

# HERO: 108

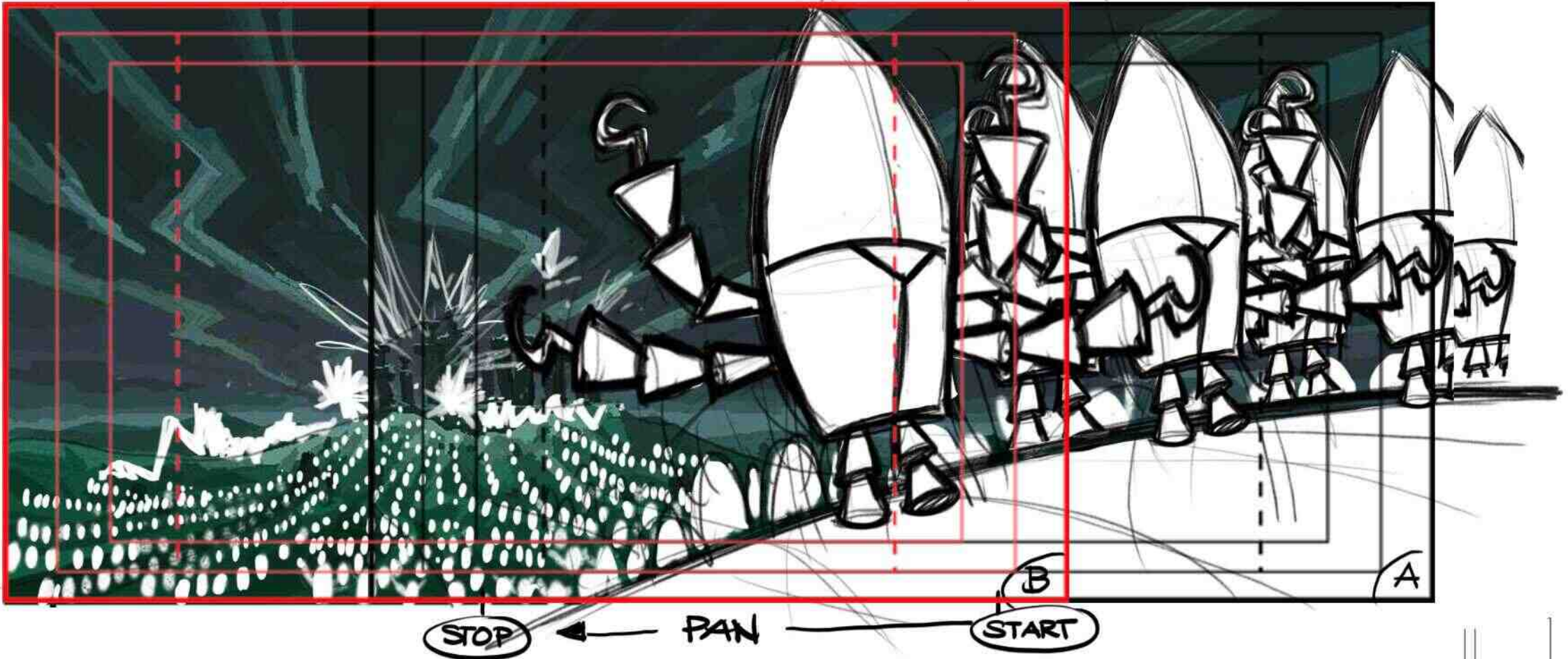


SEASON #2  
EP.223 – 'SWORD AND FIRE  
PART A

SC.	1	PANEL	BG/LOC.
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ACTION

DIAL



FX:

SFX:

Ext. Rocky Desert: Near the Tomb Entrance - Evening  
PAN A - B past the attacking Bug hordes. Flashes go off around the tomb entrance.

Director's Notes

(Bot. Lit. Flashes)

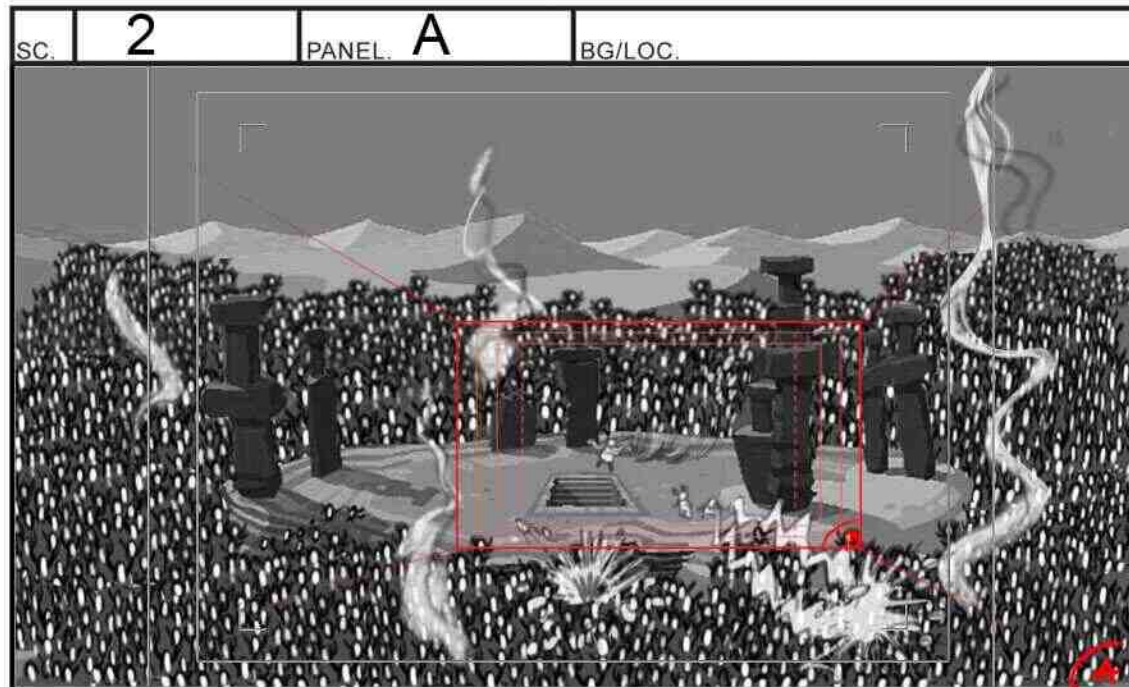
SLUG NOTES

FINAL

PROD #

Approved By:





ACTION

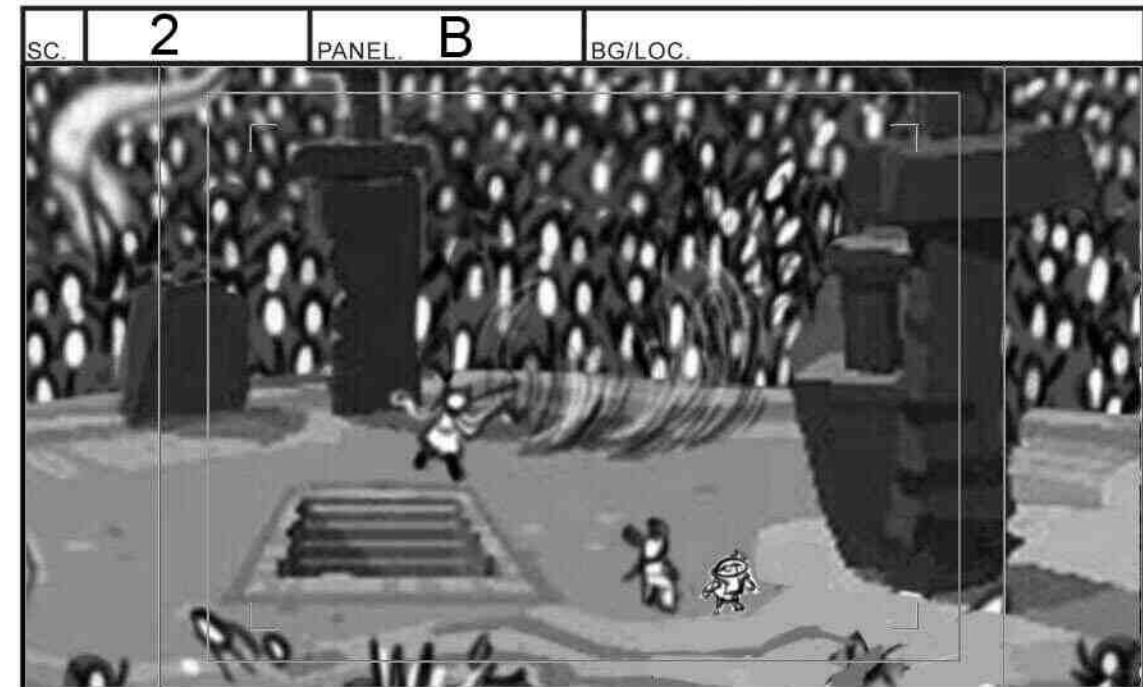
**Closer on the Tomb Entrance:  
TRUCK IN A - B on the First Squad. A raging battle is taking place.  
Mighty Ray is sapping bugs.**

DIAL \_\_\_\_\_

FX: **(DX Smoke, Bot. Lite lightning flashes)**  
SFX: \_\_\_\_\_

Director's Notes

SLUG NOTES



ACTION

DIAL \_\_\_\_\_

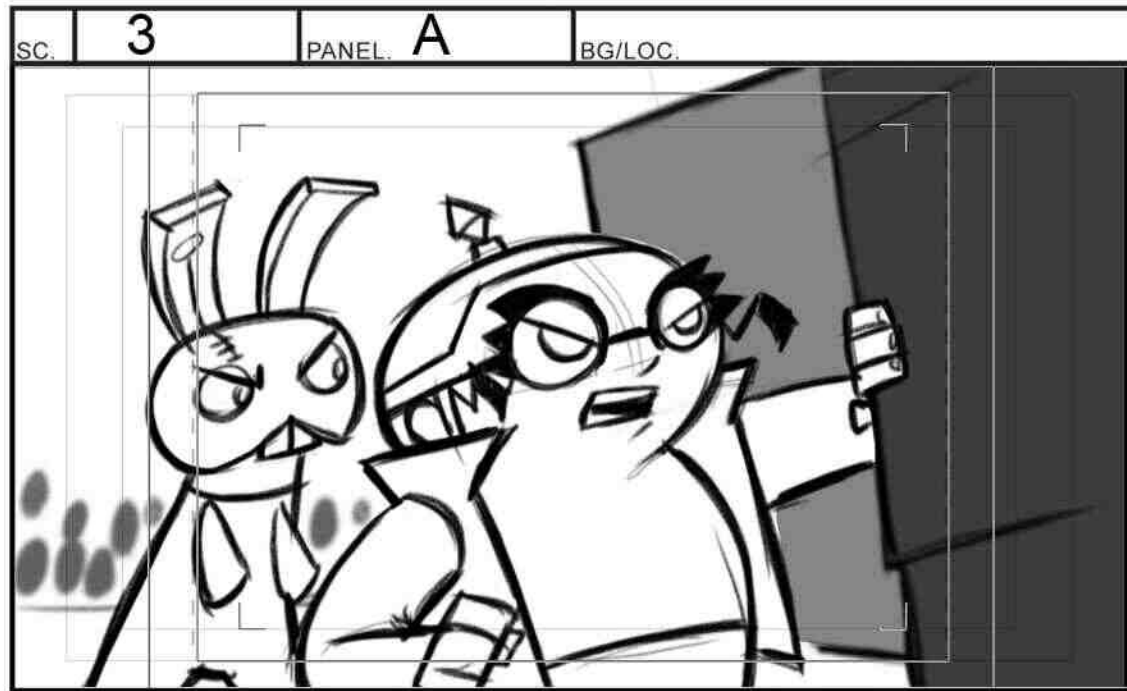
FX: \_\_\_\_\_  
SFX: \_\_\_\_\_

Director's Notes

SLUG NOTES

FINAL

PROD #



ACTION

**Closer on Mighty Ray. Jumpy is close behind him.**

DIAL

**40 Mighty Ray:**  
The only thing I hate more than a beetle.

FX:

SFX:

Director's Notes

SLUG NOTES



ACTION

**Mighty Ray turns to Jumpy.**

DIAL

**40. Mighty Ray:**  
....is a hundred of them!

FX:

SFX:

Director's Notes

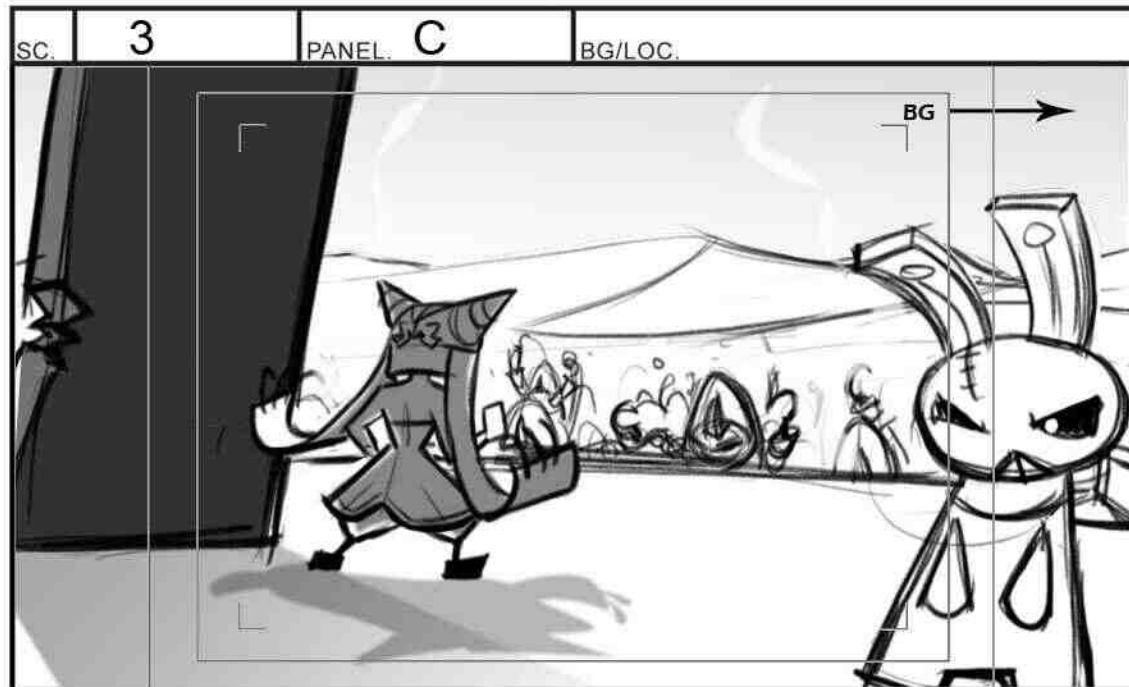
SLUG NOTES

FINAL

PROD #

Approved By:





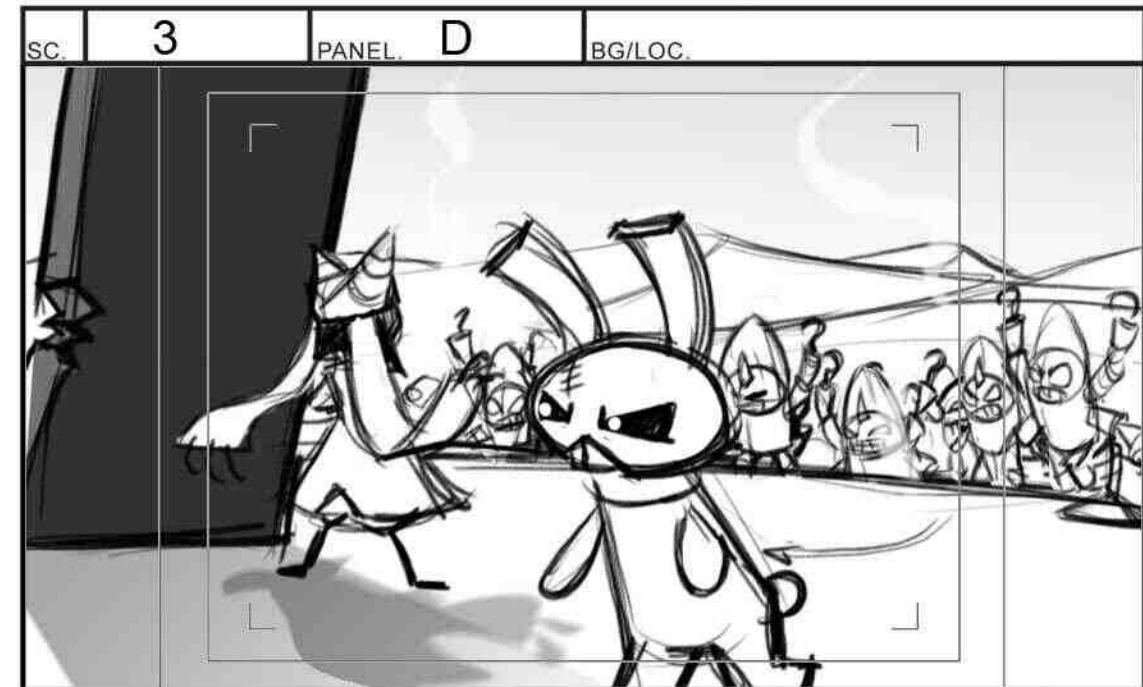
ACTION  
**PAN BG A - B as Jumpy turns .**

DIAL \_\_\_\_\_

FX: **(DX Smoke, Shadows)**  
SFX: \_\_\_\_\_

Director's Notes

SLUG NOTES



ACTION  
**Jumpy runs to Screen Left. The Bugs surge forward.**

DIAL \_\_\_\_\_

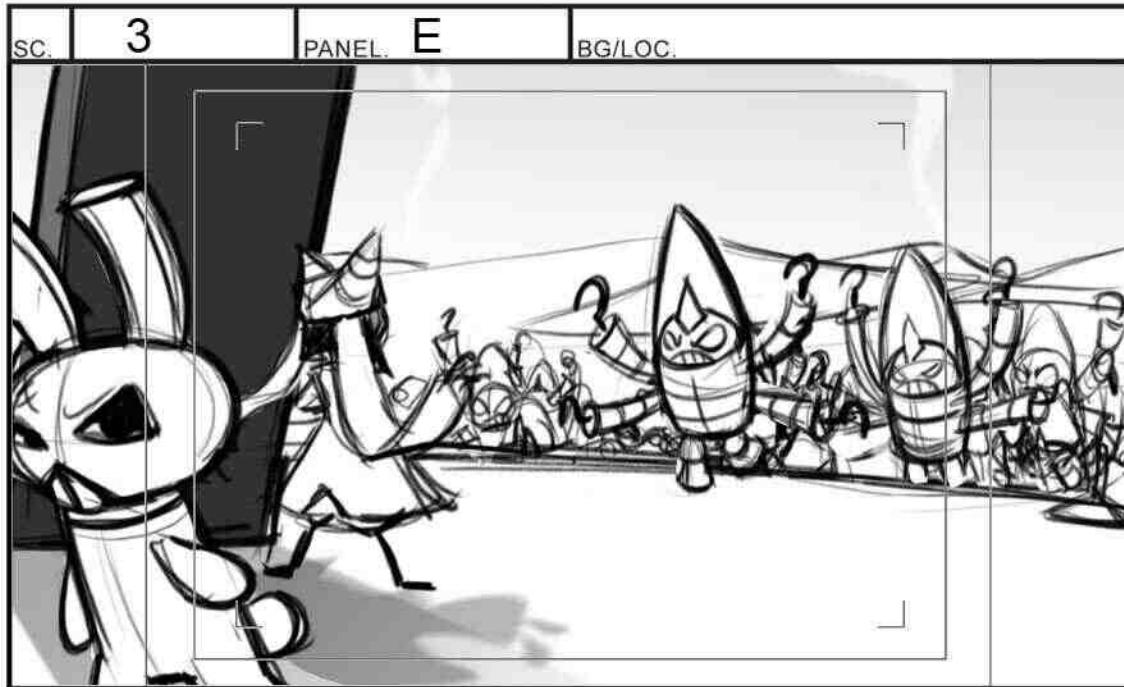
FX: \_\_\_\_\_  
SFX: \_\_\_\_\_

Director's Notes

SLUG NOTES

FINAL

PROD #



ACTION

As Jumpy clears the scene, the bugs move closer to Mystique Sonya.

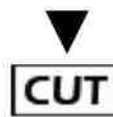
DIAL

FX: **(DX Smoke, Shadows)**

SFX:

Director's Notes

SLUG NOTES



ACTION

Close on Mystique Sonya.

DIAL

FX:

SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:





ACTION

**Mystique antics back.**

DIAL

FX:

SFX:

Director's Notes

SLUG NOTES



ACTION

**She shoots out her tongue.**

DIAL

FX:

SFX:

Director's Notes

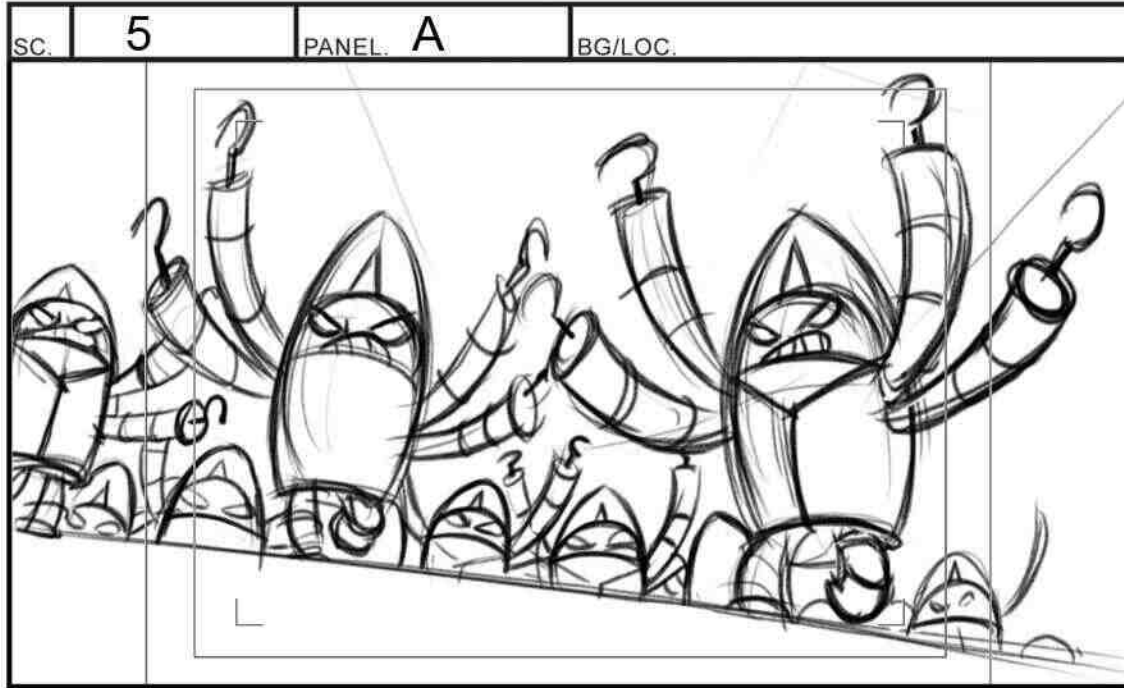
SLUG NOTES

FINAL

PROD #

Approved By:

▼  
**CUT**



ACTION

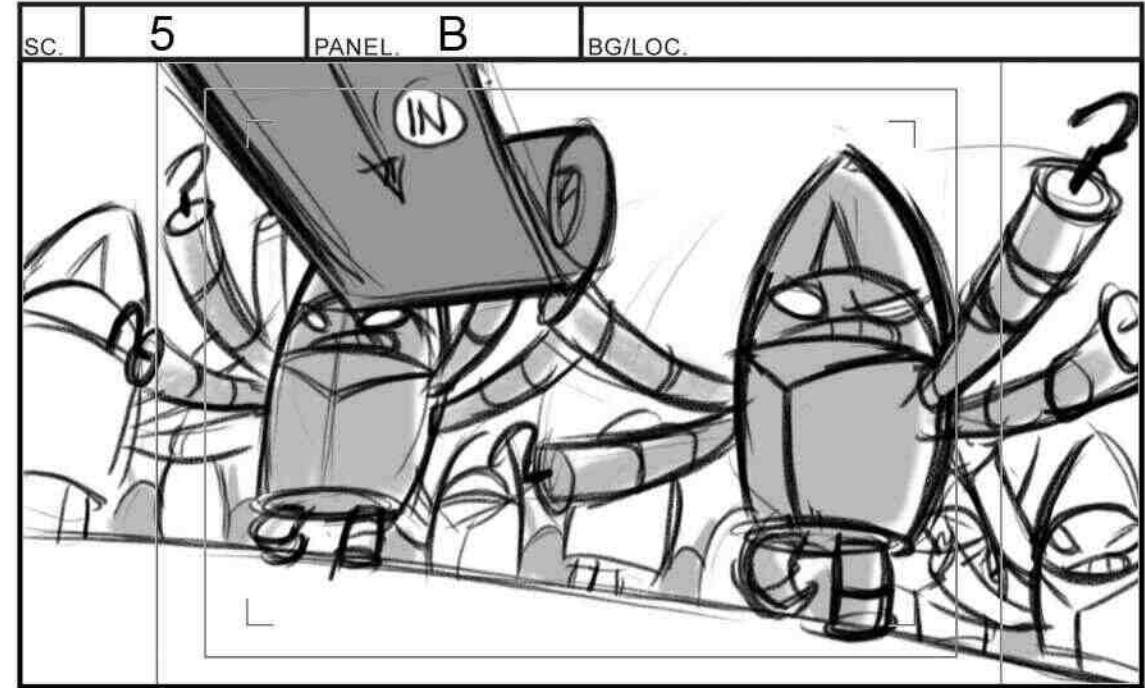
**Angle on the attacking Bug Hordes.**

DIAL

FX:  
SFX:

Director's Notes

SLUG NOTES



ACTION

**Mystiques tongue snaps in.**

DIAL

FX:  
SFX:

Director's Notes

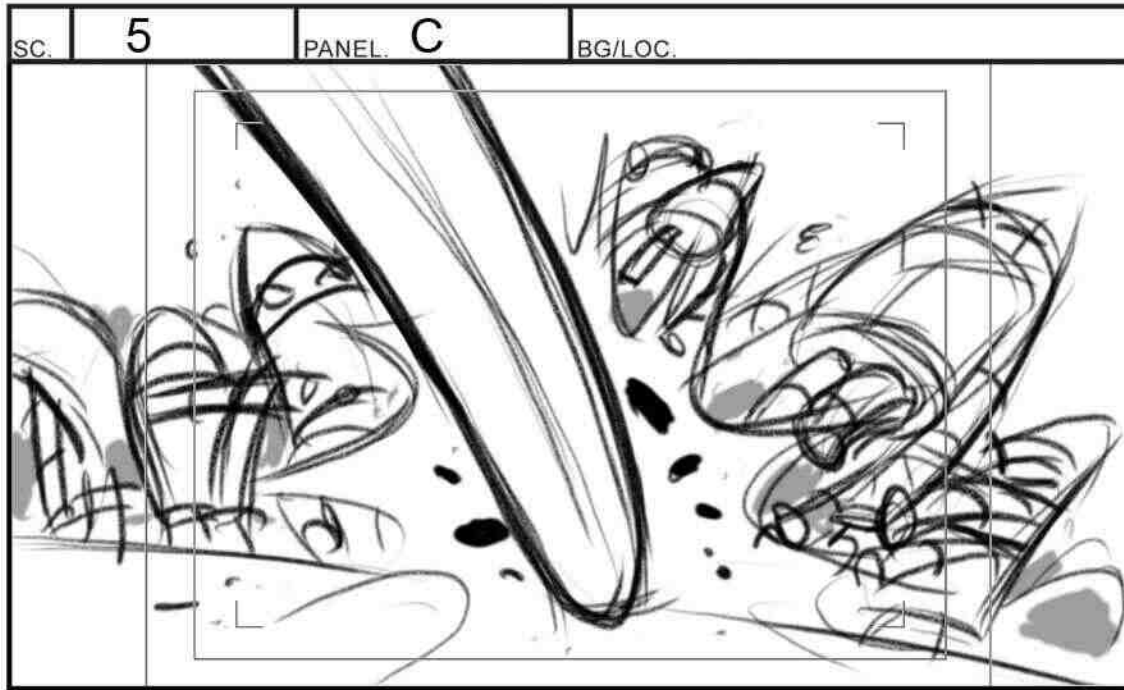
SLUG NOTES

FINAL

PROD #

Approved By:





ACTION

...smacking the attacking Bugs out of scene.

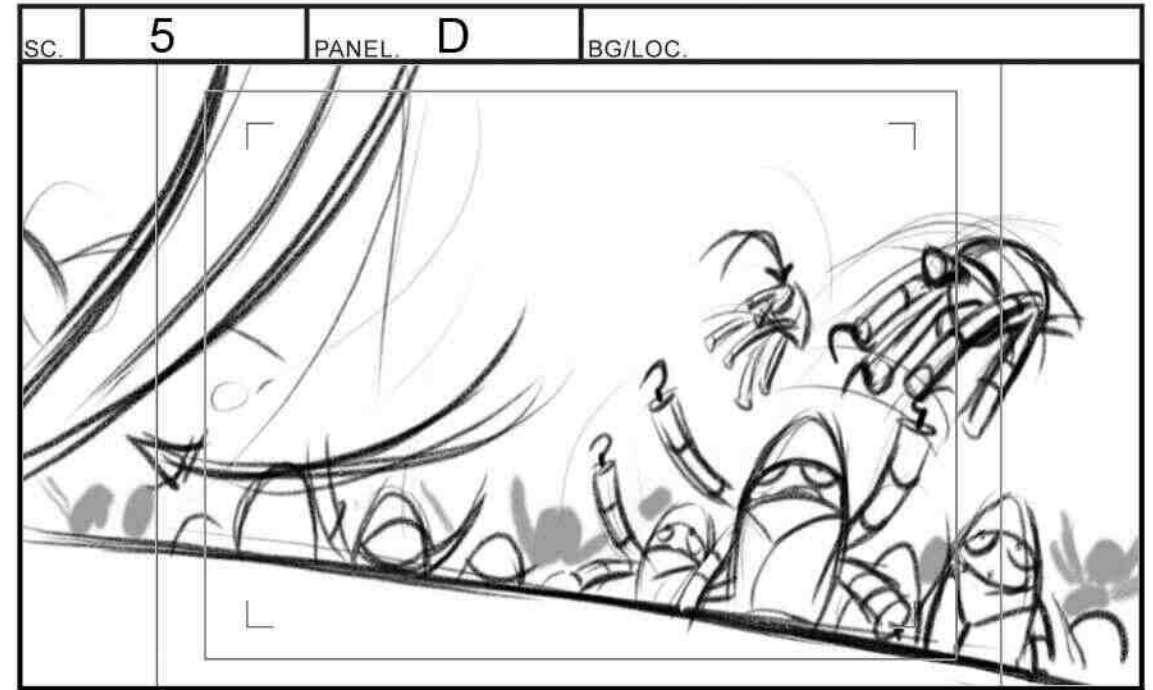
DIAL

FX:

SFX:

Director's Notes

SLUG NOTES



ACTION

Mystiques tongue slaps to the left and then....

DIAL

FX:

SFX:

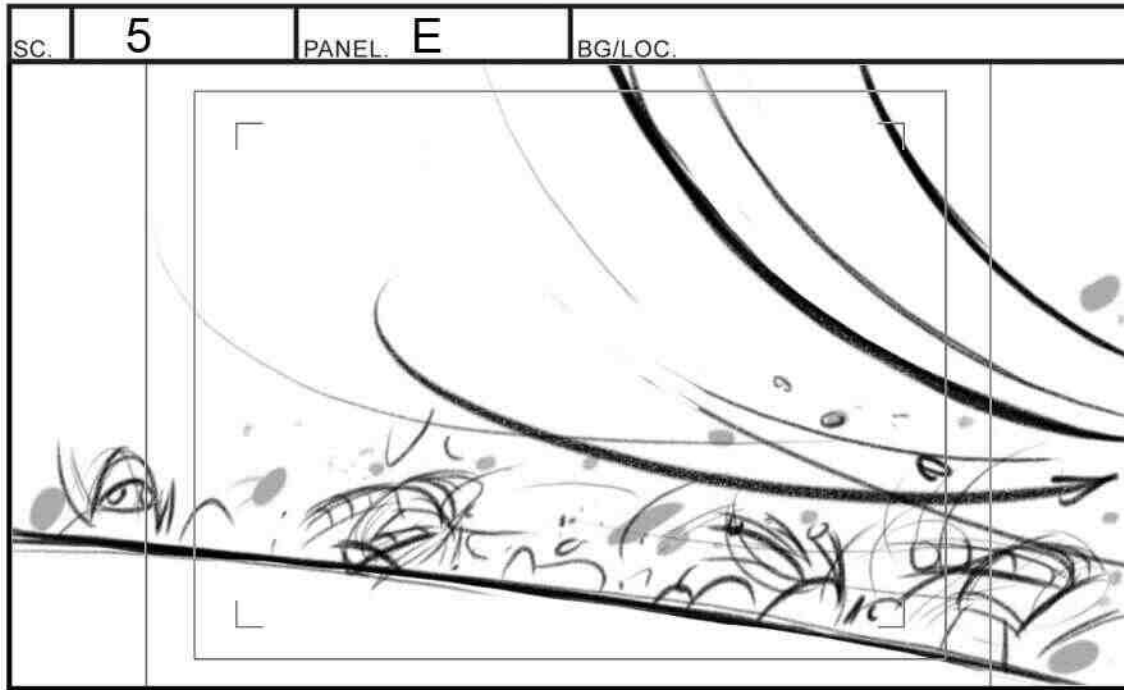
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

...then to the right.

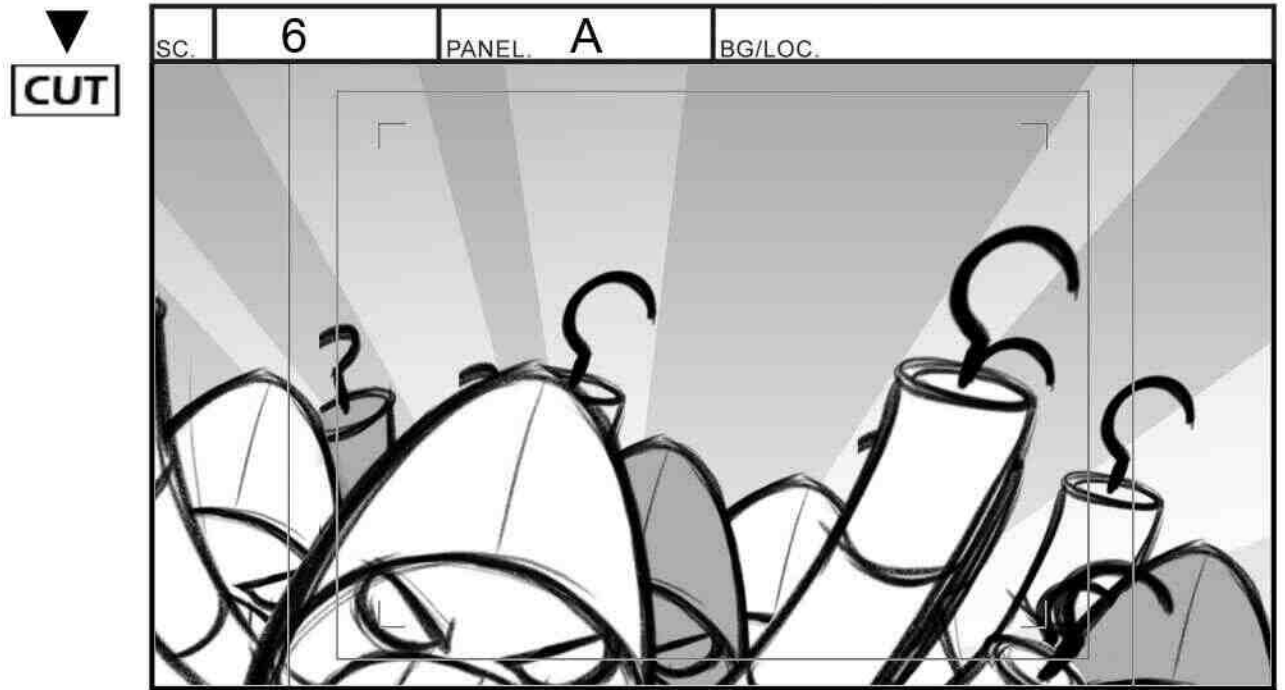
DIAL \_\_\_\_\_

FX: \_\_\_\_\_

SFX: \_\_\_\_\_

Director's Notes

SLUG NOTES



ACTION

Close on the relentless Bug Horde.

DIAL \_\_\_\_\_

FX: \_\_\_\_\_

SFX: \_\_\_\_\_

Director's Notes

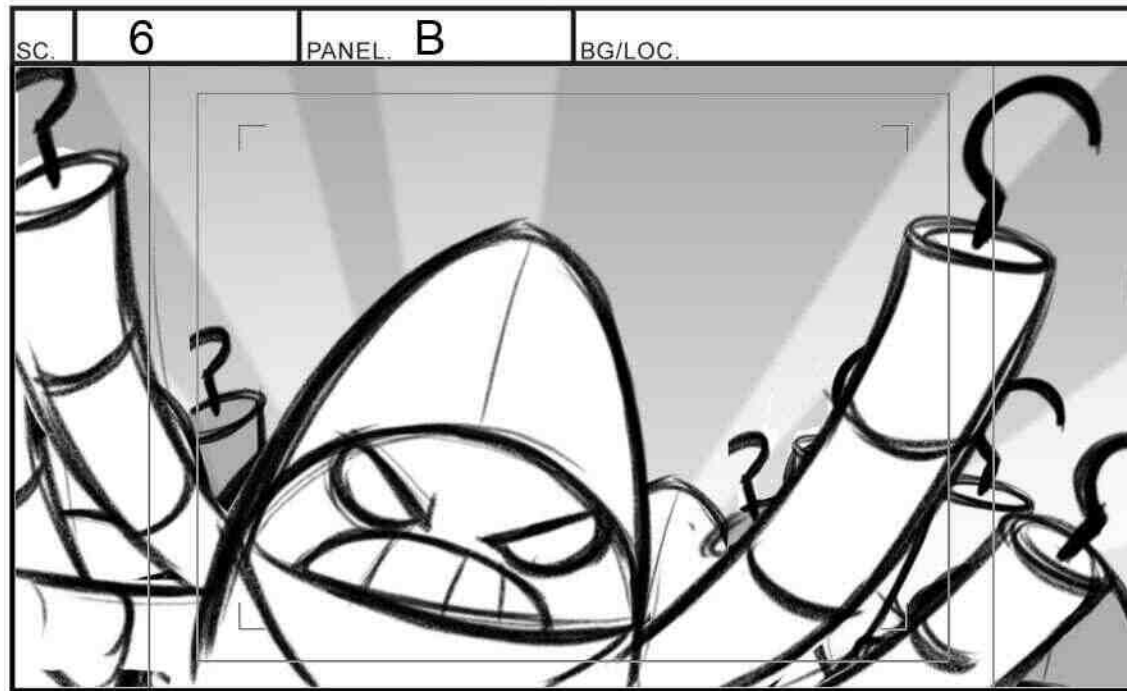
SLUG NOTES

FINAL

PROD #

Approved By:





ACTION

...then to the right.

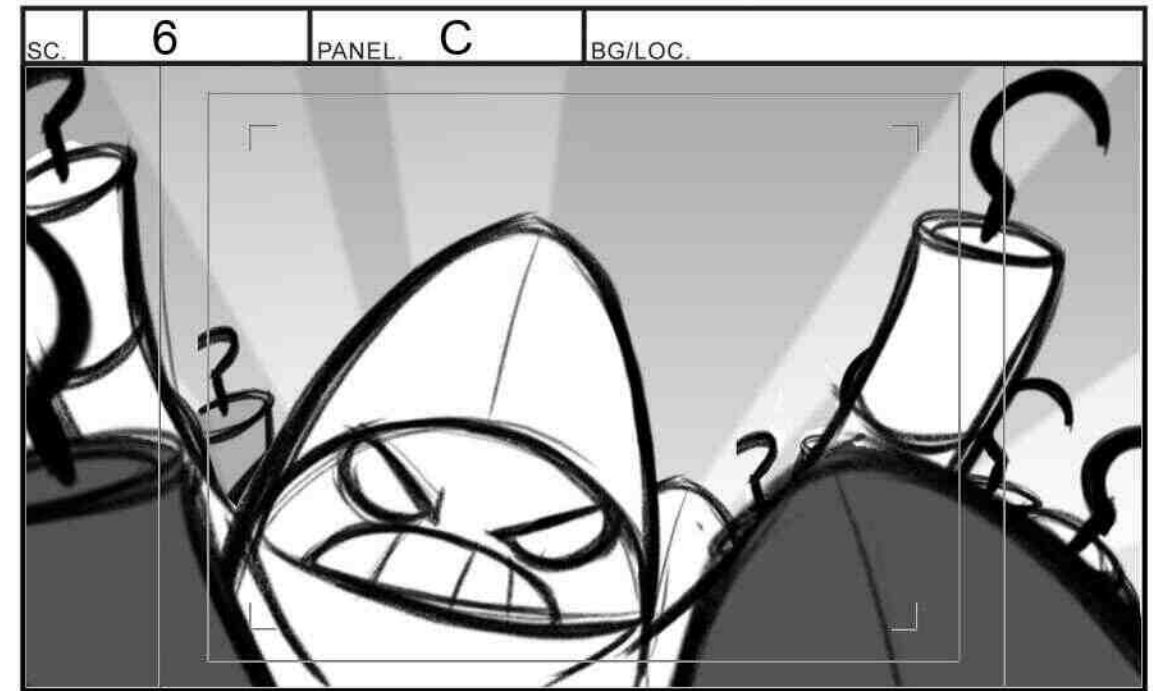
DIAL \_\_\_\_\_

FX: \_\_\_\_\_

SFX: \_\_\_\_\_

Director's Notes

SLUG NOTES



ACTION

Yet another Bug rises up in the foreground.

DIAL \_\_\_\_\_

FX: \_\_\_\_\_

SFX: \_\_\_\_\_

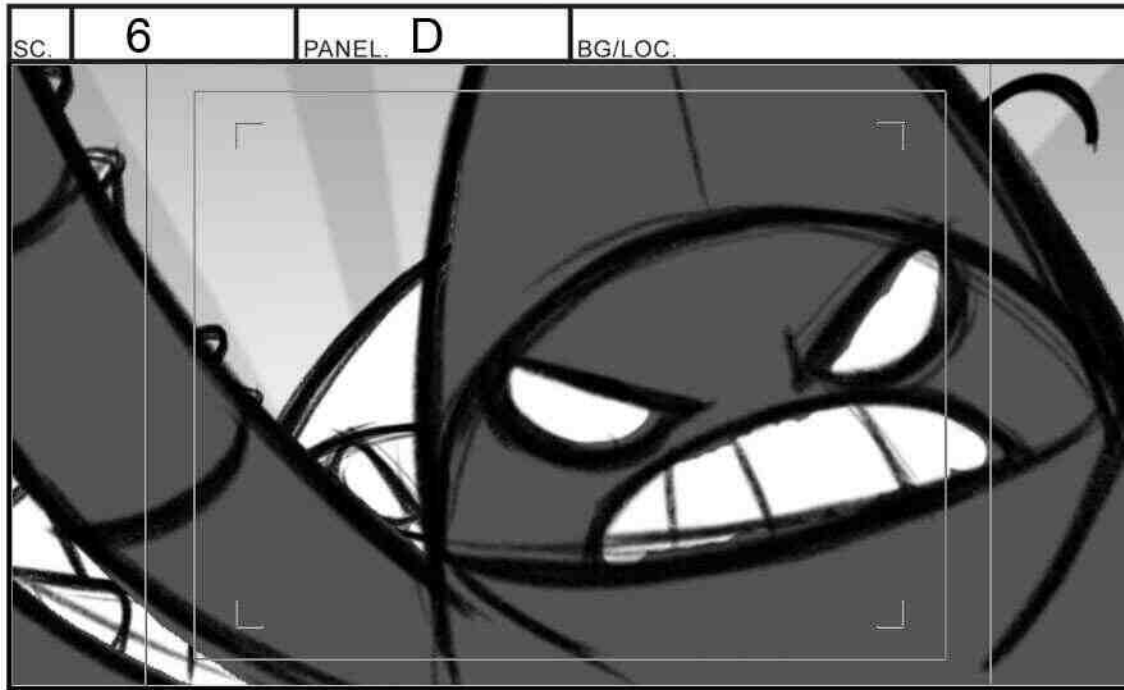
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By: \_\_\_\_\_



ACTION

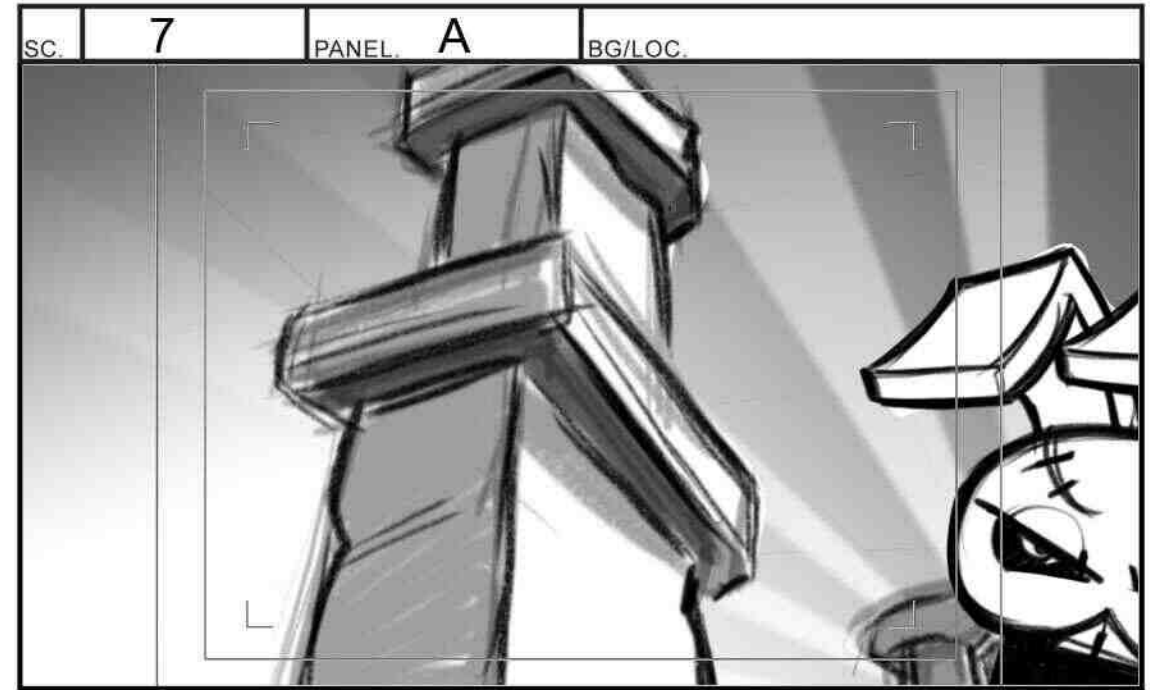
DIAL \_\_\_\_\_

FX: \_\_\_\_\_  
SFX: \_\_\_\_\_

Director's Notes

SLUG NOTES

▼  
**CUT**



ACTION

**Another Angle: Jumpy animates into scene.**

DIAL \_\_\_\_\_

FX: \_\_\_\_\_  
SFX: \_\_\_\_\_

Director's Notes

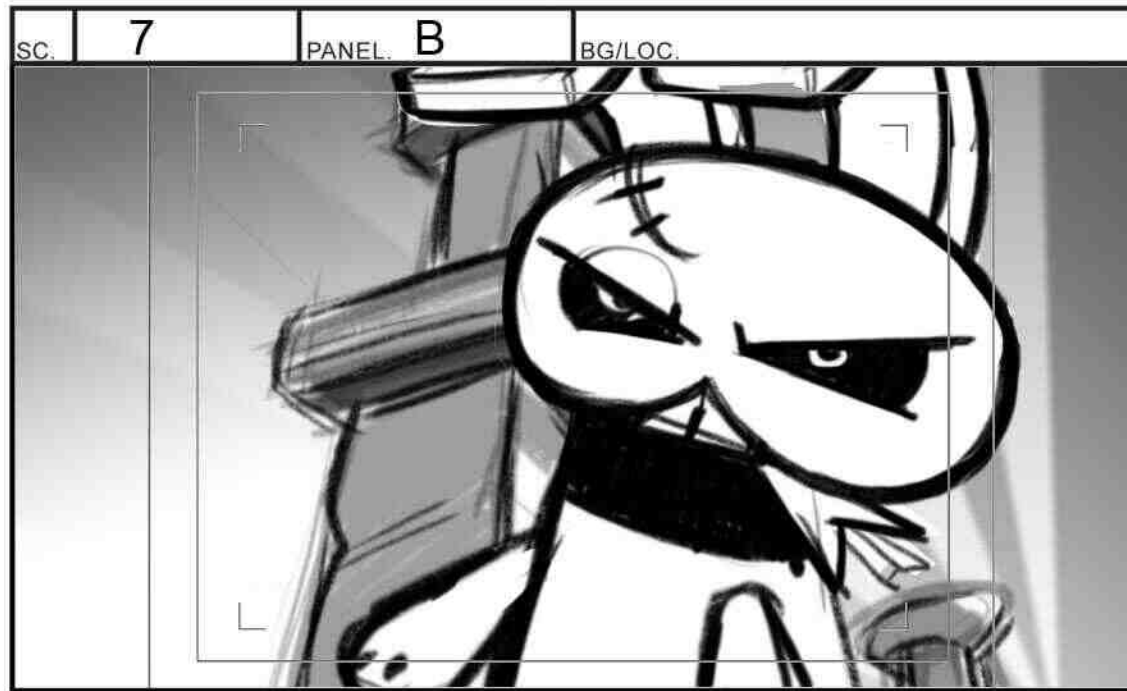
SLUG NOTES

FINAL

PROD #

Approved By: \_\_\_\_\_





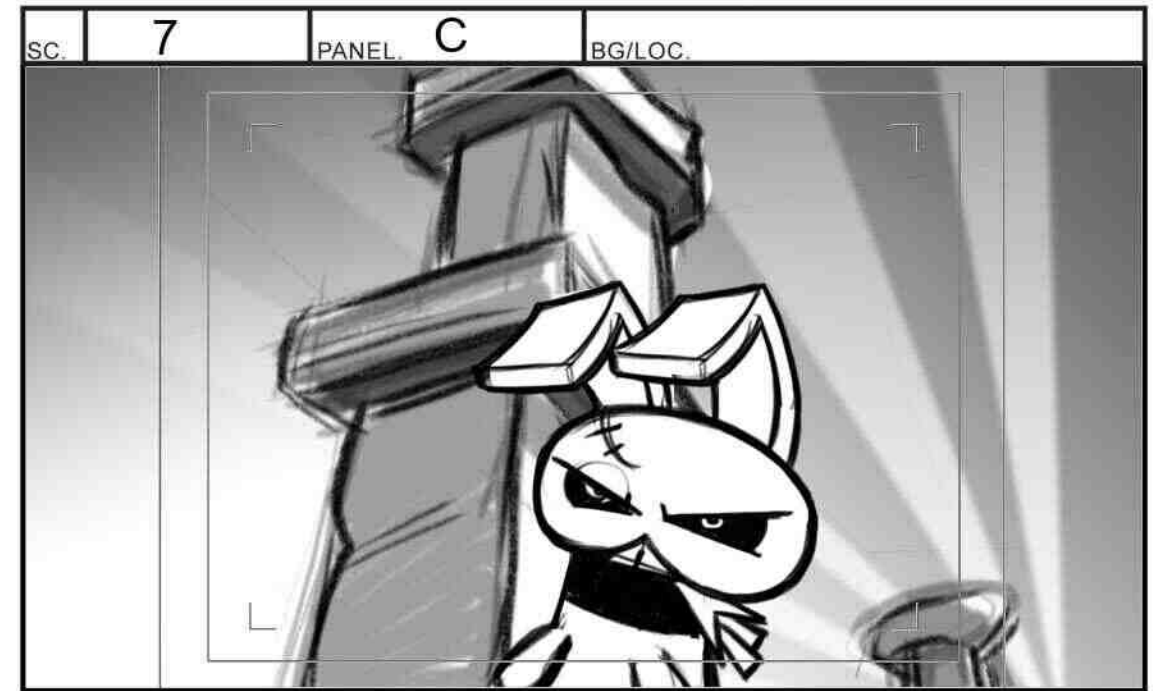
ACTION

\_\_\_\_\_  
DIAL

\_\_\_\_\_  
FX:  
\_\_\_\_\_  
SFX:

Director's Notes

SLUG NOTES



ACTION

\_\_\_\_\_  
DIAL

\_\_\_\_\_  
FX:  
\_\_\_\_\_  
SFX:

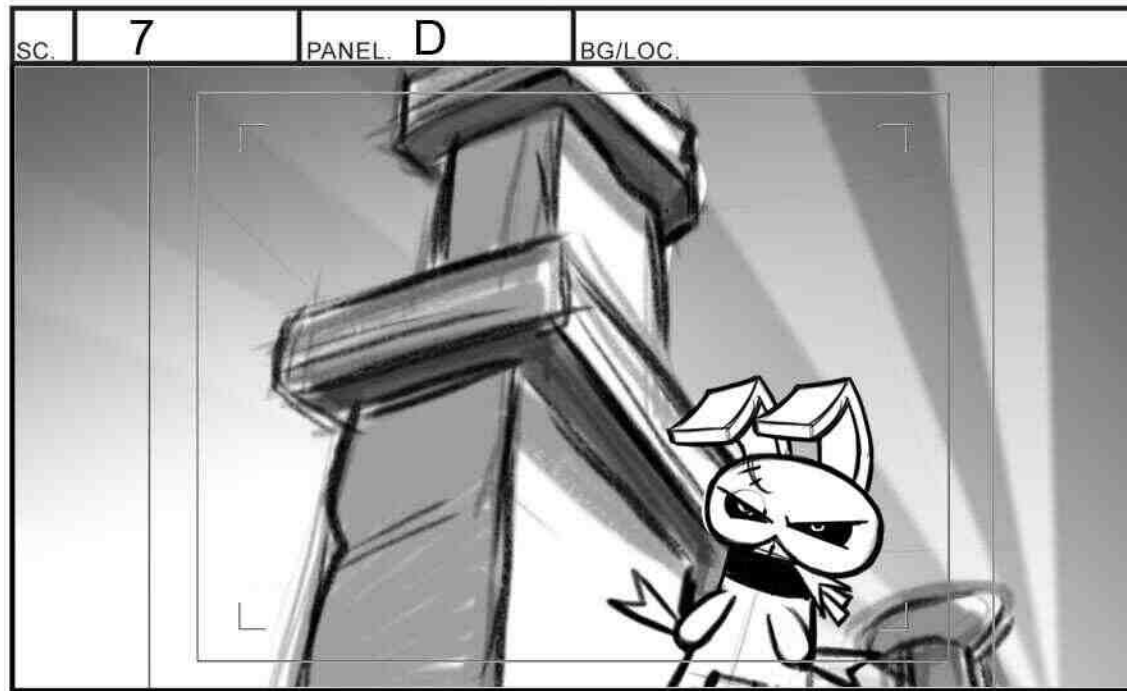
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

**Jumpy is holding a couple of "Shurikans"**

DIAL

FX:

SFX:

Director's Notes

SLUG NOTES



ACTION

**Jumpy antics back....**

DIAL

FX:

SFX:

Director's Notes

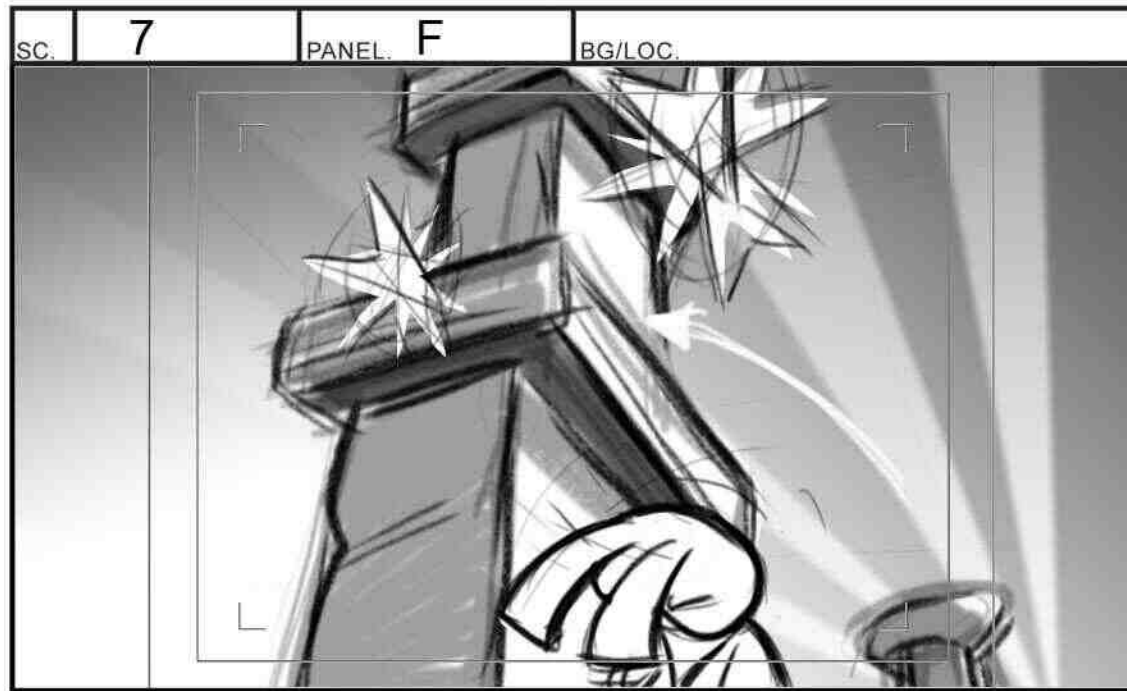
SLUG NOTES

FINAL

PROD #

Approved By:





ACTION

He tosses the "Shurikans"

DIAL

FX: **(DB Blur)**

SFX:

Director's Notes

SLUG NOTES



ACTION

DIAL

FX:

SFX:

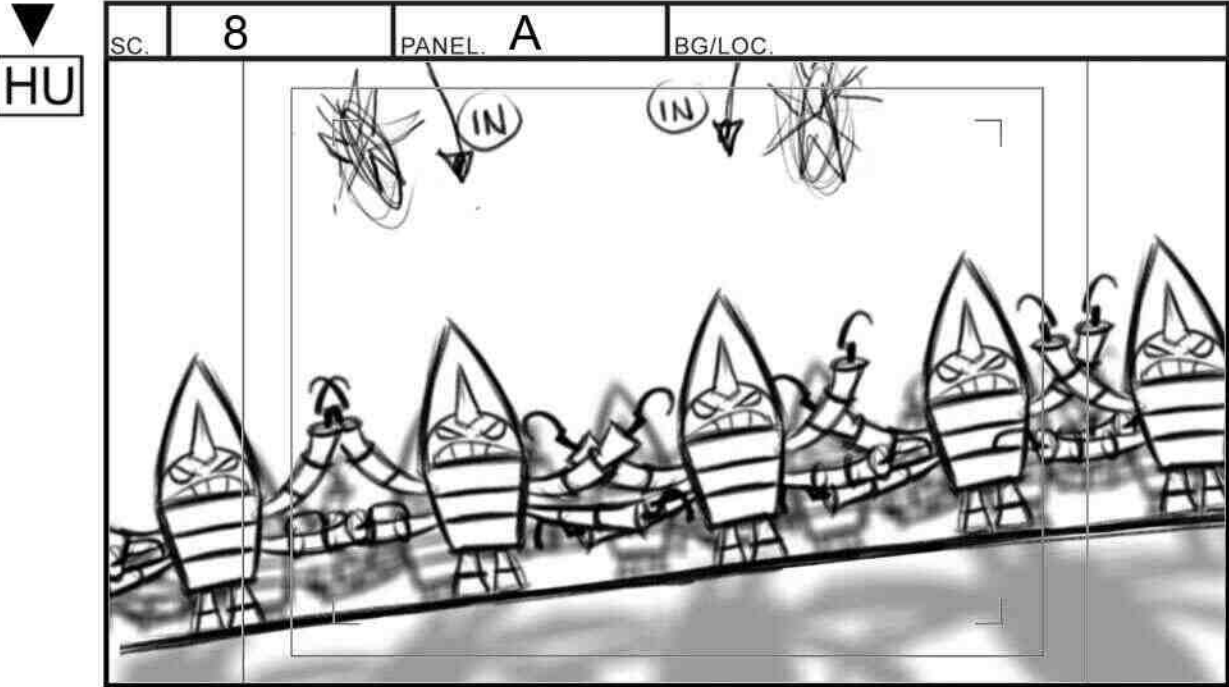
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

Angle on the Bug Horde. The Shurikans fly in.

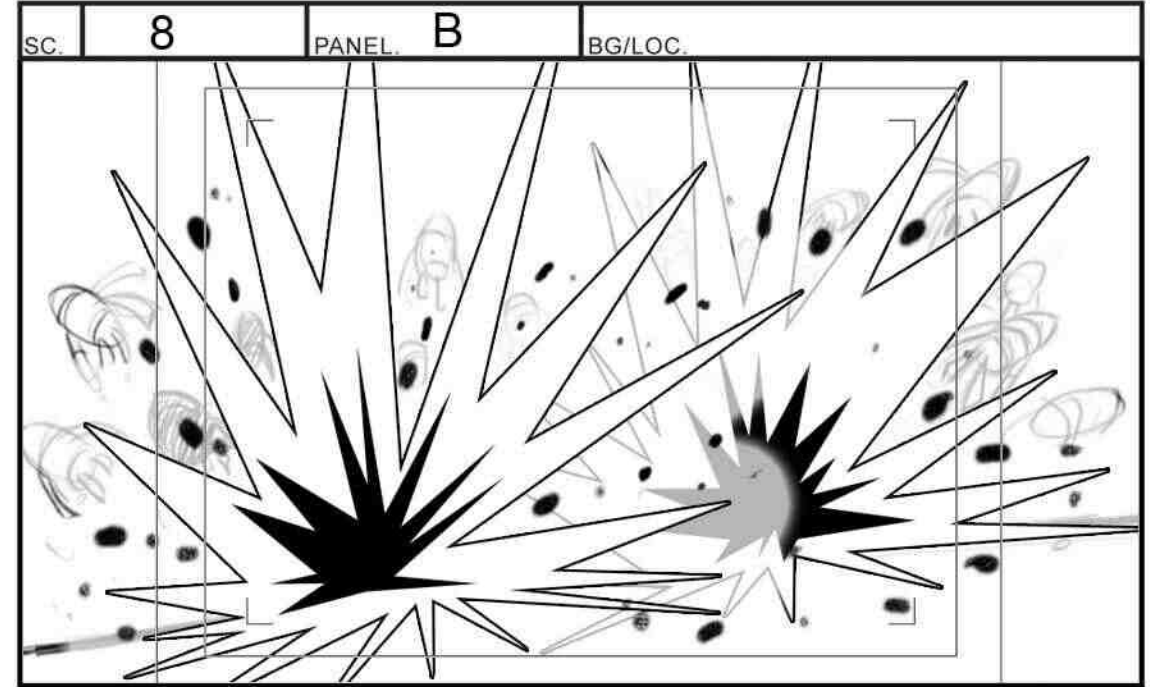
DIAL

FX: **(DB Blur)**

SFX:

Director's Notes

SLUG NOTES



ACTION

They explode sending Bugs flying.

DIAL

FX: **(DX Smoke, Explosions)**

SFX:

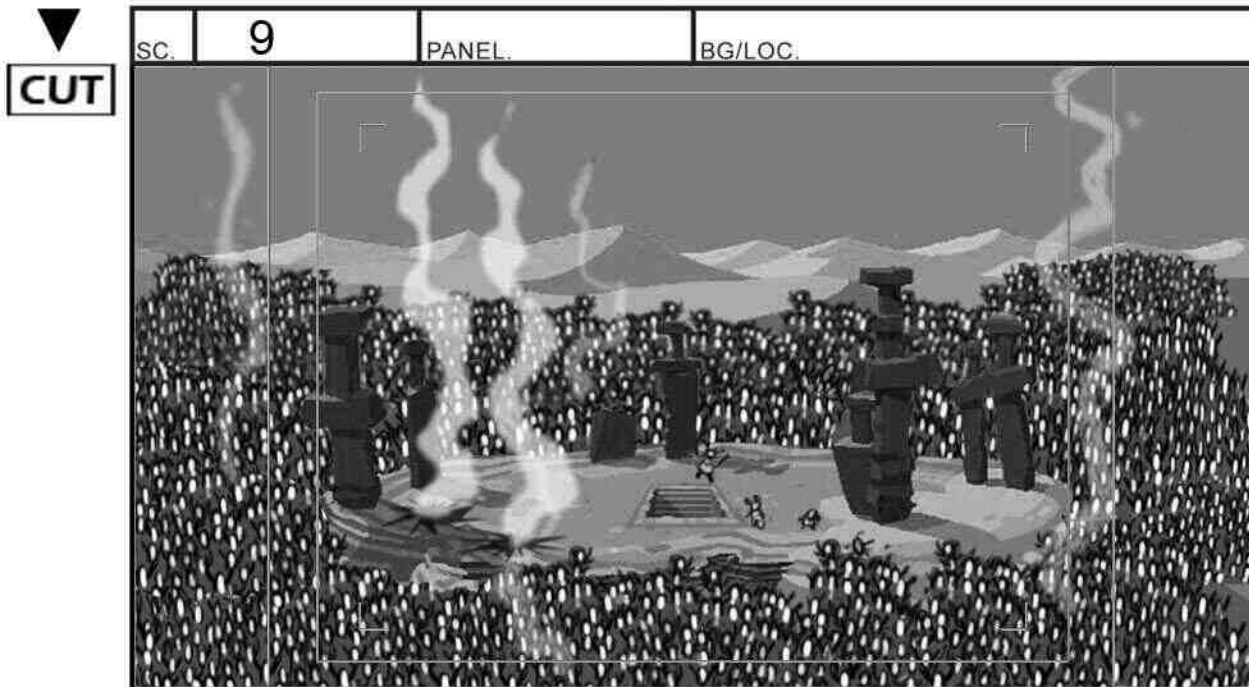
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

**Wide on the Tomb Entrance:  
First Squad hasn't made a dent in the hordes of bugs.**

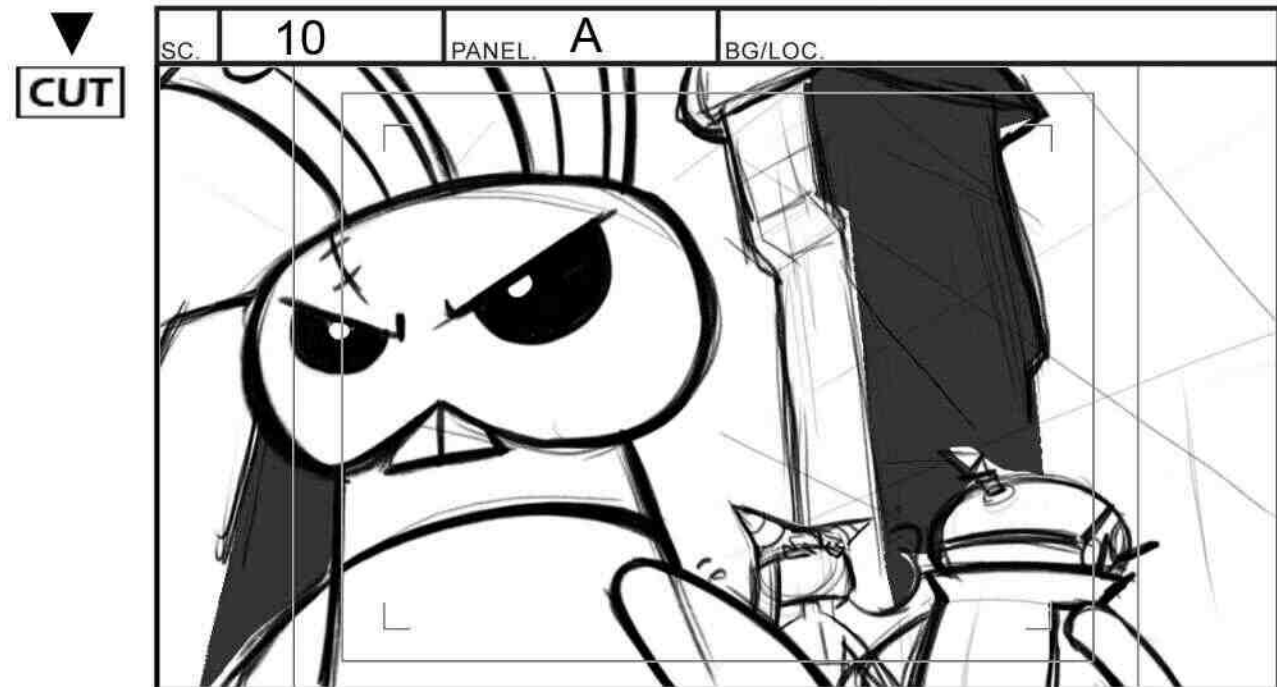
DIAL \_\_\_\_\_

FX: **(DX Smoke)**

SFX: \_\_\_\_\_

Director's Notes

SLUG NOTES



ACTION

**Close on Jumpy. Behind him Mighty Ray and Mystique Sonya stand back to back.**

DIAL \_\_\_\_\_  
**41. Jumpy:  
More...come....**

FX: \_\_\_\_\_

SFX: \_\_\_\_\_

Director's Notes

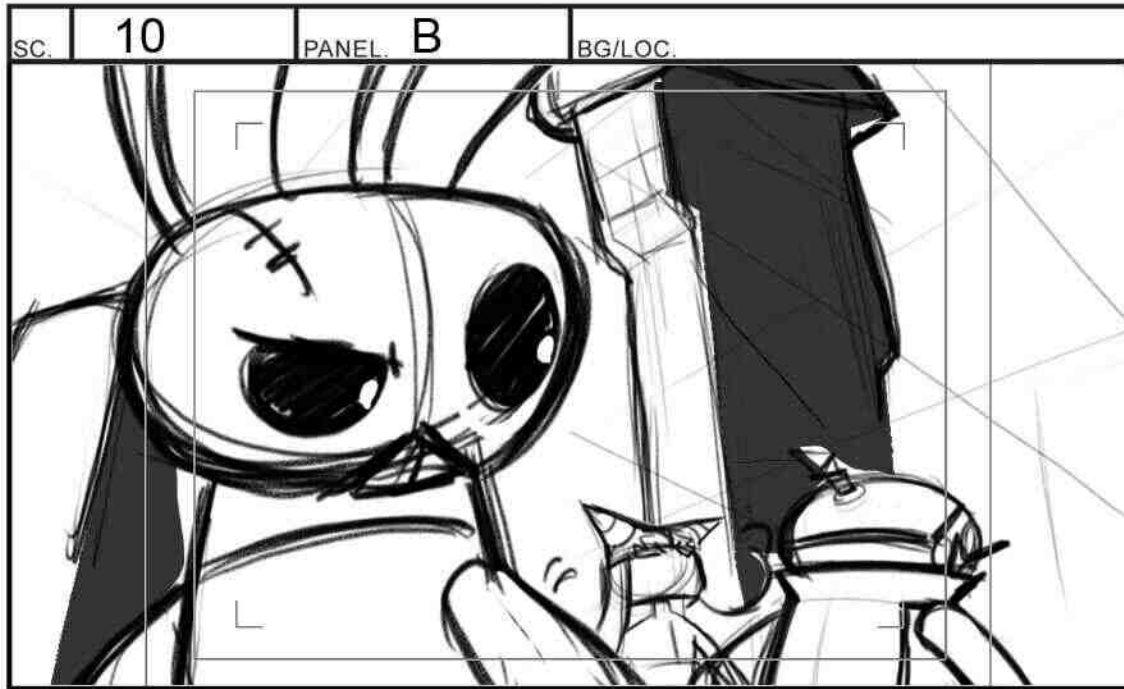
SLUG NOTES

FINAL

PROD #

Approved By: \_\_\_\_\_





ACTION

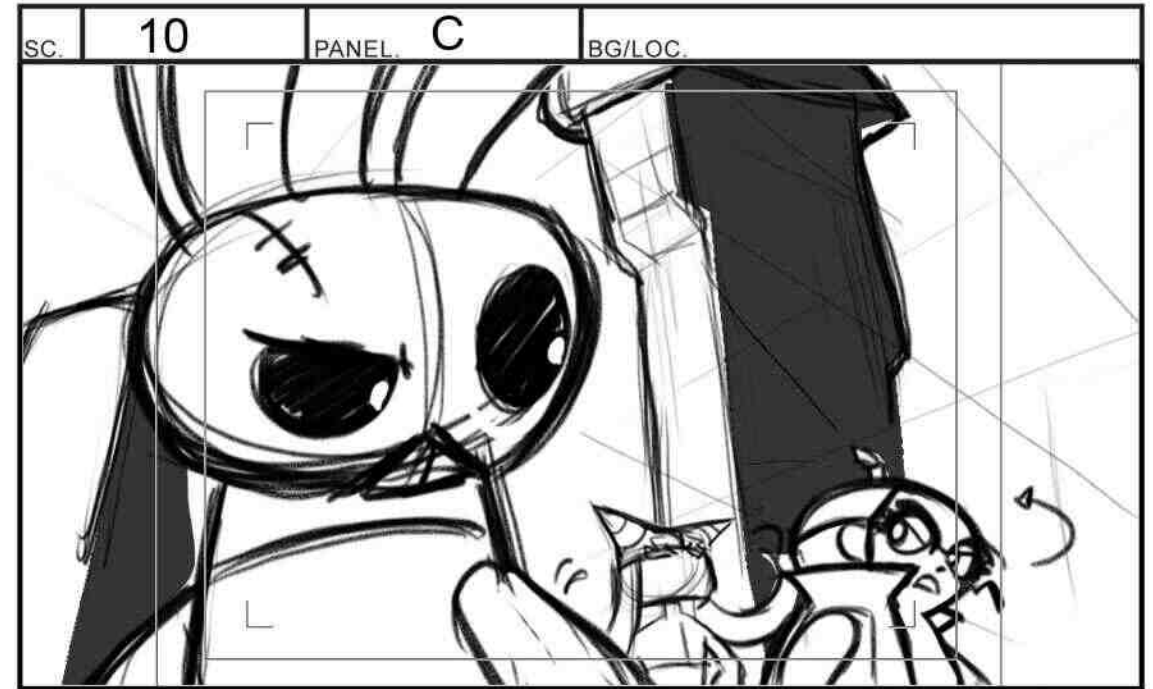
**Jumpy turns to the others.**

DIAL **41. Jumpy:**  
**...back?**

FX: **(DX Smoke)**  
SFX:

Director's Notes

SLUG NOTES



ACTION

**Mighty Ray turns to Jumpy.**

DIAL **42. Mighty Ray:**  
**And we'll be ready.**

FX:  
SFX:

Director's Notes

SLUG NOTES

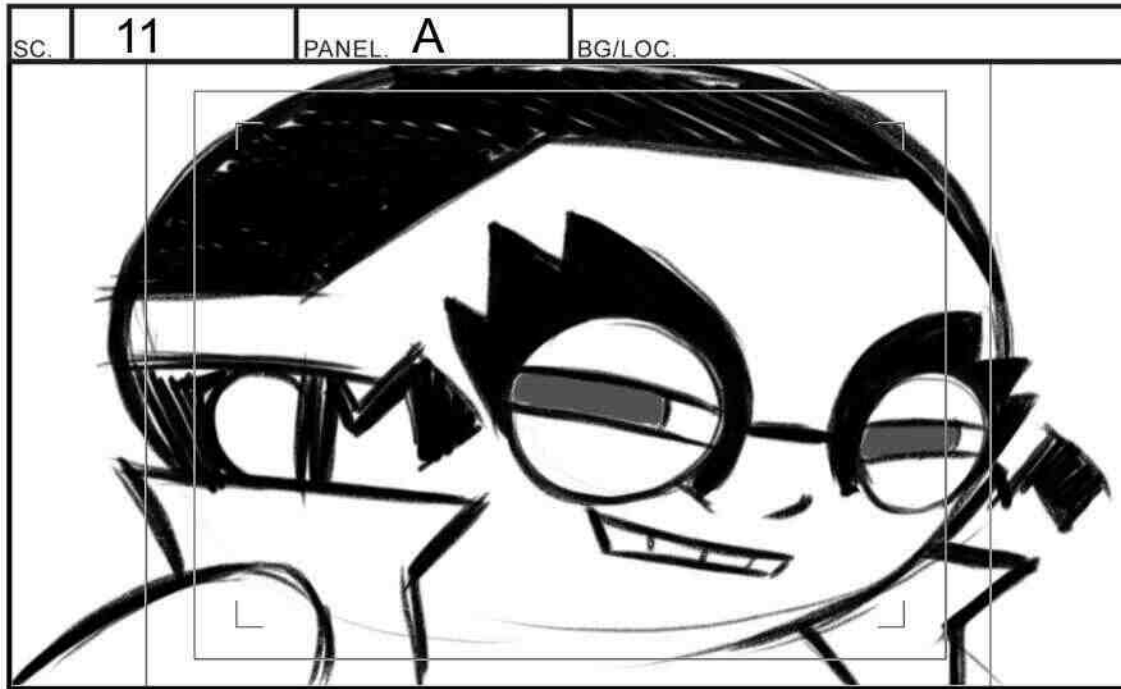
FINAL

PROD #

Approved By:



CUT



ACTION

Close on a grinning Mighty Ray

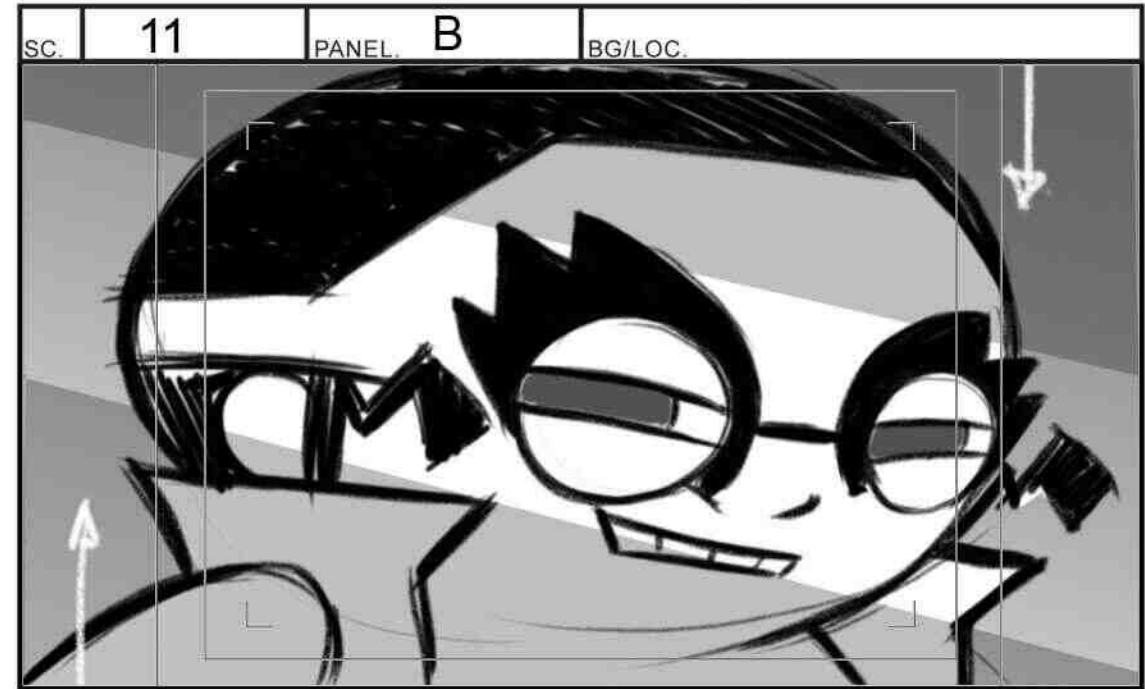
DIAL

FX: **(DX Smoke)**

SFX:

Director's Notes

SLUG NOTES



ACTION

Shadow bars slide on.

DIAL

**42. Mighty Ray:**  
**I have an idea.**

FX:

SFX:

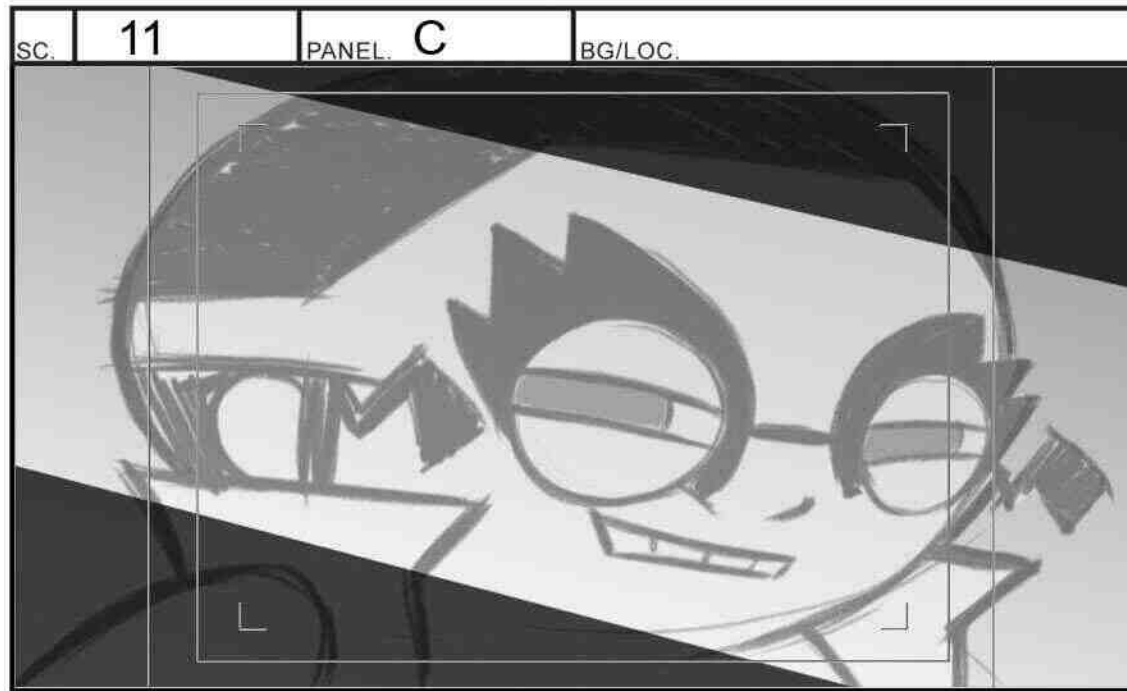
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

**Start Cross - dissolve to the Int. Ante-Chamber Corridor.**

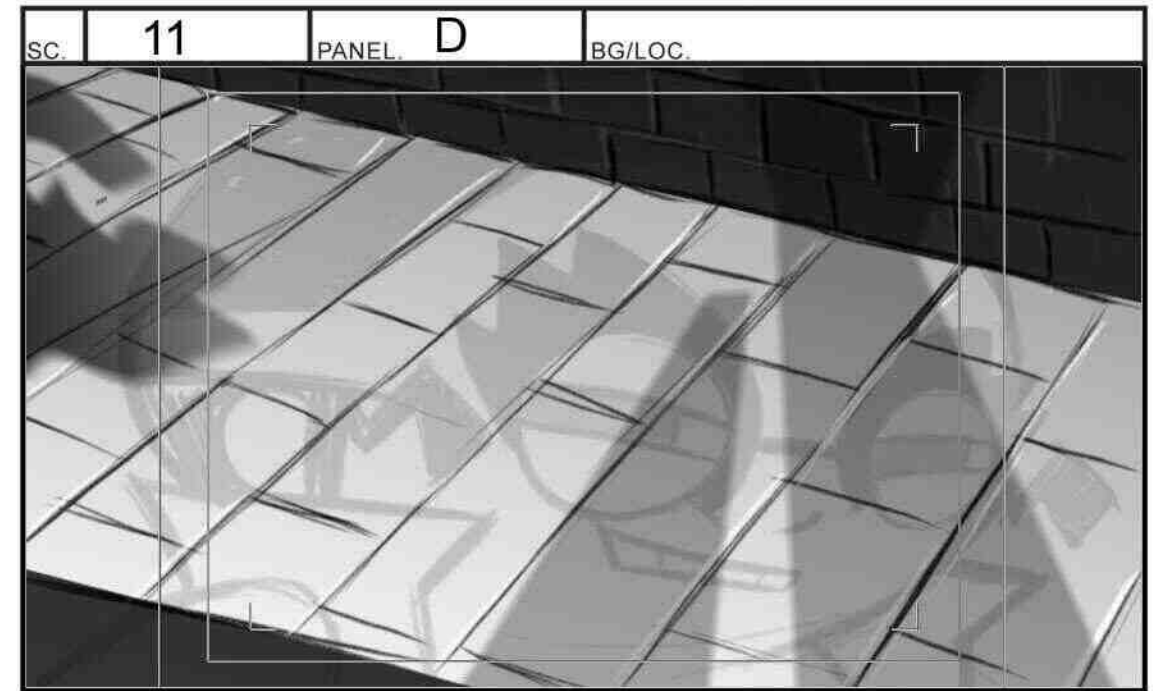
DIAL

FX:

SFX:

Director's Notes

SLUG NOTES



ACTION

**Lin Chungs shadow slides in.**

DIAL

FX: **(DX Shadows)**

SFX:

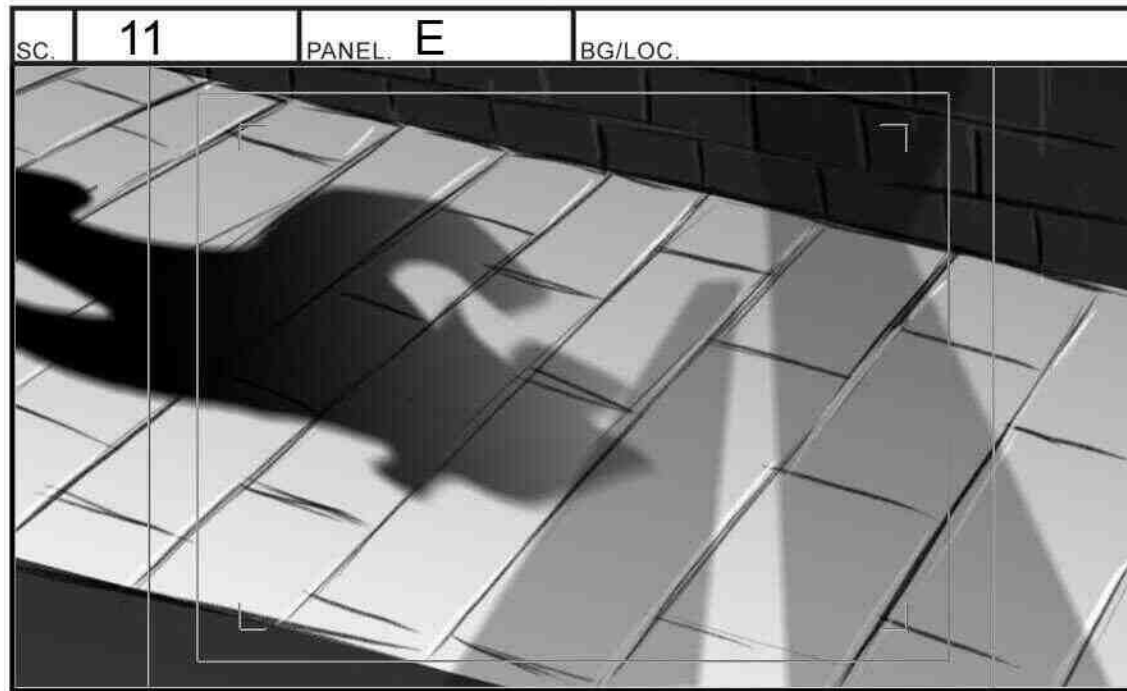
Director's Notes

SLUG NOTES

FINAL

PROD #





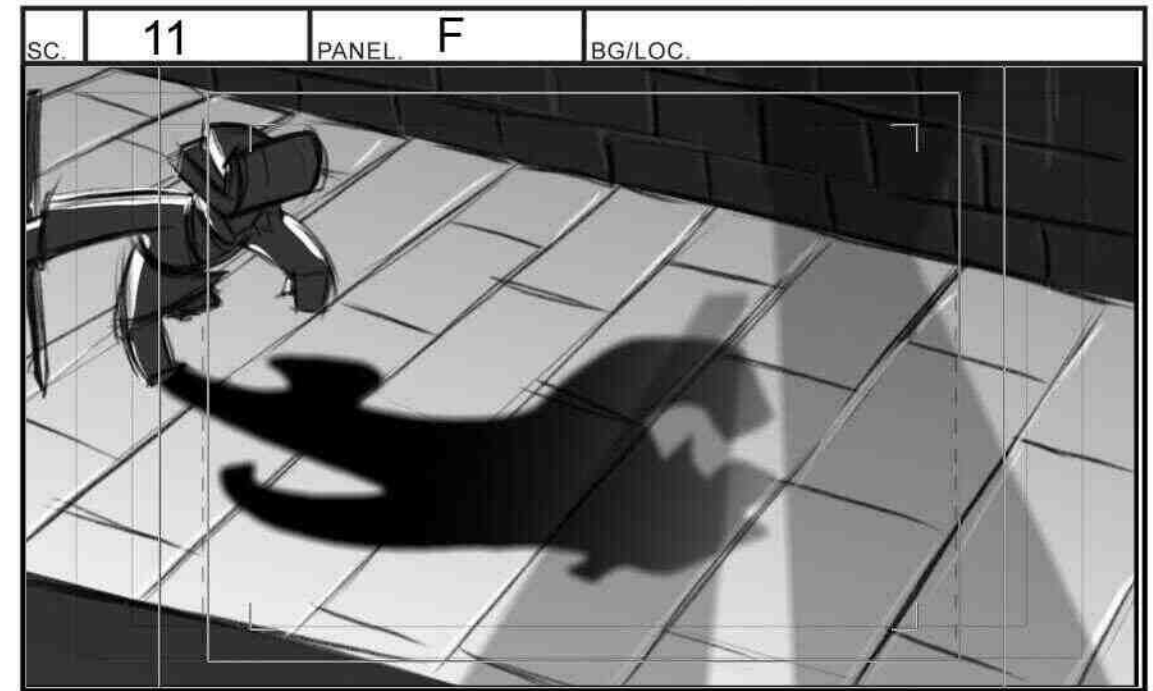
ACTION  
**Start Cross - dissolve to the Int. Ante-Chamber Corridor.**

DIAL \_\_\_\_\_

FX: \_\_\_\_\_  
SFX: \_\_\_\_\_

Director's Notes

SLUG NOTES



ACTION  
**Lin Chungs runs in.**

DIAL \_\_\_\_\_

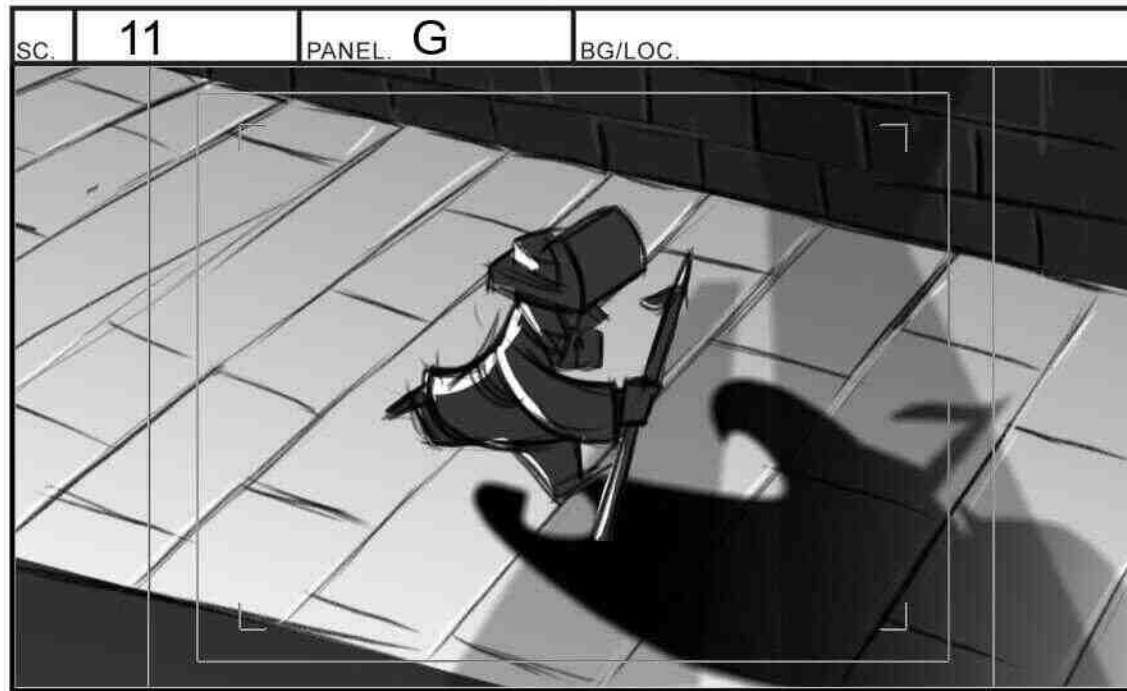
FX: **(DX Shadows)**  
SFX: \_\_\_\_\_

Director's Notes

SLUG NOTES

FINAL

PROD #



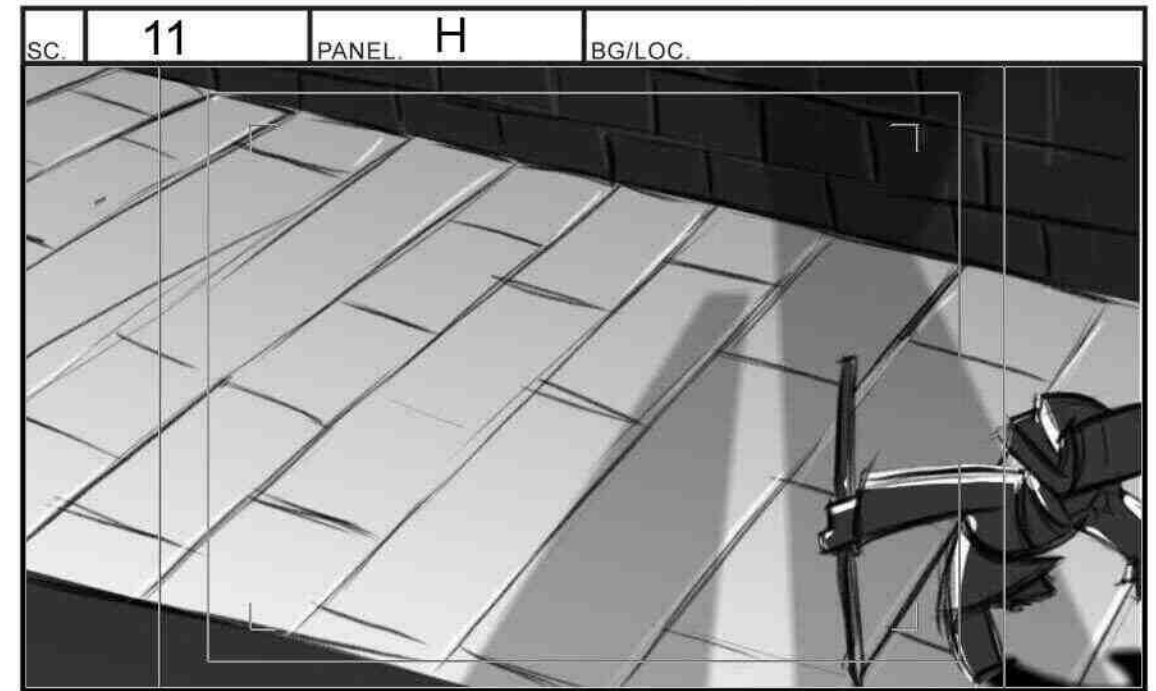
ACTION

DIAL \_\_\_\_\_

FX: \_\_\_\_\_  
SFX: \_\_\_\_\_

Director's Notes

SLUG NOTES



ACTION

DIAL \_\_\_\_\_

FX: \_\_\_\_\_  
SFX: \_\_\_\_\_

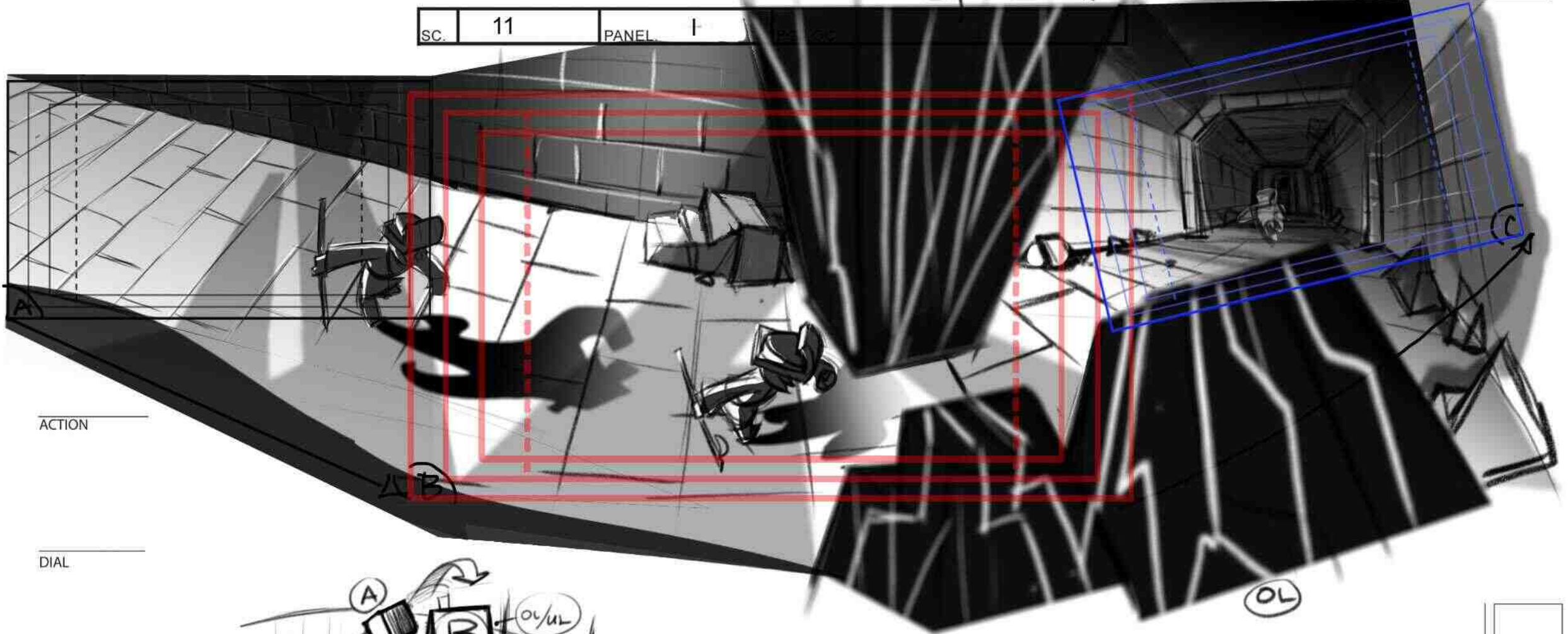
Director's Notes

SLUG NOTES

FINAL

PROD #

SC.	11	PANEL	1
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ACTION

DIAL

FX:

SFX:

Director's Notes

SLUG NOTES

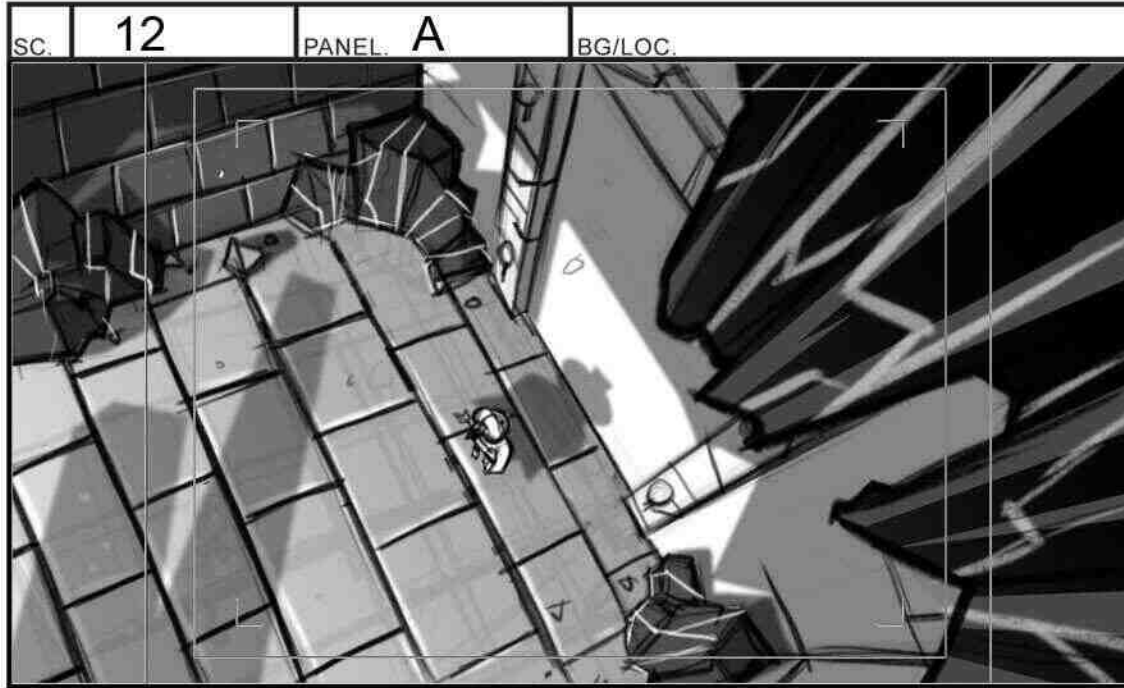
PAN and TRUCK OUT A - B and TRUCK IN B - C  
as Lin Chung races down the corridor.

FINAL

PROD #



▼  
**CUT**



ACTION

Angle on Highroller standing in front of a Large Door with multiple stone handles.

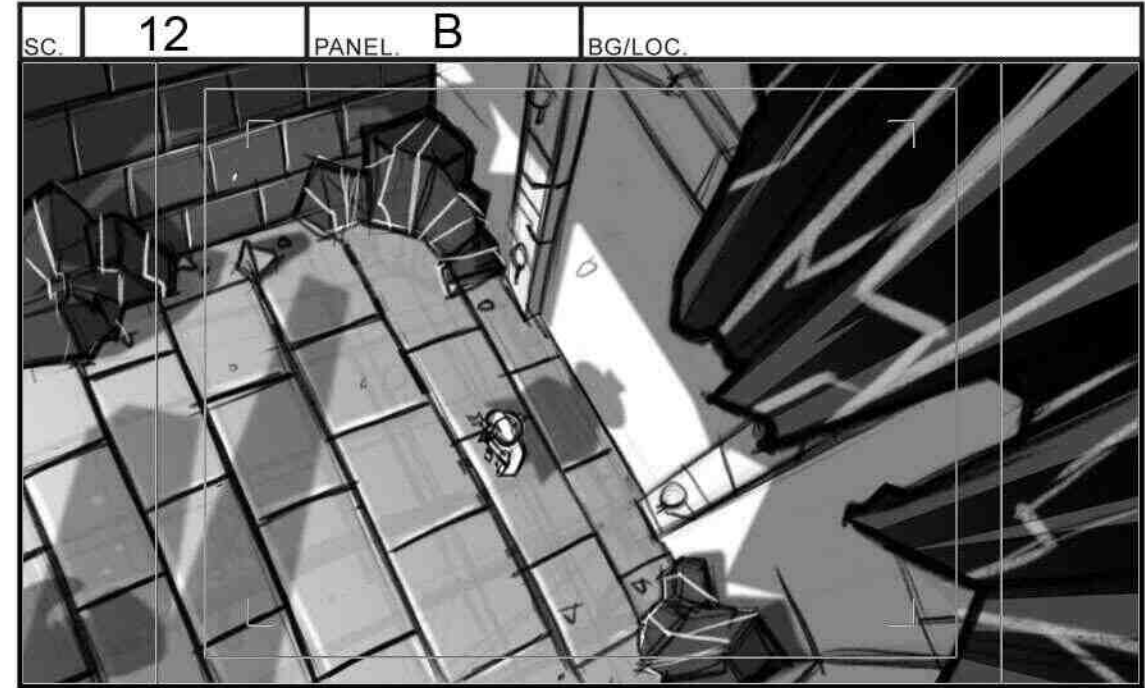
DIAL \_\_\_\_\_

FX: **(DX Shadows)**

SFX: \_\_\_\_\_

Director's Notes

SLUG NOTES



ACTION

Lin Chungs' shadow slides in.

DIAL \_\_\_\_\_

FX: \_\_\_\_\_

SFX: \_\_\_\_\_

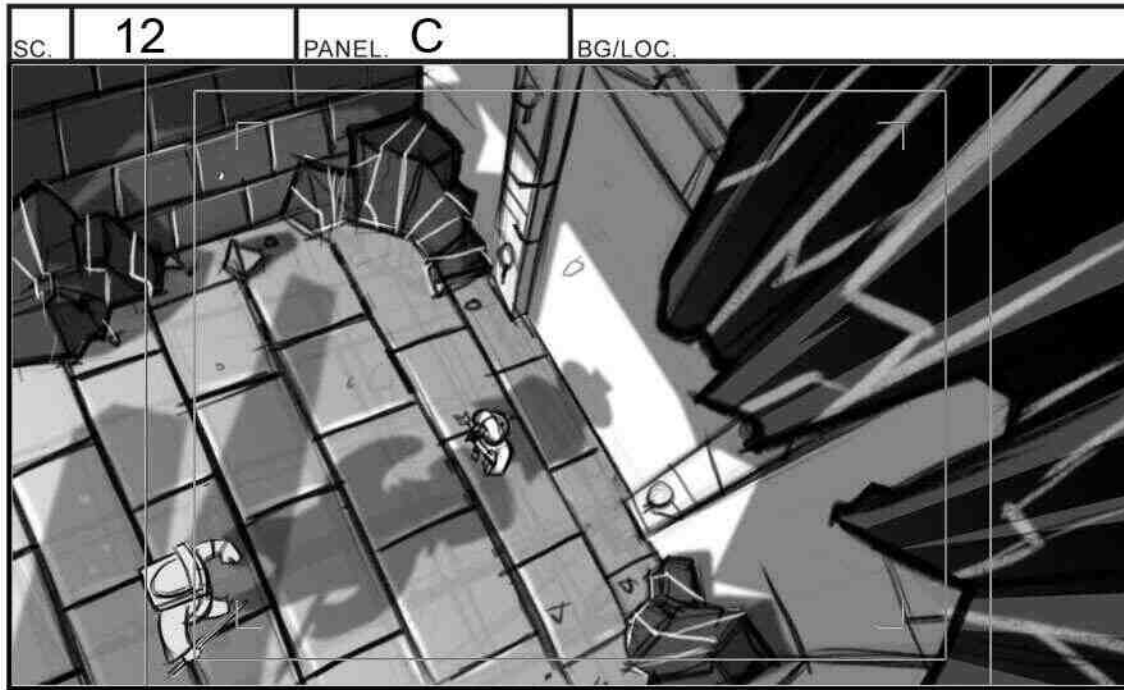
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

**Lin Chung comes up behind Highroller.**

DIAL \_\_\_\_\_

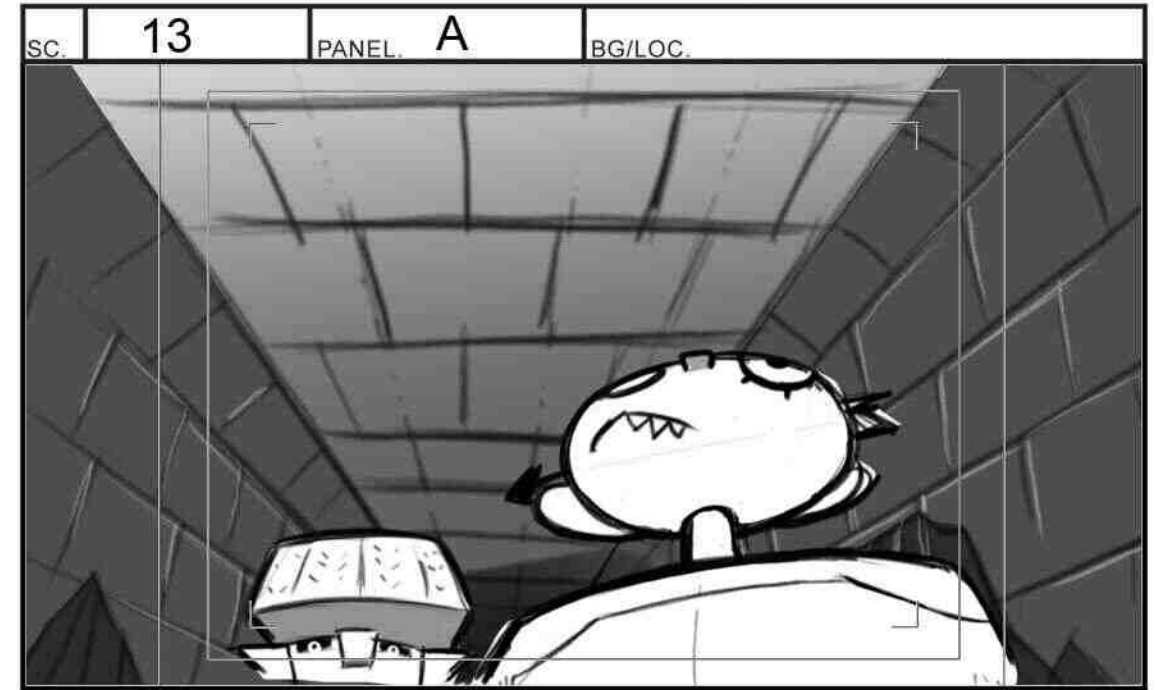
FX: **(DX Shadows)**

SFX: \_\_\_\_\_

Director's Notes

SLUG NOTES

▼  
**CUT**



ACTION

**Angle on Highroller looking upwards.  
Lin Chung comes up behind Highroller.**

DIAL \_\_\_\_\_

FX: \_\_\_\_\_

SFX: \_\_\_\_\_

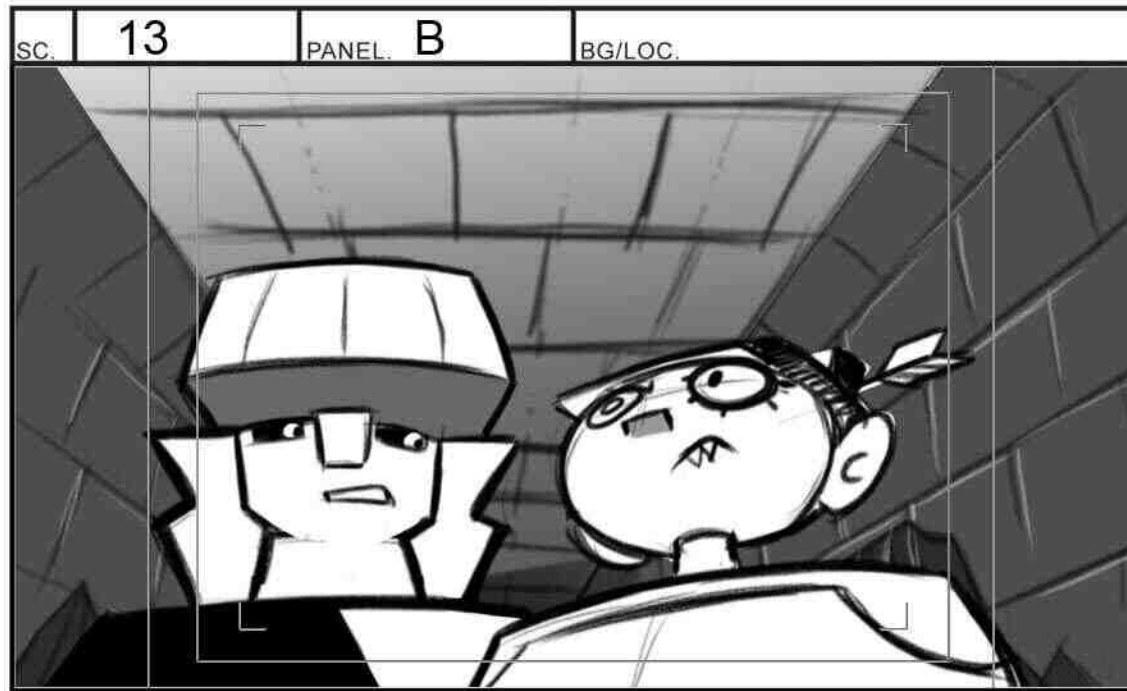
Director's Notes

SLUG NOTES

FINAL

PROD # \_\_\_\_\_

Approved By: \_\_\_\_\_



ACTION

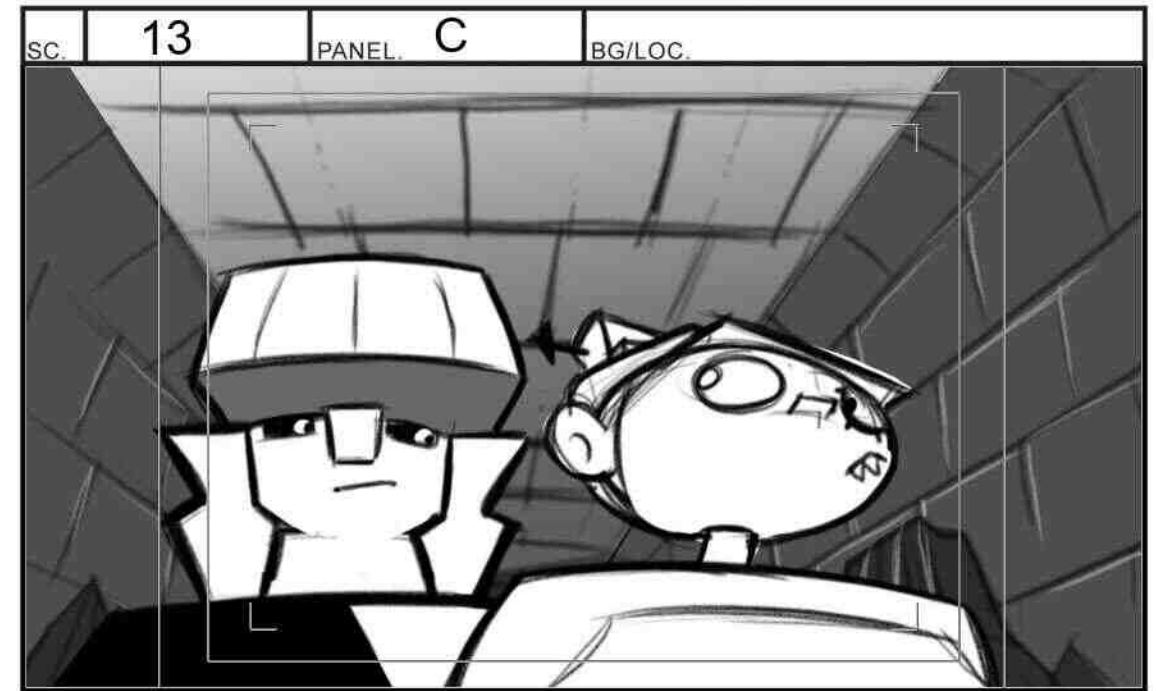
**Highroller is looking for something.**

\_\_\_\_\_  
DIAL

\_\_\_\_\_  
FX:  
\_\_\_\_\_  
SFX:

\_\_\_\_\_  
Director's Notes

SLUG NOTES



ACTION

\_\_\_\_\_  
DIAL

\_\_\_\_\_  
FX:  
\_\_\_\_\_  
SFX:

\_\_\_\_\_  
Director's Notes

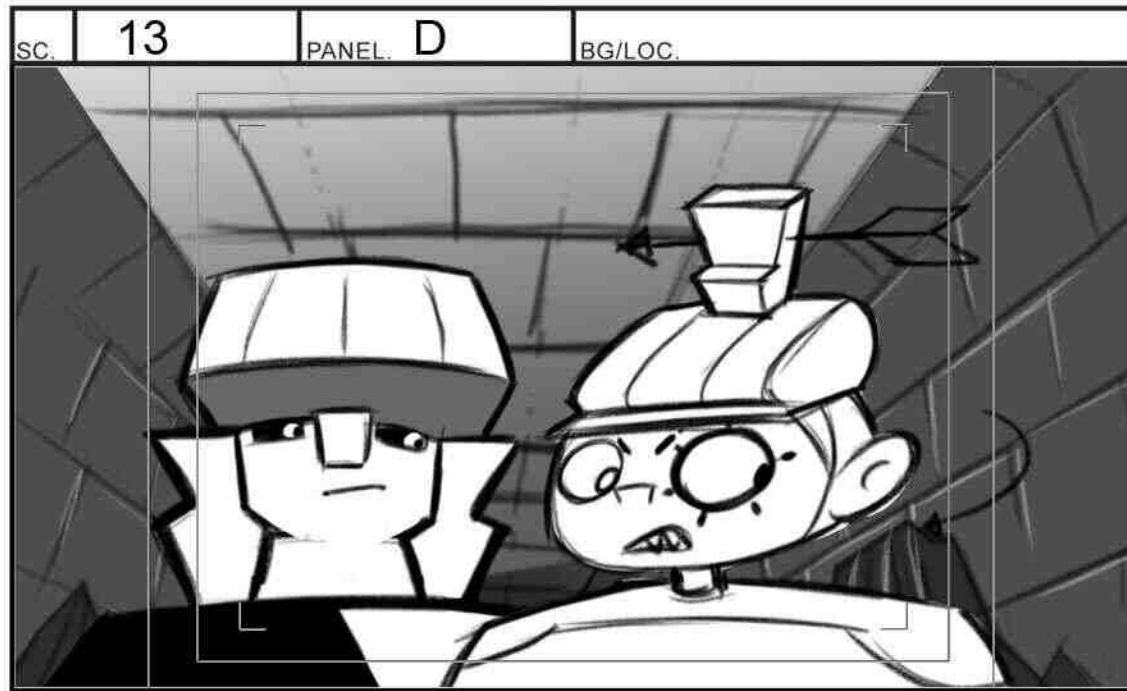
SLUG NOTES

FINAL

PROD #

Approved By:





ACTION

**Highroller is looking for something.**

DIAL

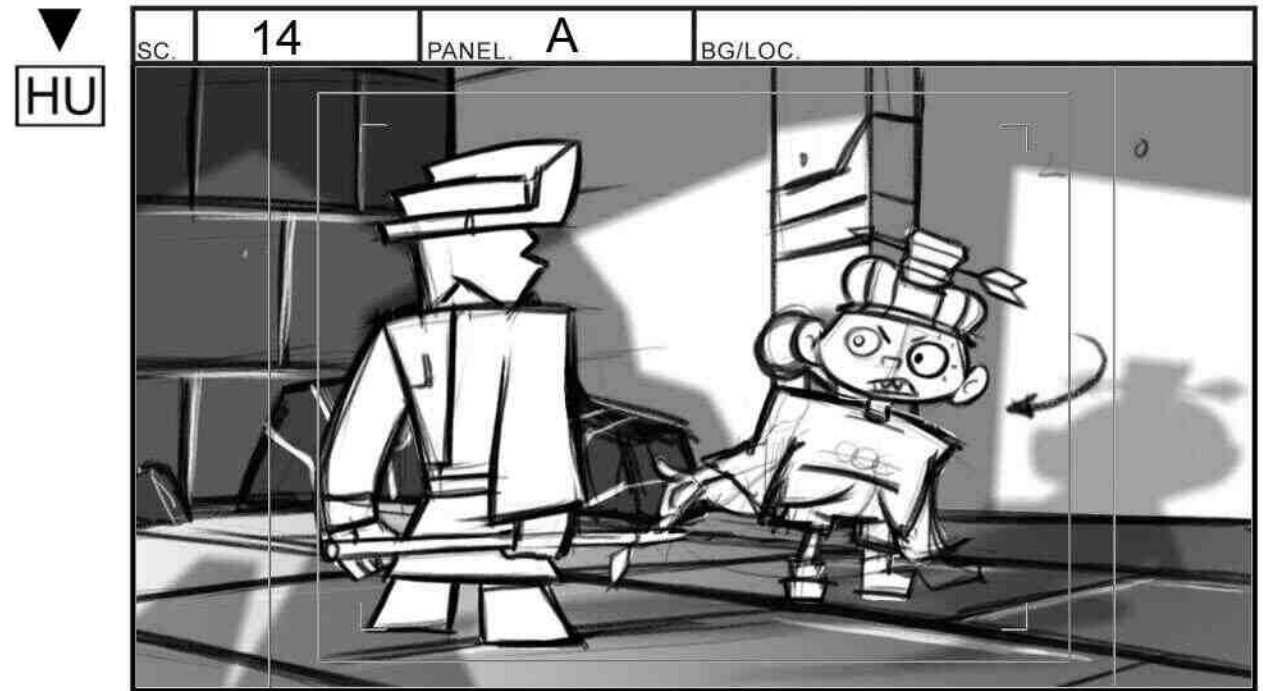
**44. Mighty Ray:  
If I was careful....**

FX:

SFX:

Director's Notes

SLUG NOTES



ACTION

**Wide on Lin Chung and Highroller standing near the Large Door.  
Highroller turns to Lin.**

DIAL

**44. Mighty Ray:  
...I wouldn't be this close...**

FX:

SFX:

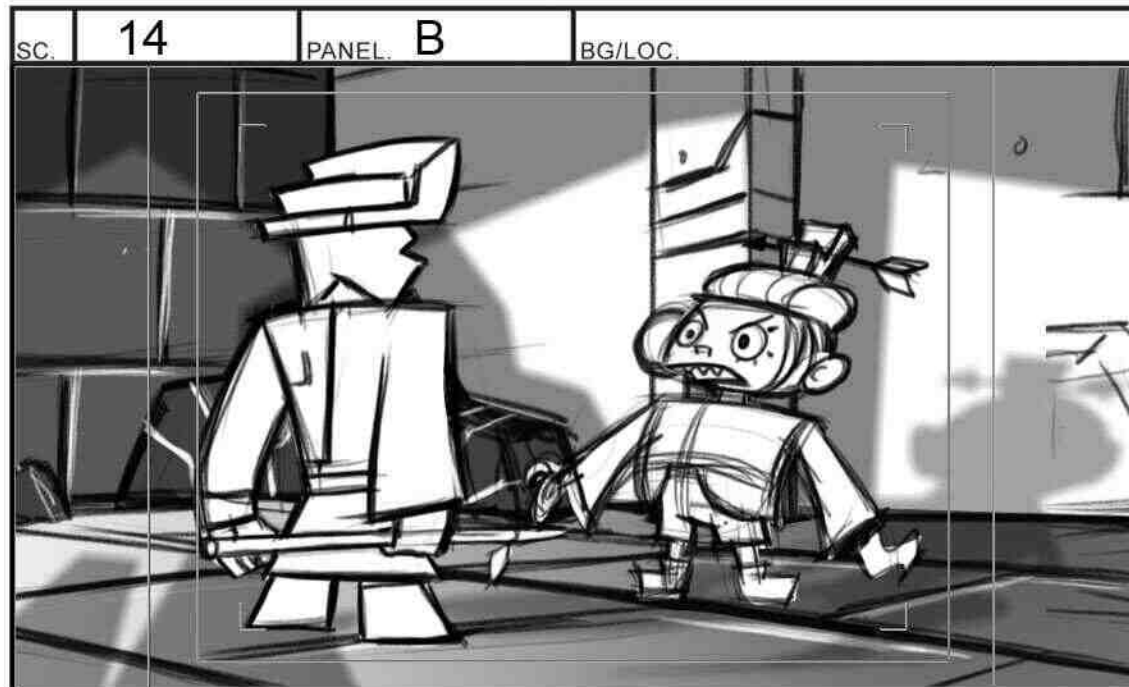
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

DIAL

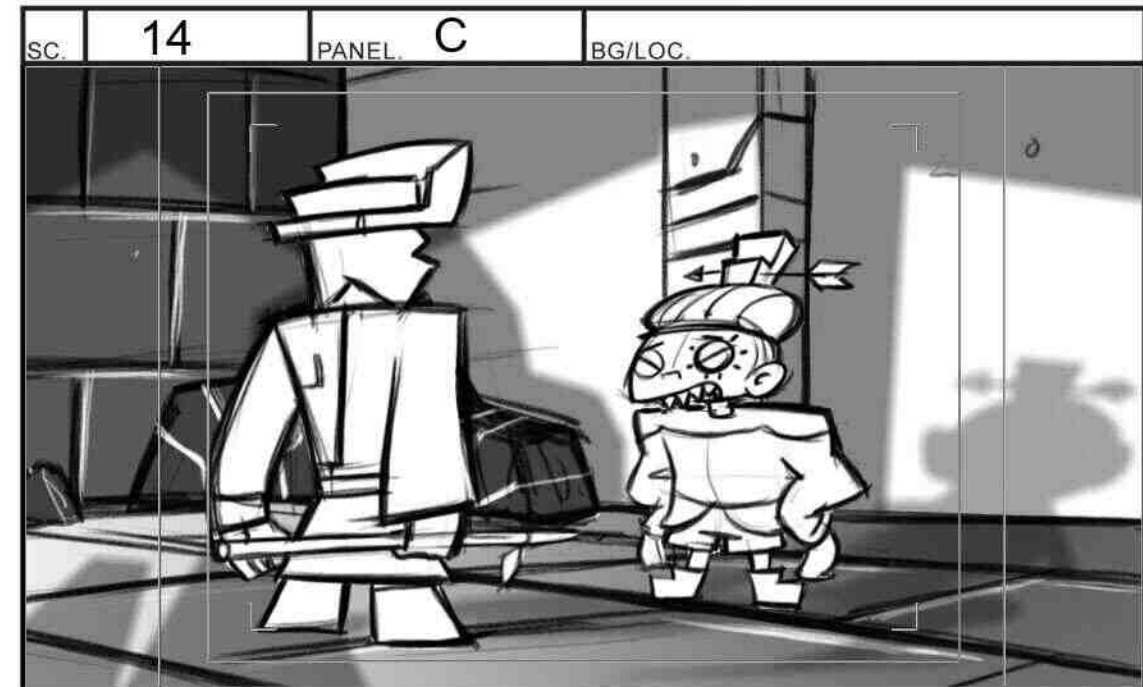
**44. Highroller:**  
....to "The Sword of Dark Fire" .....

FX:

SFX:

Director's Notes

SLUG NOTES



ACTION

**Wide on Lin Chung and Highroller standing near the Large Door. Highroller turns to Lin.**

DIAL

**44. Mighty Ray:**  
...now would I?

FX:

SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #



ACTION

Angle OTS Highroller , on Lin Chung.

DIAL

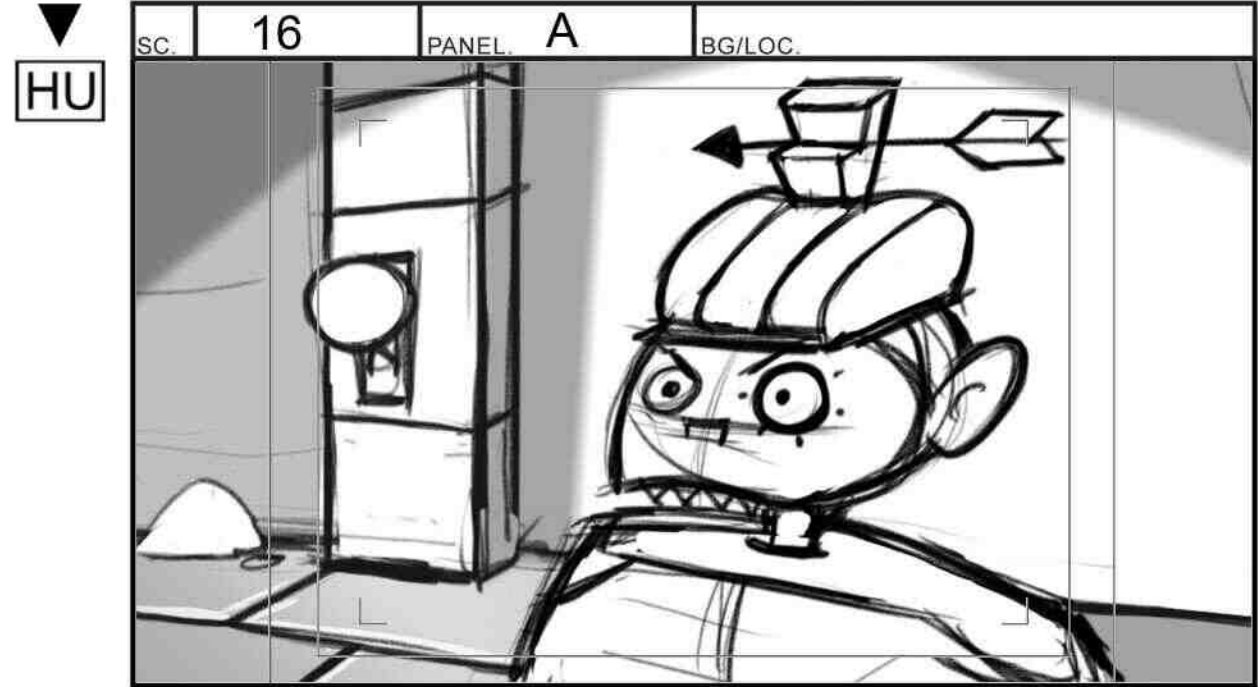
**45. Lin Chung:**  
You must know the sword should never be used...

FX:

SFX:

Director's Notes

SLUG NOTES



ACTION

Angle on an annoyed Highroller.  
(START POSE)

DIAL

FX:

SFX:

Director's Notes

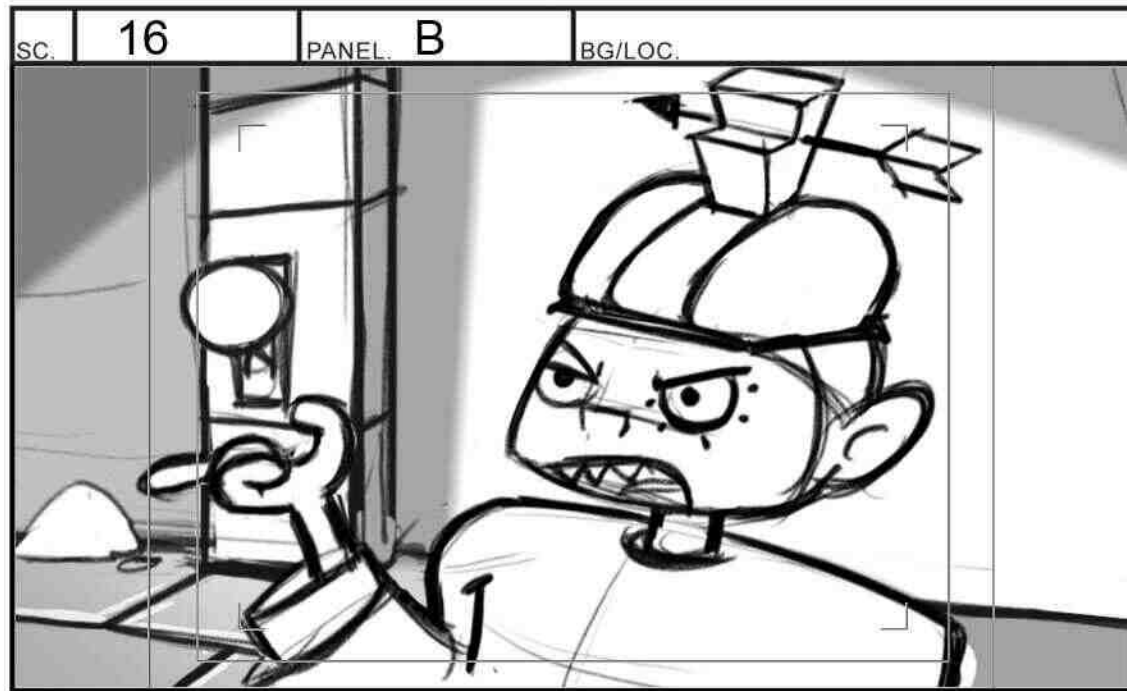
SLUG NOTES

FINAL

PROD #

Approved By:





ACTION

DIAL

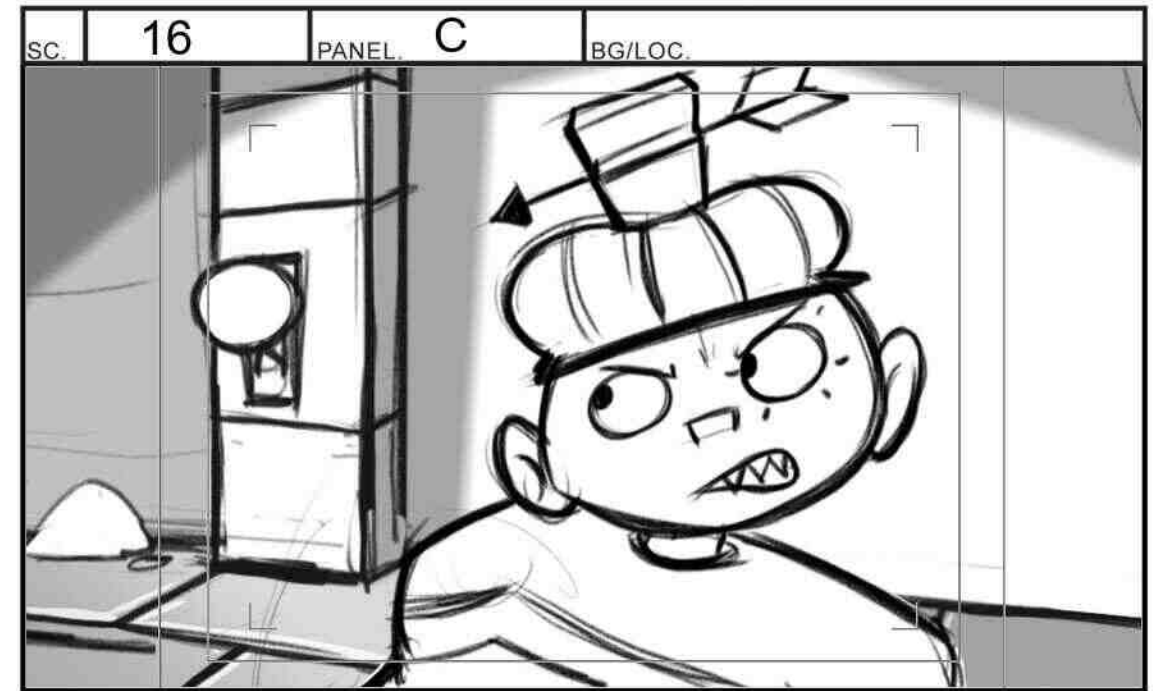
**46. Highroller:**  
...by someone who's not qualified.....

FX:

SFX:

Director's Notes

SLUG NOTES



ACTION

DIAL

**46. Mighty Ray:**  
...to use it ? !

FX:

SFX:

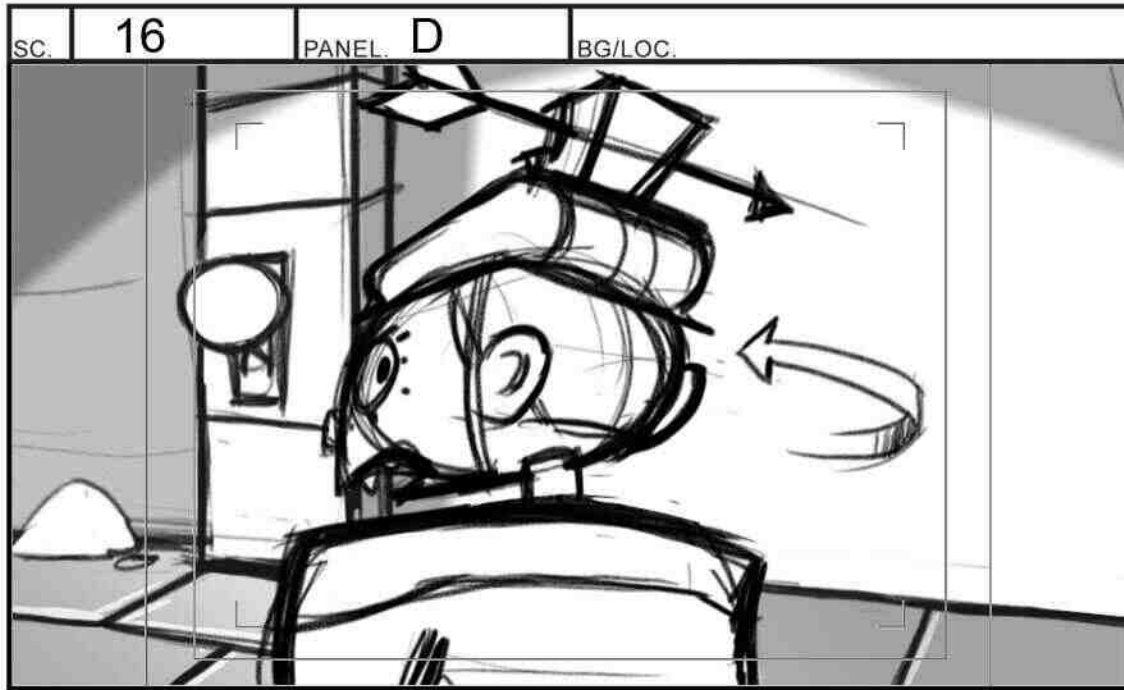
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

**Highroller turns to the door.**

DIAL

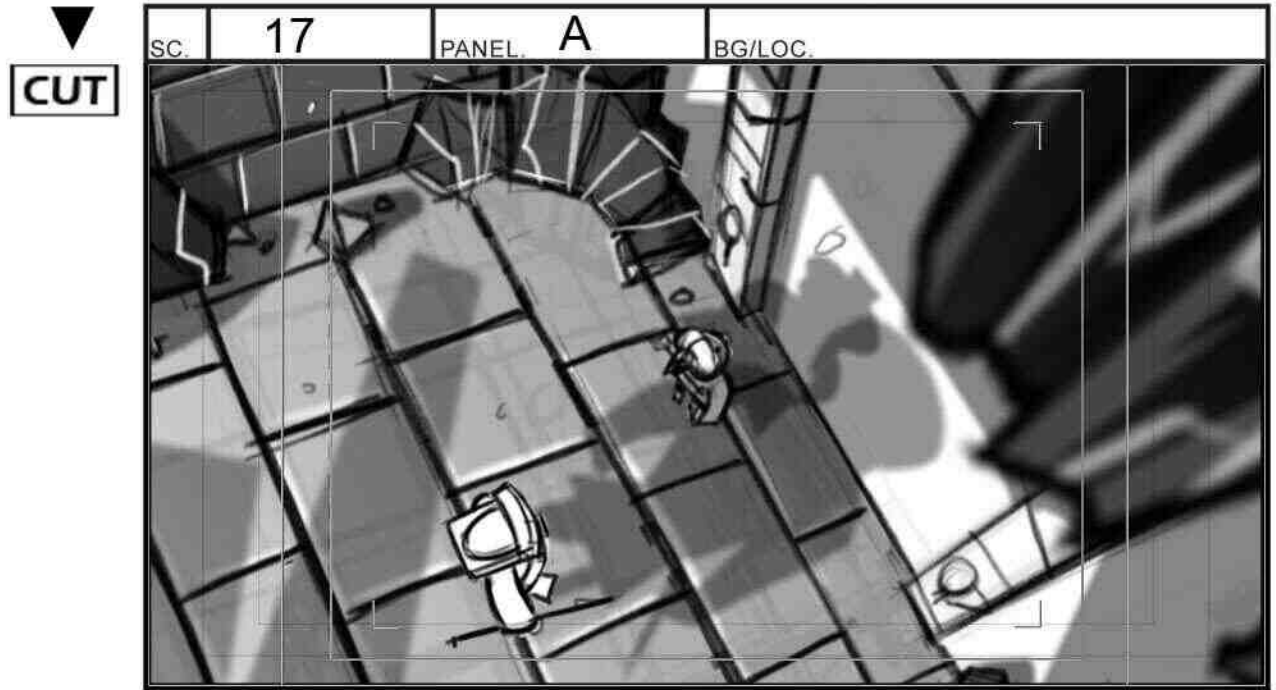
**46. Highroller:**  
**Too bad that someone's not me!**

FX:

SFX:

Director's Notes

SLUG NOTES



ACTION

**Wide on Lin Chung and Highroller, facing the large door.**

DIAL

**46. Mighty Ray:**  
**...to use it ? !**

FX:

SFX:

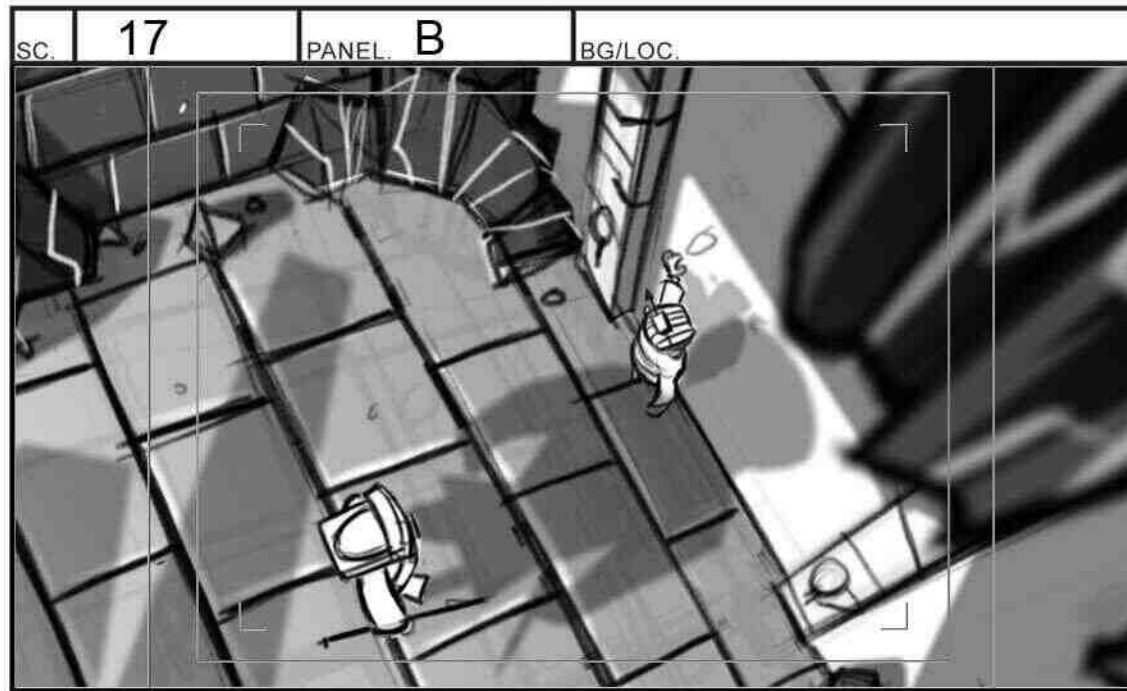
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

**Highroller starts moving his hands over the door....he's looking for something.**

DIAL

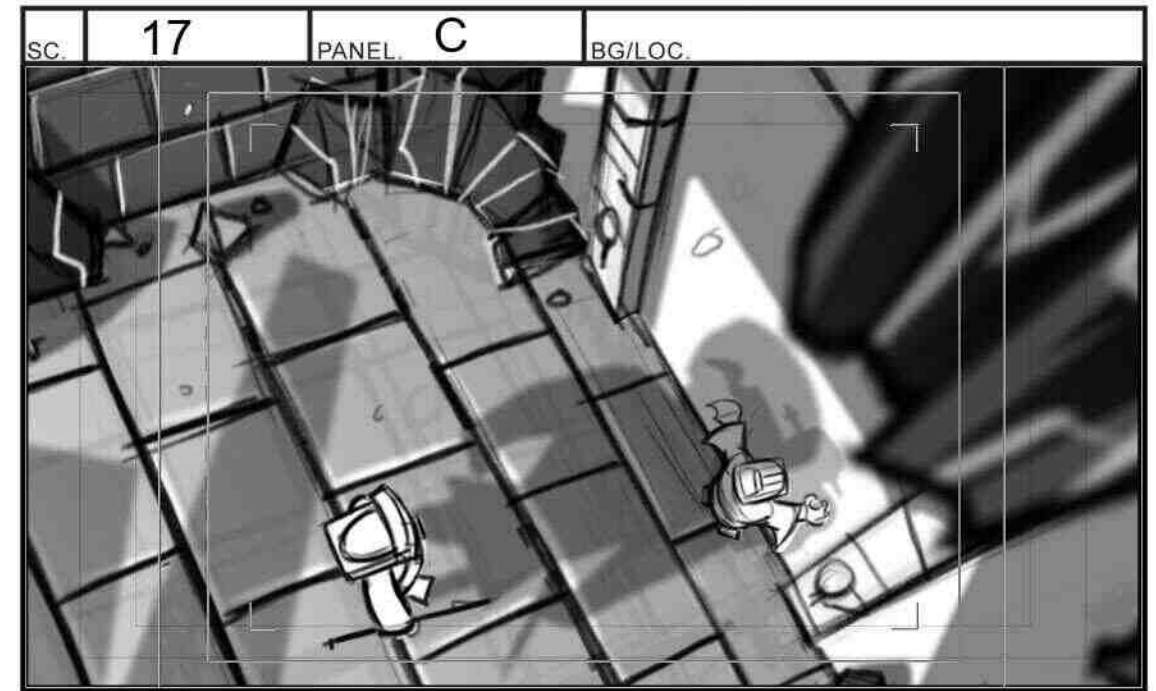
**46. Highroller:**  
**Too bad that someone's not me!**

FX:

SFX:

Director's Notes

SLUG NOTES



ACTION

DIAL

FX:

SFX:

Director's Notes

SLUG NOTES

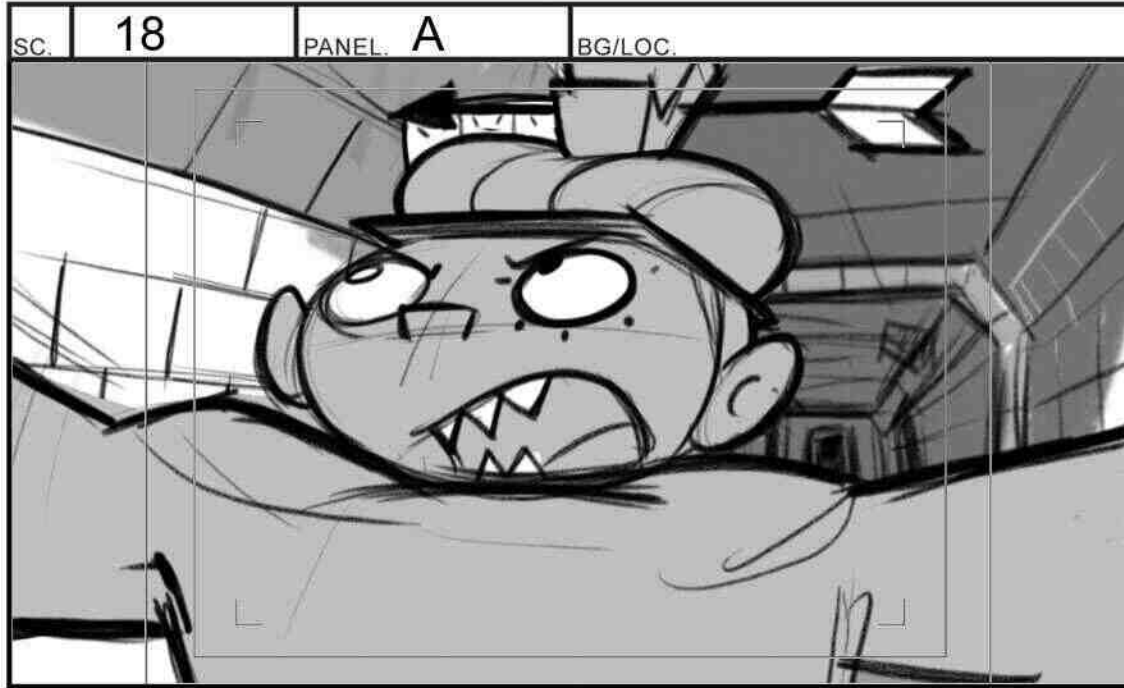
FINAL

PROD #

Approved By:



▼  
HU



ACTION

Angle on Highroller

DIAL

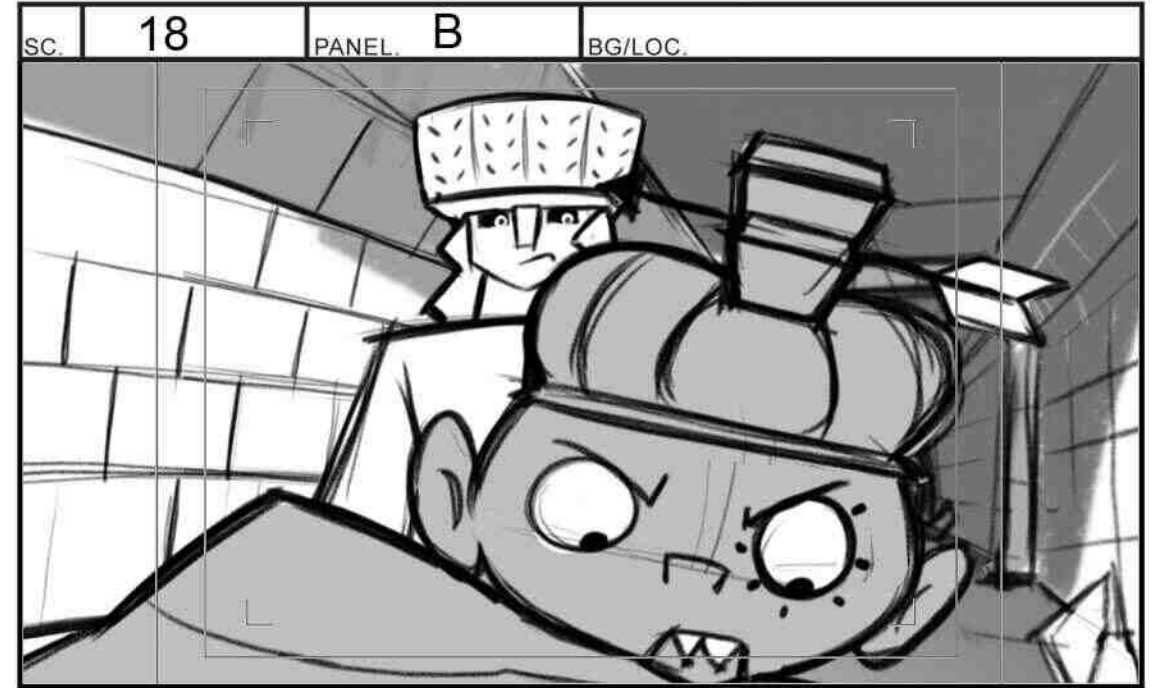
**47. Highroller:**  
Seong Meng once told me.....

FX:

SFX:

Director's Notes

SLUG NOTES



ACTION

DIAL

**47. Highroller:**  
.... about a particular pattern.

FX:

SFX:

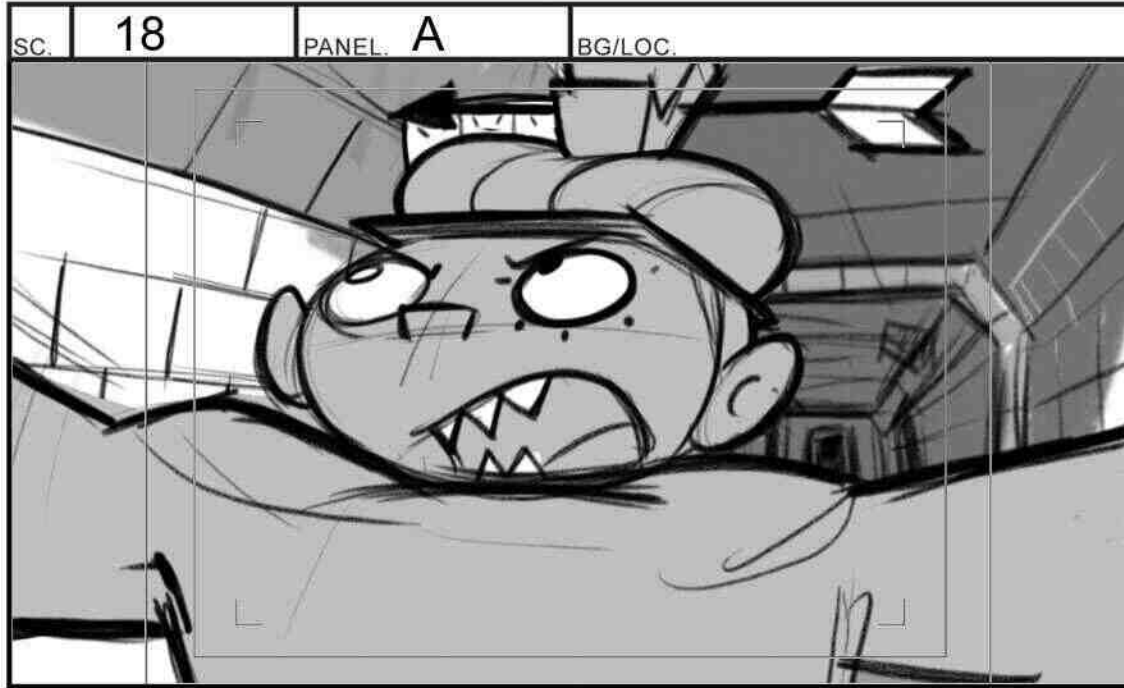
Director's Notes

SLUG NOTES

FINAL

PROD #

▼  
HU



ACTION

Angle on Highroller

DIAL

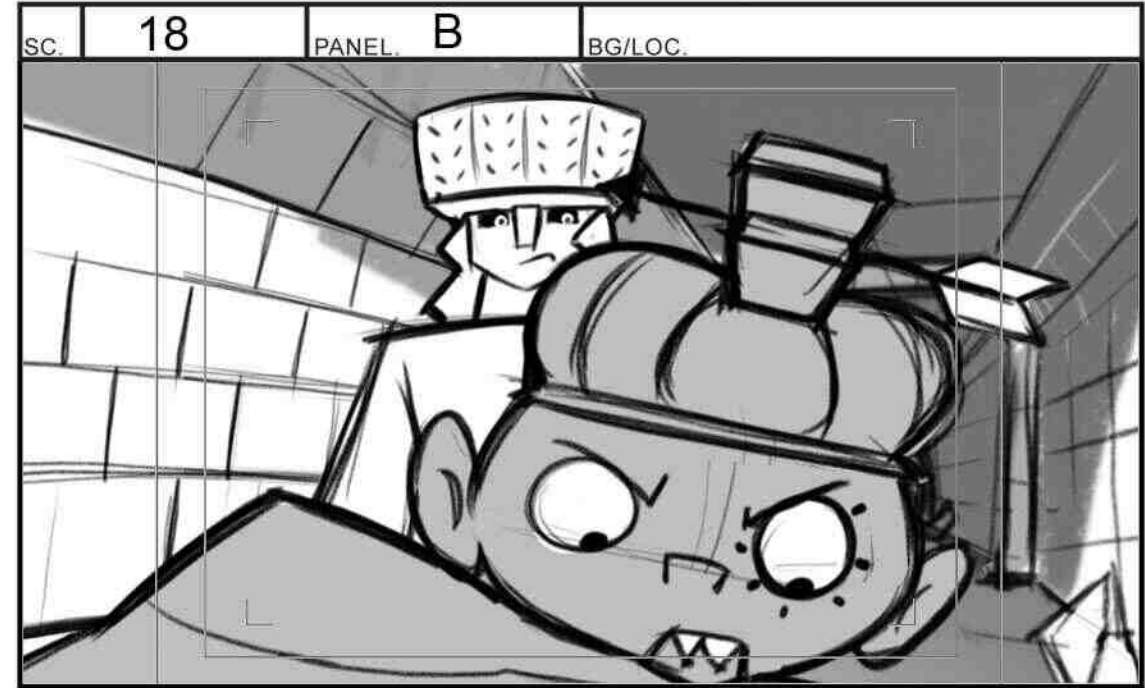
47. Highroller:  
Seong Meng once told me.....

FX:

SFX:

Director's Notes

SLUG NOTES



ACTION

As Highroller searches, Lin Chung watches.

DIAL

47. Highroller:  
.... about a particular pattern.

FX:

SFX:

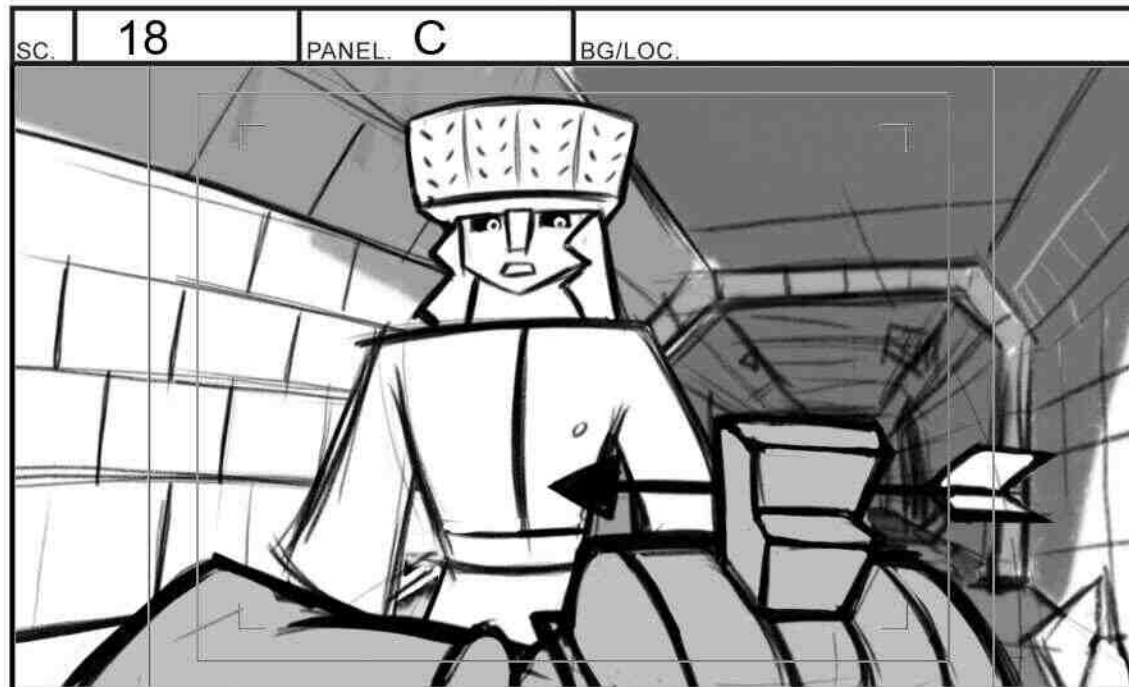
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

DIAL \_\_\_\_\_

**48. Lin Chung:**  
**Tien Khuan's rival ?**

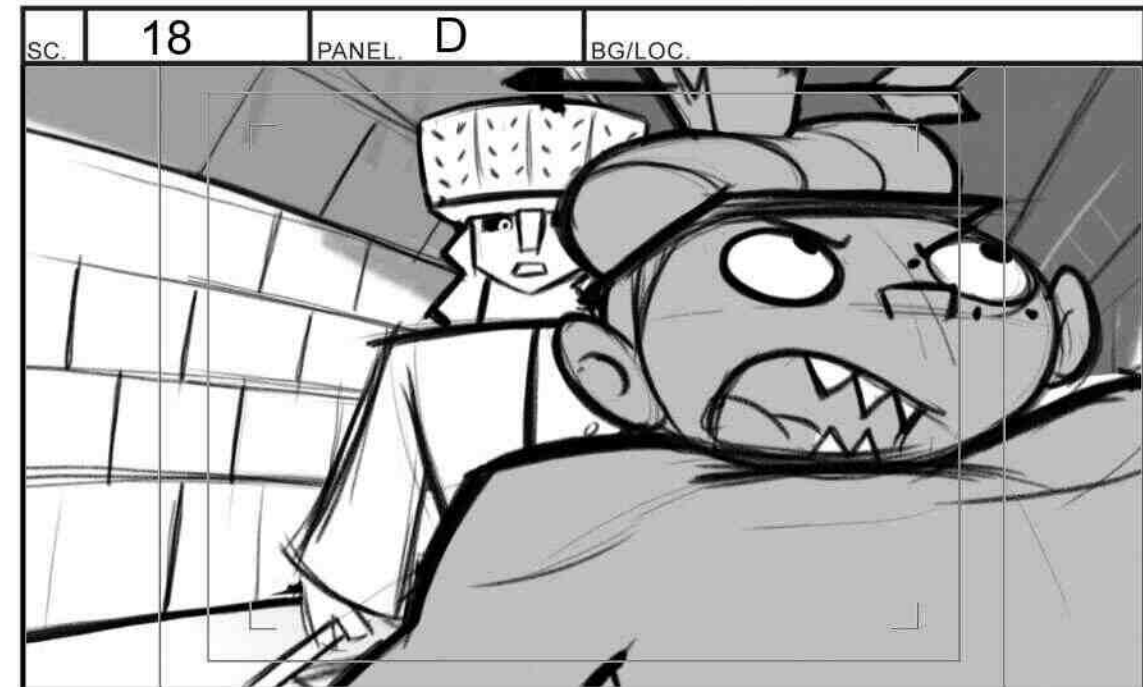
FX: \_\_\_\_\_

SFX: \_\_\_\_\_

Director's Notes \_\_\_\_\_

\_\_\_\_\_

SLUG NOTES



ACTION

DIAL \_\_\_\_\_

**49. Highroller:**  
**He wasn't a bad guy....**

FX: \_\_\_\_\_

SFX: \_\_\_\_\_

Director's Notes \_\_\_\_\_

\_\_\_\_\_

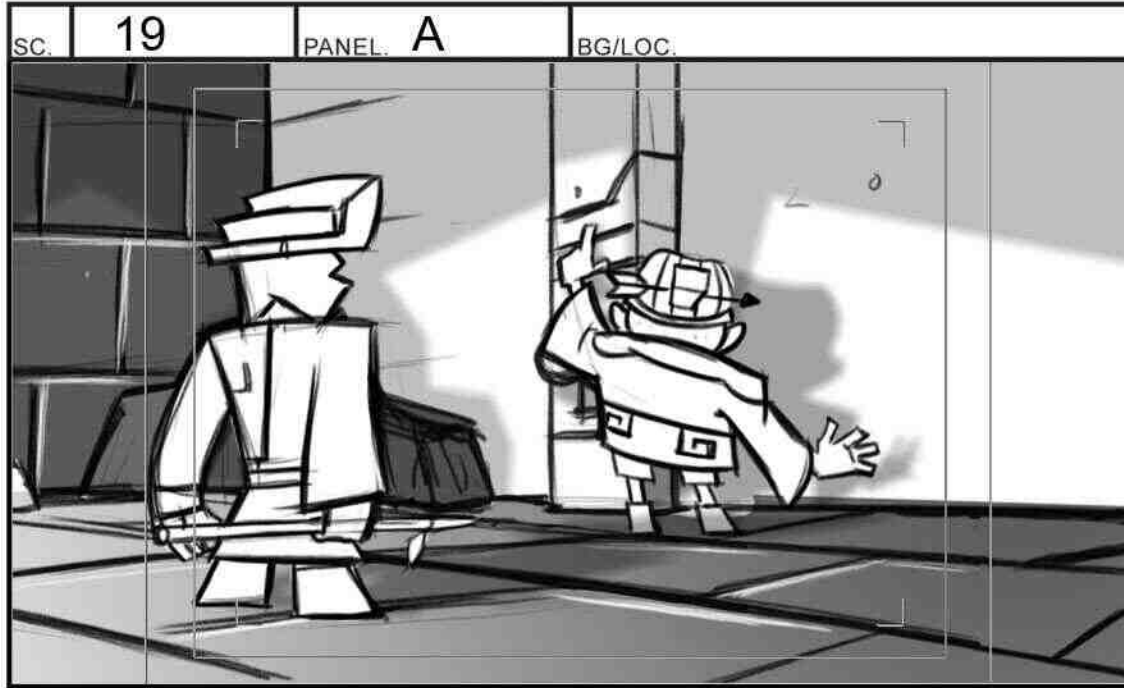
SLUG NOTES

FINAL

PROD #



▼  
**HU**



ACTION

**Wide on Highroller and Lin Chung.**

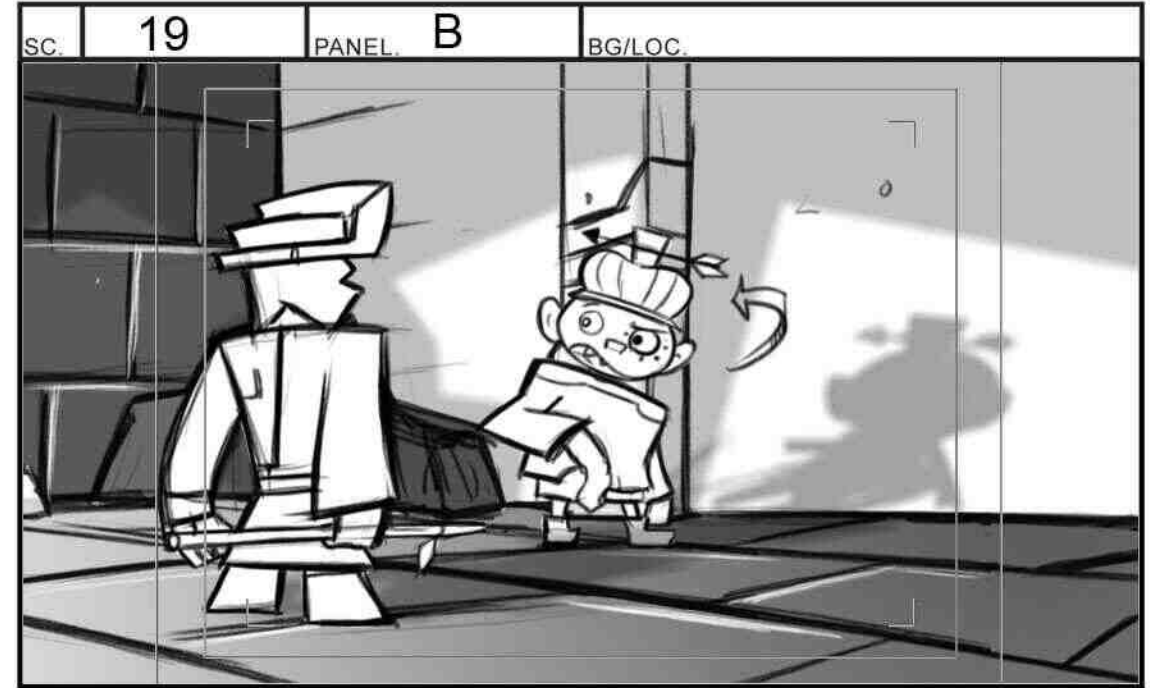
DIAL

FX: **(DX Shadows)**

SFX:

Director's Notes

SLUG NOTES



ACTION

**Highroller turns to Lin Chung.**

DIAL

**48. Highroller:  
..just a tad.....**

FX:

SFX:

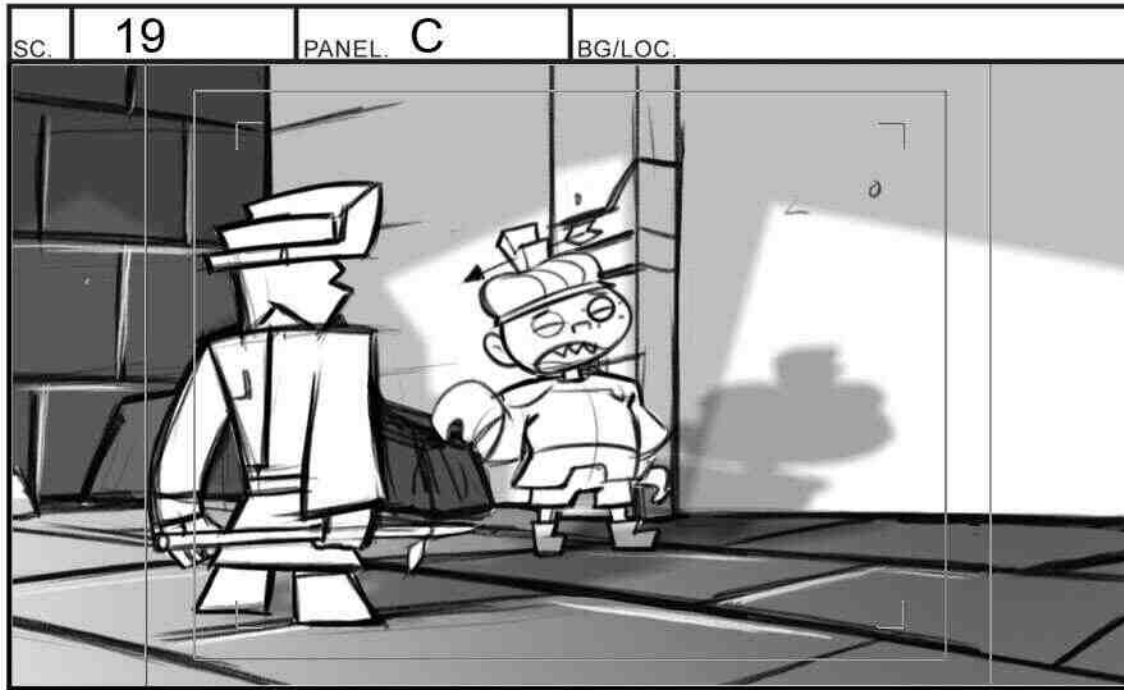
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

DIAL

**48. Highroller:**  
**.. bit evil.**

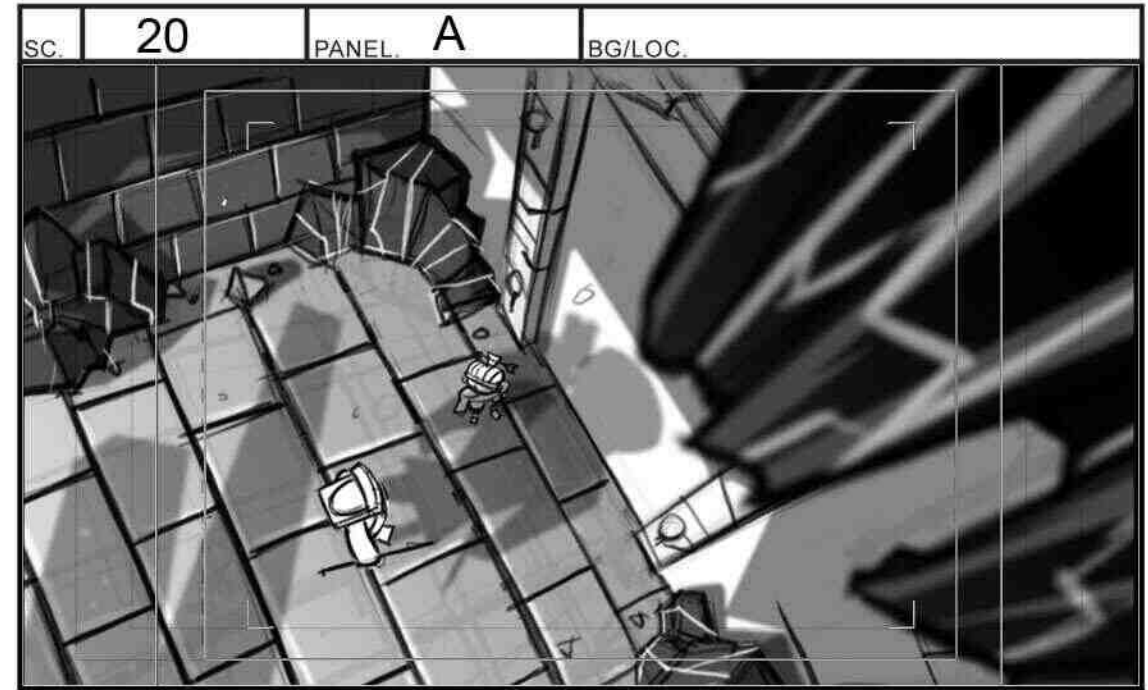
FX:

SFX:

Director's Notes

SLUG NOTES

▼  
**HU**



ACTION

**Wide on Lin Chung and Highroller.**

DIAL

FX: **(DX Shadows)**

SFX:

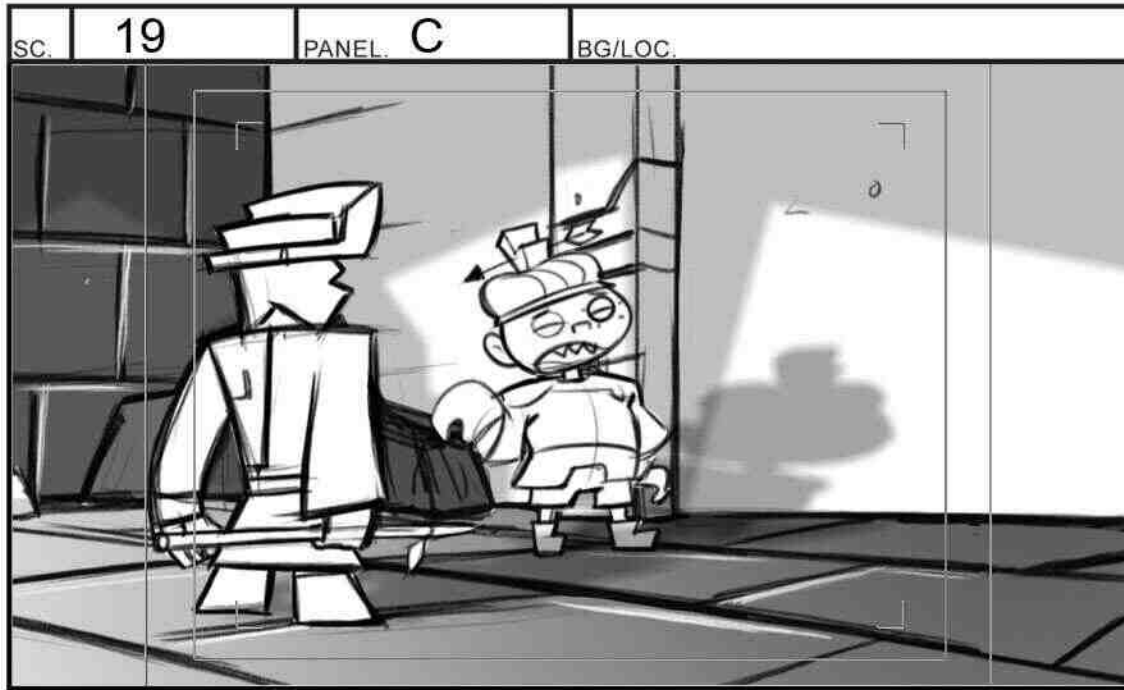
Director's Notes

SLUG NOTES

FINAL

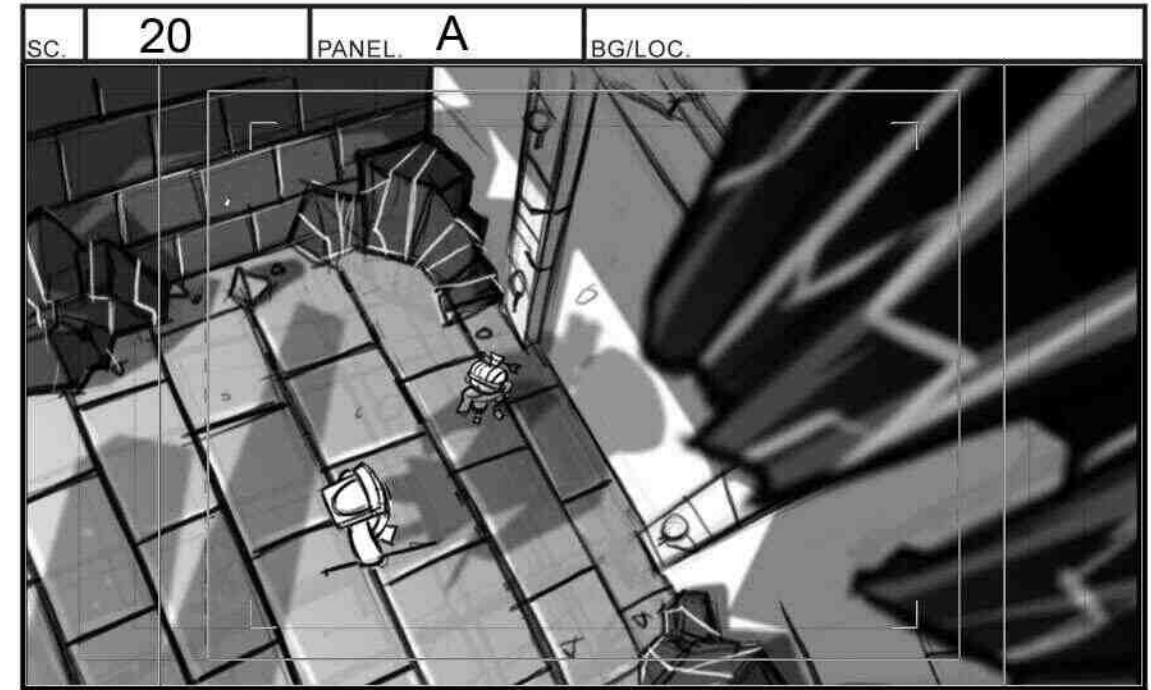
PROD #

Approved By:



ACTION

▼  
**HU**



ACTION

**Wide on Lin Chung and Highroller.**

DIAL

**48. Highroller:  
.. bit evil.**

FX:

SFX:

Director's Notes

SLUG NOTES

DIAL

FX: **(DX Shadows)**

SFX:

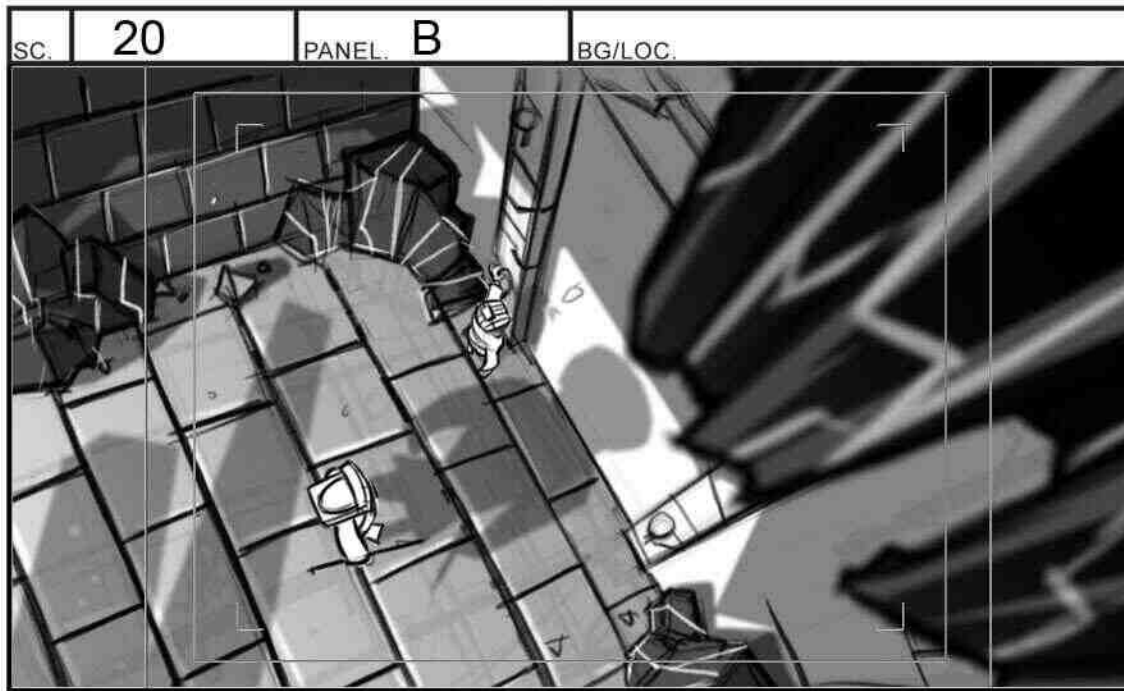
Director's Notes

SLUG NOTES

FINAL

PROD #





ACTION

**Highroller reaches for a lever.**

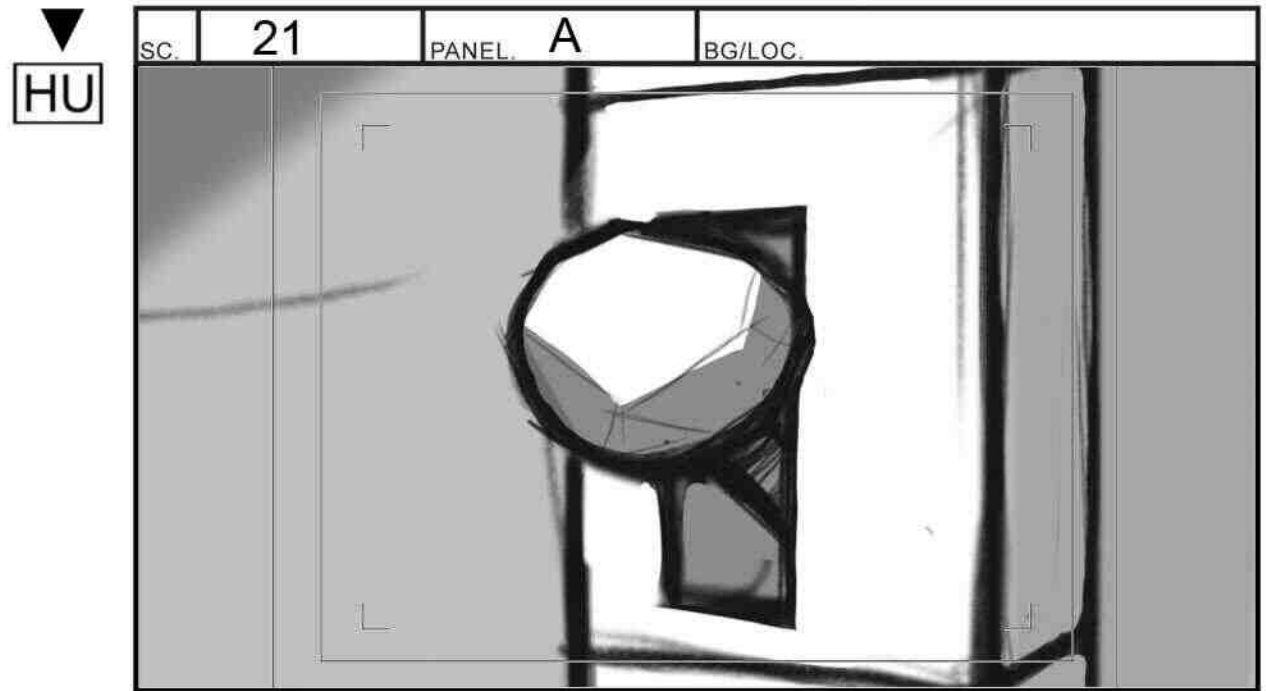
DIAL \_\_\_\_\_

FX: **(DX Shadows)**

SFX: \_\_\_\_\_

Director's Notes

SLUG NOTES



ACTION

**Close on the Lever.**

DIAL \_\_\_\_\_

FX: **(DX Shadows)**

SFX: \_\_\_\_\_

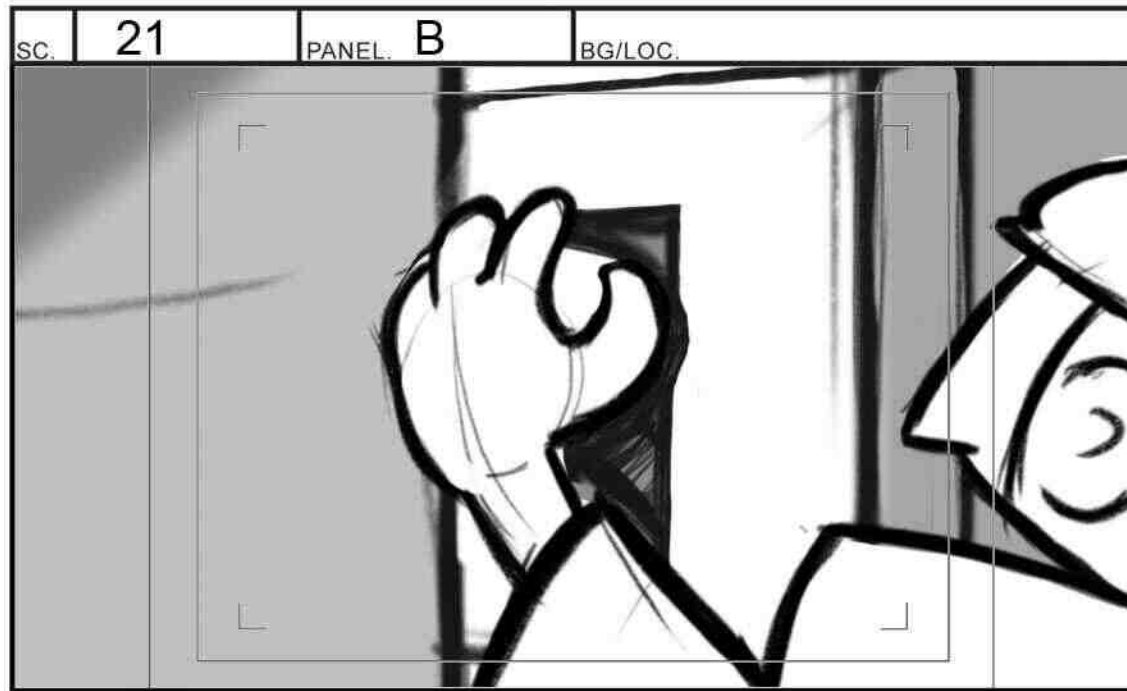
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

**Highroller reaches for the lever.**

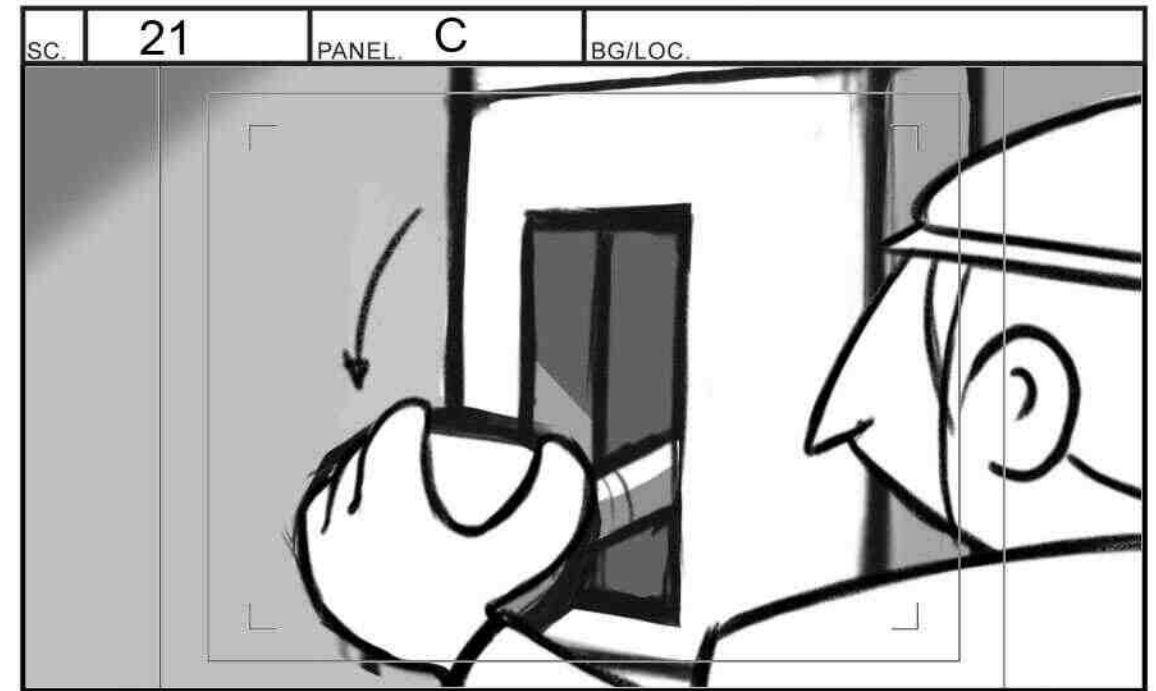
DIAL

FX: **(DX Shadows)**

SFX:

Director's Notes

SLUG NOTES



ACTION

**...pulling it down.**

DIAL

FX: **(DX Shadows)**

SFX:

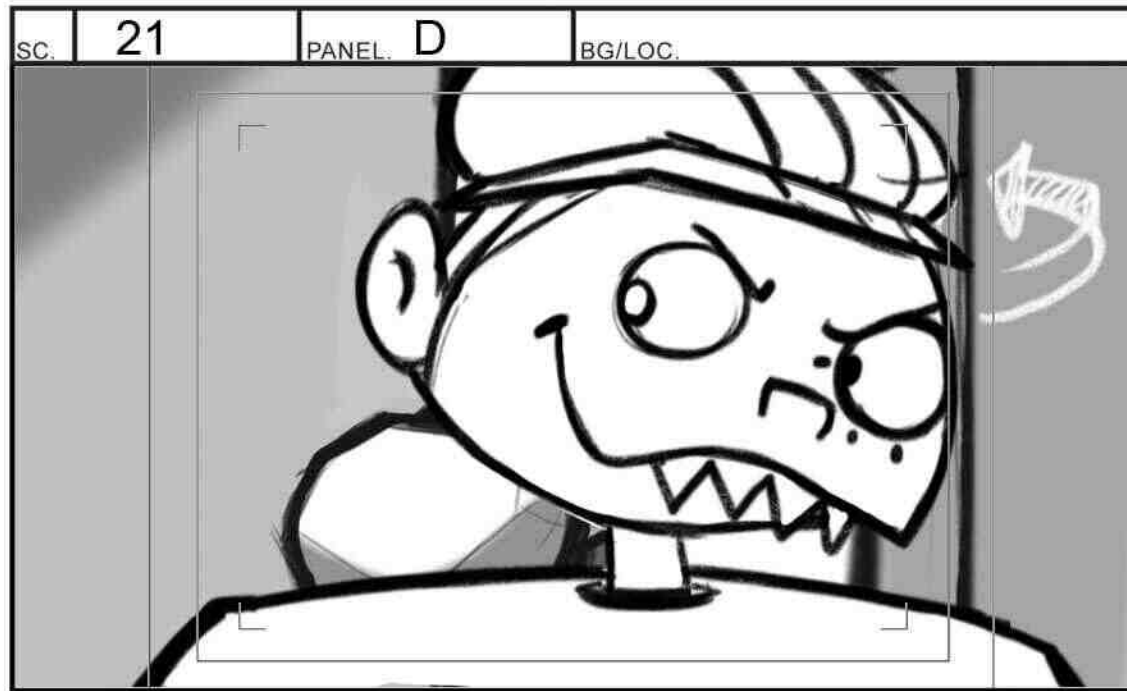
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

He turns to OS Lin Chung.

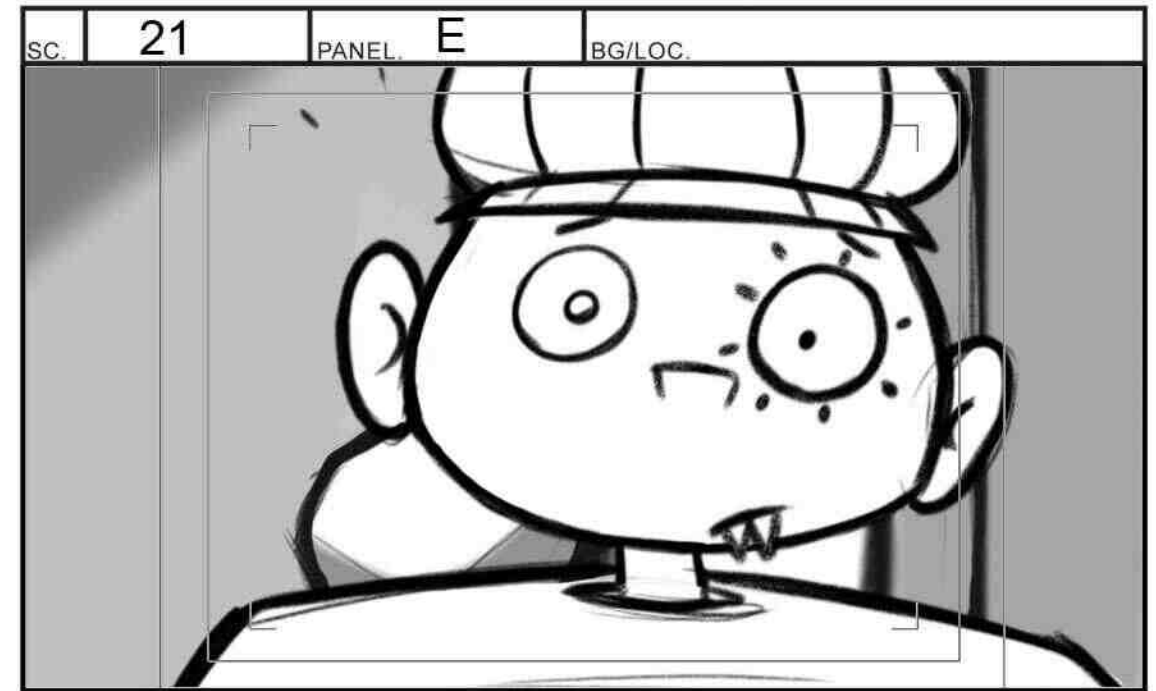
DIAL

FX: **(DX Shadows)**

SFX:

Director's Notes

SLUG NOTES



ACTION

Highroller reacts as the ground shakes...

**(CAMERA SHAKE)**

DIAL

FX: **(DX Shadows)**

SFX: **(LOUD RUMBLE)**

Director's Notes

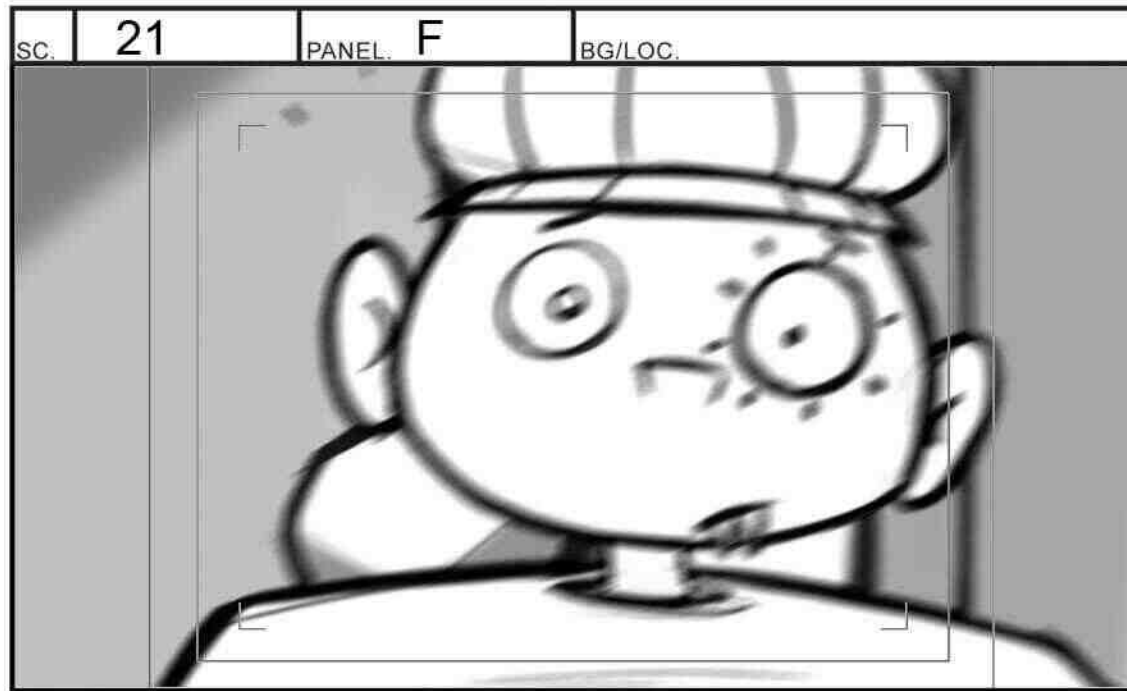
SLUG NOTES

FINAL

PROD #

Approved By:





ACTION

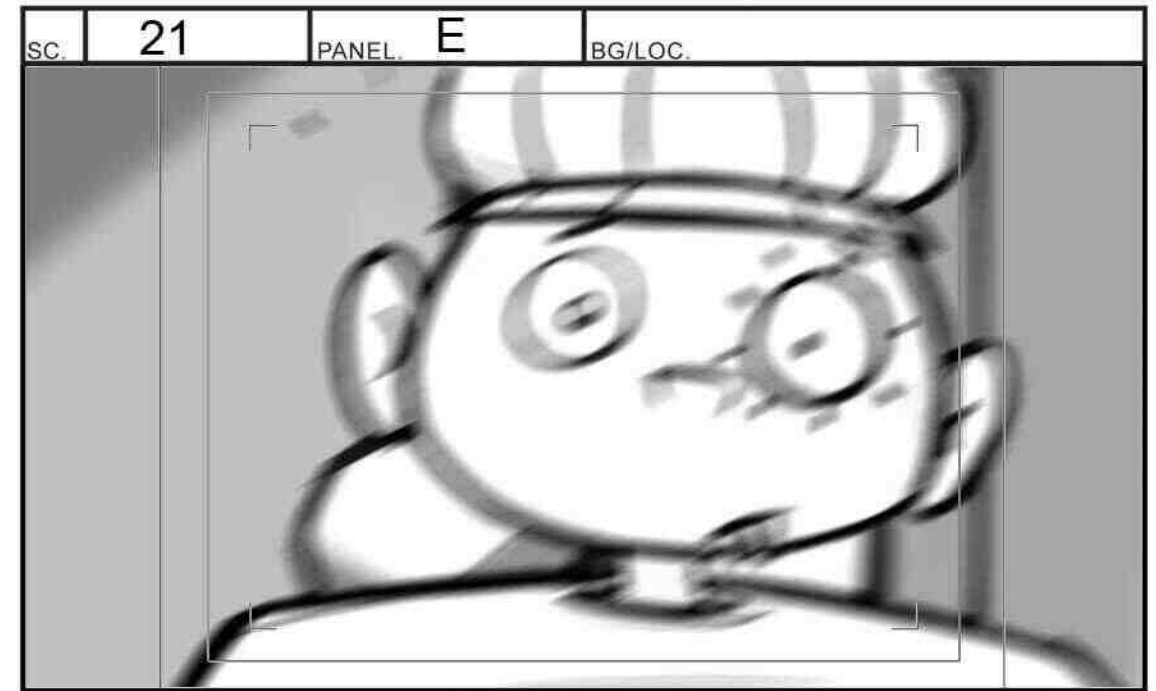
**(CAMERA SHAKE Continues)**

DIAL \_\_\_\_\_

FX: **(DX Shadows)**  
SFX: **(LOUD RUMBLE)**

Director's Notes

SLUG NOTES



ACTION

DIAL \_\_\_\_\_

FX: **(DX Shadows)**  
SFX:

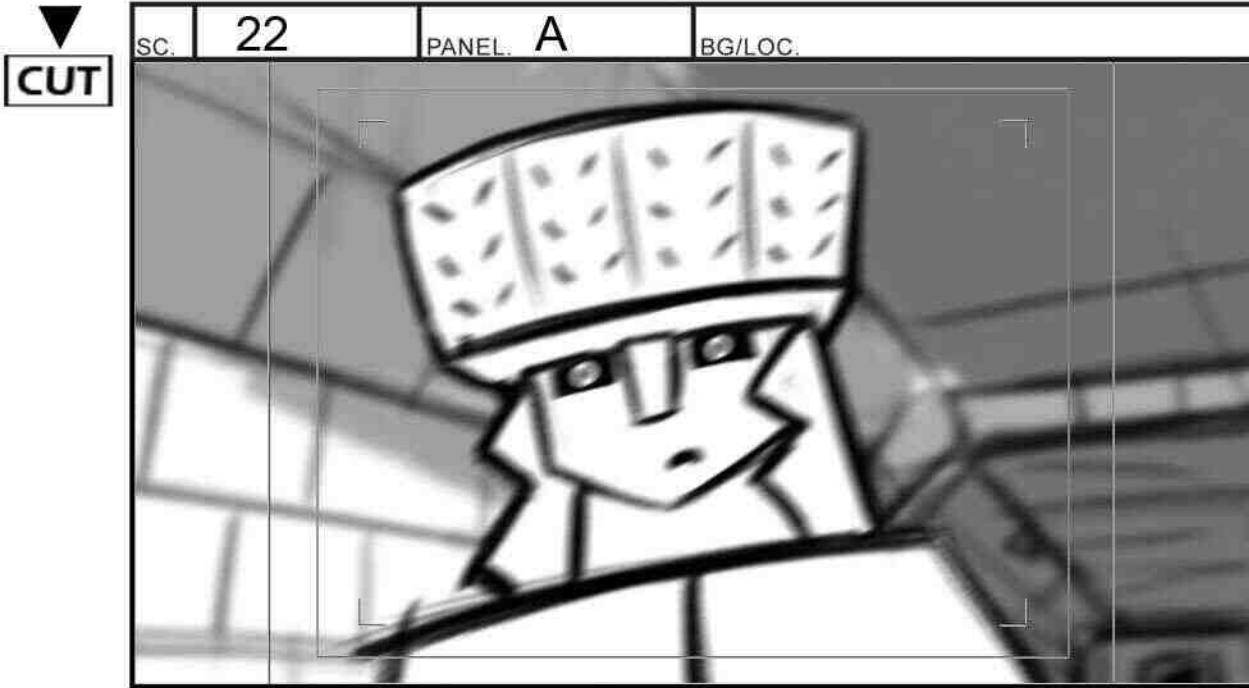
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

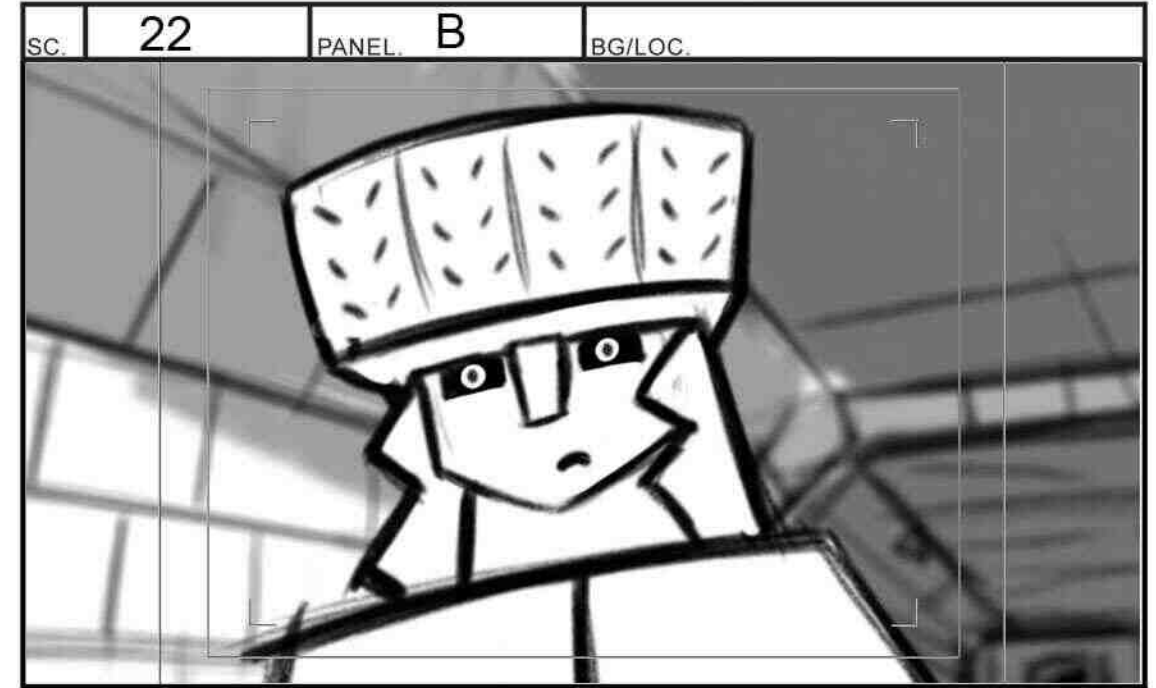
Close on Lin Chung.  
(CAMERA SHAKE starts to taper off)

DIAL

FX: **(DX Shadows)**  
SFX: **(LOUD RUMBLE)**

Director's Notes

SLUG NOTES



ACTION

DIAL

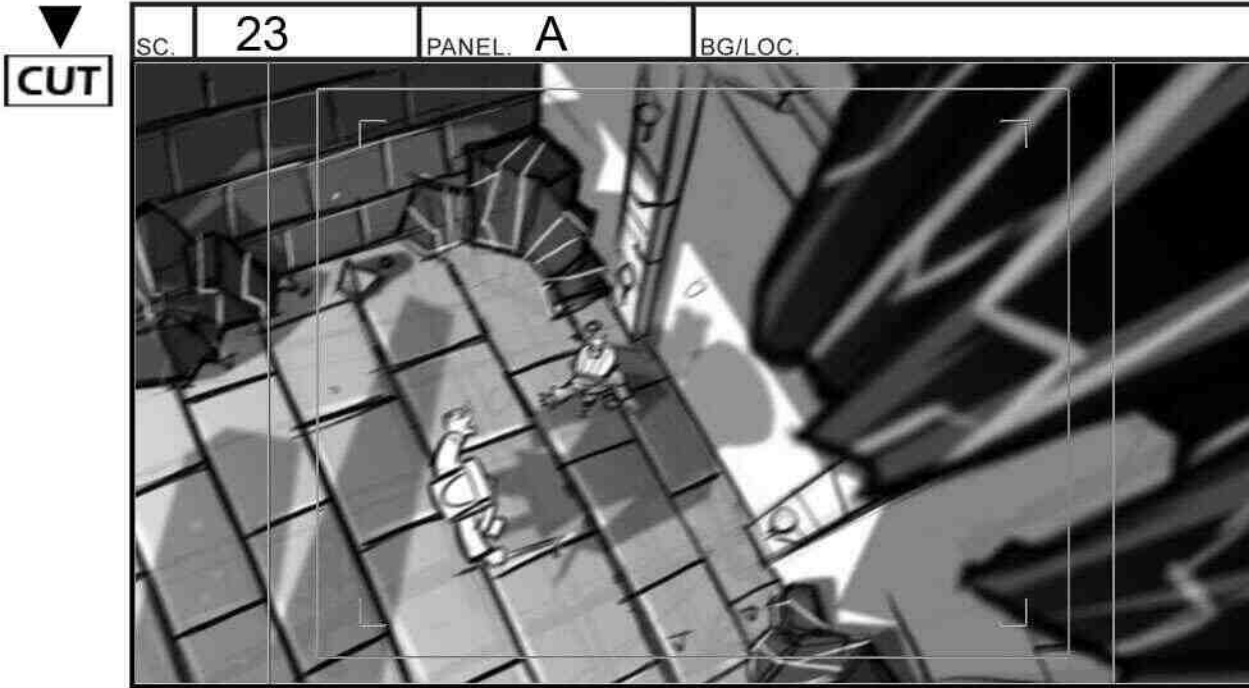
FX: **(DX Shadows)**  
SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #



ACTION

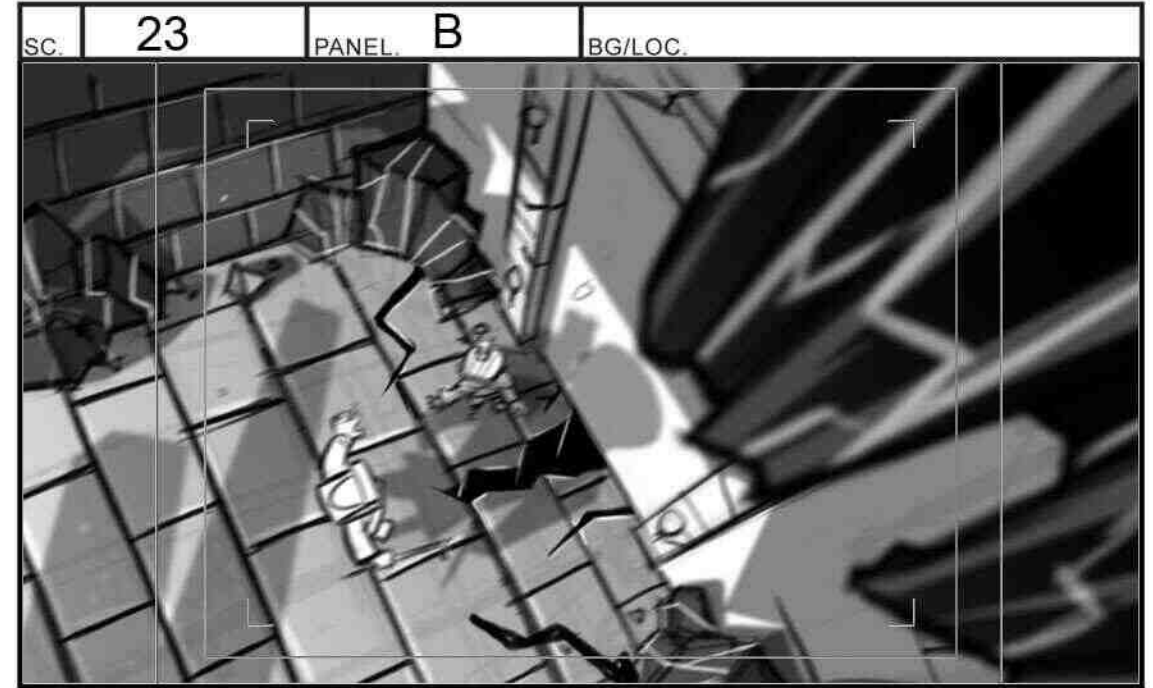
Wide on Lin and Highroller. The rumbling continues.  
(CAMERA SHAKE continues)

DIAL

FX: **(DX Shadows)**  
SFX: **(LOUD RUMBLE)**

Director's Notes

SLUG NOTES



ACTION

Cracks open in the floor in front of the door.  
(CAMERA SHAKE)

DIAL

FX: **(DX Shadows)**  
SFX:

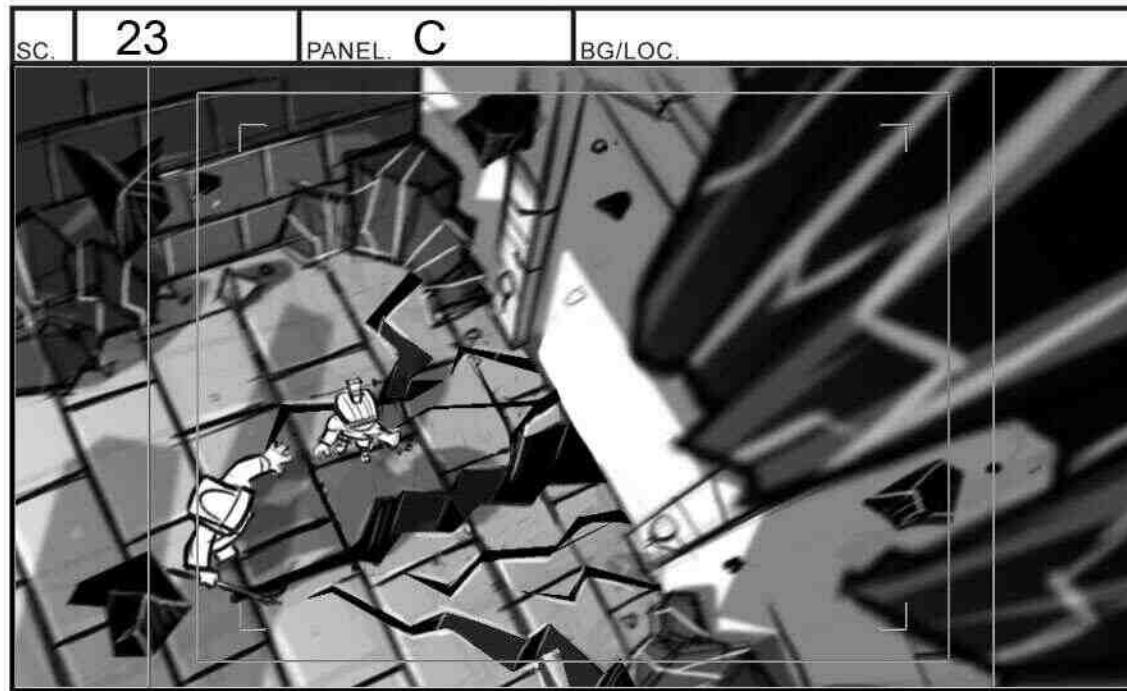
Director's Notes

SLUG NOTES

FINAL

PROD #





ACTION

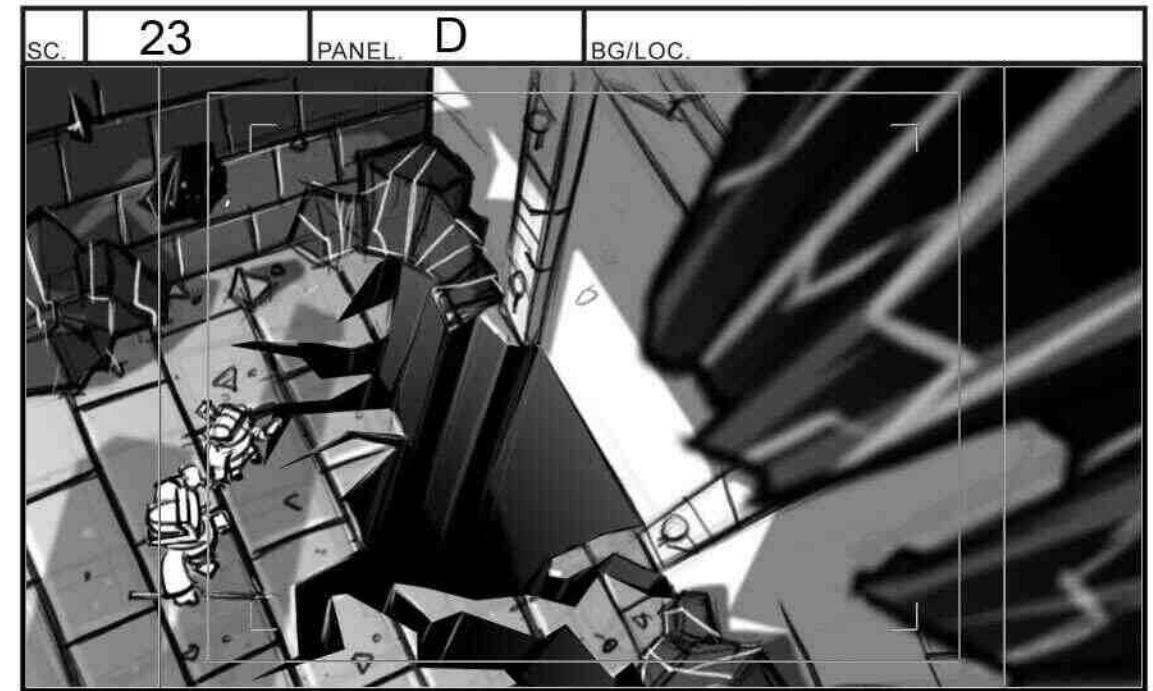
Lin and Highroller jump back from the cracks forming in the floor.  
Debris falls from the ceiling and walls.  
(CAMERA SHAKE continues)

DIAL

FX: **(DX Shadows)**  
SFX: **(LOUD RUMBLE)**

Director's Notes

SLUG NOTES



ACTION

A large chasm opens up in front of the boys.  
(Camera Shake tapers off)

DIAL

FX: **(DX Shadows)**  
SFX:

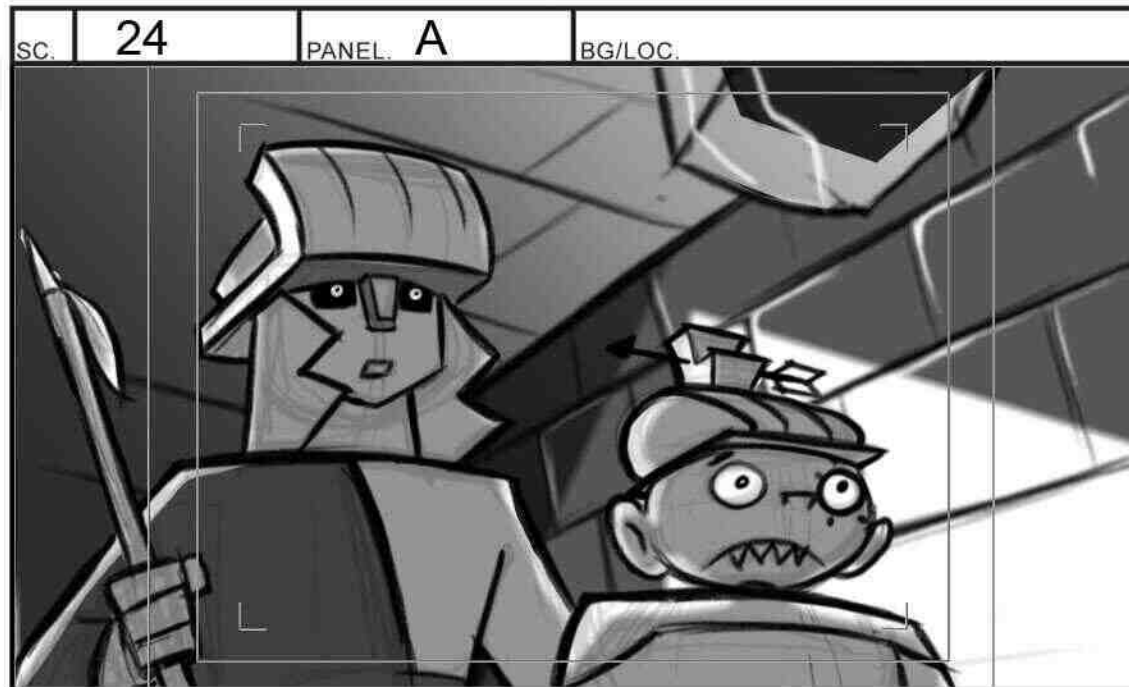
Director's Notes

SLUG NOTES

FINAL

PROD #

▼  
CUT



ACTION

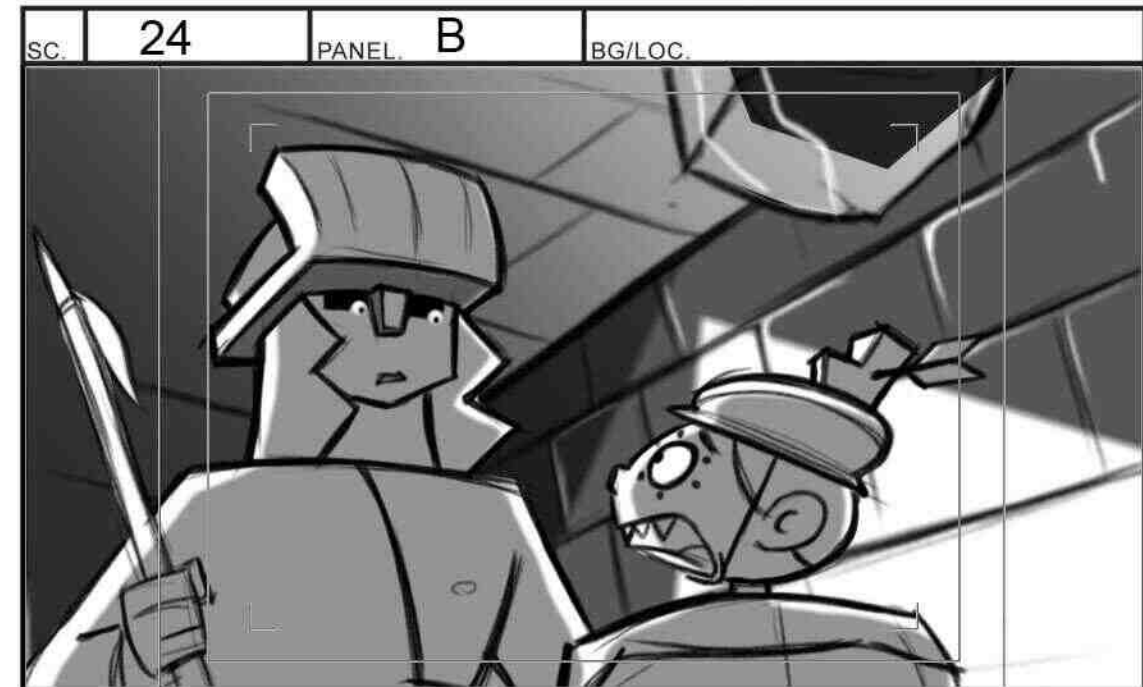
Angle on Lin Chung and Highroller reacting to something off-stage.  
The camera shake tapers off.

DIAL \_\_\_\_\_

FX: **(DX Shadows)**  
SFX: **(LOUD RUMBLE)**

Director's Notes

SLUG NOTES



ACTION

They turn to each other.

DIAL \_\_\_\_\_

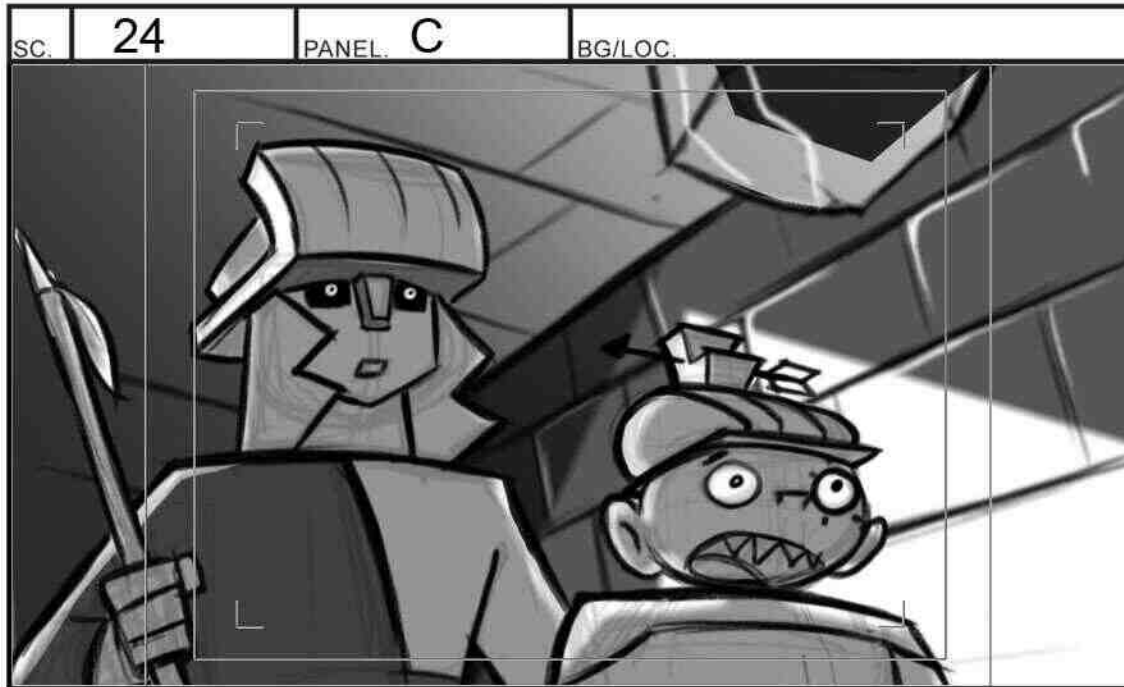
FX: **(DX Shadows)**  
SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #



ACTION

They turn back to look at the chasm opening in front of them.

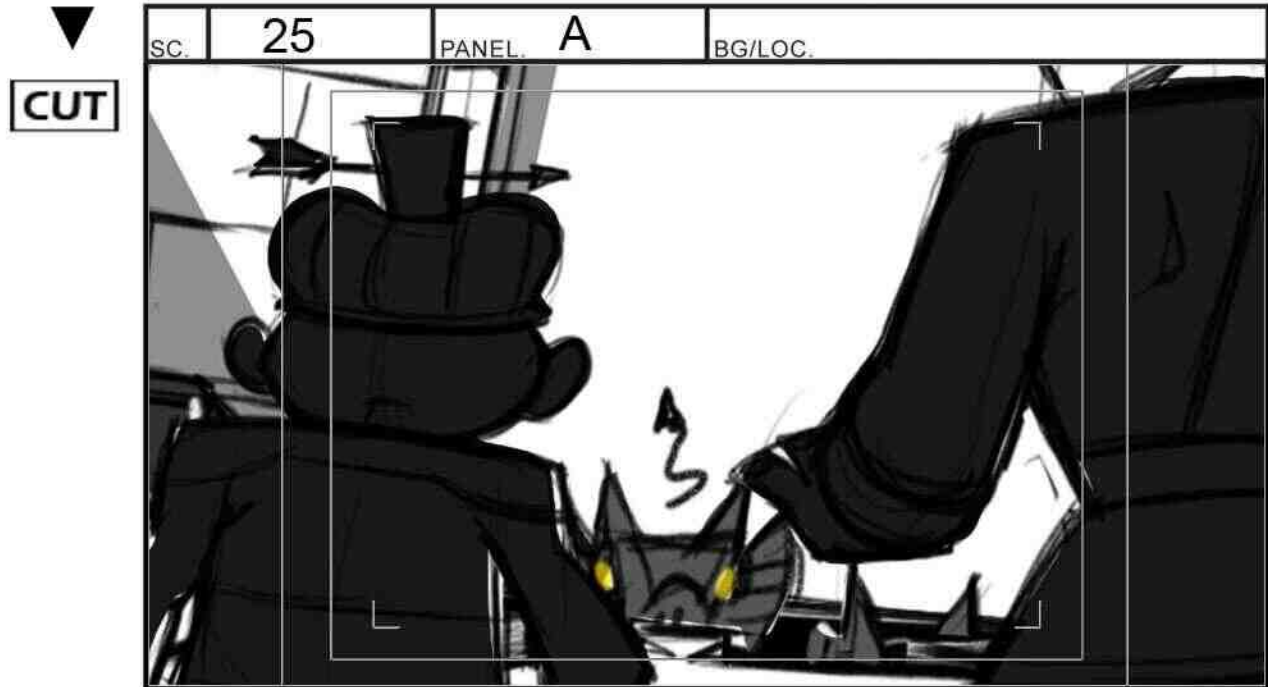
DIAL \_\_\_\_\_

FX: **(DX Shadows)**

SFX: \_\_\_\_\_

Director's Notes

SLUG NOTES



ACTION

Rev. Angle on the Chasm. Evil - looking shapes rise out of the hole.

DIAL \_\_\_\_\_

FX: **(DX Shadows)**

SFX: \_\_\_\_\_

Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



SC 25 PANEL B

PAN and ROTATE A - B as the Wolf Eels rise out of the Chasm.

ACTION

DIAL

FX:

SFX:

Director's Notes

SLUG NOTES

SDP

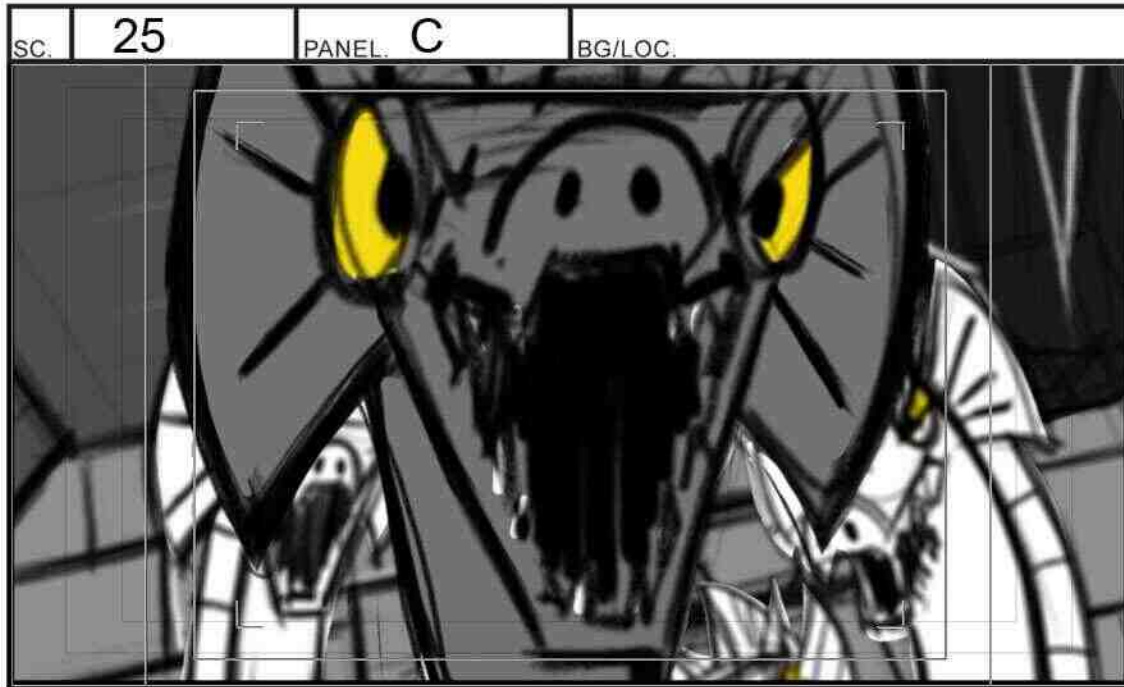
PAN &  
ROTATE  
A

START

FINAL

PROD #

Approved By:



ACTION

One of the Wolf Eels lunges forward.

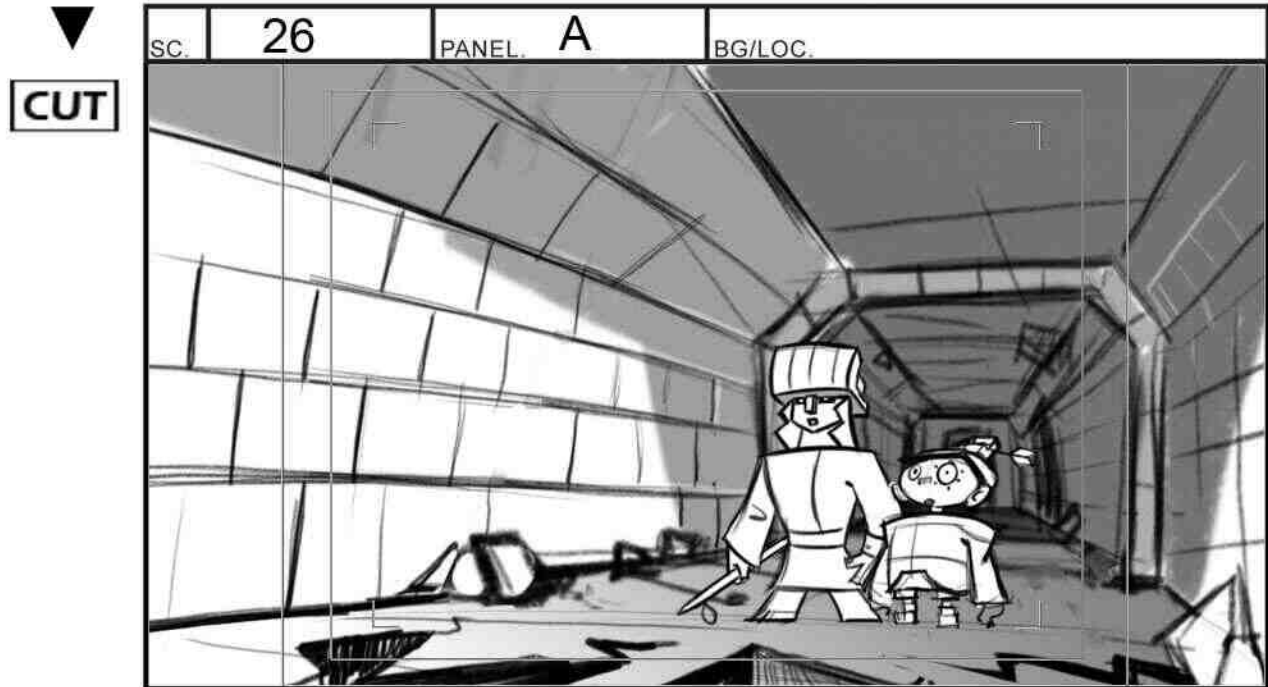
DIAL

FX: **(DX Shadows)**

SFX:

Director's Notes

SLUG NOTES



ACTION

Wide on Lin Chung and Highroller.

DIAL

FX: **(DX Shadows)**

SFX:

Director's Notes

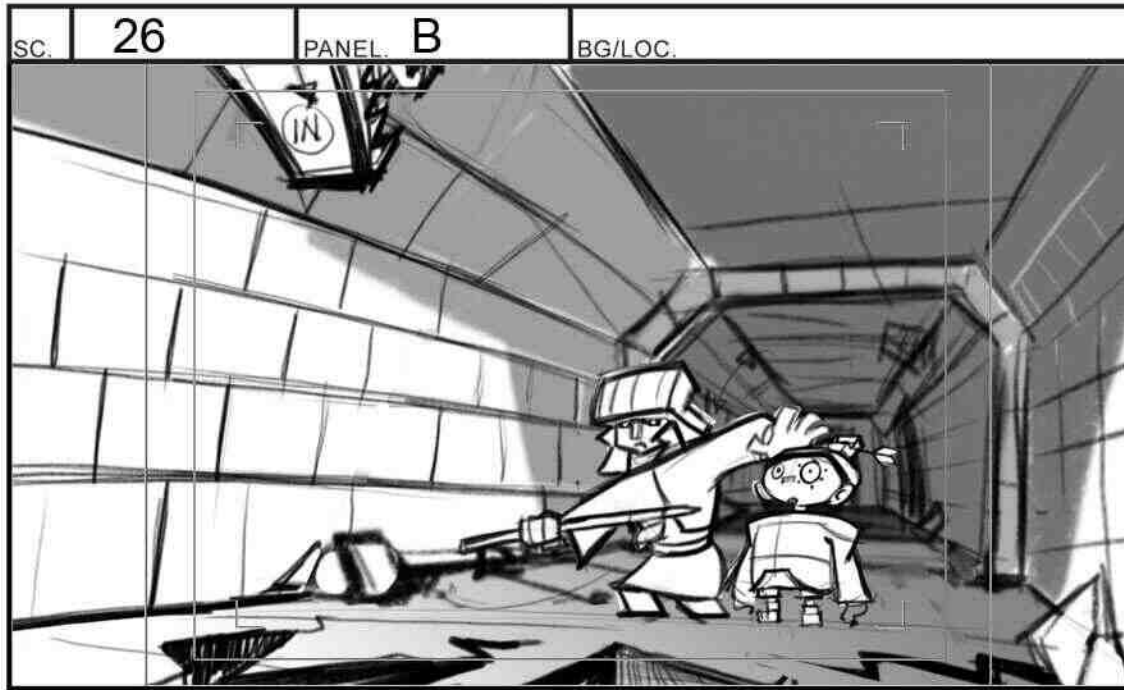
SLUG NOTES

FINAL

PROD #

Approved By:





ACTION

The Wolf Eel lunges in, Lin Chung grabs Highroller.

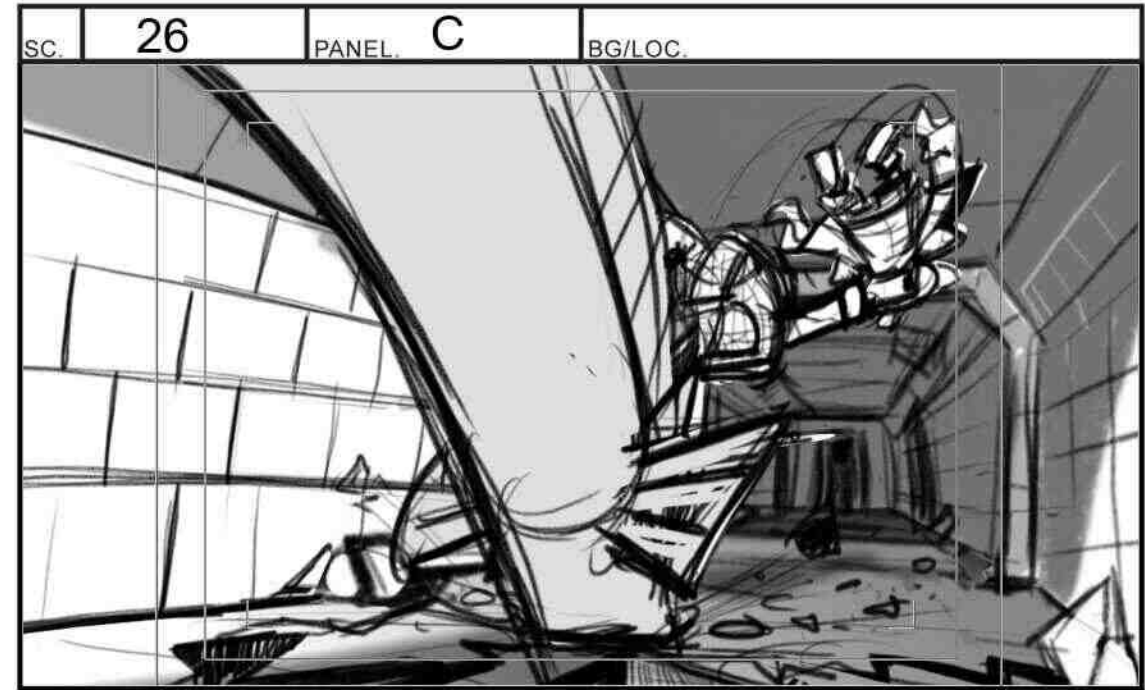
DIAL

FX: **(DX Shadows)**

SFX:

Director's Notes

SLUG NOTES



ACTION

Lin backflips away with Highroller, the Wolf Eel barely missing them.

**(CAMERA SHAKE)**

DIAL

FX: **(DX Shadows)**

SFX:

Director's Notes

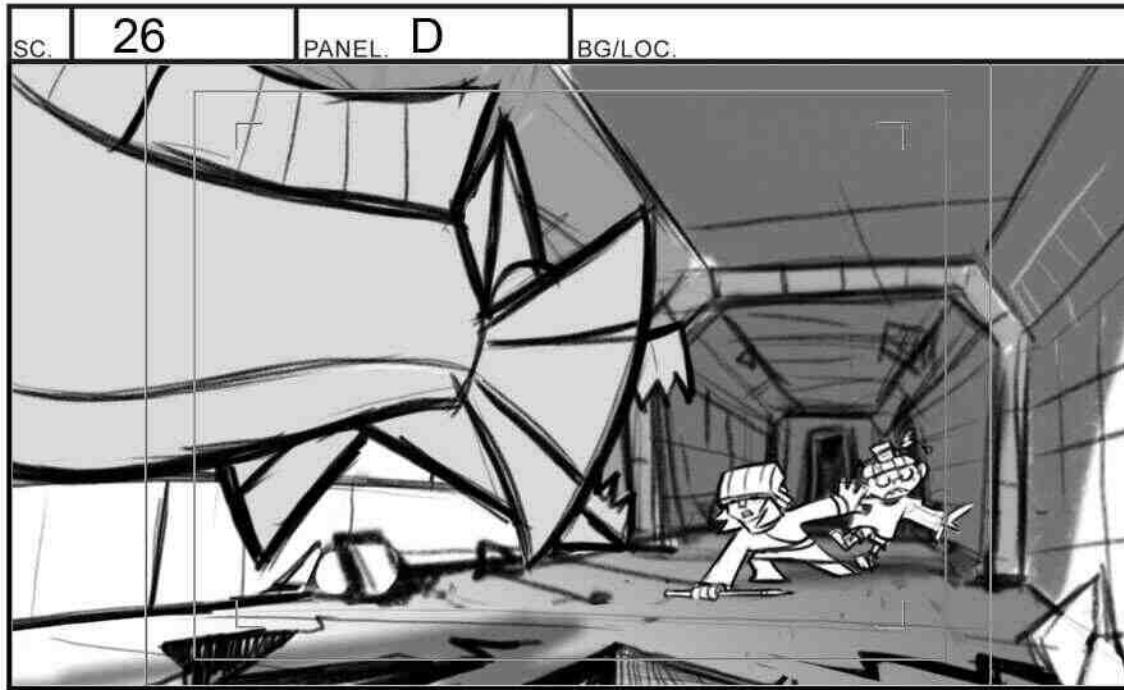
SLUG NOTES

FINAL

PROD #

Approved By:





ACTION

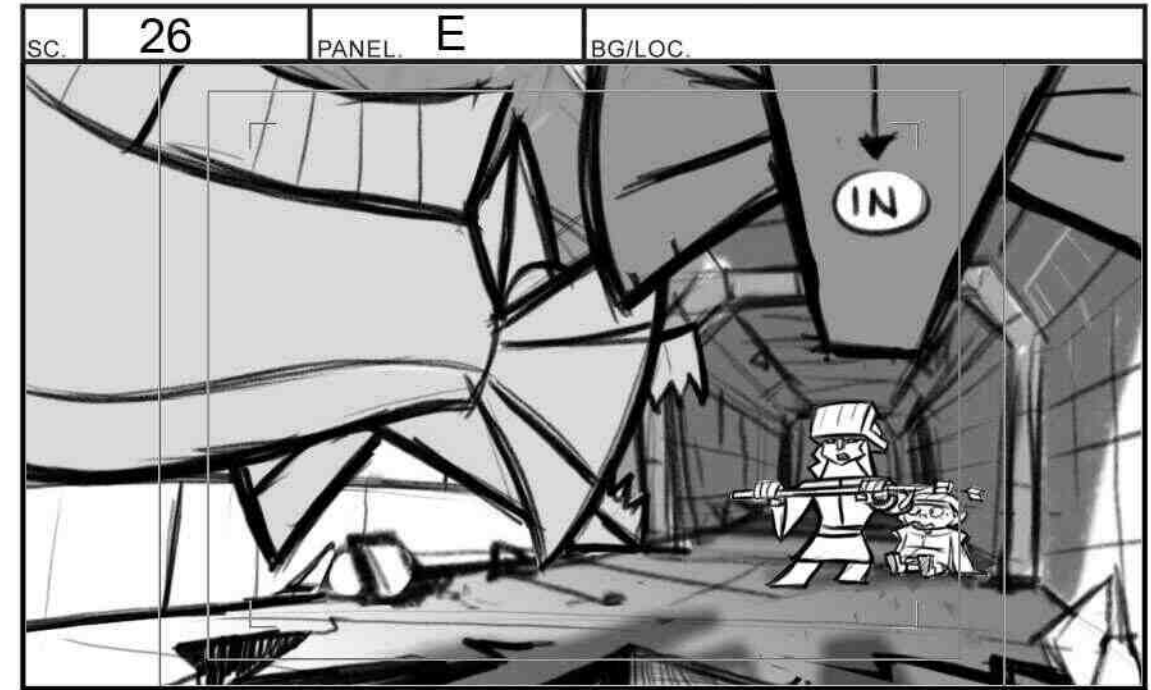
DIAL \_\_\_\_\_

FX: **(DX Shadows)**

SFX: \_\_\_\_\_

Director's Notes

SLUG NOTES



ACTION

**Lin assumes a defensive stance as a second Wolf Eel enters.**

DIAL \_\_\_\_\_

**51. Lin Chung:  
Wolf Eels!**

FX: **(DX Shadows)**

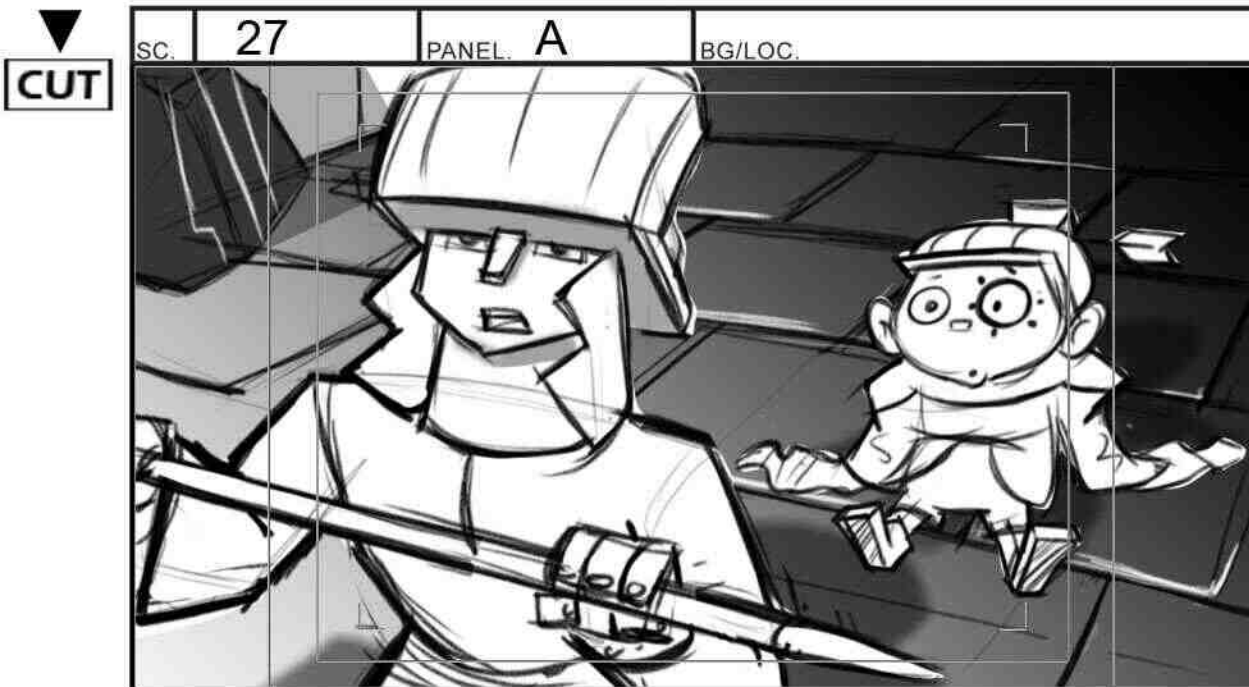
SFX: \_\_\_\_\_

Director's Notes

SLUG NOTES

FINAL

PROD #



ACTION

Closer on Lin and Highroller.

DIAL

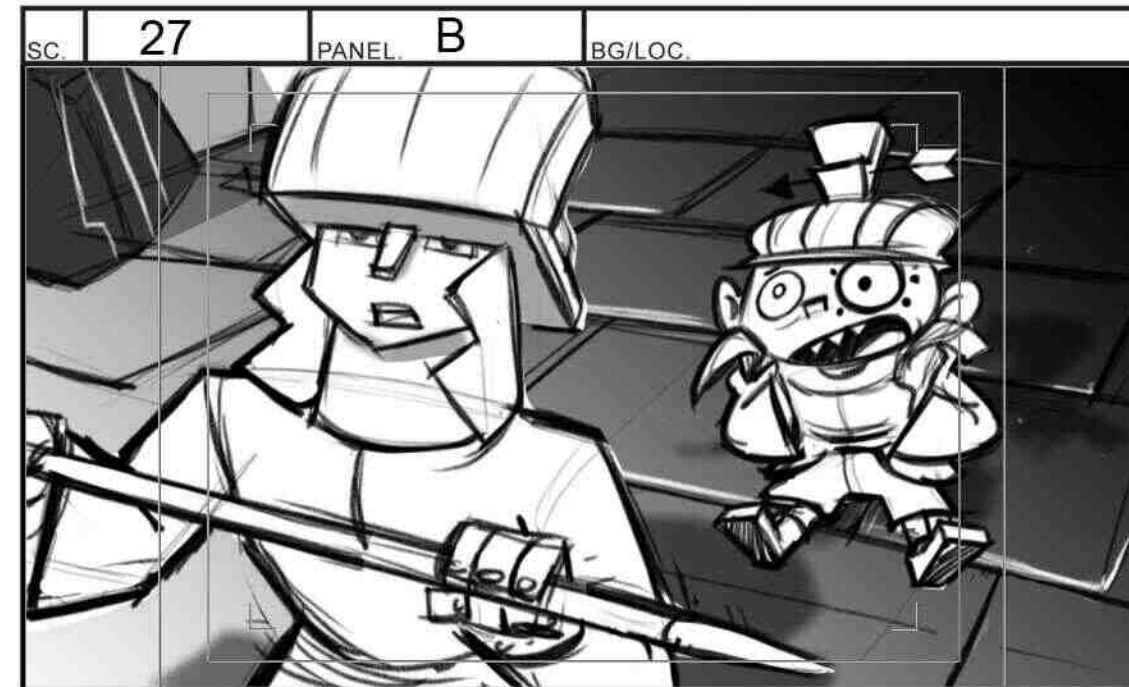
**51. Lin Chung:**  
Did he teach you they will eat you to the bone?

FX: **(DX Shadows)**

SFX:

Director's Notes

SLUG NOTES



ACTION

DIAL

**52. Highroller:**  
You gotta protect me!

FX: **(DX Shadows)**

SFX:

Director's Notes

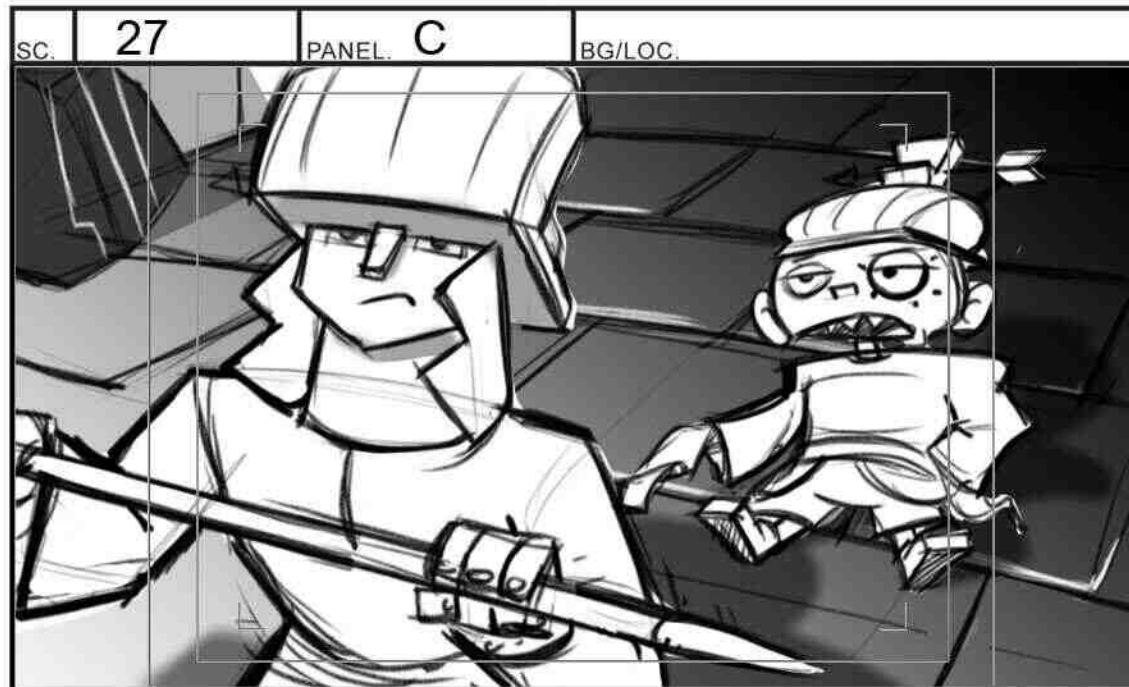
SLUG NOTES

FINAL

PROD #

Approved By:





ACTION

**Closer on Lin and Highroller.**

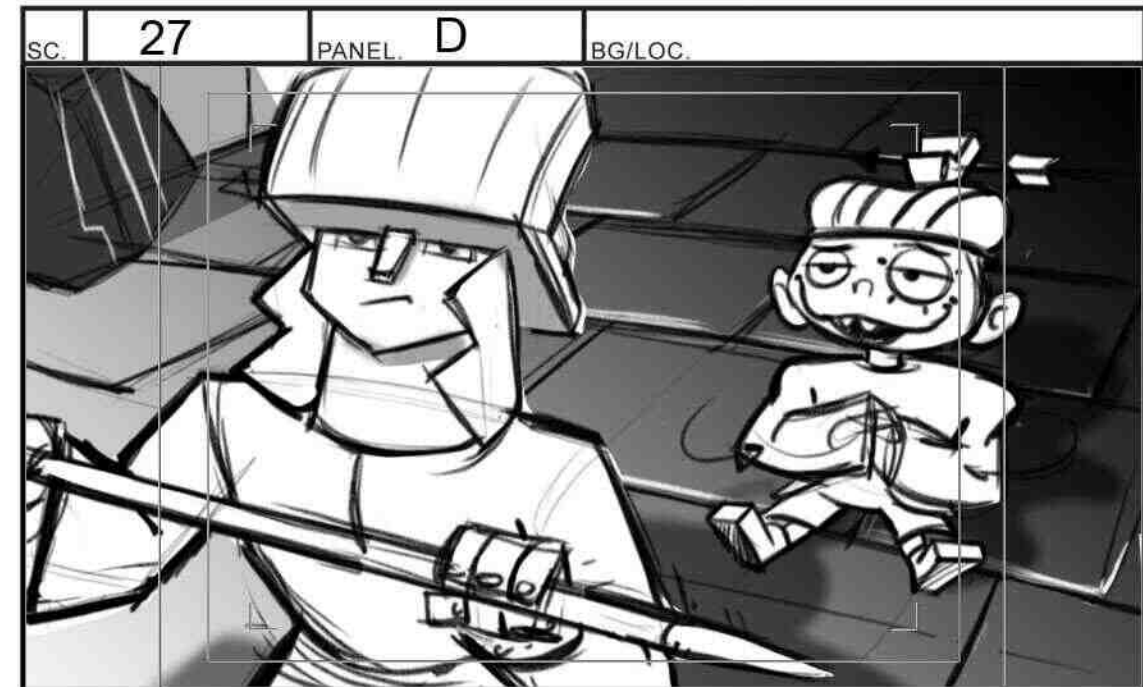
DIAL \_\_\_\_\_

**52. Highroller:**  
I was only going to use the sword for the power of Good.

FX: **(DX Shadows)**  
SFX: \_\_\_\_\_

Director's Notes

SLUG NOTES



ACTION

DIAL \_\_\_\_\_

**52. Highroller:**  
I promise.

FX: **(DX Shadows)**  
SFX: \_\_\_\_\_

Director's Notes

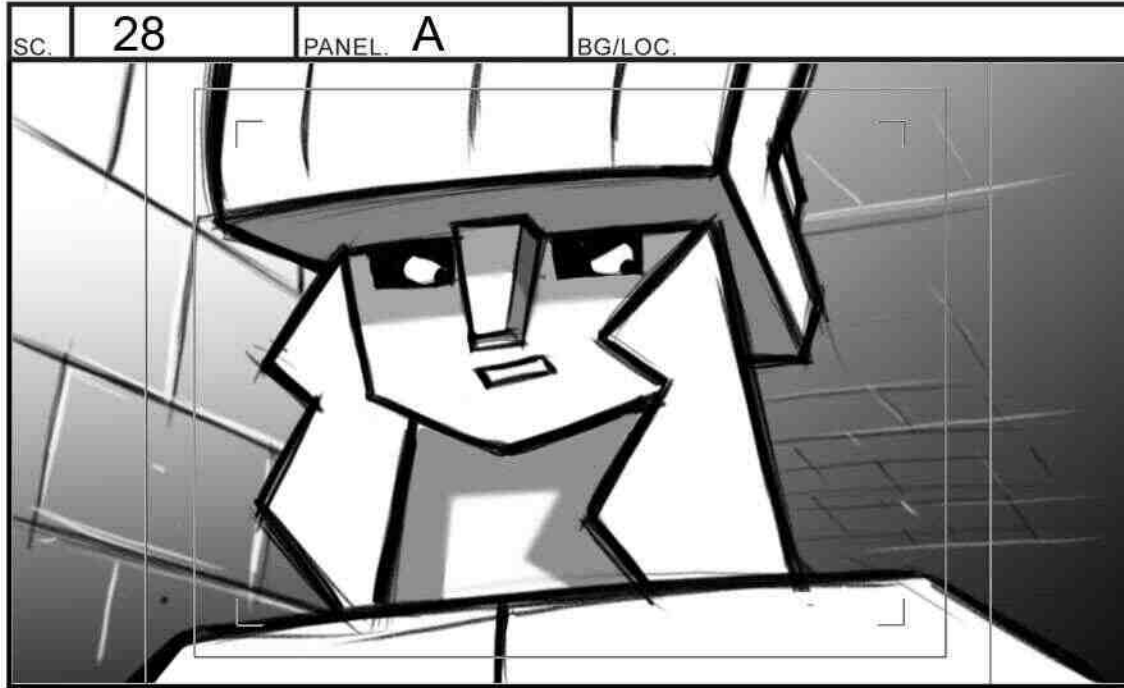
SLUG NOTES

FINAL

PROD #



▼  
HU



ACTION

Closer on Lin

DIAL

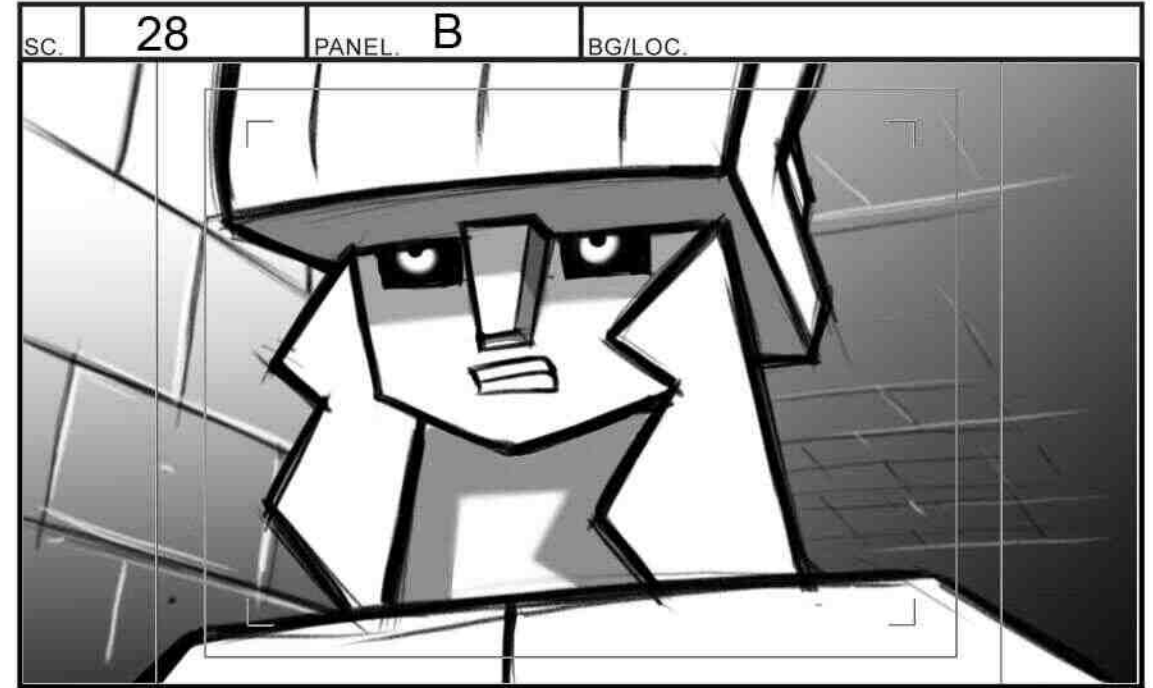
**53. Lin Chung:**  
**A promise I am sure you have.....**

FX: **(DX Shadows)**

SFX:

Director's Notes

SLUG NOTES



ACTION

DIAL

**53. Lin Chung:**  
**...no intention of keeping.**

FX: **(DX Shadows)**

SFX:

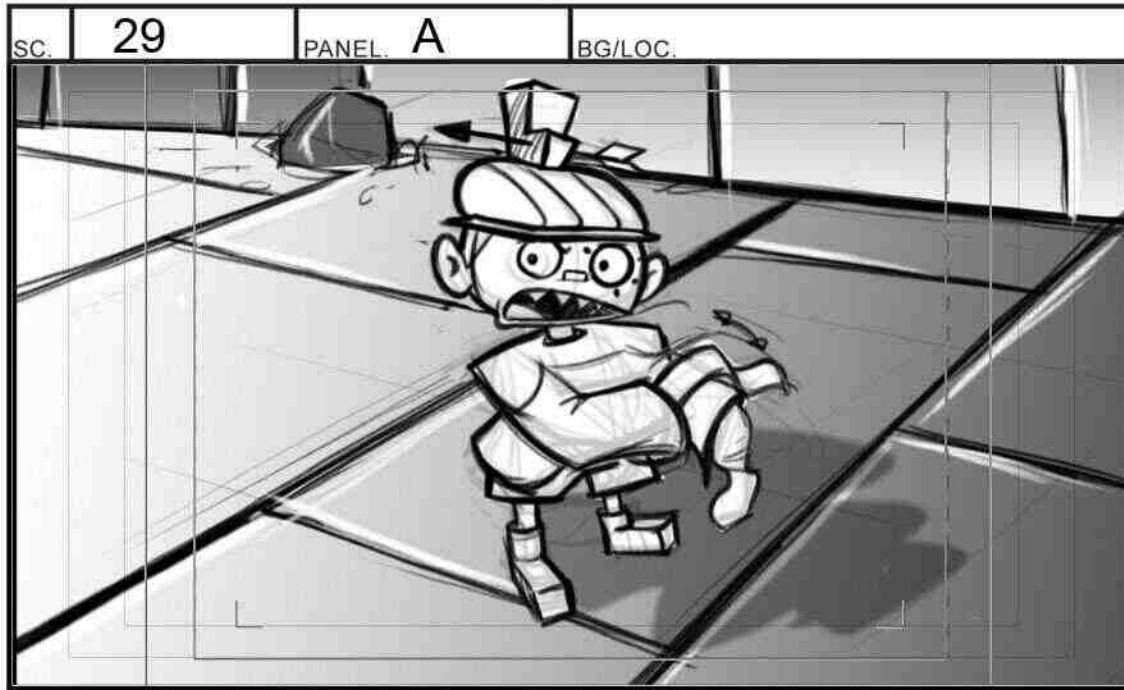
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

Close on Highroller brushing himself off.

DIAL

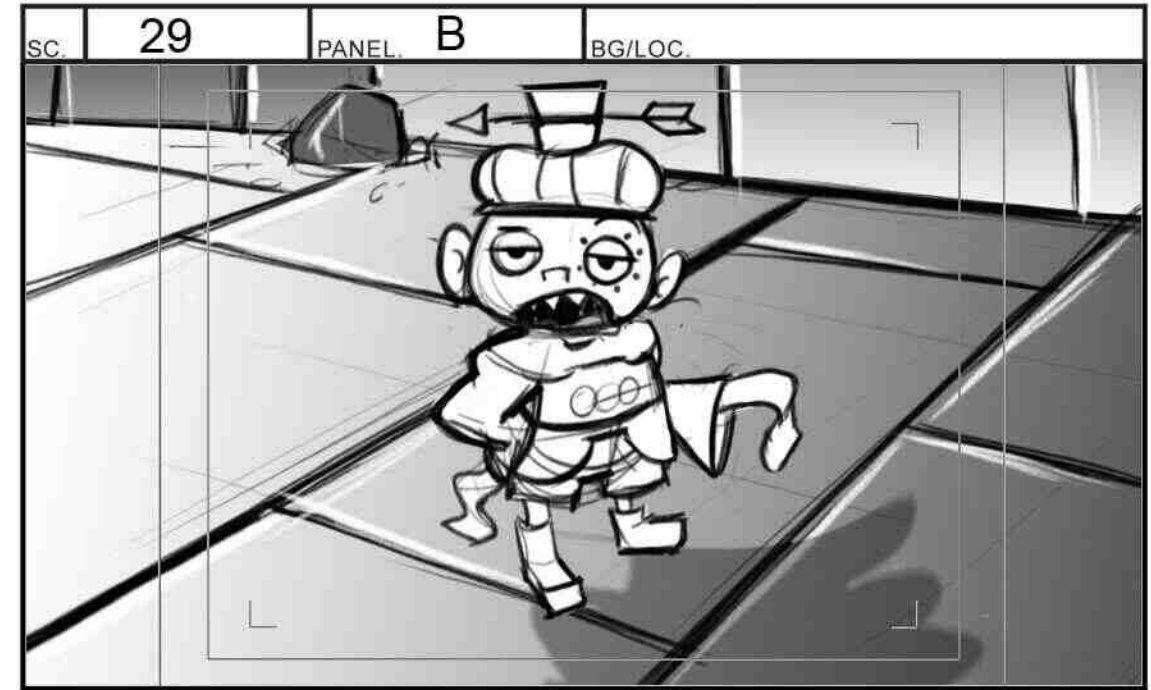
**54. Highroller:**  
**Okay, fine!**

FX: **(DX Shadows)**

SFX:

Director's Notes

SLUG NOTES



ACTION

DIAL

**54. Highroller:**  
**BIG surprise. I'm a liar.**

FX: **(DX Shadows)**

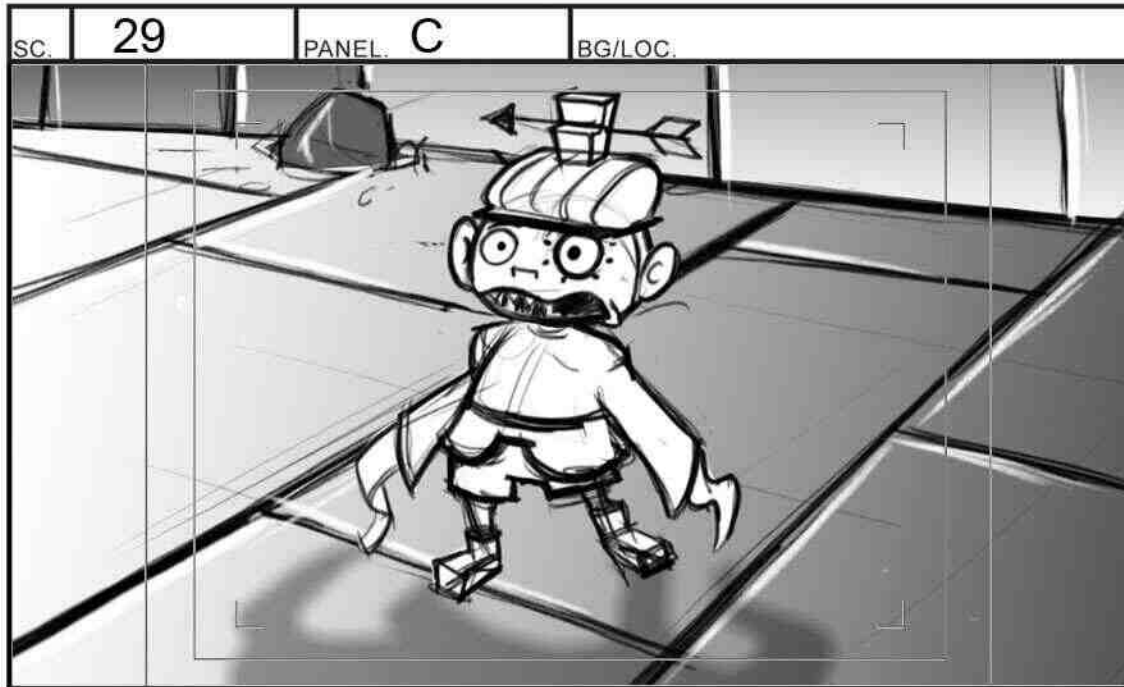
SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #



ACTION

Highroller turns to Lin Chung.

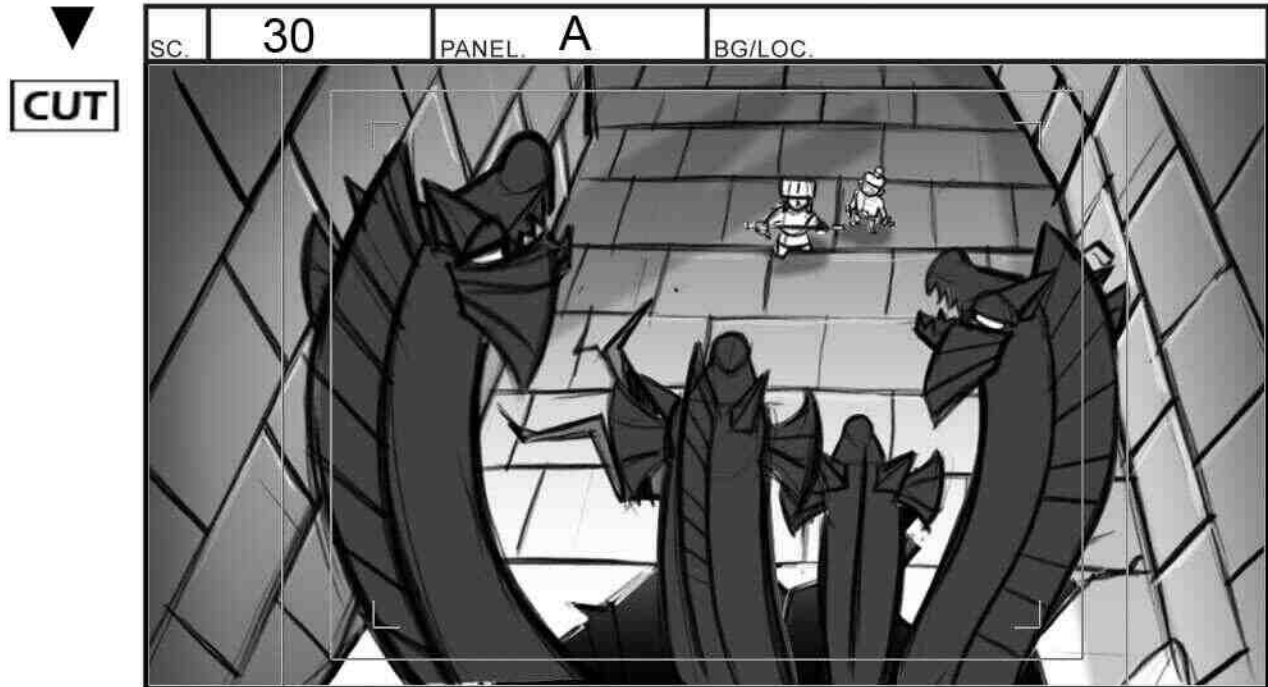
DIAL **54. Highroller:**  
But c'mon. Have a heart.  
I'm too good looking to be eel meat!

FX: **(DX Shadows)**

SFX:

Director's Notes

SLUG NOTES



**CUT**

ACTION

Wide on Corridor. The Wolf Eels have blocked the doorway.

DIAL

FX: **(DX Shadows)**

SFX:

Director's Notes

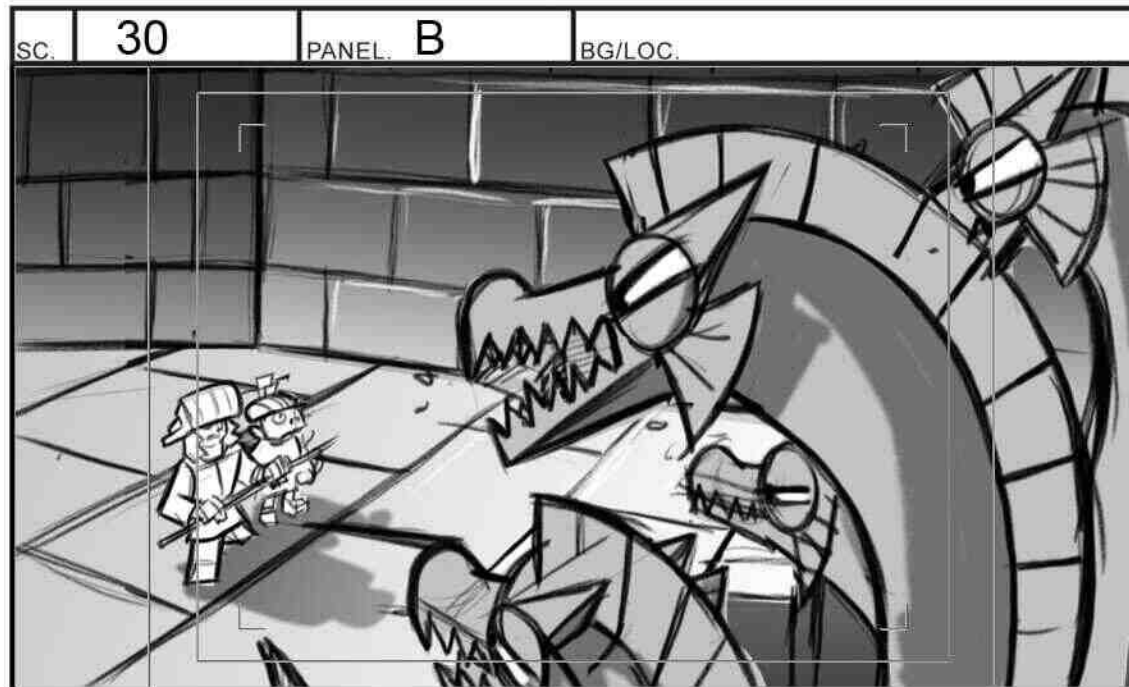
SLUG NOTES

FINAL

PROD #

Approved By:





ACTION  
**Camera pans around the Wolf Eels**

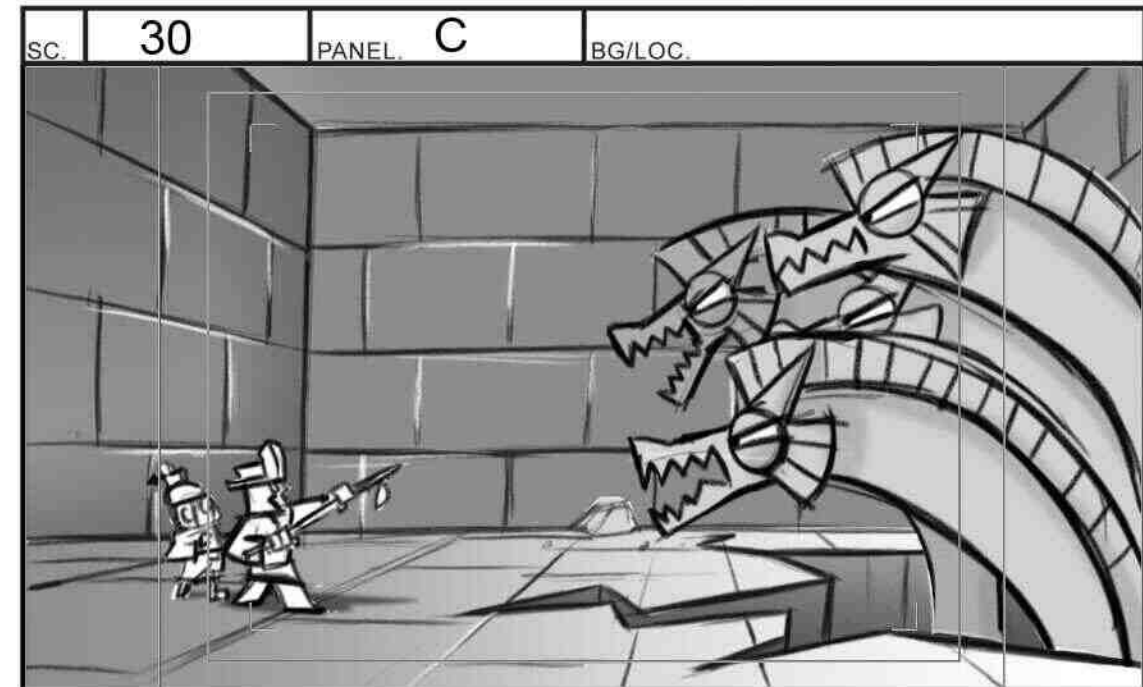
DIAL \_\_\_\_\_

FX: **(DX Shadows)**  
SFX: \_\_\_\_\_

Director's Notes \_\_\_\_\_

\_\_\_\_\_

SLUG NOTES



ACTION  
**Stop Camera Move.**

DIAL \_\_\_\_\_

FX: \_\_\_\_\_  
SFX: \_\_\_\_\_

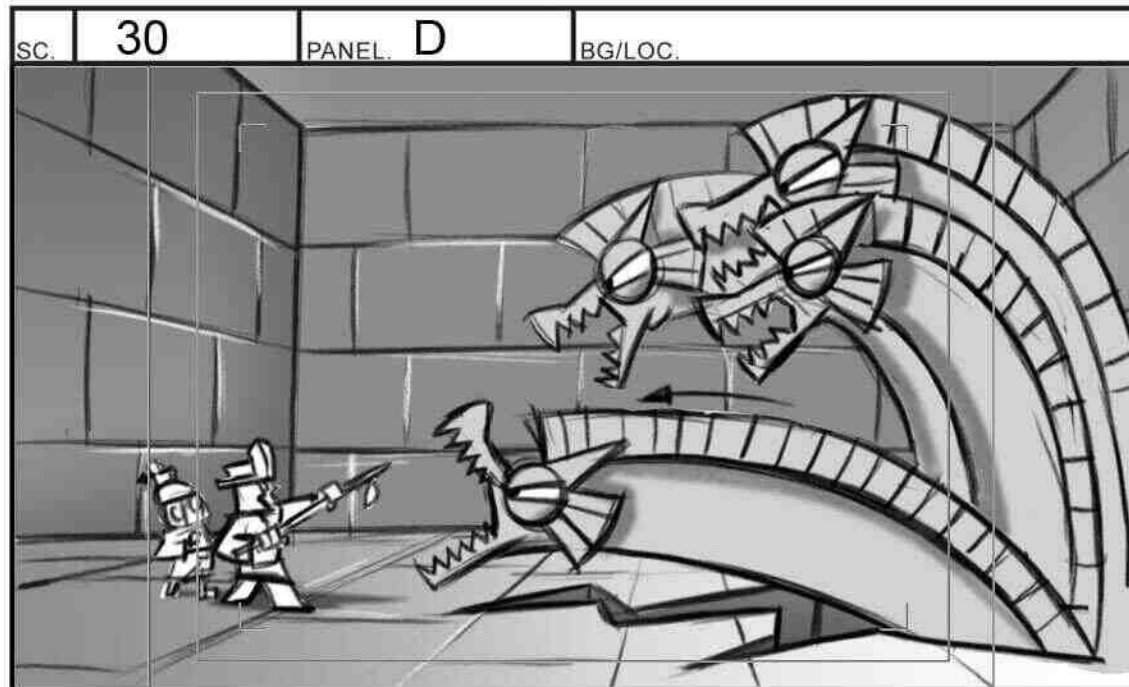
Director's Notes \_\_\_\_\_

\_\_\_\_\_

SLUG NOTES

FINAL

PROD # \_\_\_\_\_



ACTION

One of the Wolf Eels lunges forward.

DIAL \_\_\_\_\_

FX: **(DX Shadows)**  
SFX: \_\_\_\_\_

Director's Notes

SLUG NOTES



ACTION

Lin Chung smacks it on the snout. The other Wolf Eels are taken aback.

DIAL \_\_\_\_\_

FX: \_\_\_\_\_  
SFX: \_\_\_\_\_

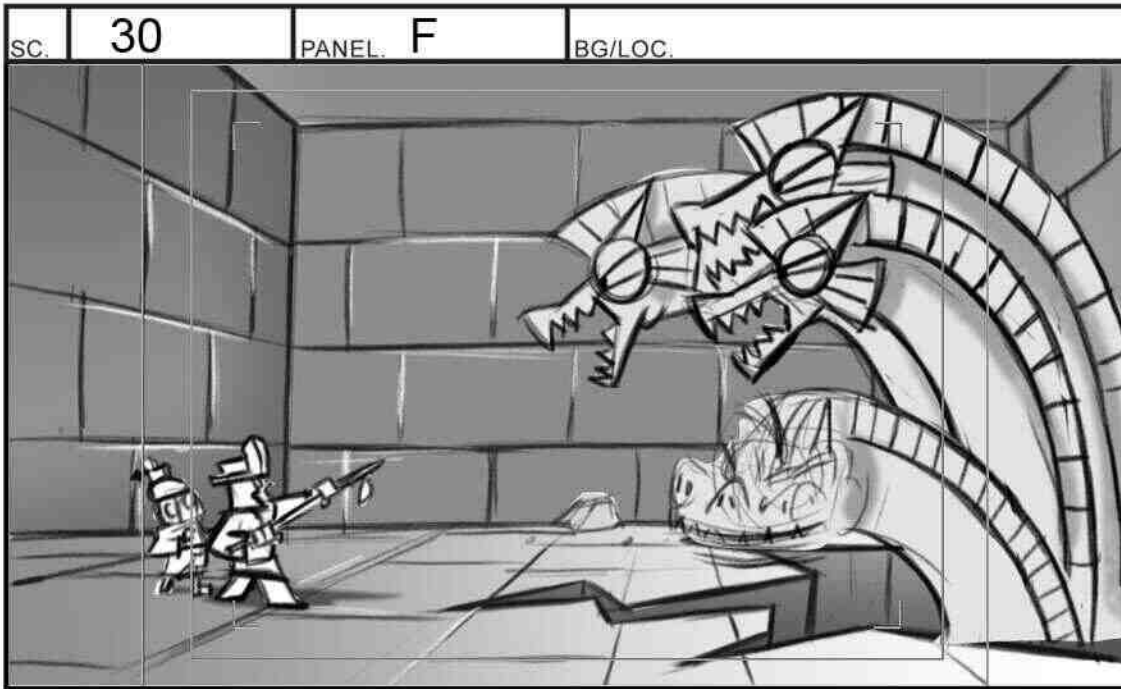
Director's Notes

SLUG NOTES

FINAL

PROD #





ACTION  
As the eel shakes off the hit, the others turn back preparing to attack again.

DIAL \_\_\_\_\_

FX: **(DB Blur, DX Shadows)**  
SFX: \_\_\_\_\_

Director's Notes \_\_\_\_\_

SLUG NOTES



ACTION  
Closer on Lin Chung and a cowering Highroller.

DIAL \_\_\_\_\_  
**55. Lin Chung:**  
You are lucky I need you as well.

FX: **(DX Shadows)**  
SFX: \_\_\_\_\_

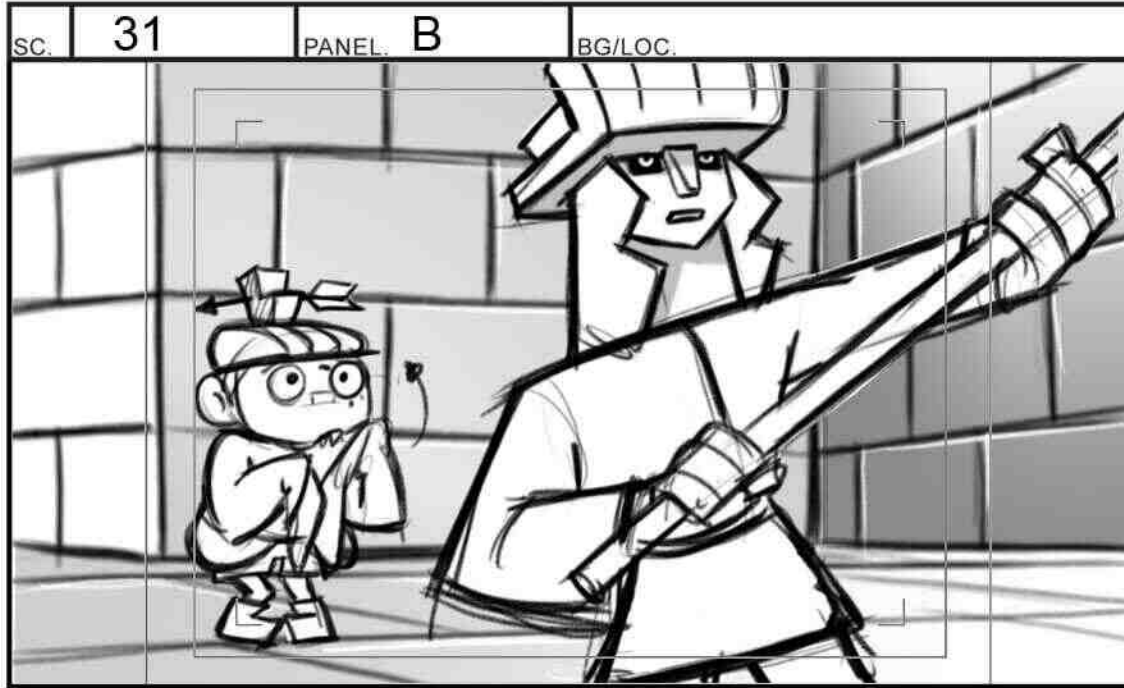
Director's Notes \_\_\_\_\_

SLUG NOTES

FINAL

PROD # \_\_\_\_\_





ACTION

Highroller looks up.

DIAL

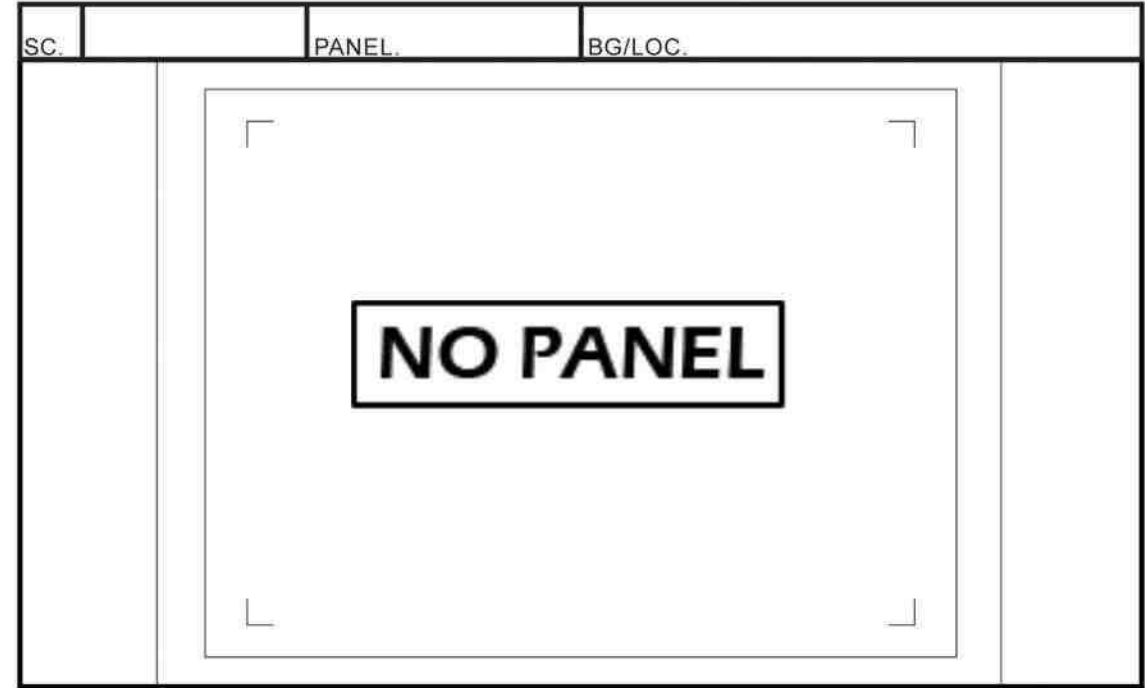
55. Lin Chung:  
The Duel handles....

FX: **(DX Shadows)**

SFX:

Director's Notes

SLUG NOTES



ACTION

( SCENE CONTINUED ON NEXT PAGE )

DIAL

FX:

SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:

SC.	31	PANEL	C	BG/LOC.
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ACTION

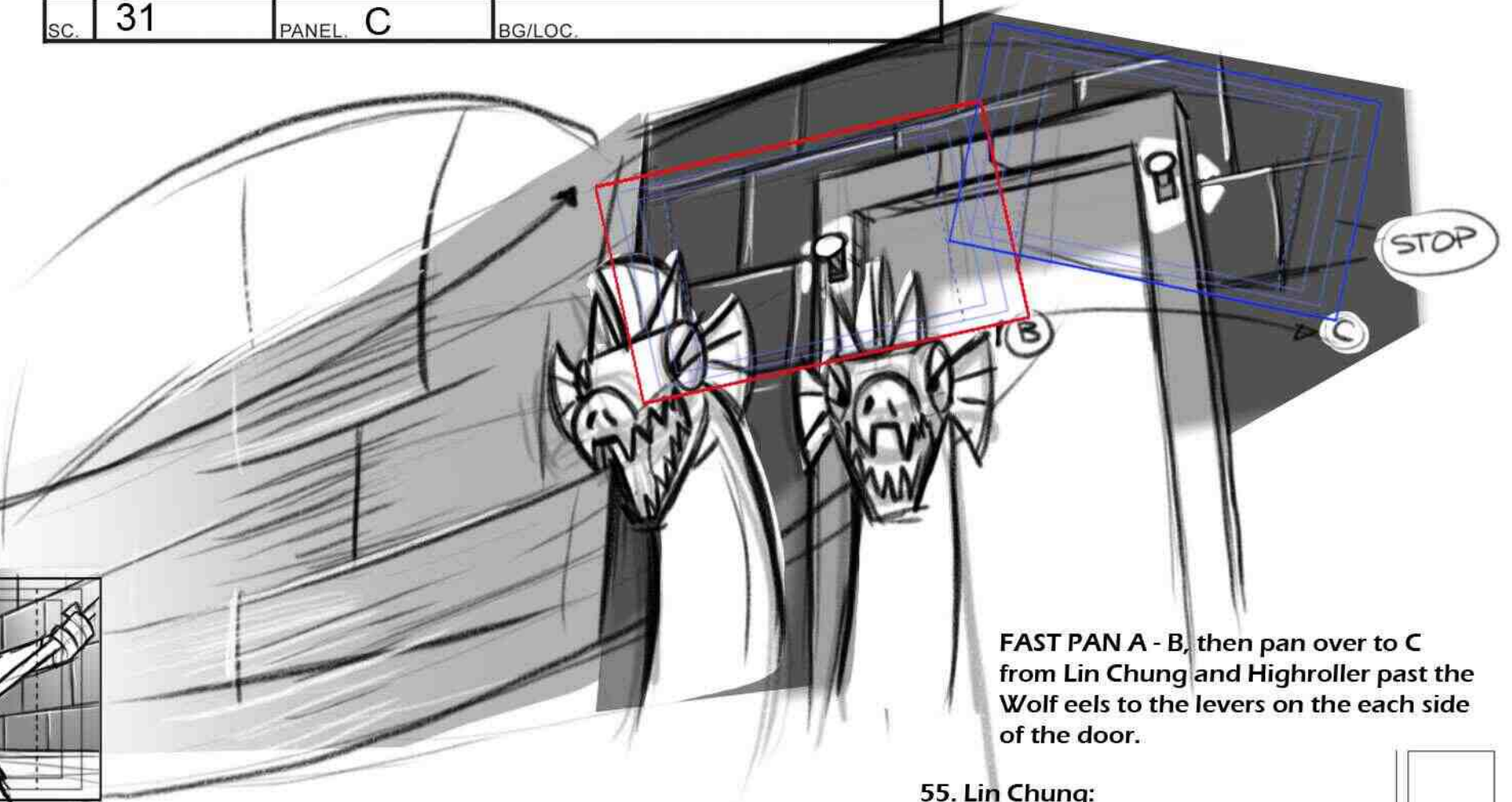
DIAL **START**



FX:  
SFX: **(DX Shadows)**

Director's Notes

SLUG NOTES



FAST PAN A - B, then pan over to C from Lin Chung and Highroller past the Wolf eels to the levers on the each side of the door.

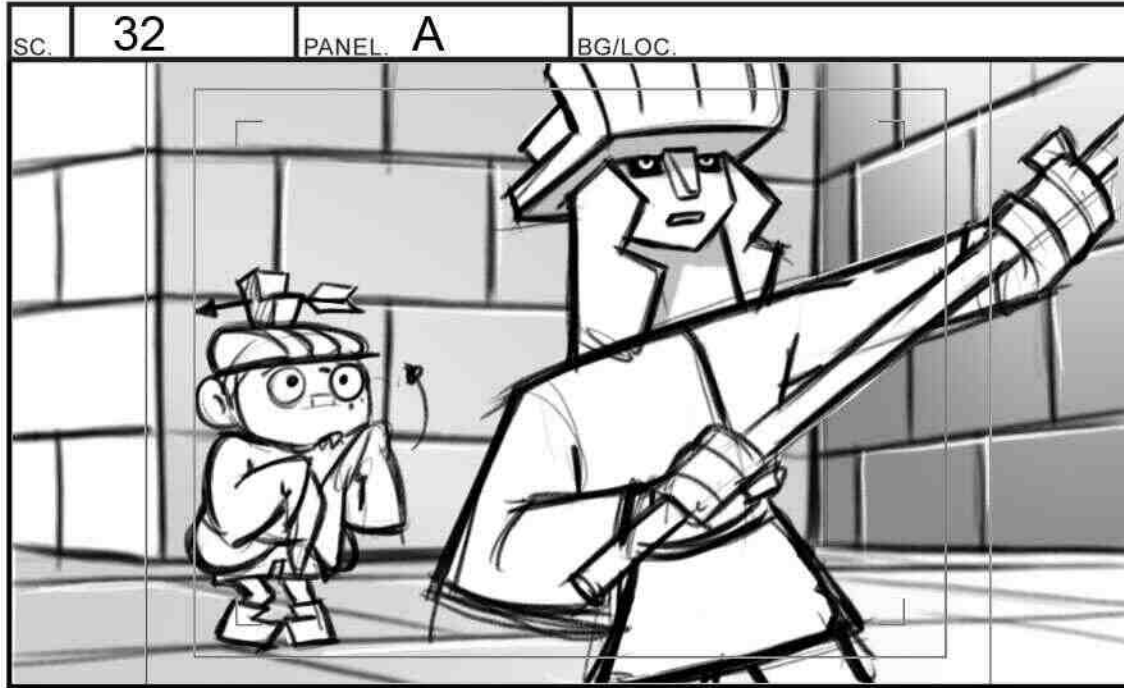
55. Lin Chung:  
...on each side at the top of the door.

FINAL

PROD #



CUT



ACTION

Angle on Highroller and LinChung.

DIAL

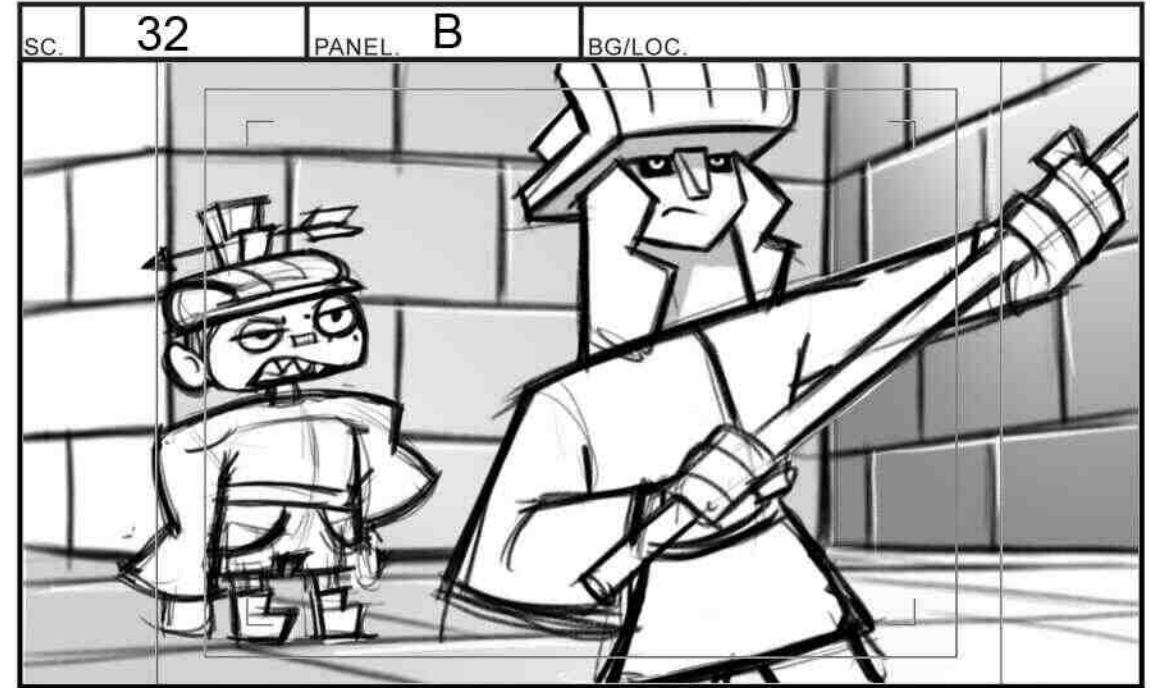
**55. Lin Chung:**  
They must be turned at the same moment....

FX: **(DX Shadows)**

SFX:

Director's Notes

SLUG NOTES



ACTION

Highroller straightens up.

DIAL

**56. Highroller:**  
...for the door to open...

FX:

SFX:

Director's Notes

SLUG NOTES

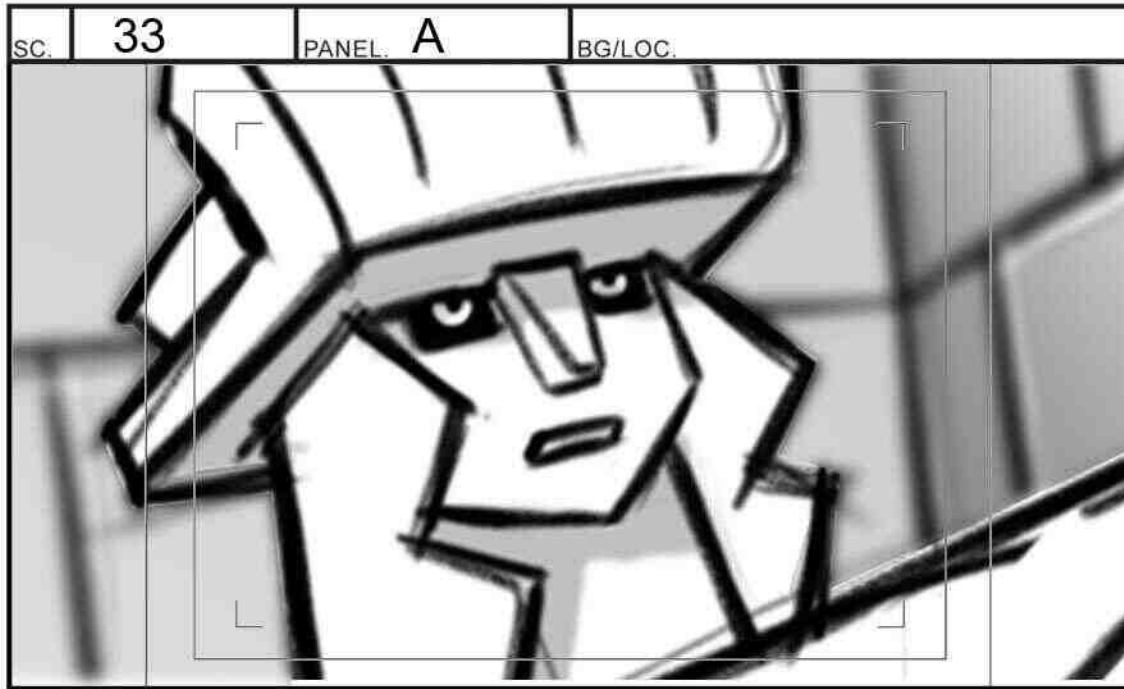
FINAL

PROD #

Approved By:



▼  
HU



ACTION

Close on Lin Chung

DIAL

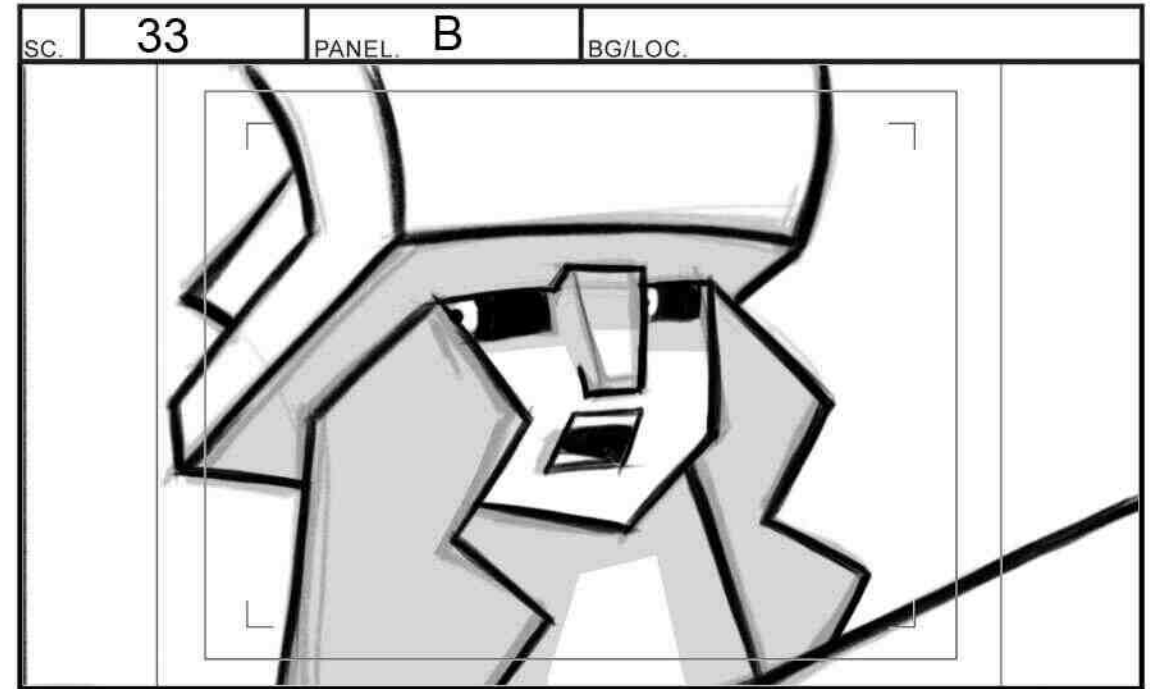
**57. Lin Chung:**  
...and for me to get the sword....

FX: **(DX Shadows)**

SFX:

Director's Notes

SLUG NOTES



ACTION

DIAL

**57 Lin Chung:**  
...That is once we find a way scross the chasm.

FX:

SFX:

Director's Notes

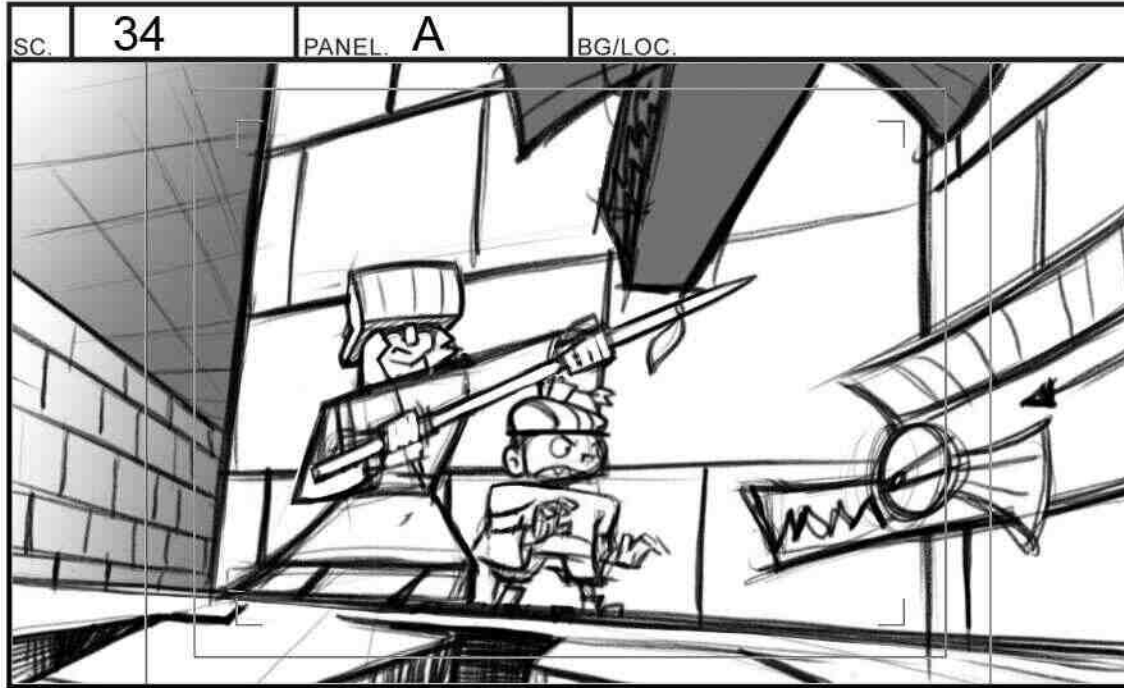
SLUG NOTES

FINAL

PROD #

Approved By:

▼  
HU



ACTION

Angle on our heros as the eels begin to attack....

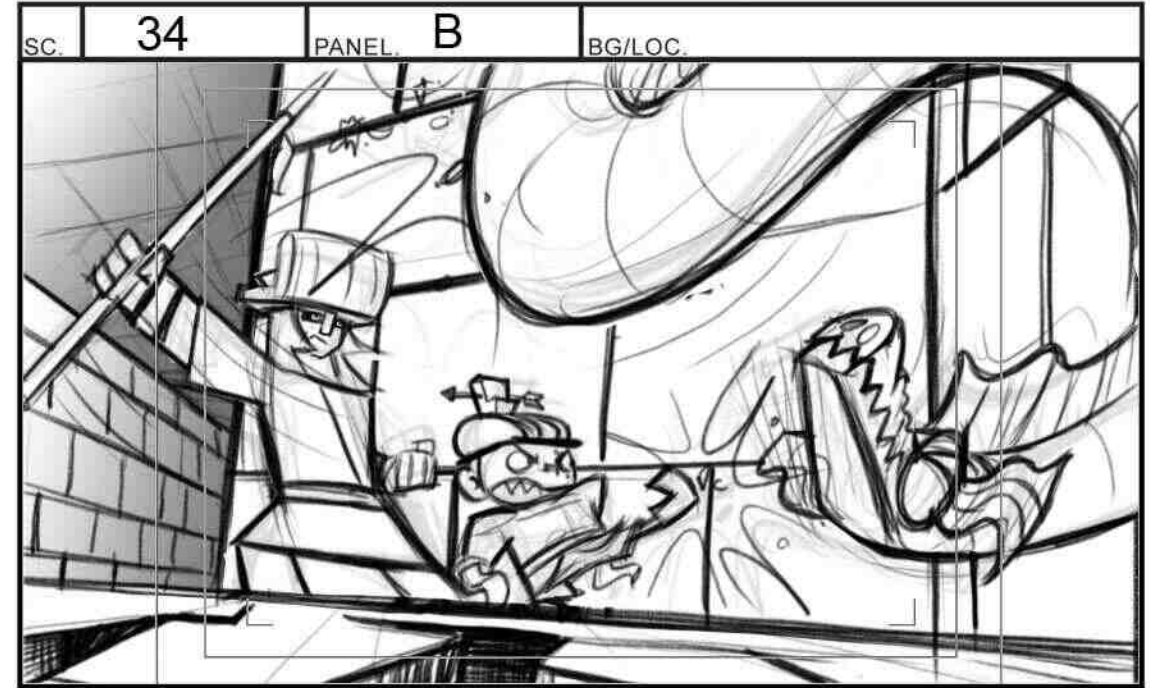
DIAL

FX: **(DX Shadows)**

SFX:

Director's Notes

SLUG NOTES



ACTION

...surprisingly, Highroller handles himself well.

DIAL

FX:

SFX:

Director's Notes

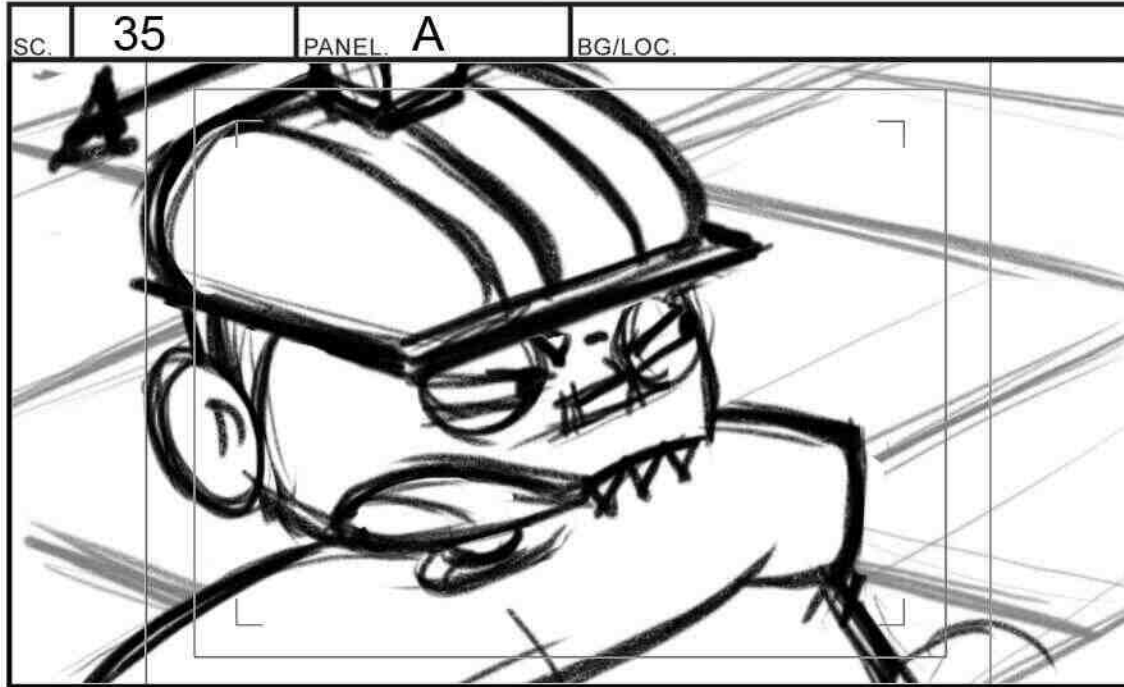
SLUG NOTES

FINAL

PROD #

Approved By:

▼  
HU



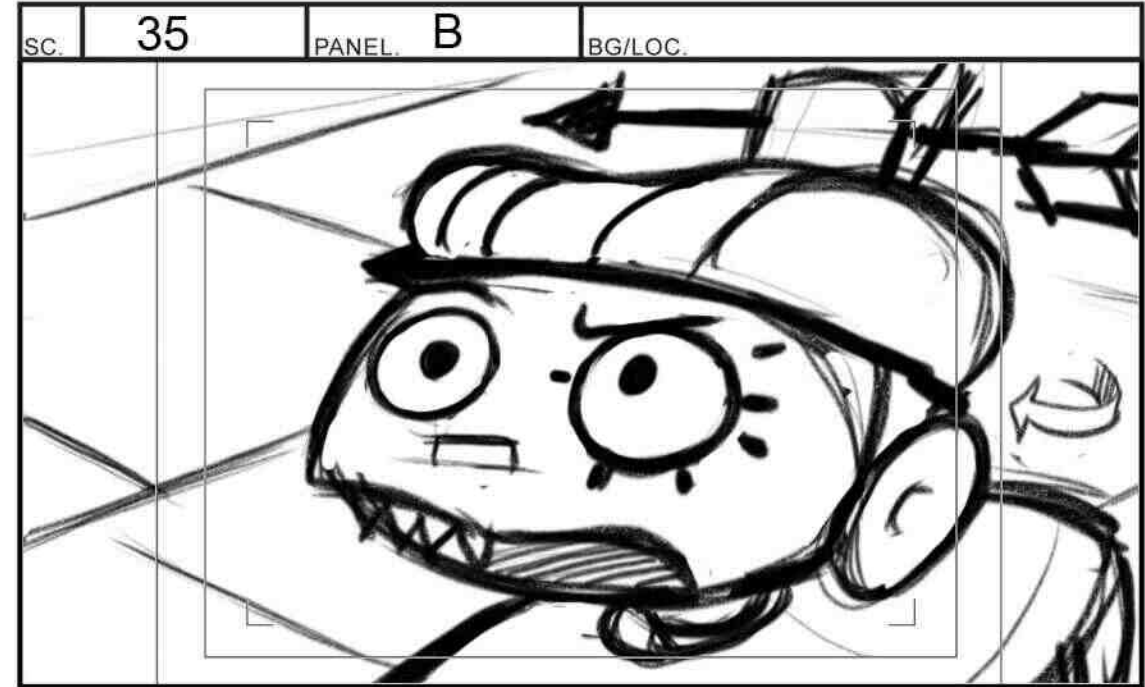
ACTION      **Close on Highroller.  
( START POSE )**

DIAL      **59. Highroller:  
We could use...**

FX: **(DX Shadows)**  
SFX:

Director's Notes

SLUG NOTES



ACTION      **He turns to Lin Chung. (Shift w/Animation)**

DIAL      **59. Highroller:  
...the Flying...**

FX:  
SFX:

Director's Notes

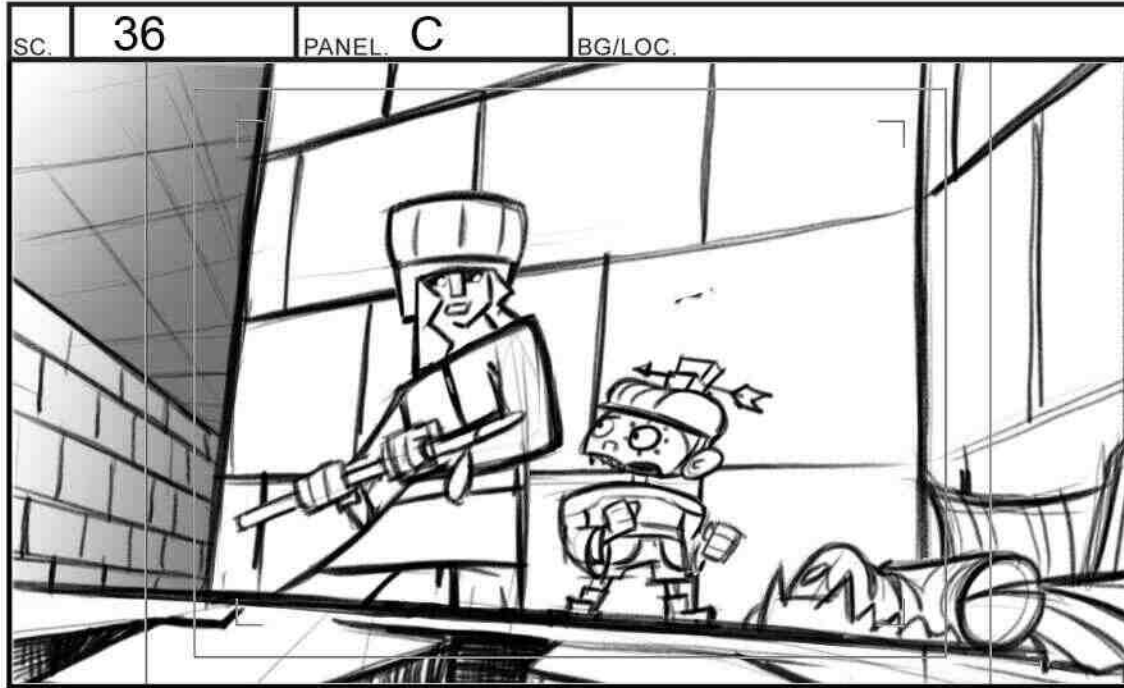
SLUG NOTES

FINAL

PROD #



▼  
HU



ACTION

Wide on Lin Chung and Highroller.

DIAL

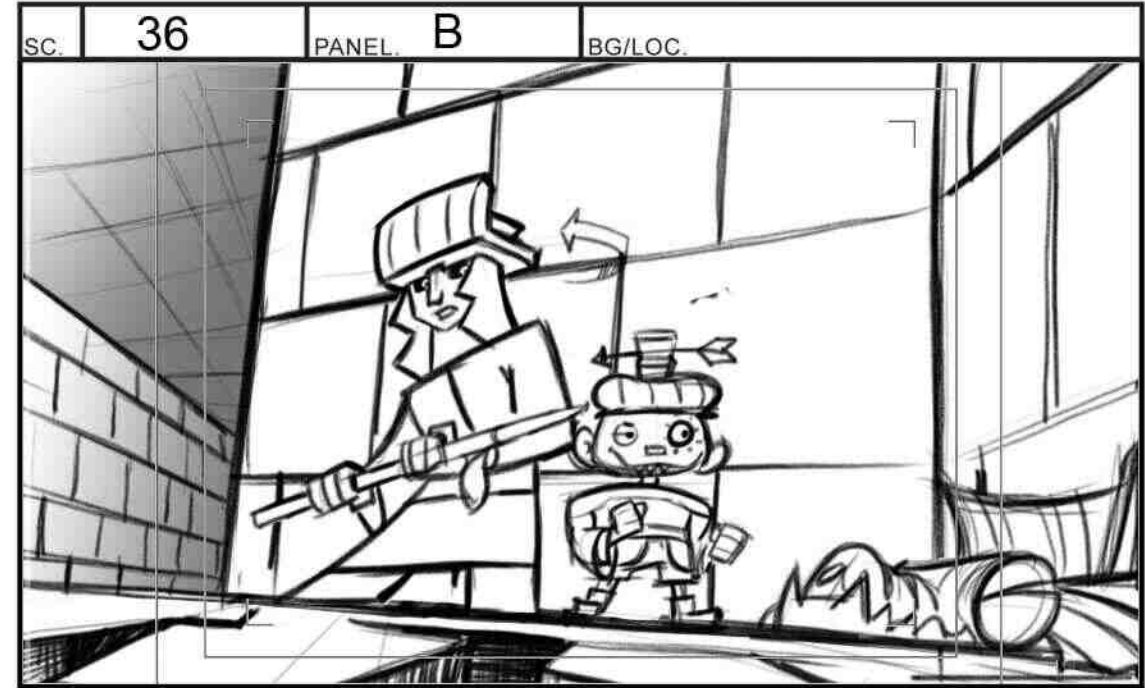
60. Lin Chung/Highroller:  
..Starfish Maneuver!

FX: **(DX Shadows)**

SFX:

Director's Notes

SLUG NOTES



ACTION

He turns to Lin Chung. (Shift w/Animation)

DIAL

61. Lin Chung:  
From different Masters the same move.

FX:

SFX:

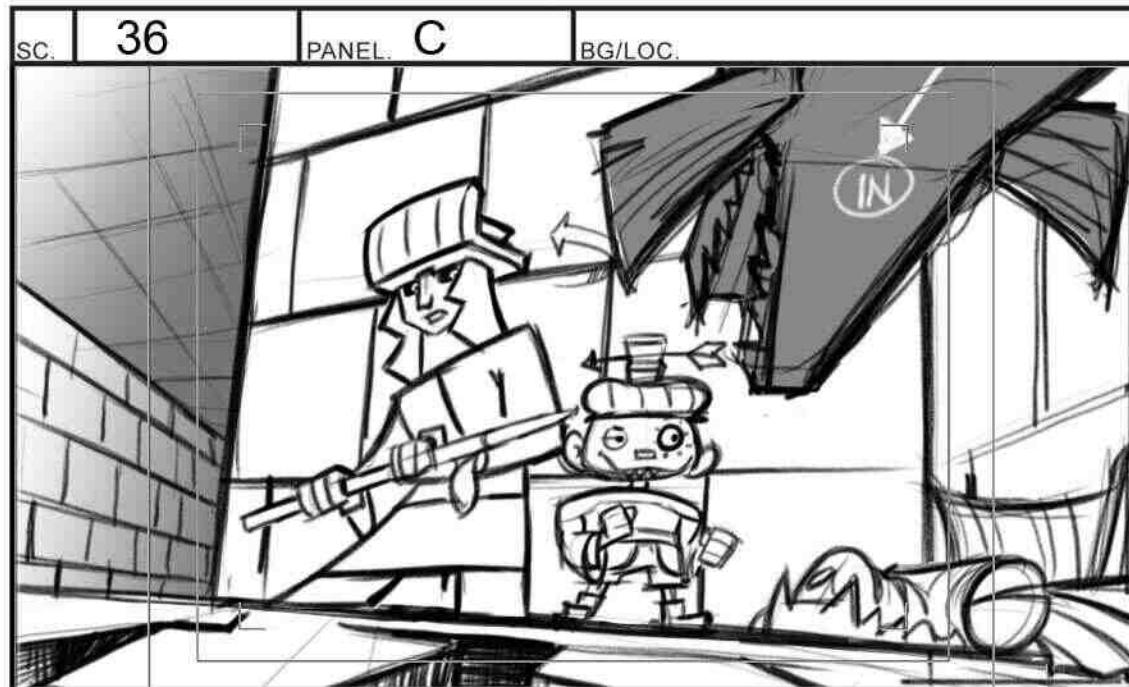
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

Another Wolf eel enters scene.

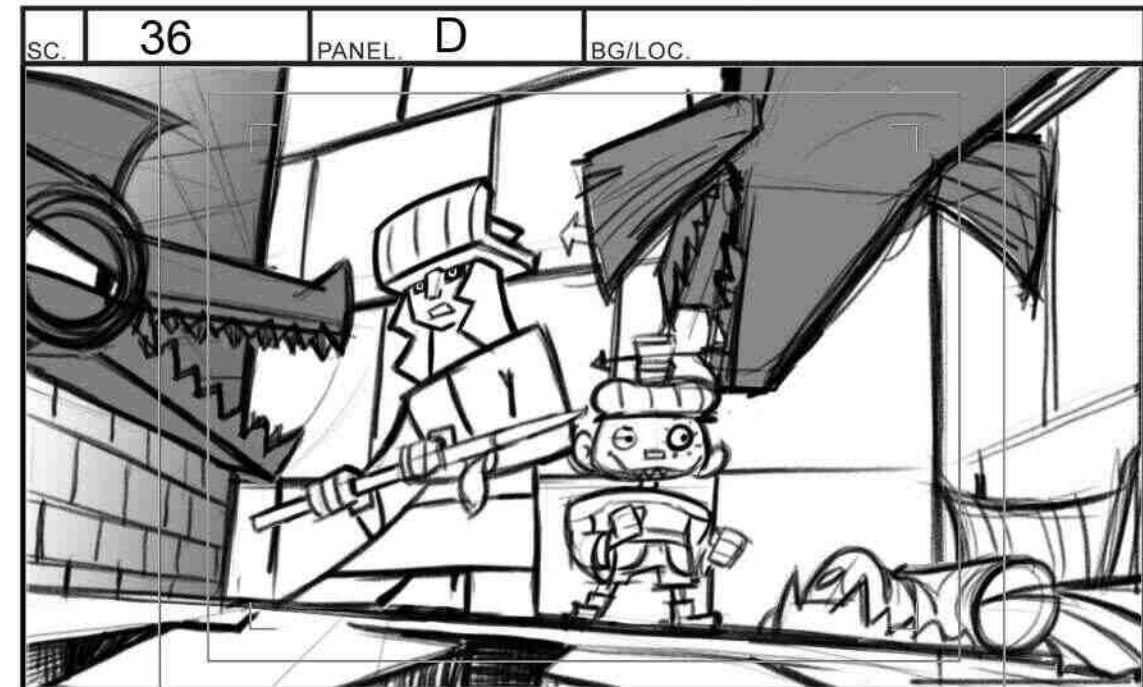
DIAL

**61. Lin Chung:**  
Let us hope your teacher .....

FX: **(DX Shadows)**  
SFX:

Director's Notes

SLUG NOTES



ACTION

...yet another Wolfeel enters.

DIAL

**61. Lin Chung:**  
.....taught you one thing properly.

FX:  
SFX:

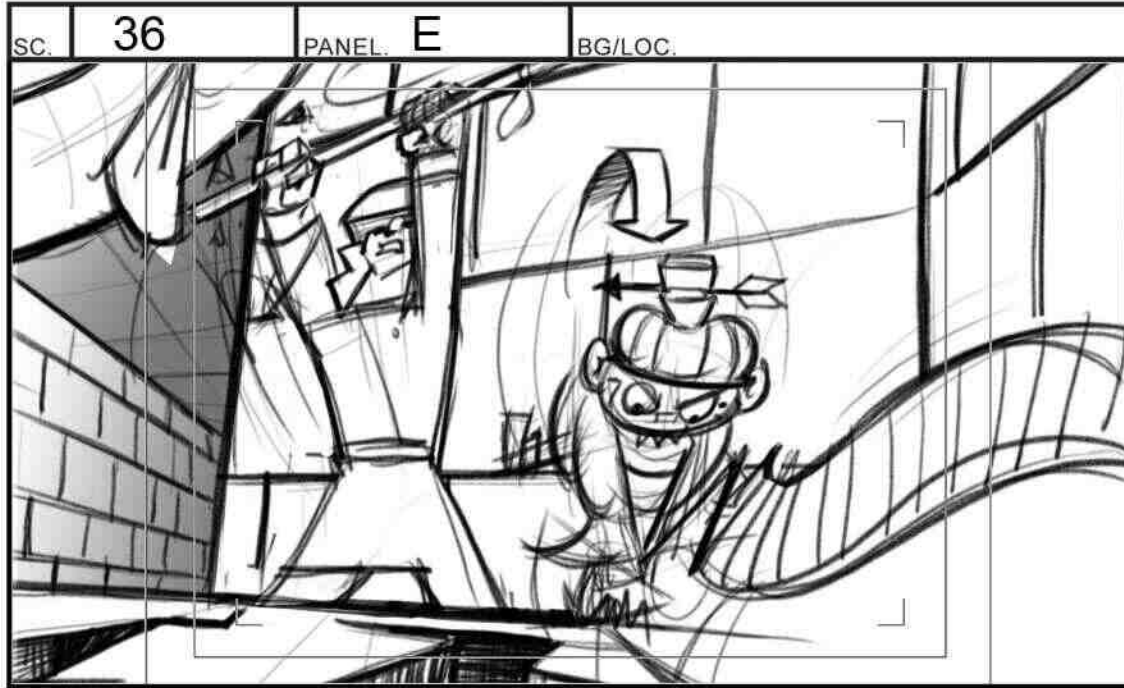
Director's Notes

SLUG NOTES

FINAL

PROD #





ACTION

**Both spring into action....**

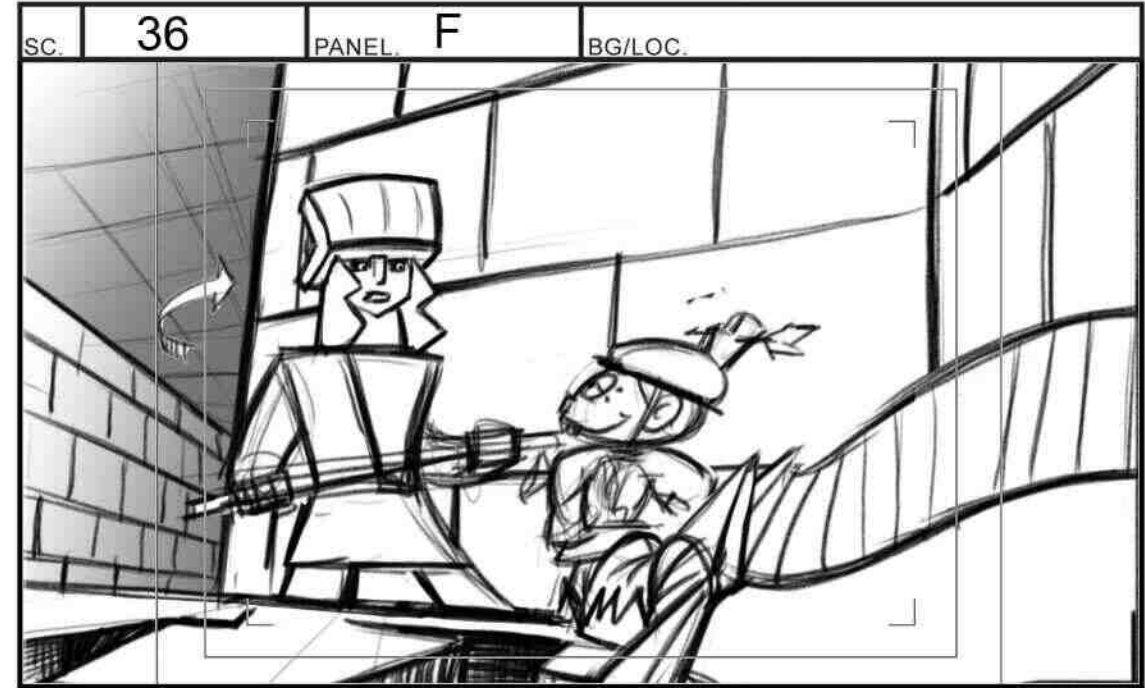
DIAL

FX: **(DX Shadows)**

SFX:

Director's Notes

SLUG NOTES



ACTION

**Lin Chung turns to Highroller.**

DIAL

**62. Lin Chung:  
.On Three.....**

FX:

SFX:

Director's Notes

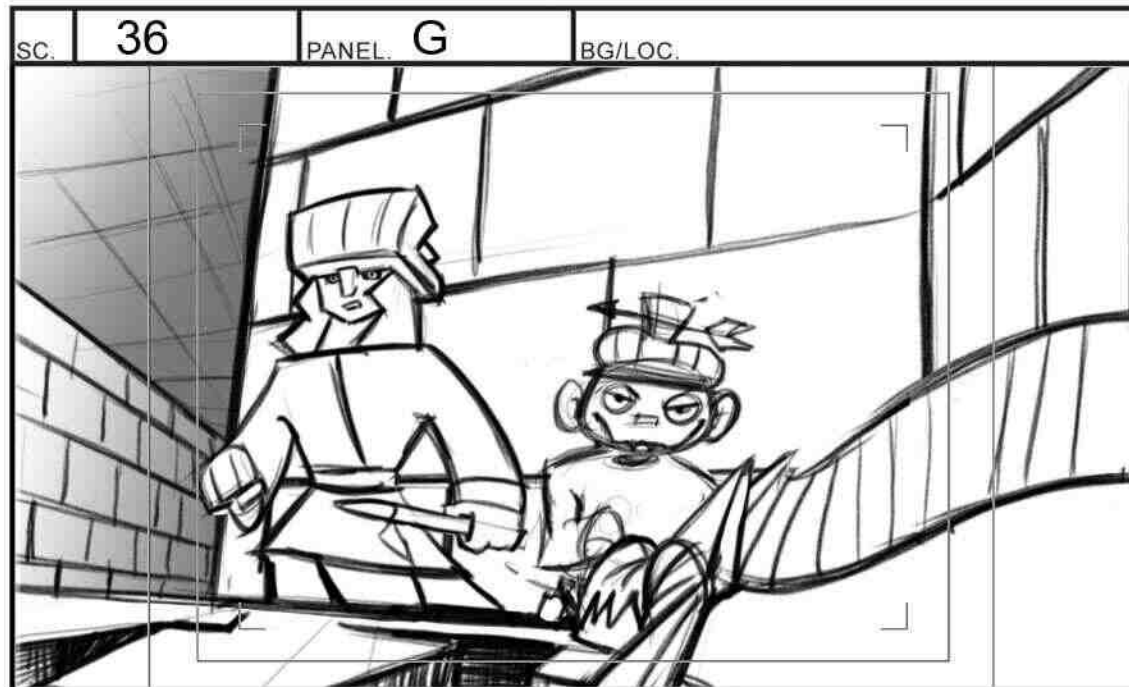
SLUG NOTES

FINAL

PROD #

Approved By:





ACTION

Both spring into action....

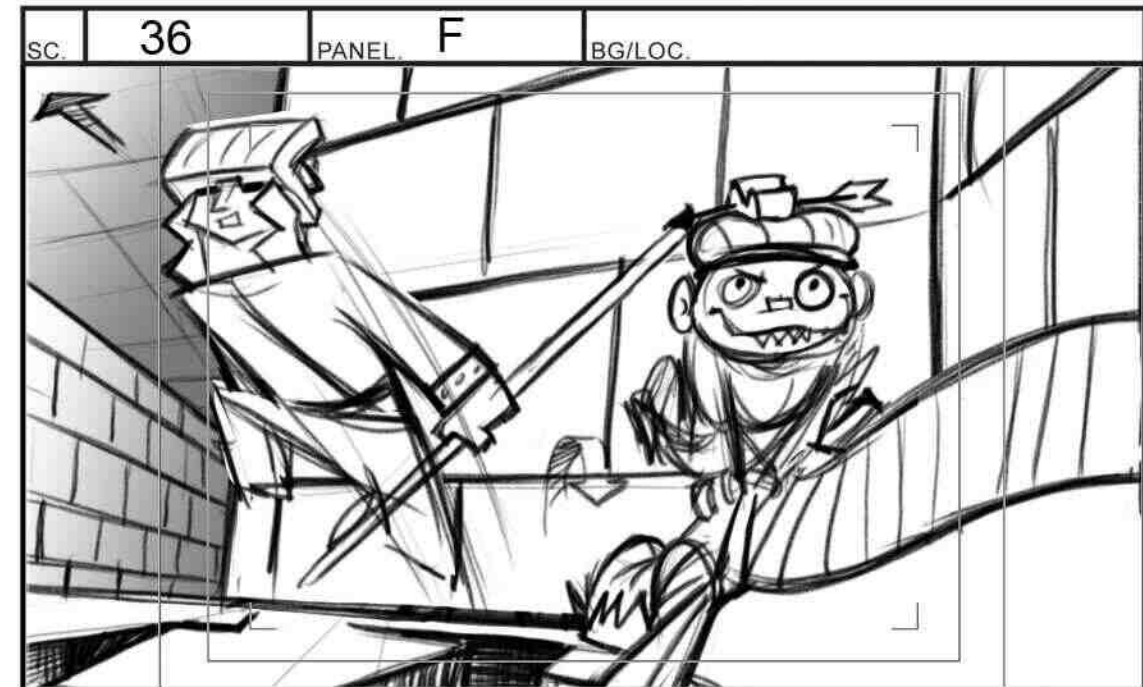
DIAL

**62. Lin Chung:**  
...one...two..

FX: **(DX Shadows)**  
SFX:

Director's Notes

SLUG NOTES



ACTION

...they leap forward.

DIAL

**62. Lin Chung:**  
...three!

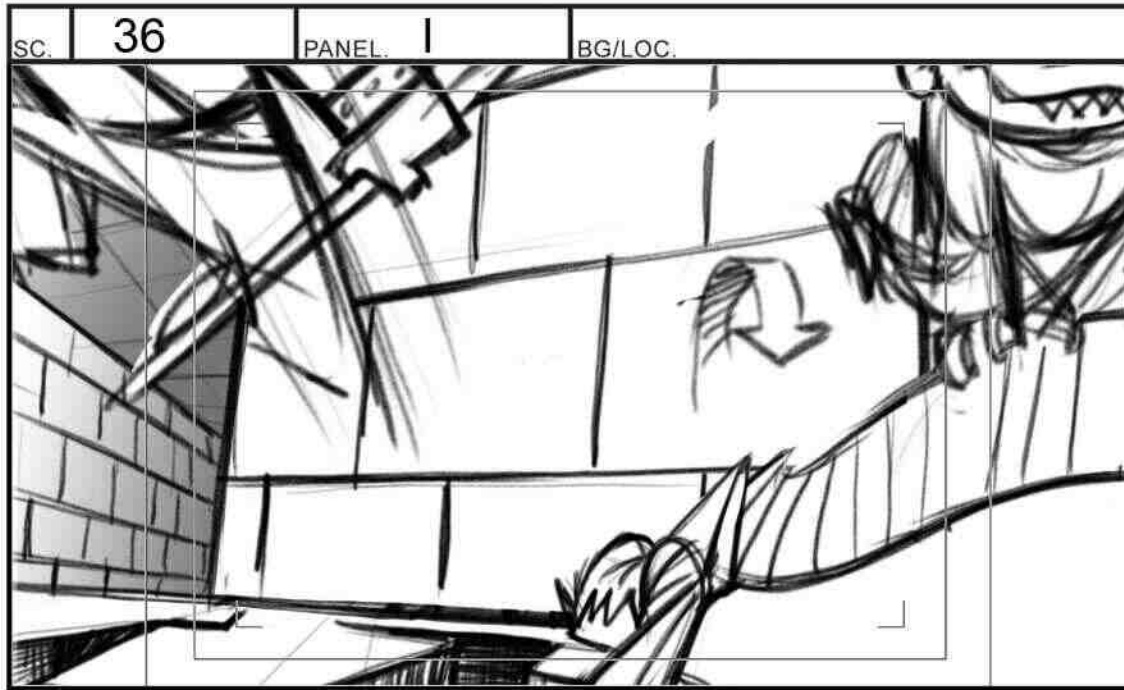
FX:  
SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #



ACTION

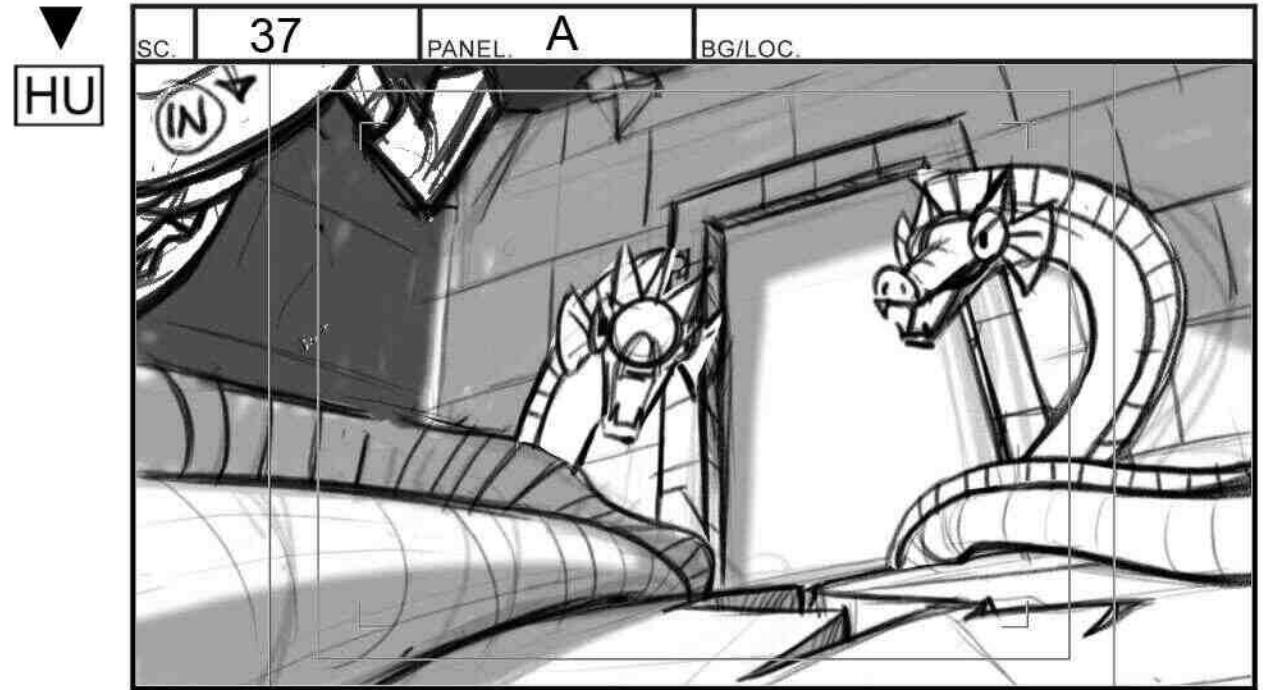
DIAL

FX: **(DX Shadows)**

SFX:

Director's Notes

SLUG NOTES



ACTION

**Reverse angle on Doorway. The last couple of Wolfeels guard it. Highroller and Lin Chungrush towards it.**

DIAL

FX: **(DX Shadows)**

SFX:

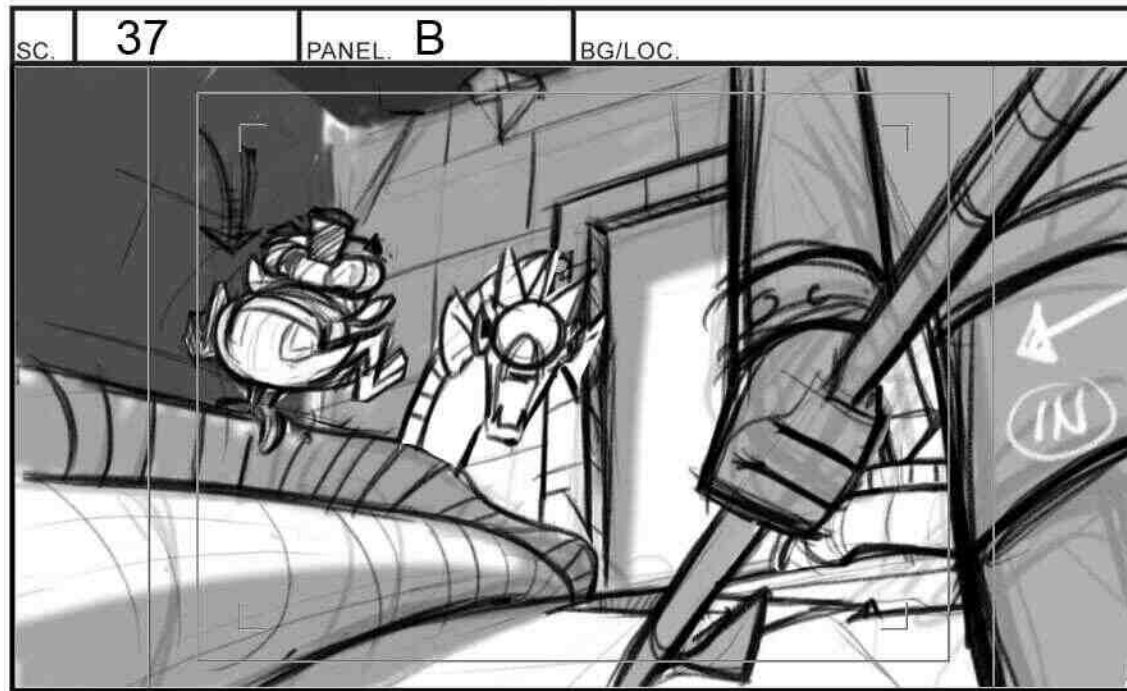
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

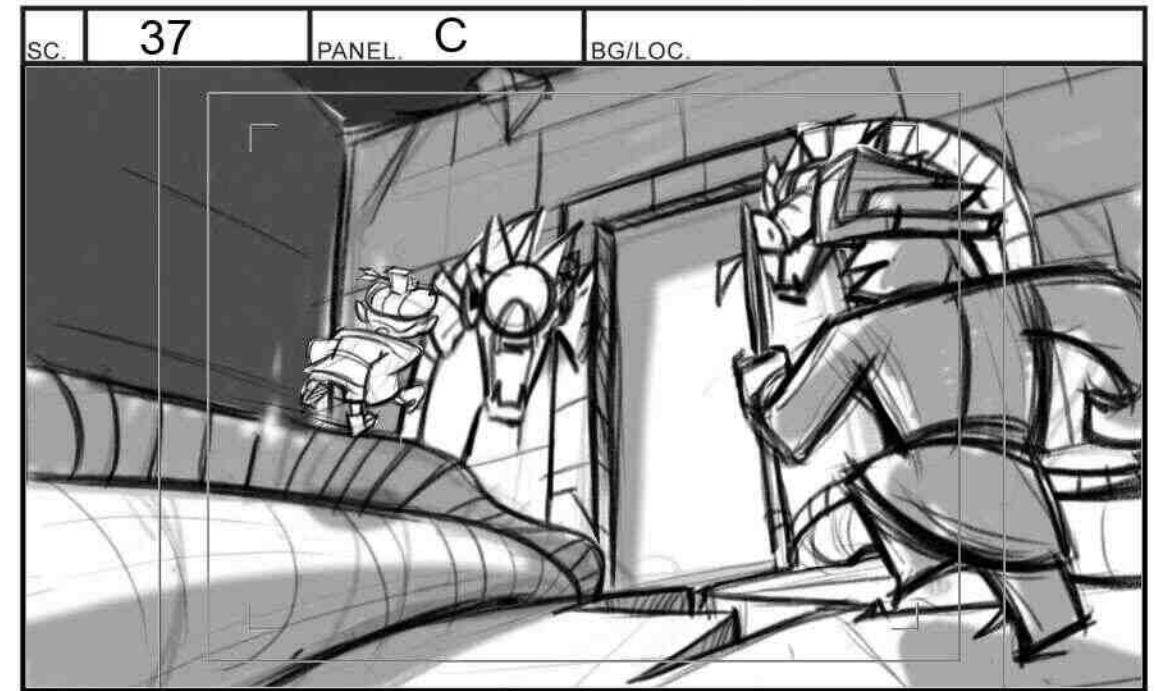
DIAL

FX: **(DX Shadows)**

SFX:

Director's Notes

SLUG NOTES



ACTION

DIAL

FX: **(DX Shadows)**

SFX:

Director's Notes

SLUG NOTES

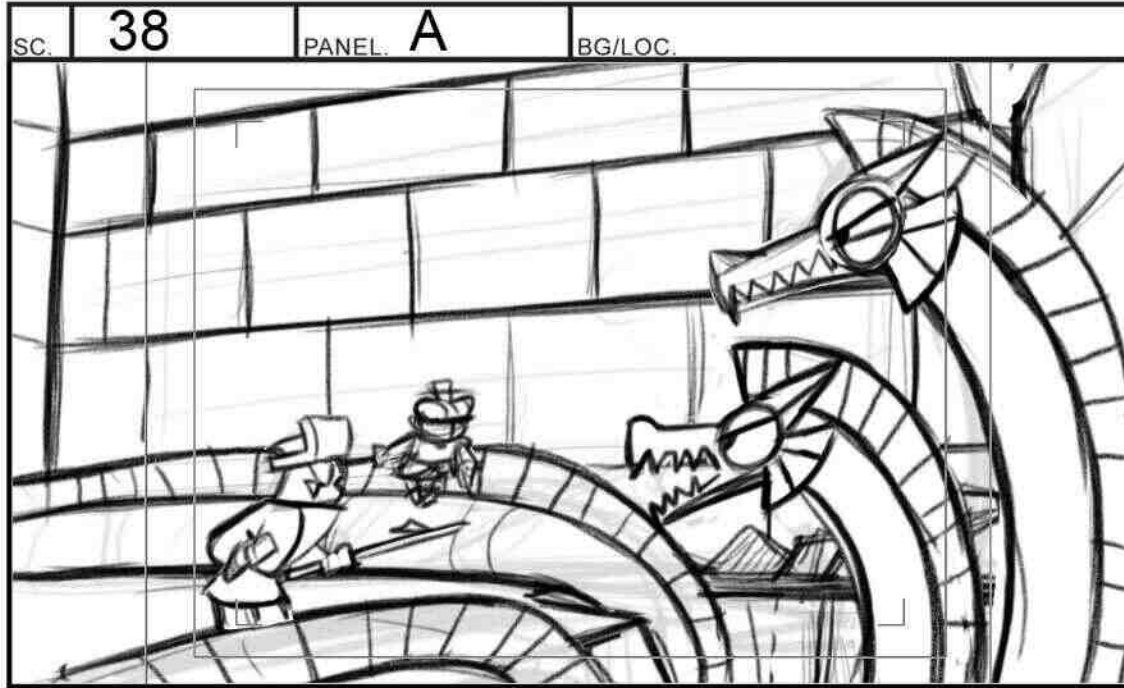
FINAL

PROD #

Approved By:



▼  
**CUT**



ACTION

**Another angle on scene as Lin Chung and Highroller reach the edge of the chasm.**

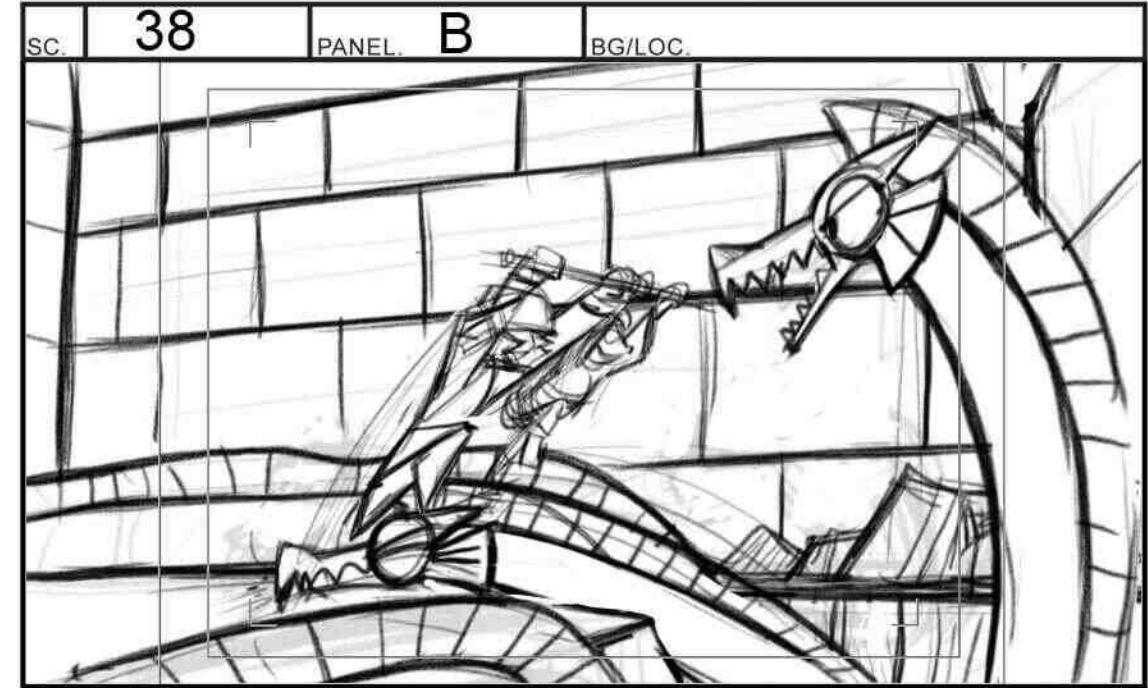
DIAL

FX: **(DX Shadows)**

SFX:

Director's Notes

SLUG NOTES



ACTION

**They leap upwards, Lin extending his staff to Highroller, who grabs it. The first Wolf eel lunges at them, passing between them.**

DIAL

FX:

SFX:

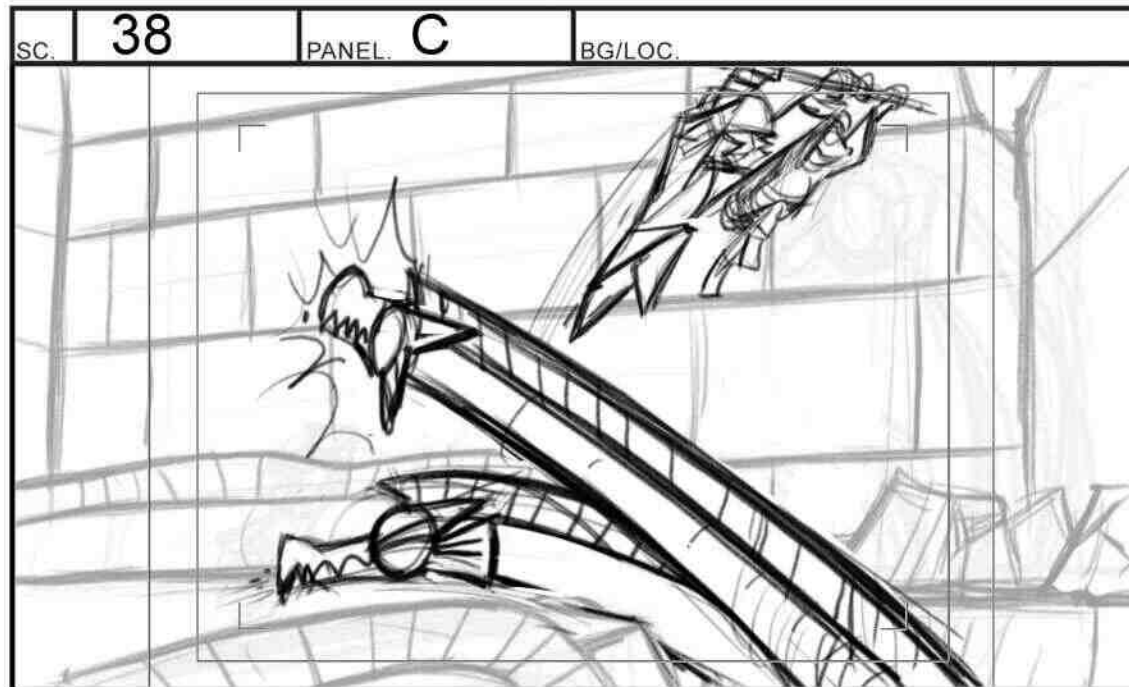
Director's Notes

SLUG NOTES

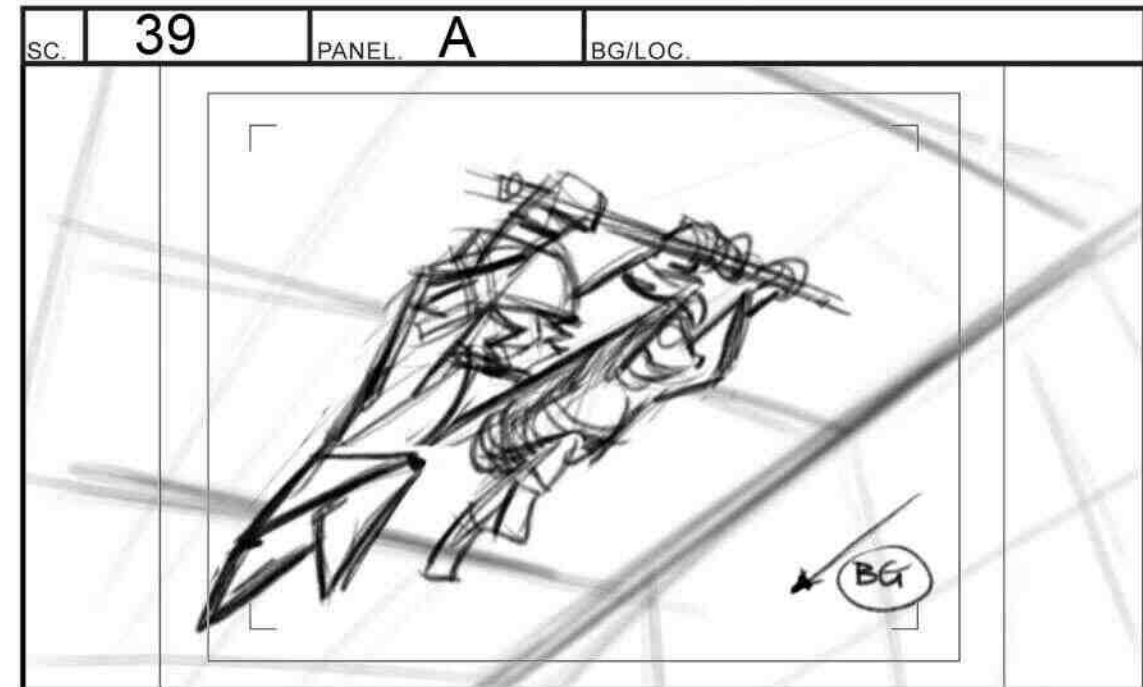
FINAL

PROD #

Approved By:



▼  
**CUT**



ACTION

**The second eel lunges, just missing them and smacking into the wall.**

DIAL \_\_\_\_\_

FX: **(DX Shadows)**

SFX: \_\_\_\_\_

Director's Notes

SLUG NOTES

ACTION

**Closer on Lin Chung and Highroller.  
SLOW MOTION as BG pans behind them.**

DIAL \_\_\_\_\_

FX: \_\_\_\_\_

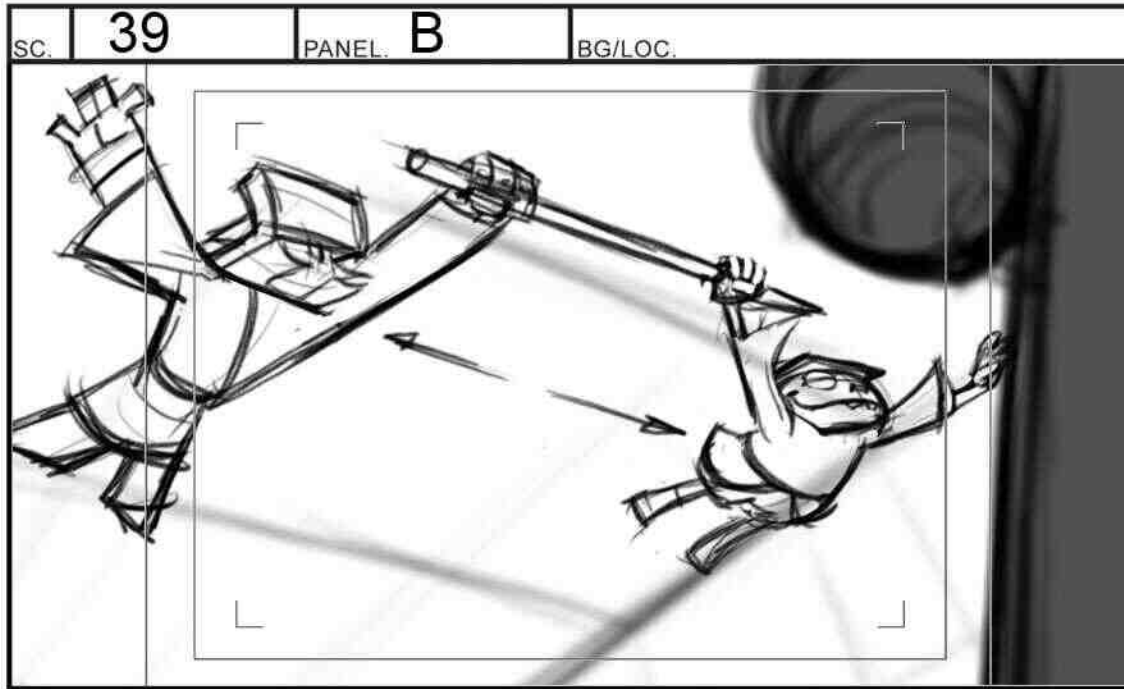
SFX: \_\_\_\_\_

Director's Notes

SLUG NOTES

FINAL

PROD #



ACTION

As the fly towards the door, they slide apart, still holding onto Lin Chung's staff.

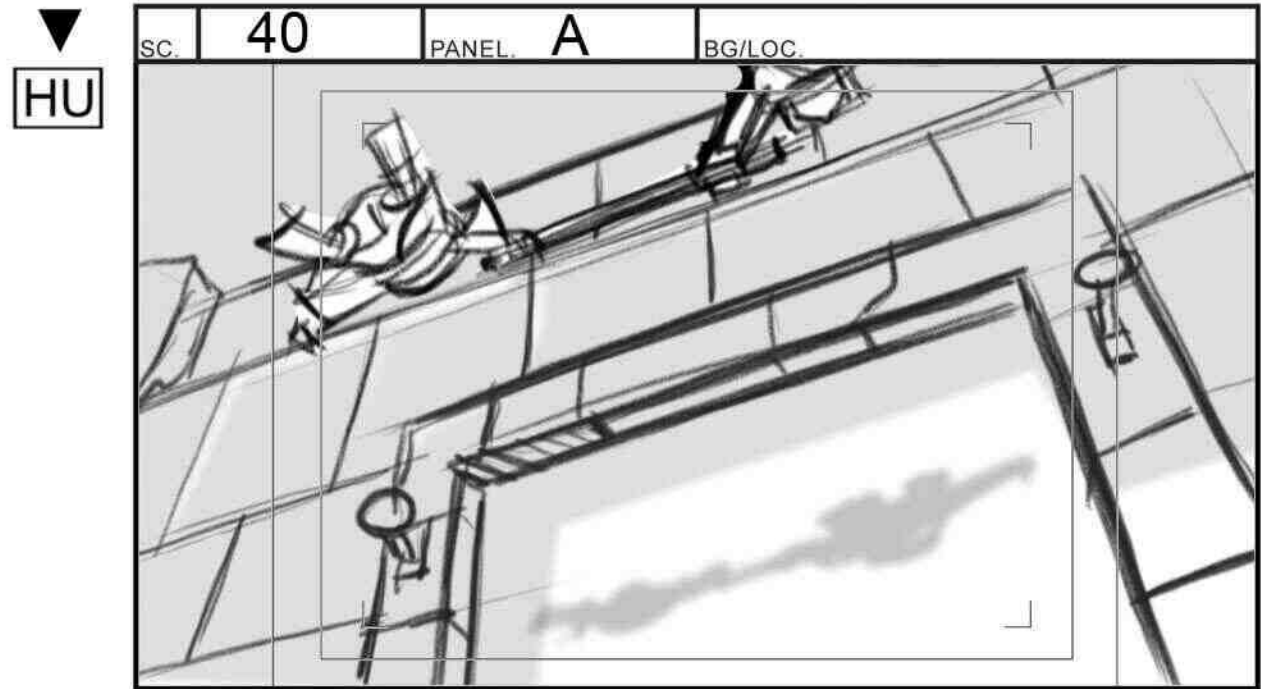
DIAL

FX: **(DX Shadows)**

SFX:

Director's Notes

SLUG NOTES



ACTION

Reverse angle on Doorway. Lin and Highroller in.eb  
Scene starts in **SLOW MOTION**, shifting to real time as they impact with the doorjamb.

DIAL

FX: **(DX Shadow)**

SFX:

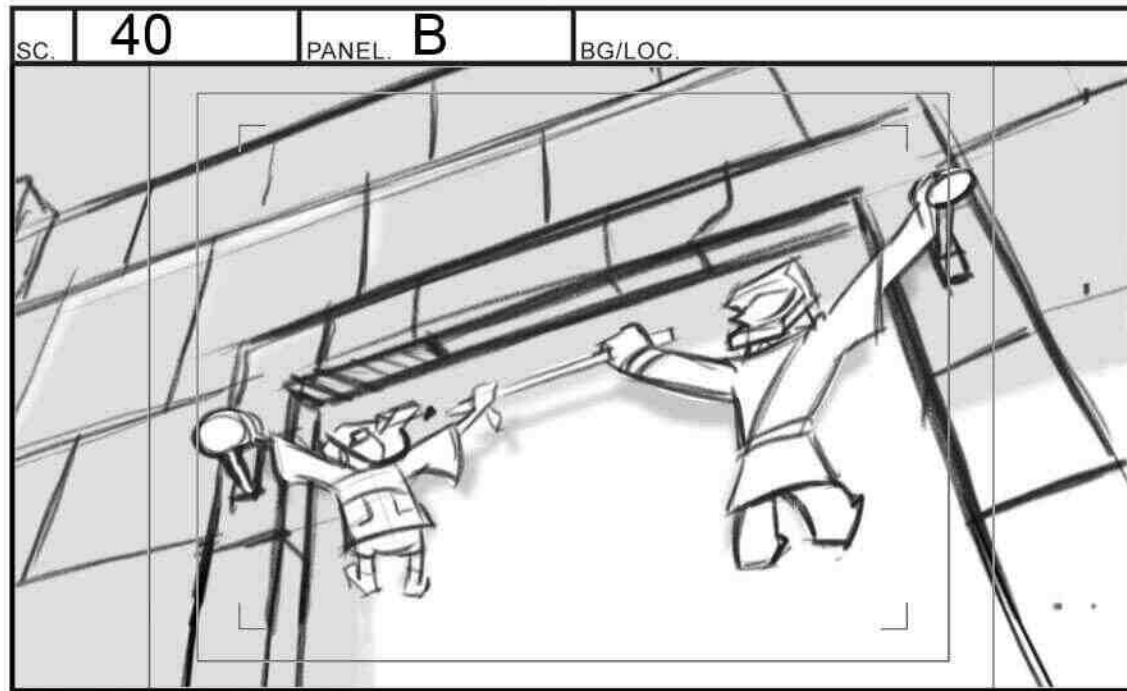
Director's Notes

SLUG NOTES

FINAL

PROD #





ACTION

**They grab onto the handles. Slight SHIFT CAMERA with animation**

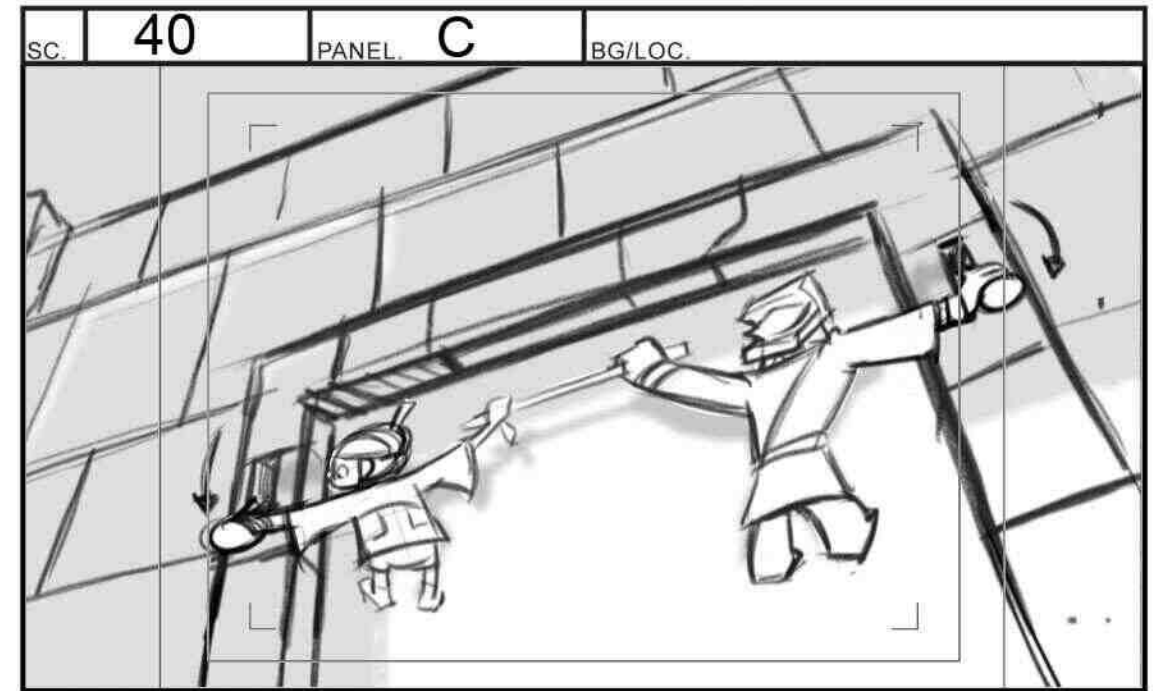
DIAL

FX: **(DX Shadows)**

SFX:

Director's Notes

SLUG NOTES



ACTION

**They both down on the handles at the same time.  
A low Rumble is heard.**

DIAL

FX: **(DX Shadow)**

SFX: **<Low Rumble>**

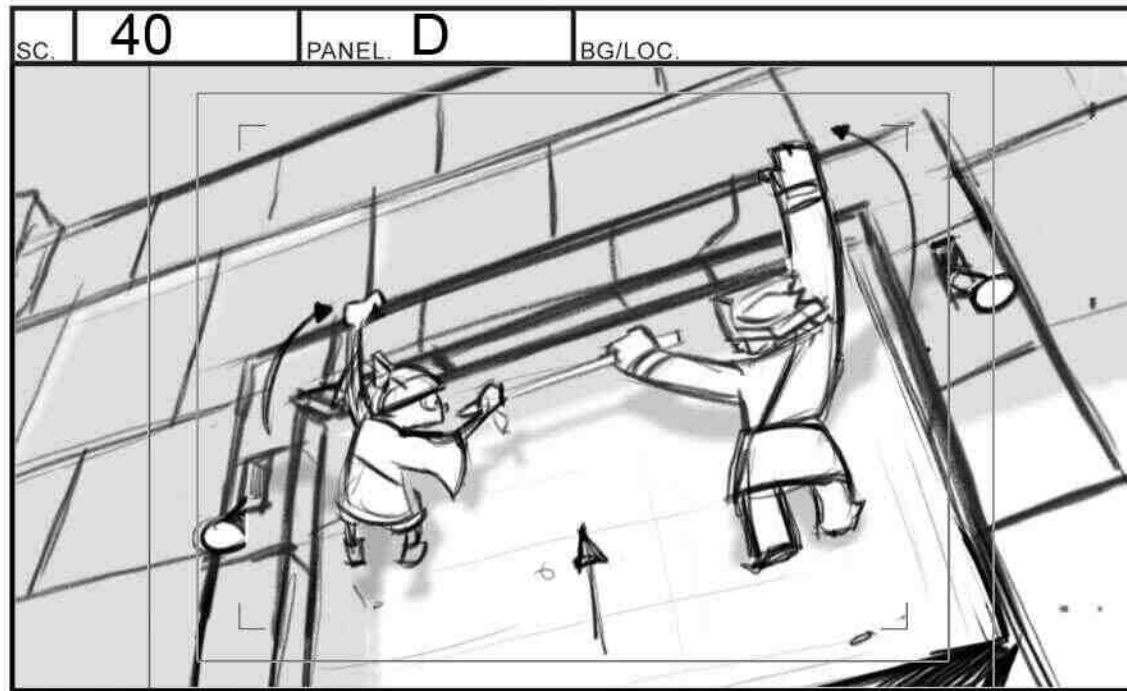
Director's Notes

SLUG NOTES

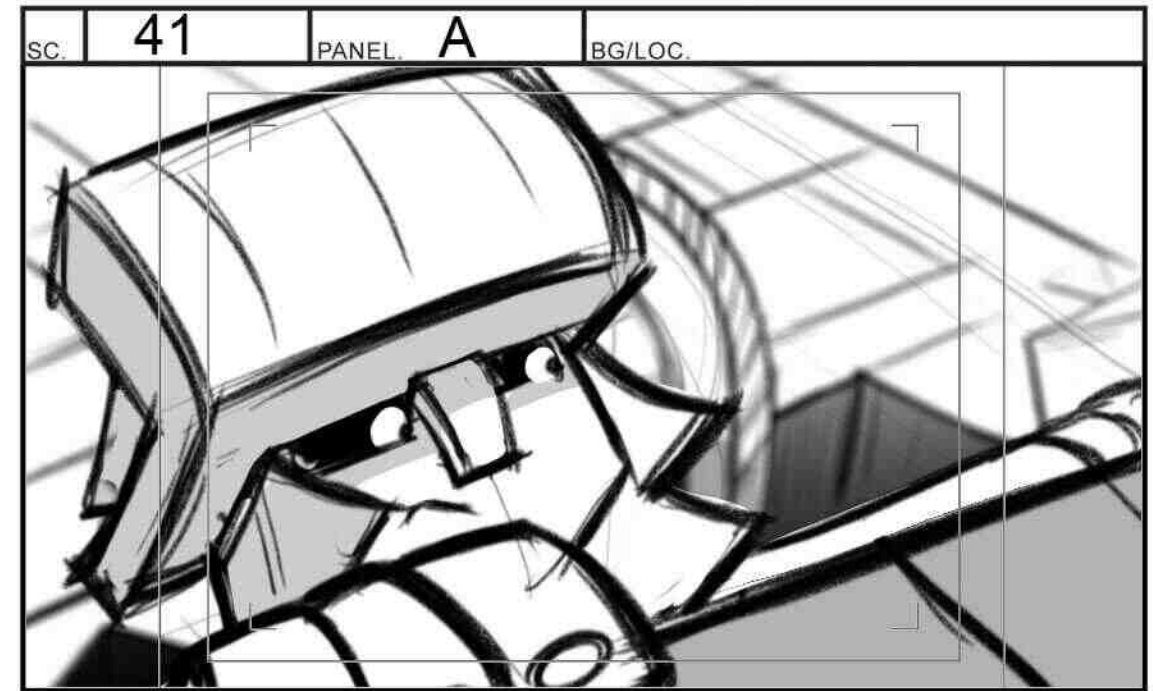
FINAL

PROD #

Approved By:



▼  
**CUT**



ACTION  
**CAMERA SHAKE** as the door begins to slide up. The guys grab the top of the ledge.

ACTION  
Close on Lin Chung hanging onto the ledge.  
(CAMERA SHAKE )

DIAL \_\_\_\_\_

FX: **(DX Shadows)**  
SFX: **<Low Rumble>**

Director's Notes

SLUG NOTES

DIAL \_\_\_\_\_

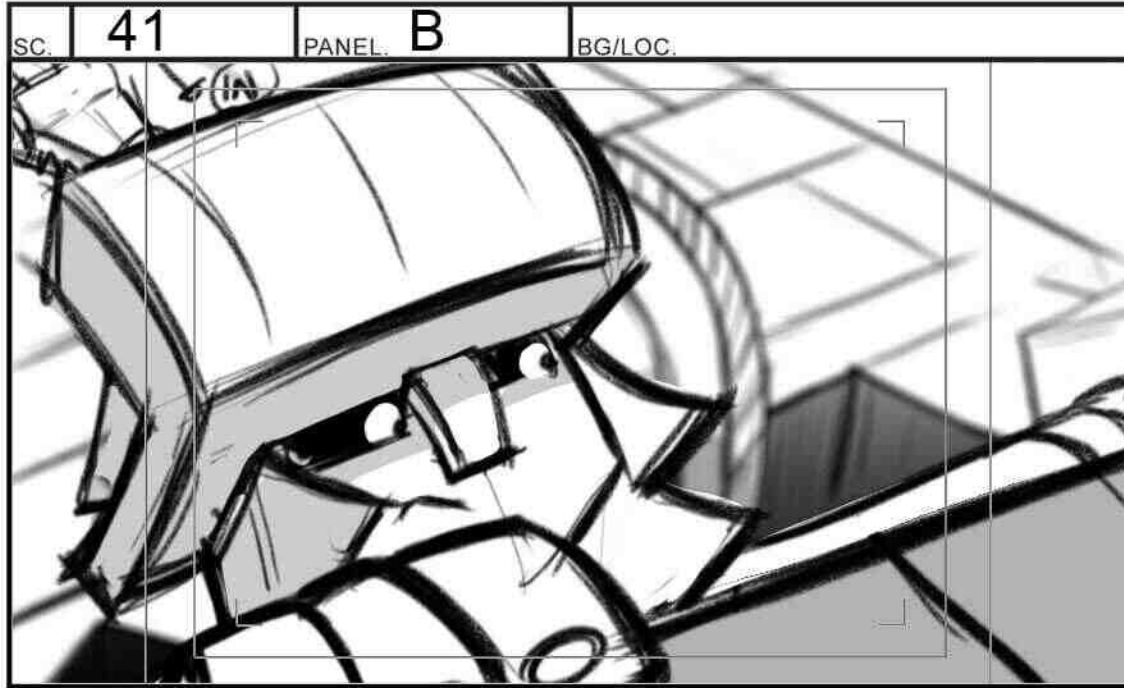
FX: **(DX Shadow)**  
SFX: **<Low Rumble>**

Director's Notes

SLUG NOTES

FINAL

PROD #



ACTION

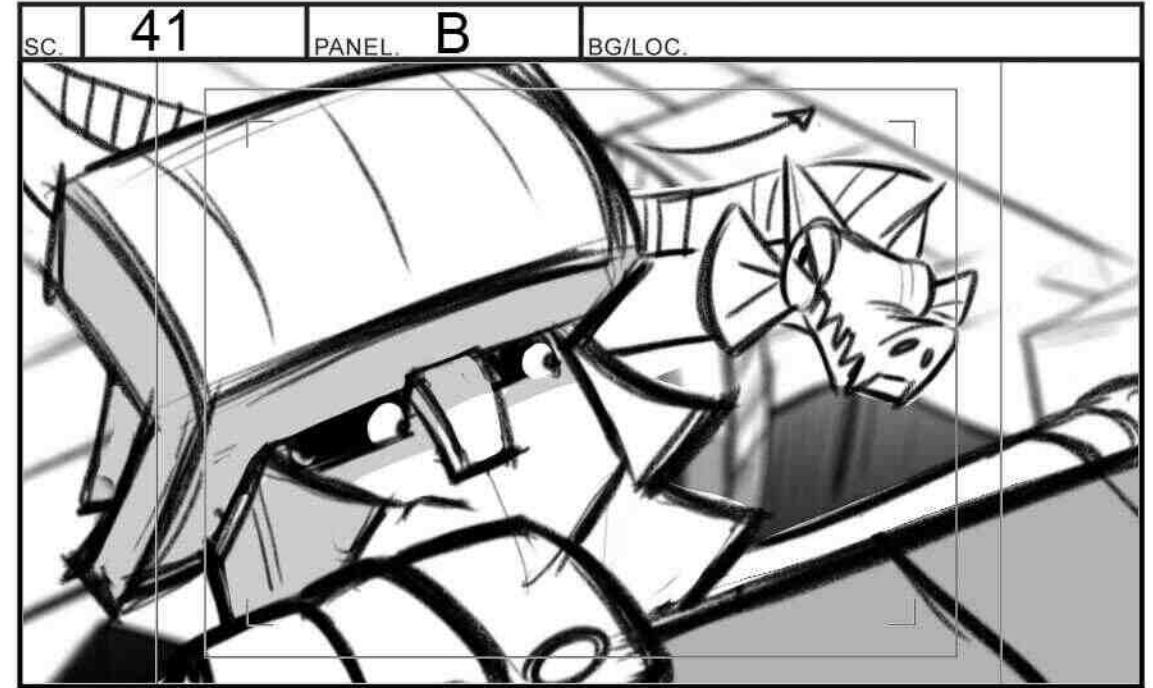
A shape moves behind him.

DIAL

FX: (DX Shadows)  
SFX: <Low Rumble>

Director's Notes

SLUG NOTES



ACTION

aNOTHER wOLF eEL SLITHERS UP BEHIND IIN AND HIGHROLER.

DIAL

FX: (DX Shadow)  
SFX: <Low Rumble>

Director's Notes

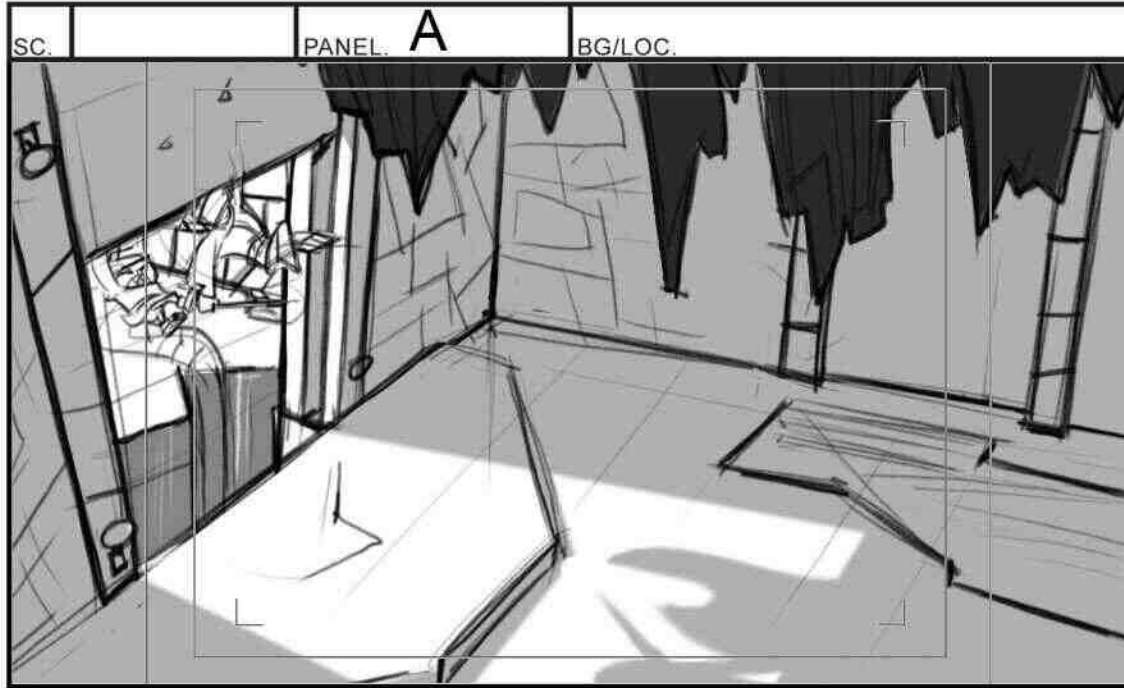
SLUG NOTES

FINAL

PROD #

Approved By:





ACTION

**Int. Chamber of the Dark Fire Sword.:  
Lin Chung and Highroler swing in from the corridor.**

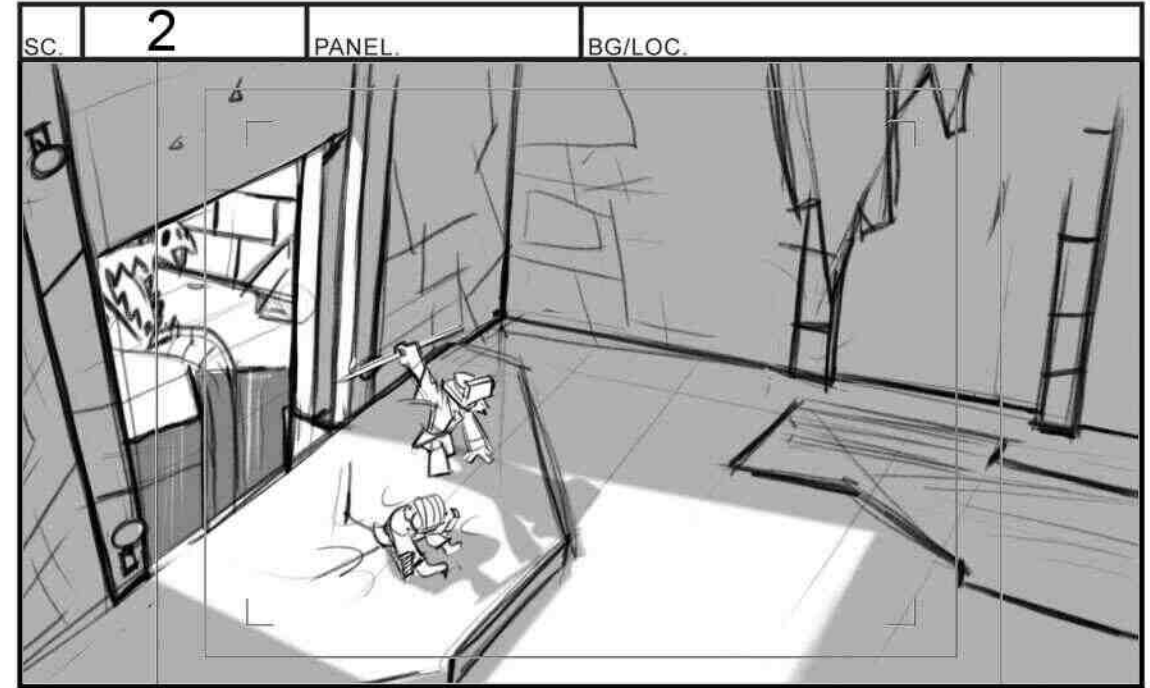
DIAL

FX: **(DX Shadows)**

SFX:

Director's Notes

SLUG NOTES



ACTION

**They land. Lin, gracefully, Highroller not so much. One of the Wolf eels is close behind.**

DIAL

FX:

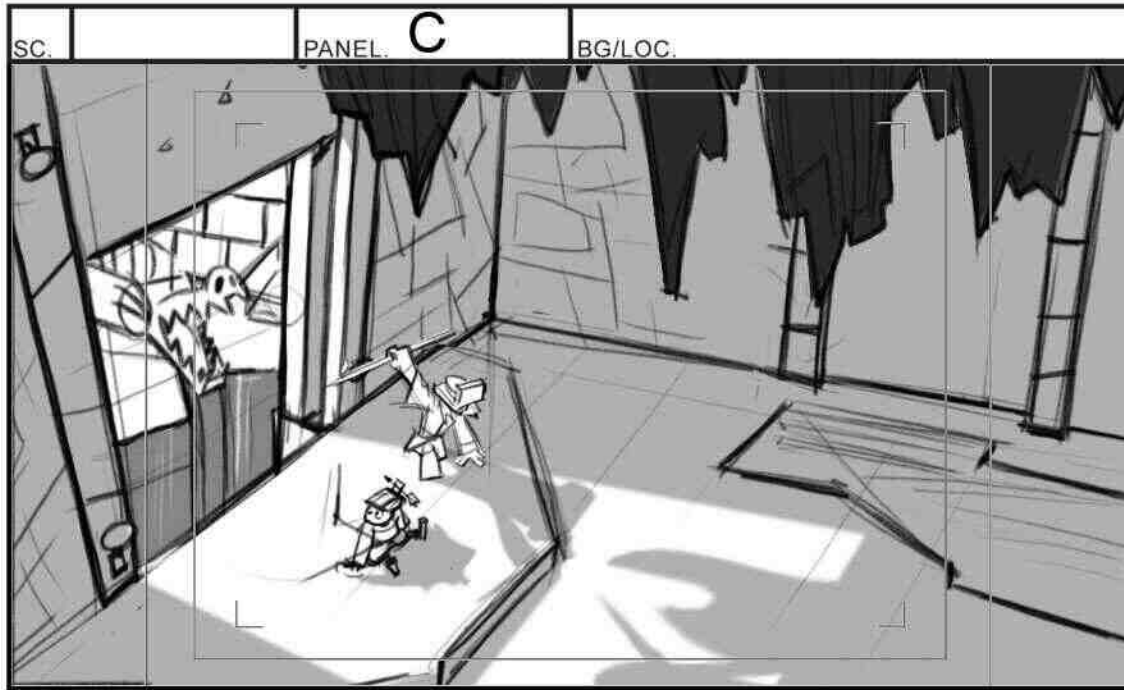
SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #



ACTION

DIAL

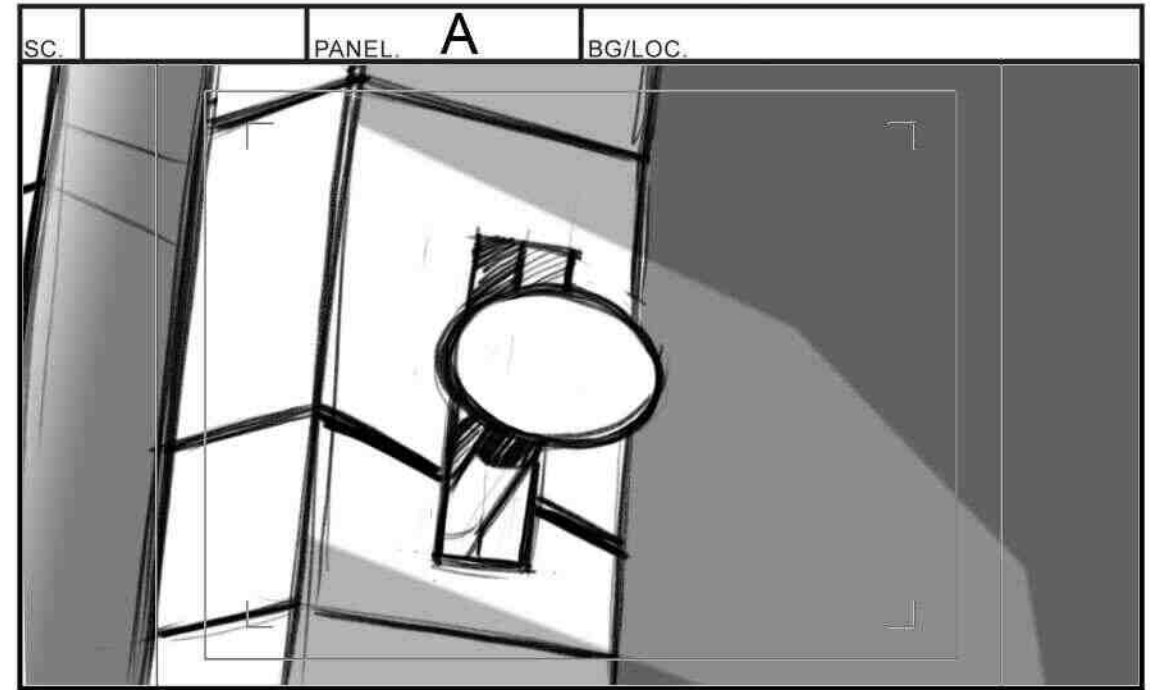
FX: **(DX Shadows)**

SFX:

Director's Notes

SLUG NOTES

▼  
**CUT**



ACTION

**C lose on Lever.**

DIAL

FX:

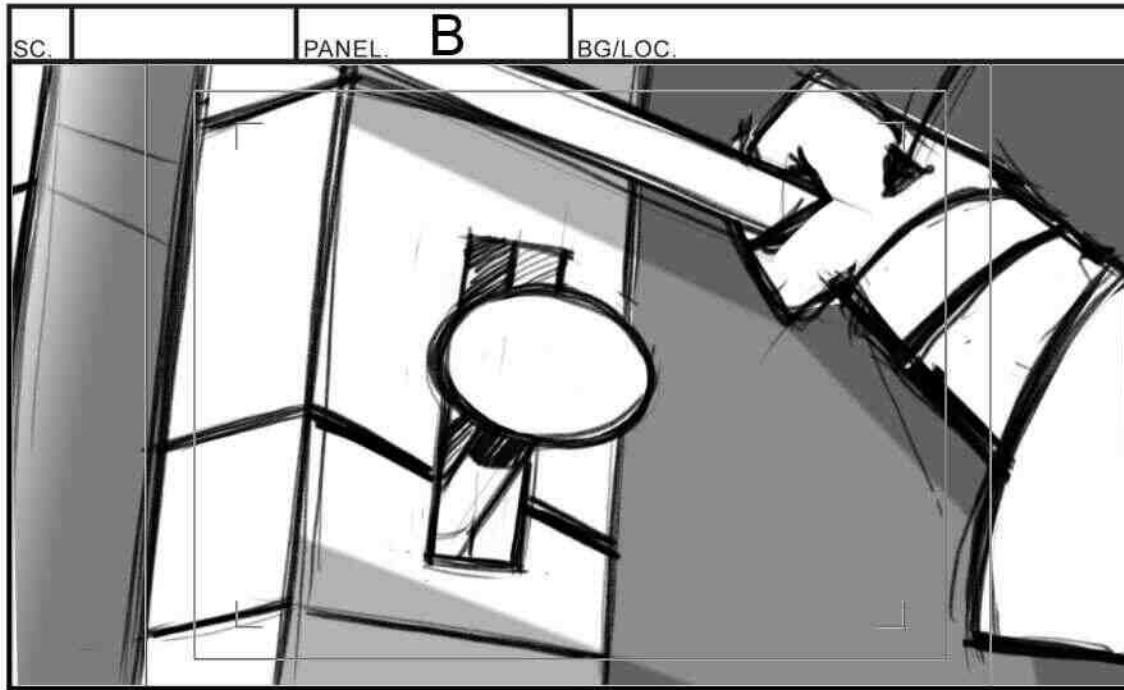
SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #



ACTION

**Lin Chungs hand swings in.....**

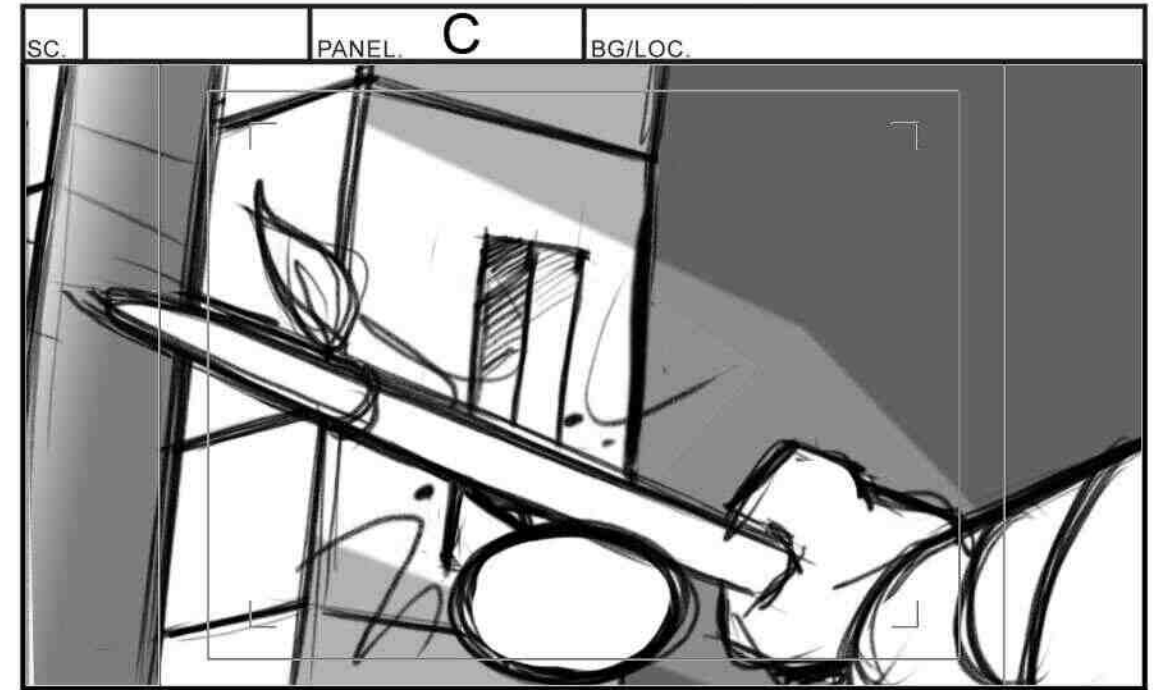
DIAL

FX: **(DX Shadows)**

SFX:

Director's Notes

SLUG NOTES



ACTION

**....slamming the lever down.**

DIAL

FX:

SFX: **< Stone Grinding >**

Director's Notes

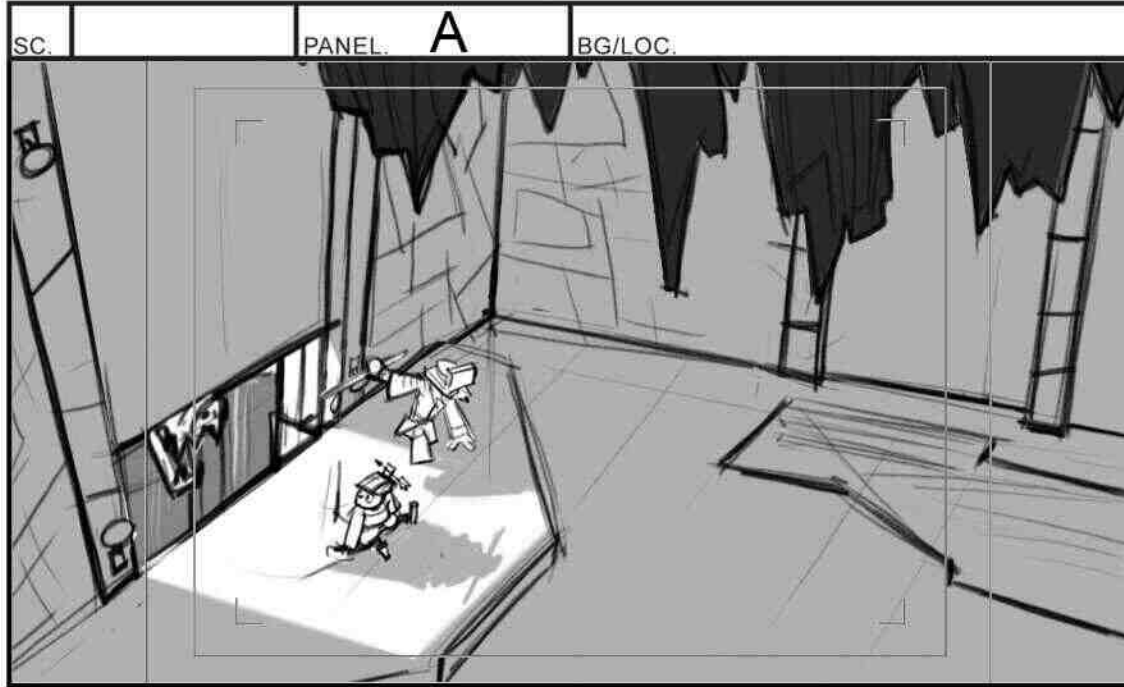
SLUG NOTES

FINAL

PROD #



▼  
CUT



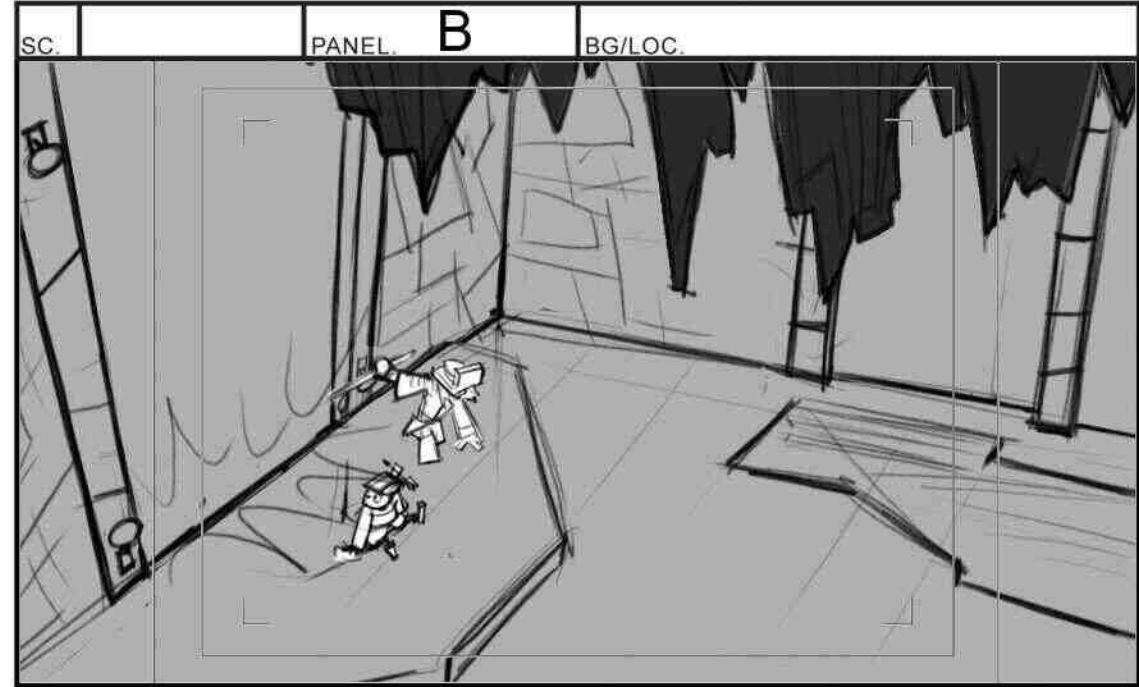
ACTION      **Wide scene as the door slams down.**

DIAL

FX: **(DX Shadows)**  
SFX:

Director's Notes

SLUG NOTES



ACTION

DIAL

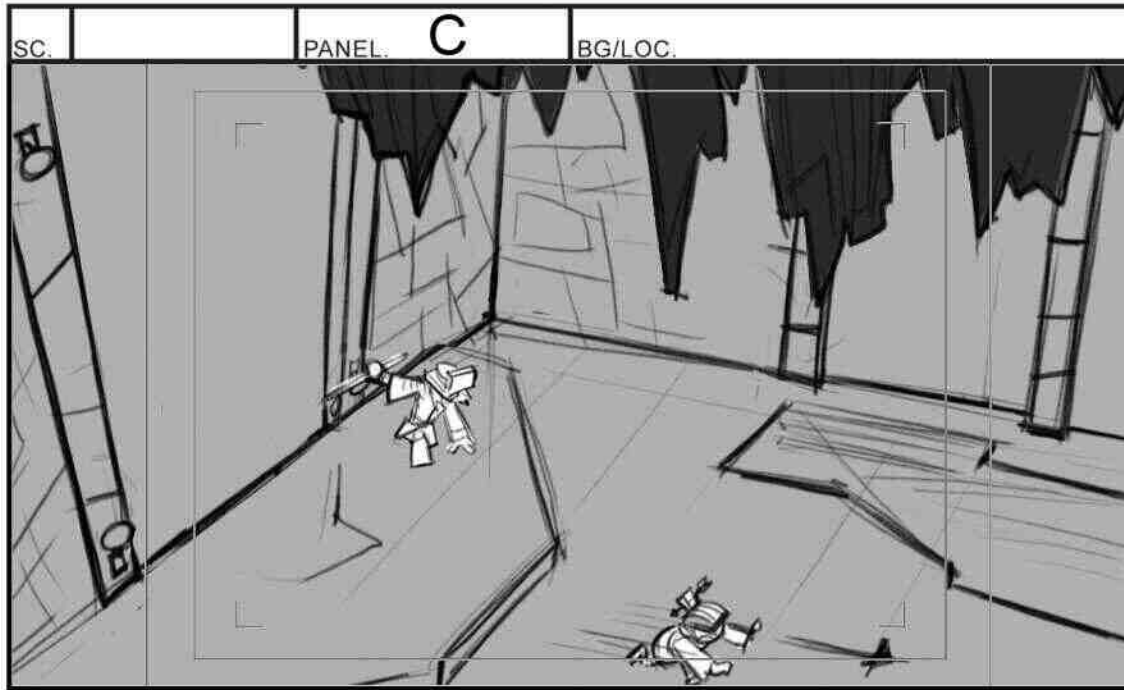
FX:  
SFX: **< Stone Grinding >**

Director's Notes

SLUG NOTES

FINAL

PROD #



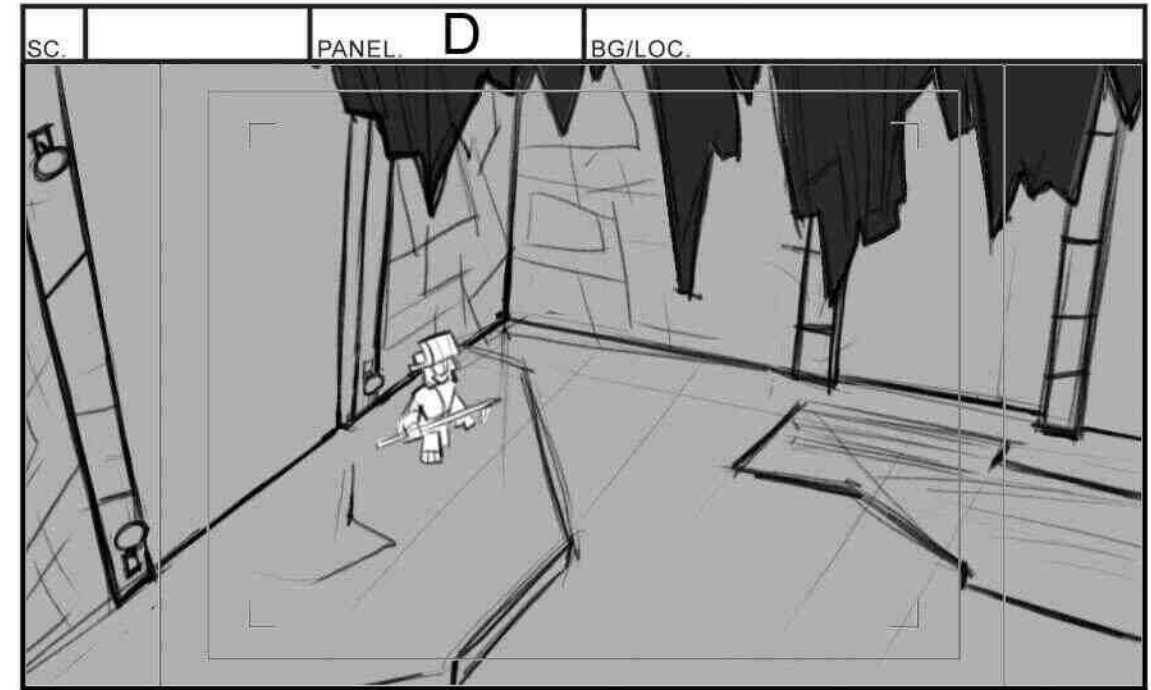
ACTION **Highroller takes off.**

DIAL

FX: **(DX Shadows)**  
SFX:

Director's Notes

SLUG NOTES



ACTION **Lin looks up.**

DIAL

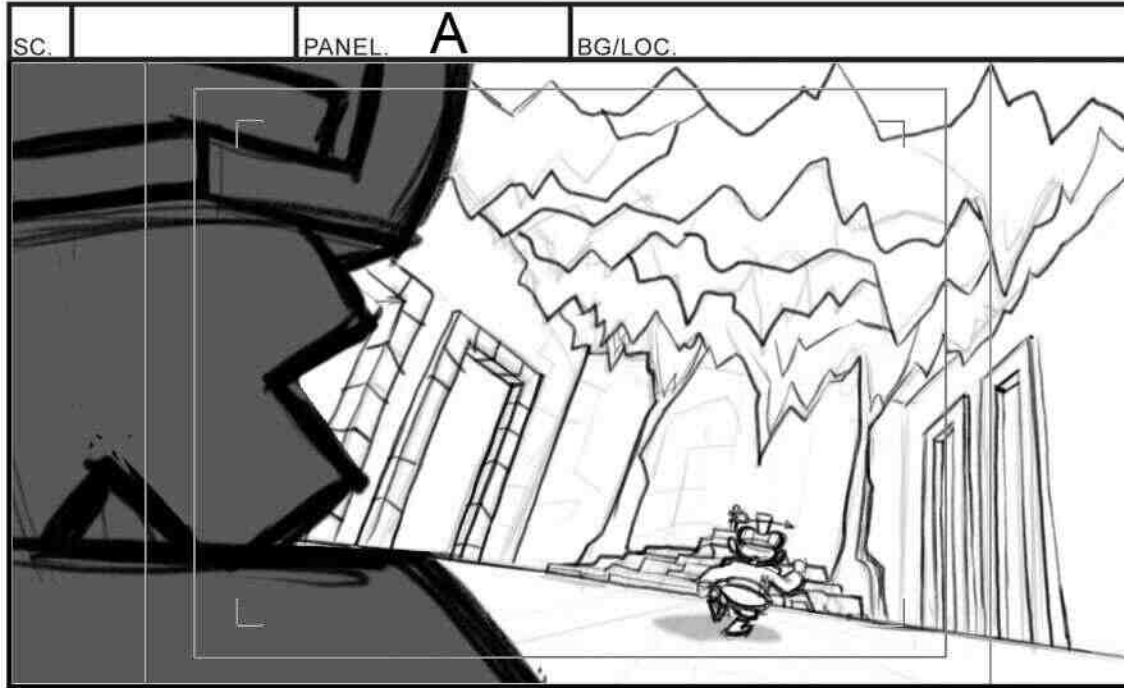
FX:  
SFX: **< Stone Grinding >**

Director's Notes

SLUG NOTES

FINAL  
 PROD #

▼  
HU



ACTION  
Angle on Highroller running towards the Altar.

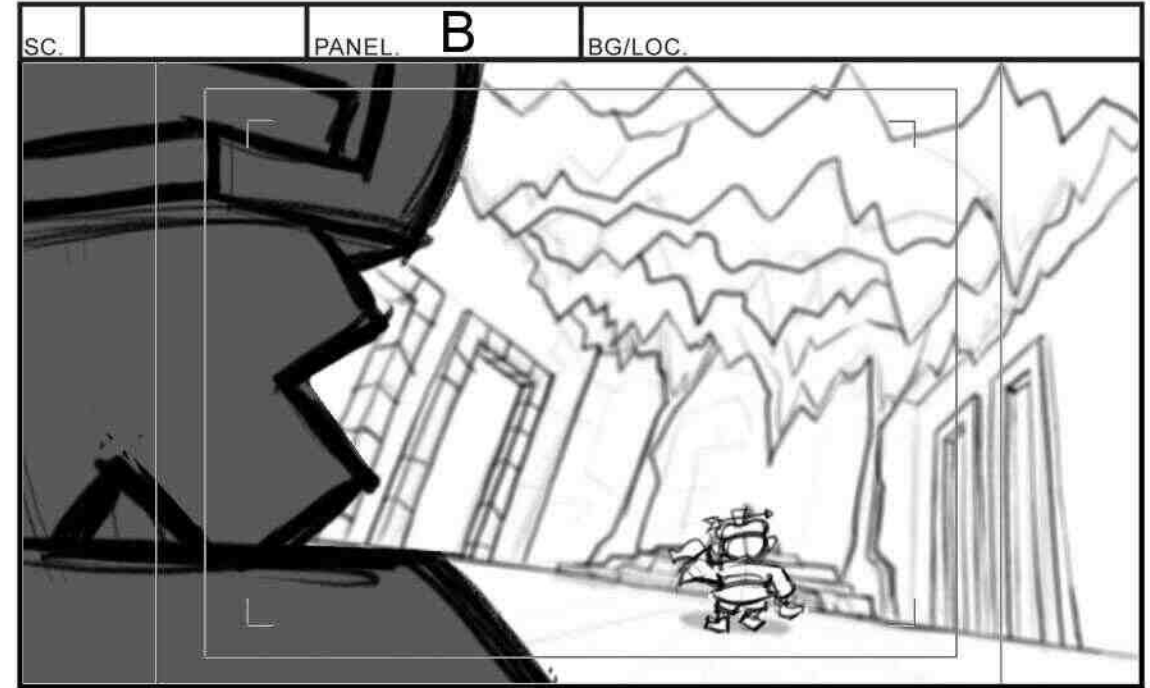
DIAL

FX: **(DX Shadows)**

SFX:

Director's Notes

SLUG NOTES



ACTION

DIAL

FX:

SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:





**CUT**



ACTION

**Close on Lin Chung.**

DIAL

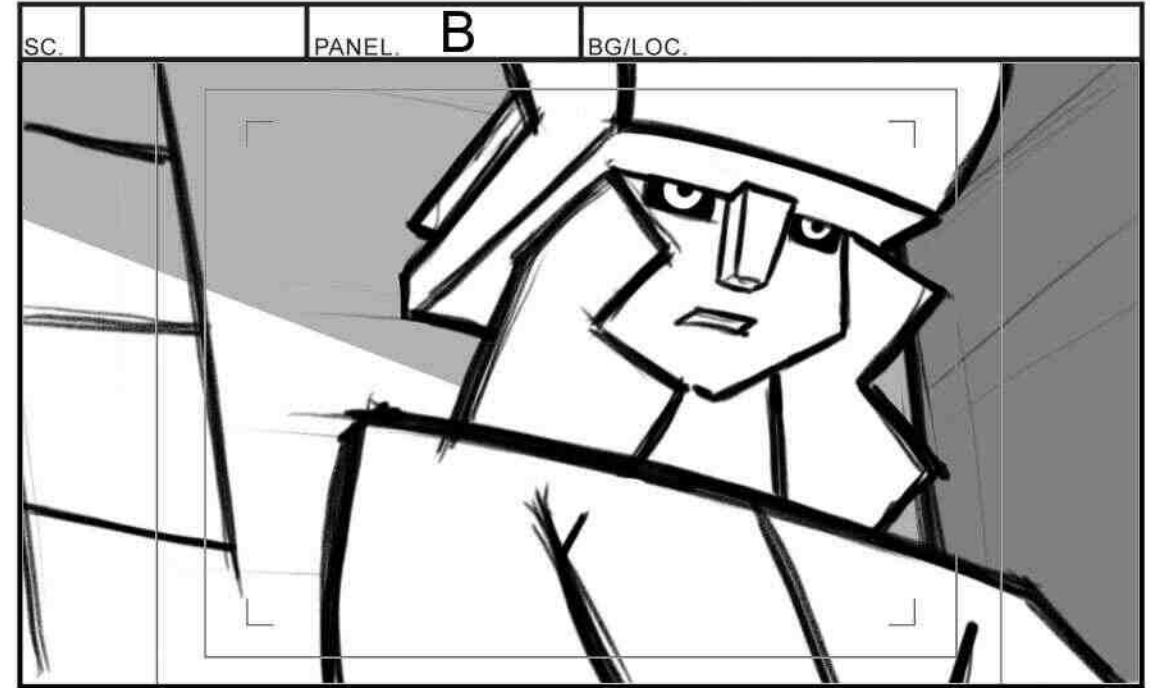
**64. Lin Chung:**  
**Once a student of Seong Meng's,....**

FX: **(DX Shadows)**

SFX:

Director's Notes

SLUG NOTES



ACTION

**Lin gets up to follow Highroller.**

DIAL

**64. Lin Chung:**  
**..always a student.**

FX:

SFX:

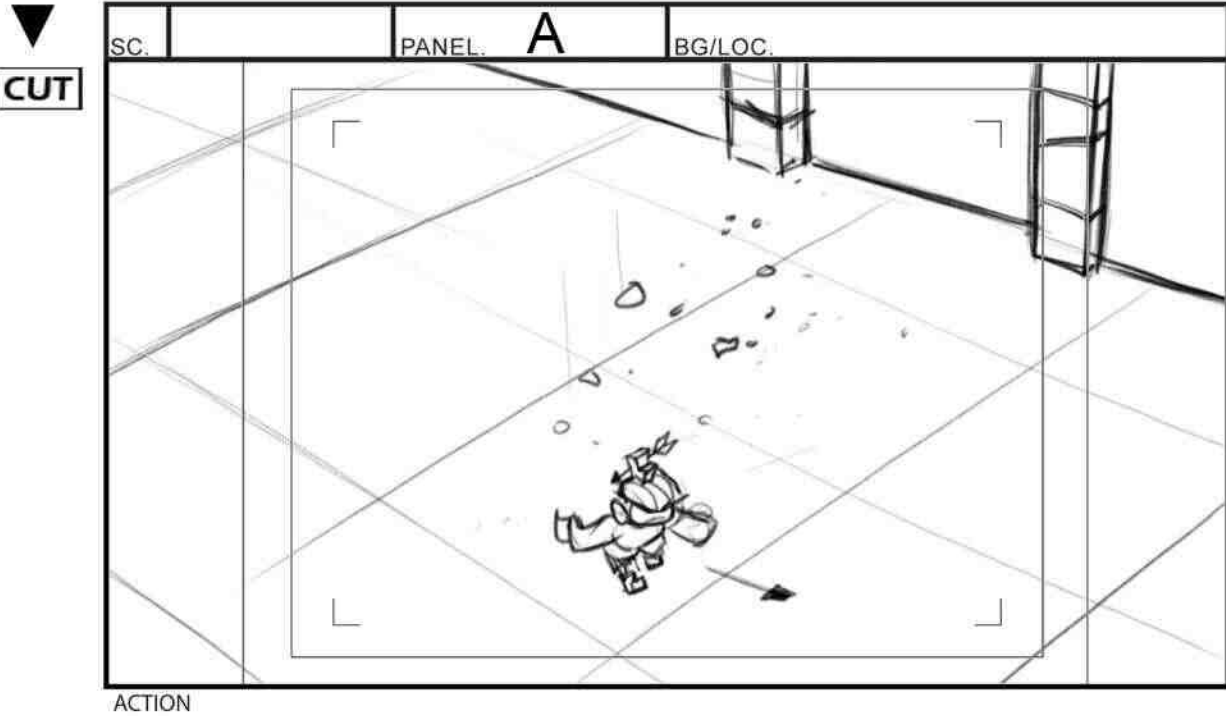
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



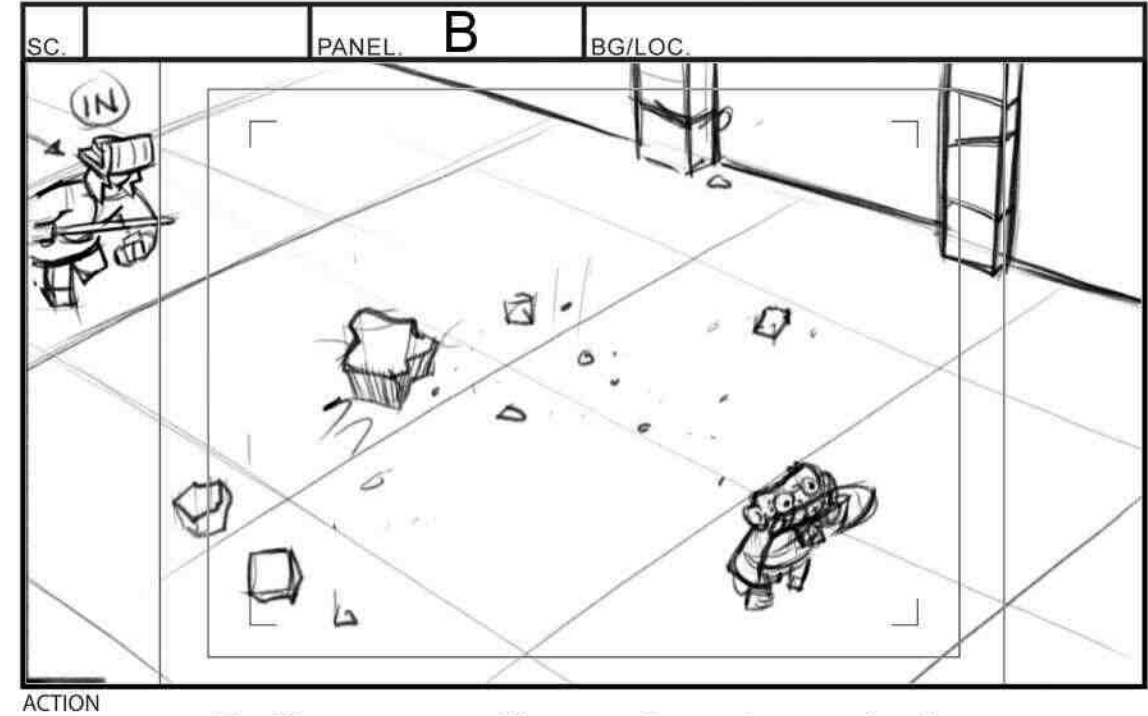
**Wide on the Chamber. Highroller is running to the Altar.  
A Loud scrapping sound comes from the ceiling. Debris falls in to scene.**

DIAL

FX: **(DX Shadows)**  
SFX: **<Loud Scrapping>**

Director's Notes

SLUG NOTES



**Lin Chung enters. The scrapping noise gets louder.  
Highroller stops and looks up.**

DIAL

FX:  
SFX:

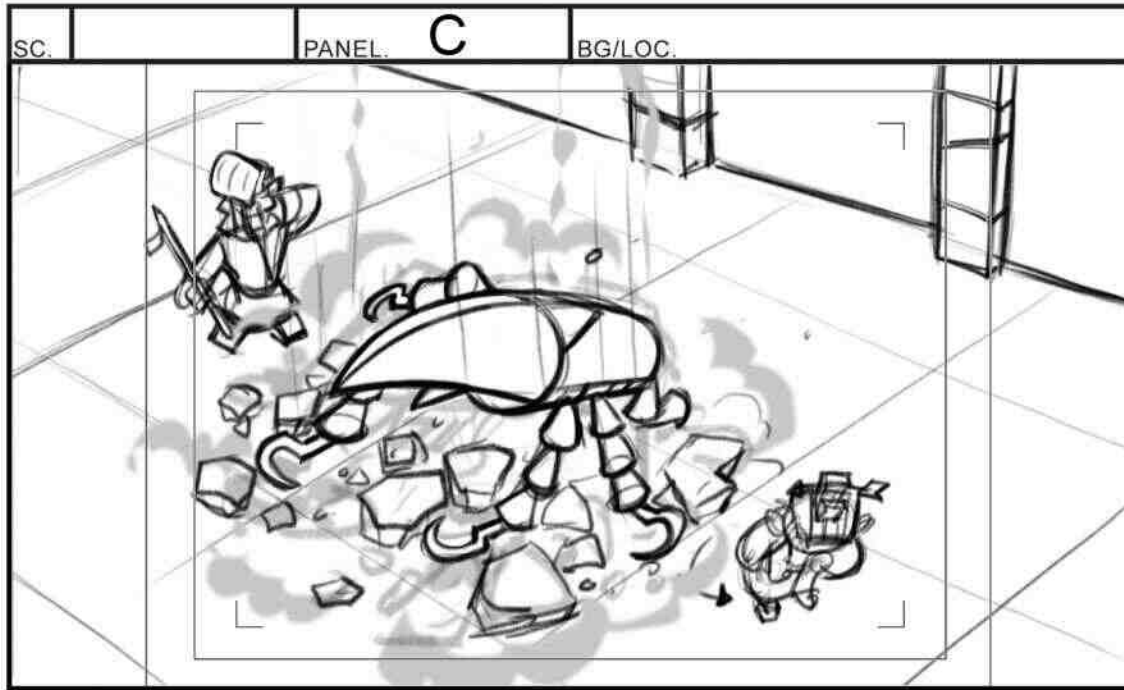
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



▼  
HU

ACTION

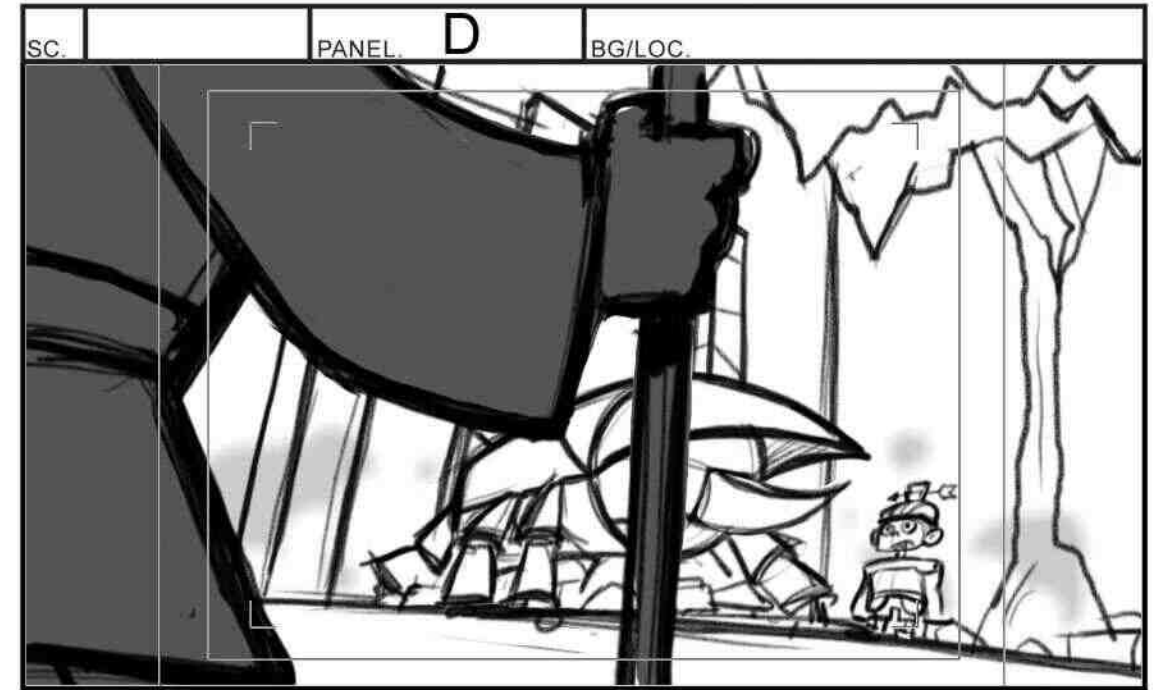
The Bug King crashes into scene.

DIAL

FX: (DX Shadows/ Dust)  
SFX: <Loud Crash>

Director's Notes

SLUG NOTES



ACTION

Another angle on the scene.

DIAL

FX: ( DX Shadows, Dust )  
SFX:

Director's Notes

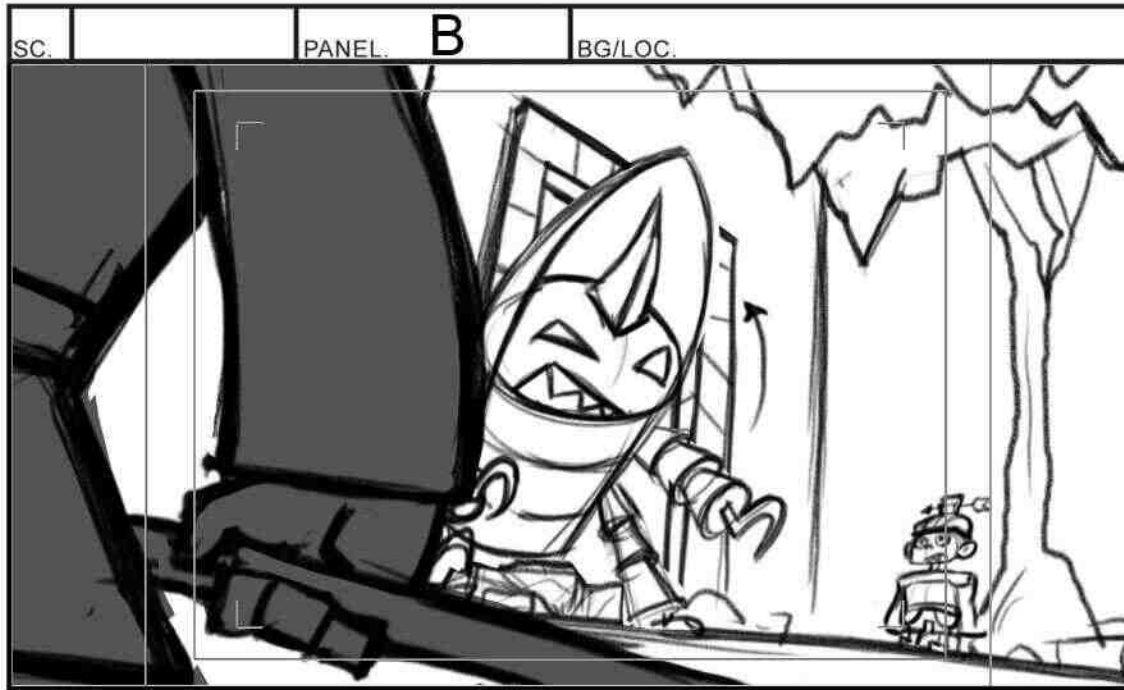
SLUG NOTES

FINAL

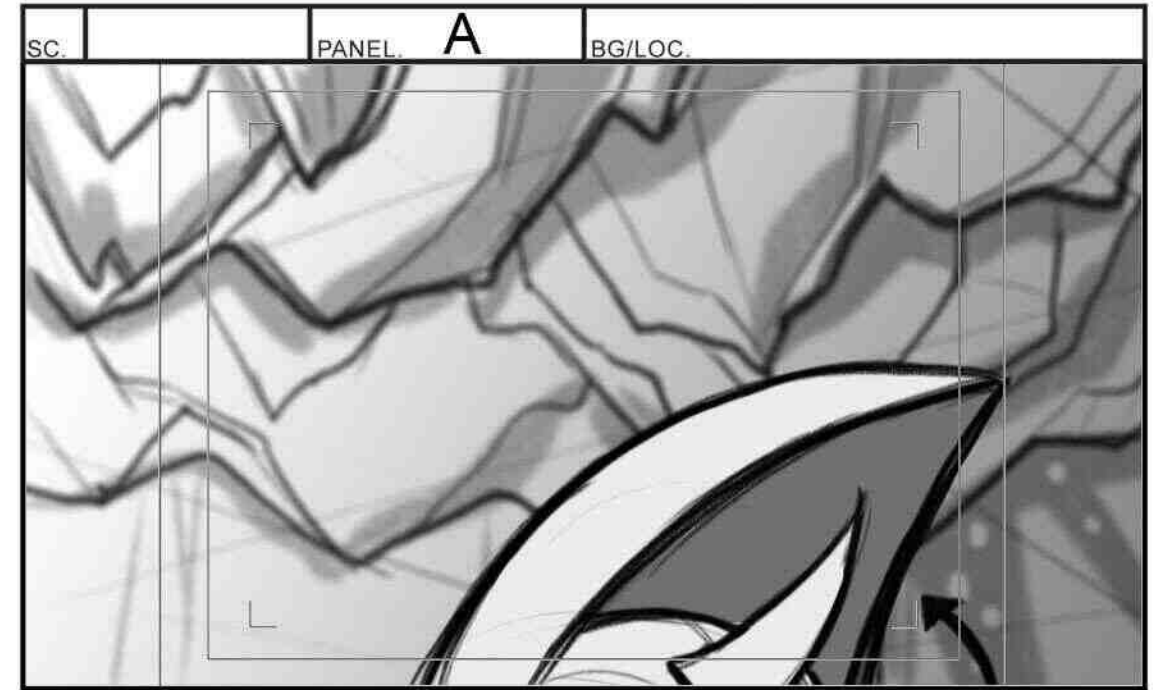
PROD #

Approved By:





▼  
**HU**



ACTION

**The Bug King straightens up.**

DIAL

FX: **(DX Shadows/ Dust)**

SFX:

Director's Notes

SLUG NOTES

ACTION

**Angle on the ceiling. The Bug King rises up into scene.**

DIAL

FX:

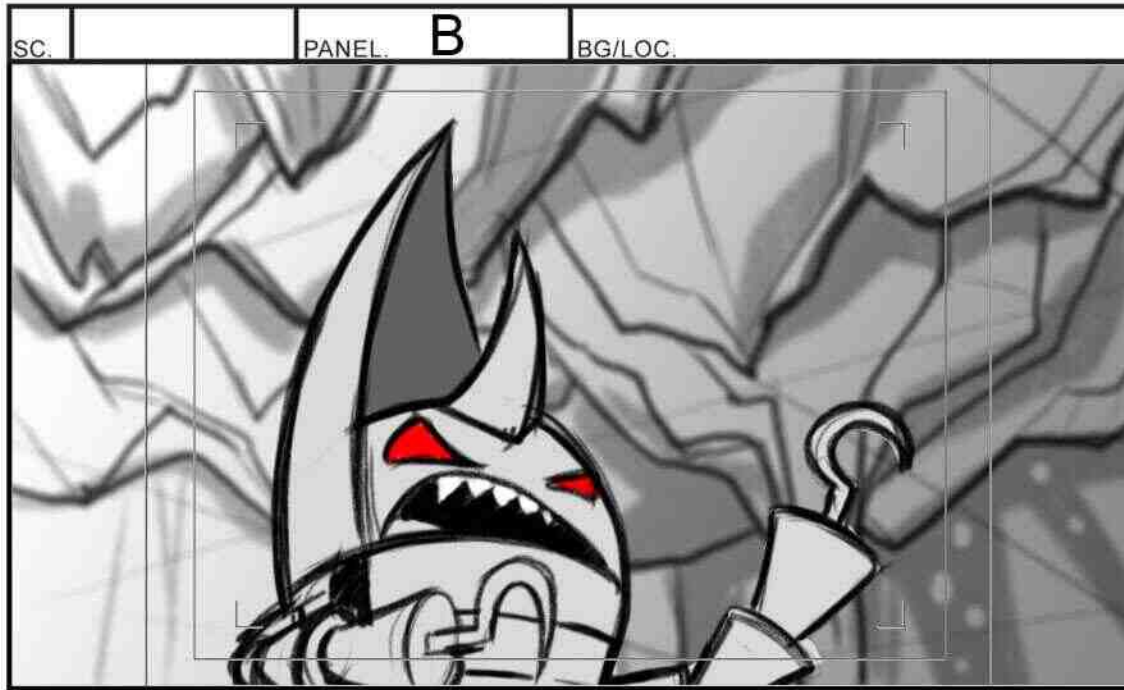
SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #



ACTION

The Bug King straightens up.

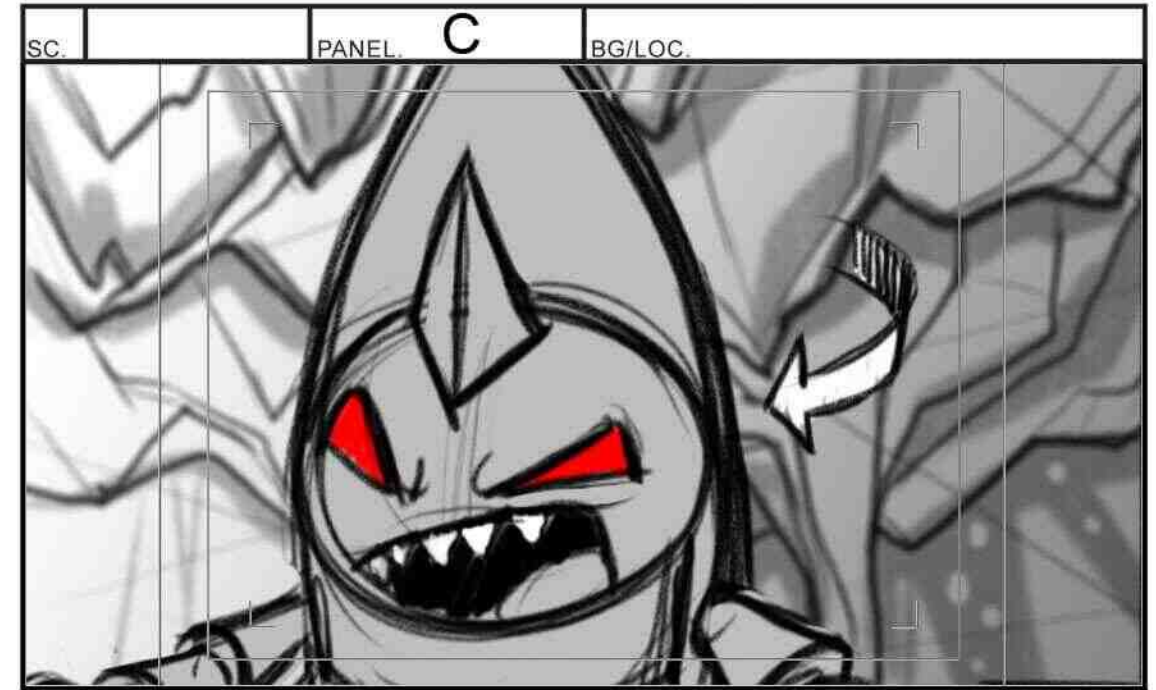
DIAL

FX: **(DX Shadows/ Dust)**

SFX:

Director's Notes

SLUG NOTES



ACTION

He turns to camera...

DIAL

FX:

SFX:

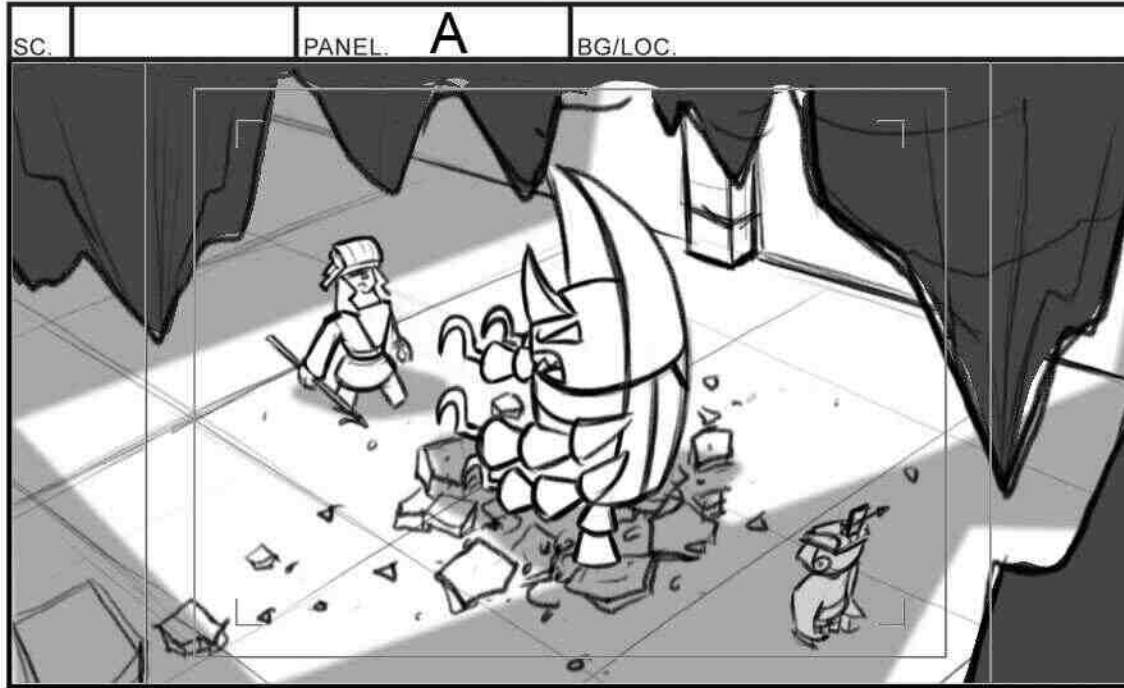
Director's Notes

SLUG NOTES

FINAL

PROD #

▼  
HU



ACTION

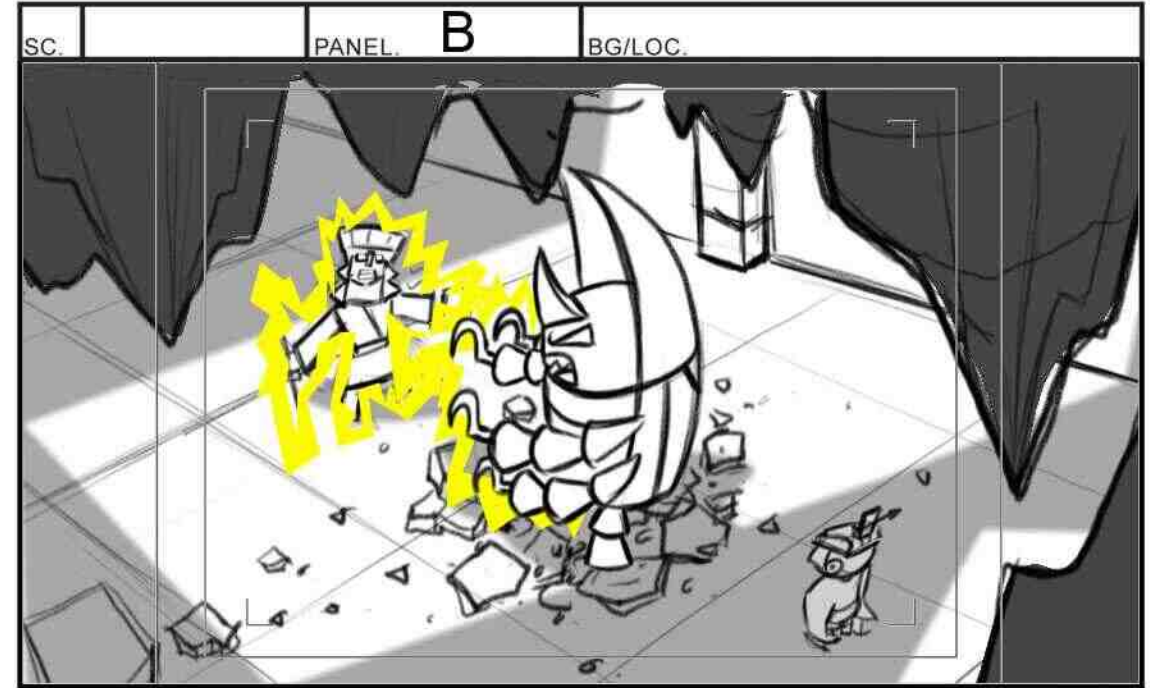
Wide on the scene. The Bug King threatens Lin Chung....

DIAL

FX: (DX Shadows/ Dust)  
SFX: <Loud Crash>

Director's Notes

SLUG NOTES



ACTION

...then zaps him with a blast of electricity.

DIAL

FX: ( DX Shadows, Bot. Lite Electrical beam)  
SFX:

Director's Notes

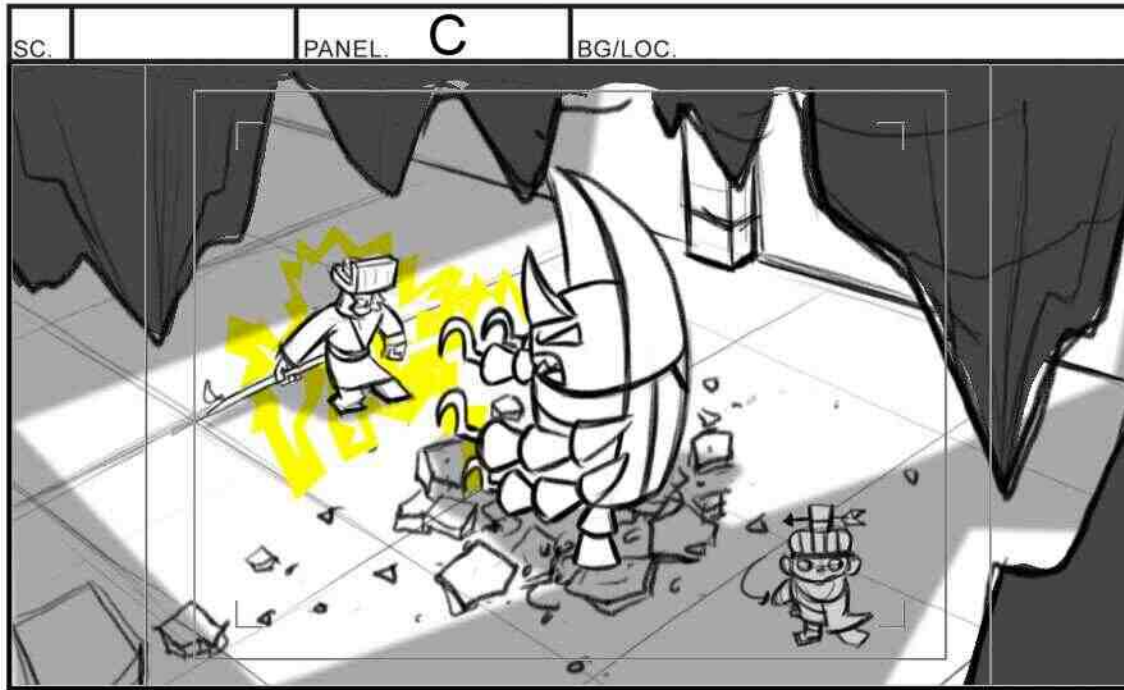
SLUG NOTES

FINAL

PROD #

Approved By:





ACTION

**Highroller looks over his shoulder at the OS altar.**

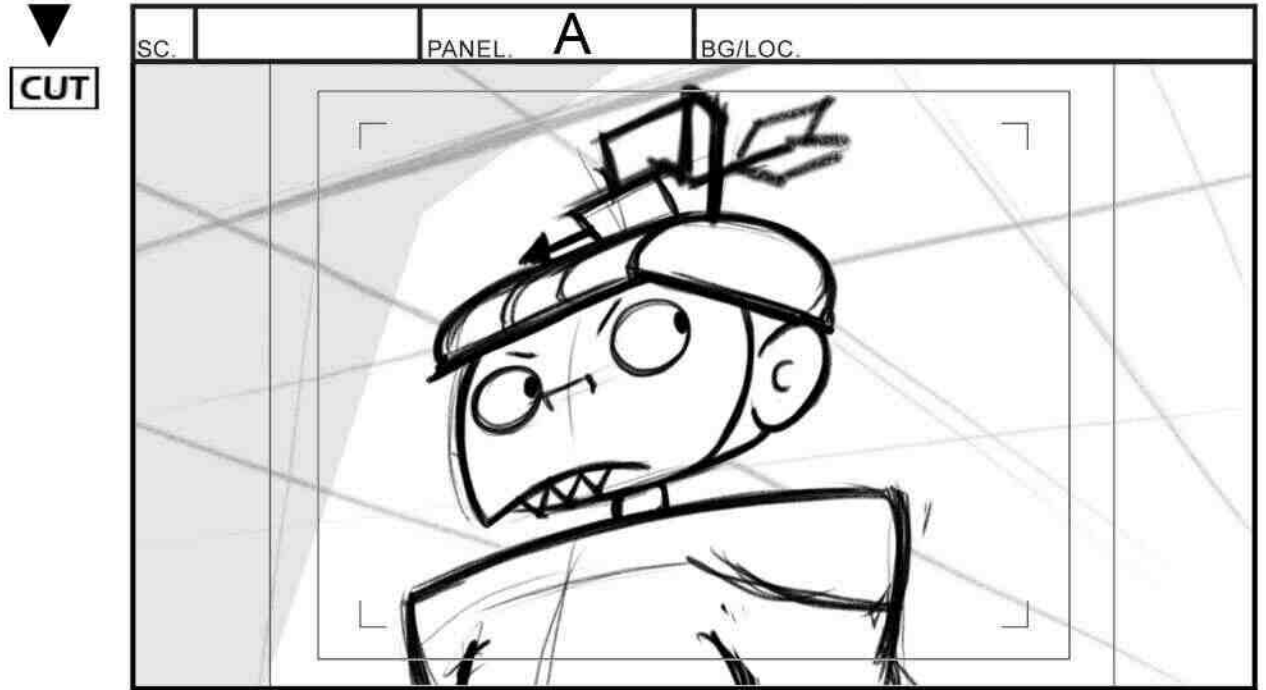
DIAL

FX: **[DX Shadows, Bot. Lite Beams]**

SFX:

Director's Notes

SLUG NOTES



ACTION

**Close on Highroller.**

DIAL

FX:

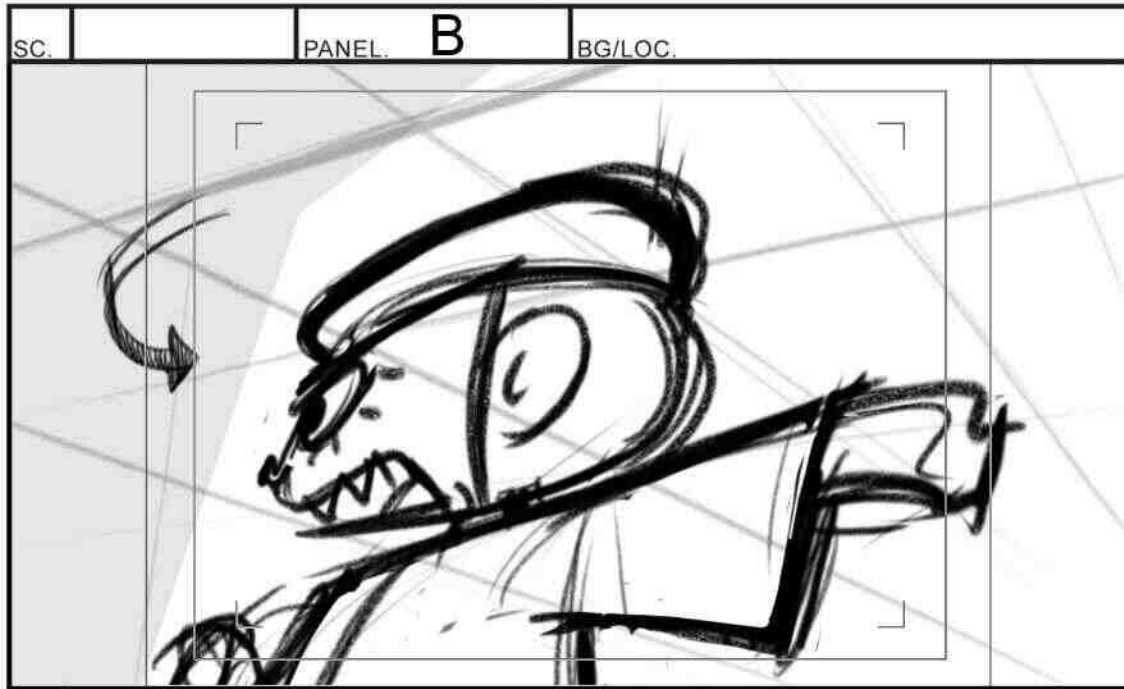
SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #



ACTION

**Highroller turns back to the Beetle King as he gestures to the OS altar.**

DIAL

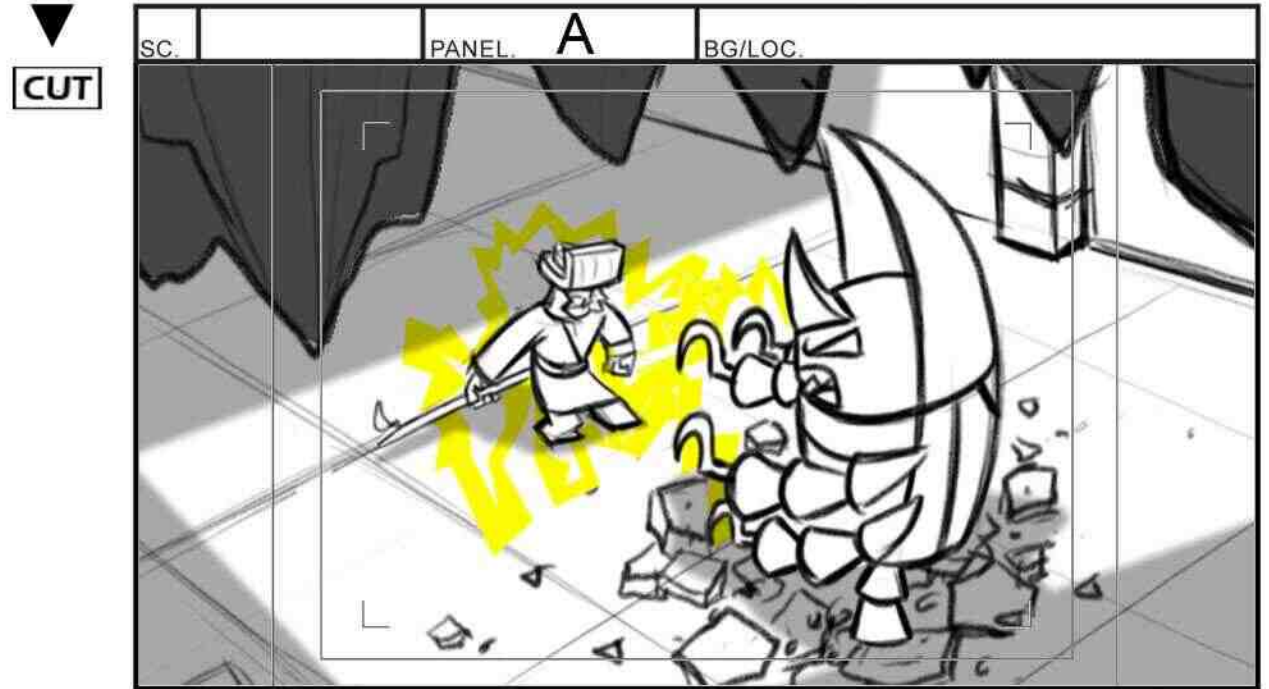
**65. Highroller:  
Beetle King, grab the sword!**

FX: **[DX Shadows, Bot. Lite Beams]**

SFX:

Director's Notes

SLUG NOTES



ACTION

**Wide on The Bug King still zapping Lin Chung.**

DIAL

FX: **( DX Shadows, Bot. Lite Electrical beam)**

SFX:

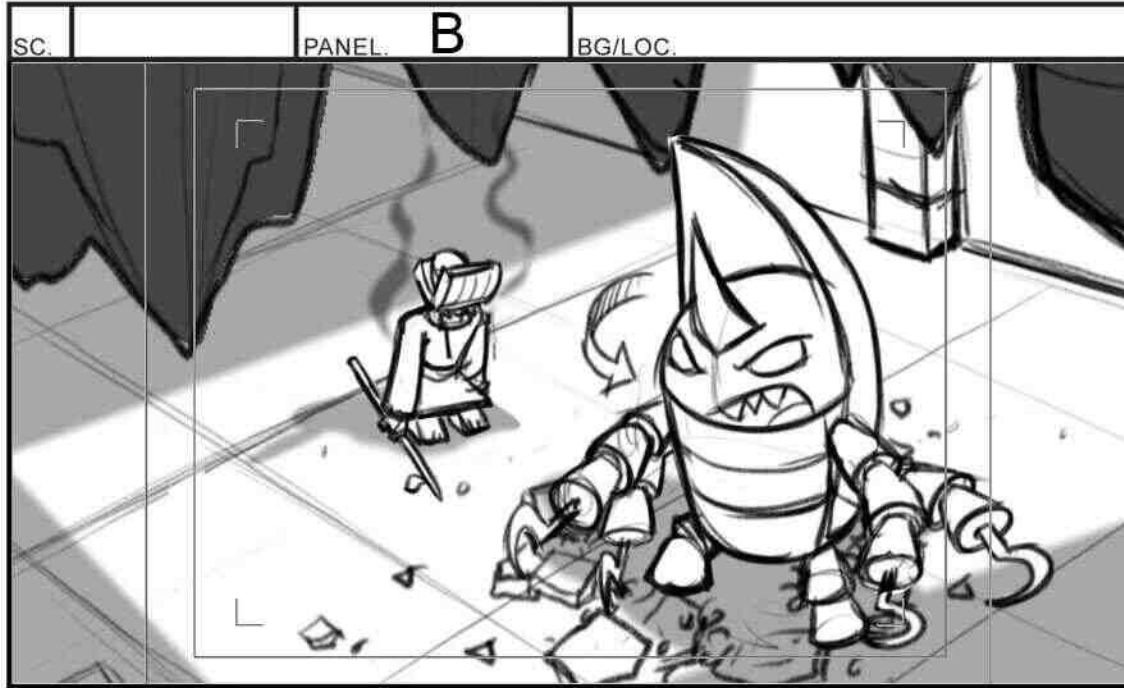
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

**He turns, Lin Chung smokes....**

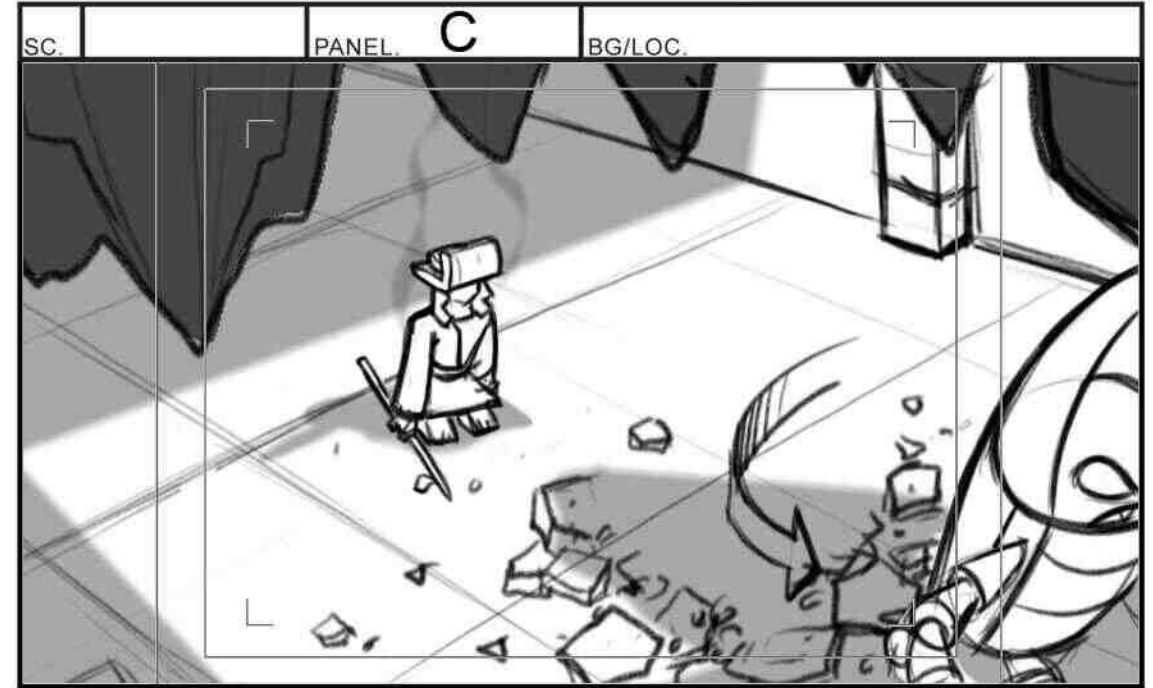
DIAL

FX: **(DX Shadows, Smoke)**

SFX:

Director's Notes

SLUG NOTES



ACTION

**The Bug King takes off towards the altar...Lin Chung looks up.**

DIAL

FX: **(DX Shadows, Smoke)**

SFX:

Director's Notes

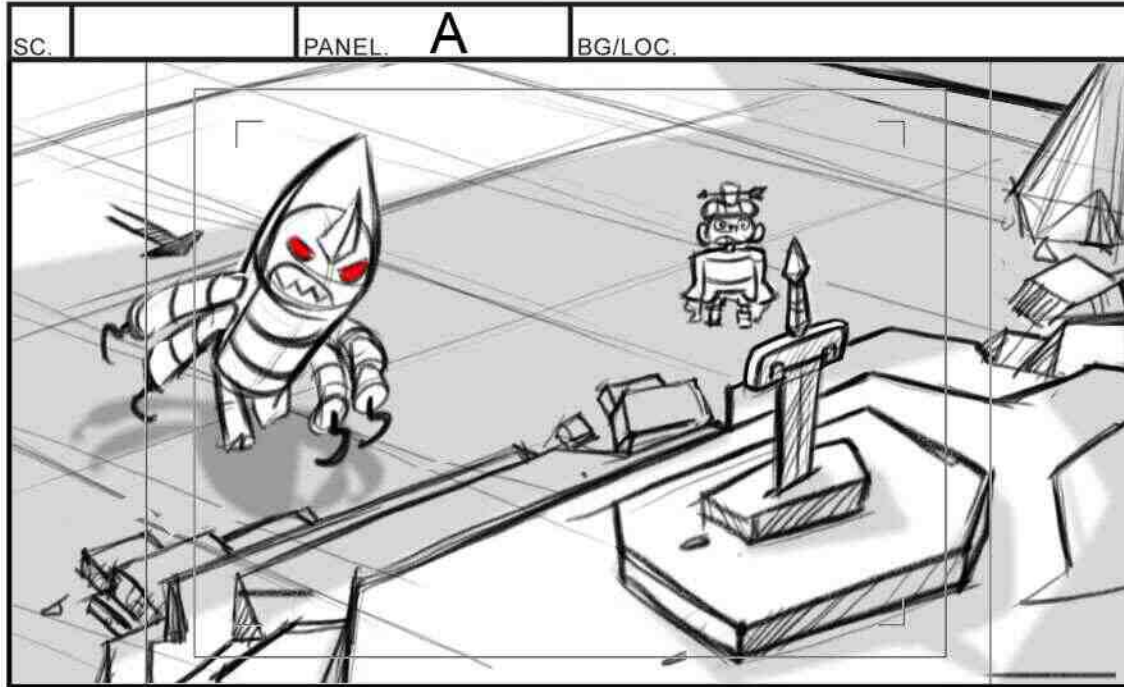
SLUG NOTES

FINAL

PROD #



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HU



ACTION

Wide on Altar as the Bug King runs up to the Sword.

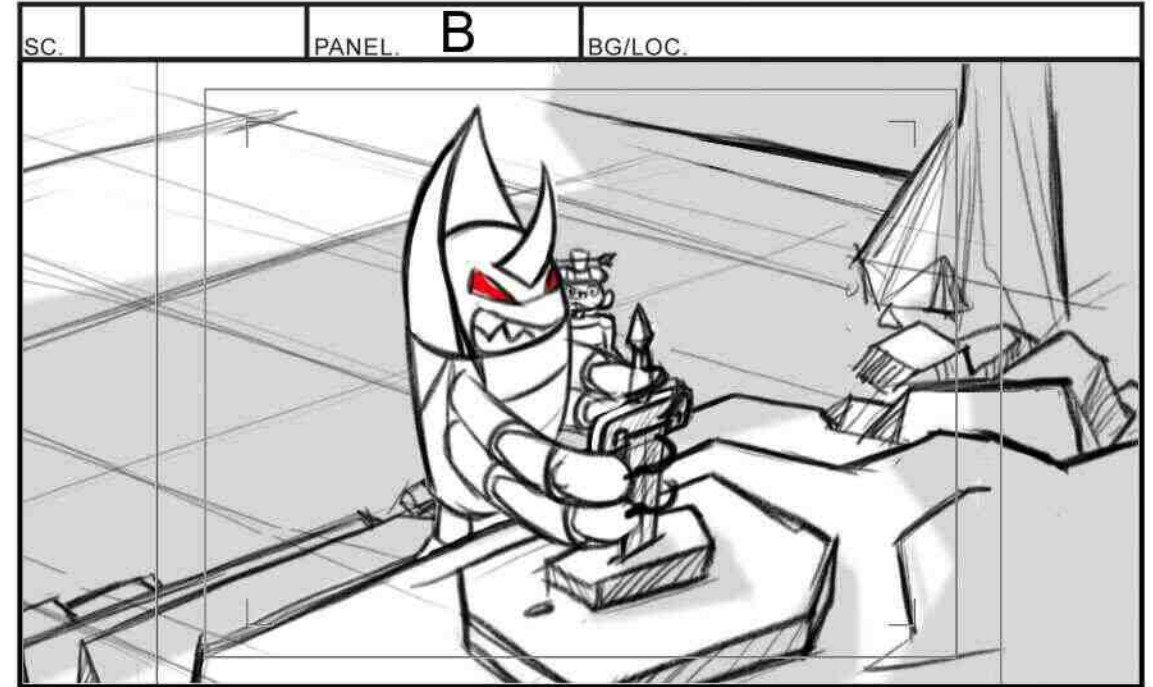
DIAL

FX: (DX Shadows)

SFX:

Director's Notes

SLUG NOTES



ACTION

The Bug King grabs the Sword.....(Shift with Animation.)

DIAL

FX: (DX Shadows)

SFX:

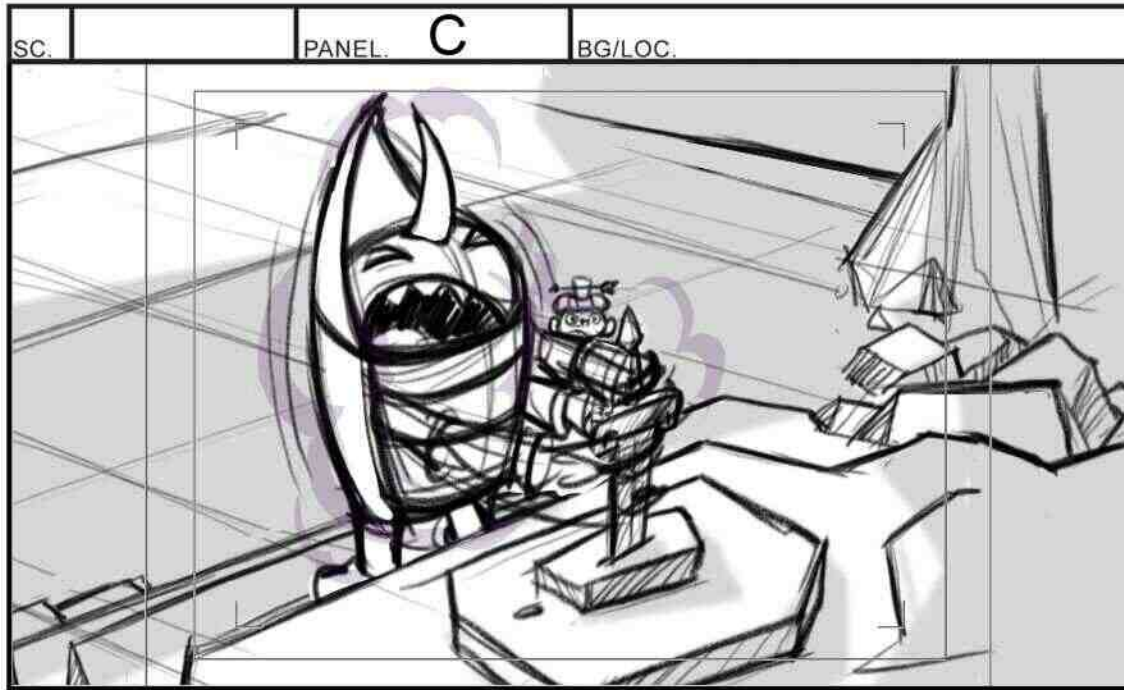
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

He screeches in pain.

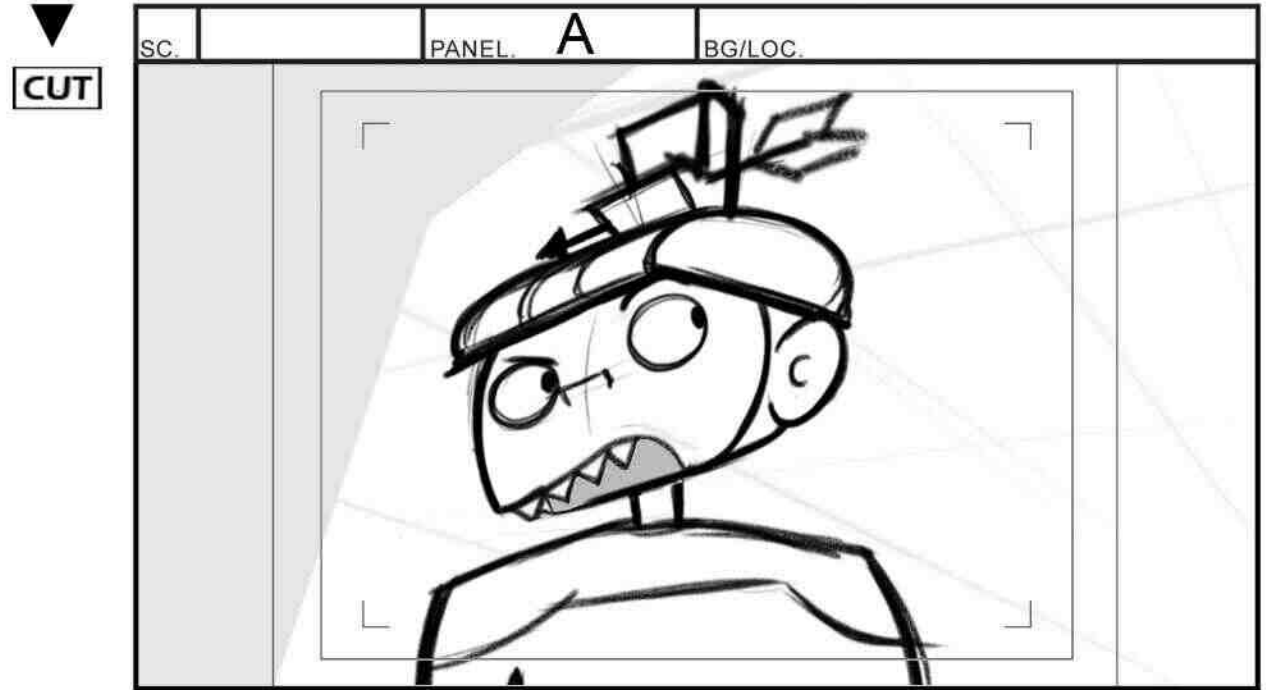
DIAL

FX: (DX Shadows)

SFX:

Director's Notes

SLUG NOTES



ACTION

Close on Highroller.

DIAL

**66. Highroller:**  
**No pain,....**

FX: (DX Shadows)

SFX:

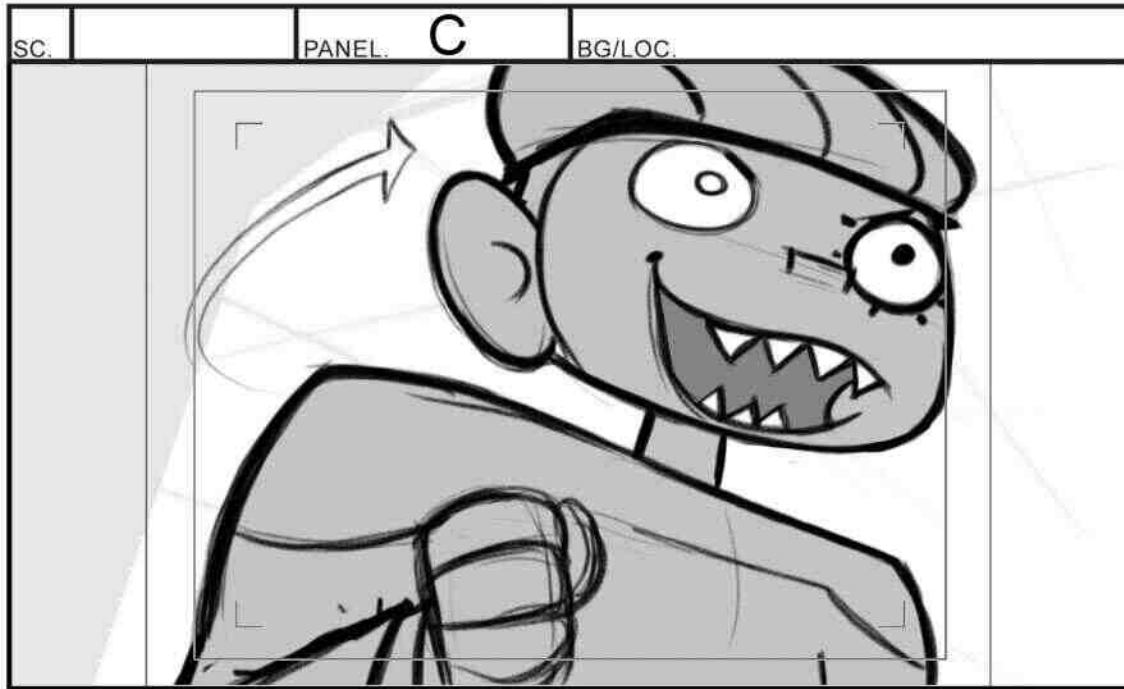
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

**Highroller exits scene.**

DIAL

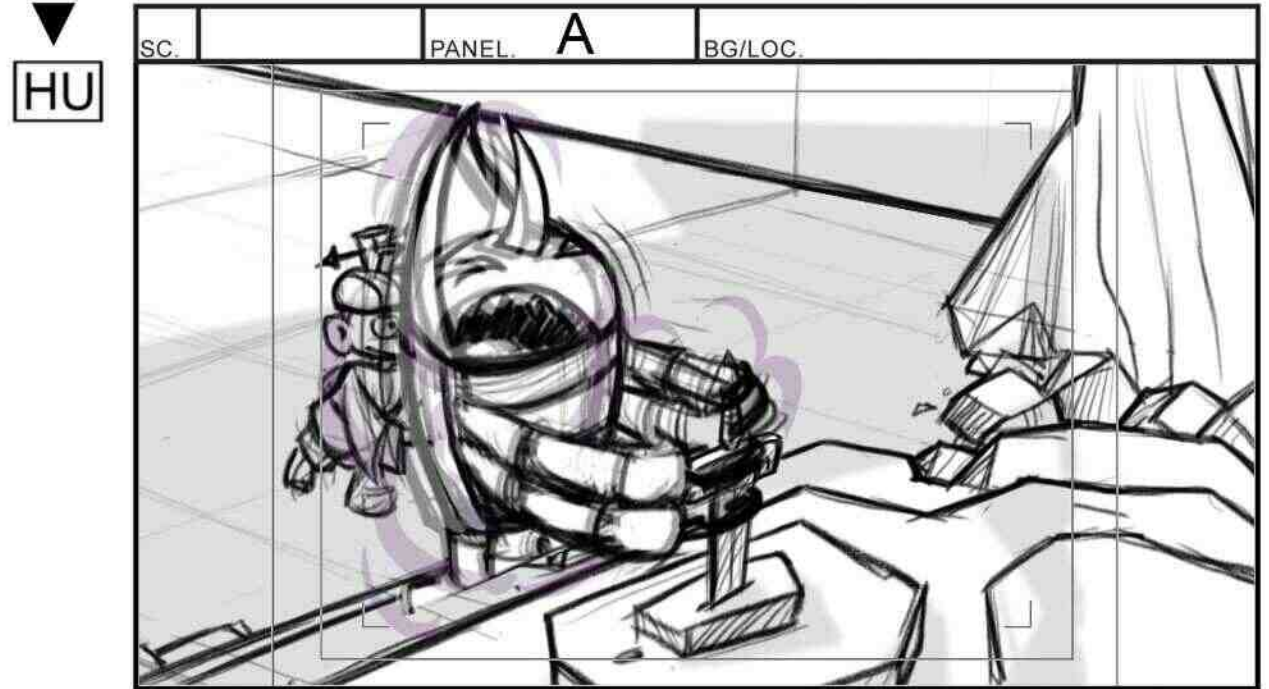
**66. Highroller:**  
**...no Highroller gain !**

FX: **(DX Shadows)**

SFX:

Director's Notes

SLUG NOTES



ACTION

**Angle on the Beetle King still screeching in pain, trying to pull out the sword.**  
**Highroller runs up behind him.**

DIAL

**Beetle King:**  
**< Screeches >**

(DX Shadows, DX Blur)

SFX:

Director's Notes

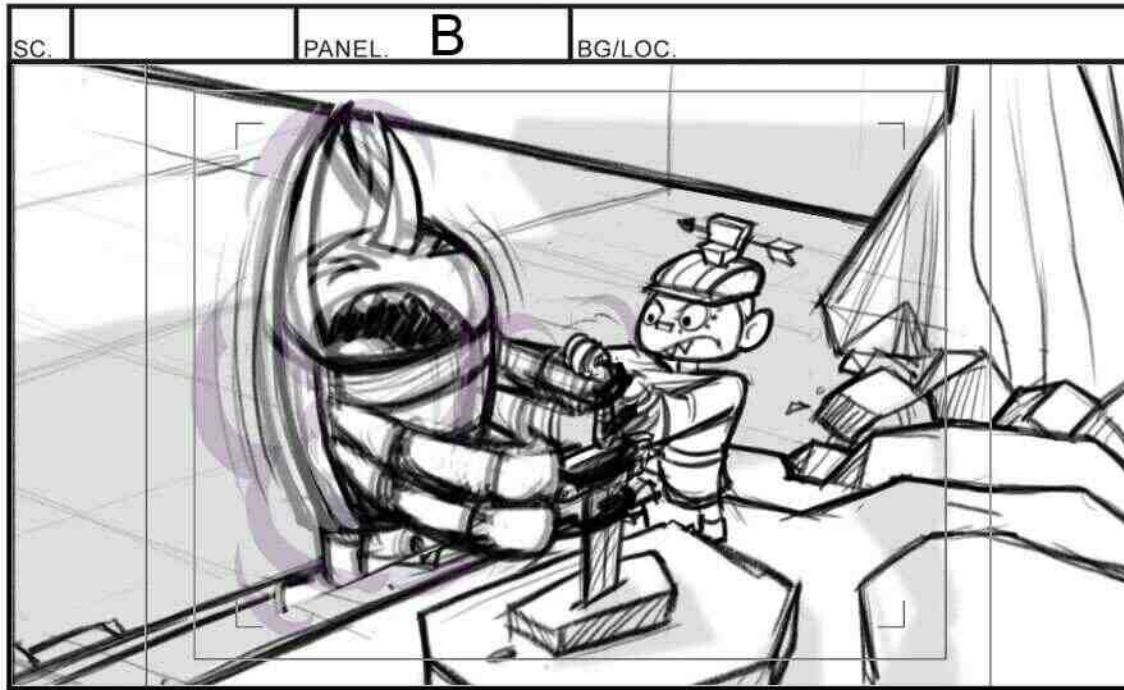
SLUG NOTES

FINAL

PROD #

Approved By:





ACTION

**Highroller** grabs on to help pull out the sword.

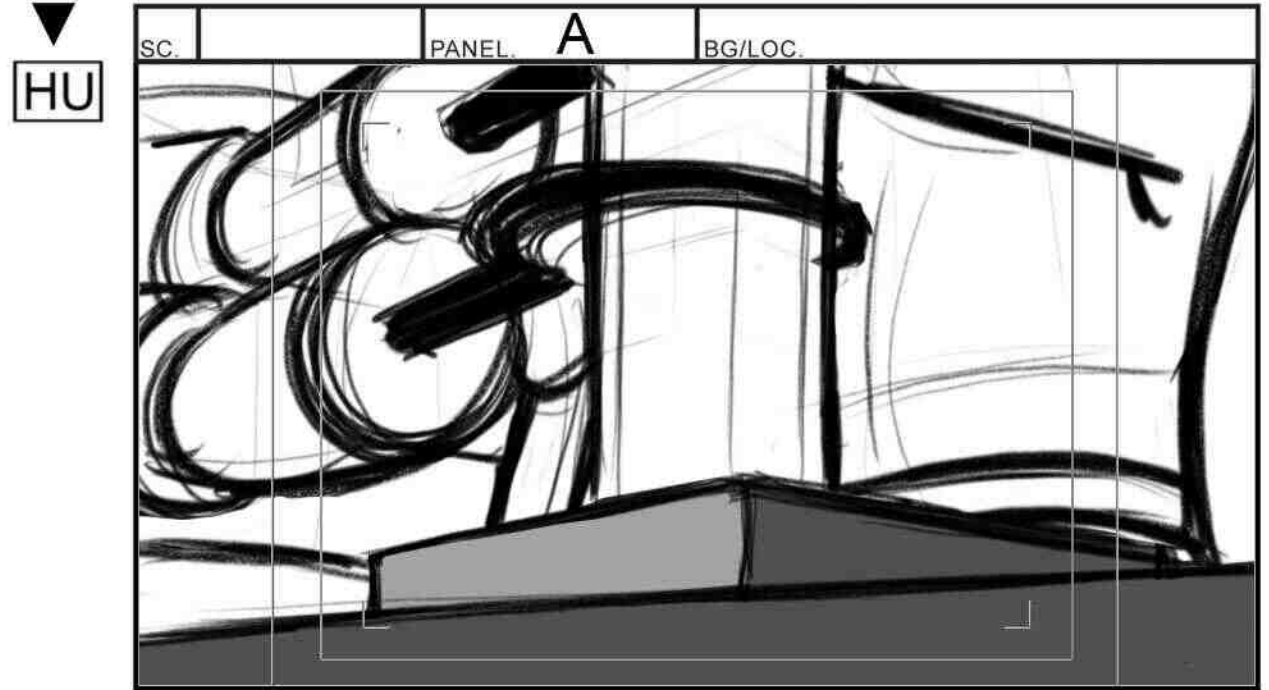
DIAL

FX: **(DX Shadows)**

SFX:

Director's Notes

SLUG NOTES



ACTION

**Close on the sword as it is slowly pulled out of the stone.**

DIAL

**Bettle King / Highroller:**  
**< Exertion >**

FX:

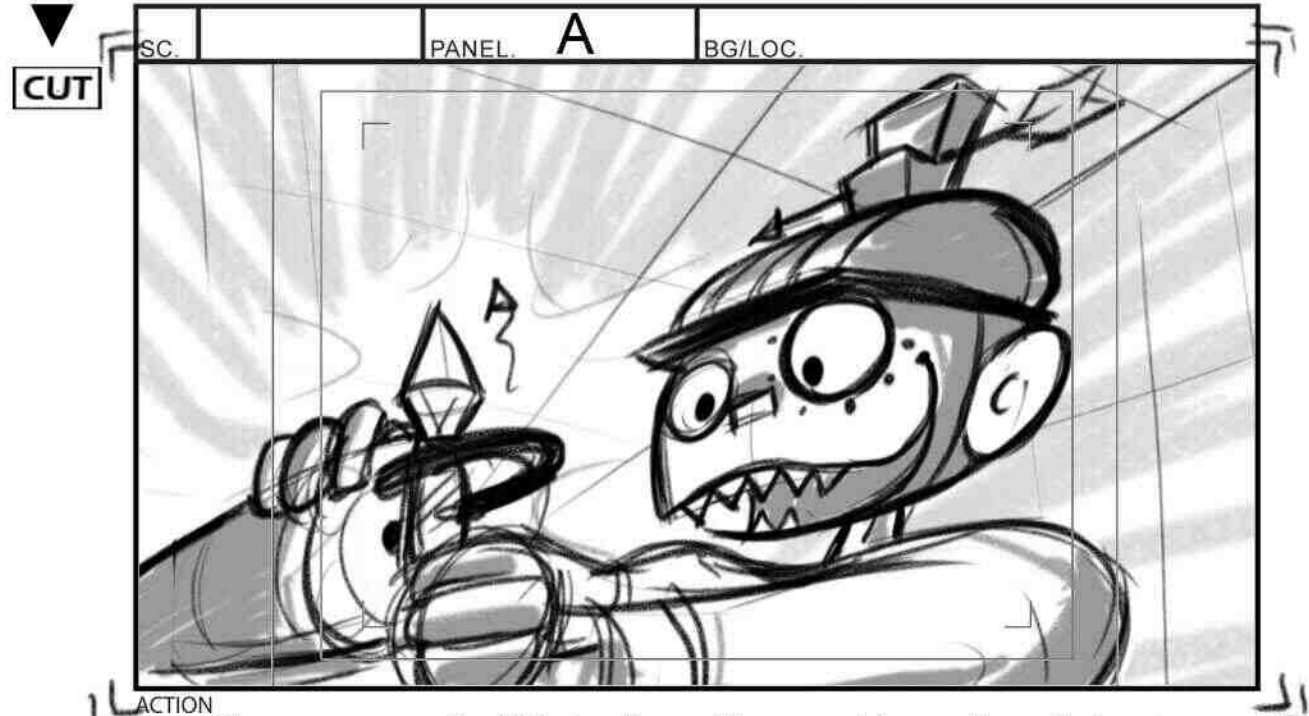
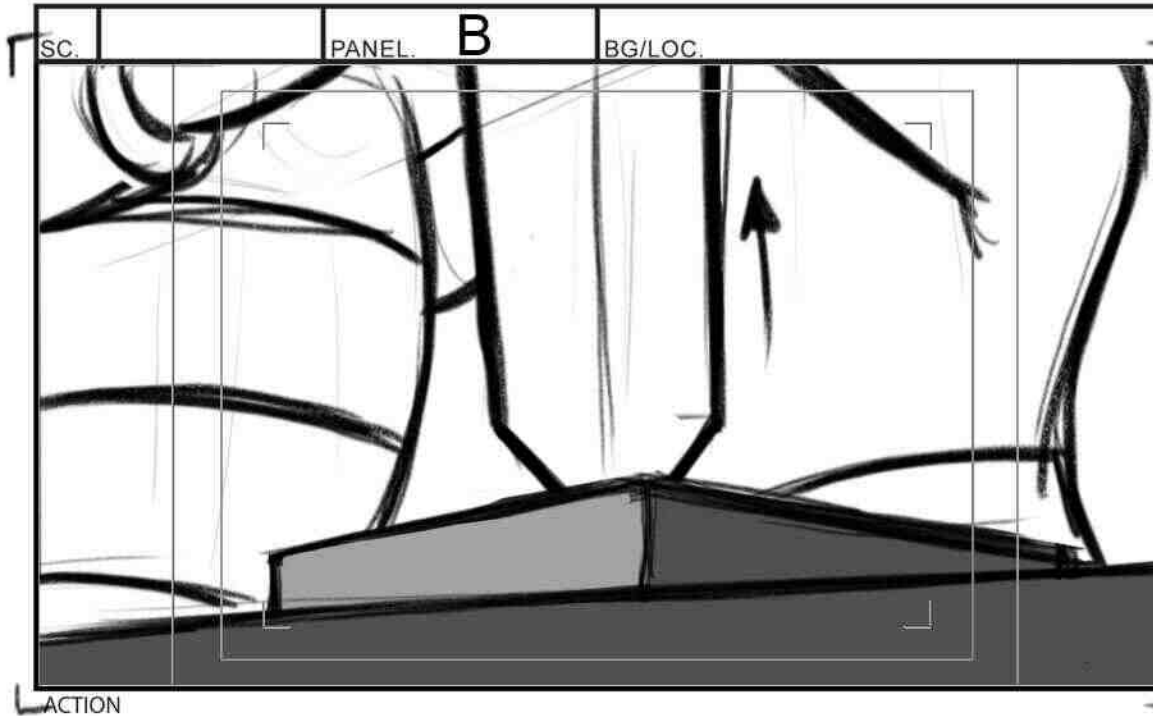
SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #



ACTION

**The sword is pulled from up...almost out.**  
( CAMERA SHAKE - STARTS )

DIAL

FX: **(DX Shadows)**  
SFX:

Director's Notes

SLUG NOTES

ACTION

**Close on an excited Highroller as the sword is nearly pulled out..**  
( CAMERA SHAKE )

DIAL

**Bettle King / Highroller:**  
**< Exertion >**

FX: (DX Shadows, DX Blur)  
SFX: < LOW RUMBLE >

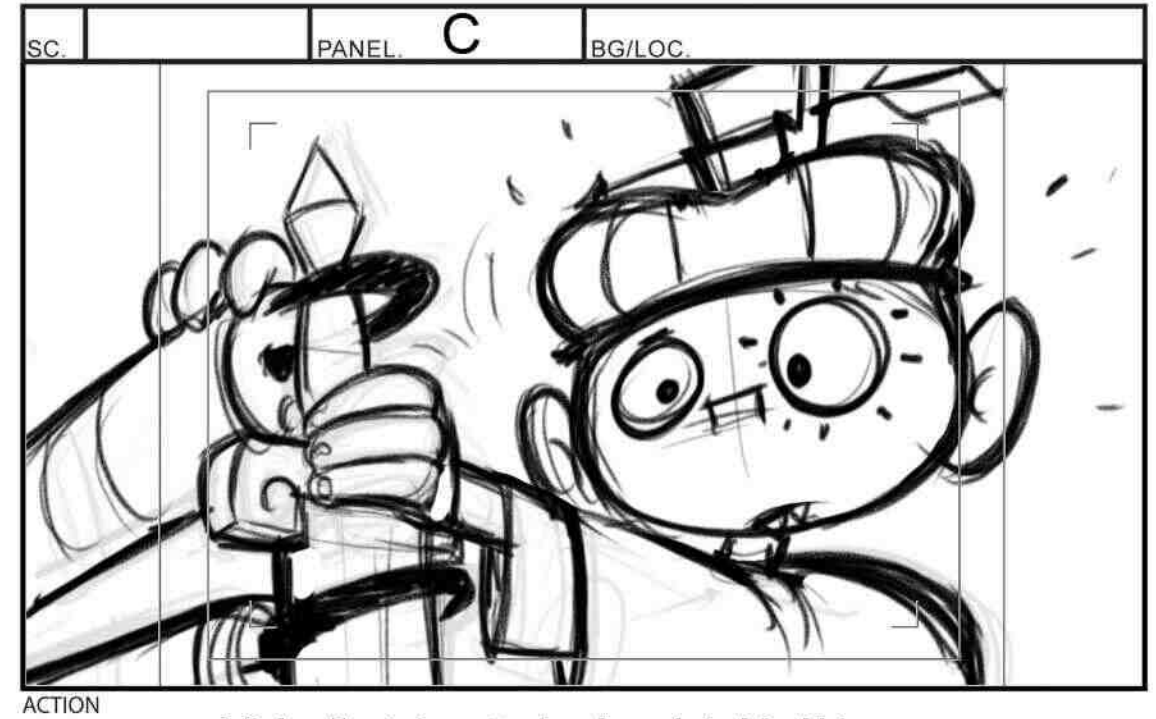
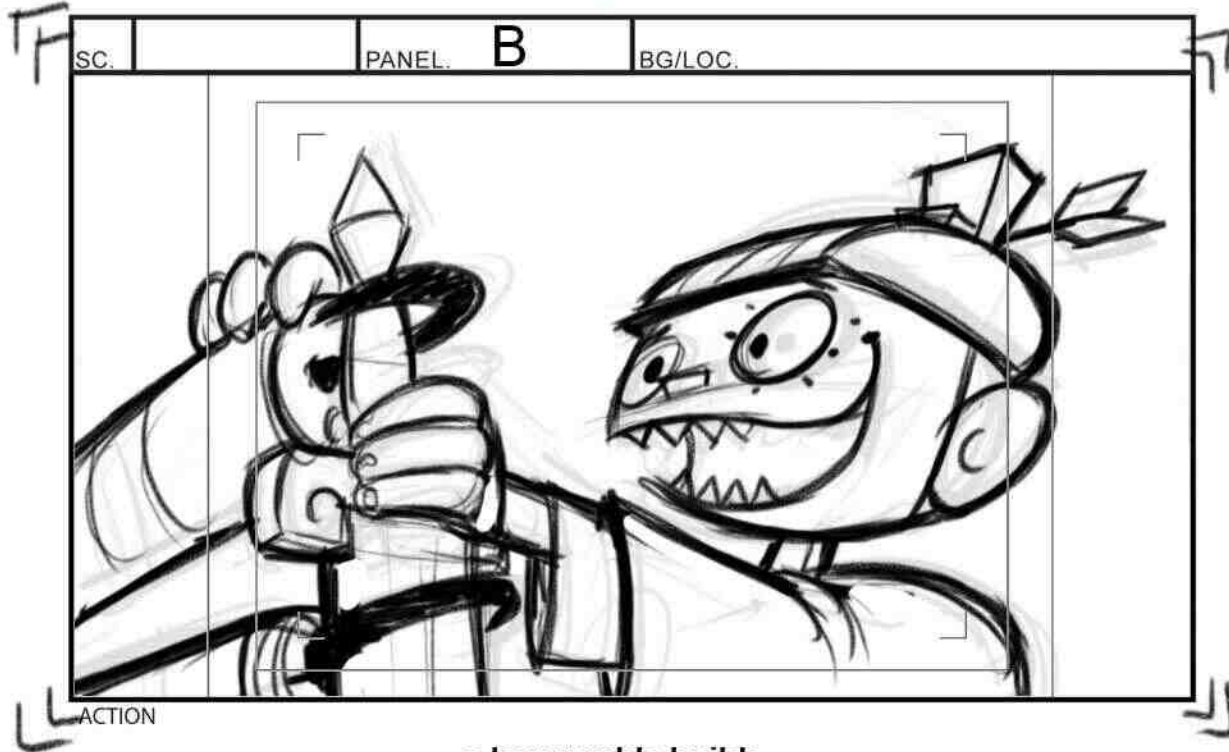
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



..a low rumble builds....  
(CAMERA SHAKE - CONTINUES)

Highroller takes at a loud crash behind him.

DIAL

FX:  
SFX: <Low Rumble>

Director's Notes

SLUG NOTES

DIAL

FX:  
SFX:

Director's Notes

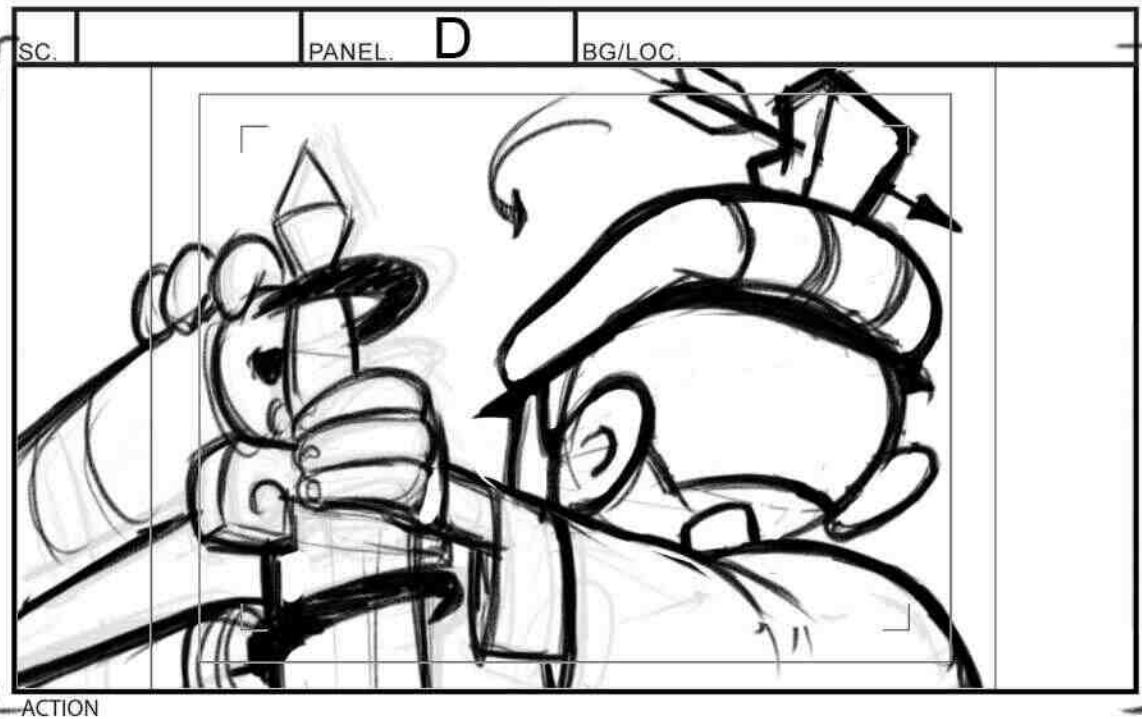
SLUG NOTES

FINAL

PROD #



▼  
**CUT**



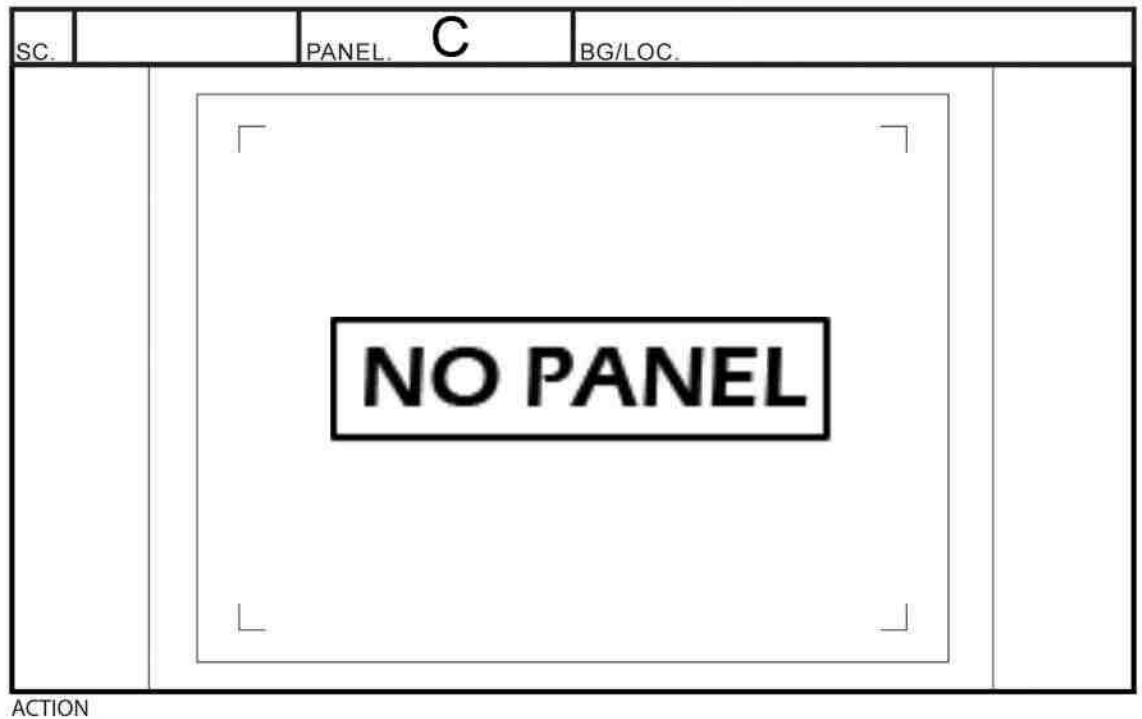
**Highroller turns to look at....  
(CAMERA SHAKE SUBSIDES )**

\_\_\_\_\_  
DIAL

\_\_\_\_\_  
FX:  
SFX:

\_\_\_\_\_  
Director's Notes

\_\_\_\_\_  
SLUG NOTES



\_\_\_\_\_  
DIAL

\_\_\_\_\_  
FX:  
SFX:

\_\_\_\_\_  
Director's Notes

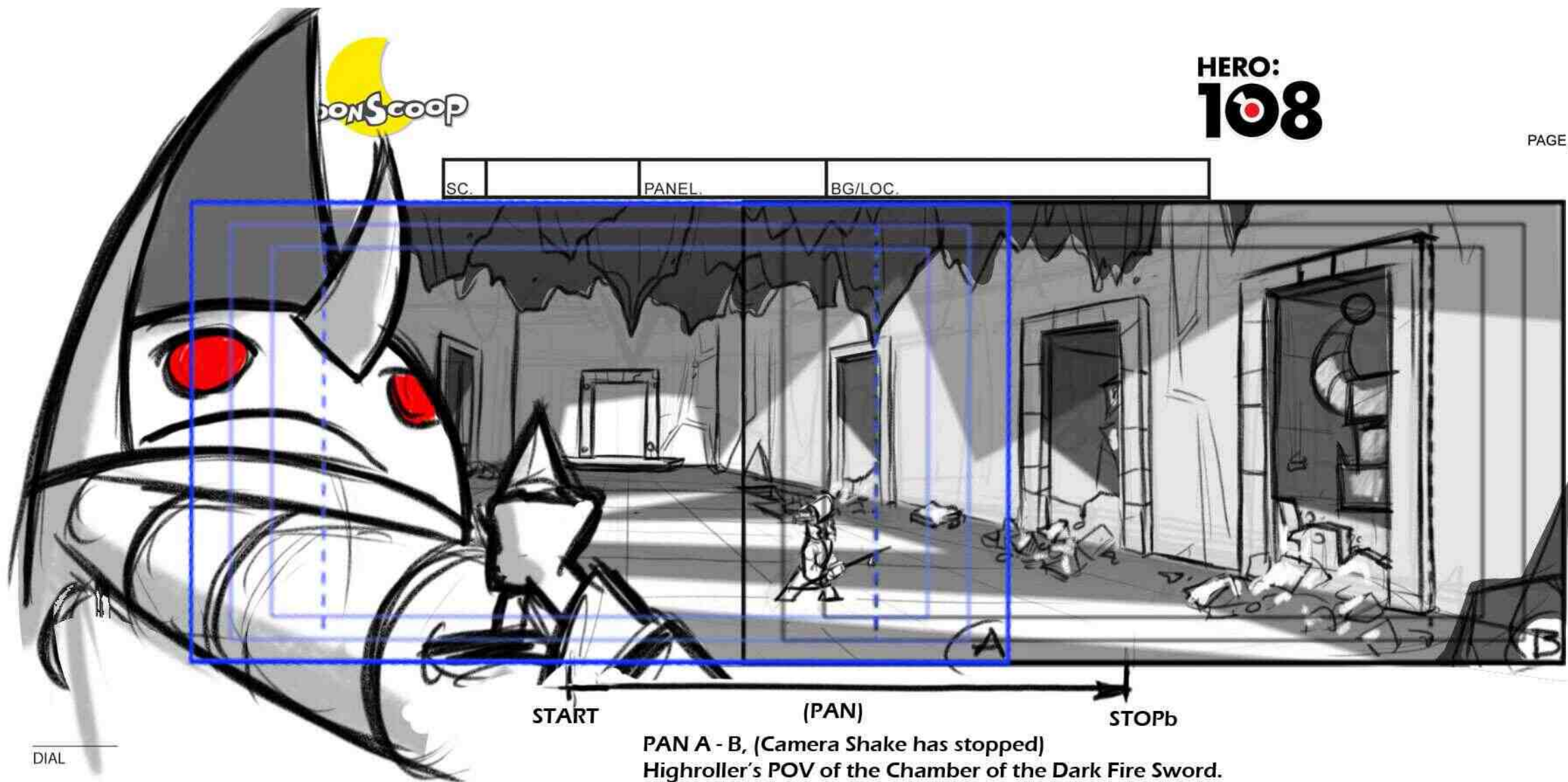
\_\_\_\_\_  
SLUG NOTES

FINAL

PROD #

Approved By:  
\_\_\_\_\_  
\_\_\_\_\_

SC.	PANEL	BG/LOC.
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DIAL

START

(PAN)

STOPb

PAN A - B, (Camera Shake has stopped)  
Highroller's POV of the Chamber of the Dark Fire Sword.  
The Doors have crumbled down, revealing the Mummies of Ancient Animal Kings.

The Ancient Mummies:  
( MOANING )

FX: (DX Shadows)

SFX:

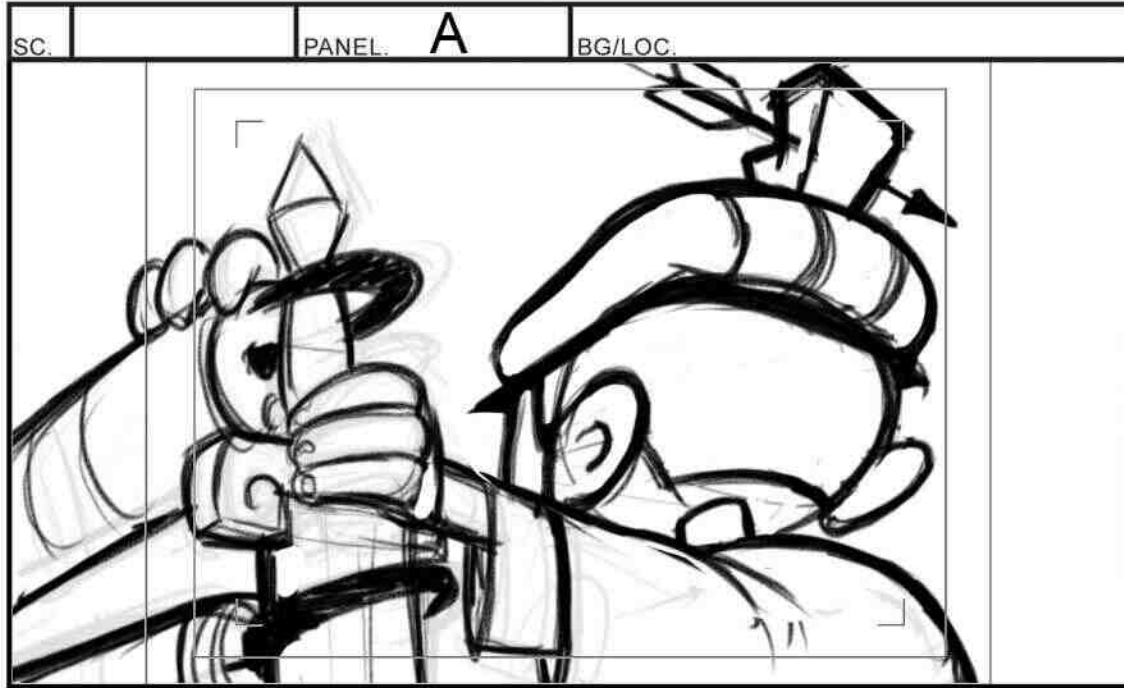
Director's Notes

SLUG NOTES

FINAL

PROD #

▼  
**CUT**



ACTION

**Close on Highroller.**

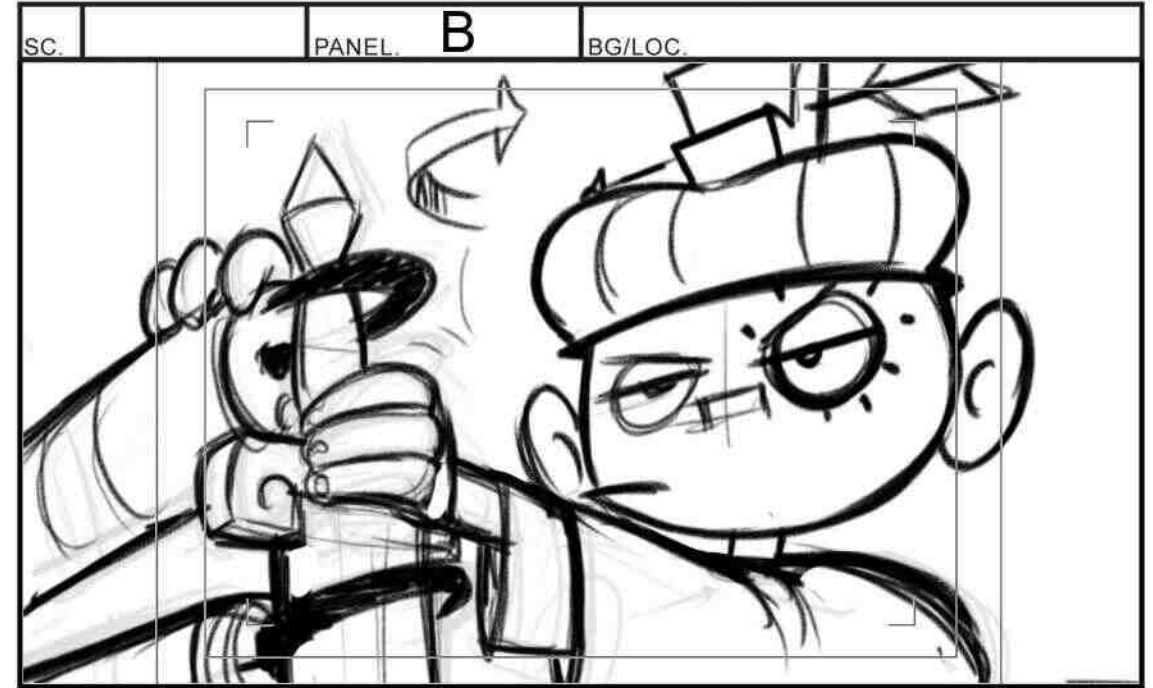
DIAL

**67. Highroller:  
Mummies !**

FX:  
SFX:

Director's Notes

SLUG NOTES



ACTION

**Highroller looks annoyed.**

DIAL

FX:  
SFX:

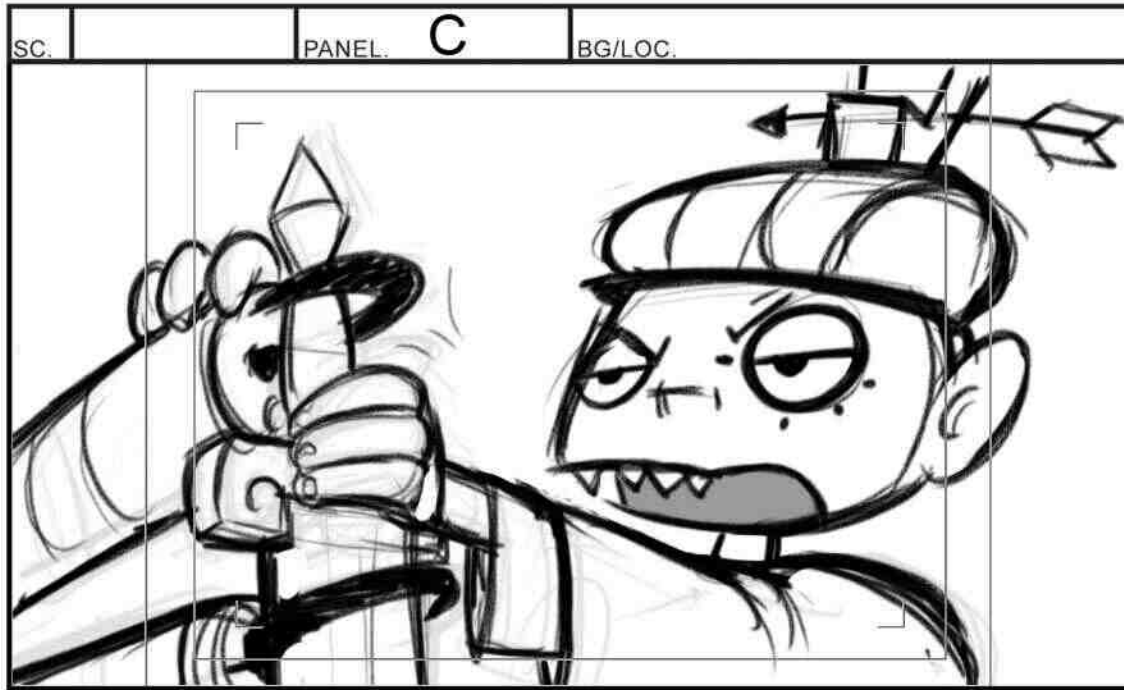
Director's Notes

SLUG NOTES

FINAL

PROD #





ACTION

**Close on Highroller.**

DIAL

**67. Highroller:  
I hate Mummies!**

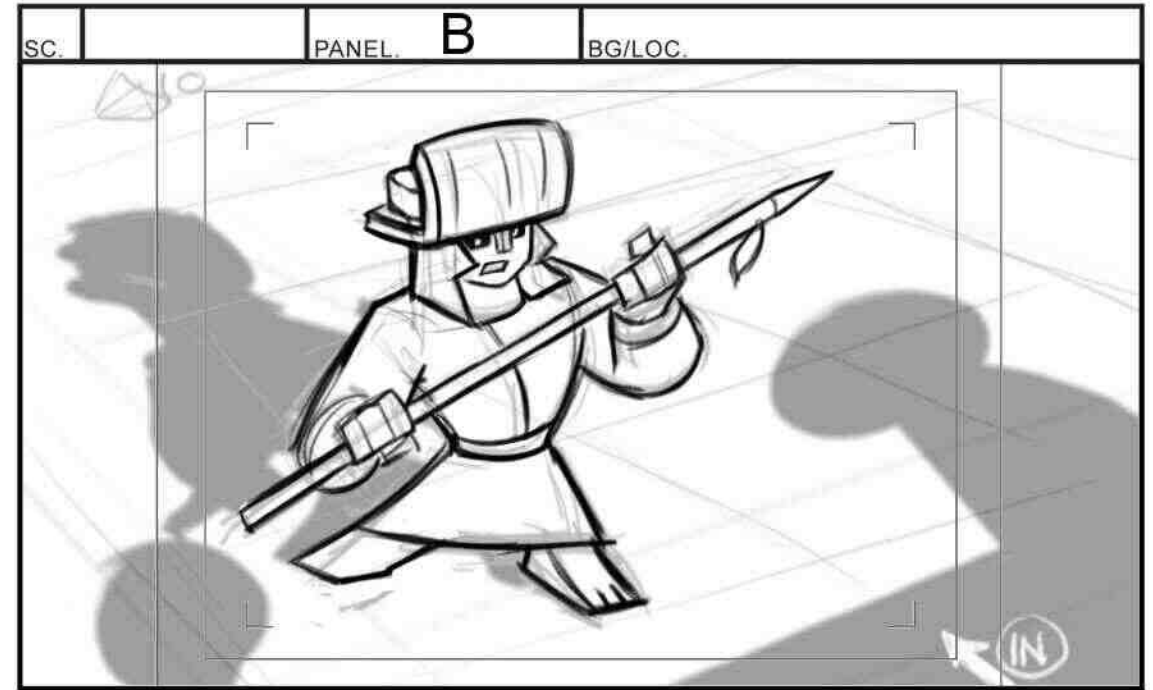
FX:

SFX:

Director's Notes

SLUG NOTES

▼  
**CUT**



ACTION

**Angle on Lin Chung. A mummies' shadow slides in.**

DIAL

**68. Lin Chung:  
They are not too fond of us either.  
Mummies: (OS)  
( MOANING)**

FX: (DX Shadows)

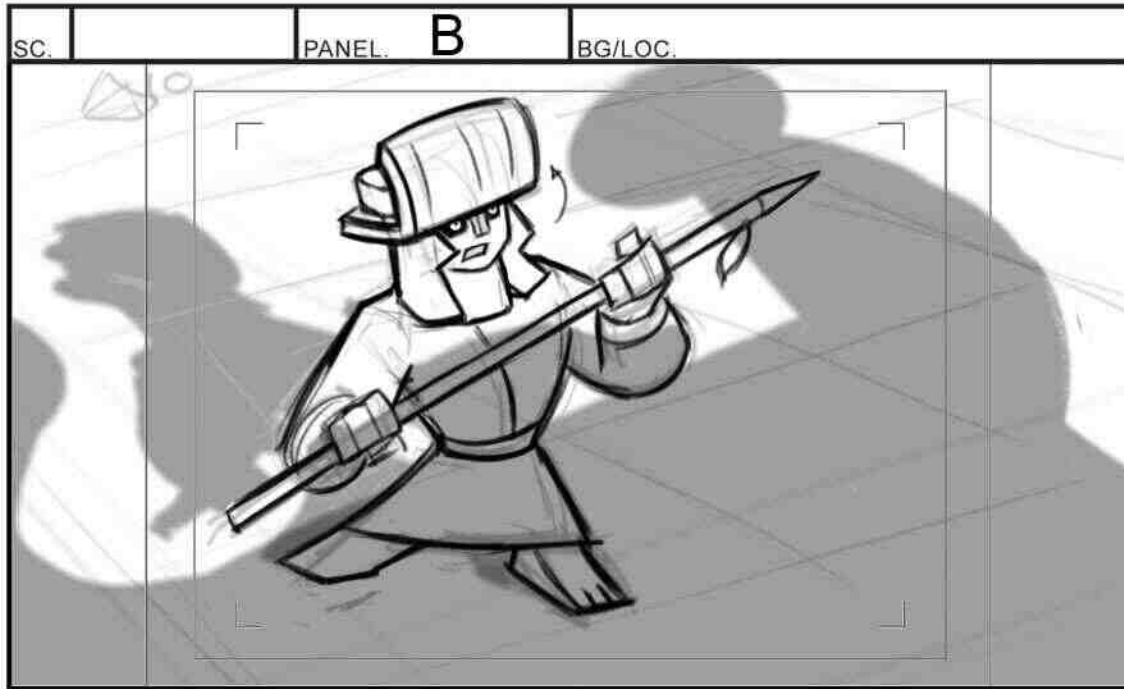
SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #



ACTION

**Lin Looks up as the shadow gets closer.**

DIAL

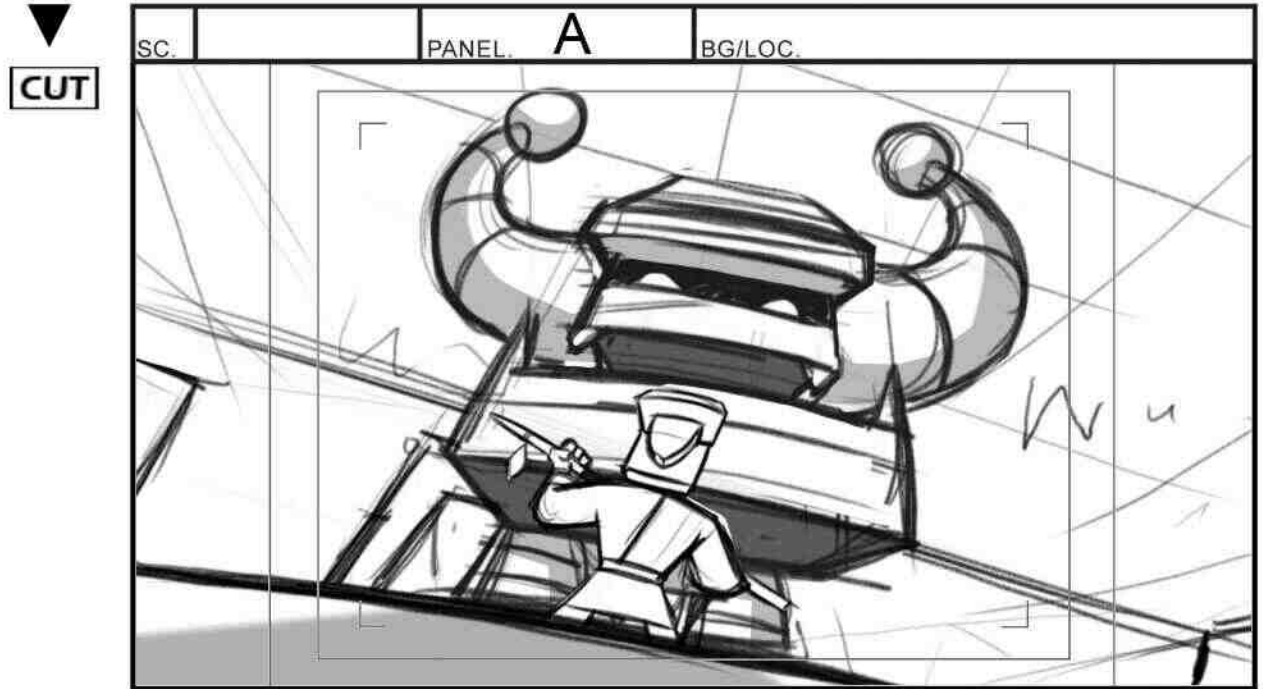
**68. Lin Chung:**  
**They are the guardians of the sword.**

FX: **(DX Shadows)**

SFX:

Director's Notes

SLUG NOTES



ACTION

**Rev. angle on Lin Chung and the Mastadon Mummy.**

DIAL

**Mummies: (OS)**  
**( MOANING)**

FX: **(DX Shadows)**

SFX:

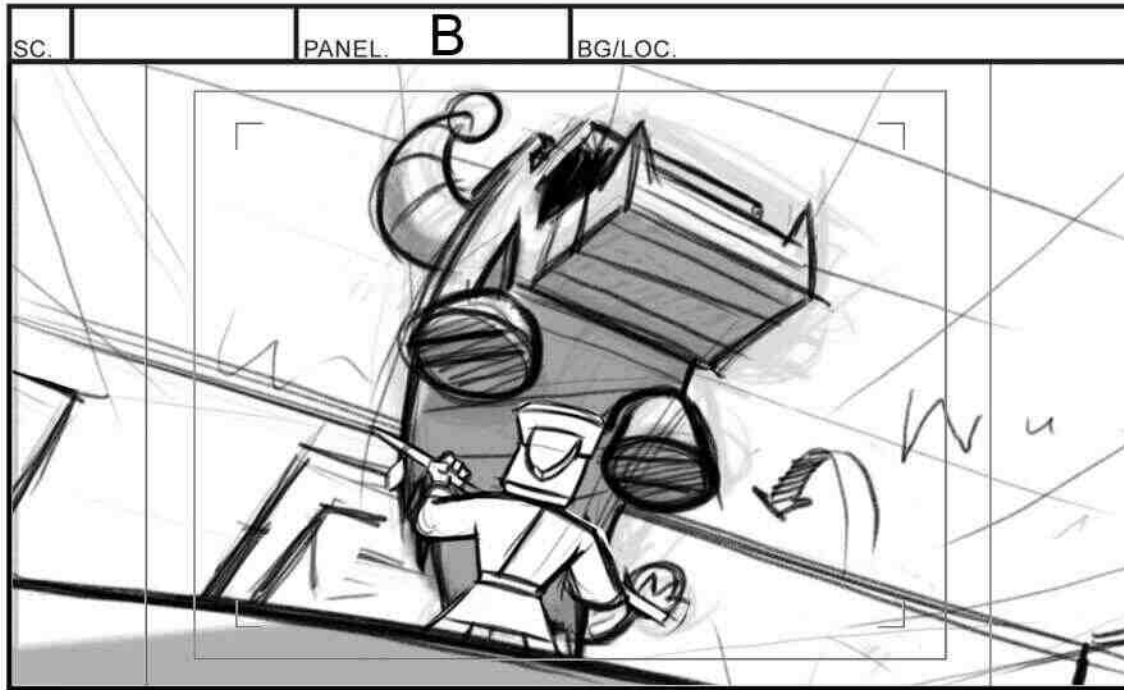
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

**The Mummy Mastodon rears up....**

DIAL

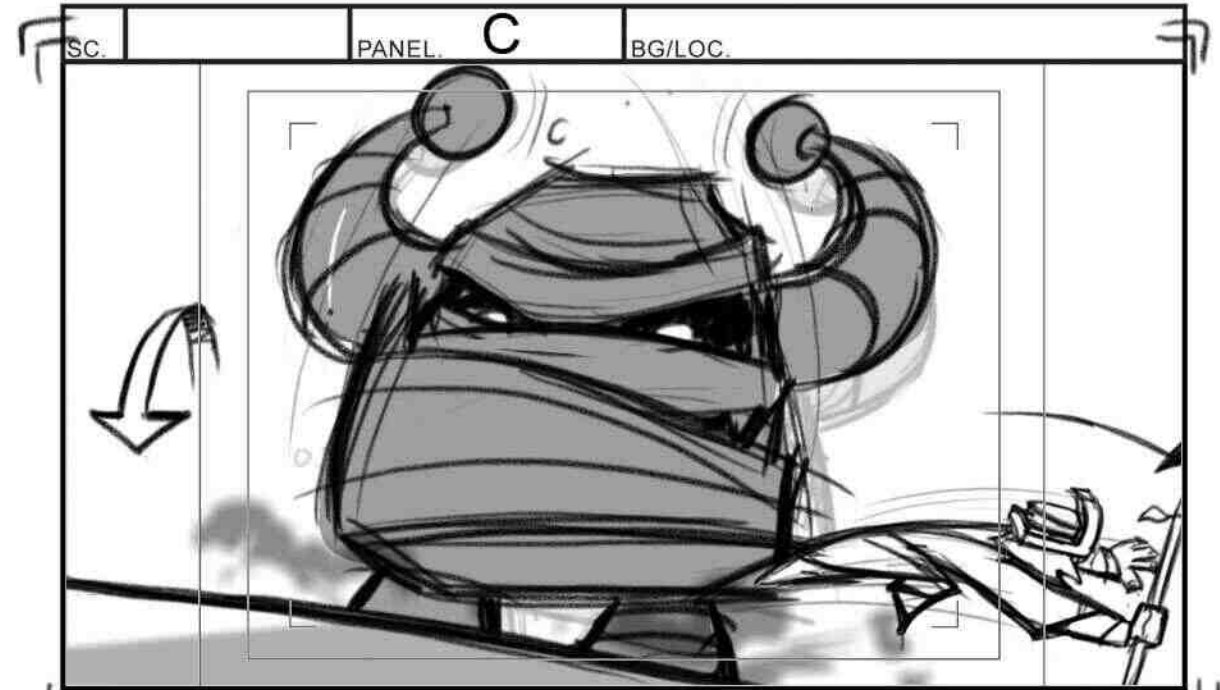
**68. Lin Chung:**  
**They are the guardians of the sword.**

FX: **(DX Shadows)**

SFX:

Director's Notes

SLUG NOTES



ACTION

**...slamming down on the ground.**  
**Lin Chung barely leaps out of the way in time.**  
**(CAMERA SHAKE)**

DIAL

**Mummies: (OS)**  
**( MOANING)**

FX: **(DX Shadows / Dust)**

SFX:

Director's Notes

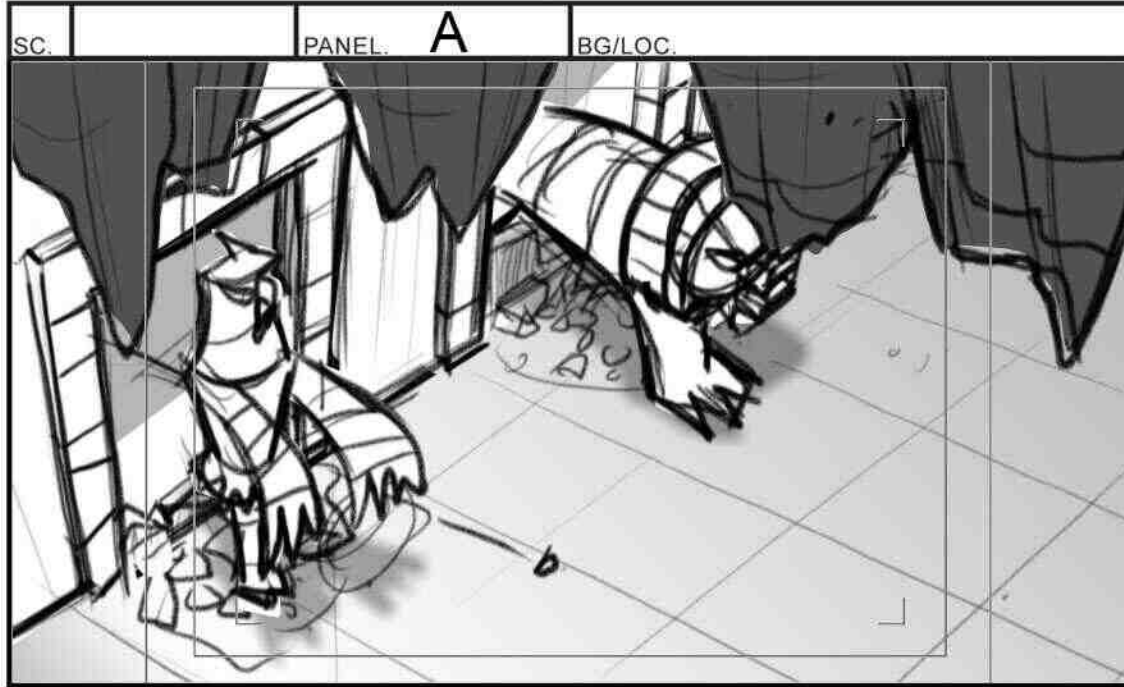
SLUG NOTES

FINAL

PROD #



▼  
**CUT**



ACTION

**Eagle Mummy and Liger Mummy step out of their alcoves.**

DIAL

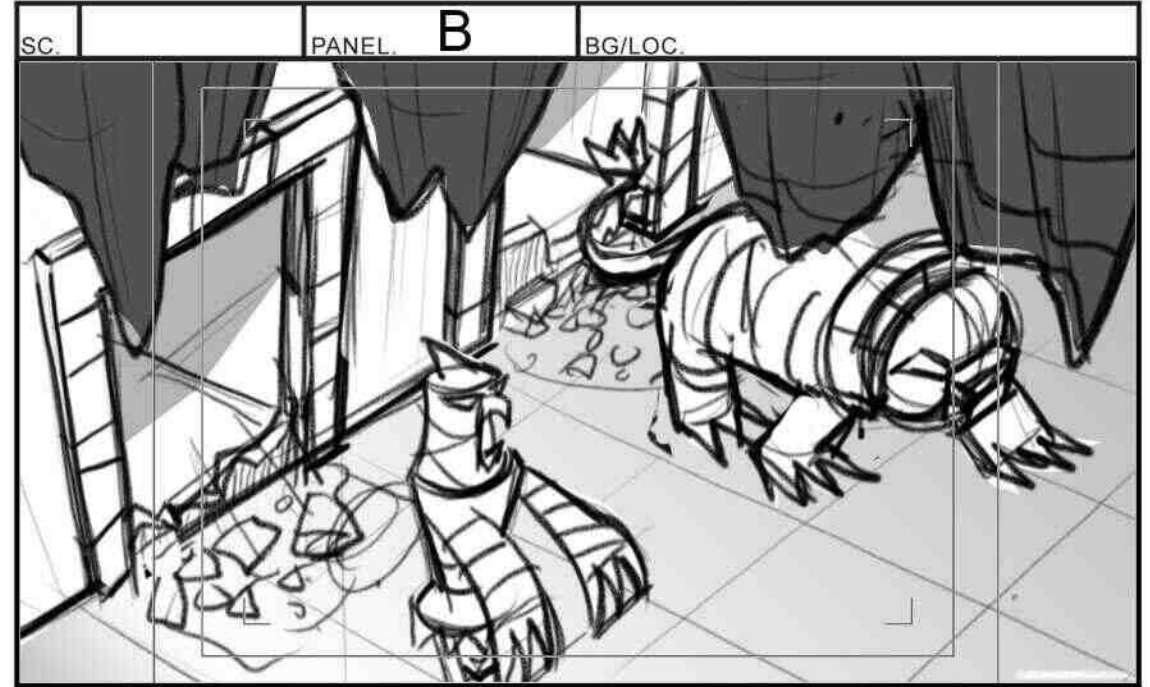
**Mummies:  
( MOANING )**

FX: **(DX Shadows)**

SFX:

Director's Notes

SLUG NOTES



ACTION

DIAL

**Mummies:  
( MOANING )**

FX: **(DX Shadows / Dust)**

SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #