



JACKIE  CHAN
ADVENTURES™

EP316: Act 3
“Tohru Who?”

SC 321 PANEL 1 H/U

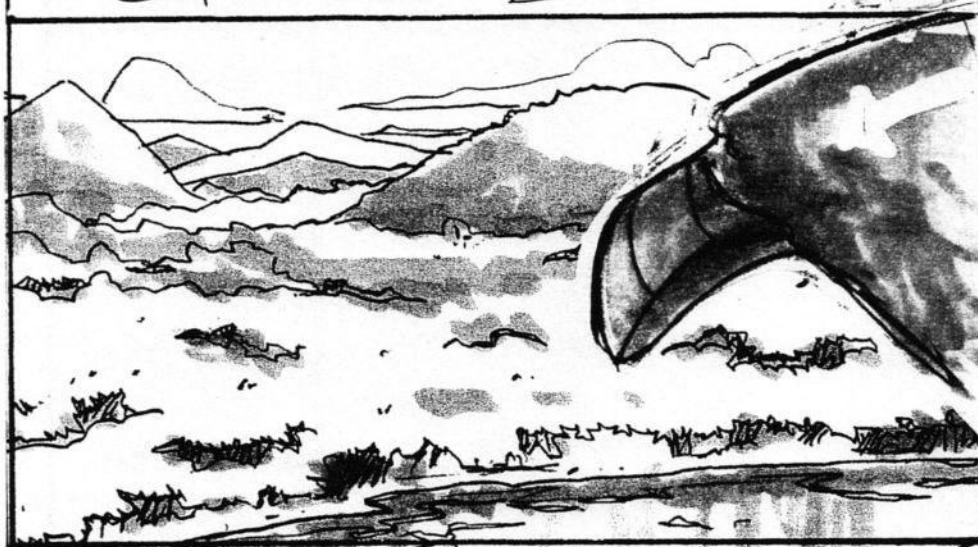


ACTION day night
EXT. LAKE OF RIDDLES
SRI LANKA
HIGH ABOVE A BAMBOO
FOREST

DIALOGUE

TIME

SC 321 PANEL 2 H/U



ACTION day night
A TOUCAN FLIES
INTO SCENE

DIALOGUE

TIME

SC 321 PANEL 3 H/U



ACTION day night
.. AND FLIES AWAY
FROM CAMERA -

DIALOGUE

TIME

SC 321	PANEL	H/U	ACTION	day night
			day night PAN WITH THE TOUCAN AS IT FLIES TOWARDS THE LAKE.	
DIALOGUE SFX: <JUNGLE NOISES (CONT'D)>				
TIME				

SC 321	PANEL	H/U	ACTION	day night
- TRUCK IN ON EDGE OF LAKE - PAN OH/UL OUT DURING TRUCK IN - TOUCAN EXITS SCENE				
DIALOGUE				
TIME				

SC 322 PANEL 1 H/U



ACTION day night

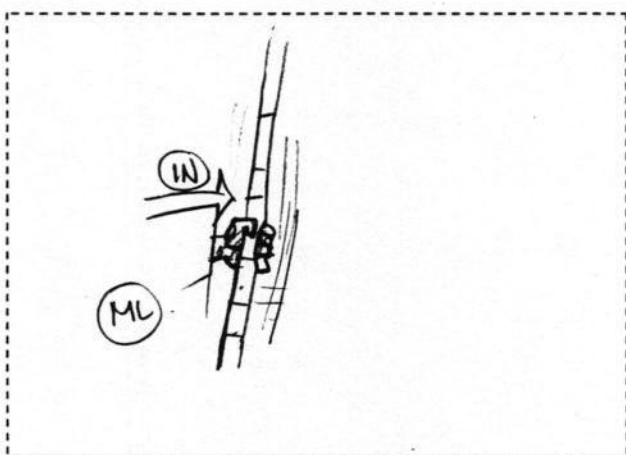
THE EDGE OF THE
BAMBOO FOREST
A PEACEFUL SCENE

SFX: <JUNGLE NOISES>

DIALOGUE

TIME

SC 322 PANEL 2 H/U



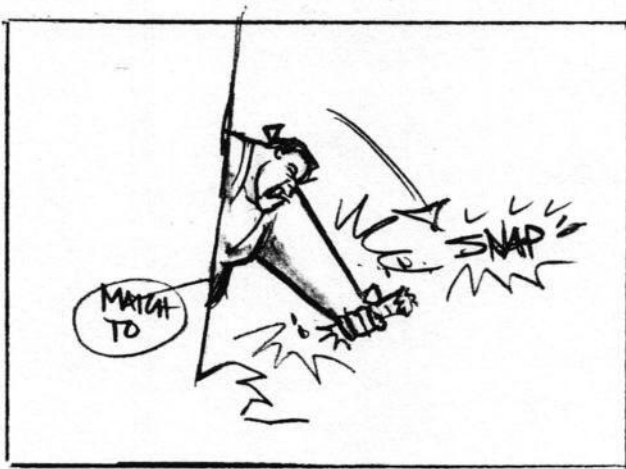
ACTION day night

SUDDENLY THE PEACE
OF THE JUNGLE IS
SHATTERED AS TOHRU
REACHES IN FROM BEHIND
SOME BAMBOO & GRABS
A STALK

DIALOGUE

TIME

SC 322 PANEL 3 H/U

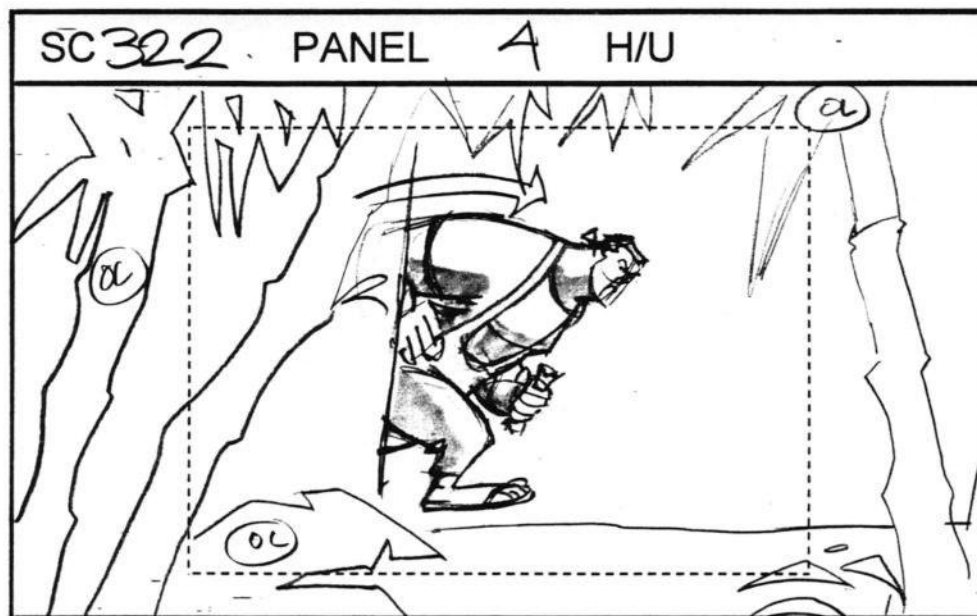


ACTION day night

TOHRU SNAPS THE
BAMBOO AS HE EMERGES
FROM BEHIND A STAND
OF BAMBOO

DIALOGUE

TIME



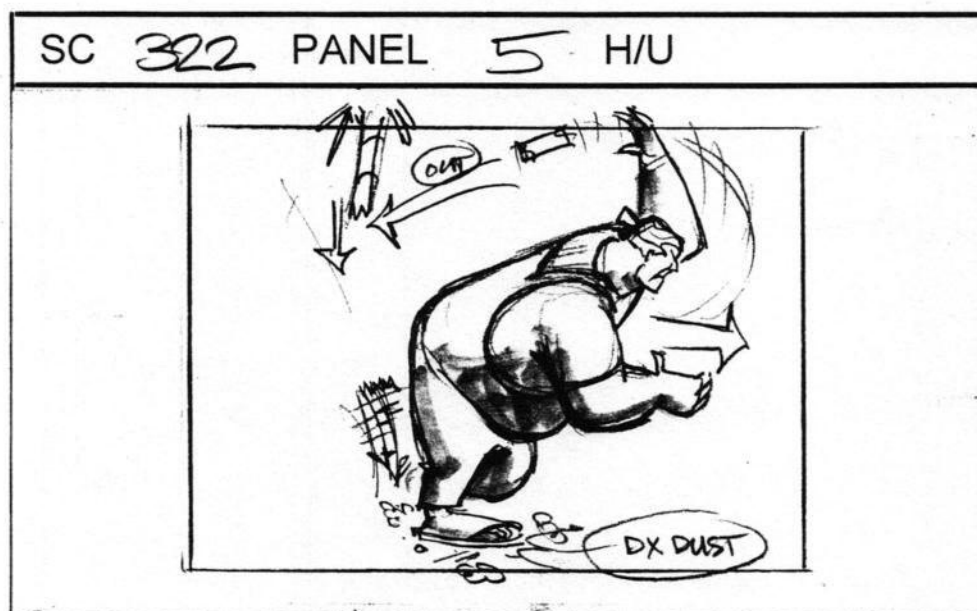
ACTION

day night

TOHRU CONTINUES TO
COME OUT FROM BEHIND
THE BAMBOO STAND.
HE'S LIKE A BULL IN A
CHINA SHOP

DIALOGUE

TIME



ACTION

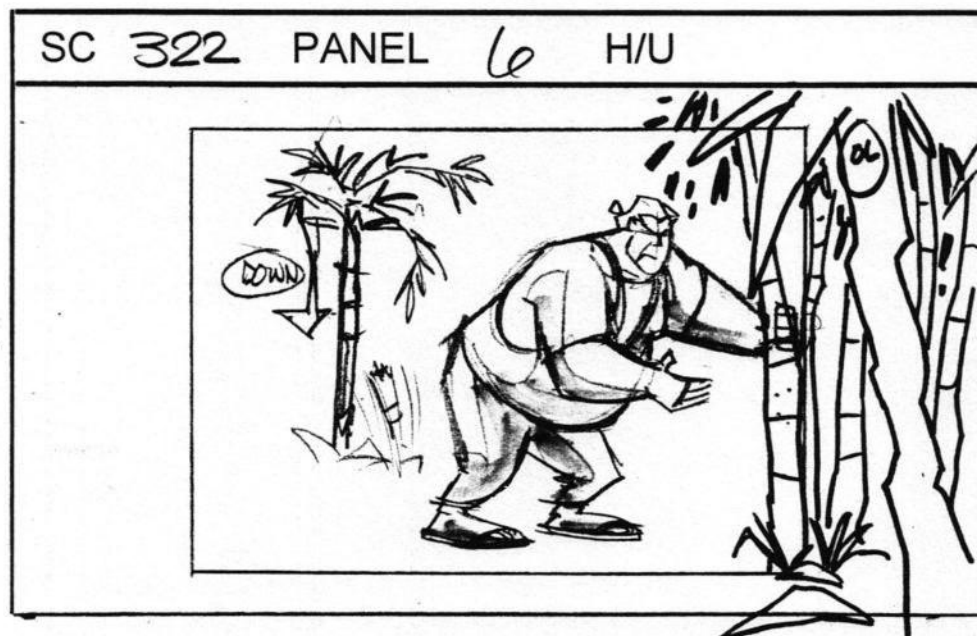
day night

TOHRU CONTINUES
MOVING FORWARD. HE
TOSSES WHAT'S LEFT OF
THE BAMBOO OVER
HIS SHOULDER.
THE TOP OF THE FIRST STALK
FALLS INTO SCENE

DIALOGUE

SFX: <CRASH, SNAP,
& CRACKLE!>

TIME



ACTION

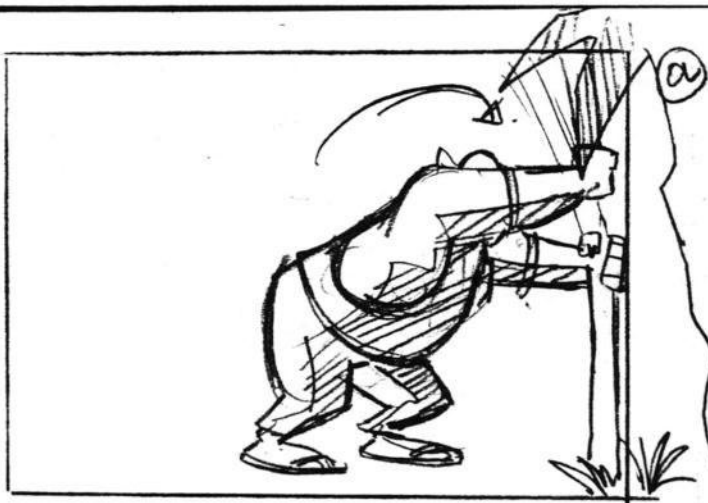
day night

THE TOP OF THE FIRST
BAMBOO FALLS DOWN
INTO SCENE
TOHRU GRABS
ANOTHER STALK

DIALOGUE

TIME

SC 322 PANEL 7 H/U



ACTION

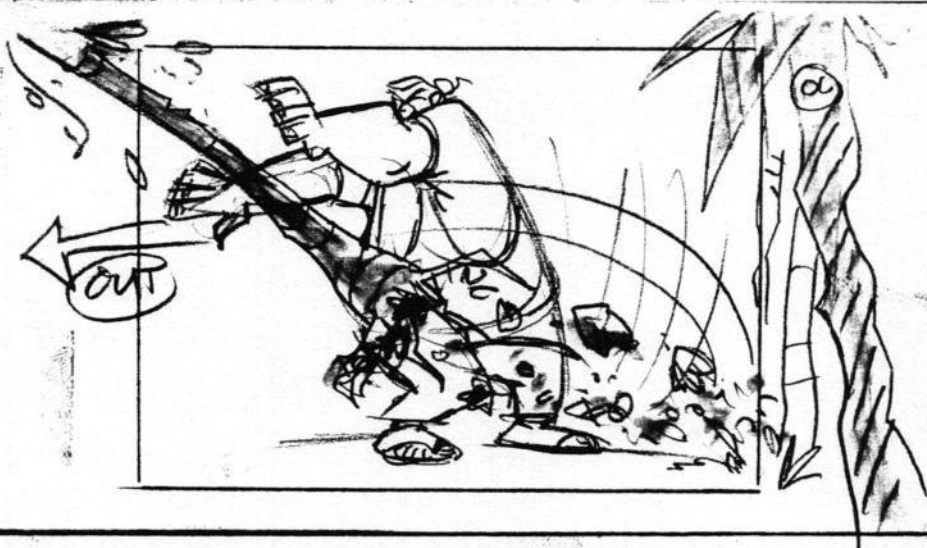
day night

TOHRU GRABS THE
STALK WITH BOTH
HANDS

DIALOGUE

TIME

SC 322 PANEL 8 H/U



ACTION

day night

.. AND RIPS THE STALK,
ROOTS AND ALL OUT
OF THE GROUND, FLINGING
IT OUT

DIALOGUE

TIME

SC 322 PANEL 9 H/U



ACTION

day night

TOHRU LUNGES FORWARD
AND STARTS TO
CHOP AT STANDS OF
BAN W/ANIM
BAN OL FASTER

DIALOGUE

TIME

SC 322 PANEL 10 H/U



ACTION

day night

(CONT PANNING OL FASTER)
TOHRU IS A CHOPPING MACHINE. HE SLICES THROUGH THE BAMBOO. SPLINTERS FLY EVERYWHERE

DIALOGUE

TIME

← (OL)
(PAN FASTER)

SC 322 PANEL 11 H/U



ACTION

day night

STOP PAN AS TOHRU STEPS FORWARD AND GRABS HOLD OF ANOTHER STAND OF BAMBOO

DIALOGUE

TIME

STOP PAN

SC 322 PANEL 12 H/U



ACTION

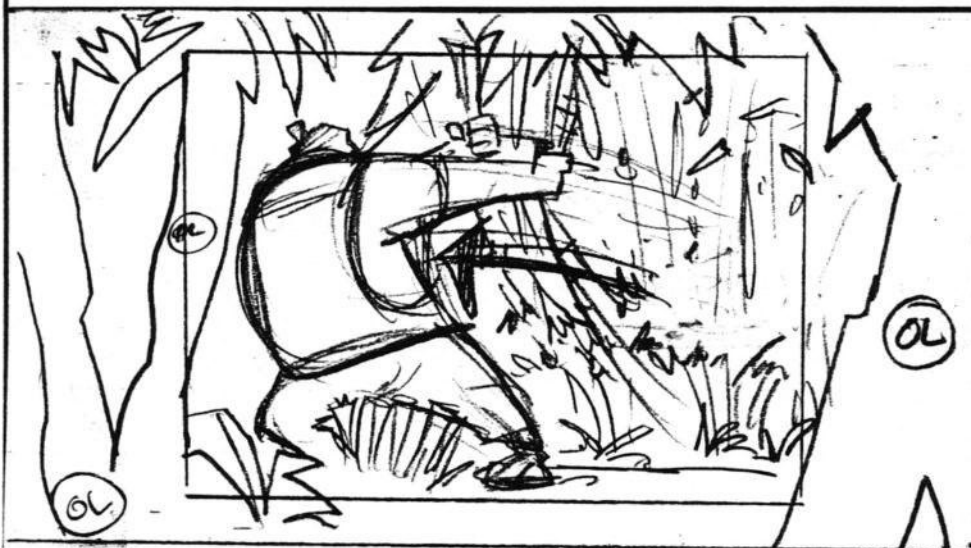
day night

TOHRU LEANS FORWARD GRABBING THE STAND WITH BOTH ARMS. HE'S SWEATING WITH EXERTION

DIALOGUE

TIME

SC 322 PANEL 13 H/U



ACTION

day night

WITH A MIGHTY HEAVE
TOMMY PULLS ACROSS
THE BAMBOO, RIPPING
IT LIKE PAPER

DIALOGUE

TIME

SC 322 PANEL 14 H/U



ACTION

day night

.. TOSSING IT OS.
BEHIND THE TORN
BAMBOO, IS STILL MORE
BAMBOO

DIALOGUE

TIME

SC 322 PANEL 15 H/U



ACTION

day night

TOMMY TURNS AS
VALMONT ENTERS
SCENE

DIALOGUE

TIME

SC 322 PANEL 16 H/U



ACTION

day night

VALMONT WALKS
TOWARDS TOHRU
WHO TURNS TO FACE
VALMONT.

DIALOGUE

TIME

SC 322 PANEL 17 H/U



ACTION

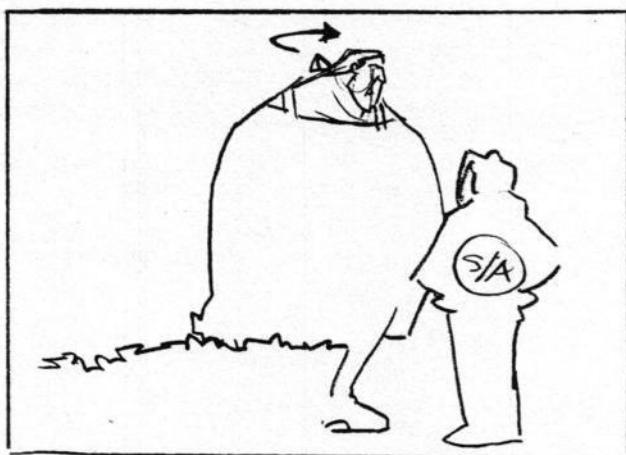
day night

VALMONT STOPS IN
FRONT OF TOHRU.
TOHRU LOOKS DOWN AT
VALMONT THEN...

DIALOGUE

TIME

SC 322 PANEL 18 H/U



ACTION

day night

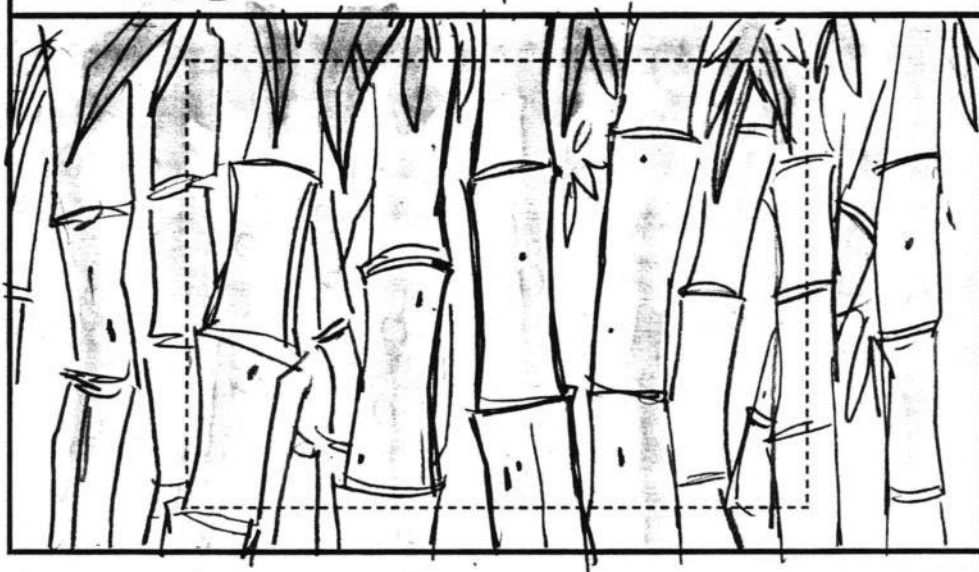
—
TURNS TO THE
"CURTAIN" OF BAMBOO.

DIALOGUE

TIME

SC 323 PANEL 1

H/U



ACTION

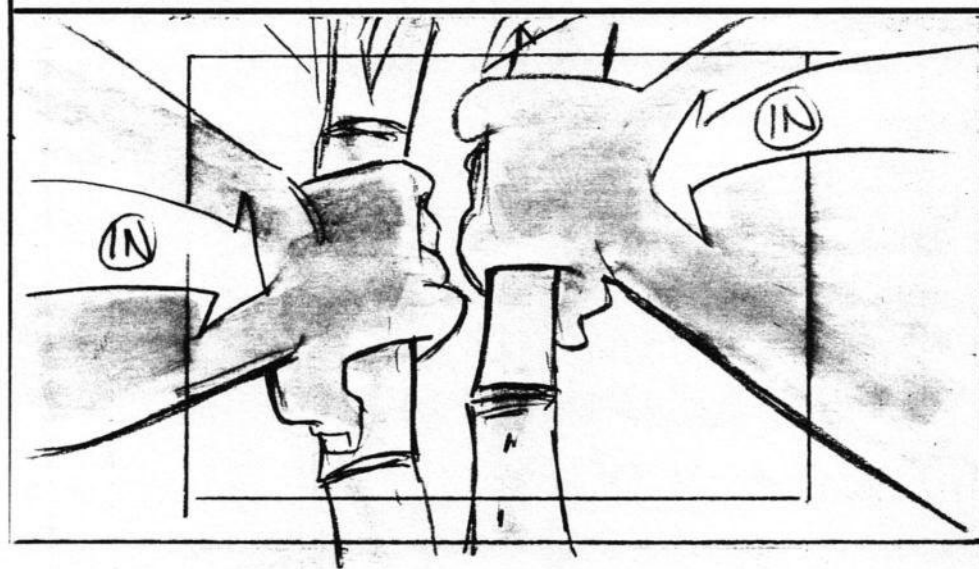
day night

CLOSE ON "CURTAIN"
OF BAMBOO. SKY
CAN BARELY BE SEEN
BEHIND THE STAND

DIALOGUE

TIME

SC 323 PANEL 2 H/U



ACTION

day night

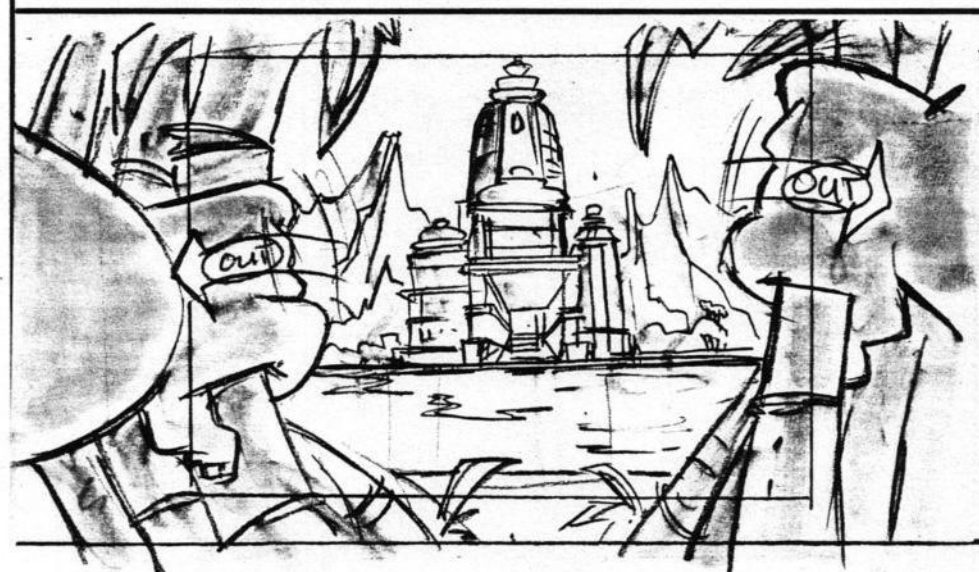
TOHREU'S HANDS
ENTER SCENE
GRABBING HOLD OF
2 STALKS OF
BAMBOO.

DIALOGUE

TIME

SC 323 PANEL

H/U



ACTION

day night

WITH ALMOST SUPER HUMAN
STRENGTH, TOHREU PULLS
ASIDE THE BAMBOO, (LIKE
A CURTAIN), TO REVEAL
A GOLDEN TEMPLE IN THE
DISTANCE (BACKGROUND IS
OUT OF FOCUS).

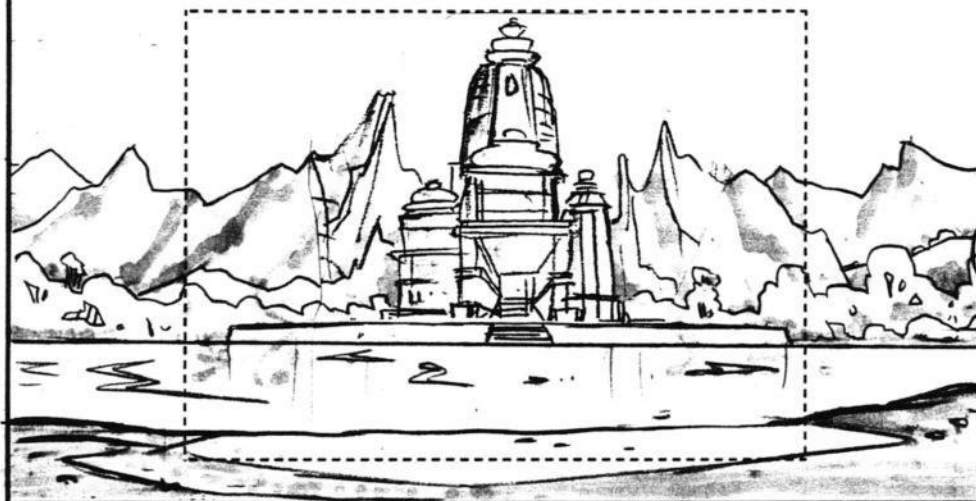
DIALOGUE

⚠ TOHREU:

<STRAINING>

TIME

SC 323 PANEL 4 H/U



ACTION

day night

RACK FOCUS ON
BACKGROUND. THE
TEMPLE STANDS GLEAMING
IN THE MIDDLE OF A
STEAMING LAKE.

(DX STEAM)

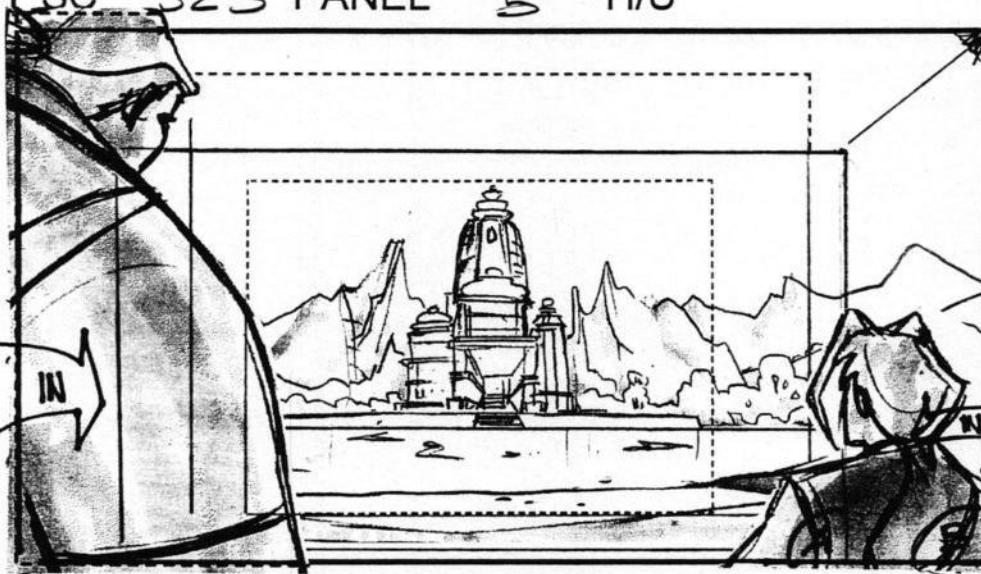
DIALOGUE

(175) VALMONT: (OS)

AHH..

TIME

SC 323 PANEL 5 H/U



ACTION

day night

TRUCK OUT (FROM A → B)
VALMONT & TOHRU
STEP INTO SCENE

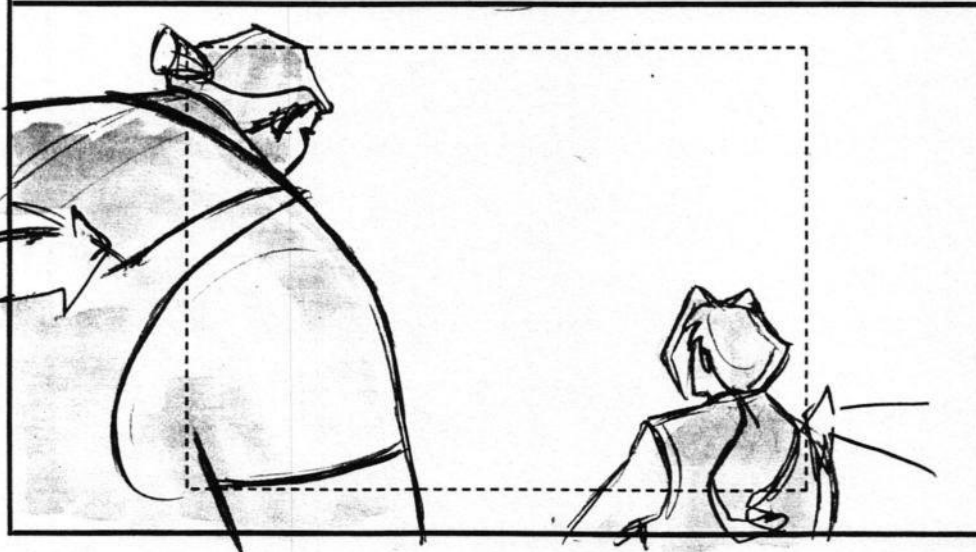
DIALOGUE

(175) VALMONT: (CONT'D)

.. THE ..

TIME

SC 323 PANEL 6- H/U



ACTION

day night

VALMONT & TOHRU
SETTLE IN SCENE

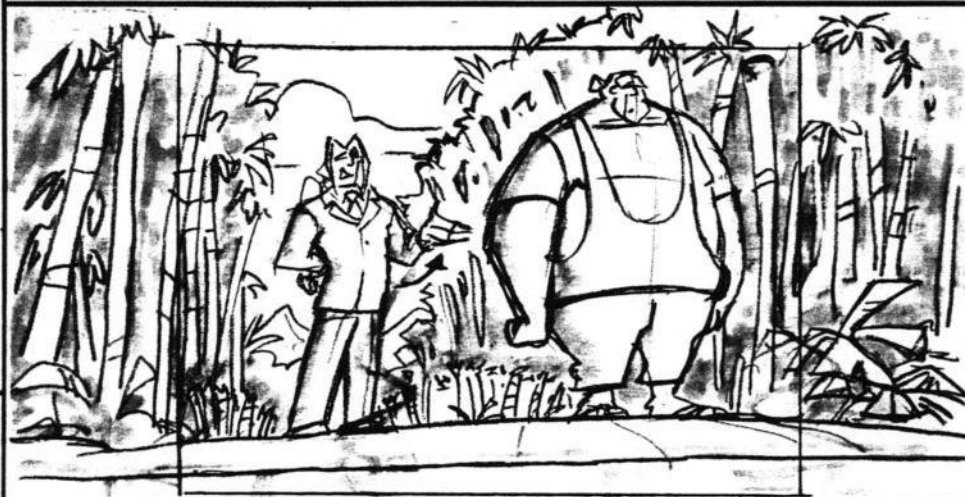
DIALOGUE

(175) VALMONT: (CONT'D)

.. GOLDEN ELEPHANT..

TIME

SC 324 PANEL 1 H/U



ACTION day night
 ANGLE ON TOHRU &
 VALMONT STANDING ON
 THE EDGE OF THE LAKE.
 VALMONT GESTURES
 TOWARDS THE O.S. TEMPLE

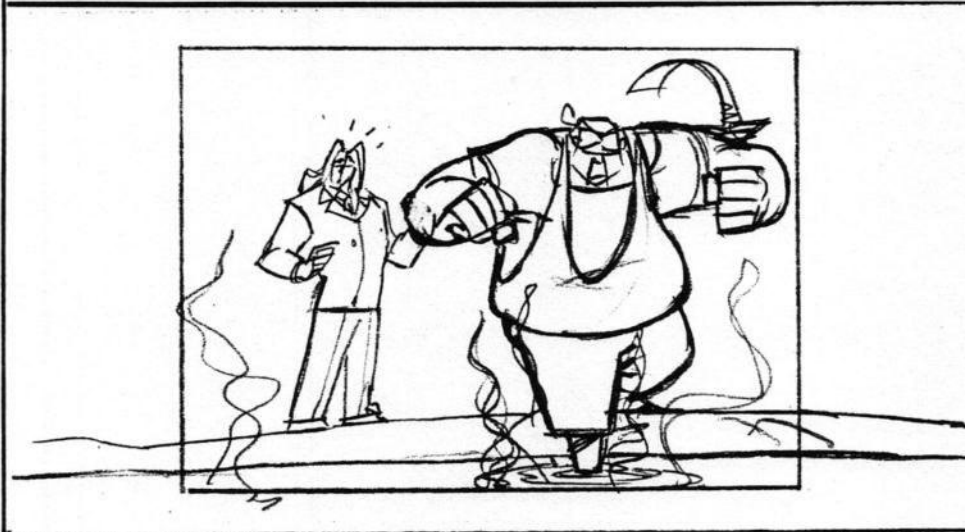
(DX STEAM)

DIALOGUE
 (176) VALMONT:

.. LIES WITHIN THAT
 TEMPLE

TIME

SC 324 PANEL 2 H/U



ACTION day night
 TOHRU STEPS FORWARD
 AND WALKS INTO THE
 STEAMY WATER.
 VALMONT IS TAKEN
 ABACK.

(DX STEAM) (S/T. WATER),
 DIALOGUE

TIME

SC 324 PANEL 3 H/U



ACTION day night
 TOHRU IS STANDING
 IN THE STEAMING
 WATER. HE IS JUST
 NOTICED THAT THE
 WATER IS HOT.
 VALMONT LOOKS ON IN DISBELIEF.

DIALOGUE
 (176A) TOHRU:

UHHH.. HOT!

TIME

SC 324 PANEL 4 H/U



ACTION

day night

TOHRU TURNS TO
VALMONT

DIALOGUE

(177) VALMONT:

DONT YOU RECOGNIZE
BOILING WATER?

TIME

SC 324 PANEL 5 H/U



ACTION

day night

TOHRU LOOKS BACK
DOWN AT THE BOILING
WATER

DIALOGUE

(177) VALMONT: (CONT'D):

WHEN WAS THE LAST
TIME YOU BREWED TEA?

TIME

SC 325 PANEL 1 (H/U)



ACTION

day night

CLOSE ON TOHRU
LOOKING DOWN
(HOOK UP FROM PREV. SC.)

DIALOGUE

TIME

SC 326 PANEL 2 H/U



ACTION day night

TOHRU STRAIGHTENS
UP A BIT AS HE
REALIZES THAT HE
CAN'T REMEMBER
(HAND DOWN)

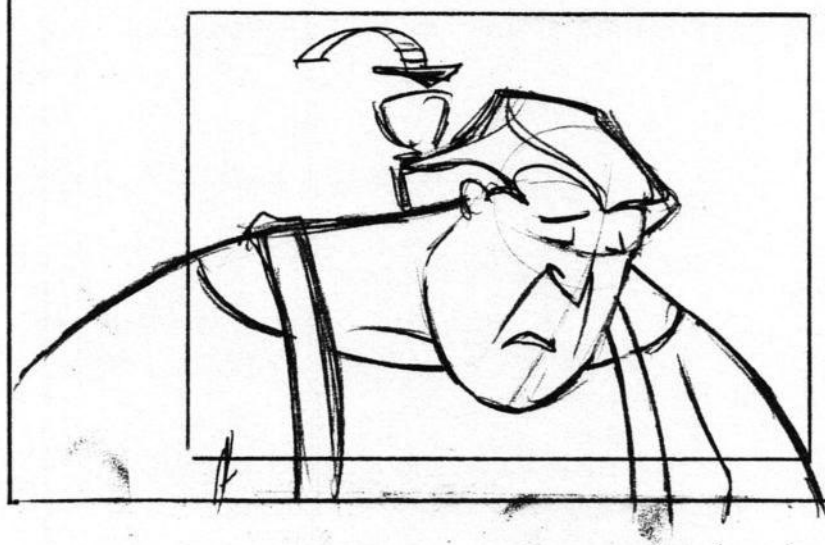
DIALOGUE

(178) TOHRU:

UHHH...

TIME

SC 326 PANEL 3 H/U



ACTION day night

TOHRU SLUMPS FORWARD
IN RESIGNATION

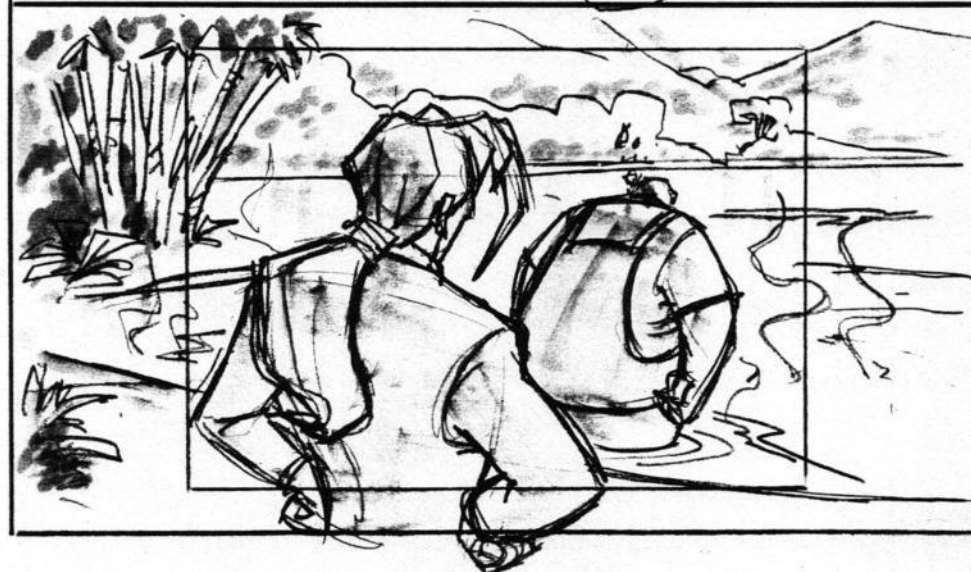
DIALOGUE

(178) TOHRU: (CONT'D):

"I DO NOT REMEMBER"

TIME

SC 327 PANEL 1 (H/U)



ACTION day night

WIDE ON SCENE.
OTS. VALMONT LOOKING
AT TOHRU STANDING
IN THE LAKE

DIALOGUE

TIME

SC 327 PANEL 2 H/U



ACTION

day night

VALMONT TURNS TO CAMERA, ROLLING HIS EYES TO HIM REALIZING THAT HE'S BEING BOILED ALIVE LEAPS OUT OF THE LAKE

DIALOGUE

TIME

SC 327 PANEL 3 H/U



ACTION

day night

PAN WITH ANIM (FROM (A) TO (B)) AS TOHRU CONTINUES TO BACK AWAY FROM THE LAKE

DIALOGUE

TIME

SC 327 PANEL 4 H/U



ACTION

day night

VALMONT BEGINS TO PONDER, O.S. WE HEAR TOHRU CRASHING IN THE UNDERGROWTH ON THE LAKE THE SURFACE BEGINS TO BUBBLE.

SFX: < LOUD CRASHING >

DIALOGUE

(179) VALMONT:

NOW HOW DO WE GET ACROSS?

TIME

SC 327 PANEL 5 H/U



ACTION

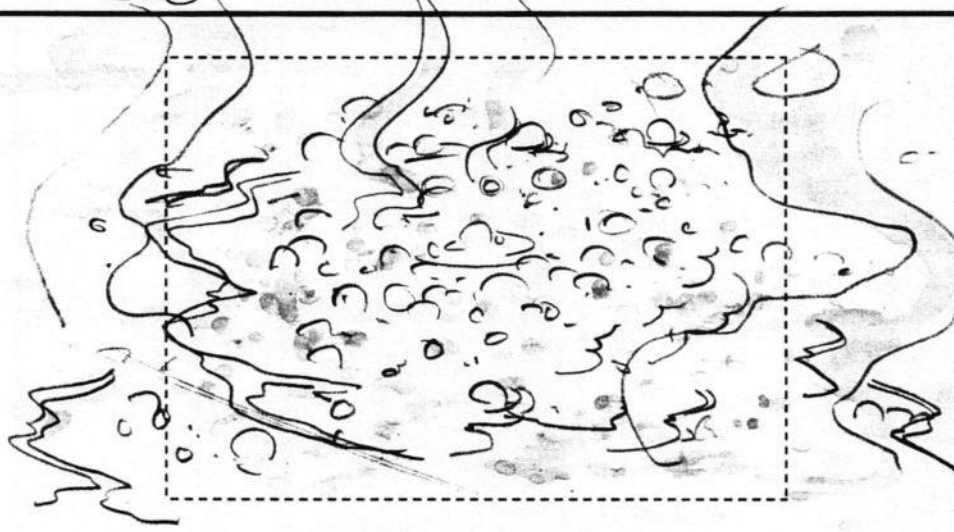
day night

THE BUBBLING WATER
GETS VALMONT'S ATTENTION
HE TURNS TO LOOK.
THE BUBBLING BECOMES
MORE INTENSE

DIALOGUE

TIME

SC 328 PANEL 1 H/U



ACTION

day night

CLOSE ON FURIOUSLY
BOILING WATER

DIALOGUE

TIME

SC 328 PANEL 2 H/U



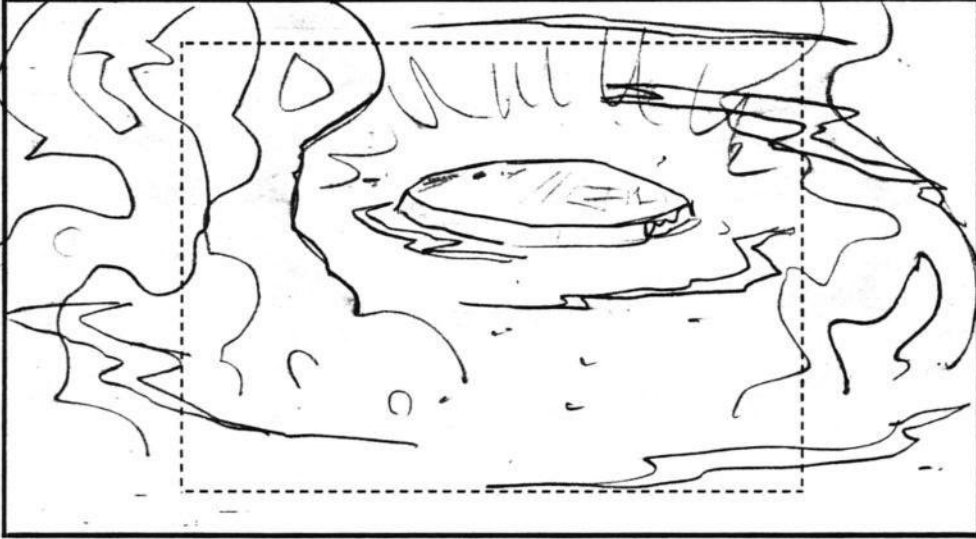
ACTION

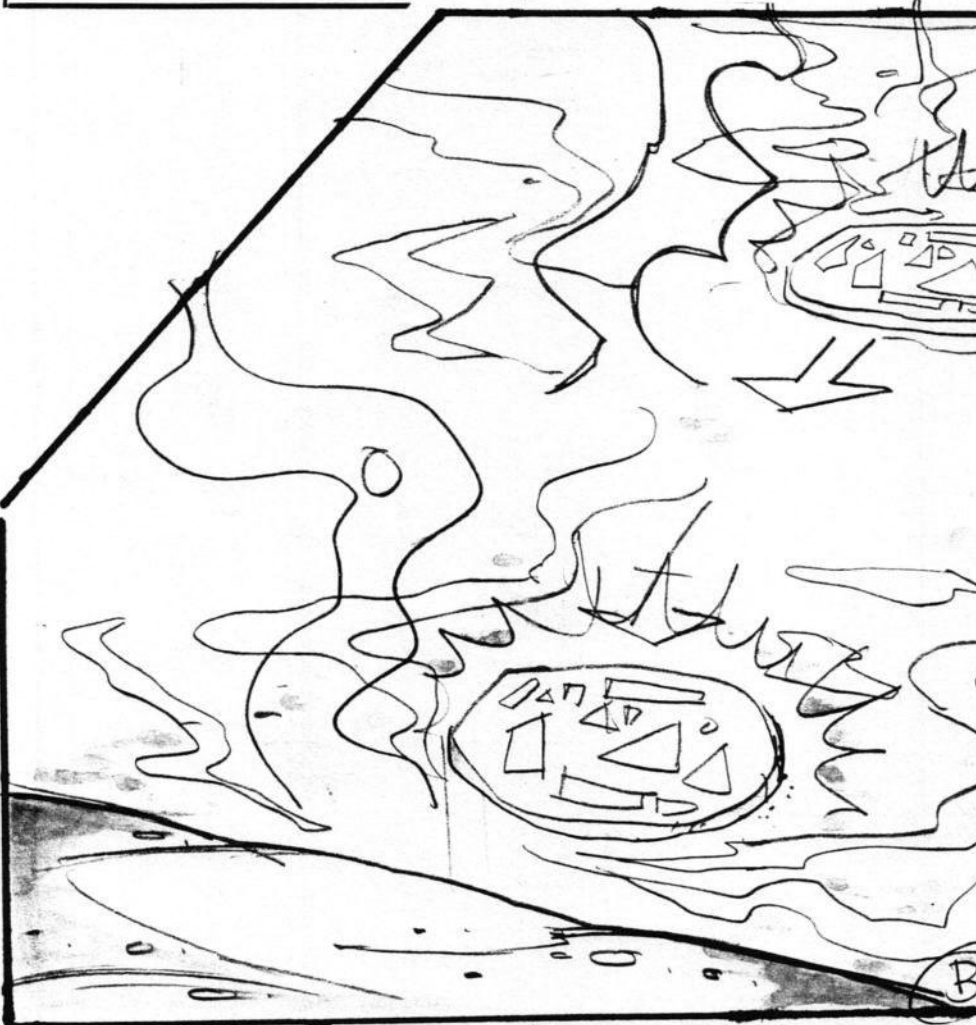
day night

SLOWLY A STONE
BEGINS TO RISE.
THE BUBBLING
SUBSIDES

DIALOGUE

TIME

SC 328 PANEL 3 H/U	ACTION day night
	THE BUBBLING HAS STOPPED AND A GLOWING STONE FLOATS ON THE SURFACE
	DIALOGUE
	TIME

SC 328 PANEL 4 H/U	ACTION day night
	PAN W/ANIM THE GLOWING STONE FLOATS TOWARDS SHORE PAN WITH ANIMATION (A → B)
	DIALOGUE
	TIME

SC 328 - PANEL 5 H/U



ACTION

day night

TRUCK OUT AS
VALMONT LEANS INTO
SCENE

DIALOGUE

TIME

SC 329 PANEL 1 H/U



ACTION

day night

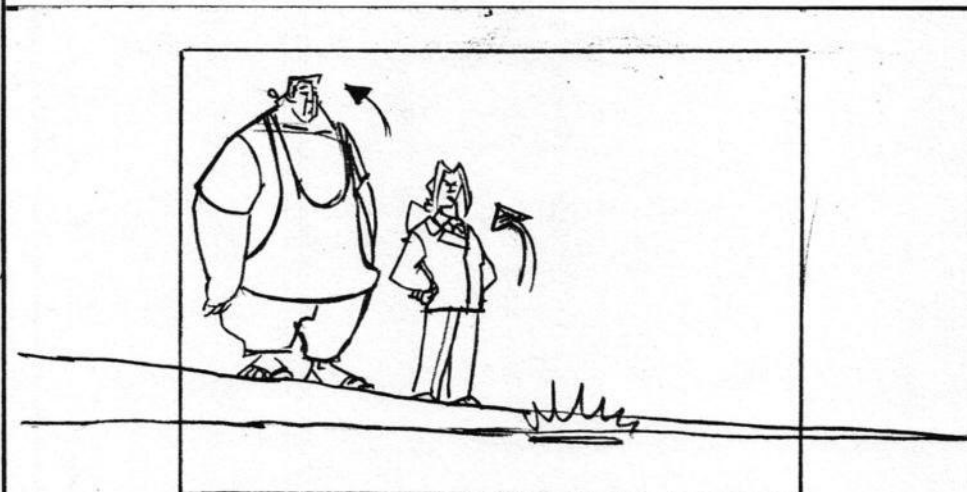
WIDE ON EDGE OF
LAKE. VALMONT IS
LOOKING AT THE GLOWING
STONE. TOHRU LOOKS
OVER HIS SHOULDER.

DIALOGUE

(180) VALMONT:
A RIDDLE!

TIME

SC 329 PANEL 2 H/U



ACTION

day night

VALMONT STRAIGHTENS
UP.

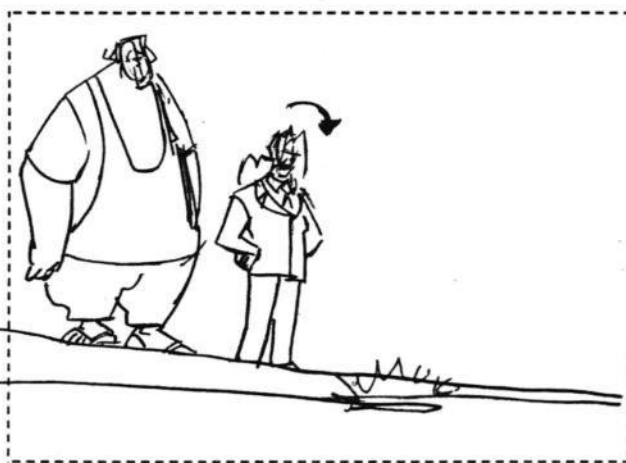
DIALOGUE

(180) VALMONT:

PERHAPS IF WE
ANSWER IT...

TIME

SC 329 PANEL 3 H/U



ACTION

day night

VALMONT LOOKS DOWN
AT THE FLOATING STONE
AND BEGINS TO READ
OUT LOUD.

DIALOGUE

180 VALMONT: (CONT'D)

"WHAT DO YOU CALL THE
LIFE STORY OF A CAR?"

TIME

HOOK UP

SC 330 PANEL 1 H/U



ACTION

day night

ANGLE ON VALMONT
AND TOHRU LOOKING AT
ROCK (O.S.).
THEY MULL FOR A
BIT.

DIALOGUE

TIME

SC 330 PANEL 2 H/U



ACTION

day night

TOHRU TAKES A
STAB AT IT.
VALMONT LOOKS OVER
AT TOHRU.

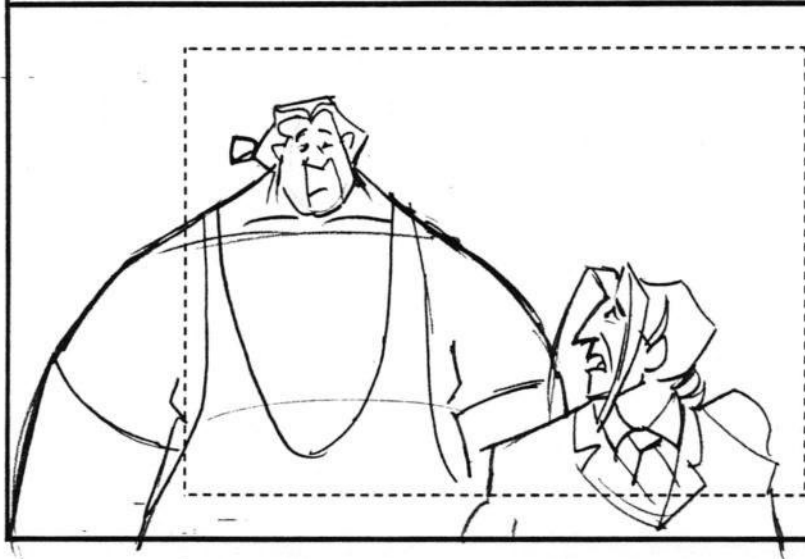
DIALOGUE

181A TOHRU:

"HMM.. CAR-TOON?"

TIME

SC 330 PANEL 3 H/U



ACTION

day night

VALMONT TRIES ONE

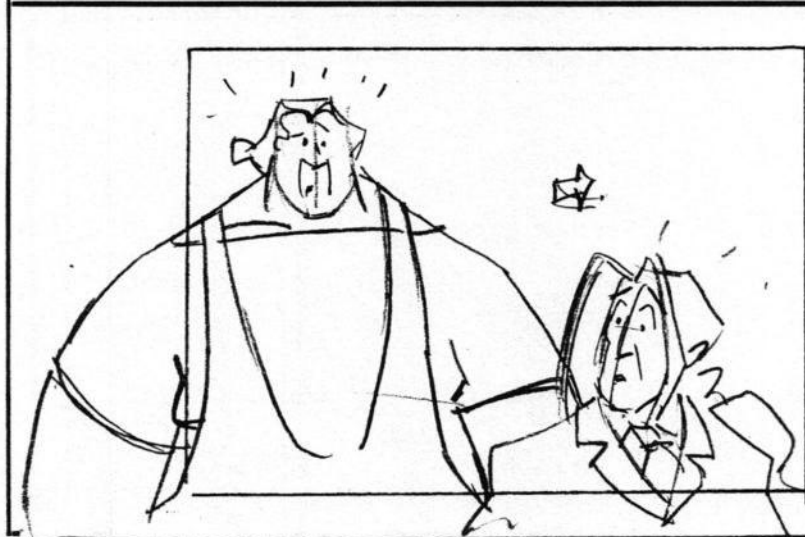
DIALOGUE

(181B) VALMONT:

VEHICULAR MEMORIES?

TIME

SC 330 PANEL 4 H/U



ACTION

day night

SUDDENLY JADE
CUTS IN. TOTHU &
VALMONT ARE STARTLED

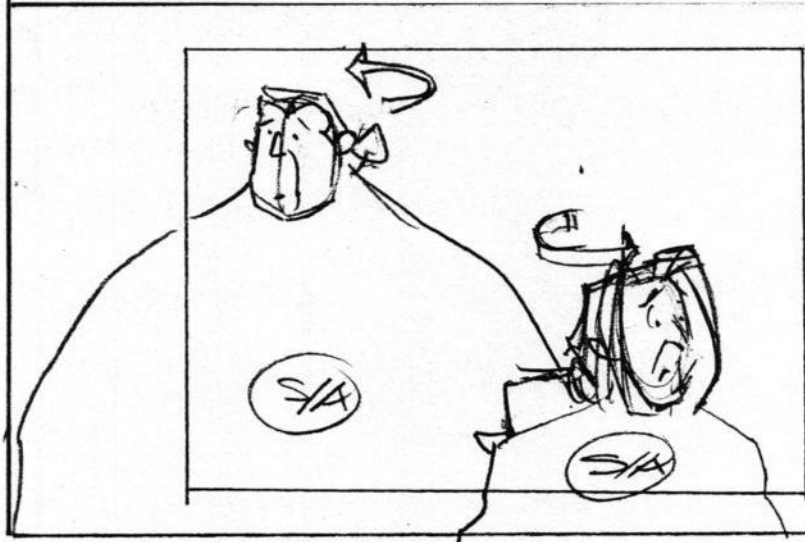
DIALOGUE

(182) JADE: (OS)

DUH...

TIME

SC 330 PANEL 5 H/U



ACTION

day night

BOTH LOOK AROUND
TO SEE WHERE THE
VOICE CAME FROM.

DIALOGUE

TIME

SC 330 · PANEL 6 H/U



ACTION

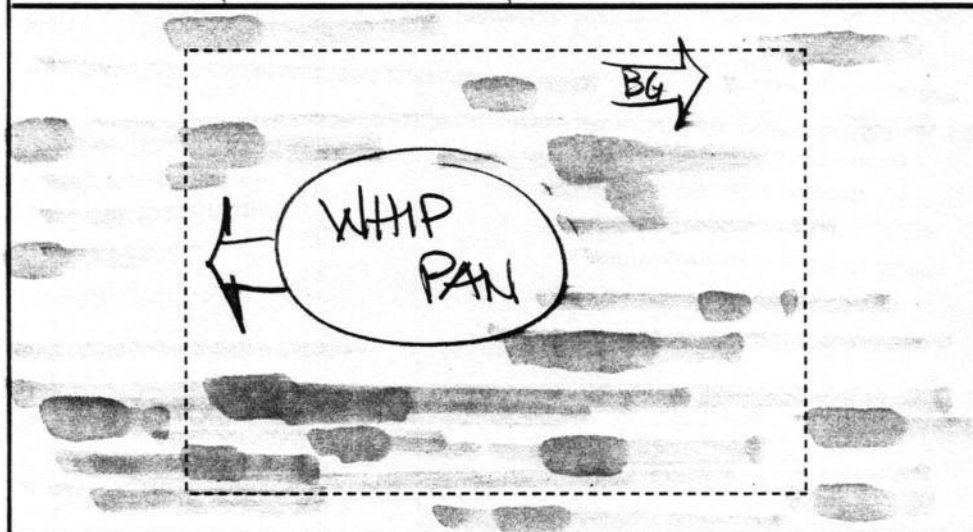
day night

VALMONT TURNS TO
LOOK STAGE LEFT

DIALOGUE

TIME

SC 331 PANEL 1 H/U



ACTION

day night

WHIP PAN

DIALOGUE

TIME

SC 332 PANEL 1 H/U



ACTION

day night

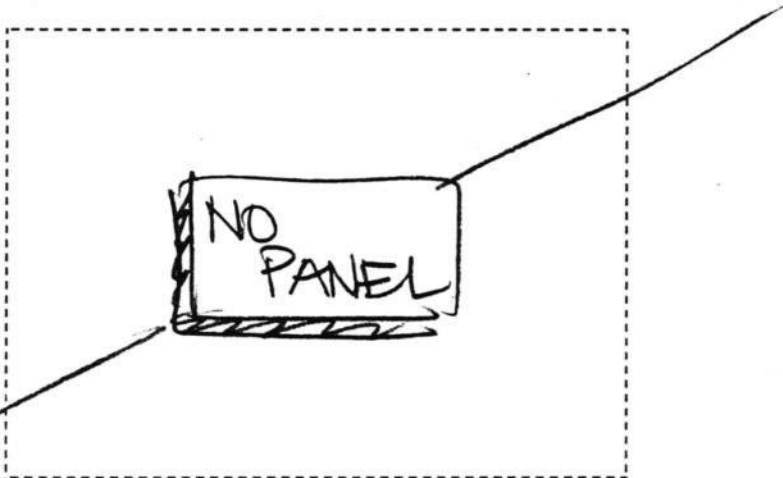
ANGLE ON EDGE OF BAMBOO
FOREST. JADE EMERGES
FROM FOREST.

DIALOGUE

(183) JADE:

AUTO - BIOGRAPHY!

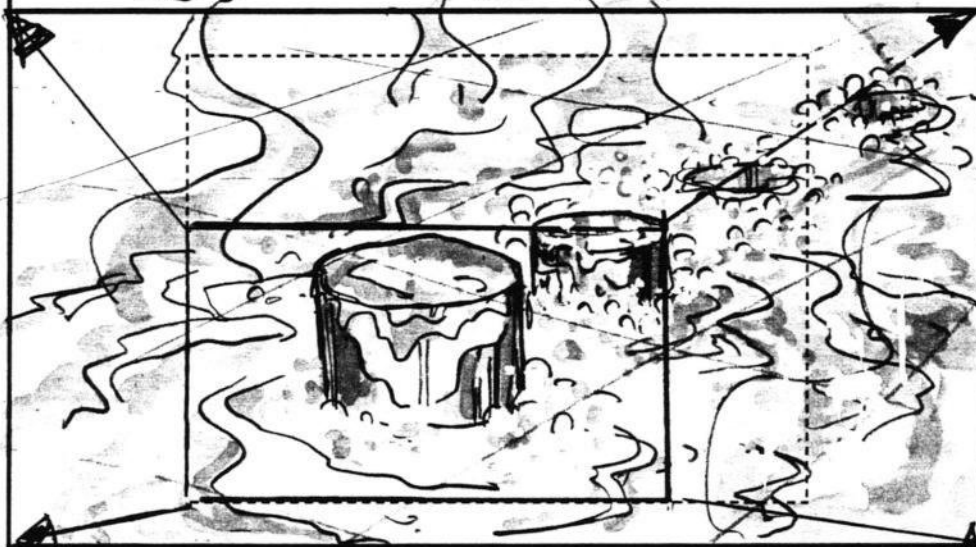
TIME

SC	PANEL	H/U	ACTION	day	night
					
				DIALOGUE	
			TIME		

SC	PANEL	H/U	ACTION	day	night
333	1		CLOSE ON LAKE THE WATER STARTS TO BUBBLE AND BOIL <SLIGHT CAMERA SHAKE>		
				DIALOGUE	
			TIME		

SC	PANEL	H/U	ACTION	day	night
333	2		A STONE RISES OUT OF THE AGITATED WATER <CAMERA SHAKE BUILDS>		
				DIALOGUE	
			TIME		

SC 333 PANEL 3 H/U



ACTION

day night

TRUCK OUT: AS ONE
BY ONE STONES RISE
OUT OF THE BOILING
WATER

<CAMERA SHAKE TAPERS OFF>

DIALOGUE

TIME

SC 334 PANEL 1 H/U



ACTION

day night

ANGLE ON VALMONT &
TOHRU LOOKING AT THE
O.S. LAKE

DIALOGUE

TIME

SC 334 PANEL 2 H/U



ACTION

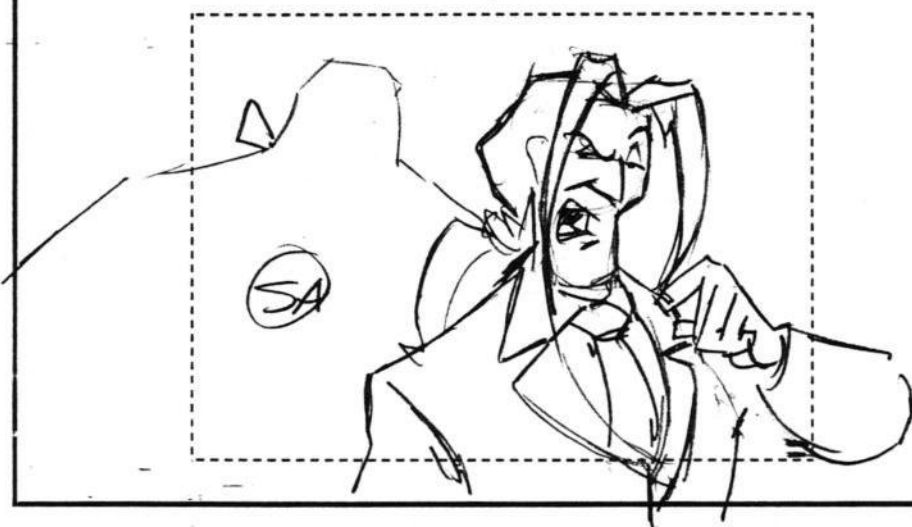
day night

VALMONT REALIZING HIS
GOOD FORTUNE. SMILES
AND LOOKS OVER AT
O.S. JACKIE, JADE &
UNCLE.

DIALOGUE

TIME

SC 334 PANEL 3 H/U



ACTION day night

VALMONT FEELISHLY
ANSWERS JADEDIALOGUE
(184) VALMONT:I WAS ABOUT TO
SAY THAT.

TIME

SC 334 PANEL 4 H/U



ACTION day night

VALMONT WAVES
BYE-BYEDIALOGUE
(184) VALMONT:

TOO-DA-LOO!

TIME

SC 334 PANEL 5 H/U



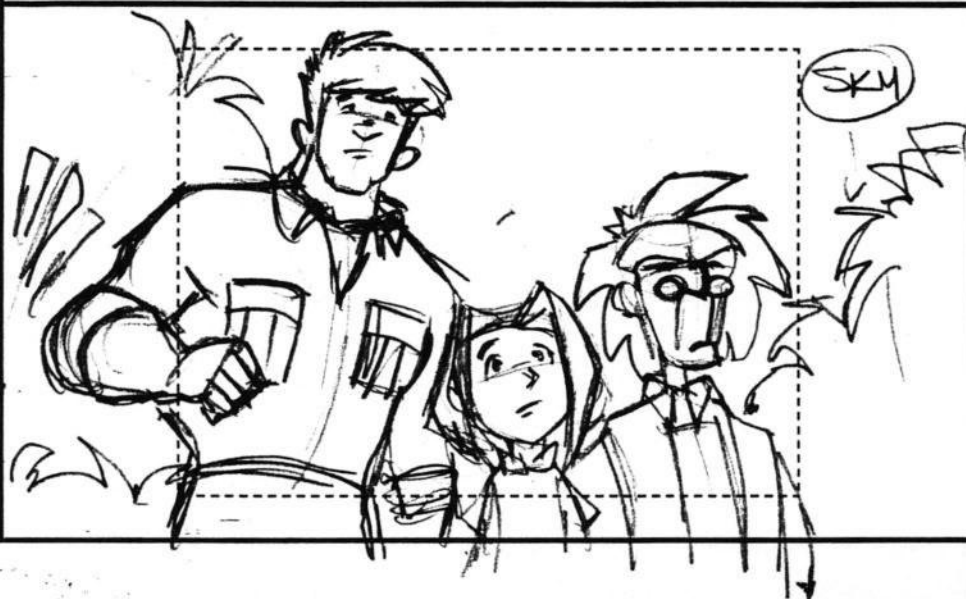
ACTION day night

BOTH TURN AND
EXIT
(CUT BEFORE THE
LEAVE SCENE)

DIALOGUE

TIME

SC 335 PANEL 1 H/U



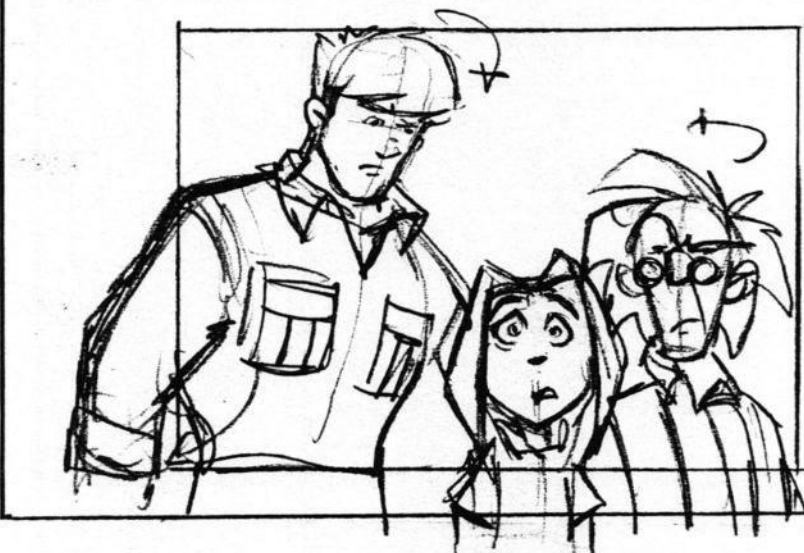
ACTION day night

UP ANGLE ON JACKIE,
JADE & UNCLE.
LOOKING OS AT THE
DEPARTING THRU &
VALMONT

DIALOGUE

TIME

SC 335 PANEL 2 H/U



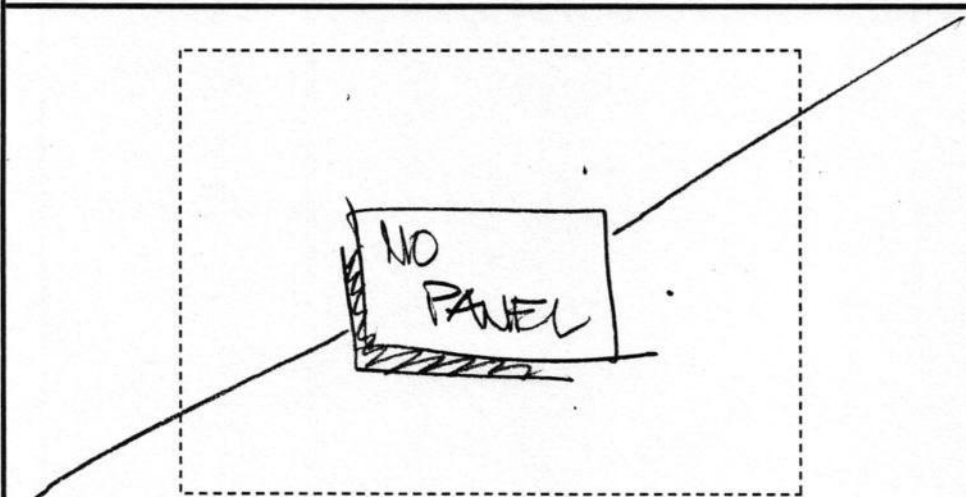
ACTION day night

JACKIE & UNCLE
LOOK DOWN AT JADE

DIALOGUE
185: JADE:
OOPS!

TIME

SC PANEL H/U



ACTION day night

DIALOGUE

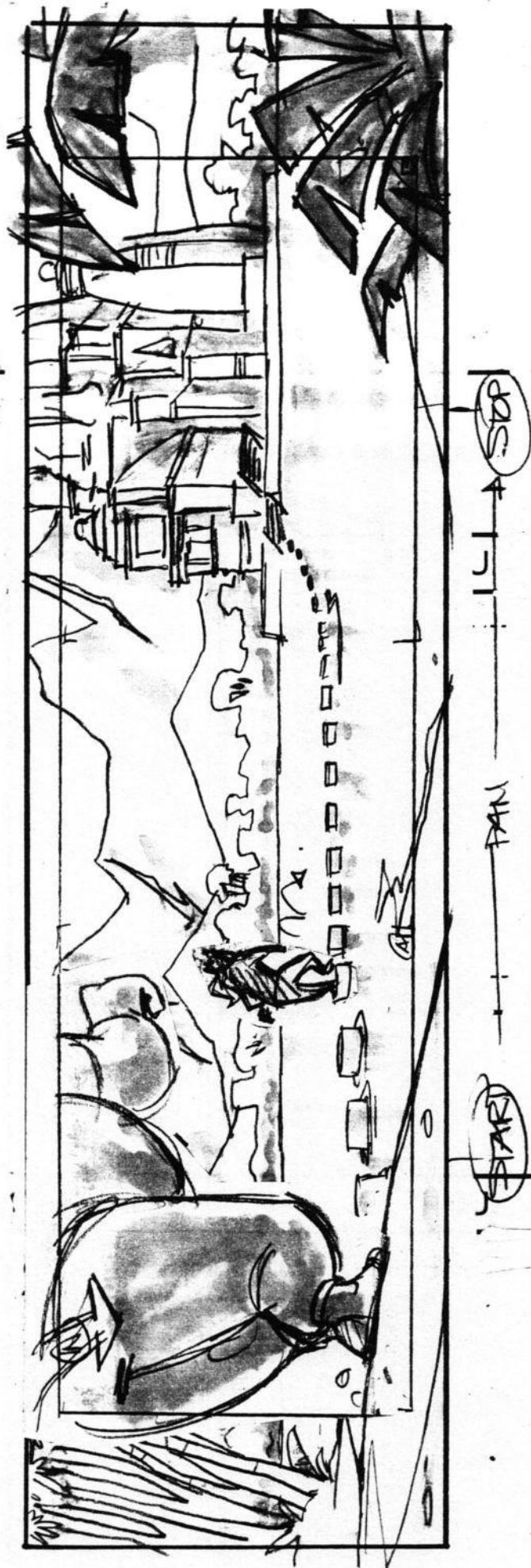
TIME

SC 336 PANEL H/U

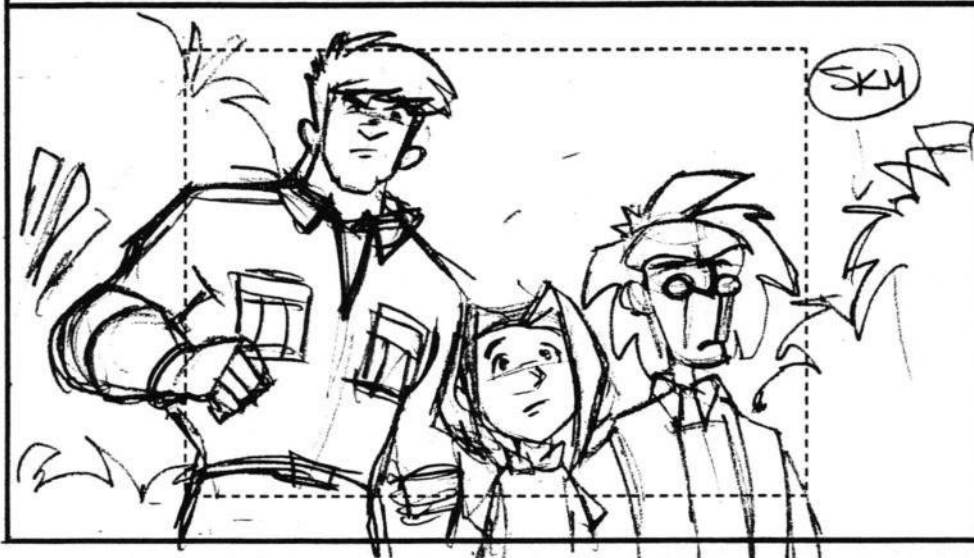
ACTION day night
 ANGLE ON EDGE OF LAKE TOHRI ENTERS, VALMONT IS ALREADY HOPPING ACROSS FROM ONE RAISED STONE TO THE NEXT.
 DIALOGUE
 PAN FROM (A) → (B)
 TIME

ACTION day night
 DIALOGUE
 TIME

ACTION day night
 DIALOGUE
 TIME



SC 337 PANEL ① H/U



ACTION

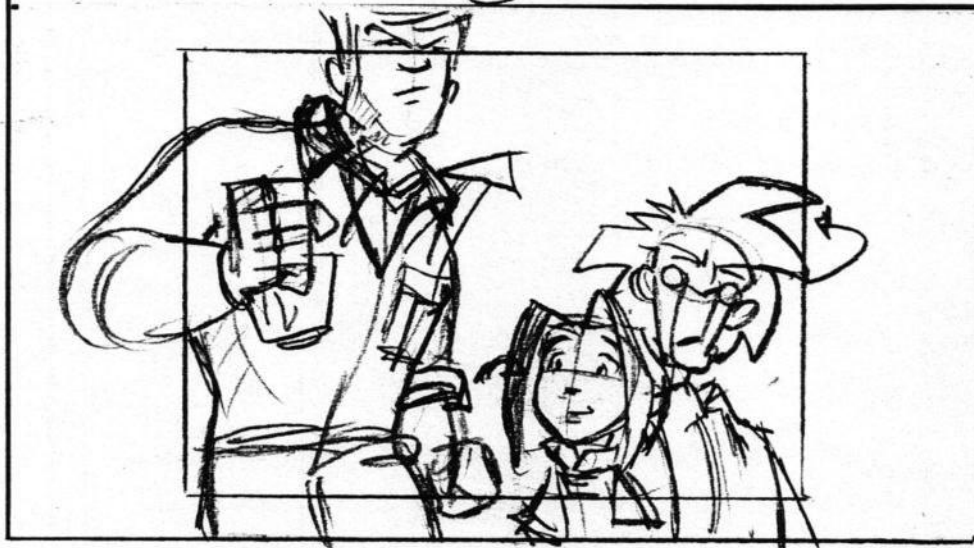
day night

ANGLE ON JADE,
JACKIE & UNCLE
(REUSE EARLIER SETUP).
JACKIE LOOKS
DETERMINED.

DIALOGUE

TIME

SC 337 PANEL ② H/U



ACTION

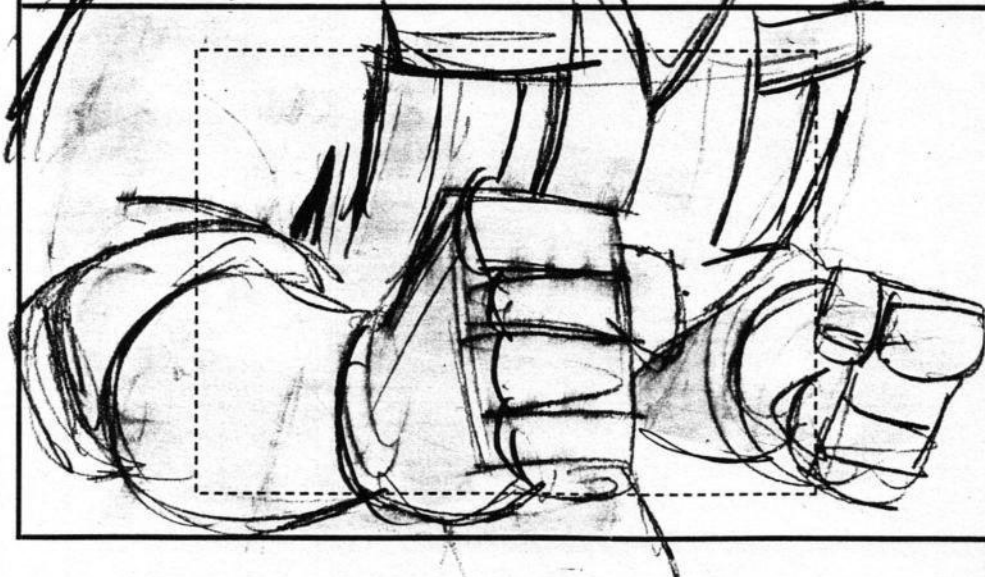
day night

JACKIE SPRINGS
FORWARD. UNCLE
& JADE WATCH

DIALOGUE

TIME

SC 337 PANEL H/U



ACTION

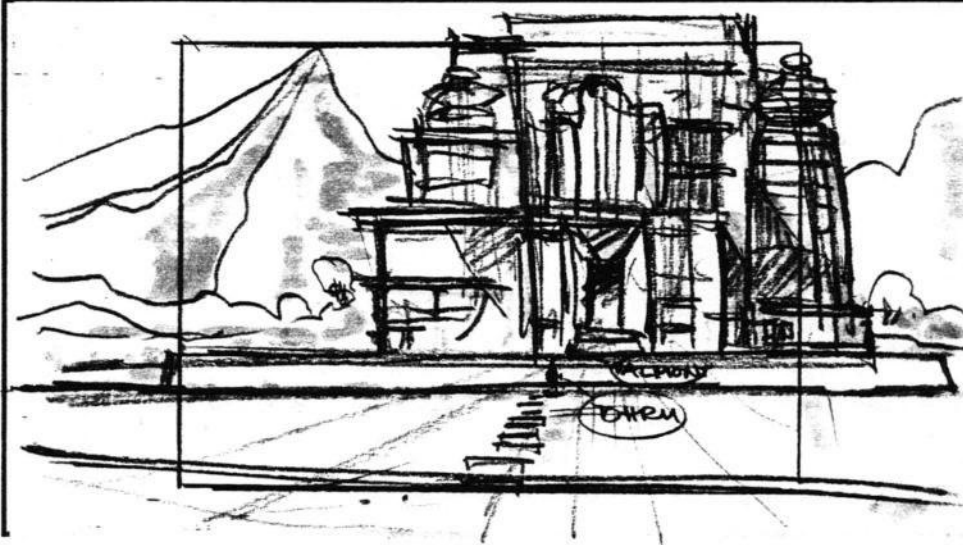
day night

JACKIE FILLS
SCREEN.

DIALOGUE

TIME

SC 338 PANEL 1 H/U



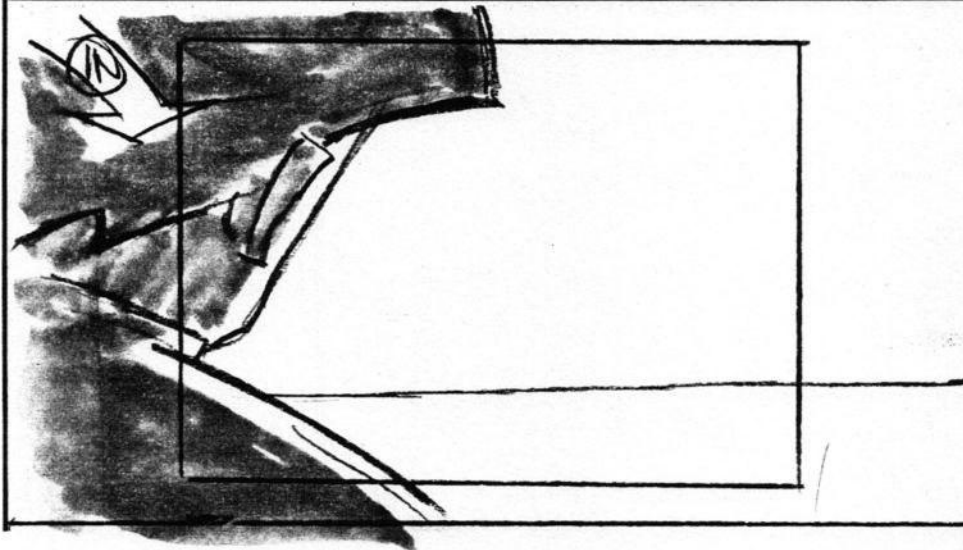
ACTION day night

ANGLE ON TEMPLE
FROM LAKESIDE
VALMONT HAS ALREADY
REACHED THE TEMPLE
TOHRA IS NEARLY THERE

DIALOGUE

TIME

SC 338 PANEL 2 H/U



ACTION day night

JACKIE (IN)

DIALOGUE

TIME

SC 338 PANEL 3 H/U



ACTION day night

JACKIE CONTINUES
TO RUN FORWARD.

DIALOGUE

TIME

SC 339 PANEL

H/U

ACTION

day night



ANGLE ON LAKE
FROM TEMPLE-SIDE
TOHRU IS JUMPING FROM
STONE TO STONE AS
QUICKLY AS POSSIBLE
VALMONT CALLS OUT

DIALOGUE

(186) VALMONT:

COME ON, COME ON!

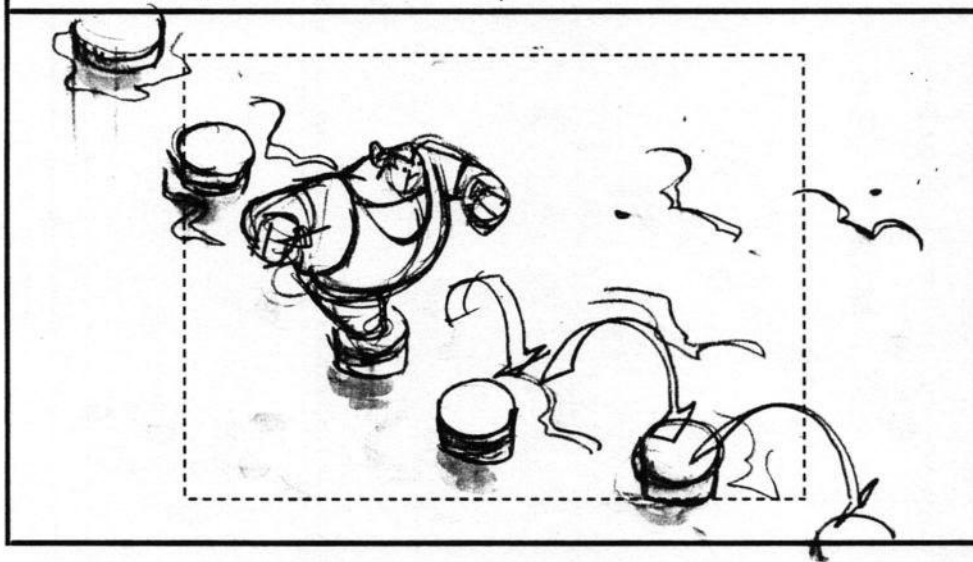
TIME

SC 340 PANEL 1

H/U

ACTION

day night



DOWN ANGLE ON
STONES IN WATER
TOHRU IS LEAPING FROM
ONE TO THE NEXT

DIALOGUE

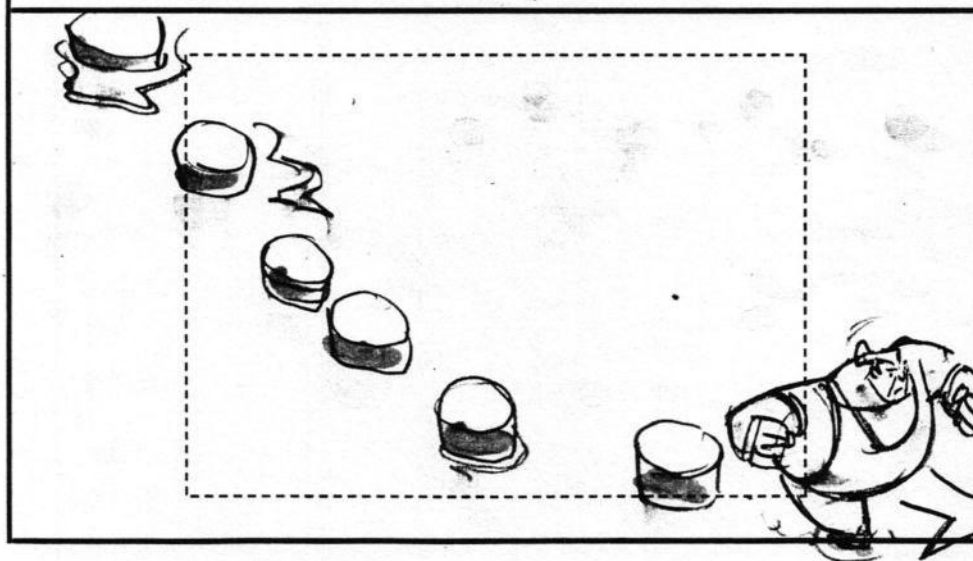
TIME

SC 340 PANEL 2

H/U

ACTION

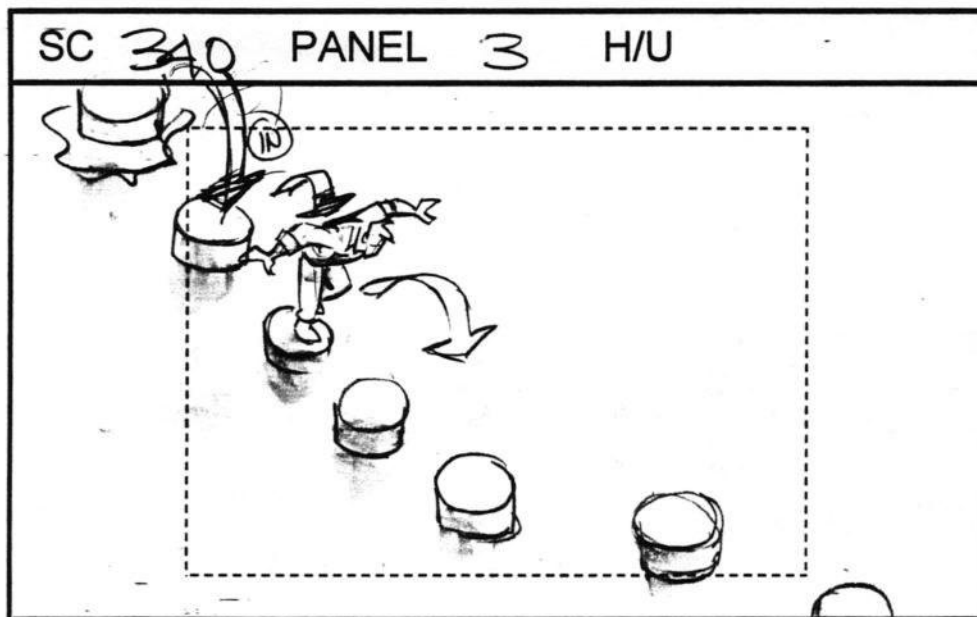
day night



TOHRU EXITS SCENE

DIALOGUE

TIME

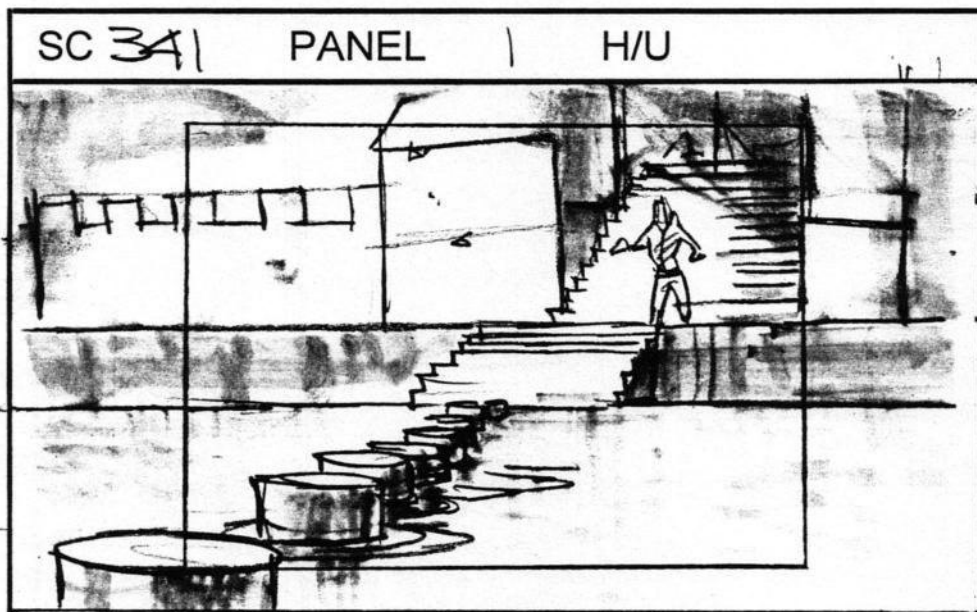


ACTION day night

JACKIE IS RIGHT BEHIND -

DIALOGUE

TIME

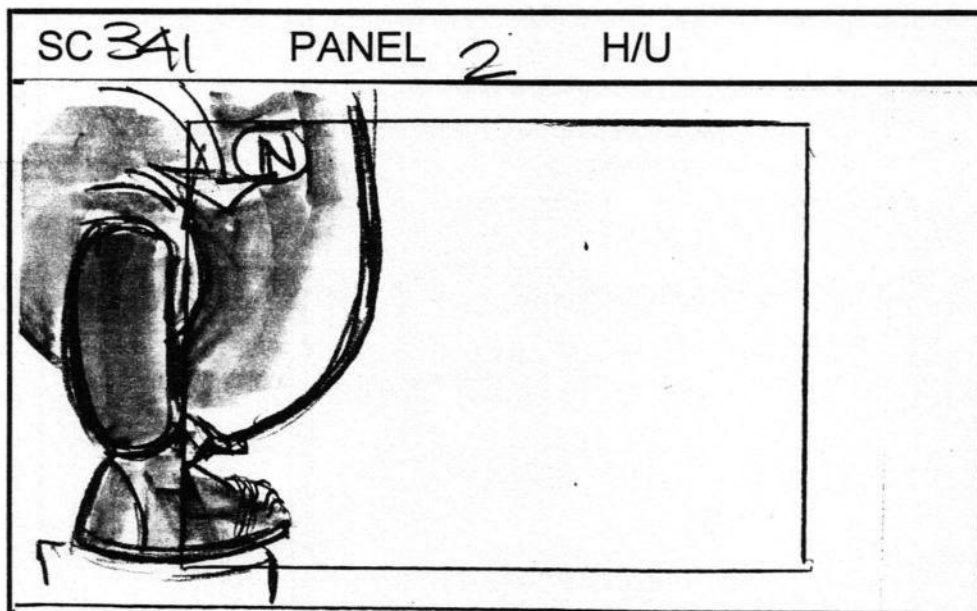


ACTION day night

ANGLE ON STAIRS ON TEMPLE'S EDGE VALMONT IS STANDING AT THE TOP -

DIALOGUE

TIME



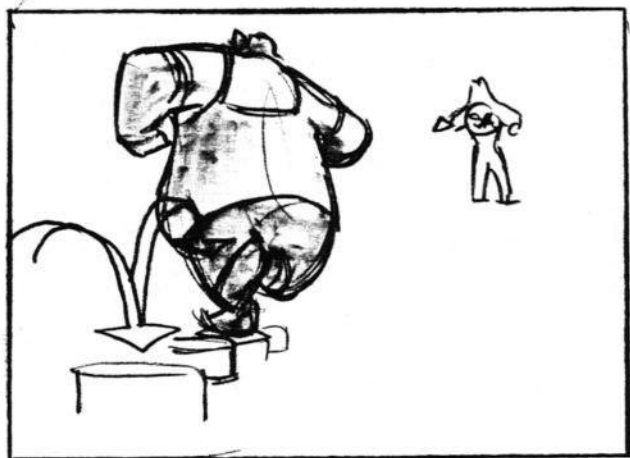
ACTION day night

TOURM LEAPS IN

DIALOGUE

TIME

SC 34 | PANEL 4 H/U



ACTION

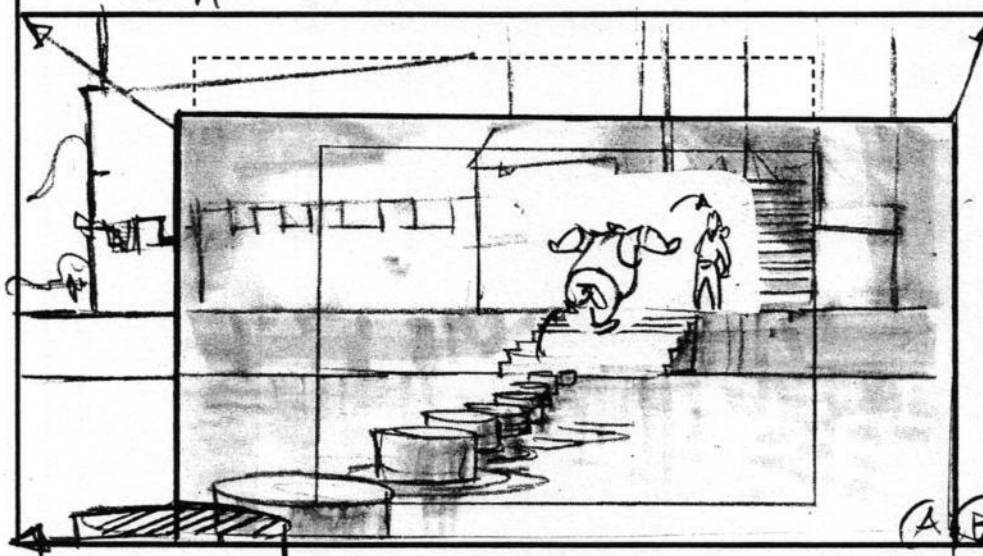
day night

TOHRU MOVES
QUICKLY TOWARDS
THE TEMPLE.

DIALOGUE

TIME

SC 34 | PANEL 5 H/U



ACTION

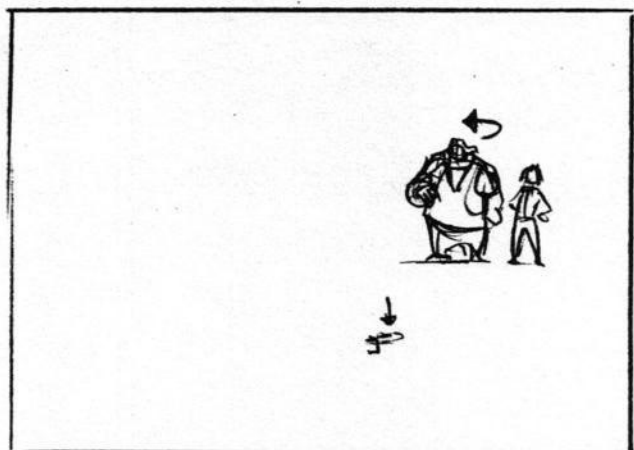
day night

TRUCK OUT: (A) (B)
TOHRU LEAPS UP THE
STEPS.

DIALOGUE

TIME

SC 34 | PANEL 6 H/U



ACTION

day night

TOHRU REACHES THE
TOP OF THE STAIRS.
AS HE TURNS TO LOOK
BACK. THE STONES
START TO SINK BACK
INTO THE LAKE.

DIALOGUE

TIME

SC 341 PANEL 7 H/U

ACTION day night

THE STONE SINK INTO THE LAKE (CONT'D)

DIALOGUE

TIME

SC 342 PANEL 1 H/U

ACTION day night

ANGLE TOWARDS OPPOSITE SHORE. JACKIE IS LEAPING FROM STONE TO STONE. UNCLE & JADE WATCH FROM SHORE.

DIALOGUE

TIME

SC 342 PANEL 2 H/U

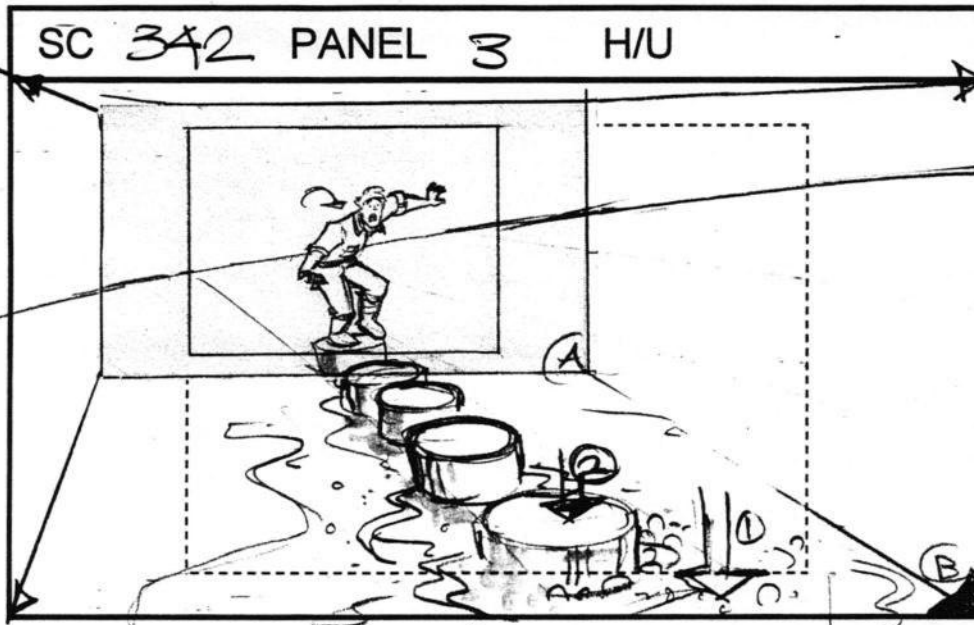
ACTION day night

SUDDENLY JACKIE PULLS UP.

DIALOGUE

TIME

SC 342 PANEL 3 H/U



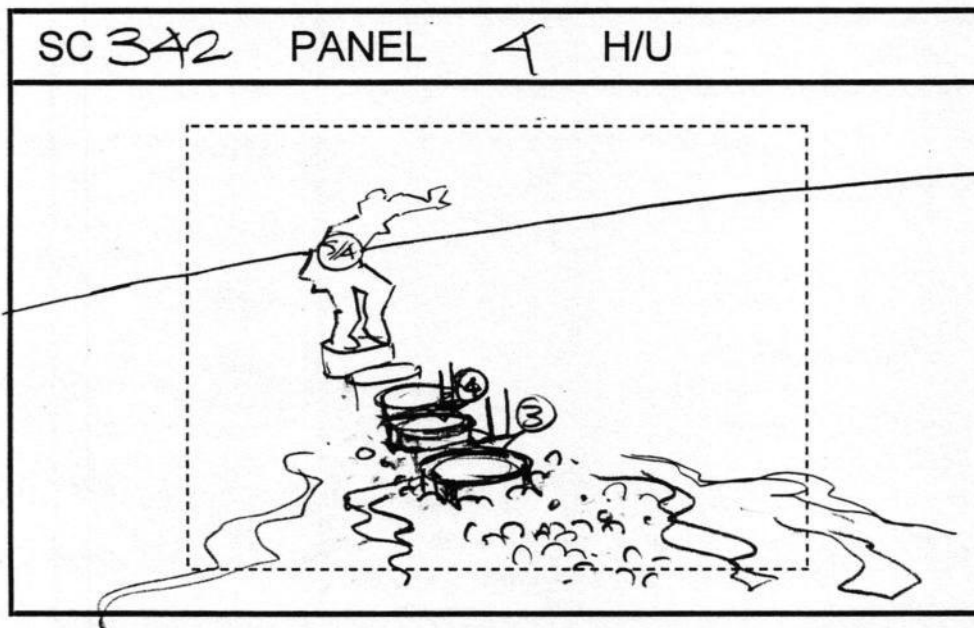
ACTION

TRUCK OUT: (A) ^{day} ~~(B)~~ ^{night}
TO REVEAL WHAT JACKIE
SEES. THE STONES
ARE SINKING!

DIALOGUE

TIME

SC 342 PANEL 4 H/U



ACTION

^{day} ^{night}
THE STONE CONTINUE
TO SINK.

DIALOGUE

TIME

SC 343 PANEL 1 H/U



ACTION

^{day} ^{night}

DIALOGUE

TIME

SC 342 PANEL 2 H/U



ACTION day night

VALMONT TOSSES
OS JACKIE AN
INSOLENT SALUTE...

DIALOGUE

TIME

SC 342 PANEL 3 H/U



ACTION day night

.. VALMONT
"FLICKS" HIS HAND
AT JACKIE.

DIALOGUE

TIME

SC 342 PANEL 4 H/U

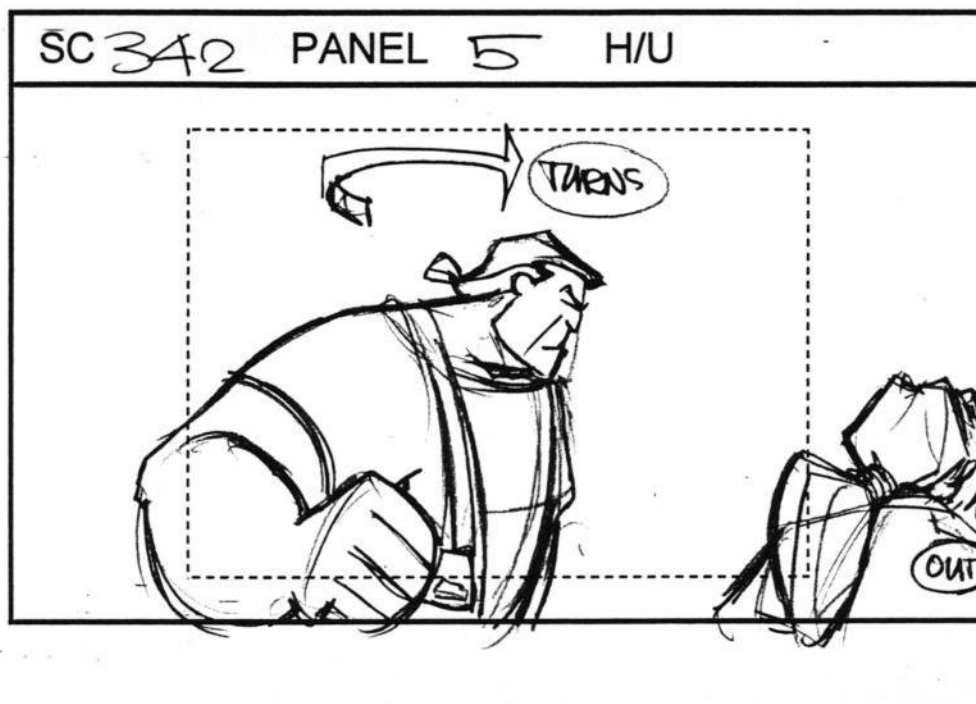


ACTION day night

VALMONT TURNS
TO LEAVE.

DIALOGUE

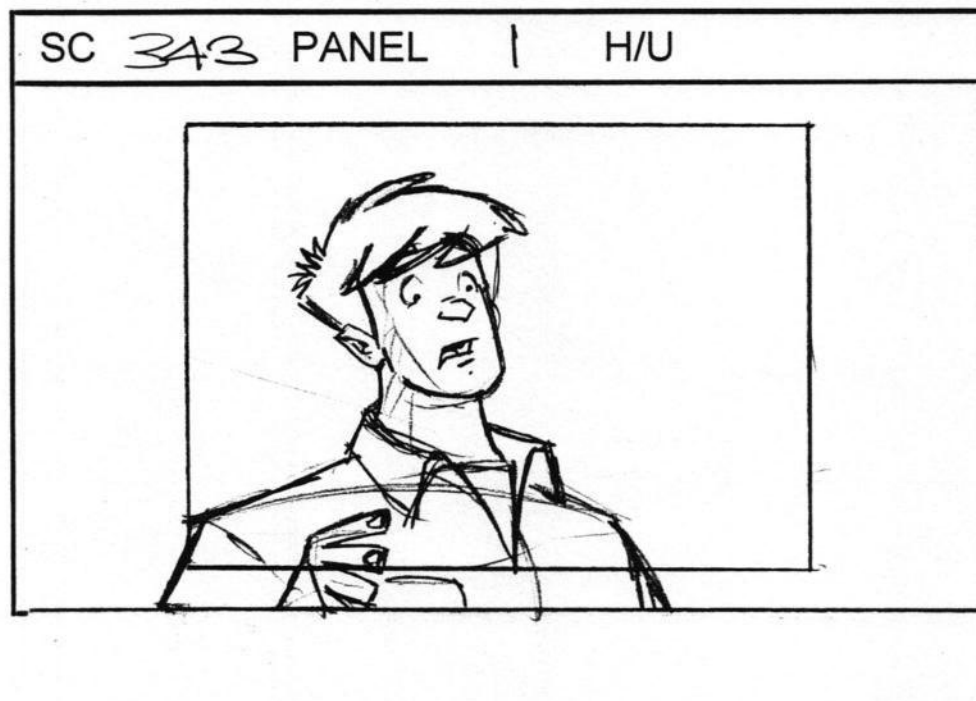
TIME



ACTION day night
 TOMMY TURNS TO FOLLOW VALMONT.

DIALOGUE

TIME



ACTION day night
 ANGLE ON JACKIE.

DIALOGUE

TIME

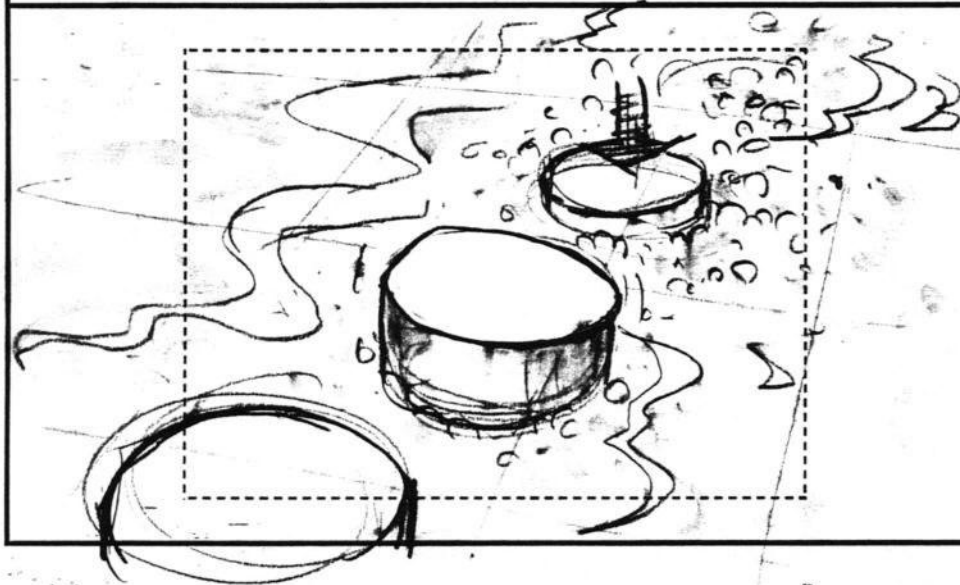


ACTION day night
 JACKIE LOOKS DOWN.

DIALOGUE

TIME

SC 344 PANEL 1 H/U



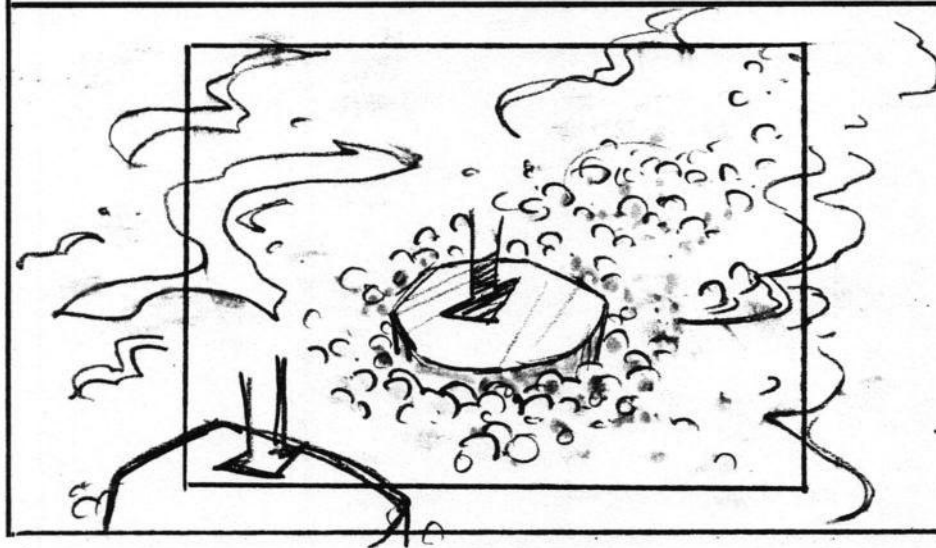
ACTION day night

JACKIE'S POV -
THE STONES CONTINUE
TO SINK.

DIALOGUE

TIME

SC 344 PANEL 2 H/U



ACTION day night

THE STONES ARE
SINKING FASTER.

DIALOGUE

TIME

SC 345 PANEL 1 H/U S/A 343

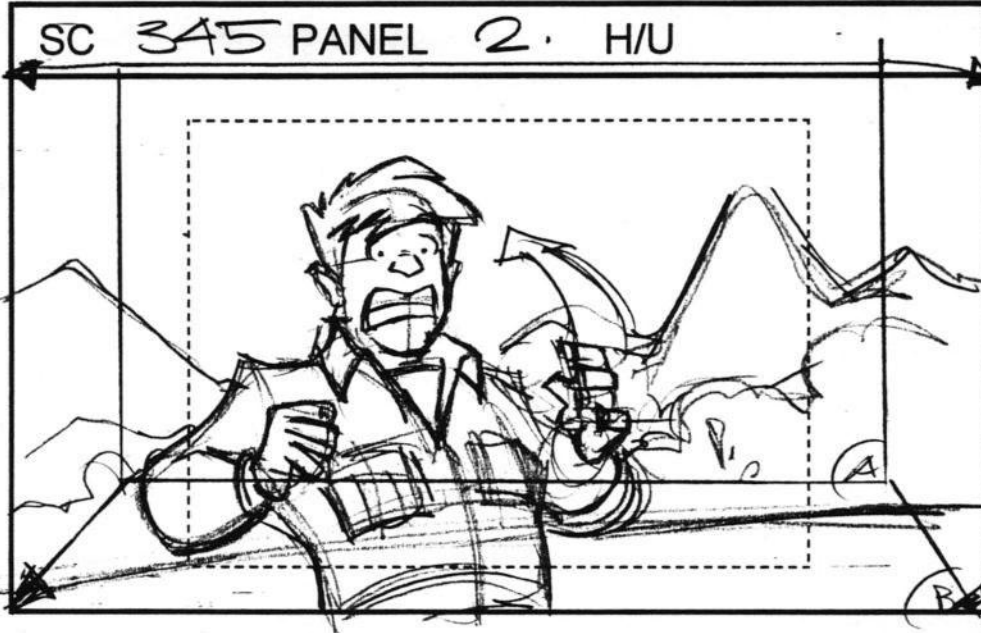


ACTION day night

ANGLE ON JACKIE
NOW HE'S REALLY
FREAKING OUT.

DIALOGUE

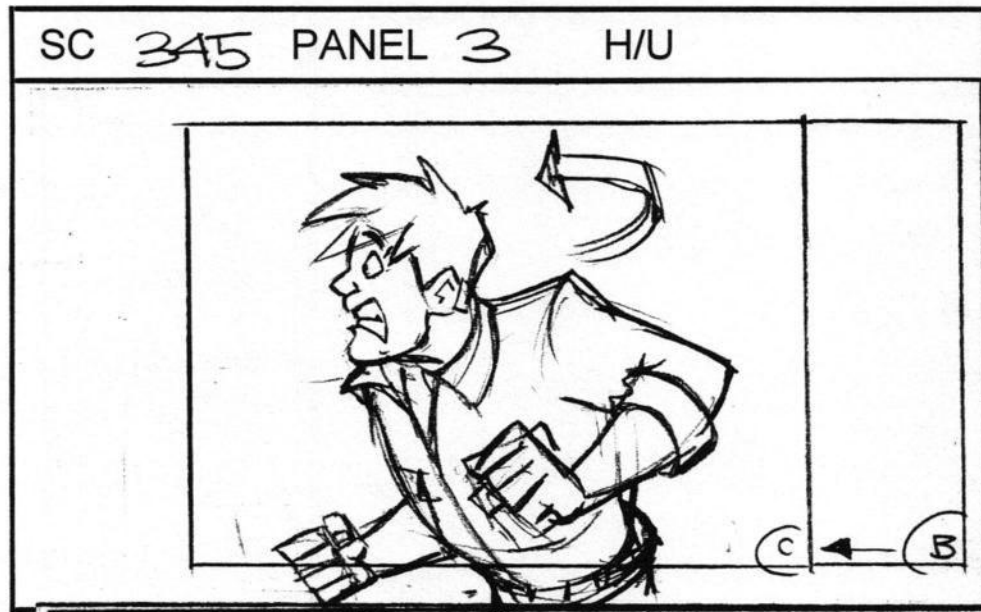
TIME



ACTION day night
 TRUCK OUT: (A) → (B)
 AS JACKIE STRAIGHTENS

DIALOGUE

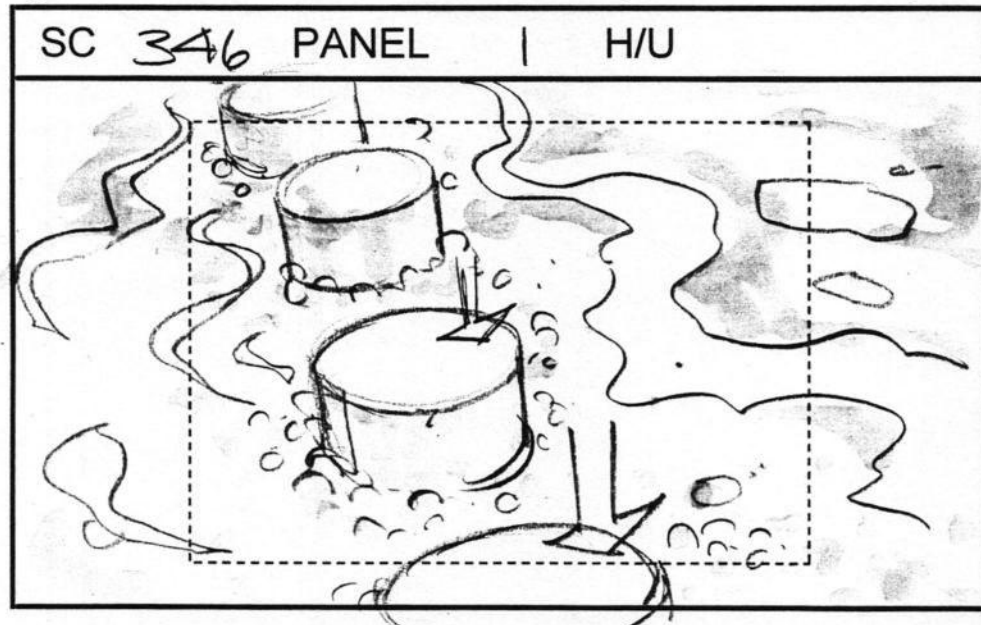
TIME



ACTION day night
 SHIFT W/ANIM.
 (B) → (C)
 AS JACKIE
 TURNS TO HEAD
 BACK TO
 SHORE

JE

TIME

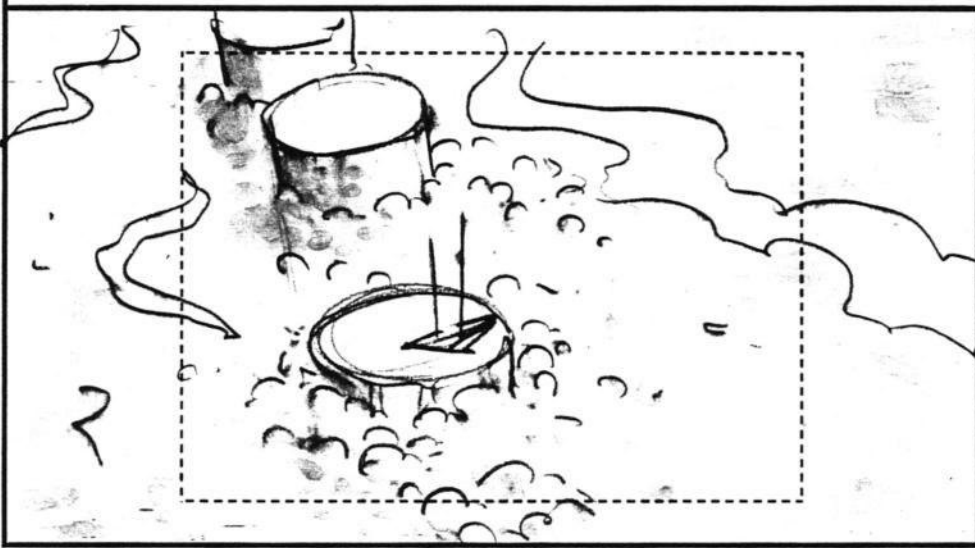


ACTION day night
 JACKIE'S P.O.V.
 OF THE STONES
 BEHIND HIM STARTING
 TO SINK.

DIALOGUE

TIME

SC 346 PANEL 2. H/U



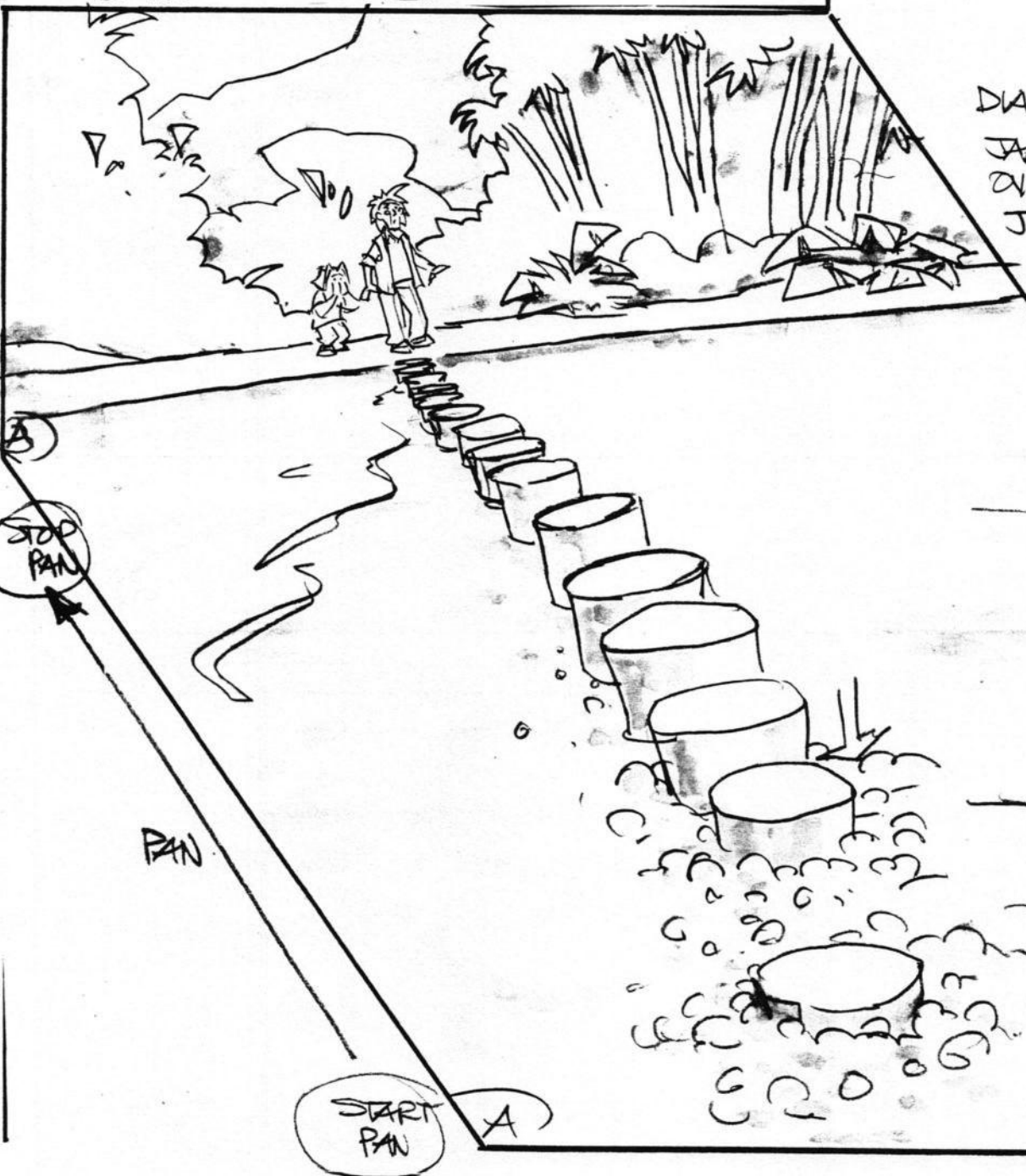
ACTION day night

THE FIRST STONE
SINKS BENEATH THE
WAVES, THE SECOND
IS ON ITS WAY.

DIALOGUE

TIME

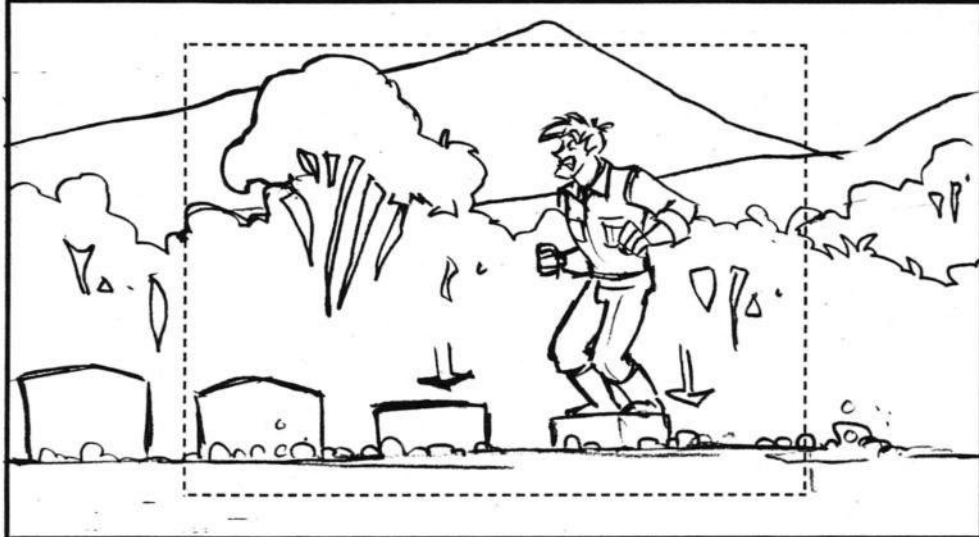
SC 346 PANEL 3 H/U



ACTION day night

DIA PAN (A) → (B)
JACKIE LOOKS UP
OVER TO SHORE.
JADE & UNCLE
LOOK CONCERNED

SC 347 PANEL 1 H/U



ACTION day night

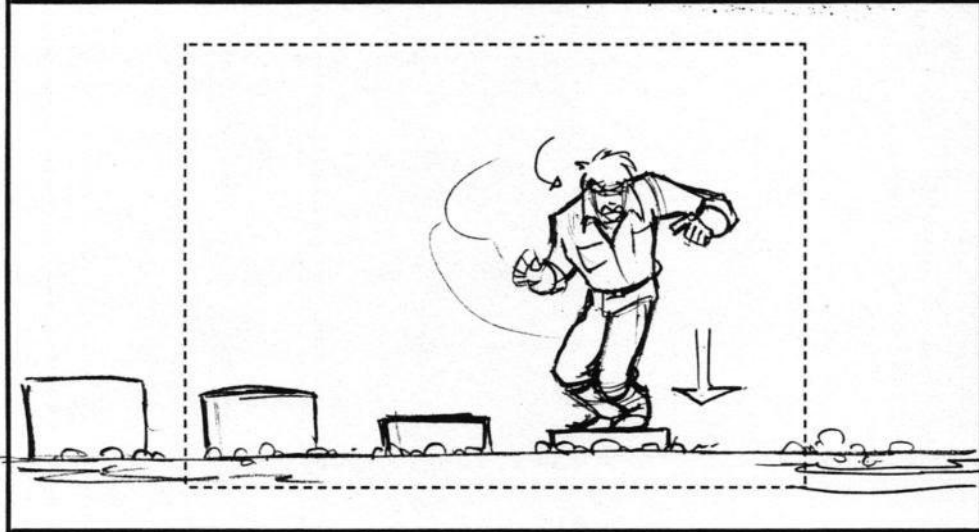
WIDE ON JACKIE

THE STONE JACKIE IS STANDING ON IS SINKING

DIALOGUE

TIME

SC 347 PANEL 2 H/U



ACTION day night

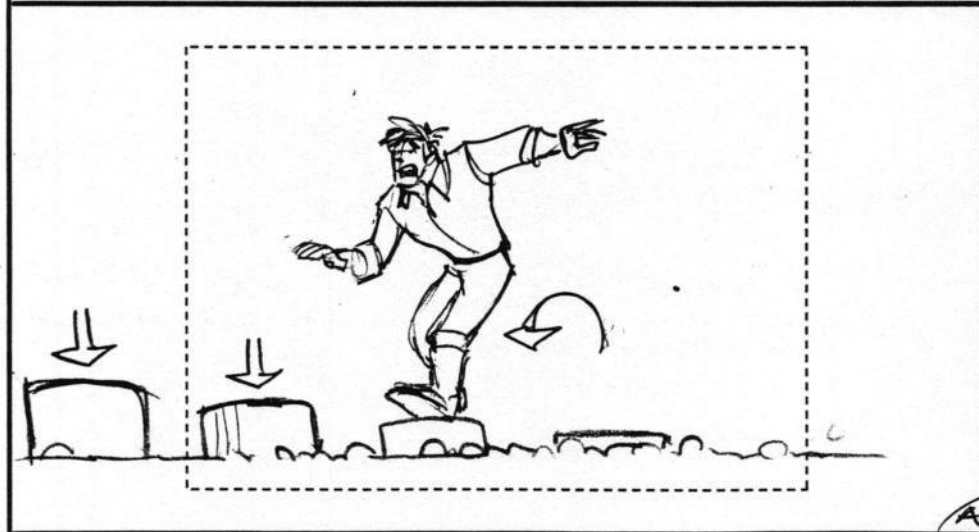
JACKIE LOOKS DOWN
THE STONE SINKS
A BIT FASTER.

DIALOGUE

(187) JACKIE:
< BWAA! >

TIME

SC 347 PANEL 3 H/U



ACTION day night

JACKIE TURNS &
LEAPS TO THE NEXT
STONE. WHICH HAS
ALSO BEEN SINKING.
PAN WITH ANIM (A → B)

DIALOGUE

(187) JACKIE: (CONT'D)

TIME

SC 347 PANEL 4 H/U



ACTION day night
(STONE'S CONTINUE TO SINK)

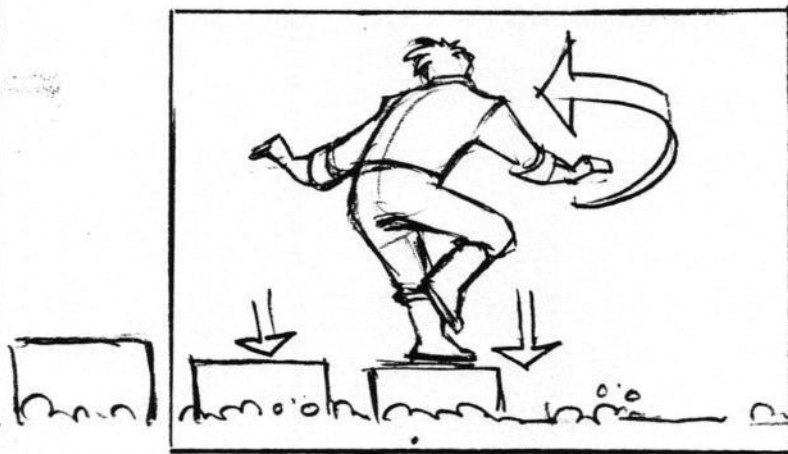
CONTINUE PAN
WITH ANIMATION AS
JACKIE HOPS FROM
STONE TO STONE.

DIALOGUE

(187) JACKIE: (CONT'D)

TIME

SC 347 PANEL 5 H/U



ACTION day night
CONTINUE PAN WITH
ANIMATION.

JACKIE SPINS INTO
ANOTHER POSE AS HE
LANDS ON THE NEXT
ROCK, WHICH IS ALSO
SINKING.

DIALOGUE

(187) JACKIE: (CONT'D)

TIME

SC 347 PANEL 6 H/U



ACTION day night

STOP PAN
JACKIE SPINS AROUND
AGAIN, LANDING IN YET
ANOTHER AWKWARD POSE

DIALOGUE

(187) JACKIE: (CONT'D)

TIME

SC 347 PANEL 7 H/U



ACTION

day night

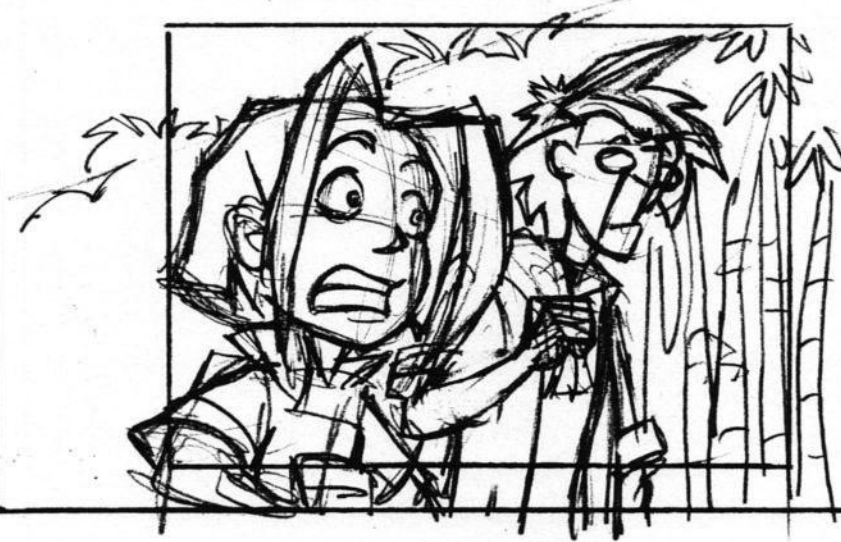
JACKIE LEAPS
AGAIN.

DIALOGUE

(187) JACKIE: (CONT'D)

TIME

SC 348 PANEL 1 H/U



ACTION

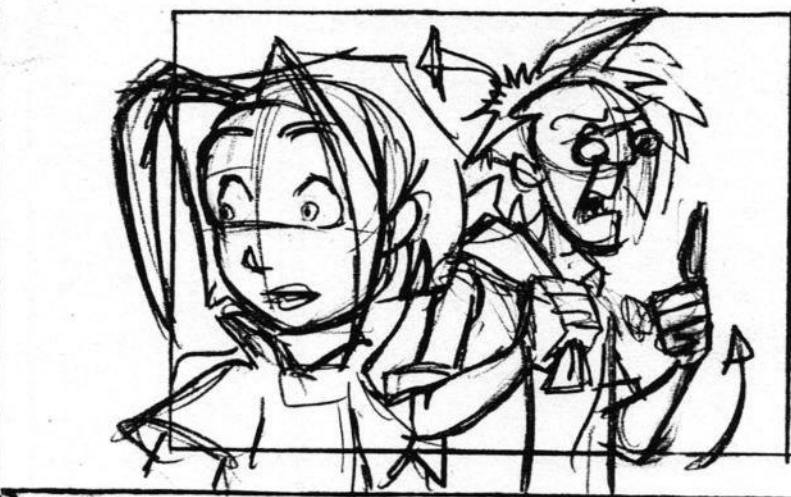
day night

UPANGLE ON JADE
& UNCLE. JADE LOOKS
CONCERNED.

DIALOGUE

TIME

SC 348 PANEL 2 H/U



ACTION

day night

JADE LOOKS AROUND,
WHILE UNCLE OFFERS
JACKIE SOME
ADVICE.

DIALOGUE

(188) UNCLE:

JACKIE!!

TIME

SC 348 PANEL 3 H/U



ACTION

day night

JADE TURNS AND
EXITS SCENE UNCLE
IS STILL OFFERING
ADVICE TO JACKIE.

DIALOGUE

(188) UNCLE:

WATER IS VERY HOT!

TIME

SC 349 PANEL 1 H/U



ACTION

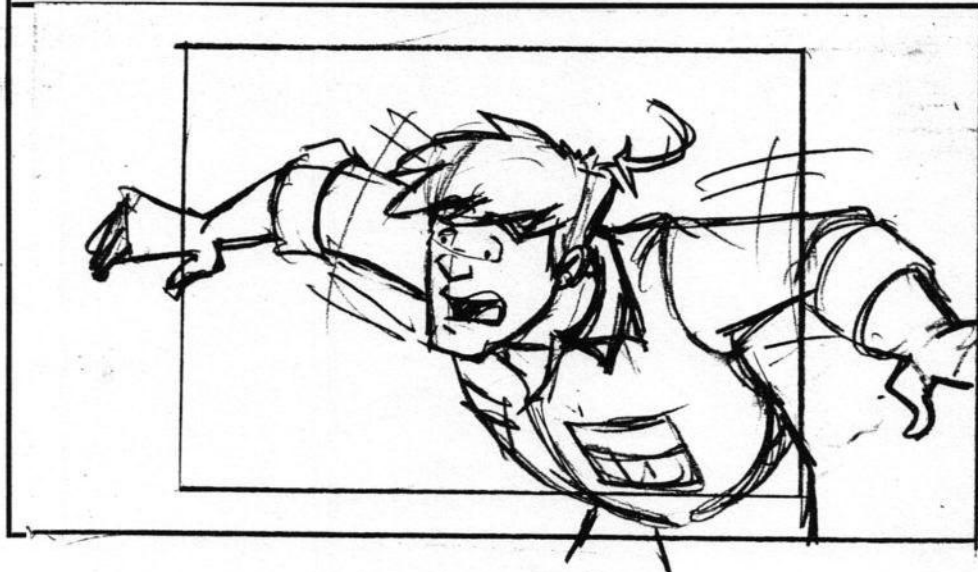
day night

CLOSE ON JACKIE
WAVING HIS ARMS.

DIALOGUE

TIME

SC 349 PANEL 2 H/U



ACTION

day night

JACKIE TURNS TO
UNCLE

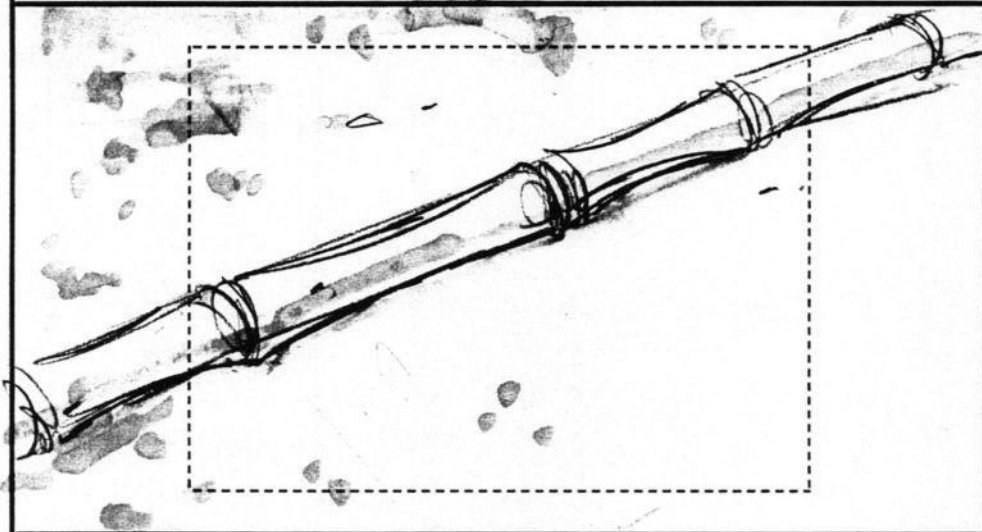
DIALOGUE

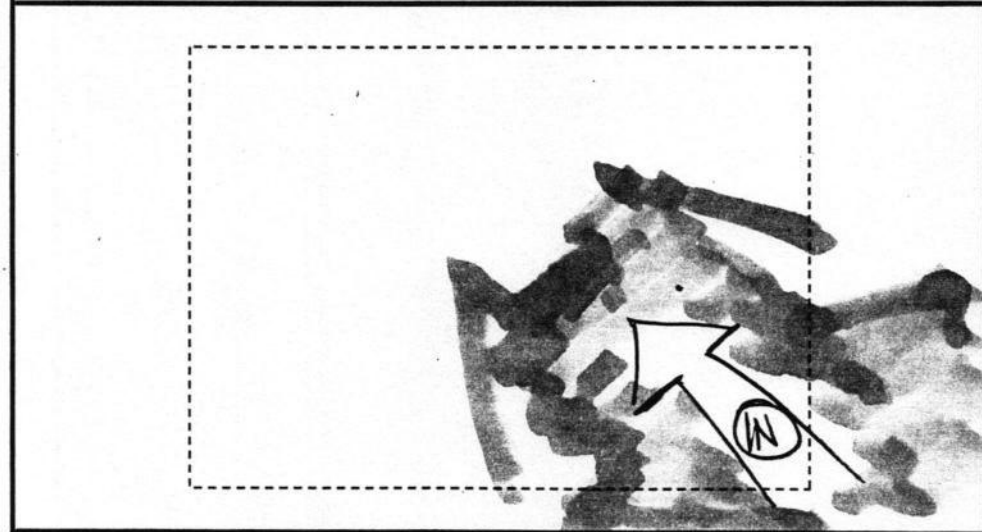
(189) JACKIE:

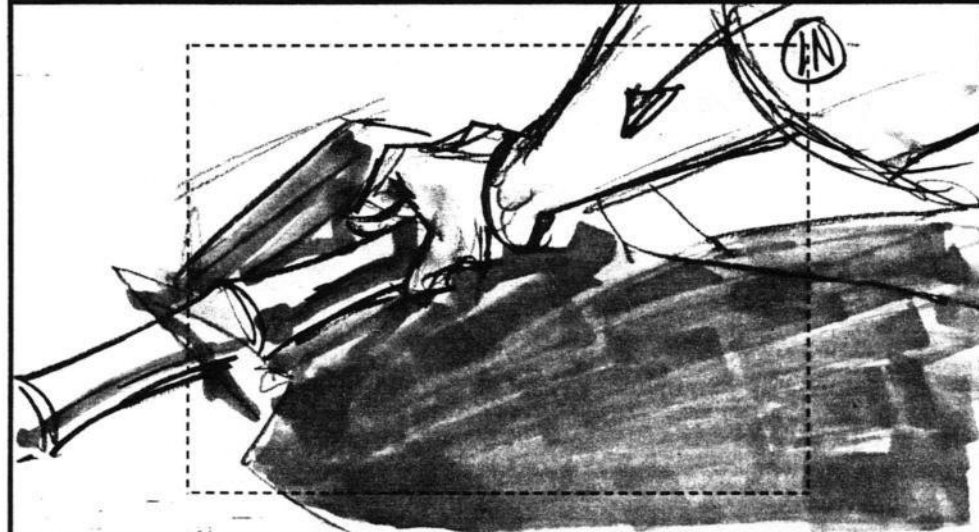
I'M NOT SOUP, YET!

TIME

SC 349 PANEL 3 H/U	ACTION day night
	JACKIE LEAPS FORWARD
	DIALOGUE
	TIME

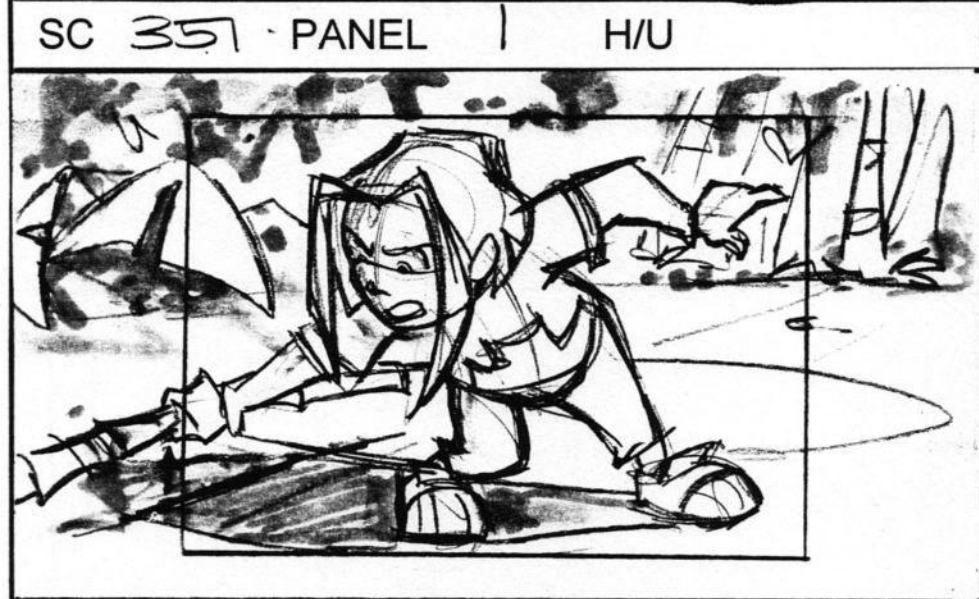
SC 350 PANEL 1 H/U	ACTION day night
	ANGLE ON A STALK OF BAMBOO
	DIALOGUE
	TIME

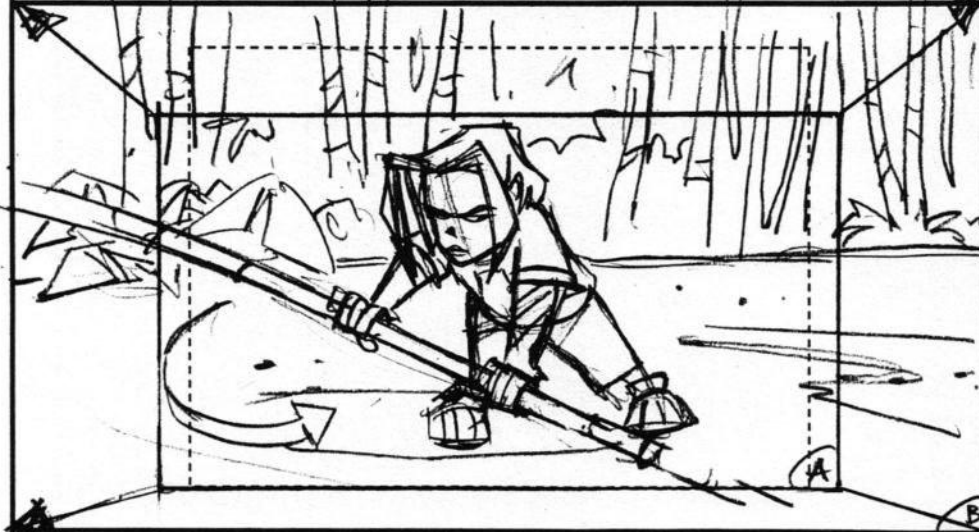
SC 350 PANEL 2 H/U	ACTION day night
	JADE'S SHADOW IN
	DIALOGUE
	TIME

SC 350 PANEL 3 H/U	ACTION day night JADE HAND IN
	DIALOGUE
	TIME

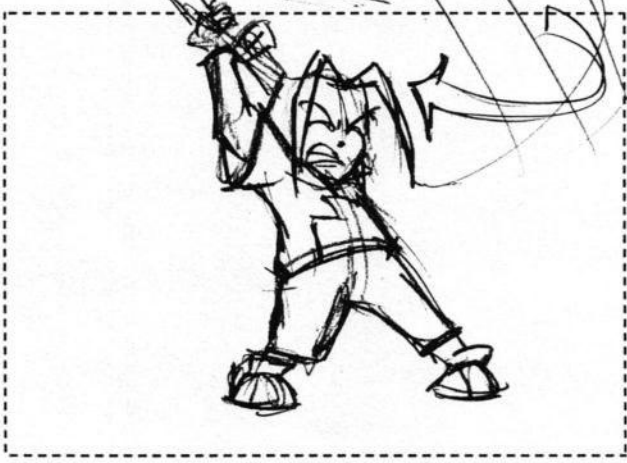
△

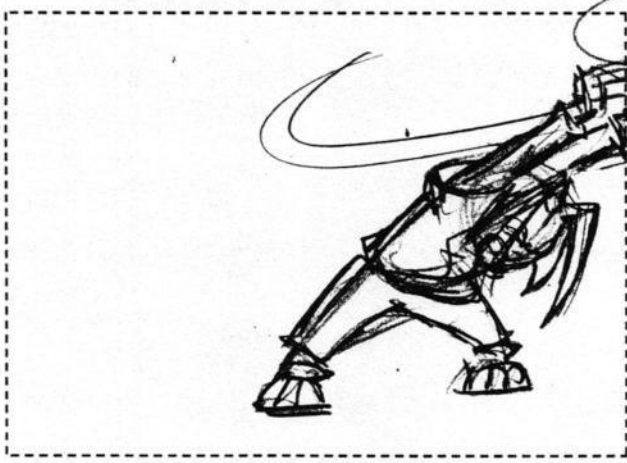
HOOK UP

SC 351 PANEL 1 H/U	ACTION day night WIDE ON JADE SHE'S PICKED UP THE BAMBOO STALK
	DIALOGUE
	TIME

SC 351 PANEL 2 H/U	ACTION day night FAST TRUCK OUT: (FROM A → B) AS JADE STRAIGHTENS UP
	DIALOGUE
	TIME

SC 351 PANEL 3 H/U	ACTION day night
	JADE WINDS UP.
	DIALOGUE
	TIME

SC 351 PANEL 4 H/U	ACTION day night
	SPINNING THE BAMBOO AROUND.
	DIALOGUE
	TIME

SC 351 PANEL 5 H/U	ACTION day night
	JADE PITCHES THE SPINNING BAMBOO O.S.
	DIALOGUE
	TIME

SC 352 PANEL 1 H/U

ACTION day night

ANGLE ON SKY

DIALOGUE

TIME

SC 352 PANEL 2 H/U

ACTION day night

THE SPINNING BAMBOO UP INTO SCENE

DIALOGUE

TIME

SC 352 PANEL 3 H/U

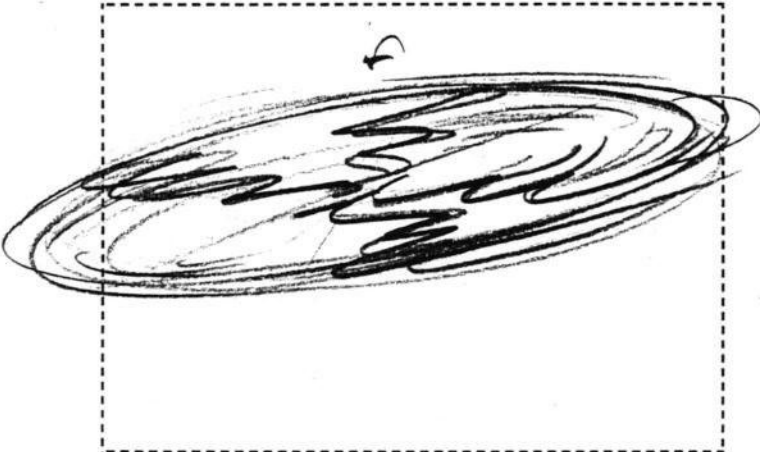
ACTION day night

AND AWAY FROM CAMERA

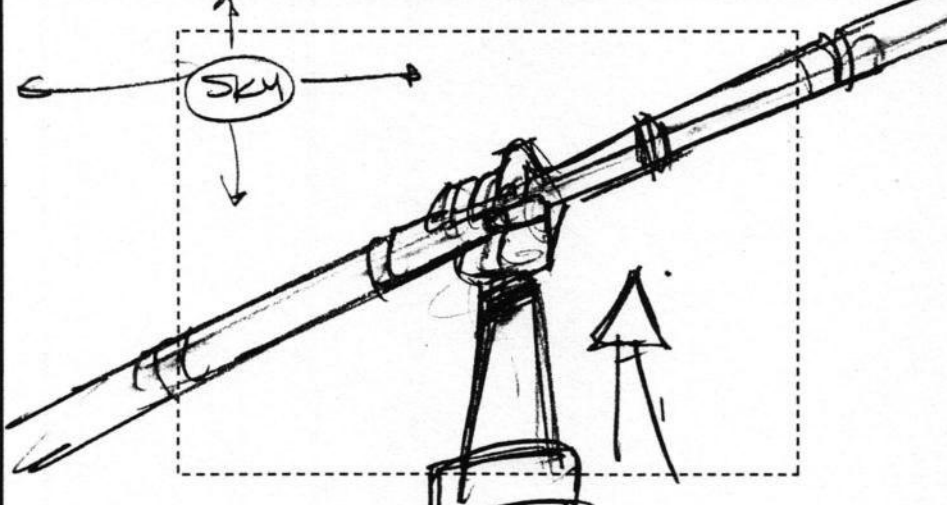
SUGGESTED LAYOUT

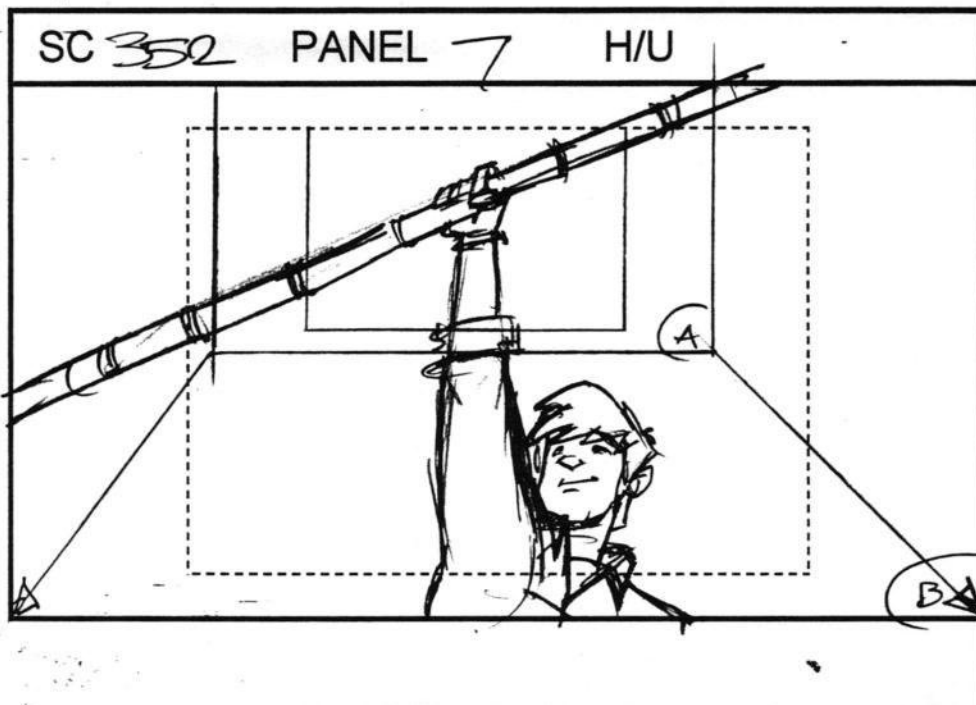
DIALOGUE

TIME

SC 352. PANEL 4 H/U	ACTION day night
	HOLD ON SPINNING BAMBOO. ANIMATE AXIS TILT.
	DIALOGUE
	TIME

SC 352. PANEL 5 H/U	ACTION day night
	SPINNING BAMBOO ANIMATES TOWARDS CAMERA (FILLING SCREEN).
	DIALOGUE
	TIME

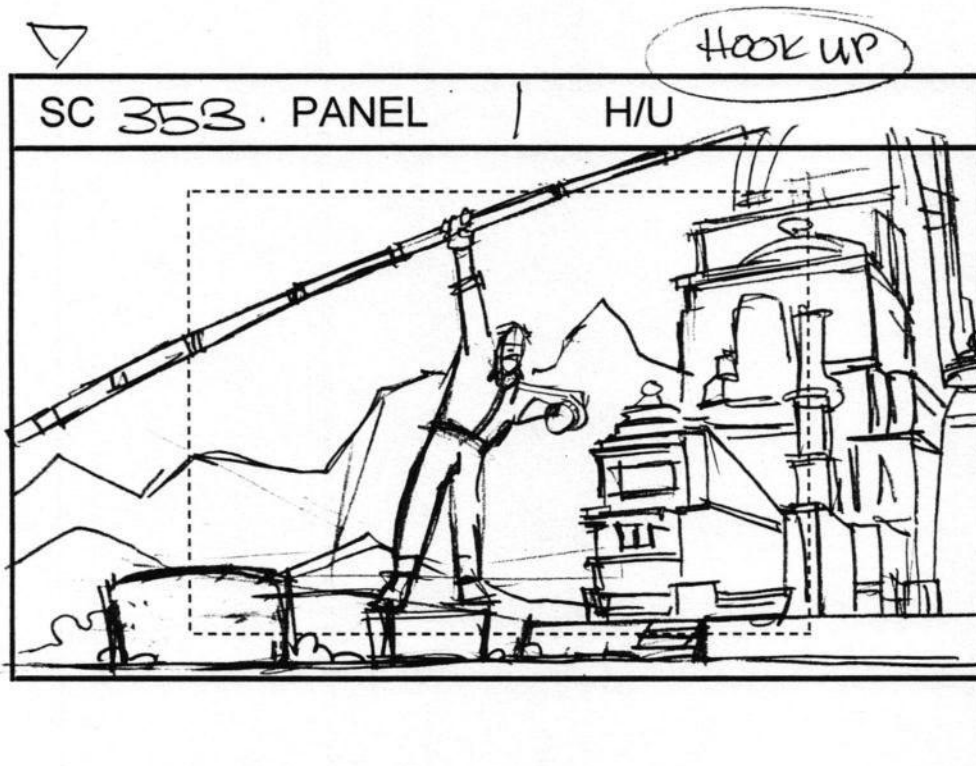
SC 352. PANEL 6. H/U	ACTION day night
	JACKIE REACHES UP INTO SCENE. SNAGGING THE BAMBOO "POLE"
	DIALOGUE
	TIME



ACTION day night
 TRUCK OUT (A) → (B)
 TO REVEAL JACKIE
 HOLDING BAMBOO
 POLE

DIALOGUE

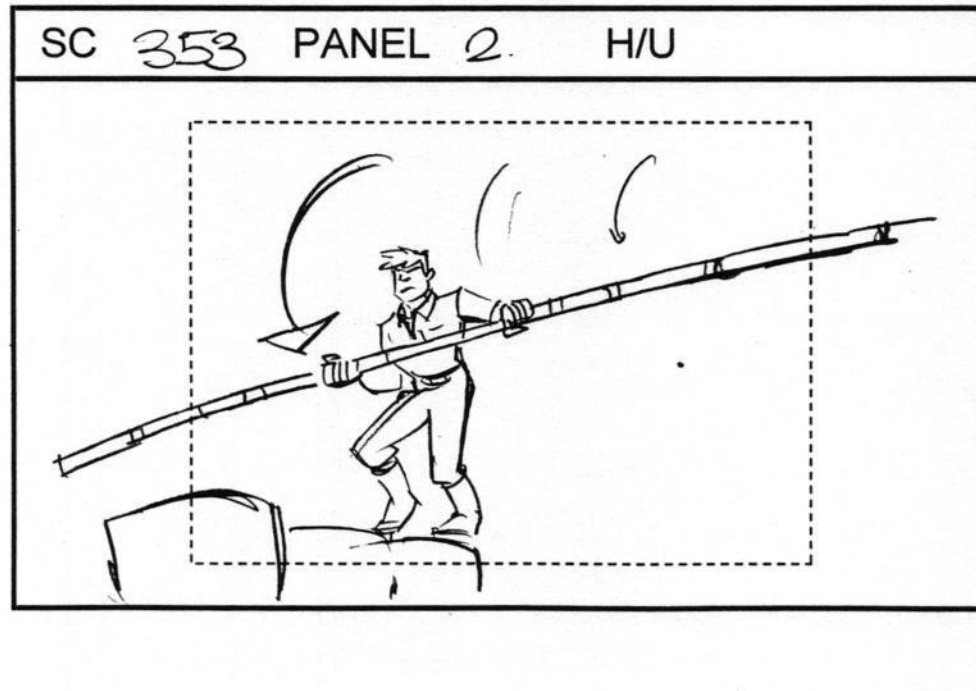
TIME



ACTION day night
 WIDE ON SCENE.
 THE TEMPLE IS IN THE
 FAR BACKGROUND

DIALOGUE

TIME

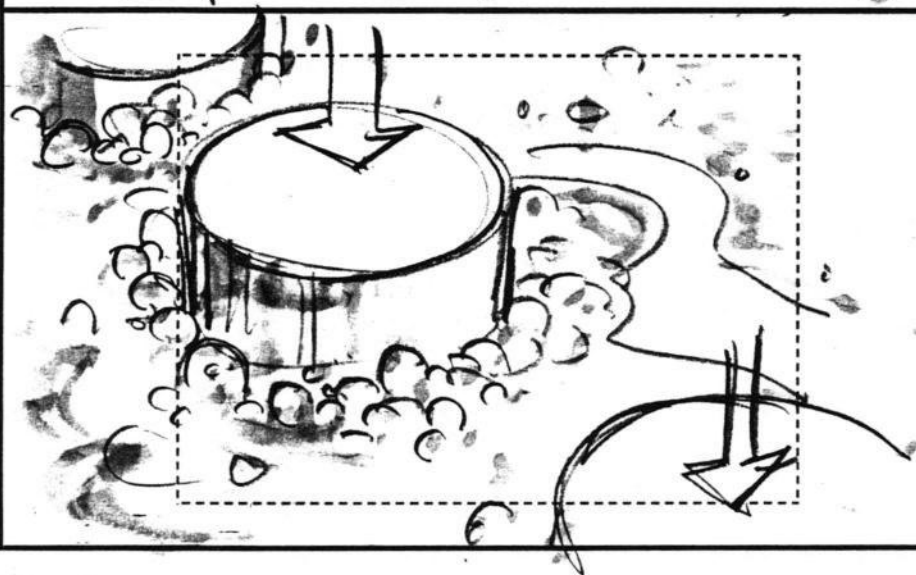


ACTION day night
 JACKIE PULLS THE
 POLE DOWN AND
 STARTS TO JUMP
 FORWARD

DIALOGUE

TIME

SC 354 PANEL 1 H/U



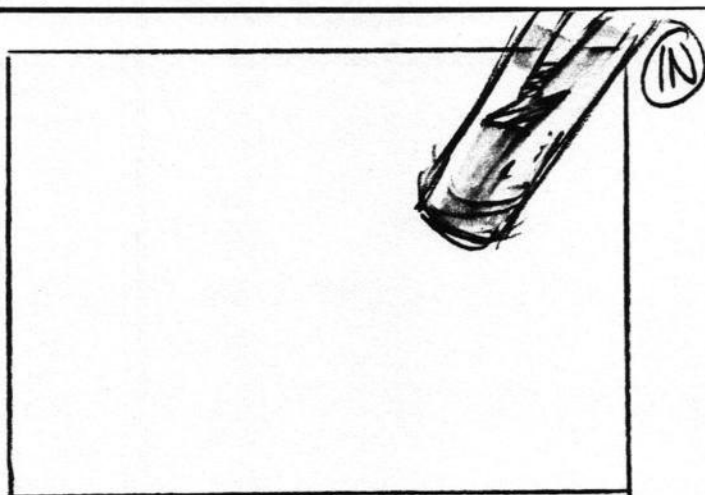
ACTION day night

ANGLE ON STONES
THEY ARE STILL SINKING

DIALOGUE

TIME

SC 354 PANEL 2 H/U



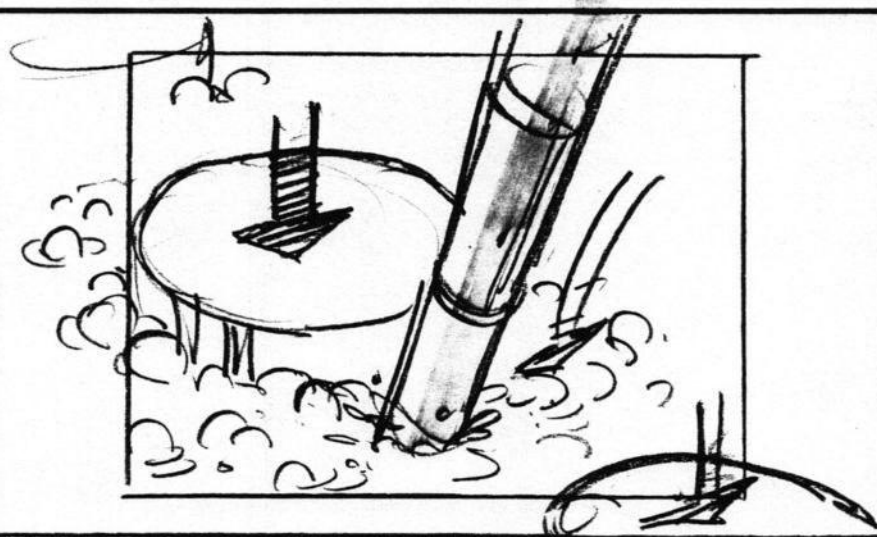
ACTION day night

BAMBOO POLE IN

DIALOGUE

TIME

SC 354 PANEL 3 H/U



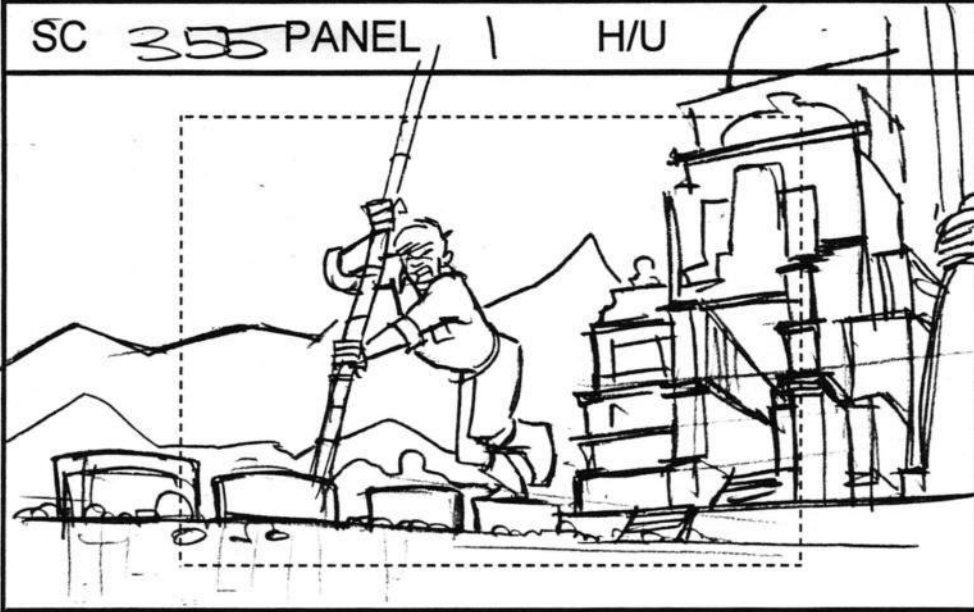
ACTION day night

POLE JAMMED INTO
WATER

DIALOGUE

TIME

SC 355 PANEL 1 H/U

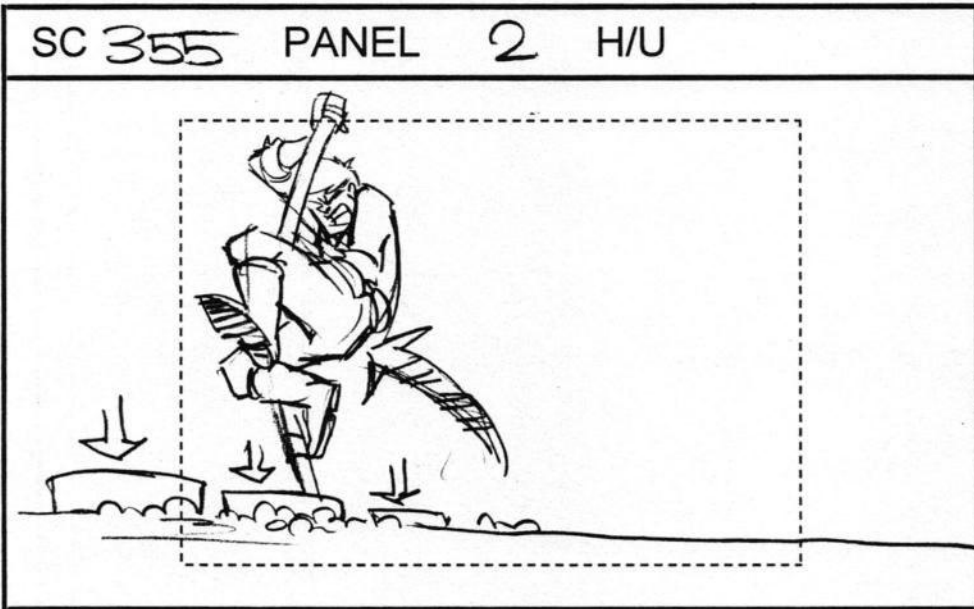


ACTION day night
WIDE AS JACKIE
BEGINS TO USE
THE BAMBOO AS A
POLE VAULT.

DIALOGUE
(190) JACKIE :
<EFFORT>

TIME

SC 355 PANEL 2 H/U

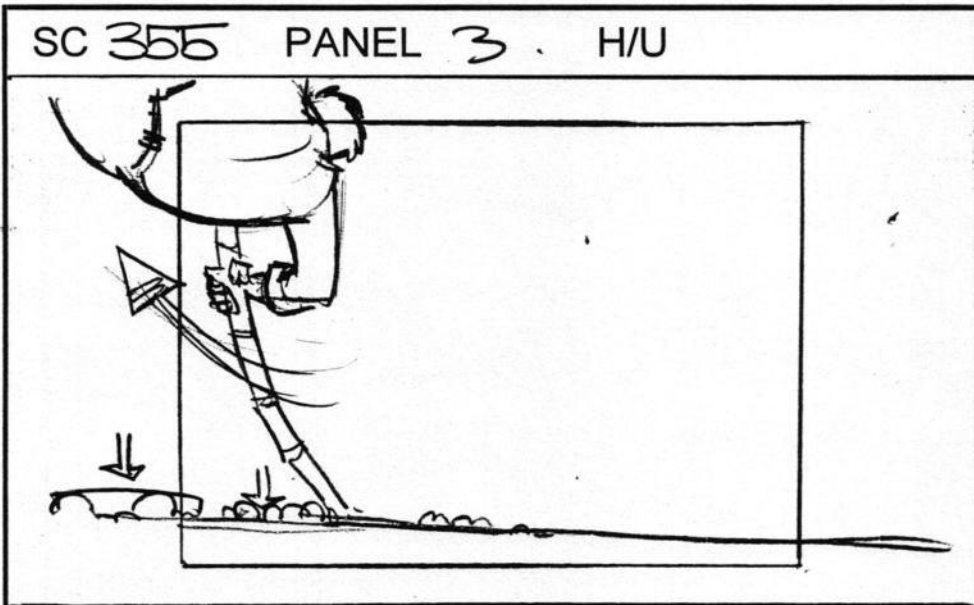


ACTION day night
JACKIE POLE VAULTS
OVER THE SINKING
STONES.

DIALOGUE
(190) JACKIE : (CONT'D)

TIME

SC 355 PANEL 3 H/U



ACTION day night
JACKIE VAULTS OUT
OF SCENE.

DIALOGUE
(190) JACKIE : (CONT'D)

TIME

SC 356 PANEL 1 H/U



ACTION

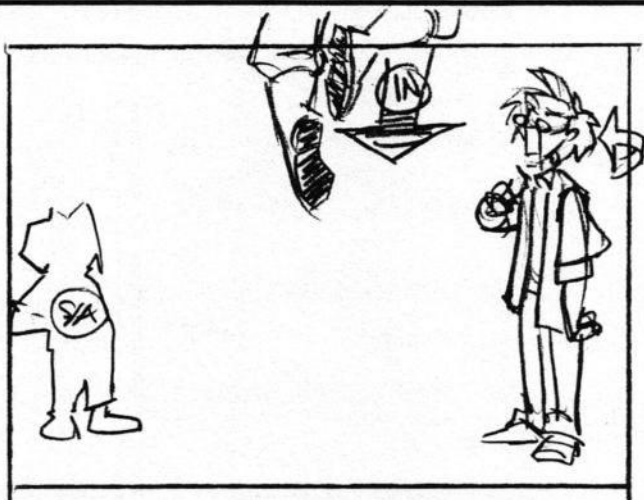
day night

ANGLE ON UNCLE
AND JADE WATCHING
FROM SHORE

DIALOGUE

TIME

SC 356 PANEL 2 H/U



ACTION

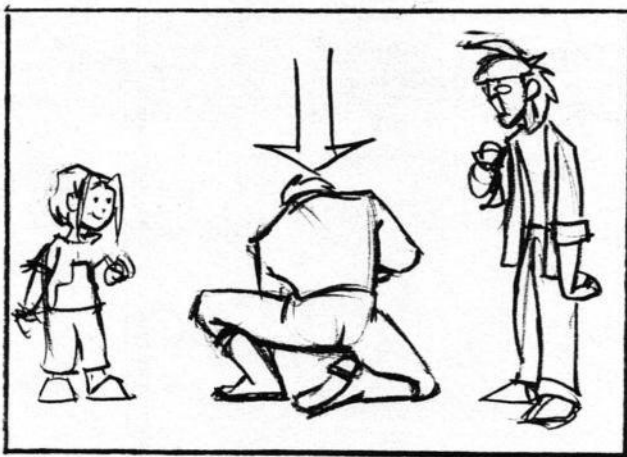
day night

JACKIE DROPS IN
FROM TOP OF SCREEN
UNCLE TURNS TO
JACKIE

DIALOGUE

TIME

SC 356. PANEL 3 H/U



ACTION

day night

JACKIE LANDS
BETWEEN UNCLE
AND JADE

DIALOGUE

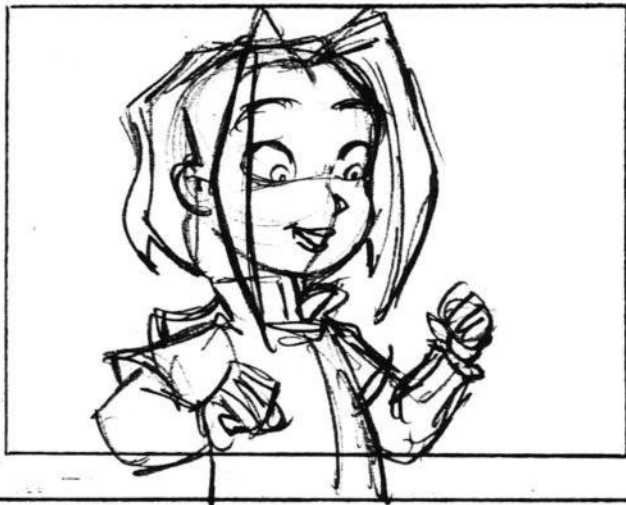
(190) JACKIE:

<LAND EFFORT>

TIME

HOOK UP

SC 357 PANEL 1 H/U



ACTION day night

CLOSE ON JADE
LOOKING HAPPY.
(HU FROM PREVIOUS
SCENE)

DIALOGUE

(192) JADE:
AND HE

TIME

SC 357 PANEL 2 H/U



ACTION day night

DIALOGUE

(192) JADE (CONT'D):
.. SPIKES THE
LANDING!

TIME

SC 358 PANEL 1 H/U



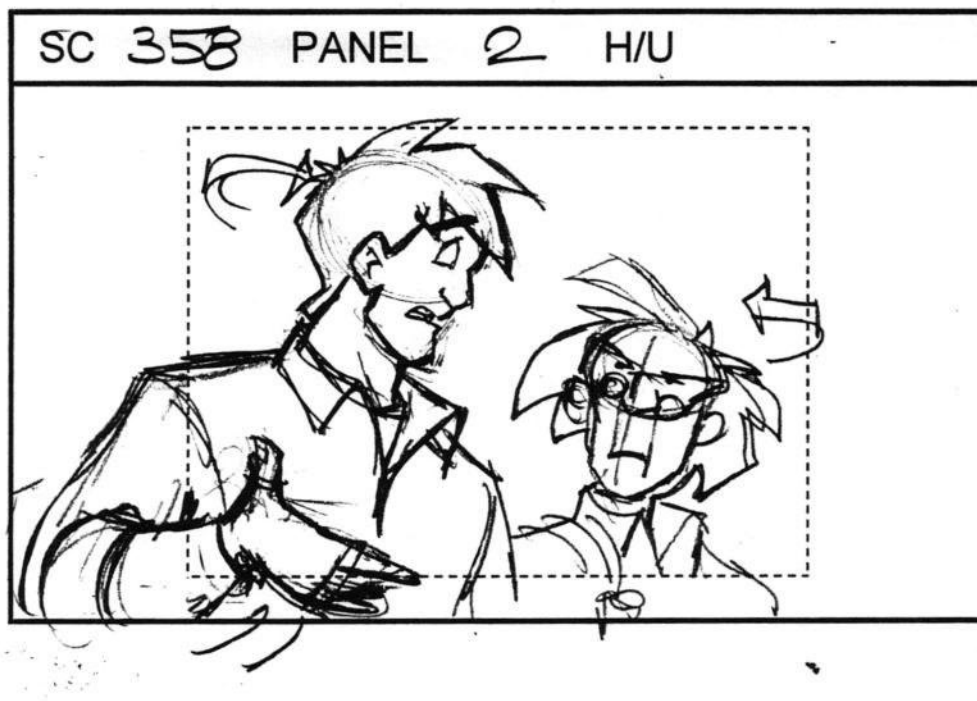
ACTION day night

ANGLE ON JACKIE &
UNCLE LOOKING BACK
ACROSS THE LAKE.

DIALOGUE

(193) JACKIE:
HOW DOWE..

TIME



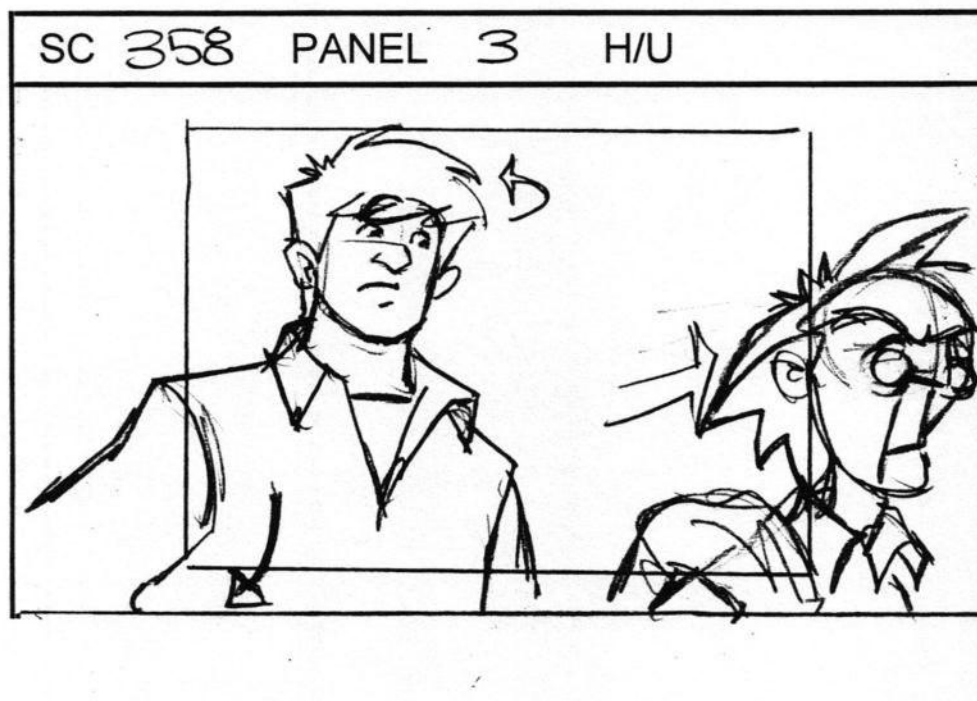
ACTION day night

JACKIE TURNS TO
UNCLE

DIALOGUE

(193) JACKIE: (CONT'D)
.. GET ACROSS NOW?

TIME

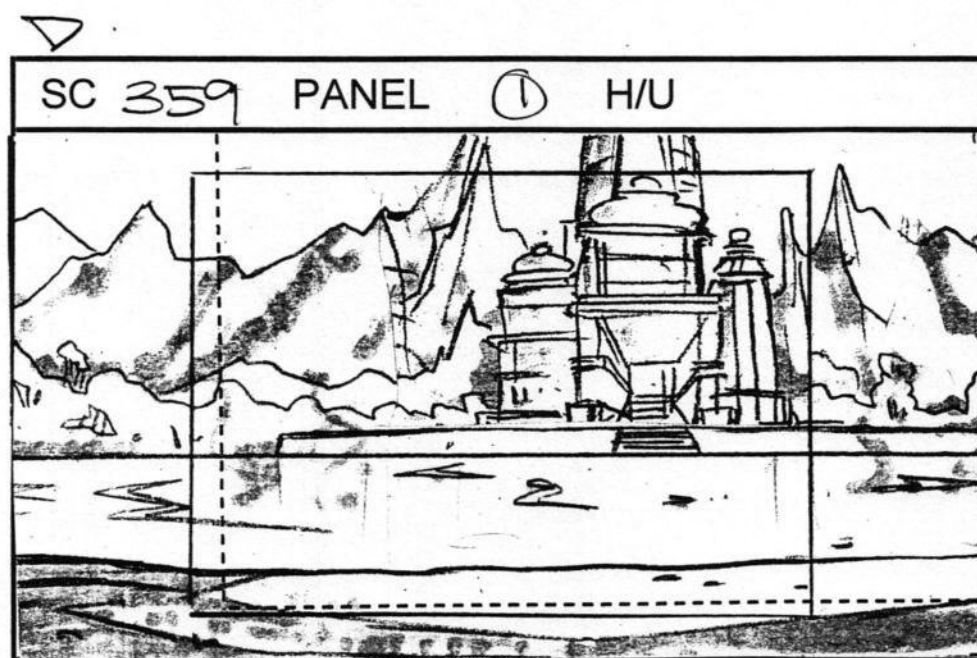


ACTION day night

UNCLE WALKS OUT
OF SCENE. JACKIE
WATCHES HIM.

DIALOGUE

TIME



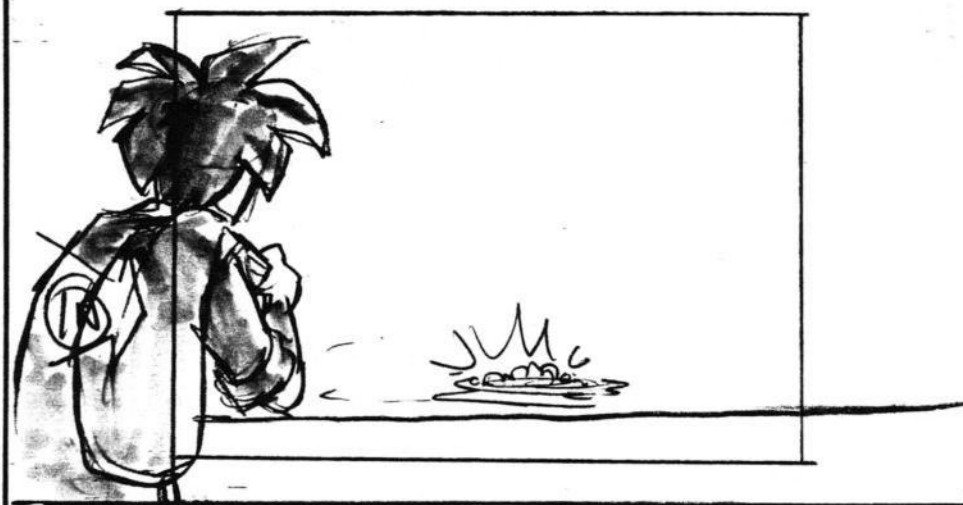
ACTION day night

EDGE OF LAKE,
THE TEMPLE IS IN THE
DISTANCE

DIALOGUE

TIME

SC 359 PANEL 2 H/U



ACTION

day night

UNCLE ENTERS
SCENE. HE WALKS
TOWARDS A BUBBLING,
GLOWING SPOT BY THE
EDGE OF THE LAKE.

DIALOGUE

TIME

SC 359 PANEL 3 H/U



ACTION

day night

UNCLE LOOKS DOWN
AT THE GLOWING STONE
JADE ENTERS

DIALOGUE

(194) UNCLE:

- DID YOU NOT

TIME

SC 359 PANEL 4 H/U



ACTION

day night

UNCLE TURNS TO
JACKIE, WHO
STEPS INTO SCENE

DIALOGUE

(194) UNCLE: (CONT'D)

.. PAY ATTENTION?!

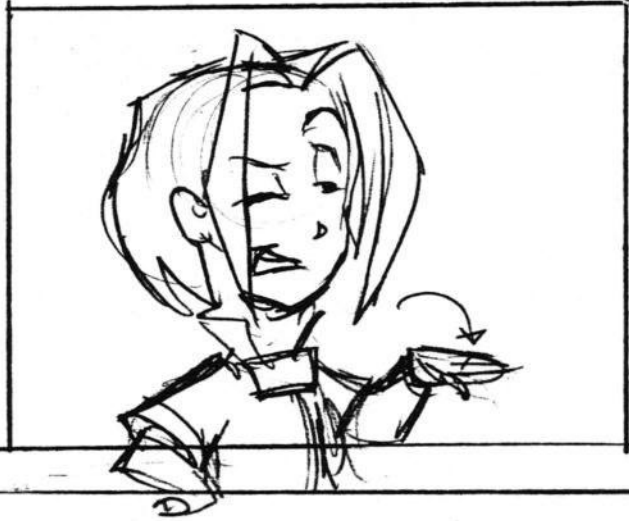
TIME

SC 360	PANEL	H/U	ACTION	day	night
			CU ON GLOWING STONE.		
			DIALOGUE (194) <u>UNCLE</u> (CONT'D.) OS WE MUST ANSWER RIDDLE!		
			TIME		

SC 361	PANEL 1	H/U	ACTION	day	night
			CU ON JADE. LOOKING DOWN AT THE STONE.		
			DIALOGUE		
			TIME		

SC 361	PANEL 2	H/U	ACTION	day	night
			JADE GETS COCKY.		
			DIALOGUE (195) <u>JADE</u> : No...		
			TIME		

SC 361 PANEL 3 H/U



ACTION

day night

JADE GESTURES.

DIALOGUE

(195) JADE: (CONT'D)

.. PROBLEM!

TIME

SC 362 PANEL 1 H/U



ACTION

day night

WIDER ON SCENE.
 JACKIE IS SQUATING
 BY THE EDGE ON THE
 LAKE TO GET A BETTER
 LOOK AT THE STONE.
 HE BEGINS TO READ IT.

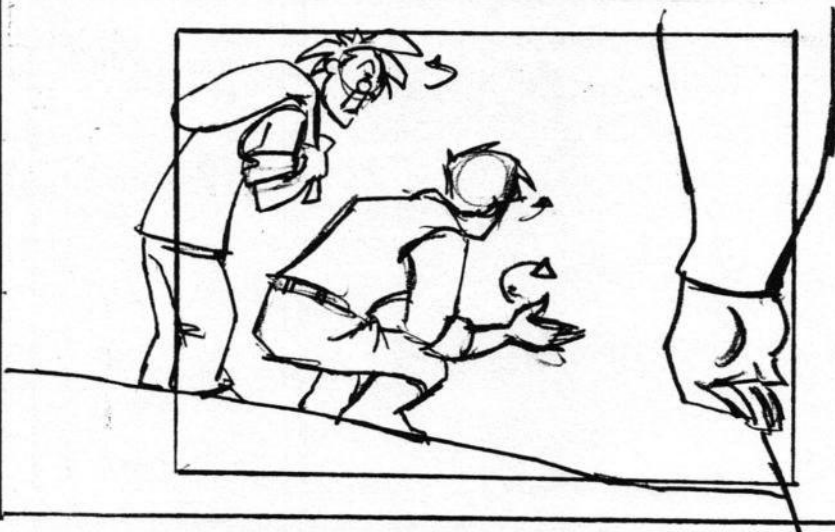
DIALOGUE

(196) JACKIE:

"WHAT IS THE BEGINNING
 OF ETERNITY, THE END OF
 TIME

TIME

SC 362 PANEL 2 H/U



ACTION

day night

UNCLE LOOKS AT JACKIE.
 JACKIE GESTURES.

DIALOGUE

(196) JACKIE: (CONT'D)

.. THE BEGINNING OF
 EVERY END..

TIME

SC 363 PANEL 1 H/U



ACTION day night

CLOSE ON JACKIE

DIALOGUE

(196) JACKIE: (CONTD)

...AND THE END OF EVERY PLACE?"

TIME

SC 363 PANEL 2 H/U



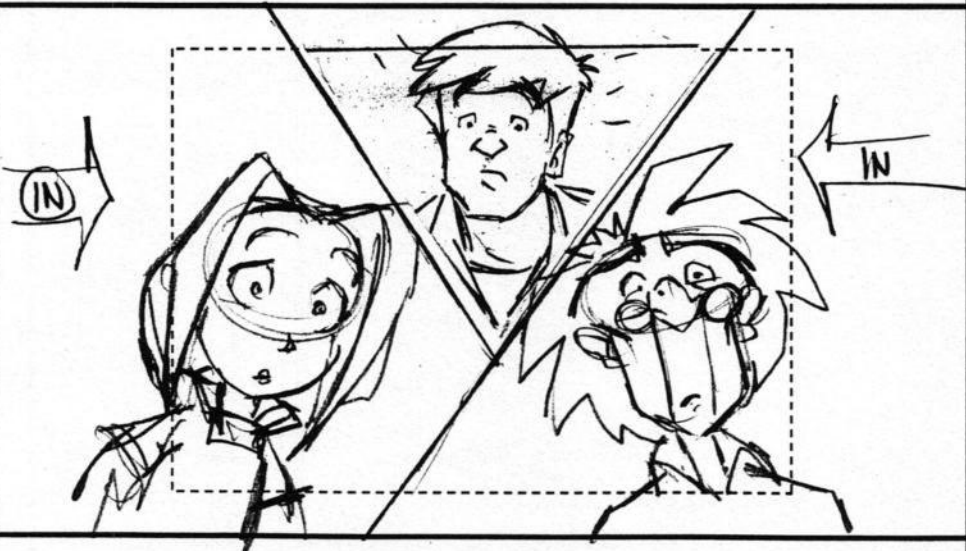
ACTION day night

JACKIE IS STUMPED.

DIALOGUE

TIME

SC 363 PANEL 3 H/U



ACTION day night

SPLIT SCREEN
EVERYONE LOOKS STUMPED.

DIALOGUE

TIME

SC 363 PANEL 4 H/U



ACTION

day night

JADE PUSHES
OTHER SCREEN OFF

DIALOGUE

TIME

SC 363 PANEL 5 H/U



ACTION

day night

ROTATE IN (A) → (B)

JADE IS MIPPED

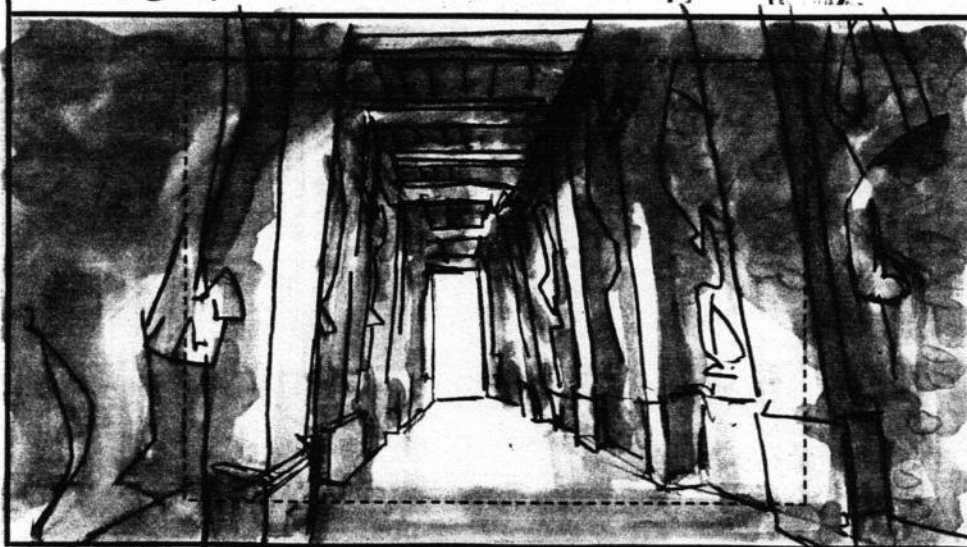
DIALOGUE

(P7) JADE:

NO FAIR! WE
GOT A BRAIN-BUSTER!

TIME

SC 36A- PANEL 1 H/U



ACTION

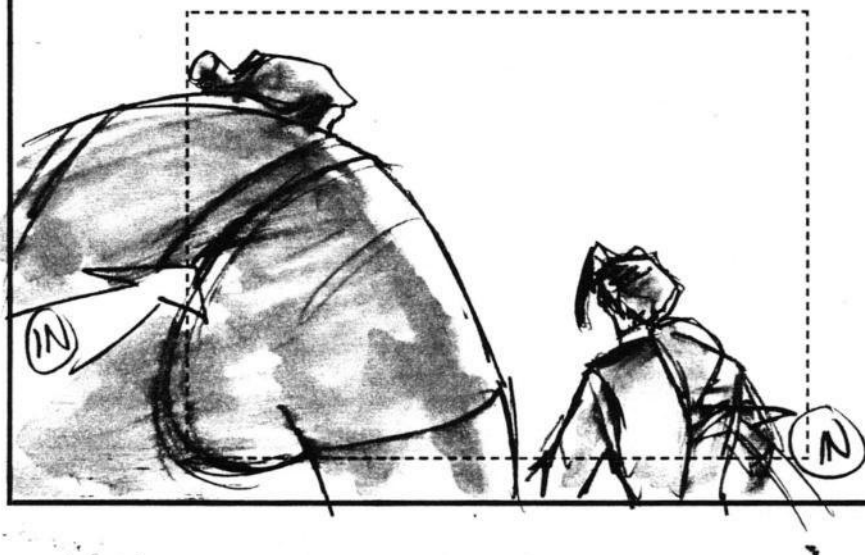
day night

INT. TEMPLE. IT'S DARK
AND SPOOKY

DIALOGUE

TIME

SC 36A PANEL 2 H/U



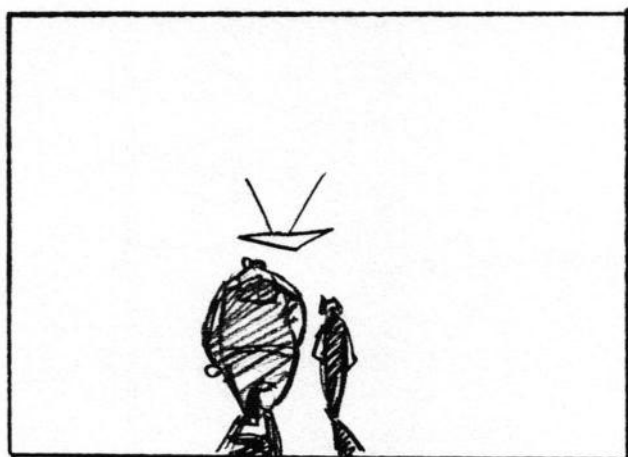
ACTION day night

VALMONT ENTERS
FOLLOWED BY TOHRU

DIALOGUE

TIME

SC 36A PANEL 3 H/U



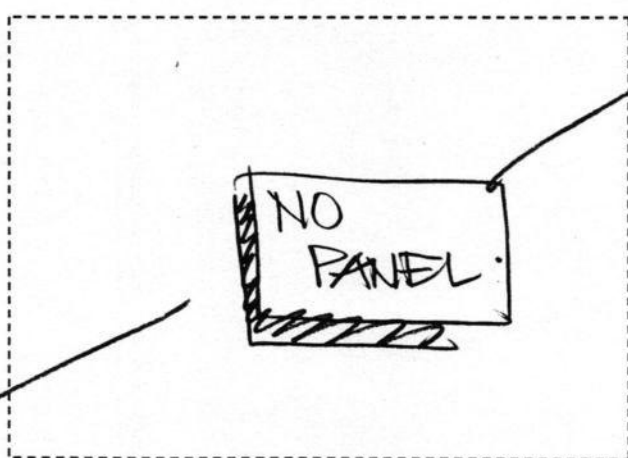
ACTION day night

BOTH WALK
DOWN THE CORRIDOR
TOWARDS THE
LIGHT.

DIALOGUE

TIME

SC PANEL H/U



ACTION day night

DIALOGUE

TIME

SC 365 PANEL 1

H/U

ACTION

day night

PAN WITH ANIM.
FROM (A) — (B)

VALMONT & TOHRU
ENTER THE CENTRAL
CHAMBER

DIALOGUE

TIME

ACTION

day night

DIALOGUE

TIME

START DIA ON (B) FLD.

ACTION

day night

(198) VALMONT:

AT LAST....

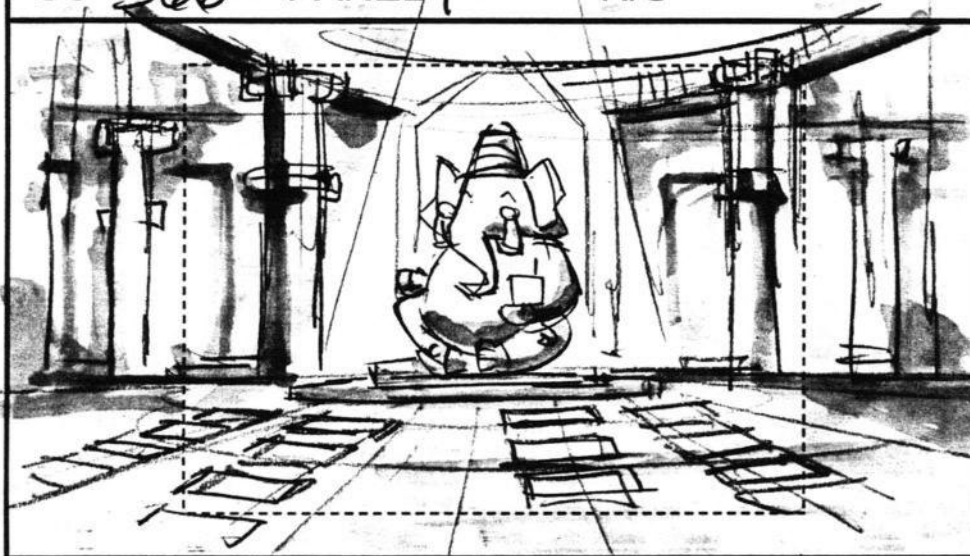
DIALOGUE

TIME

SC 366

PANEL 1

H/U



ACTION

day night

INT. CENTRAL CHAMBER.
IN THE CENTER, BATHED
IN A GOLDEN LIGHT
IS THE "GOLDEN ELEPHANT"

DIALOGUE

(199) VALMONT: (CONT'D)

MY TICKET TO A ..

TIME

SC 366

PANEL 2.

H/U



ACTION

day night

VALMONT & TOHRA
ENTER SCENE

DIALOGUE

(199) VALMONT: (CONT'D)

.. LIFE OF LUXURY!

TIME

SC 367

PANEL 1

H/U



ACTION

day night

ANGLE ON VALMONT.

DIALOGUE

(200) VALMONT: (CONT'D)

AND SO FEW HAVE
SEEN IT,

TIME

SC 367 PANEL 2 H/U



ACTION

day night

VALMONT STEPS
FORWARD.

DIALOGUE

(200) VALMONT: (CONT'D)

.. IT WILL NEVER BE
MISSED.

TIME

SC 368 PANEL 1 H/U



ACTION

day night

EXT. LAKE SHORE.

UNCLE IS PACING,
JADE IS SITTING AND
JACKIE IS THINKING.

DIALOGUE

TIME

SC 369 PANEL 1 H/U



ACTION

day night

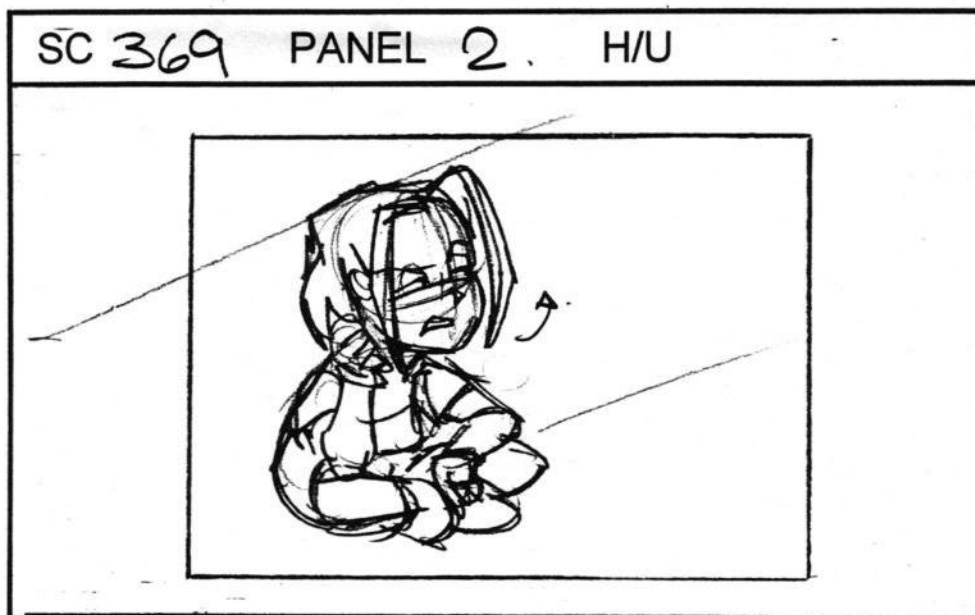
CLOSE ON JADE,
TAPPING HER HEAD.

DIALOGUE

(201) JADE:

"END OF EVERYPLACE"

TIME



ACTION day night

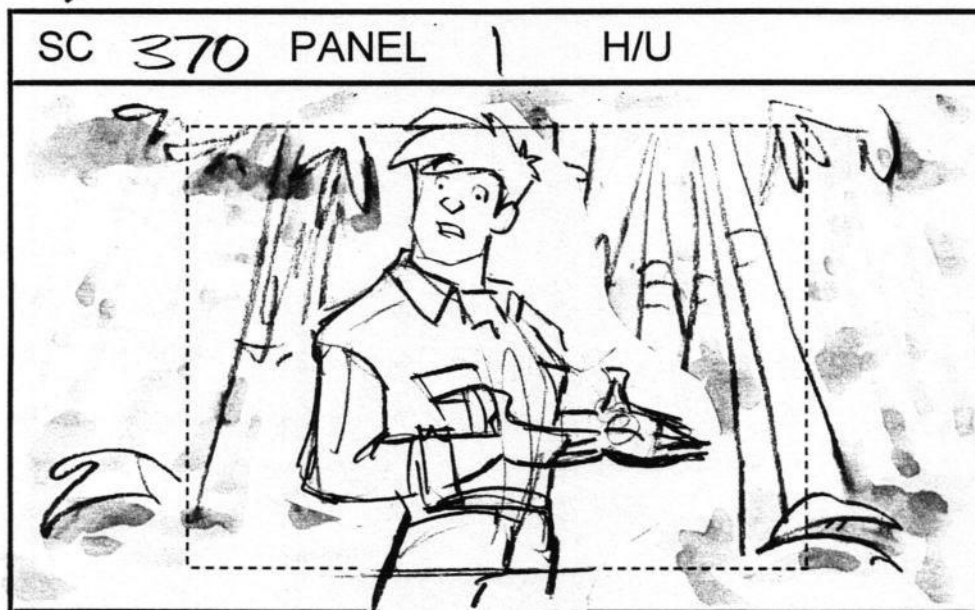
JADE LOOKS UP -
AT JACKIE (O.S.)

DIALOGUE

(201) JADE: (CONT'D)

"END OF EVERYPLACE"
.. THE EXIT ?

TIME



ACTION day night

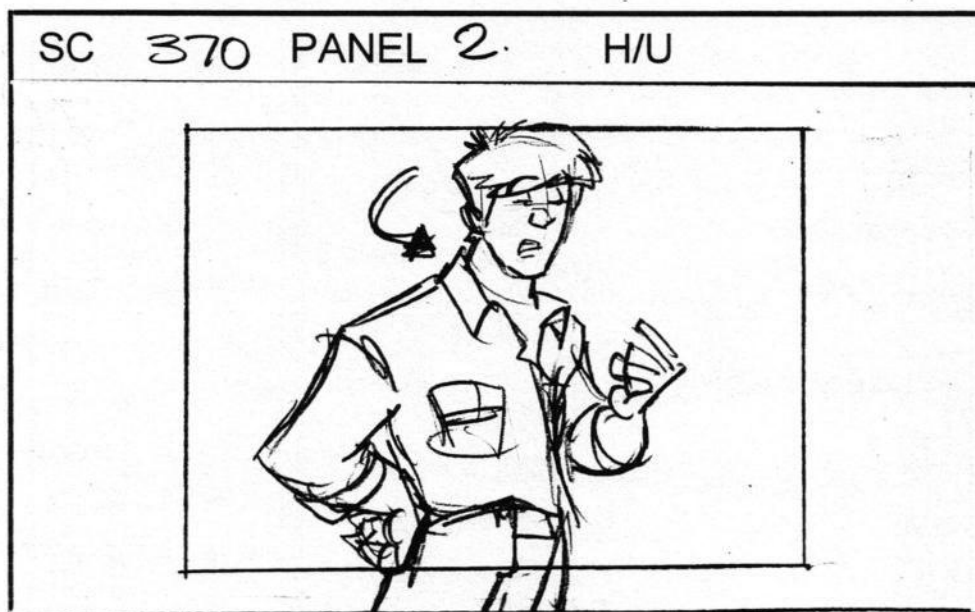
ANGLE ON JACKIE

DIALOGUE

(202) JACKIE:

I WISH THIS WERE
THE LAKE OF CROSSWORDS

TIME



ACTION day night

DIALOGUE

(202) JACKIE: (CONT'D)

I AM BETTER AT
THOSE..

TIME

SC 370 PANEL 3 H/U



ACTION

day night

JACKIE REACTS TO
UNCLE'S "EEEE"!

DIALOGUE

(203) UNCLE: OS.

EEEEEEEEEE!

TIME

SC 371 PANEL 1 H/U



ACTION

day night

WIDER ON THE
GROUP.

DIALOGUE

(204) JADE:

STUB YOUR TOE?

TIME

SC 371 PANEL 2 H/U



ACTION

day night

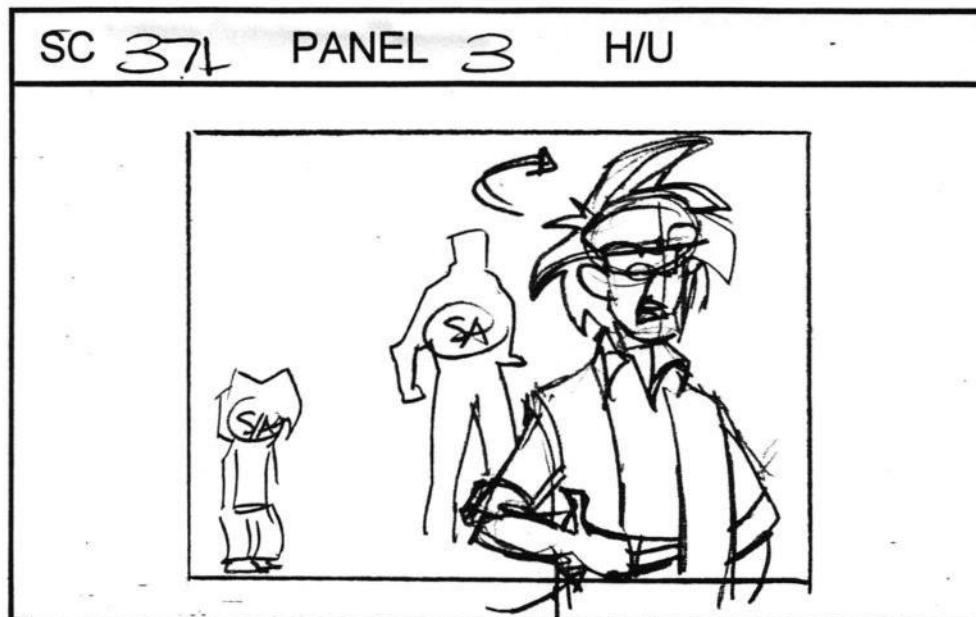
UNCLE TURNS TO
JADE

DIALOGUE

(205) UNCLE:

THE ANSWER TO
THE RIDDLE!

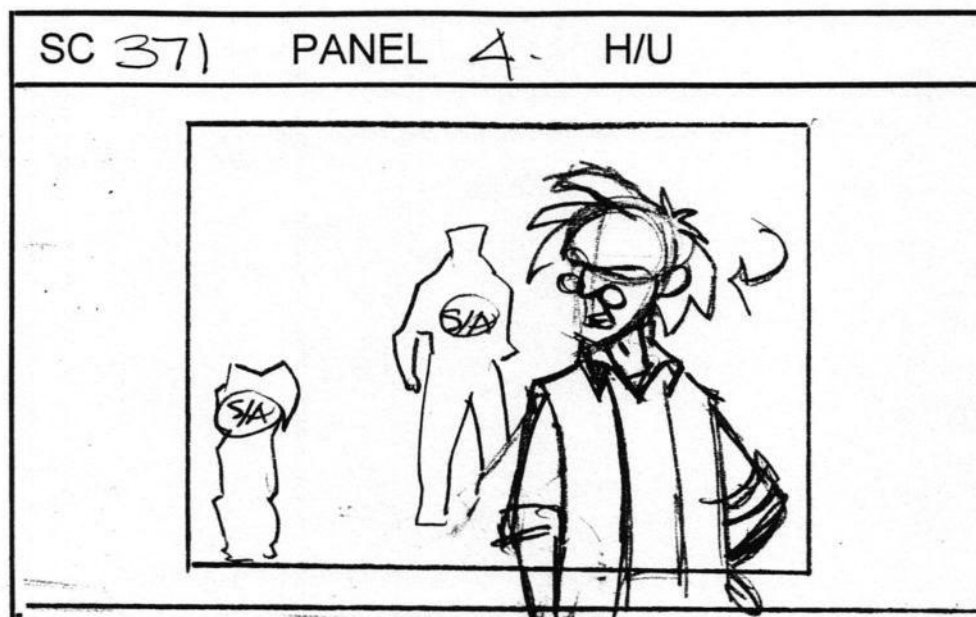
TIME



ACTION day night
UNCLE TURNS BACK TO THE LAKE.

DIALOGUE
(205) UNCLE: (CONT'D)
THE END OF TIME AND PLACE:

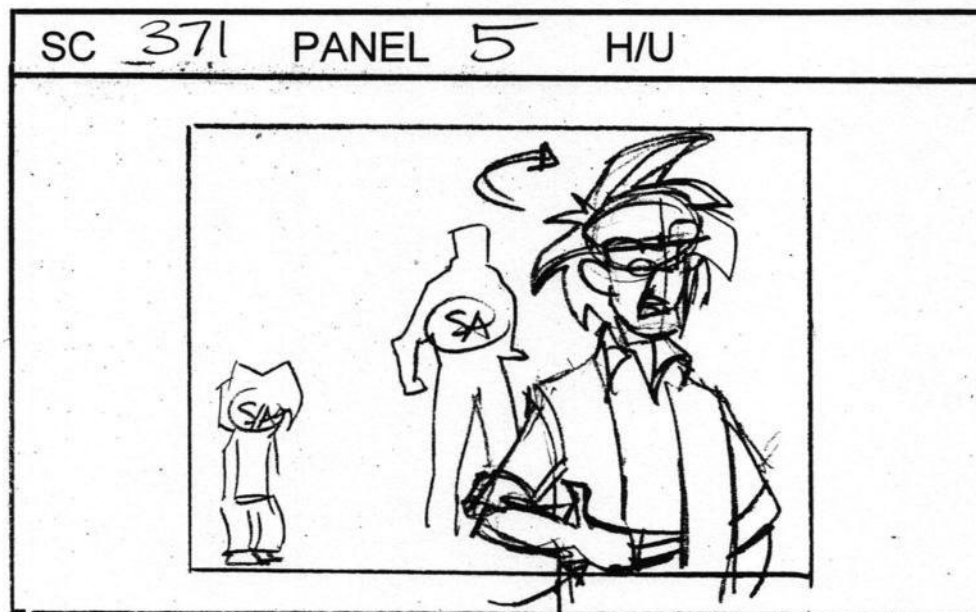
TIME



ACTION day night
UNCLE TURNS BACK TO JACKIE & JADE.

DIALOGUE
(205) UNCLE: (CONT'D)
.. IN ENGLISH, IT IS ...

TIME

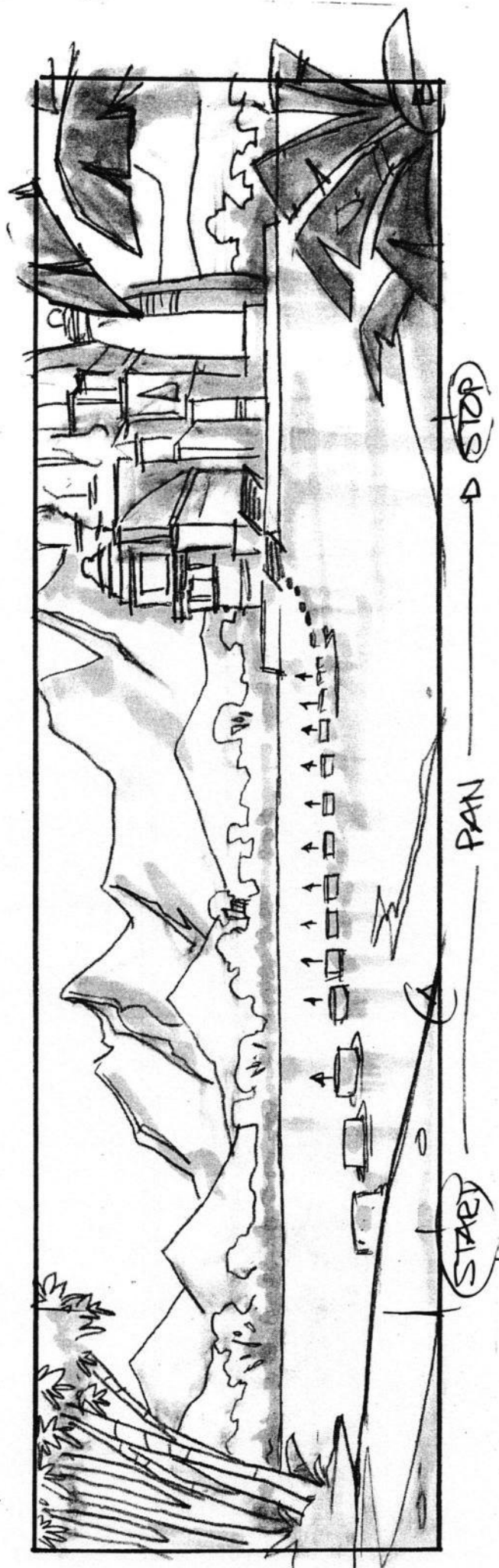


ACTION day night
UNCLE TURNS BACK AND GESTURES ..
CAM. SHAKE

DIALOGUE
(205) UNCLE: (CONT'D)
.. THE LETTER E!

TIME

SC 372 PANEL ① H/U



ACTION

day night

EXT LAKE OF RIDDLES.
(CAMERA SHAKE SUBSIDES)
PAN ALONG FROM A-B
THE STONE BRIDGE
HAS RISEN AGAIN.

DIALOGUE

TIME

ACTION

day night

DIALOGUE

TIME

ACTION

day night

DIALOGUE

TIME

SC 372	PANEL	H/U	ACTION	day night
			WIDE ON LAKESHORE JADE & JAZZIE STARTING TO CROSS.	
			DIALOGUE	
			TIME	



SC	PANEL	H/U	ACTION	day night
			DIALOGUE	
			TIME	

SC	PANEL	H/U	ACTION	day night
			DIALOGUE	
			TIME	