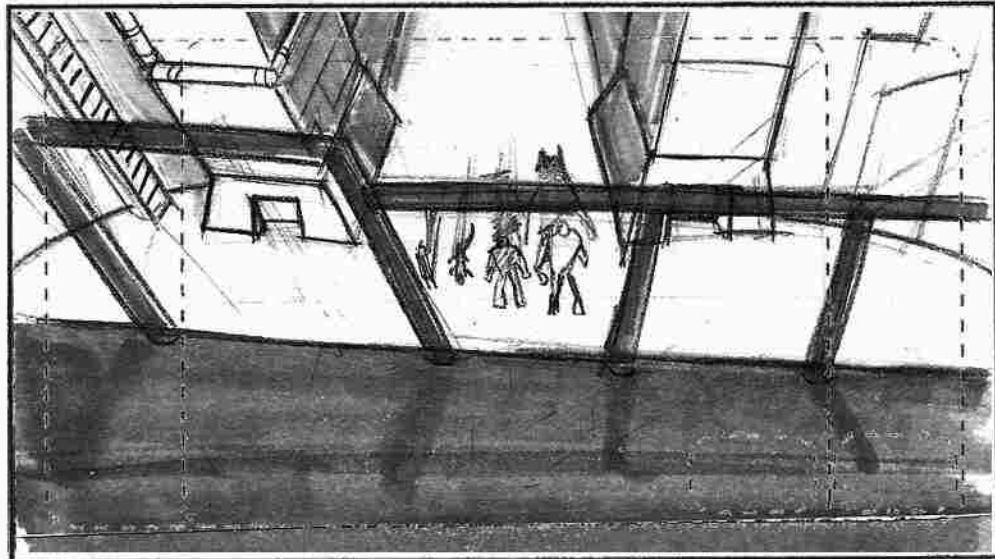
day night

Wide on Observatory - angle through catwalk. Doc, Zak, Fisk and Komodo stop for a mment to take in the immensity of the place.

SFX:<echos>

EFX:(DX Shadows)

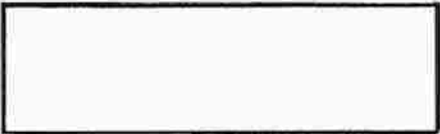
**DIAL**



1

Timing:





# THE SECRET SATURDAYS

Sc.

Bg.

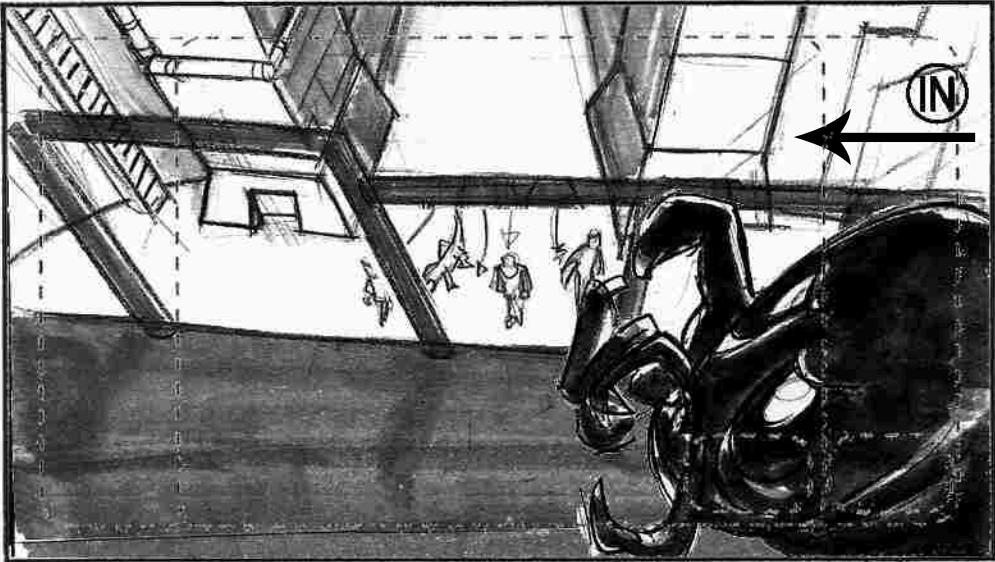
ACTION

day night

As the group fan out, a dark shape skitters past camera along the catwalk.

SFX: Insect chitter>  
EFX: (DX Shadow)

DIAL



2

Timing:

Sc.

Bg.

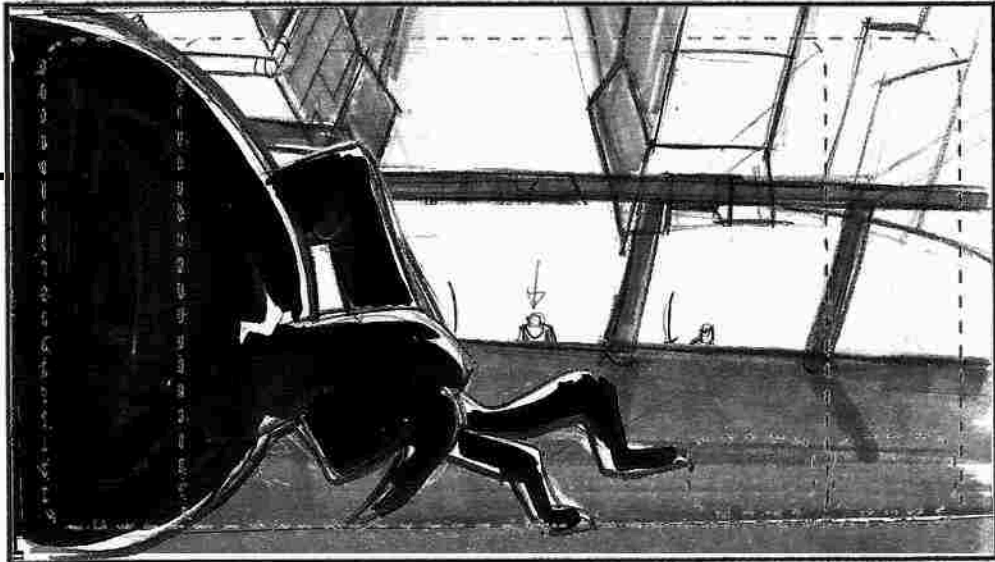
ACTION

day night

OUT



DIAL



3

CUT

Sc.

Bg.

ACTION

day night

Up angle on the catwalks. Komodo cautiously enters scene. He senses something.

EFX: (DX Shadows)

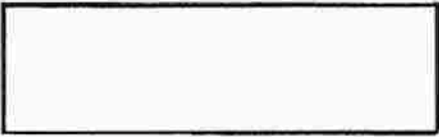
DIAL



1

Timing:





# THE SECRET SATURDAYS

Sc.

Bg.

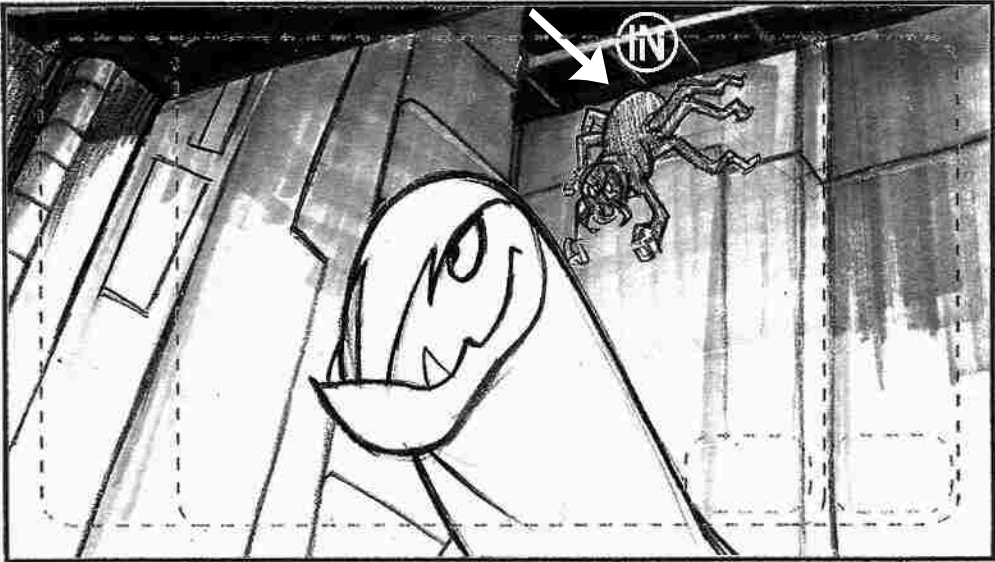
**ACTION**

day night

Komodo stops. Behind him,  
Insect-o-Beast jumps down onto  
the wall.

EFX:(DX Shadows)

**DIAL**



2

Timing:

Sc.

Bg.

**ACTION**

day night

Insect-o-Beast crawls swiftly down  
the wall behind Komodo.

**DIAL**



3

CUT

**ACTION**

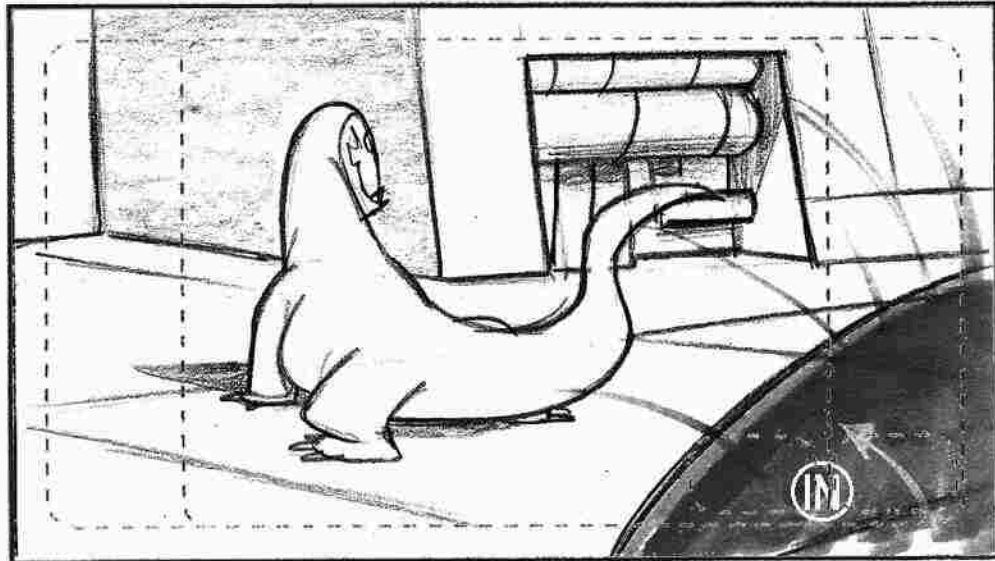
day night

Reverse angle on Komodo.  
Insect-o-Beast moves in  
behind him.

EFX:(DX Shadows)

**DIAL** Komodo:

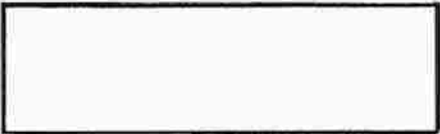
<SNIFF>



1

Timing:





# THE SECRET SATURDAYS

Sc.

Bg.

**ACTION**

day night

Insect-o-Beast rears up behind  
Komodo, who turns...too late.

**DIAL** Komodo:(contd)

<HISS Scream>



2

Timing:

**CUT**

**ACTION**

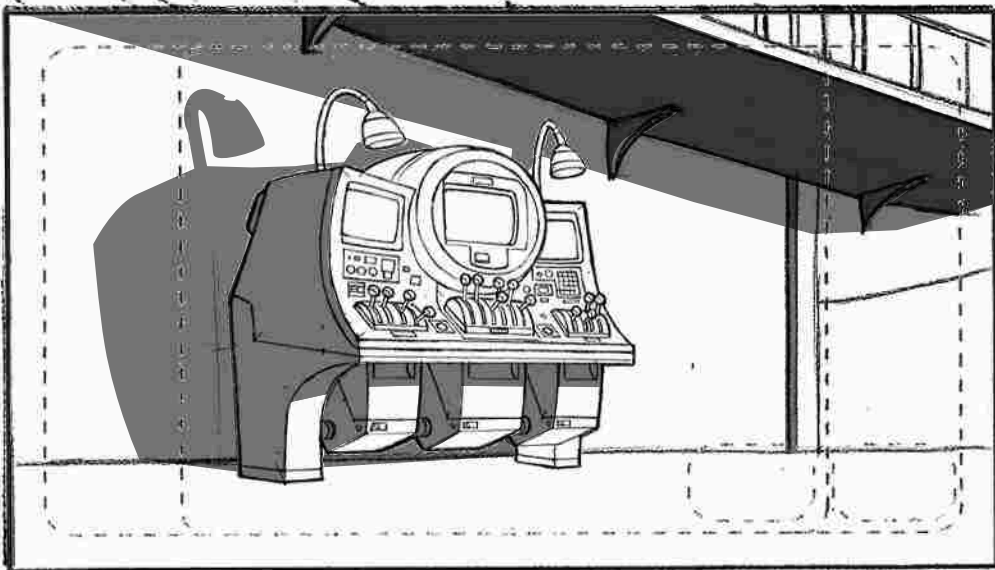
day night

Angle on Observatory Control Panel

**DIAL**

Sc.

Bg.



1

Timing:

**ACTION**

day night

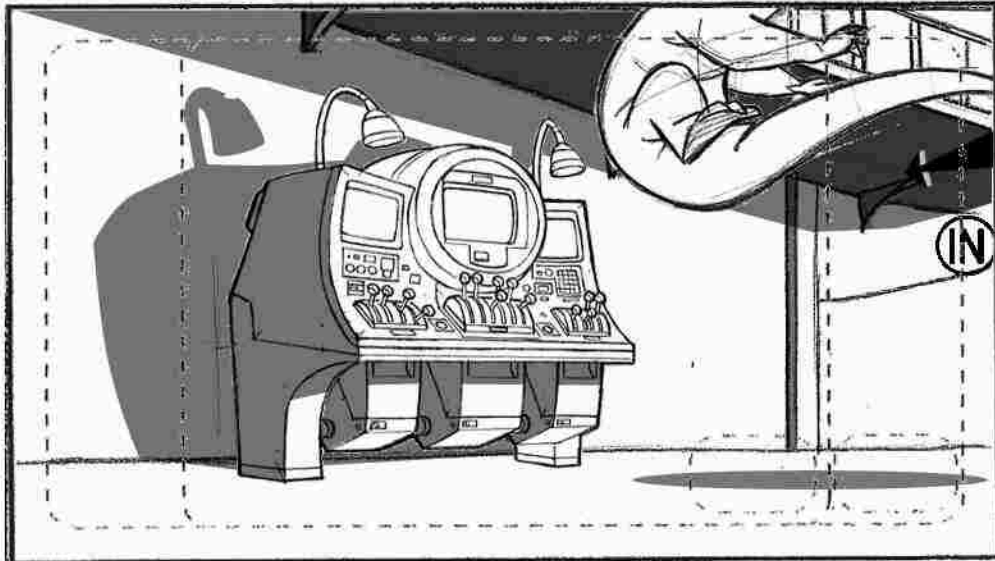
Komodo comes sailing in...

EFX:(DX Shadows)

**DIAL**

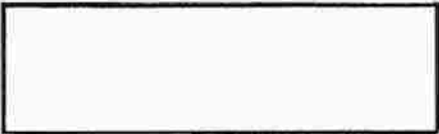
Sc.

Bg.



2

Timing:



# THE SECRET SATURDAYS

Sc.

Bg.

**ACTION**

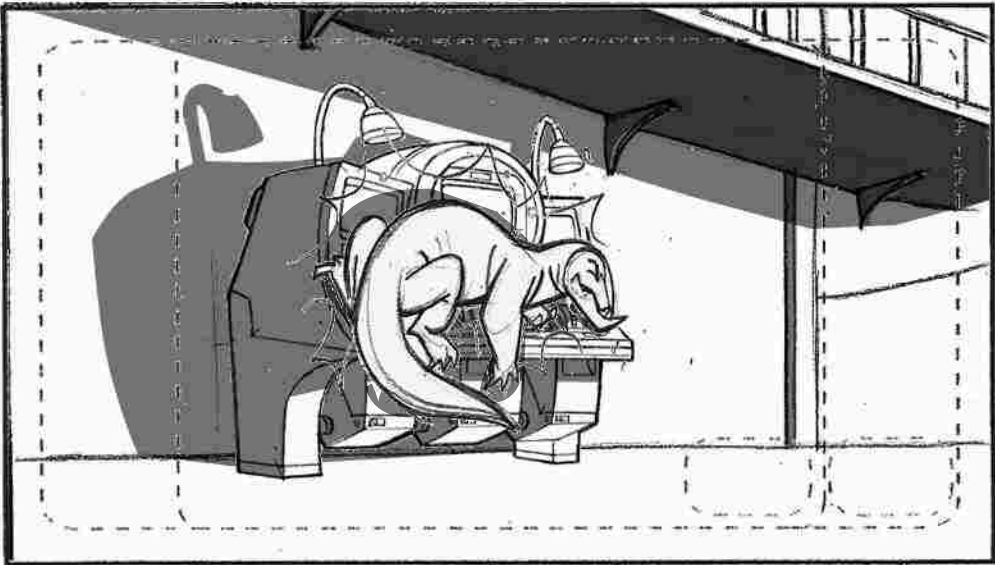
day night

...and slams into the control panel.  
Alarms start to go off, Scene goes red.

SFX:<Alarm Klaxon>

**DIAL** Komodo:

<Impact Grunt>



3

Timing:

**CUT**

Sc.

Bg.

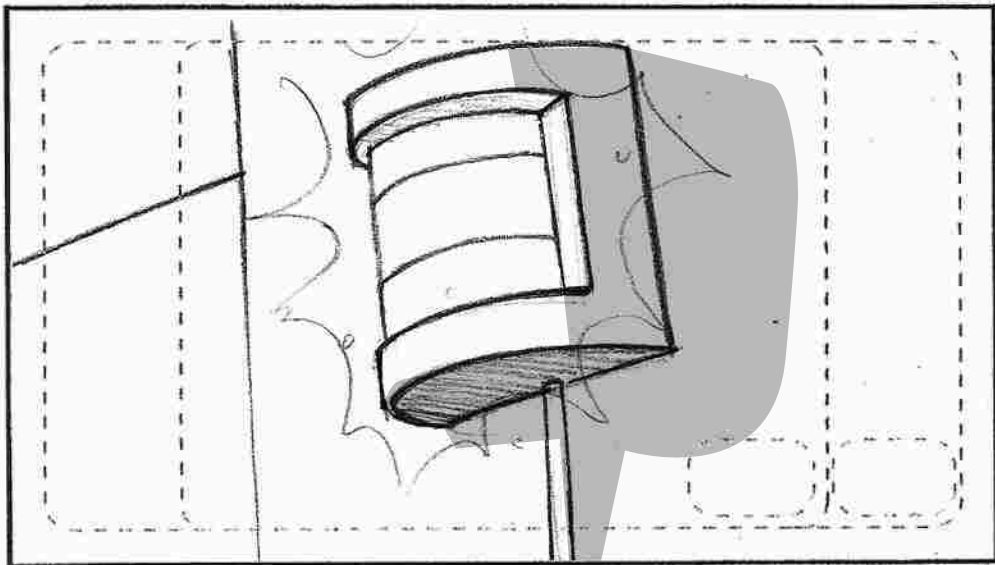
**ACTION**

day night

Close on flashing Alarm light.  
Scene is bathed in Red light.

SFX: <Alarma Klaxon>  
EFX:(Bot Lite Flashing Light)

**DIAL**



1

Timing:

**CUT**

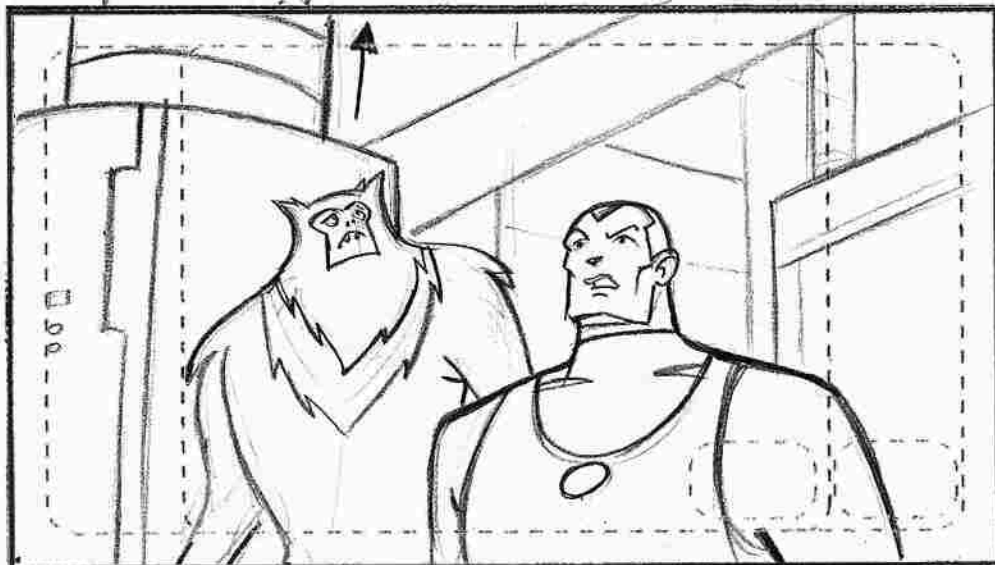
**ACTION**

day night

Angle on Fisk and Doc. The room is bathed in Red lights and the alarm is whooping. They look up as the columns begin to rise up.

SFX: <Alarm Klaxon, Metal sliding on Metal>  
EFX: (DX Shadows)

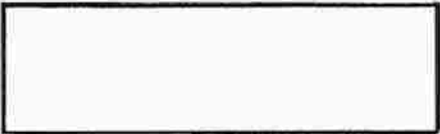
**DIAL**



1

Timing:





# THE SECRET SATURDAYS

CUT

Sc.

Bg.

ACTION

day night

Close on Zak.  
The columns are rising, the scene is bathed in red light and alarms sound.  
In other words...chaos.

SFX:<Alarm Klaxon>  
EFX:(DX Shadows)

DIAL



1

Timing:

CUT

Sc.

Bg.

ACTION

day night

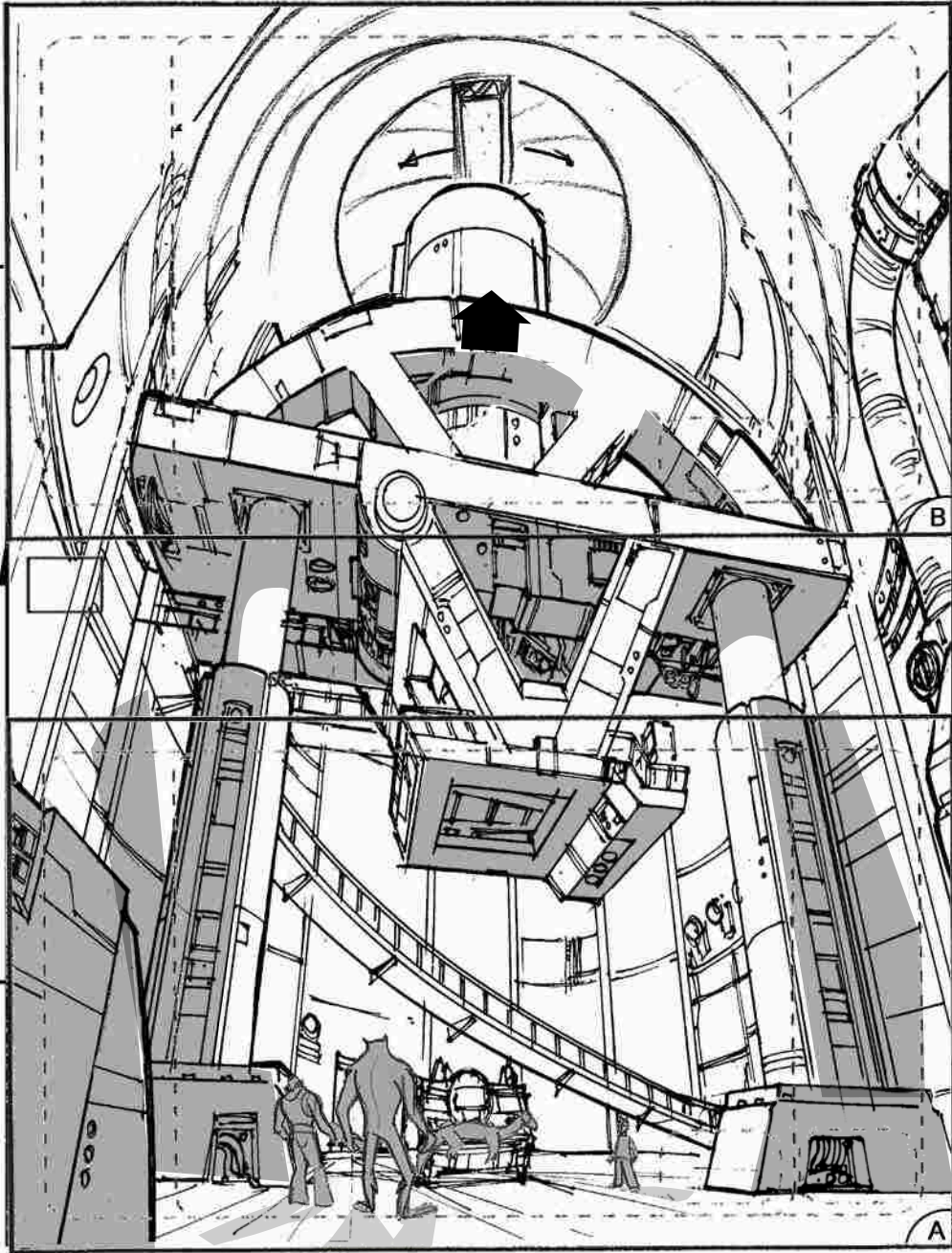
Wide on Main Observatory.  
The platform rises upwards, the clamshell-type doors slowly open up.

Pan A - B

SFX: <Alarm Klaxon>  
EFX:(DX Shadows)

Stop

DIAL



Timing:

(PAN)

ACTION

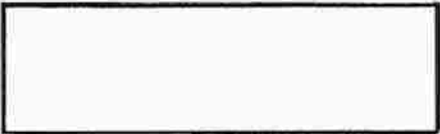
day night

Start

DIAL

1

Timing:



THE SECRET SATURDAYS

CUT

Sc.

Bg.

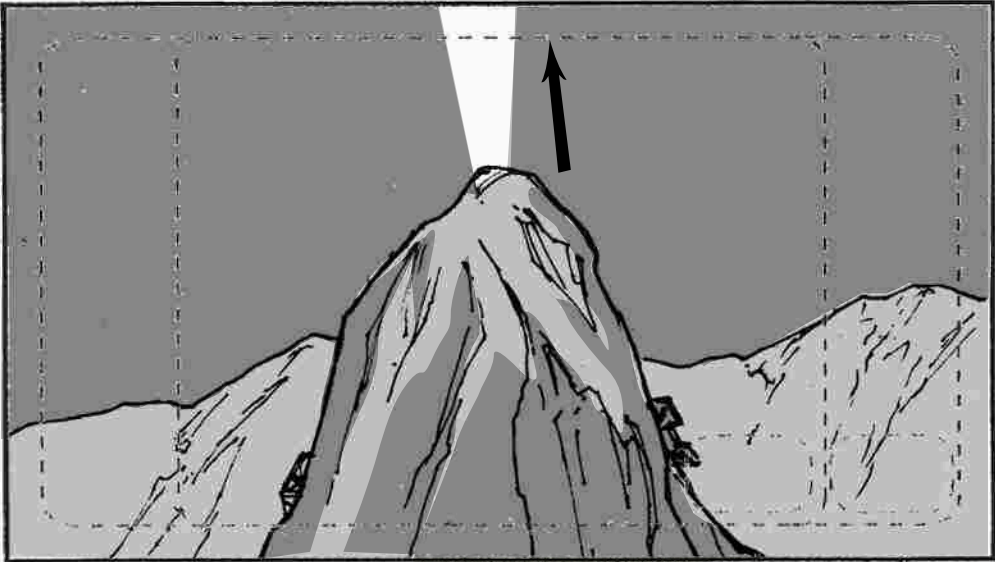
ACTION

day night

Ext Mountaintop. A shaft of light pierces the night sky .

EFX: (Bot.Lite Light Beam)

DIAL



1

Timing:

Sc.

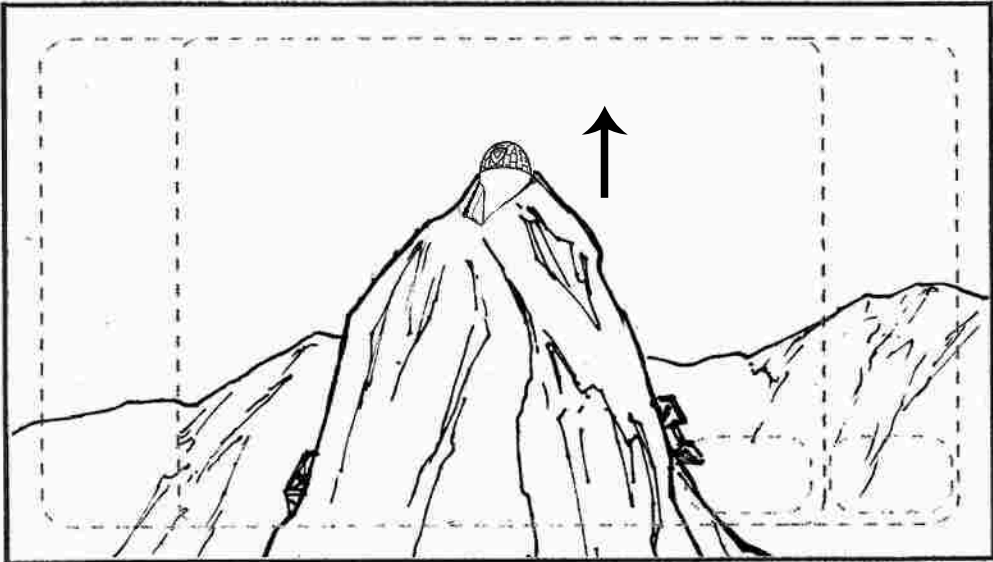
Bg.

ACTION

day night

A tubular building rises out of the top of the mountain.

DIAL



2

Timing:

\*\*\*SEQUENCE ENDS\*\*\*

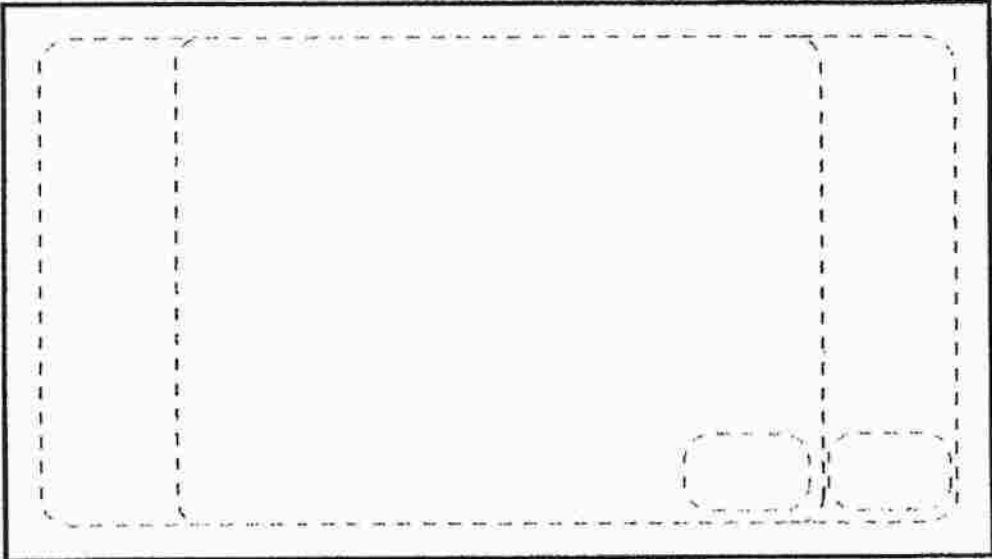
Sc.

Bg.

ACTION

day night

DIAL



Timing: