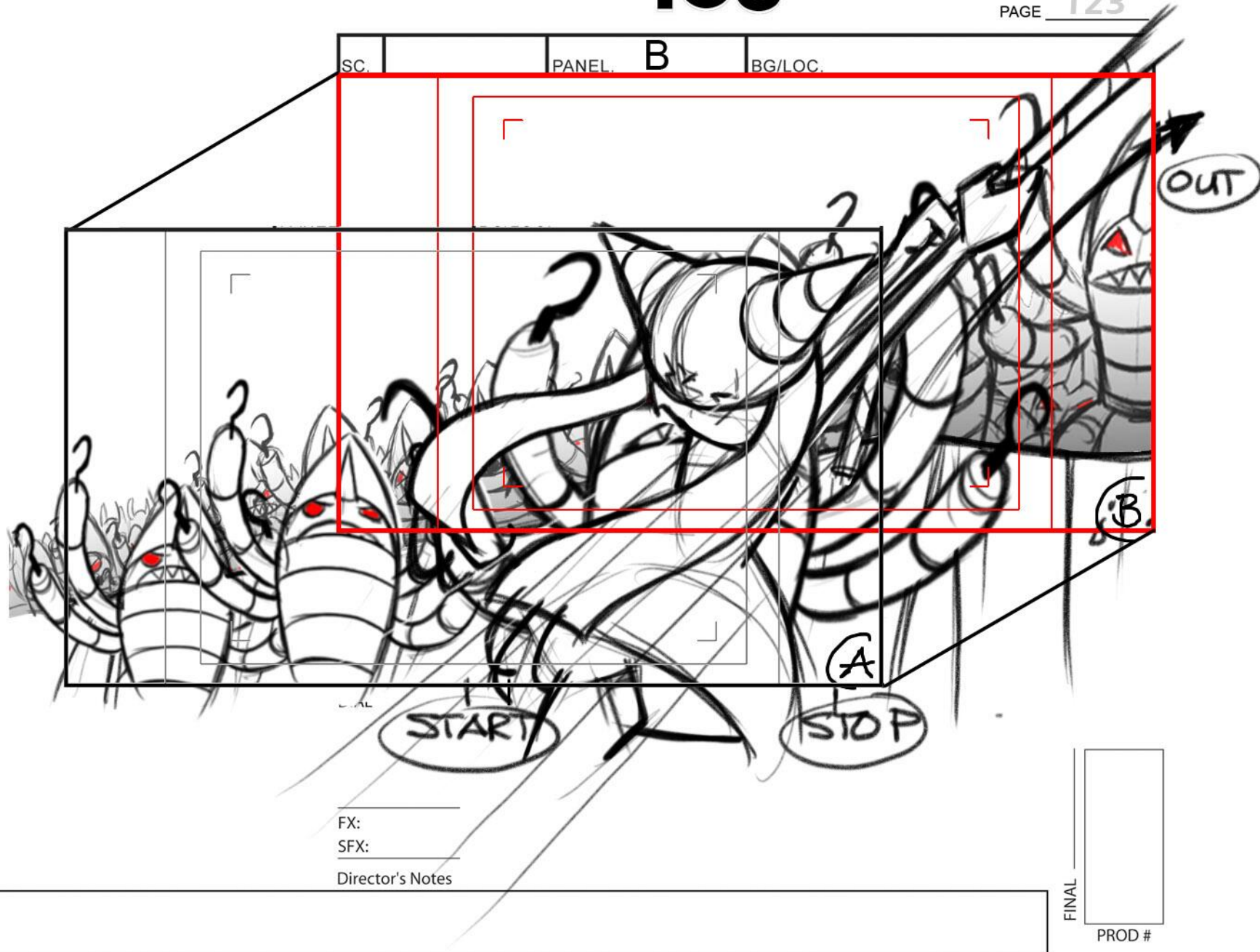


HERO: 108



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

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:

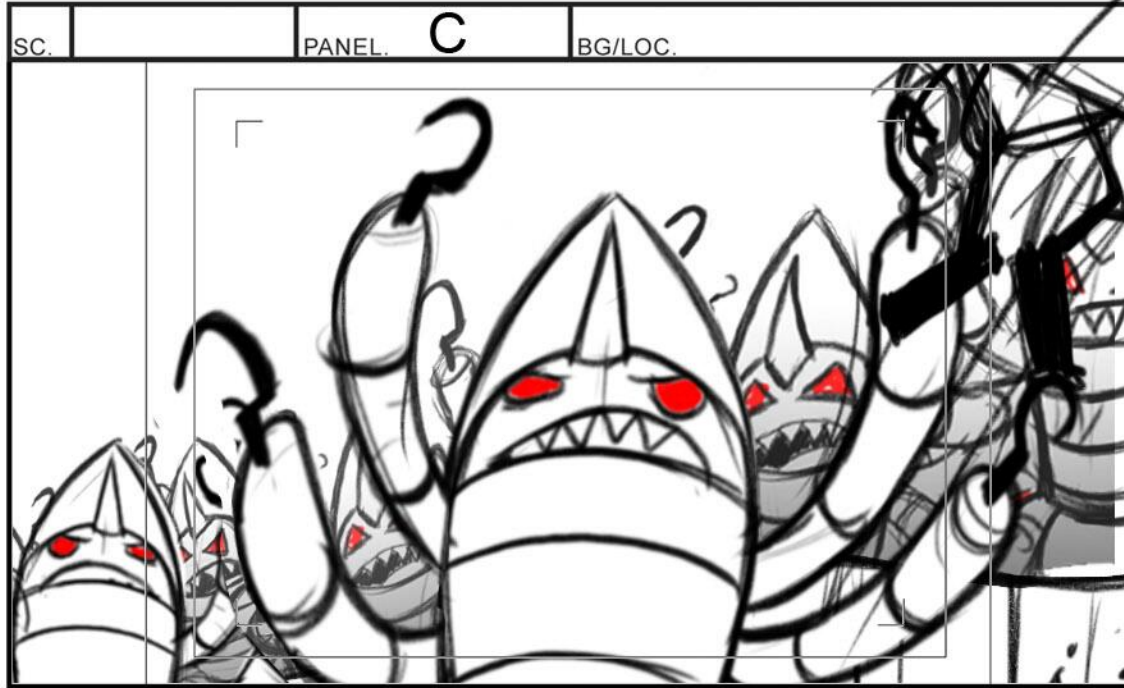
Director's Notes

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

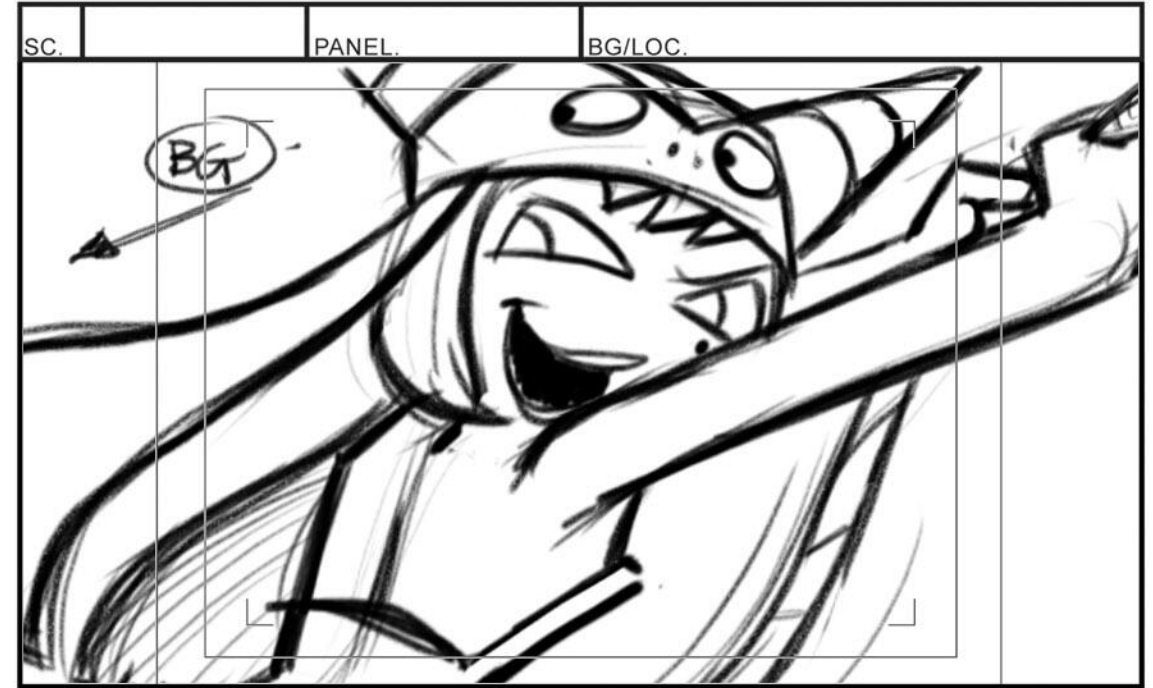
Beetles:
(ANGRY CHITTERS)

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:

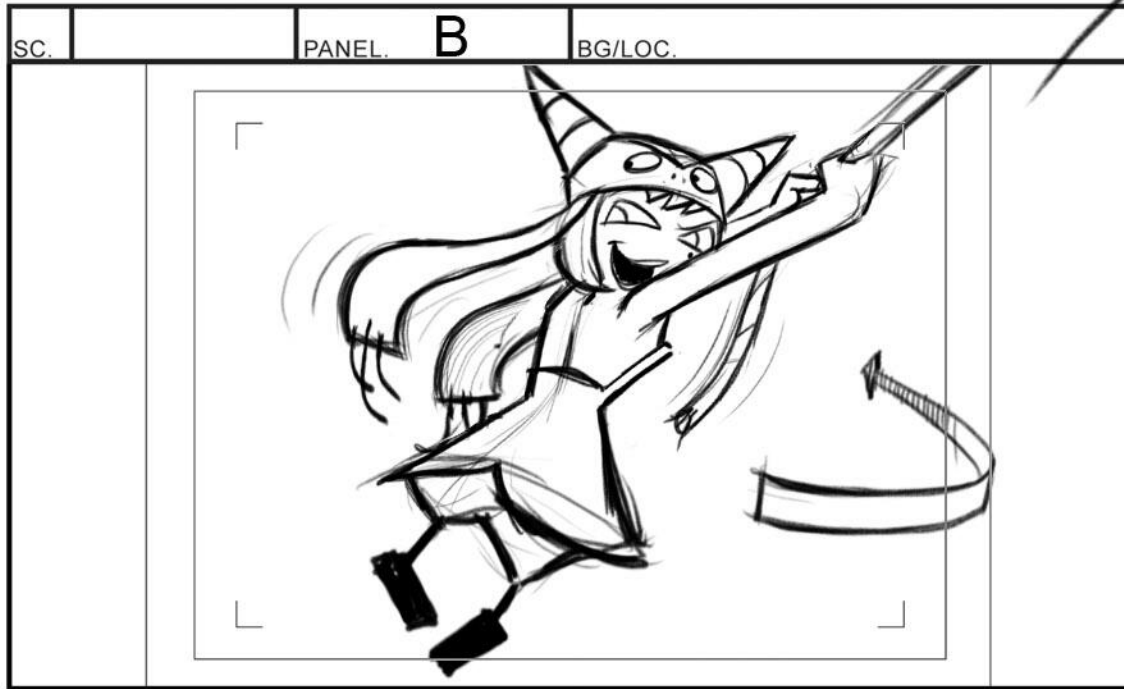
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

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

DIAL

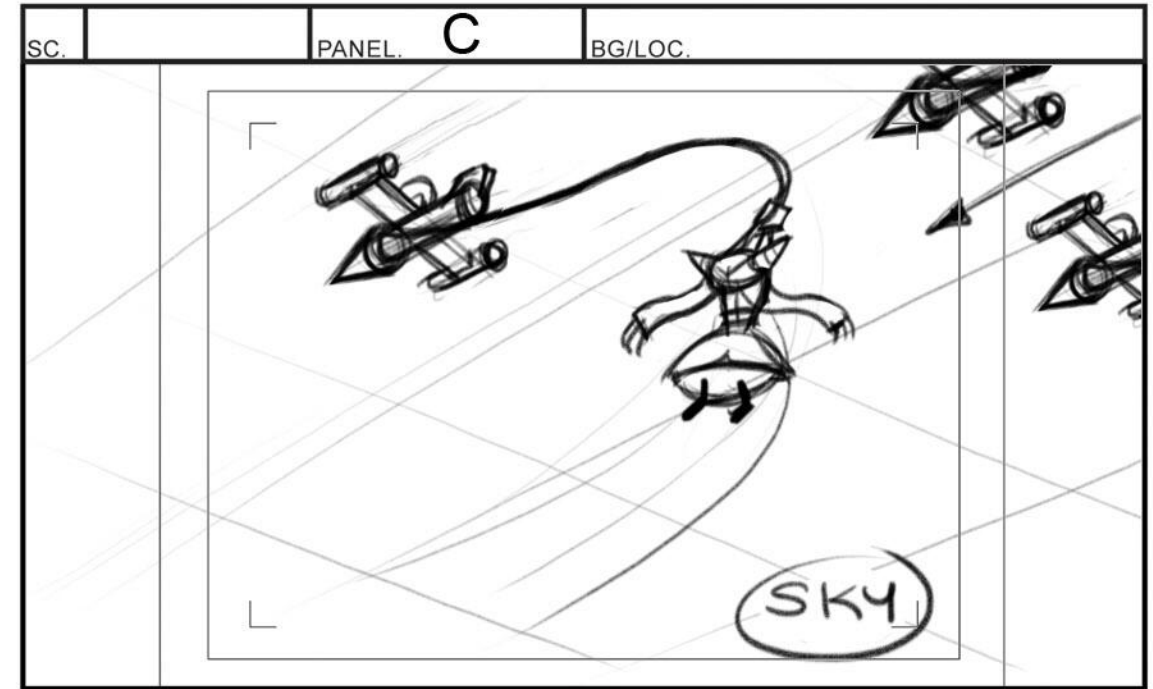
**Beetles:
(ANGRY CHITTERS)**

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:

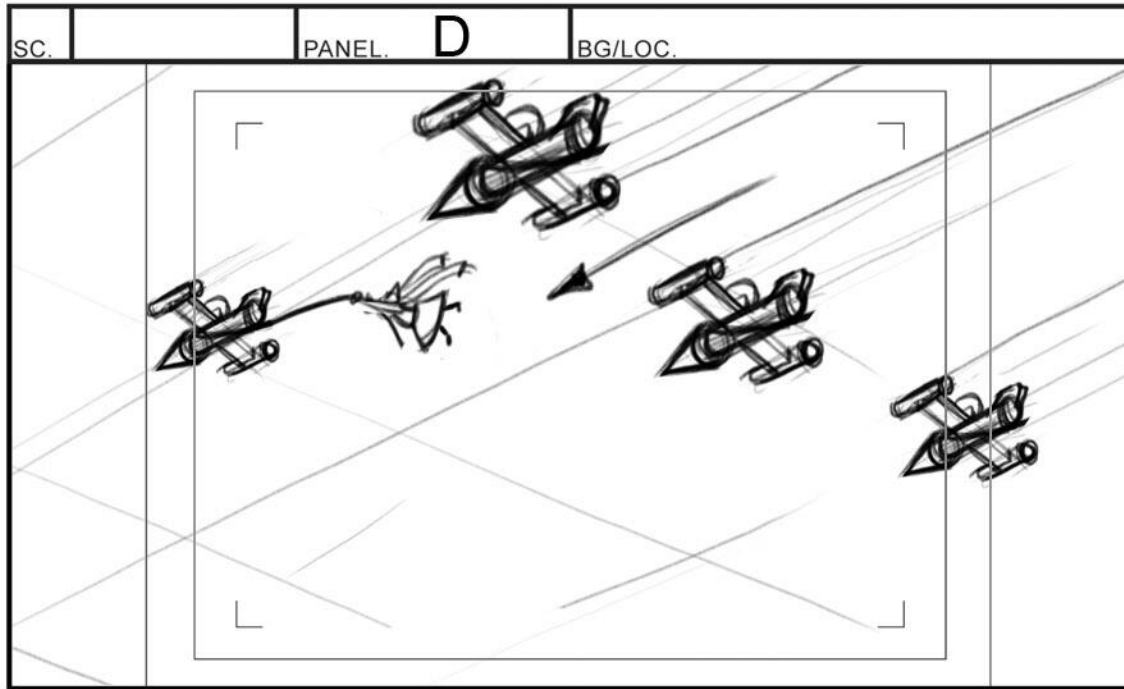
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

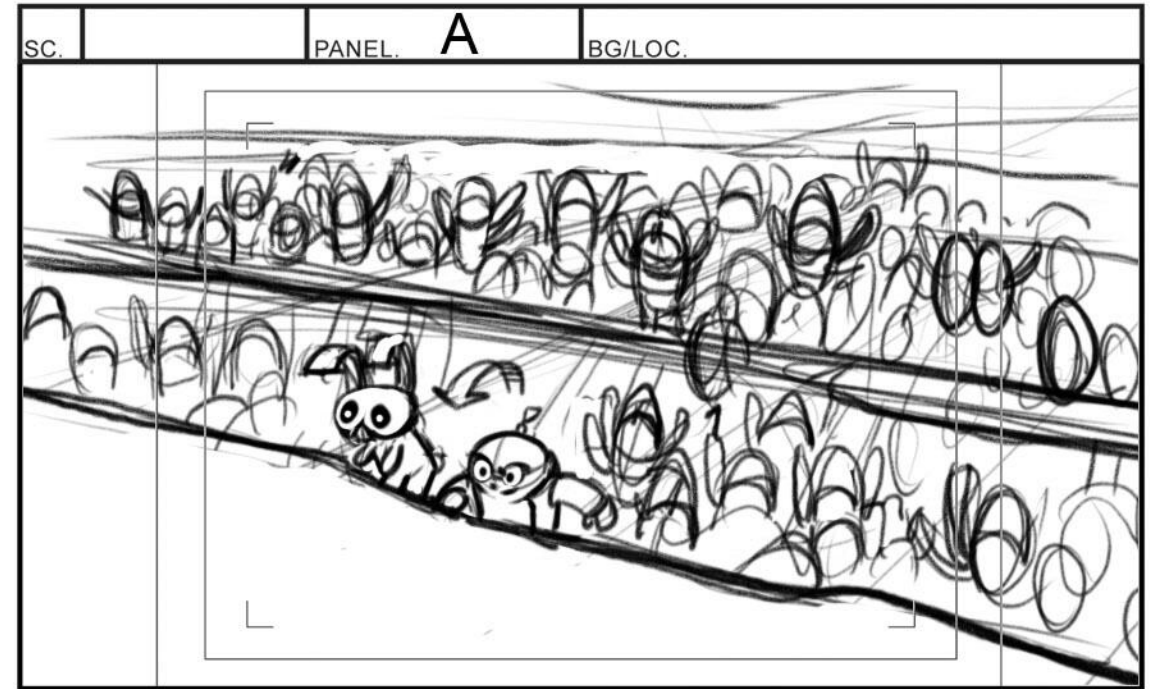
DIAL

FX:
SFX:

Director's Notes

SLUG NOTES

▼
CUT



ACTION

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

DIAL

FX:
SFX:

Director's Notes

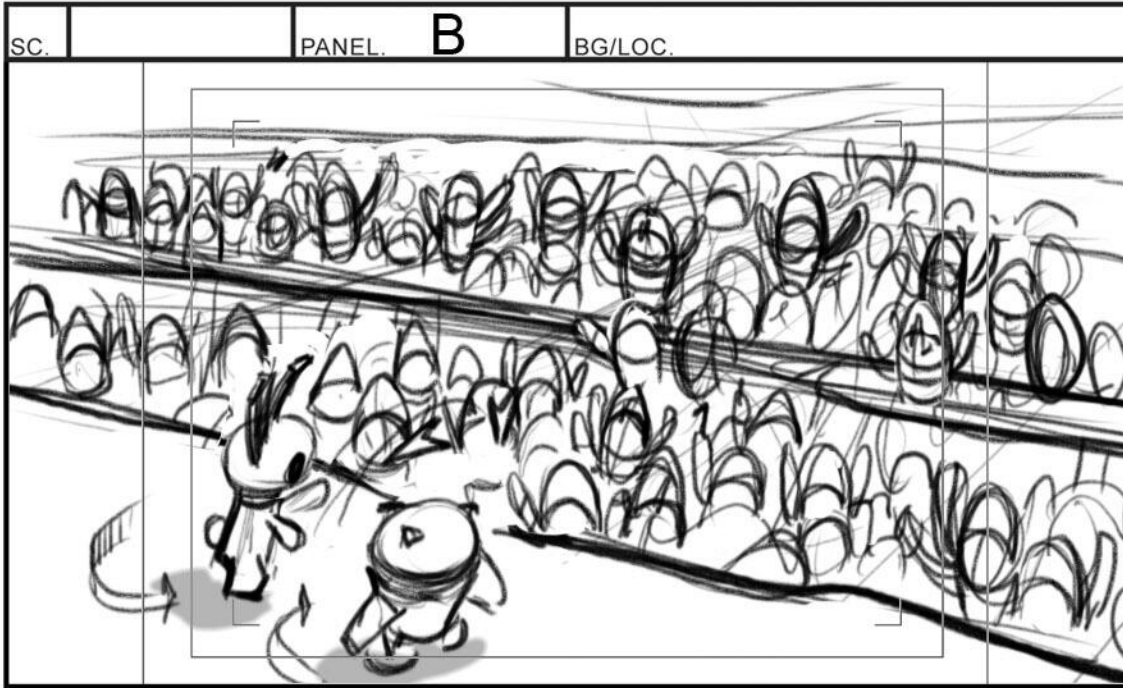
SLUG NOTES

FINAL

PROD #



CUT



ACTION

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

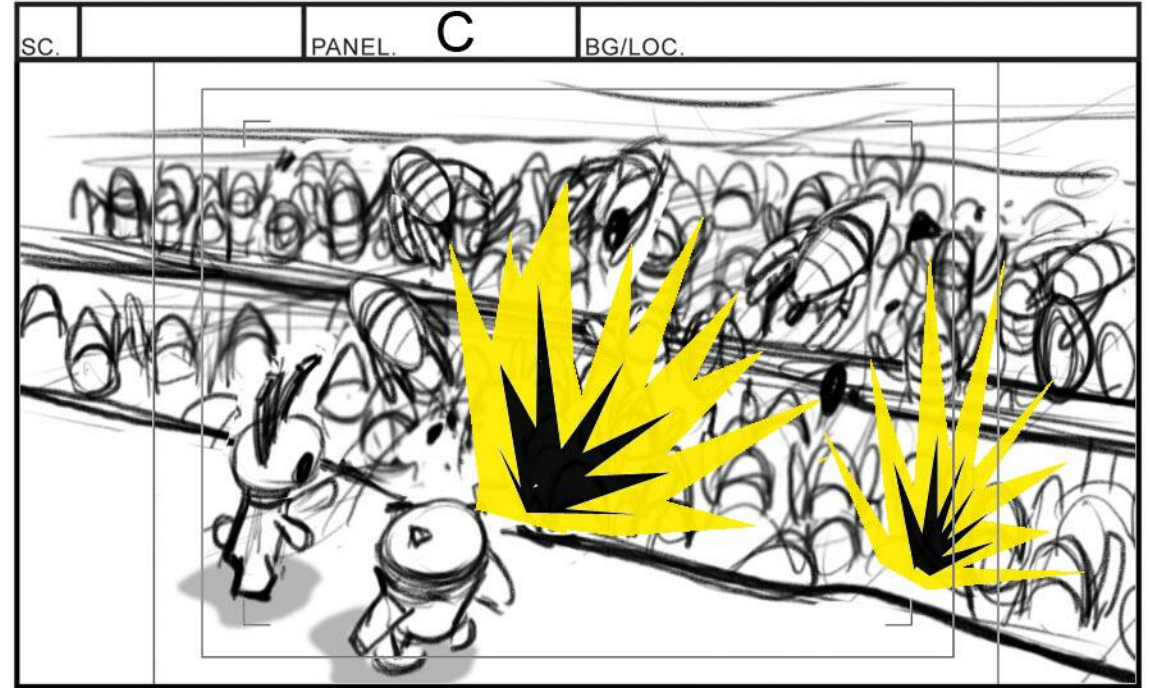
DIAL

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.

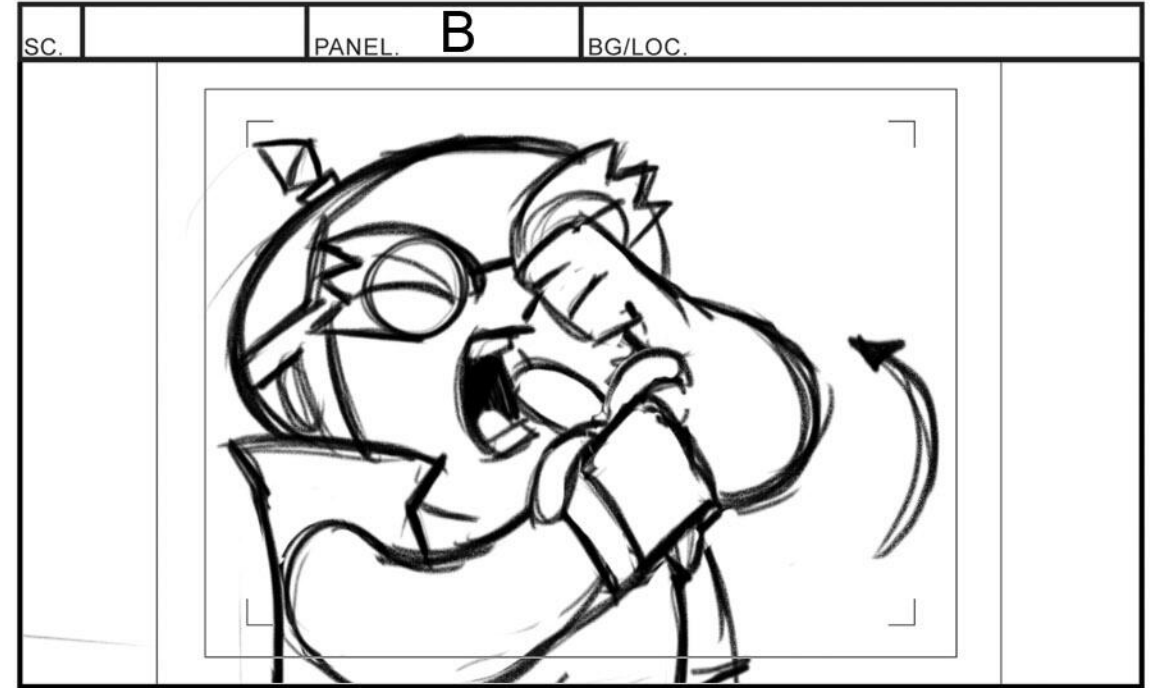
DIAL

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

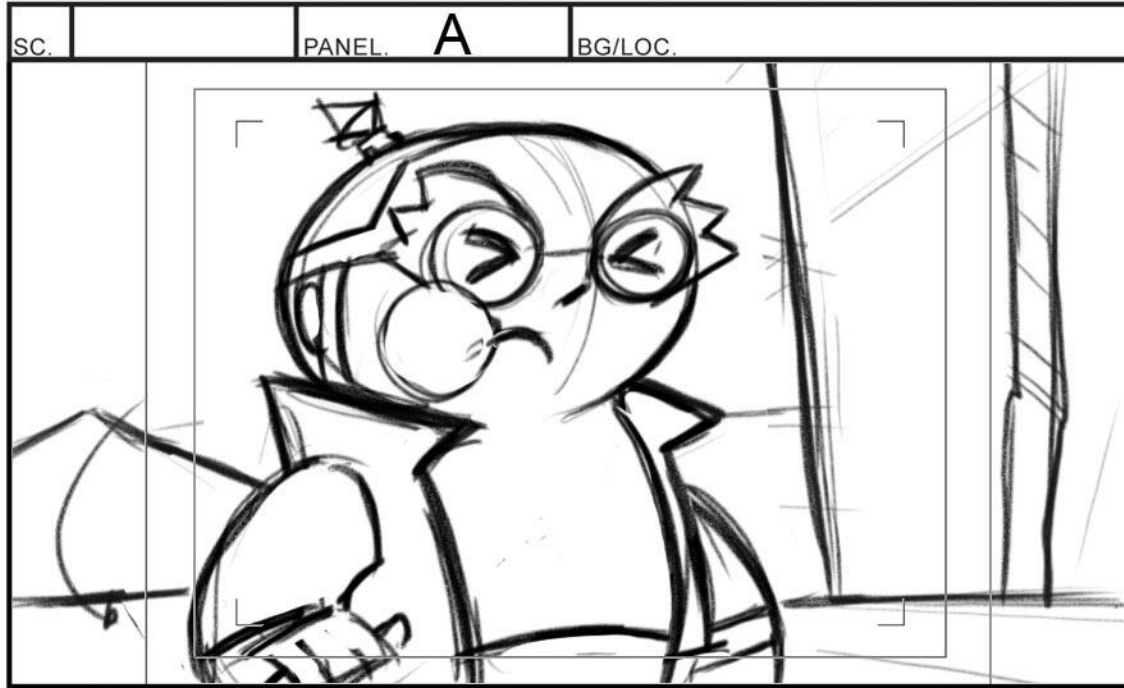
FINAL

PROD #

Approved By:



CUT



ACTION

Close on Mighty Ray. He reaches behind him.

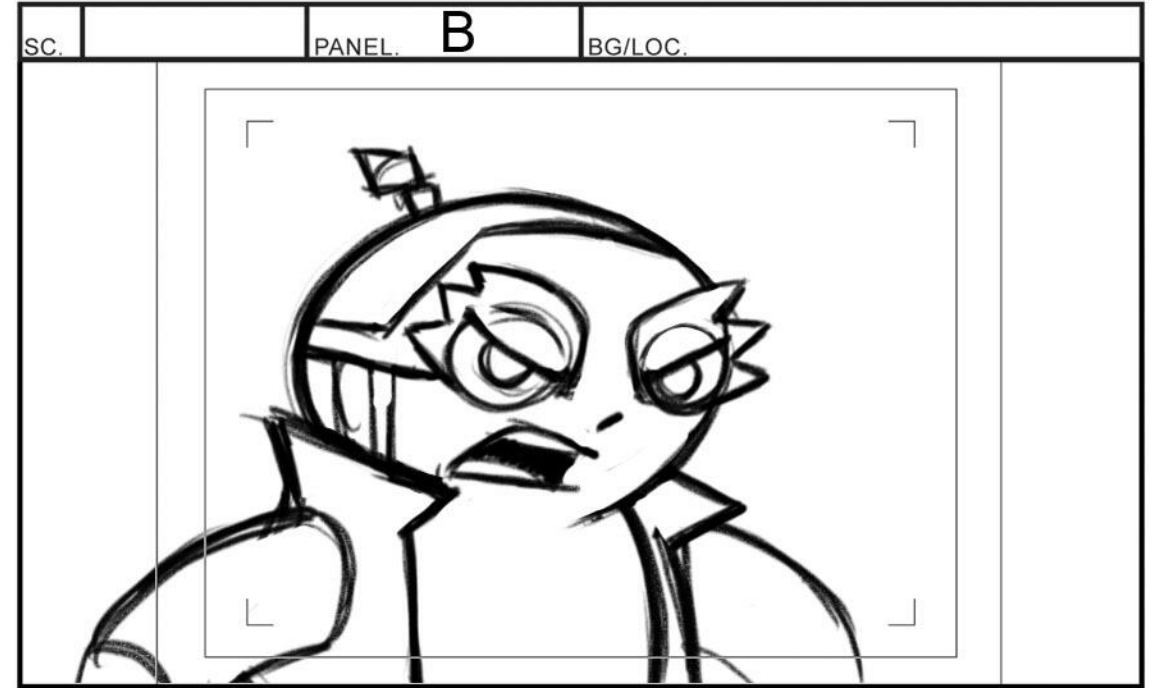
DIAL

FX: **(DX Shadows)**

SFX:

Director's Notes

SLUG NOTES



ACTION

DIAL

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

FX:

SFX:

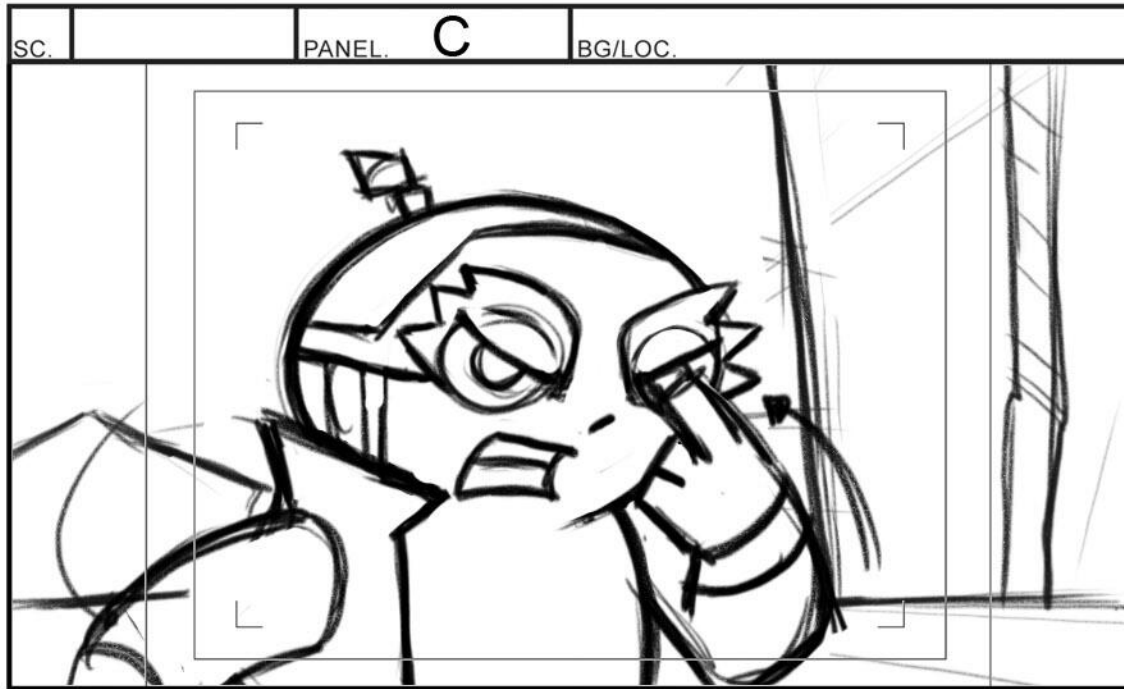
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

Mighty Ray activates his eyeball.

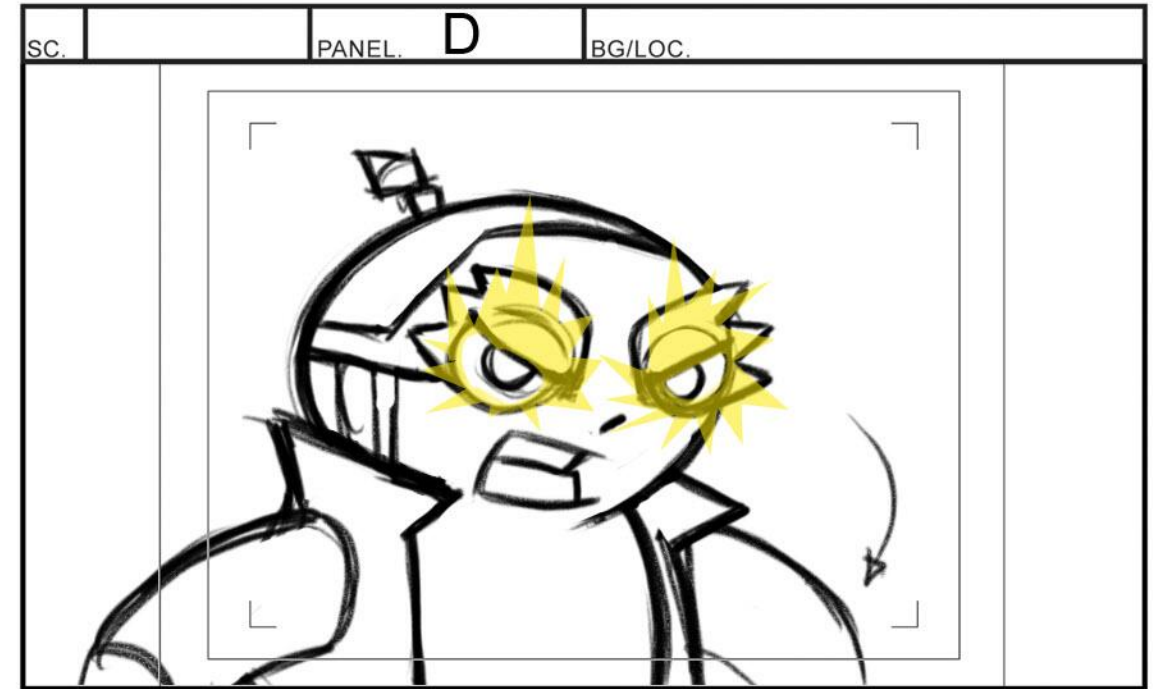
DIAL

FX: **(DX Shadows)**

SFX:

Director's Notes

SLUG NOTES



ACTION

His eyes start to glow....

DIAL

FX:

SFX:

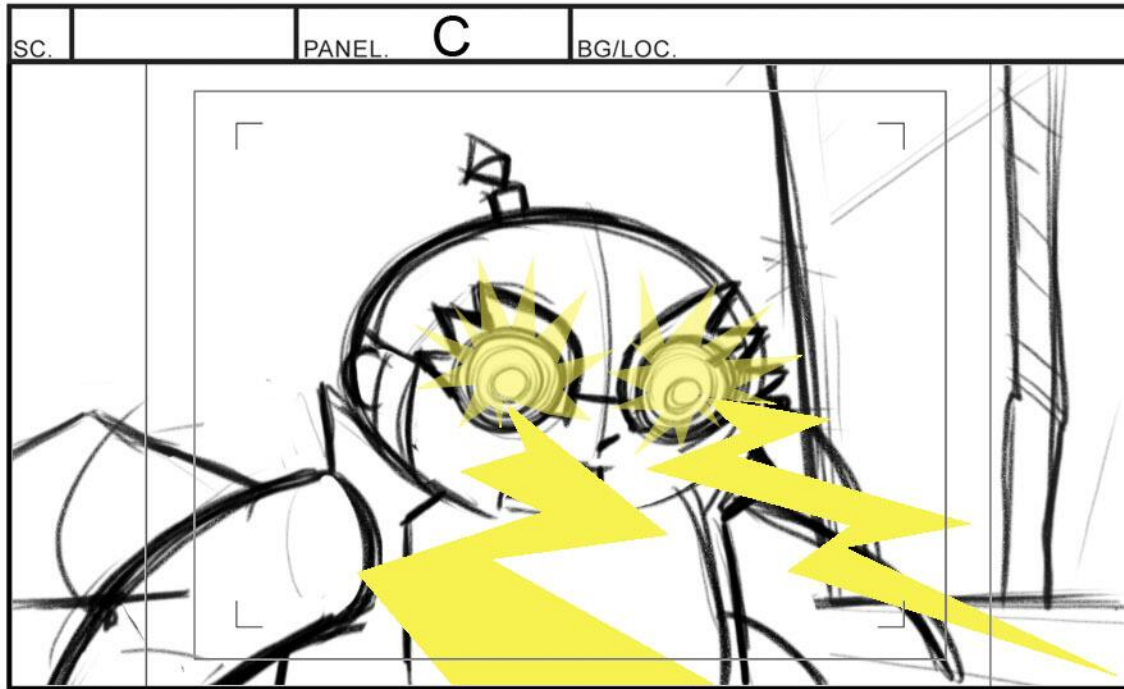
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

He fires a couple of < Blasts >.

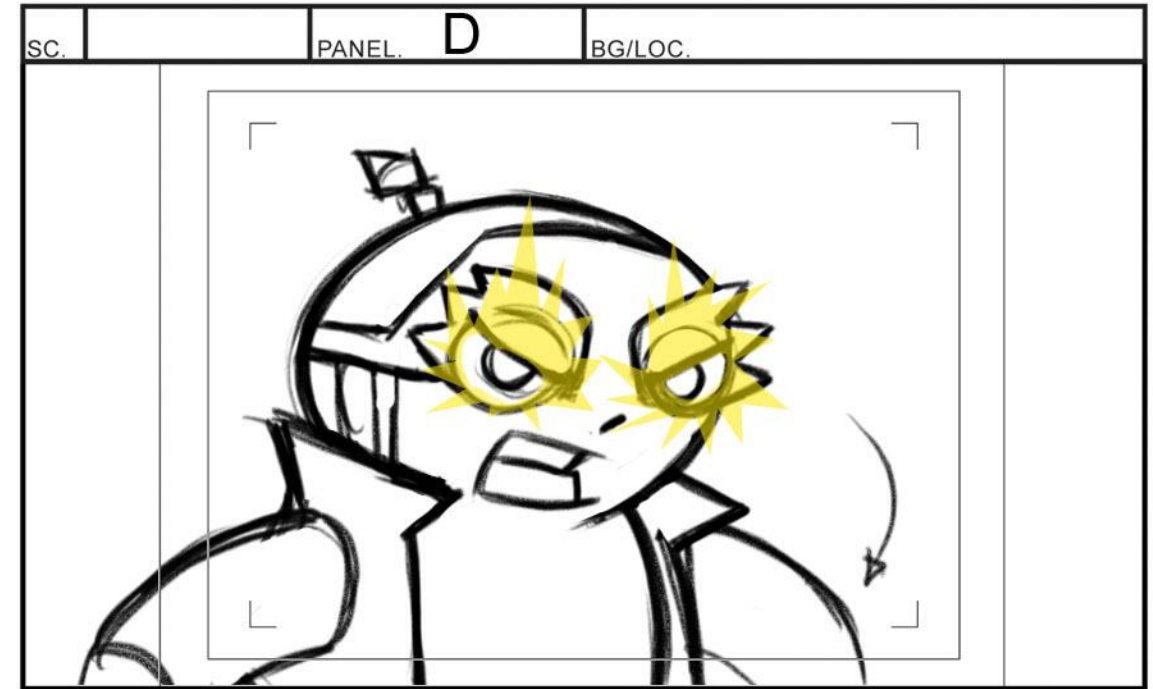
DIAL

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

SFX:

Director's Notes

SLUG NOTES



ACTION

His eyes start to glow....

DIAL

FX:

SFX:

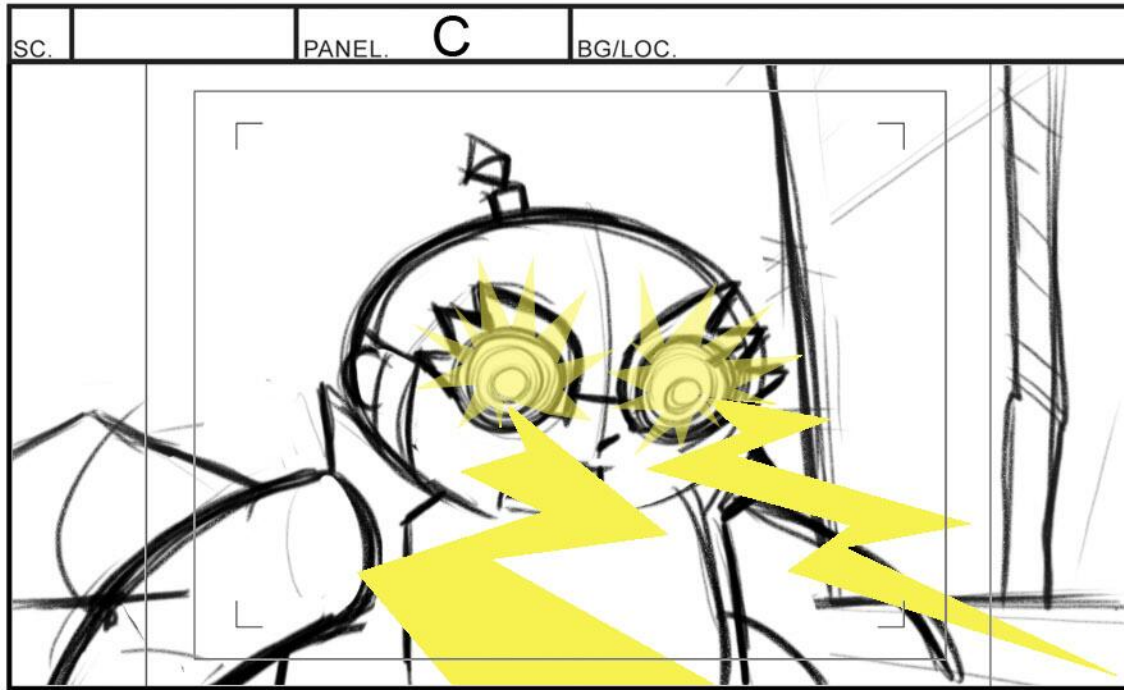
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

He fires a couple of < Blasts >.

DIAL

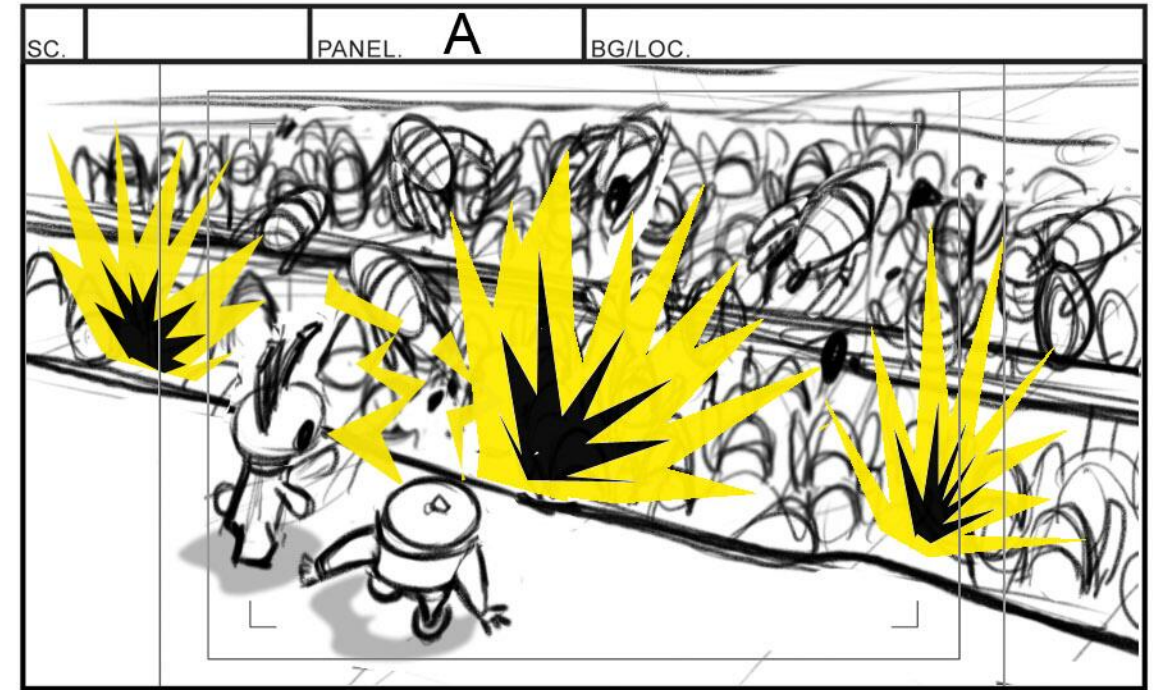
FX: **(Bot. Lite Blast)**

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

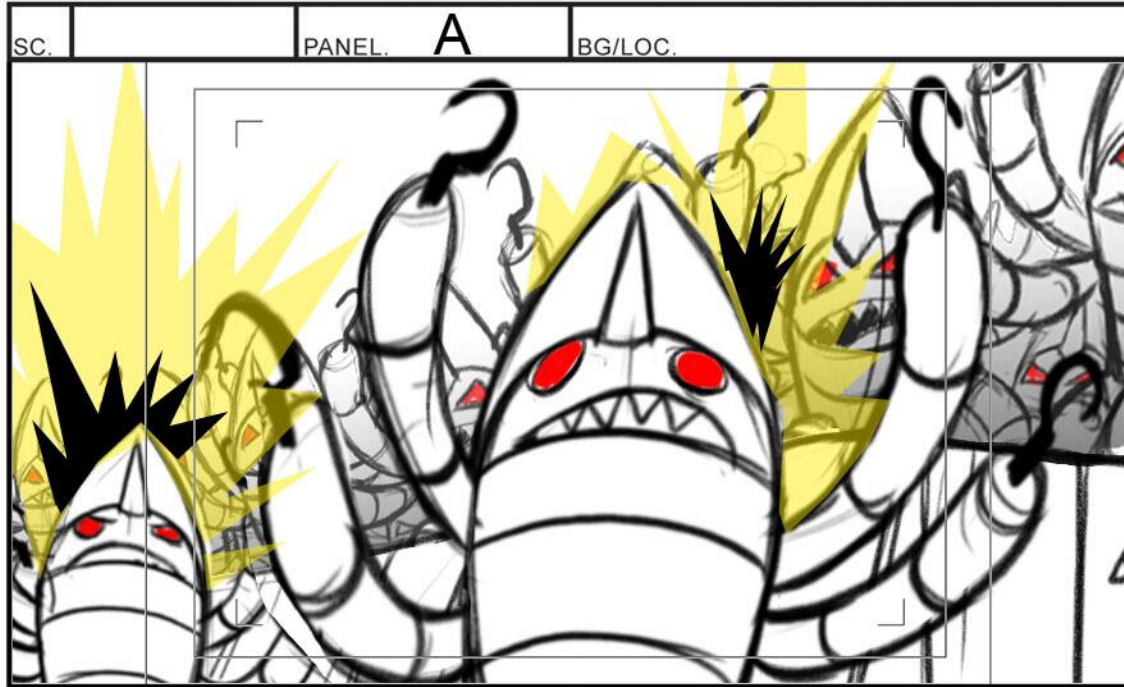
SLUG NOTES

FINAL

PROD #

Approved By:

▼
CUT



ACTION

Close on the the beetles in the Trench.

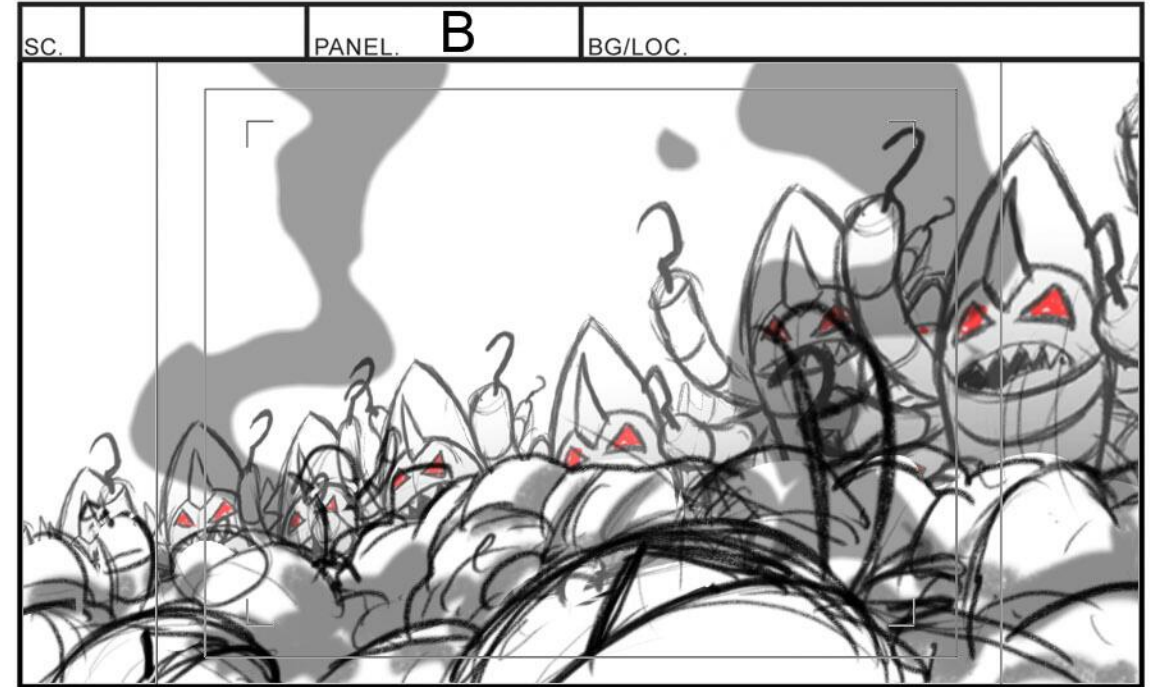
DIAL

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

SFX:

Director's Notes

SLUG NOTES



ACTION

The trench walls start to collapse in on them.

DIAL

FX:

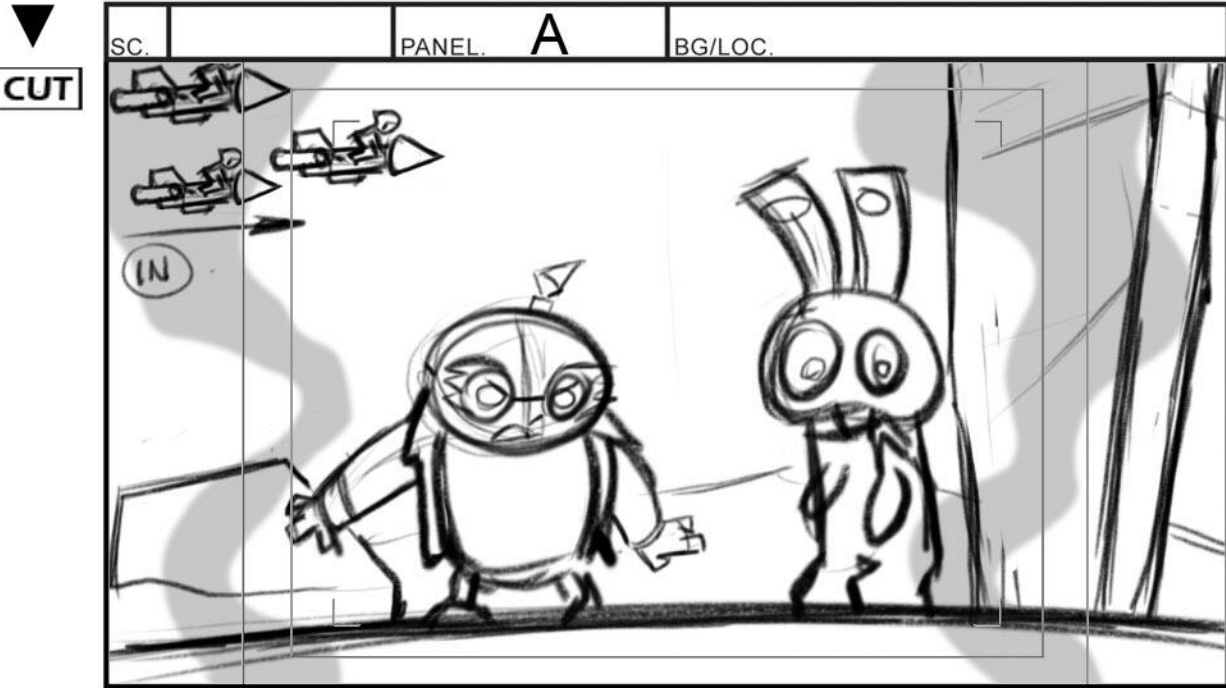
SFX:

Director's Notes

SLUG NOTES

FINAL
 PROD #

Approved By:



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

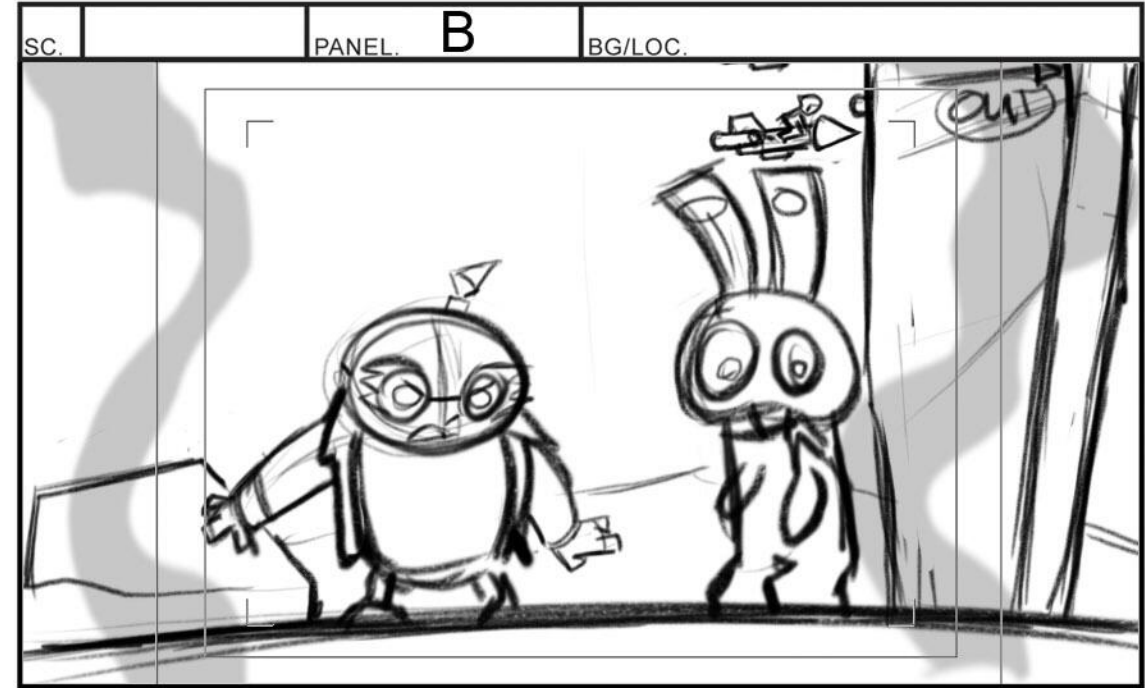
DIAL

FX: (DX Smoke)

SFX:

Director's Notes

SLUG NOTES



ACTION
The Air Force guys zoom out.

DIAL

FX:

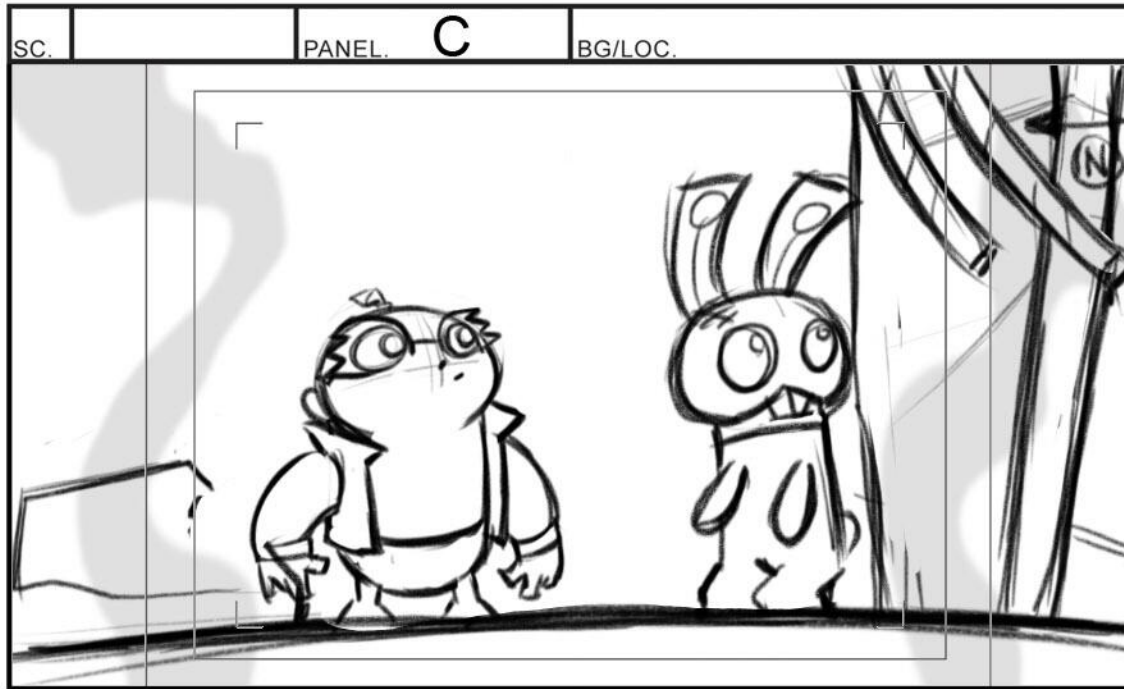
SFX:

Director's Notes

SLUG NOTES

FINAL
PROD #

Approved By:



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

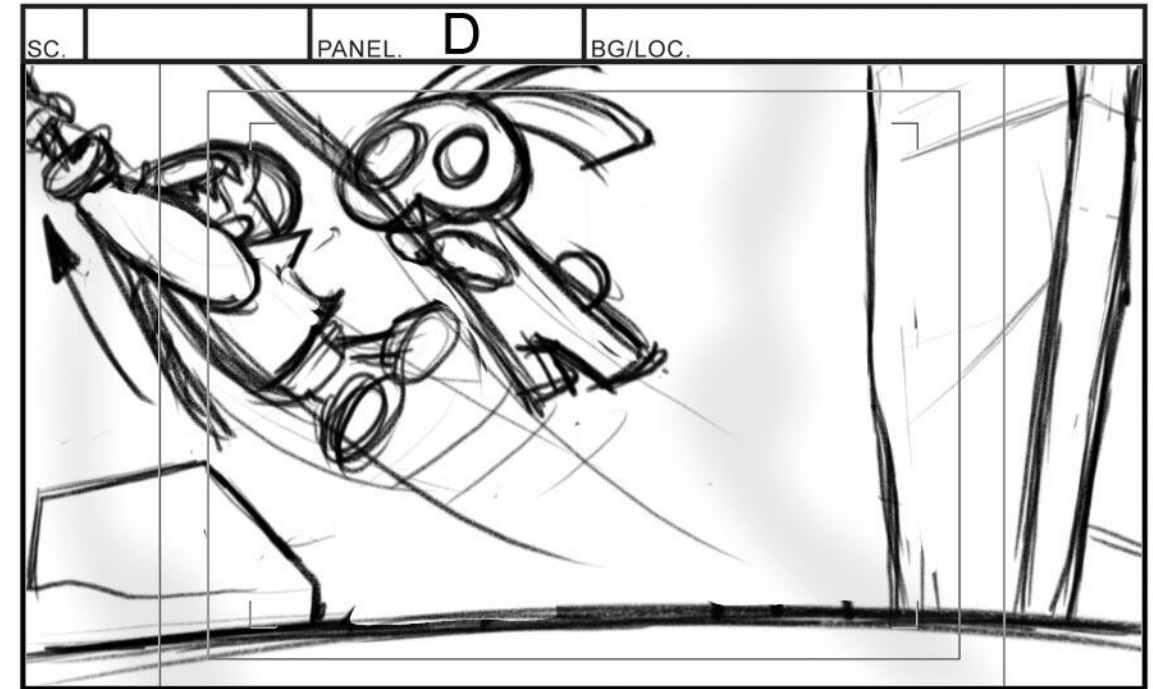
DIAL

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

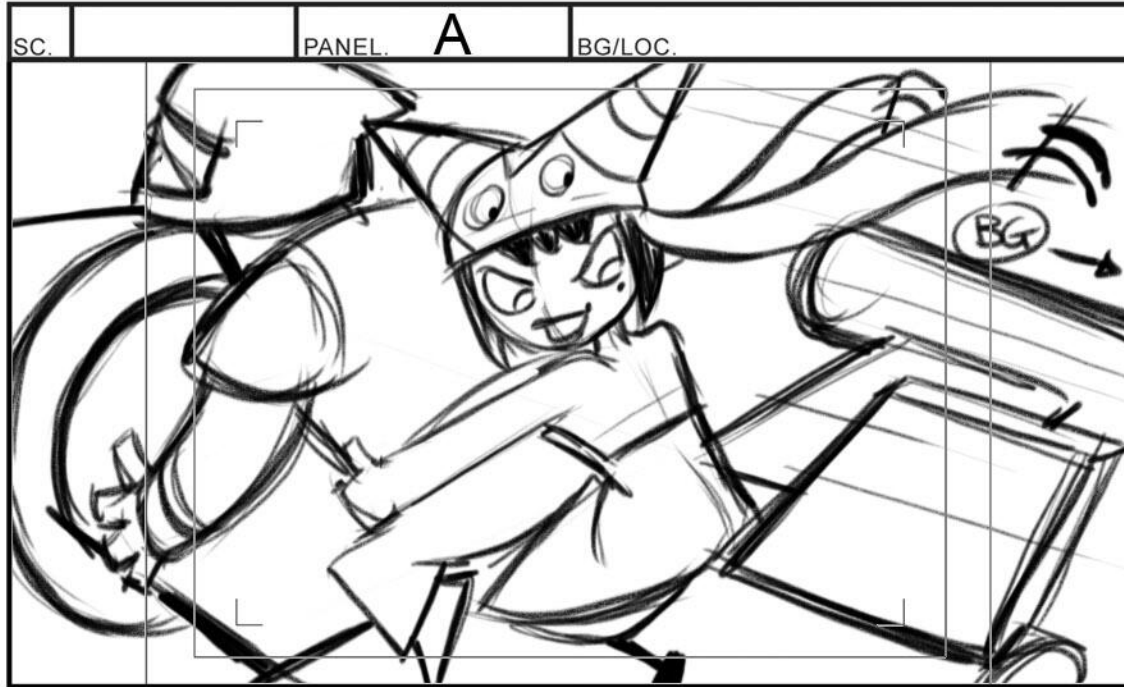
FINAL

PROD #

Approved By:



CUT

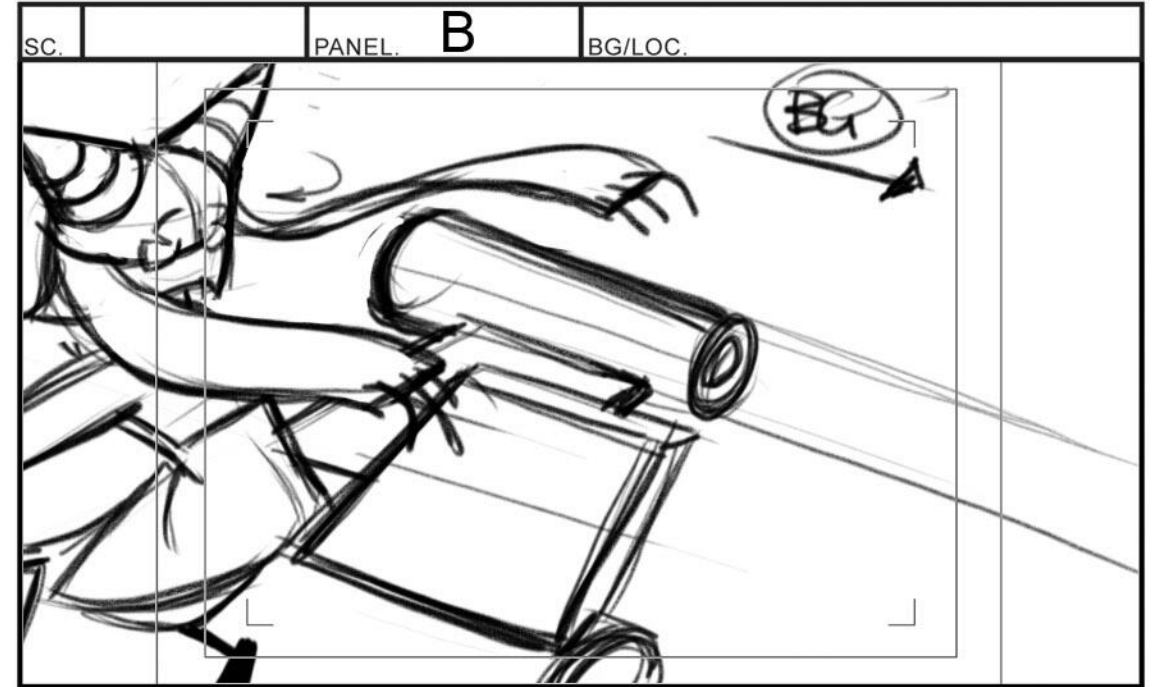


ACTION
Angle on Mystique Sonia, riding on the back of a Big Green plane,
looking over her shoulder.
PAN BG

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

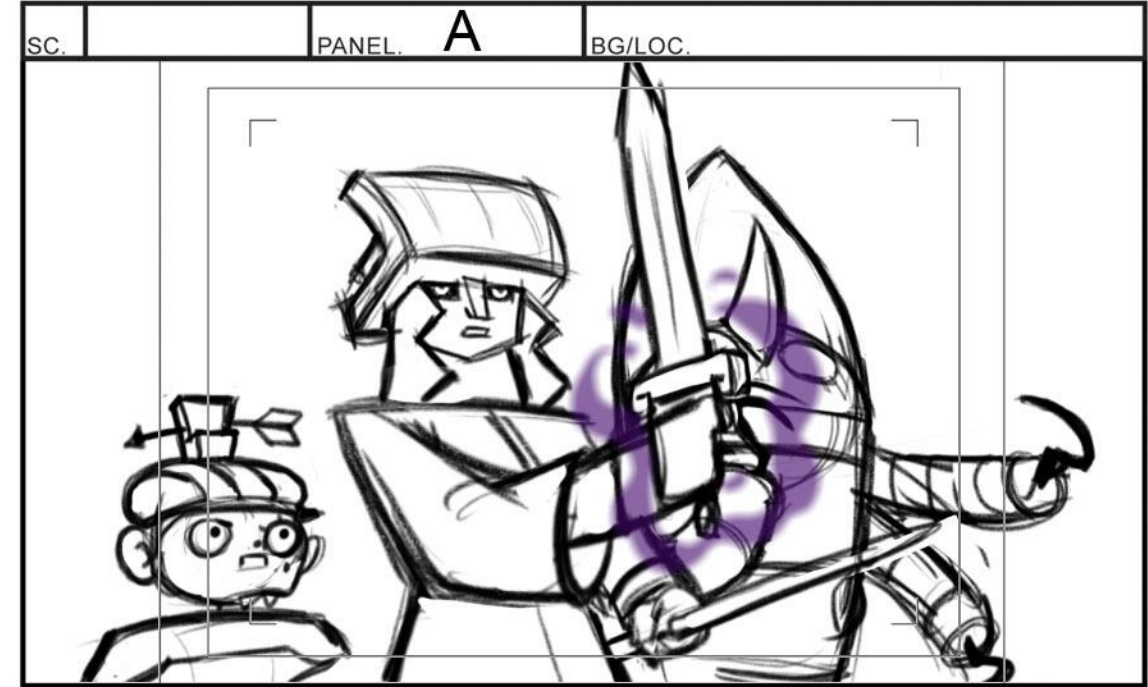
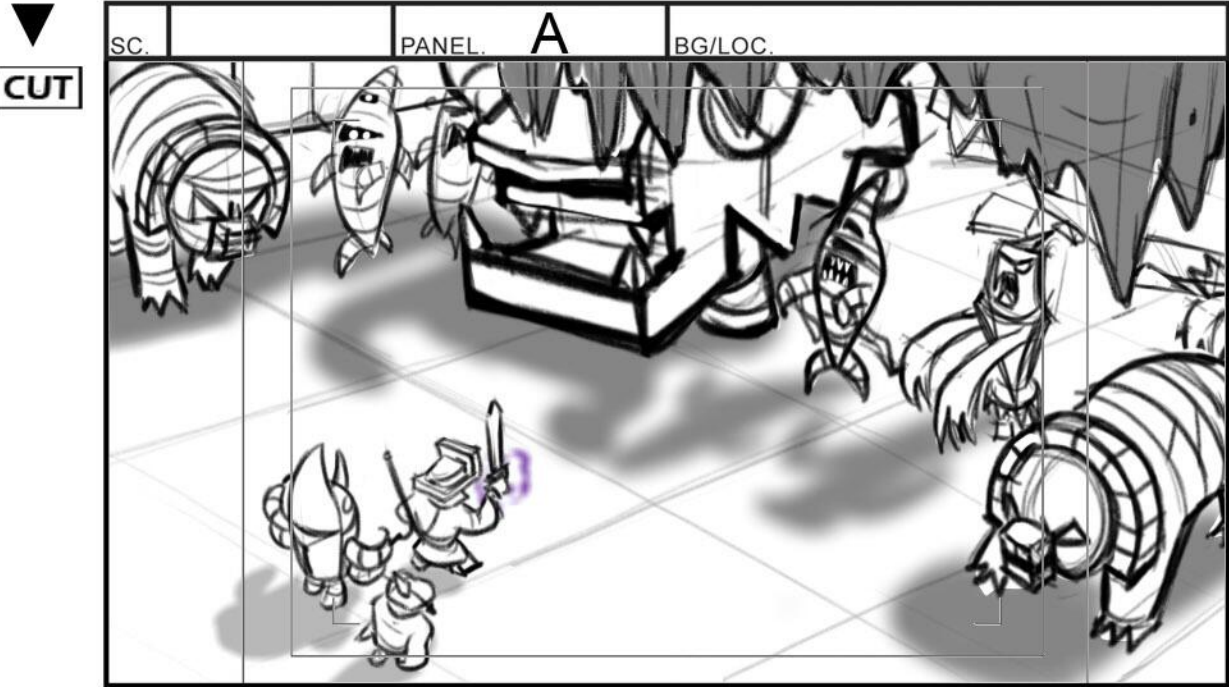
FX:
SFX:
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

ACTION

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

Close on Lin Chung, Highroller and The Beetle King.

DIAL

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

FX: (Dx Shadow, Bot. Lite glow)

SFX:

Director's Notes

FX: (Dx Shadow, Bot. Lite glow)

SFX:

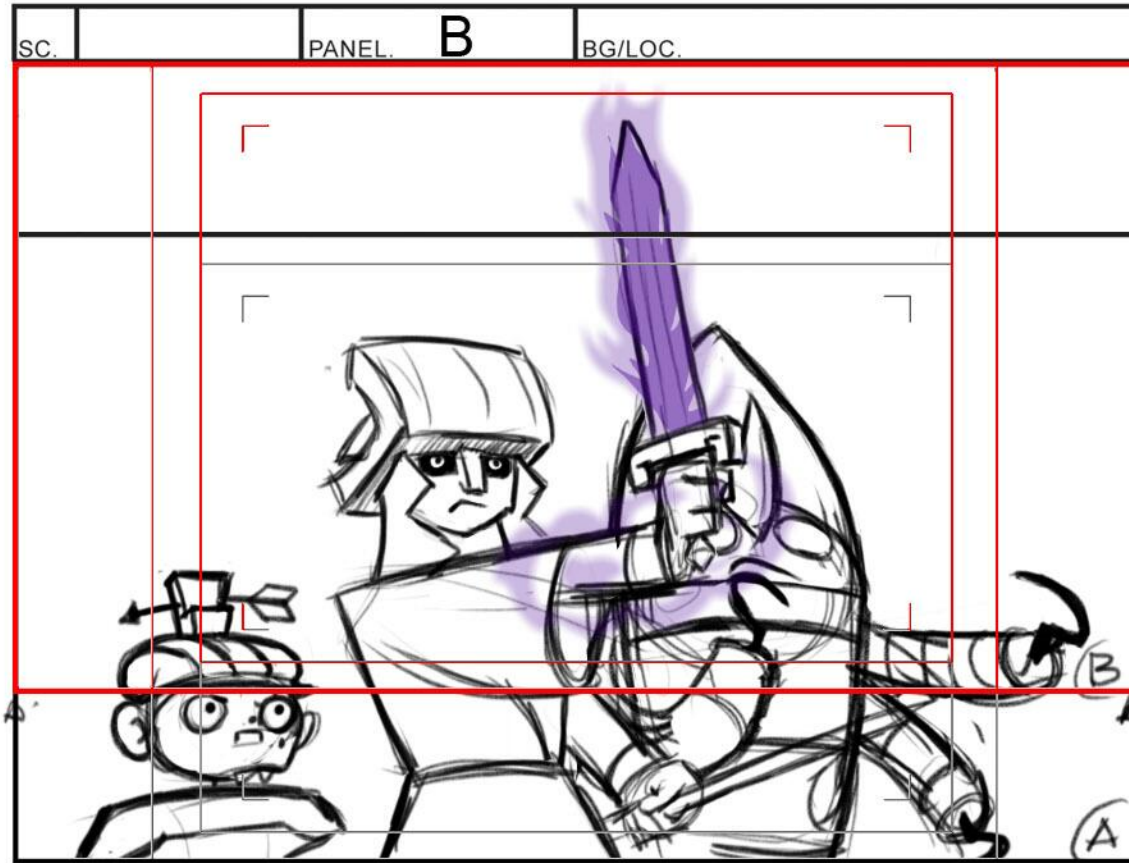
Director's Notes

SLUG NOTES

SLUG NOTES

FINAL

PROD #



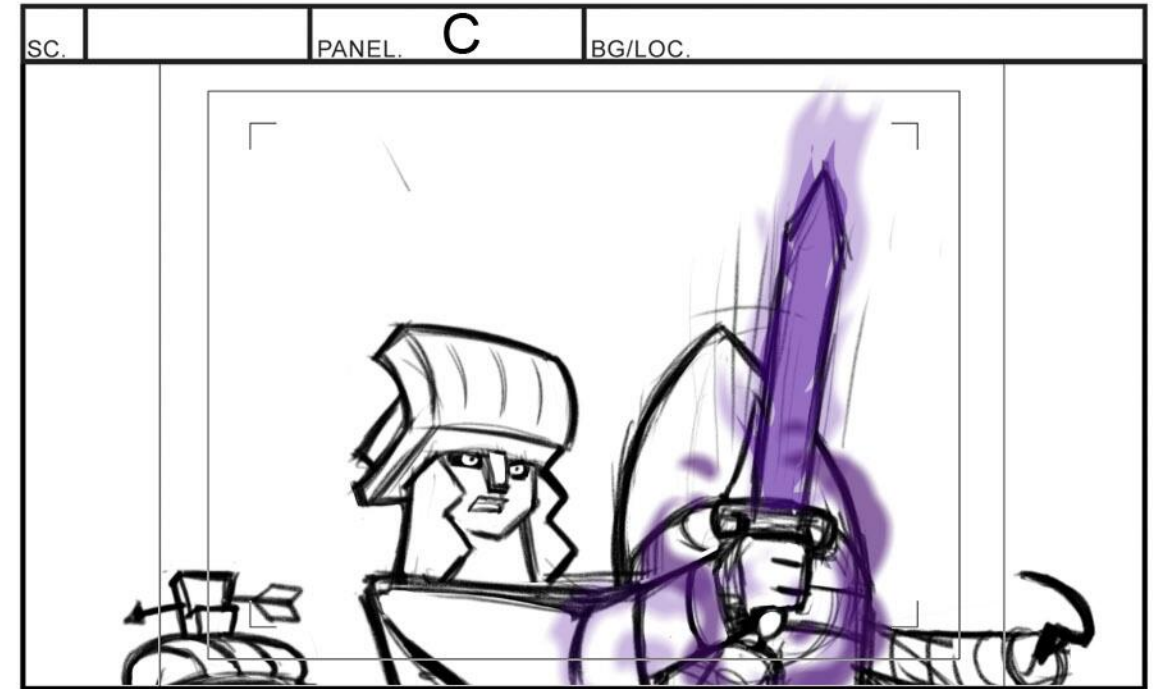
Dark Fire erupts from the Dual sword. PAN A - B

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:

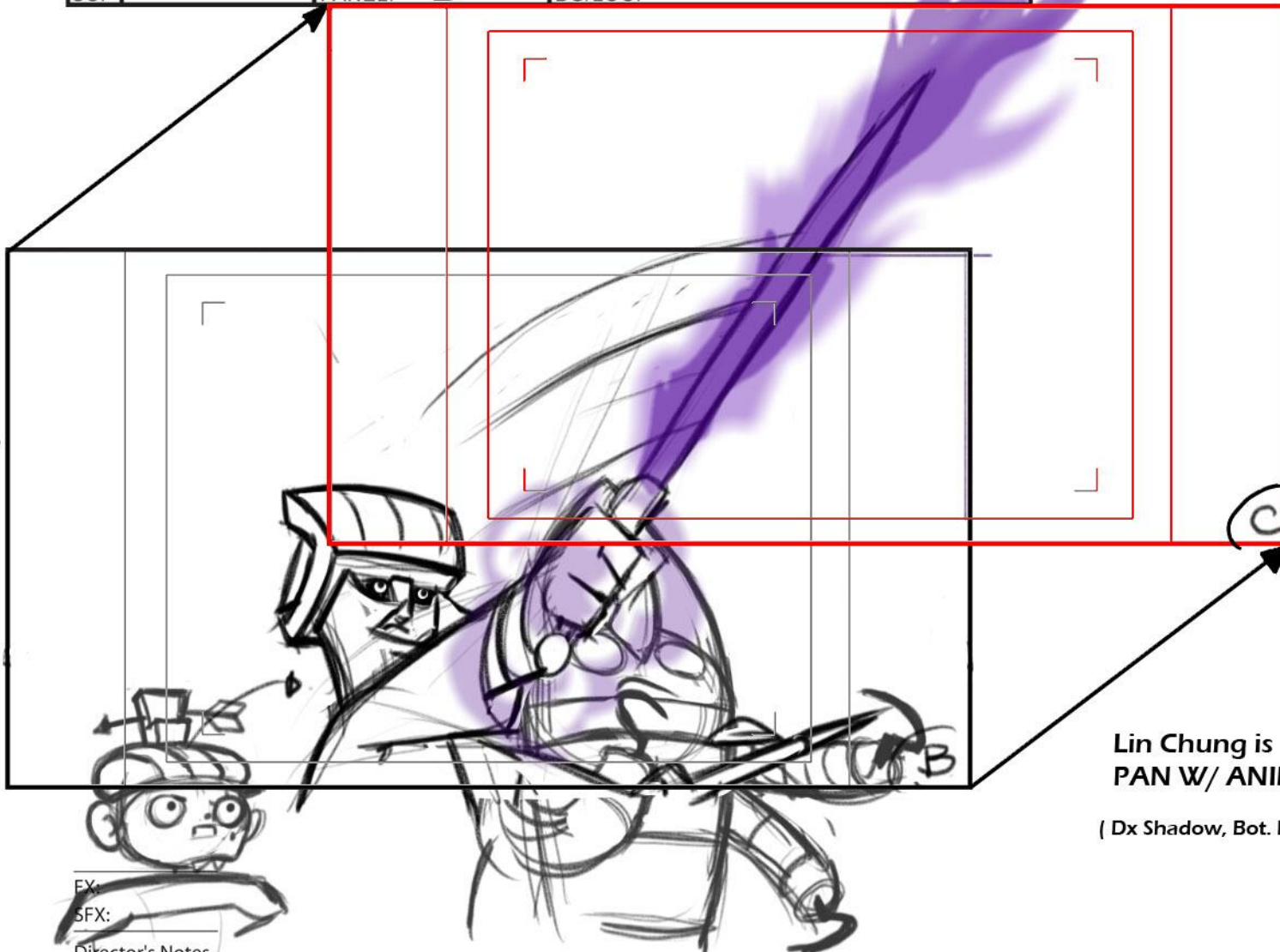
Director's Notes

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

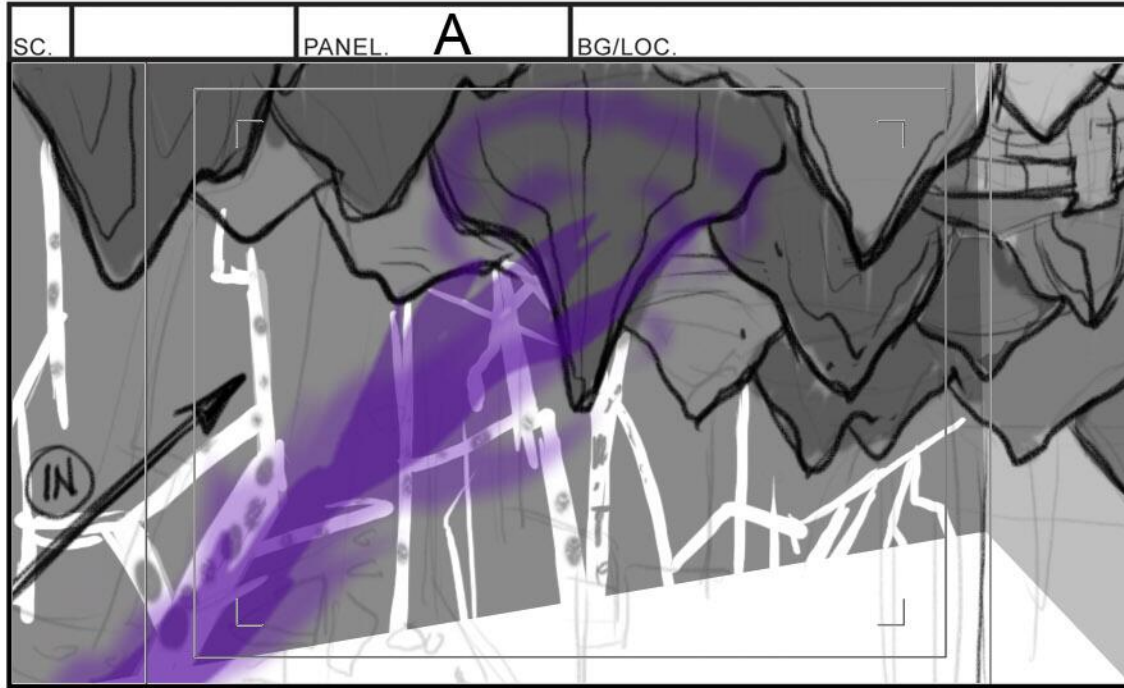
SLUG NOTES

FINAL

PROD #



CUT



ACTION

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

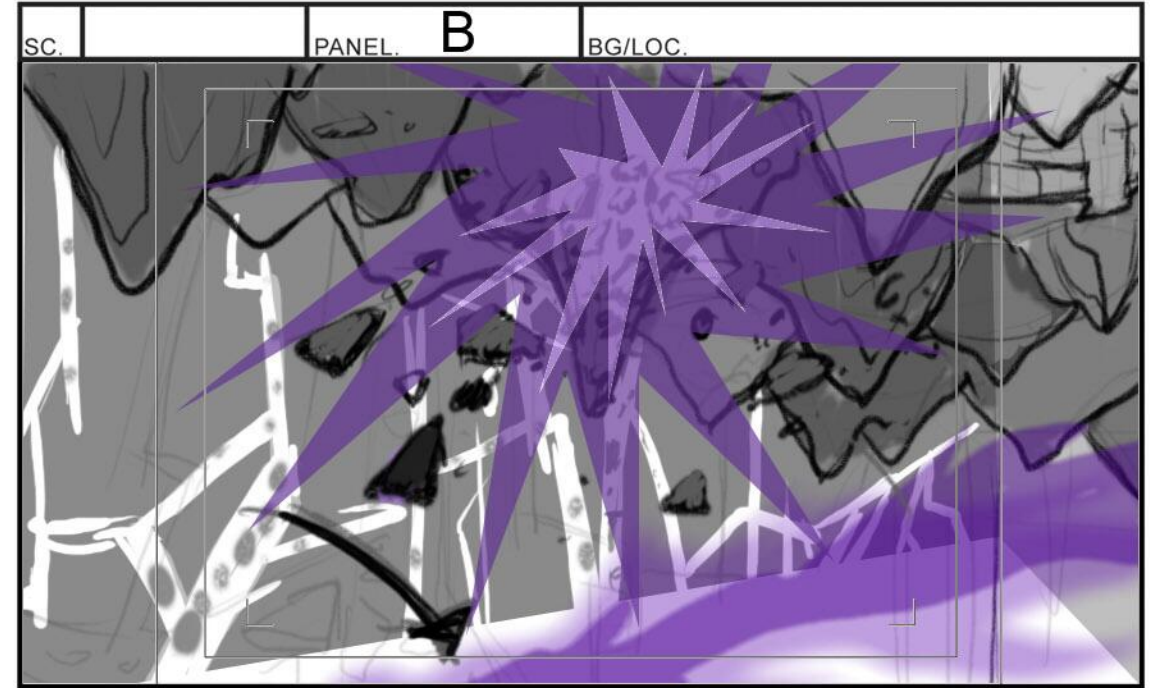
DIAL

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 >

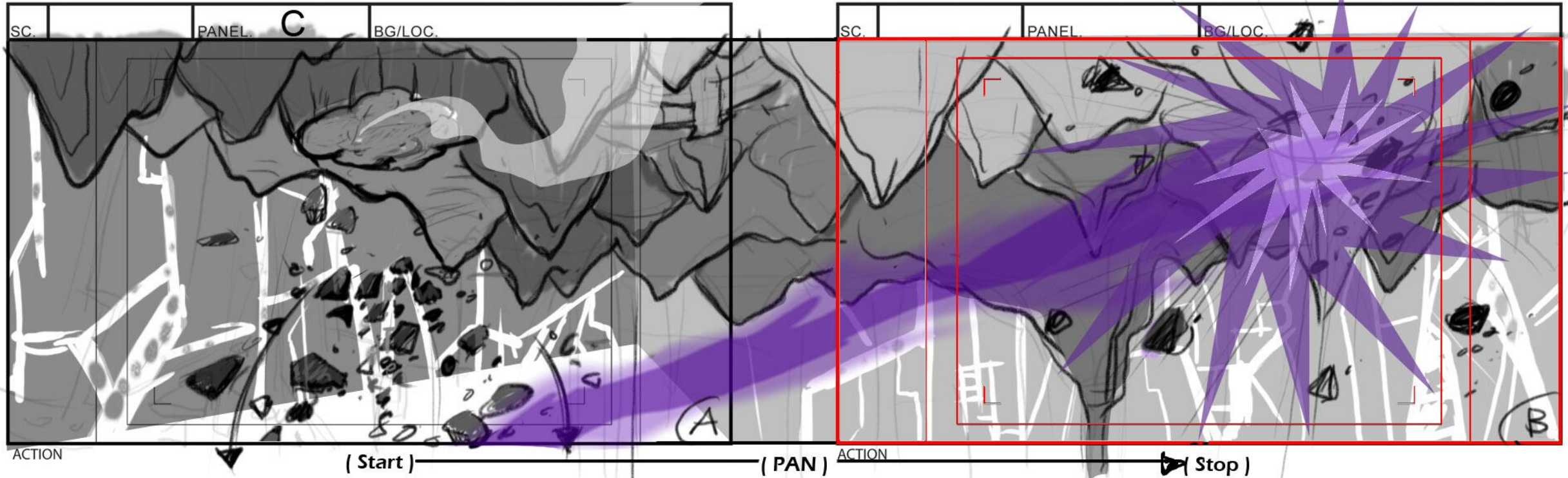
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



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:
SFX:

FX: (Explosion, Bot. Lite glow)
SFX: <EXPLOSION >

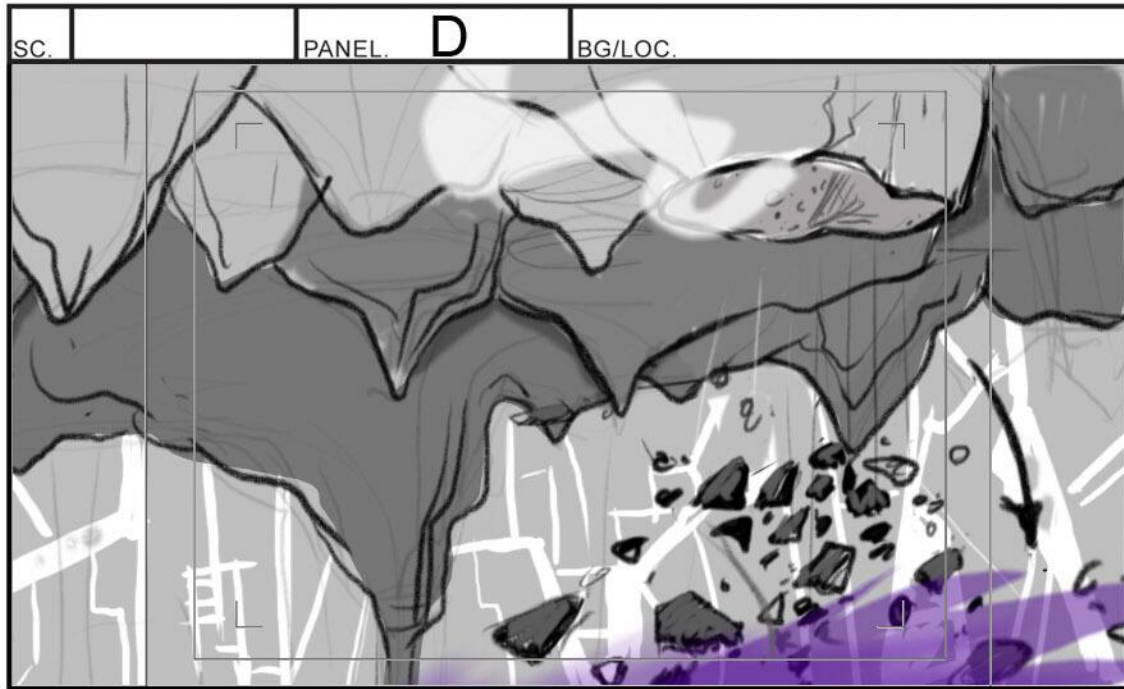
Director's Notes

Director's Notes

SLUG NOTES

SLUG NOTES

FINAL
PROD #



ACTION

The beam continues to slide out.

DIAL

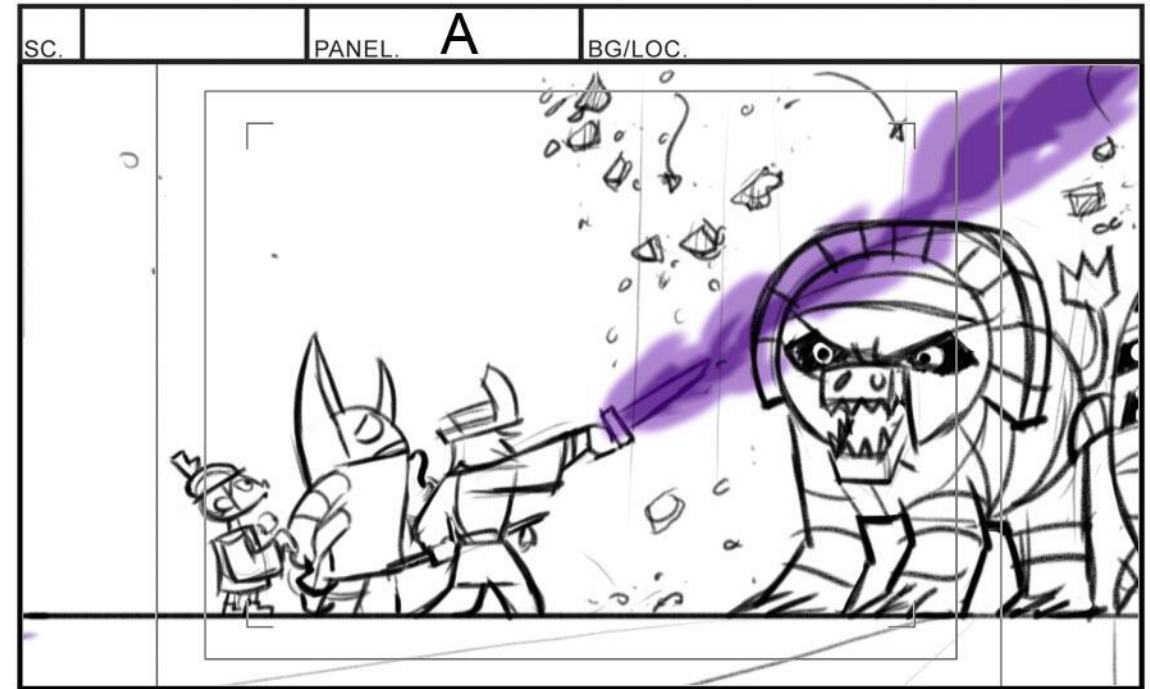
FX: (Bot. Lite glow, DX Smoke)

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

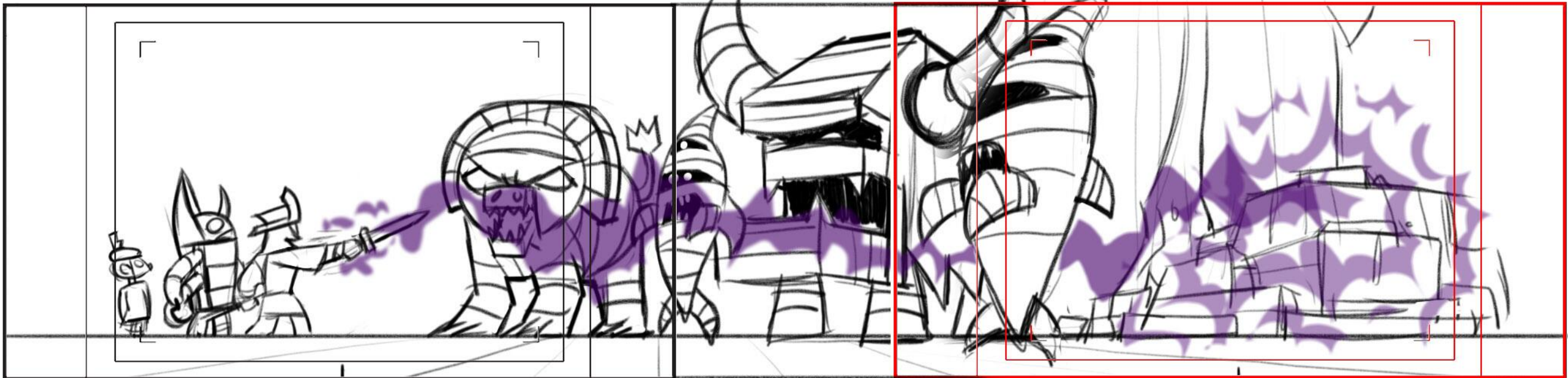
SLUG NOTES

FINAL

PROD #

Approved By:

| | | |
|-----|-----------------|---------|
| 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.

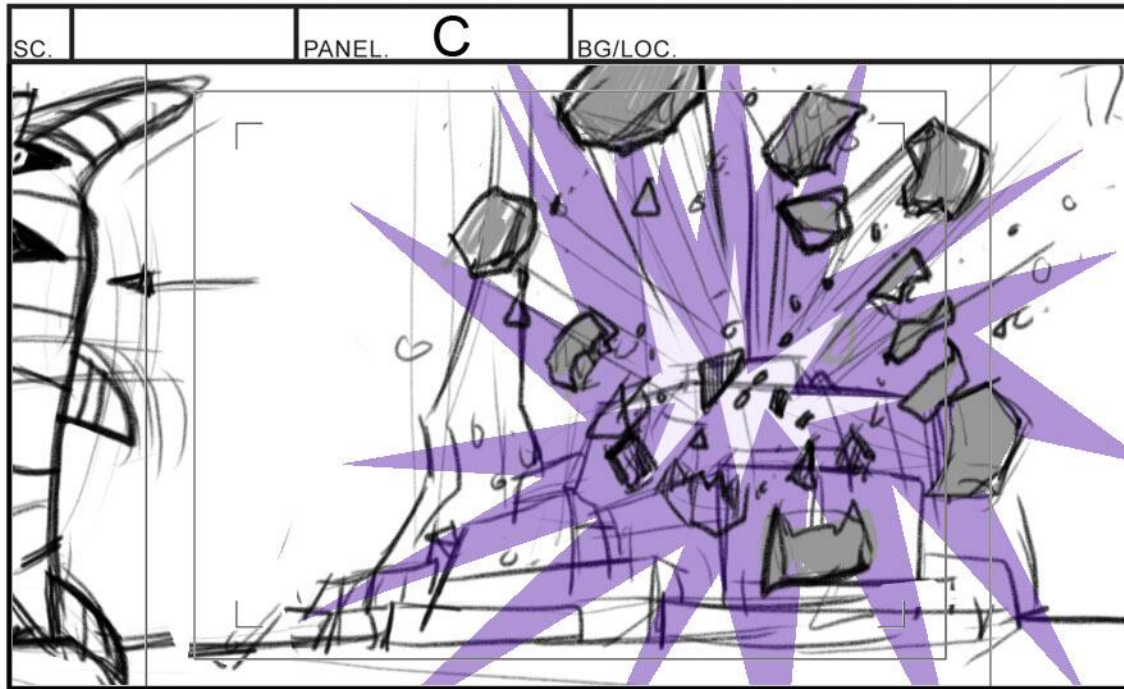
FX: (DX Shadows Bot. Lit Dark Fire Blast)

SFX:

Director's Notes

SLUG NOTES

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



ACTION

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

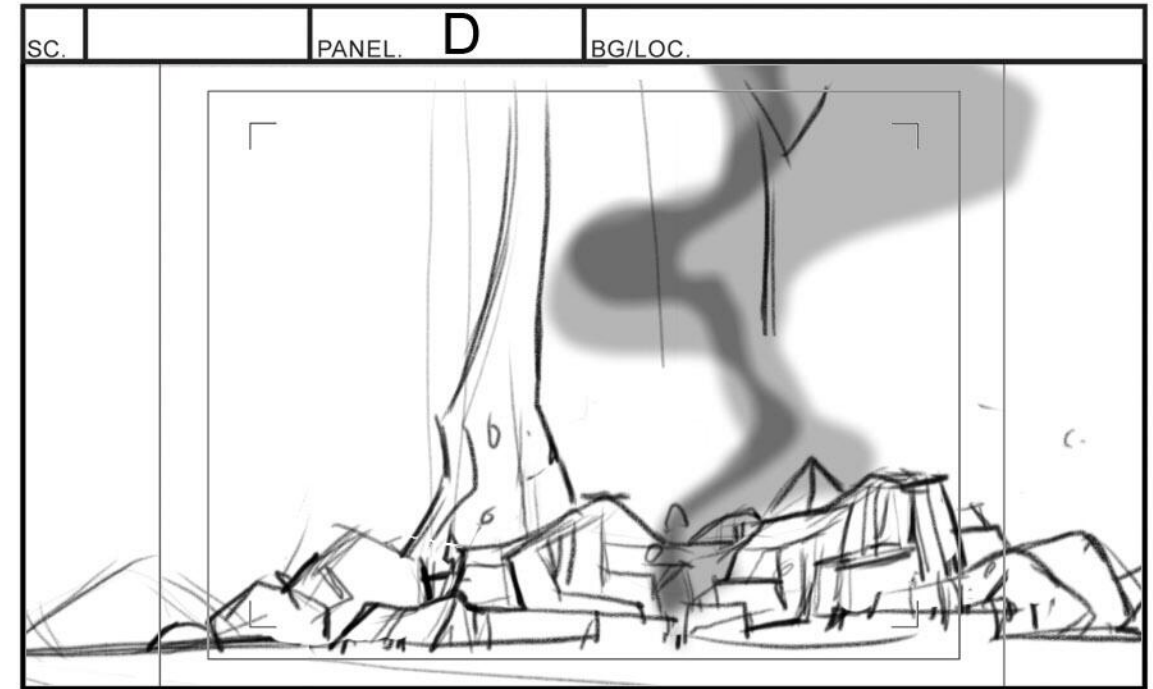
DIAL

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.

DIAL

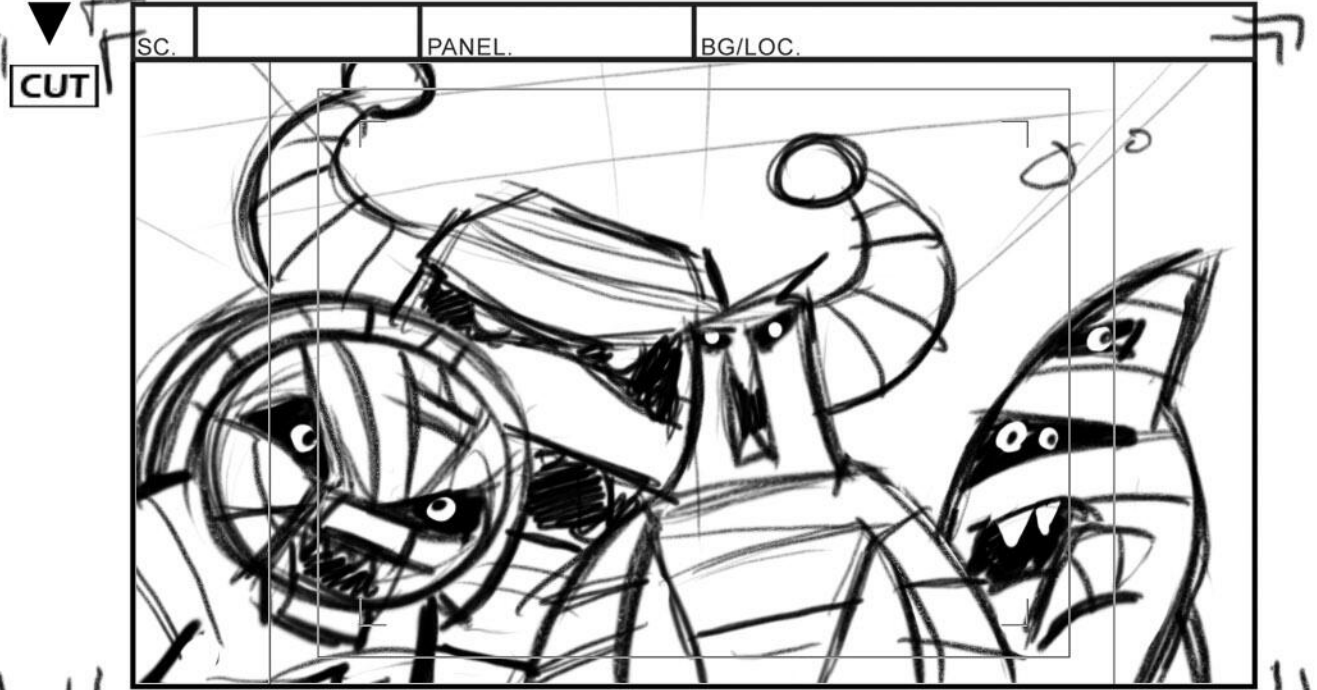


FX: (Camera Shake)

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

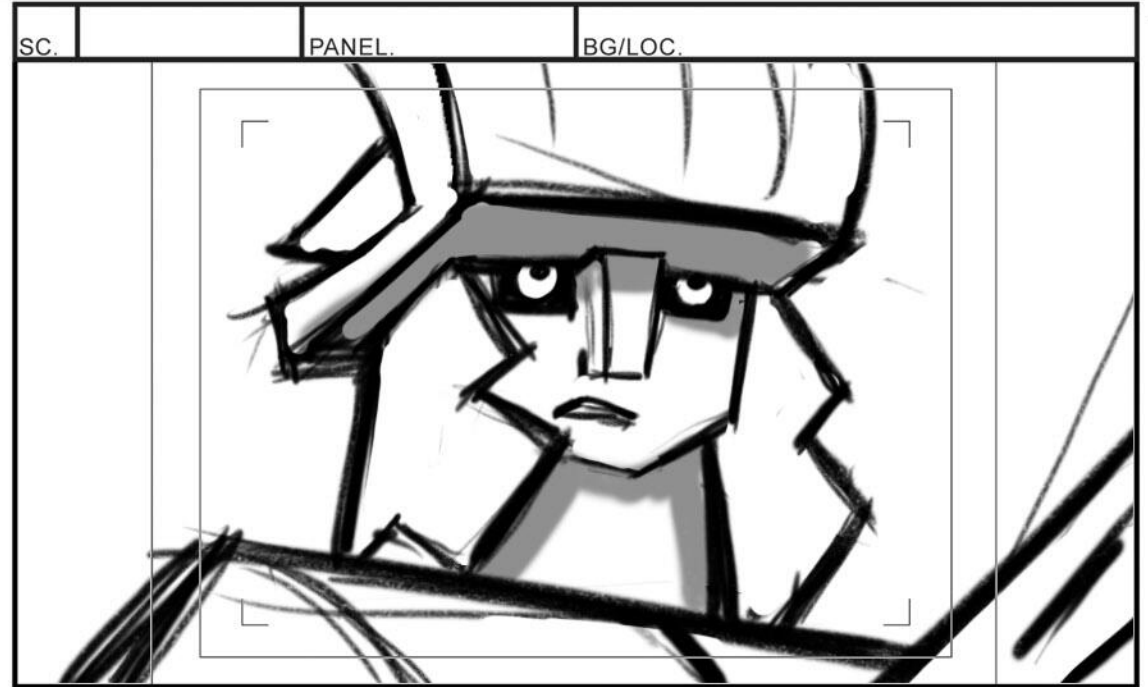
FX: (Bot. Lite glow)

SFX:

Director's Notes

SLUG NOTES

CUT



ACTION

Close on Lin Chung.

(CAMERA SHAKE)

DIAL

FX: (Dx Shadow,)

SFX:

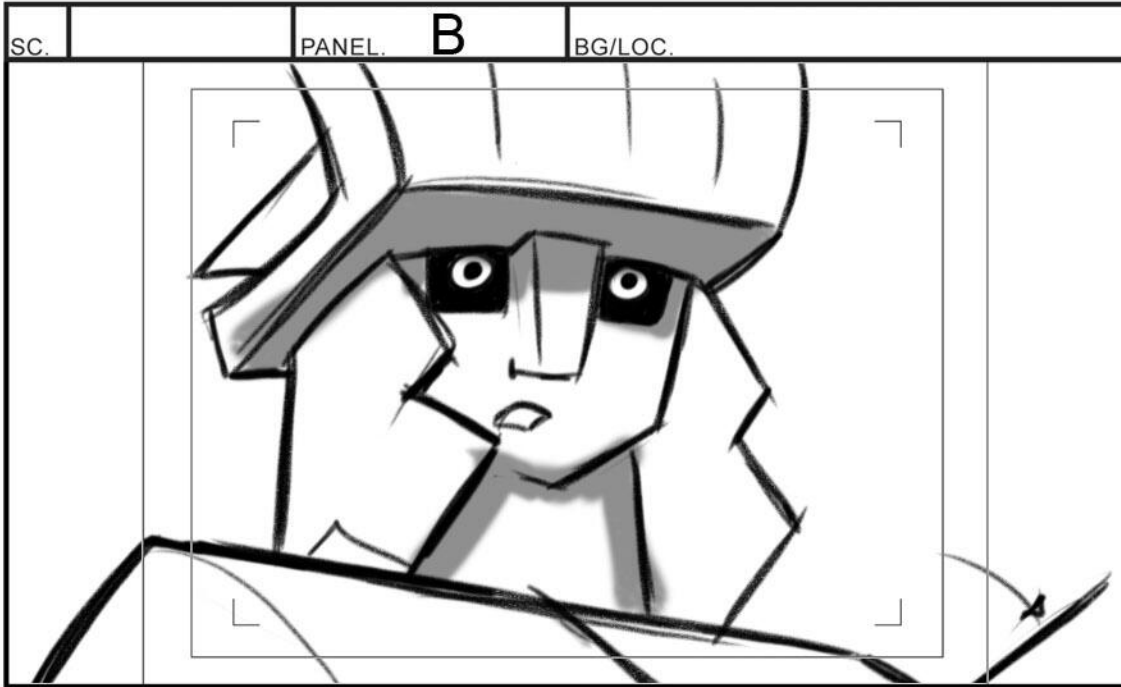
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

He reacts ...

(CAMERA SHAKE)

DIAL

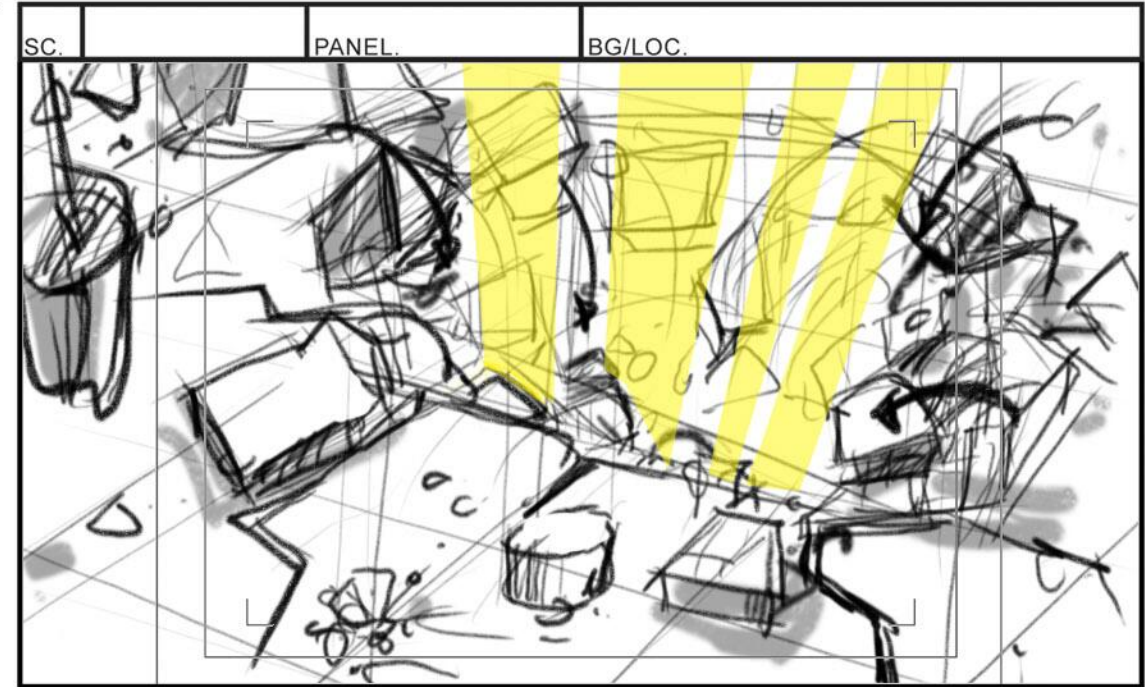
FX: **(DX Shadow)**

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:

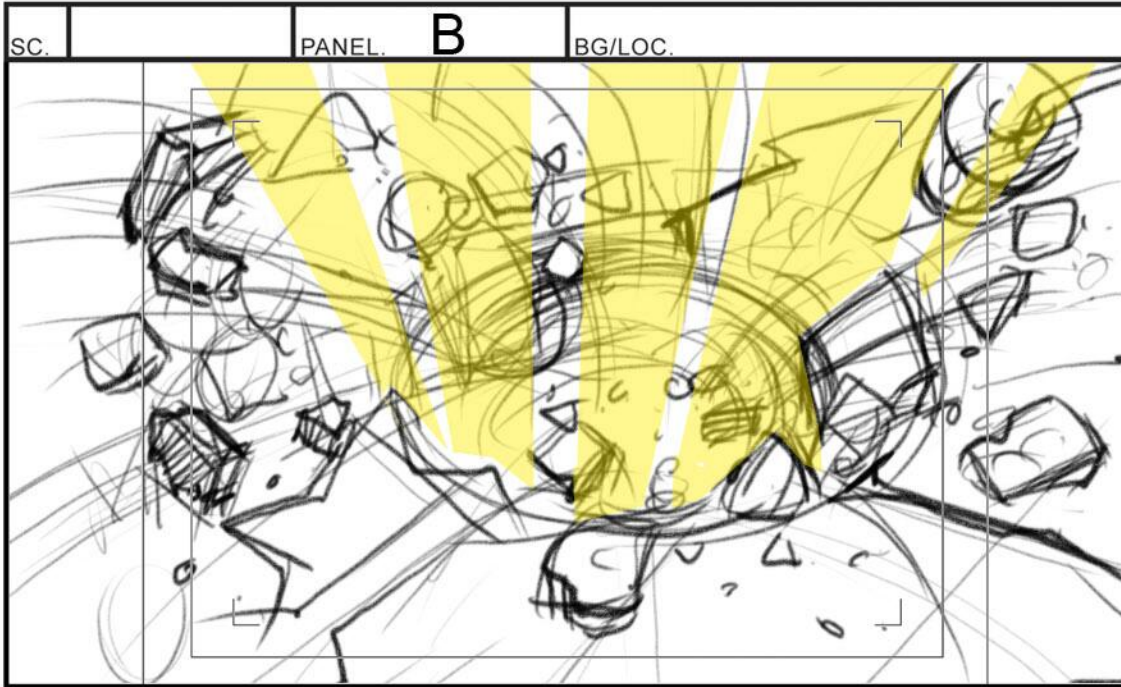
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

(CAMERA SHAKE)

DIAL

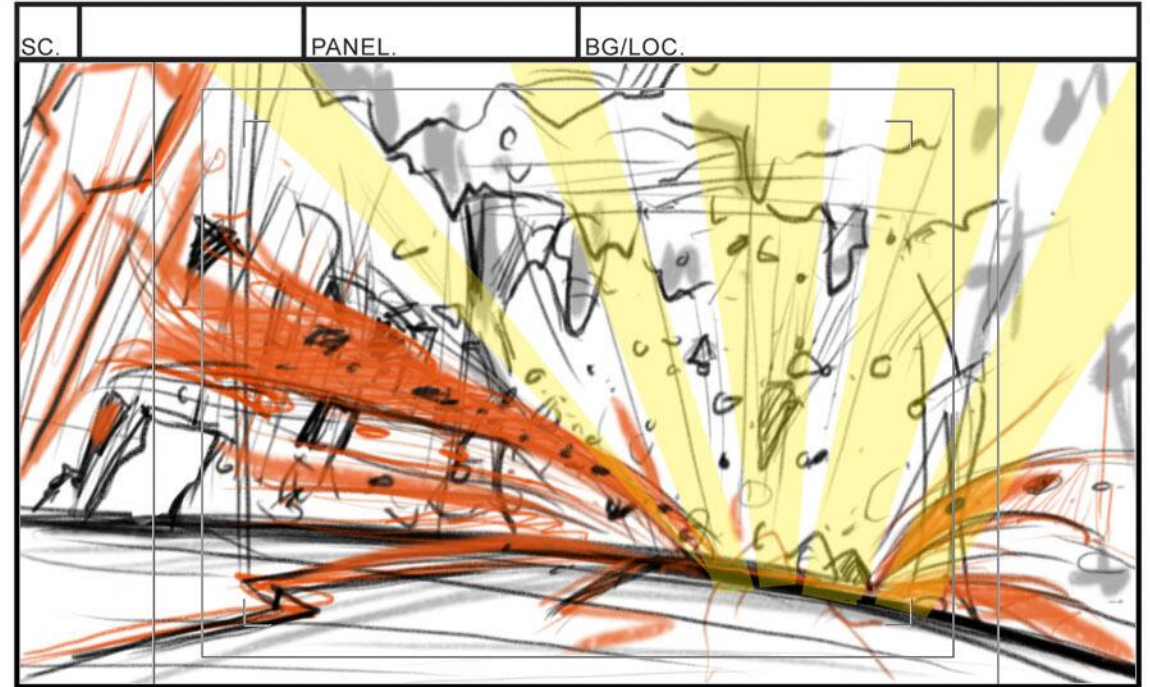
FX: (**DX Shadow**)

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:

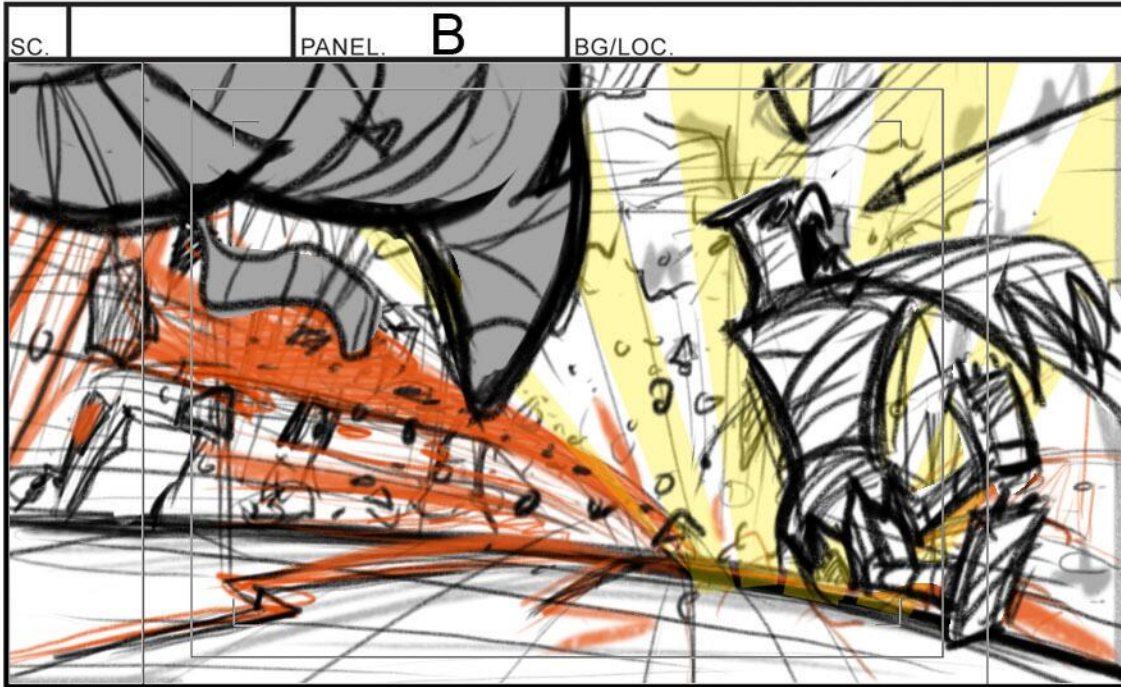
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

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

(CAMERA SHAKE)

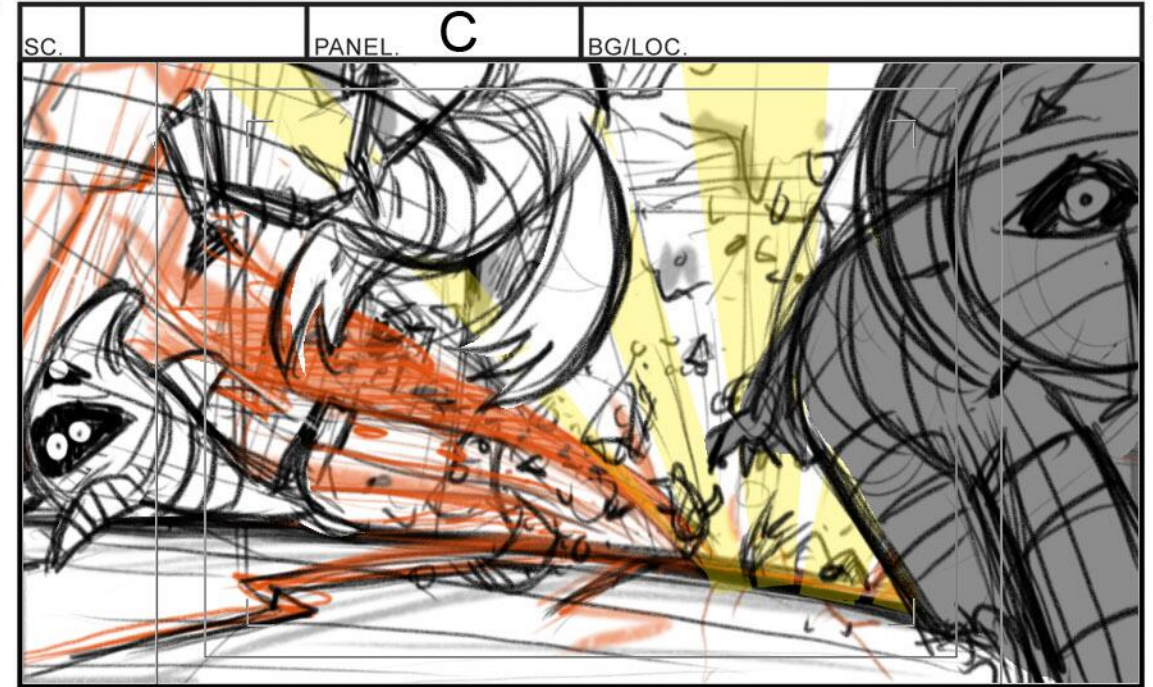
DIAL

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

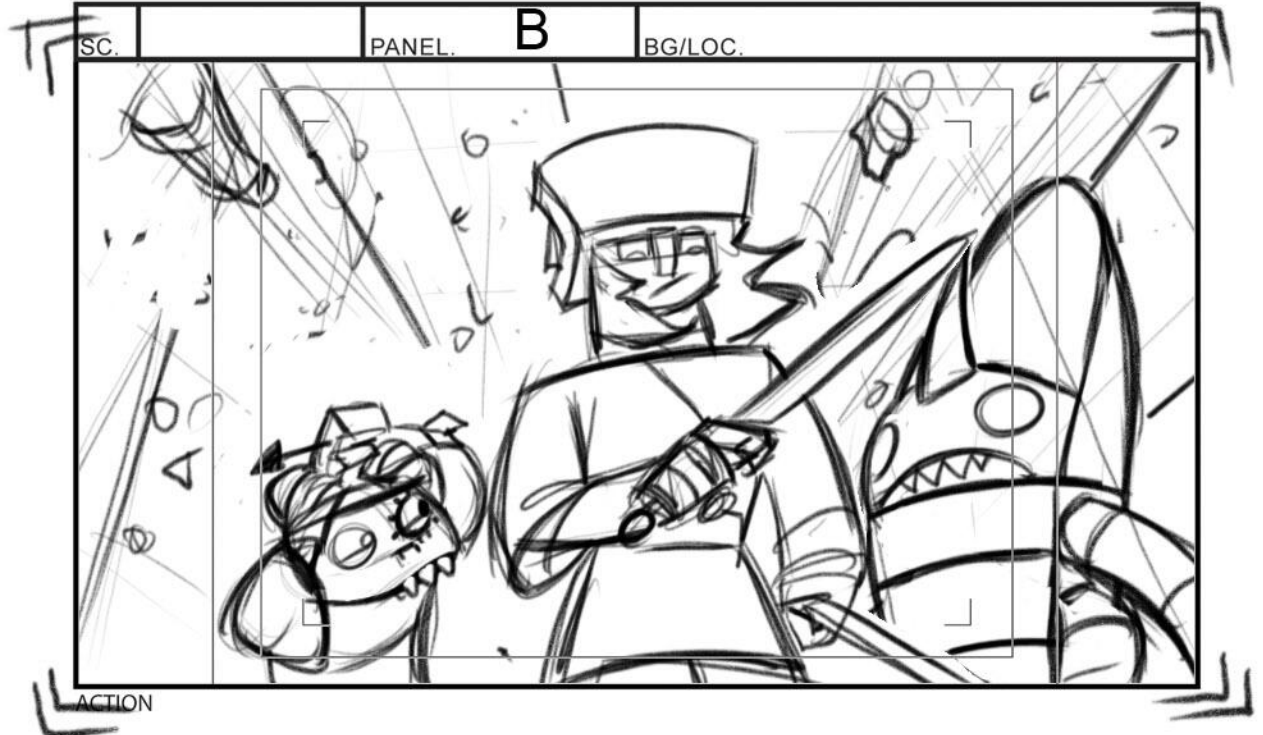
FINAL

PROD #

Approved By:



Angle on Lin Chung, Highrolller 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

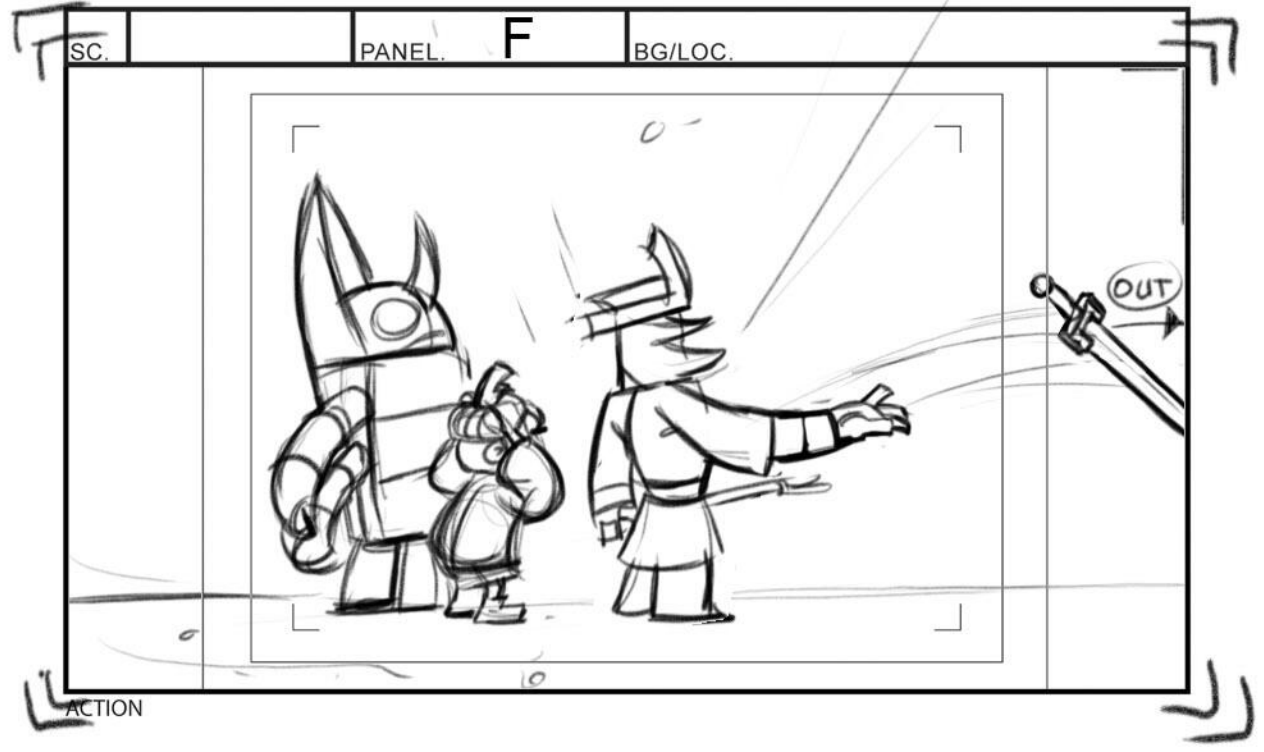
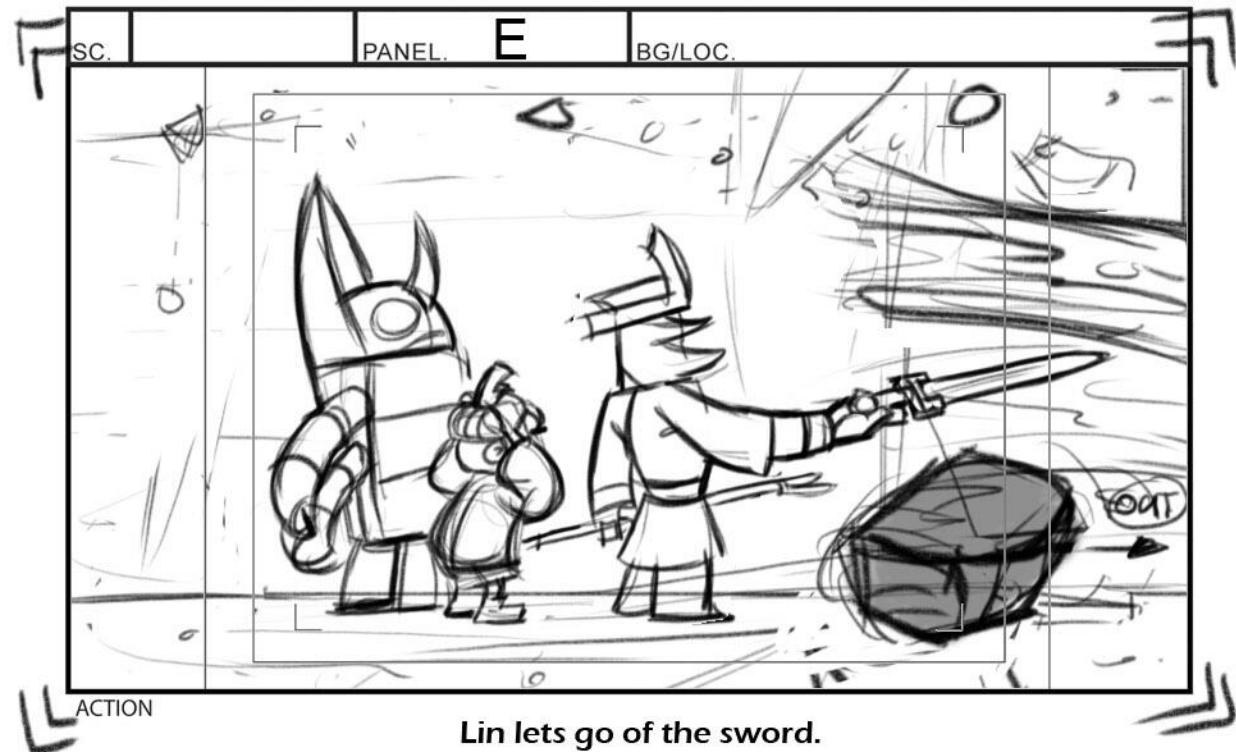
SLUG NOTES



FINAL

PROD #

Approved By:



The sword is sucked away.

(Camera Shake)
DIAL

FX:
SFX: **<Rumble>**
Director's Notes

SLUG NOTES

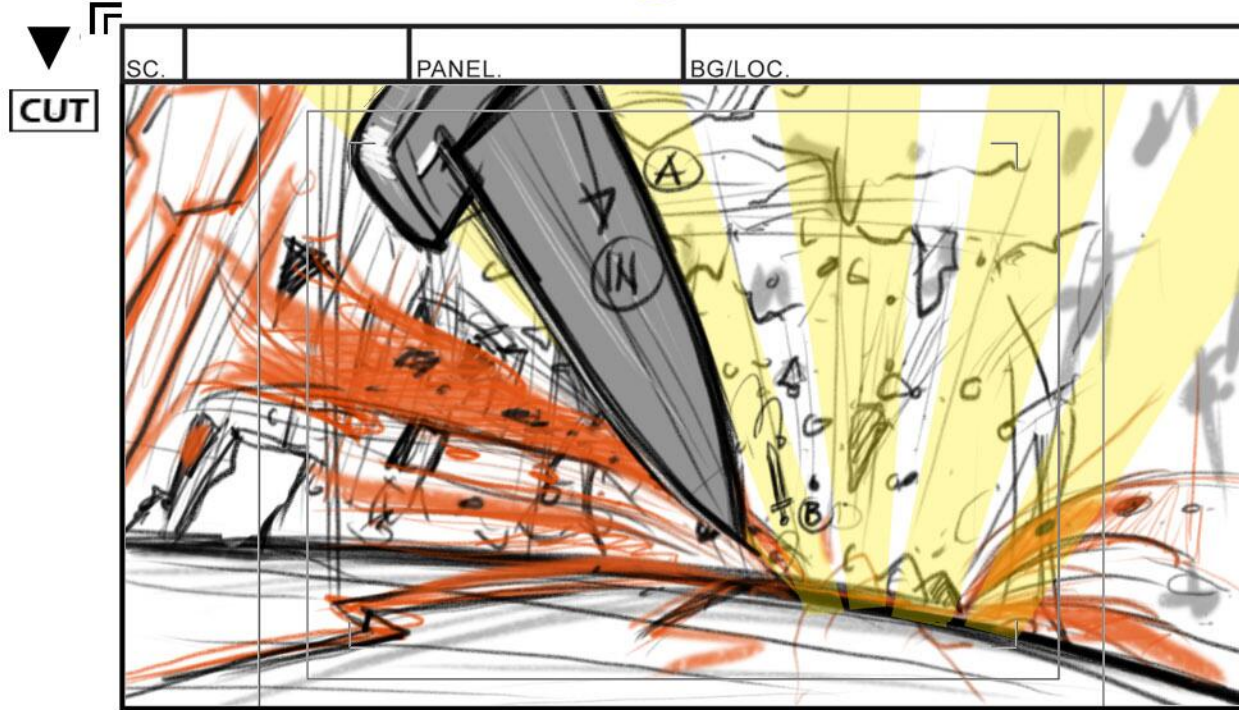
(Camera Shake)
DIAL

FX:
SFX:
Director's Notes

SLUG NOTES

FINAL

PROD #

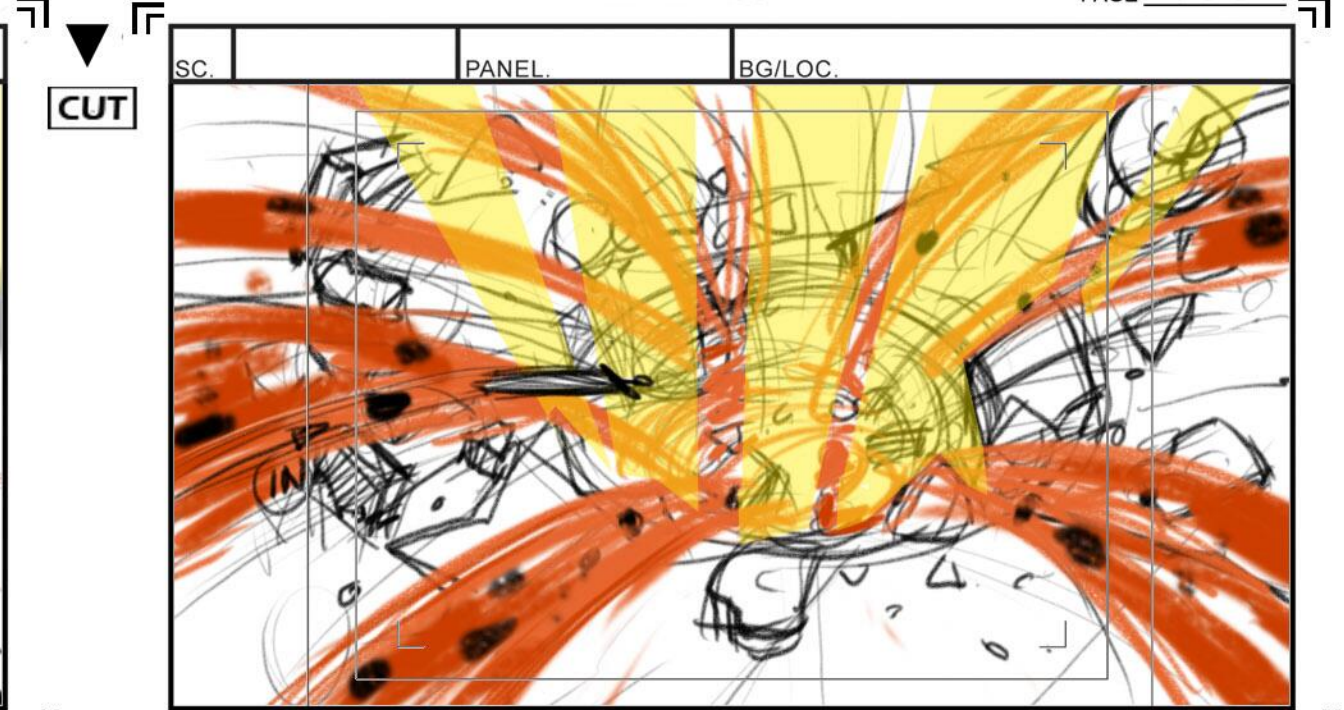


ACTION
Angle on the Abyss. The sword tumbles in heading straight for it.

(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.

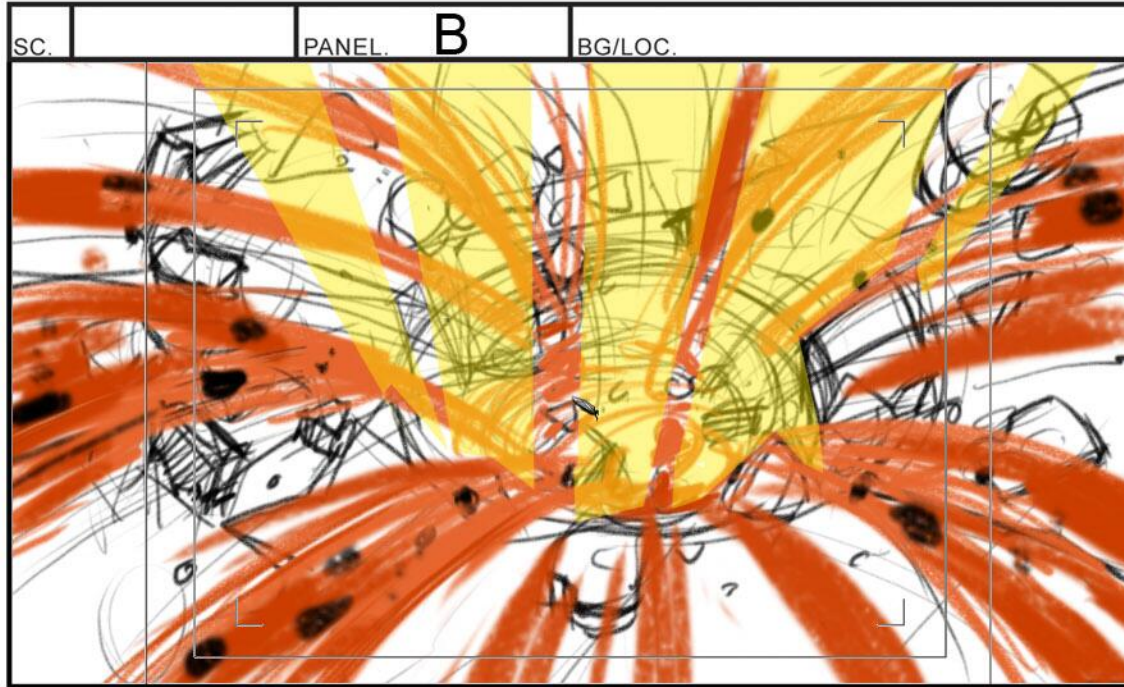
(CAMERA SHAKE)

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.

CUT



ACTION

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

(CAMERA SHAKE)

DIAL

FX: (Bot. Lite Beams)

SFX:

Director's Notes

SLUG NOTES

(CAMERA SHAKE)

DIAL

FX:

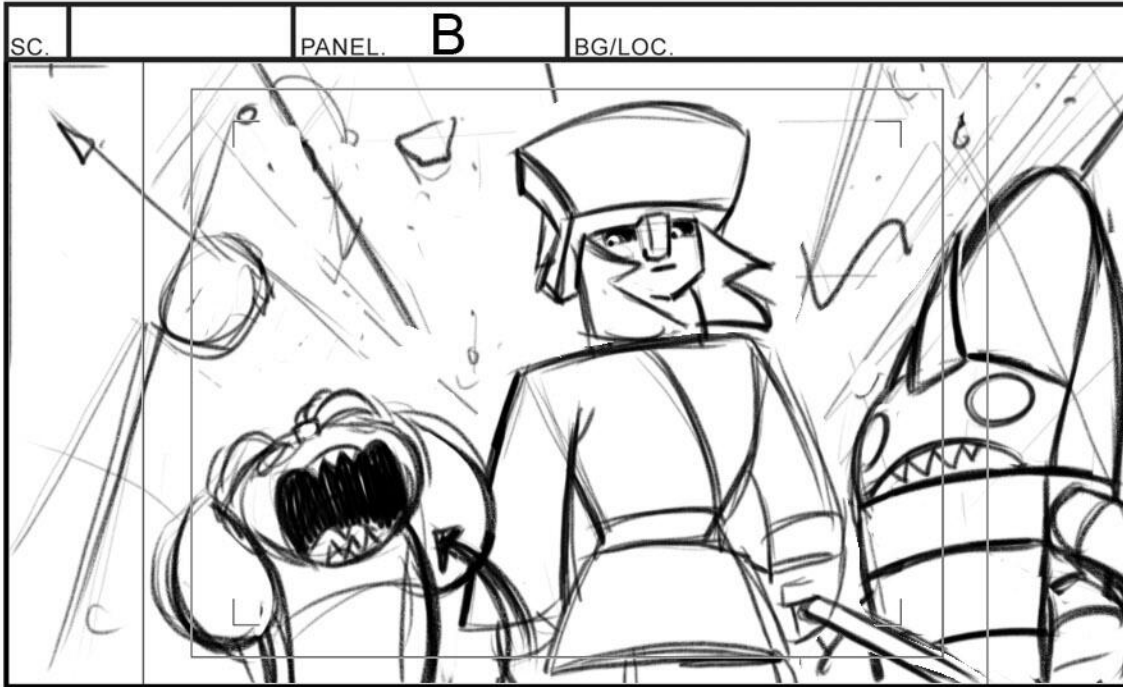
SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #



ACTION

Highroller freaks!

DIAL

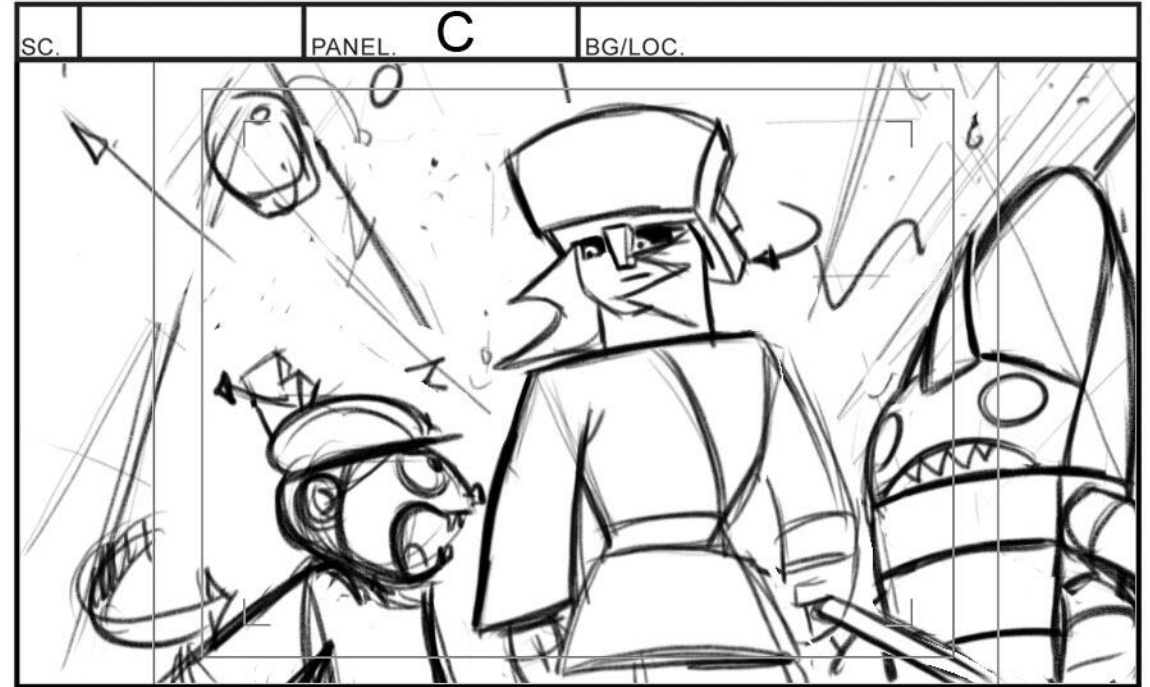
**77. Highroller:
Nooooo!!!...**

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:

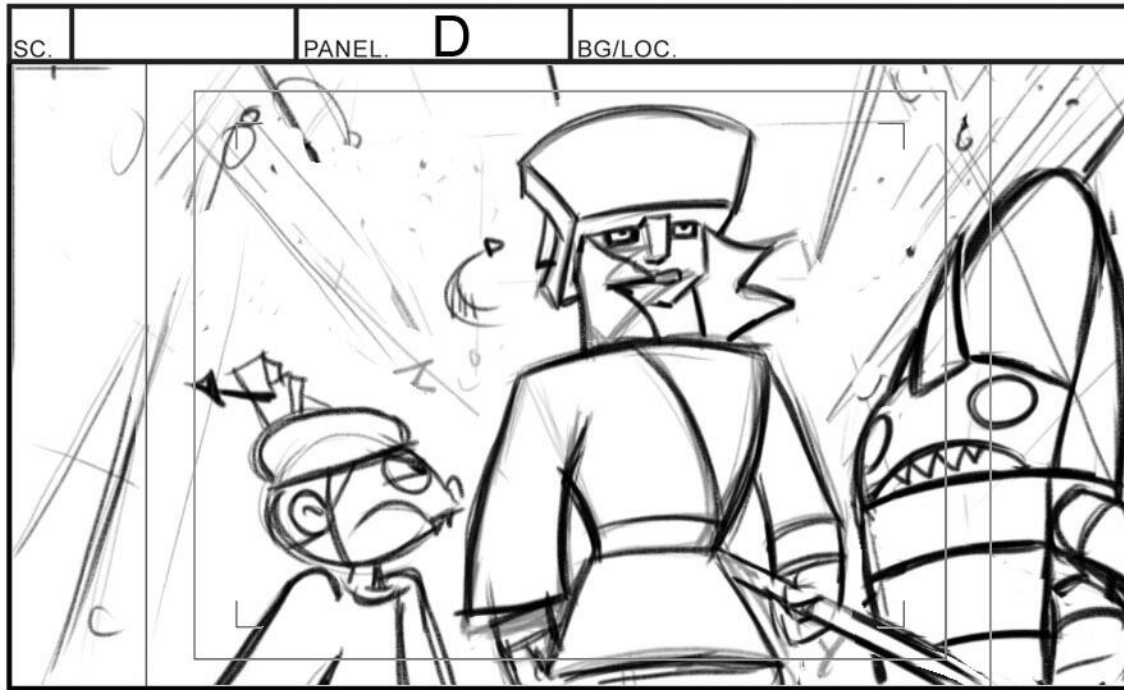
SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #



▼
HU



ACTION

Highroller freaks!

DIAL

78. Lin Chung:
Something you would never understand.

FX:

SFX:

Director's Notes

SLUG NOTES

ACTION

Close on Lin Chung.

DIAL

78. Lin Chung:
The right thing.

FX:

SFX:

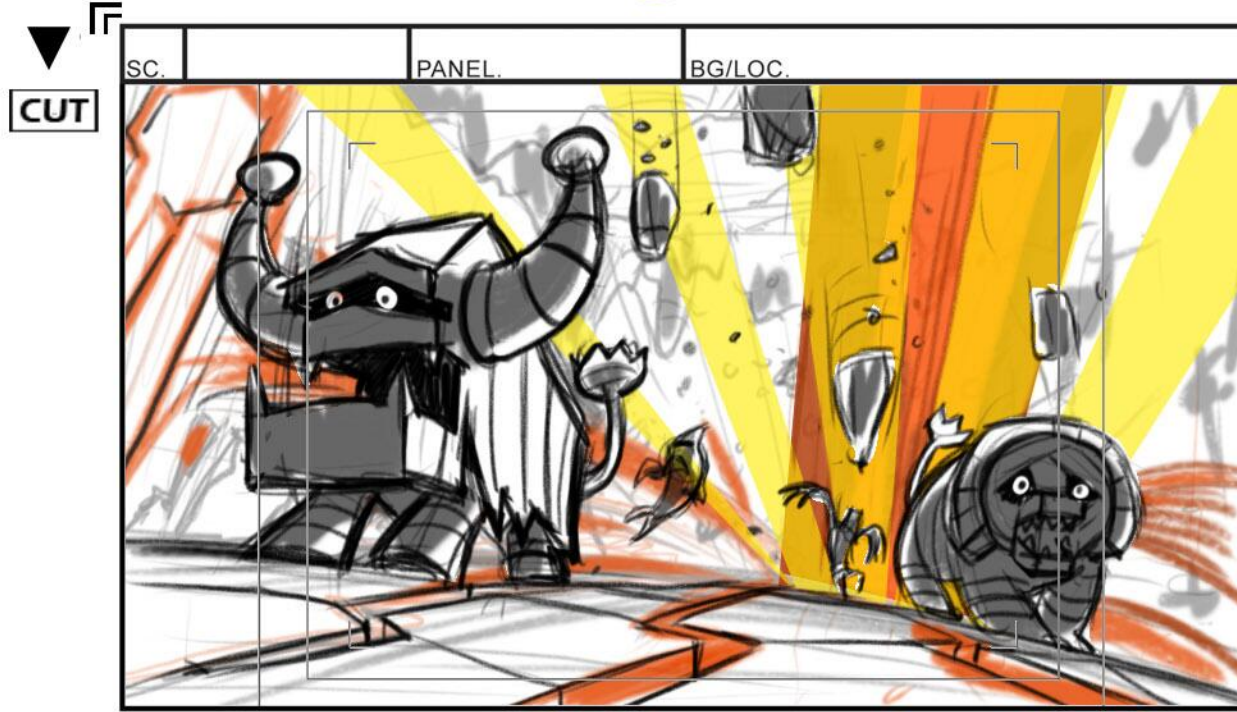
Director's Notes

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:

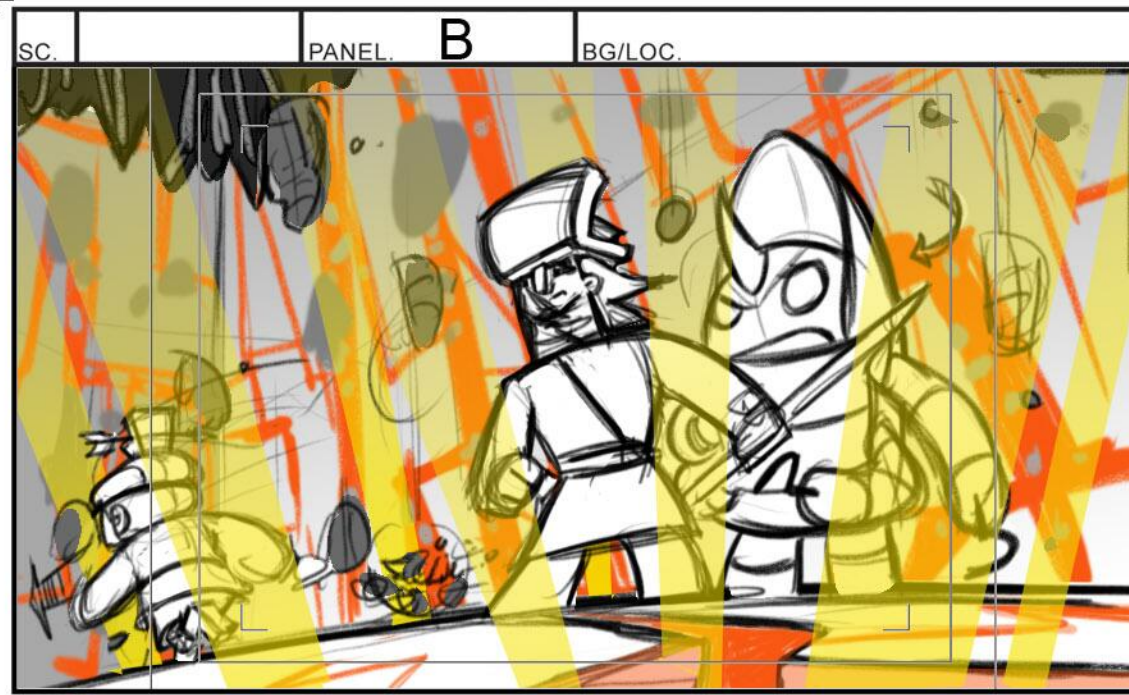
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

Lin and Beetle King turn to see Highroller rushes off.

(CAMERA SHAKE)

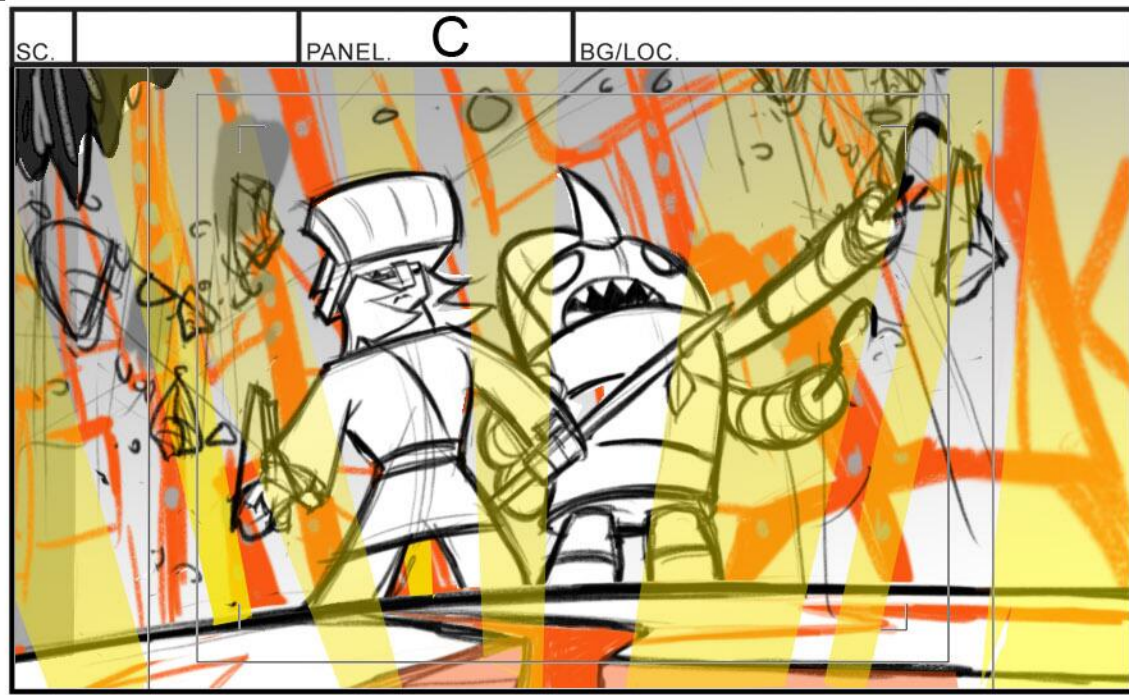
DIAL

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)**

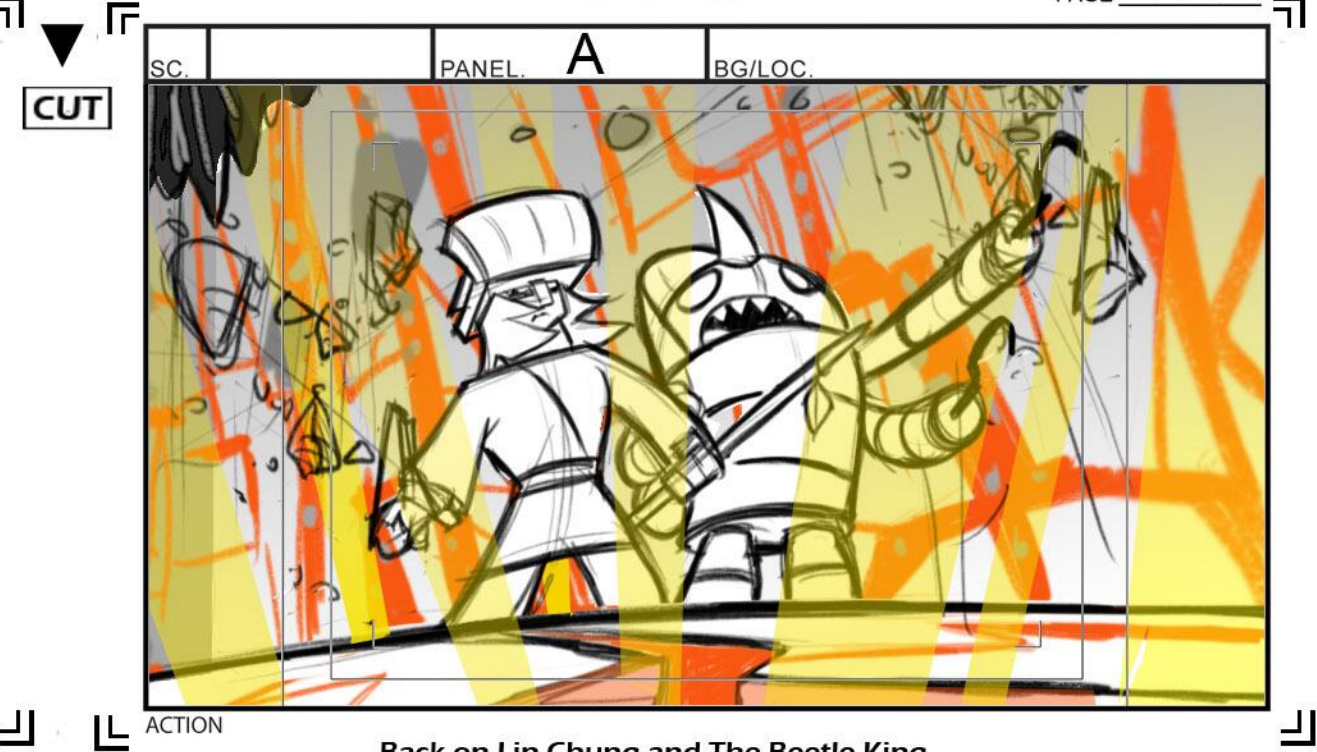
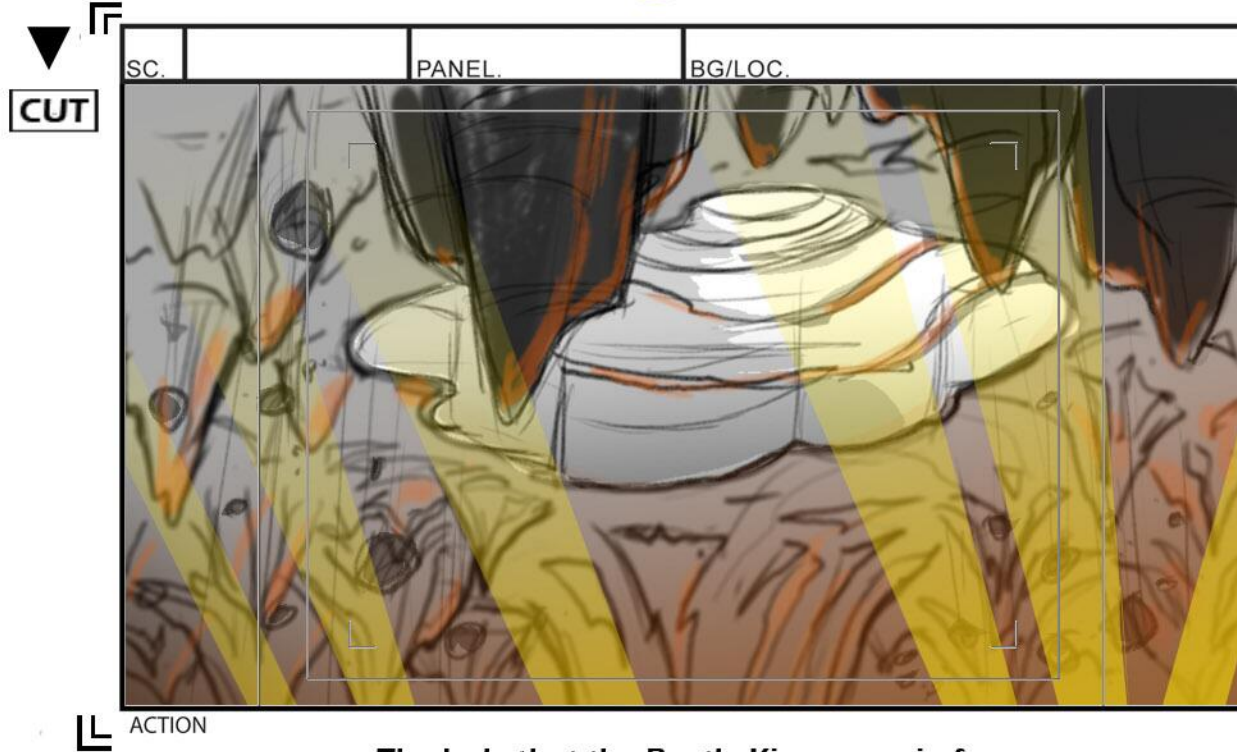
SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #



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

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

(CAMERA SHAKE)
DIAL

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

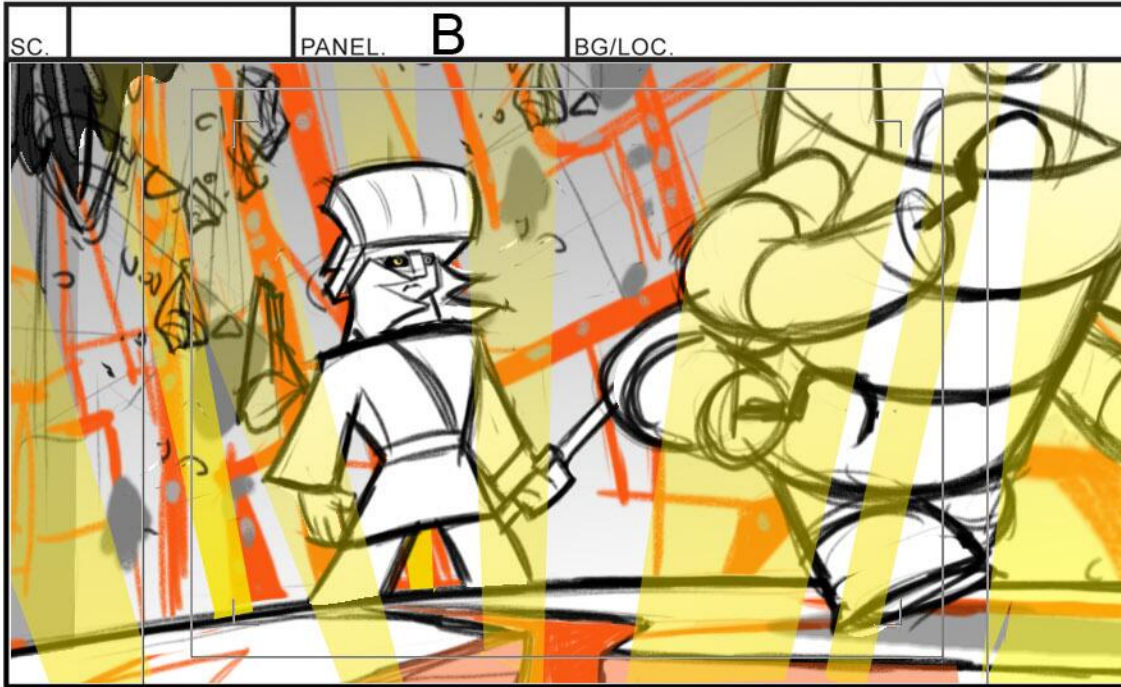
SLUG NOTES

(CAMERA SHAKE)
DIAL

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

SLUG NOTES

FINAL
 PROD #



ACTION

The Beetle King races forward.

(CAMERA SHAKE)

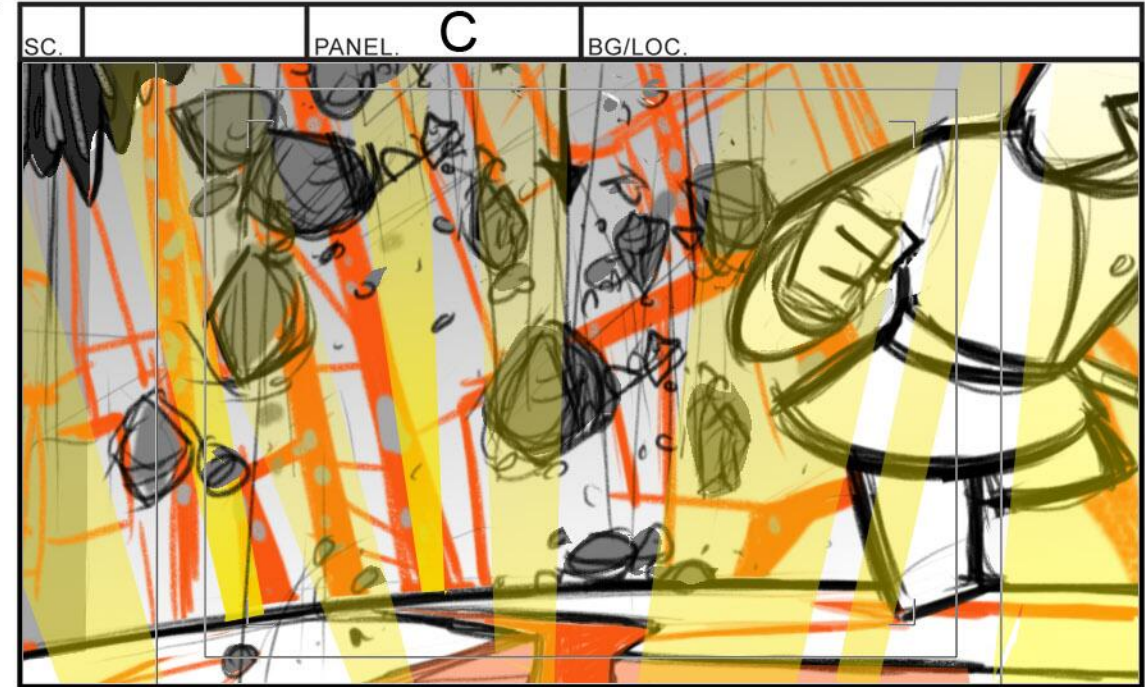
DIAL

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

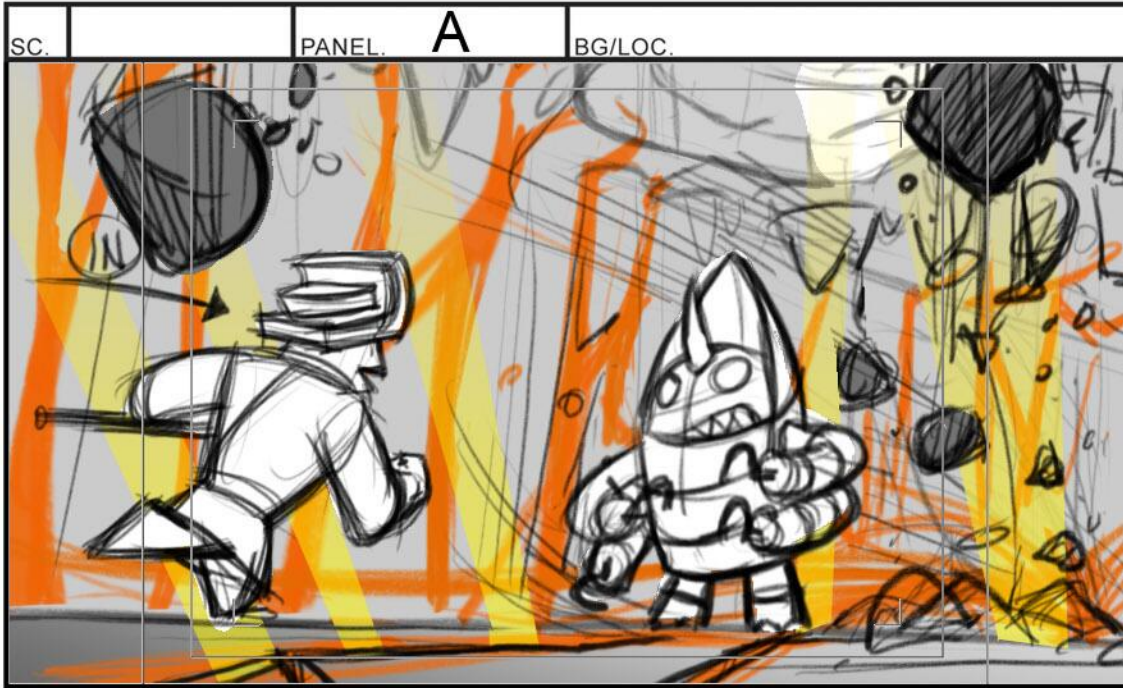
SLUG NOTES

FINAL

PROD #

Approved By:

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)

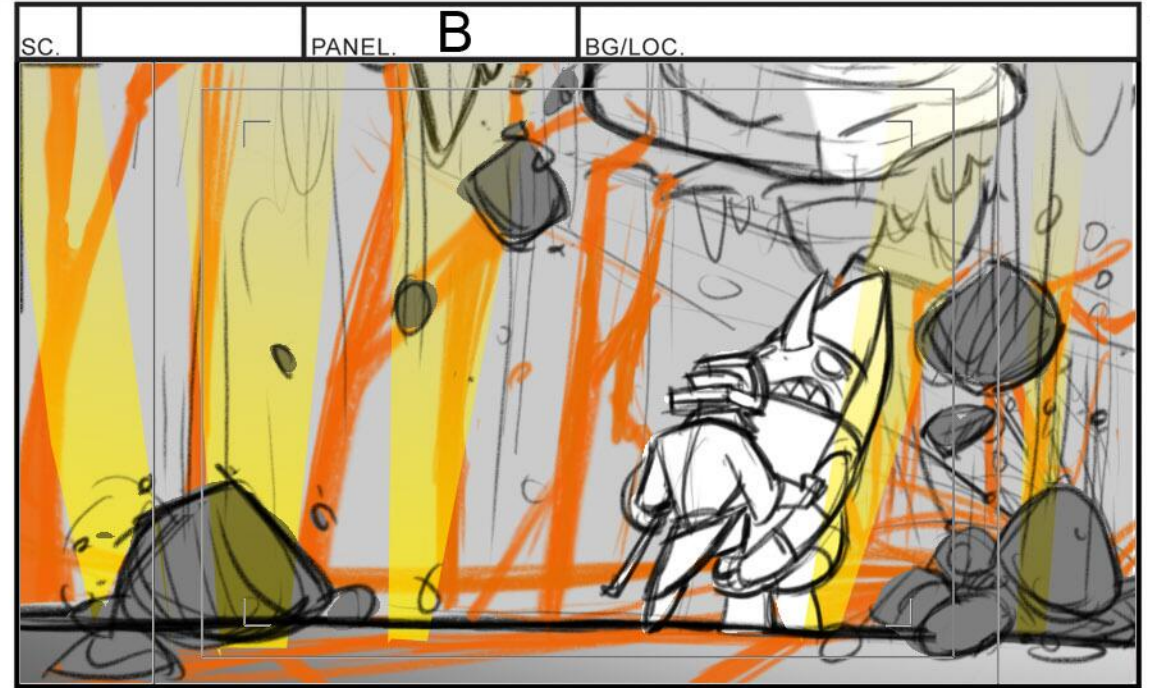
DIAL

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)**

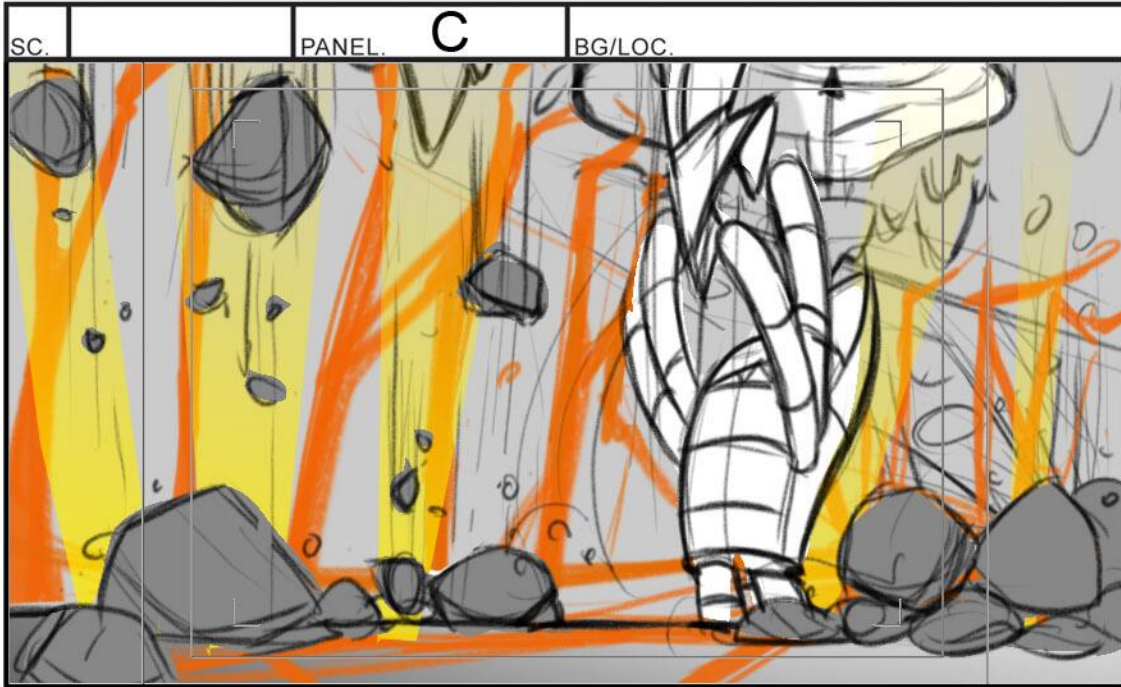
SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #



ACTION

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

(**CAMERA SHAKE**)

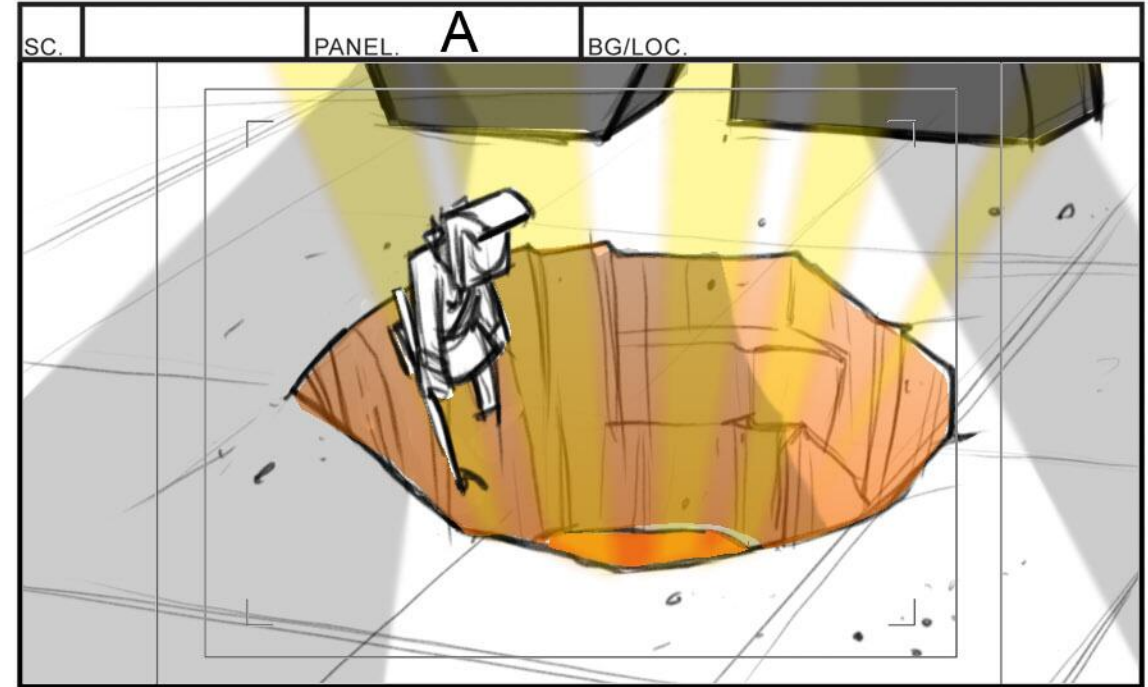
DIAL

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**)

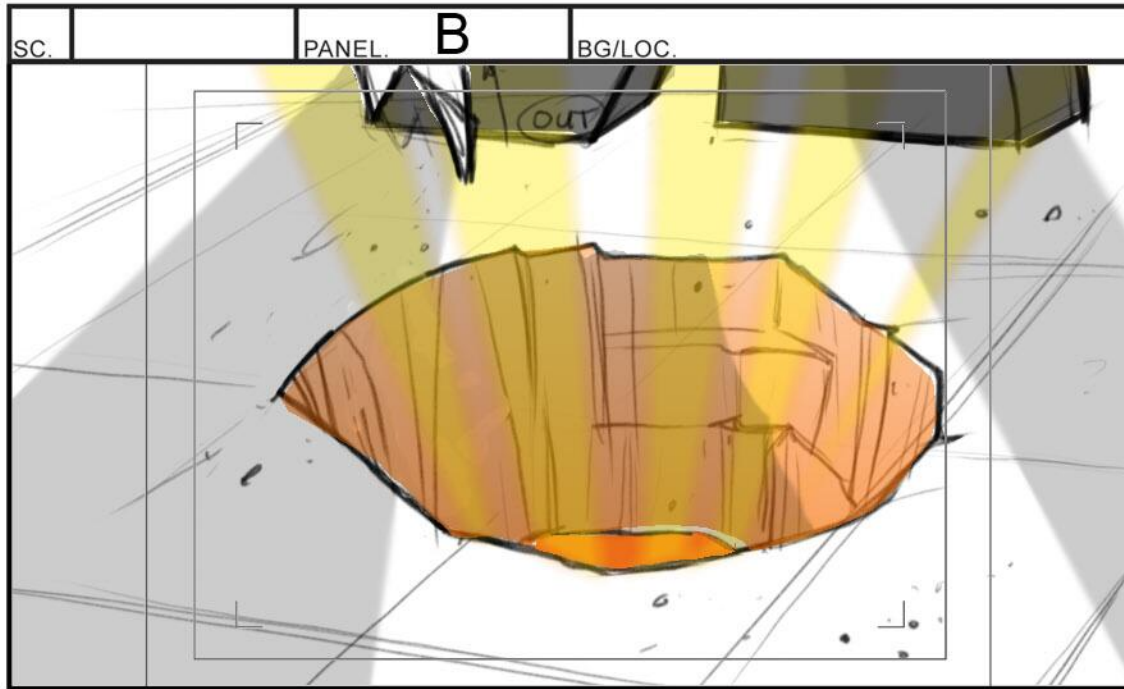
SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #



ACTION

...and out of scene.

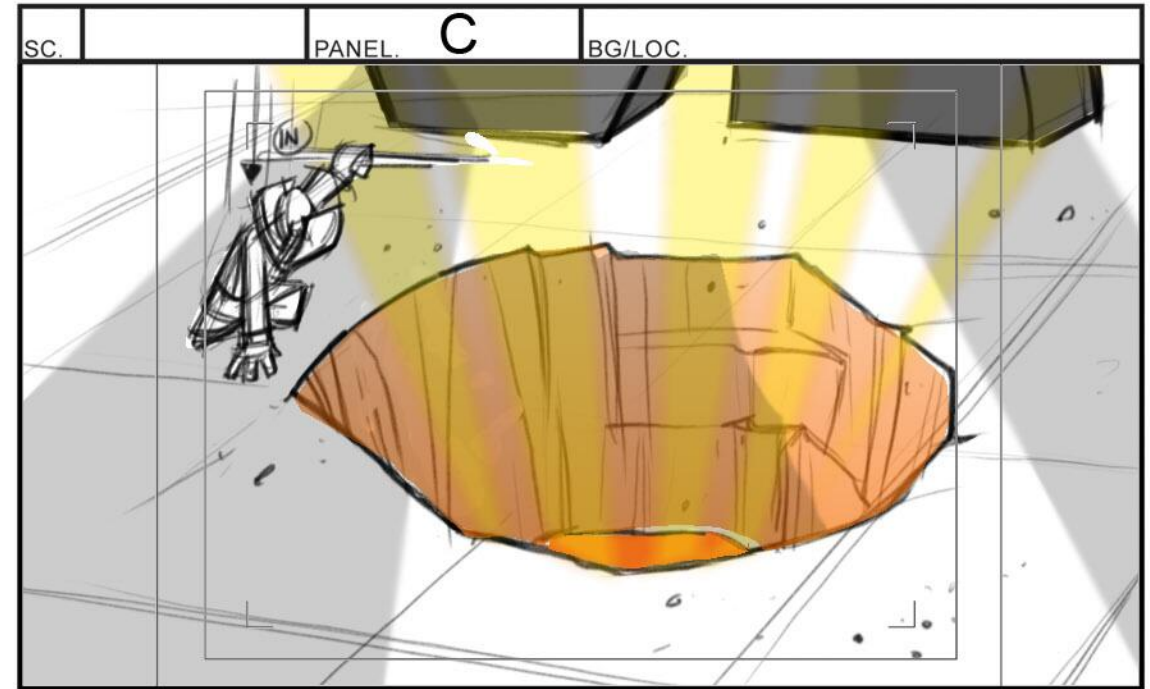
DIAL

FX: (Bot. Lite Beams)

SFX:

Director's Notes

SLUG NOTES



ACTION

He drops back into scene.

DIAL

FX: (Bot. Lite Shafts of light)

SFX:

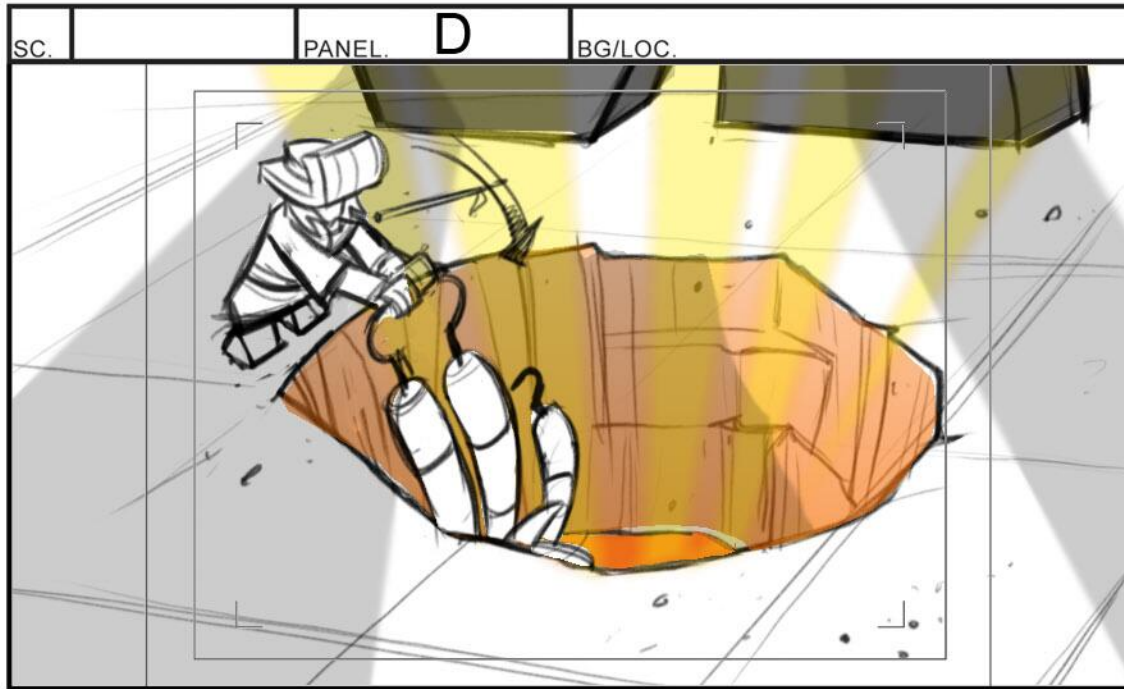
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

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

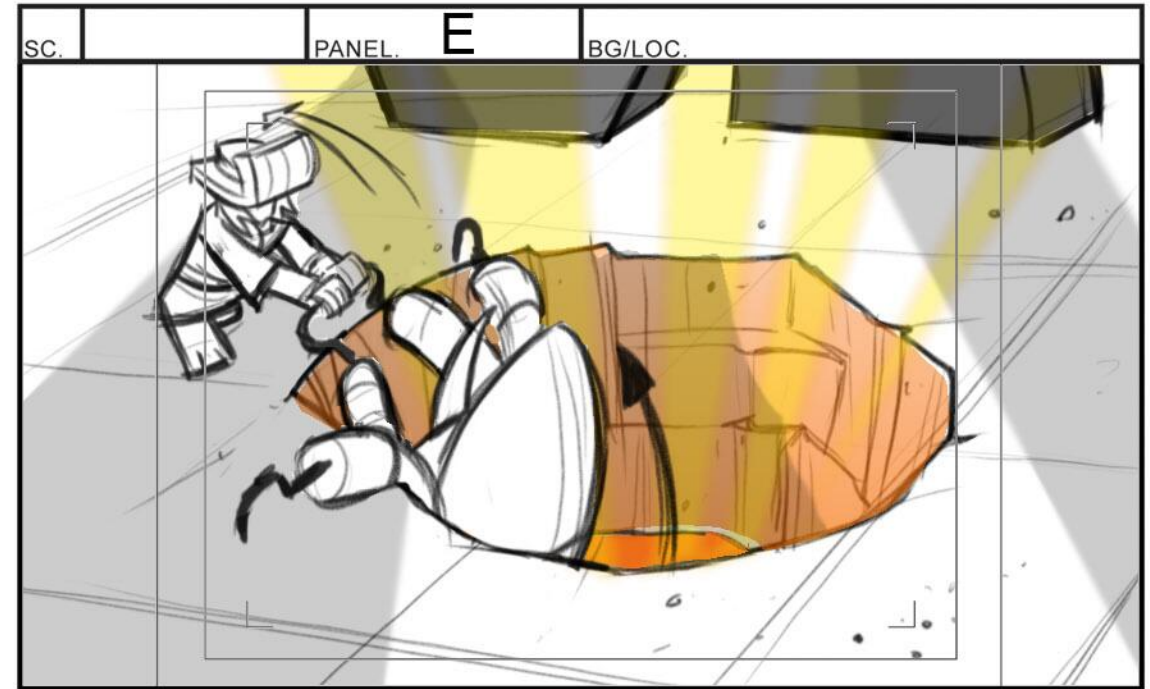
DIAL

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

SFX:

Director's Notes

SLUG NOTES



ACTION

He drops back into scene.

DIAL

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

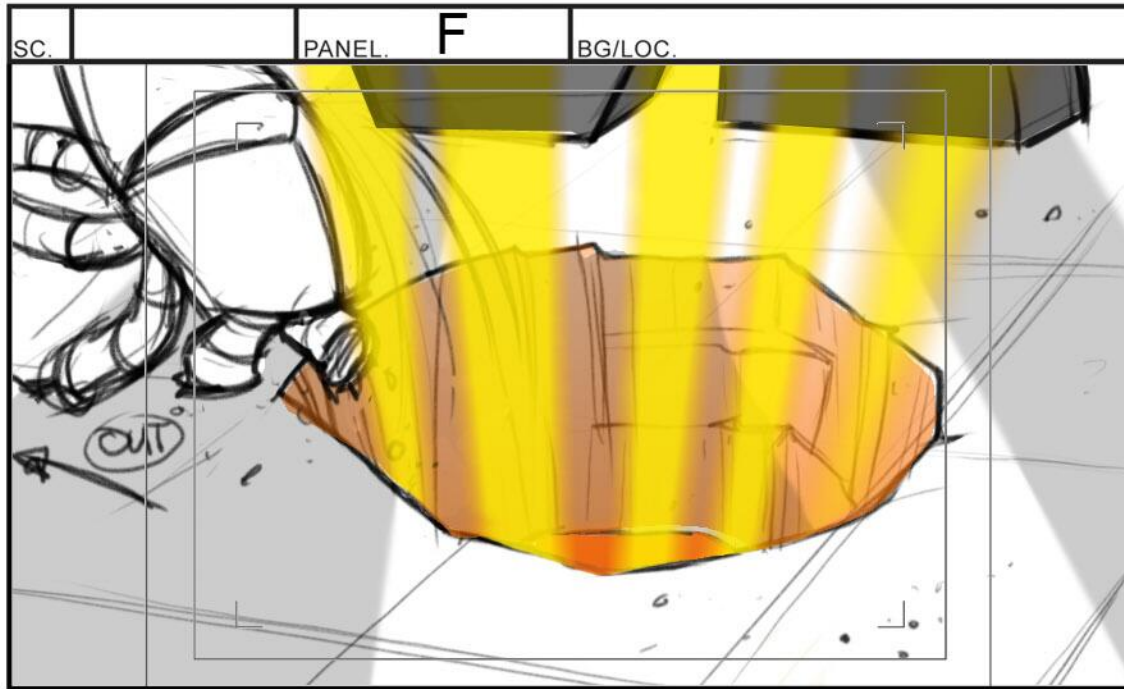
SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #



ACTION

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

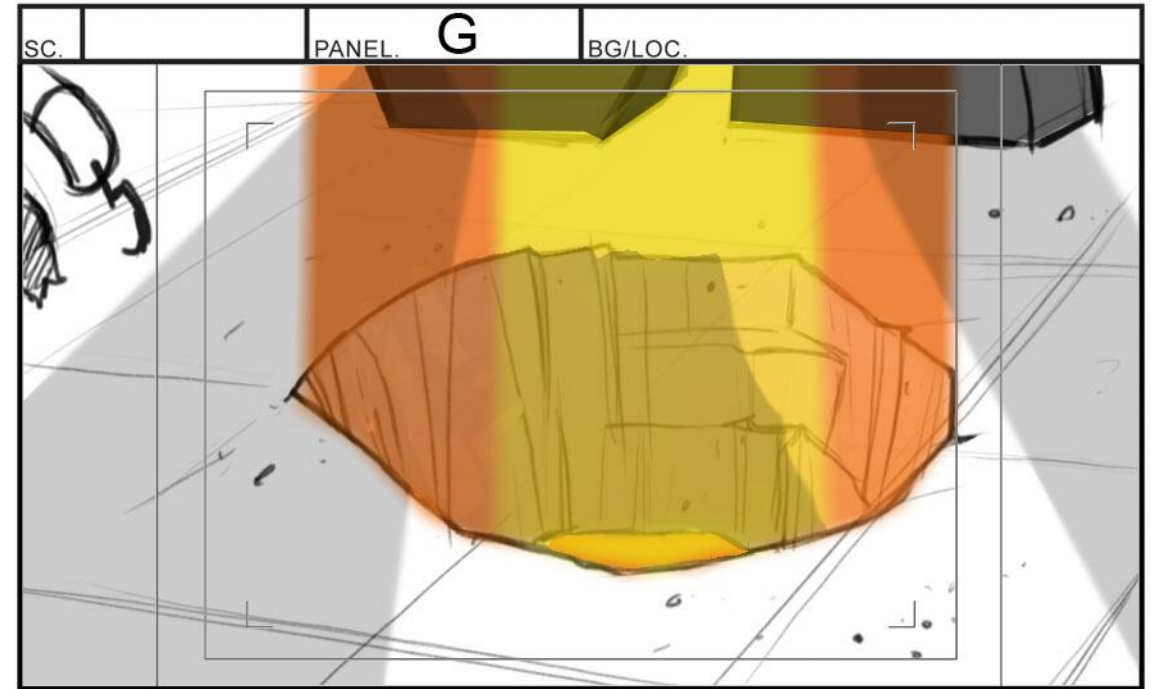
DIAL

FX: (Bot. Lite Beams)

SFX:

Director's Notes

SLUG NOTES



ACTION

...suddenly

DIAL

FX: (Bot. Lite Shafts of light)

SFX:

Director's Notes

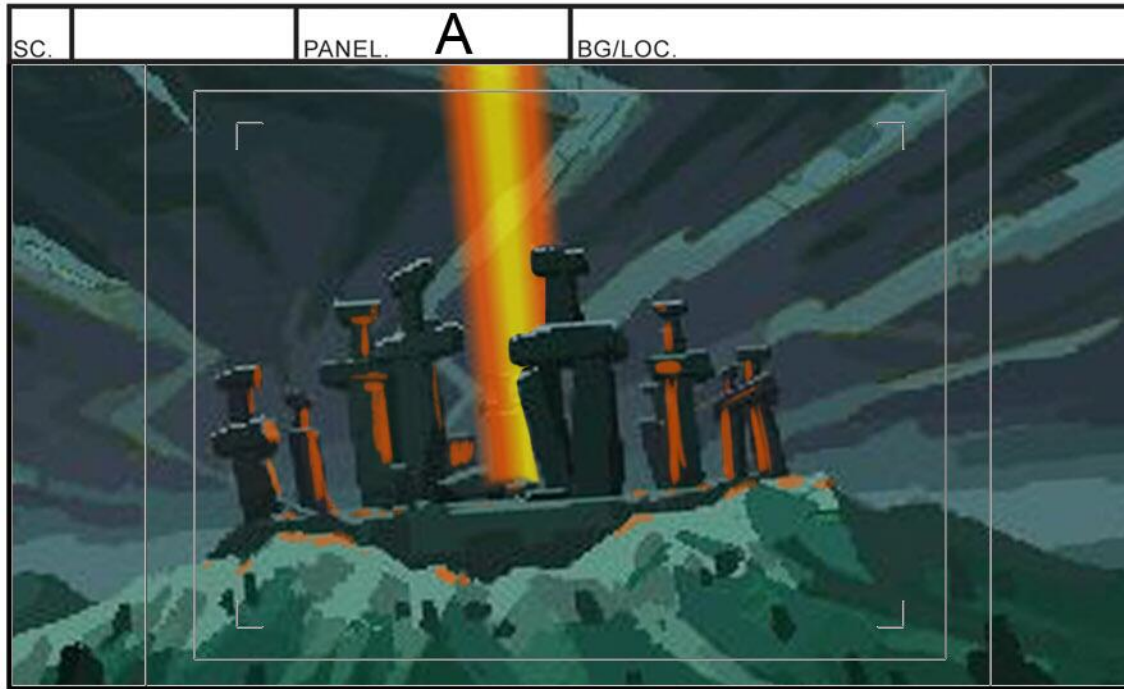
SLUG NOTES

FINAL

PROD #



CUT



ACTION

Wide on The Tomb -

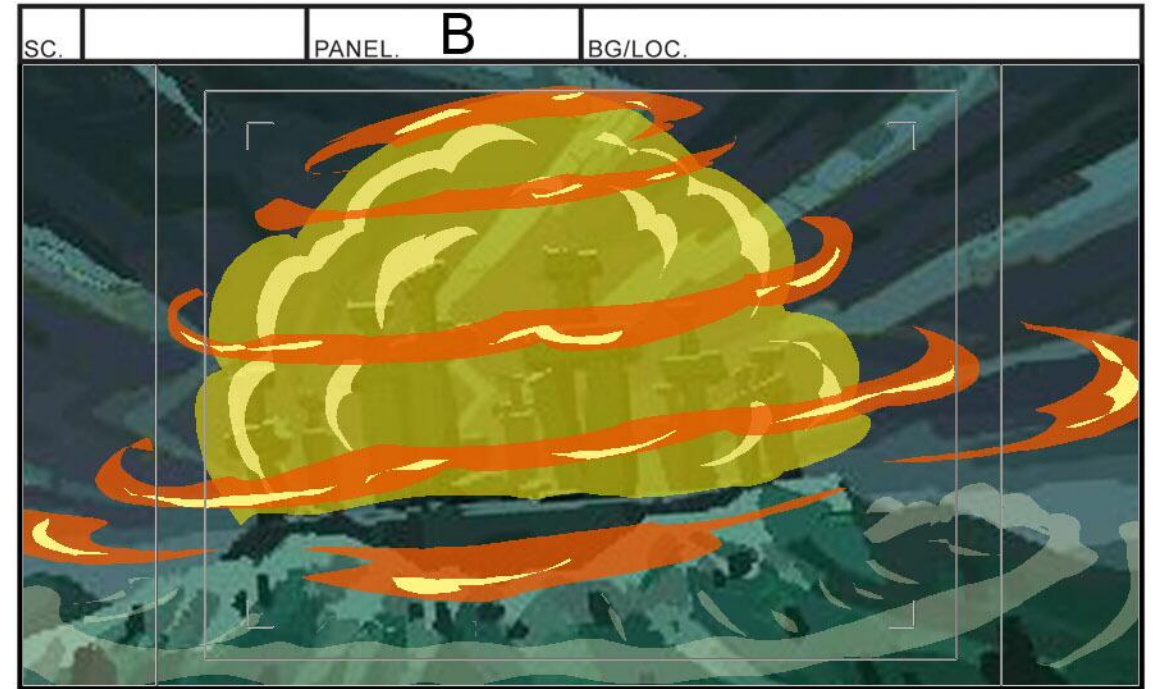
DIAL

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

SFX:

Director's Notes

SLUG NOTES



ACTION

"Fthoom"

DIAL

FX: (**Explosion**)

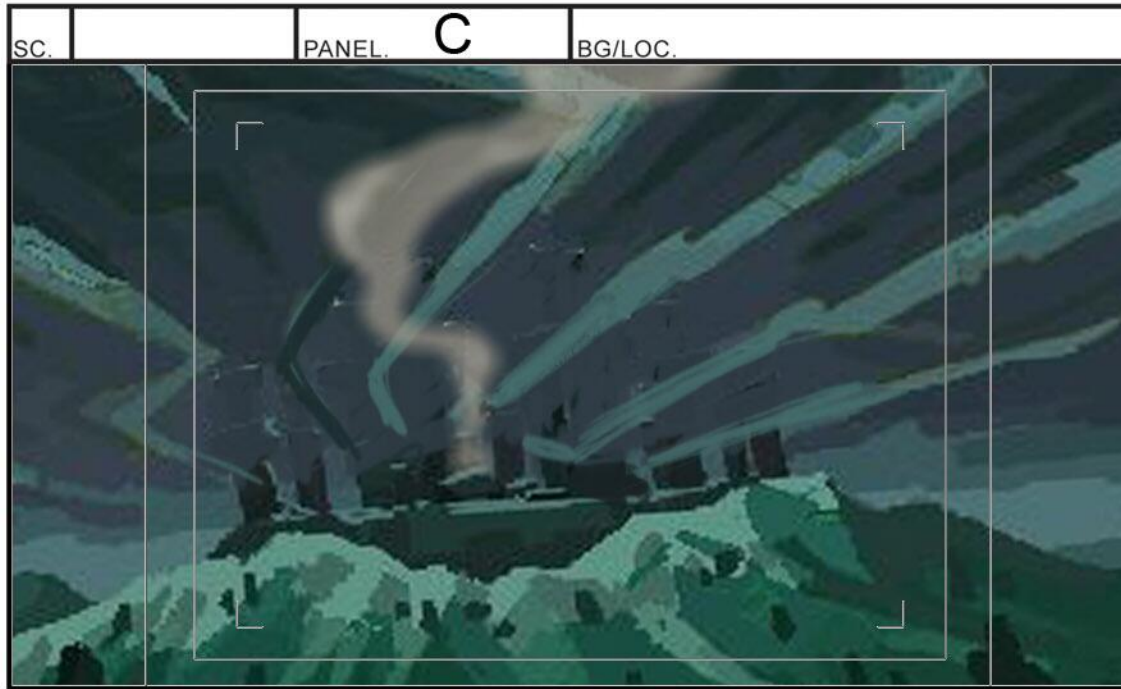
SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #



ACTION
Smoke rises from the destroyed tomb.

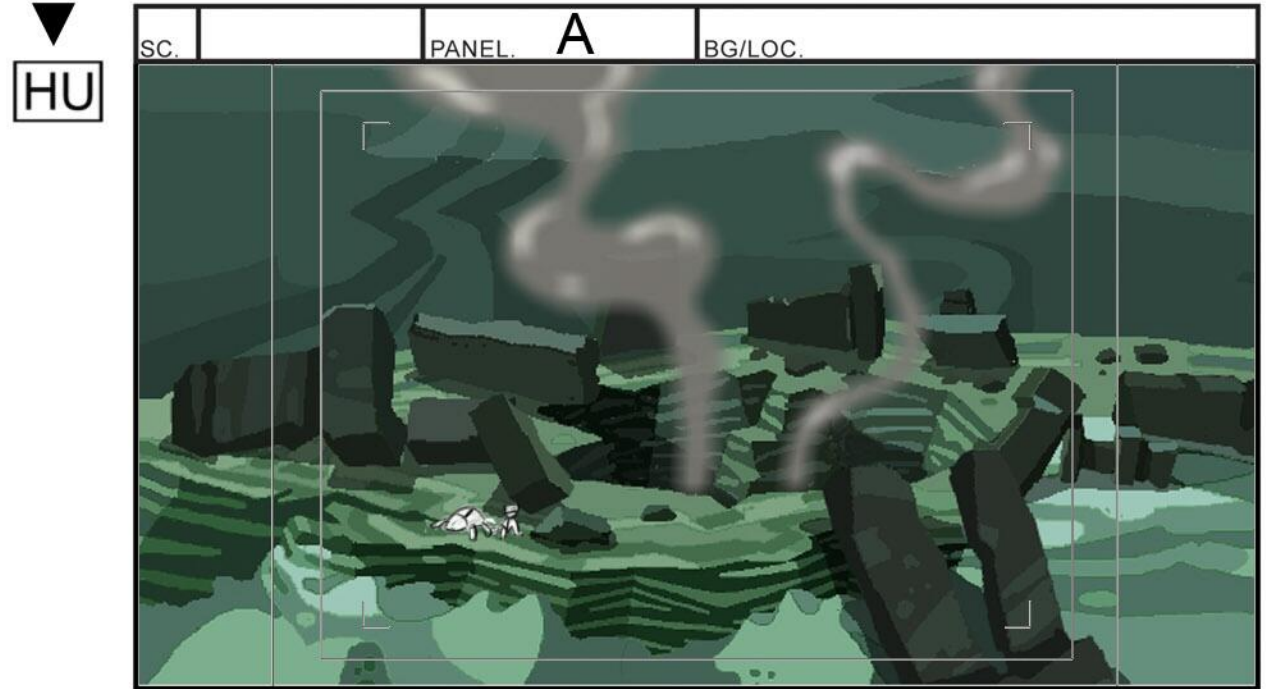
DIAL

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)**

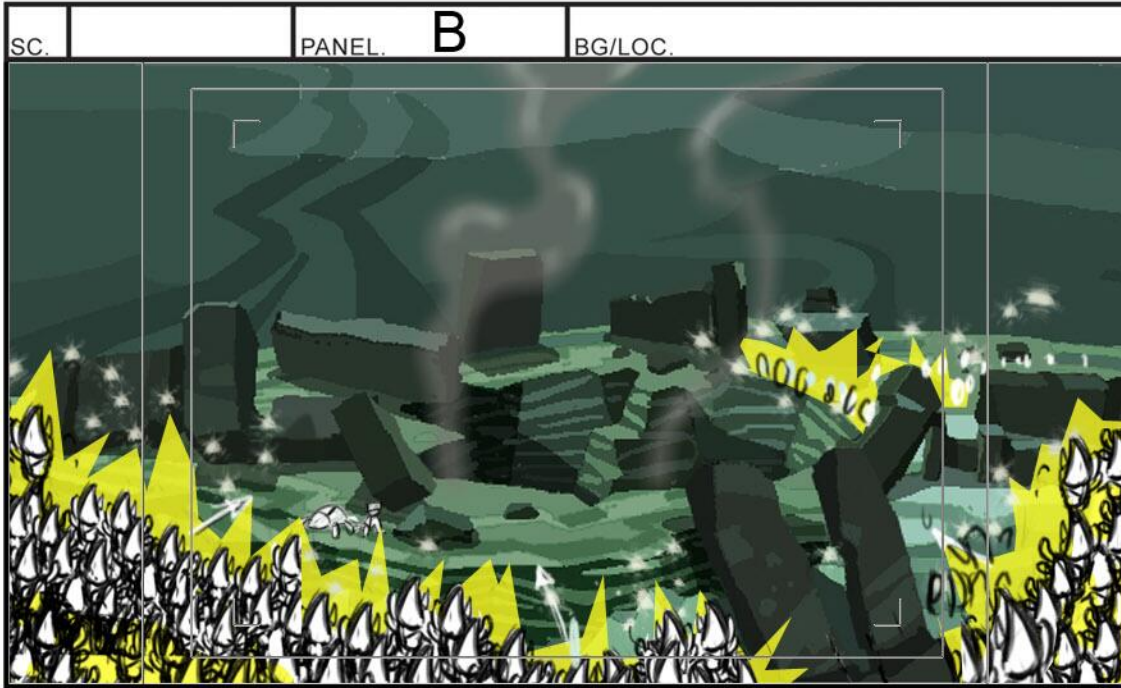
SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #



ACTION

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

DIAL

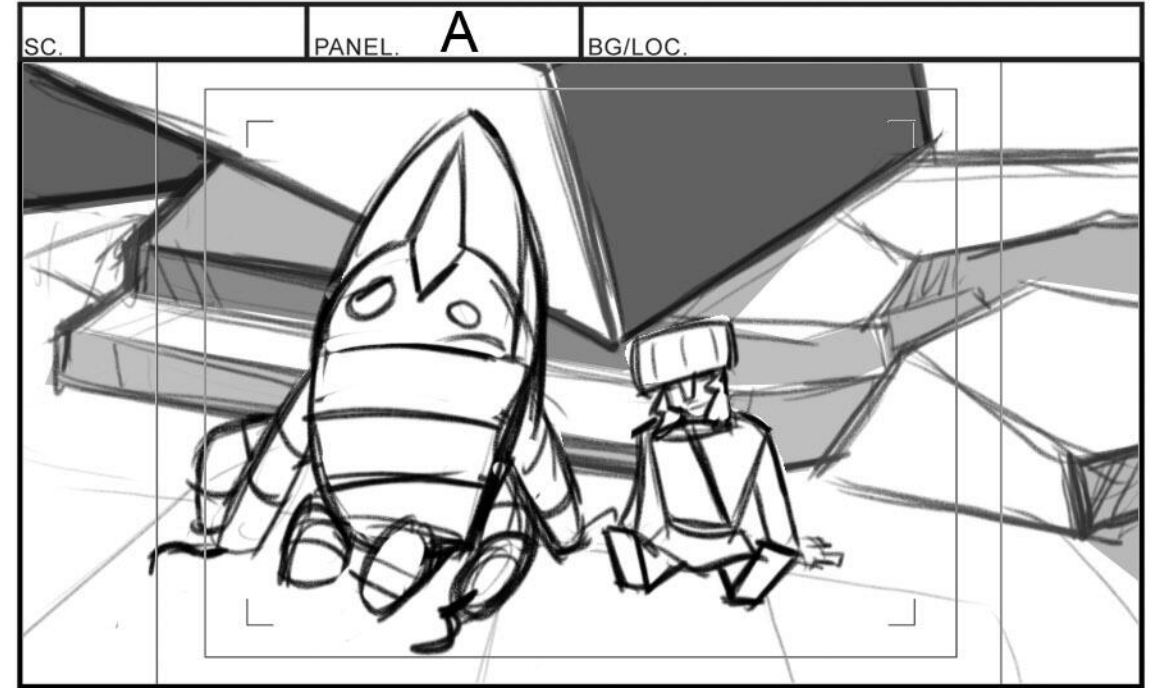
FX: (DX Smoke, Bot. Lite Electrical Energy)

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)

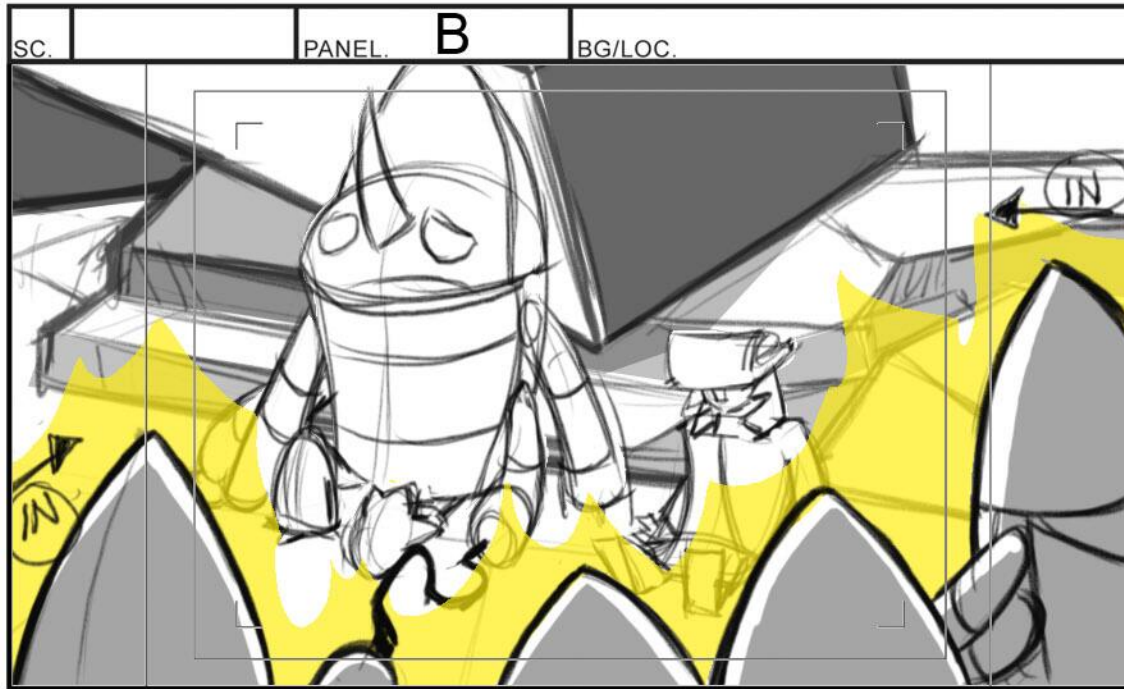
SFX:

Director's Notes

SLUG NOTES

FINAL
PROD #

Approved By:



ACTION

Bugs move in closer. They sound angry.

DIAL

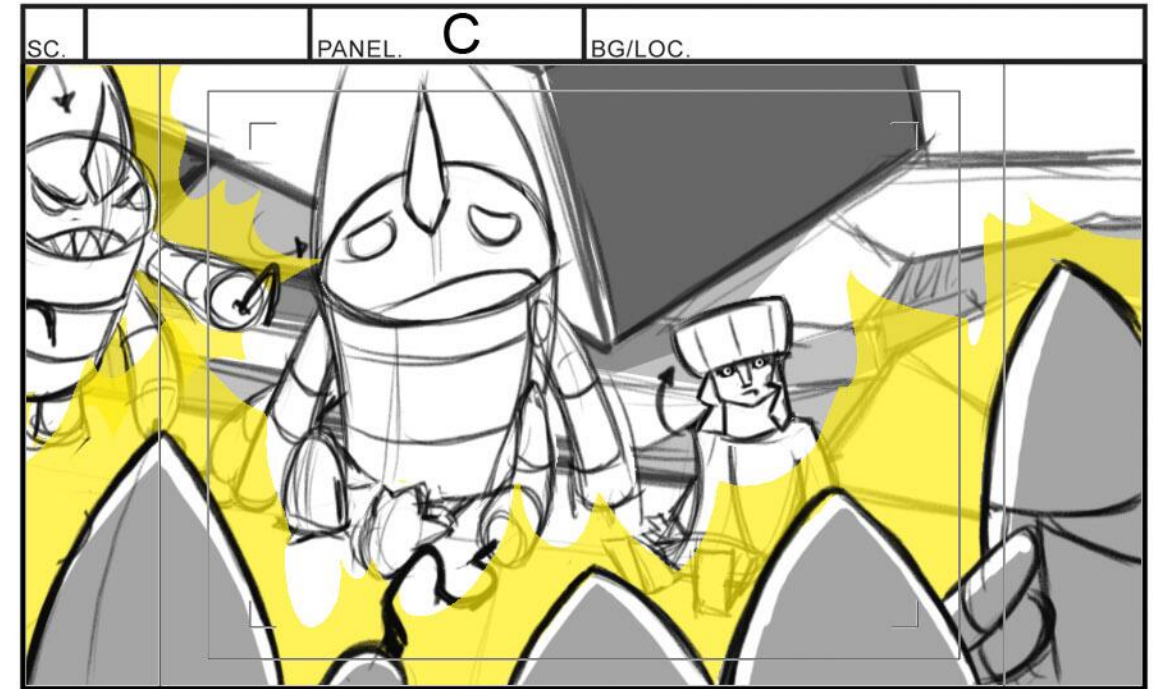
Bugs:
<Angry Chittering >

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:

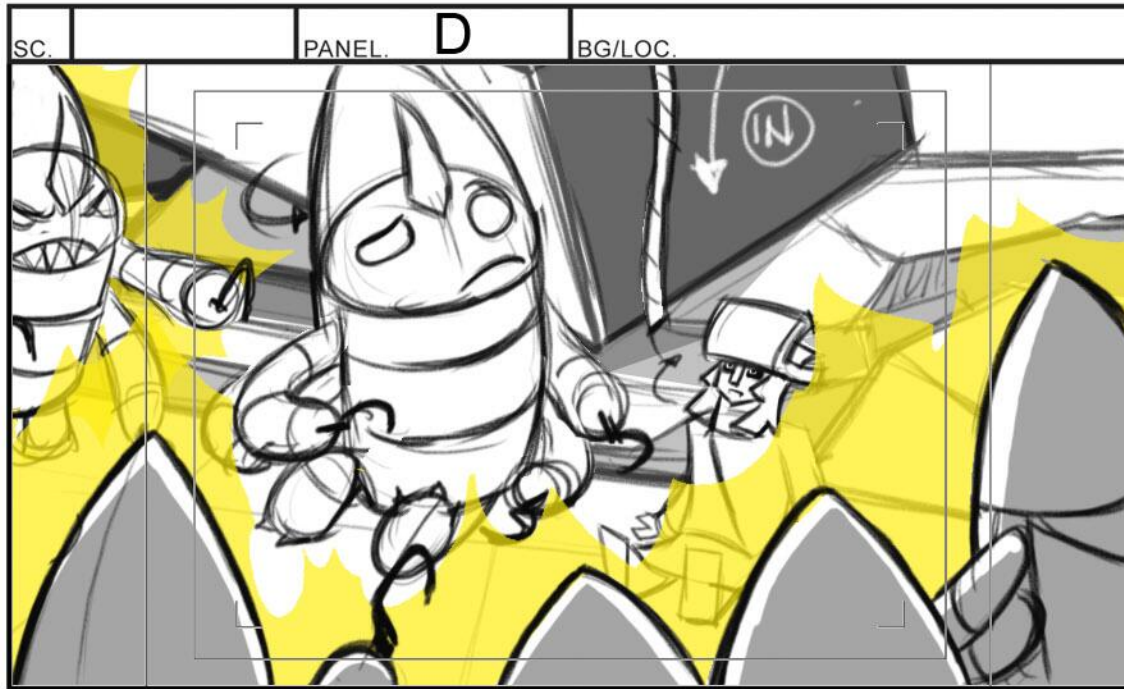
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

A rope drops into frame.

DIAL

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

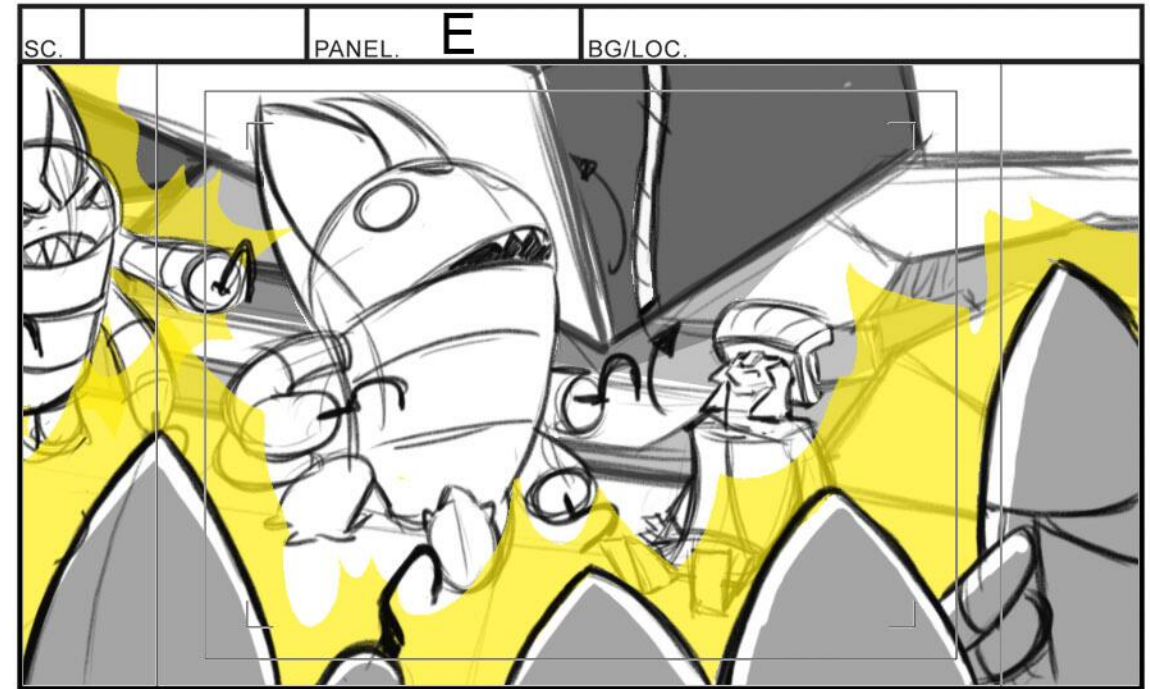
**Bugs:
<Angry Chittering >**

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)

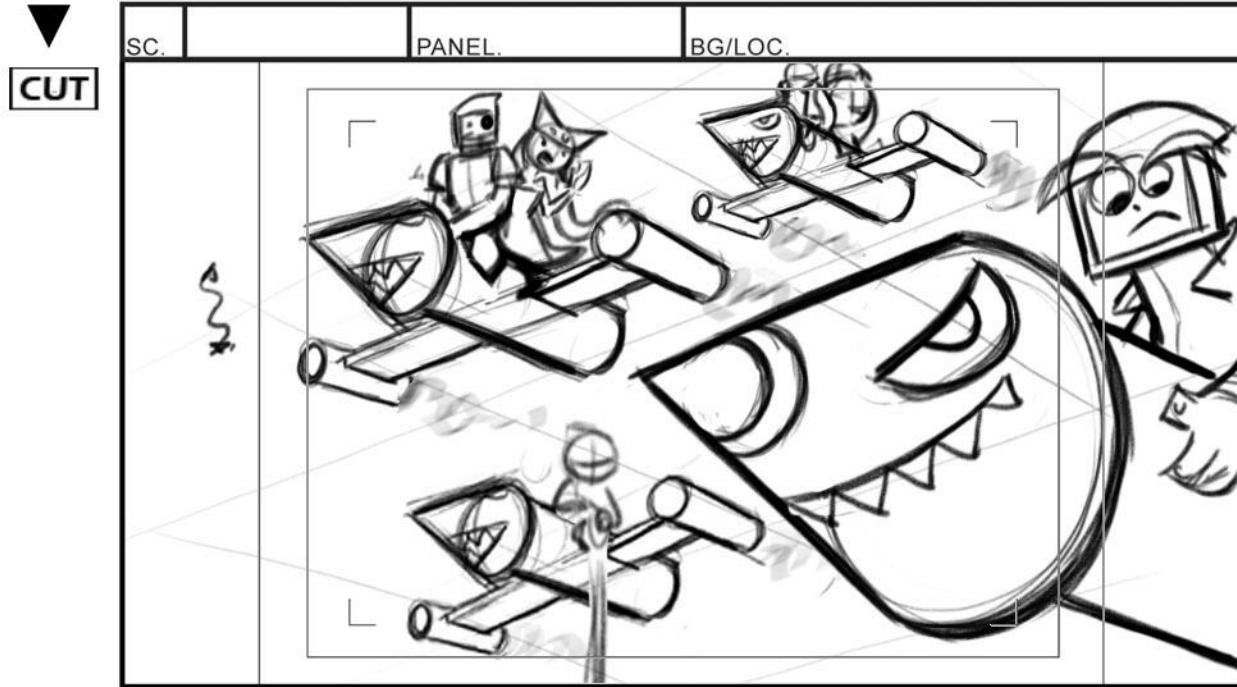
SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #



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 >

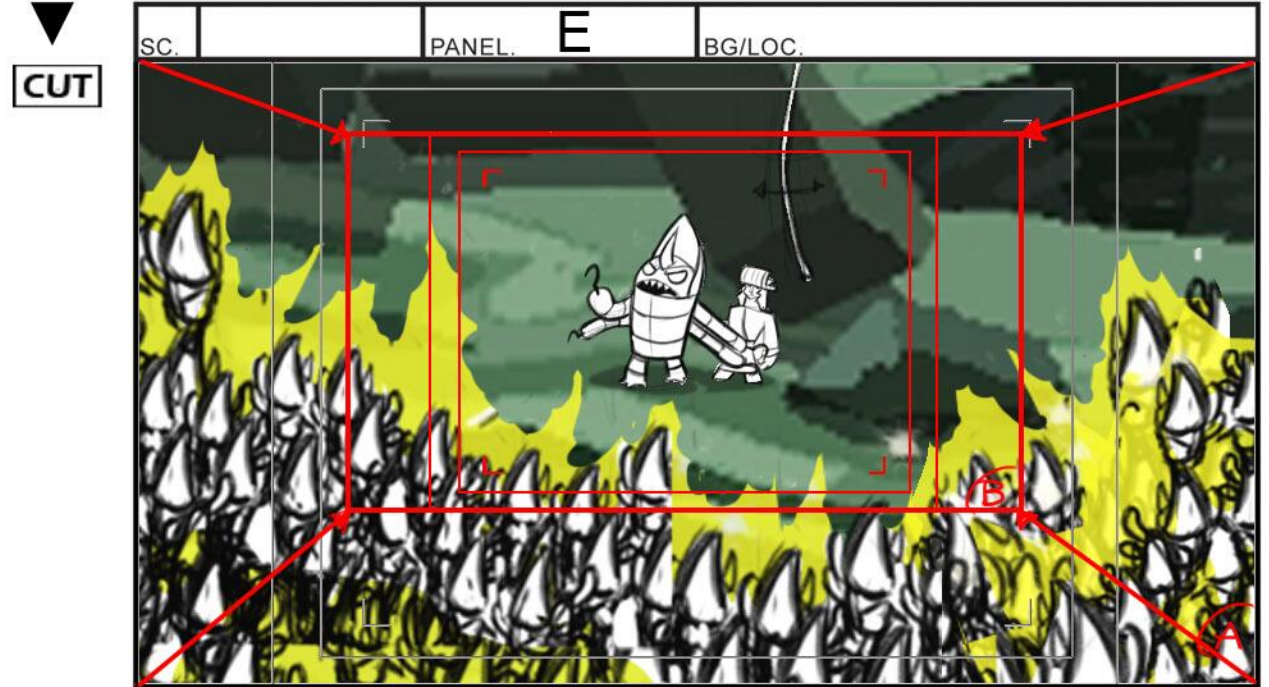
FX:(Heat Shimmer from engines)

SFX:

Director's Notes

SLUG NOTES

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

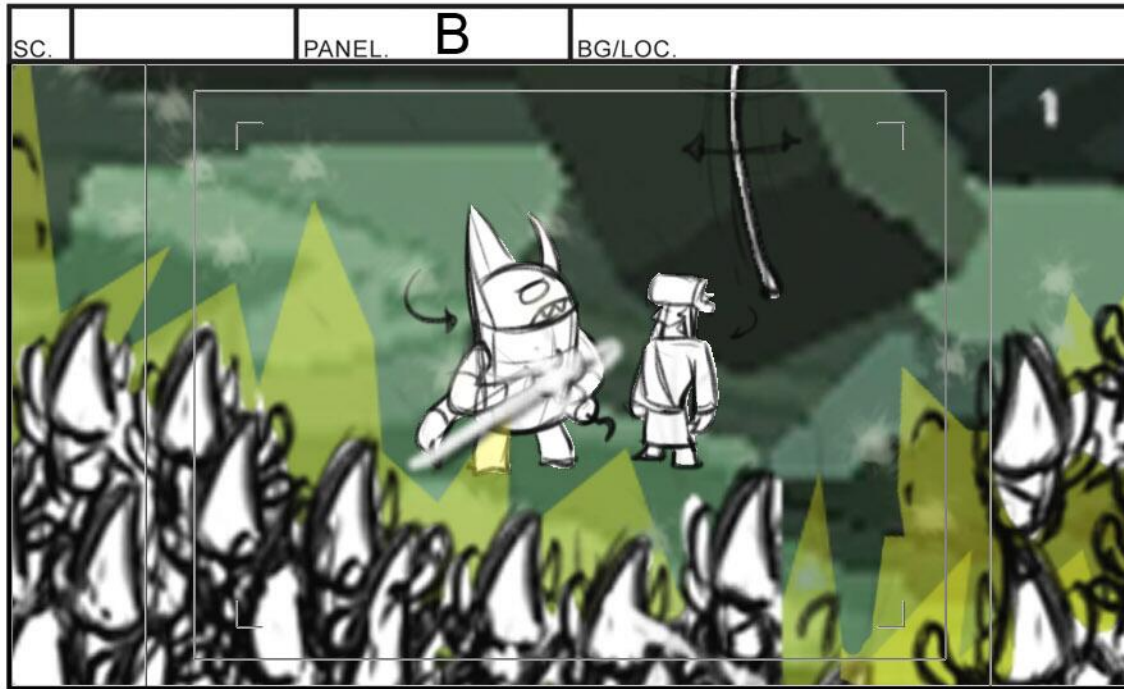
SLUG NOTES

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

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

DIAL

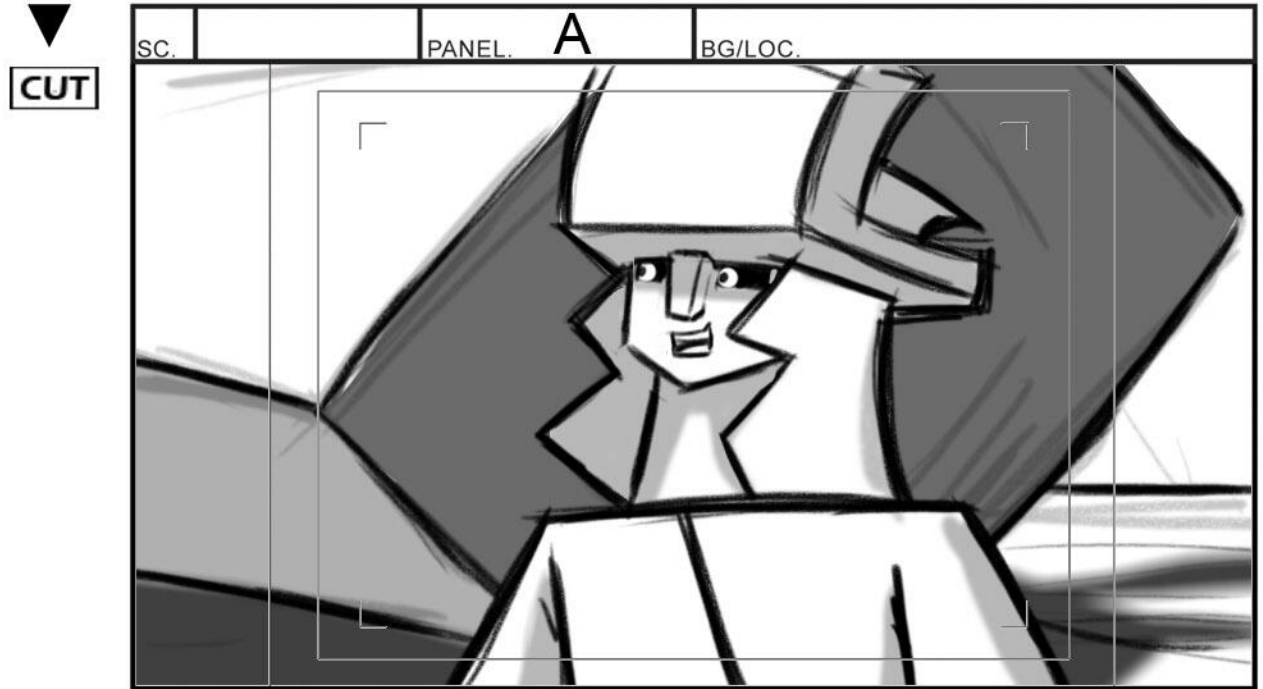
80. Beetle King:
< Screech >

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:

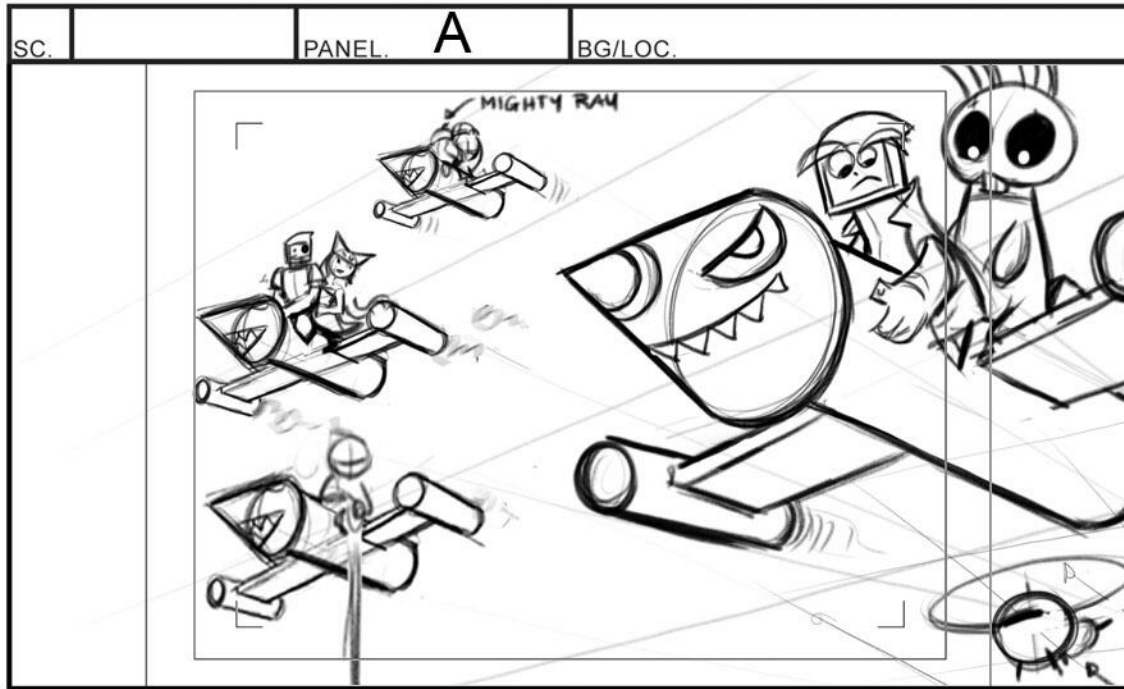
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

Apetrully flies into scene, joining the Air Force formation.

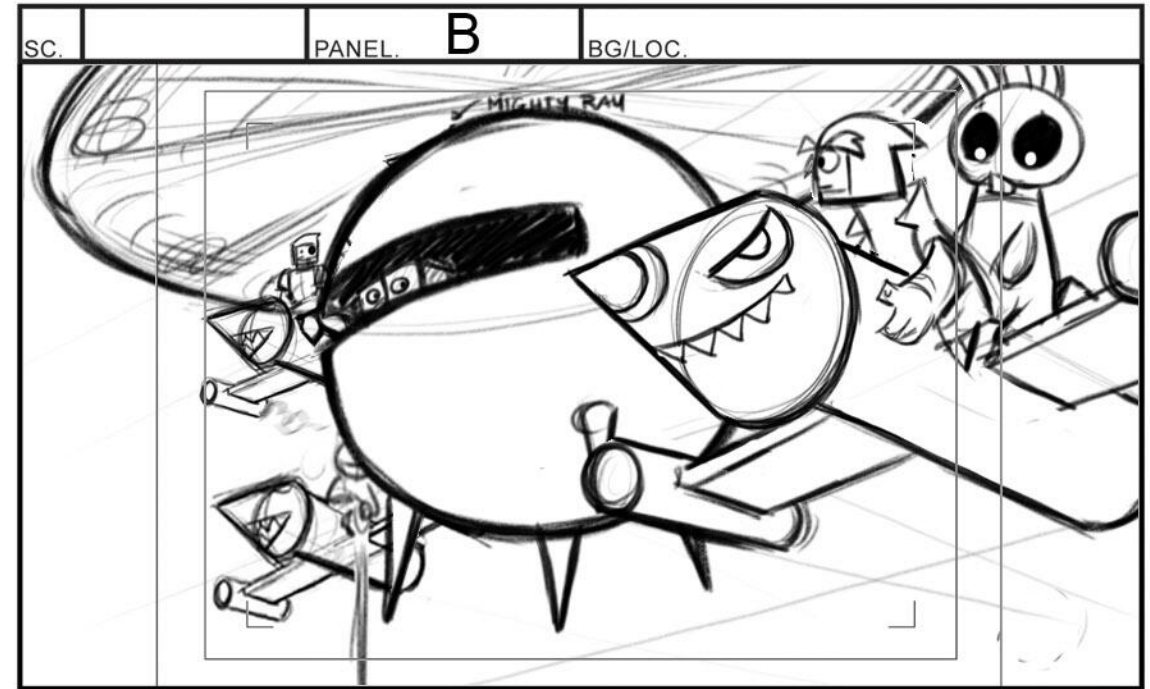
DIAL

FX: (DB Blur, DX Exhaust)

SFX:

Director's Notes

SLUG NOTES



ACTION

DIAL

FX: (DB Blur, Exhaust)

SFX:

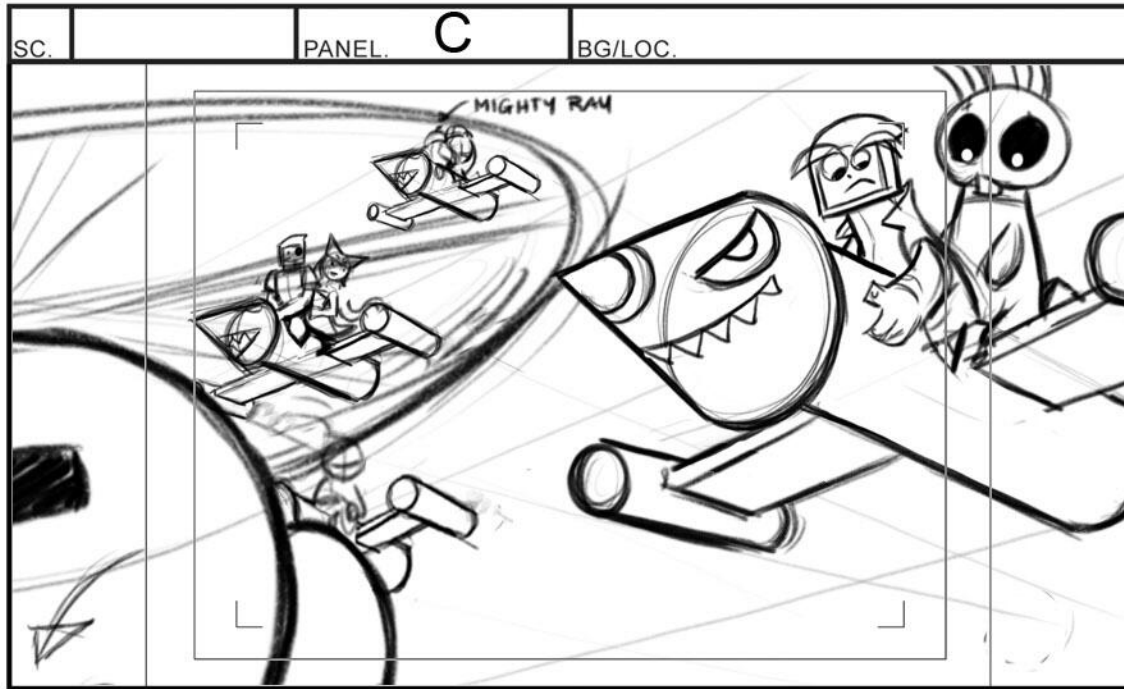
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

Apetrully starts to descend.

DIAL

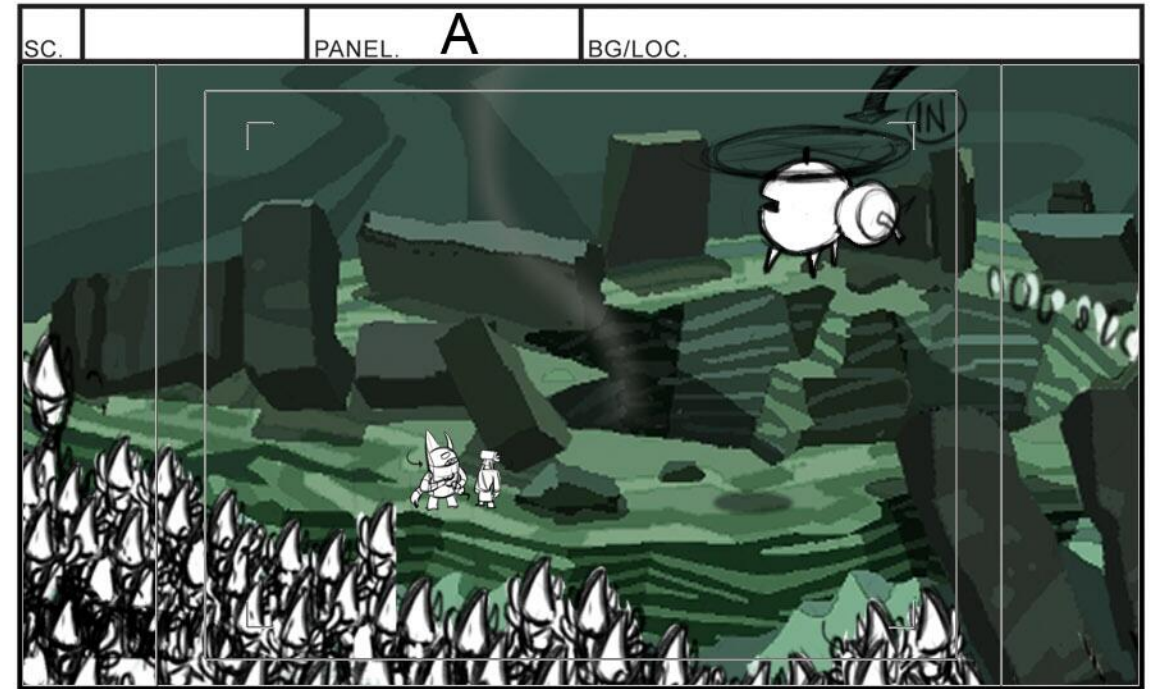
FX: (DB Blur, DX Exhaust)

SFX:

Director's Notes

SLUG NOTES

▼
CUT



ACTION

Apetrully enters and starts to land.

DIAL

FX: (DB Blur, DX Shadow)

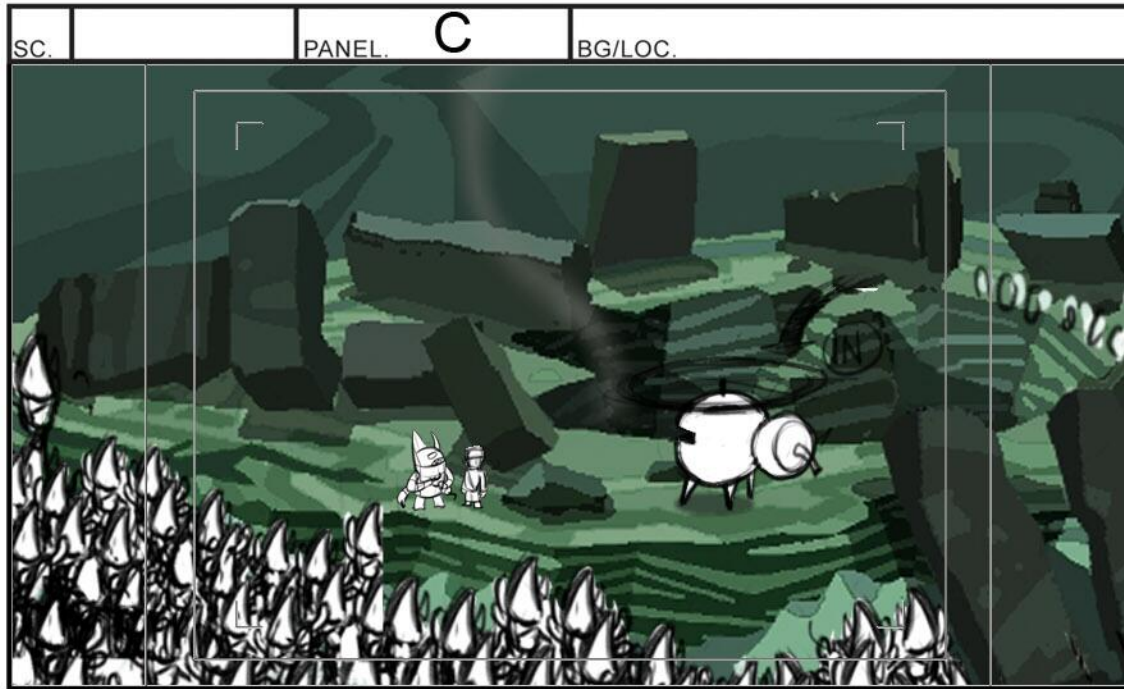
SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #



ACTION

Apetrully lands near the Beetle King and Lin Chung

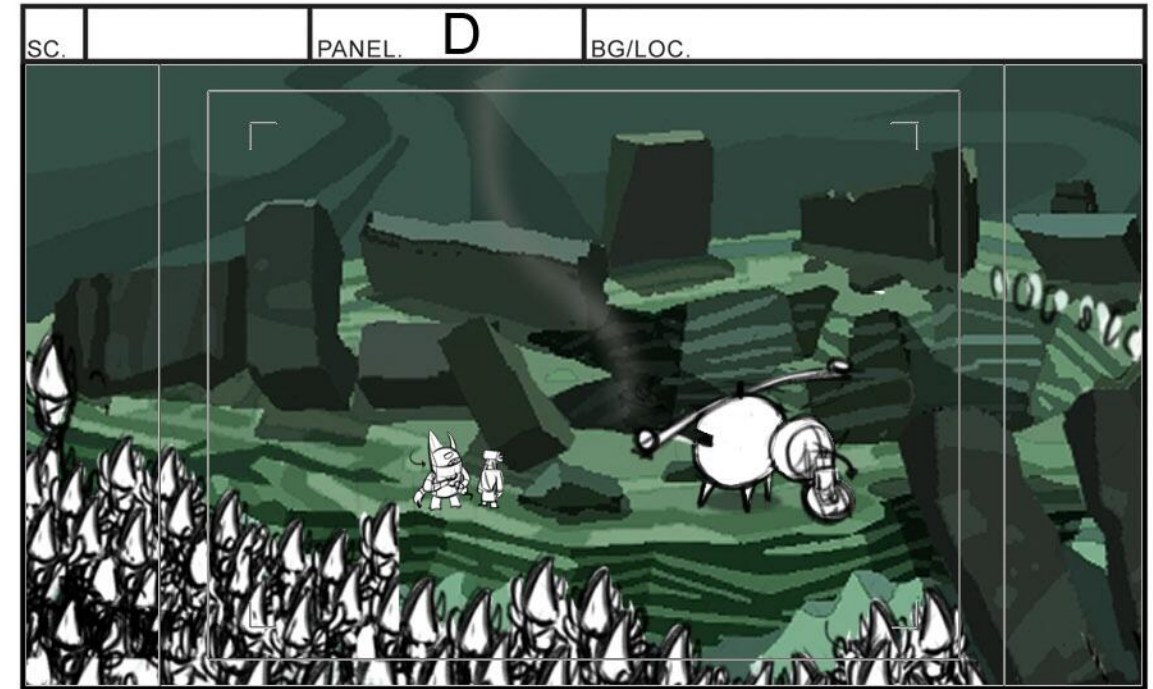
DIAL

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)

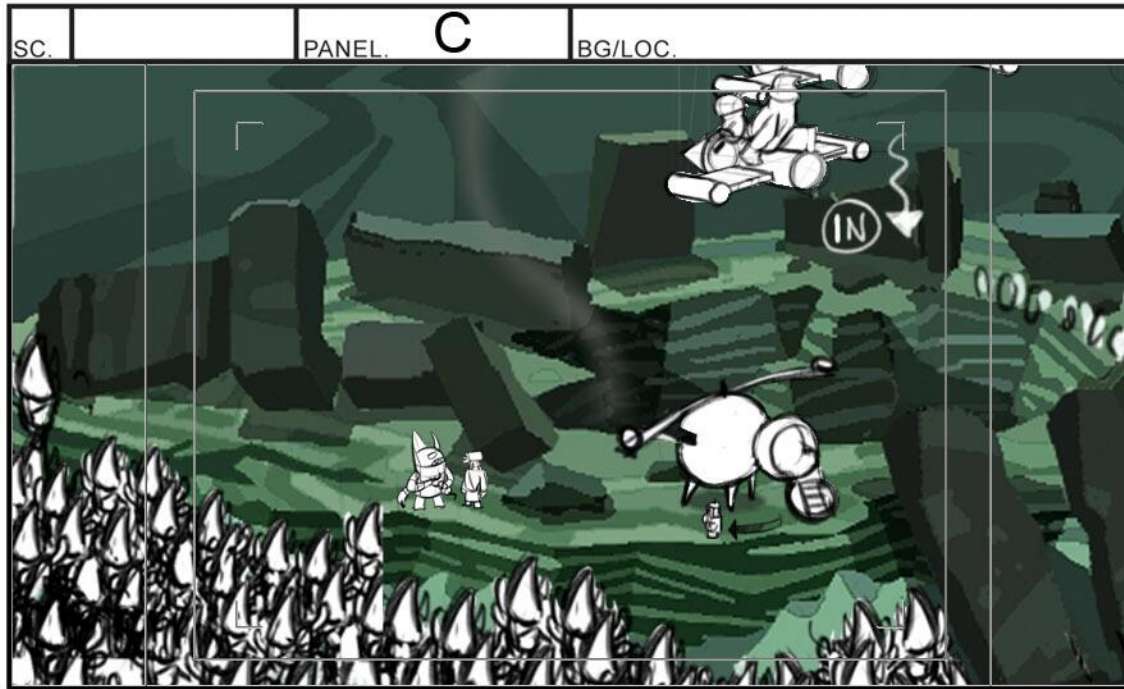
SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #



ACTION

The Airforce hovers down into view.

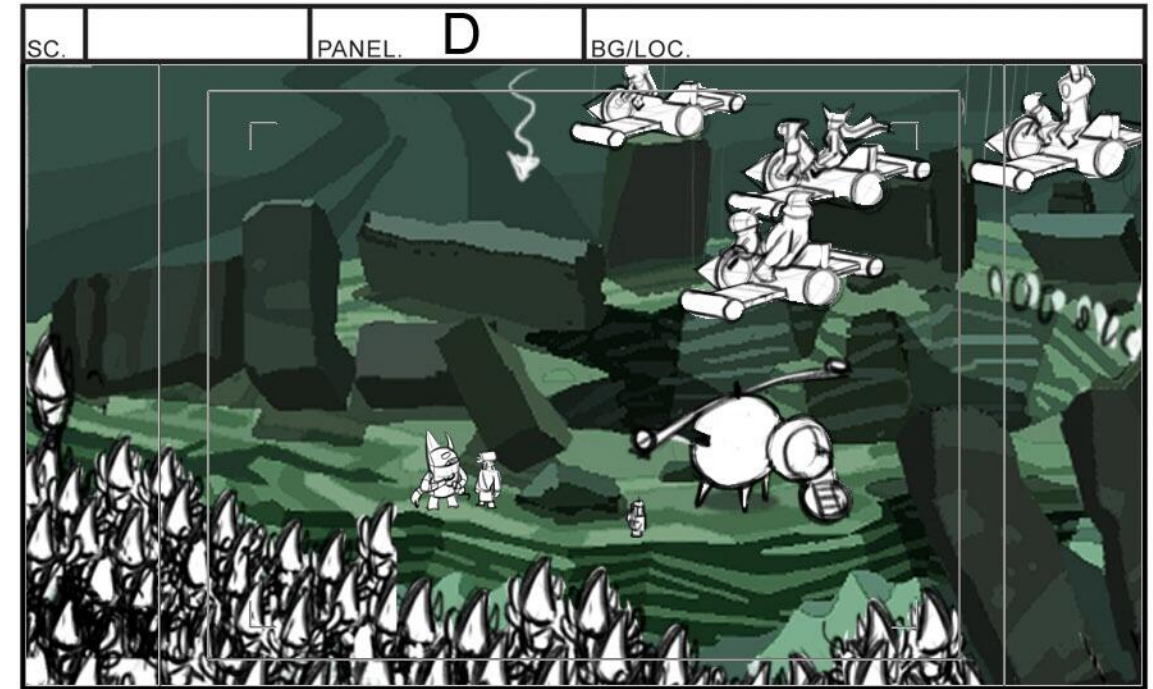
DIAL

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:

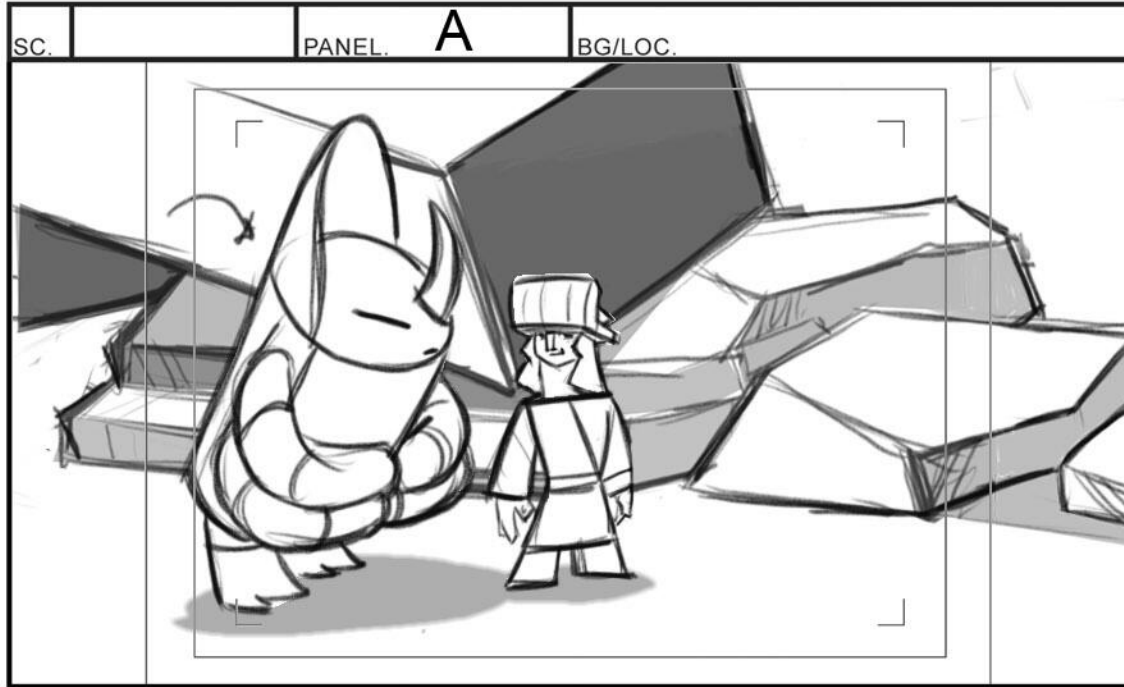
Director's Notes

SLUG NOTES

FINAL

PROD #

▼
HU



ACTION

Close on Lin Chung and the Beetle King.

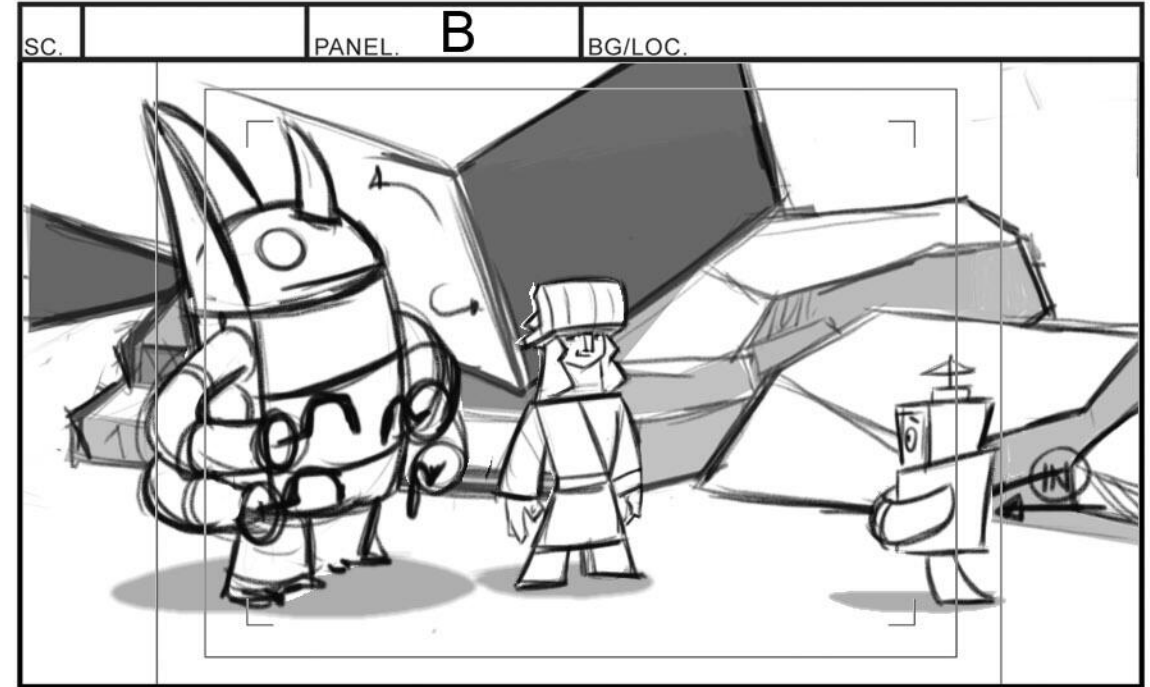
DIAL

FX: (**DX Shadow**)

SFX:

Director's Notes

SLUG NOTES



ACTION

Aprtrully walks up to them.

DIAL

FX: (**DX Shadow**)

SFX:

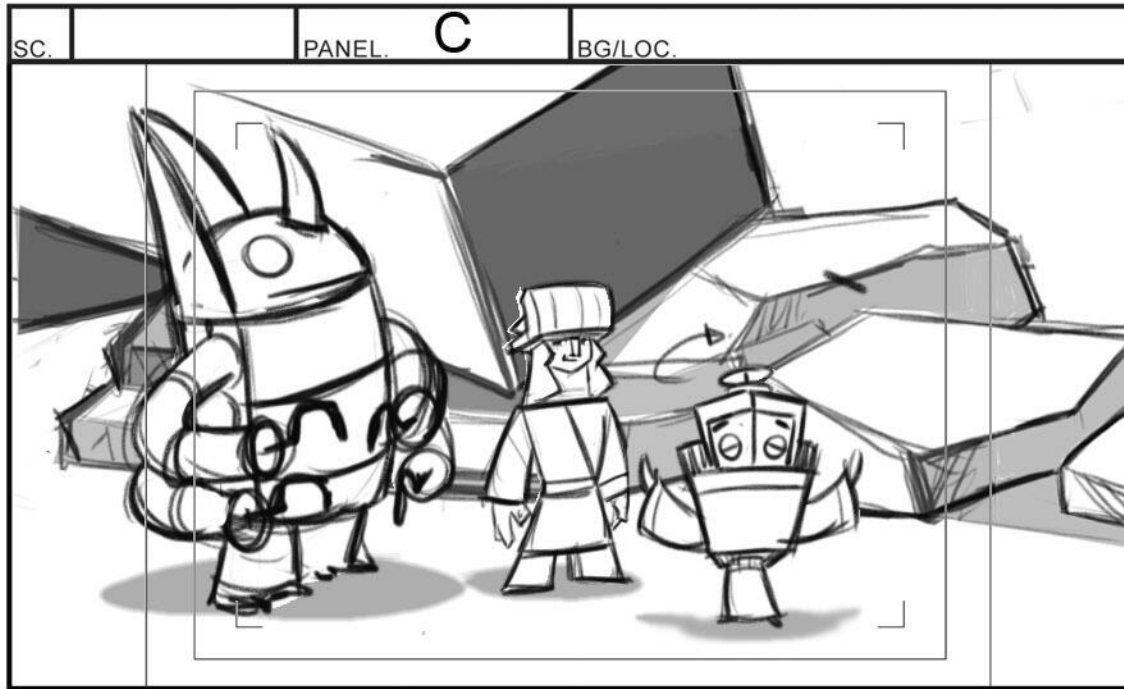
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

Apetrully turns to the Beetle Army.

DIAL

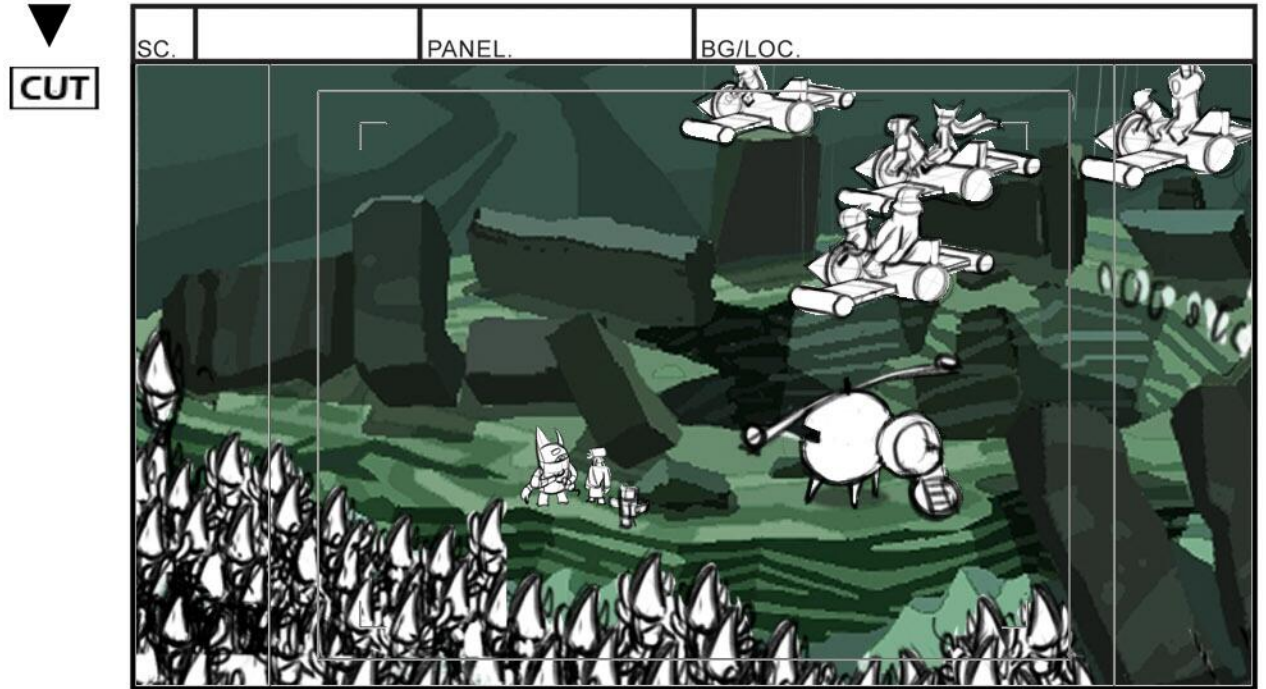
**82. Apetrully:
The Beetle King is joining Big Green!**

FX: (**DX Shadow**)

SFX:

Director's Notes

SLUG NOTES



ACTION

Wide on Scene. The Beetle Army Cheers!

DIAL

**Beetle Army:
< Beetle Cheer >**

FX: (**DX Shadow**)

SFX:

Director's Notes

SLUG NOTES

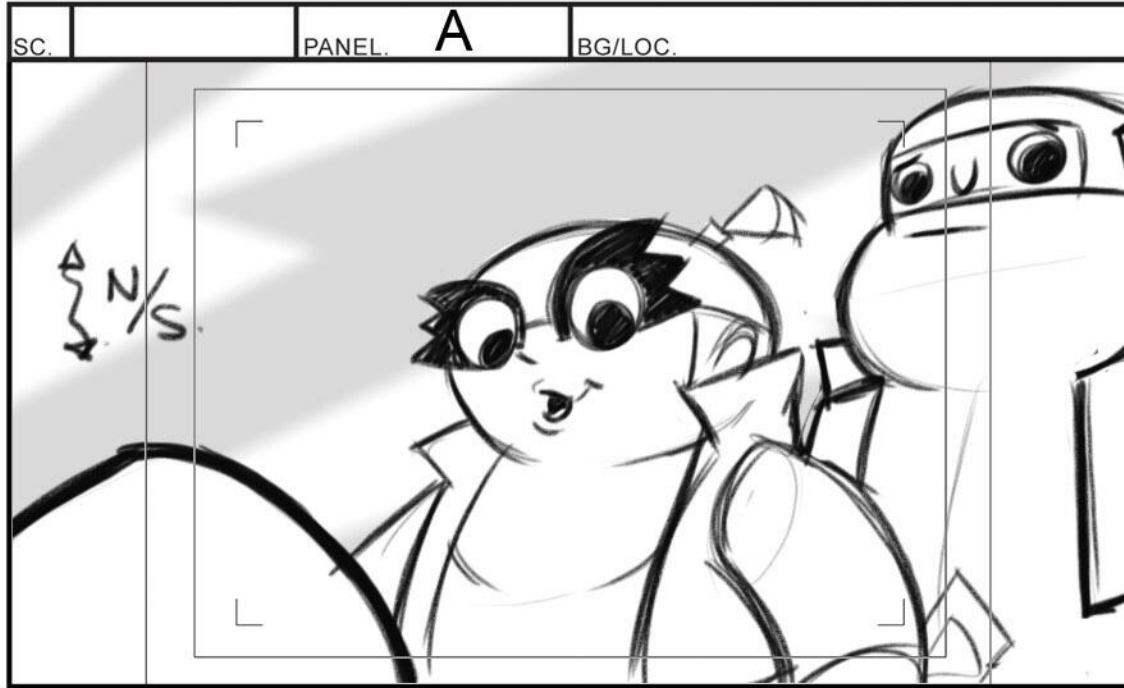
FINAL

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:

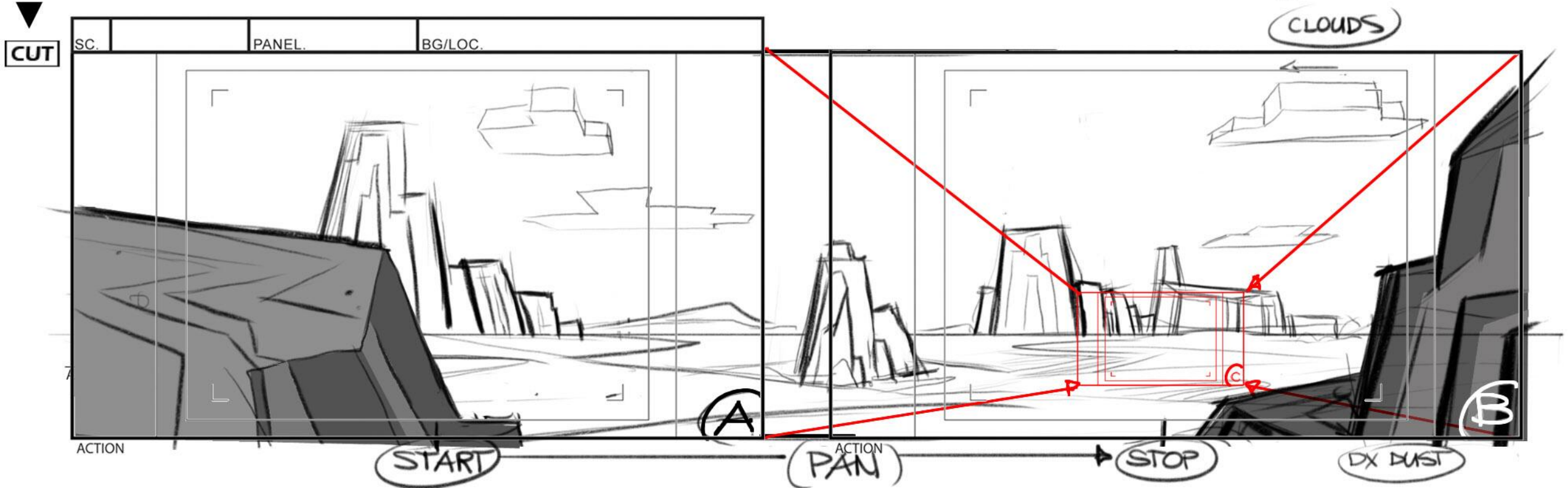
SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #



DIAL

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

FX: DX Dust

SFX:

Director's Notes

SLUG NOTES

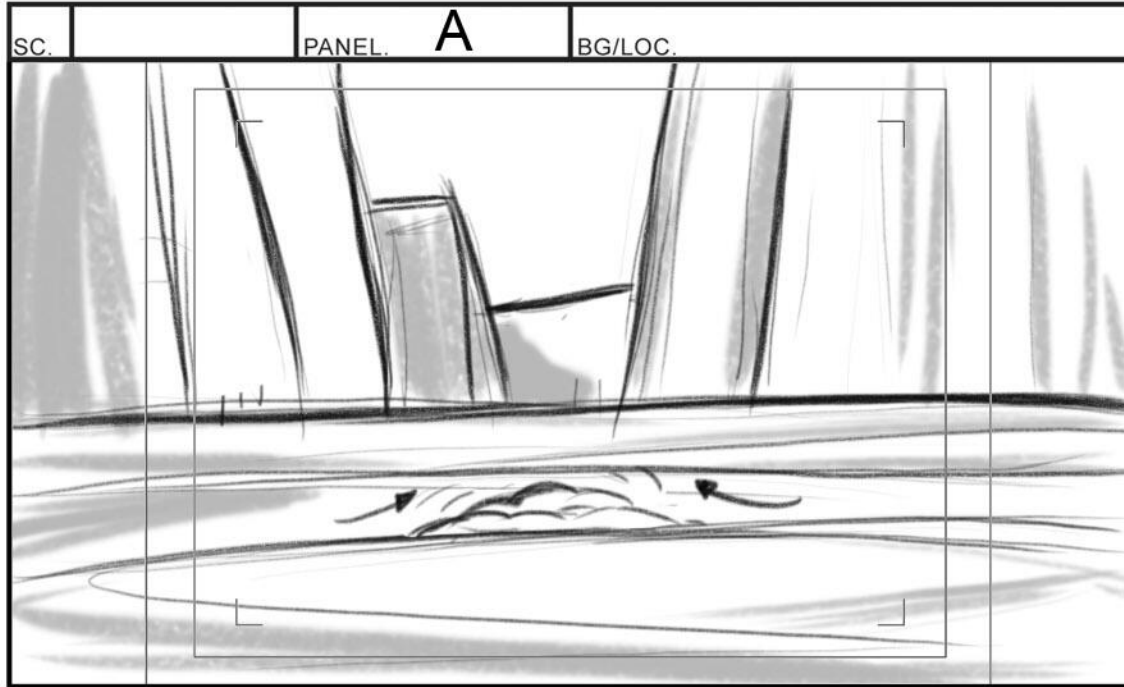
FINAL

PROD #

Approved By:



CUT



ACTION

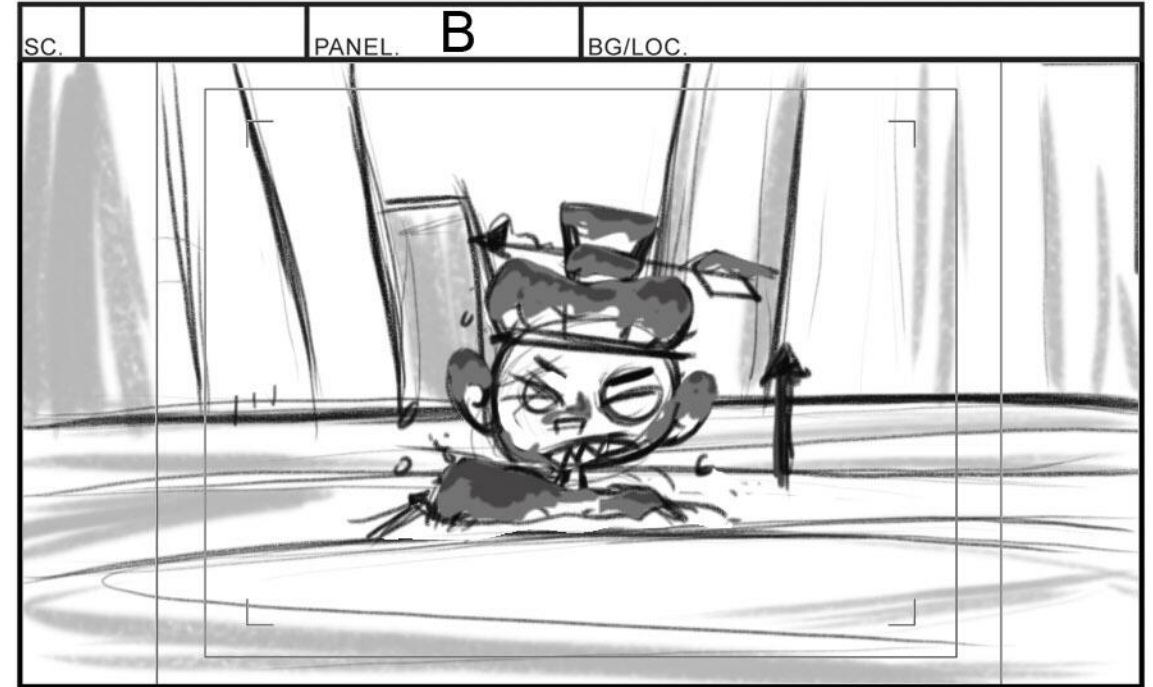
Close on Desert. There's movement in the sand.

DIAL _____

FX: _____
SFX: _____

Director's Notes

SLUG NOTES



ACTION

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

DIAL _____

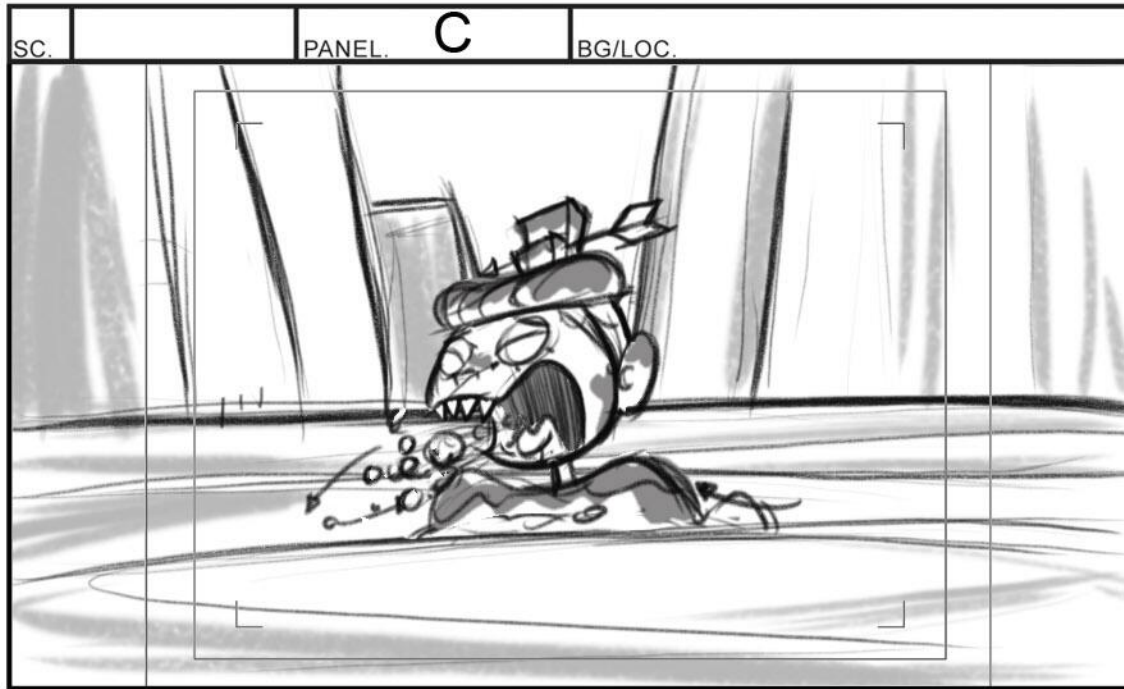
FX: **(S/T Dirt)** _____
SFX: _____

Director's Notes

SLUG NOTES

FINAL

PROD #



ACTION

He gacks up a dirt ball.

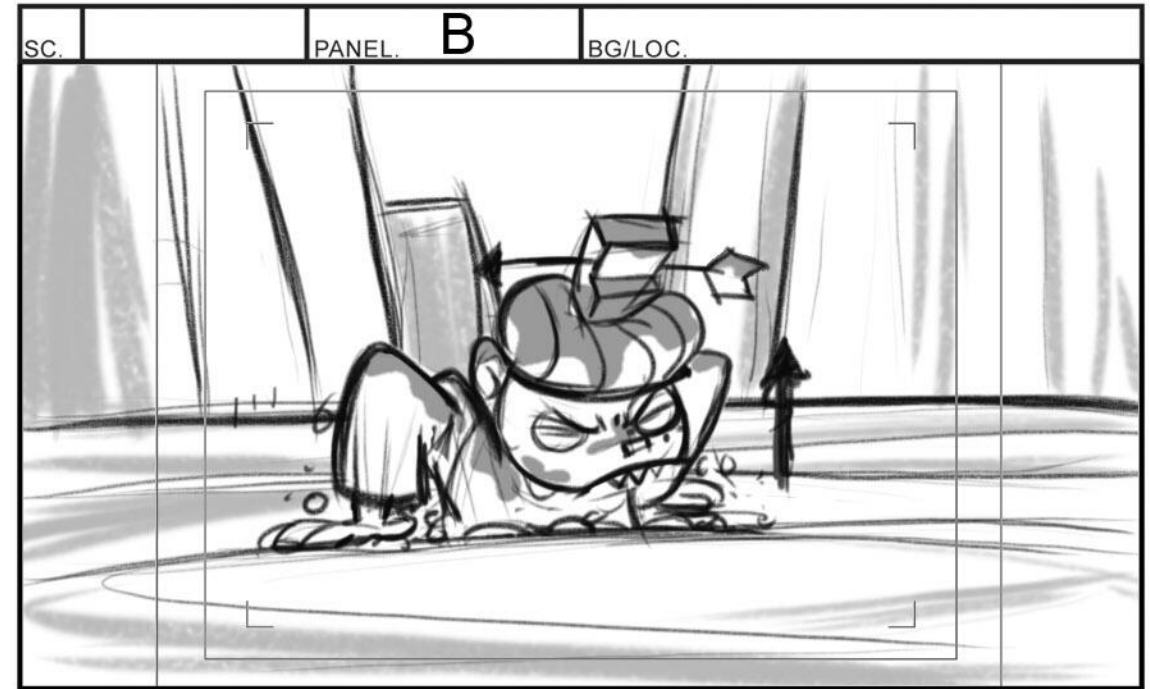
DIAL

FX: (S/T Dirt)

SFX:

Director's Notes

SLUG NOTES



ACTION

He pulls himself out of the sand.

DIAL

FX: (S/T Dirt)

SFX:

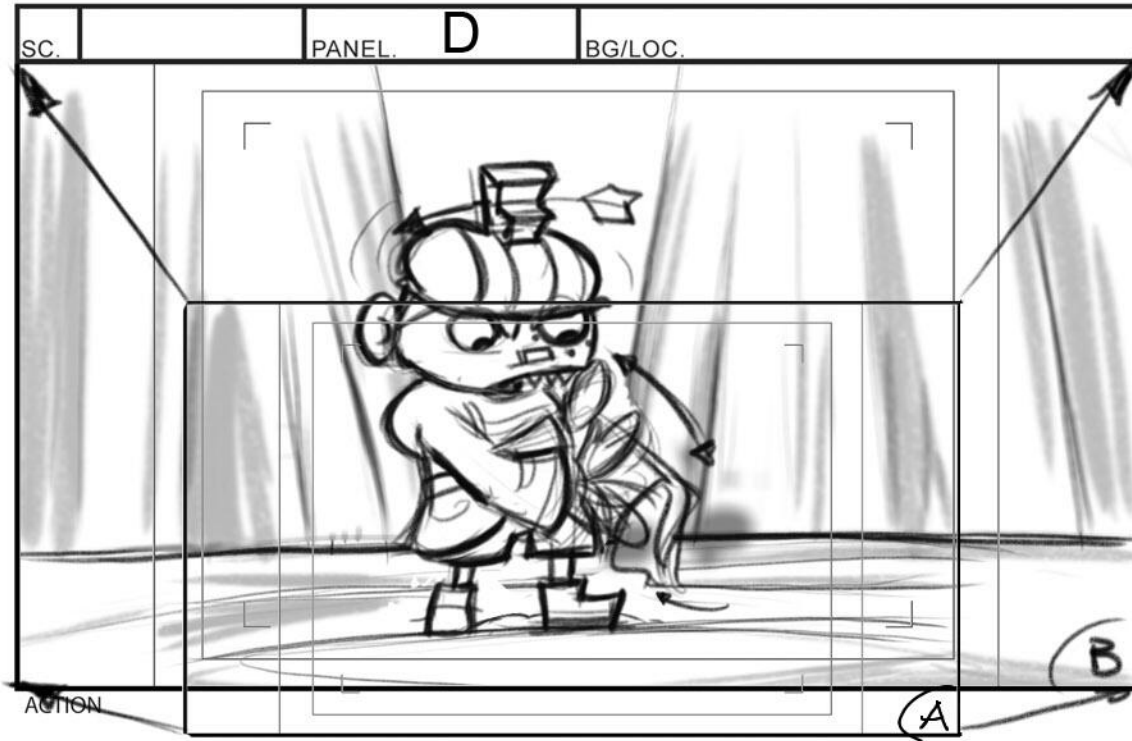
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



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:

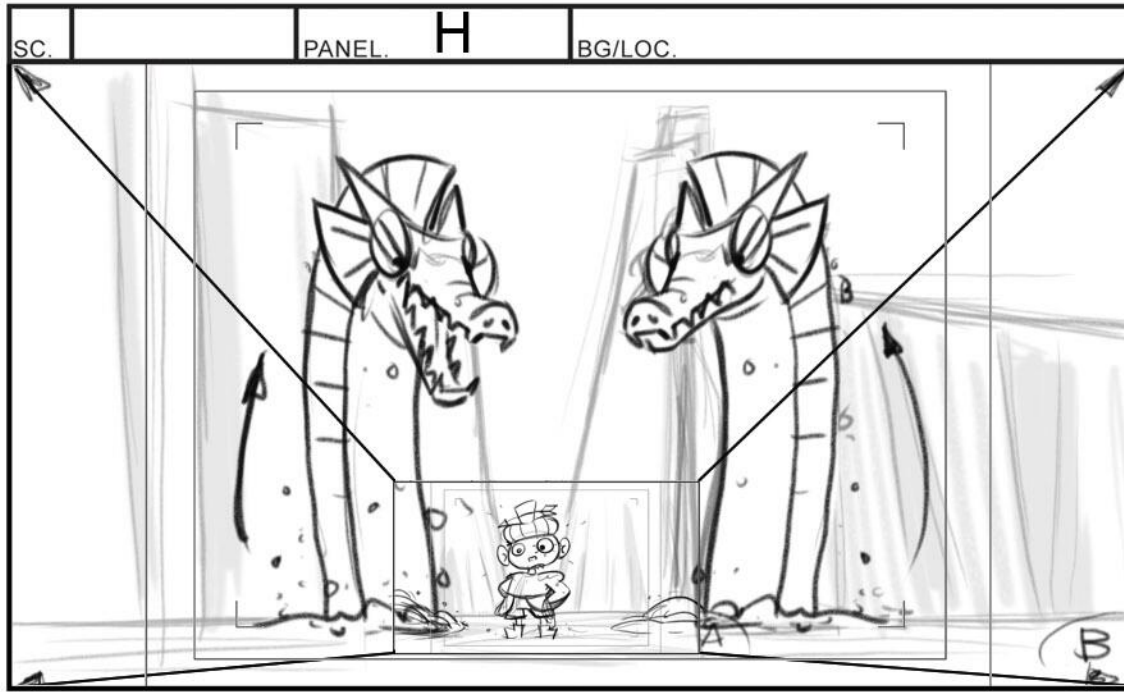
SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #



ACTION

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

DIAL

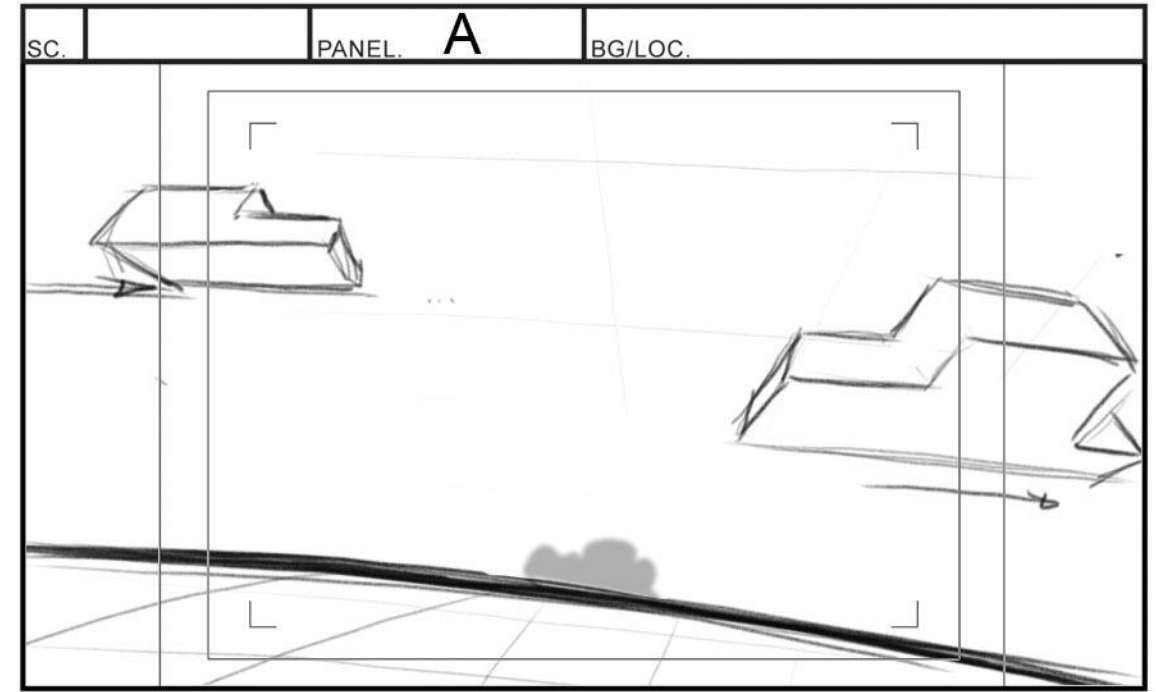
FX: (S/T Dirt)

SFX:

Director's Notes

SLUG NOTES

▼
CUT



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:

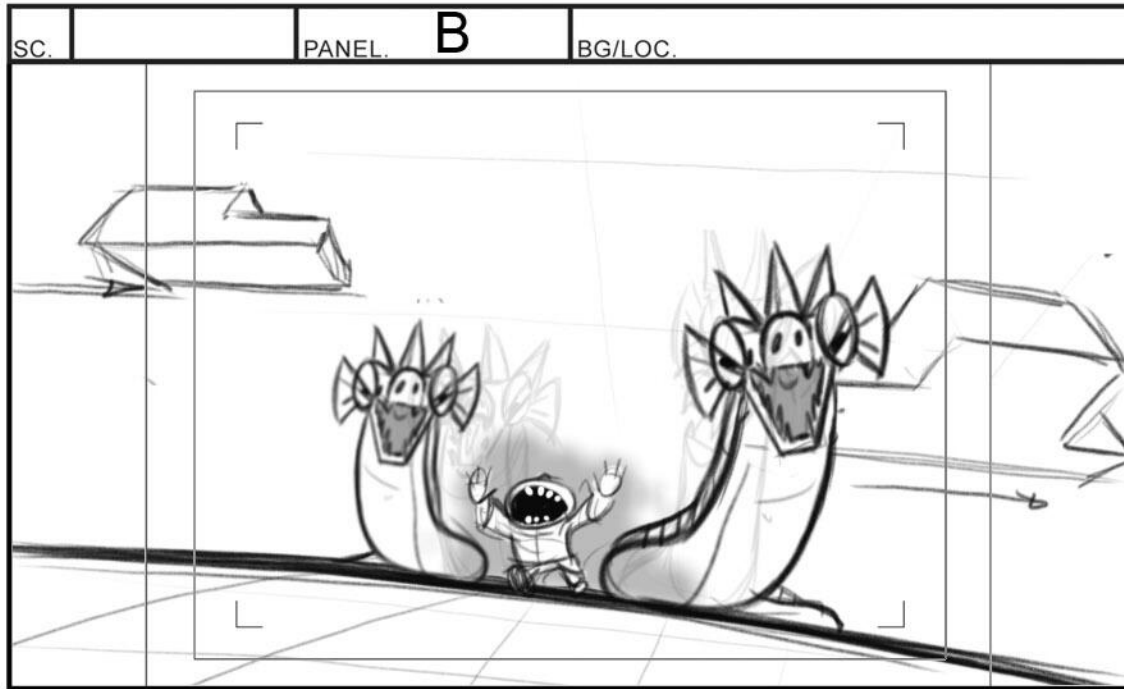
Director's Notes

SLUG NOTES

FINAL

PROD #

Approved By:



ACTION

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

DIAL

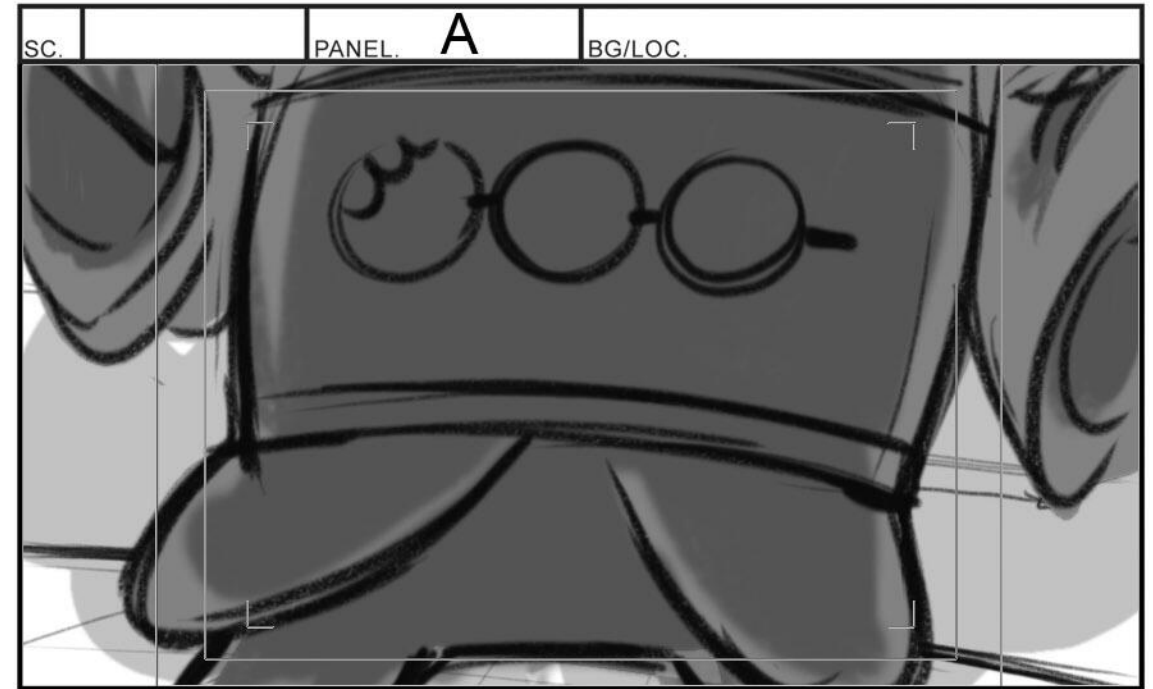
**Highroller:
< SCREAM >**

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></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></div></div> | | |

ACTION

THE END

DIAL

FX:

SFX:

Director's Notes

SLUG NOTES

FINAL

PROD #