

HOZE HÖUNDZ V

LIARS CLUB

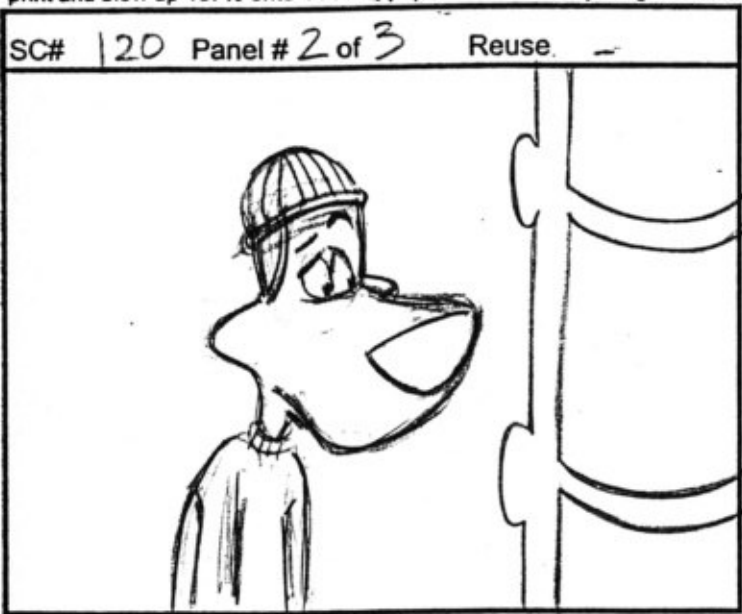
pt.3

Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001
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Day / Night / Dusk

SC# 120 Panel # 2 of 3 Reuse -

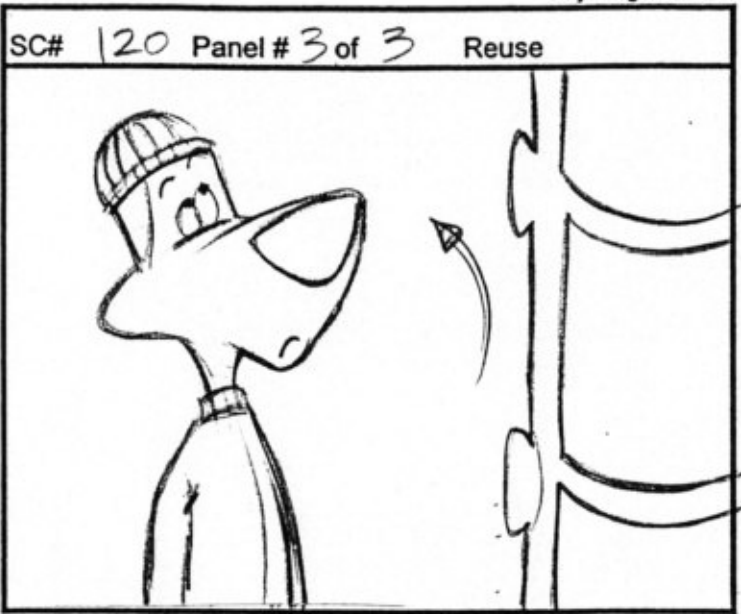


Location _____ Description _____

OL: _____
UL: _____
HC: _____

Day / Night / Dusk

SC# 120 Panel # 3 of 3 Reuse -

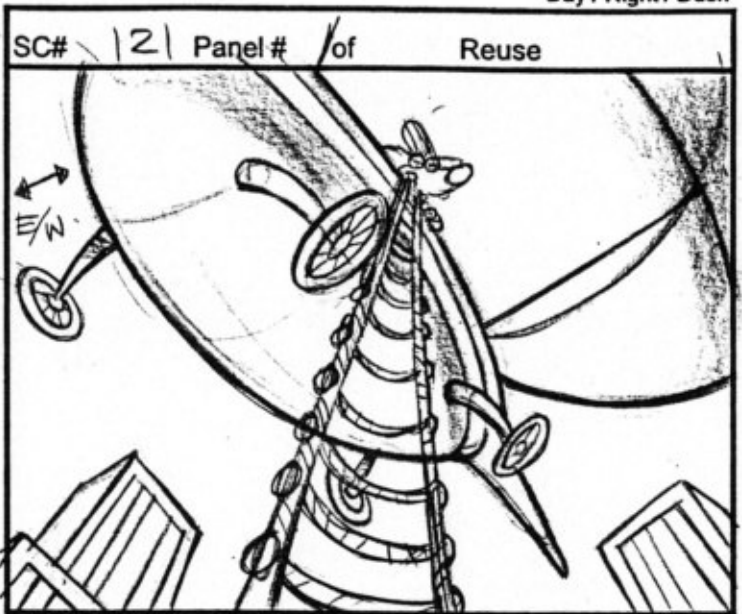


Location _____ Description _____

OL: _____
UL: _____
HC: _____

Day / Night / Dusk

SC# 121 Panel # 1 of 1 Reuse -

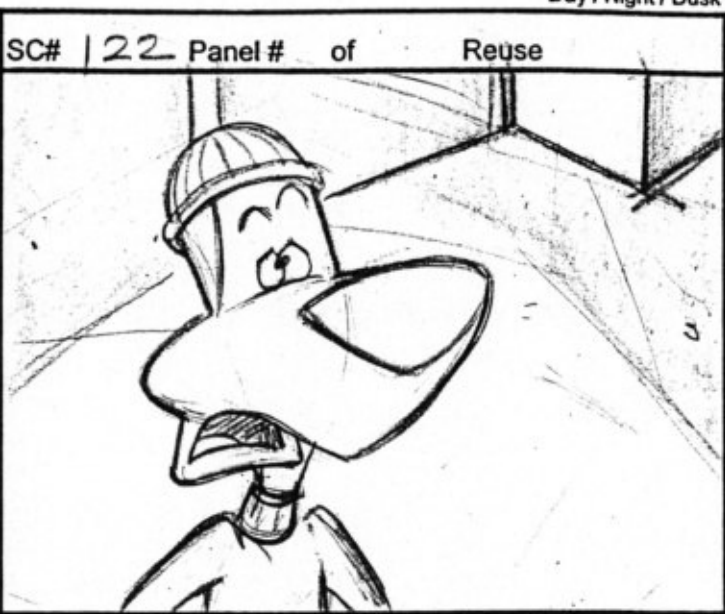


Location NIGHT SKY Description _____

OL: _____
UL: _____
HC: _____

Day / Night / Dusk

SC# 122 Panel # 1 of 1 Reuse -



Location _____ Description _____

OL: _____
UL: _____
HC: _____

Action

SQUIRT STOPS DEAD. HE'S NOTICED THE ROPE.

SQUIRT 'FOLLOWS THE ROPE LADDER UP WITH HIS EYE'S

SQUIRT'S P.O.V. THE ROPE LADDER IS ATTACHED TO A HOT AIR BALLON. BINGLES THE CLOWN IS LOOKING DOWN. (ADD SLIGHT E/W MOVEMENT ON AIRSHIP)

CUT

CUT

DOWNANGLE ON SQUIRT. HE'S LOOKING UP HE CAN'T BELIEVE HIS EYES

SFX: <AIRSHIP ENGINE PURR

Dialogue

SFX: <AIRSHIP PURR>

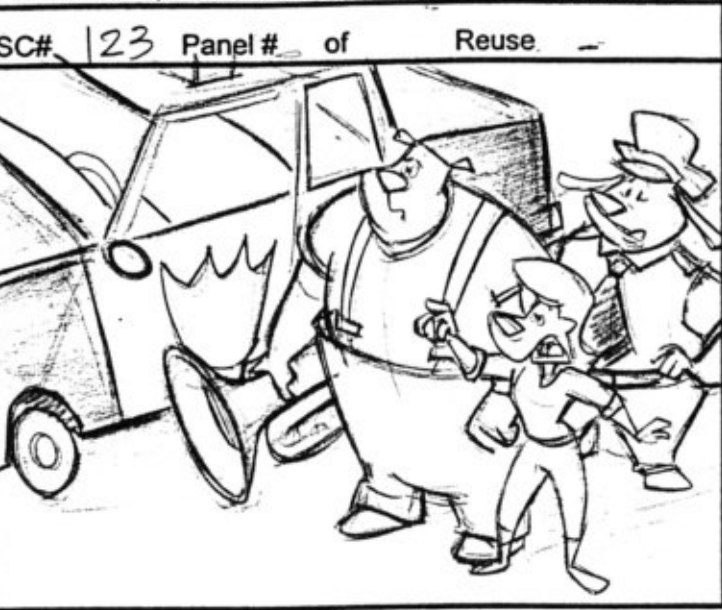
! SQUIRT:
BINGLES?!?

Timing/ Notes

Hoze Houndz V

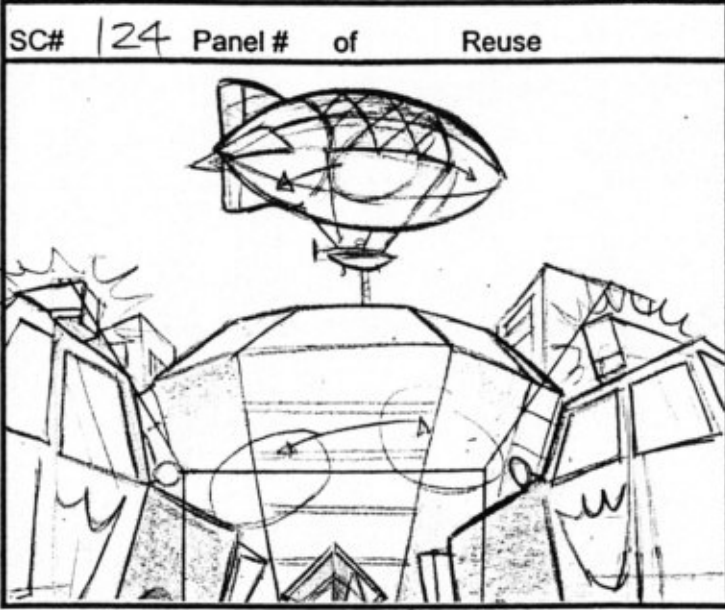
Amberwood Animation (HHIV inc.) 2001
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Day / Night / Dusk



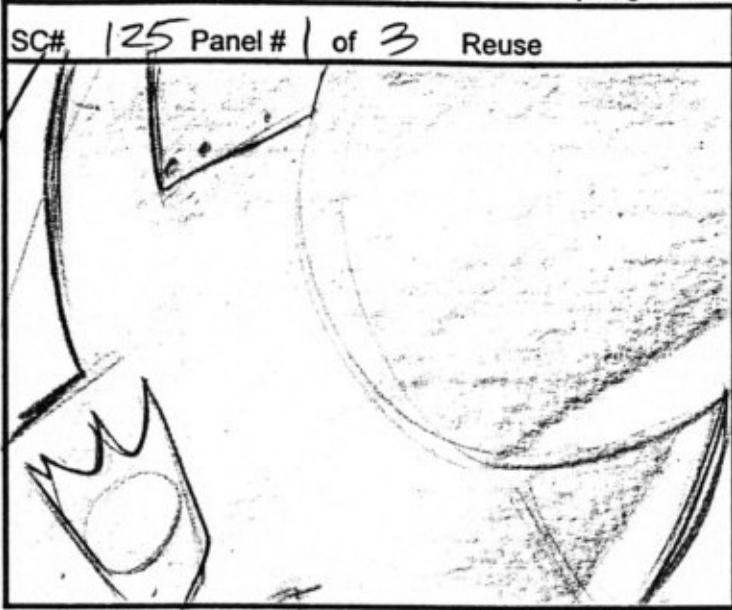
Location Description
OL:
UL:
HC:
EXT. DIAMOND HOUSE
— NIGHT —

Day / Night / Dusk



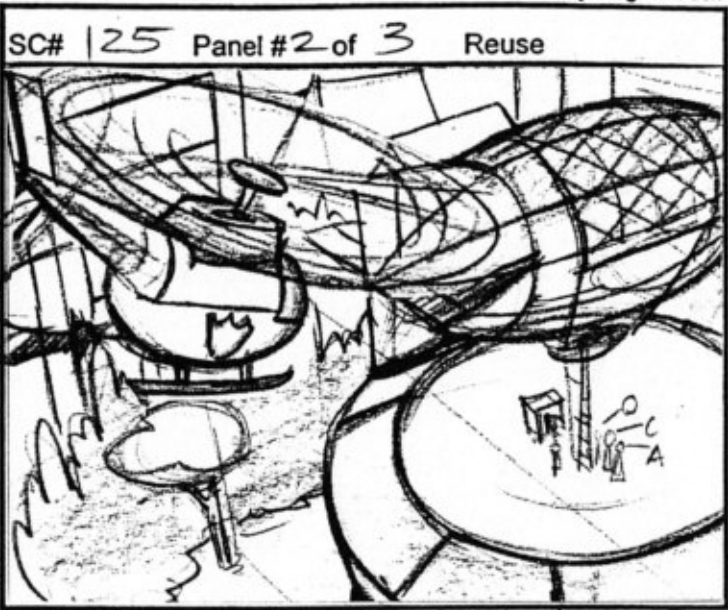
Location Description
OL:
UL:
HC:

Day / Night / Dusk



Location Description
OL:
UL:
HC:

Day / Night / Dusk



Location Description
OL:
UL:
HC:

Action
DOWN ANGLE ON STEAMER,
FONTAINE AND CAPTN SMIRK
LOOKING UP AT THE AIRSHIP.
ANGLE ON DIAMOND HOUSE
THE HOT AIR BALLON IS HOVERING
OVER THE ROOF
SPOTLIGHTS PLAY OVER THE
AIRSHIP.
CLOSE ON HELICOPTER
CHOPPER BANKS AWAY
FROM CAMERA AND HEADS
TOWARDS THE AIRSHIP.
SFX: < POLICE SIRENS / ACTIVITIES >
SFX: < CHOPPER NOISE, POLICE SIRENS etc >
Dialogue
! FONTAINE:
WHAT'S THAT?
Efx: (DX SPOTLIGHTS)
Efx: (D/B SPEEDLINES)

Timing/ Notes

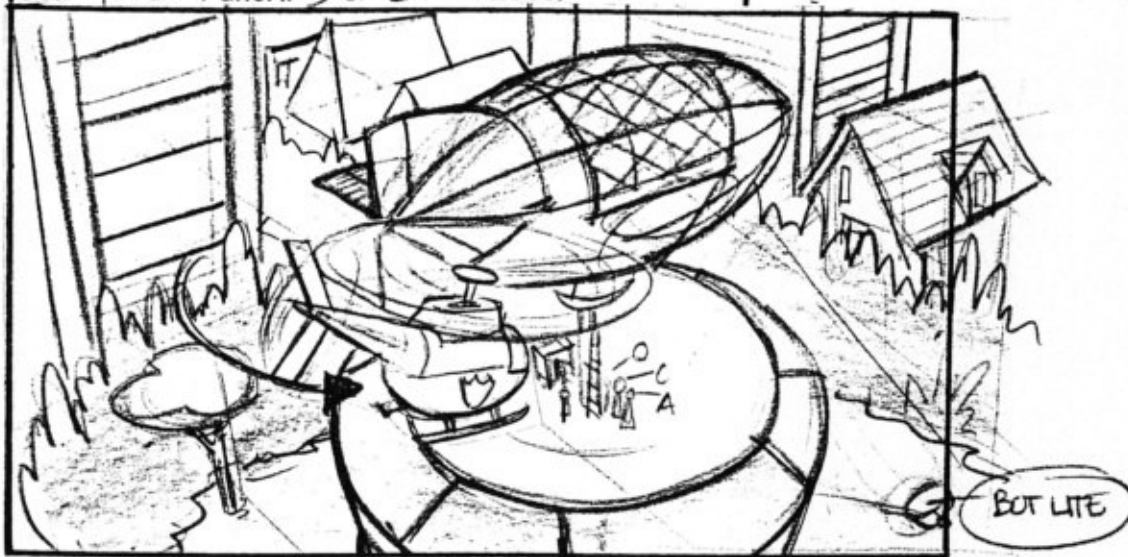
Hoze Houndz V

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Day / Night / Dusk

SC# 125 Panel # 3 of 3 Reuse



Location

Description

START

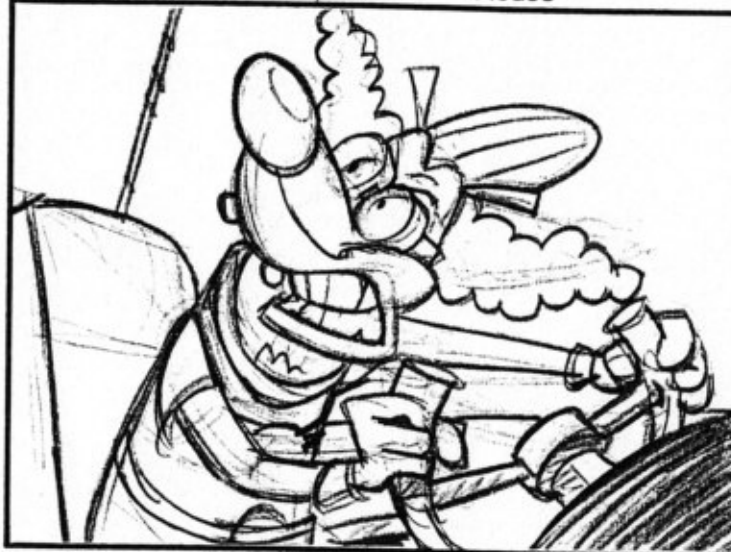
OL: STOP

UL:

HC:

Day / Night / Dusk

SC# 126 Panel # 1 of 2 Reuse



Location

Description

OL:

UL:

HC:

Day / Night / Dusk

SC# 126 Panel # 2 of 2 Reuse



Location

Description

OL:

UL:

HC:

Action

SHIFT PAN W/ANIM.

EFF: (DX SPOTLIGHT BOT. LIT LIGHT)
SFX: (COPPER NOISES)

Dialogue

△ POLICE: (OVER SPEAKER)

THIS IS THE POLICE.

CUT

CLOSE ON BINGLES (MR B)
HE'S AT THE CONTROLS
LOOKING OVER HIS SHOULDER
AT THE POLICE COPTER CLOSING
IN

HE TURNS BACK TO
THE CONTROLS.

CUT

△ MR B. (BINGLES) (THRU TEETH)

DARN!

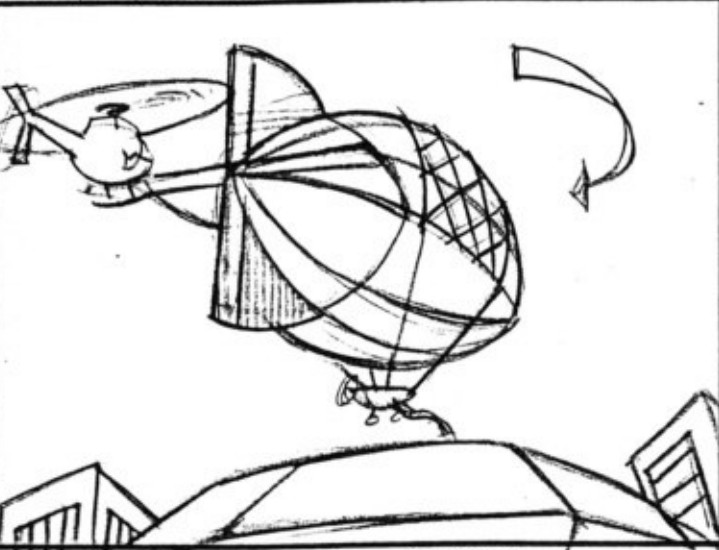
Timing/ Notes

Hoze Houndz V

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

Day / Night / Dusk

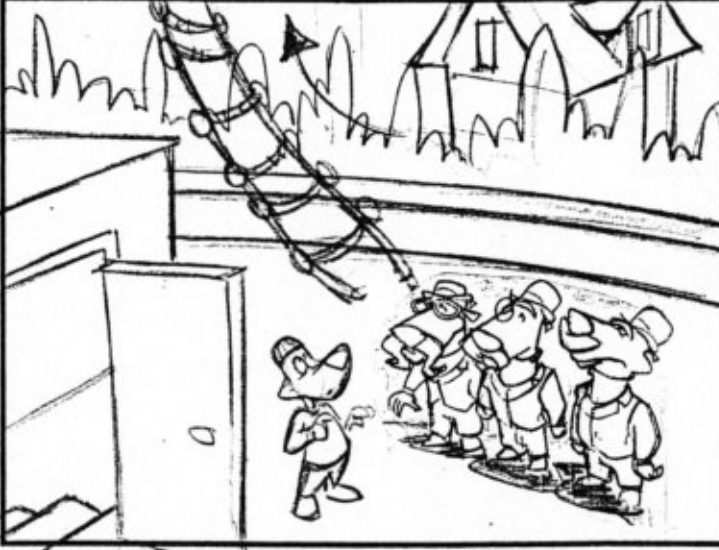
SC# 127 Panel # of Reuse



Location Description
OL:
UL:
HC:

Day / Night / Dusk

SC# 128 Panel # of Reuse



Location Description
OL:
UL:
HC:

Day / Night / Dusk

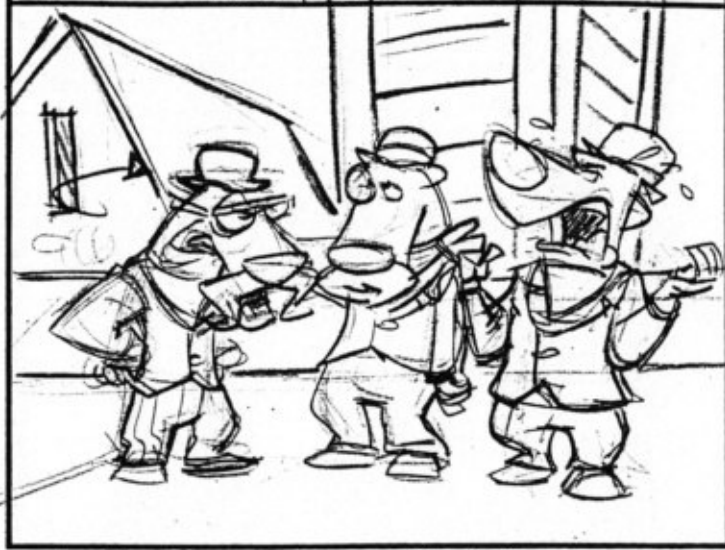
SC# 129 Panel # of Reuse



Location Description
OL:
UL:
HC:

Day / Night / Dusk

SC# 130 Panel # of 3 Reuse



Location Description
OL:
UL:
HC:

Action WIDE ON AIRSHIP THE POLICE COPTER CLOSES IN AS IT SWINGS AWAY FROM THE DIAMOND HOUSE. (CUT) DOWN ANGLE ON ROOF. THE BROTHERS STAND IN SHOCK AS THEY WATCH BINGLES TAKE OFF. (CUT) ANGLE ON ALPHA FREAKING OUT. (HU) (CUT) WIDE ON THE BROTHERS. OMEGA TURNS TO CRAIG. AND ALPHA, WHO IS FREAKING & CRYING. (HU) (CUT)

SFX: (POLICE SIRENS) Dialogue
ALPHA: NOOOOO! (BWAAAA!!)
Efx: (S/T TEARS)
ALPHA: (CONT'D). (BAAAA!!)
CRAIG: SNAP OUTA IT!

Timing/ Notes

Hoze Houndz V

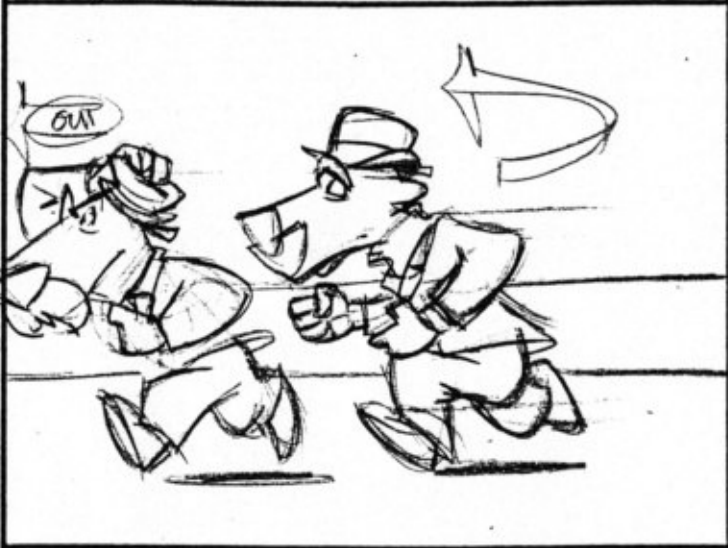
Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper

SC# 130 Panel # 2 of 3 Reuse.



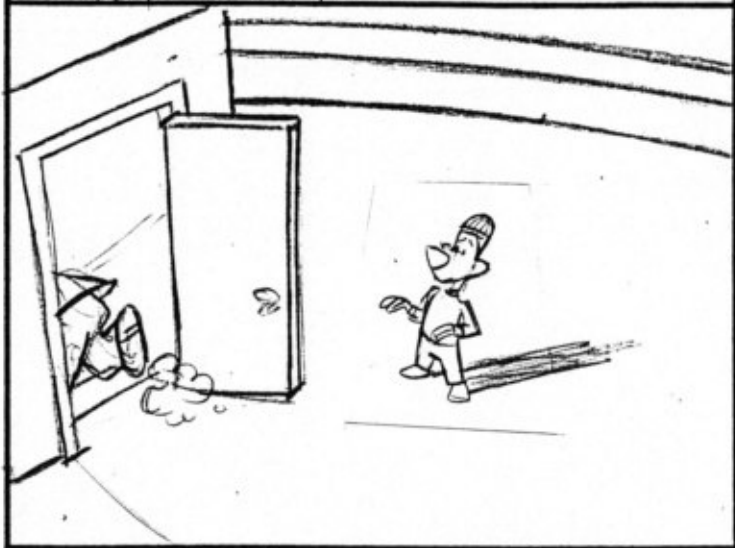
Location Description
OL:
UL:
HC:

SC# 130 Panel # 3 of 3 Reuse



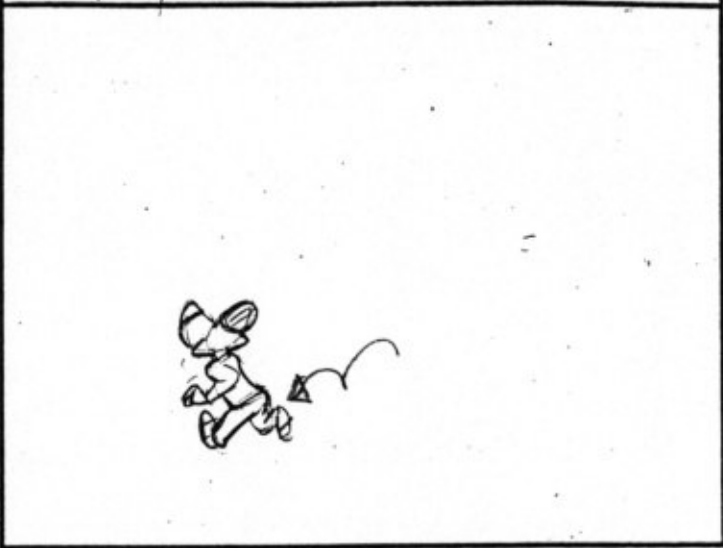
Location Description
OL:
UL:
HC:

SC# 131 Panel # 1 of 2 Reuse



Location Description
OL:
UL:
HC:

SC# 131 Panel # 2 of 2 Reuse



Location Description
OL:
UL:
HC:

Action
ALPHA AND CRAIG STOP DEAD
THE BROTHER TURN AND TAKE OFF
WIDE ON STAIRWELL
ALPHA IS JUST DISAPPEARING DOWN THE STAIRS
SQUIRT TAKES OFF AFTER THE GUNS.
(CUT)

Dialogue
! OMEGA: (FIRMLY) CONT'D
TIME FOR PLAN 'B'!
! OMEGA:
LETS GO!
Efx: (DX DUST)
! SQUIRT
HEY WAIT FOR ME!

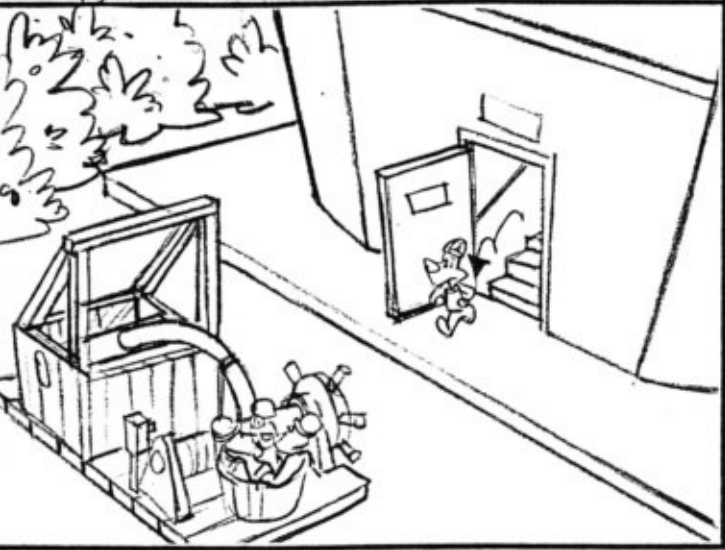
Timing/ Notes

Hoze Houndz V

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

Day / Night / Dusk

SC# 132 Panel # of Reuse -

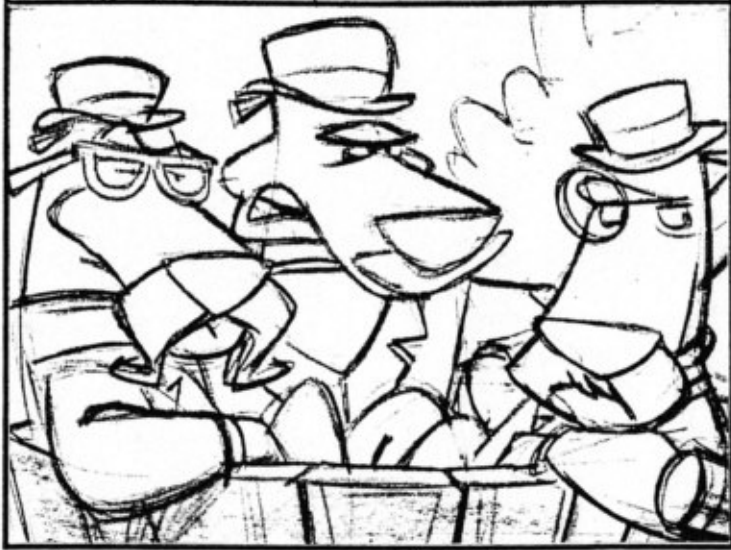


Location Description
OL:
UL:
HC:

EXT. DIAMOND HOUSE
- REAR EXIT - NIGHT

Day / Night / Dusk

SC# 133 Panel # 1 of 4 Reuse



Location Description
OL:
UL:
HC:

Day / Night / Dusk

SC# 133 Panel # 2 of 4 Reuse



Location Description
OL:
UL:
HC:

Day / Night / Dusk

SC# 133 Panel # 3 of 4 Reuse



Location Description
OL:
UL:
HC:

Action

CUT SQUIRT EXITS FROM STAIRWELL. THE BROTHERS ARE SEATED IN THE "HOT TUB"

CUT

CLOSE ON THE BROTHERS SQUEEZED TOGETHER IN THE TUB

IT'S A TIGHT SQUEEZE BUT SQUIRT MANAGES IT THEY STARE AT EACH OTHER FOR A MOMENT

Dialogue

ALPHA:
GET IN HERE NOW!

<BEAT>

ALPHA (CONT'D):
"WHAT ARE YOU WAITING FOR...
PUSH THE BUTTON."

Timing/ Notes

Hoze Houndz V

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

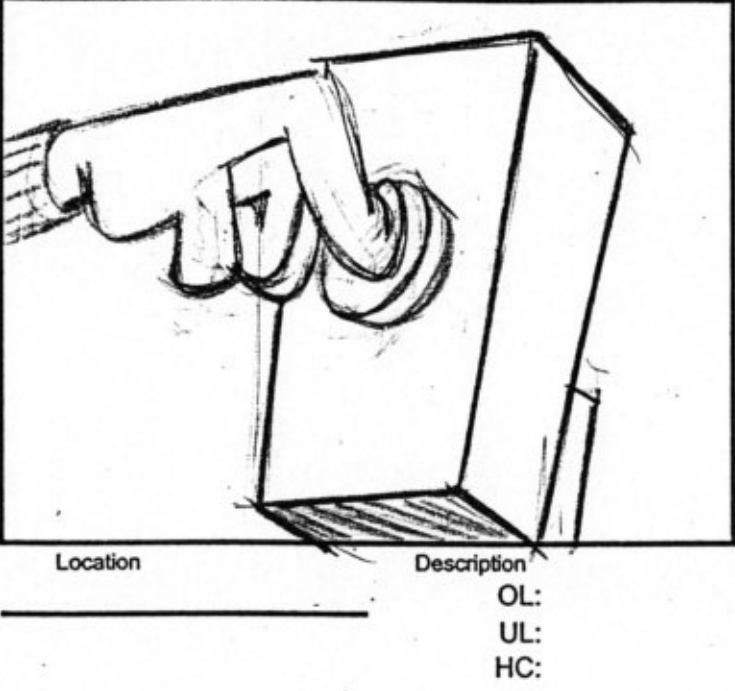
Day / Night / Dusk

SC# 133 Panel # 4 of 4 Reuse



Day / Night / Dusk

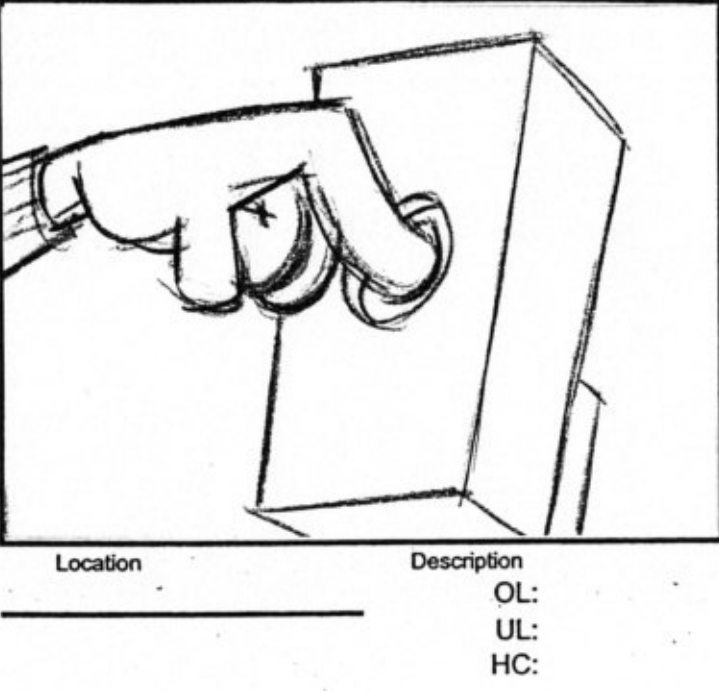
SC# 134 Panel # 1 of 2 Reuse



Day / Night / Dusk

Day / Night / Dusk

SC# 134 Panel # 2 of 2 Reuse



Action

SQUIRT TURNS AND LEANS OVER TO
PUSH THE BUTTON. PAN W/ANIM.

HU
CUT

CLOSE ON THE BUTTON
BOX SQUIRT PUSHES
THE BUTTON.

CUT

Dialogue

SFX: <BUZZ>

Timing/ Notes

Hoze Houndz V

Title LIAR'S CLUB

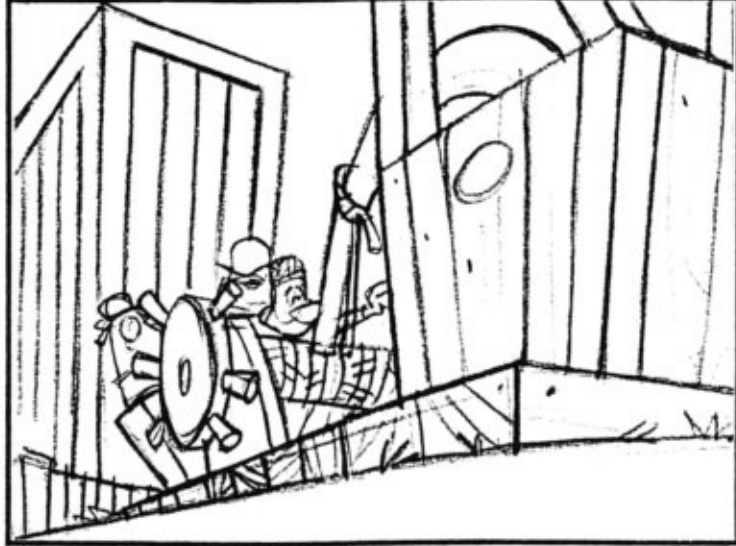
Page 98

Amberwood Animation (HHIV inc.) 2001

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Day / Night / Dusk

SC# 135 Panel # 1 of 6 Reuse



Location

Description

OL:

UL:

HC:

Action

PAN W/ANIMATION AS THE
CATAPULT SLAMS THE GUYS
INTO THE GROUND.

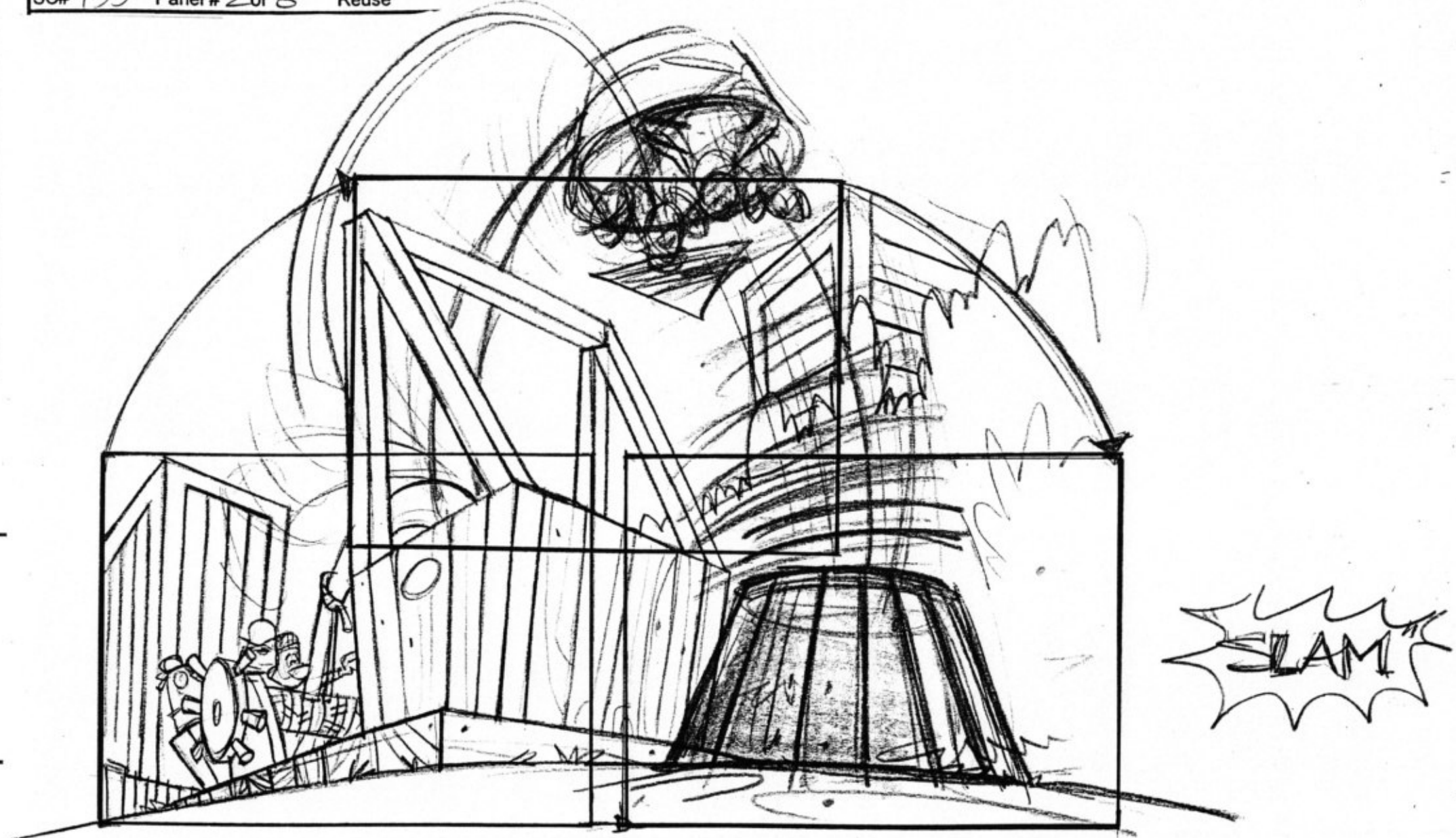
OUT

SFX: <THWACK>

Dialogue

SC# 135 Panel # 2 of 6 Reuse

Day / Night / Dusk



Timing/ Notes

Hoze Houndz V

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

Day / Night / Dusk

SC# 135 Panel # 3 of 6 Reuse

Location

Description

OL:

UL:

HC:

Day / Night / Dusk

SC# 135 Panel # 4 of 6 Reuse

Location

Description

OL:

UL:

HC:

Day / Night / Dusk

SC# 135 Panel # 5 of 6 Reuse

Location

Description

OL:

UL:

HC:

LIAR'S CLUB

Page 99

Day / Night / Dusk

SC# 135 Panel # 6 of 6 Reuse

Location

Description

OL:

UL:

HC:

Action

FAST TRUCK OUT A FAINT WHIMPERING & GROANING CAN BE HEARD

FONTAINE & STEAMER ZIPS IN DURING THE TRUCK OUT

A COUPLE OF SLATS FROM THE TUB FALL AND THE BROTHERS & SQUIRT POP OUT, LOOKING THE WORSE FOR WEAR.

FONTAINE HOLDS UP A BOLT. SHE GRINS EVILLY.

CUT

Dialogue

<WHIMPERING>

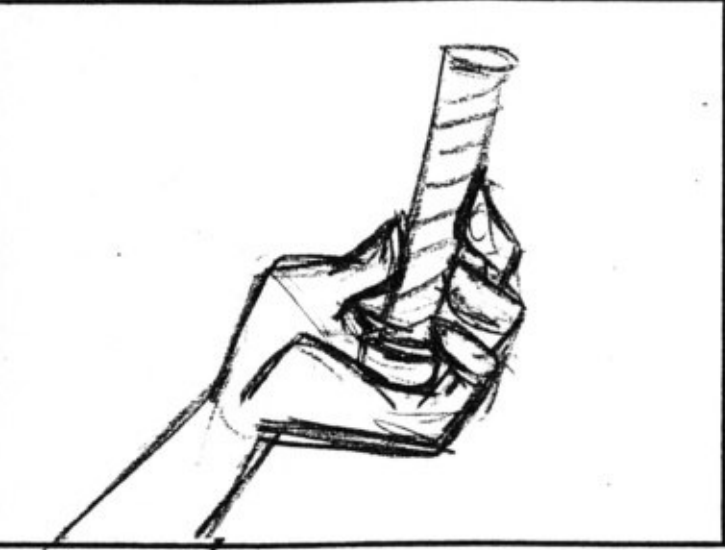
FONTAINE:
LOOKING FOR THIS?

Timing/ Notes

Hoze Houndz V

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

SC# 137 Panel # of Reuse -



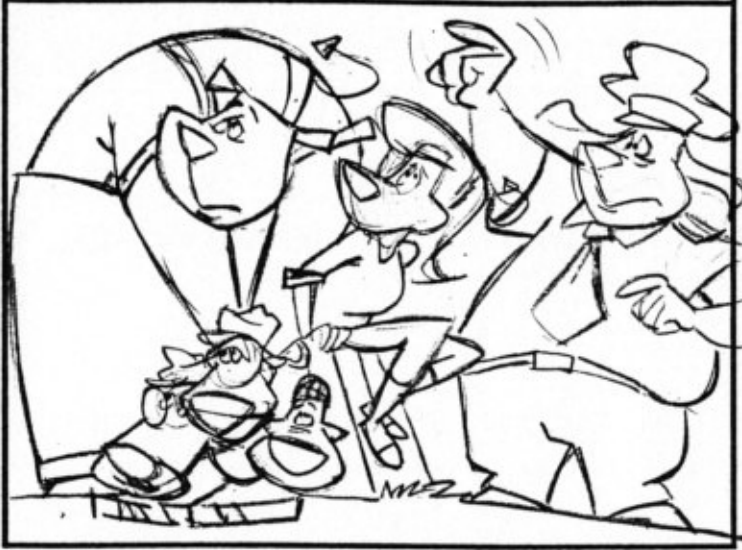
Location Description
OL:
UL:
HC:

SC# 138 Panel # 1 of 2 Reuse



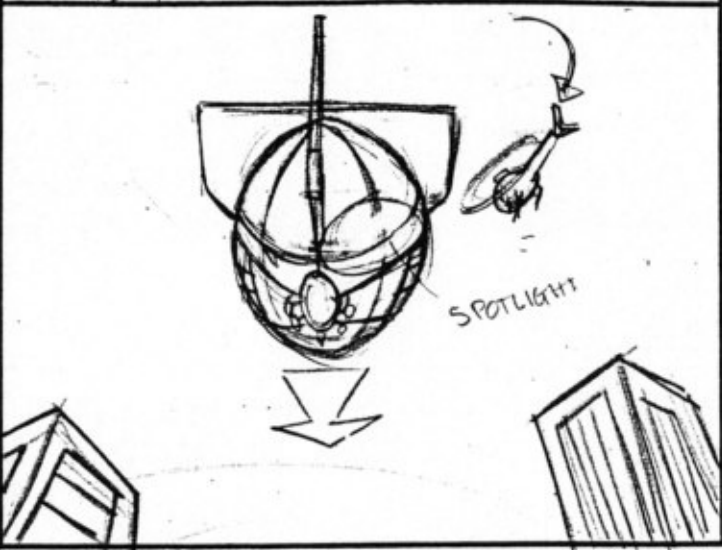
Location Description
OL:
UL:
HC:

SC# 138 Panel # 2 of 2 Reuse



Location Description
OL:
UL:
HC:

SC# 139 Panel # of Reuse



Location Description
OL:
UL:
HC:

Action
CLOSE ON FONTAINE'S HAND HOLDING A LARGE BOLT
WIDE ON SCENE AN AGITATED CAPTAIN SMIRK ZIPS INTO SCENE. HE'S POINTING UP.
EVERYONE TURNS TO LOOK.
ANGLE ON THE AIRSHIP AS IT MOVES AWAY THE POLICE COPTER IS CHASING AFTER IT.

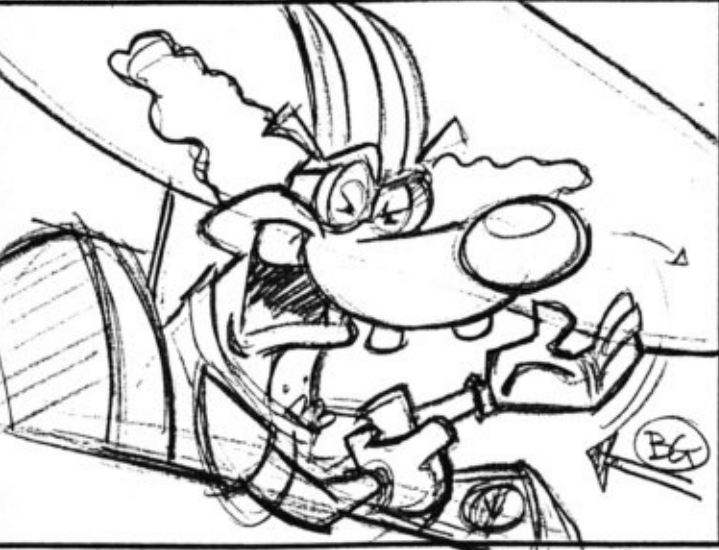
Dialogue
CAPTAIN SMIRK
HE'S GETTING AWAY !!
EFX: (DX SPOTLIGHT)
SFX: (AIRSHIP PURR, COPTER WHINE)

Timing/ Notes

Hoze Houndz V

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

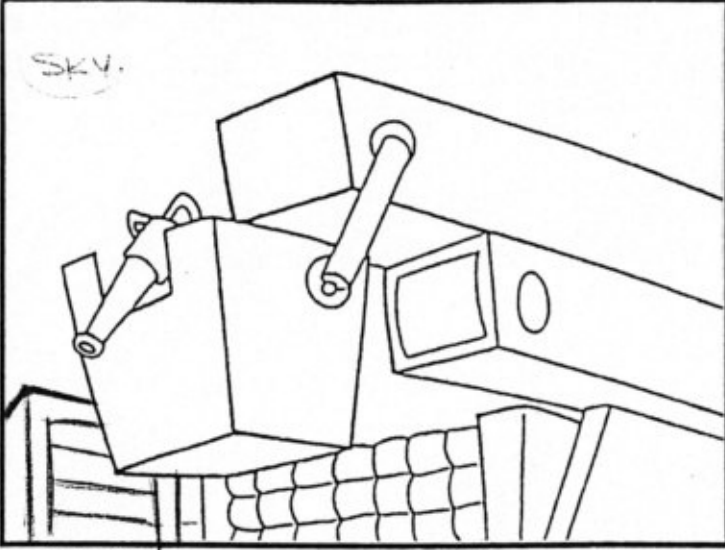
SC# 140 Panel # of Reuse



Location Description
OL:
UL:
HC:

Day / Night / Dusk

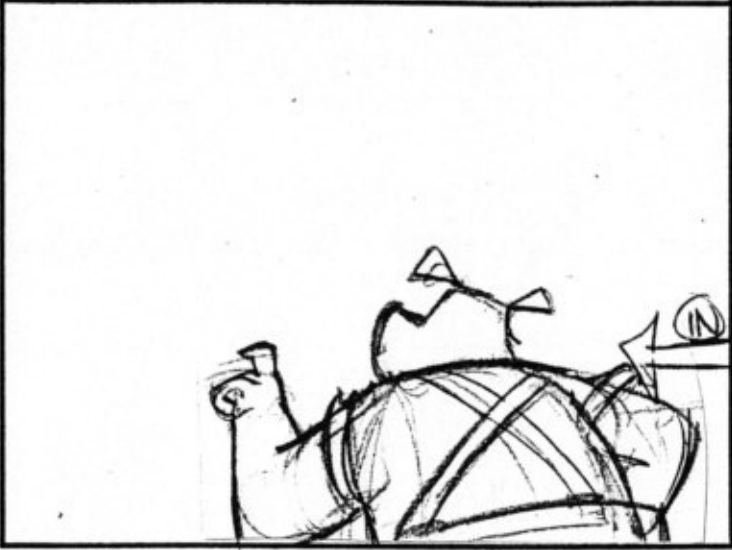
SC# 141 Panel # 1 of 7 Reuse



Location Description
OL:
UL:
HC:

Day / Night / Dusk

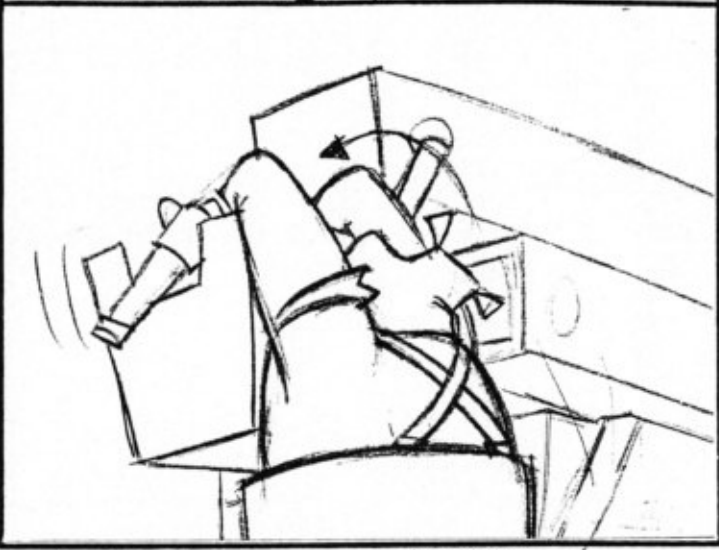
SC# 141 Panel # 2 of 7 Reuse



Location Description
OL:
UL:
HC:

Day / Night / Dusk

SC# 141 Panel # 3 of 7 Reuse



Location Description
OL:
UL:
HC:

Action

ANGLE ON BINGLES
WAVING "BYE-BYE"
TILT PAN SKY BG
CUT

ANGLE ON FIRE TRUCK

STEAMER ZIPS IN AND
REACHES INTO THE
LADDER BASKET

Dialogue

BINGLES:
SO LONG,
SUCKERS!

Timing/ Notes

Hoze Houndz V

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

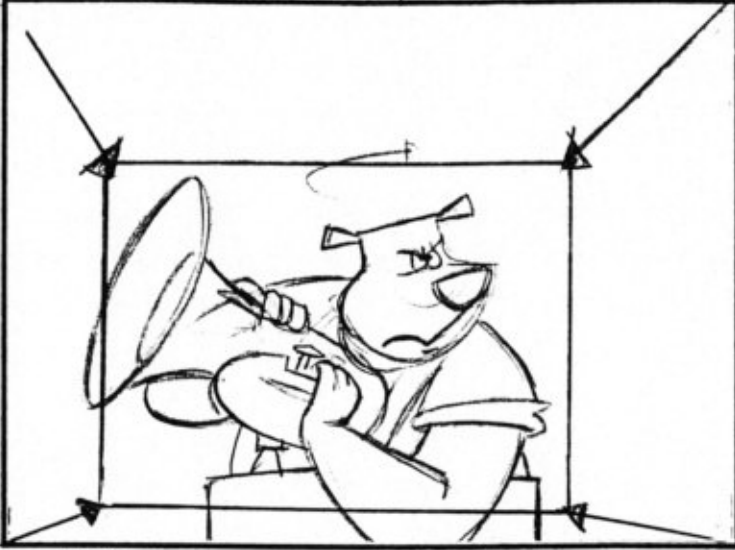
SC# 141 Panel # 4 of 7 Reuse -



Location _____ Description
OL:
UL:
HC:

Day / Night / Dusk

SC# 141 Panel # 5 of 7 Reuse



Location _____ Description
OL:
UL:
HC:

Day / Night / Dusk

SC# 141 Panel # 6 of 7 Reuse



Location _____ Description
OL:
UL:
HC:

Day / Night / Dusk

SC# 141 Panel # 7 of 7 Reuse



Location _____ Description
OL:
UL:
HC:

Action

STEAMER LIFTS HIS TUBA
OUT.

STEAMER TO LOOK AT
WHERE THE AIRSHIP IS
TRUCK IN

STEAMER TURNS AND
REACHES INTO HIS PANTS ..

.. AND PULLS OUT A BOX
OF NAILS .

CUT

Dialogue

Timing/ Notes

Hoze Houndz V

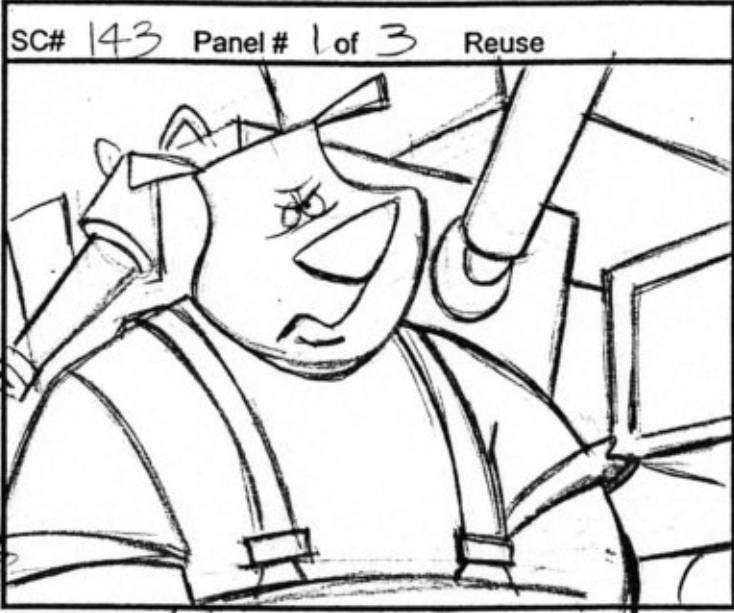
Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper Day / Night / Dusk

SC# 142 Panel # of Reuse



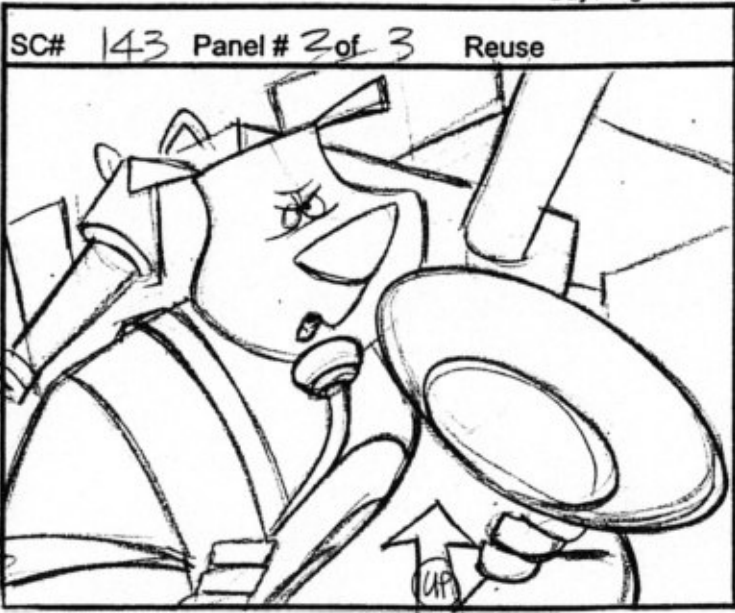
Location Description
OL:
UL:
HC:

SC# 143 Panel # 1 of 3 Reuse Day / Night / Dusk



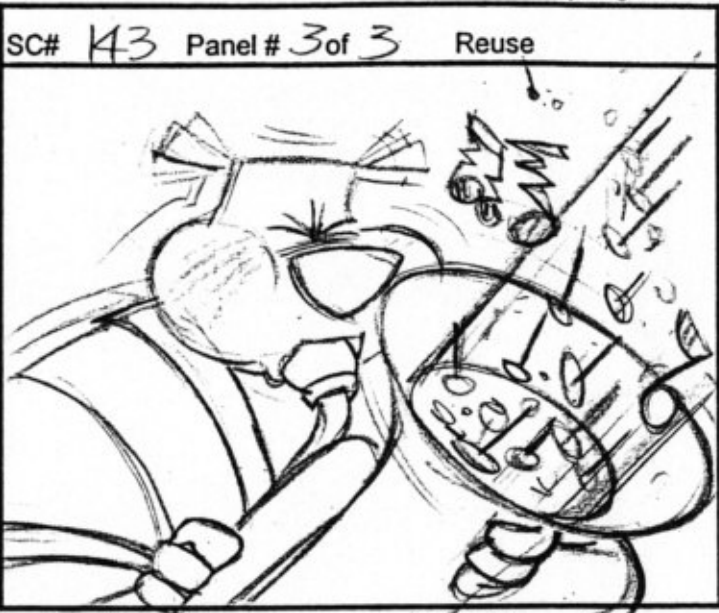
Location Description
OL:
UL:
HC:

SC# 143 Panel # 2 of 3 Reuse Day / Night / Dusk



Location Description
OL:
UL:
HC:

SC# 143 Panel # 3 of 3 Reuse Day / Night / Dusk



Location Description
OL:
UL:
HC:

Action CLOSE ON TUBA
STEAMER POURS IN THE
BOX OF NAILS.
CUT

CUT ANGLE ON STEAMER.
HE HAS A DETERMINED
LOOK ON HIS FACE.

HE LIFTS THE TUBA INTO
SCENE AND TAKES A
DEEP BREATH.

STEAMER GOES INTO HIS
RENDITION OF "THE BLUE
DANUBE". CUT
HE BLOWS FOR ALL HE'S
WORTH. THE NAILS FLY OUT
LIKE BULLETS (NOT DANGEROUS
ONE, MORE LIKE THE CARTOON
FUN ONES!)
MFX: <BLUE DANUBE a'la
STEAMER>

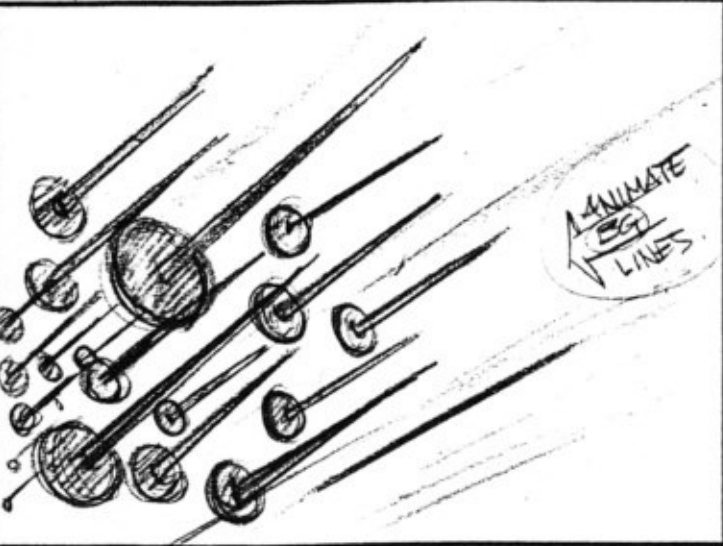
SFX: <B.B'S ON METAL>
Dialogue

Timing/ Notes

Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001
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Day / Night / Dusk

SC# 144 Panel # of Reuse



Location Description
OL:
UL:
HC:

* ANIME ANIMATING BG

Action
ANIMATE LINES IN BG
ANGLE ON THE STREAM
OF NAILS.

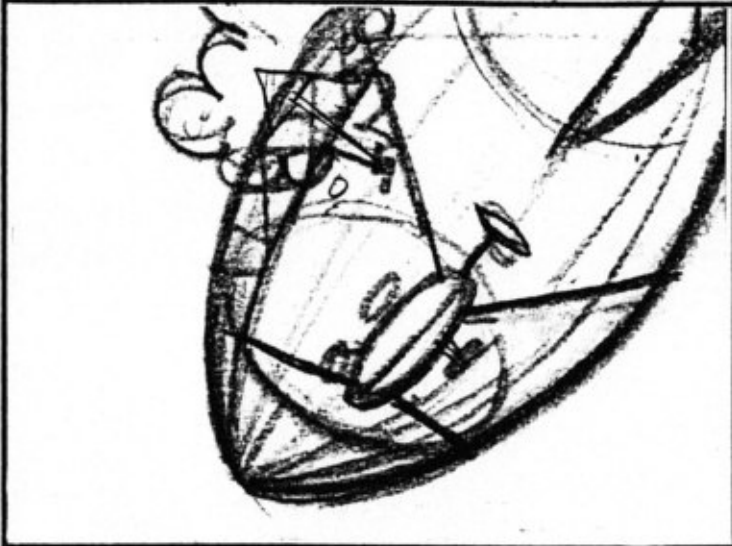
SC# 145 Panel # of Reuse



Location Description
OL:
UL:
HC:

EXTREME CLOSE UP ON
THE HOT AIR BALLON
THE NAILS STREAM INTO
SCENE AND STICK INTO THE
HOT AIR BALLON

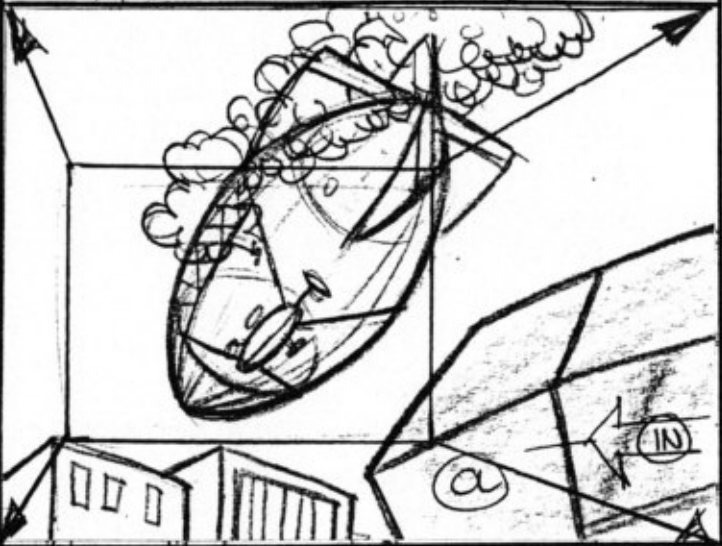
SC# 146 Panel # 1 of 2 Reuse



Location Description
OL:
UL:
HC:

JUMP WIDE A RIP TEARS
IN THE SKIN GAS SPEWS
OUT

SC# 146 Panel # 2 of 2 Reuse



Location Description
OL:
UL:
HC:

THE HINDENBURG SHOT.
FAST TRUCK OUT. PAN IN
THE DIAMOND HOUSE.
"OH THE HUMANITY..."

Dialogue
MFX: <STEAMER'S "BLUE DANUBE"> SFX: <POP> wd <RASPBERRY>

Timing/ Notes

Hoze Houndz V

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

Day / Night / Dusk

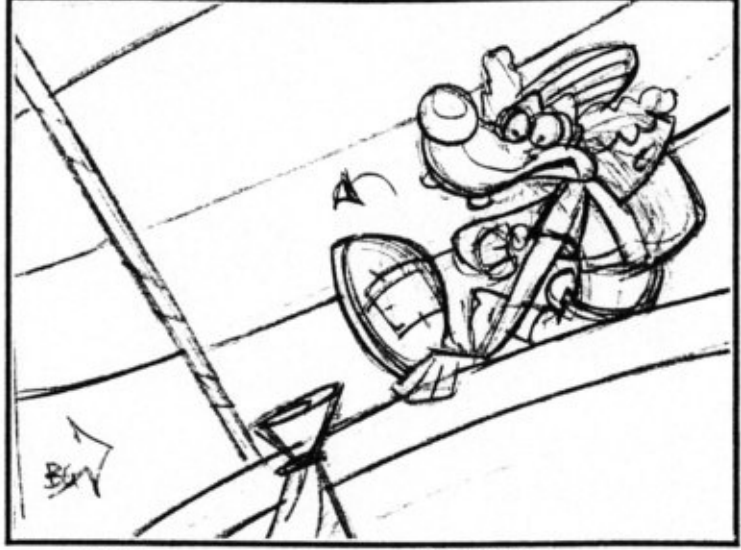
SC# 147 Panel # of Reuse



Location Description
OL:
UL:
HC:

Day / Night / Dusk

SC# 148 Panel # 1 of 3 Reuse



Location Description
OL:
UL:
HC:

Day / Night / Dusk

SC# 148 Panel # 2 of 3 Reuse



Location Description
OL:
UL:
HC:

Day / Night / Dusk

SC# 148 Panel # 3 of 3 Reuse



Location Description
OL:
UL:
HC:

(TILT PAN BG - HU SPD)

Action

ECU ON BINGLES.
HE KNOWS THE JIG
IS UP.

CUT

ANGLE ON BINGLES
GETTING READY TO HIT
THE SILK ...

.. HIT JUMPS

CUT

(TILT PAN BG,)

Dialogue

△ BINGLES:

GEE ...

BINGLES

" .. RONIMOOOO!

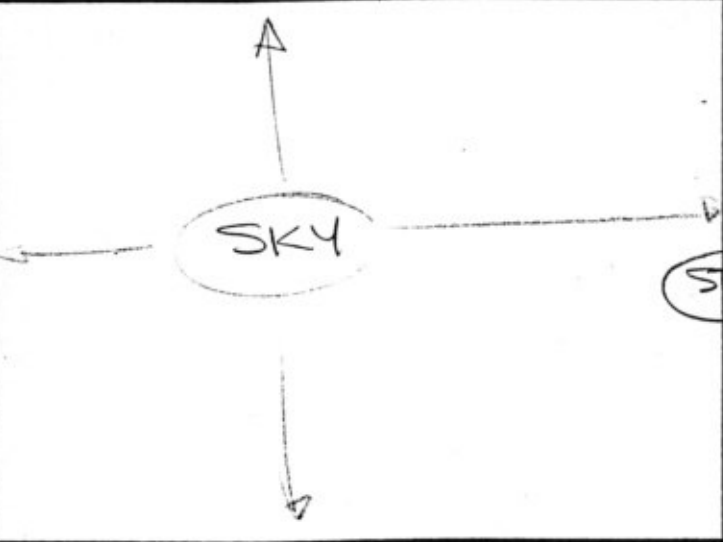
Timing/ Notes

Hoze Houndz V

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

Day / Night / Dusk

SC# 149 Panel # 1 of 4 Reuse -



Location _____ Description
OL:
UL:
HC:

Action

ANGLE ON SKY
BINGLES FALLS INTO SCENE
VERT. PAN WITH BINGLES

SFX: <BOMB WHISTLE>

Dialogue

A BINGLES (DOPPLER UP)

... NIMOOOOOOOOO ~~~~~

Day / Night / Dusk

SC# 149 Panel # 2 of 4 Reuse



Location _____ Description
OL:
UL:
HC:

Day / Night / Dusk

SC# 149 Panel # 3 of 4 Reuse



Location _____ Description
OL:
UL:
HC:

(CAMERA SHAKE)
BINGLES SLAMS INTO A
WAITING POLICE VAN.

SFX: <D/B SPEEDUPES>

SFX: <WHAM>

Day / Night / Dusk

SC# 149 Panel # 4 of 4 Reuse



Location _____ Description
OL:
UL:
HC:

PARACHUTE DEPLOYS

SFX: <POOF!>

<BEAT>

CUT

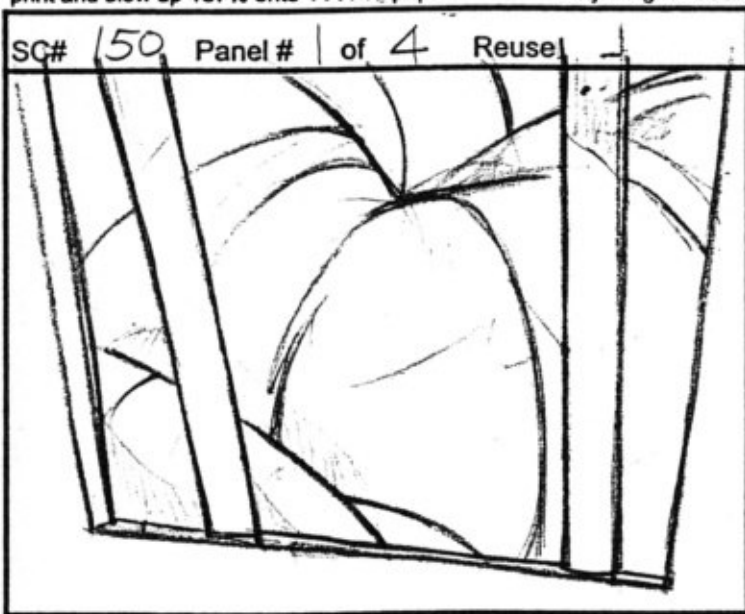
Timing/ Notes

Hoze Houndz V

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

Day / Night / Dusk

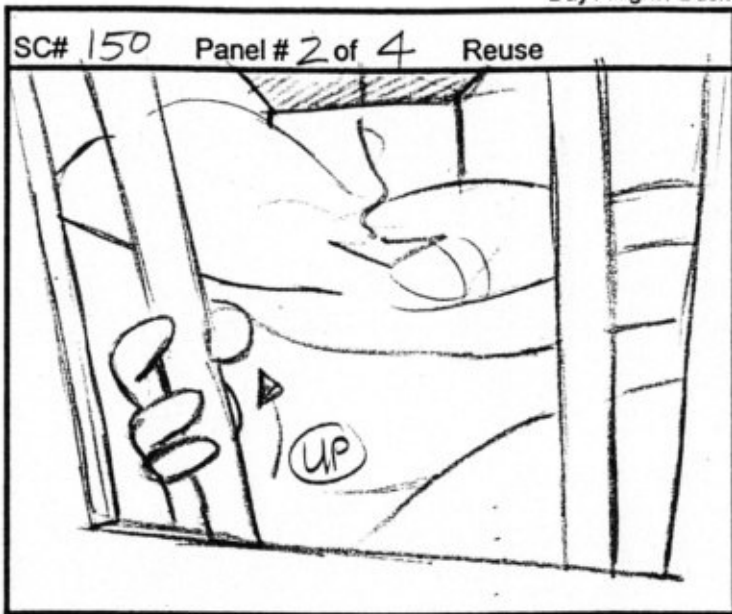
SC# 150 Panel # 1 of 4 Reuse



Location _____ Description _____
OL:
UL:
HC:

Day / Night / Dusk

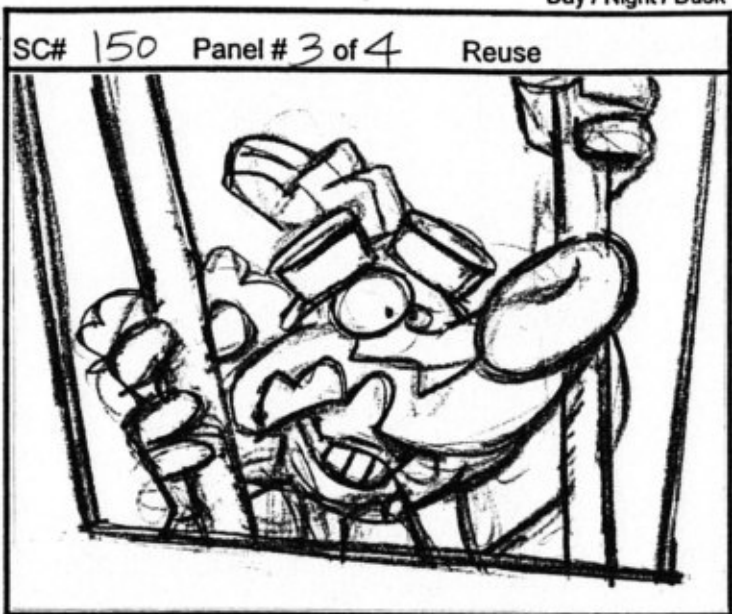
SC# 150 Panel # 2 of 4 Reuse



Location _____ Description _____
OL:
UL:
HC:

Day / Night / Dusk

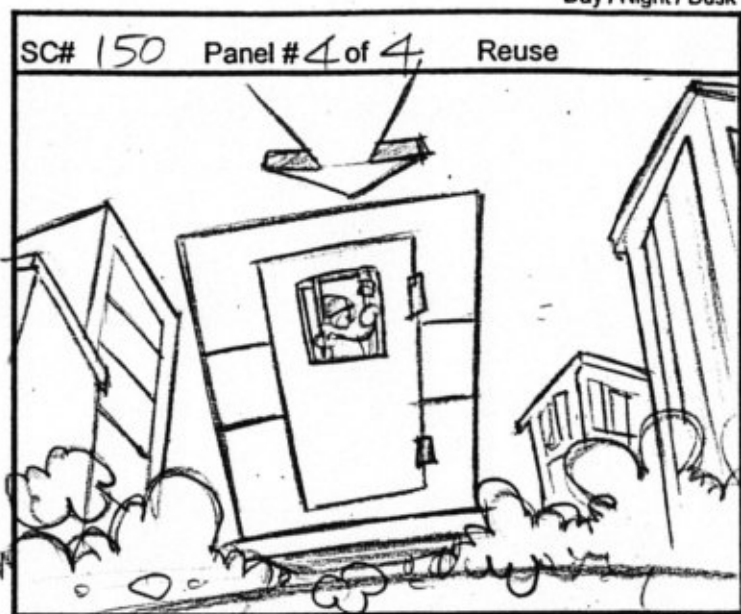
SC# 150 Panel # 3 of 4 Reuse



Location _____ Description _____
OL:
UL:
HC:

Day / Night / Dusk

SC# 150 Panel # 4 of 4 Reuse



Location _____ Description _____
OL:
UL:
HC:

Action

ANGLE ON POLICE VAN
VIEW THRU THE BARRED
DOORS. ALL YOU CAN SEE
IS THE PARACHUTE

THE PARACHUTE
SETTLES BINGLES
HAND UP.

A BATTERED BINGLES
RISES INTO SCENE

POLICE VAN PULLS AWAY

MT

EFX (DX DUST/EXHAUST)

Dialogue

BINGLES:
<GROANS & MOANS>

Timing/ Notes

Hoze Houndz V

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

Day / Night / Dusk

SC# 151 Panel # 1 of 8 Reuse -



Location Description
EXT. DIAMOND HOUSE
-NIGHT-

Action ANGLE ON SQUIRT, RUBBING HIS HEAD. IN THE BACKGROUND THE BROTHERS ARE BEING LOADED INTO ANOTHER POLICE VAN.

Dialogue

Timing/ Notes

Day / Night / Dusk

SC# 151 Panel # 2 of 8 Reuse

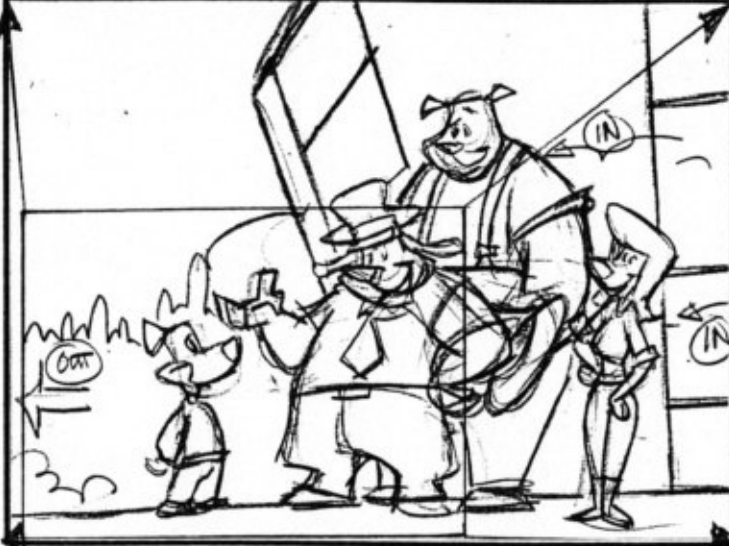


Location Description
CAPTAIN SMIRK ZIPS IN AND GRABS SQUIRT'S HAND.

CAPTAIN SMIRK:
WELL DONE, SQUIRT.

Day / Night / Dusk

SC# 151 Panel # 3 of 8 Reuse



Location Description
TRUCK OUT AS SMIRK STRAIGHTENS UP. FONTAINE AND STEAMER ENTERS SCENE.

CAPTAIN SMIRK (CONT'D)
YOU INFILTRATED THE BROTHERHOOD OF BROTHERS, THE WORLD'S MOST NOTORIOUS DIAMOND THIEVES.

Day / Night / Dusk

SC# 151 Panel # 4 of 8 Reuse



Location Description
SMIRK, STEAMER & FONTAINE LOOK UP TO SEE WHAT'S MAKING THAT NOISE. MEANWHILE SQUIRT YAKS ON. (SHADOW GROW OVER CHARACTERS)

EFFX: (DX SHADOW)
SFX: (BOMB WHISTLE ~~~ BUILDS) ~~~~>

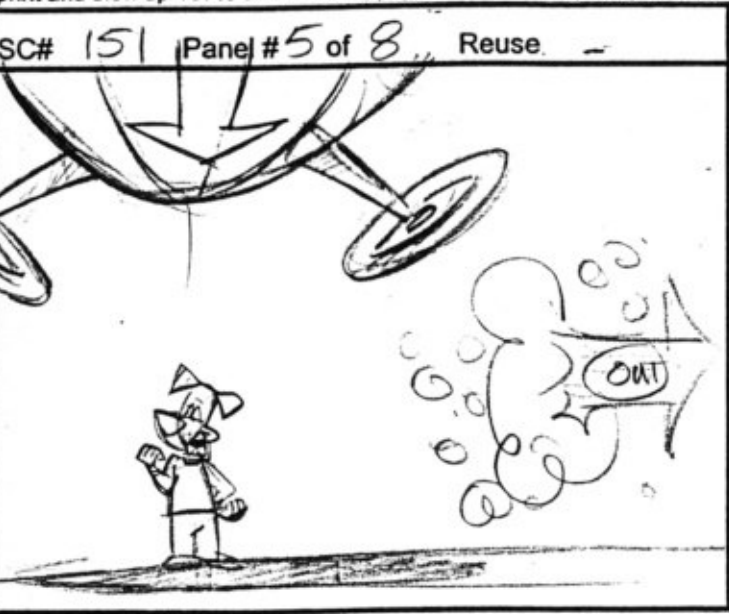
SQUIRT:
I DID?

Hoze Houndz V

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

Day / Night / Dusk

SC# 151 Panel # 5 of 8 Reuse

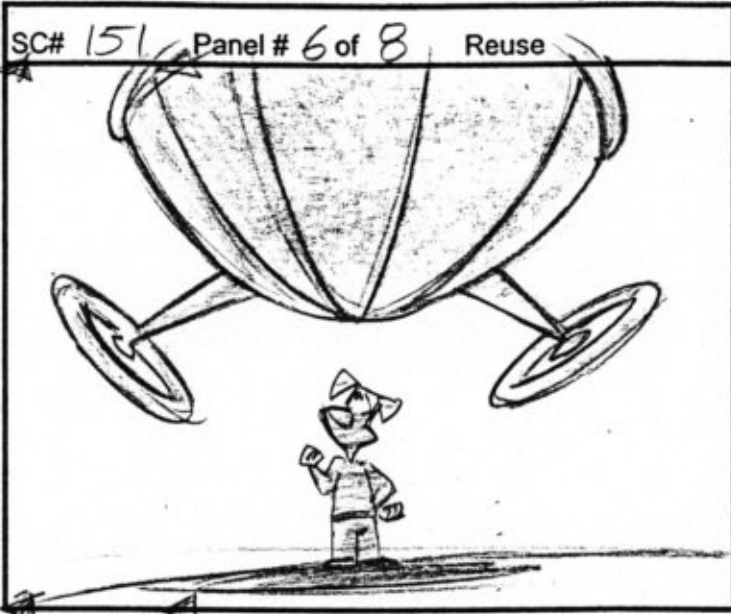


Location Description

OL:
UL:
HC:

Day / Night / Dusk

SC# 151 Panel # 6 of 8 Reuse

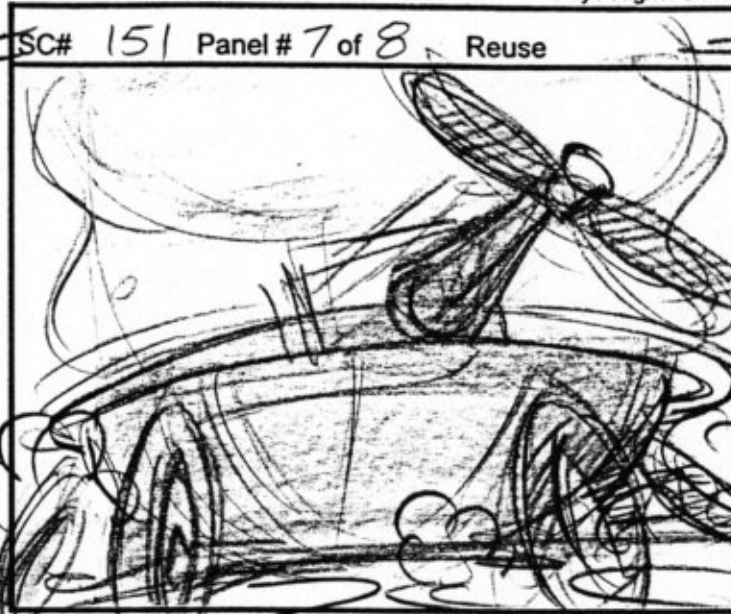


Location Description

OL:
UL:
HC:

Day / Night / Dusk

SC# 151 Panel # 7 of 8 Reuse

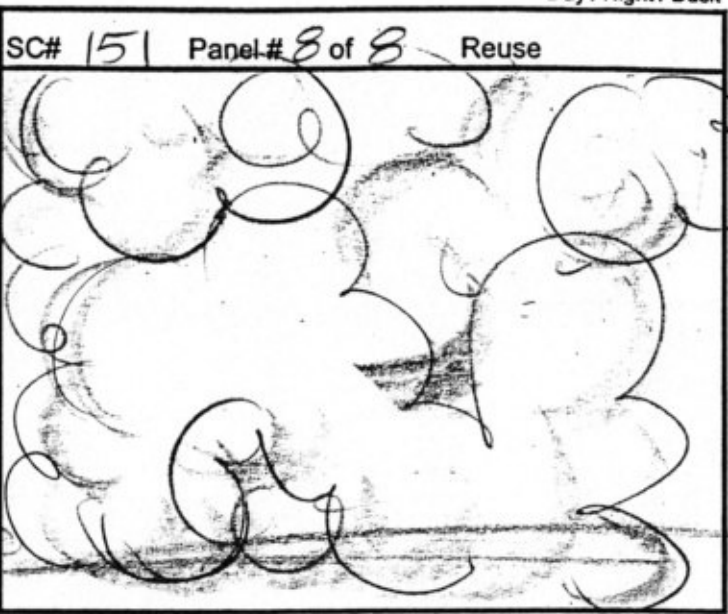


Location Description

OL:
UL:
HC:

Day / Night / Dusk

SC# 151 Panel # 8 of 8 Reuse



Location Description

OL:
UL:
HC:

Action SMIRK, STEAMER & FONTAINE
ZIP OUT, LEAVING SQUIRT
WHO DOESN'T NOTICE YET
THAT THE AIRSHIP IS DROPPING
IN.

SHIFT PAN
SQUIRT FINALLY CLUES IN
AND LOOKS UP

WUAM

EFX: (DX DUST)

DUST FILLS SCREEN



Dialogue SQUIRT

OF COURSE I DID!

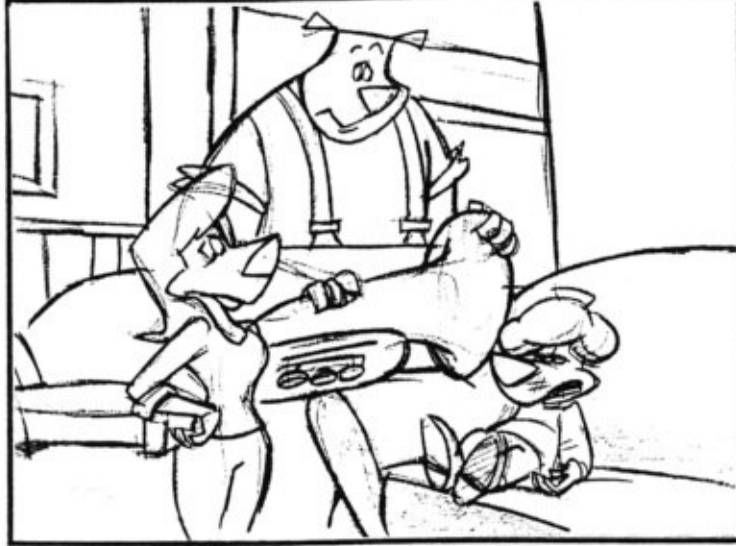
Timing/ Notes

Hoze Houndz V

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

Day / Night / Dusk

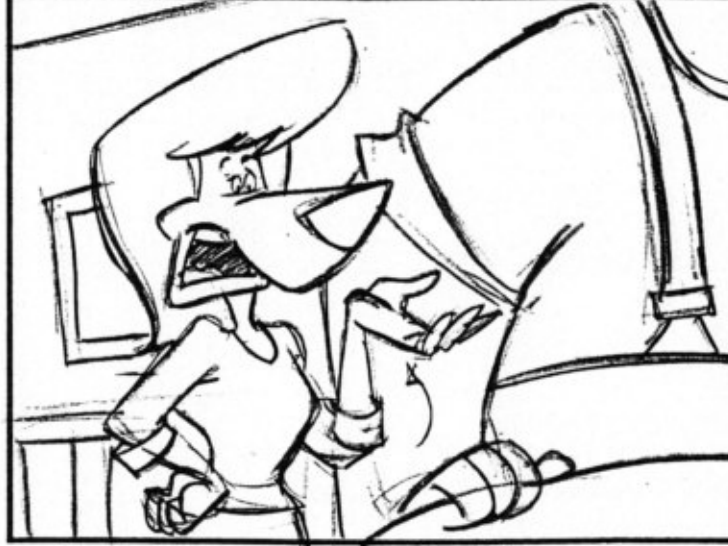
SC# 152 Panel # of Reuse



Location Description
INT. FIREHALL - LATER
OL:
UL:
HC:

Day / Night / Dusk

SC# 153 Panel # of Reuse



Location Description
OL:
UL:
HC:

Day / Night / Dusk

SC# 154 Panel # of Reuse



Location Description
OL:
UL:
HC:

Day / Night / Dusk

SC# 154 Panel # 2 of Reuse



Location Description
OL:
UL:
HC:

Action

SQUIRT WITH AN ICEPACK
ON HIS HEAD IS GROUSING.

HU

STEAMER AND FONTAINE
LISTEN PATIENTLY.

CUT

ANGLE ON FONTAINE.

CUT

CLOSE ON SQUIRT.
LOOKING SHEEPHISH.



< DISS
FROM:

Dialogue

SQUIRT:

I CAN'T BELIEVE I FELL FOR
THE OLD JOIN-OUR-SECRET-SOCIETY-
BUT-REALLY-YOU'LL BE HELPING-US-PULL-
OFF-A-DIAMOND-HEIST TRICK!

FONTAINE:

WELL, I THINK YOU
LEARNED YOUR LESSON.

SQUIRT:

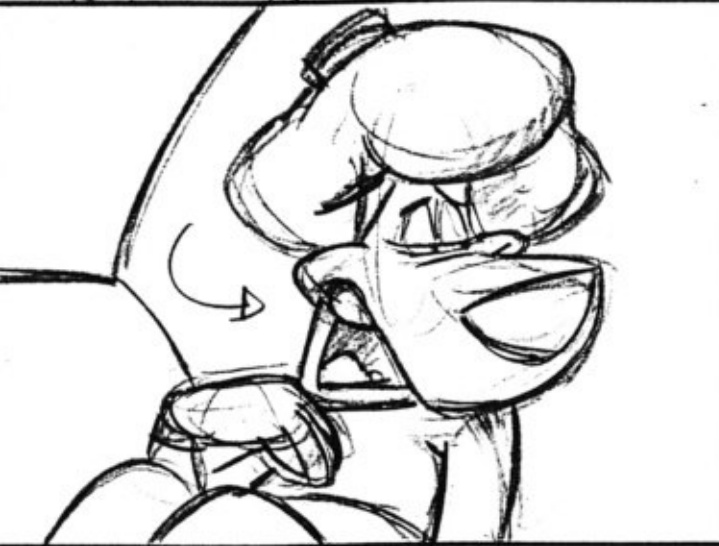
OH YEAH, I SURE DID,
YOU BET,

Timing/ Notes

Hoze Houndz V

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

SC# 154 Panel # 3 of 6 Reuse -



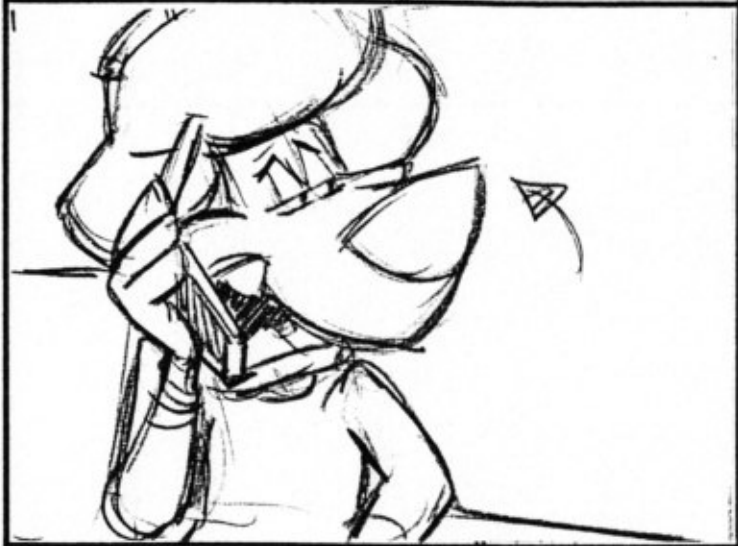
Location _____
Description _____
OL:
UL:
HC:

Day / Night / Dusk
SC# 154 Panel # 4 of 6 Reuse



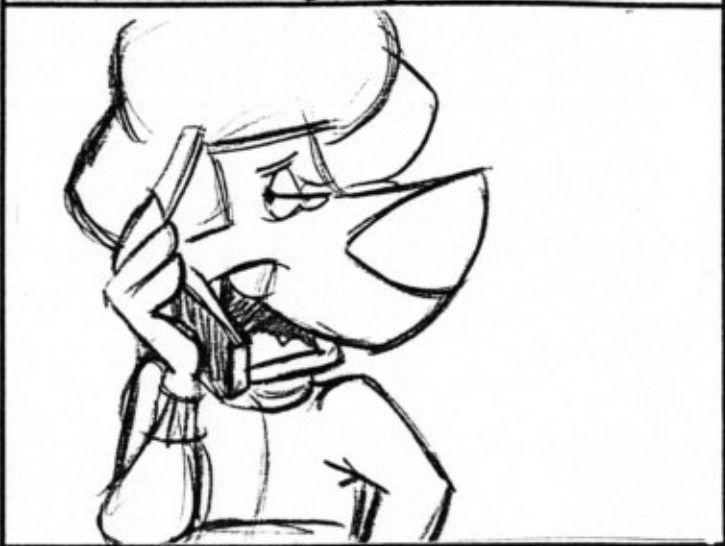
Location _____
Description _____
OL:
UL:
HC:

Day / Night / Dusk
SC# 154 Panel # 5 of 6 Reuse



Location _____
Description _____
OL:
UL:
HC:

Day / Night / Dusk
SC# 154 Panel # 6 of 6 Reuse



Location _____
Description _____
OL:
UL:
HC:

Action

SQUIRT SITS UP AND
ANSWERS THE PHONE

CUT

SFX: (CELL PHONE RING)

Dialogue

SQUIRT: (CONT'D):
ABSOLUTELY RIGHT
YOU ARE...

SQUIRT:
HELLO? OKAY, OKAY, "

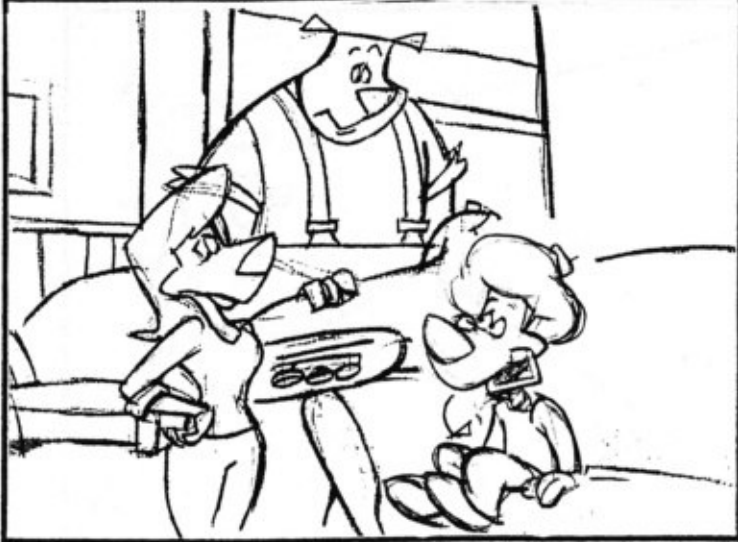
SQUIRT:
OKAY!

Timing/ Notes

Hoze Houndz V

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

SC# 155 Panel # 1 of 3 Reuse -



Location Description
OL:
UL:
HC:

Day / Night / Dusk

SC# 155 Panel # 2 of 3 Reuse



Location Description
OL:
UL:
HC:

Day / Night / Dusk

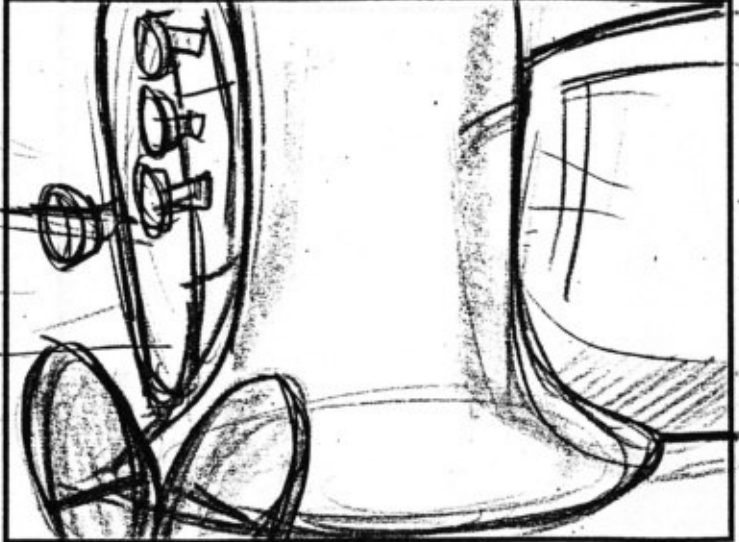
SC# 155 Panel # 3 of 3 Reuse



Location Description
OL:
UL:
HC:

Day / Night / Dusk

SC# 156 Panel # 1 of 2 Reuse



Location Description
OL:
UL:
HC:

Action

WIDE ON THE GANG

STEAMER TURNS TO
FOUNTAIN ...

.. THEN SLAM THE
TUBA DOWN OVER
SQUIR!

CLOSE ON A TUBA
STUFFED WITH SQUIET

CUT

Dialogue

SQUIRT:

DO WE HAVE
FIFTY THOUSAND DOLLARS
FOR BAIL KICKING AROUND?

SQUIRT: (CONT'D)

THE BROTHER HOOD GUYS
SAY THIS IS THAT LAST ...

SQUIRT: (CONT'D)

.. THING I GOTTA ...

! SQUIRT: (ECHO)

THAT WOULD BE A 'NO'?

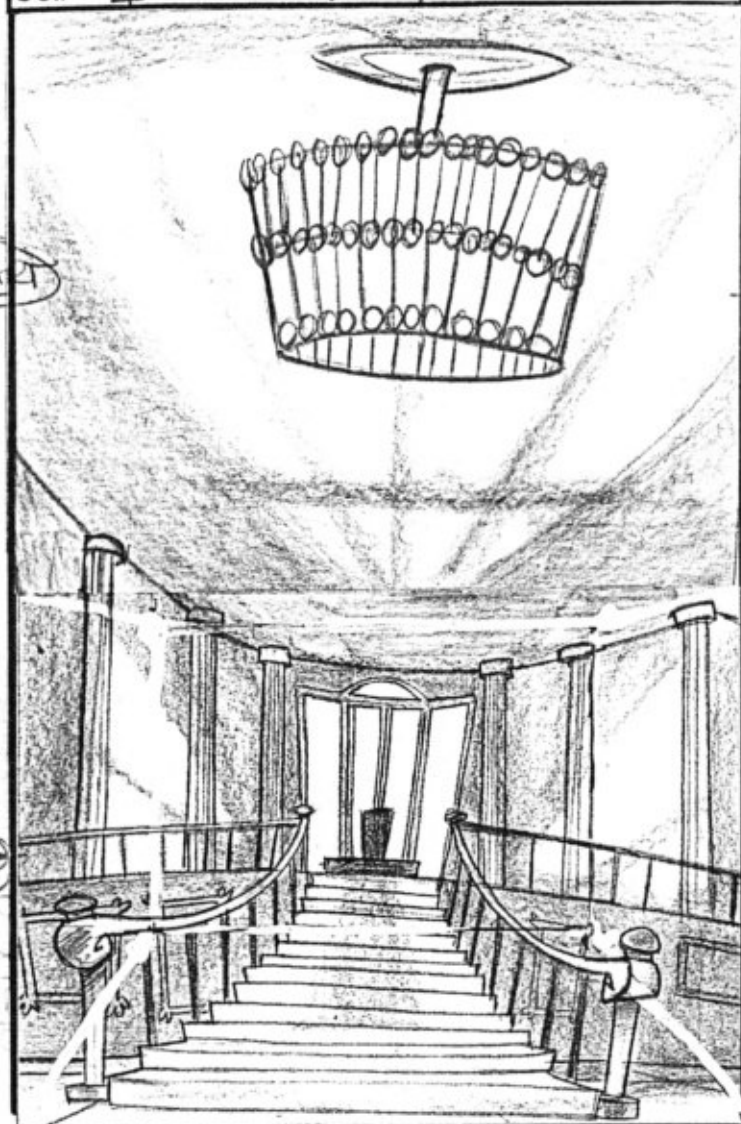
Timing/ Notes

Hoze Houndz V

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

Day / Night / Dusk

SC# 2 Panel # 1 of 1 Reuse -



START

PAN

STOP

Dialogue

VERT. PAN DOWN FROM FANCY CHANDELIER TO A DARKENED DESK SILHOUETTED AGAINST THE MOONLIGHT WINDOW. (CHANDELIER IS NOT ON)
IT'S ALL SPOOKY & MYSTERIOUS.

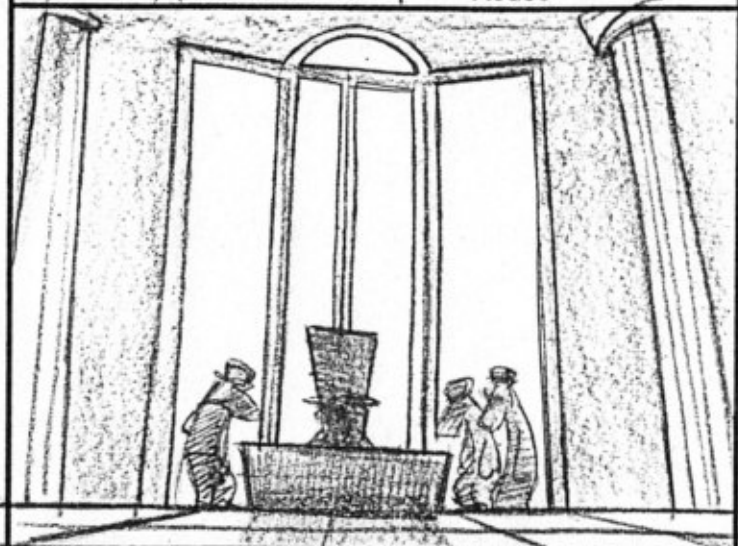


X DISS FROM

Timing/ Notes

Day / Night / Dusk

SC# 2A Panel # 1 of 1 Reuse



Location

Description

OL:
UL:
HC:

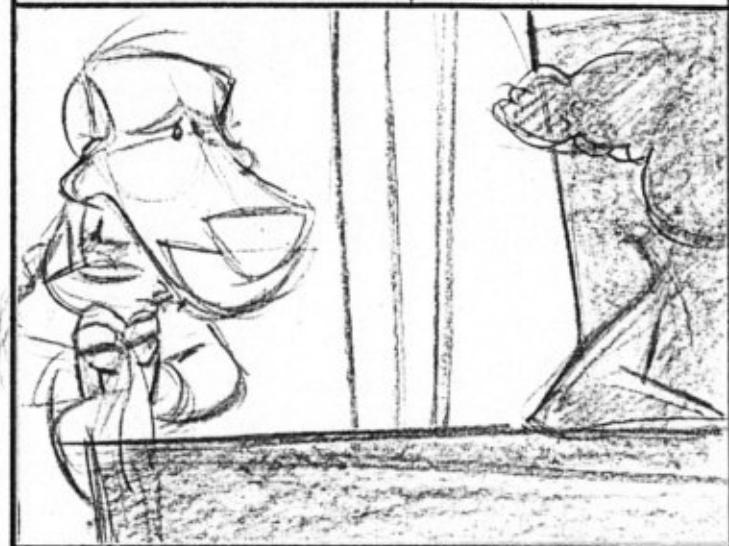
CLOSER ON DARKENED DESK

CUT

! MR B' (BINGLES) (aka SIDNEY GREENSTREET)
IT IS TIME TO BRING
IN FRESH BLOOD

Day / Night / Dusk

SC# 3 Panel # 1 of 9 Reuse



Location

Description

OL:
UL:
HC:

CLOSE ON ALPHA. HE'S TALKING TO A SINISTER SILHOUETTED FIGURE

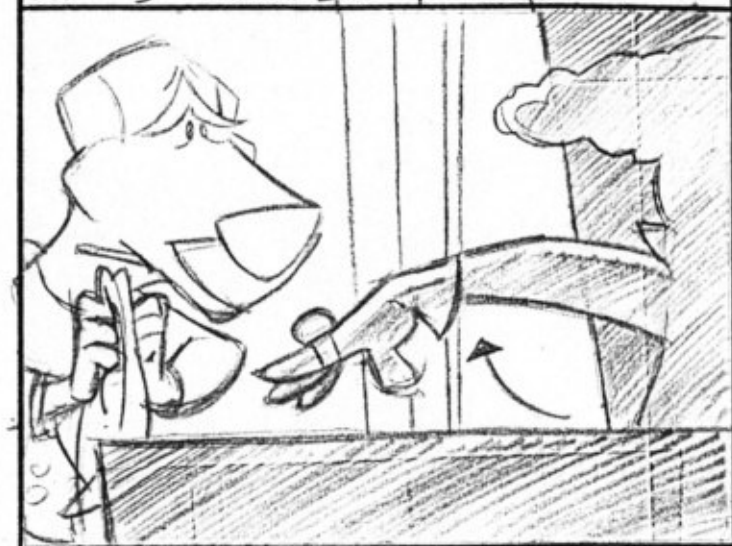
! ALPHA: (STAMMERING)
YYYYES MR. BIG!

Title LIAR'S CLUB

Page 2

Day / Night / Dusk

SC# 3 Panel # 2 of 9 Reuse



Location

Description

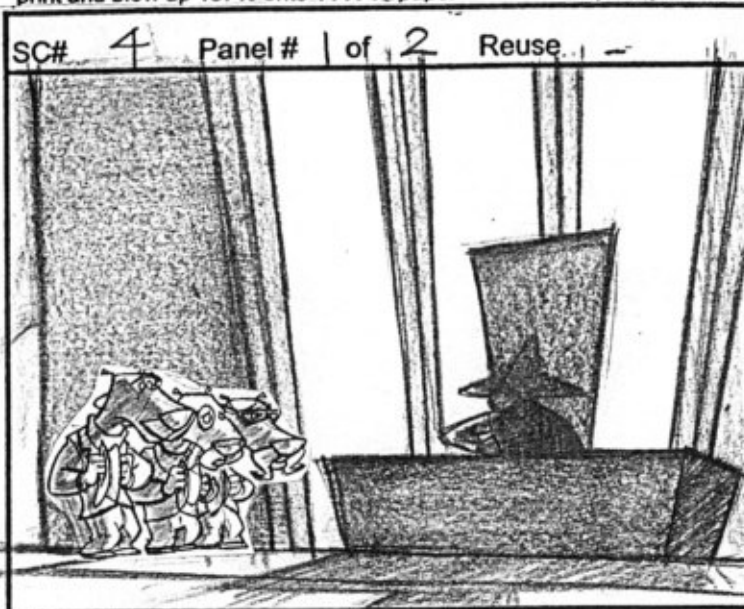
OL:
UL:
HC:

MR BIG EXTENDS HIS ARM, SHOWING A GLEAMING RING

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:

Action

WIDE ON DESK: THE
SHADOWY MR BIG SWIVELS
AWAY FROM ALPHA, OMEGA
AND CRAIG

EFF: (DX SHADOW, 2 TONE CHAPS)

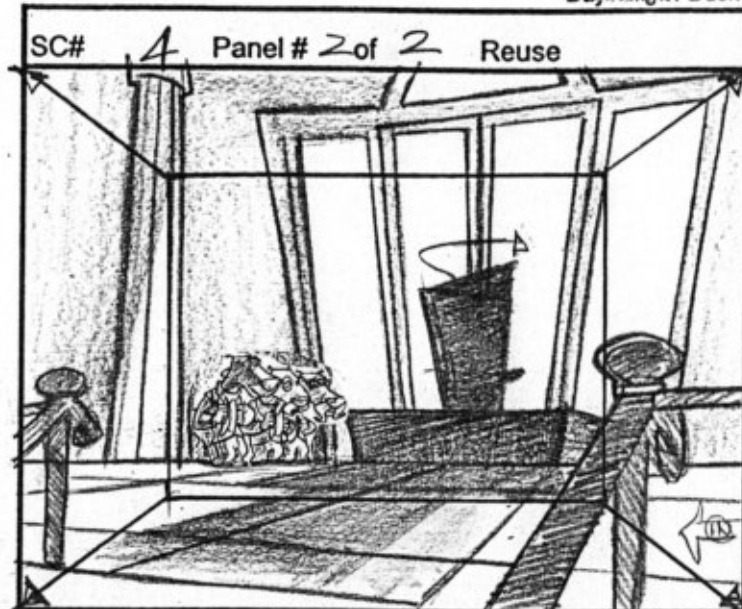
Dialogue

MR BIG: (FULL OF MENACE)

NOW BRING HIM TO
ME!

Timing/ Notes

Day / Night / Dusk



Location

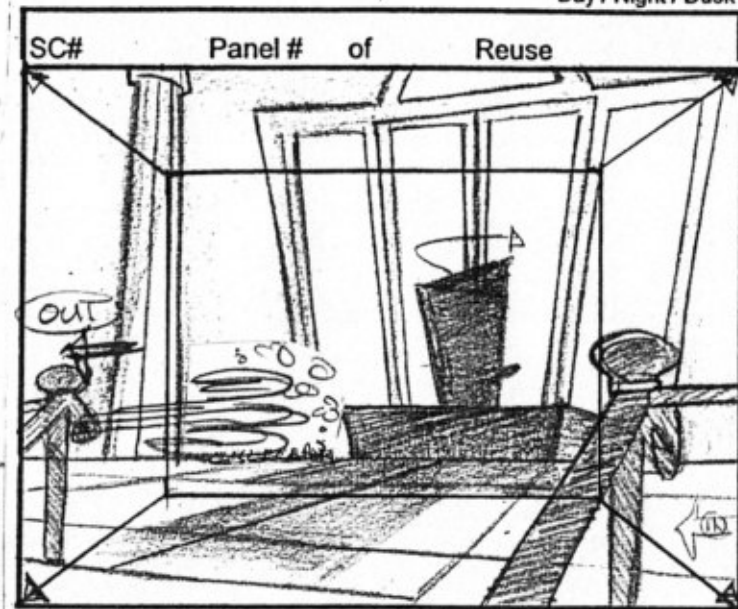
Description

OL:

UL:

HC:

Day / Night / Dusk



Location

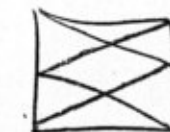
Description

OL:

UL:

HC:

THE BOYS ZIP OUT

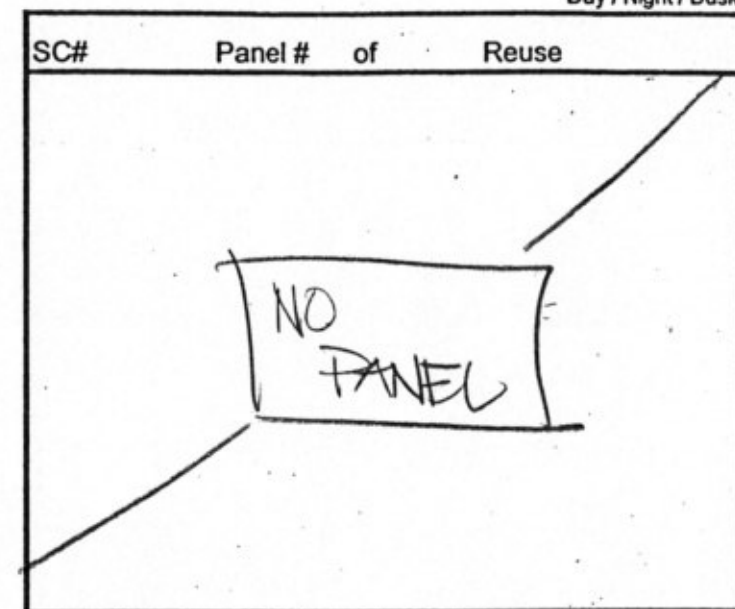


X- DISS
TO

Title LIAR'S CLUB

Page 5

Day / Night / Dusk



Location

Description

OL:

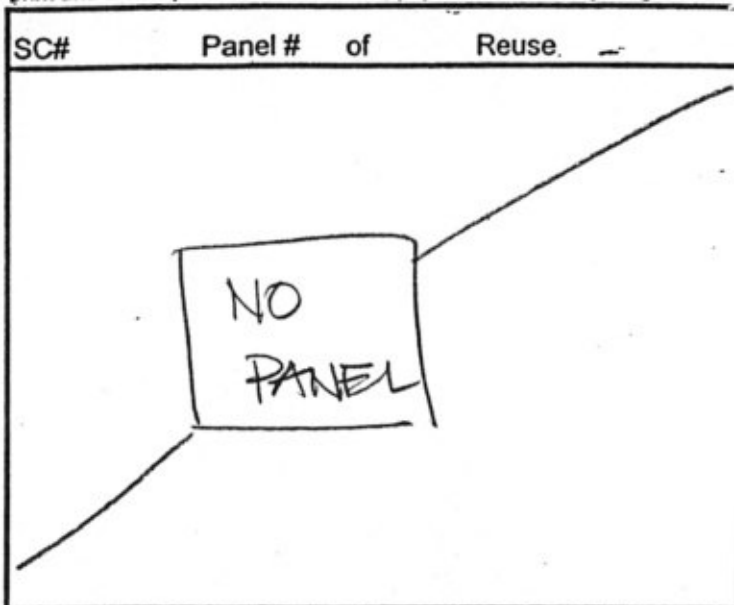
UL:

HC:

Hoze Houndz V

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

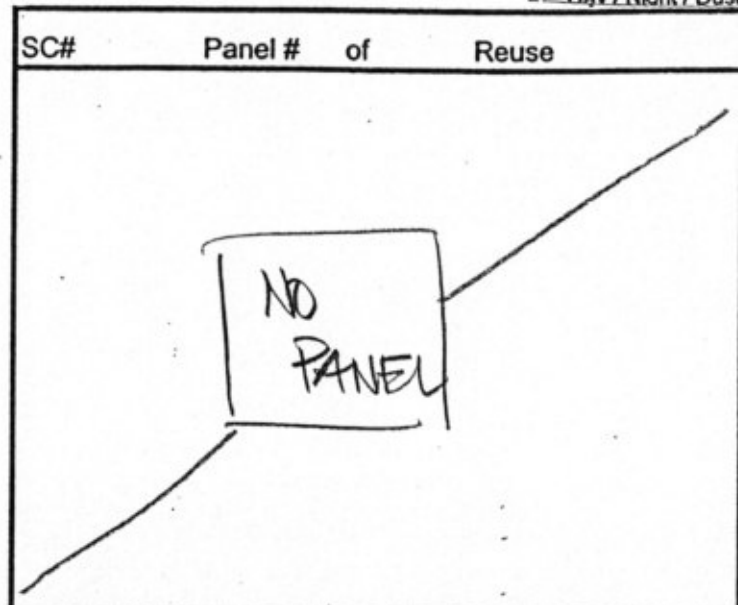
Day / Night / Dusk



Location

Description

OL:
UL:
HC:

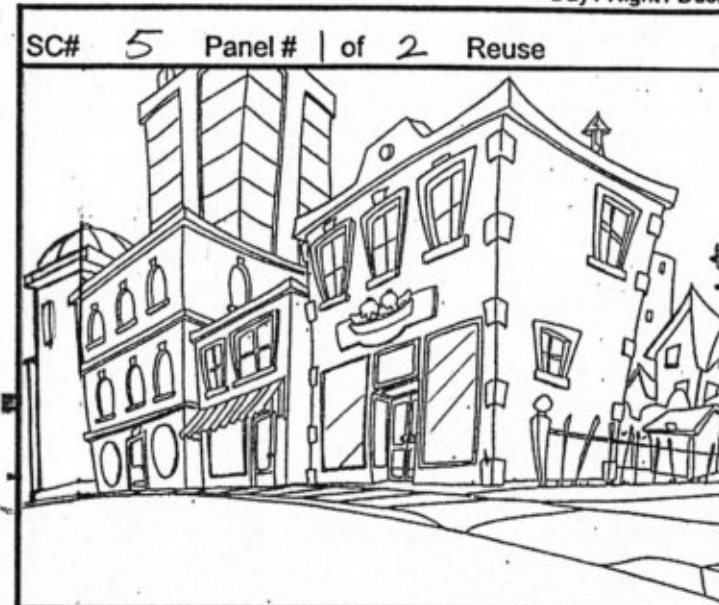


Location

Description

OL:
UL:
HC:

Day / Night / Dusk



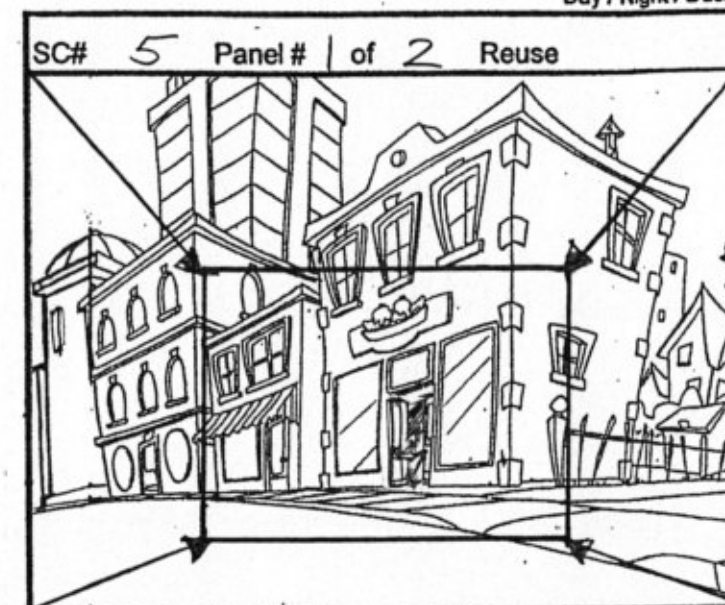
Location

Description

EXT. ICE CREAM STORE
-DAY.

OL:
UL:
HC:

Day / Night / Dusk



Location

Description

OL:
UL:
HC:

Day / Night / Dusk

Action

THE NEXT DAY. IT'S A
BRIGHT AND SUNNY DAY.



X-DISS
TO

TRUCK IN ON ICECREAM
STORE, THE DOOR OPENS.
SQUIRT IS COMING OUT. (CUT)

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# 6 Panel # 5 of 6 Reuse



Location

Description

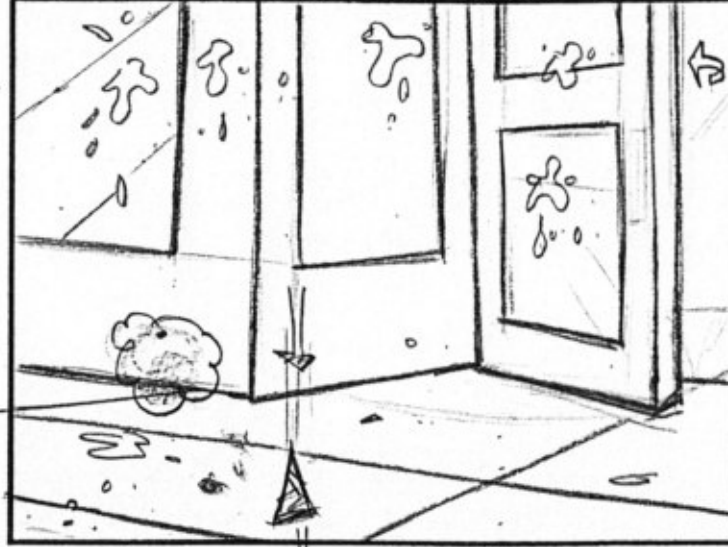
OL:

UL:

HC:

Day / Night / Dusk

SC# 6 Panel # 6 of 10 Reuse



Location

Description

OL:

UL:

HC:

Day / Night / Dusk

SC# 6 Panel # 7 of 10 Reuse



OL:

UL:

HC:

Day / Night / Dusk

SC# 6 Panel # 8 of 10 Reuse



OL:

UL:

HC:

Action

SUV ZIPS OUT, CONE IS
SPINS IN MID-AIR, SPRAYING
ICE CREAM EVERYWHERE ...

.. HANGS, THEN
FALLS OUT
THE DOOR BEGINS TO OPEN

CUT ANOTHER ANGLE ON FRONT
DOOR STEAMER HOLDING
A STACKED CONE STEPS
FORWARD.

STEAMER STOP
THE DOOR CLOSES BEHIND
HIM

EFF: (D/B SPIN) (DX DUST/EXHAUST)

Dialogue

! STEAMER:
SORRY 'BOUT THAT
SQUIRT.

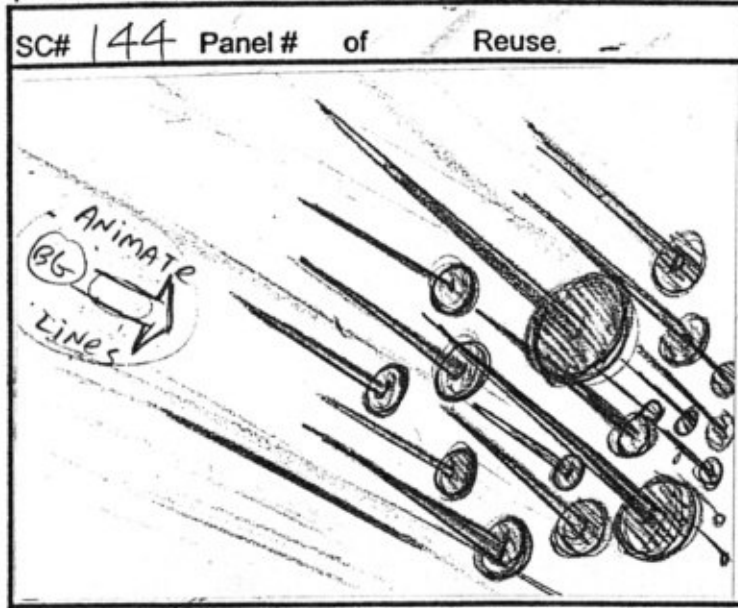
! STEAMER:
I WAS WAITING FOR THAT
PISTACHIO BUTTER NUT RIPPLE
CHUCK CHIP ...

Timing/ Notes

Hoze Houndz V

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

Day / Night / Dusk



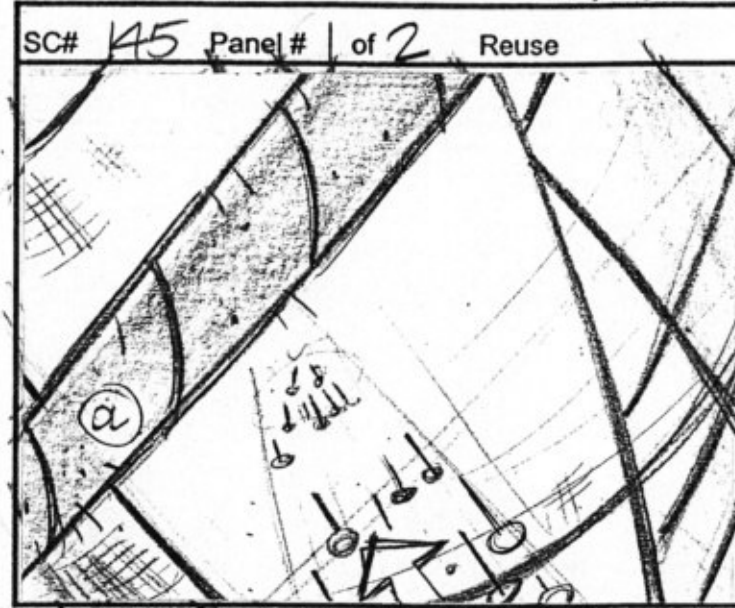
Location Description
OL:
UL:
HC:

*ANIME ANIMATING BG

Action

ANIMATE LINES IN BG
ANGLE ON THE STREAM
OF NAILS.

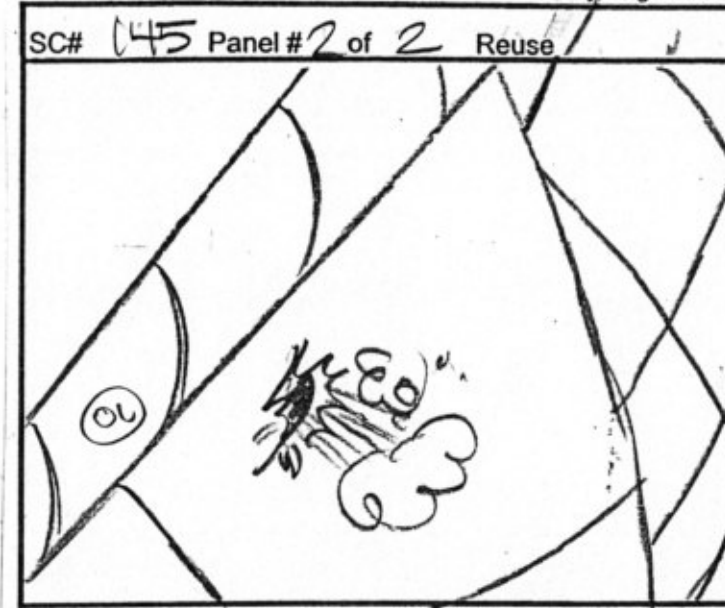
CUT



Location Description
OL:
UL:
HC:

CUT

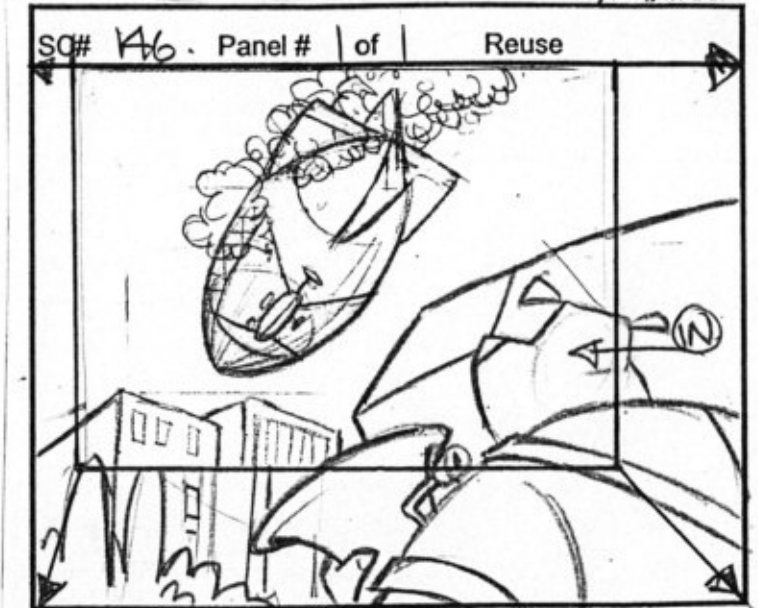
EXTREME CLOSE UP ON
THE HOT AIR BALLOON
THE NAILS STREAM INTO
SCENE AND STICK INTO THE
HOT AIR BALLOON.



Location Description
OL:
UL:
HC:

CUT

IMP WDE A RIP TEARS
IN THE SKIN GAS SPEWS
OUT



Location Description
OL:
UL:
HC:

THE HINDENBURG SHOT.

FAST TRUCK OUT. PAN IN
THE DIAMOND HOUSE...
"OH THE HUMANITY..."

CUT

STEAMER STEPS IN

CUT

Dialogue

MFX: <STEAMER'S "BLUE DANUBE">

SFX: <POP> WDE <RASPBERRY>

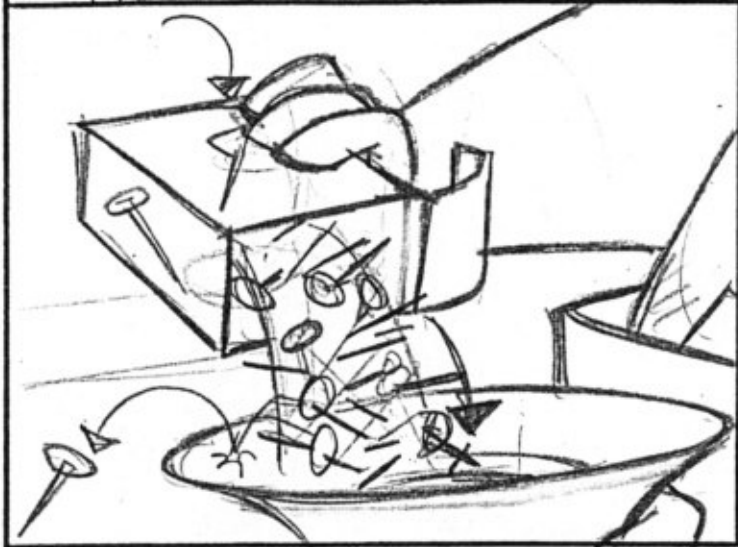
Timing/ Notes

Hoze Houndz V

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

Day / Night / Dusk

SC# 142 Panel # 1 of 1 Reuse



Location

Description

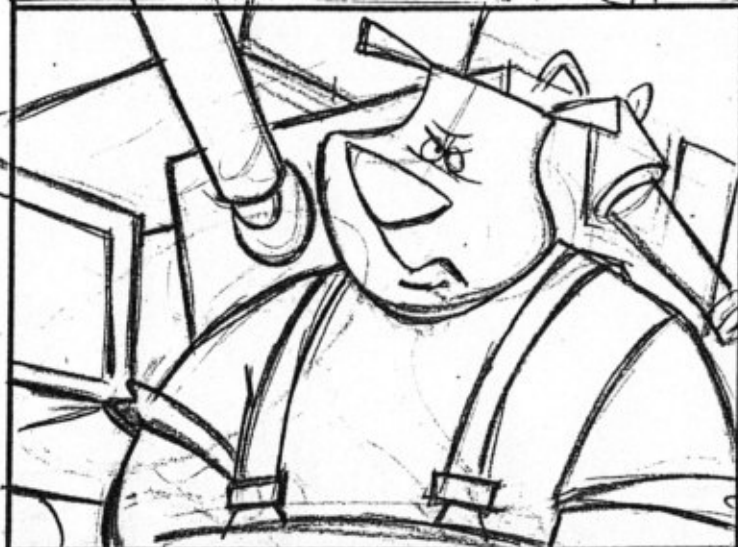
OL:

UL:

HC:

Day / Night / Dusk

SC# 143 Panel # 1 of 3 Reuse



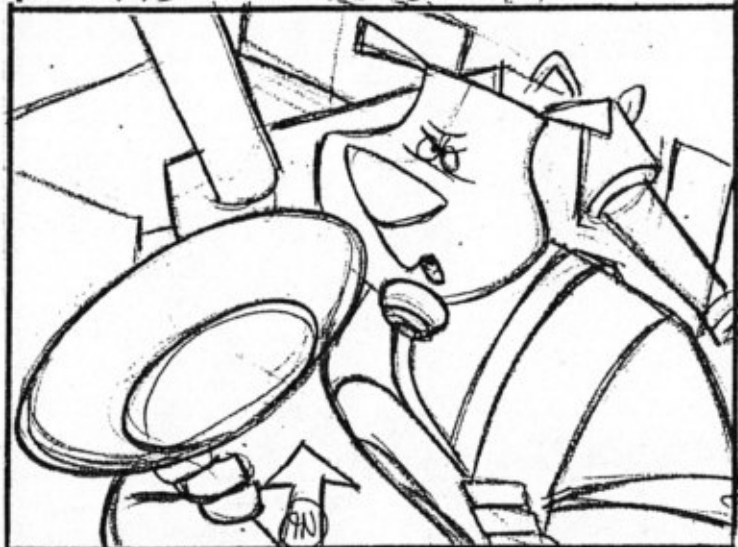
OL:

UL:

HC:

Day / Night / Dusk

SC# 143 Panel # 2 of 3 Reuse



Location

Description

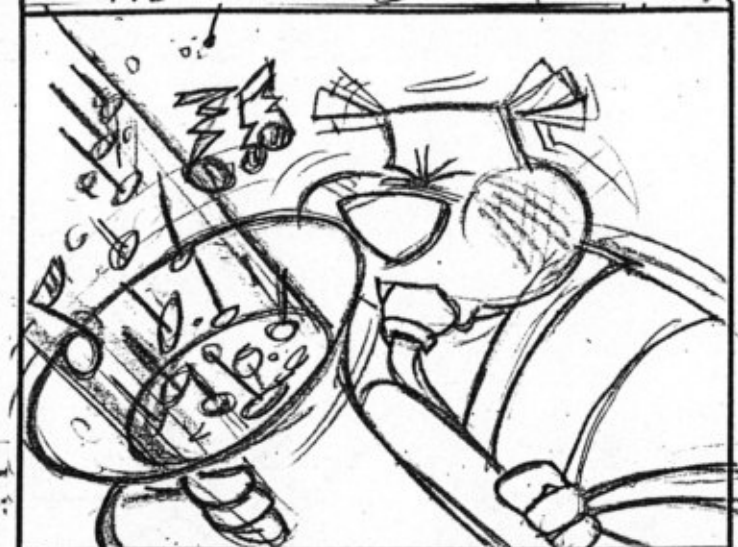
OL:

UL:

HC:

Day / Night / Dusk

SC# 143 Panel # 3 of 3 Reuse



Description

OL:

UL:

HC:

Action

CLOSE ON TUBA
STEAMER POURS IN THE
BOX OF NAILS.

ANGLE ON STEAMER.
HE HAS A DETERMINED
LOOK ON HIS FACE.

HE LIFTS THE TUBA INTO
SCENE AND TAKES A
DEEP BREATH.

STEAMER GOES INTO HIS
PRENDITION OF "THE BLUE
DANUBE". (CUT)
HE BLOWS FOR ALL HE'S
WORTH. THE NAILS FLY OUT
LIKE BULLETS (NOT DANGEROUS
ONE, MORE LIKE THE CARTOON
FUN ONES!)
MFX: <BLUE DANUBE a'la
STEAMER>

SFX: <B.B'S ON METAL>

Dialogue

Timing/ Notes

Hoze Houndz V

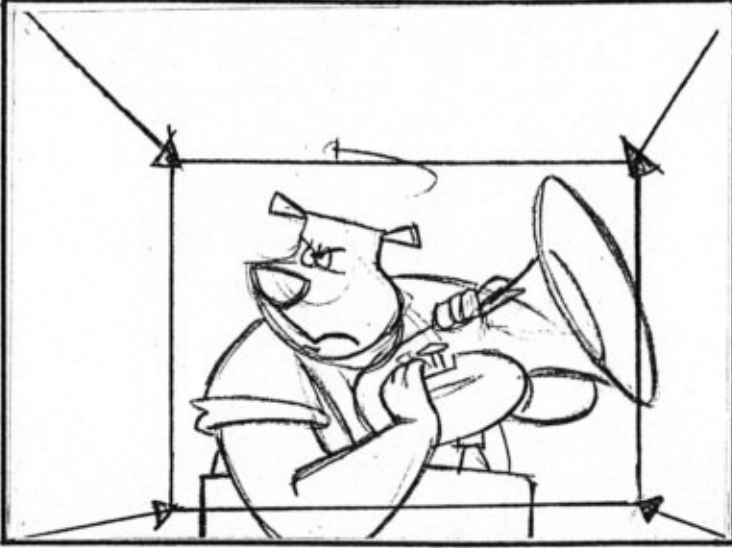
Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17, paper Day / Night / Dusk

SC# 141 Panel # 4 of 7 Reuse -



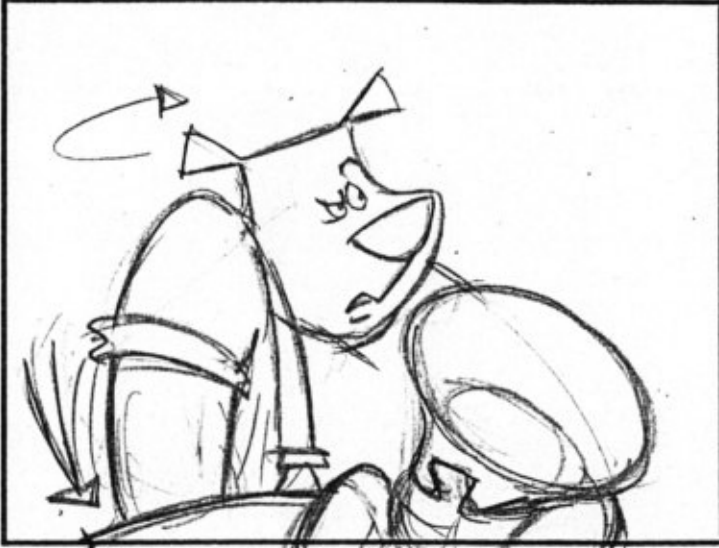
Location Description
OL:
UL:
HC:

SC# 141 Panel # 5 of 7 Reuse



Location Description
OL:
UL:
HC:

SC# 141 Panel # 6 of 7 Reuse



Location Description
OL:
UL:
HC:

SC# 141 Panel # 7 of 7 Reuse



Location Description
OL:
UL:
HC:

Action

STEAMER LIFTS HIS TUBA
OUT.

STEAMER TO LOOK AT
WHERE THE AIRSHIP IS
TRUCK IN

STEAMER TURNS AND
REACHES INTO HIS PANTS ..

.. AND PULLS OUT A BOX
OF NAILS .

CUT

Dialogue

Timing/ Notes

Hoze Houndz V

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

SC# 42 Panel # 1 of 2 Reuse. -



Location Description
OL:
UL:
HC:

SC# Panel # of Reuse



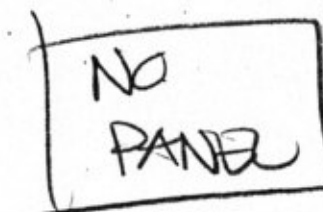
Location Description
OL:
UL:
HC:

SC# Panel # of Reuse



Location Description
OL:
UL:
HC:

SC# Panel # of Reuse



Location Description
OL:
UL:
HC:

Action
CU ON STEAMERS
TUBA. STEAMER IS
HOLDING THE BOX OF
NAILS.

SCENE CONT'S ON NEXT PAGE

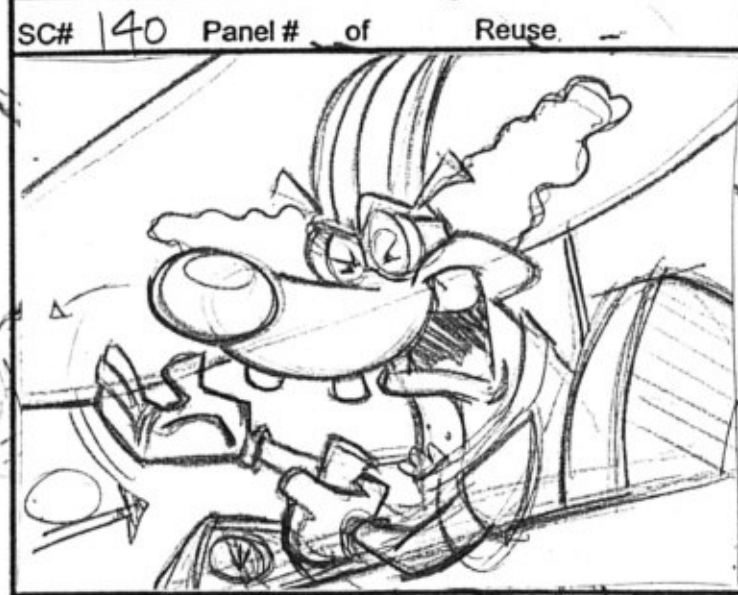
Dialogue

Timing/ Notes

Hoze Houndz V

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

Day / Night / Dusk

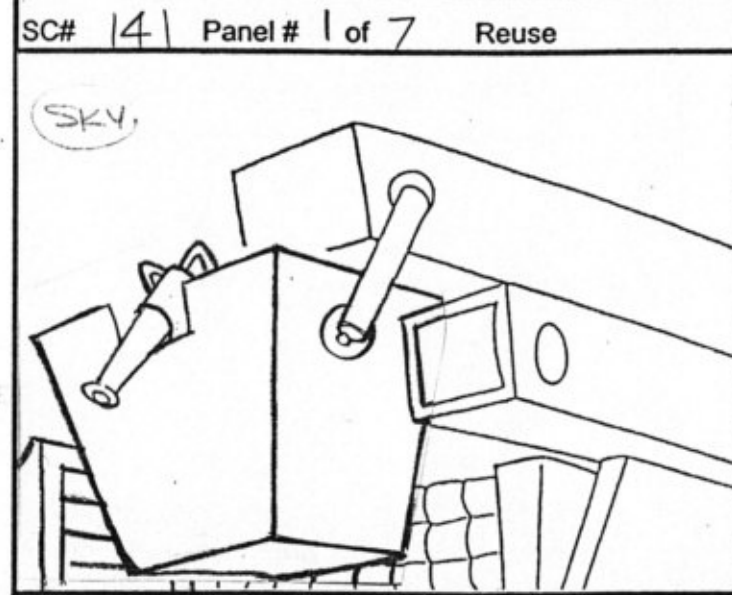


Location

Description

OL:
UL:
HC:

Day / Night / Dusk

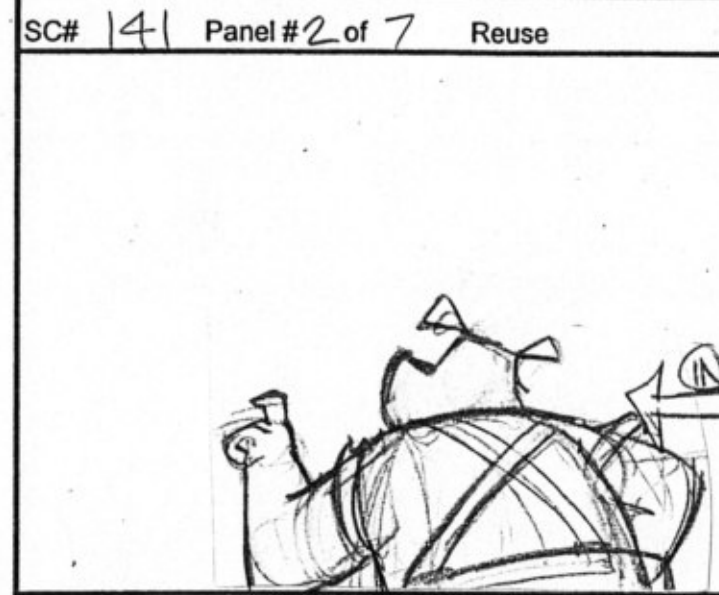


Location

Description

OL:
UL:
HC:

Day / Night / Dusk

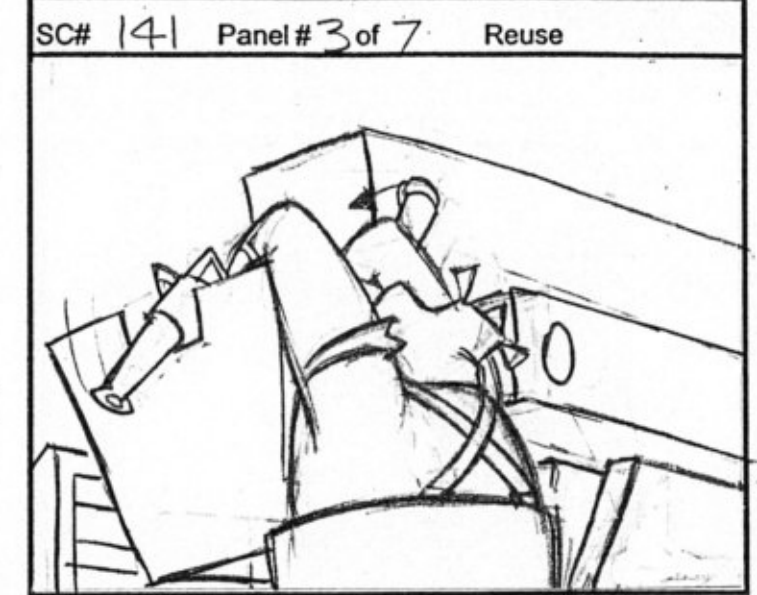


Location

Description

OL:
UL:
HC:

Day / Night / Dusk



Location

Description

OL:
UL:
HC:

Action

ANGLE ON BINGLES
WAVING "BYE-BYE"

TILT PAN SKY BG

ANGLE ON FIRE TRUCK

STEAMER ZIPS IN AND
REACHES INTO THE
LADDER BASKET

Dialogue

! BINGLES

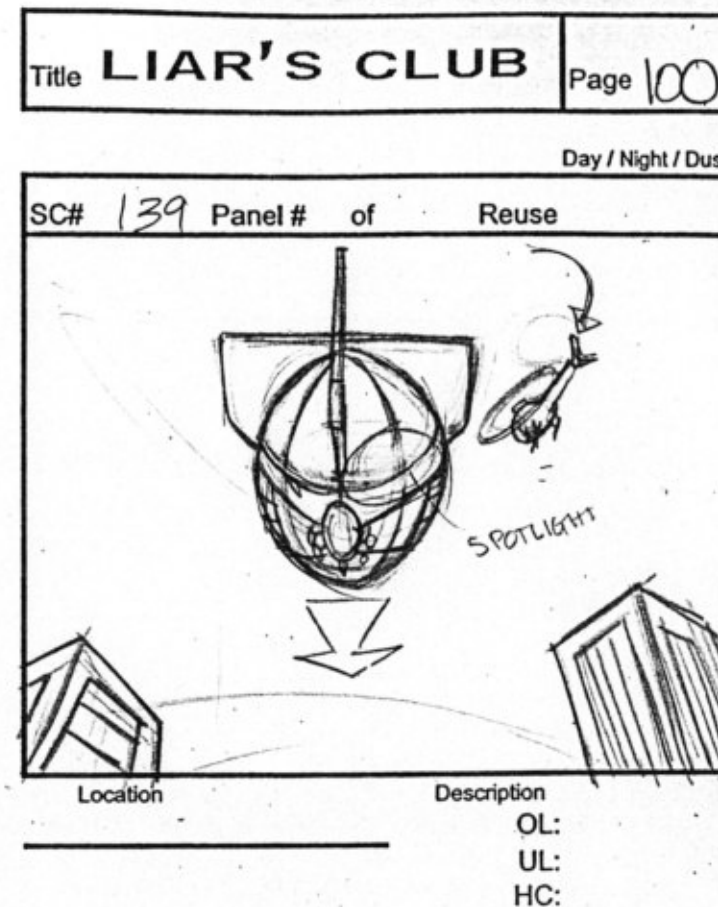
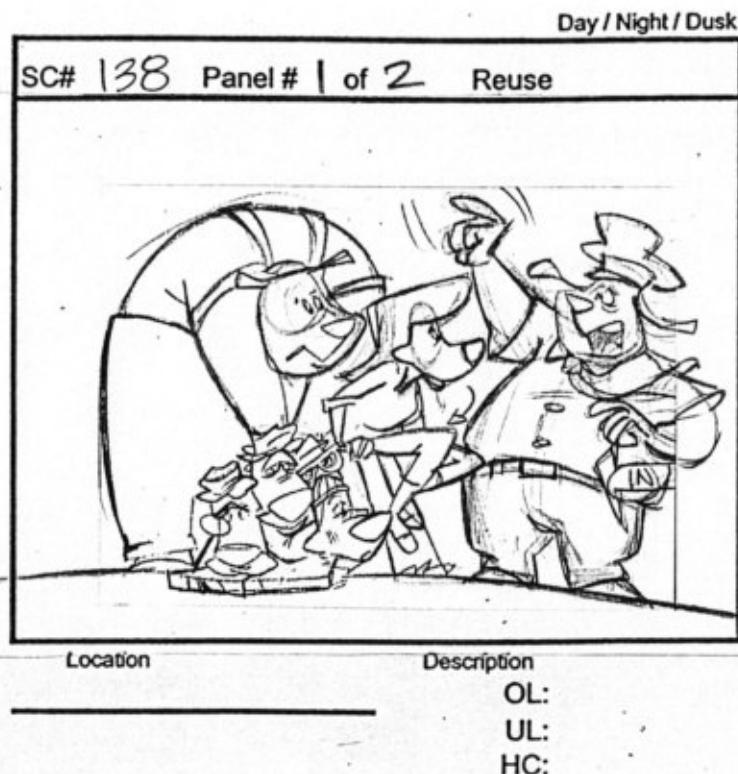
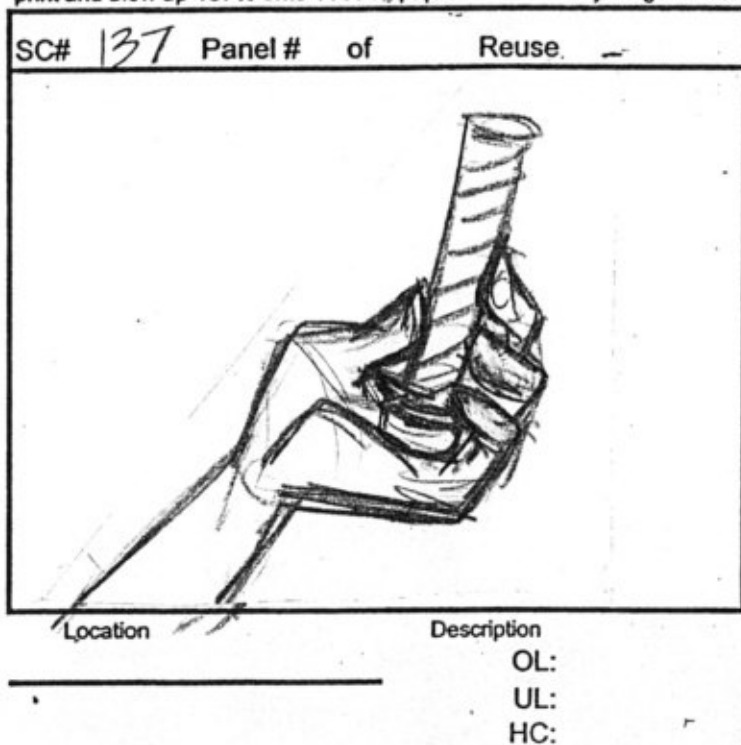
SO LONG,
SUCKERS!

Timing/ Notes

Hoze Houndz V

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

Day / Night / Dusk



Action

CUT CLOSE ON FONTAINE'S HAND HOLDING A LARGE BOLT.

CUT

WIDE ON SCENE AN AGITATED CAPTAIN SMIRK ZIPS INTO SCENE. HE'S POINTING UP.

EVERYONE TURNS TO LOOK.

CUT

ANGLE ON THE AIRSHIP AS IT MOVES AWAY THE POLICE COPTER IS CHASING AFTER IT.

CUT

Dialogue

! CAPTAIN SMIRK:
HE'S GETTING AWAY !!

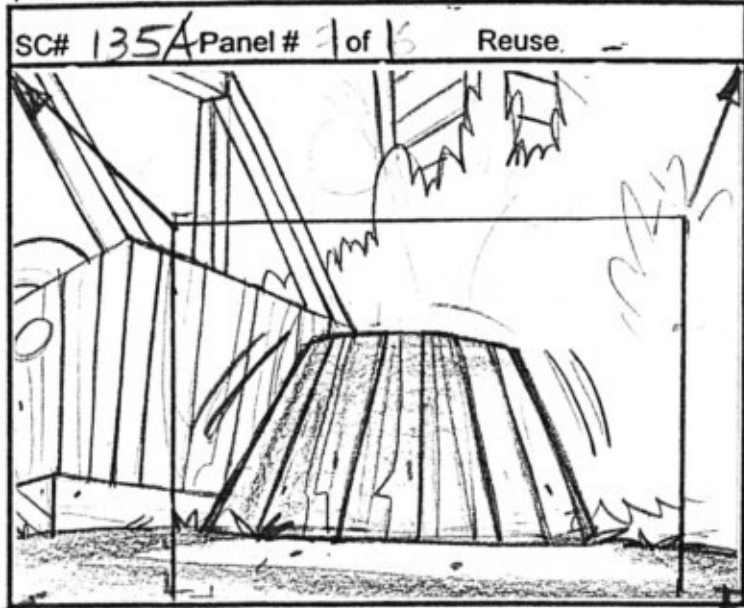
EFX: (DX SPOTLIGHT)
SFX: (AIRSHIP PURR, COPTER WHINE)

Timing/ Notes

Hoze Houndz V

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

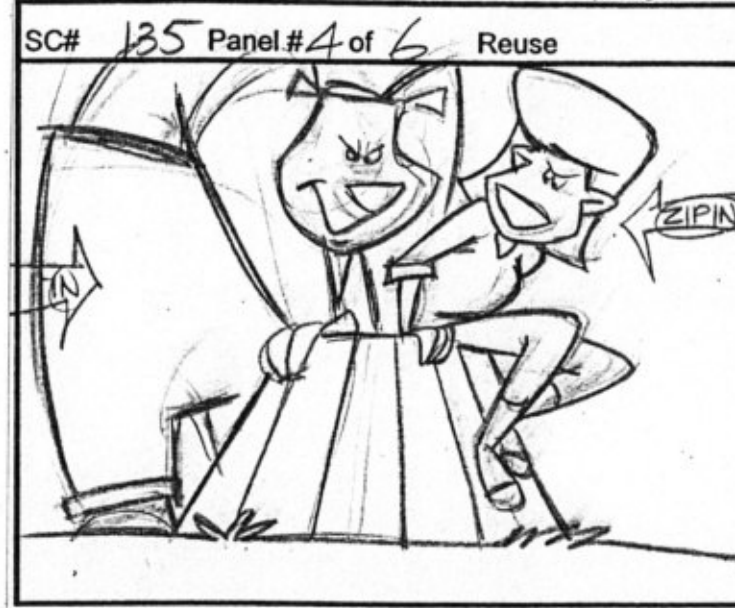
Day / Night / Dusk



Location

Description

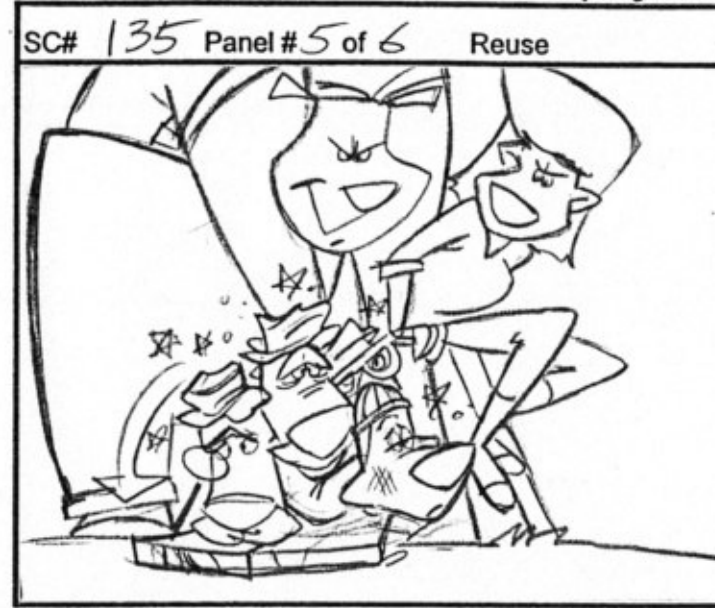
OL:
UL:
HC:



Location

Description

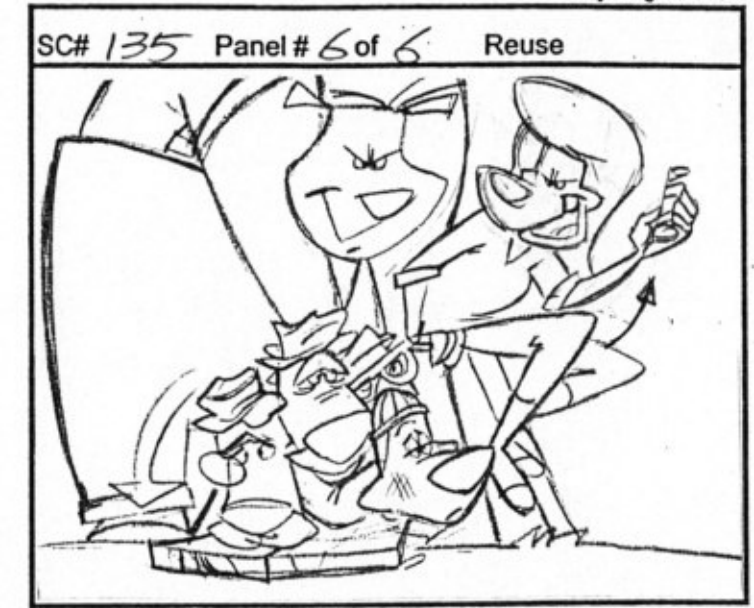
OL:
UL:
HC:



Location

Description

OL:
UL:
HC:



Location

Description

OL:
UL:
HC:

Action

FAST TRUCK OUT. A FAINT WHIMPERING & GROANING CAN BE HEARD.

FONTAINE & STEAMER ZIPS IN DURING THE TRUCK OUT

A COUPLE OF SLATS FROM THE TUB FALL AND THE BROTHERS & SQUIRT POP OUT, LOOKING THE WORSE FOR WEAR.

FONTAINE HOLDS UP A BOLT. SHE GRINS EVILLY.

CUT

Dialogue

<WHIMPERING>

(SFX) CUCKOO, CUCKOO

FONTAINE:

LOOKING FOR THIS?

Timing/ Notes