

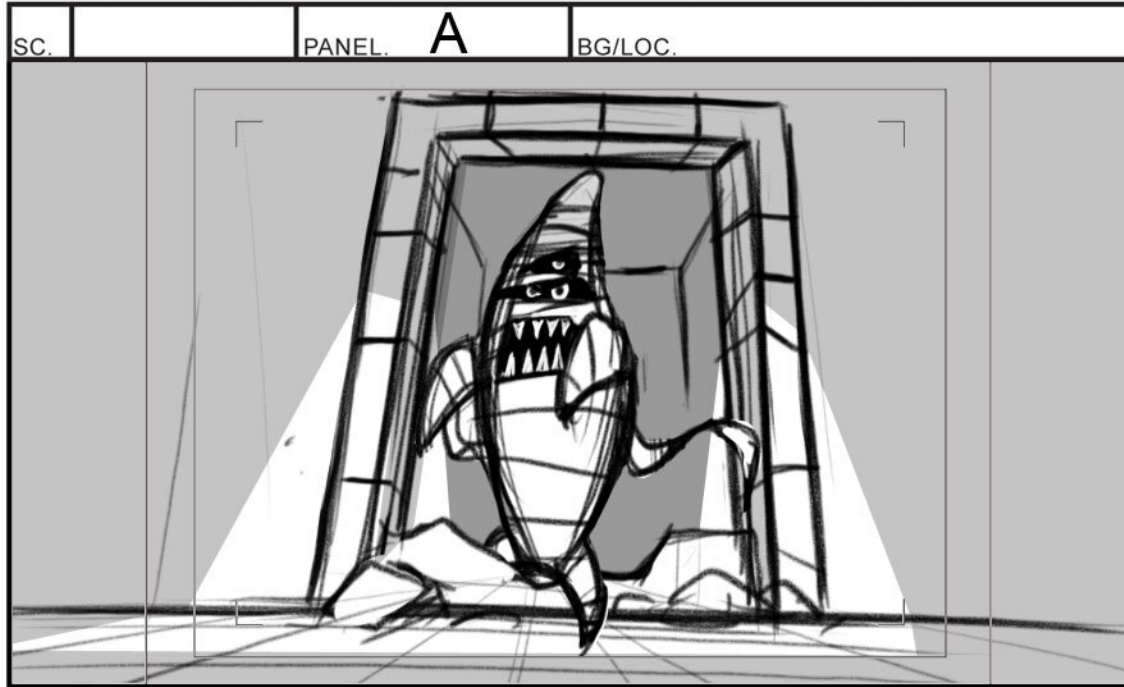
HERO: 108



SEASON #2
EP.223 - 'SWORD AND FIRE
PART B



CUT



ACTION

Angle on another alcove...Shark Mummy shuffles forward.....

DIAL

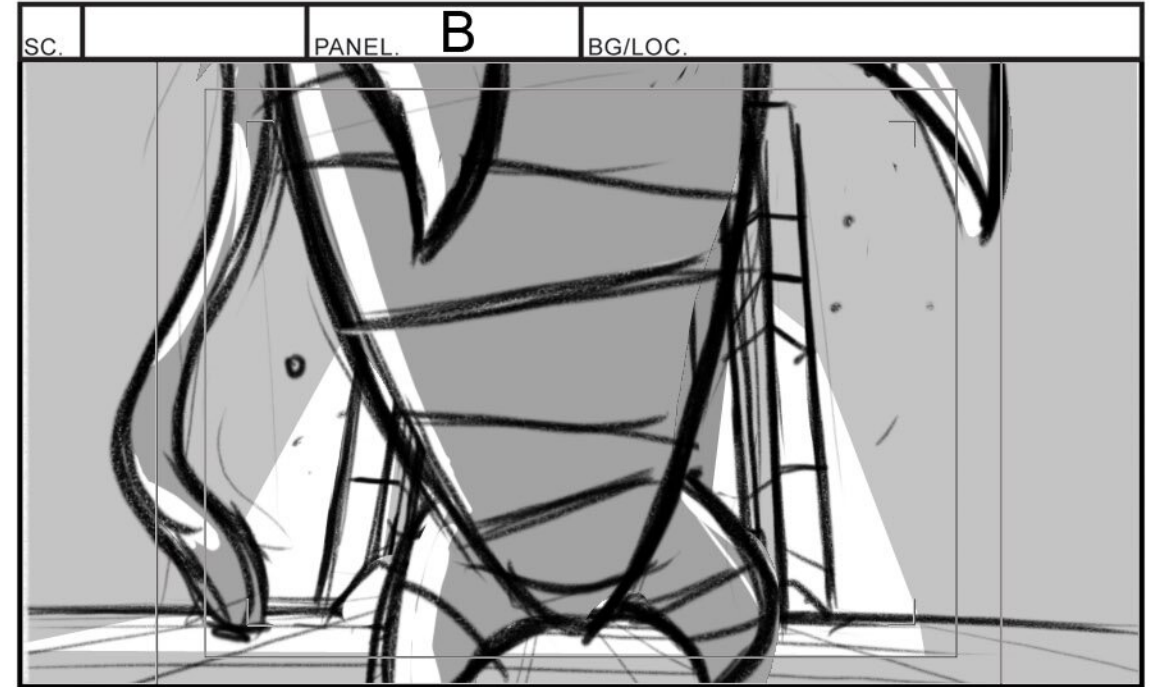
**Mummies:
(MOANING)**

FX: **(DX Shadows)**

SFX:

Director's Notes

SLUG NOTES



ACTION

.....forward, filling the screen.

DIAL

**Mummies:
(MOANING)**

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

SFX:

Director's Notes

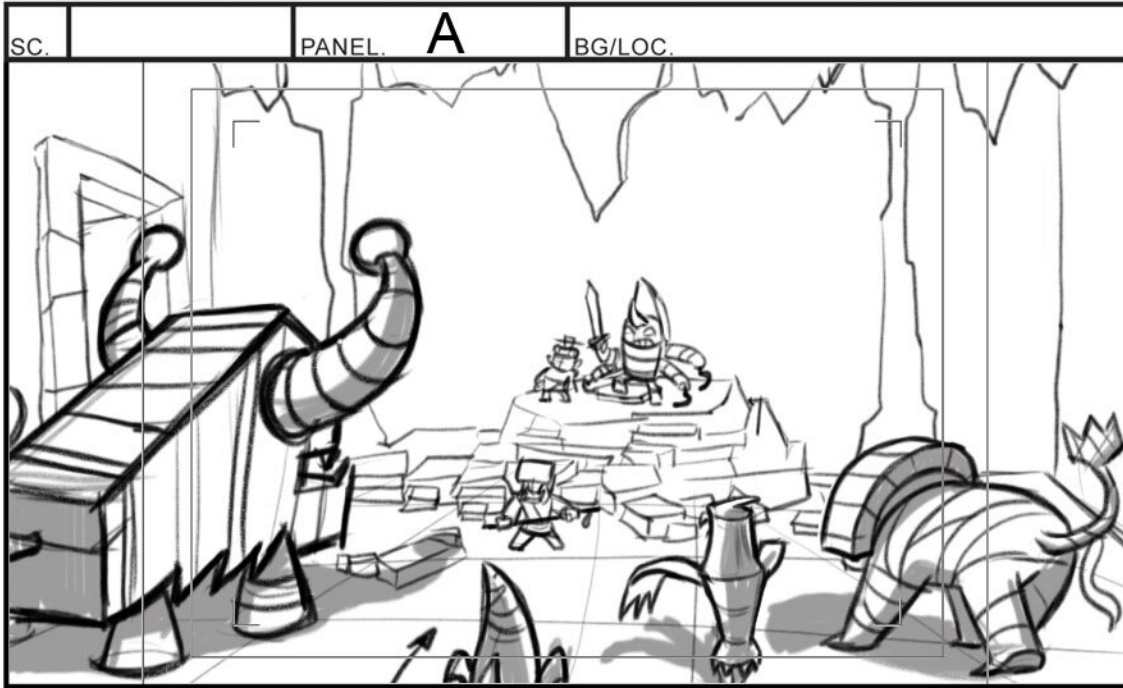
SLUG NOTES

FINAL

PROD #

Approved By:

▼
CUT



ACTION

**Wide on scene. The Mummies shuffle forward,...getting ready to attack.
Our heros have thier backs to the wall.**

DIAL

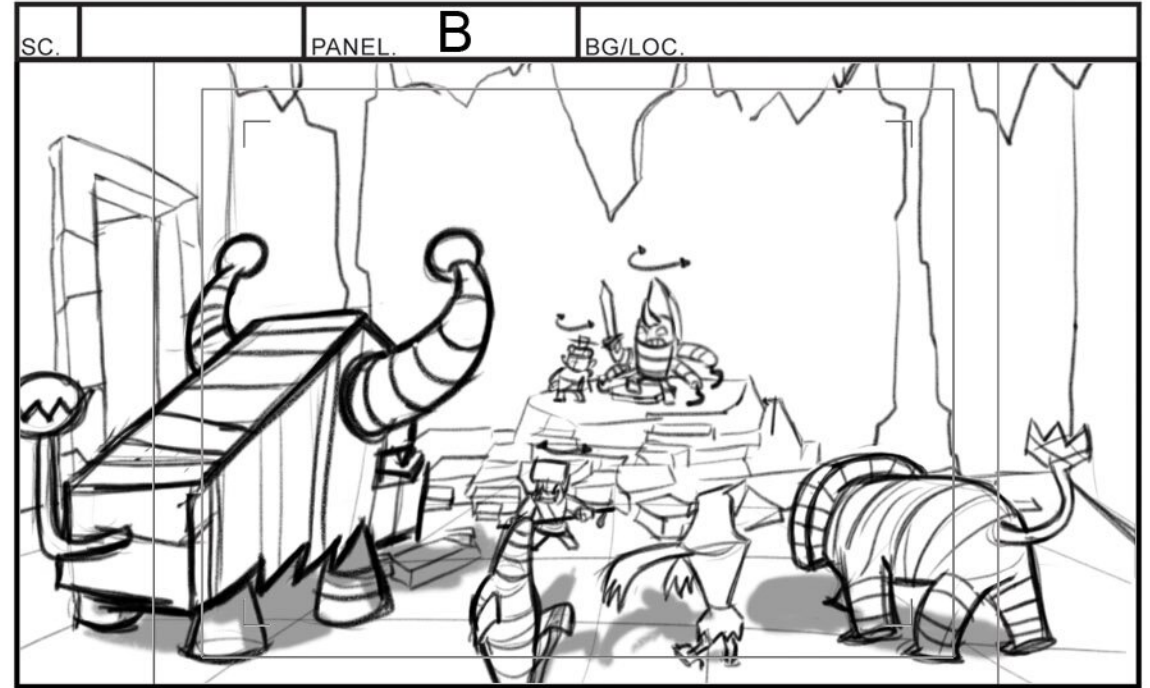
**Mummies:
(MOANING)**

FX: **(DX Shadows)**

SFX:

Director's Notes

SLUG NOTES



ACTION

DIAL

**Mummies:
(MOANING)**

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

SFX:

Director's Notes

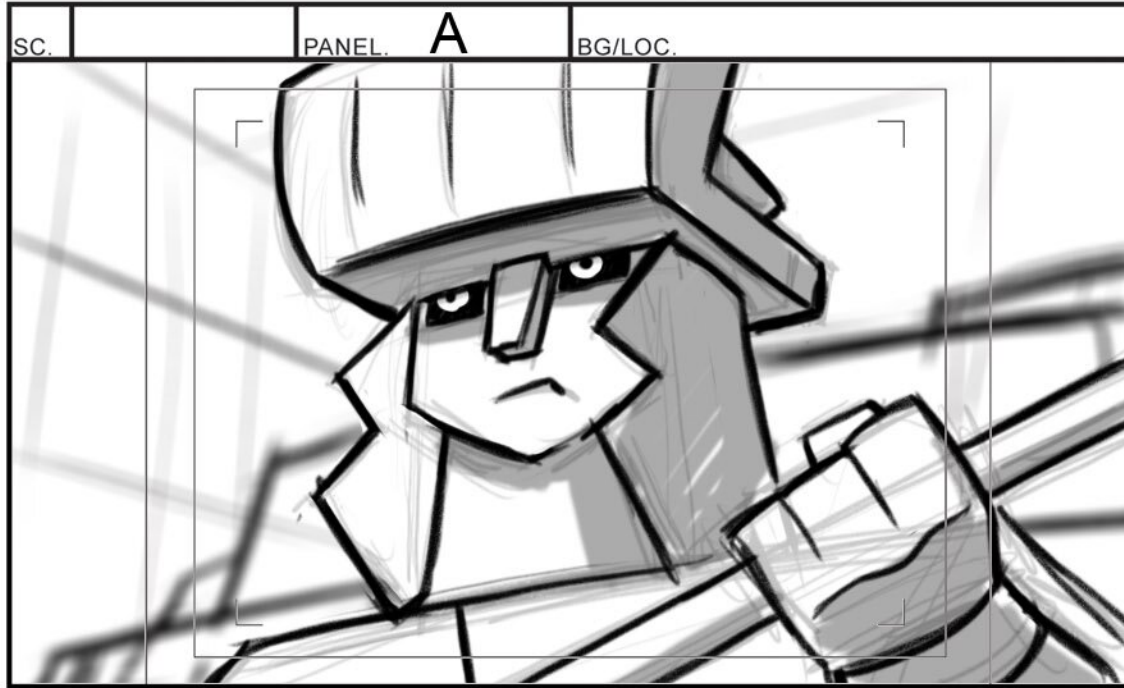
SLUG NOTES

FINAL

PROD #



CUT



ACTION

Close on Lin.

DIAL

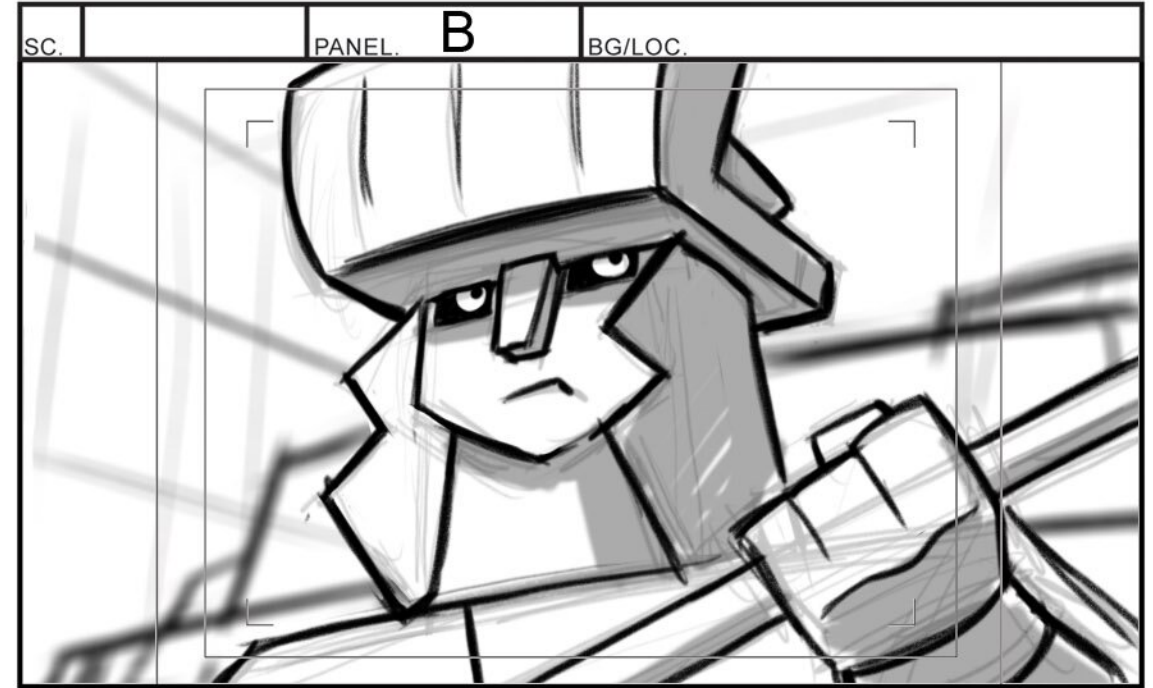
**Mummies: (OS)
(MOANING)**

FX:

SFX:

Director's Notes

SLUG NOTES



ACTION

DIAL

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

FX:

SFX:

Director's Notes

SLUG NOTES

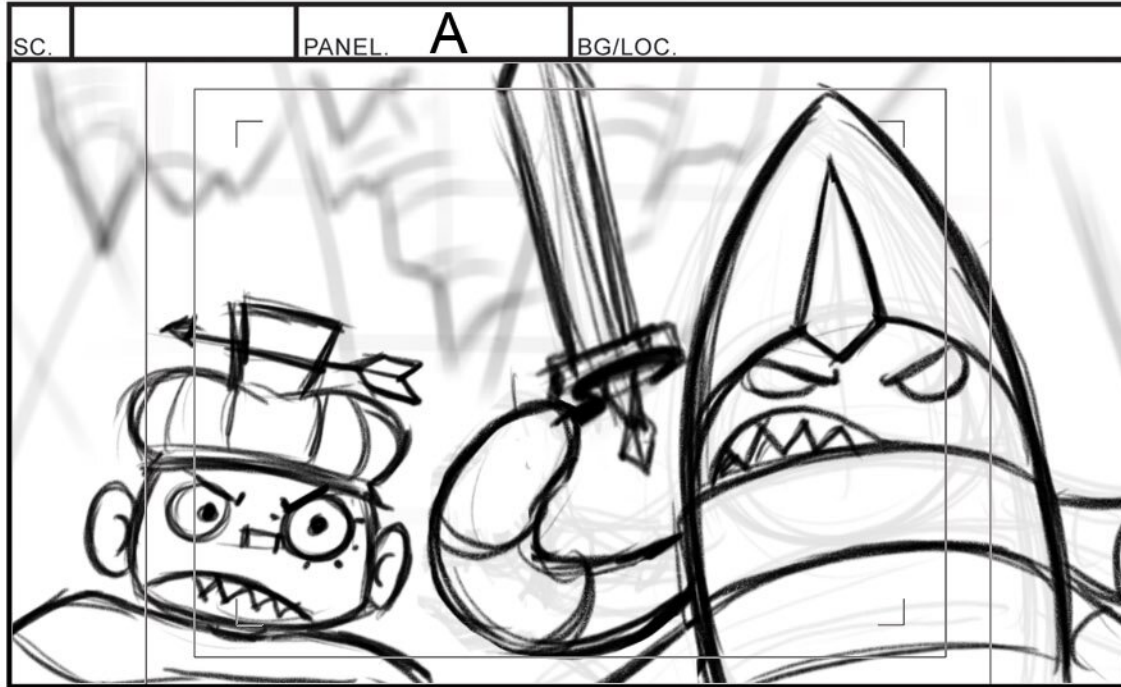
FINAL

PROD #

Approved By:



CUT



ACTION

Angle on Highroller and the Beetle King.

DIAL

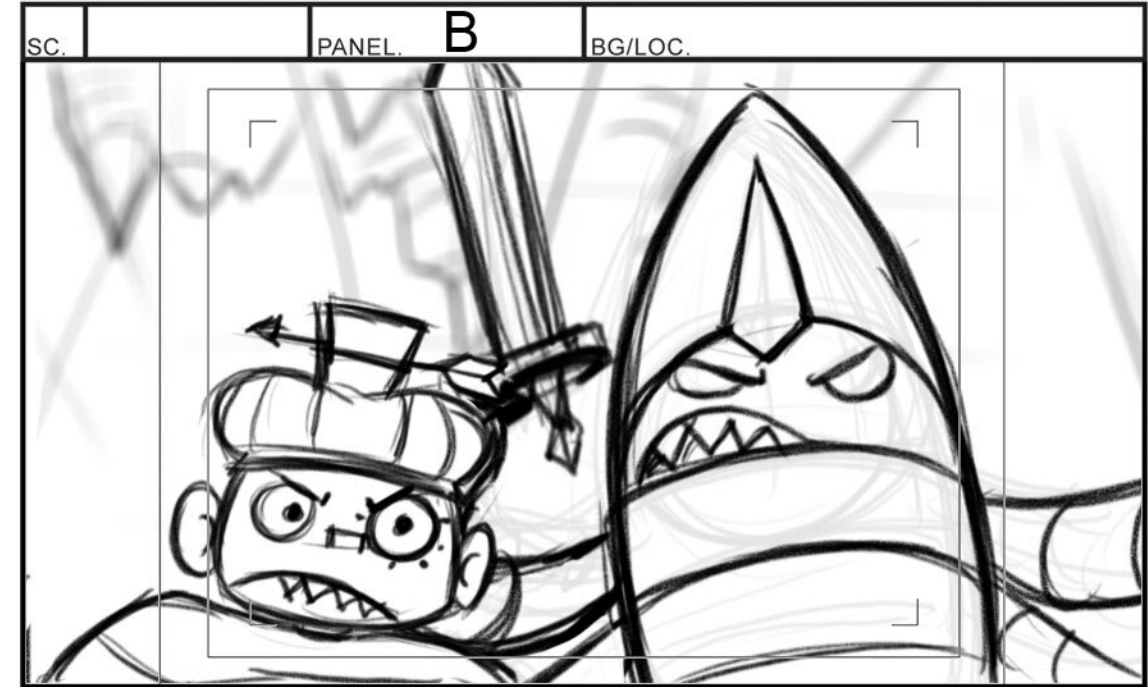
**Mummies: (OS)
(MOANING)**

FX: **(DX Shadows)**

SFX:

Director's Notes

SLUG NOTES



ACTION

(Hold the characters and slide each slightly towards the middle.)

DIAL

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

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

SFX:

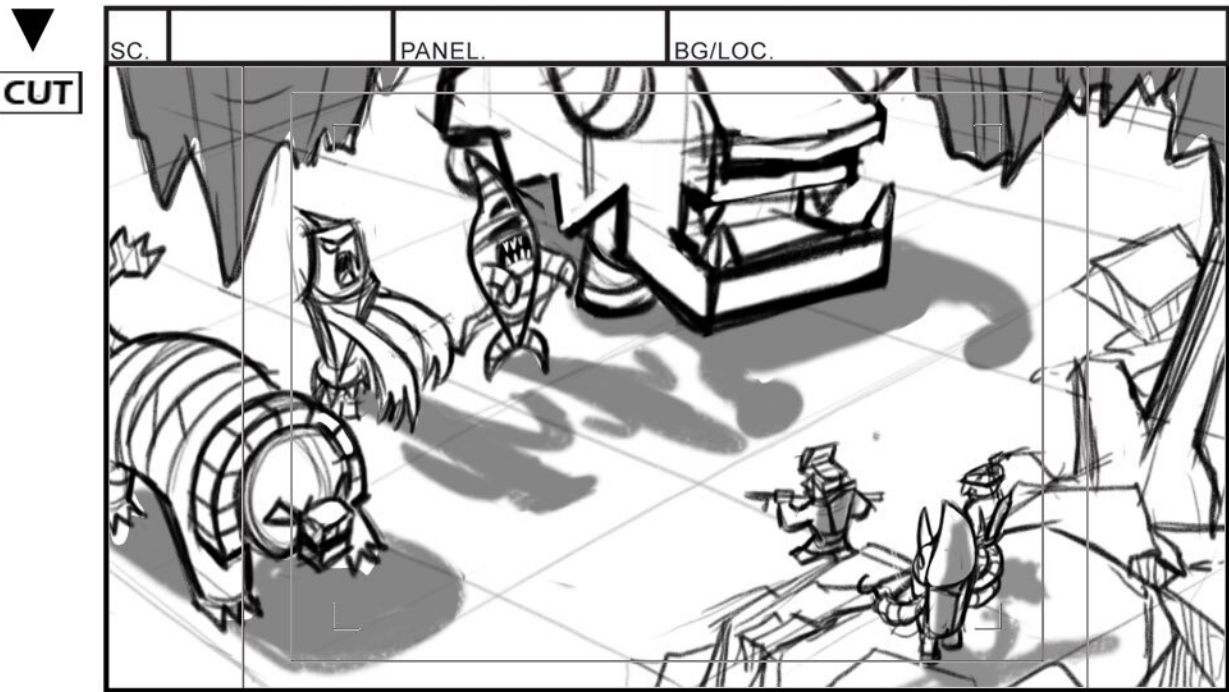
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

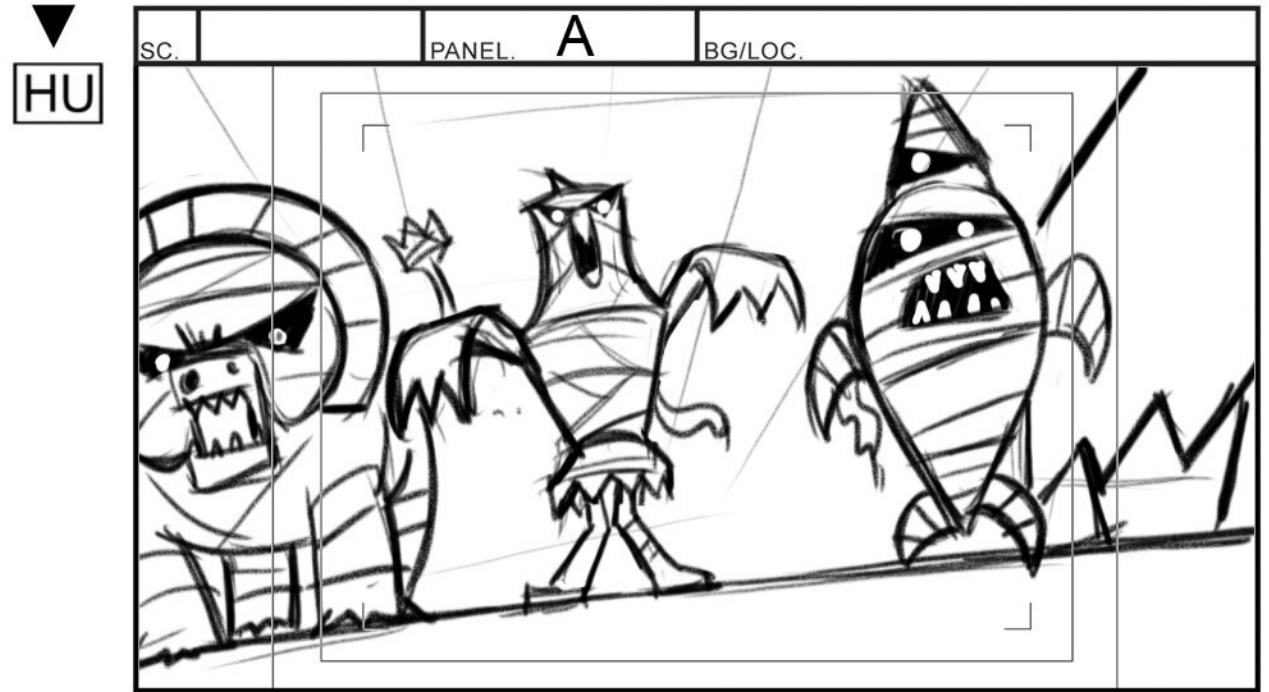
Wide on scene. It looks like a Mexican stand-off!

DIAL
Mummies: (OS)
(MOANING)

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

Director's Notes

SLUG NOTES



ACTION

Close on the Mummies.

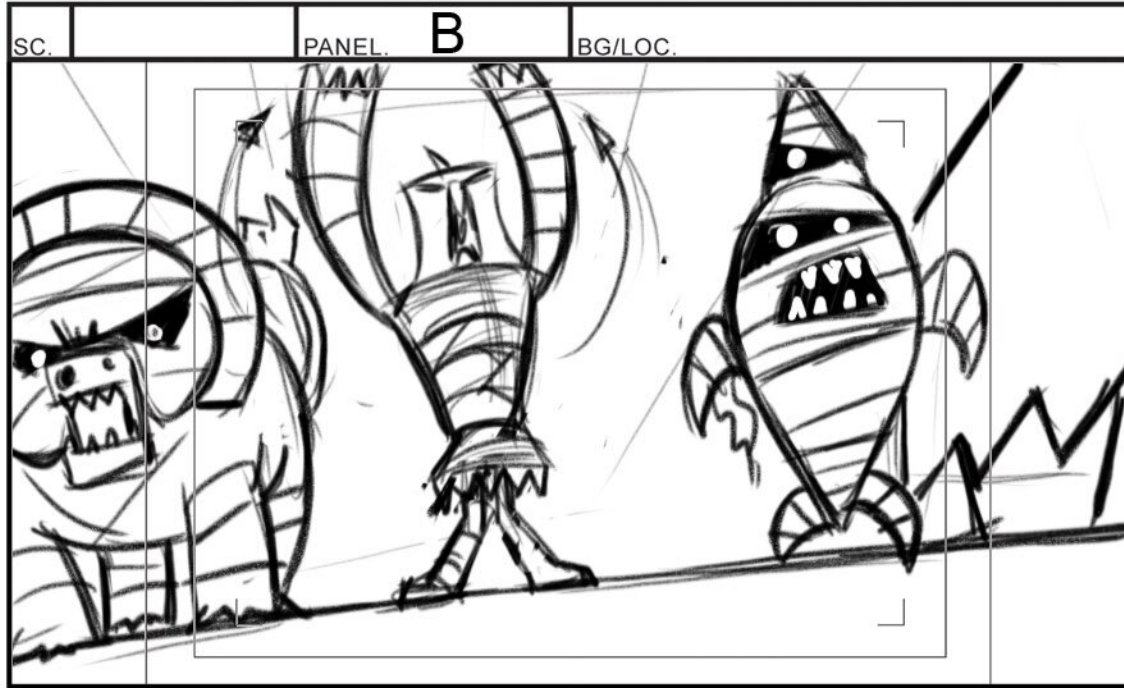
DIAL
Mummies: (OS)
(MOANING)

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

Director's Notes

SLUG NOTES

FINAL
PROD #



ACTION

Eagle Mummy antics back.....

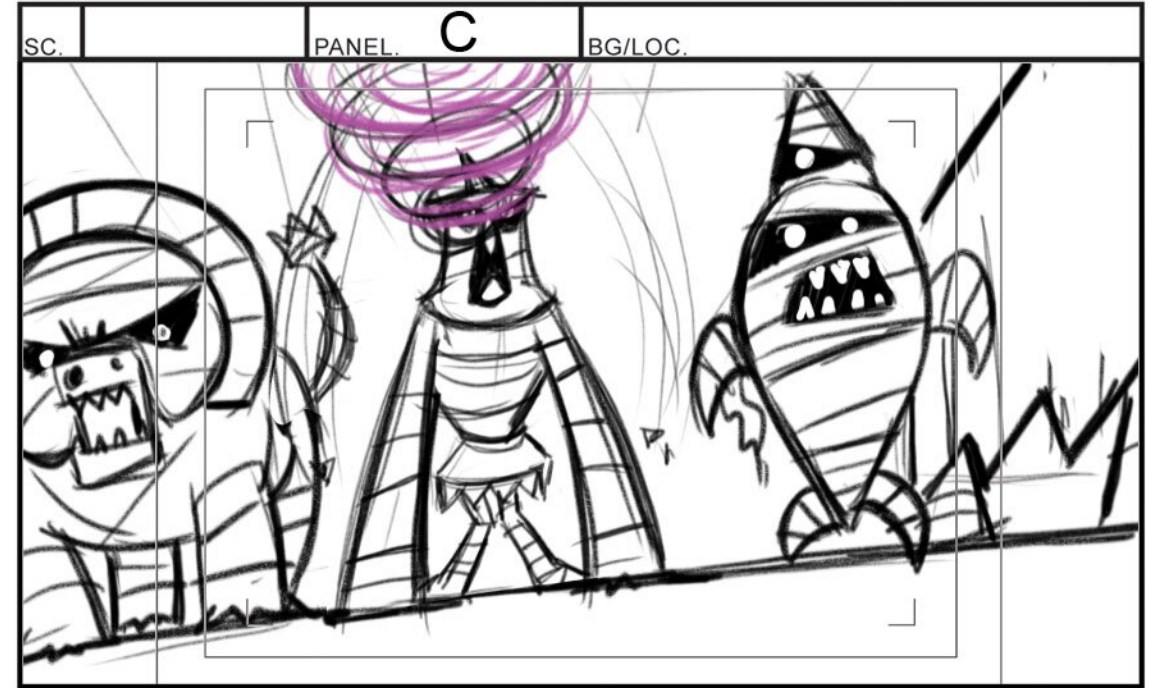
DIAL

FX: **(DX Shadows)**

SFX:

Director's Notes

SLUG NOTES



ACTION

...and begins his attack.

DIAL

FX: **(Bot. Lite Ecstasy Eyes)**

SFX:

Director's Notes

SLUG NOTES

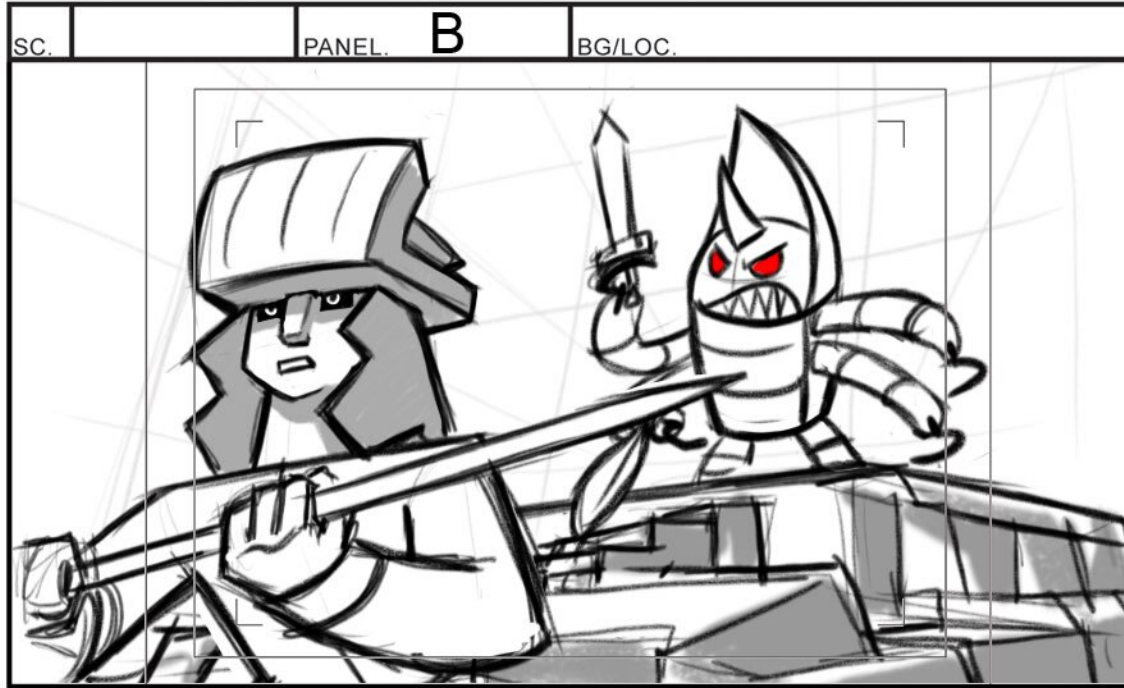
FINAL

PROD #

Approved By:



CUT



ACTION

Angle on Lin Chung and the BeetleKing preparing for the oncoming onslaught.

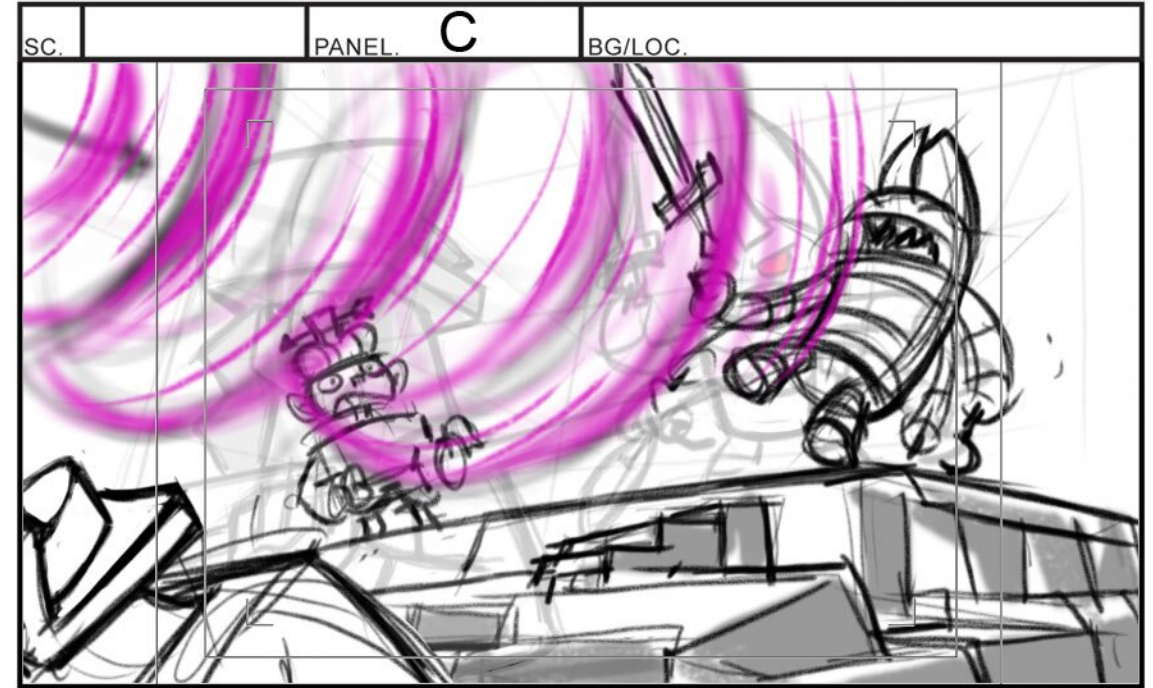
DIAL

FX: (DX Shadows)

SFX:

Director's Notes

SLUG NOTES



ACTION

Lin Chung ducks as the Ecstasy beam shoots in, slamming into the Beetle King, knocking him out. He drops the sword.

DIAL

FX: (Bot. Lite Ecstasy Eye Beam)

SFX:

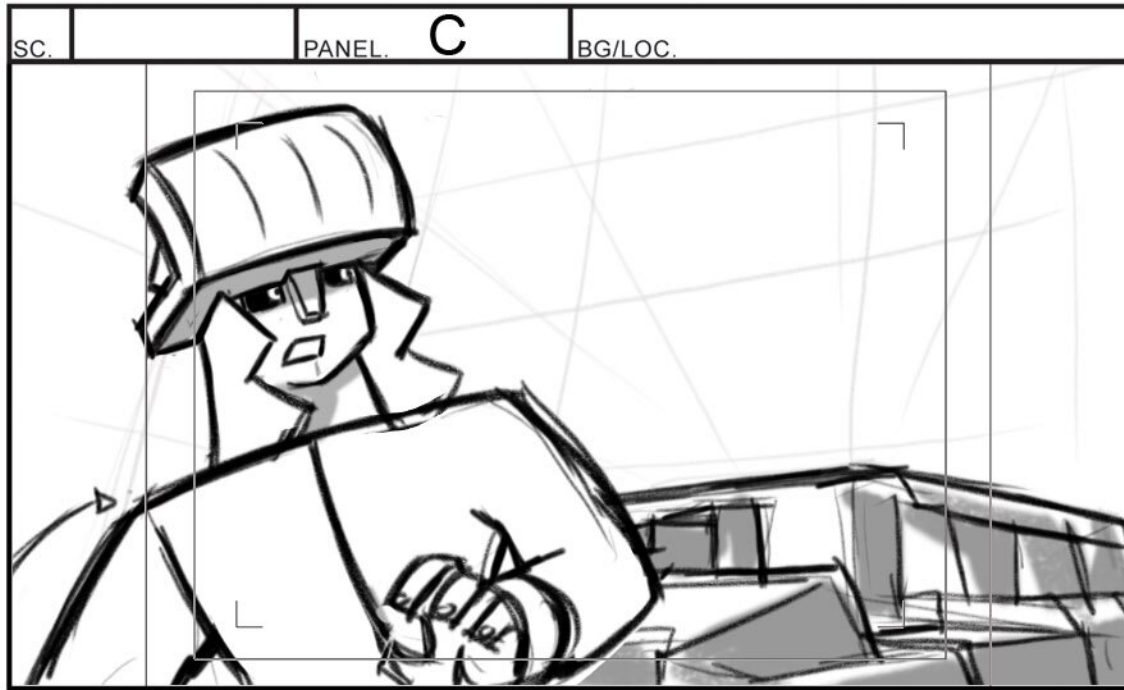
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

Angle on Lin Chung and the BeetleKing preparing for the oncoming onslaught.

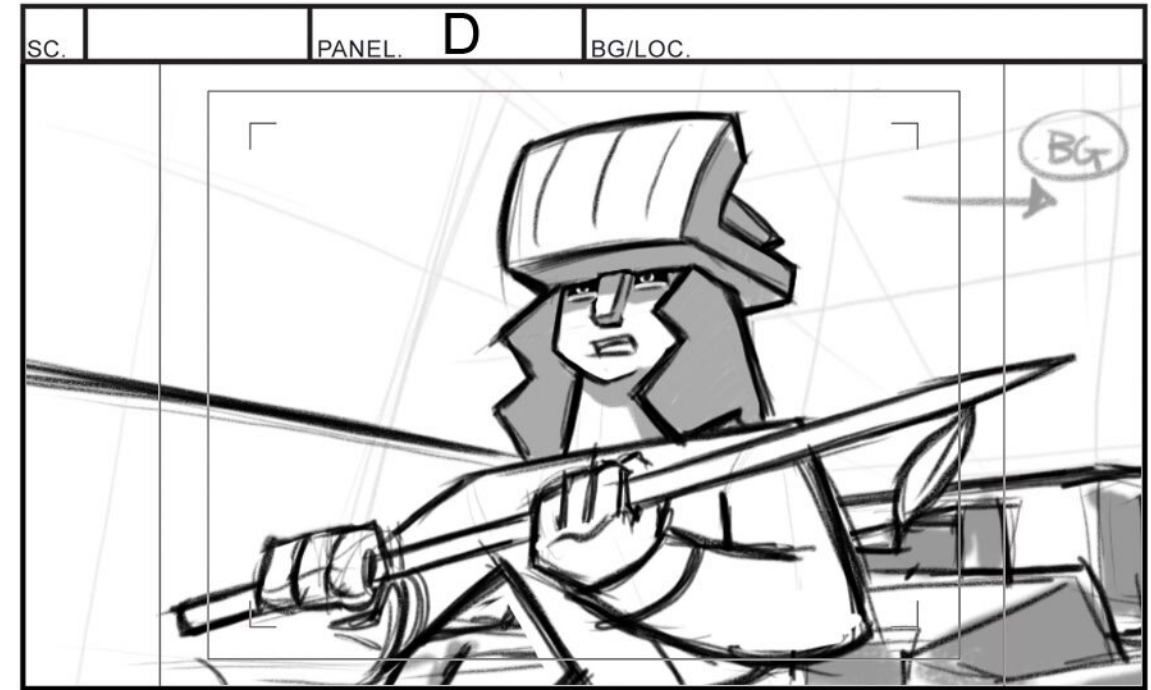
DIAL

FX: **(DX Shadows)**

SFX:

Director's Notes

SLUG NOTES



ACTION

Shift with Animation as Lin Chung turns to the OS Mummies.

DIAL

FX:

SFX:

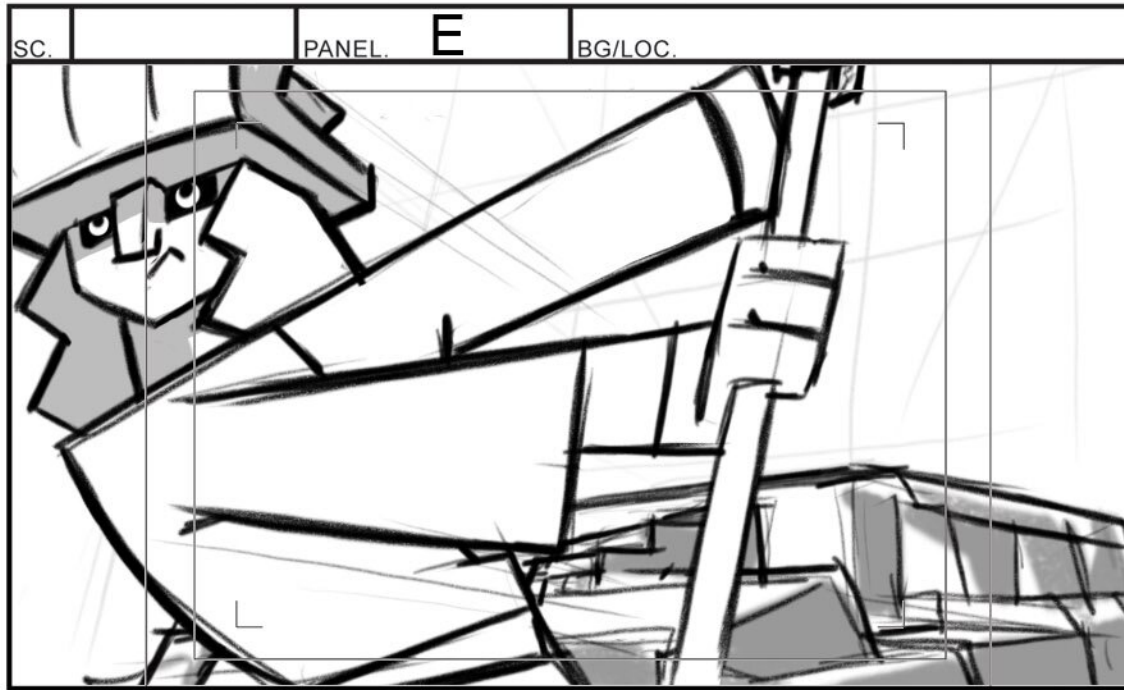
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

Angle on Lin Chung and the BeetleKing preparing for the oncoming onslaught.

DIAL

FX: **(DX Shadows)**

SFX:

Director's Notes

SLUG NOTES



ACTION

Angle on the Liger Mummy.

DIAL

FX:

SFX:

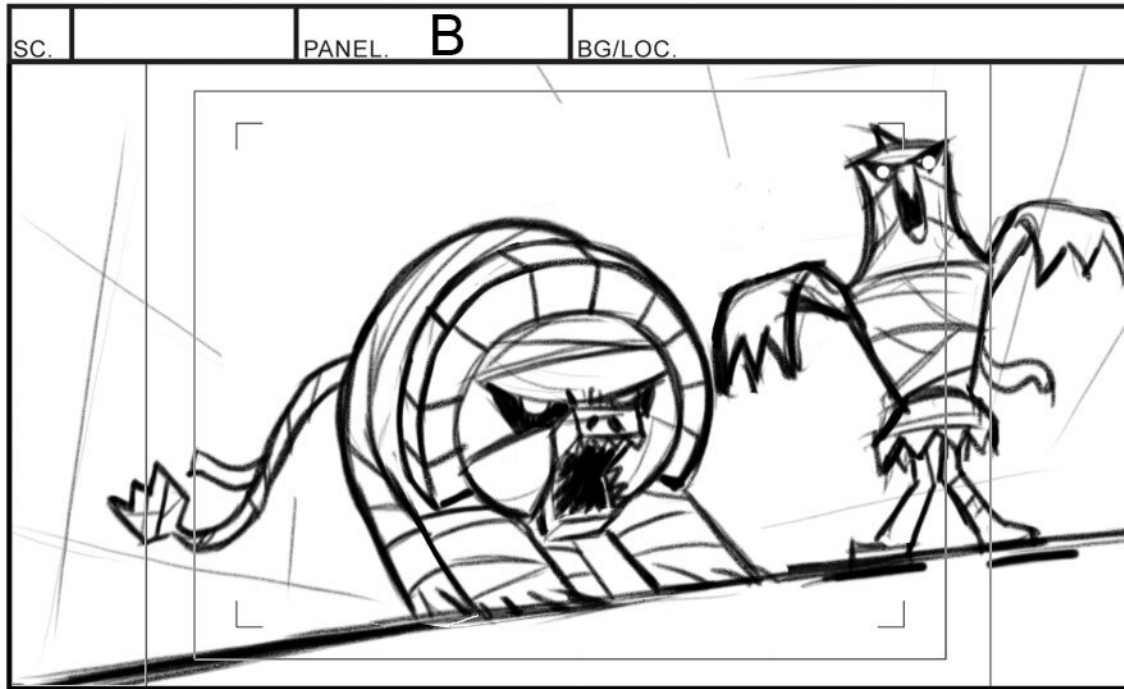
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

...it antics down....

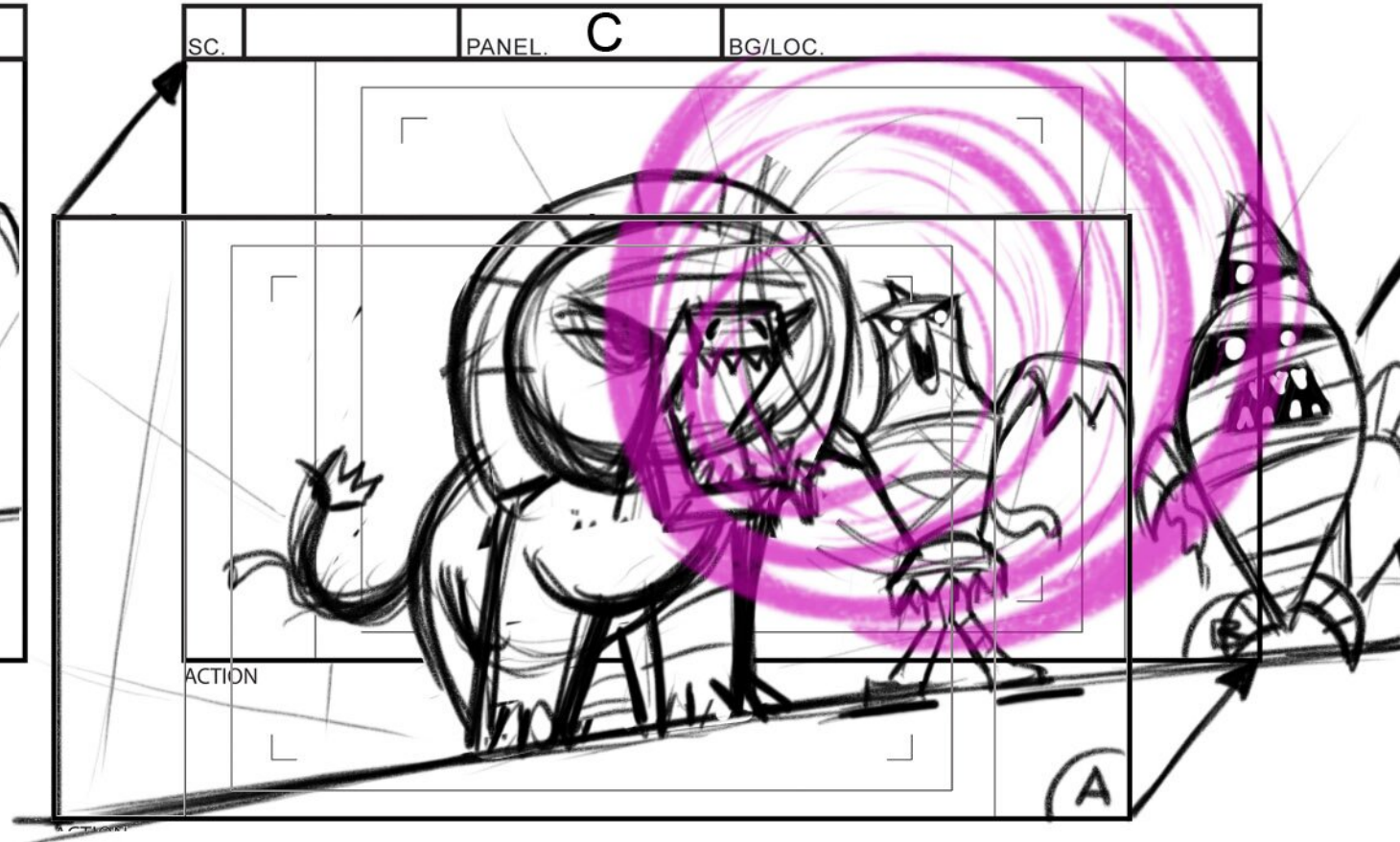
DIAL

FX: **(DX Shadows)**

SFX:

Director's Notes

SLUG NOTES



ACTION

...then it let's out a blast of Mummy energy.
SHIFT w/ ANIMATION A - B.

DIAL

FX: **(Bot. Lite Ecstasy Eye Beam)**

SFX:

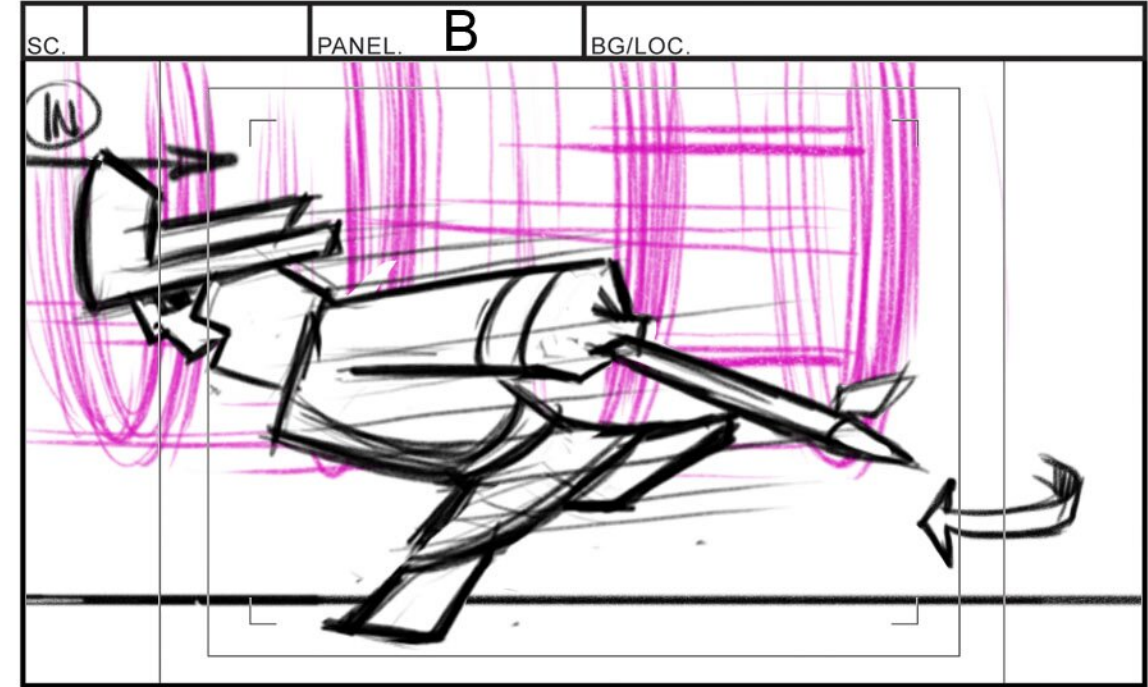
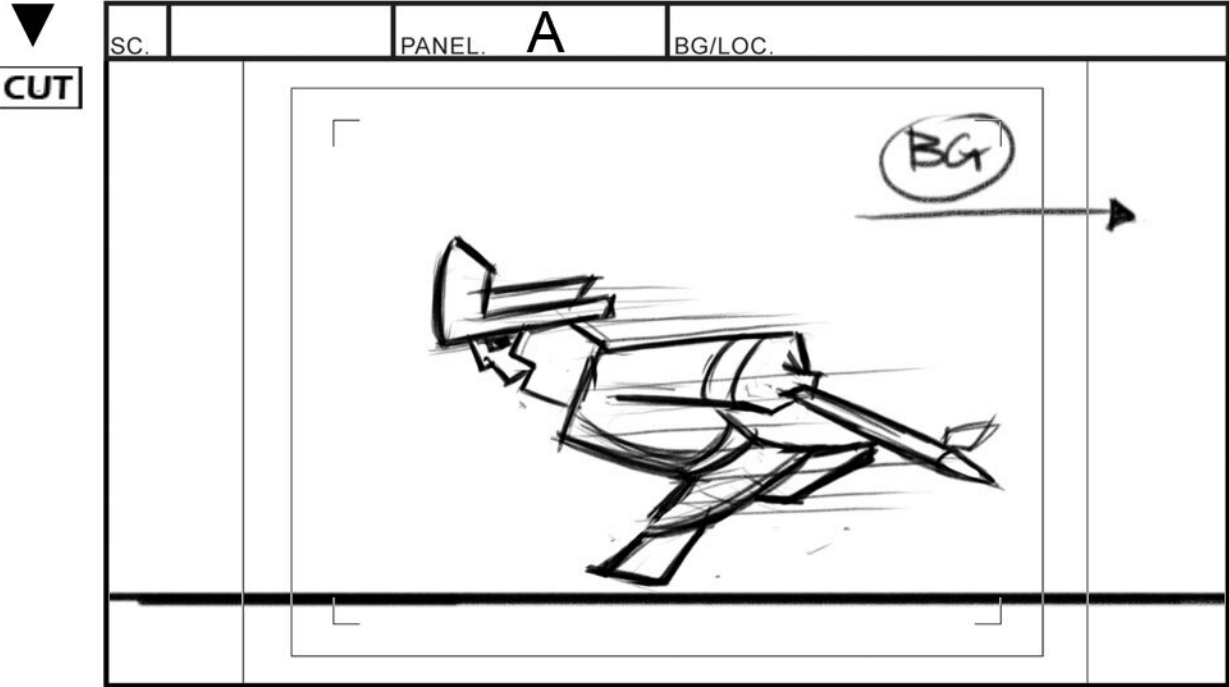
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

**Angle on Lin Chung Races towards the Mummies.
PAN BG.**

DIAL

FX: **(DX Shadows)**

SFX:

Director's Notes

SLUG NOTES

ACTION

The blast of Mummy energy shoots into scene. Lin Chung easily evades it.

DIAL

FX: **(Bot. Lite Ecstasy Eye Beam)**

SFX:

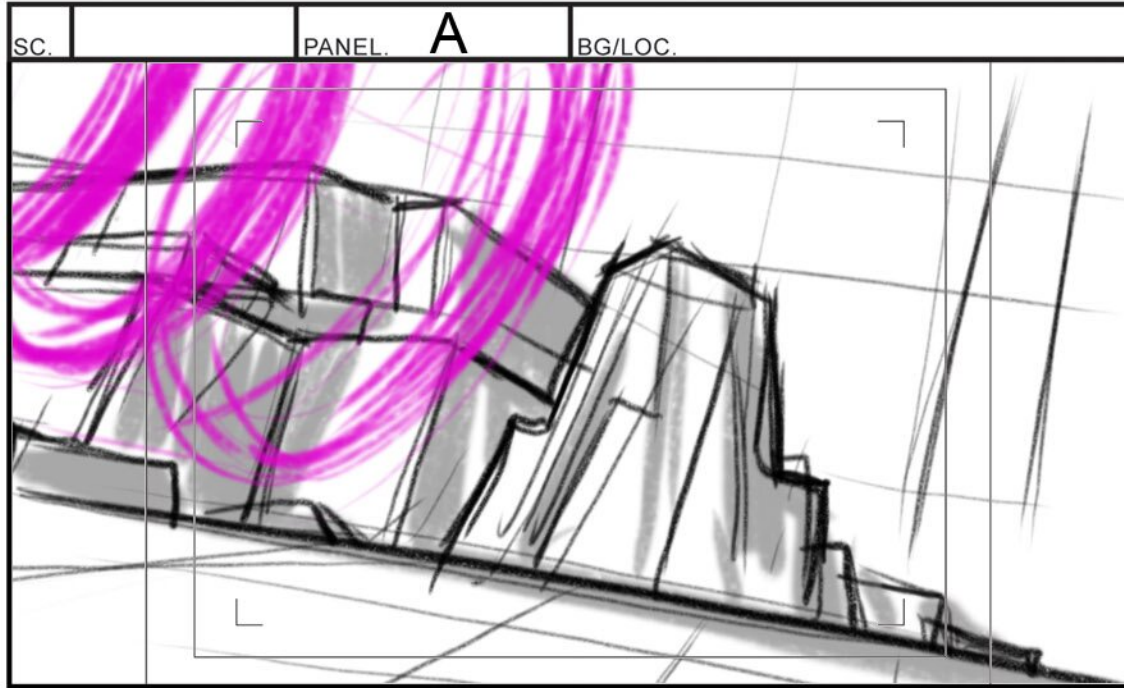
Director's Notes

SLUG NOTES

FINAL

PROD #

▼
HU



ACTION

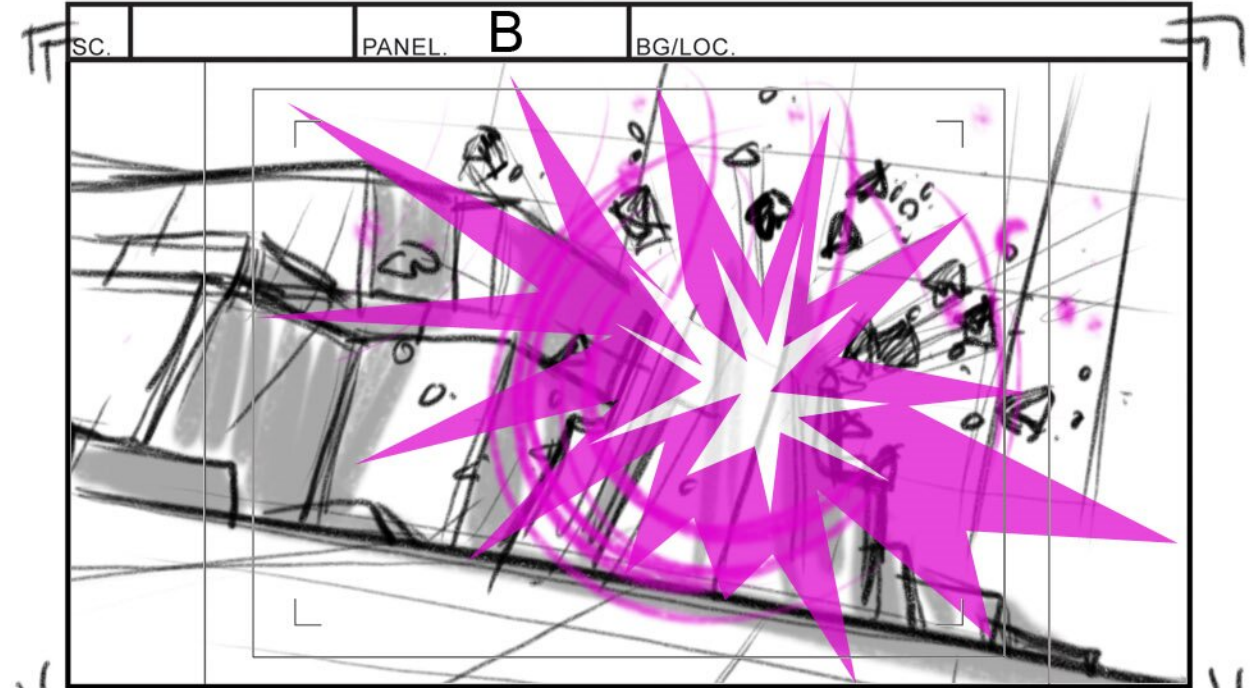
Angle on a rock outcropping near the altar. The Beam enters....

DIAL

FX: (Bot. Lite Ecstasy Eye Beam)
SFX:

Director's Notes

SLUG NOTES



ACTION

The rock cropping is hit and in a flash...

< CAMERA SHAKE >

DIAL

FX: (Bot. Lite Explosion)
SFX:

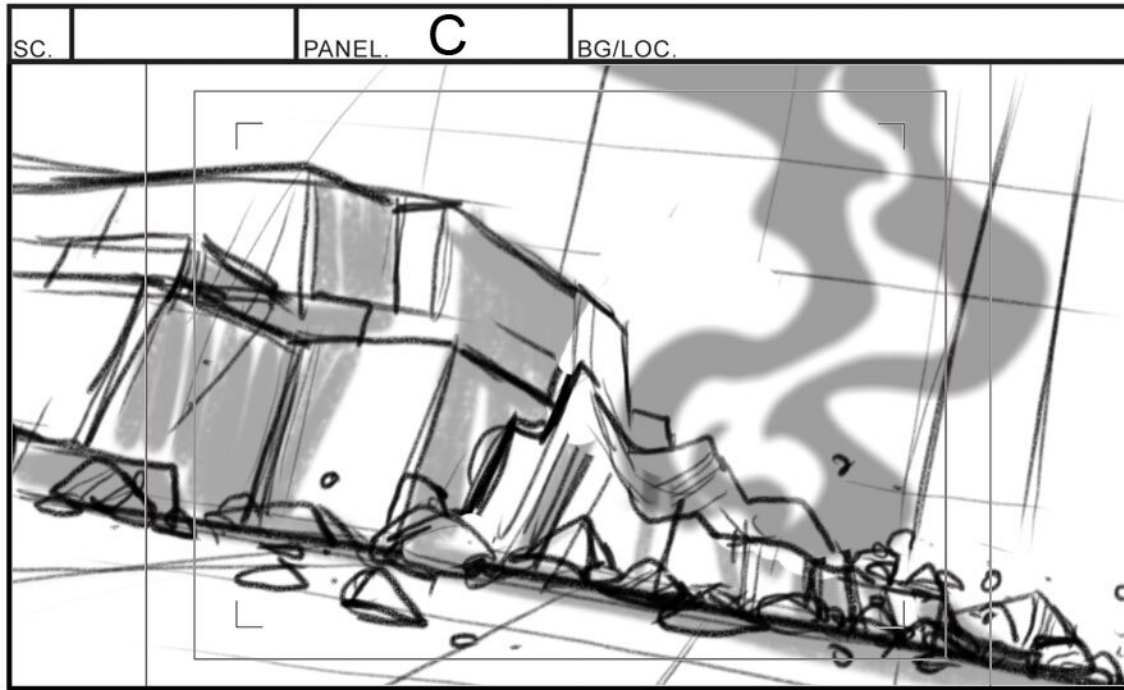
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

..leaving it a smoking pile of rubble.

DIAL

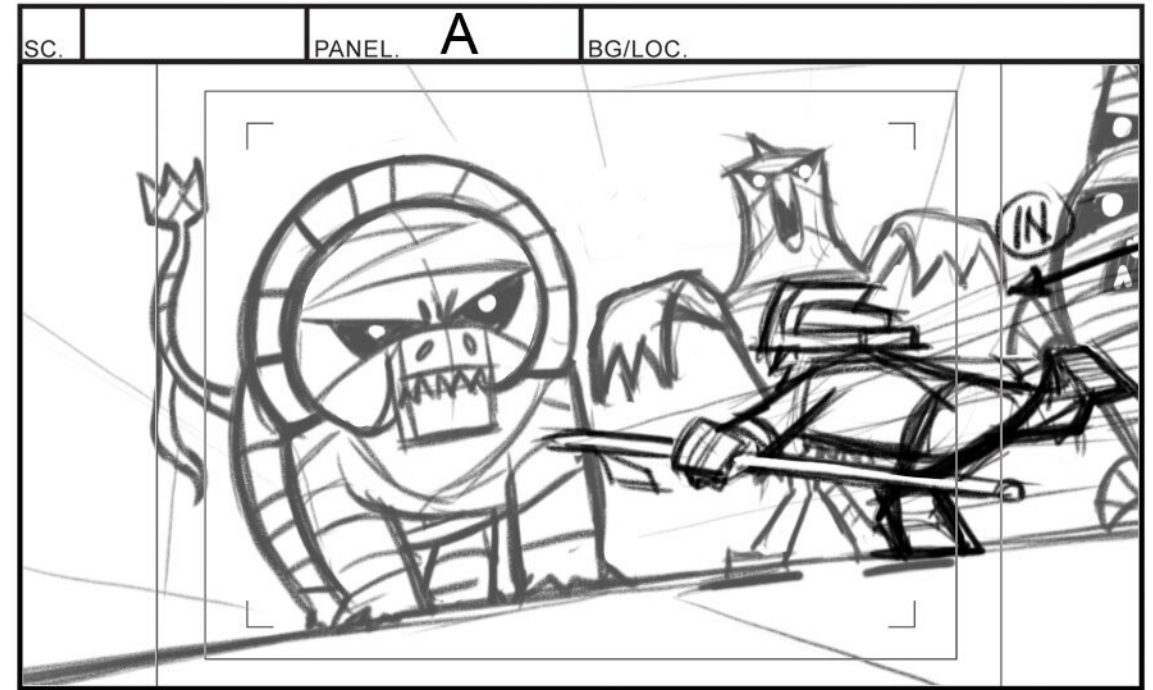
FX: **(DX Smoke)**

SFX:

Director's Notes

SLUG NOTES

▼
CUT



ACTION

Angle on The Liger Mummy as Lin Chung rockets into scene.

DIAL

FX: **(Bot. Lite Ecstasy Eye Beam)**

SFX:

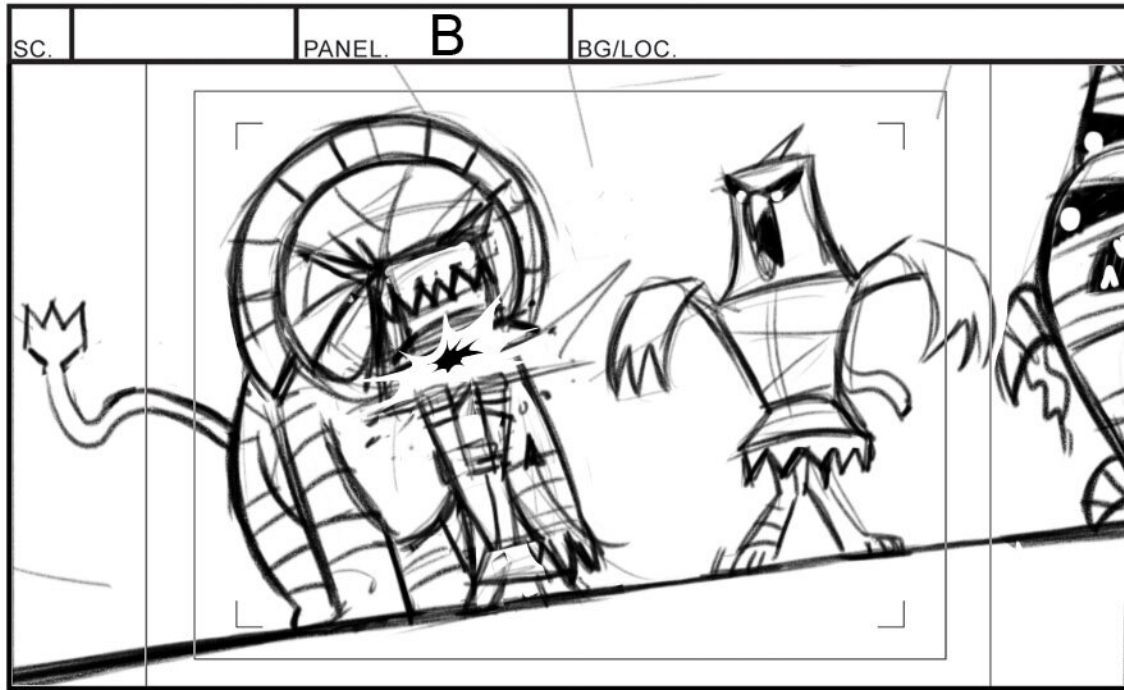
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

Lin Chung slams into Liger Mummy.

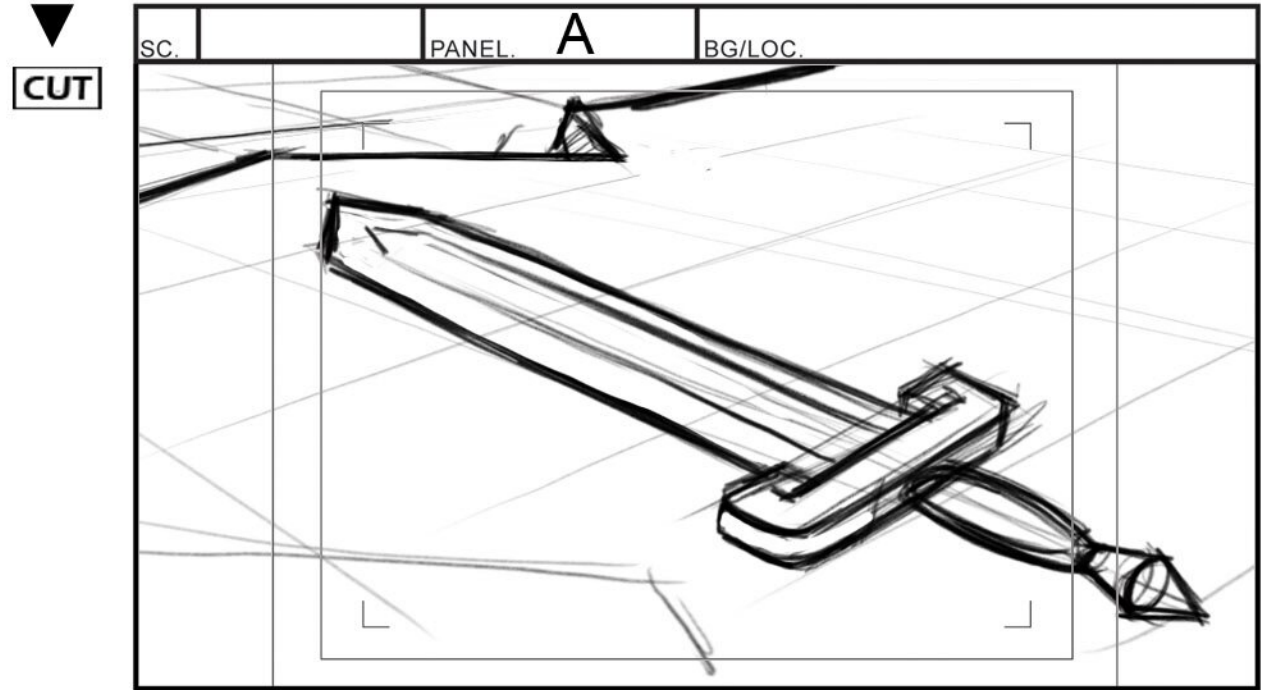
DIAL

FX: **(Bot. Lite Impact)**

SFX:

Director's Notes

SLUG NOTES



CUT

ACTION

Angle on the sword.

DIAL

FX:

SFX:

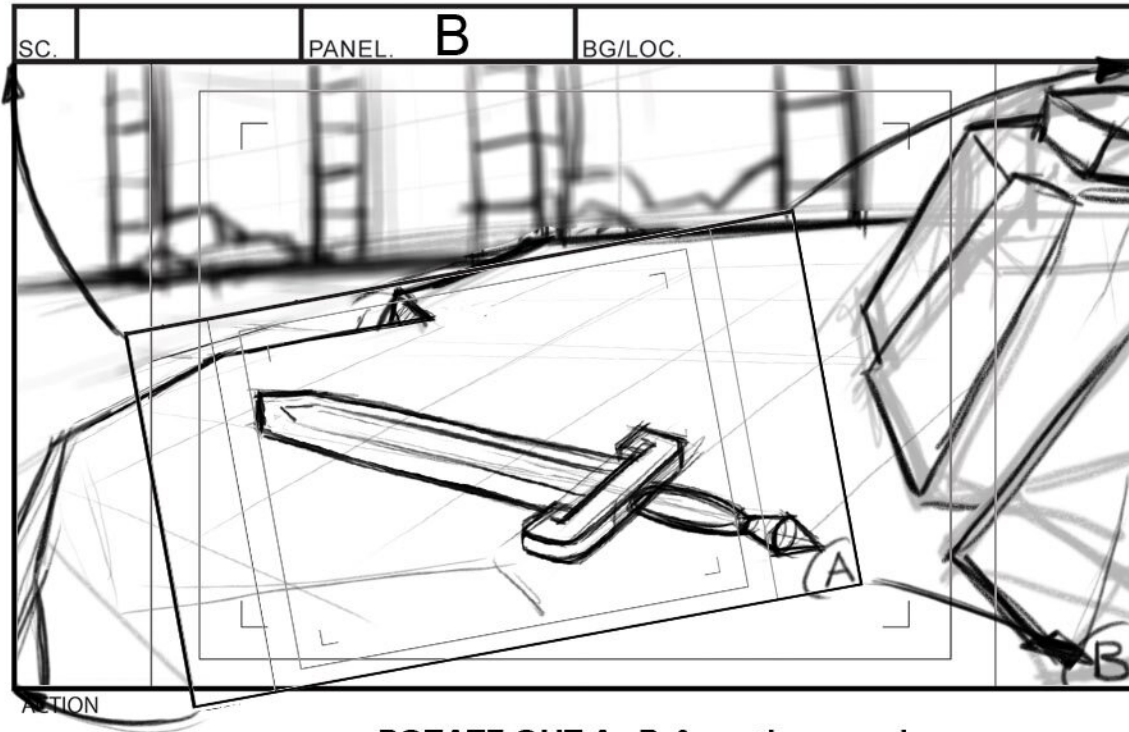
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ROTATE OUT A - B from the sword.

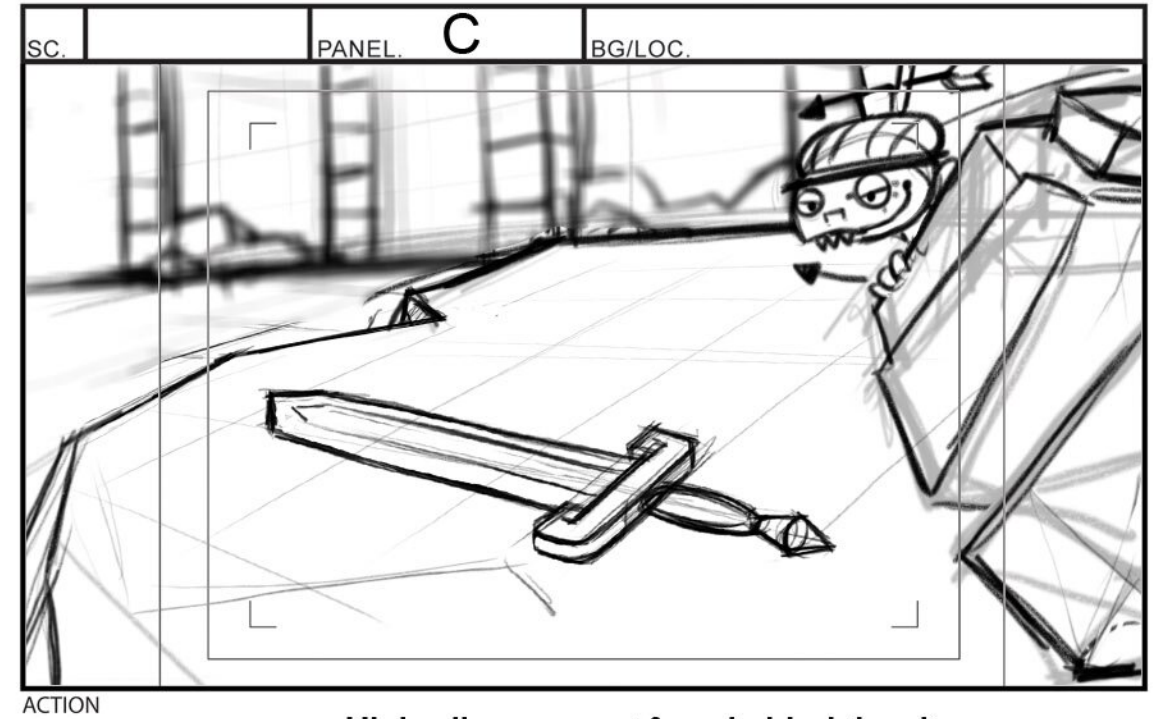
DIAL

FX: **(Bot. Lite Impact)**

SFX:

Director's Notes

SLUG NOTES



Highroller pops out from behind the altar.

DIAL

FX:

SFX:

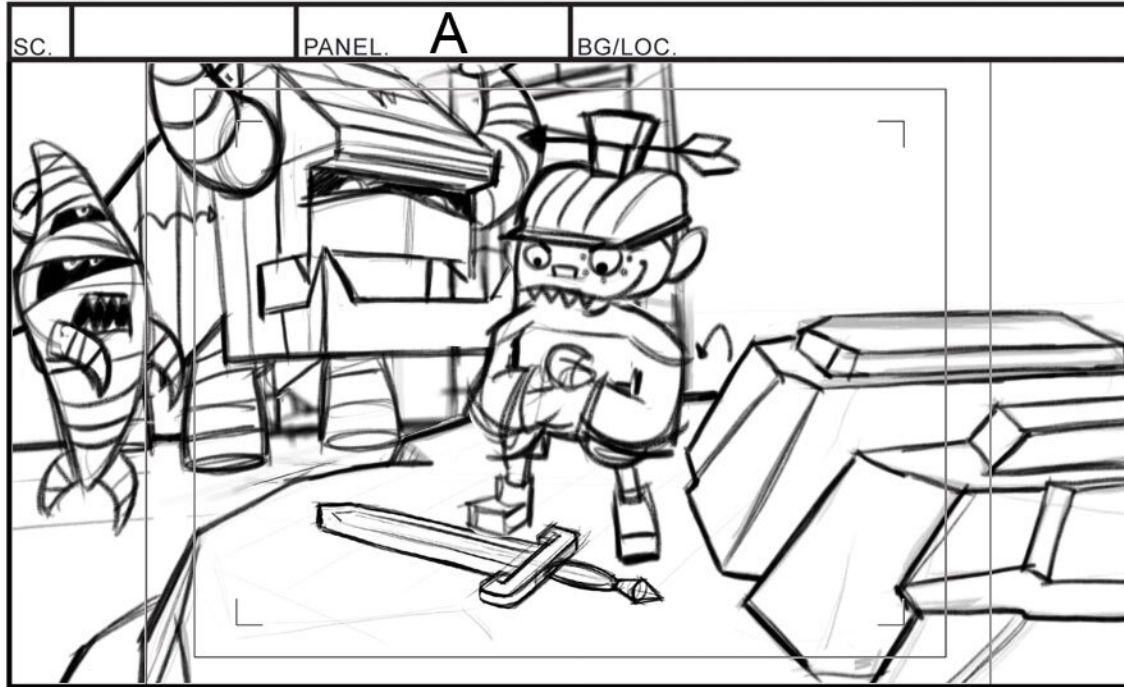
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

**He runs up to the sword. TRUCK OUT B - C.
He doesn't notice that a couple of Mummies
are coming up behind them.**

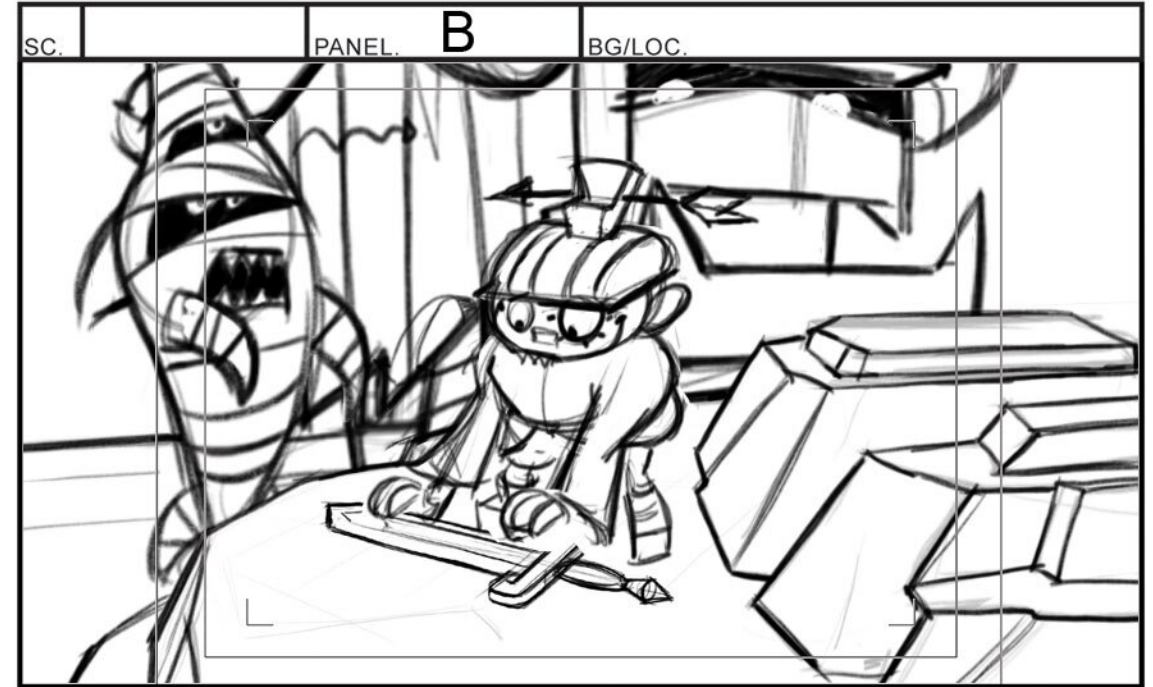
DIAL

FX: **(Bot. Lite Impact)**

SFX:

Director's Notes

SLUG NOTES



ACTION

**Highroller bends down to pick up the sword..
The Mummies are right behind him.**

DIAL

FX:

SFX:

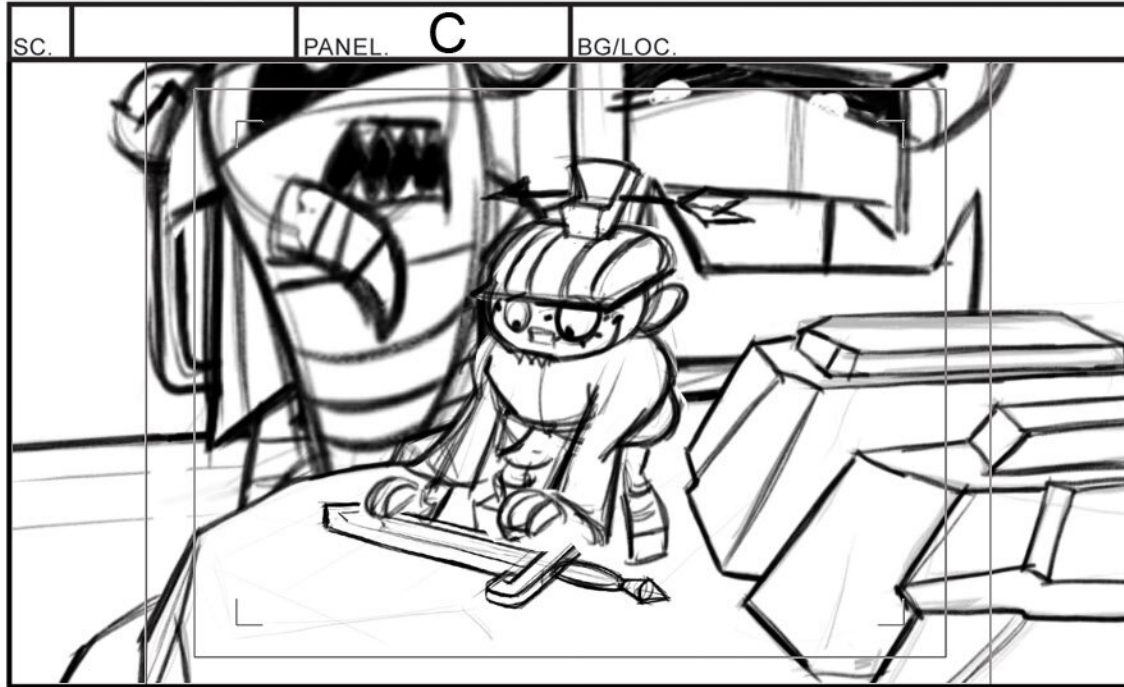
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

The Mummies are getting closer.....

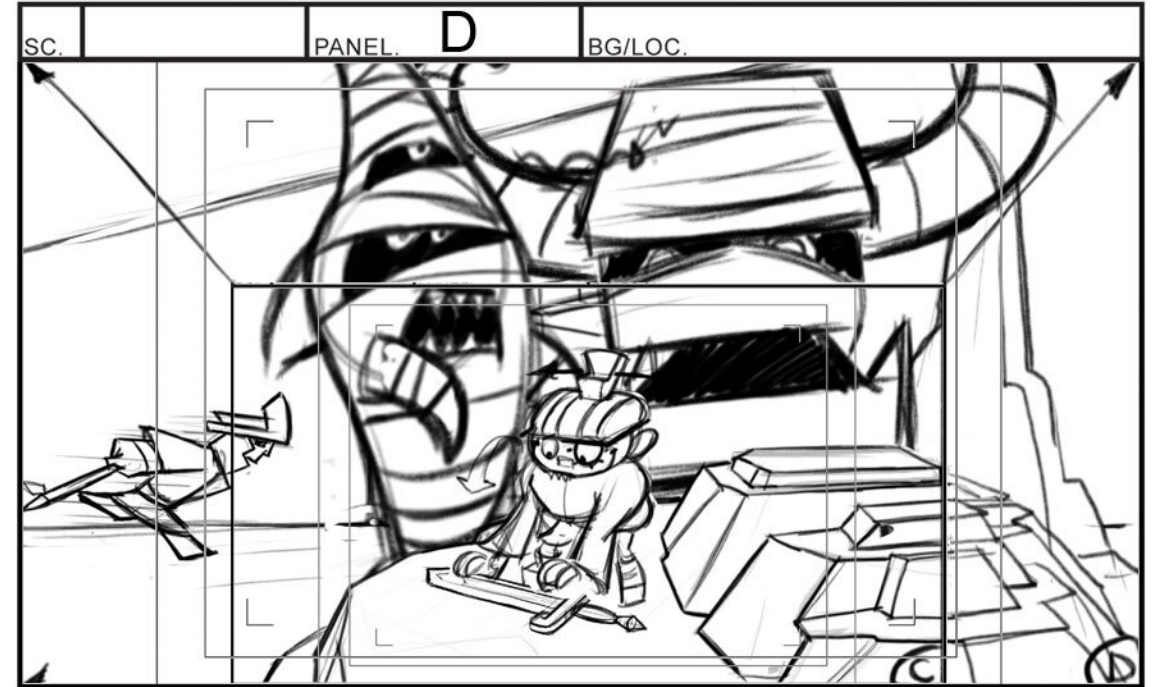
DIAL

FX: **(Bot. Lite Impact)**

SFX:

Director's Notes

SLUG NOTES



ACTION

**Highroller is enthralled with the sword.
The mummies are even closer. TRUCK OUT C - D.
Unseen behind them. Lin Chung runs up behind them.**

DIAL

FX:

SFX:

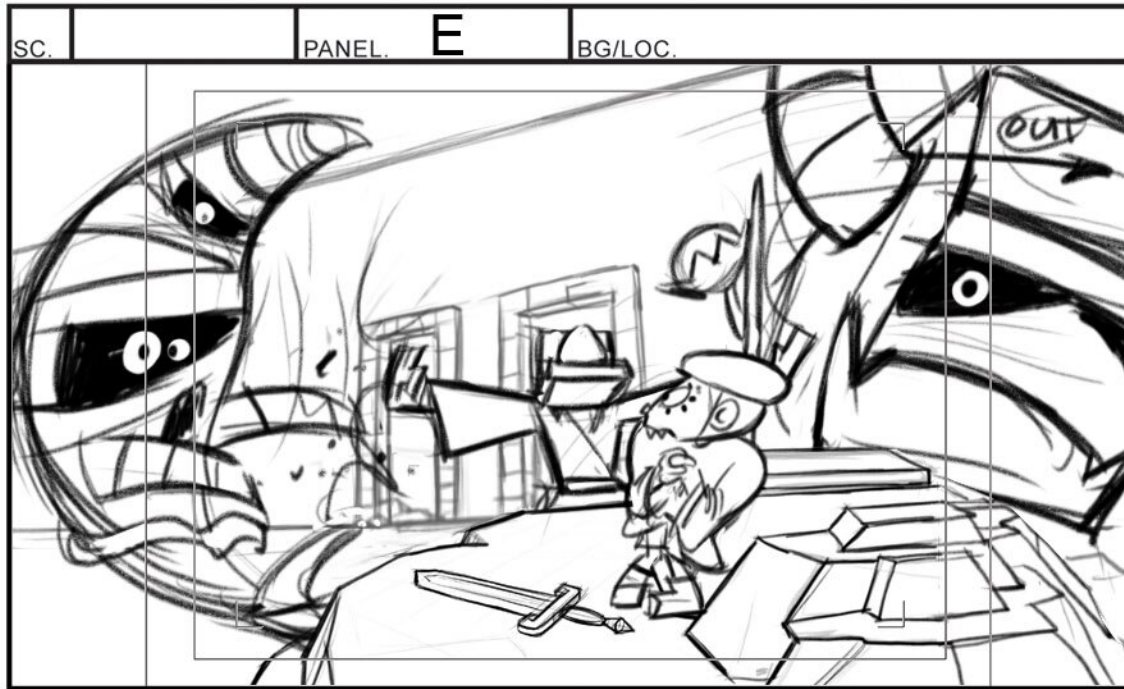
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

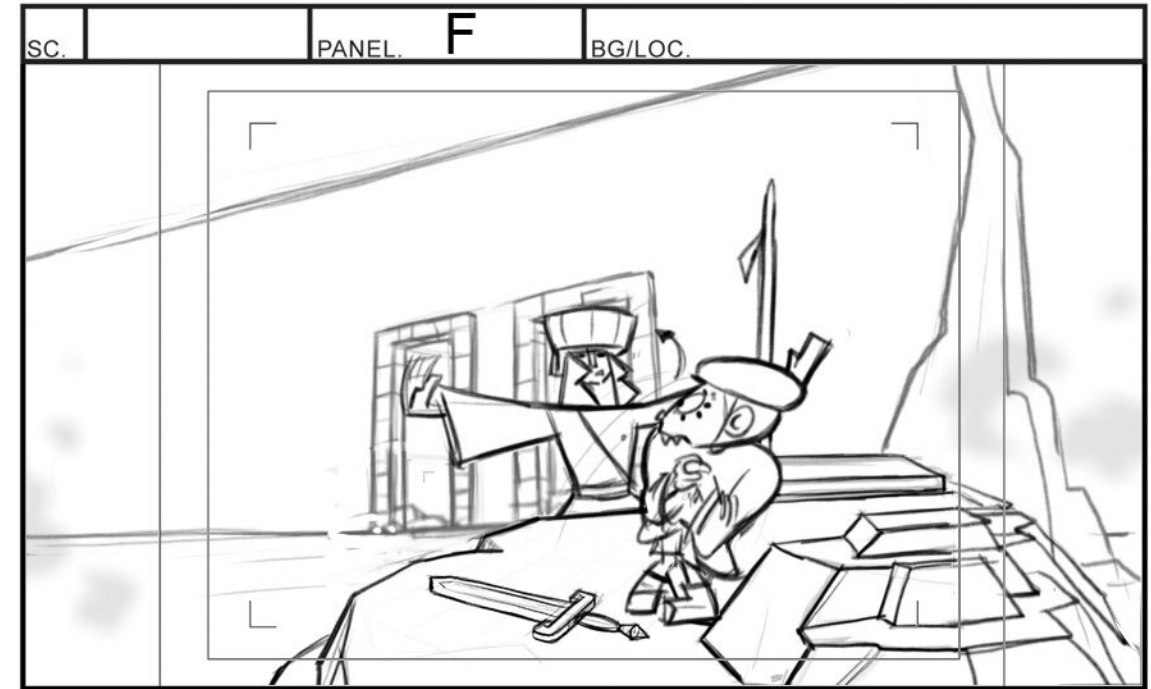
**Suddenly Lin Chung catapults the two mummies out of scene.
Highroller jumps back from the sword as if bite!**

DIAL

FX:
SFX: **<Loud Body Blows>**

Director's Notes

SLUG NOTES



ACTION

The dust settles.

DIAL

**69 Lin Chung:
You are fortunate....**

FX: (DX Dust)
SFX:

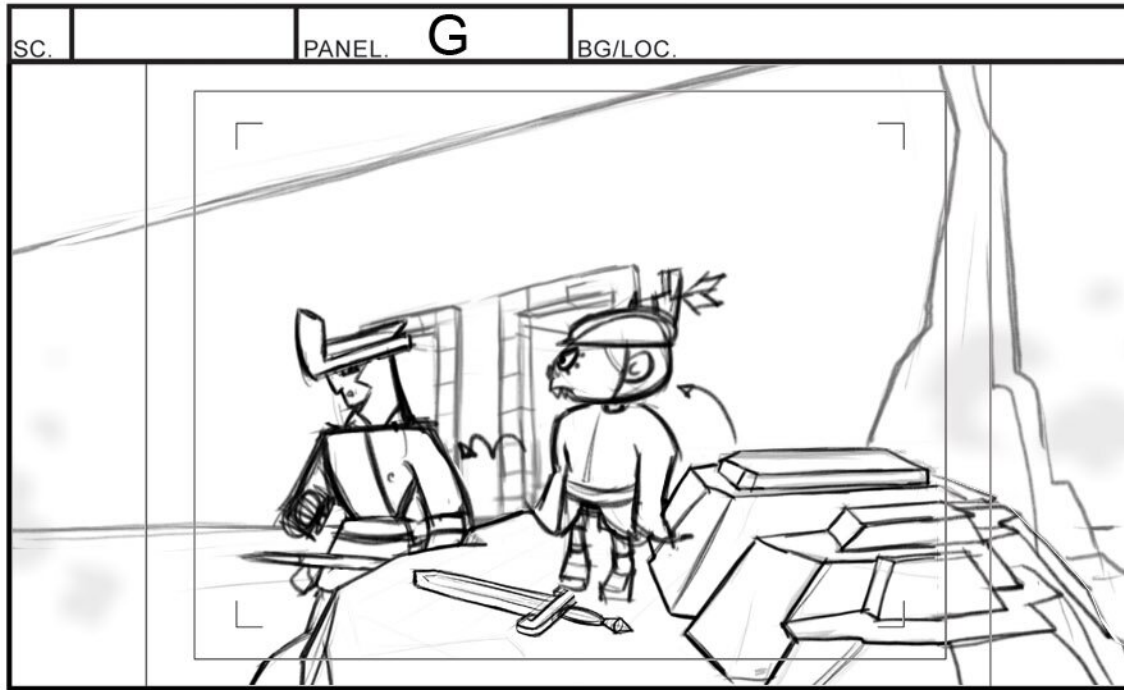
Director's Notes

SLUG NOTES

FINAL

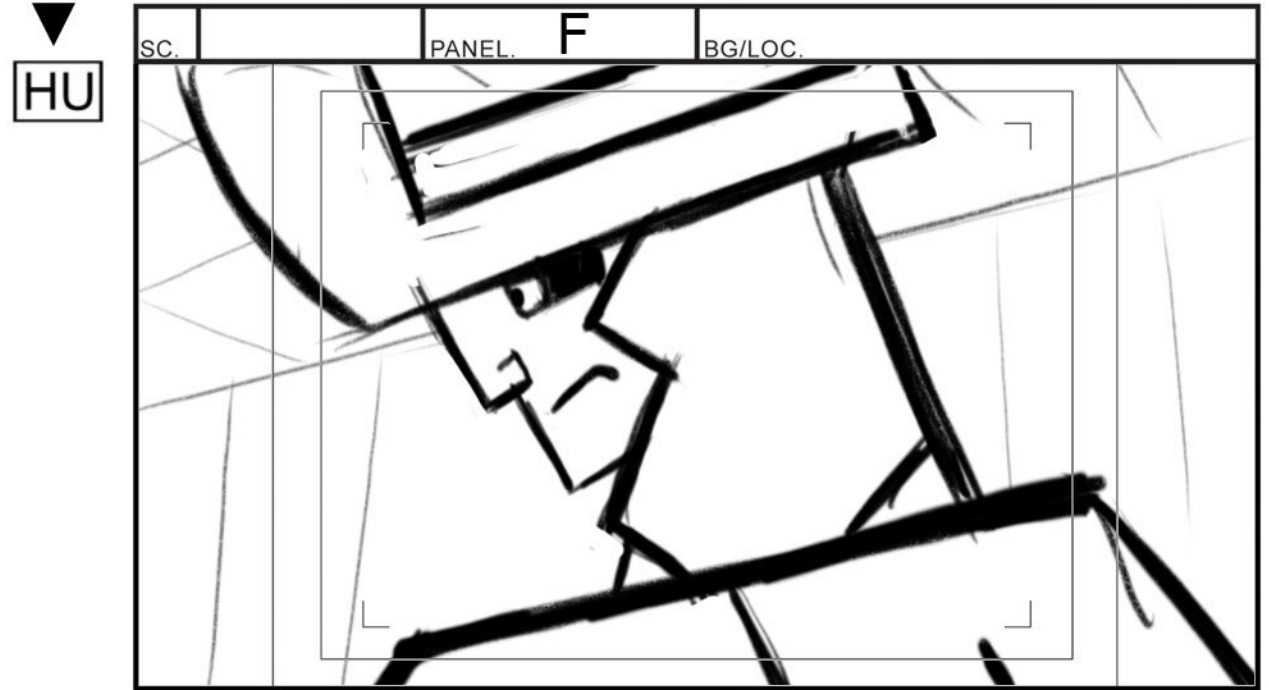
PROD #

Approved By:



ACTION

Lin Chung walks forward as Highroller straightens up.



ACTION

Close on Lin Chung.

DIAL

69. Lin Chung:
Tien Khuon taught me something you never learned....

FX:

SFX: **<Loud Body Blows>**

Director's Notes

SLUG NOTES

DIAL

FX:

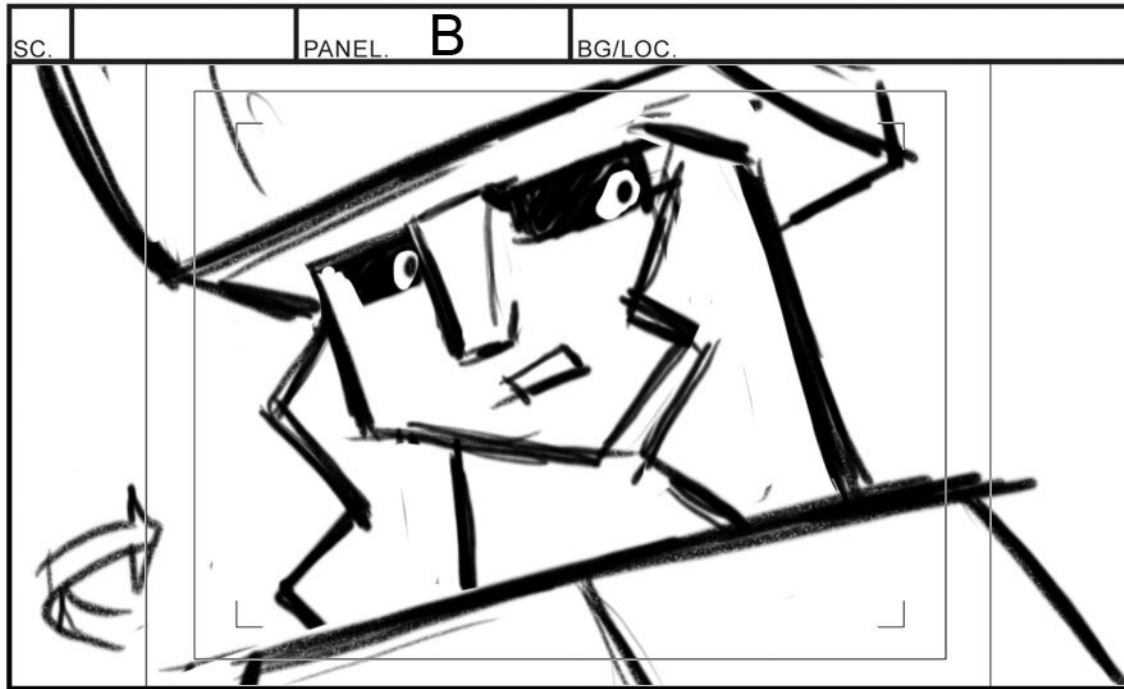
SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #



ACTION

Lin Chung turns to highroller.

DIAL

**69. Lin Chung:
...Honor!**

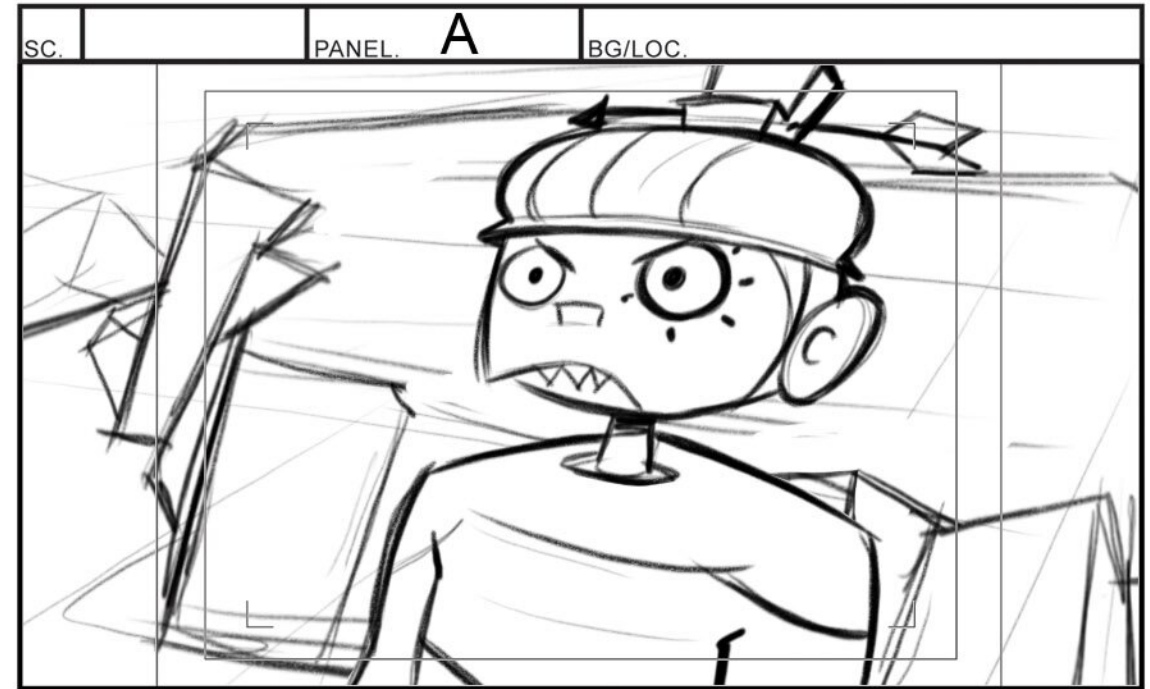
FX:

SFX: **<Loud Body Blows>**

Director's Notes

SLUG NOTES

▼
CUT



ACTION

Close on an annoyed Highroller.

DIAL

FX:

SFX:

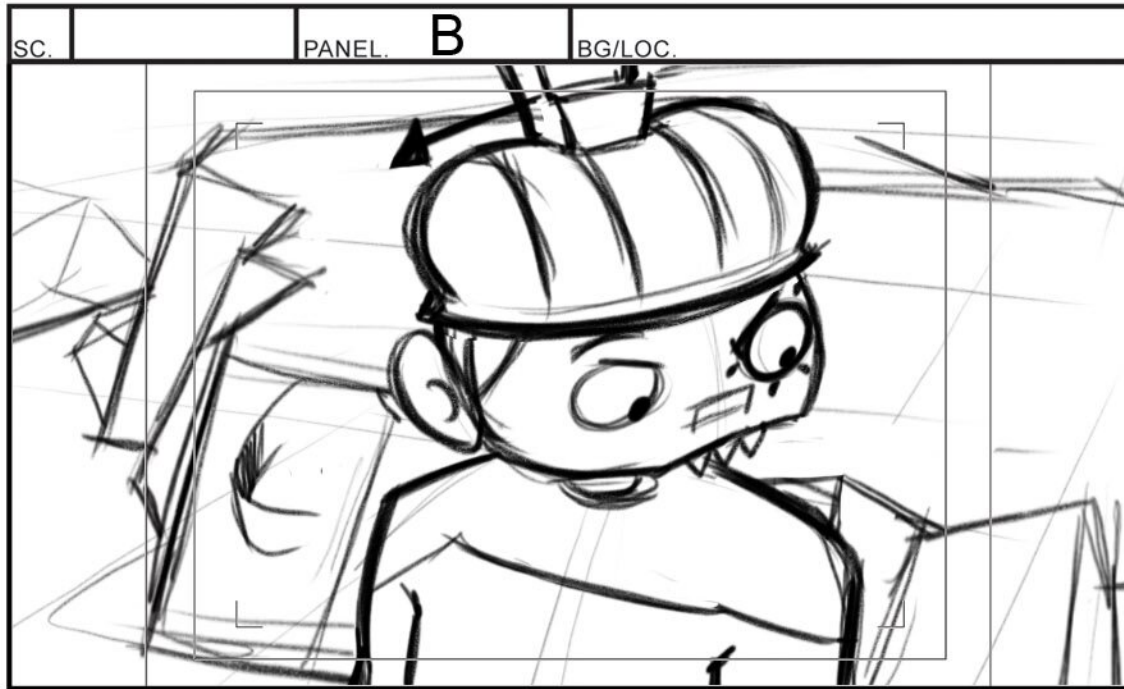
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



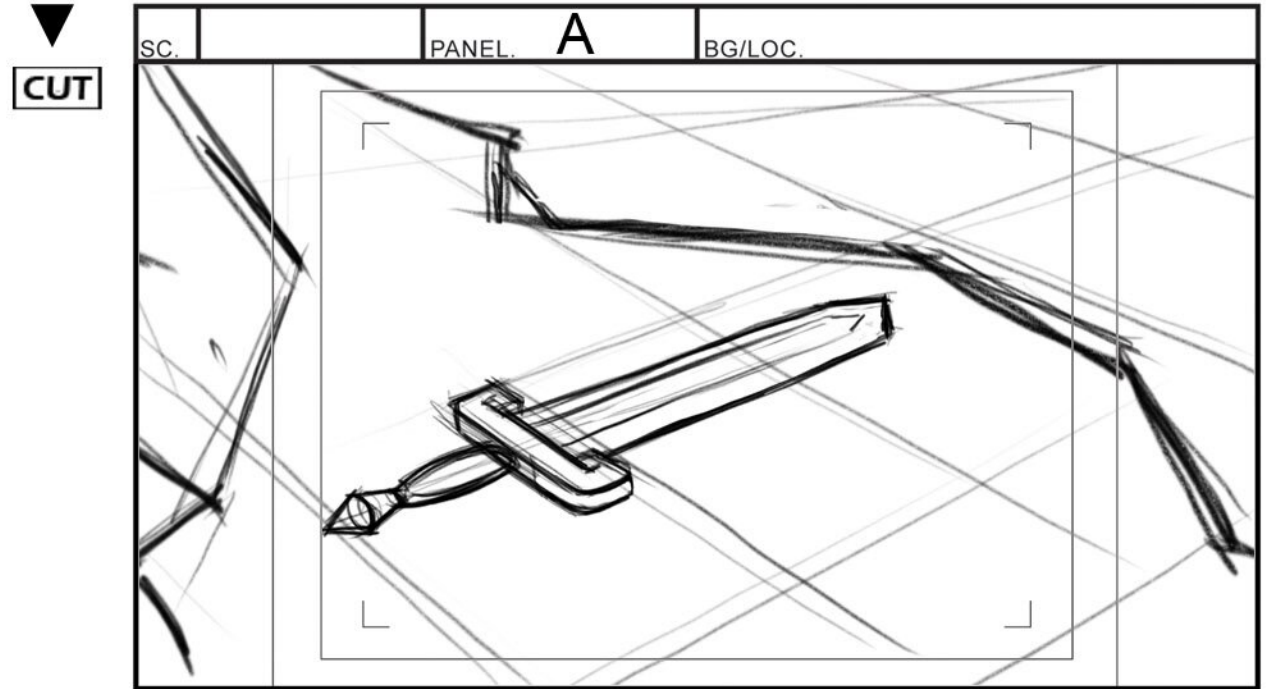
ACTION
He looks down at the sword.

DIAL

FX:
SFX:

Director's Notes

SLUG NOTES



ACTION
Highroller's POV on the sword

DIAL

FX:
SFX:

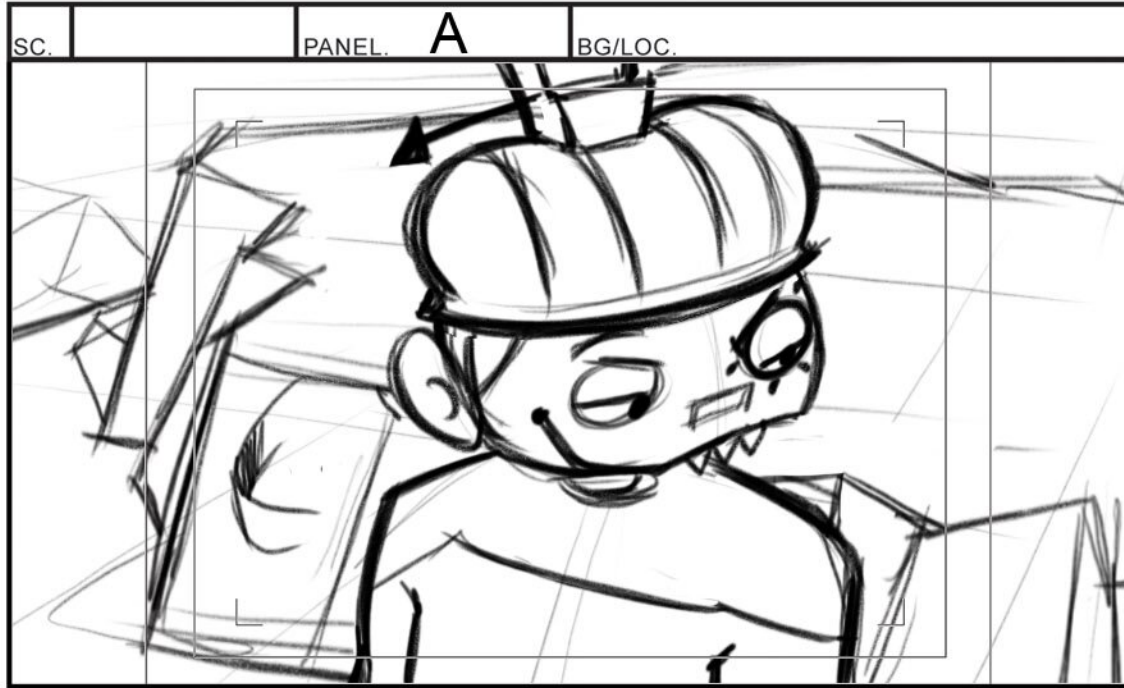
Director's Notes

SLUG NOTES

FINAL
 PROD #



CUT



ACTION

Highroller smiles...

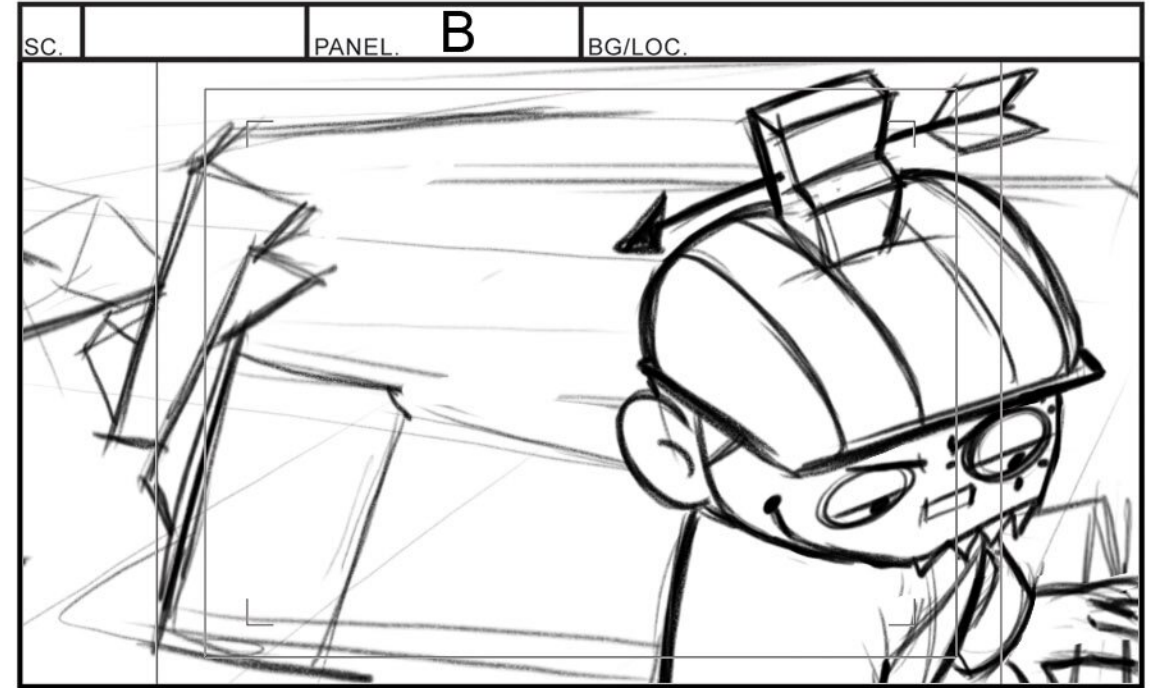
DIAL

FX:

SFX:

Director's Notes

SLUG NOTES



ACTION

...and reaches for the sword.

DIAL

FX:

SFX:

Director's Notes

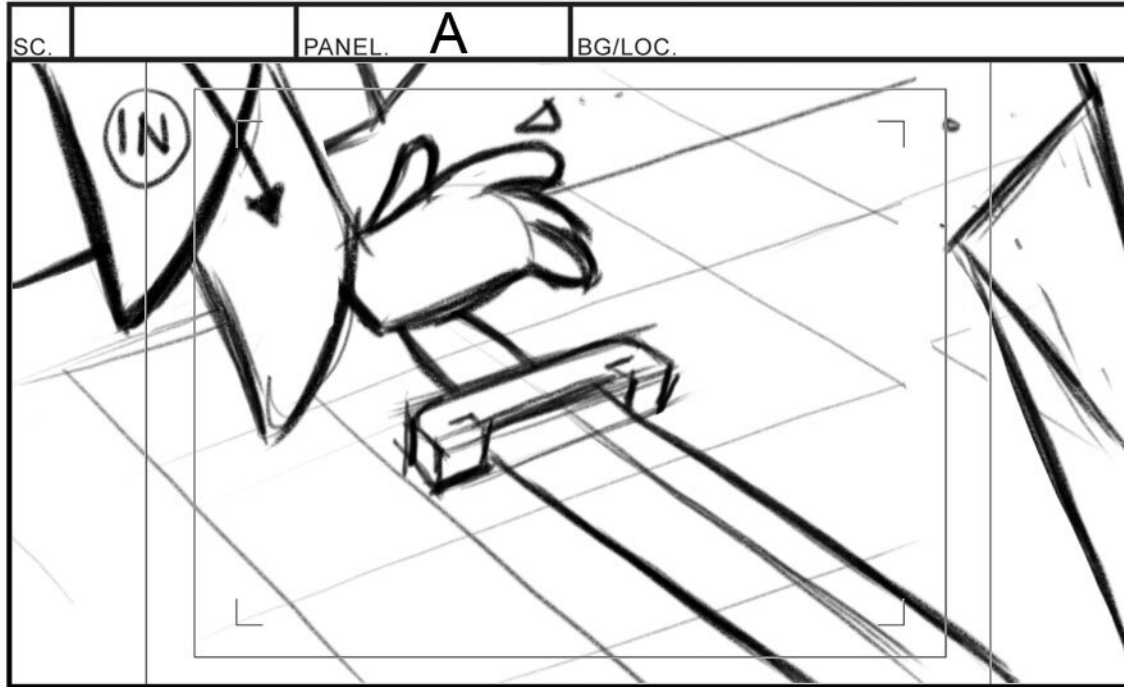
SLUG NOTES

FINAL

PROD #

Approved By:

▼
HU



ACTION

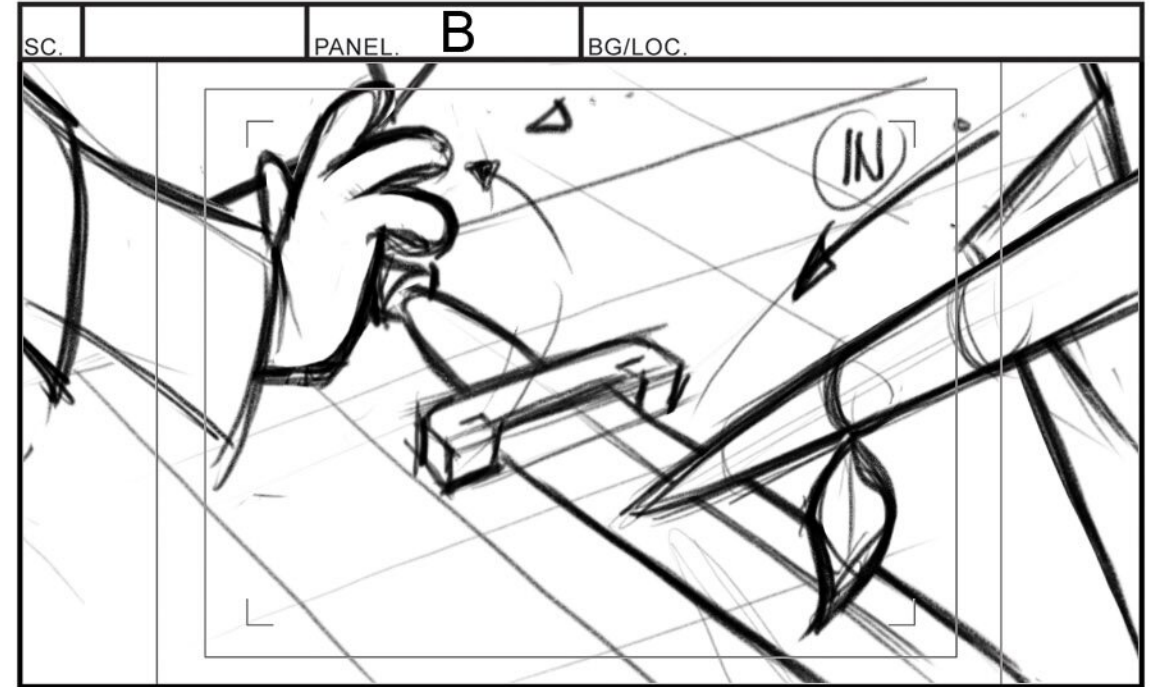
Angle on the sword. Highroller reaches for the sword.

DIAL

FX:
SFX:

Director's Notes

SLUG NOTES



ACTION

Lin Chung's staff in.

DIAL

FX:
SFX:

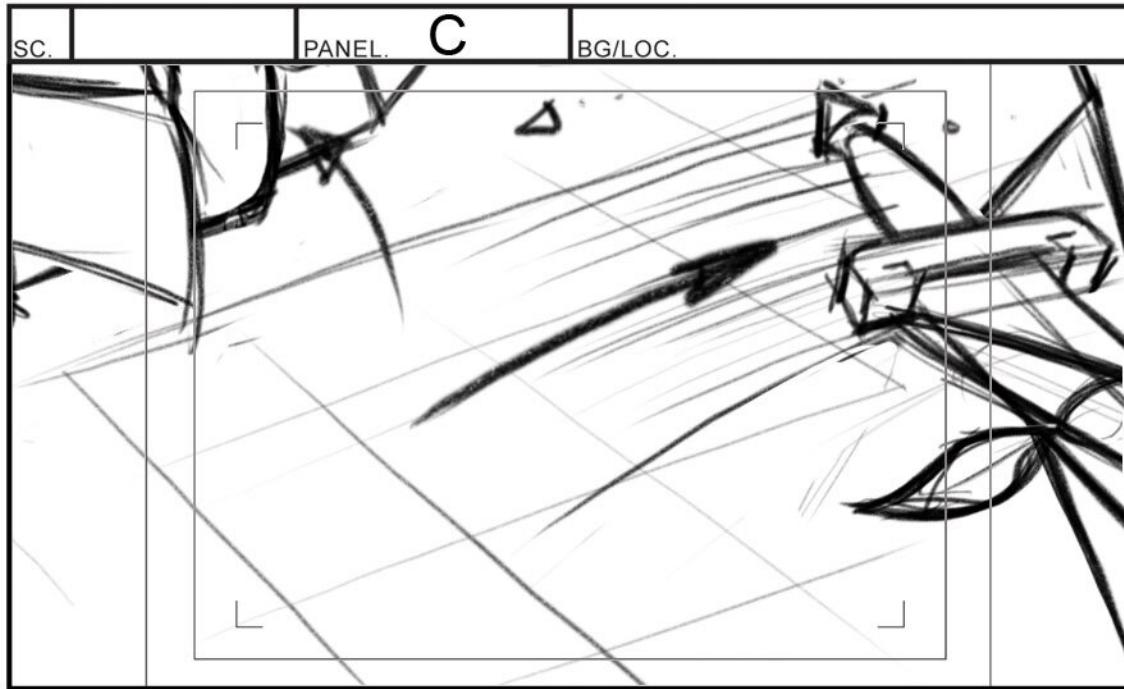
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

..sweeping the sword out of frame.

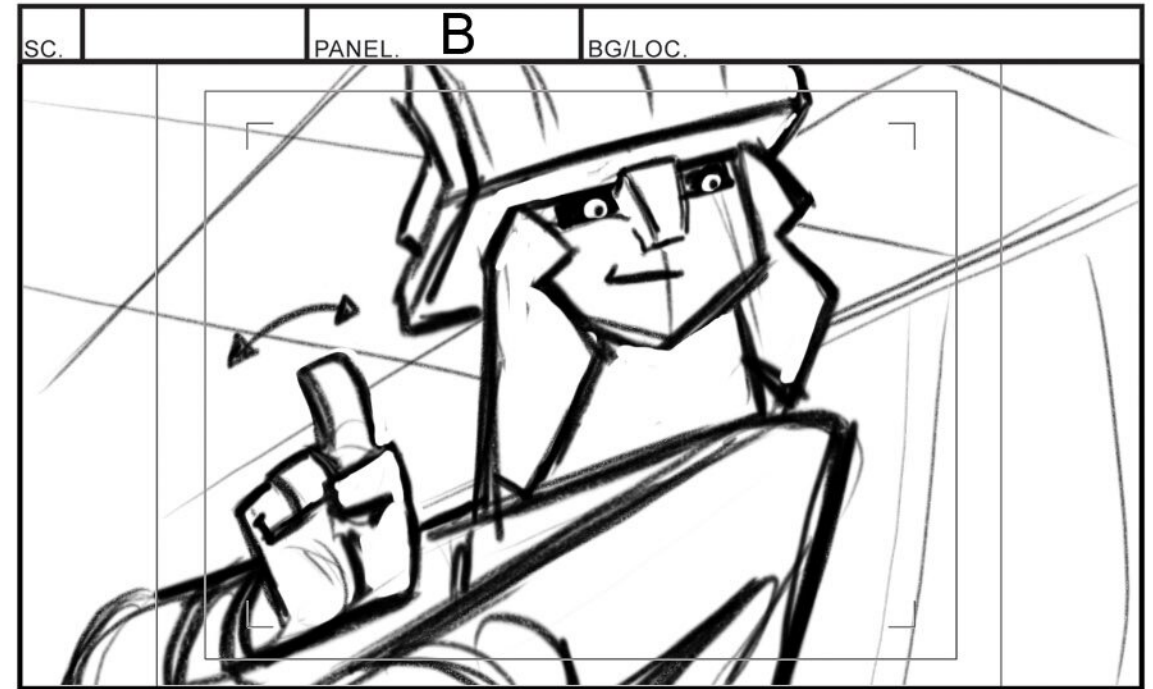
DIAL

FX:
SFX:

Director's Notes

SLUG NOTES

▼
CUT



ACTION

Angle on Lin wagging his finger.

DIAL

FX:
SFX:

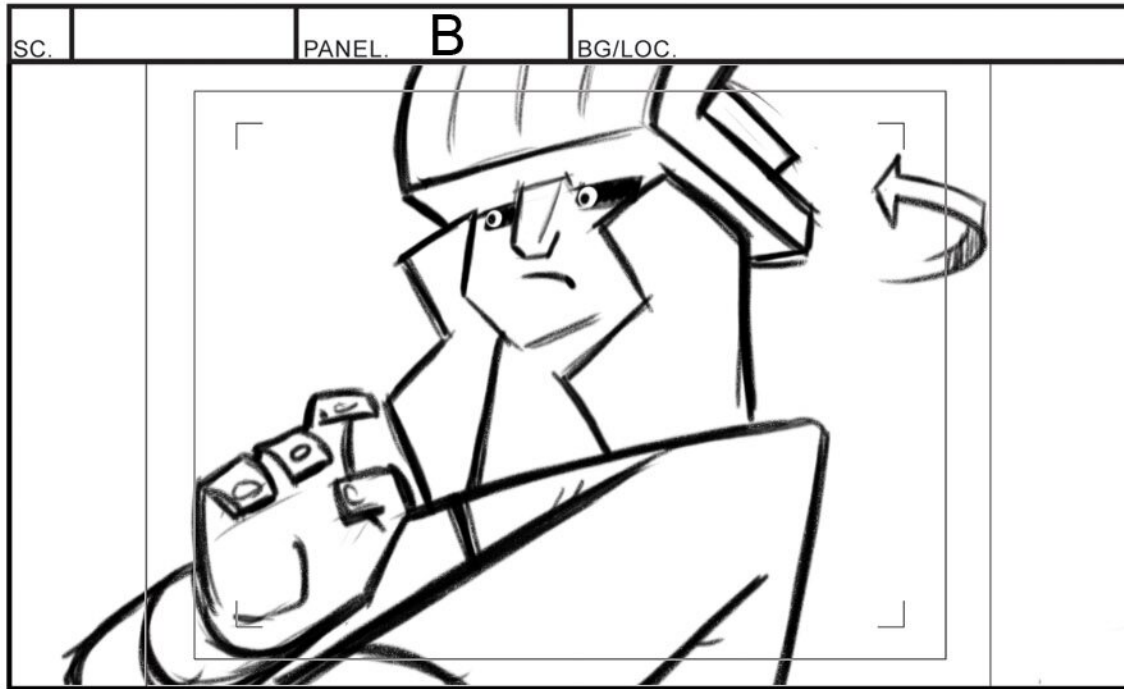
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

...the Beetle King's chirps attracts Lin's attention.

DIAL

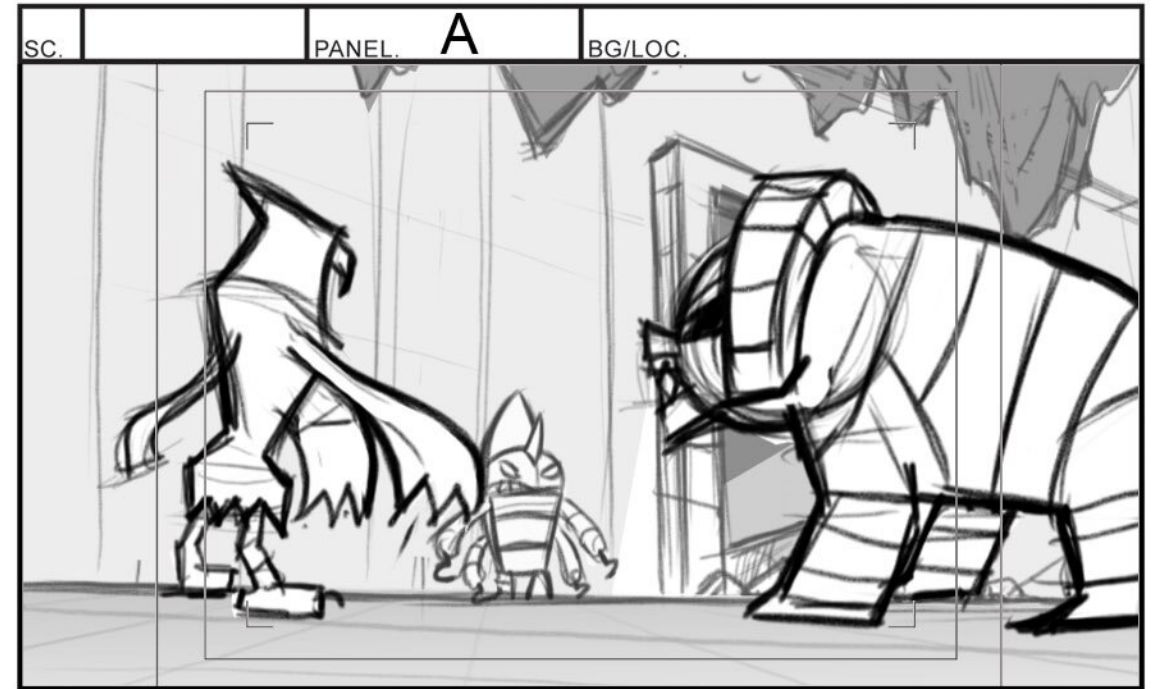
FX:

SFX:

Director's Notes

SLUG NOTES

▼
CUT



ACTION

Lin Chung's POV...The Beetle King is backed up against the wall by a couple of Mummies.

DIAL

FX: (DX Shadows)

SFX:

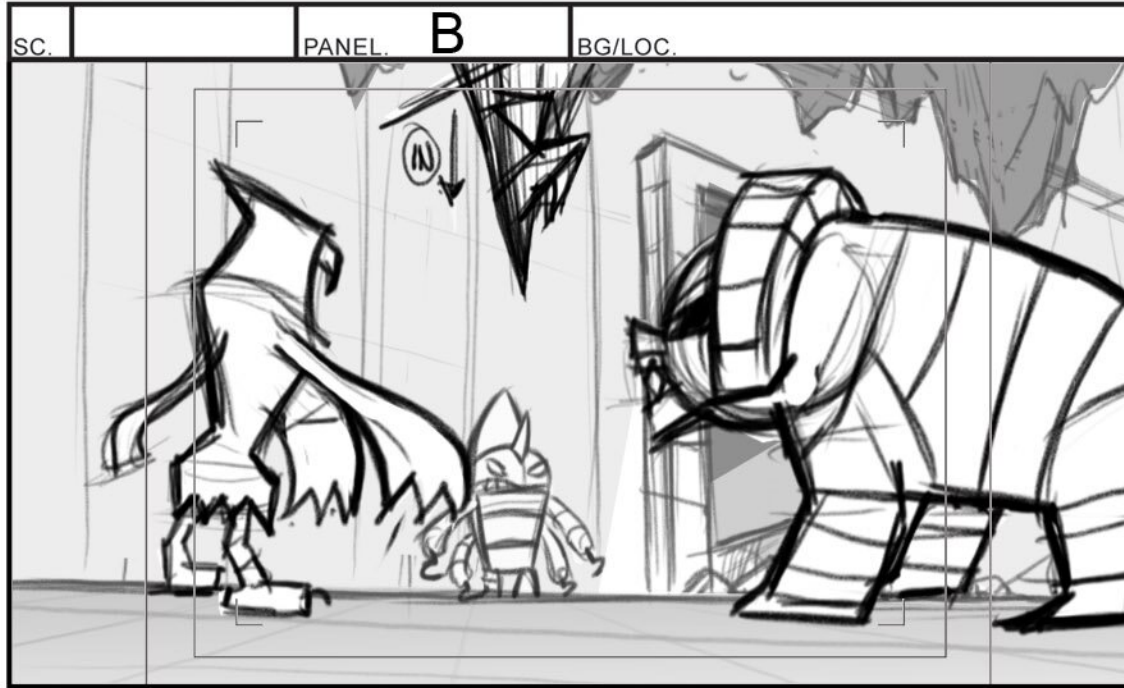
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

Lin Chung leaps in front on the mummies.

DIAL

FX:

SFX:

Director's Notes

SLUG NOTES



ACTION

Lin Chung lands...

DIAL

FX: (DX Shadows)

SFX:

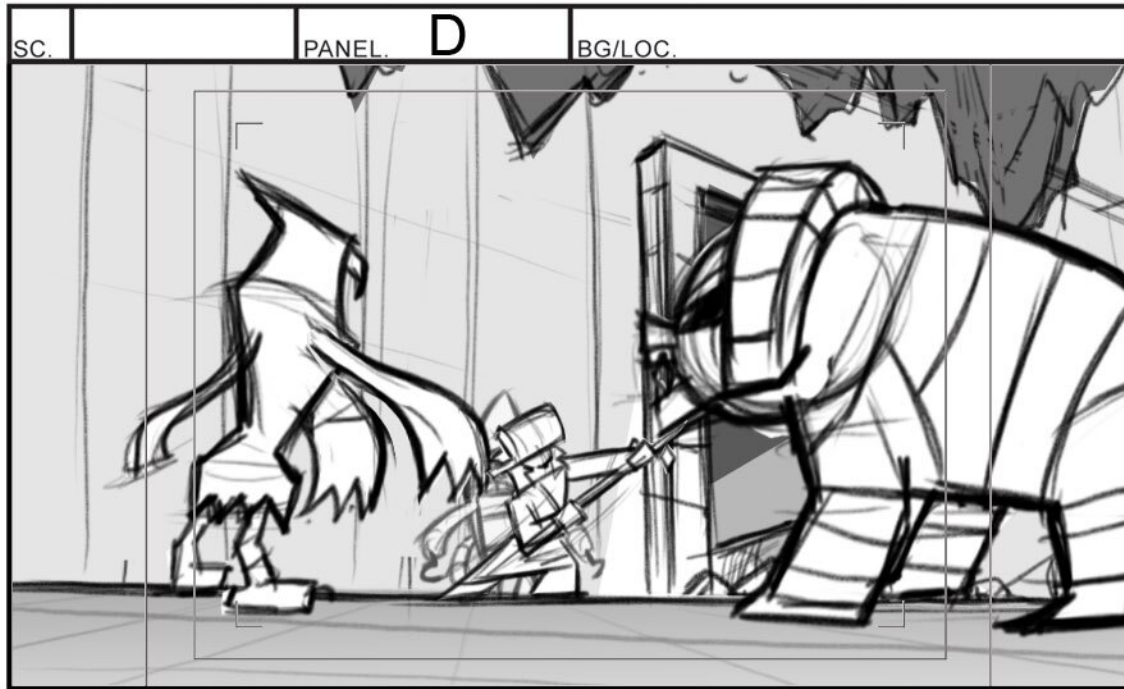
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

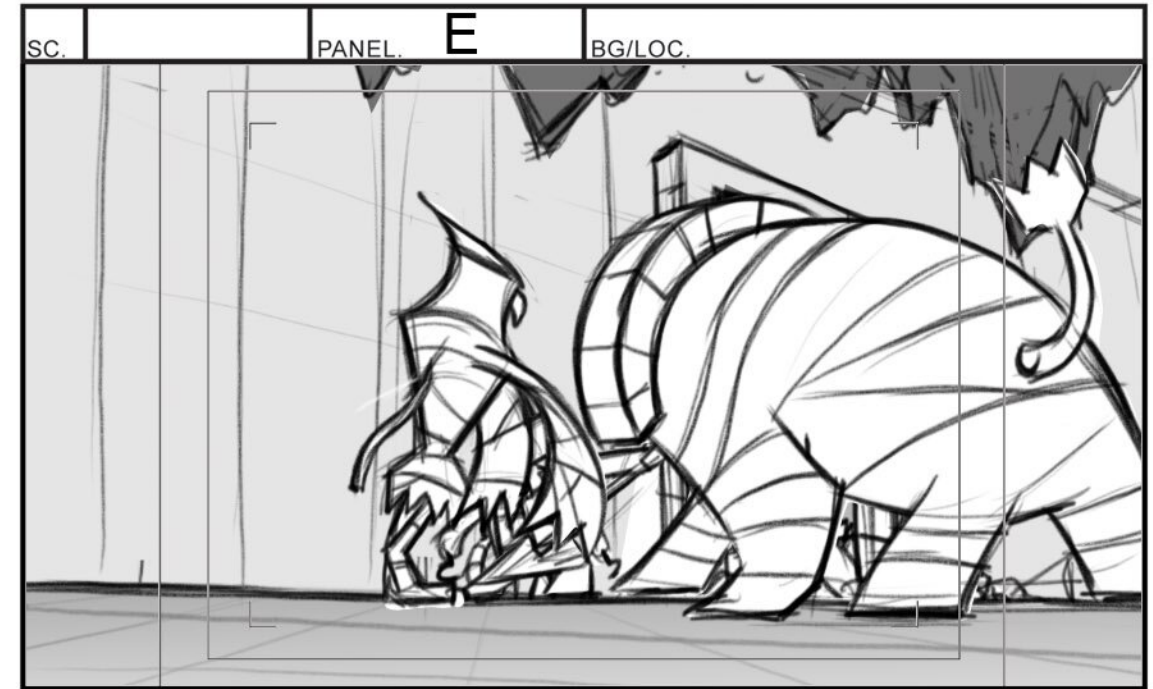
Lin moves up into a defensive pose.

DIAL

FX:
SFX:

Director's Notes

SLUG NOTES



ACTION

The moves in to attack.

DIAL

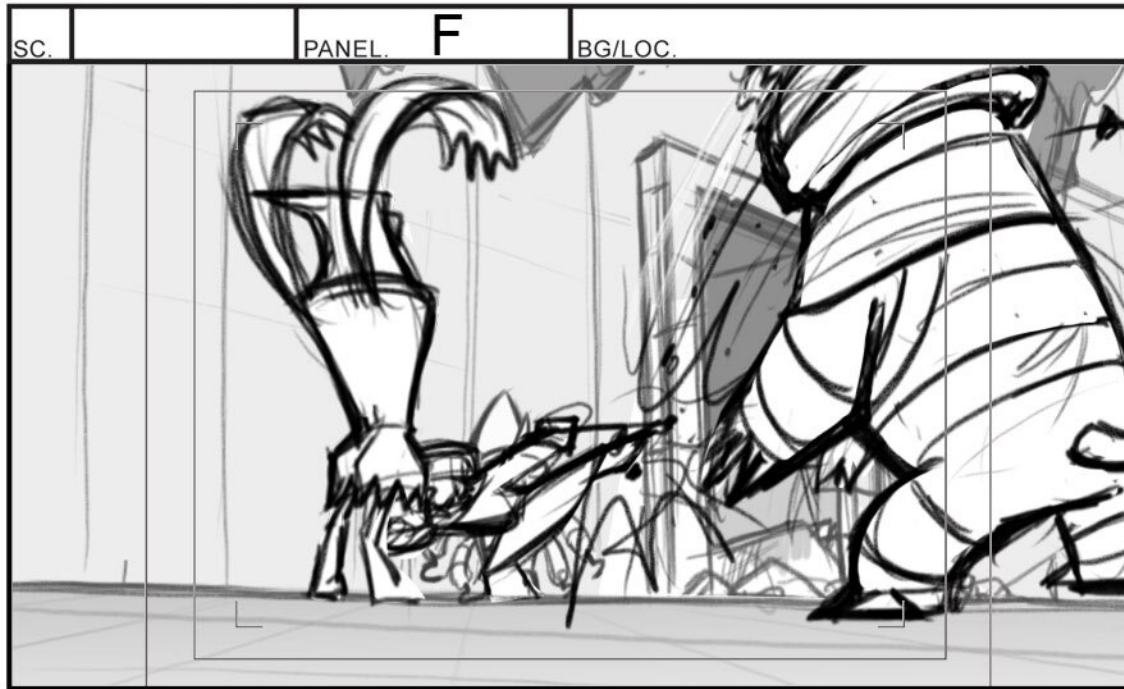
FX: (DX Shadows)
SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #



ACTION

Lin explodes into action. Knocking, first the Liger Mummy out then...

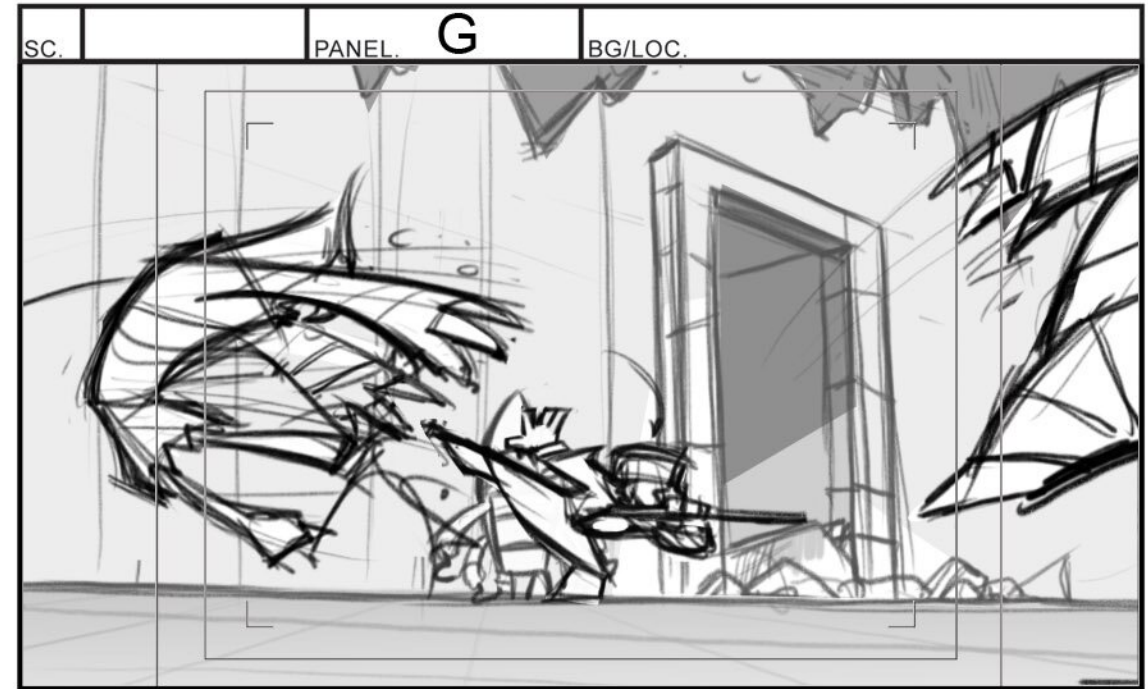
DIAL

FX: **(DX Shadows)**

SFX: **<Loud Body Blows>**

Director's Notes

SLUG NOTES



ACTION

...kicking the other out of scene.

DIAL

FX: **(DX Shadows)**

SFX: **<Loud Body Blows>**

Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

Lin Chung readies his "Bamboo Shooter", as yet another mummy shuffles in.

DIAL

FX: **(DX Shadows)**

SFX:

Director's Notes

SLUG NOTES



ACTION

Lin fires at the Shark mummy.

DIAL

FX: **(DX Shadows)**

SFX:

Director's Notes

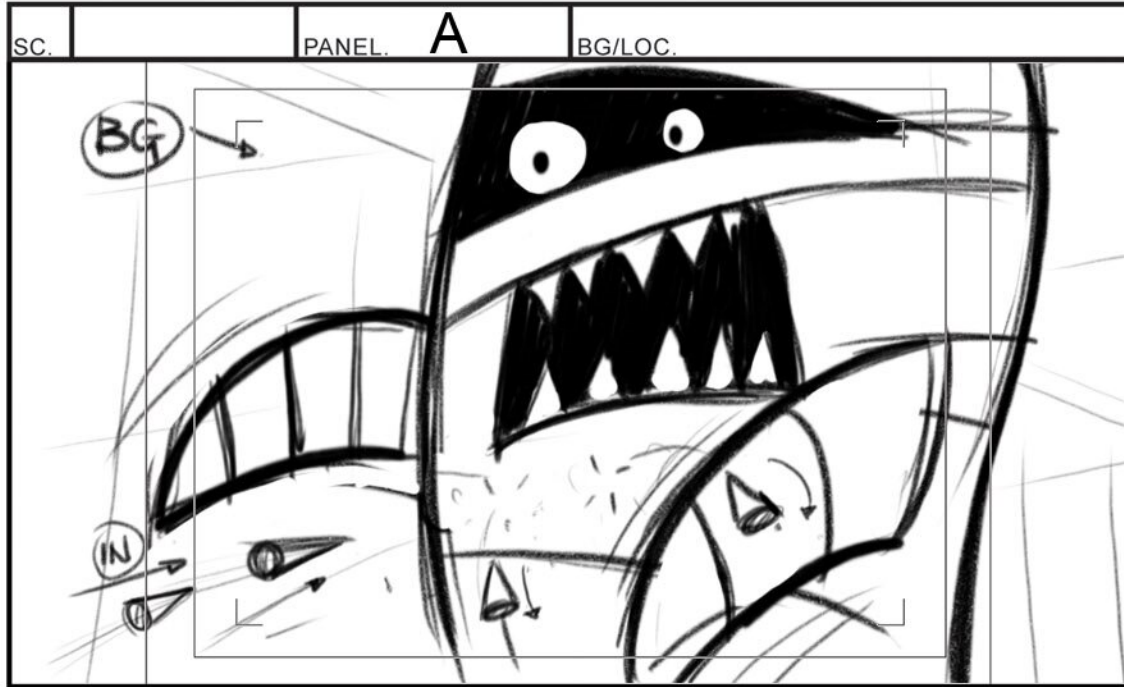
SLUG NOTES

FINAL

PROD #

Approved By:

▼
HU



ACTION

**Close on the mummy...the shoots have no effect on it !
Slight PAN BG.**

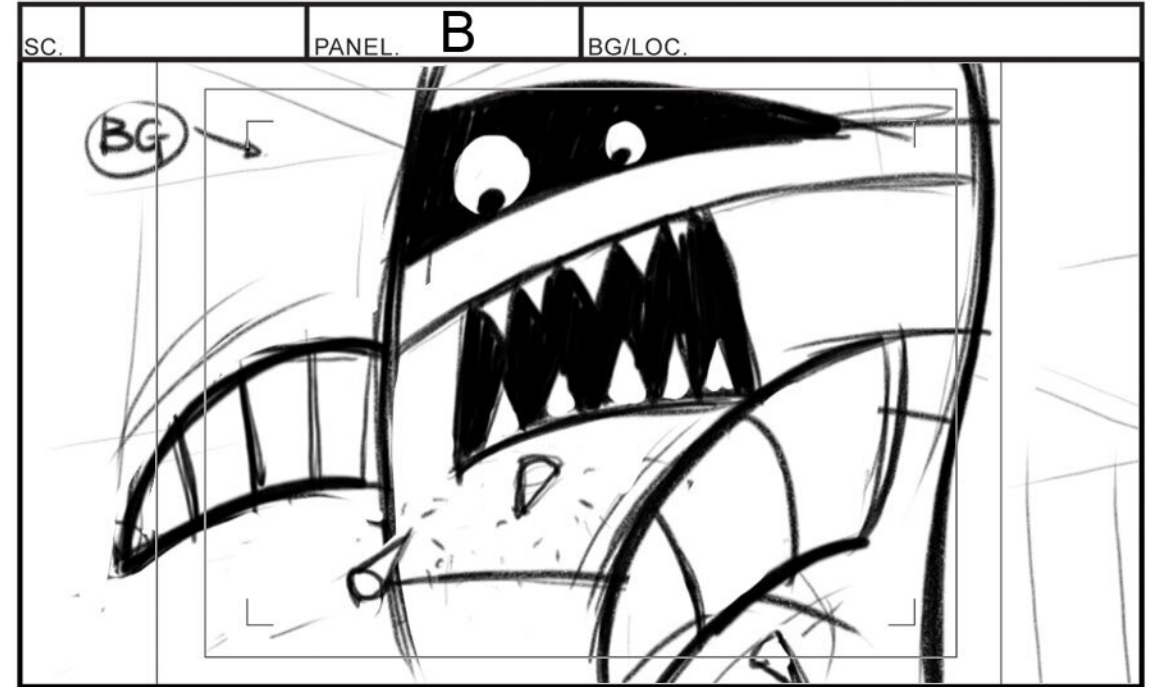
DIAL

FX: **(DX Shadows)**

SFX:

Director's Notes

SLUG NOTES



ACTION

DIAL

FX: **(DX Shadows)**

SFX:

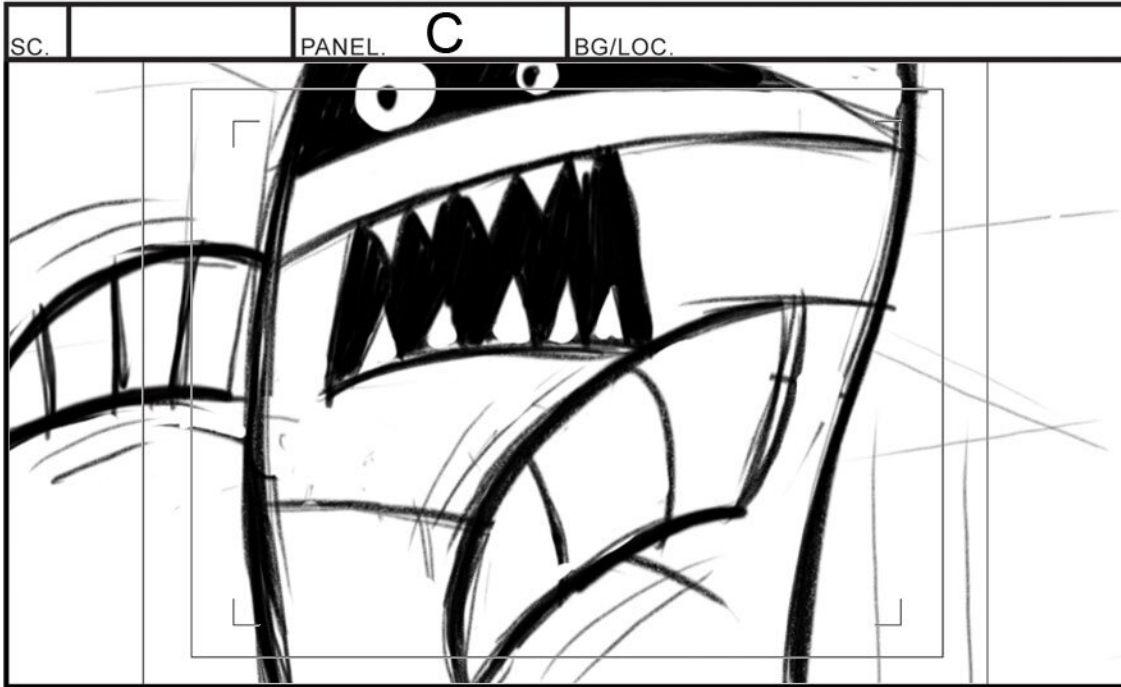
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

The mummy continues forward..unscathed.

DIAL

FX: **(DX Shadows)**

SFX:

Director's Notes

SLUG NOTES



ACTION

Wide on scene. The Beetle King is next to Lin Chung and the Shark mummy is even closer.

DIAL

FX: **(DX Shadows)**

SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

The Mammoth mummy steps into scene in the foreground.

DIAL

FX: **(DX Shadows)**

SFX:

Director's Notes

SLUG NOTES



ACTION

The mummy fills almost fills the screen.

DIAL

FX: **(DX Shadows)**

SFX:

Director's Notes

SLUG NOTES

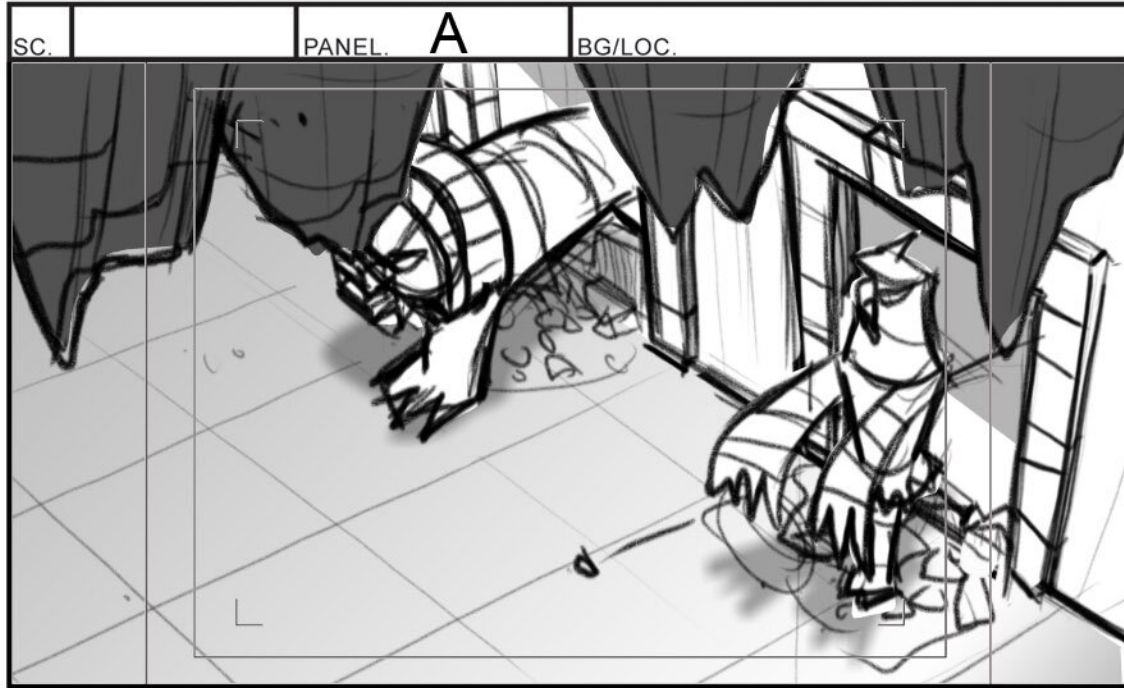
FINAL

PROD #

Approved By:



CUT



ACTION

Angle on the alcoves. More mummy's emerge.

DIAL

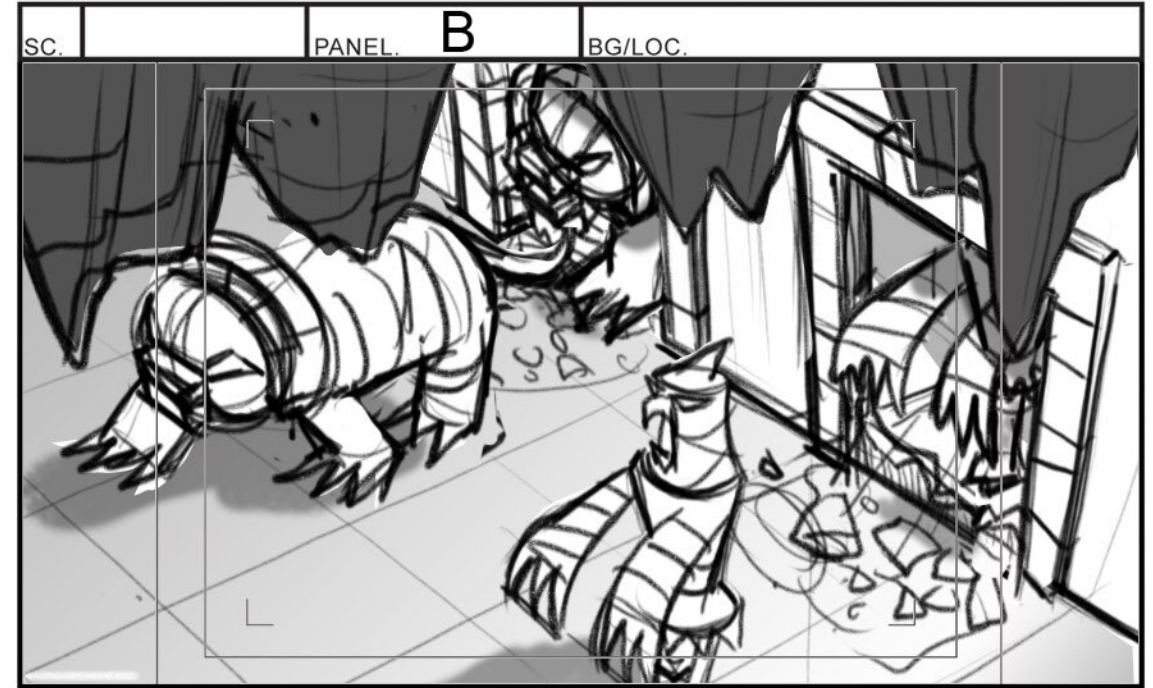
**Mummies:
(MOANING)**

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 #

Approved By:



CUT



ACTION

Angle on another alcove...more Shark Mummiesb shuffles forward.....

DIAL

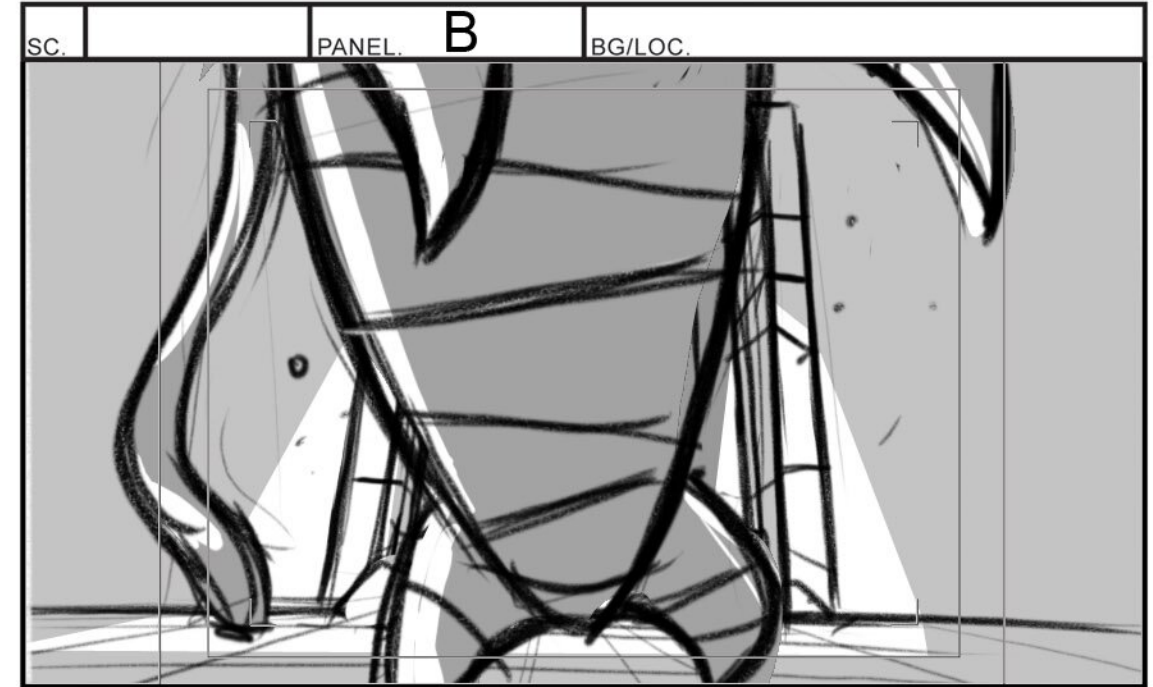
**Mummies:
(MOANING)**

FX: **(DX Shadows)**

SFX:

Director's Notes

SLUG NOTES



ACTION

.....forward, filling the screen.

DIAL

**Mummies:
(MOANING)**

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

SFX:

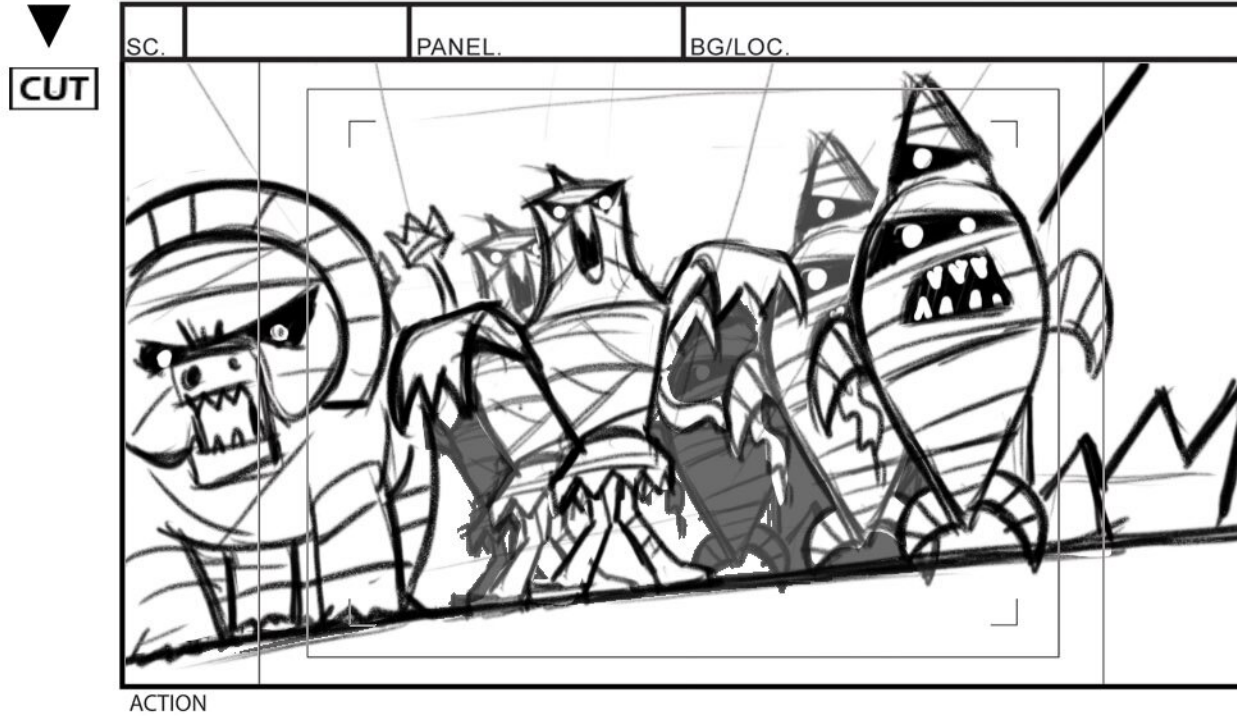
Director's Notes

SLUG NOTES

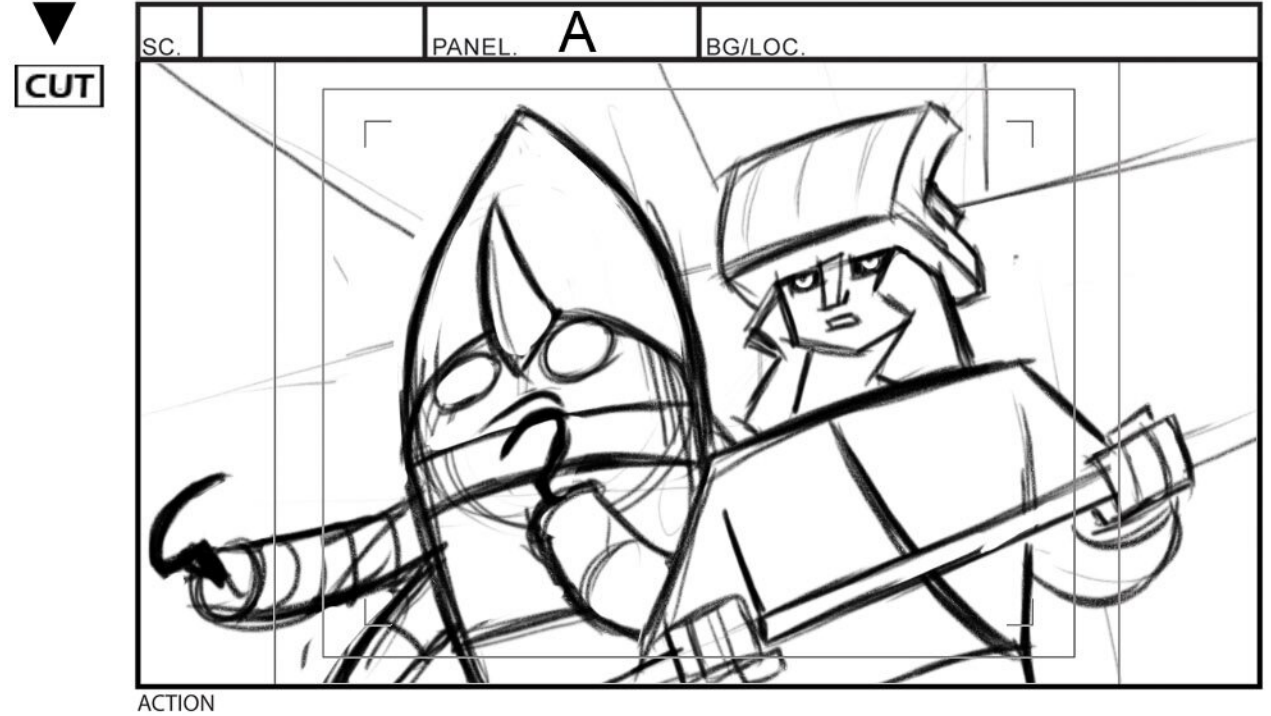
FINAL

PROD #

Approved By:



Angle on rows of mummies shuffling forward.



Angle on Lin Chung and the Beetle King .

DIAL

Mummies: (OS)
(MOANING)

FX: **(DX Shadows)**
SFX:
Director's Notes

SLUG NOTES

DIAL

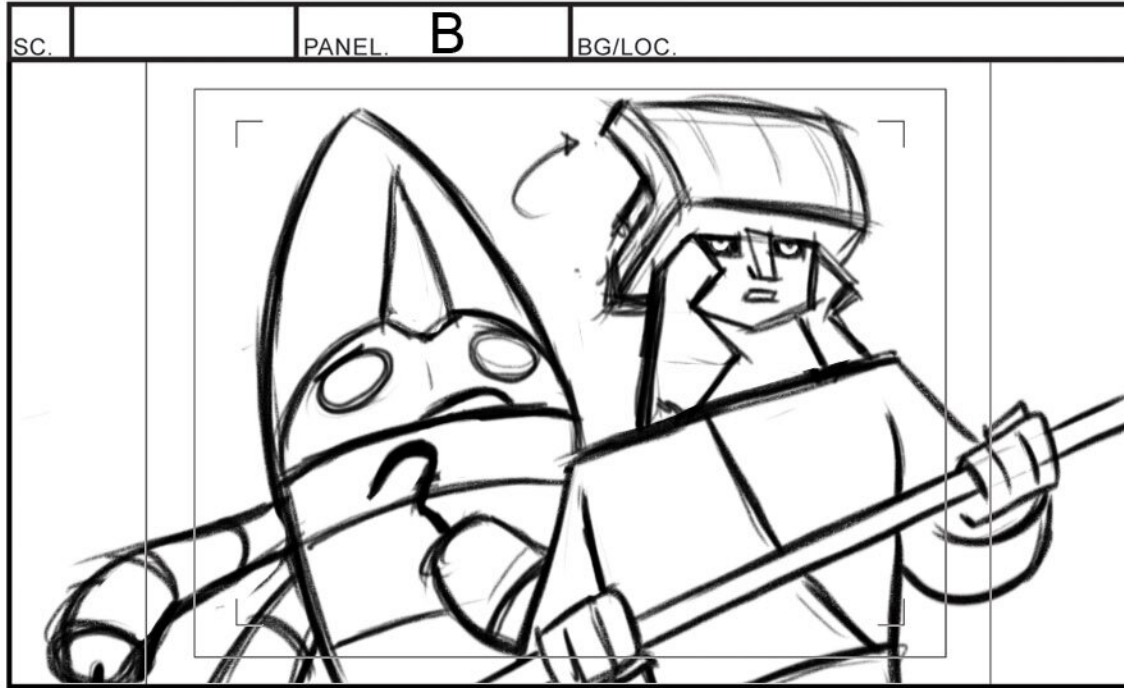
70. Lin Chung:
Soon, we will be overrun by Mummies.

FX:
SFX:
Director's Notes

SLUG NOTES

FINAL

PROD #



ACTION

DIAL

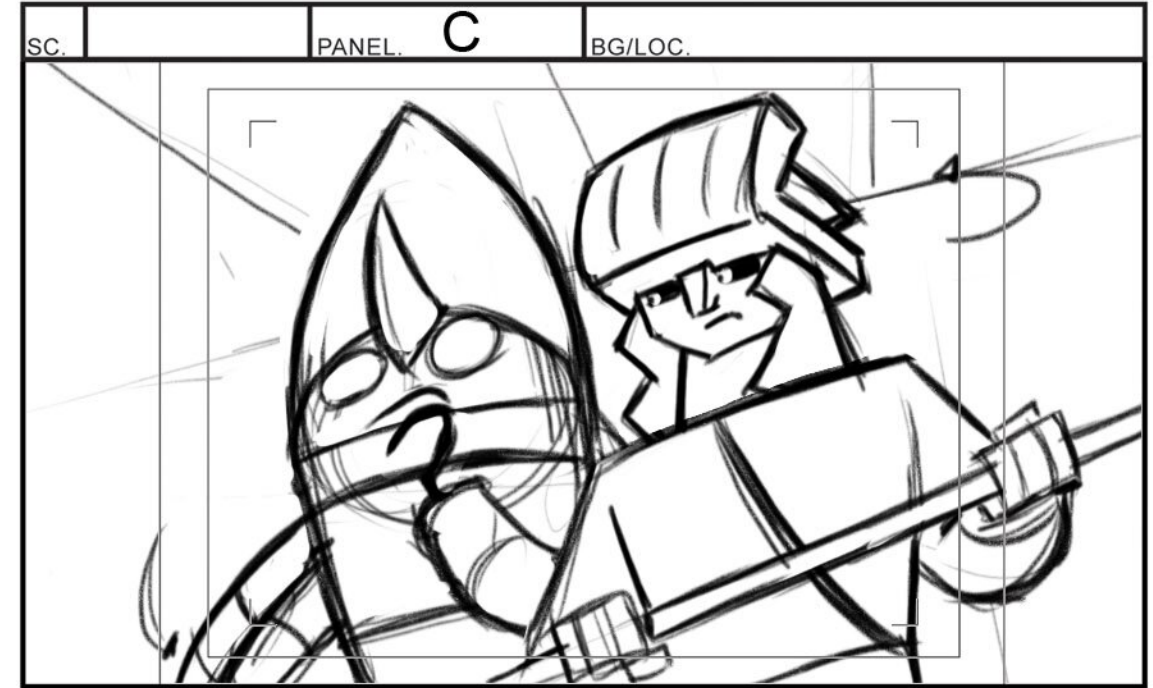
70. Lin Chung:
There is only one way to destroy them.

FX:

SFX:

Director's Notes

SLUG NOTES



ACTION

Lin Chung looks around and spots....

DIAL

FX:

SFX:

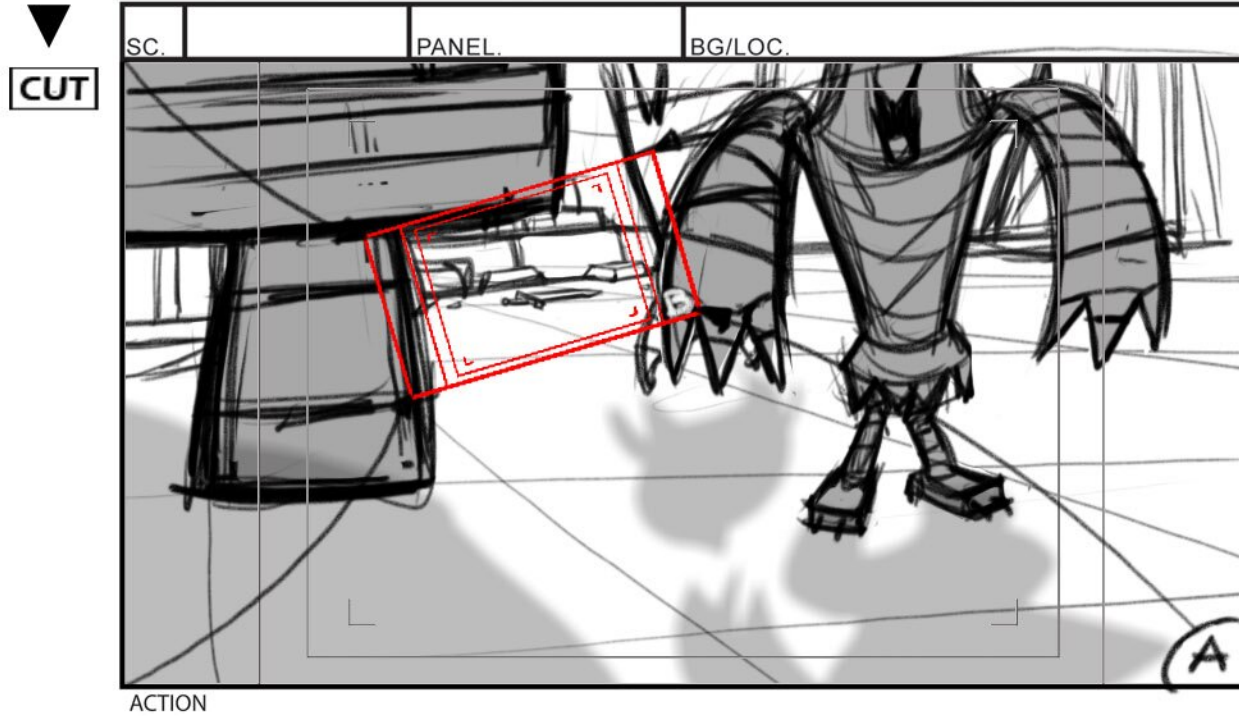
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



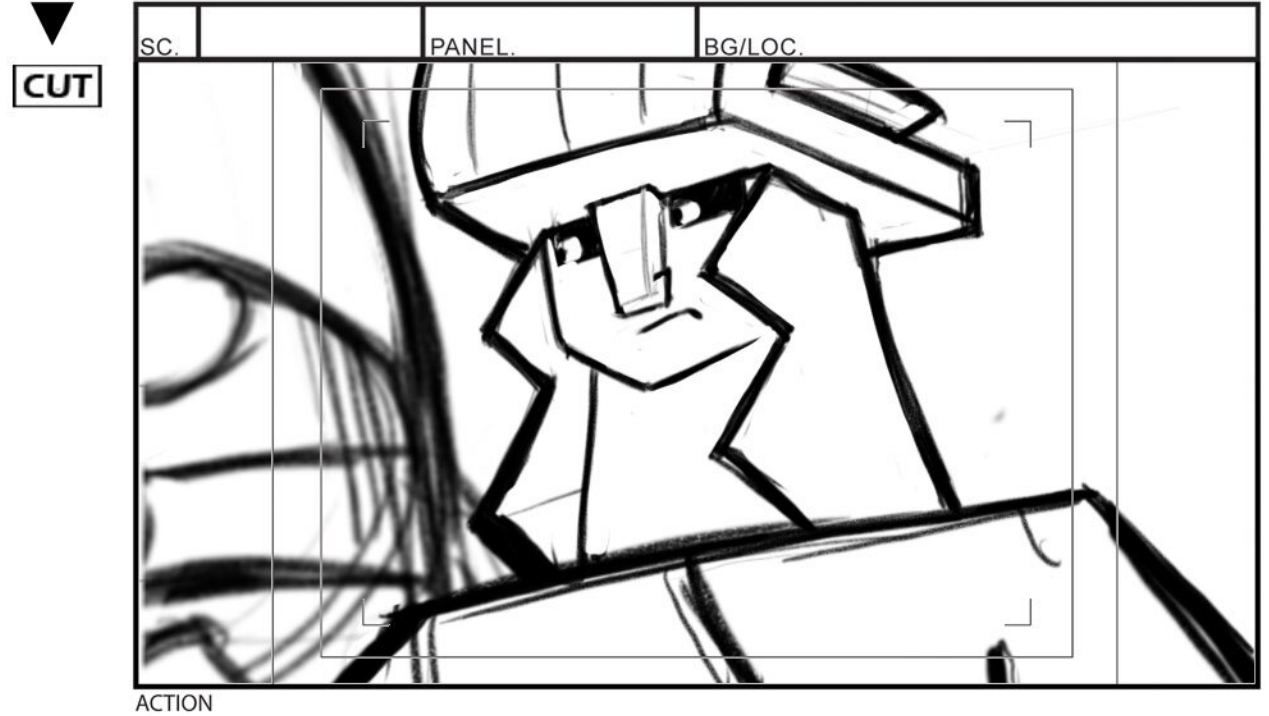
**Lin Chung's POV, past the oncoming mummies.
ROTATE IN A-B. Shift Mummies out during rotate in.**

DIAL

**70. Lin Chung:
There is only one way to destroy them.**

FX:
SFX:
Director's Notes

SLUG NOTES



Close on Lin Chung concentrating.

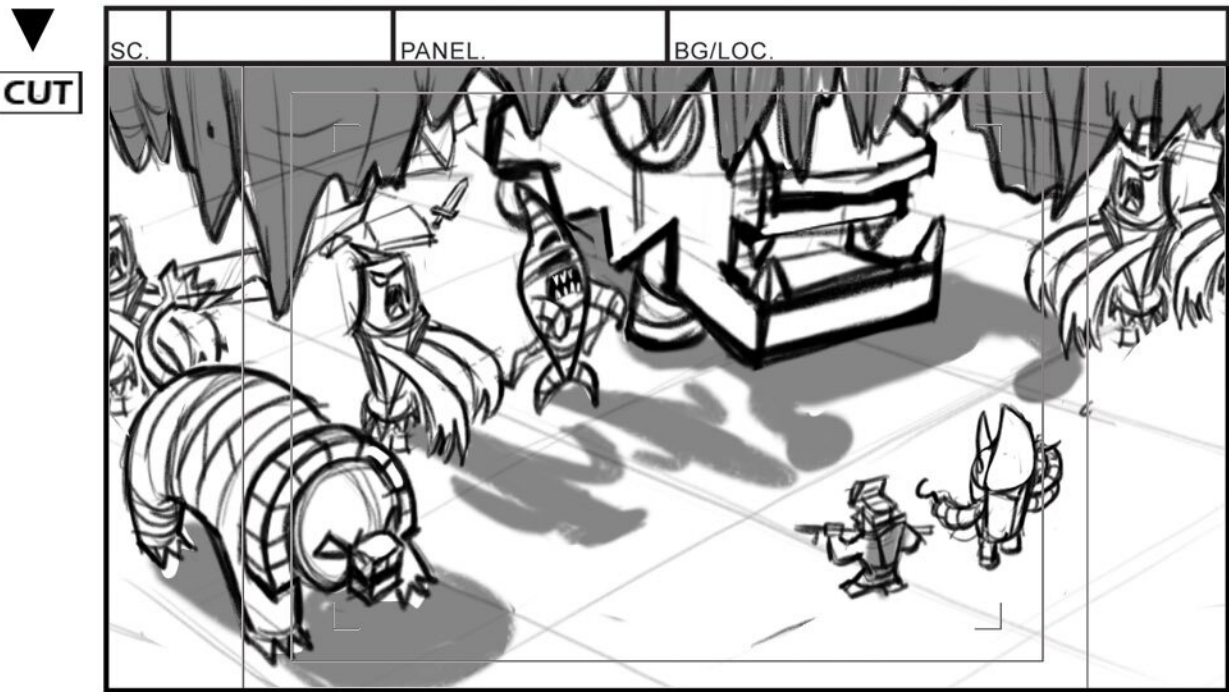
DIAL

FX:
SFX:
Director's Notes

SLUG NOTES

FINAL

PROD #



ACTION

Wide on scene. The mummies move even closer.

DIAL

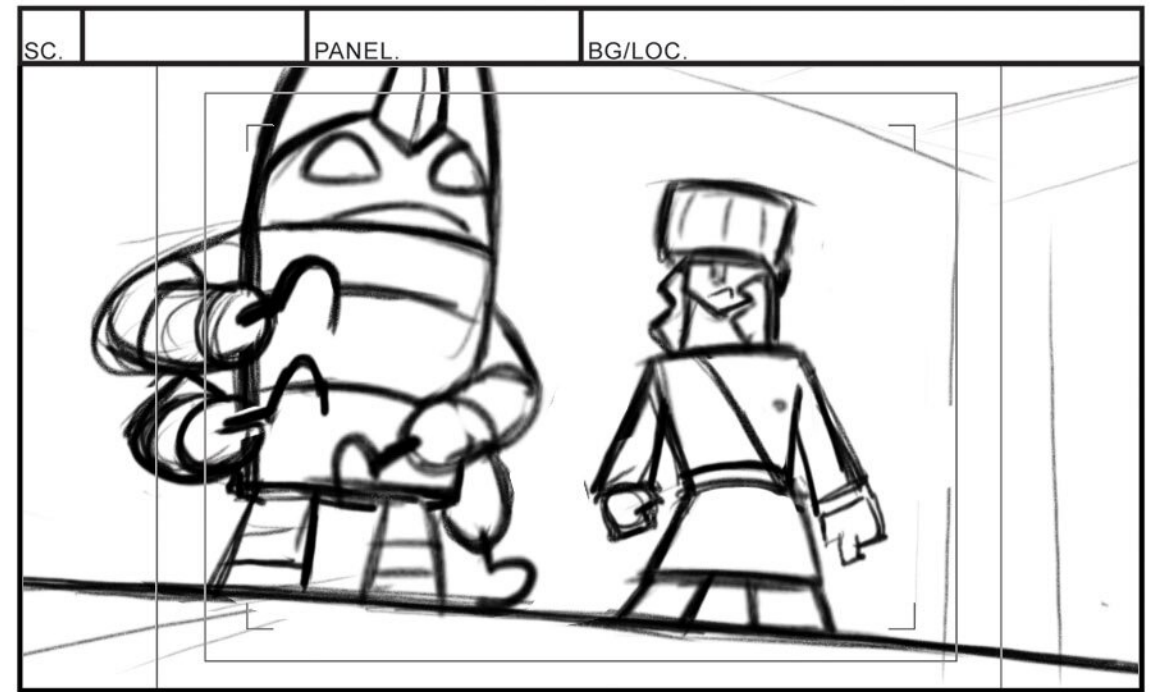
**70. Lin Chung:
There is only one way to destroy them.**

FX:

SFX:

Director's Notes

SLUG NOTES



ACTION

Angle on Lin Chung and the Beetle King.

DIAL

FX:

SFX:

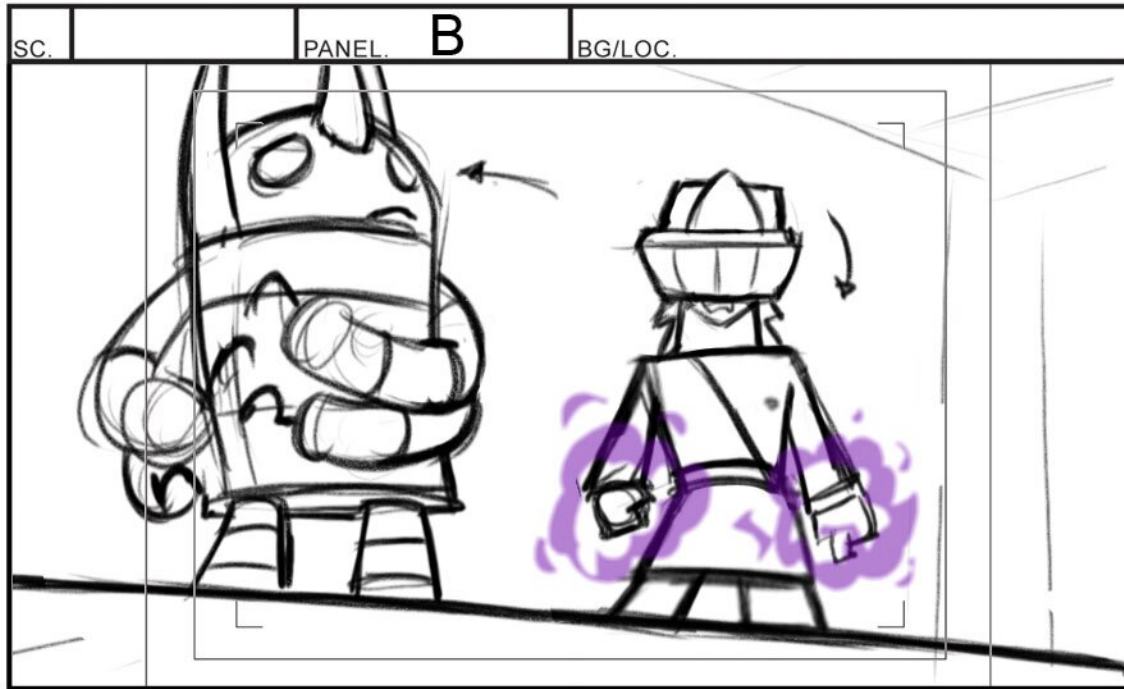
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

Lin Chung's hands become engulfed in Purple Power.

DIAL

FX: **(Bot. Lite glow)**

SFX:

Director's Notes

SLUG NOTES



ACTION

Wide on Lin Chung, the Beetle King and the closing mummies.

DIAL

FX: **(Bot. Lite glow)**

SFX:

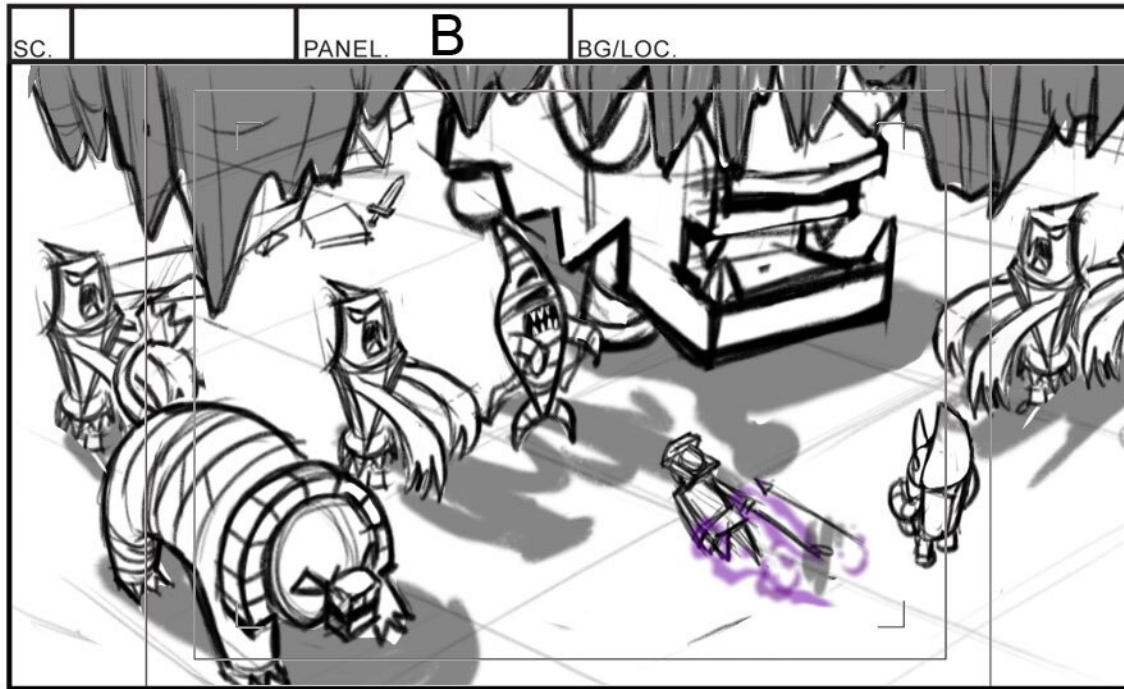
Director's Notes

SLUG NOTES

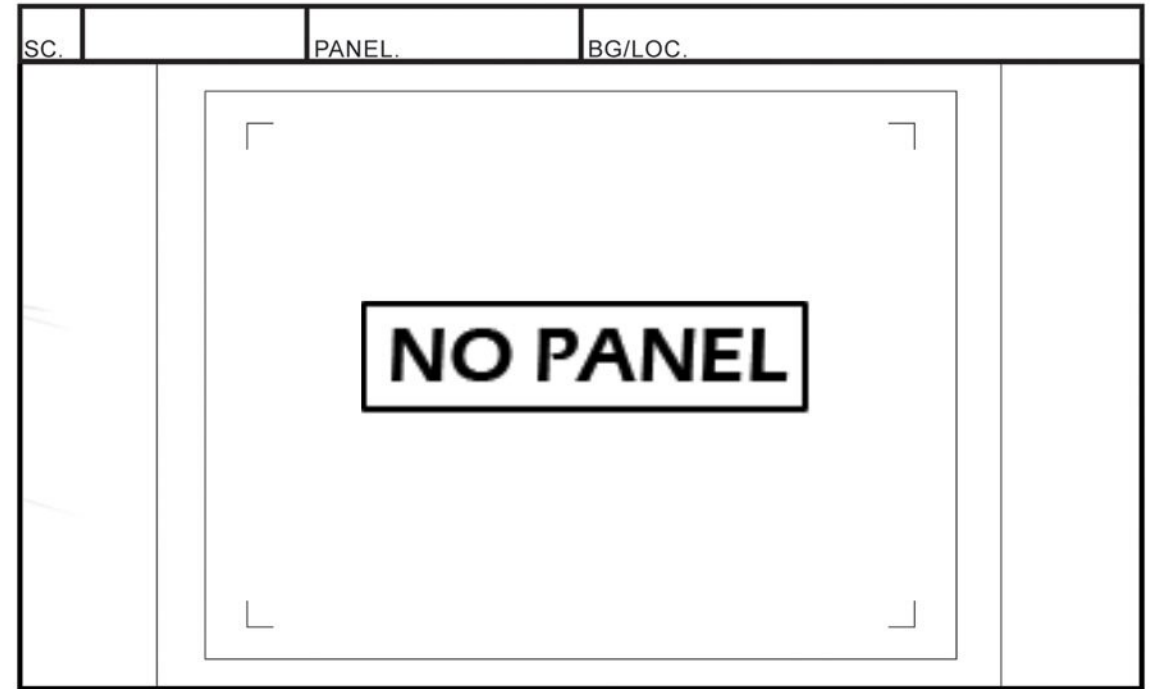
FINAL

PROD #

Approved By:



▼
HU



ACTION

Lin Chung races towards the sword, right towards the mummies.

DIAL

FX: **(Bot. Lite glow)**

SFX:

Director's Notes

SLUG NOTES

ACTION

DIAL

FX:

SFX:

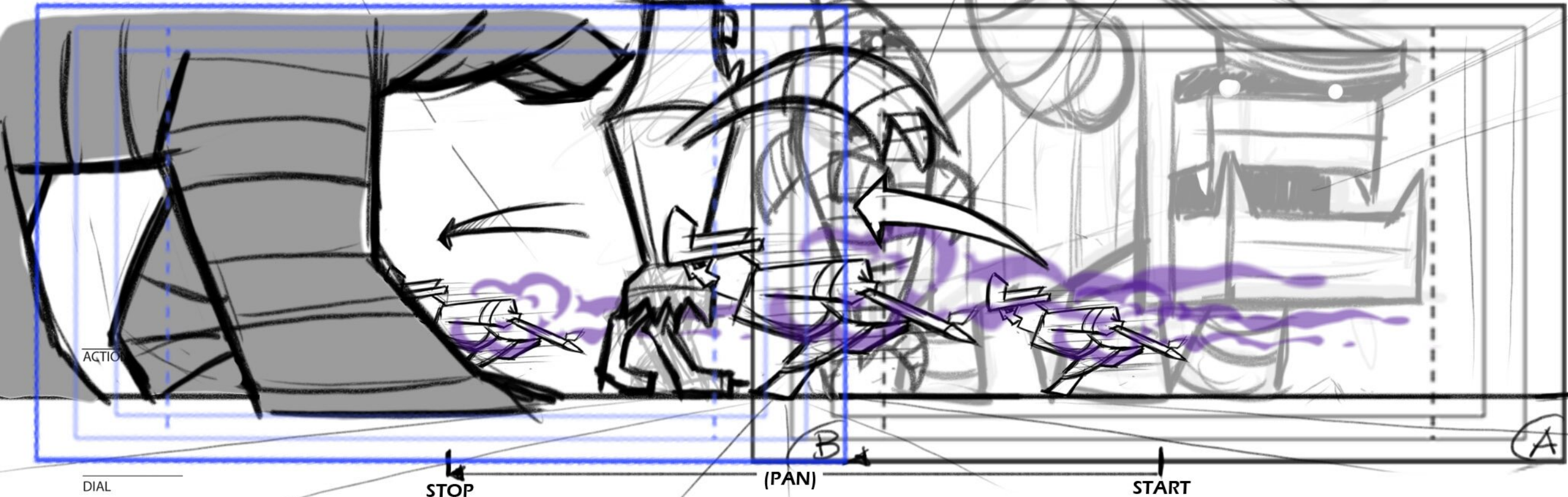
Director's Notes

SLUG NOTES

FINAL

PROD #

SC.	PANEL	BG/LOC.



PAN A - B the Chamber of the Dark Fire Sword.
Pan with Lin Chung as he races past the oncoming Mummies.

Mummies:
(MOANING)

FX: (DX Shadows)

SFX:

Director's Notes

SLUG NOTES

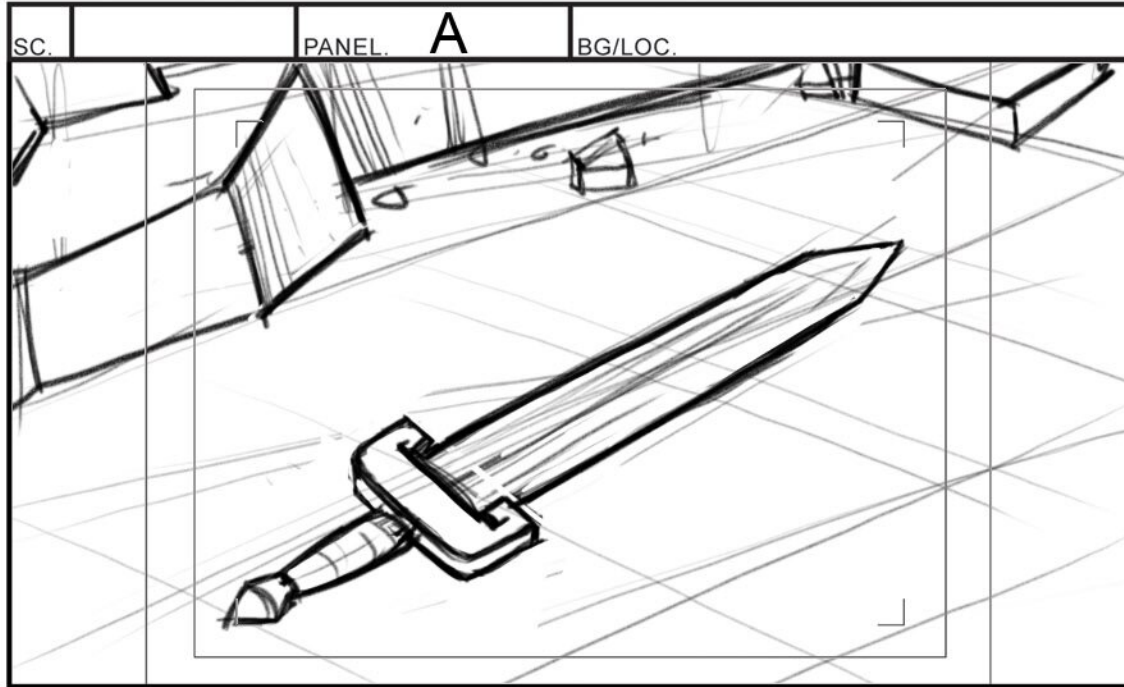
FINAL

PROD #

Approved By:



CUT



ACTION

Close on the sword.

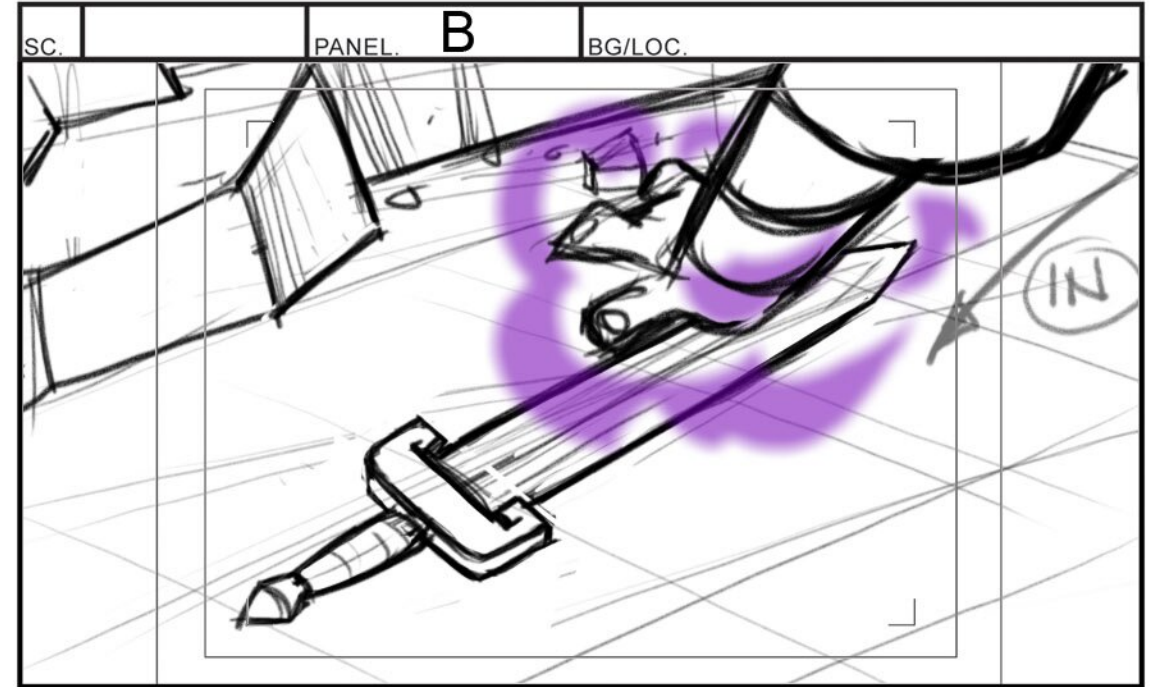
DIAL

FX:

SFX:

Director's Notes

SLUG NOTES



ACTION

Lin Chung reaches in...

DIAL

FX: (Bot. Lite glow)

SFX:

Director's Notes

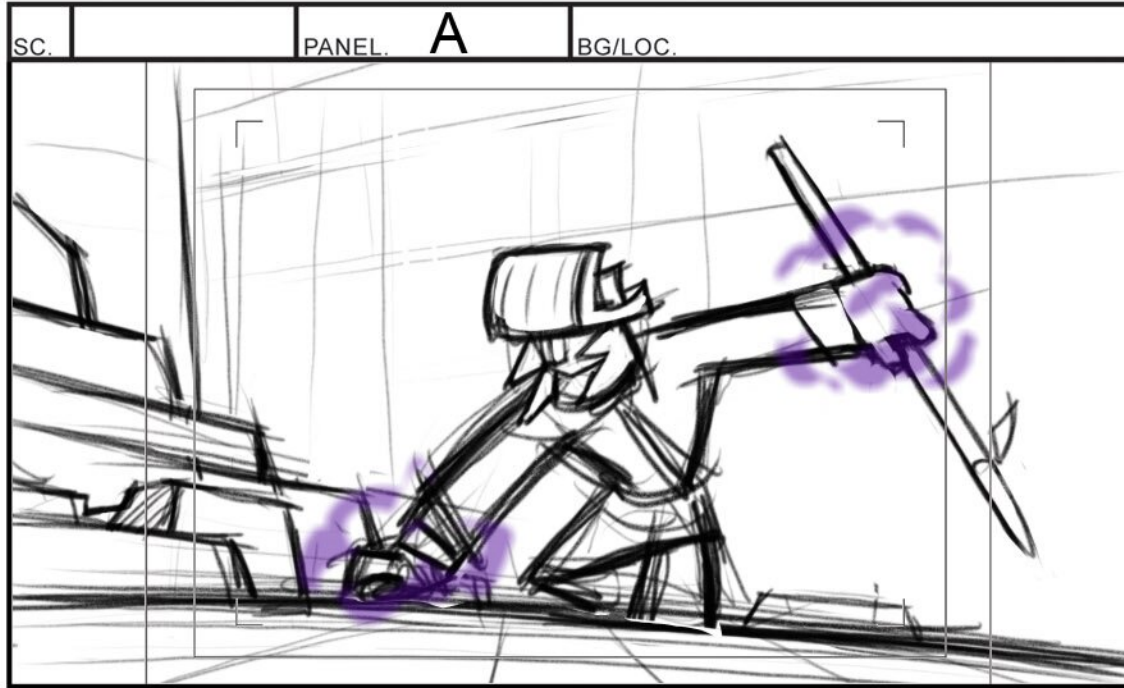
SLUG NOTES

FINAL

PROD #

Approved By:

▼
HU



ACTION **Wide on Lin Chung as he picks up the sword....**

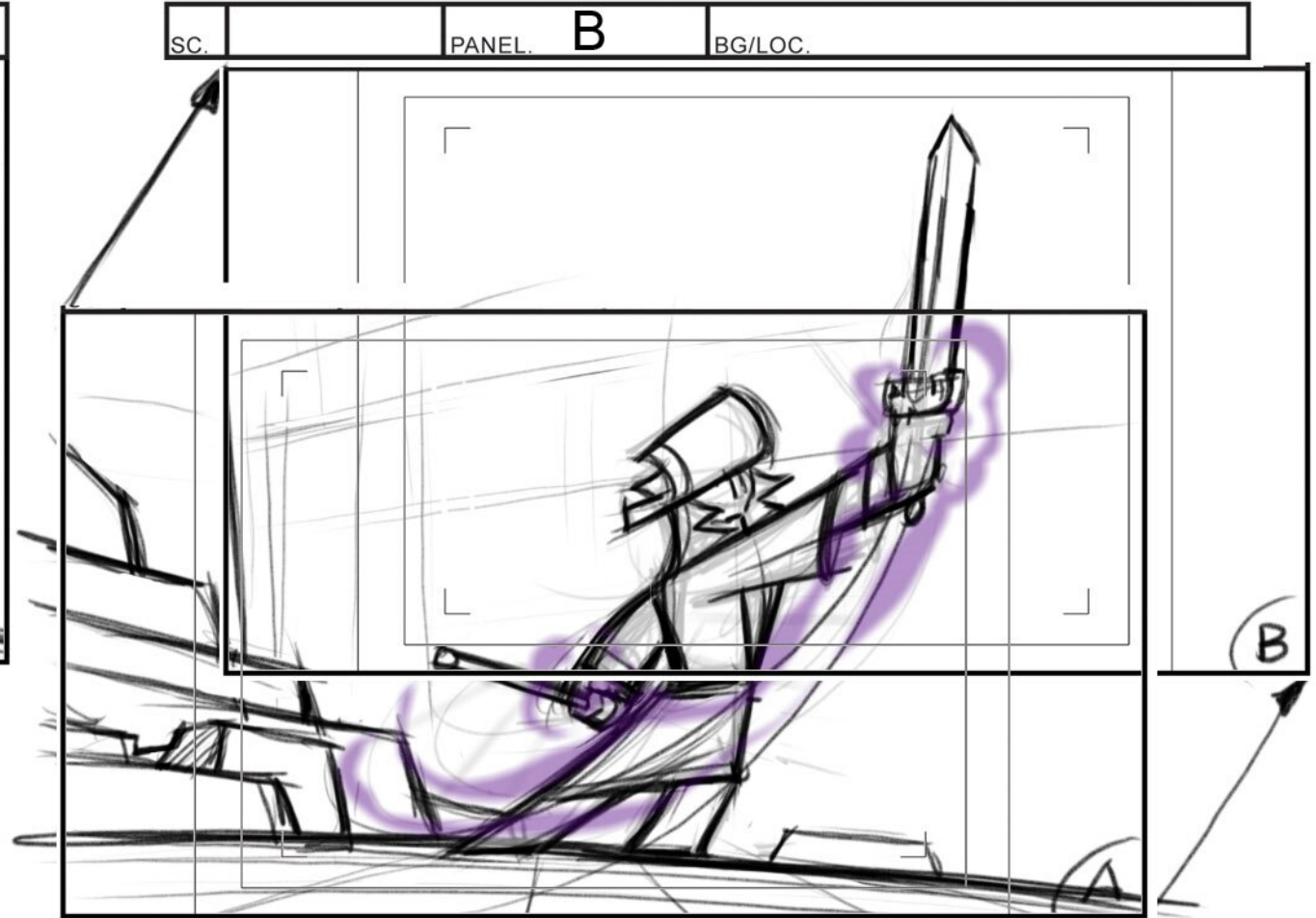
DIAL _____

FX: **(Bot. Lite glow)**

SFX: _____

Director's Notes

SLUG NOTES



PAN W/Anim A - B

FX: **(Bot. Lite glow)**

SFX: _____

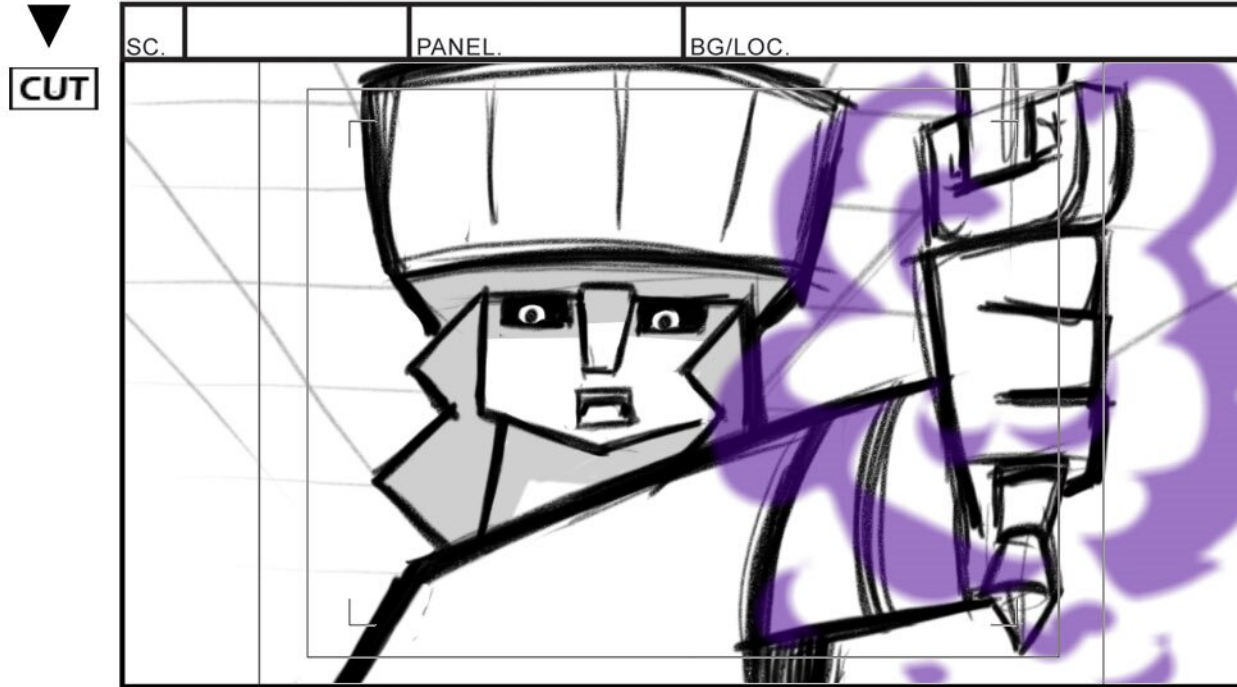
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

Close on Lin Chung.

DIAL

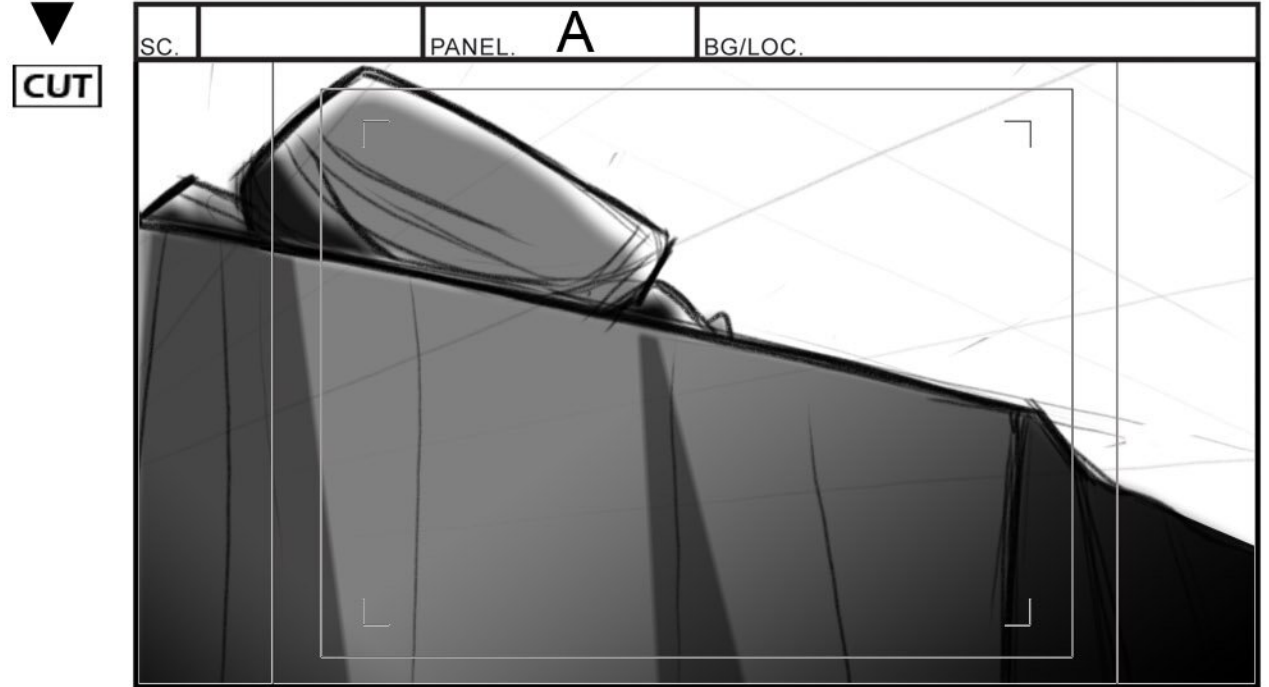
71. Lin Chung:
My power will not hold out long against the sword'd heat.
If you want to live, take cover behind me.

FX: **(Bot. Lite glow)**

SFX:

Director's Notes

SLUG NOTES



ACTION

Ext. Tomb - Same Time
Angle on what looks like a cliff face.

DIAL

FX: **(Bot. Lite glow)**

SFX:

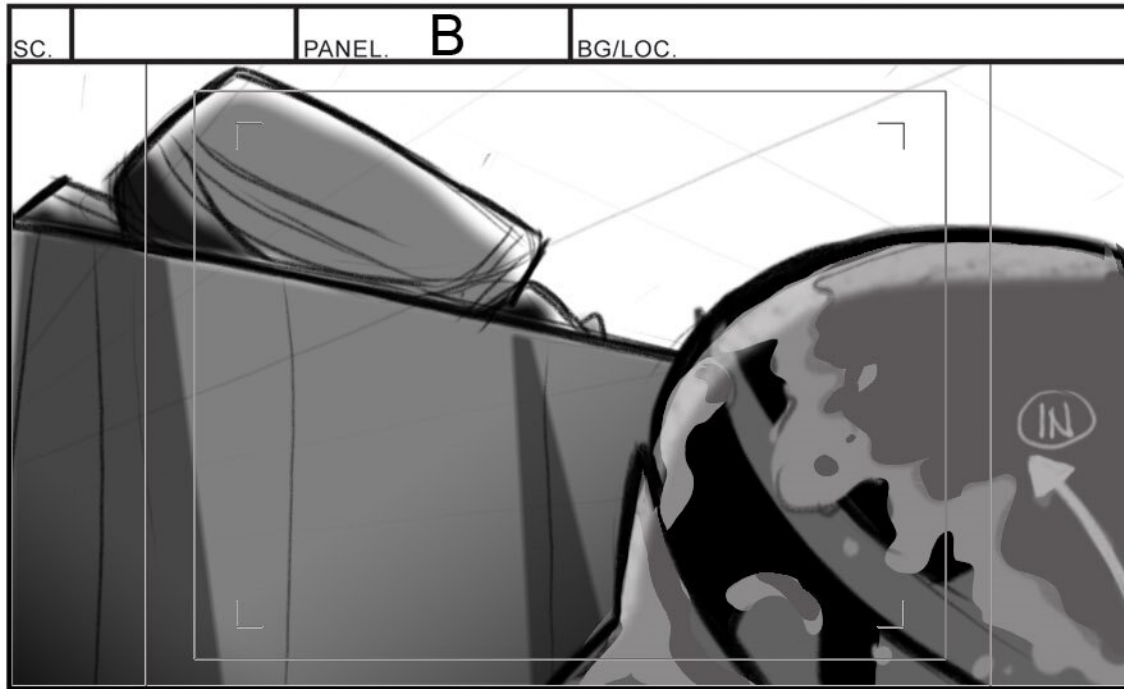
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

A dirt-covered Mighty Ray leans back into scene.

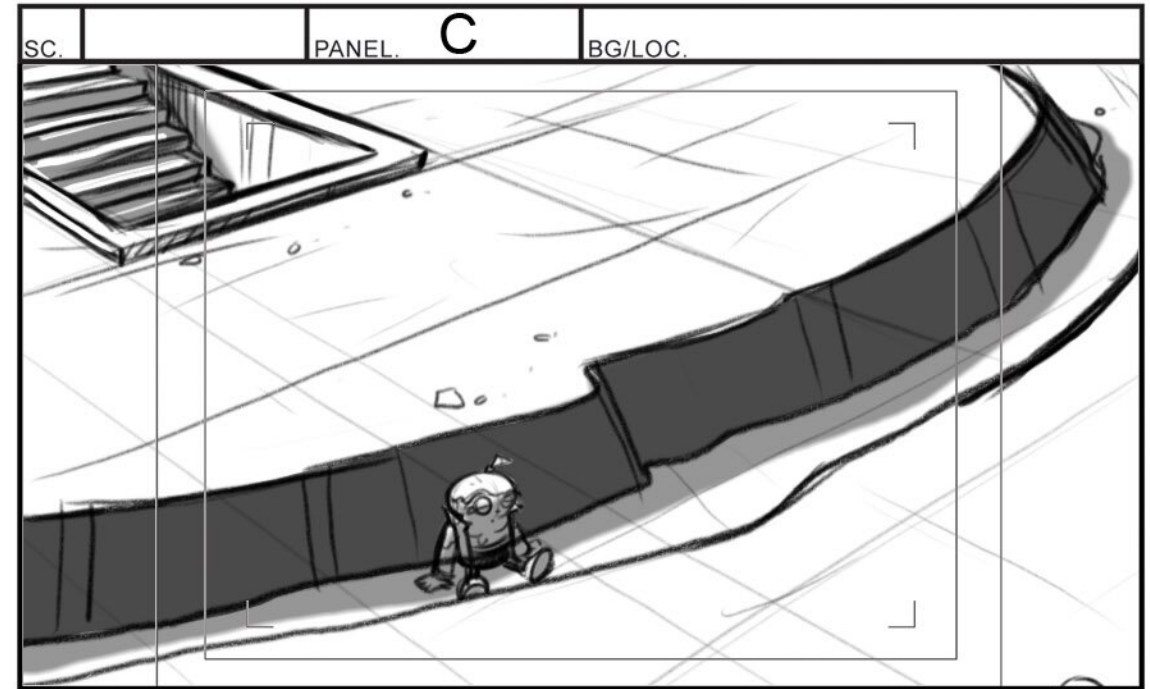
DIAL

FX:

SFX:

Director's Notes

SLUG NOTES



ACTION

ROTATE OUT A - B revealing that Mighty Ray has dug a trench.

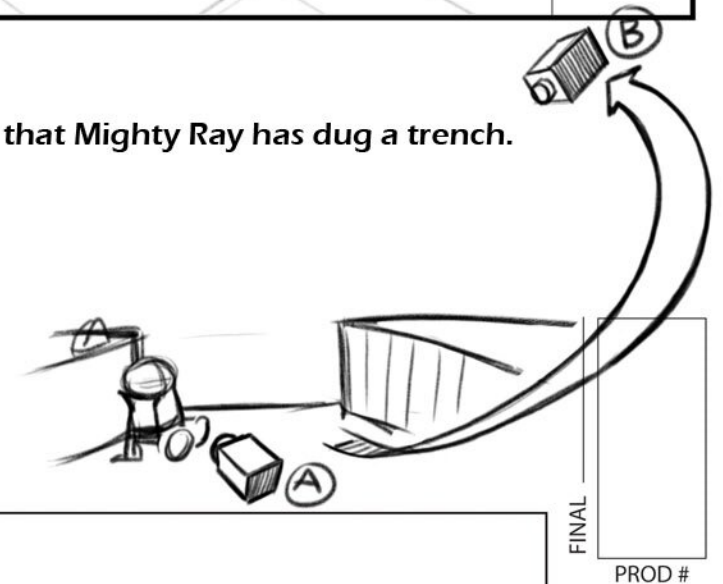
DIAL

FX: (DX Shadows)

SFX:

Director's Notes

SLUG NOTES

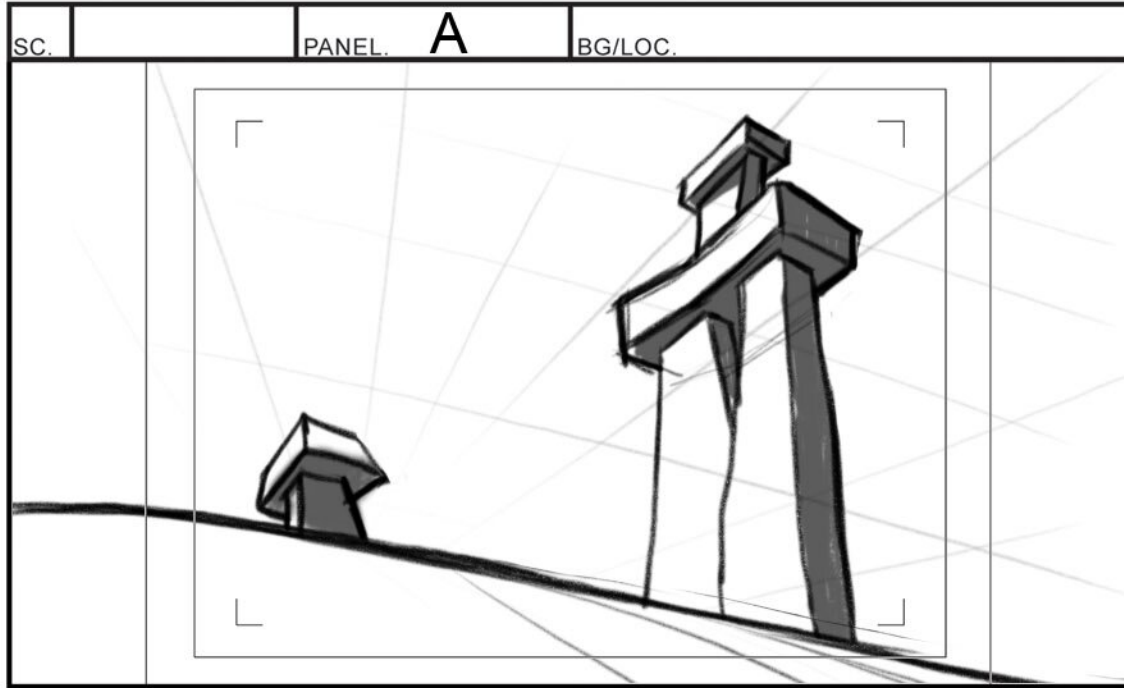


PROD #

Approved By:



CUT



ACTION

Close on the another part of the trench.

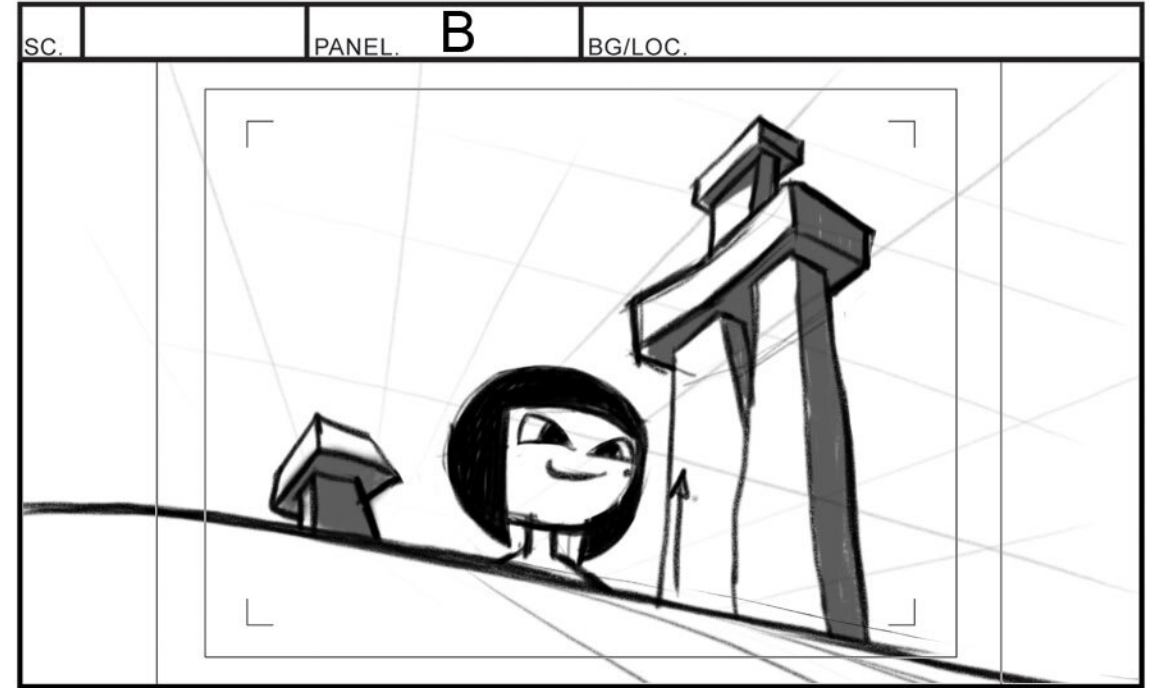
DIAL

FX:

SFX:

Director's Notes

SLUG NOTES



ACTION

Mystique Sonia pops up.

DIAL

FX: (DX Shadows)

SFX:

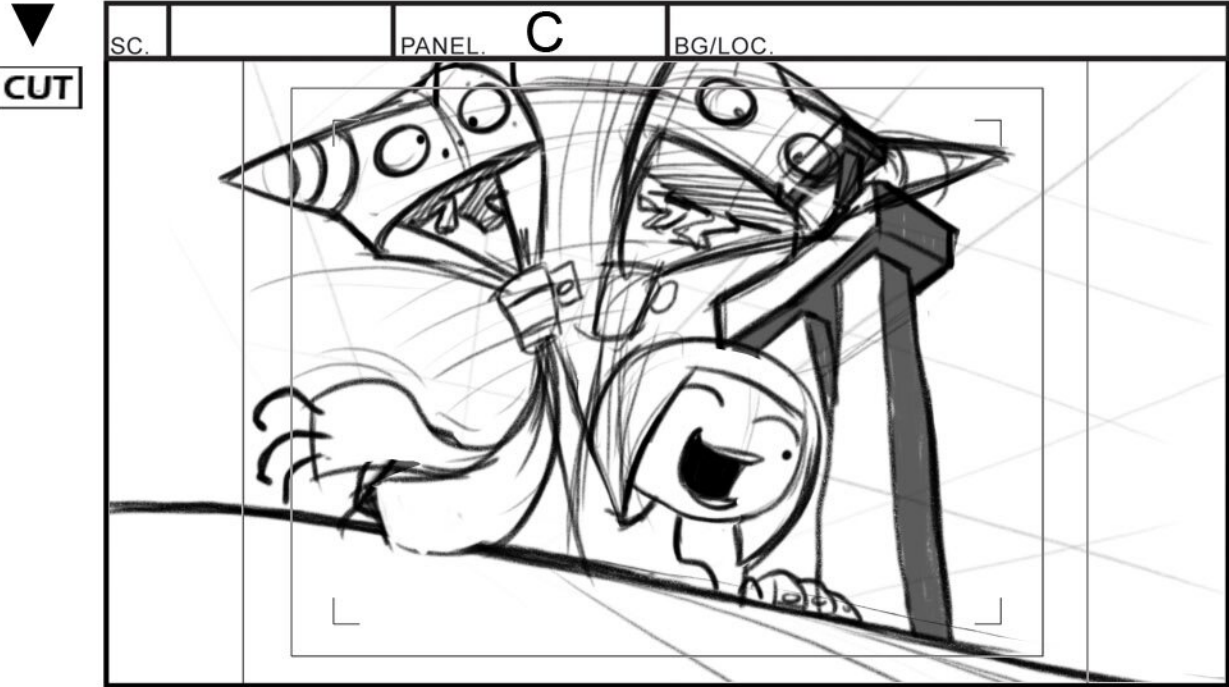
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION
Mystique starts to wave Yahsha around like a flag, as if surrendering.

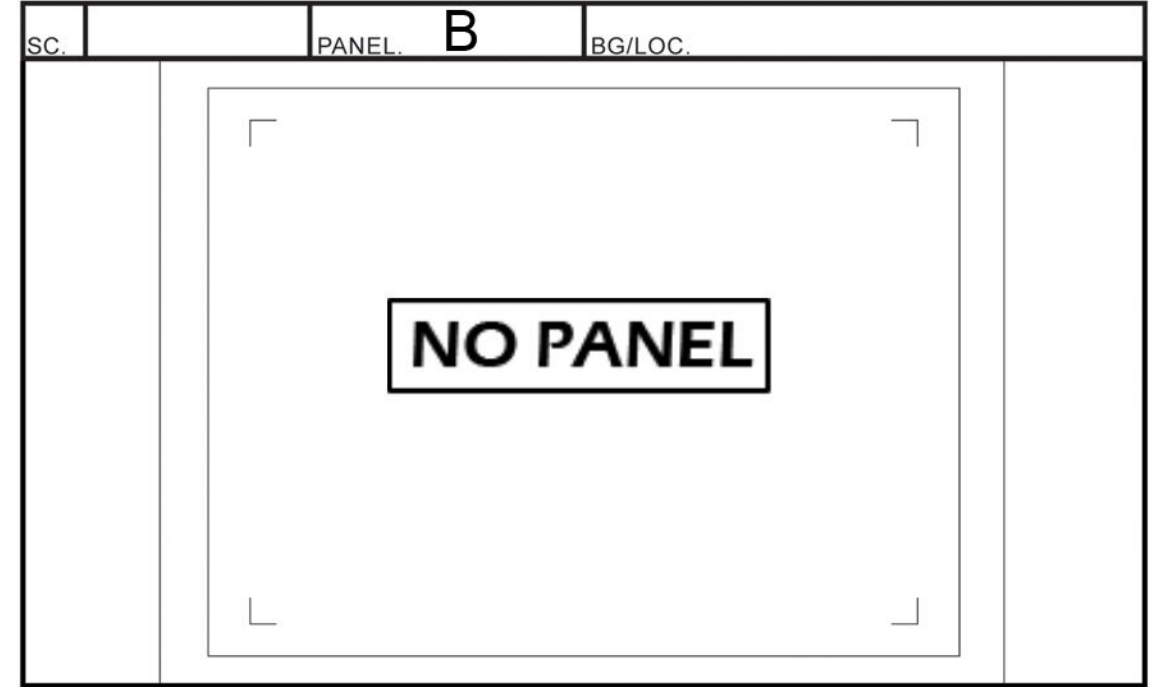
DIAL
72. Mystique Sonia:
Oh Beetles?! We give up!

FX: (DX Shadows)

SFX:

Director's Notes

SLUG NOTES



ACTION

DIAL

FX:

SFX:

Director's Notes

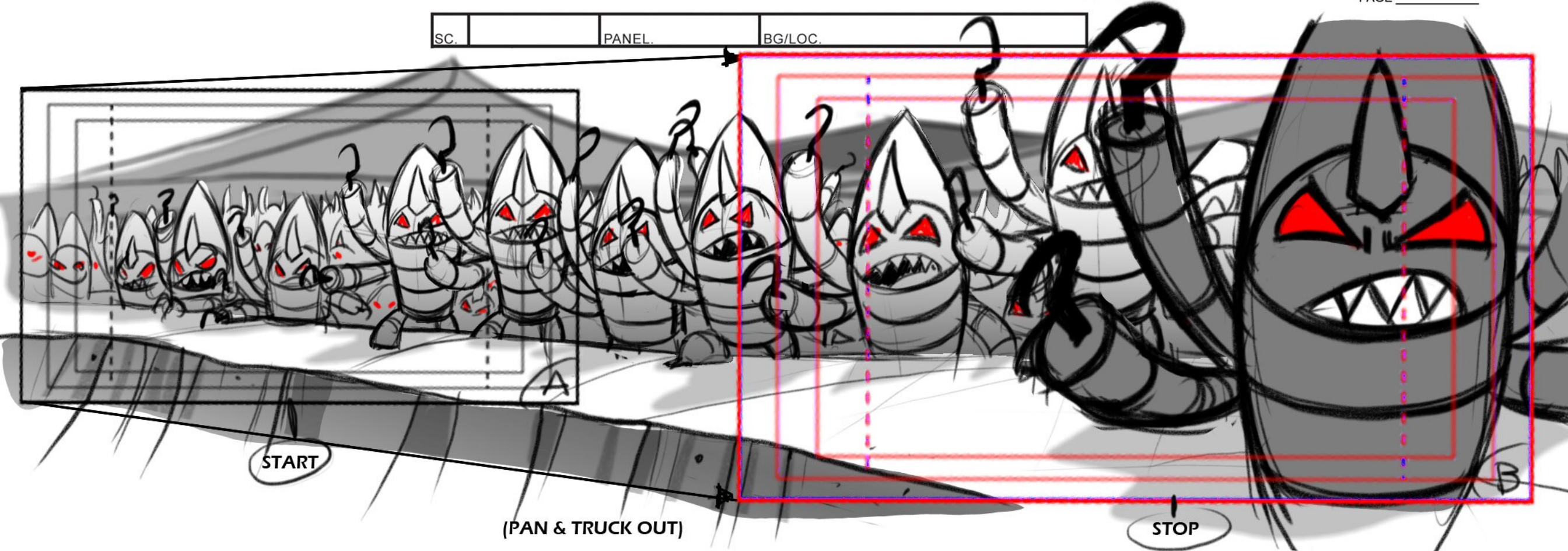
SLUG NOTES

FINAL

PROD #

Approved By:

SC.	PANEL.	BG/LOC.
-----	--------	---------



PAN AND TRUCK OUT A - B as the Beetle Army swarms over the ridge.

Beetles:
(Angry Chitters)

FX: (DX Shadows)

SFX:

Director's Notes

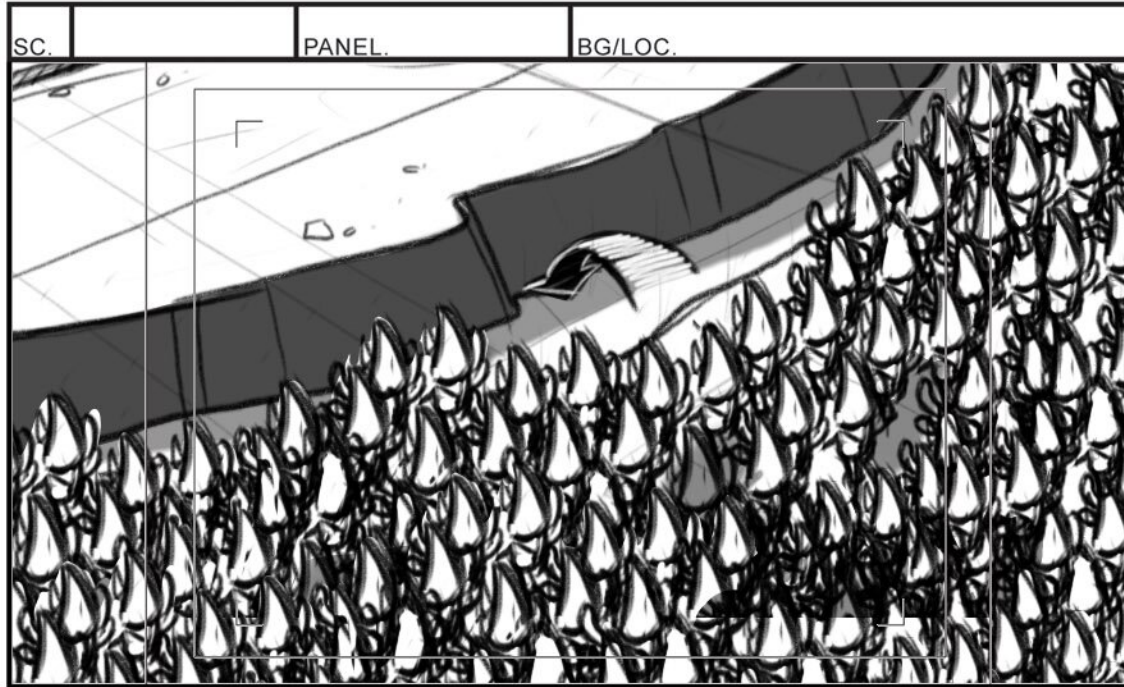
SLUG NOTES

FINAL

PROD #

Approved By:

▼
HU



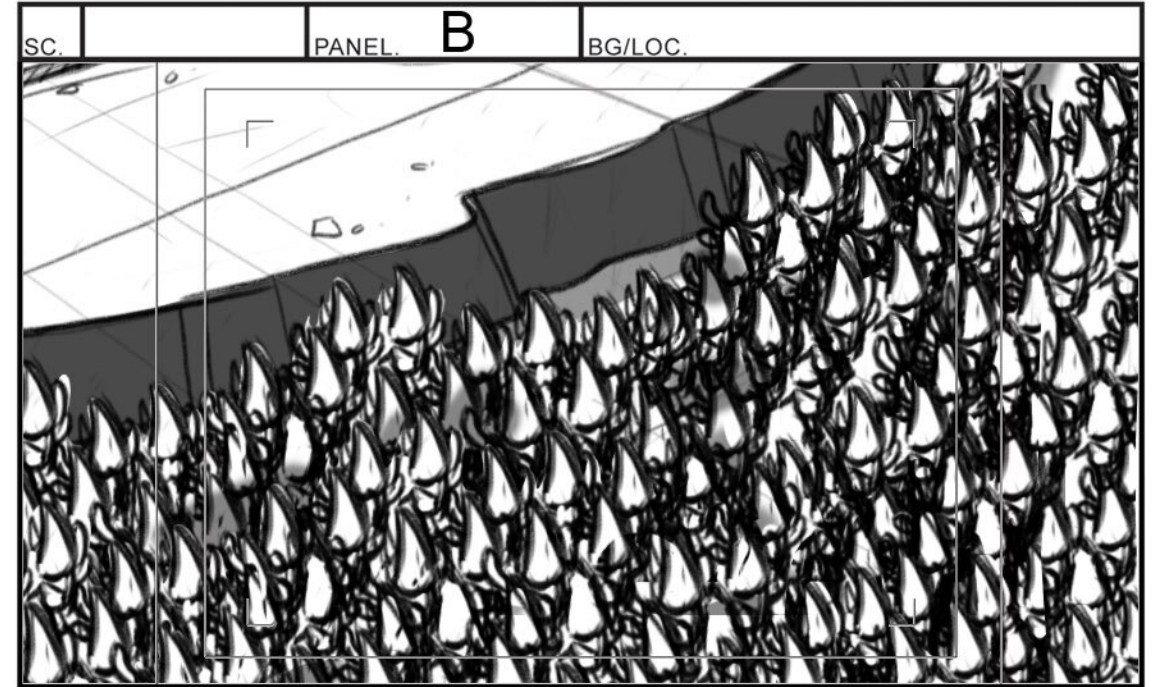
ACTION
Wide on trench...waves of Beetles swarm towards it.

DIAL
**Beetles:
(ANGRY CHITTERS)**

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

Director's Notes

SLUG NOTES



ACTION

DIAL

FX:
SFX:

Director's Notes

SLUG NOTES

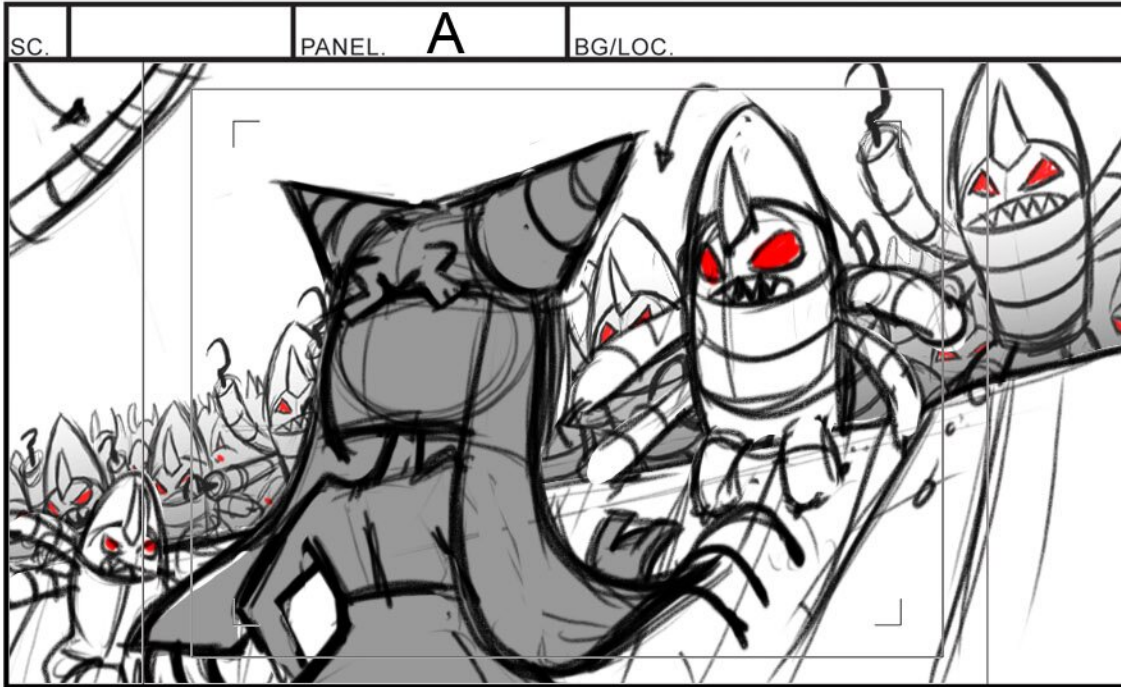
FINAL

PROD #

Approved By:



CUT



ACTION

Inside the Trench on Mystique Sonia.
The Beetles pour over the edge and into the trench.
A rope drops into scene.

DIAL

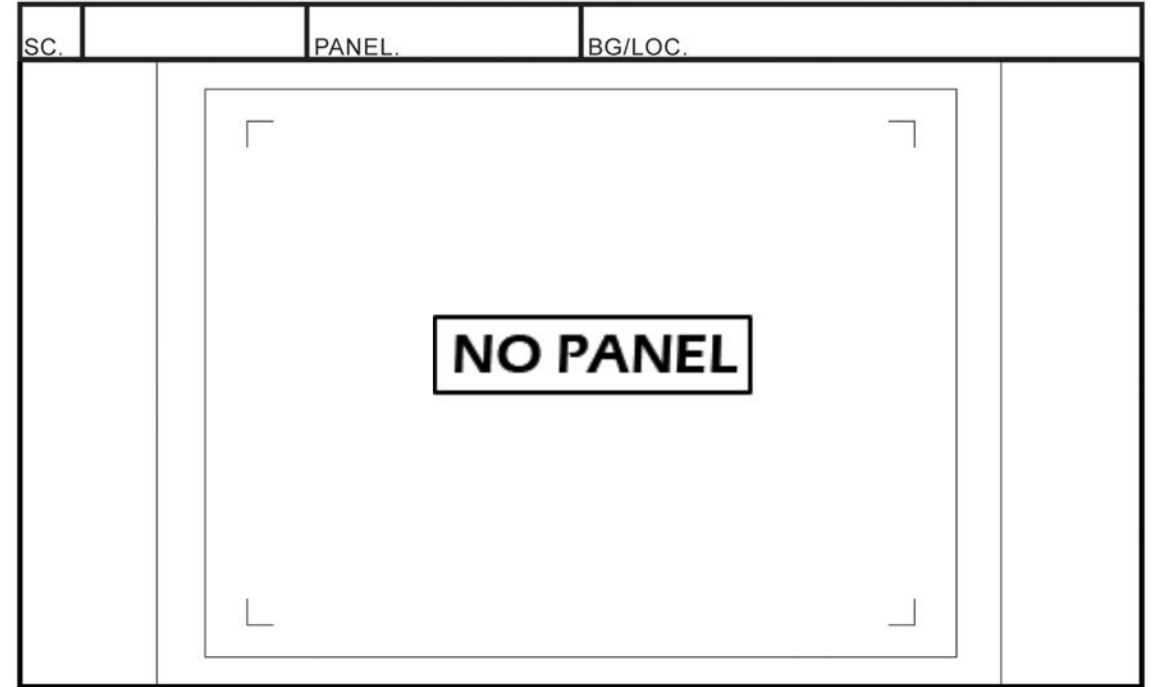
Beetles:
(ANGRY CHITTERS)

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: