



CASPER'S SCARE SCHOOL

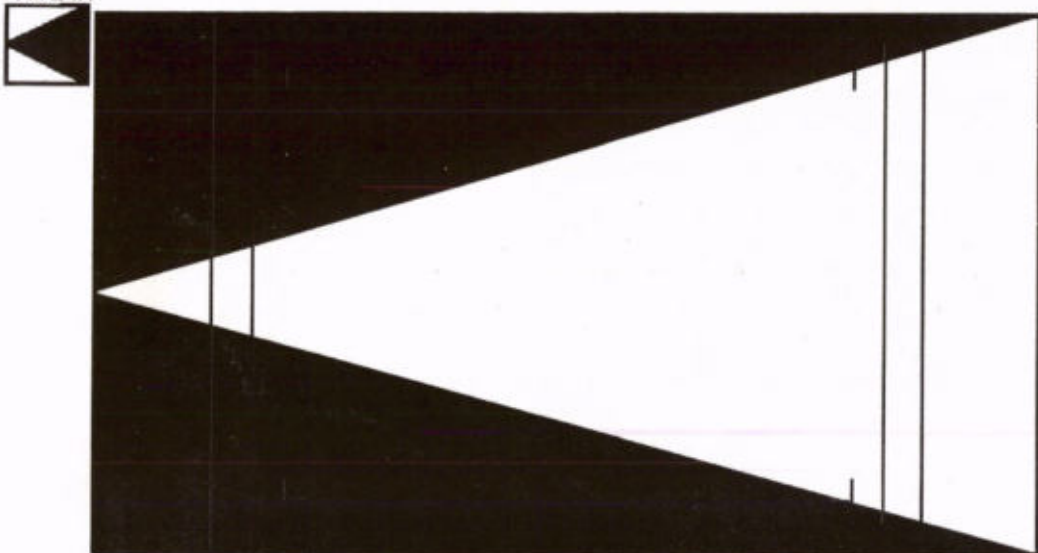
SEASON 1:

"REVENGE OF THE
CREATURE CATCHER"

147 - pt A



FADE IN



SC:

BG:

Cam:

Timing: .

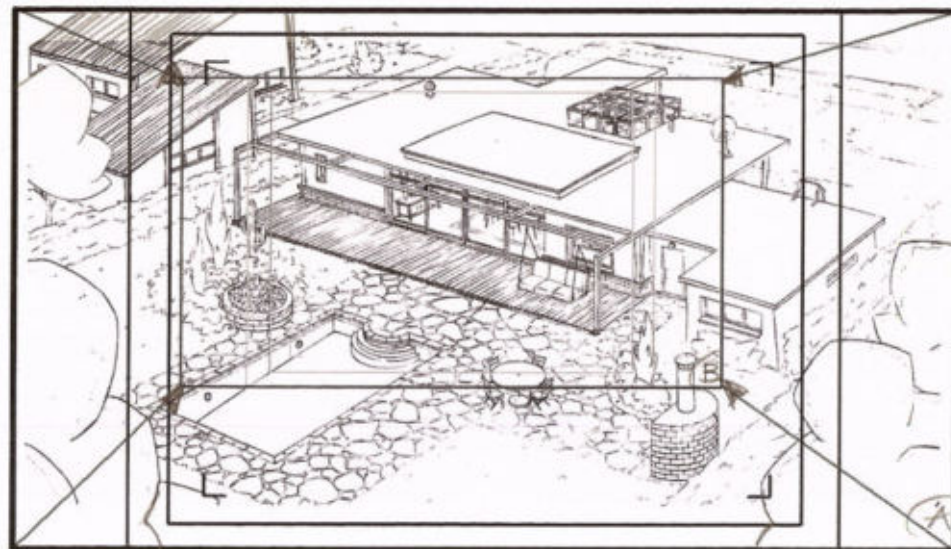
Technical note

Action :

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

TRUCK IN A - B

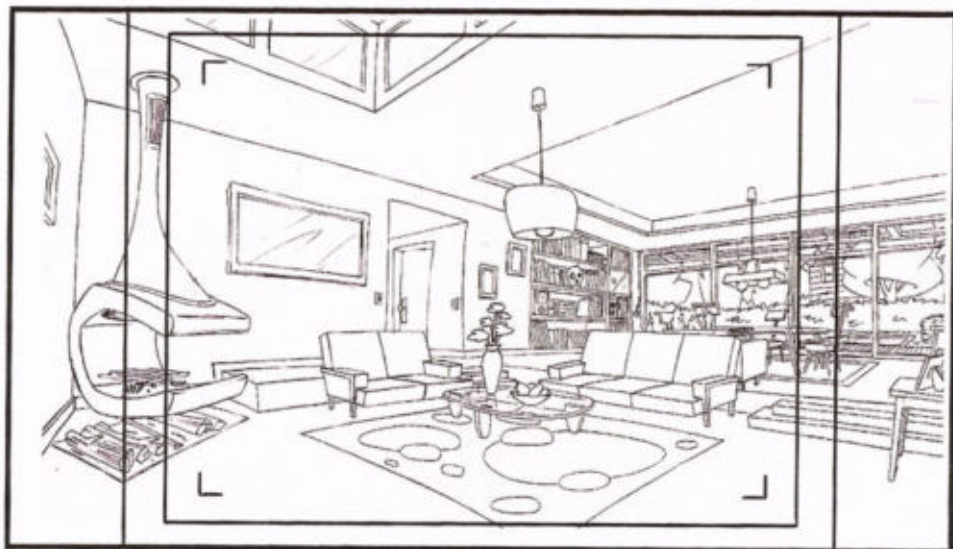
Technical note

Action : EXT. JIMMY'S HOUSE: (DAY)

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

Action : INT. JIMMY'S HOUSE - LIVING ROOM - (DAY).

Dialogue :

FX :

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

Technical note

Action : JIMMY STICKS HIS HEAD INTO THE LIVING ROOM, LOOKING FOR HIS DEAD

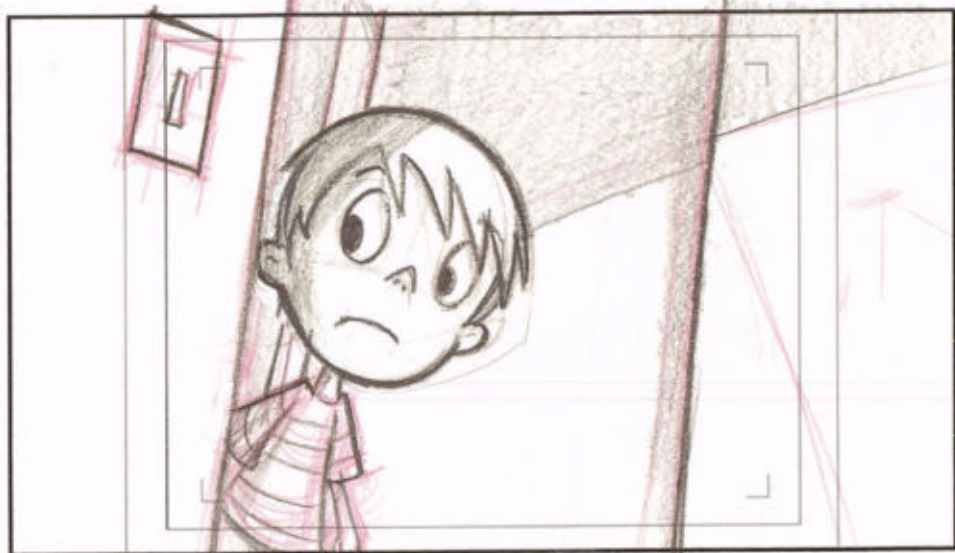
Dialogue : (63) : JIMMY:
DAD ?

FX :

Director's note



HY



SC: BG: Cam: Timing:

Technical note



SC: (CONT'D) BG: Cam: Timing:

Technical note

Action : CLOSE ON JIMMY AS HE LOOKS FOR HIS DAD :..

Dialogue :

FX : (2-TONE ON CHAR.)

Director's note

Action :

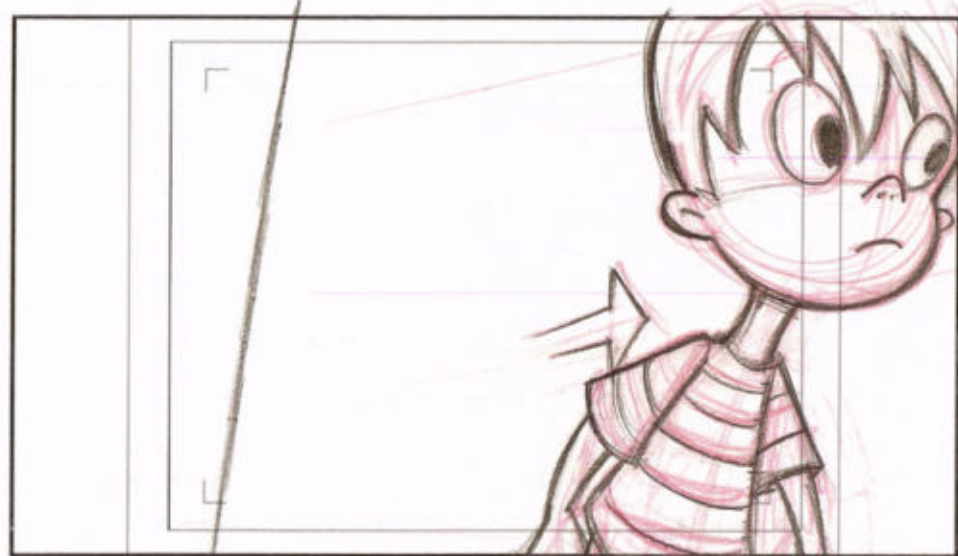
Dialogue :

FX :

Director's note



HU



SC: CONTD BG:

Cam:

Timing:

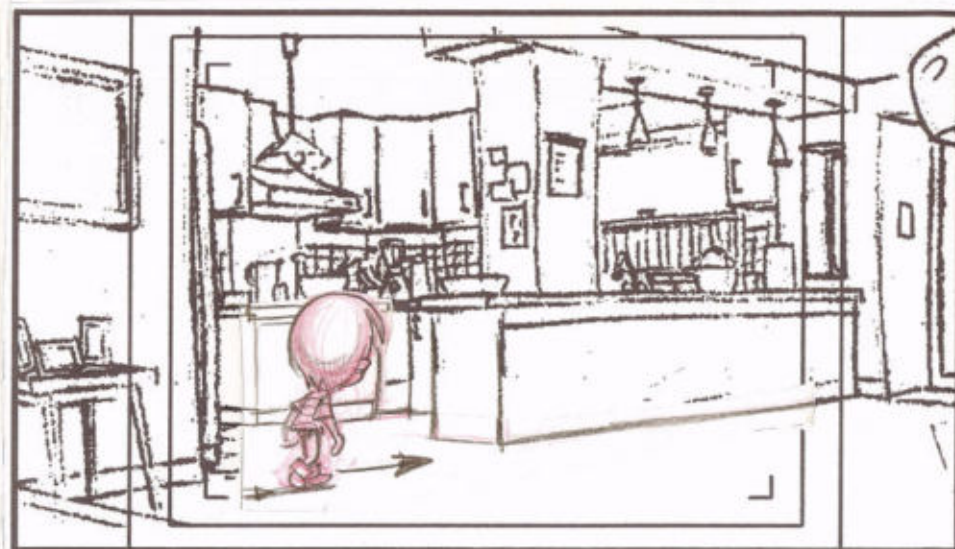
Technical note

Action : JIMMY WALKS INTO THE LIVING ROOM.

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

Action : WIDE ON JIMMY'S LIVING ROOM - ANGLE TOWARDS KITCHEN. JIMMY IS LOOKING AROUND FOR HIS DAD.

Dialogue :

FX :

Director's note

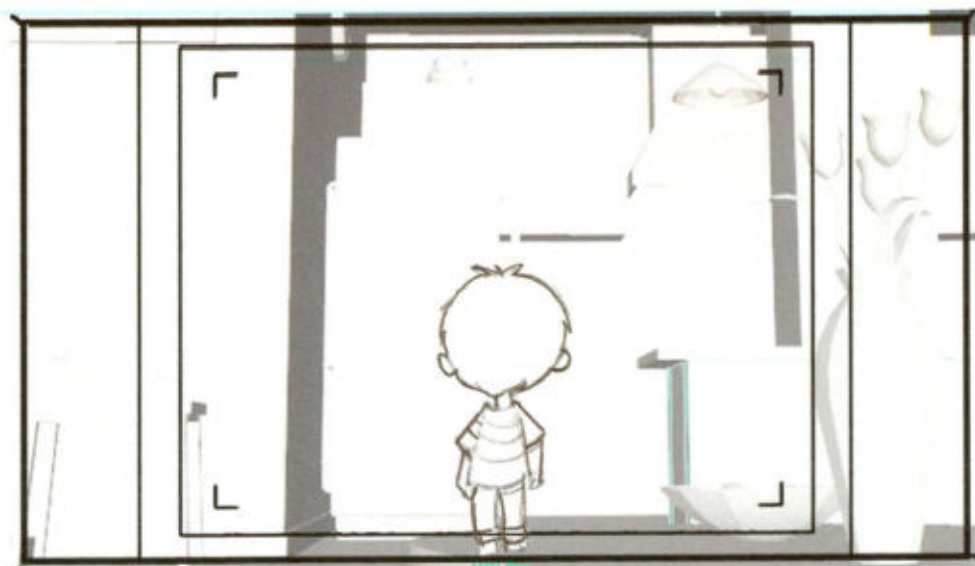


SC: (CONTD) BG:

Cam:

Timing:

Technical note



SC: (CONTD) BG:

Cam:

Timing:

Technical note

Action : JIMMY STEPS INTO SCENE

Dialogue :

FX :

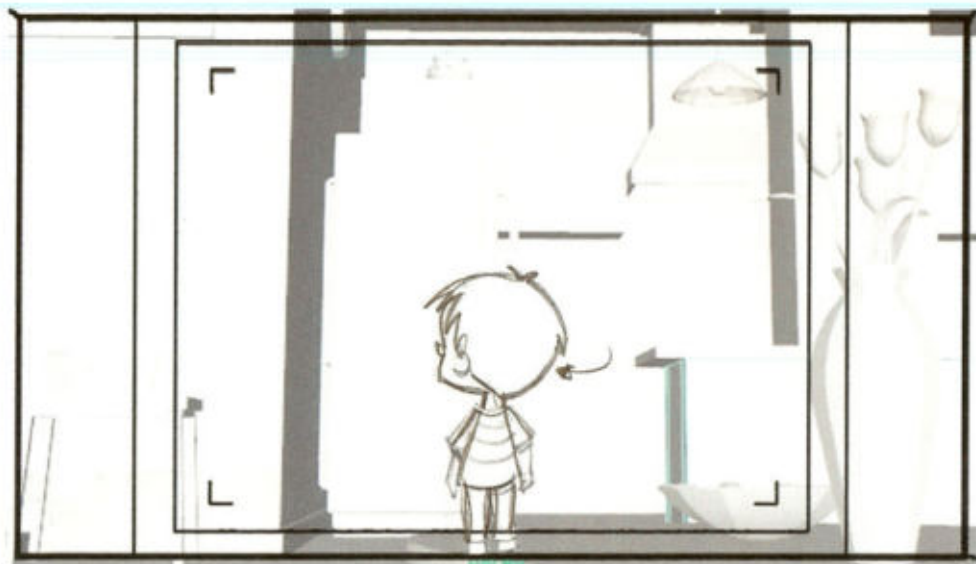
Director's note

Action : HE STOPS

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

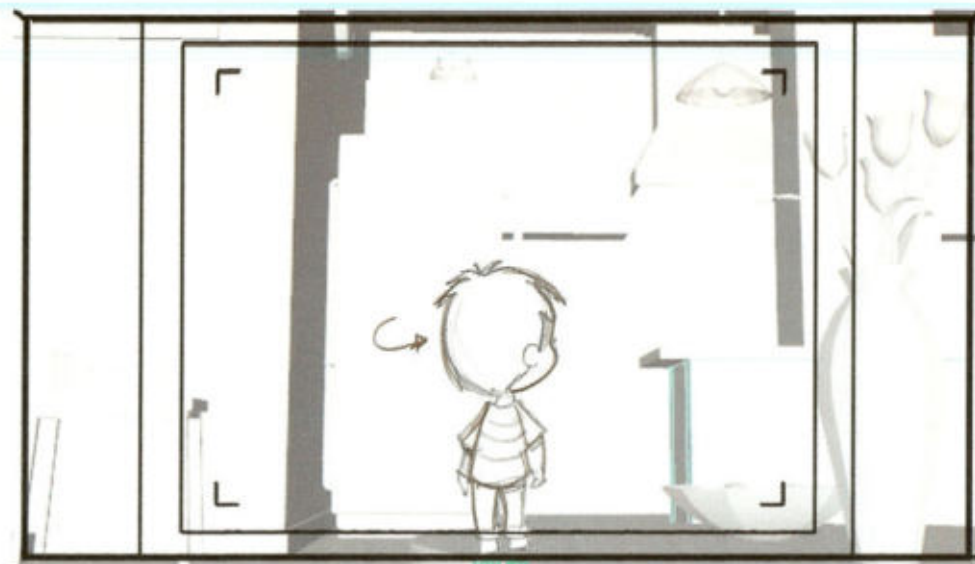
Action :

HE LOOKS LEFT...

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

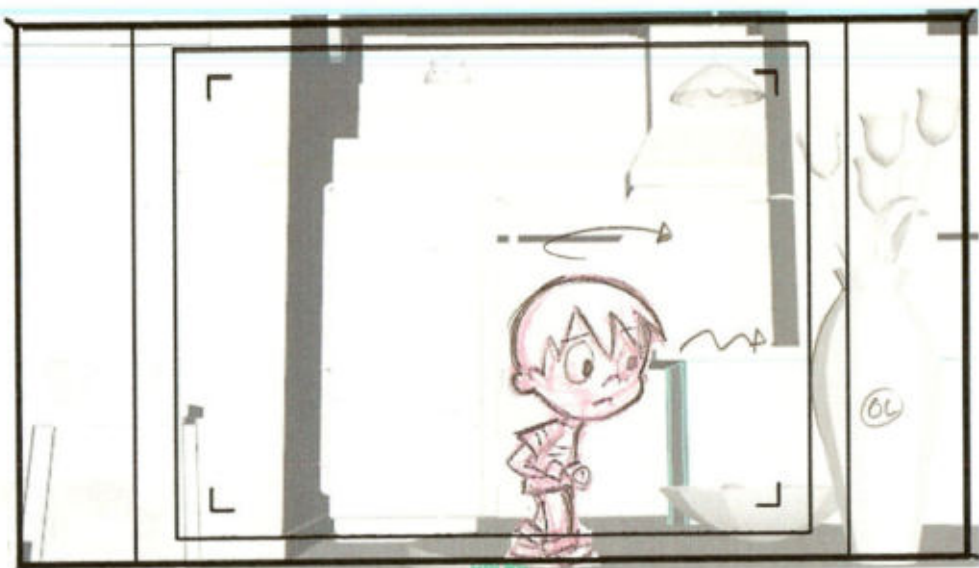
Action :

...THEN RIGHT.

Dialogue :

FX :

Director's note



SC: (CONT'D) BG: Cam: Timing:

Technical note



SC: BG: Cam: Timing:

Technical note

Action :

Dialogue :

FX :

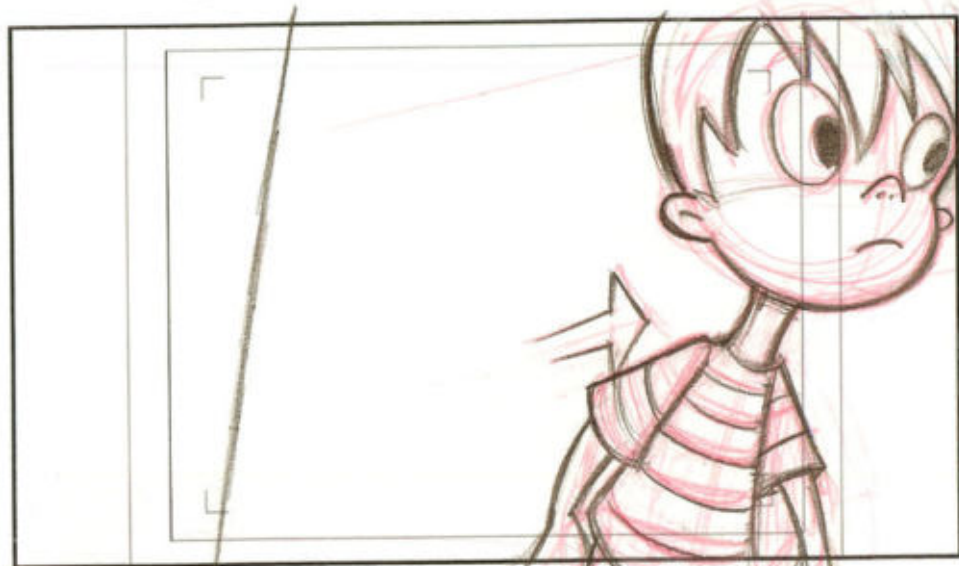
Director's note

Action :

Dialogue :

FX :

Director's note



SC: CCNTD BG:

Cam:

Timing:

Technical note

Action : JIMMY WALKS INTO THE LIVING ROOM -

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

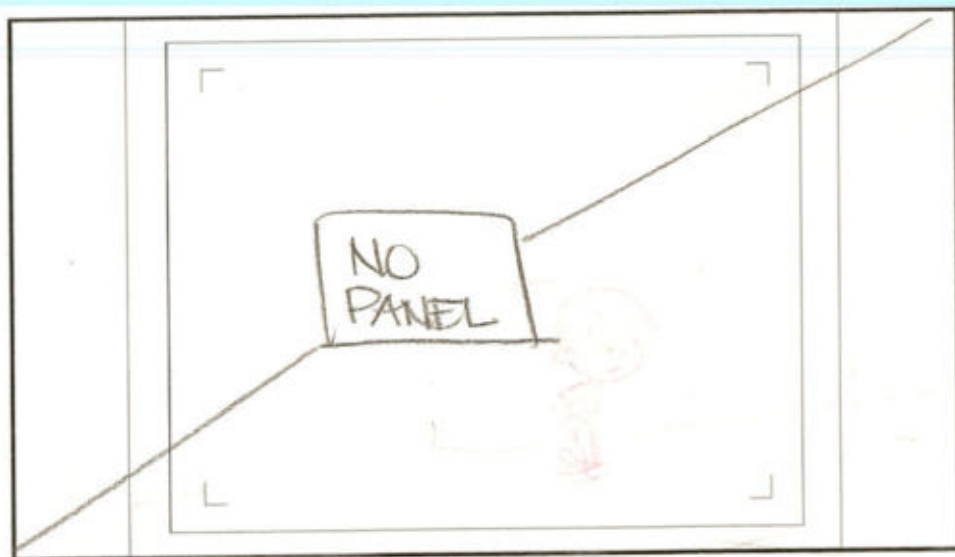
Action : ANGLE ON KITCHEN TRUCK IN .

Dialogue :

FX :

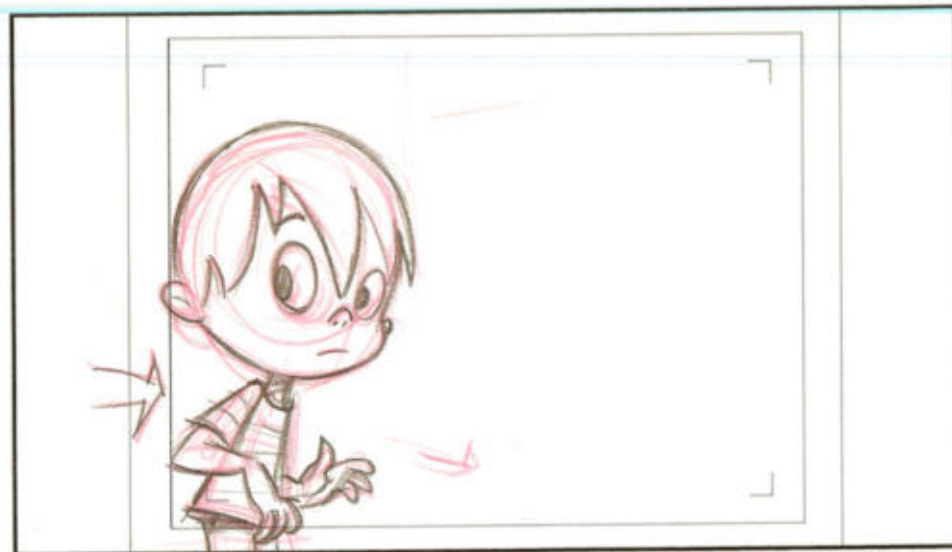
Director's note

TRUCK IN (A) (B)



SC: _____ BG: _____ Cam: _____ Timing: _____

Technical note



SC: (CONT'D) BG: _____ Cam: _____ Timing: _____

Technical note

Action :

Dialogue :

FX :

Director's note

Action : CLOSER ON JIMMY AS HE WALKS TOWARDS THE BAY WINDOWS

Dialogue :

FX :

Director's note



SC: (CONTD) BG:

Cam:

Timing:

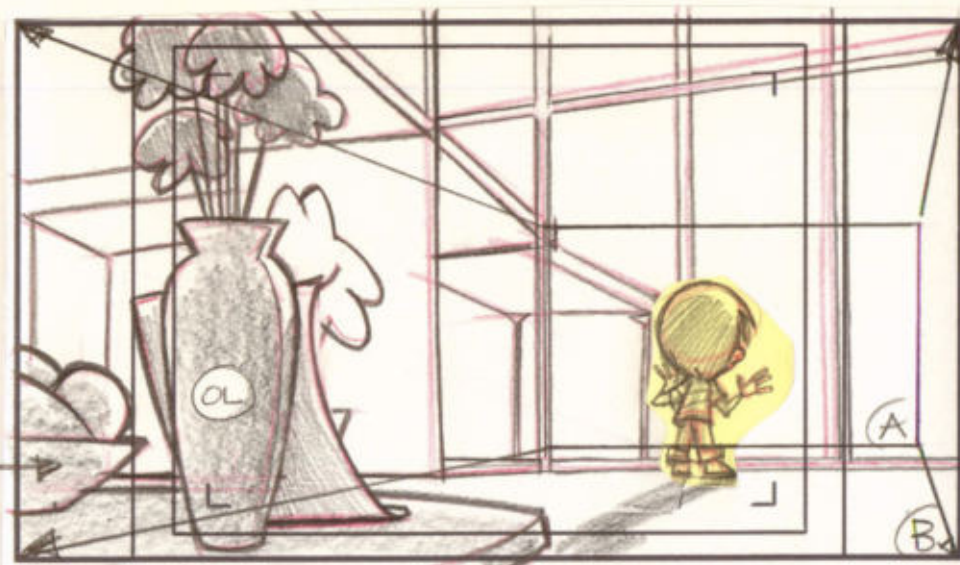
Technical note

Action : HE STOPS AND TURNS, LOOKING OUT THE WINDOW TO SEE IF DAD IS IN THE BACKYARD.

Dialogue :

FX :

Director's note



SC: (CONTD) BG:

Cam:

Timing:

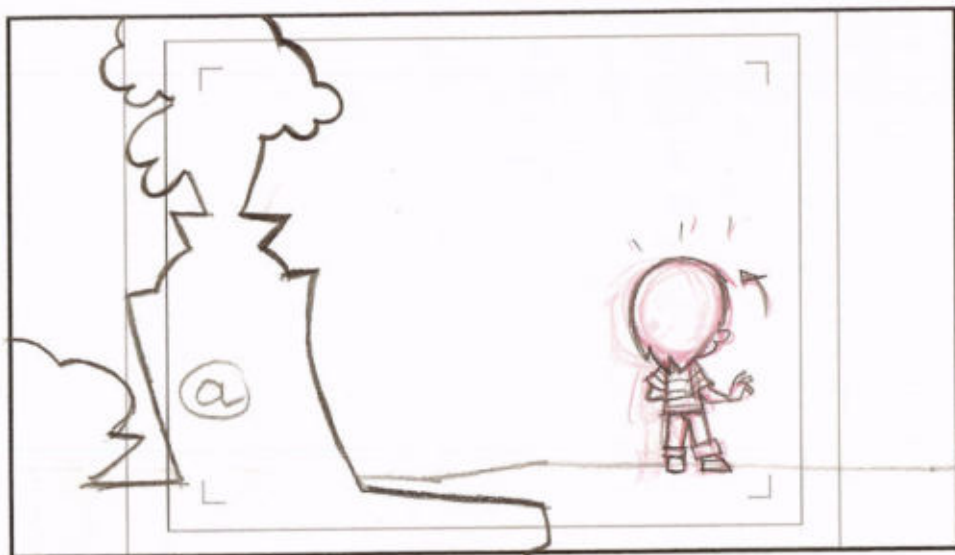
Technical note TRUCK OUT (A) → (B)

Action : SLIDE OL (IN) DURING TRUCK OUT

Dialogue :

FX : (DX SHADOW)

Director's note



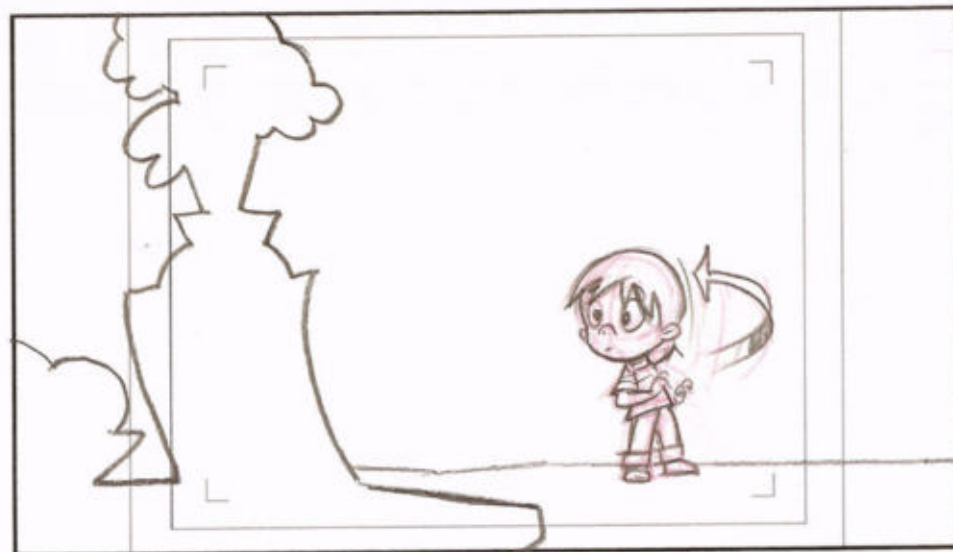
SC:

BG:

Cam:

Timing:

Technical note



SC: (CONT'D) BG:

Cam:

Timing:

Technical note

Action : JIMMY STIPPELS ...

Dialogue :

FX :

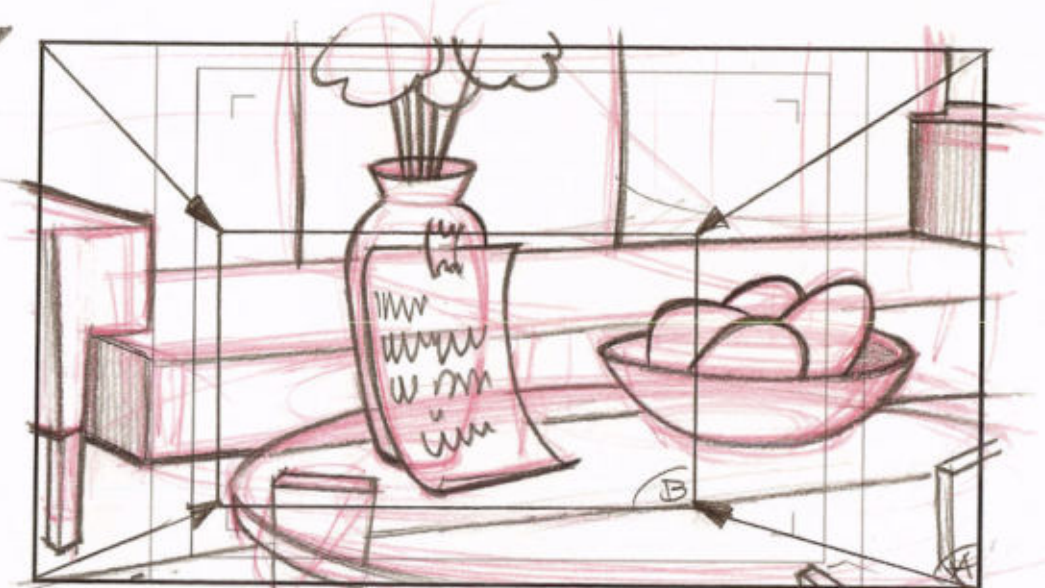
Director's note

Action : .. AND WHEELS AROUND

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

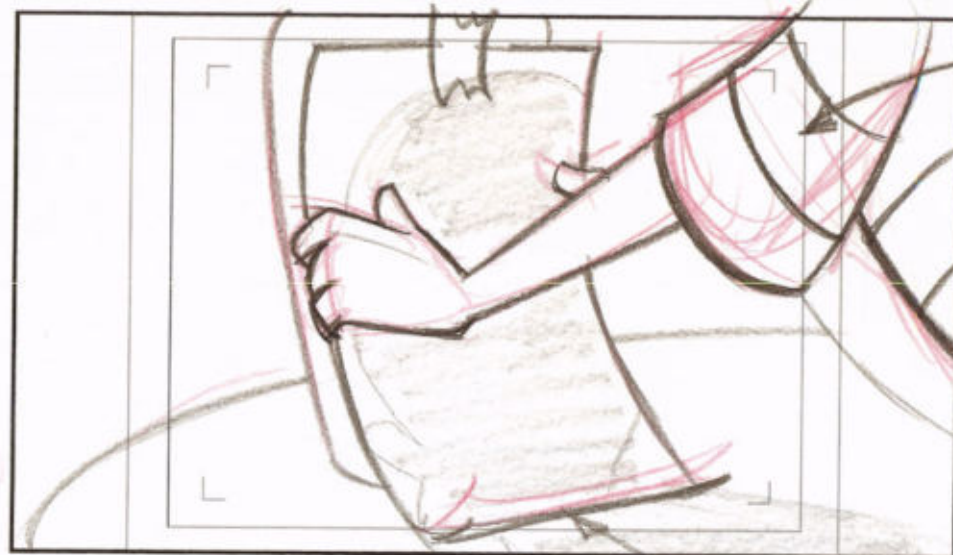
Technical note

Action : INT. JIMMY'S HOUSE - LIVING ROOM -
ANGLE ON COFFEE TABLE A NOTE IS TAPED
ONTO THE VASE.

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

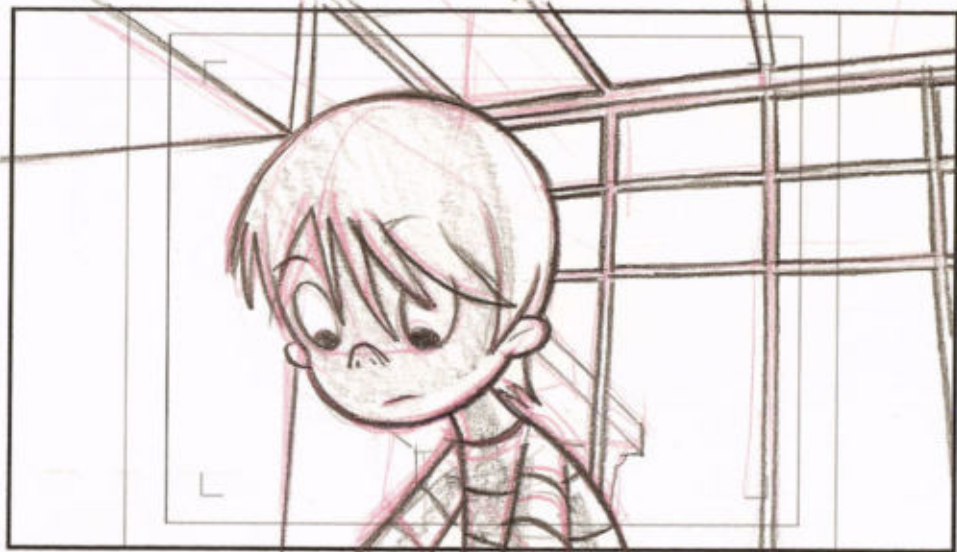
Technical note

Action : JIMMY REACHES IN.

Dialogue :

FX : (DX SHADOW)

Director's note



SC:

BG:

Cam:

Timing:

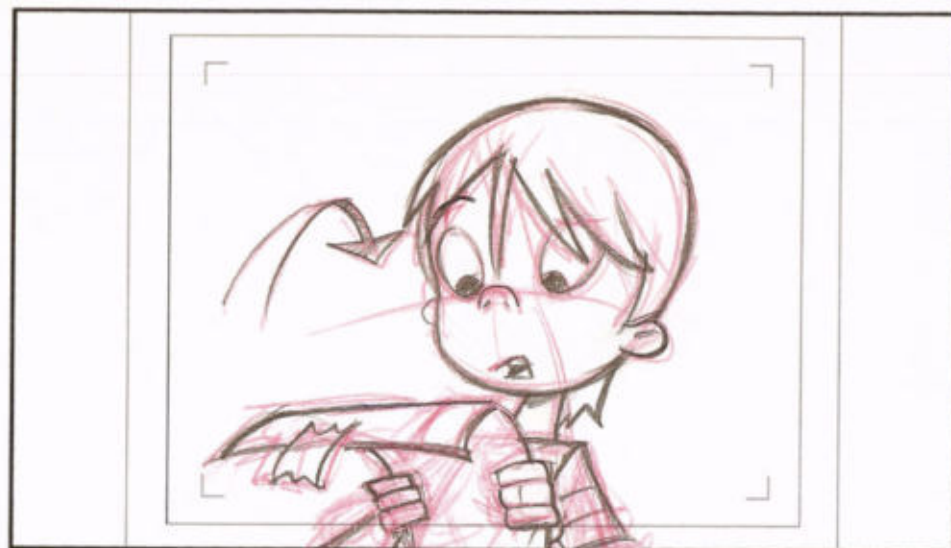
Technical note

Action : CLOSE ON JIMMY.

Dialogue :

FX : (2-TONE)

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

Technical note

Action : JIMMY STRAIGHTENS UP - READING THE LETTER.

Dialogue : (C4) JIMMY: (READING)

"FOLLOWING ZOMBIE, MUMMY AND GHOST."

FX :

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

Technical note

Action :

Dialogue :

(64) JIMMY: (CONT'D)
BE BACK SOON!!

FX :

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

Technical note

Action :

Dialogue : (65) JIMMY: (CONT'D)

BUT IF THEY WERE GOING TO SCARE
SCHOOL, THAT MEANS...

FX :

Director's note

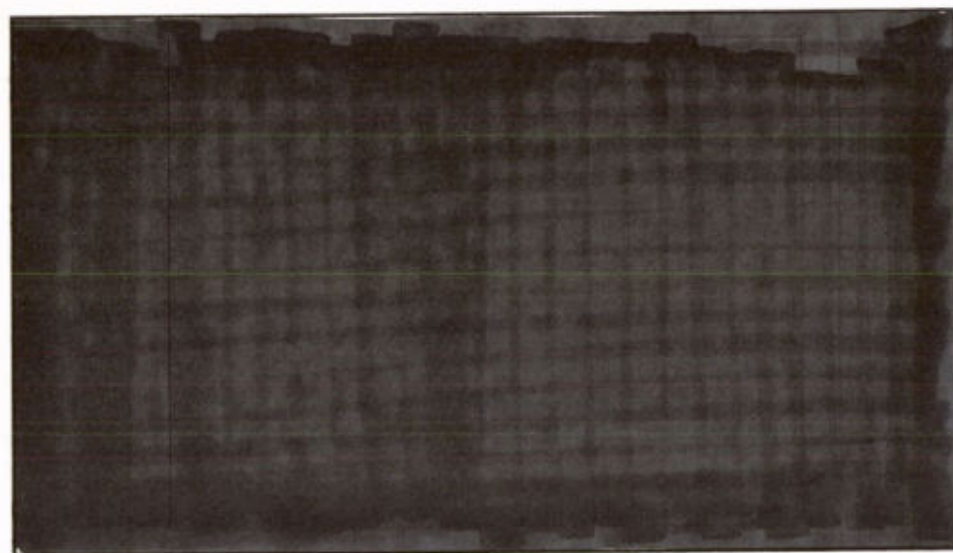


SC: (CONTD) BG:

Cam:

Timing:

Technical note



SC:

BG:

Cam:

Timing:

Technical note

Action :

Dialogue (65) JIMMY'S: (CONTD)
... OH NO!

FX :

Director's note

Action :

Dialogue :

FX :

Director's note



SC: (CONTD) BG:

Cam:

Timing:

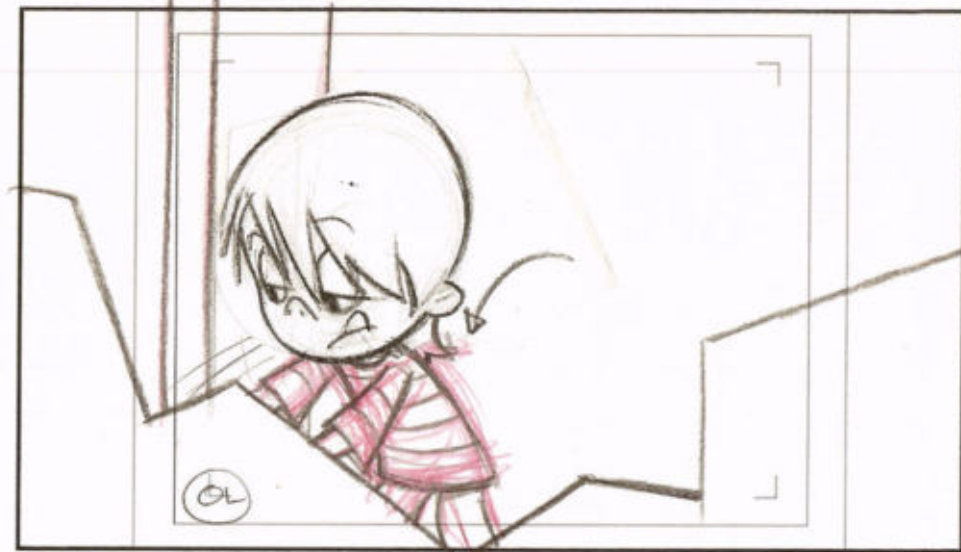
Technical note

Action : JIMMY OPENS THE DOOR TO THE CLOSET.

Dialogue :

FX : (DX SHADOW)

Director's note



SC:

BG:

Cam:

Timing:

Technical note

Action : JIMMY LEANS IN AND RUMMAGES AROUND

Dialogue :

FX :

Director's note



SC: (CONTD)

BG:

Cam:

Timing:

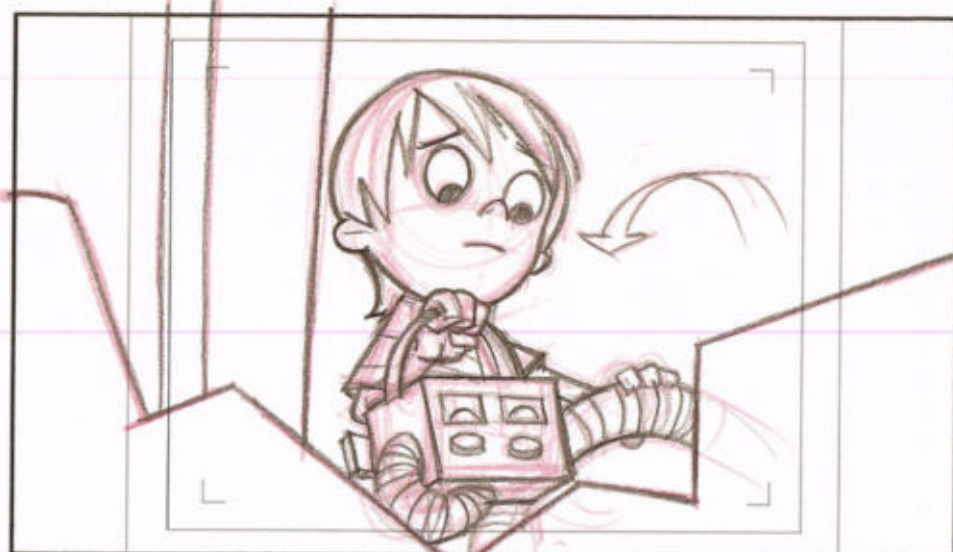
Technical note

Action :

Dialogue :

FX :

Director's note



SC: (CONTD)

BG:

Cam:

Timing:

Technical note

Action :

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

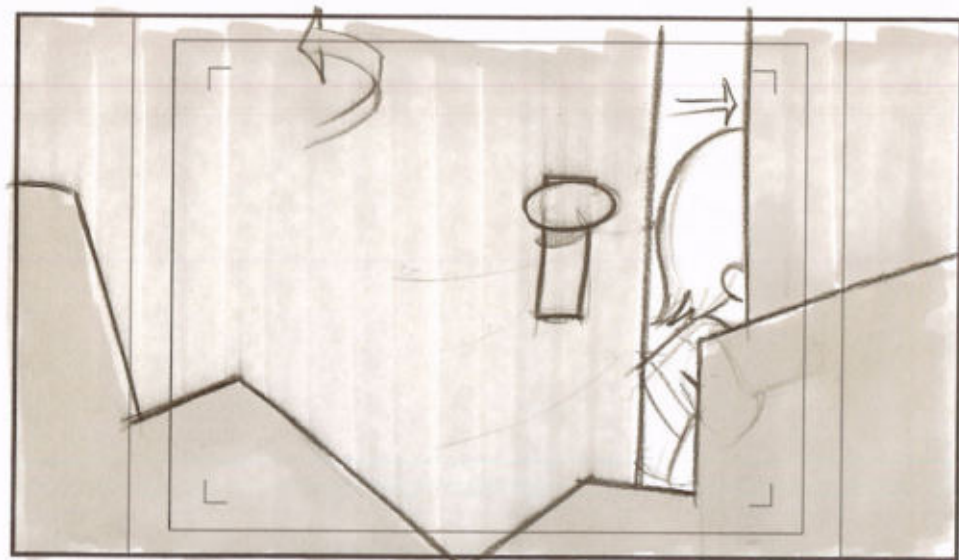
Action :

JIMMY USES HIS FOOT TO NUDGE
THE DOOR CLOSED

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

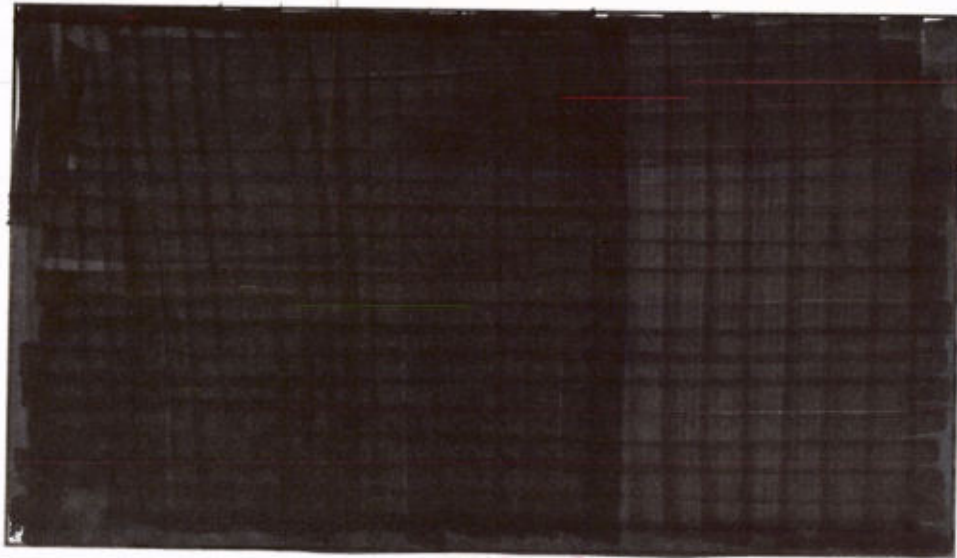
Action :

THE DOOR CLOSFS SHUT .. AND.

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

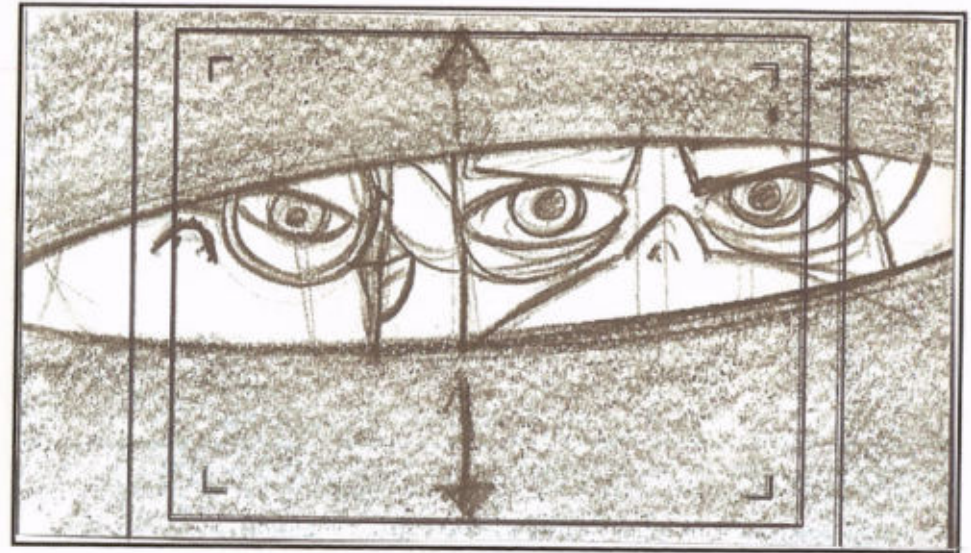
Technical note

Action : THE SCREEN GOES BLACK :

Dialogue :
 △ < ECHOY, FARAWAY MURMER >

FX :

Director's note



SC:

BG:

Cam:

Timing:

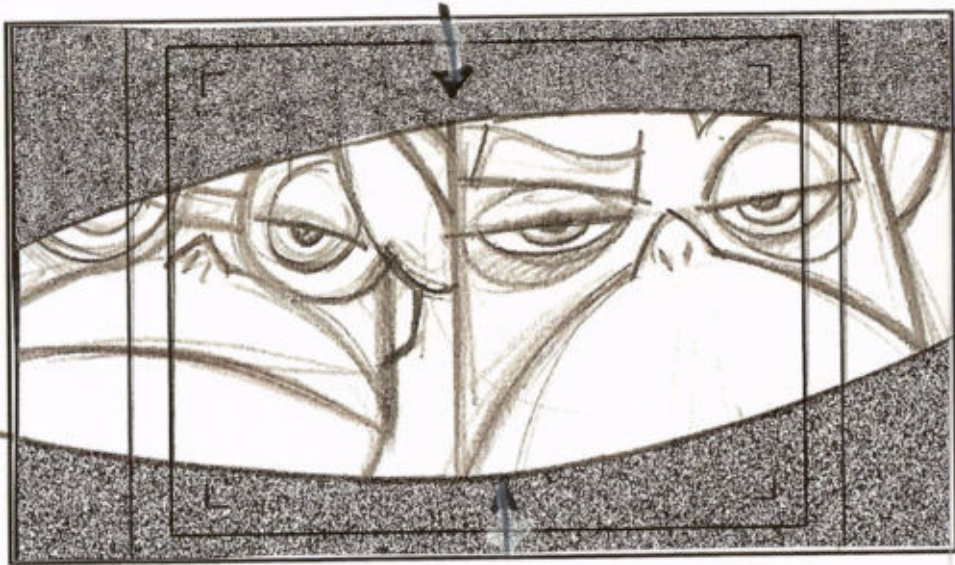
Technical note

Action : THE BLACK SHAPE OPENS SLOWLY... TO
 REVEAL ALDER AND DASH

Dialogue : 66 DASH :
 THE FAMOUS CREATURE ..

FX :

Director's note



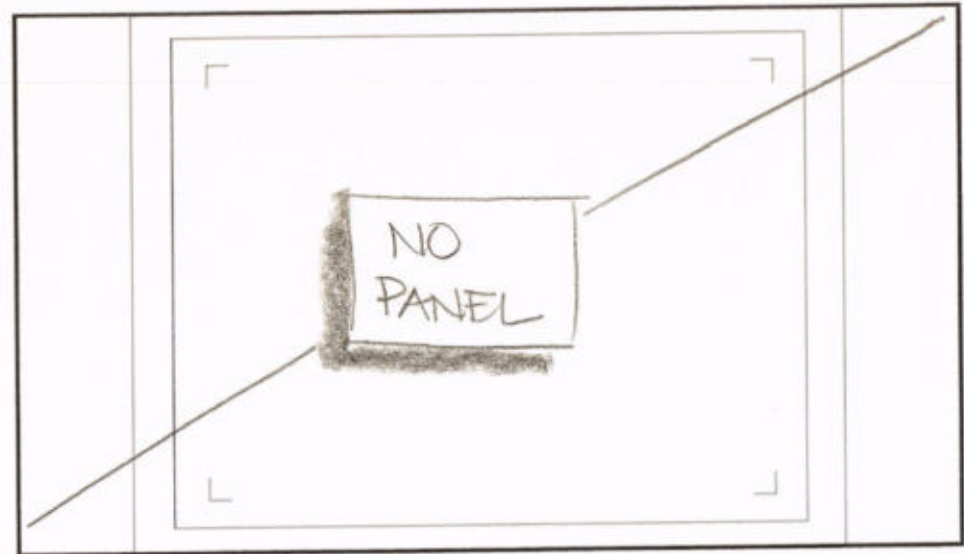
SC:

BG:

Cam:

Timing:

Technical note



SC:

BG:

Cam:

Timing:

Technical note

Action : THE EYE LIDS SLOWLY ...

Dialogue : GG DASH : (CONT.)

.. CATCHER HAS BEEN ..

FX :

Director's note

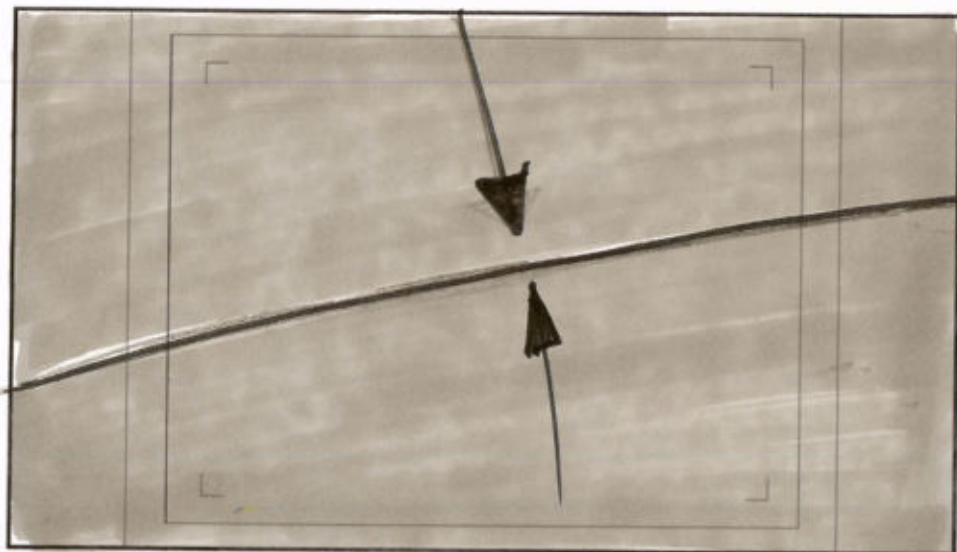
Action :

SCENE CONTINUE ON NEXT PAGE !

Dialogue :

FX :

Director's note



SC: (CONTD) BG:

Cam:

Timing:

(BEAT!)

SC:

BG:

Cam:

Timing:

Technical note

Technical note

Action : .. CLOSE .

Dialogue :
(GG) DASH: (CONTD)
.. CAPTURED ! ..

FX :

Director's note

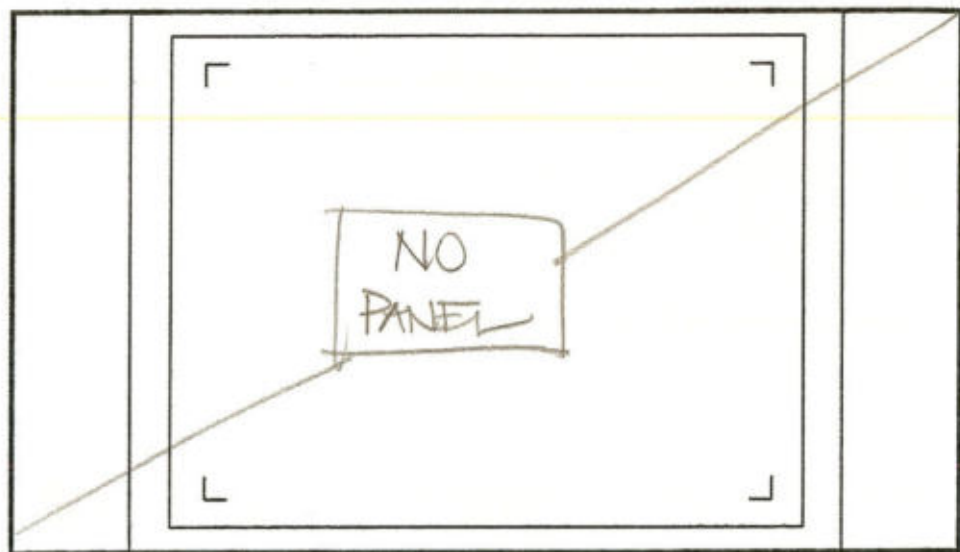


Action : THE EYES SNAP OPEN .

Dialogue : (GG) DASH: (CONTD)
BUT THE ...

FX :

Director's note



SC:

BG:

Cam:

Timing:

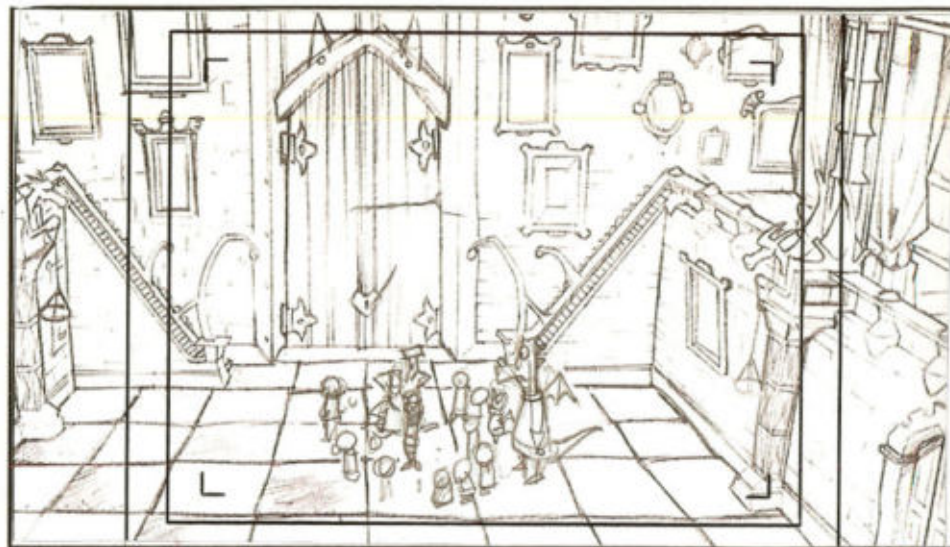
Technical note

Action :

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

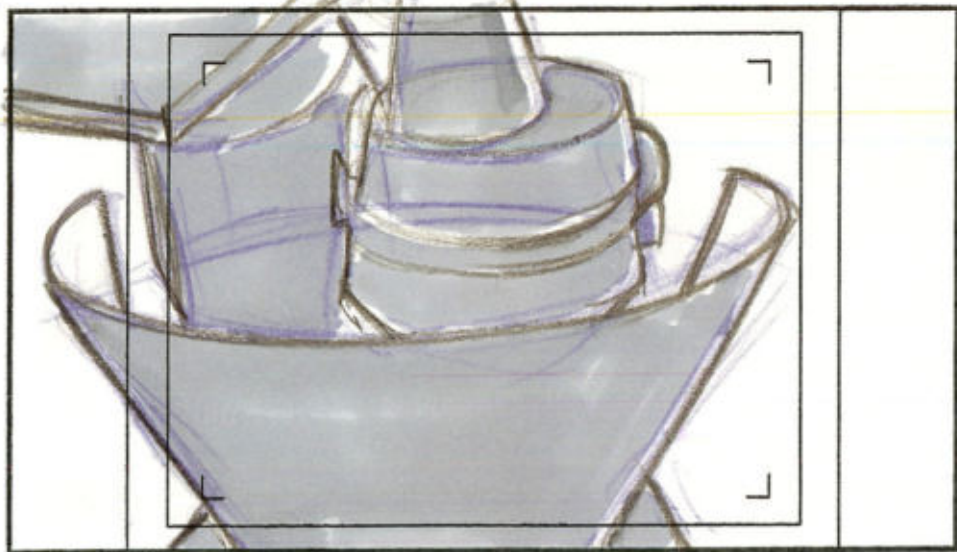
Action : INT. SCARE SCHOOL - ENTRY WAY.

Dialogue : (66) DASH: (CONTD)

.. WHAT SHALL WE DO WITH IT?

FX :

Director's note



SC: 110A-1 BG:

Cam:

Timing:

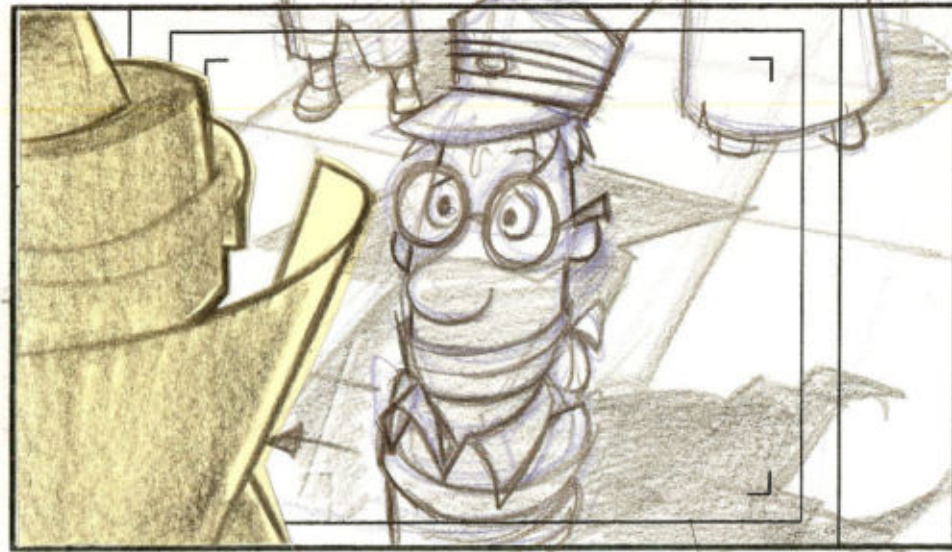
Technical note

Action : OTS ALDER-DASH

Dialogue :

FX :

Director's note



SC: 110A-2 BG:

Cam:

Timing:

DX SHADOW

Technical note

Action : THEY SLIDE BACK TO ONE SIDE REVEALING
A TIED UP MR. BRADLEY.

Dialogue :

FX :

Director's note



SC: BG: Cam: Timing:

Technical note

Action : ALDER AND DASH LEAN BACK

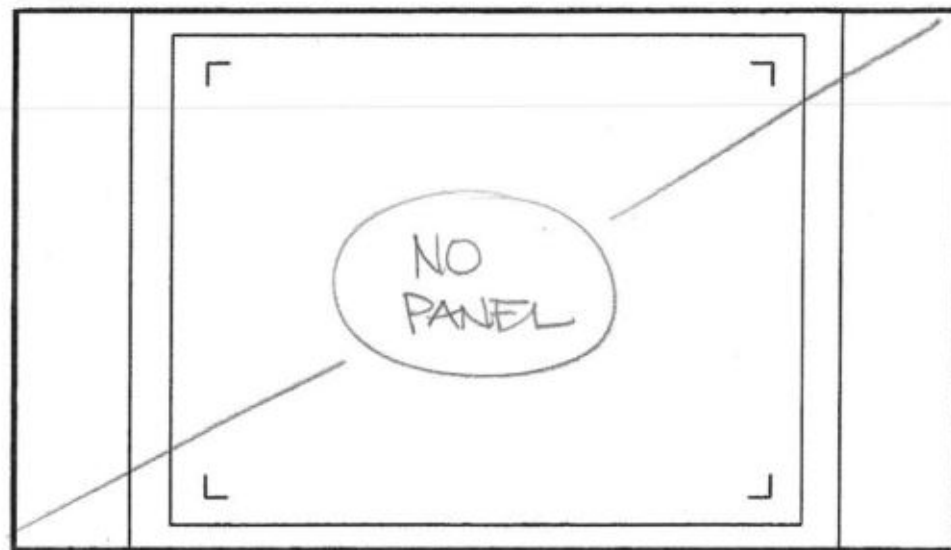
INT: ENTRY HALL - (DAY)

Dialogue : @@ DASH: (CONTD)

..QUESTION REMAINS! ..

FX :

Director's note



SC: BG: Cam: Timing:

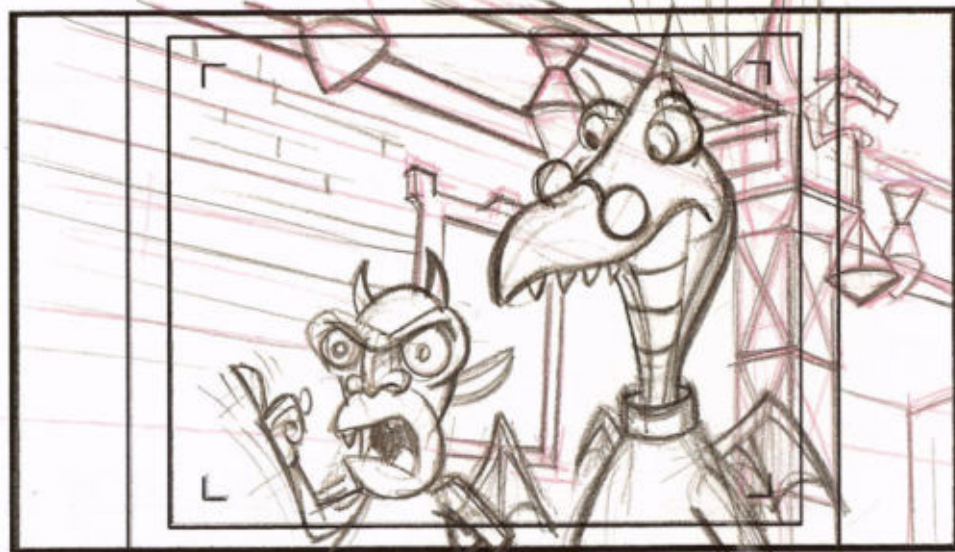
Technical note

Action :

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

Action : CLOSE ON GARGOYLE AND PROFESSOR BURNS.

Dialogue : (67) GARGOYLE :

FREEZE IT IN GARGOYLITE!

FX :

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

Technical note

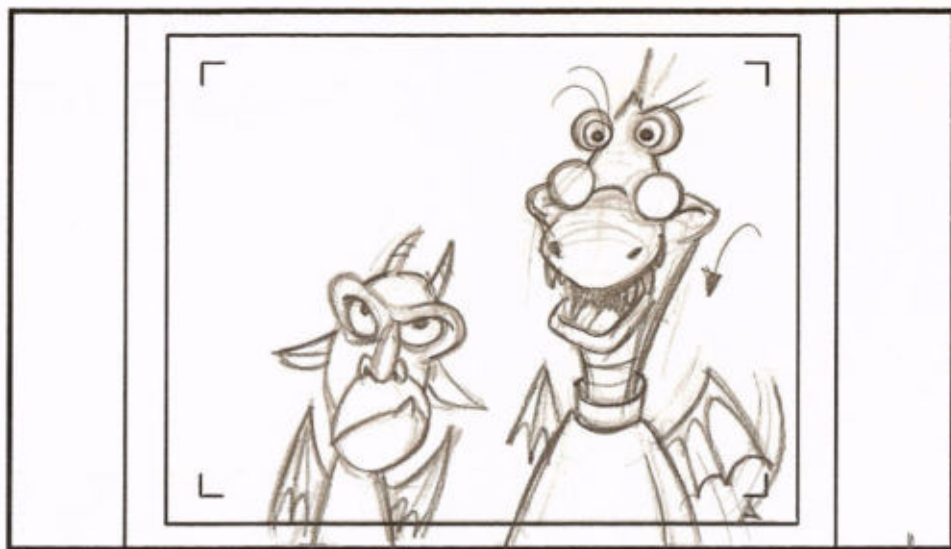
Action : PROFESSOR BURNS HAS A DIFFERENT OPINION.
SHIFT WITH ANIMATION AS THE GARGOYLE TURNS TO
BURNS.

Dialogue : (68) PROFESSOR BURNS :

STUDY IT'S...

FX :

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

Technical note

Action : GARGOYLE ROLLS HIS EYES.

Dialogue : (CG) PROFESSOR BURNS : (CONT'D)

.. BRAIN! ..

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

Action : ANGLE ON ALDER, DASH AND GRAHAM ALL BOUND UP. ALDER IS CHECKING A SWEATING GRAHAM OUT.

Dialogue : (CG) DASH : (CONSIDERING)

YES... OR...

FX : (DX SWEAT)

Director's note



SC: (CONTD) BG:

Cam:

Timing:

Technical note

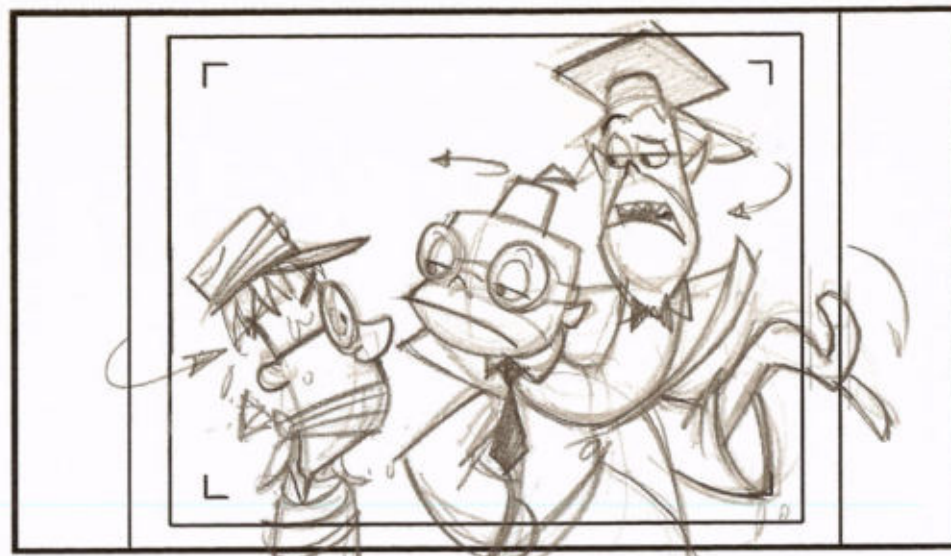
Action :

Dialogue : (G9) DASH: (CONSIDERING)

.. WE COULD PUT IT ON DISPLAY...

FX :

Director's note



SC:(CONTD) BG:

Cam:

Timing:

Technical note

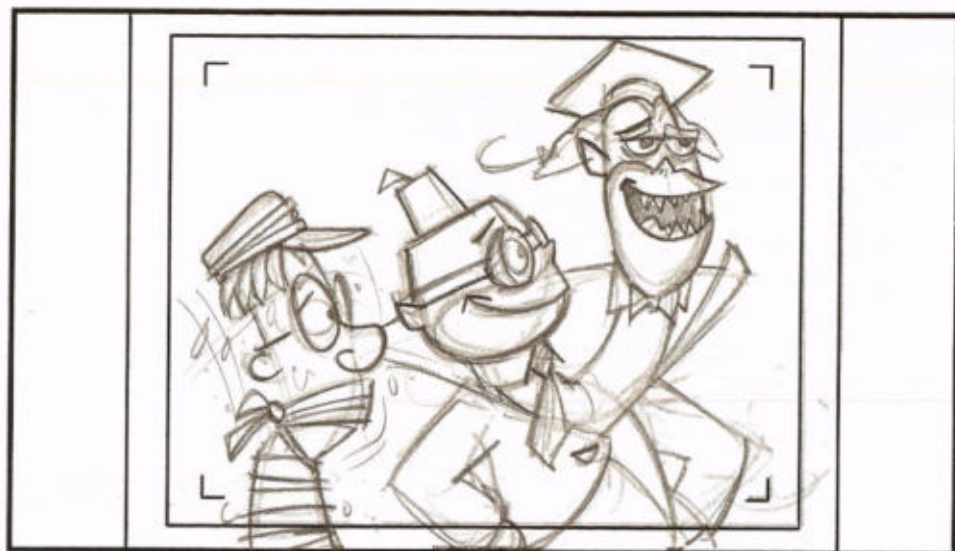
Action :

Dialogue : (G9) DASH: (CONTD)

.. AND TAKE ALL OF ..

FX :

Director's note



SC: (CONT'D) BG: Cam: Timing: .

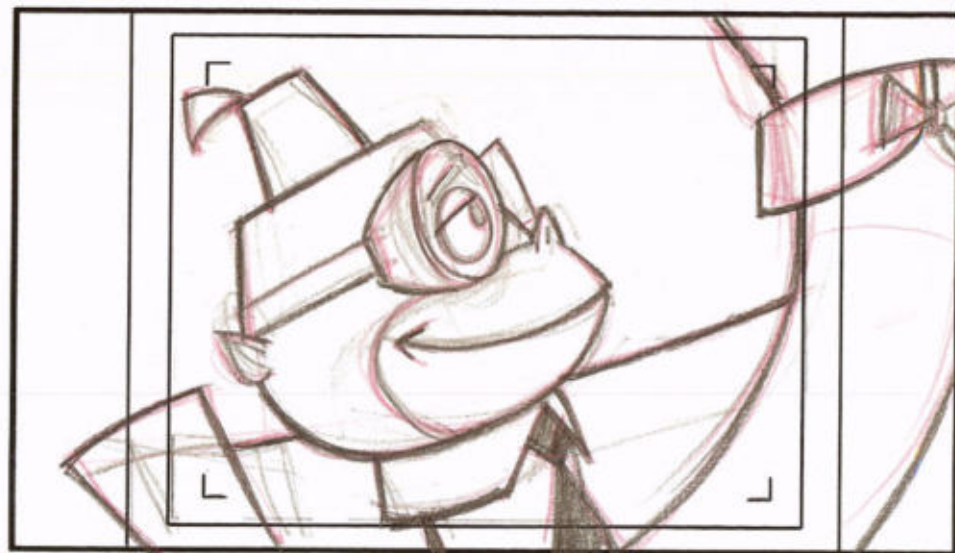
Technical note

Action : GRAHAM STARTS TO SHAKE

Dialogue : (G) DASH: (CONT'D)
"THE CREDIT !"

FX :

Director's note



SC: BG: Cam: Timing:

Technical note

Action : CLOSE ON ALDER
(HOOK UP POSE)

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

Action :

Dialogue : TO ALDER :
I LIKE IT !

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

Action : ANGLE ON CASPER, MANITHA & RAY IN THE CROWD.

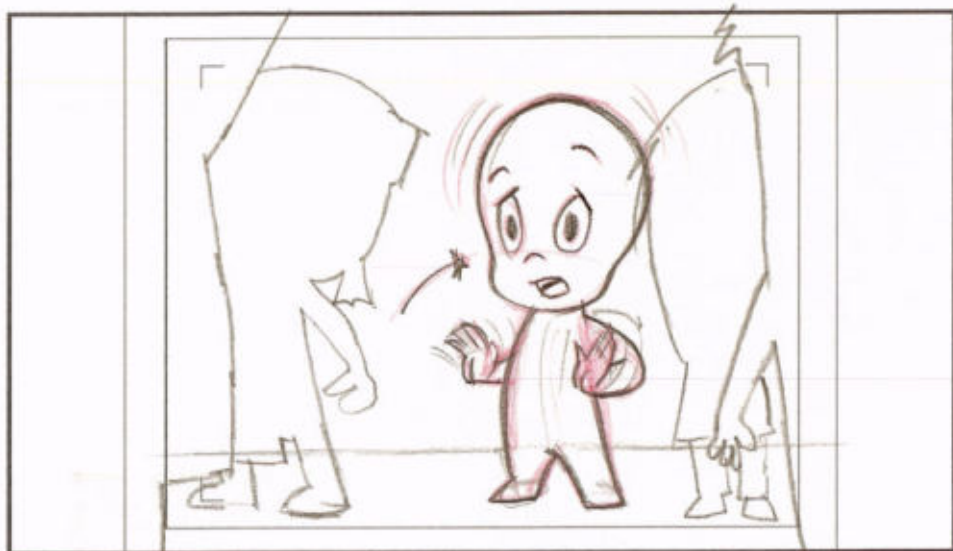
Dialogue :

FX :

Director's note

GORDON

FRANKIE



SC: (CONTD) BG:

Cam:

Timing:

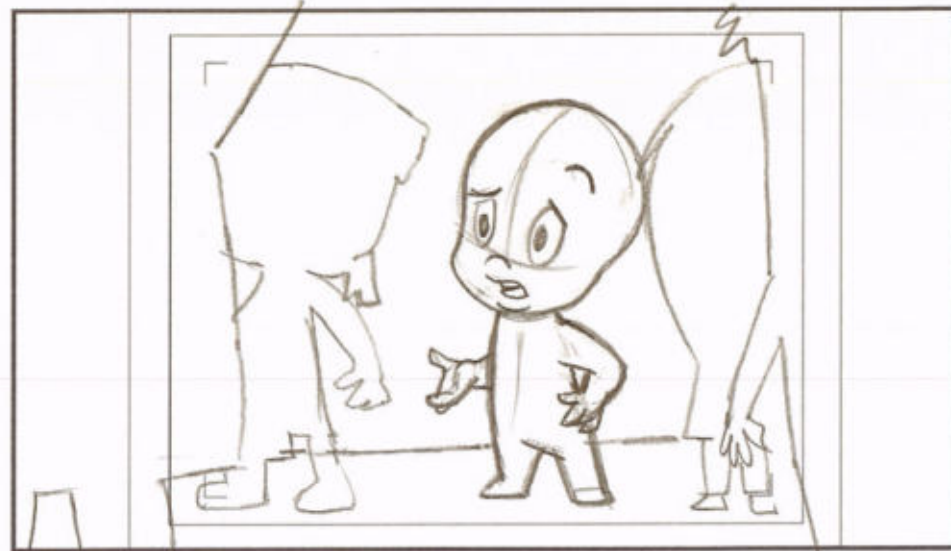
Technical note

Action : CASPER CALLS OUT.

Dialogue : (71) CASPER:
WAIT!

FX :

Director's note



SC: (CONTD) BG:

Cam:

Timing:

Technical note

Action :

Dialogue : (71) CASPER: (CONTD)
YOU CAN'T DO THAT!

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

Action : CLOSE ON ALDER AND DASH. THEY LOOK AROUND TO FIND OUT WHERE CASPER IS.

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

Action :

Dialogue : ⑦2 ALDER:
WHY...

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

Action : CLOSE ON ALDER AND DASH. THEY LOOK AROUND TO FIND OUT WHERE CASPER IS.

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

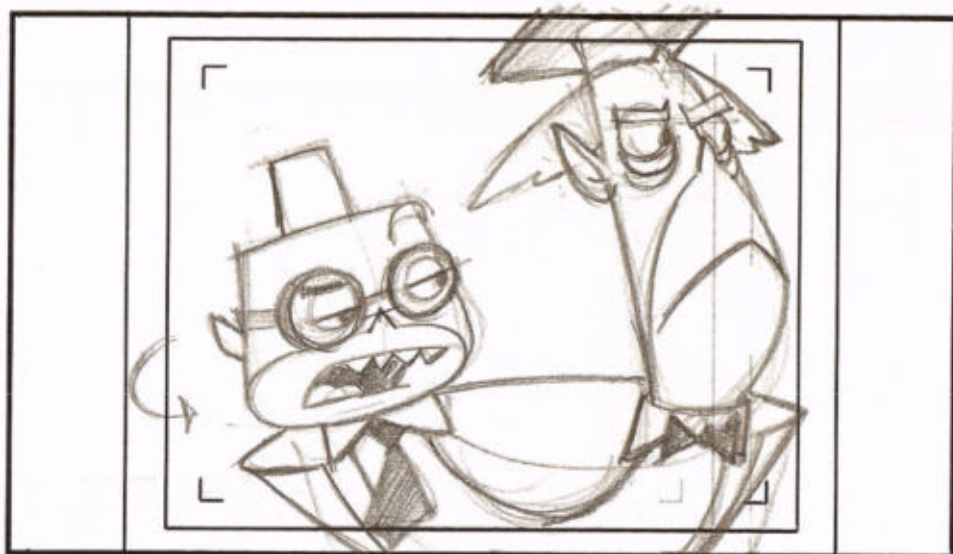
Technical note

Action :

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

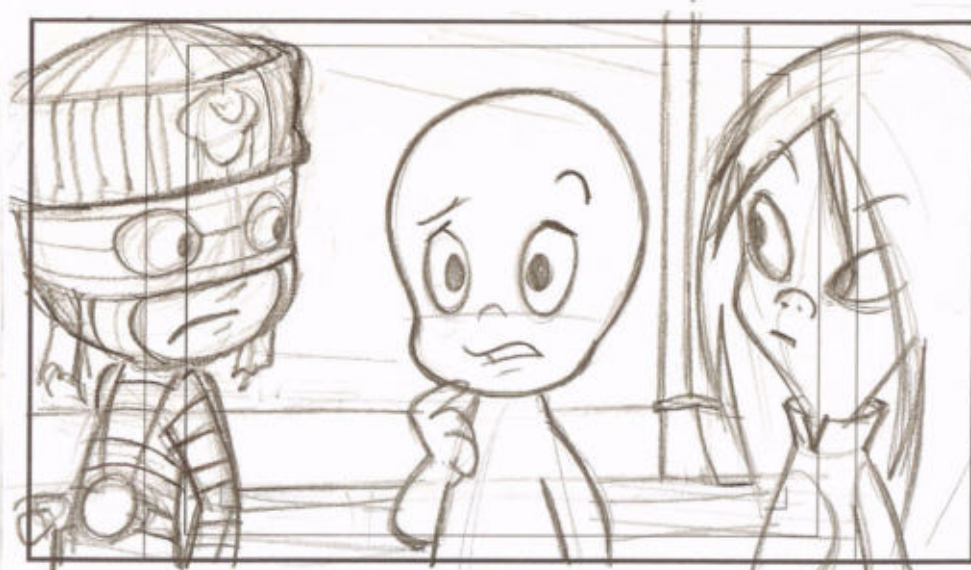
Technical note

Action :

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

Action : CLOSE ON CASPER, MANHA AND RAY

Dialogue : (73) CASPER:

WELL...

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

Action :

Dialogue : (72) ALDER :

WHY ?

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

Action : CLOSE ON CASPER, MANTHA AND RAY.

Dialogue : (73) CASPER :

WELL...

FX :

Director's note



SC: (CONTD) BG:

Cam:

Timing:

Technical note

Action :

Dialogue : (73) CASPER: (CONTD)

.. BECAUSE..

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

Action : WIDE ON ALDER, DASH, GRAHAM AND SOME OF THE OTHER KIDS

Dialogue : (74) DASH:

<BUZZER SOUND>

FX :

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

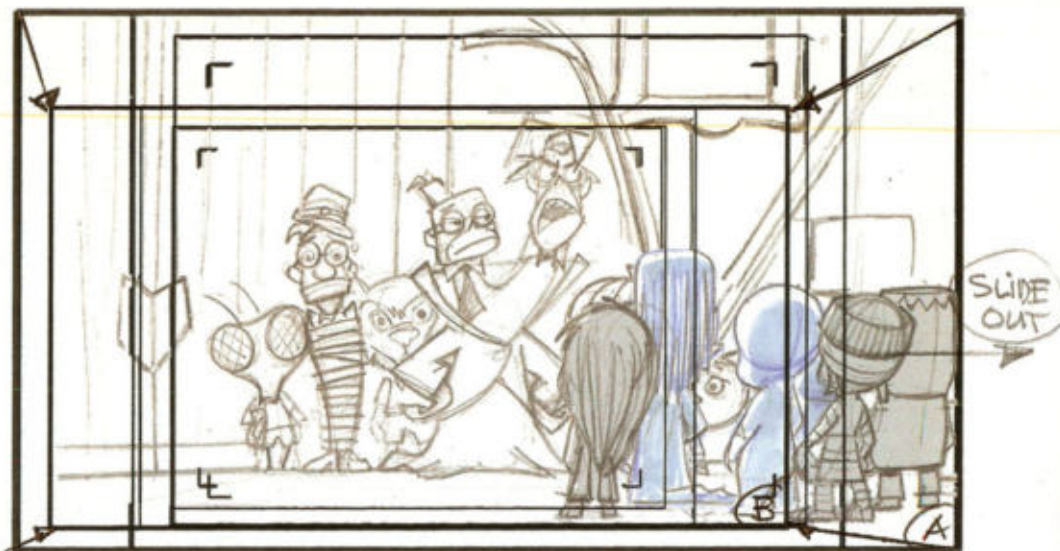
Technical note

Action :

Dialogue : (73) CASPER: (CONT'D)
.. BECAUSE ..

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

TRUCK IN (A) (B)

Action : WIDE ON ALDER, DASH, MR. BRADLEY SURROUNDED
BY THE KIDS. DRIFT IN PAST THE FOREGROUND KIDS.

Dialogue : (74) DASH:

<BUZZER SOUND>

FX :

Director's note



SC: (CONTD) BG:

Cam:

Timing:

Technical note

Action :

Dialogue : (74) DASH (CONTD)
TOO LATE!

FX :

Director's note



SC: (CONTD) BG:

Cam:

Timing:

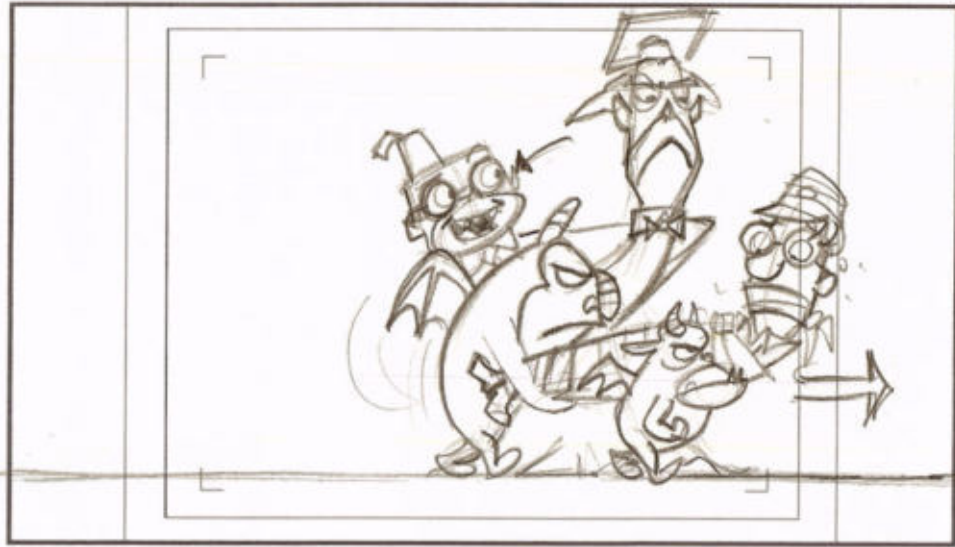
Technical note

Action : DASH GESTURES . TWO GARGOYLES MARCH
IN .

Dialogue : (74) DASH (CONTD)
TAKE THE FLESHIE AWAY!

FX :

Director's note



SC: (CONTD) BG:

Cam:

Timing:

Technical note

Action : THEY PICK UP GRAHAM AND CARRY HIM OUT

Dialogue : TO ALDER :
LET'S CALL KIBOSH ..

FX :

Director's note



SC: (CONTD) BG:

Cam:

Timing:

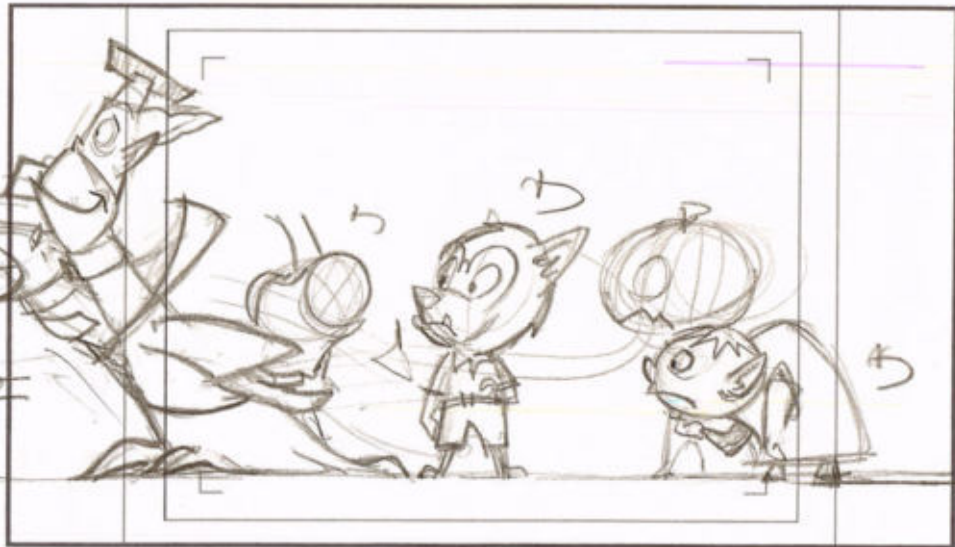
Technical note

Action :

Dialogue : TO ALDER : (CONTD)
..AND START BRAGGING !

FX :

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

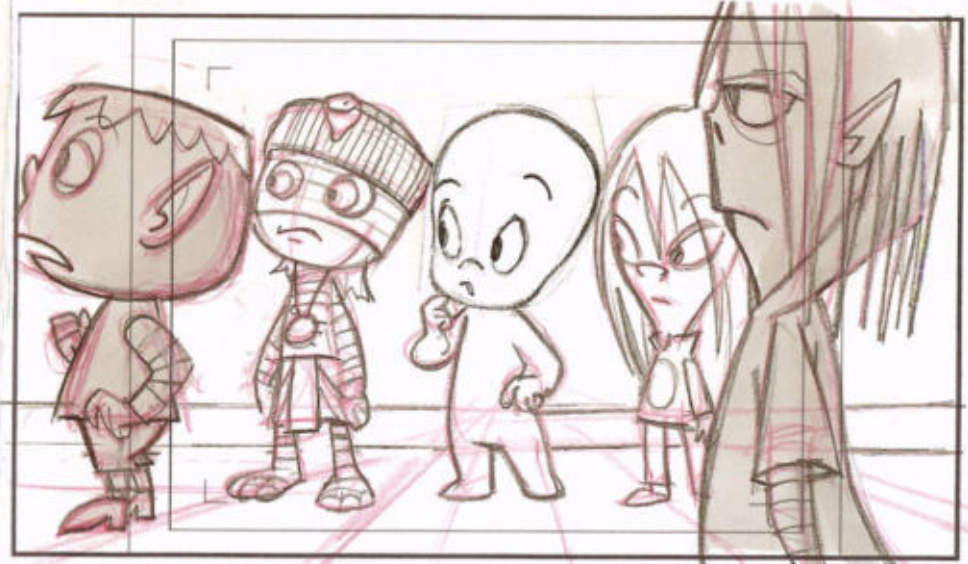
Technical note

Action : ALDER AND DASH RUSH OUT, LEAVING THE KIDS BEHIND.

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

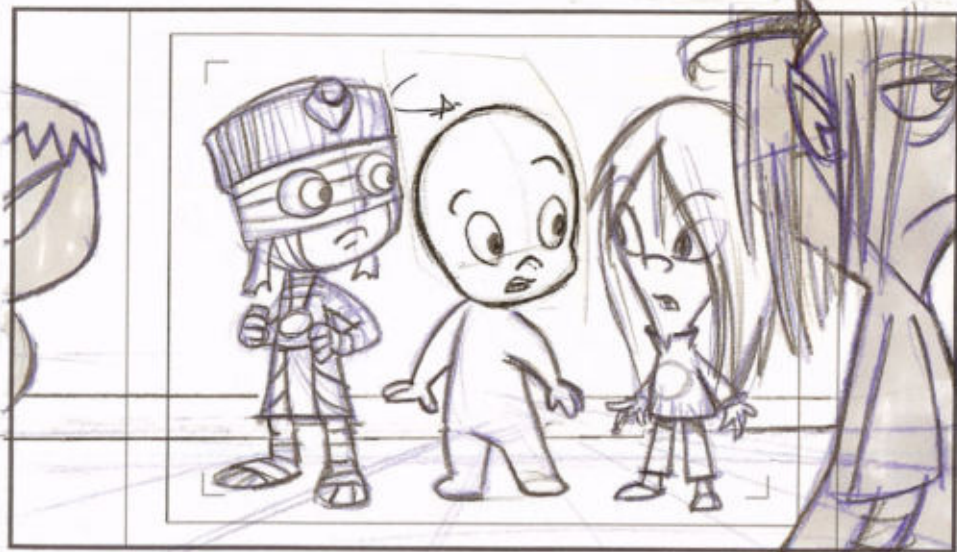
Technical note

Action : ANGLE ON CASPER, MANTHA & RAY.

Dialogue :

FX :

Director's note



SC: (CONTD) BG:

Cam:

Timing:

Technical note

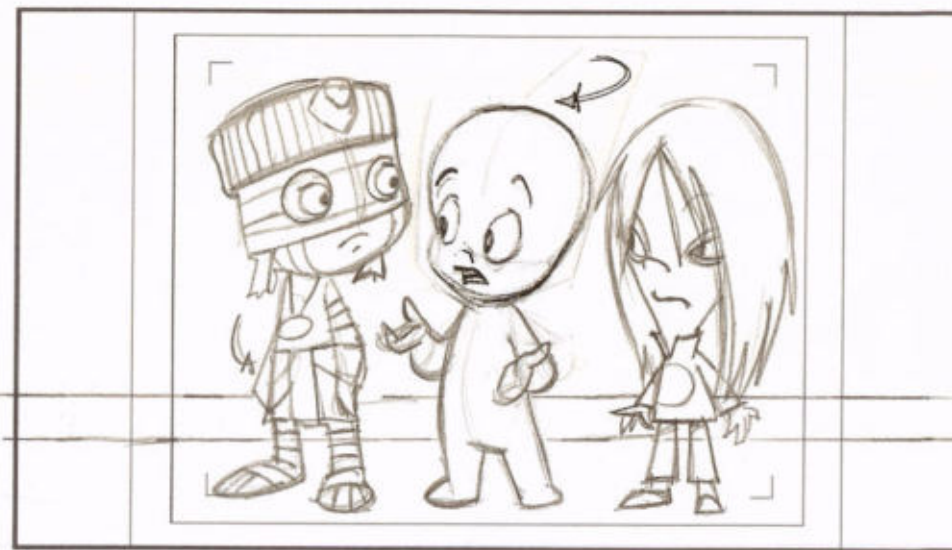
Action : SLITHER AND MOSSHEAD EXIT SCENE

Dialogue : (76) CASPER:

GUYS, WE HAVE TO DO...

FX :

Director's note



SC: (CONTD) BG:

Cam:

Timing:

Technical note

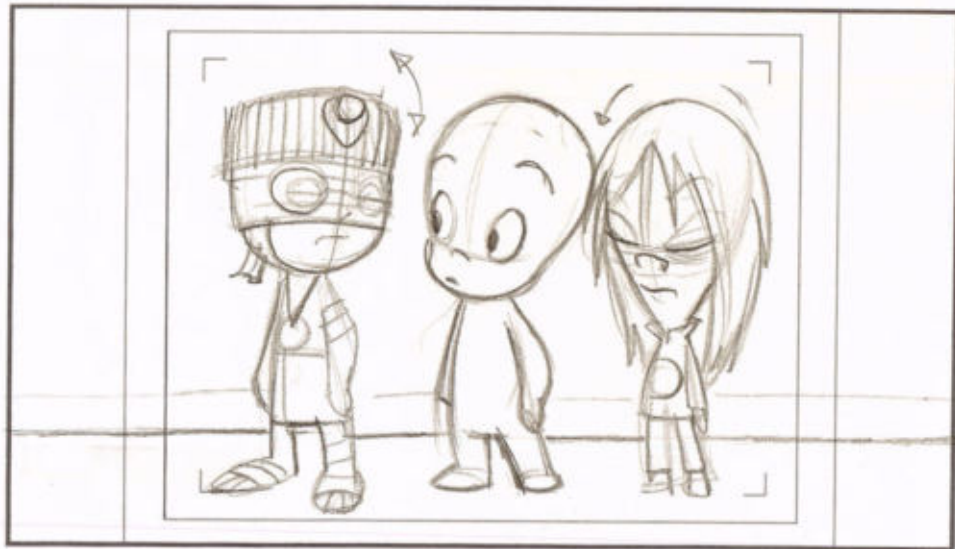
Action :

Dialogue : (76) CASPER: (CONTD)

.. SOMETHING FAST!

FX :

Director's note



X-DISS

SC:

BG:

Cam:

Timing:

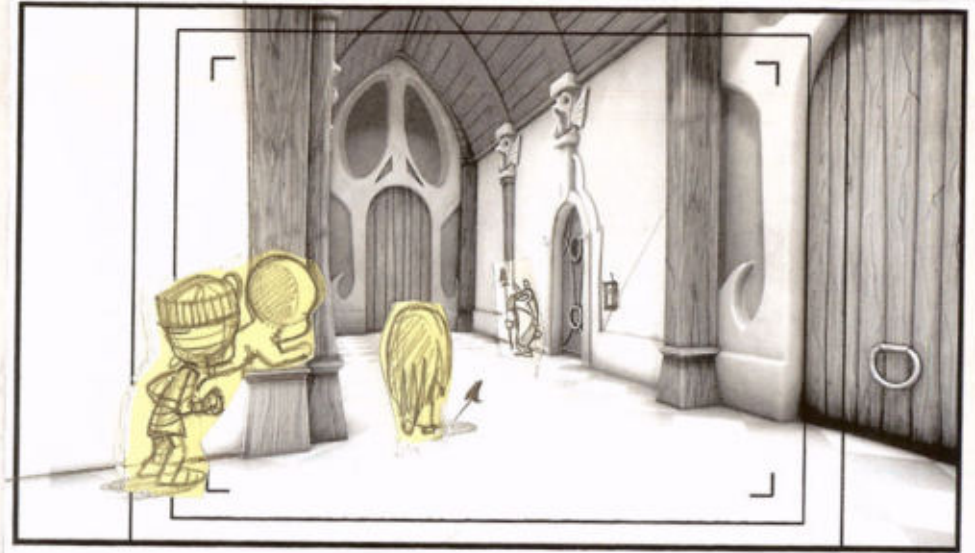
Technical note

Action : MANTHA AND RAY LOOK AT EACH OTHER
NODDING

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

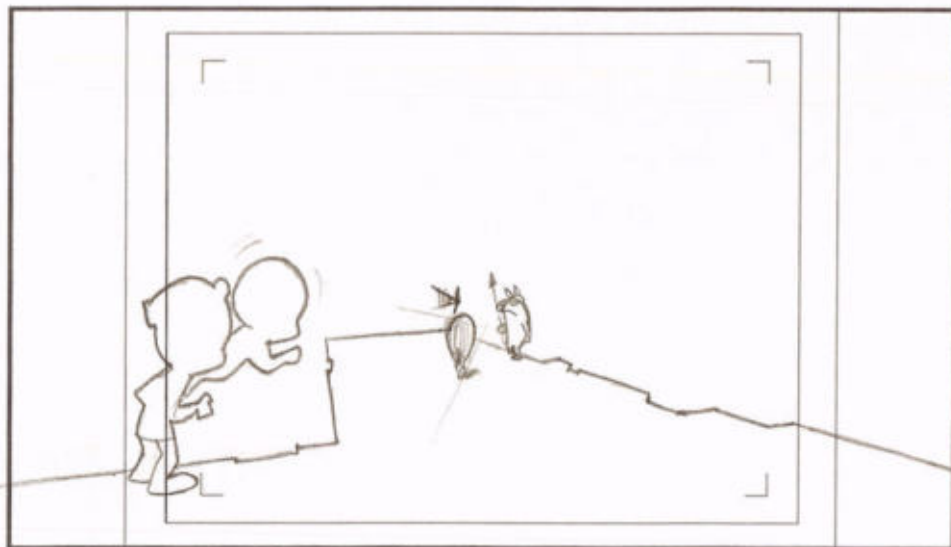
Technical note

Action : INT SCARE SCHOOL - CORRIDOR NEAR STORE ROOM
CASPER AND RA PEEK AROUND A CORNER AS MANTHA
WALKS CALMLY TOWARDS THE "GUARD-GOYLE"

Dialogue :

FX :

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

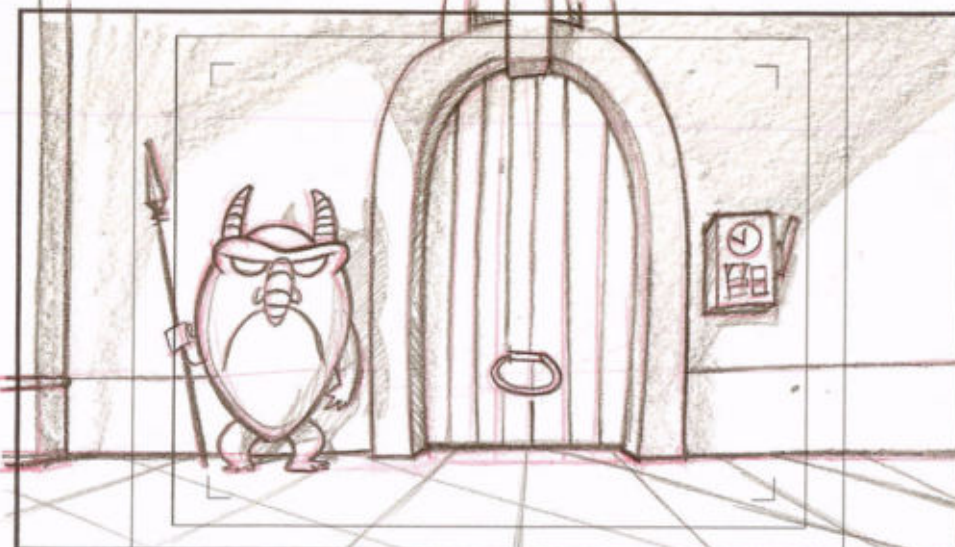
Technical note

Action :

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

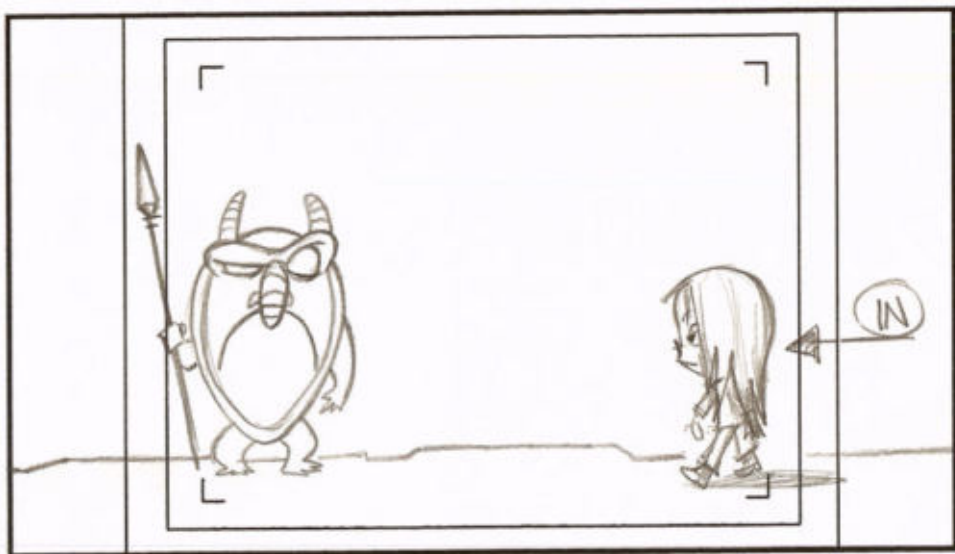
Technical note

Action : ANGLE ON STORAGE ROOM DOOR. A "GUARD-GOYLE"
STANDS GUARD.

Dialogue :

FX :

Director's note



SC: (CONTD) BG:

Cam:

Timing:

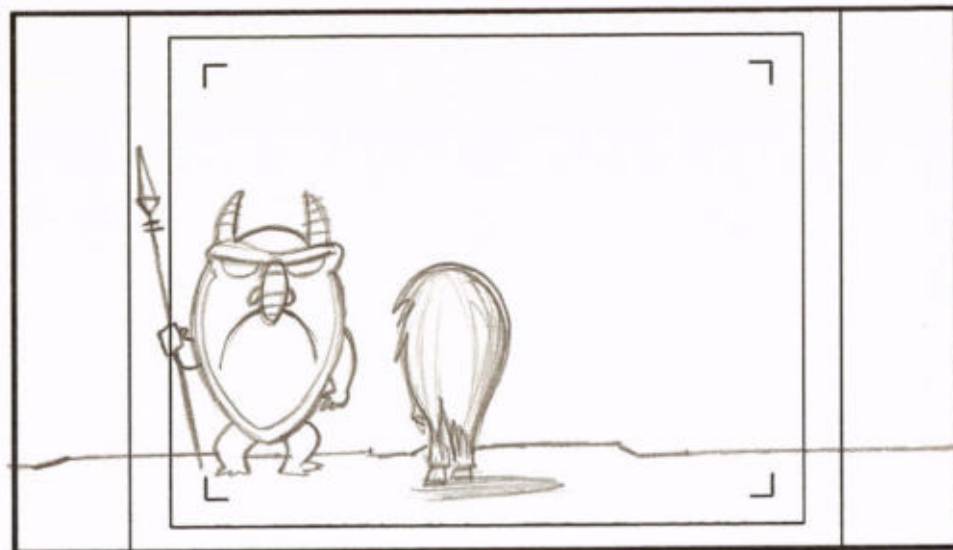
Technical note

Action : MANTHA WALKS UP TO THE GUARD .

Dialogue :

FX :

Director's note



SC: (CONTD) BG:

Cam:

Timing:

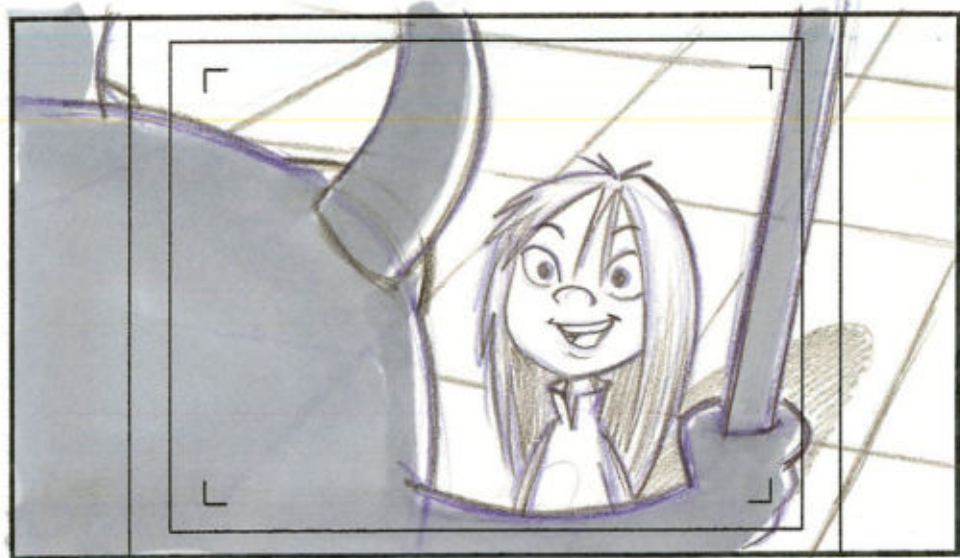
Technical note

Action : SHE STOPS.

Dialogue : (77) MANTHA:
EXCUSE ME, ...

FX :

Director's note



SC:

BG:

Cam:

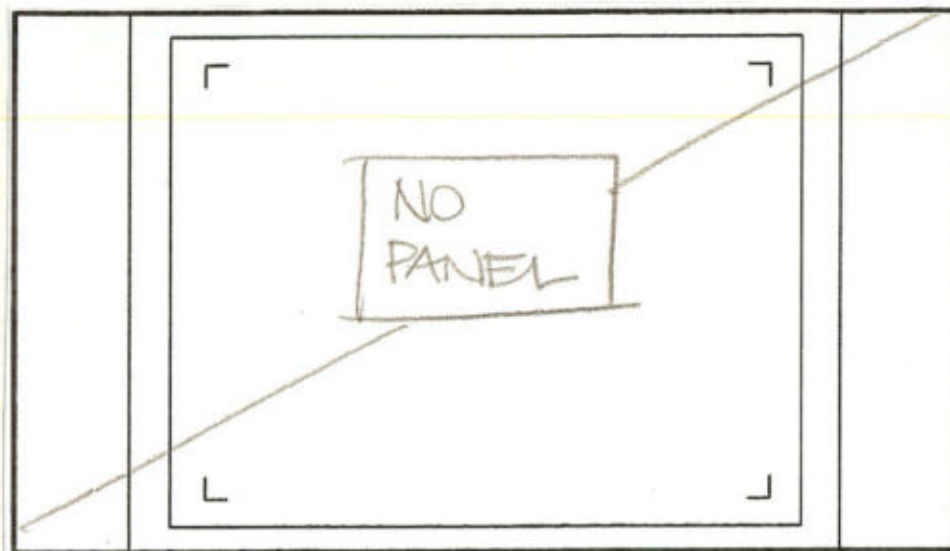
Timing:

Technical note

Action : ANGLE, OTS GUARDGOYLE, ON MANTHADialogue : (77) MANTHA:
EXCUSE ME, ...

FX :

Director's note



SC:

BG:

Cam:

Timing:

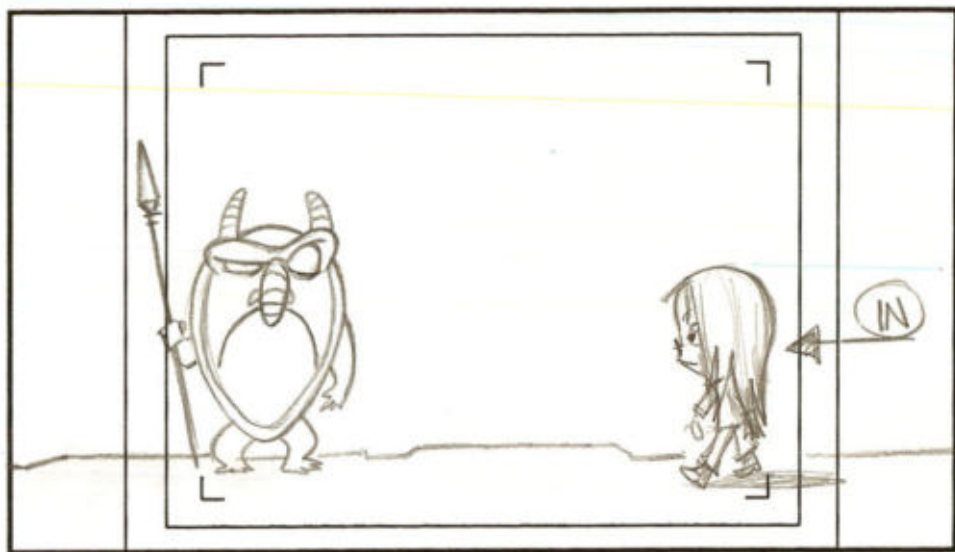
Technical note

Action :

Dialogue :

FX :

Director's note



SC: (CONTD) BG:

Cam:

Timing:

Technical note

Action : MANTHA WALKS UP TO THE GUARD.

Dialogue :

FX :

Director's note



SC: (CONTD) BG:

Cam:

Timing:

Technical note

Action : SHE STOPS.

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

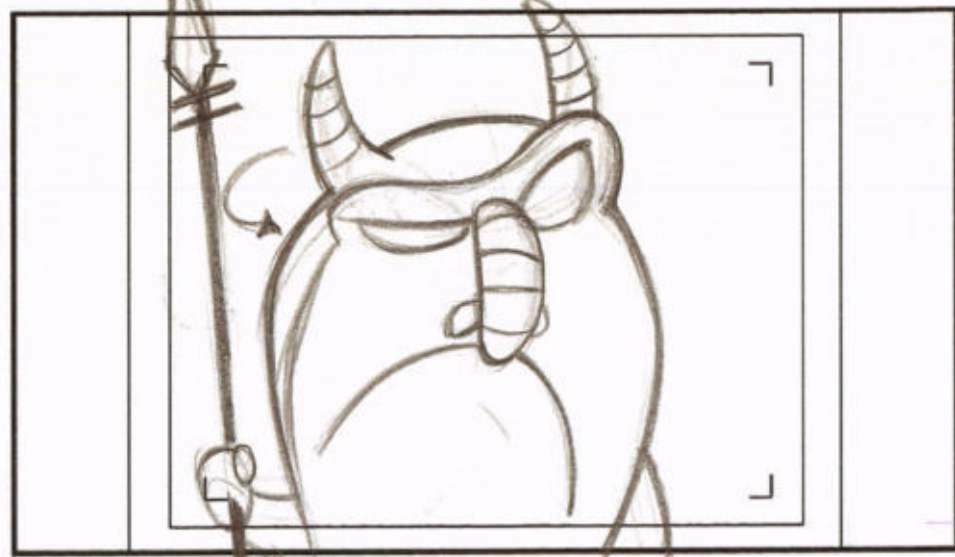
Action : CLOSE ON THE GUARD-GOYLE.

Dialogue : (77) MANTHA : (OS) (CONT'D)

.. WHEN DOES YOUR SHIFT END?

FX :

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

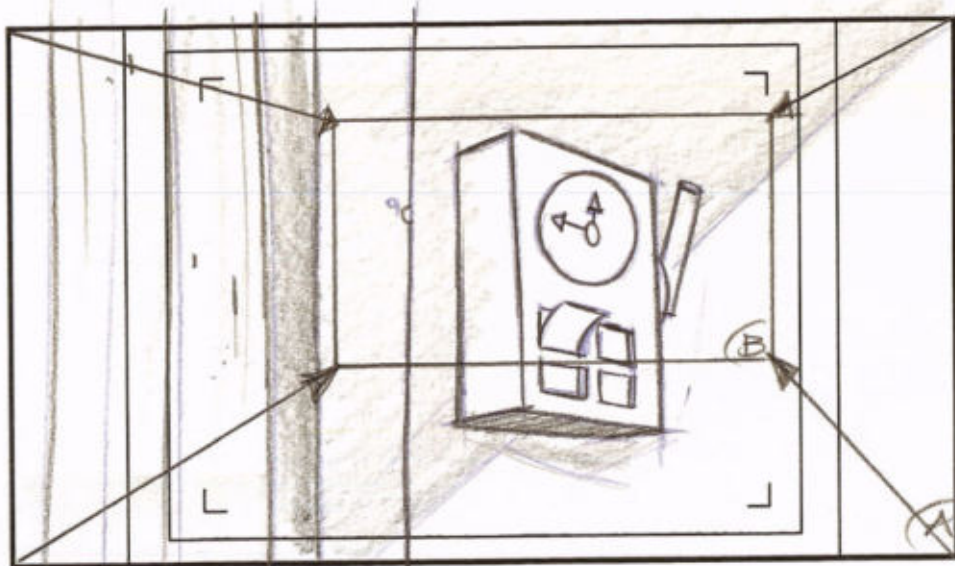
Technical note

Action : HE GLANCES OVER AT THE OS CLOCK.

Dialogue :

FX :

Director's note



SC:

BG:

Cam: TRK IN (A) (B) Timing:

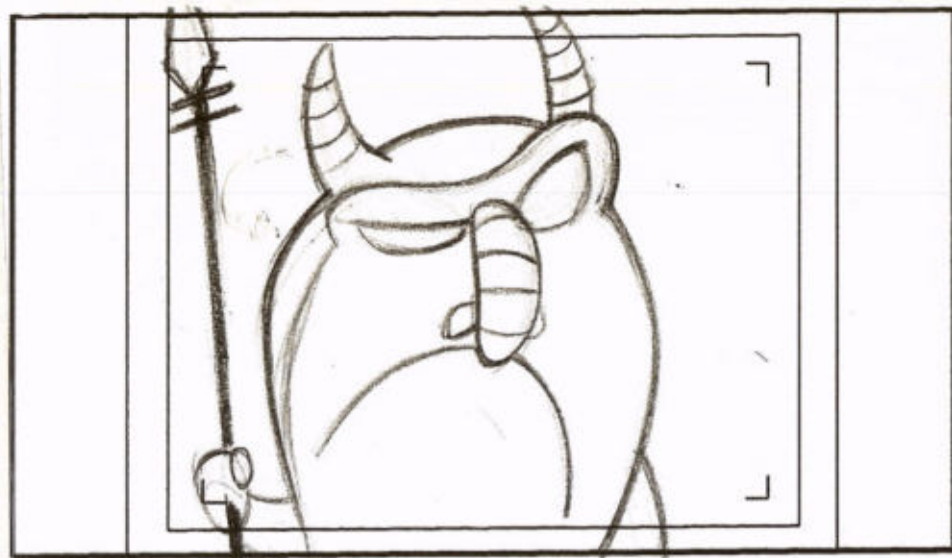
Technical note

Action : GUARD-GOYLE'S P.O.V. ON TIME CLOCK.
TRUCK IN (A) (B)

Dialogue :

FX :

Director's note



SC: S/A BG:

Cam:

Timing:

Technical note

Action : ANGLE ON GUARD-GOYLE.

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

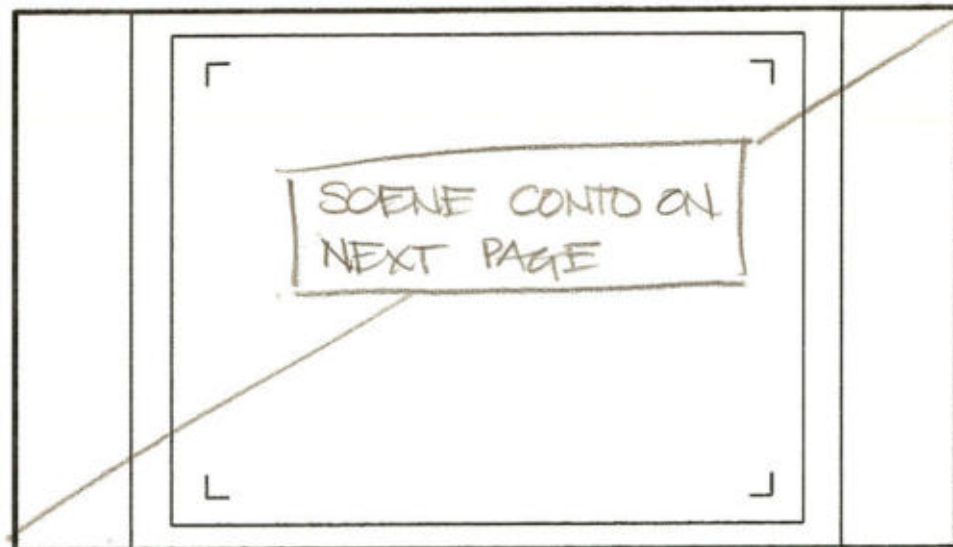
Technical note

Action : WIDE ON GUARD & NANITA .

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

Action :

Dialogue :

FX :

Director's note



SC: (CONTD) BG:

Cam:

Timing:

Technical note

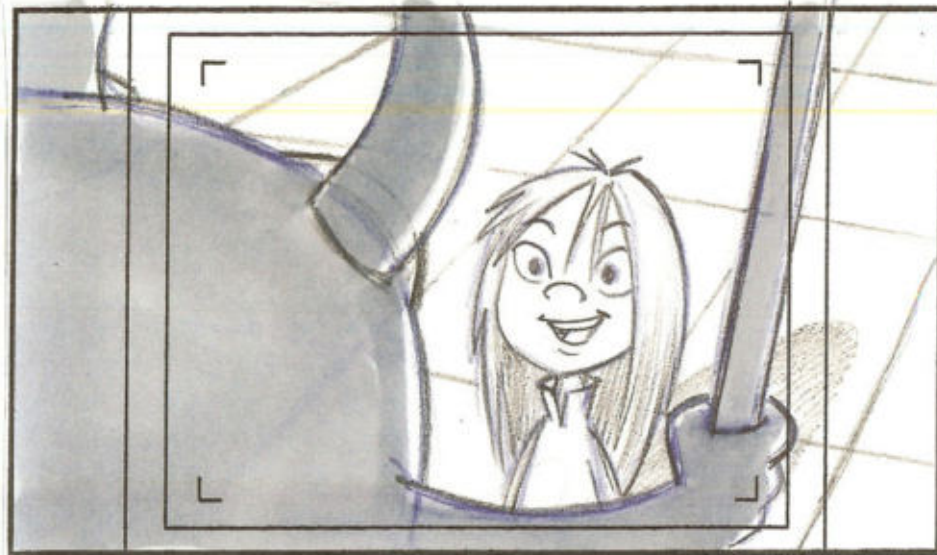
Action :

Dialogue : (78) GARGOYLE :

FIFTEEN MINUTES !

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

Action : ANGLE ON MANTHA & THE GUARD-GOYLE .Dialogue : A MANTHA

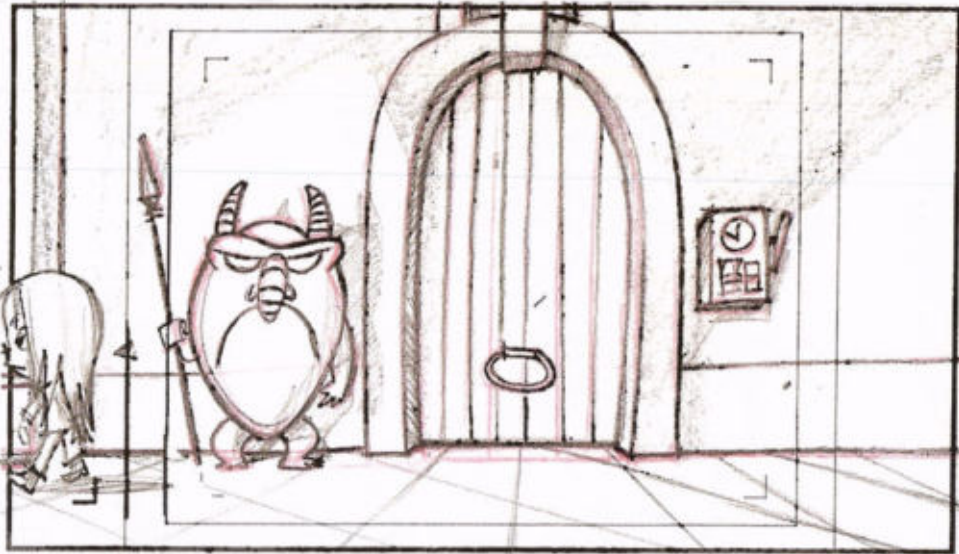
THANK YOU !

FX :

Director's note



OUT
A



SC: (CONT'D) BG:

Cam:

Timing:

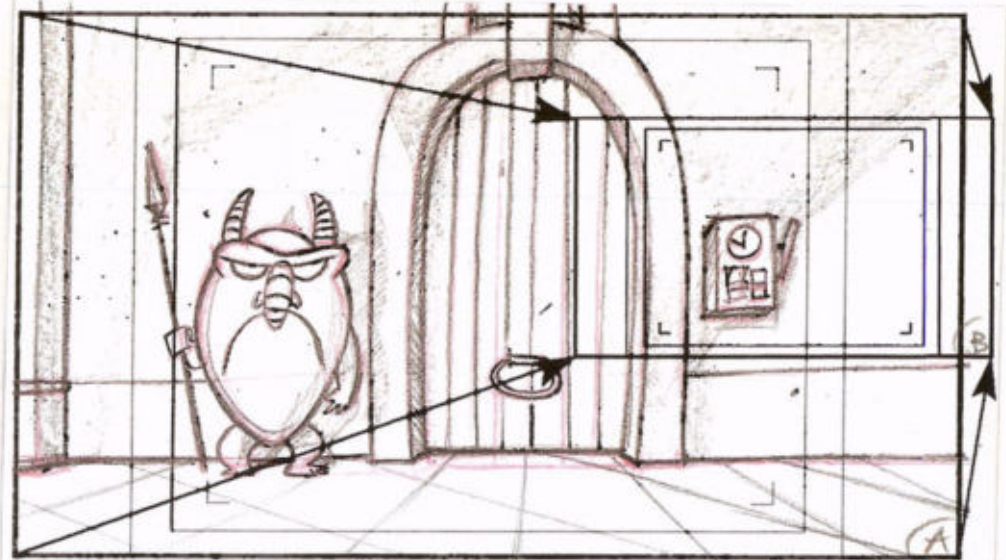
Technical note

Action : MANITA TURNS & EXITS SCENE .

Dialogue :

FX :

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

Technical note

TRUCK IN (A) → (B)

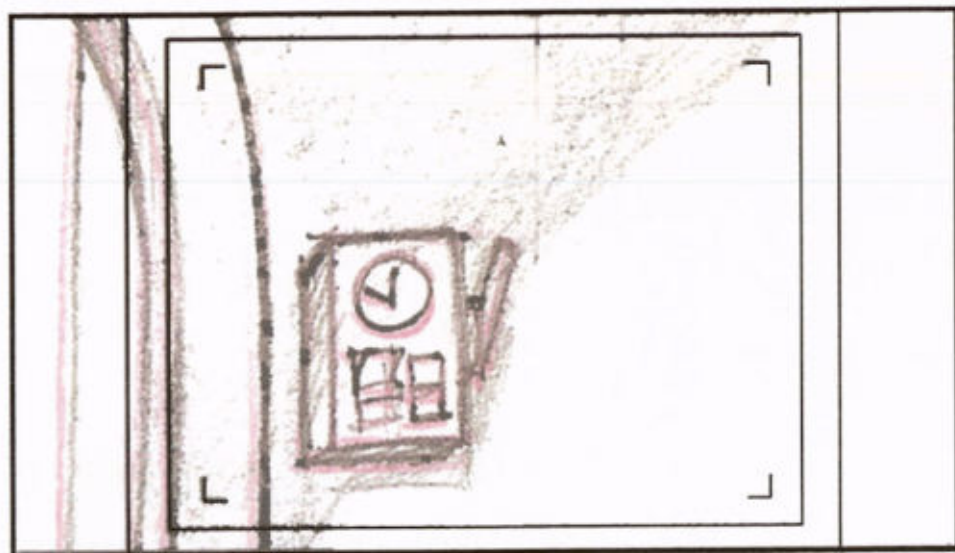
Action :

TRUCK IN ON TIME CLOCK .

Dialogue :

FX :

Director's note

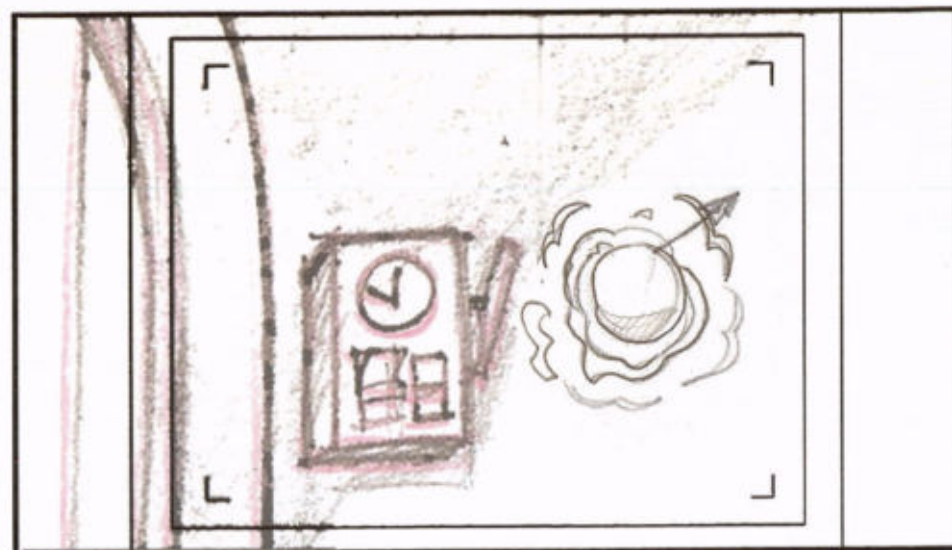


SC: (CONT'D) BG:

Cam:

Timing:

Technical note



SC: (CONT'D) BG:

Cam:

Timing:

Technical note

Action :

< BEAT! >

Dialogue :

FX :

Director's note

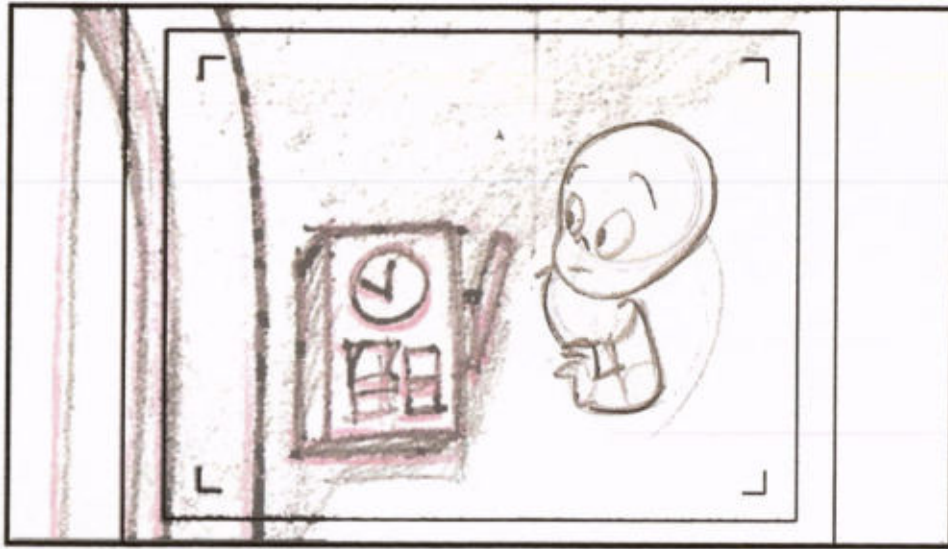
Action :

CASPER APPEARS THROUGH THE WALL.

Dialogue :

FX :

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

Technical note

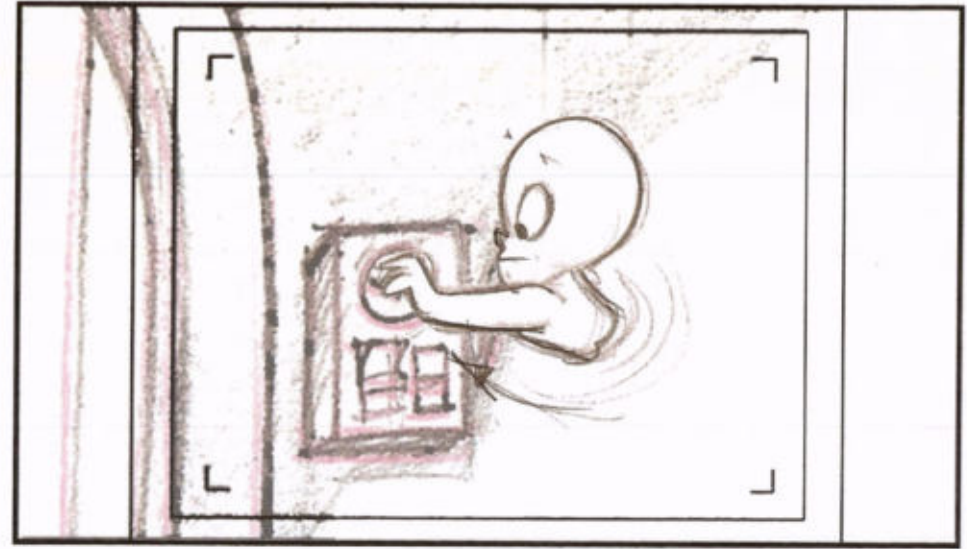
Action :

CASPER LOOKS OVER AT THE GUARD

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

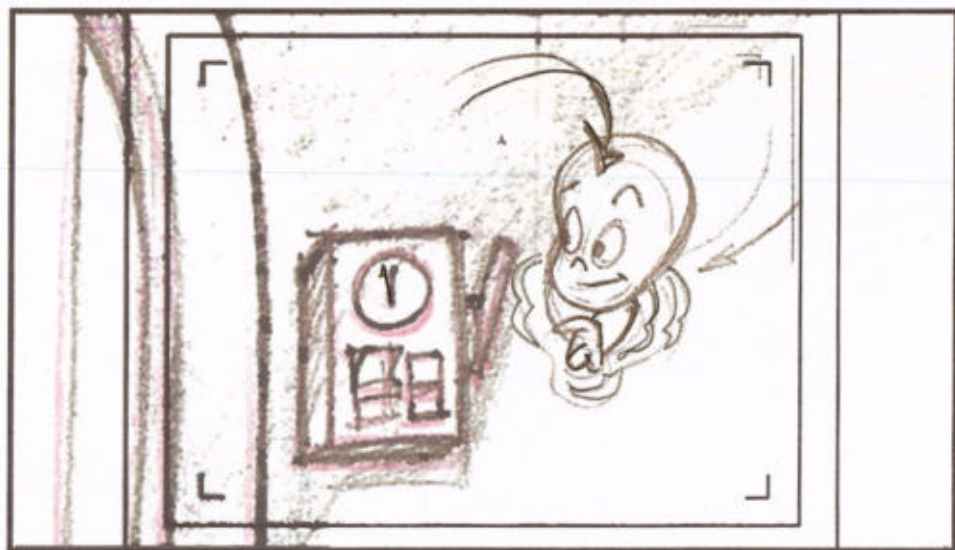
Action :

HE MOVES THE HANDS OF THE TIME CLOCK.

Dialogue :

FX :

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

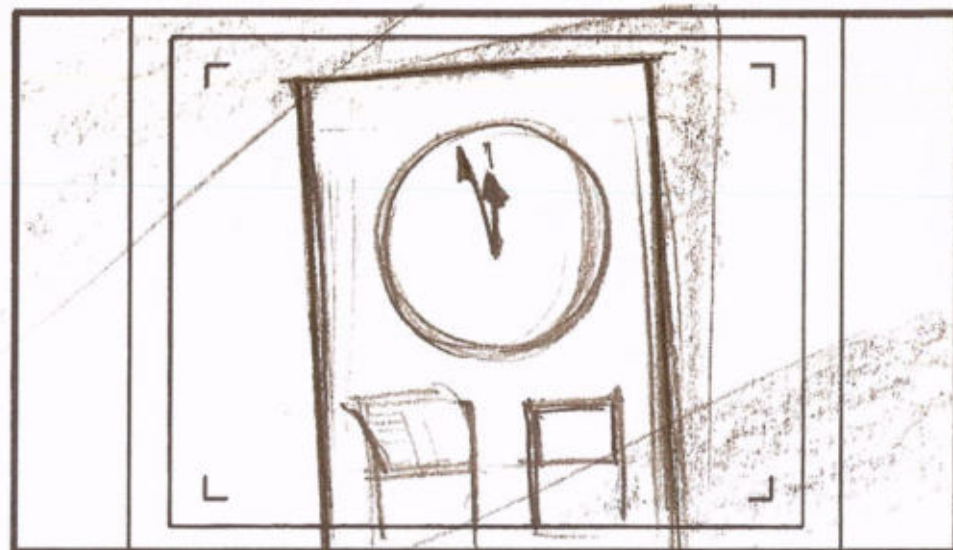
Technical note

Action : THEN ZIPS BACK INTO THE WALL.

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

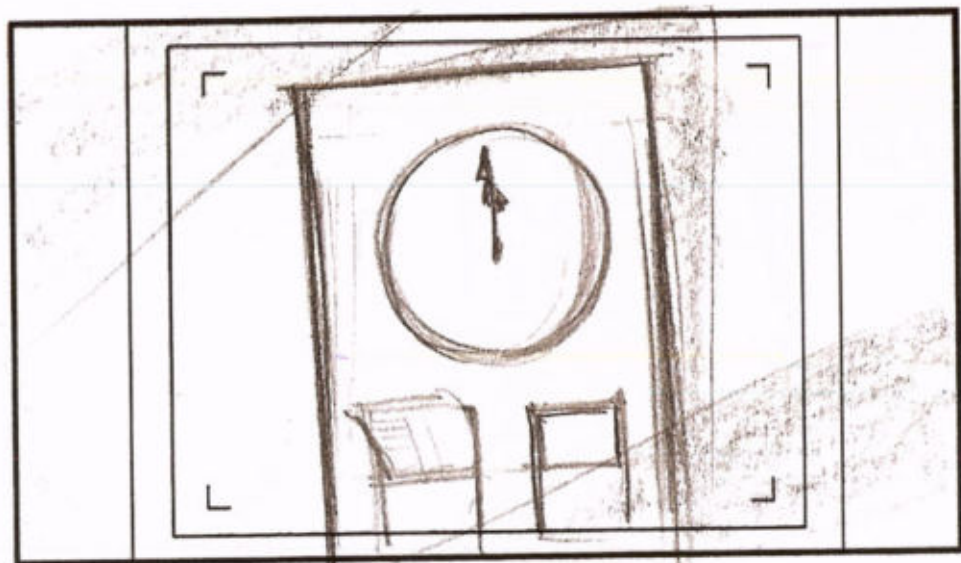
Technical note

Action : CLOSE ON TIME CLOCK.

Dialogue :

FX :

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

Technical note

Action : THE TIME CLOCK GOES OFF.

Dialogue :

FX : SFX <BUZZER>

Director's note



SC:

BG:

~~SA~~

Cam:

Timing:

Technical note

Action : ANGLE ON GUARD-GOYLE

Dialogue :

FX :

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

Technical note



SC: (CONT'D) BG:

Cam:

Timing:

Technical note

Action : THE GUARD IS STARTLED..

Dialogue :

FX :

Director's note

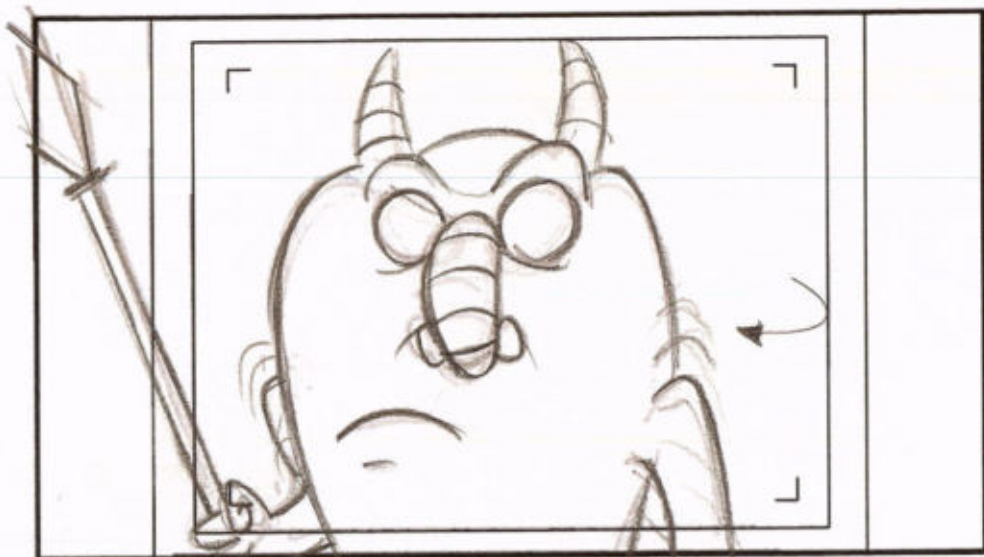
Action :

.. CONFUSED, HE TURNS TO LOOK AT
THE CLOCK.

Dialogue :

FX :

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

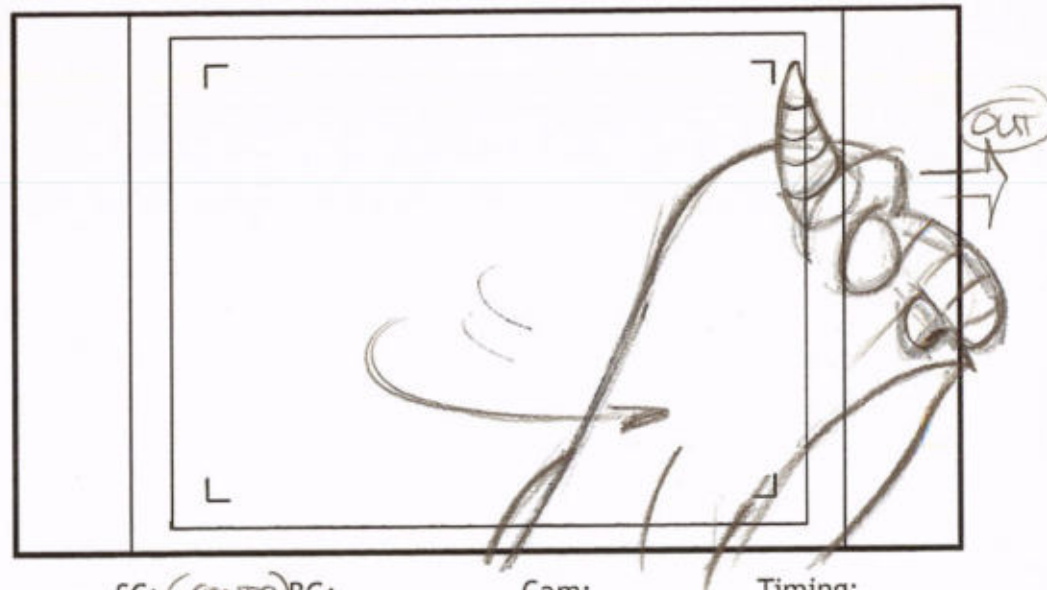
Technical note

Action : HE SHRUGS.

Dialogue :

FX :

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

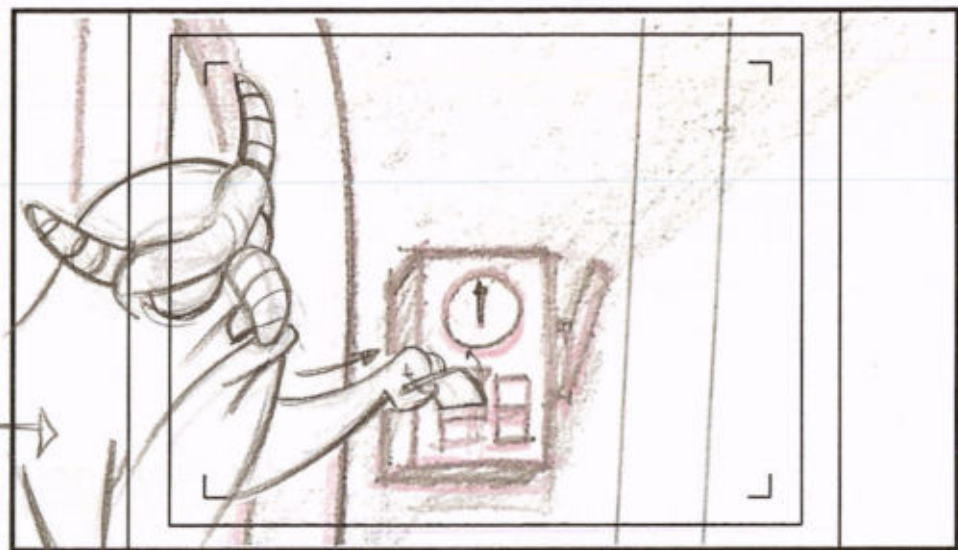
Technical note

Action : HE EXITS.

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

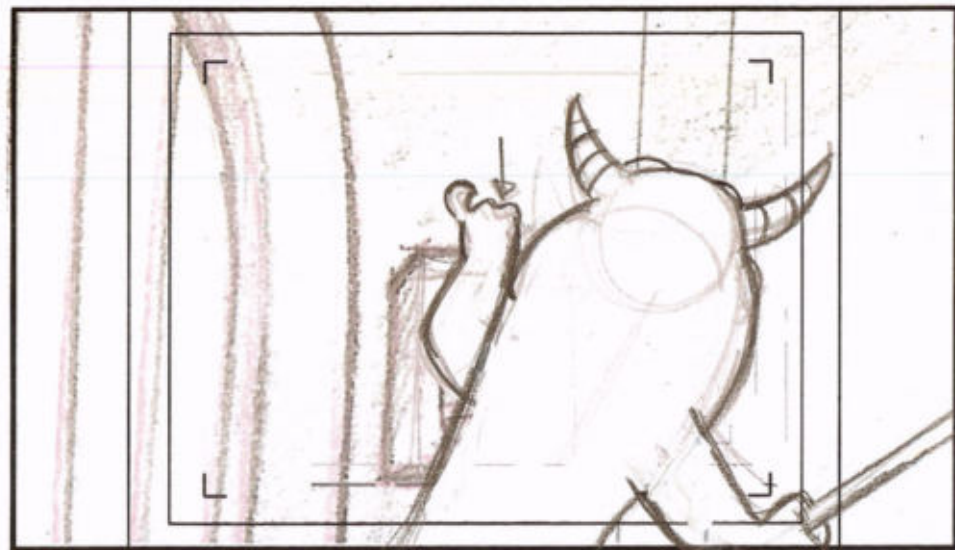
Technical note

Action : ANGLE ON TIME CLOCK. THE GUARD-GOYLE
WALKS IN, HE GRABS HIS TIME CARD

Dialogue :

FX :

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

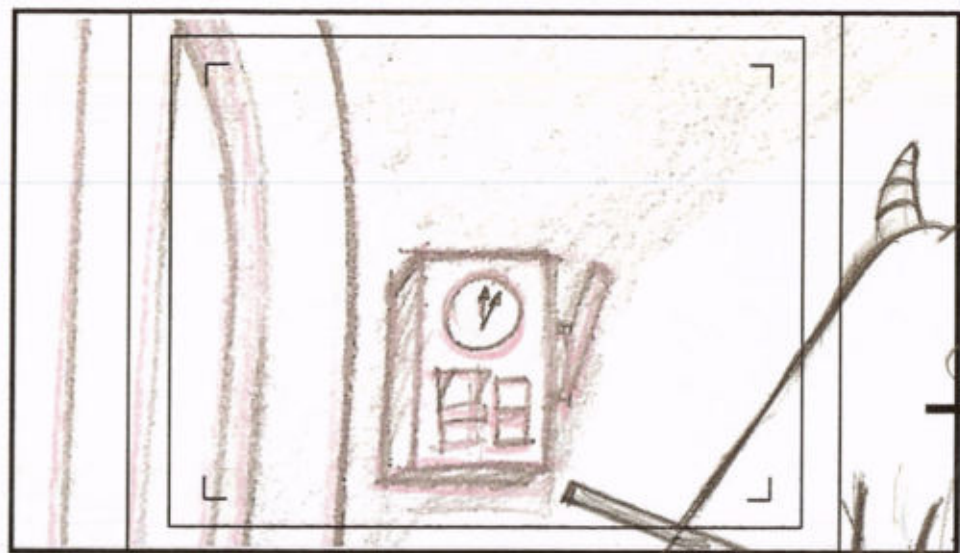
Technical note

Action :

Dialogue :

FX : SEX: <KA-CHING!>

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

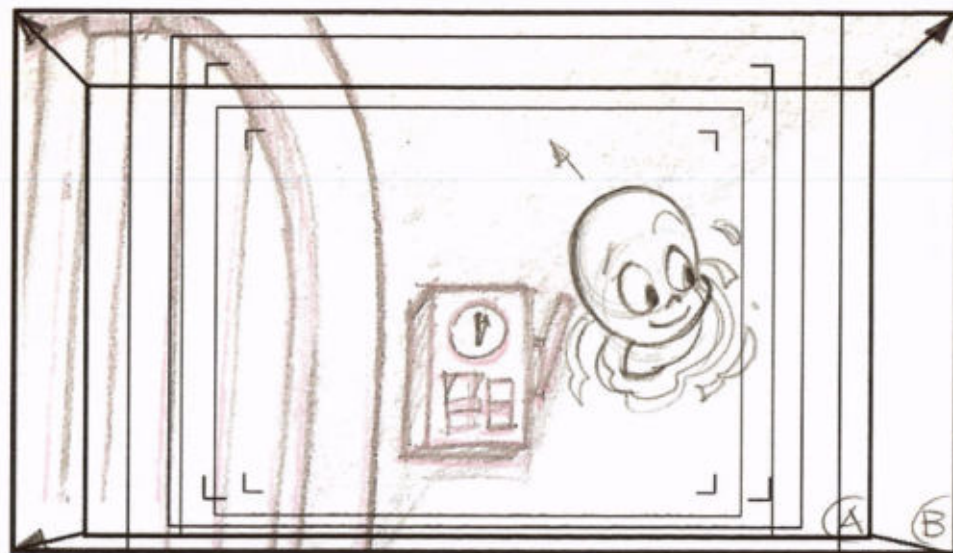
Technical note

Action :

Dialogue :

FX :

Director's note



SC: (CONT) BG:

Cam:

Timing:

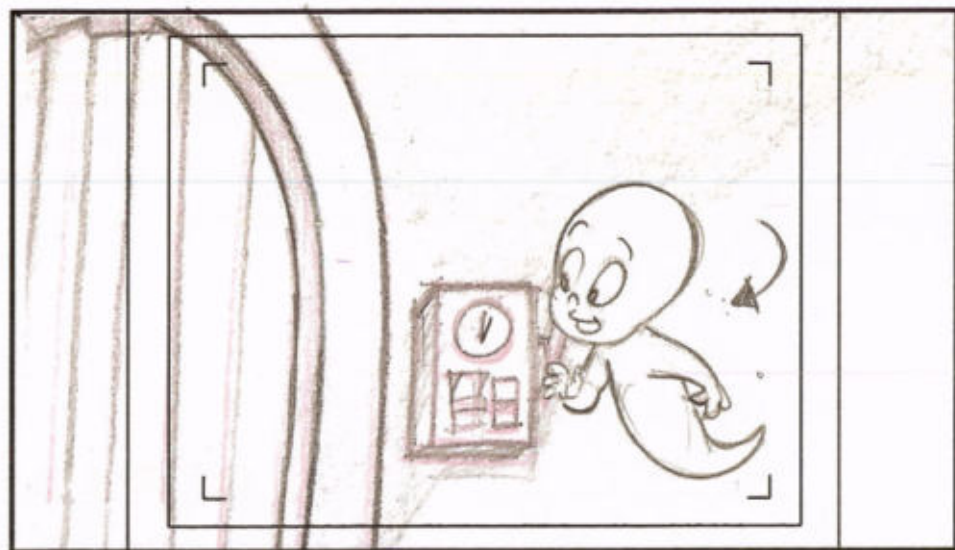
Technical note

Action : TRUCK OUT AS CASPER EMERGES FROM THE WALL

Dialogue :

FX :

Director's note



SC: (CONT'D) BG: (

Cam:

Timing:

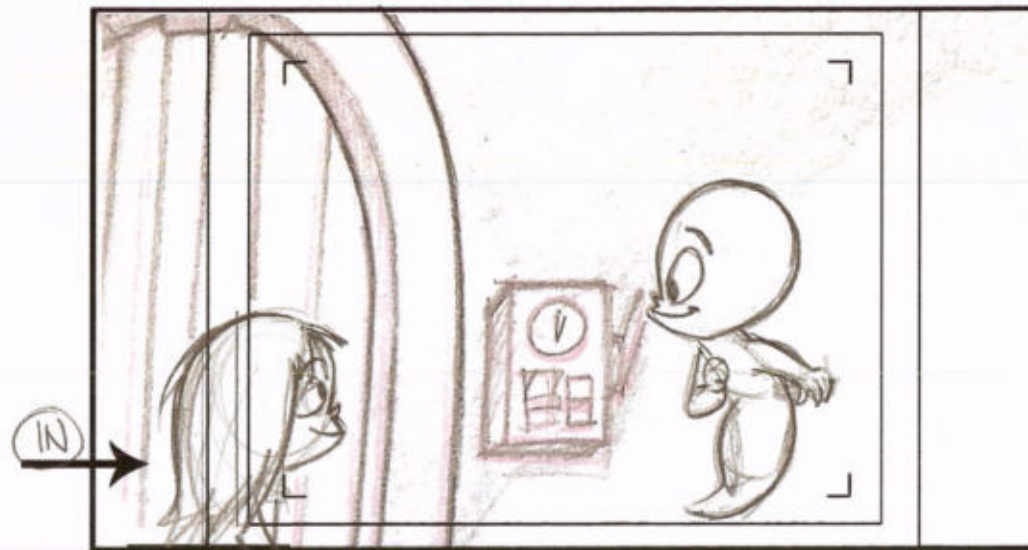
Technical note

Action : CASPER CALLS OUT TO OS MANTHA

Dialogue : (71) CASPER :
CLEAR .

FX :

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

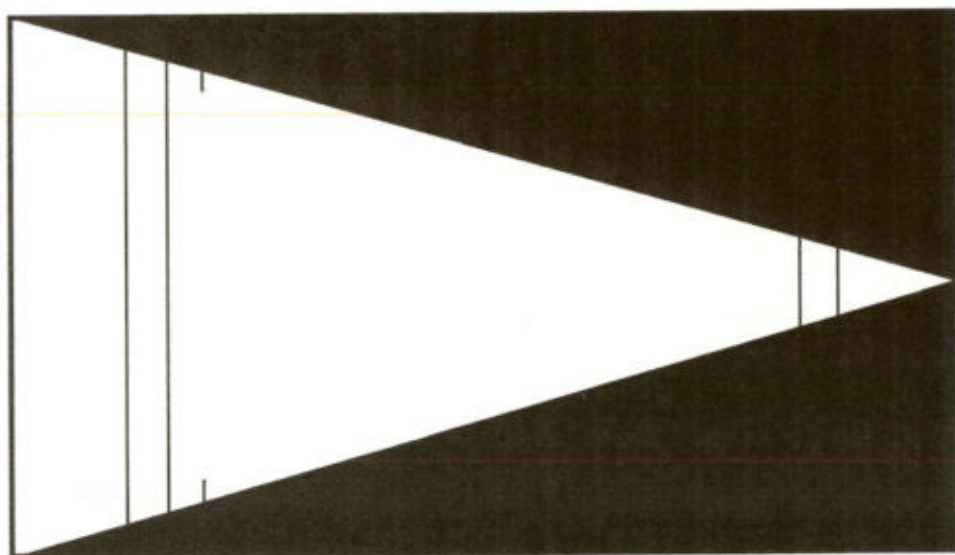
Technical note

Action : MANTHA ENTERS .

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

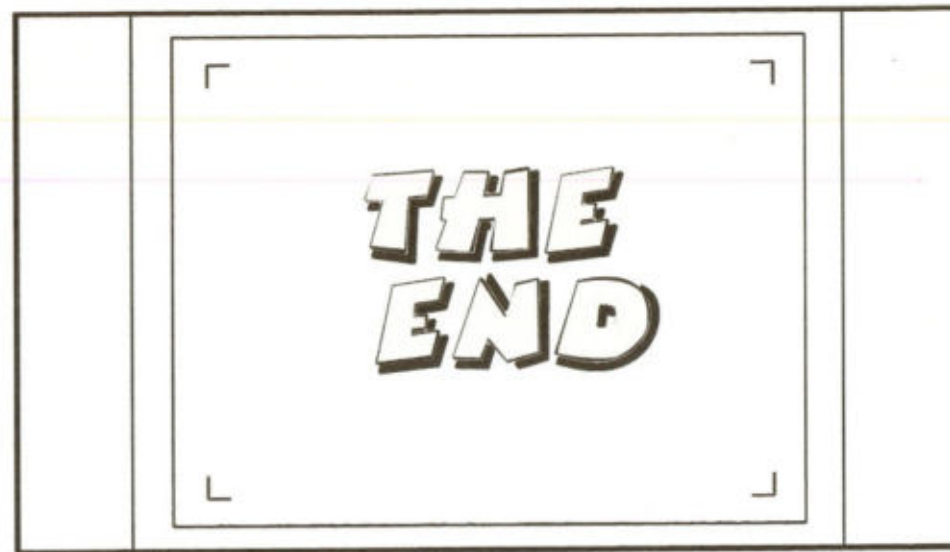
Action :

FADE OUT.

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

Action :

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

Action : ANGLE ON MR. BRADLEY

Dialogue :

FX :

Director's note



(IN)

SC:

(CONTD) BG:

Cam:

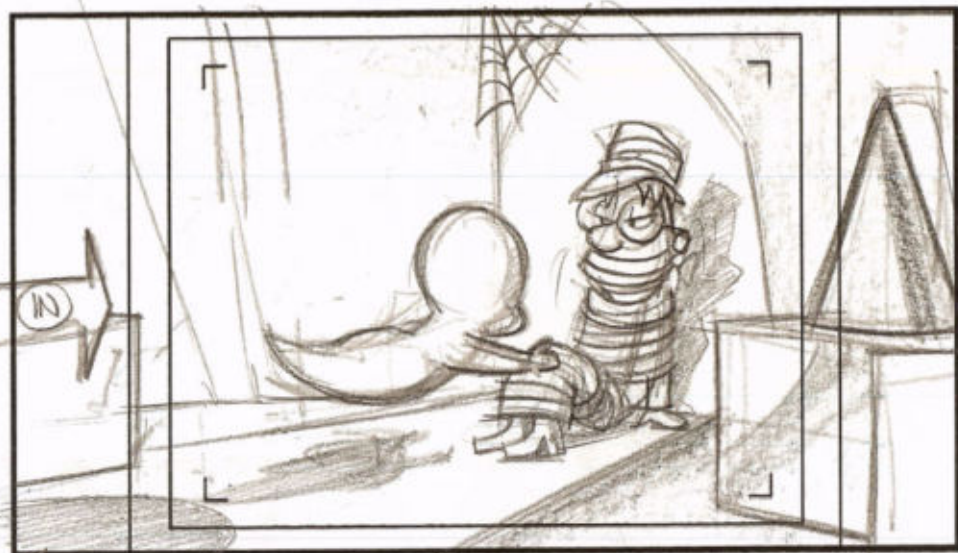
Timing:

(CASPER'S SHADOW)
Technical noteAction : THE LIGHT FROM THE OPEN DOOR
CREEPS OVER HIM. CASPER'S SHADOW IN.

Dialogue :

FX :

Director's note



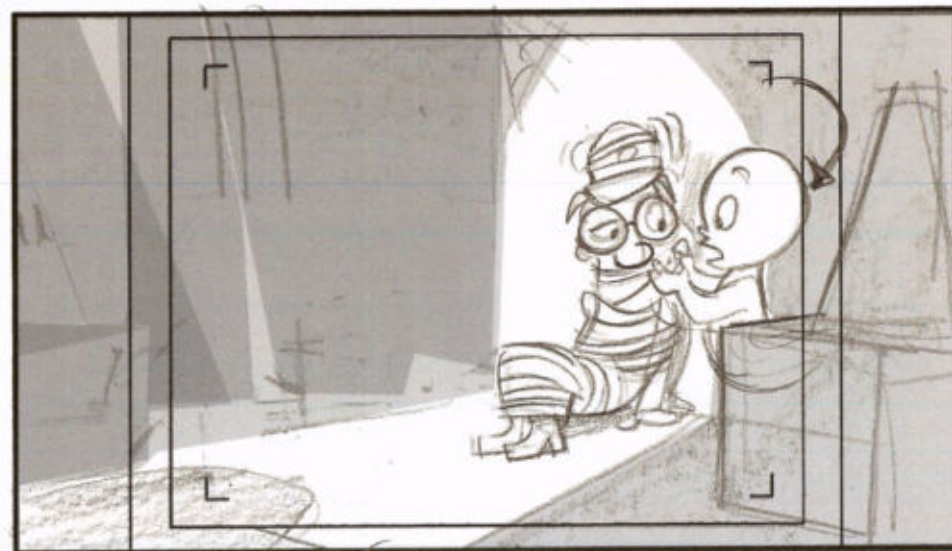
(MANTHAS' SHADOW) SC: BG: Cam: Timing: Technical note

Action : ANGLE ON MR. BRADLEY
CASPER FLIES IN ...

Dialogue :

FX : <DX SHADOW, 2TONE >

Director's note



SC: (CONTD) BG: (MANTHAS' SHADOW) Cam: Timing: Technical note

Action : CASPER UNTIES MR. BRADLEY'S GAG

Dialogue : (80) CASPER :

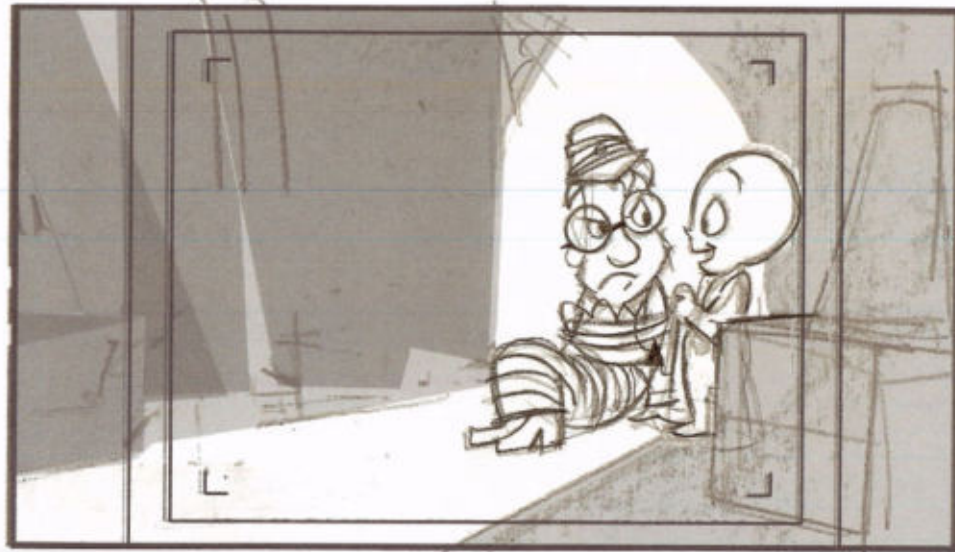
MR. BRADLEY, WE'RE GOING ..

FX :

Director's note



H1



SC: (CONTD) BG:

Cam:

Timing:

Technical note

Action : CASPER GETS THE GAG OFF.

Dialogue : ⑧ CASPER : (CONTD)
...TO GET YOU OUT OF HERE !

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

Action : CLOSE ON MR. BRADLEY, OTS. CASPER.

Dialogue : ⑨ MR. BRADLEY :
I'LL NEVER ACCEPT HELP...

FX :

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

Technical note

Action :

Dialogue (81): MR BRADLEY : (CONT'D)

.. FROM A BUNCH OF

FX :

Director's note



SC:(CONT'D) BG:

Cam:

Timing:

Technical note

Action :

Dialogue : (81) : MR BRADLEY : (CONT'D)

.. CREATURES !

FX :

Director's note



SC:

BG: SA

Cam:

Timing:

Technical note

Action : ANGLE ON MANTHA STANDING IN THE
OPEN DOOR .

Dialogue : (82) MANTHA :
FINE !

FX :

Director's note



SC: (CONT) BG:

Cam:

Timing:

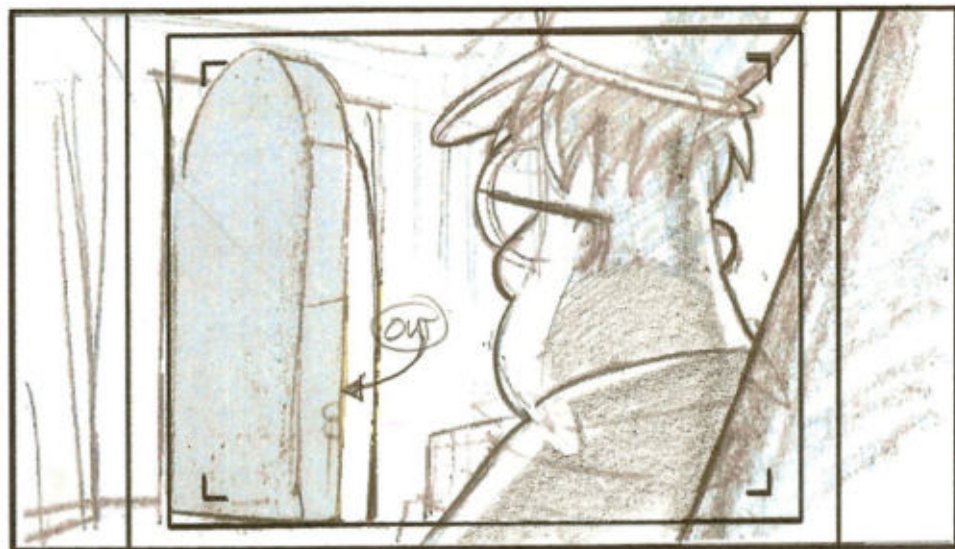
Technical note

Action :

Dialogue : (82) MANTHA : (CONT)
WE'LL LEAVE .

FX :

Director's note



SC: *CONTD* BG: Cam: Timing:

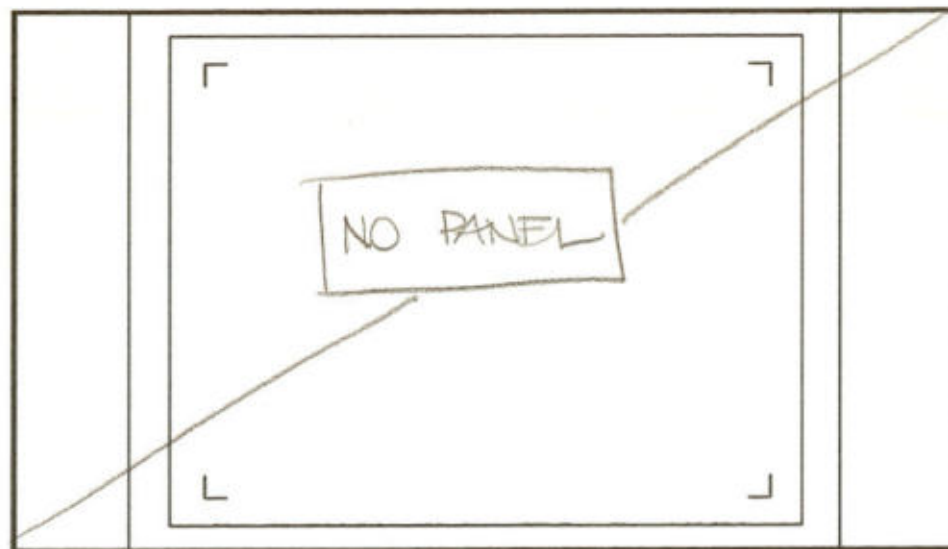
Technical note

Action : *MANITHA EXITS*

Dialogue :

FX :

Director's note



SC: BG: Cam: Timing:

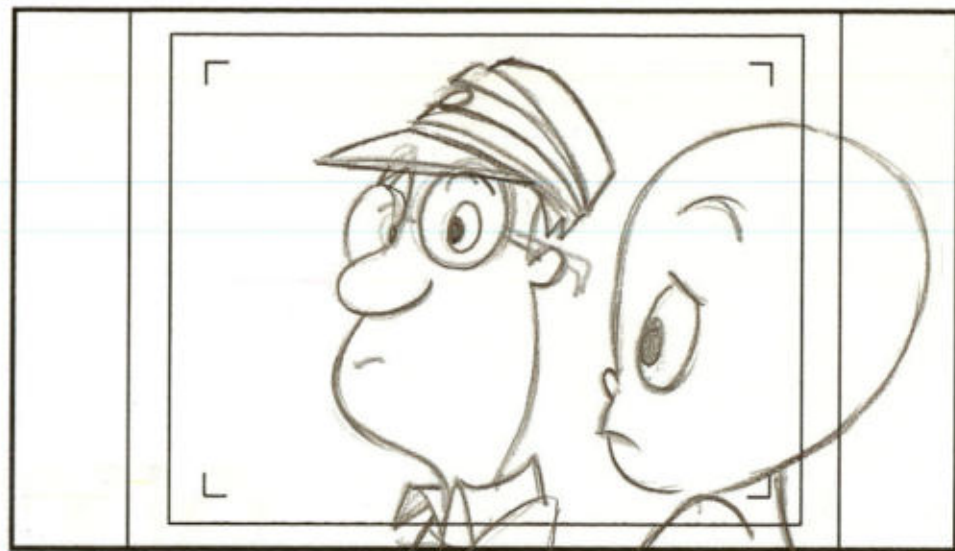
Technical note

Action :

Dialogue :

FX :

Director's note



SC:

BG:

~~SA~~

Cam:

Timing:

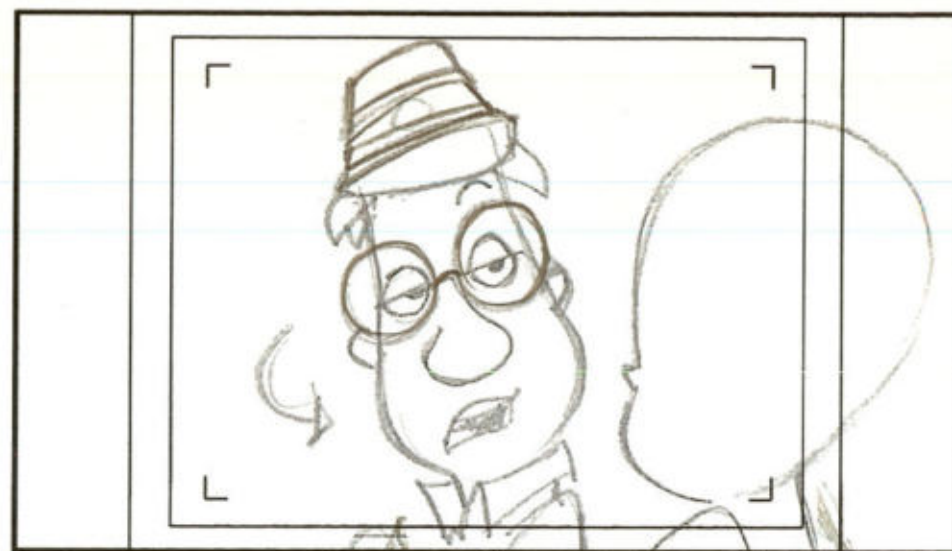
Technical note

Action : ANGLE ON MR BRADLEY & CASPER

Dialogue :

FX :

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

Technical note

Action : HE TURNS TO CASPER

Dialogue : (83) MR. BRADLEY:

I GUESS I COULD MAKE AN EXCEPTION

FX :

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

Technical note

PAN (A) → (B)

Action : CASPER STARTS TO EXIT. PAN W/ANIM.

Dialogue :

FX :

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

Technical note

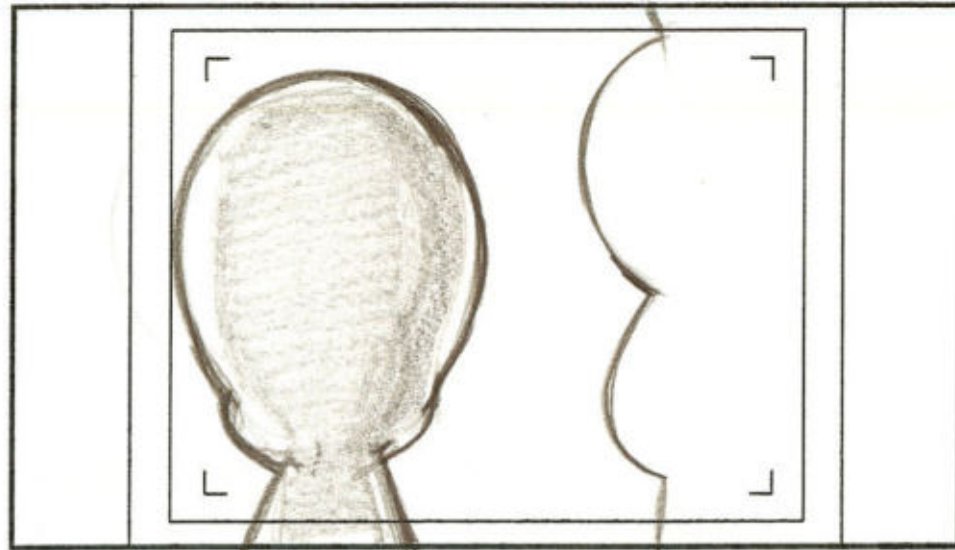
Action :

Dialogue : (83) BRADLEY:

I GUESS I COULD MAKE AN EXCEPTION.

FX :

Director's note



SC: BG: Cam: Timing:

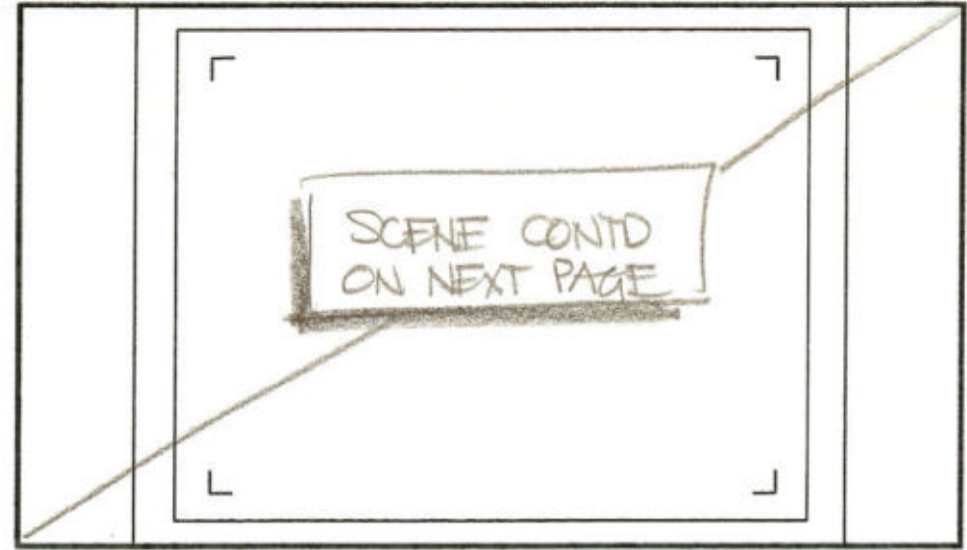
Technical note

Action : *ANGLE ON CASPER OTS MR. BRADLEY*

Dialogue :

FX :

Director's note



SC: BG: Cam: Timing:

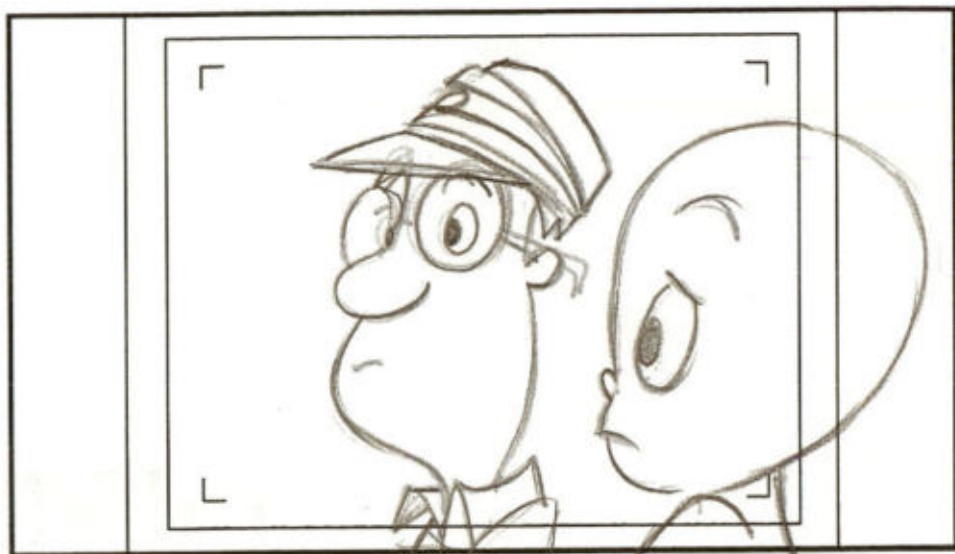
Technical note

Action :

Dialogue :

FX :

Director's note



SC: BG: ~~S/A~~ Cam: Timing:

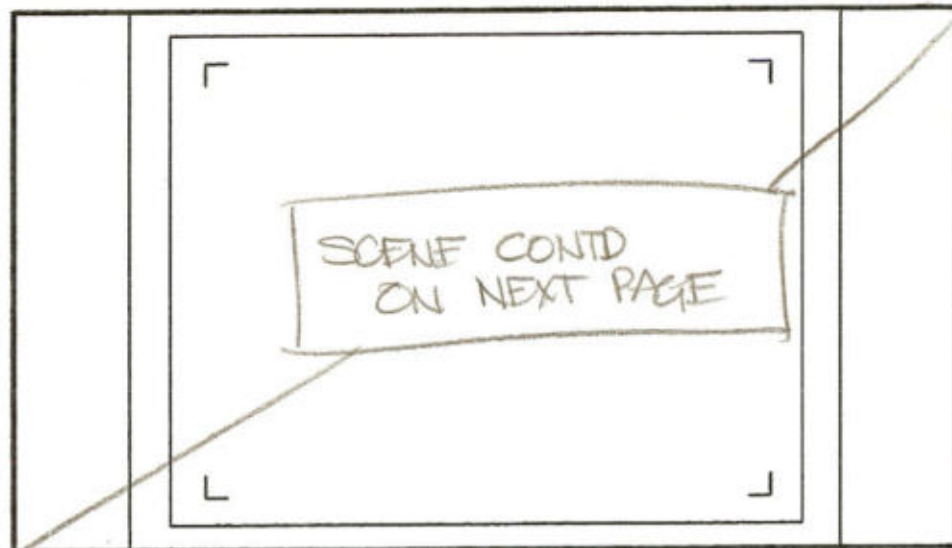
Technical note

Action : ANGLE ON MR BRADLEY & CASPER

Dialogue :

FX :

Director's note



SC: BG: Cam: Timing:

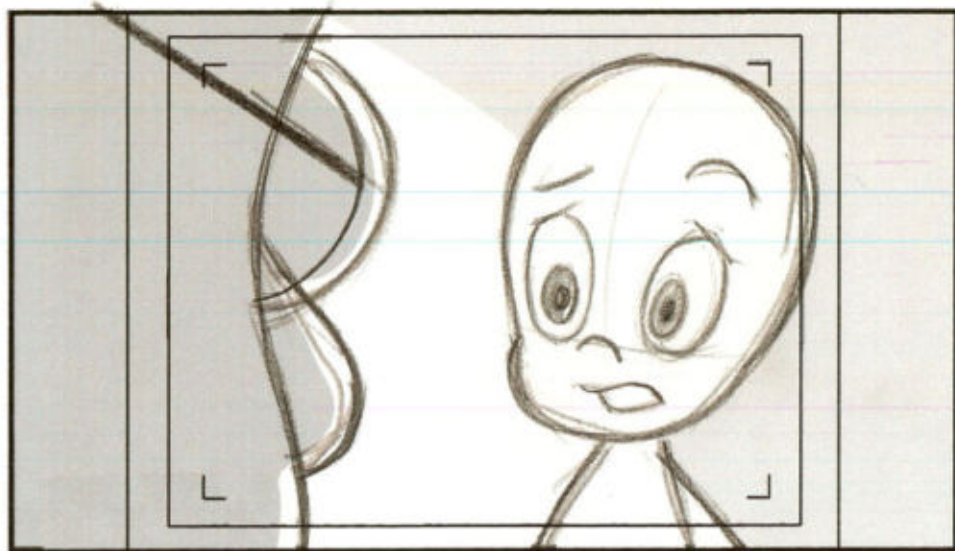
Technical note

Action :

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

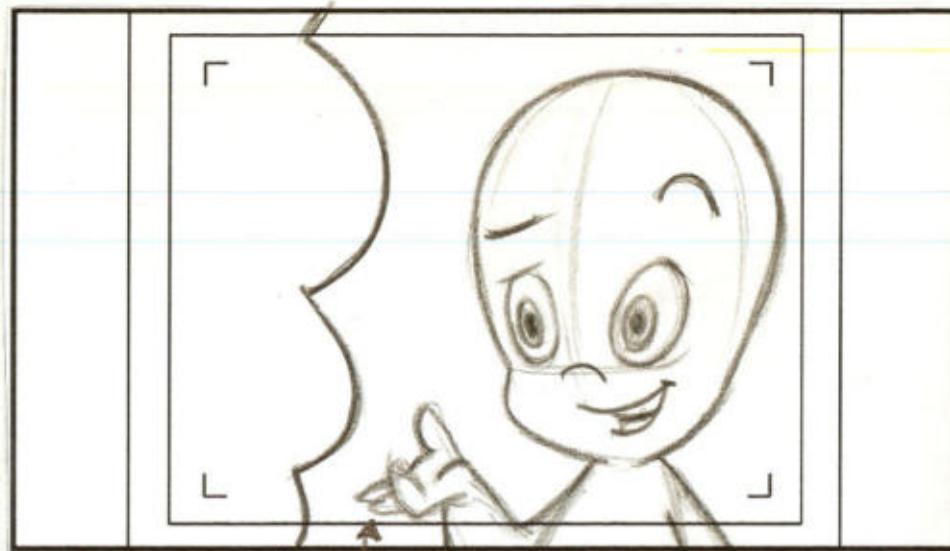
Technical note

Action : ANGLE ON CASPER OTS MR. BRADLEY.

Dialogue : (84) CASPER :
OK.

FX :

Director's note



SC: (CONTD) BG:

Cam:

Timing:

Technical note

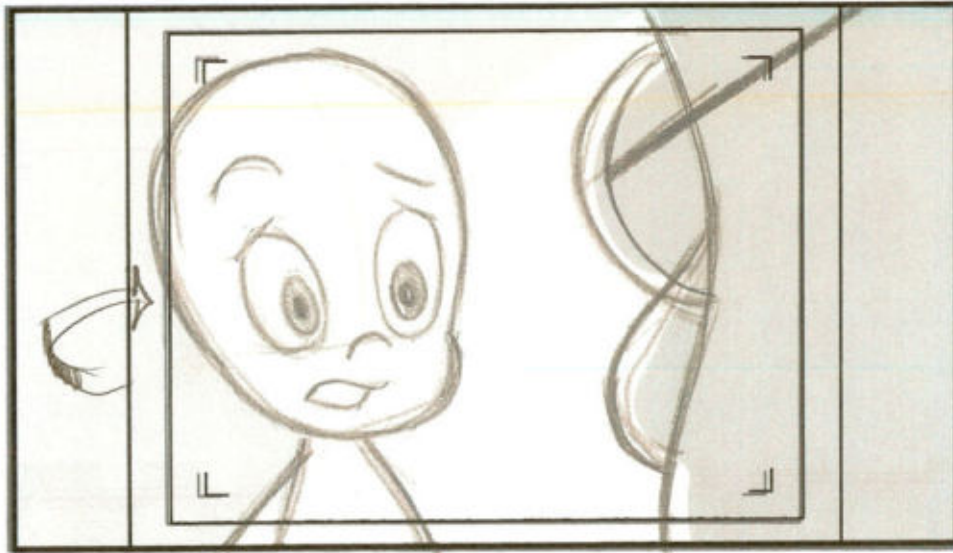
Action :

Dialogue : (84) CASPER : (CONTD)

I'M GOING TO NEED YOUR UNIFORM

FX :

Director's note



SC: CONTD BG: _____ Cam: _____ Timing: _____

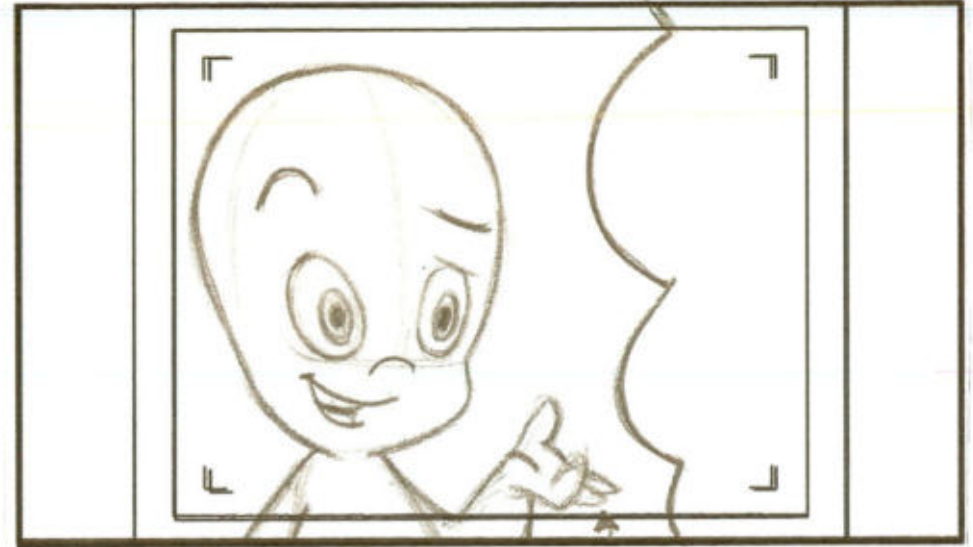
Technical note

Action : CASPER TURNS TO BRADLEY

Dialogue : (BA) CASPER :
OK!

FX :

Director's note



SC: CONTD BG: _____ Cam: _____ Timing: _____

Technical note

Action :

Dialogue : (BA) CASPER : (CONTD)
I'M GOING TO NEED YOUR UNIFORM.

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

Action :

(HOOK UP POSE)

Dialogue :

FX :

Director's note



SC: CONTD BG:

Cam:

Timing:

Technical note

Action :

Dialogue : (85) MR. BRADLEY : (TAKEN ABACK)
WHY?

FX :

Director's note



SC: 134-1 BG: Cam: Timing:

Technical note

Action : CHUCK UP POSE)

Dialogue :

FX :

Director's note



SC: 134-2 BG: Cam: Timing:

Technical note

Action :

Dialogue : (85) MR. BRADLEY : (TAKEN ABACK)
WHY?

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

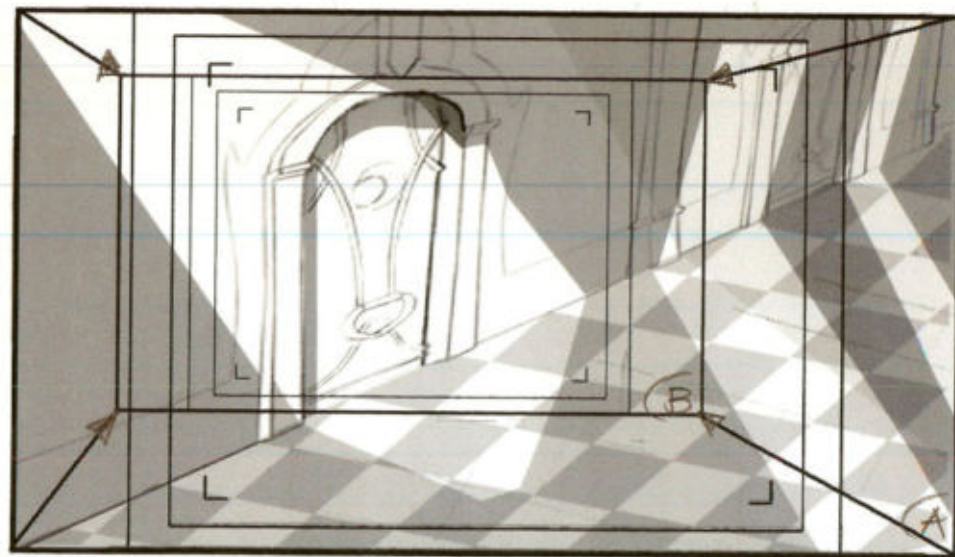
Action :

Dialogue : (CG) CASPER:

JUST TRUST ME!

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

TRUCK IN (A) - (B)

Action : CORRIDOR OUTSIDE OF SCIENCE ROOM
TRUCK INDialogue : (A) RA : (OS)

<OFF-KEY HUMMING!>

FX :

Director's note



SC: 136-1 BG:

Cam:

Timing:

Technical note

Action : CLOSE ON RA... HIS HAND IN A BUCKET
OF FISH JAM..

Dialogue :

FX :

Director's note



SC: 136-2 BG:

Cam:

Timing:

Technical note

Action :

.. WHICH HE SMEARS ON THE DUMMY.

Dialogue :

FX :

Director's note



SC: 134-3

BG:

Cam:

Timing:

Technical note

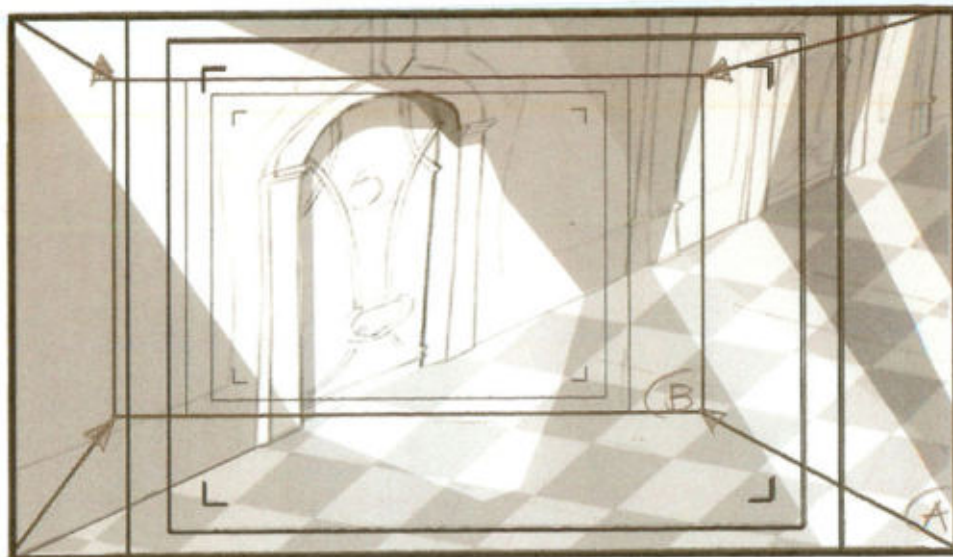
Action :

Dialogue : (86) CASPER:

JUST TRUST ME!

FX :

Director's note



SC: 135-1

BG:

Cam:

Timing:

Technical note

TRUCK IN (A) - (B)

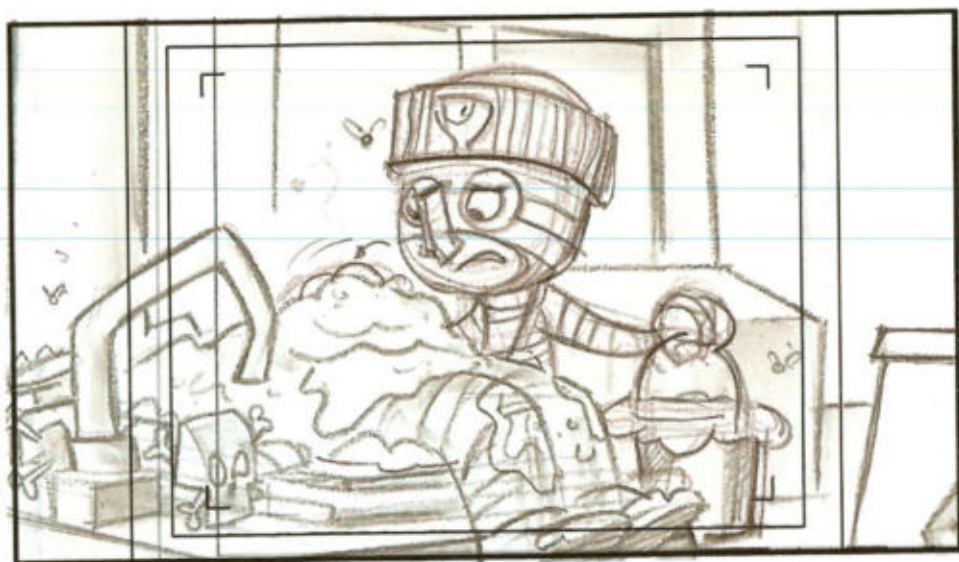
Action : CORRIDOR OUTSIDE OF SCIENCE ROOM
TRUCK IN

Dialogue : (A) RA : (OS)

< OFF-KEY HUMMING! >

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

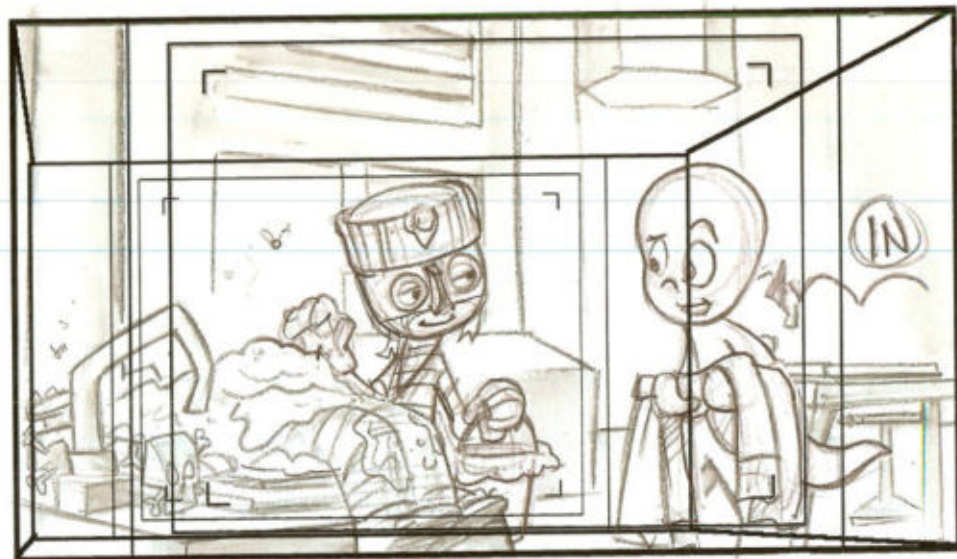
Action : CLOSE ON RA, HE'S SMEARING FISH JAM
OVER A FLESHIE DUMMY... THAT LOOKS LIKE
MR. BRADLEY.

Dialogue : (87) CASPER:

DON'T BE STINGY...

FX :

Director's note



SC: CONTD) BG:

Cam:

Timing:

Technical note

TRUCK OUT (A) (B)

Action : CASPER, HOLDING MR. BRADLEY'S UNIFORM,
FLOATS UP TO RA. TRUCK OUT.

Dialogue : (87) CASPER: (CONTD)

.. WITH THE FISH JAM..

FX :

Director's note



SC:

BG:

Cam:

Timing:

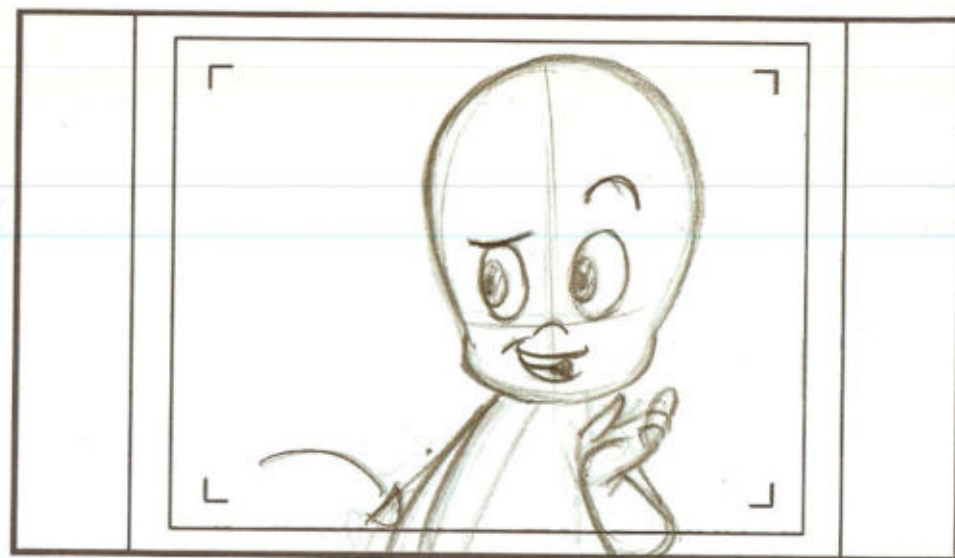
Technical note

Action : CLOSE ON CASPER

Dialogue : (87) CASPER : (CONTD)
WE HAVE ..

FX :

Director's note



SC: (CONTD) BG:

Cam:

Timing:

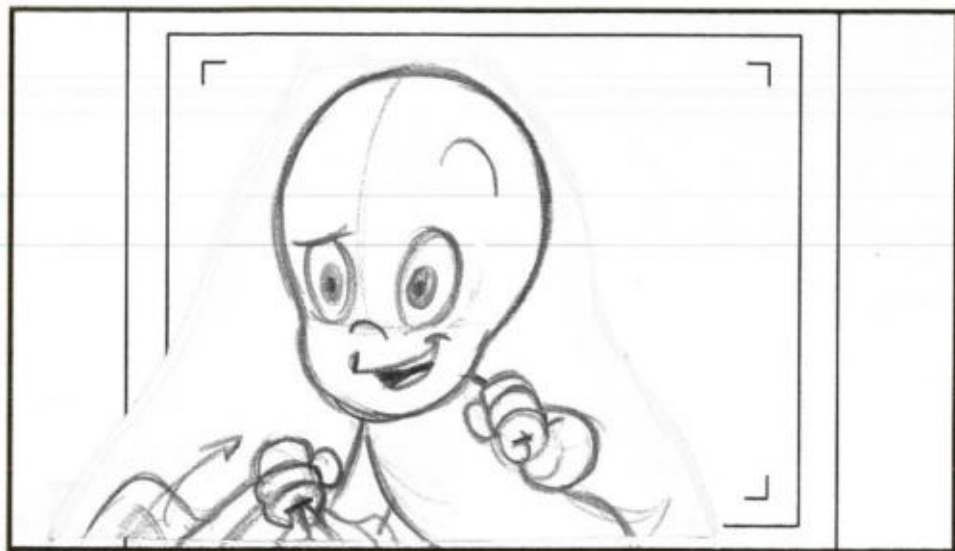
Technical note

Action :

Dialogue : (87) CASPER : (CONTD)
.. TO MAKE ...

FX :

Director's note



SC: (CONTD) BG:

Cam:

Timing:

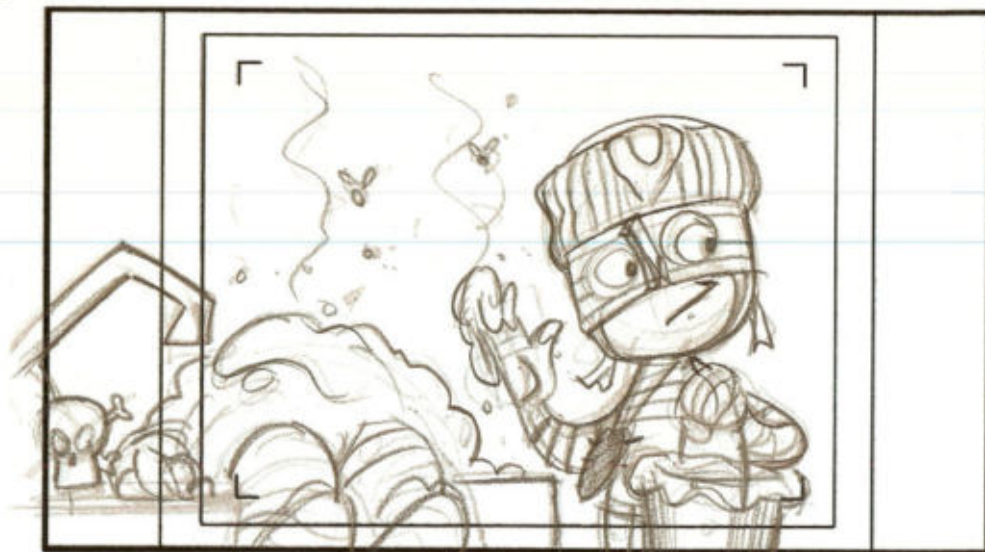
Technical note

Action :

Dialogue : (87) CASPER : (CONTD)
..THIS DUMMY IRRESISTIBLE.

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

Action : ANGLE ON RA

Dialogue :

FX : (DX FISH JAM)

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

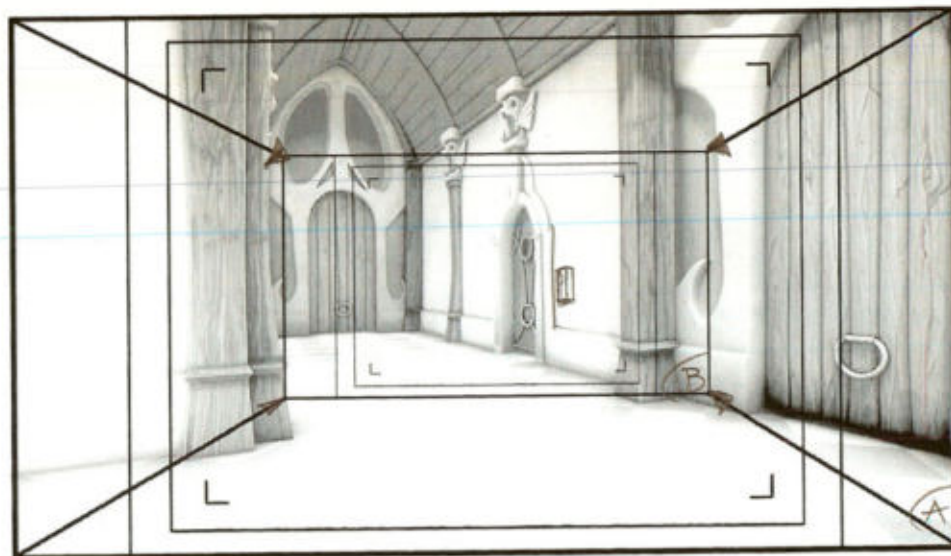
Technical note

Action : RA GOES BACK TO SLATHERING FISH JAM
ON THE FLESHIE DUMMY.

Dialogue : (88) RA: (CONFIDENTLY)
DON'T WORRY!

FX :

Director's note



SC:

BG:

Cam:

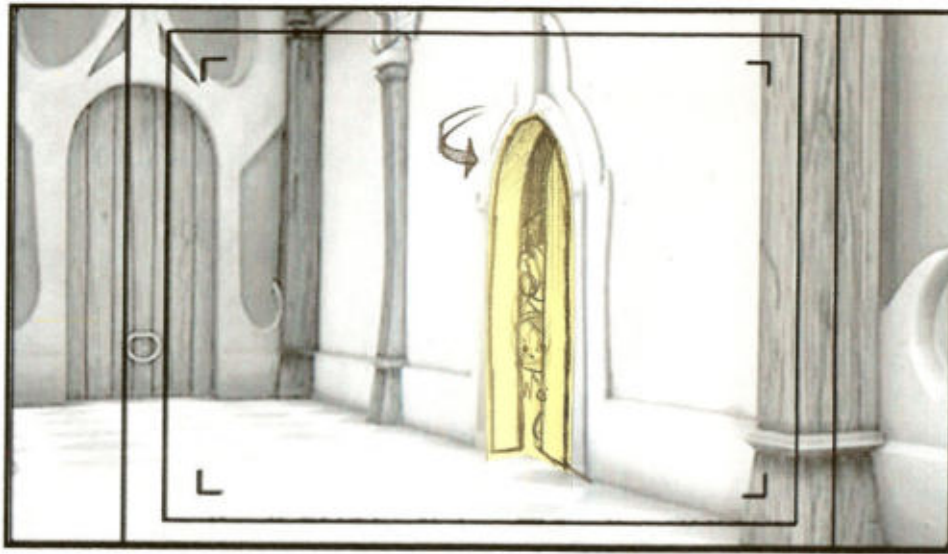
Timing:

Technical note

Action : HALLWAY OUTSIDE OF THE STORAGE ROOM -
ALL IS QUIET EXCEPT FOR THE TICKING OF THE
TIME CLOCK. TRUCK IN ON DOOR.
Dialogue :

FX :

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

Technical note

Action : THE DOOR CREAKS OPEN. MANTHA AND
MR. BRADLEY PEEK OUT.

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

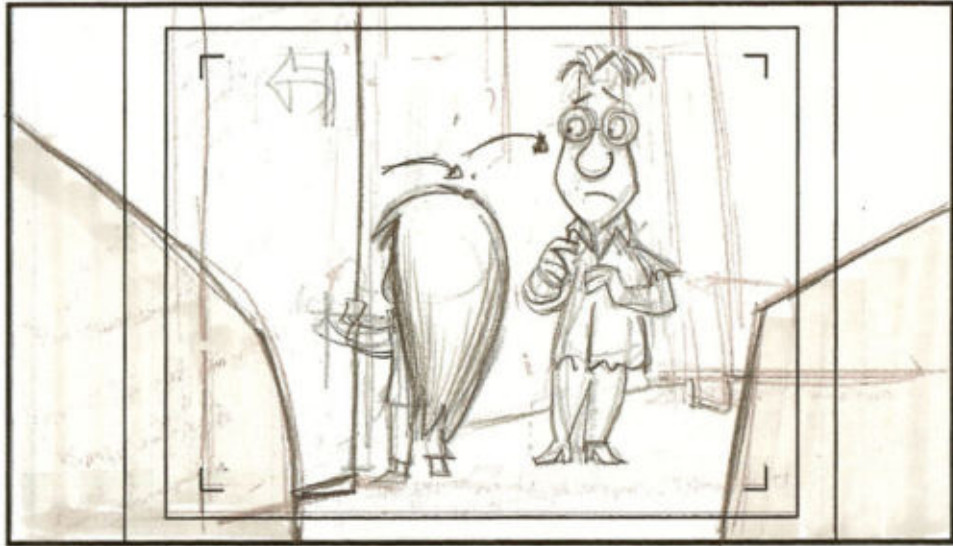
Technical note

Action : INT. STORAGE CLOSET- MANTHA AND
MR. BRADLEY LOOK OUT INTO THE EMPTY
HALLWAY.

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

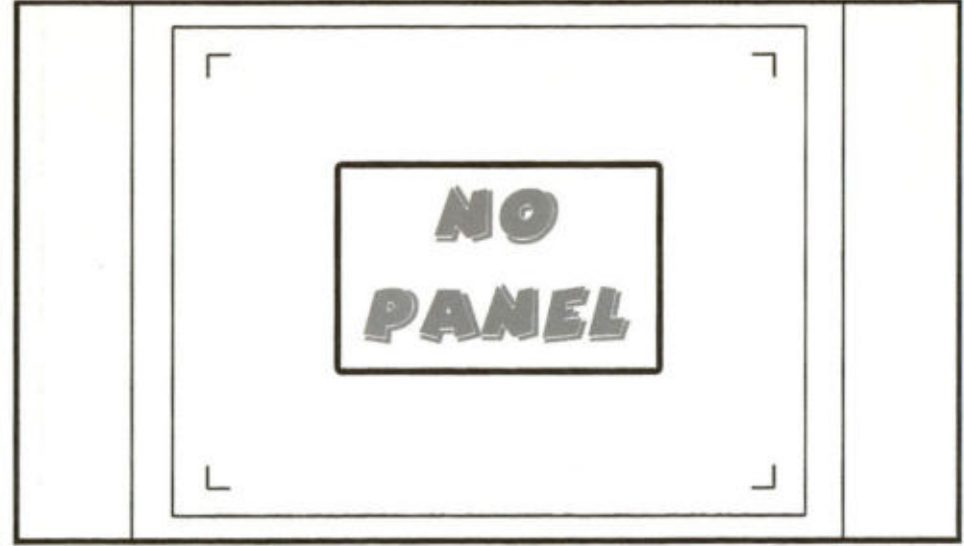
Timing:

Technical note

Action : MR BRADLEY STEPS BACK INTO THE ROOM.
AS MANITHA OPENS THE DOOR WIDER..
BRADLEY IS DISGUISED AS A ZOMBIE)
Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

Action :

SCENE CONTD ON NEXT PAGE

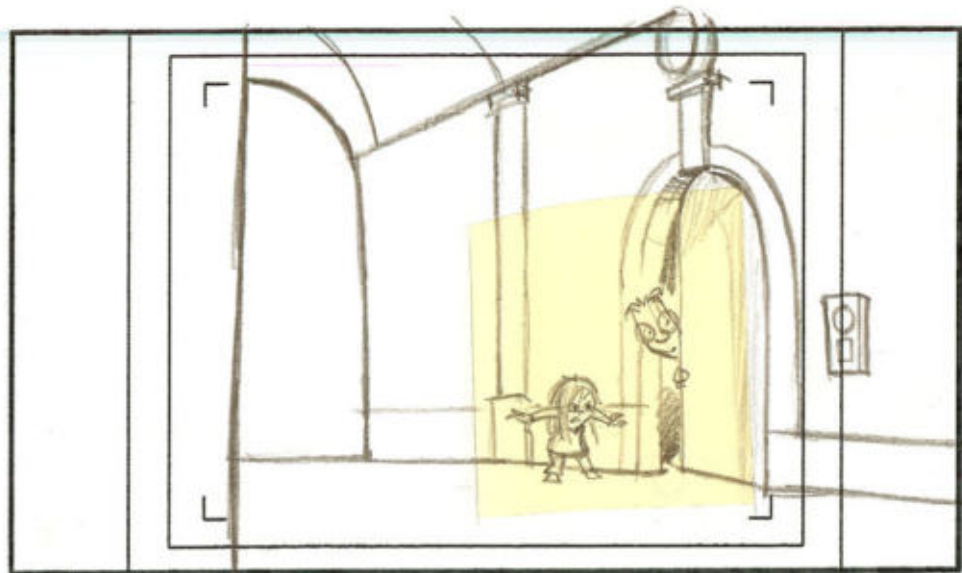
Dialogue :

FX :

Director's note



HA



SC:

BG: SA

Cam:

Timing:

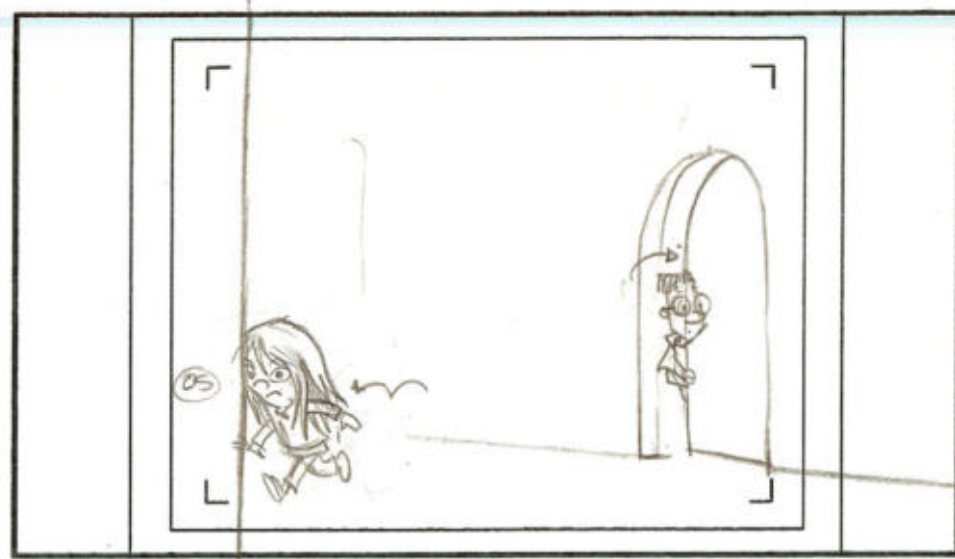
Technical note

Action : CORRIDOR OUTSIDE STOREROOM. MANTHA
SNEAKS ACROSS THE HALL.

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

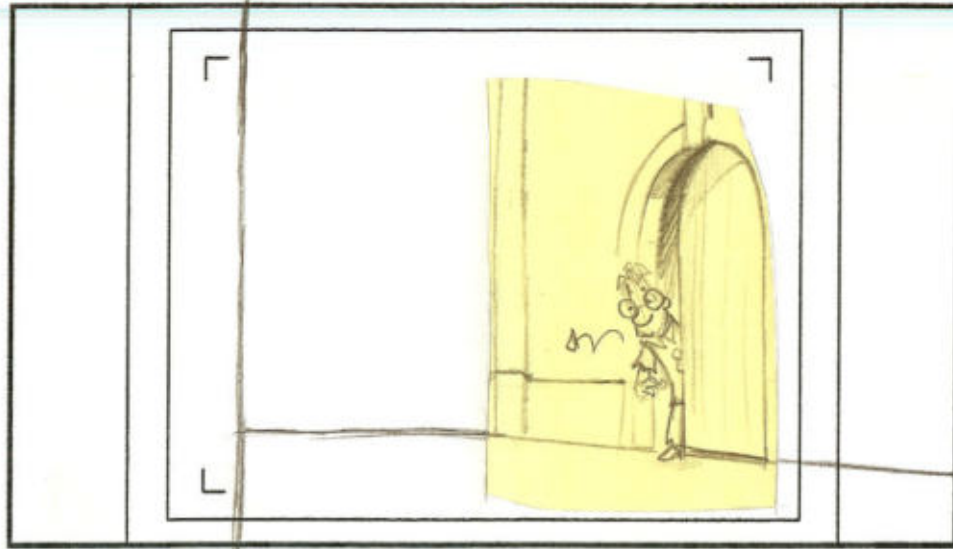
Technical note

Action : MR BRADLEY LOOKS AROUND...

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

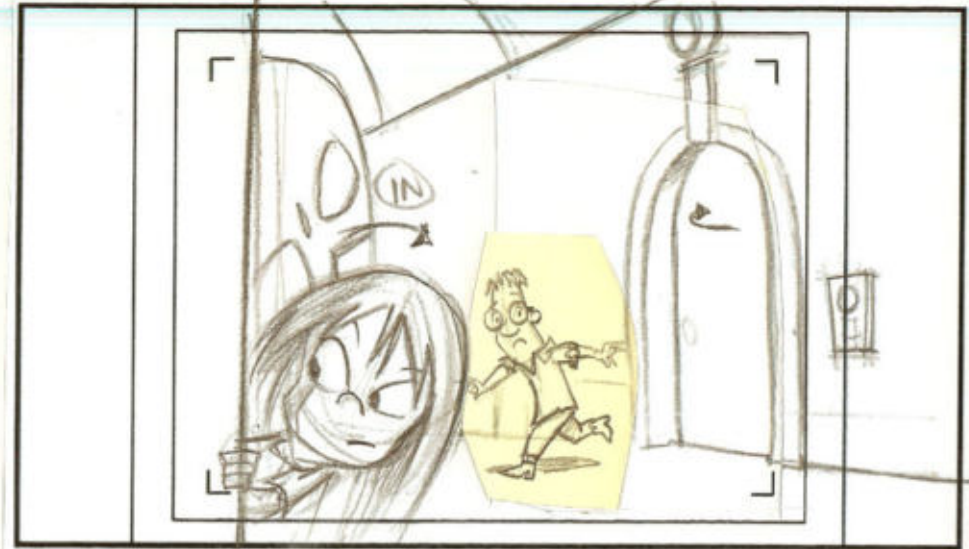
Action :

" THEN FOLLOWS MANTHA

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

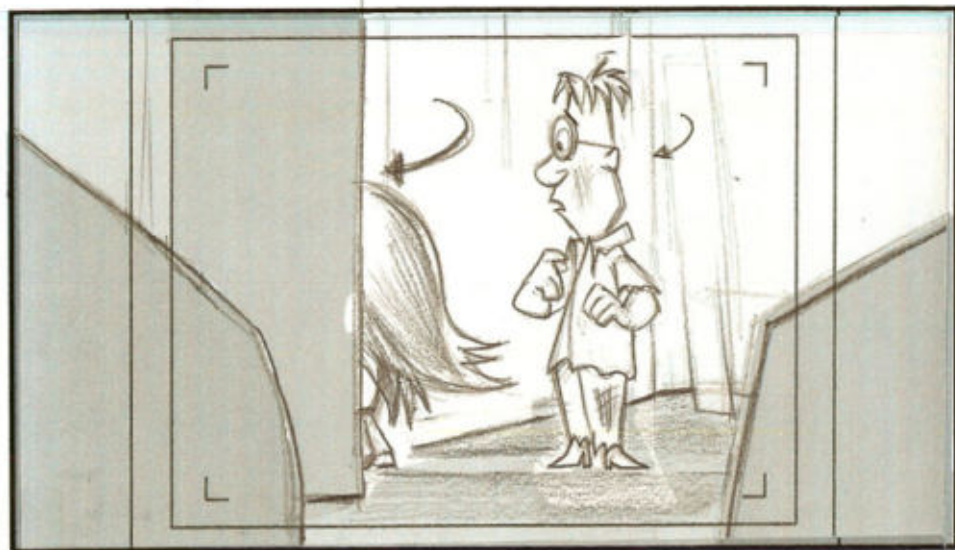
Action :

MANTHA PEEKS AROUND THE CORNER

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

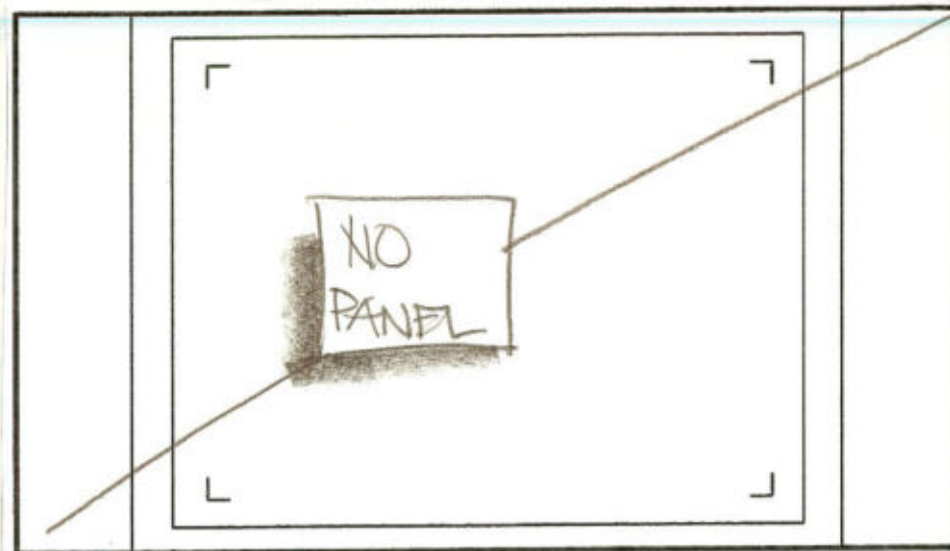
Action :

-- SLIPPING OUT INTO THE HALLWAY

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

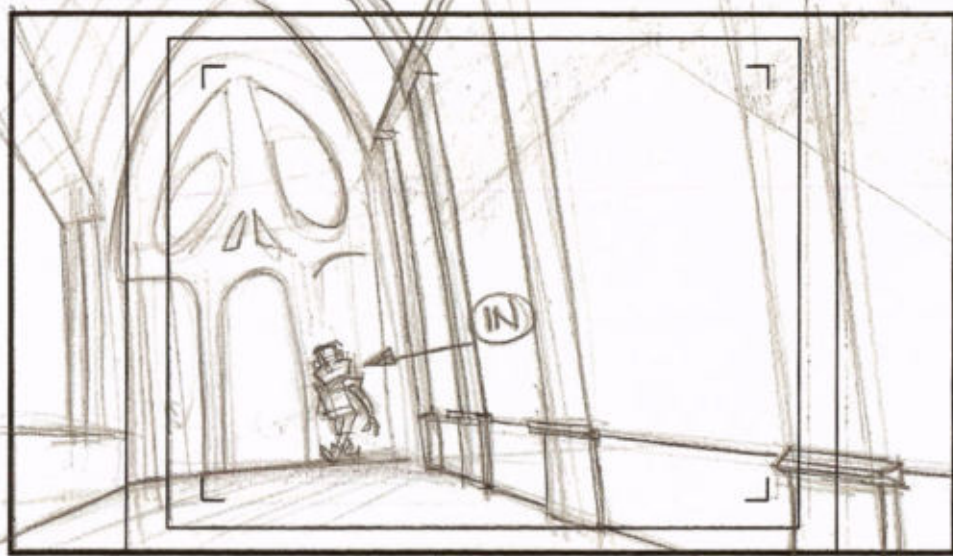
Technical note

Action : CORRIDOR OUTSIDE STOREROOM.
 MANTHA PEEKS AROUND THE CORRIDOR. MR. BRADLEY
 STEPS OUT OF THE STOREROOM.

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

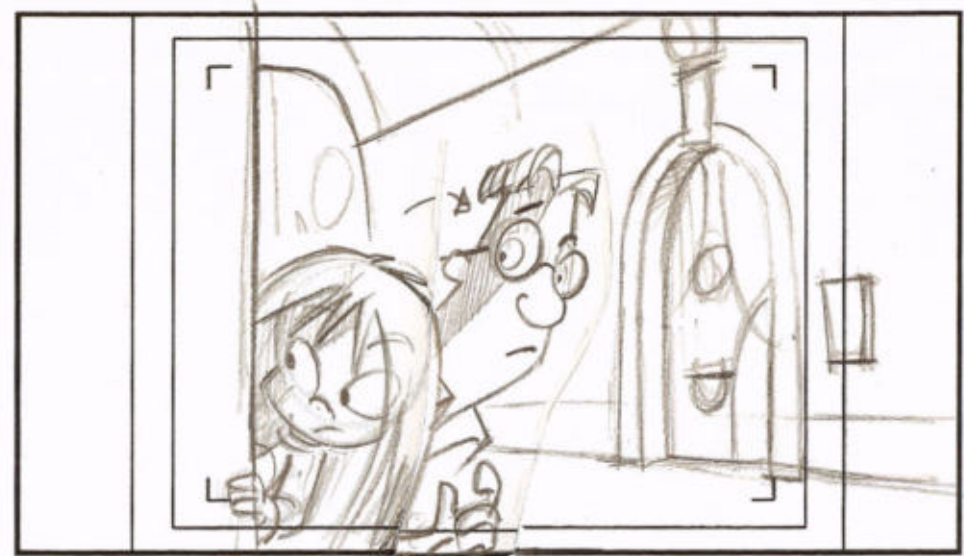
Technical note

Action : ANOTHER CORRIDOR NEAR STOREROOM.
FRANKENGYM TEACHER STOMPS INTO VIEW AT THE END
OF THE CORRIDOR.

Dialogue :

FX :

Director's note



SC:

BG:

S/A

Cam:

Timing:

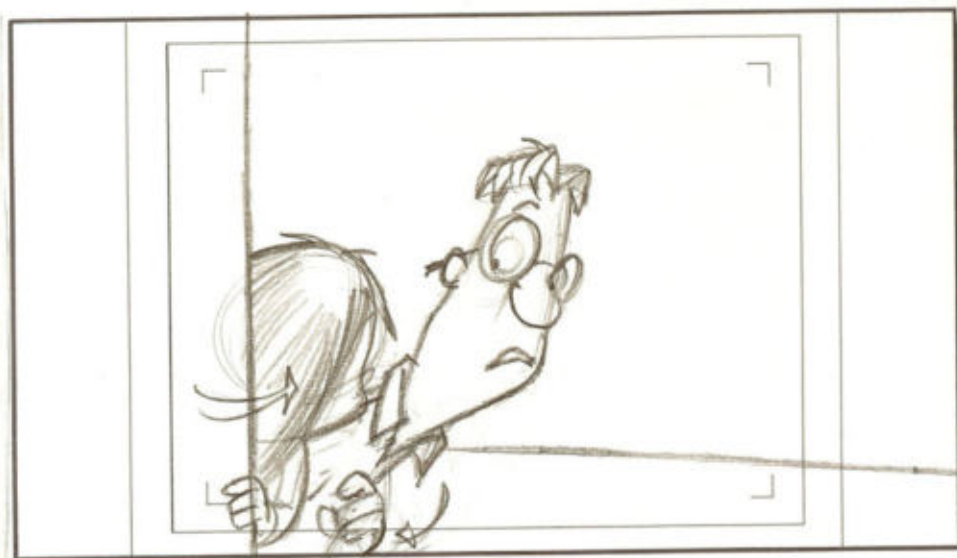
Technical note

Action : ANGLE ON MANTIA PEEKING AROUND
THE CORNER. MR BRADLEY IS WITH HER AND IS
ALSO LOOKING AROUND THE CORRIDOR.

Dialogue :

FX : (2-TONE ON CHARS)

Director's note

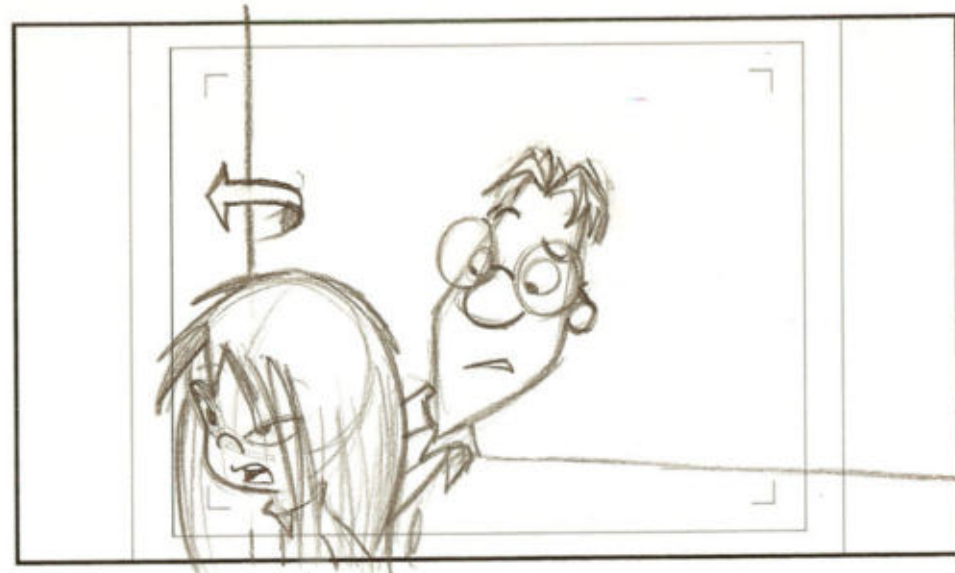


SC: (CONTD) BG:

Cam:

Timing:

Technical note



SC: (CONTD) BG:

Cam:

Timing:

Technical note

Action : MANTHA TURNS TO MR BRADLEY.

Dialogue : (89) MANTHA:

QUICK! HOLD YOUR ARMS OUT...

FX :

Director's note

Action :

SHE STEPS OUT INTO THE CORRIDOR.

Dialogue : (89) MANTHA: (CONTD)

..AND WALK LIKE YOU'RE DEAD.

FX :

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

Technical note

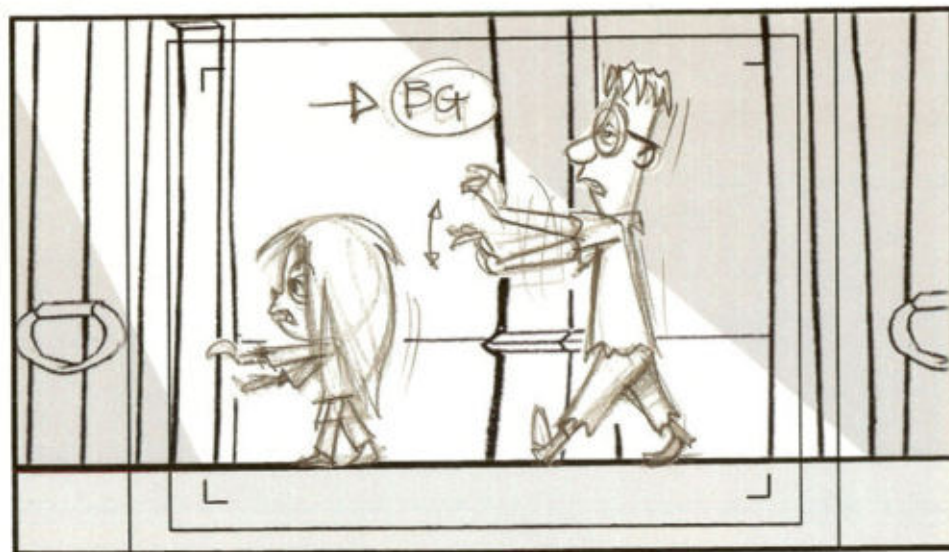
Action : MR. BRADLEY SHRUGS AND
MAKES LIKE A ZOMBIE.

Dialogue :

! MR BRADLEY :

FX : <ZOMBIE MOAN uuu>

Director's note



SC:

BG:

Cam:

Timing:

Technical note

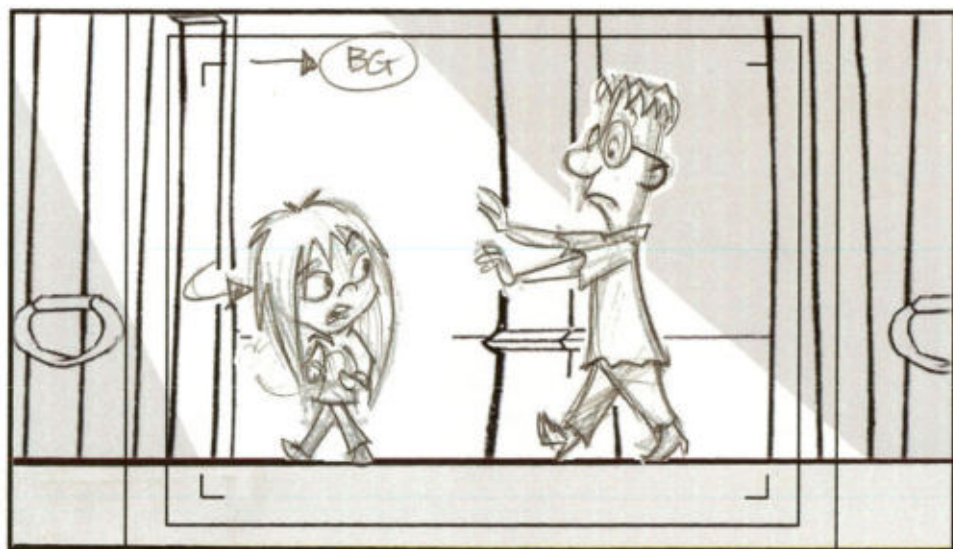
(PAN BG)

Action : WIDE ON MANTHA AND MR. BRADLEY DOING
THE "ZOMBIE"

Dialogue :

FX :

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

Technical note

Action : MANTHA TURNS TO MR. BRADLEY TO OFFER HIM SOME ZOMBIE-POINTERS.

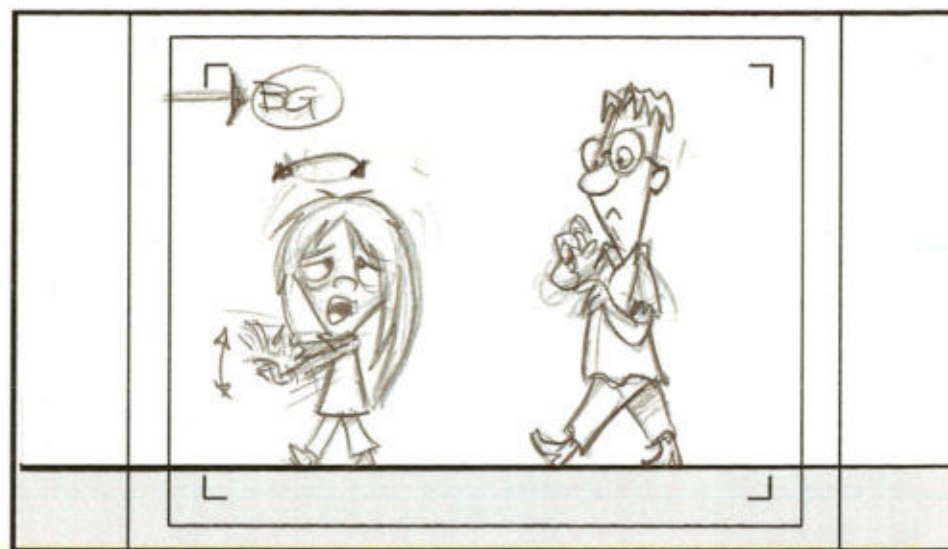
Dialogue :

90 MANTHA :

GOOD. NOW GO LIKE THIS:...

FX :

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

Technical note

Action : MANTHA ROLLS HER HEAD, WAVES HER ARMS AND MOANS.

Dialogue : 90 MANTHA: (CONT'D)

BWAAAHH...

FX :

Director's note



SC: (CONT'D) BG:

Cam: (STOP PAN)
Technical note

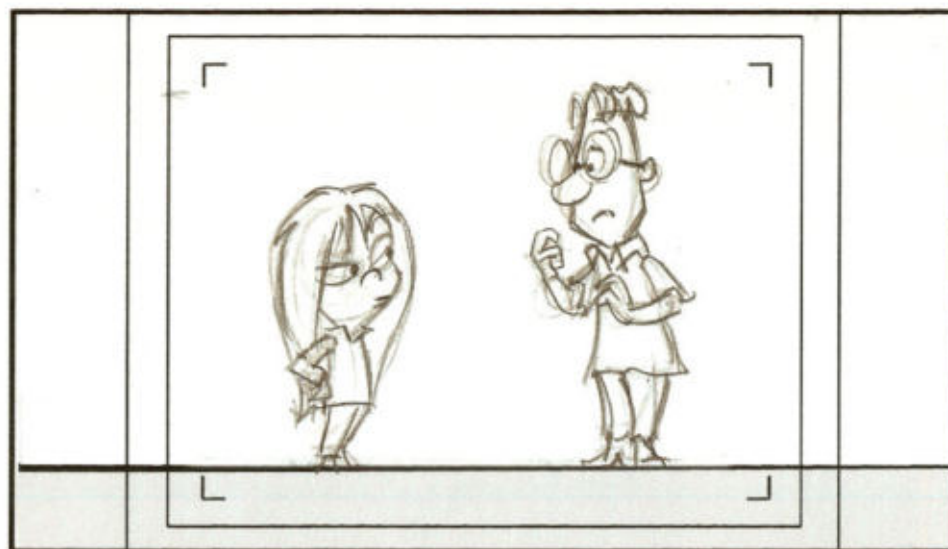
Timing:

Action : THEY STOP. MR. BRADLEY "GYRATES" ON THE SPOT. MANTHA IS NOT IMPRESSED.

Dialogue : ⑨. MR BRADLEY :
BWAHAH!

FX :

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

Technical note

Action : MR. BRADLEY STOPS AND LOOKS, HOPEFULLY, AT MANTHA ...

Dialogue :

FX : SFX: <CRICKETS>

Director's note



SC: _____ BG: _____ Cam: _____ Timing: _____

Technical note

Action : CLOSER ON MANTHA &
MR. BRADLEY DOING THE
ZOMBIE. (ANIMATE BG BACK)
Dialogue :

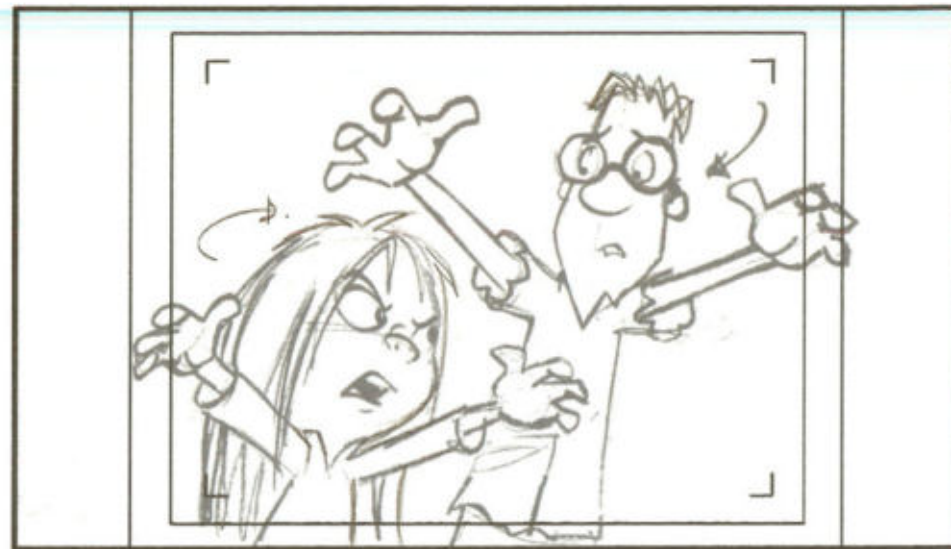
△ 90 MANTHA: (REPEAT)

FX :

BWAAHHH



Director's note



SC: _____ BG: _____ Cam: _____ Timing: _____

Technical note

Action : MANTHA TURNS TO MR. BRADLEY.

Dialogue : 92 MANTHA:

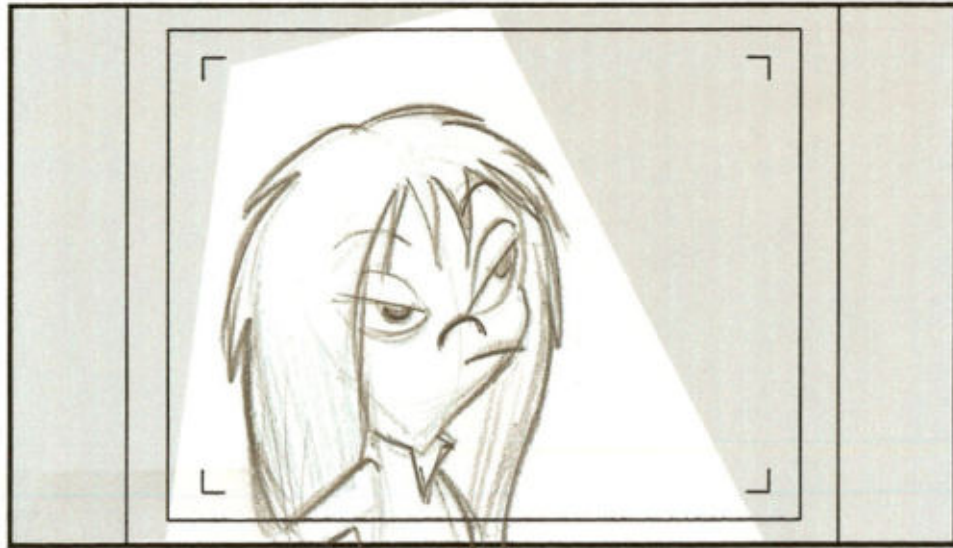
NO.

FX :

Director's note



HM



SC:

BG:

Cam:

Timing:

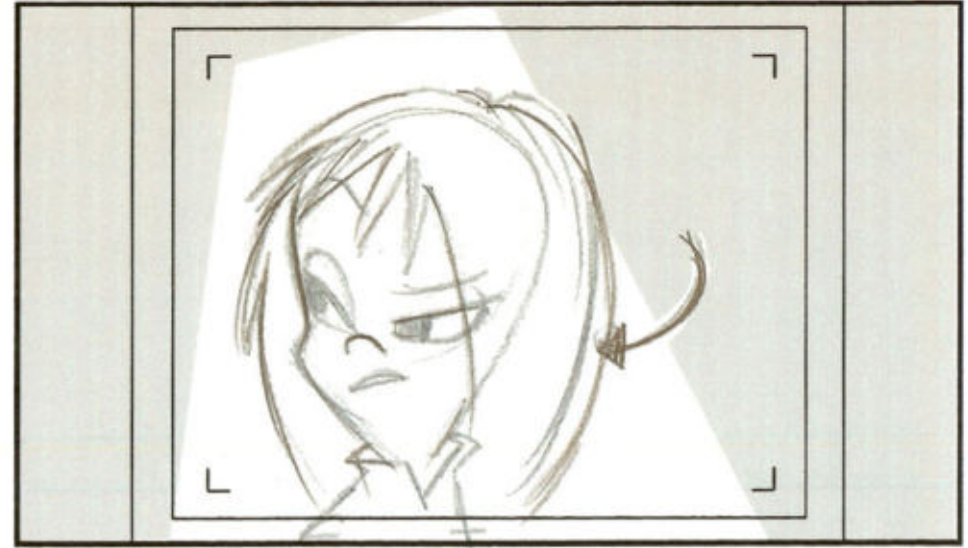
Technical note

Action : CLOSE ON MANTHA

Dialogue :

FX : SFX : <HEAVY FOOTSTEPS>

Director's note



SC: (CONTD) BG:

Cam:

Timing:

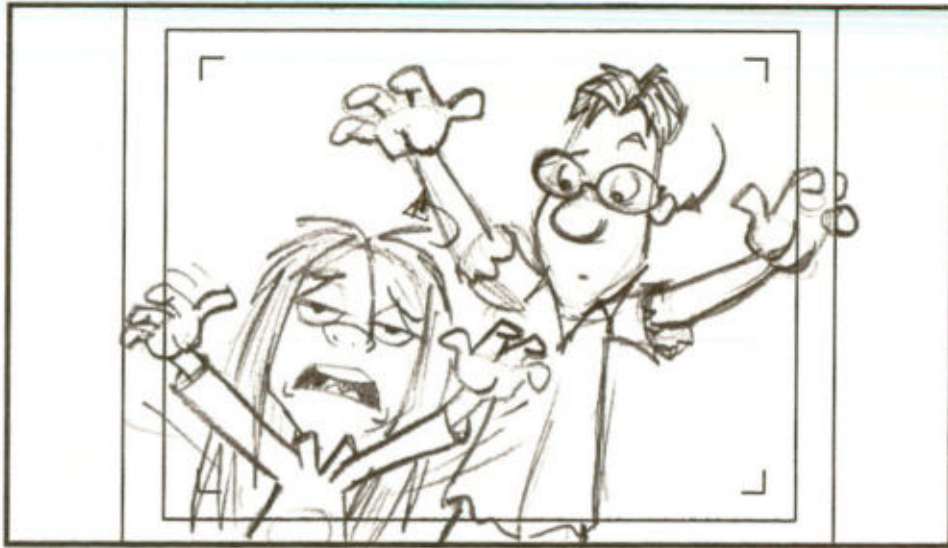
Technical note

Action : SEE TURNS TO LOOK OVER HER SHOULDER.

Dialogue :

FX :

Director's note



SC: (CONTD) BG:

Cam:

Timing:

Technical note

Action :

Dialogue : (92) MANTHA : (CONTD)
BWAAHHH...

FX :

Director's note



SC: (CONTD) BG:

Cam:

Timing:

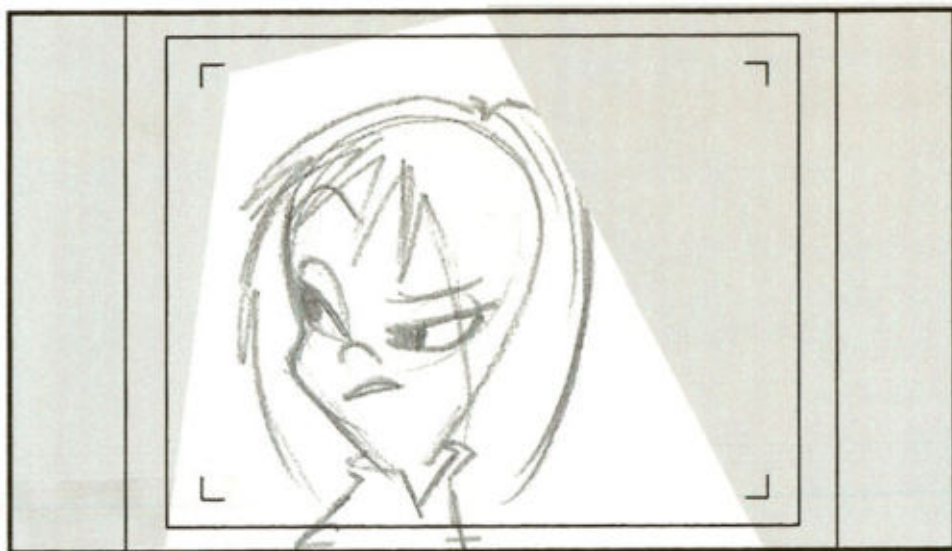
Technical note

Action : MANTHA ISN'T IMPRESSED. HEAVY FOOTSTEPS
FROM O.S. APPROACH.

Dialogue : A BRADLEY : (LAME)
BWAH!

FX :

Director's note



SC: BG: S/A Cam: Timing:

Technical note

Action : ANGLE ON MANTHA
(START ROSE)

Dialogue :

FX :

Director's note



SC: (CONTD) BG: Cam: Timing:

Technical note

Action : SHE REACTS AS SHE REALIZES HOW
CLOSE FRANKENGYMTEACHER IS .

Dialogue :

FX :

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

Technical note

Action :

Dialogue :

92 MANTHA:
NO.

FX :

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

Technical note

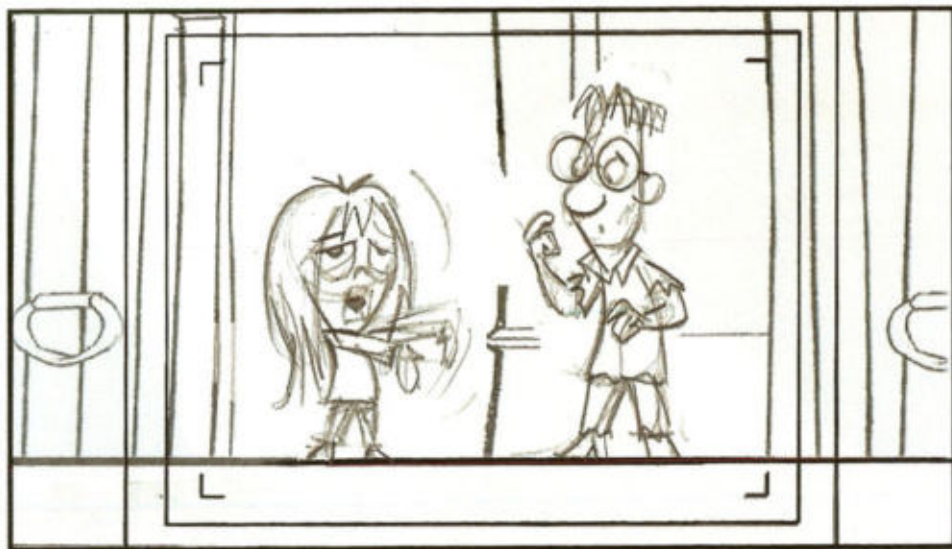
Action :

Dialogue :

92 MANTHA: (CONT'D)
BWAAHH...

FX :

Director's note



SC:

BG: S/A

Cam:

Timing:

Technical note

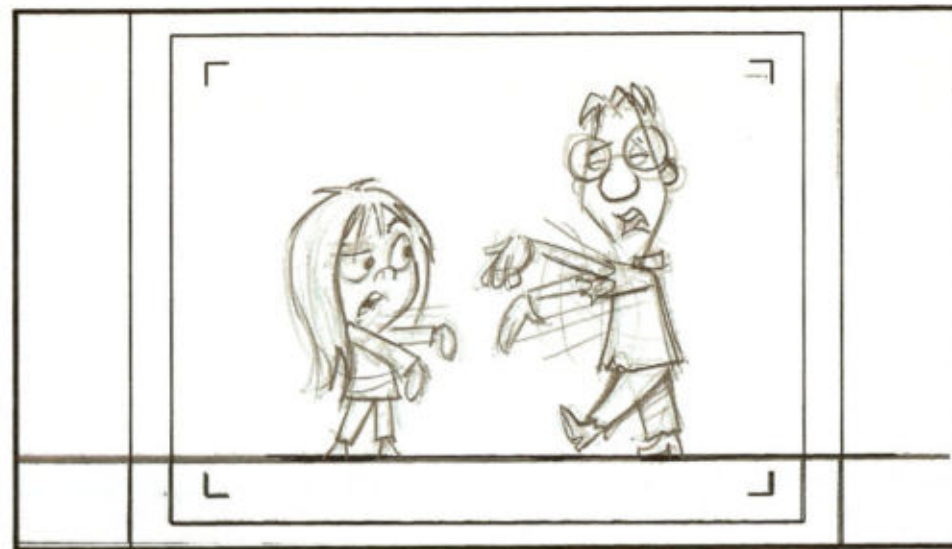
Action : WIDE ON MANTHA DEMONSTRATING ..

Dialogue :

MANTHA : (CONT'D)
BWAHH..

FX :

Director's note



SC:

BG:

Cam:

Timing:

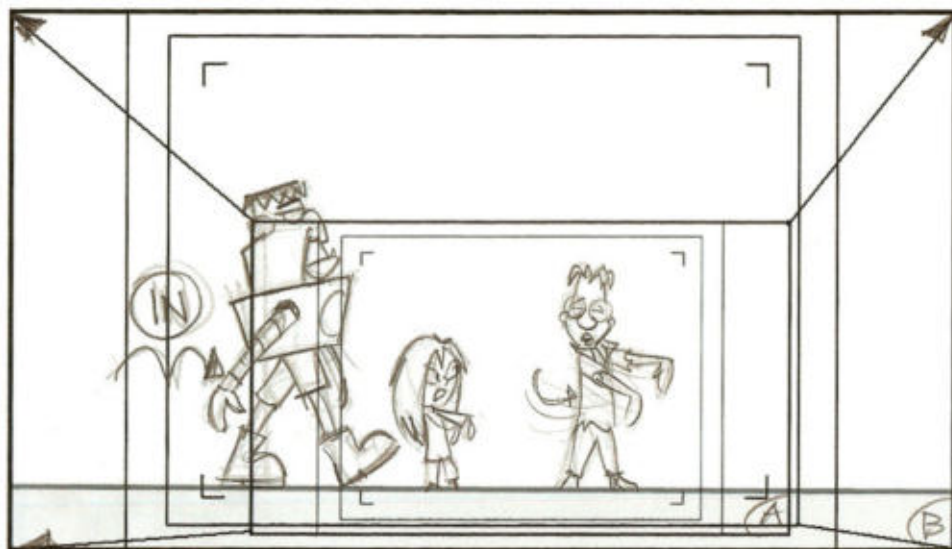
Technical note

Action :

Dialogue :

FX :

Director's note



SC: (CONTD) BG:

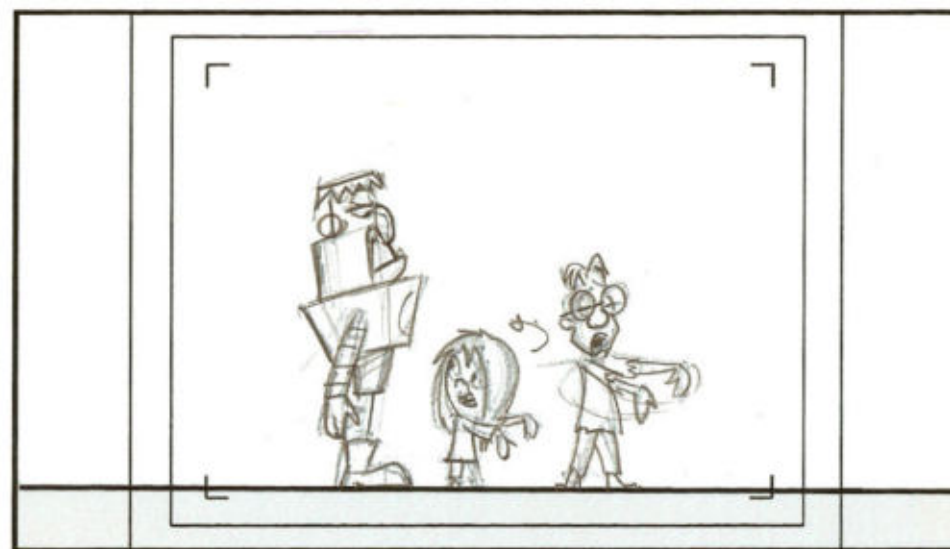
Cam: TRUCK OUT (A) → (B)
Technical note

Action : TRUCK OUT AS FRANKENGYMTEACHER
STOMPS INTO SCENE...

Dialogue :

FX :

Director's note



SC: (CONTD) BG:

Cam:

Timing:

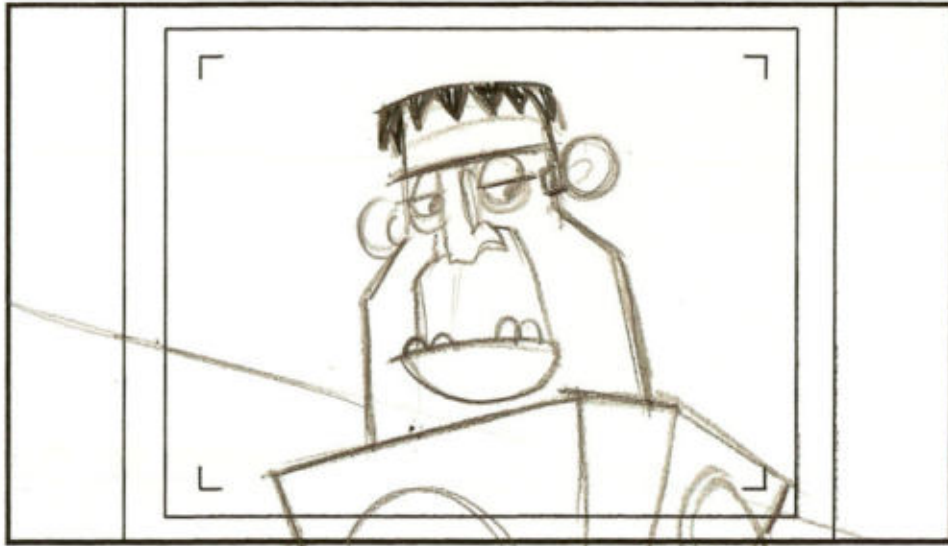
Technical note

Action : HE STOPS AND LOOKS DOWN AT MANTHA
AND MR. BRADLEY. MANTHA TURNS TO HIM

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note



SC:

BG:

Cam:

Timing:

Technical note

Action : CLOSE ON FRANKENGYM TEACHER

Dialogue :

FX :

Director's note

Action :

Dialogue : 9A FRANKENGYM TEACHER:
WHO'S THAT?

FX :

Director's note