

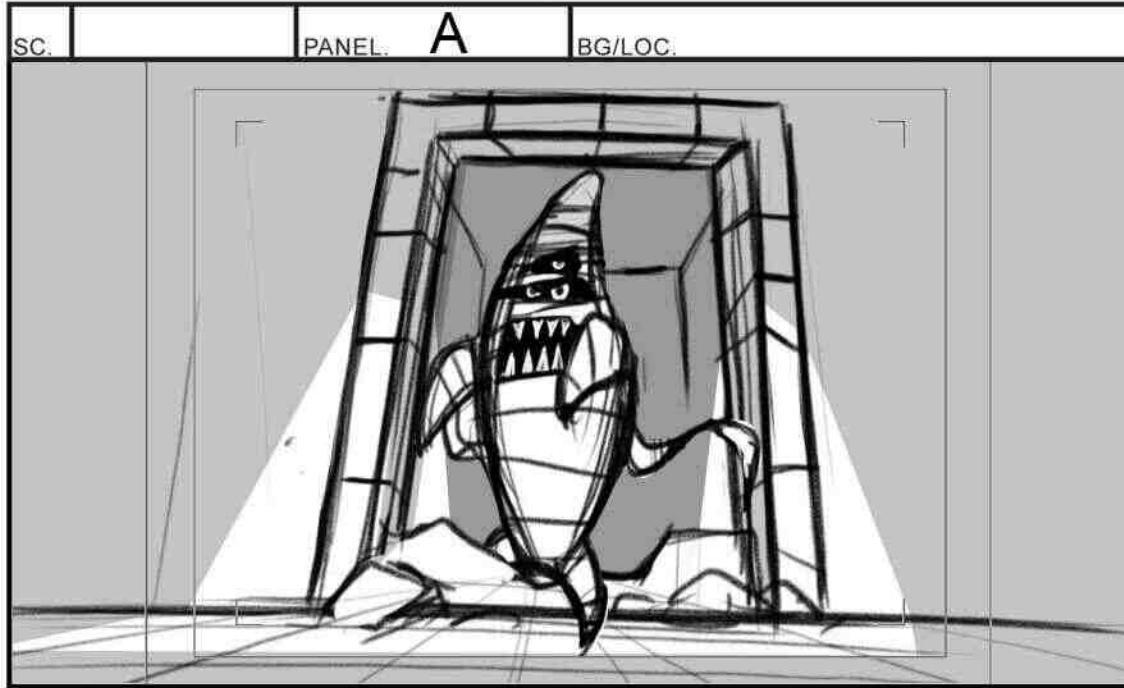
HERO: 108



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



CUT



ACTION

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

DIAL

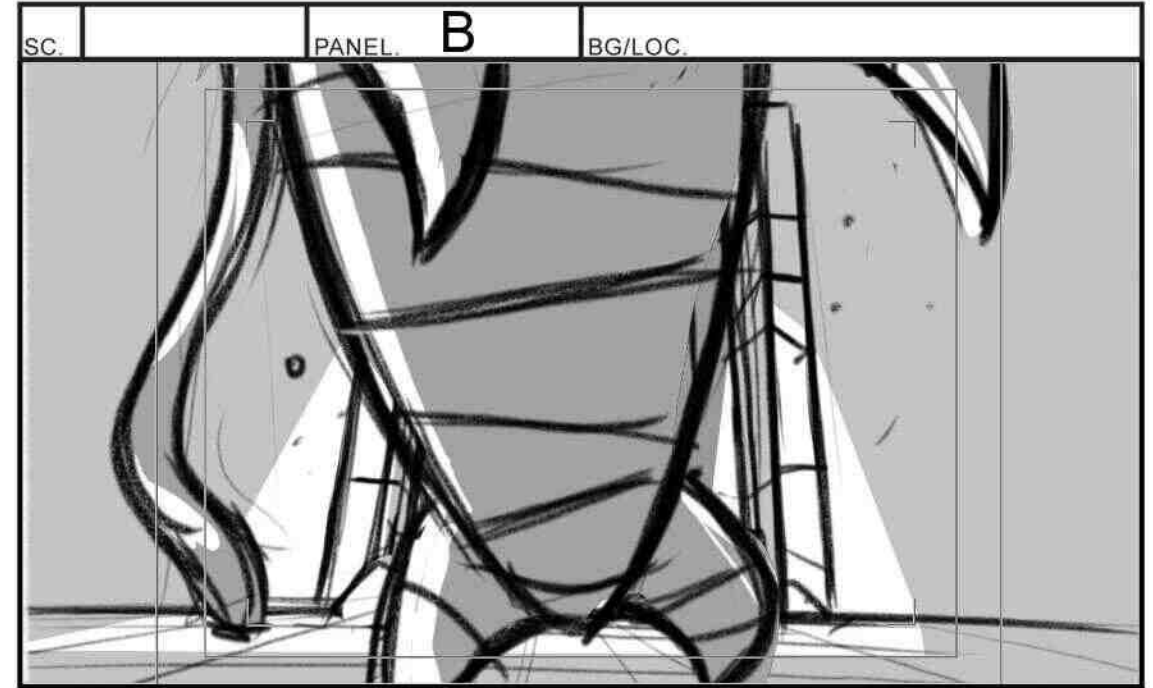
**Mummies:
(MOANING)**

FX: **(DX Shadows)**

SFX:

Director's Notes

SLUG NOTES



ACTION

.....forward, filling the screen.

DIAL

**Mummies:
(MOANING)**

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

SFX:

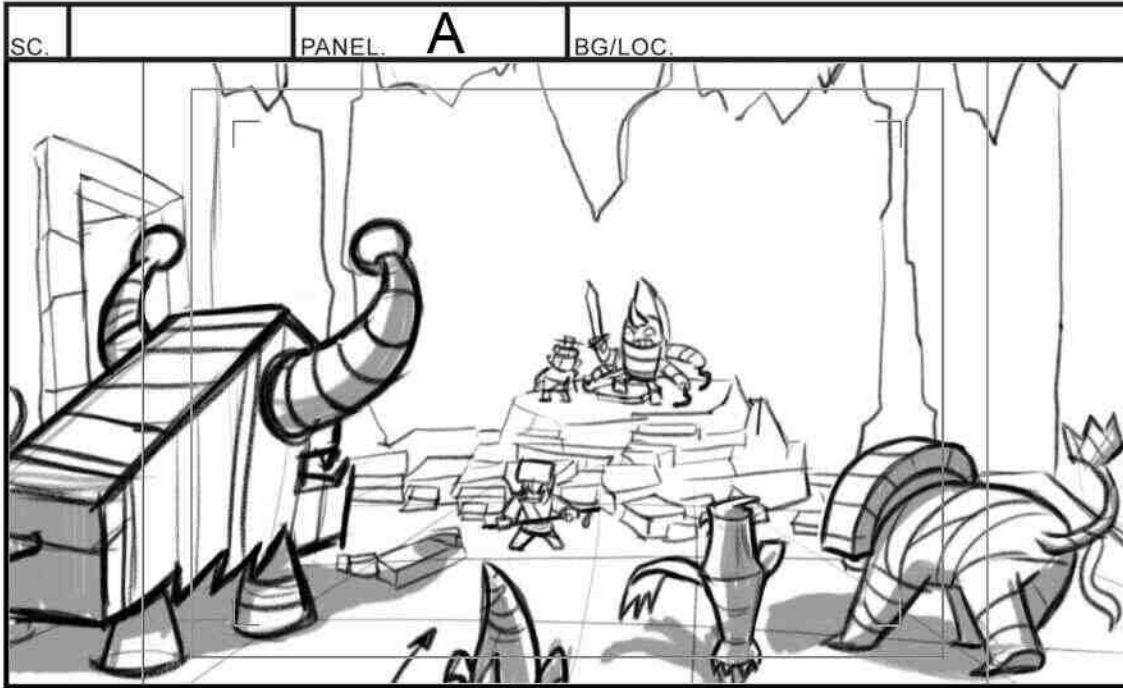
Director's Notes

SLUG NOTES

FINAL

PROD #

▼
CUT



ACTION

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

DIAL

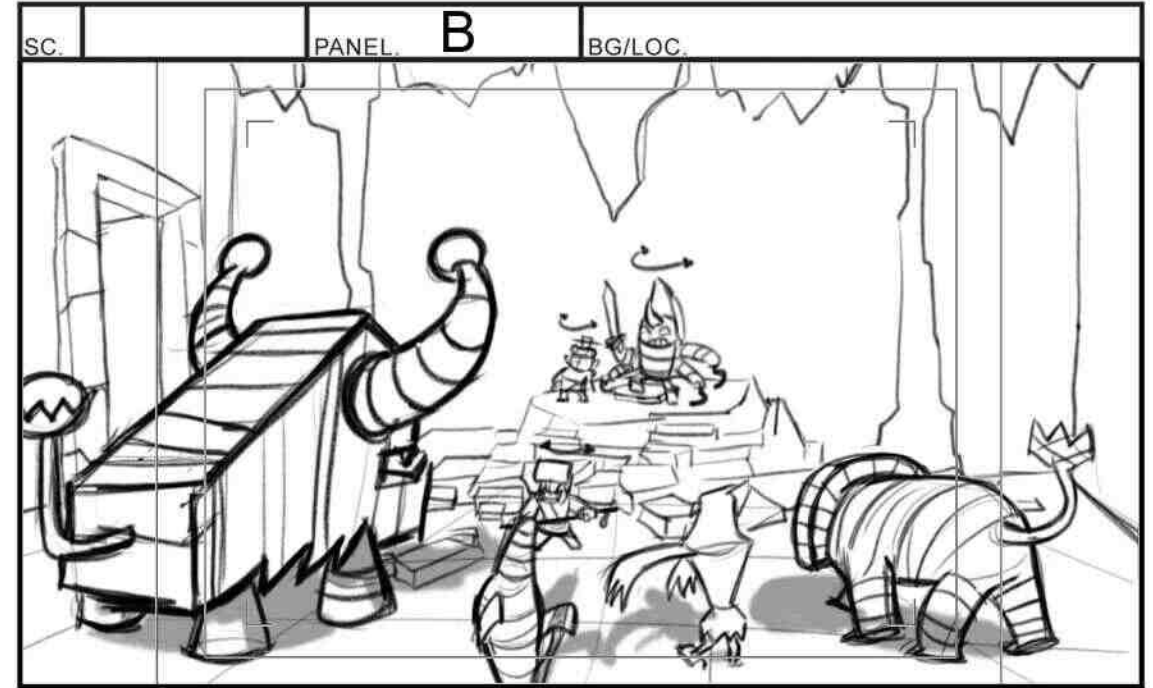
**Mummies:
(MOANING)**

FX: **(DX Shadows)**

SFX:

Director's Notes

SLUG NOTES



ACTION

DIAL

**Mummies:
(MOANING)**

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

SFX:

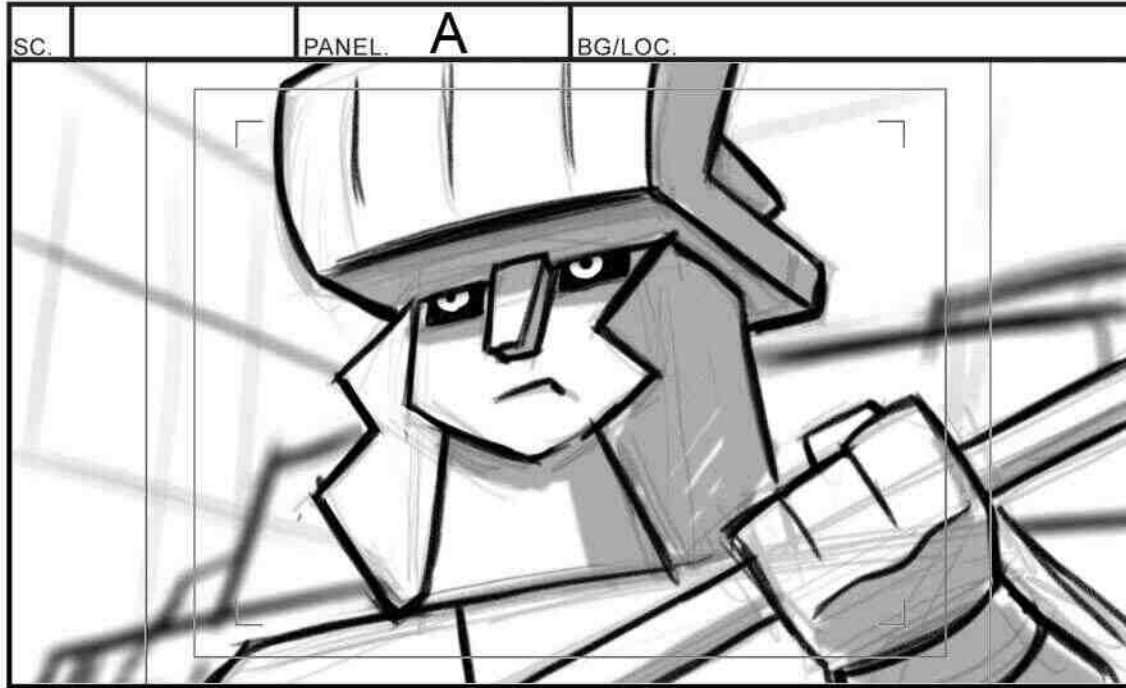
Director's Notes

SLUG NOTES

FINAL

PROD #

▼
CUT



ACTION

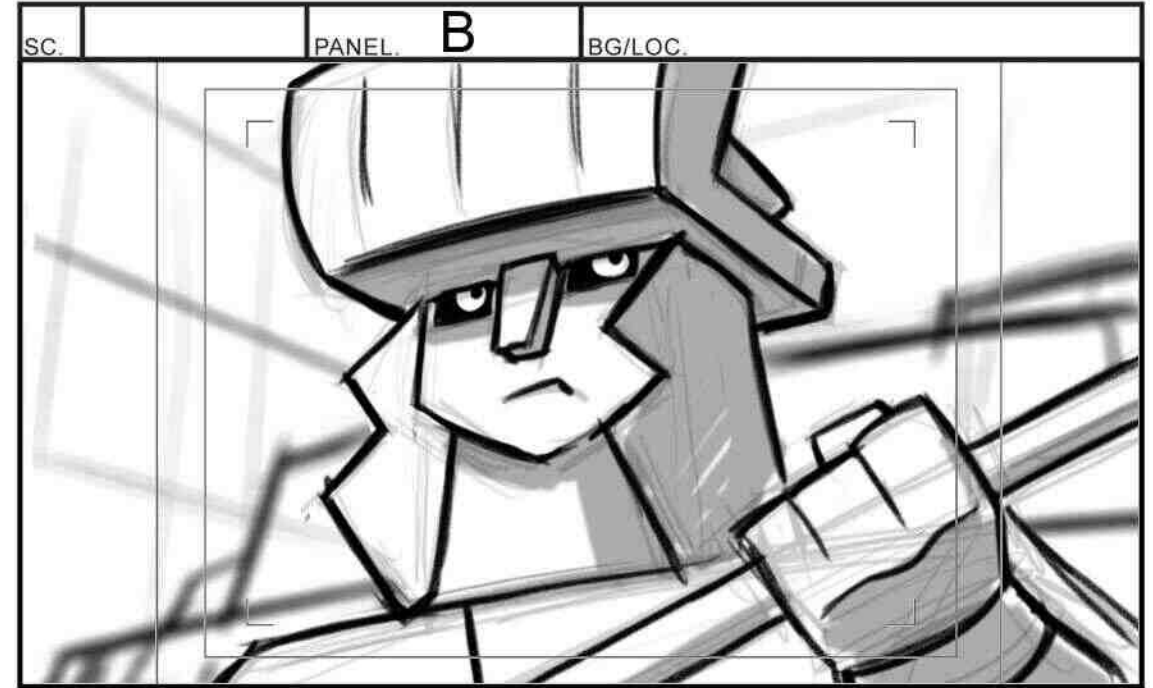
Close on Lin.

DIAL _____
Mummies: (OS)
(MOANING)

FX: _____
SFX: _____

Director's Notes

SLUG NOTES



ACTION

DIAL _____
Mummies: (OS)
(MOANING)

FX: _____
SFX: _____

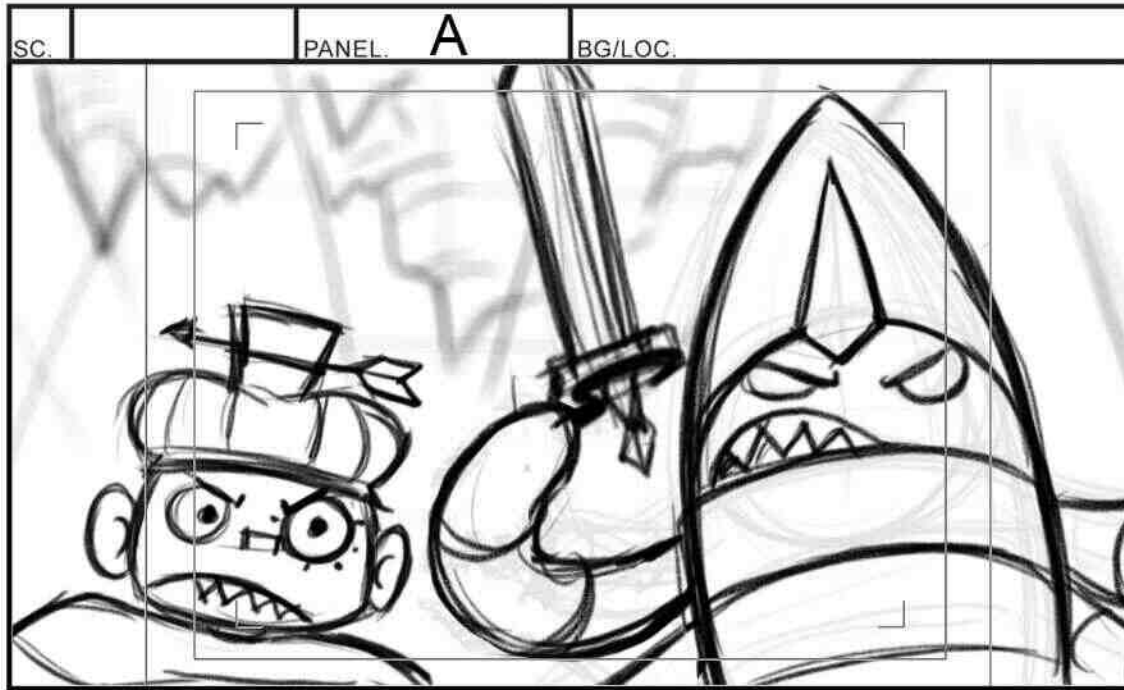
Director's Notes

SLUG NOTES

FINAL
 PROD #

Approved By: _____

▼
CUT



ACTION

Angle on Highroller and the Beetle King.

DIAL

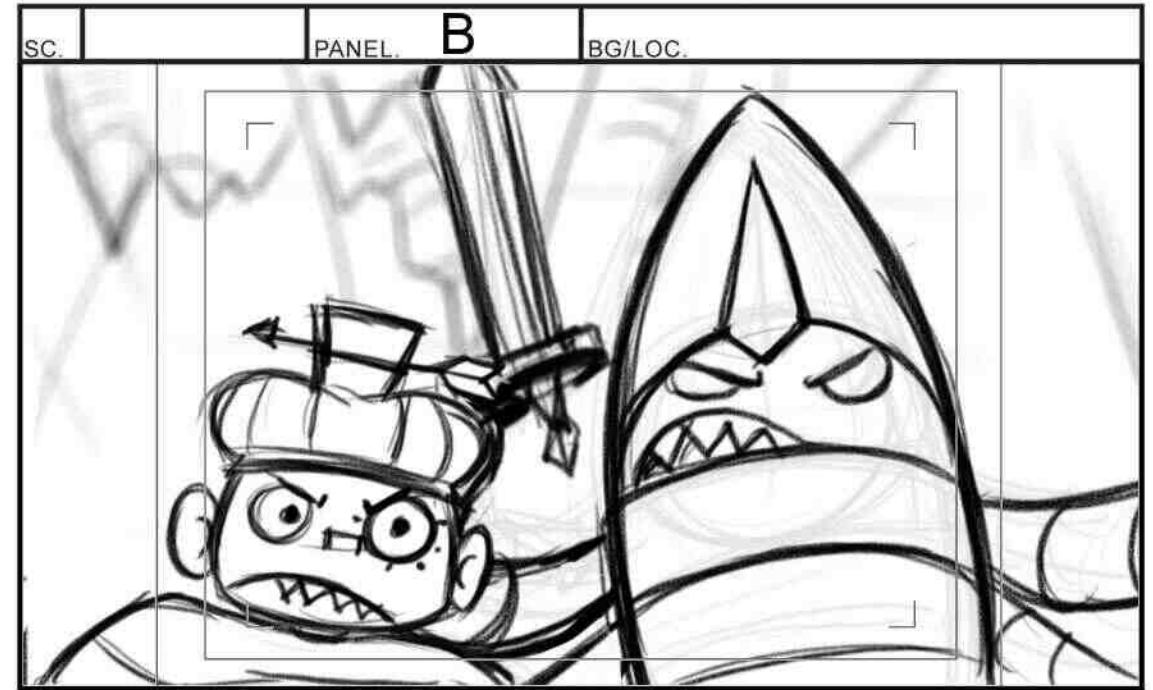
**Mummies: (OS)
(MOANING)**

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)**

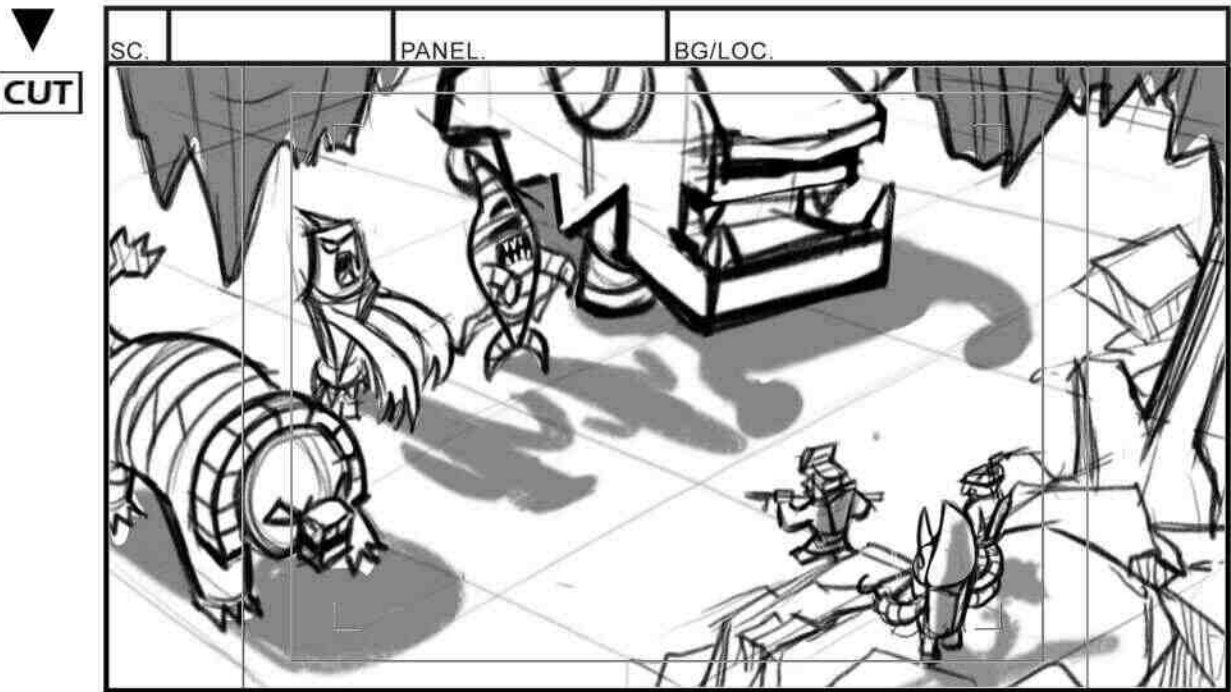
SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #



ACTION

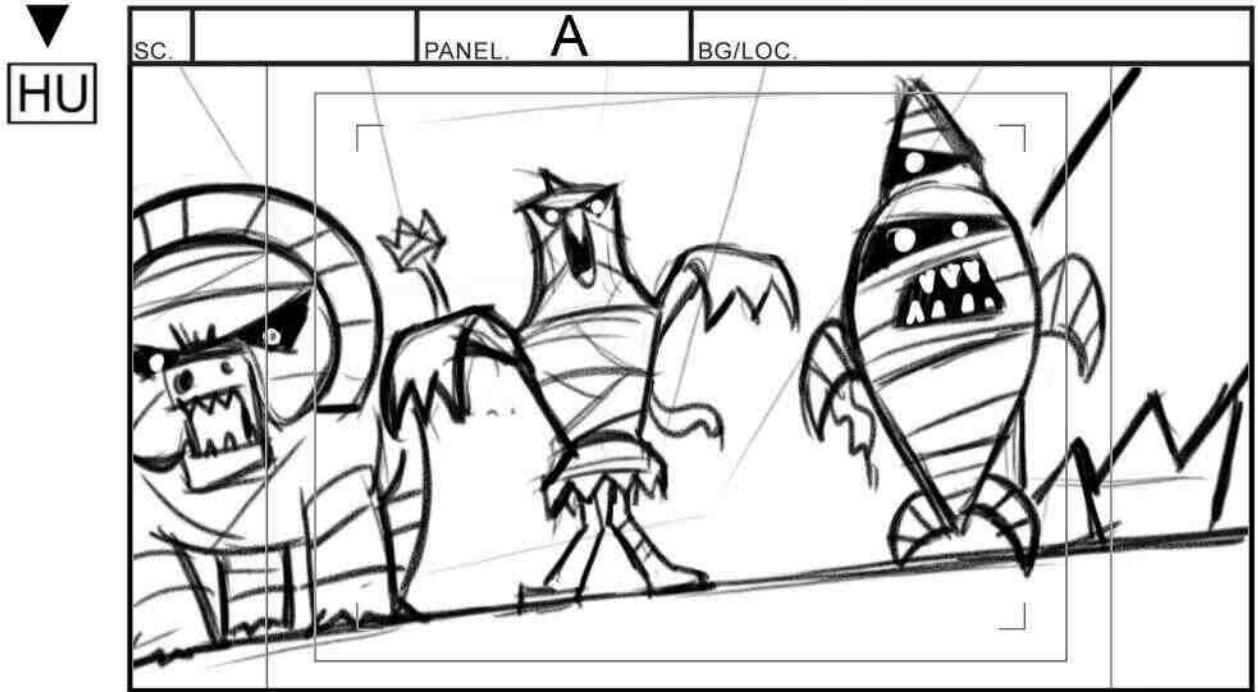
Wide on scene. It looks like a Mexican stand-off!

DIAL
Mummies: (OS)
(MOANING)

FX: (DX Shadows)
SFX:

Director's Notes

SLUG NOTES



ACTION

Close on the Mummies.

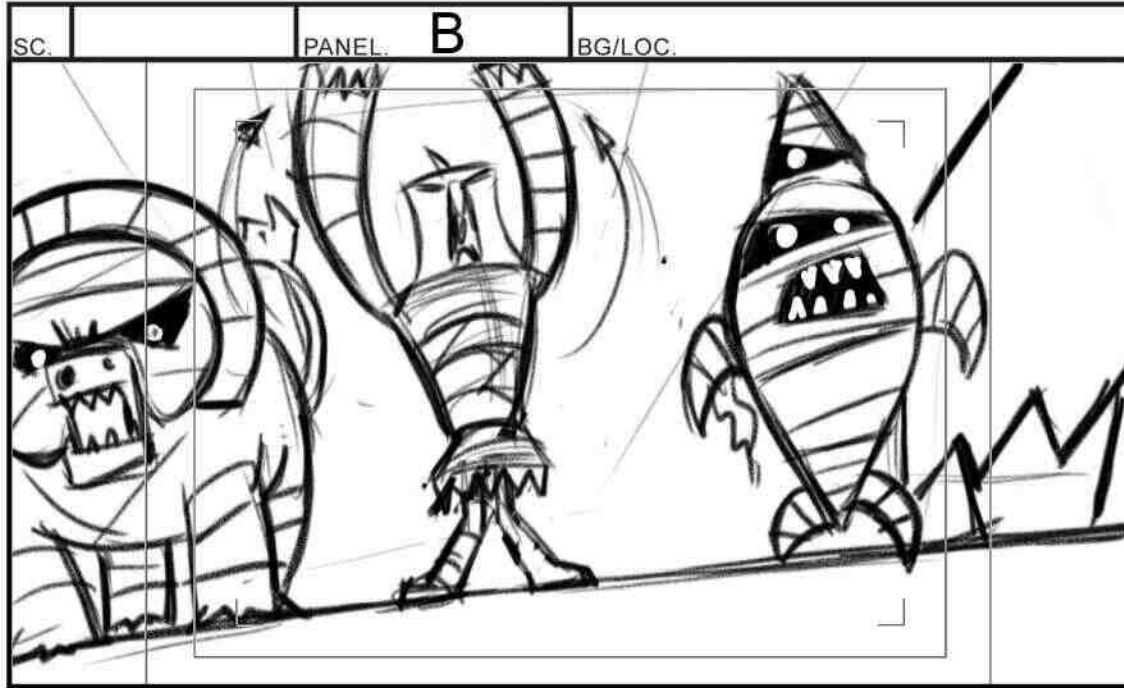
DIAL
Mummies: (OS)
(MOANING)

FX: (DX Shadows / Dust)
SFX:

Director's Notes

SLUG NOTES

FINAL
PROD #



ACTION

Eagle Mummy antics back.....

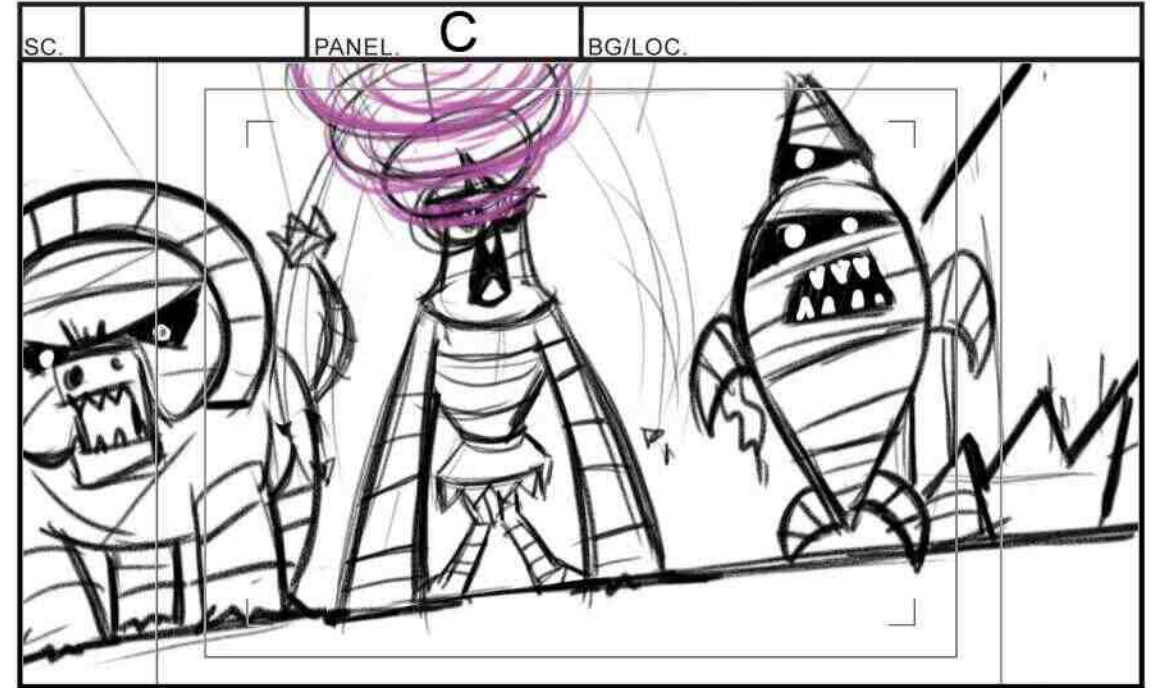
DIAL

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

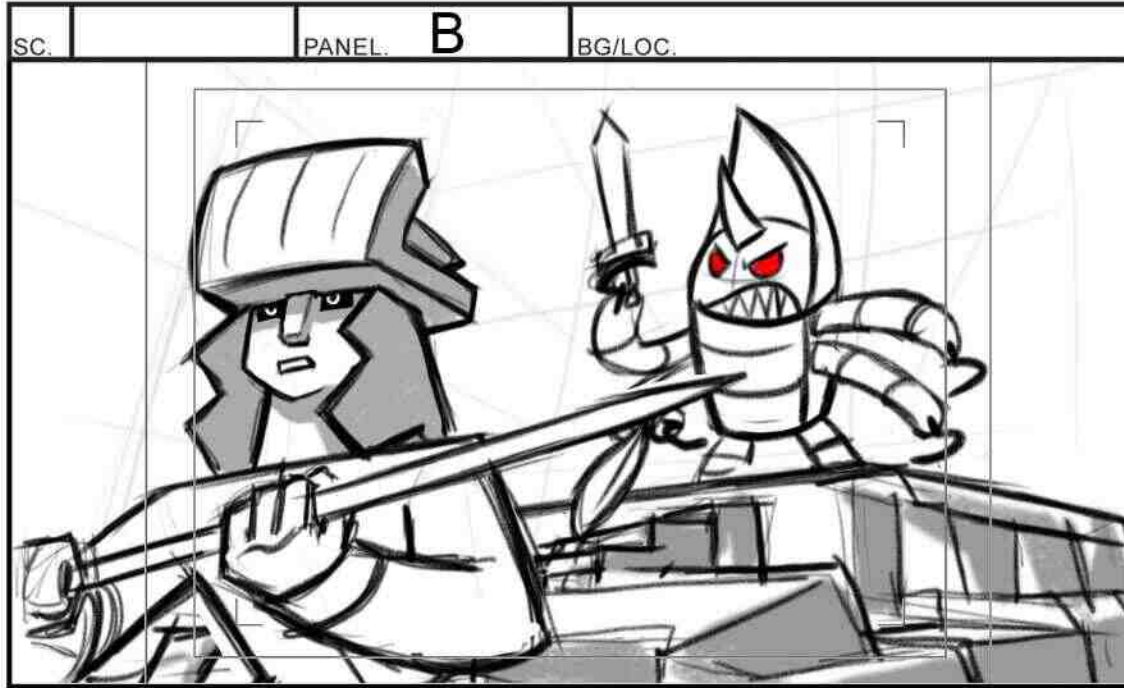
FINAL

PROD #

Approved By:



CUT



ACTION

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

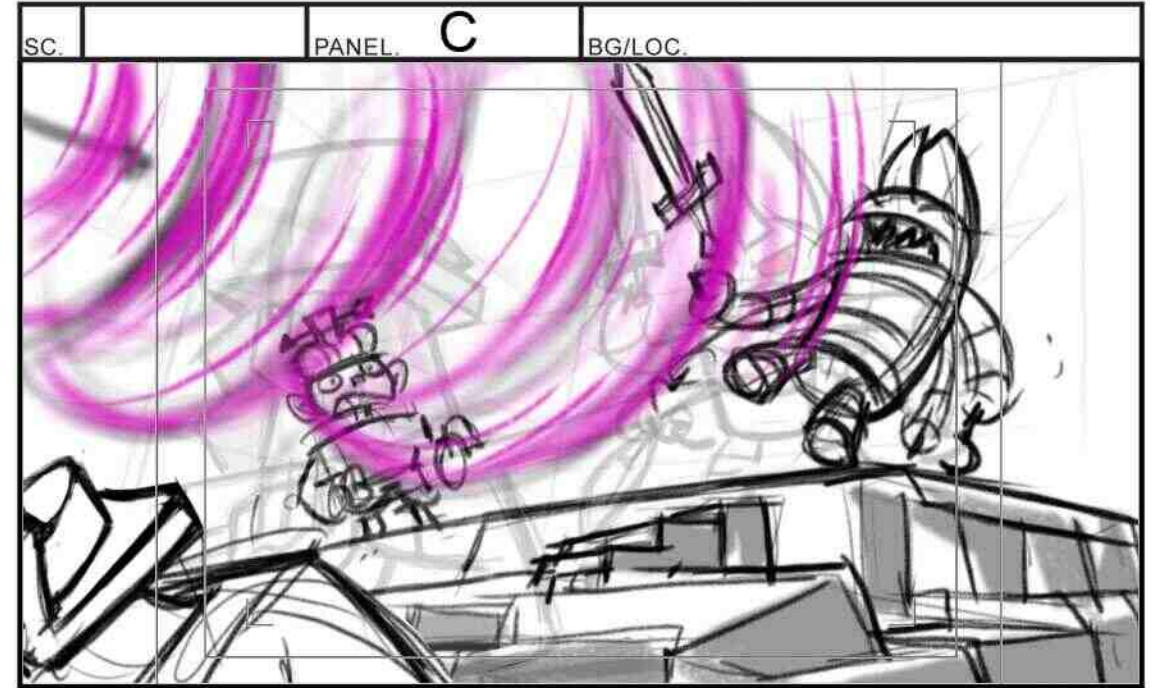
DIAL

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:

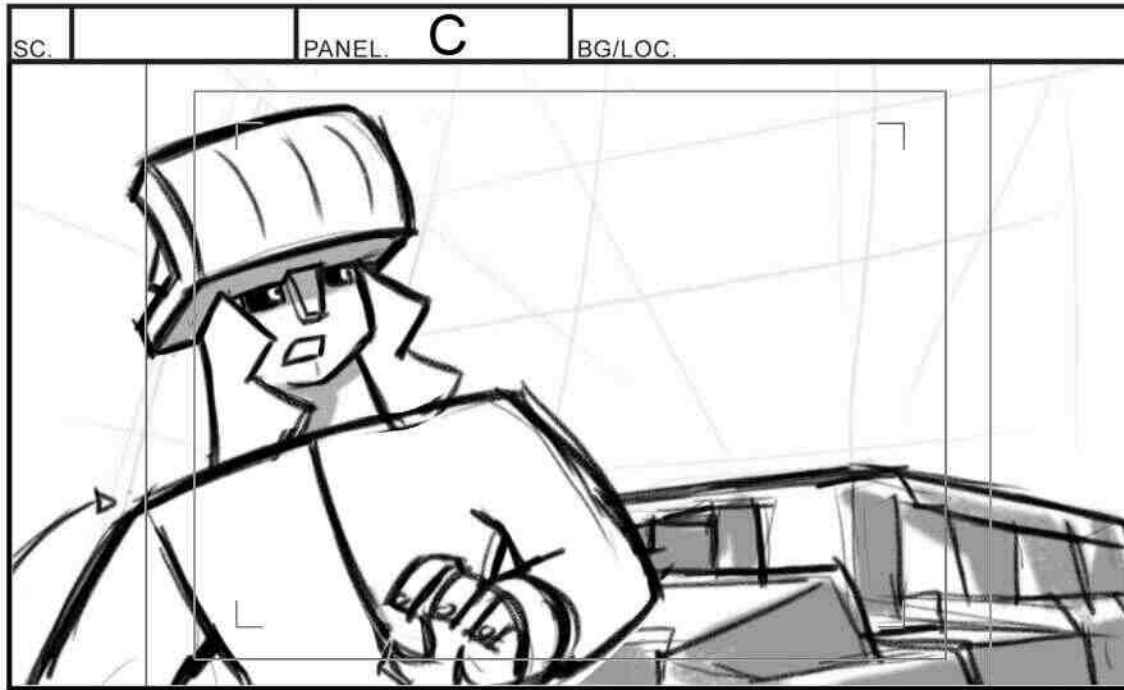
Director's Notes

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:

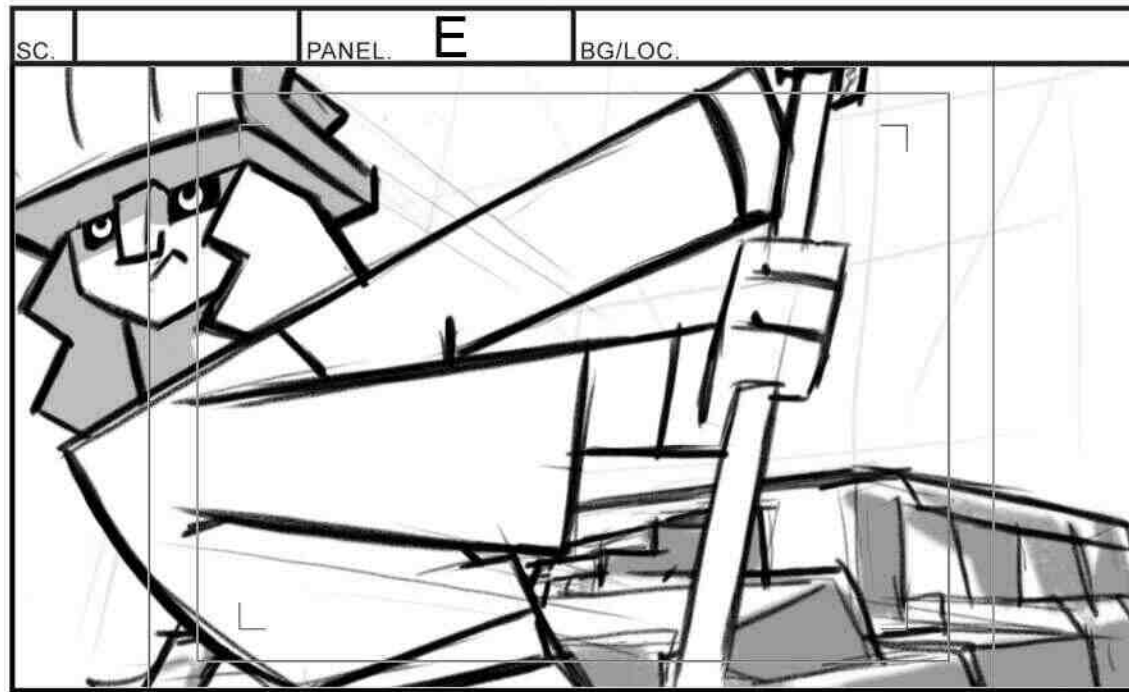
Director's Notes

SLUG NOTES

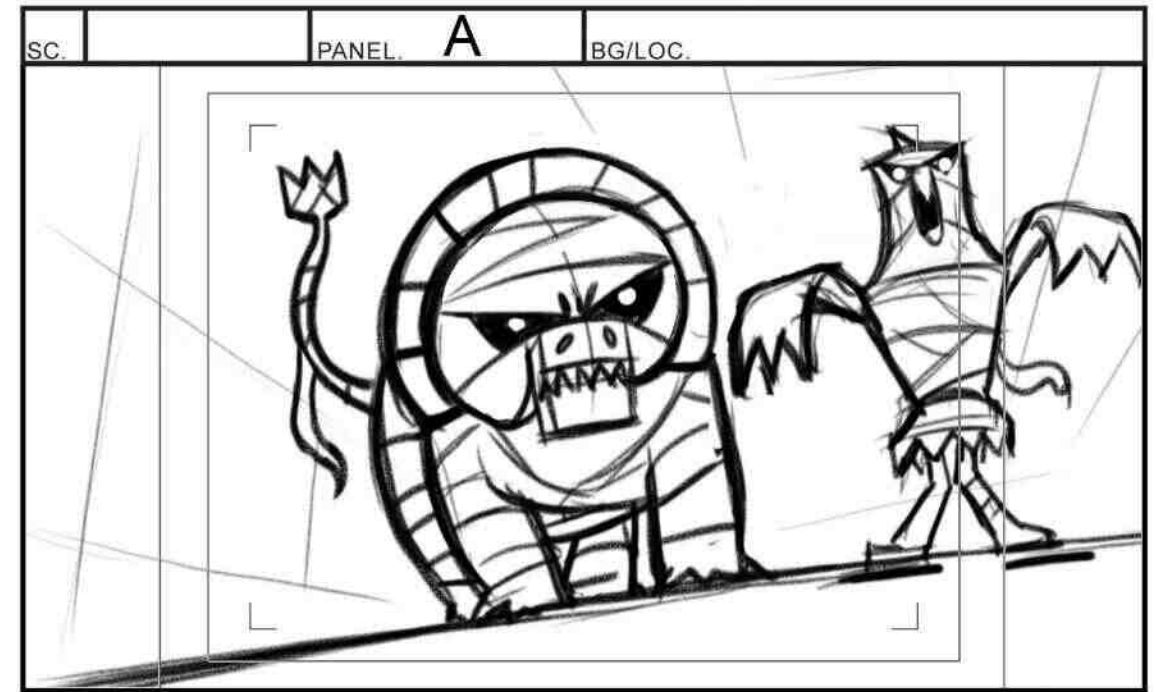
FINAL

PROD #

Approved By:



▼
CUT



ACTION

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

ACTION

Angle on the Liger Mummy.

DIAL _____

FX: **(DX Shadows)**

SFX: _____

Director's Notes

SLUG NOTES

DIAL _____

FX: _____

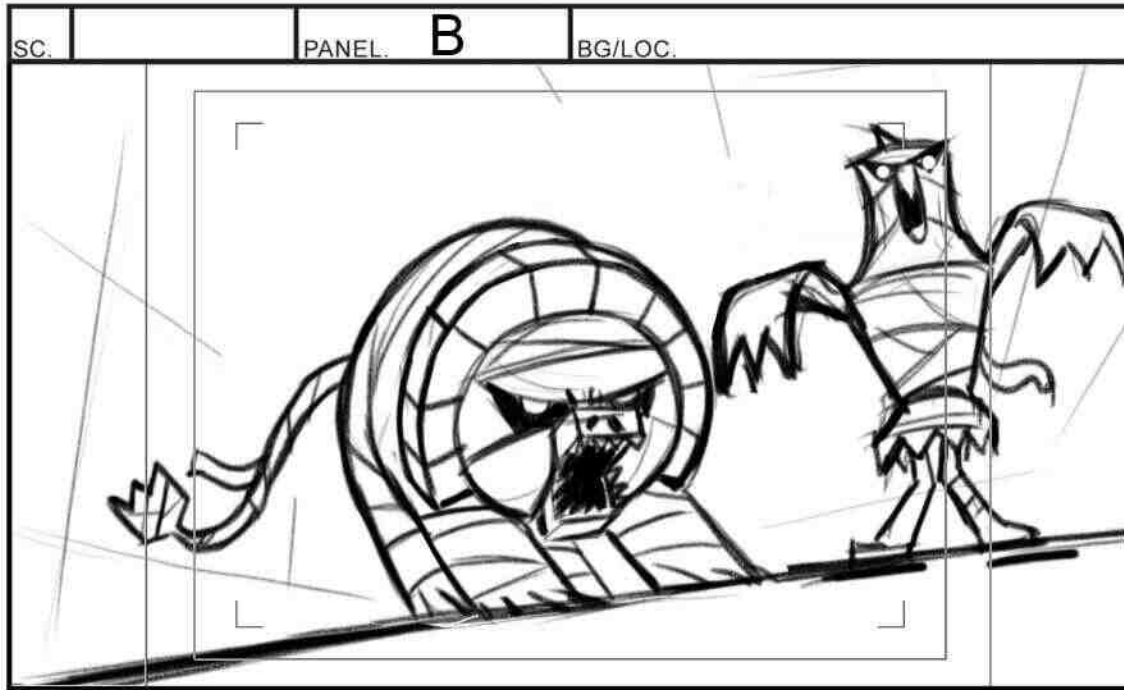
SFX: _____

Director's Notes

SLUG NOTES

FINAL

PROD # _____



ACTION

...it antics down....

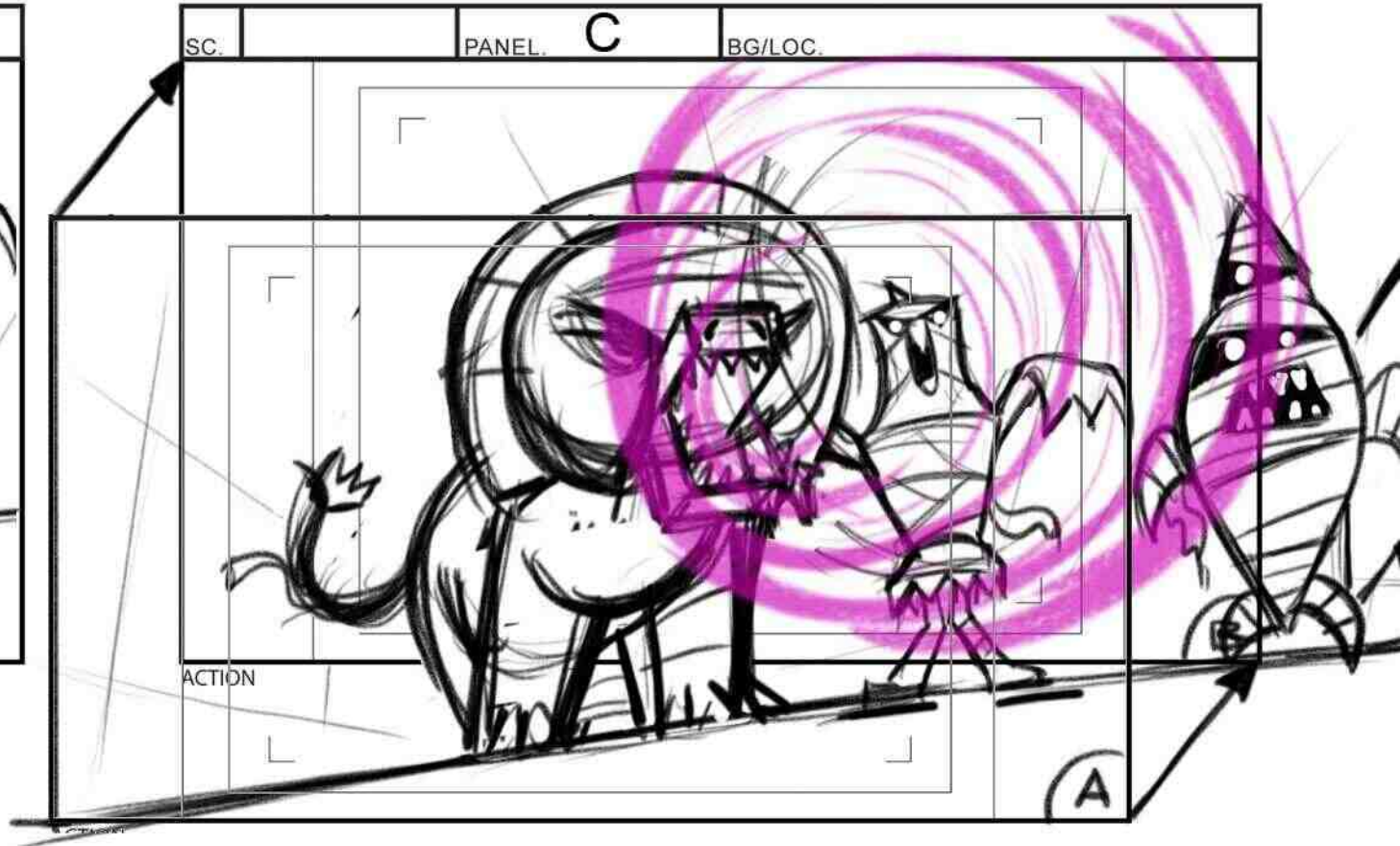
DIAL

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

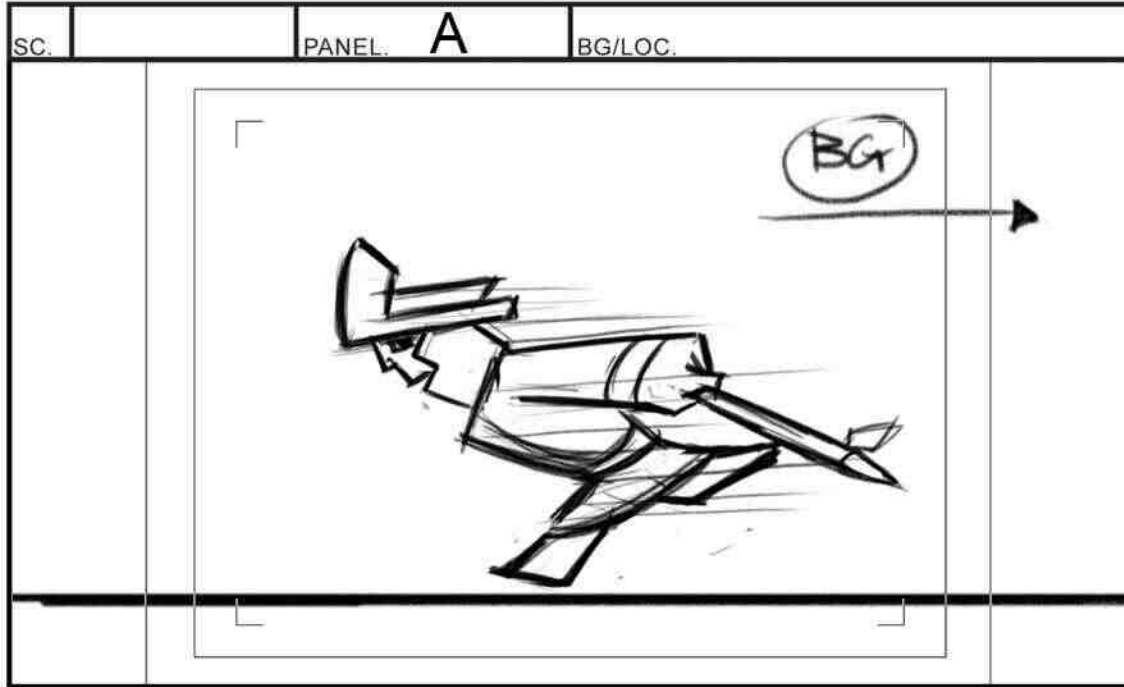
FINAL

PROD #

Approved By:



CUT



ACTION

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

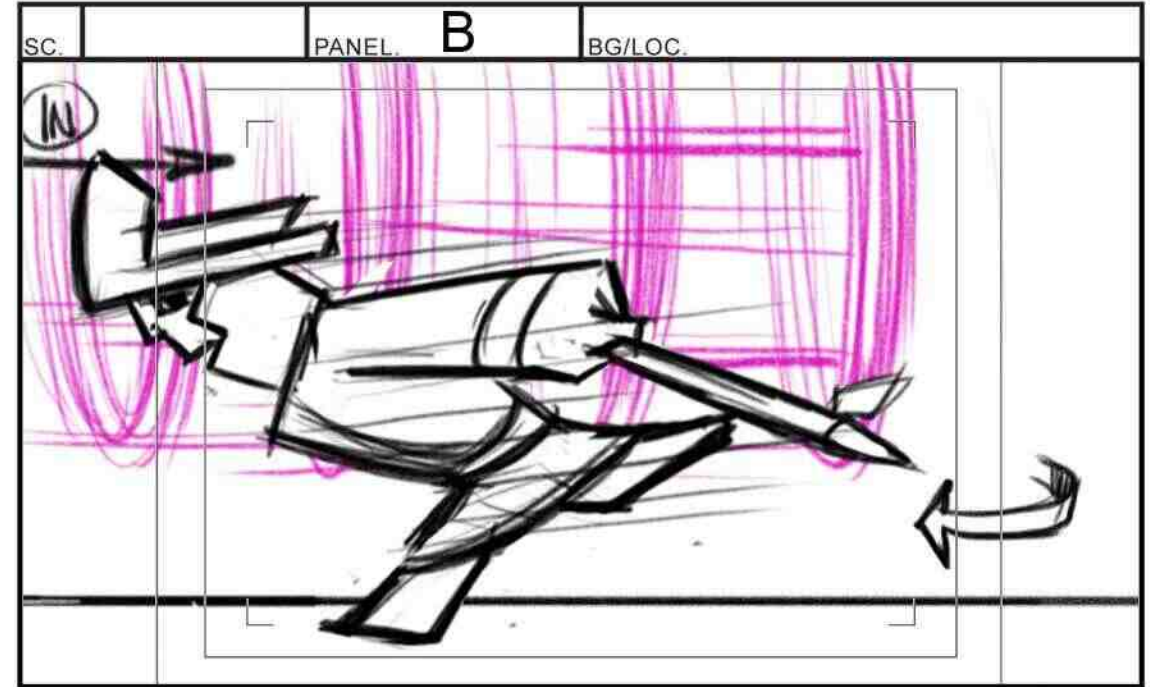
DIAL

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

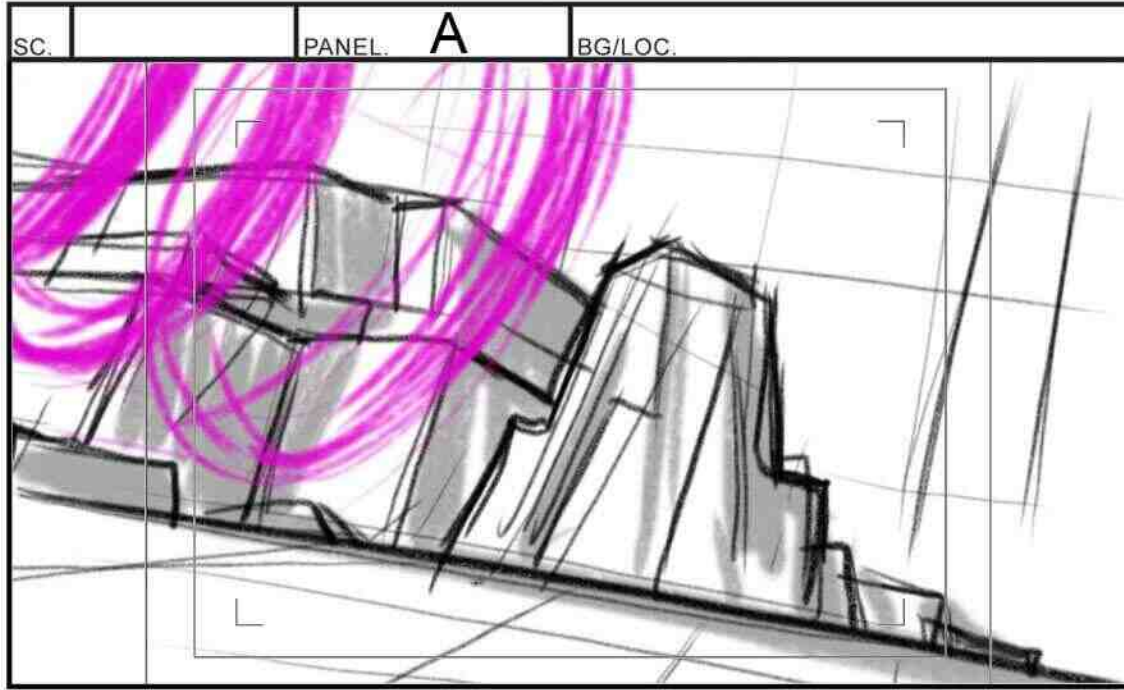
SLUG NOTES

FINAL

PROD #

Approved By:

▼
HU



ACTION

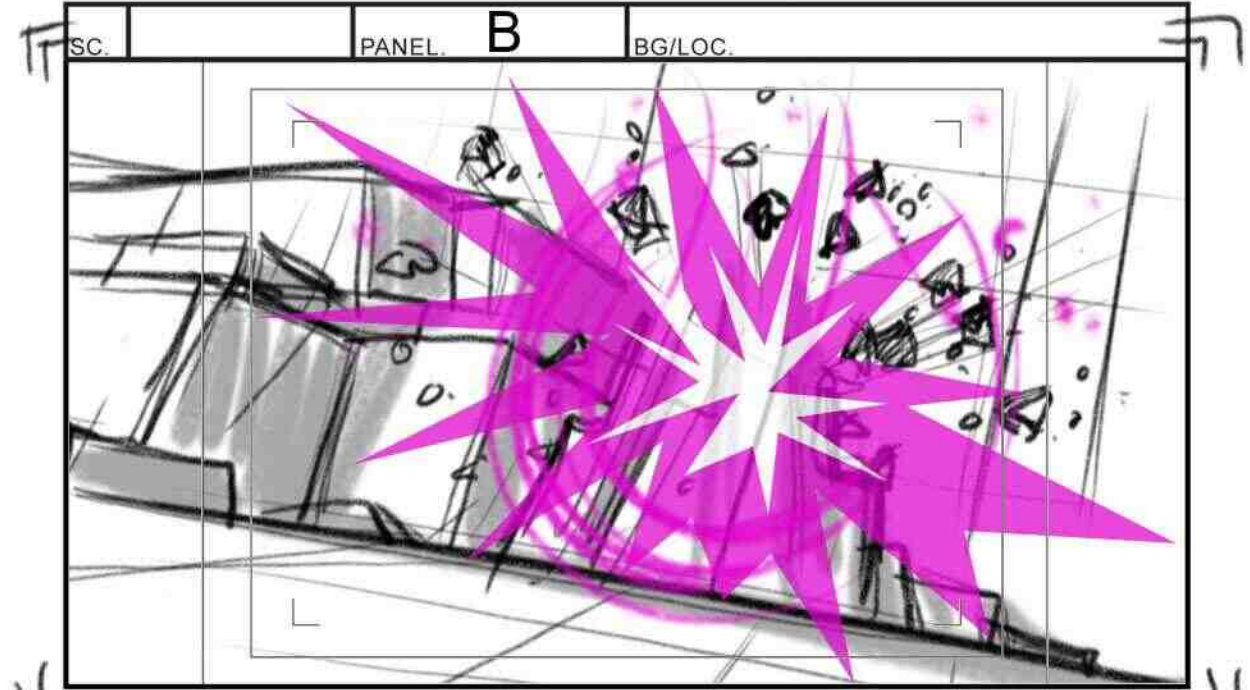
Angle on a rock outcropping near the altar. The Beam enters....

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:

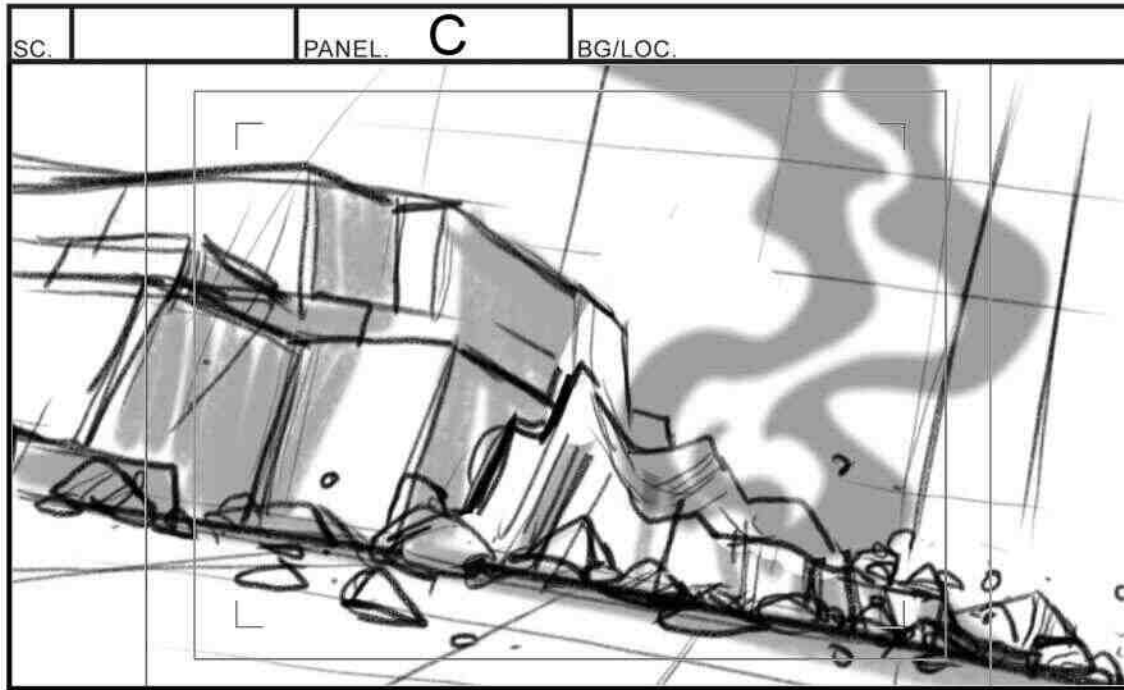
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

..leaving it a smoking pile of rubble.

DIAL

FX: **(DX Smoke)**

SFX:

Director's Notes

SLUG NOTES



ACTION

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

DIAL

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

SFX:

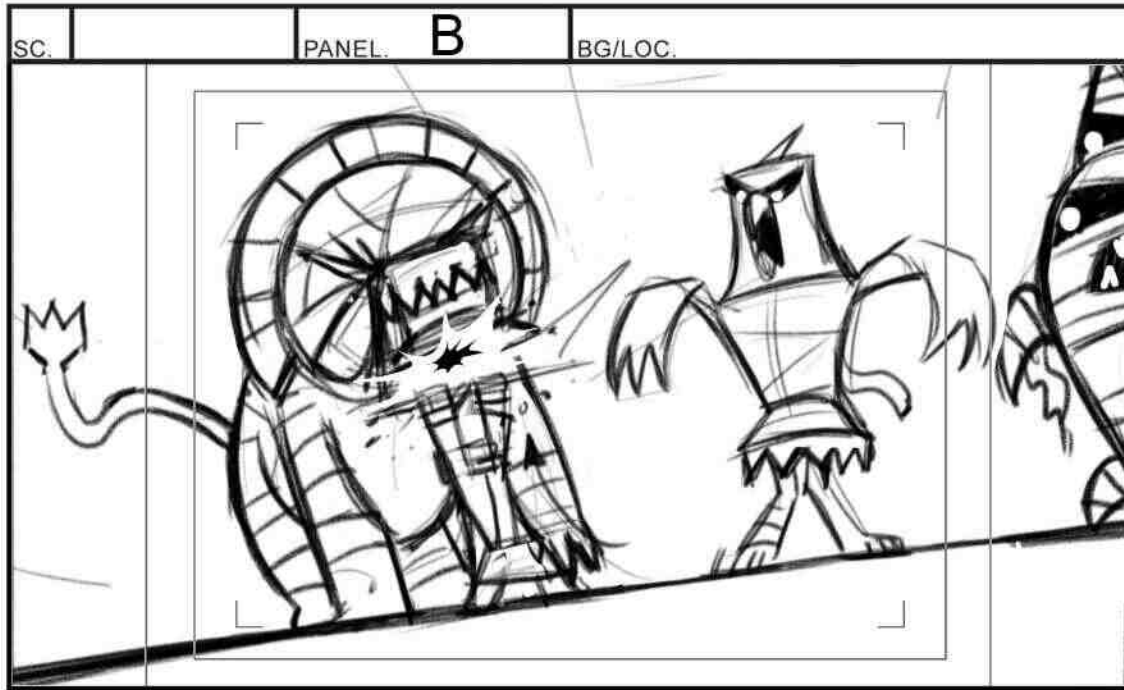
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

Lin Chung slams into Liger Mummy.

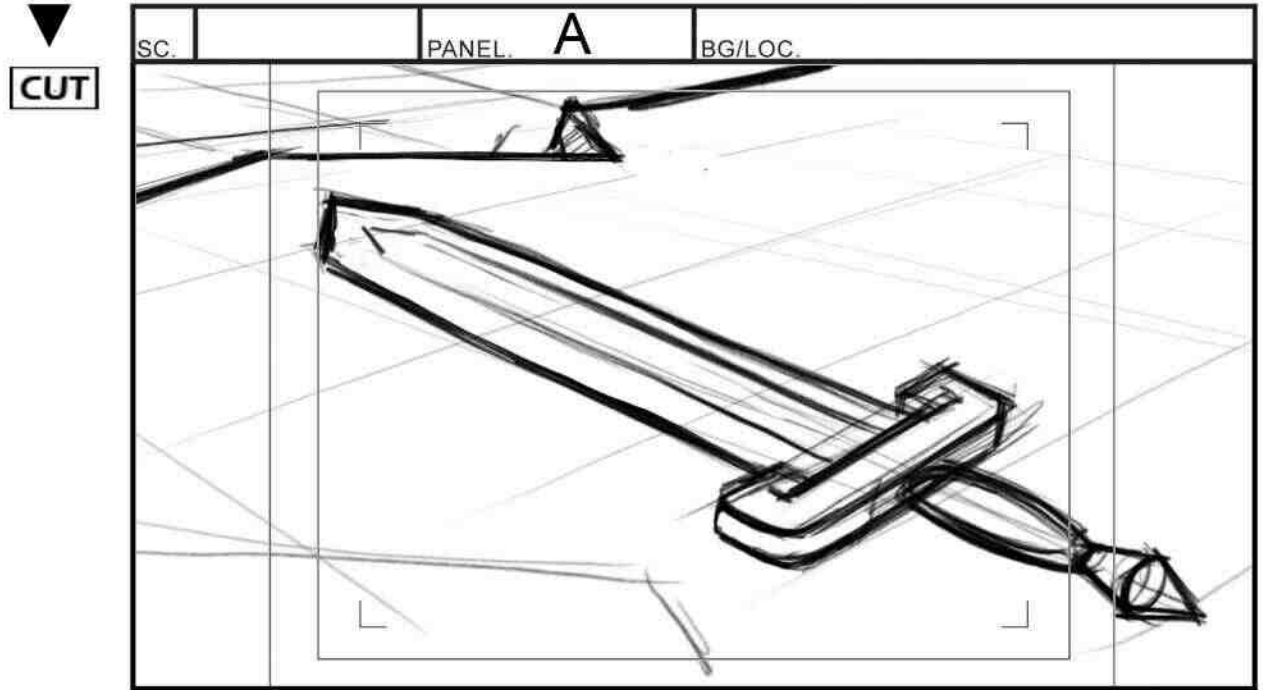
DIAL

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

SFX:

Director's Notes

SLUG NOTES



CUT

ACTION

Angle on the sword.

DIAL

FX:

SFX:

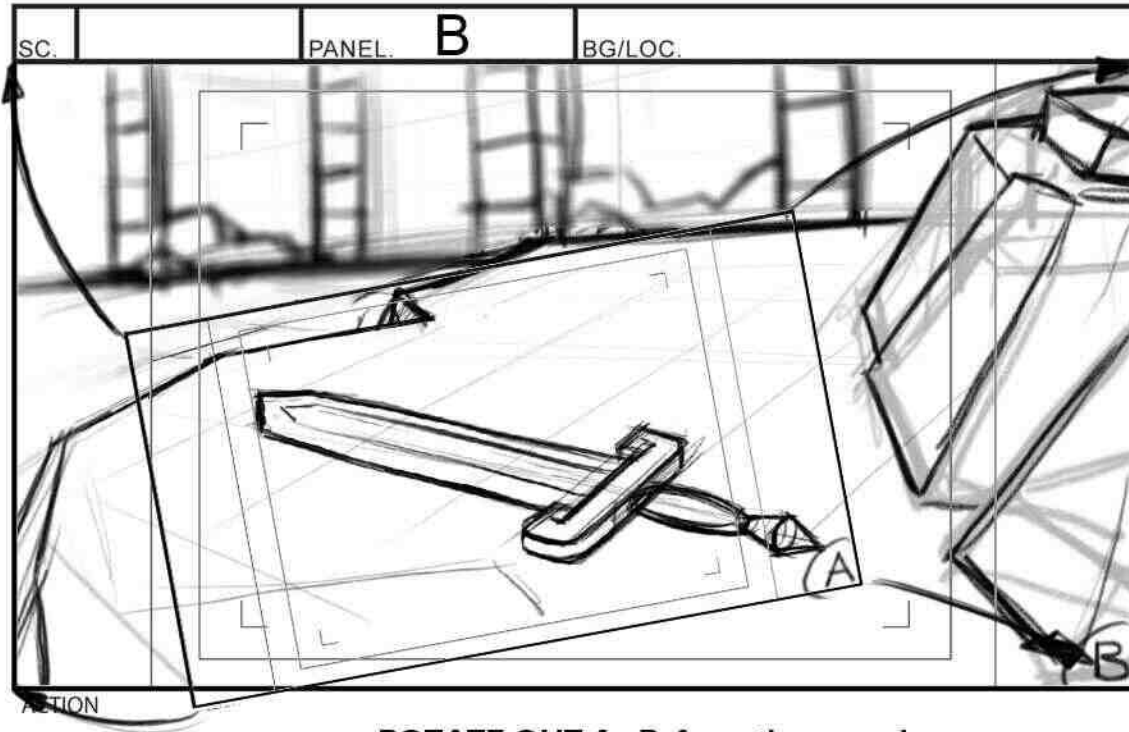
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



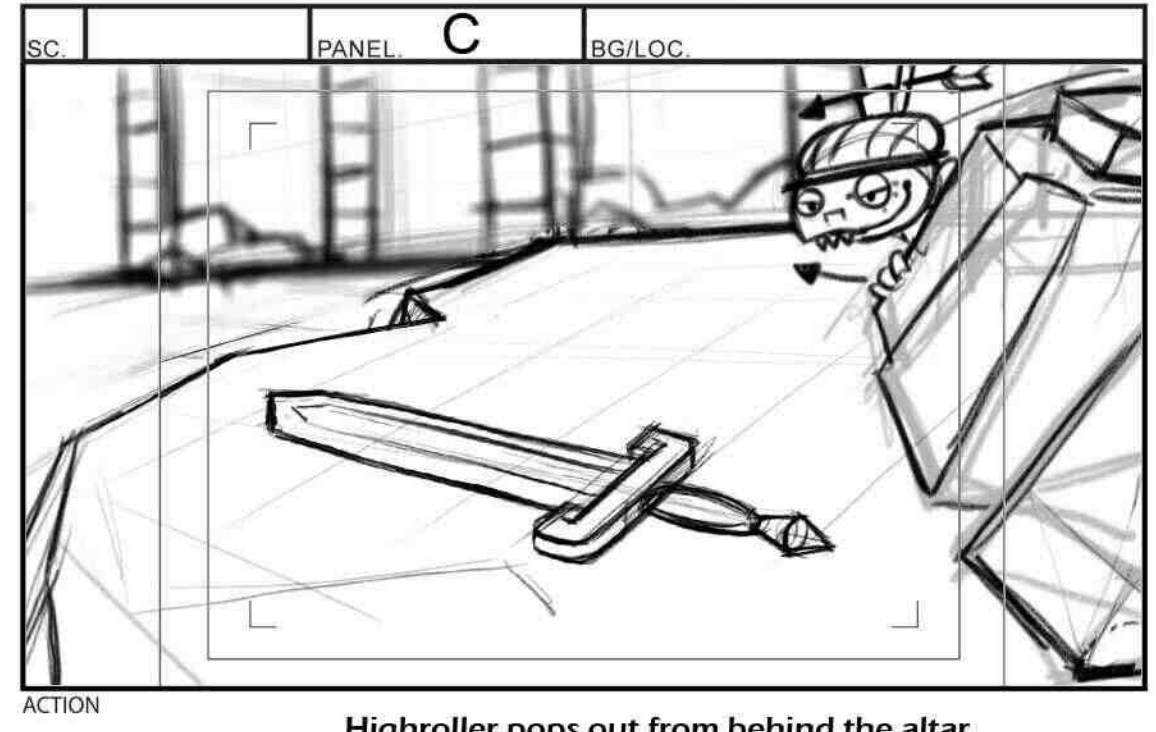
ROTATE OUT A - B from the sword.

DIAL _____

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

Director's Notes

SLUG NOTES



Highroller pops out from behind the altar.

DIAL _____

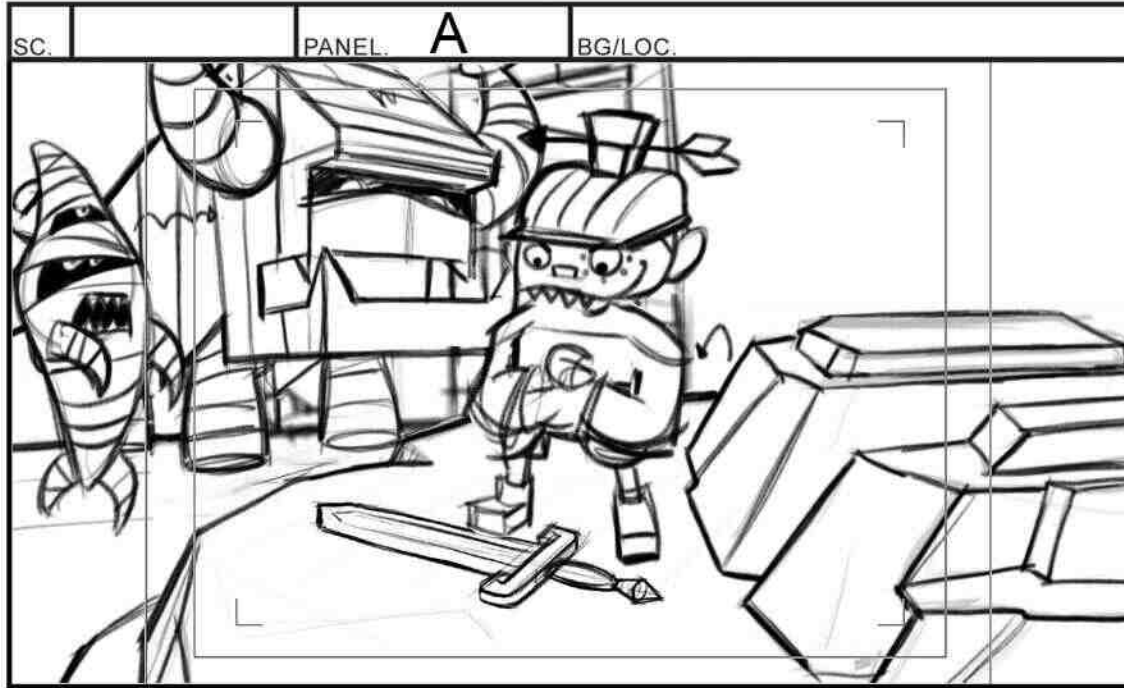
FX: _____
SFX: _____

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:

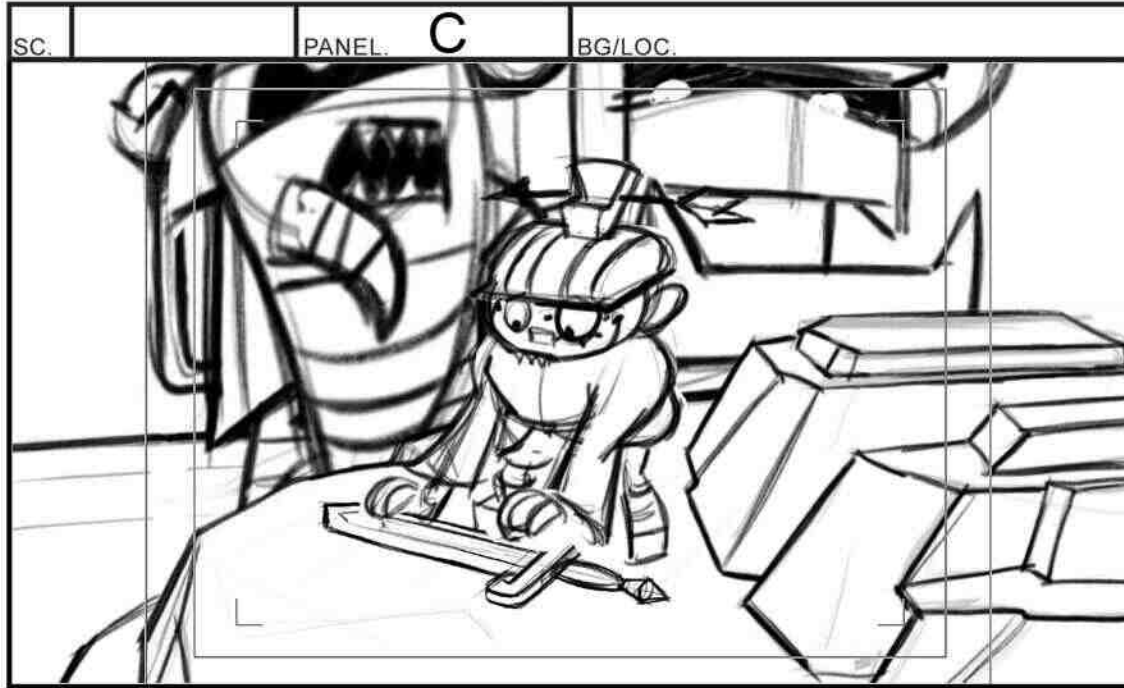
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

The Mummies are getting closer.....

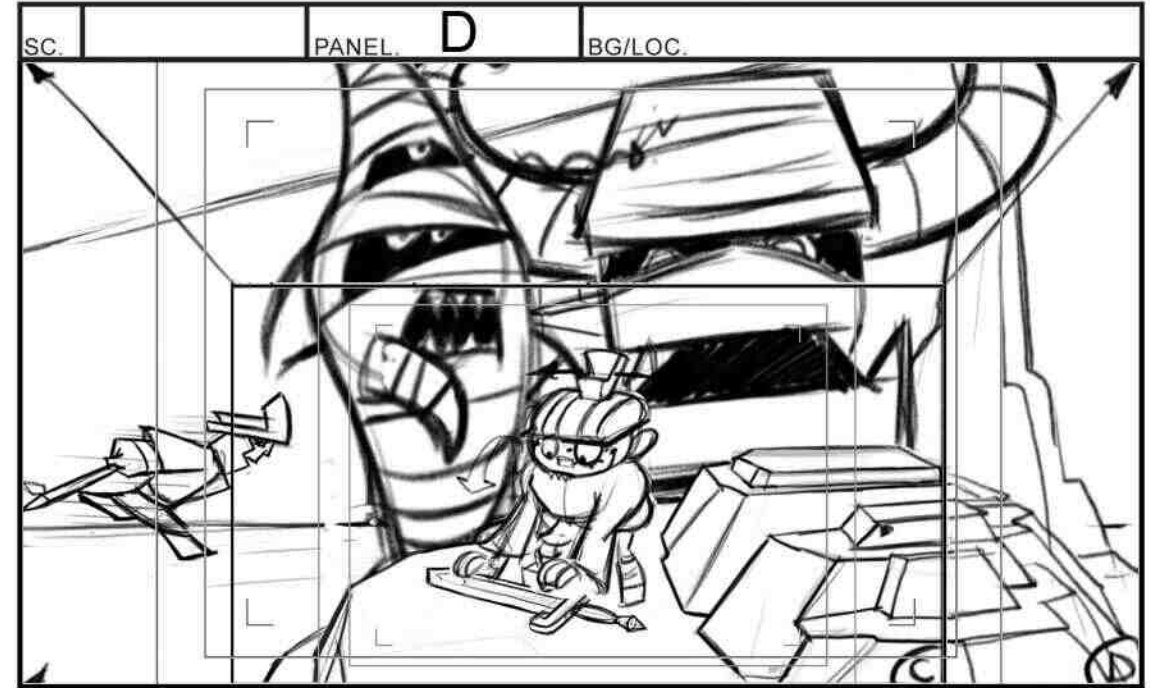
DIAL

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:

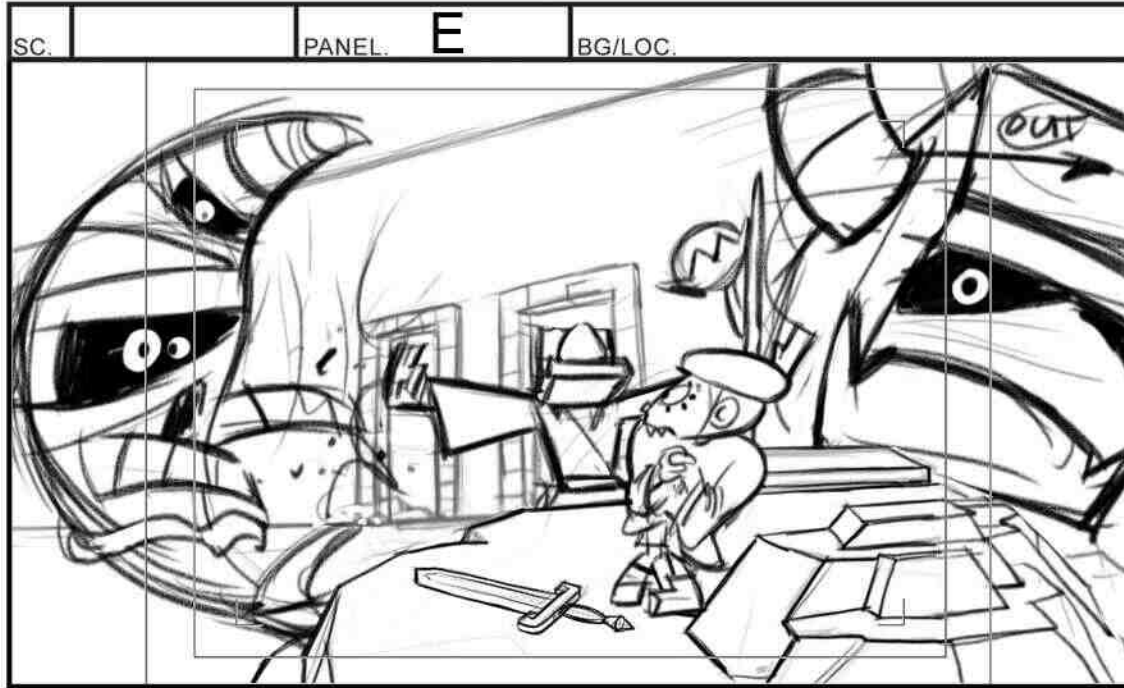
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

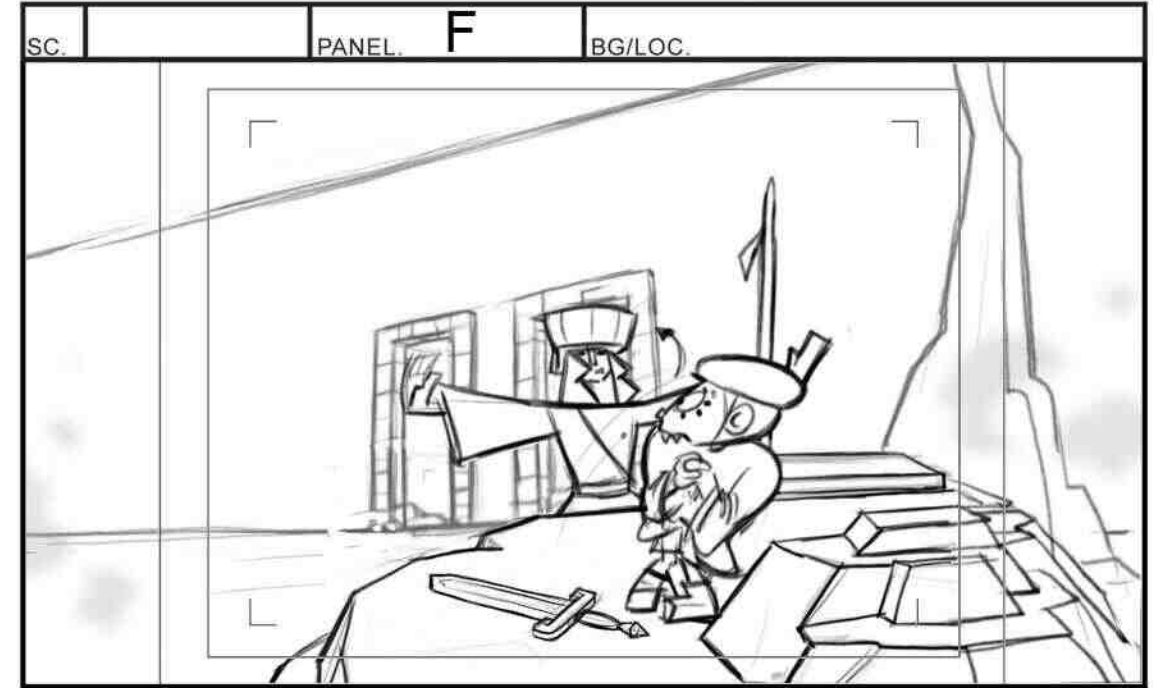
**Suddenly Lin Chung catapults the two mummies out of scene.
Highroller jumps back from the sword as if bite!**

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:

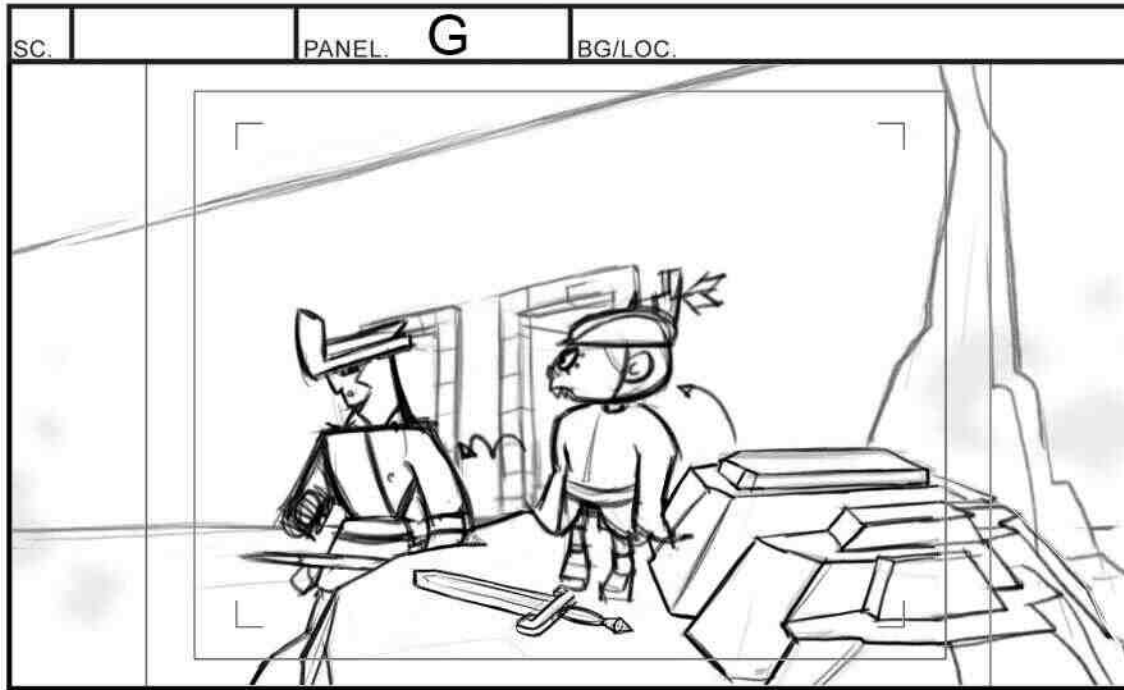
Director's Notes

SLUG NOTES

FINAL

PROD #

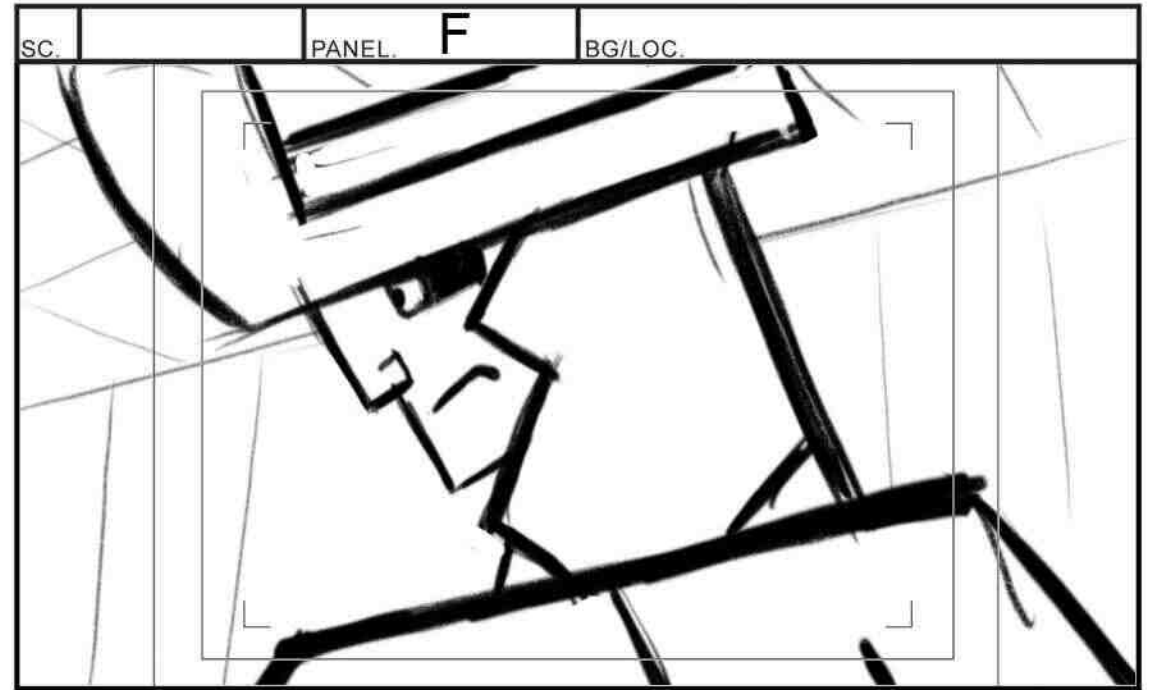
Approved By:



ACTION

Lin Chung walks forward as Highroller straightens up.

▼
HU



ACTION

Close on Lin Chung.

DIAL

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

FX:

SFX: **<Loud Body Blows>**

Director's Notes

SLUG NOTES

DIAL

FX:

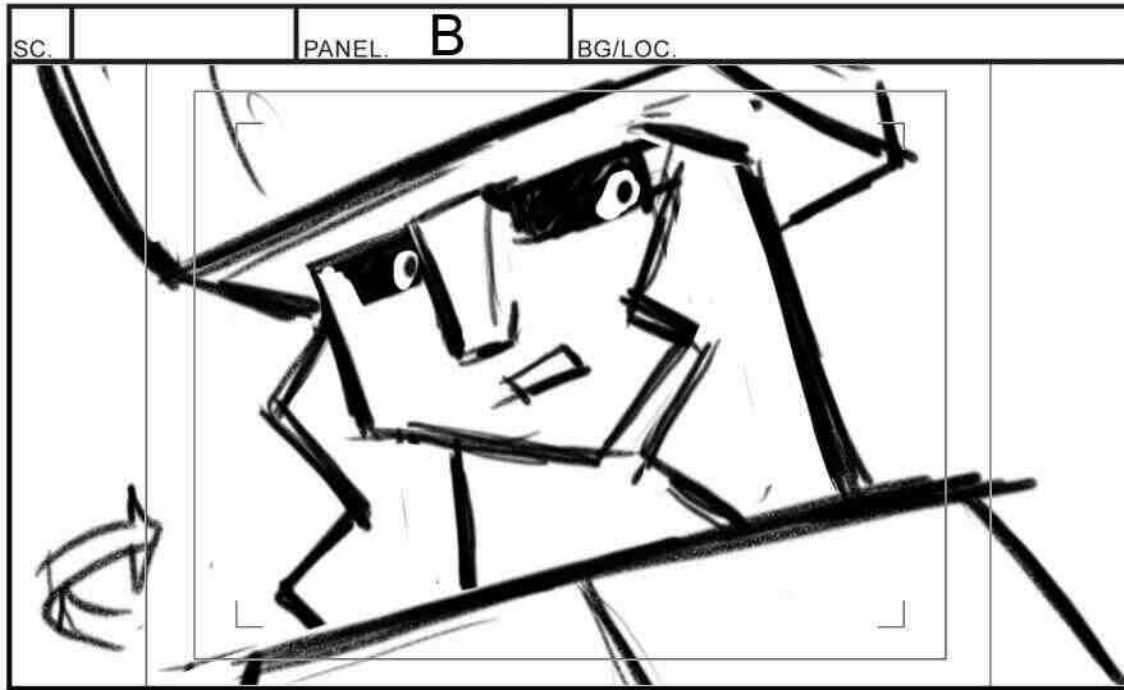
SFX:

Director's Notes

SLUG NOTES

FINAL

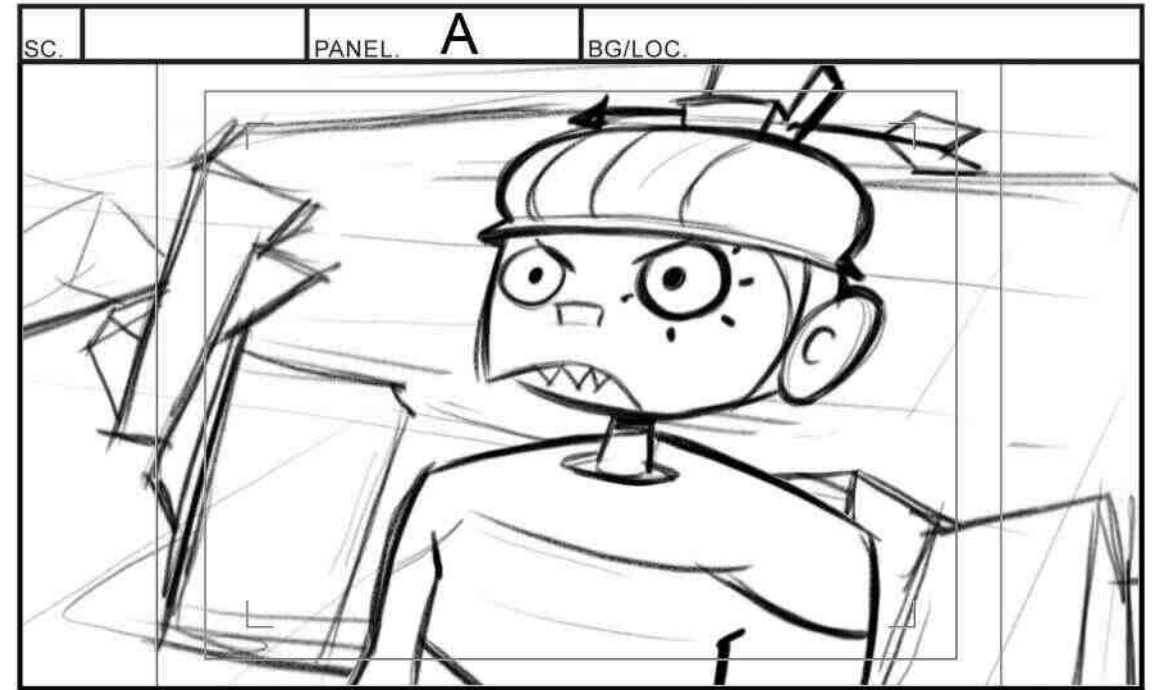
PROD #



ACTION

Lin Chung turns to highroller.

▼
CUT



ACTION

Close on an annoyed Highroller.

DIAL

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

FX:

SFX: **<Loud Body Blows>**

Director's Notes

SLUG NOTES

DIAL

FX:

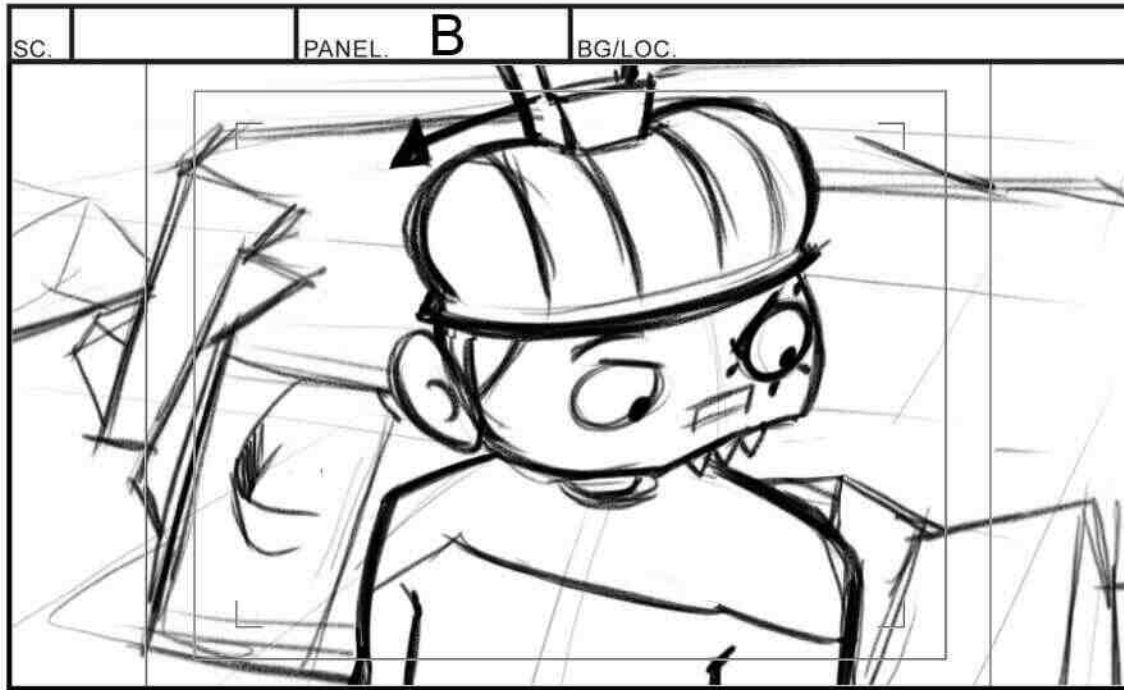
SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #



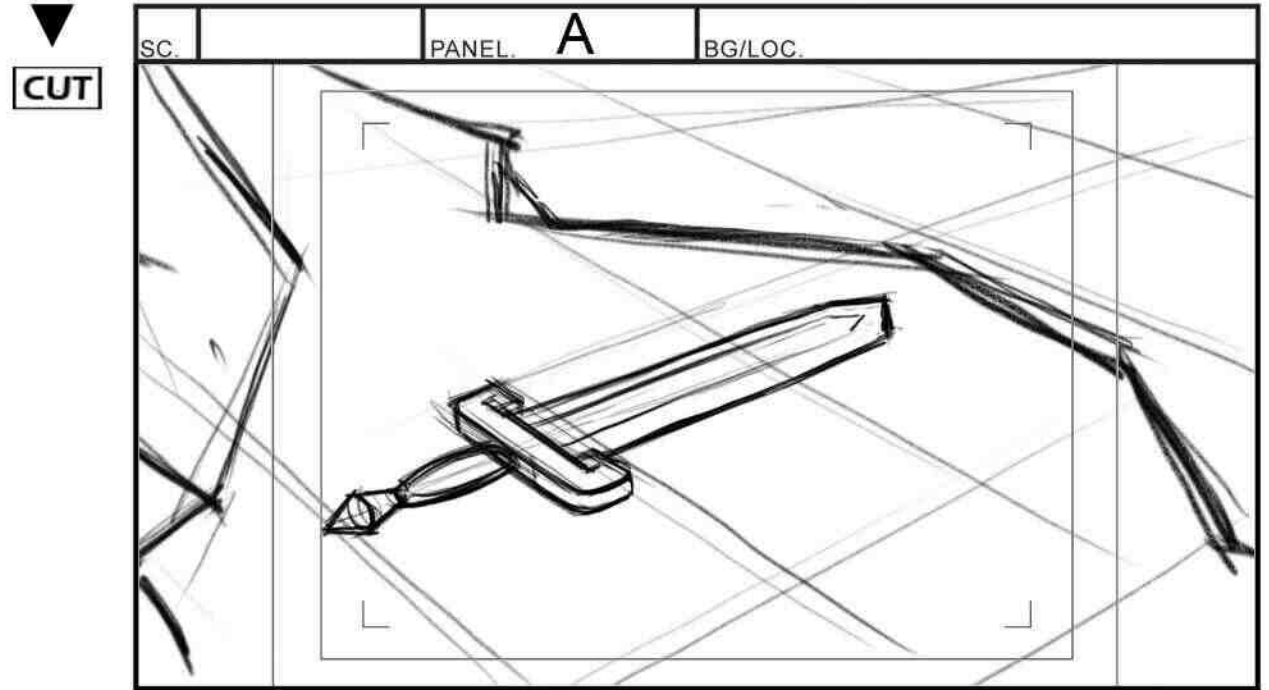
ACTION
He looks down at the sword.

DIAL _____

FX: _____
SFX: _____

Director's Notes

SLUG NOTES



ACTION
Highroller's POV on the sword

DIAL _____

FX: _____
SFX: _____

Director's Notes

SLUG NOTES

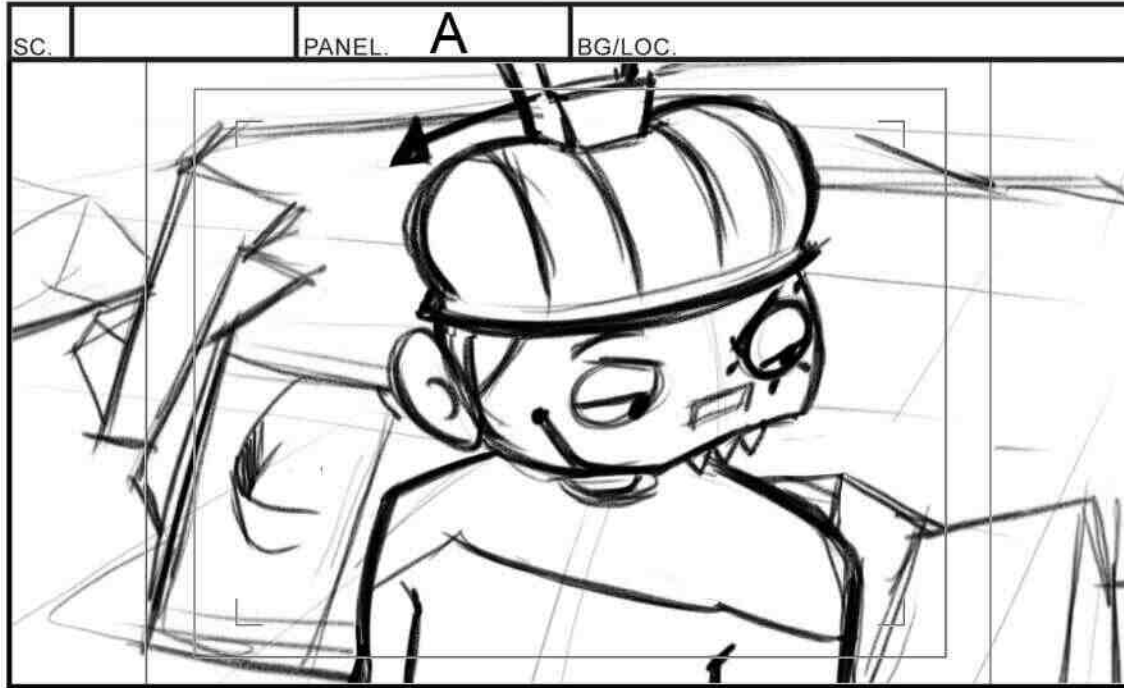
FINAL

PROD #

Approved By: _____



CUT



ACTION

Highroller smiles...

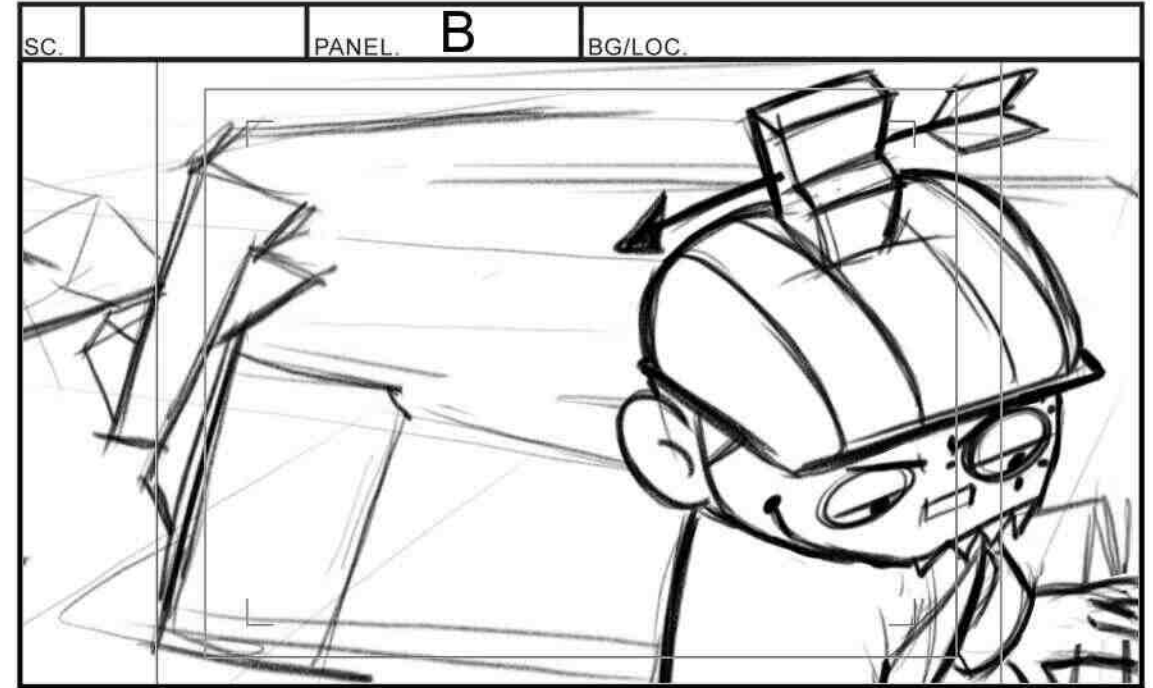
DIAL

FX:

SFX:

Director's Notes

SLUG NOTES



ACTION

...and reaches for the sword.

DIAL

FX:

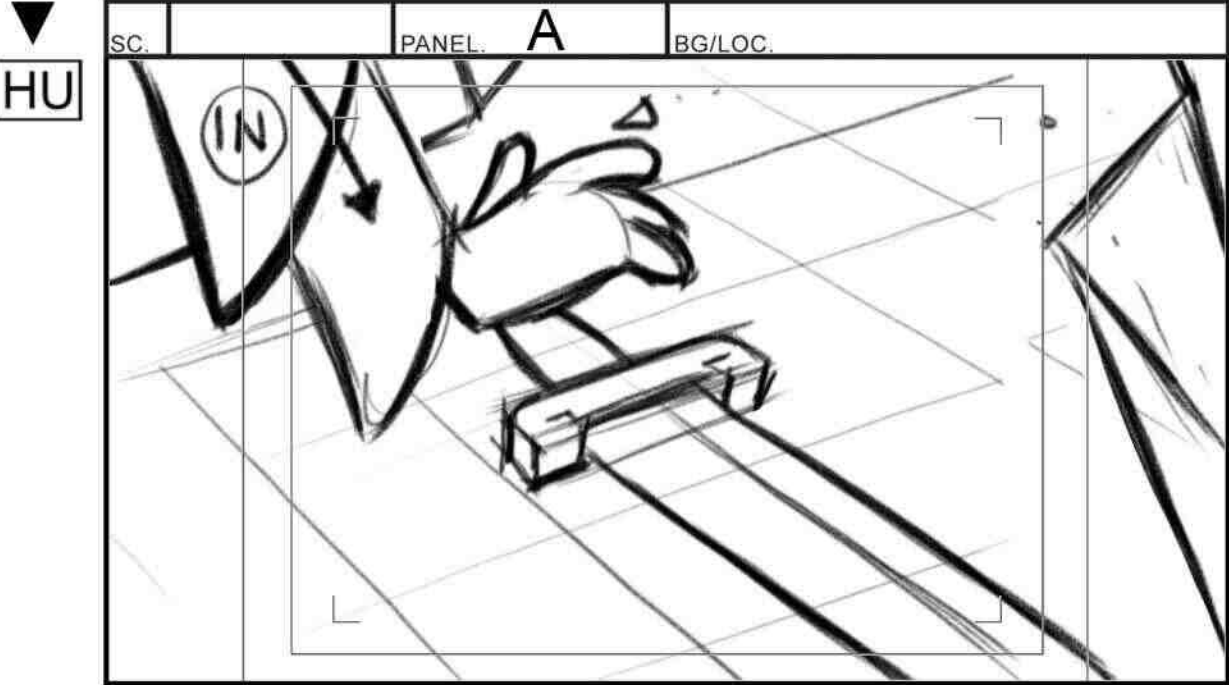
SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #



ACTION

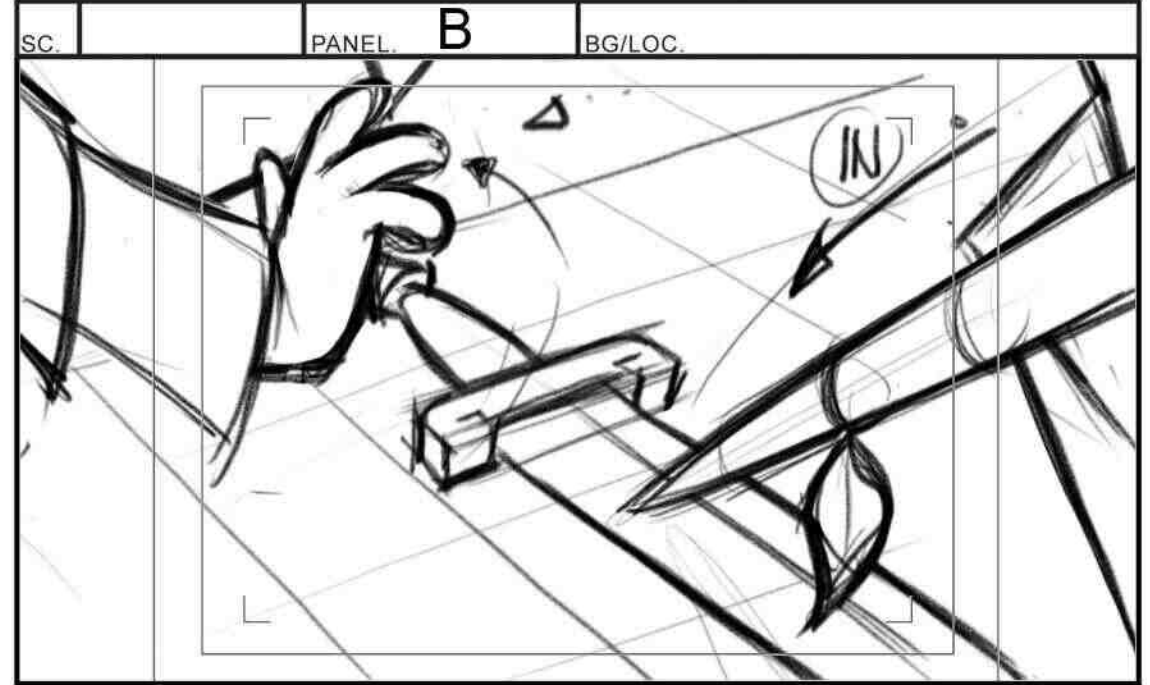
Angle on the sword. Highroller reaches for the sword.

DIAL

FX:
SFX:

Director's Notes

SLUG NOTES



ACTION

Lin Chung's staff in.

DIAL

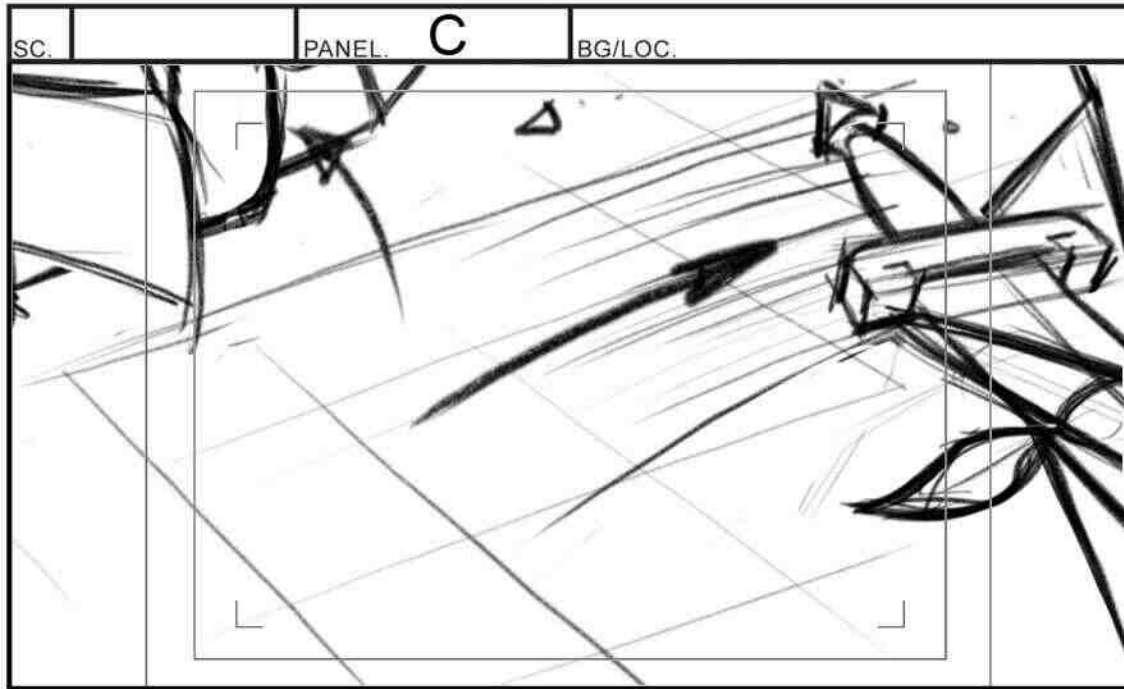
FX:
SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #



ACTION

..sweeping the sword out of frame.

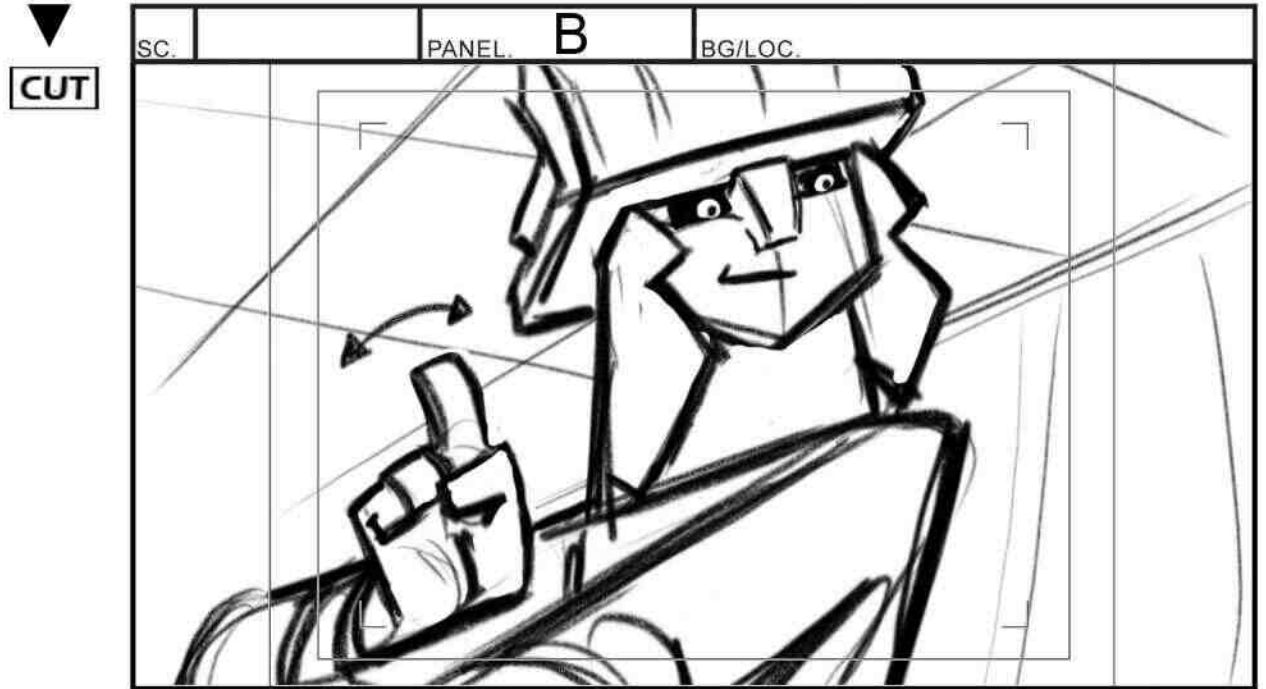
DIAL

FX:

SFX:

Director's Notes

SLUG NOTES



ACTION

Angle on Lin wagging his finger.

DIAL

FX:

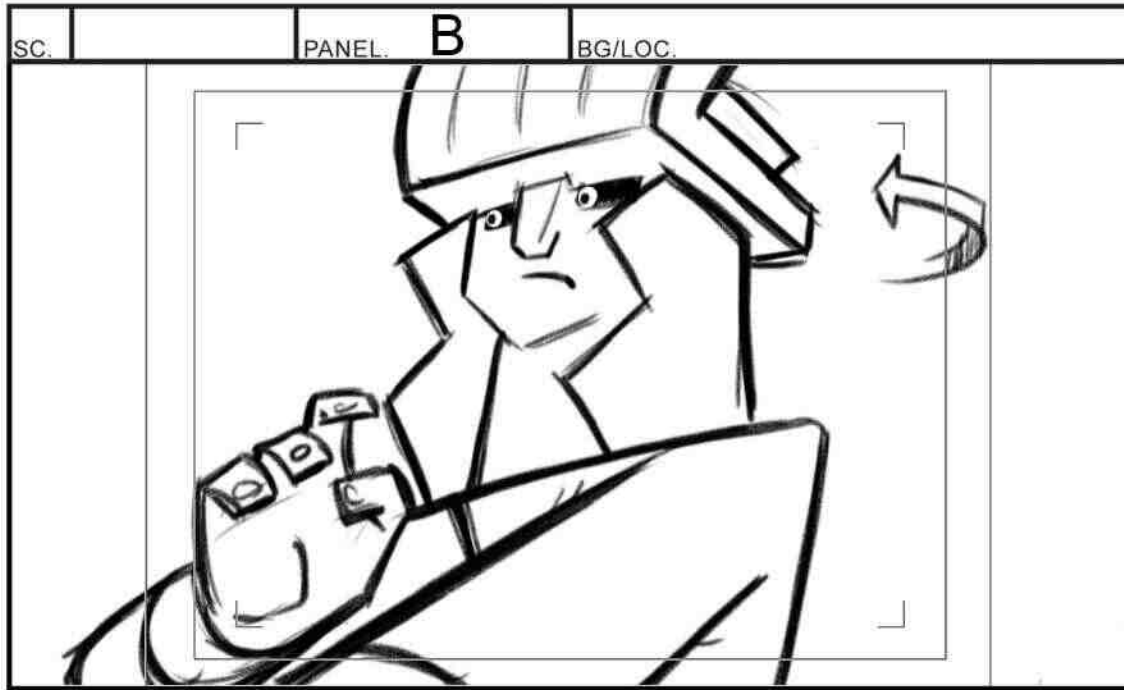
SFX:

Director's Notes

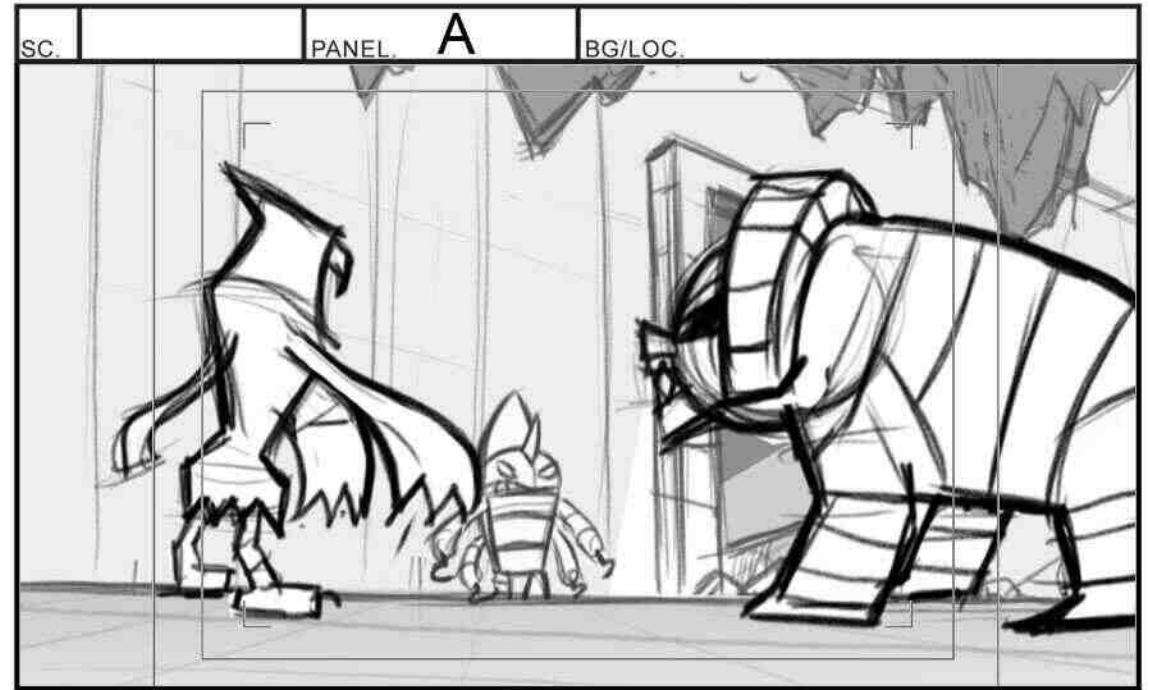
SLUG NOTES

FINAL

PROD #



▼
CUT



ACTION

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

DIAL

FX:
SFX:

Director's Notes

SLUG NOTES

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 #



ACTION

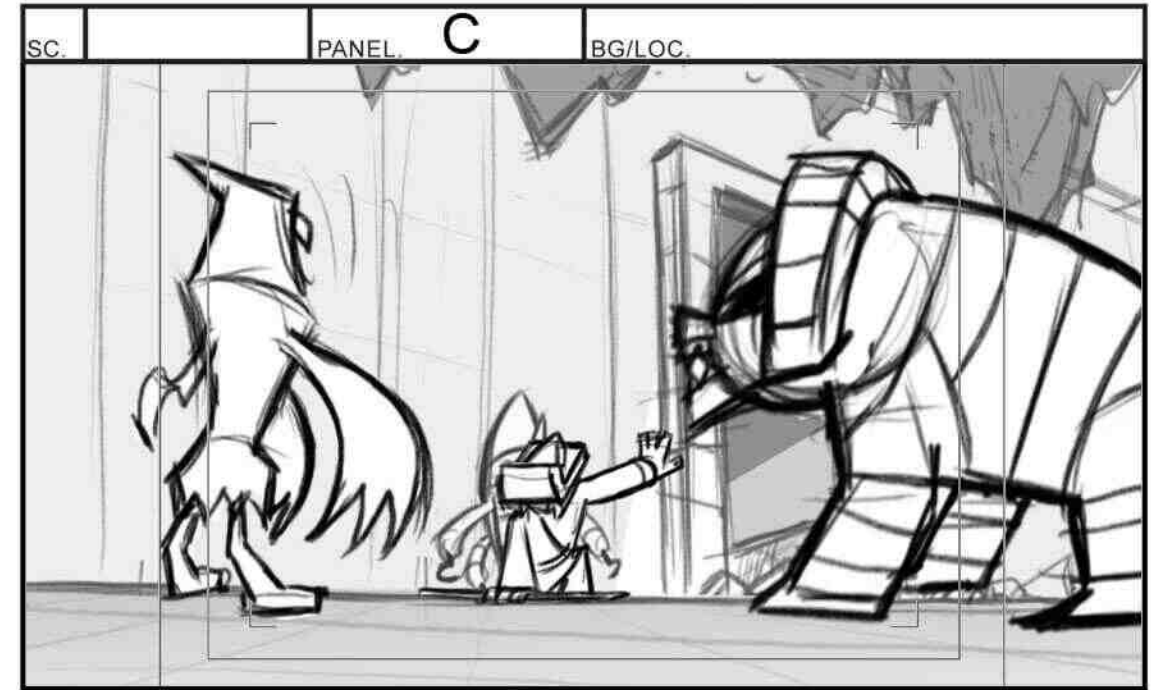
Lin Chung leaps in front on the mummies.

DIAL

FX:
SFX:

Director's Notes

SLUG NOTES



ACTION

Lin Chung lands...

DIAL

FX: (DX Shadows)
SFX:

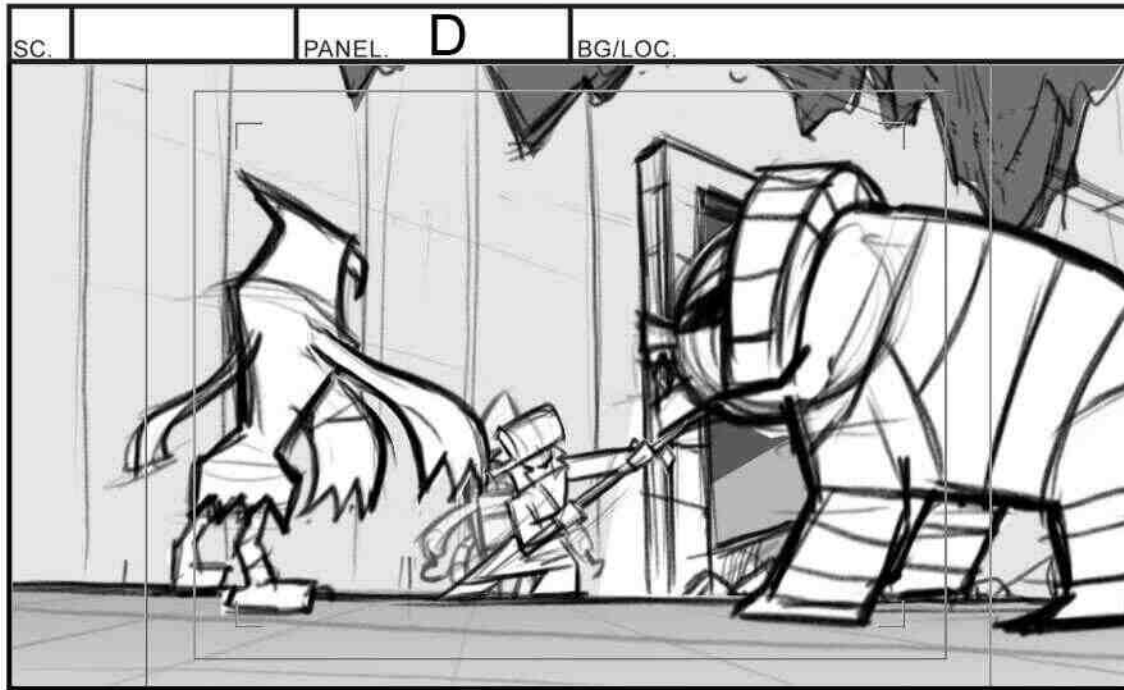
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

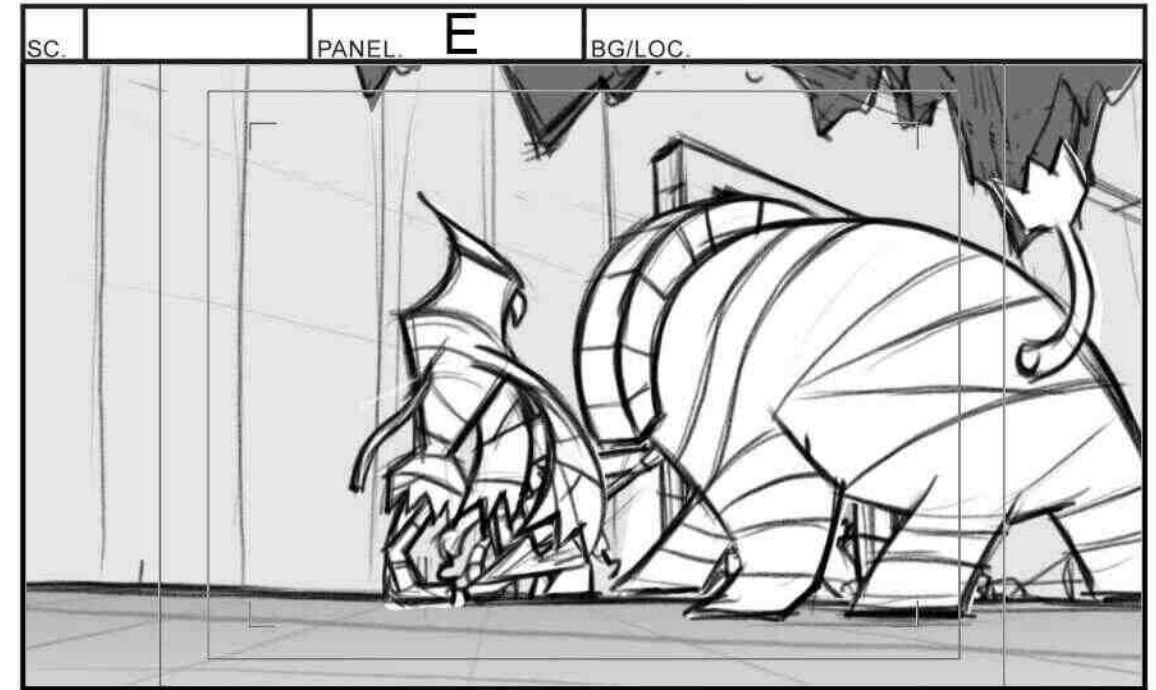
Lin moves up into a defensive pose.

DIAL

FX:
SFX:

Director's Notes

SLUG NOTES



ACTION

The moves in to attack.

DIAL

FX: (DX Shadows)
SFX:

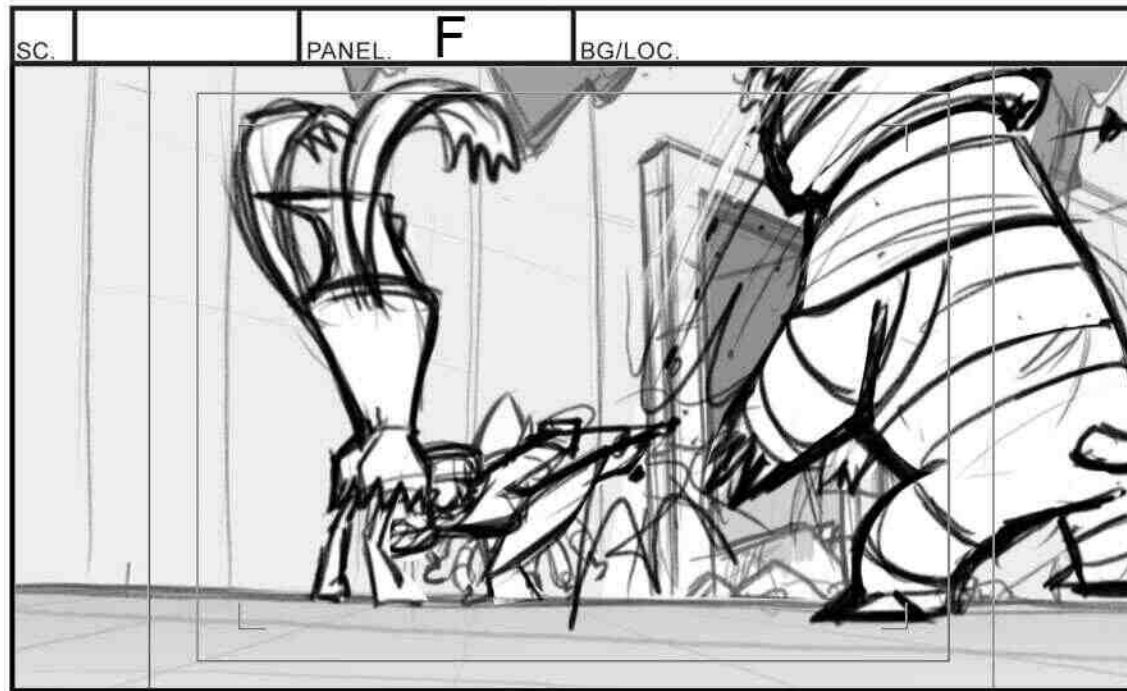
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

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

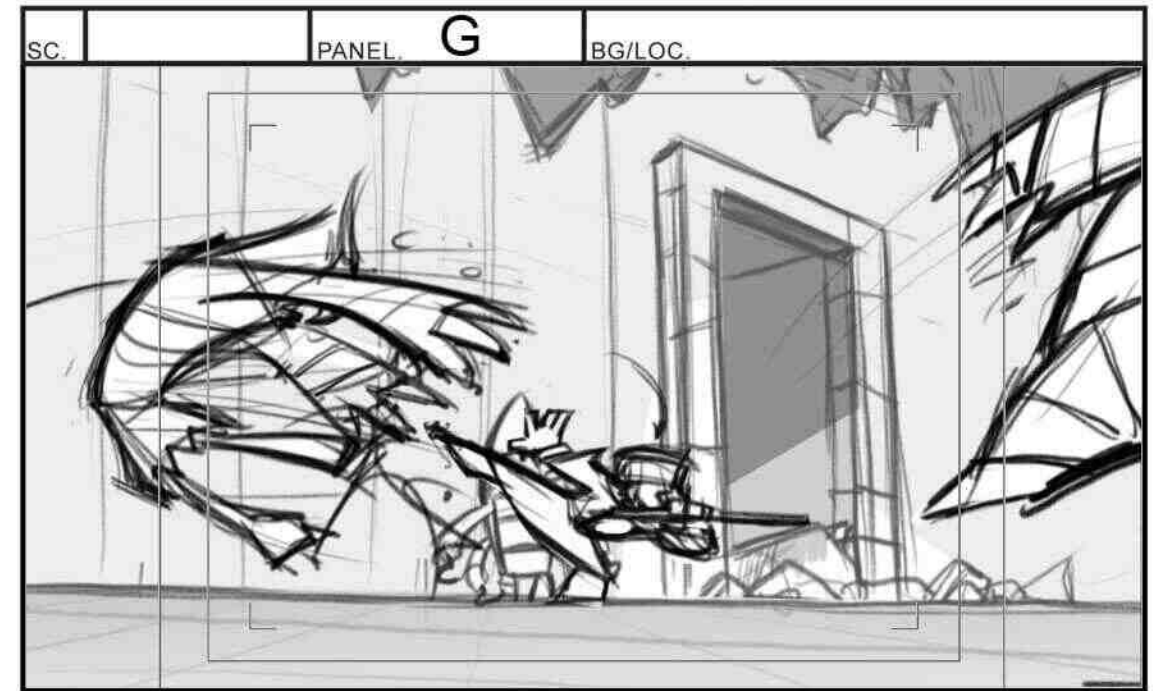
DIAL

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

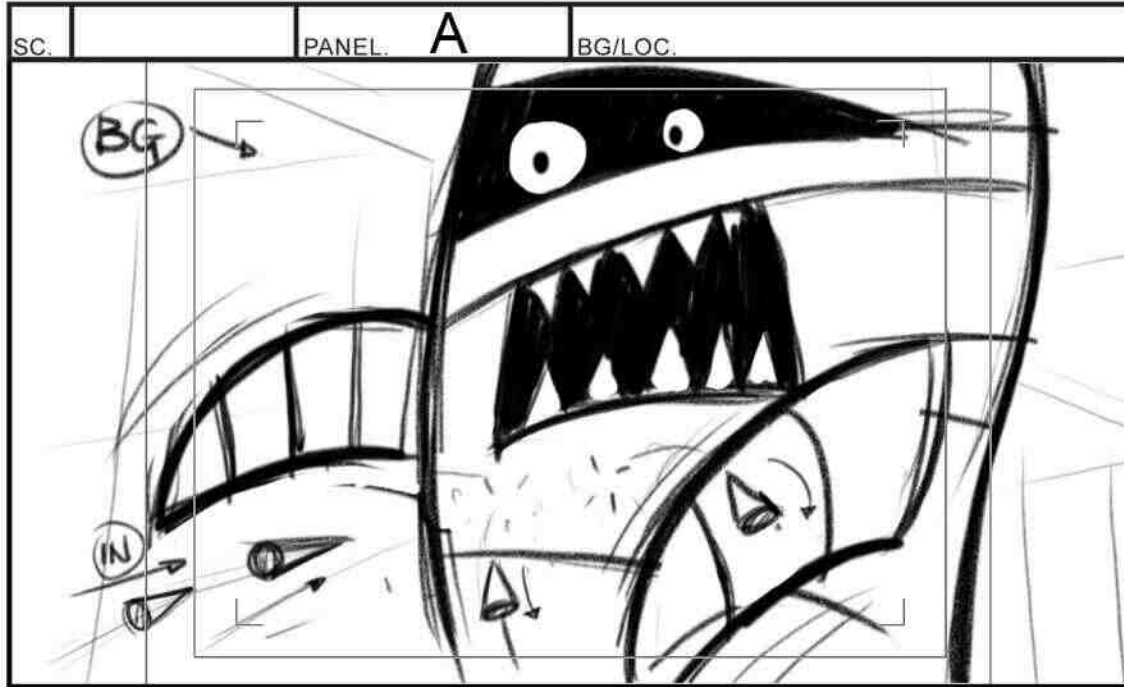
SLUG NOTES

FINAL

PROD #

Approved By:

▼
HU



ACTION

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

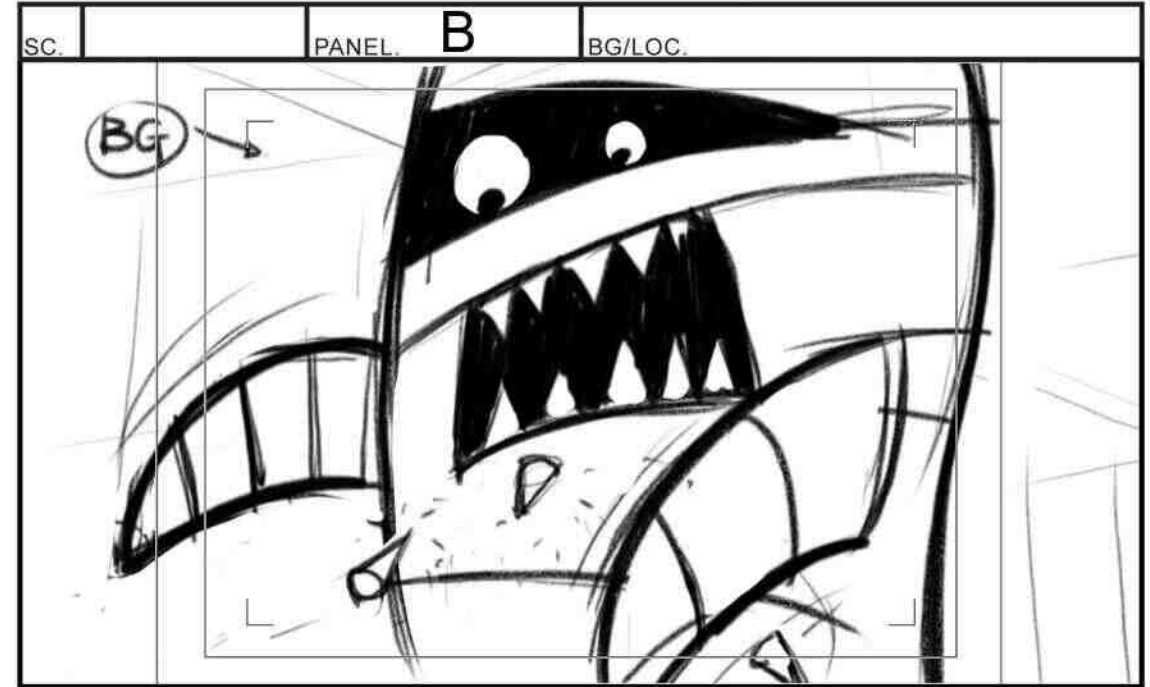
DIAL

FX: **(DX Shadows)**

SFX:

Director's Notes

SLUG NOTES



ACTION

DIAL

FX: **(DX Shadows)**

SFX:

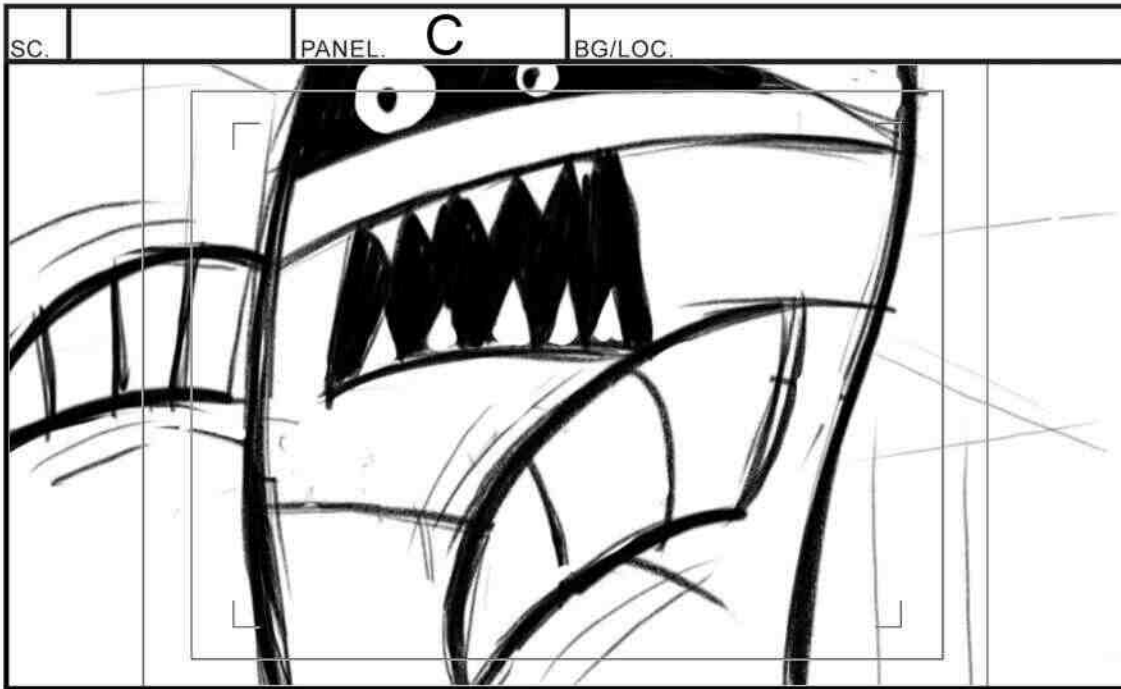
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

The mummy continues forward..unscathed.

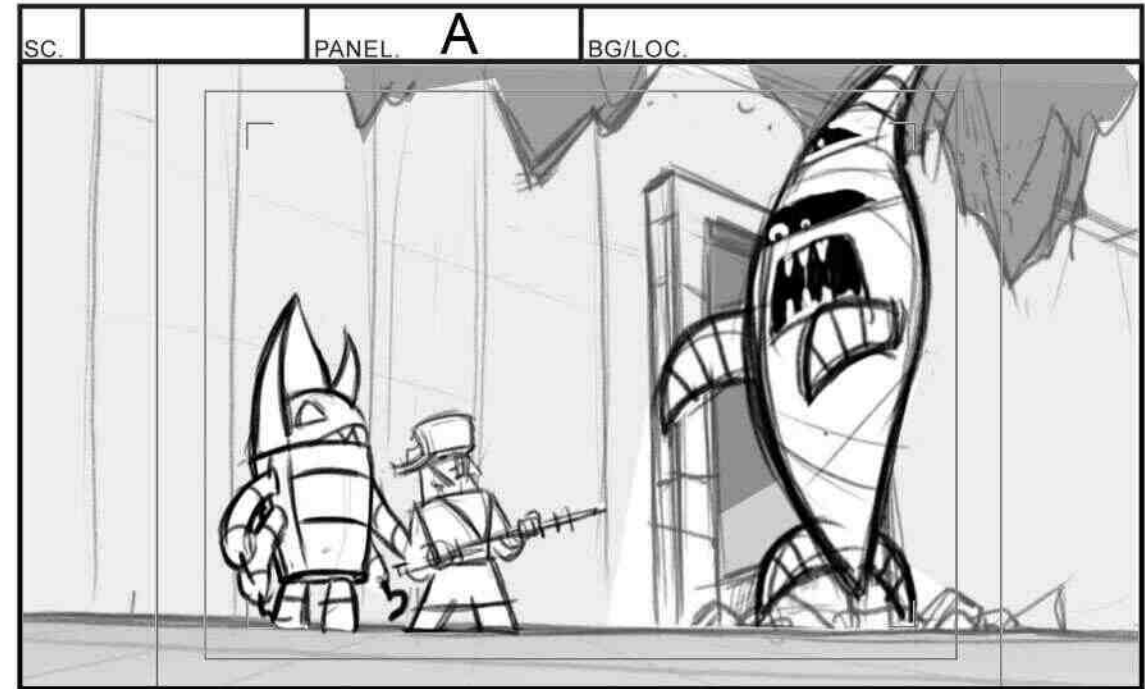
DIAL

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:

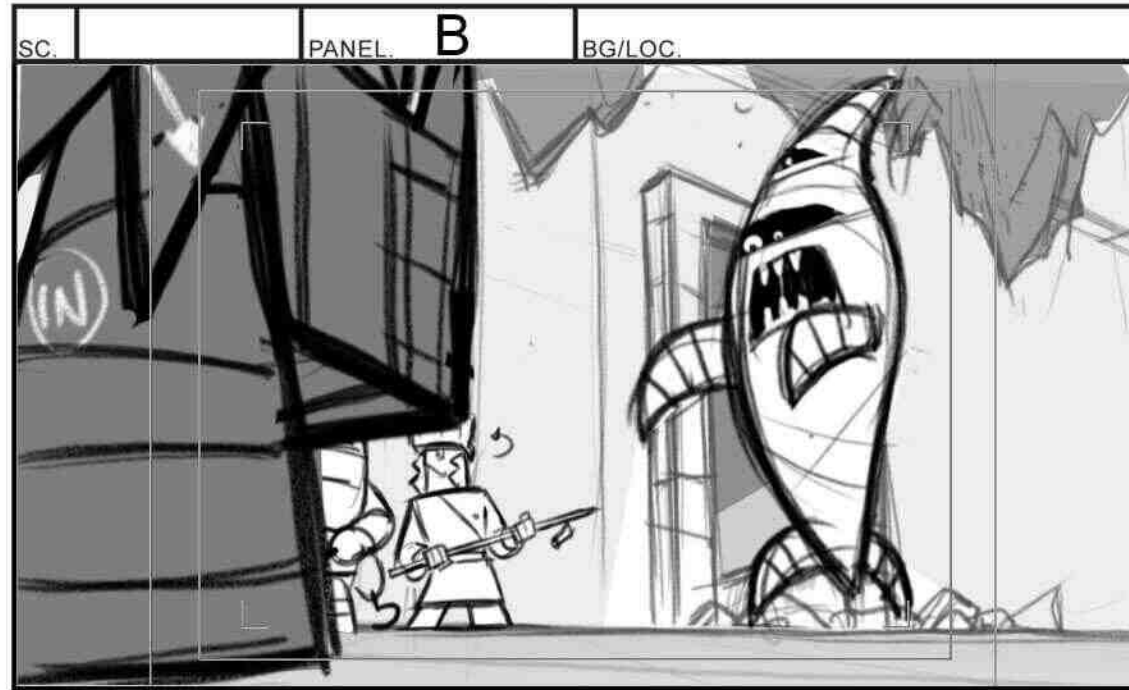
Director's Notes

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

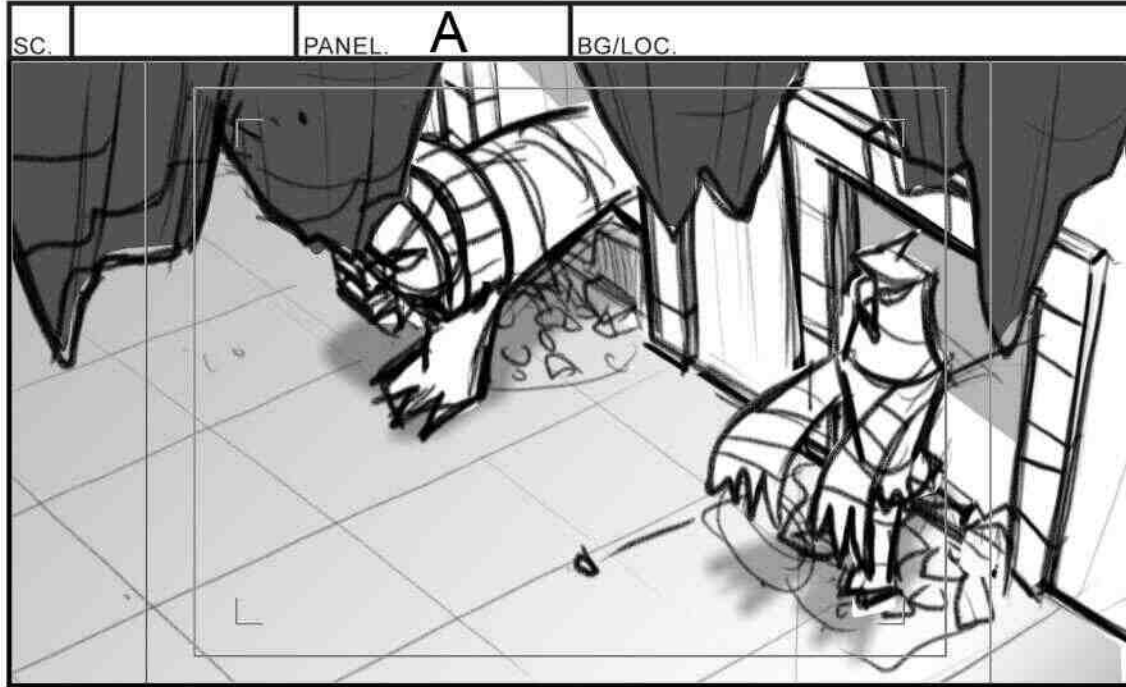
SLUG NOTES

FINAL

PROD #

Approved By:

▼
CUT



ACTION

Angle on the alcoves. More mummy's emerge.

DIAL

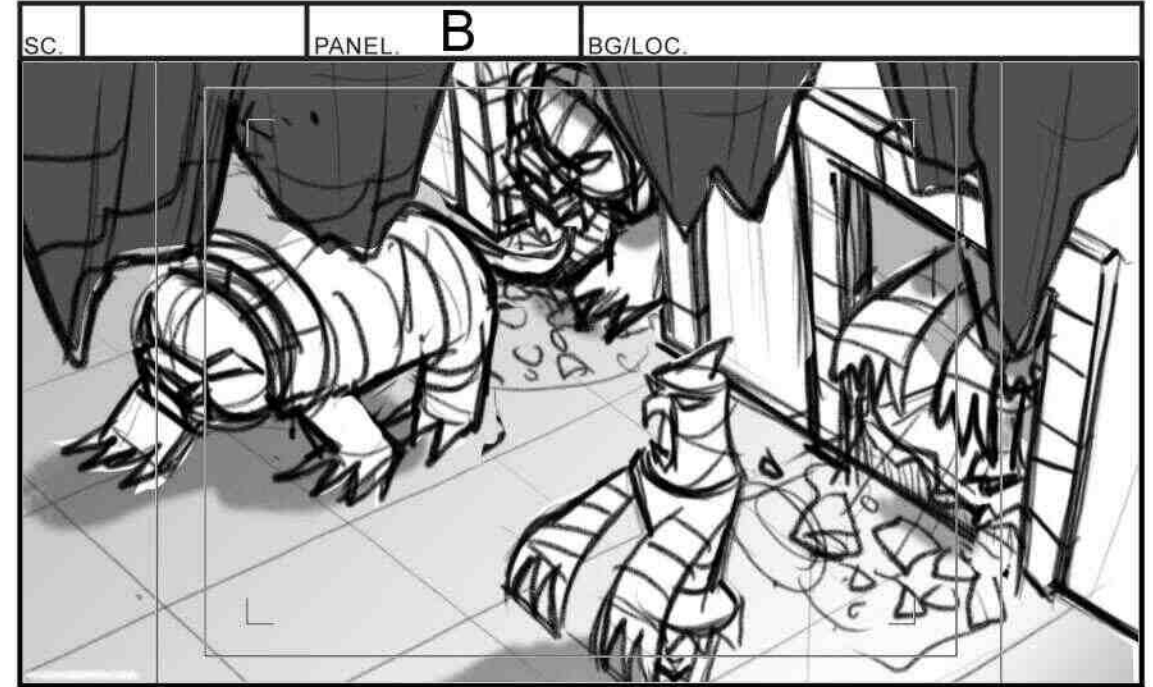
**Mummies:
(MOANING)**

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 #



CUT



ACTION

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

DIAL

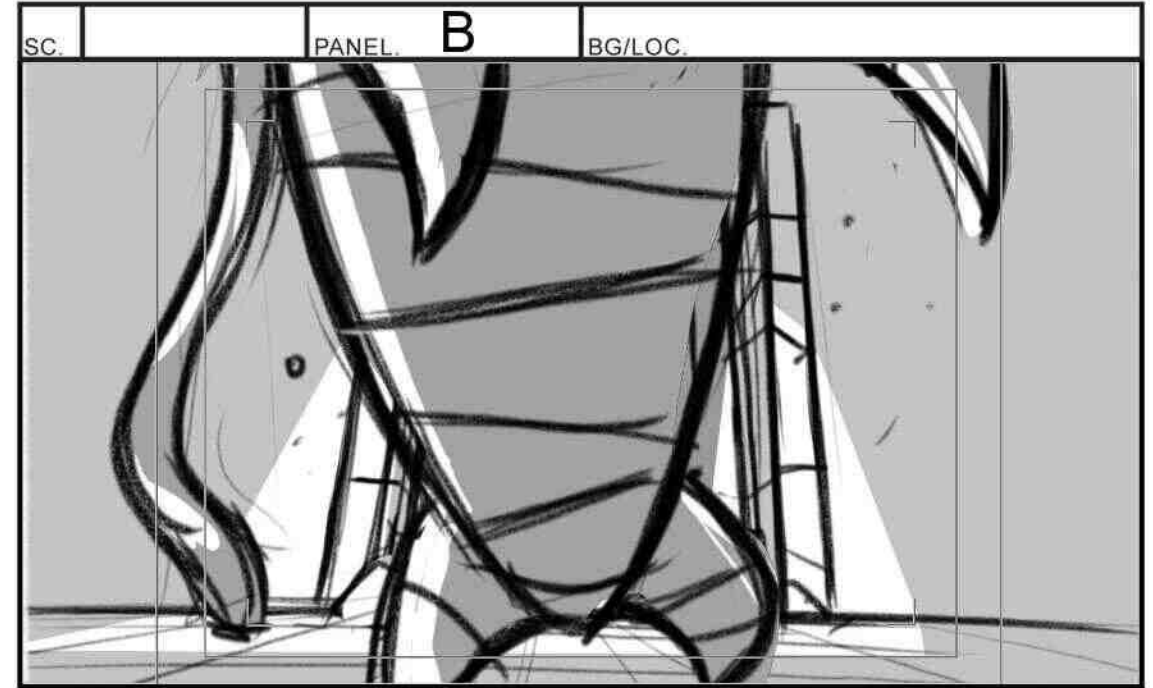
**Mummies:
(MOANING)**

FX: **(DX Shadows)**

SFX:

Director's Notes

SLUG NOTES



ACTION

.....forward, filling the screen.

DIAL

**Mummies:
(MOANING)**

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

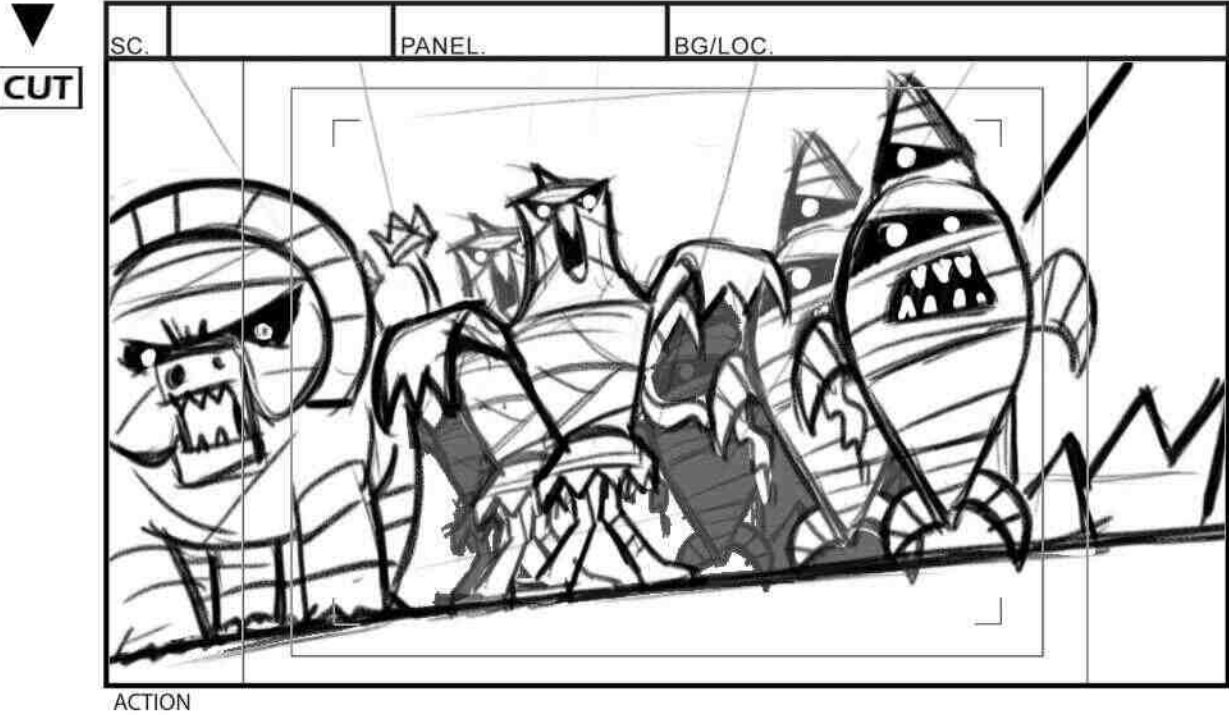
SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #



Angle on rows of mummies shuffling forward.

DIAL

Mummies: (OS)
(MOANING)

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

Director's Notes

SLUG NOTES



Angle on Lin Chung and the Beetle King .

DIAL

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

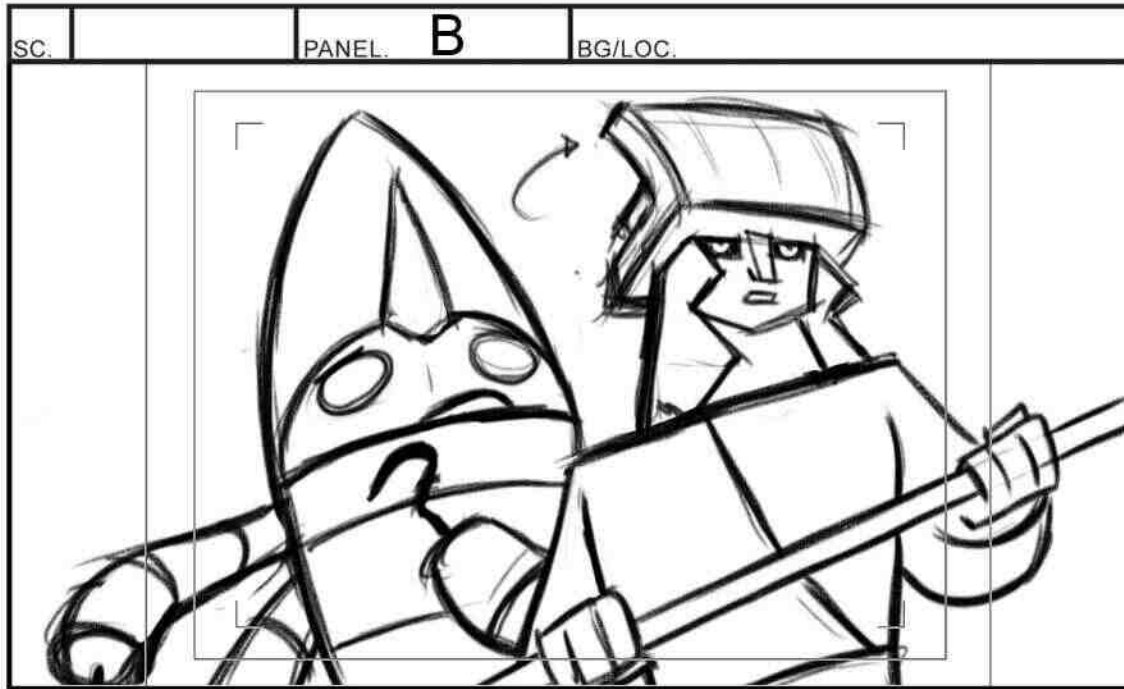
FX:
SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #



ACTION

DIAL

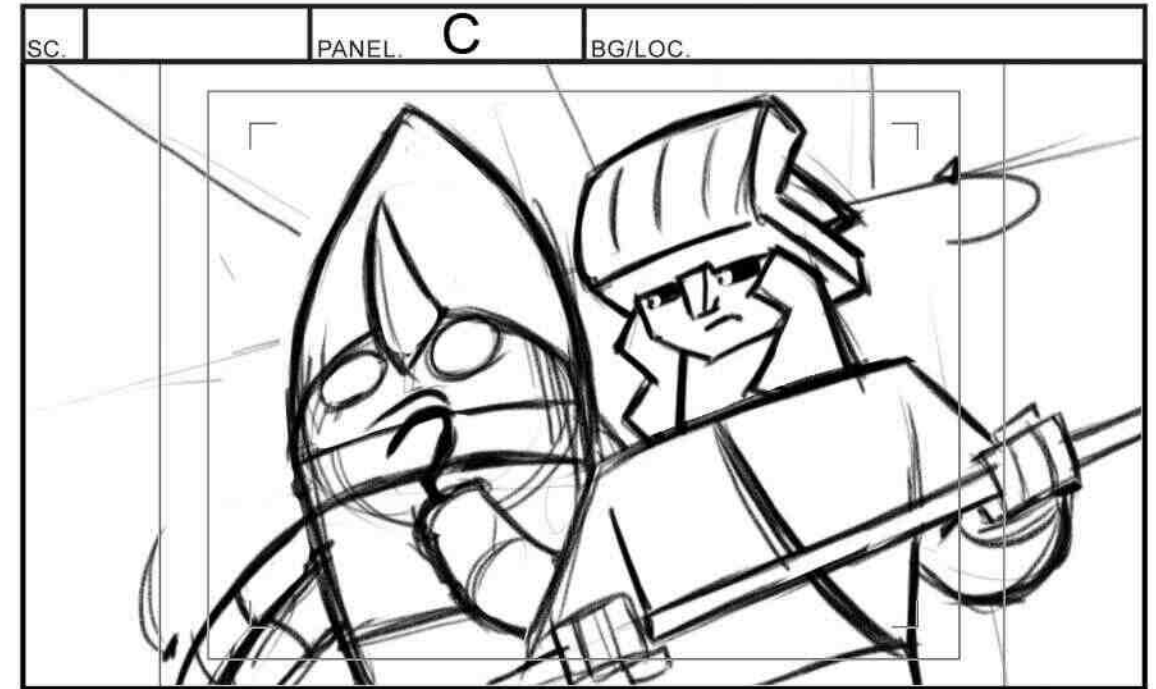
70. Lin Chung:
There is only one way to destroy them.

FX:

SFX:

Director's Notes

SLUG NOTES



ACTION

Lin Chung looks around and spots....

DIAL

FX:

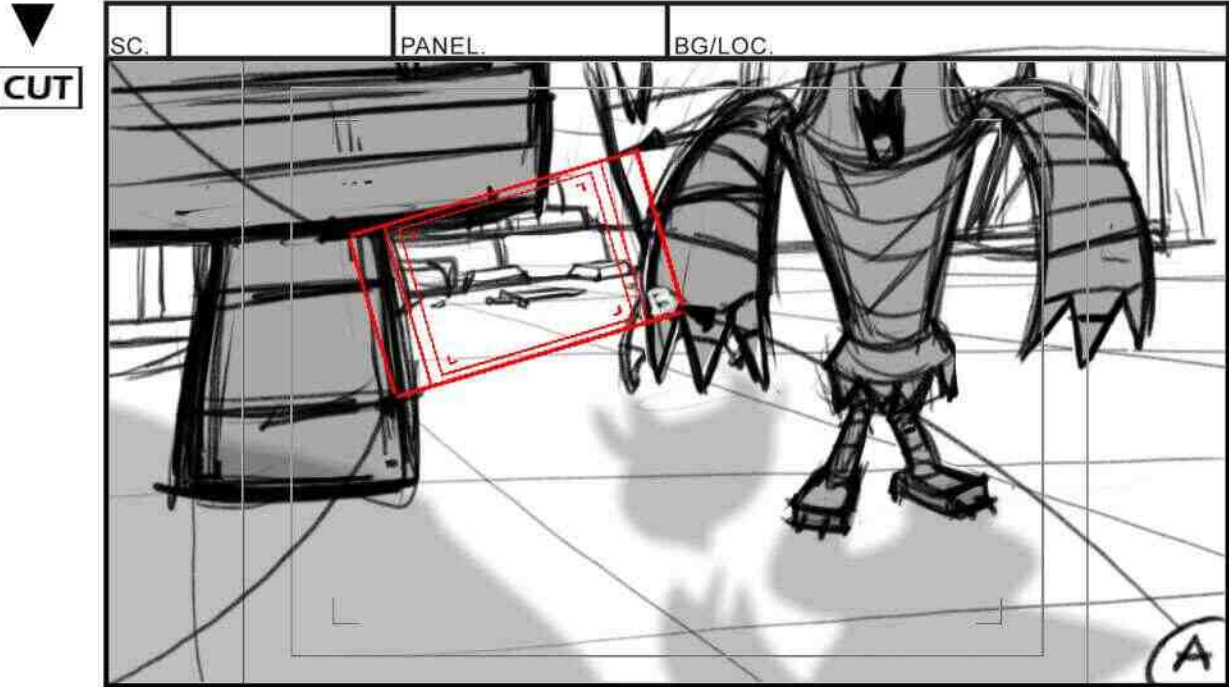
SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #



ACTION

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

DIAL

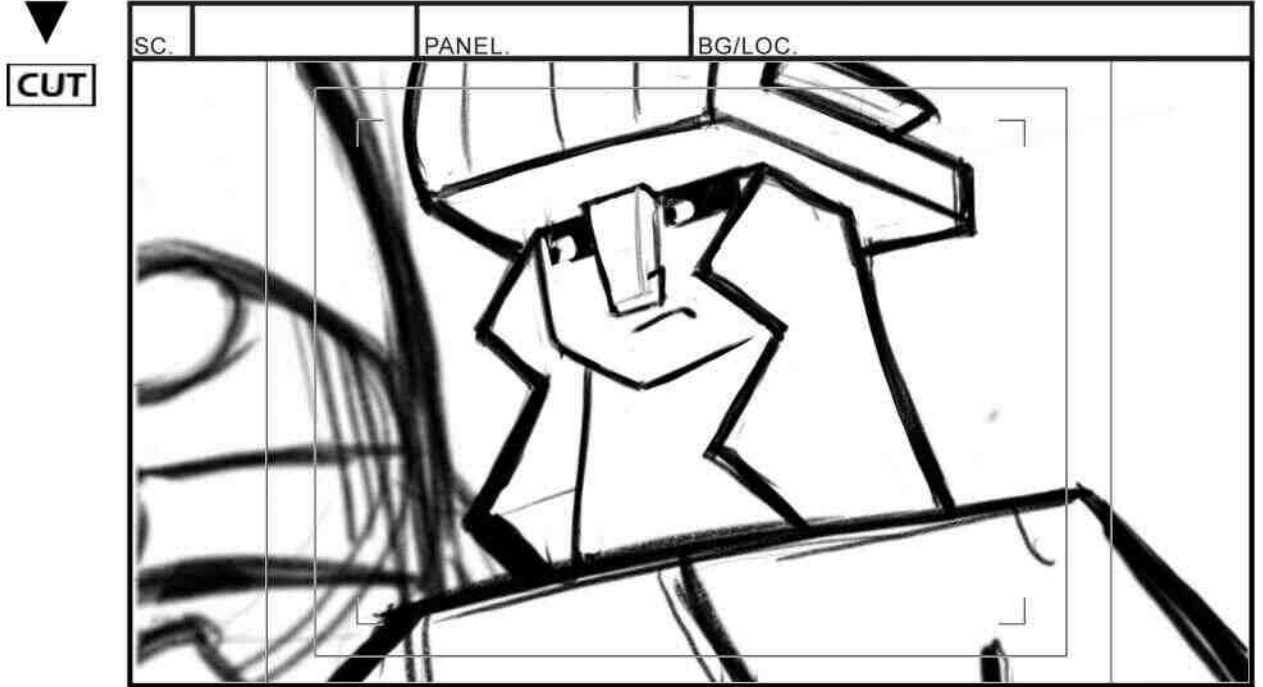
**70. Lin Chung:
There is only one way to destroy them.**

FX:

SFX:

Director's Notes

SLUG NOTES



ACTION

Close on Lin Chung concentrating.

DIAL

FX:

SFX:

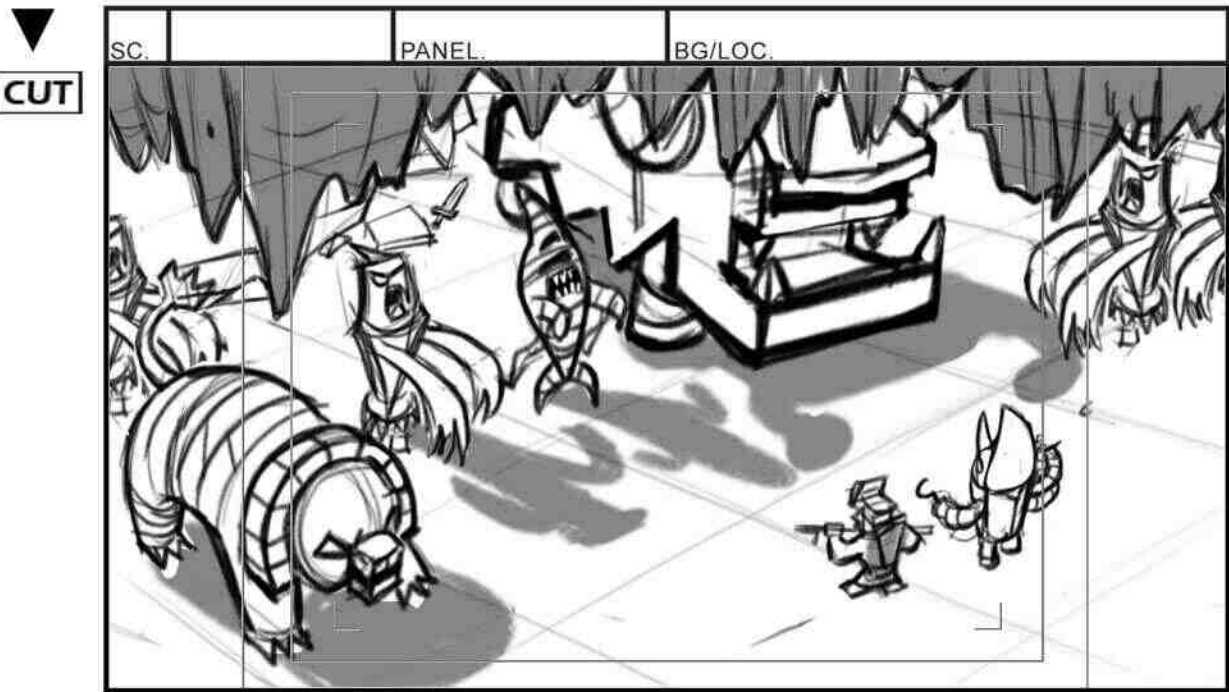
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

Wide on scene. The mummies move even closer.

DIAL

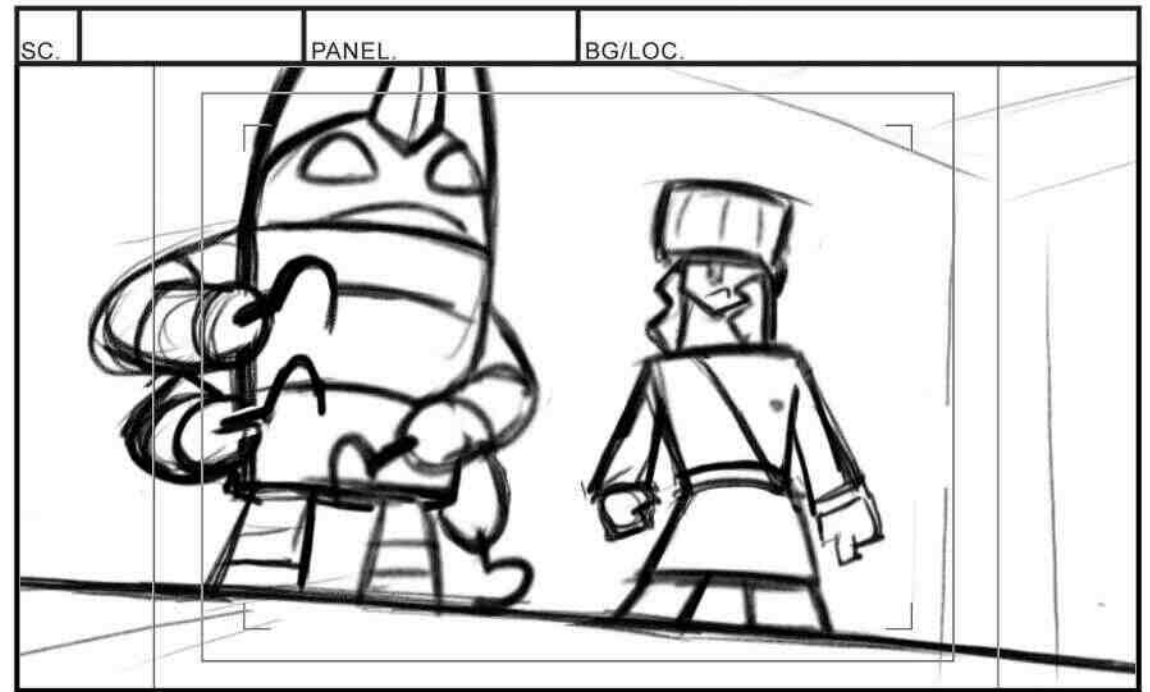
70. Lin Chung:
There is only one way to destroy them.

FX:

SFX:

Director's Notes

SLUG NOTES



ACTION

Angle on Lin Chung and the Beetle King.

DIAL

FX:

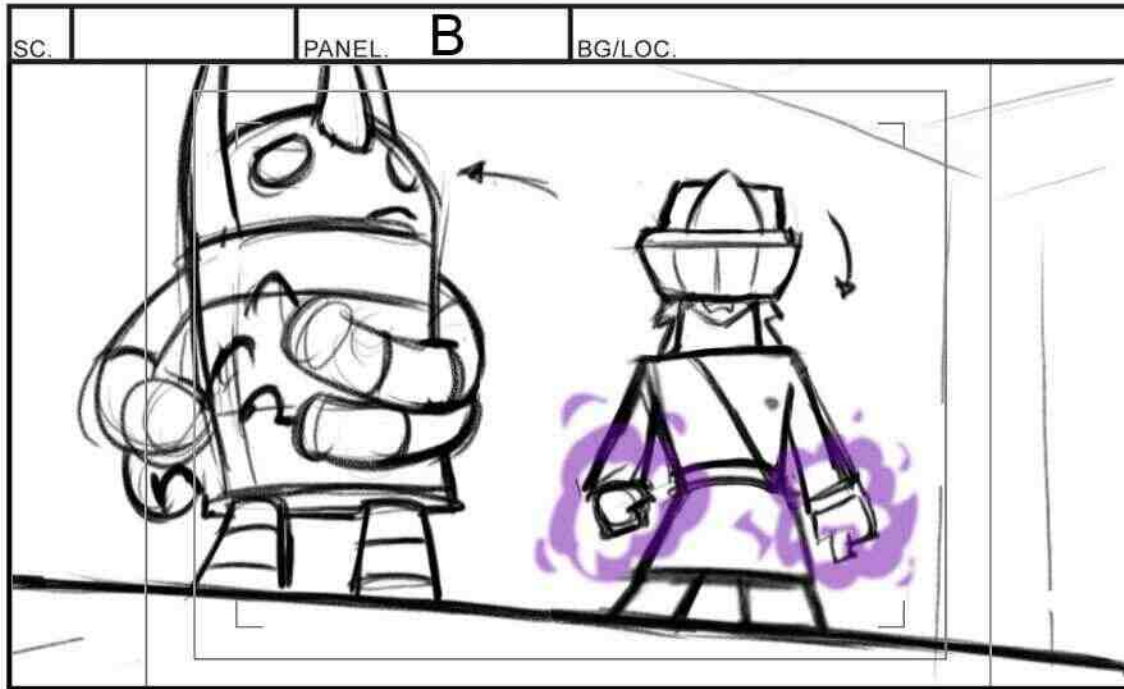
SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #



ACTION

Lin Chung's hands become engulfed in Purple Power.

DIAL

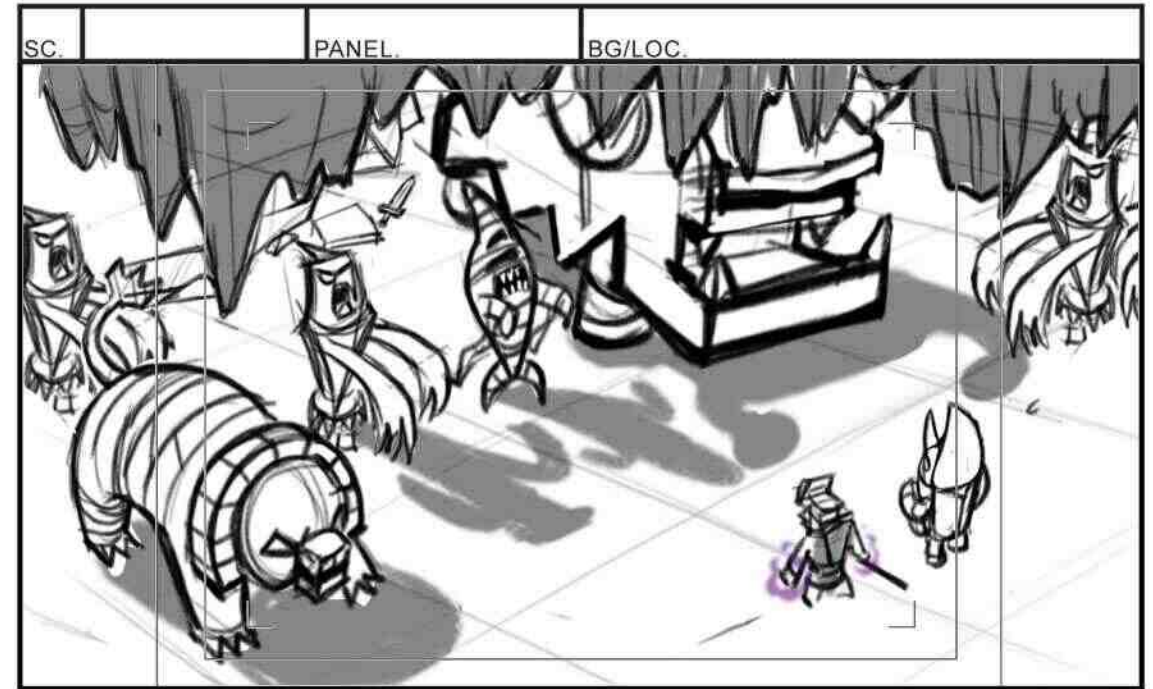
FX: **(Bot. Lite glow)**

SFX:

Director's Notes

SLUG NOTES

▼
CUT



ACTION

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

DIAL

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

SFX:

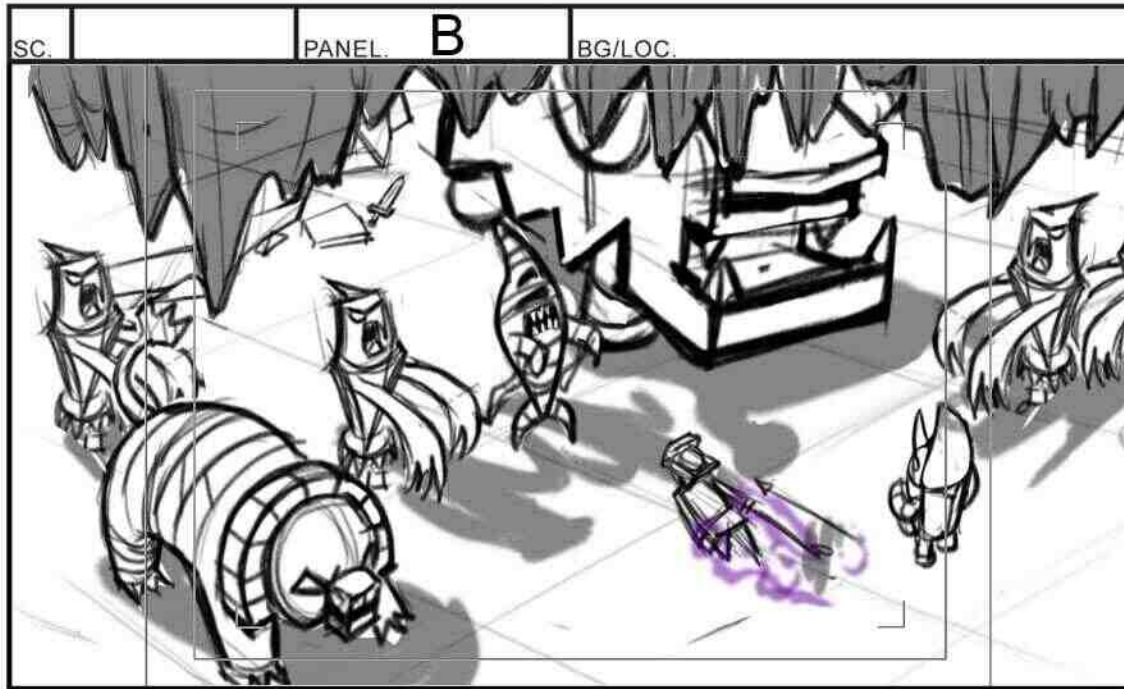
Director's Notes

SLUG NOTES

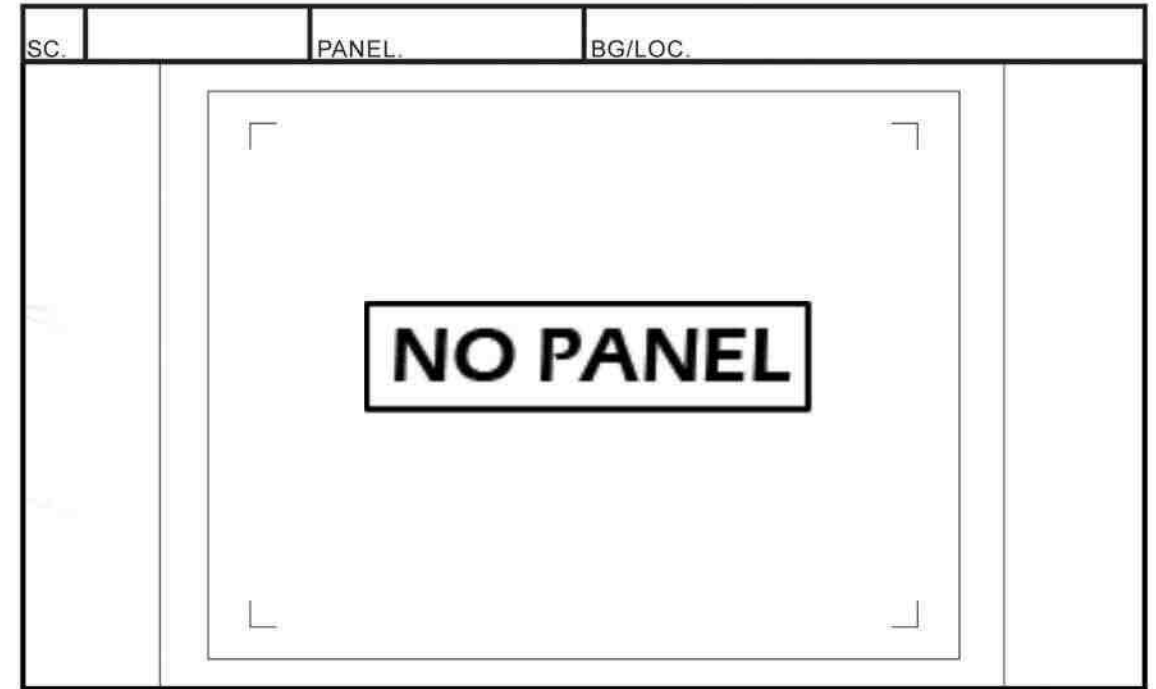
FINAL

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

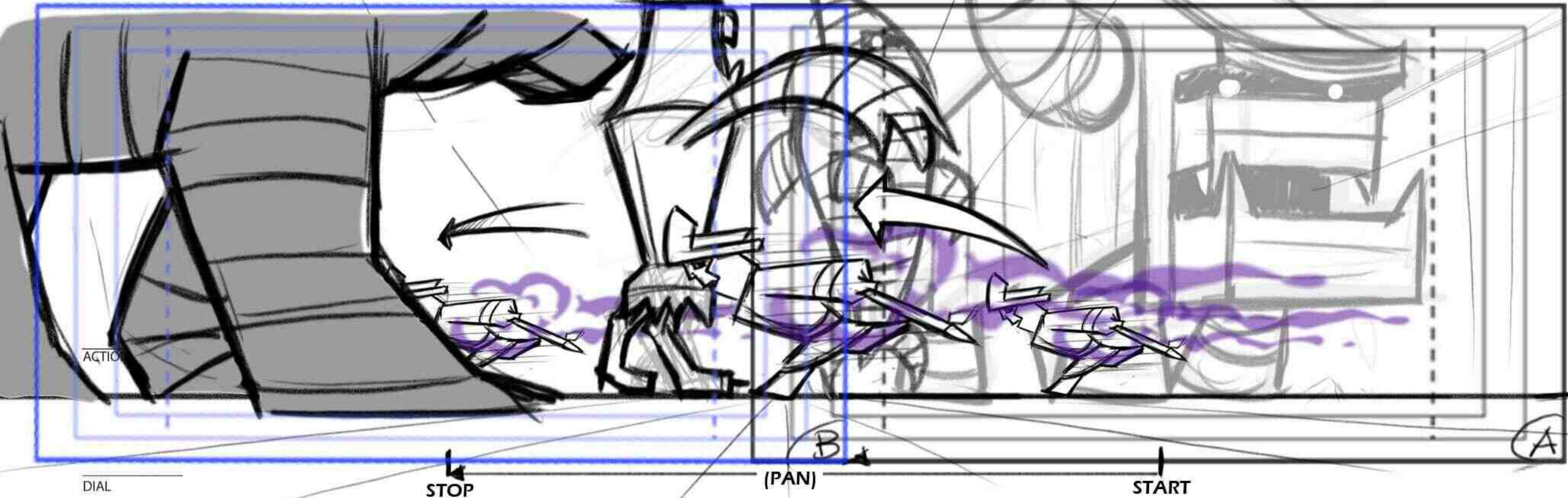
SLUG NOTES

FINAL

PROD #

Approved By:

SC.		PLANES	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:

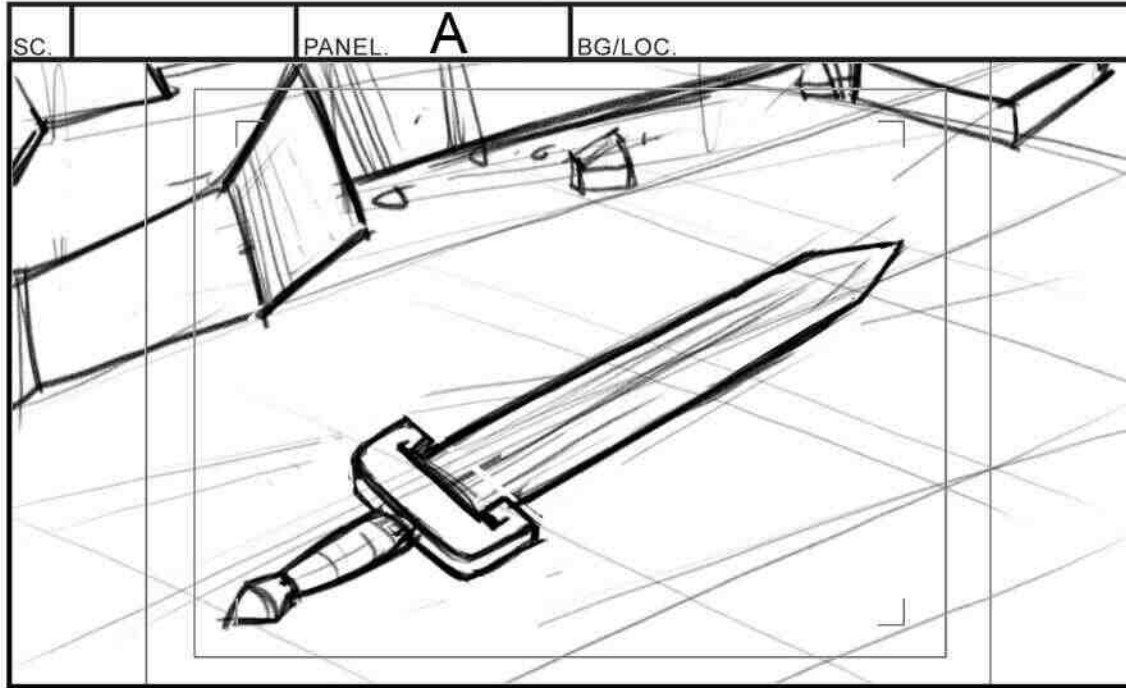
Director's Notes

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SLUG NOTES

FINAL	PROD #
-------	--------

▼
CUT



ACTION

Close on the sword.

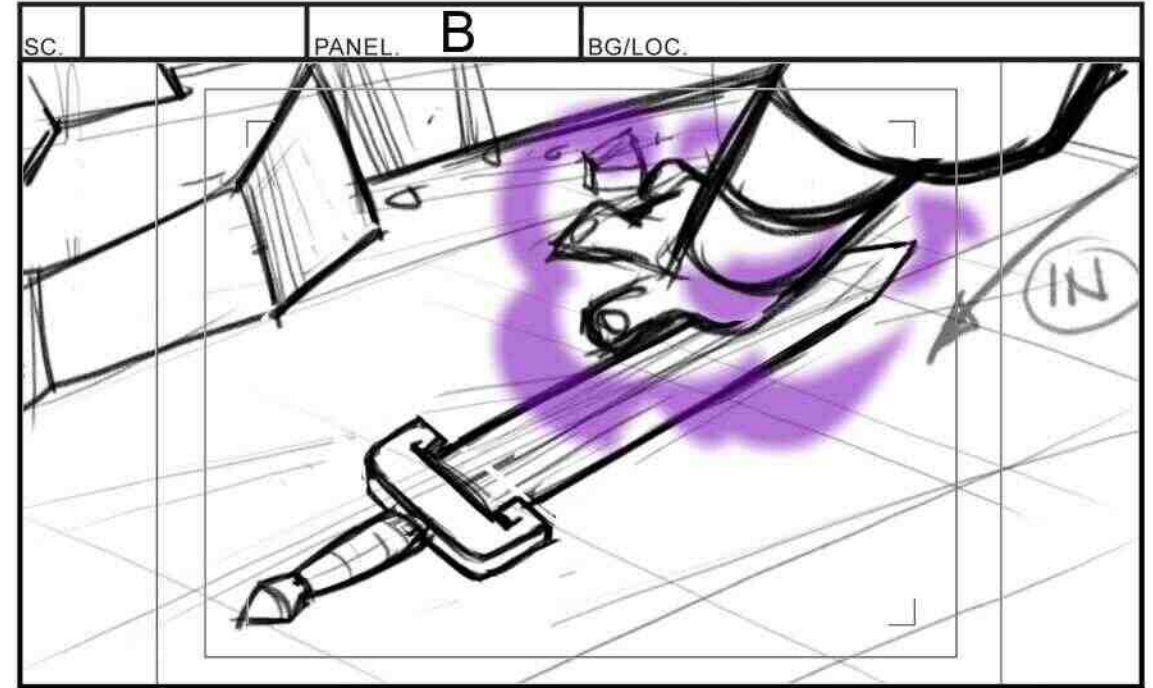
DIAL

FX:

SFX:

Director's Notes

SLUG NOTES



ACTION

Lin Chung reaches in...

DIAL

FX: (Bot. Lite glow)

SFX:

Director's Notes

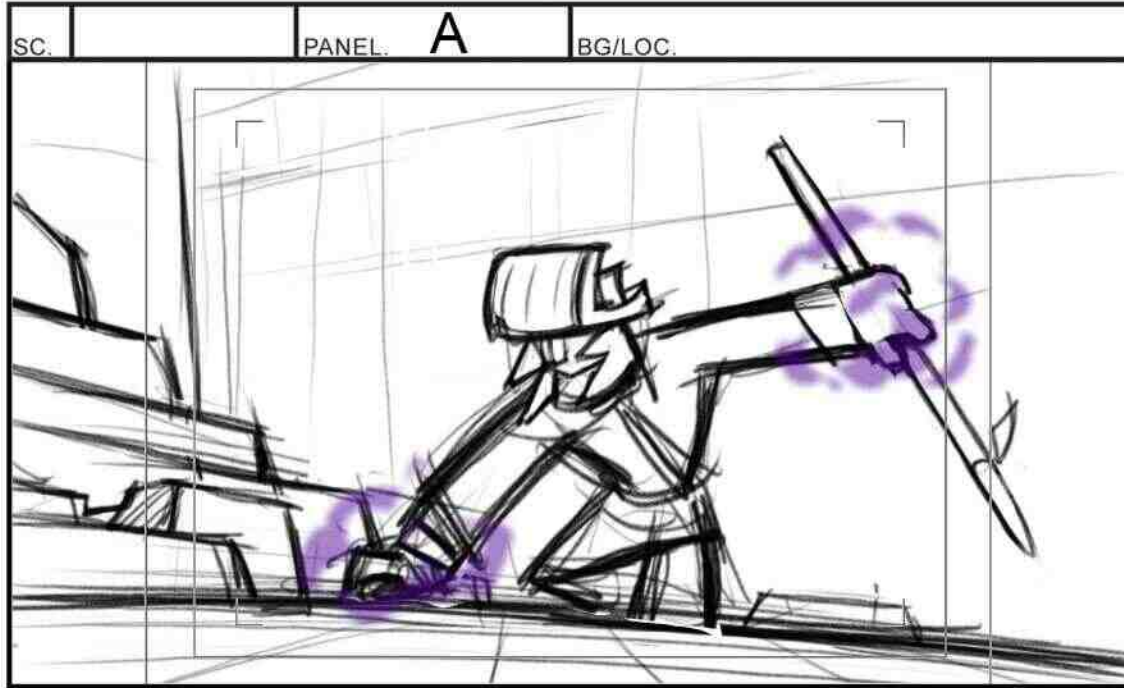
SLUG NOTES

FINAL

PROD #

Approved By:

▼
HU



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

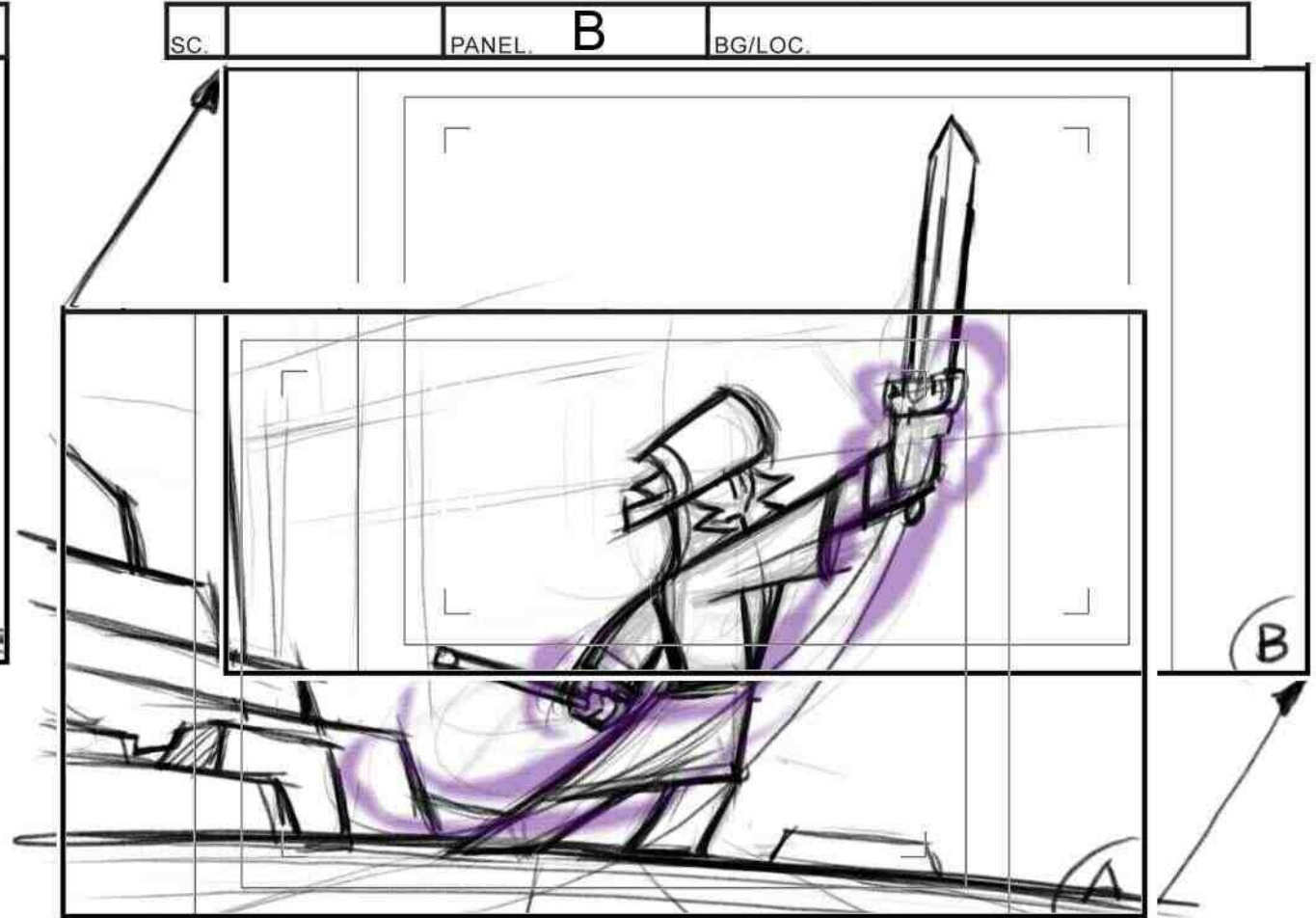
DIAL _____

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

SFX: _____

Director's Notes _____

SLUG NOTES



PAN W/Anim A - B

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

SFX: _____

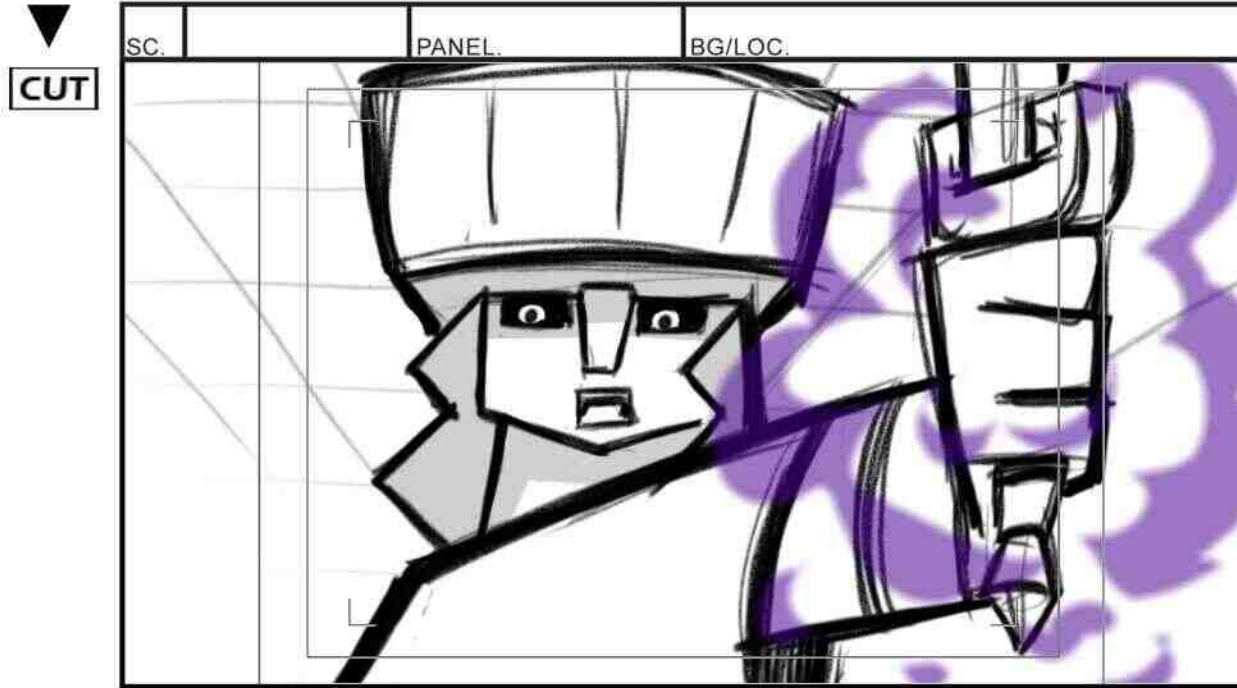
Director's Notes _____

SLUG NOTES

FINAL

PROD #

Approved By: _____



ACTION

Close on Lin Chung.

DIAL

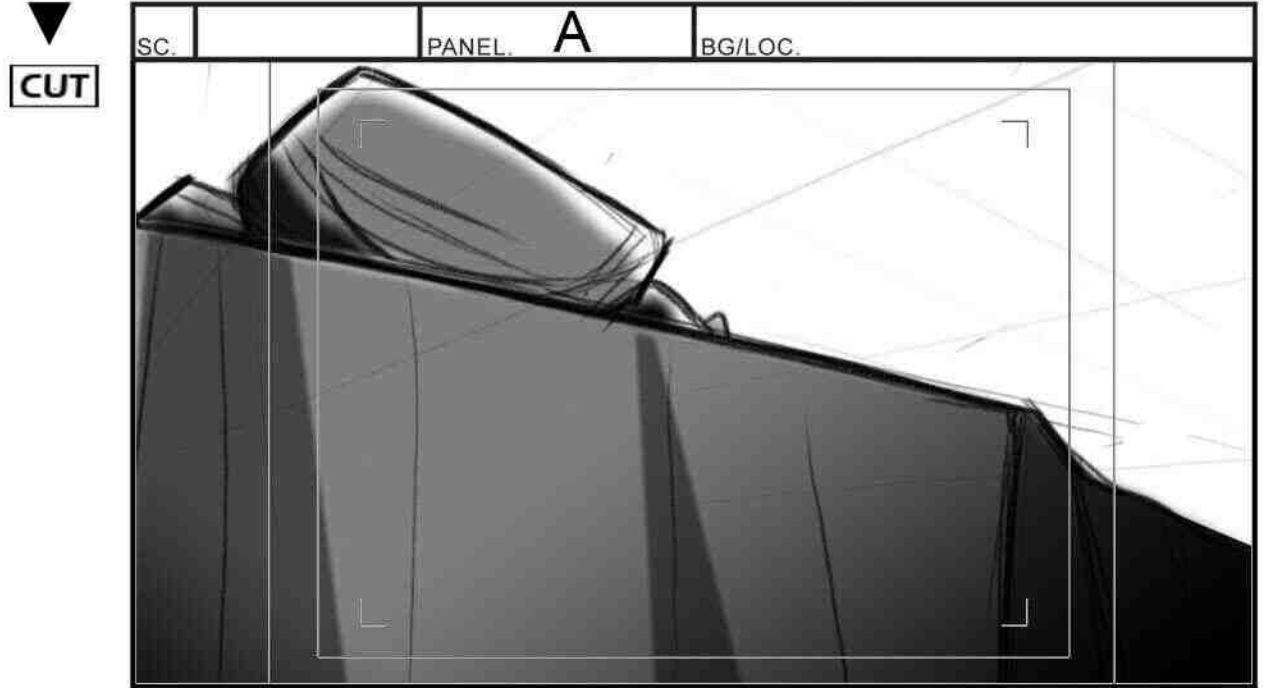
71. Lin Chung:
My power will not hold out long against the sword's heat.
If you want to live, take cover behind me.

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:

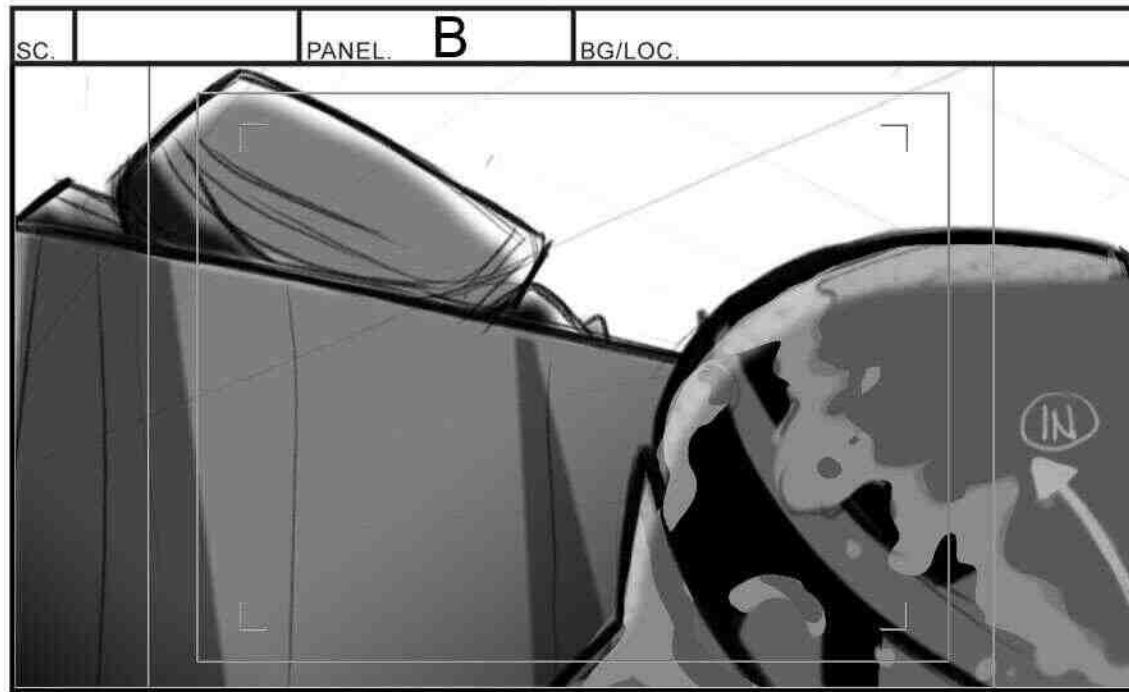
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

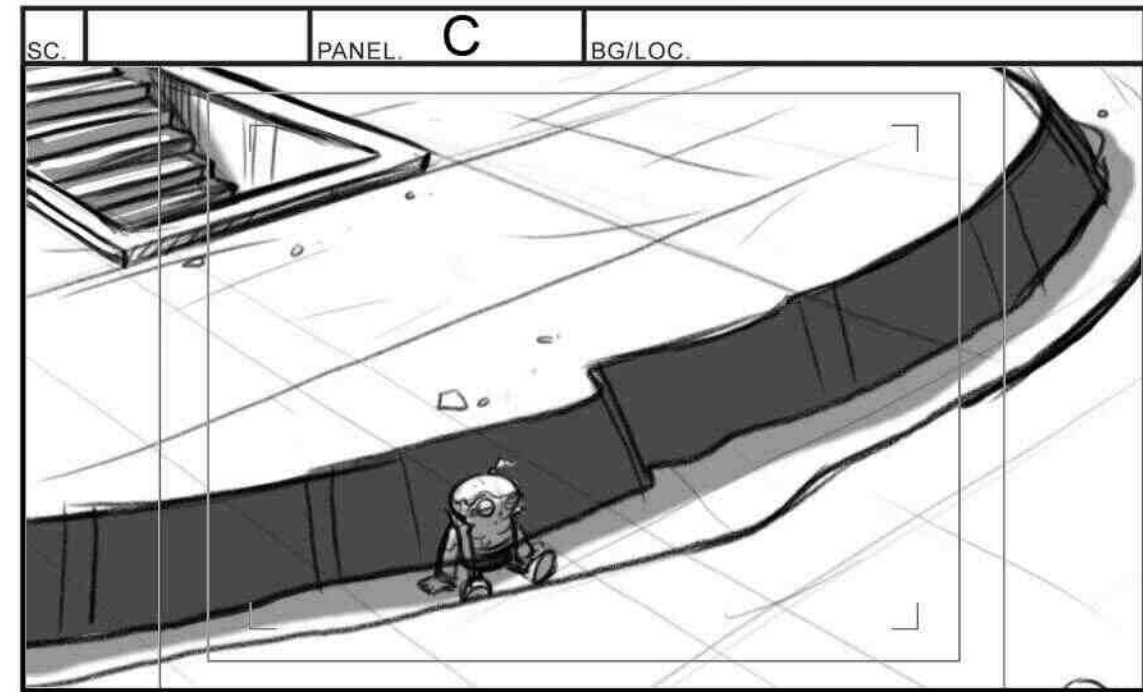
A dirt-covered Mighty Ray leans back into scene.

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:

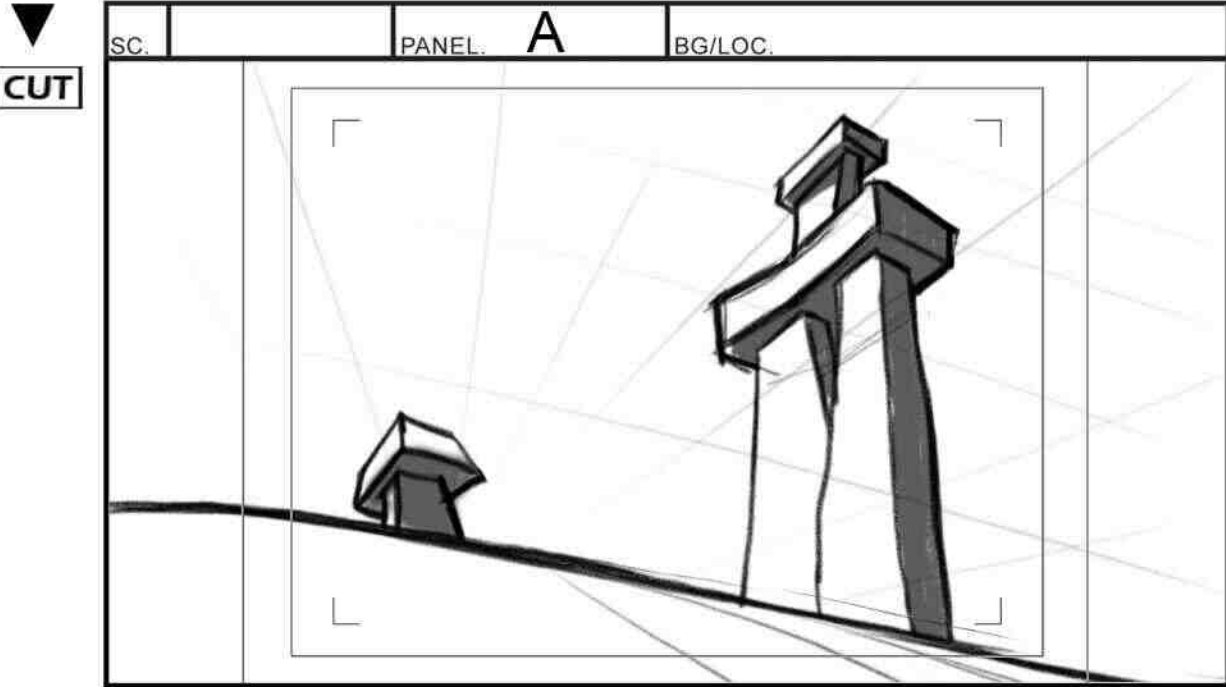
Director's Notes

SLUG NOTES



FINAL

PROD #



CUT

ACTION

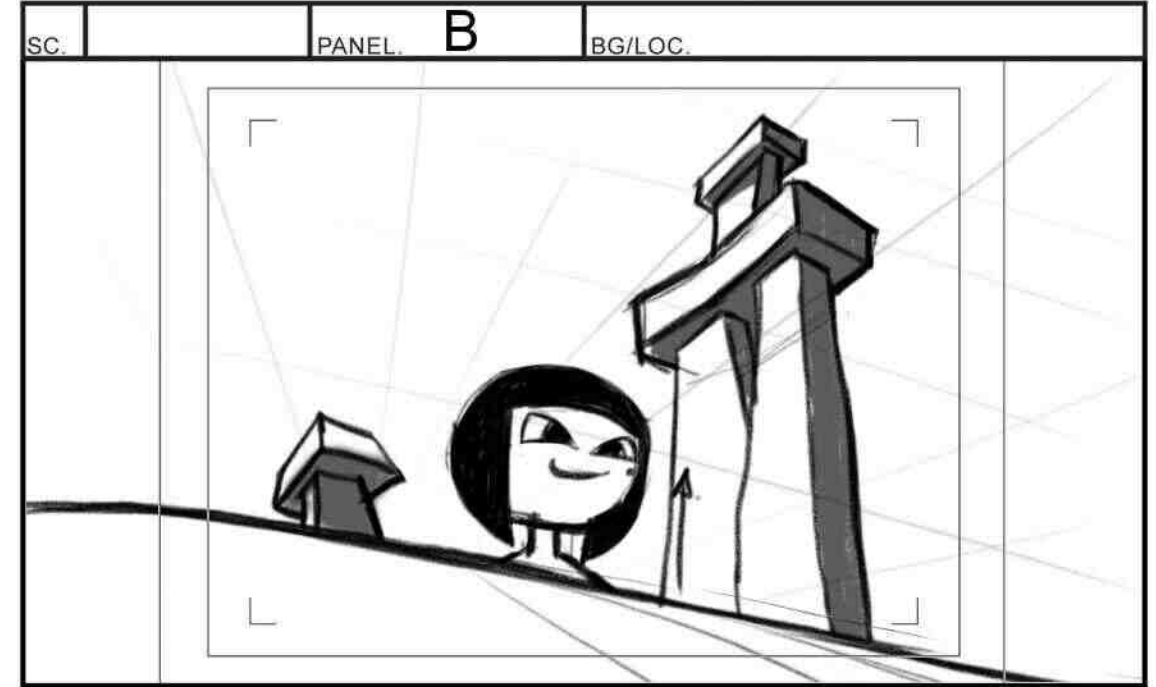
Close on the another part of the trench.

DIAL

FX:
SFX:

Director's Notes

SLUG NOTES



ACTION

Mystique Sonia pops up.

DIAL

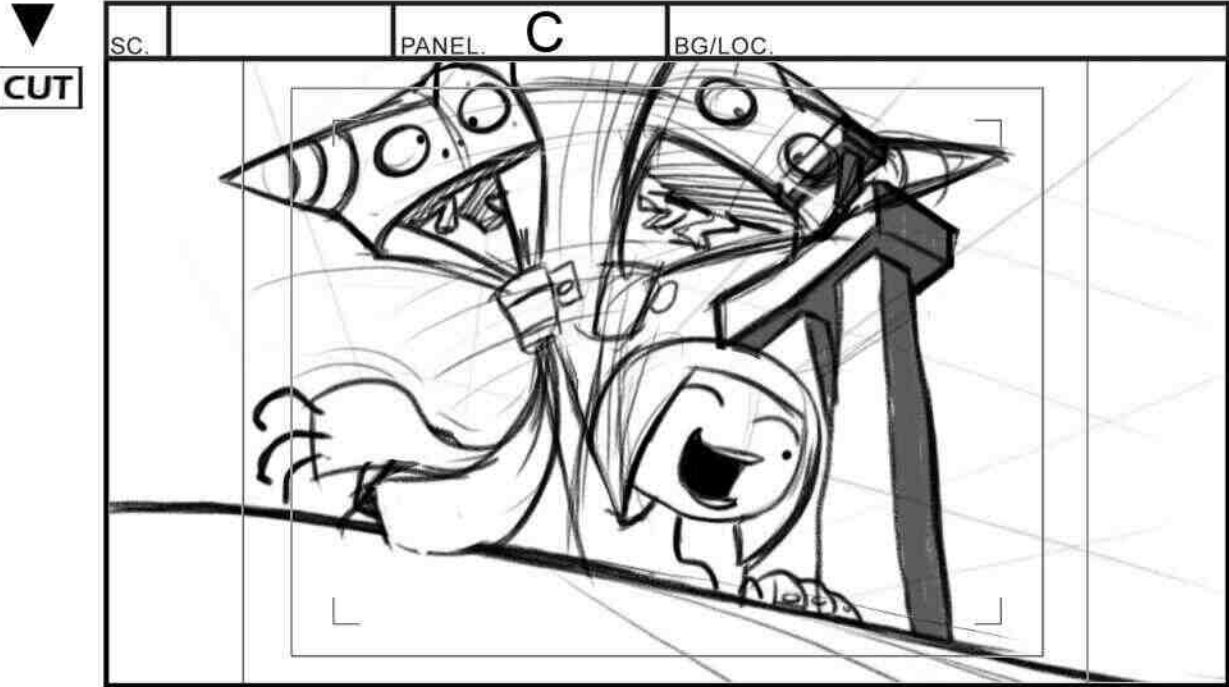
FX: (DX Shadows)
SFX:

Director's Notes

SLUG NOTES

FINALPROD #

Approved By:



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

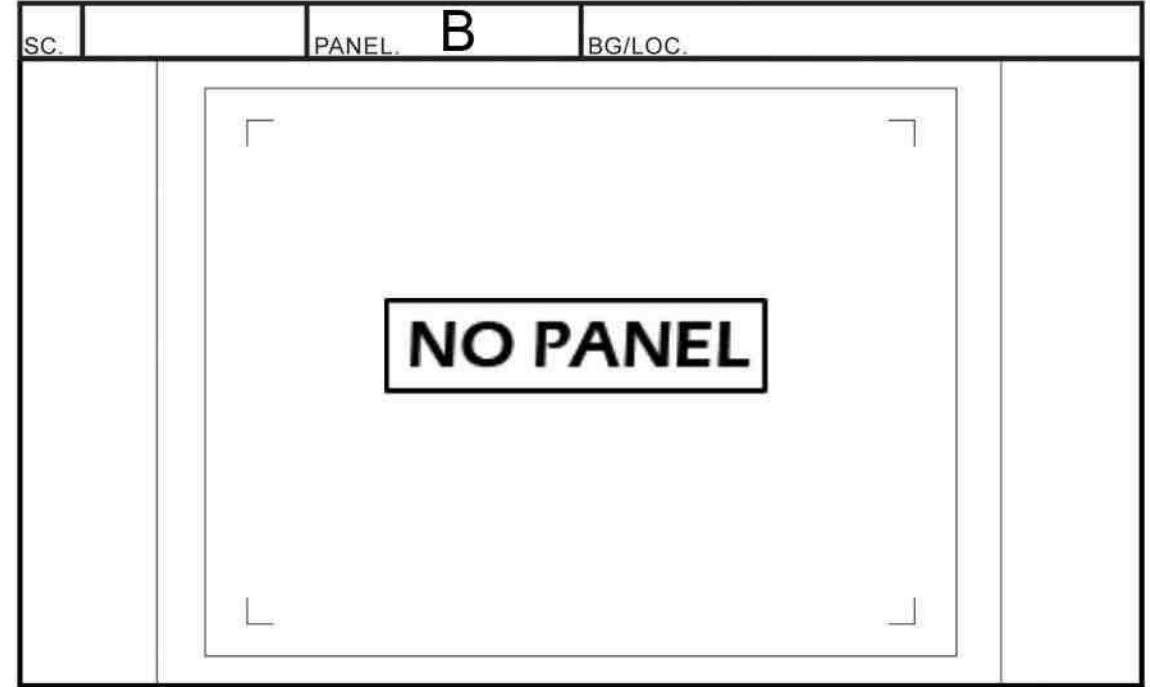
DIAL
72. Mystique Sonia:
Oh Beetles?! We give up!

FX: (DX Shadows)

SFX:

Director's Notes

SLUG NOTES



ACTION

DIAL

FX:

SFX:

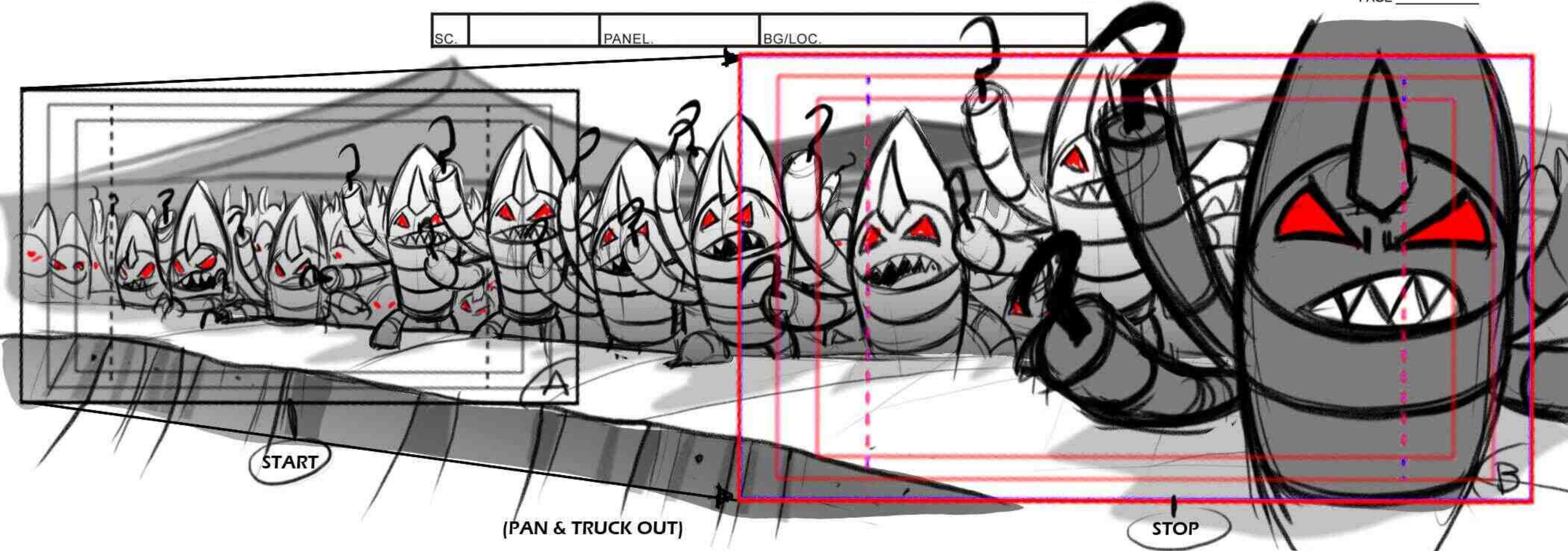
Director's Notes

SLUG NOTES

FINAL
PROD #

Approved By:

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



(PAN & TRUCK OUT)

STOP

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

Beetles:
(Angry Chitters)

FX: (DX Shadows)

SFX:

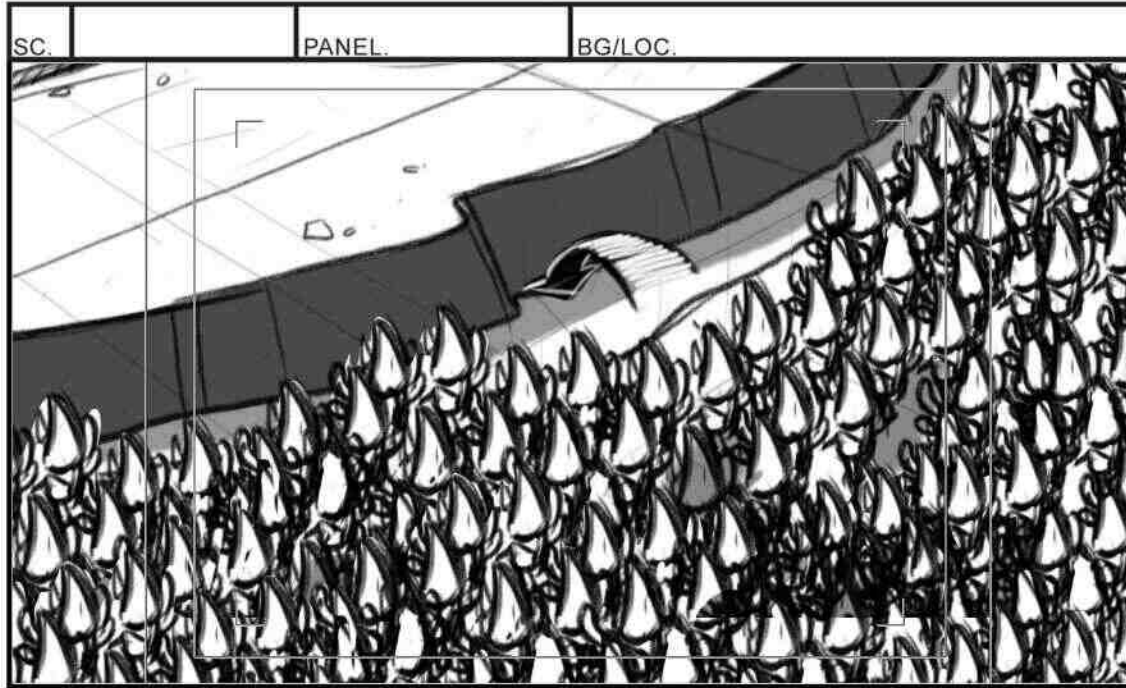
Director's Notes

SLUG NOTES

FINAL

PROD #

▼
HU

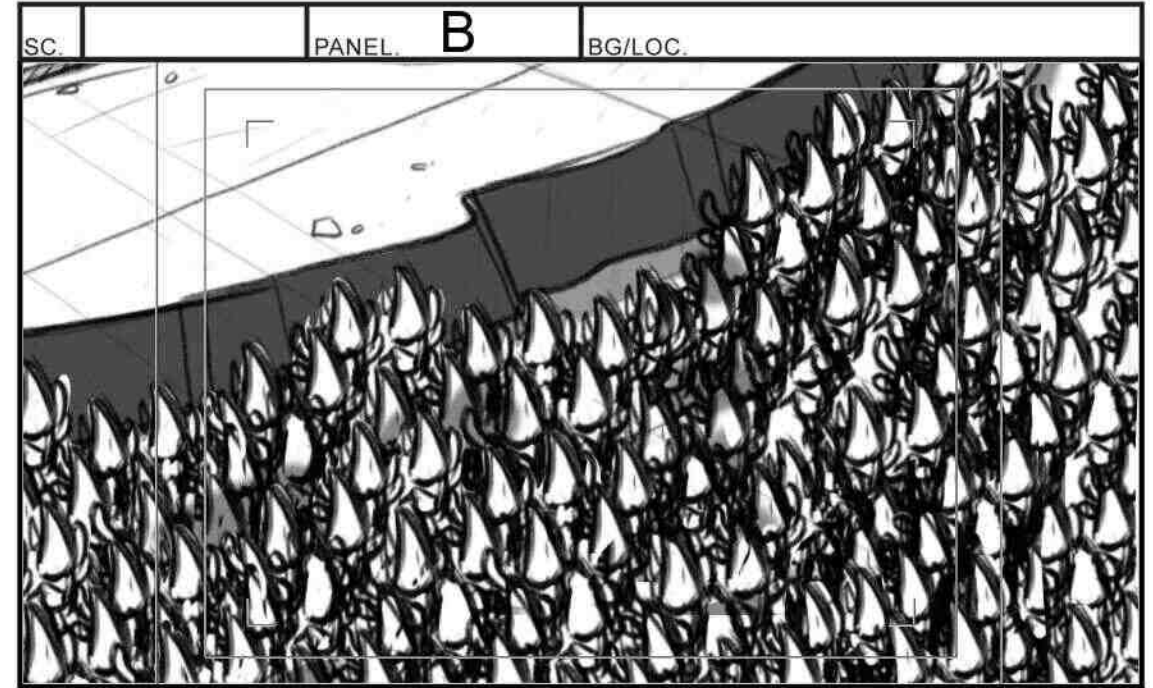


ACTION
Wide on trench...waves of Beetles swarm towards it.

DIAL
**Beetles:
(ANGRY CHITTERS)**

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

SLUG NOTES



ACTION

DIAL

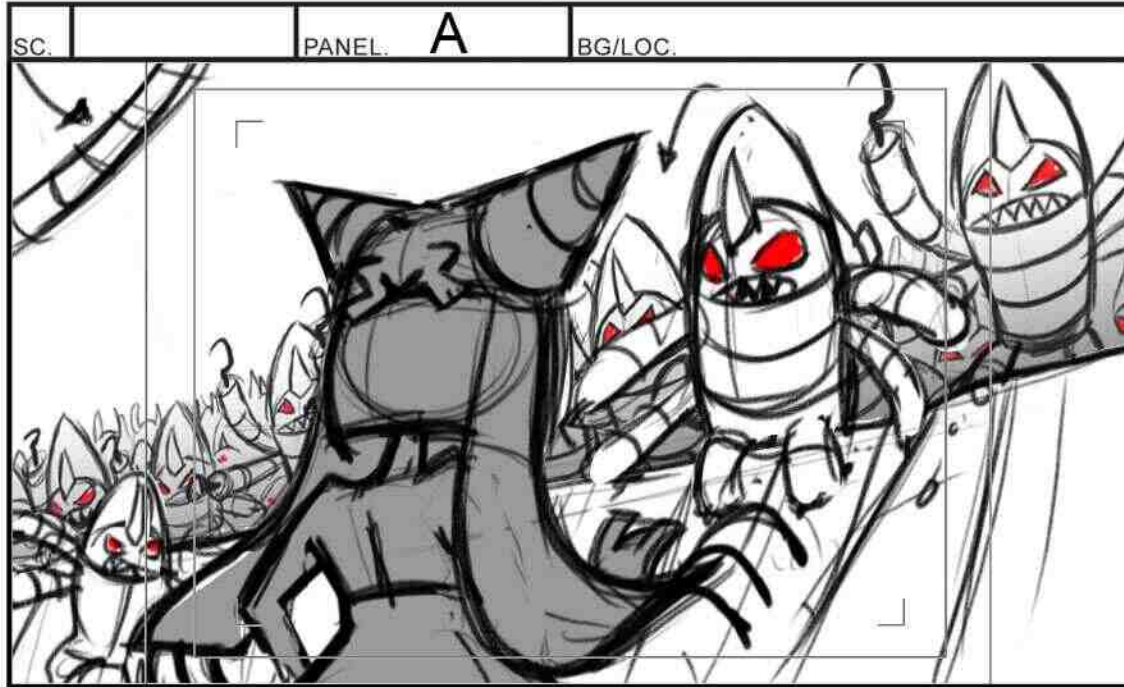
FX:
SFX:
Director's Notes

SLUG NOTES

FINAL

PROD #

▼
CUT



ACTION

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

DIAL

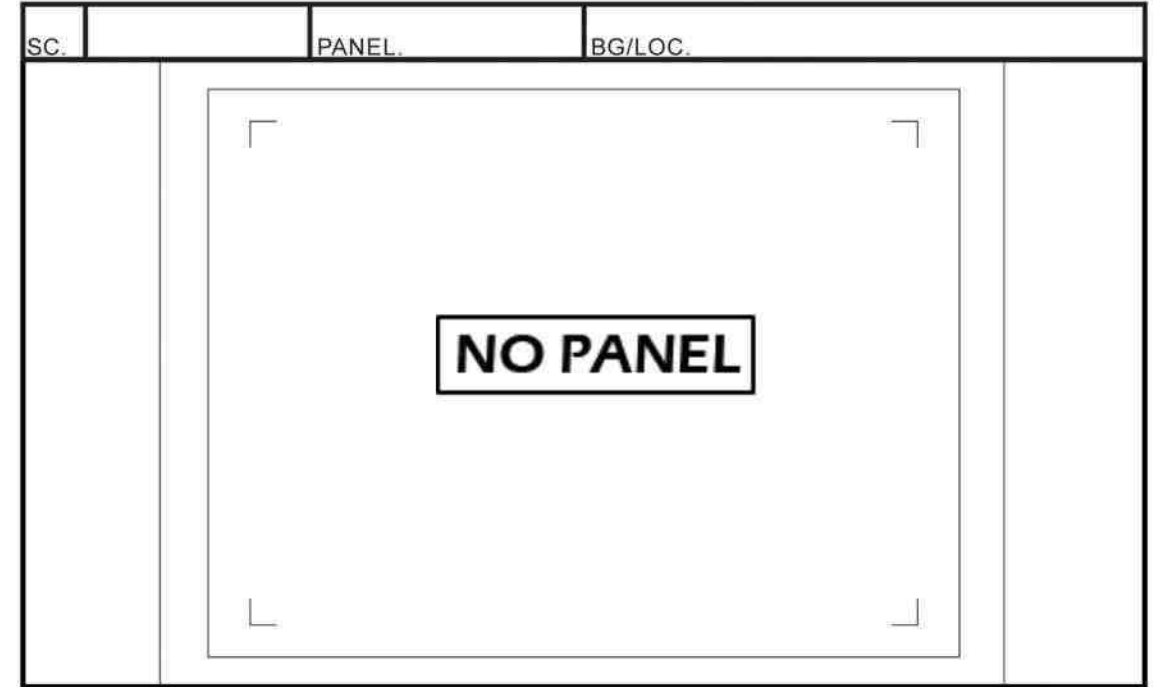
Beetles:
(ANGRY CHITTERS)

FX: (DX Shadows)

SFX:

Director's Notes

SLUG NOTES



ACTION

SCENE CONTINUED ON NEXT PAGE.

DIAL

FX:

SFX:

Director's Notes

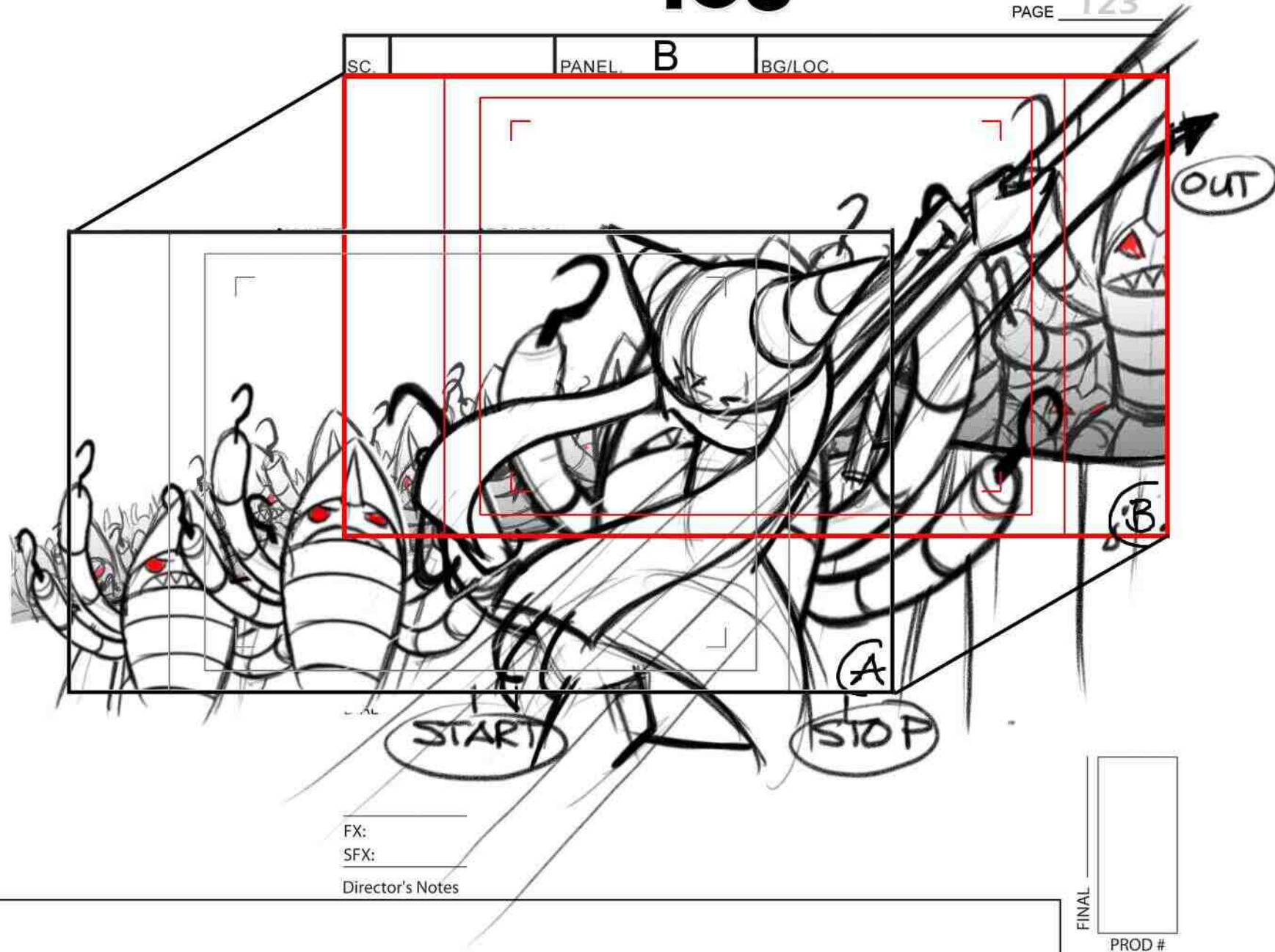
SLUG NOTES

FINAL

PROD #

Approved By:

Mystique grabs the rope and is pulled out of the trench.
PAN W/ANIM A - B.



DIAL

Beetles:
(ANGRY CHITTERS)

FX: **(DX Shadows)**

SFX:

Director's Notes

FX:

SFX:

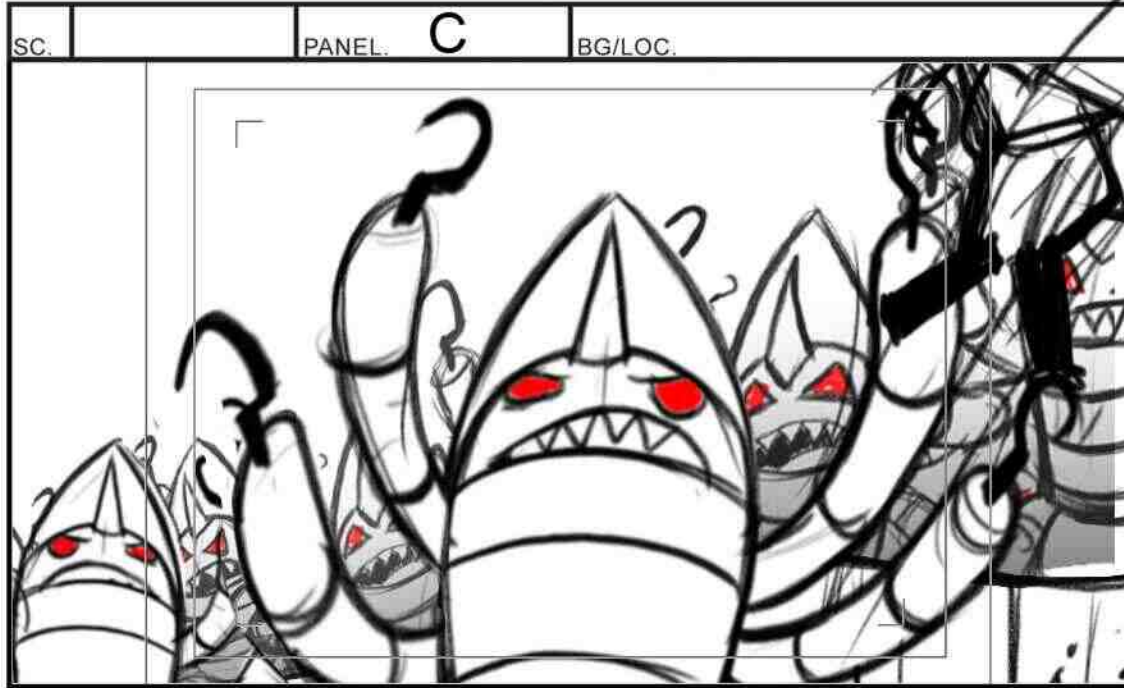
Director's Notes

SLUG NOTES

SLUG NOTES

FINAL

PROD #



CUT

ACTION

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

DIAL

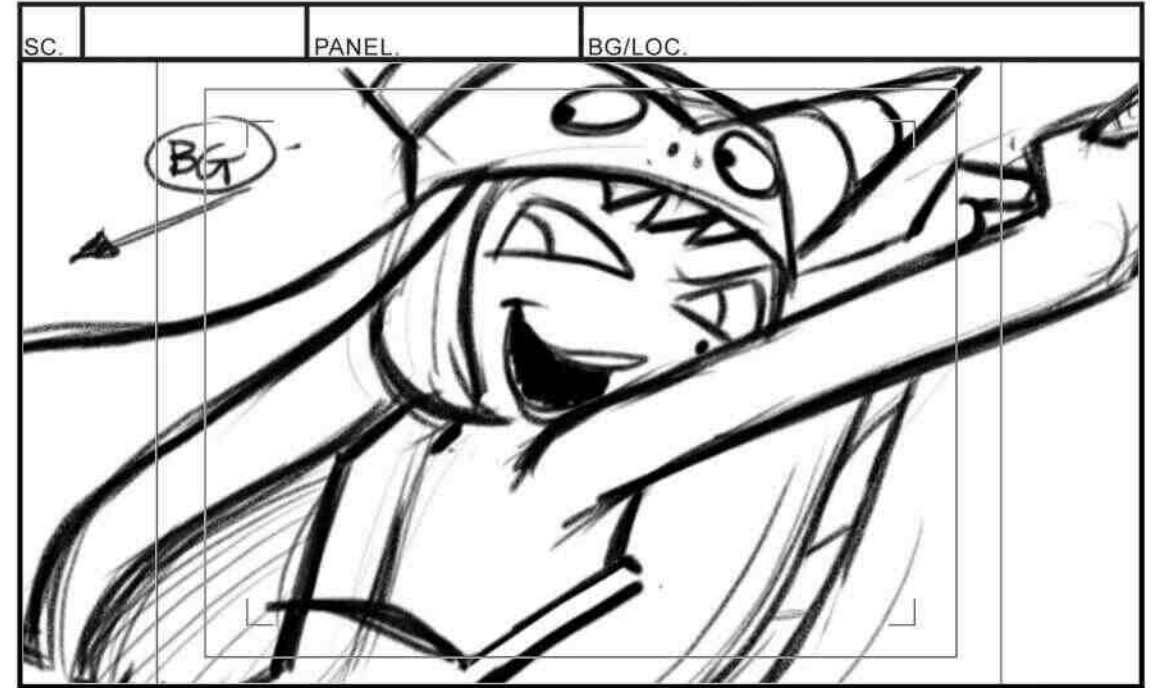
Beetles:
(ANGRY CHITTERS)

FX: (DX Shadows)

SFX:

Director's Notes

SLUG NOTES



ACTION

Close on Mystique Sonia as she is being lifted up and away from
the Beetle-filled trench. PAN BG.

DIAL

73. Mystique Sonia:
Oops. Sorry. Guess I forgot to say "NOT!"

FX:

SFX:

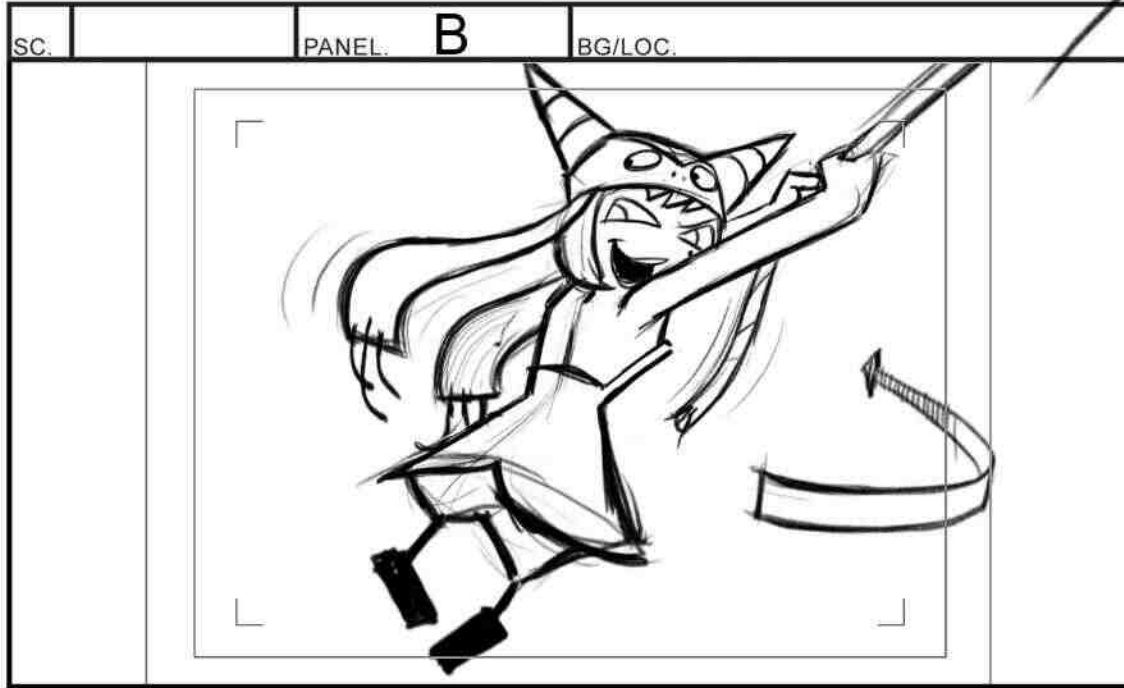
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

**Mystique swings away and up.
Stop BG PAN>b**

DIAL

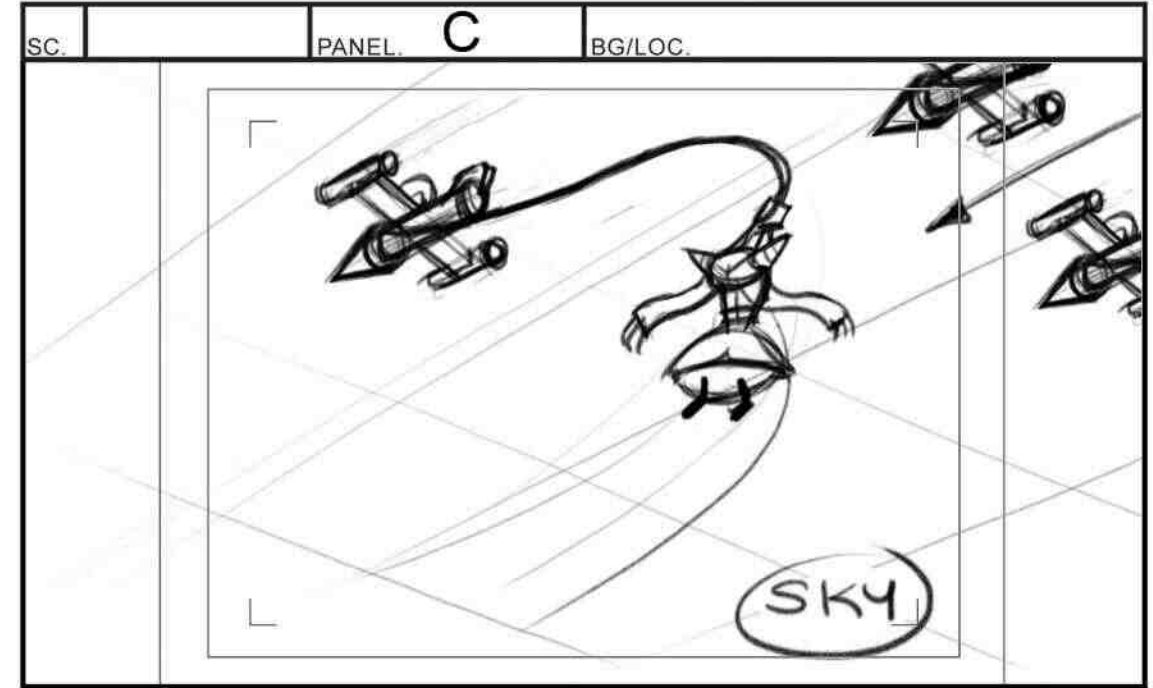
**Beetles:
(ANGRY CHITTERS)**

FX: **(DX Shadows)**

SFX:

Director's Notes

SLUG NOTES



ACTION

**Mystique Sonia is pulled away. More of the
Air Force jets join up in formation.**

DIAL

FX:

SFX:

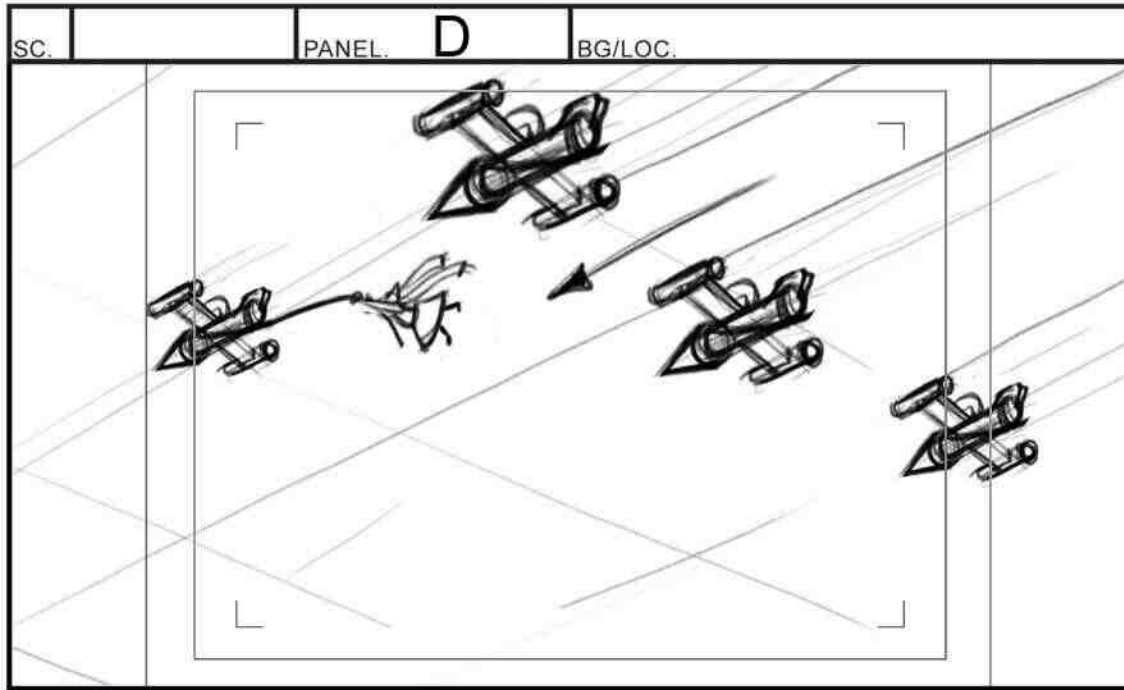
Director's Notes

SLUG NOTES

FINAL

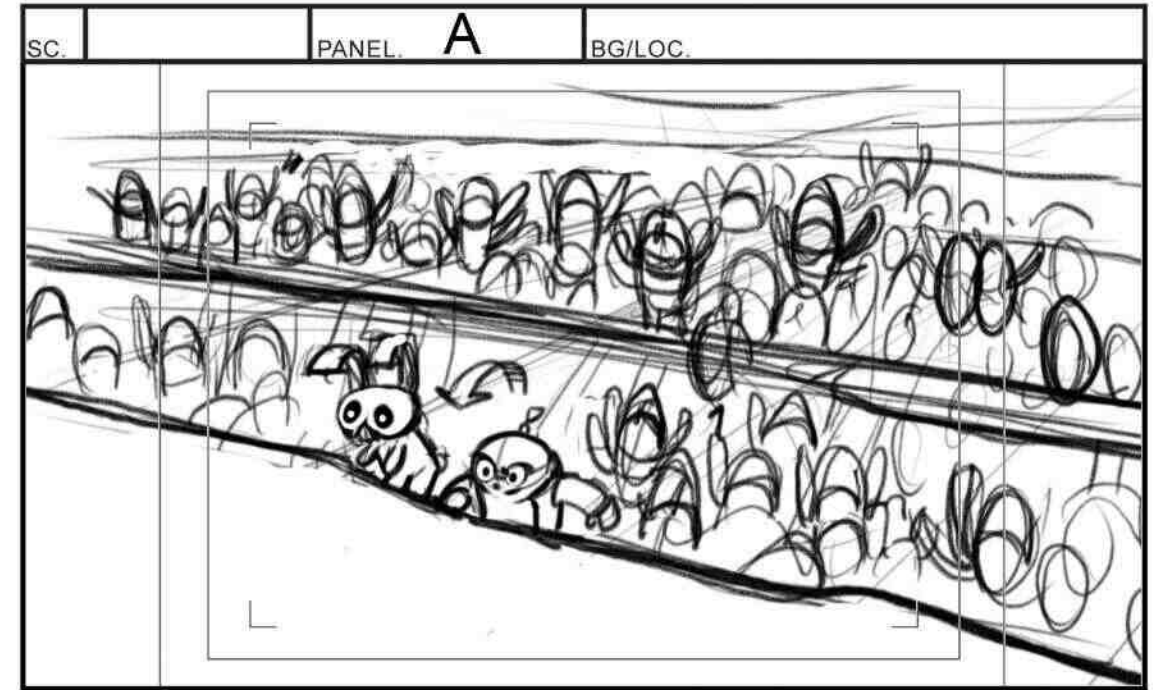
PROD #

Approved By:



ACTION

▼
CUT



ACTION

Angle on the trench. Jumpy and Mighty Ray leap out of it.

DIAL _____

FX: _____
SFX: _____

Director's Notes

SLUG NOTES

DIAL _____

FX: _____
SFX: _____

Director's Notes

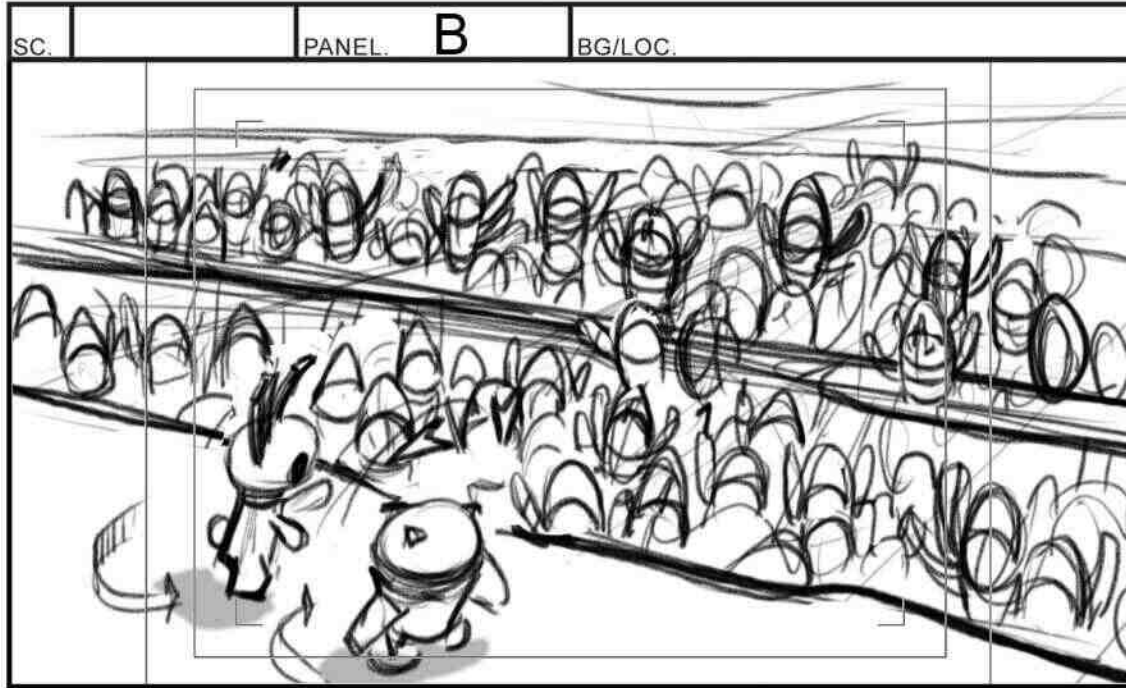
SLUG NOTES

FINAL

PROD #



CUT



ACTION

Jumpy turns and tosses a couple of grenades into the trench.

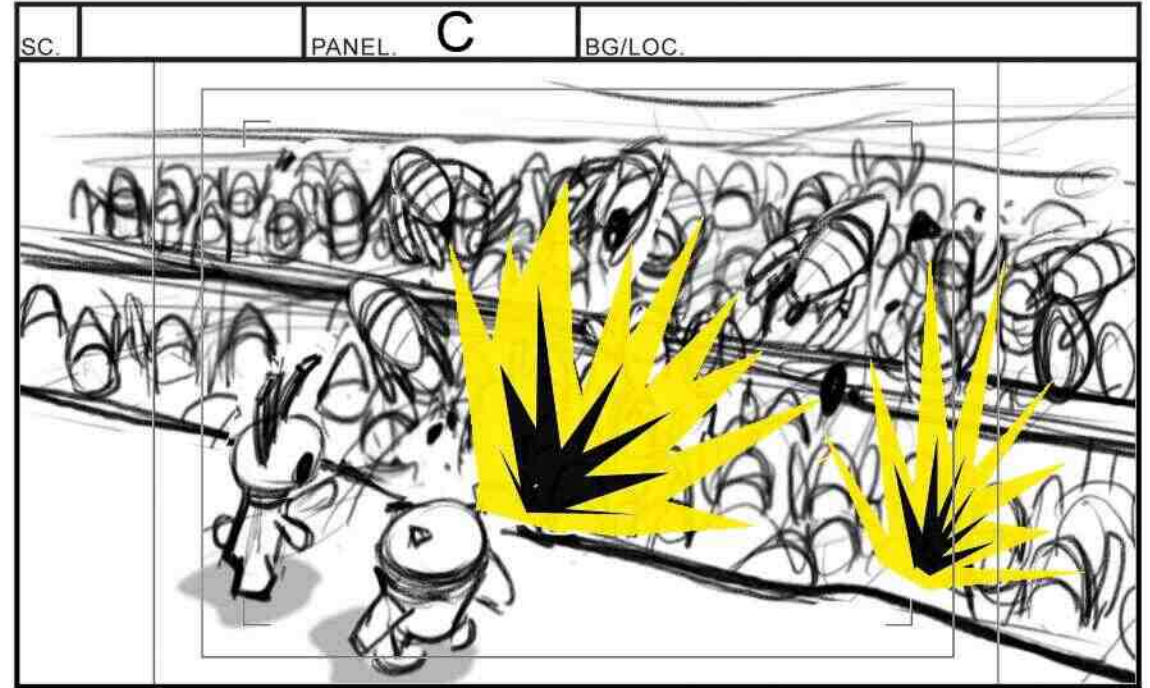
DIAL

FX: (DX Shadows)

SFX:

Director's Notes

SLUG NOTES



ACTION

DIAL

FX: (Dx Shadow, Bot. Lite Explosions)

SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



CUT



ACTION

Close on Mighty Ray. He reaches behind him.

DIAL

FX: (DX Shadows)

SFX:

Director's Notes

SLUG NOTES



ACTION

..he pops a banana.

DIAL

FX: (Dx Shadow, Bot. Lite Explosions)

SFX:

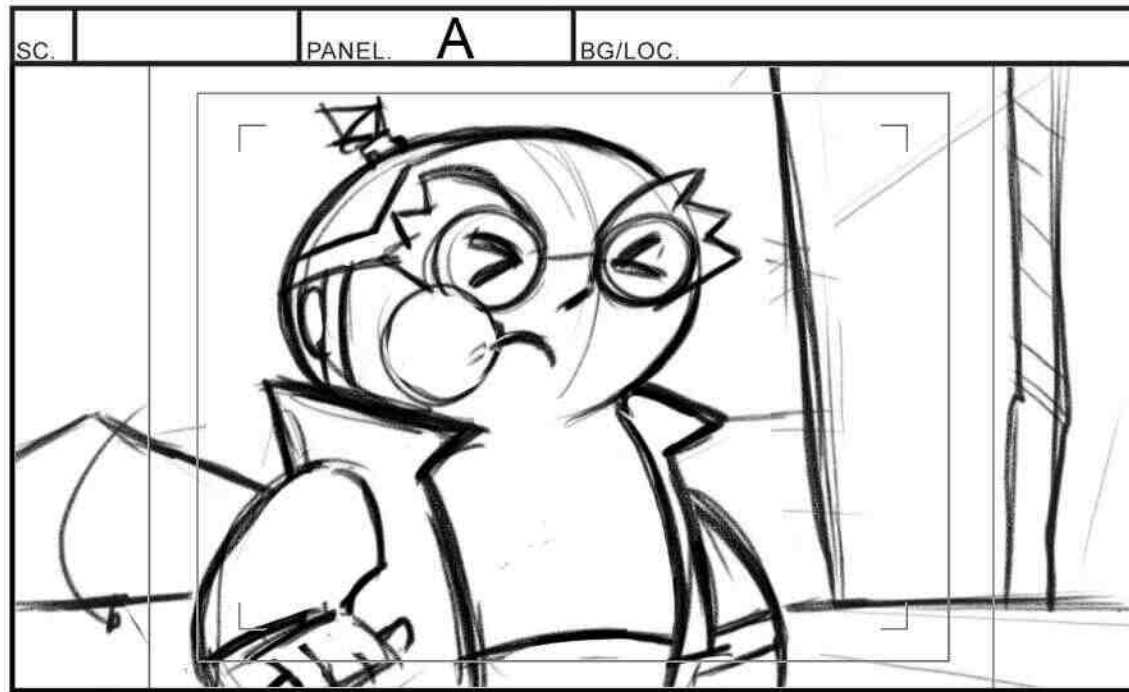
Director's Notes

SLUG NOTES

PROD #

Approved By:

▼
CUT



ACTION

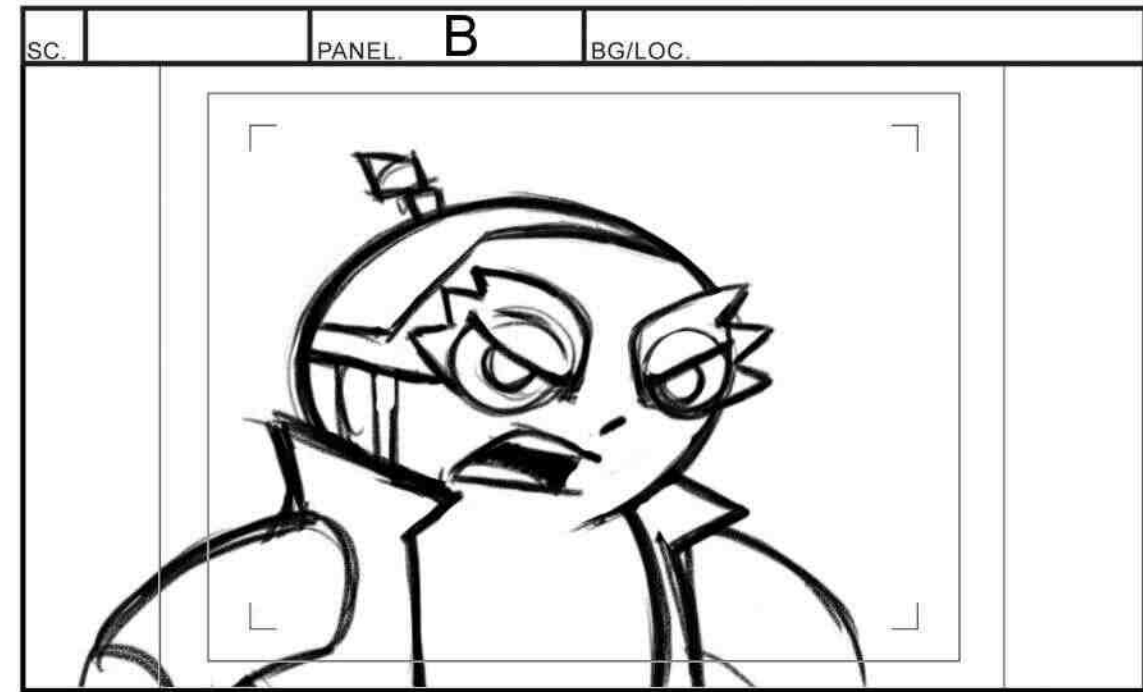
Close on Mighty Ray. He reaches behind him.

DIAL

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

Director's Notes

SLUG NOTES



ACTION

DIAL **74. Mighty Ray:**
I am Mighty Ray. Fear my eyeballs !

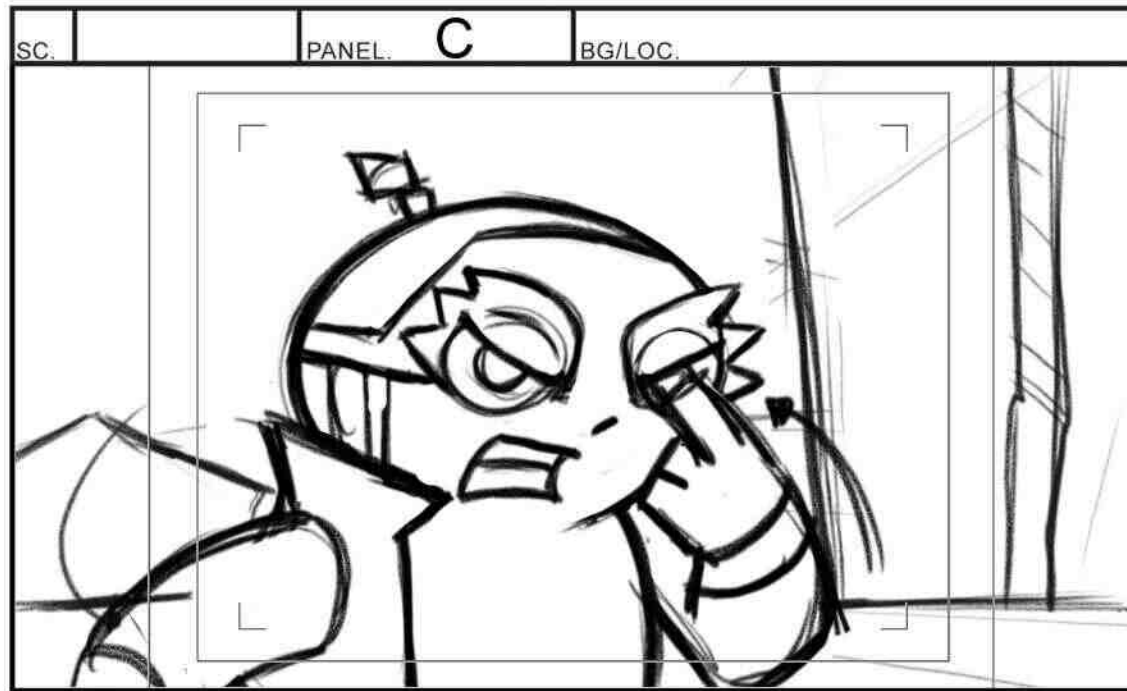
FX:
SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #



ACTION

Mighty Ray activates his eyeball.

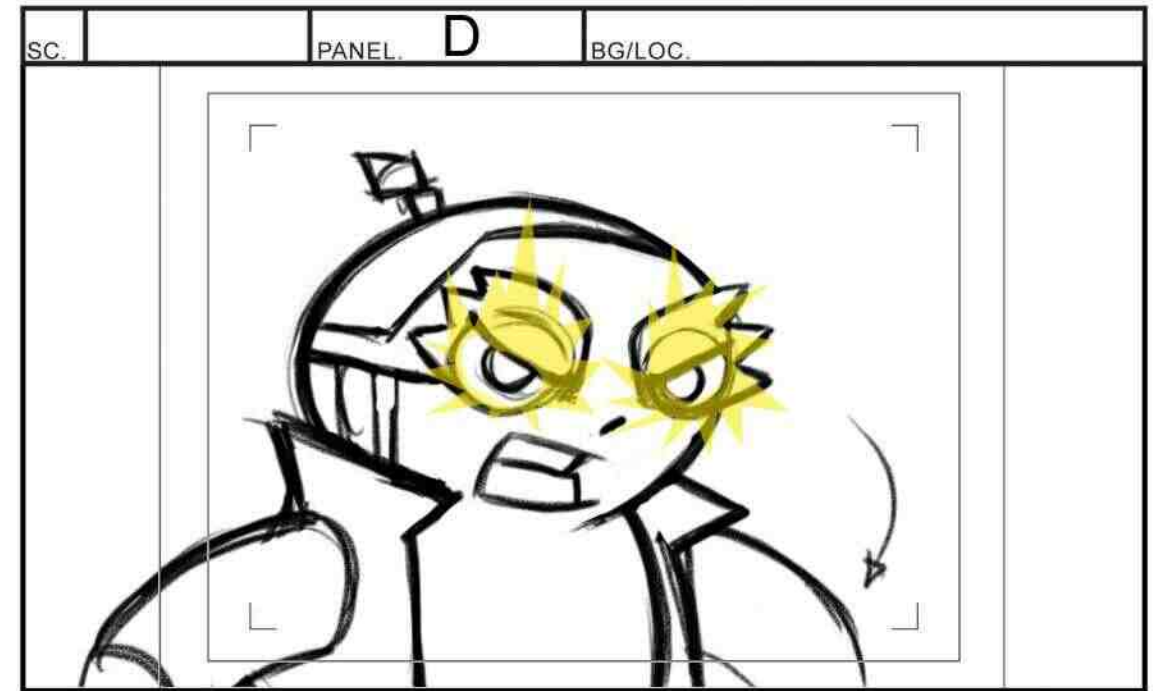
DIAL

FX: **(DX Shadows)**

SFX:

Director's Notes

SLUG NOTES



ACTION

His eyes start to glow....

DIAL

FX:

SFX:

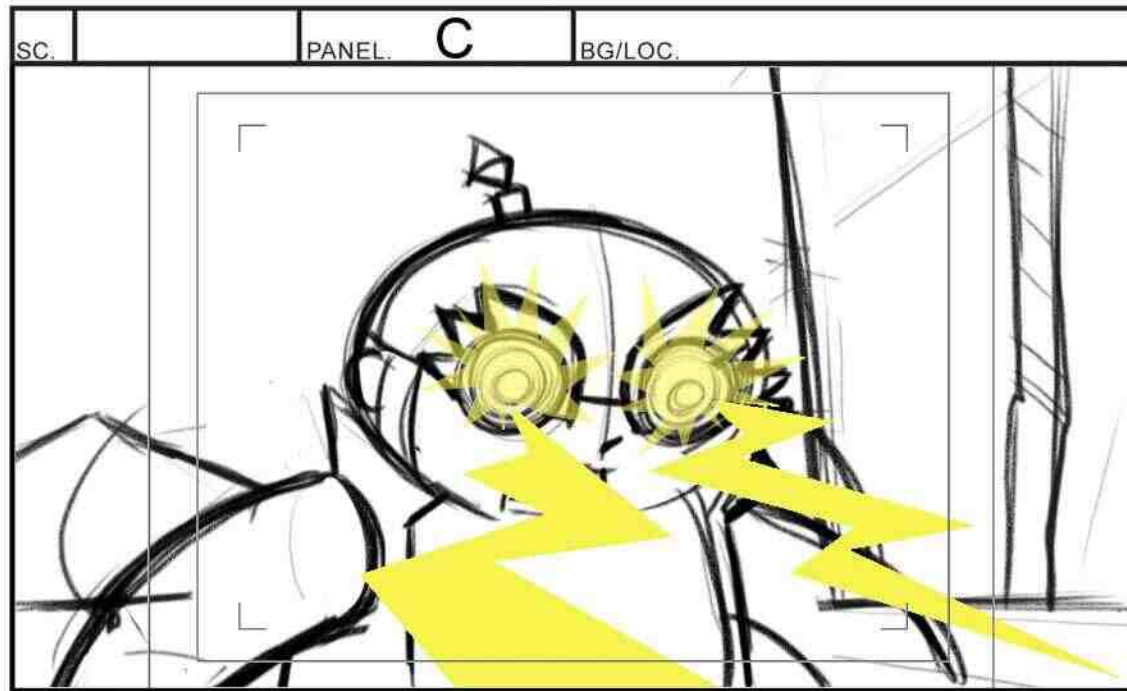
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

He fires a couple of < Blasts >.

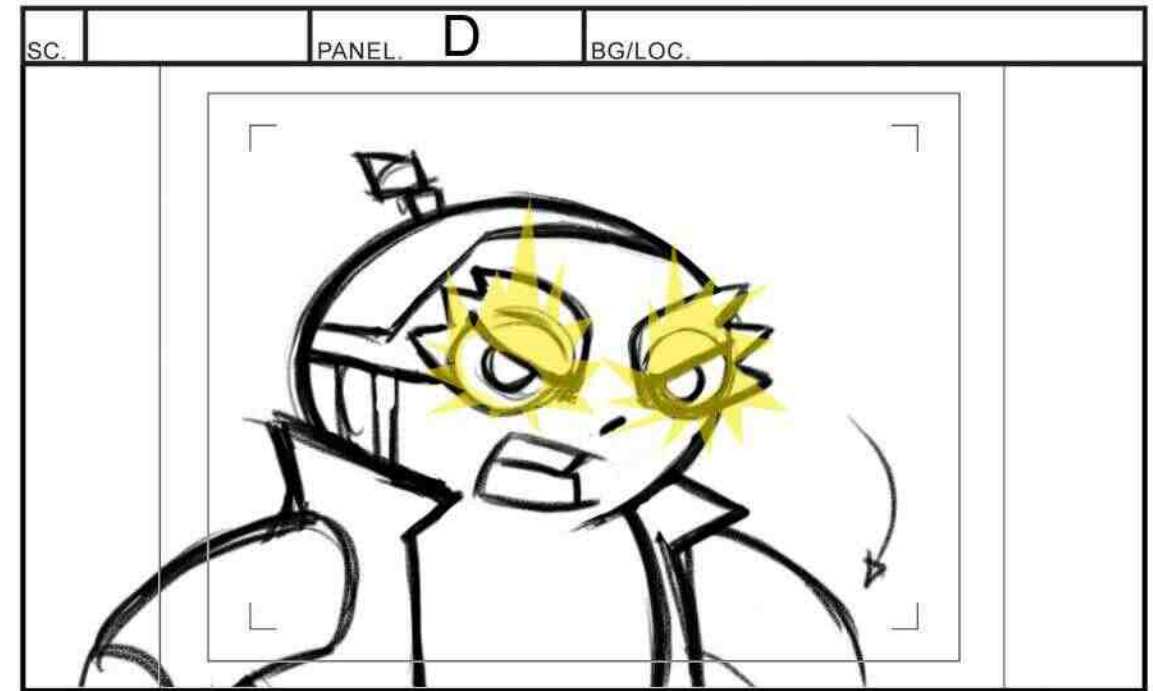
DIAL

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

SFX:

Director's Notes

SLUG NOTES



ACTION

His eyes start to glow....

DIAL

FX:

SFX:

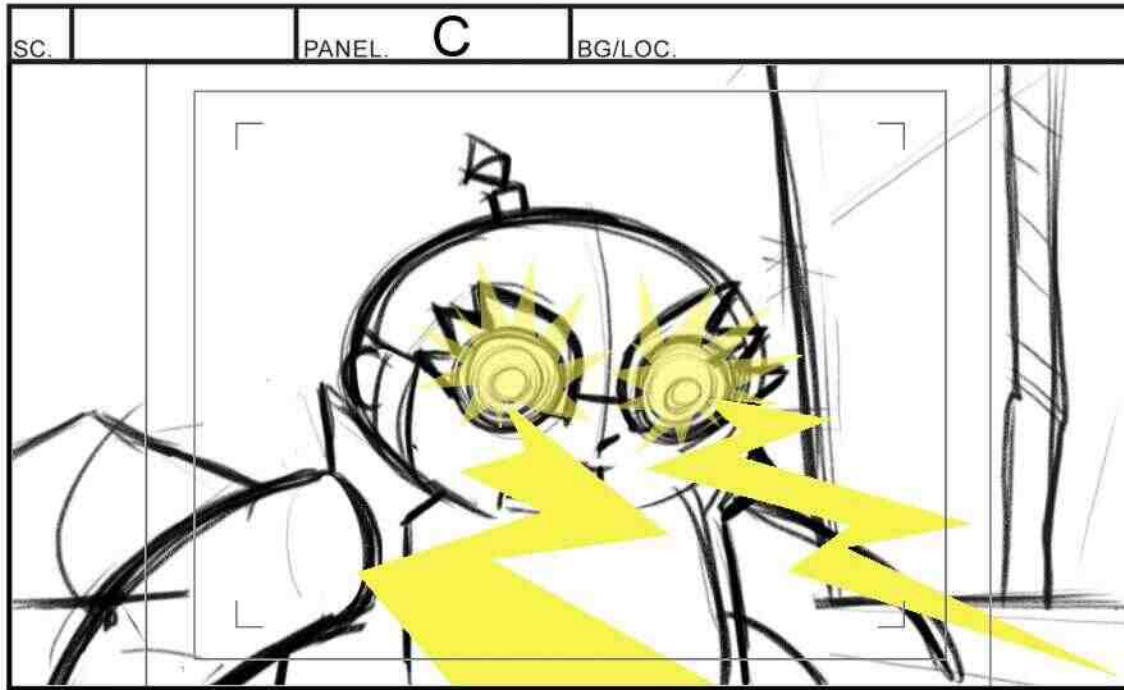
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

He fires a couple of < Blasts >.

DIAL

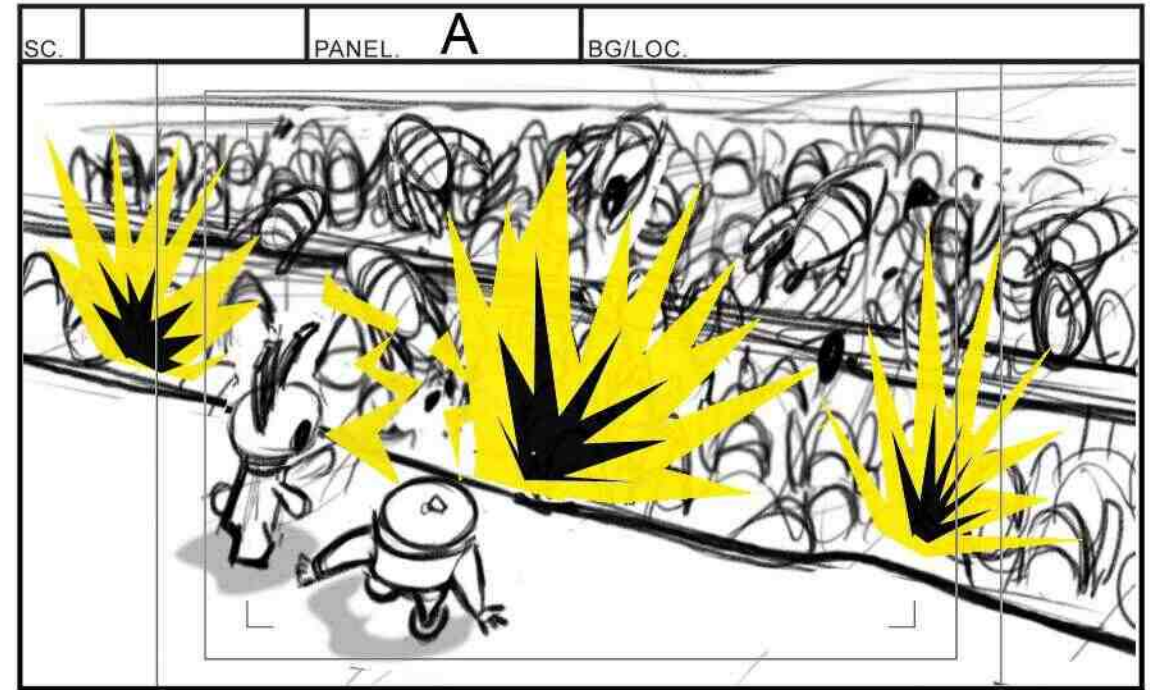
FX: **(Bot. Lite Blast)**

SFX:

Director's Notes

SLUG NOTES

▼
CUT



ACTION

Wide on Trench as Mighty Ray pumps in a couple of blasts
as Jumpy tosses in a couple more carrot grenades.

DIAL

FX:

SFX:

Director's Notes

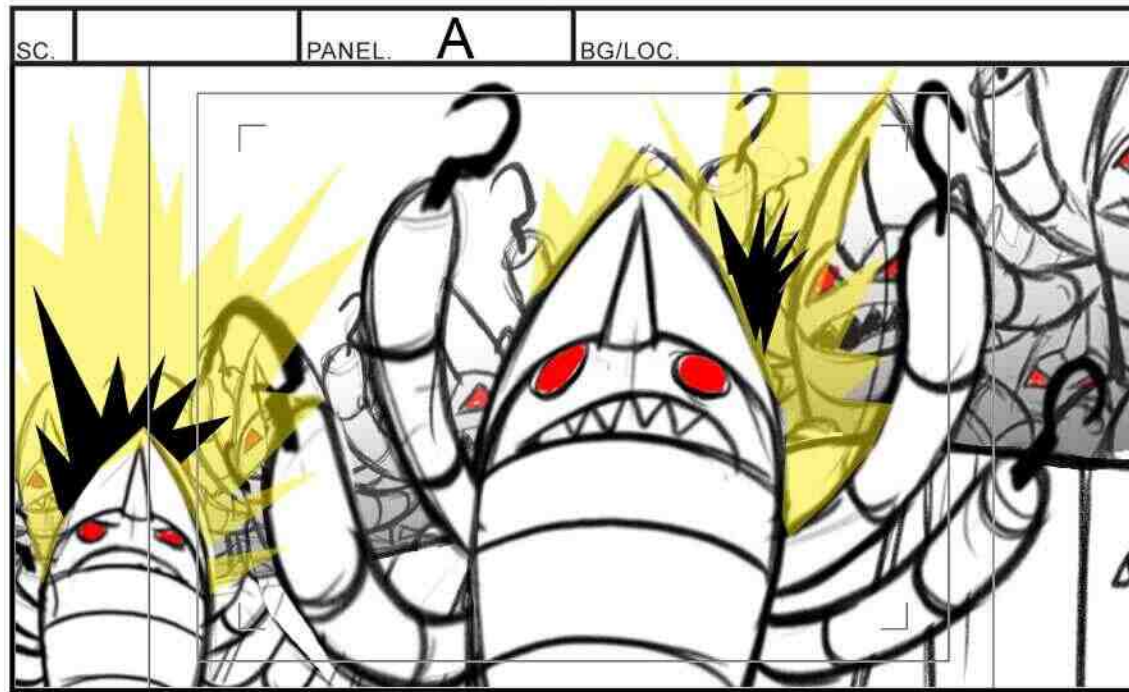
SLUG NOTES

FINAL

PROD #

Approved By:

▼
CUT



ACTION

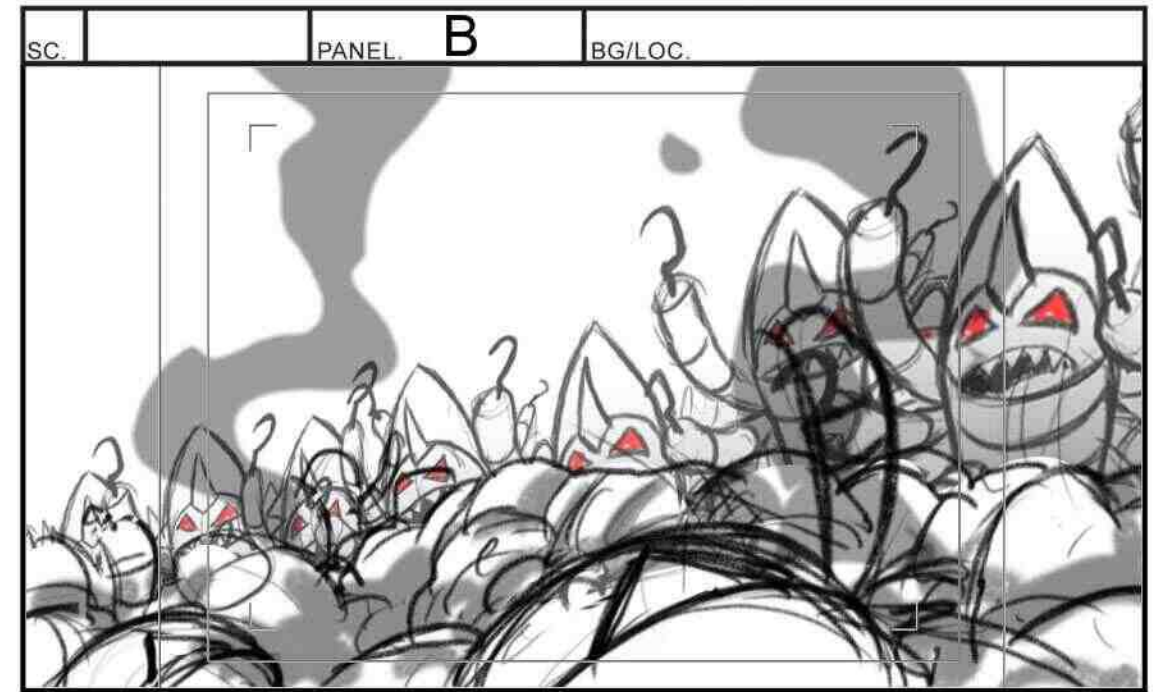
Close on the the beetles in the Trench.

DIAL

FX: **(Bot. Lite Blast)**
SFX:

Director's Notes

SLUG NOTES



ACTION

The trench walls start to collapse in on them.

DIAL

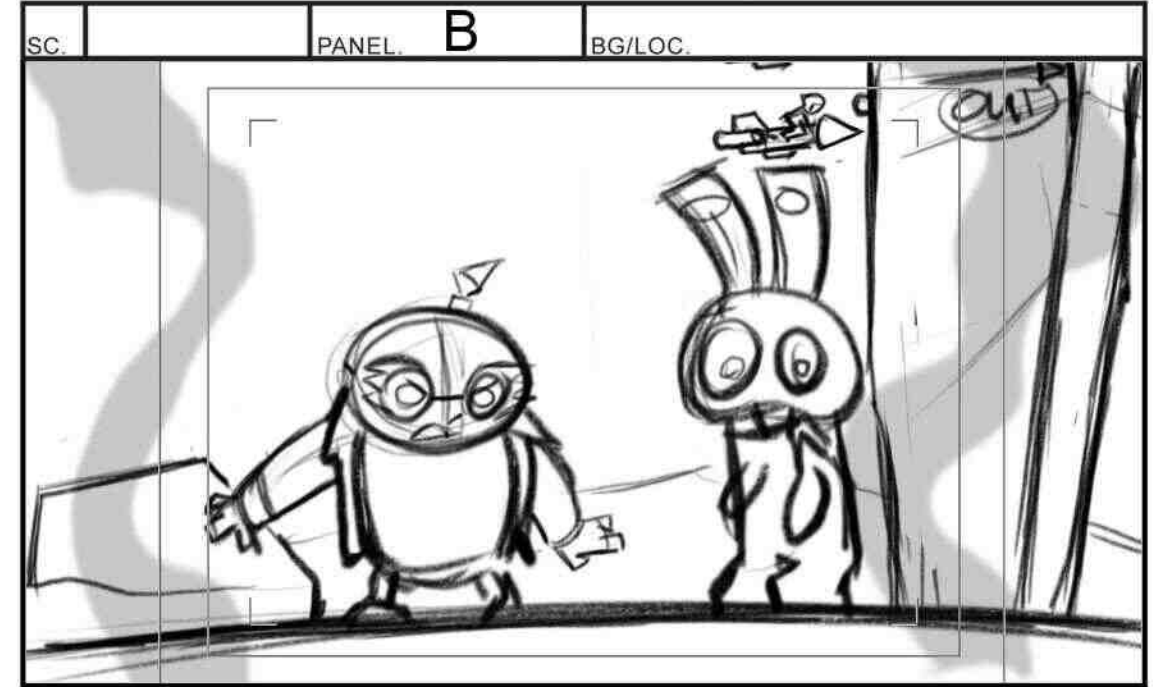
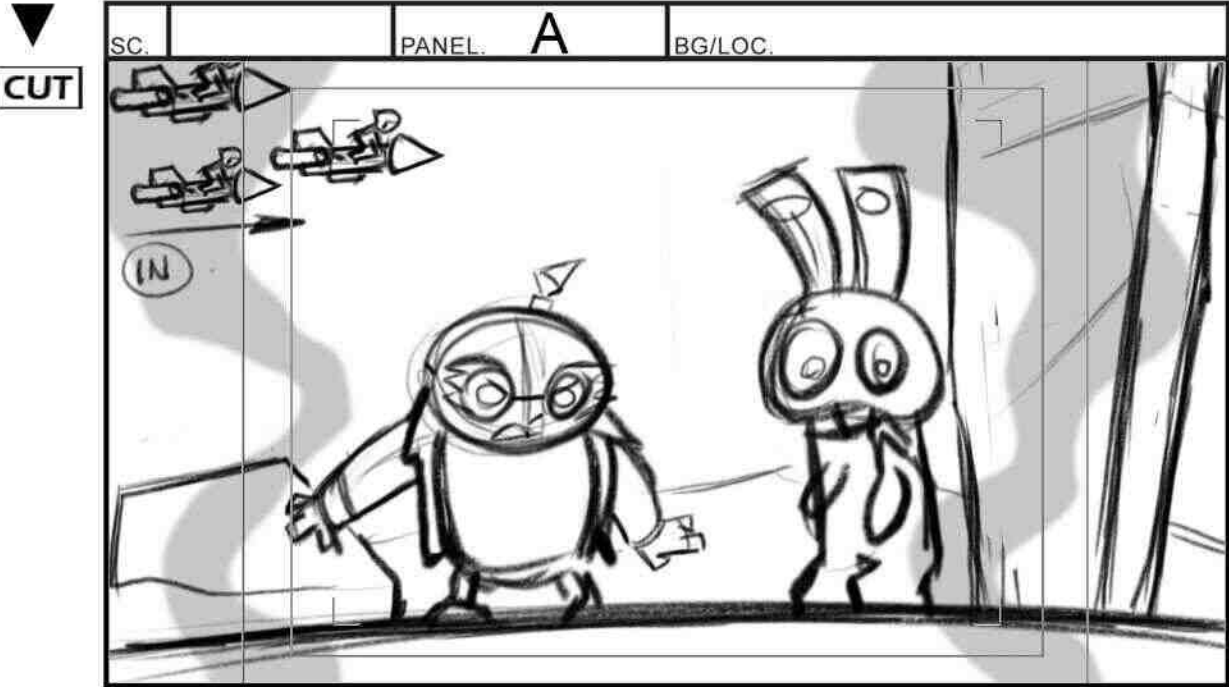
FX:
SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #



ACTION
Angle on Jumpy and Mighty Ray. Behind them the Air Force screams in.

ACTION
The Air Force guys zoom out.

DIAL

FX: (DX Smoke)

SFX:

Director's Notes

SLUG NOTES

DIAL

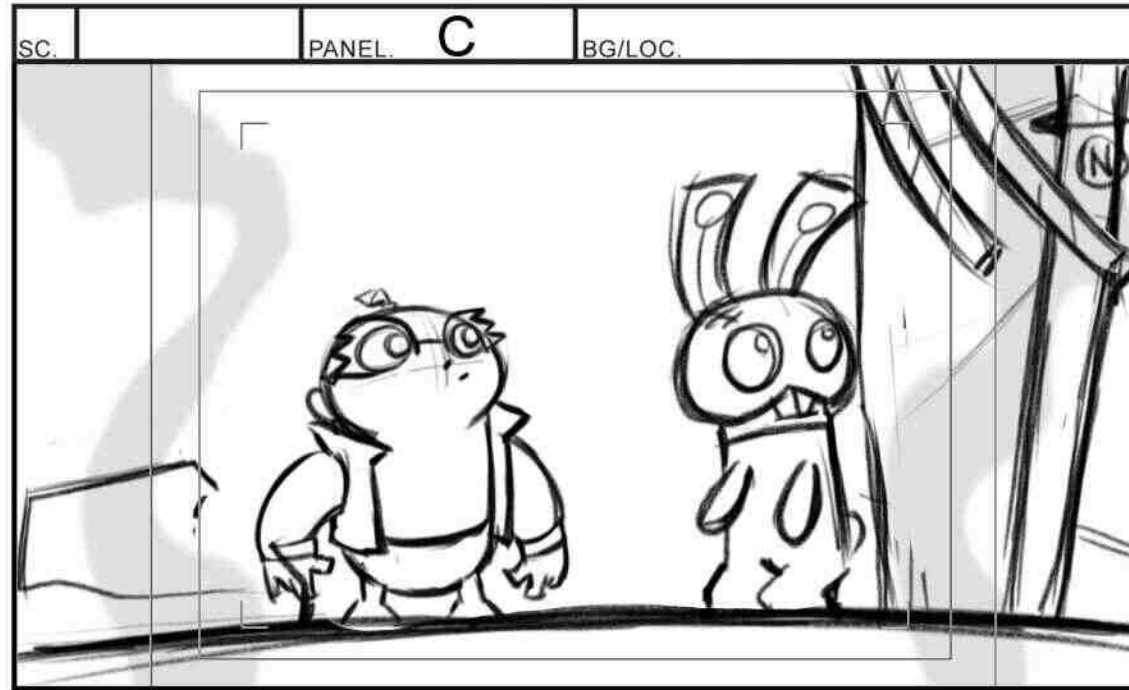
FX:

SFX:

Director's Notes

SLUG NOTES

FINAL
PROD #



ACTION
They look up as a couple of ropes slide in...

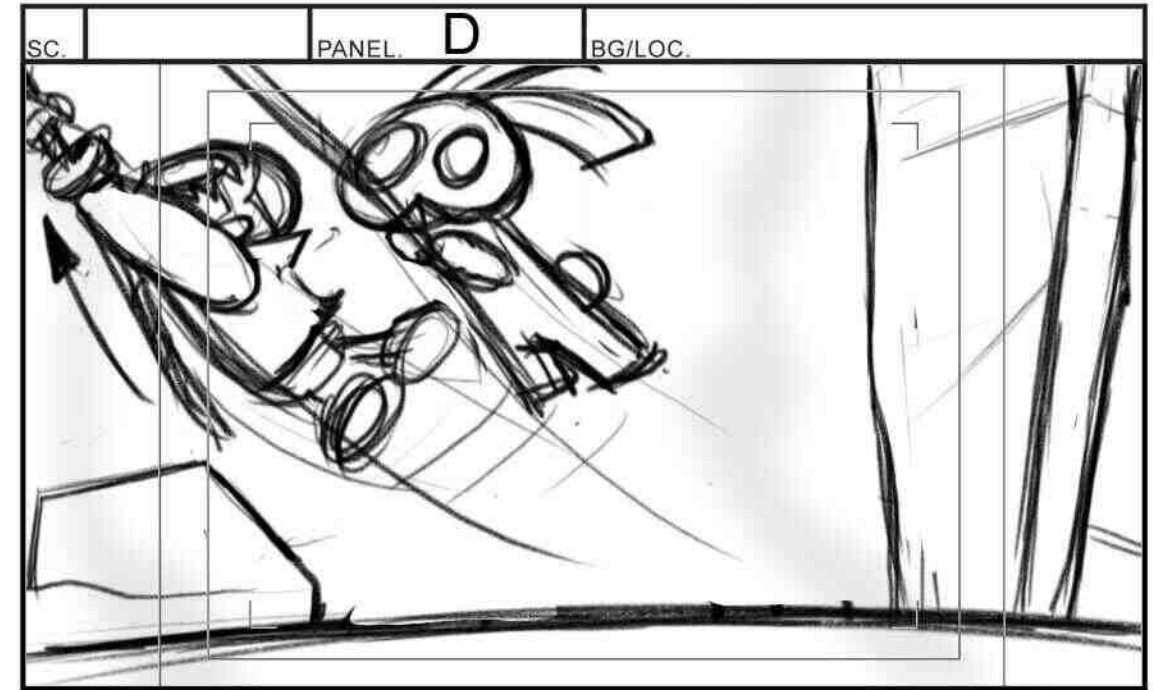
DIAL

FX: **(DX Smoke)**

SFX:

Director's Notes

SLUG NOTES



ACTION
...grabbing the ropes they are whisked out of scene.

DIAL

FX:

SFX:

Director's Notes

SLUG NOTES

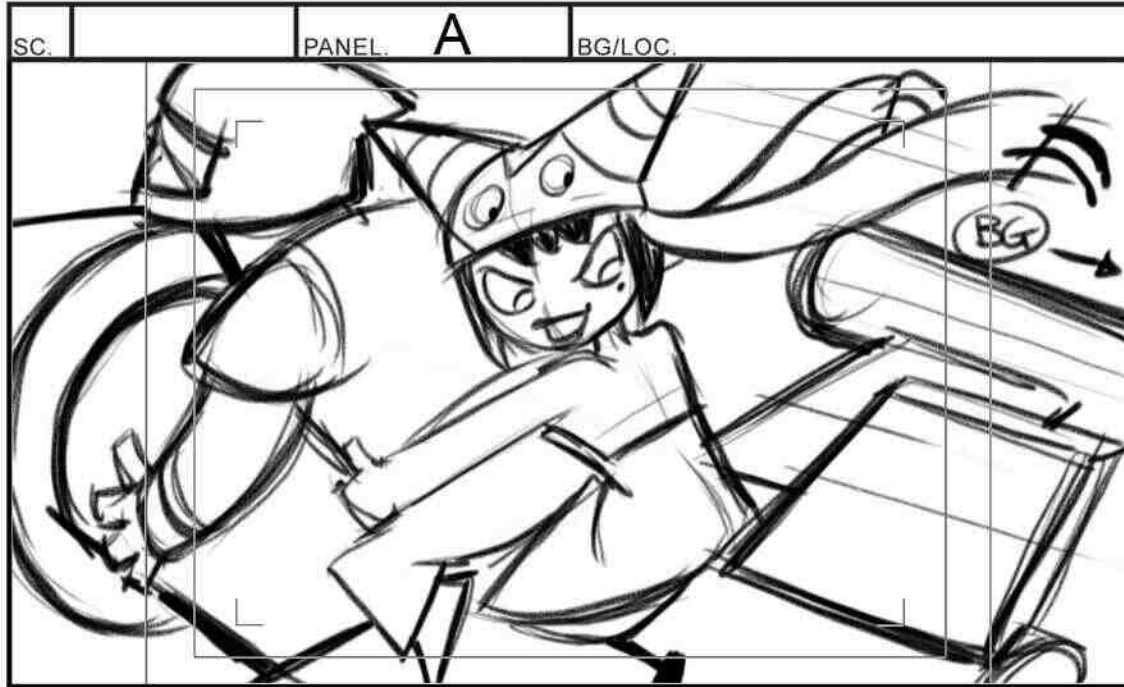
FINAL

PROD #

Approved By:



CUT

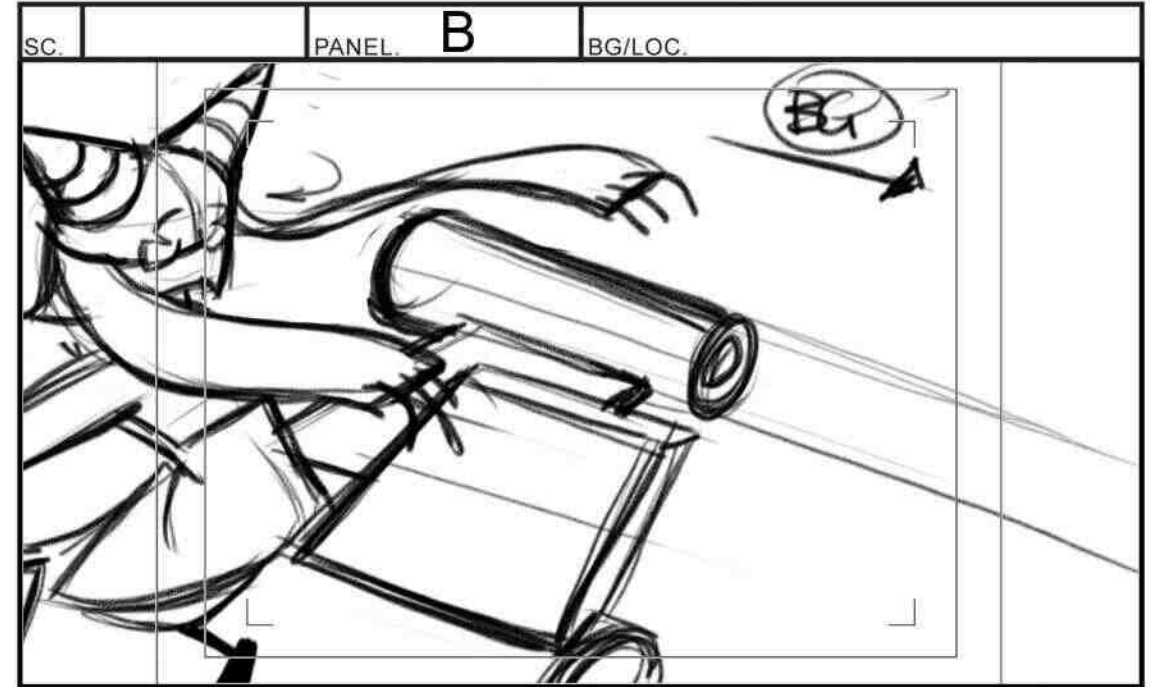


ACTION
Angle on Mystique Sonia, riding on the back of a Big Green plane,
looking over her shoulder.
PAN BG

DIAL
75: Mystique Sonia:
That should hold them long enough to let
Lin Chung get the sword!

FX:
SFX:
Director's Notes

SLUG NOTES



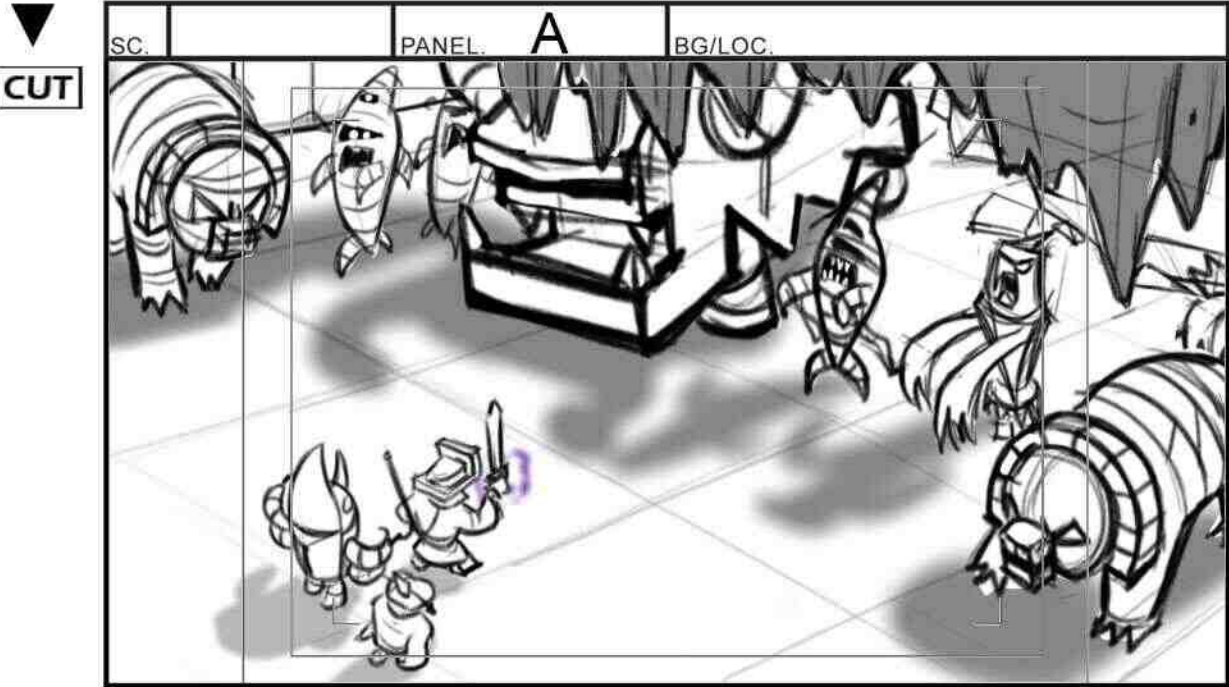
ACTION
They zoom out.

DIAL

FX:
SFX:
Director's Notes

SLUG NOTES

FINAL
PROD #



ACTION

Int. Chamber of the Dark Fire Sword - Same Time
Lin Chung, Highroller and The Beetle King are backing away
from the advancing mummies.

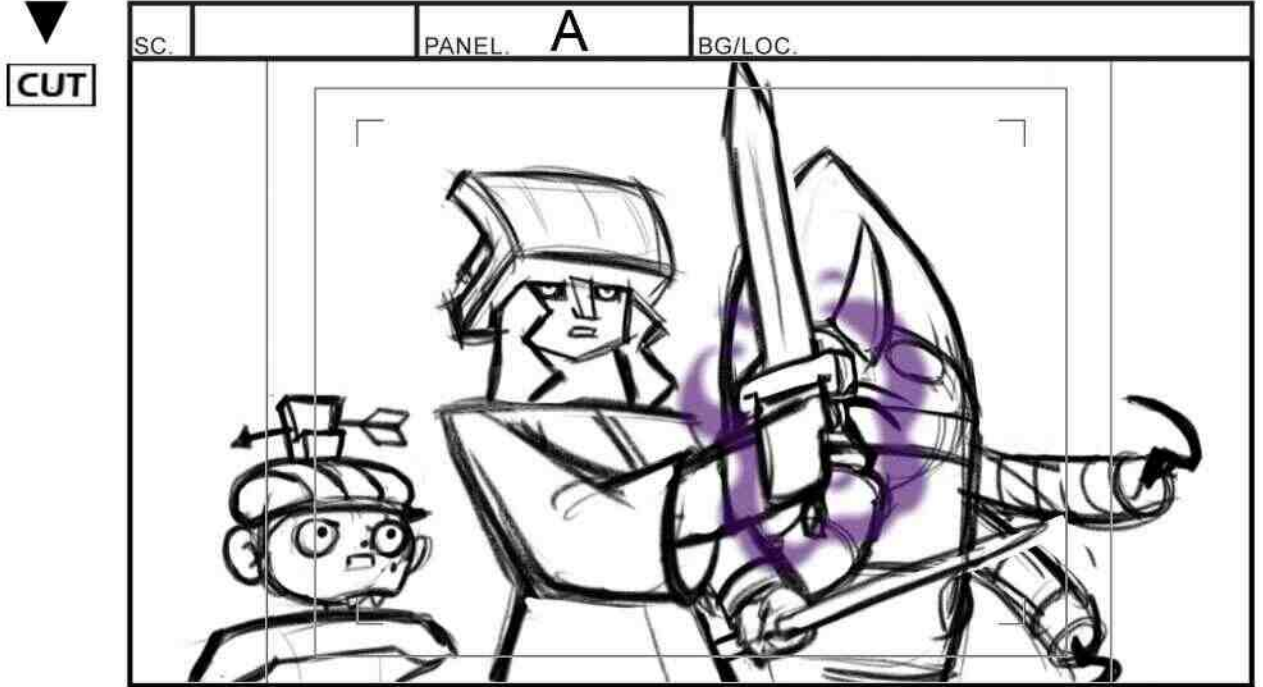
DIAL

FX: (Dx Shadow, Bot. Lite glow)

SFX:

Director's Notes

SLUG NOTES



ACTION

Close on Lin Chung, Highroller and The Beetle King.

DIAL

76. Lin Chung:
It is now or never.

FX: (Dx Shadow, Bot. Lite glow)

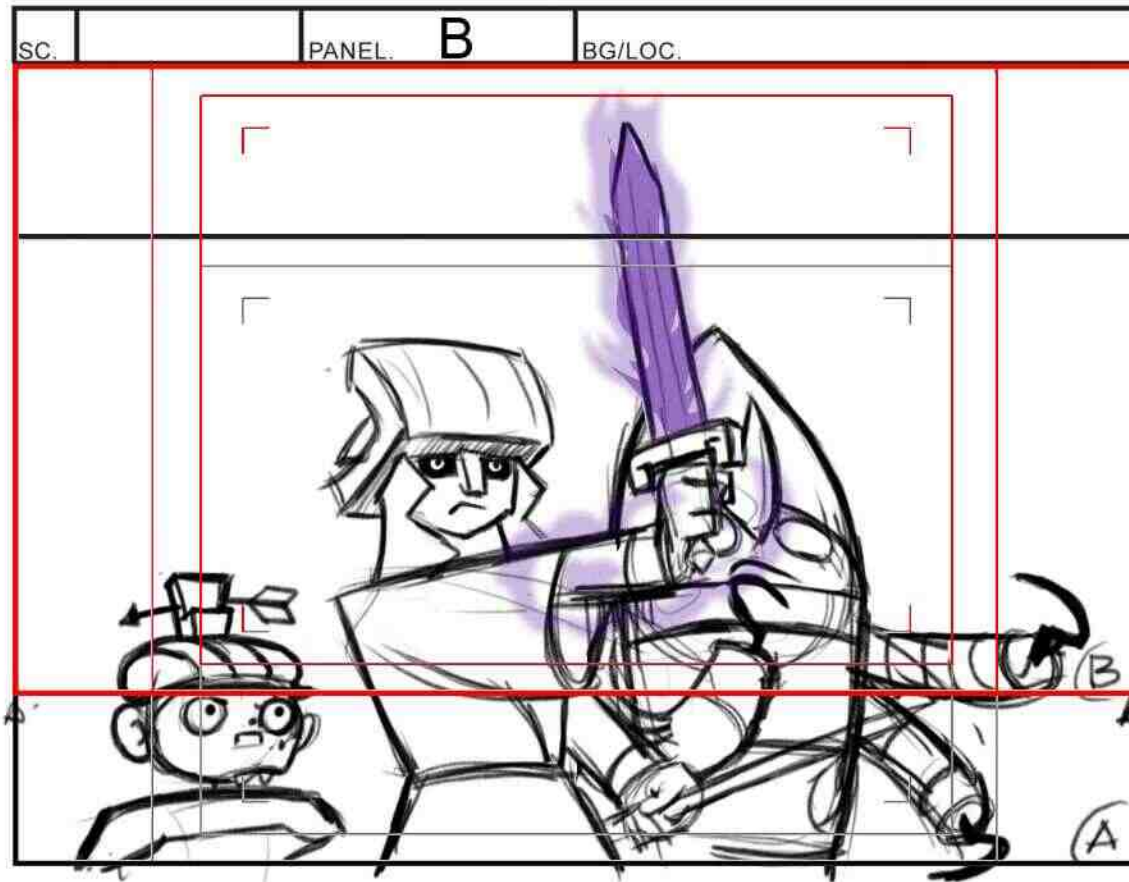
SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #



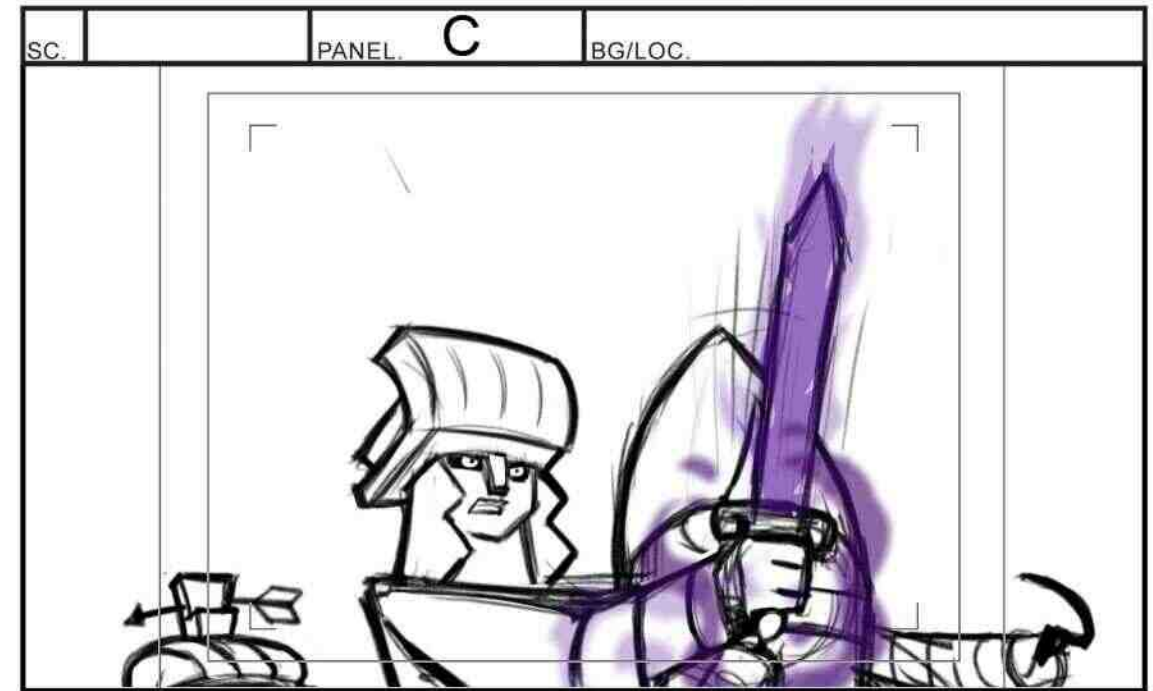
Dark Fire erupts from the Dual sword. PAN A - B

FX: (Dx Shadow, Bot. Lite glow)

SFX:

Director's Notes

SLUG NOTES



ACTION

Close on Lin Chung, Highroller and The Bettle King.

DIAL **76. Lin Chung:**
It is now or never.

FX: (Dx Shadow, Bot. Lite glow)

SFX:

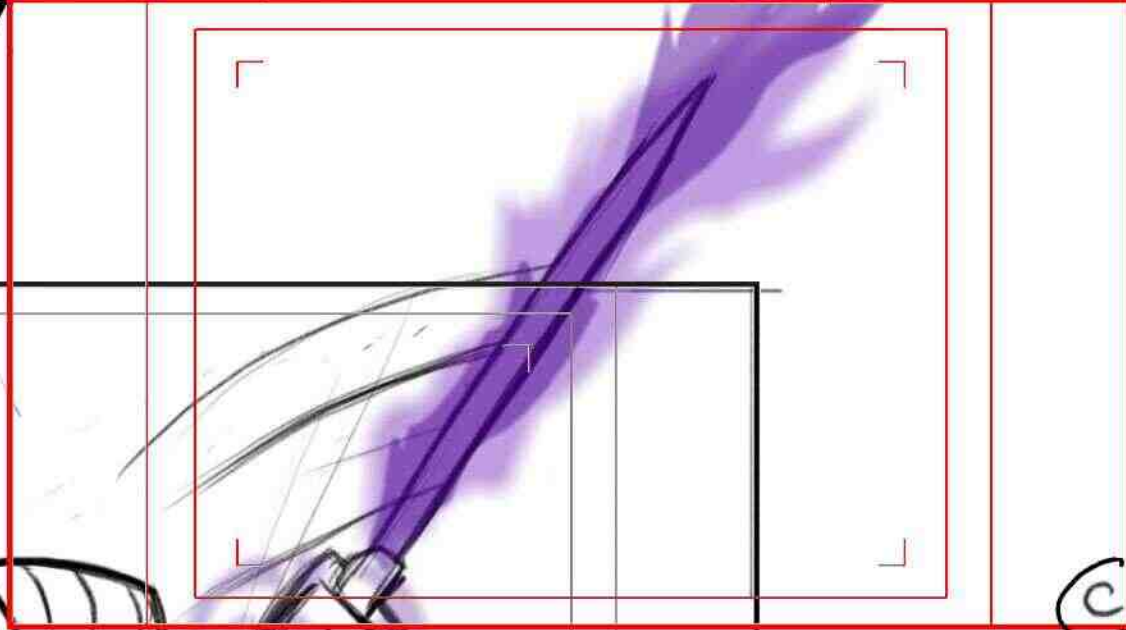
Director's Notes

SLUG NOTES

FINAL

PROD #

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



Lin Chung is having some trouble controlling the sword. It jerks forward.
PAN W/ ANIM B - C.

(Dx Shadow, Bot. Lite glow)

FX:
SFX:
Director's Notes

SLUG NOTES

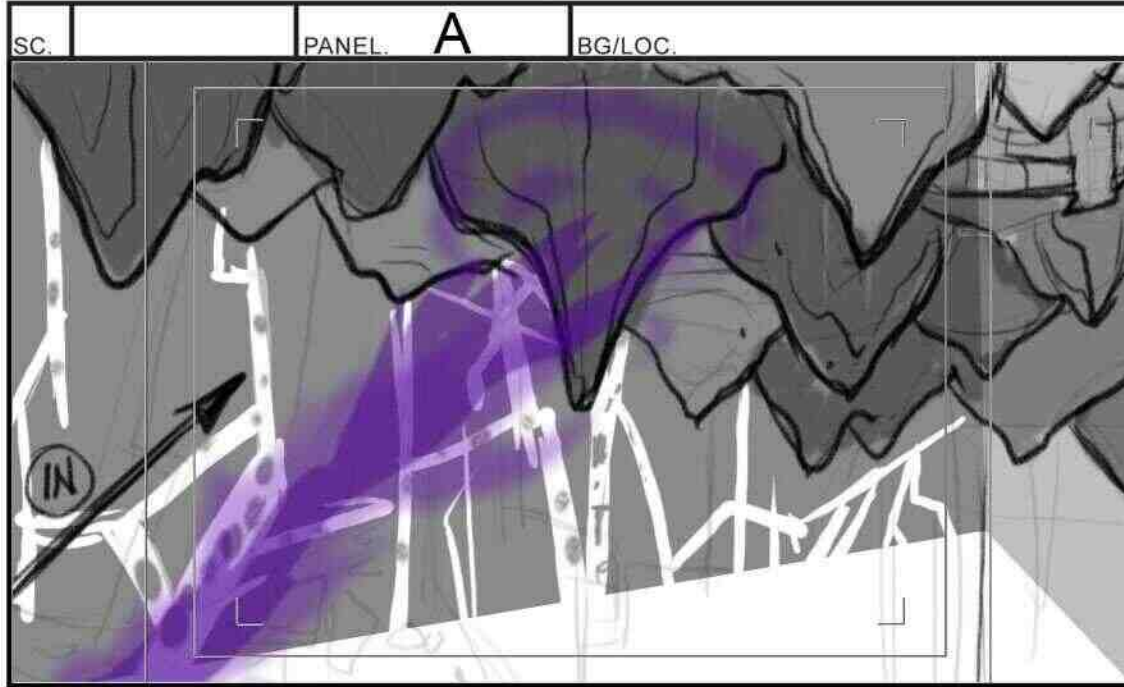
SLUG NOTES

FINAL

PROD #



CUT



ACTION

Angle on the ceiling of the Tomb. The Dark Fire enters, hitting one of the stalactites.....

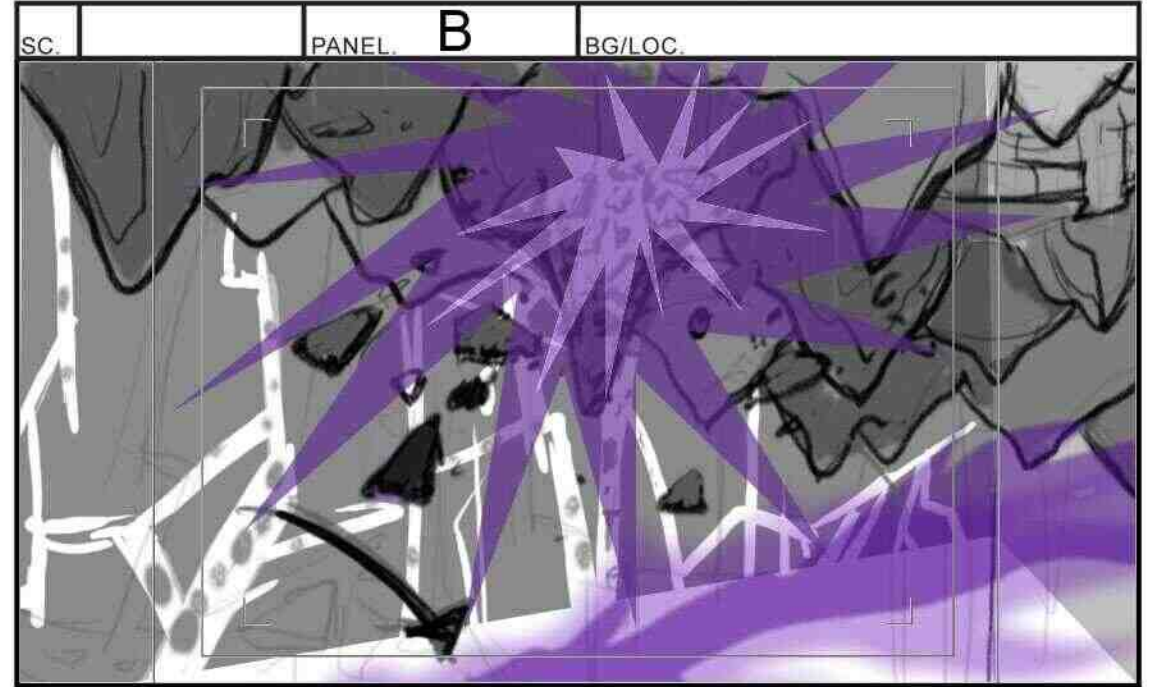
DIAL

FX: (Bot. Lite glow)

SFX:

Director's Notes

SLUG NOTES



ACTION

The Dark Fire slides off as the stalactites explodes.

DIAL

FX: (Explosion, Bot. Lite glow)

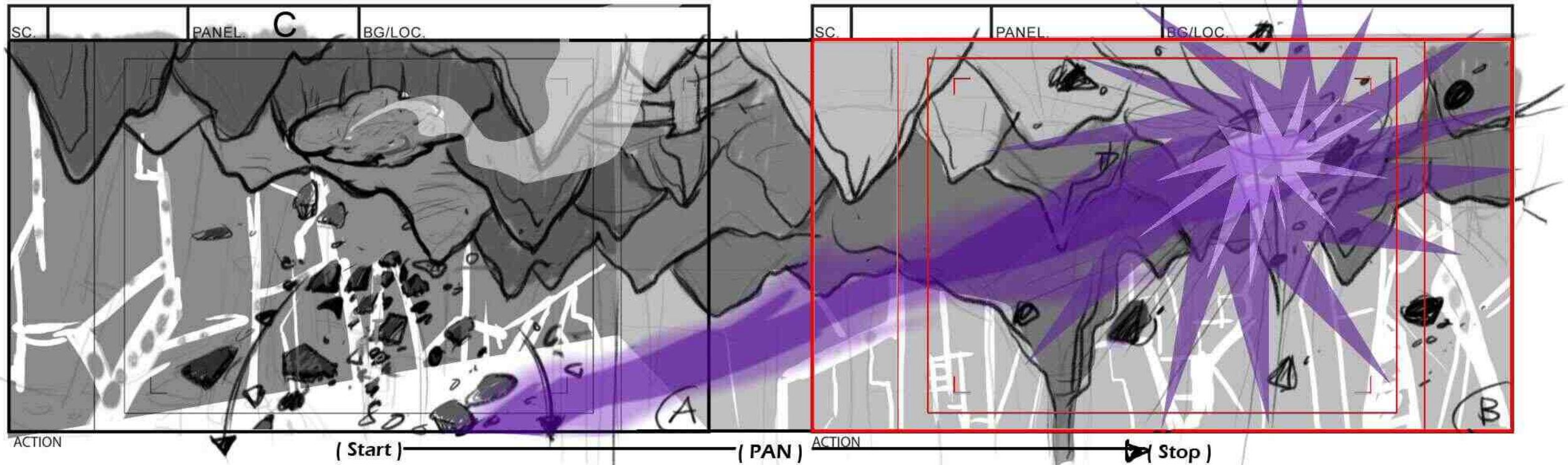
SFX: <EXPLOSION >

Director's Notes

SLUG NOTES

FINAL

PROD #



Angle on the ceiling of the Tomb. The Dark Fire enters, hitting one of the stalactites....

PAN W/ANIM A - B as the beam hits another stalactite.

A shower of debris falls on stage. The beam continues to move down.

DIAL

DIAL

FX:

FX: (Explosion, Bot. Lite glow)

SFX:

SFX: <EXPLOSION >

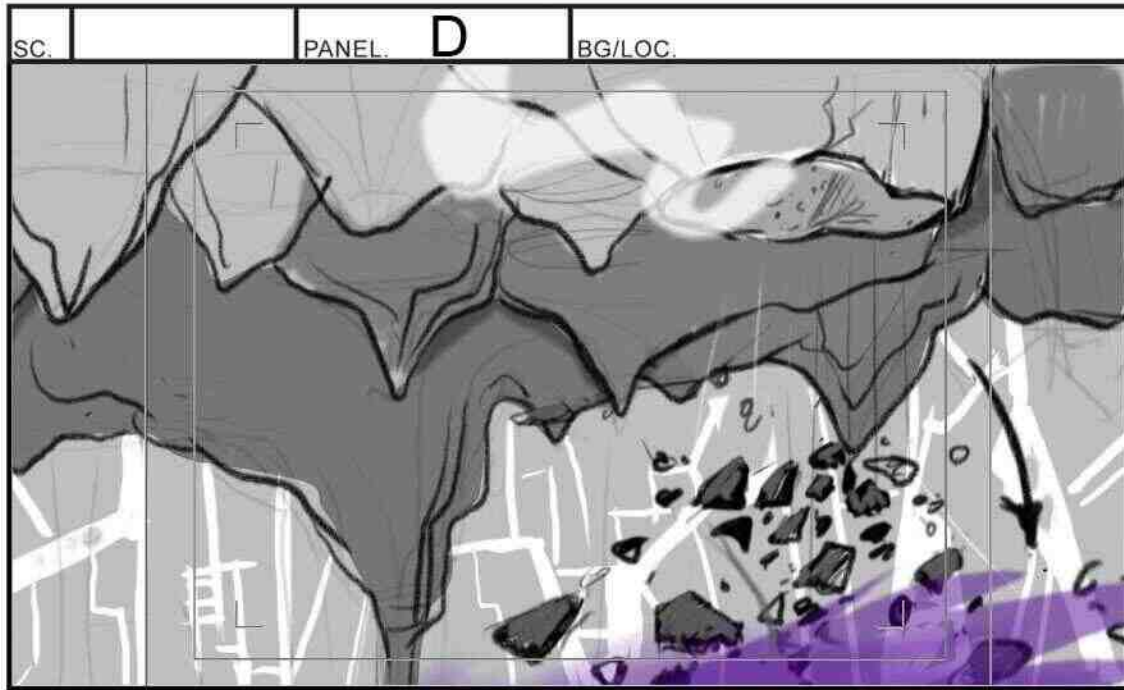
Director's Notes

Director's Notes

SLUG NOTES

SLUG NOTES

FINAL
PROD #



ACTION

The beam continues to slide out.

DIAL

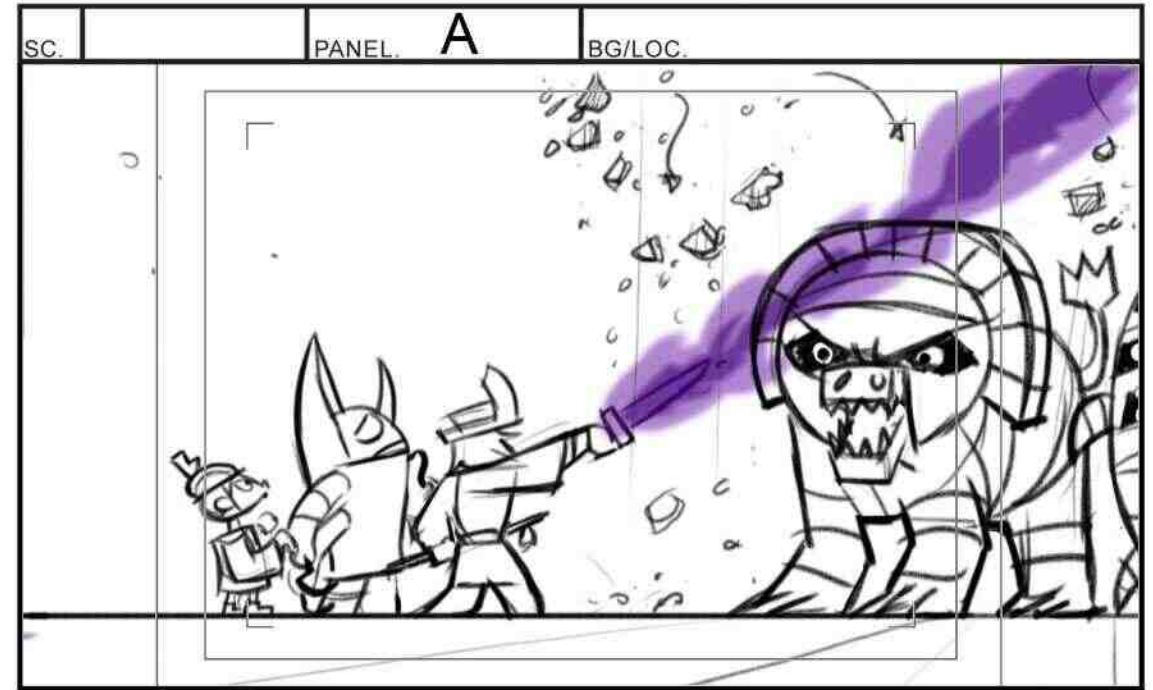
FX: (Bot. Lite glow, DX Smoke)

SFX:

Director's Notes

SLUG NOTES

▼
HU



ACTION

Wide on Lin Chung , Highroller and the Beetle King.
Lin is still struggling with the sword. Debris from the blasted stalactites
continue to drop into scene.

DIAL

FX: (Bot. Lite glow)

SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #

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



START

(PAN)

STOP

PAN A - B As the Dark Fire erupts from the sword. Lin Chung struggles to difrect it. It looks like the Mummies are being aimed at, however it hits the Lava Altar.

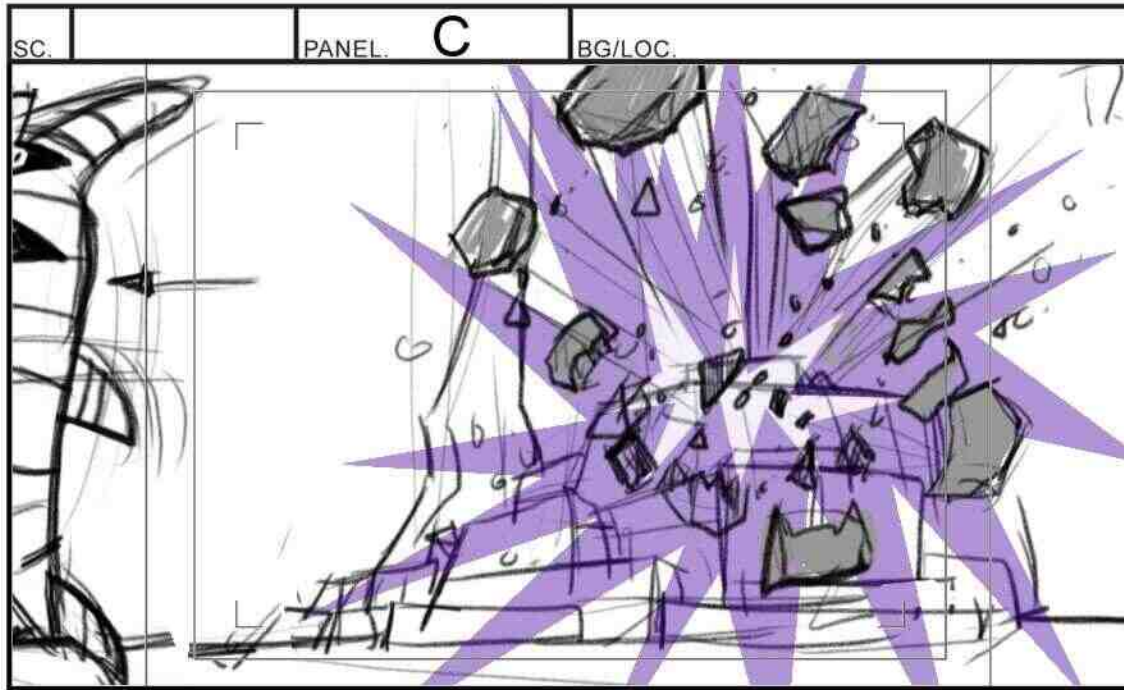
FX: (DX Shadows Bot. Lit Dark Fire Blast)

SFX:

Director's Notes

SLUG NOTES

FINAL	PROD #
-------	--------



ACTION

The Lava Altar explodes, blowing the Shark mummy out of frame.

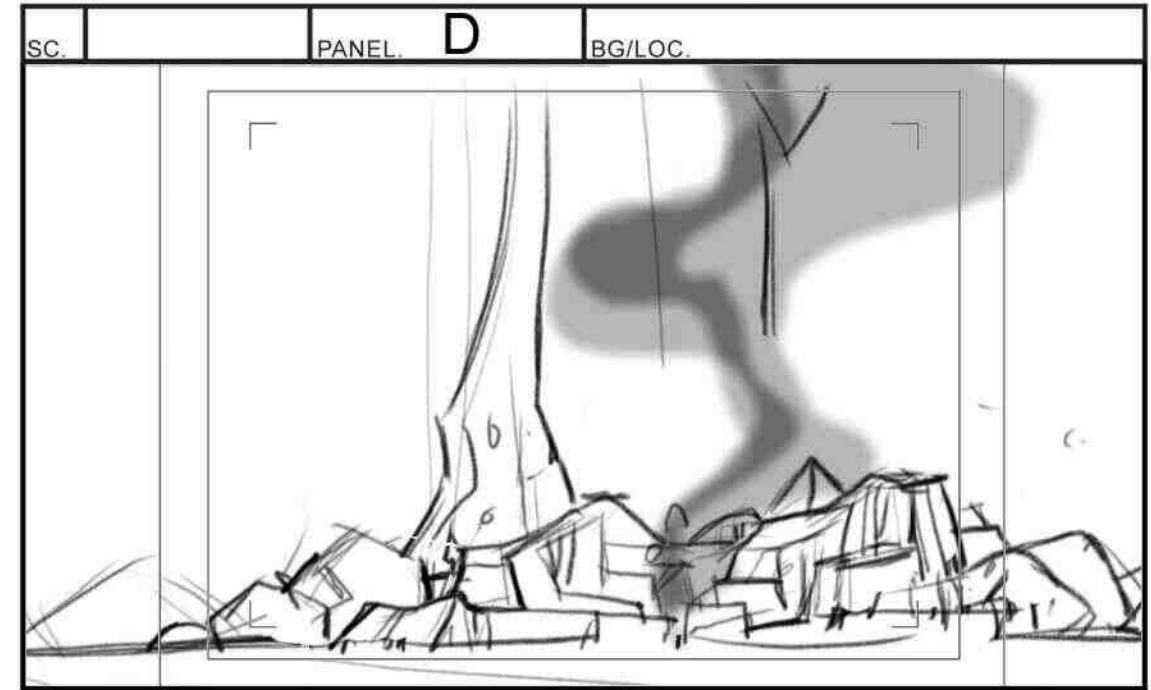
DIAL

FX: (DX Explosion)

SFX:

Director's Notes

SLUG NOTES



ACTION

The Altar is now a smoking pile of rubble.
A low rumble starts to build.

DIAL

FX: (Dx Smoke)

SFX: < LOW RUMBLE >

Director's Notes

SLUG NOTES

FINAL

PROD #



ACTION

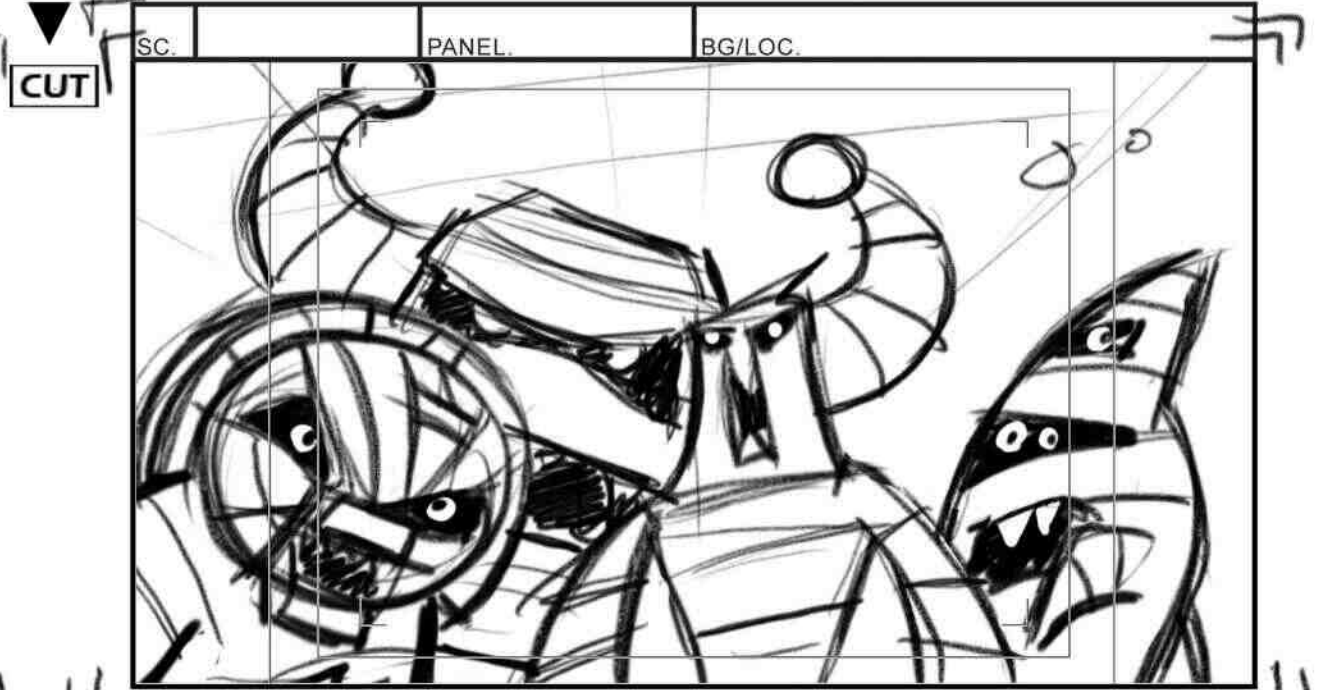
Angle on Lin Chung, Highroller and the Beetle King. The Low rumble builds, the tomb starts to shake. Loose debris starts to fall around them.



FX: (Camera Shake)
SFX: <Rumble>

Director's Notes

SLUG NOTES



ACTION

Angle on the Mummies. They too have stopped and look around.

DIAL

FX: (Camera Shake)
SFX: < Rumble grows louder >

Director's Notes

SLUG NOTES

FINAL

PROD #

CUT



ACTION

Int. Chamber of the Dark Fire Sword -
The shaking and rumbling have picked up in intensity... the tomb is beginning to crumble around everyone.

(CAMERA SHAKE)

DIAL

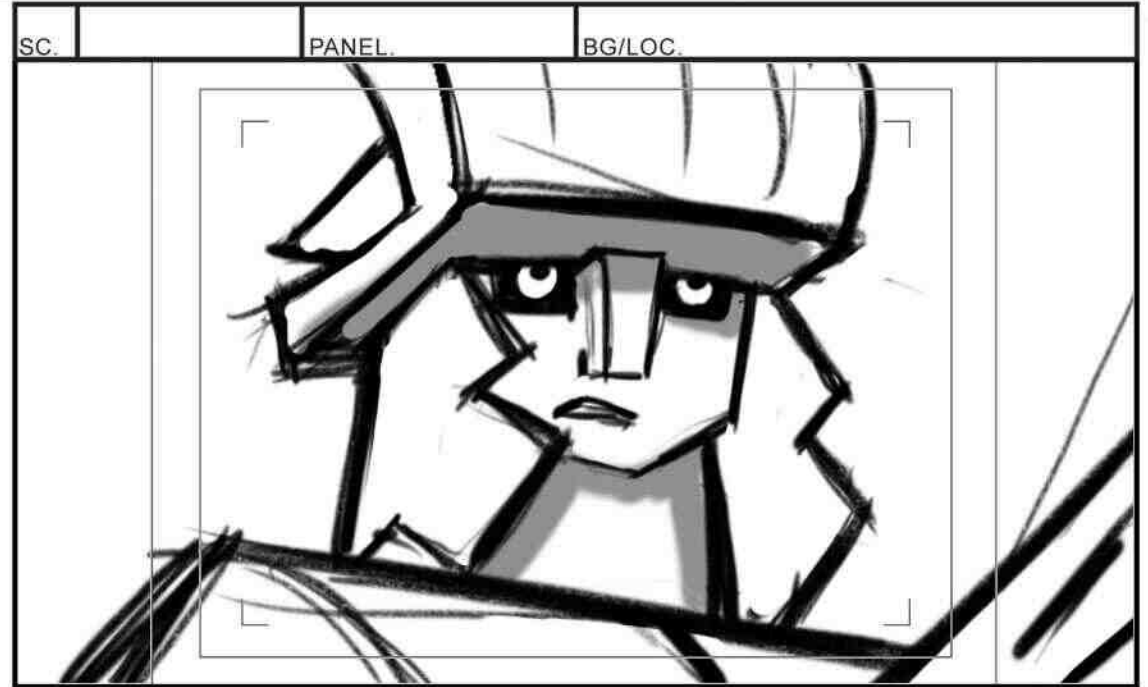
FX: (Bot. Lite glow)

SFX:

Director's Notes

SLUG NOTES

CUT



ACTION

Close on Lin Chung.

(CAMERA SHAKE)

DIAL

FX: (Dx Shadow,)

SFX:

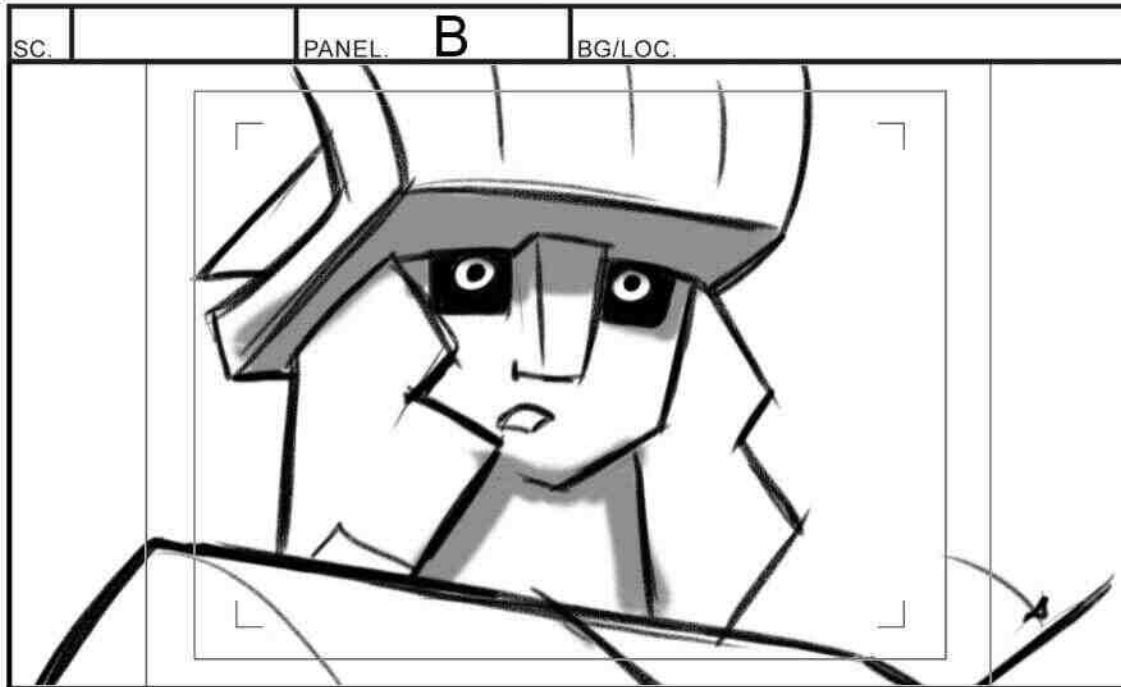
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

He reacts ...

(CAMERA SHAKE)

DIAL

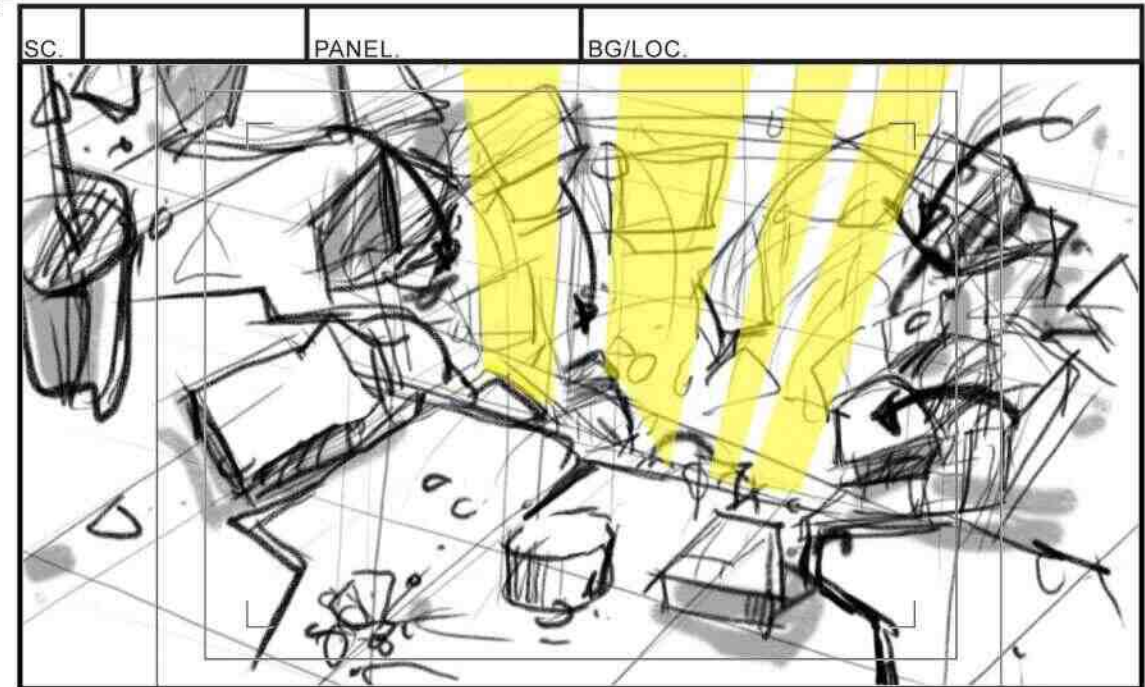
FX: **(DX Shadow)**

SFX:

Director's Notes

SLUG NOTES

CUT



ACTION

Where the Lava Altar once stood, is now a Powerful Abyss, that sucks everything towards it, including the Magma off the walls as well as thee Mummies. Debris falls from the ceiling.

(CAMERA SHAKE)

DIAL

FX: **(Bot. Lite Shafts of light)**

SFX:

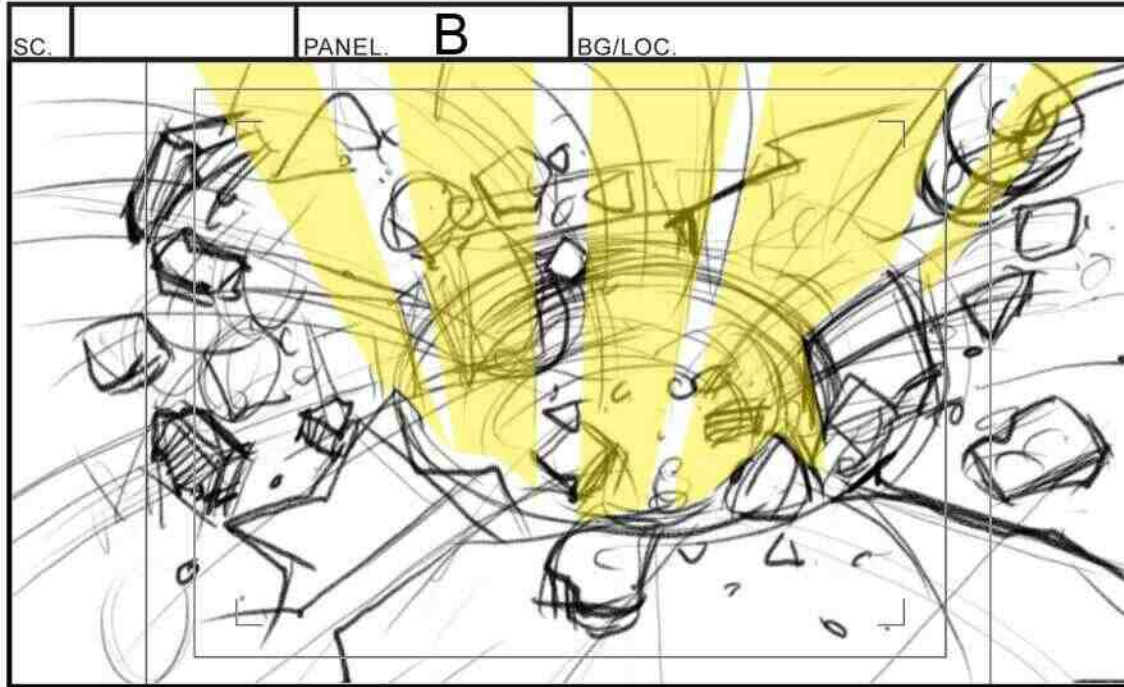
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

(CAMERA SHAKE)

DIAL

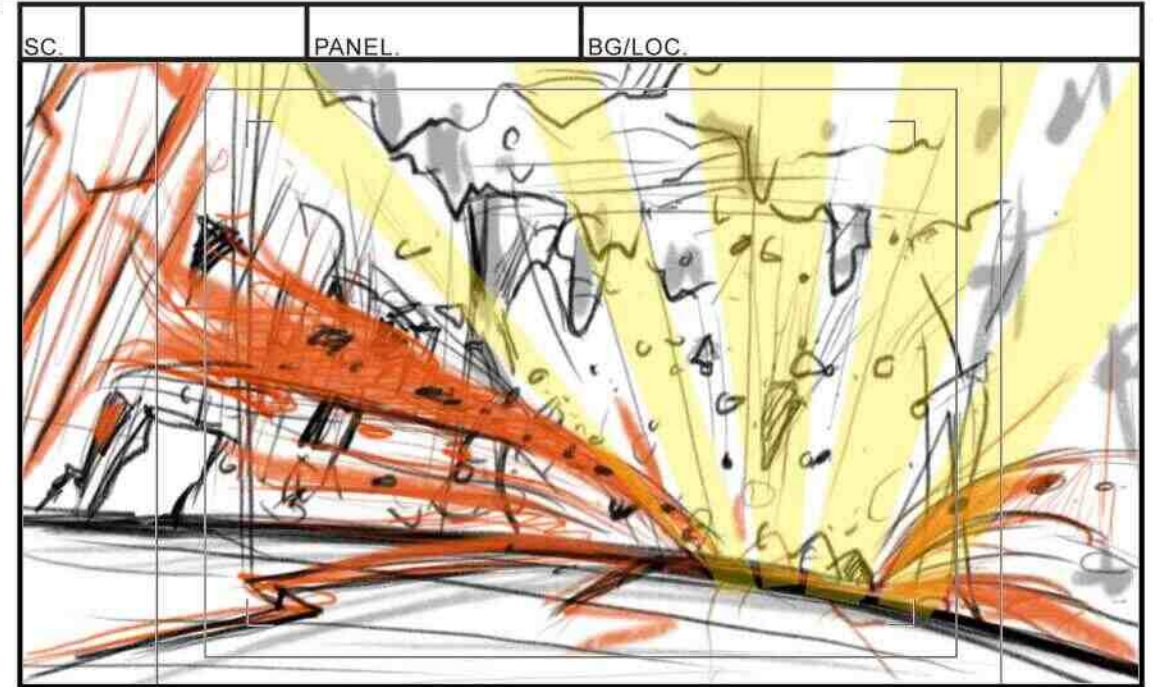
FX: (DX Shadow)

SFX:

Director's Notes

SLUG NOTES

CUT



ACTION

Where the Lava Altar once stood, is now a Powerful Abyss, that sucks everything towards it, including the Magma off the walls as well as thee Mummies. Debris falls from the ceiling.

(CAMERA SHAKE)

DIAL

FX: (Bot. Lite Shafts of light)

SFX:

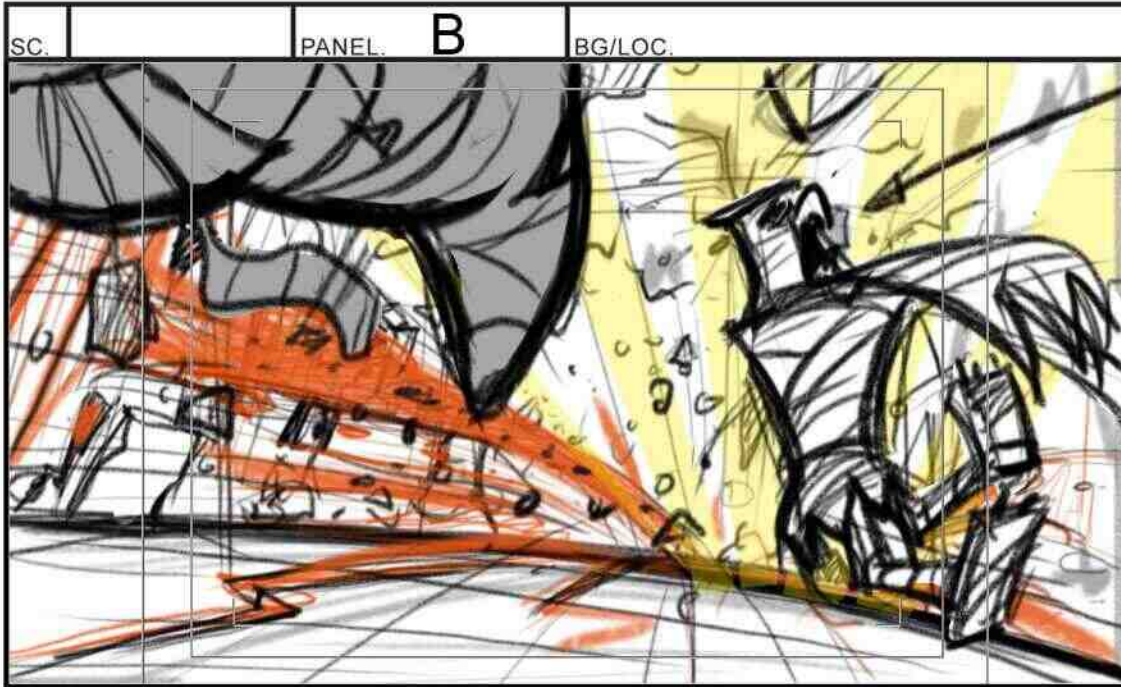
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

Eagle Mummy is pulled in first, followed closely by Shark Mummy

(CAMERA SHAKE)

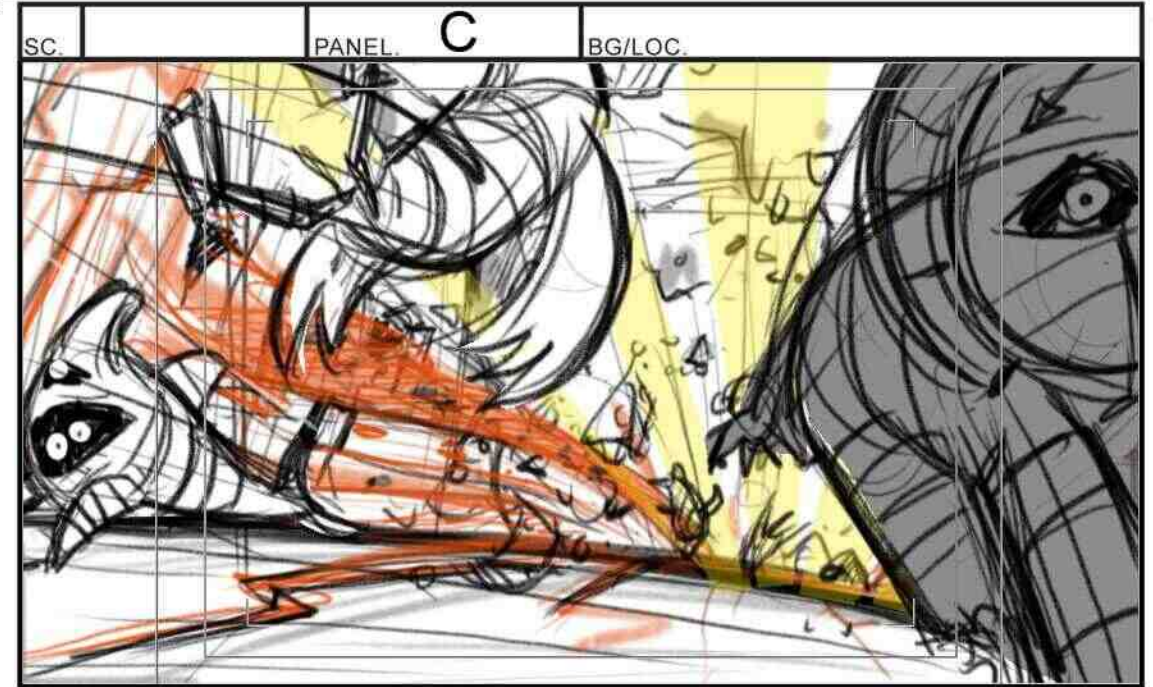
DIAL

FX: (**DX Shadow**)

SFX:

Director's Notes

SLUG NOTES



ACTION

More Mummies are being pulled in towards the Abyss.

(CAMERA SHAKE)

DIAL

FX: (**Bot. Lite Shafts of light**)

SFX:

Director's Notes

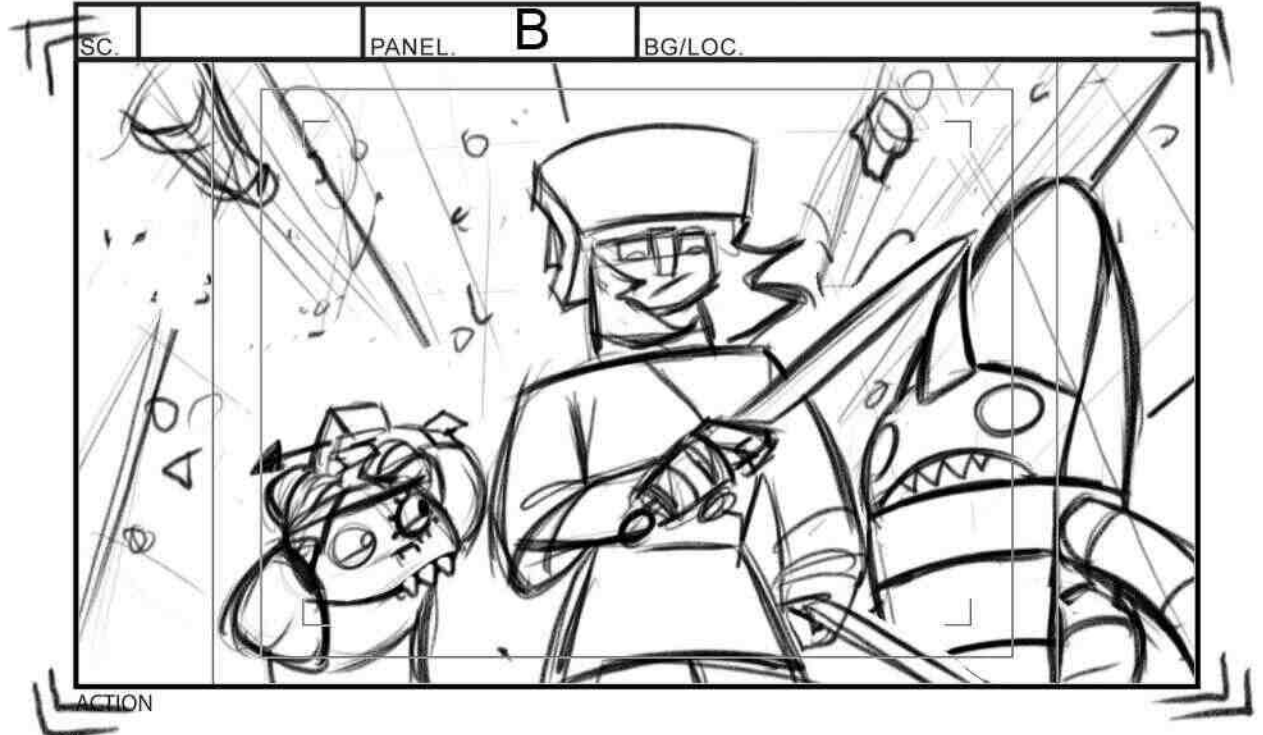
SLUG NOTES

FINAL

PROD #



Angle on Lin Chung, Highroller and the Beetle King.



Lin looks down at the sword.

(Camera Shake)

DIAL

FX:
SFX: **<Rumble>**

Director's Notes

SLUG NOTES

(Camera Shake)

DIAL

FX:
SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #



(Camera Shake)

DIAL

FX:
SFX: **<Rumble>**

Director's Notes

SLUG NOTES

(Camera Shake)

DIAL

FX:
SFX:

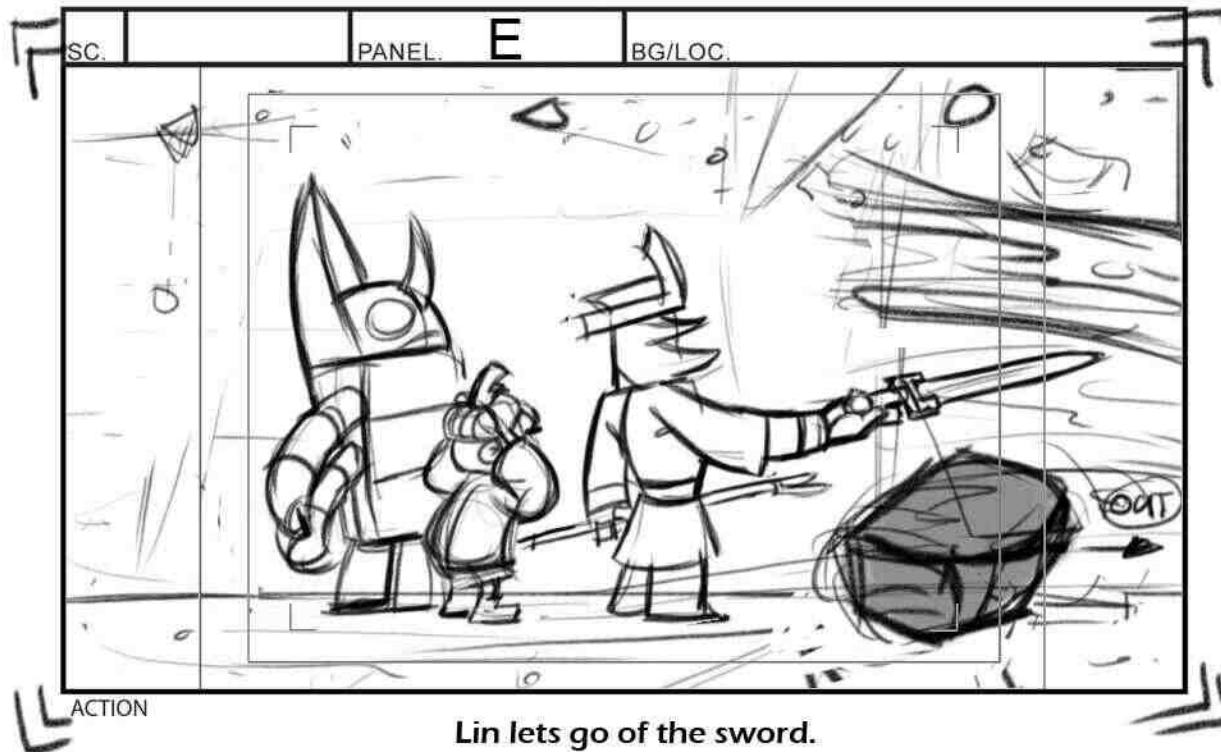
Director's Notes

SLUG NOTES



FINAL

PROD #



Lin lets go of the sword.

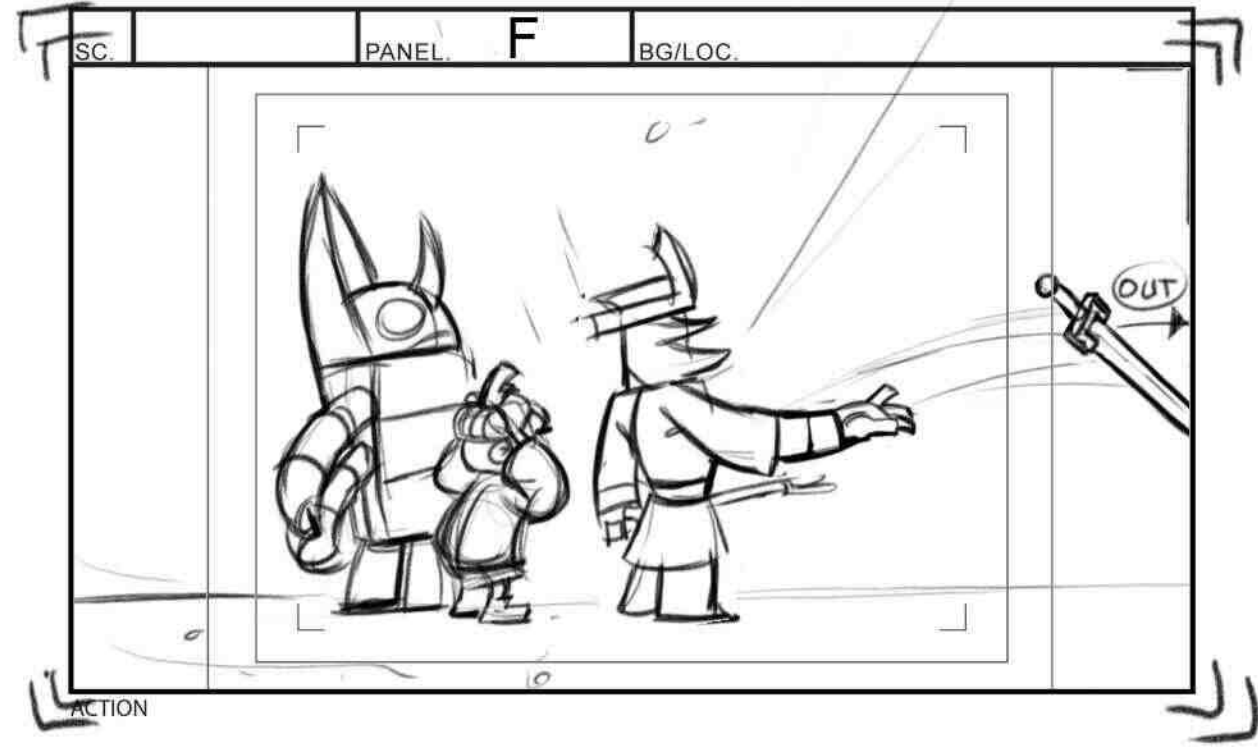
(Camera Shake)

DIAL

FX:
SFX: <Rumble>

Director's Notes

SLUG NOTES



The sword is sucked away.

(Camera Shake)

DIAL

FX:
SFX:

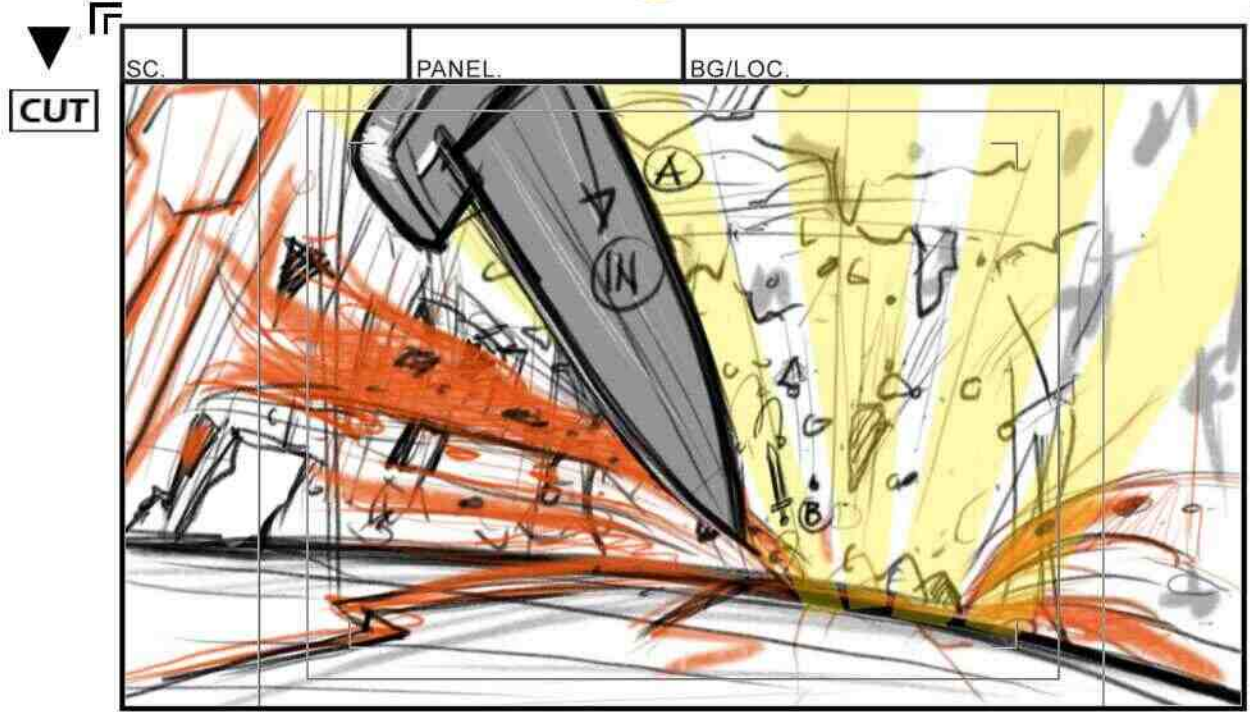
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:

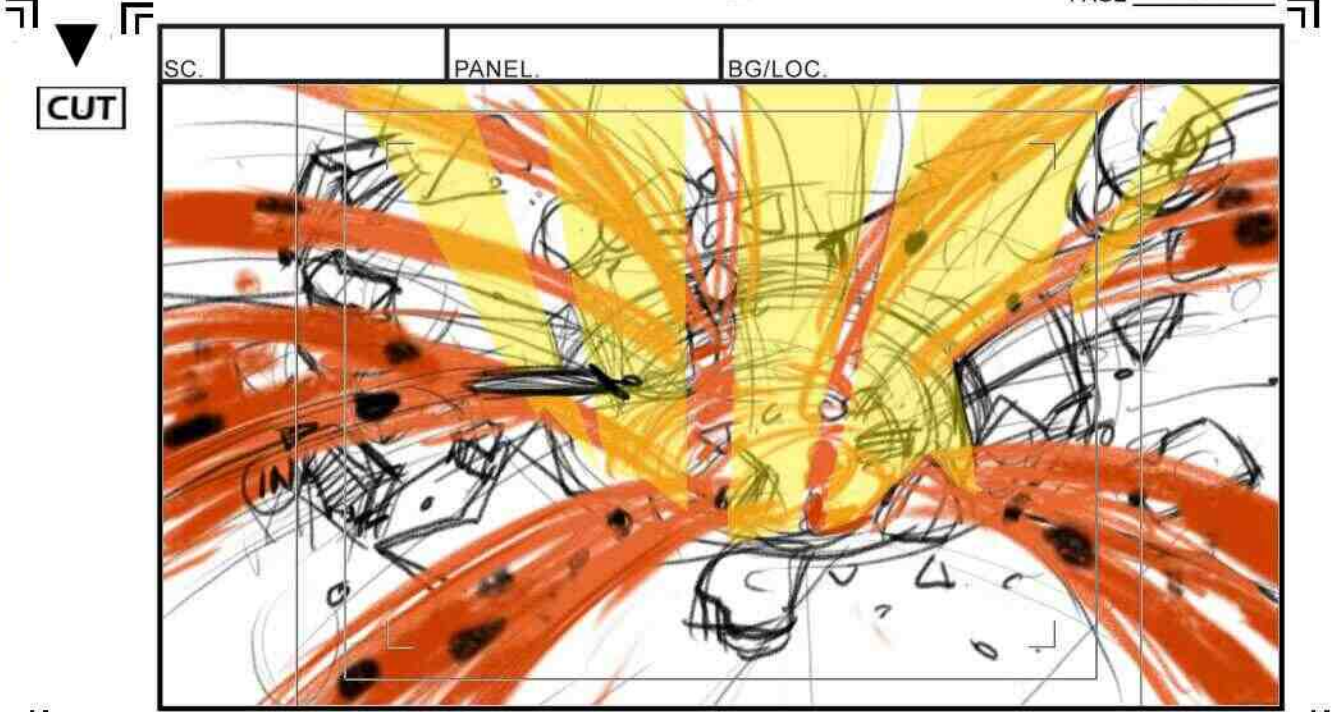


ACTION
Angle on the Abyss. The sword tumbles in heading straight for it.

(CAMERA SHAKE)
 DIAL

FX: (Bot. Lite Beams)
 SFX:
 Director's Notes

SLUG NOTES



ACTION
Angle on the Abyss...The sword flies in and down into the malestrom.

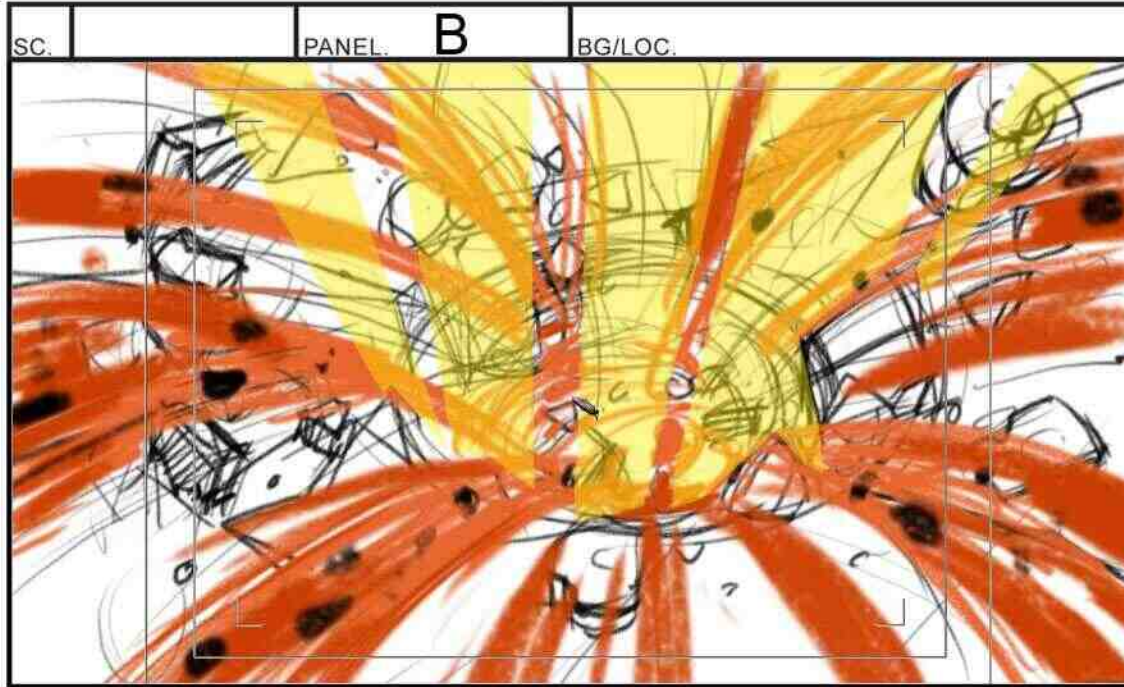
(CAMERA SHAKE)

DIAL

FX: (Bot. Lite Shafts of light)
 SFX:
 Director's Notes

SLUG NOTES

FINAL
 PROD #



ACTION

The sword disappears in the depths of the Abyss.

(CAMERA SHAKE)

DIAL

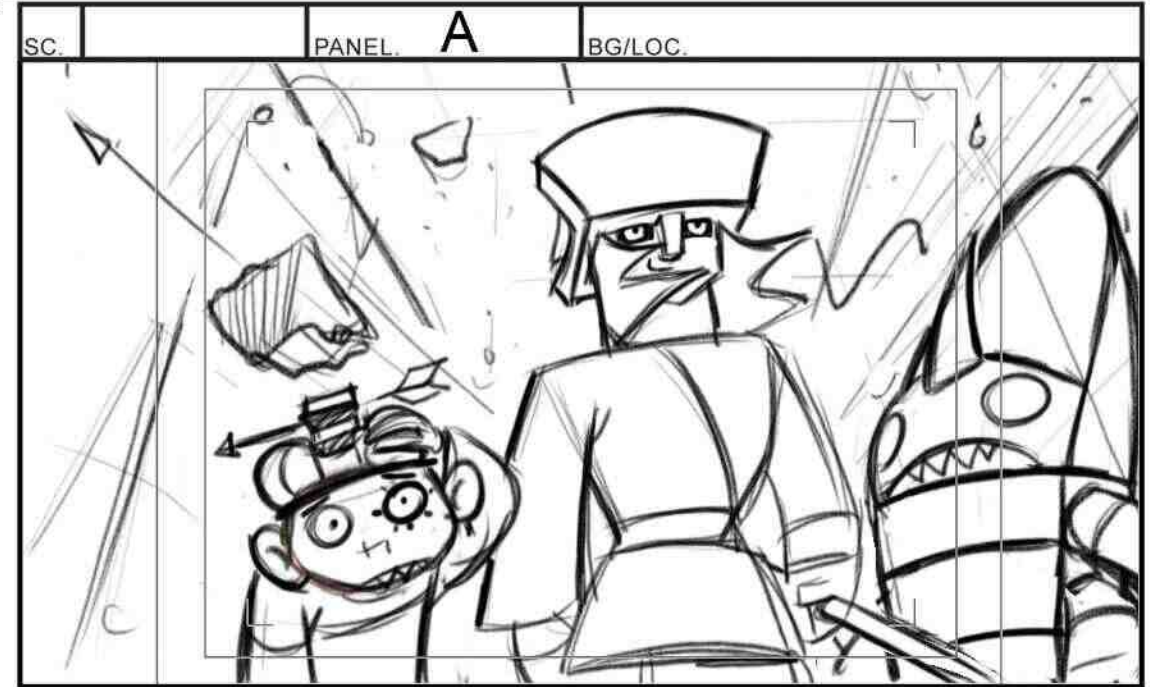
FX: (Bot. Lite Beams)

SFX:

Director's Notes

SLUG NOTES

CUT



ACTION

Angle on LinChung, Highroller and the beetle King.
Highroller can't believe what he's just saw.

(CAMERA SHAKE)

DIAL

FX:

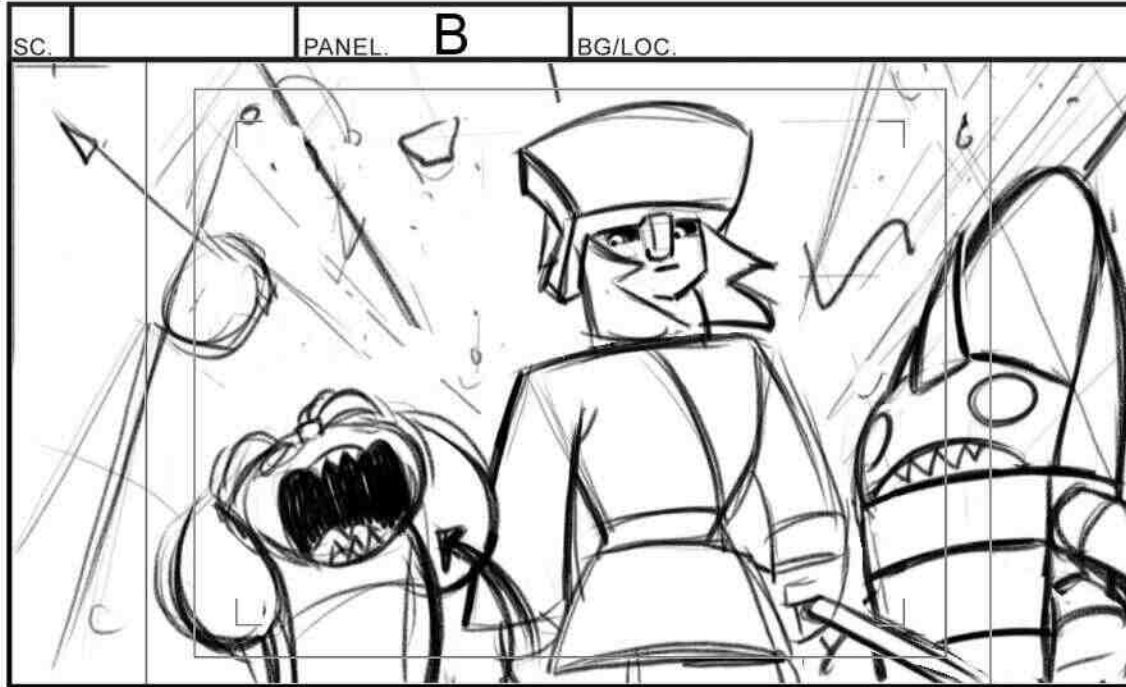
SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #



ACTION

Highroller freaks!

DIAL

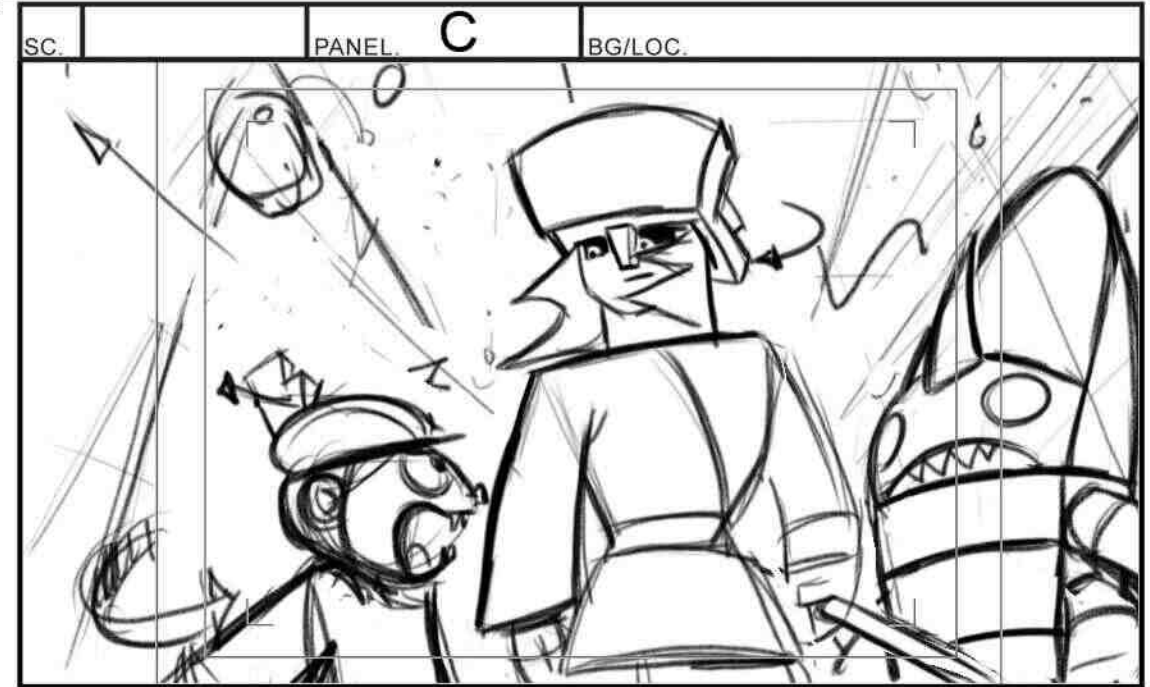
**77. Highroller:
Nooooo!!!!...**

FX:

SFX:

Director's Notes

SLUG NOTES



ACTION

**Angle on LinChung, Highroller and the beetle King.
Highroller can't believe what he's just saw.**

DIAL

**77. Highroller:
What'd you do?**

FX:

SFX:

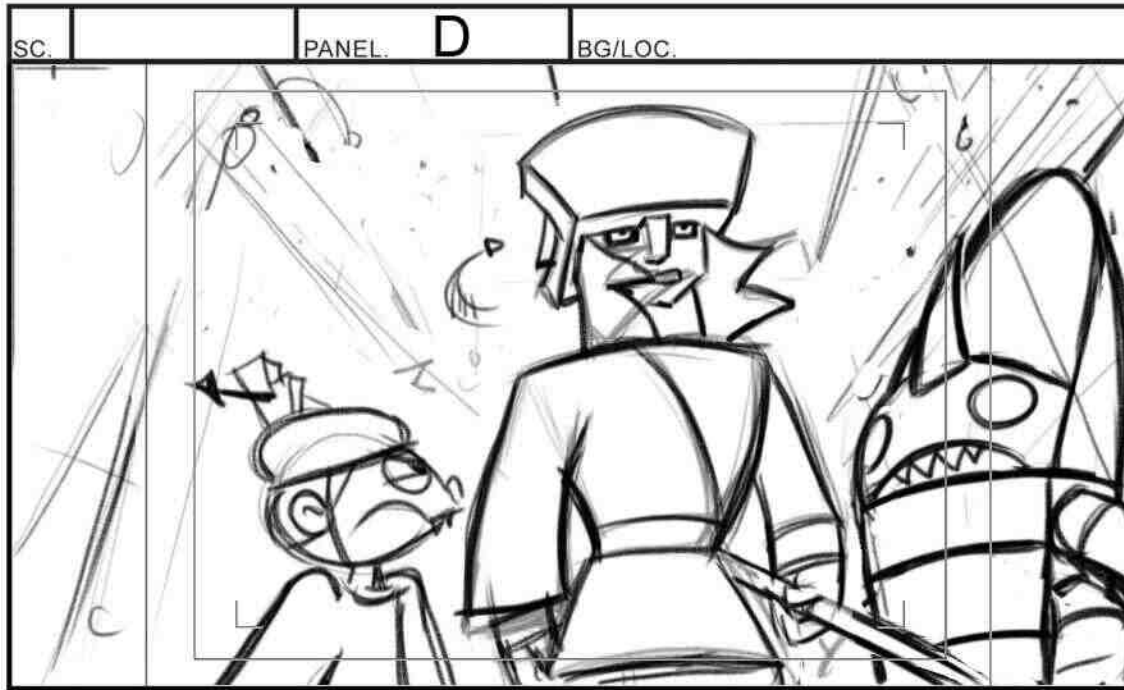
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

Highroller freaks!

▼
HU



ACTION

Close on Lin Chung.

DIAL

78. Lin Chung:
Something you would never understand.

FX:

SFX:

Director's Notes

SLUG NOTES

DIAL

78. Lin Chung:
The right thing.

FX:

SFX:

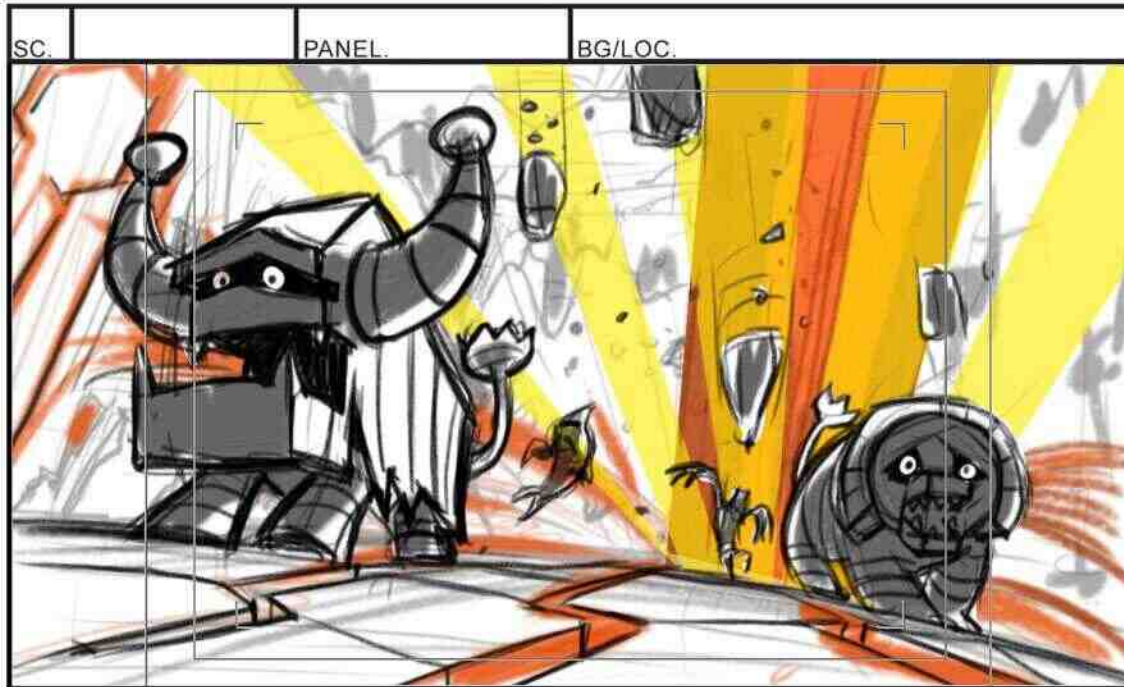
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

Angle on the Abyss. More Mummies are being dragged into the Abyss. It erupts violently.

(CAMERA SHAKE)

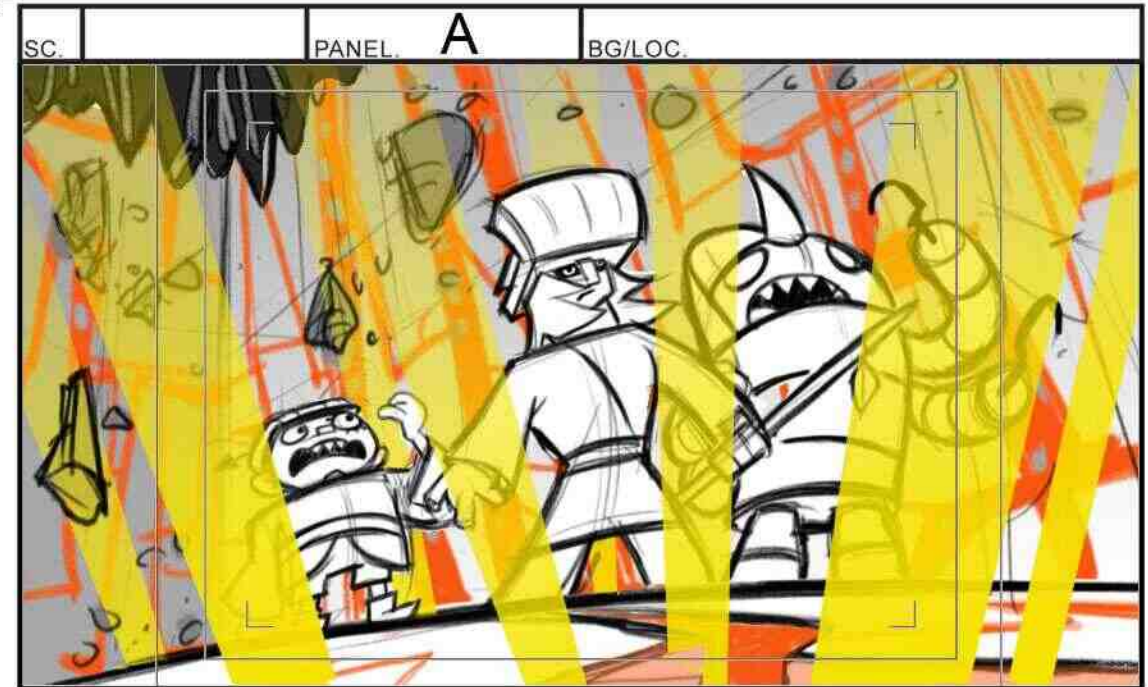
DIAL

FX: (Bot. Lite Beams)

SFX:

Director's Notes

SLUG NOTES



ACTION

Angle on the Lin Chung, Highroller and the Beetle King. The Tomb is coming apart....time to go...

(CAMERA SHAKE)

DIAL

FX: (Bot. Lite Shafts of light)

SFX:

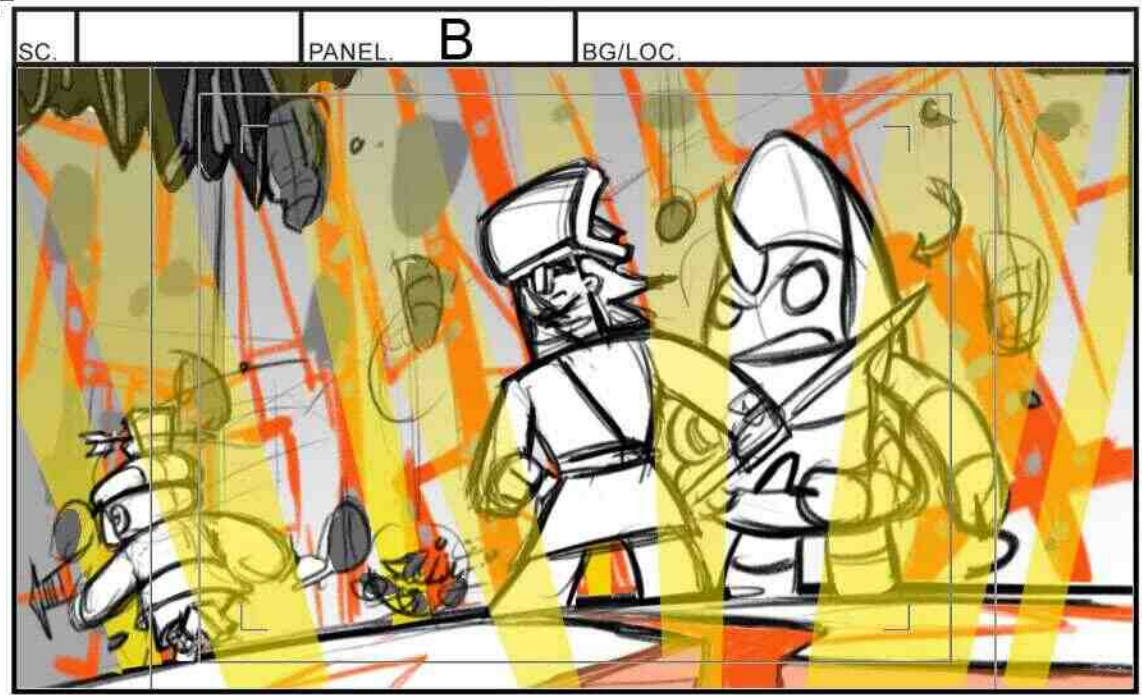
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

Lin and Beetle King turn to see Highroller rushes off.

(CAMERA SHAKE)

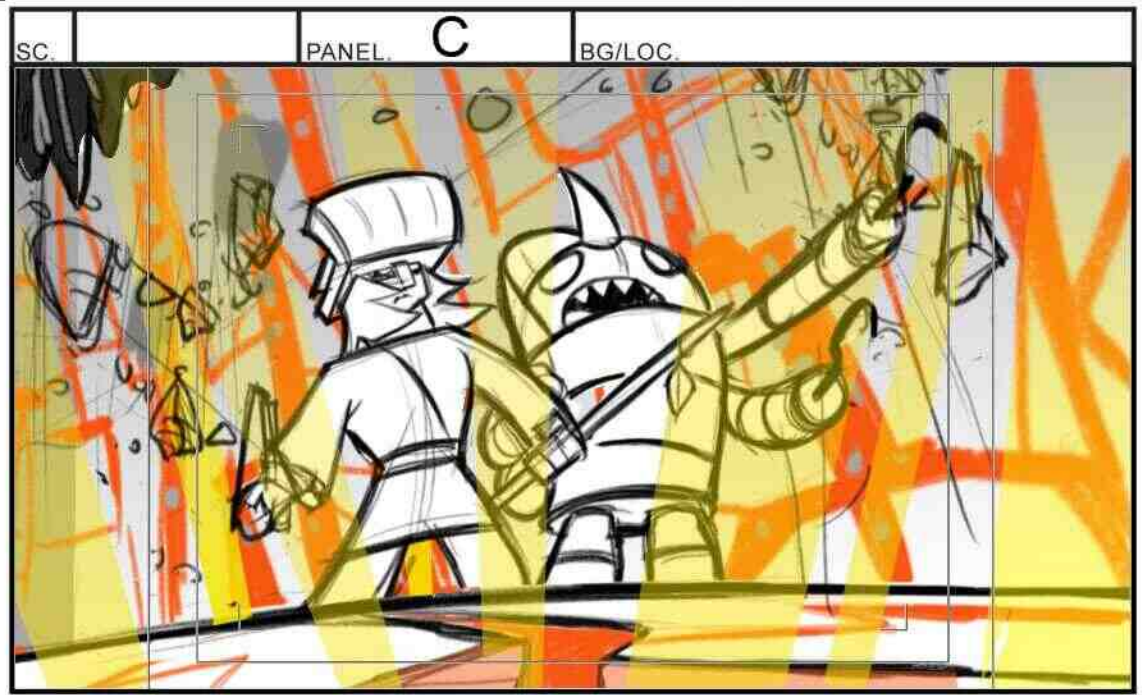
DIAL

FX: (Bot. Lite Beams)

SFX:

Director's Notes

SLUG NOTES



ACTION

**Adjust Camera as they turn back to find another way out.
The Beetle King points up at....**

(CAMERA SHAKE)

DIAL

FX: (Bot. Lite Shafts of light)

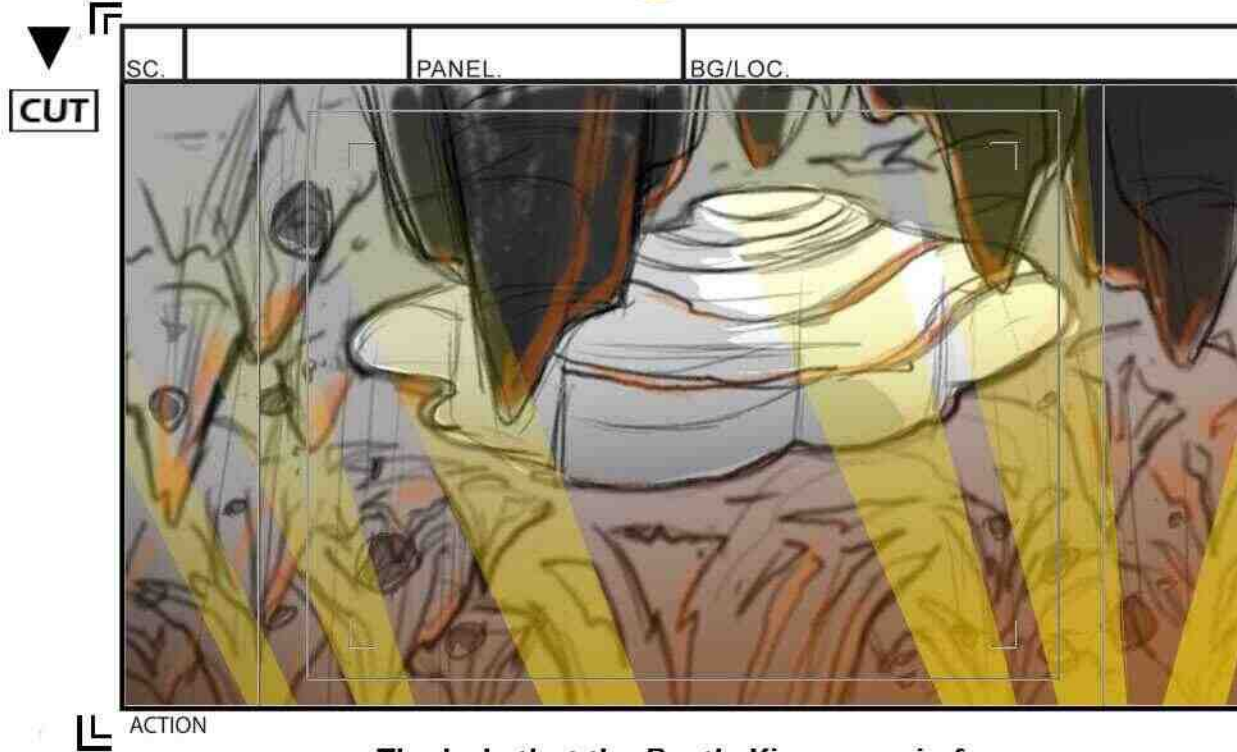
SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #



....The hole that the Beetle King came in from.

(CAMERA SHAKE)

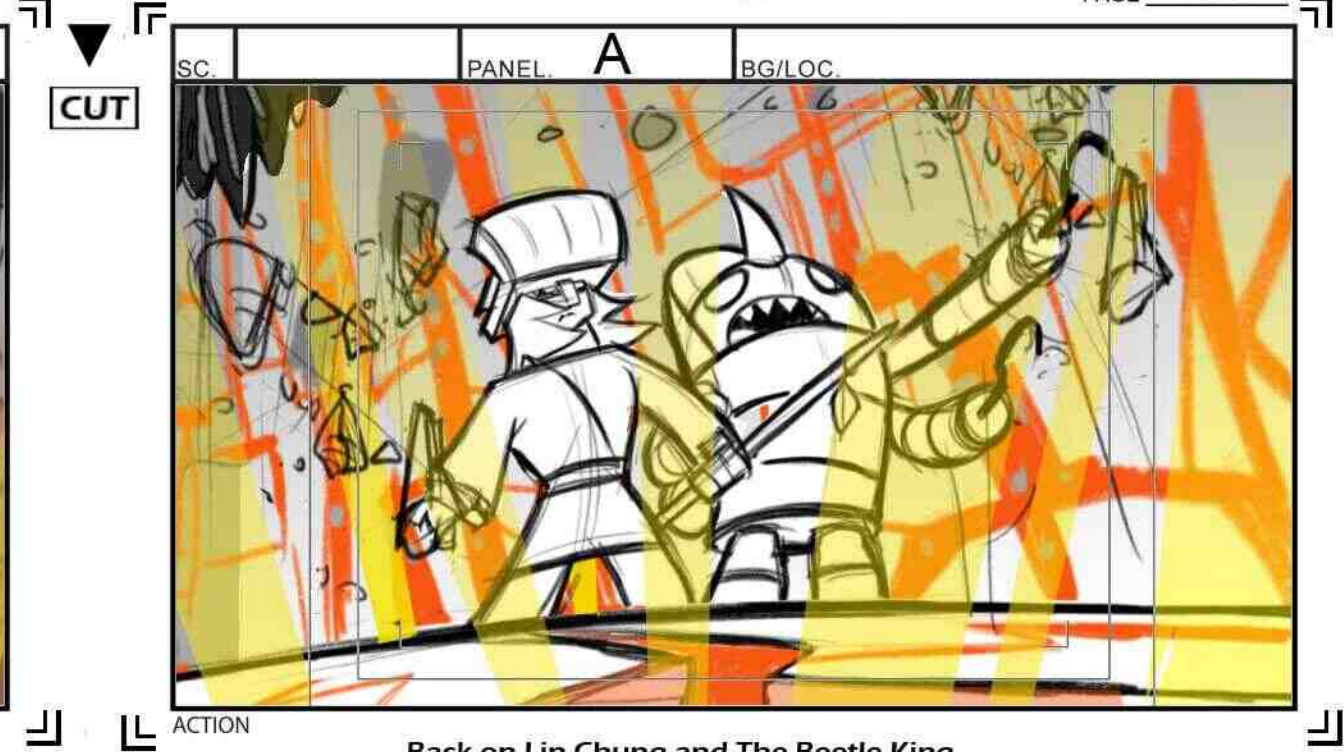
DIAL

FX: (Bot. Lite Beams)

SFX:

Director's Notes

SLUG NOTES



Back on Lin Chung and The Beetle King.
The shaking has gotten worse....the end is near!

(CAMERA SHAKE)

DIAL

FX: (Bot. Lite Shafts of light)

SFX:

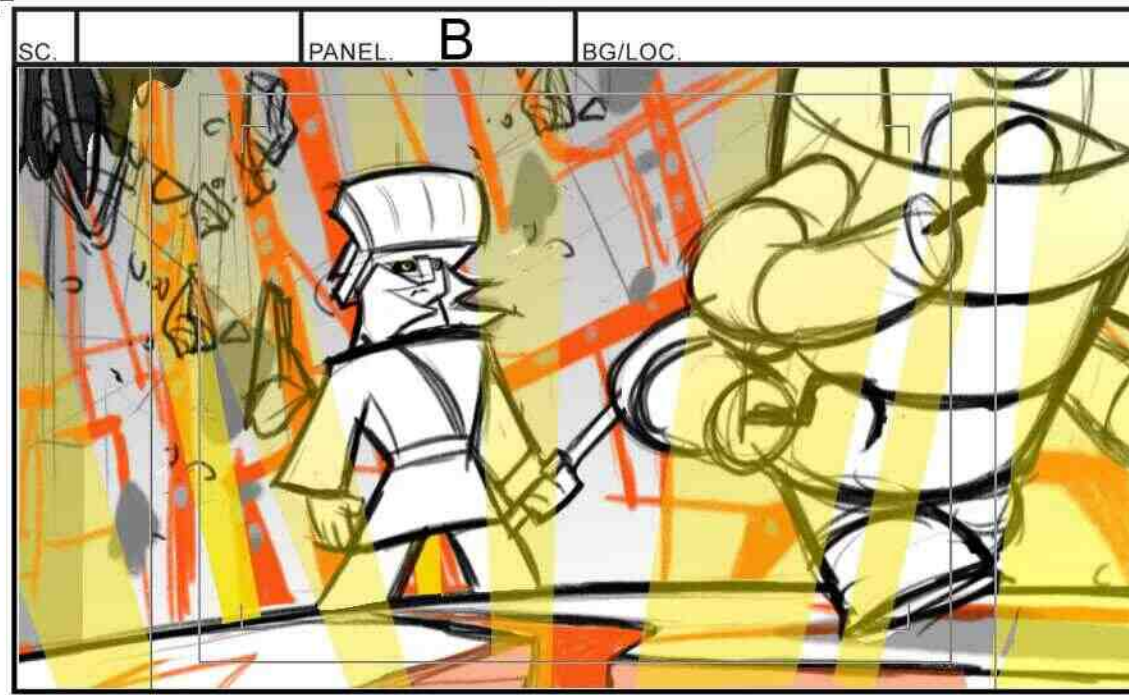
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



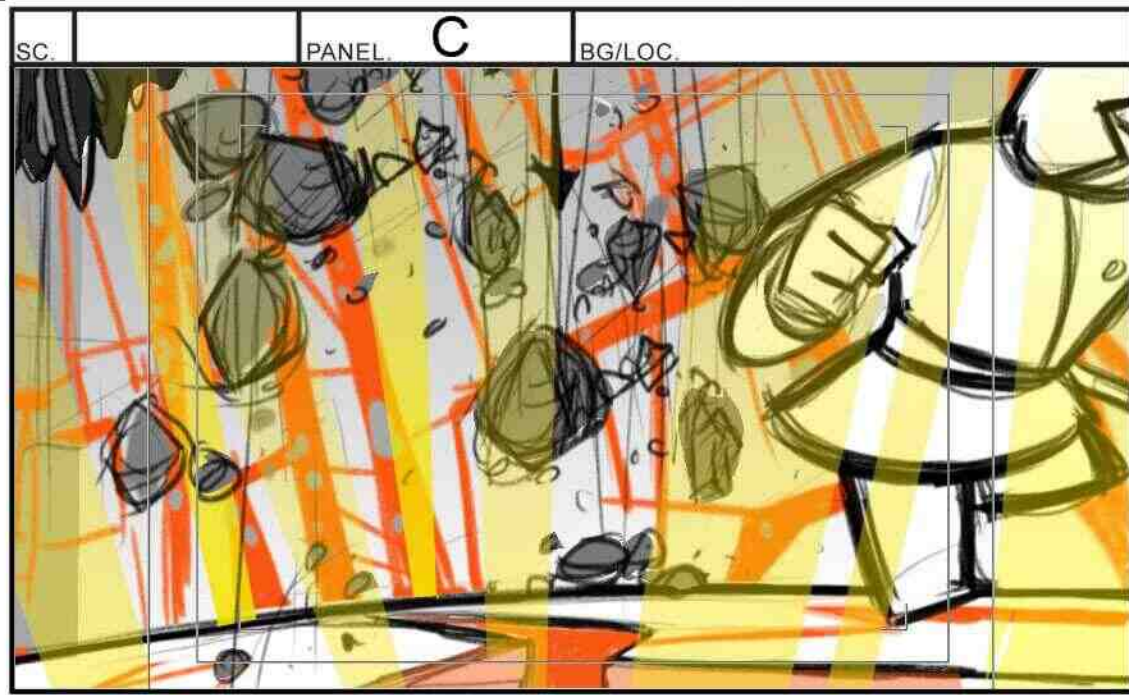
ACTION

The Beetle King races forward.

(CAMERA SHAKE)
DIAL

FX: (Bot. Lite Beams)
SFX:
Director's Notes

SLUG NOTES



ACTION

...followed by Lin Chung. Just in time....a pile of rubble falls behind him.

(CAMERA SHAKE)
DIAL

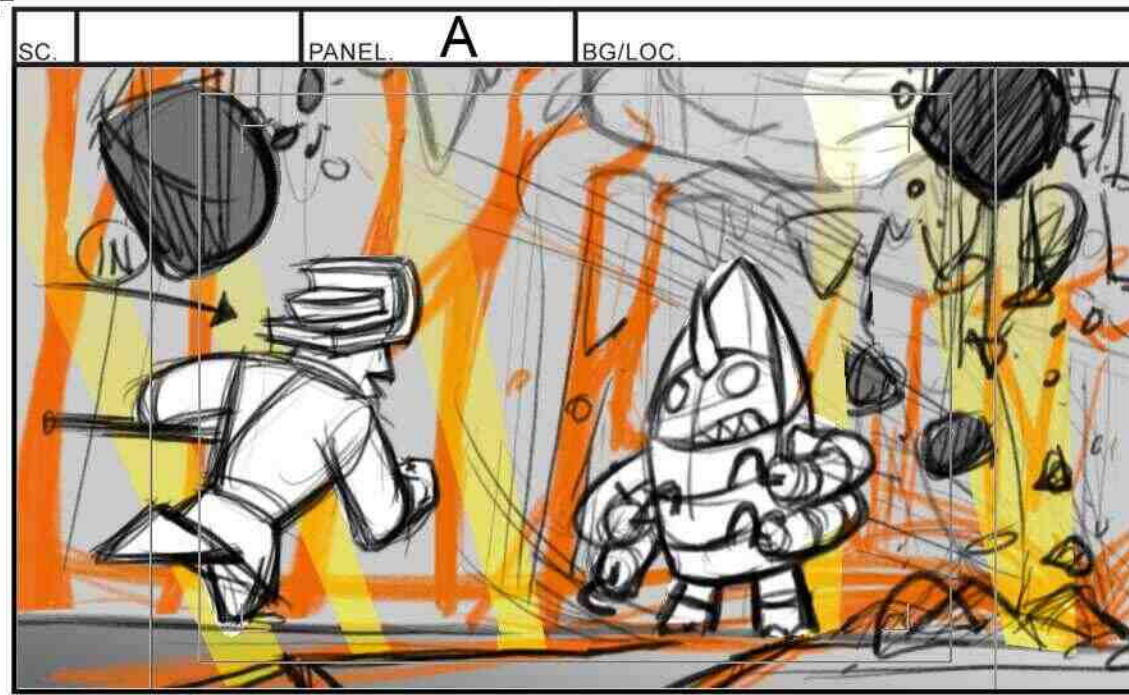
FX: (Bot. Lite Shafts of light)
SFX:
Director's Notes

SLUG NOTES

FINAL

PROD #

CUT



ACTION

Lin Chung runs up to the Beetle King, who is standing underneath the hole in the ceiling. Even more debris rains down around them.

(CAMERA SHAKE)

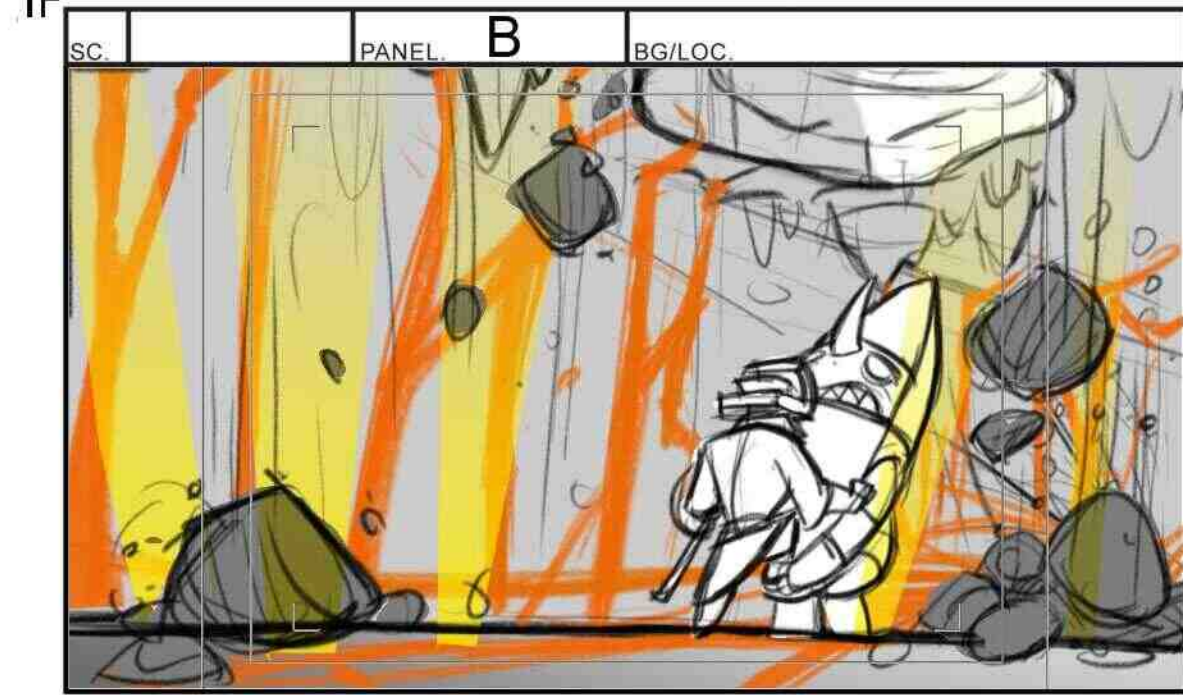
DIAL

FX: (Bot. Lite Beams)

SFX:

Director's Notes

SLUG NOTES



ACTION

Lin Chung puts his foot up and the Beetle King gives him a lift up

(CAMERA SHAKE)

DIAL

FX: (Bot. Lite Shafts of light)

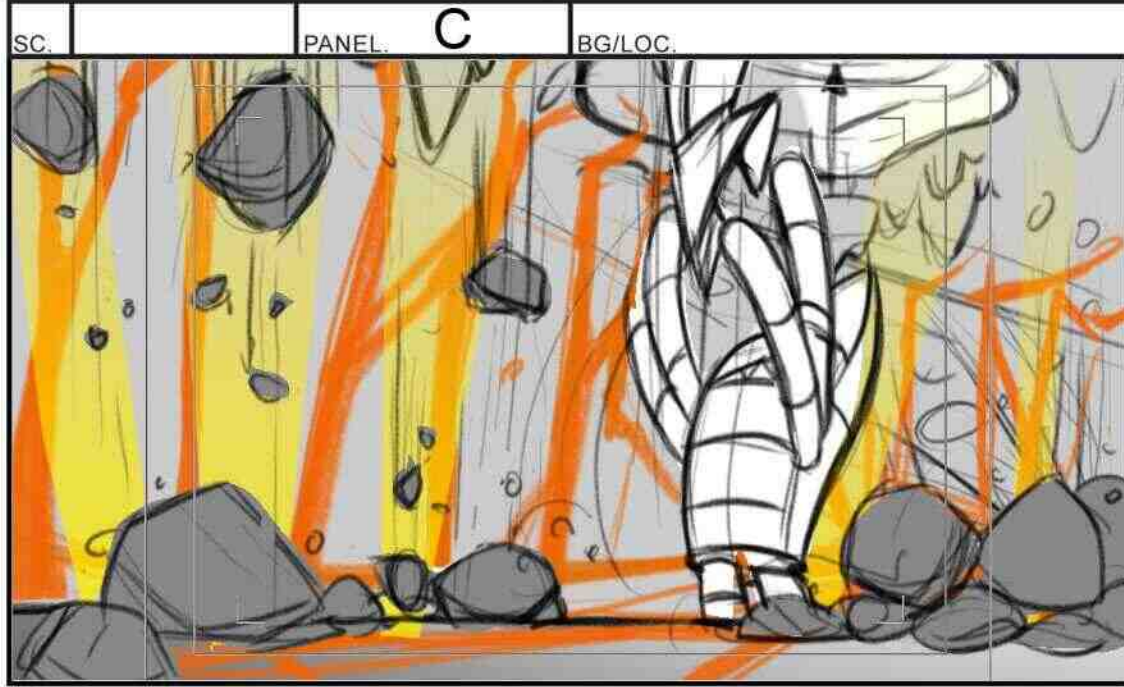
SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #



HU

ACTION

The Beetle King tosses Lin Chung up through the hole in the ceiling.

(CAMERA SHAKE)

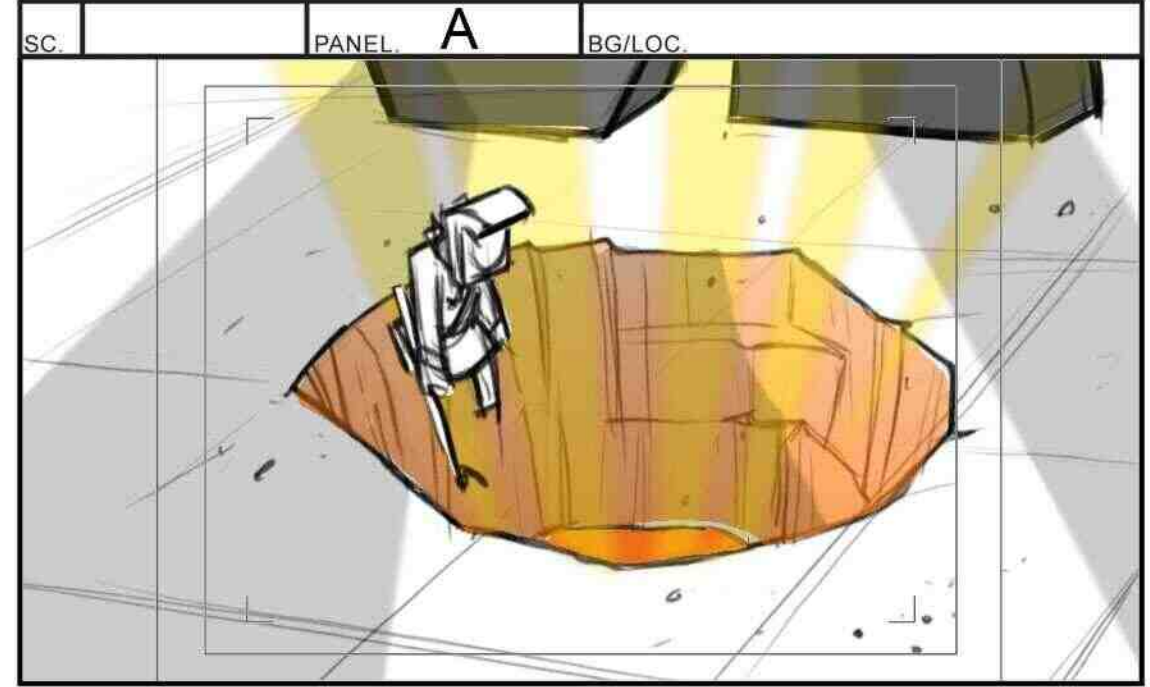
DIAL

FX: (Bot. Lite Beams)

SFX:

Director's Notes

SLUG NOTES



ACTION

Ext. Surface Outside the Tomb.
Lin Chung leaps up from the Tomb.

DIAL

FX: (Bot. Lite Shafts of light)

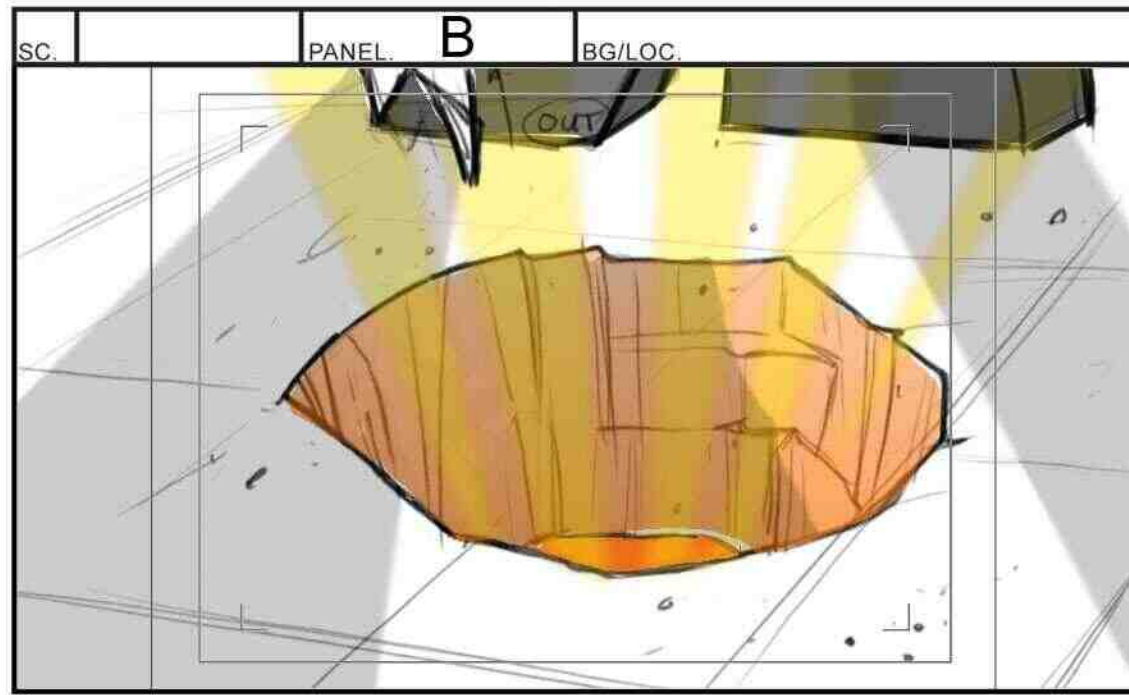
SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #



ACTION

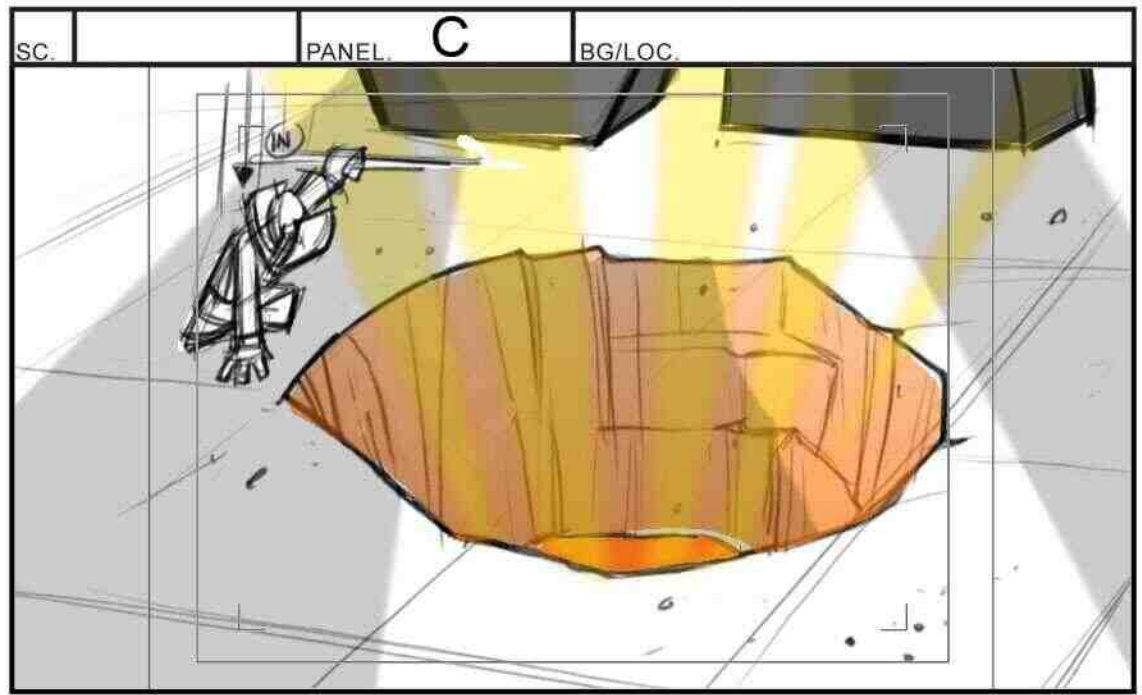
...and out of scene.

DIAL

FX: (Bot. Lite Beams)
SFX:

Director's Notes

SLUG NOTES



ACTION

He drops back into scene.

DIAL

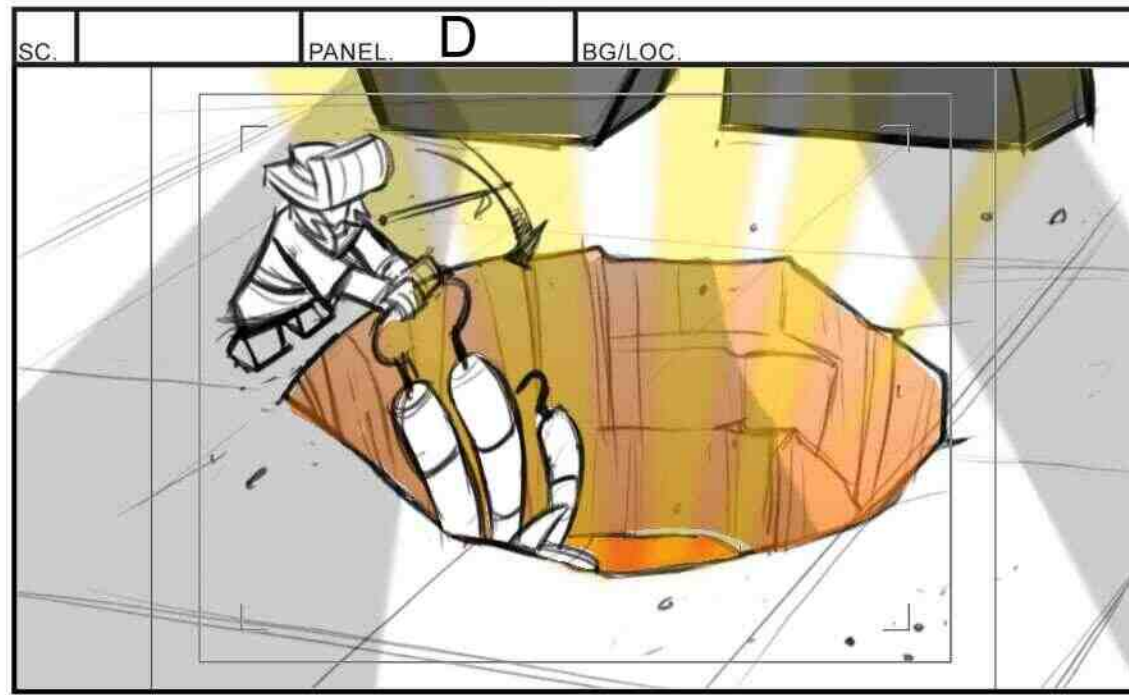
FX: (Bot. Lite Shafts of light)
SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #



ACTION

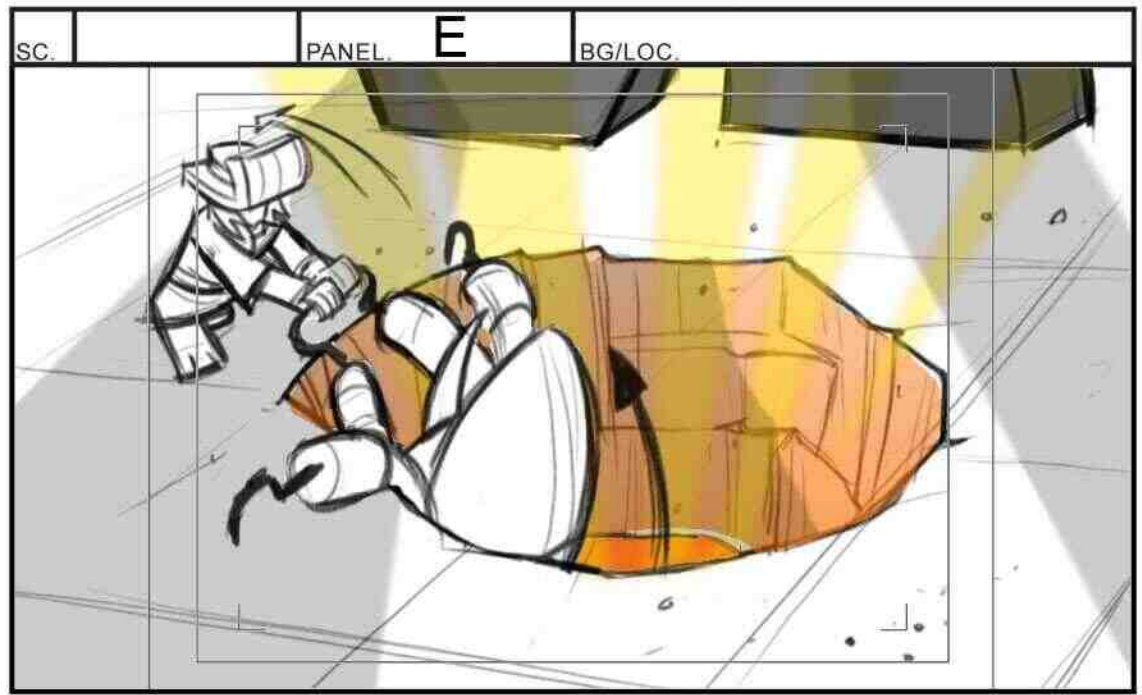
Lin reaches down into the hole to help out the Beetle King.

DIAL

FX: (Bot. Lite Beams)
SFX:

Director's Notes

SLUG NOTES



ACTION

He drops back into scene.

DIAL

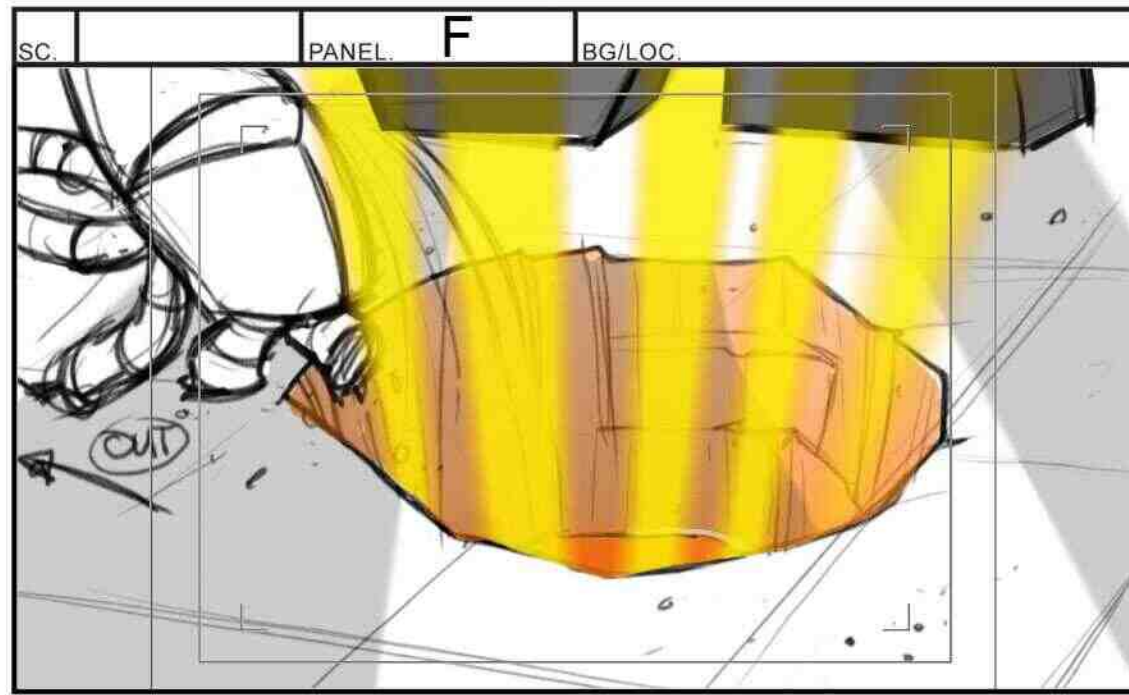
FX: (Bot. Lite Shafts of light)
SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #



ACTION

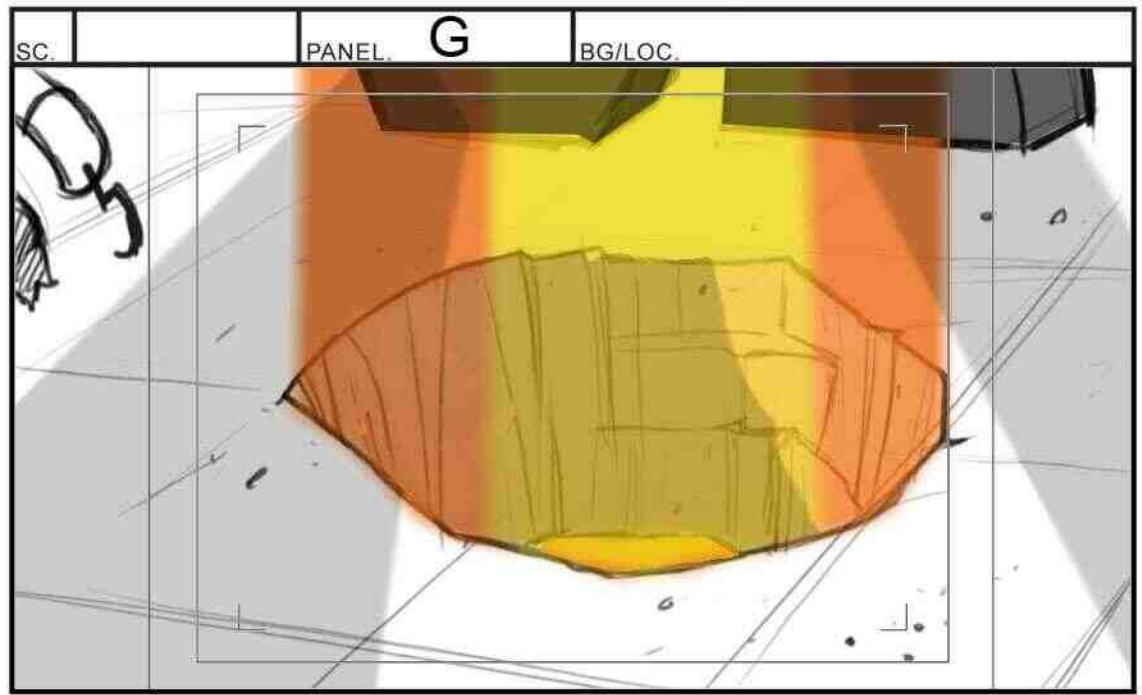
**The Beetle King clears the hole....
The light from inside the tomb grew in intensity.**

DIAL

FX: (**Bot. Lite Beams**)
SFX:

Director's Notes

SLUG NOTES



ACTION

...suddenly

DIAL

FX: (**Bot. Lite Shafts of light**)
SFX:

Director's Notes

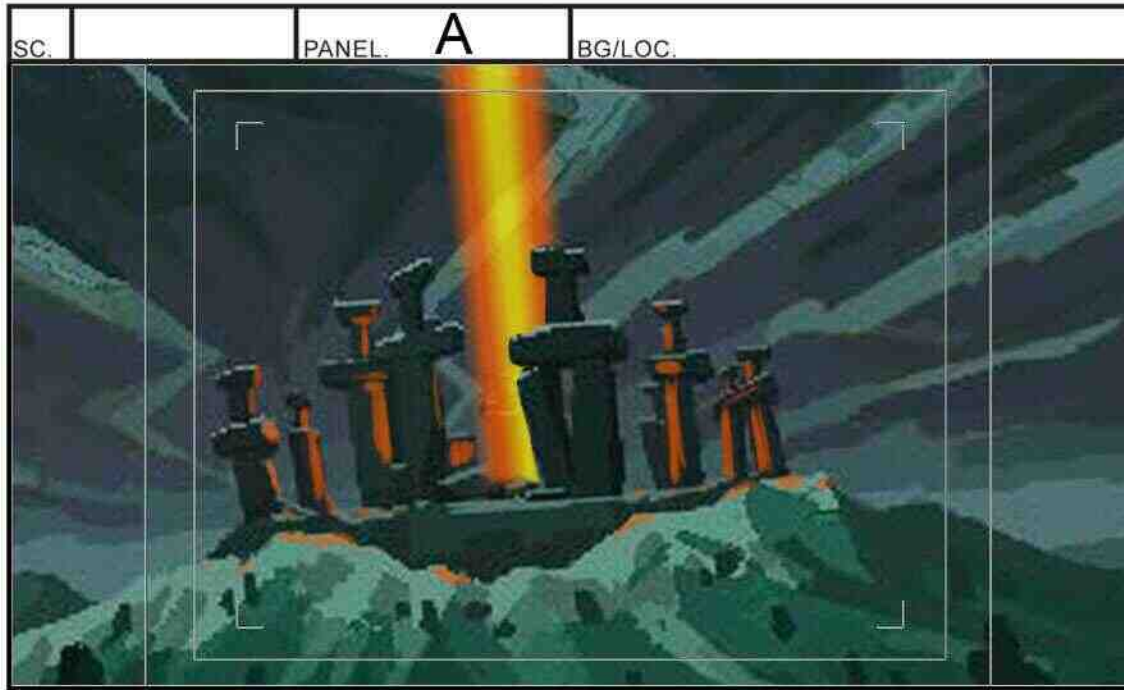
SLUG NOTES

FINAL

PROD #



CUT



ACTION

Wide on The Tomb -

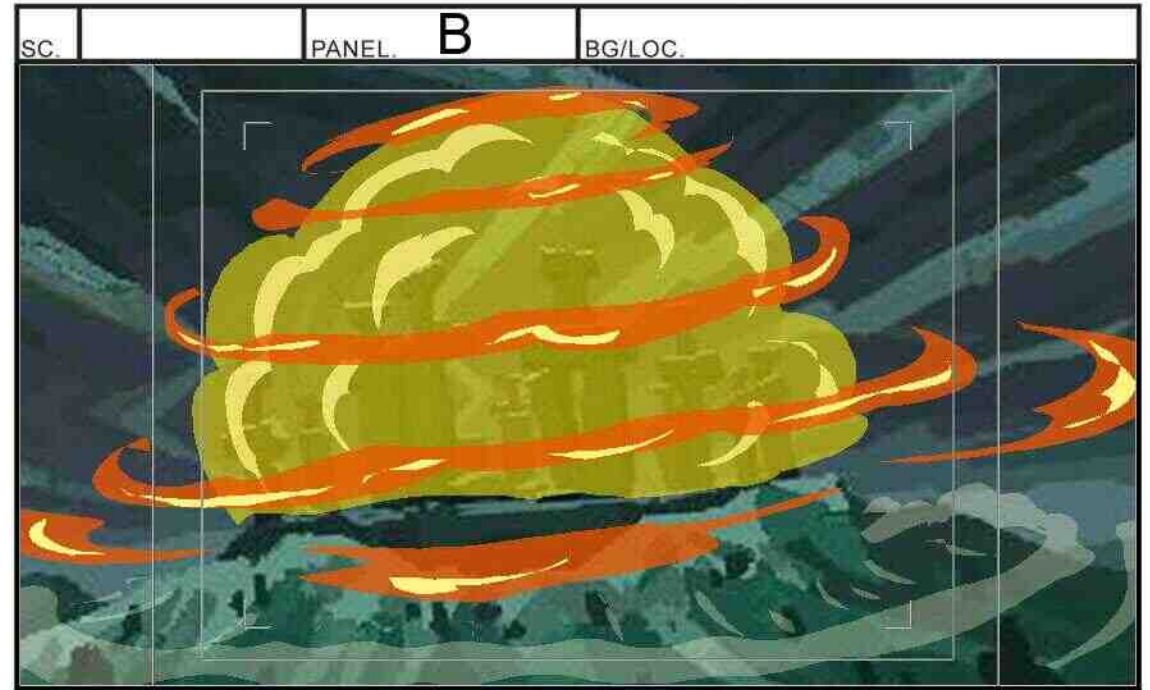
DIAL

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

SFX:

Director's Notes

SLUG NOTES



ACTION

"Fthoom"

DIAL

FX: (**Explosion**)

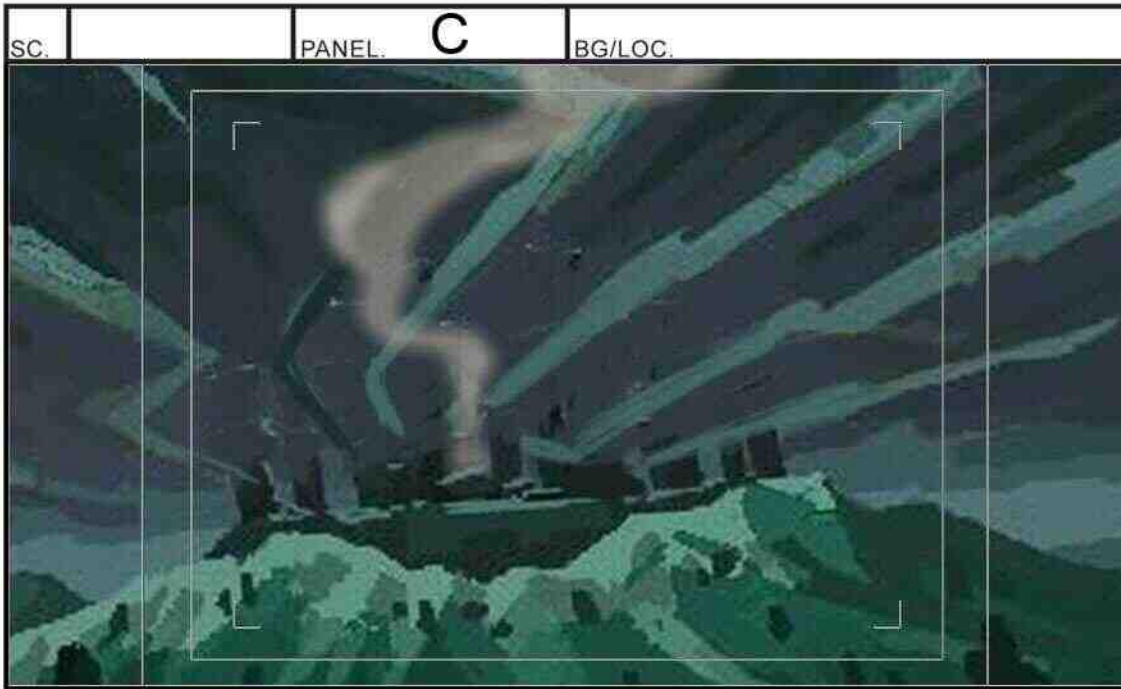
SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #



ACTION

Smoke rises from the destroyed tomb.

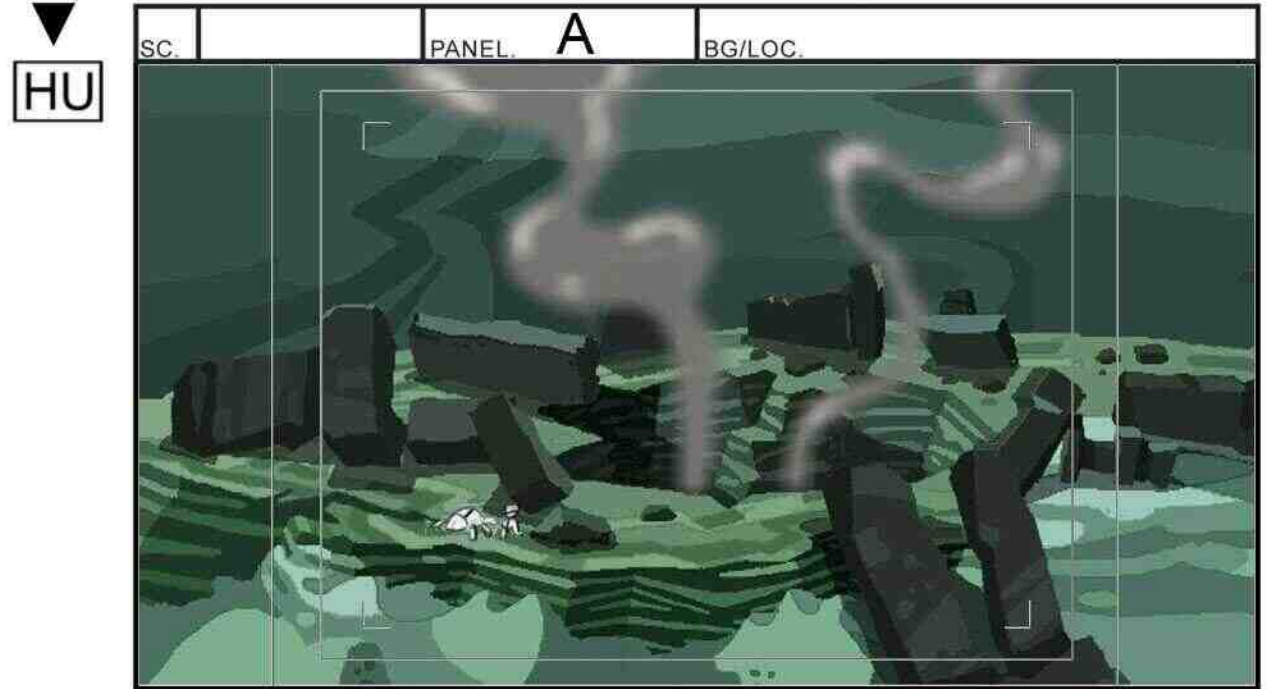
DIAL

FX: **(DX Smoke)**

SFX:

Director's Notes

SLUG NOTES



ACTION

Close on the smoking ruins. Lin Chung and the Beetle King are safe behind one of the fallen columns.

DIAL

FX: **(DX Smoke)**

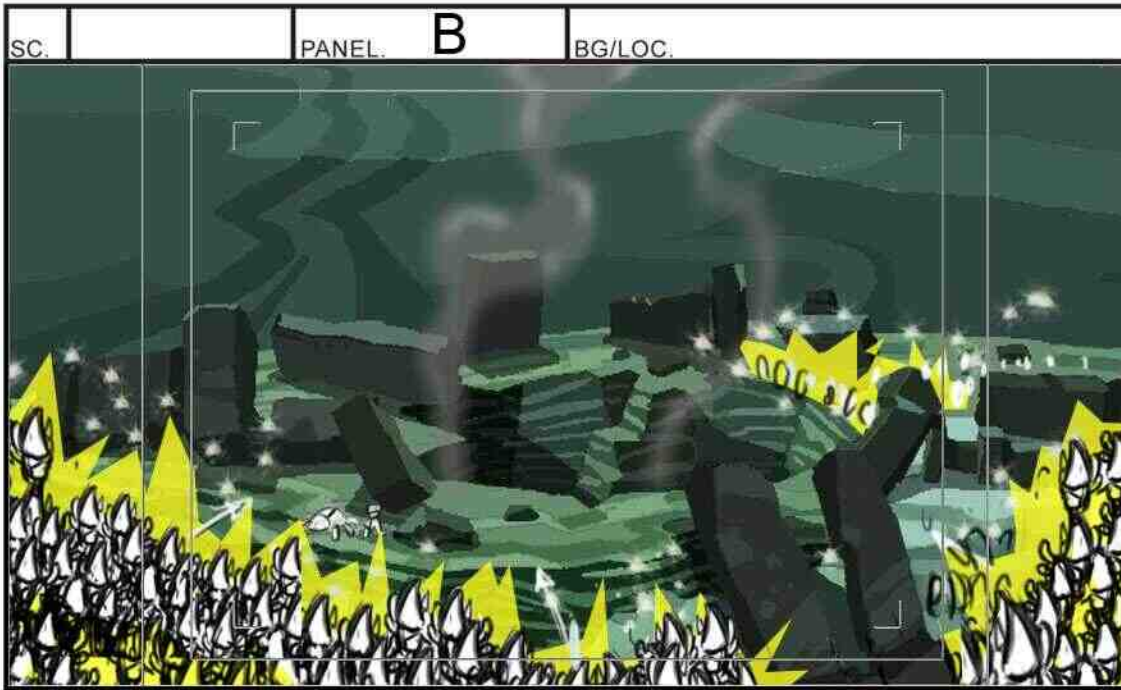
SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #



ACTION

The Bug Army, crackling with electricity, advances towards Lin Chung and the Beetle King.

DIAL

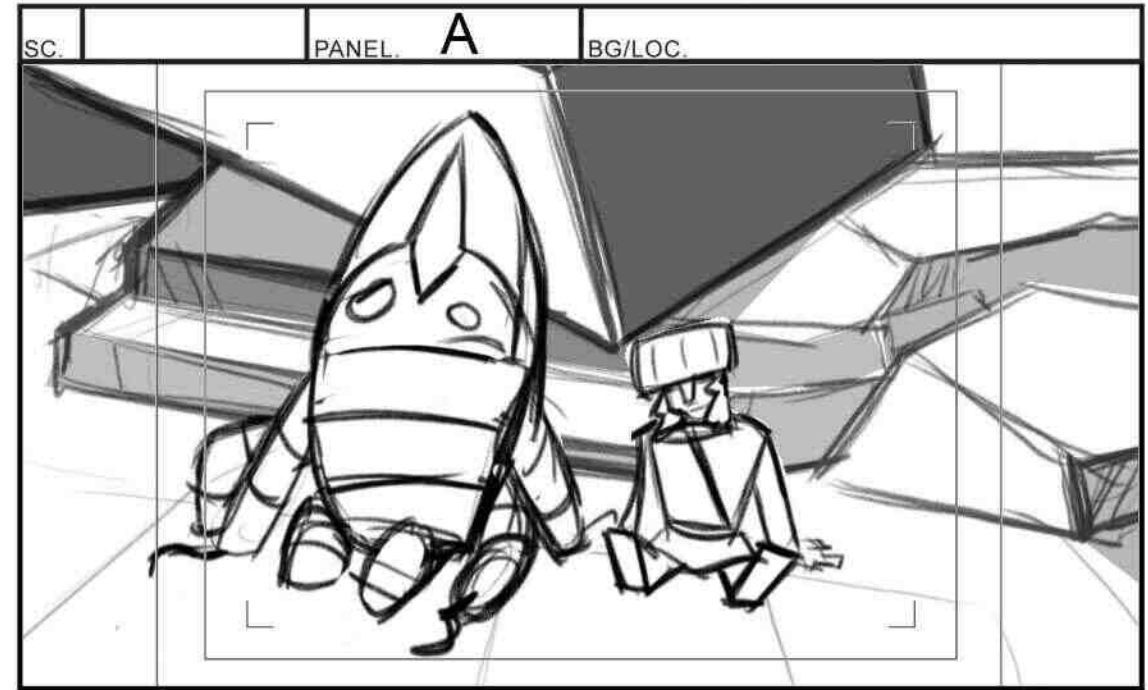
FX: (DX Smoke, Bot. Lite Electrical Energy)

SFX:

Director's Notes

SLUG NOTES

▼
HU



ACTION

Close on the smoking ruins. Lin Chung and the Beetle King are safe behind one of the fallen columns.

DIAL

FX: (DX Smoke)

SFX:

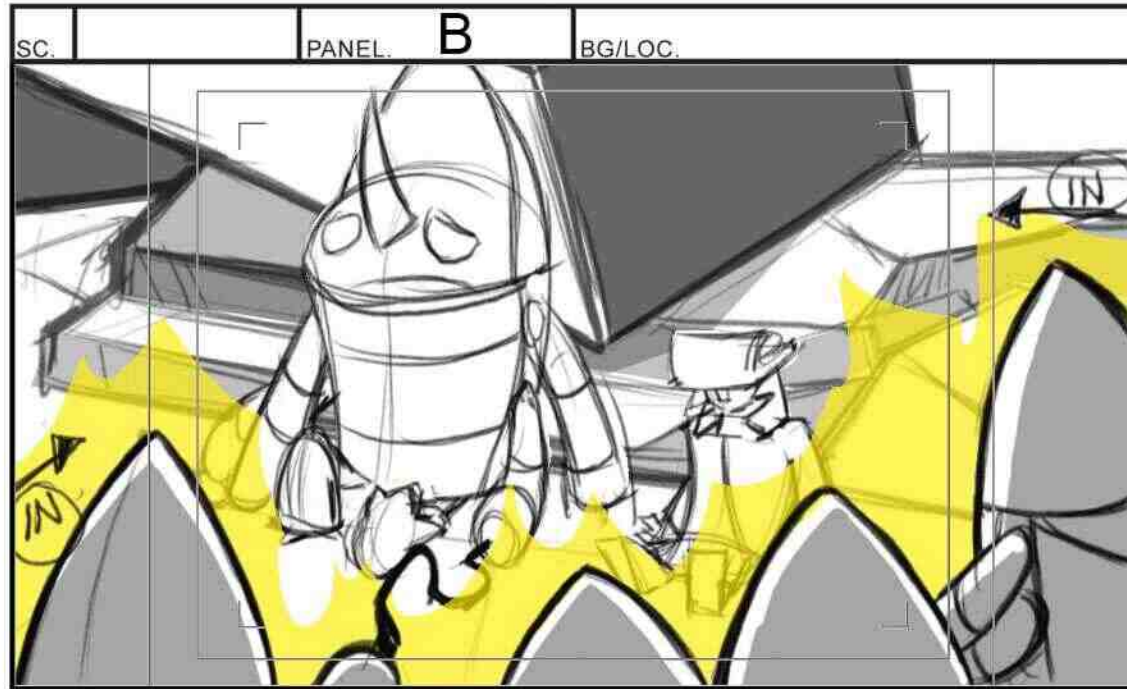
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

Bugs move in closer. They sound angry.

DIAL

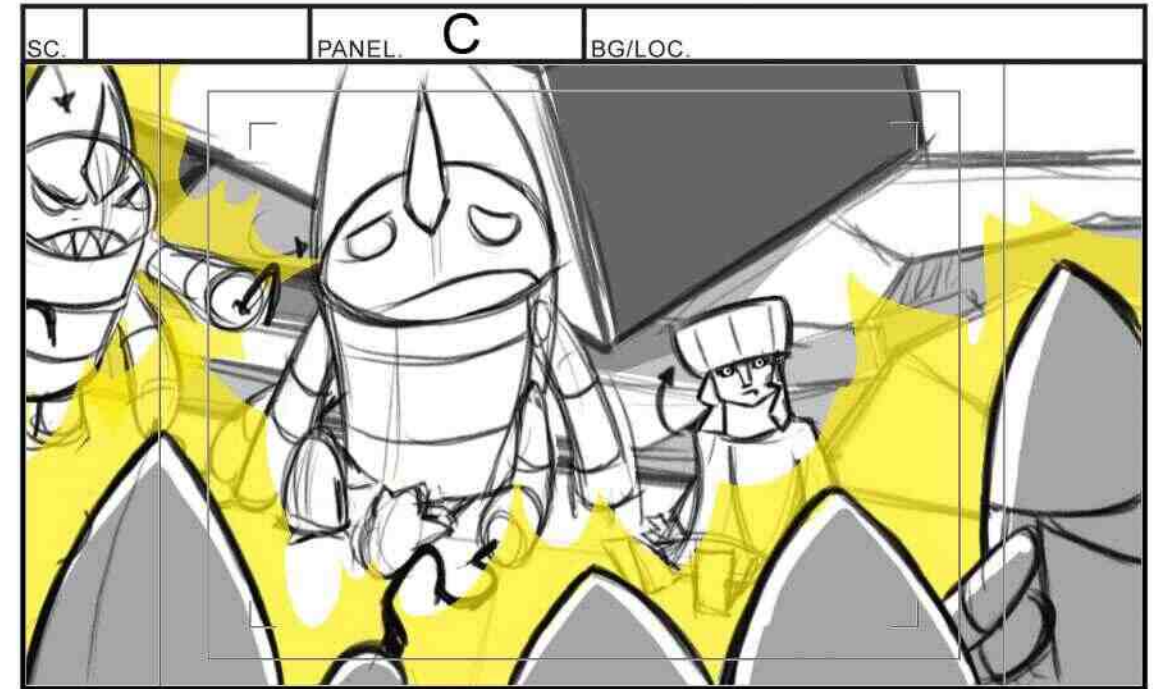
Bugs:
<Angry Chittering >

FX: (Bot. Lite Electrical Energy)

SFX:

Director's Notes

SLUG NOTES



ACTION

Beetle King and Lin Chung look up at the surrounding Army.

DIAL

FX: (Bot. Lite Eletrical Energy)

SFX:

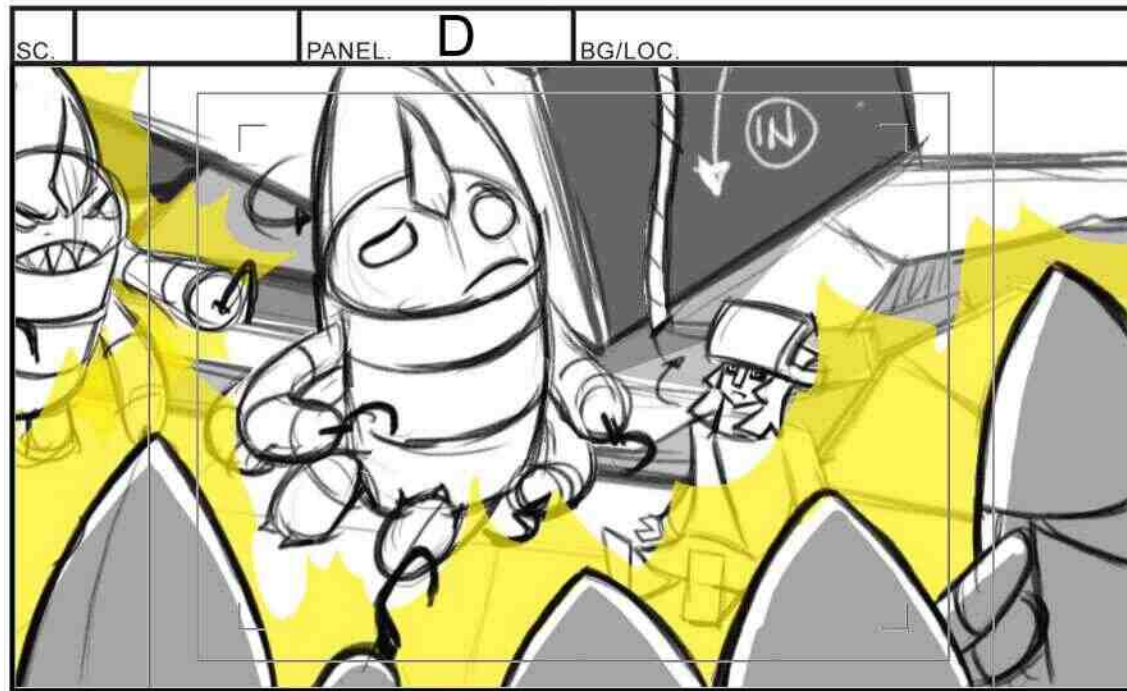
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

A rope drops into frame.

DIAL

**79. Mystique Sonia: (OS)
Lin Chung !**

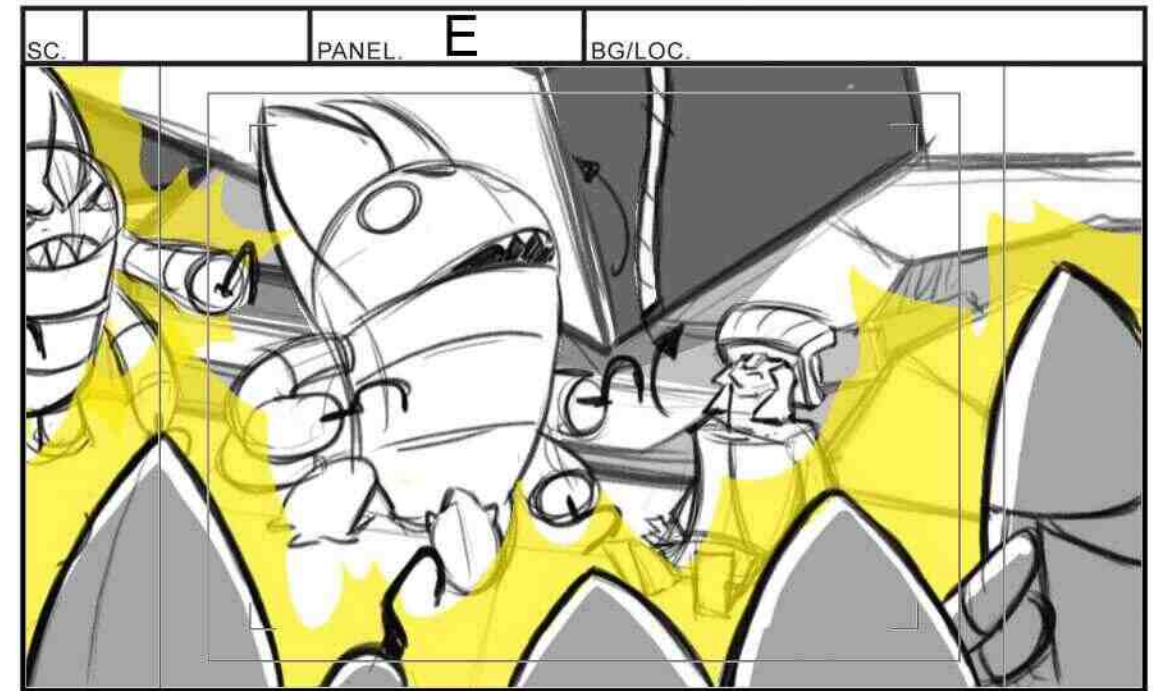
Bugs:
<Angry Chittering >

FX: (Bot. Lite Electrical Energy)

SFX:

Director's Notes

SLUG NOTES



ACTION

Beetle King and Lin Chung look up.

DIAL

FX: (Bot. Lite Eletrical Energy)

SFX:

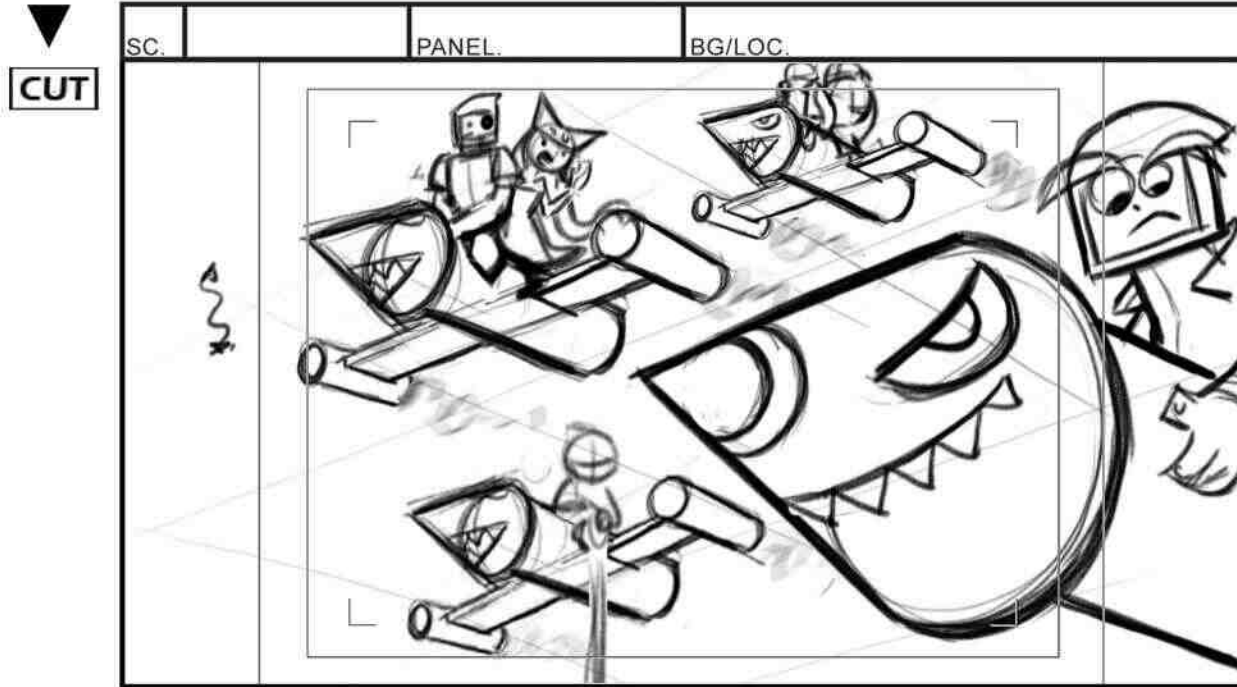
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

Angle on Mystique Sonia and the Air Force, hovering above the scene.
Rosefinch is lowering the rope

(Add slight N/S Move on the planes)

DIAL

79. Mystique Sonia: (OS)
Get out of there.

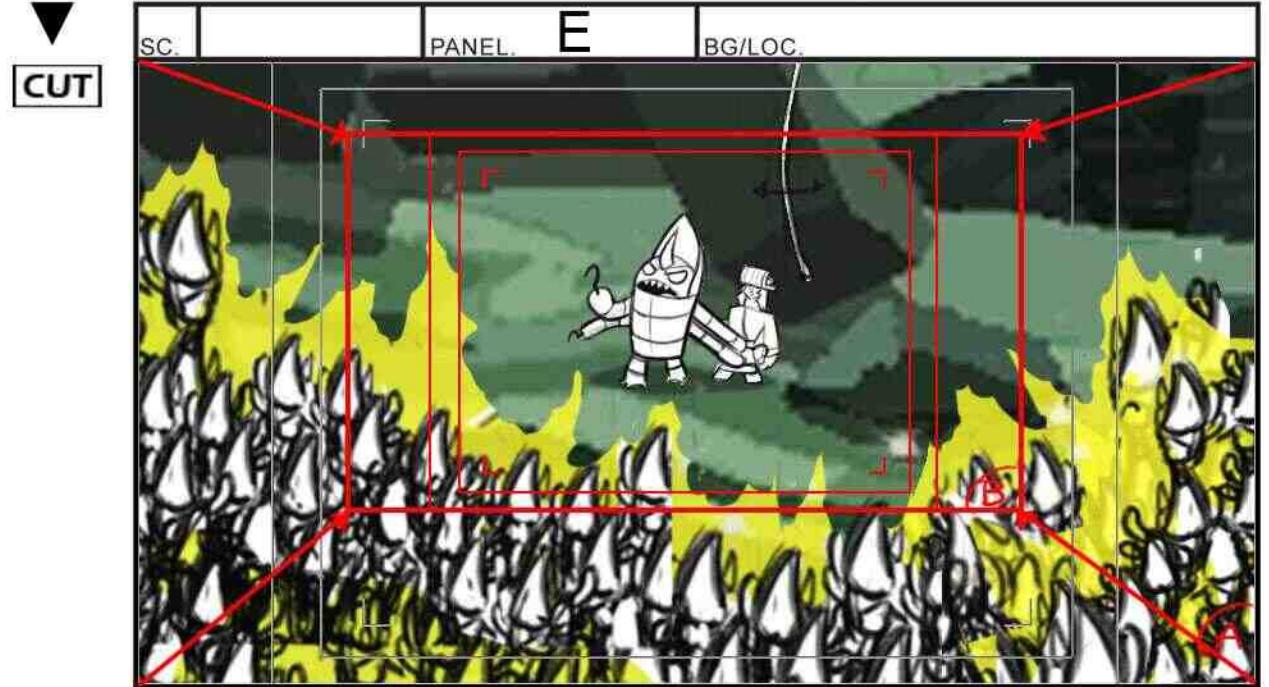
Bugs:
<Angry Chittering >

FX:(Heat Shimmer from engines)

SFX:

Director's Notes

SLUG NOTES



ACTION

Wide on scene. The Beetle King stands between Lin Chung and the Beetle Army.
Slow DRIFT IN A - B.

DIAL

80. Beetle King:
< Screech >

FX: (Bot. Lite Eletrical Energy)

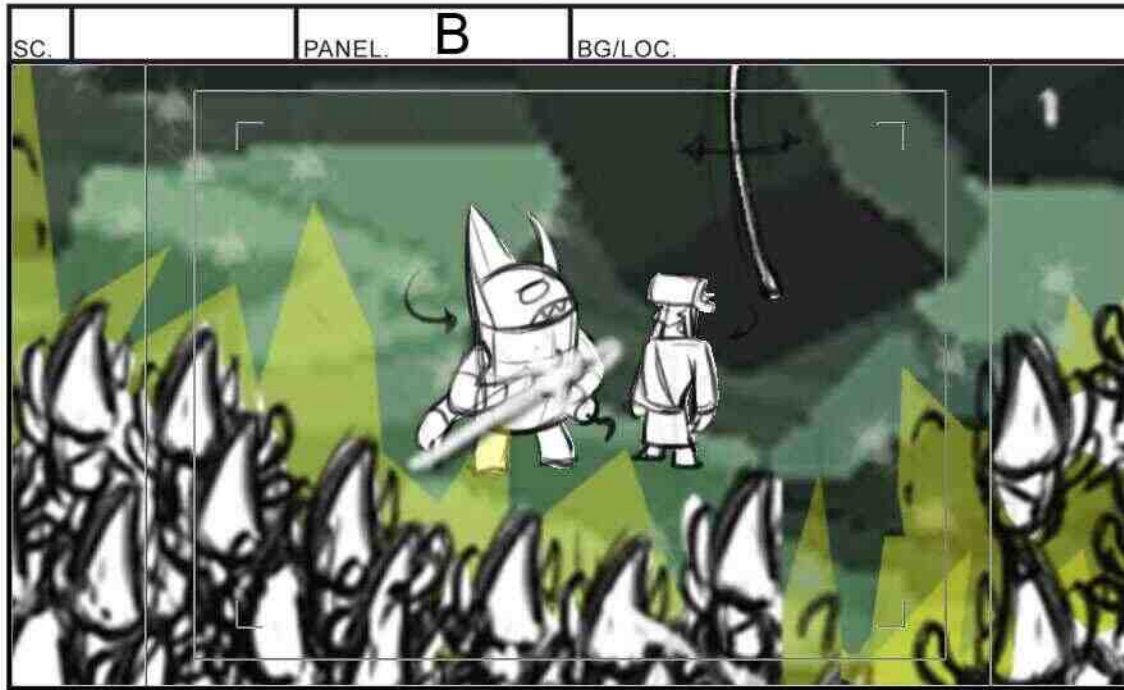
SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #



ACTION

As the Beetle King "speaks". the beetles dissolve their electricity .

DIAL

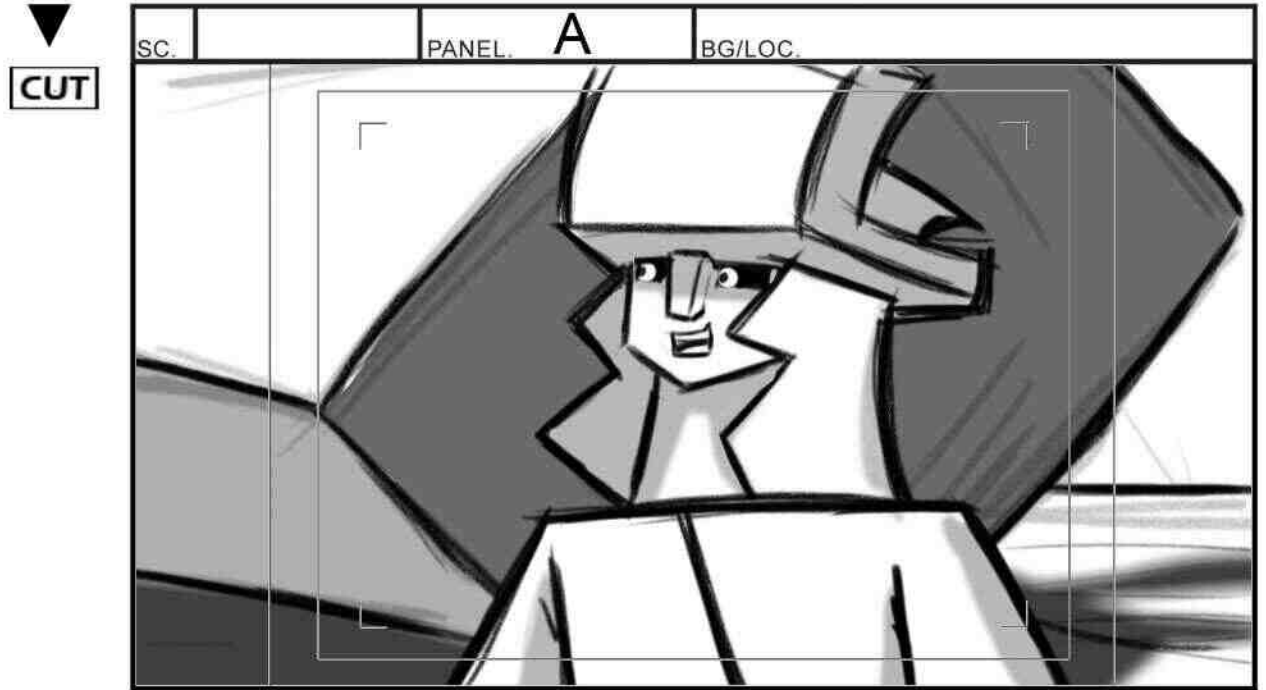
80. Beetle King:
< Screech >

FX: (Bot. Lite electricity)

SFX:

Director's Notes

SLUG NOTES



ACTION

Close on Lin Chung.

DIAL

81. Lin Chung:
It seems there is no need.

FX:

SFX:

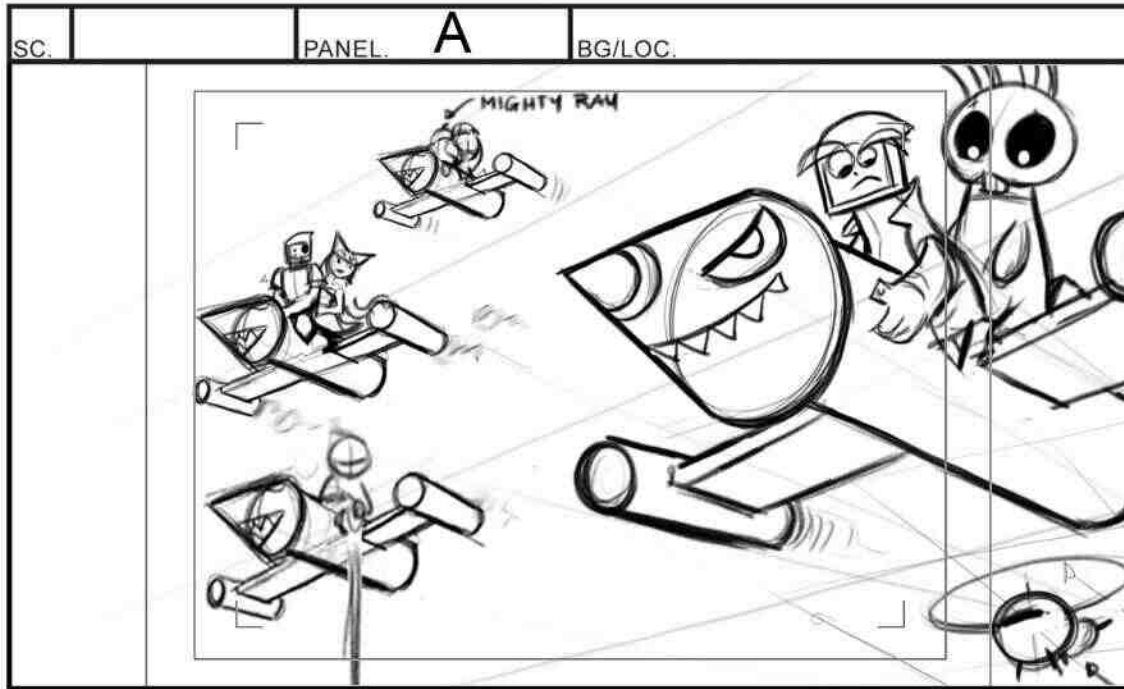
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

Apetrully flies into scene, joining the Air Force formation.

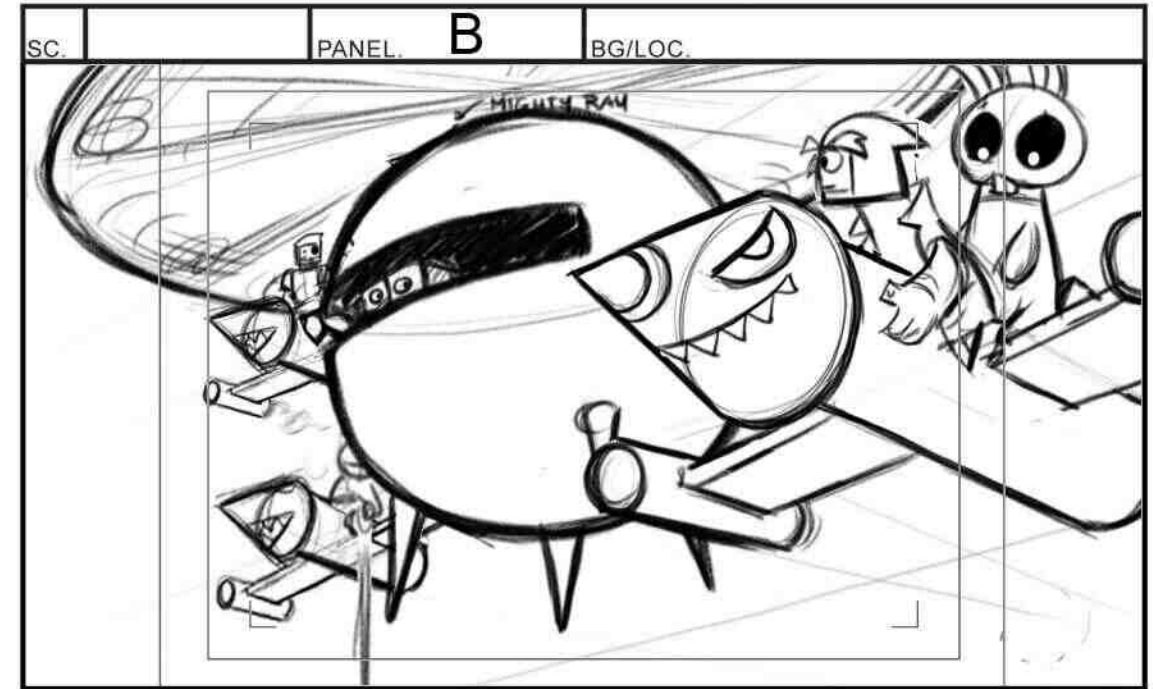
DIAL

FX: (DB Blur, DX Exhaust)

SFX:

Director's Notes

SLUG NOTES



ACTION

DIAL

FX: (DB Blur, Exhaust)

SFX:

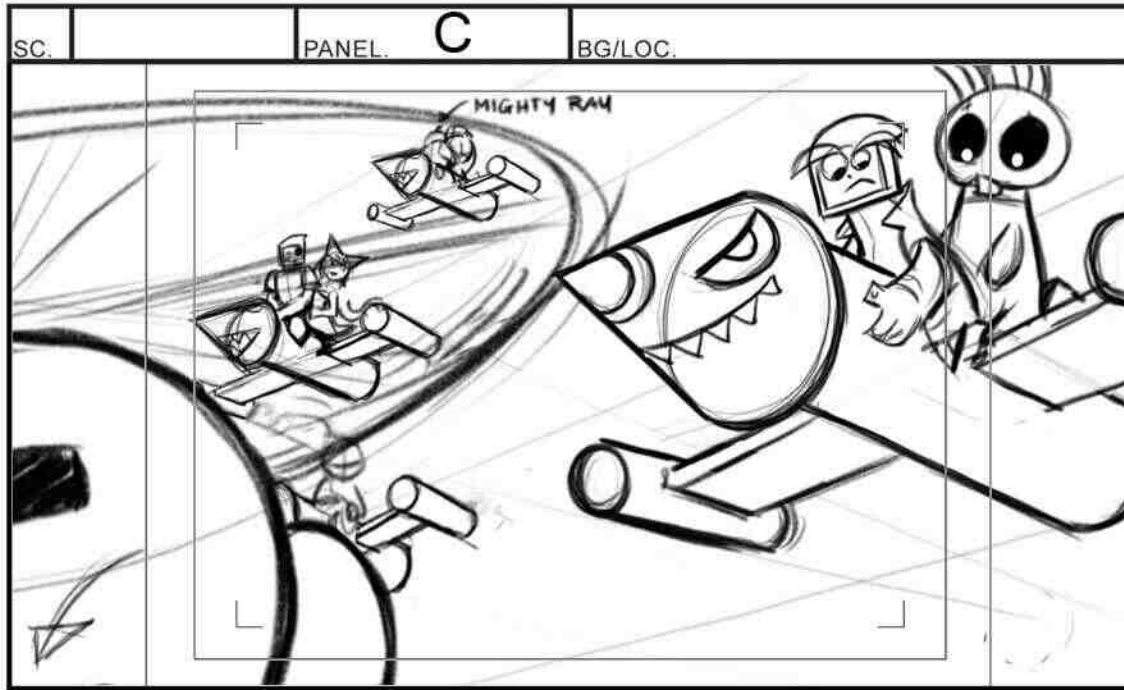
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

Apetrully starts to descend.

DIAL

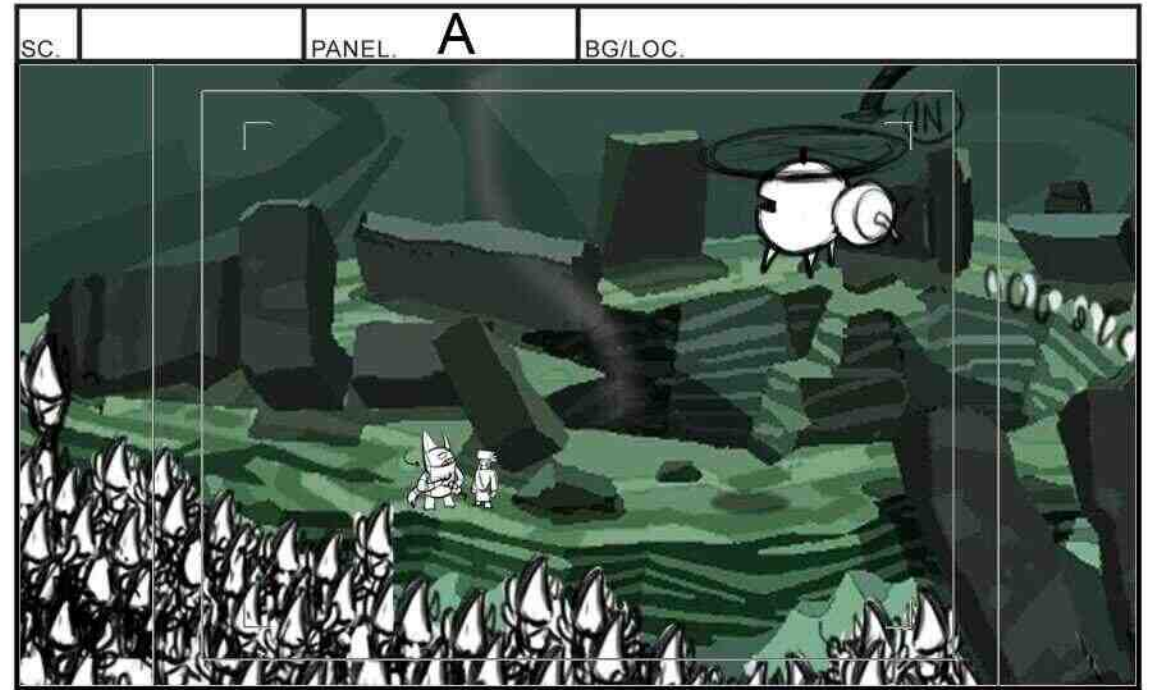
FX: (DB Blur, DX Exhaust)

SFX:

Director's Notes

SLUG NOTES

▼
CUT



ACTION

Apetrully enters and starts to land.

DIAL

FX: (DB Blur, DX Shadow)

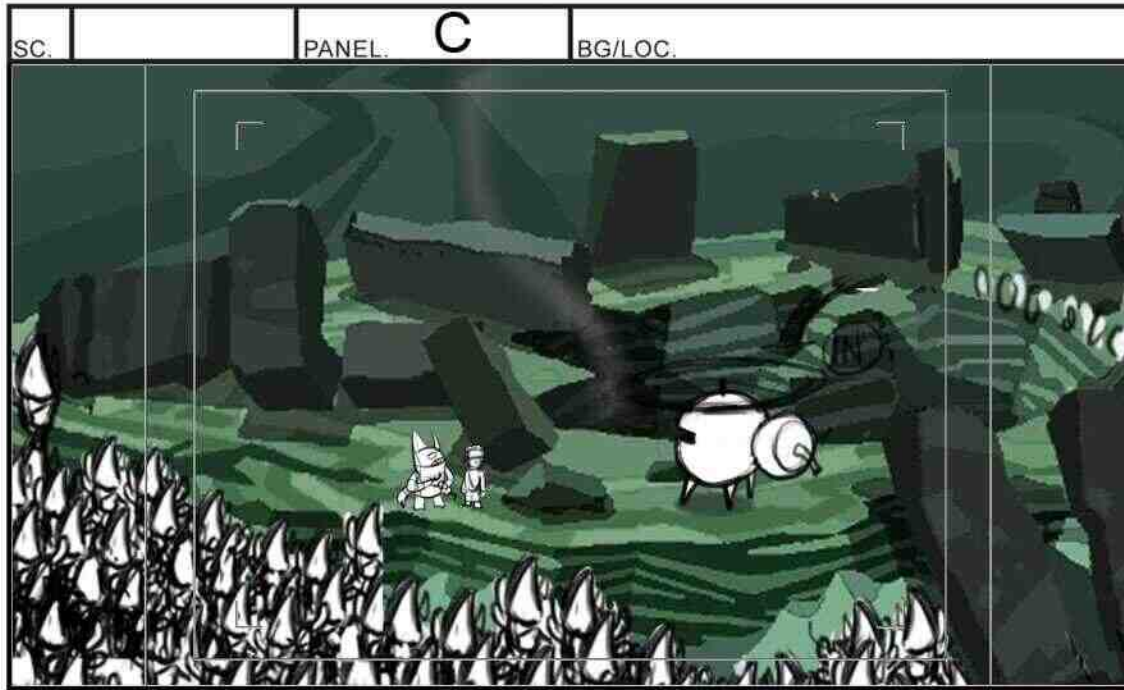
SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #



ACTION

Apetrully lands near the Beetle King and Lin Chung

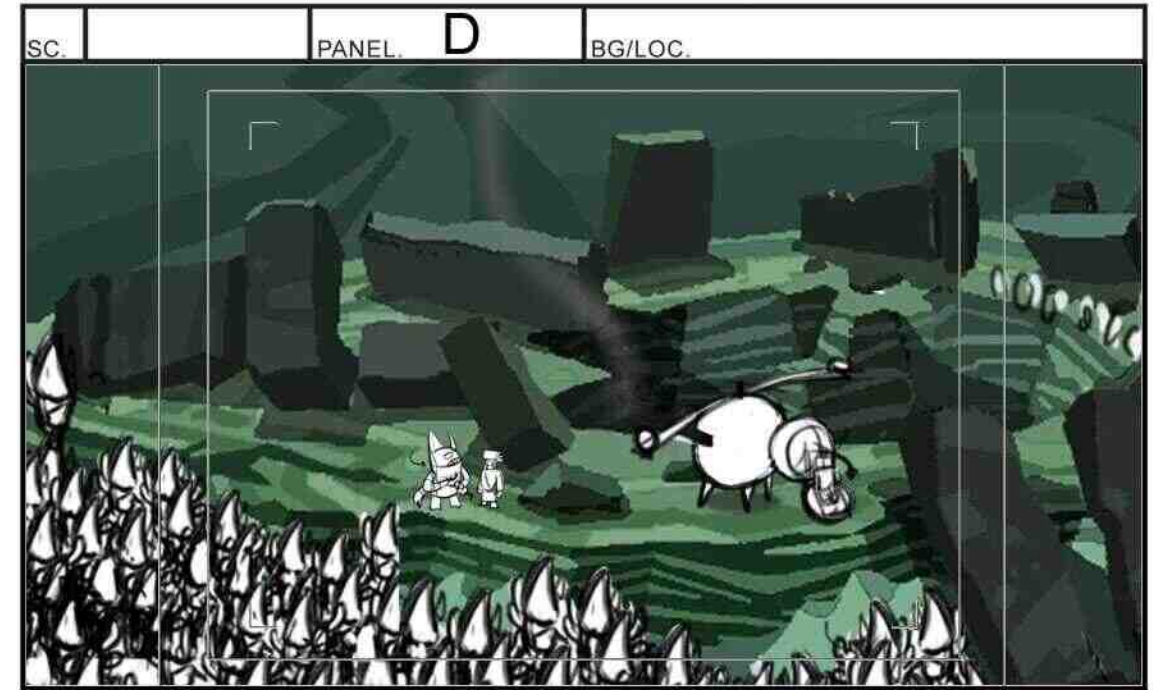
DIAL

FX: (DB Blur, DX Exhaust)

SFX:

Director's Notes

SLUG NOTES



ACTION

The Helicopter's hatch swing open and Apetrully descends the stairs.

DIAL

FX: (DB Blur, DX Shadow)

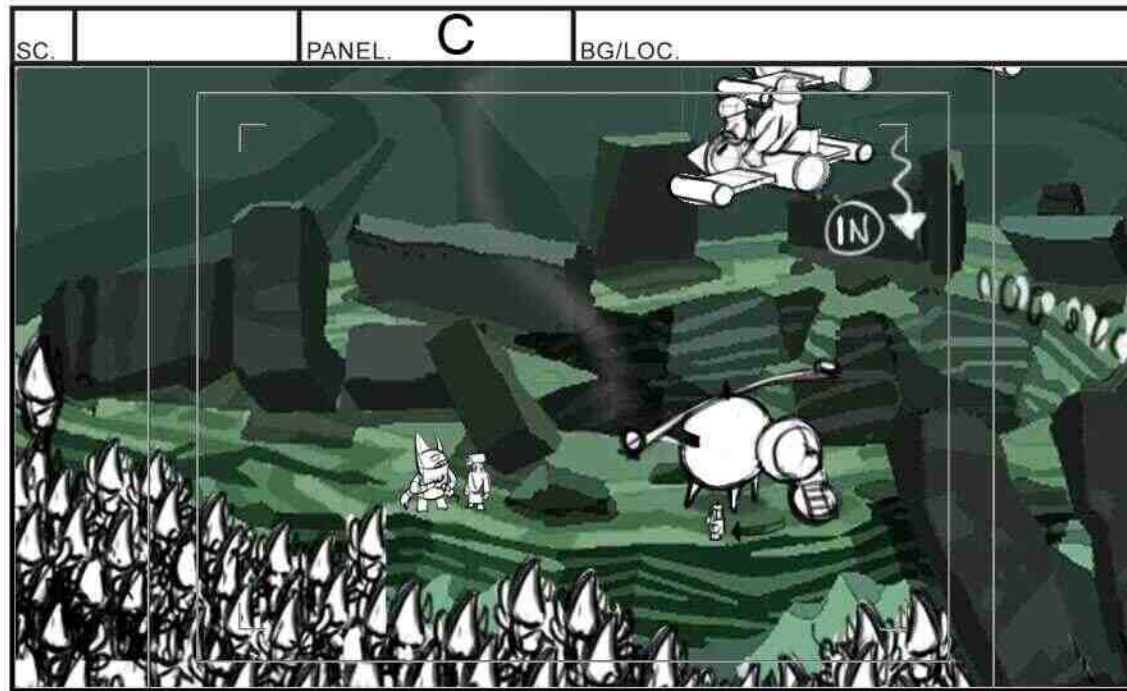
SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #



ACTION

The Airforce hovers down into view.

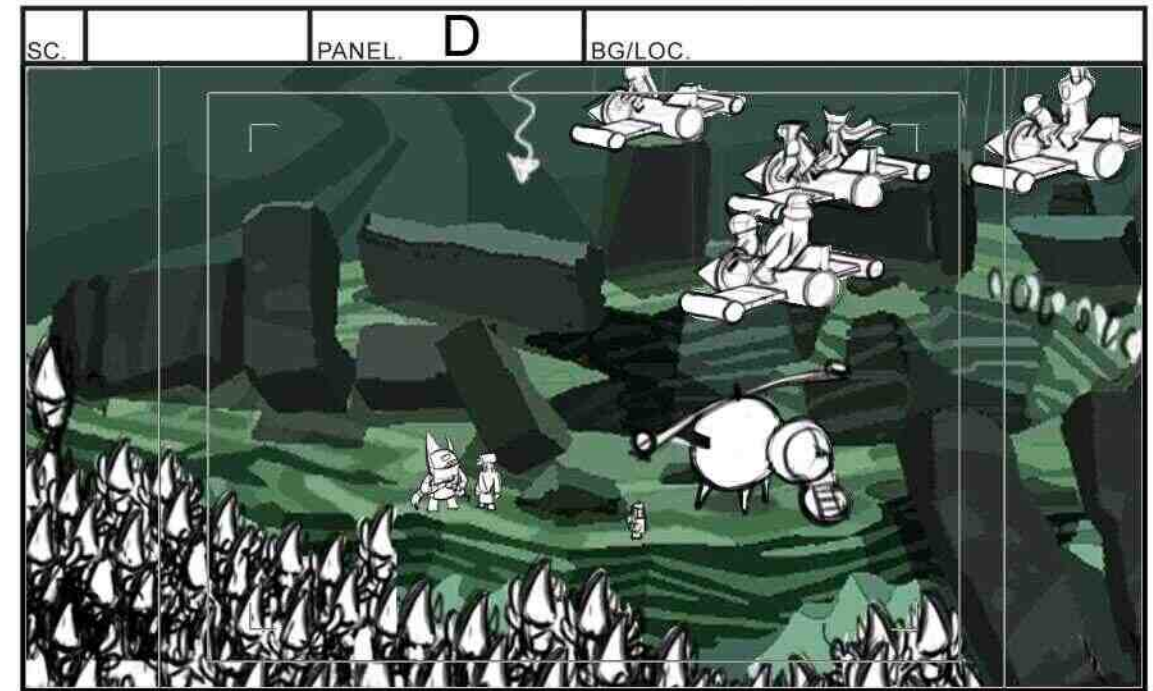
DIAL

FX: (DB Blur, DX Exhaust)

SFX:

Director's Notes

SLUG NOTES



ACTION

**The Helicopter's hatch swing open and Apetrully descends the stairs.
The Air Force hover into scene.**

DIAL

FX: (DB Blur, DX Shadow)

SFX:

Director's Notes

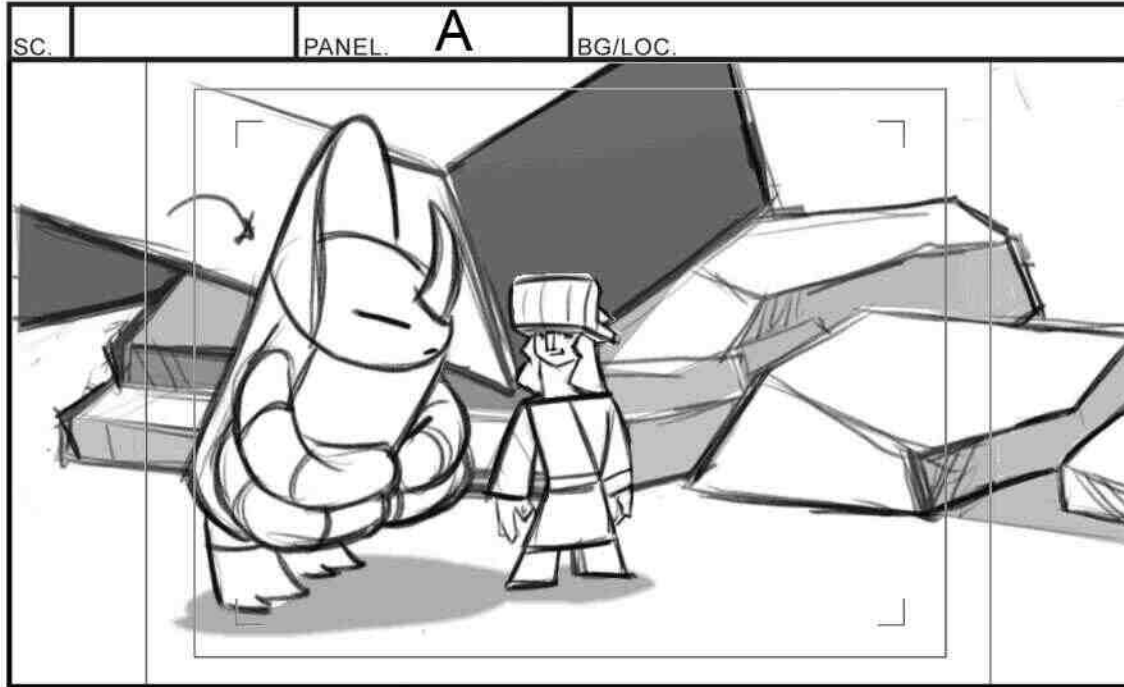
SLUG NOTES

FINAL

PROD #

Approved By:

▼
HU



ACTION

Close on Lin Chung and the Beetle King.

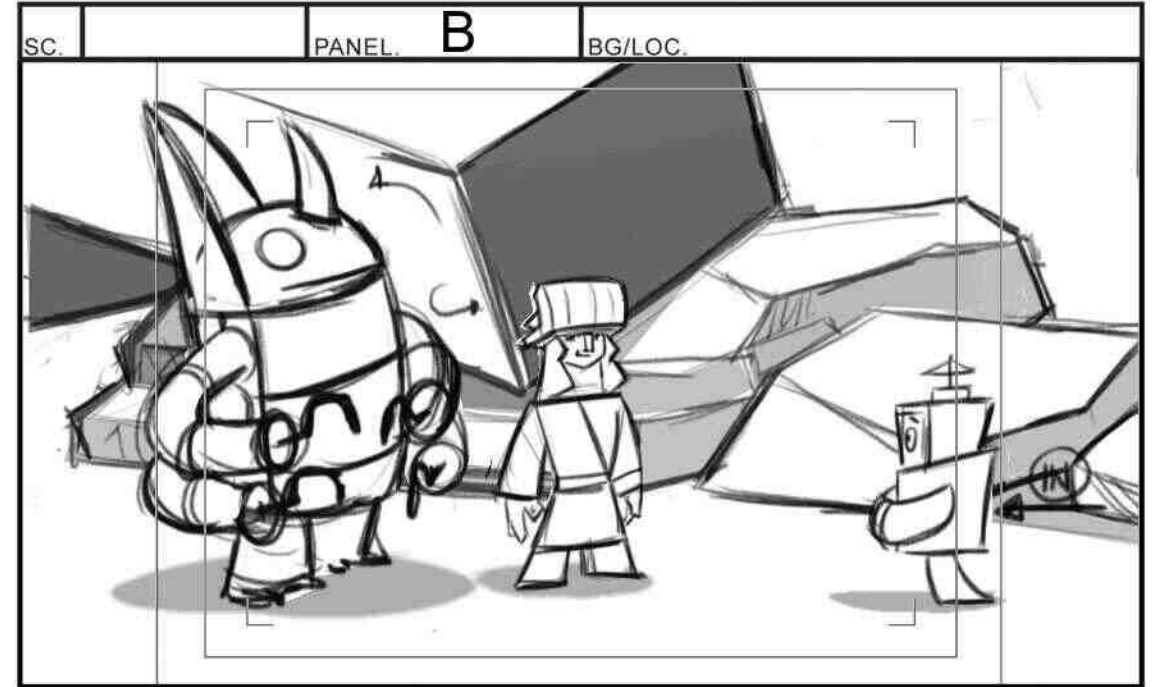
DIAL

FX: (DX Shadow)

SFX:

Director's Notes

SLUG NOTES



ACTION

Aprtrully walks up to them.

DIAL

FX: (DX Shadow)

SFX:

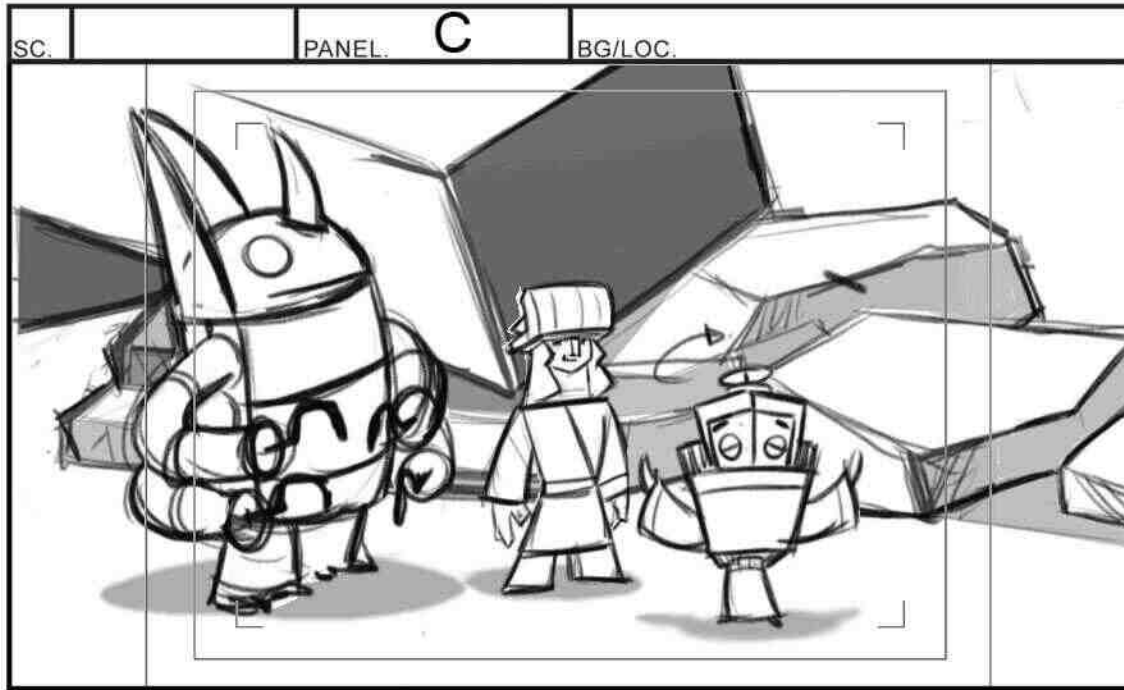
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

Apetrully turns to the Beetle Army.

DIAL

**82. Apetrully:
The Beetle King is joining Big Green!**

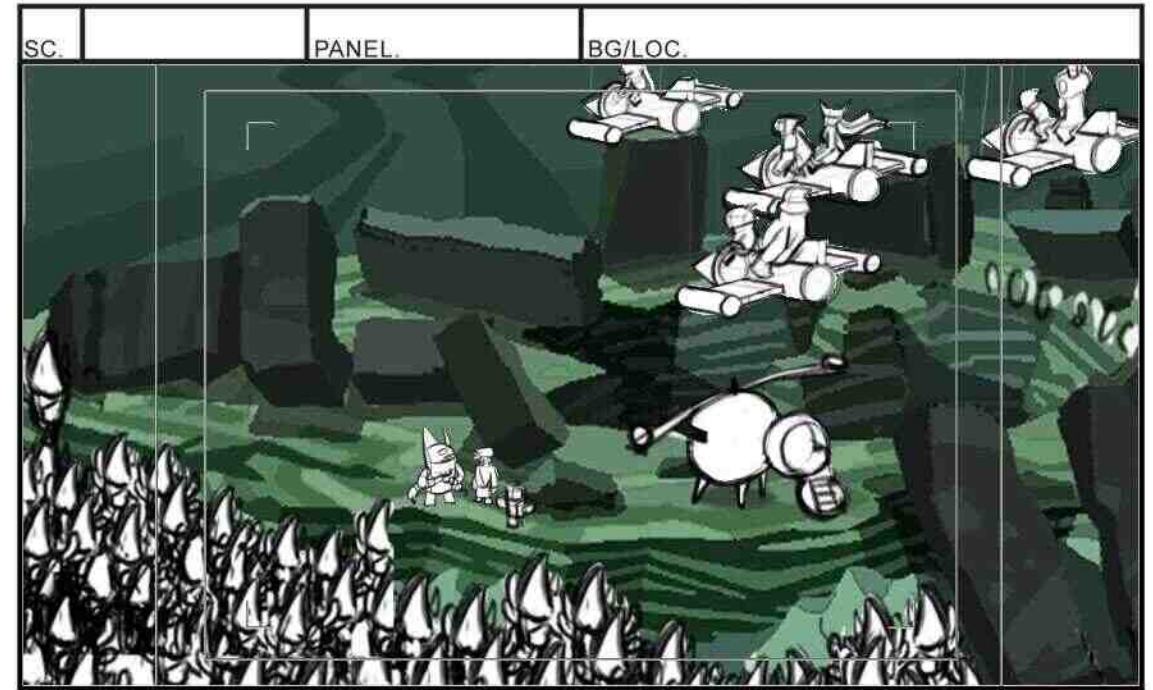
FX: (**DX Shadow**)

SFX:

Director's Notes

SLUG NOTES

▼
CUT



ACTION

Wide on Scene. The Beetle Army Cheers!

DIAL

**Beetle Army:
< Beetle Cheer >**

FX: (**DX Shadow**)

SFX:

Director's Notes

SLUG NOTES

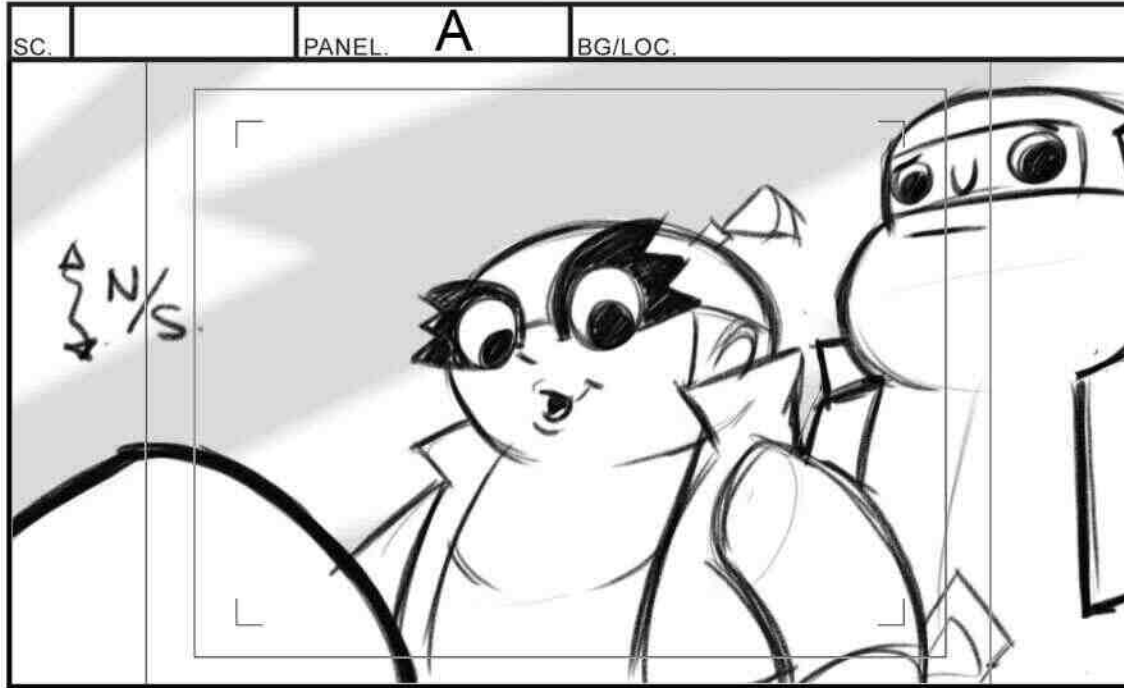
FINAL

PROD #

Approved By:



CUT



ACTION

Close on Mighty Ray hovering on his plane.

Add slight N/S Move on characters.

DIAL

**83. Mighty Ray:
Cool...**

FX:

SFX:

Director's Notes

SLUG NOTES



ACTION

**83. Mighty Ray:
Hey, so what happened to Highroller?**

DIAL

FX:

SFX:

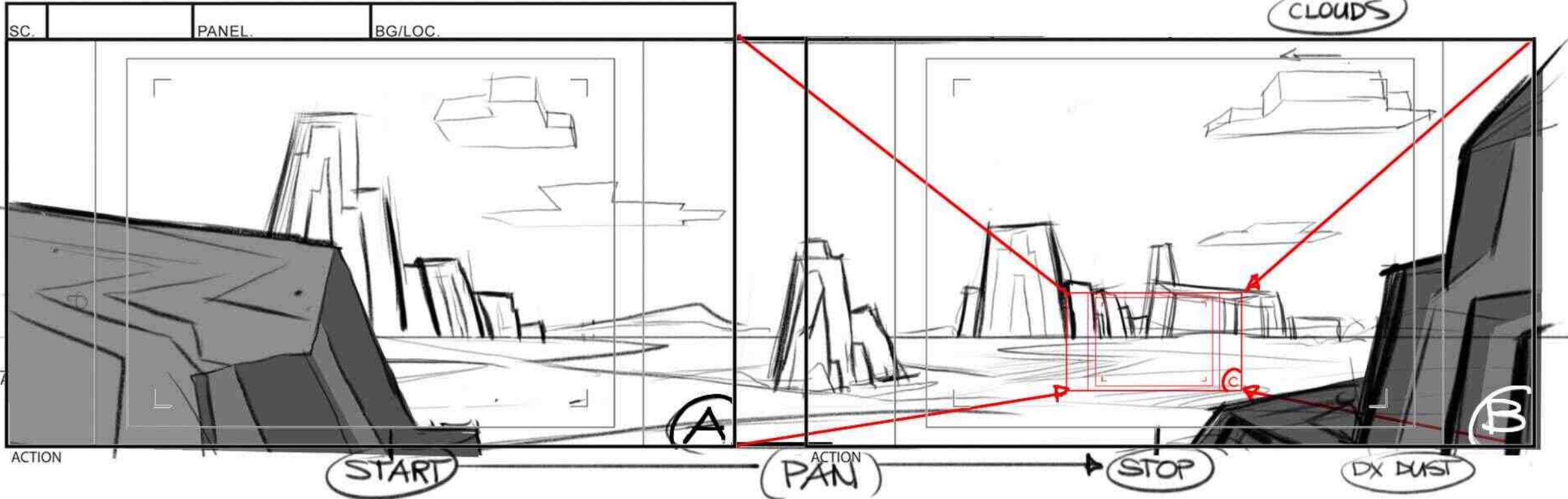
Director's Notes

SLUG NOTES

FINAL

PROD #

▼
CUT



DIAL

PAN across the desert A - B. TRUCK IN B - C.

FX: DX Dust

SFX:

Director's Notes

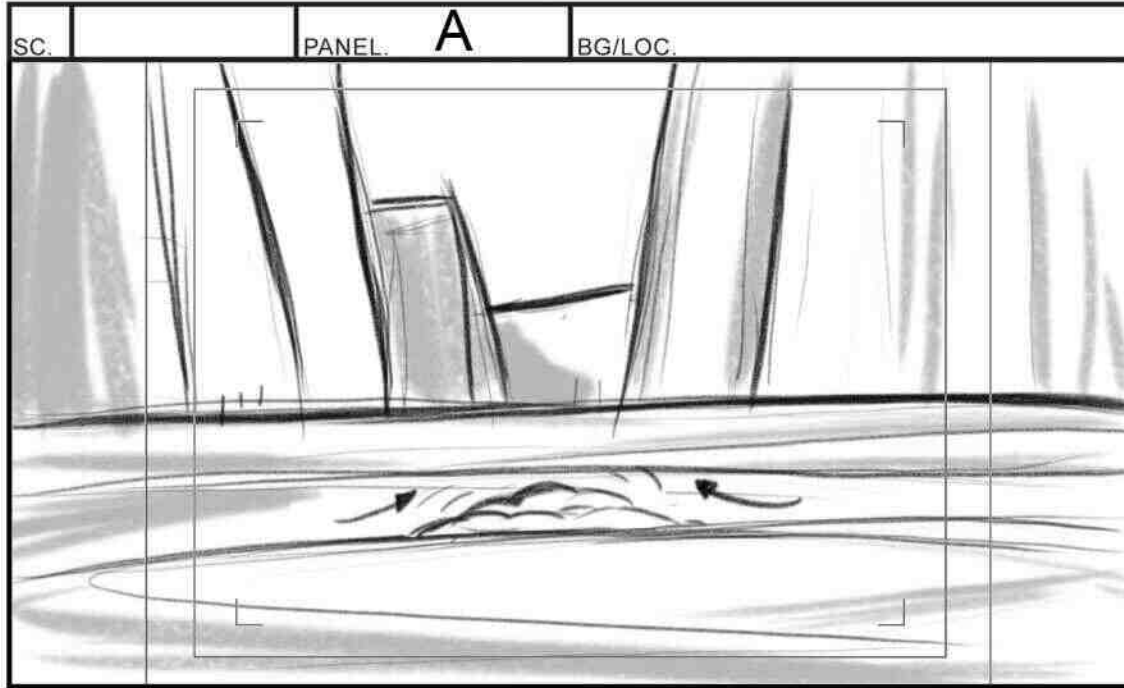
SLUG NOTES

FINAL

PROD #



CUT



ACTION

Close on Desert. There's movement in the sand.

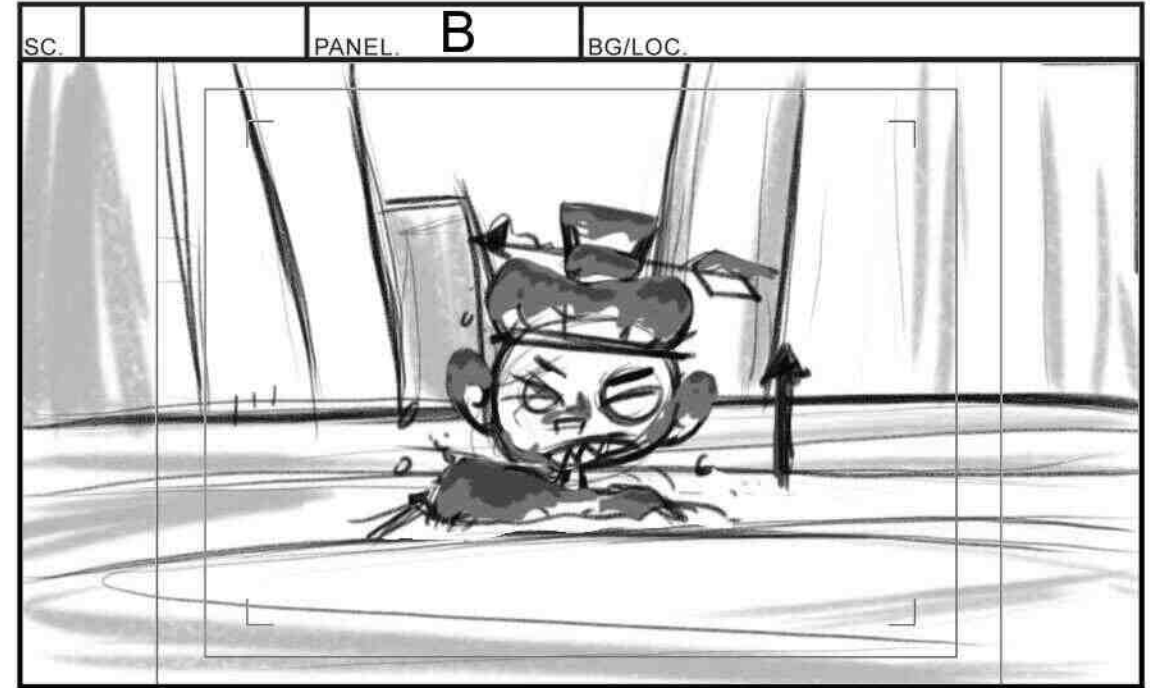
DIAL

FX:

SFX:

Director's Notes

SLUG NOTES



ACTION

A dirt-covered Highroller pops out of the sand like a groundhog.

DIAL

FX: **(S/T Dirt)**

SFX:

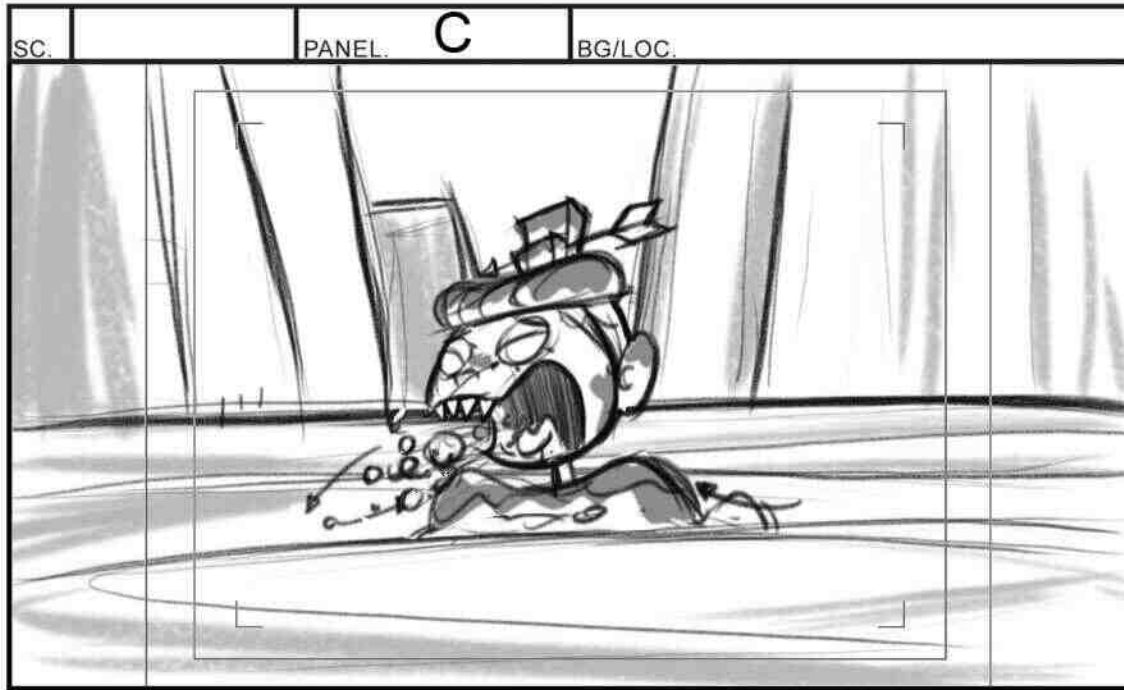
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

He gacks up a dirt ball.

DIAL

FX: **(S/T Dirt)**

SFX:

Director's Notes

SLUG NOTES



ACTION

He pulls himself out of the sand.

DIAL

FX: **(S/T Dirt)**

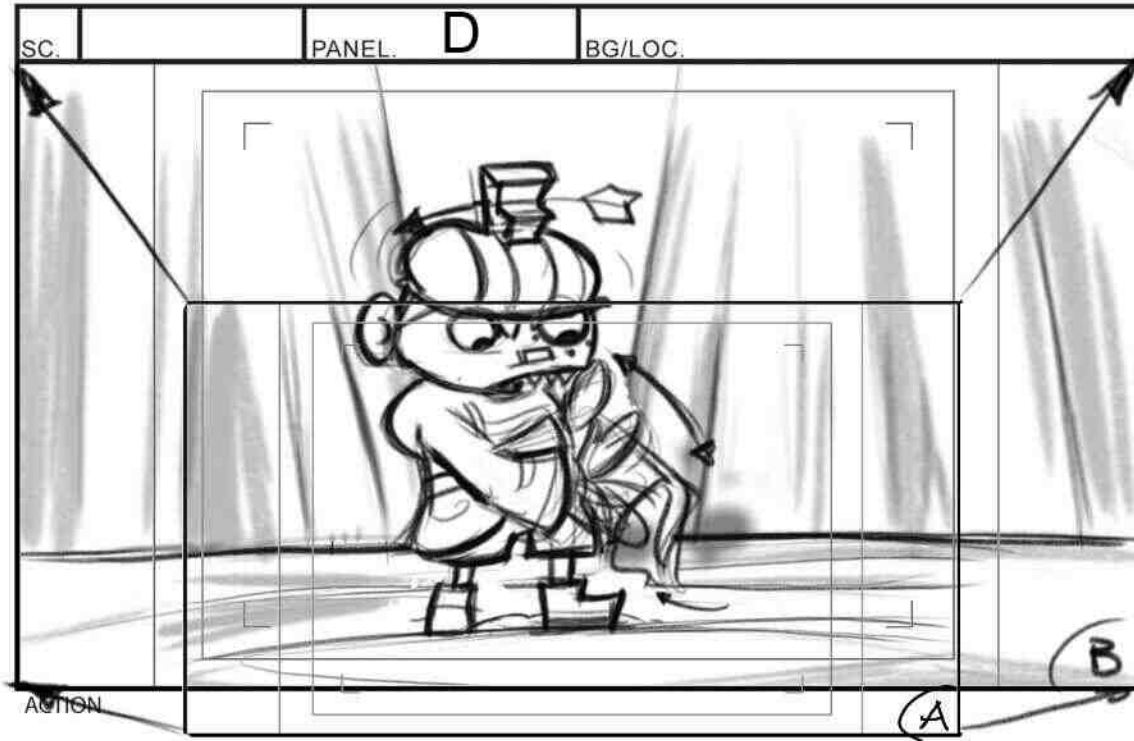
SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #



TRUCK OUT A - B as he stands up and dusts himself off.

DIAL

84. Highroler:
I could have ruled hidden Kingdom!

FX: (S/T Dirt)

SFX:

Director's Notes

SLUG NOTES



He looks around at his surroundings....

DIAL

FX: (S/T Dirt)

SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

TRUCK OUT A - B as he stands up and dusts himself off.

DIAL

84. Highroller:
This day can't get any worse !

FX: (S/T Dirt)

SFX:

Director's Notes

SLUG NOTES



ACTION

The Ground begins to rumble....the sand moves behind him.

(CAMERA SHAKE)

DIAL

FX:

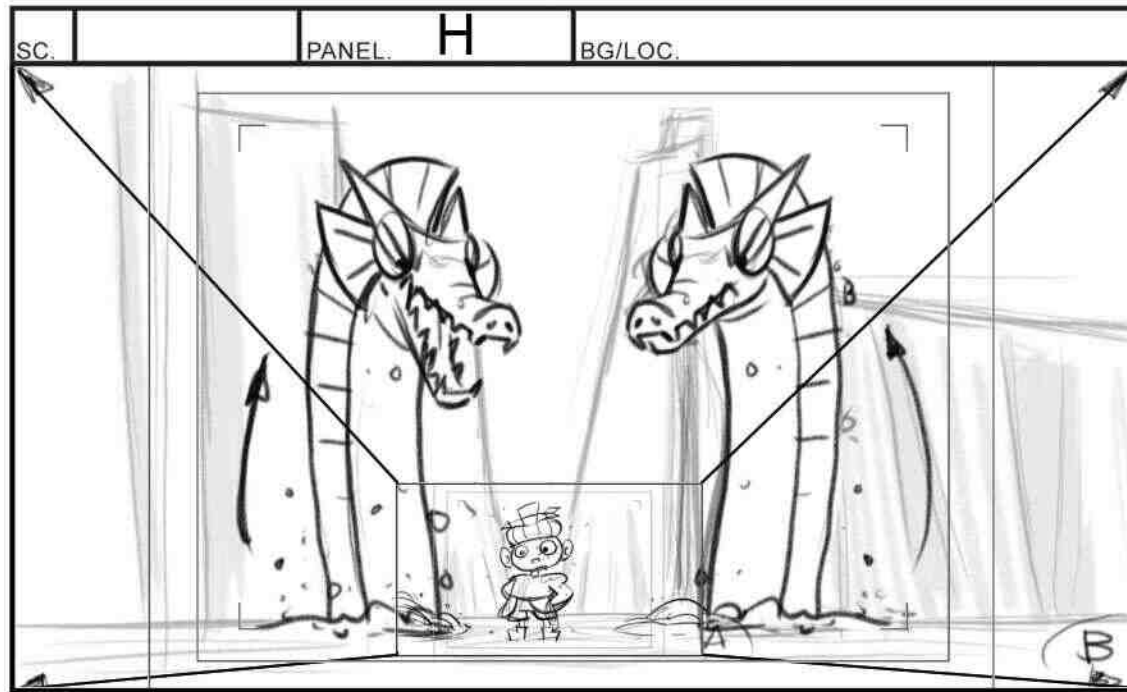
SFX:

Director's Notes

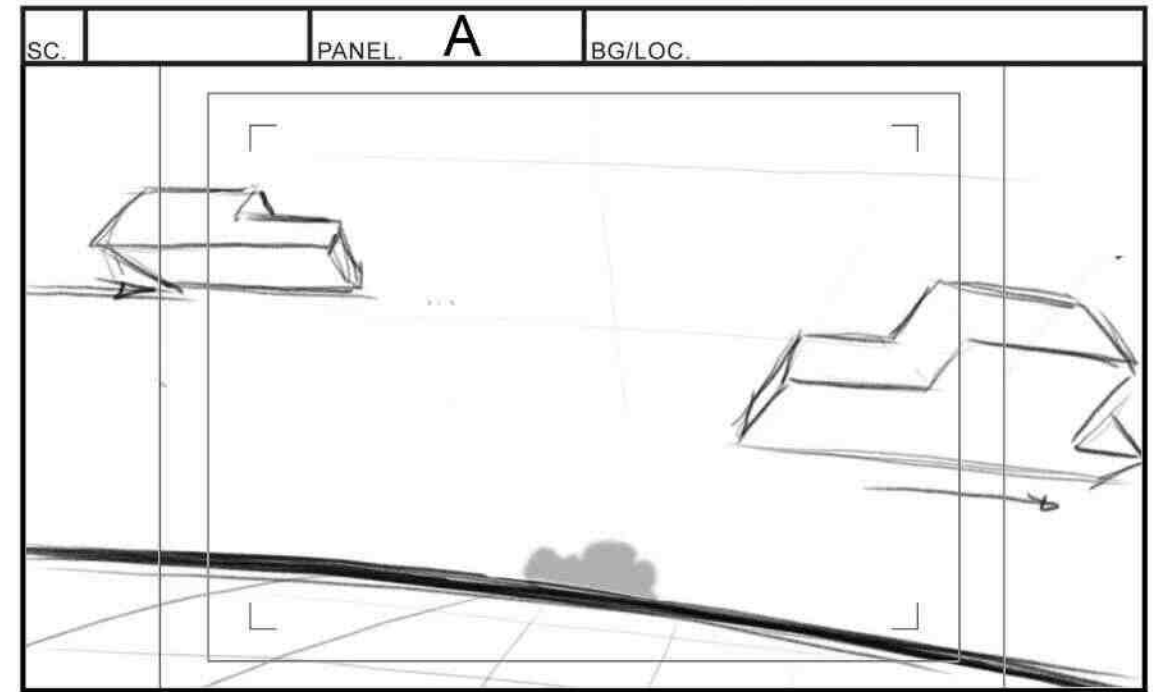
SLUG NOTES

FINAL

PROD #



▼
CUT



ACTION

Fast TRUCK OUT A - B ...two Wolf Eels emerge out of the ground.

DIAL

FX: **(S/T Dirt)**

SFX:

Director's Notes

SLUG NOTES

ACTION

**Another part of the desert. Slow pan on clouds.
A dust cloud forms on the horizon.
In the distance we hear Highroller scream.**

DIAL

FX: **(DX Dust)**

SFX:

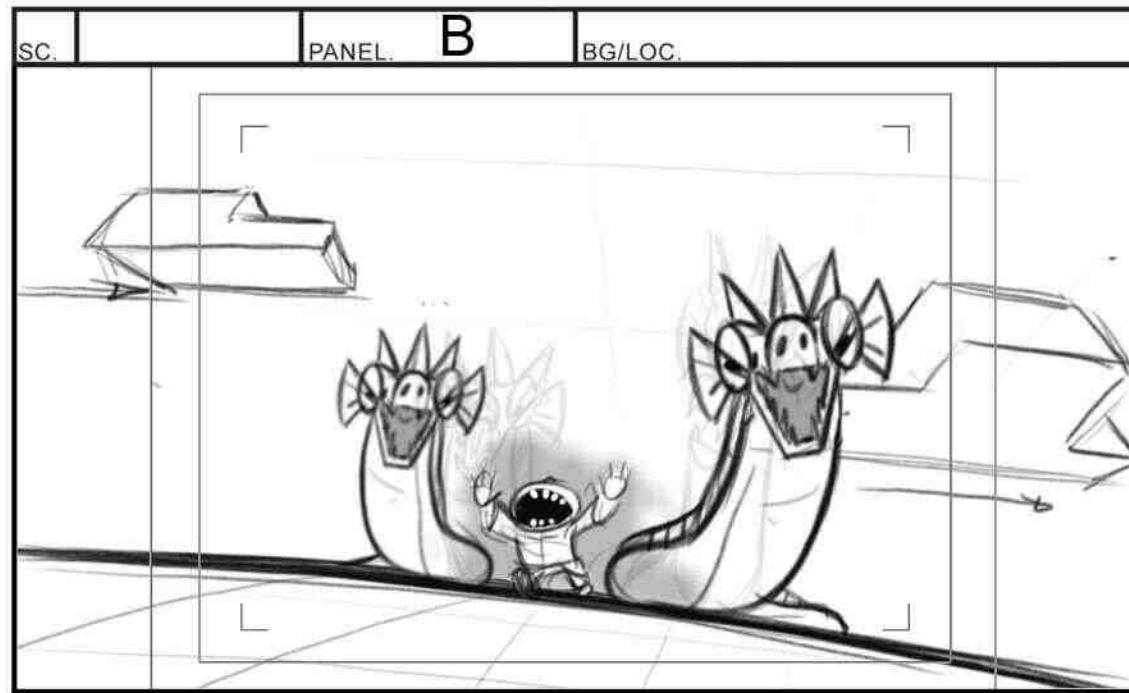
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

**Highroller races to camera. The Wolf eels close on his heels.
Highrollers' scream dopplers up....**

DIAL

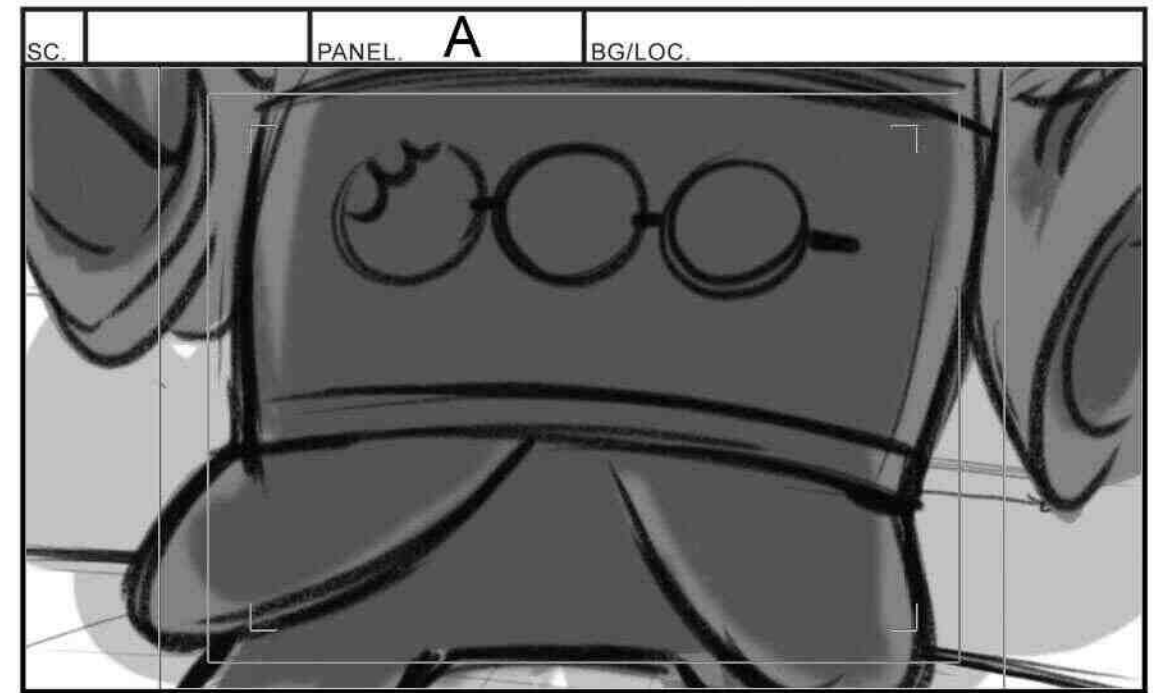
**Highroller:
< SCREAM >**

FX: (**Dx Dust**)

SFX:

Director's Notes

SLUG NOTES



ACTION

Highroller fills screen....

DIAL

**Highroller:
< SCREAM >**

FX: (**DX Dust**)

SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #



SC.	PANEL.	D	BG/LOC.
<div></div>			

ACTION

Continue Highrollers scream for a couple of beats.

DIAL

Highroller:
< SCREAM >

FX: (Dx Dust)

SFX:

Director's Notes

SLUG NOTES

SC.	PANEL.	BG/LOC.
<div></div>		

ACTION

THE END

DIAL

FX:

SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #