

HOZE HÖUNDZ V

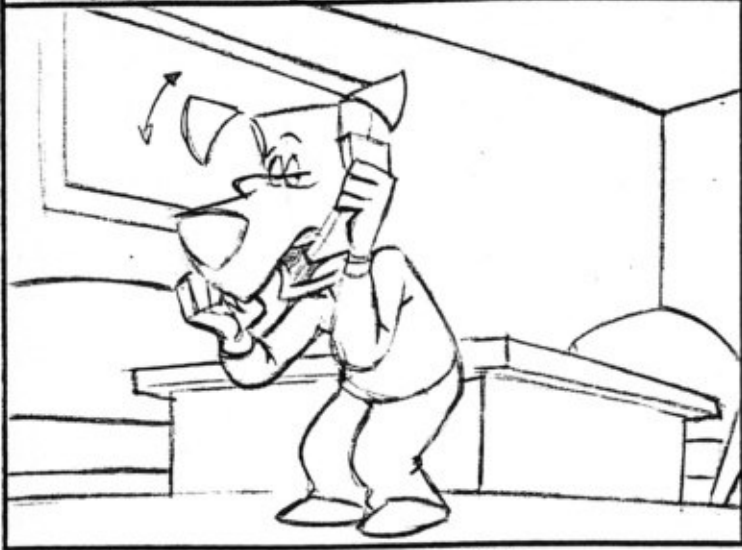
LIARS CLUB

pt.2

Hoze Houndz V

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SC# 58 Panel # 1 of 3 Reuse -



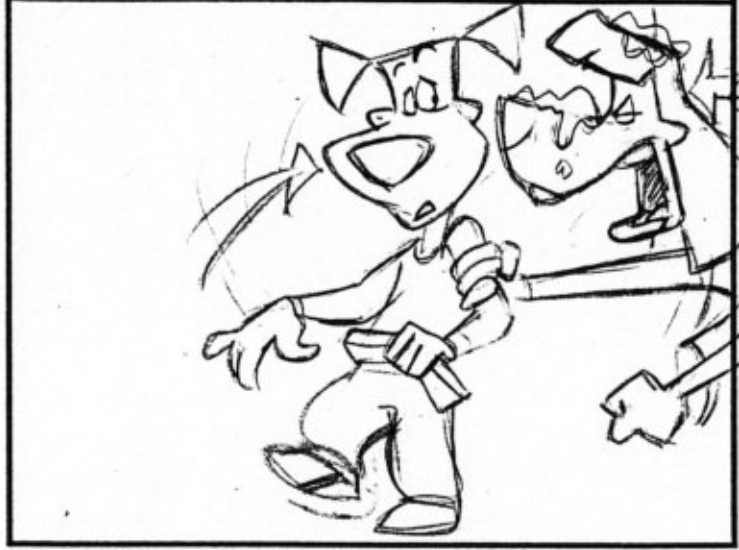
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OL: _____
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SC# 58 Panel # 2 of 3 Reuse



Location _____ Description _____
OL: _____
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SC# 58 Panel # 3 of 3 Reuse



Location _____ Description _____
OL: _____
UL: _____
HC: _____

SC# 59 Panel # of Reuse



Location _____ Description _____
OL: _____
UL: _____
HC: _____

Action
ANGLE ON SQUIRT
(HE NODS HIS HEAD IN CONFIRMATION
AT THE END OF EACH SENTENCE)

CRYSTAL HAND REACHES
INTO SCENE

GRABBING SQUIRT'S ARM
CRYSTAL LEANS IN SHE'S
COVERED IN CAKE

SQUIRT P.O.V.
ANGLE ON TABLE, HOZER,
FONTAINE & STEAMER ARE ALSO
COVERED IN CAKE. THEY'RE
STUNNED, & FONTAINE IS ANNOYED -
"BLINK, BLINK"
EFX: (DX FLAME)

Dialogue
SQUIRT:
HELLO? UH HUH, OKAY.

SQUIRT: (CONT'D)
I'LL SEE YOU THERE

CRYSTAL: (SEETHING)
WHERE ARE YOU
GOING?

CRYSTAL: (VO)
IT'S LIKE, STEAMER'S
BIRTHDAY!

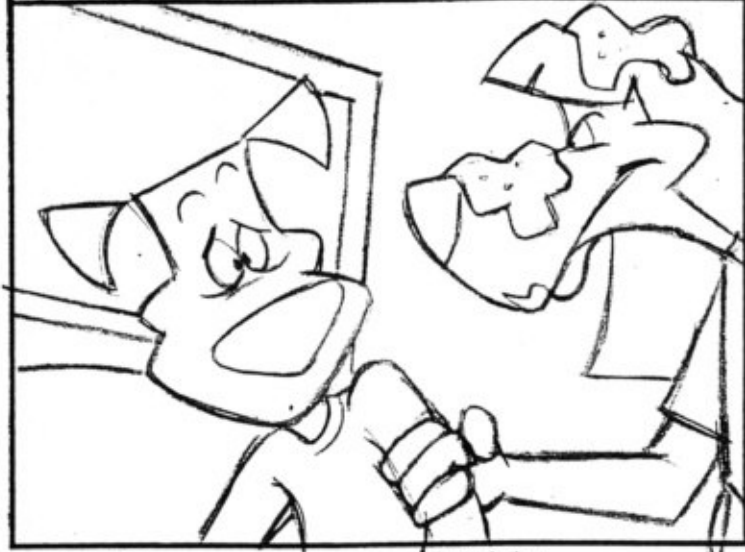
Timing/ Notes

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Day / Night / Dusk

SC# 60 Panel #1 of 6 Reuse



Location

Description

OL:
UL:
HC:

Day / Night / Dusk

SC# 60 Panel #2 of 6 Reuse



Location

Description

OL:
UL:
HC:

Day / Night / Dusk

SC# 60 Panel #3 of 6 Reuse



Location

Description

OL:
UL:
HC:

Day / Night / Dusk

SC# 60 Panel #4 of 6 Reuse



Location

Description

OL:
UL:
HC:

Action

CLOSE ON SQUIRT BEING
HELD BY CRYSTAL.
SQUIRT BLINKS 2X'S.

HE TURNS TO CRYSTAL
AND GRINS.

CRYSTAL LETS SQUIRT
GO AND EXITS SCENE.
SQUIRT GOES INTO HIS SONG
AND DANCE.

Dialogue

! SQUIRT: (EMBARRASSED)
(HEH ' HEH')

! SQUIRT:
I JUST GOTTA GO AND
GET SOME COTTAGE CHEESE

.. FOR.. (PAUSE)

Timing/ Notes

Hoze Houndz V

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Day / Night / Dusk

SC# 60 Panel # 5 of 6 Reuse -



Location

Description

OL:
UL:
HC:

Day / Night / Dusk

SC# 60 Panel # 6 of 6 Reuse



Location

Description

OL:
UL:
HC:

Title LIAR'S CLUB

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Day / Night / Dusk

SC# 61 Panel # 1 of 4 Reuse



Location

Description

OL:
UL:
HC:

Action

CUT

ANGLE ON CRYSTAL & STEAMER
PAN ALONG THE CAKE COVERED
GROUP. THEY LOOK PRETTY ANNOYED
WITH SQUIRT

Dialogue

SQUIRT: (CONT'D)
.. MY MOM.
YEAH, THAT'S IT.

△ SQUIRT: (CONT'D)
T.. MY MOM!

△ CRYSTAL:

I THOUGHT YOUR MOM WAS LACTOSE
INTOLERANT.

FX: (DX FLAME)

Timing/ Notes

Hoze Houndz V

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NO SC# 62

Day / Night / Dusk
SC# 61 Panel # 2 of 4 Reuse -



Location _____ Description
OL:
UL:
HC:

Day / Night / Dusk
SC# 61 Panel # 3 of 4 Reuse



Location _____ Description
OL:
UL:
HC:

Day / Night / Dusk
SC# 61 Panel # 4 of 4 Reuse



Location _____ Description
OL:
UL:
HC:

Day / Night / Dusk
SC# 63 Panel # 1 of 5 Reuse



Location _____ Description
OL:
UL:
HC:

Action

TRUCK IN ON BROOK
HOZER LOOKS ASCHEN AT
HER DURING HER DIALOGUE
*FONTAINE BACKS OUT OF SHOT
DURING TRUCK IN) EFX: (OX FLAME)

HOZER LOOKS ON

ANGLE ON SQUIRT.
(YOU CAN ALMOST HEAR THE
PENNY DROP!)

CUT

Dialogue

BROOK:
ARE YOU SURE YOU'RE NOT
SOME SORT OF..

BROOK (CONT'D).
..SECRET SOCIETY
PLEDGE MEMBER, BEING
CALLED ...

BROOK (CONT'D)
..AT ALL HOURS TO PERFORM
RANDOM AND OFTEN ILLEGAL
TASKS.

Timing/ Notes

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Day / Night / Dusk

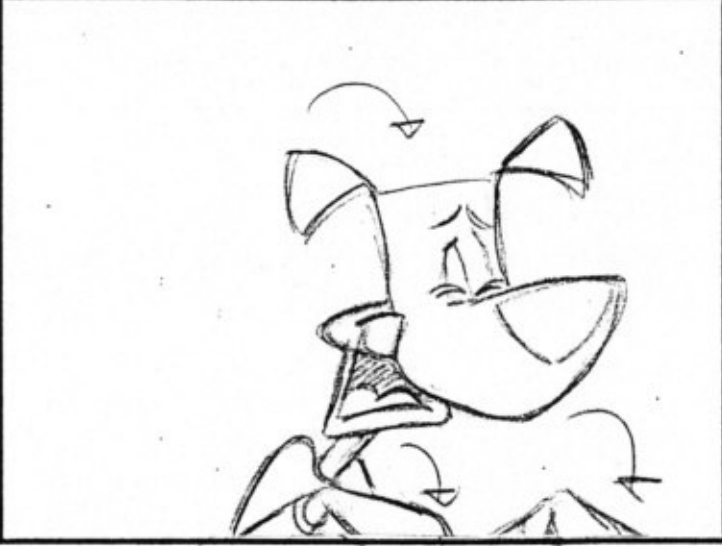
SC# 63 Panel #2 of 5 Reuse -



Location _____ Description
OL:
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Day / Night / Dusk

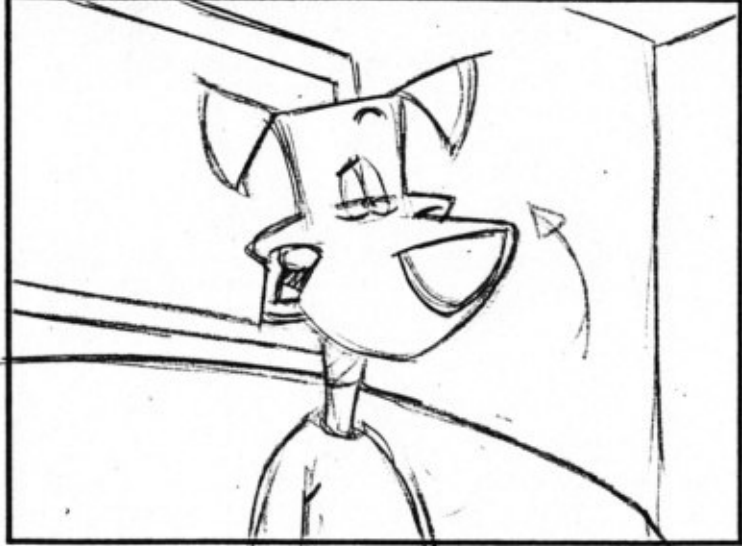
SC# 63 Panel #3 of 5 Reuse



Location _____ Description
OL:
UL:
HC:

Day / Night / Dusk

SC# 63 Panel #4 of 5 Reuse



Location _____ Description
OL:
UL:
HC:

Day / Night / Dusk

SC# 63 Panel #5 of 5 Reuse



Location _____ Description
OL:
UL:
HC:

Action

SQUIRT SHRUGS IT OFF

SQUIRT STRAIGHTENS UP

SQUIRT TICKS OFF THE
ITEMS ON HIS FINGERS

< BEAT >

Dialogue

SQUIRT:

HA HA! Rii i!DIC..U.LOS!

SQUIRT: (MOCK SERIOUS)

NOW LISTEN UP

! SQUIRT: (CONT'D)

I NEED TO BORROW
THE STRETCH LADDER,
A LITRE OF BAZON GREASE..

Timing/ Notes

Hoze Houndz V

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Day / Night / Dusk

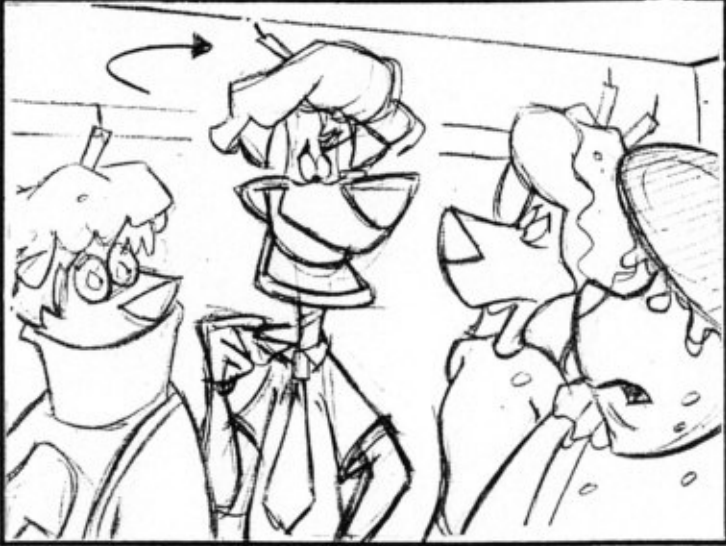
SC# 64 Panel # 1 of 2 Reuse SA



Location _____ Description
OL:
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Day / Night / Dusk

SC# 64 Panel # 2 of 2 Reuse



Location _____ Description
OL:
UL:
HC:

Day / Night / Dusk

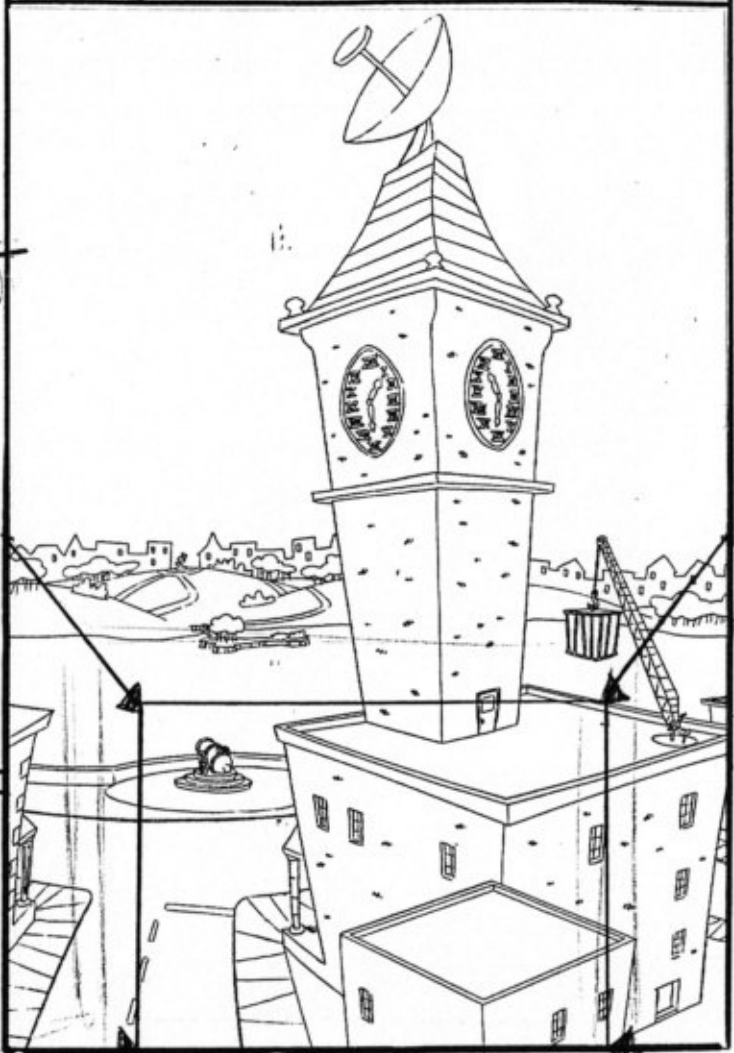
SC# 65 Panel # 1 of 2 Reuse



Location EXT CITY HALL (NIGHT) Description
OL:
UL:
HC:

Day / Night / Dusk

SC# 65 Panel # 2 of 2 Reuse



Action

ANGLE ON HOZER, LOOKING EMBARRASSED. BROOK, FONTAINE AND STEAMER LOOK AT HIM, (THEY'VE SEEN ANOTHER SIDE TO HOZER).
* CANDLES ARE OUT.

Dialogue

SQUIRT: (VO) CONT'D
.. AND HOZER'S BLACK SPANDEX BODY SUIT.

HOZER: (EMBARRASSED)
HEH, HEH!

VERT PAN DOWN SIDE OF CITY HALL. TRUCK IN.
A BAT FLYS THRU SCENE
SFX: < NIGHT NOISES >
< BAT SQUEAKS >

SQUIRT: (VO) (DURING TRUCK IN)
OKAY GUYS, WHAT'S UP..

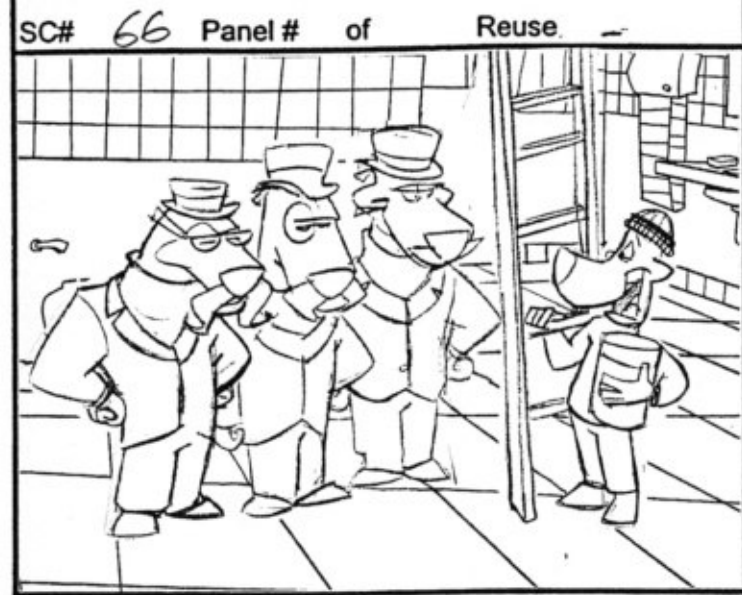


Timing/ Notes

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Day / Night / Dusk



Location

Description

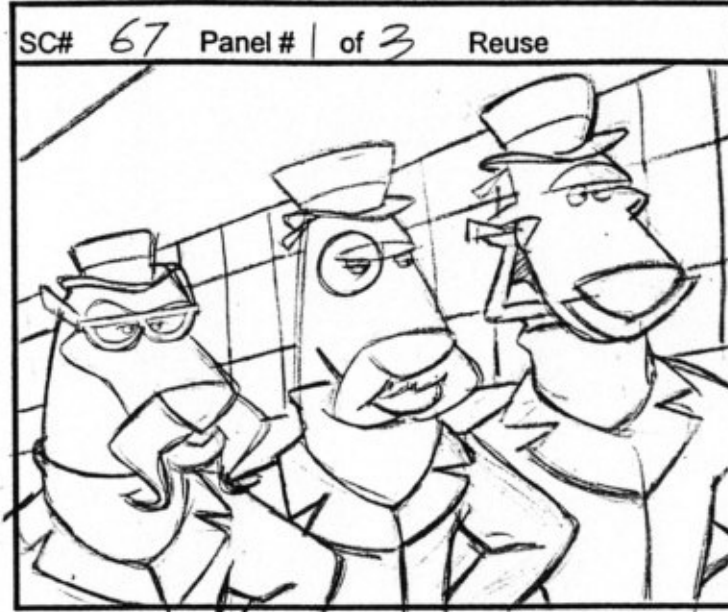
OL:

UL:

HC:

INT. CITY HALL-WASHROOM.
(NIGHT)

Day / Night / Dusk



Location

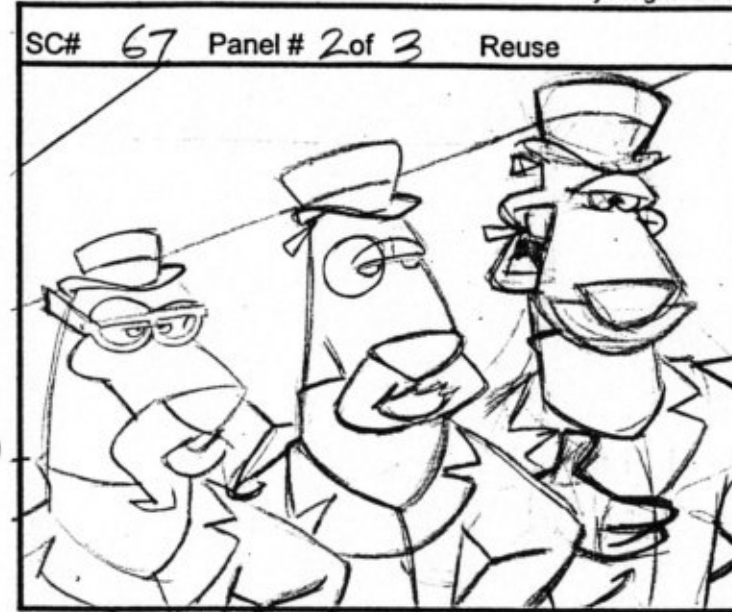
Description

OL:

UL:

HC:

Day / Night / Dusk



Location

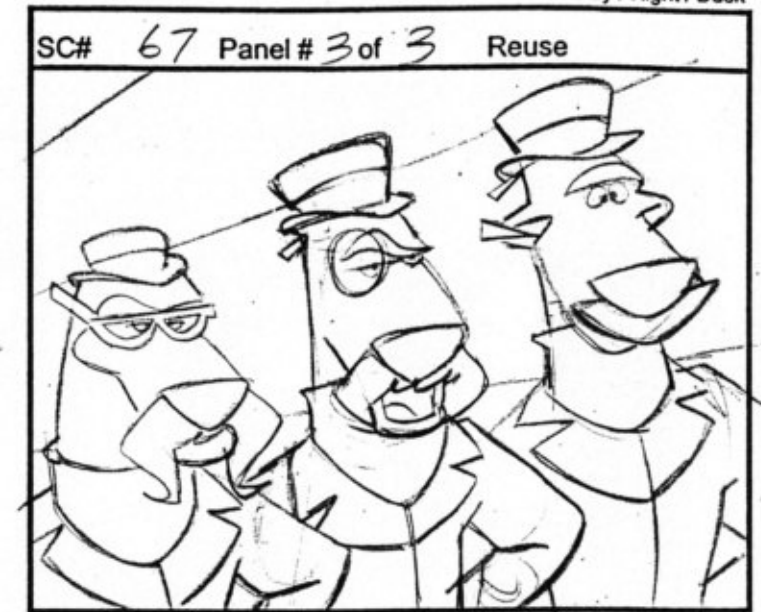
Description

OL:

UL:

HC:

Day / Night / Dusk



Location

Description

OL:

UL:

HC:

Action

ANGLE ON THE GUYS THEY'RE
STANDING IN THE DARK WASHROOM.

[H]

SQUIRT IS DRESSED IN HOZER'S
BODY SUIT AND HE'S HOLDING THE
LADDER AND GREASE

(CUT)

ANGLE ON THE "BROTHERS"

(CUT)

Dialogue

▲ SQUIRT:

WHAT'S MY NEXT TASK!

ALPHA:

WE LEFT THE BLUE-
PRINTS FOR OUR NEW
DECK ...

ALPHA (CONT'D)

... IN THE MAIN VAULT
AT CITY HALL.

▲ CRAIG:

AND ONLY YOU CAN
GET THEM BACK FOR US.

Timing/ Notes

Hoze Houndz V

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Day / Night / Dusk

SC# 68 Panel # 1 of 2 Reuse -



Location

Description

OL:

UL:

HC:

Day / Night / Dusk

SC# 68 Panel # 2 of 2 Reuse -



Location

Description

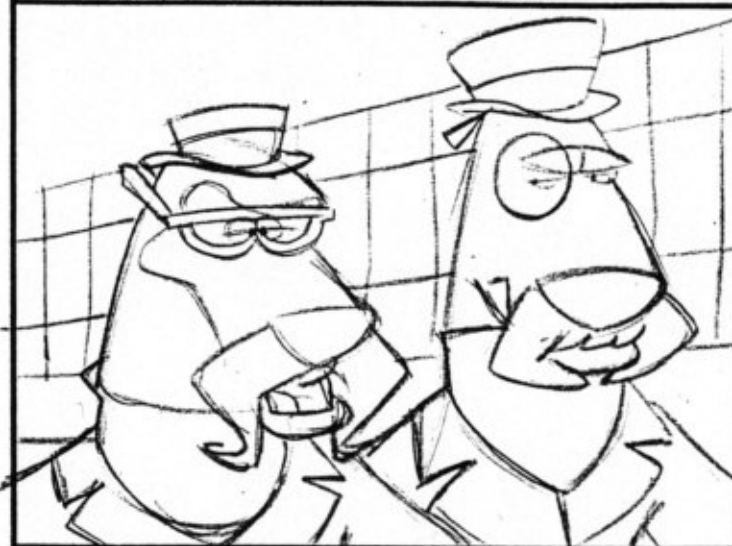
OL:

UL:

HC:

Day / Night / Dusk

SC# 69 Panel # 1 of 2 Reuse



Location

Description

OL:

UL:

HC:

Day / Night / Dusk

SC# 69 Panel # 2 of 2 Reuse



Location

Description

OL:

UL:

HC:

Action ANGLE ON SQUIRT.

ANGLE ON CRAIG AND
OMEGA

CUT

HU
CUT

Dialogue

SQUIRT: (EAGER)
NO PROBLEMO!

⚠ SQUIRT: (CONTD)
SO WHAT'S THE COMBINATION?

OMEGA:
AW SHUCKS!
YOU KNOW WHAT?

OMEGA: (CONTD)
WE FORGOT THAT
TOO!

Timing/ Notes

Hoze Houndz V

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Day / Night / Dusk

SC# 70 Panel # 1 of 2 Reuse



Location

Description

OL:
UL:
HC:

Day / Night / Dusk

SC# 70 Panel # 2 of 2 Reuse



Location

Description

OL:
UL:
HC:

Day / Night / Dusk

SC# 71 Panel # 1 of 2 Reuse



Location

Description

OL:
UL:
HC:

Day / Night / Dusk

SC# 71 Panel # 2 of 2 Reuse



Location

Description

OL:
UL:
HC:

Action

OTS SQUIRT ANGLE ON
ALPHA & CRAIG

ALPHA I CONT'S THE
THOUGHT

ANGLE ON SQUIRT

CUT

Dialogue

CRAIG:

DONT WORRY THOUGH -
EVERYTHING IS CLEARED WITH
THE CITY OFFICIALS...

! ALPHA: (PICKS UP FROM CRAIG)

..JUST GET IN BY ANY
MEANS POSSIBLE.

! SQUIRT:

YOU'RE SURE THIS ISNT
A RANDOM OR ILLEGAL TASK?

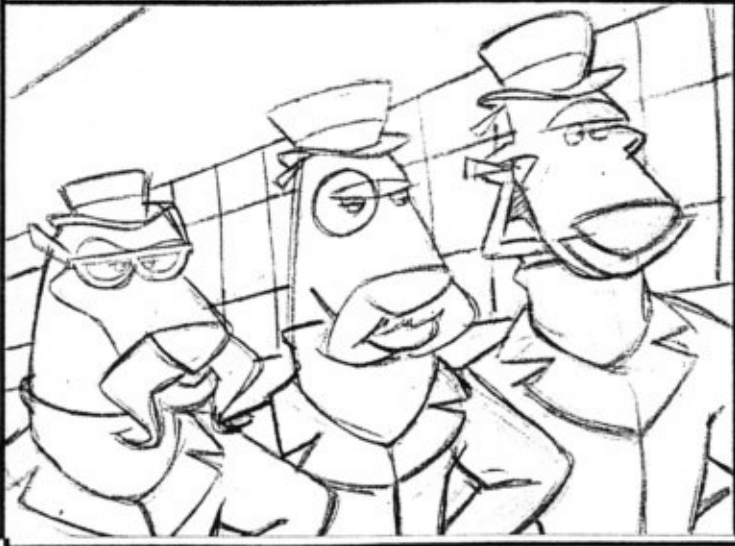
Timing/ Notes

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Day / Night / Dusk

SC# 72 Panel # 1 of 3 Reuse S/A



Location

Description

OL:

UL:

HC:

Day / Night / Dusk

SC# 72 Panel # 2 of 3 Reuse



Location

Description

OL:

UL:

HC:

Day / Night / Dusk

SC# 72 Panel # 3 of 3 Reuse



Location

Description

OL:

UL:

HC:

Day / Night / Dusk

SC# 73 Panel # 1 of 3 Reuse



Location

Description

OL:

UL:

HC:

Action ANGLE ON THE BROTHERS

ANGLE ON SQUIRT:

CUT

Dialogue ALPHA

NAH!

CRAIG:

AFTER ALL, OUR
PRESSURE TREATED LUMBER
FOR THE DECK ARRIVES
TOMMORROW!

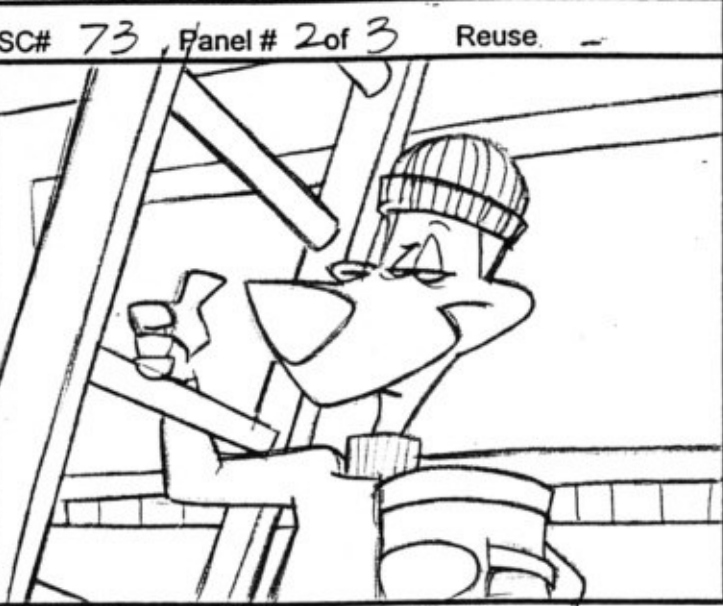
OMEGA:

GOOD LUCK!

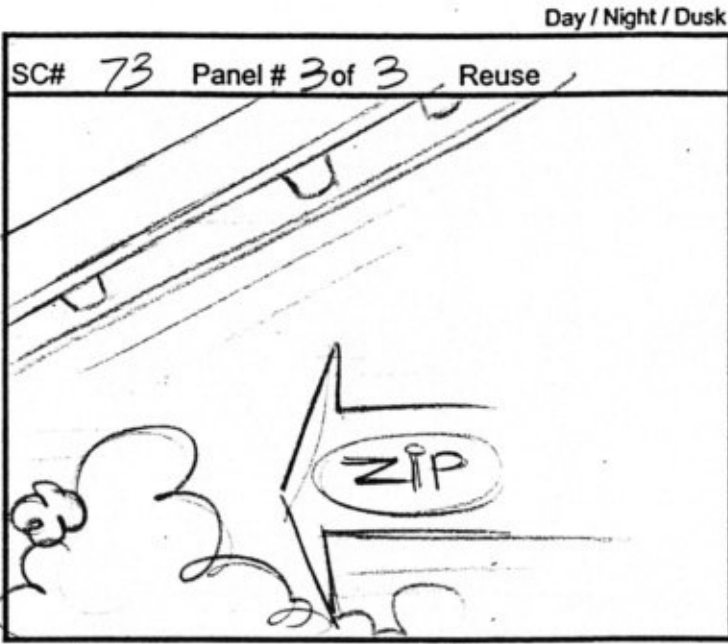
Timing/ Notes

Hoze Houndz V

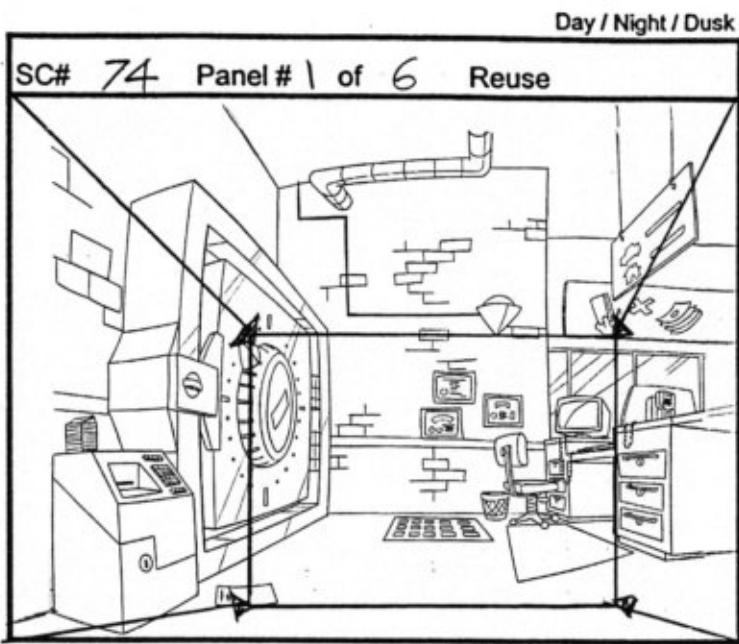
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Day / Night / Dusk



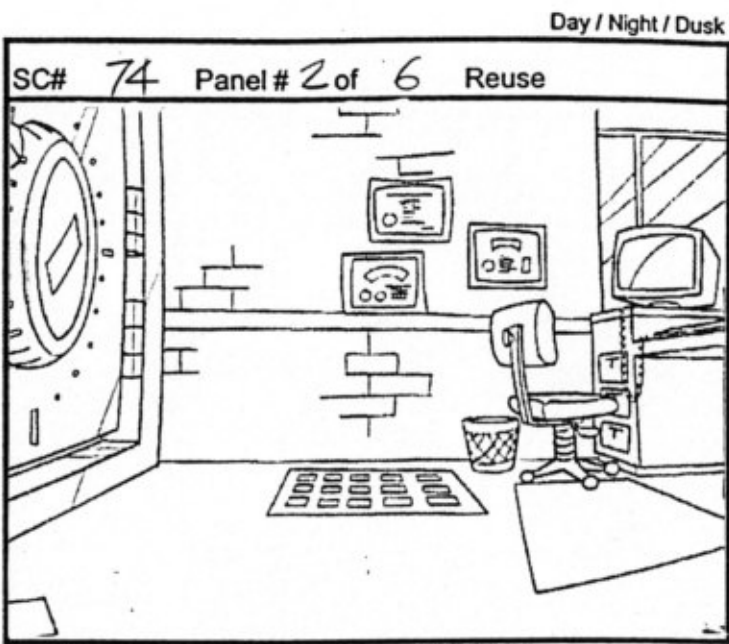
Location _____ Description _____
OL:
UL:
HC:



Location _____ Description _____
OL:
UL:
HC:



Location INT CITY HALL Description _____
EXT. VAULT DOOR (NIGHT) OL:
UL:
HC:



Location _____ Description _____
OL:
UL:
HC:

Action

SQUIRT GIVES THE GUYS
A THUMBS UP.

AND ZIPS O.S.



A QUIET NIGHT, ONLY THE
FAR OFF CITY NOISES
IN THE BACKGROUND.
TRUCK IN ON GRATE IN THE
FLOOR.
SFX: <CITY NOISES>

<HOLD>

SFX: <SCRAPING NOISES>

Dialogue

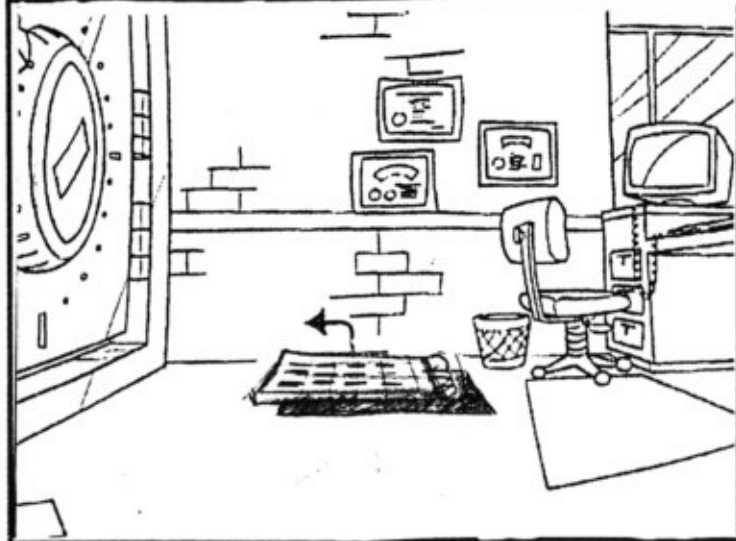
Timing/ Notes

Hoze Houndz V

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Day / Night / Dusk

SC# 74 Panel # 3 of 6 Reuse -



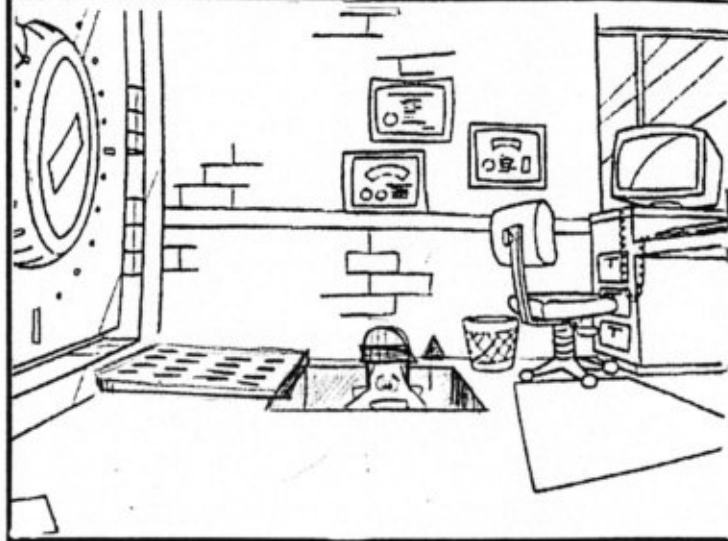
Location

Description

OL:
UL:
HC:

Day / Night / Dusk

SC# 74 Panel # 4 of 6 Reuse



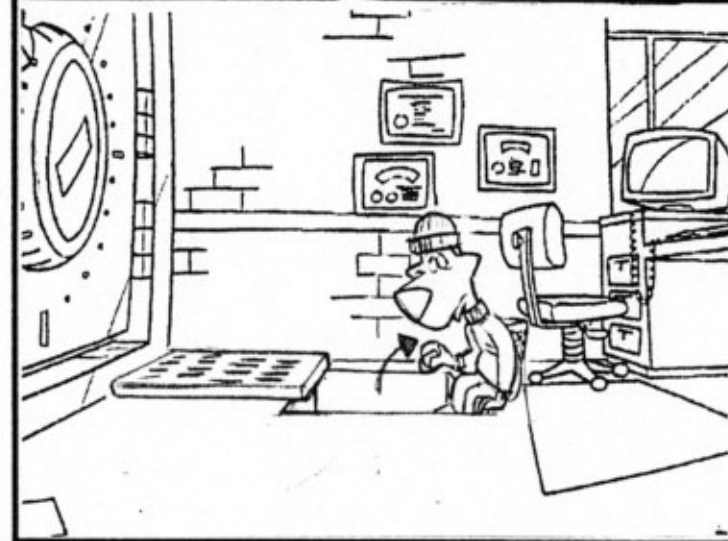
Location

Description

OL:
UL:
HC:

Day / Night / Dusk

SC# 74 Panel # 5 of 6 Reuse



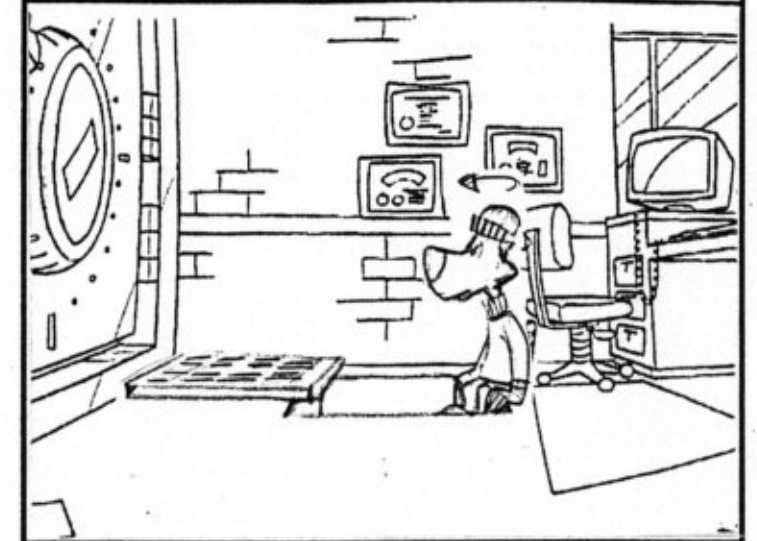
Location

Description

OL:
UL:
HC:

Day / Night / Dusk

SC# 74 Panel # 6 of 6 Reuse



Location

Description

OL:
UL:
HC:

Action

THE GRATE LIFTS UP
AND SLIDES TO ONE SIDE

SQUIRT LIFTS HIS HEAD UP

.. THEN HE HOPS UP
AND SITS ON THE EDGE

SQUIRT TURNS TO THE
VAULT

CUT

SFX <METAL SLIDE>

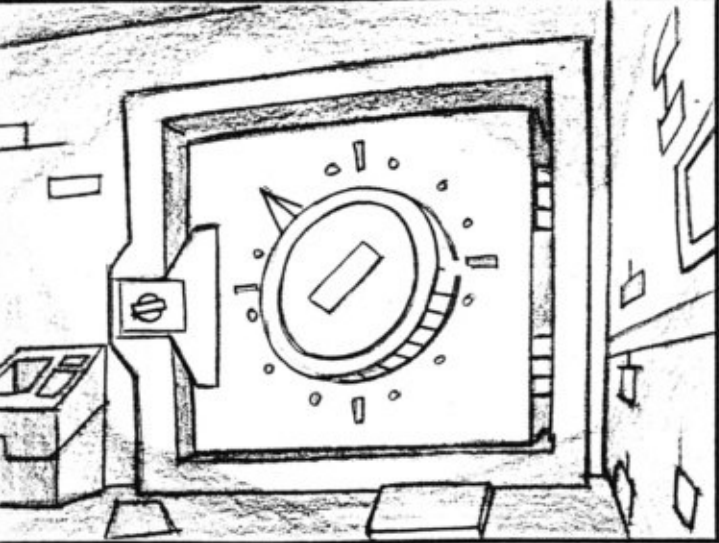
Dialogue

Timing/ Notes

Hoze Houndz V

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Day / Night / Dusk

SC# 75 Panel # of Reuse



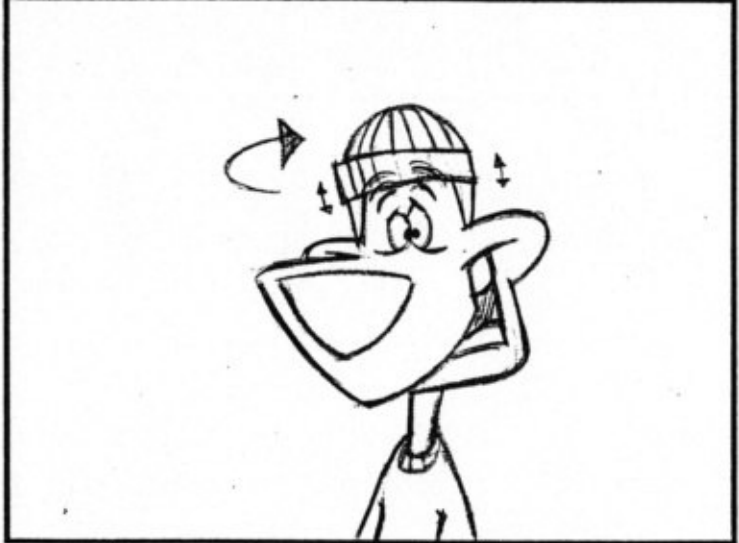
Location Description
OL:
UL:
HC:

SC# 76 Panel # 1 of 4 Reuse Day / Night / Dusk



Location Description
OL:
UL:
HC:

SC# 76 Panel # 2 of 4 Reuse Day / Night / Dusk



Location Description
OL:
UL:
HC:

SC# 76 Panel # 3 of 4 Reuse Day / Night / Dusk



Location Description
OL:
UL:
HC:

Action
SQUIRT'S POV OF THE VAULT.
ANGLE ON SQUIRT.
HE TURNS TO CAMERA AND WAGGLES HIS EYEBROWS.
SQUIRT LIFTS UP THE TUB OF BACON GREASE.
(MT) (CUT)

Dialogue
SQUIRT:
HMMM.
SQUIRT:
THIS SHOULD BE A LOT EASIER. WITH THE COMBO...
SQUIRT: (CONT'D)
.. BUT BACON GREASE WILL HAVE TO DO.

Timing/ Notes

Hoze Houndz V

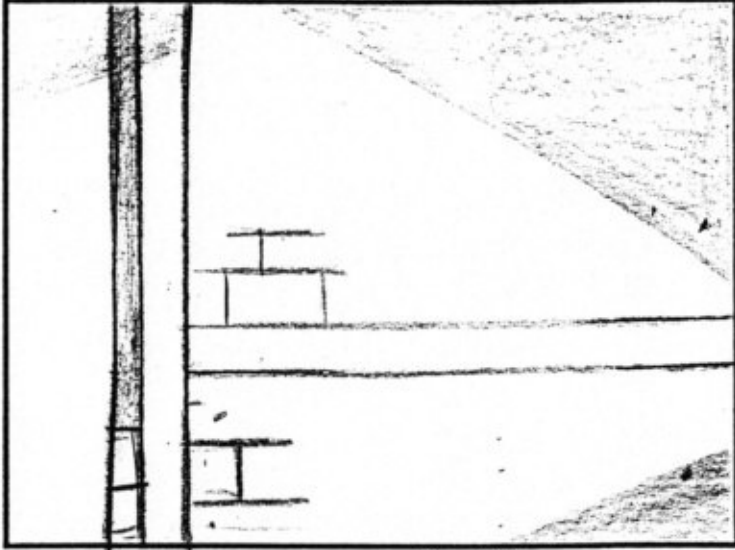
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Day / Night / Dusk

SC# 76 Panel # 4 of 4 Reuse -



Location _____ Description _____
OL:
UL:
HC:

SC# 77 Panel # 1 of 6 Reuse



Location _____ Description _____
OL:
UL:
HC:

SC# 77 Panel # 2 of 6 Reuse



Location _____ Description _____
OL:
UL:
HC:

SC# 77 Panel # 3 of 6 Reuse



Location _____ Description _____
OL:
UL:
HC:

Action

SQUIRT DUMPS THE "LIQUIFIED"
BACON GREASE OVER HIS
HEAD

CUT

EFX (S/T GREASE)
SFX (SPLORT)

Dialogue

ANGLE ON EDGE OF
VAULT DOOR

SQUIRT ZIPS IN. HE'S
COVERED IN DRIPPY
GREASE

S/T GREASE
EFX (D/B SPEEDLINES)
SFX (SPROING)

SQUIRT LIFTS HIS ARM
INTO SCENE AND SLIPS IT
INTO THE GAP BTWN THE
DOOR AND THE FRAME

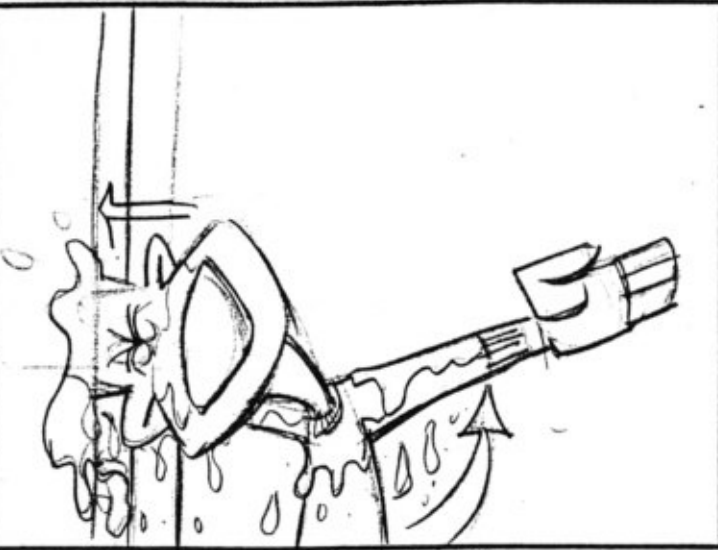
Timing/ Notes

Hoze Houndz V

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Day / Night / Dusk

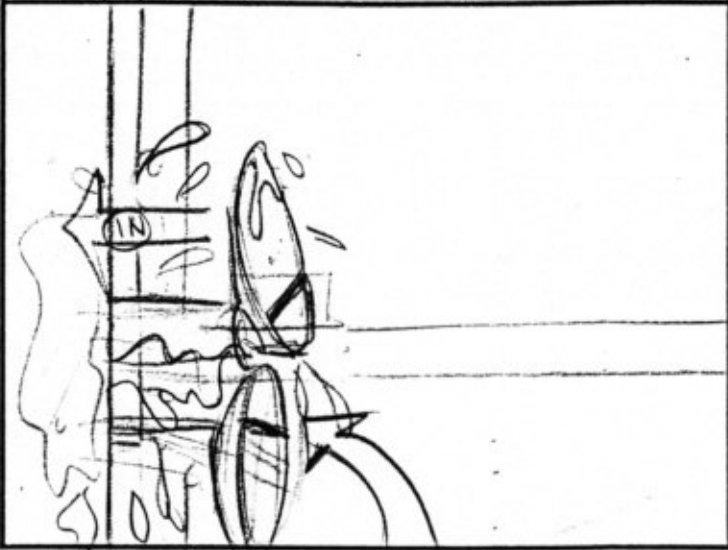
SC# 77 Panel # 4 of 6 Reuse -



Location _____
Description
OL:
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Day / Night / Dusk

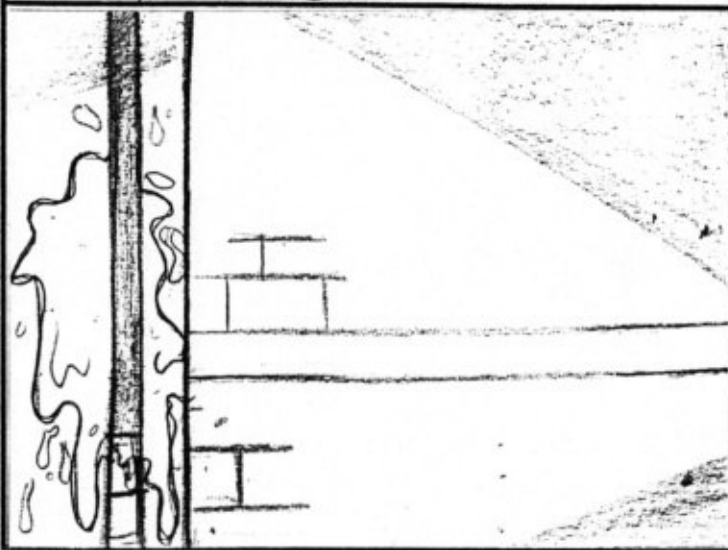
SC# 77 Panel # 5 of 6 Reuse



Location _____
Description
OL:
UL:
HC:

Day / Night / Dusk

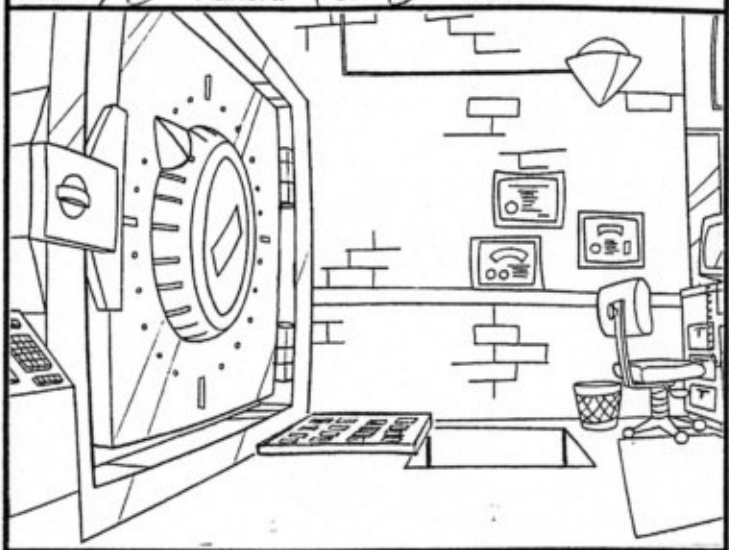
SC# 77 Panel # 6 of 6 Reuse



Location _____
Description
OL:
UL:
HC:

Day / Night / Dusk

SC# 78 Panel # 1 of 8 Reuse



Location _____
Description
OL:
UL:
HC:

Action

SQUIRT SQUEEZES HIS
HEAD THRU THE GAP

SQUIRT SLITHERS THRU
THE GAP

HOLD ON SCENE

CUT

WIDE ON VAULT.
SUDDENLY ALL HELL BREAKS.
LOOSE
FLASHING RED ALARM LIGHTS.
& SIRENS

EFX: (S/T GREASE)

Dialogue
SFX: (WET SUCKING NOISE)

SFX: (SUCKING NOISE)

EFX: (DX RED LIGHTS)
SFX: (SIREN WHOOP)

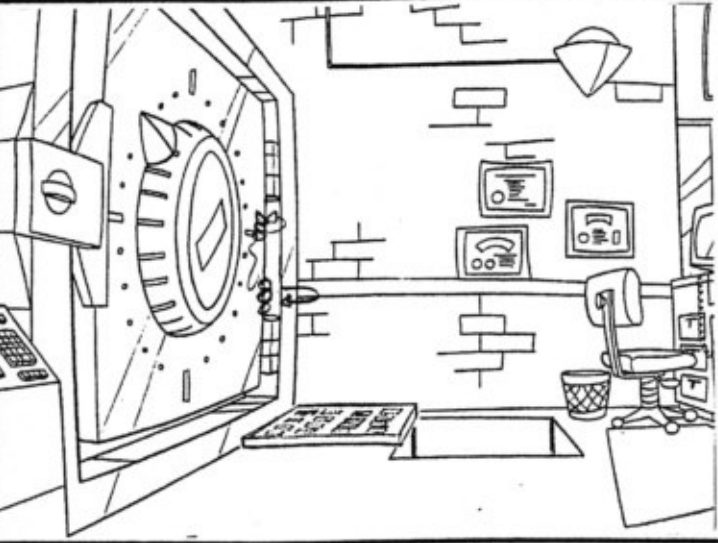
Timing/ Notes

Hoze Houndz V

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Day / Night / Dusk

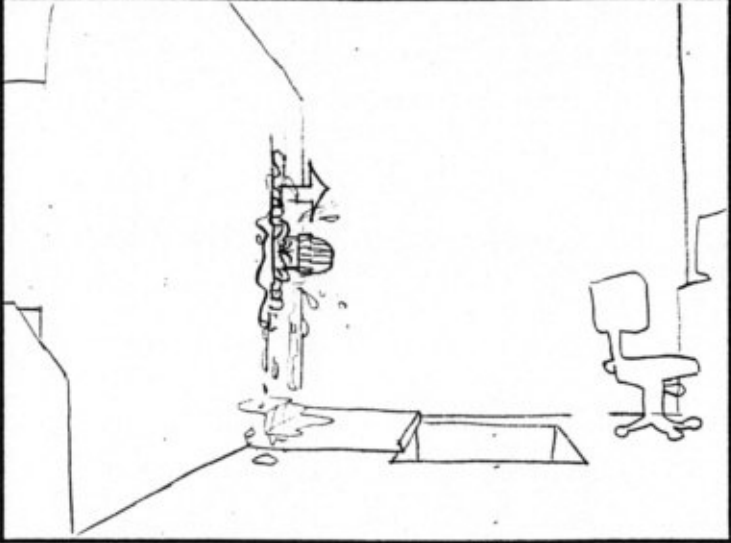
SC# 78 Panel # 2 of 8 Reuse



Location _____ Description
OL:
UL:
HC:

Day / Night / Dusk

SC# 78 Panel # 3 of 8 Reuse



Location _____ Description
OL:
UL:
HC:

Day / Night / Dusk

SC# 78 Panel # 4 of 8 Reuse



Location _____ Description
OL:
UL:
HC:

Day / Night / Dusk

SC# 78 Panel # 5 of 8 Reuse



Location _____ Description
OL:
UL:
HC:

Action

SQUIRT'S FINGERS APPEAR . THEN SQUIRT'S HEAD APPEARS... . THEN HE SHOOTS OUT
" LIKE A RAT OUT OF AN
AQUADUCT. "
S/T GREASE
EFX (FLASHING DX RED LIGHTS)
SFX (ALARMS CONT'D)
EFX (D/B SPEED LINES
SFX (SPRING)

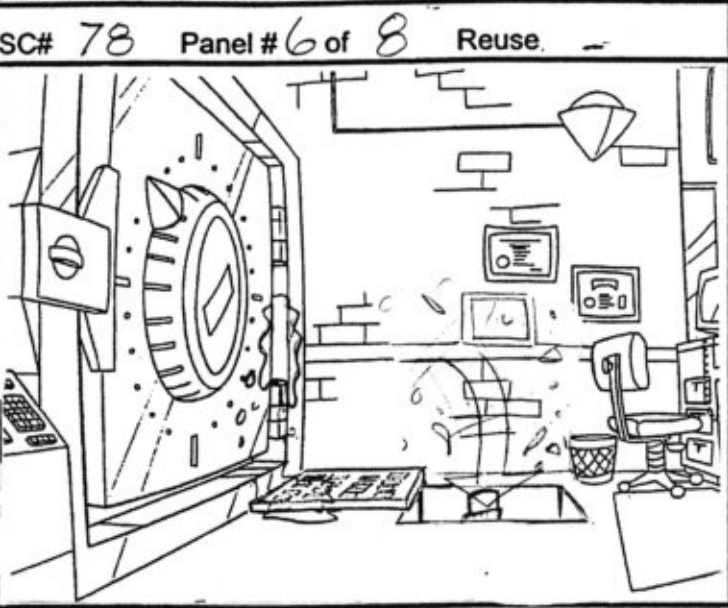
Dialogue

Timing/ Notes

Hoze Houndz V

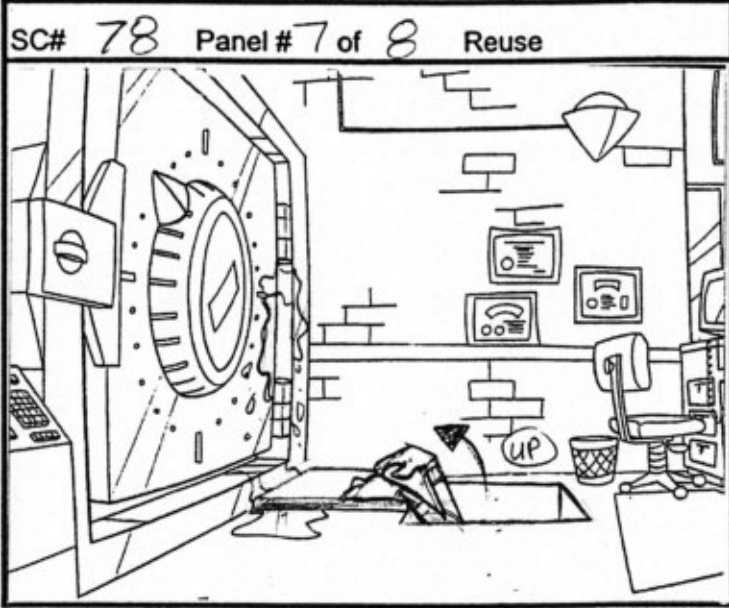
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Day / Night / Dusk



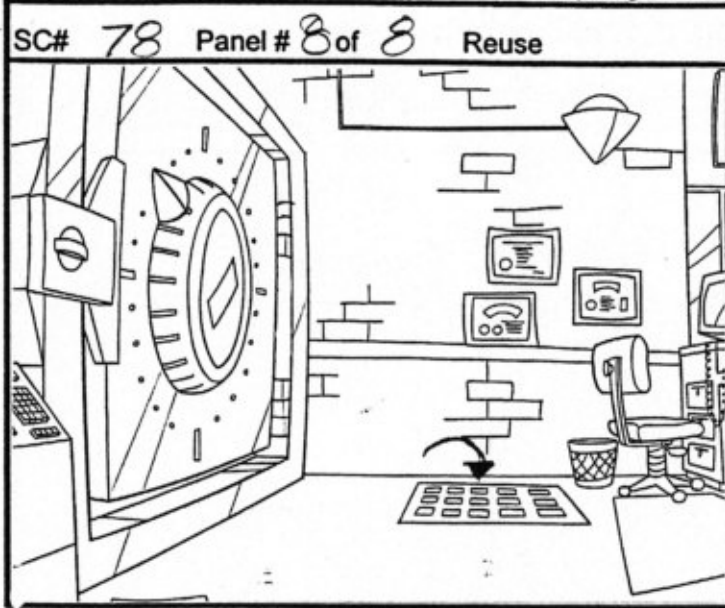
Location _____ Description _____
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UL:
HC:

Day / Night / Dusk



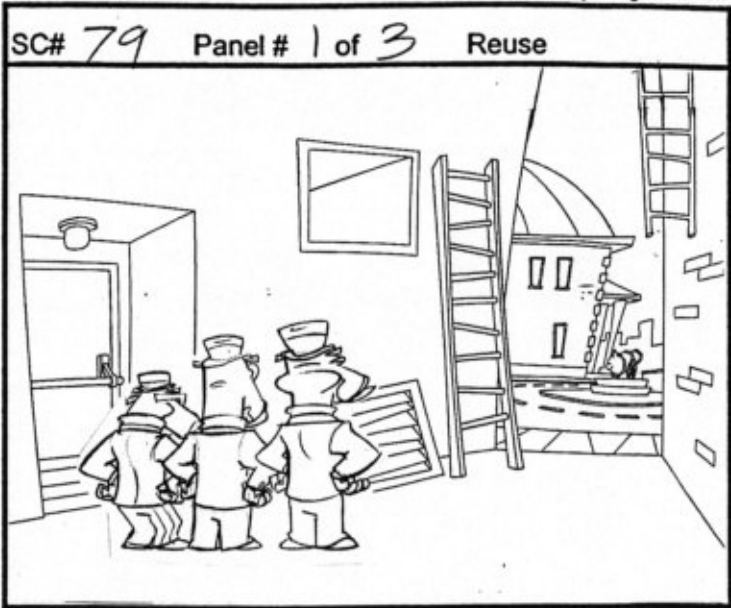
Location _____ Description _____
OL:
UL:
HC:

Day / Night / Dusk



Location _____ Description _____
OL:
UL:
HC:

Day / Night / Dusk



Location _____ Description _____
OL:
UL:
HC:

Action

SQUIRT DROPS DOWN INTO VENT. SQUIRT REACHES UP... AND PULLS THE COVER OVER THE VENT.

(CDX FLASHING RED LIGHTS)
Efx: (S/TGREASE)

Dialogue

(CUT)

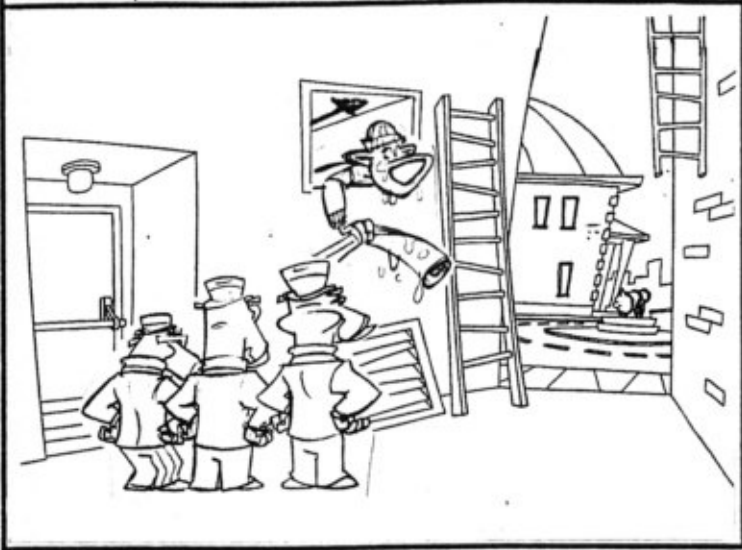
ANGLE ON ALLEY BESIDE CITY HALL. THE BROTHERS ARE WAITING BY AN OPEN GRATE. SQUIRTS LADDER IS NEAR IT.
Sfx: (POLICE SIRENS & ALARMS)

Timing/ Notes

Hoze Houndz V

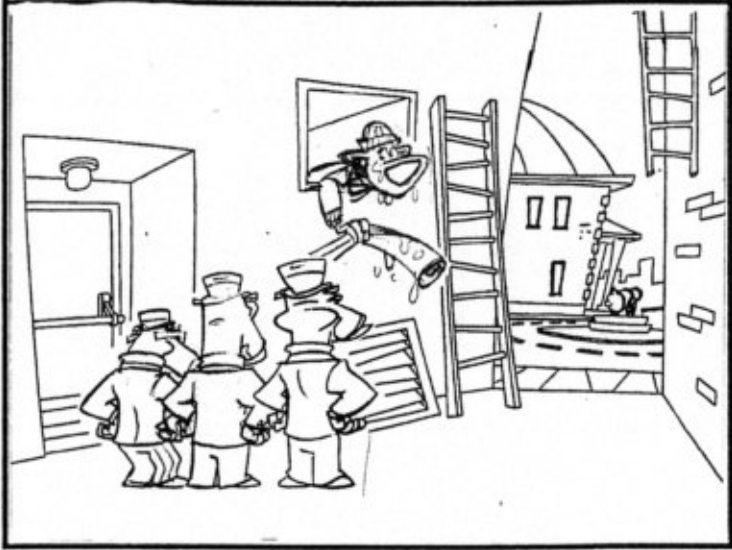
Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper

SC# 79 Panel # 2 of 3 Reuse



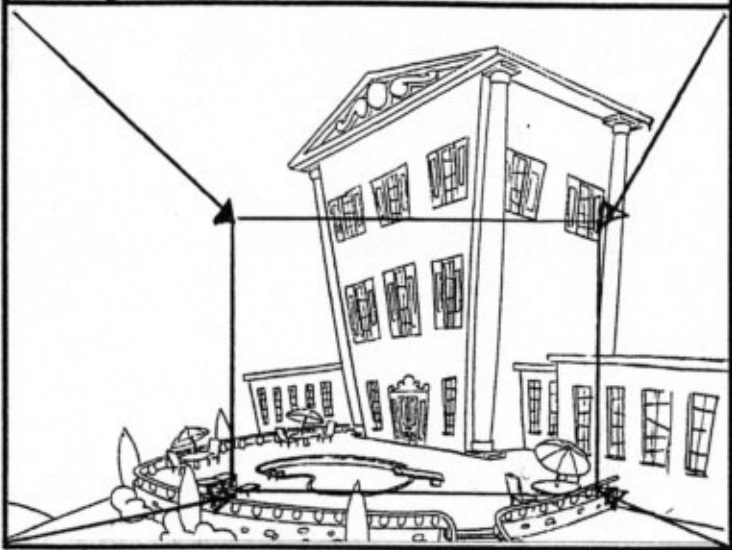
Location Description
OL:
UL:
HC:

SC# 79 Panel # 3 of 3 Reuse



Location Description
OL:
UL:
HC:

SC# 80 Panel # of Reuse



Location Description
OL:
UL:
HC:

SC# 81 Panel # 1 of 2 Reuse



Location Description
OL:
UL:
HC:

Action

SQUIRT POKES HIS HEAD OUT. HE'S HOLDING THE BLUEPRINTS, WHICH DRIP WITH GREASE.

SFX: <ALARMS & POLICE SIRENS

Dialogue

SQUIRT:
THIS SECRET SOCIETY STUFF IS FUN!

SQUIRT:(VO)
HEY GUYS, THAT WAS COOL AND ALL..

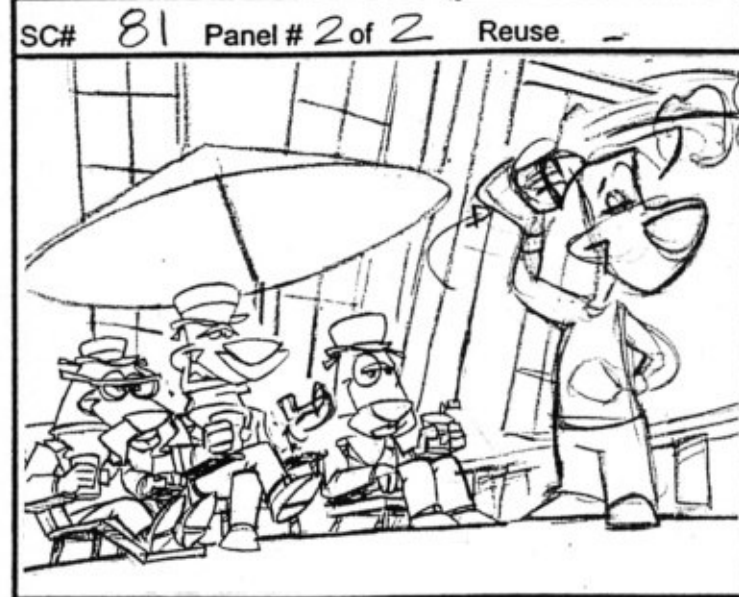
SQUIRT: (CONT'D)
"BUT WHAT'S WITH THE COPS?
ALPHA:
A SIMPLE MIX-UP!

Timing/ Notes

Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper

Day / Night / Dusk

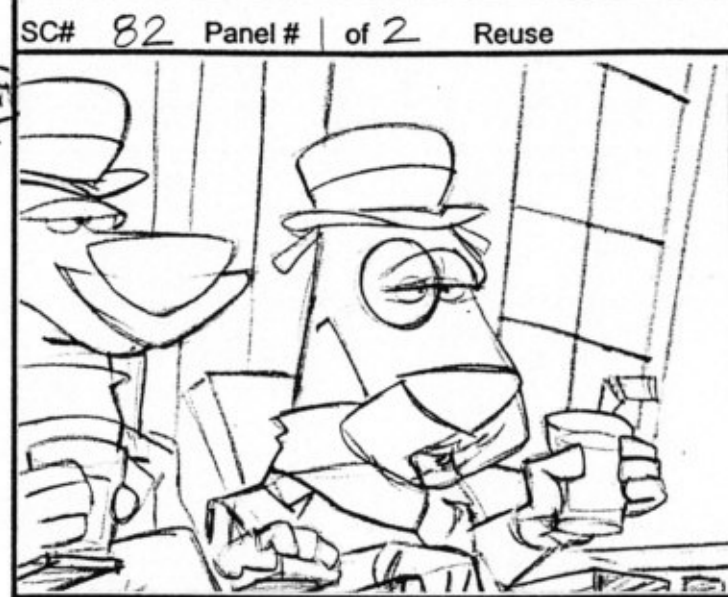


Location

Description

OL:
UL:
HC:

Day / Night / Dusk

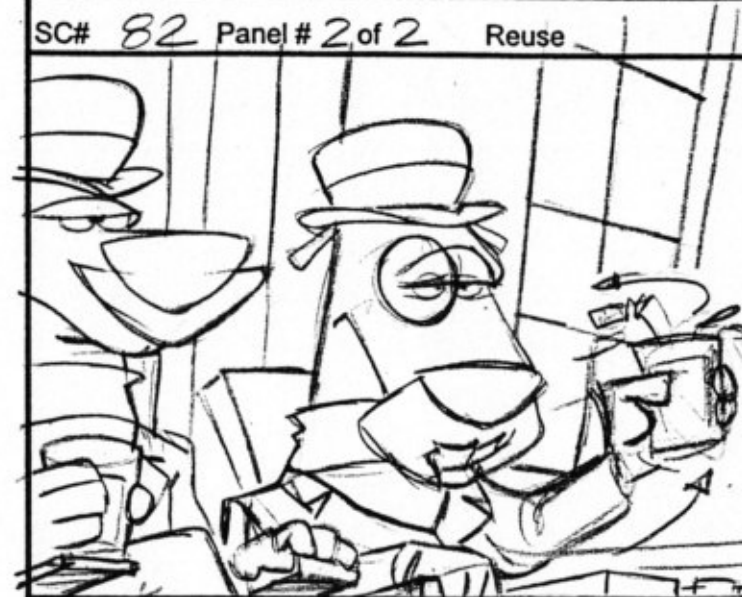


Location

Description

OL:
UL:
HC:

Day / Night / Dusk

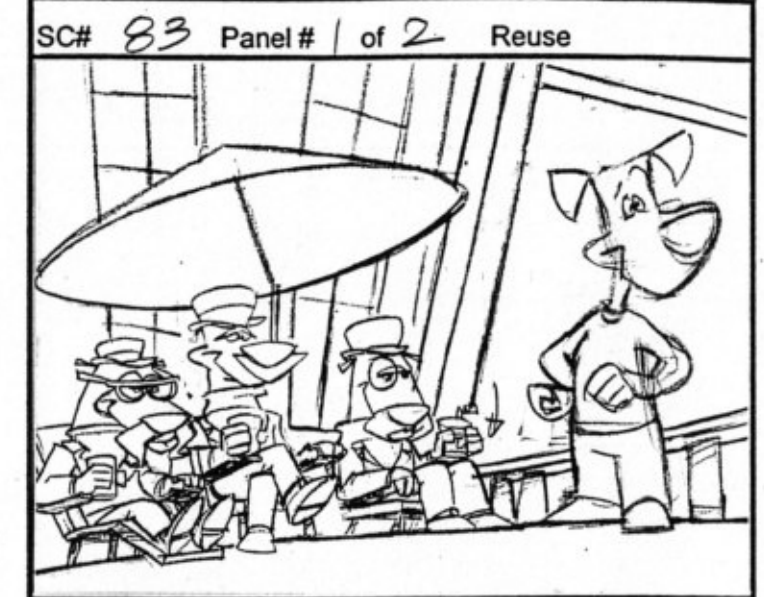


Location

Description

OL:
UL:
HC:

Day / Night / Dusk



Location

Description

OL:
UL:
HC:

Action

SQUIRT TOSSES THE USED TOWEL OUT.

[THU]

ANGLE ON CRAIG

CRAIG POINTS O.S

WIDE ON GROUP.
SQUIRT IS LOOKING O.S.

CUT

Dialogue

ALPHA (CONT'D)

EVERYTHING'S FINE!

△ CRAIG:

LOOK!

CRAIG: (CONT'D)

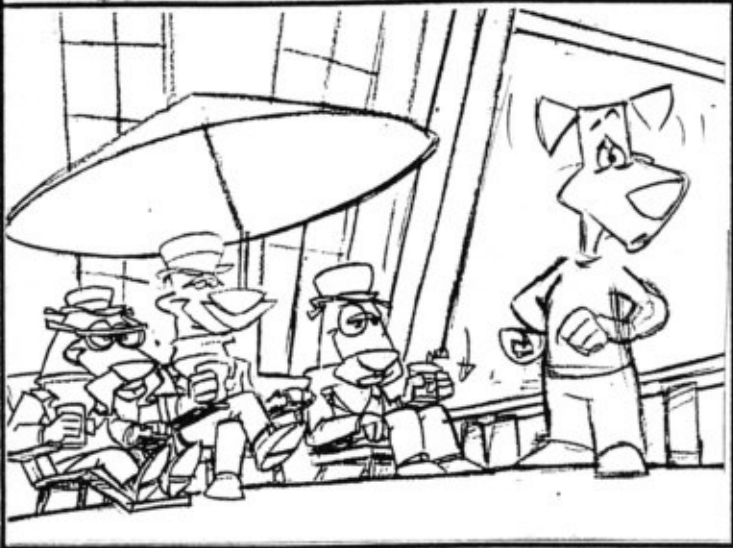
THERE'S OUR
PRESSURE-TREATED
LUMBER.

Timing/ Notes

Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper Day / Night / Dusk

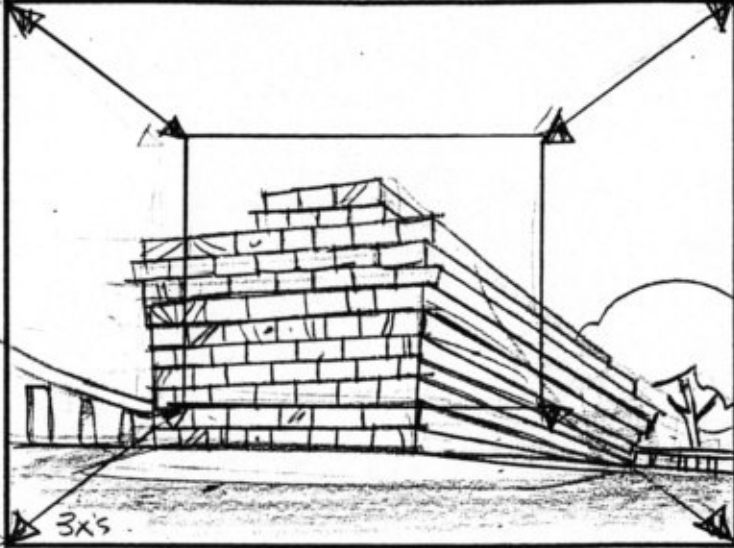
SC# 83 Panel # 2 of 2 Reuse -



Location _____ Description
OL:
UL:
HC:

Day / Night / Dusk

SC# 84 Panel # of Reuse



Location _____ Description
OL:
UL:
HC:

Day / Night / Dusk

SC# 85 Panel # 1 of 7 Reuse



Location _____ Description
OL:
UL:
HC:

Day / Night / Dusk

SC# 85 Panel # 2 of 7 Reuse



Location _____ Description
OL:
UL:
HC:

Action

SQUIRT TAKES.

CUT

SQUIRT'S POV ON
LUMBER
3X TRUCK IN AND OUT
(REAL FAST)

CUT

CLOSE ON SQUIRT.
HIS CELLPHONE RINGS.

SQUIRT REACHES TO
ANSWER IT

MFx: < PSYCHO STING >

SFx: < CELL PHONE WARBLE >

Dialogue

Timing/ Notes

Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper

Day / Night / Dusk

SC# 85 Panel # 3 of 7 Reuse -



Location

Description

OL:

UL:

HC:

Day / Night / Dusk

SC# 85 Panel # 4 of 7 Reuse



Location

Description

OL:

UL:

HC:

Day / Night / Dusk

SC# 85 Panel # 5 of 7 Reuse



Location

Description

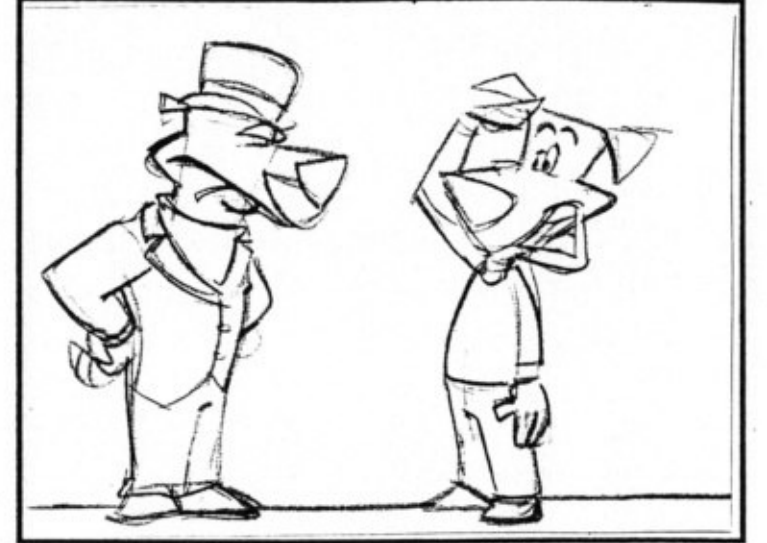
OL:

UL:

HC:

Day / Night / Dusk

SC# 85 Panel # 6 of 7 Reuse



Location

Description

OL:

UL:

HC:

Action

SQUIRT ANSWERS HIS
PHONE

TRUCK OUT TO REVEAL
ALPHA, STANDING RIGHT
BESIDE SQUIRT, TALKING ON
HIS CELL PHONE
(ALPHA TAKES ONE STEP FORWARD
DURING TRUCK OUT)

SQUIRT SALUTS

Dialogue

SQUIRT:

HELLO?

⚠ ALPHA:

YOUR NEXT BROTHERHOOD TASK
IS TO BUILD THE DECK...

ALPHA

NOW!

SQUIRT:

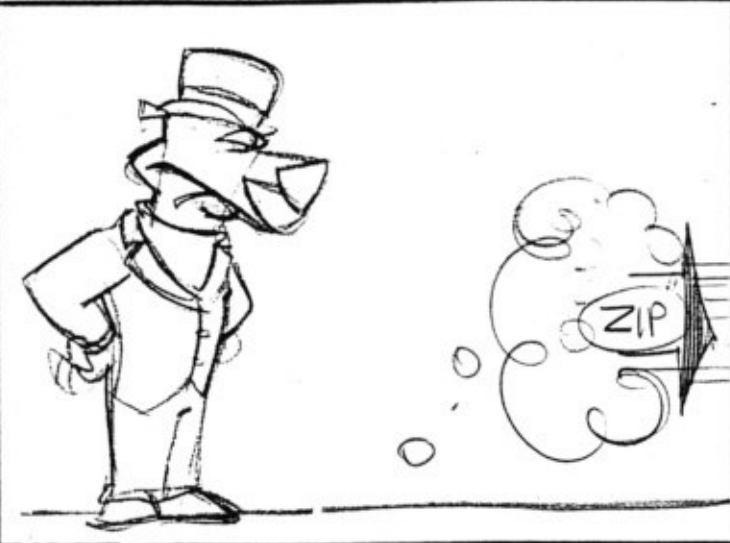
ROGER!

Timing/ Notes

Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper Day / Night / Dusk

SC# 85 Panel # 7 of 7 Reuse. -



Location Description
OL:
UL:
HC:

SC# 86 Panel # 1 of 3 Reuse



Location Description
INT MANSION - (NIGHT) OL:
UL:
HC:

SC# 86 Panel # 2 of 3 Reuse

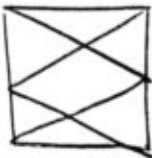


Location Description
OL:
UL:
HC:

SC# 86 Panel # 3 of 3 Reuse



Location Description
OL:
UL:
HC:

Action
SQUIRT ZIPS O.S. -  X-DISS. ANGLE ON ALPHA & CRAIG. LATER THAT NIGHT...

EFF: (OX DUST, D/B SPEEDUPES) SFX: (O.S HAMMERING & SAWING & DRIVING, etc)

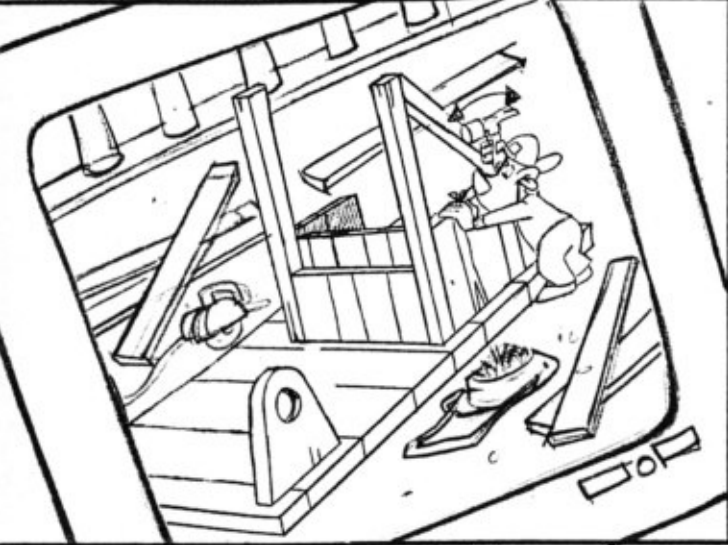
Dialogue
ALPHA:  ALPHA: <SNICKER>
ALPHA: PLANTING THE BLUEPRINTS IN CITY HALL IS PERFECT.
CRAIG:  CRAIG: IN CITY HALL WAS G. PERFECT X-DISS.

Timing/ Notes

Hoze Houndz V

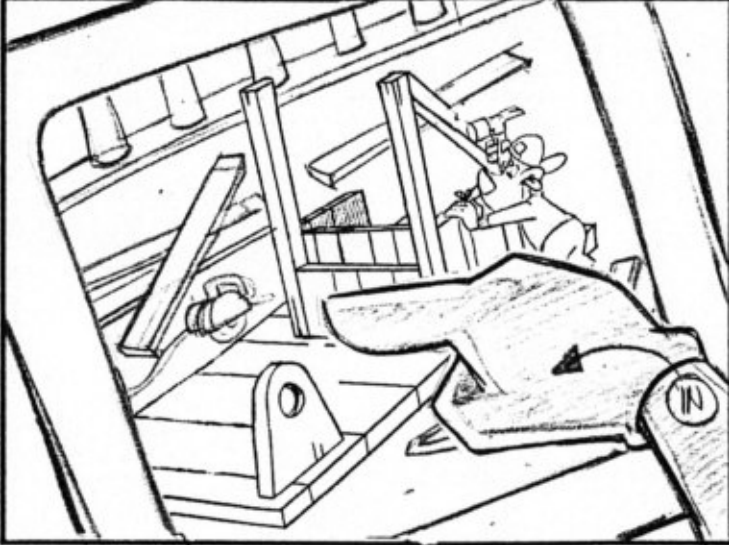
Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper

SC# 87 Panel # 1 of 2 Reuse



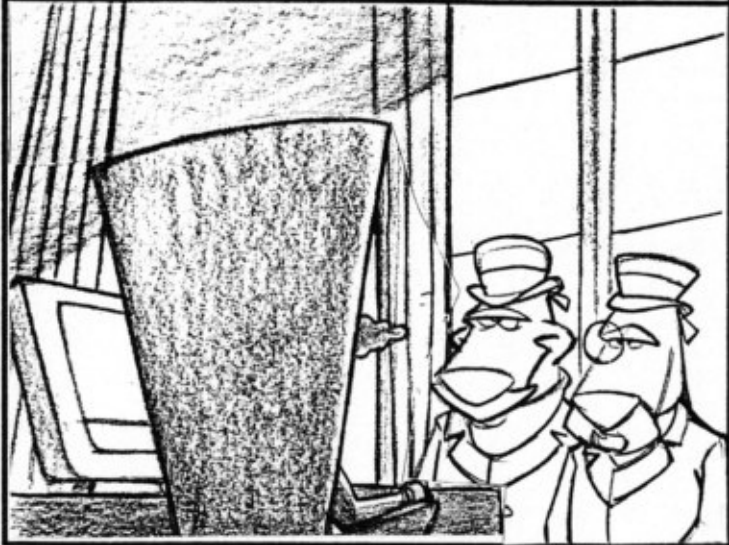
Location Description
OL:
UL:
HC:

SC# 87 Panel # 2 of 2 Reuse



Location Description
OL:
UL:
HC:

SC# 88 Panel # of Reuse



Location Description
OL:
UL:
HC:

SC# 89 Panel # of Reuse



Location Description
OL:
UL:
HC:

Action

ANGLE ON 'MR. B'S'
COMPUTER SCREEN.
VIEW OF SQUIRT BANGING
AWAY ON "DECK" (SURPRISING THAT
SQUIRT HASN'T WHACKED HIMSELF WITH
THE WAY HE'S SWINGING THAT HAMMER)

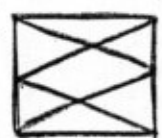
Dialogue
MR. B : (BINGLES)
NOW WE KNOW..

" MR B'S " HAND IN TAPPING
SCREEN.
- IMAGE FREEZES -

..HE CAN GET IN AND
OUT OF THE X-4000 VAULT.

WIDE ON MR B'S DESK .
ALPHA & CRAIG ARE
STANDING IN FRONT OF IT.

MR B : (BINGLES).
WUNDER BAR !!



X-DISS

ANGLE ON FONTAINE
& STEAMER WATCHING TV
STEAMER IS CRUNCHING
THRU A BAG OF CHIPS.
CRUMBS ARE EVERYWHERE.

SEX <CRUNCH CRUNCH
MUNCH, MUNCH >

PERRY: (O.S)
THE POLICE INFORM US THAT THE
BURGLAR USED A LADDER...

Timing/ Notes

Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper
Day / Night / Dusk

SC# 90 Panel # 1 of 2 Reuse -



Location _____ Description _____
OL:
UL:
HC:

SC# 90 Panel # 2 of 2 Reuse



Location _____ Description _____
OL:
UL:
HC:

SC# 91 Panel # 1 of 3 Reuse



Location _____ Description _____
OL:
UL:
HC:

SC# 91 Panel # 2 of 3 Reuse



Location _____ Description _____
OL:
UL:
HC:

Action CLOSER ON FONTAINE & STEAMER (HE'S STILL MUNCHING AWAY)

FONTAINE TURNS TO STEAMER, WHO STOPS CHEWING

CLOSE ON STEAMER. HE SWALLOWS

CUT

Dialogue PERRY: (OS) (CONT'D)

...AND A TUB OF GREASE.

FONTAINE: I THINK SQUIRT MAY BE INVOLVED IN THAT BREAK IN AT CITY HALL.

SFX: <BIG GULP!>

STEAMER: IT COULDN'T HAVE BEEN SQUIRT.

Timing/ Notes

Hoze Houndz V

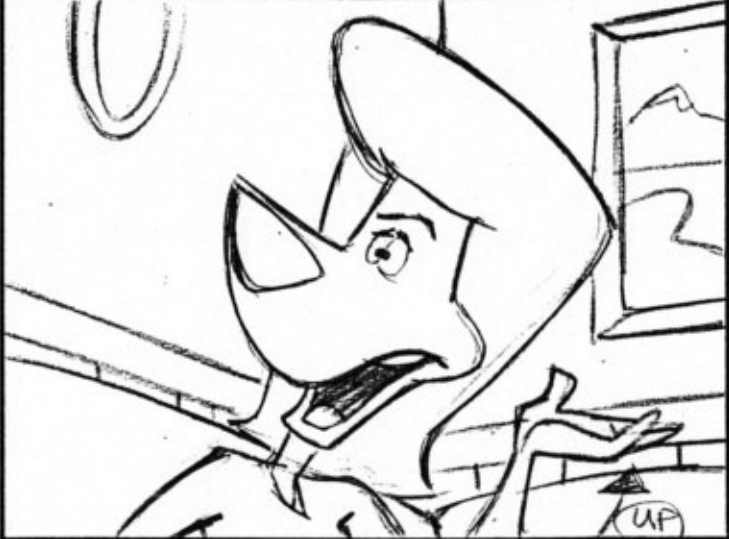
Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper Day / Night / Dusk

SC# 91 Panel # 3 of 3 Reuse -



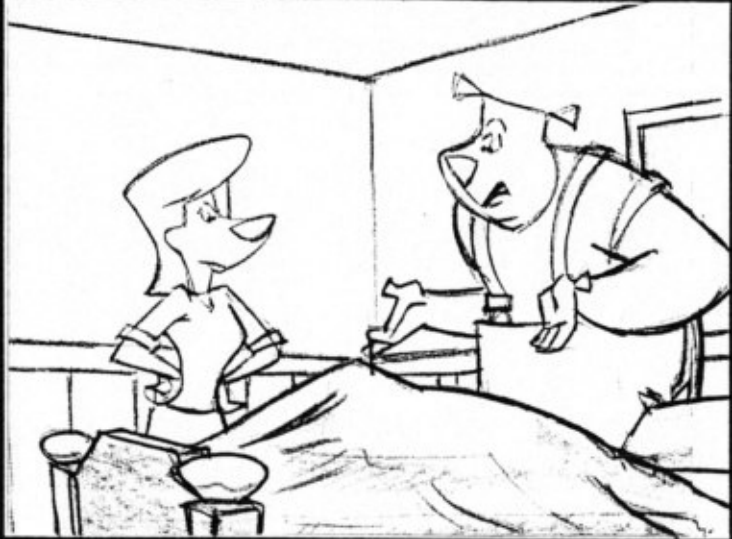
Location Description
OL:
UL:
HC:

SC# 92 Panel # of Reuse



Location Description
OL:
UL:
HC:

SC# 93 Panel # 1 of 4 Reuse



Location Description
OL:
UL:
HC:

INT FIREHALL -
BOYS BEDROOM

SC# 93 Panel # 2 of 4 Reuse



Location Description
OL:
UL:
HC:

Action

STEAMER TURNS TO
FONTAINE

CUT

ANGLE ON FONTAINE,
QUESTIONING

CUT

ANGLE ON FONTAINE AND
STEAMER STANDING BY
SQUIRTS BED. THERE'S A
LUMP UNDER THE COVERS.

FONTAINE REACHES OVER,
GRABBING THE COVERS.

Dialogue

STEAMER (CONT'D)

HE'S BEEN IN BED
ALL NIGHT

FONTAINE

ARE YOU SURE?

STEAMER:

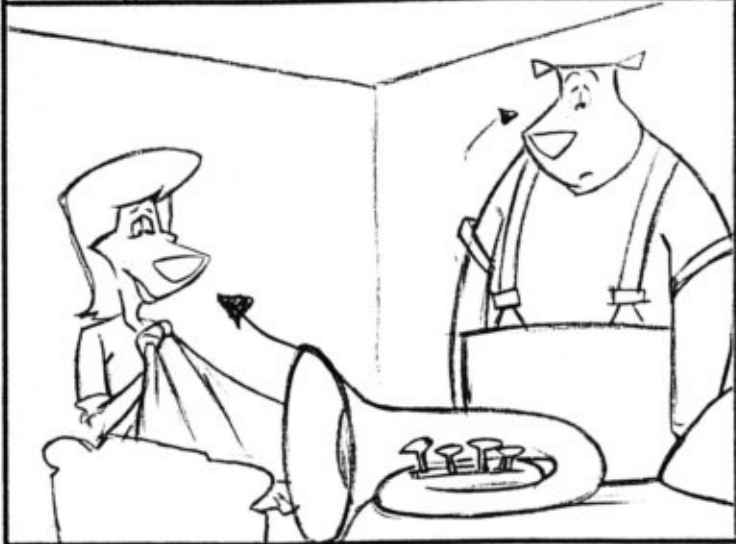
SEE! HE'S STILL
ASLEEP. LOOK!

Timing/ Notes

Hoze Houndz V

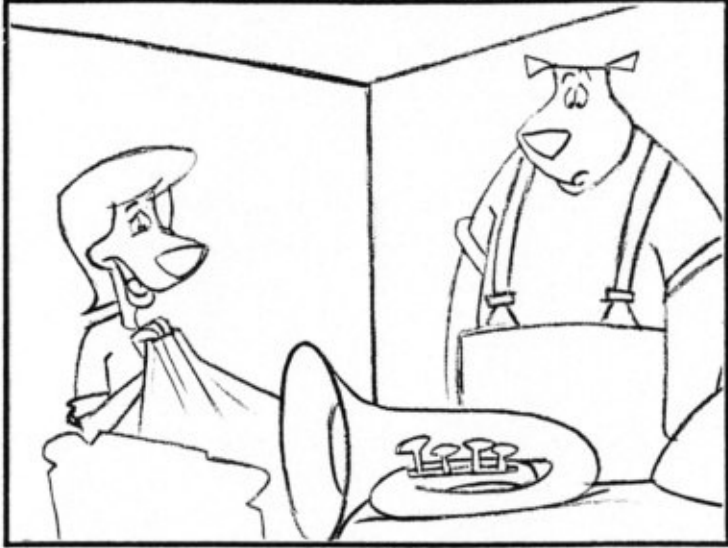
Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper

SC# 93 Panel # 3 of 4 Reuse.



Location _____ Description
OL:
UL:
HC:

SC# 93 Panel # 4 of 4 Reuse



Location _____ Description
OL:
UL:
HC:

SC# 94 Panel # 1 of 2 Reuse



Location _____ Description
OL:
UL:
HC:

SC# 94 Panel # 2 of 2 Reuse



Location _____ Description
OL:
UL:
HC:

Action

FONTAINE PULLS BACK THE
COVERS TO REVEAL ...
A TUBA!

HU
CUT

CLOSER ON STEAMER

HE BRIGHTENS

HU
CUT

Dialogue

FONTAINE
<BEAT> THAT'S NOT SQUIRT

STEAMER
THAT'S MY NEW
TUBA!

Timing/ Notes

Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper

Day / Night / Dusk
SC# 95 Panel # 1 of 3 Reuse



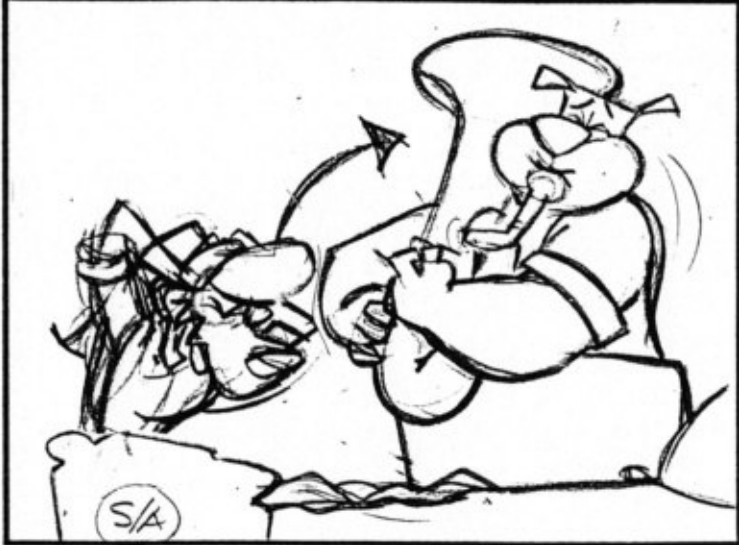
Location _____
Description OL:
UL:
HC:

Day / Night / Dusk
SC# 95 Panel # 2 of 3 Reuse



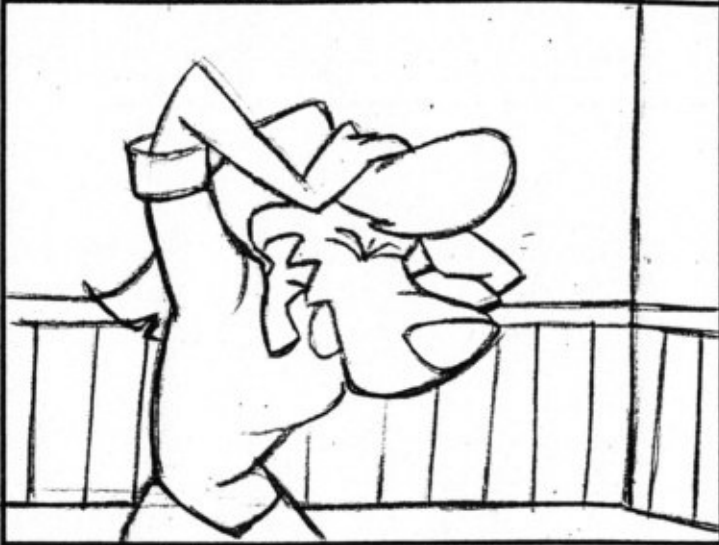
Location _____
Description OL:
UL:
HC:

Day / Night / Dusk
SC# 95 Panel # 3 of 3 Reuse



Location _____
Description OL:
UL:
HC:

Day / Night / Dusk
SC# 96 Panel # 1 of 3 Reuse



Location _____
Description OL:
UL:
HC:

Action WIDE ON FONTAINE AND
STEAMER

HE PICKS UP THE TUBA

AND BEGINS HIS rendition
OF THE 'BLUE DANUBE'
(LOTS A HEART, NOT MUCH
TALENT)

IN

OUT

CLOSE ON FONTAINE
APPRECIATING STEAMERS
MUSICAL PROWESS

Dialogue STEAMER: (THRILLED)

COHHH!

MFX: <THE BLUE DANUBE ON THE
TUBA>



Timing/ Notes

Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper
Day / Night / Dusk

SC# 96 Panel # 2 of 3 Reuse -



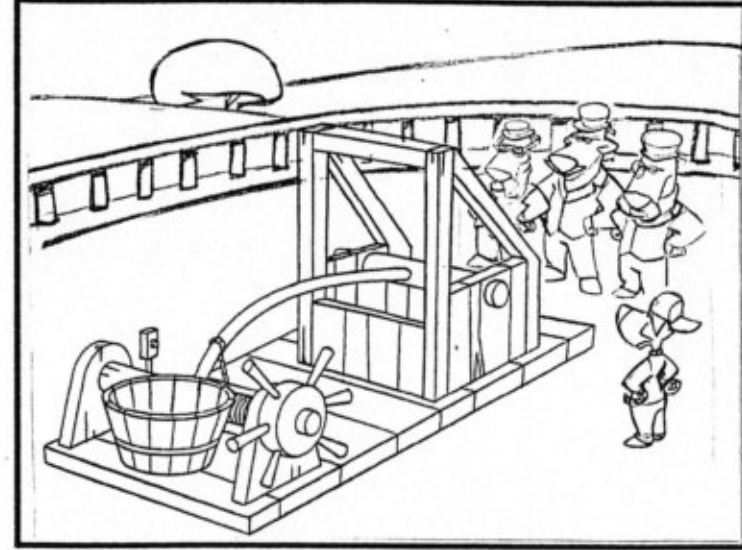
Location Description
OL:
UL:
HC:

SC# 96 Panel # 3 of 3 Reuse



Location Description
OL:
UL:
HC:

SC# 97 Panel # of Reuse



Location Description
OL:
UL:
HC:

Title LIAR'S CLUB Page 72

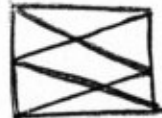
SC# 98 Panel # of Reuse



Location Description
OL:
UL:
HC:

Action

ANGLE ON THE "DECK"
SQUIRT'S FINISHED IT AND THE
BROTHERS ARE INSPECTING
IT

X-DISS: 

CUT

ANGLE ON SQUIRT

Dialogue

FONTAINE:
I'M GONNA GET TO .

FONTAINE: (CONT'D.)
... THE BOTTOM OF THIS .

SQUIRT:
ARE YOU SURE THIS IS
A DECK ?

SQUIRT: (CONT'D.)
IT'S KINDA FUNNY
LOOKING !

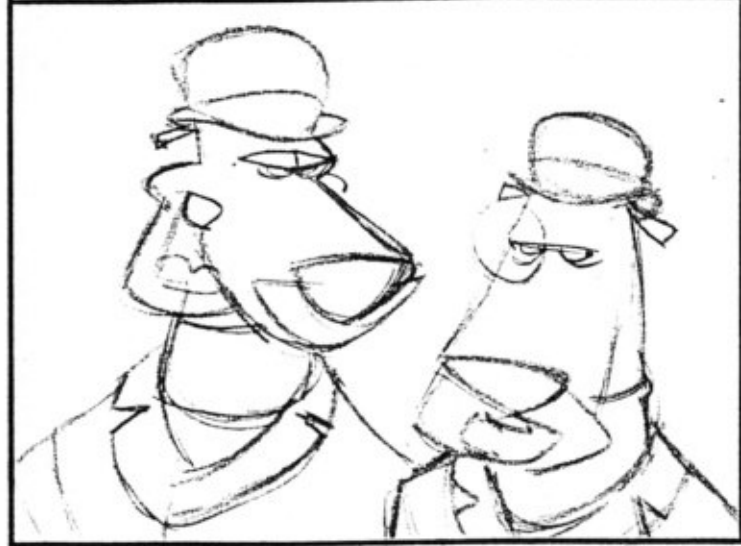
Timing/ Notes

Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper

Day / Night / Dusk

SC# 99 Panel # 1 of 8 Reuse -



Location

Description

OL:
UL:
HC:

Day / Night / Dusk

SC# 99 Panel # 2 of 8 Reuse



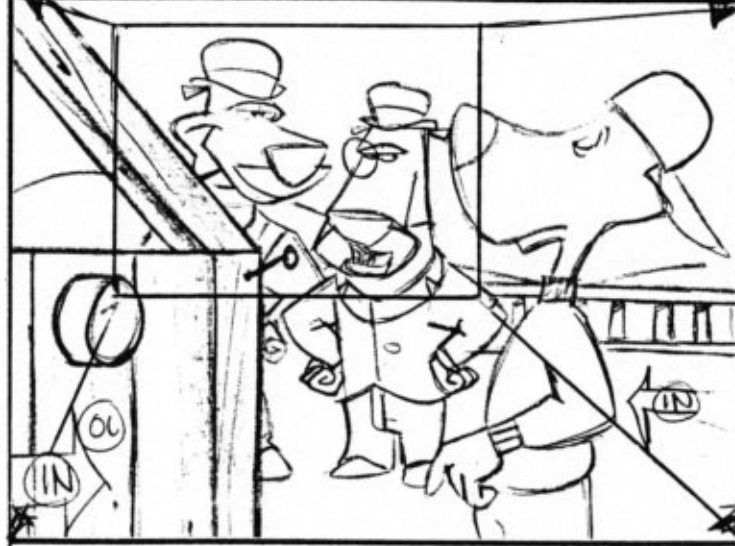
Location

Description

OL:
UL:
HC:

Day / Night / Dusk

SC# 99 Panel # 3 of 8 Reuse



Location

Description

OL:
UL:
HC:

Day / Night / Dusk

SC# 99 Panel # 4 of 8 Reuse



Location

Description

OL:
UL:
HC:

Action

ANGLE ON ALPHA &
CRAIG.

DURING TRUCK OUT. (PAN CATAPULT
IN , PAN SQUIRT IN)

SQUIRT NOTICES A CROOKED
NAIL. HE REACHES FOR IT.

Dialogue

ALPHA:
DONT QUESTION THE
BROTHERHOOD.

ALPHA:
WE GOT THE HOT-TUB
JUST FOR YOU.

CRAIG:
IT'S GOT TO BE PERFECT
THOUGH, JUST LIKE THE
BROTHERHOOD.

SQUIRT:
HEY, I'M A
CRAFTSMAN...

Timing/ Notes

Hoze Houndz V

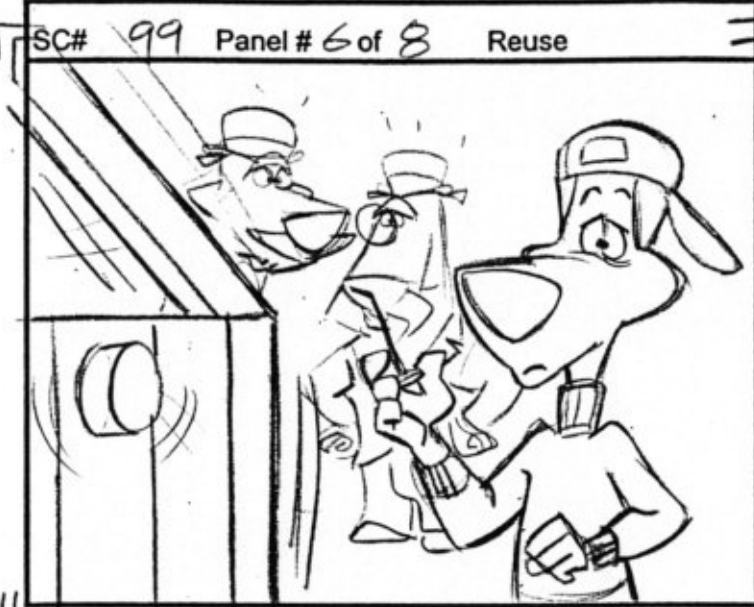
Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper

Day / Night / Dusk
SC# 99 Panel # 5 of 8 Reuse -



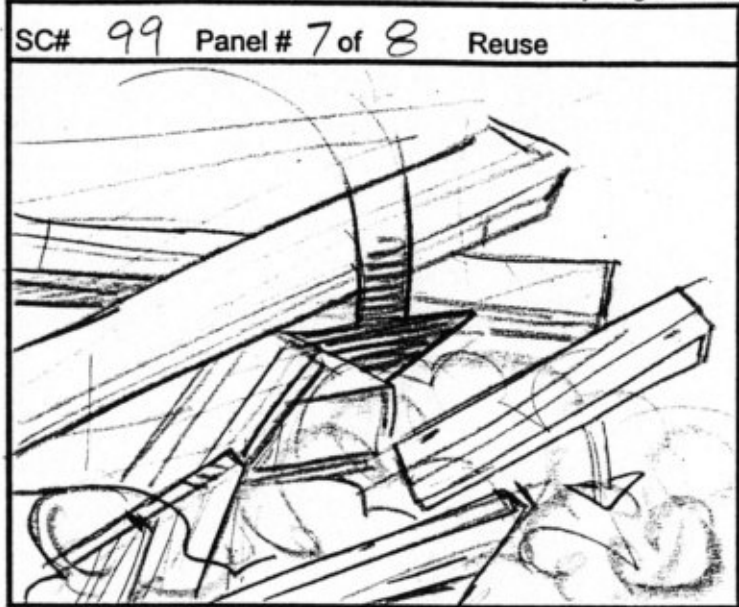
Location _____
Description _____
OL: _____
UL: _____
HC: _____

Day / Night / Dusk
SC# 99 Panel # 6 of 8 Reuse



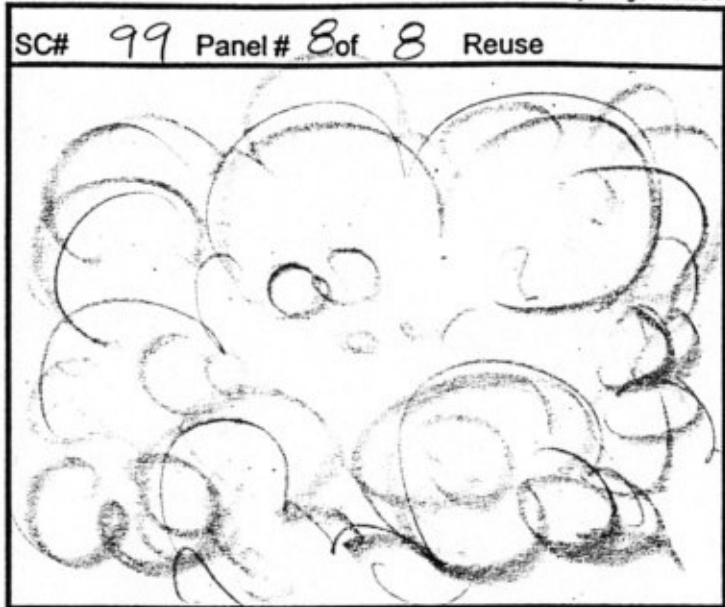
Location _____
Description _____
OL: _____
UL: _____
HC: _____

Day / Night / Dusk
SC# 99 Panel # 7 of 8 Reuse



Location _____
Description _____
OL: _____
UL: _____
HC: _____

Day / Night / Dusk
SC# 99 Panel # 8 of 8 Reuse



Location _____
Description _____
OL: _____
UL: _____
HC: _____

Action

SQUIRT LOOKS OVER THE NAIL

<CAMERA SHAKE>

THE CATAPULT BEGINS SHAKING - ALPHA, CRAIG & SQUIRT REACT

SFX: <LOW RUMBLE>

THE CATAPULT COLLAPSES ON SQUIRT

EFF: (DX DUST)

<STOP> DUST FILLS SCREEN WIRES SCENE

EFF: (DX DUST)

WIPE TO

Dialogue

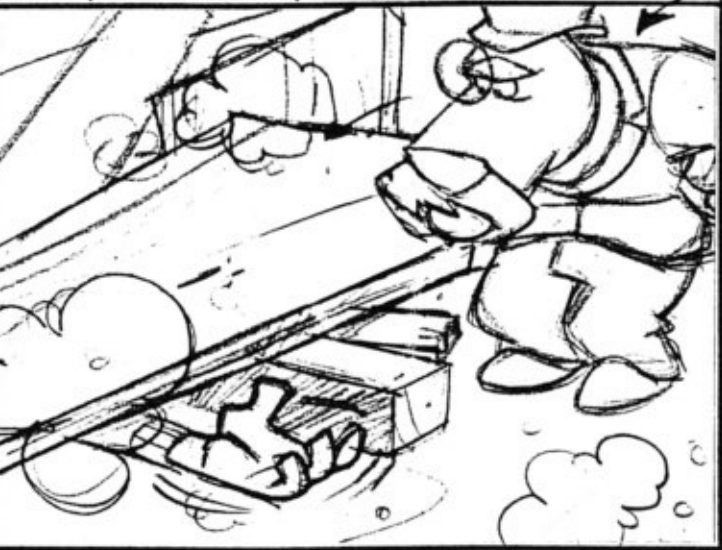
Timing/ Notes

Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper

Day / Night / Dusk

SC# 100 Panel # 1 of 3 Reuse



Location

Description

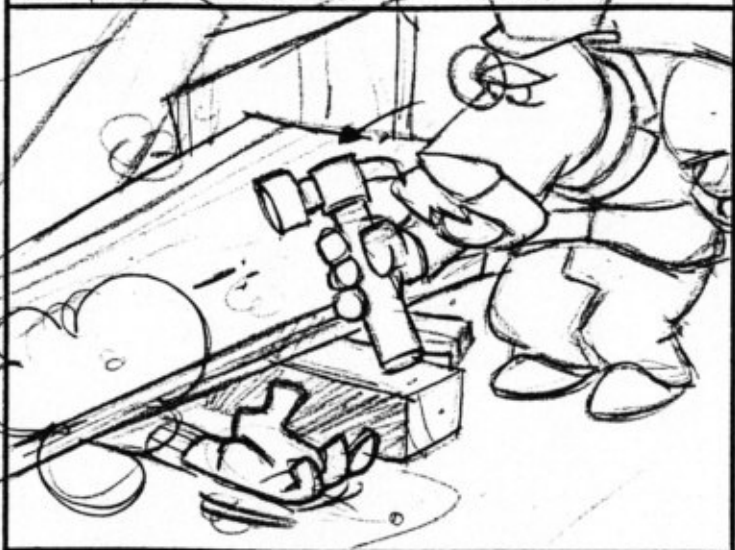
OL:

UL:

HC:

Day / Night / Dusk

SC# 100 Panel # 2 of 3 Reuse



Location

Description

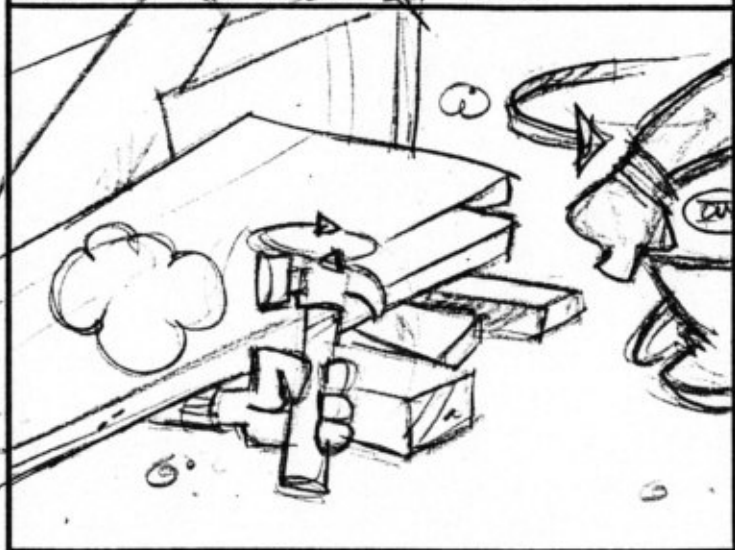
OL:

UL:

HC:

Day / Night / Dusk

SC# 100 Panel # 3 of 3 Reuse



Location

Description

OL:

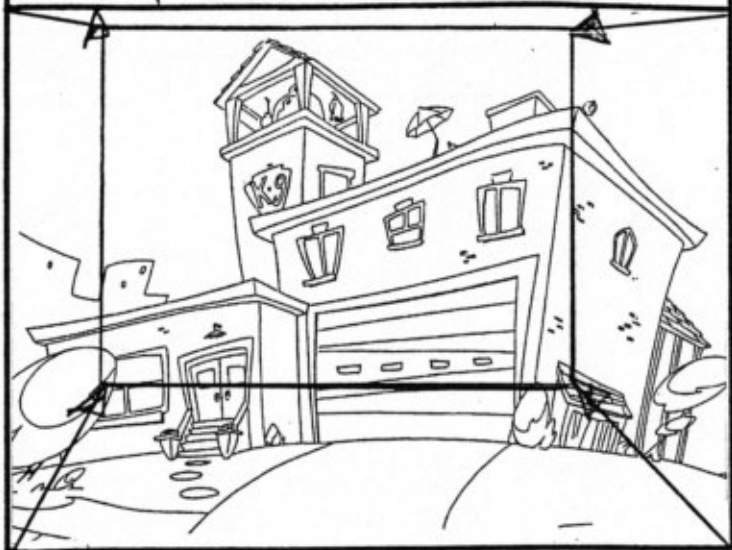
UL:

HC:

Day / Night / Dusk

Title LIAR'S CLUB Page 75

SC# 101 Panel # of Reuse



Location

Description

OL:

UL:

HC:

EXT. FIREHALL - NIGHT

(THAT NIGHT)

Action DUST CLEARS REVEALING,
ANGLE ON RUBBLE
SQUIRT'S HAND TWITCHES. CRAIG
LEANS FORWARD ..

.. AND HANDS SQUIRT
A HAMMER
CRAIG LOOKS ANNOYED .

CRAIG EXITS SCENE

TRUCK IN ON FIREHALL:
THE STILL OF THE NIGHT IS
TORN ASUNDER BY THE
MELODIC SOUNDS OF STEAMERS
SNORE



CUT

EFX: <DX DUST>

Dialogue

SQUIRT: (DAZED)

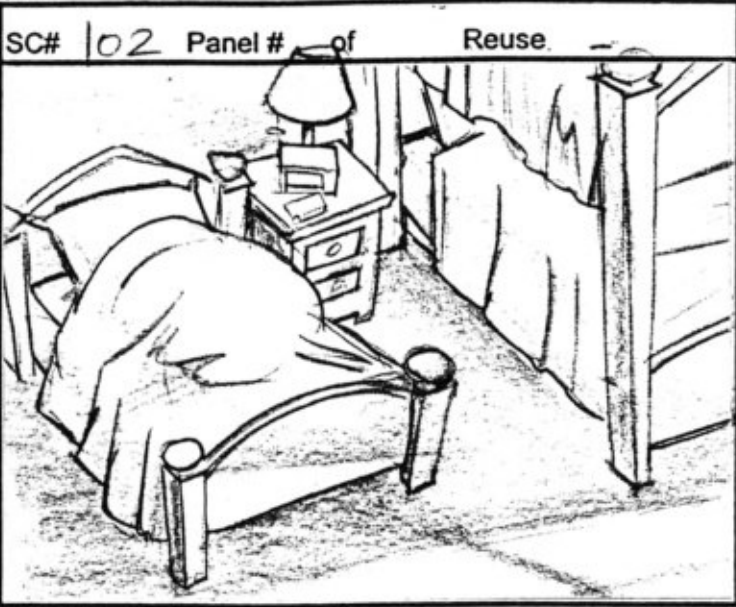
! STEAMER: (SNORES)

THANKS !

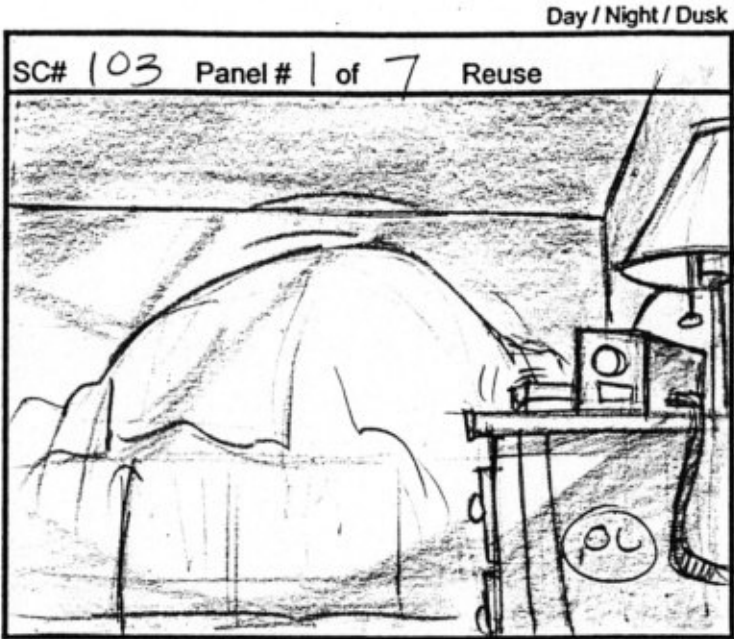
Timing/ Notes

Hoze Houndz V

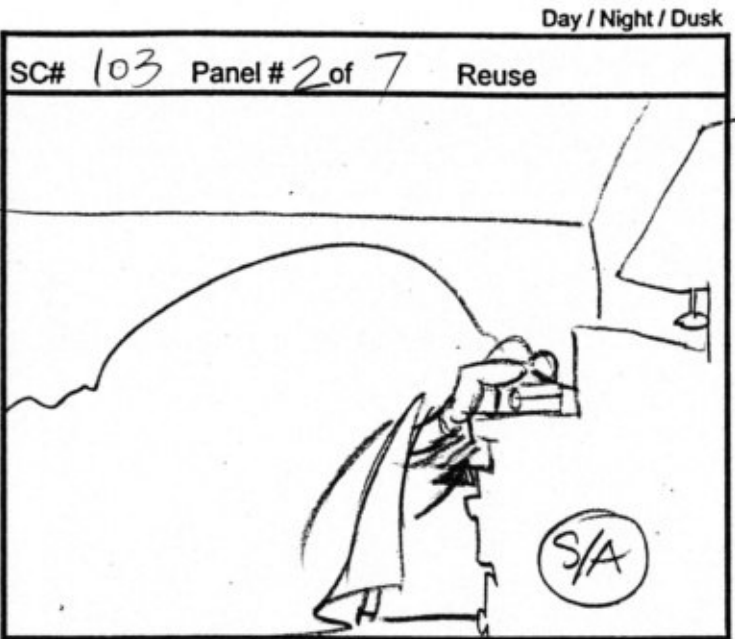
Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper
Day / Night / Dusk



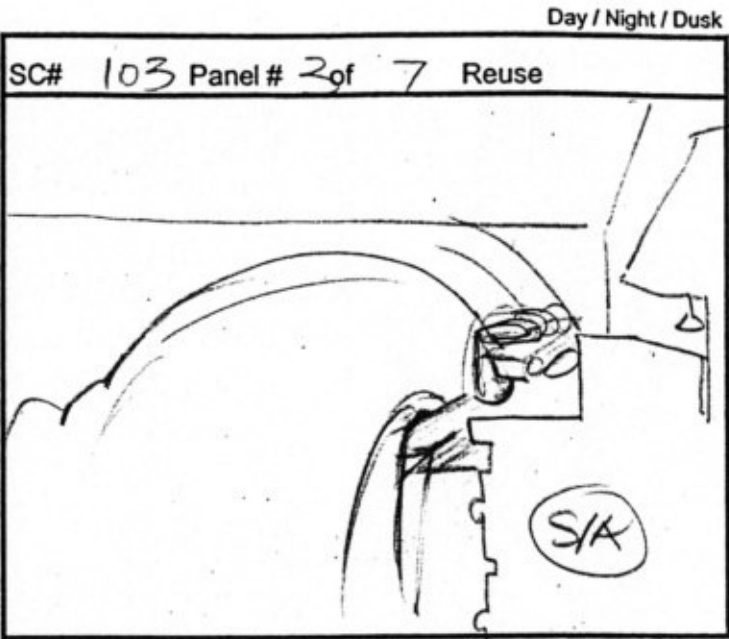
Location _____ Description _____
OL:
UL:
HC:
INT FIREHALL
BOYS BEDROOM (NIGHT)



Location _____ Description _____
OL:
UL:
HC:



Location _____ Description _____
OL:
UL:
HC:



Location _____ Description _____
OL:
UL:
HC:

Action
ANGLE ON SQUIRT'S BED
IT'S A QUIET NIGHT, EXCEPT
FOR ALL THE SNORING
CUT
CLOSER ON SQUIRT'S BED
THE CELLPHONE RINGS
CUT
SQUIRT REACHES FROM
UNDER THE COVERS.
GRABS THE PHONE

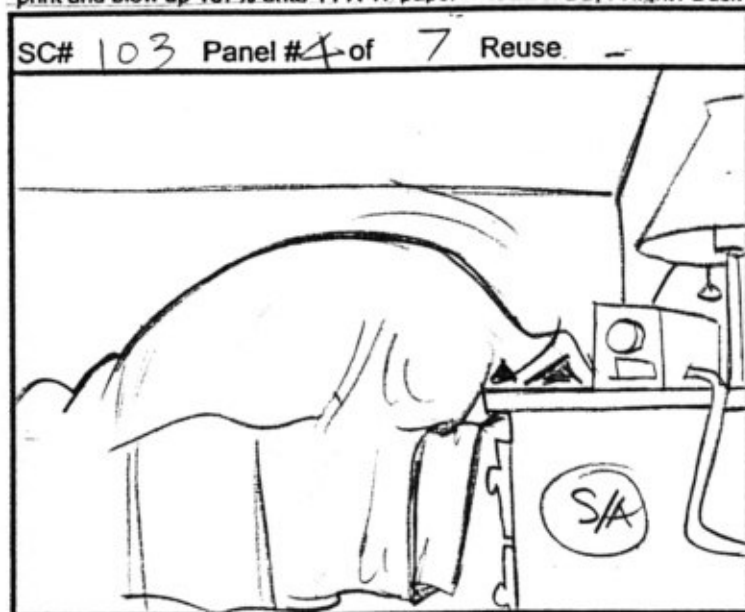
Dialogue
SFX <SNORES> ~~~~~ SFX <cellphone ring> ~~~~~ (SNORES CONT'D)

Timing/ Notes

Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper

Day / Night / Dusk

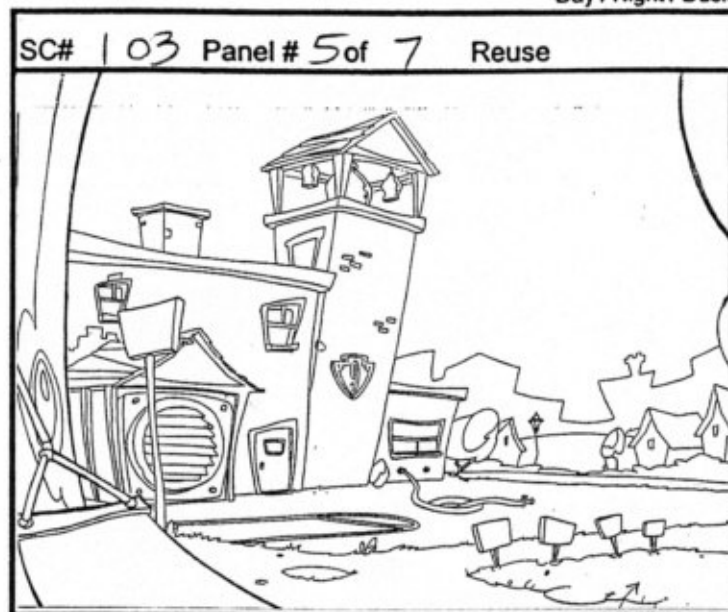


Location

Description

OL:
UL:
HC:

Day / Night / Dusk

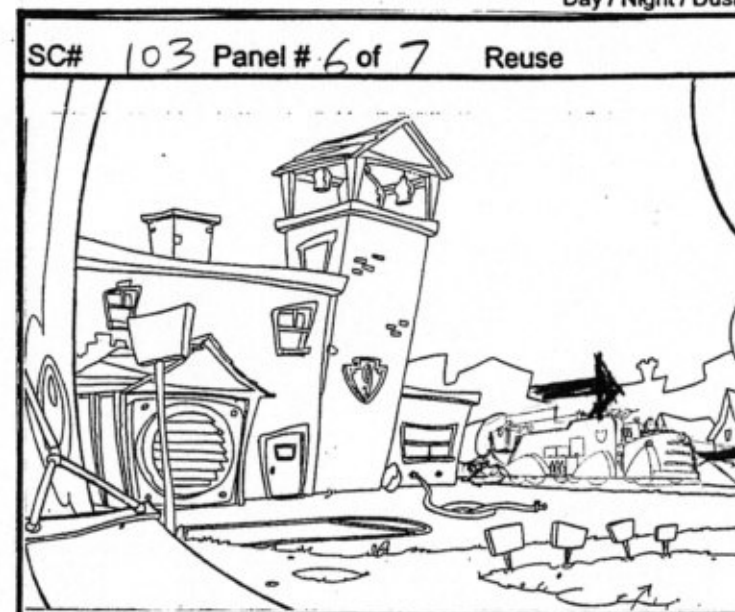


Location

Description

EXT. FIREHALL - (NIGHT)
OL:
UL:
HC:

Day / Night / Dusk

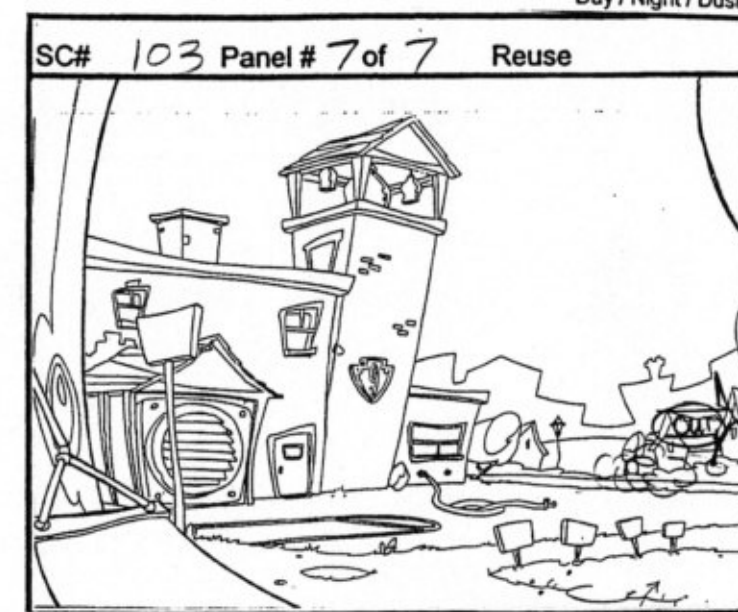


Location

Description

OL:
UL:
HC:

Day / Night / Dusk



Location

Description

OL:
UL:
HC:

Action

PULLING THE PHONE UNDER
THE COVERS

IT'S A QUIET NIGHT

SUDDENLY THE FIRE ENGINE
ZOOMS THRU SCENE..

.. AND OUT

CUT

SFX: <cellphone click>

SFX: <CRICKETS>

(BOT LITE HEADLIGHTS)
EFF: (DX DUST/EXHAUST)

Dialogue

SFX: <FIRE ENGINE> (NO SIREN)

SQUIRT

UGH, OKAY, OKAY,
OKAY. I'LL BE RIGHT THERE...
BROTHER.

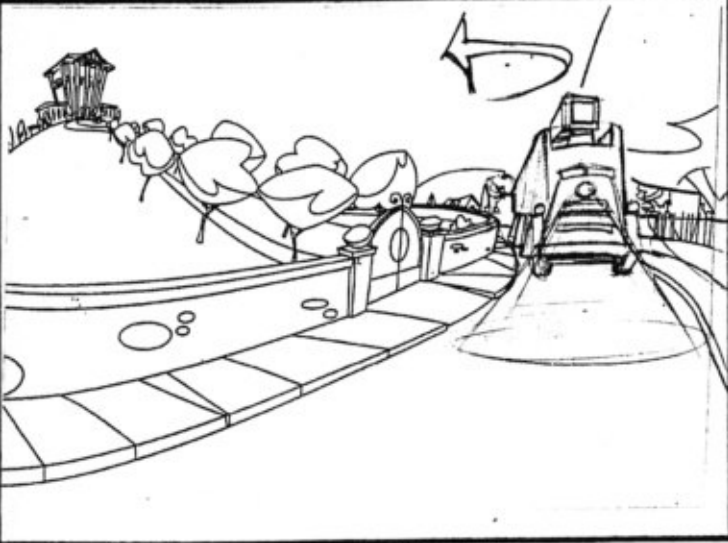
Timing/ Notes

Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper

Day / Night / Dusk

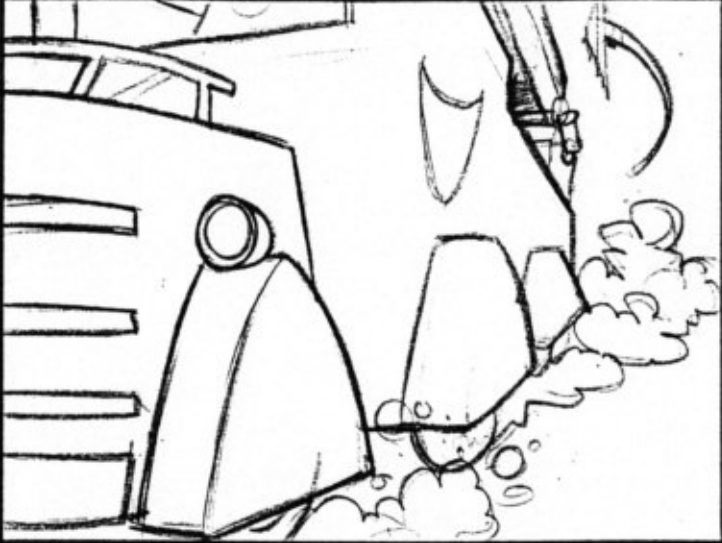
SC# 104 Panel # 1 of 3 Reuse



Location Description
OL:
UL:
HC:
EXT. MANSION - (NIGHT)
STREET IN FRONT OF MANSION

Day / Night / Dusk

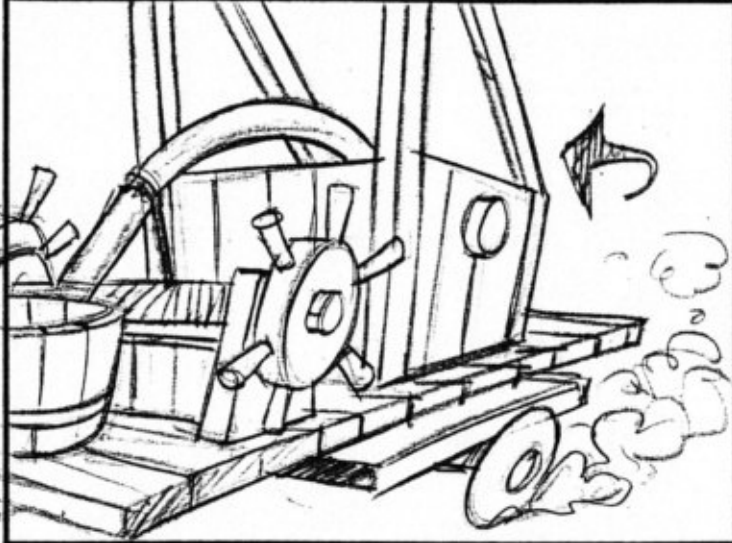
SC# 104 Panel # 2 of 3 Reuse



Location Description
OL:
UL:
HC:

Day / Night / Dusk

SC# 104 Panel # 3 of 3 Reuse



Location Description
OL:
UL:
HC:

Day / Night / Dusk

SC# 105 Panel # 1 of 5 Reuse



Location Description
OL:
UL:
HC:

Action

THE FIRE TRUCK ROARS AWAY
FROM THE MANSION

TO CAMERA

CUT

ANGLE ON SQUIRT IN THE
DRIVERS SEAT. (THINK
TOAD'S WILD RIDE)
TILT PAN BG (FAST)
(HU SPD TO PREV. SCENE)

EFF: (DX DUST)

*TIMER NOTE: ACTION SHOULD BE FAST, BUT SLOW ENOUGH TO REGISTER THE TRAILER

Dialogue
SFX: (FIRE TRUCK NOISE)

SQUIRT
YEE HAAAAH!

Timing/ Notes

Hoze Houndz V

Title **LIAR'S CLUB**

Page **79**

Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper

Day / Night / Dusk

SC# 105 Panel # 2 of 5 Reuse -



Location

Description

OL:
UL:
HC:

Day / Night / Dusk

SC# 105 Panel # 3 of 5 Reuse



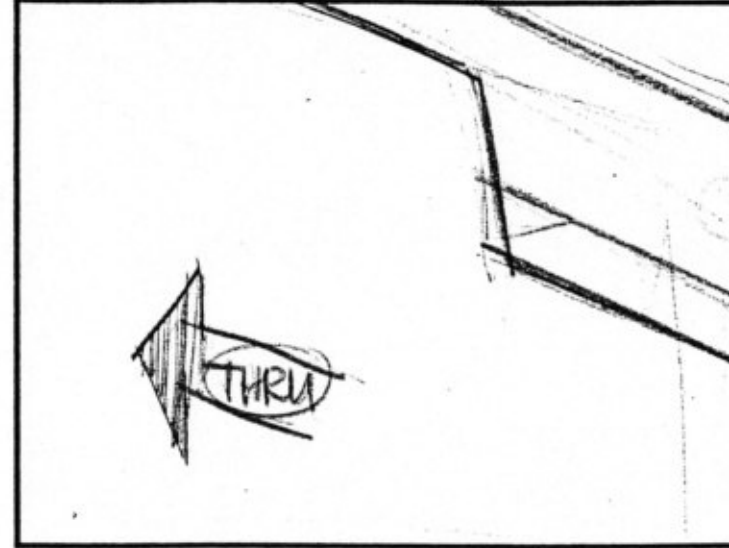
Location

Description

OL:
UL:
HC:

Day / Night / Dusk

SC# 105 Panel # 4 of 5 Reuse



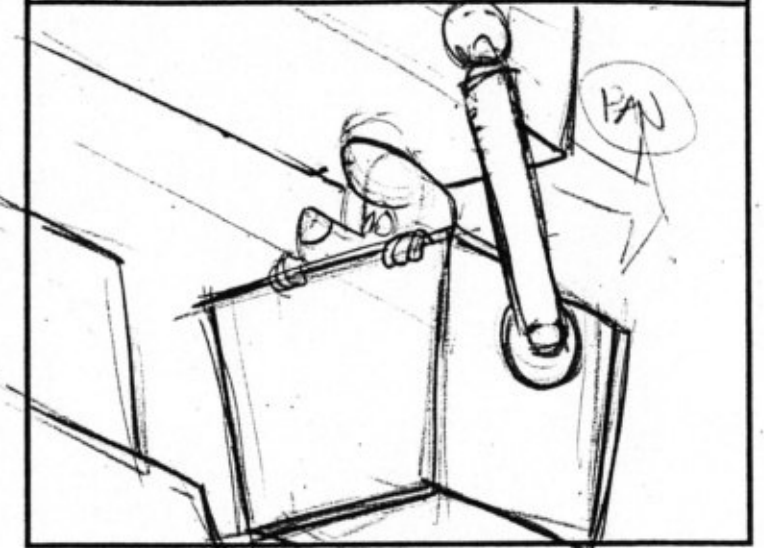
Location

Description

OL:
UL:
HC:

Day / Night / Dusk

SC# 105 Panel # 5 of 5 Reuse



Location

Description

OL:
UL:
HC:

Action (CONTINUE TILT PAN)

SQUIRT GAINS OUT

THE REST OF THE
FIRE TRUCK SPEEDS
THRU

FONTAINE IS PEAKING OUT
FROM THE LADDER BASKET.

SFX (FIRE TRUCK ENGINE)

Dialogue

SQUIRT: (EXCITED)

I LIKE A SOCIETY THAT
CAUS AT 3AM. MEETING

Timing/ Notes

Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper Day / Night / Dusk

SC# 106 Panel # 1 of 3 Reuse -



Location Description
OL:
UL:
HC:

SC# 106 Panel # 2 of 3 Reuse



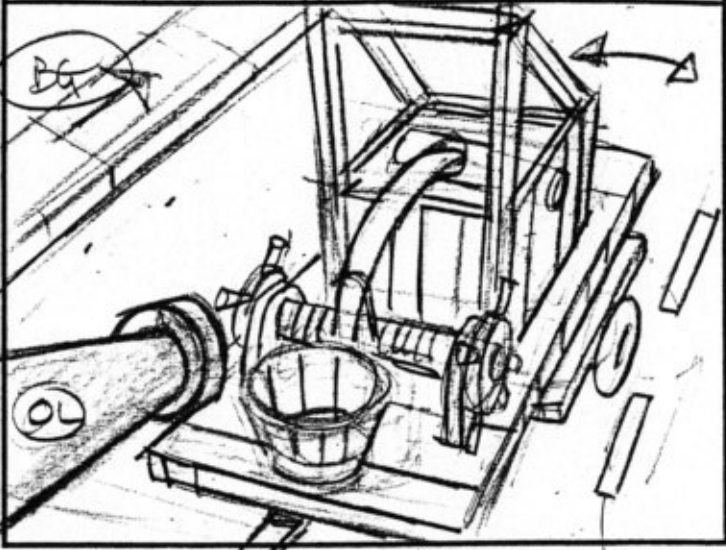
Location Description
OL:
UL:
HC:

SC# 106 Panel # 3 of 3 Reuse



Location Description
OL:
UL:
HC:

SC# 107 Panel # of Reuse



Location Description
OL:
UL:
HC:

Action INSIDE LADDER BASKET
TILT PAN BG (HU TO PREV SCENES)
STEAMER IS ASLEEP, HUGGING HIS TUBA (HIS LEG TWITCHES)
FONTAINE CROUCHS DOWN BY STEAMER
PAN UP AS FONTAINE LOOKS OVER THE EDGE OF THE BASKET
FONTAINE'S P.O.V. ON TRAILER
TILT PAN BG (HU SPD TO PREV SCENES)
CUT

Dialogue
STEAMER (SNORES)
FONTAINE:
SOMETHING'S NOT RIGHT HERE..
" .. AND WHAT IS THAT FOR?

Timing/ Notes

Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper
Day / Night / Dusk

SC# 108 Panel # 1 of 2 Reuse -



Location

Description

OL:

UL:

HC:

SC# 108 Panel # 2 of 2 Reuse



Location

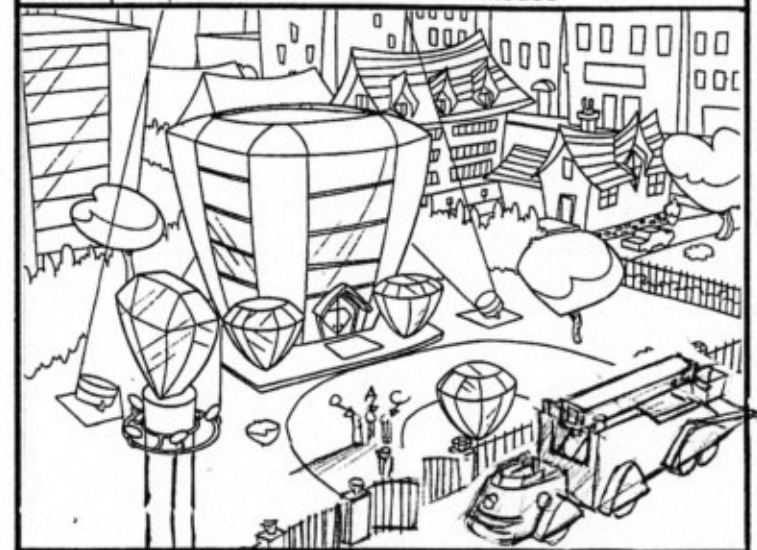
Description

OL:

UL:

HC:

SC# 109 Panel # of Reuse



Location

Description

OL:

UL:

HC:

EXT DIAMOND HOUSE
(NIGHT)

Title LIAR'S CLUB Page 81

Day / Night / Dusk

SC# 110 Panel # 1 of 7 Reuse



Location

Description

OL:

UL:

HC:

Action

BACK ON FONTAINE
TILT PAN BG
(HLL SPEED TO PREV. SCENE)

MT

SHE CROUCHS BACK
DOWN
(PAN DOWN WITH ANIM.)

CUT

ANGLE ON DIAMOND HOUSE
THE FIRE TRUCK IS PARKED IN
FRONT. SQUIRT WALKS TO THE
WAITING BROTHERS

CUT

ANGLE ON THE BROTHERS
SQUIRT, HOLDING THE
BACON GREASE, SETTLES
IN SCENE.

Dialogue

FONTAINE: (CONT'D)
WE'RE GOING TO
GET TO...

STEAMER <SNORE

FONTAINE: (CONT'D)
..THE BOTTOM OF THIS
THING, ONCE AND FOR
ALL.

ALPHA:
YOU WEREN'T FOLLOWED
WERE YOU?

Timing/ Notes

Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper

Day / Night / Dusk

Title **LIAR'S CLUB**

Page **22**

SC# 110 Panel # 2 of 7 Reuse



Location

Description

START

OL:
UL:
HC:

Day / Night / Dusk

SC# 110 Panel # 3 of 7 Reuse



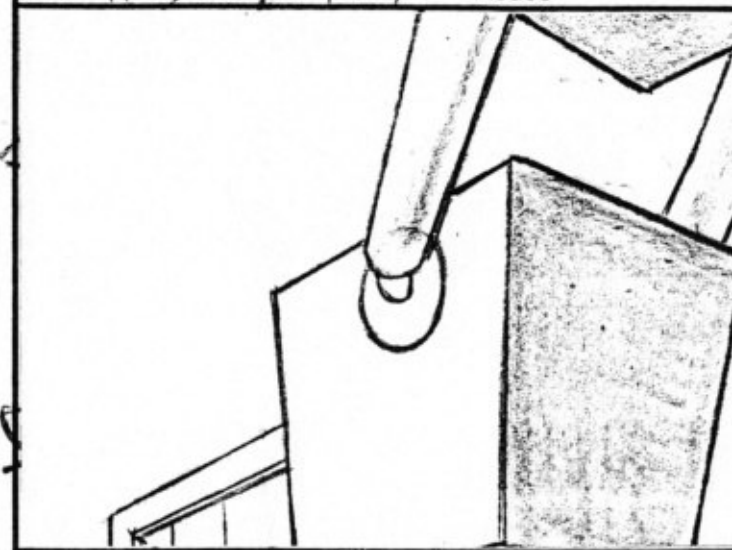
Location

Description

OL:
UL:
HC:

Day / Night / Dusk

SC# 110 Panel # 4 of 7 Reuse



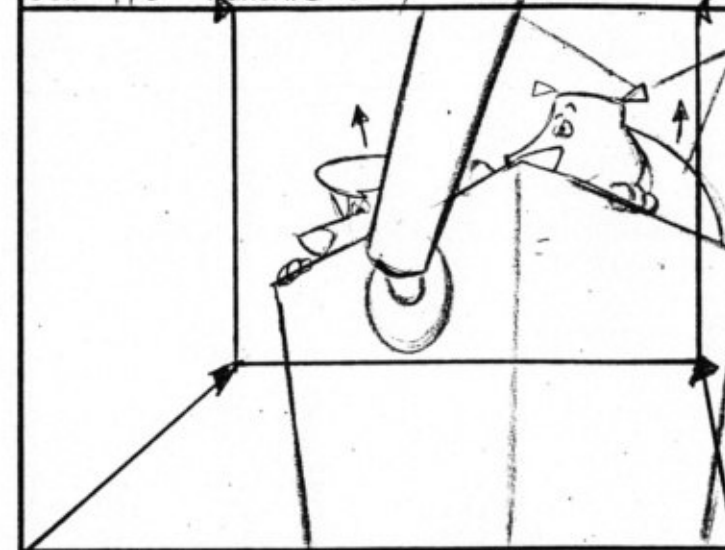
Location

Description

OL:
UL:
HC:

Day / Night / Dusk

SC# 110 Panel # 5 of 7 Reuse



Location

Description

OL:
UL:
HC:

Action

START TILT ZIP PAN

..THE LADDER "BASKET"

FONTAINE AND STEAMER
PEEK OVER THE EDGE

THE BROTHERS AND SQUIRT
START TOWARDS THE DIAMOND
STORE

ZIP PAN... TO..

Dialogue

SQUIRT (CONFIDENTLY)

NOT A CHANCE!

CRAIG

COME ON, IT'S TIME.

STEAMER:

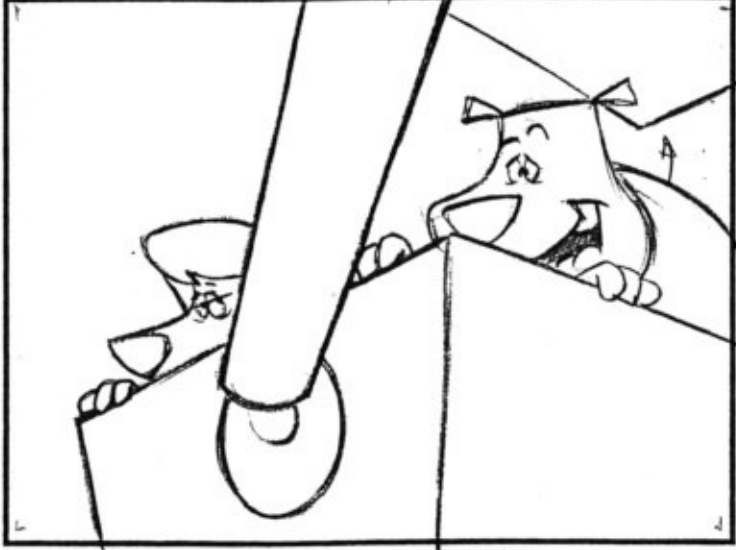
OOH THE DIAMOND HOUSE.

Timing/ Notes

Hoze Houndz V

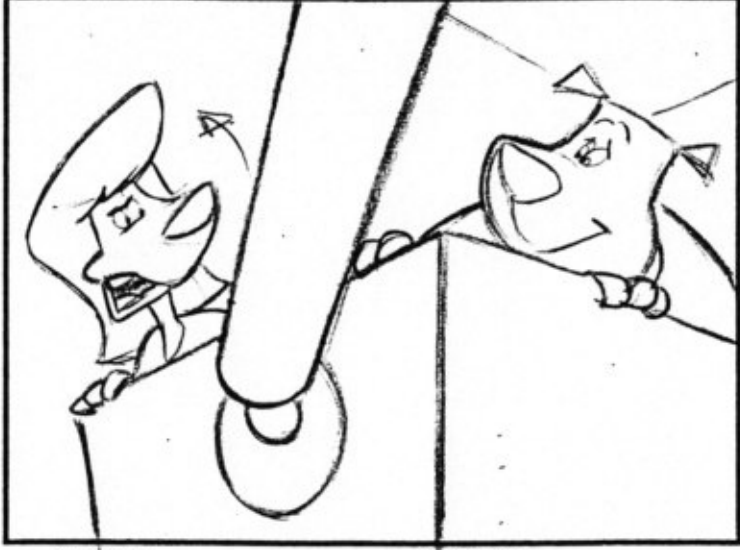
Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper Day / Night / Dusk

SC# 110 Panel # 6 of 7 Reuse -



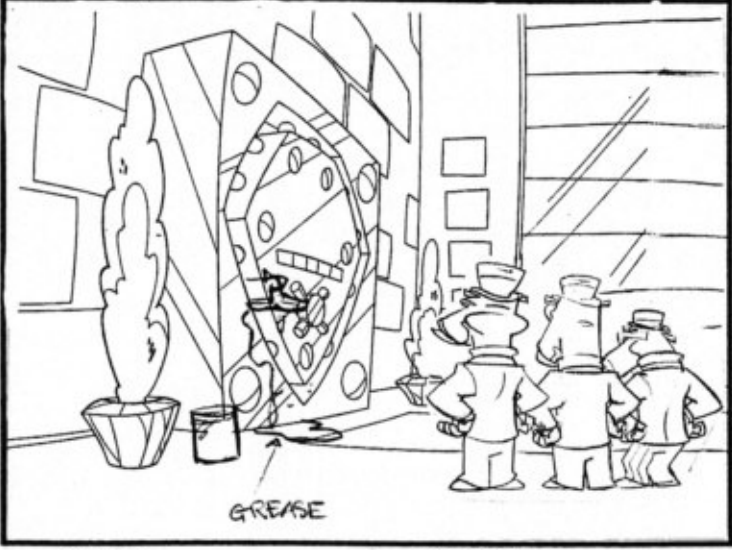
Location Description
OL:
UL:
HC:

SC# 110 Panel # 7 of 7 Reuse



Location Description
OL:
UL:
HC:

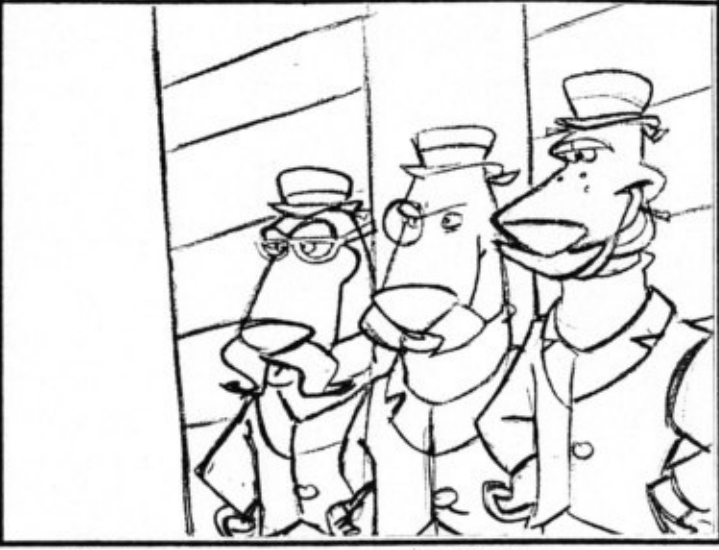
SC# 111 Panel # of Reuse



Location Description
OL:
UL:
HC:

INT. DIAMOND HOUSE
-VAULT- (NIGHT)

SC# 112 Panel # 1 of 6 Reuse



Location Description
OL:
UL:
HC:

Action

ANGLE ON VAULT DOOR
IT'S COVERED IN GREASE
THE BROTHERS ARE STANDING
IN FRONT. SQUIRT'S HAND
SLIDES OUT
SFX: <WET SUCKING NOISE>

ANGLE ON THE BROTHERS

Dialogue

STEAMER:
OOOH. THE DIAMOND HOUSE!

FONTAINE:
I'VE BEEN STUDYING THE
HOT TUB DESIGN... I THINK I
HAVE A PLAN.

SQUIRT:
<STRAINING NOISES>

SQUIRT:
SFX: <WET PLOP>

Timing/ Notes

Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper

Day / Night / Dusk

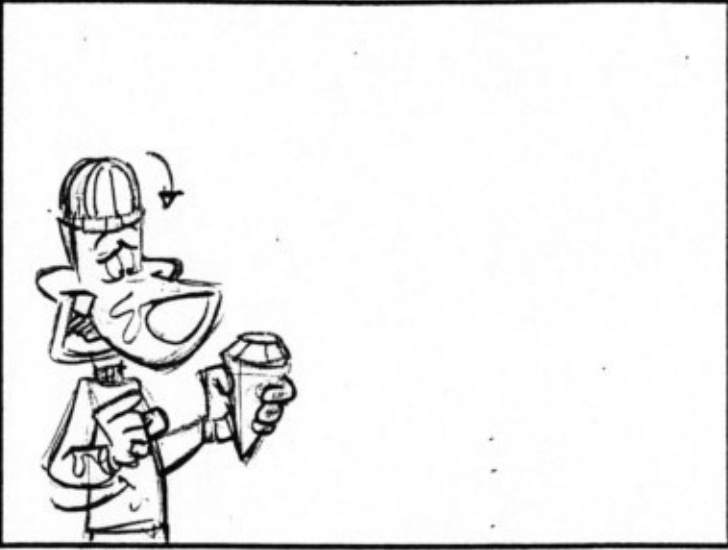
SC# 112 Panel # 2 of 6 Reuse



Location Description
OL:
UL:
HC:

Day / Night / Dusk

SC# 112 Panel # 3 of 6 Reuse



Location Description
OL:
UL:
HC:

Day / Night / Dusk

SC# 112 Panel # 4 of 6 Reuse



Location Description
OL:
UL:
HC:

Day / Night / Dusk

SC# 112 Panel # 5 of 6 Reuse



Location Description
OL:
UL:
HC:

Action

SQUIRT STEPS IN .
SQUIRT IS COVERED IN
GREASE .

HE LOOKS AT THE
DIAMOND .

CRAIG NONCHALANTLY
EXPLAINS ..

SQUIRT QUESTIONING

EFF: < S/T GREASE >

Dialogue
STX: WET

SQUIRT
YOU SURE THIS DIAMOND
IS YOURS ?

CRAIG
OH YEAH, IT'S A
BROTHERHOOD OF BROTHERS
HEIRLOOM.

SQUIRT
AND YOU ACCIDENTLY LOCKED
IT IN HERE YESTERDAY ?

Timing/ Notes

Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper

Day / Night / Dusk
SC# 112 Panel # 6 of 6 Reuse



Location _____ Description
OL:
UL:
HC:

Day / Night / Dusk
SC# 113 Panel # 1 of 4 Reuse



Location _____ Description
OL:
UL:
HC:

Day / Night / Dusk
SC# 113 Panel # 2 of 4 Reuse



Location _____ Description
OL:
UL:
HC:

Day / Night / Dusk
SC# 113 Panel # 3 of 4 Reuse



Location _____ Description
OL:
UL:
HC:

Action

ALPHA HOLDS OUT HIS HANDS. SQUIRT HANDS THE DIAMOND OVER

HM

CUT

CLOSE ON ALPHA. HE LIFTS THE JEWEL CLOSER TO HIS EYES

HIS EYES OPEN WIDE

ALPHA PUTS A JEWELLER'S LOUPE INTO HIS EYE.

SFX: <SQUEEEDIE SQUEAK>

Dialogue

ALPHA:
YEAH!

Timing/ Notes

Hoze Houndz V

Amberwood Animation (HHV inc.) 2001
print and blow up 137% onto 11 X 17 paper

Day / Night / Dusk

SC# 113 Panel # 4 of 4 Reuse -



Location

Description

OL:
UL:
HC:

Day / Night / Dusk

SC# 114 Panel # 1 of 2 Reuse



Location

Description

OL:
UL:
HC:

Day / Night / Dusk

SC# 114 Panel # 2 of 2 Reuse



Location

Description

OL: STOP
UL:
HC:

SHIFT PAN W/ANIM

Action

[HU]

CUT

SQUIRT SMUGLY WALKS PAST THE BOYS, WHO ARE FIXATED BY THE 'SPARKLY'.

FX: (BOT. LITE GLEAM)

(*CUTSCENE BEFORE SQUIRT EXITS)

CUT

Dialogue

ALPHA

YEAH!

SQUIRT:

SOUNDS REASONABLE TO ME.

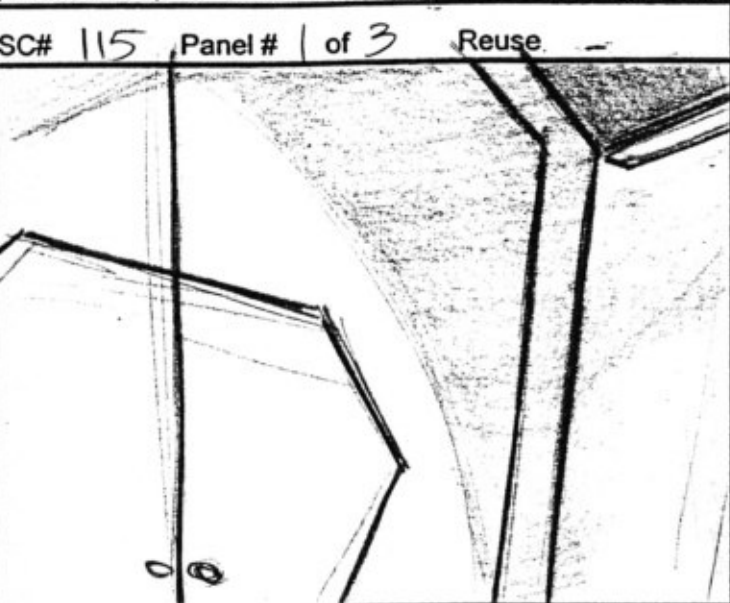
Timing/ Notes

Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper

Day / Night / Dusk

SC# 115 Panel # 1 of 3 Reuse



Location Description

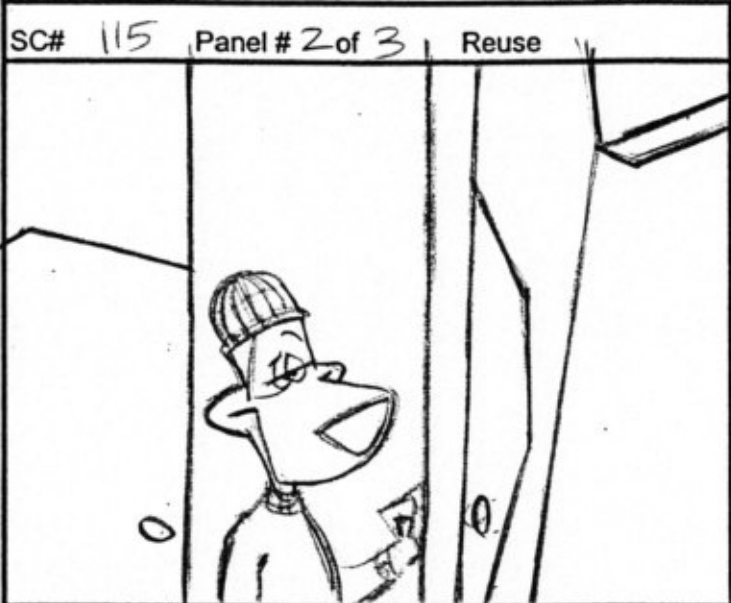
EXT. DIAMOND HOUSE

NIGHT

OL:
UL:
HC:

Day / Night / Dusk

SC# 115 Panel # 2 of 3 Reuse

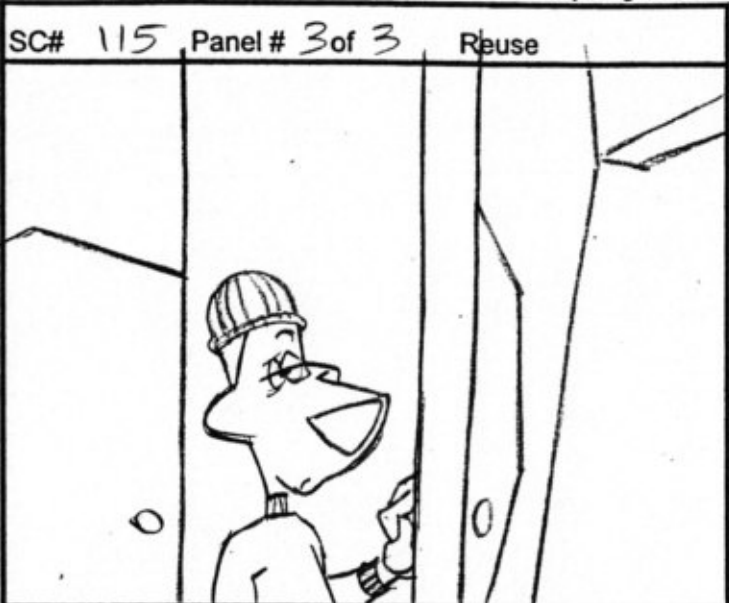


Location Description

OL:
UL:
HC:

Day / Night / Dusk

SC# 115 Panel # 3 of 3 Reuse

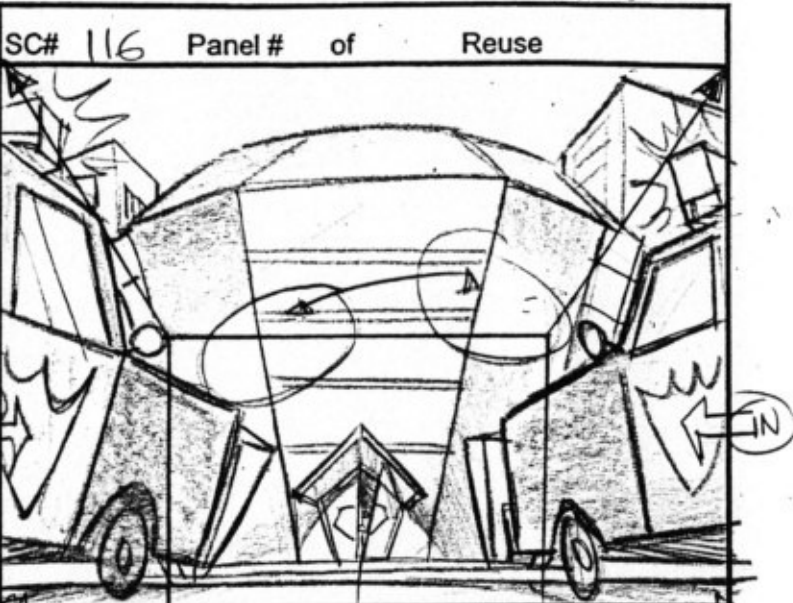


Location Description

OL:
UL:
HC:

Day / Night / Dusk

SC# 116 Panel # of Reuse



Location Description

EXT. DIAMOND HOUSE

OL:
UL:
HC:

Action

ANGLE ON THE FRONT DOOR A SPOTLIGHT SHINES ON THE DOOR

SQUIRT OPENS THE DOOR...

.. AND STOPS

FAST TRUCKOUT. PAN POLICE CARS IN. LIGHTS ARE FLASHING, SIRENS ARE BLARING. SPOTLIGHTS MOVING AROUND BUILDING

SFX: < POLICE SIRENS >

Efx: < DX SPOTLIGHTS, BOT. LITE FLASHING LIGHTS >

Dialogue

Timing/ Notes

Hoze Houndz V

Title **LIAR'S CLUB**

Page 88

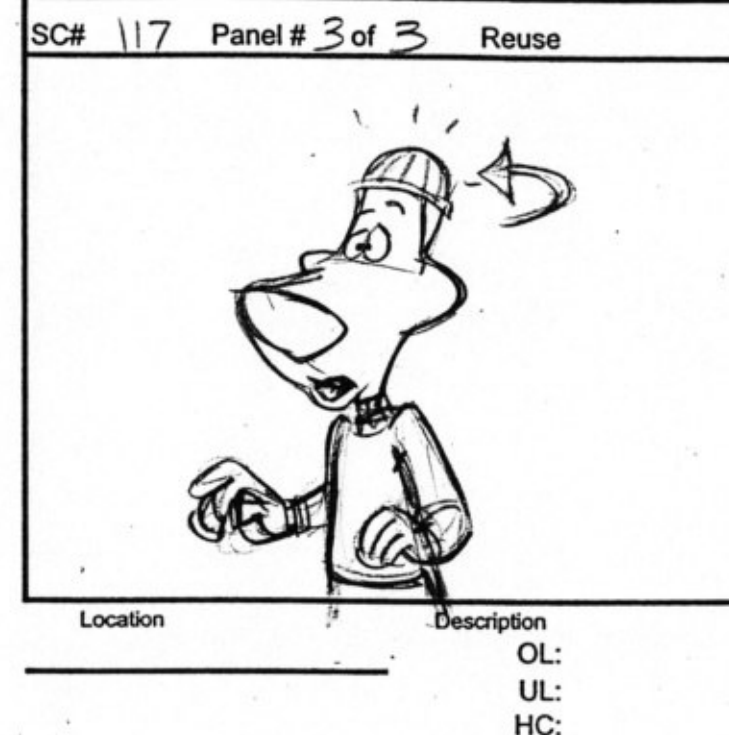
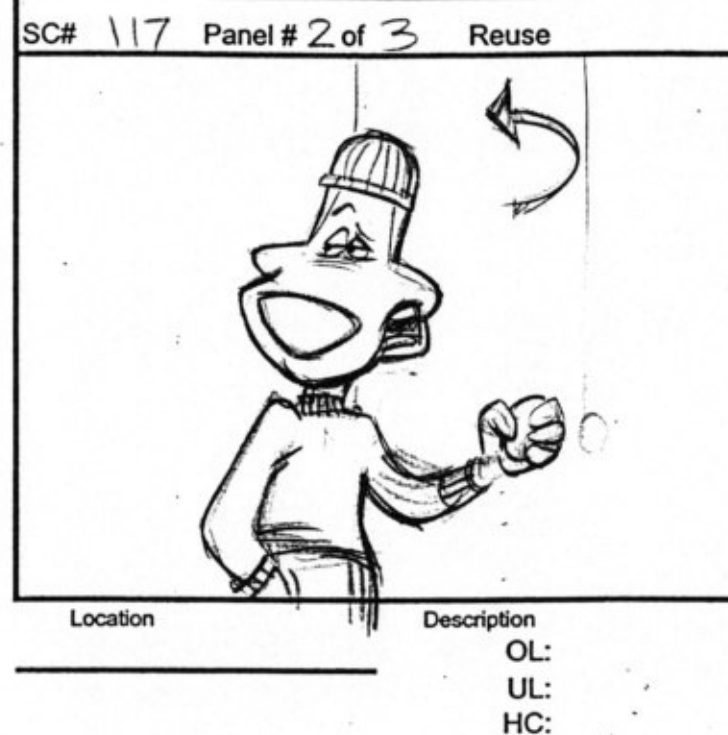
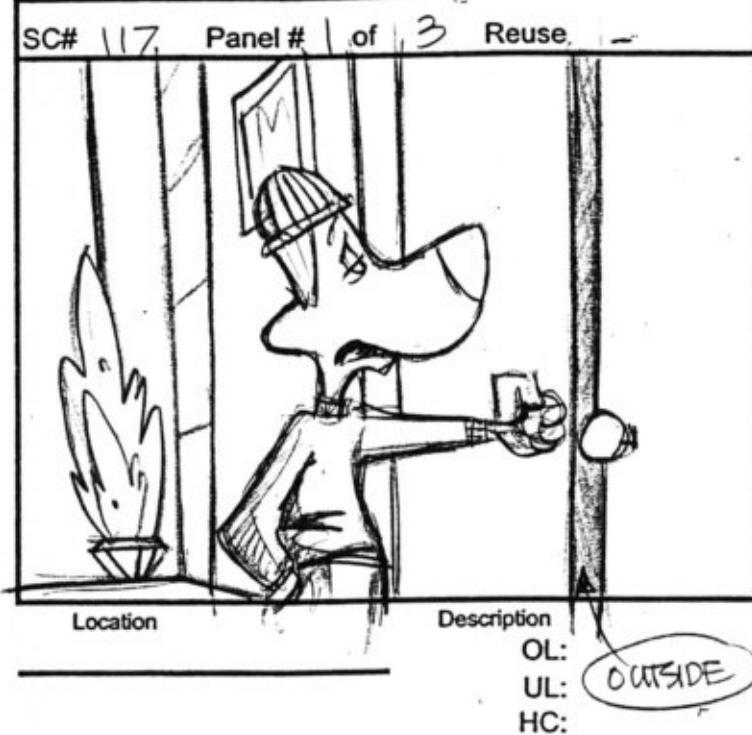
Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper

Day / Night / Dusk

Day / Night / Dusk

Day / Night / Dusk

Day / Night / Dusk



Action

HOOK UP SQUIRT.

SQUIRT PULLS THE DOOR
SHUT, CUTTING OFF THE
POLICE ACTIVITY SOUNDS.

SQUIRT TURNS.

SQUIRT SEES
THE DOOR TO THE
STAIRWELL CLOSE. THE
BROTHERS ARE NOWHERE TO
BE SEEN.

EX: (BOT. LITE GLOW)

Dialogue

! SQUIRT
GUYS? DID I MISS
SOMETHING?

! SQUIRT.
LOOKS LIKE SOMEONE
DIDN'T CHECK THEIR E-MAIL
THIS MORNING.

! SQUIRT.
<BEAT> GUYS?

! SQUIRT: (CALLING)
GUYS?!

Timing/ Notes

Hoze Houndz V

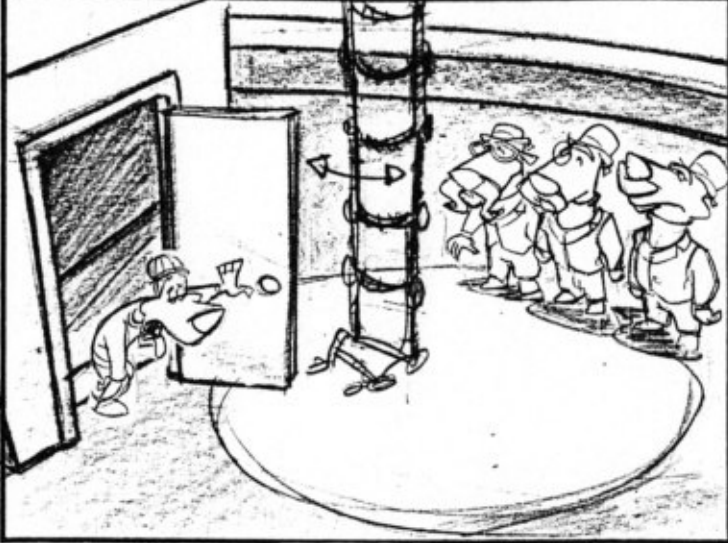
Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper Day / Night / Dusk

SC# 118 Panel # 2 of 2 Reuse.



Location Description
OL:
UL:
HC:

SC# 119 Panel # 1 of 2 Reuse



Location Description
EXT. DIAMOND HOUSE
ROOF - (NIGHT)
OL:
UL:
HC:

SC# 119 Panel # 2 of 2 Reuse



Location Description
OL:
UL:
HC:

SC# 120 Panel # 1 of 3 Reuse



Location Description
EXT. DIAMOND HOUSE
ROOF - NIGHT
OL:
UL:
HC:

Action

SQUIRT RUNS IN. THE DOOR CLICKS SHUT.

* CUT SCENE BEFORE HE GETS TO THE DOOR

Dialogue

! SQUIRT:
HEY GUYS WAIT UP!

SQUIRT STAGGERS THRU THE DOOR (HE'S OUTA SHAPE).
THE BROTHERS ARE LOOKING SKYWARD. A ROPE LADDER IS IN FRONT OF THEM. IT SWAYS FROM SIDE TO SIDE

SFX: < AIRSHIP MOTOR PURR >
! SQUIRT: (OUT OF BREATH)
GUY'S .. GASP... WHY..

SQUIRT STEPS FORWARD

! SQUIRT: (CONTD).
.. DID YA TAKE OFF ? "

CLOSE ON SQUIRT. HE DOESN'T NOTICE THE ROPE LADDER

EFF: < DX SWEAT >
! SQUIRT: (OUT OF BREATH)
THOSE STAIRS....

Timing/ Notes