



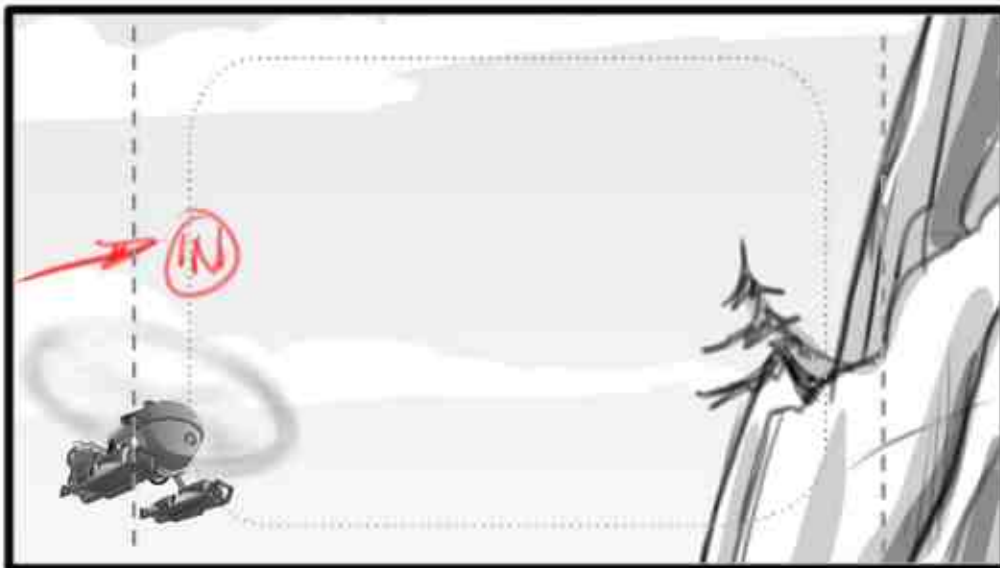
TRB225-'DOUBLE VILLAINY'



Sc. 19-01

Pnl. A

Bg _____



Action:

ANGLE ON SKY. BLADES FLIES INTO SCENE.

EFX; (BLUR)

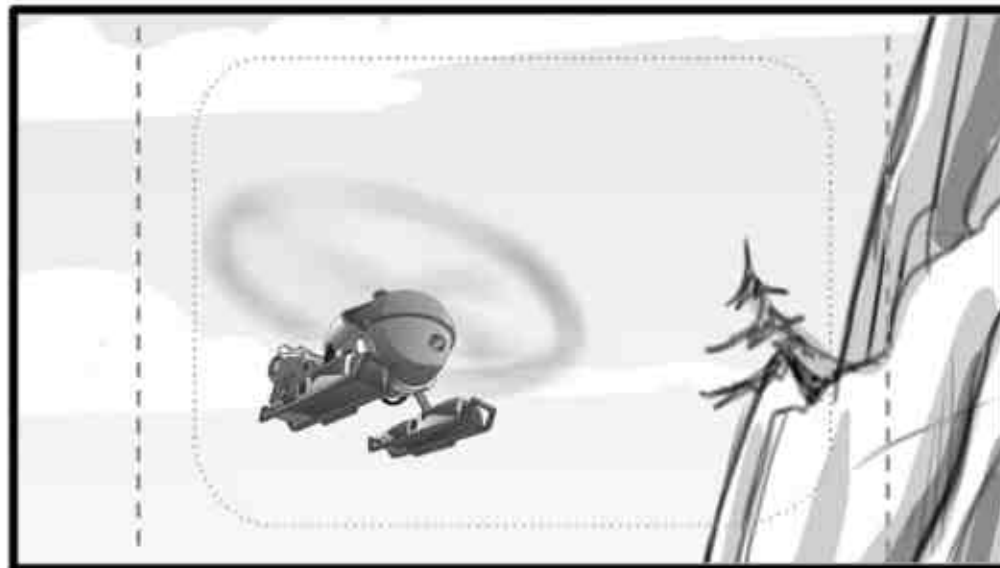
Dial:

Slug:

Sc. (CONTD)

Pnl. B

Bg _____



Action:

HE STOPS AND HOVERS FOR A BEAT.

Dial:





Sc. 19-01

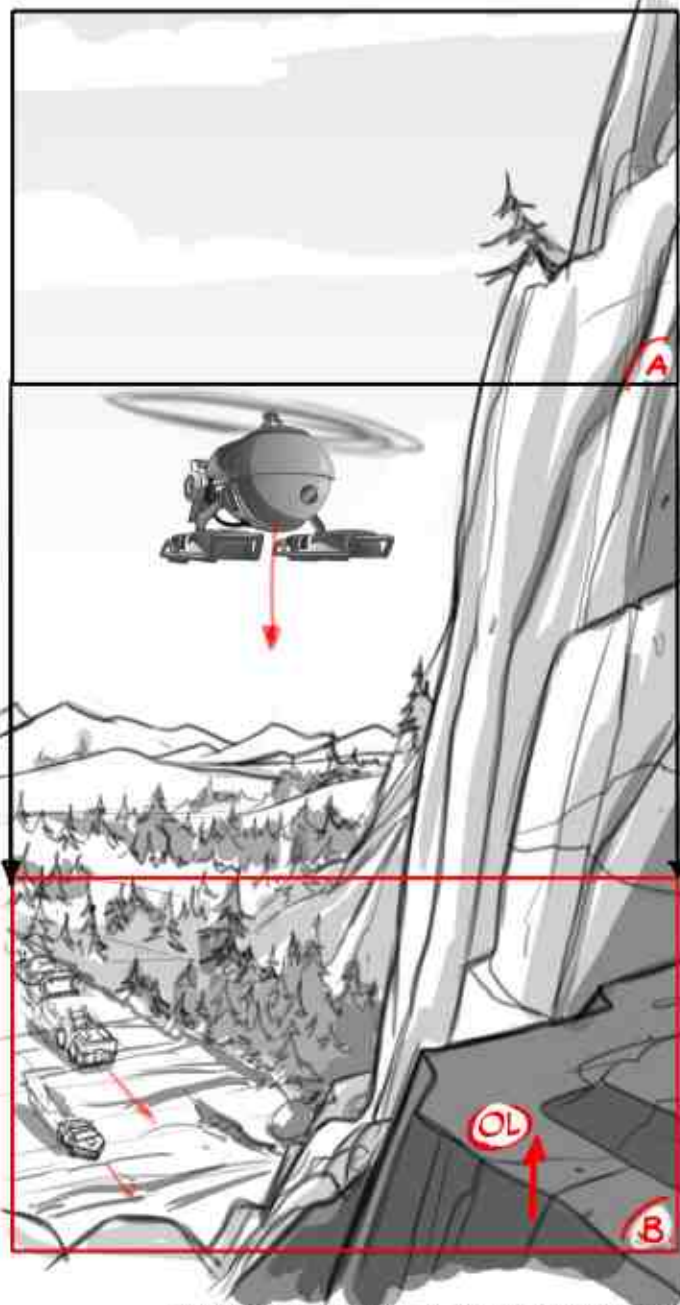
Pnl. C

Bg _____

Sc. 19-02

Pnl. A

Bg _____



VERT PAN BG A - B.
PAN GAINS PAST ANIM..
HEATWAVE, CHASE AND
BOULDER RACE IN.



Action:

ANGLE ON THE BOTTOM OF THE SLOPES OF
MOUNT GRIFFEN.

Dial:





Sc. 19-02

Pnl. B

Bg _____



Action:

CHASE, BOULDER AND HEATWAVE RACE IN.

EFX: (DUST)

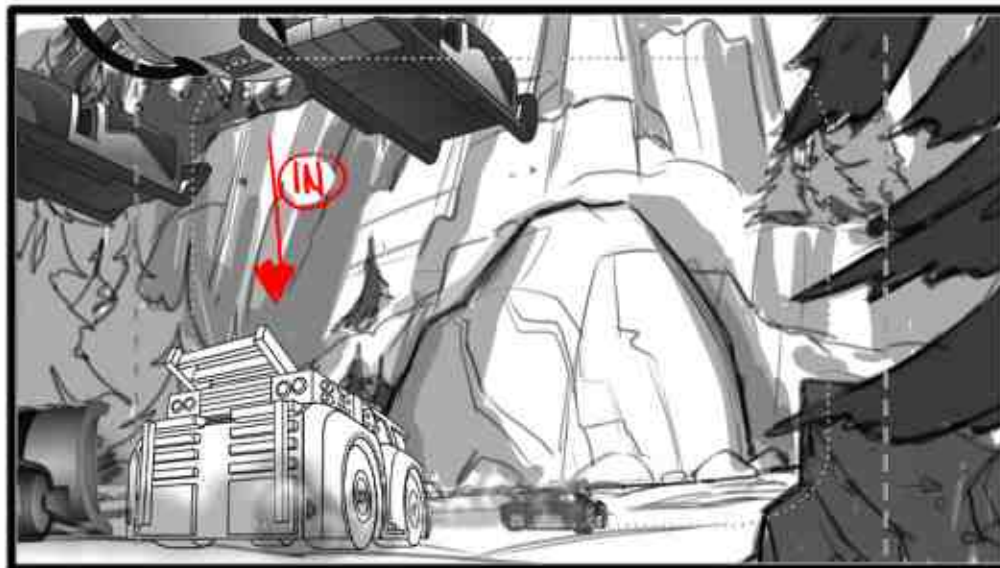
Dial:

Slug:

Sc. (CONTD)

Pnl. c

Bg _____



Action:

BLADES DROPS INTO SCENE.

Dial:





Title: DOUBLE VILLAINY EP: 225 SEQ: 19 Page 04

Sc. 19-03

Pnl. A

Bg _____



Action:

BLADES SETTLES DOWN, KICKING UP SOME DUST.

EFX: (DUST)

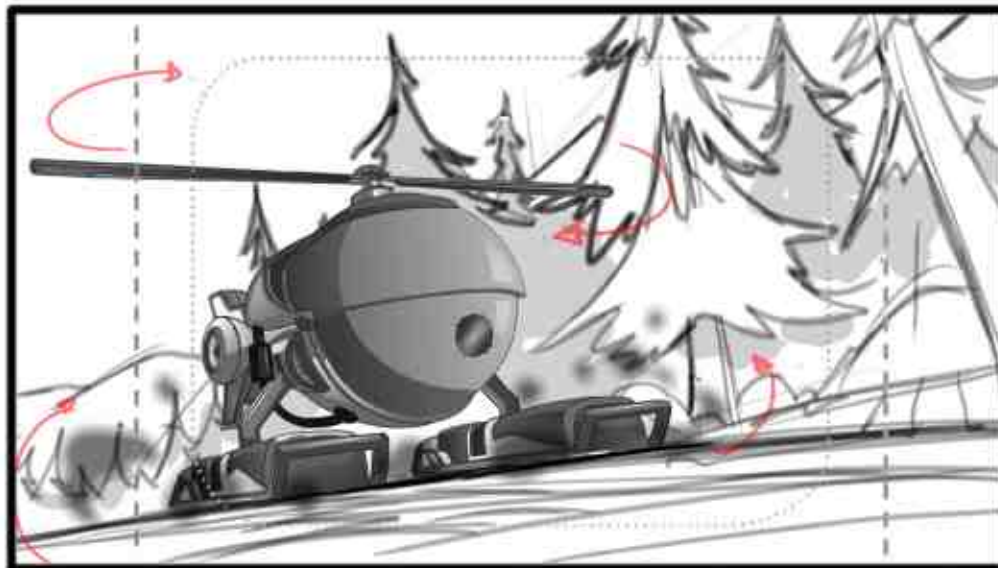
Dial:

Slug:

Sc. (CONTD)

Pnl. B

Bg _____



Action:

BLADES BLADES SLOW DOWN.

Dial:

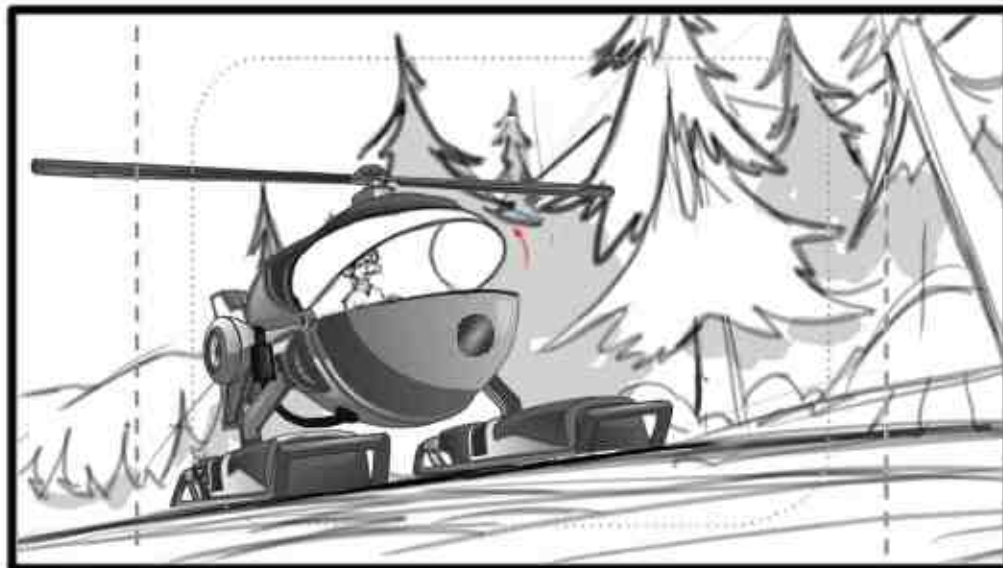




Sc. 19-03

Pnl. c

Bg _____



Action:

Dial:

Slug:

Sc. (CONTD)

Pnl. d

Bg _____



Action:

DANI CLIMBS OUT.

Dial:

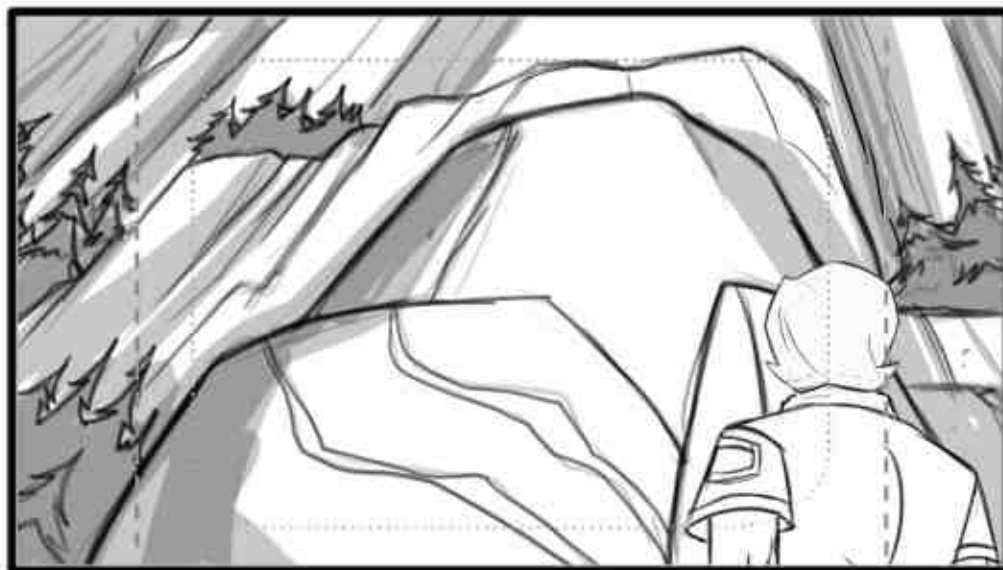




Sc. 19-04

Pnl. A

Bg _____



Action:

ANGLE ON THE BOULDER BLOCKING
THE ENTRANCE OF THE MINE.
CHIEF IS SURVEING THE SCENE.

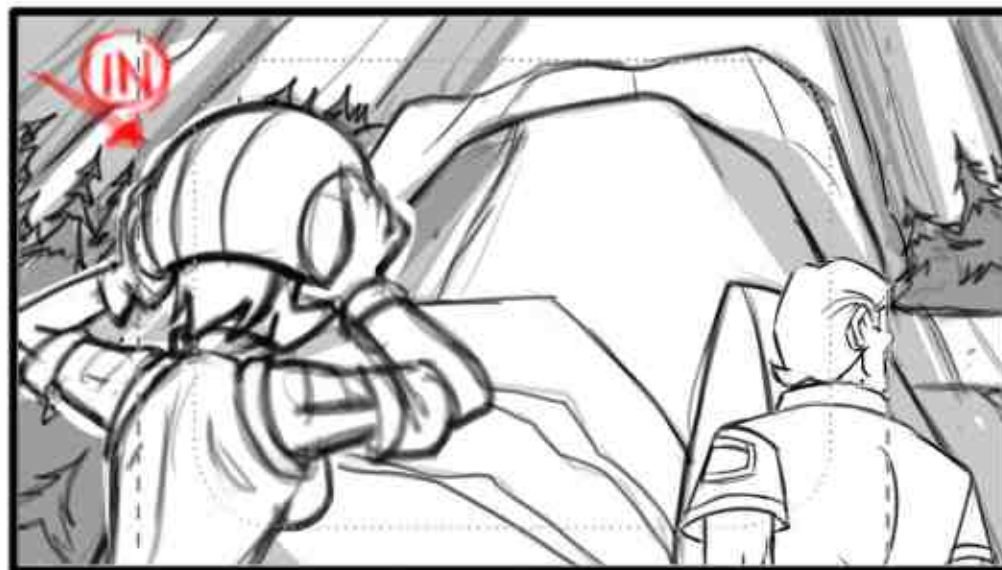
Dial:

Slug:

Sc. (CONTD)

Pnl. B

Bg _____



Action:

DANI STEPS IN TO SCENE.

Dial:

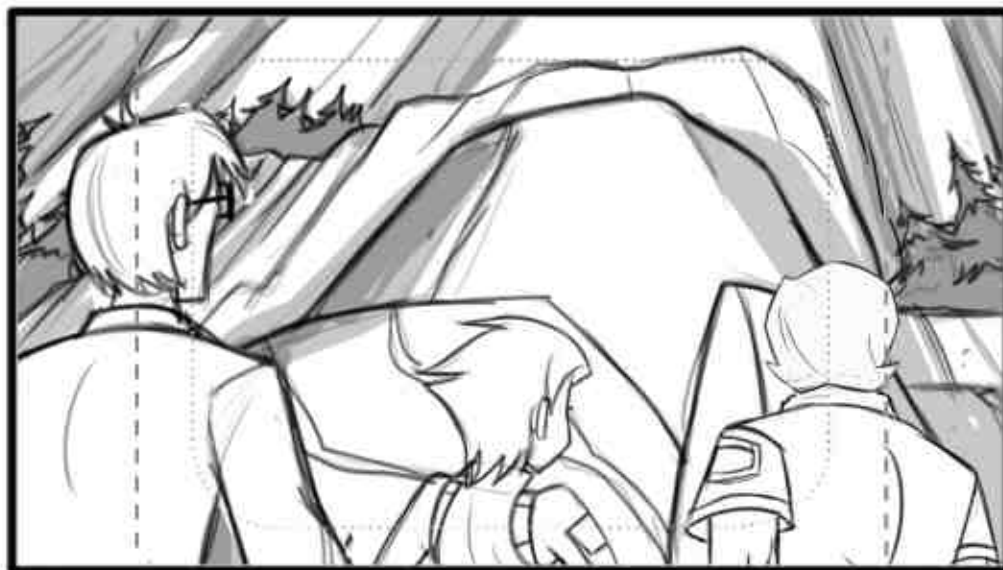




Sc. 19-04

Pnl. c

Bg _____



Action:

GRAHAM FOLLOWS BEHIND. WE CAN HEAR THE
RESCUE BOTS TRANSFORMING OFFSTAGE.

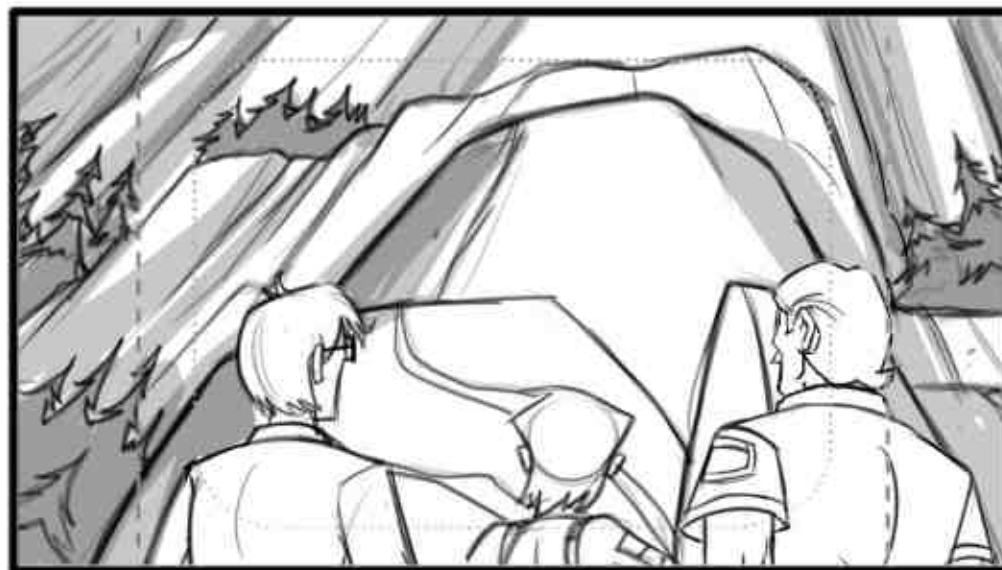
Dial:

Slug:

Sc. (CONTD)

Pnl. d

Bg _____



Action:

HE STOPS BESIDE DANI.

Dial:

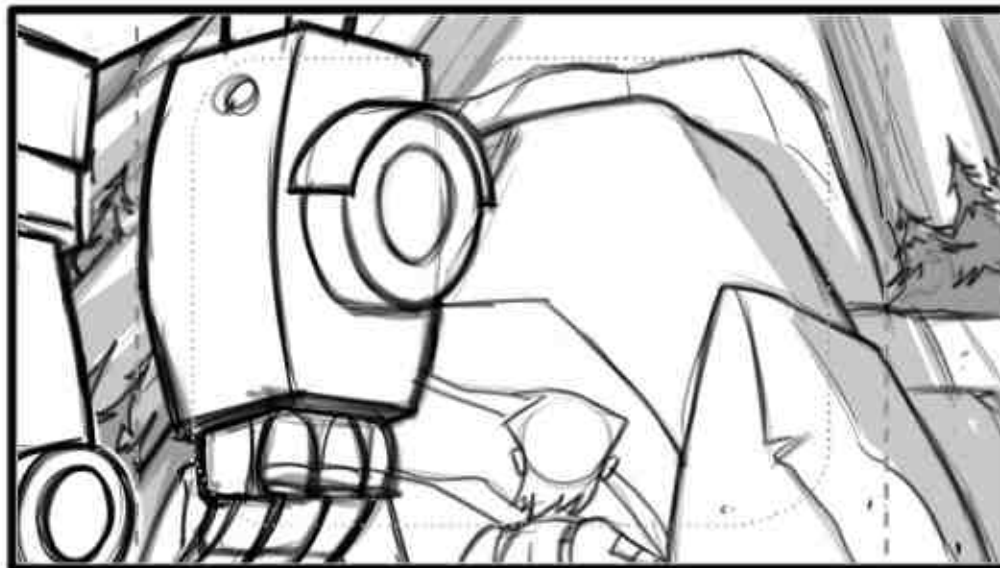




Sc. 19-04

Pnl. E

Bg _____



Action:

HEATWAVE STEPS IN BEHIND THEM.

Dial:

Slug:

Sc. 19-05

Pnl. A

Bg _____



Action:

ANGLE ON GRAHAM..

Dial: 115. GRAHAM:

THIS CAVE'S BEEN CLOSED TO PEOPLE FOR YEARS.

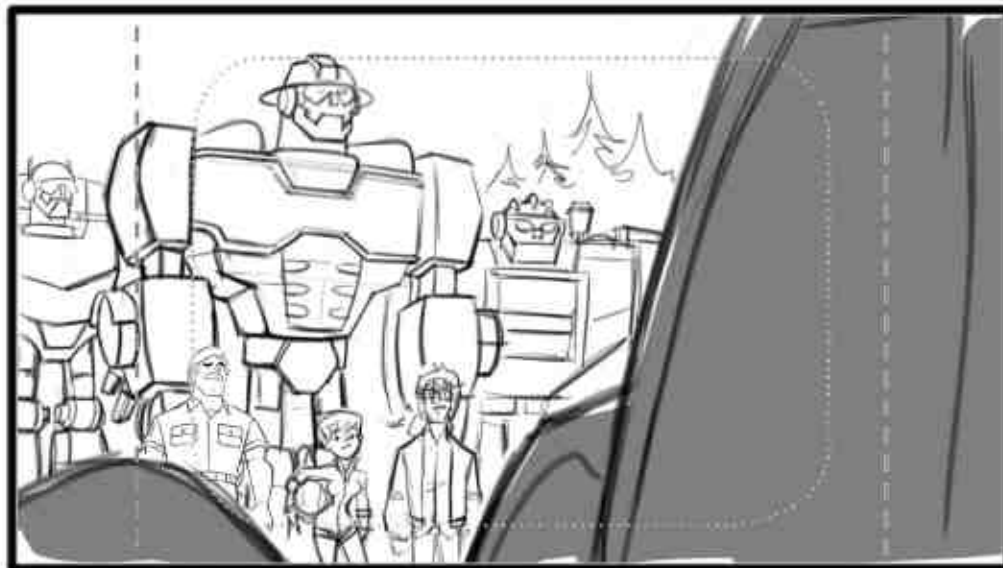




Sc. 19-06

Pnl. A

Bg _____



Action:

WIDE ON THE BOTS, DANI AND GRAHAM LOOKING
AT THE BOULDER.

Dial:

115. GRAHAM:

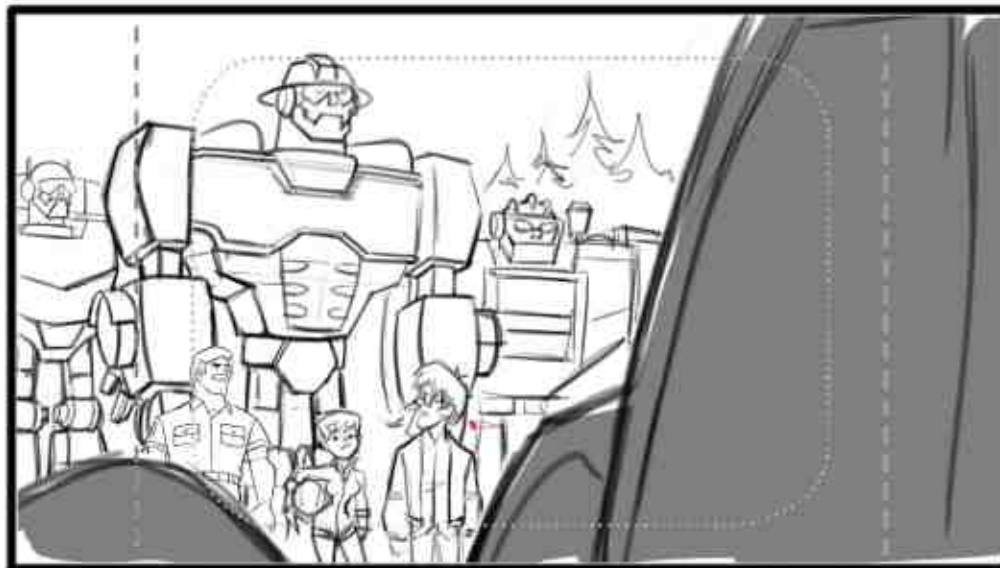
IT'S FAR TOO UNSTABLE.

Slug:

Sc. (CONTD)

Pnl. B

Bg _____



Action:

GRAHAM TURNS TO HEATWAVE.

Dial:

115. GRAHAM:

I WONDER HOW ANYONE GOT IN...





Sc. 19-06

Pnl. A

Bg _____



Action:

CLOSE ON HEATWAVE.

Dial:

116. HEATWAVE:

WHAT MATTERS IS GETTING THEM OUT.

Slug:

Sc. (CONTD)

Pnl. B

Bg _____



Action:

HEATWAVE WALKS FORWARD.

Dial:



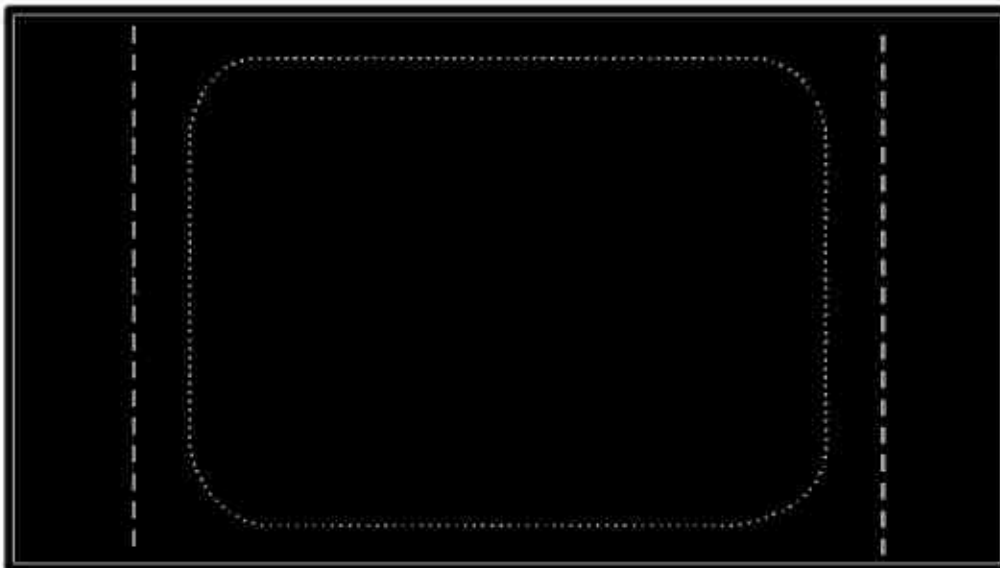


Title: DOUBLE VILLAINY EP: 225 SEQ: 19 Page 11

Sc. 19-07

Pnl. A

Bg _____



Action:

BLACK SCREEN.

Dial:

116. HEATWAVE:

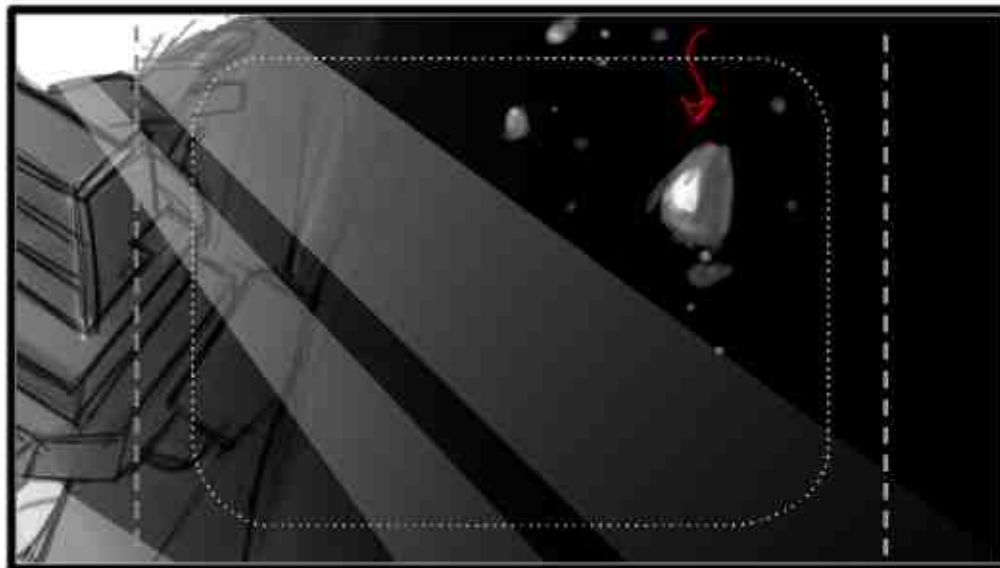
WHAT MATTERS IS GETTING THEM OUT.

Slug:

Sc. (CONTD)

Pnl. B

Bg _____



Action:

HEATWAVE IS SLOWLY SHOVING THE OBSTRUCTION
OUT OF THE WAY.

SFX: (RUMBLE)

Dial:

EFX: (LIGHTBEAMS)





Sc. 19-07

Pnl. C

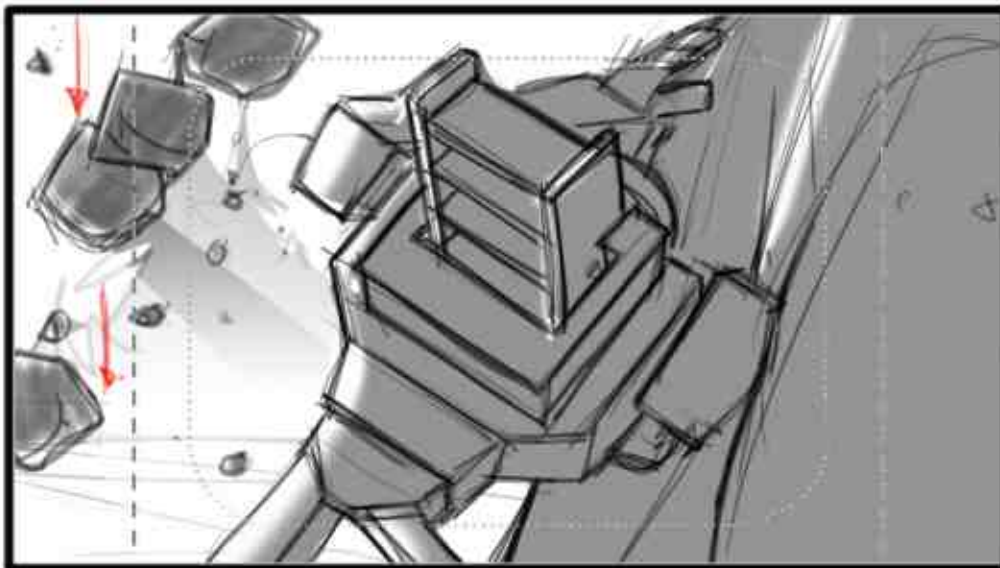
Bg _____

HU

Sc. 19-08

Pnl. A

Bg _____



Action:

DEBRIS STARTS TO RAIN DOWN ON .

Dial:

Slug:



Action:

WIDE FROM INSIDE THE CAVE AS HEATWAVE

CONTINUES TO PUSH THE BOULDER. DEBRIS CONTINUES
TO FALL DOWN.

SFX: (RUMBLE)

Dial: EFX: (LIGHTBEAMS/ SHADOWS.)

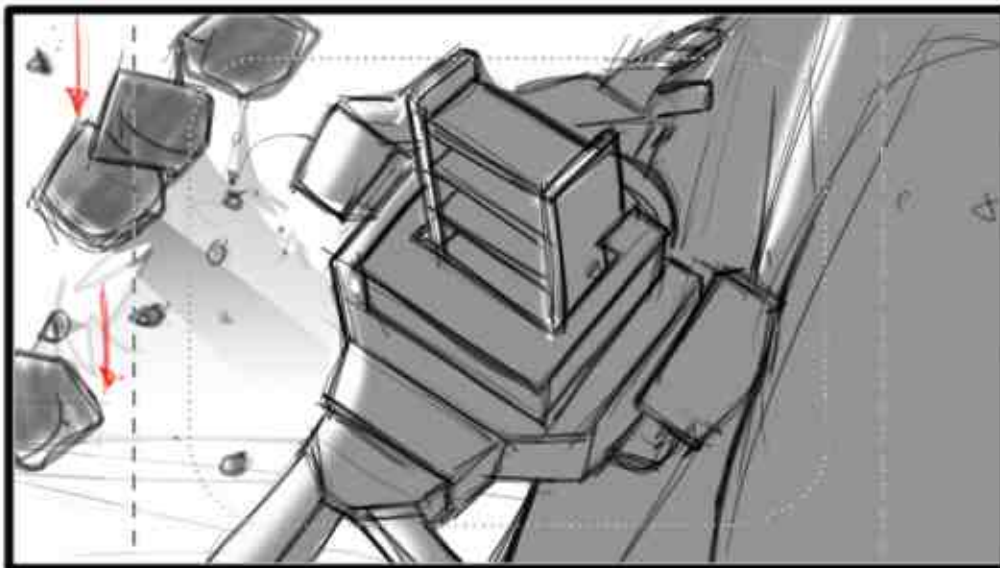




Sc. 19-07

Pnl. C

Bg _____



Action:

DEBRIS STARTS TO RAIN DOWN ON .

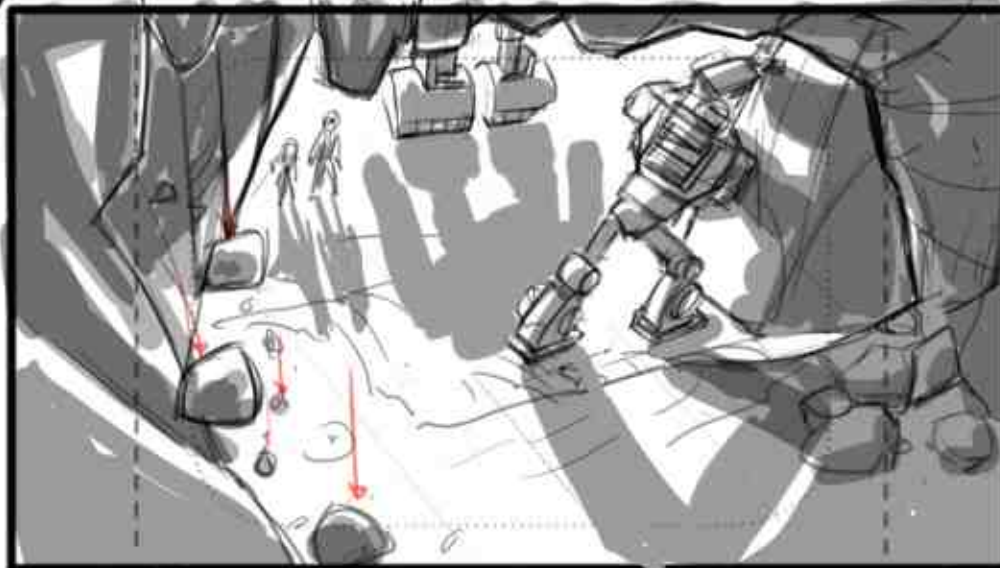
Dial:

Slug:

Sc. 19-08

Pnl. A

Bg _____



Action:

WIDE FROM INSIDE THE CAVE AS HEATWAVE

CONTINUES TO PUSH THE BOULDER. DEBRIS CONTINUES
TO FALL DOWN.

SFX: (RUMBLE)

Dial:

EFX: (LIGHTBEAMS/ SHADOWS.)

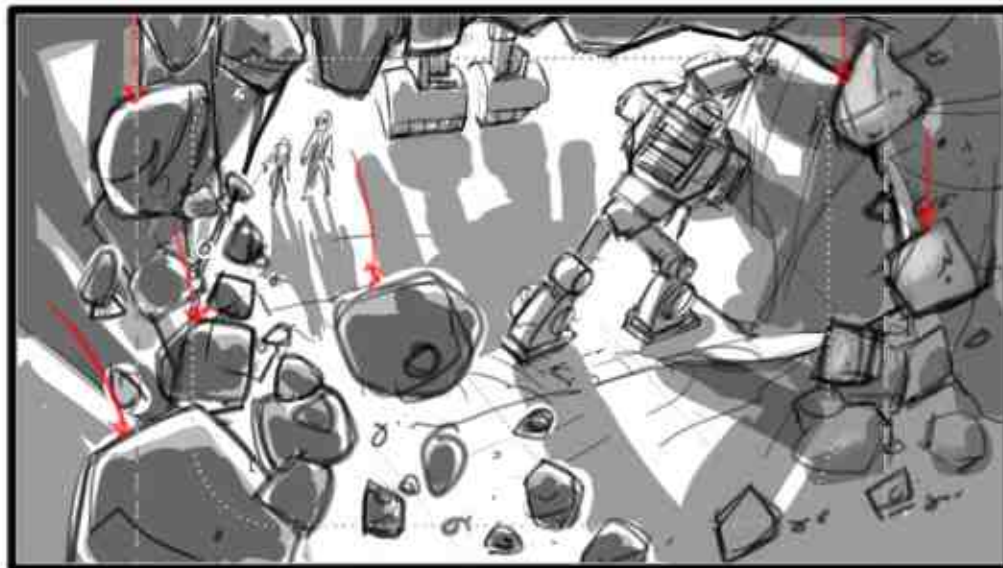




Sc. 19-08

Pnl. B

Bg _____



Action:

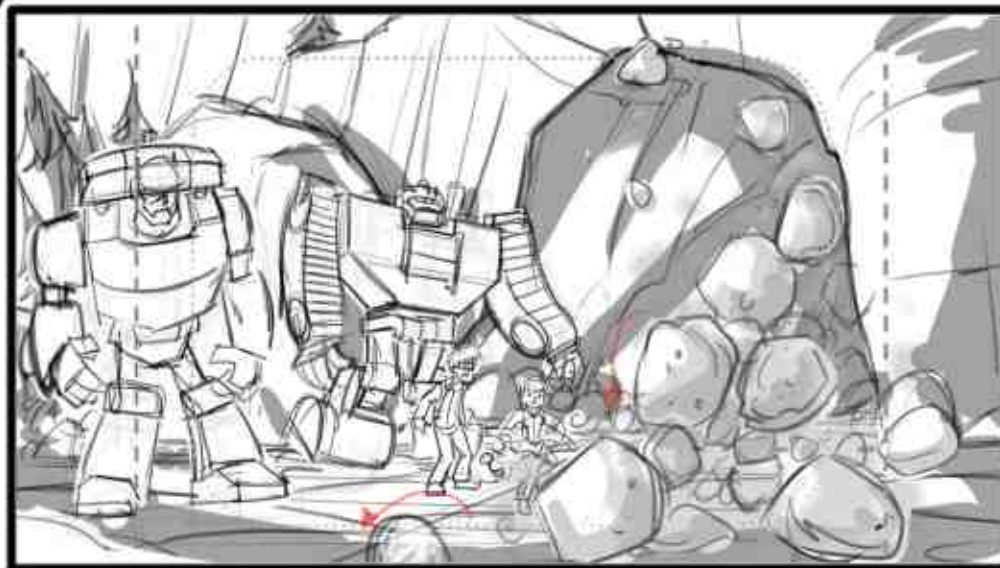
Dial:

Slug:

Sc. 19-09

Pnl. A

Bg _____



Action:

OUTSIDE OF THE CAVE

EVERYONE DODGES THE DEBRIS.

SFX: (RUMBLE)

Dial:

EFX: (DUST.)





Sc. 19-10

Pnl. _____

Bg _____



Action:

CLOSE ON FAUX-BLADES

EFX: (DUST)

Dial:

117. BLADES COPY:

THIS CAVERN IS TOO DANGEROUS FOR HUMAN.

Slug:

Sc. 19-11

Pnl. A

Bg _____



Action:

OTS BLADES, ANGLE ON DANI AND GRAHAM.

THE LAST OF THE DUST DRIFT THROUGH SCENE.

EFX: (DUST.)

Dial:

117. BLADES COPY:

WE SHOULD GO IN ALONE.





Sc. 19-11

Pnl. B

Bg _____



Action:

CLOSE ON FAUX-BLADES

EFX: (DUST)

Dial:

118. DANI:

SINCE WHEN DO I AVOID DANGER?

AND SINCE WHEN DO YOU VOLUNTEER FOR IT?

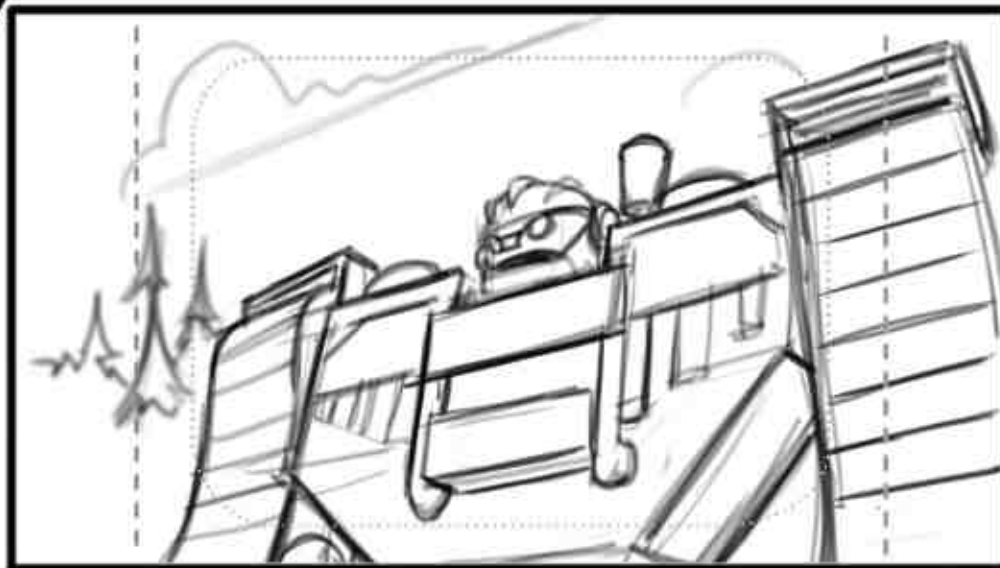


Slug:

Sc. 19-12

Pnl. _____

Bg _____



Action:

ANGLE ON BOULDER

Dial:

119. BOULDER: (GENTLY)

THERE'S NO TIME TO ARGUE.

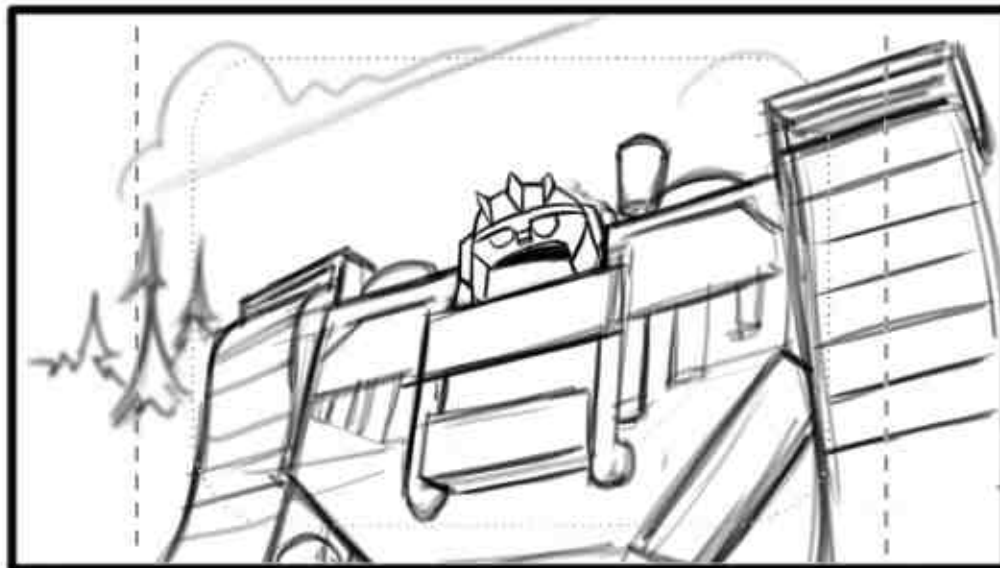




Sc. 19-12

Pnl. B

Bg _____



Action:

CLOSE ON FAUX-BLADES

EFX: (DUST)

Dial:

119. BOULDER: (GENTLY)

THE PEOPLE INSIDE COULD BE HURT

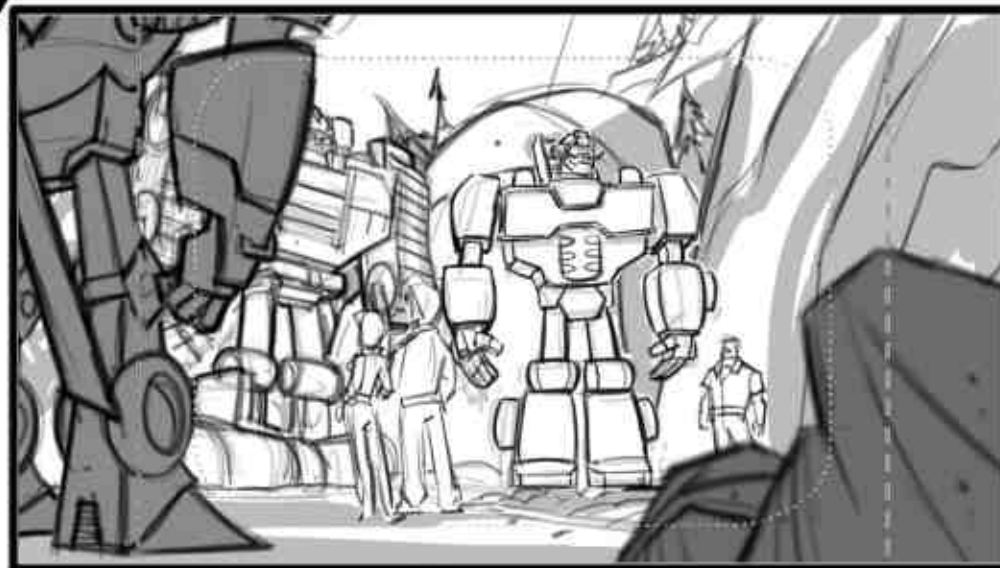
AND RUNNING OUT OF AIR.

Slug:

Sc. 19-13

Pnl. A

Bg _____



Action:

ANGLE ON BOULDER

Dial:

120. CHIEF:

GO AHEAD, BUT BE CAREFUL.





Sc. 19-13

Pnl. B

Bg _____



Action:

THE BOTS HEAD FOR THE CAVE ENTRANCE.

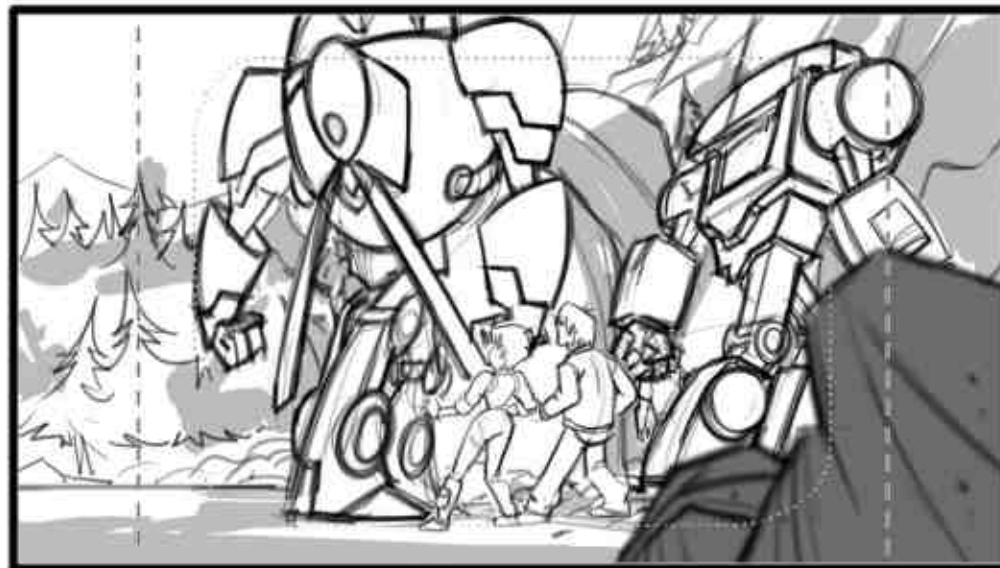
Dial:

Slug:

Sc. (CONTD)

Pnl. C

Bg _____



Action:

AS FAUX-BLADES WALKS FORWARD HE ALMOST STEPS ON
DANI AND GRAHAM, WHO QUICKLY STEP BACK.

Dial:





Sc. 19-14 Pnl. A Bg _____ Sc. (CONTD) Pnl. B Bg _____



Action:

CLOSE ON DANI AND GRAHAM, CONFUSED.

Dial:

Slug:



Action:

THE LOOK AT EACH OTHER.

Dial:





Title: DOUBLE VILLAINY EP: 225 SEQ: 20 Page 01

Sc. 20-01

Pnl. A

Bg _____



Action: INT. UNDERGROUND TUNNEL - SAME TIME.

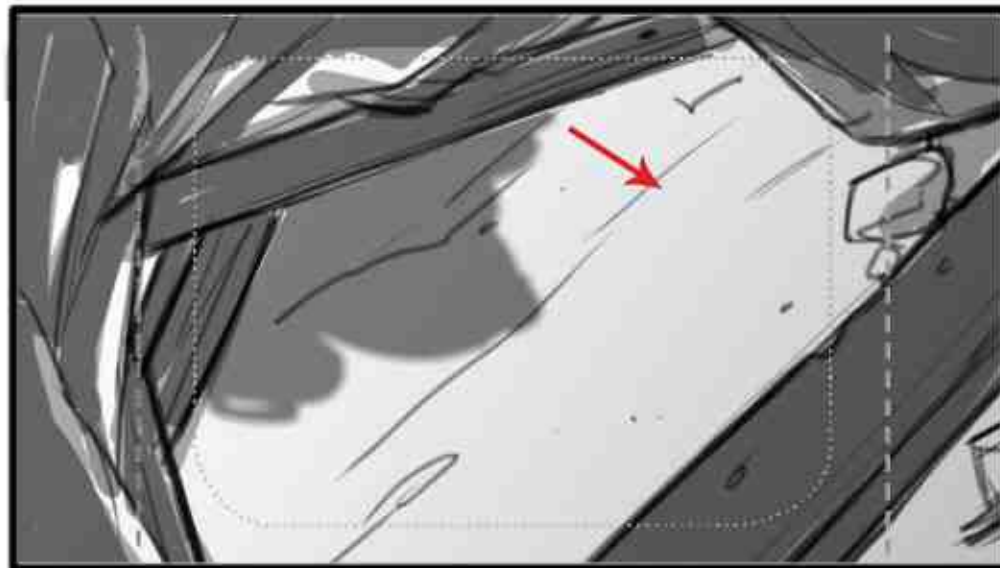
Dial:

Slug:

Sc. (CONTD)

Pnl. B

Bg _____



Action: BLADES SHADOW SLIDES INTO SCENE.

EFX: (SHADOW)

Dial:

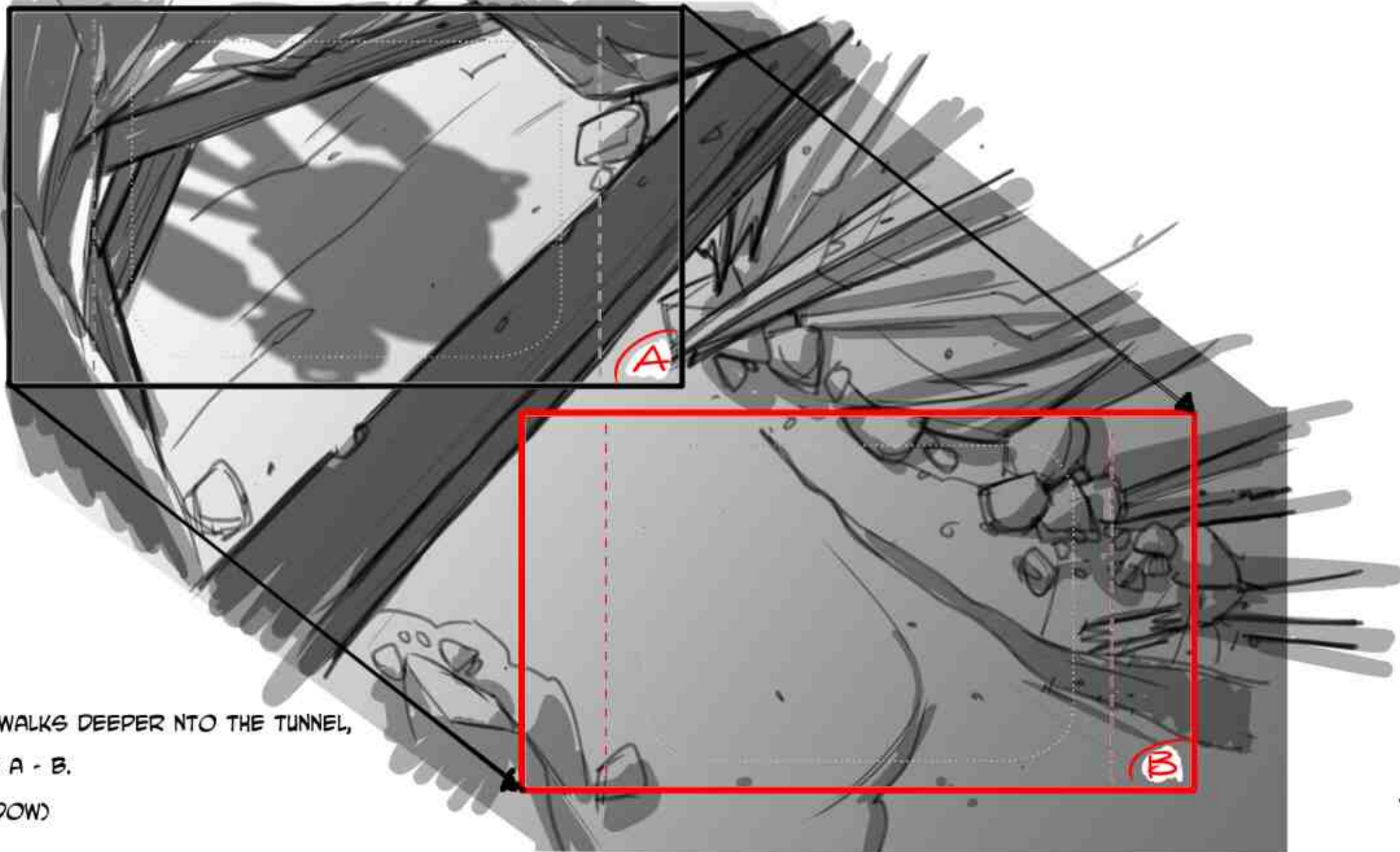




Sc. 20-01

Pnl. c

Bg _____



AS BLADE WALKS DEEPER INTO THE TUNNEL,
PAN AHEAD A - B.

EFX: (SHADOW)

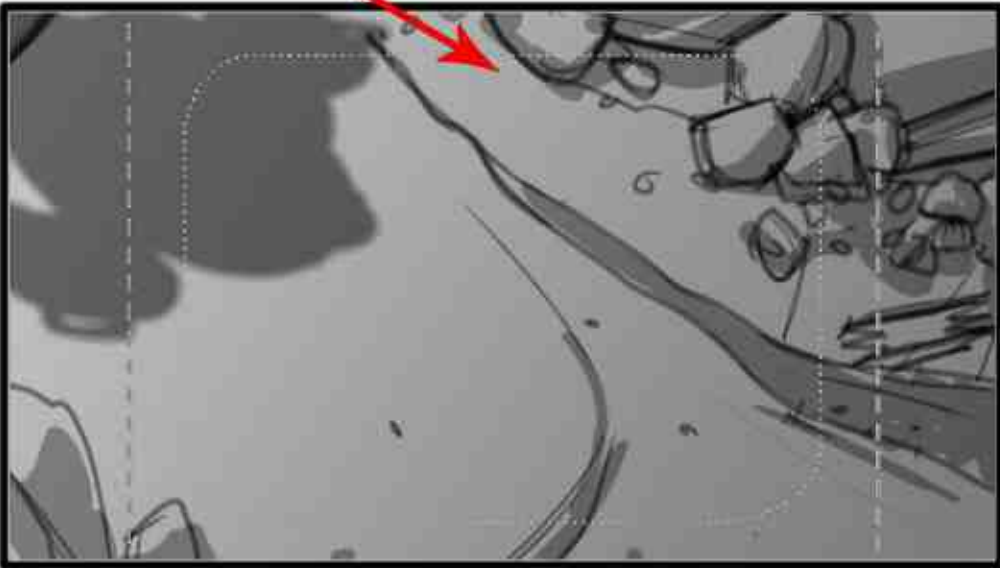




Sc. 20-01

Pnl. D

Bg _____



Action:

BLADES SHADOW GAINS IN.

Dial:

Slug:

Sc. (CONTD)

Pnl. E

Bg _____



Action:

Dial:

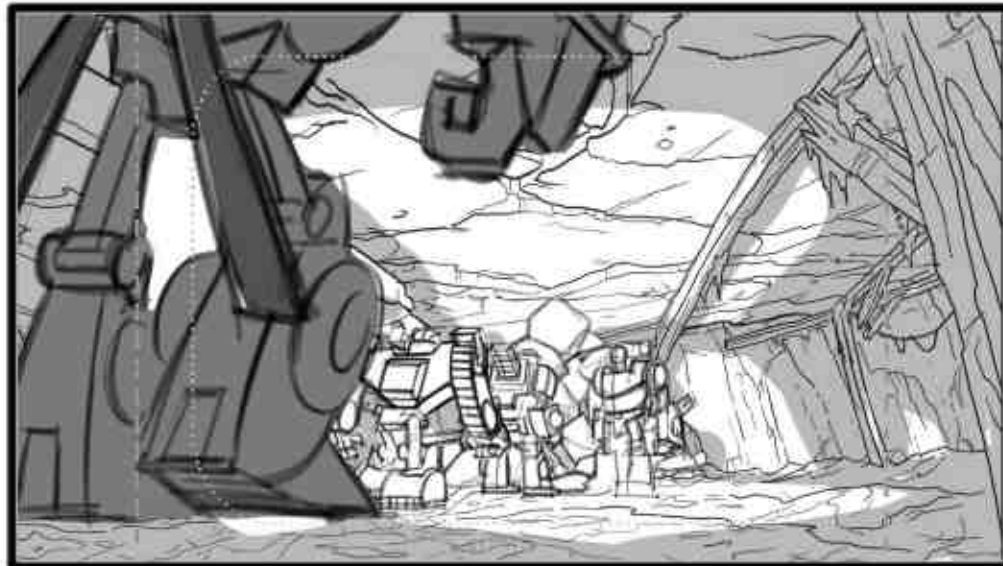




Sc. 20-02

Pnl. A

Bg _____



Action:

ANGLE ON ROCK SLIDE BLOCKING THE TUNNEL.

BOULDER JOINS HEATWAVE AND CHASE. BLADE

ENTERS AND JOINS UP WITH THE REST OF THE BOTS.

Dial:

Slug:

Sc. (CONTD)

Pnl. B

Bg _____



Action:

Dial:





Title: DOUBLE VILLAINY EP: 225 SEQ: 20 Page 05

Sc. 20-03

Pnl. A

Bg _____

Sc. (CONTD)

Pnl. B

Bg _____



Action:

ANGLE ON HEATWAVE SURVEYING THE OBSTRUCTION.

Dial:

Slug:



Action:

HEATWAVE TURNS.

Dial:

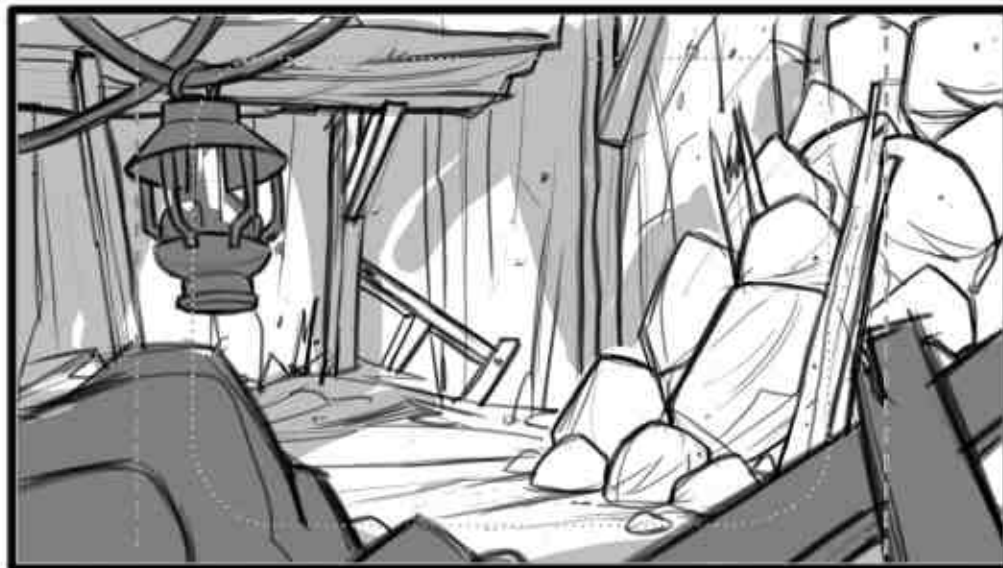




Sc. 20-04

Pnl. A

Bg _____



Action:

ANGLE ON THE OBSTRUCTION.

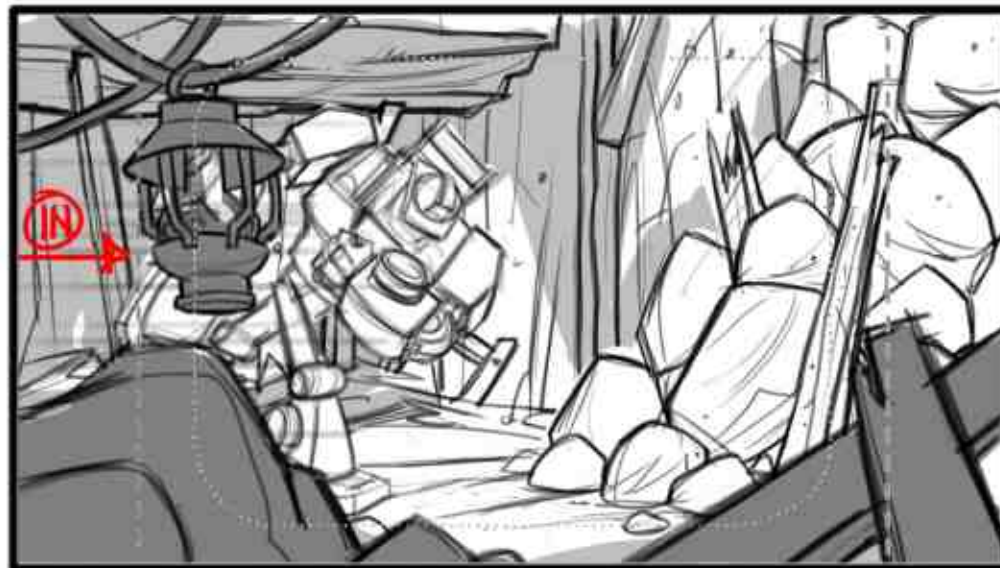
Dial:

Slug:

Sc. (CONT'D)

Pnl. B

Bg _____



Action:

HEATWAVE RACES IN.

Dial:





Sc. 20-04

Pnl. c

Bg _____



Action:

HEATWAVE SLAMS INTO THE OBSTRUCTION.
(CAMERA SHAKE)

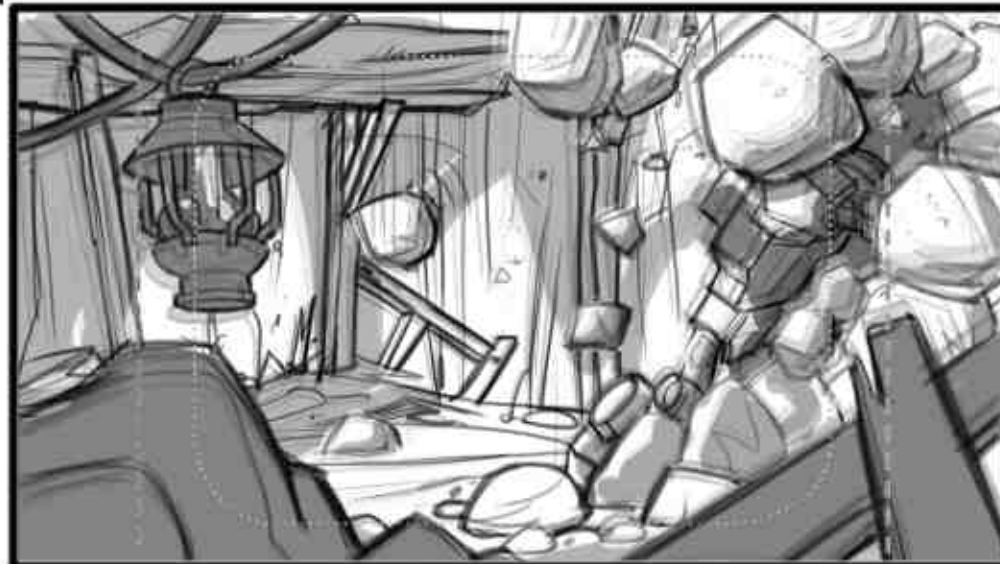
Dial:

Slug:

Sc. (CONTD)

Pnl. d

Bg _____



Action:

(CAMEA SHAKE)

Dial:

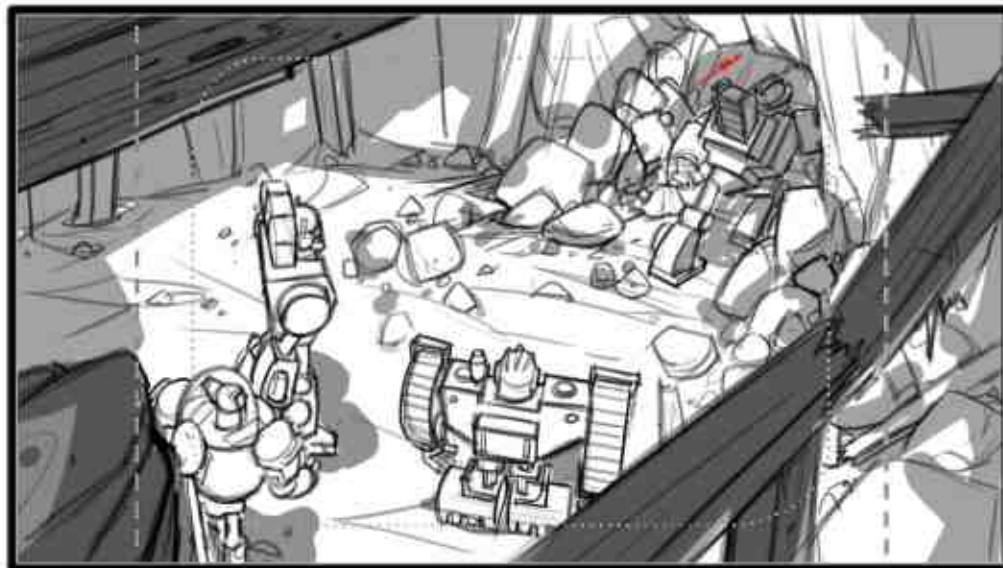




Sc. 20-05

Pnl. A

Bg _____



Action:

WIDER ON THE TUNNEL AS HEATWAVE
CLEARS THE OBSTRUCTION.

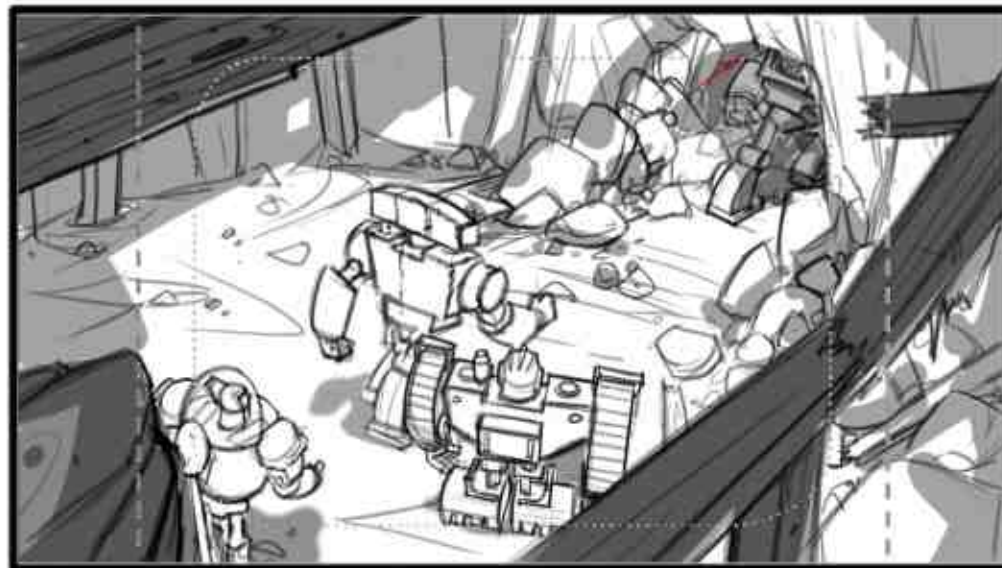
Dial:

Slug:

Sc. (CONTD)

Pnl. B

Bg _____



Action:

CHASE BEGINS TO FOLLOW.

Dial:

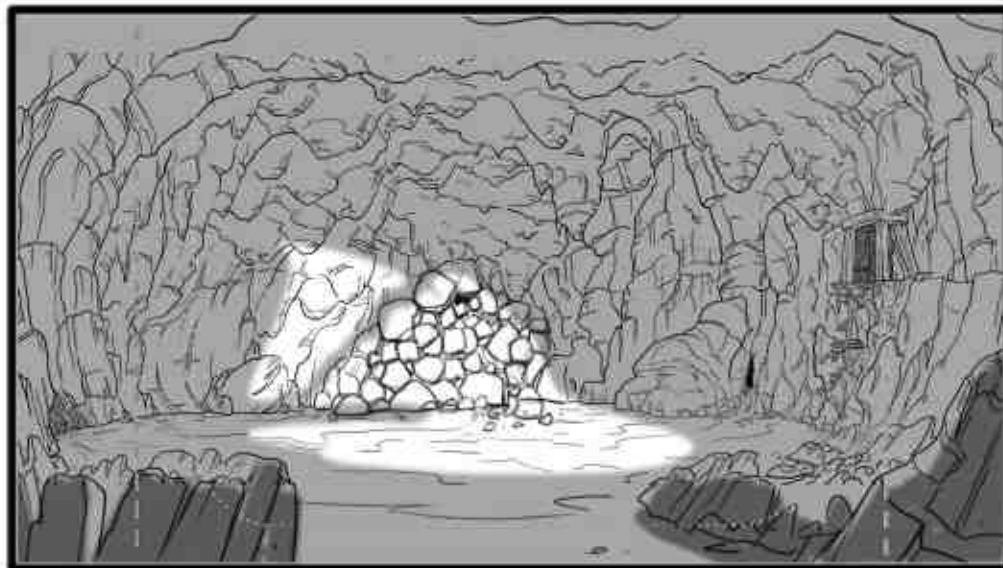




Sc. 20-06

Pnl. A

Bg _____



Action: INT. LARGE CAVERN. A LOW RUMBLE
GROWS IN INTENSITY.

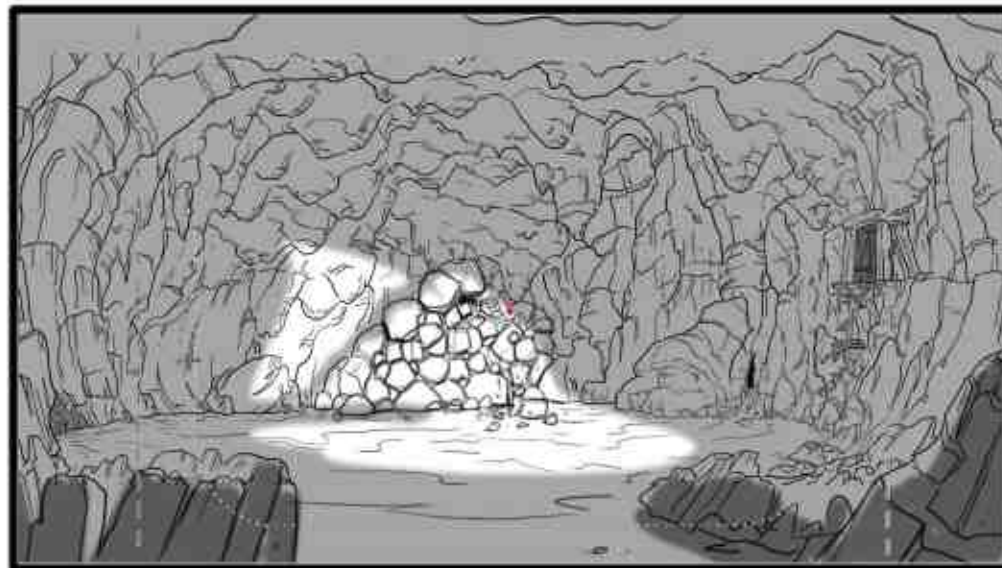
Dial:

Slug:

Sc. (CONTD)

Pnl. B

Bg _____



Action: ON THE FAR WALL A HOLE OPENS UP.
WE SEE HEATWAVES ARM.

Dial:





Title: DOUBLE VILLAINY EP: 225 SEQ: 20 Page 10

Sc. 20-06

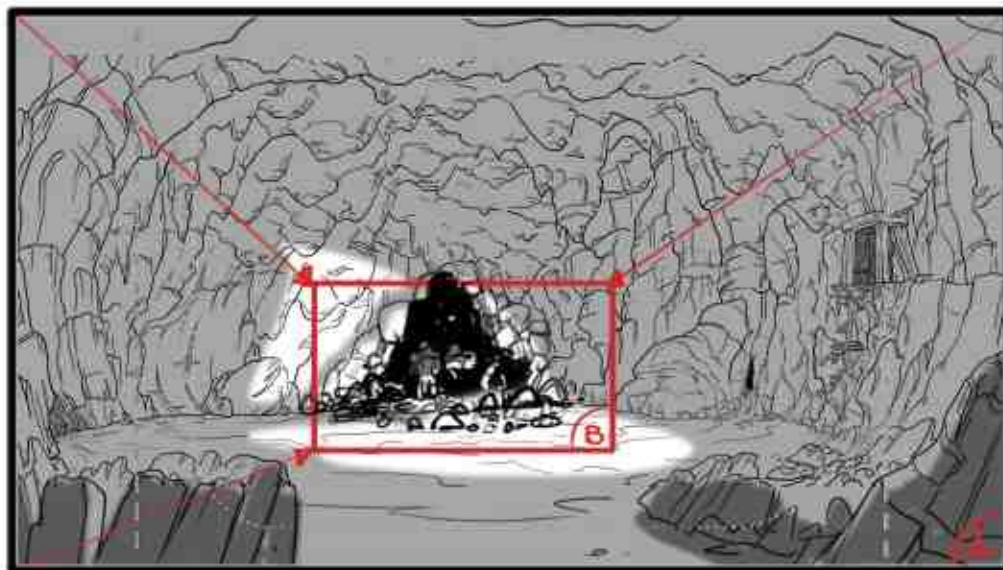
Pnl. A

Bg _____

Sc. (CONTD)

Pnl. B

Bg _____



Action: TRUCK IN A - B AS THE HOLE OPENS UP
REVEALLING THE BOTS.

Dial:

Slug:

Action: CLOSE ON THE HOLE IN THE WALL.
CHASE SETTLES BEHIND HEATWAVE.

Dial:

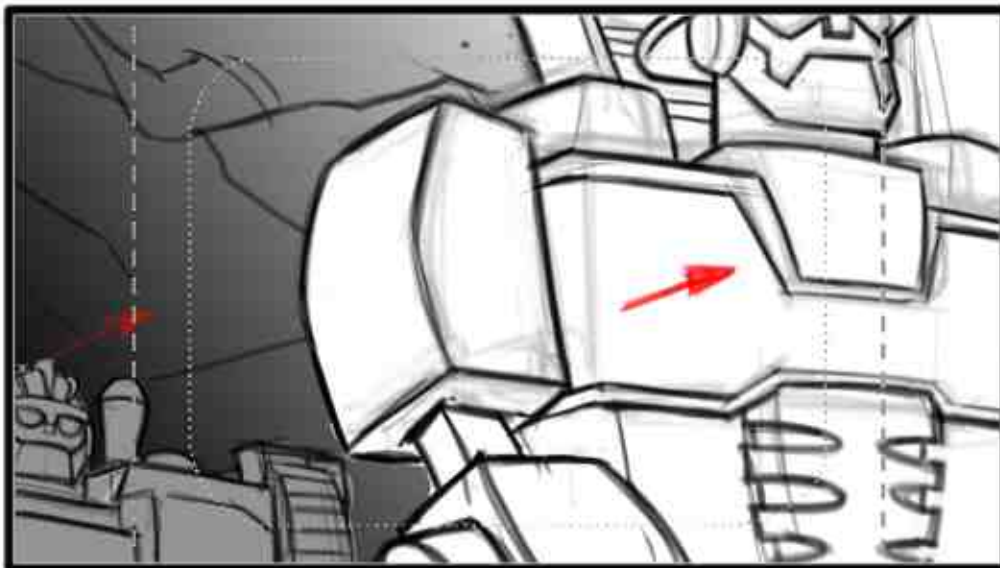




Sc. 20-06

Pnl. B

Bg _____



Action:

HEATWAVE WALKS FORWARD..BOULDER
COMES UP CLOSE BEHIND.

Dial:

Slug:

Sc. 20-07

Pnl. A

Bg _____



Action:

WIDE ON CAVERN AS THE BOTS WALK
FURTHER INTO THE CAVERN.

Dial:





Sc. 20-07

Pnl. B

Bg _____



Action:

THEY STOP IN THE MIDDLE OF THE CAVERN.

Dial:

Slug:

Sc. 20-08

Pnl. A

Bg _____



Action:

CLOSE ON HEATWAVE AND CHASE.

Dial:

▲ MOROCCO: (OS)

(CLEARS HIS THROAT)





Sc. 20-08

Pnl. B

Bg _____



Action:

THE BOTS TURN.

Dial:

Slug:

Sc. 20-09

Pnl. A

Bg _____



Action:

A DARK SHADOW STEPS OUT FROM
BEHIND AN OUTCROPPING.

Dial:

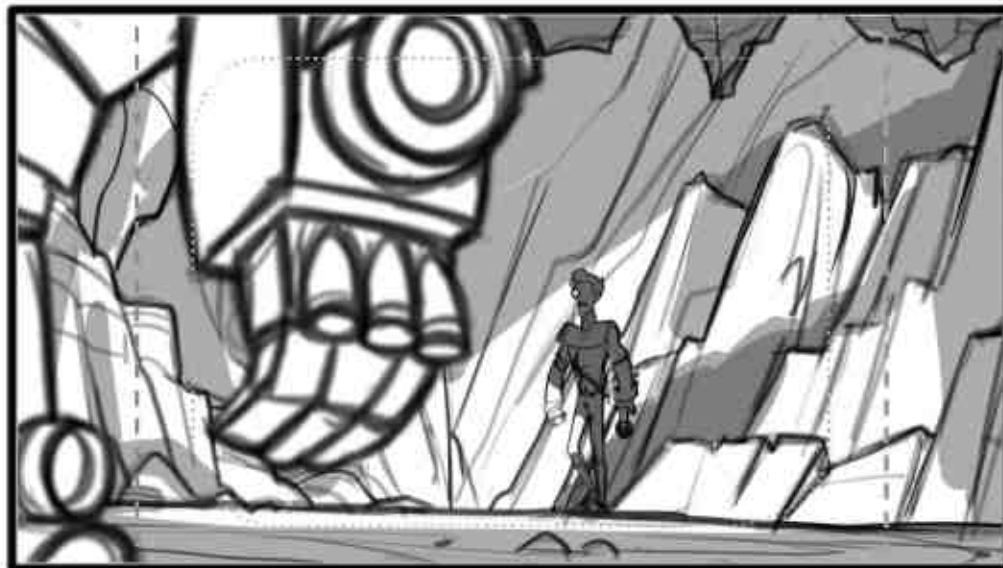




Sc. 20-08

Pnl. B

Bg _____



Sc. 20-09

Pnl. A

Bg _____



Action:

THE SHADOW MOVES FORWARD TOWARDS THE LIGHT.

Action:

THE SHADOW STEPS INTO THE LIGHT.

Dial:

Dial:

Slug:





Sc. 20-09

Pnl. B

Bg _____



Action:

DR. MOROCCO STEPS OUT OF THE SHADOWS.
SLIGHT SHIFT ON BG AS MOROCCO STEPS FORWARD..

Dial:

Slug:

Sc. 20-10

Pnl. A

Bg _____



Action:

ANGLE ON THE BOTS.

Dial:





Sc. 20-10

Pnl. B

Bg _____



Action:

DR. MOROCCO STEPS INTO SCENE
IN THE EXTREME FOREGROUND.

Dial:

Slug:

Sc. 20-11

Pnl. A

Bg _____



Action:

CLOSE ON HEATWAVE.

Dial:

121. HEATWAVE:
MOROCCO?

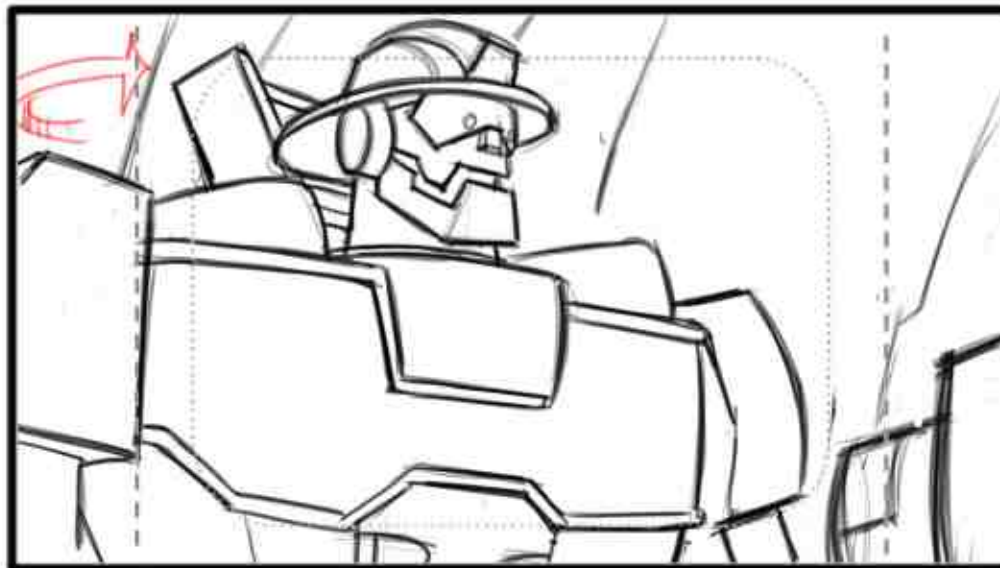




Sc. 20-11

Pnl. B

Bg _____



Action:

HEATWAVE TURNS TO THE OTHER BOTS.

Dial:

121. HEATWAVE (CONTD)

RETREAT!

Slug:

Sc. 20-12

Pnl. A

Bg _____



Action:

ANGLE ON DR. MOROCCO. HE'S HOLDING HIS
OLD-FASHIONED METEOR-POWERED BUG SPRAYER.

Dial:





Sc. 20-12

Pnl. B

Bg _____



Action:

SHIFT WITH ANIMATION AS MOROCCO AIMS
HIS SPRAYER AT THE BOTS.

Dial:

Slug:

Sc. 20-13

Pnl. A

Bg _____



Action:

WIDE ON THE BOTS.

Dial:

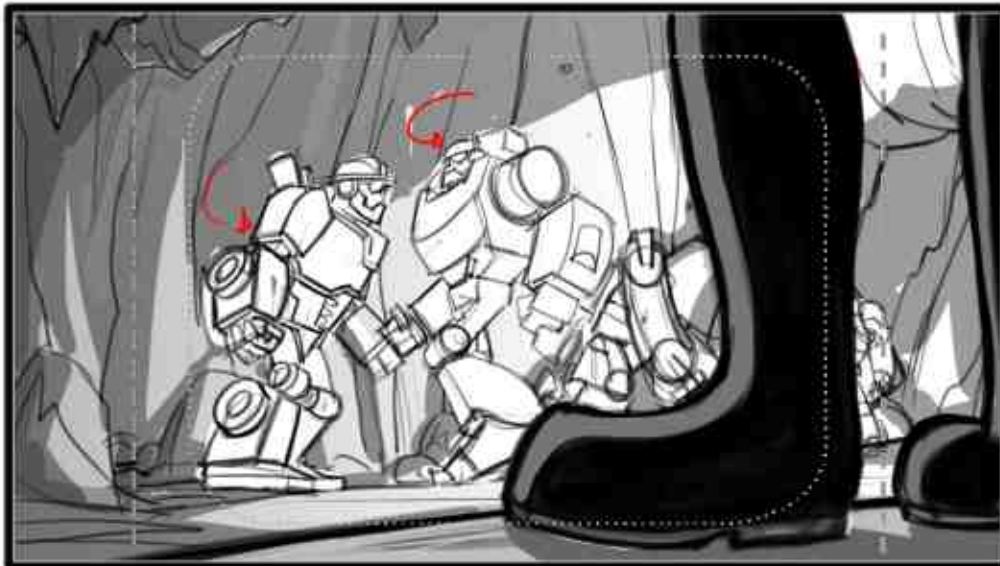




Sc. 20-13

Pnl. B

Bg _____



Action:

THEY TURN.

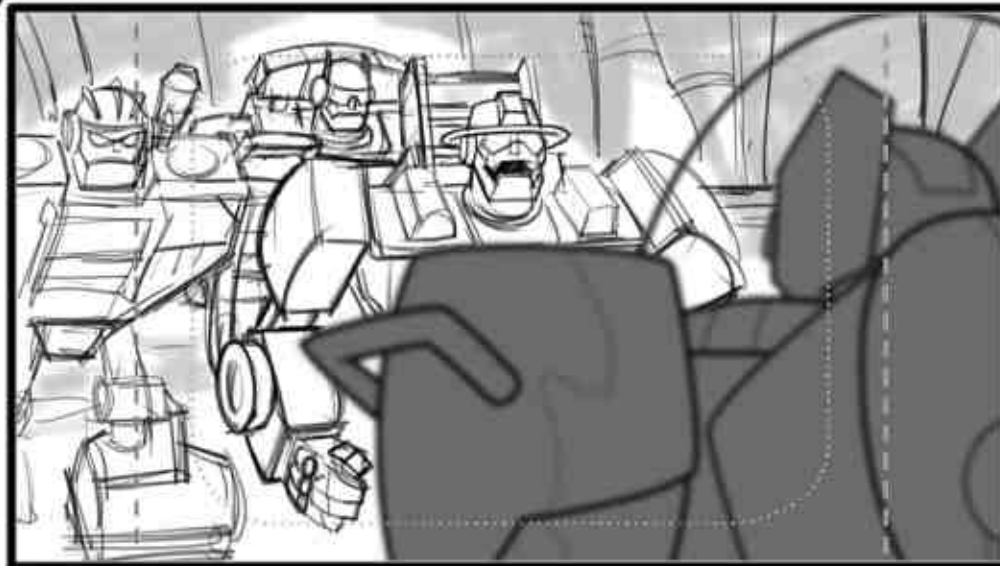
Dial:

Slug:

Sc. 20-14

Pnl. A

Bg _____



Action:

OTS BLADES. HEATWAVE, CHASE AND
BOULDER SETTLE IN FRONT OF BLADES.
HE'S BLOCKING THEM.

Dial:

122. HEATWAVE (CONTD)
BLADES, MOVE!





Sc. 20-15

Pnl. A

Bg _____



Action:

OTS HEATWAVE, BLADE SHAKES HIS HEAD.

Dial:

Slug:

Sc. (CONTD)

Pnl. B

Bg _____



Action:

Dial:





Sc. 20-15

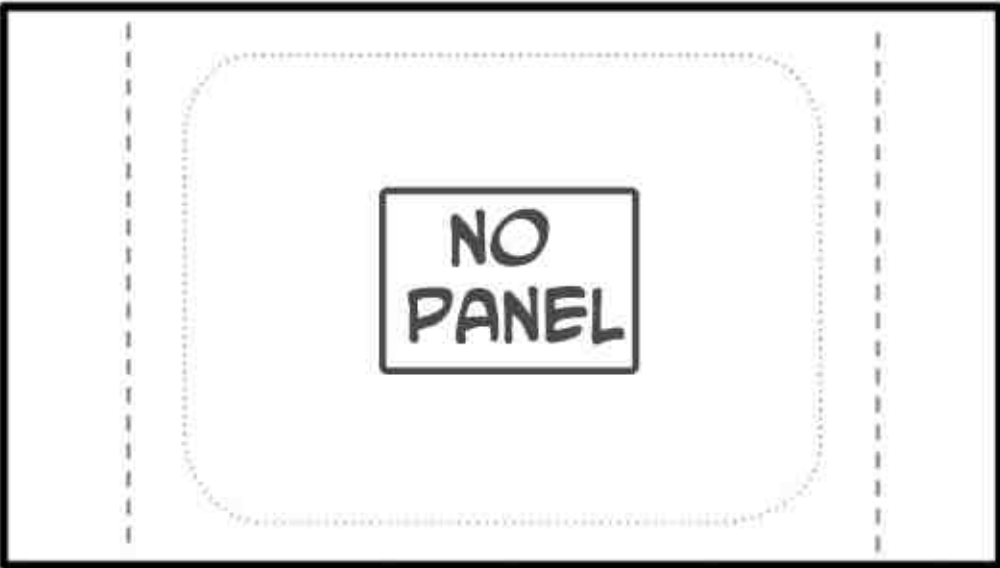
Pnl. c

Bg _____

Sc. _____

Pnl. _____

Bg _____



Action:

SHAKES HIS HEAD BACK AND FORTH A COUPLE OF TIMES.

Action:

Dial:

Dial:

Slug:

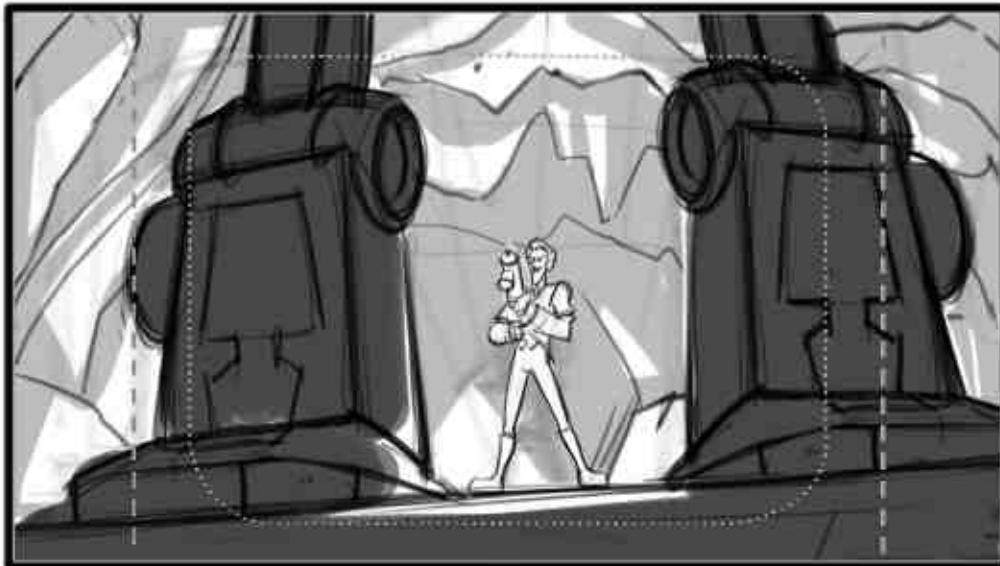




Sc. 20-16

Pnl. A

Bg _____



Action:

DR MOROCCO FIRES HIS SPRAYER....

Dial:

Slug:

Sc. (CONTD)

Pnl. B

Bg _____



Action:

..FILLING SCREEN WITH A GREEN MIST.

Dial:





Sc. 20-16

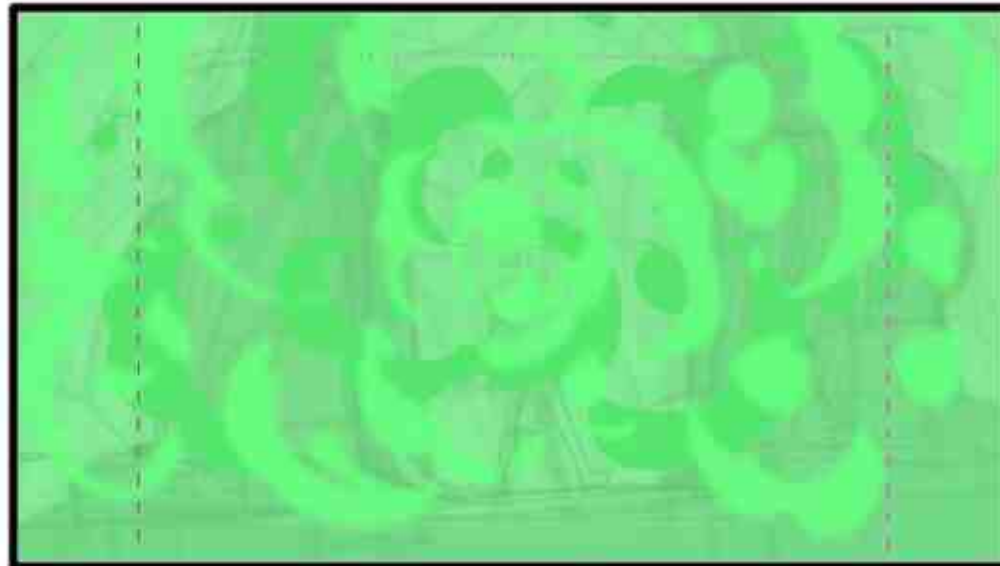
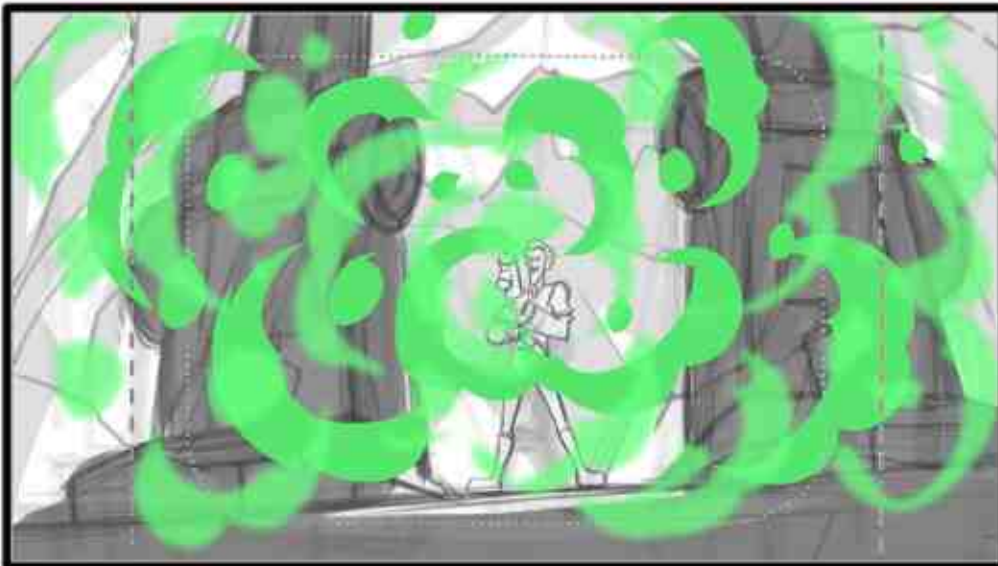
Pnl. c

Bg _____

Sc. (CONT'D)

Pnl. d

Bg _____



Action:

EFX: (MIST)

Dial:

Slug:

Action:

Dial:





Sc. 21-1 Pnl. A Bg _____



Action: EXT. SLOPES OF MOUNT GRIFFEN
ANGLE ON CHIEF , DANI AND GRAHAM
WAIT OUTSIDE OF THE CAVE.

Dial: _____

Slug:

Sc. (CONTD) Pnl. B Bg _____



Action: THEY REACT TO THE LARGE RUMBLING
FROM INSIDE THE CAVE. GRAHAM
RUSHES FORWARD.

Dial: _____





Sc. 21-2

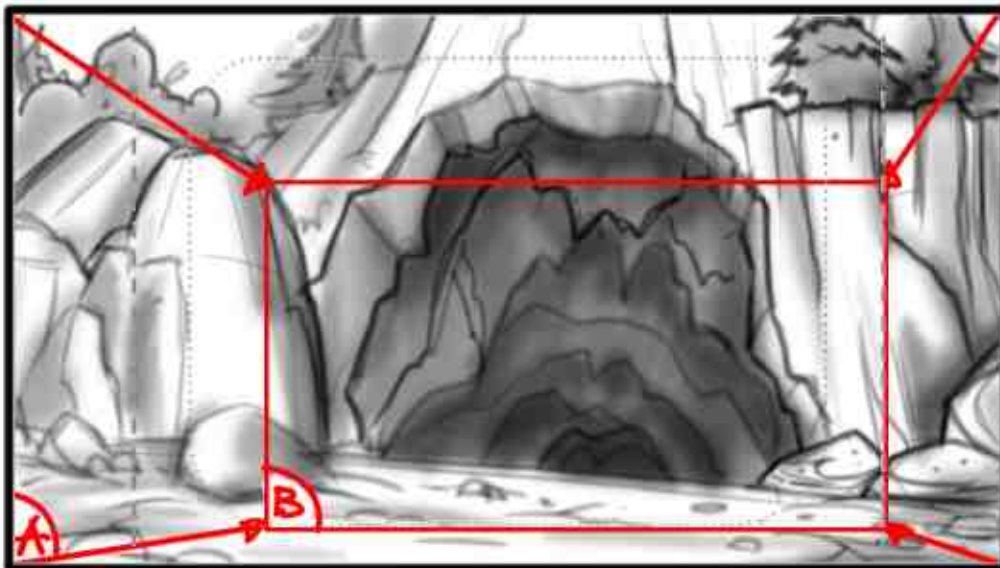
Pnl. _____

Bg _____

Sc. 21-3

Pnl. A

Bg _____



Action: ANGLE ON THE MOUTH OF THE CAVE.
LOUD RUMBLINGS EMANATE FROM
DEEP INSIDE. TRUCK IN A - B.

Dial: _____

Slug:

Action: CLOSE ON CHIEF.

Dial: _____





Title: DOUBLE VILLAINY EP: 225 SEQ: 21 Page 03

Sc. 21-3 Pnl. B Bg _____ Sc. (CONTD) Pnl. C Bg _____



Action: **CHIEF TALKS INTO HIS COMLINK.**

Dial: **123. CHIEF:
RESCUE BOTS, REPORT.**

Slug:



Action:

Dial: **123. CHIEF: (CONTD)
WHAT'S GOING ON IN THERE?
RESCUE BOTS, DO YOU COPY?**





Title: DOUBLE VILLAINY EP: 225 SEQ: 21 Page 04

Sc. 21-3

Pnl. D

Bg _____



Action: HE STEPS FORWARD.

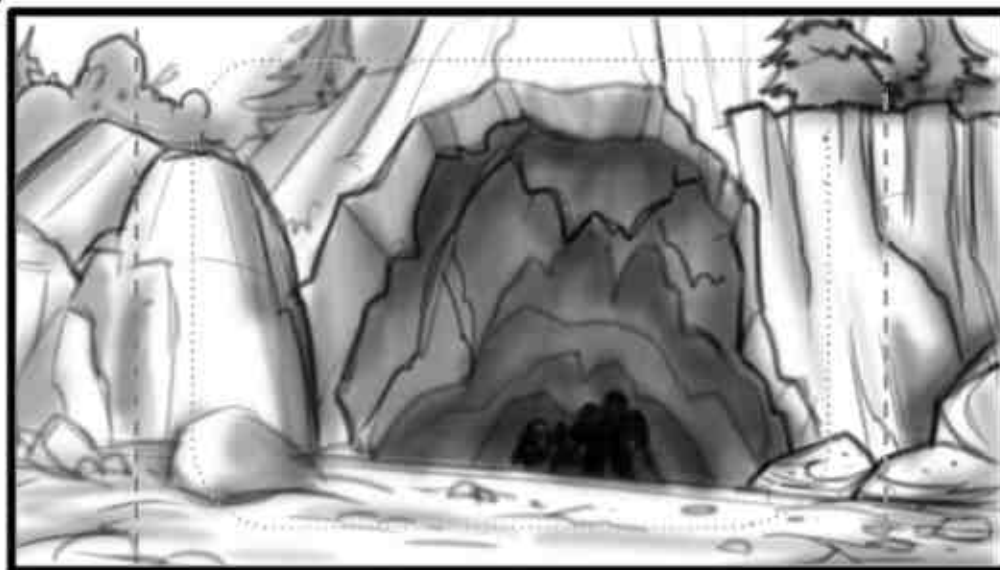
Dial: 123. CHIEF: (CONTD)
RESCUE BOTS, DO YOU COPY?

Slug:

Sc. 21-4

Pnl. A

Bg _____



Action: ANGLE ON THE CAVE'S MOUTH.
DARK SILHOUETTES MOVE IN THE
DARKNESS

Dial:





Sc. 21-4

Pnl. B

Bg _____



Action:

IT'S THE BOTS.

Dial:

Slug:

Sc. 21-4

Pnl. A

Bg _____



Action:

**ANGLE ON THE BURNS WAITING
BY THE CAVE'S ENTRANCE.**

Dial:





Sc. 21-4 Pnl. B Bg _____



Action:
THEY TURN TO LOOK AT EACH OTHER.
CHASE'S SHADOW IN.

Dial:

Slug:

Sc. (CONTD) Pnl. C Bg _____



Action:

Dial: 124. CHIEF:
CHASE, WHY DIDN'T YOU ANSWER ME?





Sc. 21-5

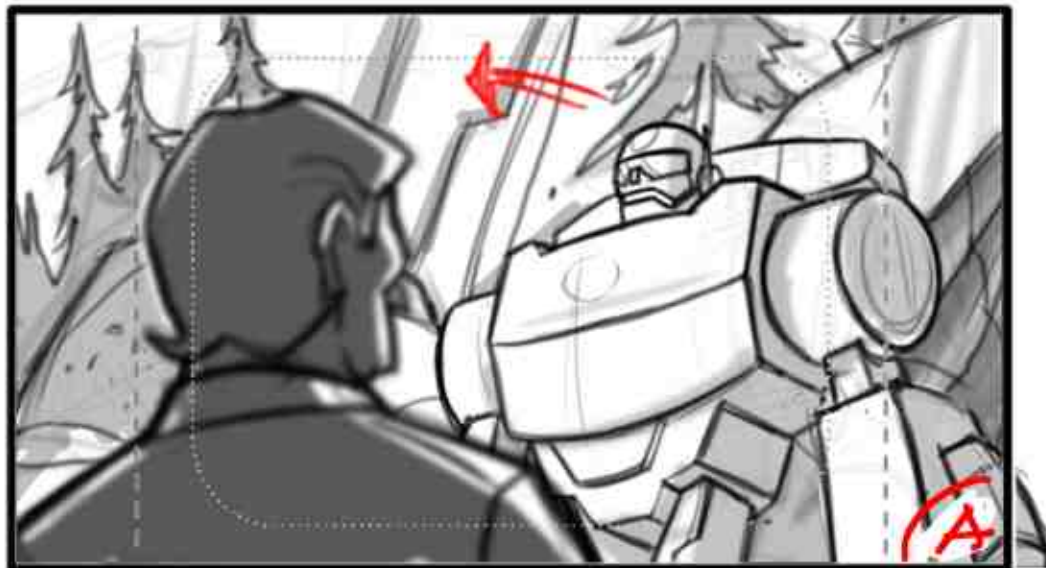
Pnl. A

Bg _____

Sc. _____

Pnl. _____

Bg _____



Action:

Dial:

Slug:

Action:

OTS CHIEF AS CHASE WALKS PAST.
HIS EYE SHIELDS ARE STILL DOWN.

Dial:

125. CHASE COPY:
I WAS BUSY.





Title: DOUBLE VILLAINY EP: 225 SEQ: 21 Page 08

Sc. 21-5

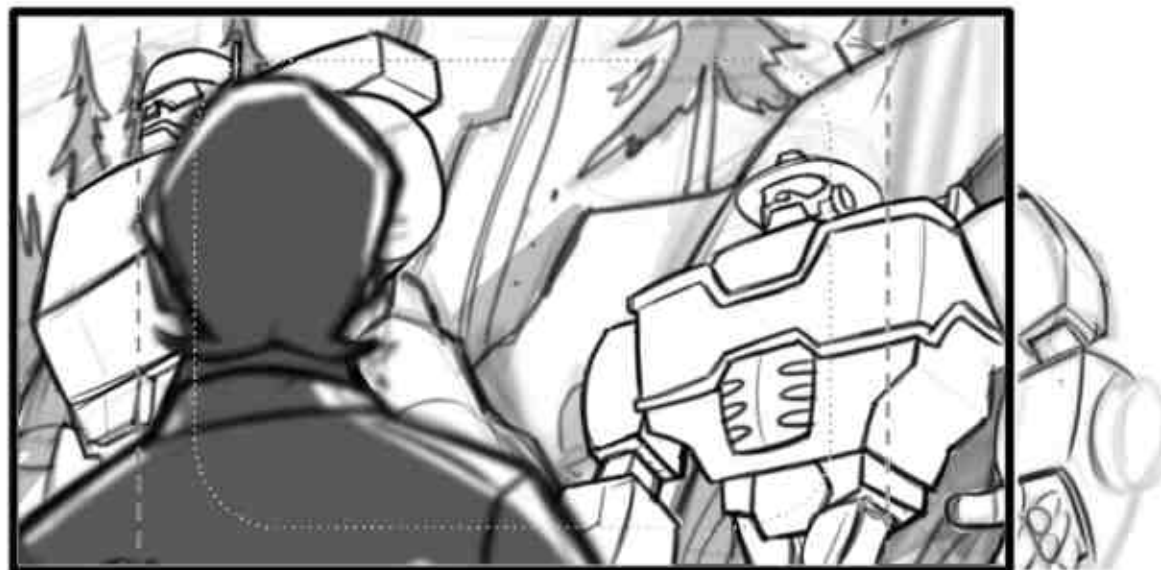
Pnl. B

Bg _____

Sc. _____

Pnl. _____

Bg _____



Action:

CHASE IS FOLLOWED BY HEATWAVE AND THE
OTHER BOTS. ALL THEIR EYE-SHIELDS ARE DOWN.

Action:

Dial:

Dial:

Slug:





Sc. 21-5

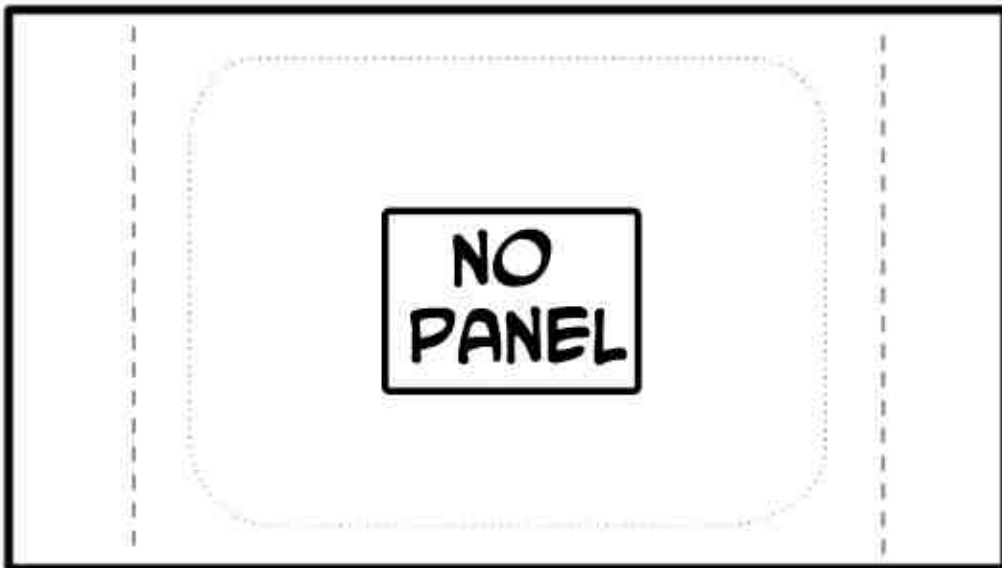
Pnl. C

Bg _____

Sc. _____

Pnl. _____

Bg _____



Action:

Dial:

Slug:

Action:

Dial:





Sc. 21-5 Pnl. D Bg _____ Sc. _____ Pnl. _____ Bg _____

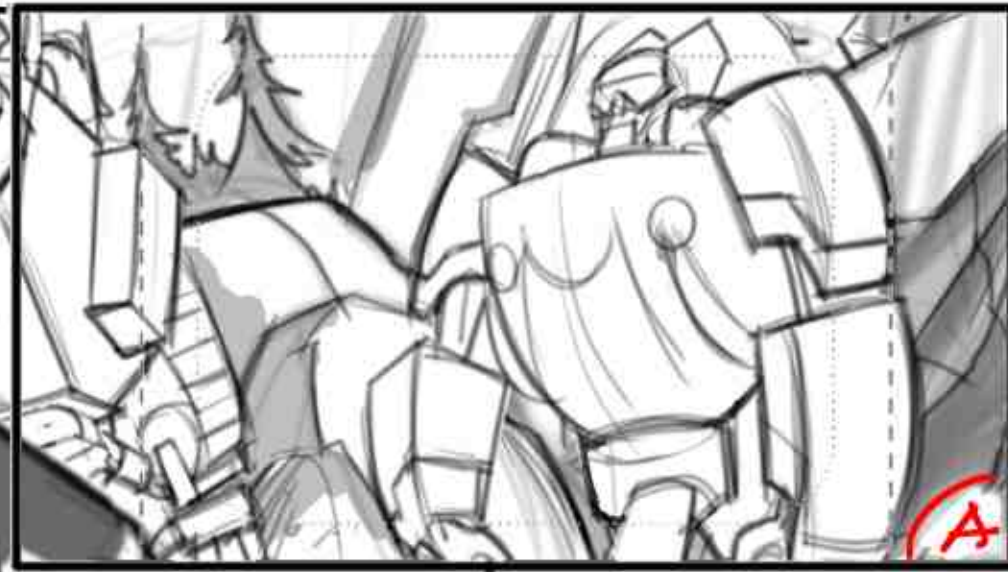


STOP

Action: PAN BG AS THE BOTS WALK PAST.
CHIEF LOOKS ON.

Dial:

Slug:



START

Action:

Dial:





Sc. 21-6 Pnl. A Bg _____ Sc. (CONTD) Pnl. B Bg _____



Action: **ANGLE ON GRAHAM AND DANI.
BLADES SHADOW PASSES BY THEM.**

Dial: _____

Slug: _____



Action: **GRAHAM CALLS OUT.**

Dial: **126. GRAHAM:
WHERE ARE THE SPELUNKERS?**





Title: DOUBLE VILLAINY EP: 225 SEQ: 21 Page 12

Sc. 21-7 Pnl. A Bg _____



Action: OTS DANI AND GRAHAM. BOULDER
AND BLADES MARCH AWAY.

Dial: 127. BOULDER: (OVER HIS SHOULDER)
THERE WERE NO HUMANS.....

Slug:

Sc. (CONTD) Pnl. B Bg _____



Action: THEY LOOK AT EACH OTHER.

Dial: 127. BOULDER: (CONTD)
...TO RESCUE.





Title: DOUBLE VILLAINY EP: 225 SEQ: 22 Page 01

Sc. 22-1

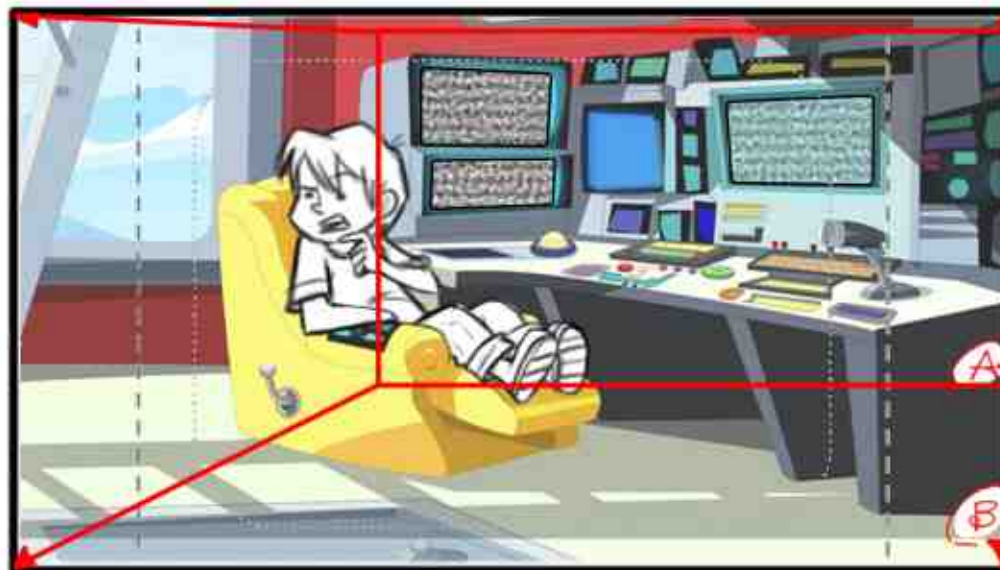
Pnl. A

Bg _____

Sc. (CONTD)

Pnl. B

Bg _____



Action: INT. COMMAND CENTER - CONTINUOUS
CODY WATCHES THE SCENE ON THE MONITOR.

Dial: 128. HEATWAVE:
THE MESSAGE WAS A PRANK.

Slug:

Action: _____
TRUCK OUT A - B AS CODY SWIVELS AROUND.

Dial: 129. CODY: (SOTTO)
WEIRD. AND BLADES WAS THE ONLY ONE
WHO HEARD IT.





Title: DOUBLE VILLAINY EP: 225 SEQ: 22 Page 02

Sc. 22-1

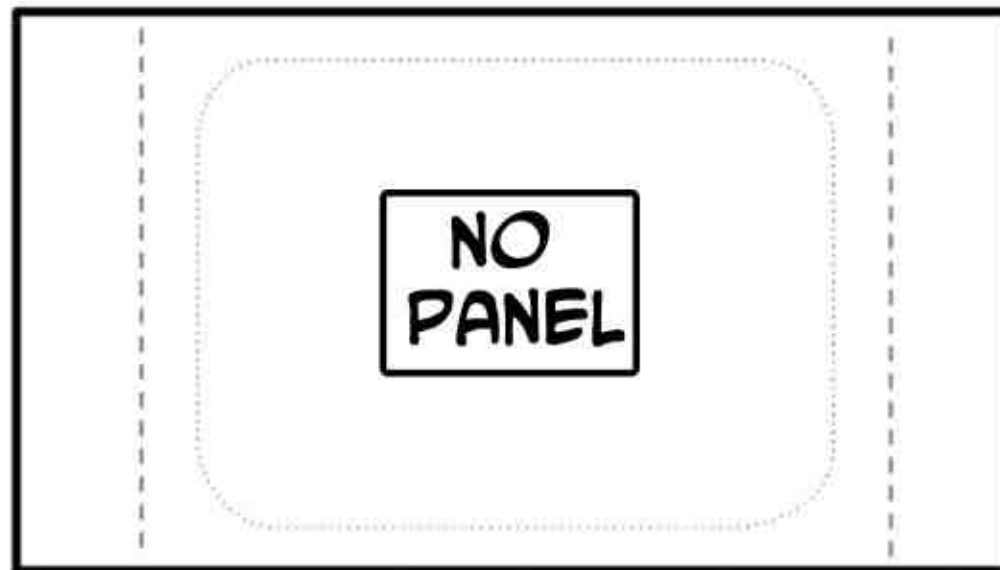
Pnl. C

Bg _____

Sc. _____

Pnl. _____

Bg _____



Action:

Dial: 129. CODY: (CONTD)
WEIRDER.

Slug:

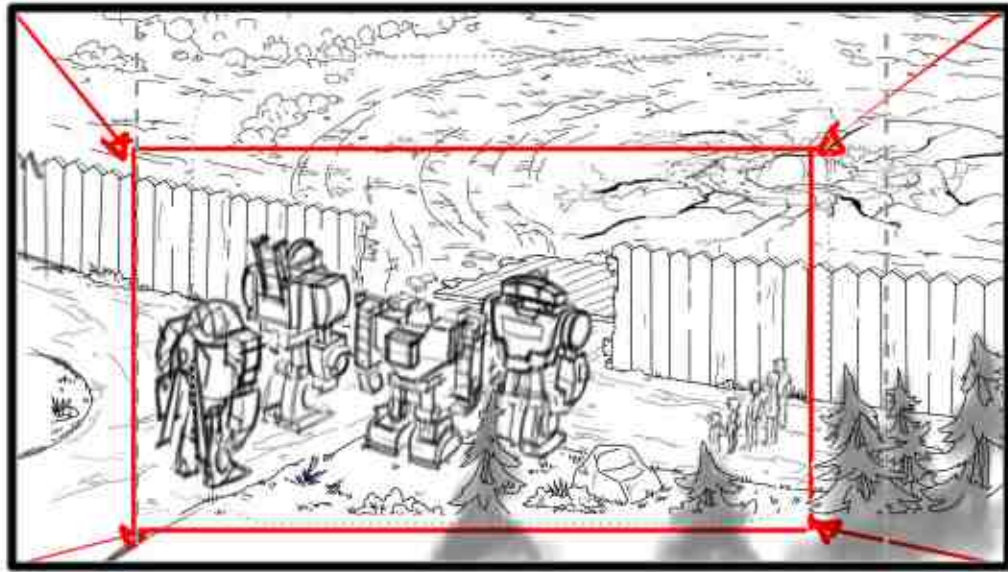
Action:

Dial:





Sc. 30-1 Pnl. A Bg _____



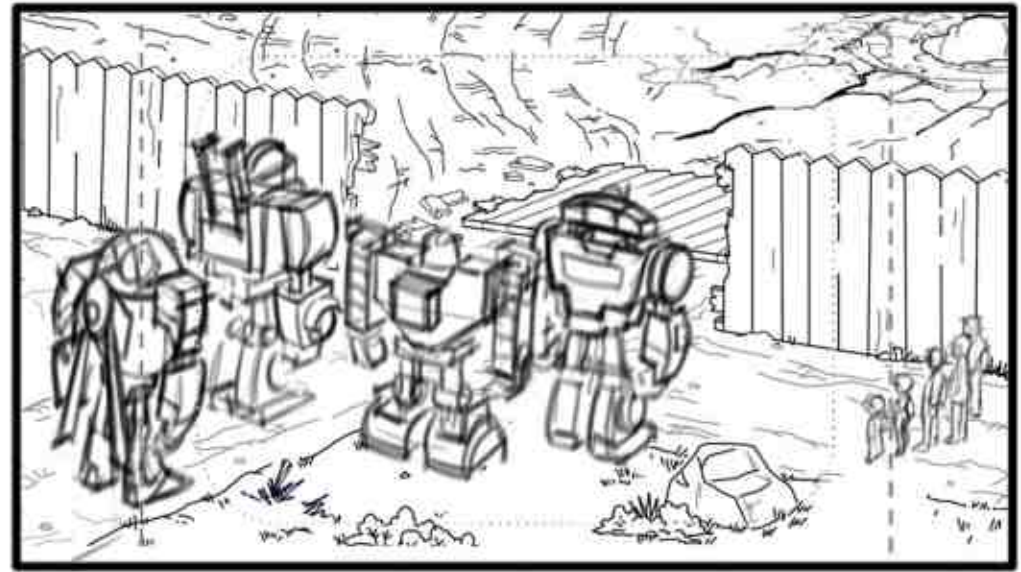
Action: EXT. EMP ZONE - SAME TIME

TRUCK IN A - B.
THE BOT-COPIES STAND IN FRONT OF
THE OPEN EMP ZONE FENCE. CODY, CHIEF, GRAHAM, DANI
AND KADE STAND TO ONE SIDE.

Dial:

Slug:

Sc. 30-1 Pnl. B Bg _____



Action:

Dial:





Title: DOUBLE VILLAINY EP: 225 SEQ: 30 Page 02

Sc. 30-2

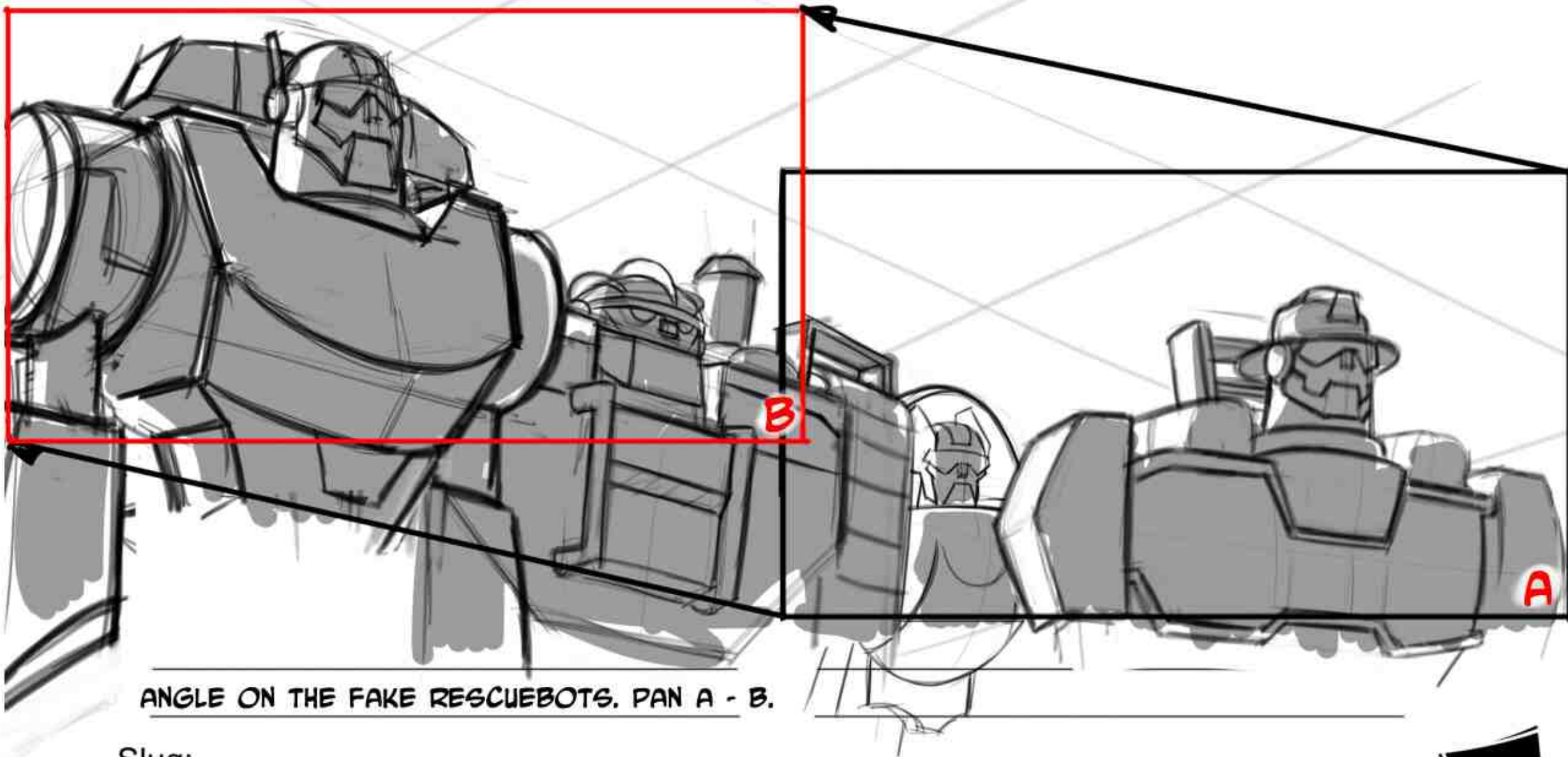
Pnl. _____

Bg _____

Sc. _____

Pnl. _____

Bg _____



ANGLE ON THE FAKE RESCUEBOTS. PAN A - B.

Slug:





Sc. 30-3

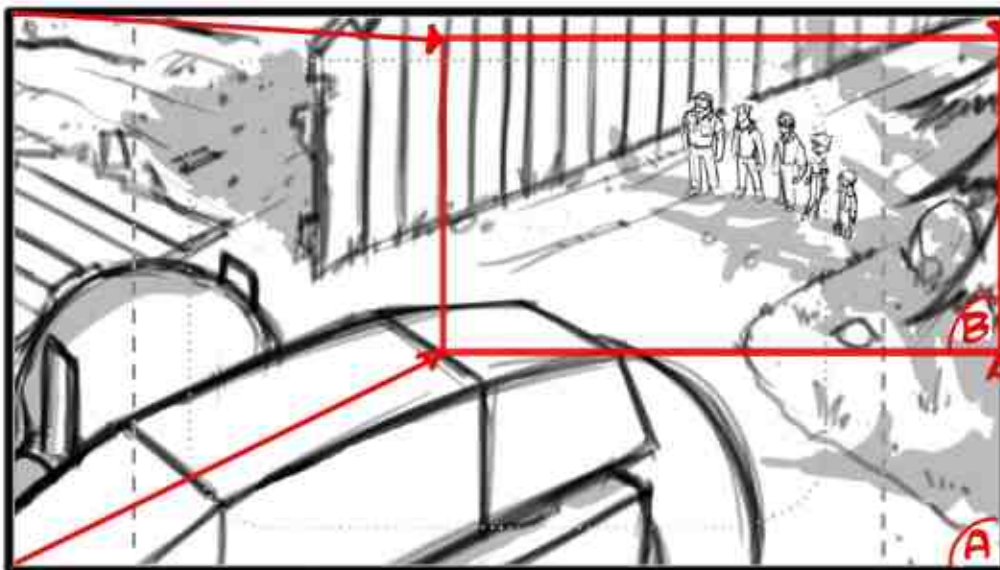
Pnl. _____

Bg _____

Sc. 30-4

Pnl. A

Bg _____



Action:

ANGLE ON CHEIF, KADE, GRAHAM,
DANI AND CODY. TRUCK IN A - B.

Action:

CLOSE ON CODY.

Dial:

Dial:

Slug:





Title: DOUBLE VILLAINY EP: 225 SEQ: 30 Page 04

Sc. 30-4

Pnl. B

Bg _____



Action:

Dial: 173. DANI:

— YOU THINK THIS'LL WORK? —

Slug:

Sc. CONTD

Pnl. C

Bg _____



Action:

Dial: 174. CODY:

— THERE'S NO WAY THE REAL BOTS
— WOULD GO INTO THE EMP ZONE. —





Sc. 30-4 Pnl. D Bg _____



Action:

CODY TURNS TO DANI.

Dial: 174. CODY (CONTD)
THEY KNOW IT WOULD....

Slug:

Sc. CONTD Pnl. E Bg _____



Action:

CODY TURNS BACK TO LOOK AT THE O.S. BOTS.

Dial: 174. CODY (CONTD)
...SHUT THEM OFF.





Sc. 30-6 (CONT'D) Pnl. _____ Bg _____ Sc. 30-6 Pnl. A Bg _____



Action: CLOSE ON KADE.

Dial: 175. KADE:
SO IF THE BOTS FOLLOW OUR ORDERS...
THEY'RE FAKES?

Slug:



HU

Action: WIDER ON CHIEF, KADE AND GRAHAM.

Dial: 176. CHIEF:
ONE WAY TO FIND OUT.





Sc. 30-6

Pnl. B

Bg _____



Action:

CHIEF STEPS FORWARD.
(CUT ON ACTION)

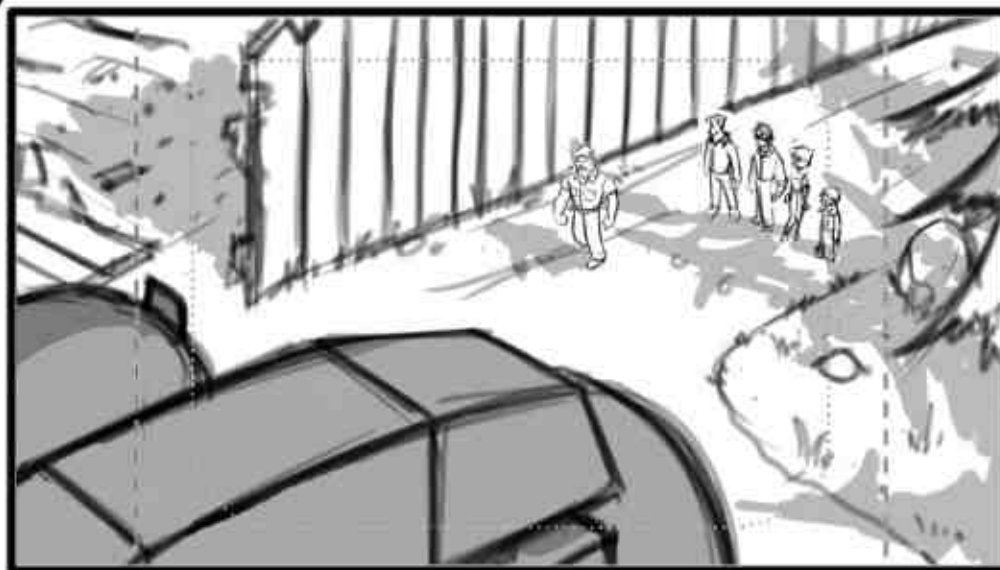
Dial:

Slug:

Sc. 30-7

Pnl. A

Bg _____



Action:

WIDER ON SCENE, CHIEF STEPS TOWARDS
CHASE, WHO'S IN THE FOREGROUND.

Dial:

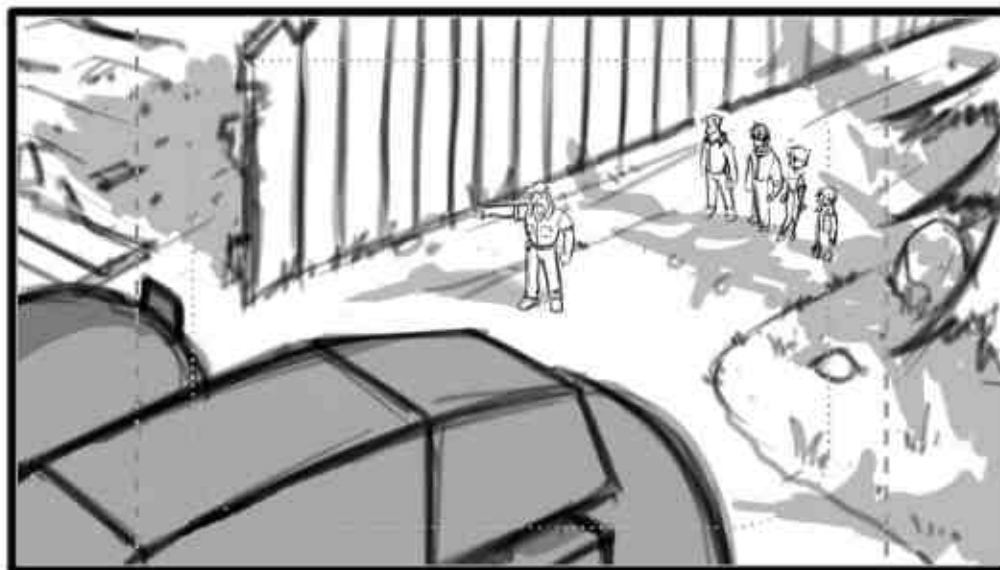




Sc. 30-6

Pnl. B

Bg _____



Action:

CHIEF GESTURES TOWARD
THE WHOLE IN THE FENCE.

Dial: 176. CHIEF: (CONTD)

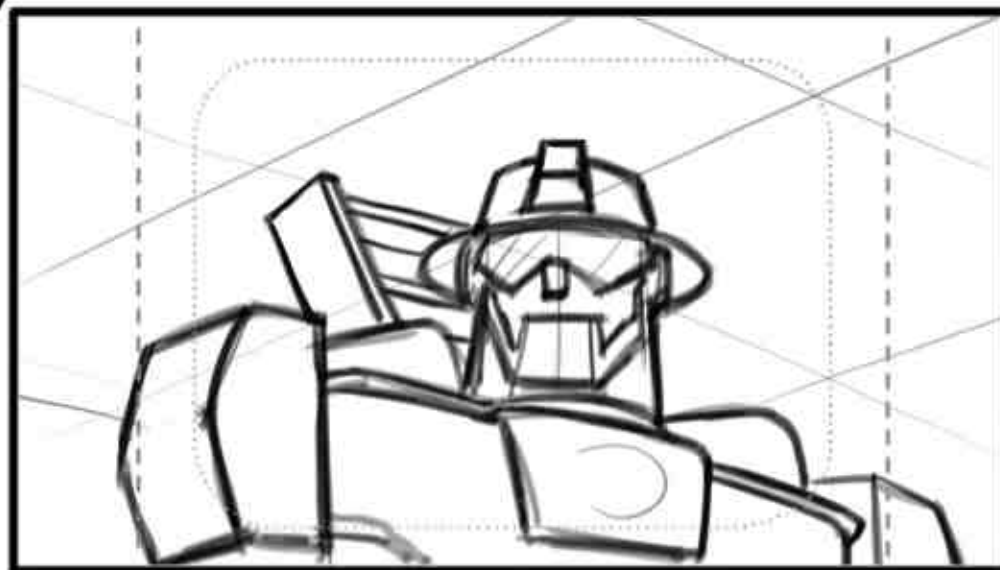
RESCUE BOTS, ENTER THE FENCED AREA.

Slug:

Sc. 30-7

Pnl. A

Bg _____



Action:

ANGLE ON HEATWAVE.

Dial:





Sc. 30-7

Pnl. B

Bg _____



Action:

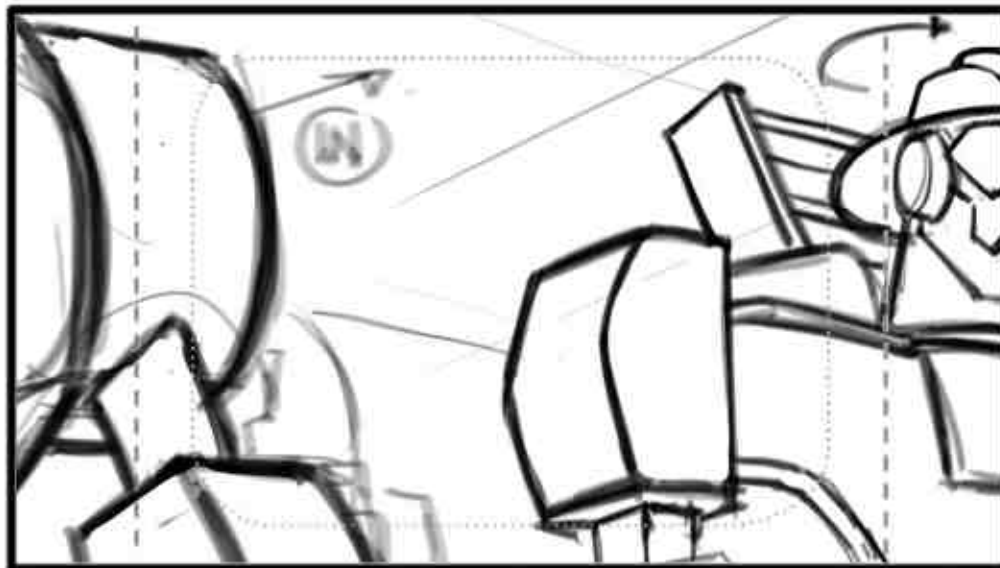
Dial: **177. FAUX HEATWAVE:
AS YOU COMMAND.**

Slug:

Sc. 30-7

Pnl. C

Bg _____



Action:

**HEATWAVE STEPS FORWARD,
CHASE ENTER IN THE FOREGROUND.**

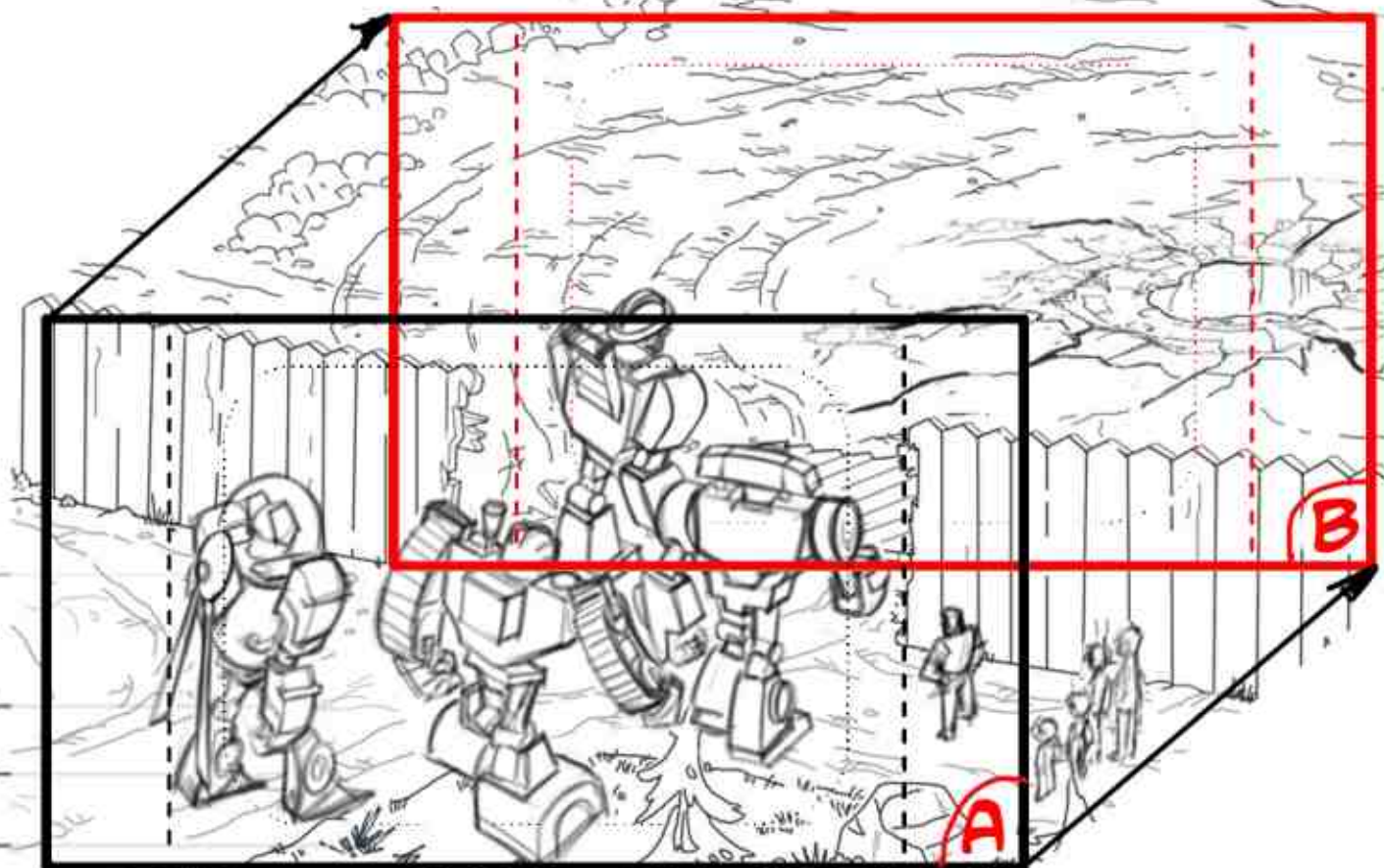
Dial:





Title: DOUBLE VILLAINY EP: 225 SEQ: 30 Page 10

Sc. 30-8 Pnl. A Bg _____



Action:

WIDE ON THE BOTS MOVING
INTO THE EMP ZONE.
PAN WITH ANIM. A - B.

Dial:

Slug:





Title: DOUBLE VILLAINY EP: 225 SEQ: 30 Page 11

Sc. 30-8

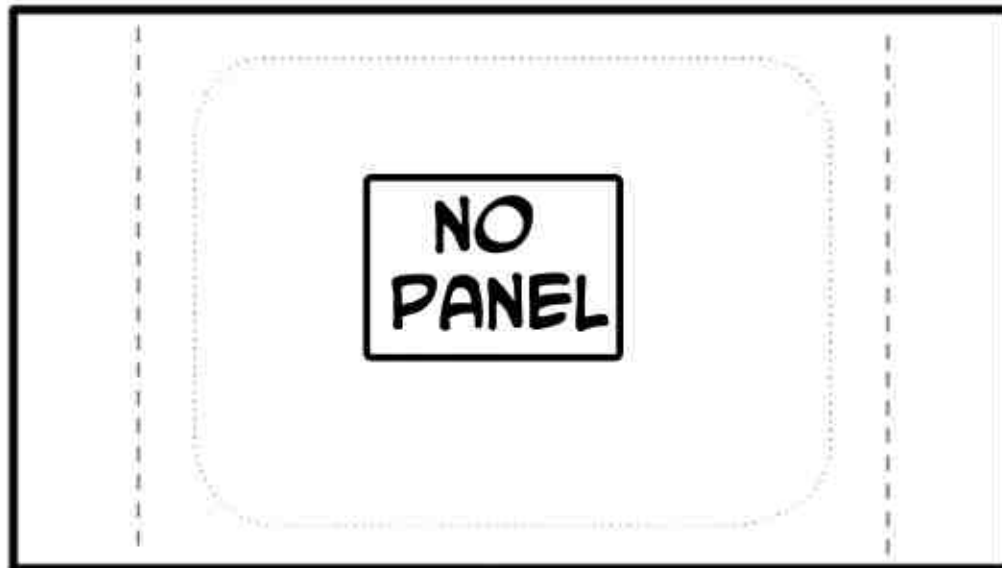
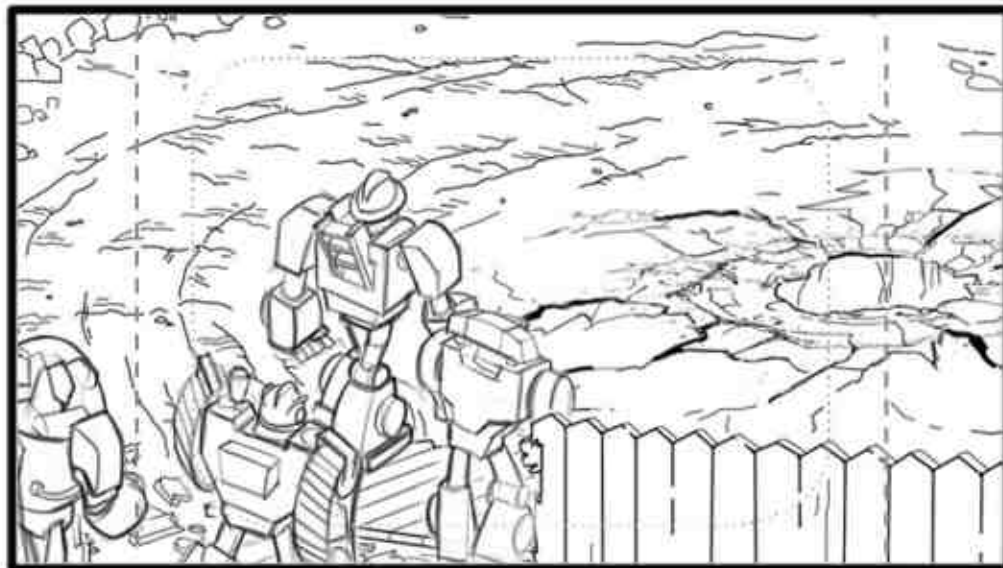
Pnl. B

Bg _____

Sc. _____

Pnl. _____

Bg _____



Action:

Dial:

Slug:

Action:

Dial:





Title: DOUBLE VILLAINY EP: 225 SEQ: 30 Page 12

Sc. 30-9 Pnl. A Bg _____

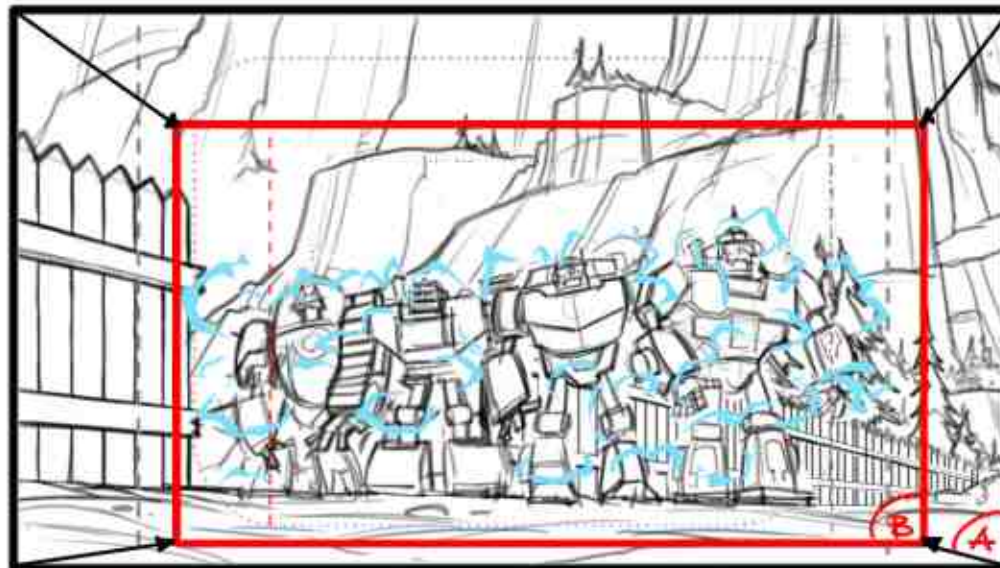


Action: INT. EMP ZONE. HOOK UP AS THE
BOTS ENTER INTO THE ZONE.

Dial:

Slug:

Sc. (CONTD) Pnl. B Bg _____



Action: SNAP TRUCK IN A - B
AS THE BOTS FREEZE IN PLACE.
ELECTRICAL SPARKS ARC AROUND THEM.

EFX: (ELECTRIC ARC)

Dial:





Title: DOUBLE VILLAINY EP: 225 SEQ: 30 Page 13

Sc. 30-10

Pnl. A

Bg _____

Sc. (CONTD)

Pnl. B

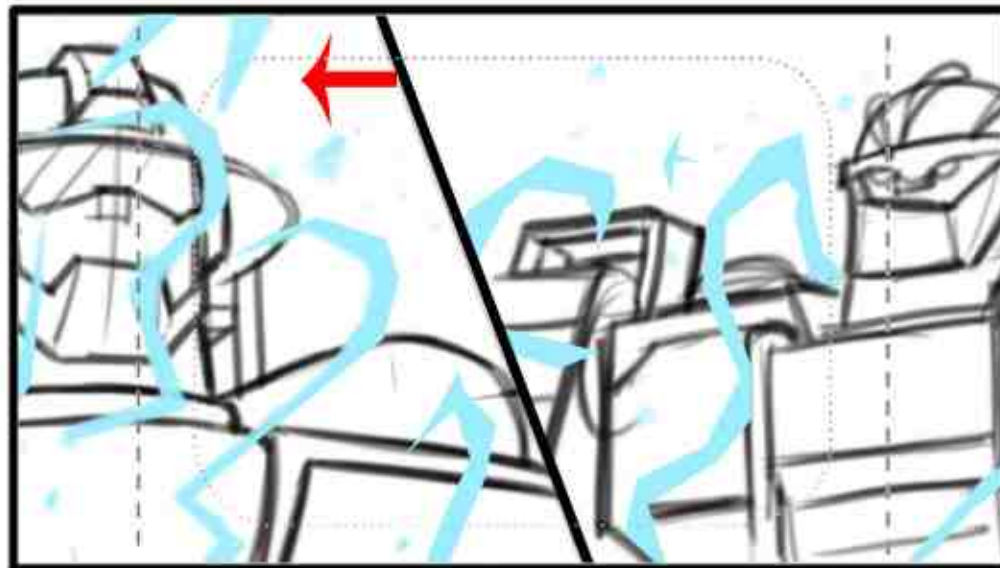
Bg _____



Action: CLOSE ON CHIEF. SPARKS FLY.

Dial:

Slug:



Action: BOULDER SLIDES IN.

Dial:



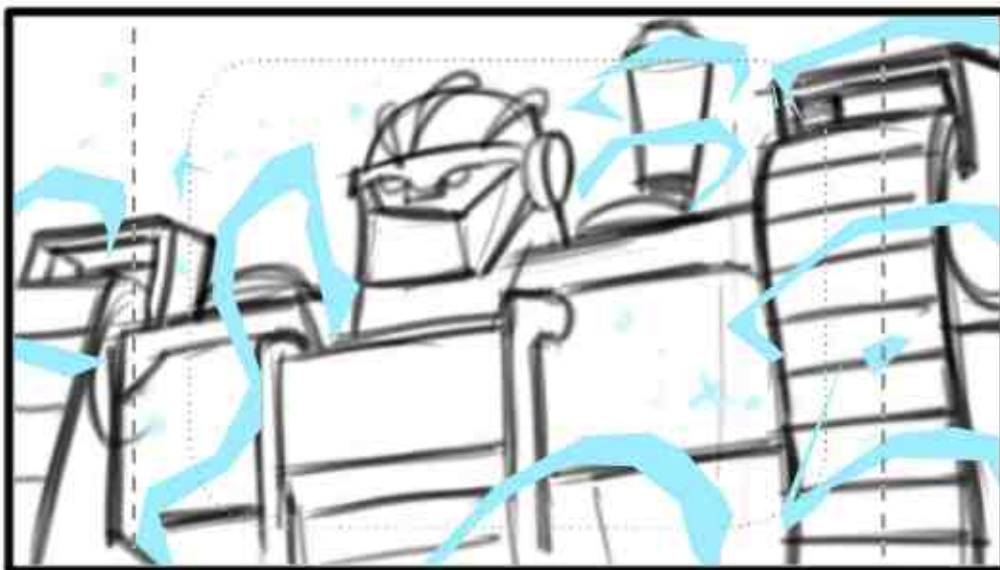


Title: DOUBLE VILLAINY EP: 225 SEQ: 30 Page 14

Sc. 30-10

Pnl. C

Bg _____



Action:

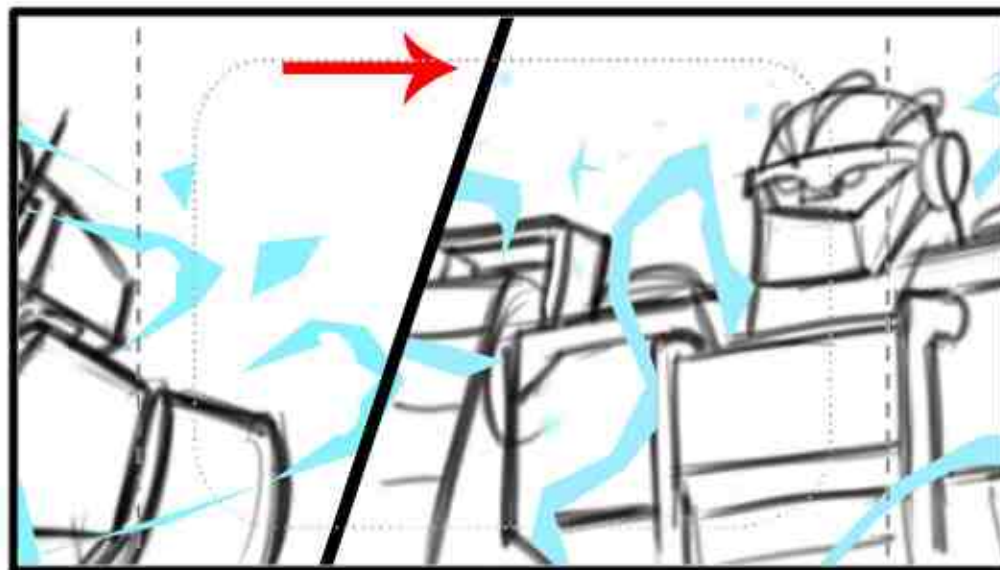
Dial:

Slug:

Sc. (CONTD)

Pnl. D

Bg _____



Action:

CHASE SLIDES IN NEXT.

Dial:



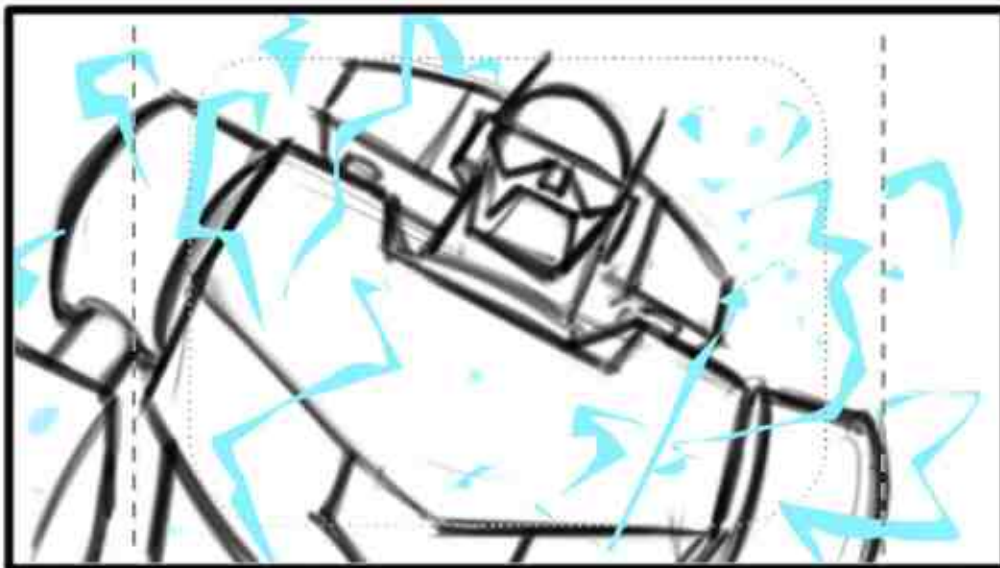


Title: DOUBLE VILLAINY EP: 225 SEQ: 30 Page 15

Sc. 30-10

Pnl. E

Bg _____



Action:

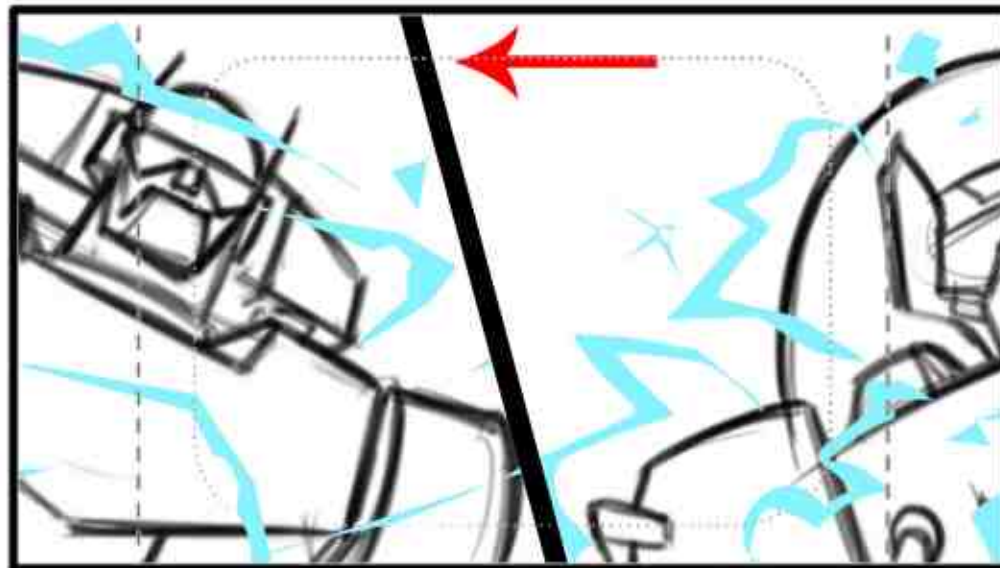
Dial:

Slug:

Sc. (CONTD)

Pnl. F

Bg _____



Action:

BLADES SLIDE IN.

Dial:





Sc. 30-10

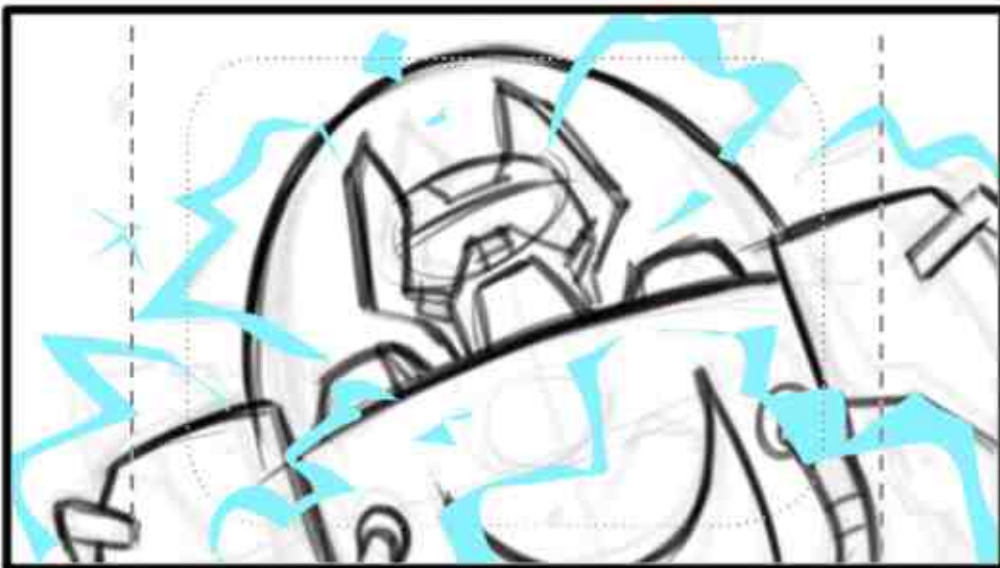
Pnl. 6

Bg _____

Sc. _____

Pnl. _____

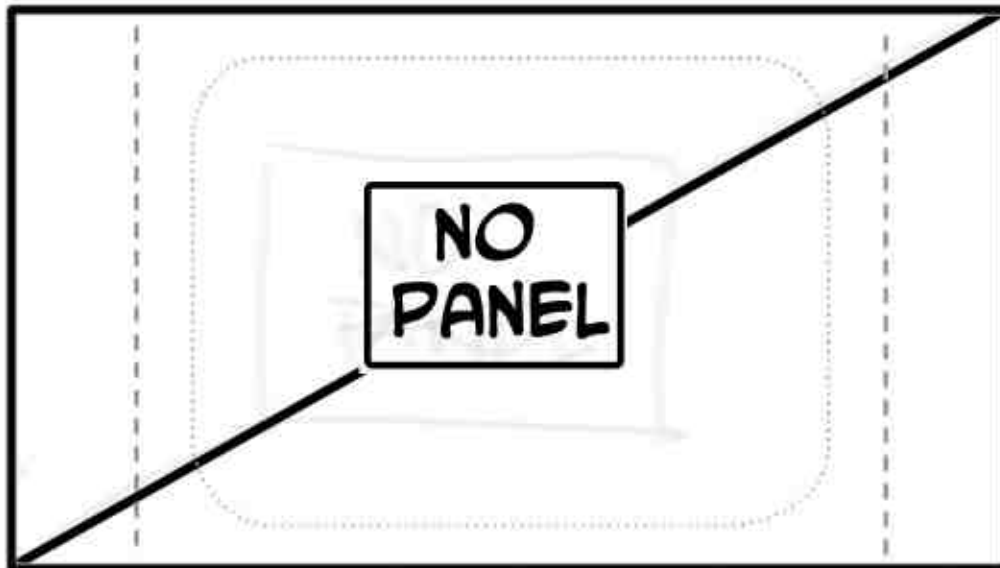
Bg _____



Action:

Dial:

Slug:



Action:

Dial:





Title: DOUBLE VILLAINY EP: 225 SEQ: 30 Page 17

Sc. 30-11 Pnl. A Bg _____



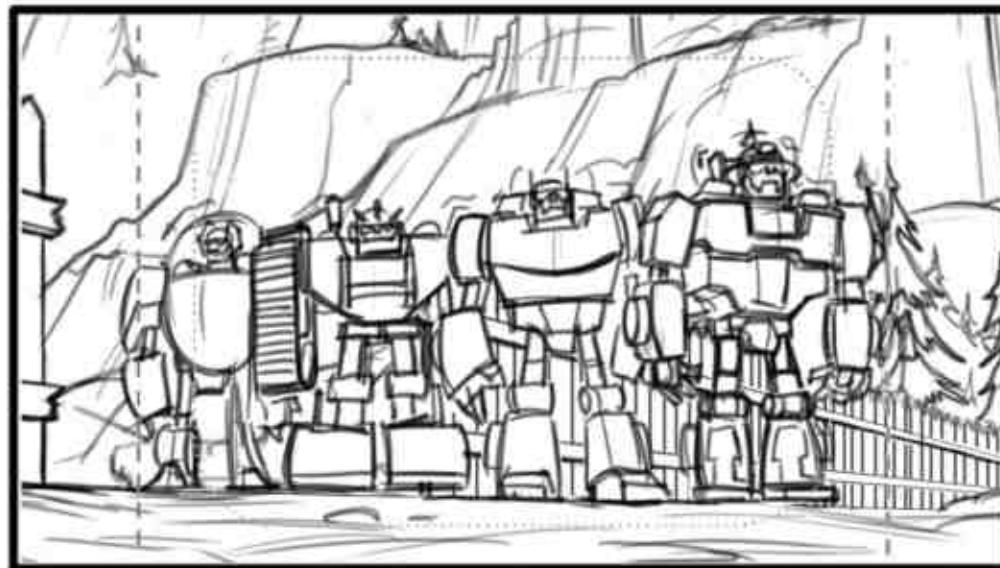
Action:

WIDE ON THE BOTS AS THEY SHUT DOWN...

Dial:

Slug:

Sc. (CONTD) Pnl. B Bg _____



Action:

....AND FREEZE INTO PLACE.

Dial:





Sc. 30-12

Pnl. A

Bg _____



Action: ANGLE ON THE BURNS.

Dial:

Slug:

Sc. (CONTD)

Pnl. B

Bg _____



Action: THEY TURNED TO EACH OTHER.

Dial:





Title: DOUBLE VILLAINY EP: 225 SEQ: 30 Page 19

Sc. 30-13

Pnl. A

Bg _____

Sc. (CONTD)

Pnl. B

Bg _____

▼
HU



Action: CLOSER ON THE BURNS.

Dial:

Slug:



Action: GRAHAM WALKS OUT.

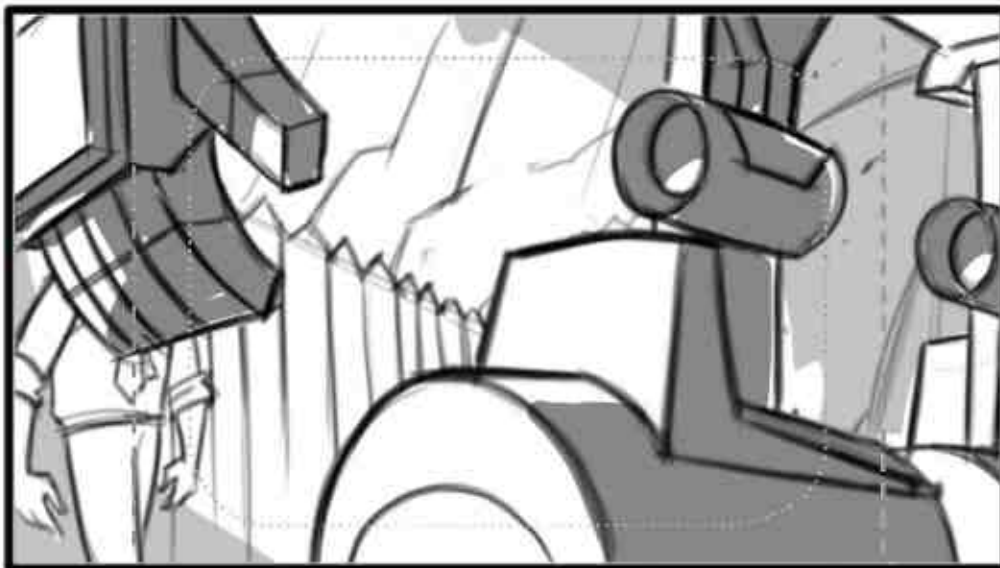
Dial:





Title: DOUBLE VILLAINY EP: 225 SEQ: 31 Page 01

Sc. 31-1 Pnl. A Bg _____



IN
7

Action:

CLOSE ON BOULDER. GRAHAM ENTERS.

Dial:

Slug:

Sc. (CONTD) Pnl. B Bg _____



Action:

GRAHAM STEPS UP BESIDES BOULDERS LEG.

Dial:





Sc. 31-1 Pnl. C Bg _____ Sc. (CONTD) Pnl. D Bg _____



Action:

GRAHAM LEANS HARD ON BOULDERS LEG PANEL

Dial:

Slug:



Action:

THE JARRING KNOCKS LOOSE A PANEL
ON BOULDERS LEG.

Dial:





Sc. 31-2

Pnl. C

Bg _____



Action:

GRAHAM LEAPS UP.

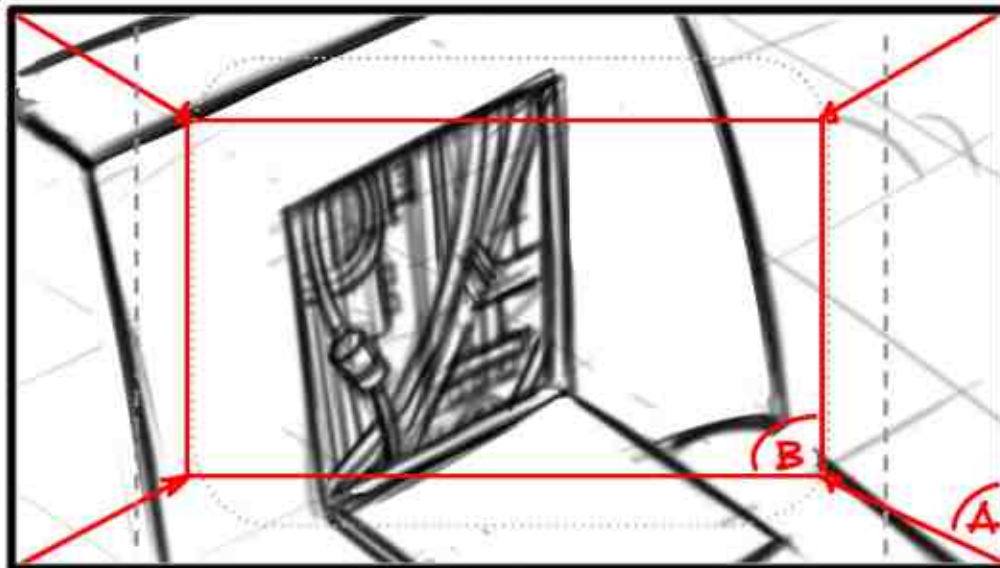
Dial:

Slug:

Sc. 32-1

Pnl. _____

Bg _____



Action:

GRAHAM'S POV OF THE OPEN PANEL
TRUCK IN A - B.

Dial:

178. GRAHAM:
WIRES AND ELECTRONICS?





Title: DOUBLE VILLAINY EP: 225 SEQ: 31 Page 04

Sc. 33-1

Pnl. A

Bg _____



Action: CLOSE ON CODY.

Dial:

Slug:

Sc. 33-2

Pnl. B

Bg _____



Action: HE TURNS TO DANI.

Dial: 179. CODY:

THEY'RE MACHINES, NOT ALIENS!





Sc. 33-1

Pnl. _____

Bg _____



Action:

OTS CODY. ANGLE ON DANI, KADE AND THE CHIEF.

Dial: 180. DANI:

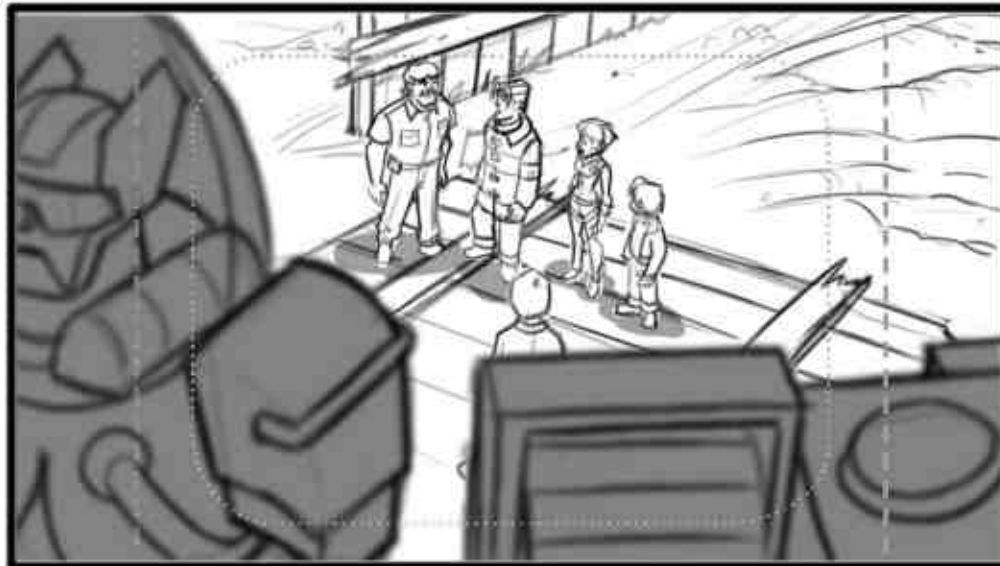
SO WHAT HAPPENED TO OUR BOTS?

Slug:

Sc. 34-1

Pnl. _____

Bg _____



Action:

WIDE ON SCENE.

Dial: 181. CHIEF:

SOMEBODY MUST HAVE TAKEN THEM.





Title: DOUBLE VILLAINY EP: 225 SEQ: 31 Page 06

Sc. 35-1 Pnl. A Bg _____



Action:

CLOSE ON THE CHIEF AND KADE.

Dial: 181. CHIEF: (CONT)

WHY ELSE BUILD SUCH....

Slug:

Sc. 35-2 Pnl. B Bg _____



Action:

Dial: 181. CHIEF: (CONT)

.....ACCURATE REPLACEMENTS?





Sc. 35-3

Pnl. C

Bg _____

▼ Sc. 36-1

Pnl. A

Bg _____



HL



Action:

Dial: 182. KADE:

SO HOW DO WE GET THEM BACK?

Slug:

Action:

CLOSE ON THE CHIEF

Dial: 183. CHIEF:

I'M NOT SURE, SON. I'M NOT SURE.





Title: DOUBLE VILLAINY EP: 225 SEQ: 31 Page 08

Sc. 36-2

Pnl. B

Bg _____



Action:

Dial:

183. CHIEF: (CONT)

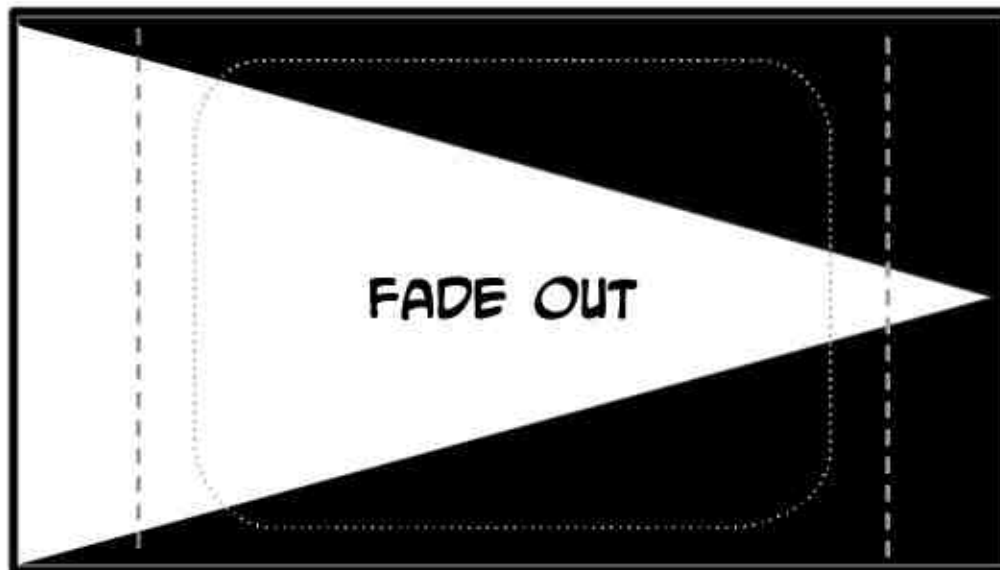
I'M NOT SURE.

Slug:

Sc. _____

Pnl. _____

Bg _____



Action:

FADE TO BLACK

END ACT B

Dial:

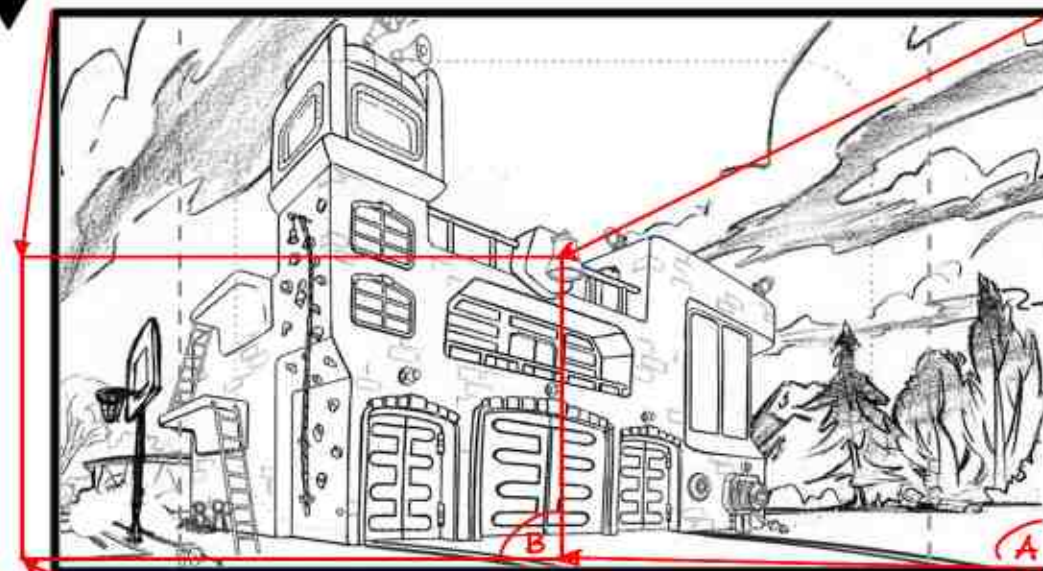




Sc. 33-1

Pnl. _____

Bg _____



Action: EXT. FIREHOUSE - SAME TIME

TRUCK IN A - B ON CODY AND FRANKIE
SITTING NEAR THE BASKETBALL COURT.

Dial: 192. CODY:

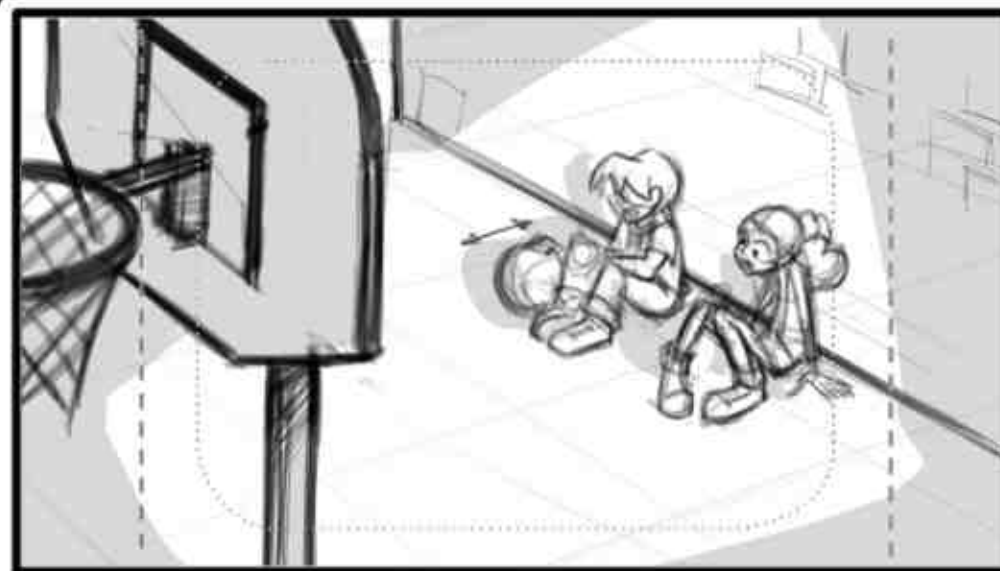
WE'VE TRIED EVERYTHING, FRANKIE!

Slug:

Sc. 33-2

Pnl. _____

Bg _____



Action:

CLOSER ON A DESPONDENT CODY AND FRANKIE.

CODY IS ROLLING A BASKETBALL BACK AND FORTH.

Dial: 192. CODY:

BUT THE BOTS' COMS ARE OFF. AND THERE'S
NOTHING ON THE ISLAND CAMERAS.





Sc. 33-03

Pnl. A

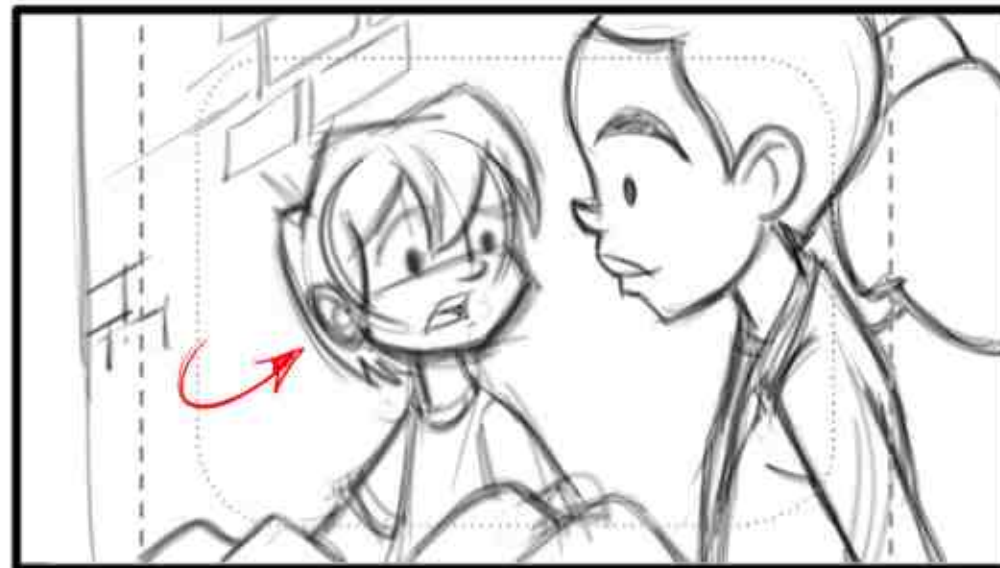
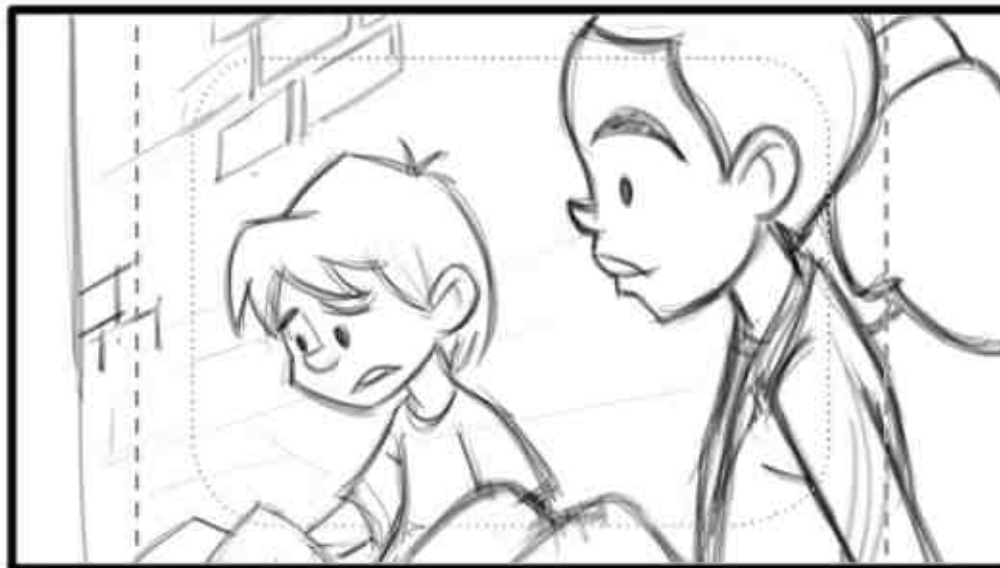
Bg _____

Sc. (CONTD)

Pnl. B

Bg _____

HU



Action:

CLOSE ON CODY AND FRANKIE.

Action:

Dial: 192. CODY:

WE EVEN CALLED OPTIMUS' TEAM FOR HELP,

Dial: 192. CODY:

I'M WORRIED THAT THE BOTS ARE IN SERIOUS TROUBLE.

Slug:





Sc. 33-04

Pnl. A

Bg _____



Action:

ANGLE ON FRANKIE. SHE'S TRYING TO CHEER CODY UP.

Dial: 193. FRANKIE:

CODY, PLEASE!

Slug:

Sc. (CONTD)

Pnl. B

Bg _____



Action:

Dial: 193. FRANKIE:

NOBODY'S A MATCH...





Sc. 33-04

Pnl. c

Bg _____



Action:

ANGLE ON FRANKIE. SHE'S TRYING TO CHEER CODY UP.

Dial: 193. FRANKIE:

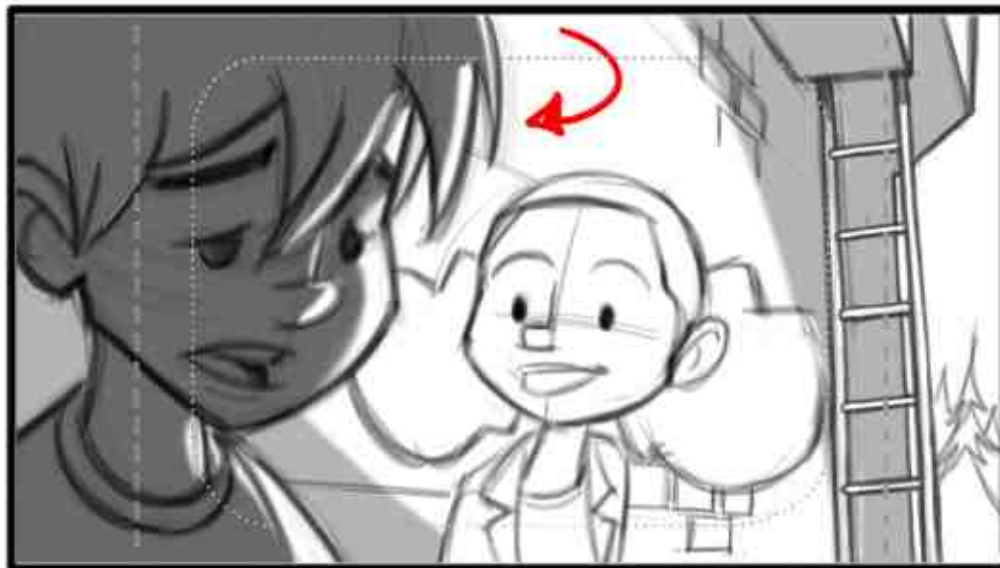
....FOR HEATWAVE WHEN HE'S ANGRY!

Slug:

Sc. (CONTD)

Pnl. d

Bg _____



Action:

Dial:

194. CODY:

I GUESS....





Sc. 33-05

Pnl. A

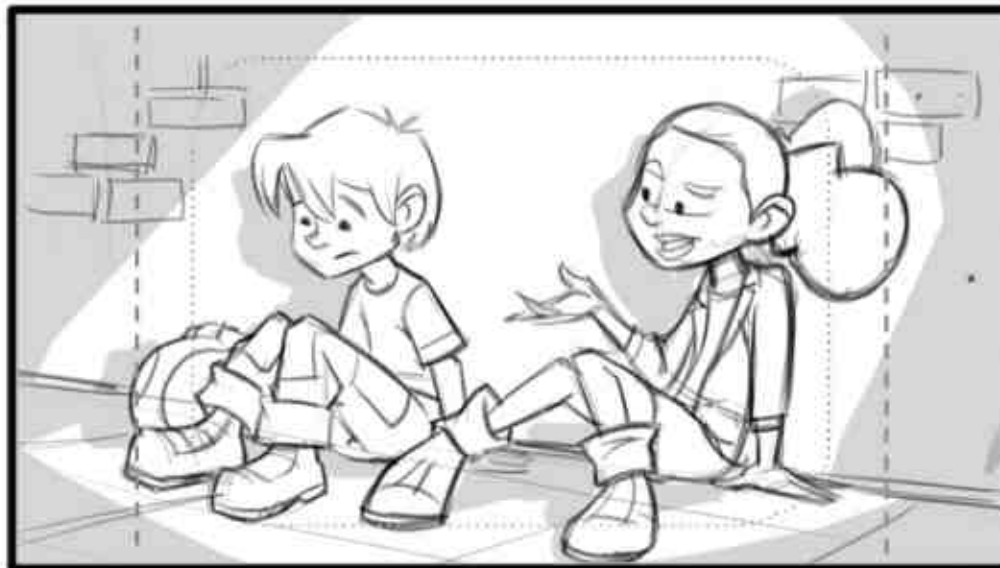
Bg _____

Sc. (CONTD)

Pnl. B

Bg _____

HLI



Action: CLOSE ON FRANKIE AND CODY.

Dial: 195. FRANKIE:

LET'S FOCUS ON THE FACTS.

Slug:

Action:

Dial: 195. FRANKIE:

ANY IDEA WHERE THOSE CREEPY ROBOT
COPIES CAME FROM?





Sc. 33-05

Pnl. c

Bg _____



Action: CODY SHAKES HIS HEAD.

Dial:

Slug:

Sc. (CONTD)

Pnl. d

Bg _____



Action:

Dial:

196. CODY:

GRAHAM'S STUDYING THEM NOW.





Title: DOUBLE VILLAINY EP: 225 SEQ: 33 Page 07

Sc. 33-06

Pnl. A

Bg _____

Sc. (CONTD)

Pnl. B

Bg _____

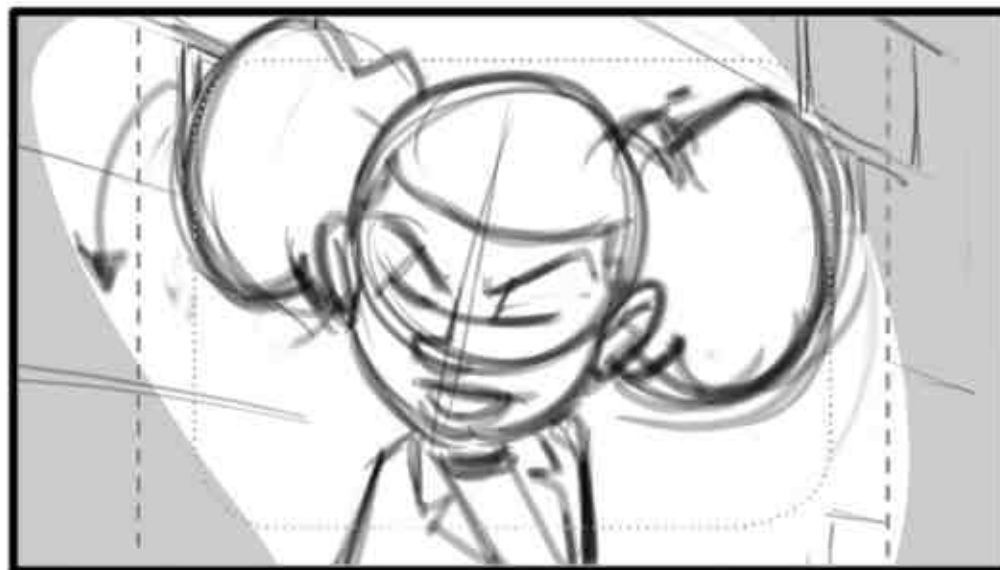


Action:

Dial: 197. FRANKIE:

MY DAD CAN HELP! WE'LL TRACK DOWN
THE BOTS, CODY....

Slug:



Action:

Dial: 197. FRANKIE:

PROMISE.





Sc. 33-07

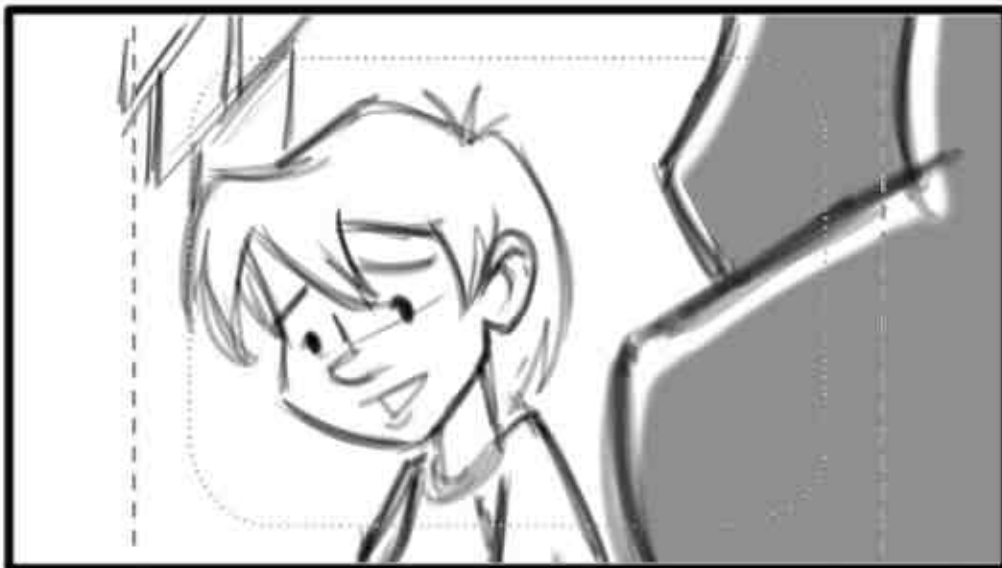
Pnl. A

Bg _____

Sc. (CONTD)

Pnl. B

Bg _____



Action: OTS FRANKIE ANGLE ON CODY.

Dial: 198. CODY:

THANKS, FRANKIE. IT'S JUST...

Slug:



Action:

Dial:

198. CODY:

...LIKE LOSING PART OF THE FAMILY.
YOU KNOW?





Sc. 33-08

Pnl. A

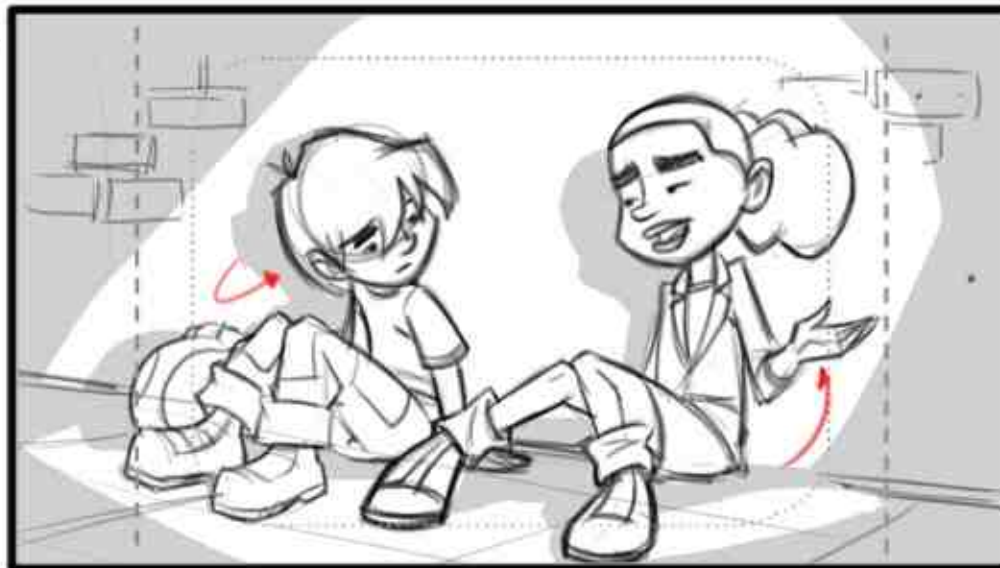
Bg _____

Sc. (CONTD)

Pnl. B

Bg _____

HLU



Action: WIDER ON CODY AND FRANKIE.

Dial: 199. FRANKIE:
YEAH.

Slug:

Action:

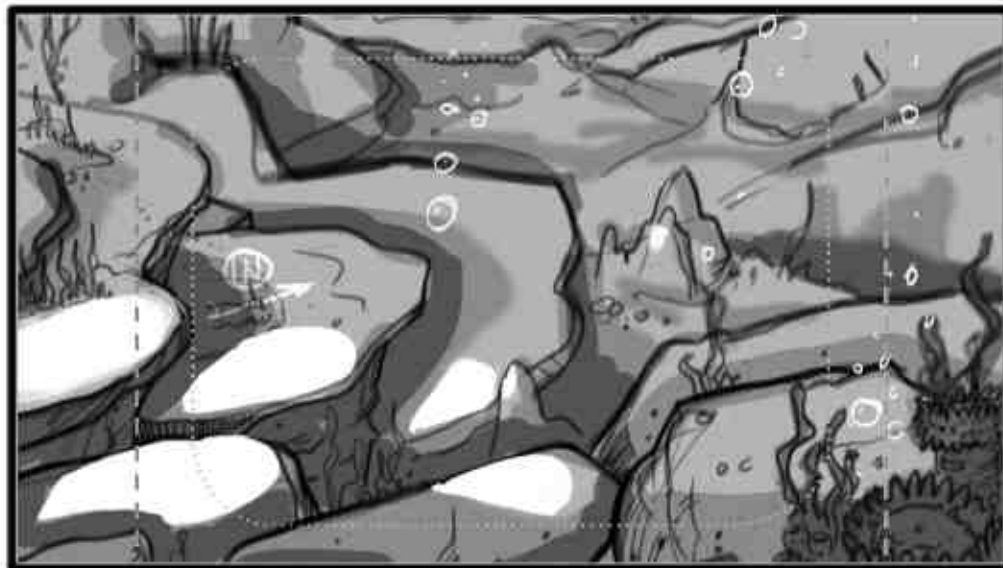
Dial: 199. FRANKIE:
I DO.





Title: DOUBLE VILLAINY EP: 225 SEQ: 36 Page 01

Sc. 36-1 Pnl. A Bg _____



Sc. (CONTD) Pnl. B Bg _____



Action:
EXT. UNDERWATER GRIFFEN ROCK ISLAND WALL - CONTINUOUS

A POOL OF LIGHT ENTERS INTO SCENE.

EFX: (DX SHADOWS, BUBBLES)

Dial:

Slug:

Action:

THE SHARK SUB ENTERS INTO FRAME

Dial:



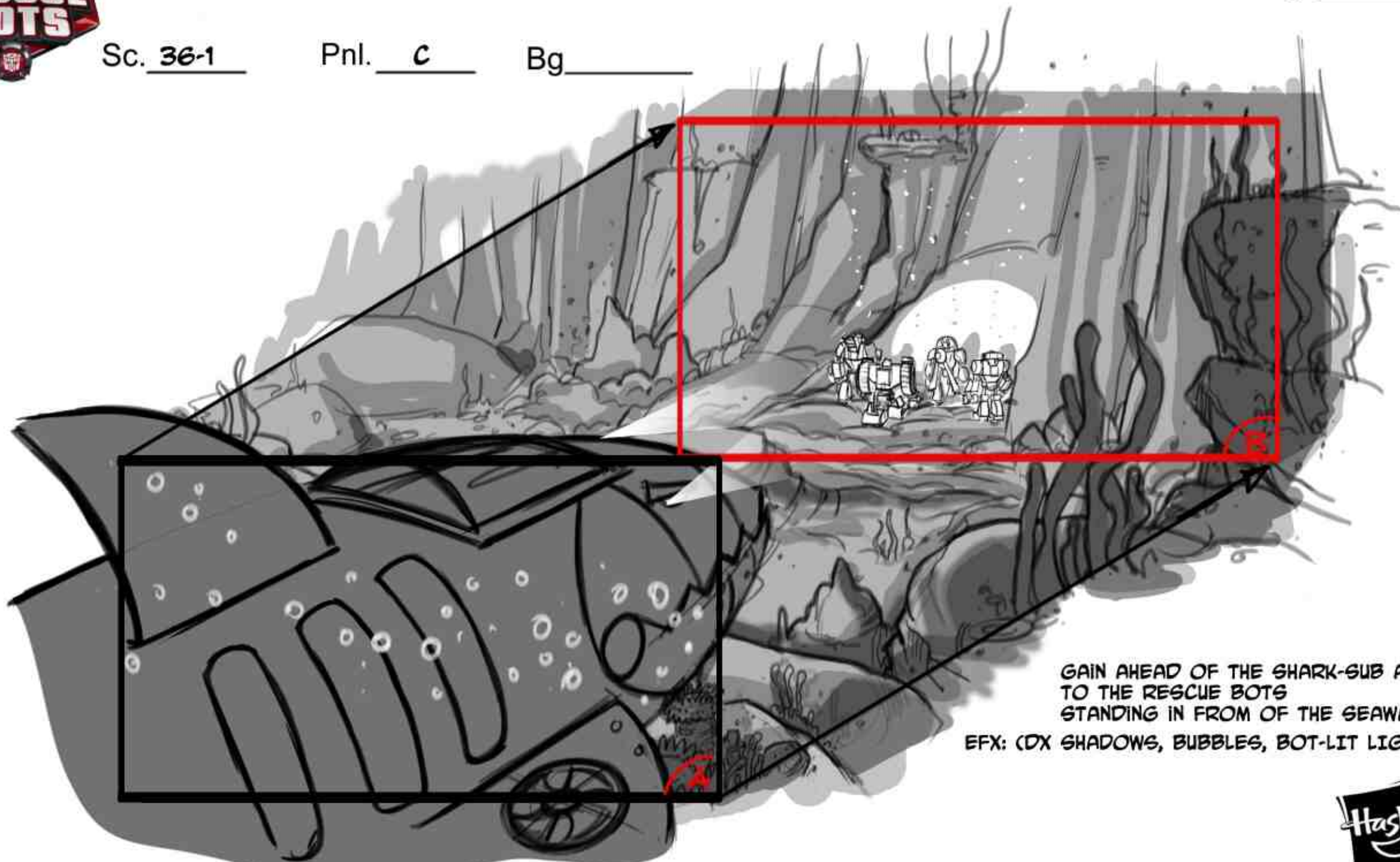


Title: DOUBLE VILLAINY EP: 225 SEQ: 36 Page 02

Sc. 36-1

Pnl. C

Bg _____



GAIN AHEAD OF THE SHARK-SUB A - B
TO THE RESCUE BOTS
STANDING IN FROM OF THE SEAWALL
EFX: (DX SHADOWS, BUBBLES, BOT-LIT LIGHTBEAMS)





Sc. 36-2

Pnl. A

Bg _____

Sc. (CONTD)

Pnl. B

Bg _____



Action:

ANGLE ON THE RESCUE BOTS. THE SHARCK SUB

HOVERS BEHIND THEM.

(CEFX: (BUBBLES, DX SHADOWS, BOT-LIT LIGHT BEAMS)

Action:

BLADE TURNS AND WAVES AT THE SUB.

Dial:

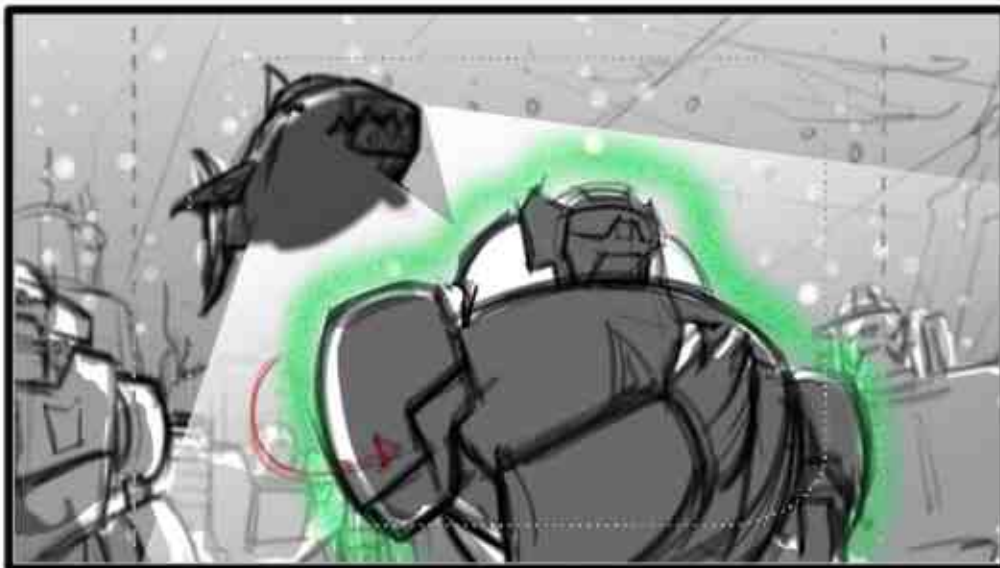
Dial:

Slug:





Sc. 36-2 Pnl. C Bg _____ Sc. (CONTD) Pnl. D Bg _____



Action:
BLADE TURNS BACK TOWARDS THE WALL AND
ACTIVATES HIS PHASE BIT.
EFX: (DX GLOW, BUBBLES, DX SHADOW, BOT-LIT LIGHTBEAM)

Dial:

Slug:

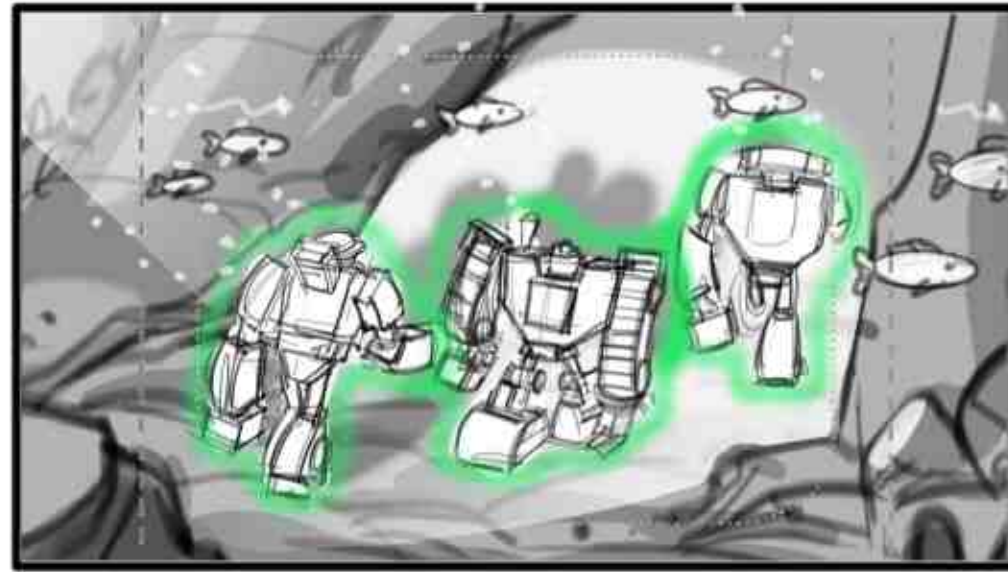
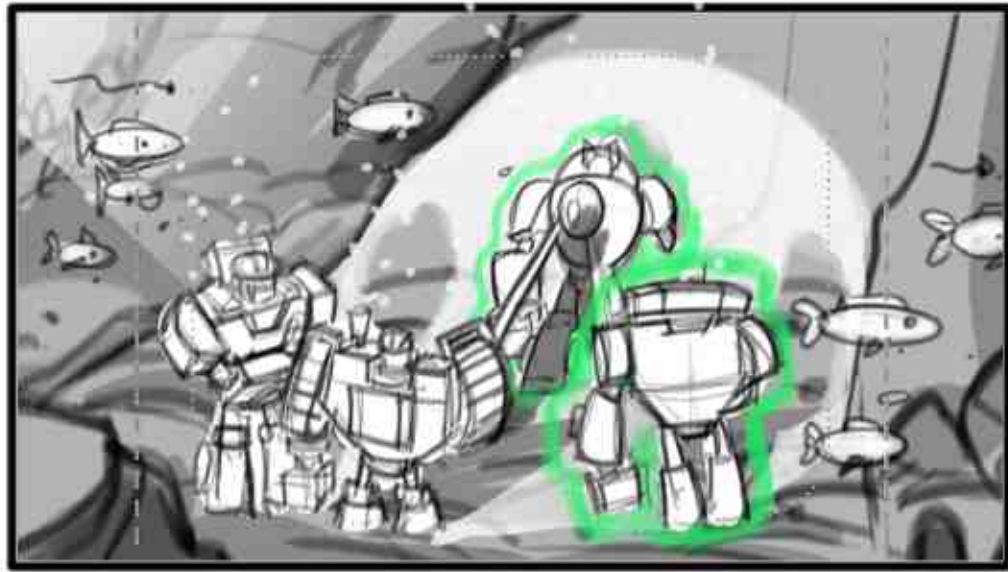
Action: THEN WALKS FORWRD.

Dial:





Sc. 36-3 Pnl. A Bg _____ Sc. (CONTD) Pnl. B Bg _____



Action:
WIDE ON SCENE.
BLADES PHASES THROUGH THE SOLID ROCK WALL.
EFX: (GLOW, DX SHADOW, BOT-LIT LIGHTBEAM, DX SHADOWS)

Dial:

Slug:

Action:
THE OTHER BOTS ACTIVATE THIER PHASE BITS
AND FOLLOW BEHIND BLADES.

Dial:





Sc. 36-3

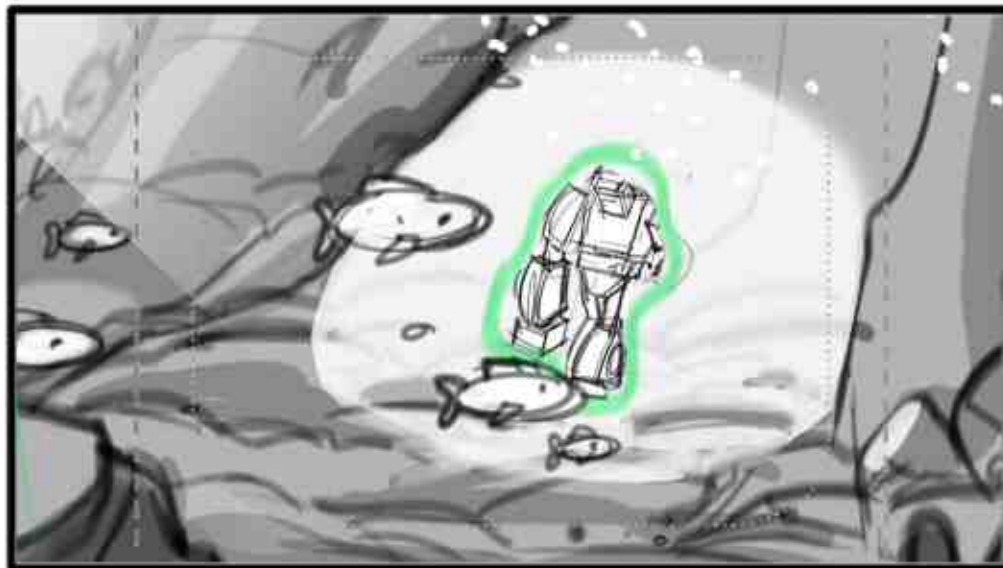
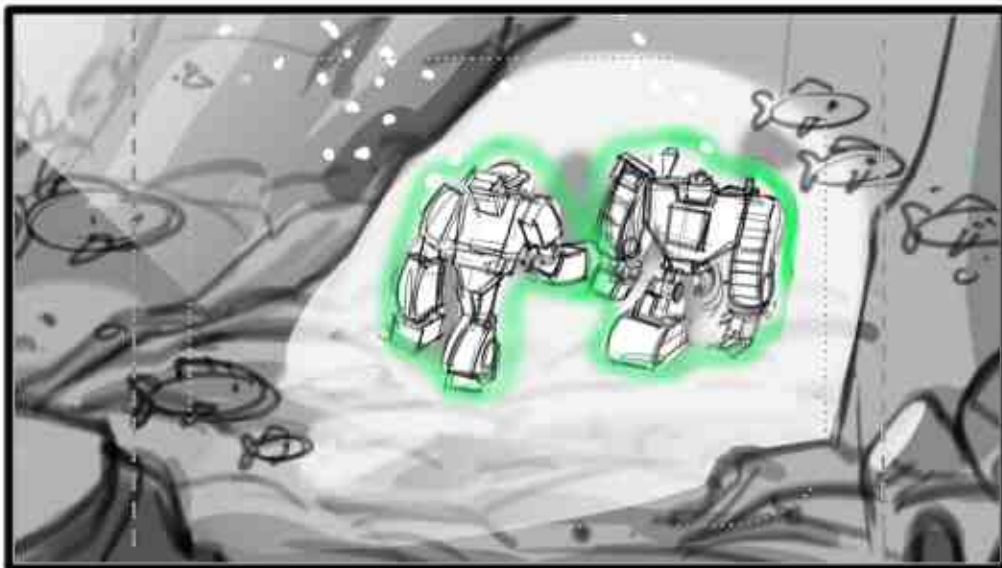
Pnl. C

Bg _____

Sc. (CONTD)

Pnl. D

Bg _____



Action:

EFX: (GLOW, DX SHADOW, BOT-LIT LIGHTBEAM, DX SHADOWS)

Dial:

Slug:

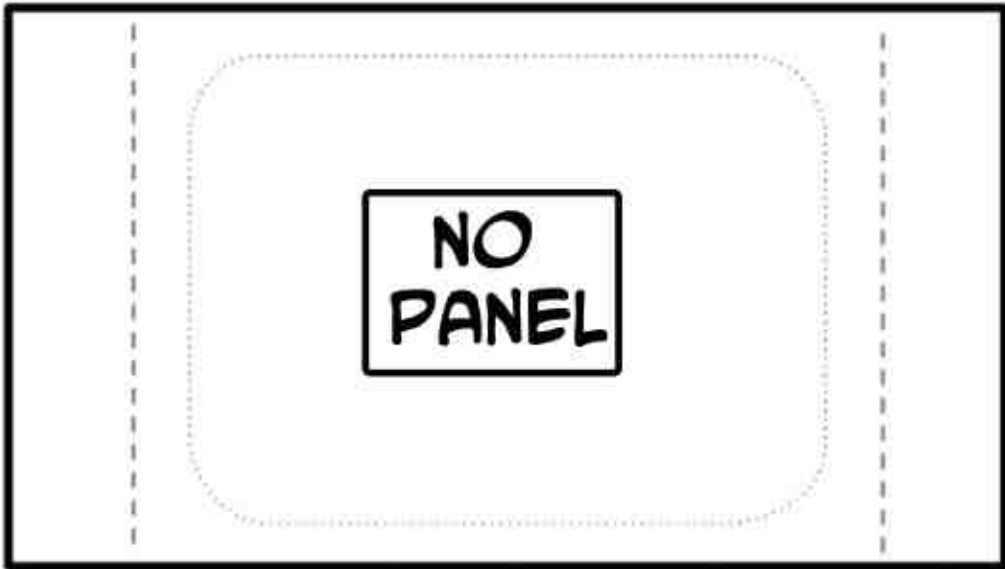
Action:

Dial:





Sc. 36-3 Pnl. E Bg _____ Sc. _____ Pnl. _____ Bg _____



Action:

Dial:

Slug:

Action:

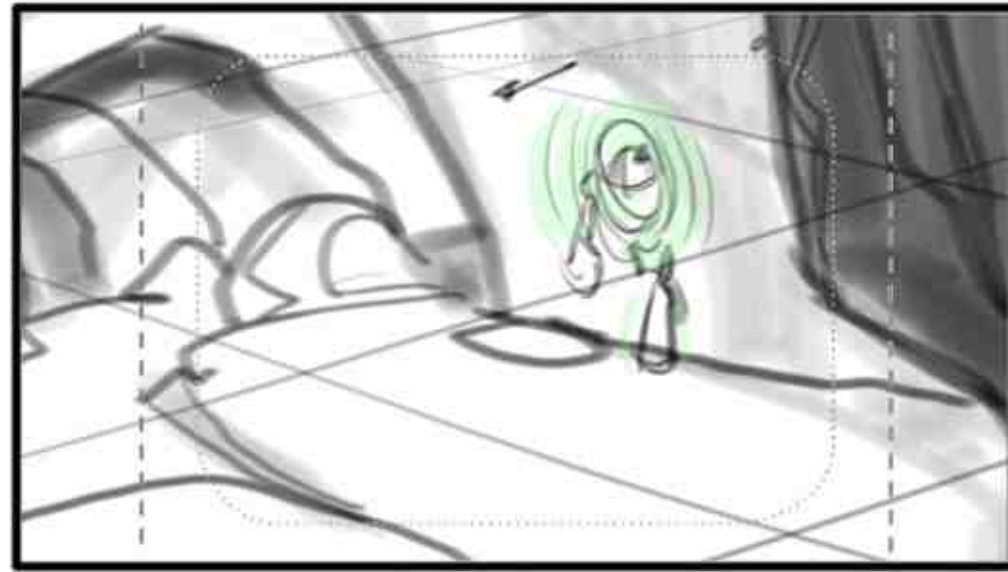
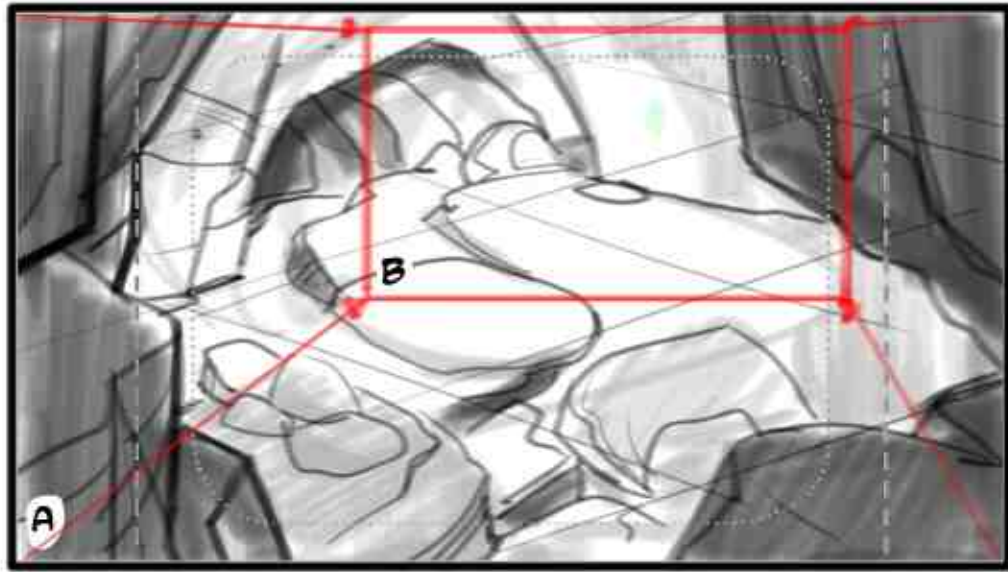
Dial:





Sc. 37-1 Pnl. A Bg _____

Sc. (CONTD) Pnl. B Bg _____



Action:

INT. UNDERGROUND GOLD CAVERN - SOON

TRUCK IN A - B. A GLOWING SPOT FORMS

ON THE WALL.

EFX: (GLOW)

Dial:

Slug:

Action:

BLADE EMERGES FROM THE WALL.

Dial:

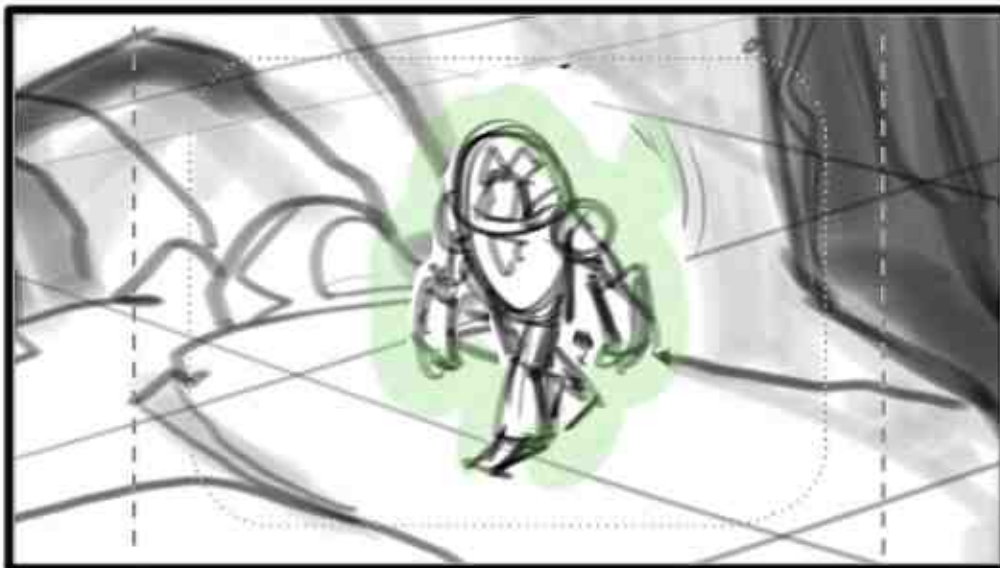




Sc. 37-1

Pnl. c

Bg _____



Action:

BLADES STEPS FORWARD...

EFX: (GLOW)

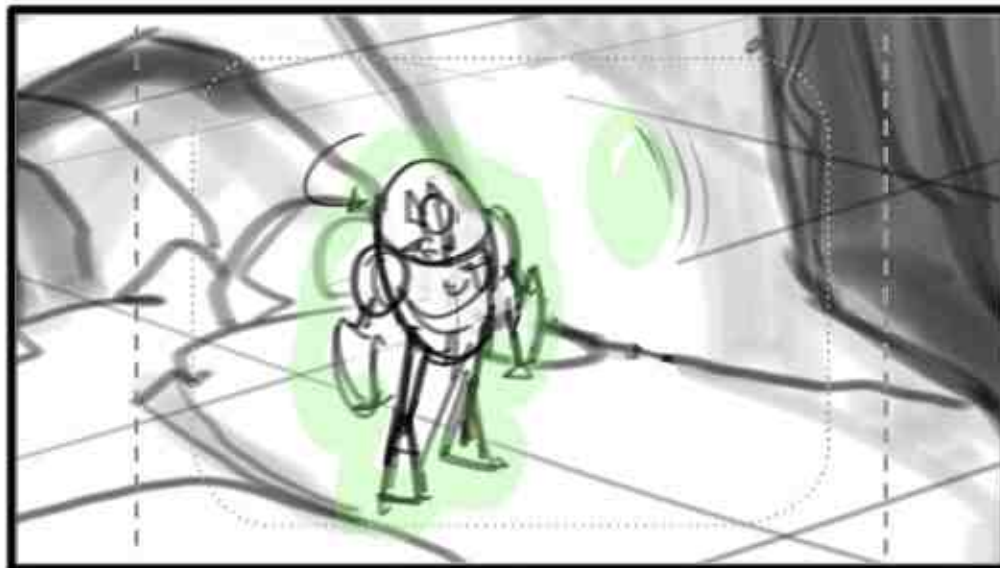
Dial:

Slug:

Sc. (CONTD)

Pnl. d

Bg _____



Action:

HE LOOKS AROUND. ANOTHER GLOWING SPOT
FORMS BEHIND BLADES.

Dial:

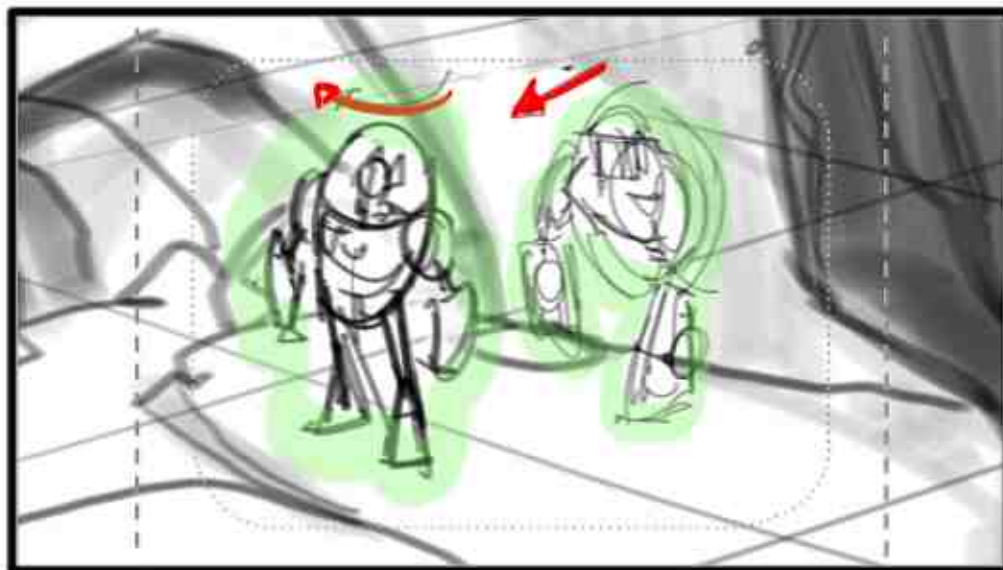




Sc. 37-1

Pnl. E

Bg _____



Action: HEATWAVE IS THE NEXT TO EMERGE.

EFX: (GLOW)

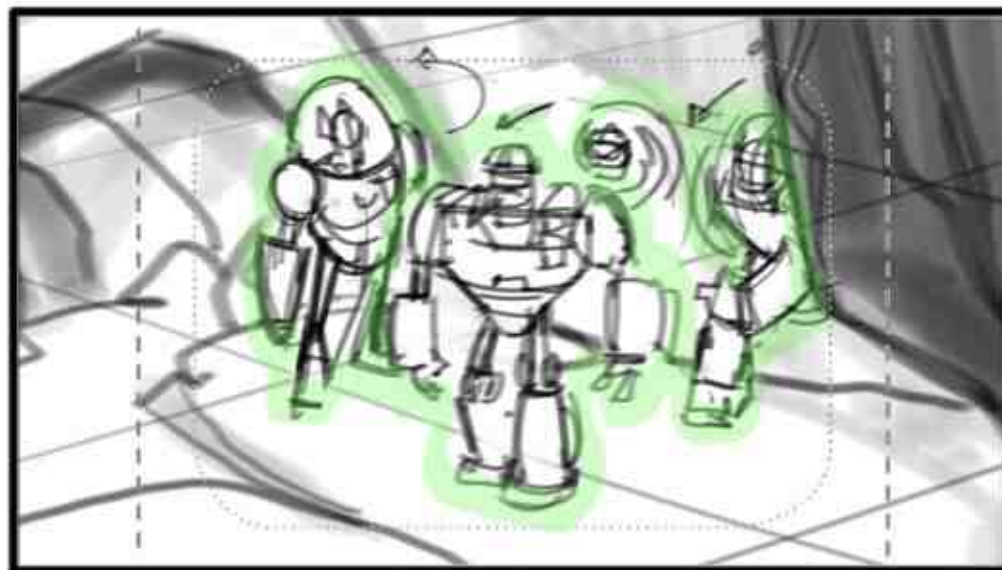
Dial:

Slug:

Sc. (CONTD)

Pnl. F

Bg _____



Action:

Dial:

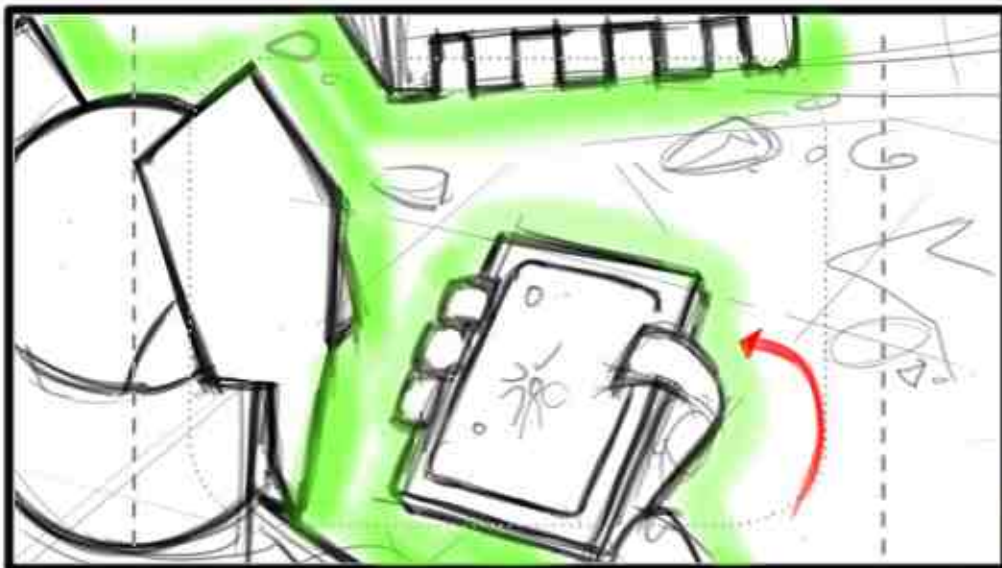




Sc. 37-2

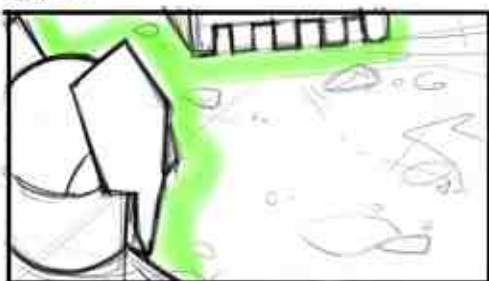
Pnl. B

Bg _____



Action: BLADES CONSULTS HIS TRACKER.

37-2



POSE 1

EFX: (GLOW)

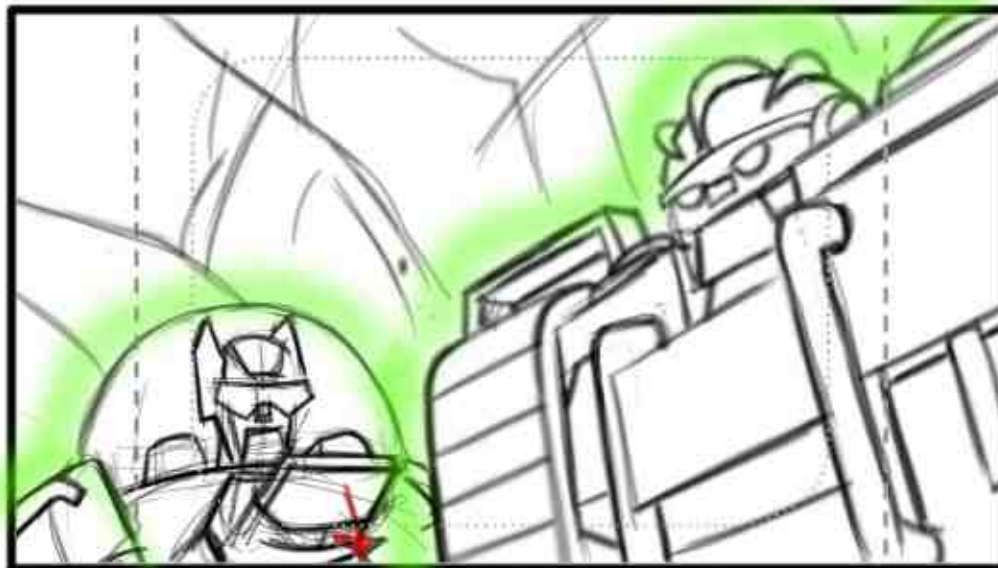
206. BLADES:
ACCORDING TO THE MAP...

Slug:

Sc. 37-3

Pnl. A

Bg _____



Action: ANGLE ON BOULDER. BLADE LOWERS
THE TRACKER.

Dial: 206. BLADES:
...THIS IS WHERE...





Title: DOUBLE VILLAINY EP: 225 SEQ: 37 Page 05

Sc. 37-3

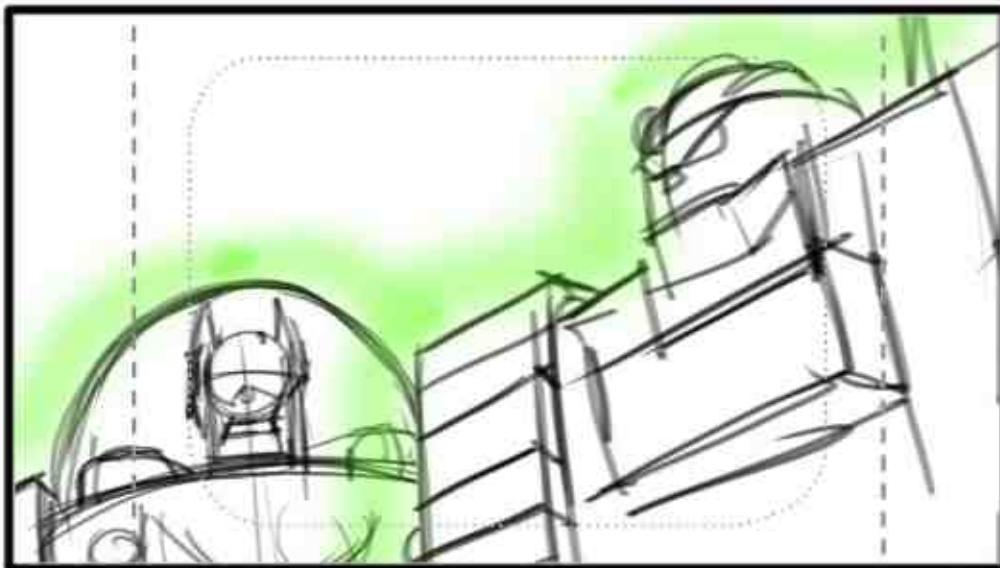
Pnl. B

Bg _____

Sc. (CONTD)

Pnl. C

Bg _____



Action:

EFX: (GLOW)

Dial:

206. BLADES:

...START DIGGING.

Slug:



Action:

ANIMATE WITH ANIMATION AS
BOULDER DEACTIVATES HIS PHASE BIT.

Dial:





Sc. 37-4

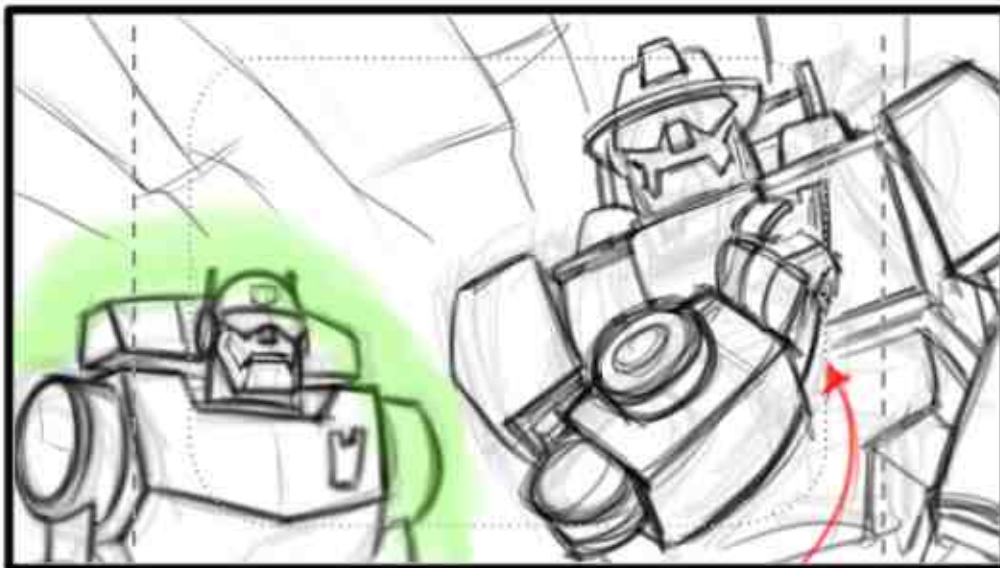
Pnl. A

Bg _____

Sc. (CONTD)

Pnl. B

Bg _____

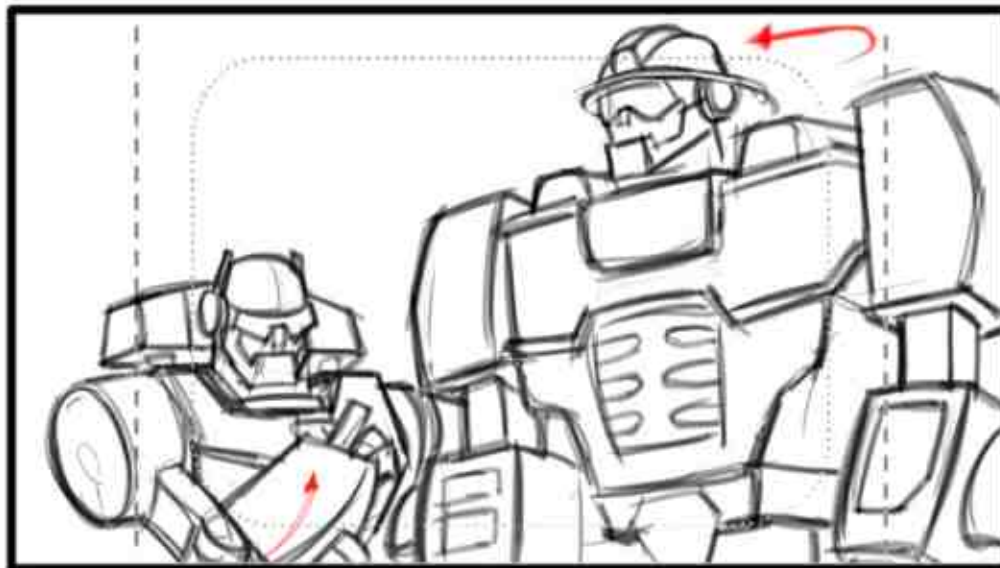


Action:
ANGLE ON CHASE AND HEATWAVE, WHO SWITCHES HIS
PHASE BIT OFF...

EFX: (GLOW)

Dial:

Slug:



Action: ...CHASE FOLLOWS SUIT.

Dial:





Sc. 37-5

Pnl. A

Bg _____



Action:

BLADES WALKS UP TO A CHUCK OF ROCK.

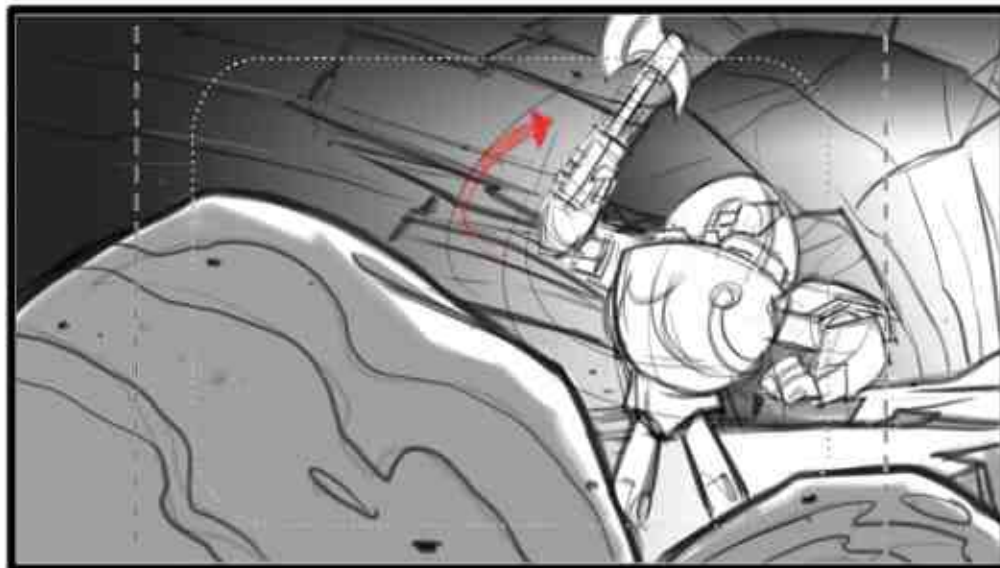
Dial:

Slug:

Sc. (CONTD)

Pnl. B

Bg _____



Action:

HE WINDS UP...

Dial:





Title: DOUBLE VILLAINY EP: 225 SEQ: 37 Page 08

Sc. 37-5

Pnl. c

Bg _____



Action:

HE STRIKES THE ROCK.

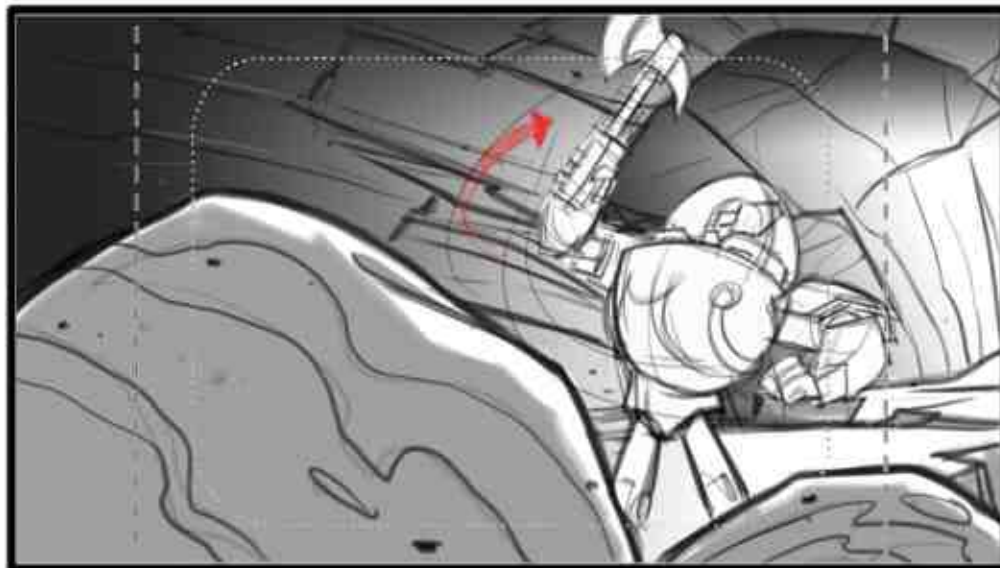
Dial:

Slug:

Sc. (CONTD)

Pnl. d

Bg _____



Action:

THEN HE WINDS UP AGAIN.

Dial:

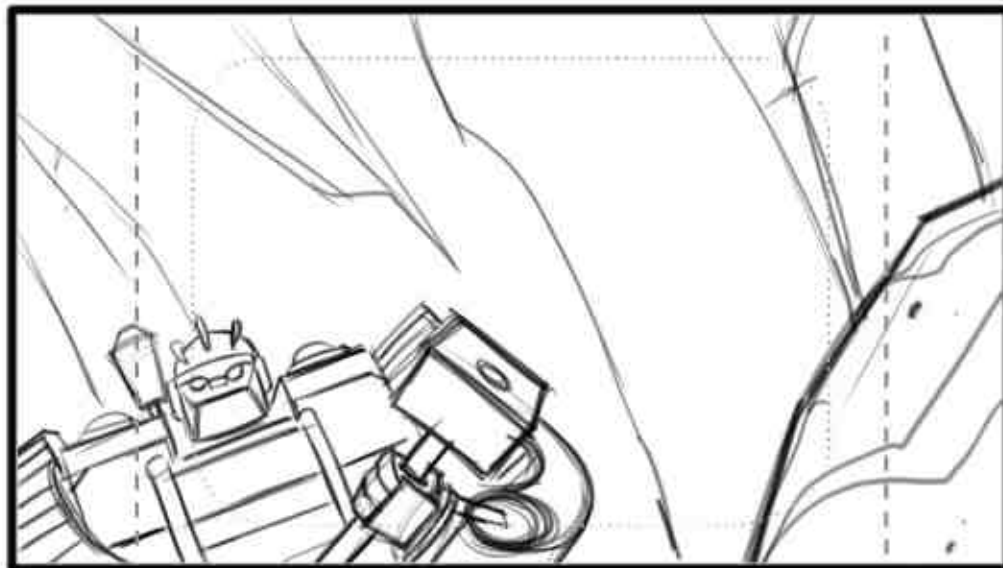




Sc. 37-6

Pnl. A

Bg _____



Action: ANOTHER ANGLE ONON THE GOLD CAVERN.
BOULDER IS HOLDING A POWER MALLET.

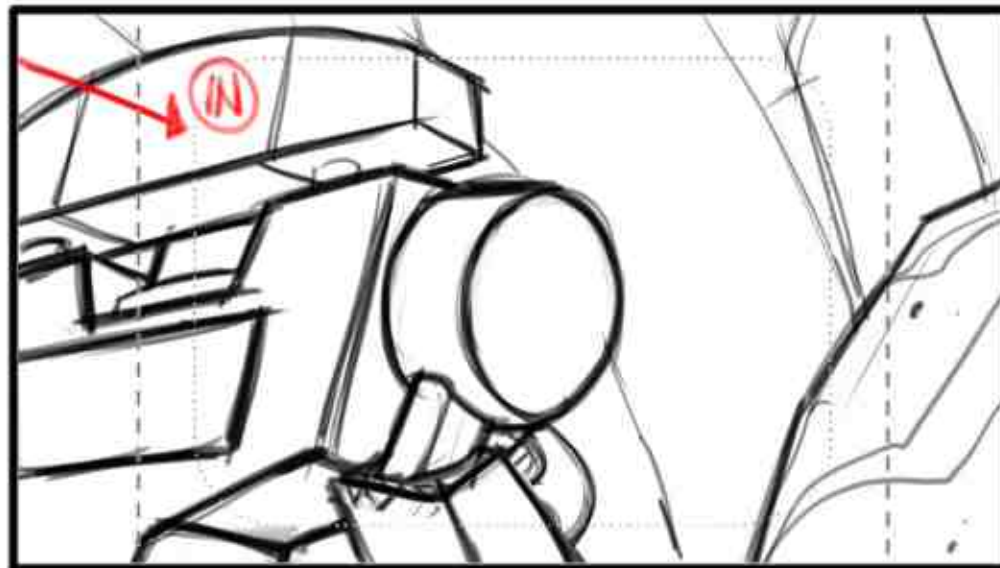
Dial:

Slug:

Sc. (CONTD)

Pnl. B

Bg _____



Action: CHASE STEPS PAST CAMERA TOWARDS THE WALL.

Dial:



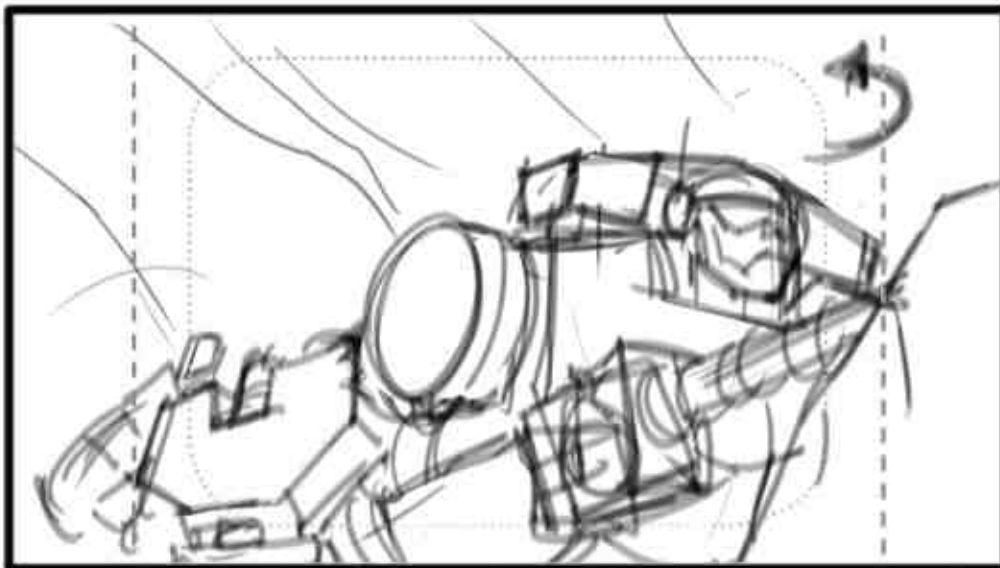


Title: DOUBLE VILLAINY EP: 225 SEQ: 37 Page 10

Sc. 37-6

Pnl. c

Bg _____



Action:

CHASE TURNS AND STARTS TO WORKING.

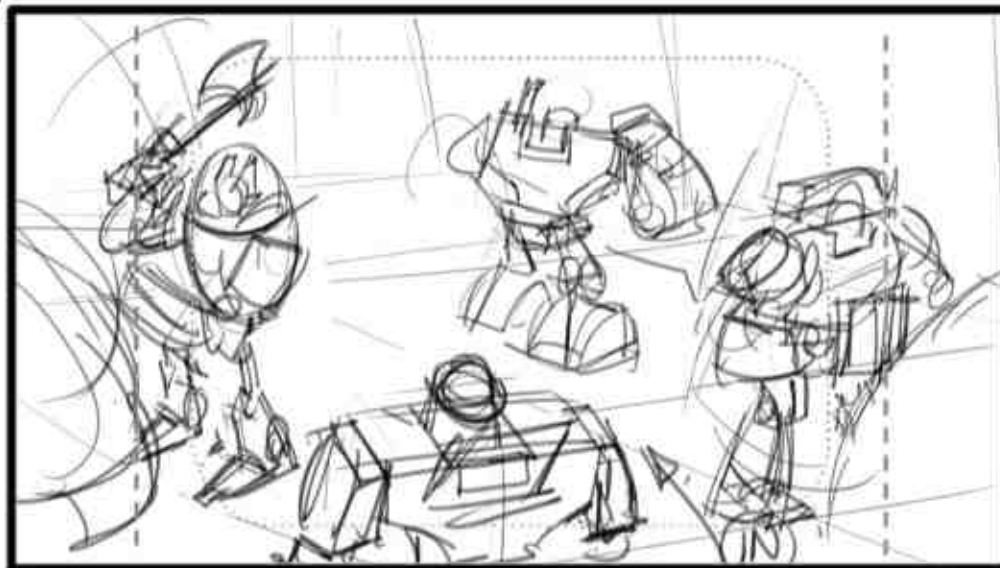
Dial:

Slug:

Sc. 37-7

Pnl. A

Bg _____



Action:

WIDE ON THE CAVERN. THE BTS GET TO WORK.
HEATWAVE ENTERS INTO SCENE.

Dial: 207. HEATWAVE:

BLADES.





Sc. 37-8

Pnl. _____

Bg _____



Action:

CLOSE ON HEATWAVE.

Dial:

207. HEATWAVE:

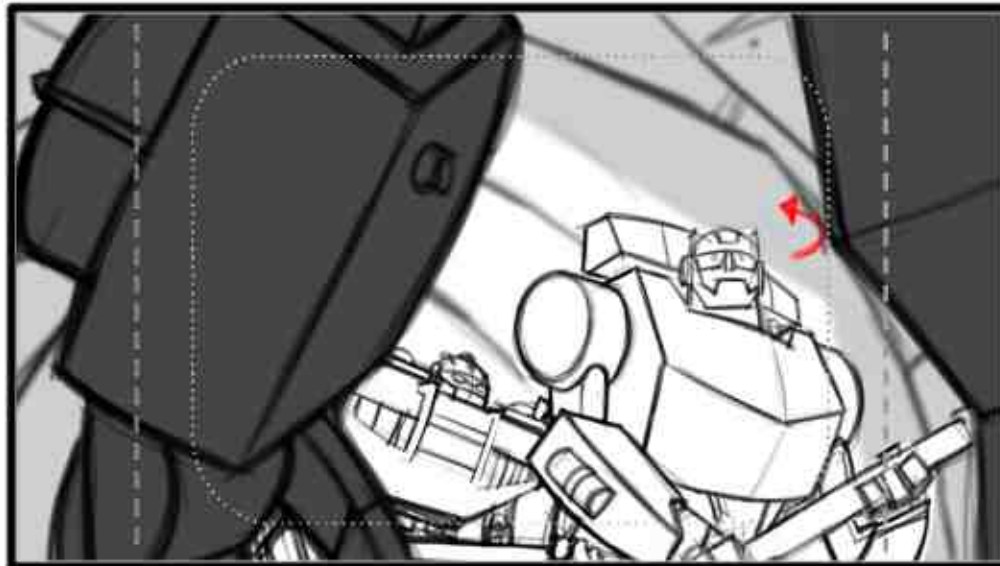
DON'T YOU THINK IT'S A LITTLE STRANGE
THAT OUR FIRST MISSION...

Slug:

Sc. 37-9

Pnl. A

Bg _____



Action:

ANGLE ON CHASE AND BOULDER

Dial:

207. HEATWAVE:

...ON A NEW PLANET IS MINING?

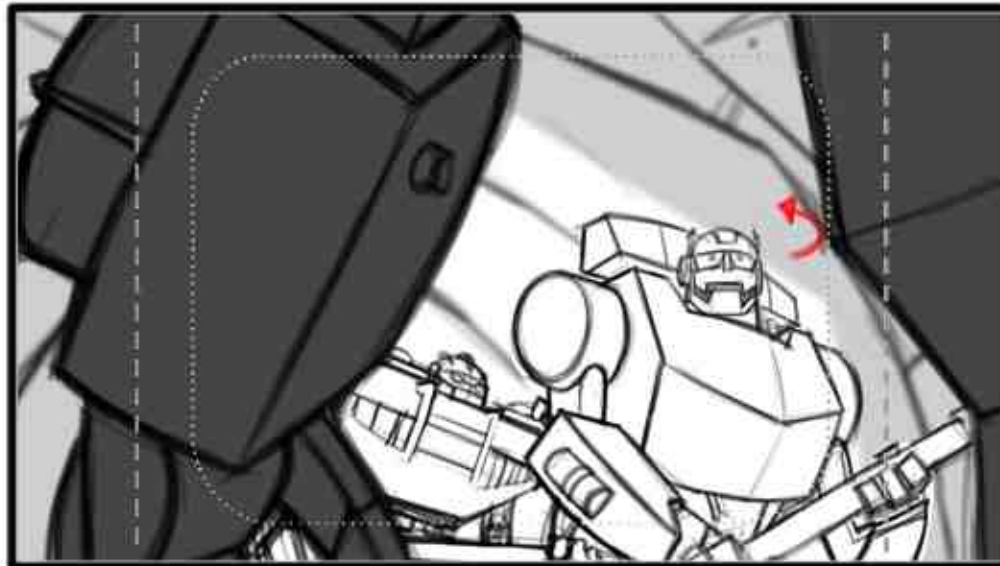




Sc. 37-9

Pnl. B

Bg _____



Action:

Dial:

208.CHASE:

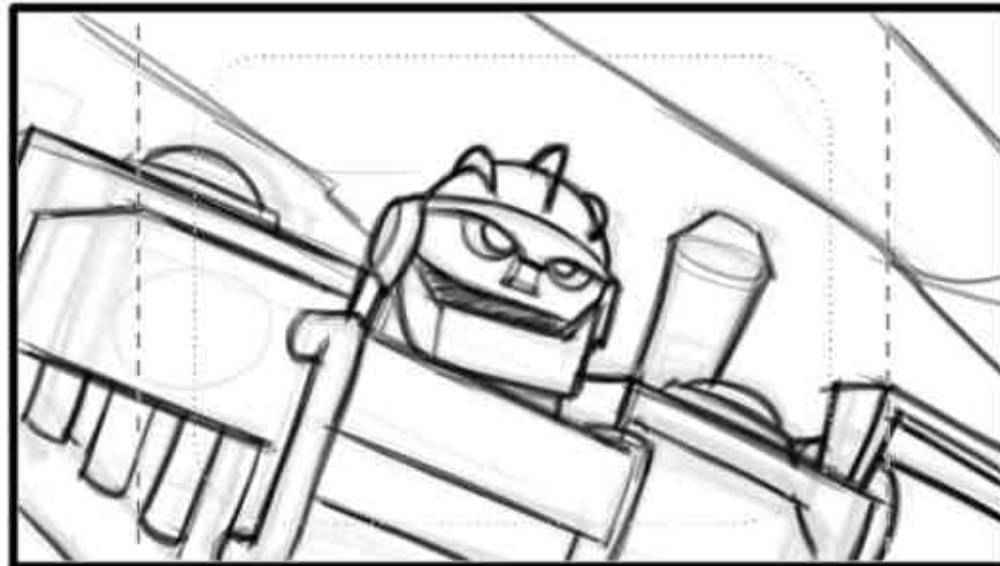
PERHAPS GOLD IS LIKE ENERGON TO THE HUMANS
...THE LIFEBLOOD AND SOURCE OF ENERGY.

Slug:

Sc. 37-10

Pnl. A

Bg _____



Action:

CLOSE ON BOULDER.

Dial:

209. BOULDER:

I ANALYZED MOROCCO. HE HAS ONLY TRACES
OF GOLD IN HIS SYSTEM.

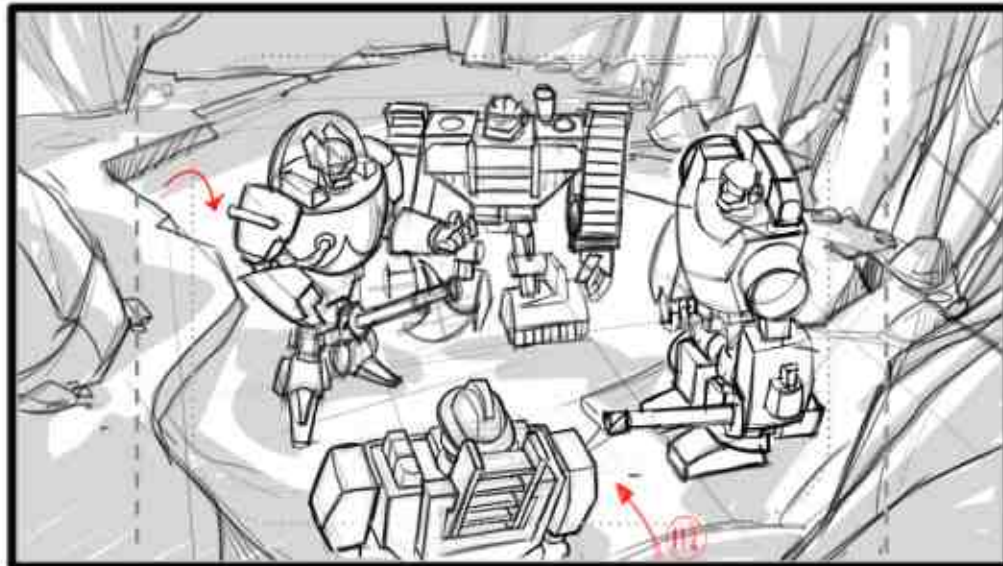




Sc. 37-12

Pnl. A

Bg _____



Action:

WIDE ON THE BOTS. BLADES TURNS TO THE REST OF THEM.
HEATWAVE STEPS CLOSER.

Dial: 210. BLADES:

LOOK, IT DOESN'T MATTER WHY WE'RE DOING THIS.
IT'S WHAT OPTIMUS PRIME ORDERED!

Slug:

Sc. 37-13

Pnl. A

Bg _____



Action:

CLOSE ON HEATWAVE.

Dial: 211. HEATWAVE:

HOW DO YOU KNOW? DID YOU ACTUALLY SPEAK TO HIM?





Title: DOUBLE VILLAINY EP: 225 SEQ: 37 Page 14

Sc. 37-14 Pnl. A Bg _____ Sc. (CONTD) Pnl. B Bg _____



Action:

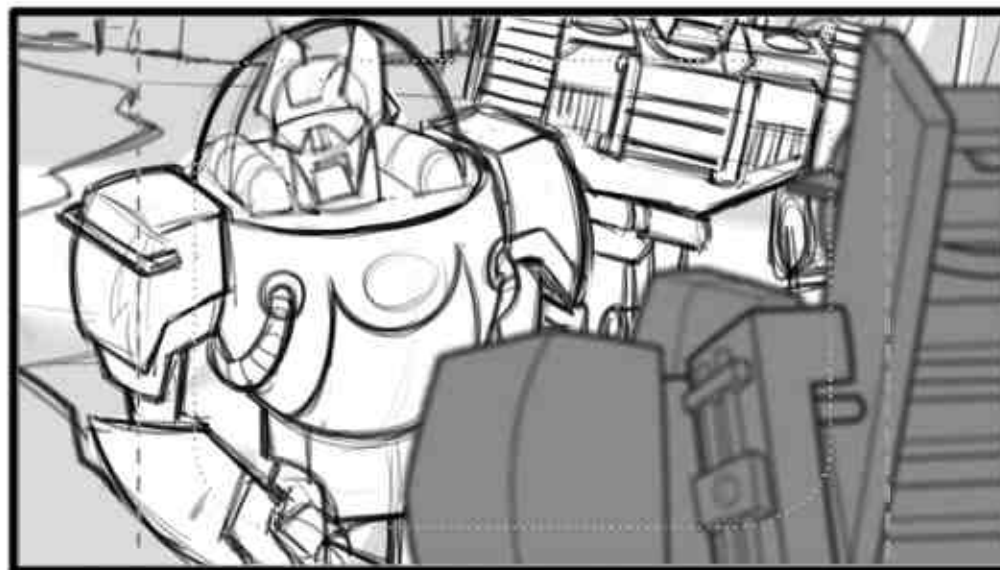
OTS HEATWAVE, ANGLE ON BLADES.

Dial:

212. BLADES:

WELL, NO BUT...

Slug:



Action:

Dial:

212. BLADES:

I THINK WE CAN TRUST DOCTOR MOROCCO.





Sc. 37-14

Pnl. c

Bg _____



Action:

Dial: 212. BLADES:

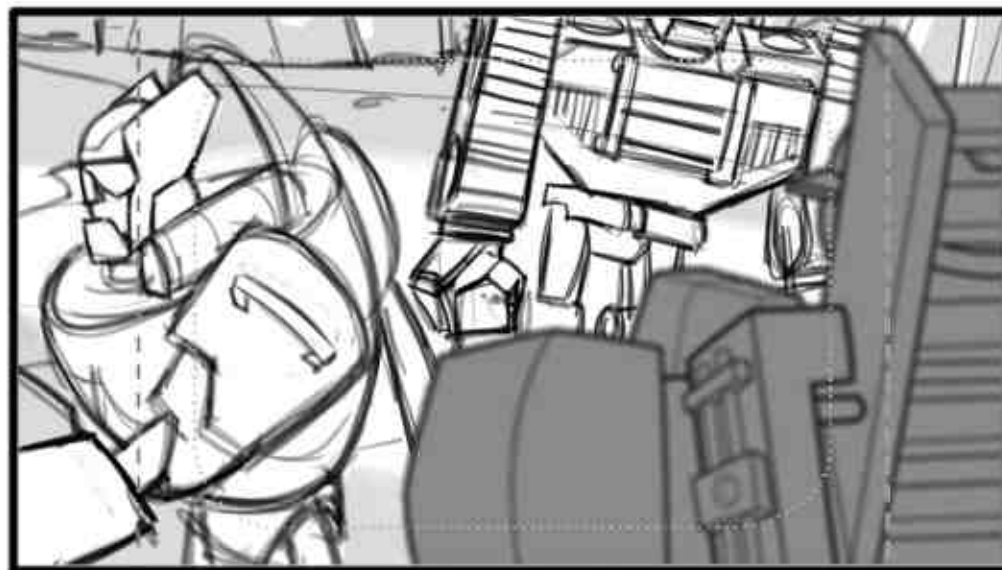
HELLO! HE'S A DOCTOR!

Slug:

Sc. (CONTD)

Pnl. d

Bg _____



Action:

BLADES TURNS TO REACHES OFF STAGE.

Dial:

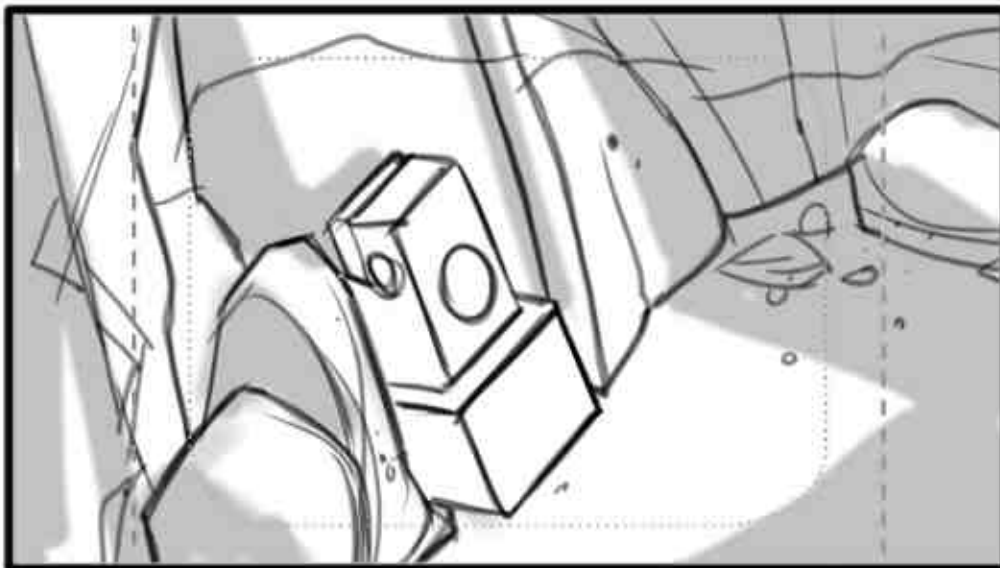




Sc. 37-15

Pnl. A

Bg _____



Action:

ANGLE ON A POWER HAMMER LEANING UP AGAINST
THE STONE WALL.

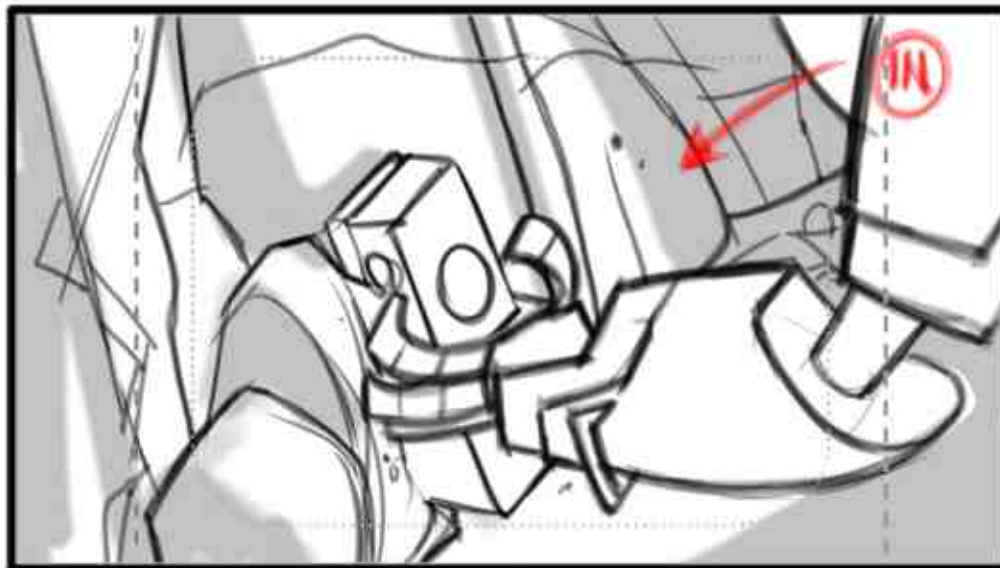
Dial:

Slug:

Sc. (CONT'D)

Pnl. B

Bg _____



Action:

BLADES REACHES IN AND GRABS IT.

Dial:

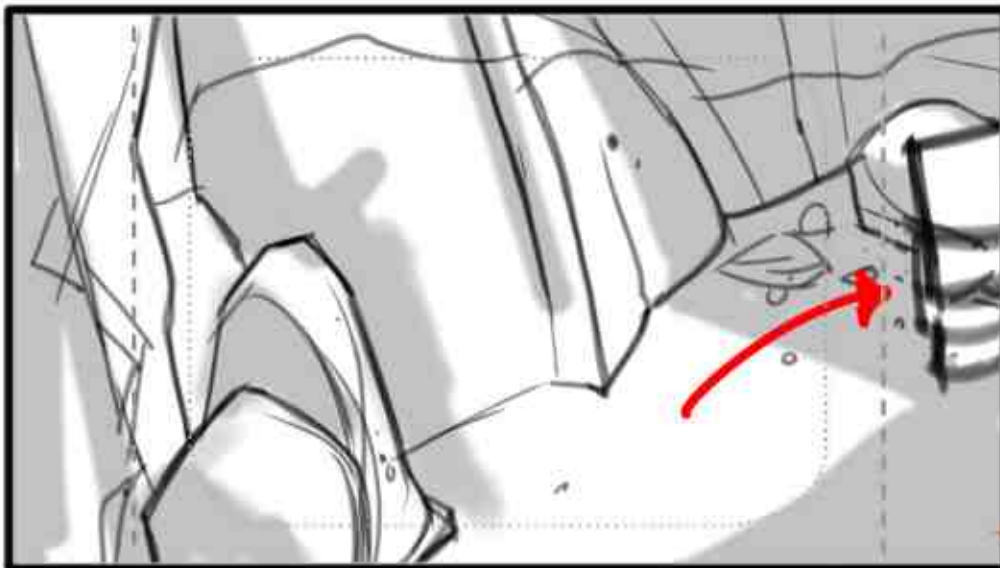




Sc. 37-15

Pnl. c

Bg _____



Action:

BLADES LIFTS THE POWER HAMMER UP AND OUT.

Dial:

Slug:

Sc. 37-16

Pnl. A

Bg _____



Action:

WIDER ON BLADES, OTS HEATWAVE.

Dial:





Sc. 37-16

Pnl. B

Bg _____



Action:

Dial:

213. BLADES:

NOW LET'S GET GOING ALREADY!

Slug:

Sc. (CONTD)

Pnl. C

Bg _____



Action:

SHIFT WITH ANIMATION AS BLADES MOVES
TOWARDS THE CAVERN WALLS.

Dial:





Sc. 37-17

Pnl. A

Bg _____



Action:

BLADES SETTLES IN FRONT OF A LARGE VEIN OF GOLD.

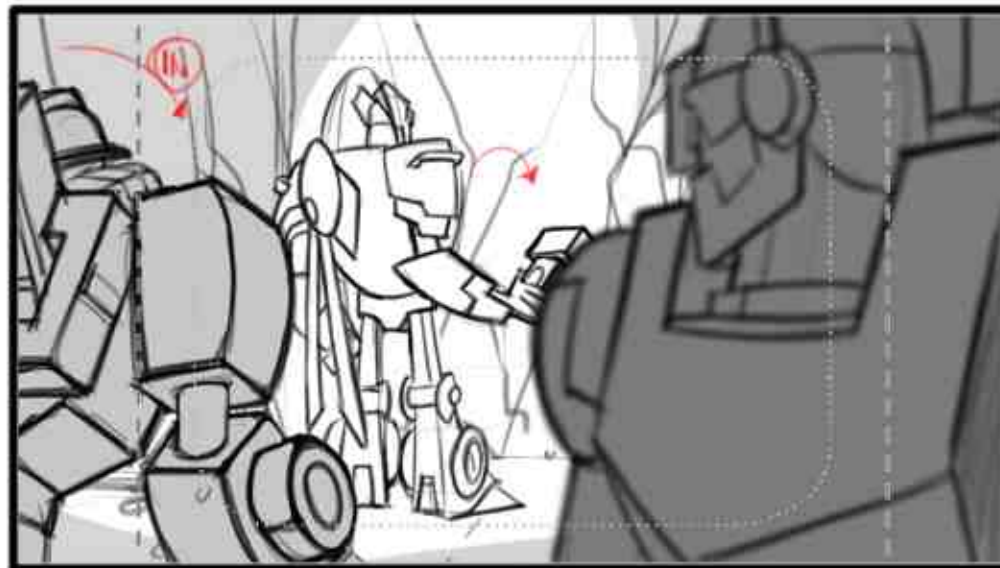
Dial:

Slug:

Sc. (CONTD)

Pnl. B

Bg _____



Action:

HEATWAVE STEPS INTO SCENE, AS BLADE ACTIVATES
THE JACKHAMMER POWER UP.

Dial:

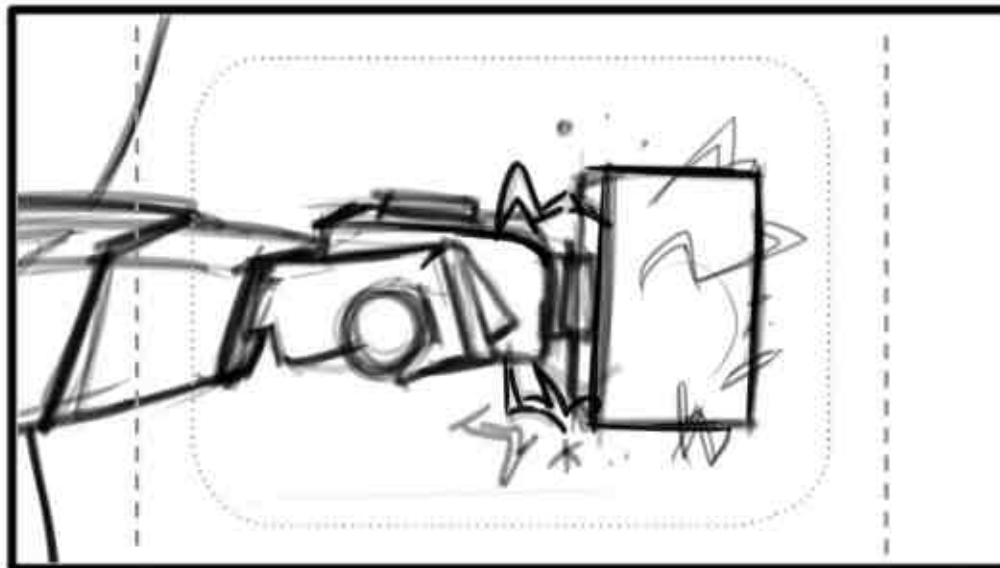




Sc. 37-18

Pnl. A

Bg _____



Action:

CLOSE ON THE POWER UP JACKHAMMER.

EFX: (SPARKS)

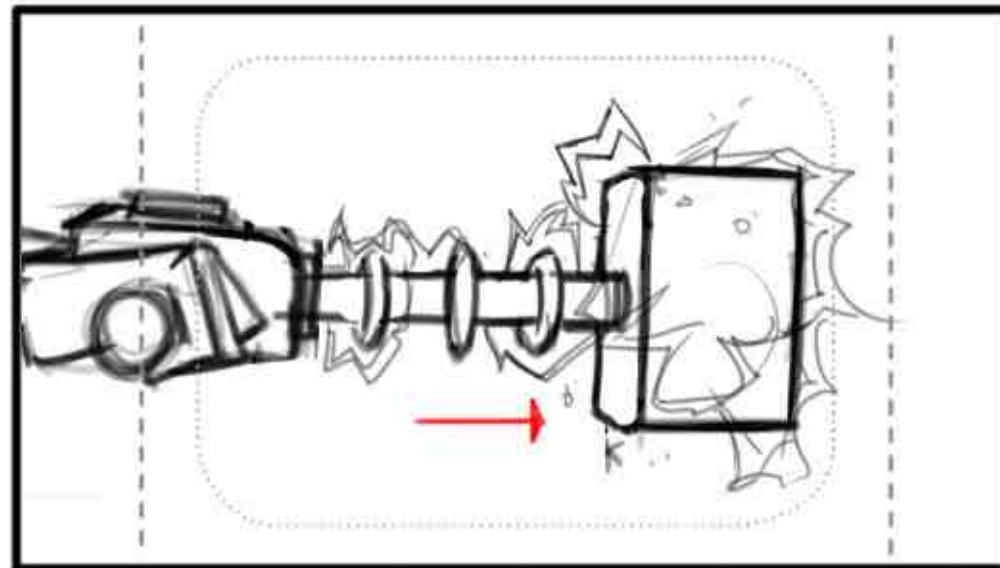
Dial:

Slug:

Sc. (CONTD)

Pnl. B

Bg _____



Action:

SHIFT W/ANIM AS IT EXTENDS.

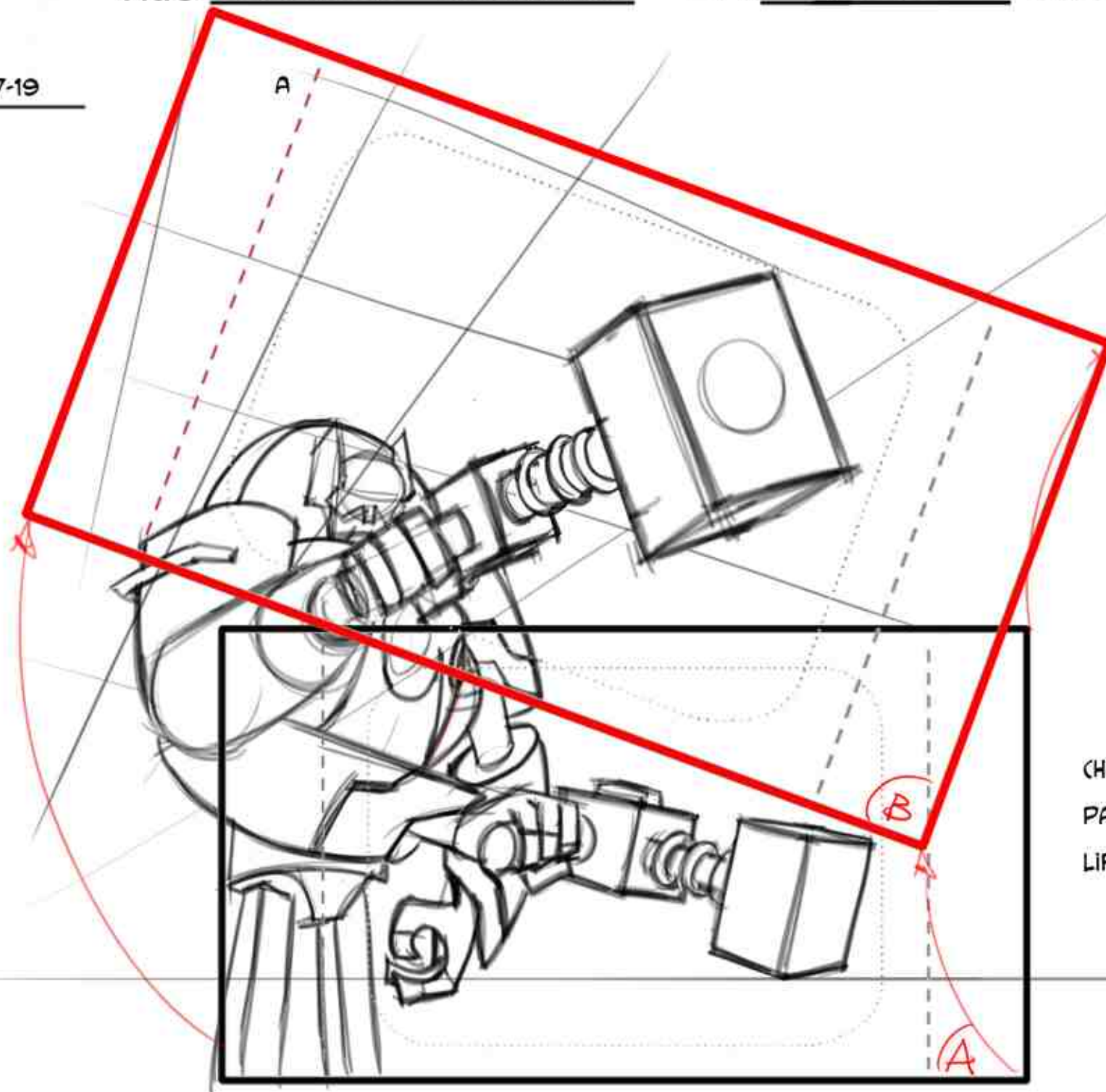
Dial:





Sc. 37-19

HU



(HOOK UP)

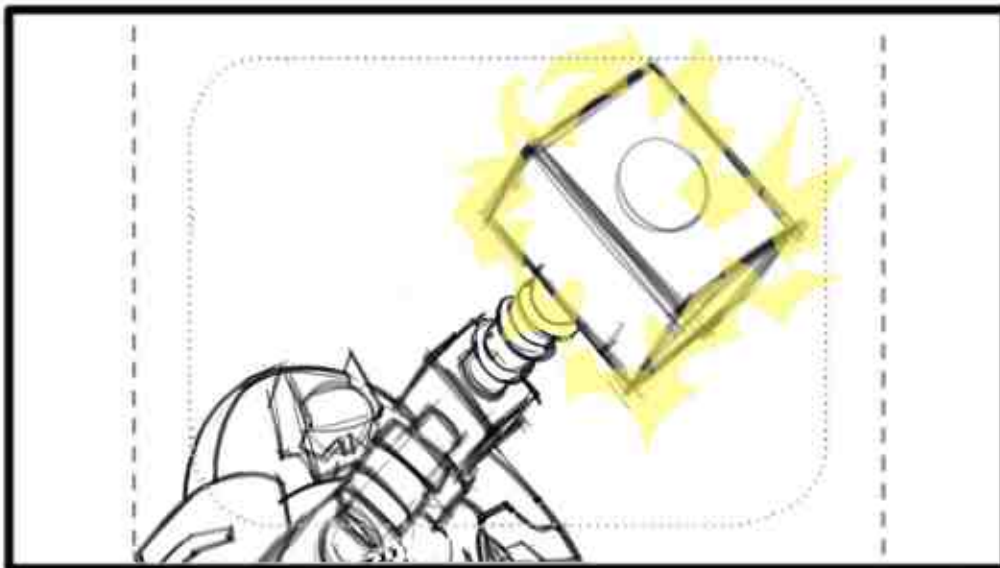
PAN AND ROTATE OUT A - B AS BLADES
LIFTS THE HAMMER TO STRIKE



Sc. 37-19

Pnl. B

Bg _____



Action:

THE JACK HAMMER POWER UP GLOWS.

EFX: (GLOW)

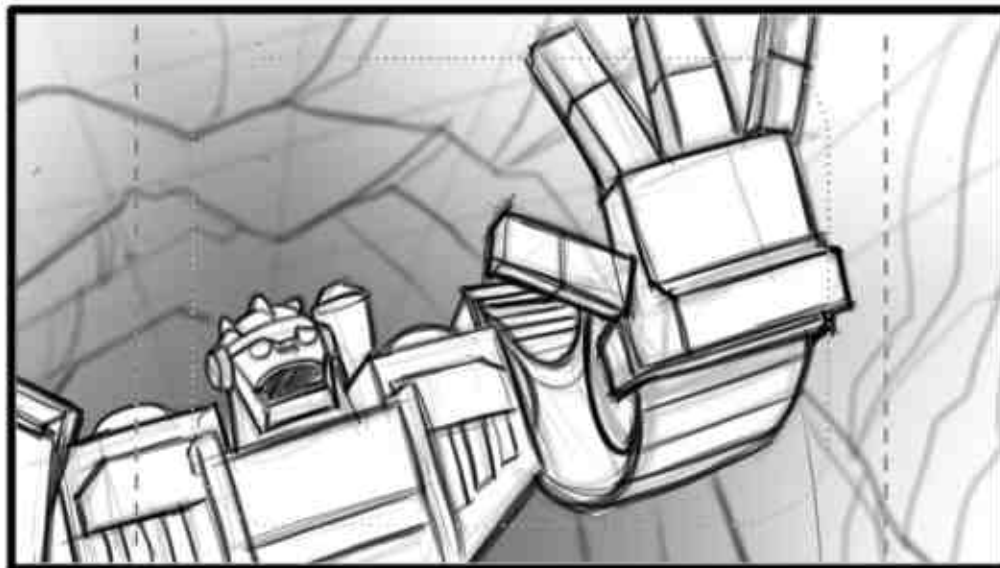
Dial:

Slug:

Sc. 37-20

Pnl. A

Bg _____



Action:

ANGLE ON BOULDER, HE SHOUTS OUT.

Dial:

214. BOULDER:

WAIT BLADES!





Sc. 37-20

Pnl. B

Bg _____



Action:

THE JACK HAMMER POWER UP GLOWS.

EFX: (GLOW)

Dial:

214. BOULDER:

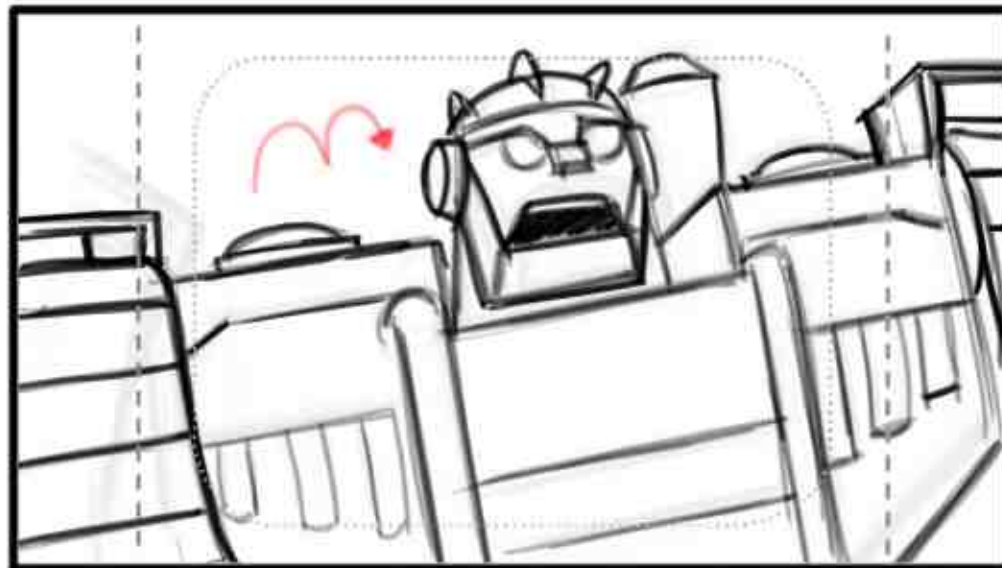
I'M DETECTING THE PRESENCE OF METHANE
IN THIS CHAMBER.

Slug:

Sc. (CONTD)

Pnl. c

Bg _____



Action:

ANGLE ON BOULDER, HE SHOUTS OUT.

Dial:

214. BOULDER:

ONE SPARK COULD CAUSE AN EXPLOSION.



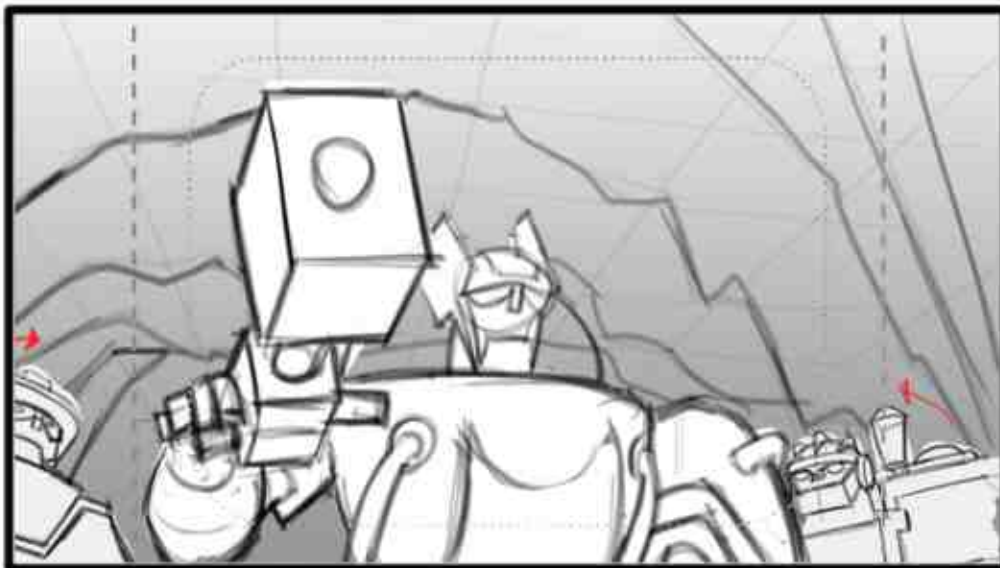


Title: DOUBLE VILLAINY EP: 225 SEQ: 37 Page 24

Sc. 37-21

Pnl. A

Bg _____



Action:

ANGLE ON BLADES...HE HESITATES.

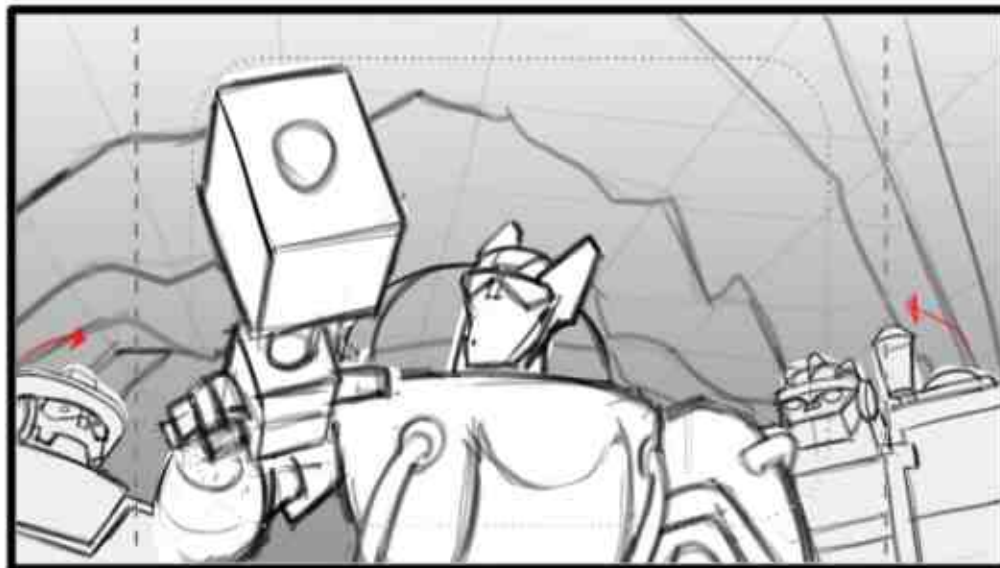
Dial:

Slug:

Sc. (CONTD)

Pnl. B

Bg _____



Action:

HE LOOKS AT THE JACK HAMMER POWER UP. HEATWAVE
AND BOULDER STEP UP BEHIND HIM.

Dial:





Sc. 37-21

Pnl. C

Bg _____



Action:

BLADES LOWERS THE HAMMER.

Dial:

215. BLADES:

WELL... I GUESS WE CAN STILL FOLLOW

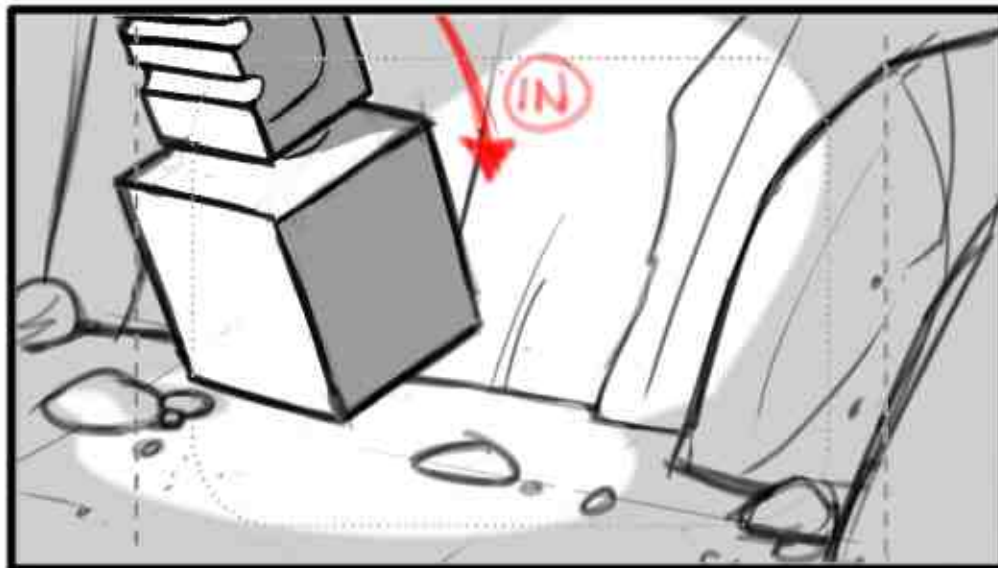
ORDERS CAREFULLY.

Slug:

Sc. 37-22

Pnl. A

Bg _____



Action:

ANGLE ON CAVERN FLOOR. BLADES PLACES THE HAMMER DOWN.

Dial:





Sc. 37-22

Pnl. B

Bg _____



Action:

Dial:

Slug:

Sc. (CONTD)

Pnl. c

Bg _____



Action:

Dial:

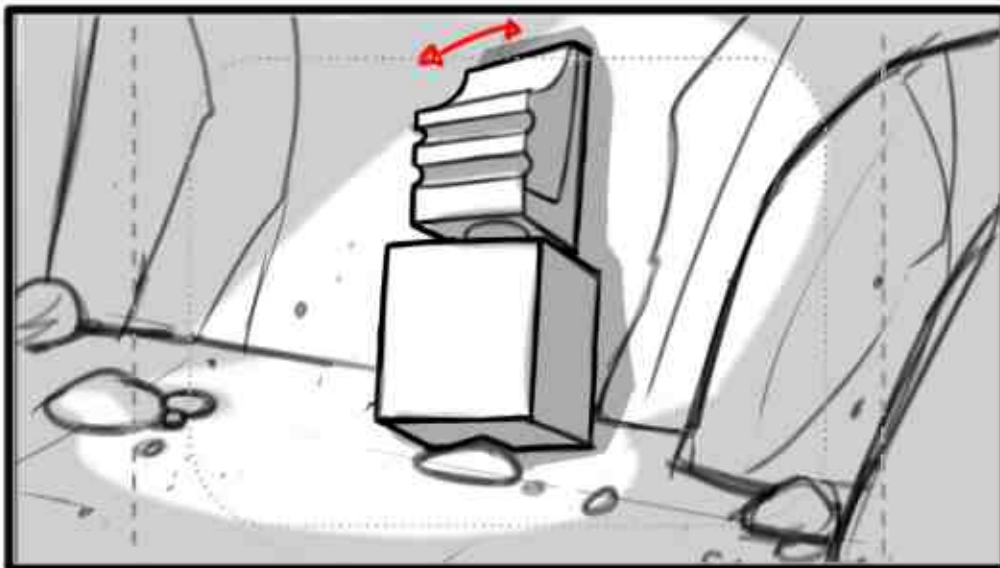




Sc. 37-22

Pnl. D

Bg _____



Action:

THE HAMMER STARTS TO WOBBLE .

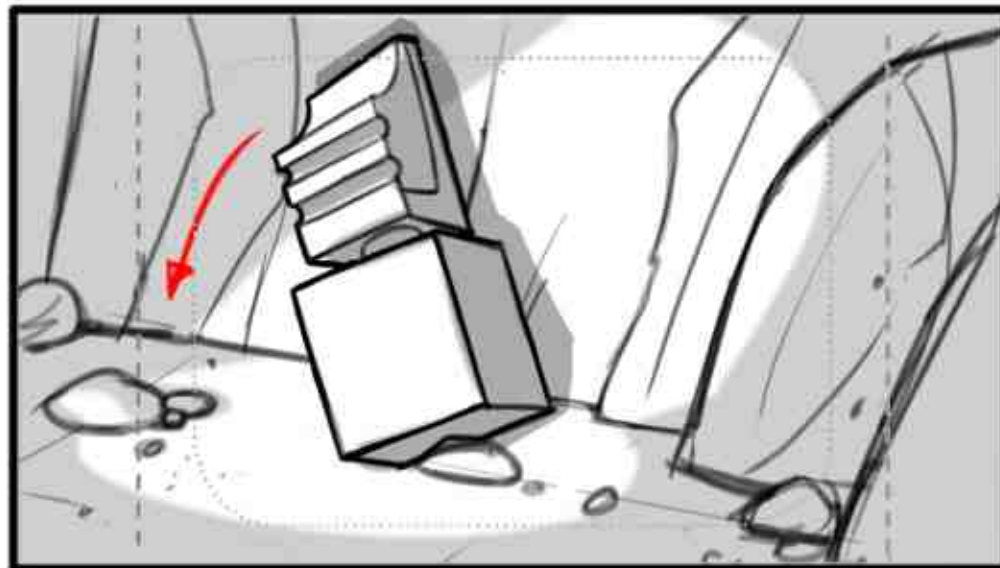
Dial:

Slug:

Sc. (CONTD)

Pnl. E

Bg _____



Action:

Dial:





Sc. 37-23

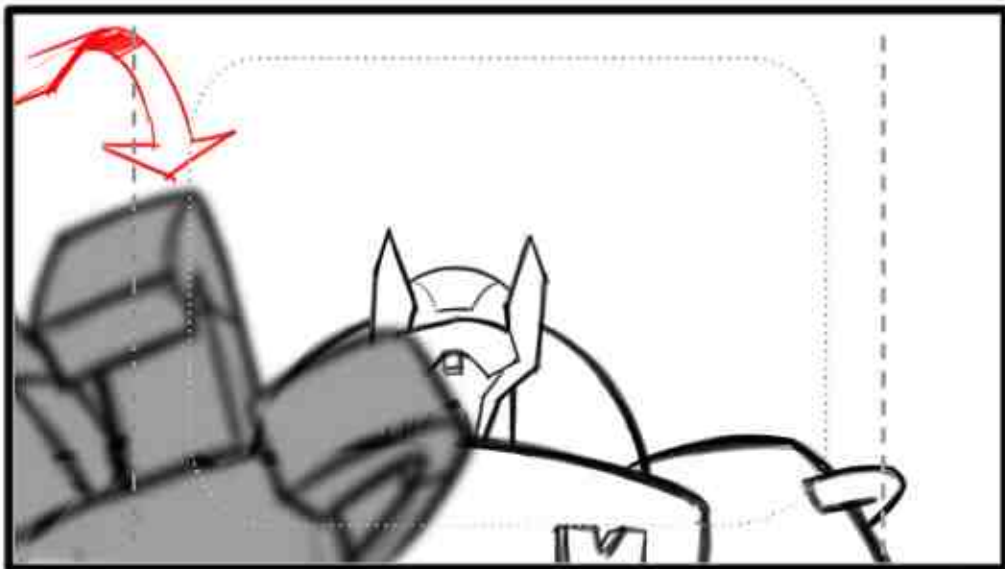
Pnl. A

Bg _____

Sc. (CONTD)

Pnl. B

Bg _____

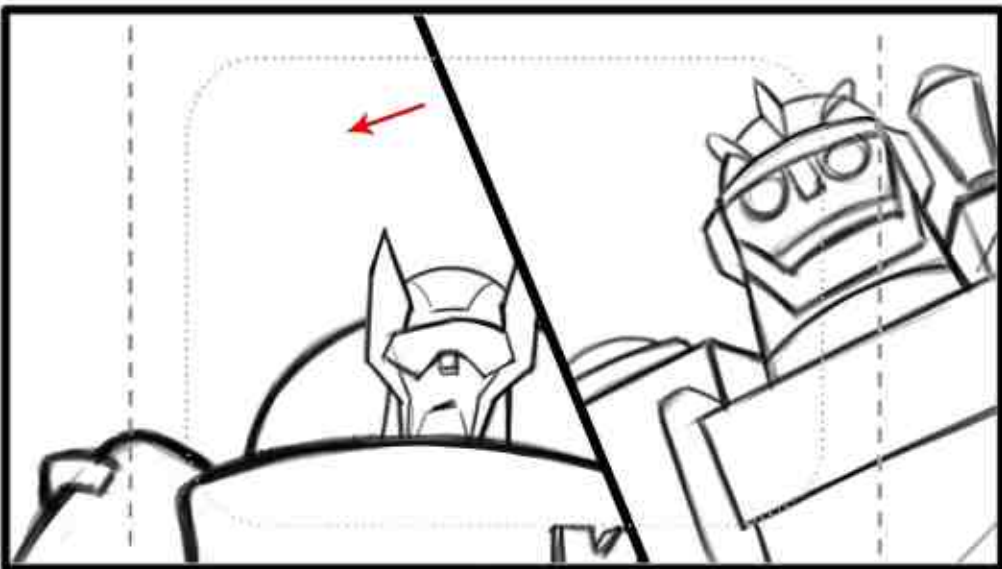


Action:

ANGLE ON BLADES STRAIGHTENING UP.

Dial:

Slug:



Action:

BOULDER CARD SLIDES IN.

Dial:

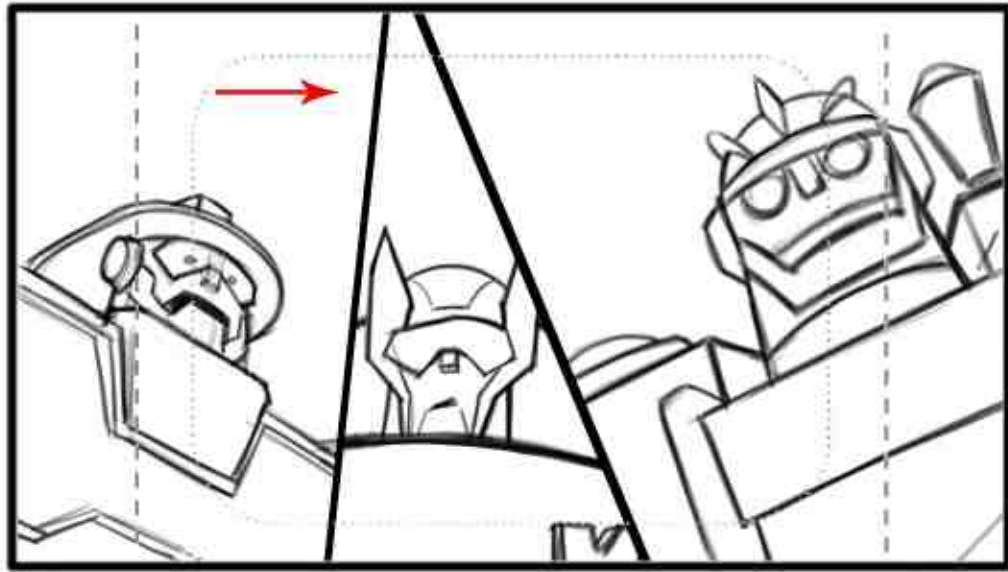




Sc. 37-23

Pnl. c

Bg _____



Action:

HEATWAVE SLIDES IN.

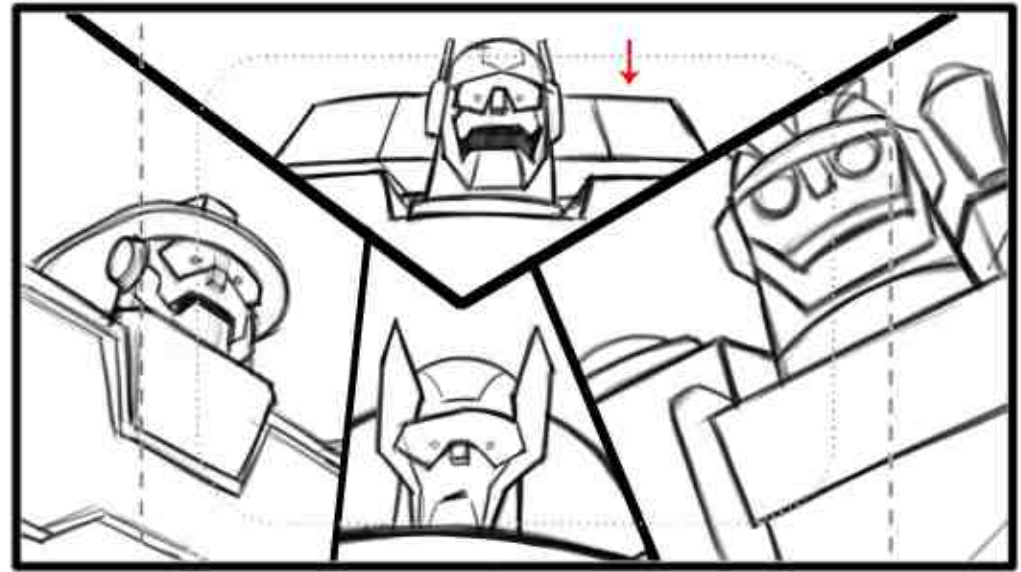
Dial:

Slug:

Sc. (CONTD)

Pnl. d

Bg _____



Action:

FINALLY CHASE SLIDES IN.

Dial:





Sc. 37-24

Pnl. A

Bg _____

Sc. (CONTD)

Pnl. B

Bg _____

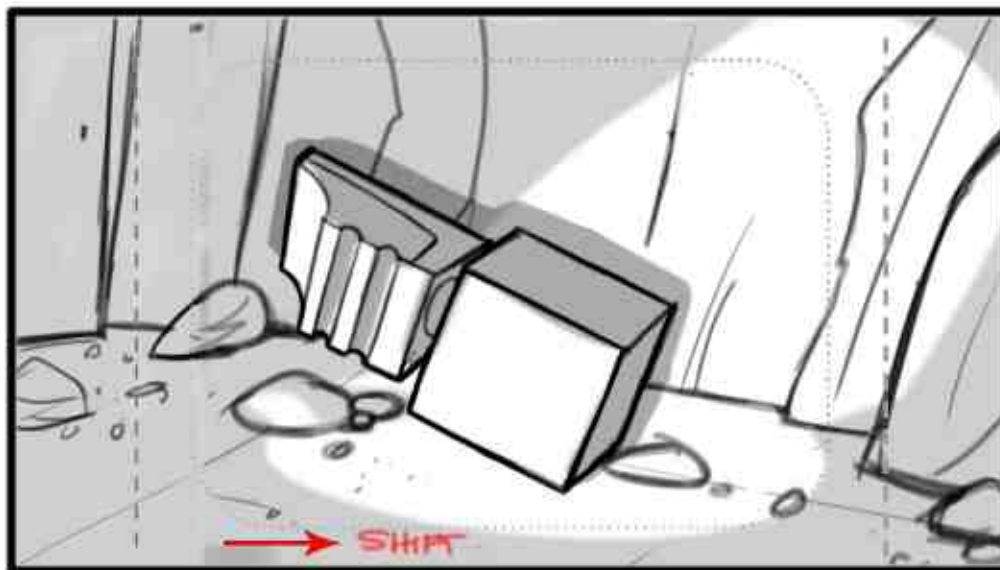


Action:

BACK ON THE HAMMER IT'S
ON IT'S WAY DOWN.

Dial:

Slug:



Action:

SHIFT WITH ANIMATION .

Dial:





Sc. 37-25

Pnl. A

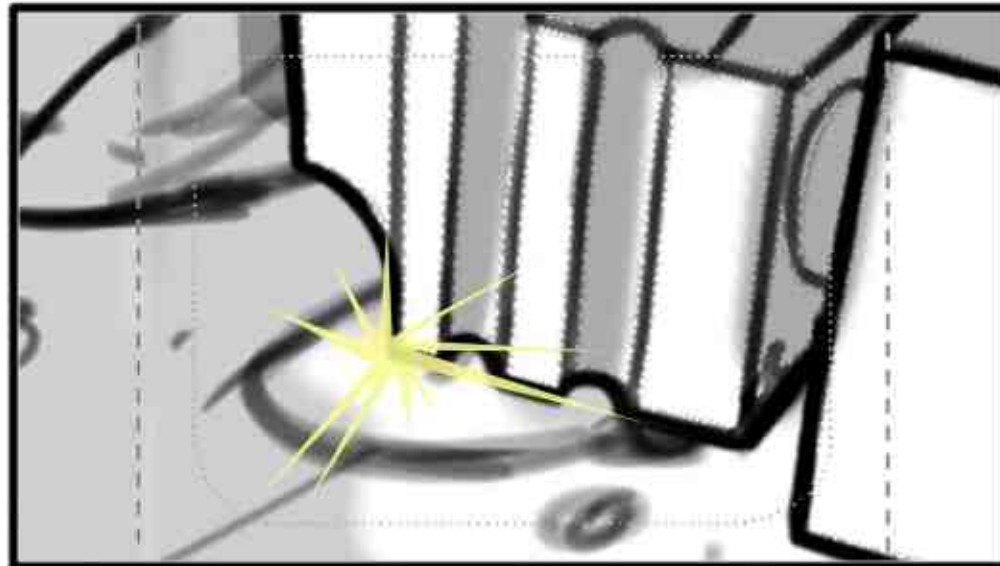
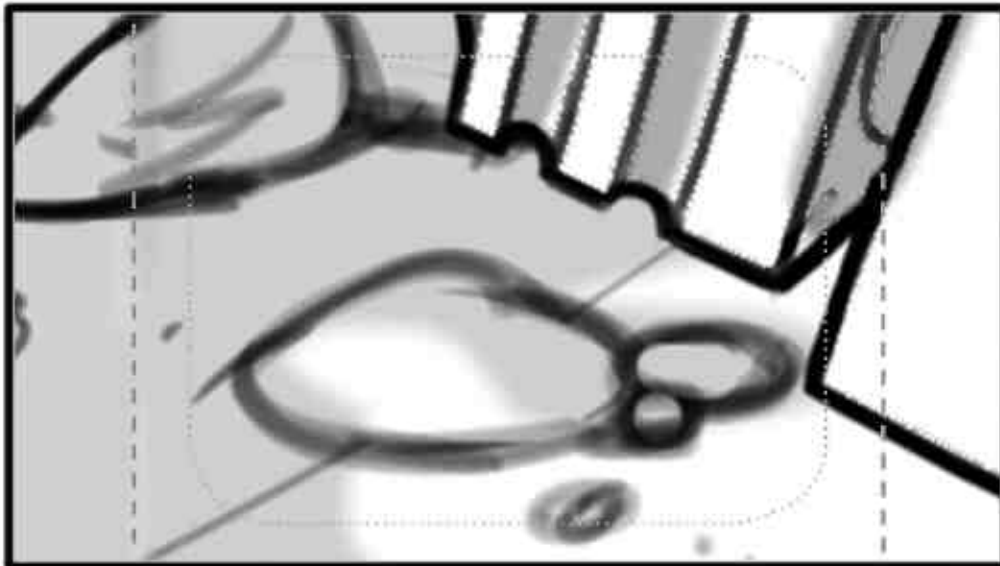
Bg _____

Sc. (CONTD)

Pnl. B

Bg _____

HLU



Action: CLOSER ON THE FALLING HAMMER..

Dial:

Slug:

Action: ...IT STRIKES A ROCK, CAUSING A SPARK!

EFX: (SPARK)

Dial:





Sc. 37-26

Pnl. A

Bg _____

Sc. (CONTD)

Pnl. B

Bg _____



Action:

WIDE ON THE CHAMBER, THE METHANE FLASHES.

EFX: (FLASH/EXPLOSION)

Dial:

Slug:



(CAMERA SHAKE)

Action:

...AND EXPLODES!

"BOOM"

Dial:





Sc. 38-1

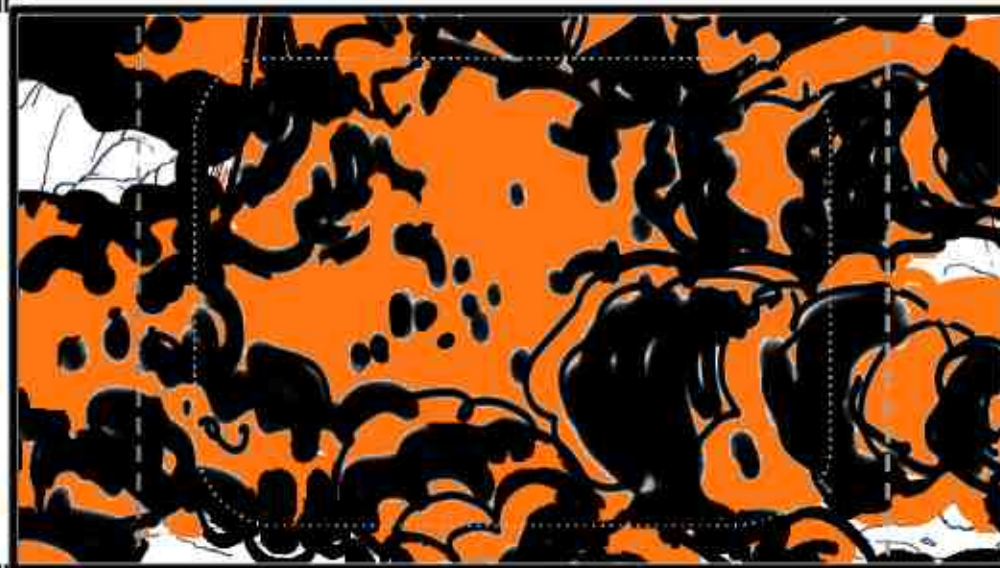
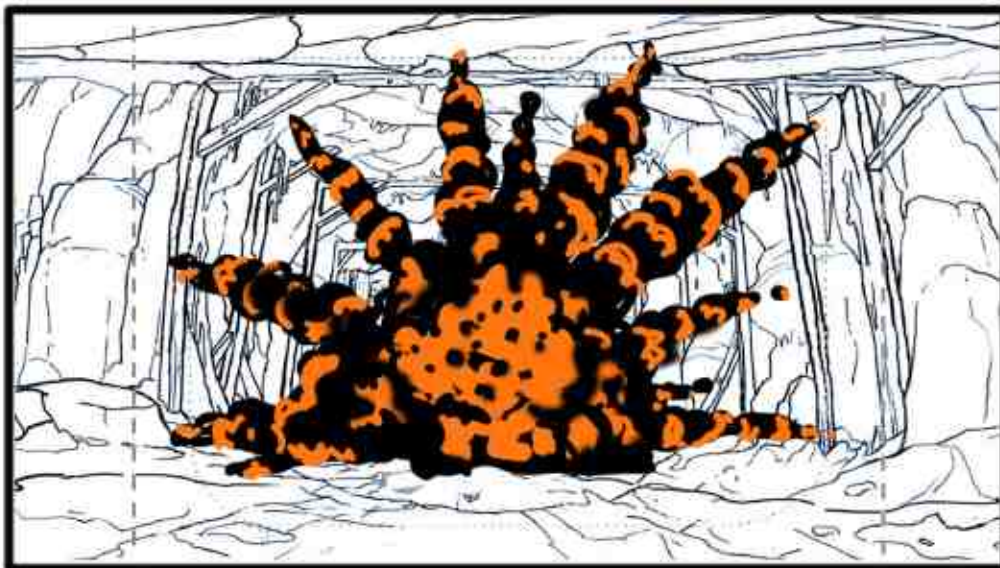
Pnl. A

Bg _____

Sc. (CONTD)

Pnl. B

Bg _____



Action:

INT. TUNNEL - CONTINUOUS

A MASSIVE FIREBALL RIPS THROUGH THE TUNNEL.

(CAMERA SHAKE) EFX: (SMOKE AND FIRE)

Action:

FIREBALL FILLS SCREEN.

Dial:

Dial:

Slug:

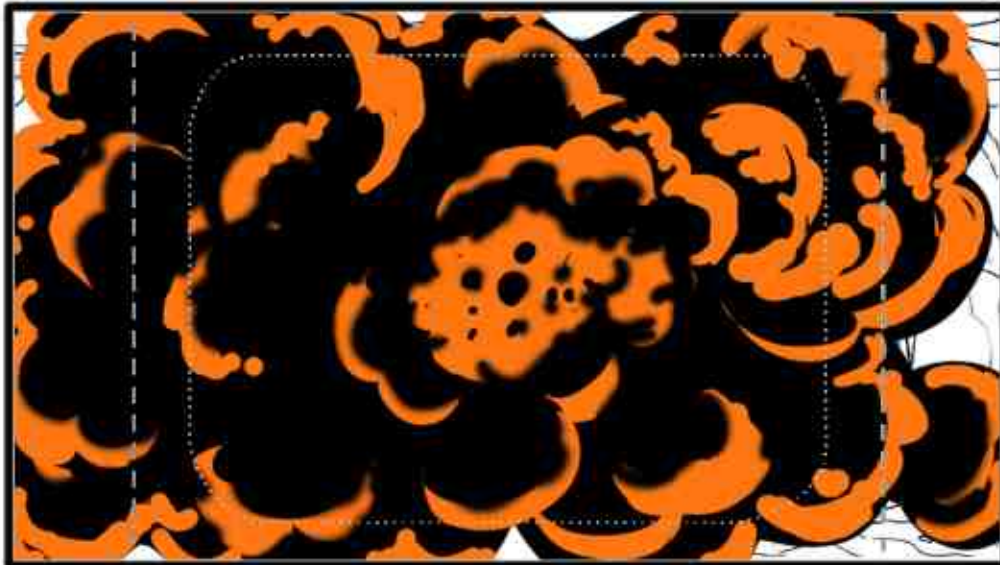




Sc. 38-1

Pnl. C

Bg _____



Action:

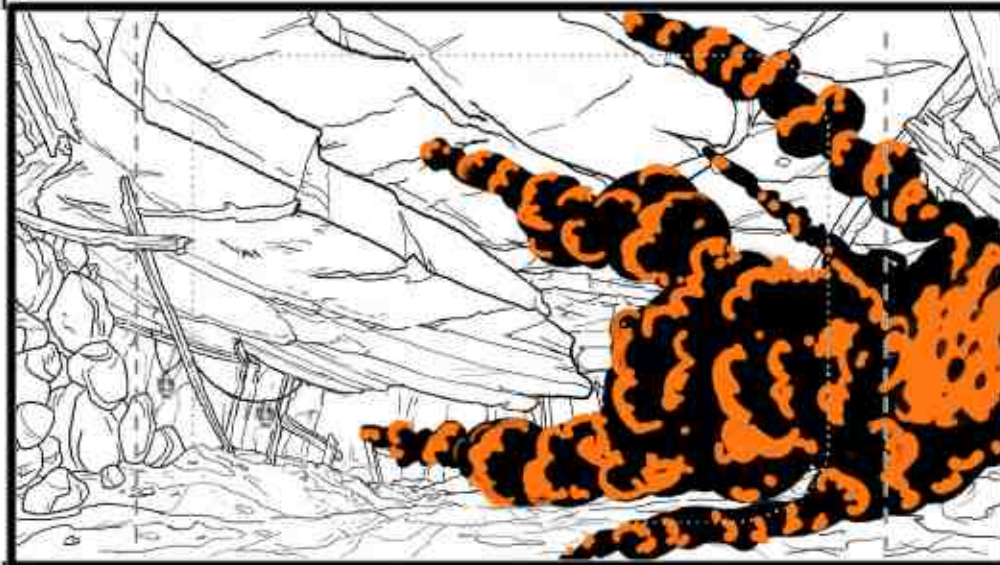
Dial:

Slug:

Sc. 38-2

Pnl. A

Bg _____



Action:

ANGLE ON ANOTHER TUNNEL AS THE FIREBALL
BLAST THROUGH SCENE.

(CAMERA SHAKE) EFX: (SMOKE AND FIRE)

Dial:

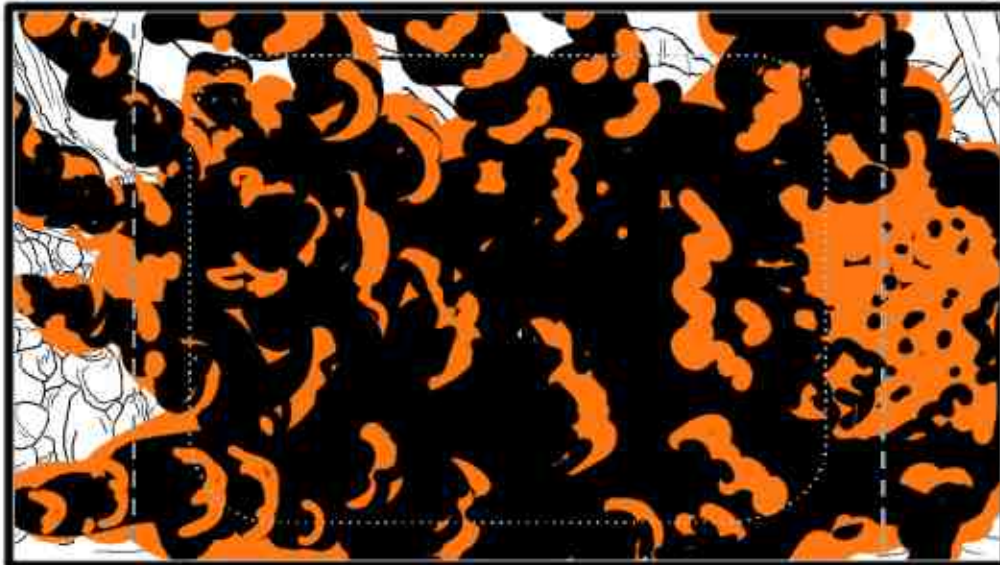




Sc. 38-2

Pnl. C

Bg _____



Action:

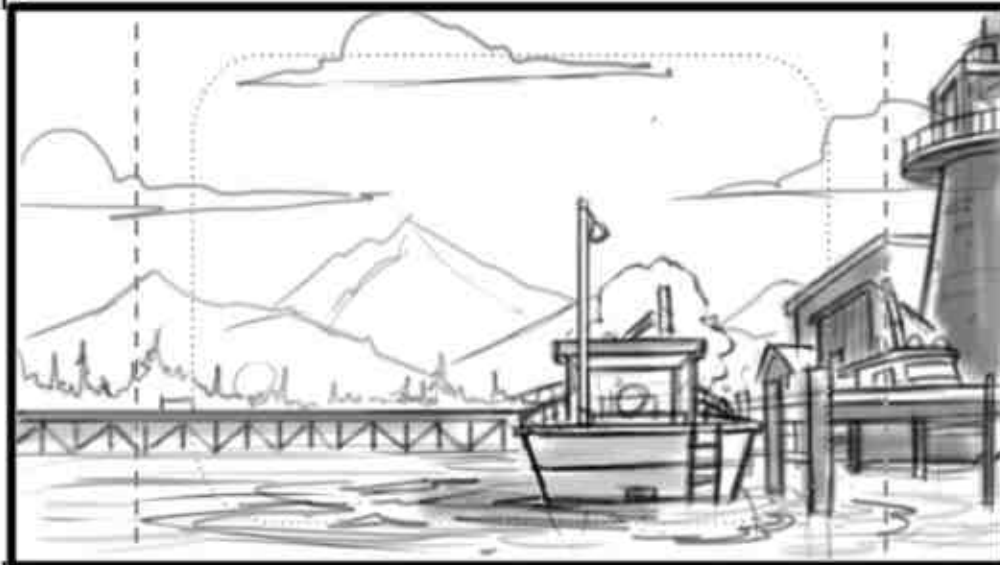
Dial:

Slug:

Sc. 38-3

Pnl. A

Bg _____



Action:

EXT. DOCKS - CONTINUOUS

A LOW RUMBLE BUILDS.

ADD SLIGHT CAMERA SHAKE.

Dial:





Title: DOUBLE VILLAINY EP: 225 SEQ: 38 Page 04

Sc. 38-3

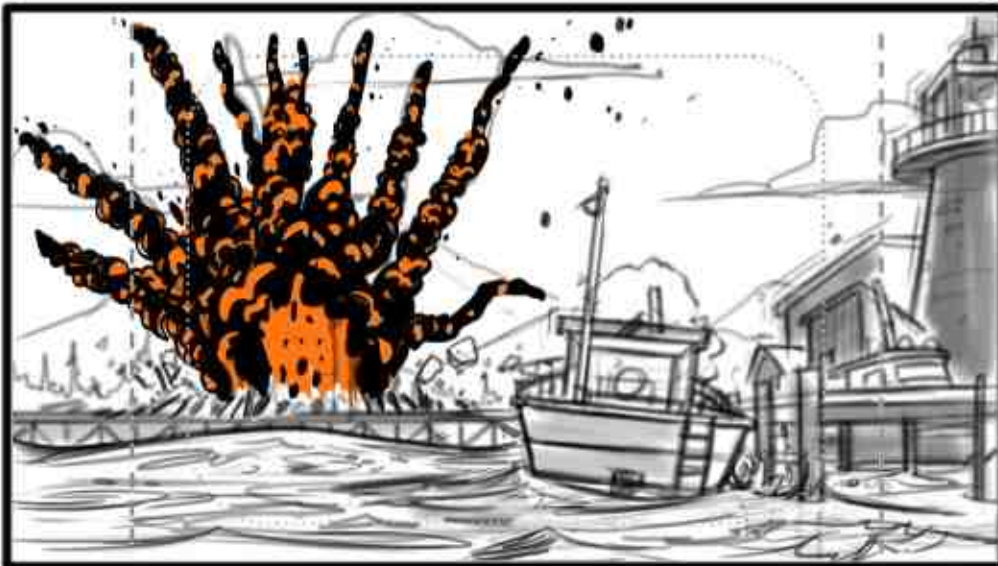
Pnl. B

Bg _____

Sc. (CONTD)

Pnl. C

Bg _____



Action:

"BOOM"

(CAMERA SHAKE)

EFX: (EXPLOSION, WATER)

Dial:

Slug:

Action:

Dial:





Sc. 38-4

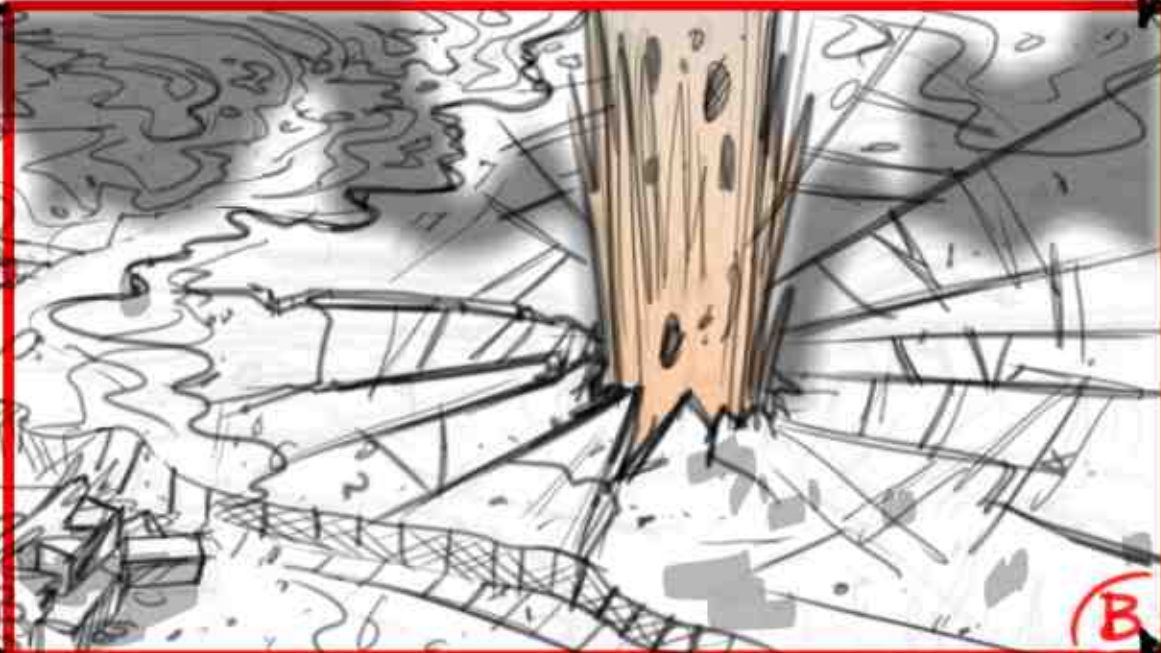
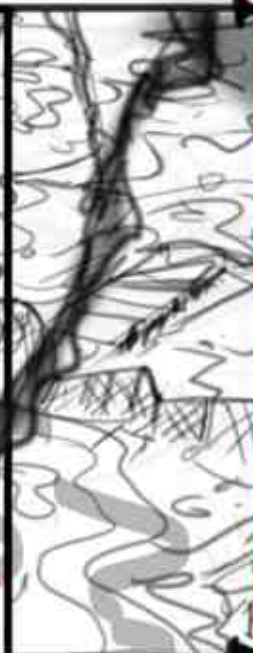
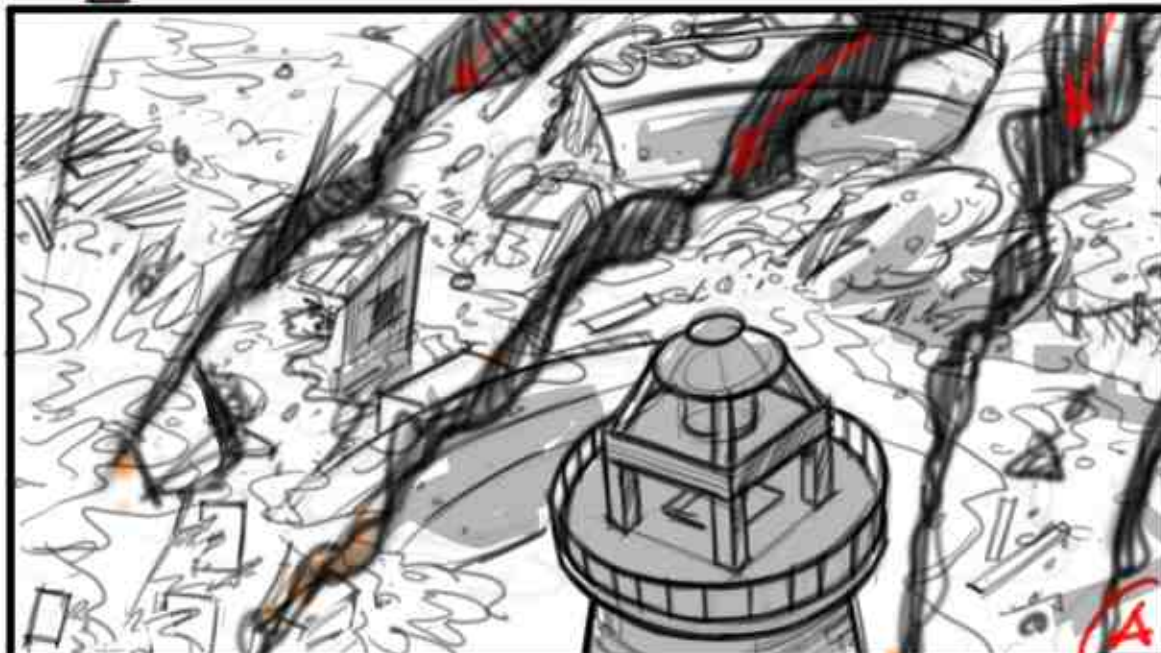
Pnl. _____

Bg _____

Sc. _____

Pnl. _____

Bg _____



Action:

ANGLE ON THE DOCKS AS THE WAVE SMASHES ASHORE.

FLAMING DEBRIS RAINS DOWN. PAN A - B. THE BLAST HOLE SPEWS UP A FINAL BLAST.

EFX: (WATER, SMOKE)

Dial:

Slug:

Action:

Dial:

HU

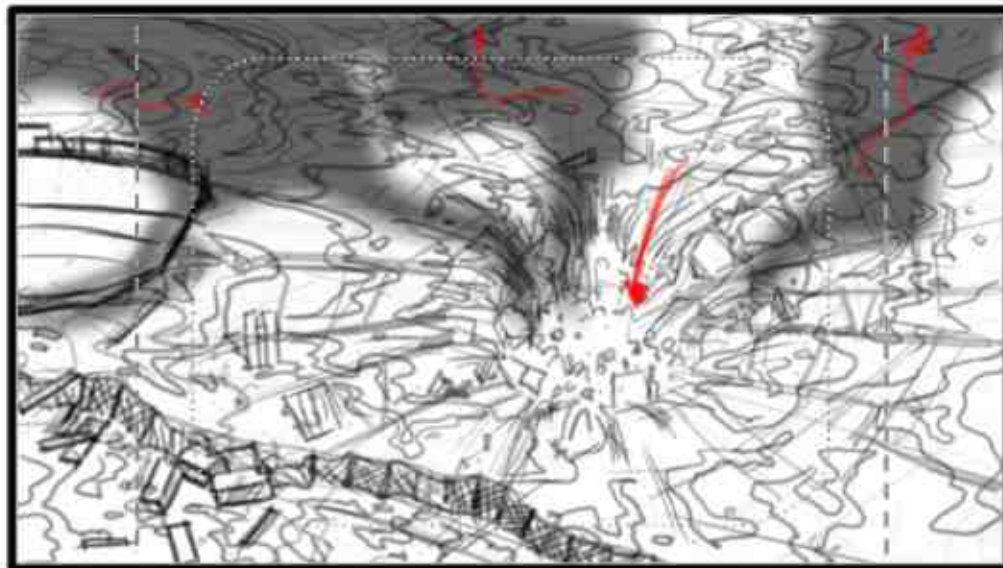




Sc. 38-4

Pnl. B

Bg _____



Action:

THE GROUND SINKS AND WATER POURS

INTO IT.

EFX: (SMOKE, WATER)

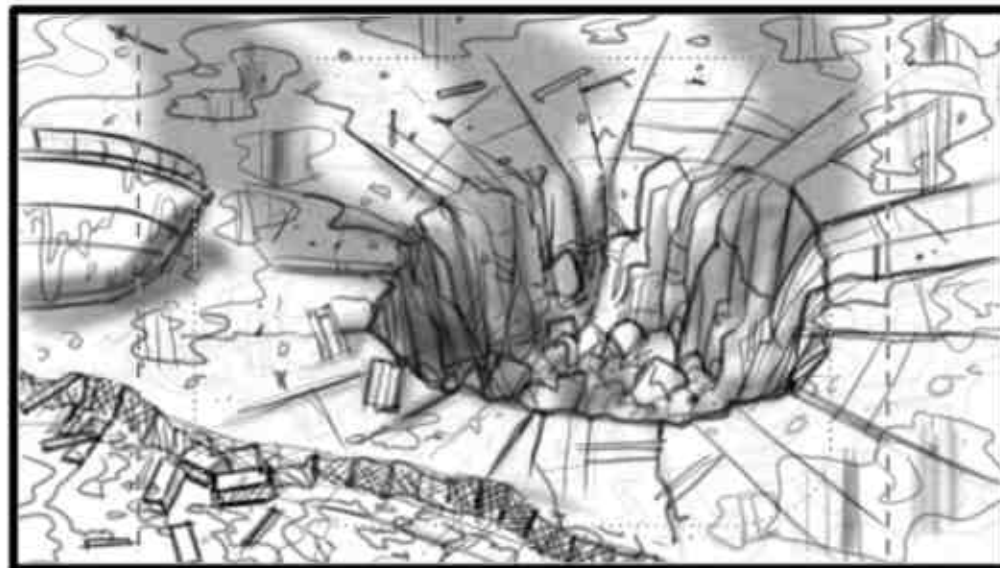
Dial:

Slug:

Sc. (CONTD)

Pnl. C

Bg _____



Action:

AS THE WATER RECEDES THE HOLE GROWS LARGER..

Dial:





Title: DOUBLE VILLAINY EP: 225 SEQ: 38 Page 07

Sc. 38-4

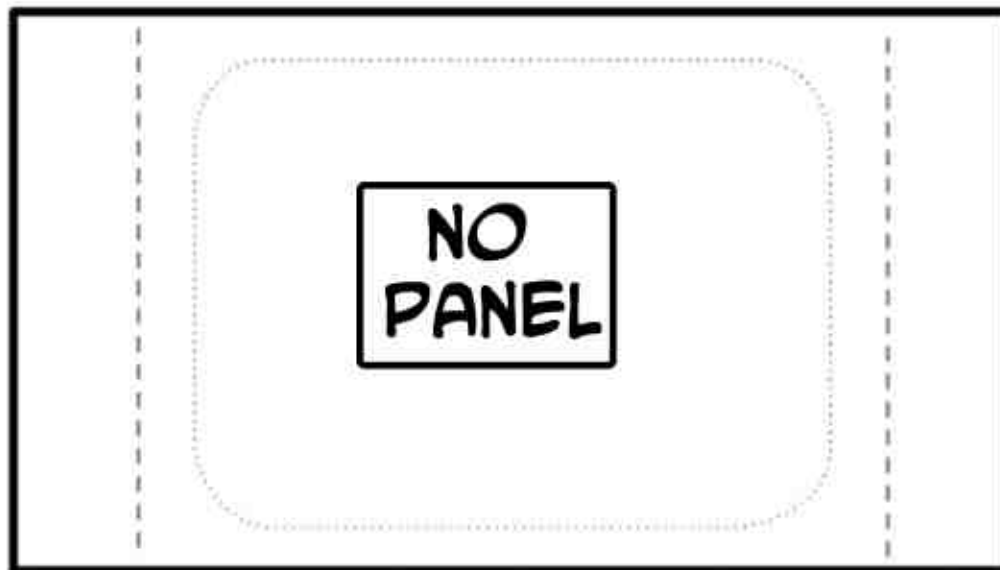
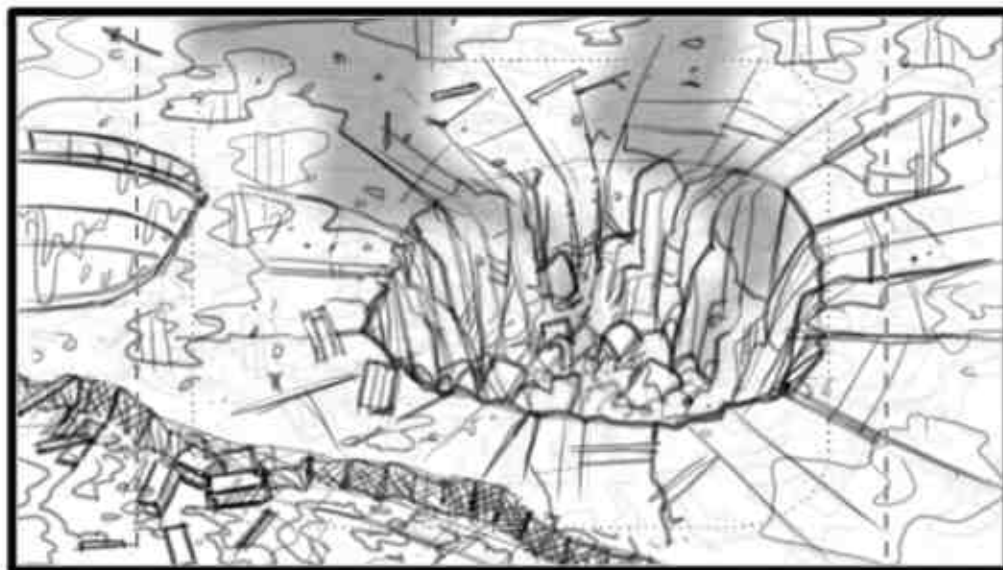
Pnl. D

Bg _____

Sc. _____

Pnl. _____

Bg _____



Action:

Dial:

Slug:

Action:

Dial:





Sc. 39-1

Pnl. A

Bg _____



Sc. (CONTD)

Pnl. B

Bg _____



Action:

EXT. UNDERWATER GRIFFEN ROCK ISLAND - SAME TIME

DEBRIS RAINS DOWN AROUND THE SHARK SUB

(CAMERA SHAKE)

EFX: (BUBBLES, LIGHT BEAM)

Dial:

Slug:

Action:

"BOOM"

THE ISLAND'S WALL EXPLODES, PUSHING THE SHARK
SUB OUT OF SCENE.

Dial:

EFX: (EXPLOSION)

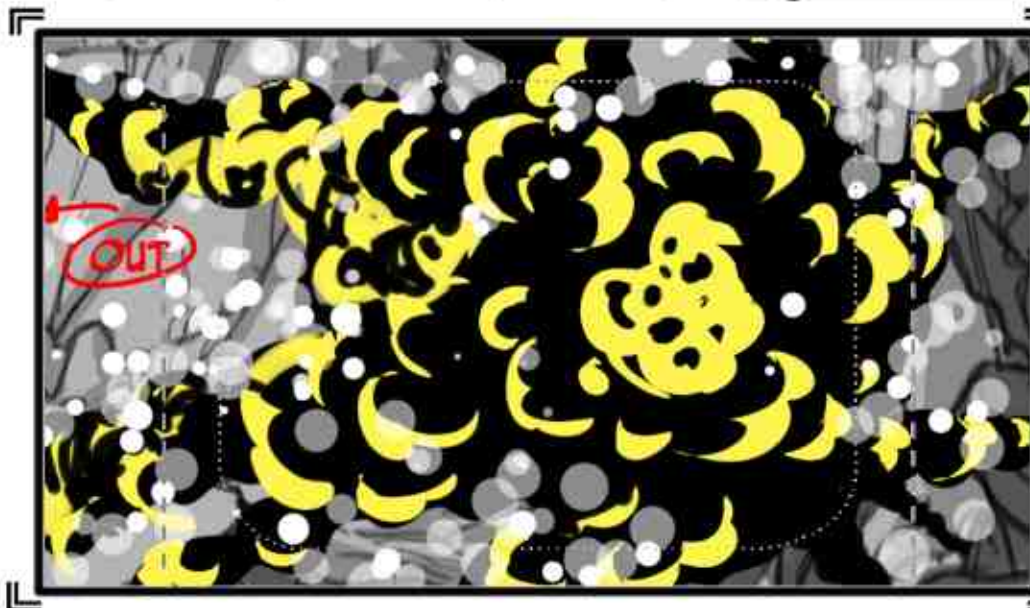




Sc. 39-1

Pnl. C

Bg _____



Action:

EXPLOSION FILLS SCENE.

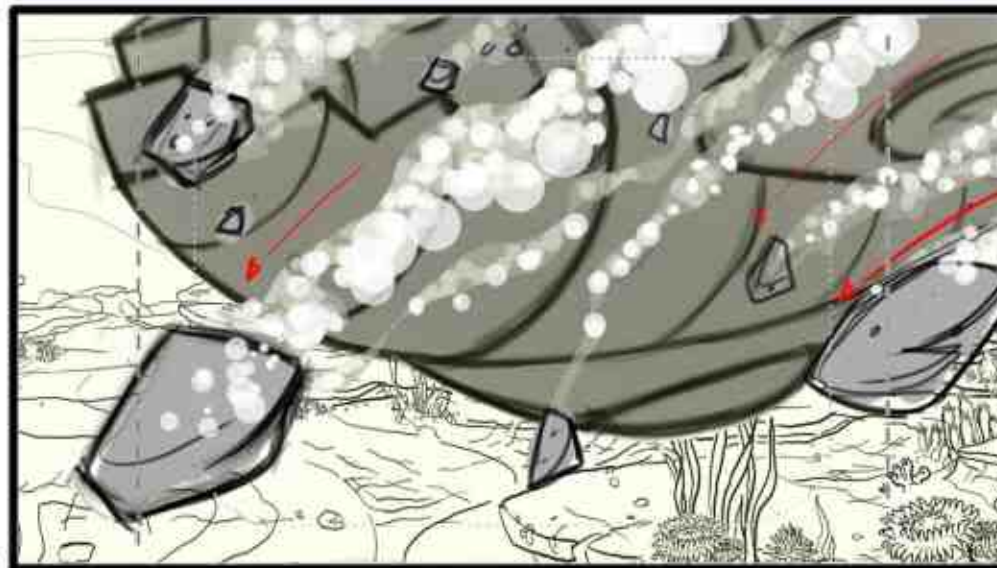
Dial:

Slug:

Sc. 39-3

Pnl. A

Bg _____



Action:

REVERSE ANGLE AS THE SHARK SUB

TUMBLES PAST SCREEN. DEBRIS DROPS PAST CAMERA.

EFX.(BUBBLES)

Dial:





Sc. 39-3

Pnl. B

Bg _____



Action:

EFX; (BUBBLES)

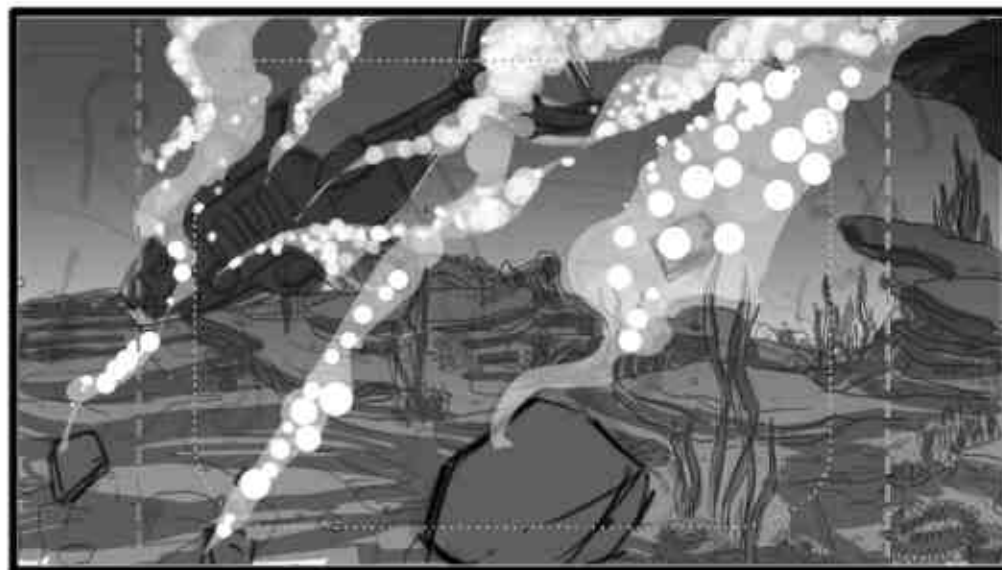
Dial:

Slug:

Sc. 39-3

Pnl. C

Bg _____



Action:

THE SHARK SUB TUMBLES AWAY INTO THE DARKNESS.

Dial:





Title: DOUBLE VILLAINY EP: 225 SEQ: 39 Page 04

Sc. 39-3

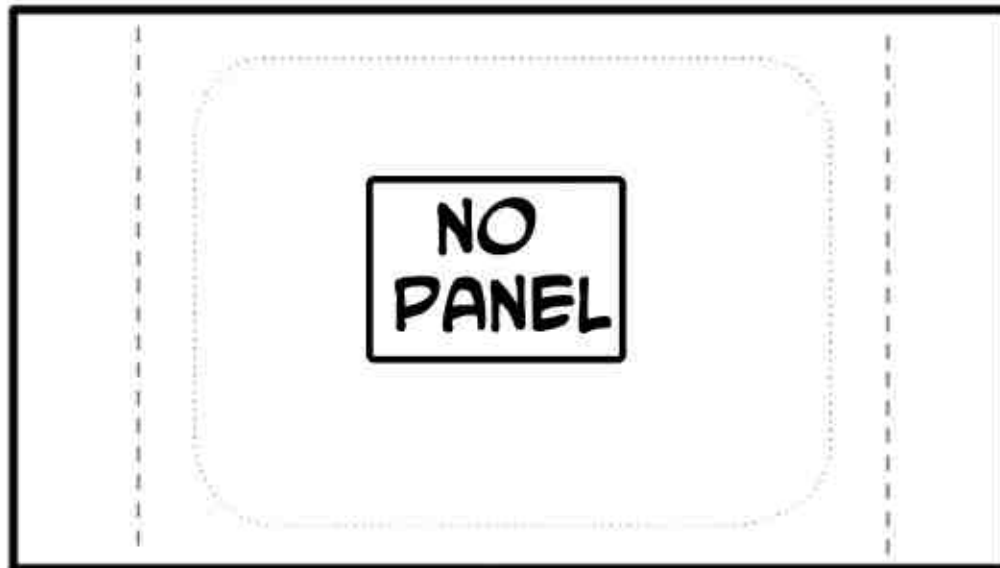
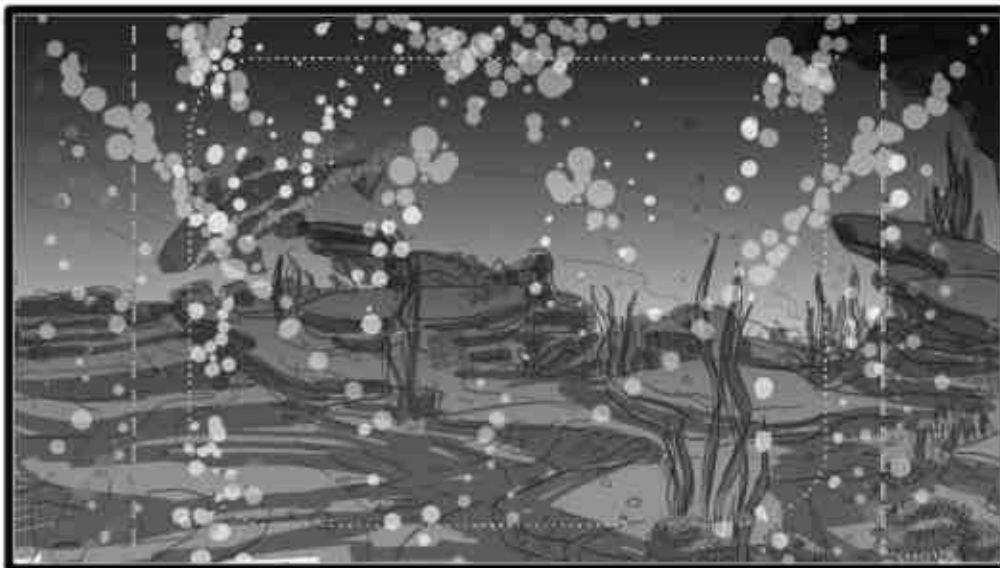
Pnl. D

Bg _____

Sc. _____

Pnl. _____

Bg _____



Action:

EFX; (BUBBLES)

Dial:

Slug:

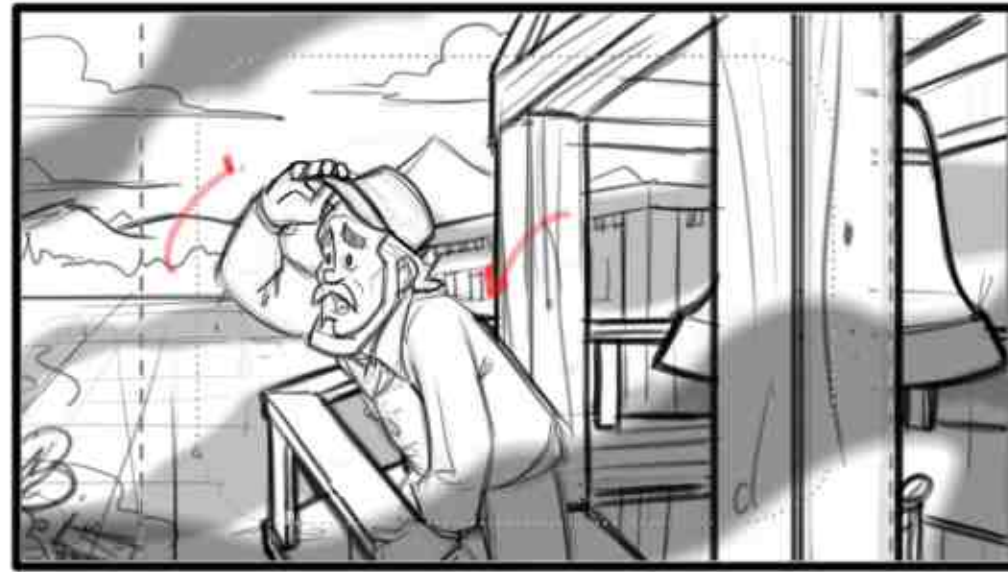
Action:

Dial:





Sc. 42-1 Pnl. A Bg _____ Sc. (CONTD) Pnl. B Bg _____



Action:
EXT. PIERG/MARINA.- CLOSE ON LIGHTHOUSE PLATFORM.
CAPTAIN SHAW RUSHES TO THE RAILING. SMOKE FLOATS
PAST HIM.
EFX:(SMOKE, FLAMES)
Dial:

Action:

HE LEANS ON THE RAILING, IN SHOCK.

Dial:

Slug:





Sc. 42-2

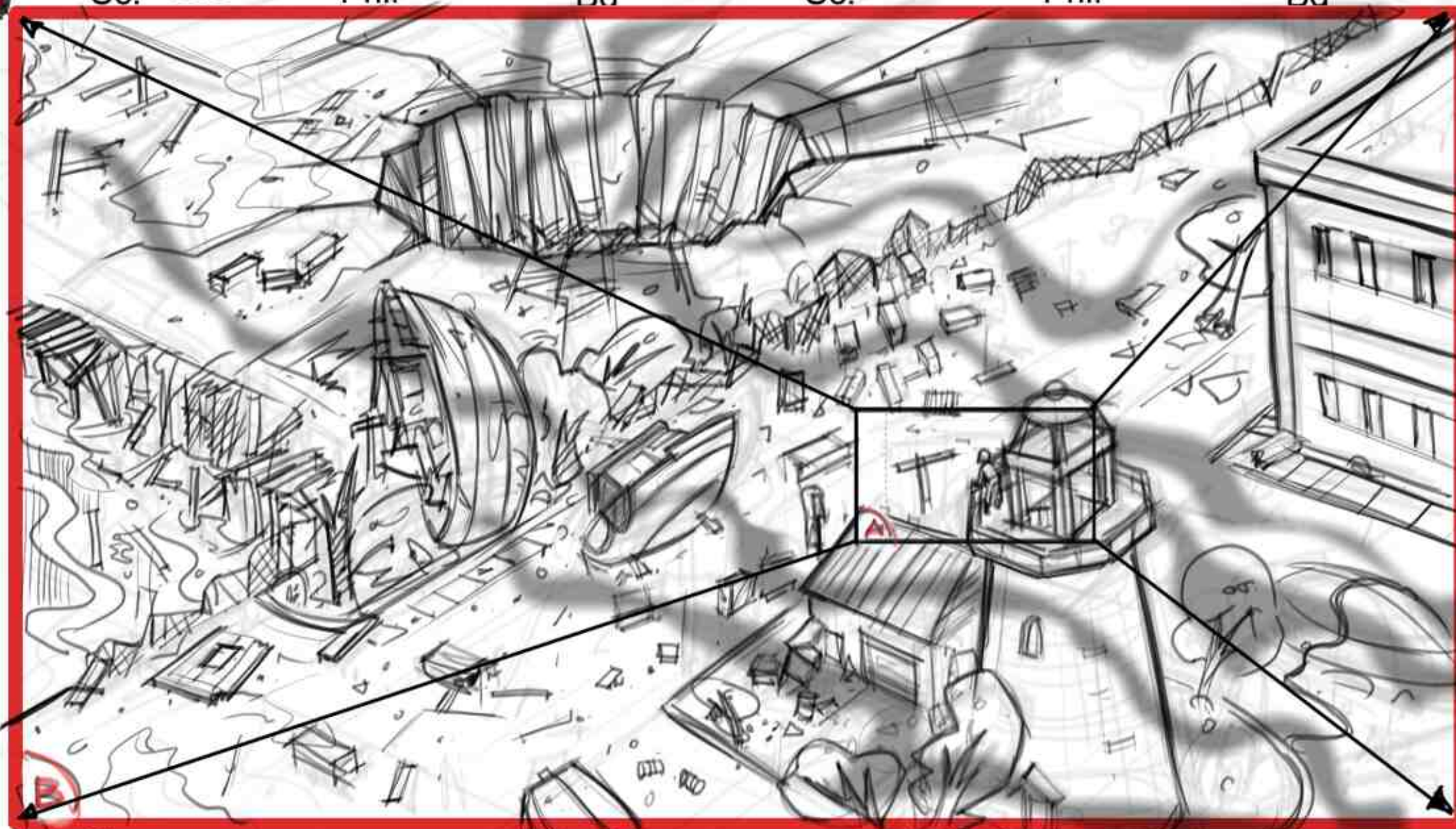
Pnl.

Ba

Sc.

Pnl.

Ba



Slug: FAST TRUCK OUT A - B
THE PIER IS WREAKED!





Title: DOUBLE VILLAINY EP: 225 SEQ: 42 Page 03

Sc. 42-3

Pnl. A

Bg _____

Sc. (CONTD)

Pnl. B

Bg _____



Action: CLOSE ON CAPTAIN SHAW.

EFX: (SMOKE)

Dial:

Slug:

Action: HE STRAIGHTENS UP.

Dial:





Title: DOUBLE VILLAINY EP: 225 SEQ: 42 Page 04

Sc. 42-3 Pnl. C Bg _____ Sc. (CONTD) Pnl. D Bg _____



Action: CLOSE ON CAPTAIN SHAW.

EFX: (SMOKE)

Dial:

Slug:



Action: HE STRAIGHTENS UP.

Dial: 218. CAPTAIN SHAW:
CHEIF BURNS! IT'S HORRIBLE! THE MARINA....MY FERRY...SHE'S GONE!





Title: DOUBLE VILLAINY EP: 225 SEQ: 42 Page 05

Sc. 42-3

Pnl. E

Bg _____



Action:

EFX: (SMOKE)

Dial:

218. CAPTAIN SHAW:

IT'S HORRIBLE!

Slug:

Sc. (CONTD)

Pnl. F

Bg _____



Action:

HE GESTURES WILDLY.

Dial:

218. CAPTAIN SHAW:

THE MARINA.....MY FERRY...SHE'S GONE!





Title: DOUBLE VILLAINY EP: 225 SEQ: 42 Page 06

Sc. 42-3

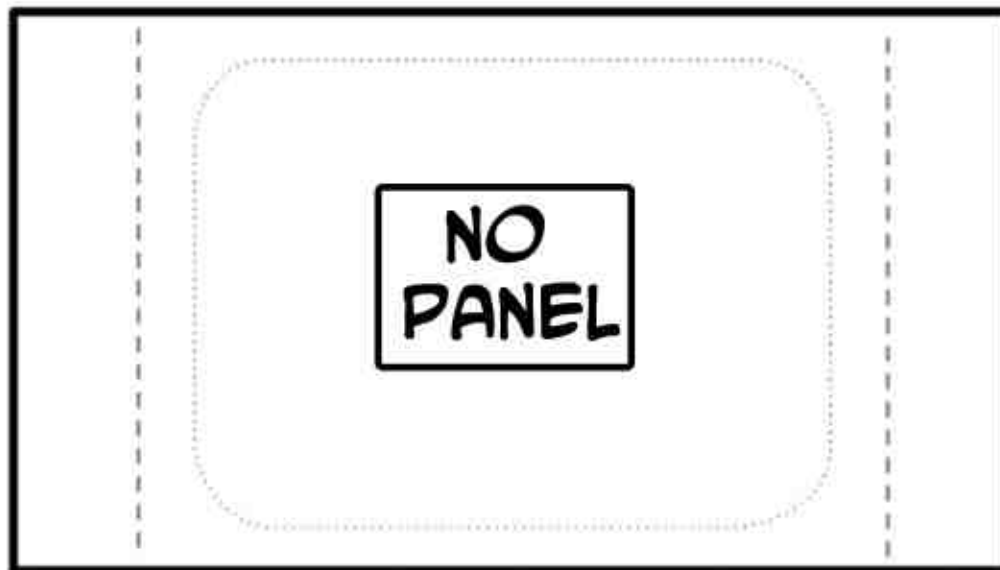
Pnl. 6

Bg _____

Sc. _____

Pnl. _____

Bg _____



Action:

EFX: (SMOKE)

Dial: 218. CAPTAIN SHAW:

MY FERRY...SHE'S GONE!

Action:

Dial:

Slug:





Sc. 43-1

Pnl. _____

Bg _____



Action:

INT. FIREHOUSE - LIVING QUARTERS - SAME TIME

Dial: 219 CHIEF:

WE FELT THE EXPLOSIONS HERE TOO, CAPTAIN.

Slug:

Sc. 43-2

Pnl. A

Bg _____



HU

Action:

WIDE ON LIVING QUARTERS EVERYONE IS THERE.

Dial:

219. CHIEF: (CONT)

WE'LL BE RIGHT THERE.





Sc. 43-2

Pnl. B

Bg _____



Action:

CHIEF PUTS THE PHONE DOWN.

Dial:

Slug:

Sc. 43-3

Pnl. _____

Bg _____



Action:

CLOSER ON CHIEF.

(START POSE)

Dial:





Sc. 43-3

Pnl. B

Bg _____



Action:

CHIEF STRAIGHTENS UP.

Dial:

220. CHIEF:

ALL RIGHT, LISTEN UP.

Slug:

Sc. (CONTD)

Pnl. C

Bg _____



Action:

HE WALKS FORWARD.

(CUT ON ACTION)

Dial:

220 . CHIEF: (CONTD)

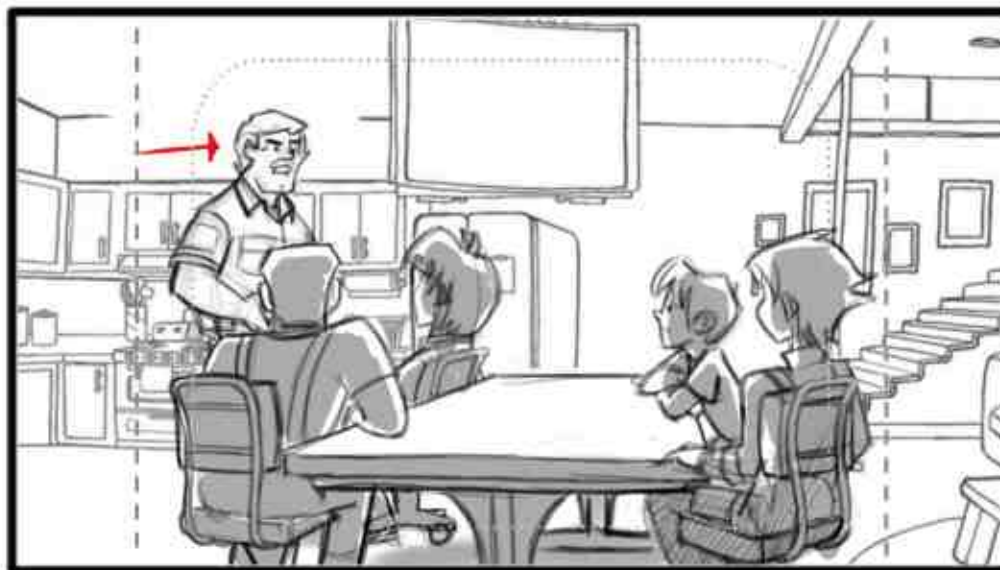
WE NEED TO SHORE UP THE MARINA

AND PUT OUT THOSE FIRES, NOW.





Sc. 43-4 Pnl. A Bg _____



Action:

WIDE ON TABLE WHERE THE BURNS' SIT.

CHIEF WALKS UP TO THEM...

Dial: 220. CHIEF:

YOU COME TOO, CODY. EVERYONE STICK CLOSE...

Slug:

Sc. (CONTD) Pnl. B Bg _____



Action:

...STOPPING IN FRONT OF THEM.

Dial: 220. CHIEF: (CONTD)

...UNTIL WE KNOW WHAT'S HAPPENING TO THE ISLAND.





Title: DOUBLE VILLAINY EP: 225 SEQ: 44 Page 01

Sc. 44-01

Pnl. A

Bg _____



Action: EXT. MARINA - ANGLE ON THE SMOKING CRATER
PEOPLE STAND NEAR THE EDGE LOOKING IN.
THE OLD FIRE TRUCK AND OLD POLICE ENTER SCENE...
EFX: (SMOKE)

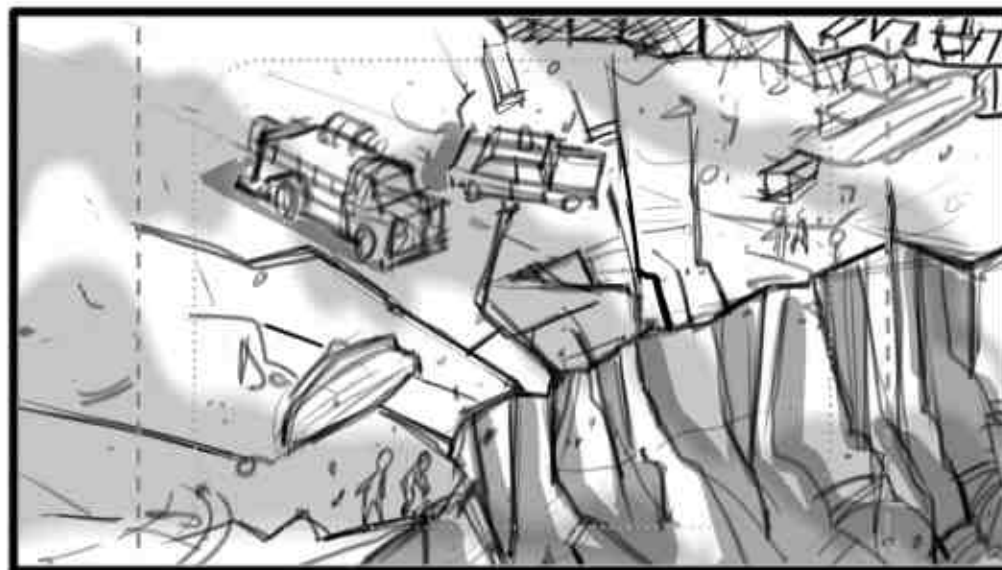
Dial:

Slug:

Sc. (CONTD)

Pnl. B

Bg _____



Action: ...STOPPING NEAR THE EDGE.

Dial:

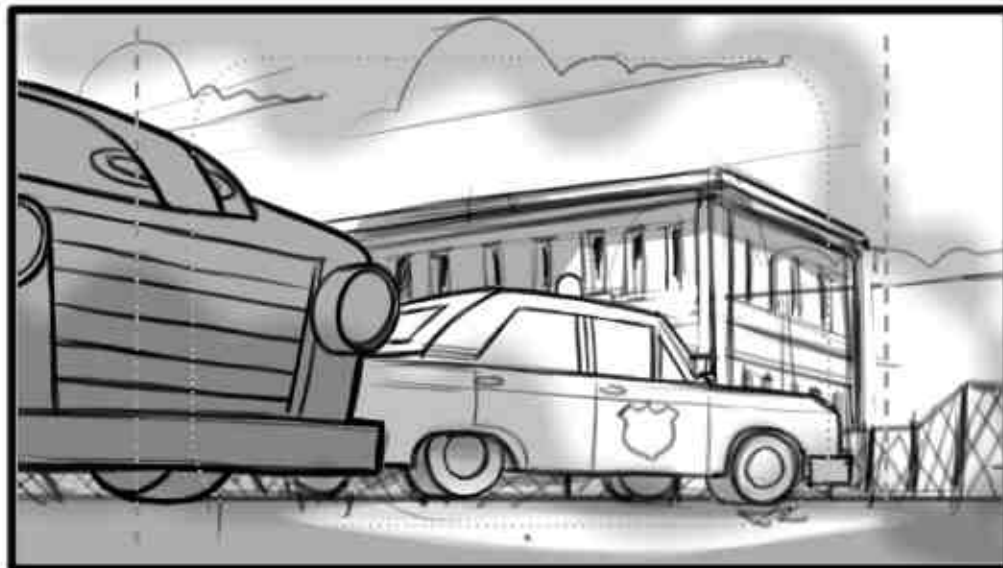




Sc. 44-02

Pnl. A

Bg _____



Action:

CLOSE ON THE OLD FIRE TRUCK AND POLICE CAR.

EFX: (SMOKE)

SFX: (CAR DOORS OPENING)

Dial:

Slug:

Sc. (CONTD)

Pnl. B

Bg _____



Action:

Dial:





Sc. 44-02

Pnl. c

Bg _____



Action:

EVERYONE GETS OUT OF THIER CEHICLES.

SMOKE DRIFT THROUGH SCENE.

EFX: (SMOKE)

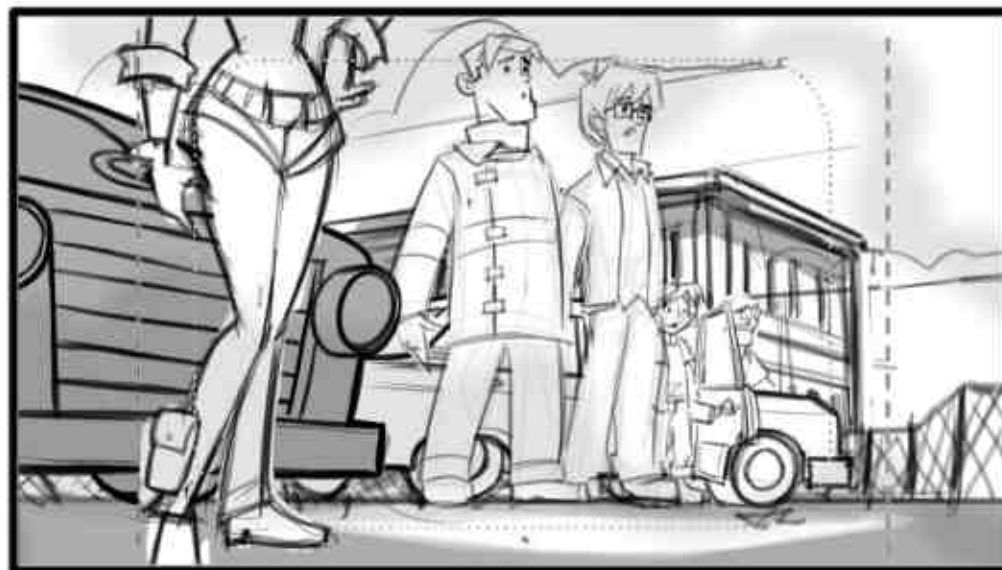
Dial:

Slug:

Sc. (CONTD)

Pnl. d

Bg _____



Action:

THEY LOOK SHOCKED.

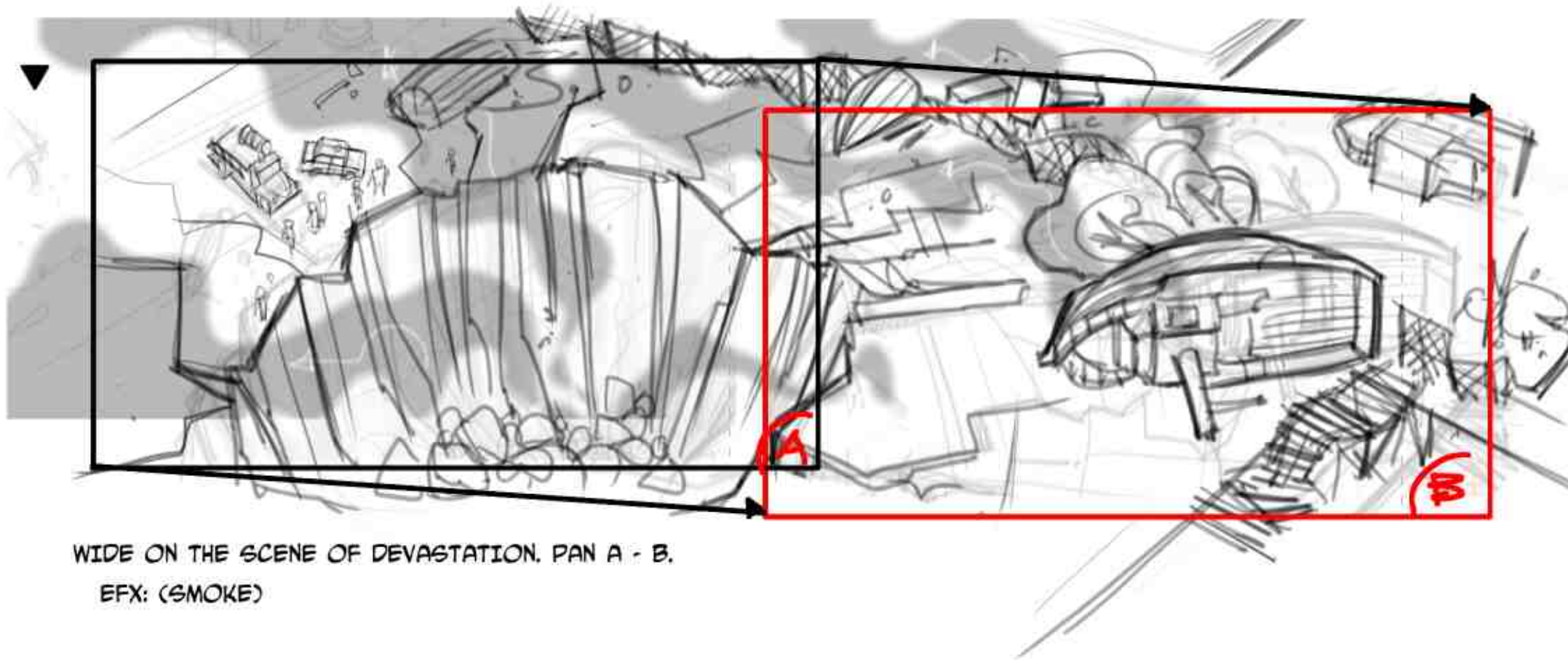
Dial:





Title: DOUBLE VILLAINY EP: 225 SEQ: 44 Page 04

Sc. 44-03 Pnl. Bg



WIDE ON THE SCENE OF DEVASTATION. PAN A - B.
EFX: (SMOKE)

Slug:





Sc. 44-04

Pnl. A

Bg _____



Action:

ANGLE ON CHIEF.

EFX: (SMOKE/DUST)

Dial: 223. CHIEF:

STAY BACK FOLKS THIS GROUND IS UNSTABLE.

Slug:

Sc. (CONTD)

Pnl. B

Bg _____



Action:

CODY STEPS INTO SCENE.

Dial:





Sc. 44-05

Pnl. A

Bg _____



Action:

ANGLE ON THE EDGE OF THE CRATER. CHIEF CLEARS
THE BYSTANDERS AWAY FROM THE EDGE.

EFX: (SMOKE/DUST)

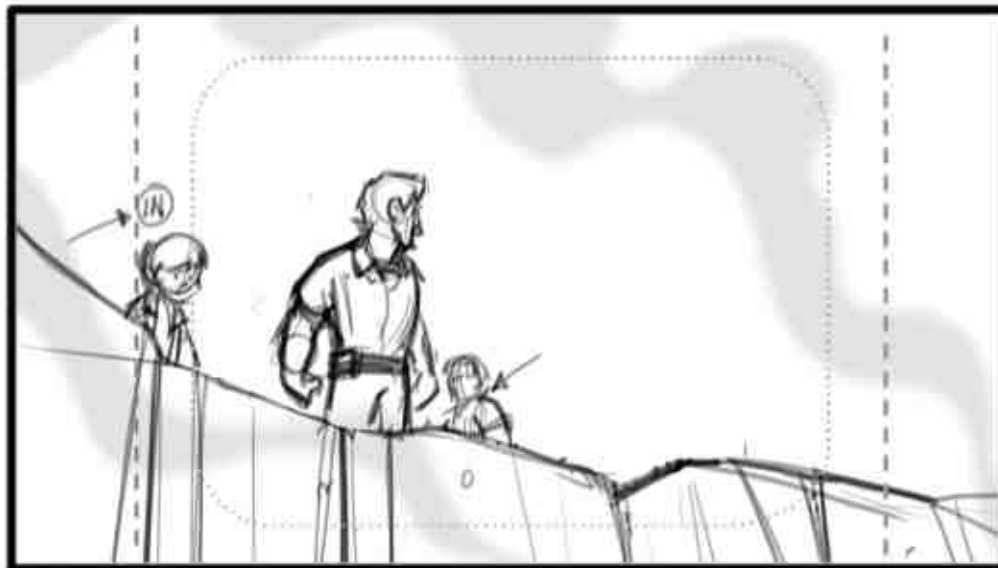
Dial:

Slug:

Sc. (CONTD)

Pnl. B

Bg _____



Action:

CODY JOINS THE CHIEF.

Dial:

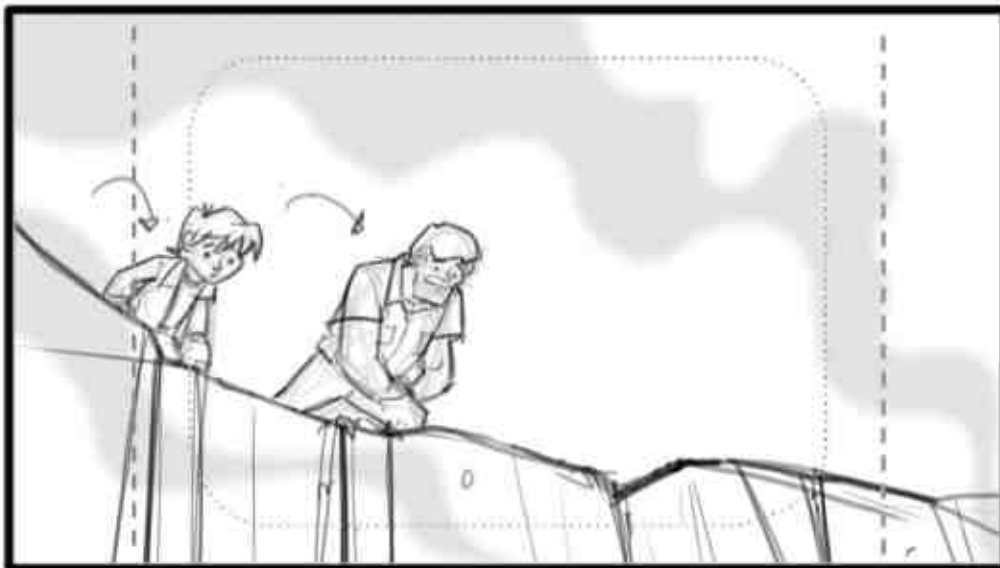




Sc. 44-05

Pnl. c

Bg _____



Action:

THEY BOTH PEER OVER THE EDGE.

EFX: (SMOKE/DUST)

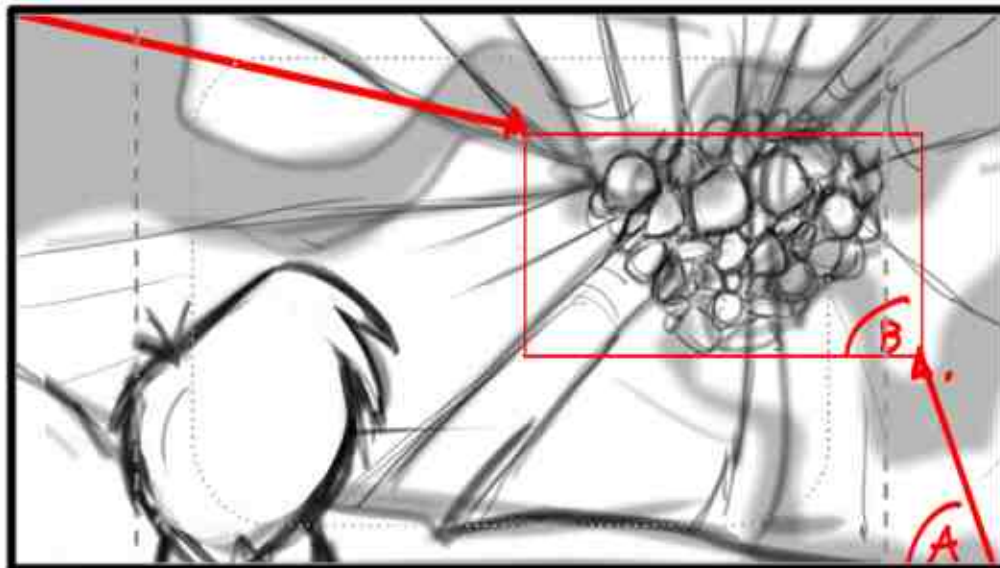
Dial:

Slug:

Sc. 44-06

Pnl. B

Bg _____



Action:

OTS CODY. TRUCK IN A - B ON THE BOTTOM OF THE CRATER.

EFX: (SMOKE/DUST)

Dial: 224. CODY:

DAD...I THINK SOMEONE'S IN THERE!





Sc. 44-06

Pnl. B

Bg _____



Action: THE BOULDERS ARE SHIFTING AROUND.

EFX: (SMOKE/DUST)

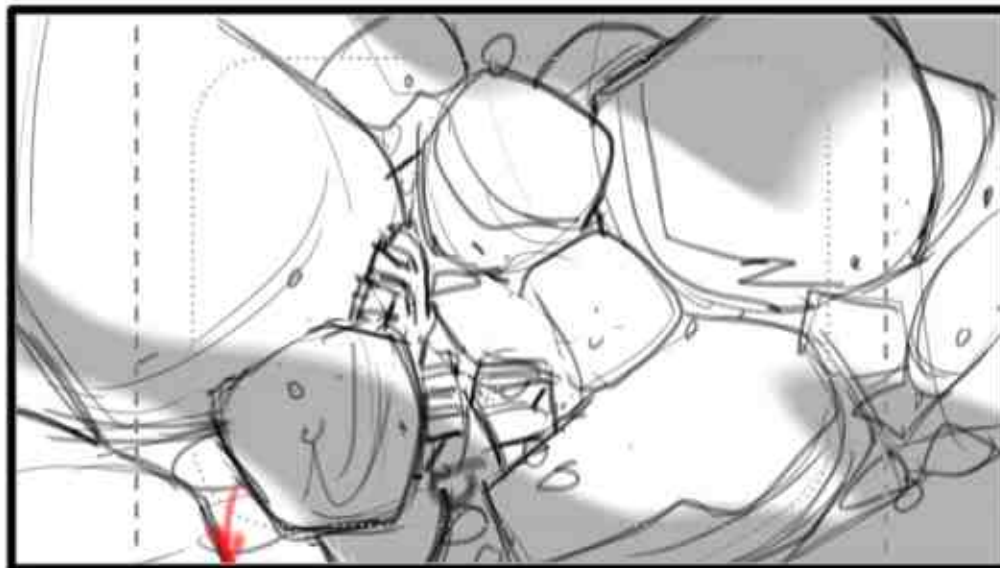
Dial:

Slug:

Sc. (CONTD)

Pnl. C

Bg _____



Action: A STONE ROLLS AWAY AND REVEALS
BOULDER DIGGING HIMSELF OUT.

Dial:





Sc. 44-06

Pnl. D

Bg _____



Action:

BOULDER PULLS HIMSELF
OUT FROM UNDER THE ROCKS.

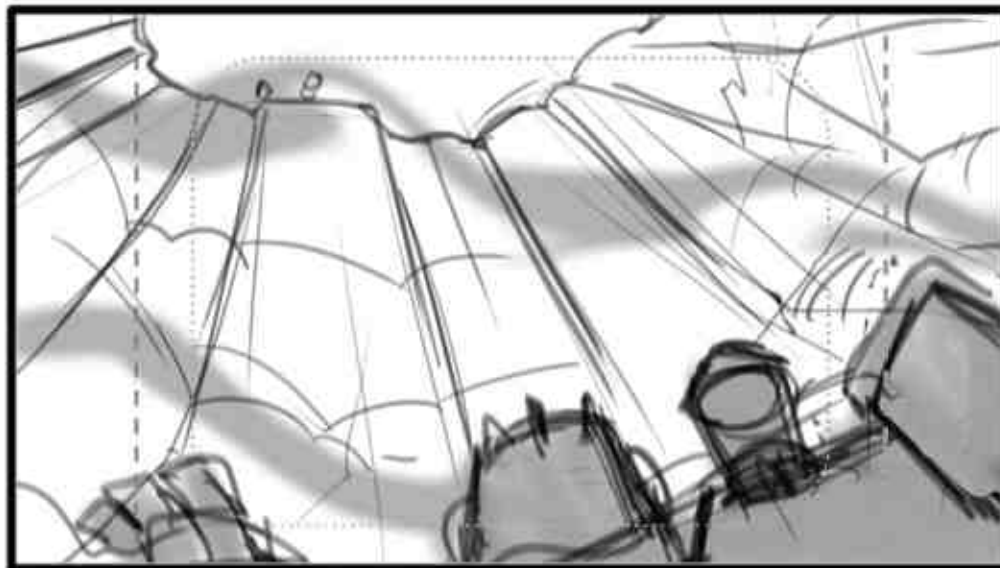
Dial:

Slug:

Sc. 44-07

Pnl. A

Bg _____



Action:

REVERSE ANGLE ON CRATERS EDGE. BOULDER
IS PULLING HIMSELF UP INTO SCENE.

EFX: (SMOKE/DUST)

Dial:

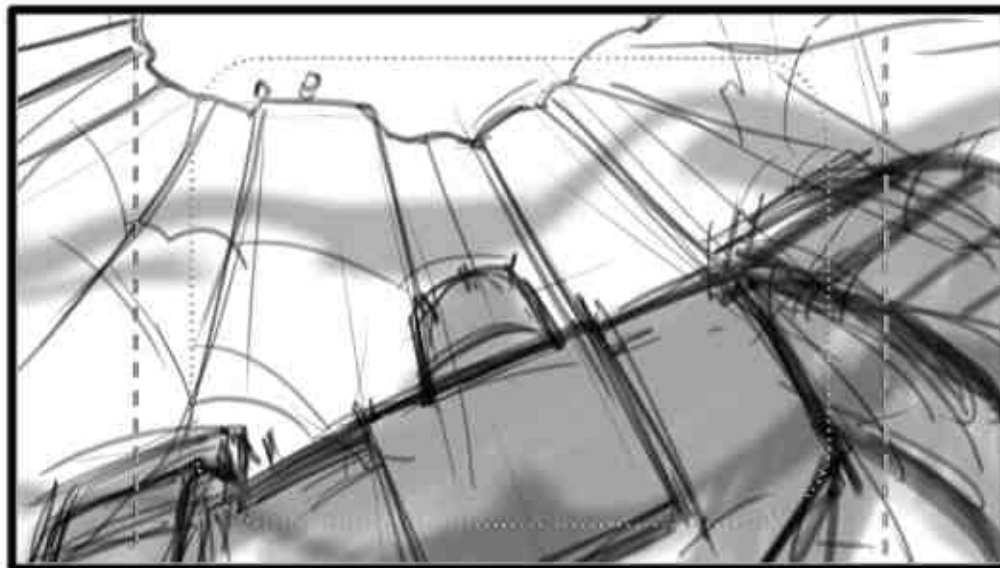




Sc. 44-07

Pnl. B

Bg _____



Action:

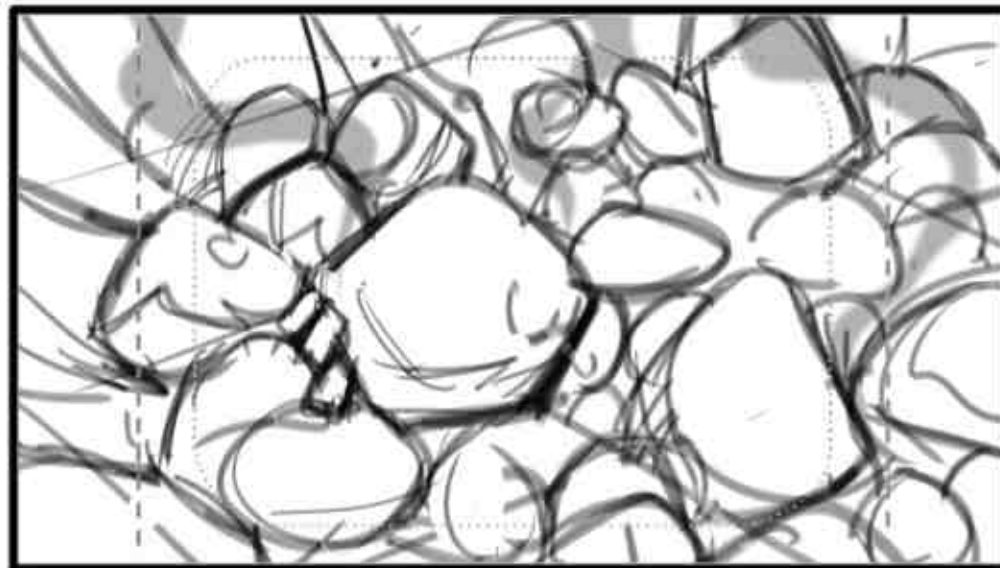
Dial:

Slug:

Sc. 44-08

Pnl. A

Bg _____



Action:

BACK ON THE BOTTOM OF THE CRATER. MORE
STONES SHIFT..

EFX: (SMOKE/DUST)

Dial:

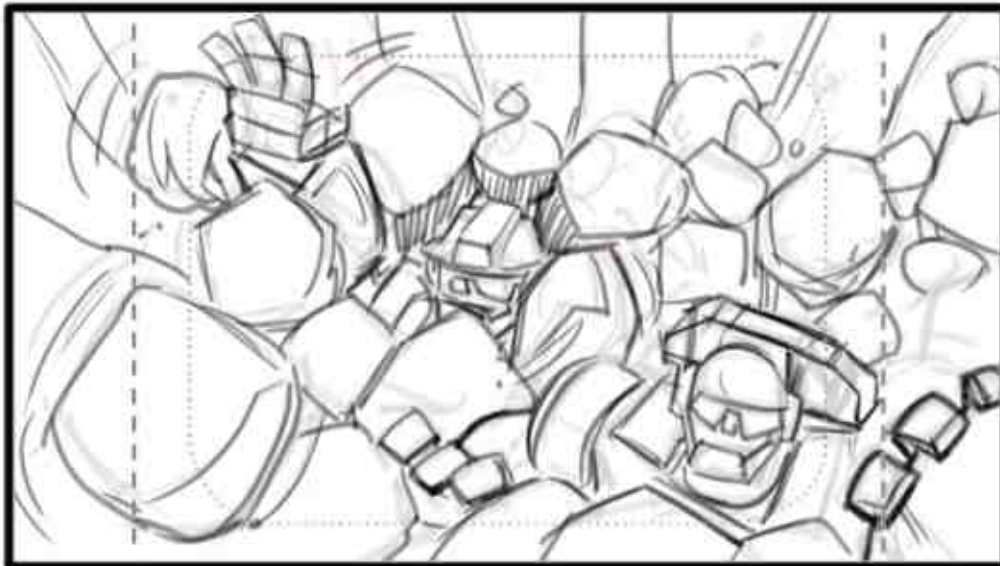




Sc. 44-08

Pnl. B

Bg _____



Action:

HEATWAVE AND CHASE PUSH THIER
WAY THROUGH THE PILE OF RUBBLE.

Dial:

Slug:

Sc. 44-09

Pnl. A

Bg _____



Action:

CLOSE ON A SMILING CODY AND CHIEF.

EFX: (SMOKE/DUST)

Dial:

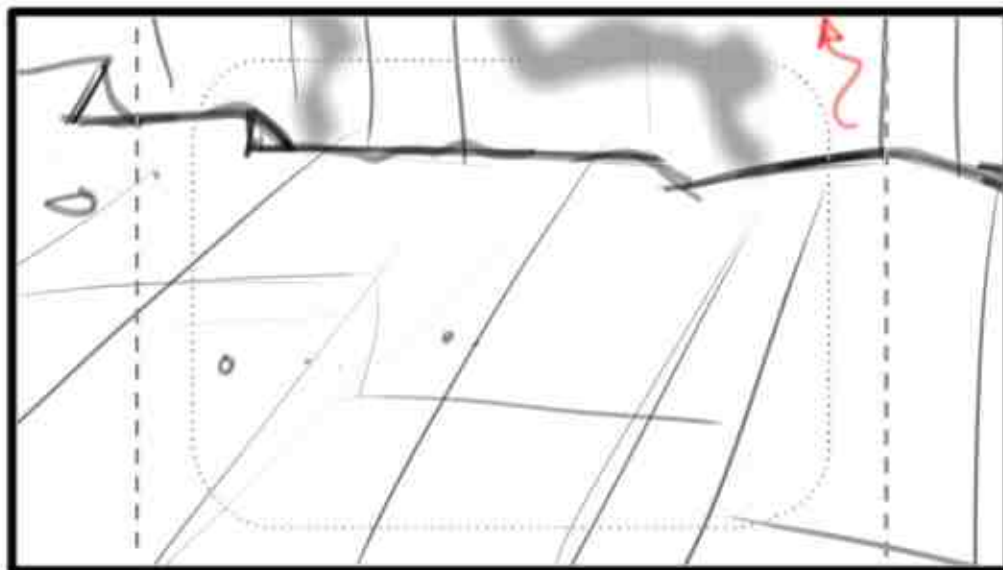




Sc. 44-10

Pnl. B

Bg _____



Action: ANGLE ON THE EDGE OF THE CRATER.

EFX: (SMOKE/DUST)

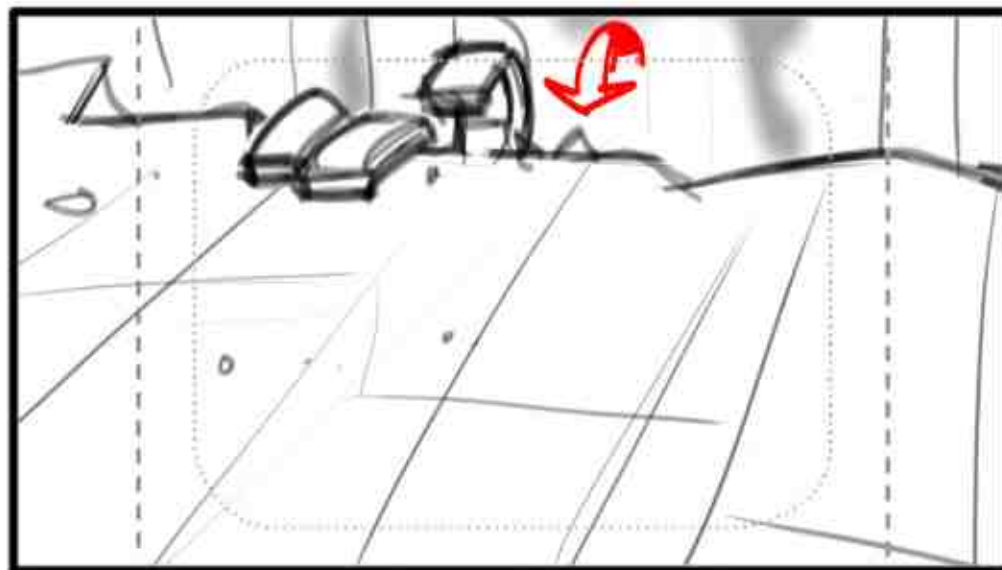
Dial:

Slug:

Sc. 44-09

Pnl. A

Bg _____



Action: A BOT HAND REACHES UP AND CLUTCHES THE EDGE.

Dial:



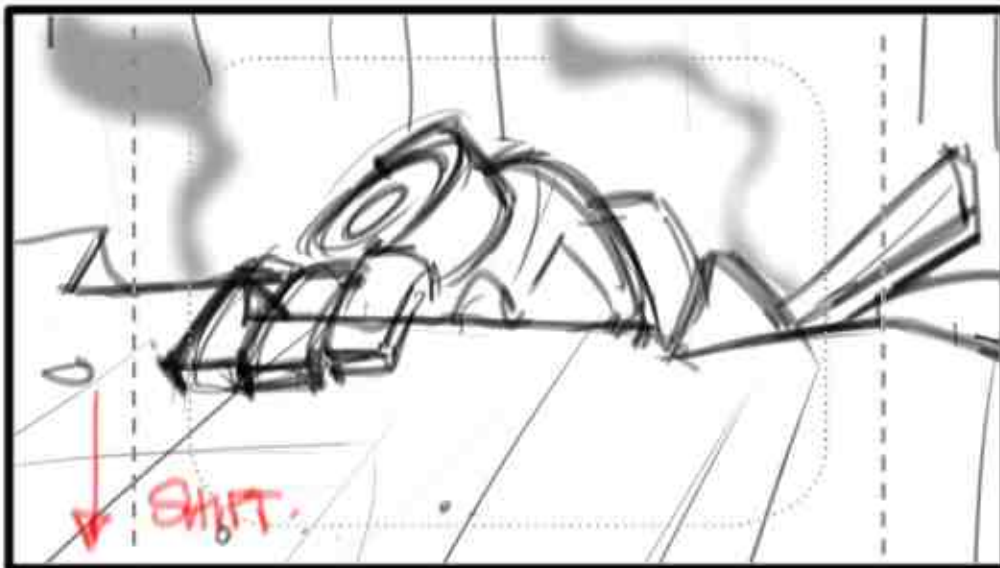


Title: DOUBLE VILLAINY EP: 225 SEQ: 44 Page 13

Sc. 44-10

Pnl. B

Bg _____



Action:

SHIFT WITH ANIM AS HEATWAVE LIFTS HIMSELF UP
OVER THE CRATERS EDGE.

EFX: (SMOKE/DUST)

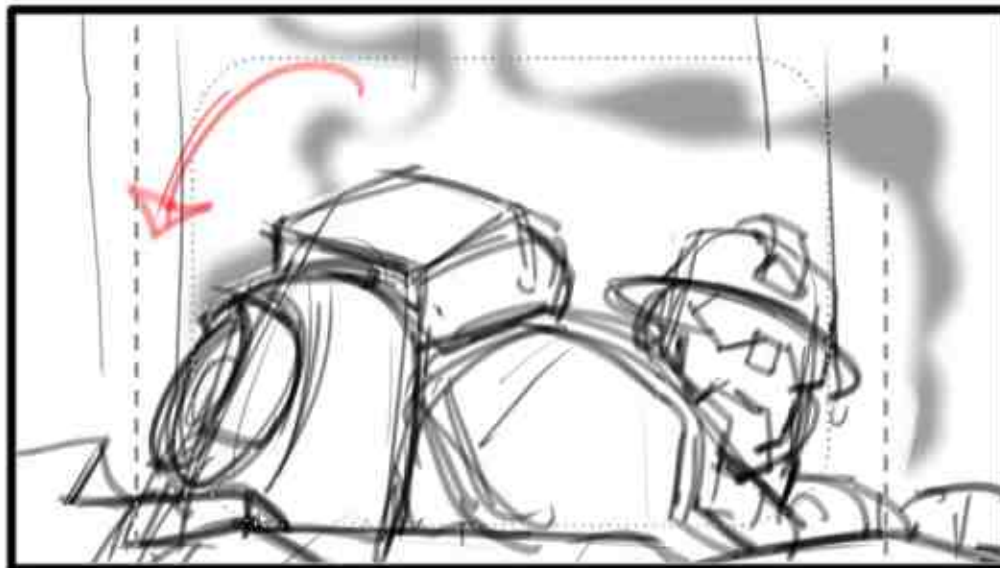
Dial:

Slug:

Sc. (CONTD)

Pnl. C

Bg _____



Action:

HEATWAVE LOOKS A BIT WORSE FOR WEAR.

Dial:





Sc. 44-11 Pnl. A Bg _____



Action: BACK ON CODY AND THE CHIEF.

EFX: (SMOKE/DUST)

Dial: 225. CHIEF:
IS IT REALLY THEM?

Slug:

Sc. (CONTD) Pnl. B Bg _____



Action: CODY RUSHES FORWARD.

Dial: 226. CODY:
HEATWAVE! YOU'RE BACK!





Sc. 44-12

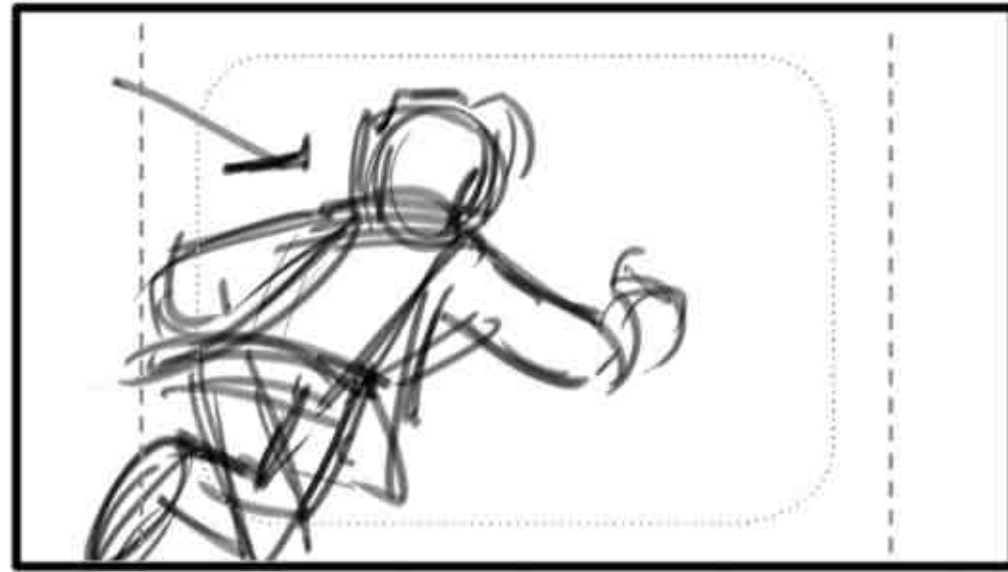
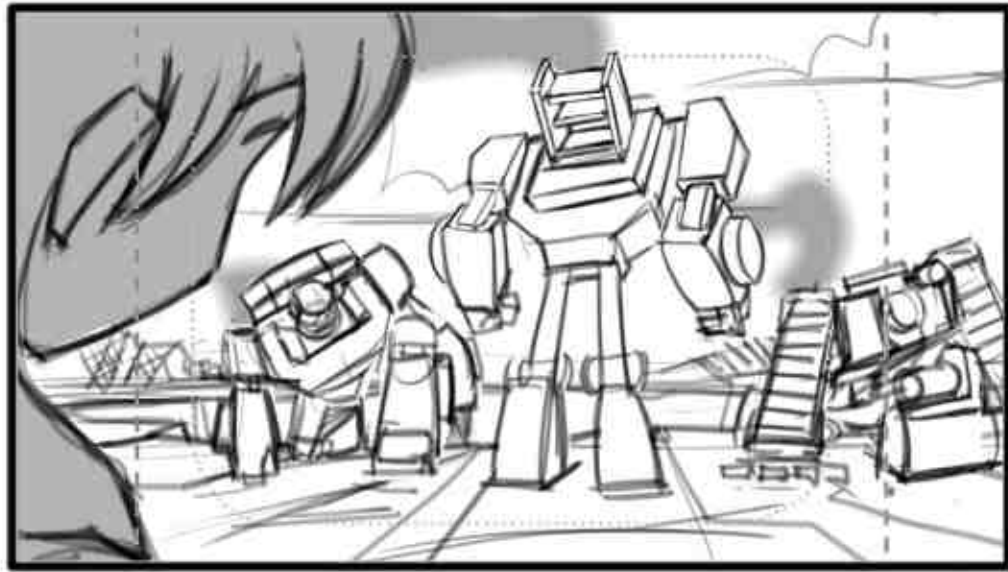
Pnl. A

Bg _____

Sc. (CONTD)

Pnl. B

Bg _____



Action: ANGLE ON THE BOTS STRAIGHTENING UP.
CODY RUSHES INTO SCENE.
EFX: (SMOKE/DUST)

Dial: _____

Slug:

Action: CODY RUSHES FORWARD.

Dial: _____

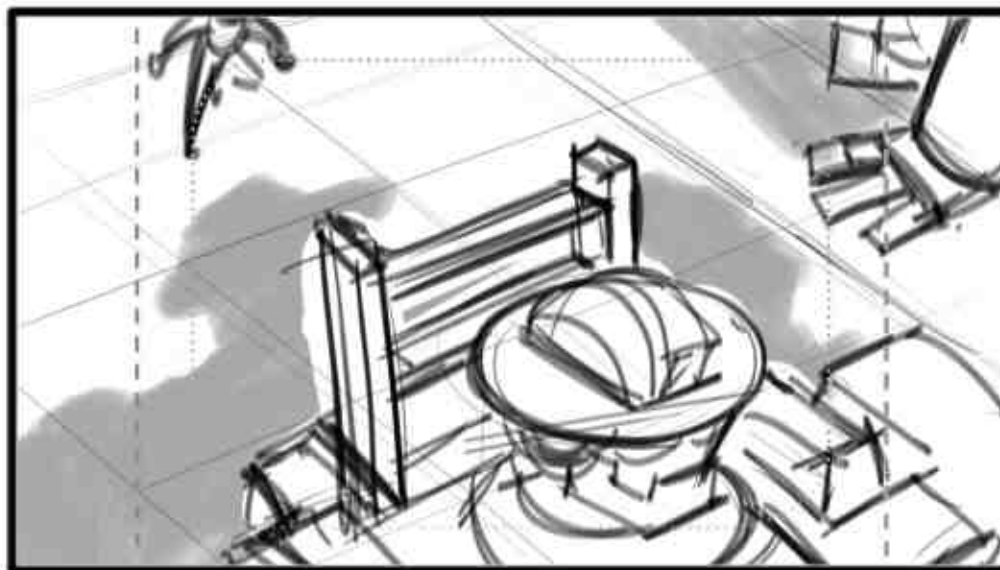




Sc. 44-13

Pnl. A

Bg _____



Action: ANGLE ON HEATWAVE. CODY RUNS UP BEHIND
HIM.

EFX: (SHADOW)

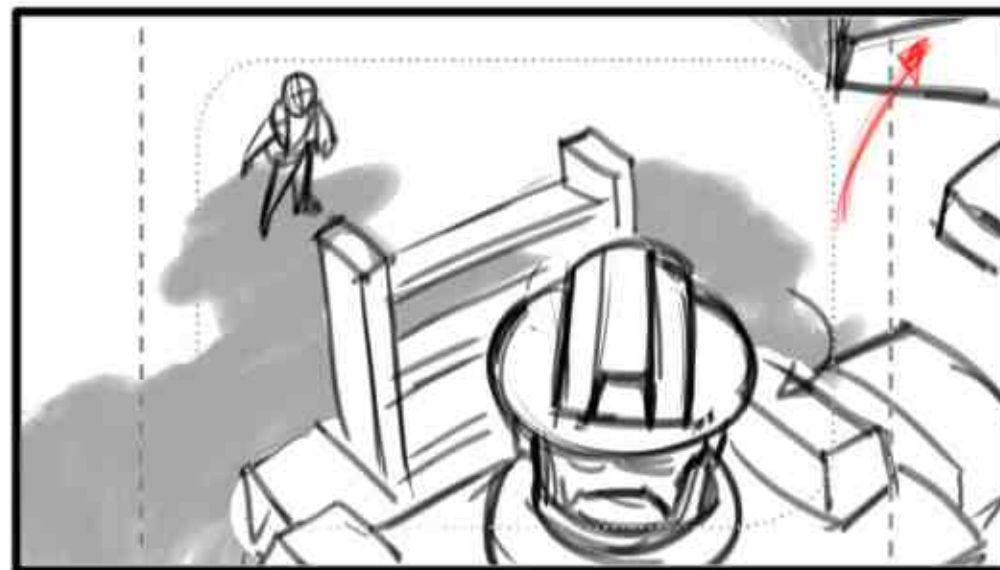
Dial:

Slug:

Sc. (CONTD)

Pnl. B

Bg _____



Action: HEATWAVE LOOKS OVER HIS SHOULDER..
IN THE BACKGROUND, CHASE STANDS UP.

Dial:





Sc. 40-14

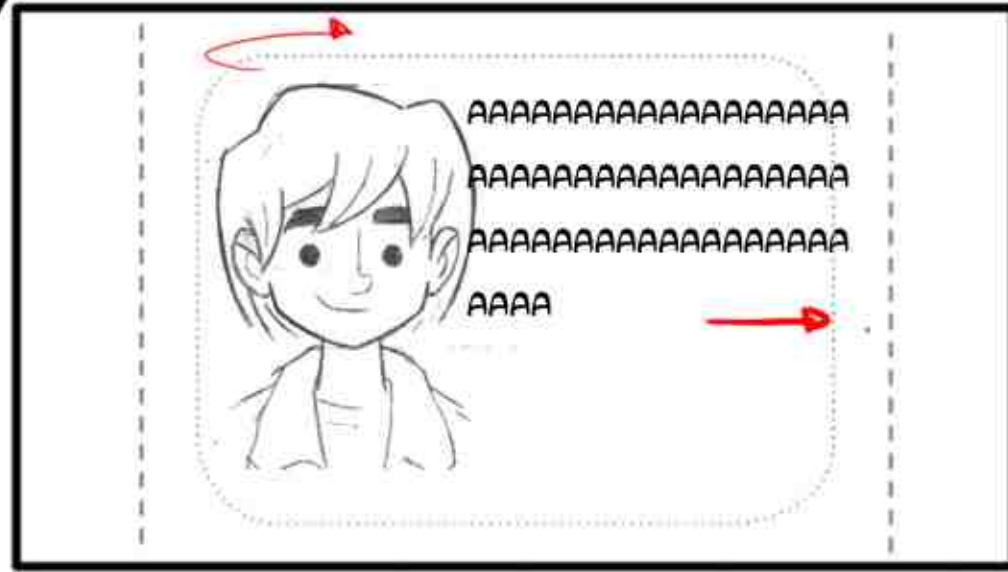
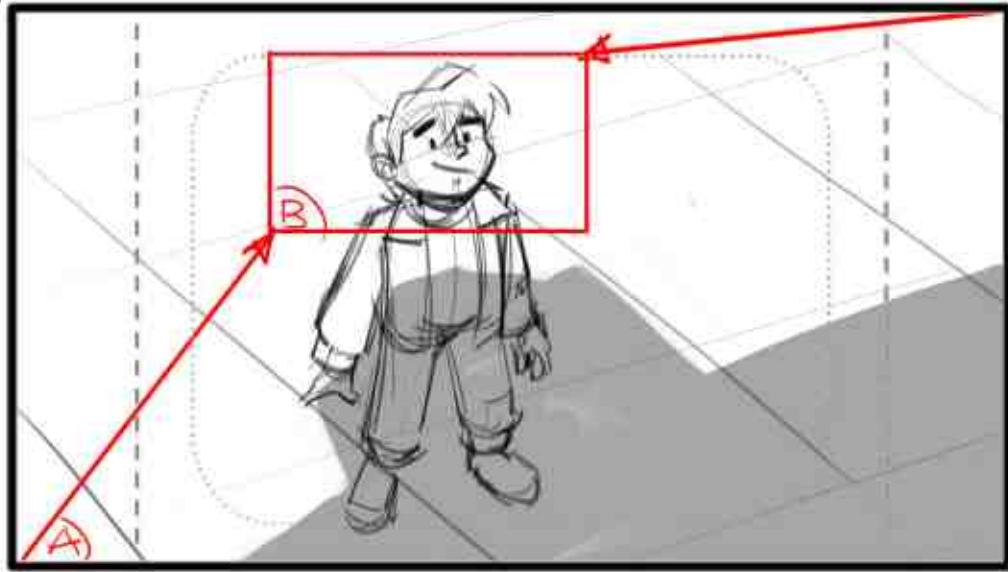
Pnl. _____

Bg _____

Sc. 40-15

Pnl. A

Bg _____



Action: CLOSER ON CODY. TRUCK IN A - B.

Dial: _____

Slug: _____

Action: RESCUE BOT STYLE GRAPHIC

CODY'S HEAD ROTATES ON THE SPOT, AS

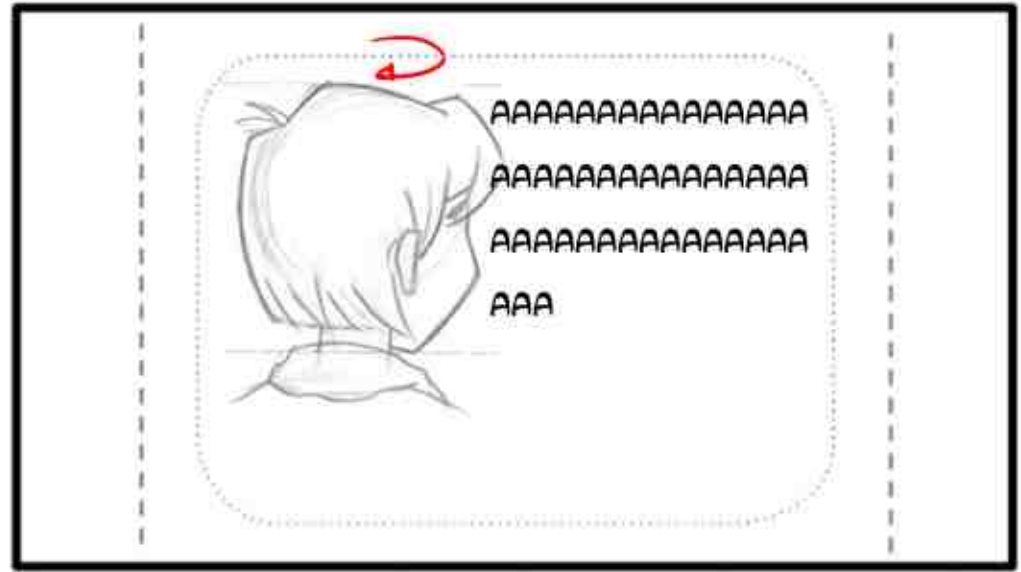
INFORMATION SCROLLS ON THE SPLIT SCREEN.

Dial: _____





Sc. 40-15 Pnl. B Bg _____ Sc. (CONTD) Pnl. c Bg _____



Action:

Action:

Dial:

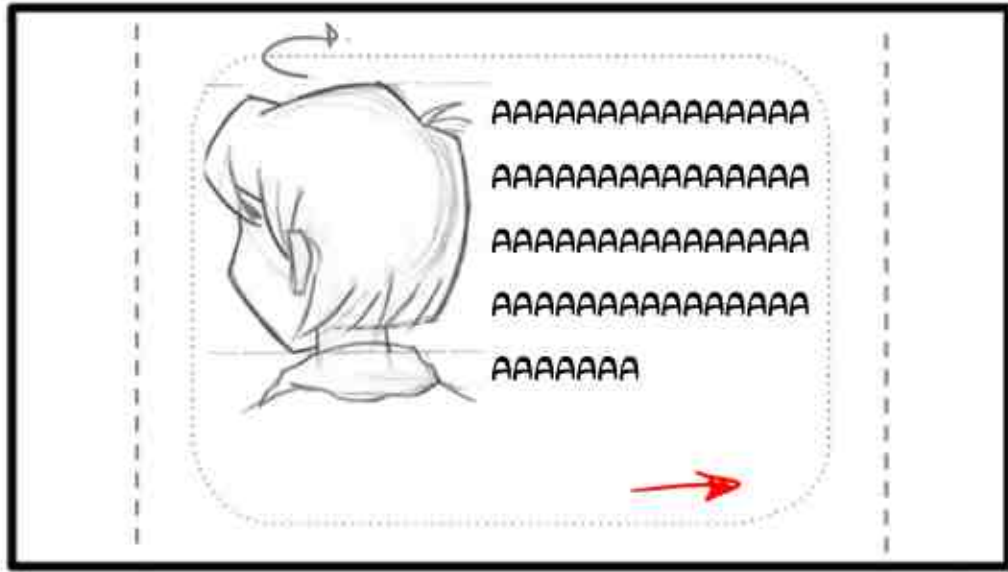
Dial:

Slug:





Sc. 40-15 Pnl. D Bg _____ Sc. (CONTD) Pnl. E Bg _____



Action:

Dial:

Slug:



Action:

Dial:

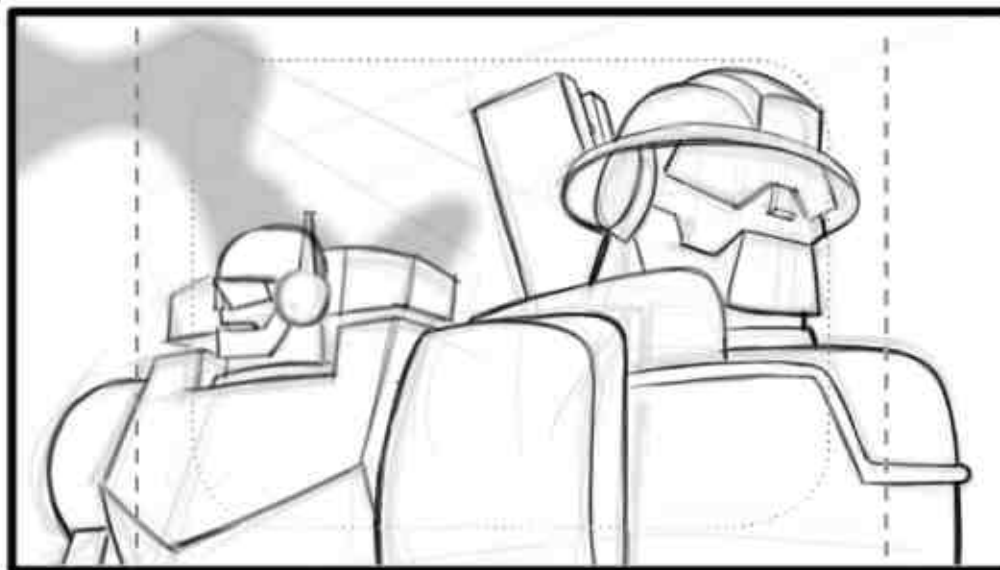




Sc. 40-16

Pnl. _____

Bg _____



Action: CLOSE ON HEATWAVE. CHASE REPORTS.

EFX: (SMOKE/DUST)

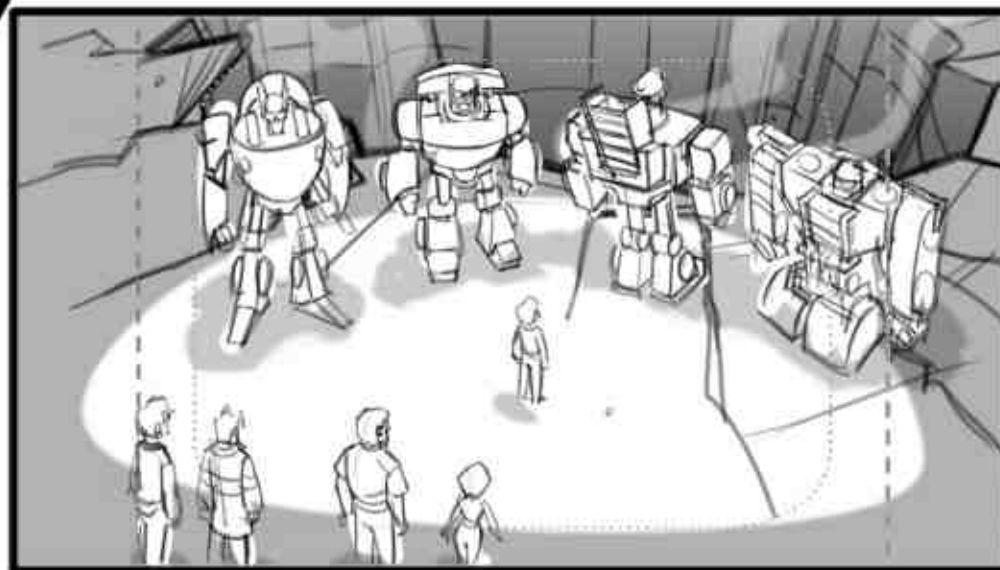
Dial: 227. CHASE:
IT IS THE SMALL CRIMINAL DOCTOR
MOROCCO WARNED US ABOUT!

Slug:

Sc. 40-17

Pnl. _____

Bg _____



Action: WIDE ON SCENE.

EFX: (SMOKE/DUST)

Dial:





Sc. 40-18

Pnl. _____

Bg _____



Action: CLOSE ON THE BOTS.

EFX: (SMOKE/DUST)

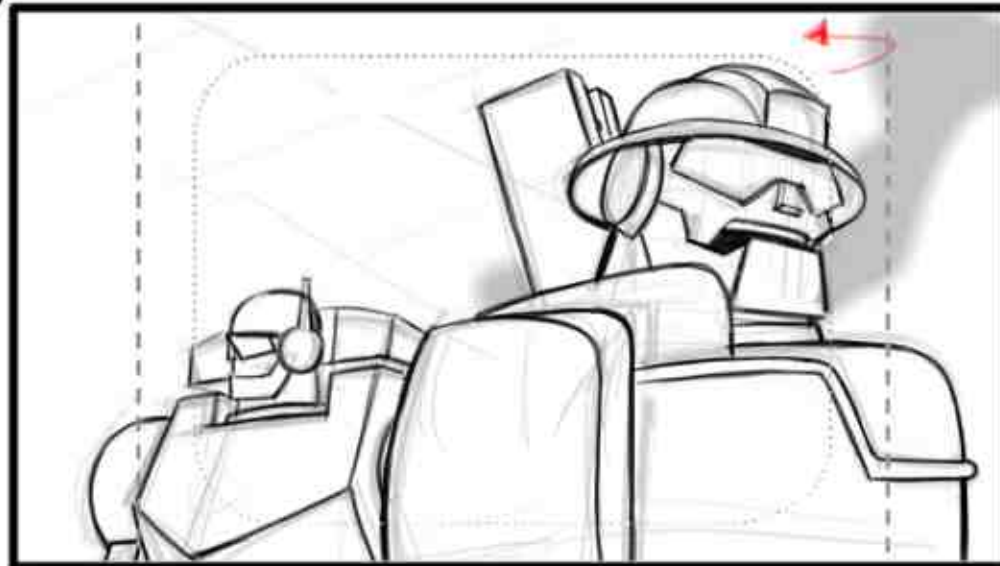
Dial: 228. BOULDER:
WHAT SHOULD WE DO?

Slug:

Sc. 40-19

Pnl. _____

Bg _____



Action: CLOSER ON HEATWAVE AND CHASE.

EFX: (SMOKE/DUST)

Dial: 229. HEATWAVE:
I'LL TAKE CARE OF THIS.

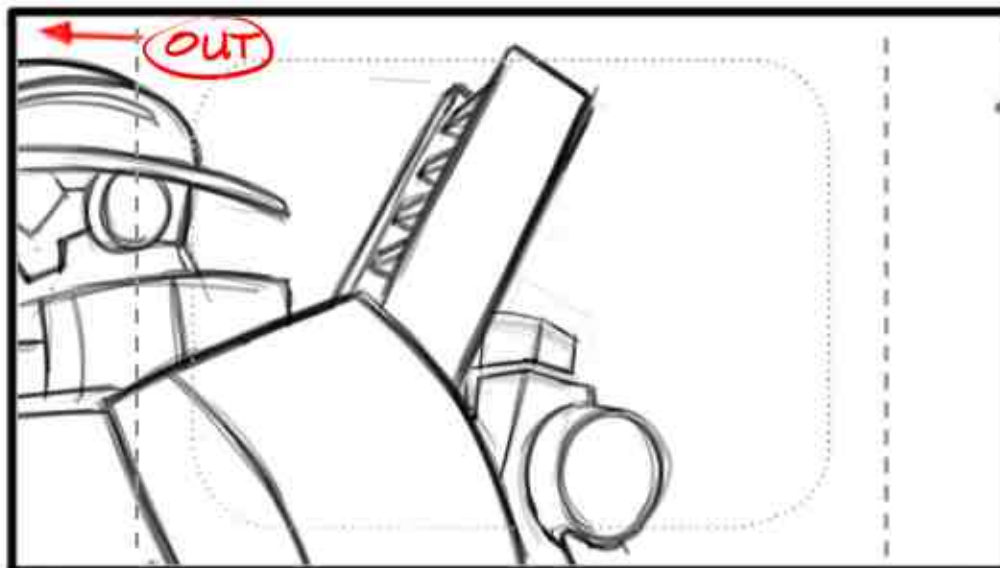




Sc. 40-19

Pnl. B

Bg _____



Action:

AS HEATWAVE TURNS TO EXIT, SHIFT BACKGROUND...

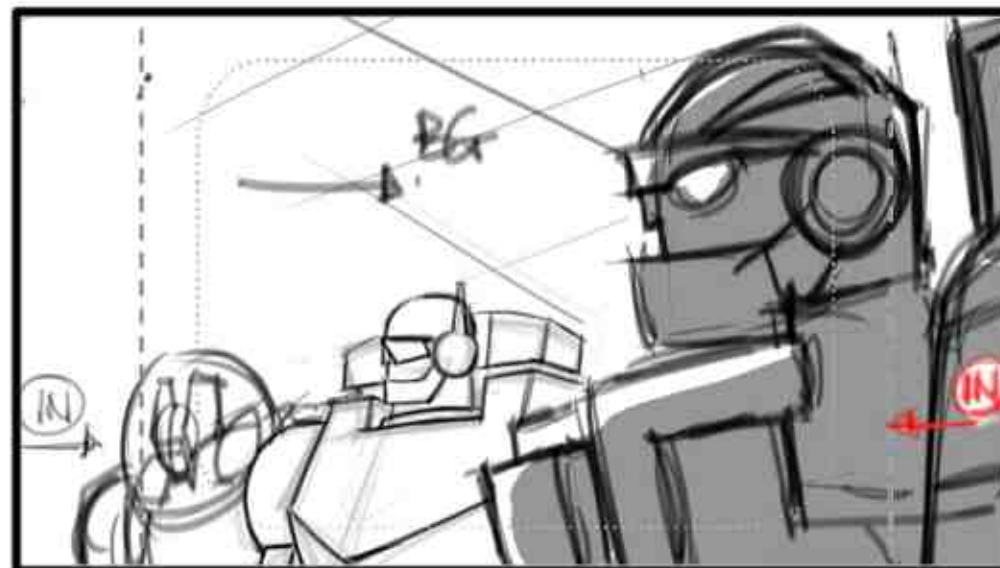
Dial:

Slug:

Sc. (CONTD)

Pnl. c

Bg _____



Action:

..AND SLIDE BOULDER INTO THE FOREGROUND.

Dial:

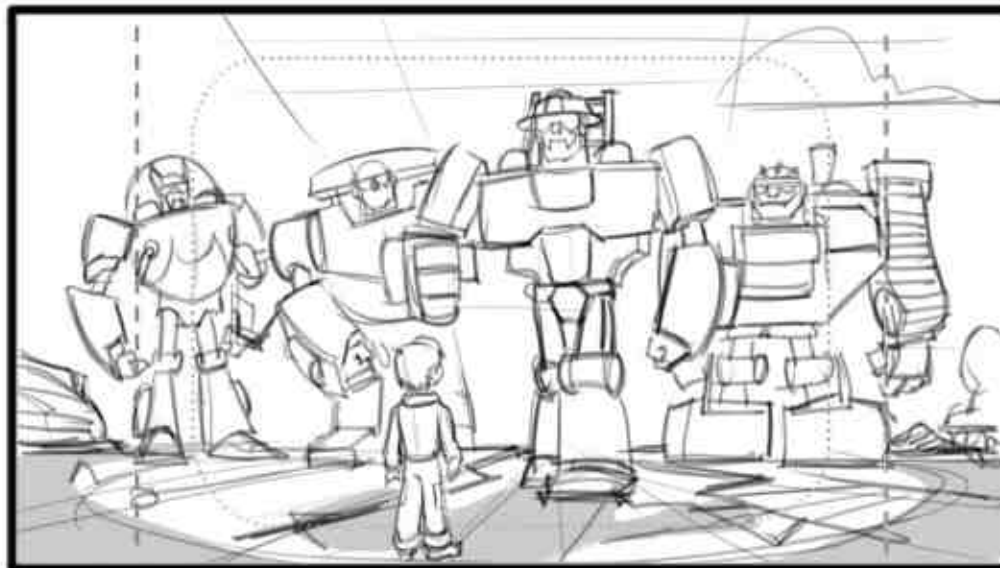




Sc. 40-20

Pnl. _____

Bg _____



Action:

WIDE ON CODY. HEATWAVE WALKS TOWARDS HIM,
MENACINGLY.

Dial:

Slug:

Sc. 40-21

Pnl. A

Bg _____



Action:

ANGLE ON CODY.

EFX: (SHADOW)

Dial:

230. CODY:

HEATWAVE? IT'S ME, CODY!

DON'T YOU RECOGNIZE ME?

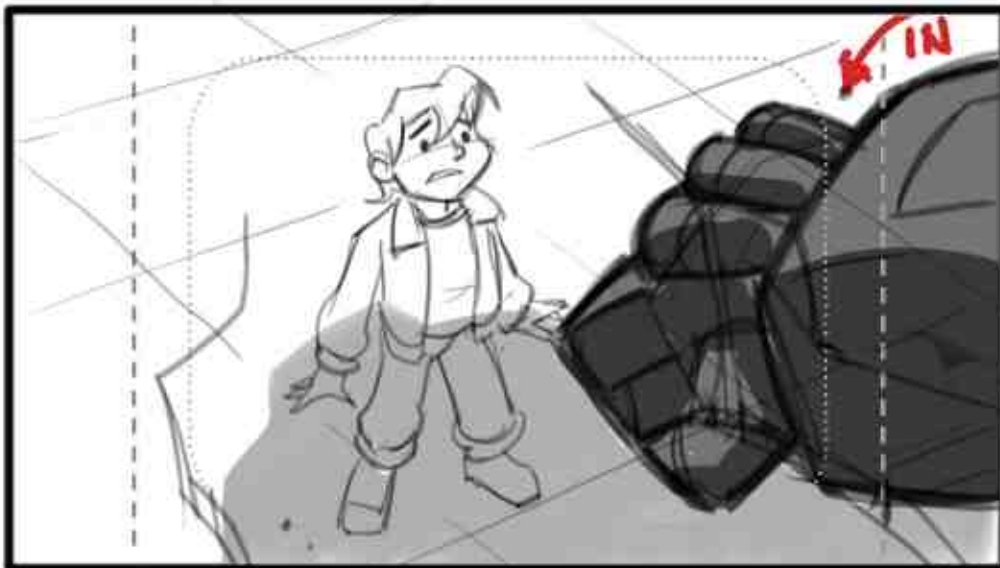




Sc. 40-21

Pnl. B

Bg _____



Action:

HEATWAVE LOWERS HIS FIST INTO SCENE.

Dial:

Slug:

Sc. 40-22

Pnl. A

Bg _____



Action:

REVERSE ANGLE.

Dial:

231. HEATWAVE:

STAY BACK, HUMAN!





Title: DOUBLE VILLAINY EP: 225 SEQ: 44 Page 25

Sc. 40-22

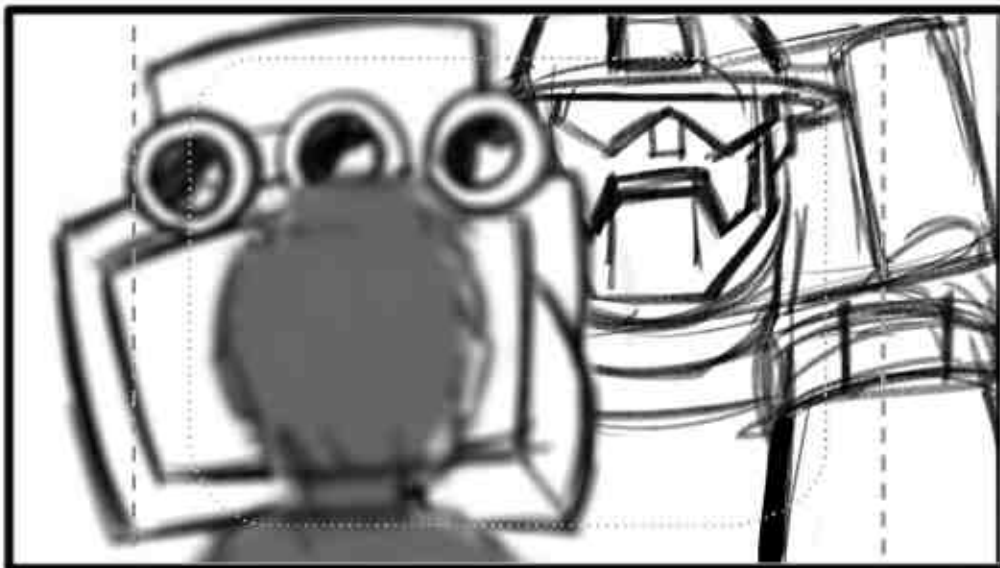
Pnl. B

Bg _____

Sc. _____

Pnl. _____

Bg _____



Action:

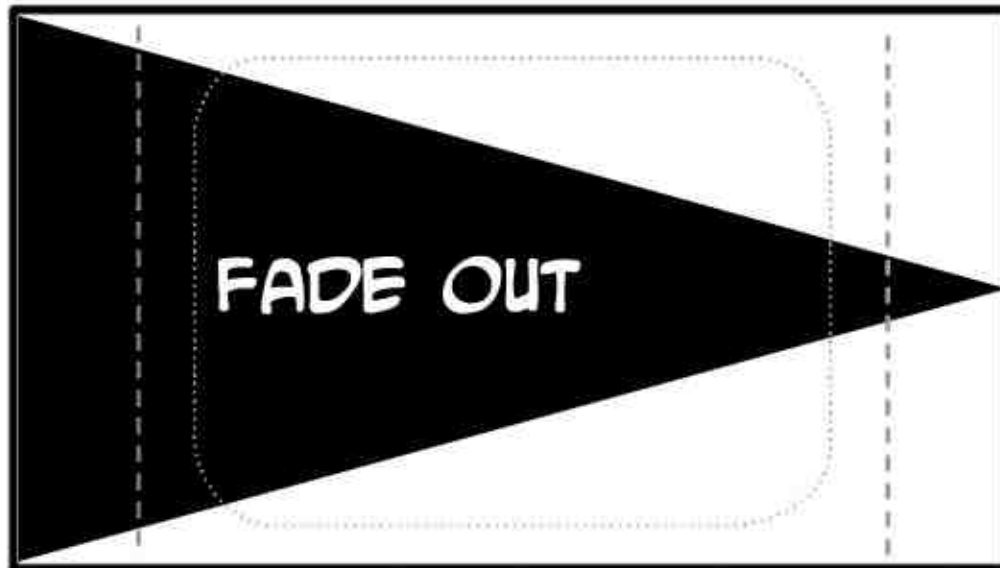
RACK FOCUS.

Dial:

231. HEATWAVE:

I MEAN IT!

Slug:



Action:

END OF EPISODE.

Dial:





Title: DOUBLE VILLAINY EP: 225 SEQ: 43 Page 05

Sc. 43-4

Pnl. A

Bg _____



Action:

ANGLE ON GRAHAM AND KADE.

Dial:

Slug:

Sc. (CONTD)

Pnl. B

Bg _____



Action:

AFTER AN AWKWARD BEAT, GRAHAM
TURNS TO HIS COMPANIONS...

Dial:

221. GRAHAM:

BURNS FAMILY...





Sc. 43-4

Pnl. c

Bg _____

HU

Sc. 43-5

Pnl. _____

Bg _____



Action:

KADE GETS UP...

Dial:

221. GRAHAM:

.....ROLL TO THE RESCUE.

Slug:



Action:

CLOSE ON KADE. (HOOK UP ACTION).

Dial:





Title: DOUBLE VILLAINY EP: 225 SEQ: 43 Page 07

Sc. 43-5

Pnl. B

Bg _____



Action:

KADE GETS UP...

Dial:

222. GRAHAM:

NOBODY SAYS IT LIKE HEATWAVE.

Slug:

Sc. 43-5

Pnl. C

Bg _____



Action:

KADE WALKS FORWARD.

(CUT ON ACTION)

Dial:

