

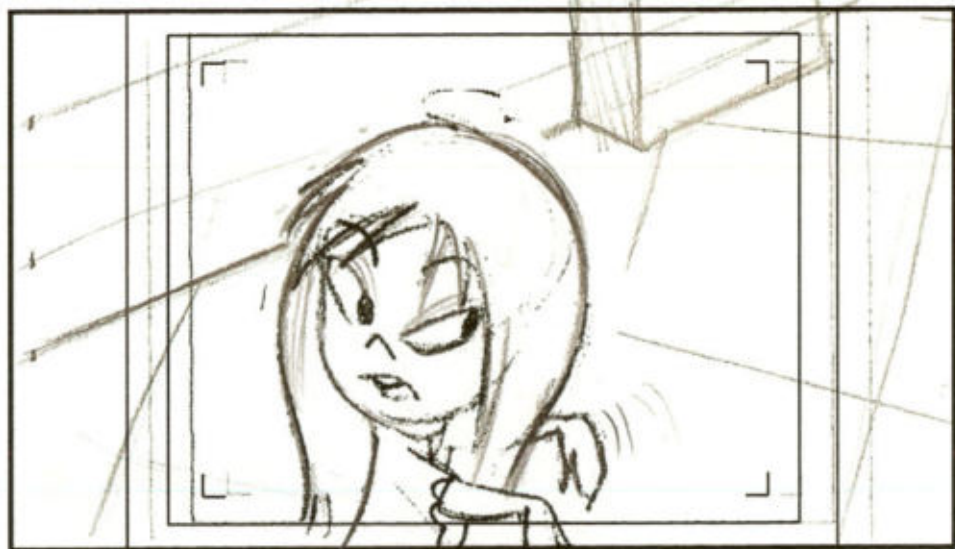


CASPER'S SCARE SCHOOL

SEASON 1:

"REVENGE OF THE
CREATURE CATCHER"

147 - pt B



SC:

BG:

Cam:

Timing:

Technical note

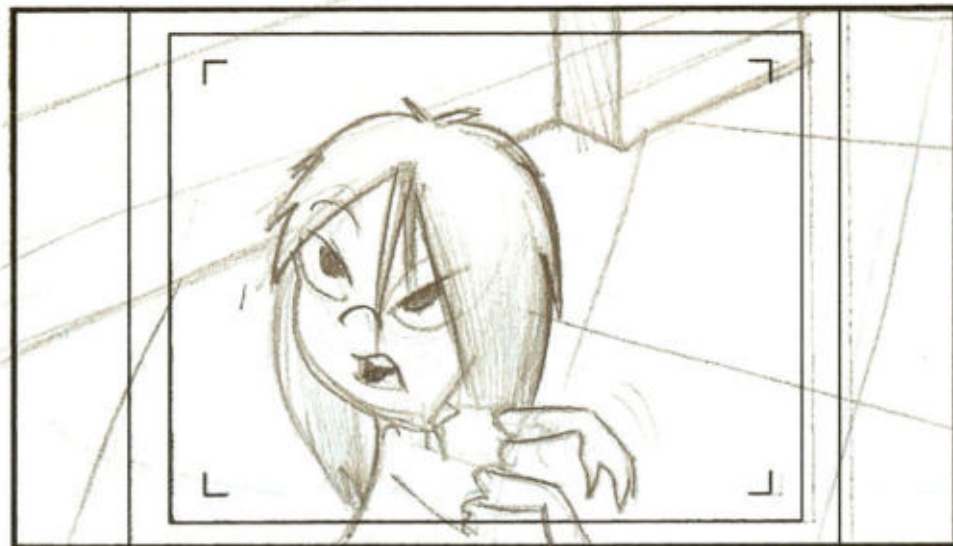
Action : CLOSE ON MANTHA.

Dialogue : (95) MANTHA :

HIM ?

FX :

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

Technical note

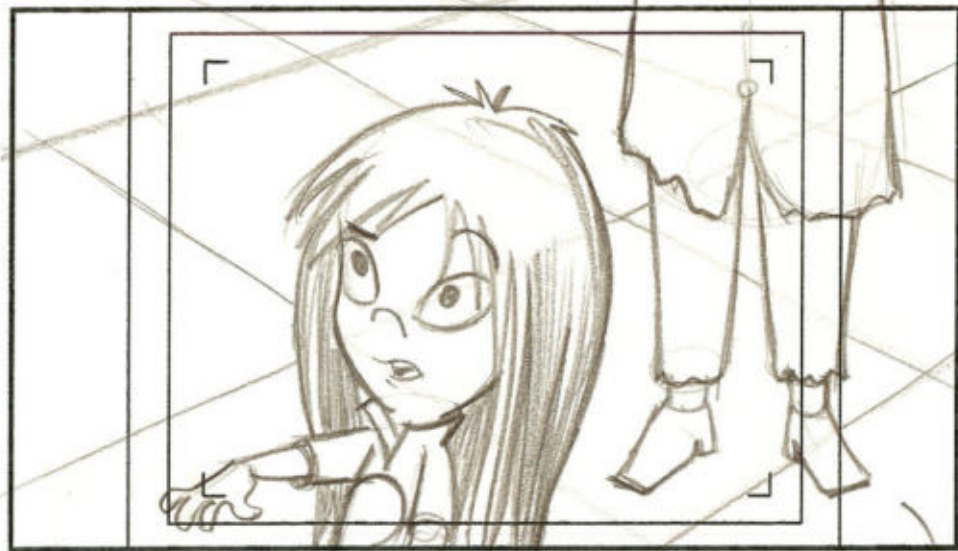
Action : SHE LOOKS UP AT FRANKENGYM TEACHER.

Dialogue : (95) MANTHA : (CONT'D)

HE'S THE NEW DANCE TEACHER.

FX :

Director's note



SC:

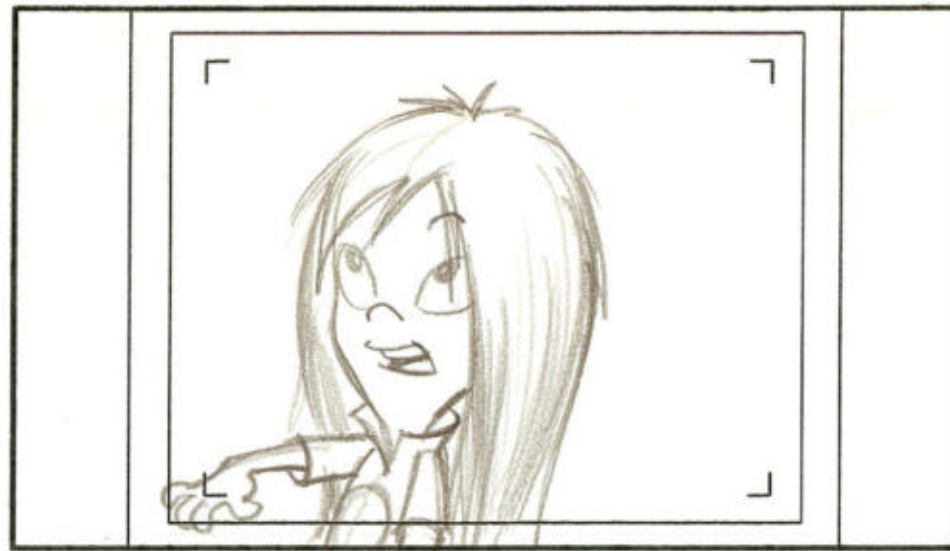
BG:

Cam:

Timing:

Floor

Technical note



SC:

BG:

Cam:

Timing:

Technical note

Action : CLOSE ON MANTHA

Dialogue : (95) MANTHA :
HIM?

FX :

Director's note

Action :

Dialogue : (95) MANTHA : (CONTD)
HE'S THE NEW DANCE TEACHER.

FX :

Director's note



SC: BG: SA. Cam: Timing:

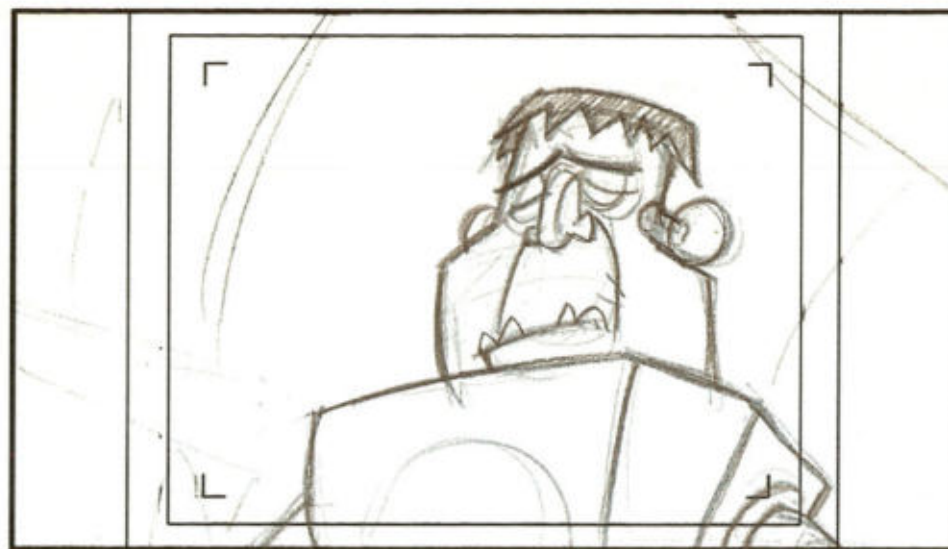
Technical note

Action : CLOSE ON FRANKENGYM TEACHER
LOOKING SAD AND HURT

Dialogue :

FX :

Director's note



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

Technical note

Action : HE SIGHS.

Dialogue :

FX :

Director's note



SC:(CONTD) BG:

Cam:

Timing:

Technical note

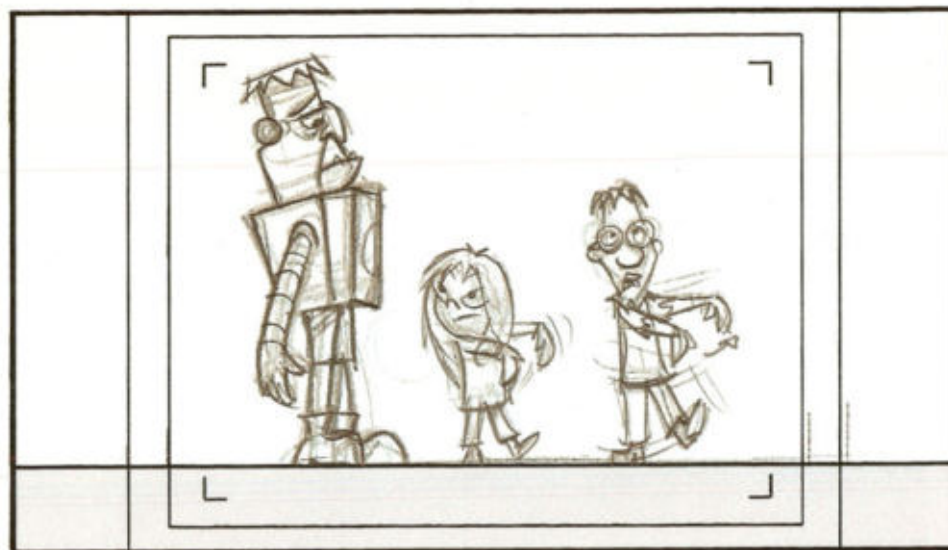
Action :

Dialogue (96) FRANKENGYM TEACHER:

I APPLIED FOR THAT POSITION.

FX :

Director's note



SC:

BG: S/A

Cam:

Timing:

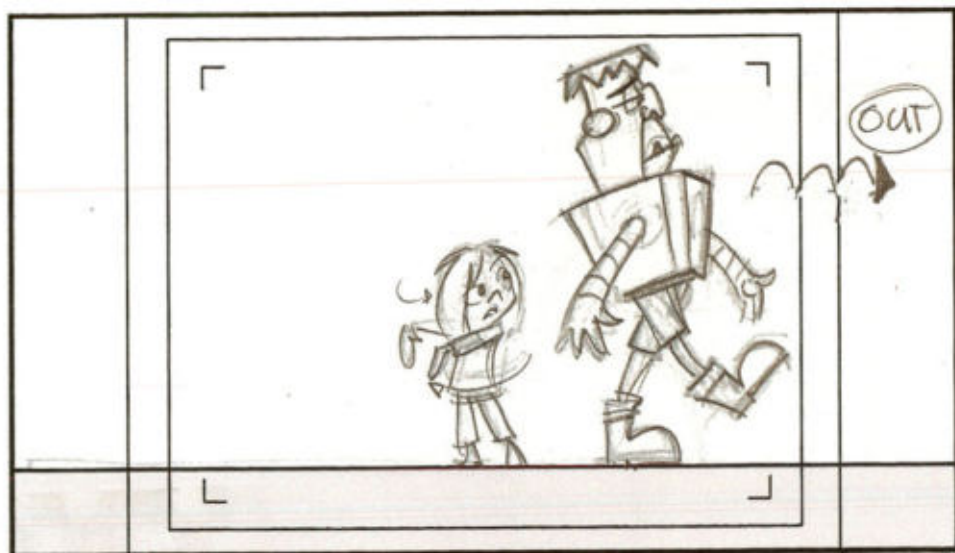
Technical note

Action : WIDE ON SCENE

Dialogue :

FX :

Director's note



SC:(CONTD) BG:

Cam:

Timing:

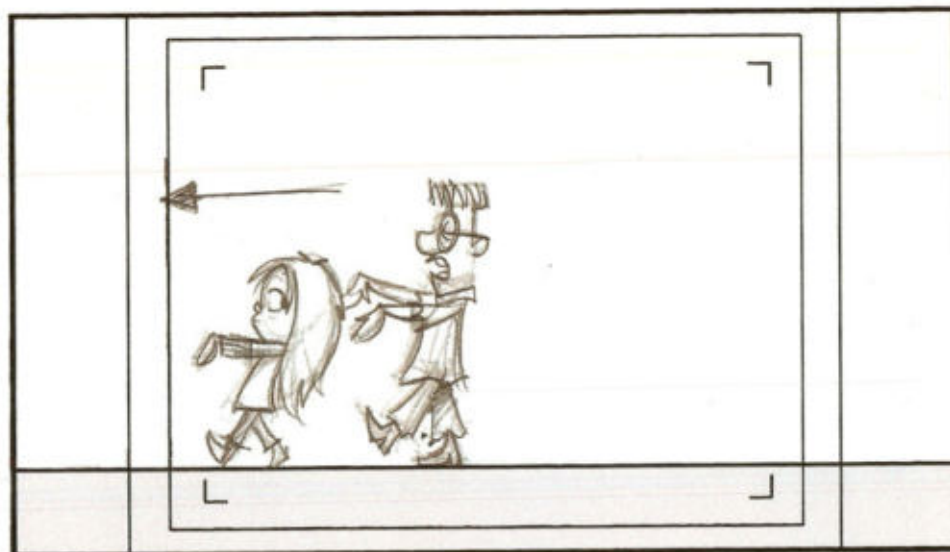
Technical note

Action : FRANKENGYMTEACHER STOMPS OUT

Dialogue :

FX : SFX: <HEAVY FOOTSTEPS>

Director's note



SC:(CONTD) BG:

Cam:

Timing:

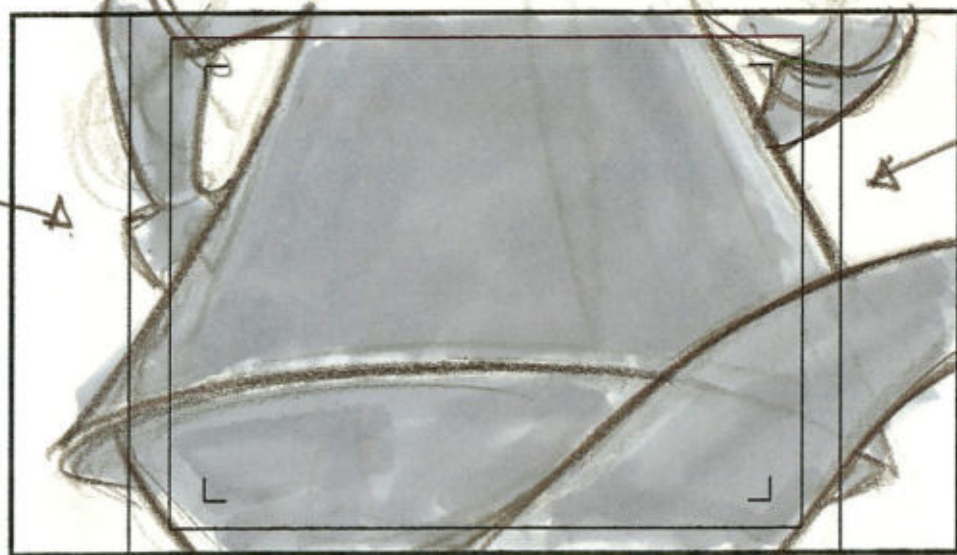
Technical note

Action : MANTHA AND MR. BRADLEY "ZOMBIE SHUFFLE"
OUT
(CUT ON ACTION)

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

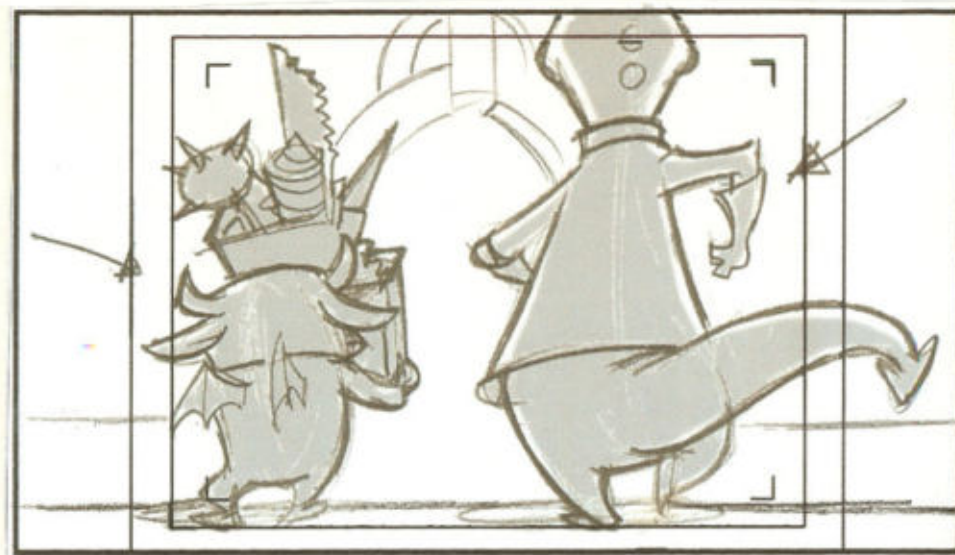
Technical note

Action : CORRIDOR OUTSIDE STORE/ROOM. BURNS ENTERS INTO SCENE...

Dialogue : (97) PROFESSOR BURNS.
PUT IT ON.

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

Action : .. FOLLOWED BY A GARGOYLE HOLDING A BOX OF INSTRUMENTS..

Dialogue : (97) PROFESSOR BURNS (CONTO)
.. DISPLAY.

FX :

Director's note



HUA



SC:

BG:

Cam:

Timing:

Technical note

Action : CORRIDOR OUTSIDE OF STORE ROOM.
PROFESSOR BURNS STANDS BESIDE A GARGOYLE
LADEN WITH A BUNCH OF SHARP LOOKING "MEASURING"

Dialogue : INSTRUMENTS.

⑨⑦ PROFESSOR BURNS :

PUT IT ON DISPLAY INDEED !

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

Action : CLOSER ON PROFESSOR BURNS .

Dialogue : ⑨⑦ PROFESSOR BURNS : (CONTD)

NOT WHEN THERE'S IMPORTANT RESEARCH
TO BE DONE !

FX :

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

Technical note

Action :

Dialogue : (97) PROFESSOR BURNS (CONT'D)
 .. SCIENTIFIC ..

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

Action :

Dialogue : (97) PROFESSOR BURNS (CONT'D)
 .. RESEARCH TO BE DONE ..

FX :

Director's note



SC: CONTD BG:

Cam:

Timing:

Technical note

Action : THEY STOP IN FRONT OF THE DOOR .

Dialogue :

⑨⑦ PROFESSOR BURNS : (CONTD) .

.. NOT WHEN ...

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

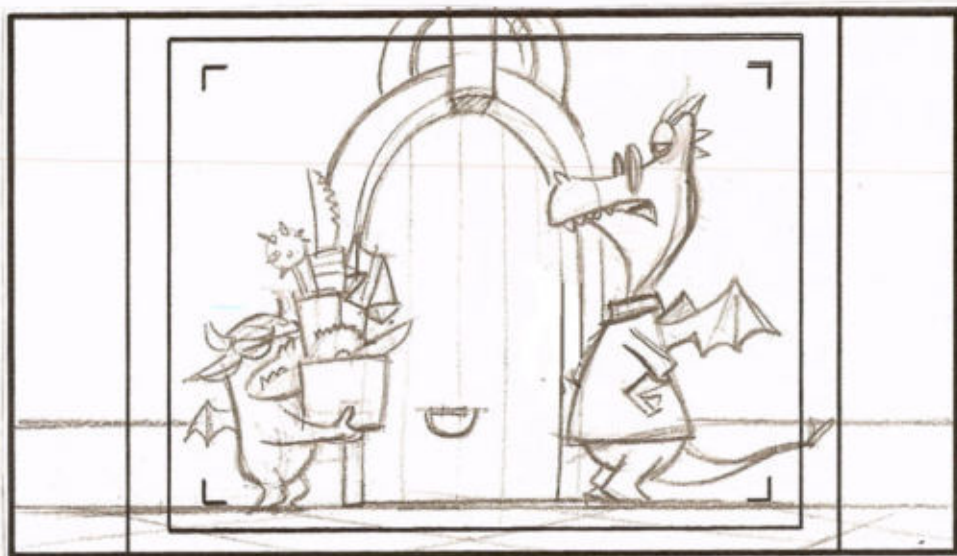
Action : CLOSER ON PROFESSOR BURNS .

Dialogue : ⑨⑦ PROFESSOR BURNS : (CONTD)

.. THERE'S IMPORTANT ..

FX :

Director's note



SC:

BG:

SA

Cam:

Timing:

Technical note

Action : WIDE ON BURNS & GARGOYLE
(HOOK UP POSE)

Dialogue :

FX :

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

Technical note

Action : BURNS REACHES FOR THE DOOR, OPENING
IT GENTLY

Dialogue : (97) PROFESSOR BURNS (CONT'D)
'OH FLESHIE.'

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

Action : INT. STORAGE ROOM - ANGLE ON PROFESSOR BURNS STANDING IN THE DOOR.

Dialogue : (97) PROFESSOR BURNS : (CONT'D)
DONT BE ALARMED.

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

Action :

Dialogue : (97) PROFESSOR BURNS : (CONT'D)
YOU WON'T FEEL A...

FX :

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

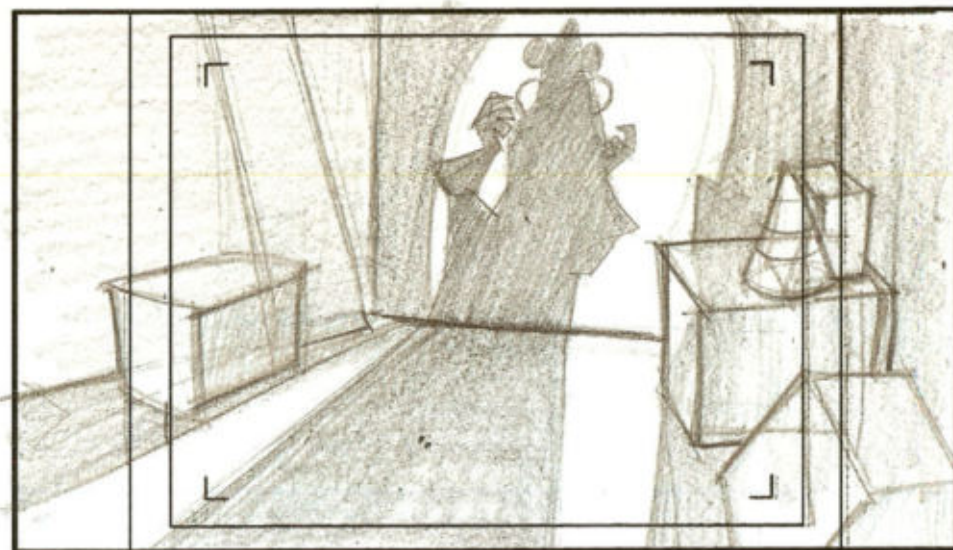
Technical note

Action :

Dialogue : (97) PROFESSOR BURNS : (CONT'D)
<GASP>

FX :

Director's note



SC:

BG:

Cam:

Timing:

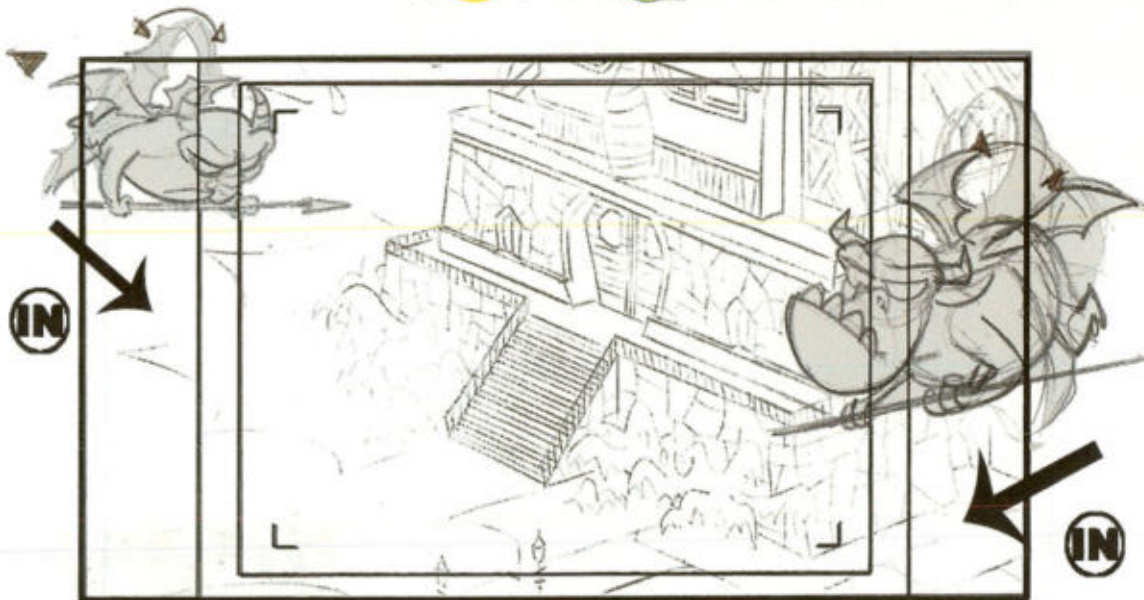
Technical note

Action : INT. STORAGE ROOM -

Dialogue : (97) PROFESSOR BURNS : (CONT'D) (OS)
IT'S ESCAPED!

FX : (DX SHADOW)

Director's note



SC: BG: Cam: Timing:

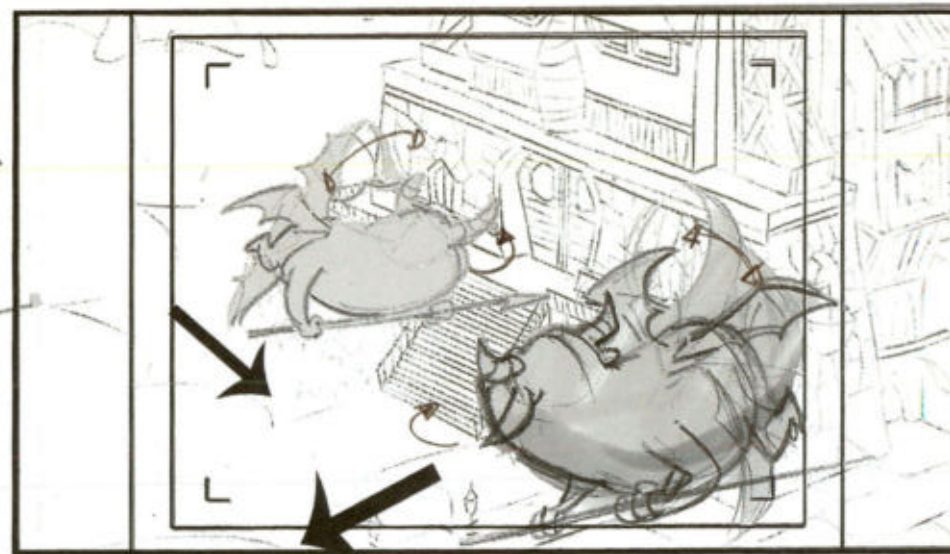
Technical note

Action : EXT. SCARE SCHOOL - (DAY) - NEAR EXERCISE FLD.
GARGOYLES CRISS-CROSS THE SKY, ALARMS SOUND.

Dialogue :

FX : SFX : < ALARM KLAXONS > (D/B WINGS)

Director's note



SC: BG: Cam: Timing:

Technical note

Action :

THE GARGOYLES LOOK AROUND

Dialogue :

FX :

Director's note



SC: night BG: Cam: Timing:

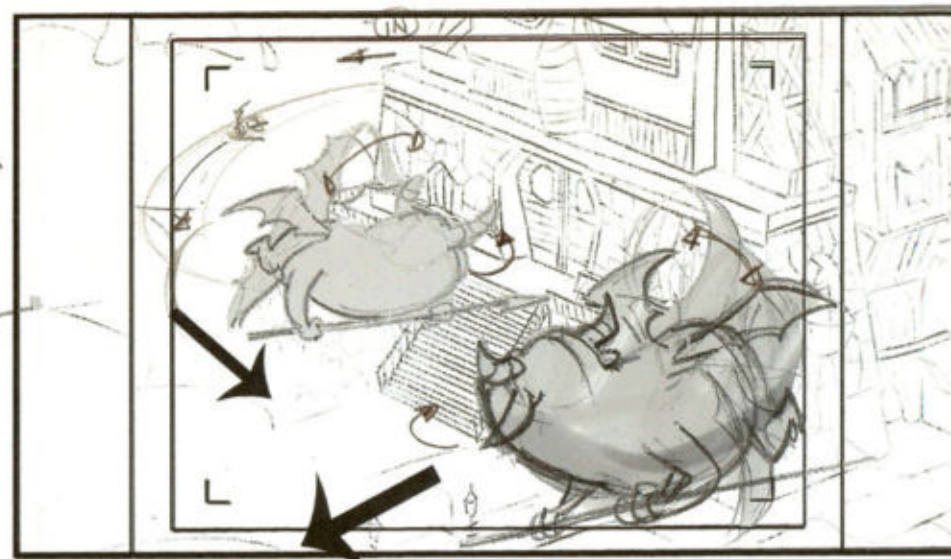
Technical note

Action : EXT. SCARE SCHOOL - (DAY) - NEAR EXERCISE FLD.
GARGOYLES CRISS-CROSS THE SKY, ALARMS SOUND.

Dialogue :

FX : SFX : < ALARM KLAXONS >. (D/B WINGS)

Director's note



SC: BG: Cam: Timing:

Technical note

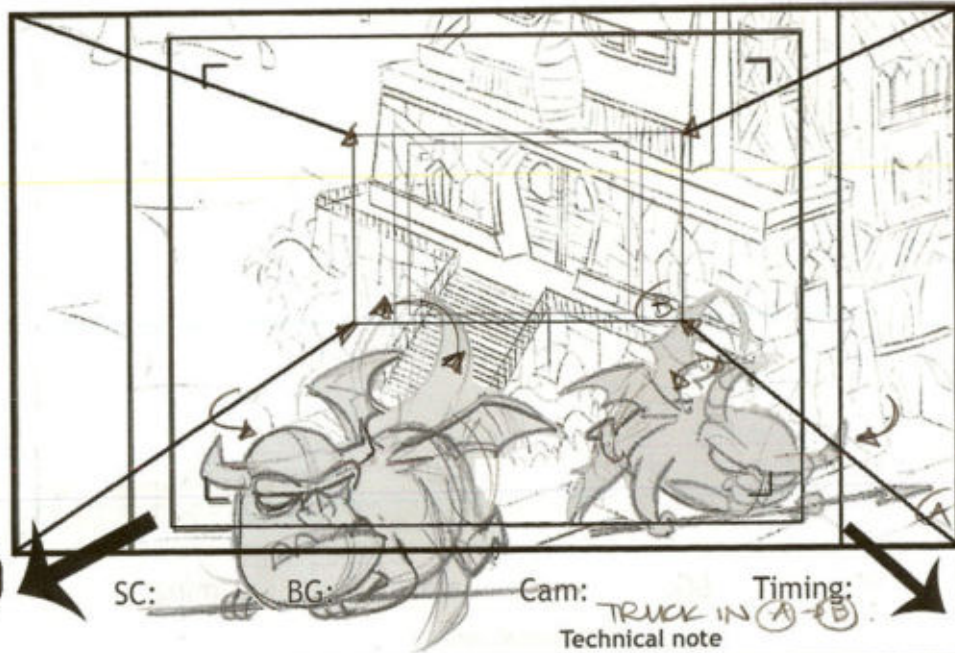
Action :

THE GARGOYLES LOOK AROUND

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

TRUCK IN (A) (B)

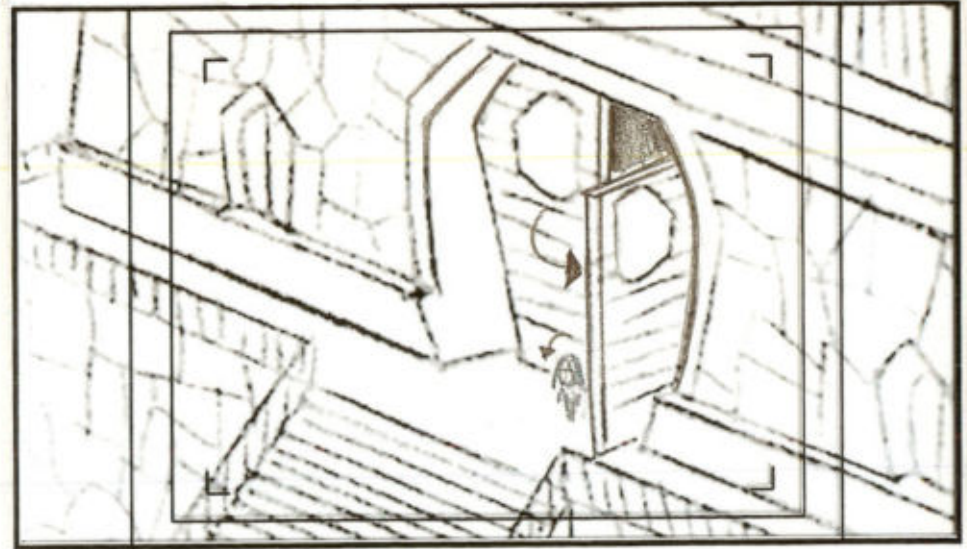
Technical note

Action : TRUCK IN DOOR PAST THE GARGOYLES AS THEY PASS.

Dialogue :

FX :

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

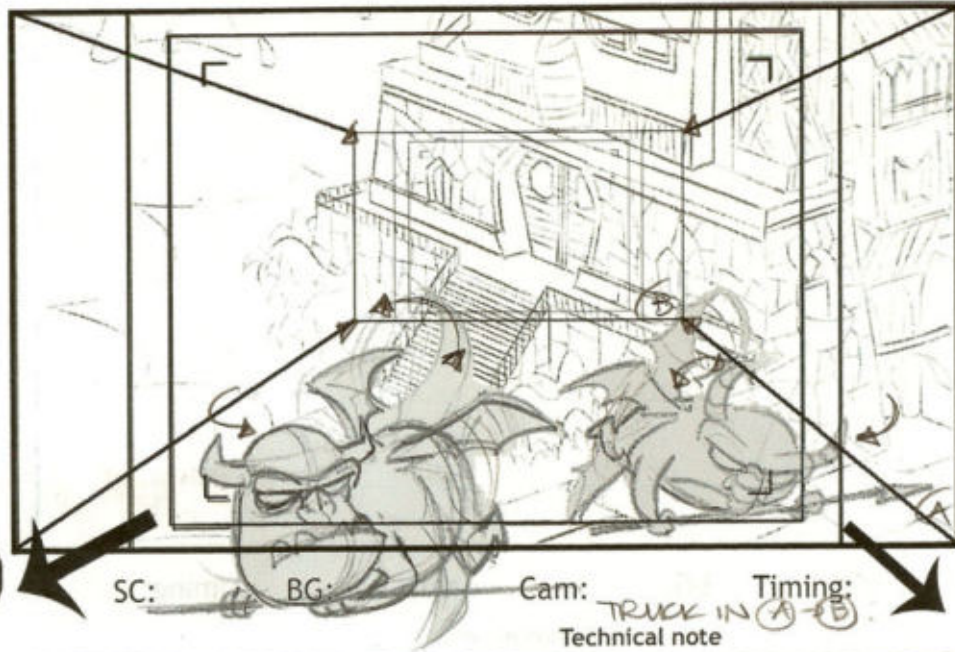
Technical note

Action : THE DOOR OPENS, MANTHA CAUTIOUSLY EMERGES

Dialogue :

FX :

Director's note



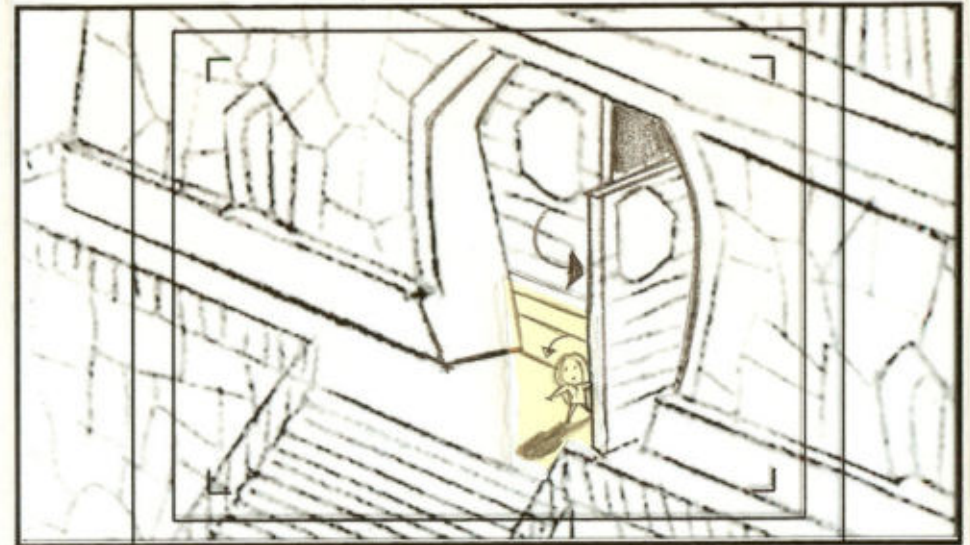
SC: BG: Cam: TRUCK IN (A) (B) Timing: Technical note

Action : TRUCK IN DOOR PAST THE GARGOYLES AS THEY PASS.

Dialogue :

FX :

Director's note



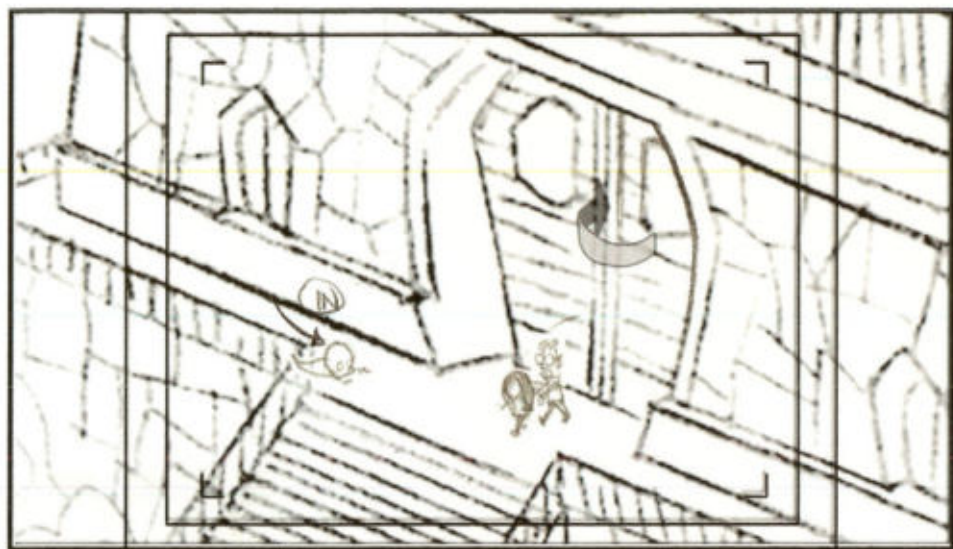
SC: (CONT'D) BG: Cam: Timing: Technical note

Action : THE DOOR OPENS, MANTHA CAUTIOUSLY EMERGES

Dialogue :

FX :

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

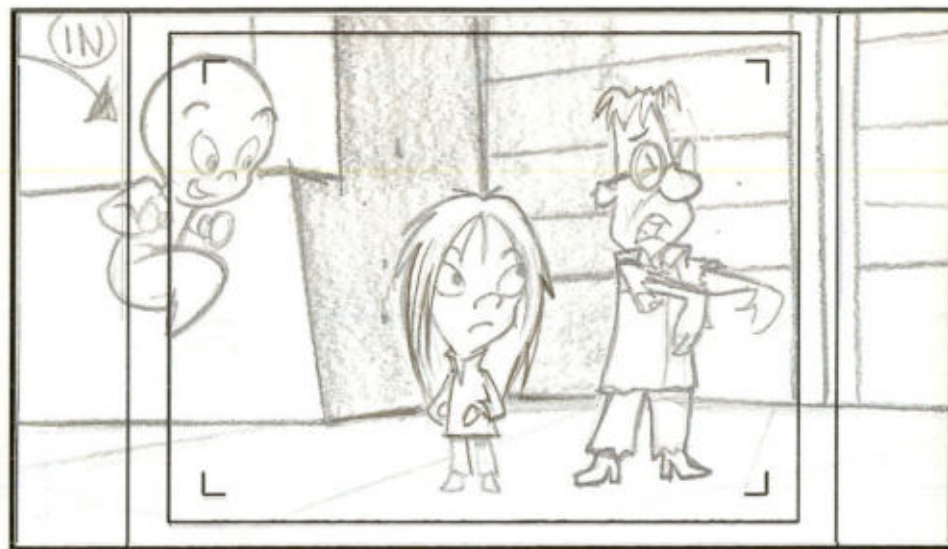
Technical note

Action : SHE'S JOINED BY MR BRADLEY. CASPER
FLIES IN

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

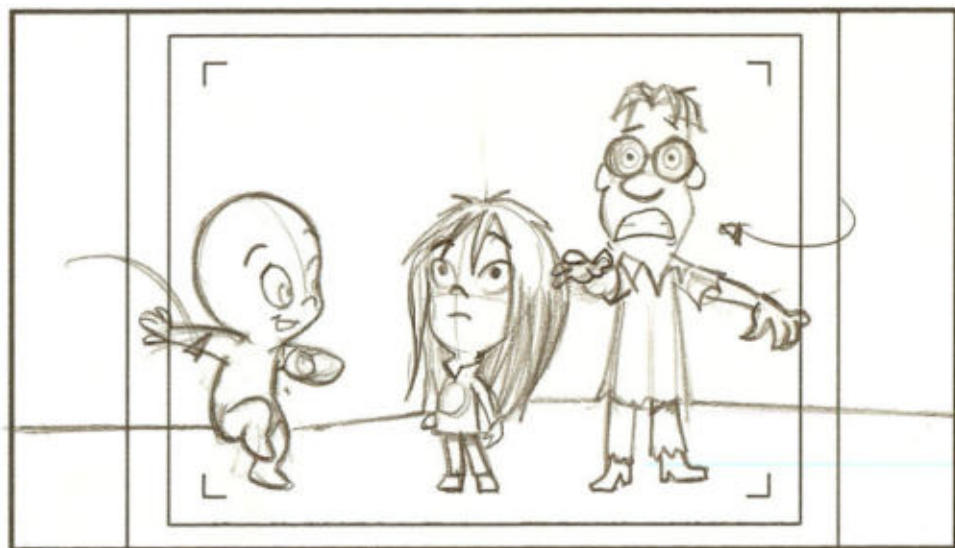
Action : CLOSE ON MANTHA & MR. BRADLEY, WHOS'
STILL IN "ZOMBIE" MODE. CASPER FLOATS IN

Dialogue : (98) CASPER :

DONT WORRY...

FX : (DX SHADOWS)

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

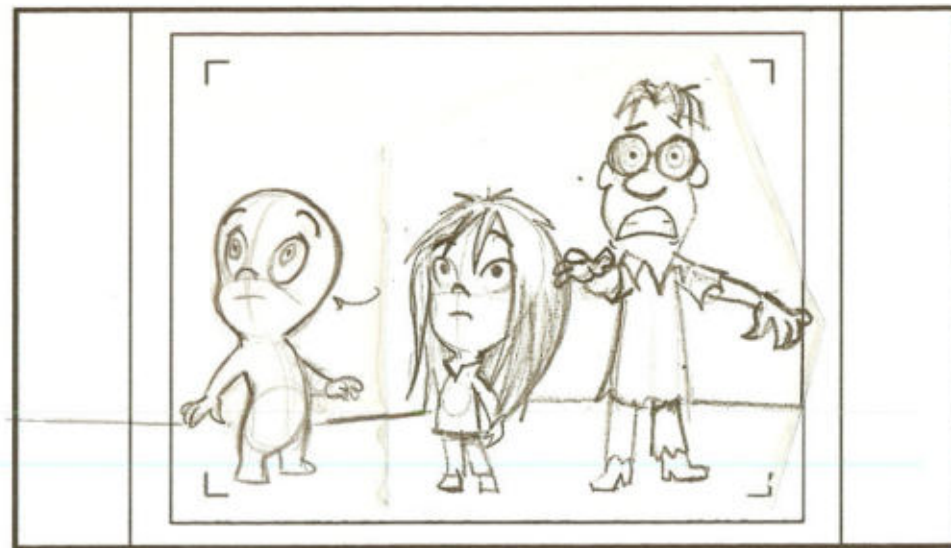
Technical note

Action : CASPER LANDS BESIDE MANTHA AND
BRADLEY, WHO ARE LOOKING SKYWARDS.

Dialogue :

FX :

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

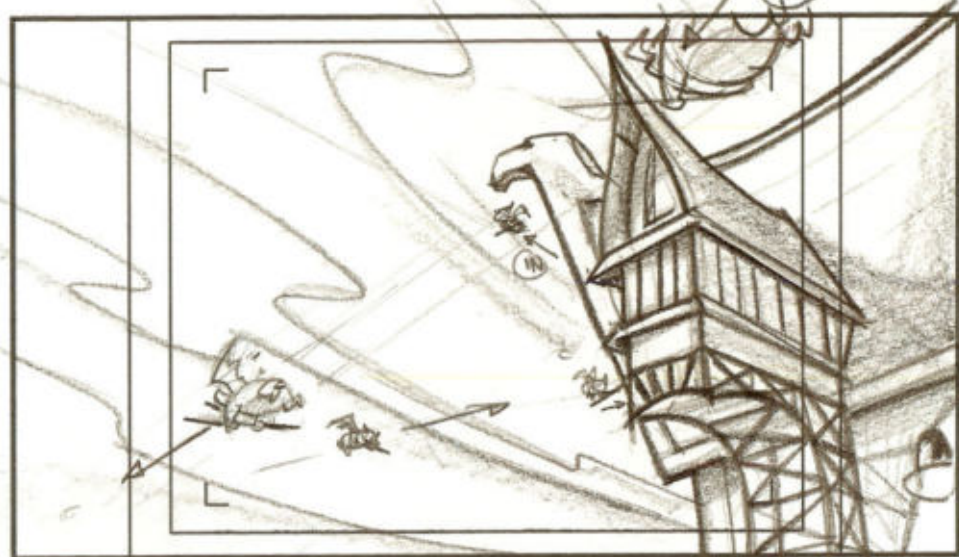
Technical note

Action : CASPER LOOKS UP.

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

Action : CASPER, MANTHA & BRADLEY'S P.O.V
GARGOYLE CRISS-CROSS THE SKY ABOVE THEM.

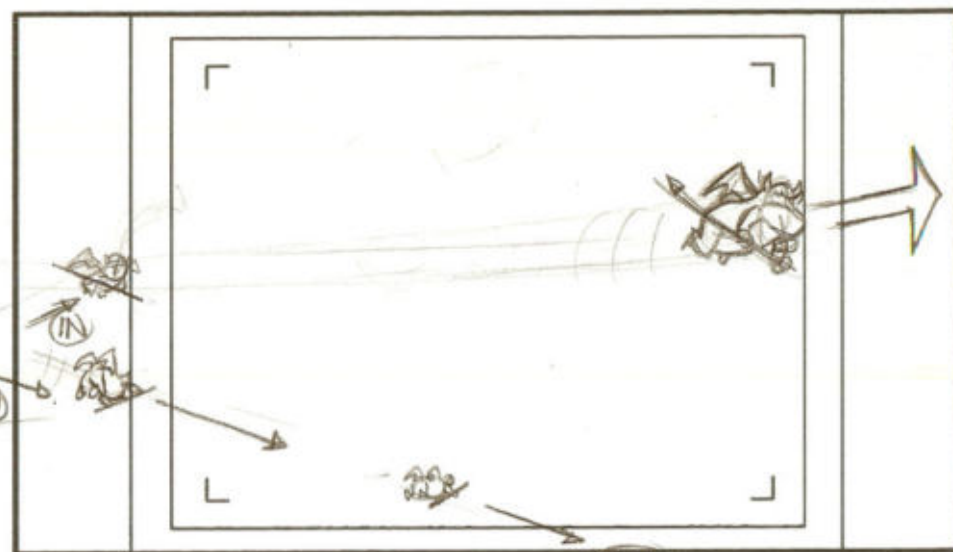
Dialogue :

98 CASPER (OS)

DON'T WORRY ABOUT THEM.

FX :

Director's note



SC: (COND)

BG:

Cam: OUT

Timing:

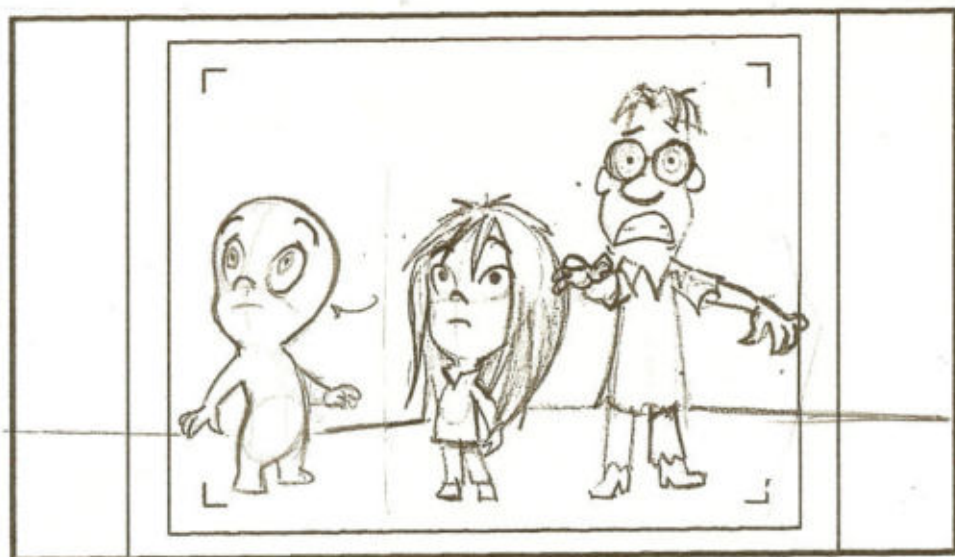
Technical note

Action :

Dialogue :

FX :

Director's note



SC:

BG: SA

Cam:

Timing:

Technical note

Action : ANGLE ON OUR HEROS. (START POSE)

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

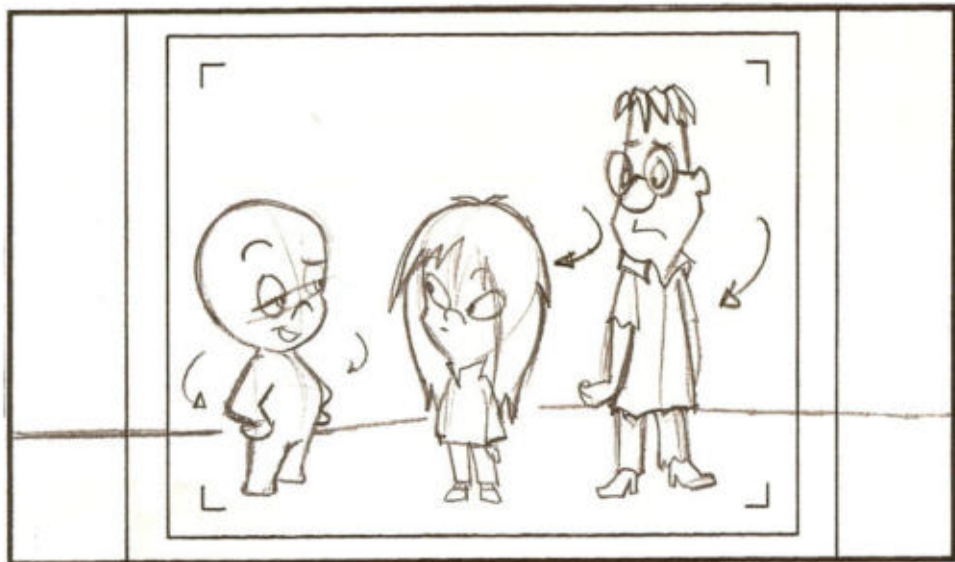
Technical note

Action :

Dialogue :

FX :

Director's note



SC: (CONTD) BG:

Cam:

Timing:

Technical note

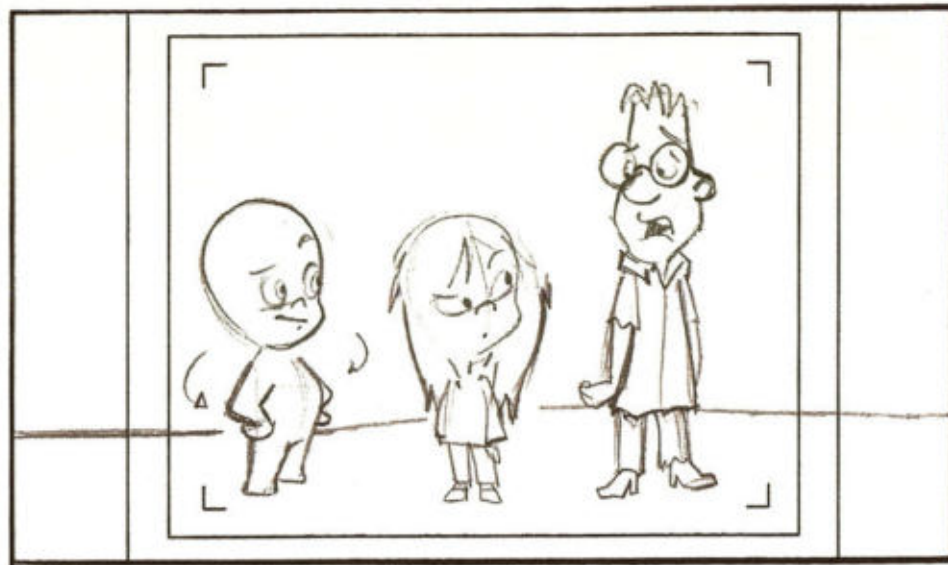
Action : BRADLEY PUTS HIS ARMS DOWN AND TURNS TO CASPER. MANTHA ALSO LOOKS AT CASPER.

Dialogue : (98) CASPER : (CONTD)

WE PLANNED A DIVERSION.

FX :

Director's note



SC:

BG:

Cam:

Timing:

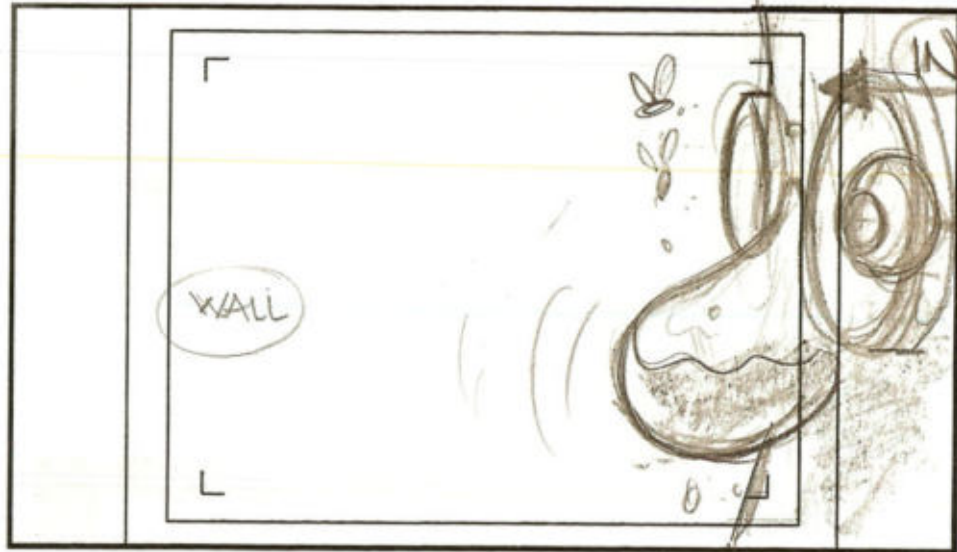
Technical note

Action :

Dialogue : **99. MR. BRADLEY:**
BWAAAAH?

FX :

Director's note



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

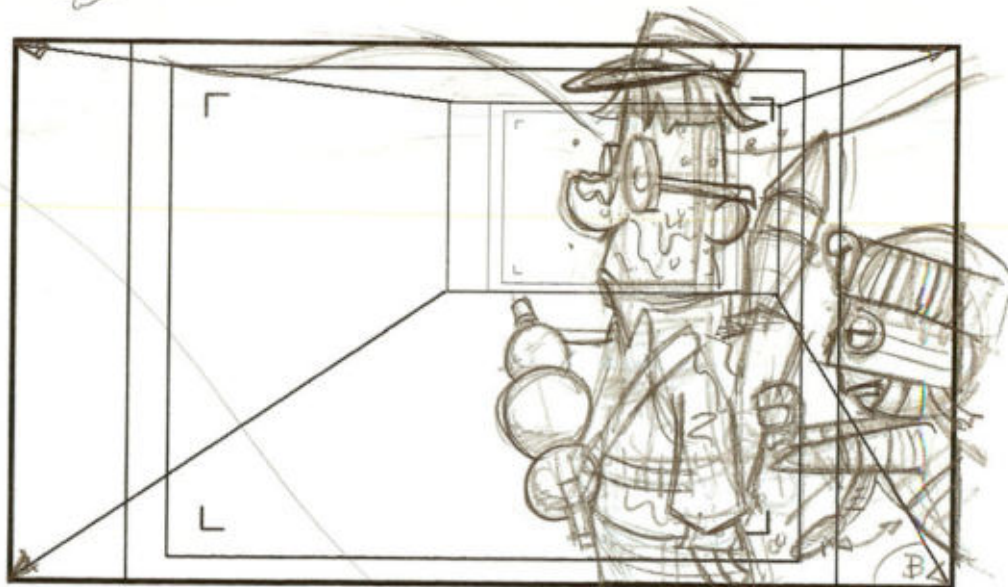
Technical note

Action : ANGLE ON FLESHIE DUMMIE THAT LOOKS LIKE THE CREATURE CATCHER COVERED IN FISH JAM.

Dialogue :

FX :

Director's note



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

Technical note

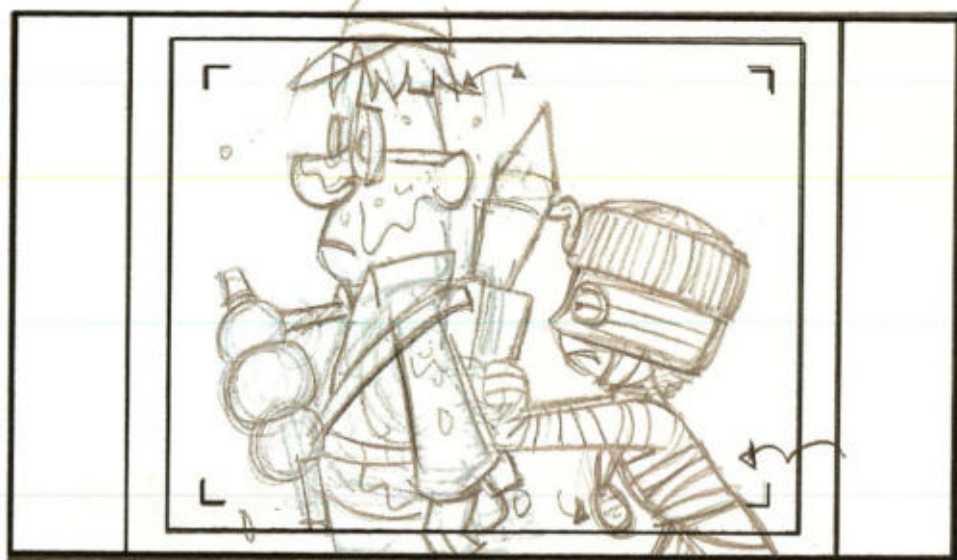
TRUCK OUT (A) → (B)

Action : TRUCK OUT TO REVEAL THAT RA IS PUSHING THE DUMMY. RA'S MEDALLION SWINGS BACK & FORTH.

Dialogue :

FX :

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

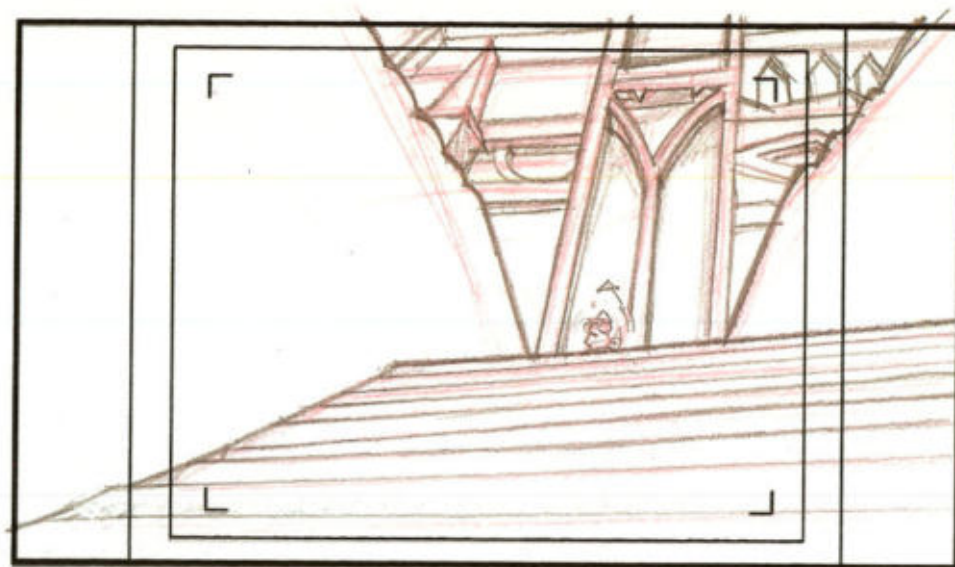
Technical note

Action :

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

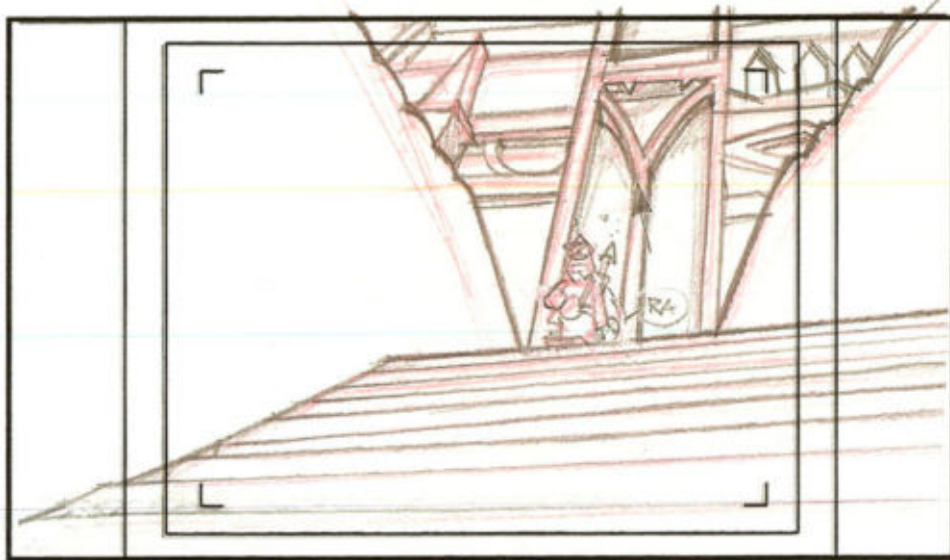
Technical note

Action : EXT. SCARE SCHOOL -ANGLE ON STAIRS-
THE FLESHIE DUMMY SLIDES UP INTO VIEW.

Dialogue :

FX :

Director's note



SC: (CONTD) BG:

Cam:

Timing:

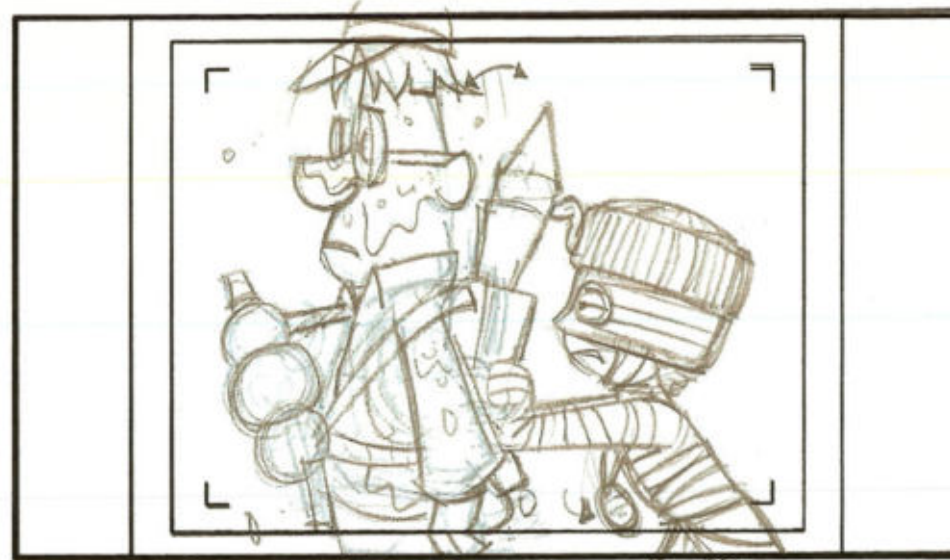
Technical note

Action :

Dialogue :

FX :

Director's note



SC:

BG:

S/A

Cam:

Timing:

Technical note

Action : CLOSE ON RA PUSHING THE FLESHIE DUMMY.

Dialogue :

FX :

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

Technical note

Action : HE TURNS AND CALLS OUT. HE DOESN'T NOTICE THAT HIS SWINGING PENDANT ...

Dialogue : (100) RA:

HELP! THE FLESHIE!

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

Action : GETS HOOK ON THE DUMMY'S EQUIPMENT. THE DUMMY STARTS TO TILT FORWARD

Dialogue : (100) RA: (CONT'D)

THERE HE IS!

FX :

Director's note



SC: (CONTD) BG: Cam: Timing:

Technical note

Action : AS THE DUMMY TILTS OUT ..

Dialogue : (101) RA:
WHOOAA!

FX :

Director's note



SC: (CONTD) BG: Cam: Timing:

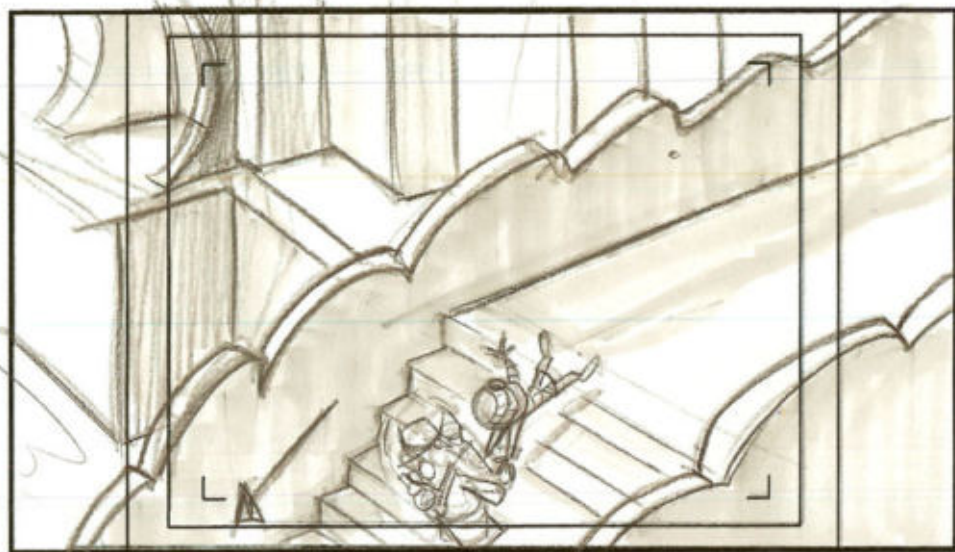
Technical note

Action : .. RA IS DRAGGED OUT WITH OUT

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

Action : KID ON STAIRCASE THE DUMMY BOUNCES DOWN THE STAIRS WITH RA IN TOW.

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

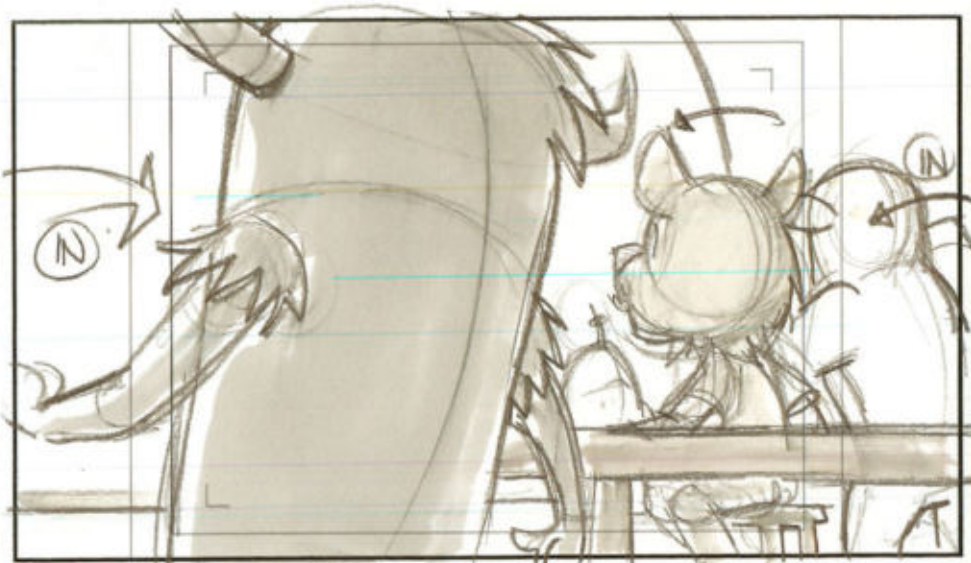
Technical note

Action : INT. CAFETERIA - (CONTINUOUS)
ANGLE ON WOLFIE. HE PERKS UP.

Dialogue :

FX :

Director's note



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

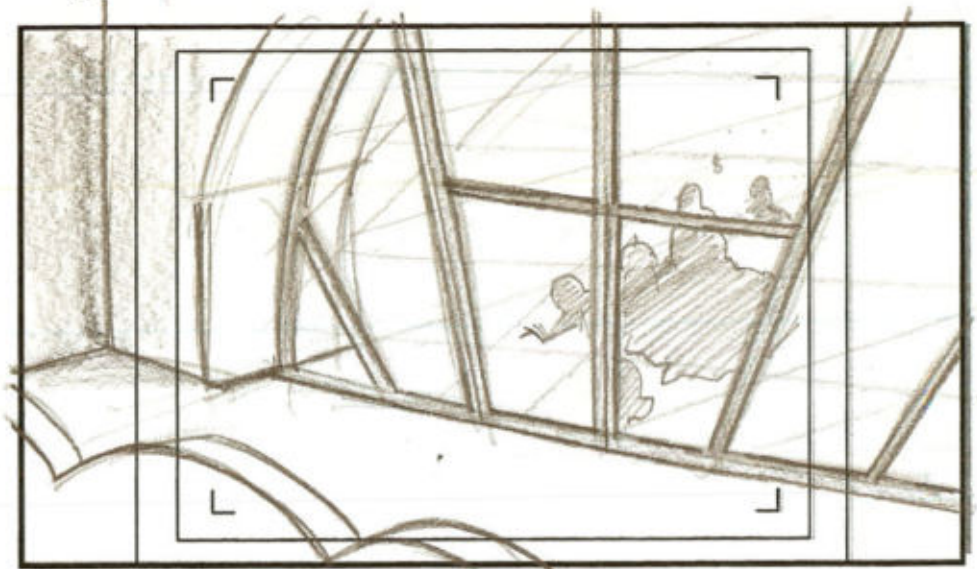
Technical note

Action : KIDS PILE INTO SCENE

Dialogue :

FX :

Director's note



SC: BG: Cam: Timing:

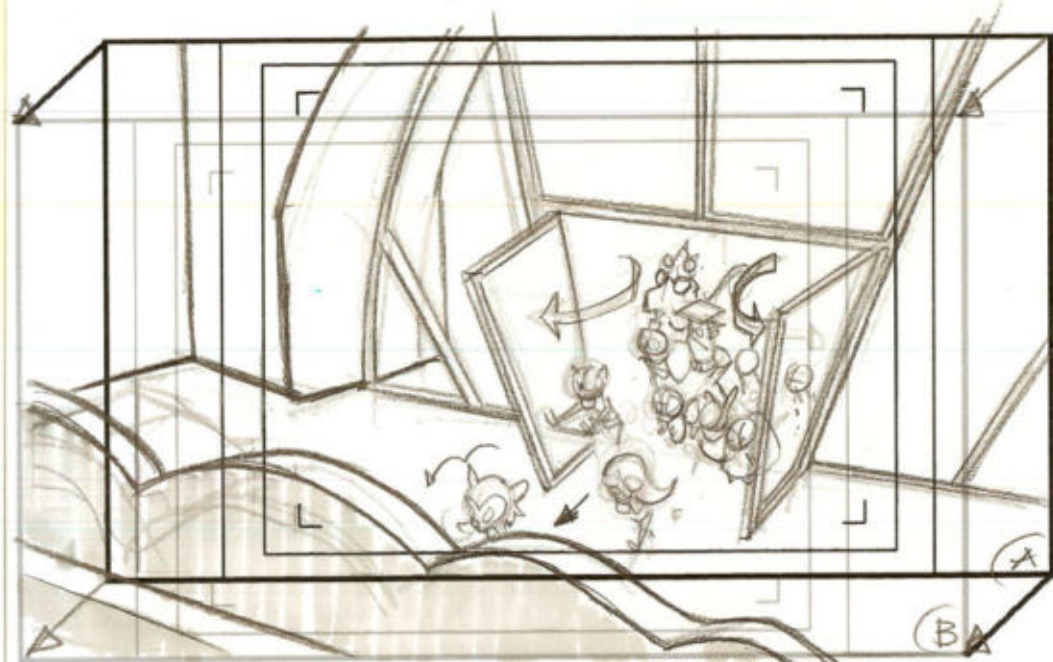
Technical note

Action : EXT SCHOOL - CAFETERIA BALCONY

Dialogue :

FX : (S/T SILHOUETTES)

Director's note



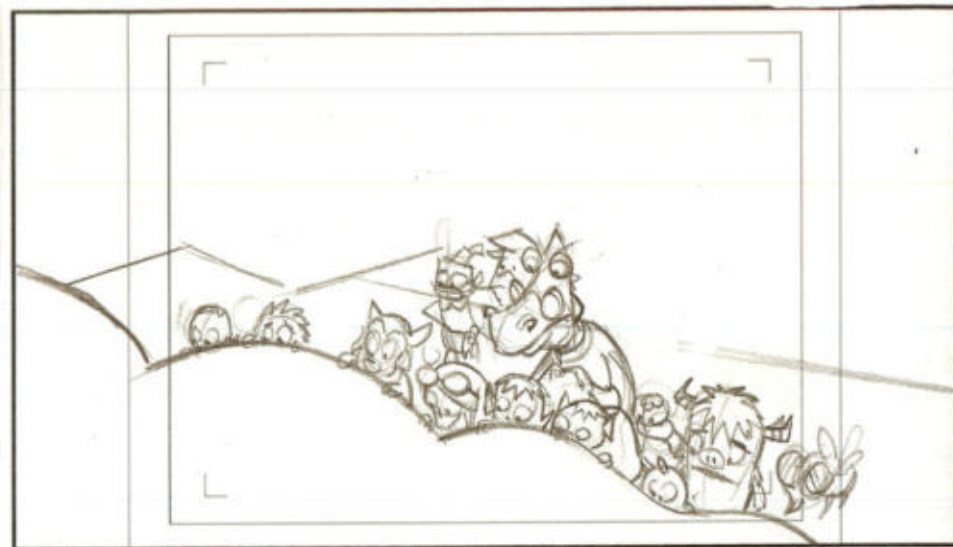
Technical note

Action : THE KIDS BURST OUT OF THE DOORS AND PILE OVER TO THE EDGE

Dialogue :

FX :

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

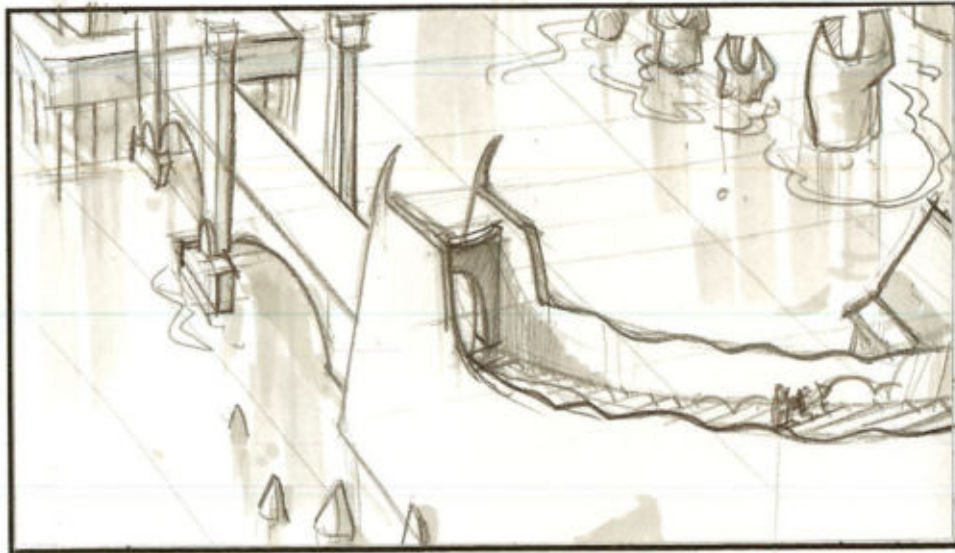
Technical note

Action :

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

Action : WIDE ON BRIDGE - ANGLE FROM CAFETERIA BALCONY.

Dialogue : RA: (IN DISTANCE) -

<AAAAHHHH! ~~~~~>

FX :

Director's note



SC:

BG:

Cam:

Timing:

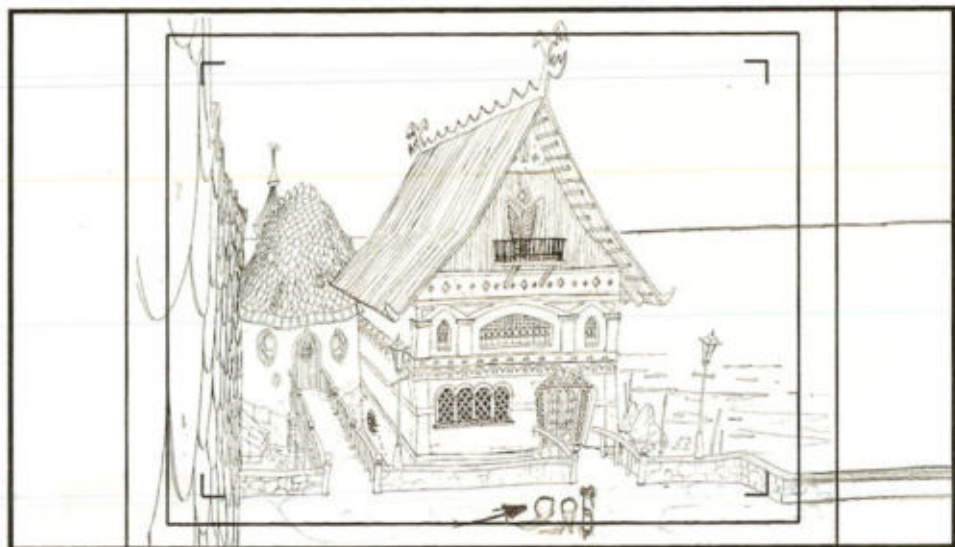
Technical note

Action : CLOSE ON THE KIDS AT THE BALCONY RAILING

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

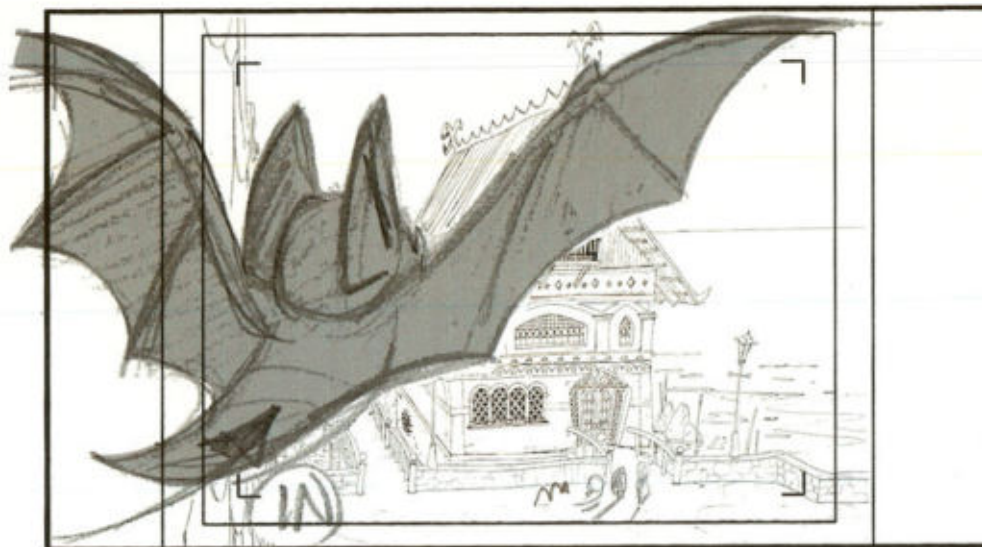
Timing:

Technical note

Action : EXT. NIGHT WATCHMAN'S HOUSE -(CONTINUOUS)
CASPER, MANTHA & MR. BRADLEY WALK TOWARDS
IT.
Dialogue :

FX : (S/T WATER)

Director's note



SC: (CONTD) BG:

Cam:

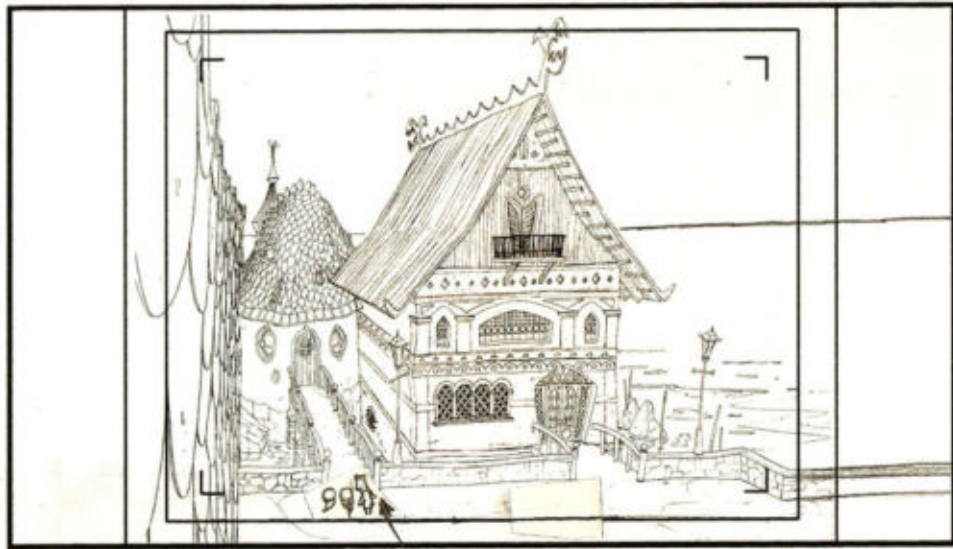
Timing:

Technical note

Action :
" HIGH ABOVE THEM A LITTLE BAT IS
WATCHING THEM -
Dialogue :

FX : (DX SHADOW)

Director's note



SC:

BG:

(IN)

Cam:

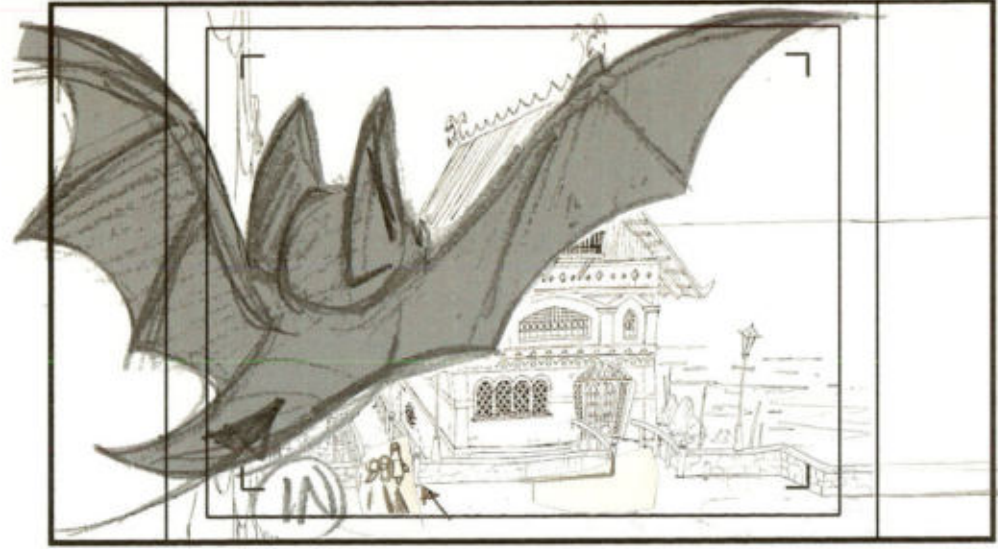
Timing:

Technical note

Action : EXT. NIGHT WATCHMAN'S HOUSE - (CONTINUOUS)
CASPER, MANTHA & MR. BRADLEY WALK TOWARDS
IT.
Dialogue :

FX : (S/T WATER)

Director's note



SC: (CONTD) BG:

Cam:

Timing:

Technical note

Action :
" HIGH ABOVE THEM A LITTLE BAT IS
WATCHING THEM "

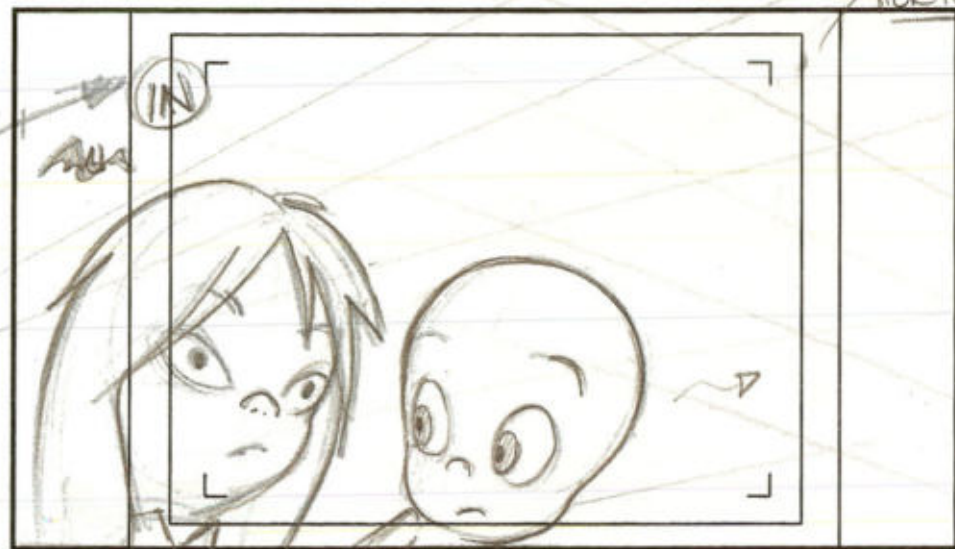
Dialogue :

FX : (DX SHADOW)

Director's note



GRID
FOR REF. ONLY



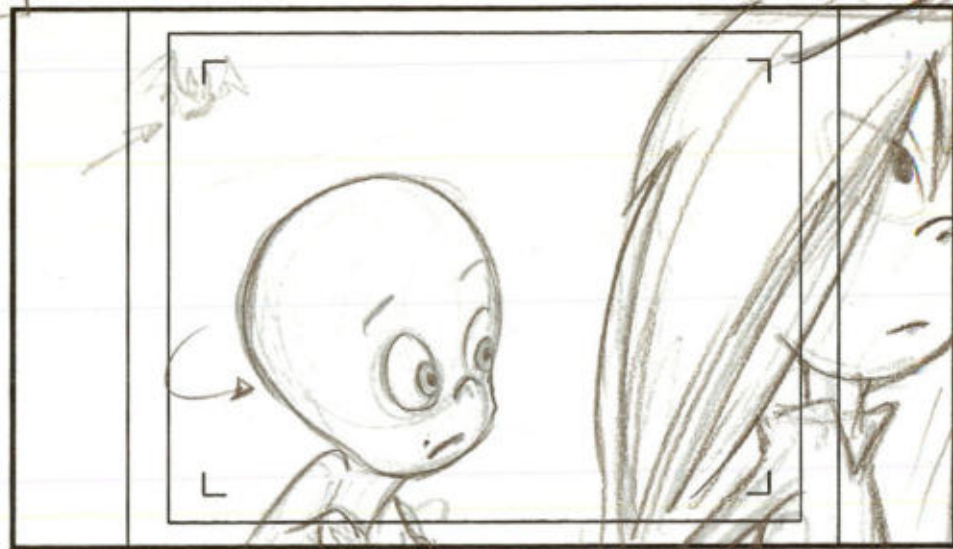
SC: BG: Cam: Timing:

Technical note

Action : AREA NEAR NIGHT WATCHMAN'S HOUSE
CLOSE ON CASPER AND MANTHA CAUTIOUSLY
MOVING FORWARD. THE LITTLE BAT FLIES ABOVE
Dialogue : THEM

FX :

Director's note



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

Technical note

Action : CASPER STOPS AND LOOKS AROUND. MANTHA
CONTINUES FORWARD
Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

Action : MR BRADLEY WALKS INTO SCENE, CASPER, SEEING NOTHING FLOATS FORWARD.

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

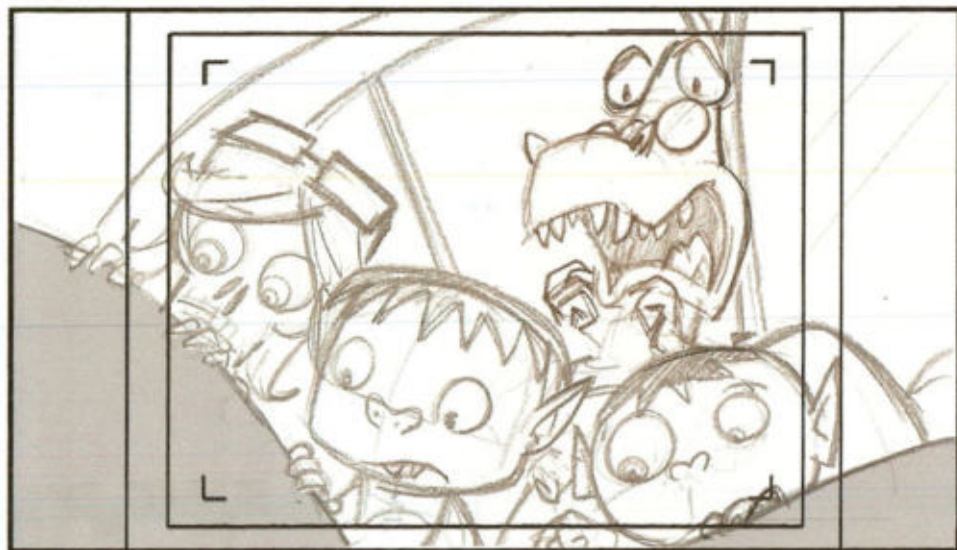
Technical note

Action : BACK ON THE BRIDGE. THE DUMMY AND RA ARE STILL BOUNCING DOWN THE STAIRS.

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

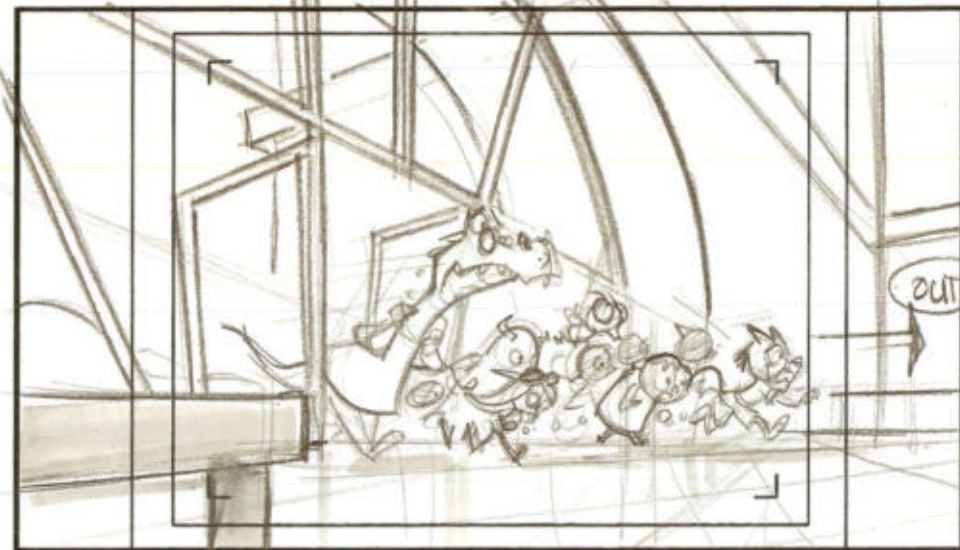
Action : ANGLE ON KIDS & PROFESSOR BURNS.
WHO'S FREAKING OUT

Dialogue : ⑩③ PROFESSOR BURNS:

THE FLESHIE'S (TAKEN RA HOSTAGE.)

FX:

Director's note



SC:

BG:

Cam:

Timing:

Technical note

Action : INT. CAFETERIA - (CONTINUOUS)

EVERYONE RUSH FROM THE BALCONY AND
OUT. (CUT SCENE ON ACTION)

⚠ ALL: <WALLA!>

FX:

Director's note



SC:

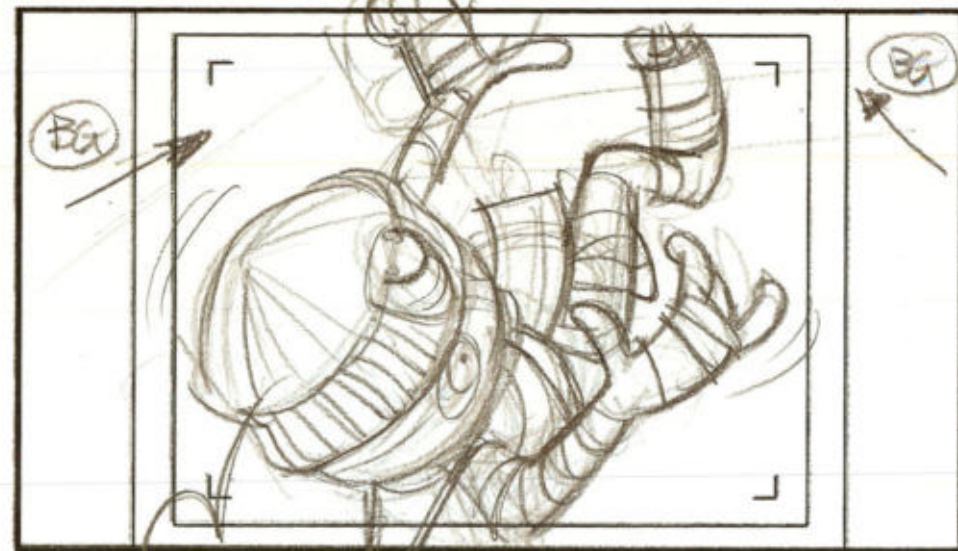
BG:

Cam:

Timing:

GAINS OUT

Technical note



SC:

BG:

Cam:

Timing:

Technical note

Action : EXT. SCHOOL - STAIRCASE

(ANIMATING BACKGROUND) THE DUMMY AND RA ARE
BOUNCING DOWN THE STAIRS

Dialogue :

(102) RA :

HEELLPPP!!

FX :

Director's note

Action :

THEY GAIN OUT OF SCENE

Dialogue :

FX :

Director's note



SC:(CONTD) BG:

Cam:

Timing:

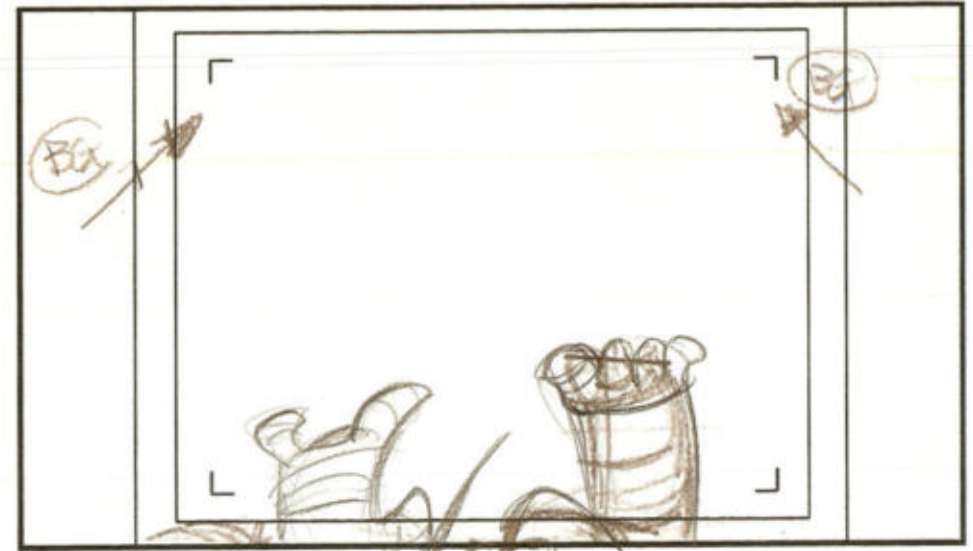
Technical note

Action :

Dialogue :

FX :

Director's note



SC:(CONTD) BG:

Cam:

Timing:

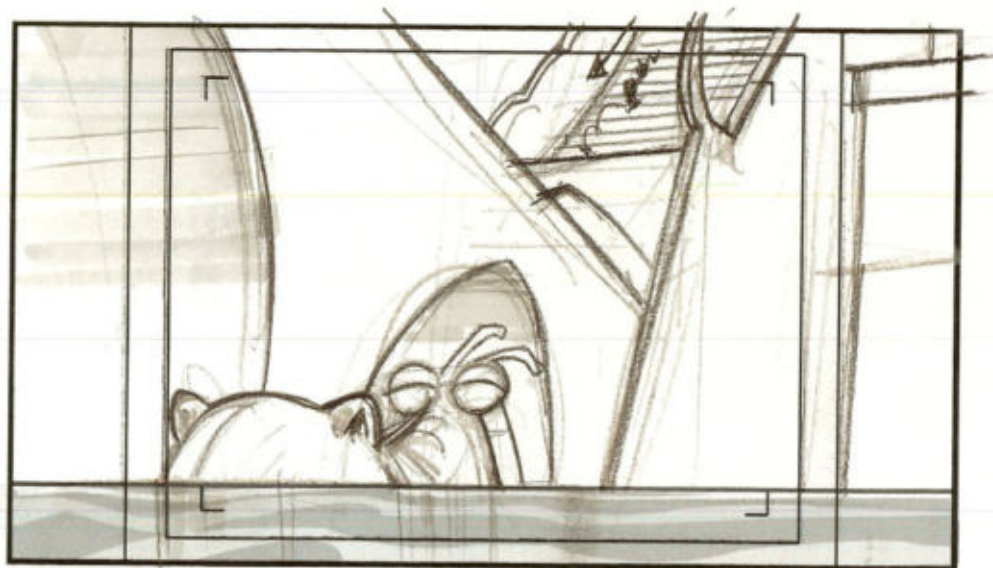
Technical note

Action :

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

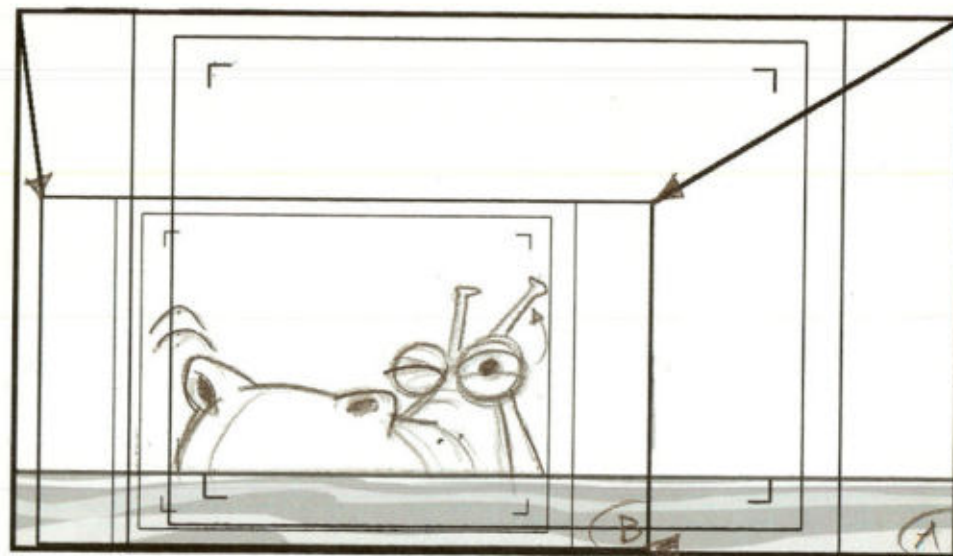
Technical note

Action : EXT. SCHOOL - BOTTOM OF BRIDGE -
WATER LEVEL ANGLE ON THE SLEEPING MONSTER

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

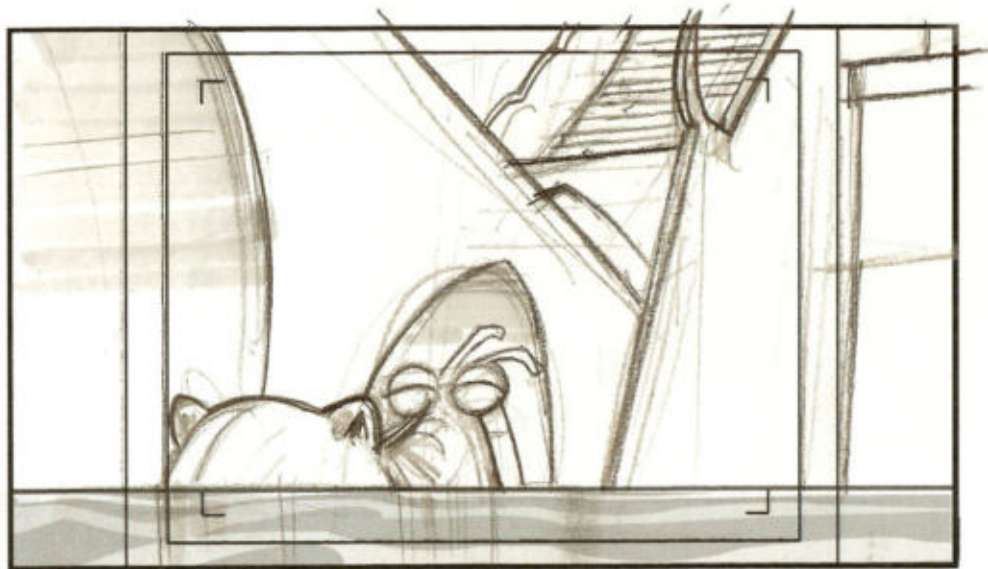
TRUCK IN (A) → (B)

Action : HE OPENS AN EYE, SNIFFING THE FISH
JAM.

Dialogue :

FX :

Director's note



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

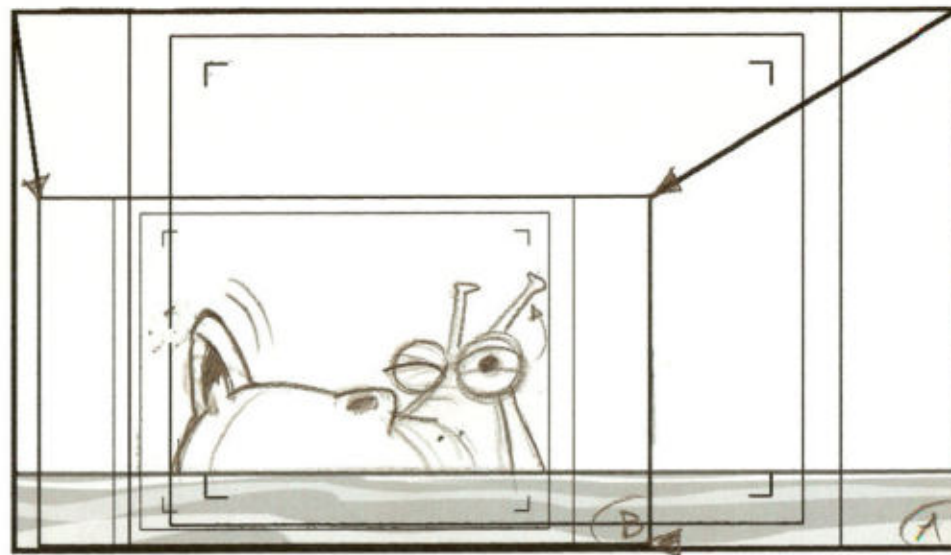
Technical note

Action : EXT. SCHOOL - BOTTOM OF BRIDGE -
WATER LEVEL ANGLE ON THE SLEEPING MONSTER

Dialogue :

FX :

Director's note



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

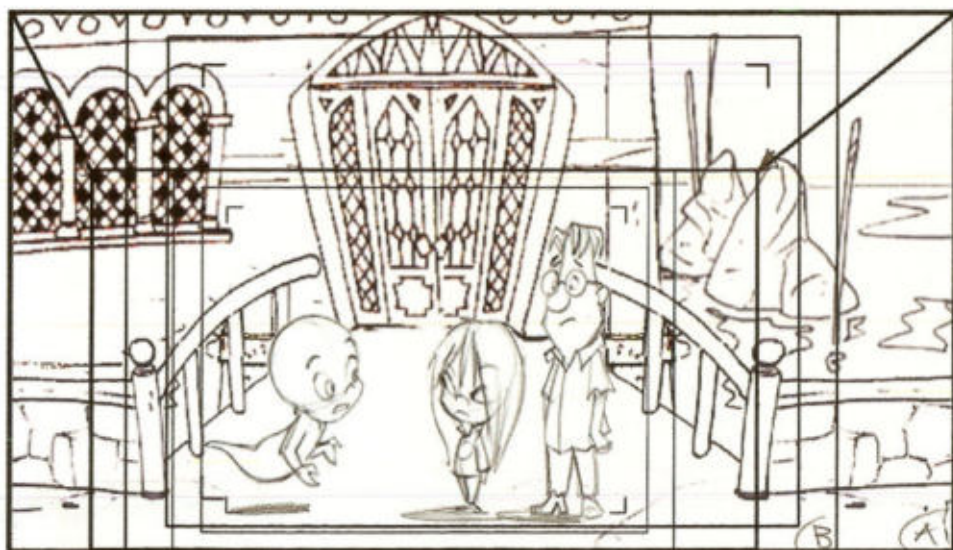
Technical note

Action : HE OPENS AN EYE, SNIFFING THE FISH
JAM.

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

 TRUCK IN (A) (B)
 Technical note

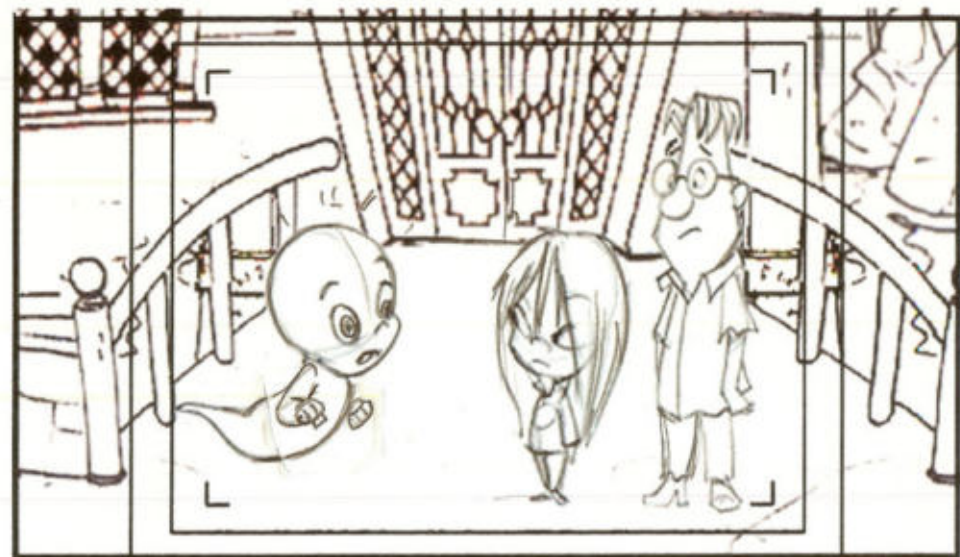
Action: EXT. NIGHT WATCHMAN'S HOUSE

TRUCK IN ON

Dialogue:

FX:

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

Technical note

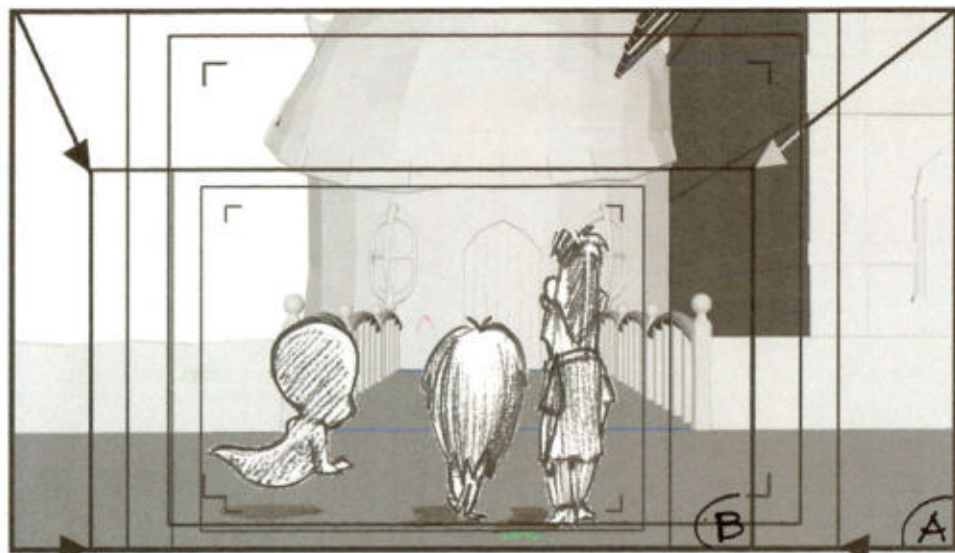
Action: CASPER REACTS TO RA'S OS CALL FOR HELP

Dialogue: (104) RA: (OS)

HEEEELP! CASPER!

FX:

Director's note



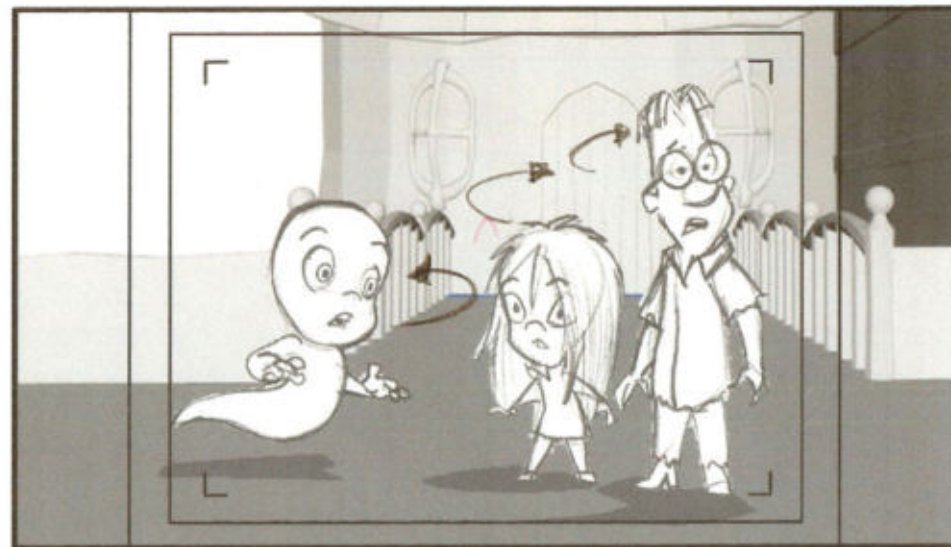
SC: BG: Cam: Timing: TRUCK IN (A) - (B)
Technical note

Action : EXT. NIGHT WATCHMAN'S HOUSE.
TRK IN

Dialogue :

FX :

Director's note



SC: CONTD BG: Cam: Timing: Technical note

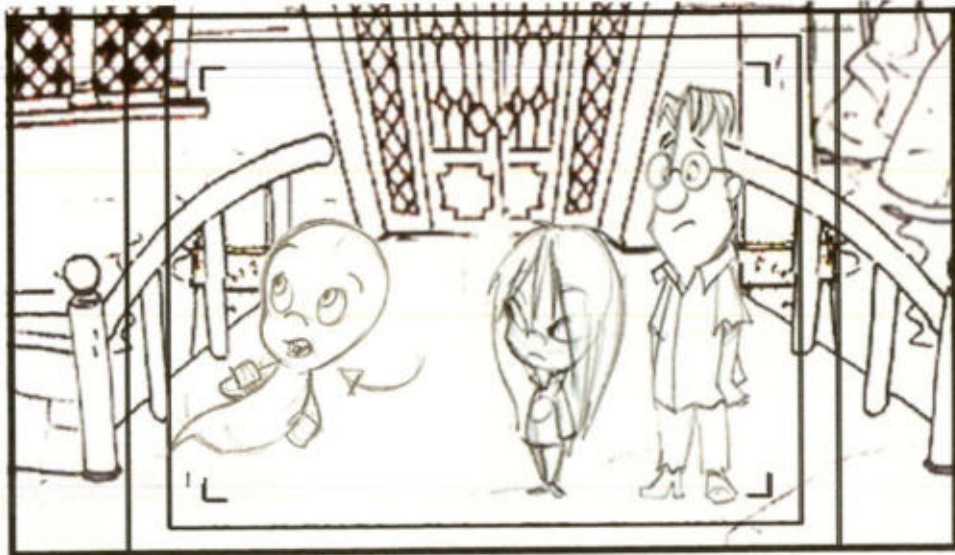
Action : THEY STOP AND TURN AS THEY HEAR RA'S
OS CALL FOR HELP.

Dialogue : 104. RA : (CS)

HEEELP! CASPER!

FX :

Director's note



SC:

BG:

Cam:

Timing:

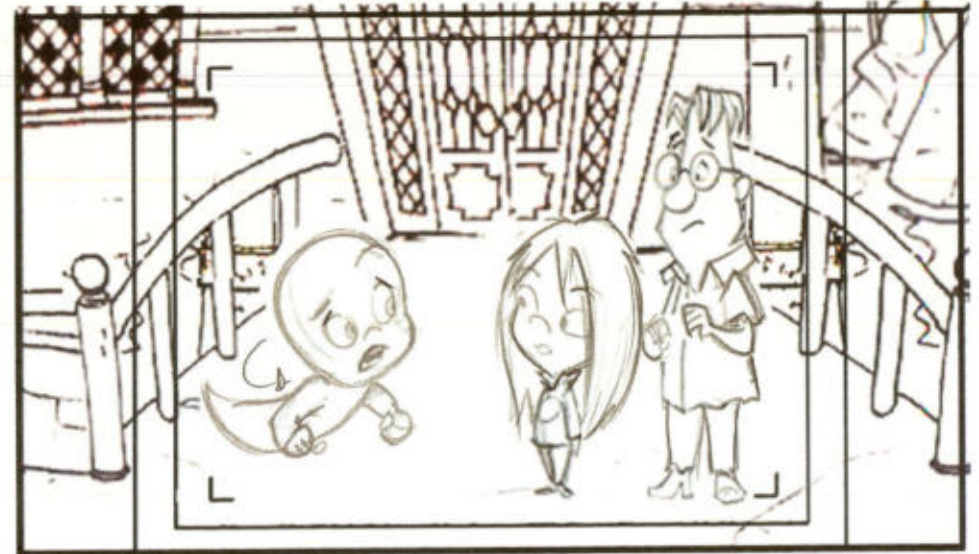
Technical note

Action :

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

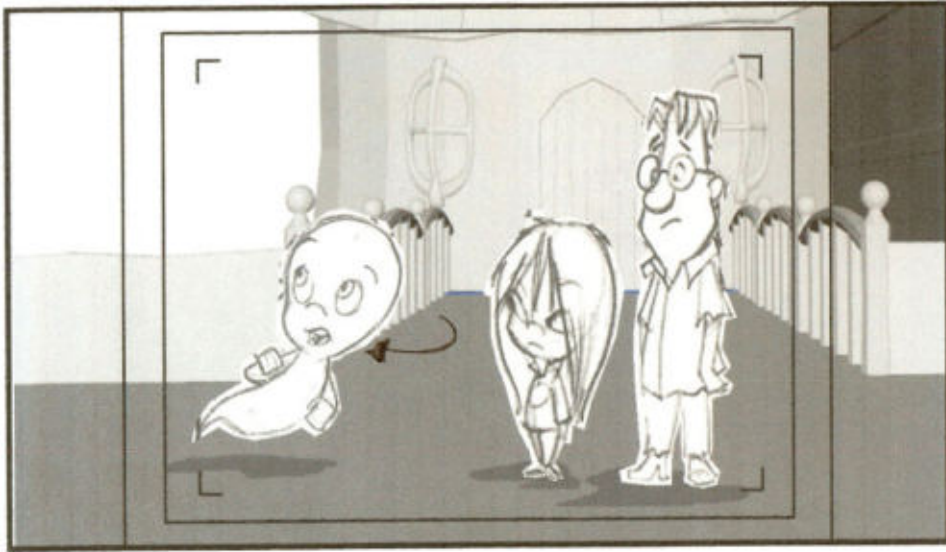
Technical note

Action :

Dialogue :

FX :

Director's note



SC: (CONTD) BG:

Cam:

Timing:

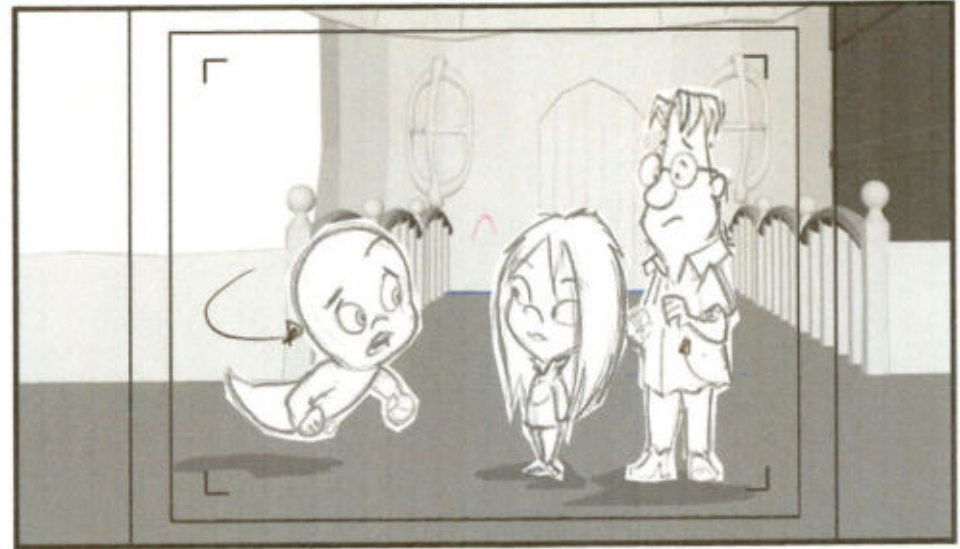
Technical note

Action : CASPER LOOKS BACK.

Dialogue : (105) CASPER :
SOMETHING'S WRONG!

FX :

Director's note



SC: (CONTD) BG:

Cam:

Timing:

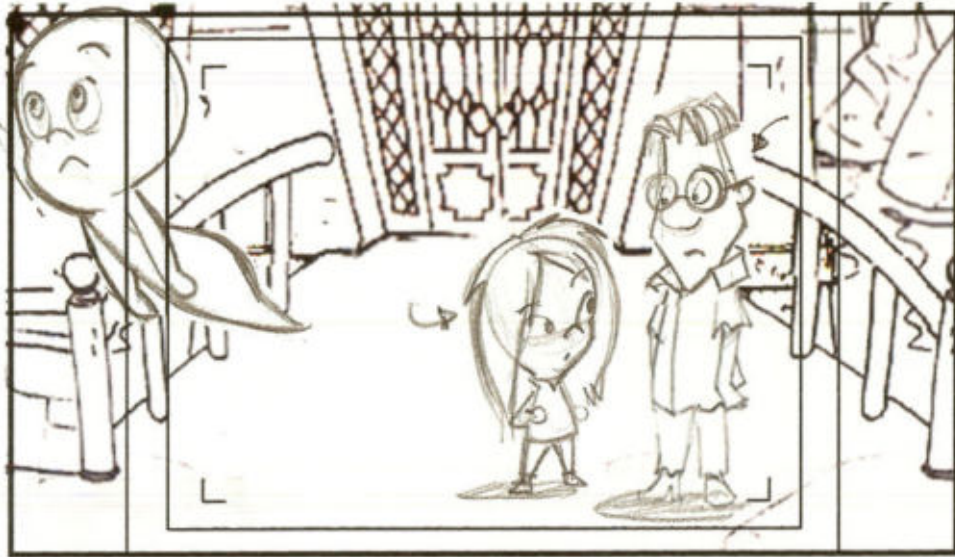
Technical note

Action : HE TURNS BACK TO MANTHA AND MR. BRADLEY.

Dialogue : (105) CASPER : (CONTD)
MANTHA, SEND MR. BRADLEY BACK ..

FX :

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

Technical note

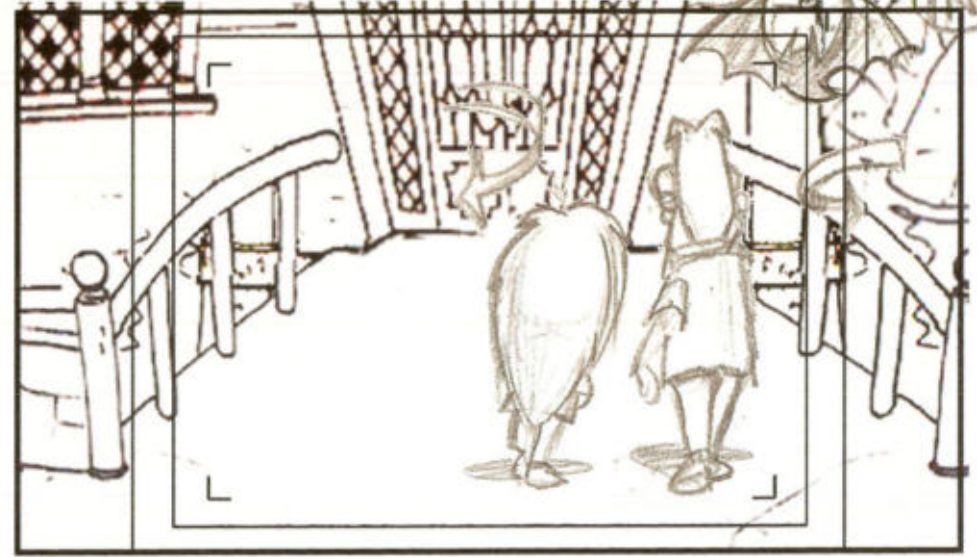
Action :

CASPER ZOOMS OUT. MANTTA & MR. BRADLEY
TURN TO EACH OTHER

Dialogue :

FX :

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

Technical note

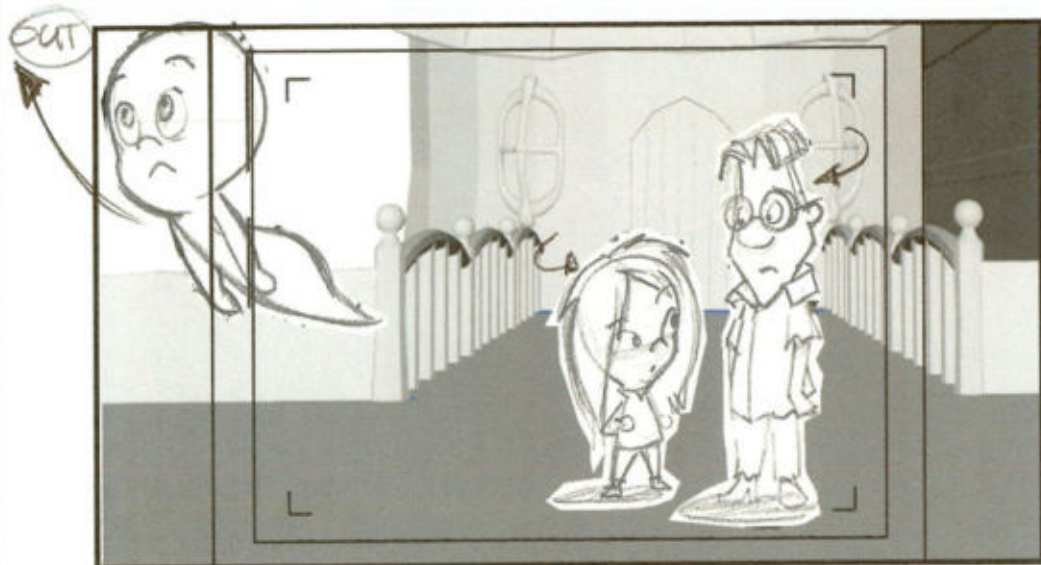
Action :

.. THEN HEAD TOWARDS THE HOUSE. THE
SMALL BAT FLIES IN BEHIND THEM.

Dialogue :

FX :

Director's note



SC: (CONTD) BG:

Cam:

Timing:

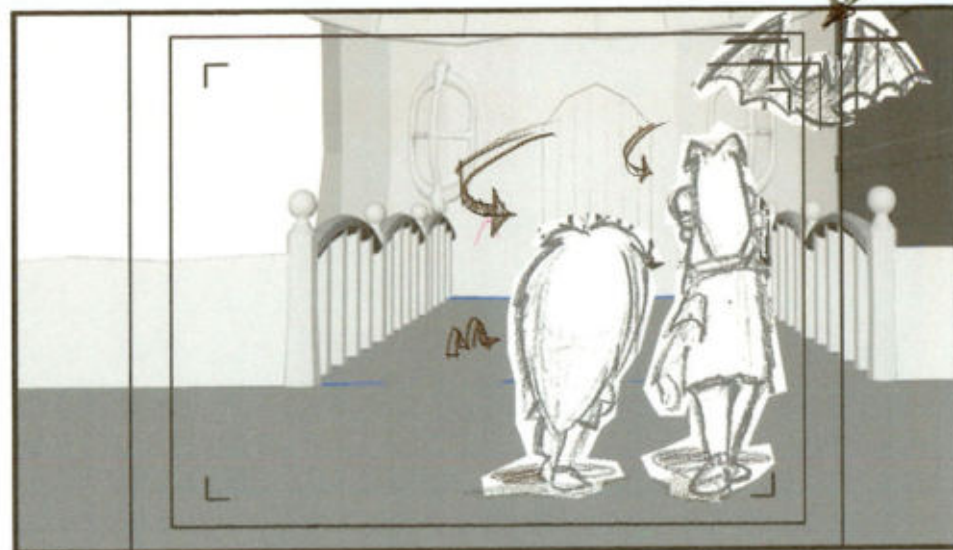
Technical note

Action : CASPER ZOOMS OUT. MANTHA AND BRADLEY
TURN TO EACH OTHER ...

Dialogue :

FX :

Director's note



SC: (CONTD) BG:

Cam:

Timing:

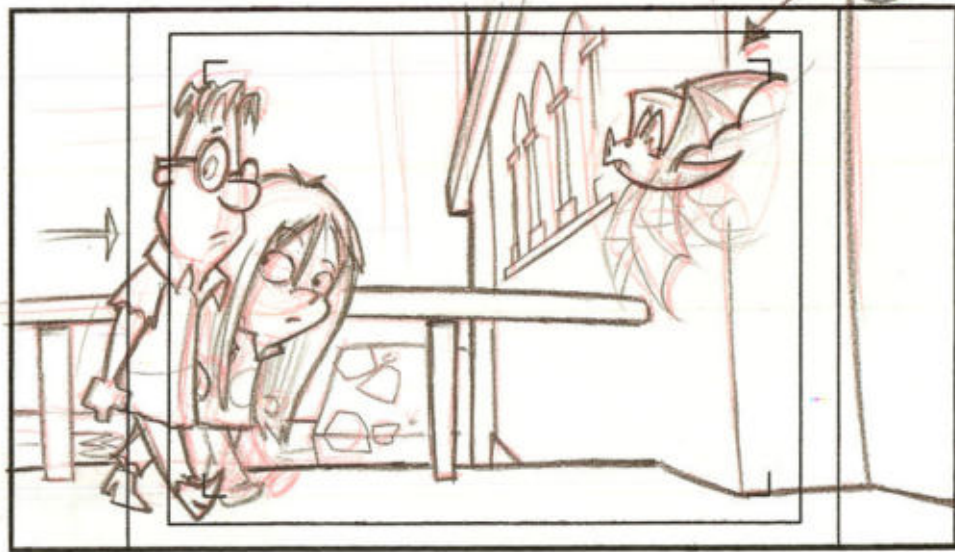
Technical note

Action : ..THEN THEY HEAD TOWARDS THE HOUSE .
THE SMALL BAT FLIES IN BEHIND THEM .

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

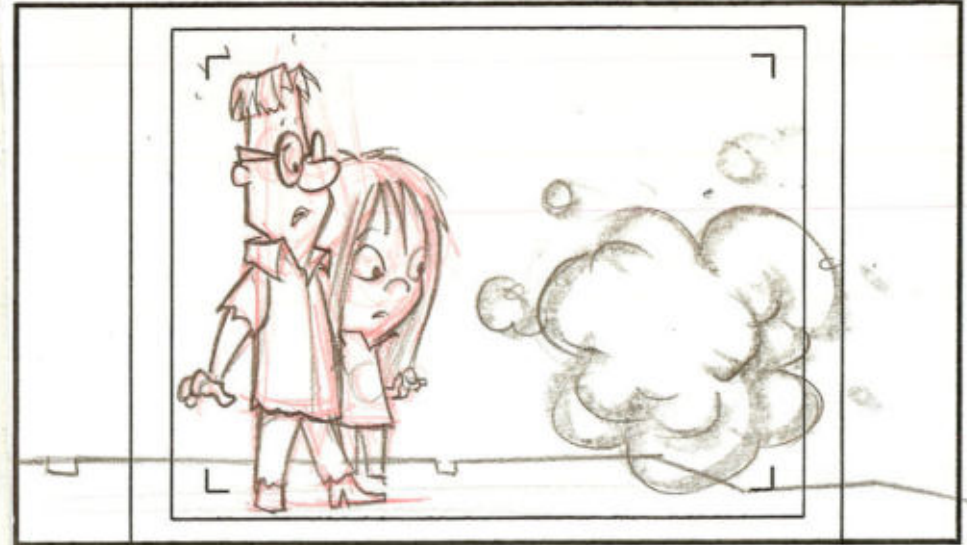
Timing:

Technical note

Action : CLOSE ON BRIDGE LEADING TO THE NIGHT WATCHMAN'S HOUSE THE LITTLE BAT DROPS INTO SCENE IN FRONT OF VANITA & MR. BRADLEY.
Dialogue :

FX :

Director's note



SC: (CONTD) BG:

Cam:

Timing:

Technical note

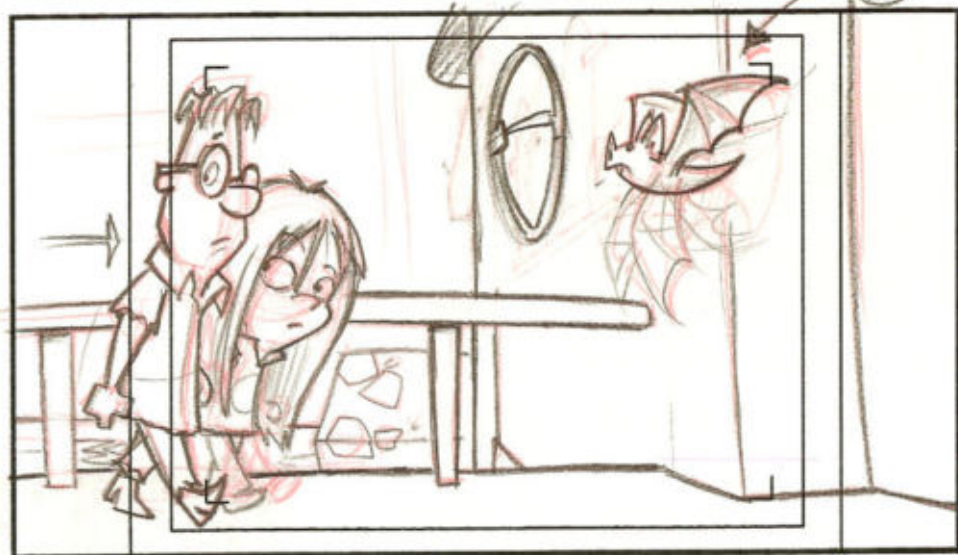
Action :

"POOF"

Dialogue :

FX : (TRANSFORMATION)

Director's note



SC:

BG:

Cam:

Timing:

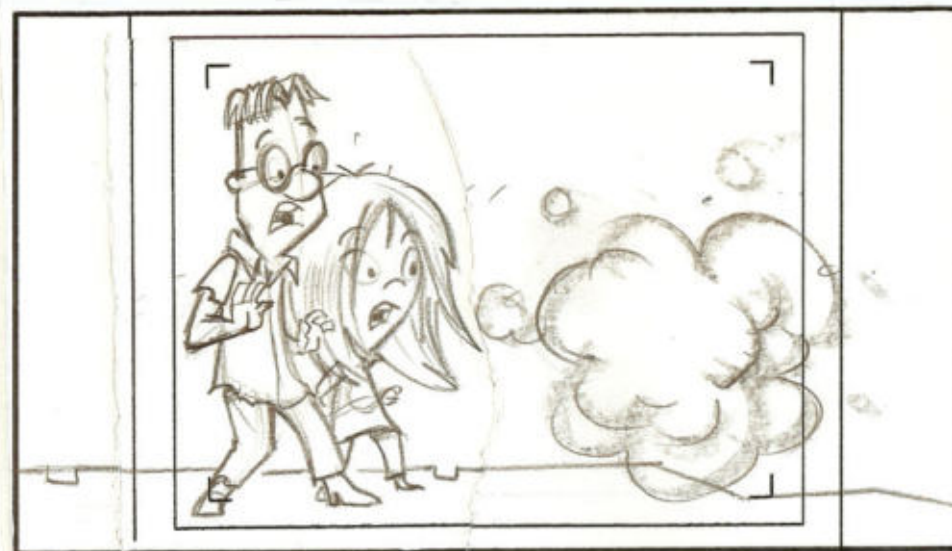
Technical note

Action : CLOSE ON BRIDGE LEADING TO THE NIGHT
WATCHMAN'S HOUSE THE LITTLE BAT DROPS INTO
SCENE IN FRONT OF VANITA & MR. BRADLEY..

Dialogue :

FX :

Director's note



SC: (CONTD) BG:

Cam:

Timing:

Technical note

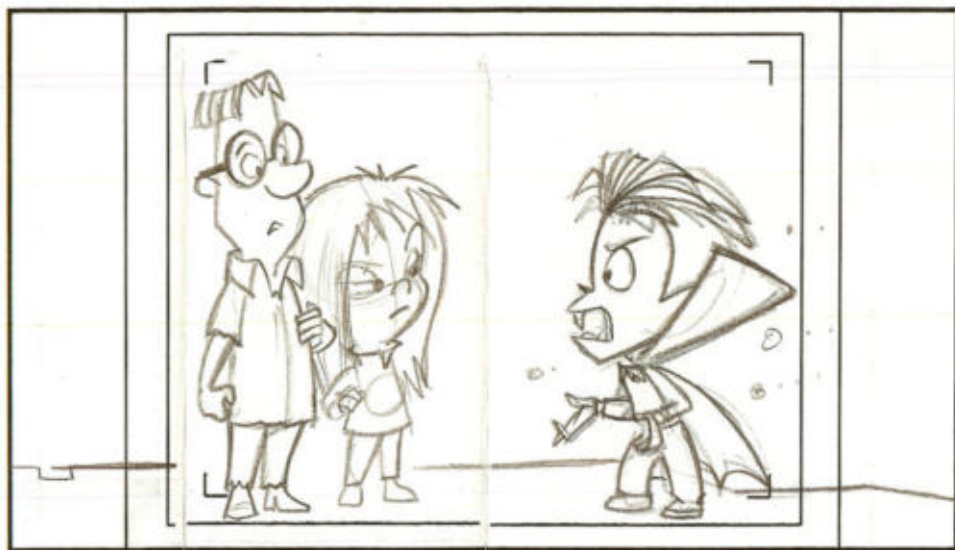
Action :

"POOF"

Dialogue :

FX : (TRANSFORMATION)

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

Technical note

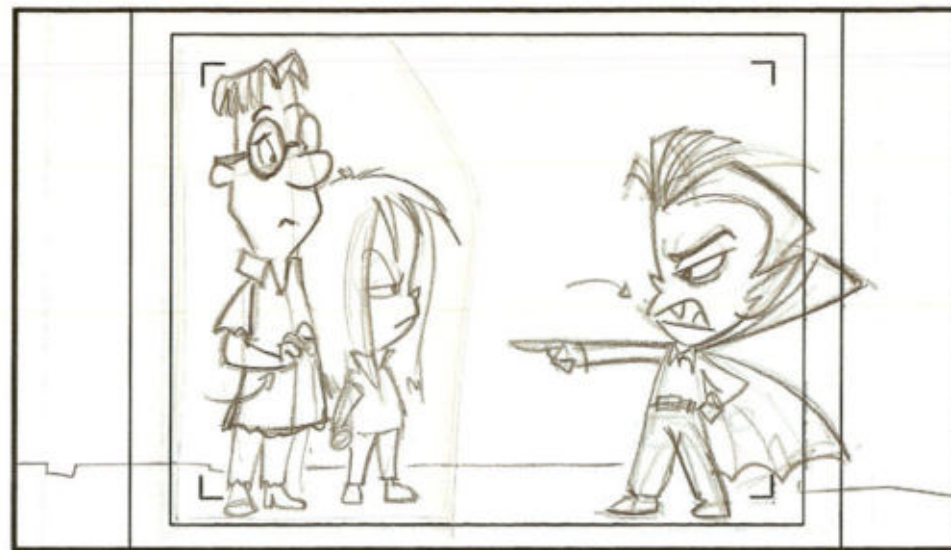
Action : THE BAT TURNS INTO THATCH ...

Dialogue : (106) THATCH:

YOU'RE HELPING A FLESHIE?

FX :

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

Technical note

Action :

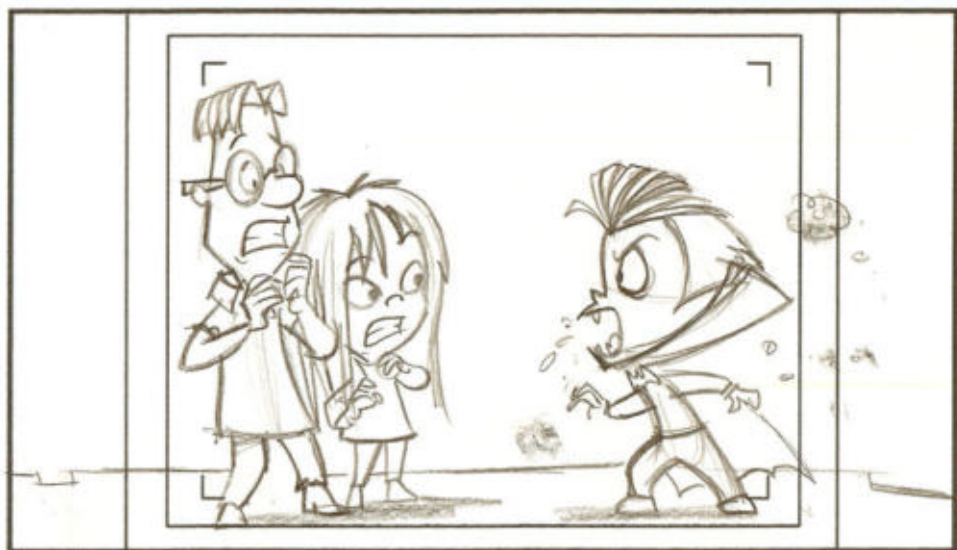
.. HE CONFRONTS MANTHA & MR. BRADLEY.

Dialogue : (106) THATCH: (CONT'D)

YOU TRAITOR!

FX :

Director's note



SC: (CONTD) BG:

Cam:

Timing:

Technical note

Action : THE BAT TURNS INTO THATCH

Dialogue : (106) THATCH:
YOU'RE HELPING A FLESHIE?

FX :

Director's note



SC: (CONTD) BG:

Cam:

Timing:

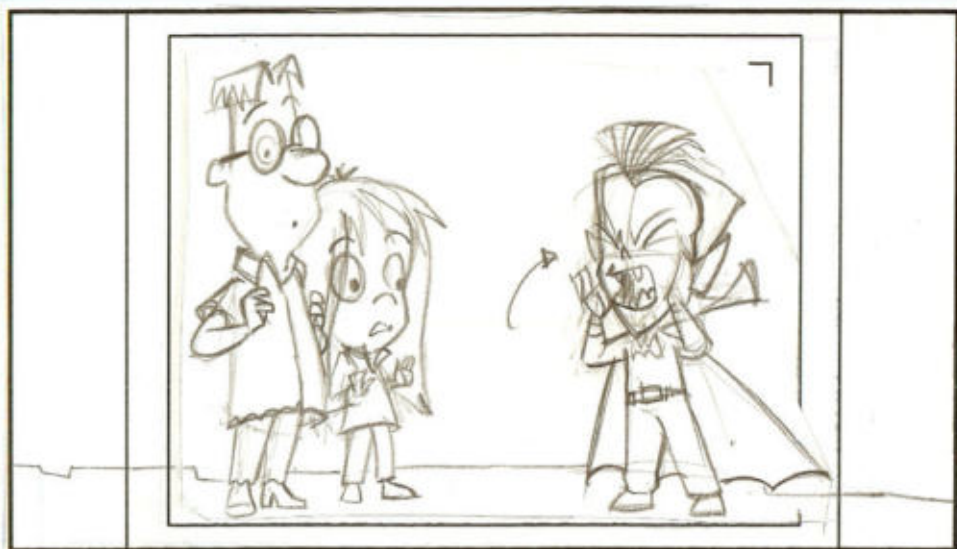
Technical note

Action : HE CONFRONTS MANTHA & MR. BRADLEY.

Dialogue : (106) THATCH: (CONTD)
YOU TRAITOR!

FX :

Director's note



SC: (CONTD) BG:

Cam:

Timing:

Technical note

Action : THATCH SHOUTS OUT.

Dialogue : (106) THATCH: (CONTD)
HERE !

FX :

Director's note



SC: (CONTD) BG:

Cam:

Timing:

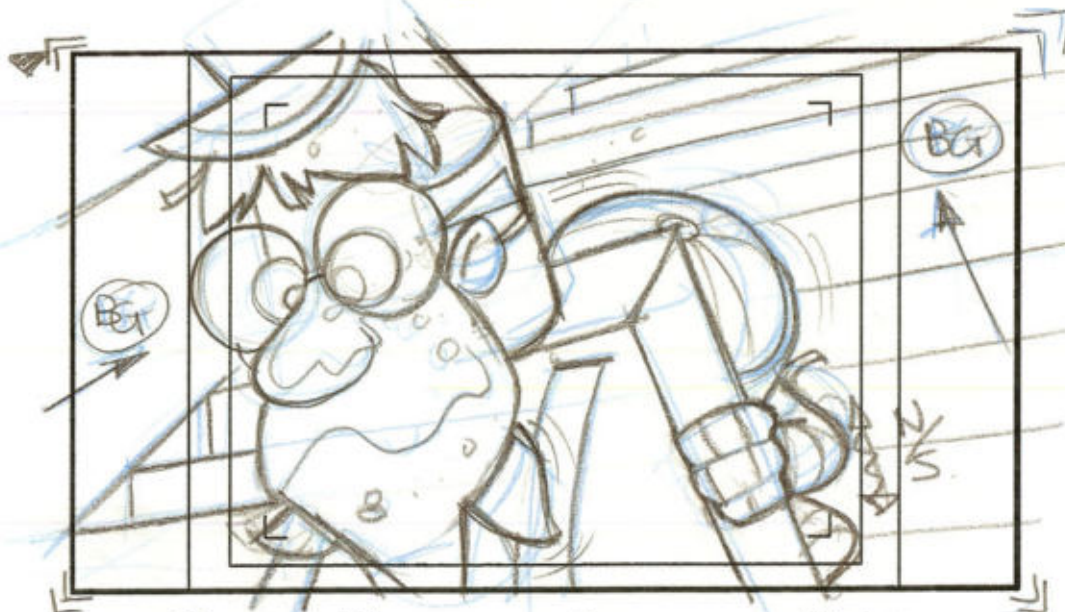
Technical note

Action :

Dialogue : (106) THATCH: (CONTD)
THE FLESHIE'S HERE !!

FX :

Director's note



SC:

BG:

Cam:

Timing:

(CAM SHAKE)
Technical note

Action : CLOSE ON DUMMY. RA IS CLINGING ON FOR DEAR LIFE. ANIMATE BG BACK, ADD N/S MOVE ON CHARACTERS.
Dialogue :

FX :

Director's note



SC: (CONTD) BG:

Cam:

Timing:

Technical note

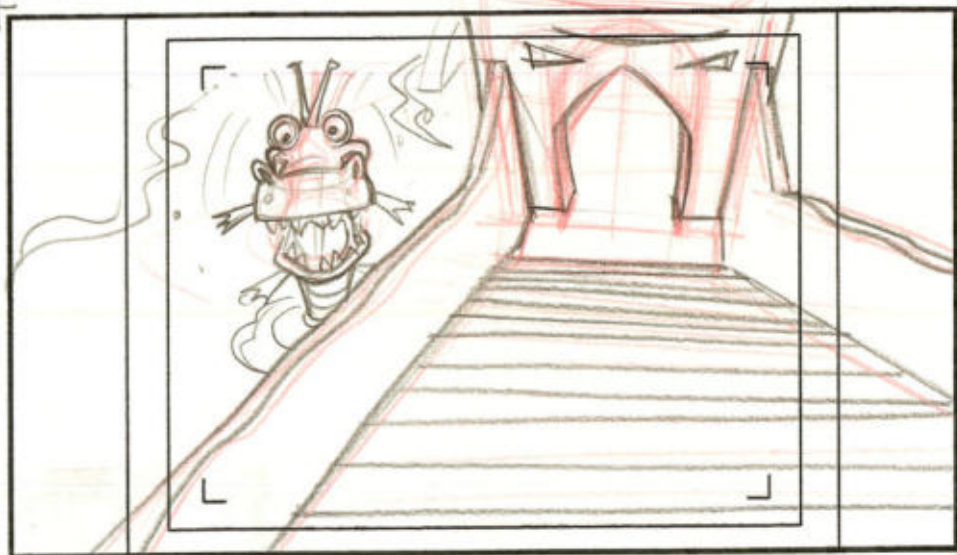
Action : RA PULLS HIMSELF UP. HE PEEKS OVER THE DUMMY'S SHOULDER AND REACTS..

Dialogue :

⚠ RA : <FRIGHTENED GASP!>

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

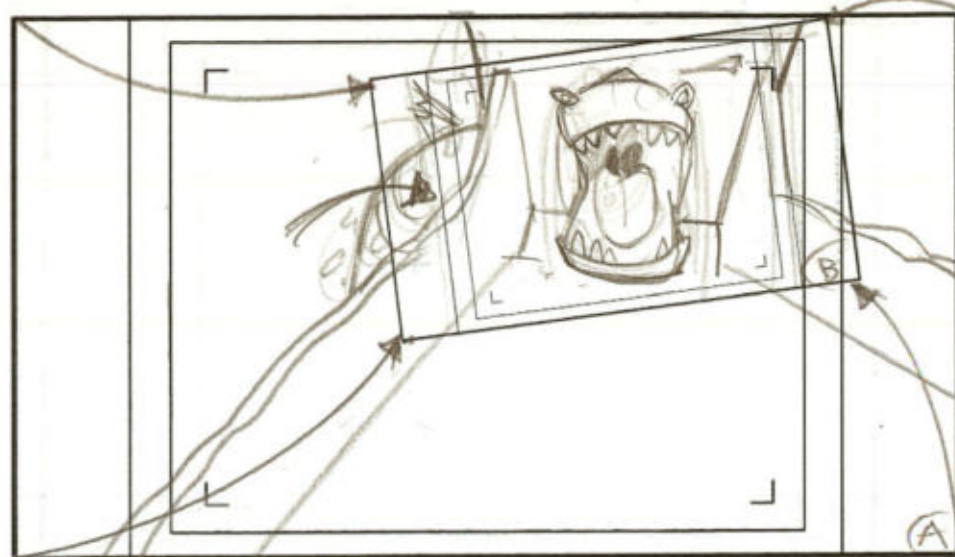
(CAM SHAKE)

Action : ANGLE ON GATEWAY THE SEAMONSTER
LOOKS EXCITED & HUNGRY.

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

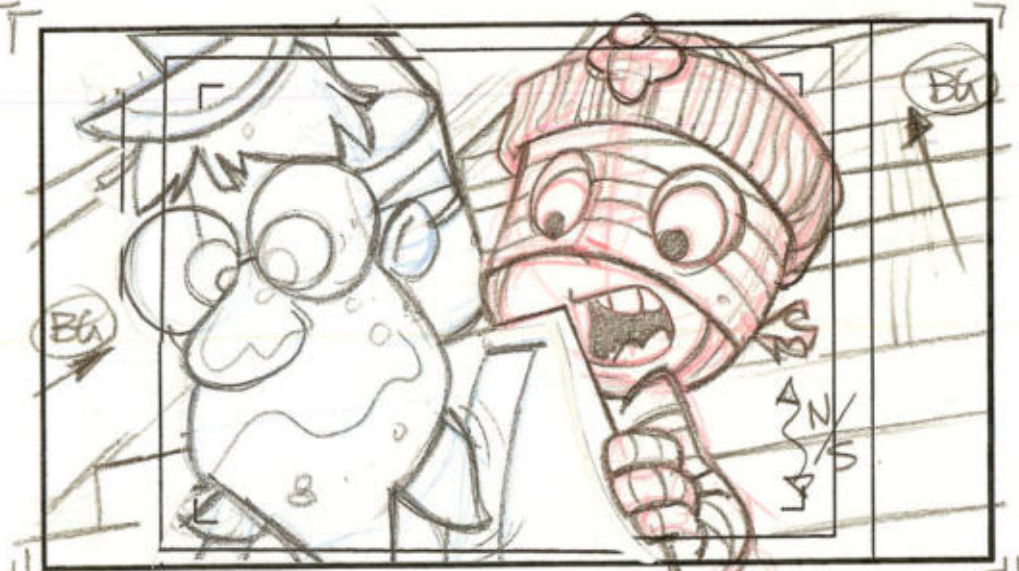
ROTATE IN (A) → (B)

Action : HE PUTS HIS MOUTH AND HEAD INTO THE
OPENING. ROTATE IN.

Dialogue :

FX :

Director's note



SC:

BG:

S/A

Cam:

Timing:

Technical note

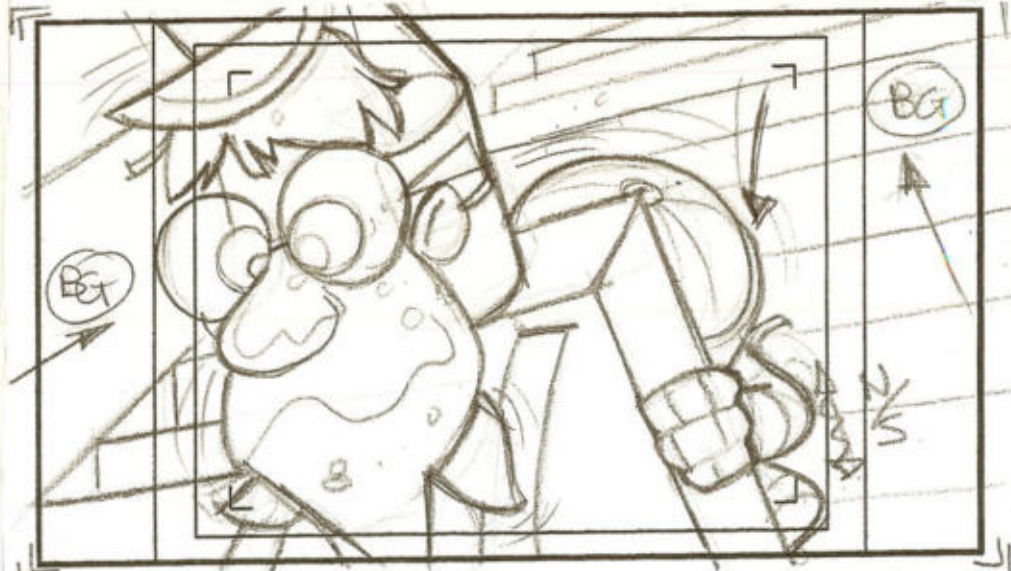
Action : CLOSE ON RA HUGGING THE DUMMY.

Dialogue : (107) RA: (FREAKING OUT)

I'M HERE, DON'T EAT ME!

FX :

Director's note



SC: (CONT'D)

BG:

Cam:

Timing:

Technical note

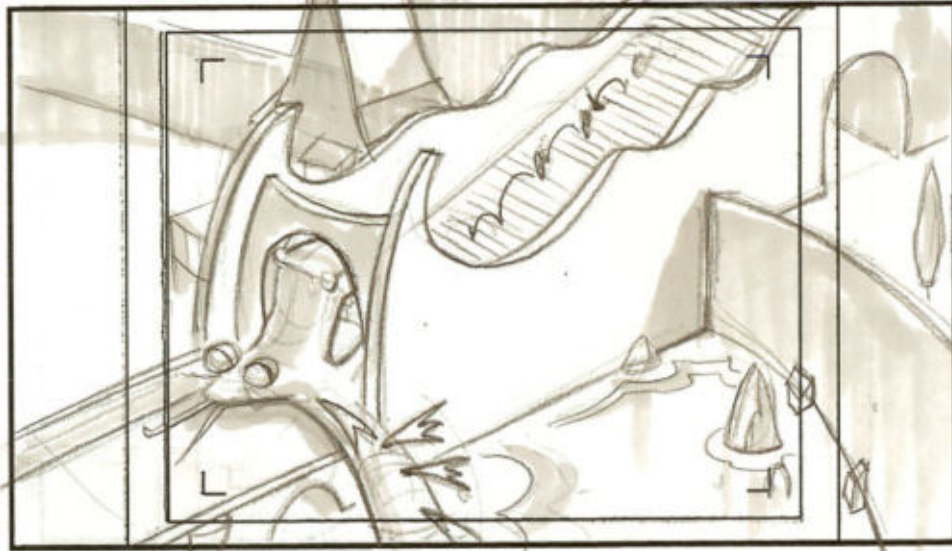
Action :

HE DUCKS BEHIND THE DUMMY.

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

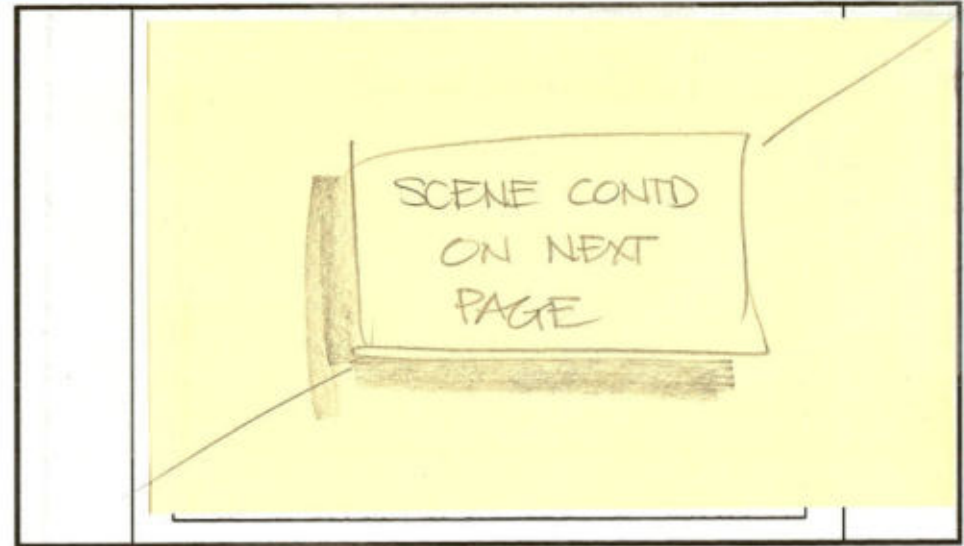
Timing:

Technical note

Action : ANGLE ON GATEWAY THE SERPENT IS POISED AS THE DUMMY AND RA BOUNCE DOWN THE STAIRS TO ITS GAPING M.W.
Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

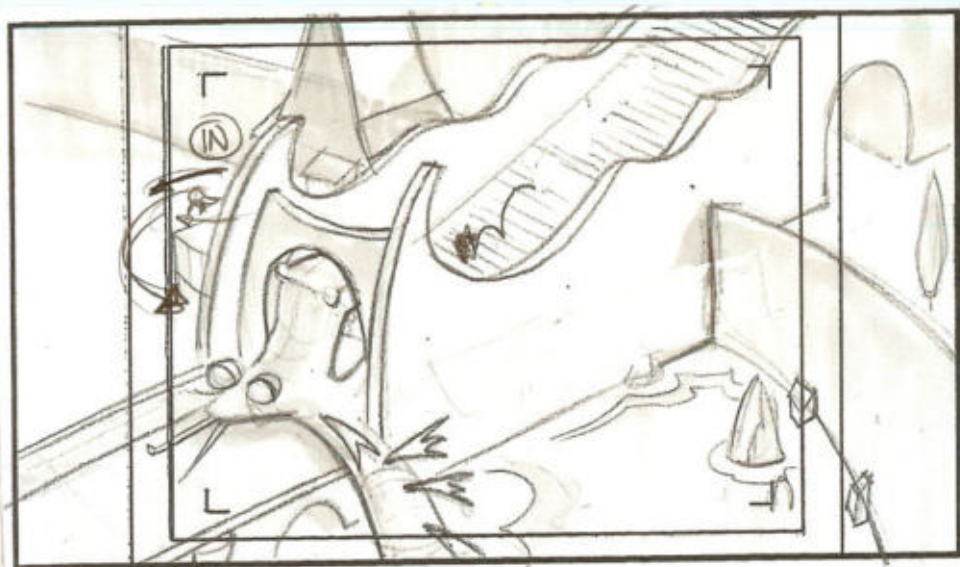
Technical note

Action :

Dialogue :

FX :

Director's note



SC: (CONTD) BG:

Cam:

Timing:

Technical note

Action : AND RACES TO SAVE HIS FRIEND.

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

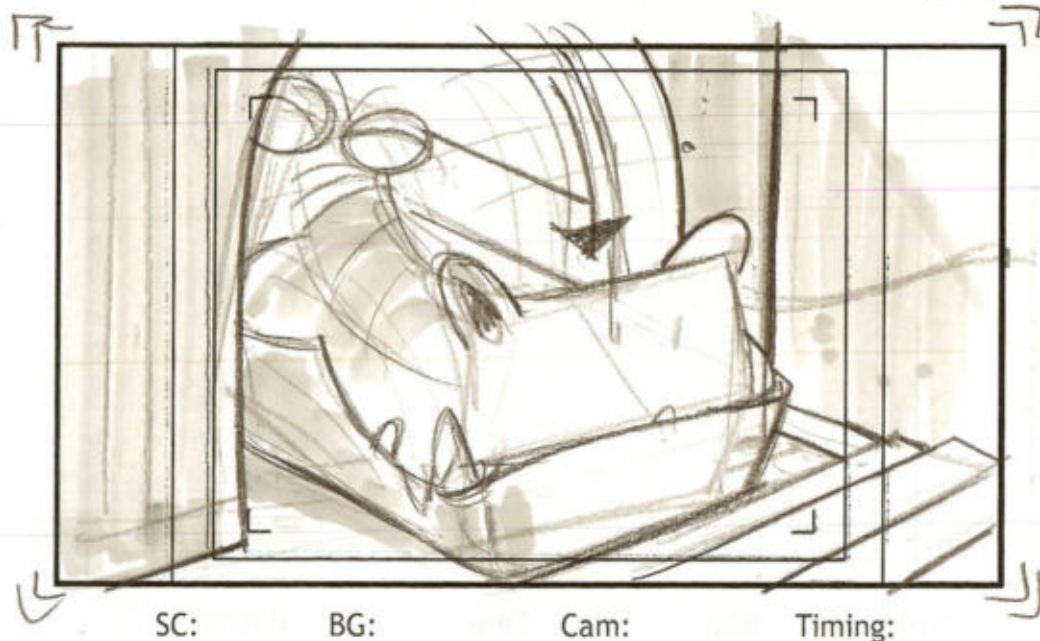
Technical note

Action : ANGLE ON GATEWAY. THE SERPENT'S MOUTH IS WIDE OPEN. RA & THE DUMMY BOUNCE IN...

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

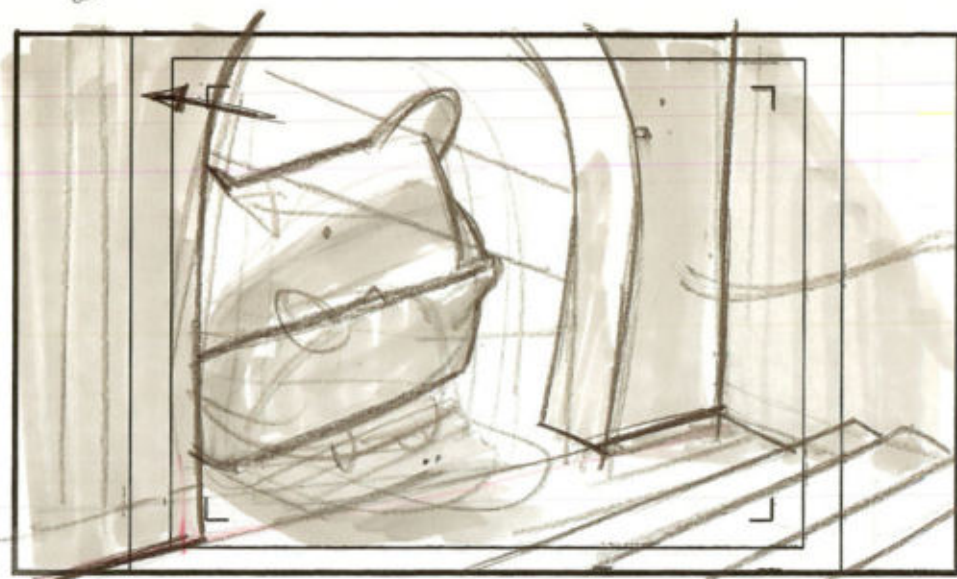
Action : ~~THE SEA MONSTER SNAPS HIS JAW SHUT..~~

CAM-SHAKE

Dialogue :

SFX : <STEEL TRAP SNAP>

Director's note



SC:

BG:

Cam:

Timing:

Technical note

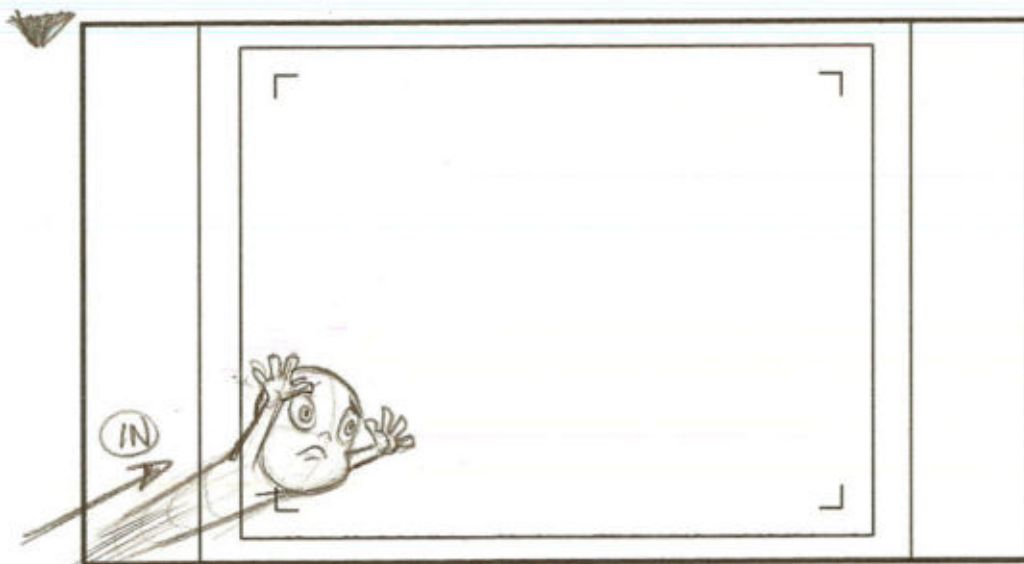
Action :

.. AND SLIDES BACK OUT.

Dialogue :

FX :

Director's note



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

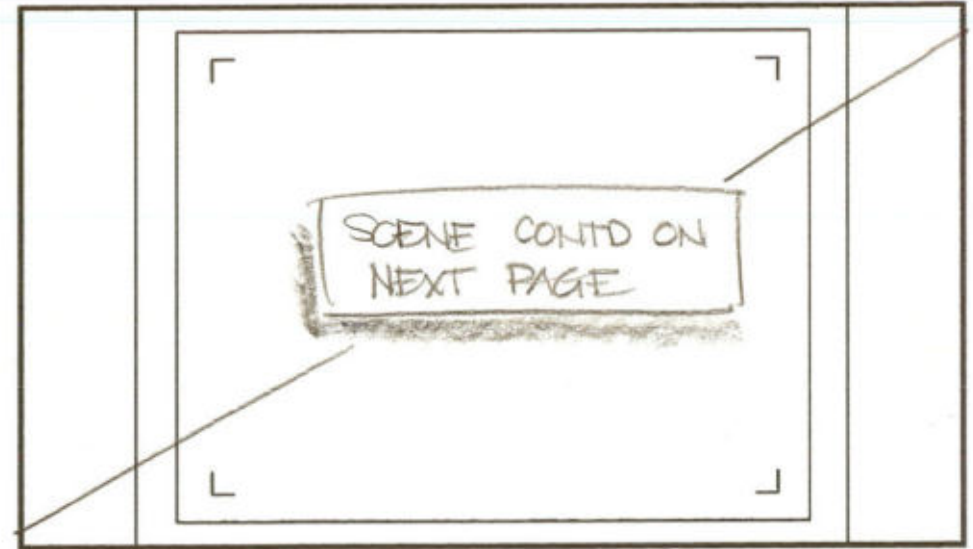
Technical note

Action : CASPER ROCKETS IN

Dialogue :

FX :

Director's note



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

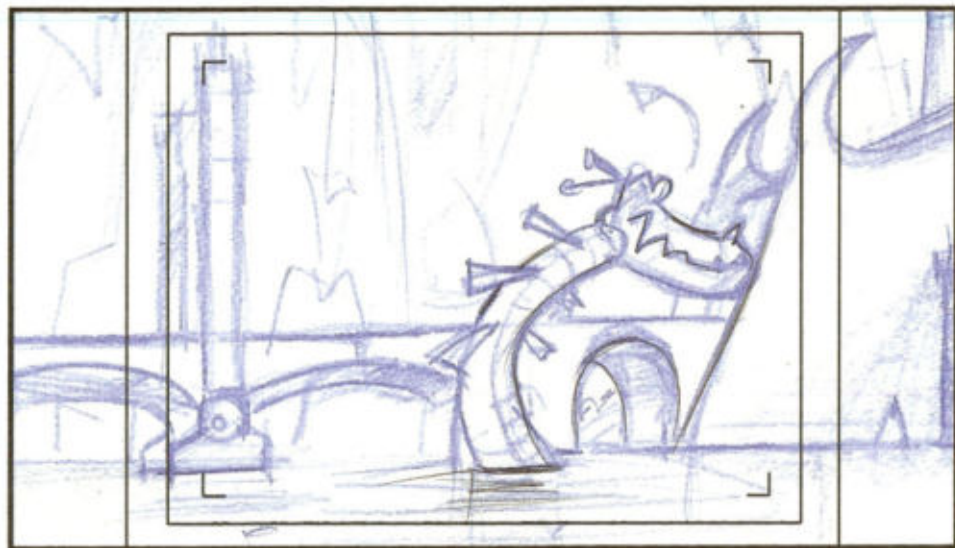
Technical note

Action :

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

Action : WIDE ON BRIDGE. THE SEA MONSTER STRAIGHTENS UP..

Dialogue :

FX :

Director's note



SC: (CONT'D)

BG:

Cam:

Timing:

Technical note

Action :

SWALLOWS

Dialogue :

THE MONSTER SWALLOWS

FX :

Director's note



SC:

BG:

Cam:

Timing:

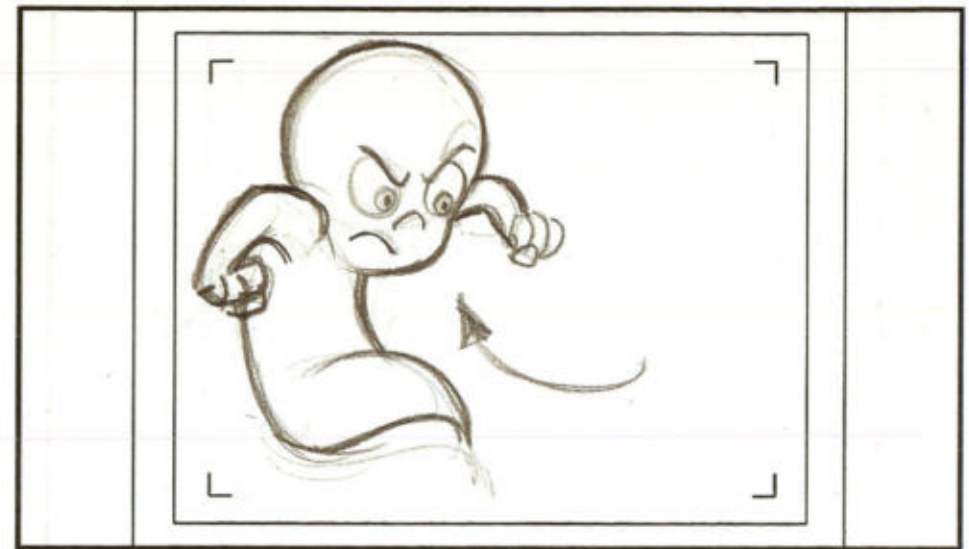
Technical note

Action : CASPER GASPS IN SHOCK.

Dialogue :

FX :

Director's note



SC: (CONTD) BG:

Cam:

Timing:

Technical note

Action : HE ANTS BACK

Dialogue :

FX :

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

Technical note

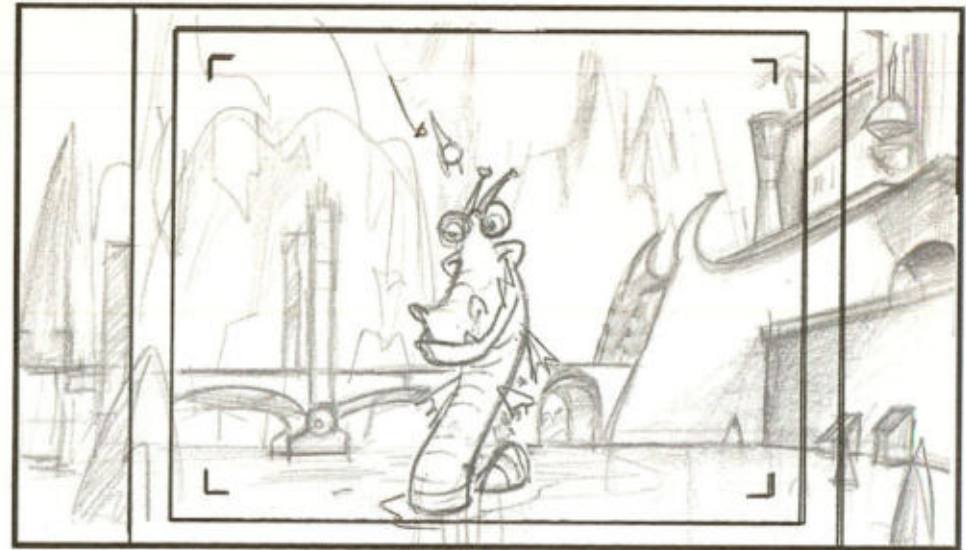
OUT

Action : THEN ZOOMS OUT

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

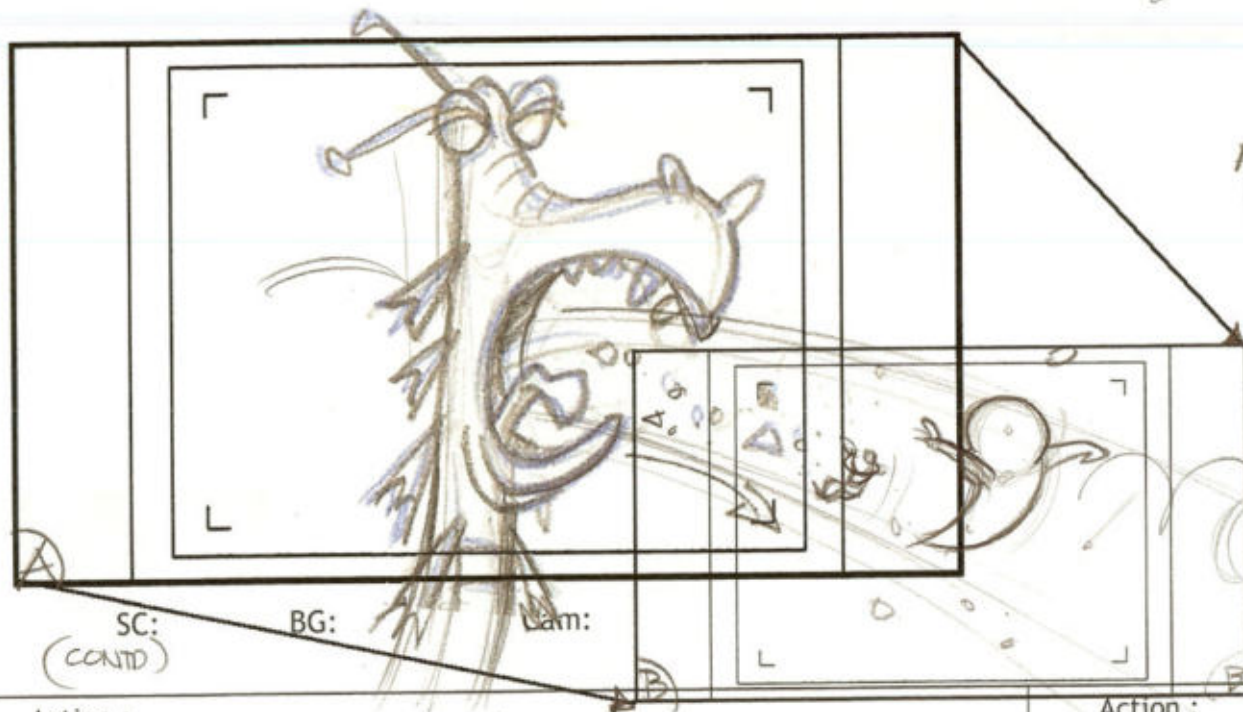
Technical note

Action : WIDE ON BRIDGE. THE SEA MONSTER
SWIMS AWAY, CASPER ZOOMS AFTER HIM

Dialogue :

FX : <WATER>

Director's note



PAN & TRUCK IN (A) -> (B)
AS THE SEA MONSTER BLECHS OUT
PA & CASPER

SC:
(CONTD)

BG:

Cam:

Action :

'BLEECH' "

Dialogue :

FX :

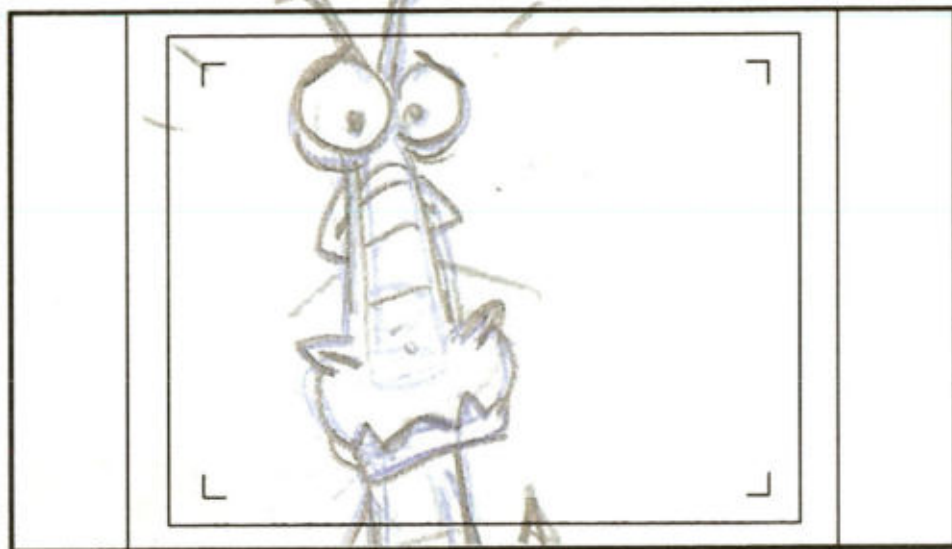
Director's note

Action :

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

Action :

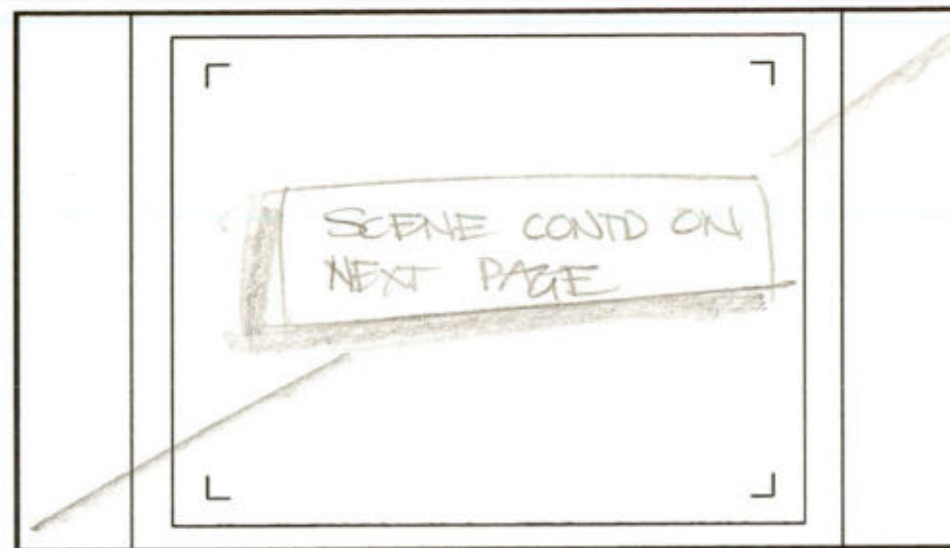
(START POSE)

Dialogue :

CLOSER ON SEA MONSTER

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

Action :

Dialogue :

FX :

Director's note

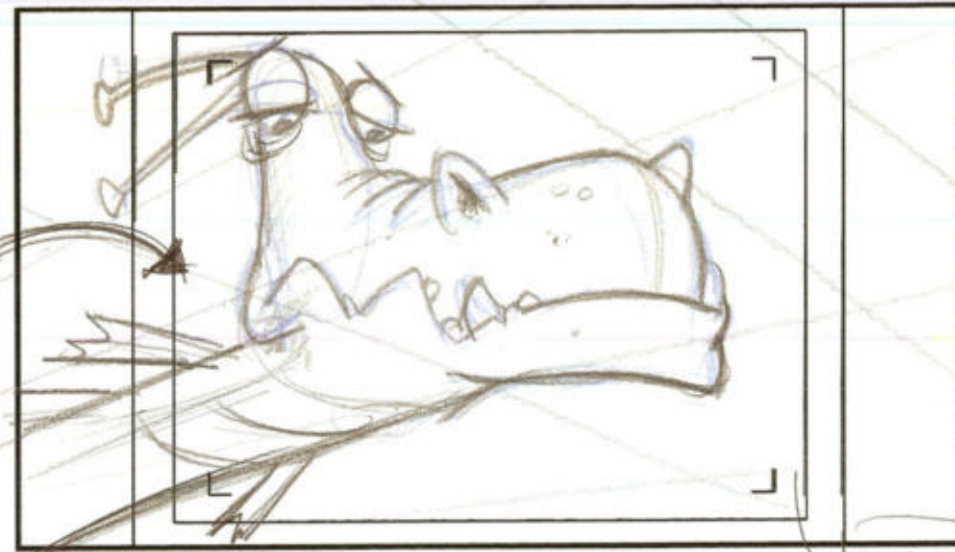


SC: (CONT'D) BG:

Cam:

Timing:

Technical note



SC: (CONT'D) BG:

Cam:

Timing:

Technical note

GRID FOR REF ONLY

Action : RA FLIES OUT OF SCENE.

Dialogue :

FX :

Director's note

Action : THE SEA MONSTER LEANS IN.

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

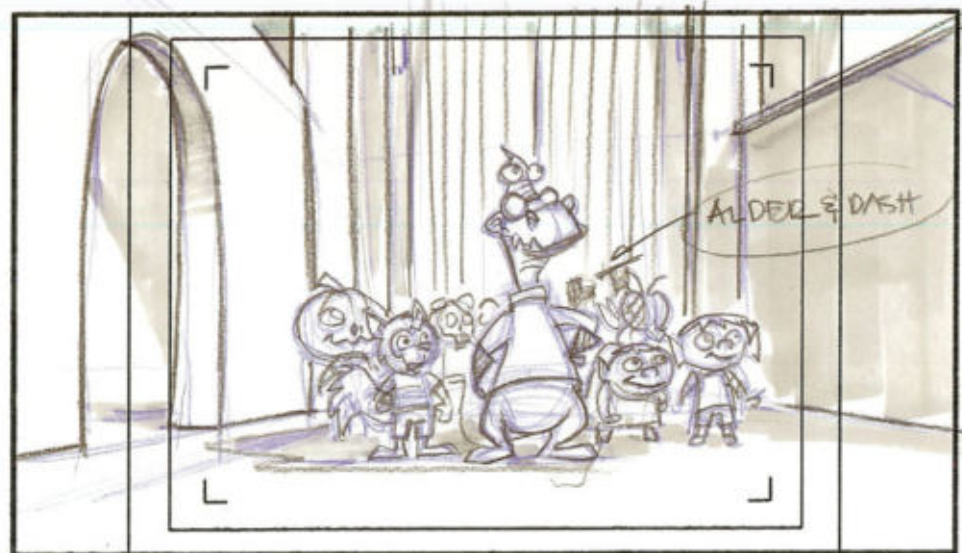
Technical note

Action : CASPER HOLDING RA FLOAT UP INTO SCENE
RA WAVES TO HIS FRIEND.

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

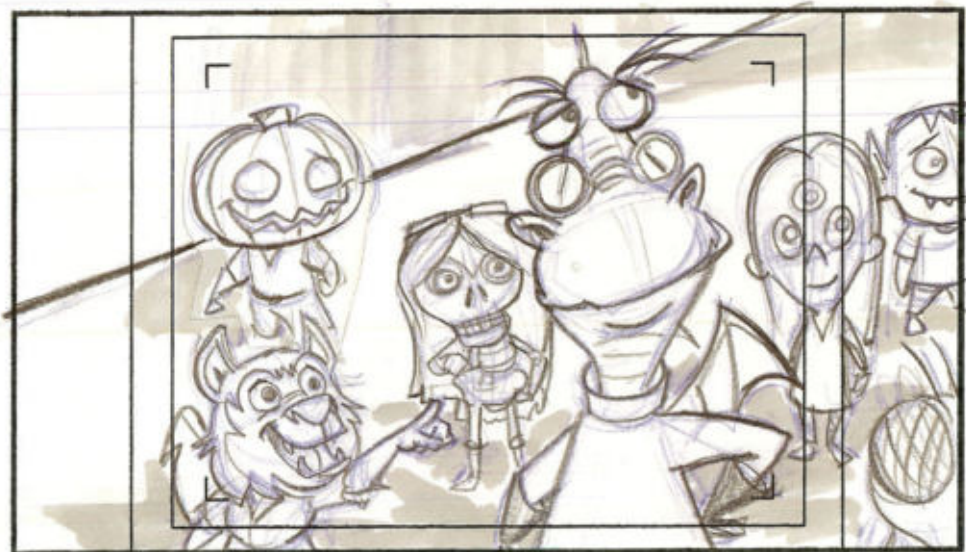
Timing:

Technical note

Action : ANGLE ON SCHOOLS' FRONT ENTRANCE
PROFESSOR BURNS AND THE KIDS HAVE BEEN
WATCHING THE ACTION. ALDER DASH ARE STANDING
Dialogue : NEAR THE DOORS

FX :

Director's note



SC: BG: Cam: Timing:

Technical note

Action : CLOSE ON PROFESSOR BURNS AND THE KIDS WOLFIE IS POINTING UP AT AS CASPER'S RA

Dialogue :
(100) WOLFIE:
CASPER SAVED RA!

FX :

Director's note



SC:(CONTO) BG: Cam: Timing:

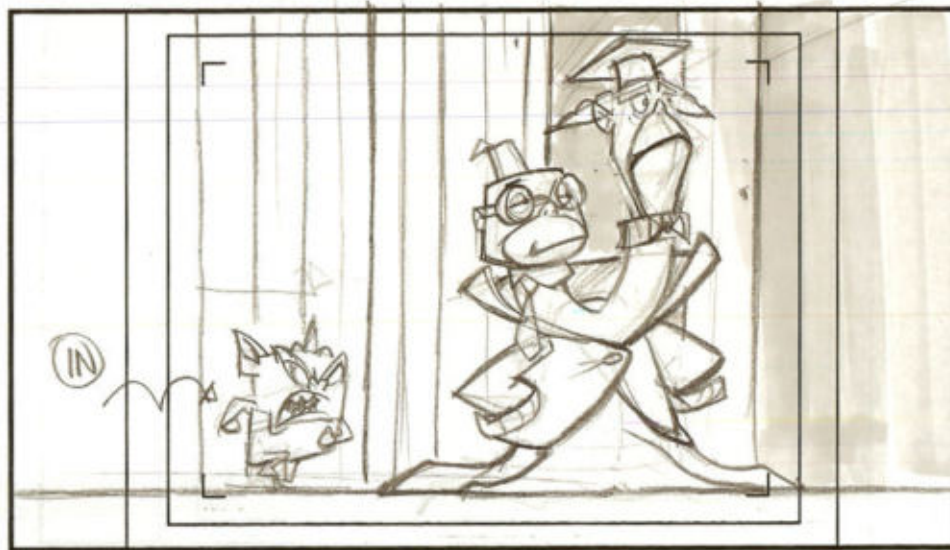
Technical note

Action : BURNS TURNS TO WOLFIE.

Dialogue : (100) PROFESSOR BURNS: (DISAPPOINTED)
BUT THE FLESHIE'S NO MORE.

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

Action : ANGLE ON ALDER & DASH STANDING BY THE DOORS . SHORT GARGOYLE STOMPS IN .

Dialogue : 110 GARGOYLE:
KIBOSH JUST CALLED .

FX :

Director's note



SC: (CONTD) BG:

Cam:

Timing:

Technical note

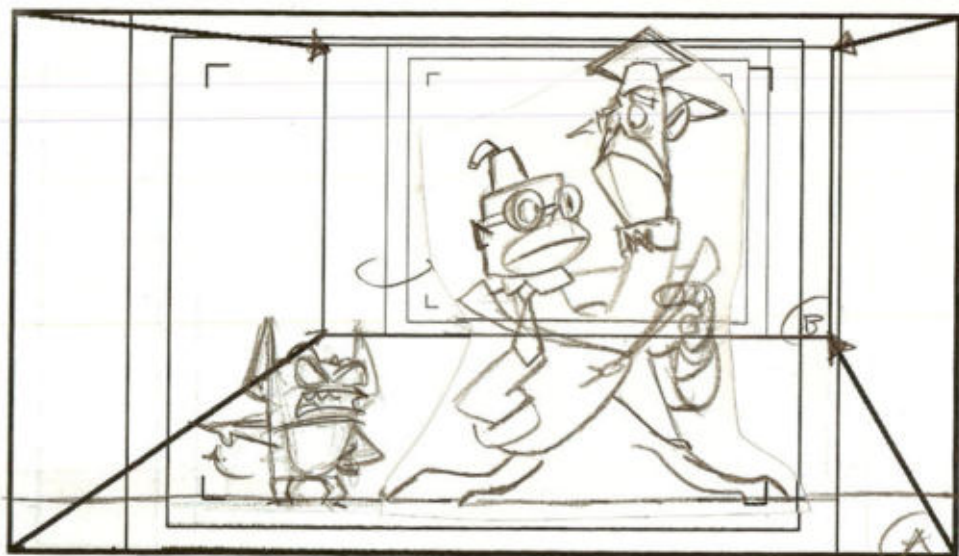
Action :

Dialogue : 110 GARGOYLE: (CONTD)
HE SAY'S HE COMIN' TO SEE DA FLESHIE
YOUSE CAUGHT .. AND IF IT AINT HERE

FX :

Director's note





SC:

BG:

Cam:

Timing:

Technical note

TRUCK IN (A) → (B)

Action : TRUCK IN ON ALDER & DASH AS THEY
TURN TO EACH OTHER

Dialogue : (110) GARGOYLE (CONTD)

.. HE'S SENDING YOUSE TO...

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

Action : THE SHIVER

Dialogue : (110) GARGOYLE : (OS) (CONTD)

.. THE VALLEY..

FX :

Director's note



SC: BG: Cam: Timing:

Technical note

Action :

Dialogue : 110 GARGOYLE (OS) (CONTD)
 .. OF THE ..

FX :

Director's note



SC: BG: Cam: Timing:

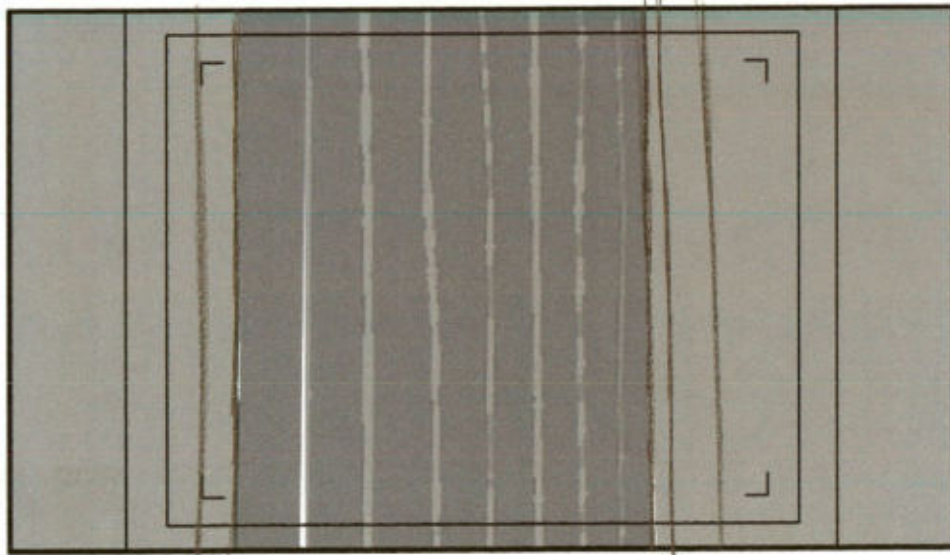
Technical note

Action :

Dialogue : 110 GARGOYLE (OS) (CONTD)
 .. SMELLY ARMPITS ..

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

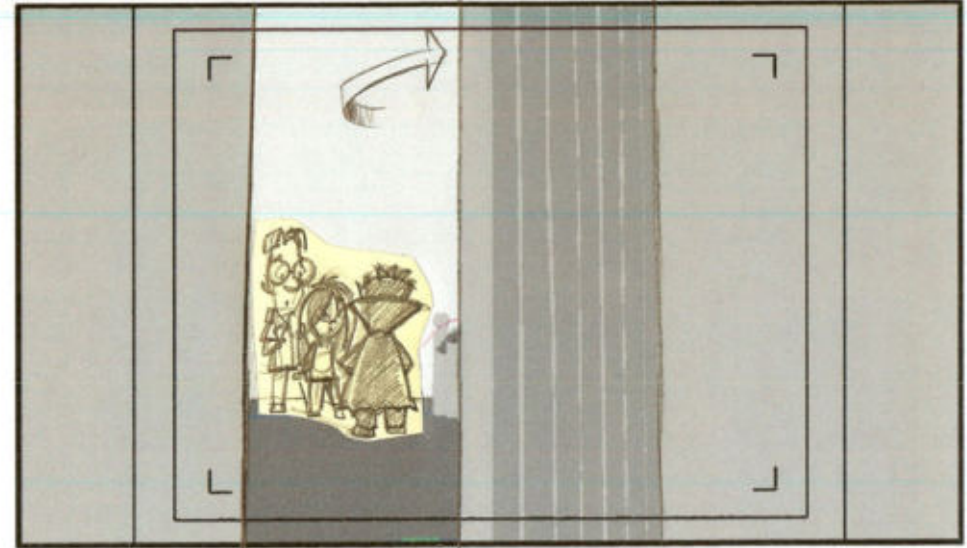
Action : INT. NIGHTWATCHMAN'S HOUSE.
ANGLE ON DOOR

Dialogue : (112) THATZU:

I'M GOING TO...

FX:

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

Technical note

Action : THE DOOR OPENS AND WE SEE THATZU
BLOCKING MANTHA & MR BRADLEY.

Dialogue : (112) THATZU: (CONT'D)

..TELL KIBOSH EVERYTHING AND YOU'LL BE
EXPELLED .. OR ..

FX:

Director's note



SC:

BG:

Cam:

Timing:

Technical note

Action : CLOSE ON JIMMY STANDING IN THE NIGHT WATCHMAN'S DOORWAY,

Dialogue : (112) THATCH : (CONT'D) (OS) :

..BANISHED..

FX : (SHADOW)

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

Technical note

Action :

HIS EXPRESSION HARDENS.

Dialogue : (112) THATCH : (CONT'D) (OS) :

..OR WORSE!..

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note



SC: (CONT'D) BG:

Cam:

Timing:

Technical note

Action :

ANGLE ON THATCH BEHIND HIM JIMMY, IN THE SHADOWS, b.

Dialogue :

FX :

Director's note

Action :

.. OPENS THE DOOR WIDER. THATCH REACTS TO THE NOISE BEHIND HIM. "

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

Action :

Dialogue : (12) FLESHIE :

ANOTHER FLESHIE ?

FX :

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

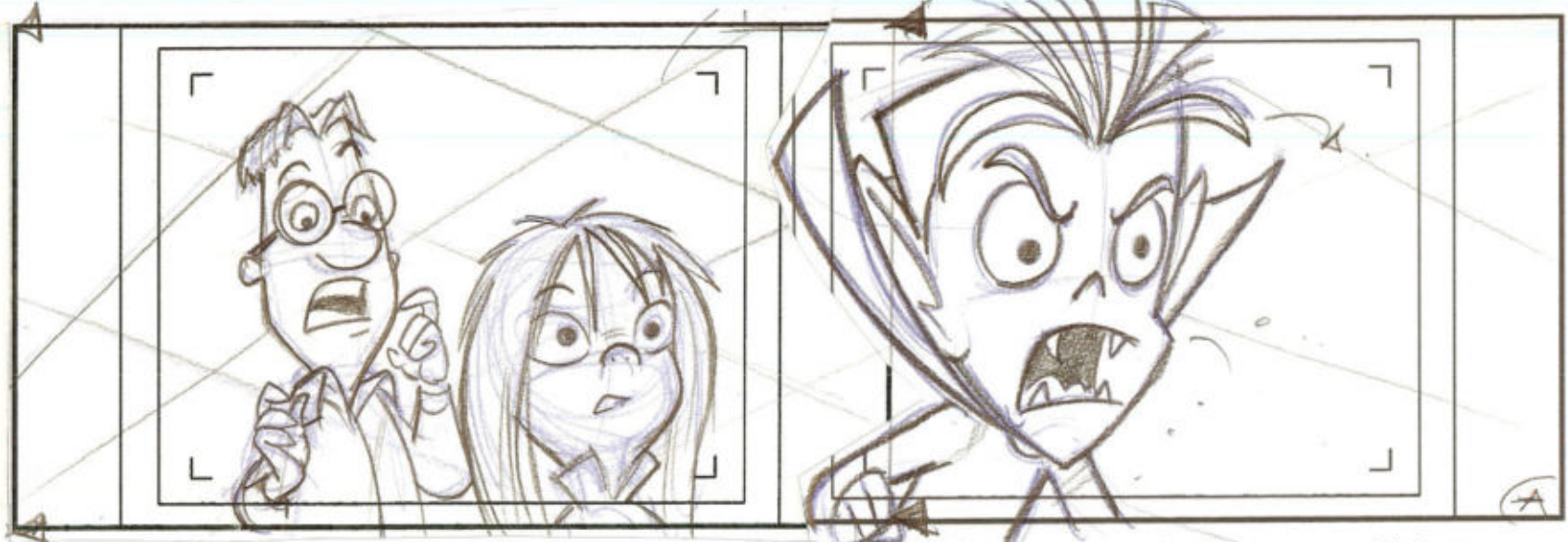
Technical note

Action : JIMMY STEPS OUT OF THE SHADOW.

Dialogue :

FX :

Director's note



PAN FROM THATZH
TO MANTHA AND
MR BRADLEY.

SC:

BG:

Cam:

Timing:

Technical note

SC:

BG:

Cam:

Timing:

Technical note

PAN (A) → (B)

Action :

Dialogue :

(113) MR. BRADLEY:
JIMMY!

FX :

Director's note

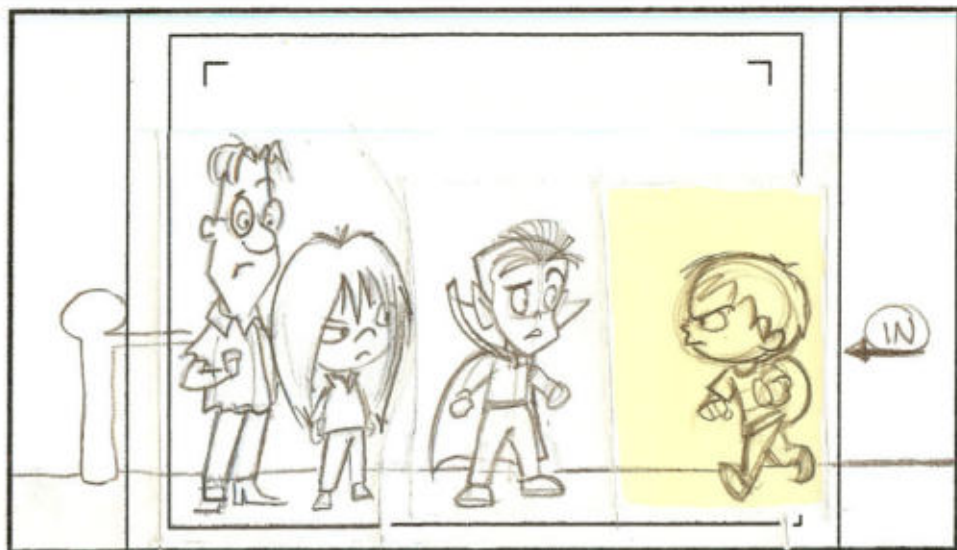
Action :

Dialogue :

(112) THATZH (CONTD)
YOU ? ! ?

FX :

Director's note



SC:

BG: S/A

Cam:

Timing:

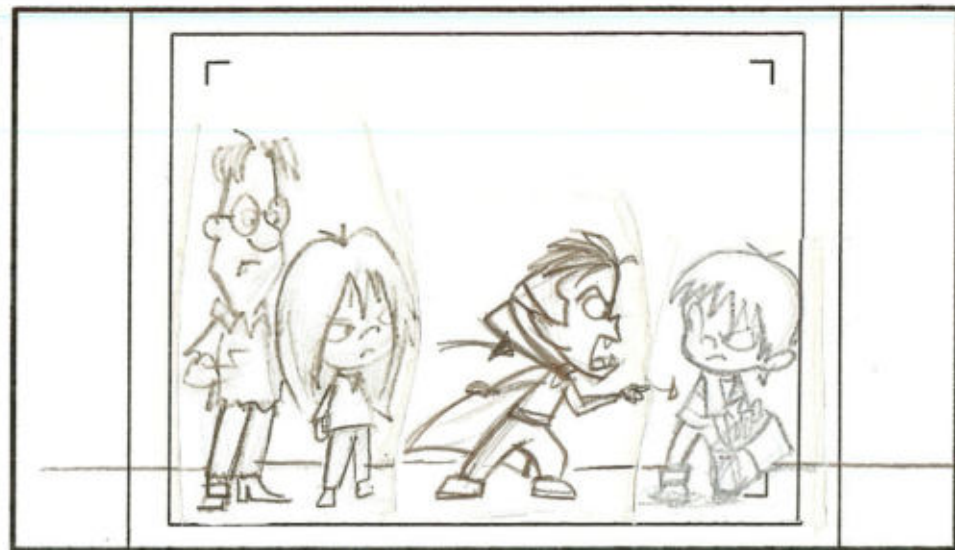
Technical note

Action : WIDE ON THE GROUP.
JIMMY WALKS IN.

Dialogue :

FX :

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

Technical note

Action : THATCH LEANS IN CLOSER TO JIMMY, WHO
REACHES INTO HIS BAG.

Dialogue : (114) THATCH :
ALL THREE OF YOU...

FX :

Director's note



HU



SC:

BG:

Cam:

Timing:

Technical note

Action :

(START POSE)

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

Action : CLOSER ON THATCH AND JIMMY.

Dialogue : (14) THATCH :

.. WILL BE ...

FX :

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

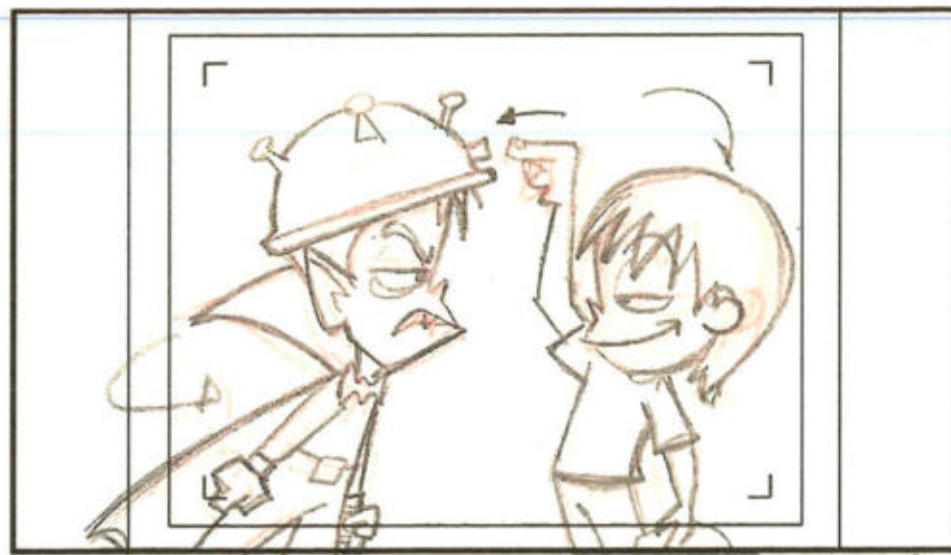
Technical note

Action : JIMMY WHIPS OUT THE MIND SCRAMBLER
PLACING IT ON THATCH'S HEAD,

Dialogue :

FX :

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

Technical note

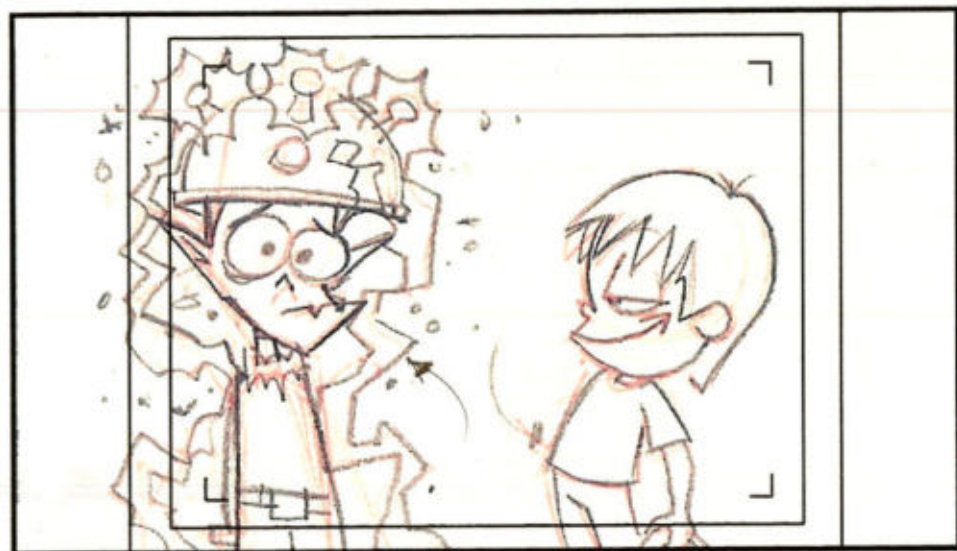
Action :

THATCH TURNS ANGRILY TO JIMMY, WHO
PUSHES THE BUTTON ON THE DEVICE

Dialogue :

FX :

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

Technical note

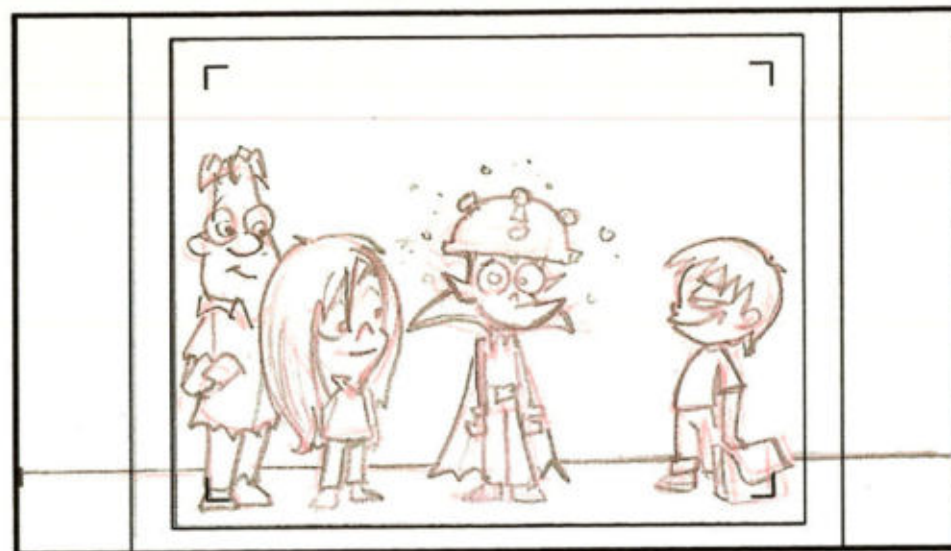
Action :

"ZAP"

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

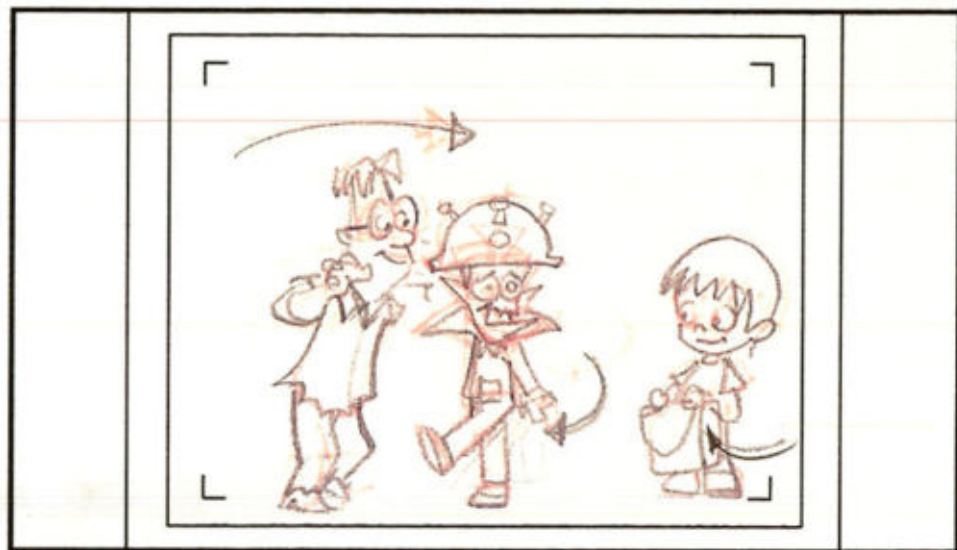
Action :

WIDE ON GROUP - THATCH LOOKS STUNNED

Dialogue :

FX :

Director's note



SC: (CONTD) BG:

Cam:

Timing:

Technical note

Action : MR BRADLEY STEPS PAST MANTIA REACHING
FOR THE MIND SCRAMBLER. THATCH WALKS STIFFLY ..

Dialogue :

(14) THATCH: (CONTD)

.. YAAAANG

FX :

Director's note



SC: (CONTD) BG:

Cam:

Timing:

Technical note

Action :

.. OUT OF SCENE... SMOKE DRIFTS OFF HIS HEAD.

Dialogue : (14) THATCH: (CONTD)

.. MMNONG SNA BBIFPLE ! ..

FX : (SMOKE) .

Director's note



Hu



SC: (CONT'D) BG:

Cam:

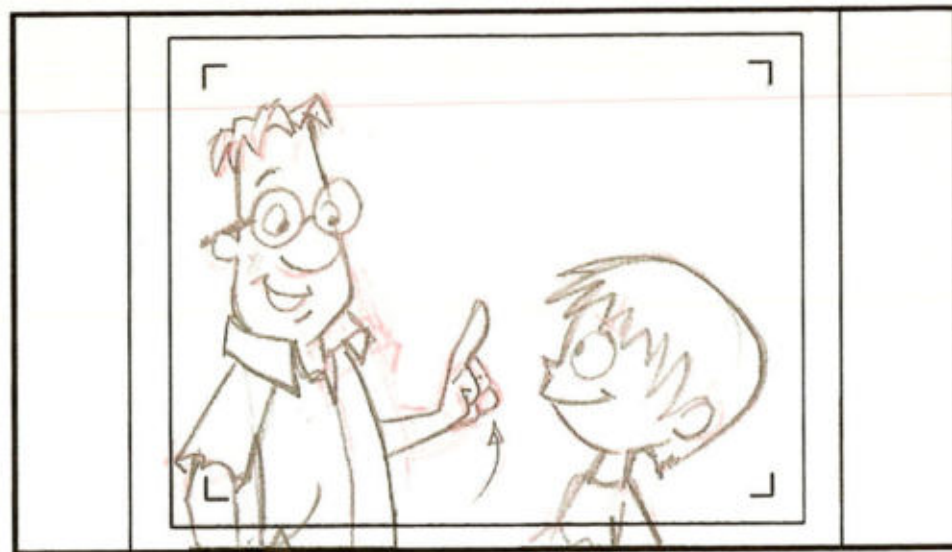
Timing:

Technical note

Action : MANTHA WATCHES THATTH

Dialogue : (115) MR BRADLEY:
MY MIND-ERASER!FX : <SMOKE>
THATTH: <GARBLED DIALOG>

Director's note



SC:

BG:

Cam:

Timing:

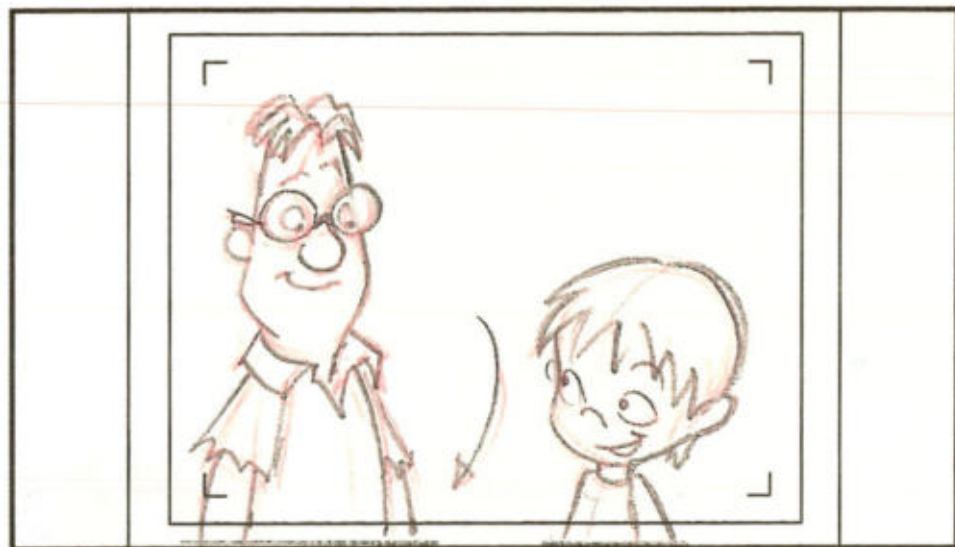
Technical note

Action : CLOSE ON JIMMY AND HIS DAD.

Dialogue : (115) MR BRADLEY: (CONT'D)
NICE JOB, SON!

FX :

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

Technical note

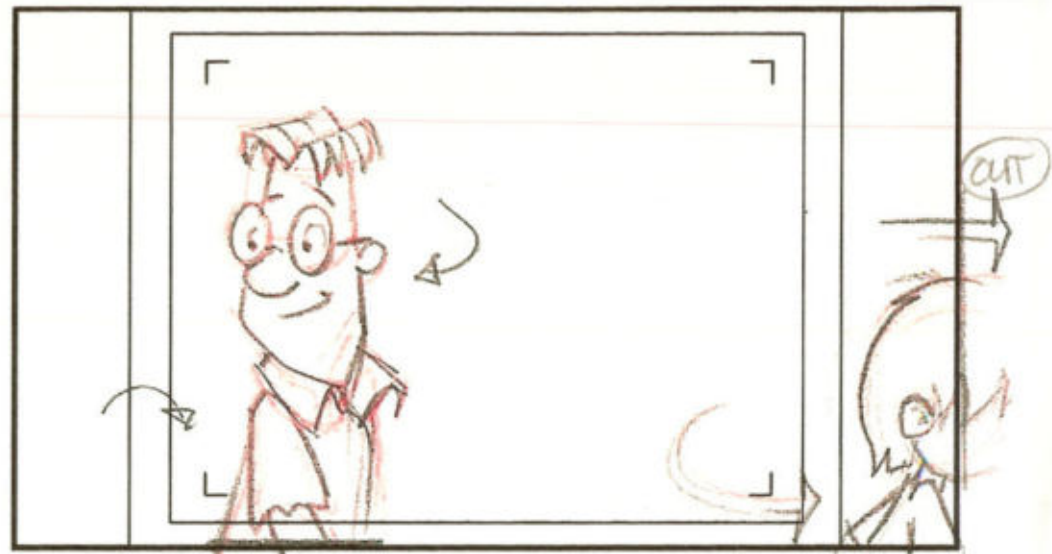
Action :

Dialogue : (116) JIMMY :

LET'S GET OUT OF HERE, DAD.

FX :

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

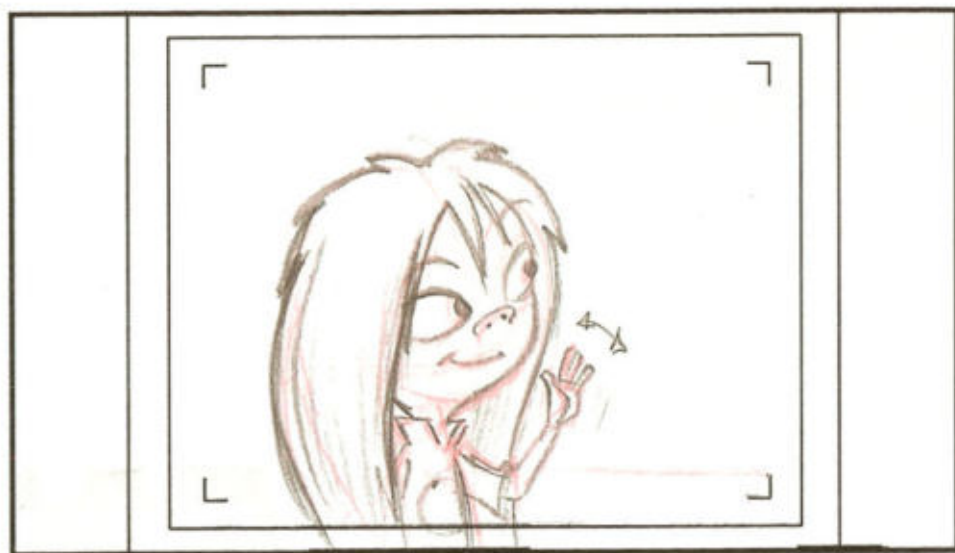
Technical note

Action : JIMMY TURNS AND EXITS. MR. BRADLEY
STOPS AND TURNS BACK TO MANTHA.

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

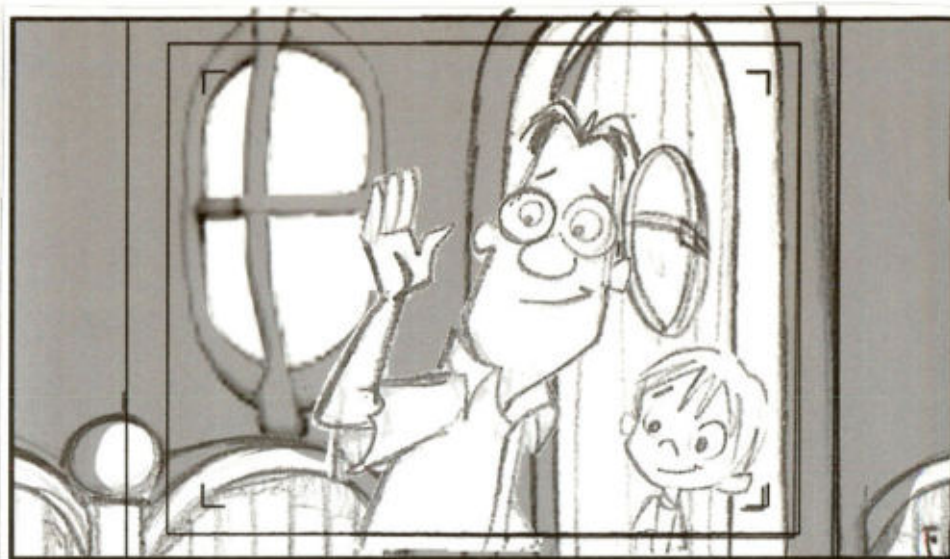
Technical note

Action : ANGLE ON MANTHA WAVING

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

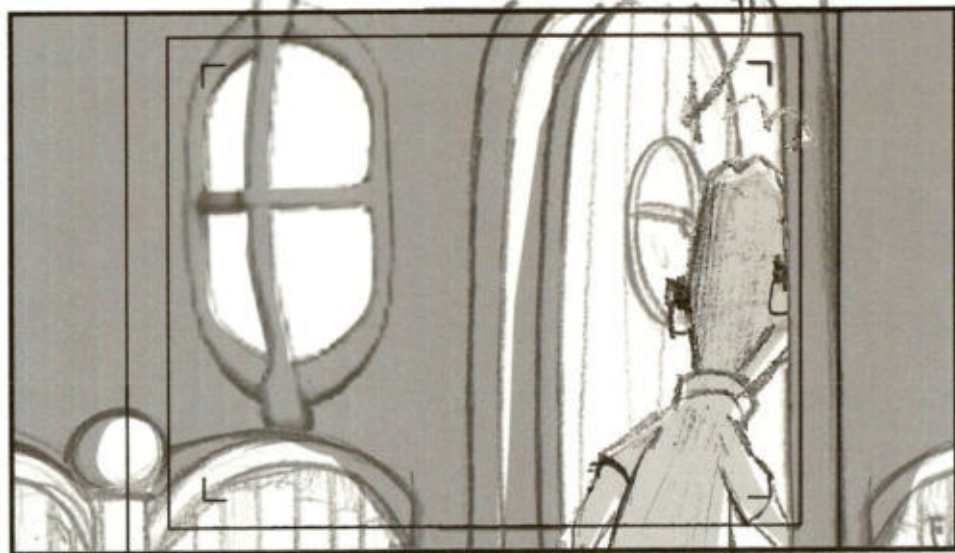
Technical note

Action : ANGLE ON MR BRADLEY WAVING BACK.
JIMMY IS ALREADY IN THE HOUSE, HE LOOKS
BACK AT HIS DAD AND MANTHA.

Dialogue :

FX :

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

Technical note

<BEAT>



SC: (CONT'D) BG:

Cam:

Timing:

Technical note

Action : MR. BRADLEY TURNS AND ENTERS THE HOUSE

Dialogue :

FX :

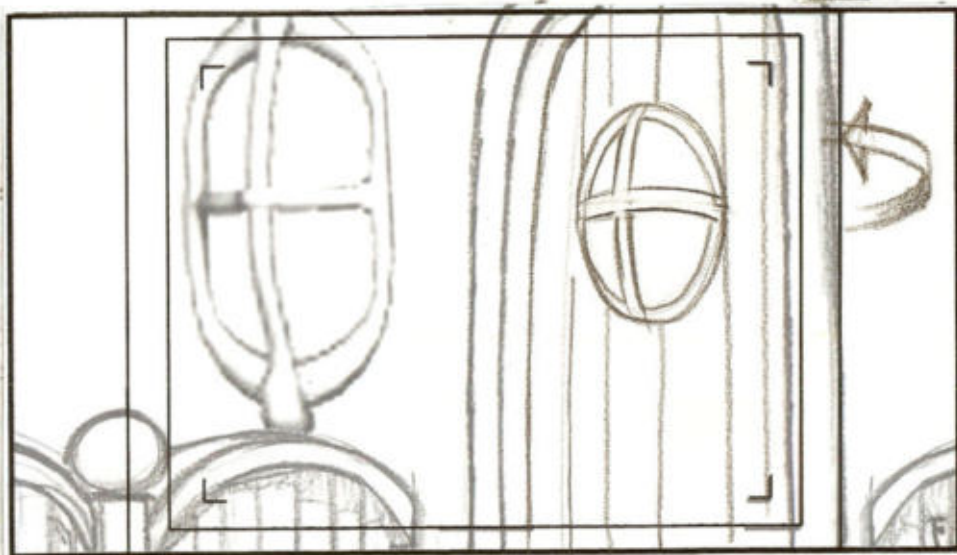
Director's note

Action : A BRIGHT LIGHT FLASHES

Dialogue :

FX : <BOT. LIT LIGHT>

Director's note



SC: (CONTD) BG:

Cam:

Timing:

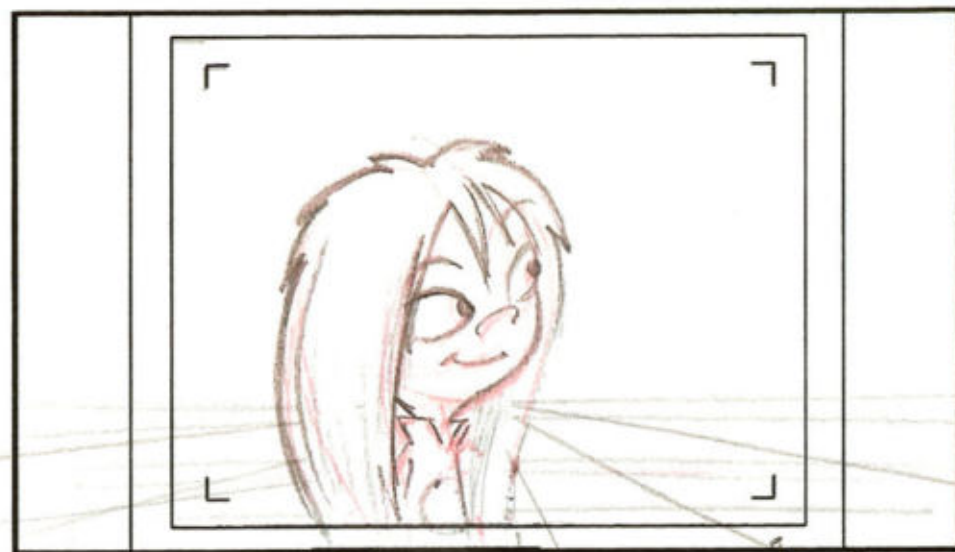
Technical note

Action : THE DOOR SLAMS SHUT, THE LIGHT
SNAPS OFF.

Dialogue :

FX :

Director's note



SC:

BG: S/A

Cam:

Timing:

Technical note

Action : ANGLE ON MANTHA

Dialogue :

FX :

Director's note

GRID FOR
REF. ONLY



SC: (CONT'D) BG:

Cam:

Timing:

Technical note

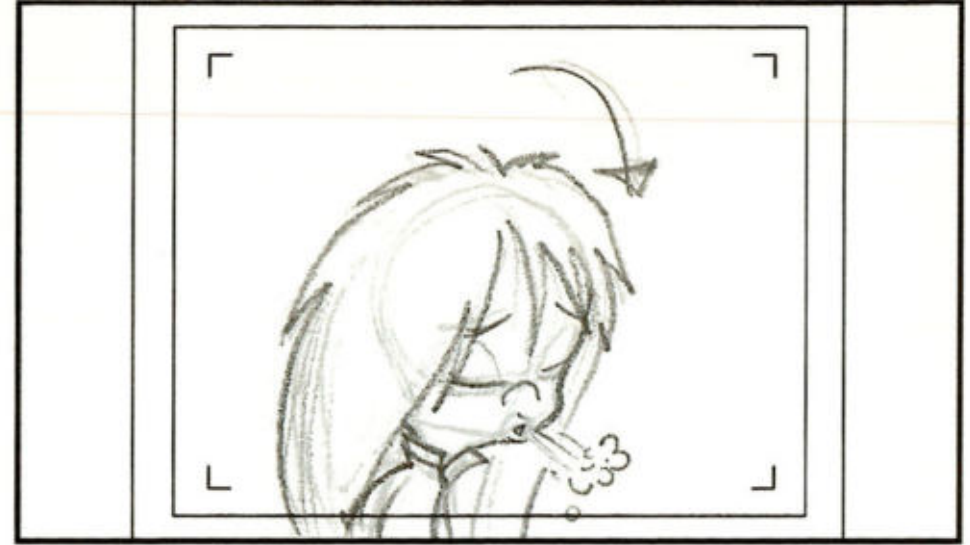
Action :

SHE SIGHS

Dialogue :

FX :

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

Technical note

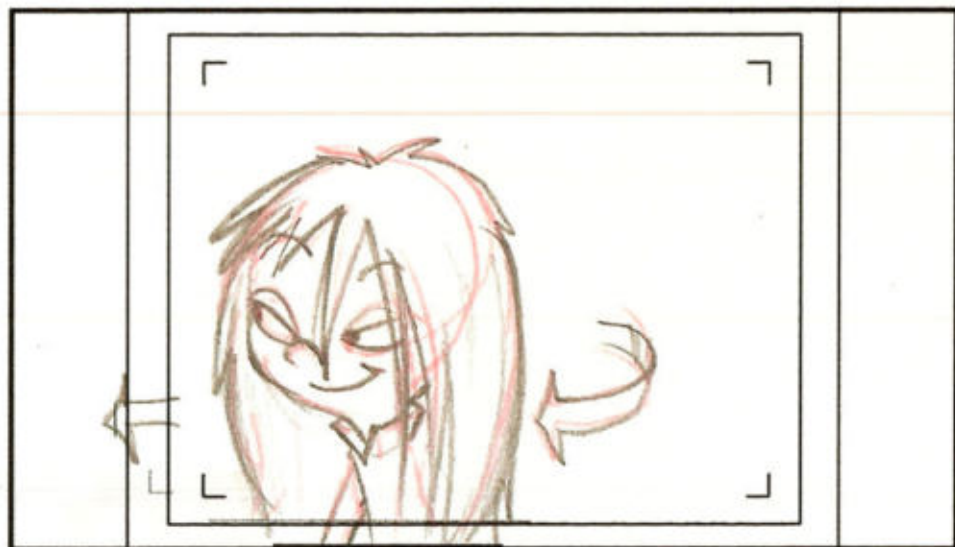
Action :

Dialogue :

MANITHA
< WHEW ! >

FX :

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

Technical note

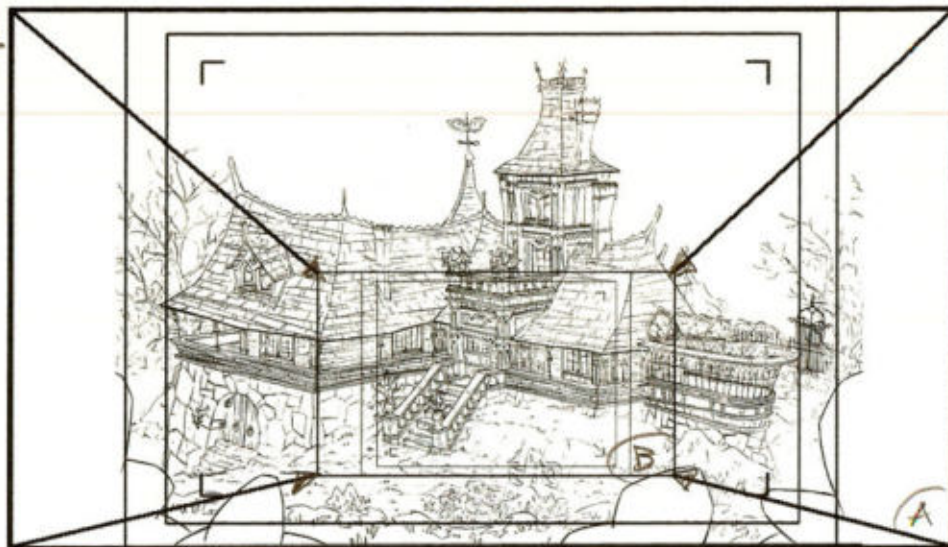
Action :

SMILING SHE EXITS.

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

Action : EXT. UNCLE'S MANOR - DAY
TRUCK IN

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

Action : CLOSE ON UNCLE'S MANOR FRONT DOOR.

Dialogue :

FX :

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

Technical note

Action : THE DOOR OPENS, JIMMY AND MR. BRADLEY, SPEAKING ON HIS CELLPHONE STEP OUT ON THE FRONT PORCH

Dialogue :

(117) MR. BRADLEY :

CREATURE CATCHER SUPPLY?

FX :

Director's note



SC: BG: Cam: Timing:

Technical note

Action : CLOSE ON MR BRADLEY

Dialogue :

HU
POSE

FX :



(117) BRADLEY: (CONTD)

(BRADLEY HERE!) I'M GONNA
NEED TWO FRANKENFIZZLERS

Director's note



SC: (CONTD) BG: Cam: Timing:

Technical note

Action :

Dialogue :

..THREE ZOMBIE ZAPPERS..

FX :

Director's note



SC: (CONTD) BG:

Cam:

Timing:

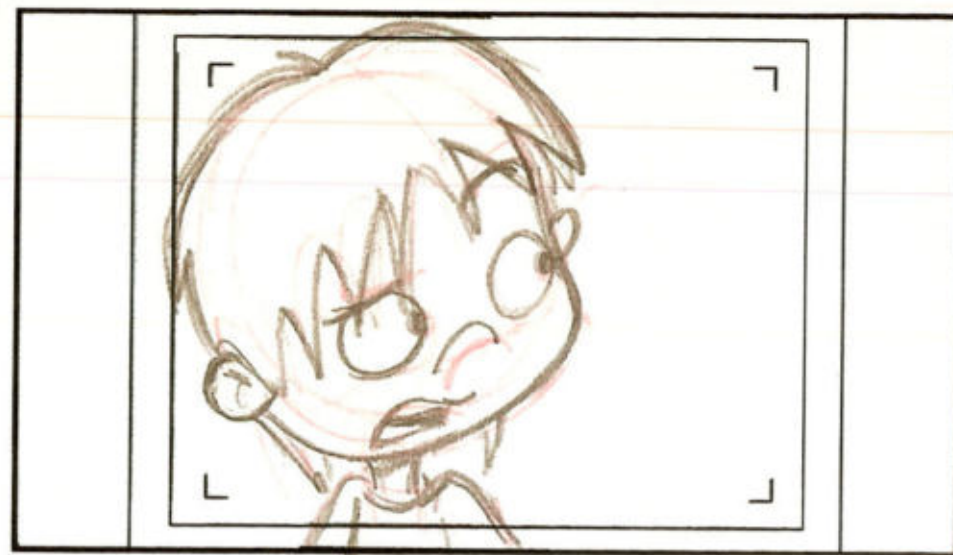
Technical note

Action :

Dialogue : (117) BRADLEY : (CONTD) .
 ..A DRAGON DROPPER..

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

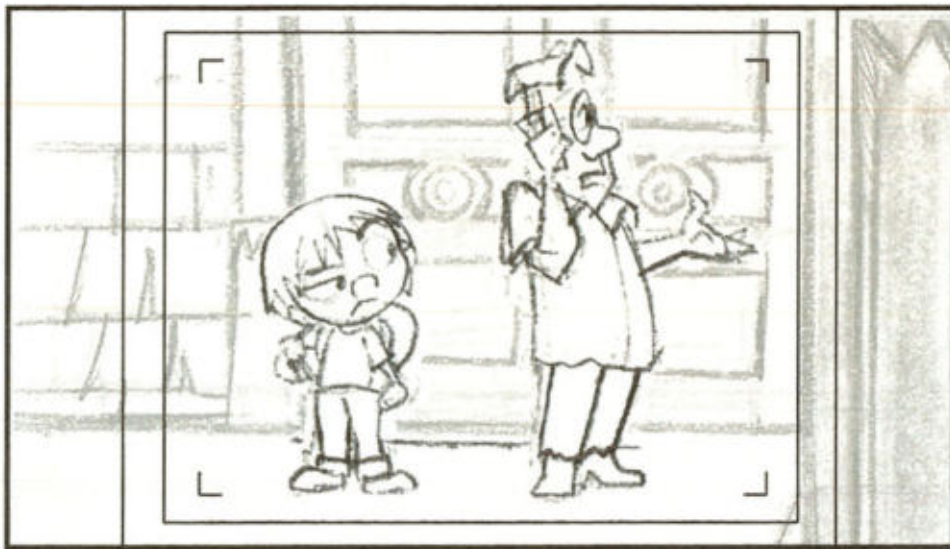
Action : CLOSE ON JIMMY

Dialogue : (118) JIMMY :

DAD, WHAT ARE YOU DOING?

FX :

Director's note



SC:

BG: S/A

Cam:

Timing:

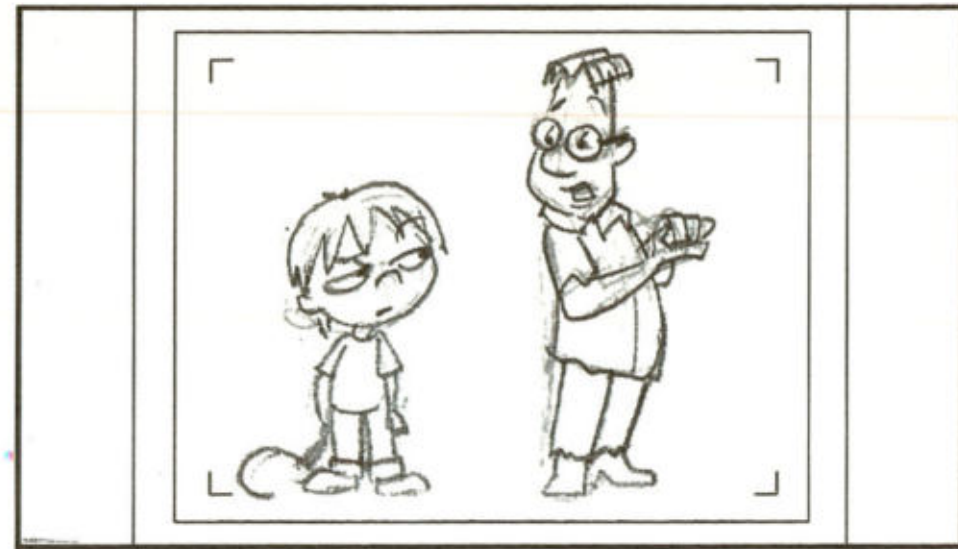
Technical note

Action: WIDE ON PORCH, BRADLEY STILL ON THE PHONE ..

Dialogue :

FX :

Director's note



SC: (CONT'D) BG:

Cam:

Timing:

Technical note

Action: .. JIMMY PUTS THE BAG DOWN. BRADLEY TURNS TO HIM.

Dialogue: (119) MR. BRADLEY:

WHAT DO YOU THINK? I'M GOING BACK TO TAKE THOSE CREATURES DOWN!

FX :

Director's note



SC: (CONTD) BG:

Cam:

Timing:

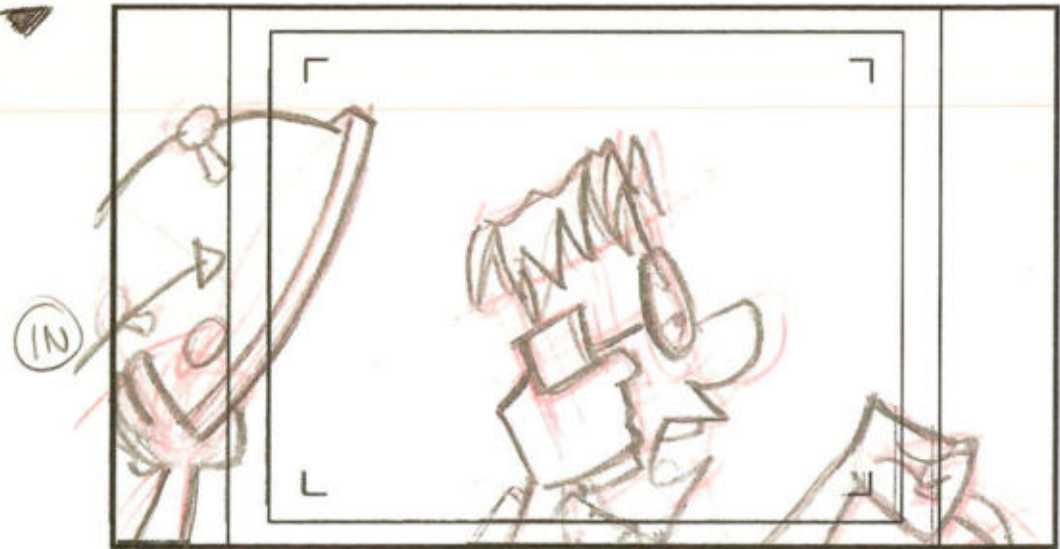
Technical note

Action : HE TURNS BACK TO THE PHONE

Dialogue : (119) MR BRADLEY : (CONTD)
A NEW ECTOR VAULT, ..

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

Action : CLOSE ON BRADLEY. JIMMY REACHES IN
WITH THE MIND-ERASER..Dialogue : (119) MR. BRADLEY : (CONTD)
..AND ONE OF THOSE...

FX :

Director's note



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

Technical note

Action : .. PLACING IT ON HIS DAD'S HEAD AND PUSHES THE BUTTON.

Dialogue :

" .

FX :

Director's note



SC: BG: Cam: Timing:

Technical note

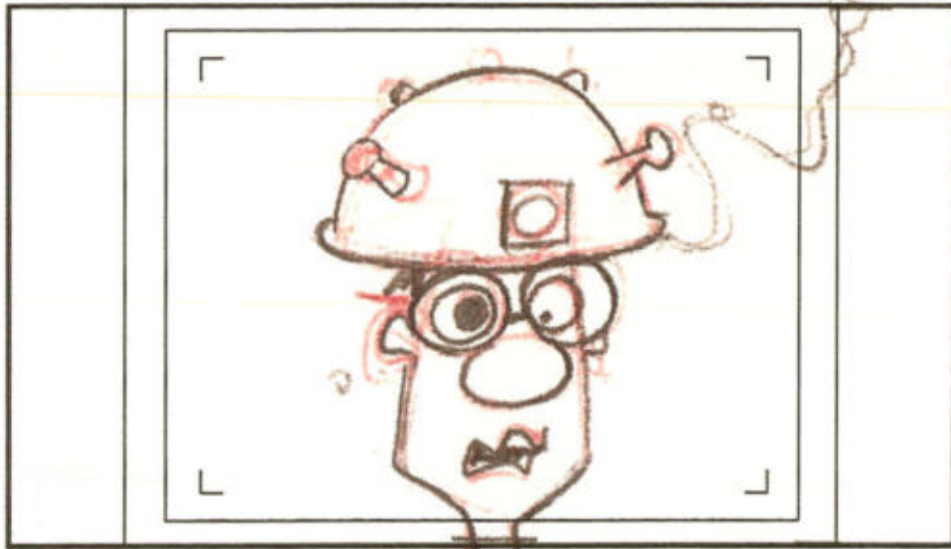
Action :

" ZAP "

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note

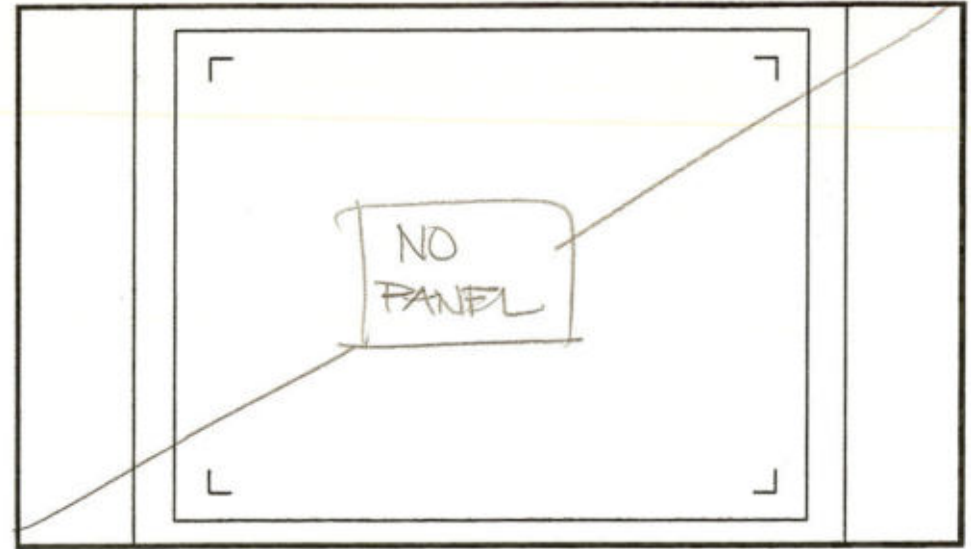
Action :

Dialogue : (120) BRADLEY: (CONTD)

- YAAANG! MONG...

FX: (SMOKE)

Director's note



SC:

BG:

Cam:

Timing:

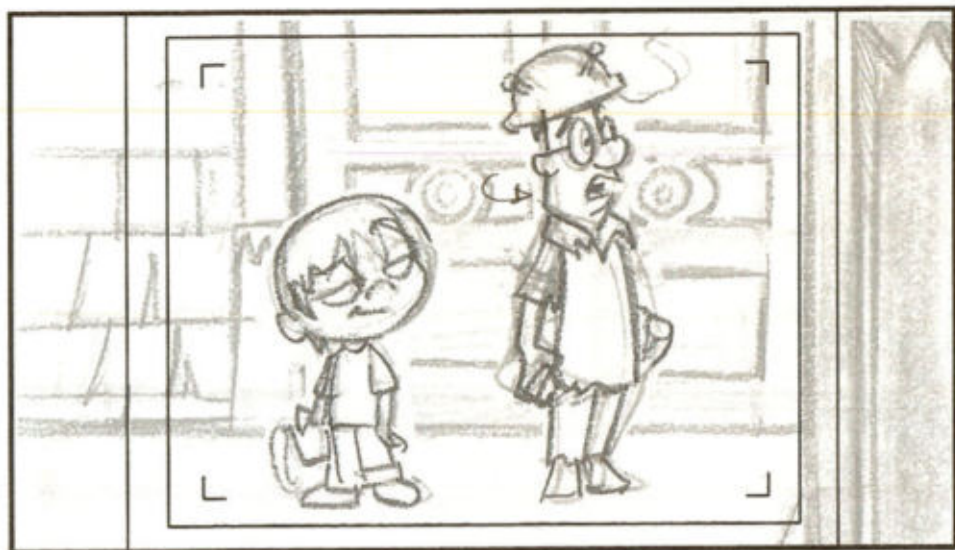
Technical note

Action :

Dialogue :

FX :

Director's note



SC:

BG:

(S/A)

Cam:

Timing:

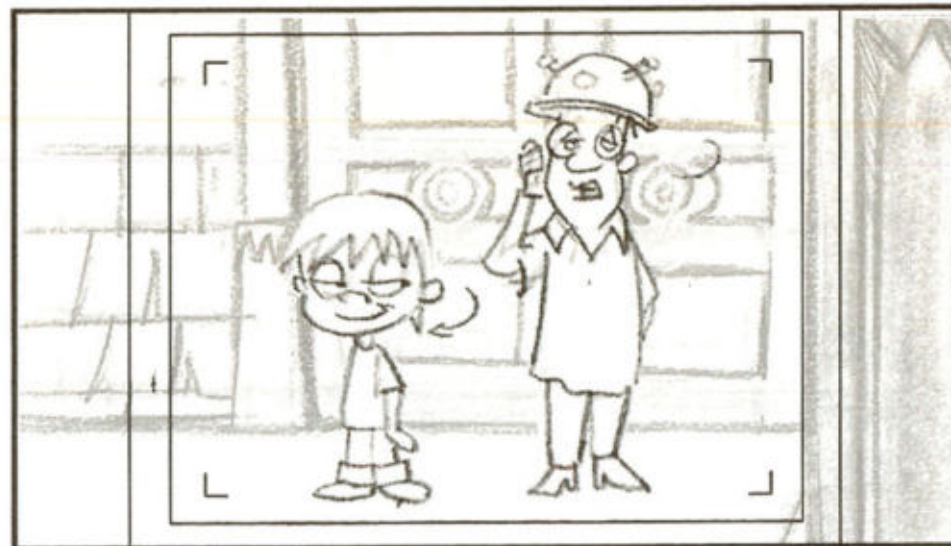
Technical note

Action : WIDE ON JIMMY AND HIS DAD ON THE PORCH

Dialogue : (120) BRADLEY: (CONTD)
SNARBITTLE... WHAT WAS I SAYING?

FX:

Director's note



SC:

BG:

Cam:

Timing:

Technical note

Action :

Dialogue : (120) MR BRADLEY: (CONTD)
.. WE NEED MILK.

FX:

Director's note