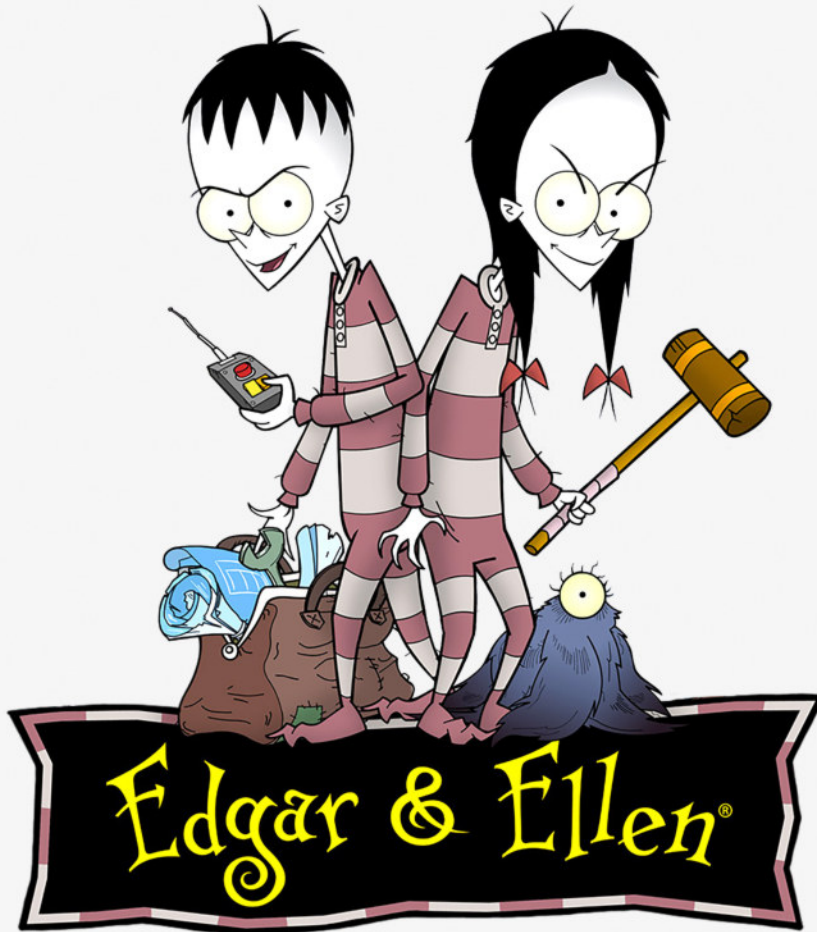




EP-211 – Edgar's Satchel: Lepre-Conned™



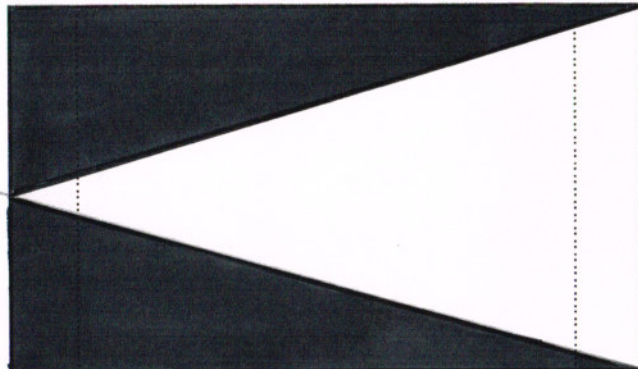
Edgar & Ellen



SC:

PANEL:

BG:



CAMERA:

FADE IN

ACTION:

DIAL:

EFX:

SLUG/NOTE:

*NO PAGE 2
NO PAGES 2 & 3.

SEQUENCE: 211-02

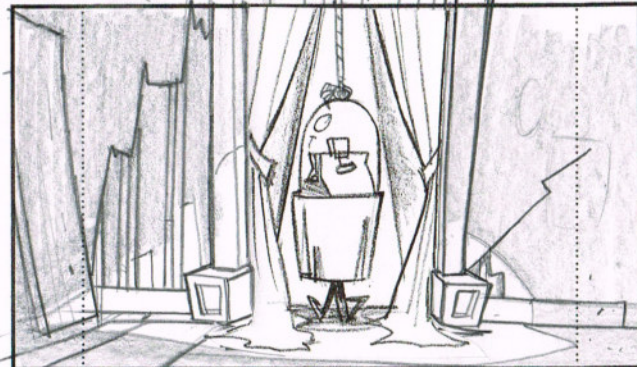
PG

1 rev.

SC:

PANEL:

BG:



ACTION: INT. TWIN'S MANSION - SATCHEL ROOM
ANGLE ON SPOTLIT SATCHEL UNDER A
GLASS DOME.

DIAL:

EFX: (SPOTLIGHT)

SLUG/NOTE:



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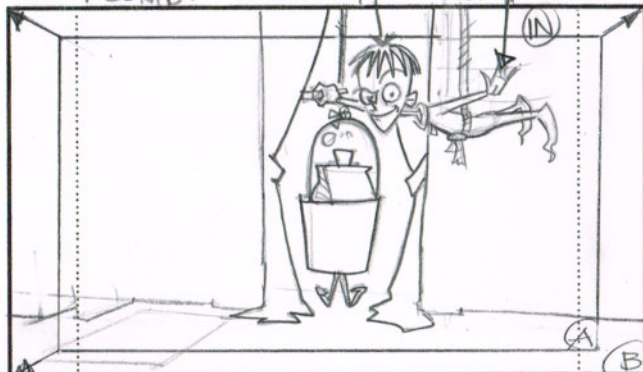
*NO PAGE 2.
NO PNL'S 2 & 3

PG

3

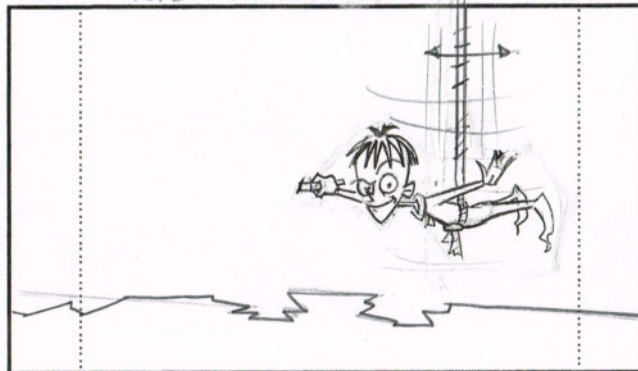
SEQUENCE: 211-02

SC: 1 CONTD. PANEL: 4 BG:



CAMERA:

SC: CONTD. PANEL: 5 BG:



ACTION:

EDGAR, TIED TO A ROPE, IS LOWERED INTO SCENE. HE'S HOLDING A REMOTE

DIAL:

EFX:

SLUG/NOTE:

ACTION:

EDGAR SWAYS SLIGHTLY FROM SIDE TO SIDE

DIAL:

EFX:

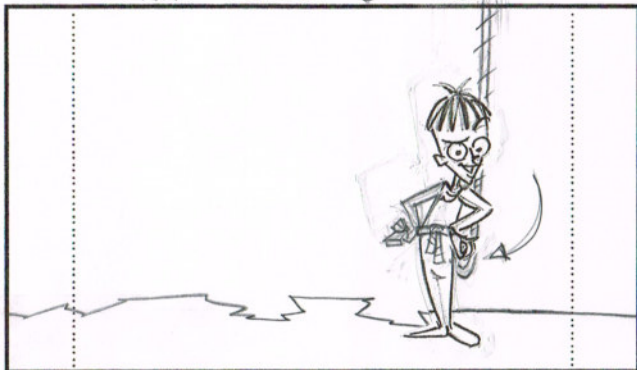
SLUG/NOTE:



Edgar & Ellen



SC: 1 CONTD. PANEL: 6 BG:



CAMERA:

ACTION:

EDGAR SWINGS FORWARD LANDING ON HIS FEET.

DIAL:

① EDGAR:

WELCOME TO EDGAR'S SATCHEL...

EFX:

SLUG/NOTE:

*REVISED PAGE.

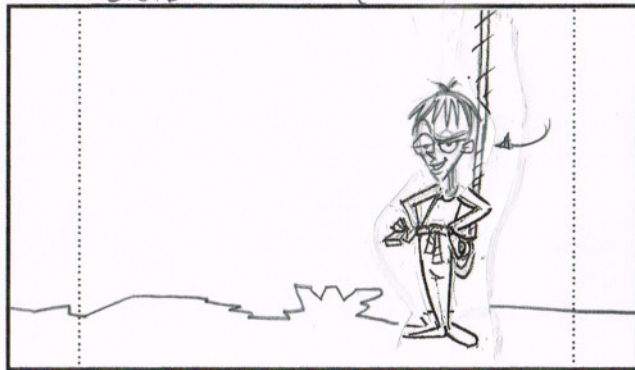
NO PGS 5-8 INCLUSIVE
NO PGS 9-15 INCLUSIVE

SEQUENCE: 211-02

PG

4

SC: CONTD. PANEL: 7 BG:



ACTION:

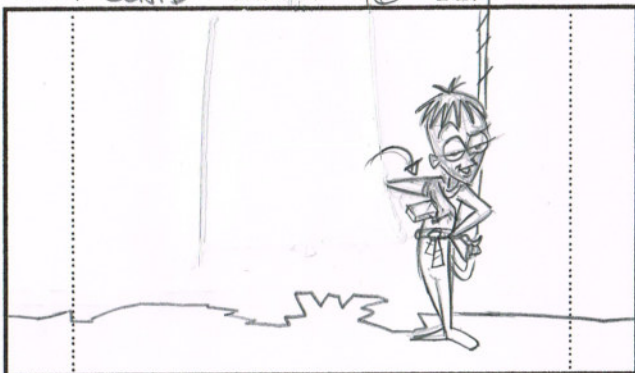
DIAL: ① EDGAR: (CONTD)

.. THE PART OF THE SHOW

EFX:

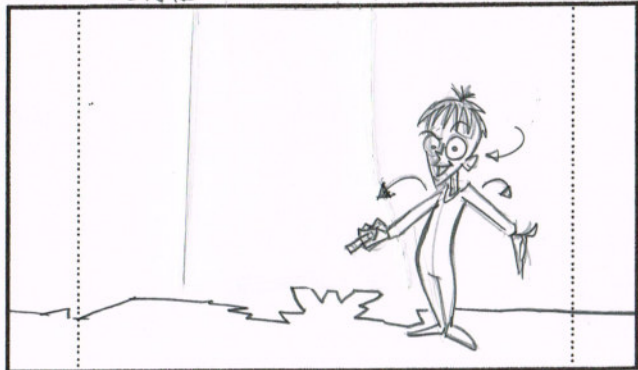
SLUG/NOTE:

SC: 1 CONTD PANEL: 16 BG:



CAMERA:

SC: CONTD PANEL: 17 BG:



ACTION:

DIAL: ① EDGAR: (CONTD)
.. WHERE I, ..

EFX:

SLUG/NOTE:

ACTION:

DIAL: ① EDGAR: (CONTD)
.. THE WORLD'S MOST MISCHIEVOUS ..

EFX:

SLUG/NOTE:

*REVISED PAGE

STAR FARM
PRODUCTIONS

Edgar & Ellen

Bar!

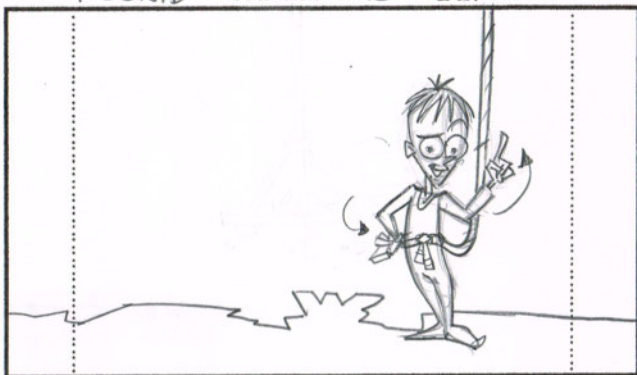
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SEQUENCE: 211-02

PG

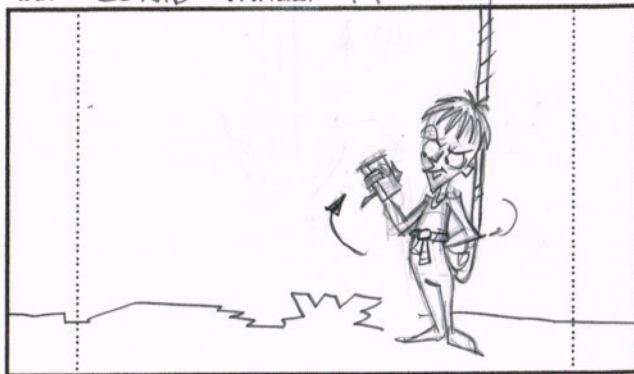
10

SC: | CONTD PANEL: 18 BG:



CAMERA:

SC: CONTD PANEL: 19 BG:



ACTION:

DIAL: ① EDGAR : (CONTD)
.. MISCHIEVIST, ACCEPTING A

EFX:

SLUG/NOTE:

ACTION:

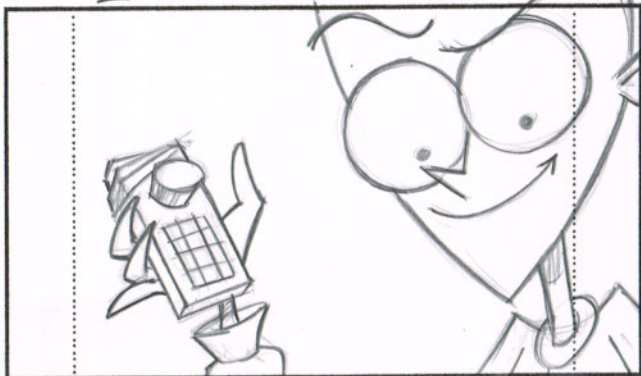
DIAL: ① EDGAR : (CONTD)
.. PRANKING CHALLENGE FROM
A VIEWER

EFX: (ZIP)

SLUG/NOTE:

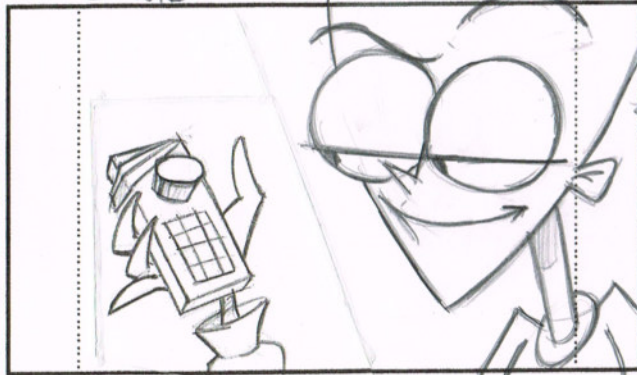
SEQUENCE: 211-02

SC: 2 PANEL: 1 BG:



CAMERA:

SC: CONTD. PANEL: 2 BG:



(* ~~EDG~~ COLORCARD HU TO SATEL ROOM)

ACTION:
CLOSE ON EDGAR HOLDING THE
REMOTE

DIAL:

EFX:

SLUG/NOTE:

ACTION:
HE LOOKS AT THE REMOTE

DIAL:

EFX:

SLUG/NOTE:

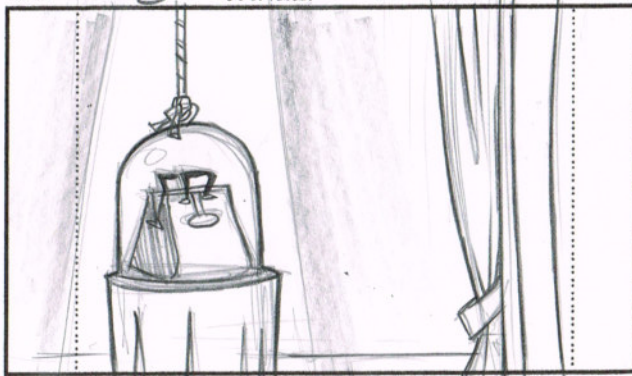
SC: 2 CONTD PANEL: 3 BG:



CAMERA:

SEQUENCE: 211-02

SC: 3 PANEL: 1 BG:



CLOSE ON SATCHEL UNDER GLASS
DOME

ACTION:

HE PUSHES THE "SHINY RED BUTTON"

DIAL:

EFX:

SFX: <BUZZ>

SLUG/NOTE:

ACTION:

DIAL:

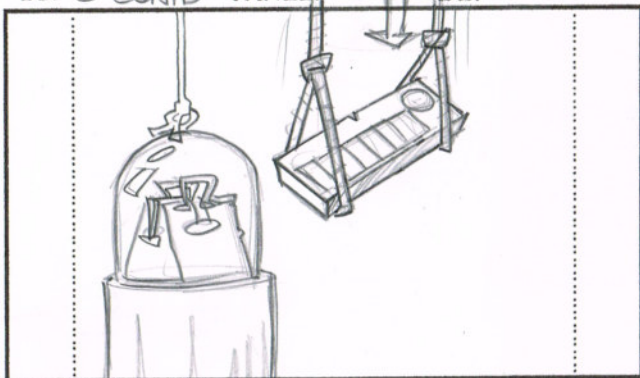
EFX: (SPOTLIGHT)

SFX: <SQUEAKY WHEEL>

SLUG/NOTE:

SEQUENCE: 211-02

SC: 3 CONTD. PANEL: 2 IN BG:



CAMERA:

A PIANO KEYBOARD IS LOWERED
INTO FRAME

ACTION:

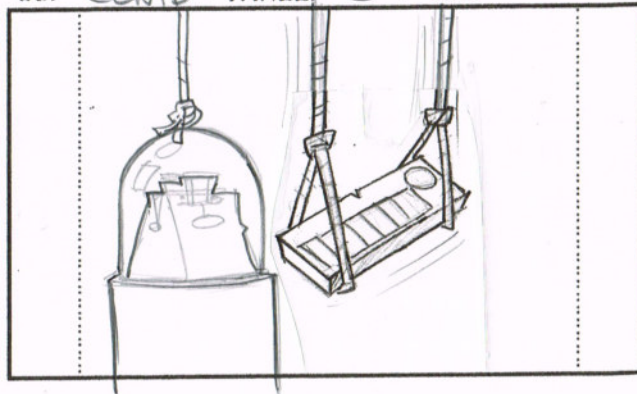
DIAL:

EFX:

EFX: <SQUEAKY WHEEL>

SLUG/NOTE:

SC: CONTD. PANEL: 3 BG:



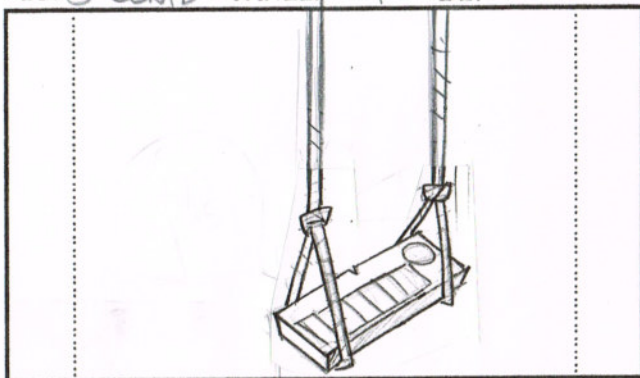
ACTION:

DIAL:

EFX:

SLUG/NOTE:

SC: 3 CONTD. PANEL: 4 BG:



CAMERA:

THE KEYBOARD STOPS

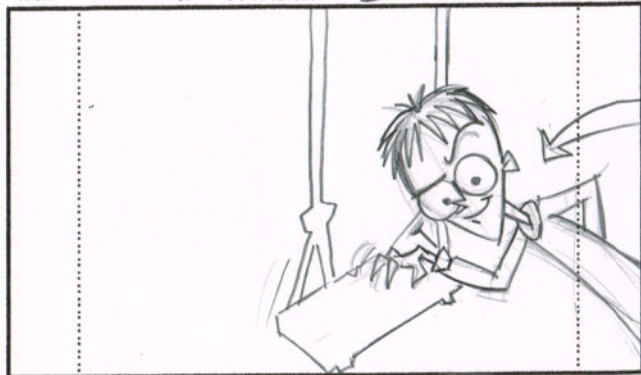
ACTION:

DIAL:

EFX:

SLUG/NOTE:

SC: CONTD. PANEL: 5 BG:



EDGAR LEANS IN AND PLAYS
A SNIPPET OF THE E&E THEME

ACTION:

DIAL:

EFX:

MTX: (EDGAR & ELLEN THEME SONG) ~

SLUG/NOTE:

SC: 3 CONTD. PANEL: 6. BG:



CAMERA:

ACTION: THE GLASS DOME IS PULLED UP
OUT OF SCENE. EDGAR TURNS TO LOOK
AT THE SATCHEL.

DIAL:

EFX:
SFX: <SSSS>

SLUG/NOTE:

* REVISED PAGE

SEQUENCE: 211-02

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15

SC: CONTD. PANEL: 7. BG:



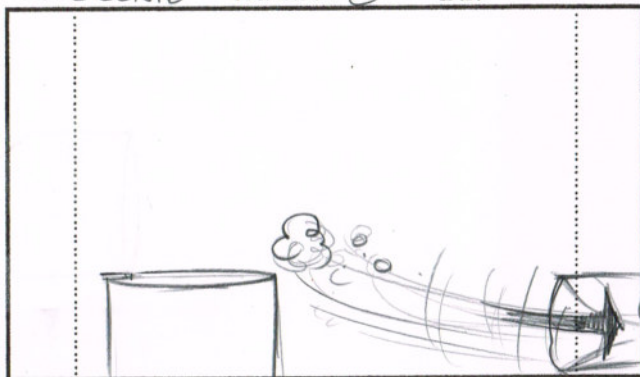
ACTION:
EDGAR REACHES FOR THE SATCHEL.

DIAL:

EFX:

SLUG/NOTE:

SC: 3 CONTD. PANEL: 8 BG:



CAMERA:

SC: 4 PANEL: 1 BG:



INT. TWIN'S MANSION - SATCHEL ROOM.

ACTION:
.. SNATCHING IT OUT OF SCENE.

DIAL:

EFX: (DUST)

SLUG/NOTE:

ACTION:

DIAL:

EFX:

SLUG/NOTE:

SEQUENCE: 211-02

SC: 4 CONTD. PANEL: 2 - BG:



CAMERA:

EDGAR POPS UP IN SCENE

SC: CONTD. PANEL: 3 - BG:



EDGAR CALLS OUT

ACTION:

DIAL:

EFX:

SLUG/NOTE:

ACTION:

DIAL: ② EDGAR:

PET!

EFX:

SLUG/NOTE:

SC: 4 CONTD PANEL: 4 BG:



CAMERA:

EDGAR TURNS BACK TO CAMERA

ACTION:

DIAL (2) EDGAR: (CONTD)

I NEED THIS WEEK'S CHALLENGE

EFX:

SLUG/NOTE:

SC: 5 PANEL: 1 BG:



INT. TWIN'S MANSION - SATCHEL ROOM
WIDE ON EDGAR

ACTION:

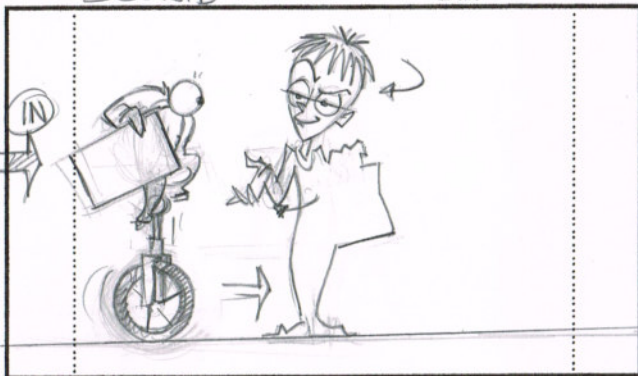
DIAL:

EFX:

SFX: (SQUEAKY WHEEL) (OS)

SLUG/NOTE:

SC: 5CONTD PANEL: 2 BG:



CAMERA:
PET, HOLDING A PIECE OF PAPER,
RIDES IN ON A UNICYCLE.

ACTION:

DIAL:

EFX:

SLUG/NOTE:

SEQUENCE: 211-02

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19.

SC: 6CONTD PANEL: 3 BG:



EDGAR GRABS THE PIECE
OF PAPER AS PET CONTINUES OUT

ACTION:

DIAL:

EFX:

SLUG/NOTE:

SC: 15 CONTD PANEL: 4 BG:



CAMERA:

ACTION:
EDGAR LOOKS AT THE PIECE OF
PAPER

DIAL:

EFX:

SLUG/NOTE:

SC: 6

PANEL: 1 BG: SA 4



ACTION:
CLOSE ON EDGAR READING LETTER

DIAL: (3) EDGAR:
15 YEAR OLD SARA...

EFX:

SLUG/NOTE:

SC: 6 CONTD.

PANEL: 2

BG:

SA



DIA. PAN (A) → (B)
PAN PAST EDGAR TOWARD
THE PEDESTAL.
BEHIND HIM PET ENTERS
SCENE ..

ACTION:

DIAL: ③ EDGAR: (CONTD)

..FROM MARYLAND DARES ME

EFX:

SLUG/NOTE:

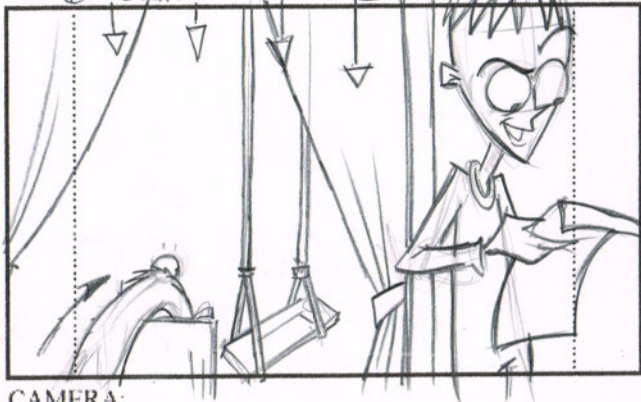
ACTION:

DIAL:

EFX:

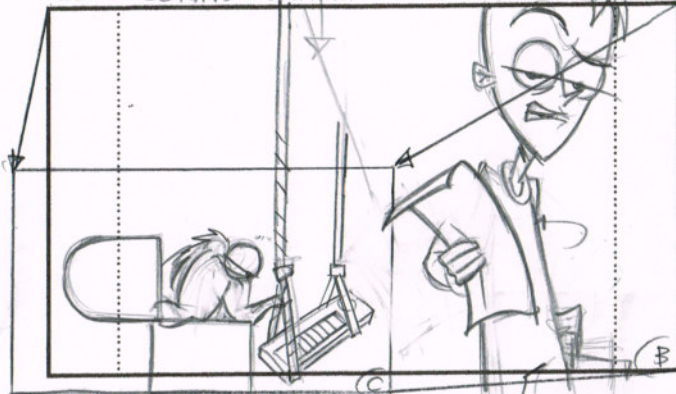
SLUG/NOTE:

SC: 6 CONTD - PANEL: 3 BG:



CAMERA:

SC: CONTD - PANEL: 4 BG:



TRUCK IN PAST EDGAR (B) -> (C)

ACTION:

PET HOPS UP ONTO THE PEDESTAL.

DIAL (3) EDGAR: (CONTD)

.. TO FIND A USE

EFX:

SLUG/NOTE:

ACTION:

PET REACHES FOR THE KEYBOARD.

DIAL (3) EDGAR: (CONTD)

.. FOR FINGERNAIL POLISH

EFX:

SLUG/NOTE:

SC: G CONTD PANEL: 5 BG:



CAMERA:

ACTION: PET HITS A COUPLE OF NOTES ON THE KEYBOARD... WHICH REARMS THE SHRINE. THE DOME DROPS DOWN..

DIAL: (3) EDGAR: (CONTD)

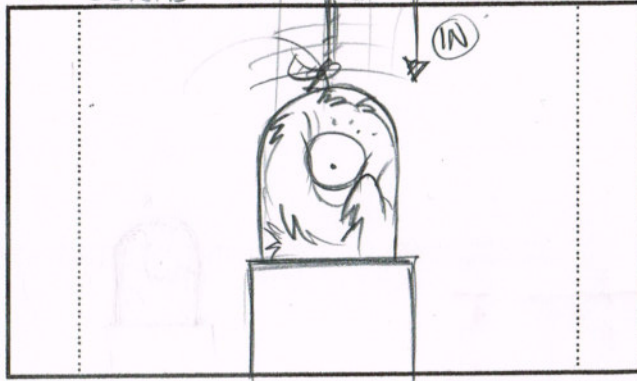
.. CHURROS ... AND

EFX:

SFX: <PIANO NOTES>

SLUG/NOTE:

SC: CONTD PANEL: 6 BG:



ACTION: ... TRAPPING PET.

DIAL: (3) EDGAR: (CONTD)

.. A LEPRECHAUN..

EFX:

SFX: (PTHOMP!)

SLUG/NOTE:

SC: 7

PANEL: 1

BG: 3A 4



CAMERA:

CLOSE ON EDGAR. HE SO ENGROSSED
THAT HE HASN'T NOTICED PETS' PLIGHT.

ACTION:

DIAL: ④ EDGAR:
HMMM...

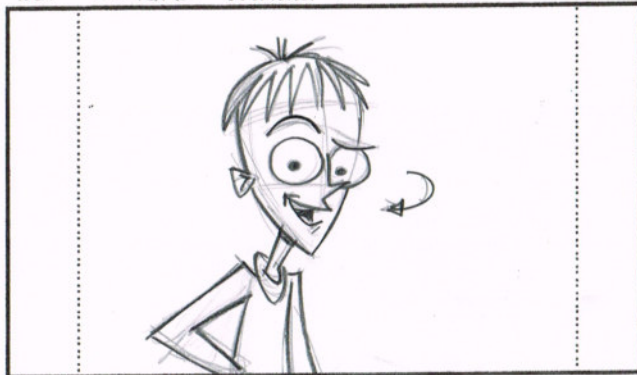
EFX:

SLUG/NOTE:

SC: CONTD

PANEL: 2

BG:



ACTION:

DIAL: ④ EDGAR: (CONTD)
THANKS, SARA...

EFX:

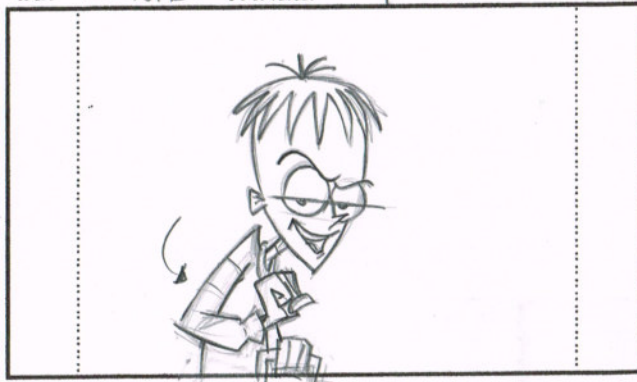
SLUG/NOTE:

SC: 7 CONTD. PANEL: 3 BG:



CAMERA:

SC: CONTD. PANEL: 4 BG:



ACTION:

DIAL: ④ EDGAR: (CONTD)
.. A PERFECT FRANK FOR MILES
KNIGHT LEIGH.

EFX:

SLUG/NOTE:

ACTION:

DIAL: ④ EDGAR: (CONTD)
.. WHILE HE'S AT SWIM TEAM PRACTICE

EFX:

SLUG/NOTE:

SC: 8 PANEL: BG:



CAMERA:
WIDER ON EDGAR HOLDING HIS
SATCHEL.
(CHU ROSE)

ACTION:

DIAL:

EFX:

SLUG/NOTE:

SC: CONTD PANEL: 2 BG:



HE PUTS THE BAG DOWN.

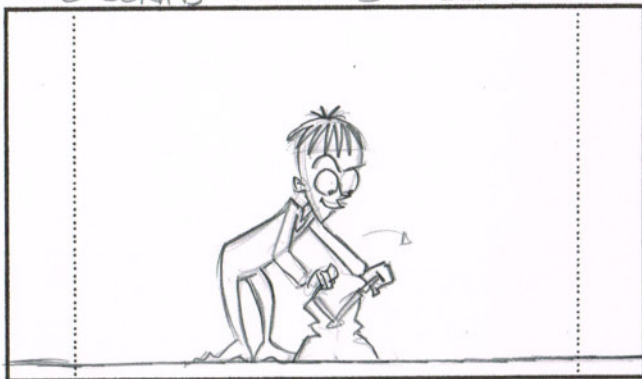
ACTION:

DIAL:

EFX:

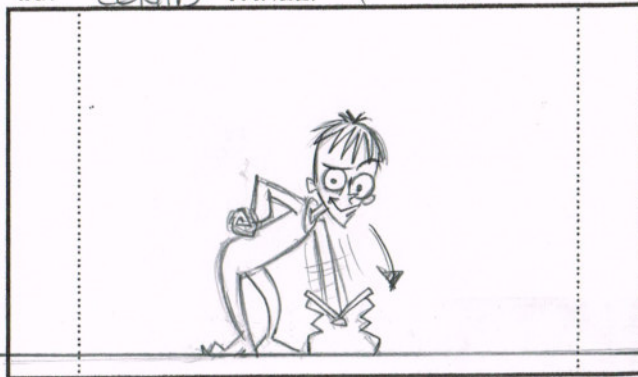
SLUG/NOTE:

SC: 8 CONTD. PANEL: 3 BG:



CAMERA:
EDGAR OPENS THE BAG

SC: CONTD. PANEL: 4 BG:



HE REACHES INTO IT AND ROOTS
AROUND-

ACTION:

DIAL:

EFX:

SLUG/NOTE:

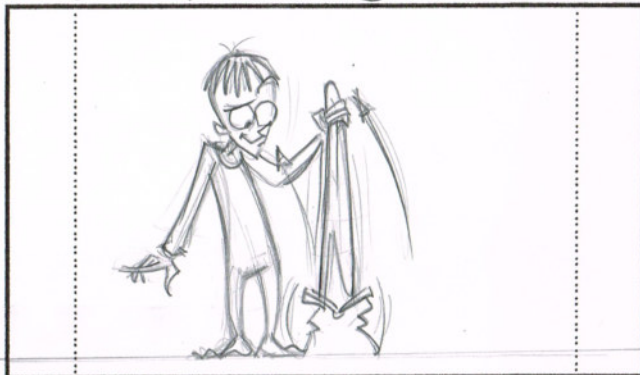
ACTION:

DIAL:

EFX:

SLUG/NOTE:

SC: 8 CONTD - PANEL: 5 BG:



CAMERA:
EDGAR PULLS SOMETHING OUT OF
HIS BAG.

ACTION:

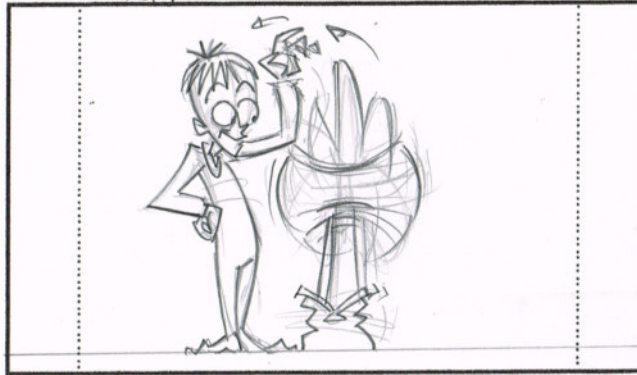
DIAL:

EFX:

SFX: (RUBBER BAND STRETCH)

SLUG/NOTE:

SC: CONTD - PANEL: 6 BG:



HE LETS GO

ACTION:

DIAL:

EFX: (D/B SPEEDLINES)
SFX: (SPRING!!)

SLUG/NOTE:

SC: 8 CONTD PANEL: 7 BG:



CAMERA:

THE VENDOR TURNS TO EDGAR
WHO INDICATES WHAT HE WANTS.

ACTION:

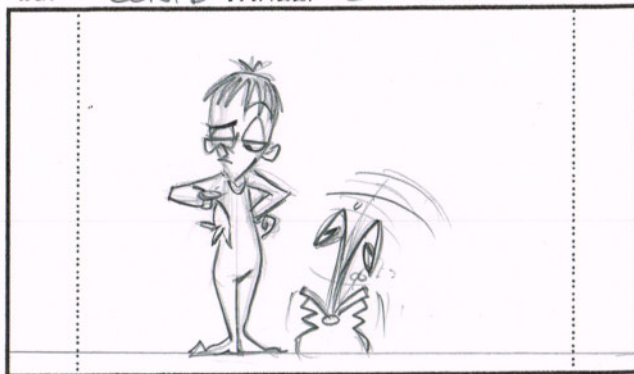
DIAL: (E) EDGAR:

TWO CHURRO'S, FOR FAVOR.

EFX:

SLUG/NOTE:

SC: CONTD PANEL: 8 BG:



THE VENDOR ZIPS BACK INTO
THE BAG.

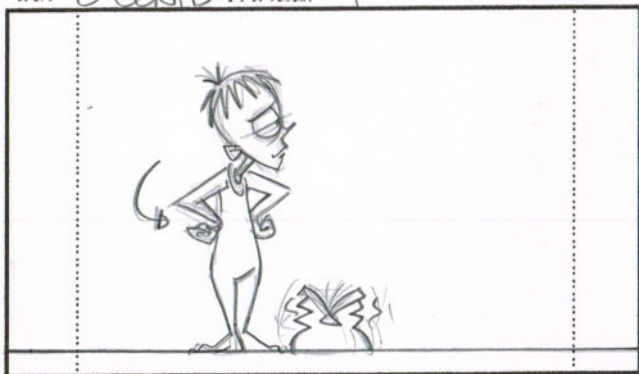
ACTION:

DIAL:

EFX:

SLUG/NOTE:

SC: 8 CONTD PANEL: 9 BG:



EDGAR LOOKS VAGUELY BORED AS
HE WAITS.

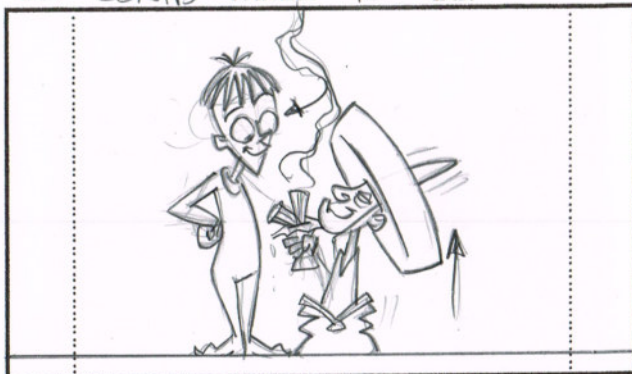
ACTION:

DIAL:

EFX:

SLUG/NOTE:

SC: CONTD PANEL: 10 - BG:



CAMERA:

THE VENDOR POPS UP HOLDING
A COUPLE OF CHURROS.

ACTION:

DIAL:

EFX: (STEAM)

SLUG/NOTE:

*REVISED PAGE.

STAR FARM
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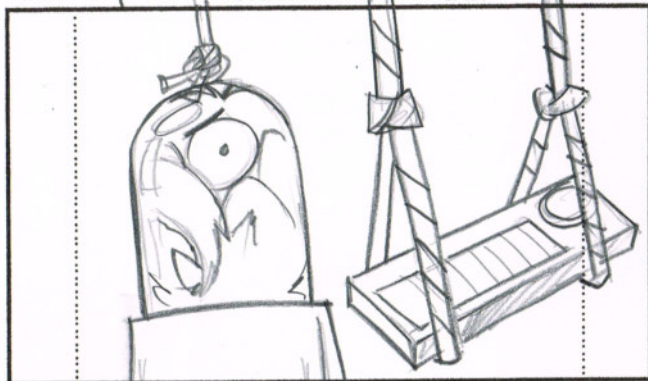
SEQUENCE: 211-02

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SC: 9

PANEL:

BG:

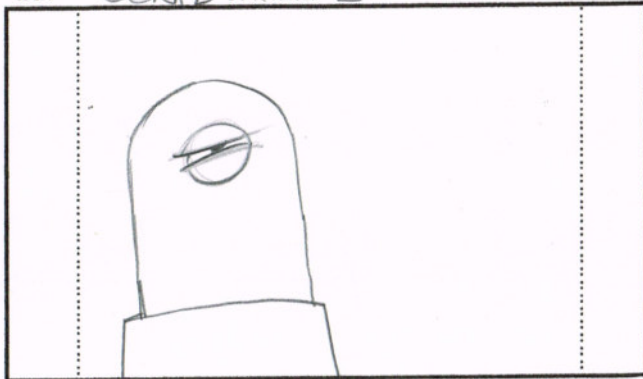


CAMERA:
ANGLE ON PEDESTAL, PET, UNDER
GLASS, STARES ON.

SC:

CONTD PANEL: 2

BG:



HE BLINKS. 2X.

ACTION:

DIAL:

EFX:

SLUG/NOTE:

ACTION:

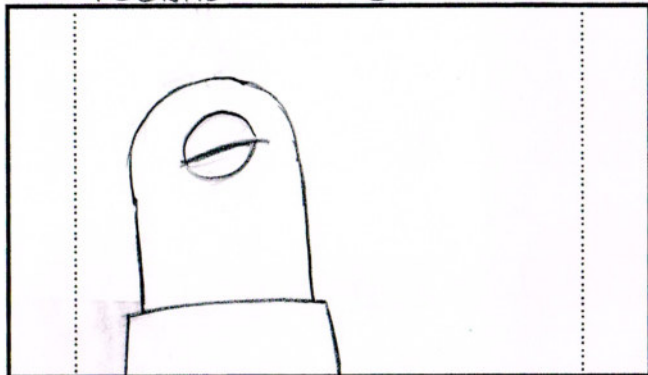
DIAL:

EFX:

SLUG/NOTE:

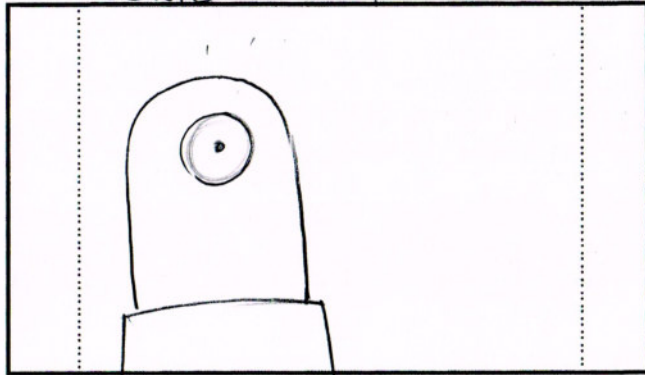
SEQUENCE: 211-02

SC: 9 CONTD PANEL: 3 BG:



CAMERA:

SC: CONTD PANEL: 4 BG:



RPT. ACTION

ACTION:

DIAL:

EFX:

SLUG/NOTE:

ACTION:

DIAL:

EFX:

SLUG/NOTE:

SEQUENCE: 211-02

SC: 10

PANEL: 1

BG: S/A 4.



CAMERA:

CLOSE ON EDGAR.. (HU ROSE)

ACTION:

DIAL:

EFX: (STEAM)

SLUG/NOTE:

SC:

CONTD PANEL: 2

BG:



EDGAR SNIFFS...

ACTION:

DIAL: (6) EDGAR:

(SNIFFS) ~~~~~>

EFX:

SLUG/NOTE:

SEQUENCE: 211-02

SC: 10 CONTD PANEL: 3 BG:



CAMERA:

.. DEEPLY!



ACTION:

DIAL: @ EDGAR: (CONTD)
<SNIFFS> AH... ..

EFX:

SLUG/NOTE:

SC: CONTD. PANEL: 4 BG:



ACTION:

DIAL: @ EDGAR:
.. MILES WON'T BE ABLE TO
RESIST THIS MEXICAN DESSERT TREAT!

EFX:

SLUG/NOTE:

SEQUENCE: 211-02

SC: 10 CONTD PANEL: 5 BG:



CAMERA:

EDGAR REACHES DOWN

ACTION:

DIAL: ⑥ EDGAR: (CONTD)

HE'LL BE SO DISTRACTED...

EFX:

SLUG/NOTE:

SC: CONTD PANEL: 6 BG:



ACTION:

DIAL: ⑥ EDGAR: (CONTD)

... HE WON'T NOTICE THE LEPRECHAUN
PAINTING HIS TOENAILS WITH...

EFX:

SLUG/NOTE:

*REVISED PAGE

PG

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Edgar & Ellen



SEQUENCE: 211-02

SC: 10 CONTD PANEL: 7 BG:



CAMERA:

SC: CONTD PANEL: 8 BG:



ACTION:
EDGAR STRAIGHTENS, HOLDING A
A BOTTLE OF "PINK SPARKLE" NAIL
POLISH

DIAL: ⑥ EDGAR: (CONTD)
"THIS!"

EFX:

SLUG/NOTE:

ACTION:
EDGAR REALIZES SOMETHING'S NOT
RIGHT. HE LOOKS AT THE NAIL POLISH

DIAL:

EFX:

SLUG/NOTE:

SC: 10 CONTD PANEL: 9 BG:



CAMERA:
EDGAR LOOKS TO CAMERA.

SC: CONTD. PANEL: 10 BG:



.. LOOKS BACK AT THE BOTTLE.

ACTION:

DIAL:

EFX:

SLUG/NOTE:

ACTION:

DIAL:

EFX:

SLUG/NOTE:

SC: 10 CONTD PANEL: 11 BG:



CAMERA:

HE QUICKLY PUTS HIS HAND BEHIND
HIS BACK

ACTION:

DIAL:

EFX:

SLUG/NOTE:

SEQUENCE:

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SC: CONTD PANEL: 12 BG:



HE TURNS TO CAMERA

ACTION:

DIAL: ⑦ EDGAR:

WHICH I ONLY...

EFX:

SLUG/NOTE:

SEQUENCE: 211-02

SC: 10 CONTD PANEL: 13 BG:



CAMERA:

ACTION:

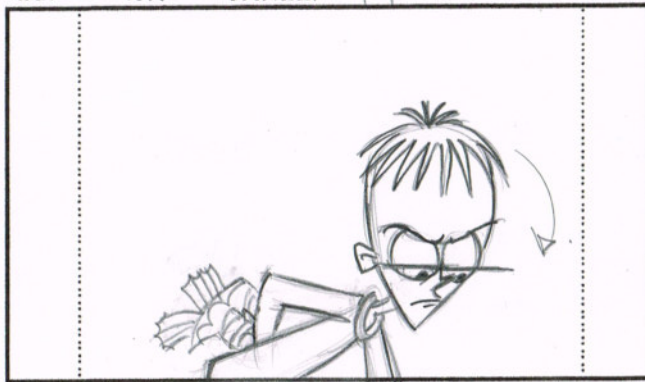
DIAL: (7) EDGAR: (CONTD)

... KEEP AROUND FOR FRANKS ..

EFX:

SLUG/NOTE:

SC: CONTD - PANEL: 14 BG:



EDGAR BENDS DOWN TO FOOT IN
THE SATCHEL (OS). HE'S STILL HOLDING
ONTO THE CHURROS.

ACTION:

DIAL:

EFX:

SLUG/NOTE:

*REVISED PAGE

PG

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STAR FARM
PRODUCTIONS

Edgar & Ellen

Bat
production of inc.

SEQUENCE: 211-02

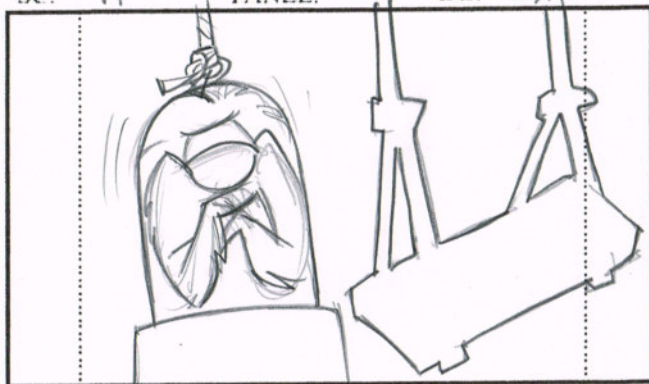
SC: 10 CONTD PANEL: 15 BG:



CAMERA:

EDGAR LOOKS AT CAMERA

SC: 11 PANEL: 1 BG: S/A9



CLOSE ON A GIGGLING PET

ACTION:

DIAL: ⑦ EDGAR:

THAT'S ALL. REALLY!

EFX:

SLUG/NOTE:

ACTION:

DIAL: ⑧ PET: (MUFFLED)
<GIGGLE>

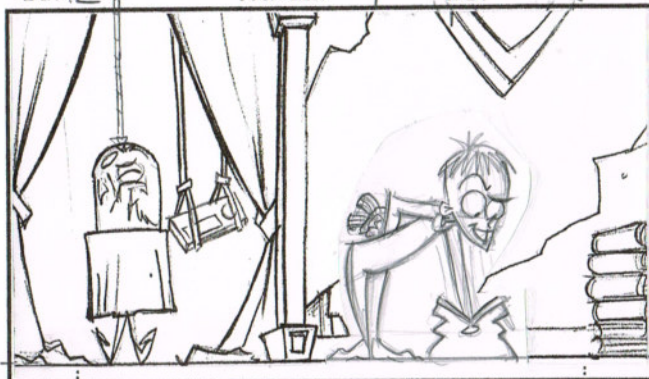
EFX:

SLUG/NOTE:

SC: 12

PANEL:

BG:



CAMERA:
WIDE ON EDGAR ROOTING AROUND IN THE
SATCHEL. PET, UNDER GLASS GIGGLES
SILENTLY.

ACTION:

DIAL: ⑨ EDGAR:
I CAN'T WAIT TO SEE

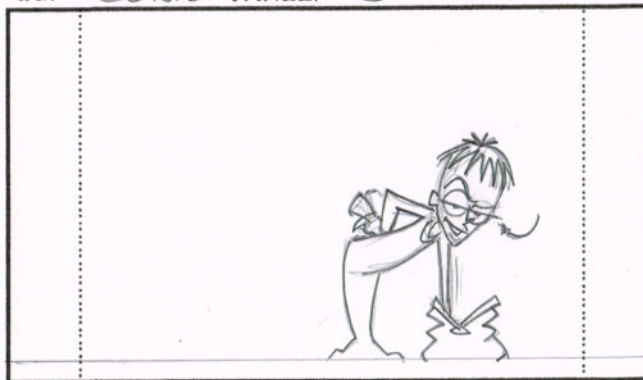
EFX:

SLUG/NOTE:

SC:

CONTD - PANEL: 2

BG:



EDGAR LOOKS TO CAMERA

ACTION:

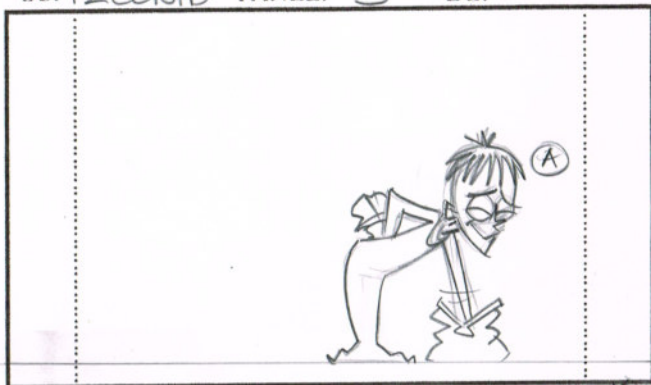
DIAL: ⑨ EDGAR: (CONTD)
..WHAT MILES' SWIM TEAM PALS THINK
OF HIS PINK PIGGIES!

EFX:

SLUG/NOTE:

SEQUENCE: 211-02

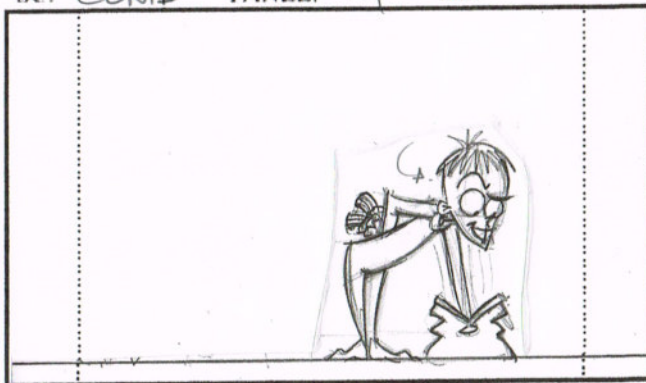
SC: 12 CONTD. PANEL: 3 BG:



CAMERA:
EDGAR CHUCKLES THEN
WINKS TO CAMERA



SC: CONTD. PANEL: 4 BG:



THEN GOES BACK TO FOOTING

ACTION:

DIAL: ④ EDGAR: (CONTD)
<CHUCKLES>

EFX:

SLUG/NOTE:

ACTION:

DIAL: ④ EDGAR: (CONTD)

NOW... FOR THE LEPRECHAUN...

EFX:

SLUG/NOTE:

SEQUENCE: 211-02

SC: 13 PANEL: 1 BG: SA



CAMERA:
CLOSE ON EDGAR:

SC: CONTD PANEL: 2 BG:



HE TURNS TO CAMERA.

ACTION:

DIAL: ⑩ EDGAR:
I'VE ALWAYS ADMIRERD LEPRECHAUNS.

EFX:

SLUG/NOTE:

ACTION:

DIAL: ⑩ EDGAR: (CONTD)
THEY'RE NOTORIOUSLY MISCHIEVOUS
FRANKSTERS THEMSELVES...

EFX:

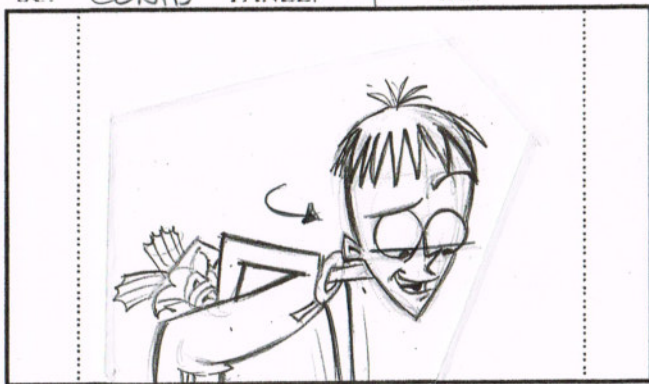
SLUG/NOTE:

SC: 13 CONTD PANEL: 3 BG:



CAMERA:

SC: CONTD PANEL: 4 BG:



HE TURNS BACK TO HIS "HUNT"

ACTION:

DIAL: ⑩ EDGAR: (CONTD)

OF COURSE, THEY'RE SUPPOSED TO
BE IMAGINARY..

EFX:

SLUG/NOTE:

ACTION:

DIAL: ⑩ EDGAR: (CONTD)

"BUT WE KNOW BETTER THAN..
THA..

EFX:

SLUG/NOTE:

SC: 13 CONTD PANEL: 5 BG:



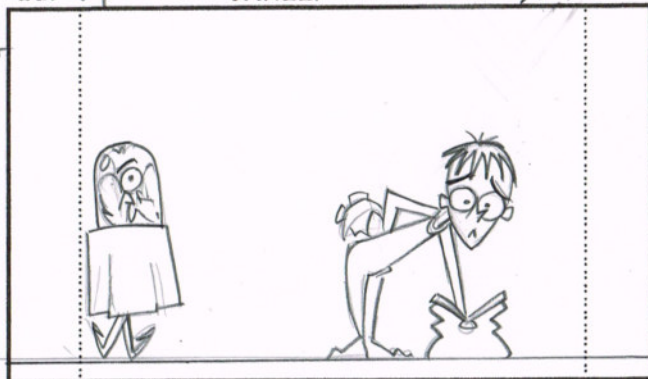
CAMERA:

EDGAR STIFFENS IN SURPRISE

SC: 14

PANEL:

BG: S/A 12



WIDE ON EDGAR
(HU POSE)

ACTION:

DIAL:

....

EFX:

SFX: <SNAP!>

SLUG/NOTE:

ACTION:

DIAL:

EFX:

SLUG/NOTE:

SEQUENCE: 211-02

SC: 14 CONTD PANEL: 2 BG:



CAMERA:

EDGAR PULLS HIS HAND OUT OF THE
SATCHEL. HIS HAND'S BEEN CAUGHT
IN A MOUSETRAP

ACTION:

DIAL: (C) EDGAR: (CONTD)

.. OUCH! ..

EFX:

SLUG/NOTE:

SC: CONTD - PANEL: 3 BG:



HE STRUGGLES TO GET IT OFF

ACTION:

DIAL:

EFX: (BLUR)

SLUG/NOTE:

* REVISED PAGE *

NO PG 4B

PG

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STAR FARM
PRODUCTIONS

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Bart

Productions Inc.

SEQUENCE: 211-02

SC: 14 CONTD PANEL: 4 BG:



CAMERA:

ACTION:

HE FINALLY FLINGS IT OFF. THE
MOUSETRAP BOUNCES OUT.

DIAL:

△ EDGAR: (GROWL OF FRUSTRATION)

EFX:

SLUG/NOTE:

SC: CONTD PANEL: 5 BG:



ACTION:

EDGAR COMPOSES HIMSELF.

DIAL: ⑪ EDGAR:

AHEM...

EFX:

SLUG/NOTE:

SC: 14 CONTD PANEL: 8 BG:



CAMERA:

EDGAR BENDS OVER AND REACHES
CUCIE AGAIN INTO THE SATCHEL.

ACTION:

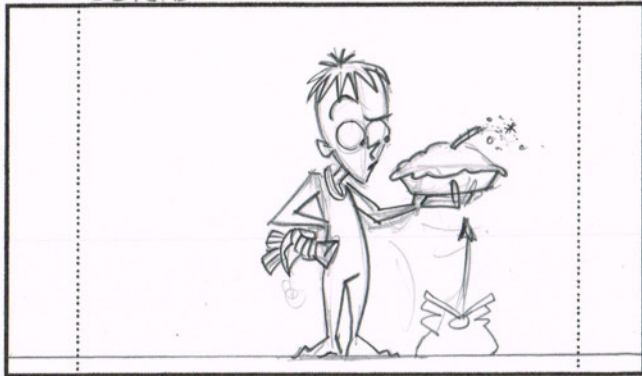
DIAL: ⑪ EDGAR: (CONTD)

LET'S TRY THAT AGAIN.

EFX:

SLUG/NOTE:

SC: CONTD PANEL: 9 BG:



EDGAR PULLS OUT A CREAM PIE
WITH A FIZZING FUSE.

ACTION:

DIAL:

EFX: (SPARKS FROM FUSE)

SFX: <HISSSSSS>

SLUG/NOTE:

SEQUENCE: 211-02

SC: 14 CONTD PANEL: 10 BG:



CAMERA: "BOOM!"

EXPLOSION FILLS FRAME

ACTION:

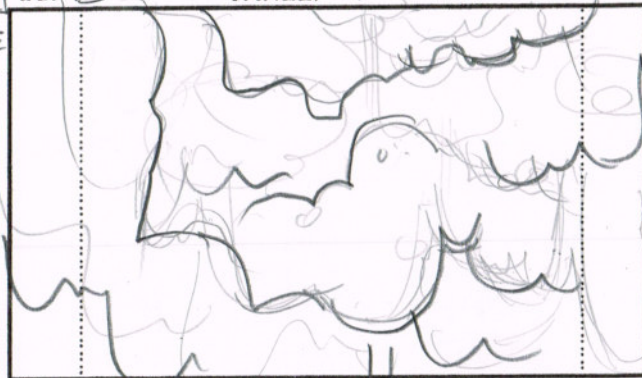
DIAL:

EFX:

SLUG/NOTE:



SC: 15 PANEL: 1 BG:



CUSTARD FILLS SCREEN

ACTION:

DIAL:

EFX:

SLUG/NOTE:

SEQUENCE: 211-02

SC: 15 CONTD PANEL: 1 BG:



CAMERA:

CUSTARD DRIPS OFF SCREEN
REVEALING A CUSTARD COVERED EDGAR

ACTION:

DIAL:

EFX: (CUSTARD)

SLUG/NOTE:

SC: CONTD PANEL: 2 BG:



ACTION:

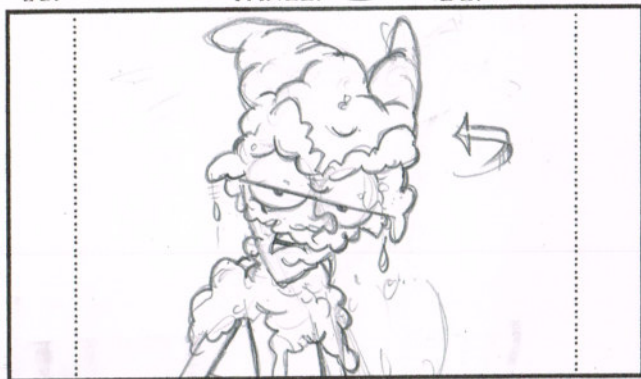
DIAL:

EFX:

SLUG/NOTE:

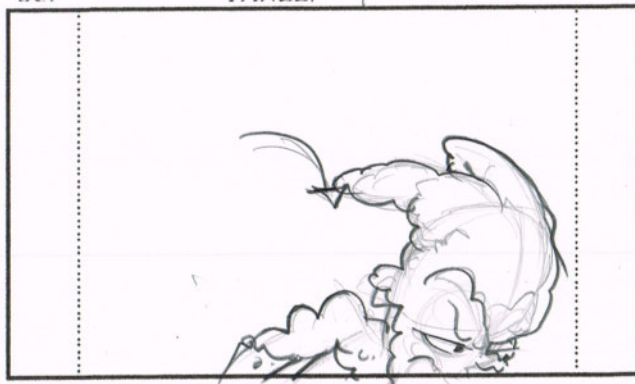
SEQUENCE: 211-02

SC: PANEL: 3 BG:



CAMERA:
EDGAR TURNS TO CAMERA.

SC: PANEL: 4 BG:



EDGAR BENDS DOWN

CUT ON ACTION

ACTION:

DIAL: (12) EDGAR:
HFFH... TRICKY FELLA.

EFX:

SLUG/NOTE:

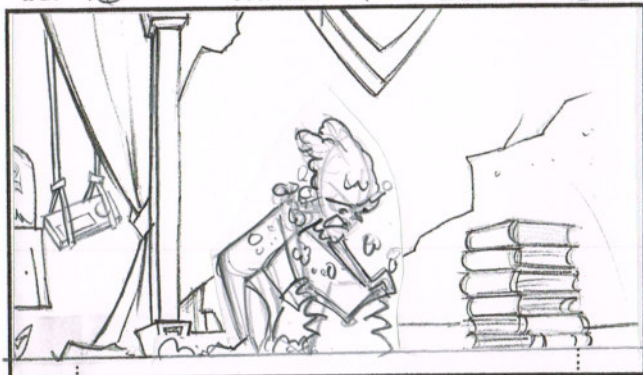
ACTION:

DIAL:

EFX:

SLUG/NOTE:

SC: 16 PANEL: 1 BG: SA 12



CAMERA:
WIDE ON EDGAR GRABBING THE
SATCHEL. HE'S DRIPPING CUSTARD
ALL OVER

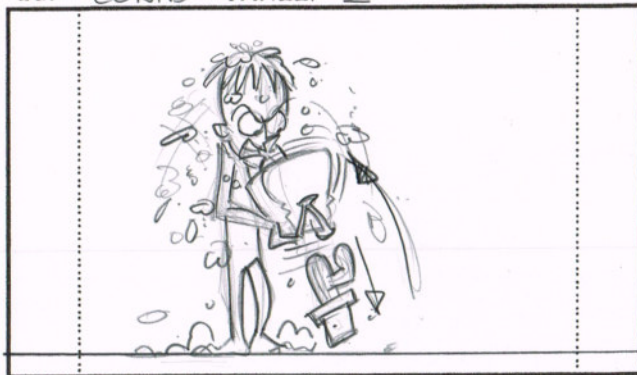
ACTION:

DIAL:

EFX: (CUSTARD)

SLUG/NOTE:

SC: CONTD - PANEL: 2 BG:



HE STARTS TO SHAKE THE SATCHEL
VIOLENTLY. A POTTED CACTUS DROPS
OUT

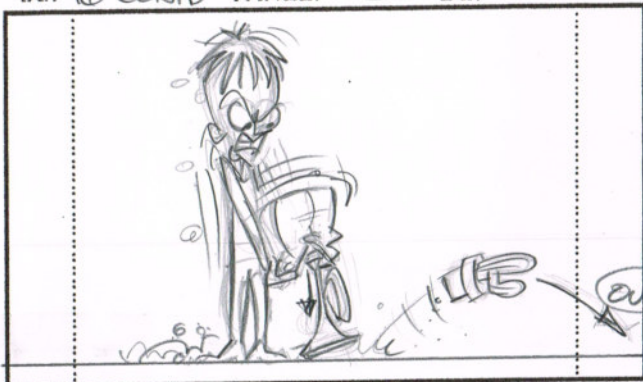
ACTION:

DIAL: (B) EDGAR:
COME ON PASCAL!

EFX:

SLUG/NOTE:

SC: 16 CONTD PANEL: 3 BG:



CAMERA:

• FOLLOWED BY A TRUMPET ••

ACTION:

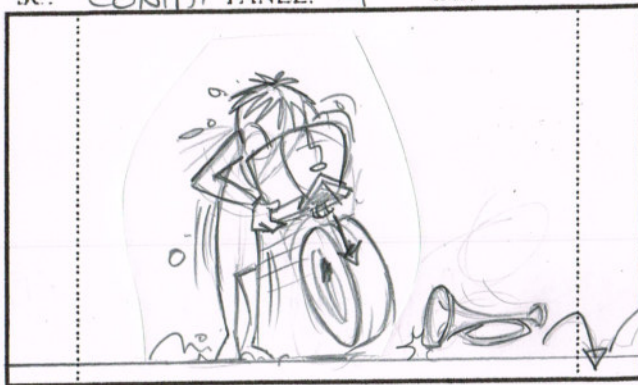
DIAL: (13) EDGAR: (CONTD)

•• YOU'RE MAKING ••

EFX:

SLUG/NOTE:

SC: CONTD, PANEL: 4 BG:



•• A TIRE ••

ACTION:

DIAL: (13) EDGAR: (CONTD)

•• ME LOOK ••

EFX:

SLUG/NOTE:

SC: 16 CONTD PANEL: 5 BG:



CAMERA:
.. BIRDS & A LIZARD !..

SC: CONTD - PANEL: 6 BG:



THE LIZARD SCUTTLES OUT AS EDGAR
PUTS THE SATCHEL DOWN

ACTION:

DIAL: (13) EDGAR: (CONTD)
.. BAD!

EFX:

SLUG/NOTE:

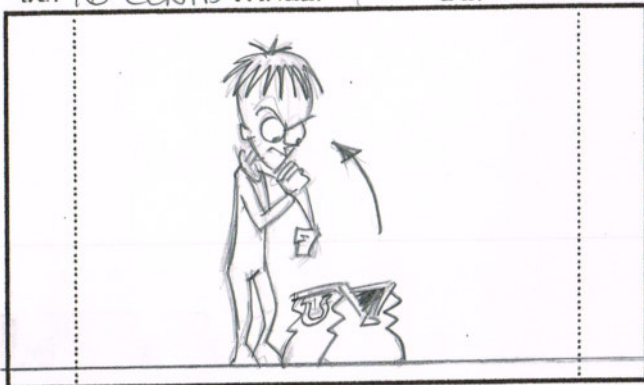
ACTION:

DIAL:

EFX:

SLUG/NOTE:

SC: 16 CONTD PANEL: 7 BG:



CAMERA:
EDGAR STRAIGHTENS AND ROLLS UP
HIS SLEEVE

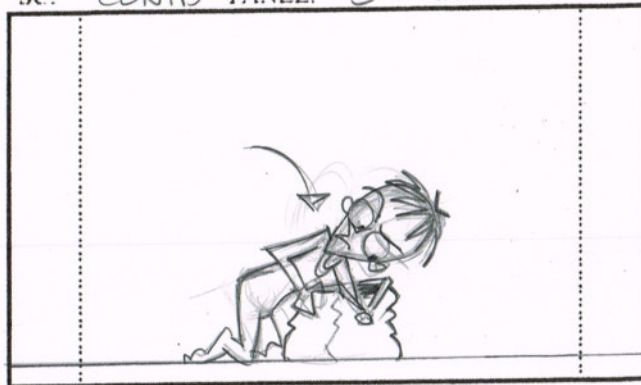
ACTION:

DIAL:

EFX:

SLUG/NOTE:

SC: CONTD PANEL: 8 BG:



HE BENDS DOWN AND REACHES
IN ALL THE WAY UP TO HIS ARMPIT

ACTION:

DIAL:

EFX:

SLUG/NOTE:

SEQUENCE: 211-02

SC: 16 CONTD - PANEL: 9 - BG:



CAMERA:
AS HE REACHES DEEPER INTO THE
SATCHEL, HE DOESN'T NOTICE THAT HIS OWN
ARM REACHES IN FROM TOP OF SCREEN.

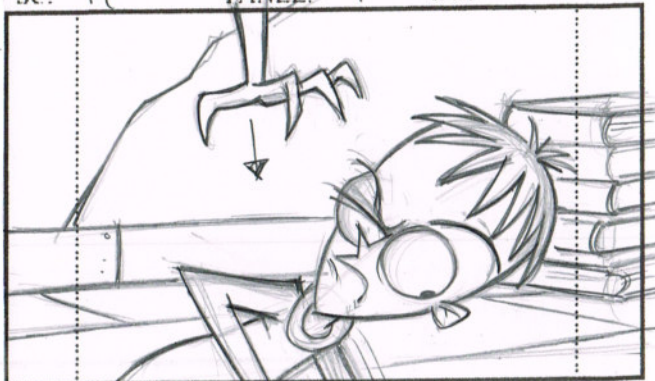
ACTION:

DIAL:

EFX:

SLUG/NOTE:

SC: 17 - PANEL: 1 - BG:



CLOSE ON EDGAR. HIS HAND REACHES
IN.

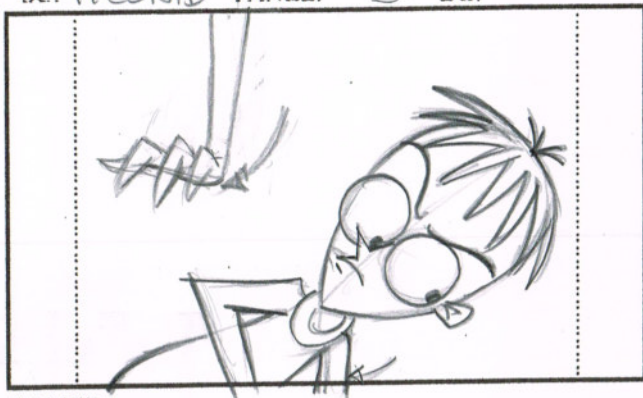
ACTION:

DIAL:

EFX:

SLUG/NOTE:

SC: 17 CONTD PANEL: 2 BG:



CAMERA:

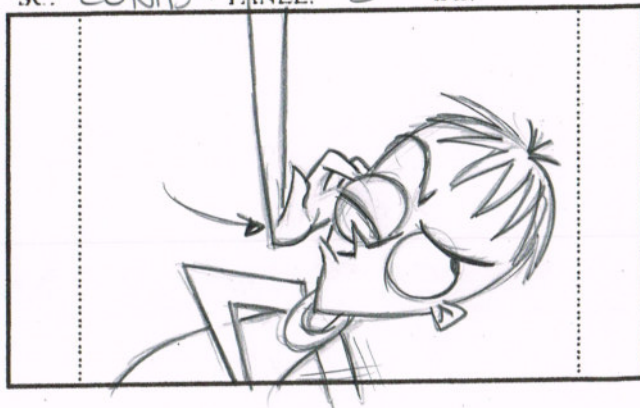
ACTION:

DIAL:

EFX:

SLUG/NOTE:

SC: CONTD - PANEL: 3 BG:



ACTION:

DIAL:

EFX:

SLUG/NOTE:

SC: 17 CONTO PANEL: 4 BG:



CAMERA:

HE GRABS ON TO HIS OWN
COLLAR ...

ACTION:

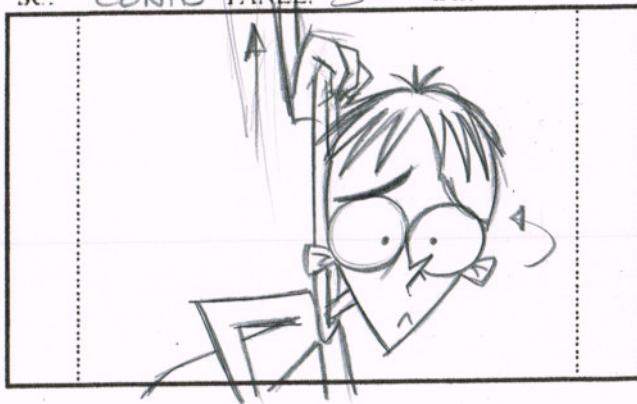
DIAL: (A) EDGAR:

AH-HA! GOTCHA!

EFX:

SLUG/NOTE:

SC: CONTO PANEL: 5 BG:



EDGAR IS YANKED UP ...

ACTION:

DIAL:

EFX:

SLUG/NOTE:

SEQUENCE: 211-02

SC: 17 CONTD PANEL: 6 BG:



CAMERA:

.. AND CUT

ACTION:

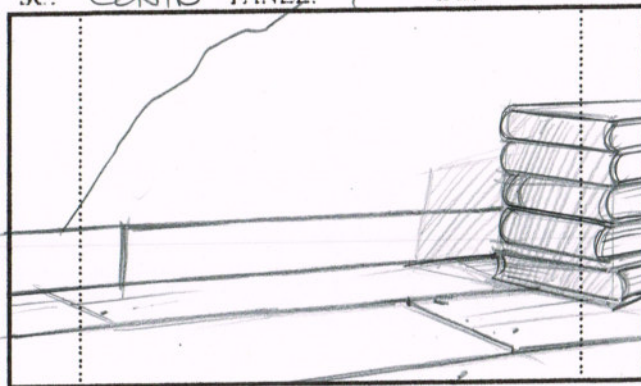
DIAL: HA EDGAR:

<YANKING HIMSELF UP>

EFX:

SLUG/NOTE:

SC: CONTD PANEL: 7 BG:



<HOLD A BEAT>

ACTION:

DIAL:

EFX:

SLUG/NOTE:

SC: 17 CONTD PANEL: 8 BG:



CAMERA:

THE SATCHEL DROPS INTO FRAME.

ACTION:

DIAL:

EFX:

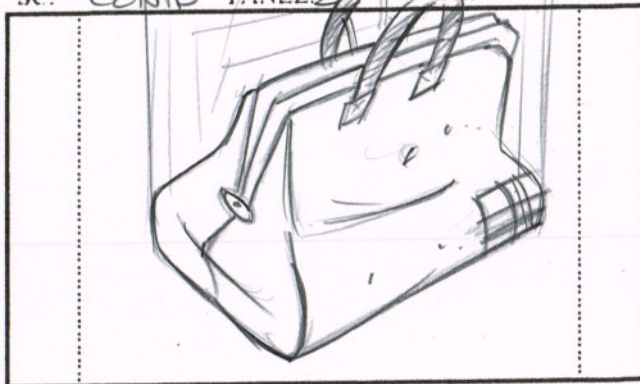
SLUG/NOTE:

SEQUENCE: 211-02

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SC: CONTD PANEL: 2 BG:



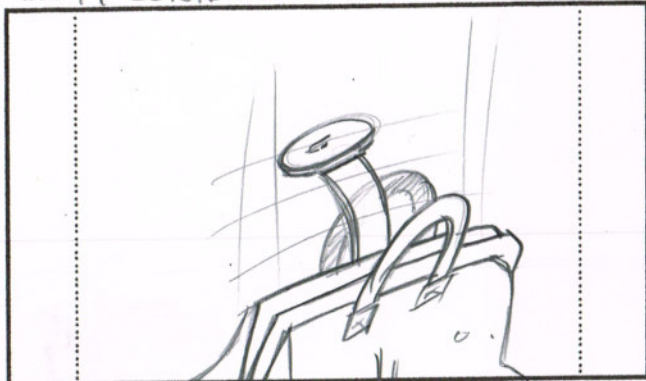
ACTION:

DIAL:

EFX:

SLUG/NOTE:

SC: 17 CONTD PANEL: 3 - BG:



CAMERA:

*CUT ON
ACTION

ACTION:

DIAL:

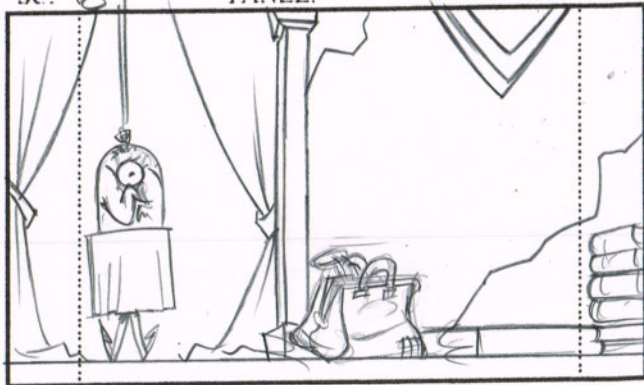
EFX:

SLUG/NOTE:

SC: 18

PANEL:

BG: SKA 12



WIDE ON SATCHEL AS IT LANDS
ON THE FLOOR, (IN THE SAME SPOT
AS BEFORE). PET WATCHES HELPLESSLY
FROM THE JAR

ACTION:

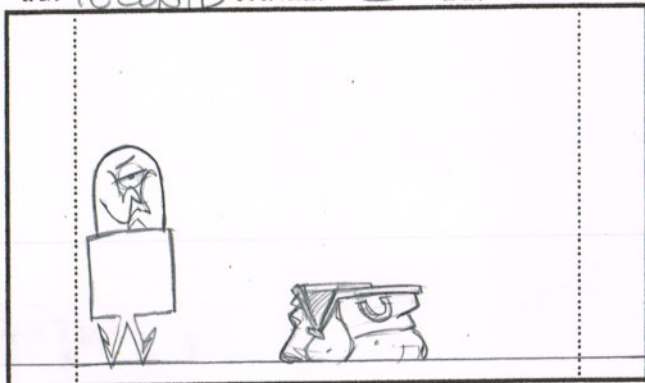
DIAL:

EFX:

SFX: <THUMP!>

SLUG/NOTE:

SC: 18 CONTD PANEL: 2 BG:



CAMERA:

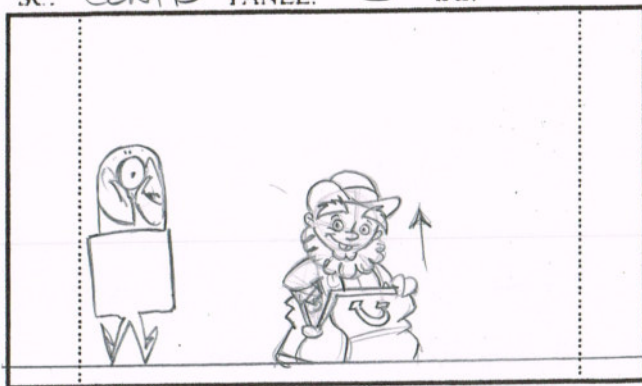
ACTION:

DIAL: ~~15A~~ EDGAR: OS (ECHO EFFECT)
HEY! WHERE'D I GO?!

EFX:

SLUG/NOTE:

SC: CONTD PANEL: 3 BG:



A GREEN LEPRECHAUN POPS UP OUT OF
THE SATCHEL, LIKE A GOPHER.

ACTION:

DIAL:

EFX:

SLUG/NOTE:

SEQUENCE: 211-02

SC: 18 CONTD PANEL: 4 BG:



SC: CONTD PANEL: 5 BG:



CAMERA:

HE WAGGLES HIS EYEBROWS, GRINNING MISCHIEVOUSLY.

ACTION:

DIAL:

EFX:

SLUG/NOTE:

ACTION:

DIAL:

EFX:

SLUG/NOTE:

SC: 18 CONTD PANEL: 6 BG:



CAMERA:

THE LEPRECHAUN WHIPS OUT
THE CHURROS AND THE NAIL POLISH.

ACTION:

DIAL:

EFX:

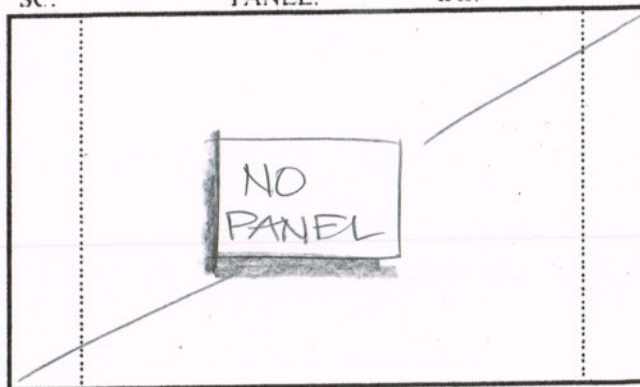
SLUG/NOTE:

SEQUENCE: 211-02

PG

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SC: PANEL: BG:



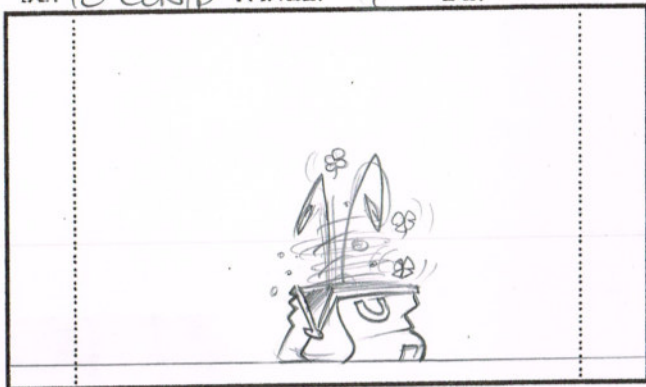
ACTION:

DIAL:

EFX:

SLUG/NOTE:

SC: 18 CONTD PANEL: 7 BG:



CAMERA:
THE LEPRECHAUN ZIPS BACK INTO
THE BAG

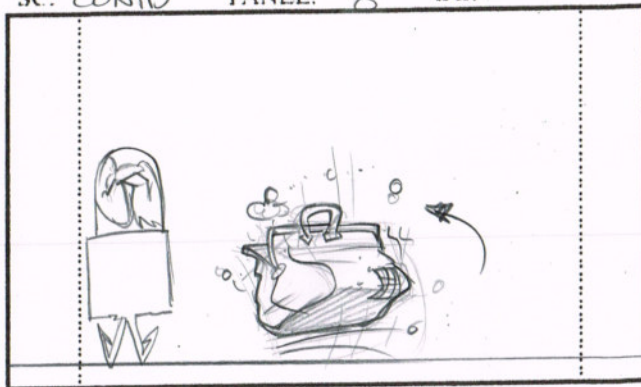
ACTION:

DIAL: (16) EDGAR: (OS) (ECHO EFFECT)
WHO'S THAT?

EFX:

SLUG/NOTE:

SC: CONTD PANEL: 8 BG:



PET COVERS HIS EYES AS THE
SATCHEL STARTS TO BOUNCE AROUND

ACTION:

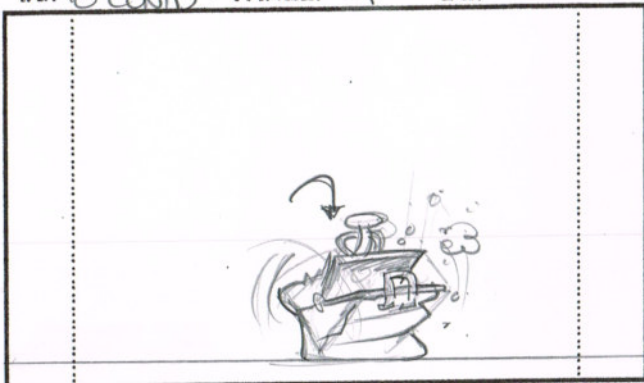
DIAL: (16) EDGAR: (OS) (CONTD)
HEY - HEY,

EFX:

SFX: < BANG'S, THUMPS, etc. >

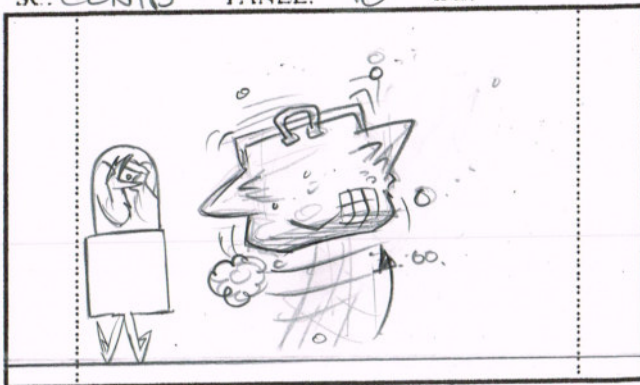
SLUG/NOTE:

SC: 18 CONTD - PANEL: 9 BG:



CAMERA:

SC: CONTD - PANEL: 10 BG:



PET SNEAKS A PEEK.

ACTION:

DIAL: (16) EDGAR: (OS) (CONTD)

.. LET GO

EFX: <DUST>

SFX: <LOUD SCUFFLE>

SLUG/NOTE:

ACTION:

DIAL: (16) EDGAR: (OS) CONTD

... OF ME, YA GREEN GOON!

EFX:

SLUG/NOTE:

SC: 18 CONTD PANEL: 11 BG:



CAMERA:
SUDDENLY EDGAR IS EJECTED FROM
THE SATCHEL..

ACTION:

DIAL:

EFX:

SLUG/NOTE:

SC: CONTD PANEL: 12 BG:



..LANDING ON HIS BUT

ACTION:

DIAL:

EFX:

SLUG/NOTE:

SEQUENCE: 211-02

SC: 8 CONTD PANEL: 13 BG:



CAMERA:

EDGAR LOOKS TO CAMERA

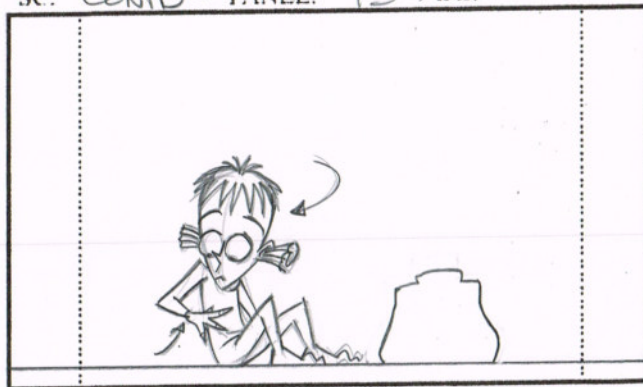
ACTION:

DIAL:

EFX:

SLUG/NOTE:

SC: CONTD - PANEL: 13 BG:



HE LOOKS DOWN AT HIS
"SPARKLEY-PINK" FINGERNAILS

ACTION:

DIAL:

EFX:

SLUG/NOTE:

SC: 18 CONTD PANEL: 14 BG:



CAMERA:

THEN HE LOOKS AT HIS OTHER HAND

ACTION:

DIAL:

EFX:

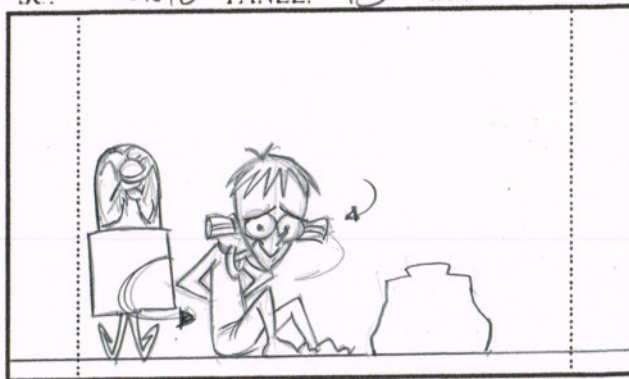
SLUG/NOTE:

SEQUENCE: 211-02

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SC: CONTD PANEL: 15 BG:



EDGAR BLUSHES AND HIDES HIS HANDS
BEHIND HIS BACK -
PET GIGGLES SILENTLY

ACTION:

DIAL:

EFX:

SLUG/NOTE:

SC: 19

PANEL: 1

BG:



CAMERA:

CLOSE ON EDGAR
(CHUI POSE).

ACTION:

DIAL:

EFX:

SLUG/NOTE:

SC: CONTD PANEL: 2 BG:



EDGAR CLEARS HIS THROAT.

ACTION:

DIAL: ⑰ EDGAR:

<CLEARS THROAT>

EFX:

SLUG/NOTE:

SEQUENCE: 211-02

SC: 19 CONTD PANEL: 3 BG:



CAMERA:

ACTION:

DIAL: (17) EDGAR: (CONTD)
SARA, I'M AFRAID THIS PRANK OF
YOURS IS IMPOSSIBLE.

EFX:

SLUG/NOTE:

SC: CONTD PANEL: 4 BG:



ACTION:

DIAL: (17) EDGAR: (CONTD)
LEPRECHAUNS ARE IMAGINARY, AFTER
ALL.

EFX:

SLUG/NOTE:

SC: 20

PANEL:

BG: S/A-12



CAMERA:
WIDE ON EDGAR
(HU POSE)

ACTION:

DIAL:

EFX:

SLUG/NOTE:

SC: CONTD PANEL: 2 BG:



EDGAR REACHES FOR THE SATCHEL.

ACTION:

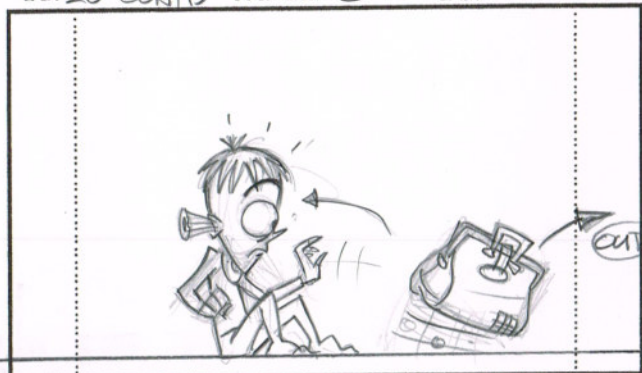
DIAL (17) EDGAR: (CONTD)

EVERYONE KNOWS THAT.

EFX:

SLUG/NOTE:

SC: 20 CONTD PANEL: 3 BG:



CAMERA:

SUDDENLY THE SATCHEL HOPS
UP AND OUT OF SCENE. EDGAR
REACTS BACK.

ACTION:

DIAL:

EFX: (DUST)

SLUG/NOTE:

SC: CONTD PANEL: 4 BG:



EDGAR CLENCHES HIS FISTS IN
FRUSTRATION.

ACTION:

DIAL: (18) EDGAR:

GRR!

EFX:

SLUG/NOTE:

SEQUENCE: 211-02

SC: 20 CONTD PANEL: 5 BG:



CAMERA:
EDGAR TURNS TO CAMERA

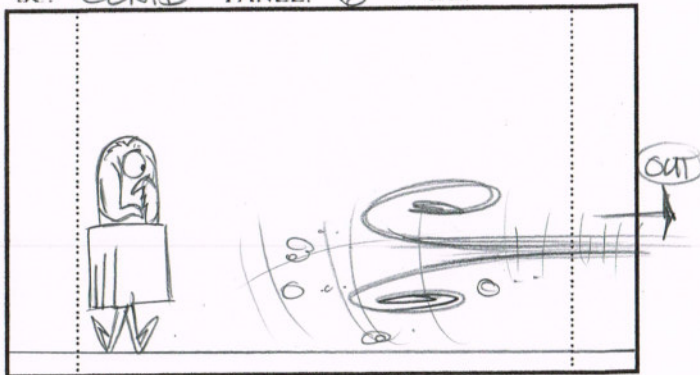
ACTION:

DIAL: (8) EDGAR:
UNTIL NEXT TIME ...

EFX:

SLUG/NOTE:

SC: CONTD PANEL: 6 - BG:



EDGAR ZIPS OUT AFTER THE
SATCHEL, LEAVING PET

ACTION:

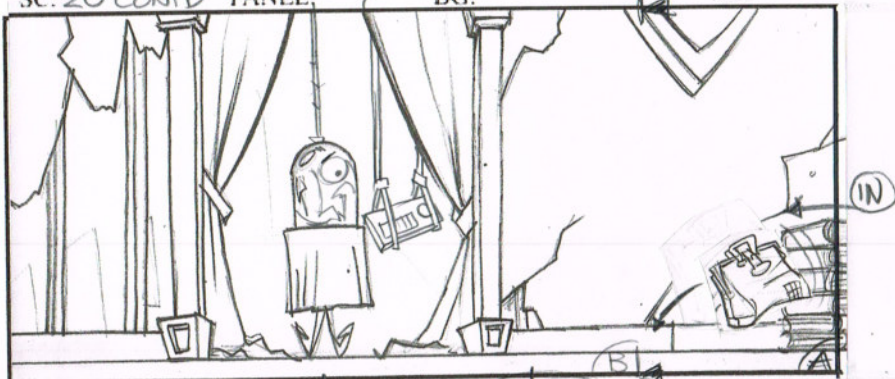
DIAL: (9) EDGAR: (OS)
COME BACK HERE!

EFX: (ZIP)

SLUG/NOTE:

SC: 20 CONTD PANEL: 7

BG:



CAMERA:

SOP (PAN) START

PAN W/ANIM (A) → (B)

ACTION:

THE SATCHEL HOPS BACK INTO
SCENE

DIAL:

EFX:

SLUG/NOTE:

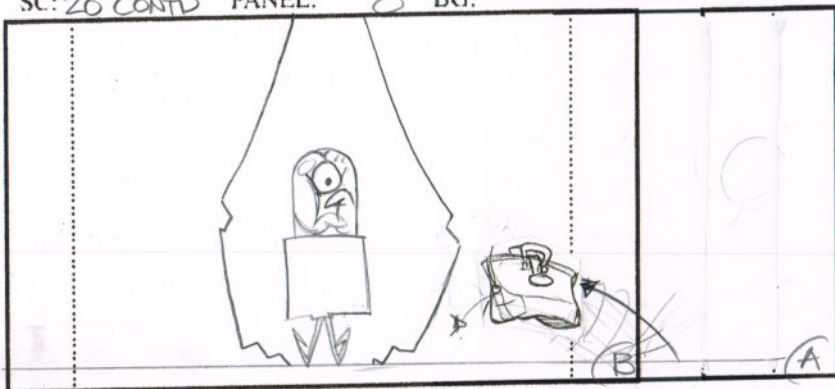
ACTION:

DIAL:

EFX:

SLUG/NOTE:

SC: 20 CONTD PANEL: 8 BG:



CAMERA:

ACTION:

DIAL:

EFX:

SLUG/NOTE:

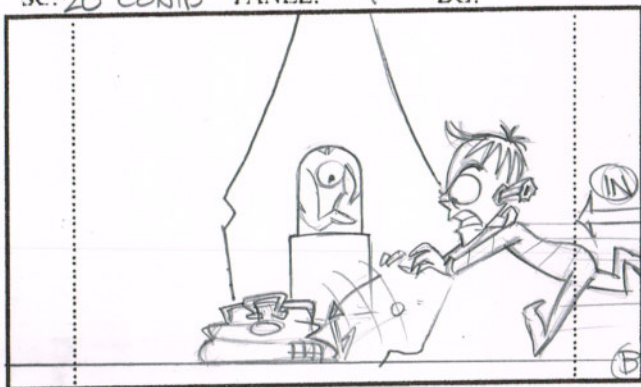
ACTION:

DIAL:

EFX:

SLUG/NOTE:

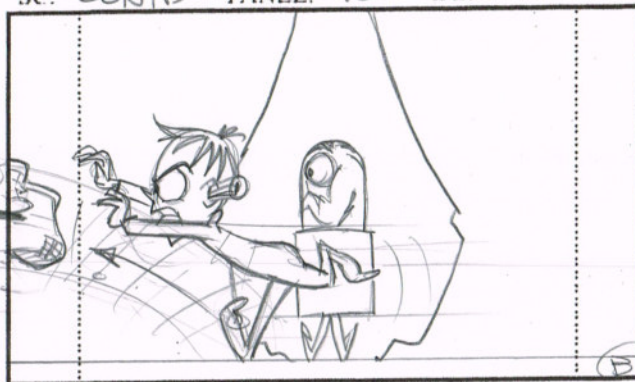
SC: 20 CONTD PANEL: 9 BG:



CAMERA:

EDGAR RACES IN BEHIND THE
SATCHEL

SC: CONTD PANEL: 10 - BG:



BOTH EXIT SCENE.

ACTION:

DIAL:

EFX:

SLUG/NOTE:

ACTION:

DIAL:

EFX:

SLUG/NOTE:

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PRODUCTIONS

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Batco
Inc.

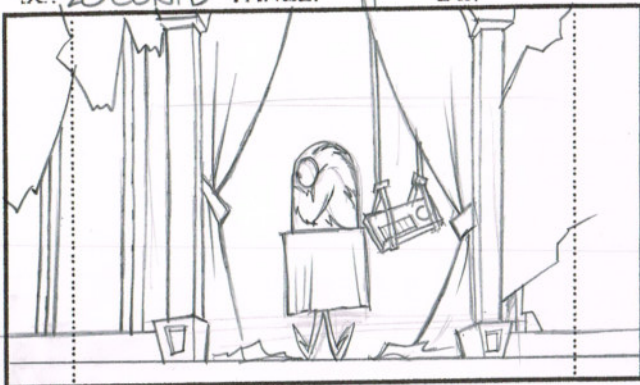
SEQUENCE: 211-02

PG

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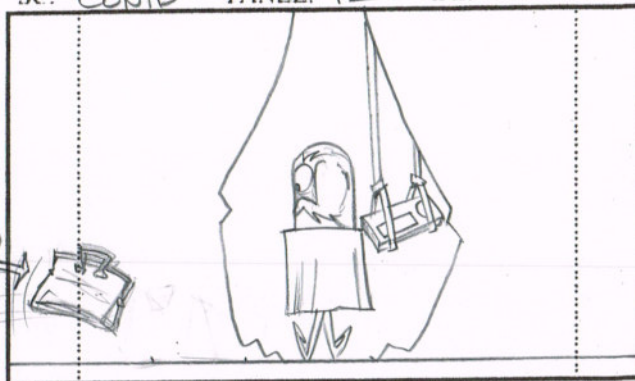
SC: 20 CONTD PANEL:

BG:



CAMERA:

SC: CONTD PANEL: 12 BG:



THE SACHEL HOPS INTO SCENE
CLOSER TO PET

ACTION:

DIAL:

EFX:

SFX: <CRASHES> (OS)

SLUG/NOTE:

ACTION:

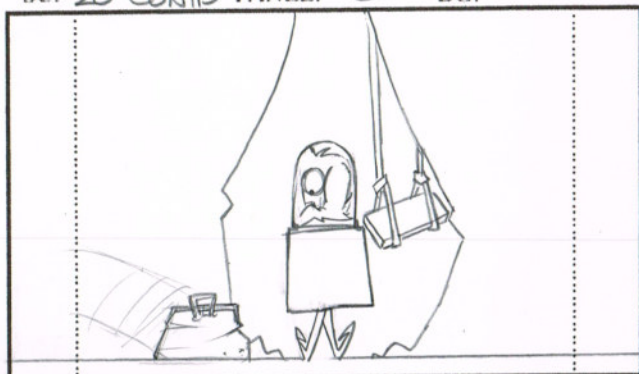
DIAL:

EFX:

SLUG/NOTE:

SEQUENCE: 211-02

SC: 20 CONTD PANEL: 13 BG:



CAMERA:

SC: CONTD PANEL: 14 BG:



ACTION:

DIAL:

EFX:

EFX: <THUMP>

SLUG/NOTE:

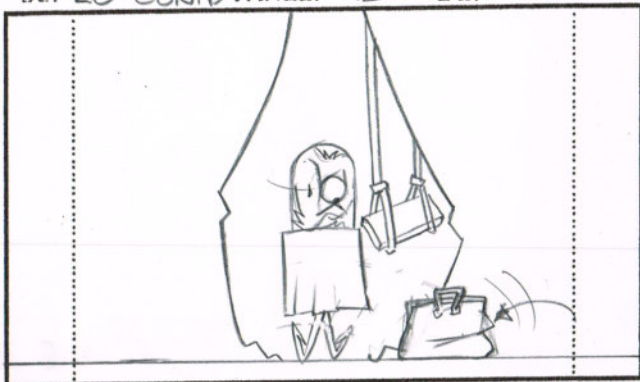
ACTION:

DIAL:

EFX:

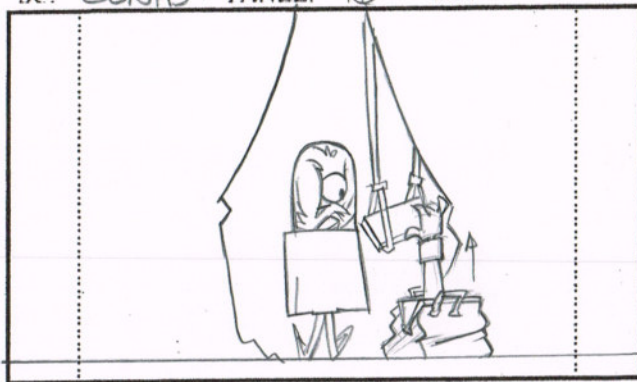
SLUG/NOTE:

SC: 20 CONTD PANEL: 15 BG:



CAMERA:

SC: CONTD PANEL: 16 BG:



ACTION:
STOPPING IN FRONT OF THE KEYBOARD.

DIAL:

EFX:

SLUG/NOTE:

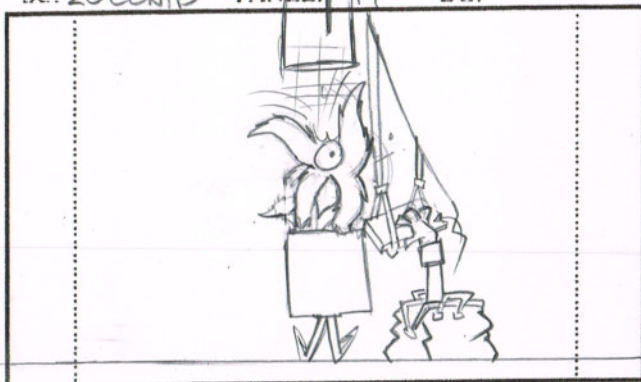
ACTION:
THE LEPRECHAUN REACHES OUT, TAPPING
A TUNE ON THE KEYBOARD.

DIAL:

EFX:

SLUG/NOTE:

SC: 20 CONTD PANEL: 17 BG:



CAMERA:

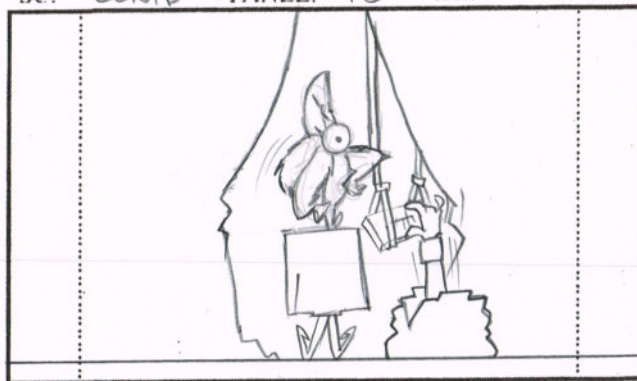
ACTION:
THE GLASS DOME IS PULLED UP (OS)
FREEING PET

DIAL:

EFX:
MFX: <WHEN IRISH EYES ARE SMILING.>

SLUG/NOTE:

SC: CONTD PANEL: 18 BG:



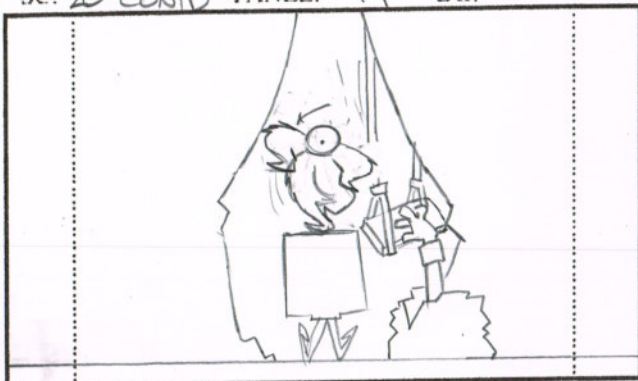
ACTION:
PET STARTS DANCING A JIG

DIAL:

EFX:

SLUG/NOTE:

SC: 20 CONTD PANEL: 19 BG:



CAMERA:

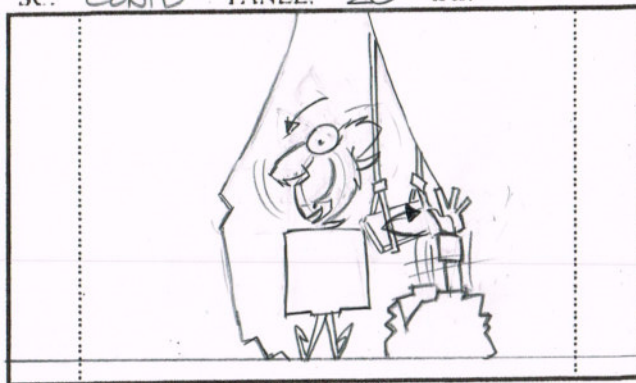
ACTION:

DIAL:

EFX:

SLUG/NOTE:

SC: CONTD PANEL: 20 BG:



ACTION:
THE LEPRECHAUN'S HAND TURNS REACTING
TO (OS) EDGAR

DIAL:
A EDGAR: (OS)
<GROWL>

EFX:

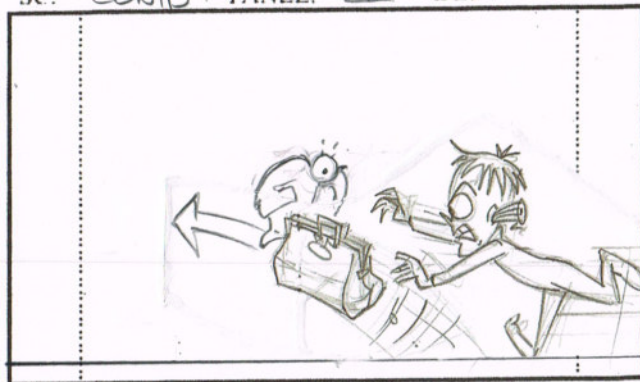
SLUG/NOTE:

SC: 20 CONTD PANEL: 21 BG:



CAMERA:

SC: CONTD PANEL: 22 BG:



ACTION:
THE LEPRECHAUN'S ARM ZIPS BACK INTO THE
SATCHEL AS EDGAR RACES IN.

DIAL: EDGAR
<GROWLING>

EFX: (LEPRECHAUN SPARKLES & SHAMROCKS)

SLUG/NOTE:

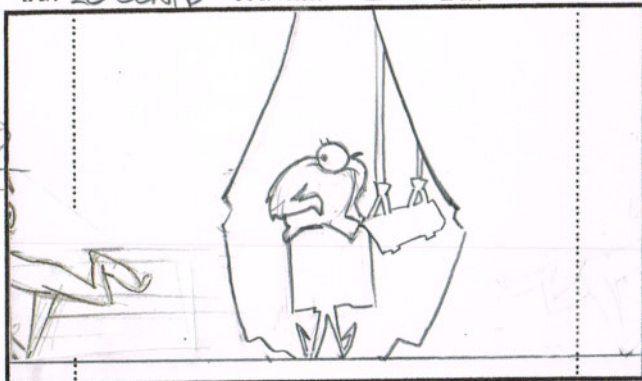
ACTION:
THE SATCHEL HOPS OUT, EDGAR IS
RIGHT BEHIND IT.

DIAL:

EFX:

SLUG/NOTE:

SC: 20 CONTD PANEL: 23 BG:



CAMERA:

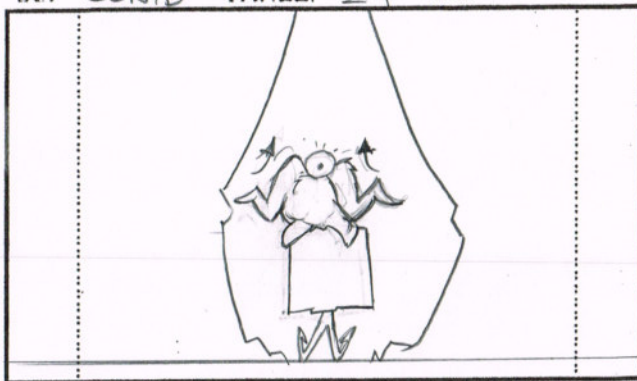
ACTION:
EDGAR & THE SATCHEL EXITS SCENE

DIAL:

EFX:

SLUG/NOTE:

SC: CONTD PANEL: 24 BG:



ACTION:
PET TURNS TO CAMERA AND
SHRUGS.

DIAL:

EFX:

SFX: <BANGS, CRASHES & THUDS!> (OS)

SLUG/NOTE:

STAR FARM
PRODUCTIONS

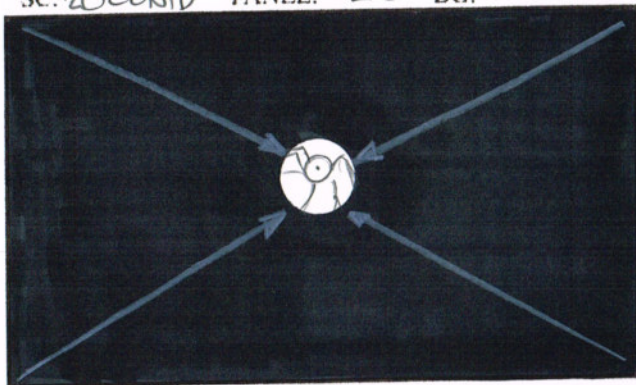
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Bat:el
Productions Inc.

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PG
EG

SC: 20 CONTD PANEL: 25 BG:



CAMERA:

IRIS OUT ON PET

ACTION:

DIAL:

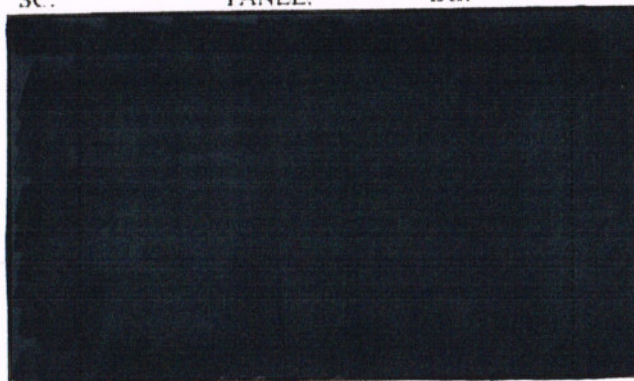
EFX:

SLUG/NOTE:

SC:

PANEL:

BG:



THE END

ACTION:

DIAL:

EFX:

SLUG/NOTE: