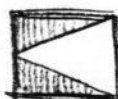




JACKIE  CHAN  
ADVENTURES™

**EP316: Act 1**  
**“Tohru Who?”**

| SC | PANEL | H/U | ACTION | day | night |
|----|-------|-----|--------|-----|-------|
|    |       |     |        |     |       |
|    |       |     |        |     |       |
|    |       |     |        |     |       |



FADE UP

| SC | PANEL | H/U | ACTION                                                   | day | night |
|----|-------|-----|----------------------------------------------------------|-----|-------|
|    |       |     | FADE UP ON STREET<br>OUTSIDE OF UNCLE'S<br>ANTIQUE SHOP. |     |       |
|    |       |     | UNCLE, JACKIE & JADE<br>ARE WALKING TOWARDS<br>THE SHOP. |     |       |
|    |       |     | DIALOGUE                                                 |     |       |
|    |       |     | (14) <u>UNCLE</u><br>JACKIE, NEXT TIME ..                |     |       |
|    |       |     | TIME                                                     |     |       |



| SC | PANEL | H/U | ACTION                                                                                      | day | night |
|----|-------|-----|---------------------------------------------------------------------------------------------|-----|-------|
|    |       |     | (DIA PAN)                                                                                   |     |       |
|    |       |     | ANGLE ON UNCLE, JACKIE,<br>& JADE (HOLDING A BAG<br>OF POPCORN & HUNGRIEST<br>AWAY HAPPILY) |     |       |
|    |       |     | DIALOGUE                                                                                    |     |       |
|    |       |     | (14) <u>UNCLE</u> : (CONT'D)<br>..YOU TAKE JADE TO<br>MOVIES.                               |     |       |
|    |       |     | TIME                                                                                        |     |       |

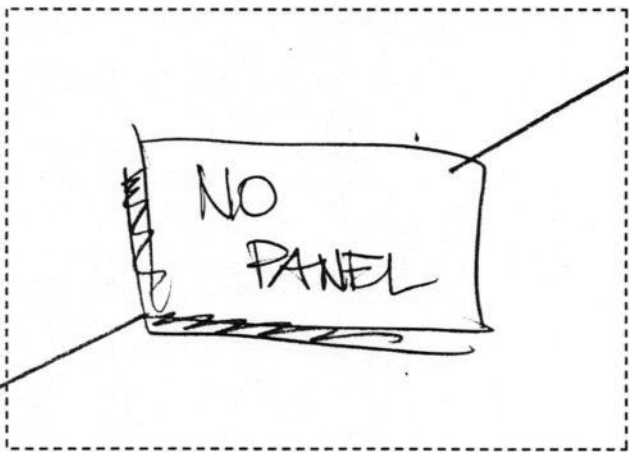
|    |         |     |                                                                                                            |
|----|---------|-----|------------------------------------------------------------------------------------------------------------|
| SC | PANEL 2 | H/U | ACTION                                                                                                     |
|    |         |     | <p>day night</p> <p>CONT. PAN AS UNCLE CONTINUES HIS TIRADE. JADE POPS SOME MORE POPCORN IN HER MOUTH.</p> |
|    |         |     | <p>DIALOGUE</p> <p>(14) <u>UNCLE</u> (CONT'D)</p> <p>POPCORN STALE, SOUND TOO LOUD...</p>                  |
|    |         |     | <p>TIME</p>                                                                                                |

|    |         |     |                                                                                                           |
|----|---------|-----|-----------------------------------------------------------------------------------------------------------|
| SC | PANEL 3 | H/U | ACTION                                                                                                    |
|    |         |     | <p>day night</p> <p>STOP PAN. UNCLE, JACKIE &amp; JADE HAVE STOPPED IN FRONT OF THE SHOP. JADE TURNS.</p> |
|    |         |     | <p>DIALOGUE</p> <p>(14) <u>UNCLE</u> (CONT'D):</p> <p>.. STORY UNREALISTIC.</p>                           |
|    |         |     | <p>TIME</p>                                                                                               |

|    |         |     |                                                                   |
|----|---------|-----|-------------------------------------------------------------------|
| SC | PANEL 4 | H/U | ACTION                                                            |
|    |         |     | <p>day night</p> <p>JACKIE LOOKS AT UNCLE INCREDULOUSLY.</p>      |
|    |         |     | <p>DIALOGUE</p> <p>(15) <u>JACKIE</u>:</p> <p>YOU EXPECTED...</p> |
|    |         |     | <p>TIME</p>                                                       |

|                                                                                   |             |                                                                              |
|-----------------------------------------------------------------------------------|-------------|------------------------------------------------------------------------------|
| SC                                                                                | PANEL 5 H/U | ACTION day night                                                             |
|  |             | <p>JADE REACHES IN BAG: JACKIE GESTURES</p>                                  |
|                                                                                   |             | <p>DIALOGUE</p> <p>(15) <u>JACKIE</u>: (CONT'D)</p> <p>.. REALITY FROM..</p> |
|                                                                                   |             | TIME                                                                         |

|                                                                                     |             |                                                                                                       |
|-------------------------------------------------------------------------------------|-------------|-------------------------------------------------------------------------------------------------------|
| SC                                                                                  | PANEL 6 H/U | ACTION day night                                                                                      |
|  |             | <p>JACKIE RUBS HIS NECK</p>                                                                           |
|                                                                                     |             | <p>DIALOGUE</p> <p>(15) <u>JACKIE</u>: (CONT'D)</p> <p>"BRAIN-DRAINING FEELS FROM PLANET MEDULLA"</p> |
|                                                                                     |             | TIME                                                                                                  |

|                                                                                     |           |                  |
|-------------------------------------------------------------------------------------|-----------|------------------|
| SC                                                                                  | PANEL H/U | ACTION day night |
|  |           |                  |
|                                                                                     |           | DIALOGUE         |
|                                                                                     |           | TIME             |

SC

PANEL 1

H/U



ACTION

day night

CLOSE ON JADE.  
CHEWING MERRILY  
AWAY.

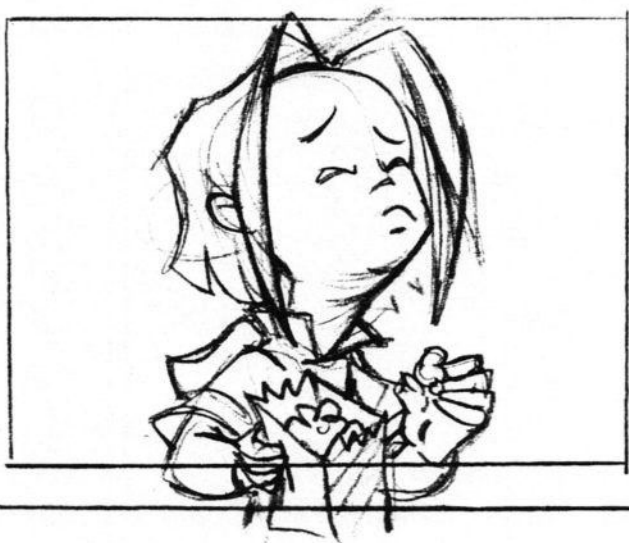
DIALOGUE

TIME

SC

PANEL 2

H/U



ACTION

day night

JADE SWALLOWS.

DIALOGUE

JADE:  
<GULP!>

TIME

SC

PANEL 3

H/U



ACTION

day night

JADE TURNS TO  
JAZZIE & UNCLE (OS)

DIALOGUE

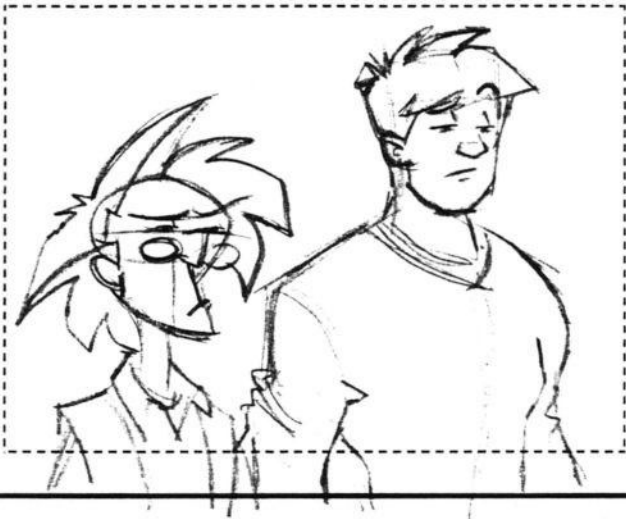
16 JADE:  
HEY

TIME

|                                                                                   |             |                                             |
|-----------------------------------------------------------------------------------|-------------|---------------------------------------------|
| SC                                                                                | PANEL 4 H/U | ACTION day night                            |
|  |             | JADE POINTS TO<br>HERSELF                   |
|                                                                                   |             | DIALOGUE<br>(16) JADE:<br>HEY, I'M SLEEPING |
|                                                                                   |             | TIME                                        |

|                                                                                     |             |                                                                           |
|-------------------------------------------------------------------------------------|-------------|---------------------------------------------------------------------------|
| SC                                                                                  | PANEL 5 H/U | ACTION day night                                                          |
|  |             | JADE IS DEPRESSED.                                                        |
|                                                                                     |             | DIALOGUE<br>(16) JADE (CONT'D)<br>.. WITH NOSEPLUGS<br>TONIGHT. NO ALIENS |
|                                                                                     |             | TIME                                                                      |

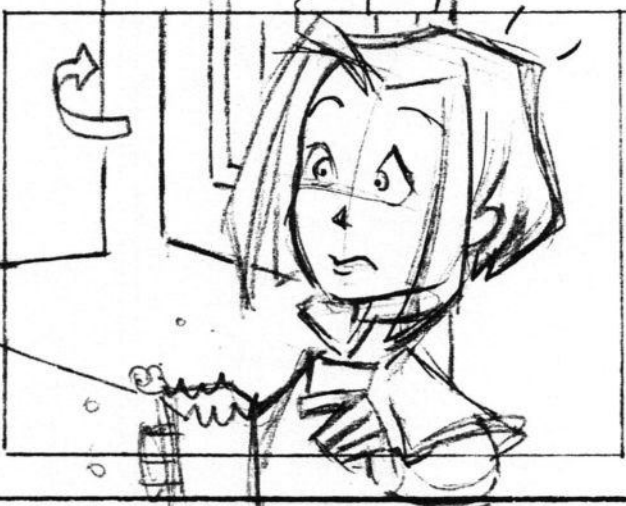
|                                                                                     |             |                                                                               |
|-------------------------------------------------------------------------------------|-------------|-------------------------------------------------------------------------------|
| SC                                                                                  | PANEL 6 H/U | ACTION day night                                                              |
|  |             | JADE GESTURES TO<br>HER HEAD.                                                 |
|                                                                                     |             | DIALOGUE<br>(16) JADE (CONT'D)<br>.. GETTING IT'S MITTS ON<br>MY BRAIN MATTER |
|                                                                                     |             | TIME                                                                          |

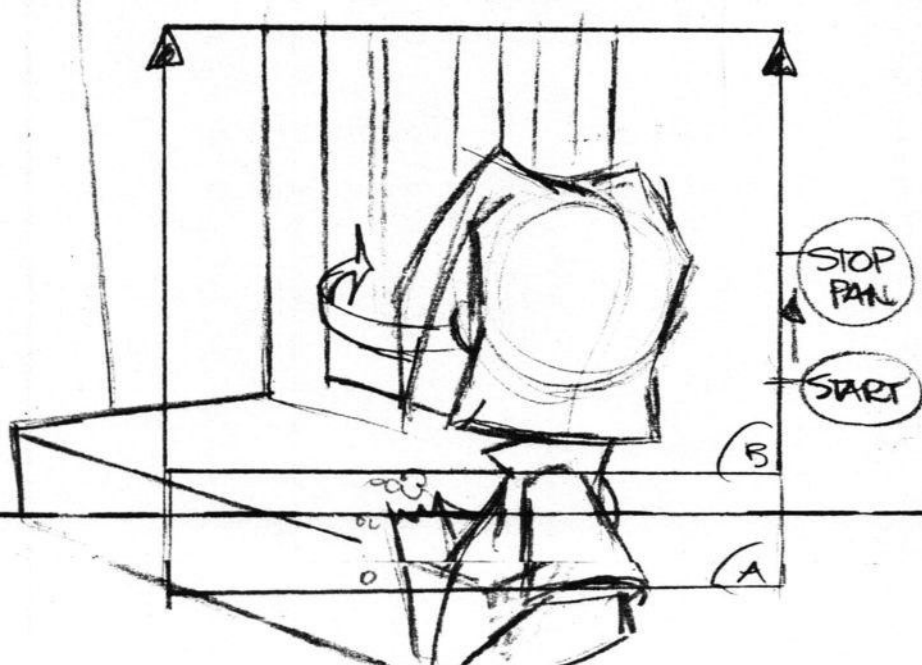
|                                                                                   |         |     |                         |           |
|-----------------------------------------------------------------------------------|---------|-----|-------------------------|-----------|
| SC                                                                                | PANEL 1 | H/U | ACTION                  | day night |
|  |         |     | ANGLE ON JACKIE & UNCLE |           |
|                                                                                   |         |     | DIALOGUE                |           |
|                                                                                   |         |     | TIME                    |           |

|                                                                                     |         |     |                                |           |
|-------------------------------------------------------------------------------------|---------|-----|--------------------------------|-----------|
| SC                                                                                  | PANEL 2 | H/U | ACTION                         | day night |
|  |         |     | THE TURN TO LOOK AT EACH OTHER |           |
|                                                                                     |         |     | DIALOGUE                       |           |
|                                                                                     |         |     | TIME                           |           |

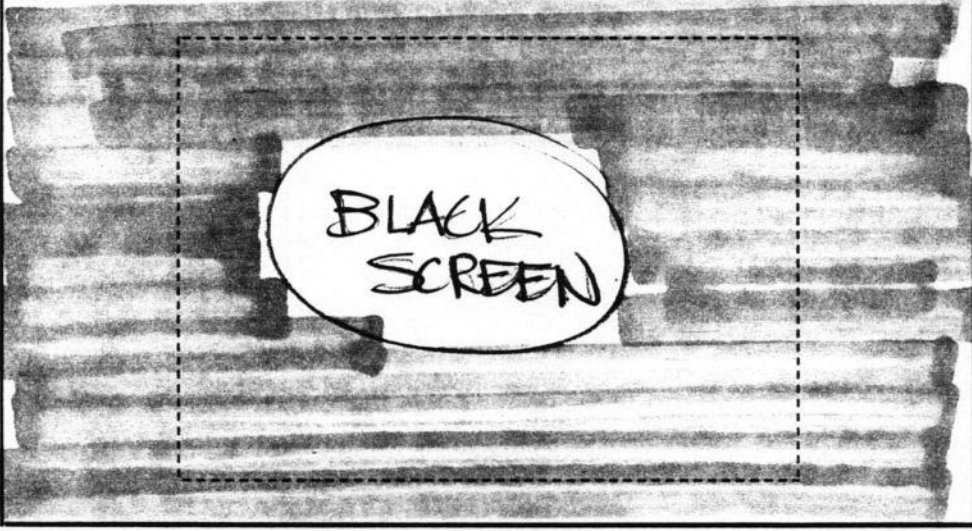
|                                                                                     |         |     |                                 |           |
|-------------------------------------------------------------------------------------|---------|-----|---------------------------------|-----------|
| SC                                                                                  | PANEL 3 | H/U | ACTION                          | day night |
|  |         |     | THEN TURN BACK TO LOOK AT JADE. |           |
|                                                                                     |         |     | DIALOGUE                        |           |
|                                                                                     |         |     | TIME                            |           |

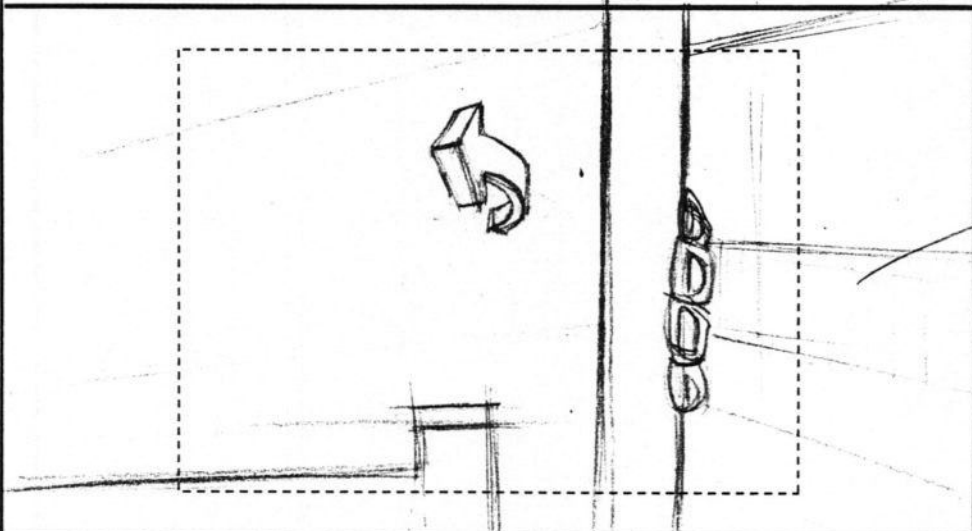
|                                                                                   |         |     |                                                              |
|-----------------------------------------------------------------------------------|---------|-----|--------------------------------------------------------------|
| SC                                                                                | PANEL 1 | H/U | ACTION                                                       |
|  |         |     | day night                                                    |
|                                                                                   |         |     | <p>ANGLE ON JADE.<br/>SHE LOOKS AS IF TO<br/>SAY "WHAT"?</p> |
|                                                                                   |         |     | <p>DIALOGUE</p>                                              |
|                                                                                   |         |     | TIME                                                         |

|                                                                                     |         |     |                                                         |
|-------------------------------------------------------------------------------------|---------|-----|---------------------------------------------------------|
| SC                                                                                  | PANEL 2 | H/U | ACTION                                                  |
|  |         |     | day night                                               |
|                                                                                     |         |     | <p>JADE REACTS TO<br/>THE DOOR CREAKING<br/>LOUDLY.</p> |
|                                                                                     |         |     | <p>DIALOGUE<br/>SFX: (LOUD DOOR<br/>CREAK)</p>          |
|                                                                                     |         |     | TIME                                                    |

|                                                                                    |         |     |                                                                        |
|------------------------------------------------------------------------------------|---------|-----|------------------------------------------------------------------------|
| SC                                                                                 | PANEL 3 | H/U | ACTION                                                                 |
|  |         |     | day night                                                              |
|                                                                                    |         |     | <p>VERT PAN AS<br/>JADE TURNS AND<br/>LOOKS OVER HER<br/>SHOULDER.</p> |
|                                                                                    |         |     | <p>DIALOGUE</p>                                                        |
|                                                                                    |         |     | TIME                                                                   |

| SC                                                                                | PANEL | H/U | ACTION                                                             |
|-----------------------------------------------------------------------------------|-------|-----|--------------------------------------------------------------------|
|                                                                                   |       |     | day night                                                          |
|  |       |     | <p>ANGLE ON JACKIE &amp; UNCLE. THEY REACT TO O.S. DOOR CREAK.</p> |
|                                                                                   |       |     | DIALOGUE                                                           |
|                                                                                   |       |     | TIME                                                               |

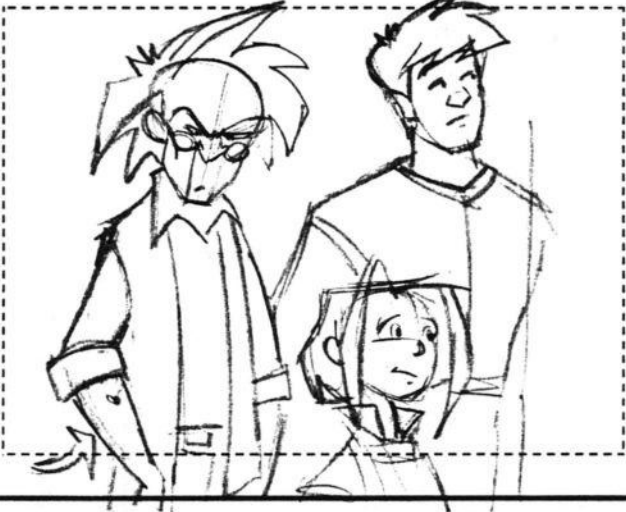
| SC                                                                                  | PANEL | H/U | ACTION               |
|-------------------------------------------------------------------------------------|-------|-----|----------------------|
|                                                                                     |       |     | day night            |
|  |       |     | <p>BLACK SCREEN.</p> |
|                                                                                     |       |     | DIALOGUE             |
|                                                                                     |       |     | TIME                 |

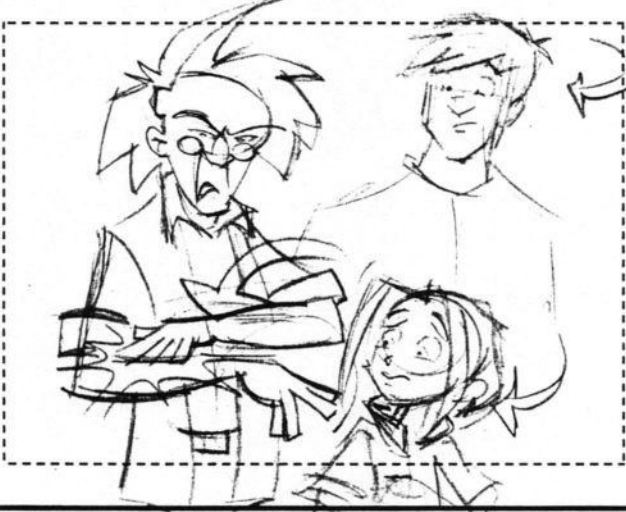
| SC                                                                                  | PANEL | H/U | ACTION                                                                                    |
|-------------------------------------------------------------------------------------|-------|-----|-------------------------------------------------------------------------------------------|
|                                                                                     | 2     |     | day night                                                                                 |
|  |       |     | <p>THE DOOR IS PUSHED OPEN. (A BEAM OF LIGHT FROM BEHIND DOOR CRACK.)</p> <p>DX LIGHT</p> |
|                                                                                     |       |     | DIALOGUE                                                                                  |
|                                                                                     |       |     | TIME                                                                                      |

|    |             |                                                                                                               |
|----|-------------|---------------------------------------------------------------------------------------------------------------|
| SC | PANEL 3 H/U | ACTION day night                                                                                              |
|    |             | <p>DOOR OPENS WIDE TO REVEAL UNCLE JADE &amp; JACKIE STANDING IN DOORWAY.</p> <p>* (2-TONE ON CHARACTERS)</p> |
|    |             | <p>DIALOGUE</p> <p>(17) <u>UNCLE</u>: (CONT'D)</p> <p>.. NEVER TO LEAVE<br/>STEP DOOR OPEN! ..</p>            |
|    |             | TIME                                                                                                          |

|    |             |                                                       |
|----|-------------|-------------------------------------------------------|
| SC | PANEL 4 H/U | ACTION day night                                      |
|    |             | <p>JADE STEPS FWD CALLING OUT</p>                     |
|    |             | <p>DIALOGUE</p> <p>(18) <u>JADE</u></p> <p>HEY T!</p> |
|    |             | TIME                                                  |

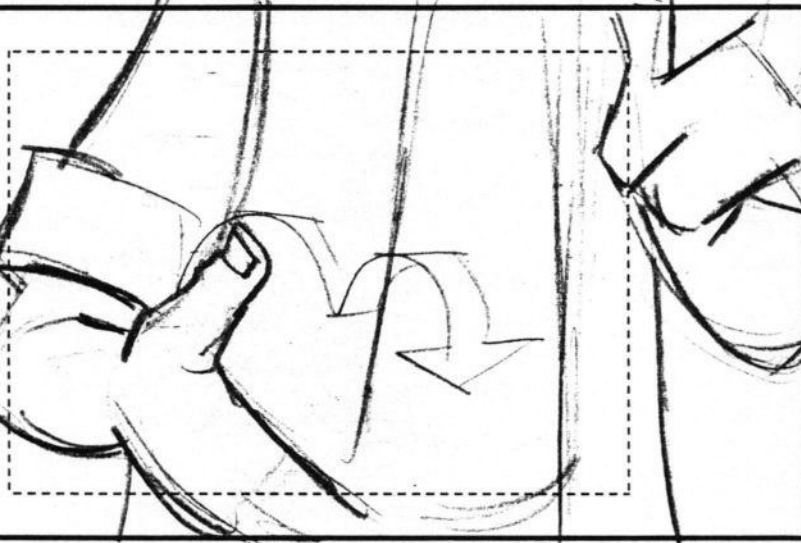
|    |             |                                                                                                                                  |
|----|-------------|----------------------------------------------------------------------------------------------------------------------------------|
| SC | PANEL 5 H/U | ACTION day night                                                                                                                 |
|    |             | <p>UNCLE &amp; JACKIE TURN TO EACH OTHER, DISBELIEVING. JADE CONTINUES TO GO ON ABOUT HER FILM. A MOSQUITO FLIES INTO SCENE.</p> |
|    |             | <p>DIALOGUE</p> <p>(18) <u>JADE</u>: (CONT'D)</p> <p>YOU MISSED A CLASSIC</p>                                                    |
|    |             | TIME                                                                                                                             |

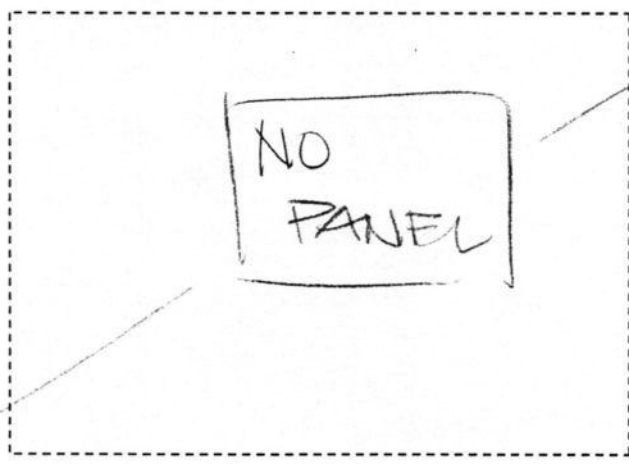
| SC | PANEL 6 H/U                                                                       | ACTION day night                                                  |
|----|-----------------------------------------------------------------------------------|-------------------------------------------------------------------|
|    |  | <p>THE MOSQUITO LANDS ON UNCLE'S ARM. UNCLE LOOKS DOWN AT IT.</p> |
|    |                                                                                   | DIALOGUE                                                          |
|    |                                                                                   | TIME                                                              |

| SC | PANEL 7 H/U                                                                         | ACTION day night                                       |
|----|-------------------------------------------------------------------------------------|--------------------------------------------------------|
|    |  | <p>UNCLE SLAPS AT MOSQUITO. JACKIE &amp; JADE TURN</p> |
|    |                                                                                     | DIALOGUE                                               |
|    |                                                                                     | <p>(19) <u>UNCLE</u><br/>YOU LET...</p>                |
|    |                                                                                     | TIME                                                   |

| SC | PANEL 8 H/U                                                                         | ACTION day night                                                 |
|----|-------------------------------------------------------------------------------------|------------------------------------------------------------------|
|    |  | <p>UNCLE LOOKS UP.</p>                                           |
|    |                                                                                     | DIALOGUE                                                         |
|    |                                                                                     | <p>(19) <u>UNCLE</u> (CONT'D):<br/>.. MOSQUITOES <u>IN</u>..</p> |
|    |                                                                                     | TIME                                                             |

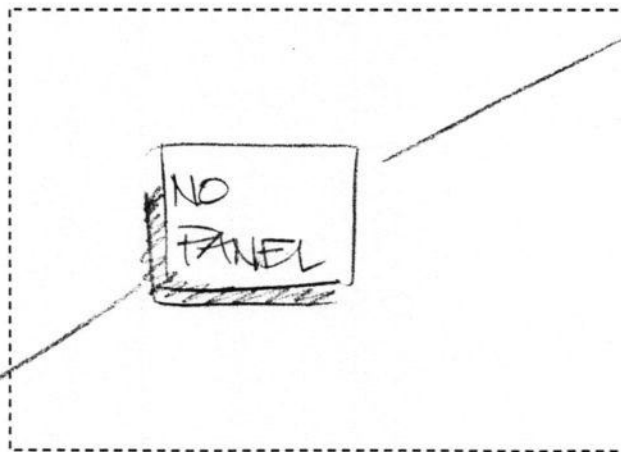
|                                                                                   |         |     |                                                                        |           |
|-----------------------------------------------------------------------------------|---------|-----|------------------------------------------------------------------------|-----------|
| SC                                                                                | PANEL 9 | H/U | ACTION                                                                 | day night |
|  |         |     | UNCLE STEPS TOWARDS CAM                                                |           |
|                                                                                   |         |     | DIALOGUE<br>(19) <u>UNCLE</u> (CONT'D)<br><br>..AND AIR CONDITIONING.. |           |
|                                                                                   |         |     | TIME                                                                   |           |

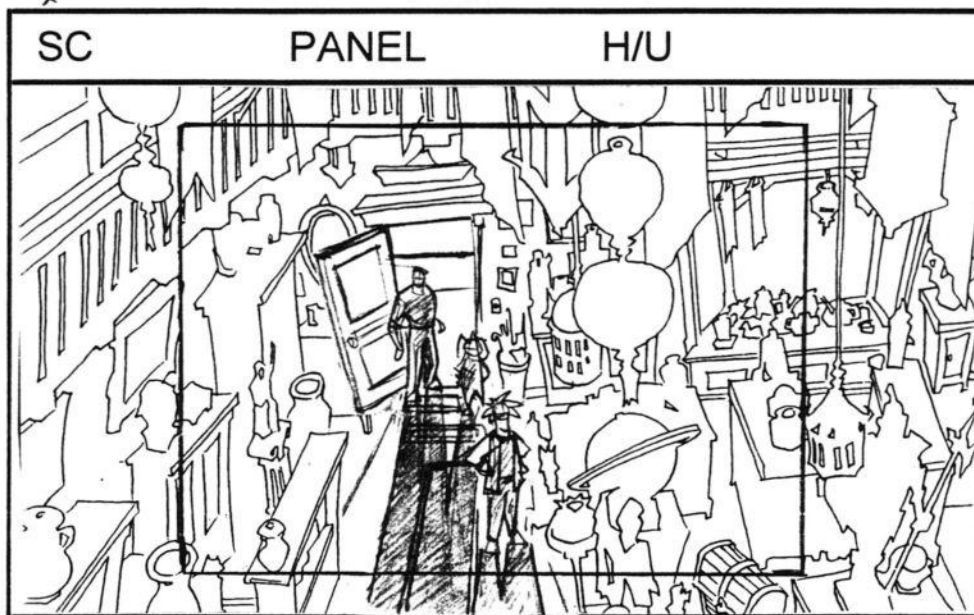
|                                                                                      |          |     |                                                      |           |
|--------------------------------------------------------------------------------------|----------|-----|------------------------------------------------------|-----------|
| SC                                                                                   | PANEL 10 | H/U | ACTION                                               | day night |
|  |          |     | UNCLE CONTINUES TOWARDS CAMERA FILLING SCREEN        |           |
|                                                                                      |          |     | DIALOGUE<br>(19) <u>UNCLE</u> (CONT'D)<br><br>..OUT! |           |
|                                                                                      |          |     | TIME                                                 |           |

|                                                                                     |       |     |          |           |
|-------------------------------------------------------------------------------------|-------|-----|----------|-----------|
| SC                                                                                  | PANEL | H/U | ACTION   | day night |
|  |       |     |          |           |
|                                                                                     |       |     | DIALOGUE |           |
|                                                                                     |       |     | TIME     |           |

|                                                                                   |          |     |                                                                               |           |
|-----------------------------------------------------------------------------------|----------|-----|-------------------------------------------------------------------------------|-----------|
| SC                                                                                | PANEL 11 | H/U | ACTION                                                                        | day night |
|  |          |     | <p>JADE BOUNCES INTO THE ROOM. JACKIE LOOKS APPREHENSIVE. JADE CALLS OUT.</p> |           |
|                                                                                   |          |     | <p>DIALOGUE</p> <p>⑮ JADE:</p> <p>HEY, T!</p>                                 |           |
|                                                                                   |          |     | <p>TIME</p>                                                                   |           |

|                                                                                     |          |     |                                                                      |           |
|-------------------------------------------------------------------------------------|----------|-----|----------------------------------------------------------------------|-----------|
| SC                                                                                  | PANEL 12 | H/U | ACTION                                                               | day night |
|  |          |     | <p>ADJUST CAMERA AS JACKIE STEPS FORWARD.</p>                        |           |
|                                                                                     |          |     | <p>DIALOGUE</p> <p>⑮ JADE: (CONT'D)</p> <p>YOU MISSED A CLASSIC!</p> |           |
|                                                                                     |          |     | <p>TIME</p>                                                          |           |

|                                                                                     |       |     |                 |           |
|-------------------------------------------------------------------------------------|-------|-----|-----------------|-----------|
| SC                                                                                  | PANEL | H/U | ACTION          | day night |
|  |       |     |                 |           |
|                                                                                     |       |     | <p>DIALOGUE</p> |           |
|                                                                                     |       |     | <p>TIME</p>     |           |

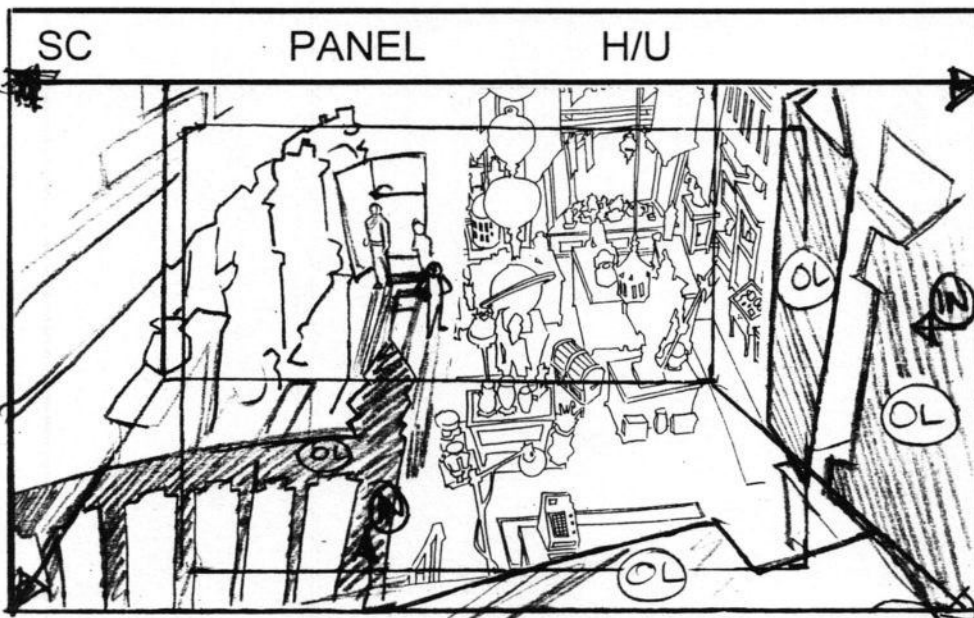


ACTION day night  
WIDE ON SHOP INT.

FX: DX SHADOW  
(CHARS IN 2TONF)

DIALOGUE  
Δ INSERTED AD LIB DIALOGUE.  
JACKIE, JADE & UNCLE  
CALLING OUT

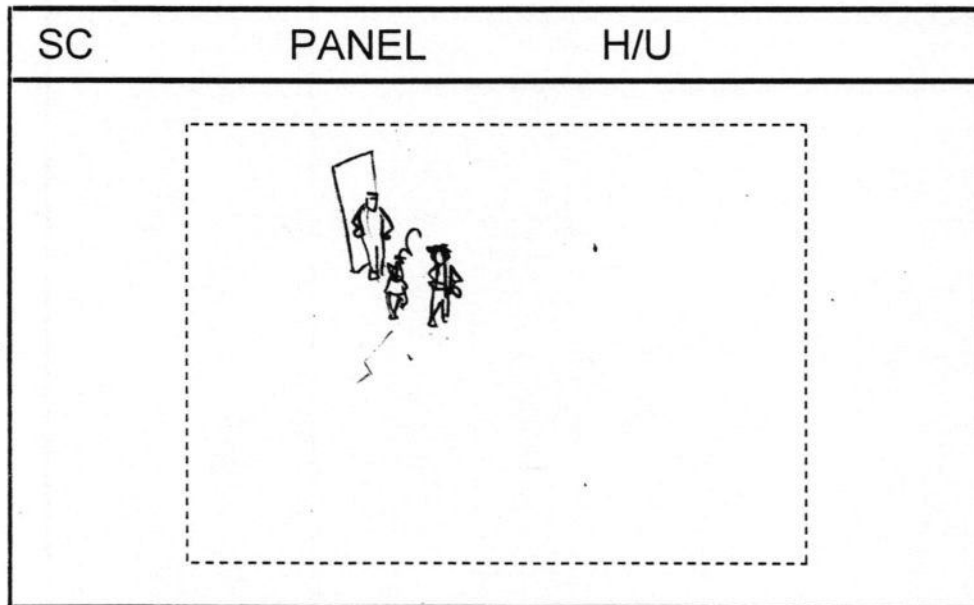
TIME



ACTION day night  
AS JACKIE STEPS INTO  
THE SHOP, TRUCK OUT  
& PAN OL'S IN

DIALOGUE  
(

TIME



ACTION day night  
JADE STEPS  
FORWARD.

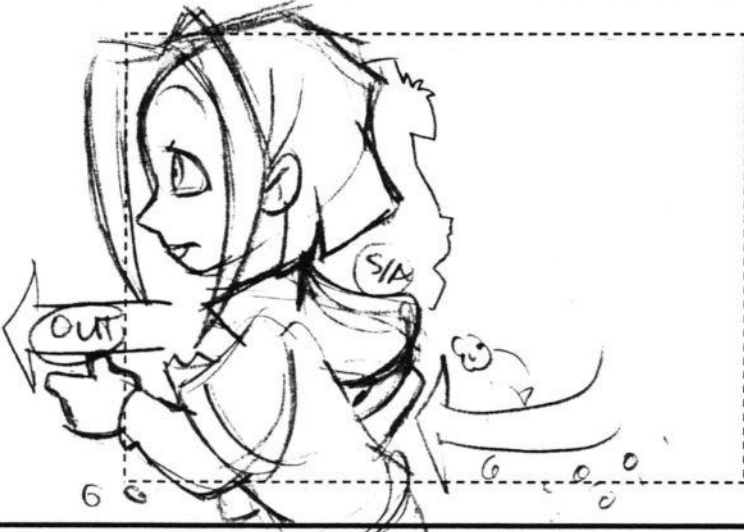
DIALOGUE

TIME

|    |                |     |                                                                                                              |
|----|----------------|-----|--------------------------------------------------------------------------------------------------------------|
| SC | PANEL <u>1</u> | H/U | ACTION                                                                                                       |
|    |                |     | <p>day night</p> <p>ANOTHER ANGLE ON SHOP INTERIOR.</p> <p>JACKIE STANDS IN DOORWAY. JADE WALKS FORWARD.</p> |
|    |                |     | <p>DIALOGUE</p> <p><u>INSERTED DIA</u></p> <p>JACKIE, JADE &amp; UNCLE</p>                                   |
|    |                |     | <p>TIME</p>                                                                                                  |

|    |                |     |                                                                                               |
|----|----------------|-----|-----------------------------------------------------------------------------------------------|
| SC | PANEL <u>2</u> | H/U | ACTION                                                                                        |
|    |                |     | <p>day night</p> <p>JADE CONT'S TO WALK FORWARD.</p> <p>JACKIE WALKS FORWARD CALLING OUT.</p> |
|    |                |     | <p>DIALOGUE</p> <p><u>INSERTED DIA</u></p> <p>UNCLE JACKIE &amp; JADE</p>                     |
|    |                |     | <p>TIME</p>                                                                                   |

|    |                |     |                                                       |
|----|----------------|-----|-------------------------------------------------------|
| SC | PANEL <u>3</u> | H/U | ACTION                                                |
|    |                |     | <p>day night</p>                                      |
|    |                |     | <p>DIALOGUE</p> <p><u>20A JADE:</u></p> <p>TOHRU?</p> |
|    |                |     | <p>TIME</p>                                           |

| SC                                                                                | PANEL | H/U | ACTION         | day | night |
|-----------------------------------------------------------------------------------|-------|-----|----------------|-----|-------|
|                                                                                   |       |     | JADE RUNS O.S. |     |       |
|  |       |     | DIALOGUE       |     |       |
|                                                                                   |       |     | TIME           |     |       |



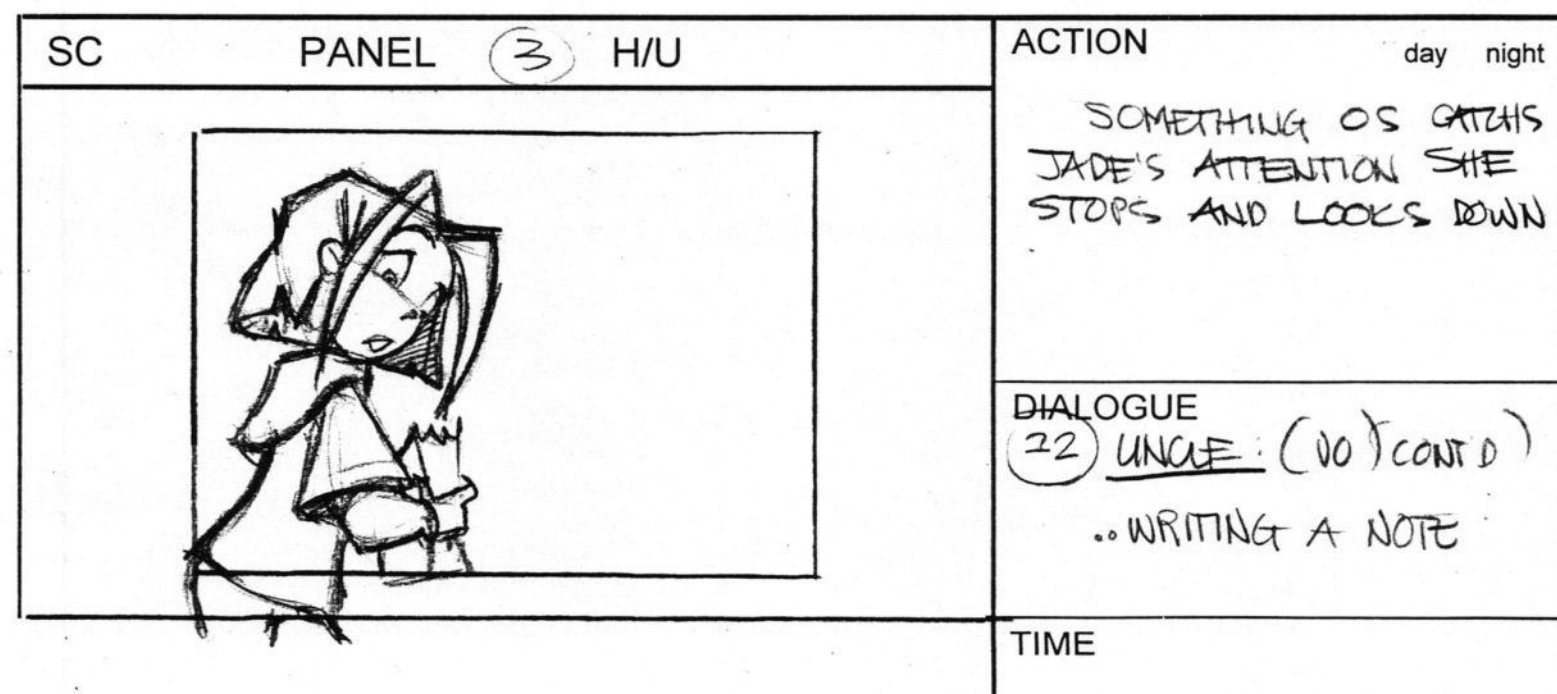
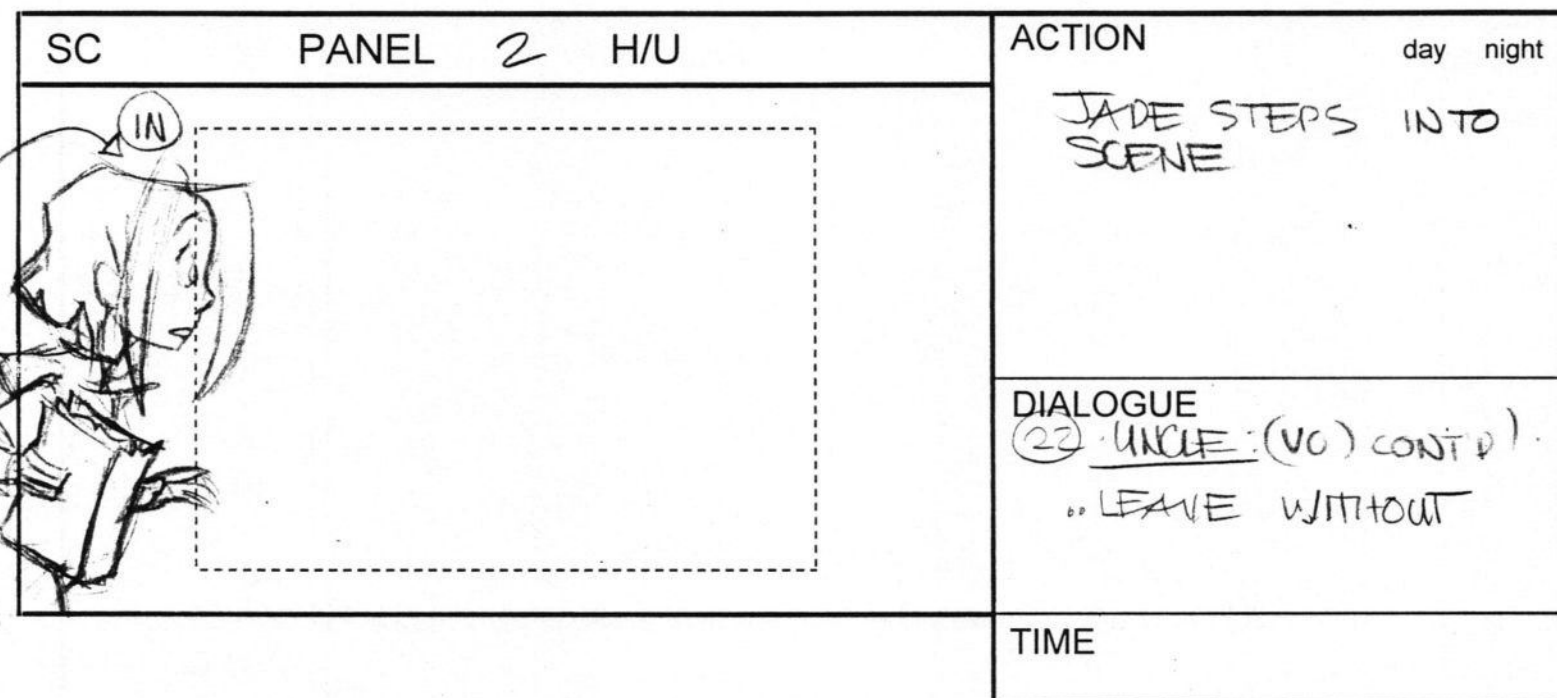
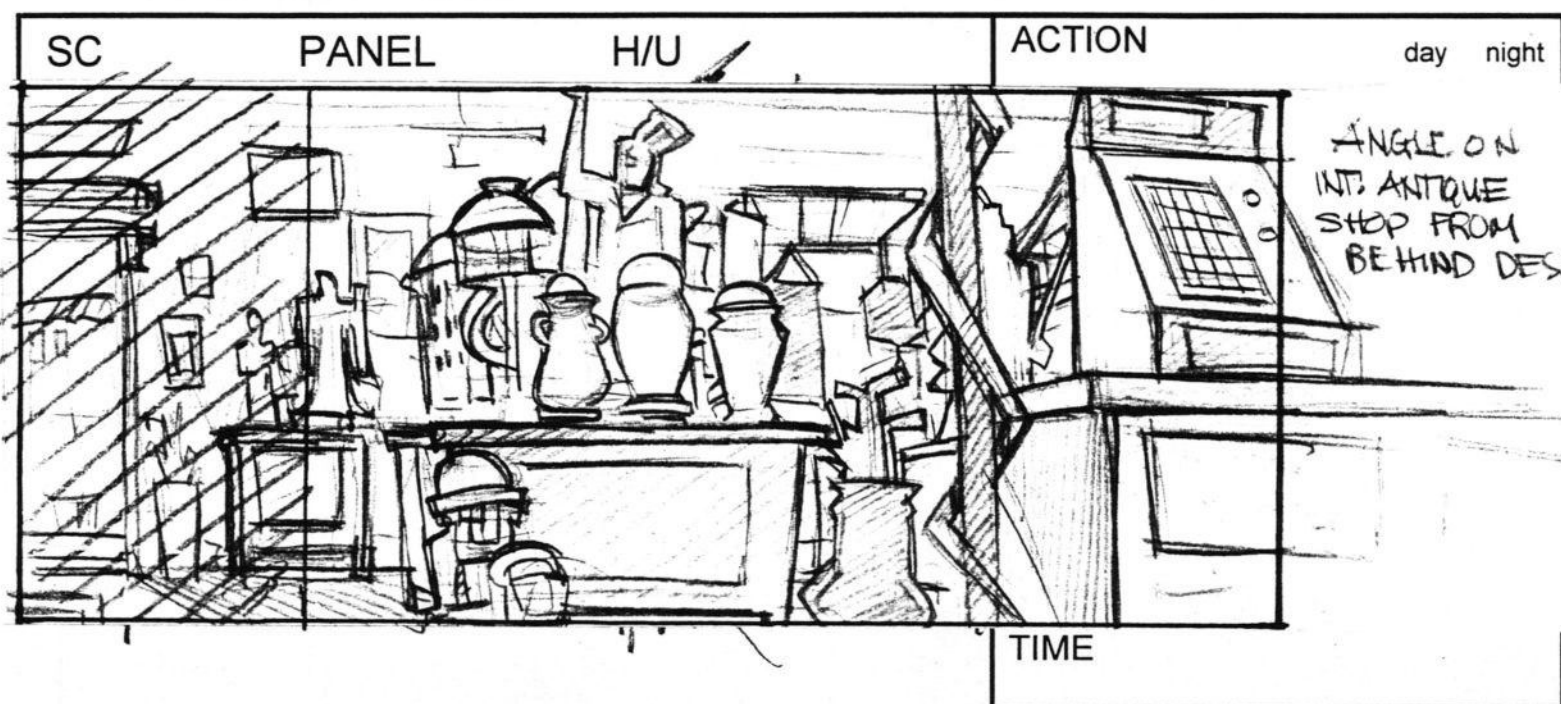
| SC                                                                                  | PANEL | H/U | ACTION                    | day | night |
|-------------------------------------------------------------------------------------|-------|-----|---------------------------|-----|-------|
|                                                                                     |       |     | ANGLE ON UNCLE AND JACKIE |     |       |
|  |       |     | DIALOGUE                  |     |       |
|                                                                                     |       |     | TIME                      |     |       |

| SC                                                                                  | PANEL | 2 | H/U | ACTION                                                       | day | night |
|-------------------------------------------------------------------------------------|-------|---|-----|--------------------------------------------------------------|-----|-------|
|                                                                                     |       |   |     | JACKIE TURNS TO UNCLE.                                       |     |       |
|  |       |   |     | DIALOGUE                                                     |     |       |
|                                                                                     |       |   |     | (21) <u>JACKIE:</u><br>HE PROBABLY STEPPED OUT FOR A MINUTE. |     |       |
|                                                                                     |       |   |     | TIME                                                         |     |       |

| SC | PANEL | H/U | ACTION                                                               | day | night |
|----|-------|-----|----------------------------------------------------------------------|-----|-------|
|    |       |     | <p>UNCLE IS PERPLEXED<br/>JACKIE TURNS TO<br/>LOOK AT HIM</p>        |     |       |
|    |       |     | <p>DIALOGUE</p> <p>(22) <u>UNCLE</u>:</p> <p>TOTEM WOULD NEVER..</p> |     |       |
|    |       |     | <p>TIME</p>                                                          |     |       |

| SC | PANEL | H/U | ACTION          | day | night |
|----|-------|-----|-----------------|-----|-------|
|    |       |     |                 |     |       |
|    |       |     | <p>DIALOGUE</p> |     |       |
|    |       |     | <p>TIME</p>     |     |       |

| SC | PANEL | H/U | ACTION          | day | night |
|----|-------|-----|-----------------|-----|-------|
|    |       |     |                 |     |       |
|    |       |     | <p>DIALOGUE</p> |     |       |
|    |       |     | <p>TIME</p>     |     |       |

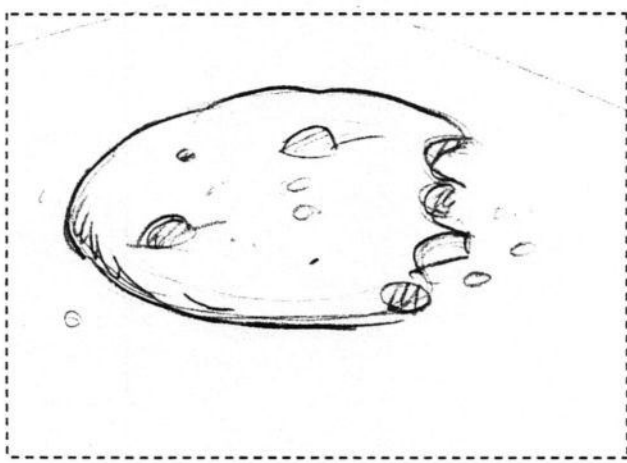


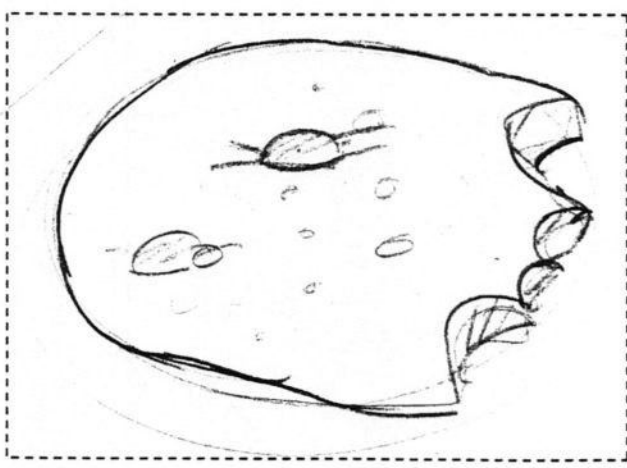
|                                                                                   |         |     |                                   |           |
|-----------------------------------------------------------------------------------|---------|-----|-----------------------------------|-----------|
| SC                                                                                | PANEL 4 | H/U | ACTION                            | day night |
|  |         |     | JADE STEPS FORWARD AND LOOKS DOWN |           |
|                                                                                   |         |     | DIALOGUE                          |           |
|                                                                                   |         |     | TIME                              |           |

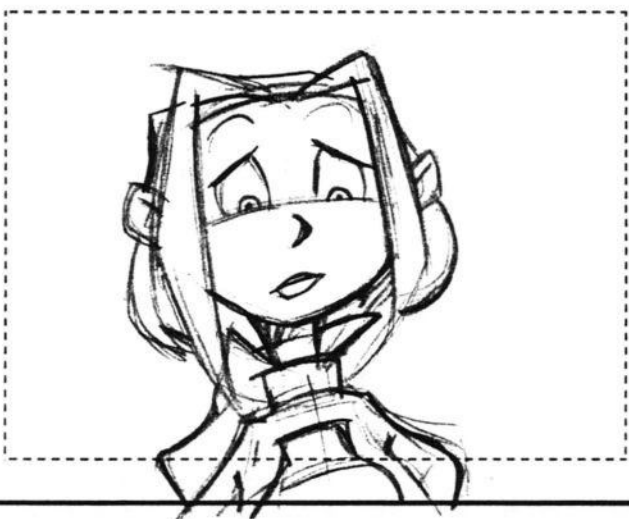
|                                                                                                        |       |     |                                                   |           |
|--------------------------------------------------------------------------------------------------------|-------|-----|---------------------------------------------------|-----------|
| SC                                                                                                     | PANEL | H/U | ACTION                                            | day night |
|  <p>← START PAN</p> |       |     | JADE TURNS LOOKING OVER HER SHOULDER<br>START PAN |           |
|                                                                                                        |       |     | DIALOGUE<br>(23) JADE:<br>.. AND HE ..            |           |
|                                                                                                        |       |     | TIME                                              |           |

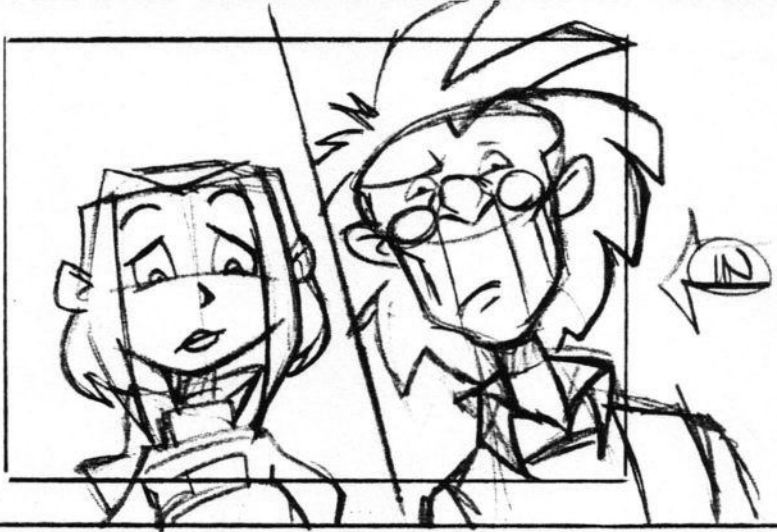
|                                                                                                        |       |     |                                       |           |
|--------------------------------------------------------------------------------------------------------|-------|-----|---------------------------------------|-----------|
| SC                                                                                                     | PANEL | H/U | ACTION                                | day night |
|  <p>← START PAN</p> |       |     | JACKIE & UNCLE LOOK OVER AT JADE      |           |
|                                                                                                        |       |     | (23) JADE:<br>.. WOULD NEVER LEAVE .. |           |
|                                                                                                        |       |     | TIME                                  |           |

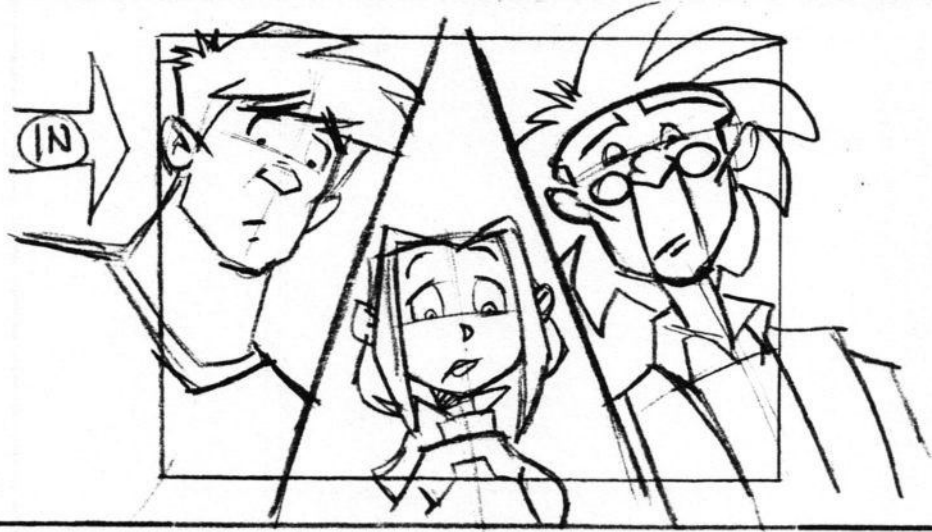
| SC | PANEL                                                                             | H/U | ACTION                                       |
|----|-----------------------------------------------------------------------------------|-----|----------------------------------------------|
|    |  |     | ANGLE ON TOTTEN'S<br>HALF-EATEN COOKIE       |
|    |                                                                                   |     | DIALOGUE<br>(24) JADE:<br><br>.. A COOKIE .. |
|    |                                                                                   |     | TIME                                         |

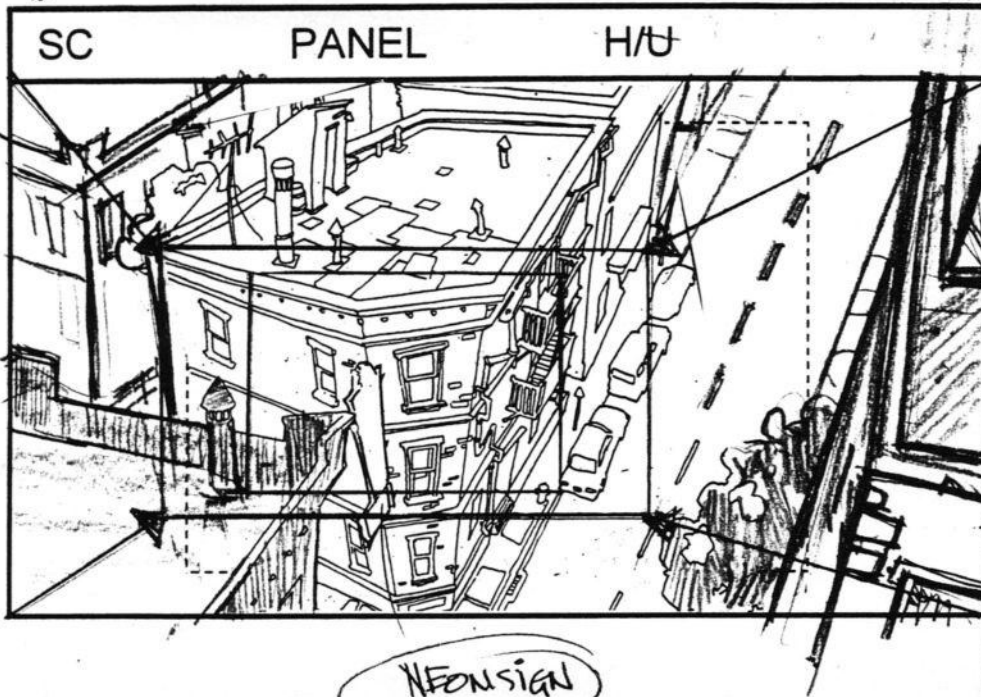
| SC | PANEL                                                                               | H/U | ACTION                                     |
|----|-------------------------------------------------------------------------------------|-----|--------------------------------------------|
|    |  |     | CLOSER ON<br>COOKIE                        |
|    |                                                                                     |     | DIALOGUE<br>(24) JADE:<br><br>.. UNEATEN . |
|    |                                                                                     |     | TIME                                       |

| SC | PANEL                                                                               | H/U | ACTION                        |
|----|-------------------------------------------------------------------------------------|-----|-------------------------------|
|    |  |     | EXTREME CLOSE<br>UP ON COOKIE |
|    |                                                                                     |     | DIALOGUE                      |
|    |                                                                                     |     | TIME                          |

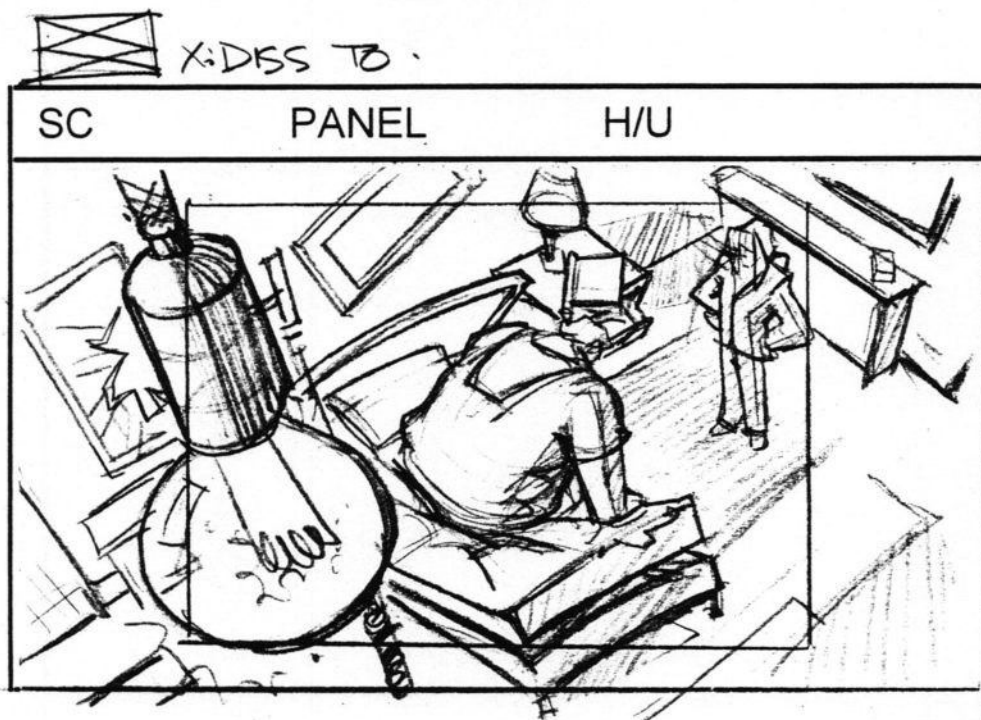
|                                                                                   |         |     |                               |           |
|-----------------------------------------------------------------------------------|---------|-----|-------------------------------|-----------|
| SC                                                                                | PANEL 1 | H/U | ACTION                        | day night |
|  |         |     | CLOSE ON JADE<br>LOOKING DOWN |           |
|                                                                                   |         |     | DIALOGUE                      |           |
|                                                                                   |         |     | TIME                          |           |

|                                                                                      |         |     |                                             |           |
|--------------------------------------------------------------------------------------|---------|-----|---------------------------------------------|-----------|
| SC                                                                                   | PANEL 2 | H/U | ACTION                                      | day night |
|  |         |     | SPLIT SCREEN AS<br>CU ON UNCLE SLIDES<br>IN |           |
|                                                                                      |         |     | DIALOGUE                                    |           |
|                                                                                      |         |     | TIME                                        |           |

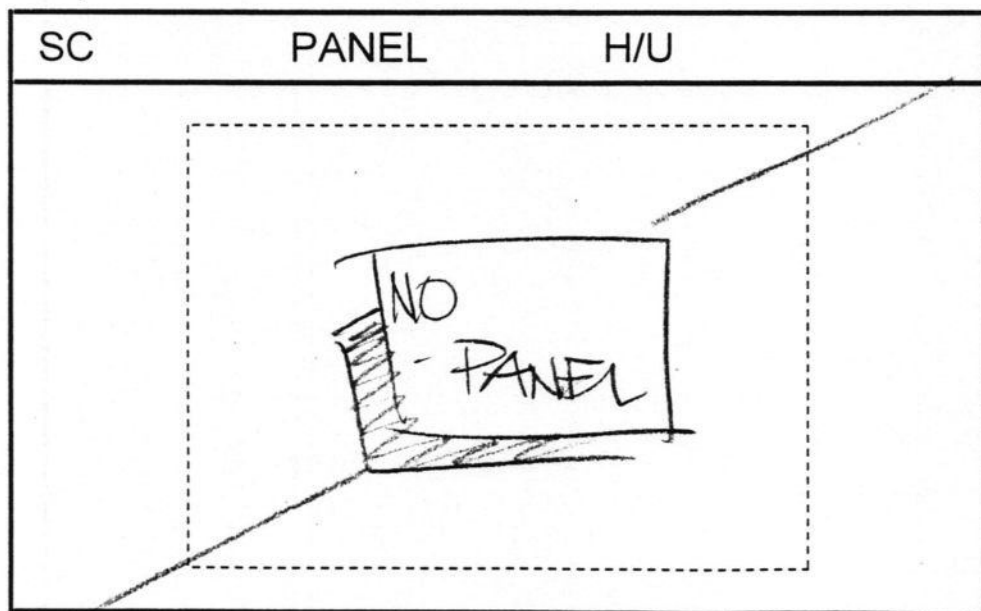
|                                                                                     |         |     |                                                                               |           |
|-------------------------------------------------------------------------------------|---------|-----|-------------------------------------------------------------------------------|-----------|
| SC                                                                                  | PANEL 3 | H/U | ACTION                                                                        | day night |
|  |         |     | SPLIT SCREEN<br>AGAIN AS JACKIE<br>SLIDES IN<br>EVERYONE LOOKS CON-<br>CERNED |           |
|                                                                                     |         |     | DIALOGUE<br>MPX: <MUSIC STRING>                                               |           |
|                                                                                     |         |     | TIME                                                                          |           |



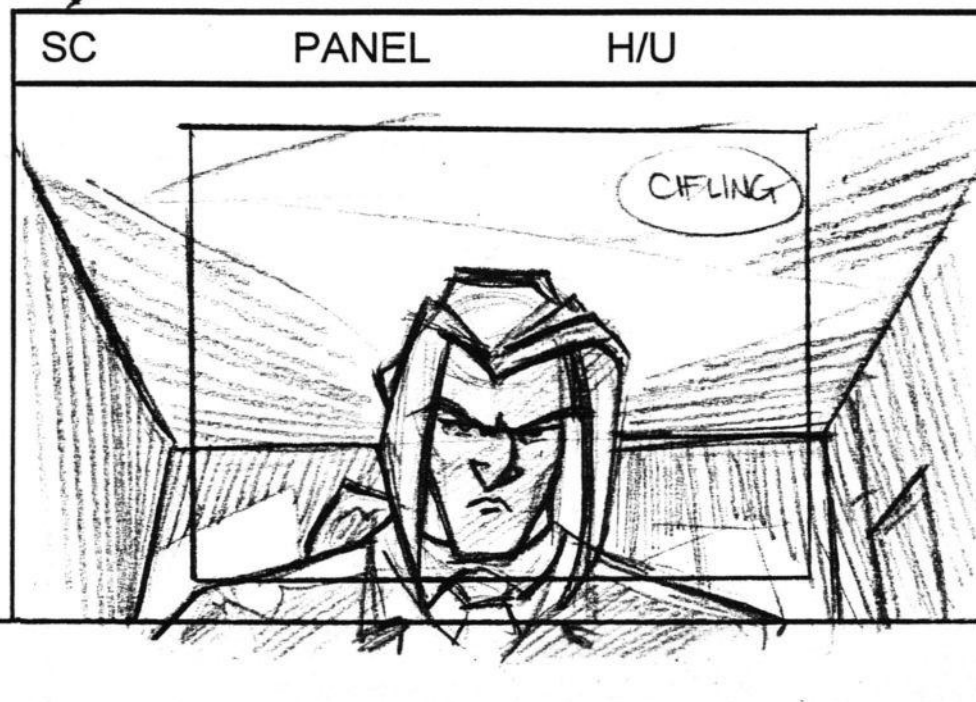
ACTION day night  
 EXT. HOTEL (NIGHT)  
 TRUCK IN & X-DISS  
 TO.  
 FAX: (RED NEON LIGHT FLICKERS)  
 DIALOGUE  
 TIME



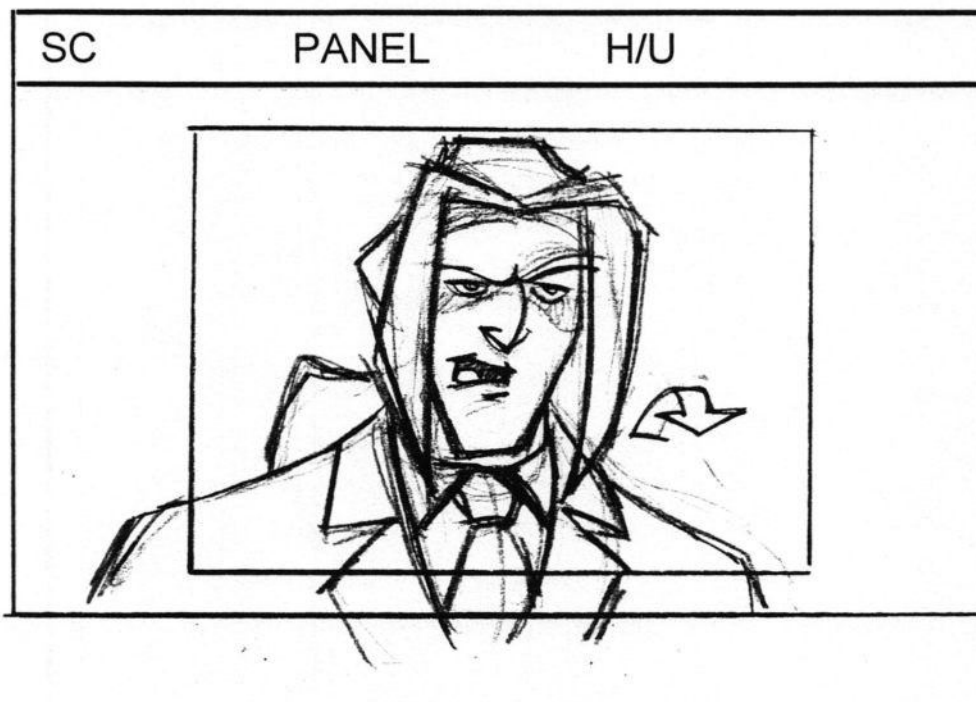
ACTION day night  
 INT. SEEDY HOTEL ROOM  
 ANGLE ON TO HRM  
 SITTING ON A HALF  
 CRUSHED BED  
 VALMONT IS STANDING IN  
 FRONT OF HIM  
 DIALOGUE  
 (THE LIGHT BULB FLICKERS)  
 TIME



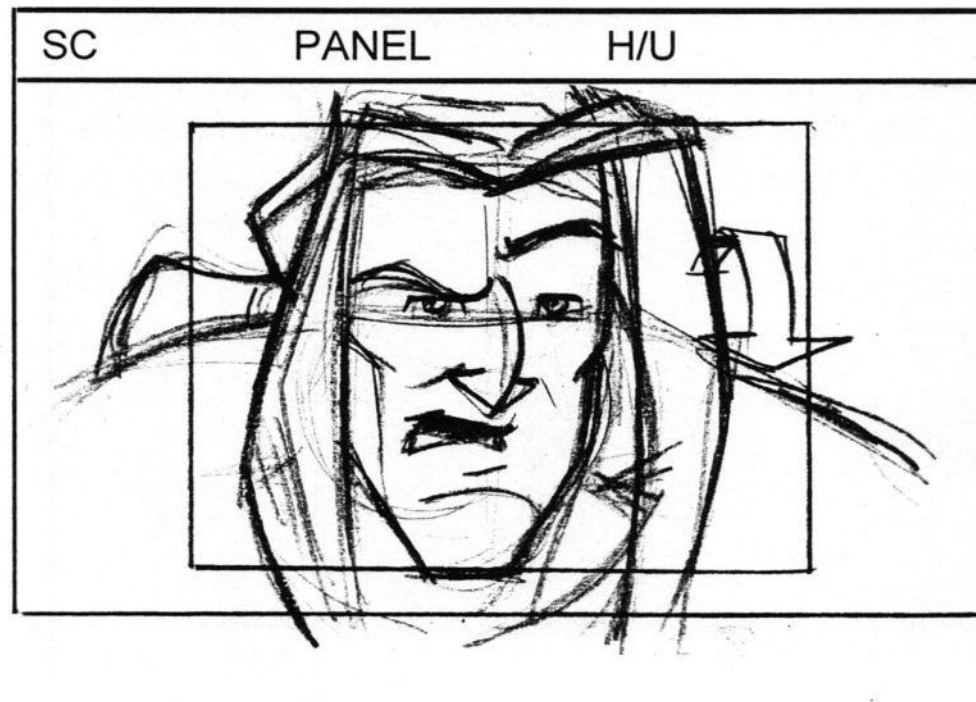
ACTION day night  
 DIALOGUE  
 TIME



| ACTION                                                                                          | day | night |
|-------------------------------------------------------------------------------------------------|-----|-------|
| <p>UP ANGLE ON VALMONT IN SHADOWS</p> <p>THE ROOM IS BATHED IN A FLICKERING RED NEON LIGHT.</p> |     |       |
| DIALOGUE                                                                                        |     |       |
| TIME                                                                                            |     |       |



| ACTION                                                    | day | night |
|-----------------------------------------------------------|-----|-------|
| <p>STEPS INTO THE LIGHT</p>                               |     |       |
| <p>DIALOGUE</p> <p>(25) VALMONT:</p> <p>I AM VALMONT.</p> |     |       |
| TIME                                                      |     |       |



| ACTION                                                                   | day | night |
|--------------------------------------------------------------------------|-----|-------|
| <p>VALMONT LEANS FORWARD, CLOSE TO CAM.</p>                              |     |       |
| <p>DIALOGUE</p> <p>(25) VALMONT. (CONT'D).</p> <p>DONT YOU REMEMBER?</p> |     |       |
| TIME                                                                     |     |       |

SC

PANEL

1

H/U



ACTION

day night

ANGLE ON VALMONT  
OTS TOHRU

START ANIMATION &  
PAN ON TOHRU'S  
DIA

DIALOGUE

(26) TOHRU:

1 REMEMBER

TIME

SC

PANEL

2

H/U



ACTION

day night

\* ROTATE CHARS ON THE  
SPOT, PAN BG

DIALOGUE

(26) TOHRU: (CONT'D)

.. NOTHING

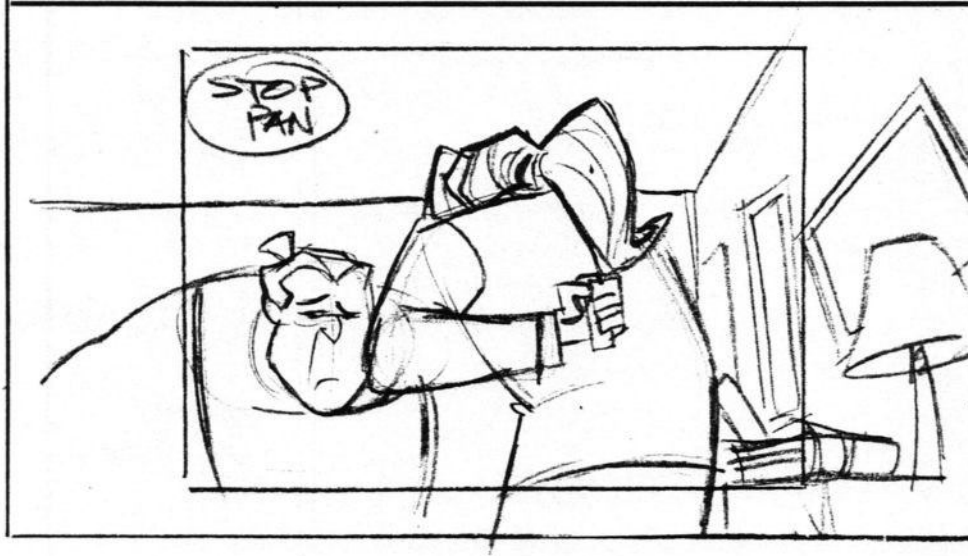
TIME

SC

PANEL

3

H/U



ACTION

day night

STOP PAN  
VALMONT IS HOLDING  
SOMETHING IN HIS  
HAND

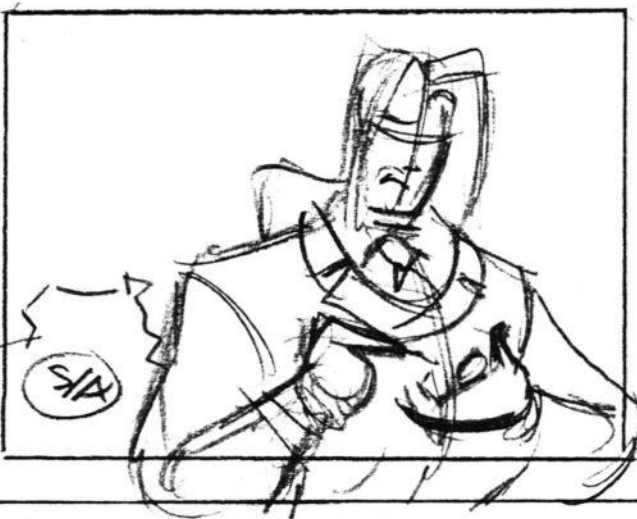
DIALOGUE

TIME

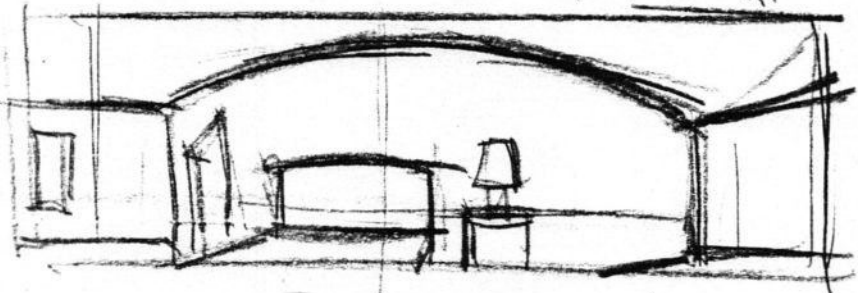
|                                                                                   |             |                                                                             |
|-----------------------------------------------------------------------------------|-------------|-----------------------------------------------------------------------------|
| SC                                                                                | PANEL 4 H/U | ACTION day night                                                            |
|  |             | <p>VALMONT STRAIGHTENS UP AND TURNS TO CAMERA. BIRU LOOKS SAD/CONFUSED.</p> |
|                                                                                   |             | DIALOGUE                                                                    |
|                                                                                   |             | TIME                                                                        |

|                                                                                    |             |                                                |
|------------------------------------------------------------------------------------|-------------|------------------------------------------------|
| SC                                                                                 | PANEL 5 H/U | ACTION day night                               |
|  |             | <p>SHIFT CAMERA AS VALMONT TURNS HIS HEAD.</p> |
|                                                                                    |             | DIALOGUE                                       |
|                                                                                    |             | TIME                                           |

|                                                                                    |             |                                                     |
|------------------------------------------------------------------------------------|-------------|-----------------------------------------------------|
| SC                                                                                 | PANEL 6 H/U | ACTION day night                                    |
|  |             | <p>VALMONT PULLS HIS HAND FROM BEHIND HIS BACK.</p> |
|                                                                                    |             | DIALOGUE                                            |
|                                                                                    |             | TIME                                                |

|                                                                                   |             |                                                   |
|-----------------------------------------------------------------------------------|-------------|---------------------------------------------------|
| SC                                                                                | PANEL 7 H/U | ACTION day night                                  |
|  |             | <p>VALMONT LOOKS DOWN AT HIS HAND AND SMILES.</p> |
|                                                                                   |             | DIALOGUE                                          |
|                                                                                   |             | TIME                                              |

|                                                                                     |             |                                      |
|-------------------------------------------------------------------------------------|-------------|--------------------------------------|
| SC                                                                                  | PANEL 8 H/U | ACTION day night                     |
|  |             | <p>VALMONT HOLDS UP AN ATOMIZER.</p> |
|                                                                                     |             | DIALOGUE                             |
|                                                                                     |             | TIME                                 |

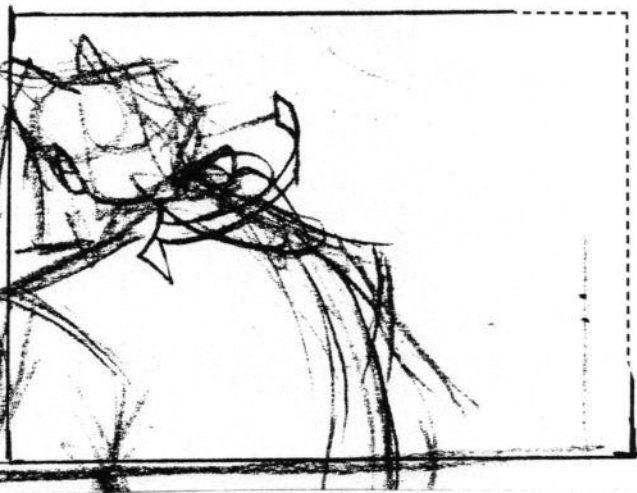
|                                                                                                                                                                  |           |                                  |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------|----------------------------------|
| SC                                                                                                                                                               | PANEL H/U | ACTION day night                 |
| <p>BQ PAN RT</p>  <p>STRETCH OUT MID PART IF NEEDED</p> <p>ANIMATE TOWARD</p> |           | <p>* SUGGESTED LAYOUT SETUP.</p> |
|                                                                                                                                                                  |           | DIALOGUE                         |
|                                                                                                                                                                  |           | TIME                             |

| SC | PANEL | H/U | ACTION                                                                                                                     |
|----|-------|-----|----------------------------------------------------------------------------------------------------------------------------|
|    |       |     | day night                                                                                                                  |
|    |       |     | <p>CLOSE ON VALMONT'S HAND HOLDING AN ATOMIZER. A GLEAM TWINKLES OFF THE END.</p>                                          |
|    |       |     | <p>DIALOGUE<br/>           EFF: (BOT. LIFE GLEAM)<br/>           (27) VALMONT: (OS.)<br/>           JOLLY GOOD LOTION.</p> |
|    |       |     | TIME                                                                                                                       |

| SC | PANEL | H/U | ACTION                             |
|----|-------|-----|------------------------------------|
|    | 1     |     | day night                          |
|    |       |     | <p>ANIGI ON VALMONT (HOOK UP).</p> |
|    |       |     | DIALOGUE                           |
|    |       |     | TIME                               |

| SC | PANEL | H/U | ACTION                                                                                           |
|----|-------|-----|--------------------------------------------------------------------------------------------------|
|    | 2     |     | day night                                                                                        |
|    |       |     | <p>VALMONT TURNS LOOKING OVER HIS SHOULDER AT TORU. HE PUTS THE ATOMIZER IN HIS COAT POCKET.</p> |
|    |       |     | DIALOGUE                                                                                         |
|    |       |     | TIME                                                                                             |

|                                                                                   |         |     |                                |           |
|-----------------------------------------------------------------------------------|---------|-----|--------------------------------|-----------|
| SC                                                                                | PANEL 3 | H/U | ACTION                         | day night |
|  |         |     | VALMONT STRAIGHTENS HIS JACKET |           |
|                                                                                   |         |     | DIALOGUE                       |           |
|                                                                                   |         |     | TIME                           |           |

|                                                                                     |         |     |                                  |           |
|-------------------------------------------------------------------------------------|---------|-----|----------------------------------|-----------|
| SC                                                                                  | PANEL 4 | H/U | ACTION                           | day night |
|  |         |     | VALMONT THEN TURNS TO OS. TOHRU. |           |
|                                                                                     |         |     | DIALOGUE                         |           |
|                                                                                     |         |     | TIME                             |           |

▷

|                                                                                      |       |     |                                     |           |
|--------------------------------------------------------------------------------------|-------|-----|-------------------------------------|-----------|
| SC                                                                                   | PANEL | H/U | ACTION                              | day night |
|  |       |     | ANGLE ON TOHRU. (LOOKING DOWN).     |           |
|                                                                                      |       |     | DIALOGUE                            |           |
|                                                                                      |       |     | (28) VALMONT:<br>..IT WOULD SEEM .. |           |
|                                                                                      |       |     | TIME                                |           |

| SC | PANEL | H/U | ACTION                                                                                 | day | night |
|----|-------|-----|----------------------------------------------------------------------------------------|-----|-------|
|    |       |     | <p>YALMONT STEPS INTO SCENE AND PUTS HIS HAND ON TOHRU'S SHOULDER.</p>                 |     |       |
|    |       |     | <p>DIALOGUE<br/>           (28) <u>YALMONT</u>: (CONT'D)<br/>           .. YOU ARE</p> |     |       |
|    |       |     | <p>TIME</p>                                                                            |     |       |

| SC | PANEL | H/U | ACTION                                                                                     | day | night |
|----|-------|-----|--------------------------------------------------------------------------------------------|-----|-------|
|    |       |     | <p>YALMONT IS SOLICITIOUS.</p>                                                             |     |       |
|    |       |     | <p>DIALOGUE<br/>           (28) <u>YALMONT</u>: (CONT'D)<br/>           .. A VICTIM ..</p> |     |       |
|    |       |     | <p>TIME</p>                                                                                |     |       |

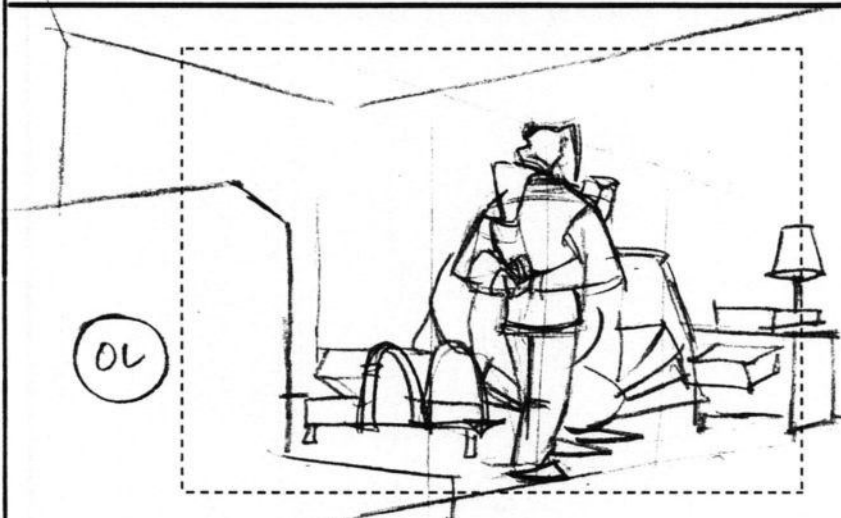
| SC | PANEL | H/U | ACTION                                                                                     | day | night |
|----|-------|-----|--------------------------------------------------------------------------------------------|-----|-------|
|    |       |     | <p>TOHRU LOWERS HIS HEAD.</p>                                                              |     |       |
|    |       |     | <p>DIALOGUE<br/>           (29) <u>YALMONT</u>:<br/>           .. OF <u>AMNESIA</u> ..</p> |     |       |
|    |       |     | <p>TIME</p>                                                                                |     |       |

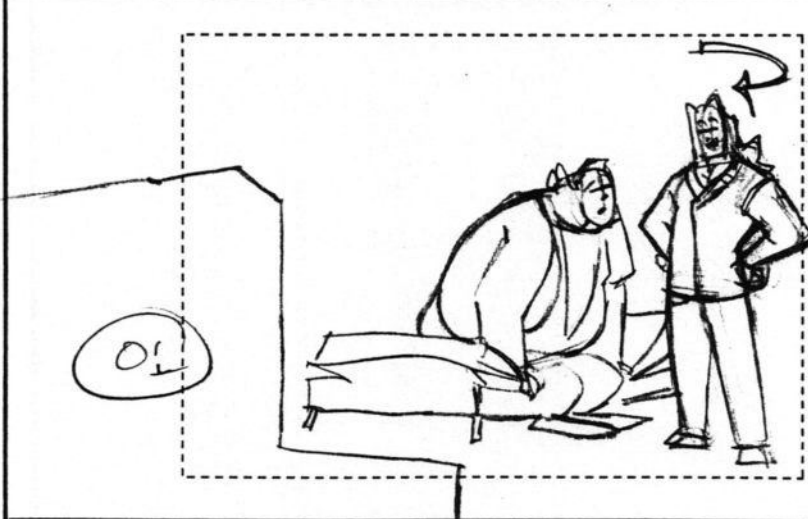
| SC | PANEL | H/U | ACTION                                                               |
|----|-------|-----|----------------------------------------------------------------------|
|    |       |     | day night                                                            |
|    |       |     | <p>DIALOGUE</p> <p>30 VALMONT: (CONT'D).</p> <p>ALLOW ME TO FILL</p> |
|    |       |     | TIME                                                                 |

| SC | PANEL | H/U | ACTION                                                             |
|----|-------|-----|--------------------------------------------------------------------|
|    |       |     | day night                                                          |
| 01 |       |     | <p>DIALOGUE</p> <p>30 VALMONT: (CONT'D)</p> <p>IN SOME BLANKS.</p> |
|    |       |     | TIME                                                               |

| SC | PANEL | H/U | ACTION                                                                   |
|----|-------|-----|--------------------------------------------------------------------------|
|    |       |     | day night                                                                |
| 02 |       |     | <p>DIALOGUE</p> <p>30 VALMONT: (CONT'D)</p> <p>.. I AM THE LEADER OF</p> |
|    |       |     | TIME                                                                     |

| SC | PANEL                                                                            | H/U | ACTION                                              | day | night |
|----|----------------------------------------------------------------------------------|-----|-----------------------------------------------------|-----|-------|
|    |  |     | VALMONT TURNS TO TURN.                              |     |       |
|    |                                                                                  |     | DIALOGUE<br>(30) VALMONT: (CONT'D)<br>.. DARK HAND. |     |       |
|    |                                                                                  |     | TIME                                                |     |       |

| SC | PANEL                                                                              | H/U | ACTION                                                         | day | night |
|----|------------------------------------------------------------------------------------|-----|----------------------------------------------------------------|-----|-------|
|    |  |     | .. AND STARTS TO WALK BACK.                                    |     |       |
|    |                                                                                    |     | DIALOGUE<br>(30) VALMONT: (CONT'D)<br>.., A PREMIERE CRIME ... |     |       |
|    |                                                                                    |     | TIME                                                           |     |       |

| SC | PANEL                                                                              | H/U | ACTION                                              | day | night |
|----|------------------------------------------------------------------------------------|-----|-----------------------------------------------------|-----|-------|
|    |  |     | VALMONT STOPS & TURNS.                              |     |       |
|    |                                                                                    |     | DIALOGUE<br>(30) VALMONT: (CONT'D)<br>.. SYNDICATE. |     |       |
|    |                                                                                    |     | TIME                                                |     |       |

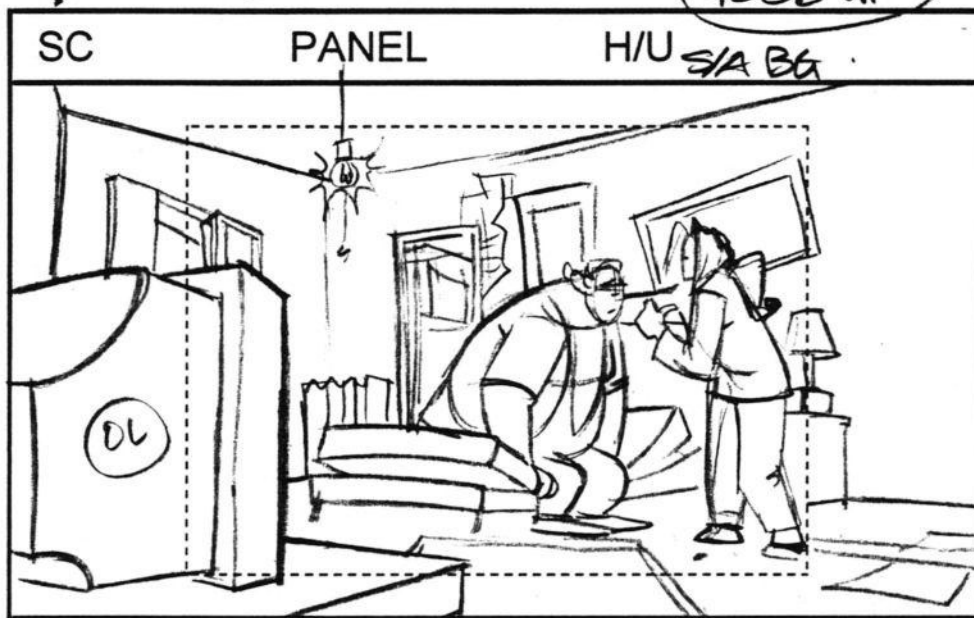
HOOK UP

| SC | PANEL | H/U  | ACTION                                              | day | night |
|----|-------|------|-----------------------------------------------------|-----|-------|
|    |       | SABH | (HOOK UP POSE)<br>OTS TO THRU ON<br>VALMONT.        |     |       |
|    |       |      | DIALOGUE<br>(30) VALMONT: (CONT'D)<br><br>.. AND .. |     |       |
|    |       |      | TIME                                                |     |       |

| SC | PANEL | H/U | ACTION                                                                                                       | day | night |
|----|-------|-----|--------------------------------------------------------------------------------------------------------------|-----|-------|
|    |       |     | VALMONT LEANS<br>FORWARD FOR EMPHASIS.<br>HE PUTS HIS HAND ON<br>THRU'S SHOULDER.<br>VALMONT POINTS TO THRU. |     |       |
|    |       |     | DIALOGUE<br>(30) VALMONT: (CONT'D)<br><br>.. YOU WORK ..                                                     |     |       |
|    |       |     | TIME                                                                                                         |     |       |

| SC | PANEL | H/U | ACTION                                                | day | night |
|----|-------|-----|-------------------------------------------------------|-----|-------|
|    |       |     | VALMONT POINTS TO<br>HIMSELF.                         |     |       |
|    |       |     | DIALOGUE<br>(30) VALMONT: (CONT'D)<br><br>.. FOR ME ! |     |       |
|    |       |     | TIME                                                  |     |       |

HOOK UP

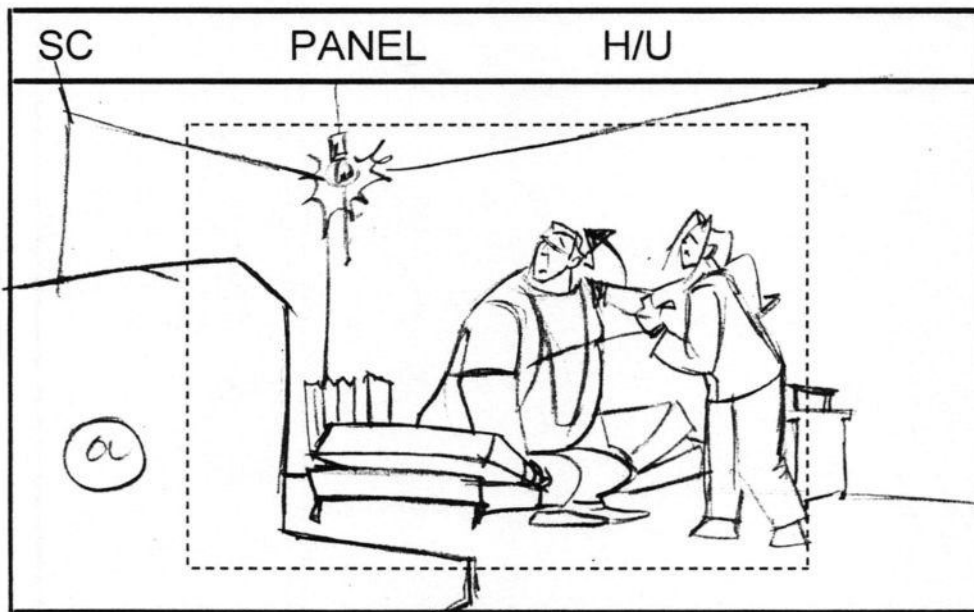


ACTION day night  
WIDE ON ROOM

THE LIGHT BULB FLICKERS.

DIALOGUE

TIME

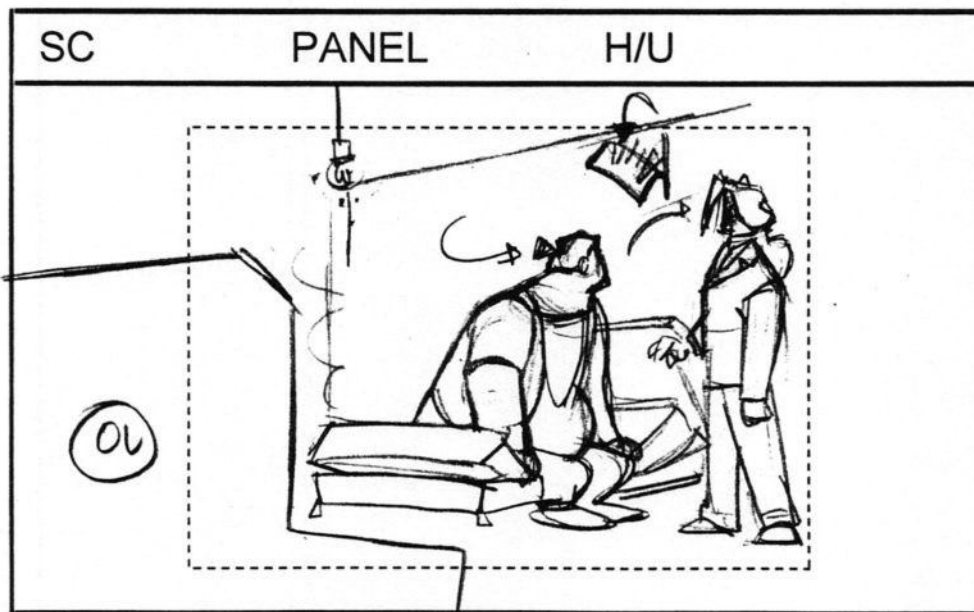


ACTION day night

TOMMY STRAIGHTENS AND LOOKS OVER AT THE LIGHTBULB. VALMONT ALSO LOOKS AT THE FLICKERING LIGHT.

DIALOGUE

TIME



ACTION day night

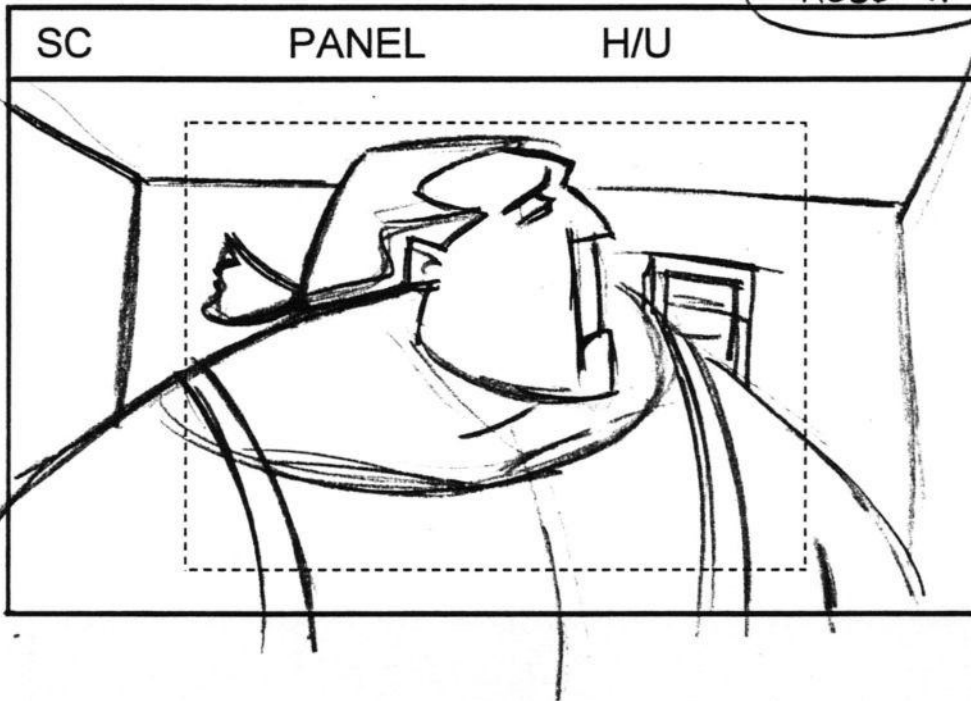
WALL PAPER SLOWLY PEELS OFF THE WALL (SUCKING NOISE) - TOMMY & VALMONT LOOK UP AT THE WALL PAPER

DIALOGUE

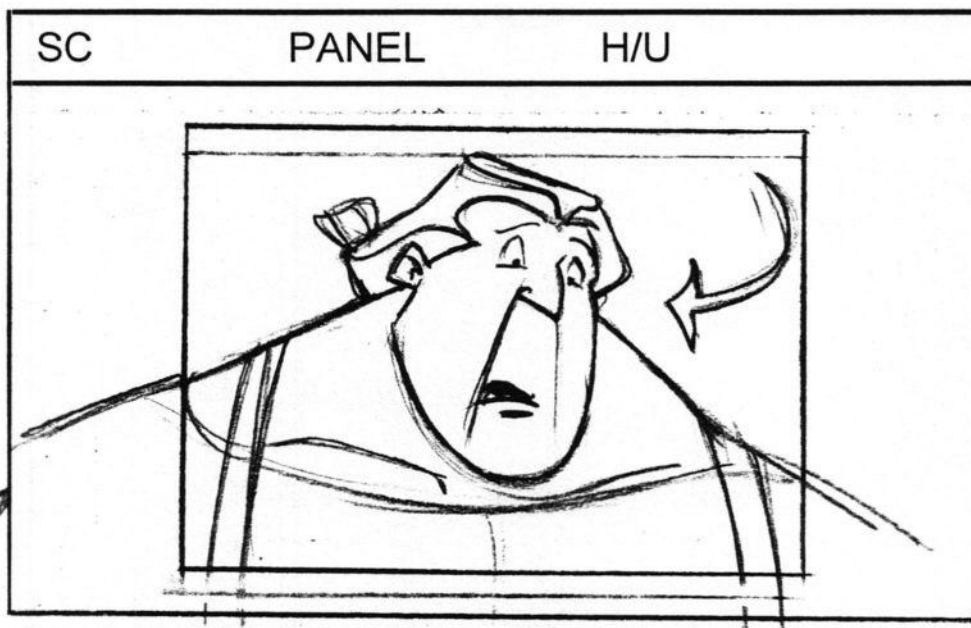
SPX: (SUCKING, STICKING WET NOISE)

TIME

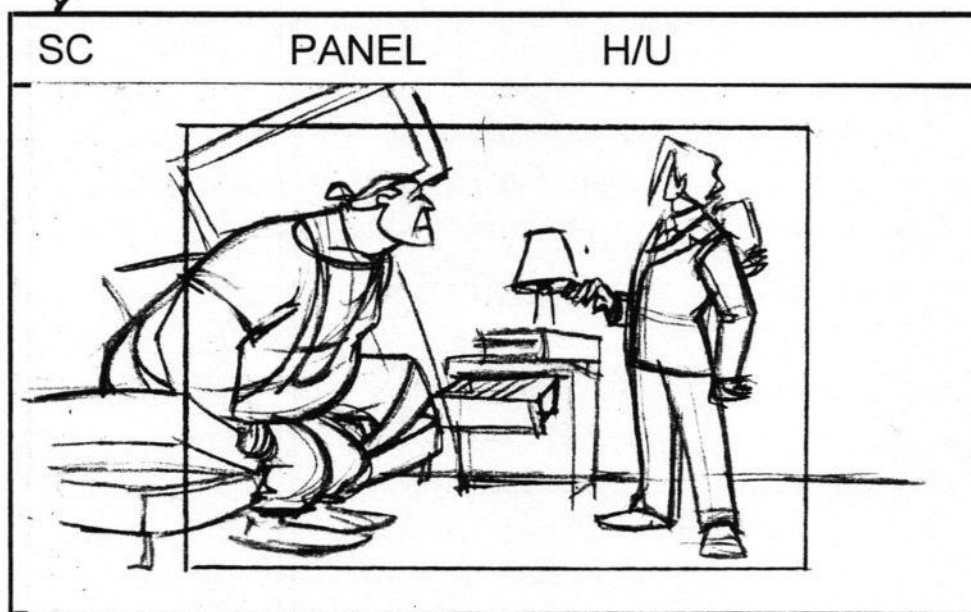
HOOK UP



| SC | PANEL | H/U | ACTION                                         | day | night |
|----|-------|-----|------------------------------------------------|-----|-------|
|    |       |     | ANGLE ON TOHRUM.<br>LOOKING UP AT THE<br>WALL. |     |       |
|    |       |     | DIALOGUE                                       |     |       |
|    |       |     | TIME                                           |     |       |



| SC | PANEL | H/U | ACTION                                                   | day | night |
|----|-------|-----|----------------------------------------------------------|-----|-------|
|    |       |     | TOHRUM TURNS TO<br>VALMONT (O.S.)                        |     |       |
|    |       |     | DIALOGUE<br>③1 TOHRUM:<br>"PREMIERE CRIME<br>SYNDICATE?" |     |       |
|    |       |     | TIME                                                     |     |       |



| SC | PANEL | H/U | ACTION                                                        | day | night |
|----|-------|-----|---------------------------------------------------------------|-----|-------|
|    |       |     | WIDE ON ROOM.<br>VALMONT STILL LOOKING<br>AT THE OS WALLPAPER |     |       |
|    |       |     | DIALOGUE<br>③2 VALMONT:<br>"UM",                              |     |       |
|    |       |     | TIME                                                          |     |       |

| SC | PANEL | H/U | ACTION                                                                       |
|----|-------|-----|------------------------------------------------------------------------------|
|    |       |     | day night                                                                    |
|    |       |     | <p>VALMONT STRAIGHTENS UP AND LOOKS OVER AT TOHRU.</p>                       |
|    |       |     | <p>DIALOGUE</p> <p>(32) VALMONT: (CONT'D)</p> <p>...A TEMPORARY SETBACK.</p> |
|    |       |     | <p>TIME</p>                                                                  |

| SC | PANEL | H/U | ACTION                                                                                    |
|----|-------|-----|-------------------------------------------------------------------------------------------|
|    |       |     | day night                                                                                 |
|    |       |     | <p>VALMONT REACHES FOR A "BOOK" ON THE NIGHTSTAND. TOHRU FOLLOWS VALMONT'S MOVEMENTS.</p> |
|    |       |     | <p>DIALOGUE</p> <p>(32) VALMONT:</p> <p>... BUT IT WAS ...</p>                            |
|    |       |     | <p>TIME</p>                                                                               |

| SC | PANEL | H/U | ACTION                                                                     |
|----|-------|-----|----------------------------------------------------------------------------|
|    |       |     | day night                                                                  |
|    |       |     | <p>VALMONT STRAIGHTENS UP HOLDING THE BOOK.</p>                            |
|    |       |     | <p>DIALOGUE</p> <p>(32) VALMONT: (CONT'D).</p> <p>... ONLY YESTERDAY..</p> |
|    |       |     | <p>TIME</p>                                                                |

SC

PANEL

1

H/U



ACTION

day night

OTS TOHRA,  
ANGLE ON VALMONT  
HOLDING "SCRAPBOOK"

DIALOGUE

(33) VALMONT:

.. THAT YOU ..

TIME

SC

PANEL

2

H/U



ACTION

day night

VALMONT OPENS THE  
SCRAPBOOK .

DIALOGUE

(33) VALMONT:

.. AND I WERE..

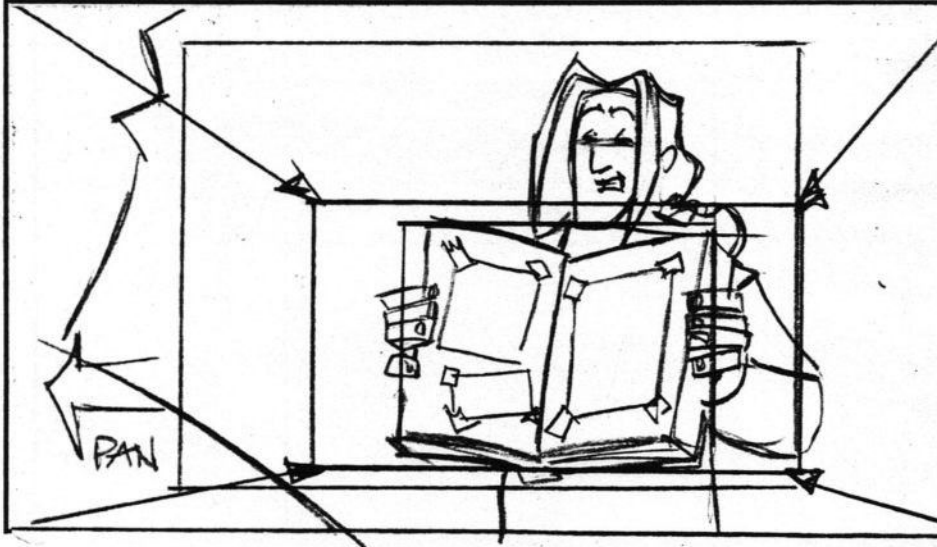
TIME

SC

PANEL

3

H/U



ACTION

day night

TRUCK IN ON BOOK .  
PAN TOHRA OUT  
DURING TRUCK IN.

DIALOGUE

(33) VALMONT:

.. AT THE TOP OF  
OUR GAME!

TIME

|    |             |                                                                                                     |           |
|----|-------------|-----------------------------------------------------------------------------------------------------|-----------|
| SC | PANEL 4 H/U | ACTION                                                                                              | day night |
|    |             | <p>CLOSER ON SCRAPBOOK<br/>A SECURITY CAMERA<br/>PHOTO OF VALMONT &amp;<br/>TORU EXITING A LMO.</p> |           |
|    |             | <p>DIALOGUE<br/>34 VALMONT:<br/>SEE!?</p>                                                           |           |
|    |             | TIME                                                                                                |           |

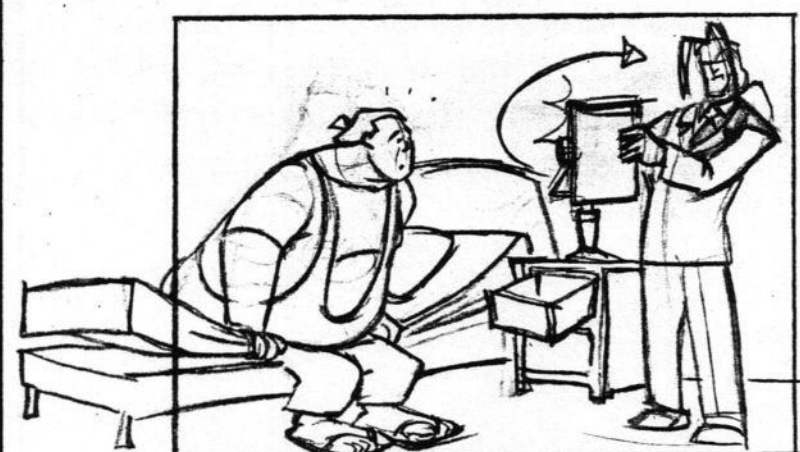
|    |             |                                                                        |           |
|----|-------------|------------------------------------------------------------------------|-----------|
| SC | PANEL 5 H/U | ACTION                                                                 | day night |
|    |             | <p>PAGES FLIP.</p>                                                     |           |
|    |             | <p>DIALOGUE<br/>34 VALMONT:<br/>YOU MADE THE FBI'S<br/>MOST WANTED</p> |           |
|    |             | TIME                                                                   |           |

|    |             |                                                             |           |
|----|-------------|-------------------------------------------------------------|-----------|
| SC | PANEL 6 H/U | ACTION                                                      | day night |
|    |             | <p>PAGES STOP ON.<br/>A MOST WANTED<br/>POSTER OF TORU.</p> |           |
|    |             | <p>DIALOGUE<br/>34 VALMONT:<br/>... 3 YRS RUNNING!</p>      |           |
|    |             | TIME                                                        |           |

| SC | PANEL                                                                              | H/U | ACTION                                          | day | night |
|----|------------------------------------------------------------------------------------|-----|-------------------------------------------------|-----|-------|
|    |  |     | VALMONT LOWERS THE SCRAPBOOK AND LEANS FORWARD. |     |       |
|    |                                                                                    |     | DIALOGUE                                        |     |       |
|    |                                                                                    |     | TIME                                            |     |       |

hook up

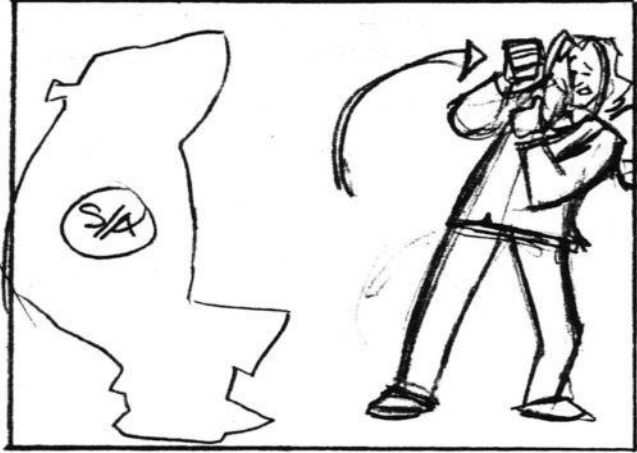
| SC | PANEL                                                                              | H/U | ACTION                           | day | night |
|----|------------------------------------------------------------------------------------|-----|----------------------------------|-----|-------|
|    |  |     | WIDER ON ROOM'<br>(hook up pose) |     |       |
|    |                                                                                    |     | DIALOGUE                         |     |       |
|    |                                                                                    |     | TIME                             |     |       |

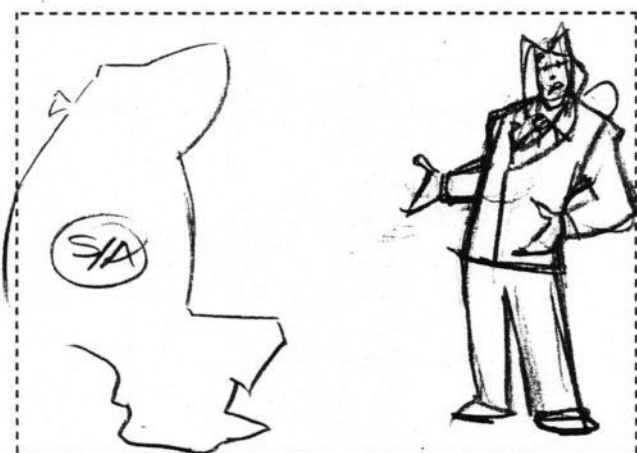
| SC | PANEL                                                                              | H/U | ACTION                                             | day | night |
|----|------------------------------------------------------------------------------------|-----|----------------------------------------------------|-----|-------|
|    |  |     | VALMONT STRAIGHTENS,<br>SLAMMING THE BOOK<br>SHUT. |     |       |
|    |                                                                                    |     | DIALOGUE                                           |     |       |
|    |                                                                                    |     | TIME                                               |     |       |

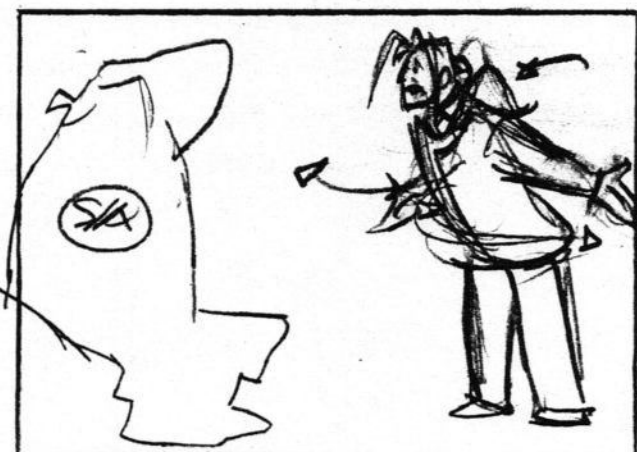
| SC | PANEL                                                                             | H/U | ACTION                                                |
|----|-----------------------------------------------------------------------------------|-----|-------------------------------------------------------|
|    |  |     | VALMONT HANDS BOOK OVER TO TORRIN WHO REACHES FOR IT. |
|    |                                                                                   |     | DIALOGUE                                              |
|    |                                                                                   |     | TIME                                                  |

| SC | PANEL                                                                               | H/U | ACTION                                                                         |
|----|-------------------------------------------------------------------------------------|-----|--------------------------------------------------------------------------------|
|    |  |     | VALMONT TURNS AND CHECKS OUT HIS NAILS. TORRIN BEGINS TO FURROW OVER THE BOOK. |
|    |                                                                                     |     | DIALOGUE                                                                       |
|    |                                                                                     |     | (35) TORRIN:<br>SO IT IS TRUE.                                                 |
|    |                                                                                     |     | TIME                                                                           |

| SC | PANEL                                                                              | H/U | ACTION                                                   |
|----|------------------------------------------------------------------------------------|-----|----------------------------------------------------------|
|    |  |     | TORRIN SITS UP & RUBS HIS HEAD. VALMONT TURNS TO TORRIN. |
|    |                                                                                    |     | DIALOGUE                                                 |
|    |                                                                                    |     | (35) TORRIN: (CONT'D).<br>BUT HOW...?                    |
|    |                                                                                    |     | TIME                                                     |

| SC | PANEL                                                                             | H/U | ACTION                                                     | day | night |
|----|-----------------------------------------------------------------------------------|-----|------------------------------------------------------------|-----|-------|
|    |  |     | VALMONT SHIFTS.<br>BACK.<br>(HOLD TO HRU, ADD BUNKS)       |     |       |
|    |                                                                                   |     | DIALOGUE<br>(36) VALMONT:<br>..YOU FAMOUSLY<br>FOR YOUR... |     |       |
|    |                                                                                   |     | TIME                                                       |     |       |

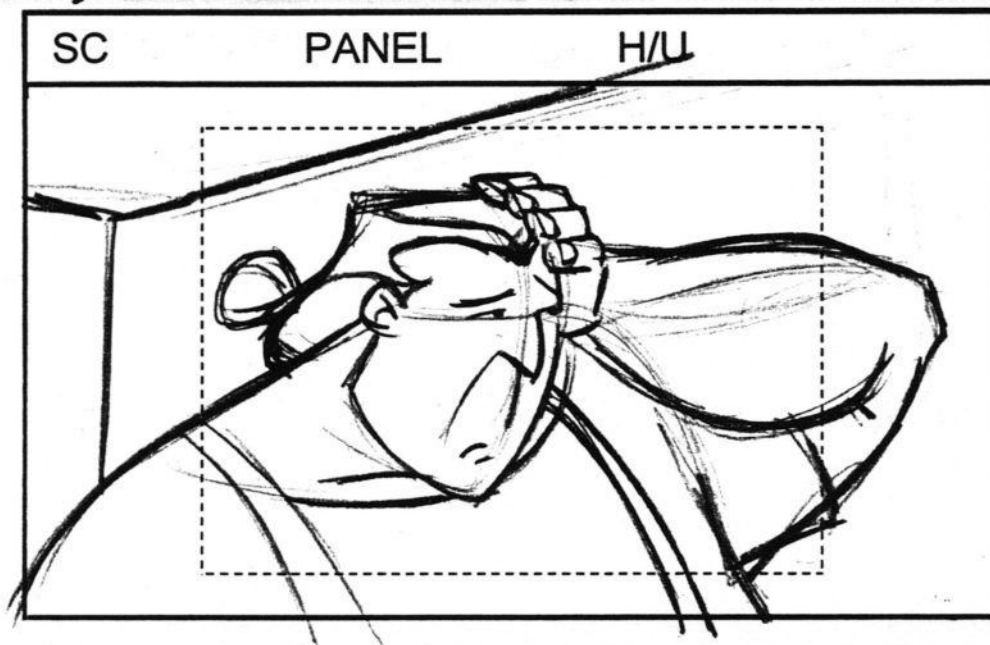
| SC | PANEL                                                                               | H/U | ACTION                                                      | day | night |
|----|-------------------------------------------------------------------------------------|-----|-------------------------------------------------------------|-----|-------|
|    |  |     | VALMONT STRAIGHTENS<br>UP. HOLD TO HRU.<br>(BLINK X2)       |     |       |
|    |                                                                                     |     | DIALOGUE<br>(36) VALMONT:<br>..ENTIRE MEMORY<br>JUST UP AND |     |       |
|    |                                                                                     |     | TIME                                                        |     |       |

| SC | PANEL                                                                               | H/U | ACTION                                            | day | night |
|----|-------------------------------------------------------------------------------------|-----|---------------------------------------------------|-----|-------|
|    |  |     | VALMONT GESTURES<br>FOR EFFECT.                   |     |       |
|    |                                                                                     |     | DIALOGUE<br>(36) VALMONT. (CONT'D).<br>... VANISH |     |       |
|    |                                                                                     |     | TIME                                              |     |       |

| SC                                                                               | PANEL | H/U | ACTION                                                     | day | night |
|----------------------------------------------------------------------------------|-------|-----|------------------------------------------------------------|-----|-------|
|                                                                                  |       |     | <p>TORU RUBS HIS HEAD.</p>                                 |     |       |
|  |       |     | <p>DIALOGUE</p> <p>(36) VALMONT:</p> <p>OUR NEMESIS...</p> |     |       |
|                                                                                  |       |     | <p>TIME</p>                                                |     |       |

| SC                                                                                  | PANEL | H/U | ACTION                                                            | day | night |
|-------------------------------------------------------------------------------------|-------|-----|-------------------------------------------------------------------|-----|-------|
|                                                                                     |       |     | <p>VALMONT ASSUMES A BOXING STANCE. TORU LOOKS ON.</p>            |     |       |
|  |       |     | <p>DIALOGUE</p> <p>(36) VALMONT: (CONT'D)</p> <p>...MUST HAVE</p> |     |       |
|                                                                                     |       |     | <p>ME</p>                                                         |     |       |

| SC                                                                                  | PANEL | H/U | ACTION                                                              | day | night |
|-------------------------------------------------------------------------------------|-------|-----|---------------------------------------------------------------------|-----|-------|
|                                                                                     |       |     | <p>VALMONT "PUNCHES" THE AIR ON.</p>                                |     |       |
|  |       |     | <p>DIALOGUE</p> <p>(36) VALMONT: (CONT'D)</p> <p>..THROTTLED...</p> |     |       |
|                                                                                     |       |     | <p>TIME</p>                                                         |     |       |

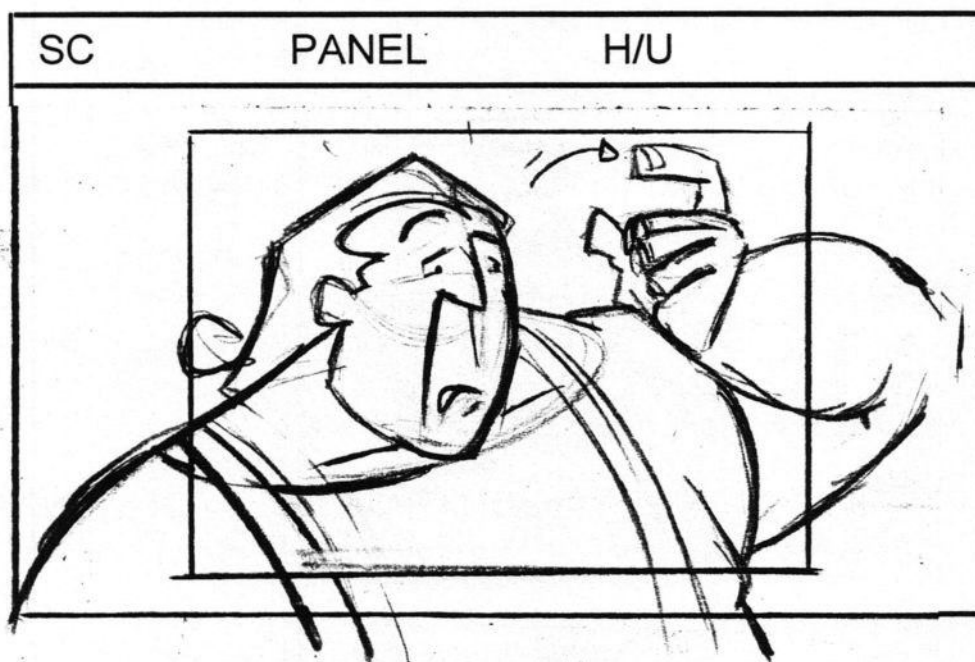


ACTION HOOK UP POSE day night

ANGLE ON TOTRU.  
LISTENING TO O.S.  
VALMONT.

DIALOGUE

TIME



ACTION day night

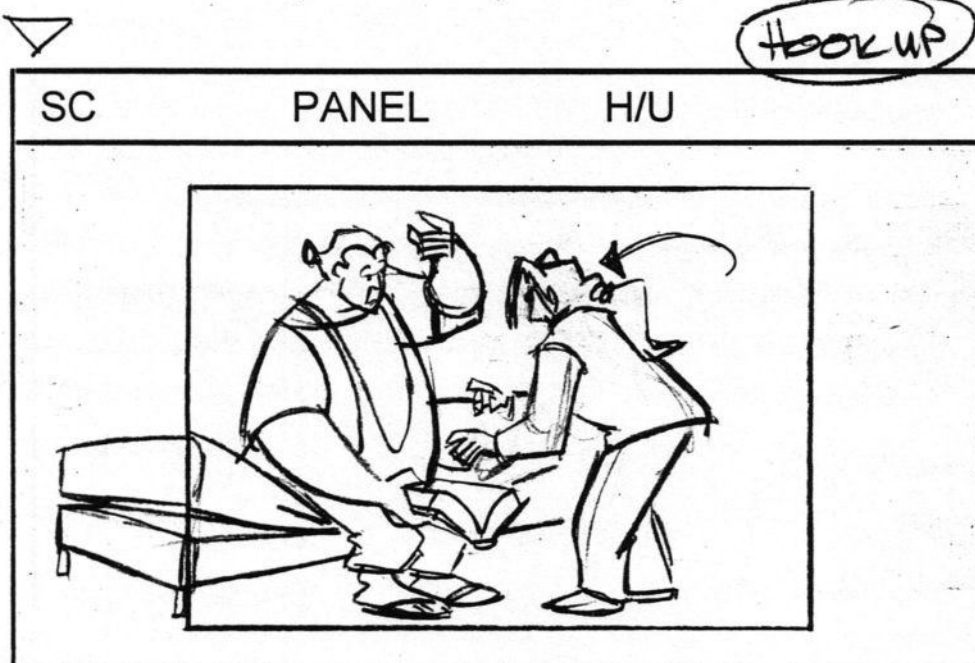
TOTRU REACTS.

DIALOGUE

(37) TOTRU:

NEMESIS ??

TIME



ACTION, day night

WIDE ON ROOM.  
VALMONT LEANS  
FORWARD TO GRAB  
THE BOOK.

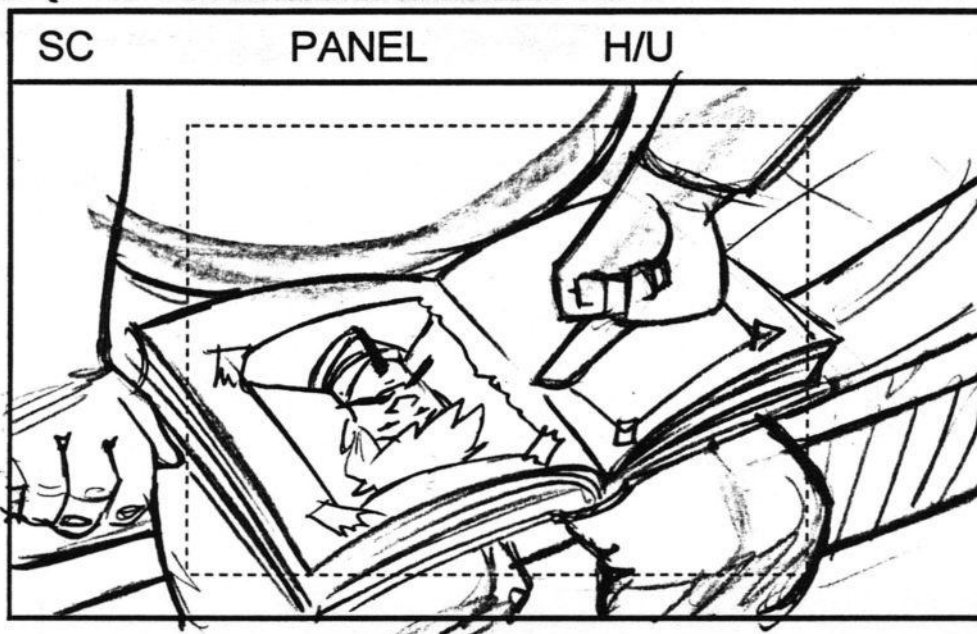
DIALOGUE

TIME

| SC | PANEL                                                                             | H/U | ACTION                                                         | day | night |
|----|-----------------------------------------------------------------------------------|-----|----------------------------------------------------------------|-----|-------|
|    |  |     | VALMONT GRABS<br>HOLD OF THE<br>BOOK. TOHRU<br>LOWERS HIS ARM. |     |       |
|    |                                                                                   |     | DIALOGUE                                                       |     |       |
|    |                                                                                   |     | TIME                                                           |     |       |

| SC | PANEL                                                                               | H/U | ACTION                                             | day | night |
|----|-------------------------------------------------------------------------------------|-----|----------------------------------------------------|-----|-------|
|    |  |     | VALMONT FLIPS THE<br>PAGES. TOHRU<br>SETTLES BACK. |     |       |
|    |                                                                                     |     | DIALOGUE                                           |     |       |
|    |                                                                                     |     | TIME                                               |     |       |

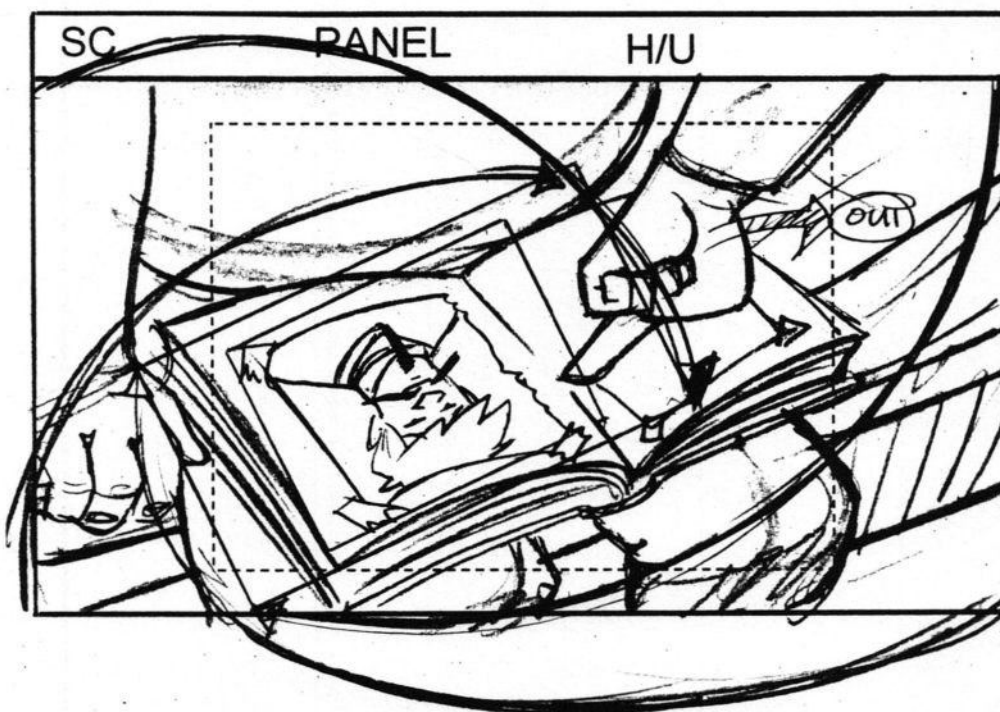
| SC | PANEL                                                                               | H/U | ACTION                                               | day | night |
|----|-------------------------------------------------------------------------------------|-----|------------------------------------------------------|-----|-------|
|    |  |     | VALMONT STRAIGHTENS<br>POINTING DOWN AT THE<br>BOOK. |     |       |
|    |                                                                                     |     | DIALOGUE                                             |     |       |
|    |                                                                                     |     | TIME                                                 |     |       |



ACTION day night  
CLOSE ON BOOK.  
VALMONT POINTING  
AT A PICTURE IN  
THE BOOK

DIALOGUE

TIME



ACTION day night  
ROTATE 180° IN  
ON PICTURE.

DIALOGUE

TIME



ACTION day night  
IT'S A PICTURE OF  
JACKIE WITH A  
PENCILLED IN MOUSTACHE

DIALOGUE  
(38) VALMONT:  
JACKIE CHAN!

TIME

SC

PANEL

|

H/U

ACTION

day night

ECU ON TOHDU  
LOOKING DOWN -

DIALOGUE

TIME

SC

PANEL

2

H/U

ACTION

day night

VALMONT RAISES HIS  
HEAD. (PAN WITH ANIM)

DIALOGUE

TIME

SC

PANEL

H/U

ACTION

day night

SHADOW BARS  
IN FROM TOP & BOTTOM  
OF SCREEN

DIALOGUE

TOHDU (MEANINGFUL)  
CHAN WILL PAY!

TIME

HOOK UP

| SC | PANEL | H/U | ACTION                                                             | day | night |
|----|-------|-----|--------------------------------------------------------------------|-----|-------|
|    |       |     | WIDER ON ROOM.<br>VALMONT PUTS HIS<br>HAND ON TOSRU'S<br>SHOULDER. |     |       |
|    |       |     | DIALOGUE<br>(40) VALMONT:<br>IN GOOD TIME,<br>LOYAL ONE.           |     |       |
|    |       |     | TIME                                                               |     |       |

| SC | PANEL | H/U | ACTION                                                  | day | night |
|----|-------|-----|---------------------------------------------------------|-----|-------|
|    |       |     | TOSRU PUTS HIS ARM<br>DOWN. HE TURNS TO<br>VALMONT.     |     |       |
|    |       |     | DIALOGUE<br>(41) VALMONT: (CONTD),<br>FIRST, WE HAVE A. |     |       |
|    |       |     | TIME                                                    |     |       |

| SC | PANEL | H/U | ACTION                                                                   | day | night |
|----|-------|-----|--------------------------------------------------------------------------|-----|-------|
|    |       |     | VALMONT TURNS<br>AND WALKS TO CAM.                                       |     |       |
|    |       |     | DIALOGUE<br>(41) VALMONT: (CONTD),<br>VERY IMPORTANT<br>FLIGHT TO CATCH. |     |       |
|    |       |     | TIME                                                                     |     |       |



X-DISS TO:



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HOOKUP

SC

PANEL 1

H/U



ACTION

day night

INT. UNCLE'S SHOP -  
-APOTHECARY - (CONT'D)ANOTHER ANGLE ON  
UNCLE. HOOKUP  
THE GLOW FROM THE  
CAULDRON INTENSIFIES.

DIALOGUE

(42) UNCLE: (CONT'D)

&lt;CHANTING&gt;

TIME

SC

PANEL 2

H/U



ACTION

day night

SLIGHT TRUCK OUT  
AS A GLOWING GRAPE -  
SODA CAN RISES UP  
FROM THE CAULDRON.  
JADE STOP FANNING,  
JACKIE REACTS BACK.

DIALOGUE

(42) UNCLE: (CONT'D)

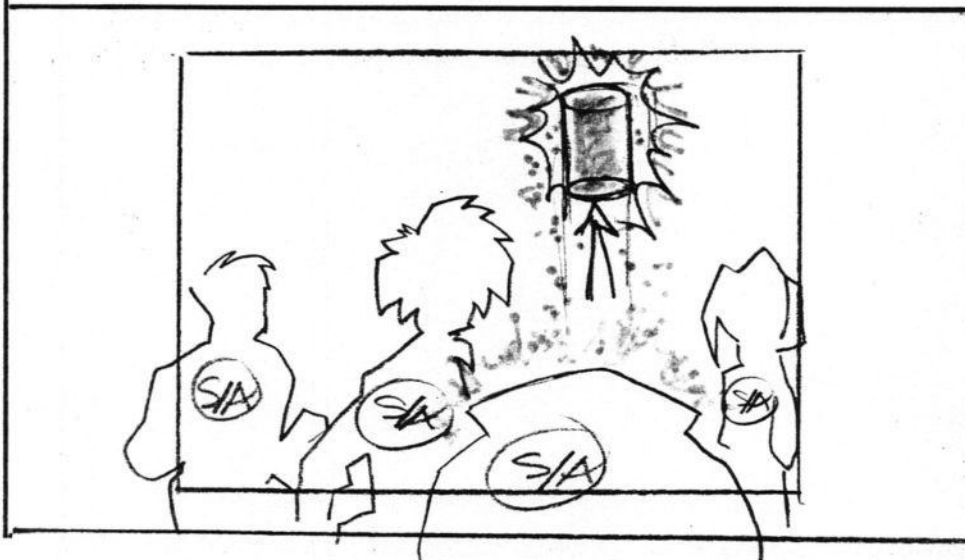
&lt;CHANTING&gt;

TIME

SC

PANEL 3

H/U



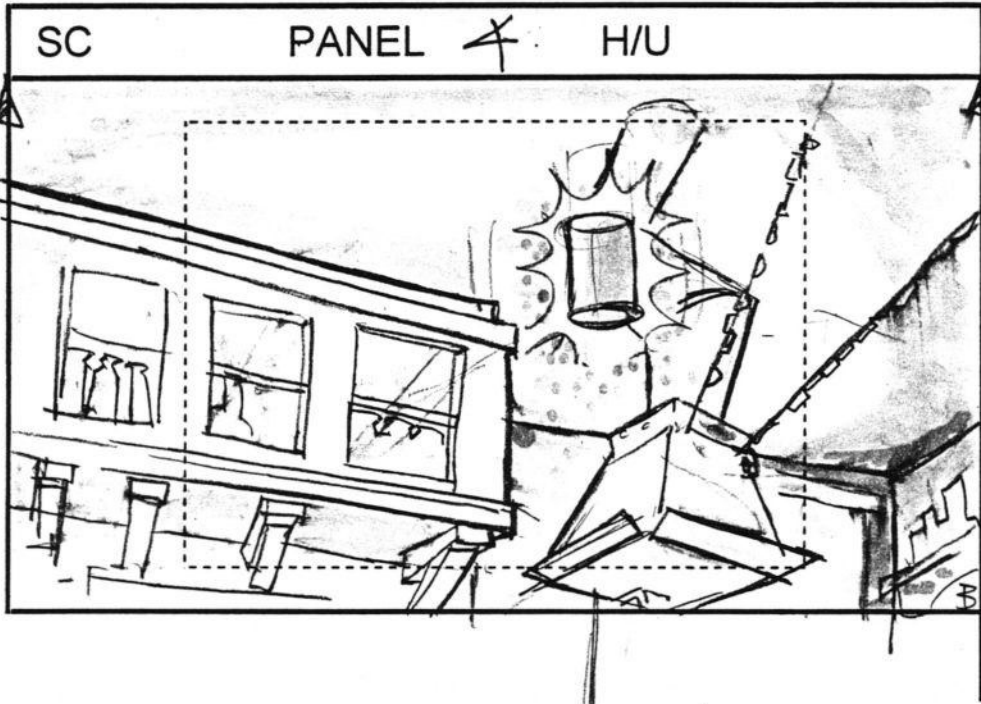
ACTION

day night

THE GLOWING CAN  
CONTINUES TO RISE.  
THE GLOW IN THE CAULDRON  
SUBSIDES.

DIALOGUE

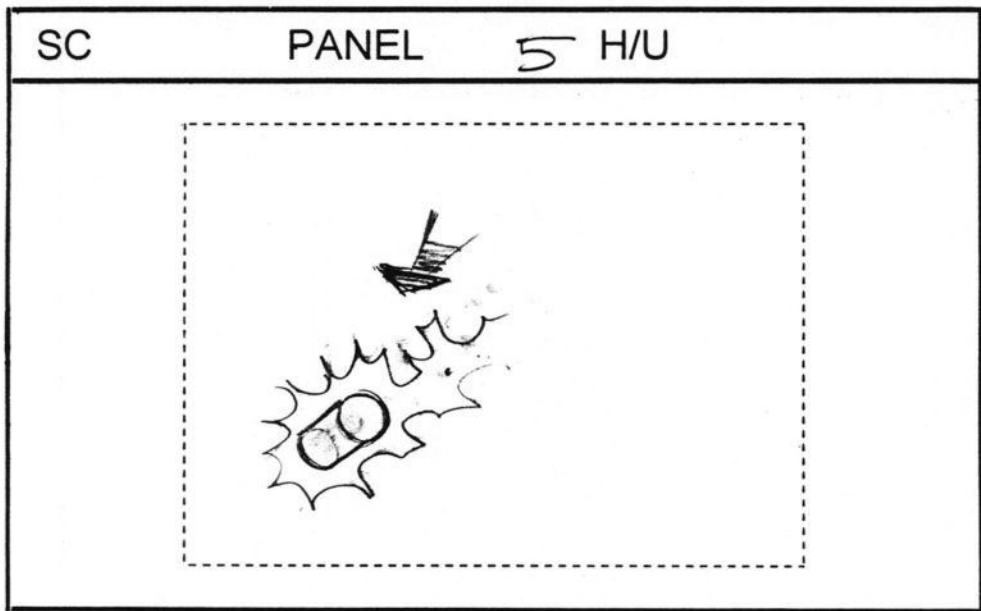
TIME



ACTION day night  
SHIFT DIA PAN (A→B)  
AS THE GLOWING CAN  
CONTINUES TO RISE.  
STOP PAN CAN HOVERS.

DIALOGUE

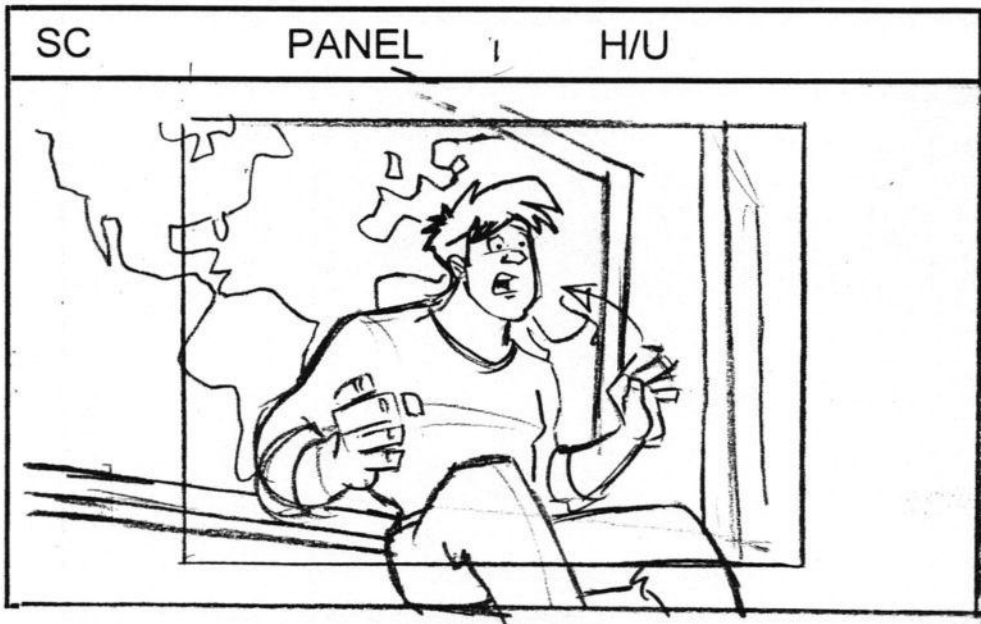
TIME



ACTION day night  
THE CAN SUDDENLY  
SHOOTS TOWARDS THE  
FAR WALL.

DIALOGUE

TIME

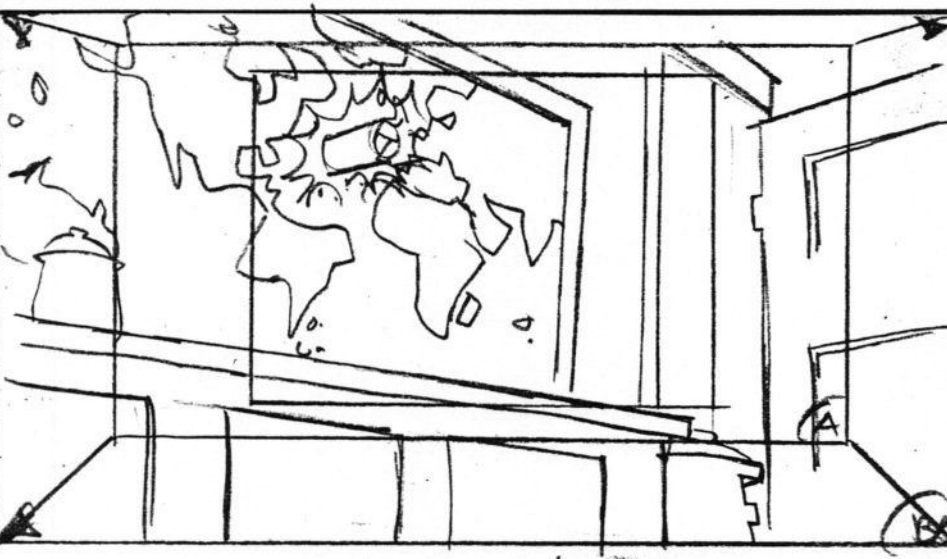


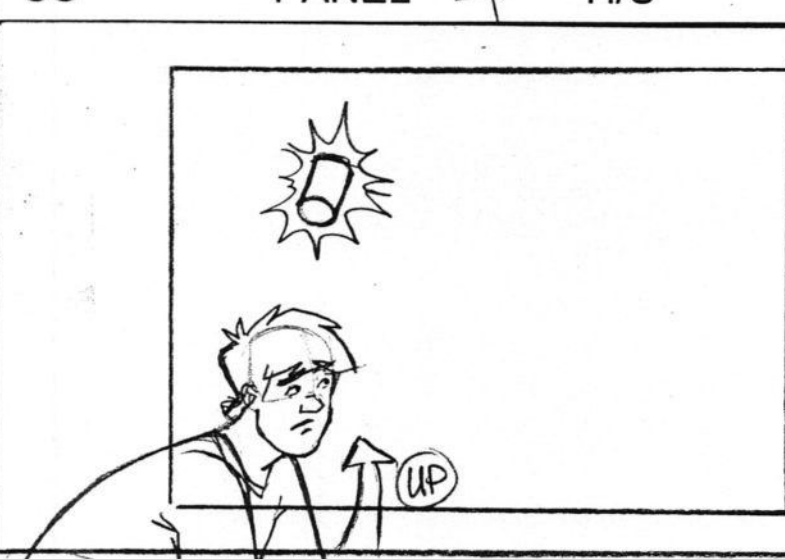
ACTION day night  
ANGLE ON JACKIE  
HE'S FREAKING.

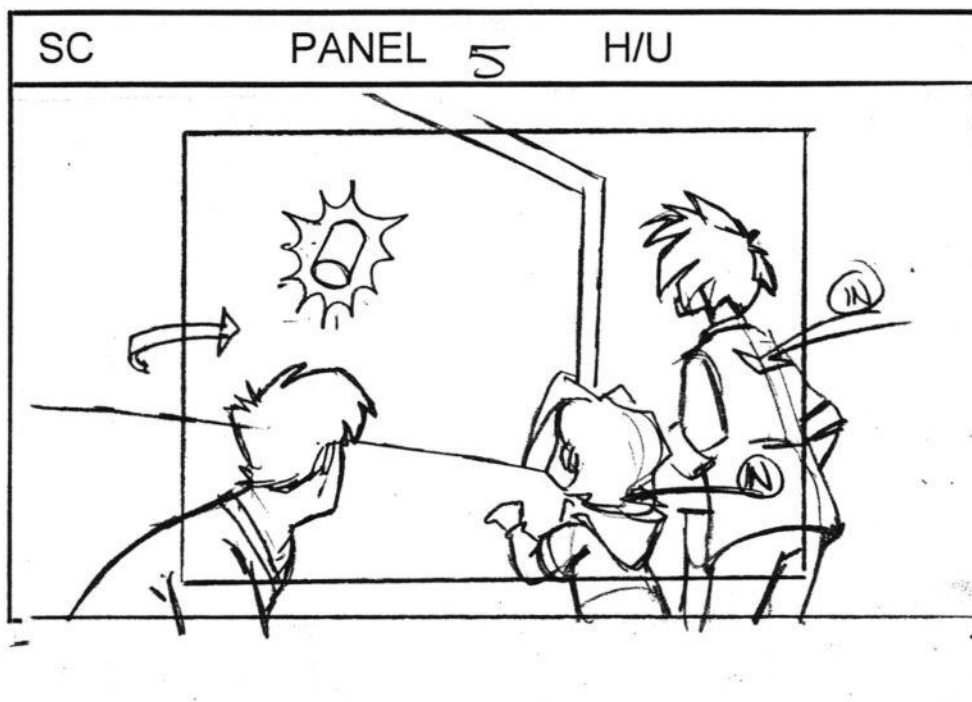
DIALOGUE

TIME

|                                                                                  |             |                                                                |
|----------------------------------------------------------------------------------|-------------|----------------------------------------------------------------|
| SC                                                                               | PANEL 2 H/U | ACTION day night                                               |
|  |             | <p>THE GLOWING CAN ZOOMS IN, JACKIE DODGES OUT OF THE WAY.</p> |
|                                                                                  |             | DIALOGUE                                                       |
|                                                                                  |             | TIME                                                           |

|                                                                                    |             |                                                                                                      |
|------------------------------------------------------------------------------------|-------------|------------------------------------------------------------------------------------------------------|
| SC                                                                                 | PANEL 3 H/U | ACTION day night                                                                                     |
|  |             | <p>TRUCK OUT: (A) → (B)</p> <p>THE GLOWING CAN SLAMS INTO THE WORLD MAP.</p> <p>SFX: (OS. CRASH)</p> |
|                                                                                    |             | DIALOGUE                                                                                             |
|                                                                                    |             | TIME                                                                                                 |

|                                                                                    |             |                                                                         |
|------------------------------------------------------------------------------------|-------------|-------------------------------------------------------------------------|
| SC                                                                                 | PANEL 4 H/U | ACTION day night                                                        |
|  |             | <p>JACKIE RISES UP INTO SCENE THE CAN STARTS TO MOVE ALONG THE MAP.</p> |
|                                                                                    |             | DIALOGUE                                                                |
|                                                                                    |             | TIME                                                                    |



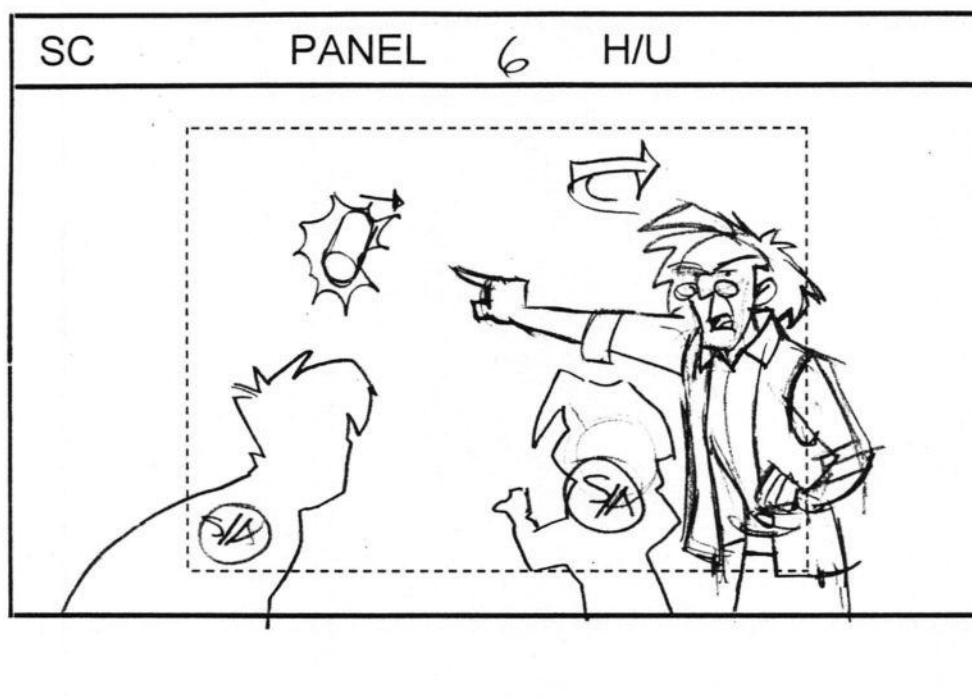
ACTION day night

UNCLE AND JADE  
STEP INTO SCENE  
LOOKING UP AT THE  
GLOWING CAN STUCK ON  
THE MAP.

JACKIE TURNS TO LOOK

DIALOGUE

TIME



ACTION day night

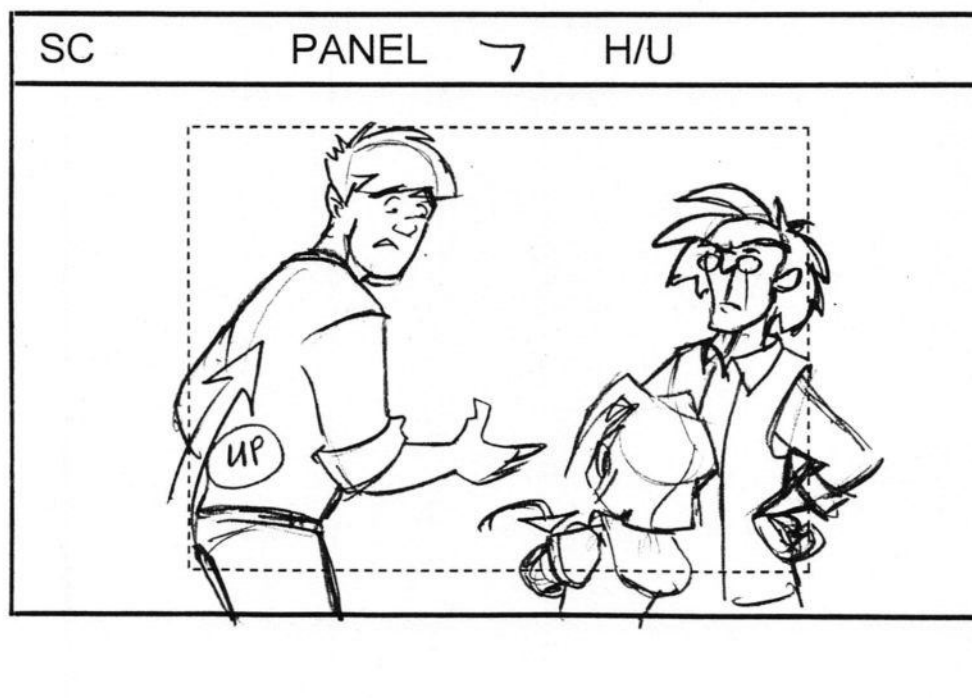
UNCLE TURNS TO JACKIE  
AND JADE. HE POINTS AT  
THE GLOWING CAN

DIALOGUE

(43) UNCLE:

TOHRU IS HERE.

TIME



ACTION day night

JACKIE STANDS UP AND  
TURNS TO JADE.

JADE STEPS BACK  
AND CROSSES HER  
ARMS

DIALOGUE

(44) JACKIE:

CROSSING THE  
ATLANTIC OCEAN?

TIME

|                                                                                   |         |     |                                |           |
|-----------------------------------------------------------------------------------|---------|-----|--------------------------------|-----------|
| SC                                                                                | PANEL 1 | H/U | ACTION                         | day night |
|  |         |     | ANGLE ON JADE                  |           |
|                                                                                   |         |     | DIALOGUE                       |           |
|                                                                                   |         |     | (45) JADE:<br>TOLD YOU HE'S... |           |
|                                                                                   |         |     | TIME                           |           |

|                                                                                     |         |     |                                             |           |
|-------------------------------------------------------------------------------------|---------|-----|---------------------------------------------|-----------|
| SC                                                                                  | PANEL 2 | H/U | ACTION                                      | day night |
|  |         |     | JADE LOOKS OVER AT UNCLE (O.S.).            |           |
|                                                                                     |         |     | DIALOGUE                                    |           |
|                                                                                     |         |     | (45) JADE: (CONT'D) -<br>.. BEEN KIDNAPPED! |           |
|                                                                                     |         |     | TIME                                        |           |

|                                                                                     |         |     |                                                                              |           |
|-------------------------------------------------------------------------------------|---------|-----|------------------------------------------------------------------------------|-----------|
| SC                                                                                  | PANEL 3 | H/U | ACTION                                                                       | day night |
|  |         |     | JADE SMACKS HER FIST INTO HER OTHER HAND AS SHE LOOKS OVER AT JACKIE (O.S.). |           |
|                                                                                     |         |     | DIALOGUE                                                                     |           |
|                                                                                     |         |     | (46) JADE:<br>LET'S BRING...                                                 |           |
|                                                                                     |         |     | TIME                                                                         |           |

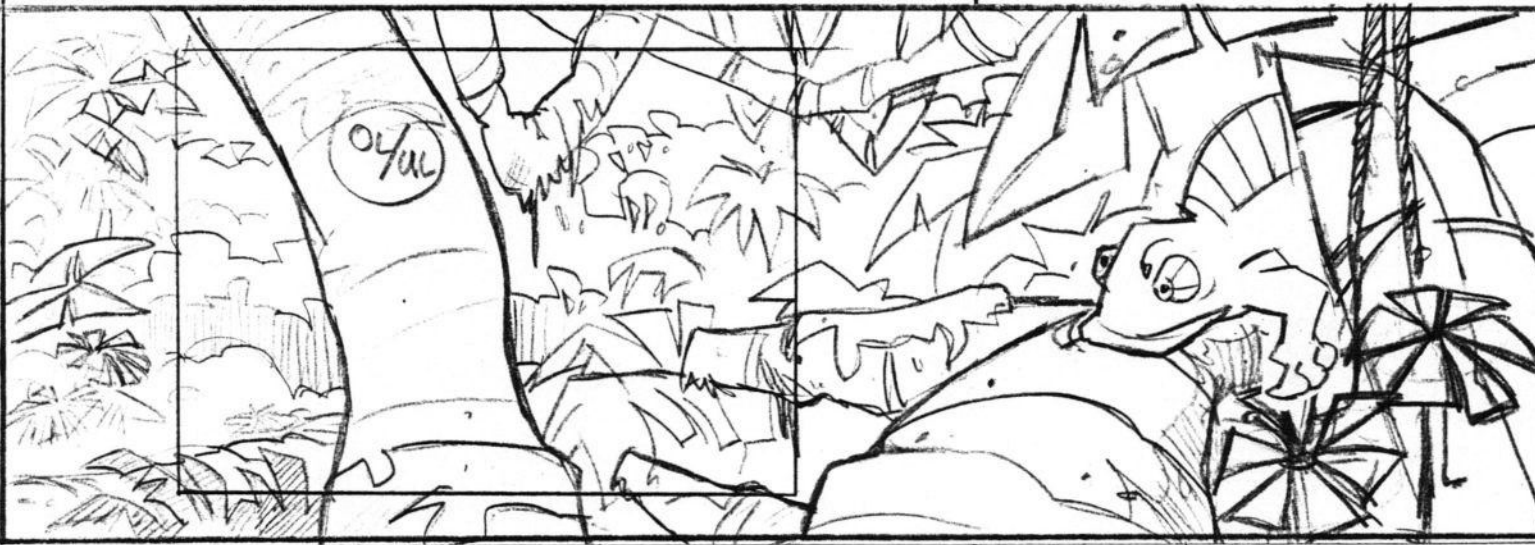
| SC | PANEL | H/U | ACTION                                                                              | day | night |
|----|-------|-----|-------------------------------------------------------------------------------------|-----|-------|
|    |       |     | <p>JADE TURNS TO<br/>UNCLE (O.S.) -</p>                                             |     |       |
|    |       |     | <p>DIALOGUE<br/>           (46) JADE: (CONT'D)<br/>           ..OUR BOY HOME!..</p> |     |       |
|    |       |     | <p>TIME</p>                                                                         |     |       |



| SC | PANEL | H/U | ACTION                               | day | night |
|----|-------|-----|--------------------------------------|-----|-------|
|    |       |     | <p>X-DISS TO: STEAMY<br/>JUNGLE.</p> |     |       |
|    |       |     | <p>SFX: &lt;JUNGLE NOISES&gt;</p>    |     |       |
|    |       |     | <p>DIALOGUE</p>                      |     |       |
|    |       |     | <p>TIME</p>                          |     |       |

| SC | PANEL 2 | H/U | ACTION                              | day | night |
|----|---------|-----|-------------------------------------|-----|-------|
|    |         |     | <p>A CHAMELEON<br/>ENTERS SCENE</p> |     |       |
|    |         |     | <p>SFX: &lt;JUNGLE NOISES&gt;</p>   |     |       |
|    |         |     | <p>DIALOGUE</p>                     |     |       |
|    |         |     | <p>TIME</p>                         |     |       |

|                                                                                   |             |                                                                                                                                   |           |
|-----------------------------------------------------------------------------------|-------------|-----------------------------------------------------------------------------------------------------------------------------------|-----------|
| SC                                                                                | PANEL 3 H/U | ACTION                                                                                                                            | day night |
|  |             | <p>THE CHAMELEON<br/>SETTLES ON BRANCH<br/>IT'S EYES SWIVEL<br/>FROM SIDE TO SIDE</p> <p>SFX: (JUNGLE NOISES)</p> <p>DIALOGUE</p> |           |
|                                                                                   |             | TIME                                                                                                                              |           |

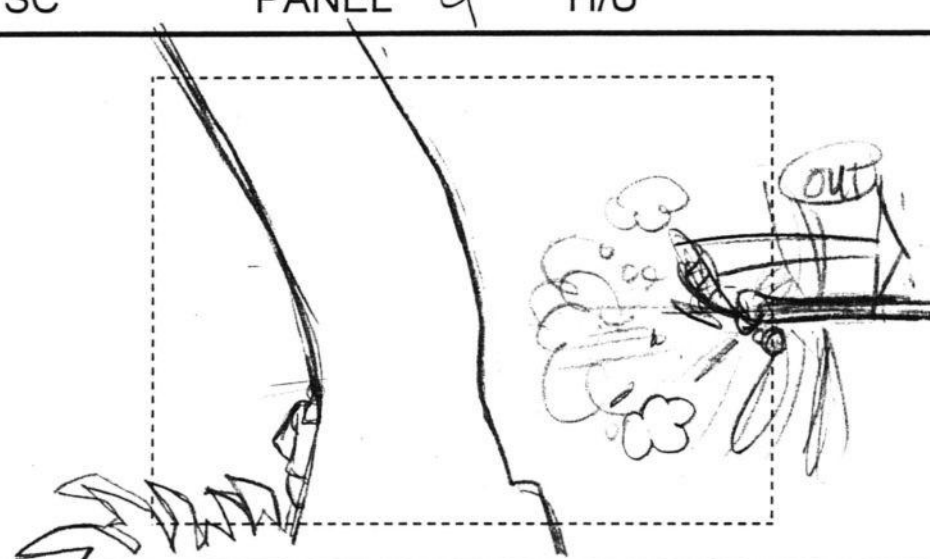
|                                                                                     |             |                              |           |
|-------------------------------------------------------------------------------------|-------------|------------------------------|-----------|
| SC                                                                                  | PANEL 4 H/U | ACTION                       | day night |
|  |             | <p>TIME</p> <p>START PAN</p> |           |

|                                                                                    |             |                                                                                       |           |
|------------------------------------------------------------------------------------|-------------|---------------------------------------------------------------------------------------|-----------|
| SC                                                                                 | PANEL 5 H/U | ACTION                                                                                | day night |
|  |             | <p>A DRAGONFLY FLIES<br/>INTO SCENE . .</p> <p>SFX: (INSECT BUZZ)</p> <p>DIALOGUE</p> |           |
|                                                                                    |             | TIME                                                                                  |           |

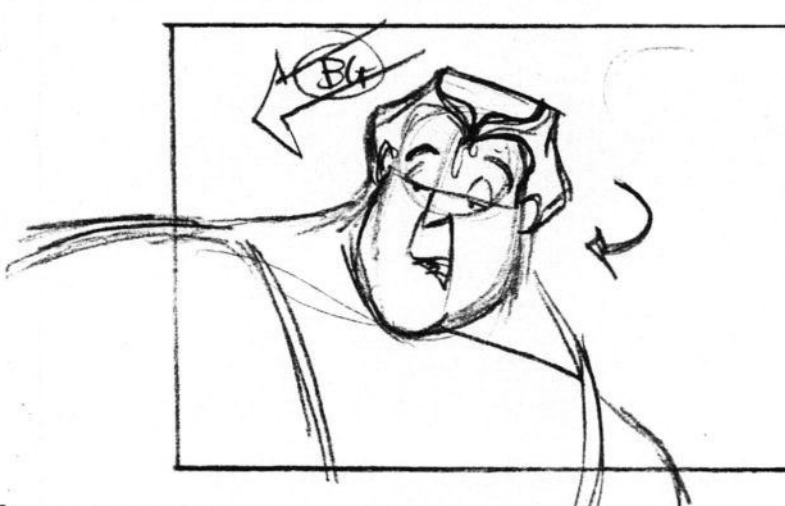
|    |         |     |                                                                                                                                            |
|----|---------|-----|--------------------------------------------------------------------------------------------------------------------------------------------|
| SC | PANEL 6 | H/U | ACTION                                                                                                                                     |
|    |         |     | day night                                                                                                                                  |
|    |         |     | <p>THE DRAGONFLY LANDS ON A BRANCH.</p> <p>TOHRUM AND VALMONT ENTER SCENE WALKING ALONG A JUNGLE PATH. VALMONT IS DRESSED LIKE A MONK.</p> |
|    |         |     | DIALOGUE                                                                                                                                   |
|    |         |     | TIME                                                                                                                                       |

|    |         |     |                                                            |
|----|---------|-----|------------------------------------------------------------|
| SC | PANEL 7 | H/U | ACTION                                                     |
|    |         |     | day night                                                  |
|    |         |     | <p>SUDDENLY THE CHAMELEON'S TONGUE FLASHES INTO SCENE.</p> |
|    |         |     | DIALOGUE                                                   |
|    |         |     | TIME                                                       |

|    |         |     |                                                                                            |
|----|---------|-----|--------------------------------------------------------------------------------------------|
| SC | PANEL 8 | H/U | ACTION                                                                                     |
|    |         |     | day night                                                                                  |
|    |         |     | <p>SWAGGING THE DRAGONFLY.</p> <p>VALMONT &amp; TOHRUM CONTINUE TO WALK DOWN THE PATH.</p> |
|    |         |     | DIALOGUE                                                                                   |
|    |         |     | TIME                                                                                       |

| SC | PANEL 9                                                                           | H/U | ACTION                                          | day | night |
|----|-----------------------------------------------------------------------------------|-----|-------------------------------------------------|-----|-------|
|    |  |     | .. THE CAUGHT DRAGONFLY IS SNAGGED OUT OF SCENE |     |       |
|    |                                                                                   |     | DIALOGUE                                        |     |       |
|    |                                                                                   |     | TIME                                            |     |       |

| SC | PANEL                                                                              | H/U | ACTION                                                             | day | night |
|----|------------------------------------------------------------------------------------|-----|--------------------------------------------------------------------|-----|-------|
|    |  |     | ANGLE ON TOHRU.<br>(DIA PAN BG)<br>TOHRU IS SWEATING PROFUSELY.    |     |       |
|    |                                                                                    |     | DIALOGUE<br>(47) TOHRU: (HUFFING).<br>MASTER, ARE THERE NO CLOSER. |     |       |
|    |                                                                                    |     | TIME                                                               |     |       |

| SC | PANEL                                                                              | H/U | ACTION                                                      | day | night |
|----|------------------------------------------------------------------------------------|-----|-------------------------------------------------------------|-----|-------|
|    |  |     | TOHRU TURNS AND LOOKS DOWN AT VALMONT.<br>(CONT. PAN)       |     |       |
|    |                                                                                    |     | DIALOGUE<br>(47) TOHRU: (CONT'D)<br>.. BANKS FOR US TO ROB. |     |       |
|    |                                                                                    |     | TIME                                                        |     |       |

| SC | PANEL | H/U | ACTION                                                                                                                     | day | night |
|----|-------|-----|----------------------------------------------------------------------------------------------------------------------------|-----|-------|
|    |       |     | ANGLE ON VALMONT<br>LOOKING UP AT TOHRU.<br>(VALMONT IS WEARING<br>A MONKS ROBE OVER HIS SUIT<br>AND HOLDING A MONK MITRE) |     |       |
|    |       |     | DIALOGUE (PAN BG)                                                                                                          |     |       |
|    |       |     | TIME                                                                                                                       |     |       |

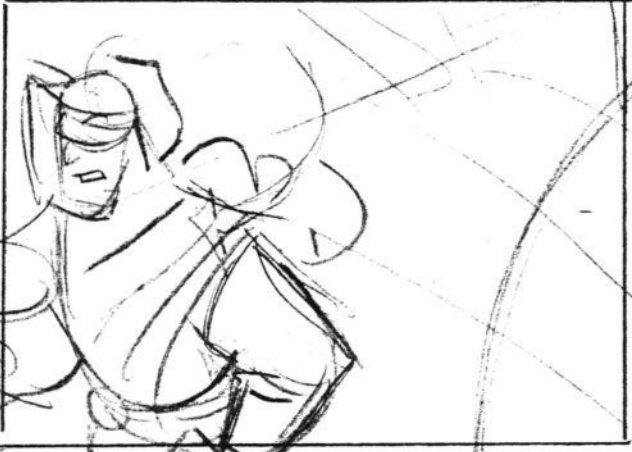
| SC | PANEL | 2 | H/U | ACTION                                                               | day | night |
|----|-------|---|-----|----------------------------------------------------------------------|-----|-------|
|    |       |   |     | VALMONT TURNS BACK.                                                  |     |       |
|    |       |   |     | DIALOGUE<br>(48) VALMONT:<br>WE HAVE NOT TRAVELED<br>TO SRI LANKA... |     |       |
|    |       |   |     | TIME                                                                 |     |       |

| SC | PANEL | 3 | H/U | ACTION                                                                              | day | night |
|----|-------|---|-----|-------------------------------------------------------------------------------------|-----|-------|
|    |       |   |     | STOP PAN BG.                                                                        |     |       |
|    |       |   |     | DIALOGUE<br>(49) VALMONT: (CONT'D).<br>..FOR ANY RUN-OF-THE-<br>MILL HEIST, TOHRU.. |     |       |
|    |       |   |     | TIME                                                                                |     |       |

|                                                                                   |             |                                                                     |
|-----------------------------------------------------------------------------------|-------------|---------------------------------------------------------------------|
| SC                                                                                | PANEL 4 H/U | ACTION day night                                                    |
|  |             | VALMONT TURNS TO<br>TOHRU.                                          |
|                                                                                   |             | DIALOGUE<br>(49) VALMONT: (CONT'D).<br>WE ARE HERE FOR<br>THE SCORE |
|                                                                                   |             | TIME                                                                |

|                                                                                     |             |                                                          |
|-------------------------------------------------------------------------------------|-------------|----------------------------------------------------------|
| SC                                                                                  | PANEL 5 H/U | ACTION day night                                         |
|  |             | VALMONT GESTURES.                                        |
|                                                                                     |             | DIALOGUE<br>(49) VALMONT: (CONT'D).<br>.. OF A LIFETIME! |
|                                                                                     |             | TIME                                                     |

|                                                                                     |             |                                                    |
|-------------------------------------------------------------------------------------|-------------|----------------------------------------------------|
| SC                                                                                  | PANEL 6 H/U | ACTION day night                                   |
|  |             | VALMONT GESTURES                                   |
|                                                                                     |             | DIALOGUE<br>(50) VALMONT:<br>AND THE BEAUTY OF IT? |
|                                                                                     |             | TIME                                               |

|                                                                                   |         |     |                                               |           |
|-----------------------------------------------------------------------------------|---------|-----|-----------------------------------------------|-----------|
| SC                                                                                | PANEL 7 | H/U | ACTION                                        | day night |
|  |         |     | VALMONT TURNS,<br>EXITING SCENE               |           |
|                                                                                   |         |     | DIALOGUE                                      |           |
|                                                                                   |         |     | (50) VALMONT: (CONT'D)<br>ALL WE REQUIRE IS.. |           |
|                                                                                   |         |     | TIME                                          |           |

|                                                                                     |         |     |                                                                                                |           |
|-------------------------------------------------------------------------------------|---------|-----|------------------------------------------------------------------------------------------------|-----------|
| SC                                                                                  | PANEL 1 | H/U | ACTION                                                                                         | day night |
|  |         |     | CLOSE ON TOHRU.<br>LOOKING AT VALMONT<br>(HIS HEAD TURNS TO<br>FOLLOW OS VALMONT'S<br>ACTIONS) |           |
|                                                                                     |         |     | DIALOGUE                                                                                       |           |
|                                                                                     |         |     | (50) VALMONT: (OS) (CONT'D)<br>.. YOUR MUSCLE.                                                 |           |
|                                                                                     |         |     | TIME                                                                                           |           |

|                                                                                     |         |     |                                               |           |
|-------------------------------------------------------------------------------------|---------|-----|-----------------------------------------------|-----------|
| SC                                                                                  | PANEL 2 | H/U | ACTION                                        | day night |
|  |         |     | TOHRU FOLLOWS<br>AFTER VALMONT                |           |
|                                                                                     |         |     | DIALOGUE                                      |           |
|                                                                                     |         |     | (51) VALMONT: (OS)<br>.. AND THE INSTRUCTIONS |           |
|                                                                                     |         |     | TIME                                          |           |

|    |         |     |                                                                                   |
|----|---------|-----|-----------------------------------------------------------------------------------|
| SC | PANEL 1 | H/U | ACTION                                                                            |
|    |         |     | day night<br>ANGLE ON JUNGLE PATH.<br>VALMONT STARTS IN SCENE WALKING ALONG PATH. |
|    |         |     | DIALOGUE<br>⑤ VALMONT: (CONT'D).<br>. TO A SECRET LOCATION.                       |
|    |         |     | TIME                                                                              |

|    |         |     |                                                                       |
|----|---------|-----|-----------------------------------------------------------------------|
| SC | PANEL 2 | H/U | ACTION                                                                |
|    |         |     | day night<br>TONRU ENTERS BEHIND VALMONT. THEY CONTINUE DOWN THE PATH |
|    |         |     | DIALOGUE<br>⑤ VALMONT: (CONT'D).<br>. WHICH WE ARE SOON TO COLLECT.   |
|    |         |     | TIME                                                                  |

|    |       |     |           |
|----|-------|-----|-----------|
| SC | PANEL | H/U | ACTION    |
|    |       |     | day night |
|    |       |     | DIALOGUE  |
|    |       |     | TIME      |

|    |         |     |                                                                |           |
|----|---------|-----|----------------------------------------------------------------|-----------|
| SC | PANEL 3 | H/U | ACTION                                                         | day night |
|    |         |     | A VERT PAN. PAST JUNGLE TO ANGLE ON MONASTARY IN THE DISTANCE. |           |
|    |         |     | (STOP)                                                         |           |
|    |         |     | DIALOGUE<br>(52) TO HRU: (OS)<br>YES, MASTER!                  |           |
|    |         |     | TIME                                                           |           |

|    |       |     |                                                                         |           |
|----|-------|-----|-------------------------------------------------------------------------|-----------|
| SC | PANEL | H/U | ACTION                                                                  | day night |
|    |       |     | - START PAN                                                             |           |
|    |       |     | DIALOGUE<br>(51) VALMONT: (CONT'D)<br>NOW, BE ON YOUR BEST BEHAVIOUR... |           |
|    |       |     | TIME                                                                    |           |

▽

|    |       |     |          |           |
|----|-------|-----|----------|-----------|
| SC | PANEL | H/U | ACTION   | day night |
|    |       |     |          |           |
|    |       |     | DIALOGUE |           |
|    |       |     | TIME     |           |