

# WHAT'S NEW Scooby-Doo?

**WNSD641 – 'GOLD PAW'  
COLD OPEN**







# WHAT'S NEW SCOOBY-DOO?

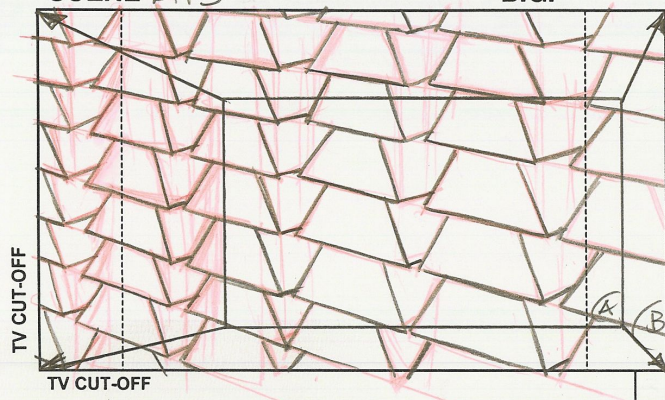
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SEQ. \_\_\_\_\_ PAGE 41

MC

SCENE A13

B.G.

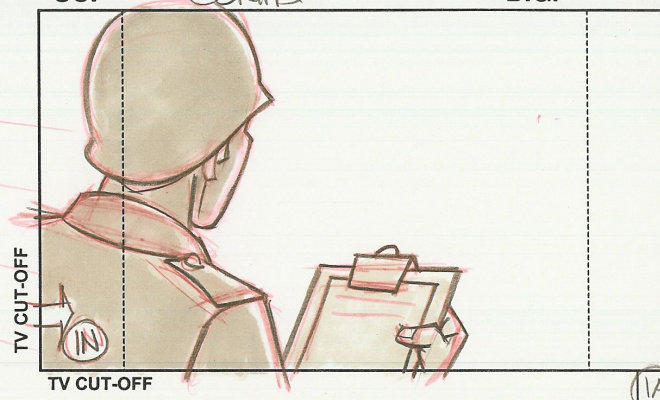


WIDER ON PILE OF GOLD BRICKS  
CONTINUE TRUCK OUT FROM (A) → (B)  
\*(MATCH SPEED TO PREV. SCENE).

SC.

CONTD

B.G.



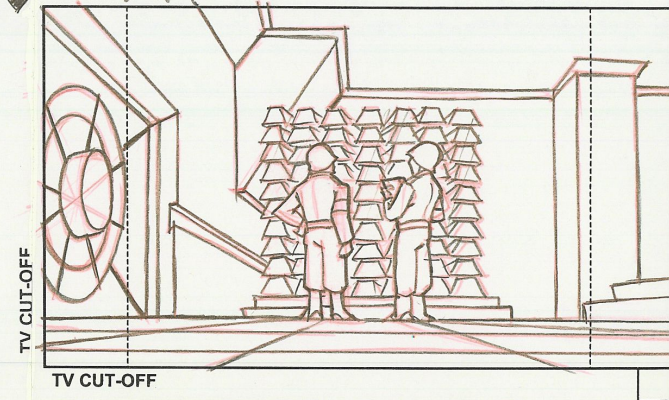
PAN MP#2 IN DURING TRUCK OUT  
(CHAR. SEPARATED FOR CLARITY)

MP#2 IS CHECKING A CLIPBOARD  
EFF: (2-TONE ON CHAR.)  
\*(DESIGN NOTE: USE MP#8 FOR MP#2  
AND MP#7 FOR MP#1)

HU

SC. A14

B.G.



INT. FORT KNOX - GOLD ROOM  
WIDE ON SCENE MP'S 1 & 2 ARE  
COUNTING THE GOLD BARS.

ACTION

DIAL

TIMING

①: MP#1: (OS)

.. ACCOUNTED FOR?

② MP#2:

CHECK!

③ MP#1:

STACKED STANDARD MILITARY..  
-10 ROWS HIGH...

16 : 9 Widescreen Format

257-641





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SEQ. \_\_\_\_\_ PAGE A12.

SCENE A15

B.G.

TV CUT-OFF



TV CUT-OFF

SCENE

CONTD.

B.G.

TV CUT-OFF



TV CUT-OFF

AS MP#2 TURNS TO MP#1, A  
SHADOW ENTERS INTO SCENE, UNSEEN  
BY THE MP'S.

EFX: (DX SHADOW)

④ MP#2:

CHECK!

SC. A16

B.G.

TV CUT-OFF



TV CUT-OFF

CLOSE ON MP#1. HE REACTS  
TO AN O.S. NOISE.

SFX: (METALLIC SCRAPPING!)

16 : 9 Widescreen Format

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ACTION

DIAL

TIMING

③ MP#1: (CONTD)

...5 BARS DEEP!





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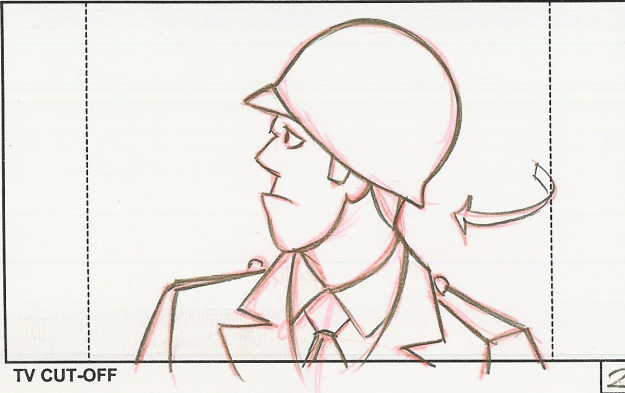
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SEQ. \_\_\_\_\_ PAGE A13

SCENE A16 CONTD.

B.G.

TV CUT-OFF



HE LOOKS AROUND ...  
FIRST TO HIS RIGHT.

SC.

CONTD.

B.G.

TV CUT-OFF



.. THEN TO HIS LEFT.

SC.

CONTD.

B.G.

TV CUT-OFF



DIA PAN A ~~B~~ AS MP#2  
STEPS FORWARD INTO SCENE.

B MP#1:

WHAT WAS THAT?

257-641

ACTION

DIAL

TIMING





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SEQ. \_\_\_\_\_

PAGE \_\_\_\_\_

A14

SCENE A16 CONTD-

B.G.

TV CUT-OFF



TV CUT-OFF

5

MP#2 GIVES MP#1 A SIDELONG GLANCE. MP#1 TURNS TO MP#2.

HU

SC. A17

B.G.

TV CUT-OFF



TV CUT-OFF

1

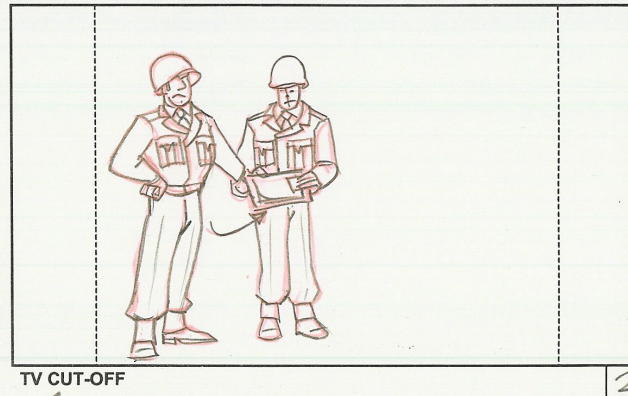
WIDE ON THE MP'S STANDING IN FRONT OF THE PILE OF GOLD. SOMETHING CATZHS MP#2'S EYE. A SHIMMER PLAYS OVER THE FRONT OF THE PILE OF GOLD.

SC.

CONTD

B.G.

TV CUT-OFF



TV CUT-OFF

2

MP#2 HANDS HIS CLIPBOARD OVER TO MP#1



Ⓢ EFX: (SLIGHT DX SHIMMER)

ACTION

DIAL

TIMING

⑥ MP#2:

NOTHING.

⑥ MP#2: (CONTD)

MAYBE THE LIGHTS JUST FLICKERED!

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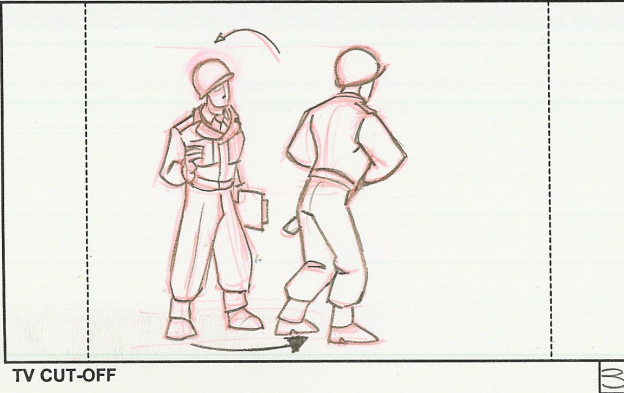
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SEQ. \_\_\_\_\_ PAGE A15

SCENE A17 CONTD.

B.G.

TV CUT-OFF



TV CUT-OFF

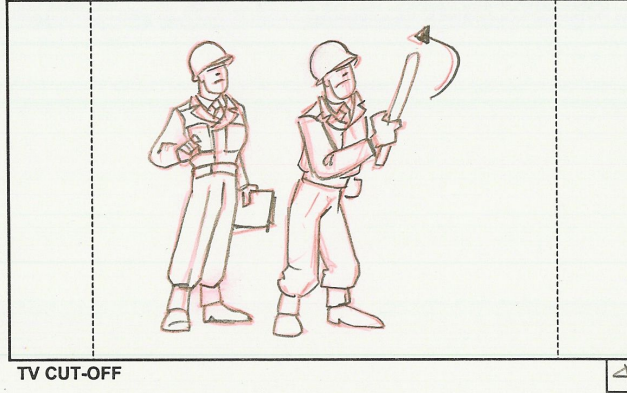
3

SC.

CONTD.

B.G.

TV CUT-OFF



TV CUT-OFF

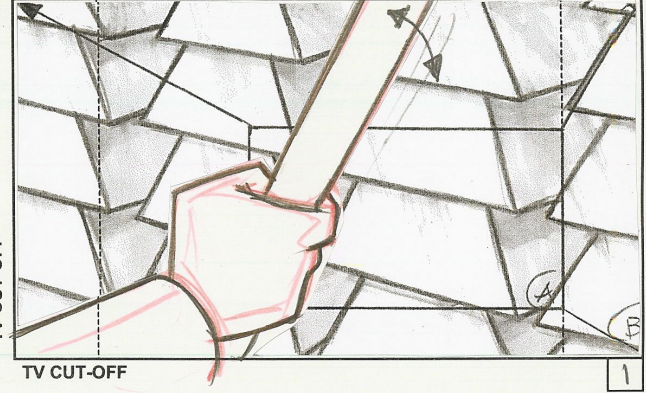
4



SC. A18

B.G. SA

TV CUT-OFF



TV CUT-OFF

1

MP#1 STEPS ASIDE AS MP#2  
STEPS FORWARD TOWARDS THE GOLD  
HE REACHES FOR HIS BATON. ..

.. PULLING IT OUT.

CLOSE ON MP#2'S HAND HOLDING  
THE BATON. HE MOVES TO TAP THE  
PILE OF GOLD BRICKS.

SFX: (RAPPING!)

ACTION

DIAL

TIMING

16 : 9 Widescreen Format

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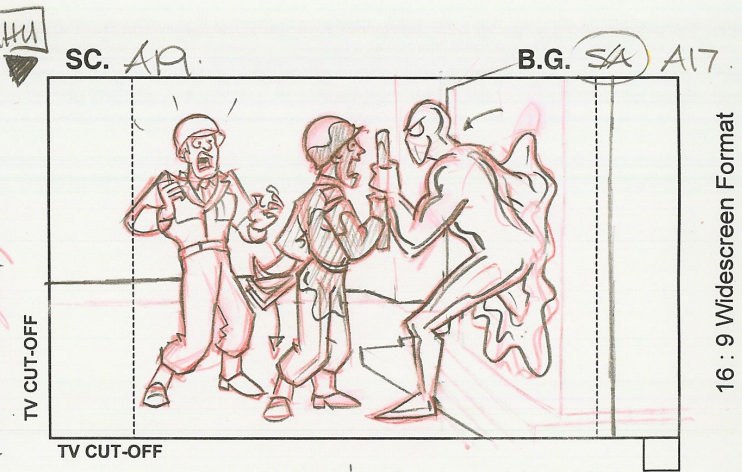
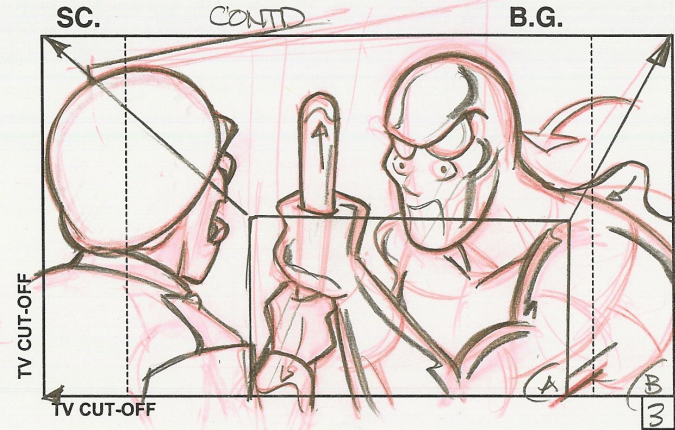
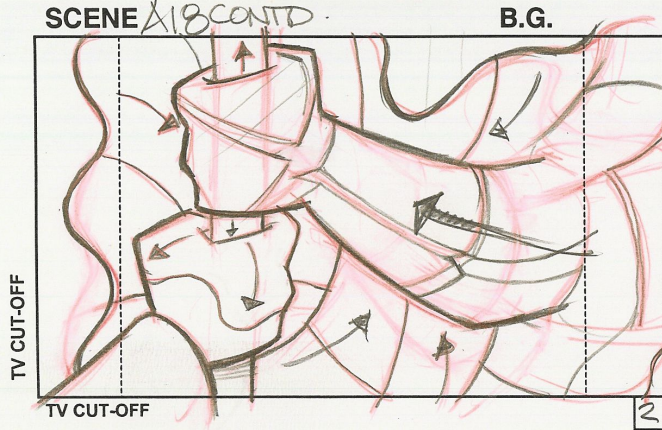




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ACTION

SUDDENLY A GOLDEN HAND REACHES OUT AND GRABS THE BATON. THE FRONT OF THE PILE OF GOLD FLOWS INTO THE GOLD ARM. THE BATON AND THE MP'S HAND BEGINS TO TURN GOLD.

TRUCK OUT (A) → (B) AS A GOLD HUMANOID FIGURE FLOWS OUT OF THE PILE OF GOLD. THE BATON AND THE MP'S HAND CONTINUES TO TURN INTO GOLD (THE PATTERN OF THE GOLD PILE FADES OFF THE MONSTER). THE REFLECTION OF MP#2'S FACE IS MIRRORED ON THE MONSTER'S FACE.

WIDE ON MP'S AS THE GOLD MONSTER MOVES CLOSER TO MP#2. THE GOLD COLOR CONTINUES TO MOVE OVER THE MP. MP#1 DROPS THE CLIPBOARD.

DIAL

(6A) MP#2:  
(GASP!)

(6B) MP#1:  
(GASP!)

TIMING

16 : 9 Widescreen Format

257-641

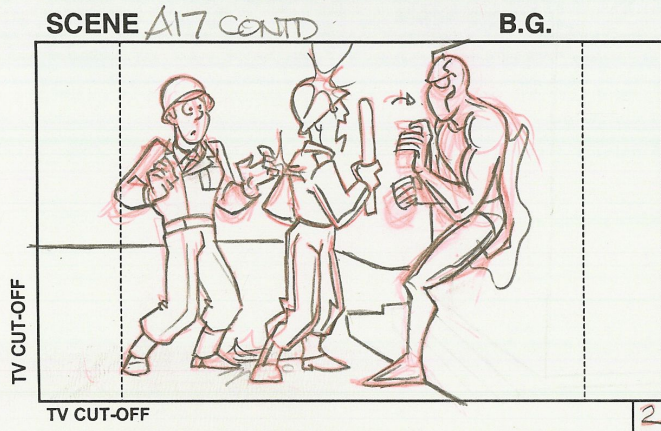




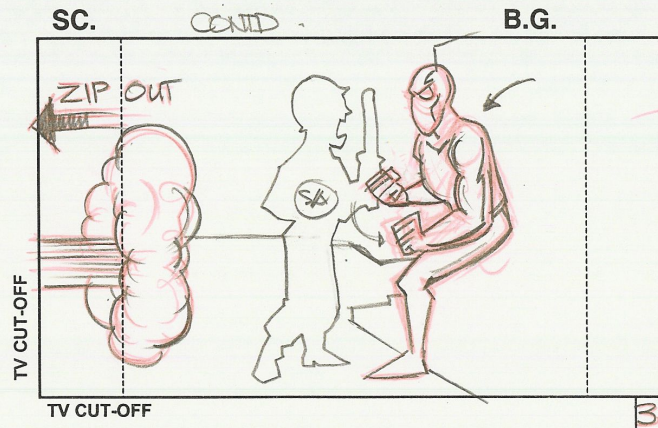
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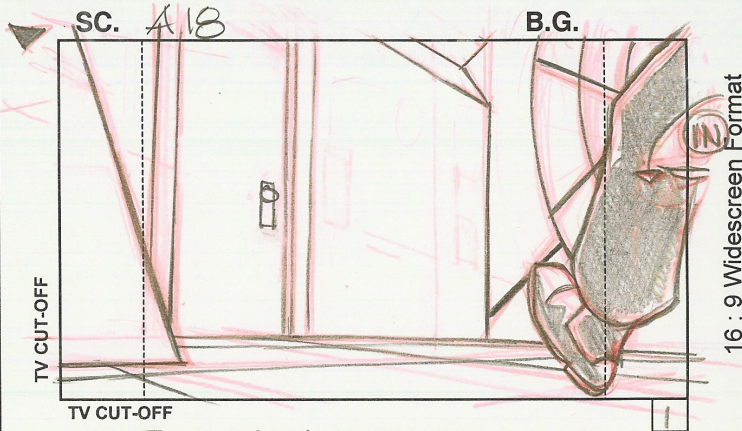
SEQ. \_\_\_\_\_ PAGE A17



MP#2. HAS TURNED INTO A  
GOLDEN STATUE



MP#1 SCREAMS AND ZIPS  
OUT OF SCENE.



INT. FORT KNOW, GOLD ROOM  
ANGLE ON DOOR NEAR VAULT-  
MP#1 RUSHES IN TOWARDS THE  
DOOR.

ACTION

EFX: (DX GLEAMS)

SFX: (CLIPBOARD CLATTER)

(6B) MP#1:

<SCREAMS!> ~~~~~

EFX: (2-TONE)

(6B) MP#1: (CONTD)

<SCREAMS!> ~~~~~

DIAL

TIMING

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# WHAT'S NEW SCOOBY-DOO?

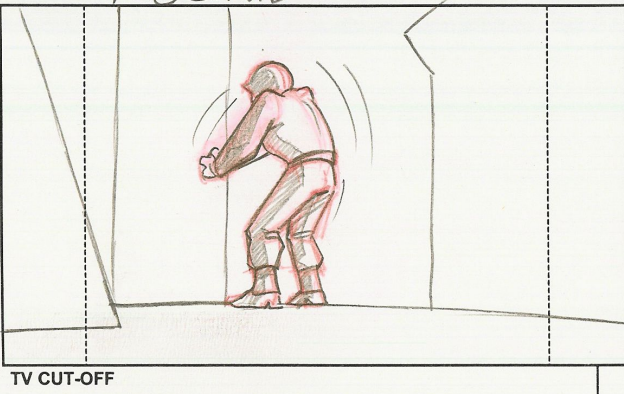
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SCENE A18 CONTD

B.G.

TV CUT-OFF

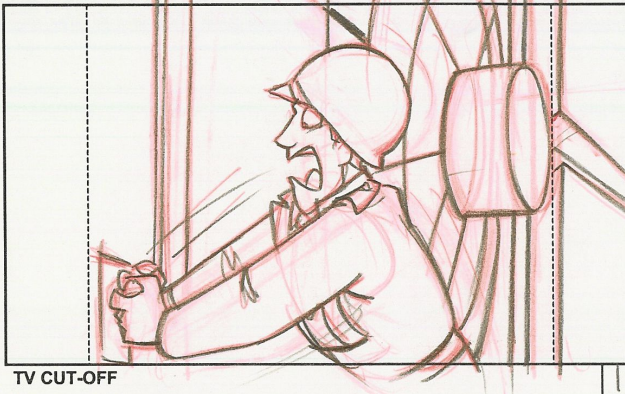


THE MP REACHS THE DOOR AND STRUGGLES WITH IT.

SC. A19

B.G.

TV CUT-OFF



CLOSE ON MP#1. HE'S FRANTICALLY TRYING TO OPENING THE LOCKED DOOR.

SC. CONTD

B.G.

TV CUT-OFF



SUDDENLY THE GOLD MONSTER REACHS IN, PUTTING HIS HAND ON THE STARTLED MP.

EFX: (DX GLEAMS)

SFX: <DOOR RATTLE>

SFX: <DOOR RATTLE>

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ACTION

DIAL

TIMING





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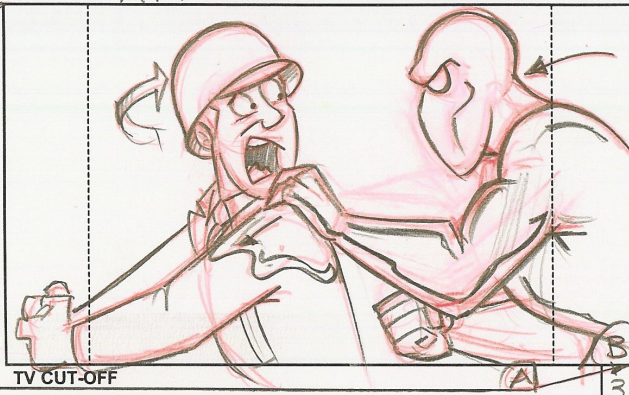
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A19.

SCENE A19. CONTD

B.G.

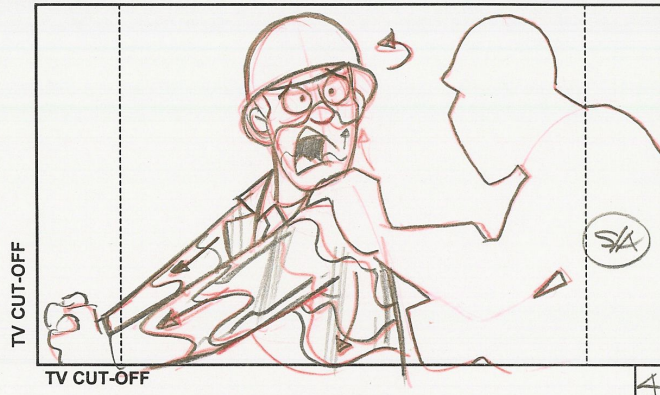


ACTION  
(SHIFT W/ANIM (A) → (B)), THE  
GOLDEN MONSTER LEANS IN. THE  
MP IS ALREADY TURNING GOLD.  
EFF: (DX REFLECTIONS & HIGHLIGHTS)

SC.

CONTD

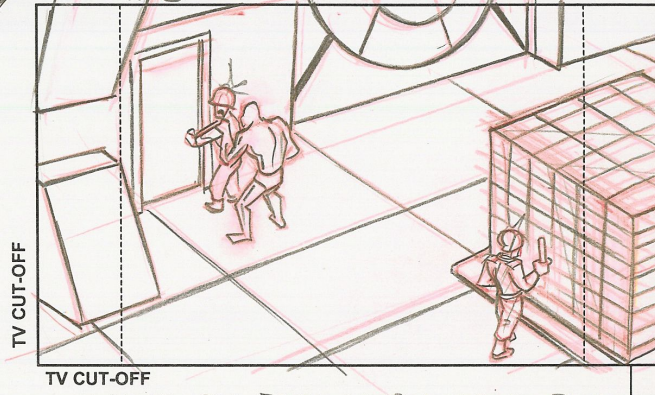
B.G.



THE MP TURNS STIFFLY TO CAMERA  
AS HE SLOWLY TURNS TO GOLD.

SC. A20

B.G.



WIDE ON FORT KNOX GOLD ROOM.  
BOTH MPS' HAVE NOW BEEN TURNED  
TO GOLD.

EFF: (DX GLEAMS)

(6A) MP #1:

(GASP!)

(6B) MP #1:

<SCREAMS>

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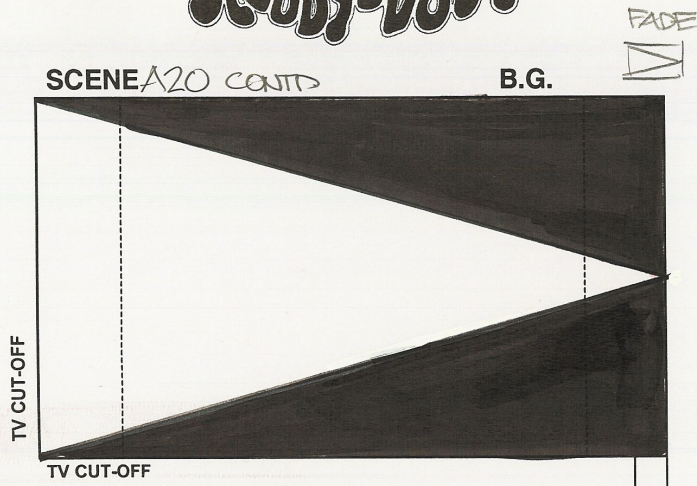




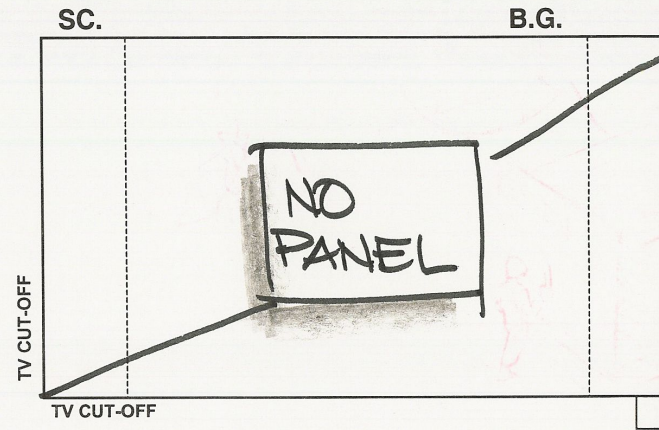
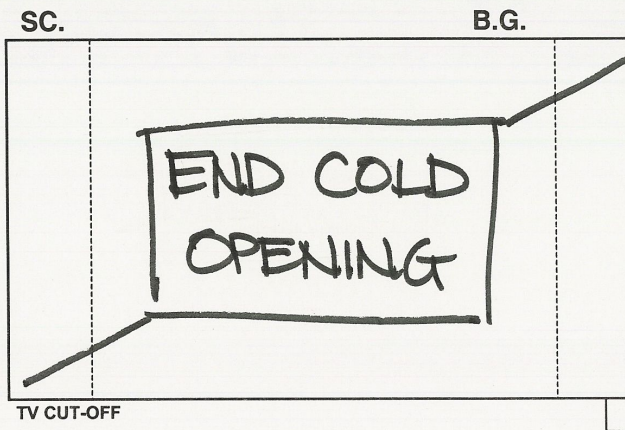
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FADE  
V



ACTION

DIAL

TIMING

(6B) MP#1: (CONT'D),

<SCREAMS> ~~~~~ (FADE OUT) →

257-641

16 : 9 Widescreen Format