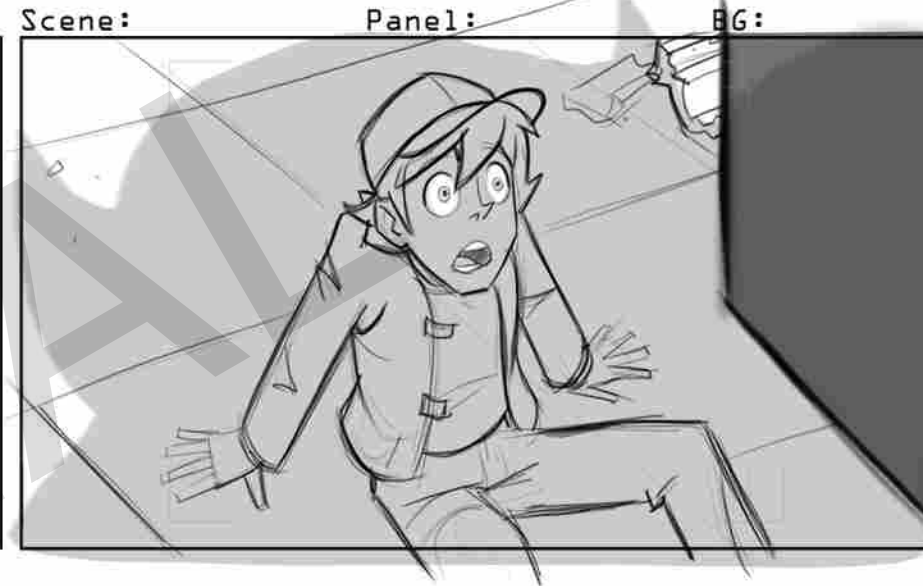
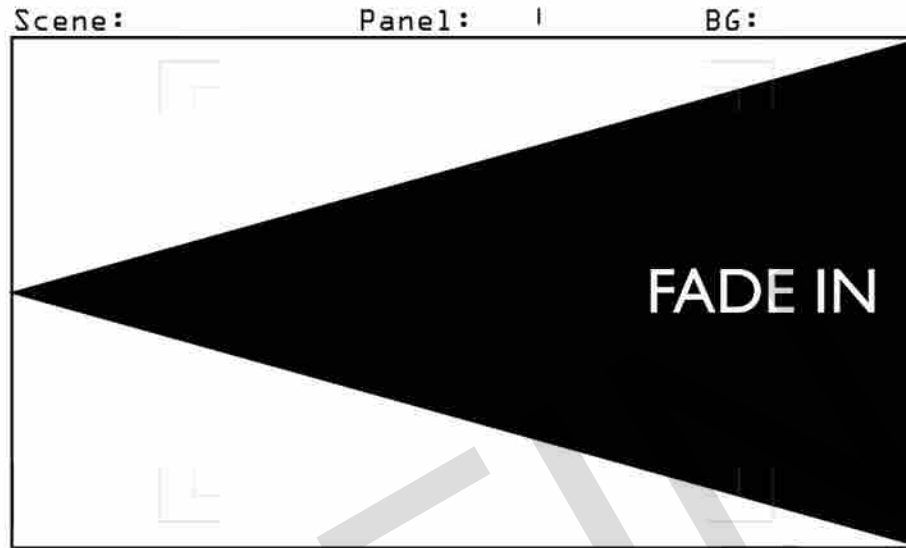
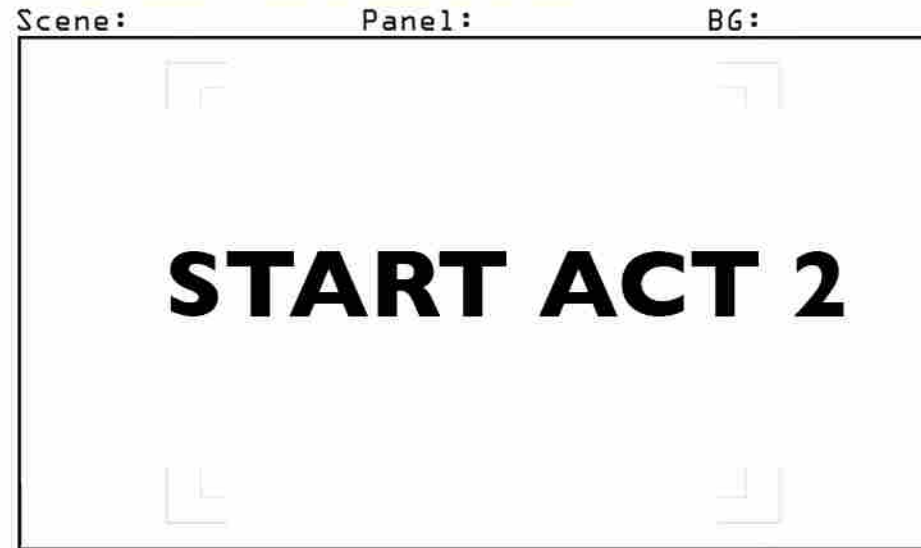




TRANSFORMERS **ROBOTS IN DISGUISE**

SEASON 1

TRID105 - ACT II



Action:	
Dial:	
Slug:	Trans:

Action:	
Dial:	
Slug:	Trans:

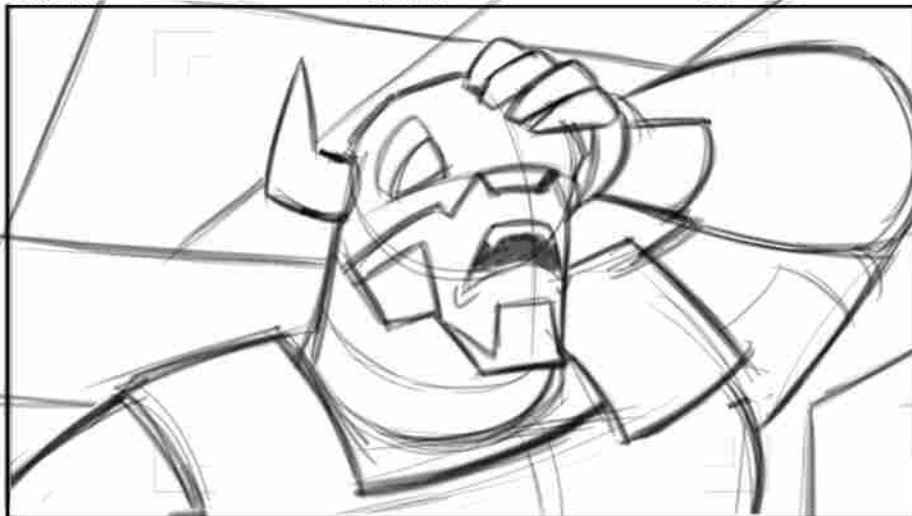
Action:	
INT. LABORATORY- (CONTINUOUS) ANGLE ON RUSSELL.	
Dial:	
90. BLACKHORN: (DIZZY, TRYING TO WAKE UP) OS	
<GROANS>	
Slug:	Trans:

CUT

Scene:

Panel: 1

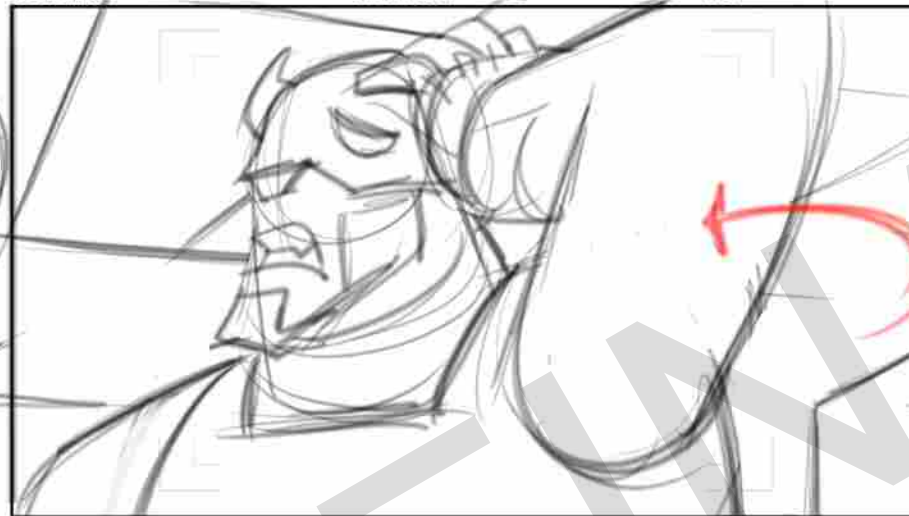
BG:



Scene:

Panel: 2

BG:



Scene:

Panel: 3

BG:



Action:

CLOSE ON A DISORIENTED BLACKHORN.

Dial:

90. BLACKHORN: (DIZZY, TRYING TO WAKE UP) CONTD

<GROANS>

Slug:

Trans:

Action:

HE LOOKS AROUND....

Dial:

Slug:

Trans:

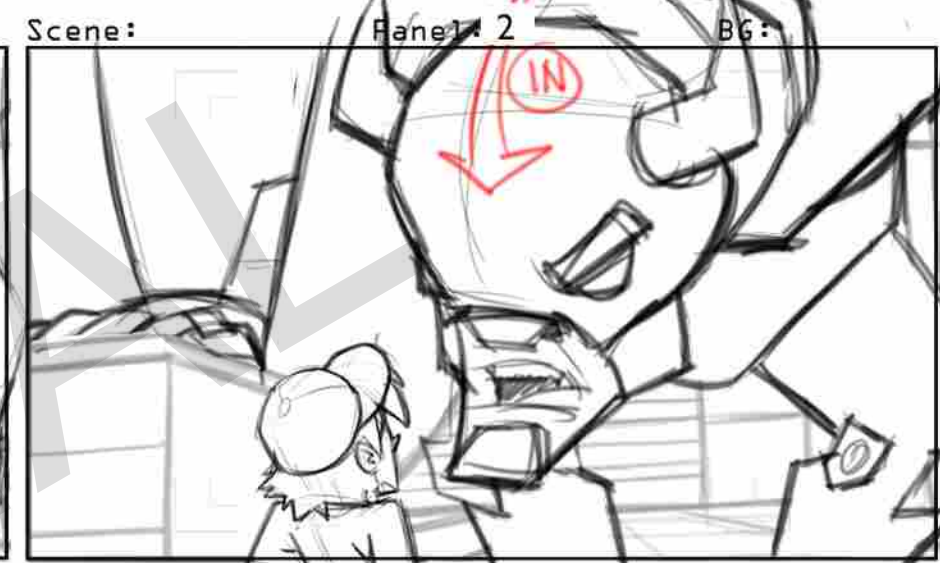
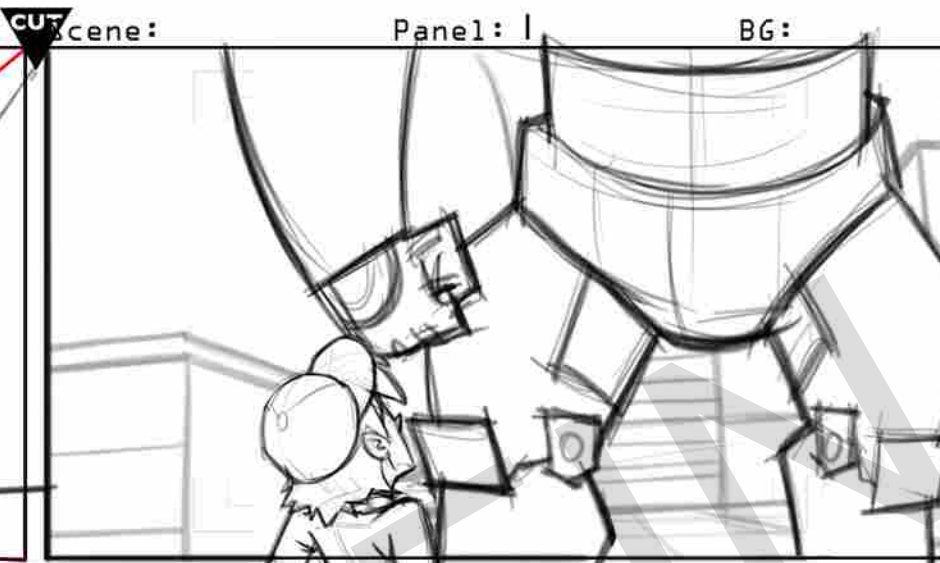
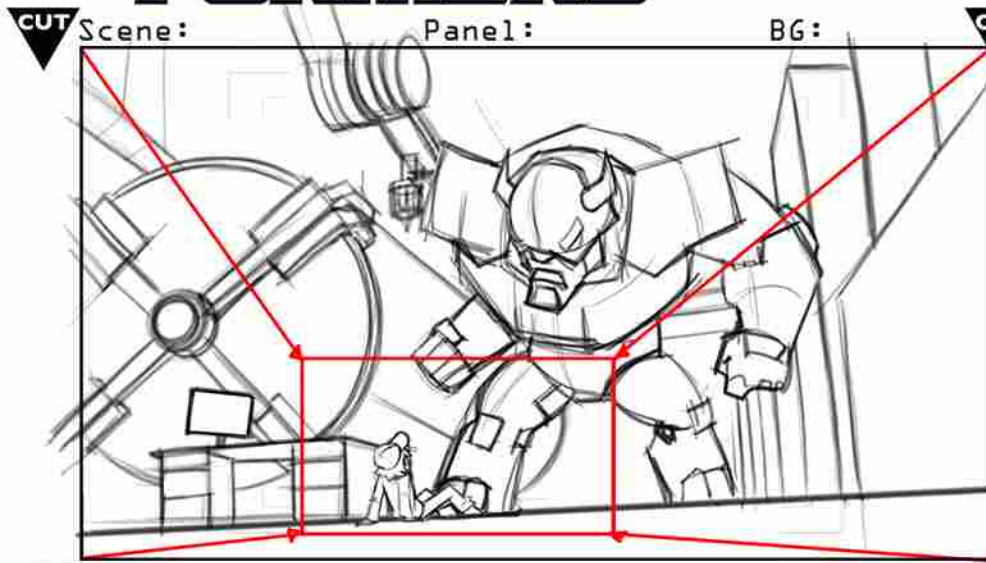
Action:

.....THEN HE LOOKS DOWN.

Dial:

Slug:

Trans:



Action:

WIDE ON THE LABORATORY.
BLACKHORN TOWERS OVER RUSSELL.
TRUCK IN ON RUSSELL.

Dial:

Slug:

Trans:

Action:

HOOK UP.
CLOSE ON RUSSELL .

Dial:

Slug:

Trans:

Action:

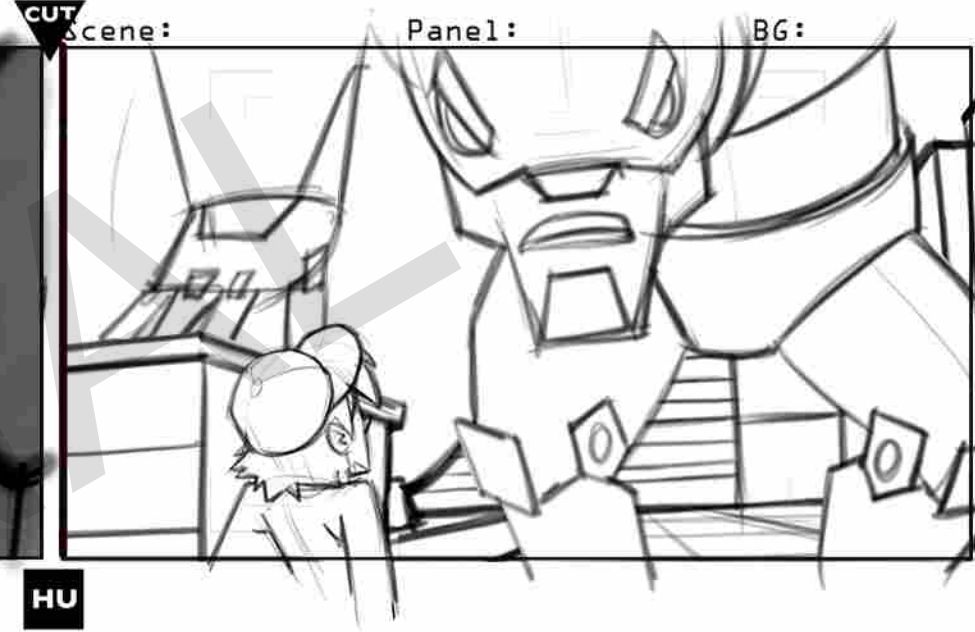
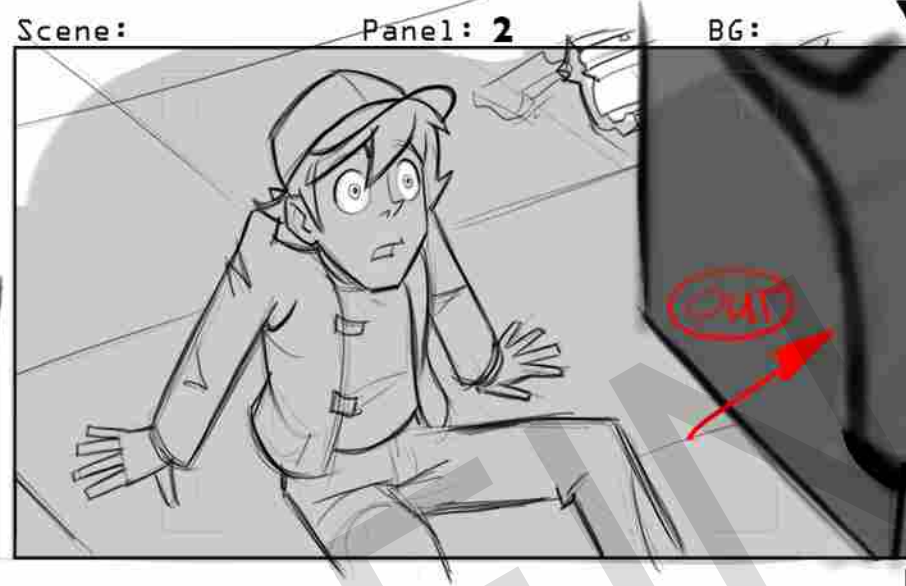
BLACKHORN LEANS IN

Dial:

90. BLACKHORN: (CONTD)
WHAT'RE YOU?

Slug:

Trans:

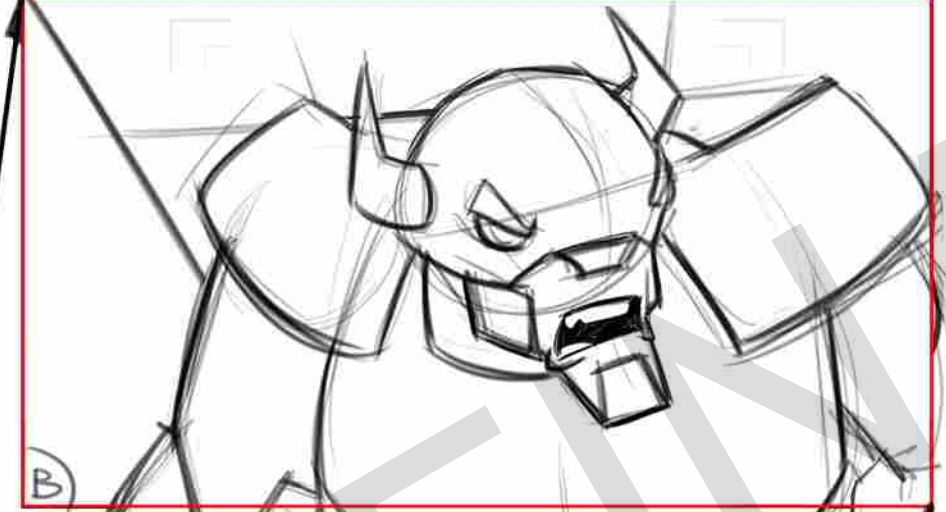


Action:	
ANGLE ON RUSSELL. BLACKHORN IS IN THE FOREGROUND.	
Dial:	91. RUSSELL: SURPRISED?
Slug:	Trans:

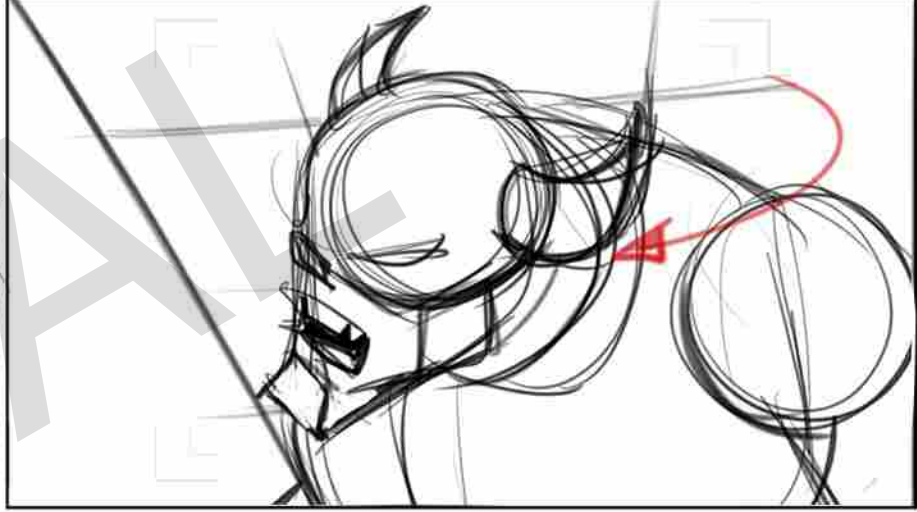
Action:	
BLACKHORN STRAIGHTENS UP AND OUT.	
Dial:	
Slug:	Trans:

Action:	
WIDER ON RUSSELL AND BLACKHORN, WHO CONTINUES TO STRAIGHTEN UP	
Dial:	92. BLACKHORN: WHAT IS THIS PLACE?
Slug:	Trans:

Scene: Panel: 2 BG:



Scene: Panel: 3 BG:



STOP
PAN
START

PAN WITH ACTION A - B
AS BLACKHORN STRAIGHTENS UP.



92. BLACKHORN: (CONTD)
LAST I REMEMBER, MY BOSS CONTRAIL SENT
ME TO SMASH.....

Action:	BLACKHORN TURNS	
Dial:	92. BLACKHORN: (CONTD)THE STABILIZERS OF A BOT WHO'D CROSSED HIM...	
Slug:	Trans:	

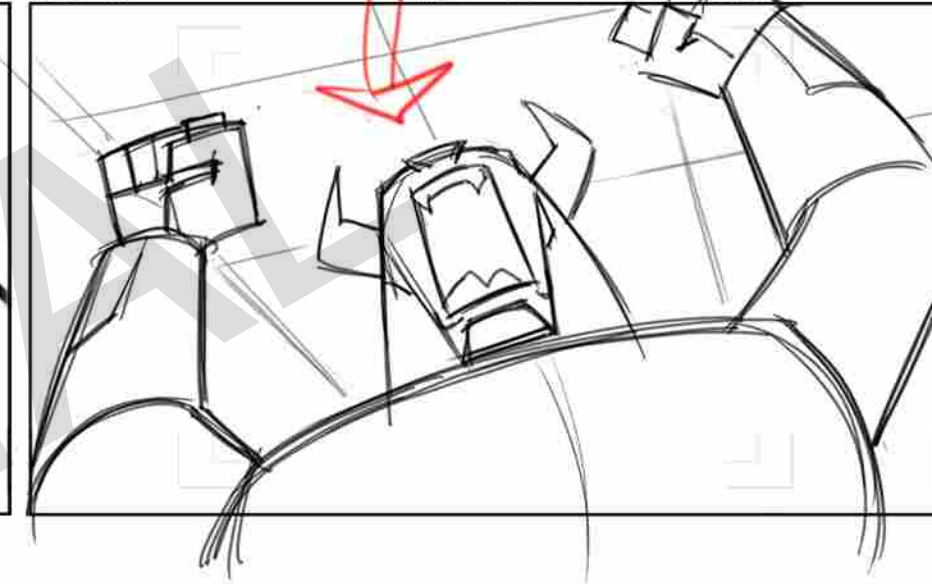
CUT Scene: Panel: BG:



CUT scene: Panel: 1 BG:



Scene: Panel: 2 BG:



Action:	
ANGLE ON BLACKHORN LOOKING AT THE POD IN THE FOREGROUND.	
Dial:	
92. BLACKHORN: (CONTD) THEN I WOKE UP IN THAT TINY BOX...	
Slug:	Trans:

Action:	
CLOSE ON BLACKHORN, EYES GLOWING RED, STEAM SNORTING OUT HIS NOSTRILS!	
EFX: (SNORT)	
Dial:	
Slug:	Trans:

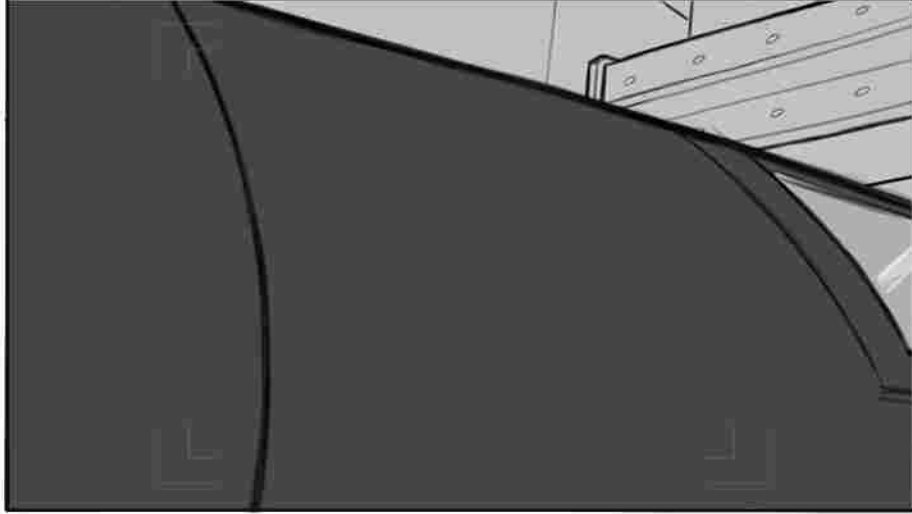
Action:	
HE LEANS BACK BELLOWING.	
Dial:	
92. BLACKHORN: (CONTD) (BELLOWS)	
Slug:	Trans:

CUT

Scene:

Panel: 1

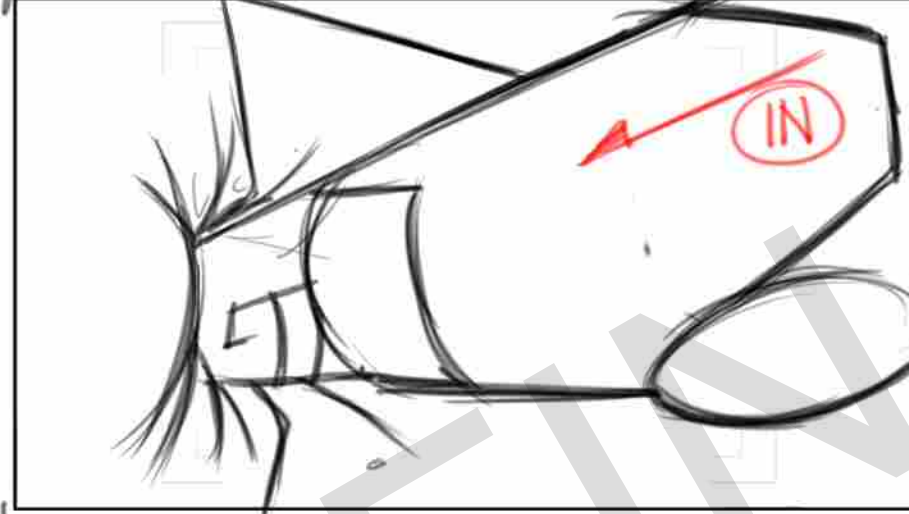
BG:



Scene:

Panel: 2

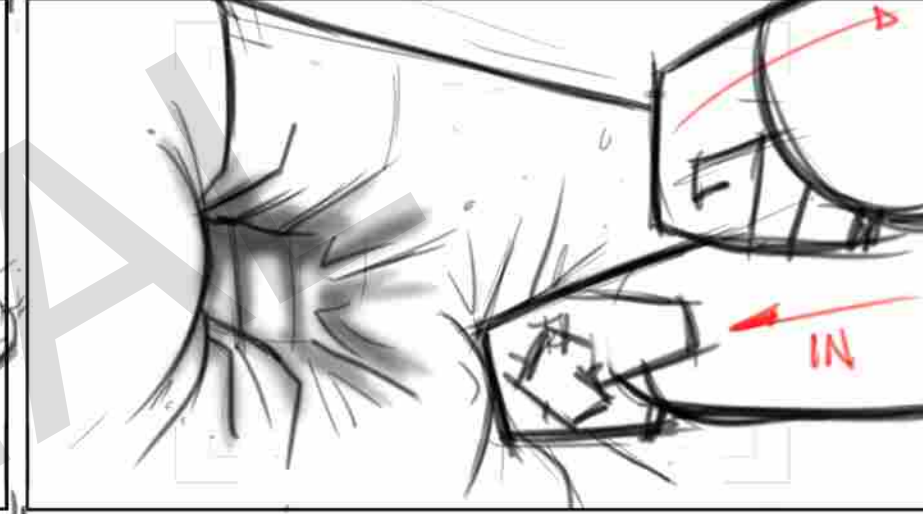
BG:



Scene:

Panel: 3

BG:



Action:

CLOSE ON POD.

Dial:

Slug:

Trans:

Action:

BLACKHORN STARTS TO POND ON IT
WITH HIS FISTS.

(CAMERA SHAKE)

Dial:

Slug:

Trans:

Action:

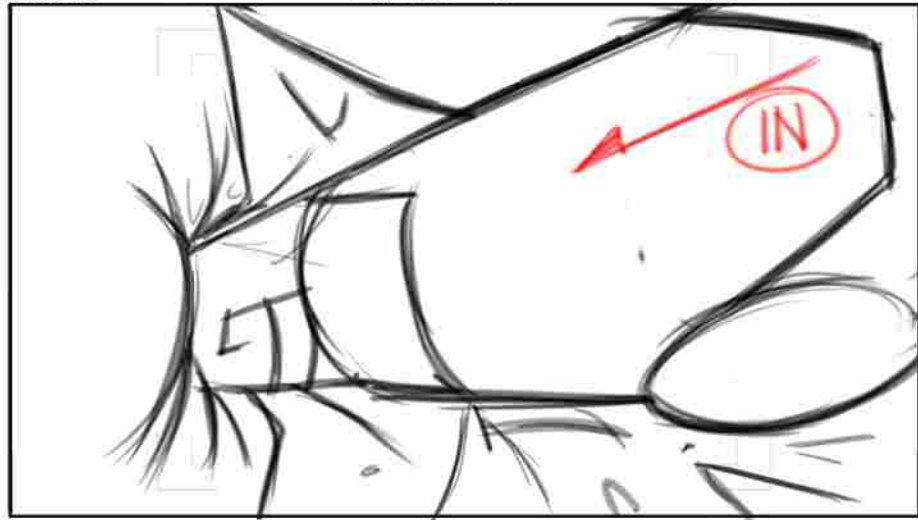
(RPT ACTION A COUPLE
OF TIMES)

Dial:

Slug:

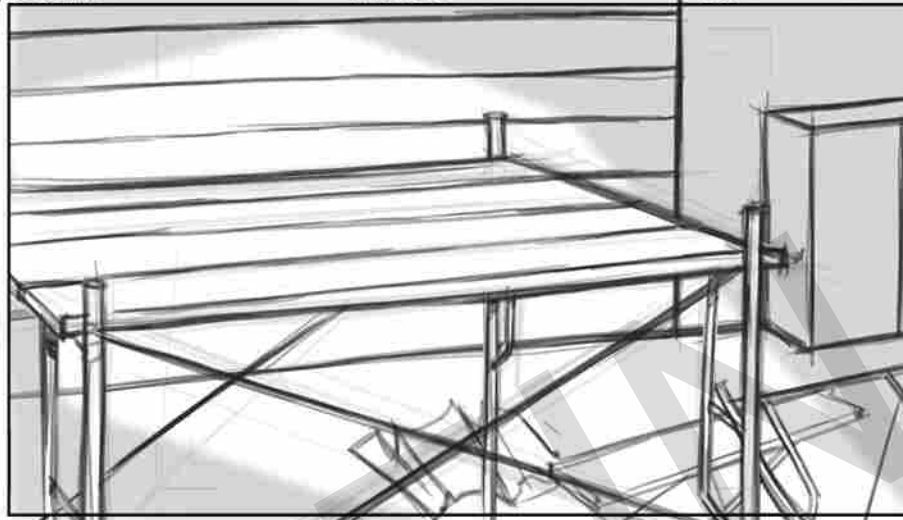
Trans:

Scene: Panel: 4 BG:

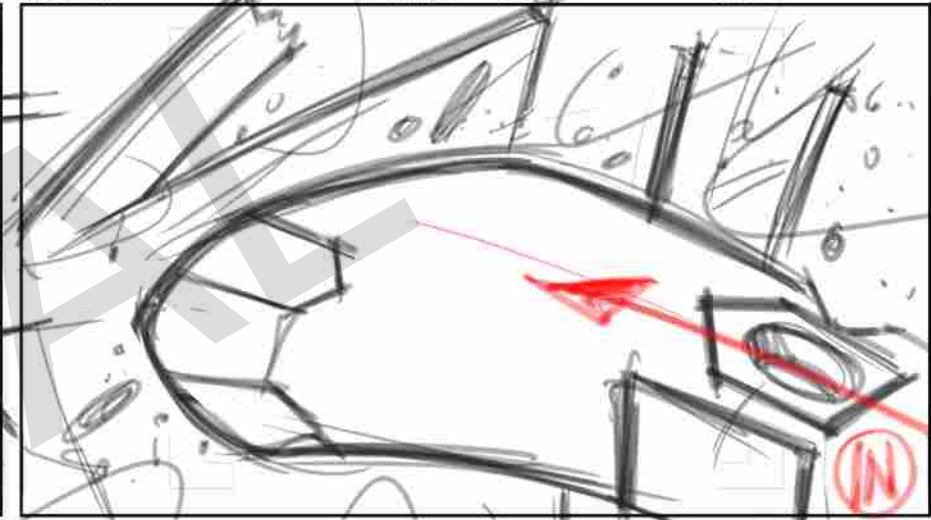


CUT

Scene: Panel: 1 BG:



Scene: Panel: 2 BG:



Action:	
Dial:	
Slug:	Trans:

Action:	
Dial:	
Slug:	Trans:

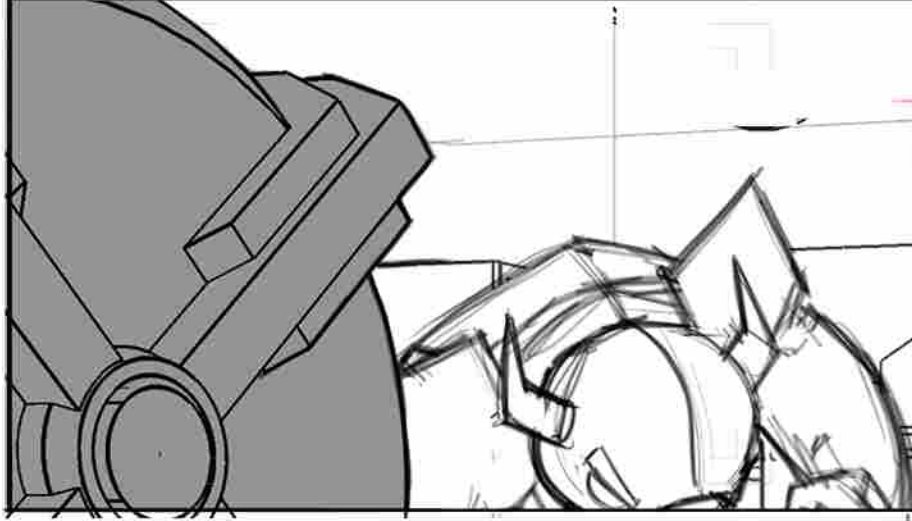
Action:	
Dial:	
Slug:	Trans:

ANGLE ON SOME SCAFFOLDING.

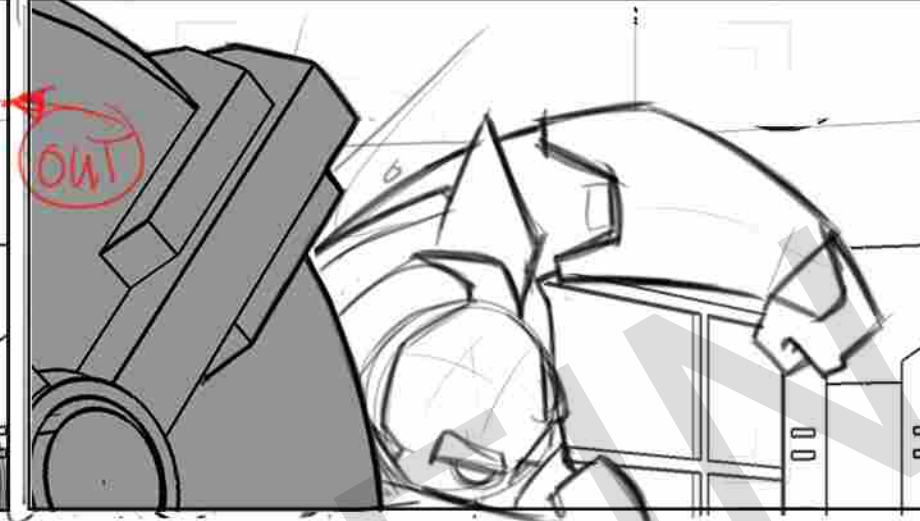
BLACKHORN KICKS IT.

CUT

Scene: Panel: 1 BG:



Scene: Panel: 2 BG:



Scene: Panel: 3 BG:



SFX: (METALLIC CRASH)

Action:	
ANGLE ON POD. BLACKHORN SMASHES INTO IT...	
Dial:	
Slug:	Trans:

Action:	
(CAMERA SHAKE)	
Dial:	
Slug:	Trans:

EFX: (SNORT)

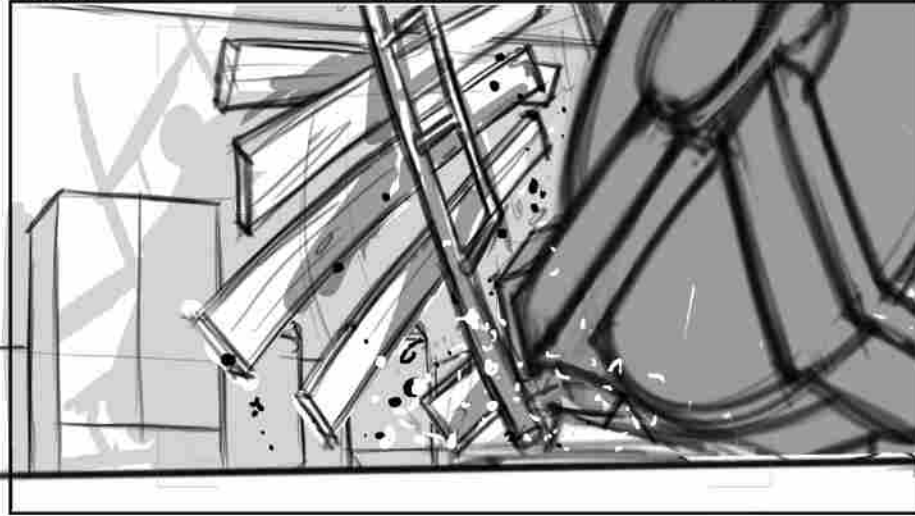
Action:	
...SENDING IT OUT OF SCENE.	
Dial:	
Slug:	Trans:

CUT

Scene:

Panel: 1

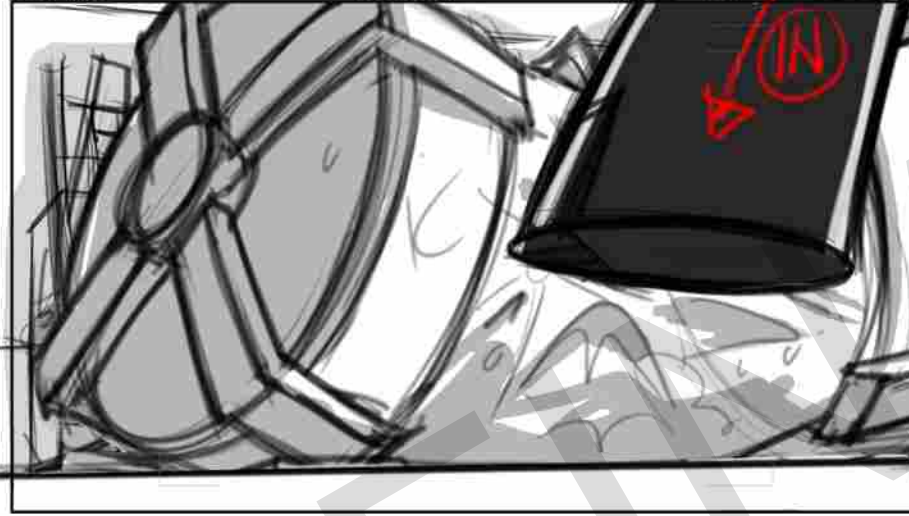
BG:



Scene:

Panel: 2

BG:



Scene:

Panel: 3

BG:



EFX: (SHADOWS, SPARKS)

SFX: (METALIC GROANS, CRASHES)

Action:

ANGLE ON SIDE WALL AS THE BEAT UP POD SLIDES INTO SCENE. SCAFFOLDING IS SMASHED TO BITS.

Dial:

Slug:

Trans:

Action:

BLACKHORN STEPS INTO THE FOREGROUND.

Dial:

Slug:

Trans:

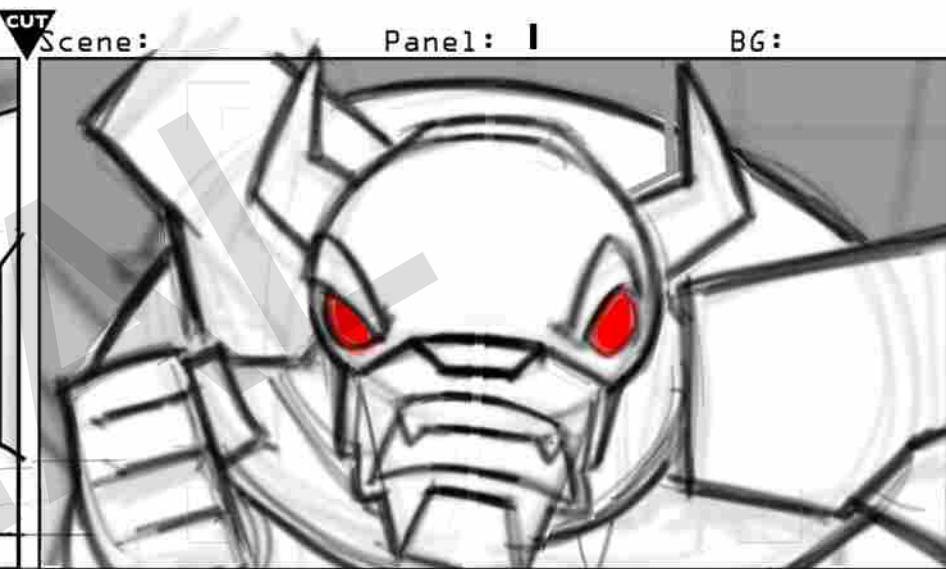
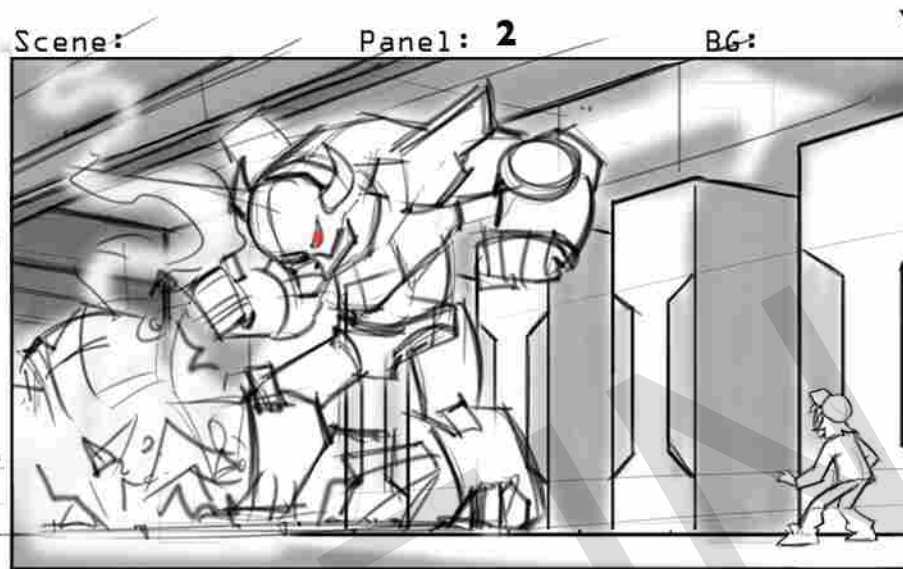
Action:

(CAMERA SHAKE)

Dial:

Slug:

Trans:



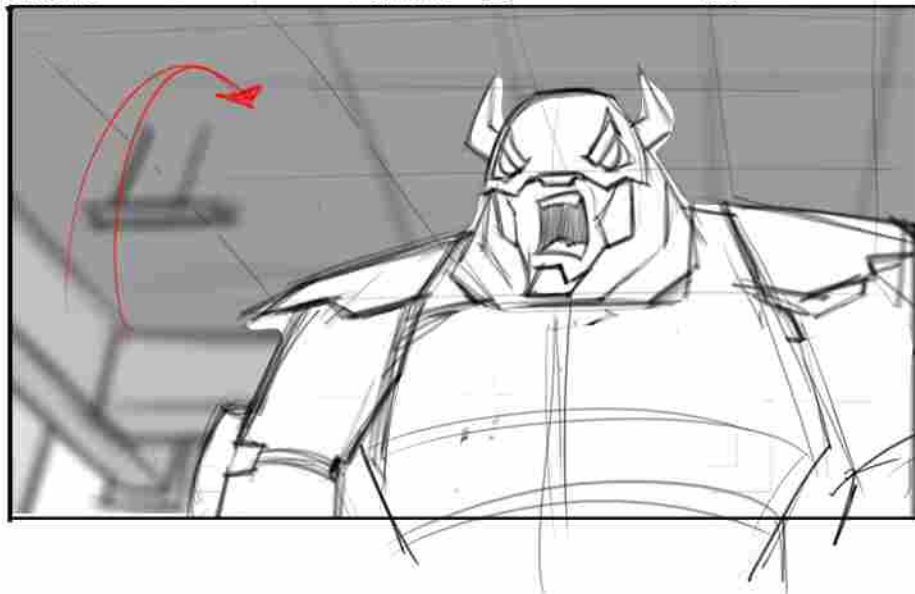
EFX: (SMOKE, DUST, SPARKS)

Action:	
WIDE ON BLACKHORN STOMPING ON THE REMAINS OF THE POD AND WHATEVER WRECKAGE HE CAN STOMP. (CYCLE THE STOMPING A COUPLE OF TIMES)	
Dial:	
Slug:	Trans:

Action:	
Dial:	
Slug:	Trans:

Action:	
CLOSE ON BLACKHORN.	
Dial:	
Slug:	Trans:

Scene: Panel: 2 BG:



Scene: Panel: 3 BG:



Scene: Panel: 4 BG:



Action:	
HE LEANS BACK..	
Dial:	
93. BLACKHORN: NO ONE PUTS BLACKHORN IN A TINY BOX!	
Slug:	Trans:

Action:	
..AND LOOKS AROUND.. (SHIFT BG FROM A - B - A)	
Dial:	
Slug:	Trans:

Action:	
Dial:	
Slug:	Trans:



Scene:

Panel: 2

BG:

Scene:

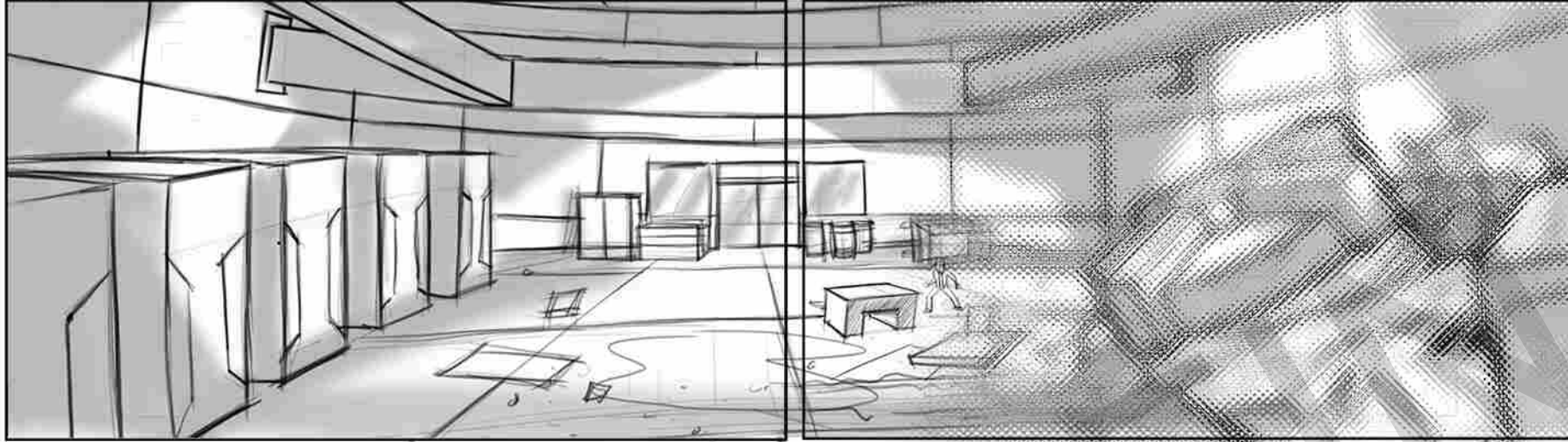
Panel: 3

BG:

Scene:

Panel: 4

BG:



START

(A)

STOP/START

(B)

NO PANEL

Action:

BLACKHORN'S P.O.V.
PAN ALL ART A - B - A
RACK FOCUS THROUGH OUT SCENE,

Dial:

94. BLACKHORN: (OS)
WALS ARE CLOSIN' IN!

Slug:

Trans:

Action:

Dial:

Slug:

Trans:

Action:

Dial:

Slug:

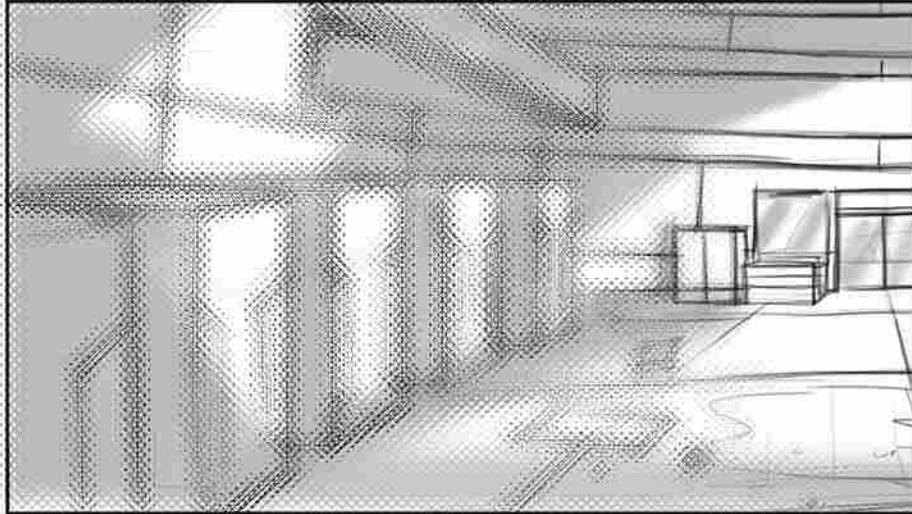
Trans:

CUT

Scene:

Panel: 2

BG:

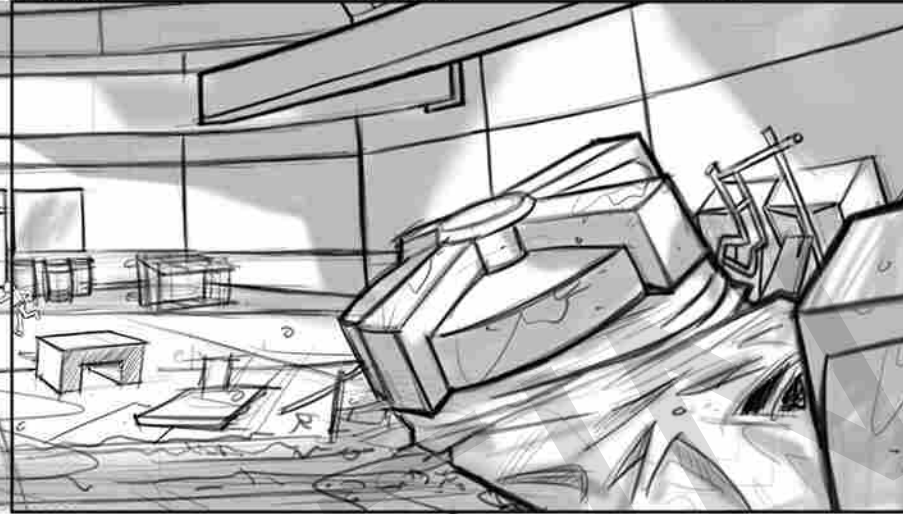


STOP

Scene:

Panel: 3

BG:

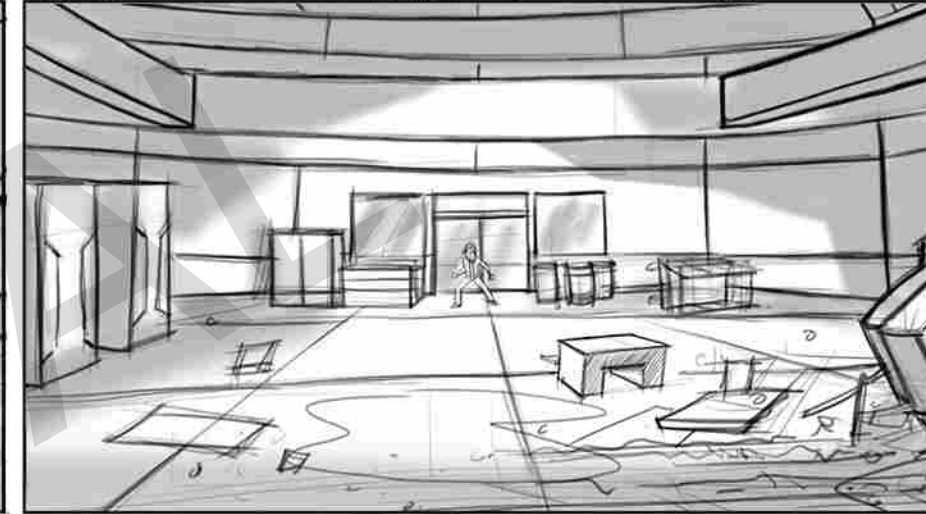


START

Scene:

Panel: 4

BG:



Action:

CONT PAN ALL ART B - A
RACK FOCUS THROUGH OUT SCENE,

Dial:

94. BLACKHORN: (CONTD)
HARD TO BREATHE! GOTTA GET OUT,...

Slug:

Trans:

Action:

Dial:

Slug:

Trans:

Action:

RUSSELL IS STANDING IN FRONT OF THE DOORS.

Dial:

94. BLACKHORN: (CONTD)
...,GOTTA FIND CONTRAIL!

Slug:

Trans:

CUT

Scene:

Panel: 1

BG:



Scene:

Panel: 2

BG:



Scene:

Panel: 3

BG:



Action:

ANGLE ON BLACKHORN

Dial:

Slug:

Trans:

Action:

94: BLACKHORN: (CONTD)
<BELLOW!>

Slug:

Trans:

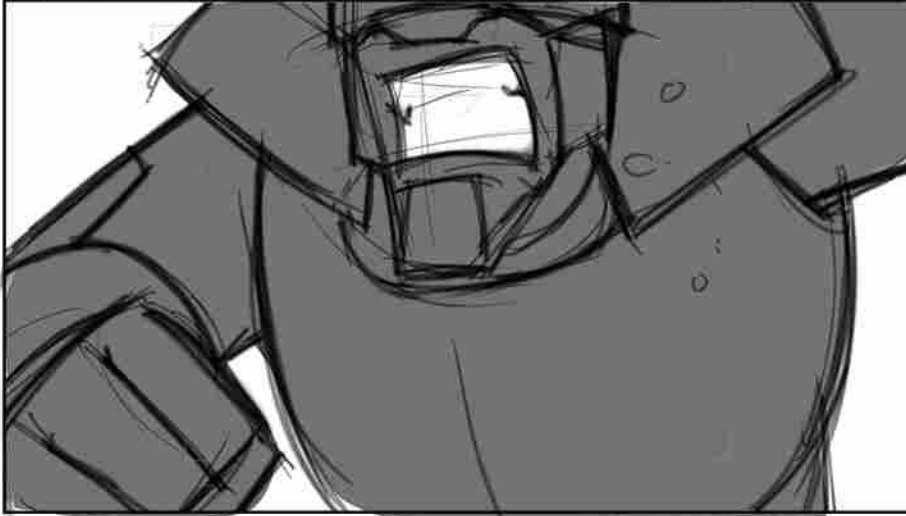
Action:

Dial:

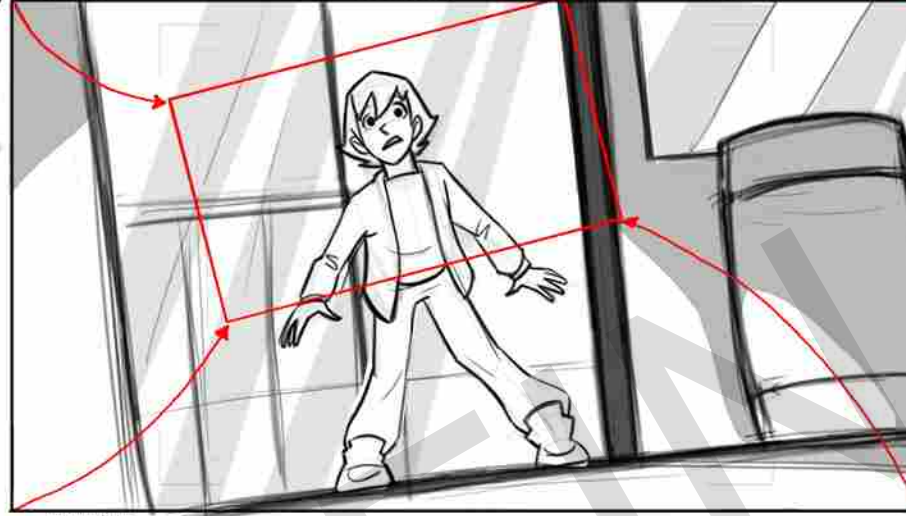
Slug:

Trans:

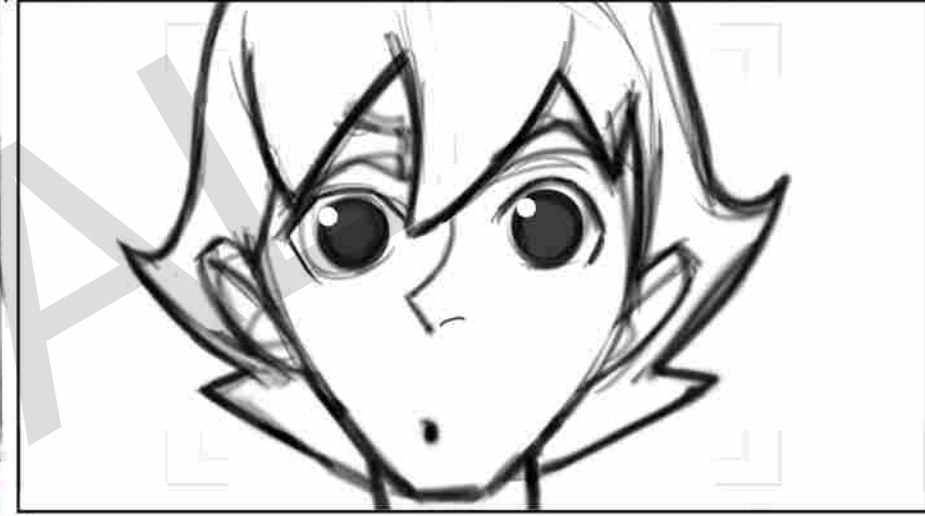
Scene: Panel: 4 BG:



CUT Scene: Panel: 1 BG:



CUT Scene: Panel: 1 BG:



PANEL 5

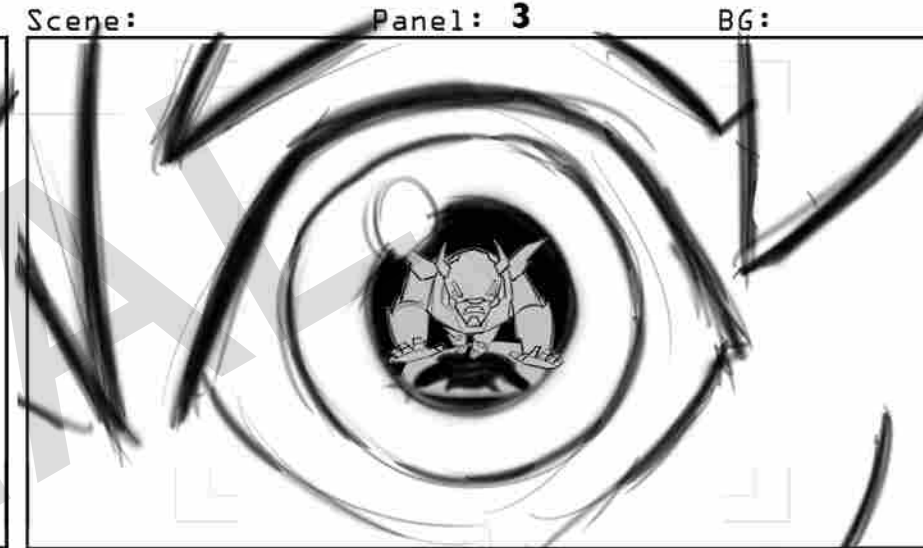
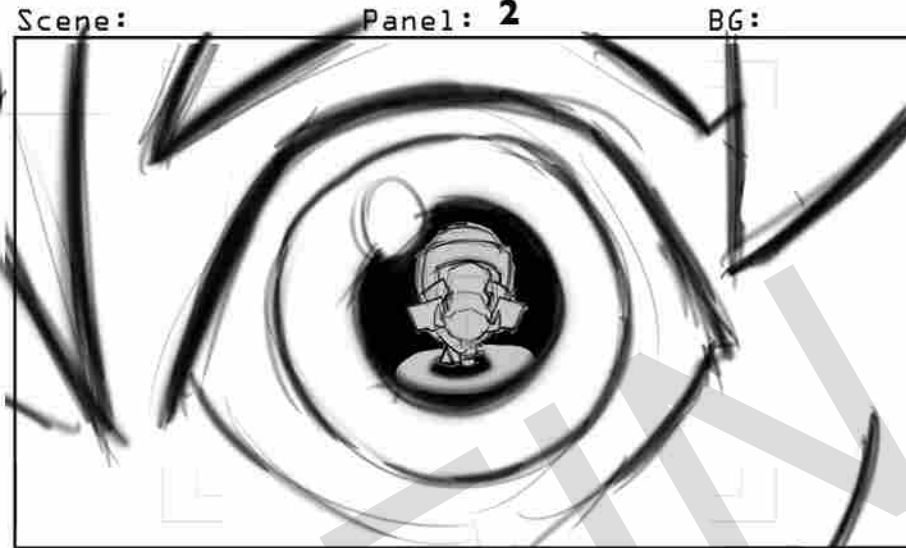
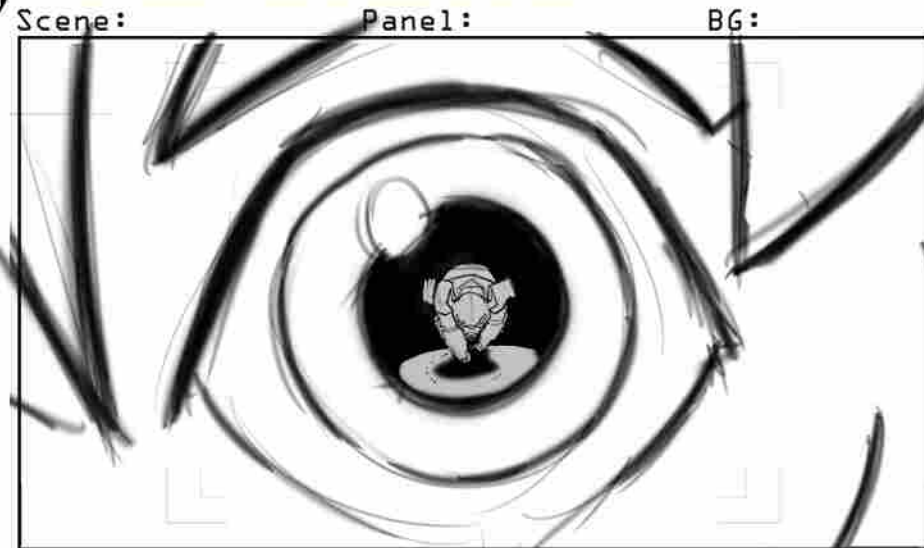
HU

Action:	
HE RACES FORWARD FILLING SCREEN.	
Dial:	
Slug:	Trans:

Action:	
ANGLE ON RUSSELL. TWIST IN	
Dial:	
Slug:	Trans:

Action:	
CLOSE ON RUSSELLS FACE..	
Dial:	
Slug:	Trans:

CUT



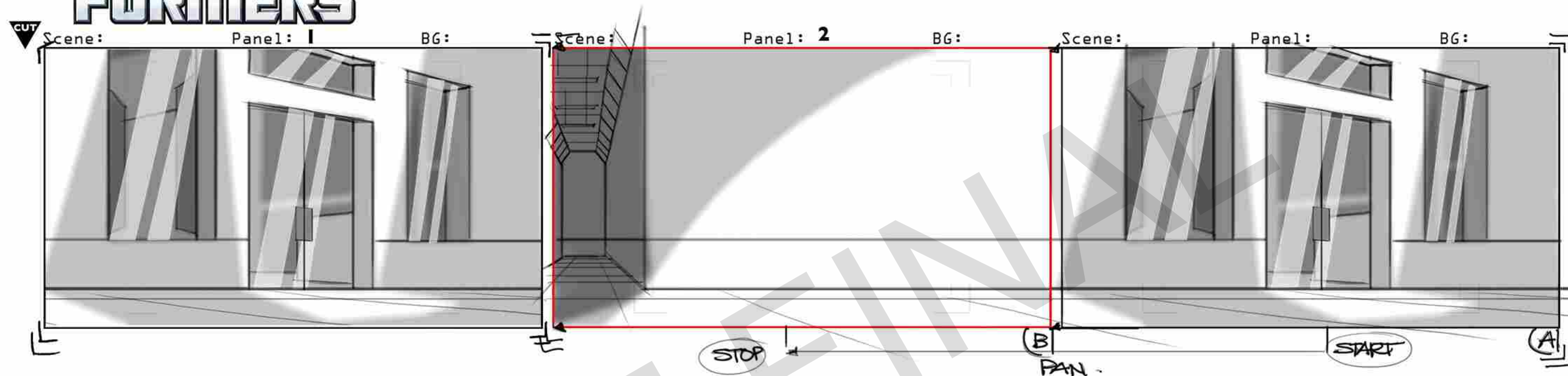
HU

EFX: (DX REFLECTION)

Action:	
CLOSE ON THE REFLECTION IN RUSSELL'S EYE. BLACKTHORN RUSHES FORWARD.	
SFX: (RUMBLE)	
Dial:	
95. RUSSELL: (OS) WAIT-WAIT-WAIT-WAIT!	
Slug:	Trans:

Action:	
CYCLE BLACKTHORN RUNNING.	
Dial:	
Slug:	Trans:

Action:	
Dial:	
Slug:	Trans:



Action:
INT. MUSEUM - CORRIDOR OUTSIDE OF THE LAB.
LOW RUMBLE BUILDS, CAMERA SHAKE BUILDS.

Dial:

Slug:

Trans:

Action:

Dial:

Slug:

Trans:

Action:

(CAMERA SHAKE BUILDS)

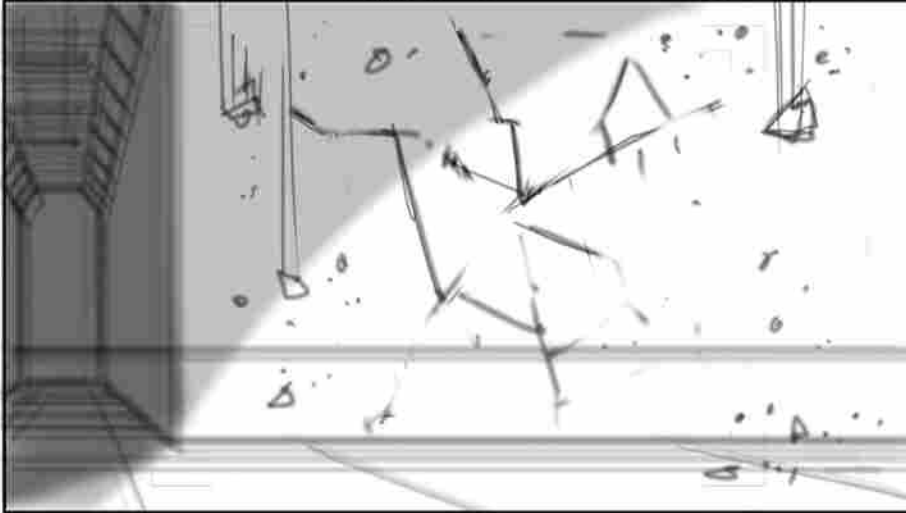
PAN A - B FROM THE LAB'S DOORS
OVER TO THE WALL.

Dial:

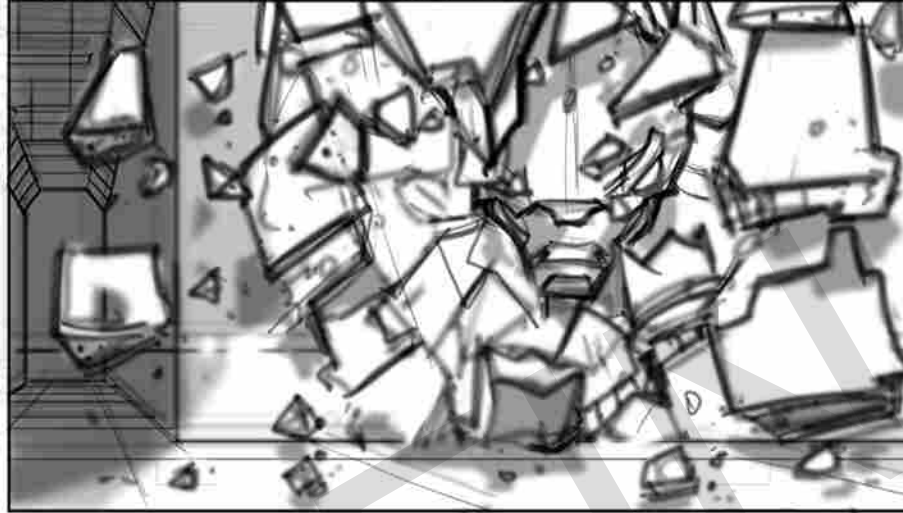
Slug:

Trans:

Scene: Panel: 3 BG:



Scene: Panel: 4 BG:



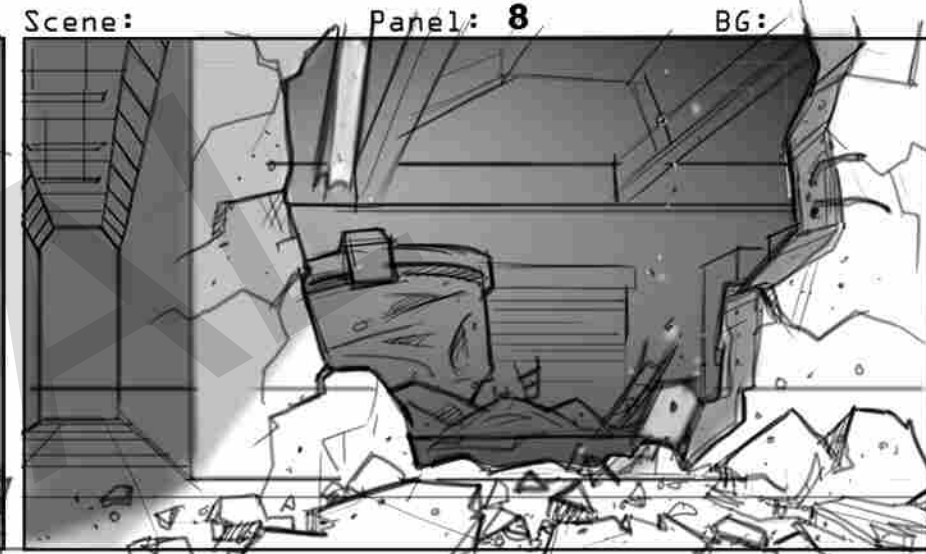
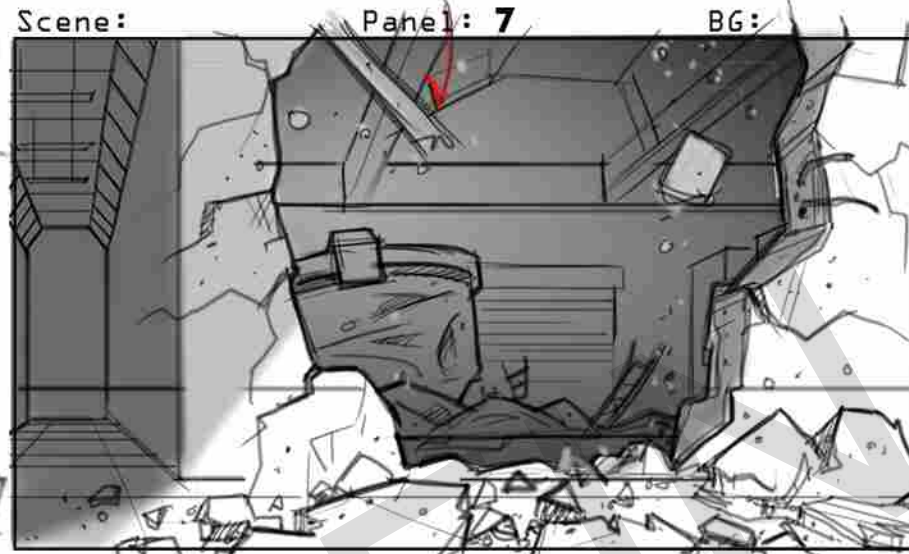
Scene: Panel: 5 BG:



Action:	
(CAMERA SHAKE) CRACKS FORM IN THE WALL, DEBRIS FALLS.	
Dial:	
Slug:	Trans:

Action:	
BLACKTHORN SMASHES THROUGH THE WALL.	
Dial:	
Slug:	Trans:

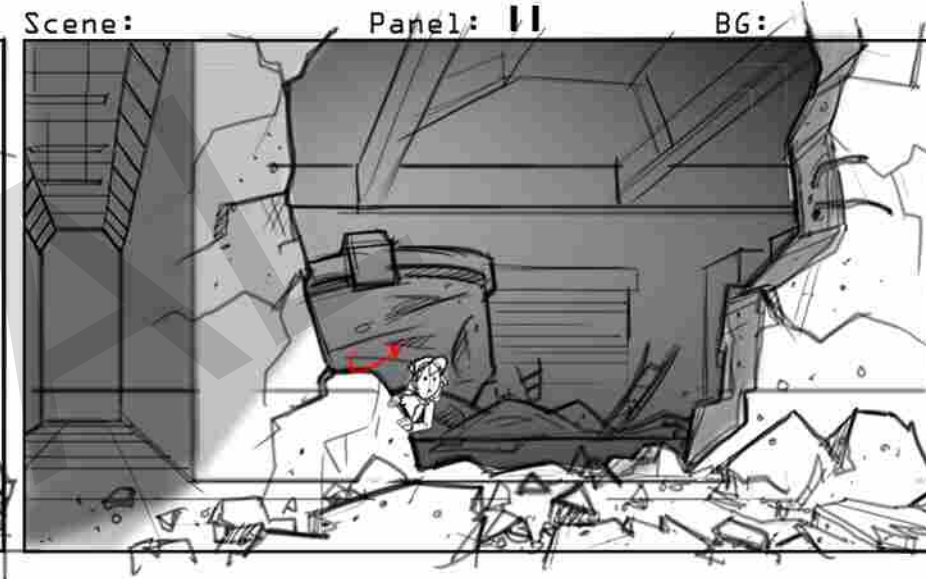
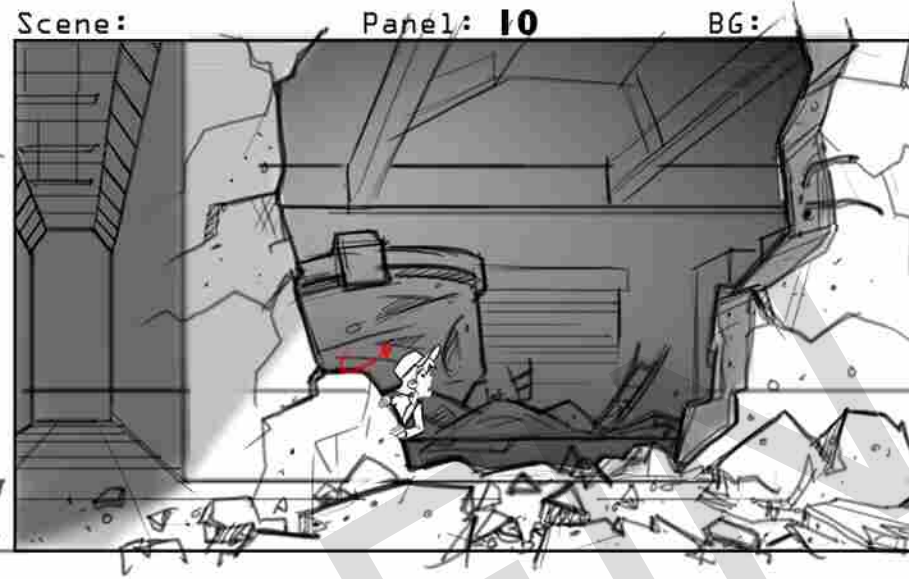
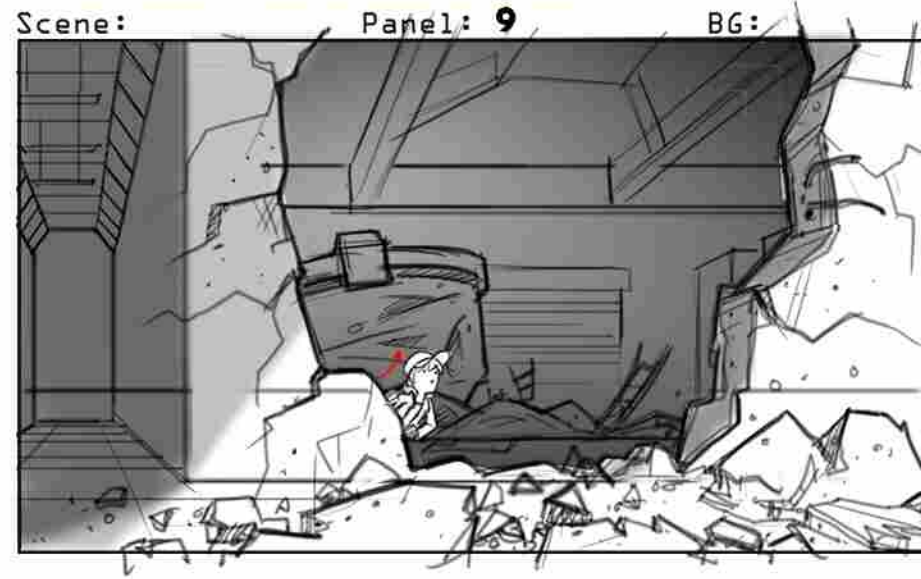
Action:	
.....FILLING SCREEN,	
Dial:	
Slug:	Trans:



Action:	
(CAMERA SHAKE)	
Dial:	
Slug:	Trans:

Action:	
SMALL BITS OF DEBRIS FALL....	
Dial:	
Slug:	Trans:

Action:	
Dial:	
Slug:	Trans:



Action:	
RUSSELL PEEKS OUT.	
Dial:	
Slug:	Trans:

Action:	
Dial:	
Slug:	Trans:

Action:	
Dial:	
Slug:	Trans:

CUT

Scene:

Panel: 1

BG:



Scene:

Panel: 2

BG:



Scene:

Panel: 3

BG:



Action:

ANGLE ON BLACKHORN RUBBING HIS HEAD.
HE'S SMASHED INTO THE CORRIDOR WALL.

Dial:

96. BLACKHORN:
OW!

Slug:

Trans:

Action:

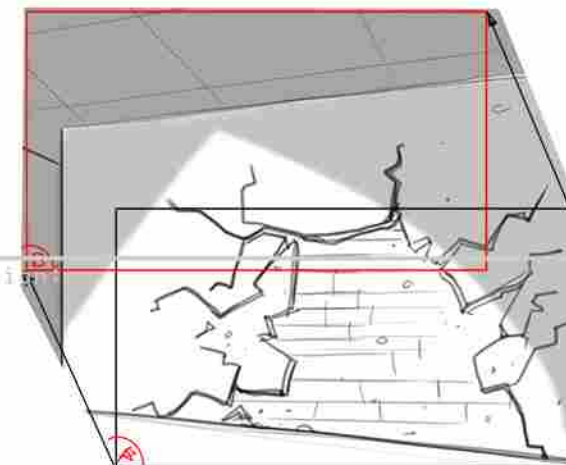
BLACKHORN STANDS. PAN WITH ANIM.A - B.

Dial:

Slug:

Trans:

Action:

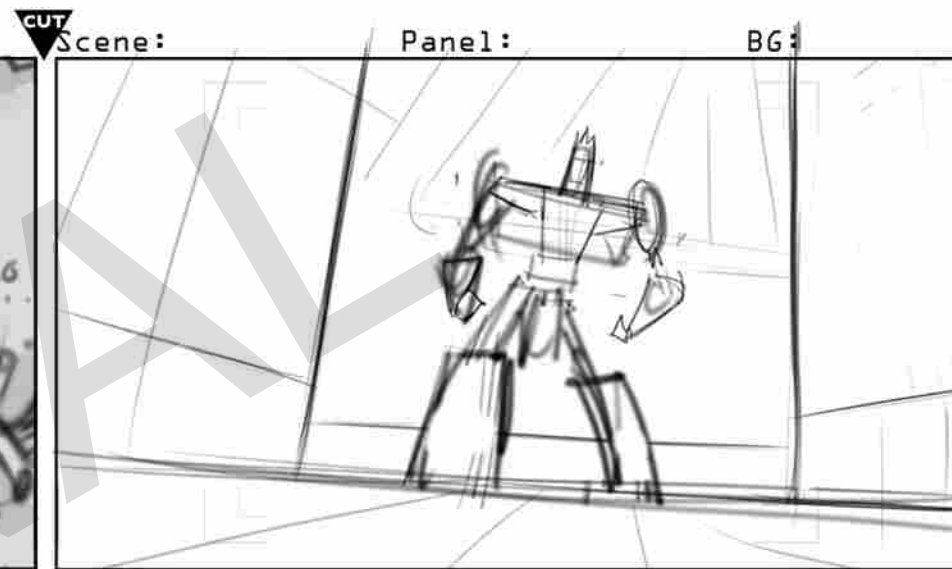
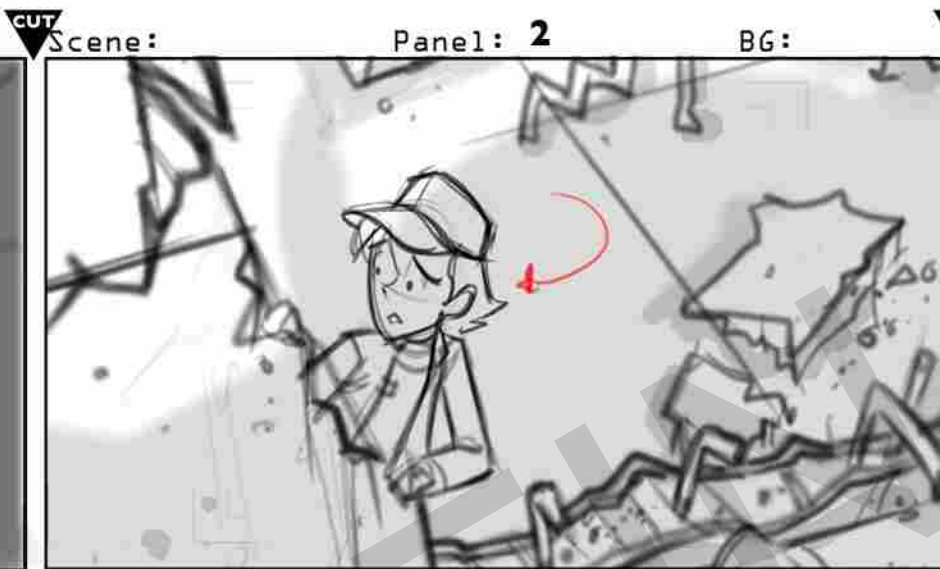
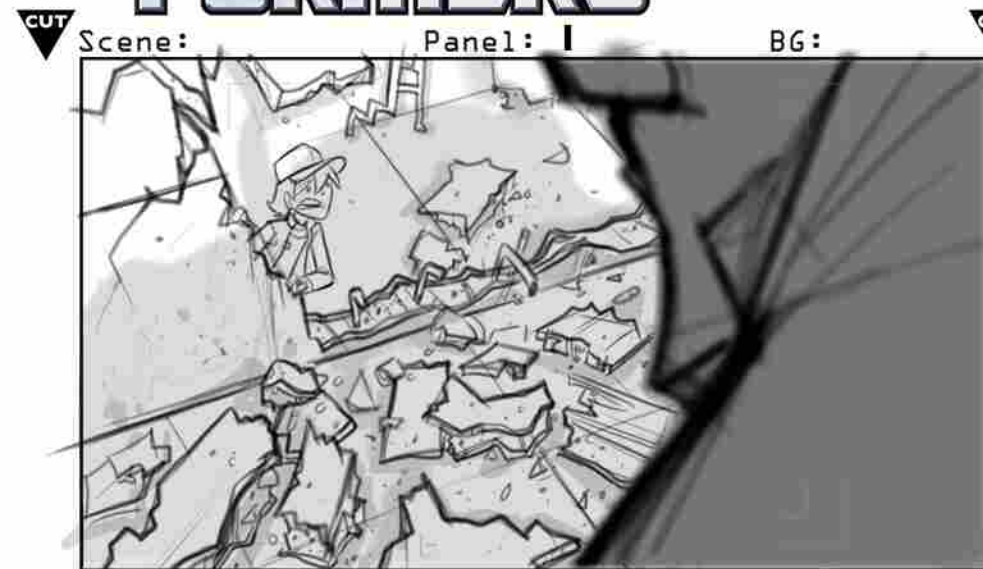


Dial:

96. BLACKHORN: (CONT)
(TO RUSSELL)
WHICH WAY'S OUT?

Slug:

Trans:



HU

Action: OTS BLACKHORN ANGLE ON RUSSELL.

EFX: DX SHADOW

Dial: 97. RUSSELL:
I'M NOT SURE, BUT IF YOU WANT TO WAIT HERE,
I'LL TRY AND FIND SOMEONE WHO....

Slug: Trans:

Action:

Dial: 98. FASTLANE (OS)
RUSSELL?

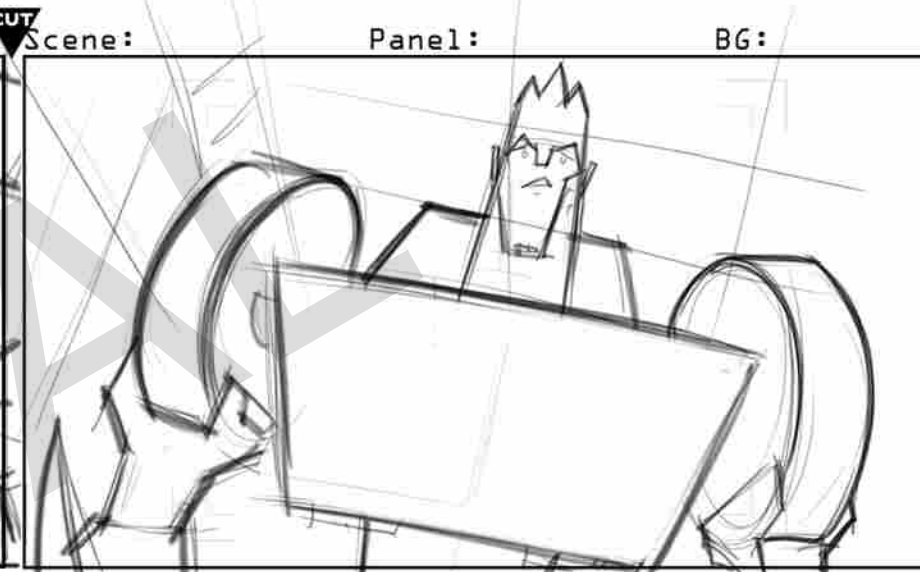
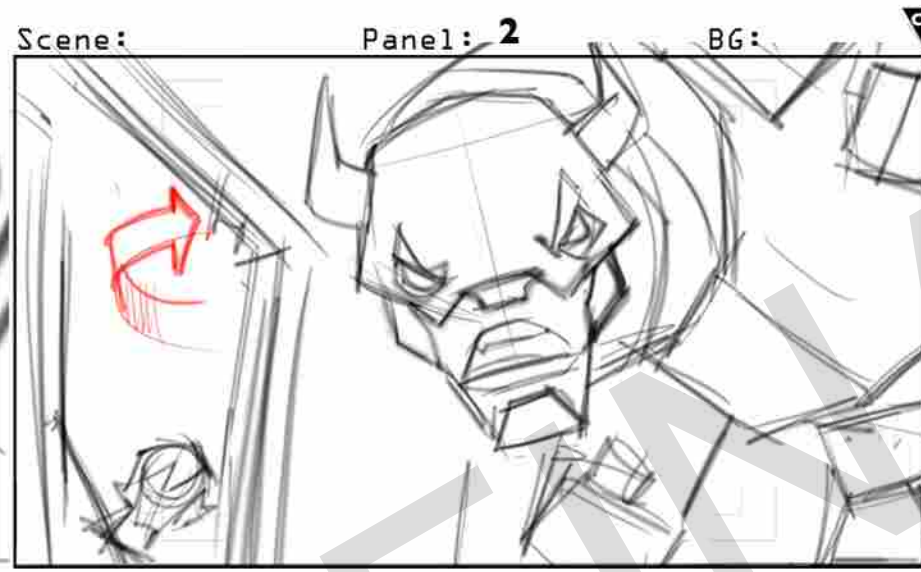
Slug: Trans:

Action:

ANGLE ON FASTLANE STANDING AT
THE END OF CORRIDOR.

Dial: 98. FASTLANE (CONTD)
THAT YOU?

Slug: Trans:



Action:

ANGLE ON RUSSELL AND BLACKHORN.
BLACKHORN SPINS AROUND.

Dial:

Slug: Trans:

Action:

99. BLACKHORN:
HEY..ARE YOU THE BOT THAT CONTRAIL
SENT ME TO WISE UP ?

Dial:

Slug: Trans:

Action:

CLOSE ON FASTLANE LOOKING CONFUSED.

Dial:

Slug: Trans:



Scene:

Panel: 1

BG:



Scene:

Panel: 2

BG:



Scene:

Panel: 3

BG:



Action:

WIDE ON BLACKHORN AND RUSSELL.

Dial:

Slug:

Trans:

Action:

BLACKHORN CROUCHES DOWN.

Dial:

Slug:

Trans:

Action:

Dial:

Slug:

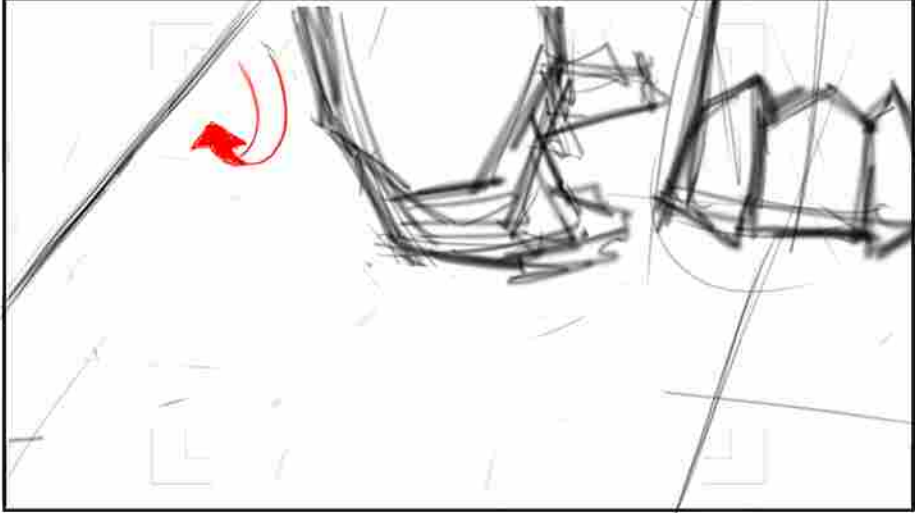
Trans:

CUT

Scene:

Panel: 1

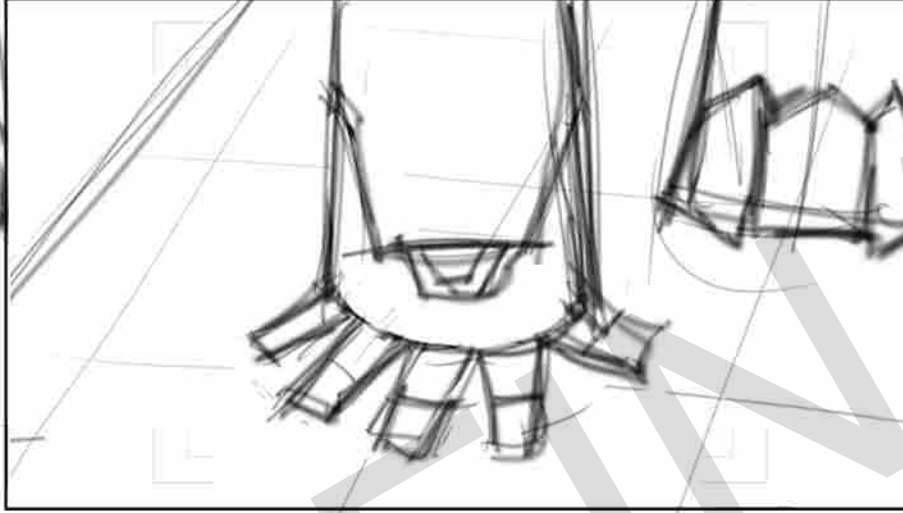
BG:



Scene:

Panel: 2

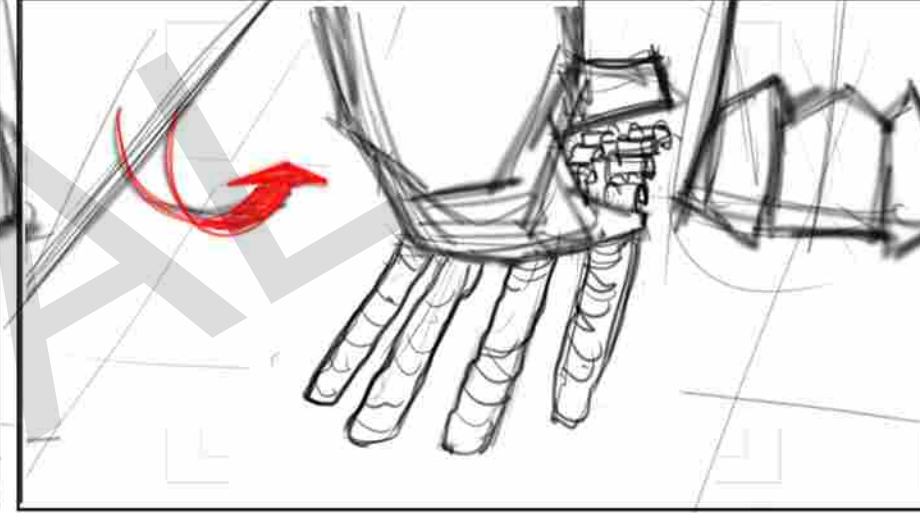
BG:



Scene:

Panel: 3

BG:



Action:

CLOSE ON BLACKHORNS HAND AS
HE PAWS THE GROUND,...

Dial:

Slug:

Trans:

Action:

Dial:

Slug:

Trans:

Action:

AS BLACKHORN CRAGS HIS HANDS ACROSS THE
GROUND CURLS OF FLOORING PEEL UP.

Dial:

Slug:

Trans:

CUT

Scene:

Panel: 1

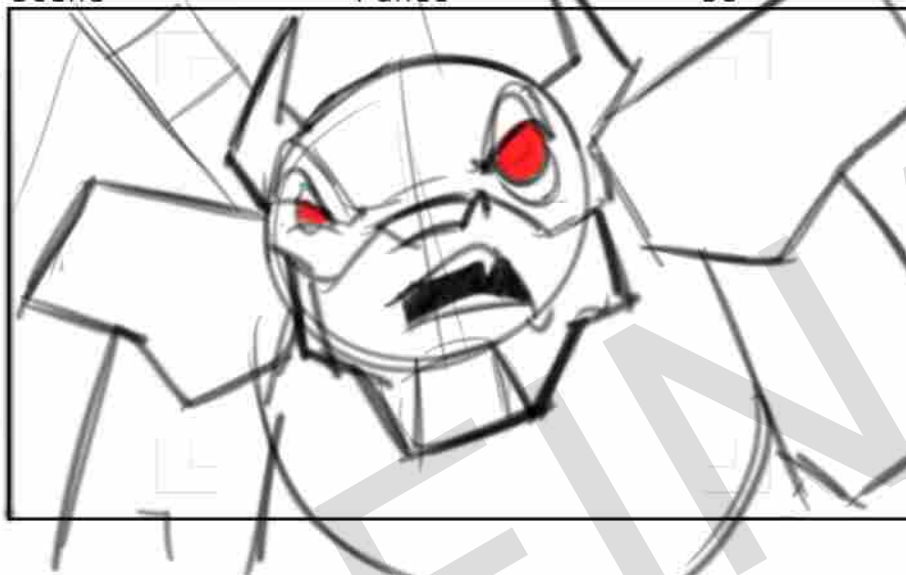
BG:



Scene:

Panel: 2

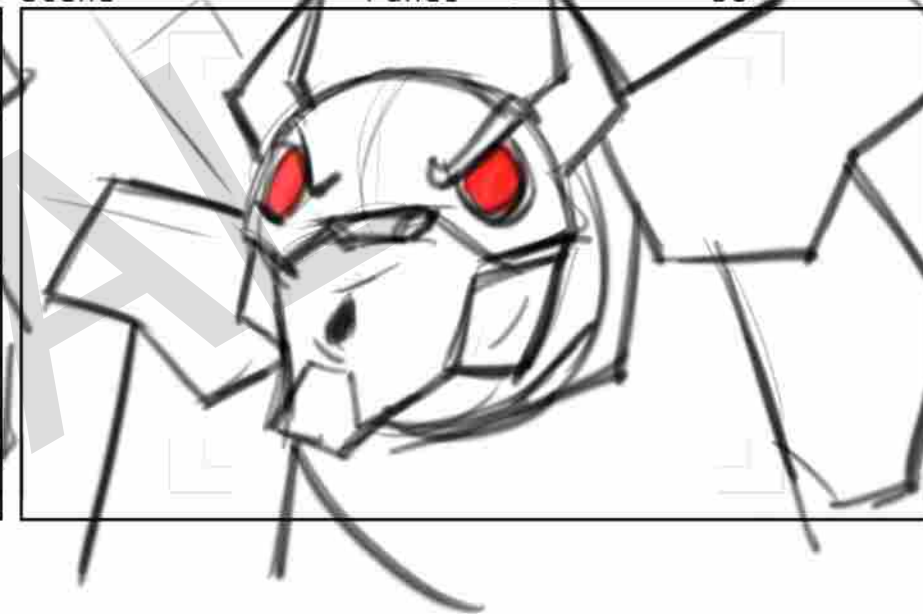
BG:



Scene:

Panel: 3

BG:



Action:

CLOSE ON BLACKHORN

Dial:

101. BLACKHORN:
(SNORTING)

Slug:

Trans:

Action:

Dial:

101. BLACKHORN: (CONTD)
'COURSE YOU'RE GONNA SAY THAT!
WHADDAYA THINK I AM,....

Slug:

Trans:

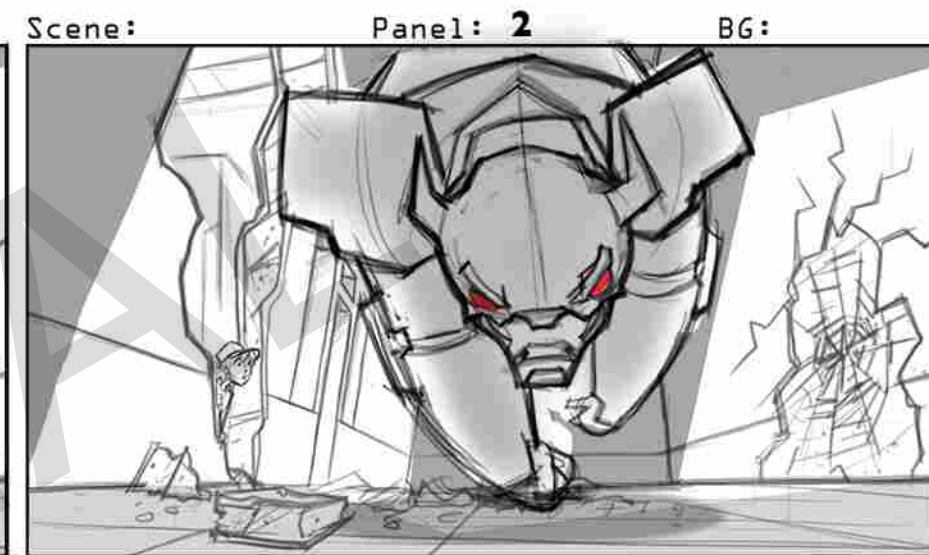
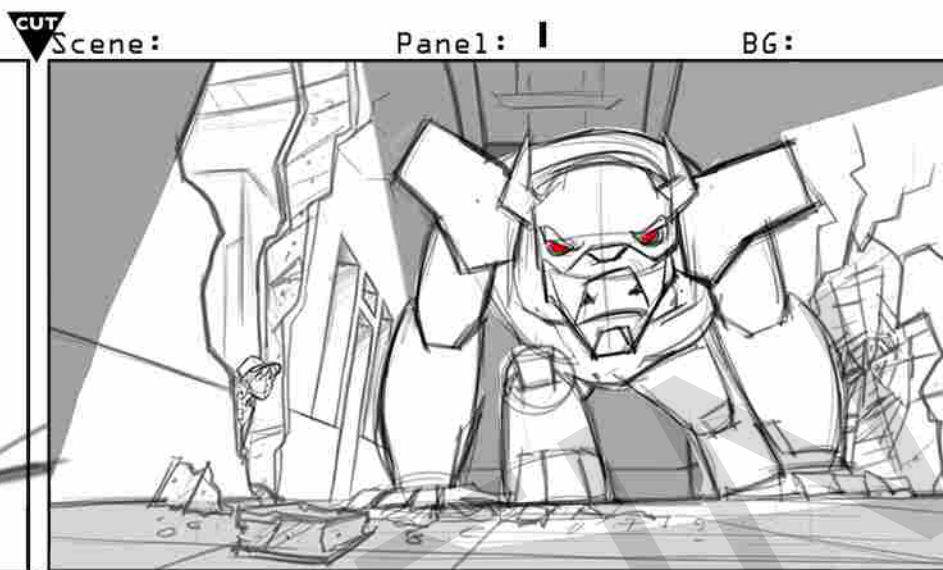
Action:

Dial:

101. BLACKHORN: (CONTD)
....., STUPID?

Slug:

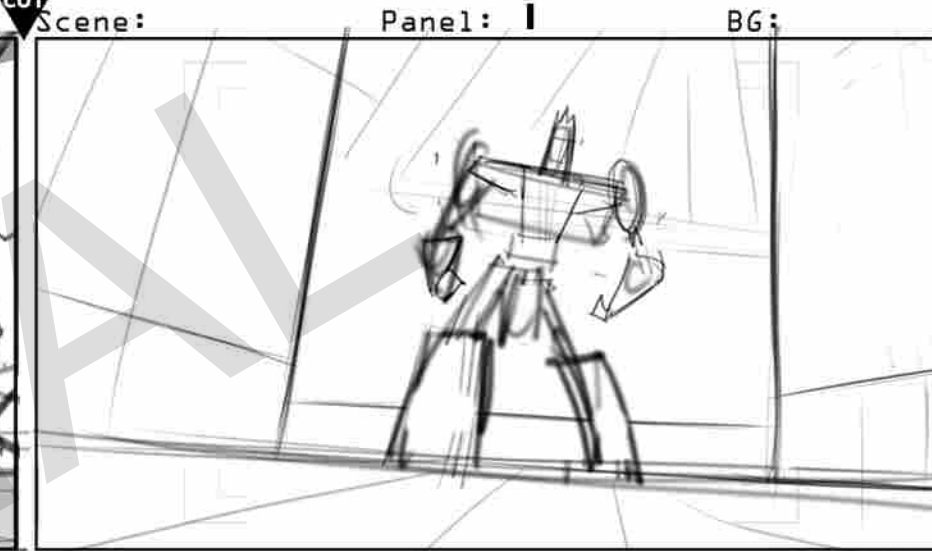
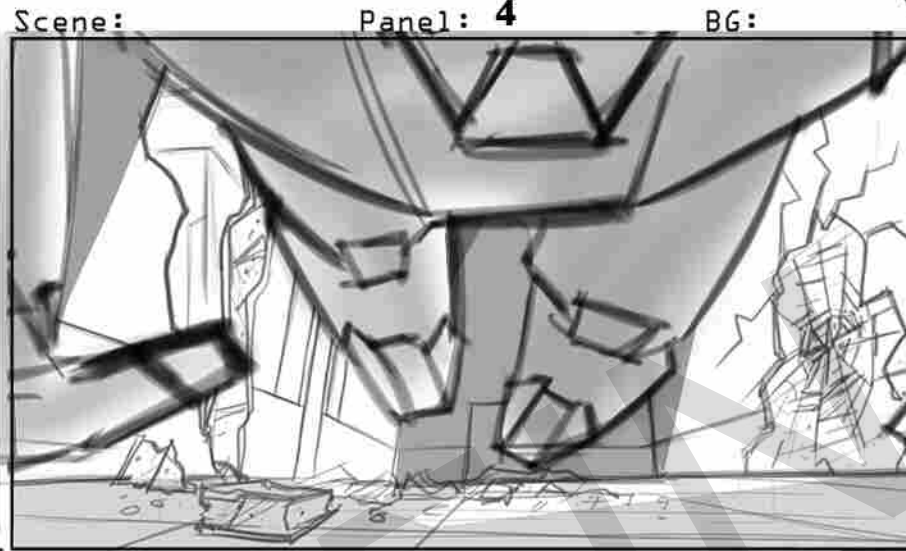
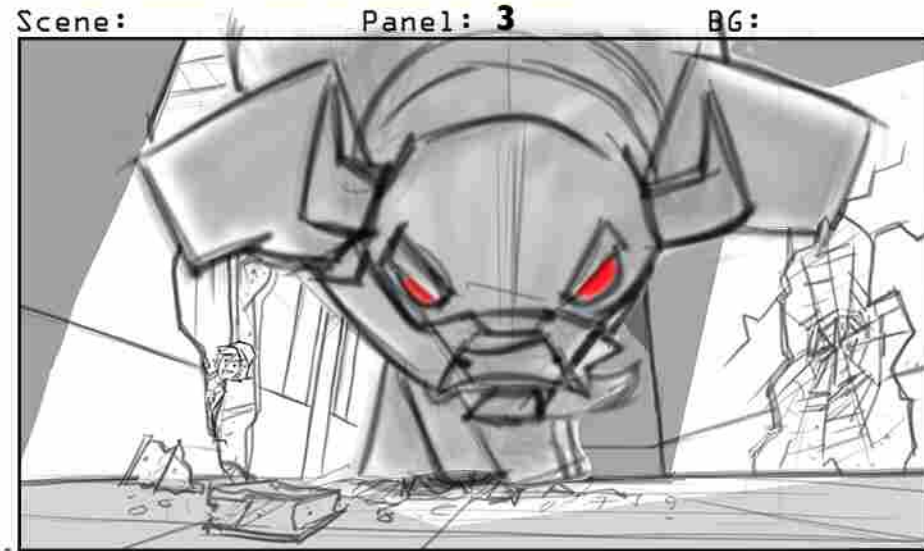
Trans:



Action:	
CLOSE ON FASTLANE.	
Dial:	
102. FASTLANE: IS THAT A TRICK QUESTION?	
Slug:	Trans:

Action:	
WIDE ON BLACKHORN.	
Dial:	
Slug:	Trans:

Action:	
HE CHARGES FORWARD.	
Dial:	
Slug:	Trans:

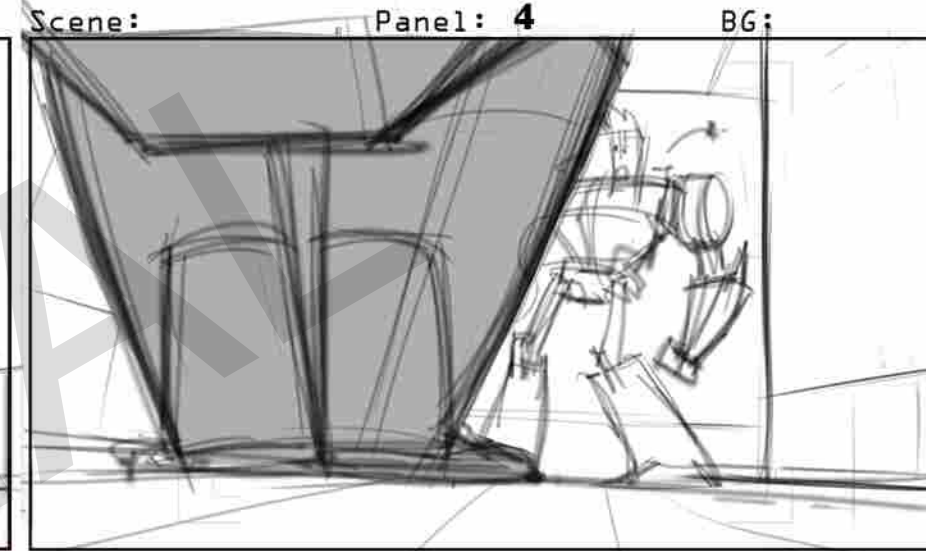
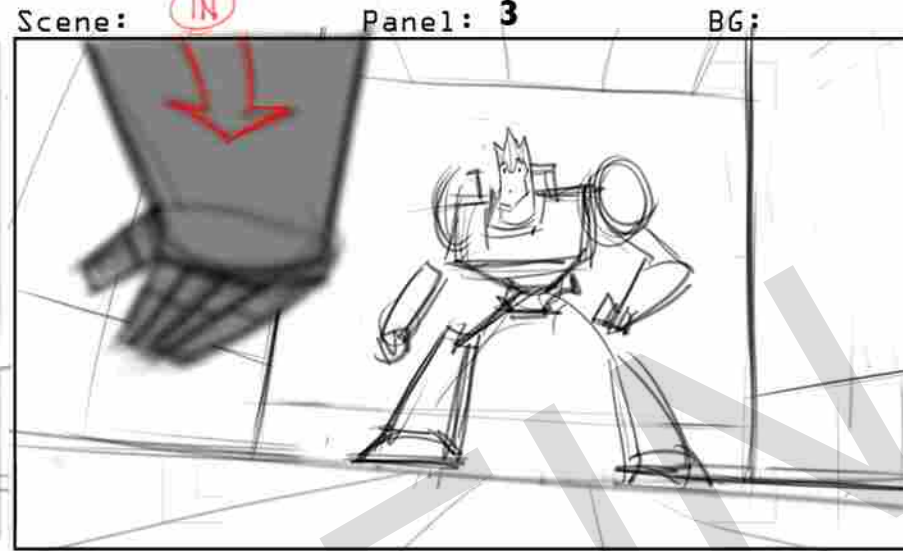
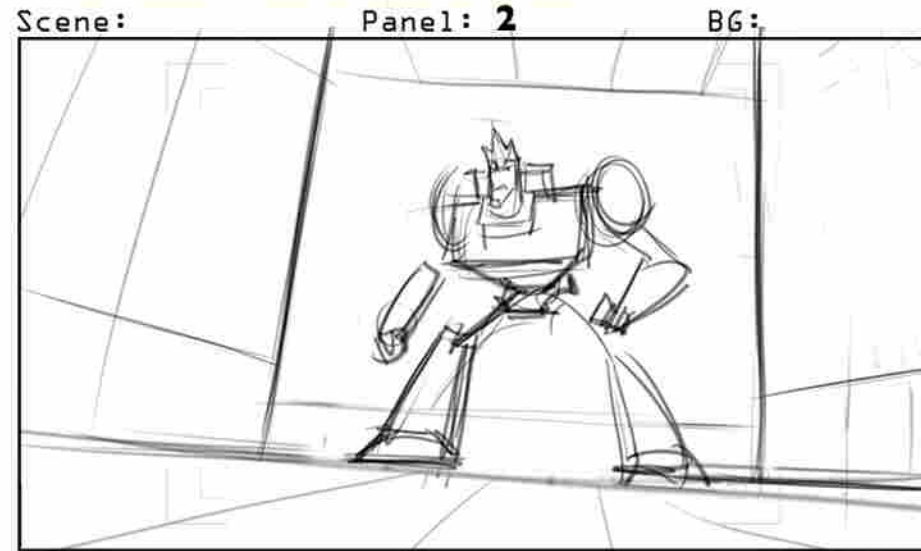


Action:	
Dial:	
Slug:	Trans:

Action:	
Dial:	
Slug:	Trans:

Action:	
Dial:	
Slug:	Trans:

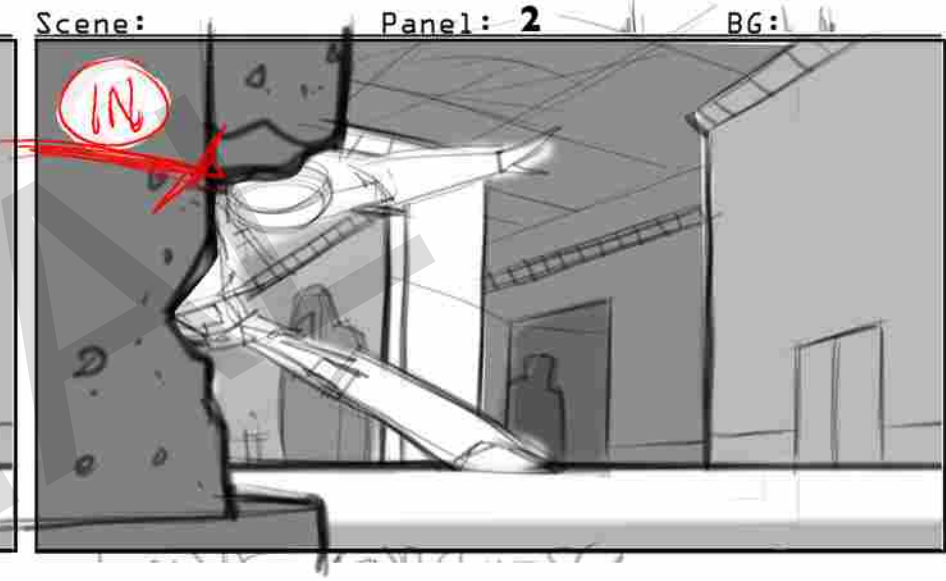
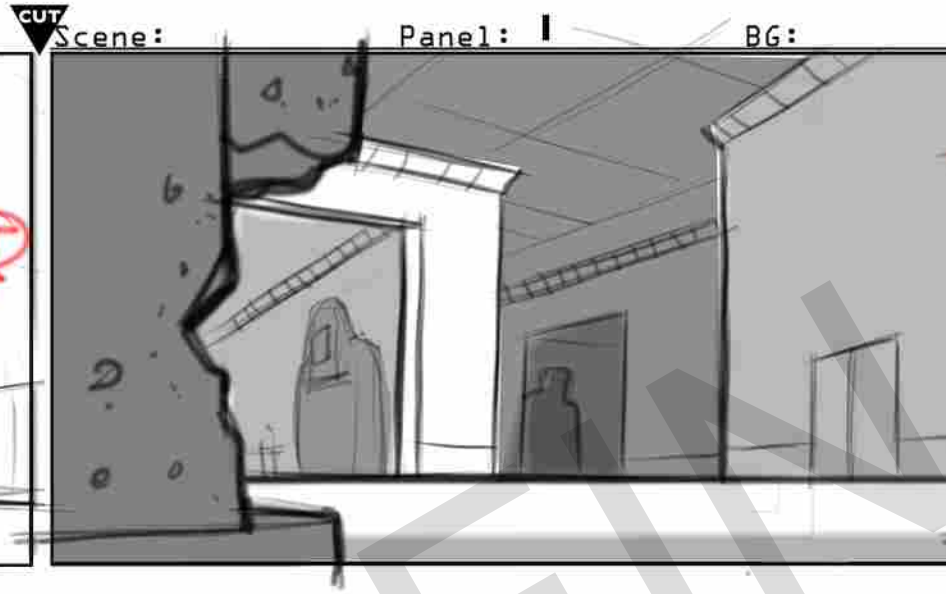
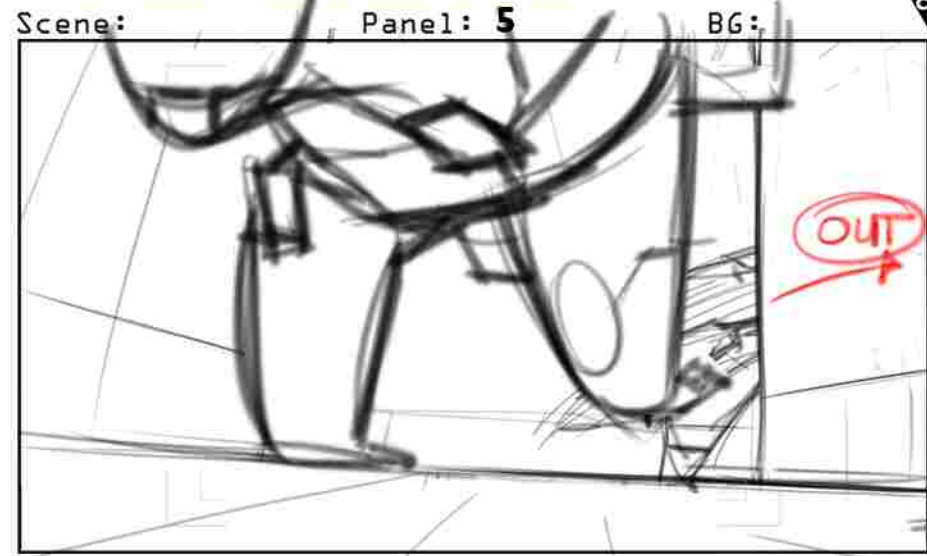
ANGLE ON FASTLANE.



Action:	
Dial:	
Slug:	Trans:

Action:	
BLACKHORN CHARGES IN.	
Dial:	
Slug:	Trans:

Action:	
FASTLANE REACTS BACK.	
Dial:	
Slug:	Trans:



Action:	
Dial:	
Slug:	Trans:

Action:	
Dial:	
Slug:	Trans:

Action:	
Dial:	
Slug:	Trans:

ANGLE ON MUSEUM CORRIDOR.

FASTLANE LEAPS IN.



EFX: (SPARKS/ DUST)

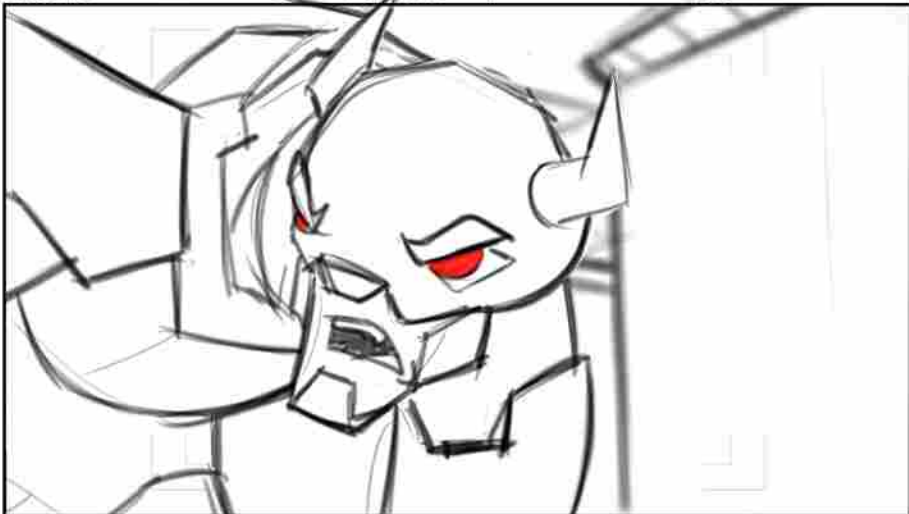
Action:		Action:		Action:	
PAN WITH ANIMATION A - B AS FASTLANE SKIDS INTO THE FAR WALL.		(CAMERA SHAKE)		HE SLIDES DOWN.	
Dial:		Dial:		Dial:	
		103. FASTLANE: (CONTD) (CRASH OOF)			
Slug:	Trans:	Slug:	Trans:	Slug:	Trans:

CUT

Scene:

Panel: 1

BG:



Scene:

Panel: 2

BG:



Scene:

Panel: 3

BG:



Action:

CLOSE ON BLACKTHORN..

Dial:

104. BLACKTHORN: (NOT DAZED)
I AM....

Slug:

Trans:

Action:

HE TURNS AND EXITS...

Dial:

104. BLACKTHORN: (NOT DAZED)
...GETTIN' OUTTA HERE,

Slug:

Trans:

Action:

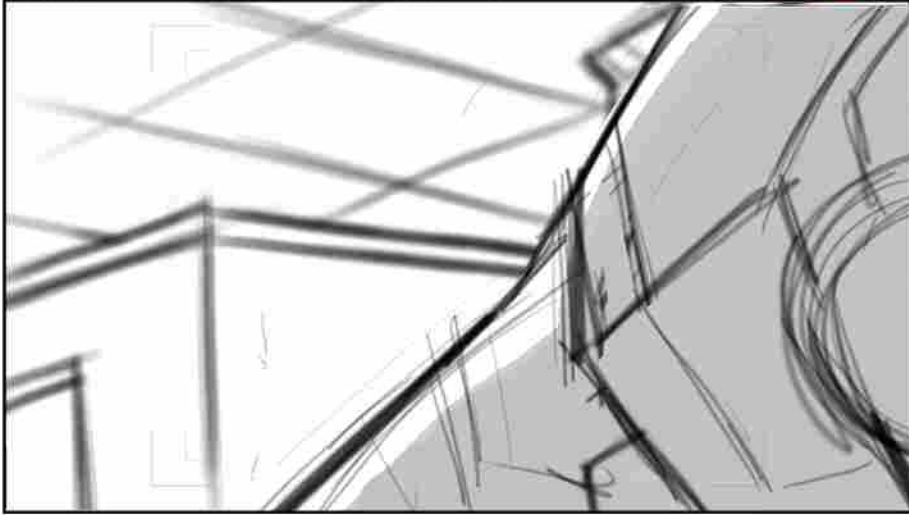
..CHARGING FORWARD AND....

Dial:

Slug:

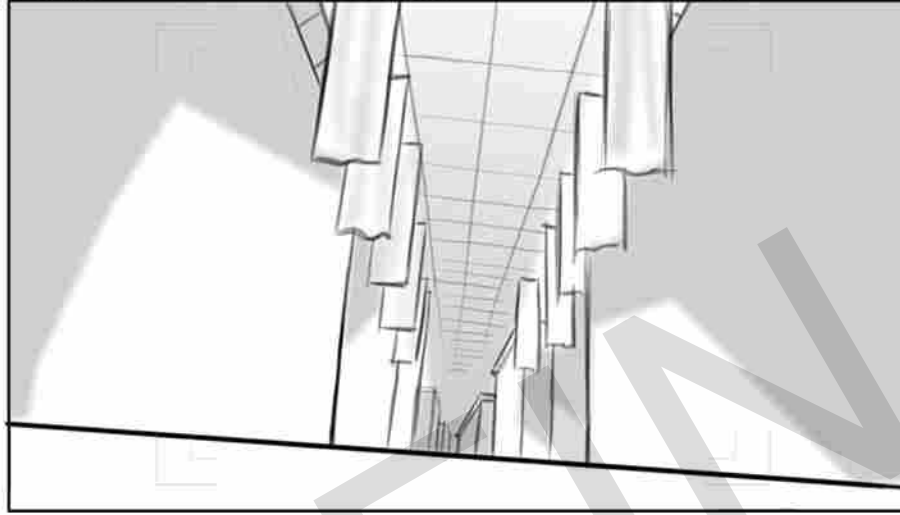
Trans:

Scene: Panel: 4 BG: **OUT**

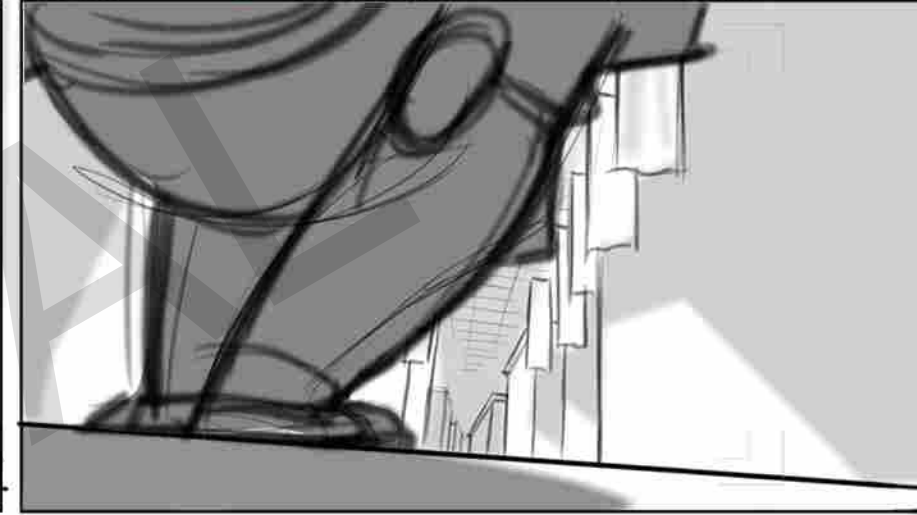


CUT

Scene: Panel: 1 BG:



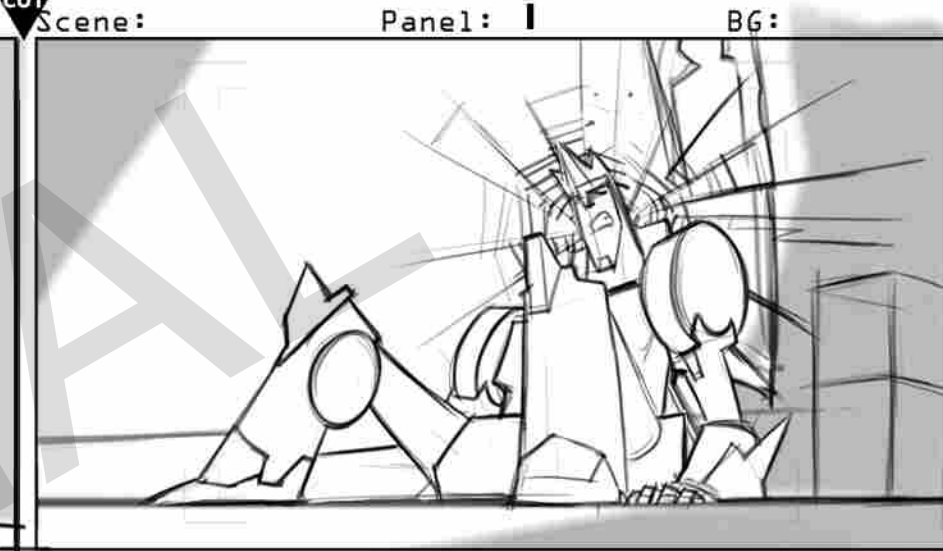
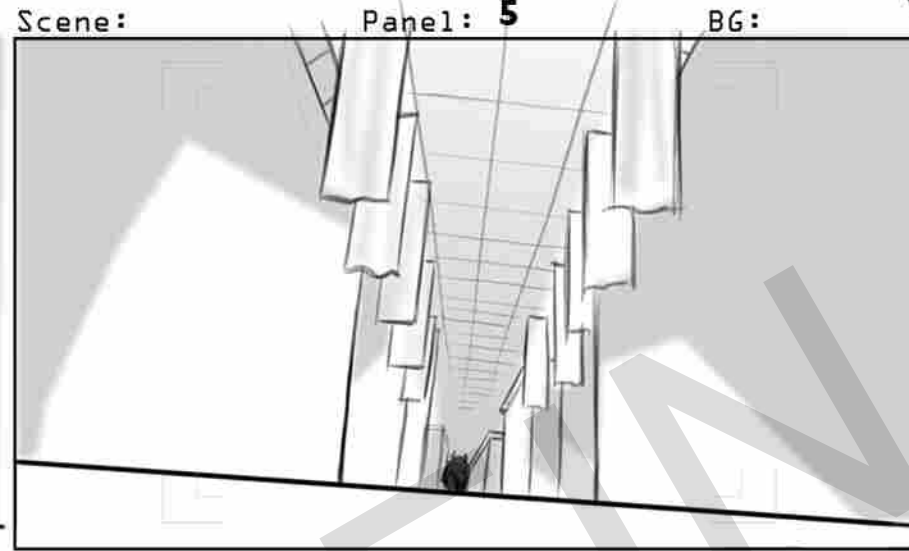
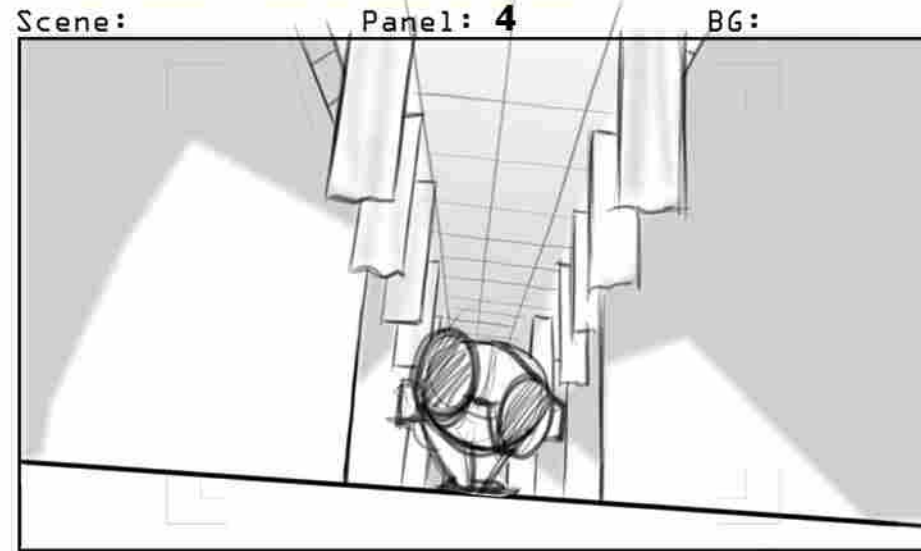
Scene: Panel: 2 BG: **IN**



Action:	
....OUT!	
Dial:	
104. BLACKTHORN: (CONTD) ..AND I'LL SMASH ANY BOT	
Slug:	Trans:

Action:	
ANGLE ON MUSEUM CORRIDOR.	
Dial:	
104. BLACKTHORN: (CONTD) ..THAT GETS IN THE WAY.	
Slug:	Trans:

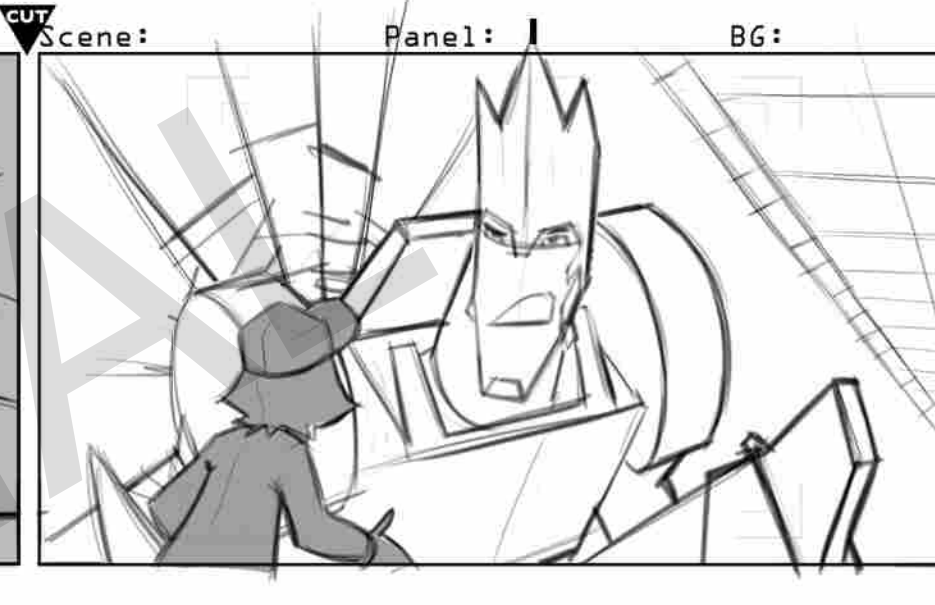
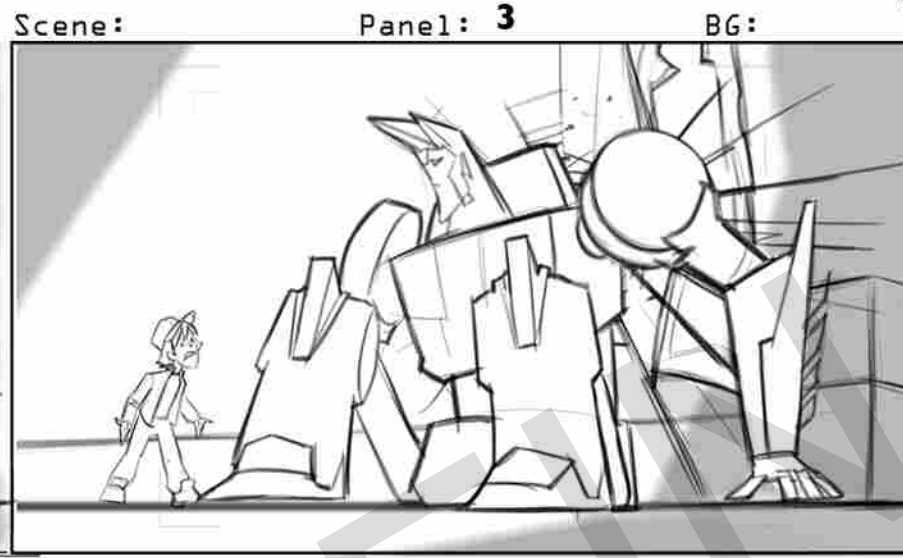
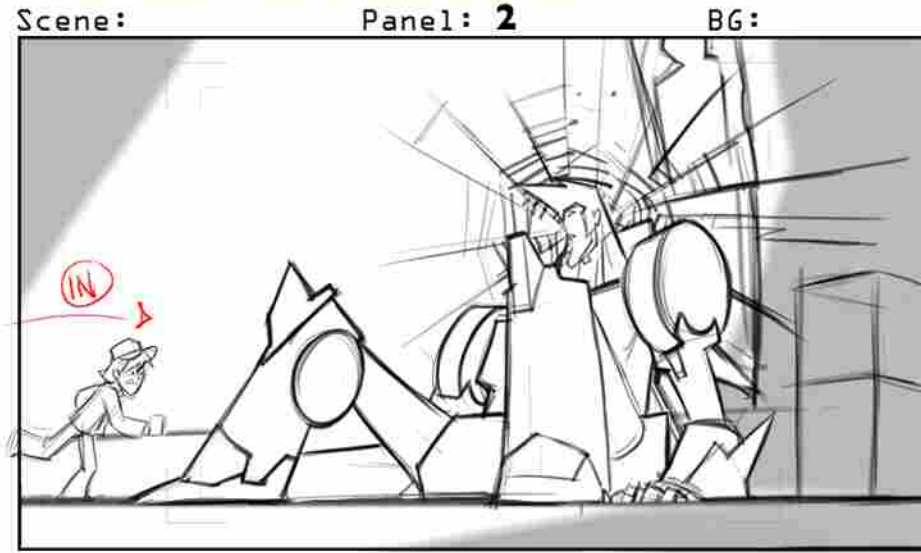
Action:	
BLACKHORN RACES IN.	
EFX:(DX SHADOW)	
Dial:	
Slug:	Trans:



Action:	
(ADD CAMERA HAKE EACH TIME BLACKHORN IMPACTS THE GROUND.)	
Dial:	
Slug:	Trans:

Action:	
ANGLE ON MUSEUM CORRIDOR.	
Dial:	
Slug:	Trans:

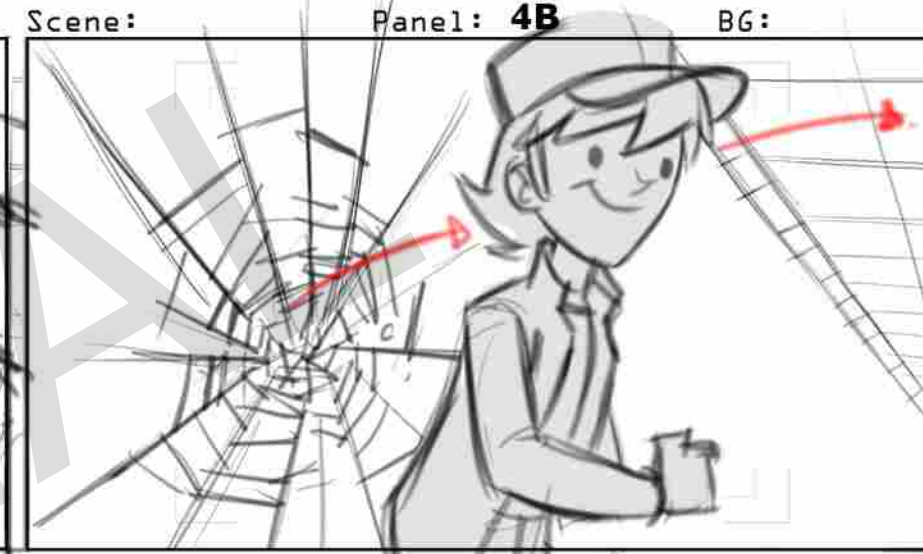
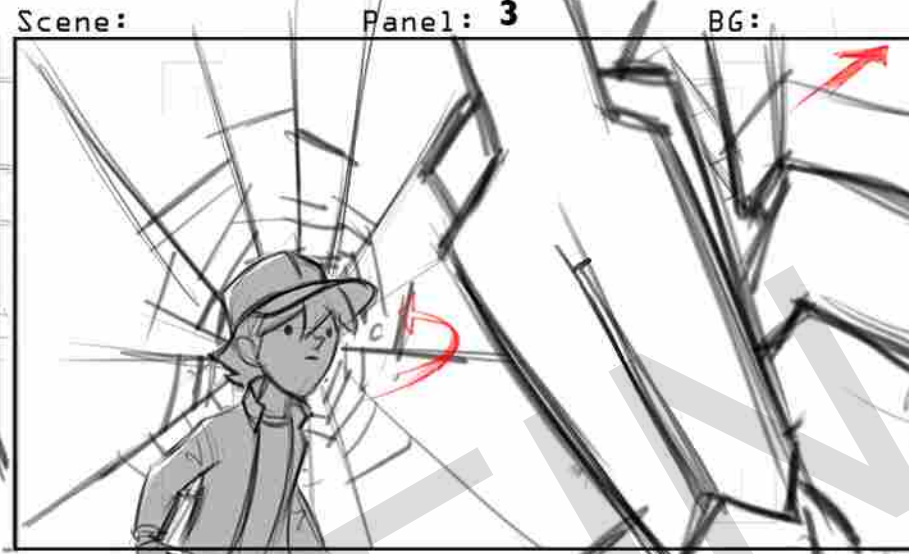
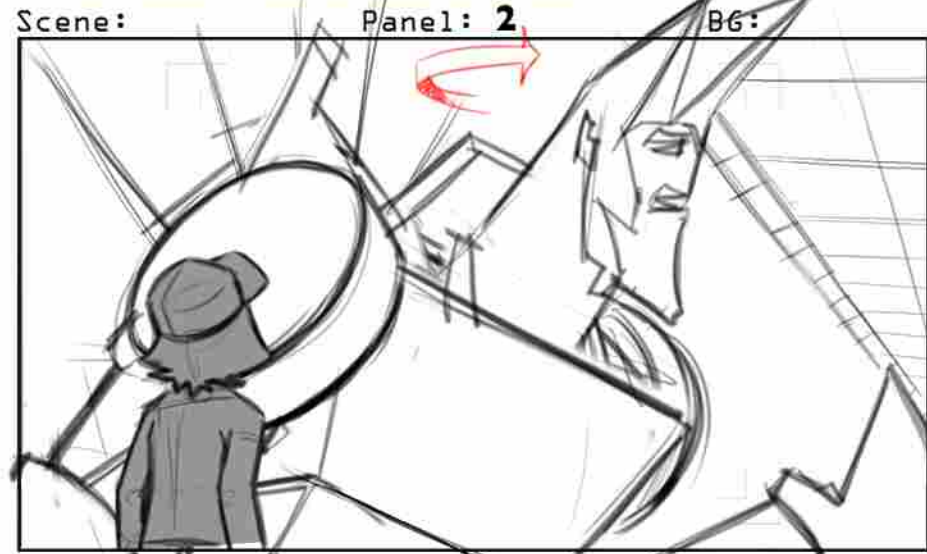
Action:	
CLOSE ON A DAZED FASTLANE.	
Dial:	
Slug:	Trans:



Action:	
RUSSELL RUNS UP TO FASTLANE.	
Dial:	
Slug:	Trans:

Action:	
FASTLANE SITS UP.	
Dial:	
105. RUSSELL WHAT DO WE DO?	
Slug:	Trans:

Action:	
ANGLE ON FASTLANE. RUSSELL IS THE FOREGRUND.	
Dial:	
106. FASTLANE: WE GET IN HIS WAY. C'MON.	
Slug:	Trans:



Action:	
FASTLANE TURNS AND....	
Dial:	
106. FASTLANE: C'MON.	
Slug:	Trans:

SFX: TRANSFORMATION (OS)

Action:	
...EXITS. OS WE CAN HEAR FASTLANE TRANSFORMATION. RUSSELL TURNS TO FOLLOW.	
Dial:	
Slug:	Trans:

SFX: TRANSFORMATION (OS)

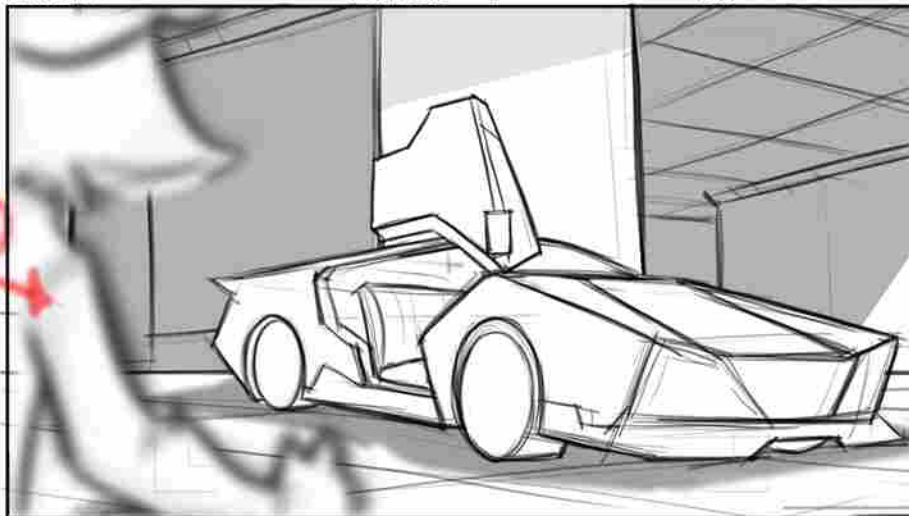
Action:	
RUSSELL RUNS AFTER HIM.	
Dial:	
Slug:	Trans:

CUT

Scene:

Panel: 1

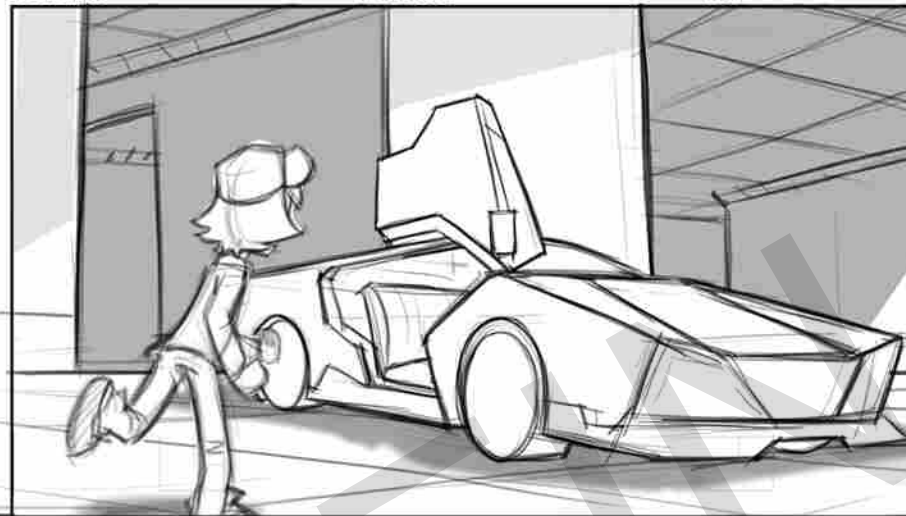
BG:



Scene:

Panel: 2

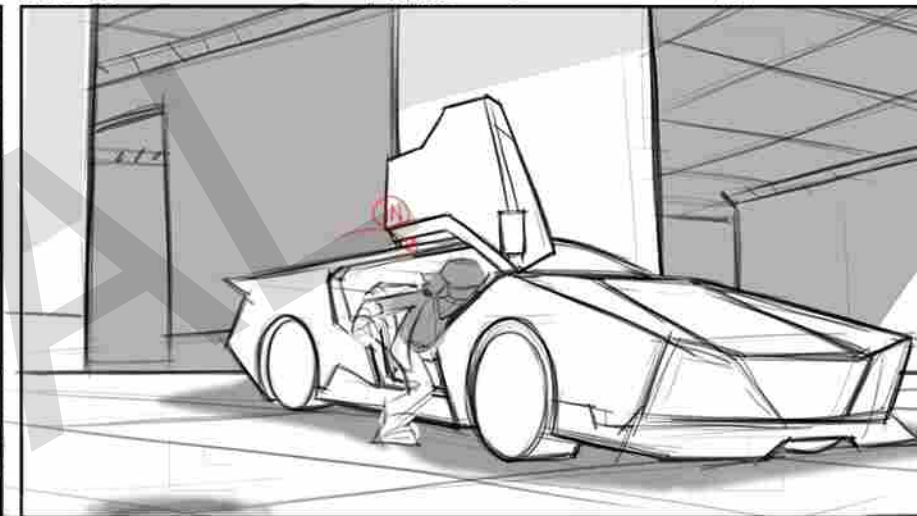
BG:



Scene:

Panel: 3

BG:



Action:

ANGLE ON FASTLANE VEHICLE. THE DOORS OPEN.
RUSSELL RACES IN...

Dial:

106. FASTLANE:
C'MON.

Slug:

Trans:

Action:

Dial:

Slug:

Trans:

SFX: (ENGINE REVING)

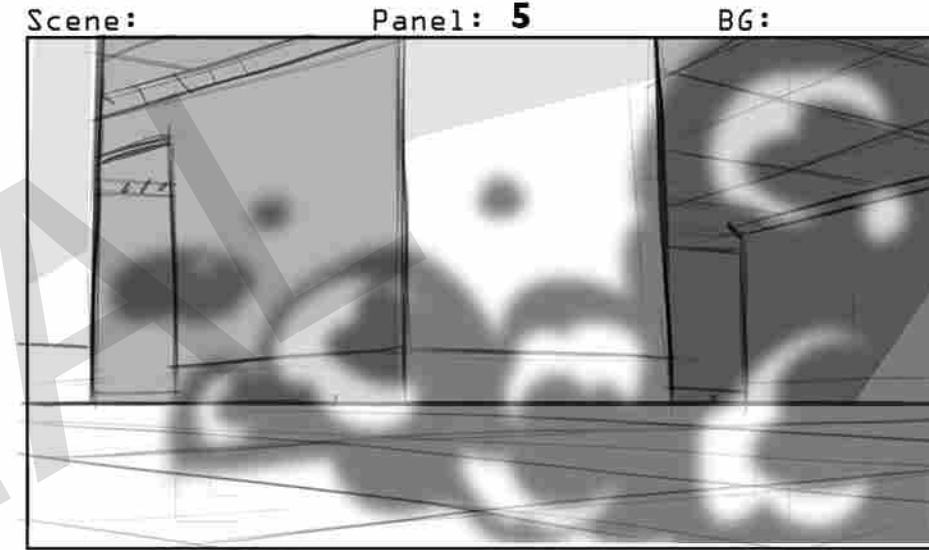
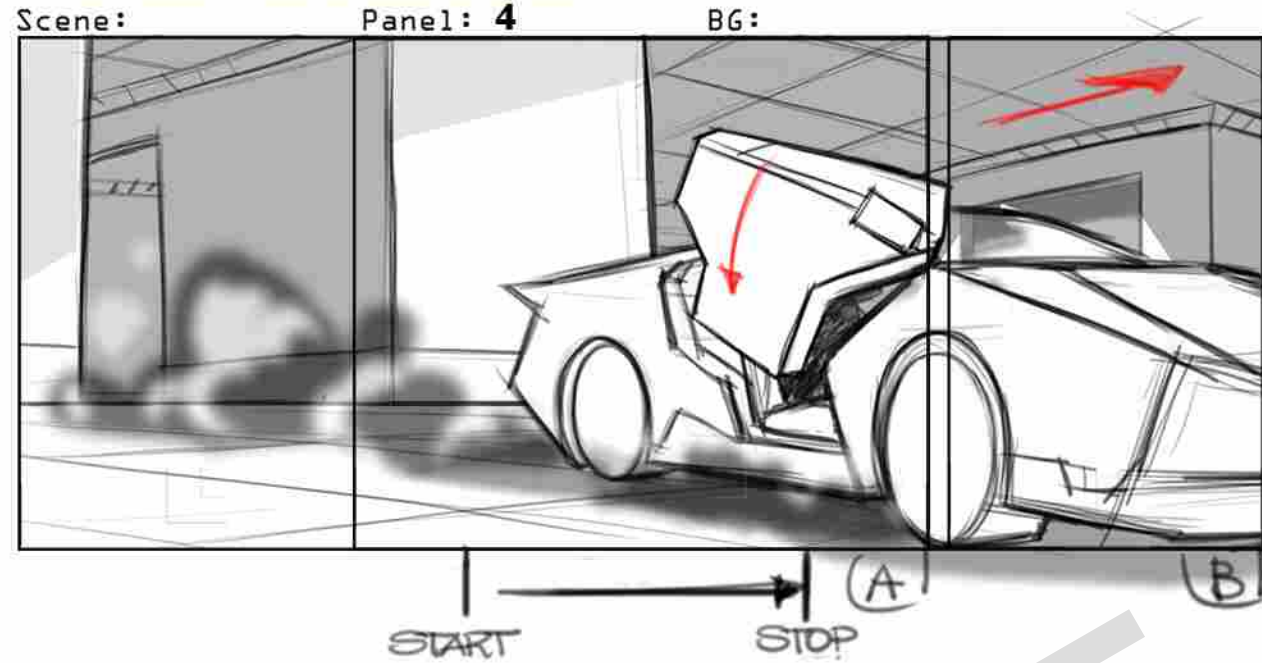
Action:

...JUMPING INTO WAITING SEAT.

Dial:

Slug:

Trans:



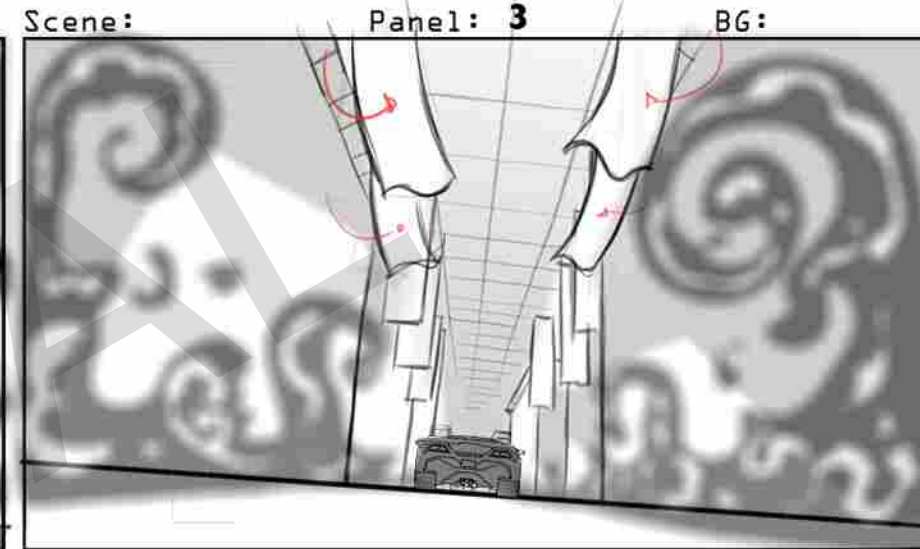
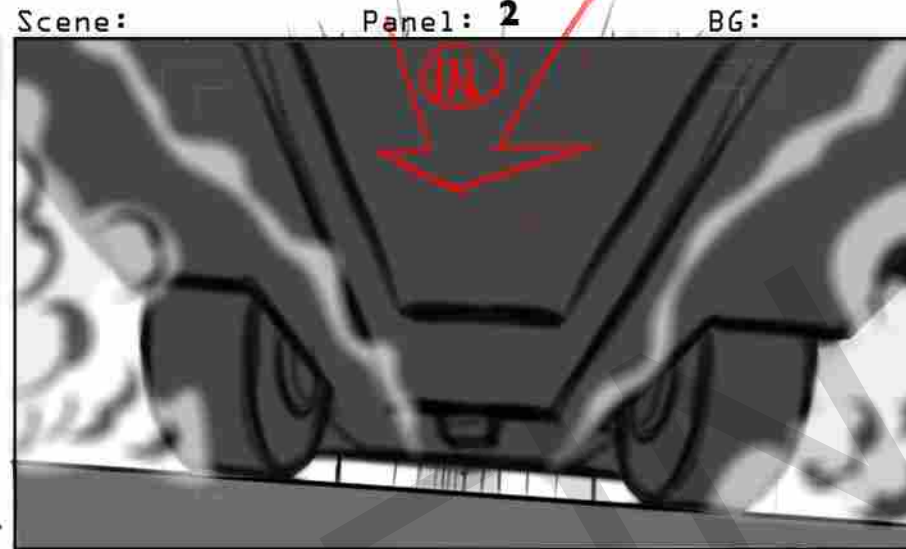
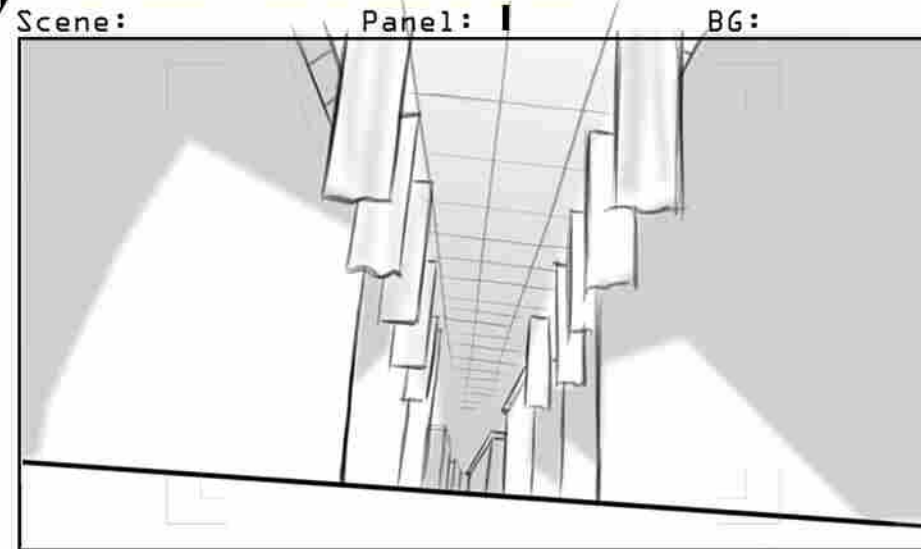
SFX:(TIRE SQUEAL)
EFX:(SMOKE)

Action: AS THE DOOR SWINGS SHUT, FASTLANE SPEEDS FORWARD IN A RUSH OF SQUEALING TIRES AND BURNING RUBBER. PAN WITH ACTION A - B.	
Dial: 106. FASTLANE: C'MON.	
Slug:	Trans:

Action:	
Dial:	
Slug:	Trans:

Action:	
Dial:	
Slug:	Trans:

CUT



HU

EFX: (SMOKE, SHADOW)

Action:	
ANGLE ON THE HALLWAY THAT BLACKHORN JUST RAN DOWN.	
Dial:	
Slug:	Trans:

Action:	
FASTLANE ZOOMS IN OVER CAMERA, SPEEDING DOWN THE HALLWAY.	
Dial:	
Slug:	Trans:

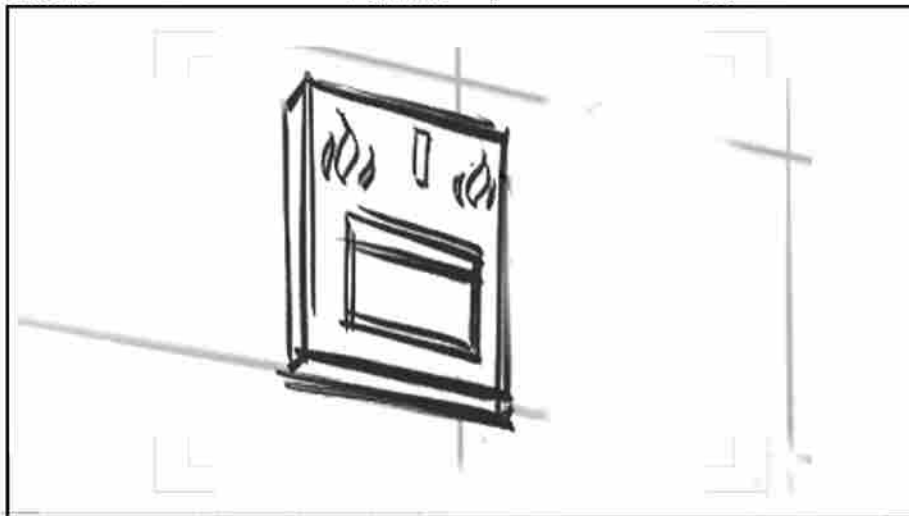
Action:	
THE BANNERS WOOSH AS FASTLANE ZIPS BY.	
Dial:	
Slug:	Trans:

CUT

Scene:

Panel: 1

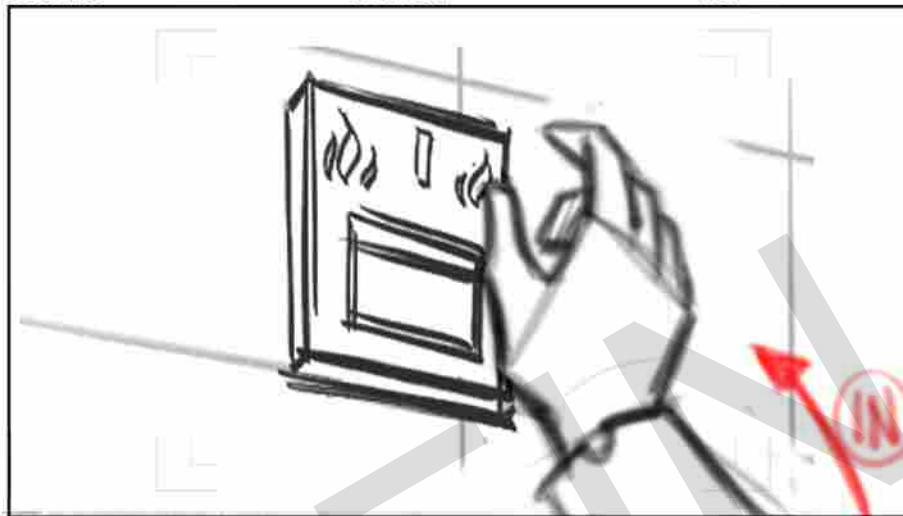
BG:



Scene:

Panel: 2

BG:



CUT

Scene:

Panel: 1

BG:



SFX: (ALARMS)

Action:

INT. MUSEUM LOADING DOCK - CONTINUOUS

Dial:

Slug:

Trans:

Action:

DENNY FLICKS THE ALARM LEVER BACK UP,...

Dial:

Slug:

Trans:

Action:

ANGLE ON DENNYTHE <ALARMS QUIET>.

Dial:

Slug:

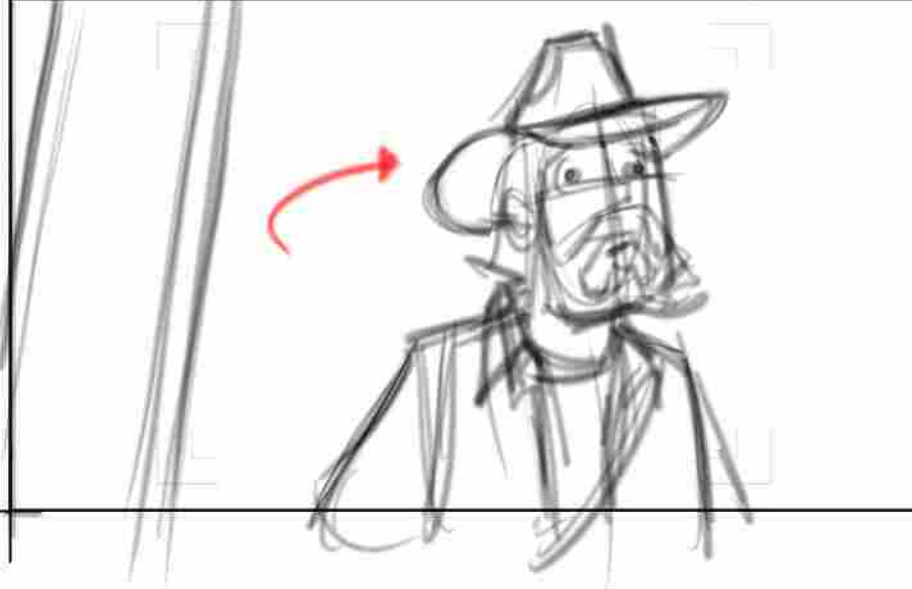
Trans:

CUT

Scene:

Panel: 1

BG:



Scene:

Panel: 2

BG:



Scene:

Panel: 3

BG:



Action:

HE TURNS TO O.S. BUMBLEBEE,
WHO'S DEEP IN THOUGHT.

Dial:

Slug:

Trans:

Action:

WIDE ON DENNY AND
BUMBLEBEE DEEP IN THOUGHT.

Dial:

Slug:

Trans:

SFX: (TIRE SCREECH) (OS)

Action:

THEY REACT TO OS TIRE SCREECHING.

Dial:

Slug:

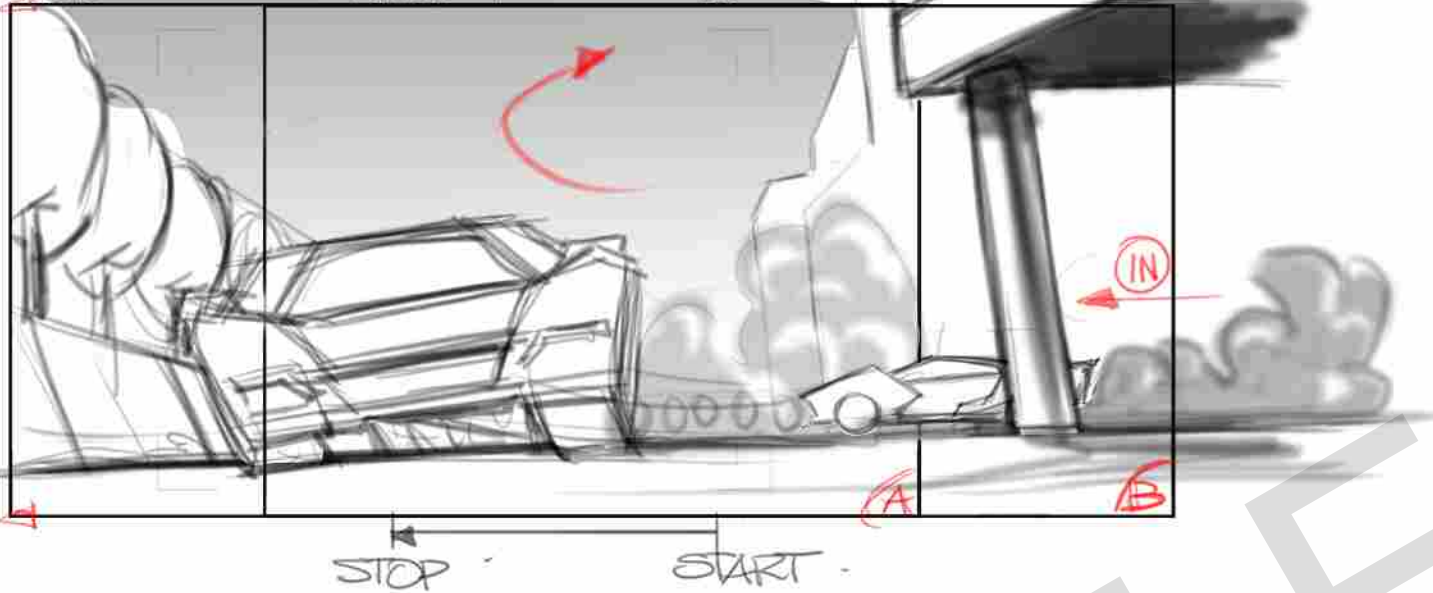
Trans:

CUT

Scene:

Panel: 1

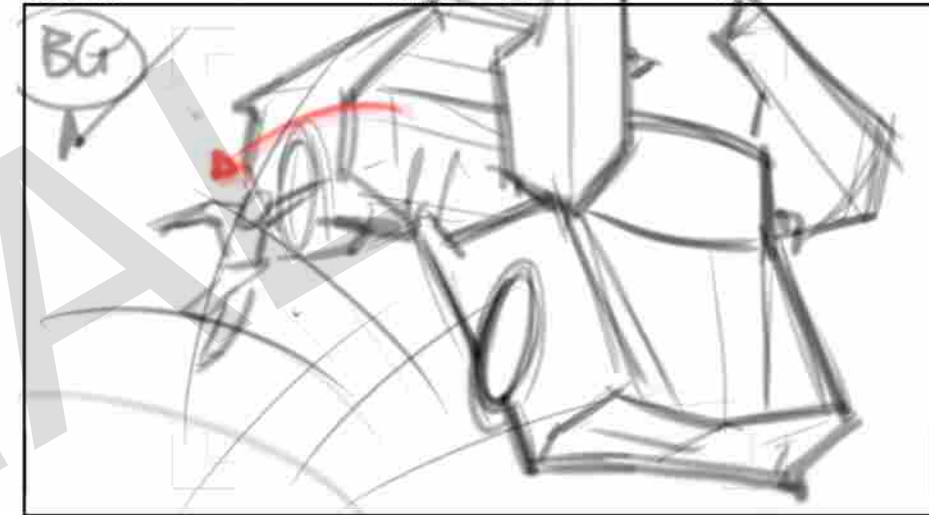
BG:



Scene:

Panel: 2

BG:



EFX: (EXHAUST)
SFX: (TIRE SCREECH)

Action:
REVERSE ON DOCK AREA. FASTLANE VEHICLE SKIDS AROUND THE CORNER. PAN B - A WITH ANIM.

Dial:

Slug:

Trans:

Action:

Dial:

Slug:

Trans:

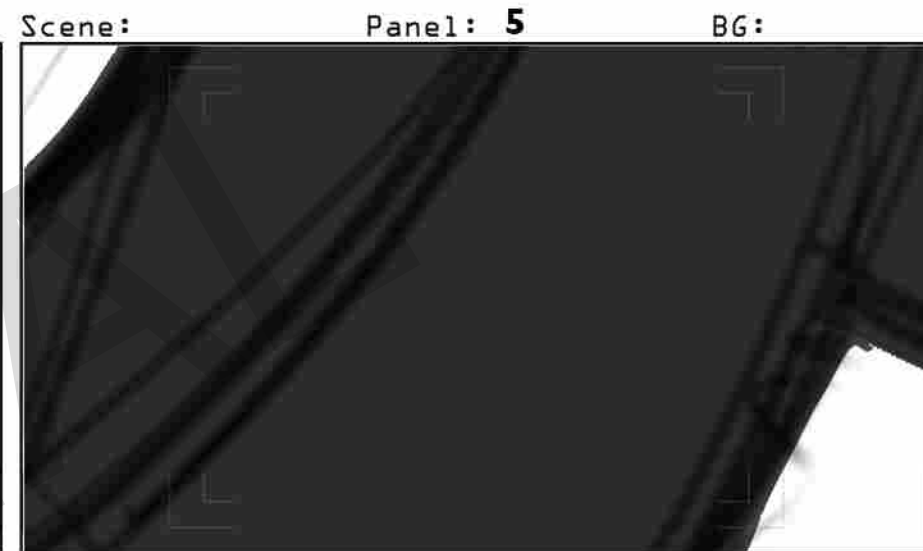
Action:

FASTLANE TRANSFORMS, RUSSELL LEAPS FORWARD.

Dial:

Slug:

Trans:

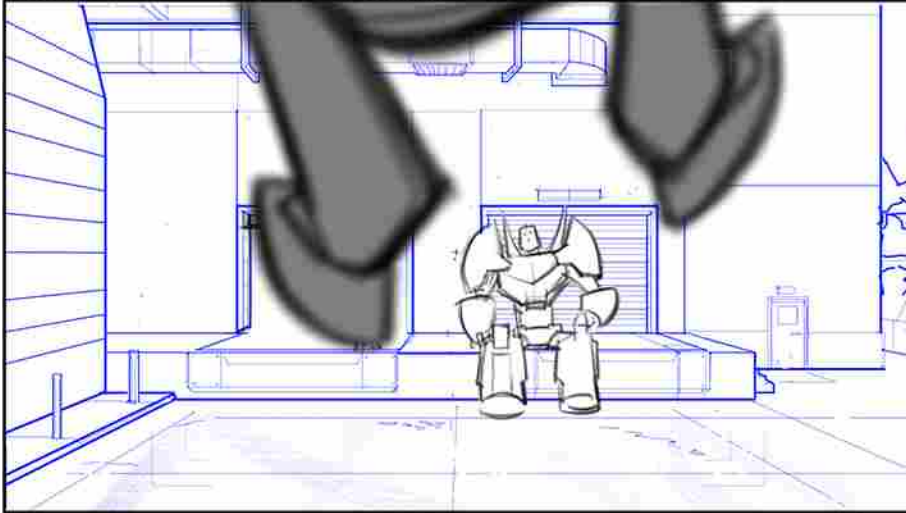


Action:	
RUSSELL TO CAMERA, FASTLANE OUT.	
Dial:	
Slug:	Trans:

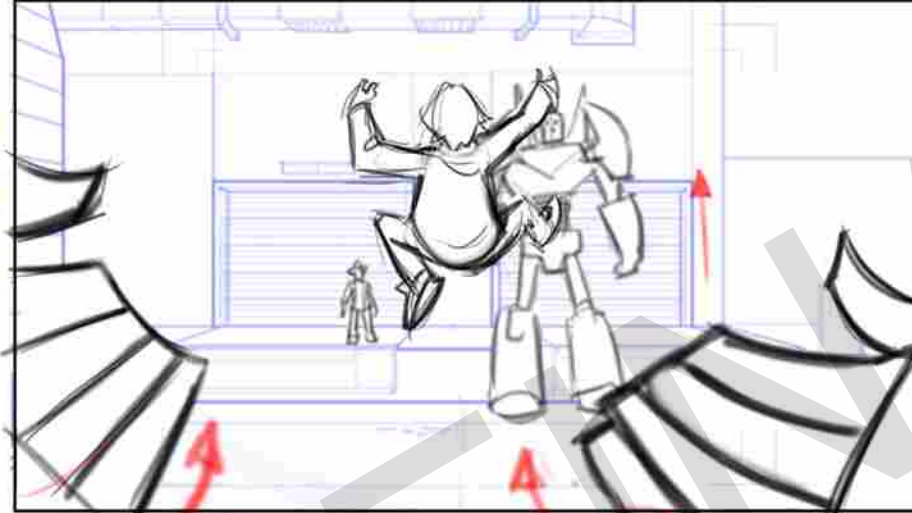
Action:	
RUSSELL TO CAMERA.	
Dial:	
Slug:	Trans:

Action:	
HE WIPES SCREEN.	
Dial:	
Slug:	Trans:

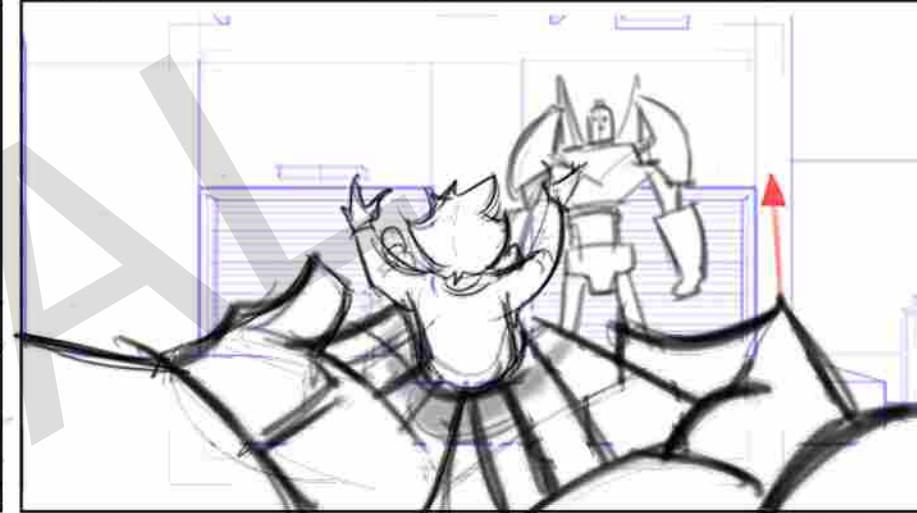
Scene: Panel: 1 BG:



Scene: Panel: 2 BG:



Scene: Panel: 3 BG:



Action:
WIPE TO REVERSE ANGLE AS RUSSELL FLIES FORWARD.

Dial:

Slug:

Trans:

Action:
BI-PACK SHOT.
BUMBLEBEE STANDS. FASTLANES HANDS IN.

Dial:

Slug:

Trans:

Action:
FASTLANE CATCHES RUSSELL.

Dial:

Slug:

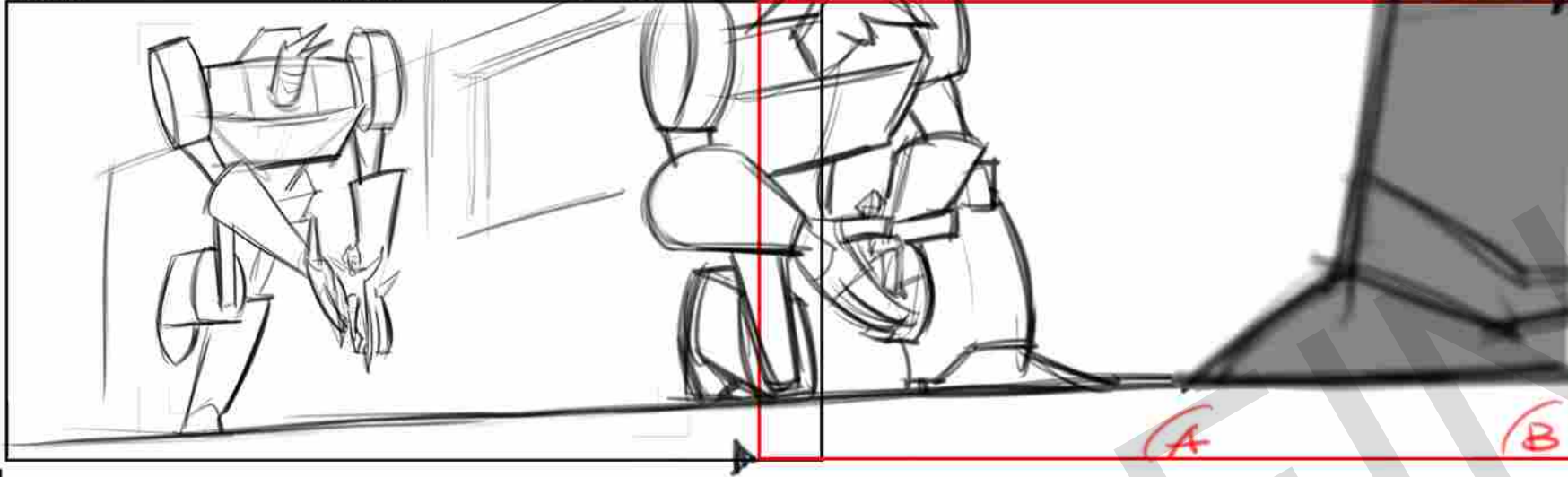
Trans:

CUT

Scene:

Panel: 1

BG:

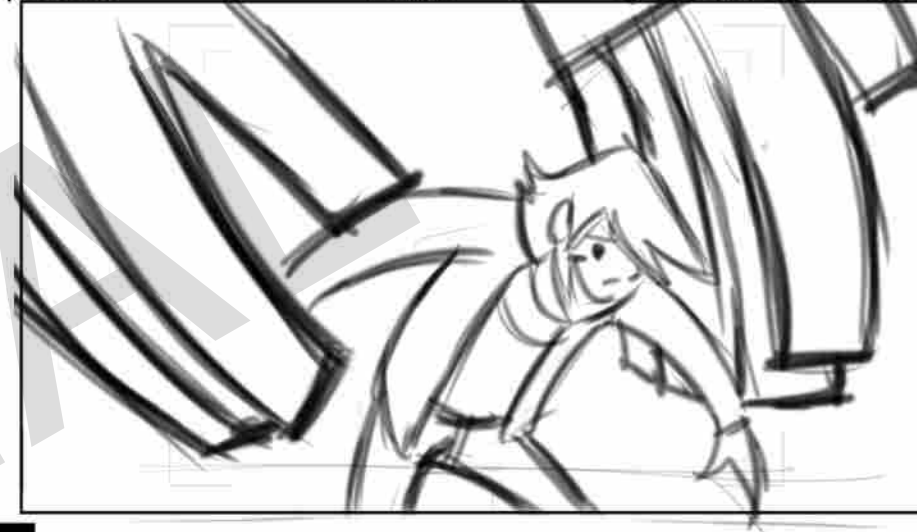


CUT

Scene:

Panel:

BG:



HU

HU

Action:

REVERSE ANGLE ON FASTLANE CATCHING RUSSELL.
THEY COME TO A STOP AT BUMBLEBEE'S FEET,
PAN WITH ANIM. A - B.

Dial:

Slug:

Trans:

Action:

Dial:

Slug:

Trans:

Action:

CLOSE ON RUSSELL JUMPING FROM
FASTLANE'S HANDS.

Dial:

Slug:

Trans:

Scene: Panel: 2 BG:



Scene: Panel: 3 BG:



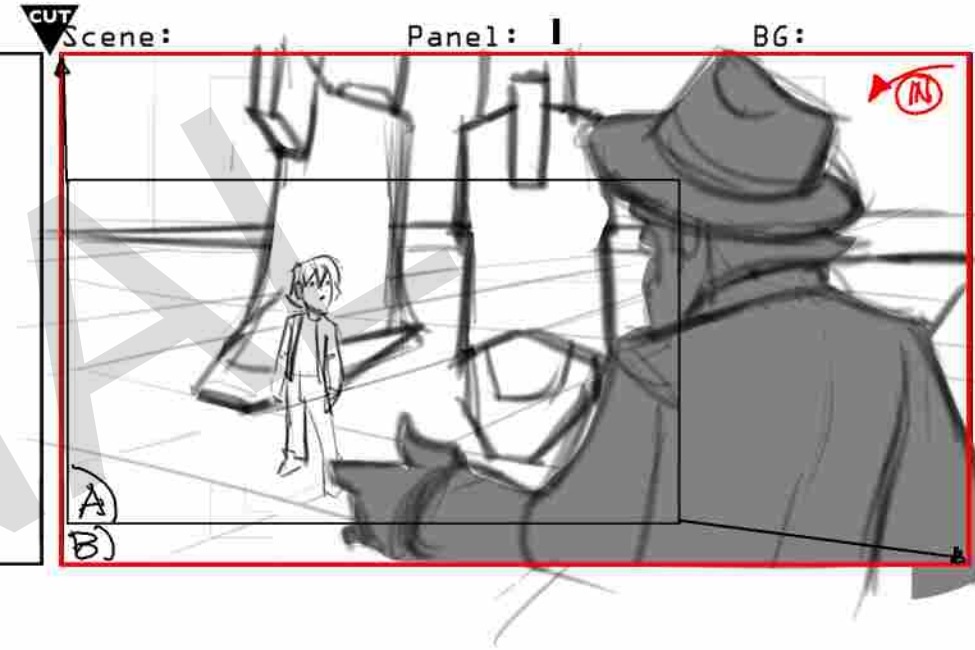
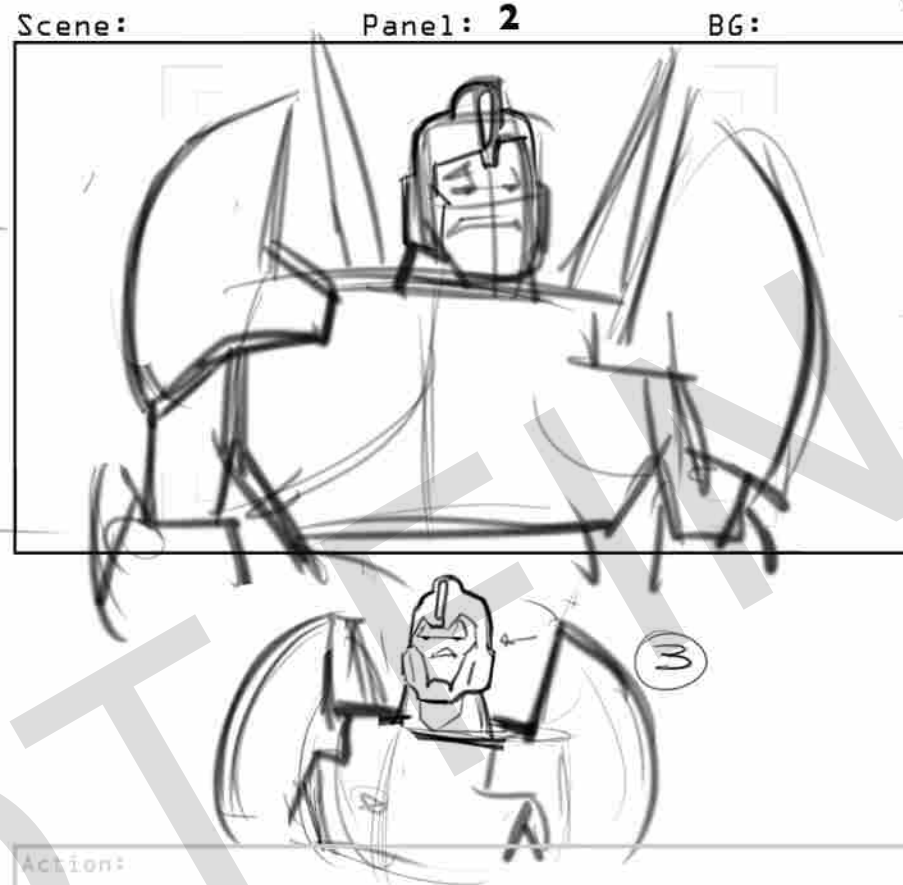
CUT Scene: Panel: 1 BG:



Action:	
RUSSELL LOOKS UP AT FASTLANE.....	
Dial:	
107.=E RUSSELL FASTLANE, YOU MAKE WALKING A BORE...	
Slug:	Trans:

Action:	
..THEN HE TURNS TO BEE.	
Dial:	
107. RUSSELL: (CONTD) HAVE YOU SEEN A METAL BUFFALO COME THROUGH HERE? SAYS HIS NAME'S BLACKHORN?	
Slug:	Trans:

Action:	
ANGLE ON FASTLANE. HE SETTLES UP IN SCENE.	
Dial:	
108. FASTLANE BIG HEAD, SMALL BRAIN?	
Slug:	Trans:



Action:
OTS FASTLANE, ANGLE ON BUMBLEBEE.
TRUCK IN A - B.

Dial:
109. BUMBLEBEE:
THAT'S WHAT WAS IN THE POD?

Slug: Trans:

Action:
CLOSE ON BUMBLEBEE.

Dial:
109. BUMBLEBEE:
GREAT...ONCE A BUFFALOID GETS MOVING,
IT'S NEARLY IMPOSSIBLE TO STOP...

Slug: Trans:

Action:
ANGLE ON RUSSELL. TRUCK OUT A - B
AS DENNY STEPS INTO SCENE.

Dial:
110. DENNY: (TO RUSSELL, SARCASTIC)
NICE TO SEE YOU, MCPLANK...

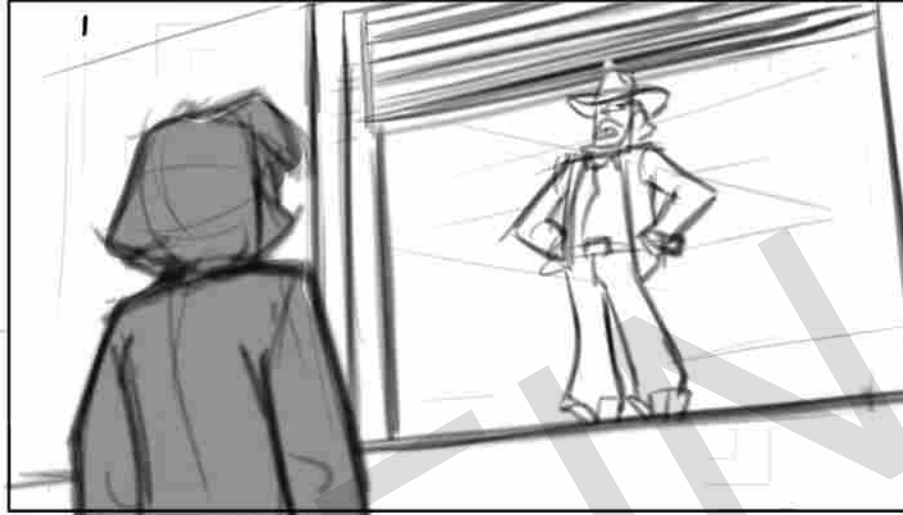
Slug: Trans:

Scene: Panel: 2 BG:



CUT

Scene: Panel: 1 BG:



CUT

Scene: Panel: BG:



HU

HU

Action:

RUSSELL TURNS TO FACE DENNY.

Dial:

110. DENNY: (CONTD)
... MCPLANK....

Slug:

Trans:

Action:

OTS RUSSELL, ANGLE ON DENNY STANDING
ON THE LOADING DOCK.

Dial:

110. DENNY: (CONTD)
....WE WERE GOING TO STAY
TOGETHER, REMEMBER?

Slug:

Trans:

Action:

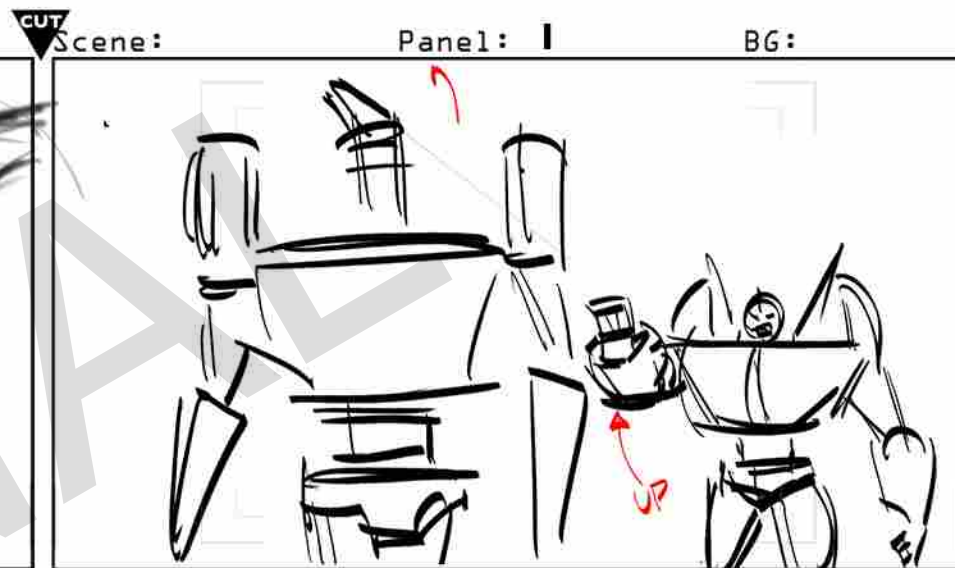
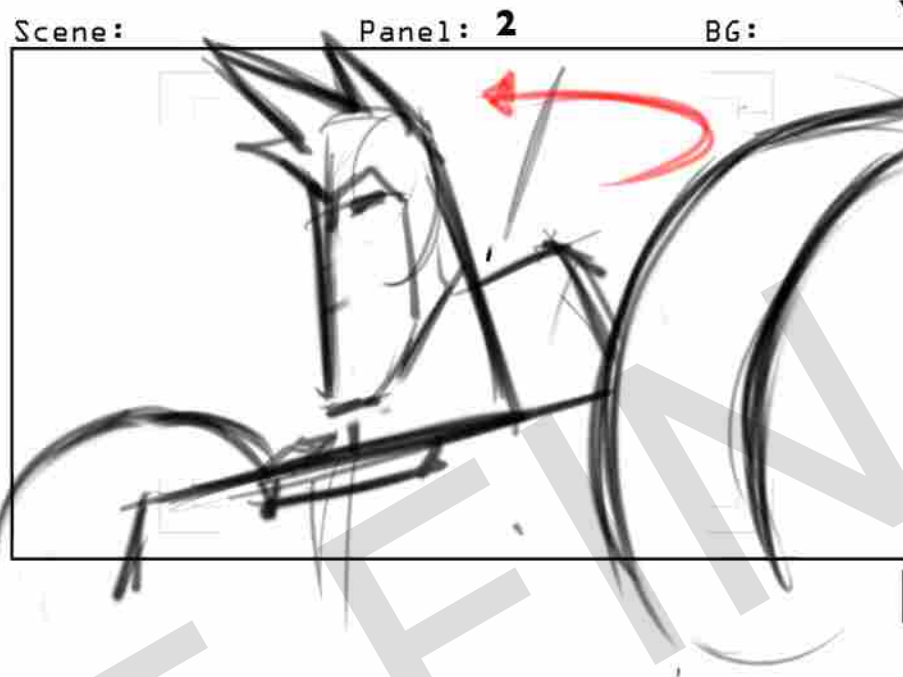
CLOSER ON RUSSELL.

Dial:

111. RUSSELL:
COME ON, DAD, I FOUND THE DECEPTICON!

Slug:

Trans:



Action:	
CLOSE ON FASTLANE.	
Dial:	112 FASTLANE I'LL FIND BLACKHORN. BACK IN A FLASH.
Slug:	Trans:

Action:	
HE TURNS TO LEAVE.	
Dial:	
Slug:	Trans:

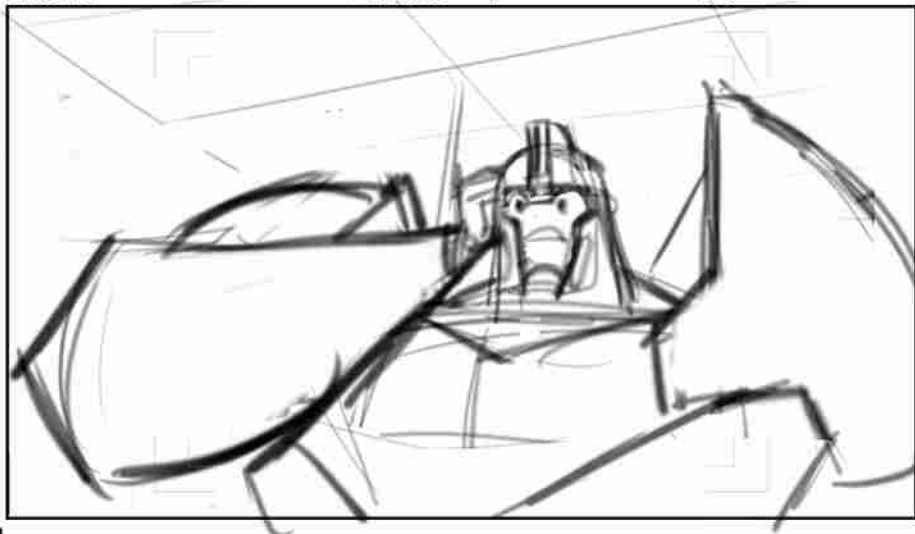
Action:	
WIDER AS FASTLANE STARTS OFF. BEE RAISES A COMMANDING HAND.	
Dial:	113. BUMBLEBEE: TEAM!
Slug:	Trans:

CUT

Scene:

Panel: 1

BG:



Scene:

Panel: 2

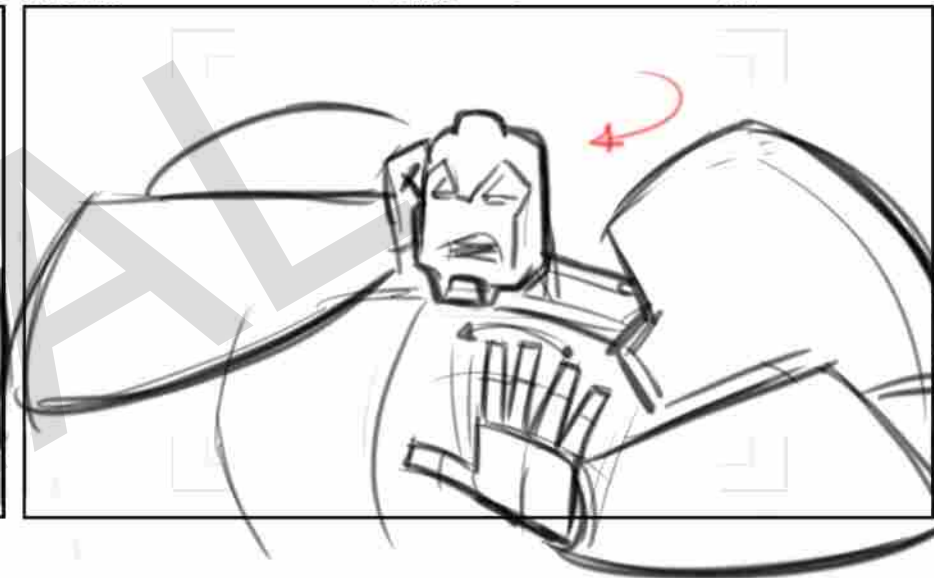
BG:



Scene:

Panel: 3

BG:



Action:

CLOSE ON FASTLANE.

Dial:

113. BUMBLEBEE: (CONTD)
LISTEN TO ME!

Slug:

Trans:

Action:

Dial:

114. BUMBLEBEE: (CONTD)
BUMBLEBEE, YOUR TEAM LEADER!

Slug:

Trans:

Action:

Dial:

114. BUMBLEBEE: (CONTD)
DO NOT ENGAGE HIM!

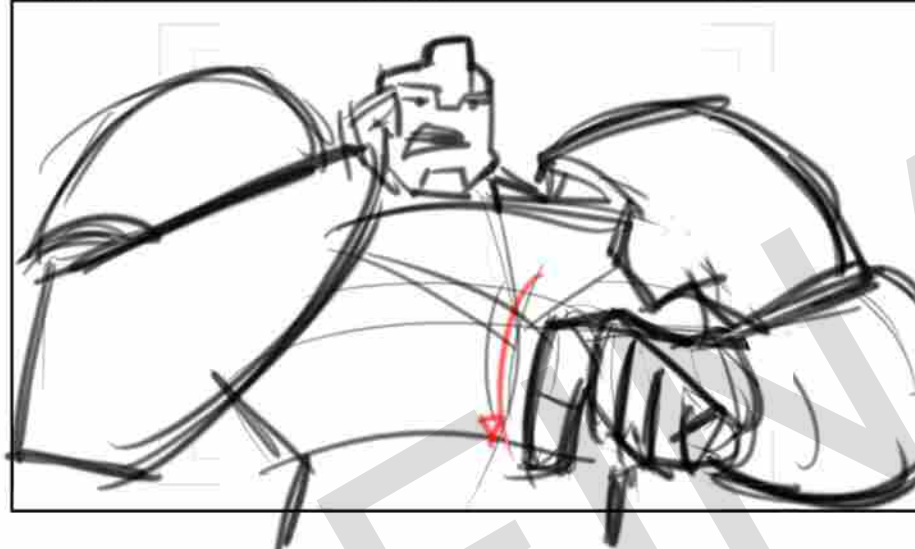
Slug:

Trans:

Scene: Panel: 4 BG:



Scene: Panel: 5 BG:



Scene: Panel: 6 BG:

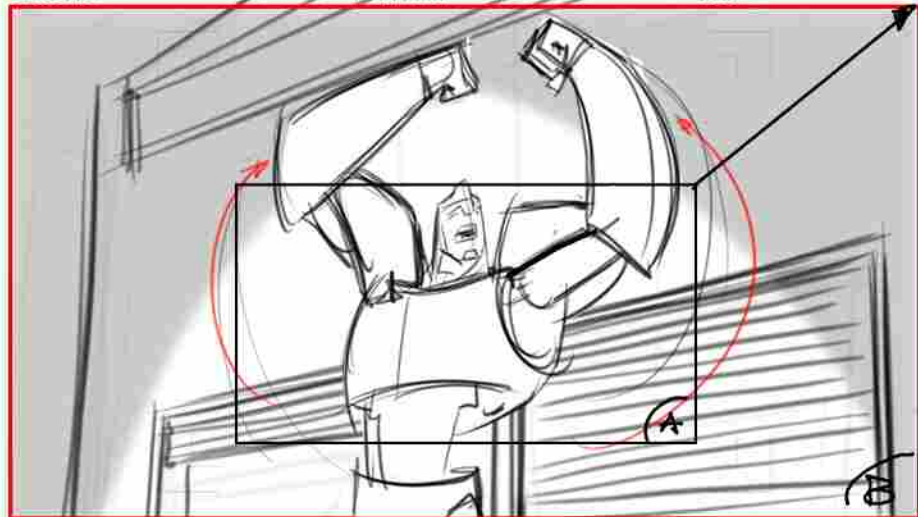


Action:	
Dial: 114. BUMBLEBEE: (CONTD) SUMMON YOUR TEAM...MATES...	
Slug:	Trans:

Action:	
Dial: 114. BUMBLEBEE: (CONTD) ...AND BRING THE DECEPTICON TO THE MUSEUM'S ENTRANCE GRAND HALL,	
Slug:	Trans:

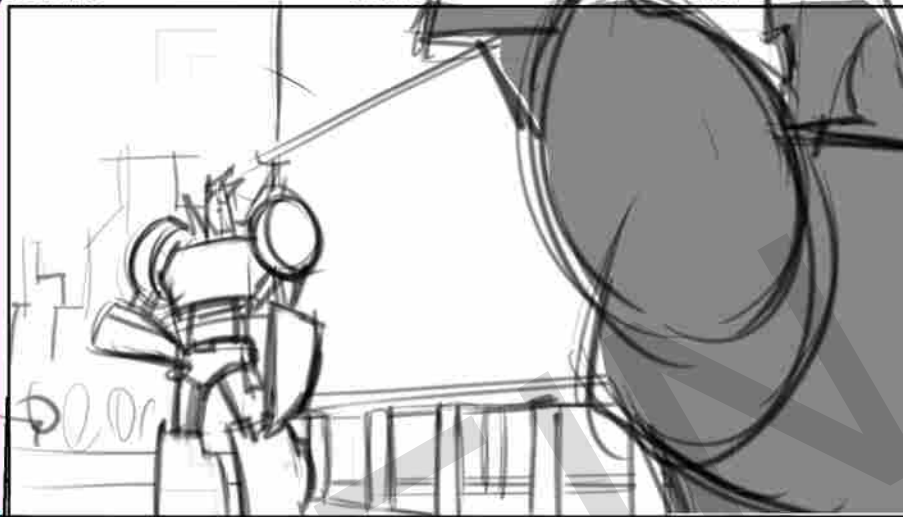
Action:	
Dial: 114. BUMBLEBEE: (CONTD) ...WHERE WE CAN ATTACK IT...	
Slug:	Trans:

Scene: Panel: 7 BG:

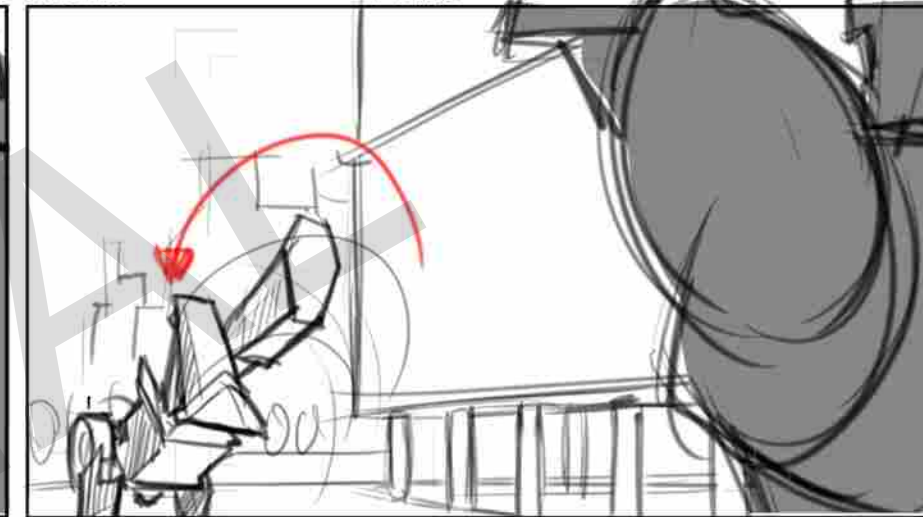


CUT

Scene: Panel: 1 BG:



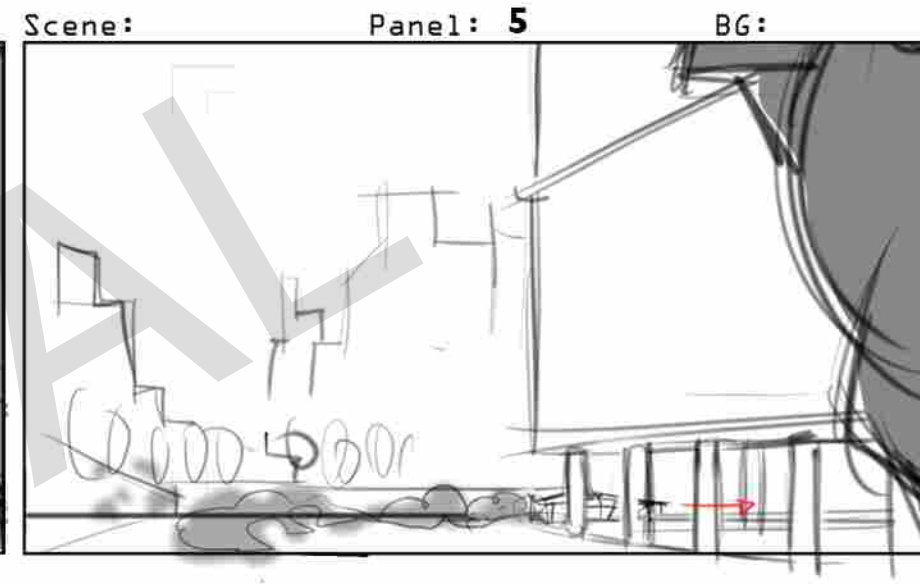
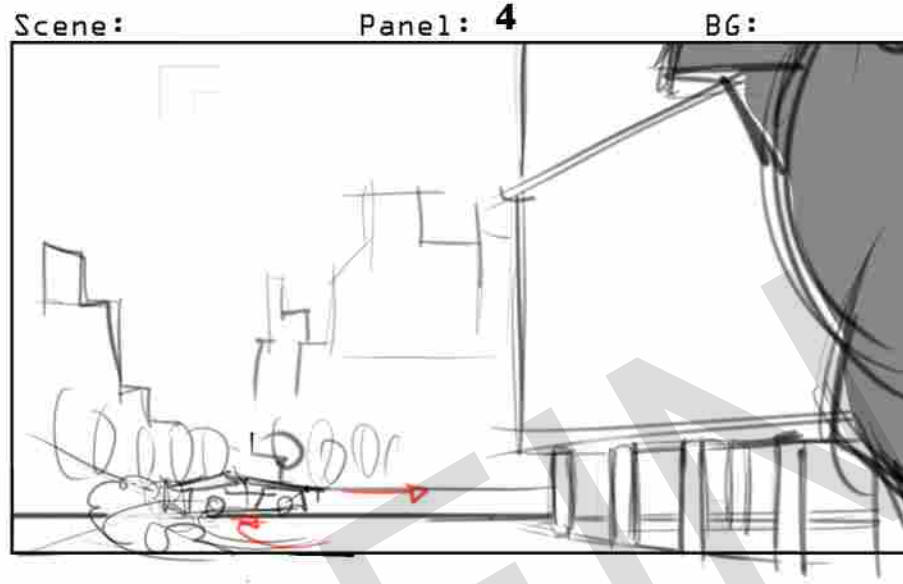
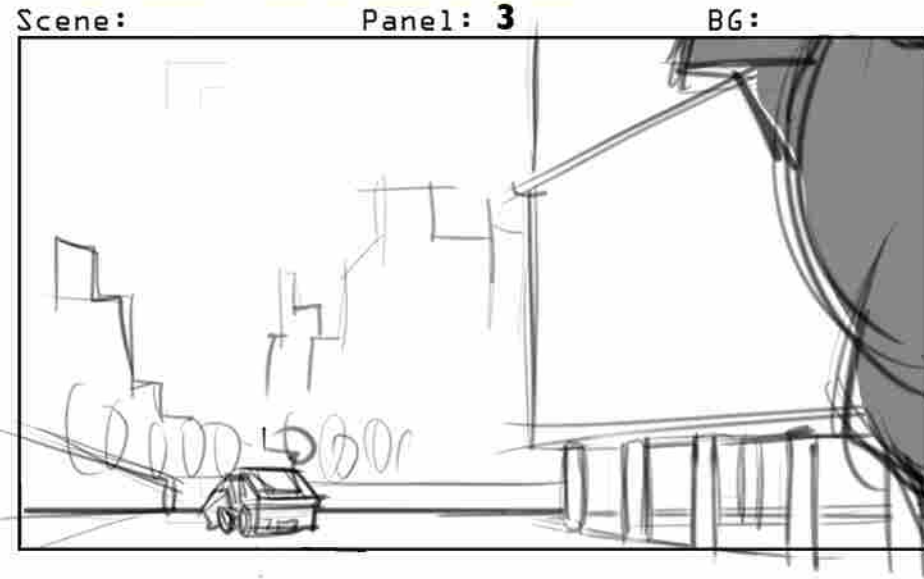
Scene: Panel: 2 BG:



Action:	
FAST TRUCK OUT A - BAS BUMBLEBEE STRIKE A TRIUMPHANT POSE.	
Dial:	
114. BUMBLEBEE: (CONTD) ...TOGETHER!	
Slug:	Trans:

Action:	
FASTLANE LOOKS AT HIM EXPRESSIONLESSLY FOR A BEAT, ...	
Dial:	
115. FASTLANE: RIGHT.	
Slug:	Trans:

Action:	
....THEN TURNS, AND TRANSFORMS.. ADJUST WITH ANIM.	
Dial:	
114. BUMBLEBEE: (CONTD) ...WHERE WE CAN ATTACK IT...	
Slug:	Trans:

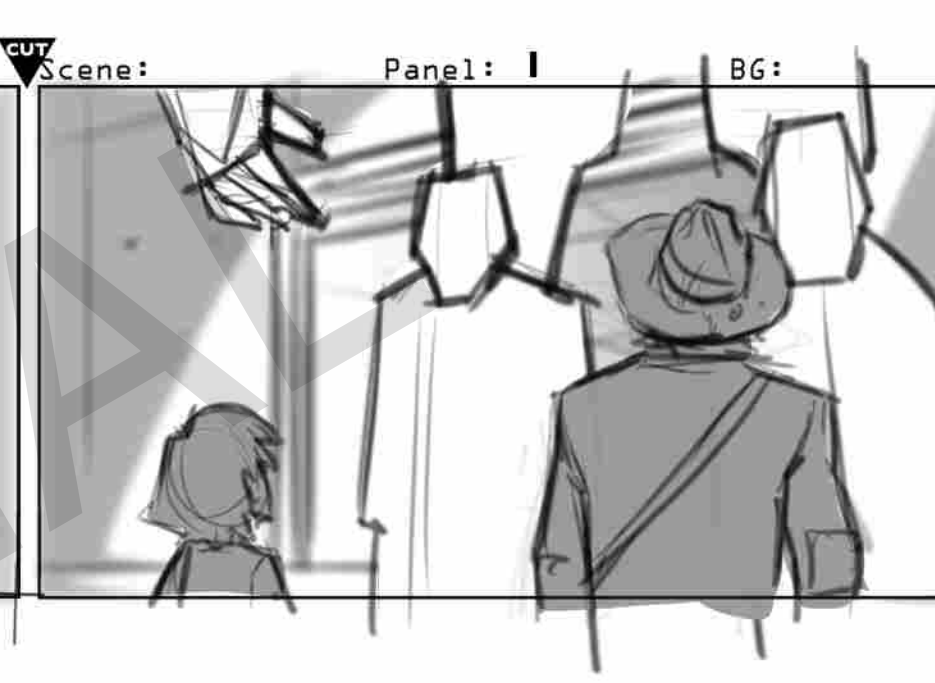
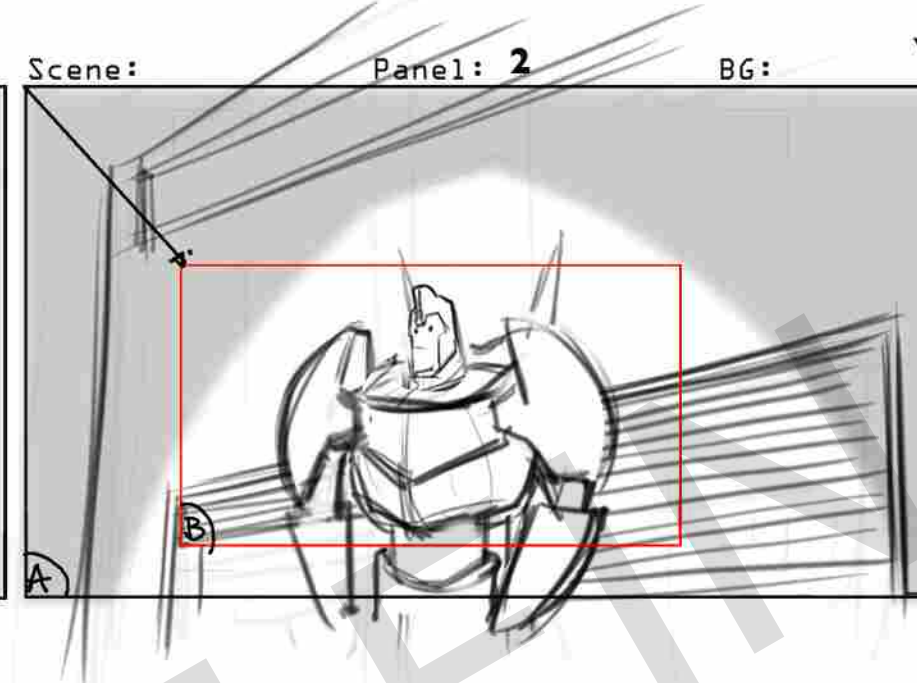


EFX: (EXHAUST)
SFX: (TIRE SCREECH)

Action:	
Dial:	
Slug:	Trans:

Action:	
FASTLANE SKIDSTAKES OFF THE WAY HE CAME!	
Dial:	
Slug:	Trans:

Action:	
Dial:	
Slug:	Trans:

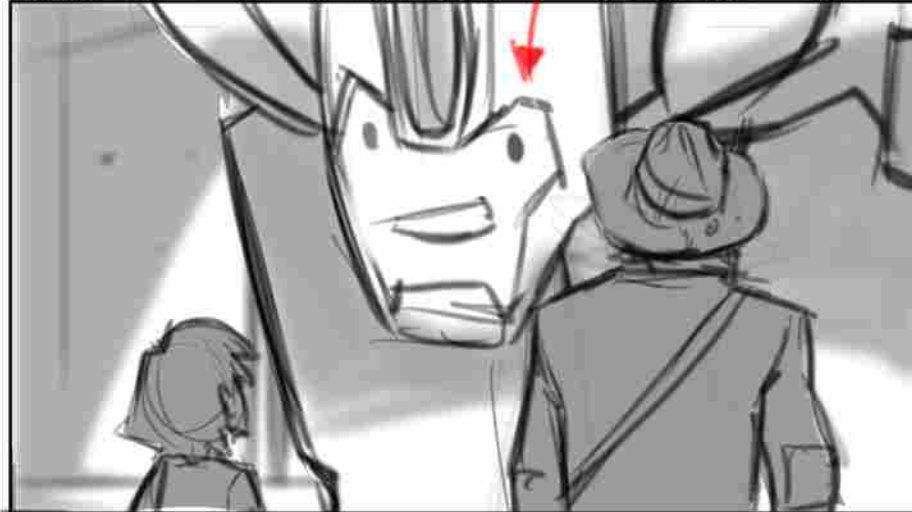


Action:	
BACK ON BUMBLEBEE.....	
Dial:	
Slug:	Trans:

Action:	
HE LOWERS HIS ARMS, TRUCK IN A - B.	
Dial:	
Slug:	Trans:

Action:	
ANGLE ON DENNY AND RUSSELL STANDING IN FRONT OF BUMBLEBEE.	
Dial:	
116. BUMBLEBEE: (CONSPIRATORIALLY) SEE, I REALIZED.....	
Slug:	Trans:

Scene: Panel: 1 BG:



Scene: Panel: 2 BG:



Scene: Panel: 3 BG:

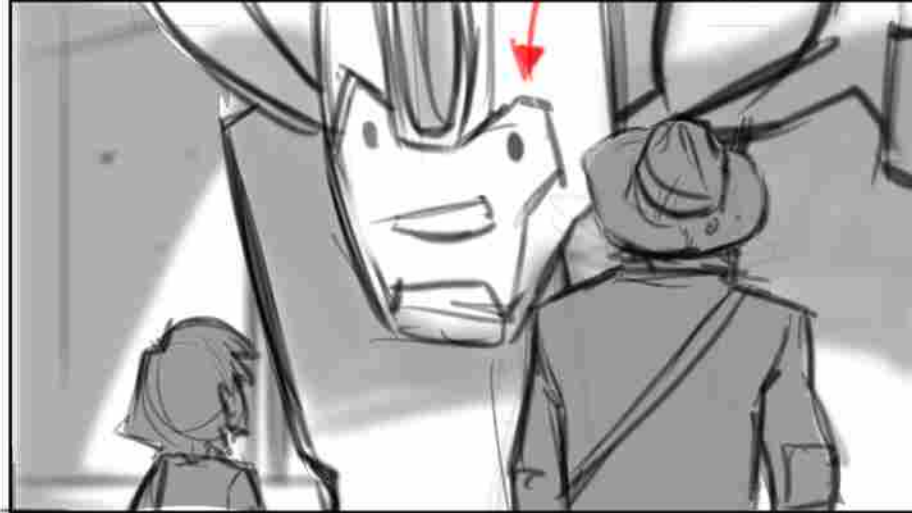


Action:	
ANGLE ON DENNY AND RUSSELL STANDING IN FRONT OF BUMBLEBEE.	
Dial:	
116. BUMBLEBEE: (CONSPIRATORIALY) ..I WASN'T ADDING...	
Slug:	Trans:

Action:	
Dial:	
116. BUMBLEBEE: (CONSPIRATORIALY) THE INSPIRATIONAL "TEAM" STUFF, LIKE OPTIMUS WOULD HAVE SO...	
Slug:	Trans:

Action:	
HE'S DEFLATED. HE LOWERS HIS ARMS, TRUCK IN A - B.	
Dial:	
116. BUMBLEBEE: (CONSPIRATORIALY) ... <LAUGHS> * YOU KNOW WHAT?	
Slug:	Trans:

Scene: Panel: 1 BG:



Scene: Panel: 2 BG:



Scene: Panel: 3 BG:



Action:	
ANGLE ON DENNY AND RUSSELL STANDING IN FRONT OF BUMBLEBEE.	
Dial:	
116. BUMBLEBEE: (CONSPIRATORIALY) ..I WASN'T ADDING...	
Slug:	Trans:

Action:	
Dial:	
116. BUMBLEBEE: (CONSPIRATORIALY) THE INSPIRATIONAL "TEAM" STUFF, LIKE OPTIMUS WOULD HAVE SO...	
Slug:	Trans:

Action:	
HE'S DEFLATED. HE LOWERS HIS ARMS, TRUCK IN A - B.	
Dial:	
116. BUMBLEBEE: (CONSPIRATORIALY) ... <LAUGHS> * YOU KNOW WHAT?	
Slug:	Trans:

Scene: Panel: 4 BG:



Scene: Panel: 5 BG:



Scene: Panel: 6 BG:



Action:	
BUMBLEBEE STRAIGHTENS UP AND EXITS SCENE.	
Dial:	
116. BUMBLEBEE:(CONSPIRATORIALLY) ...LET'S GET TO THE MUSEUM ENTRANCE.	
Slug:	Trans:

Action:	
Dial:	
Slug:	Trans:

Action:	
DENNY AND RUSSELL TURN TO EACH OTHER.	
Dial:	
Slug:	Trans:



Scene:

Panel: 1

BG:

Scene:

Panel:

BG:

Scene:

Panel: 2

BG:



(STOP)

(A)

(START)

(B)

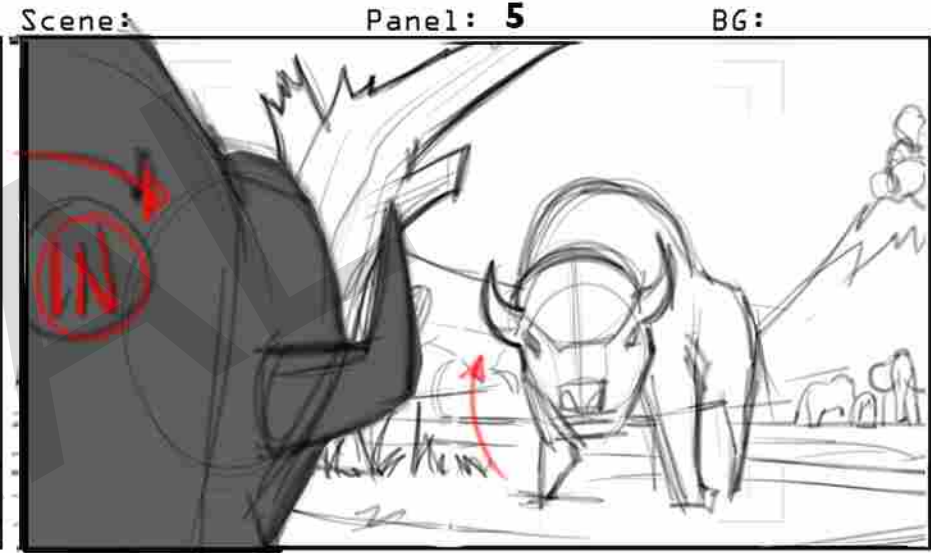
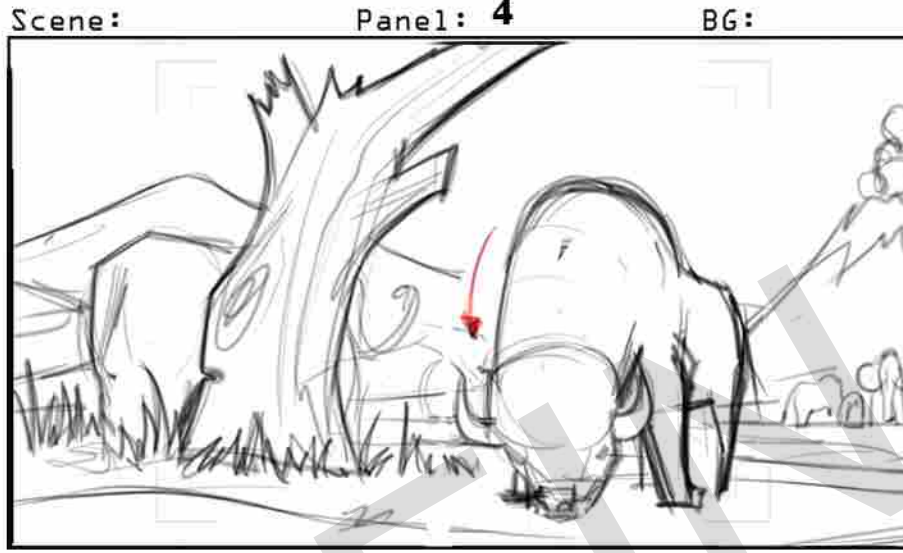
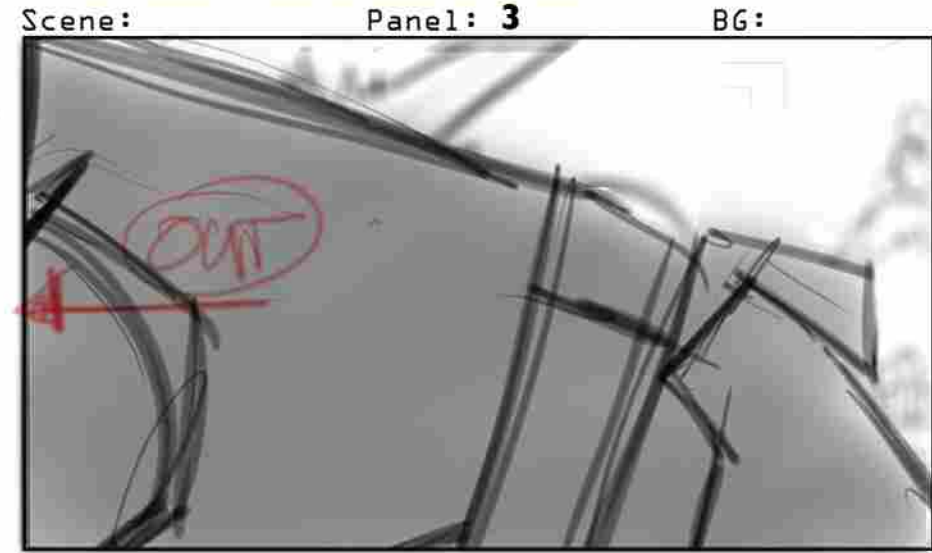
PAN.

(CYCLE ANIMATED SMOKE IN THE BACKDROP)

Action:	
INT. MUSEUM - PREHISTORIC PAVILLION - DAY ANGLE ON A REALISTIC DIORAMA OF A PREHISTORIC SCENE. PAN B - A.	
Dial:	
Slug:	Trans:

Action:	
Dial:	
Slug:	Trans:

Action:	
RACK FOCUS BG AS BLACKHORN RACES IN...	
Dial:	
Slug:	Trans:



(CYCLE ANIMATED SMOKE IN THE BACKDROP)

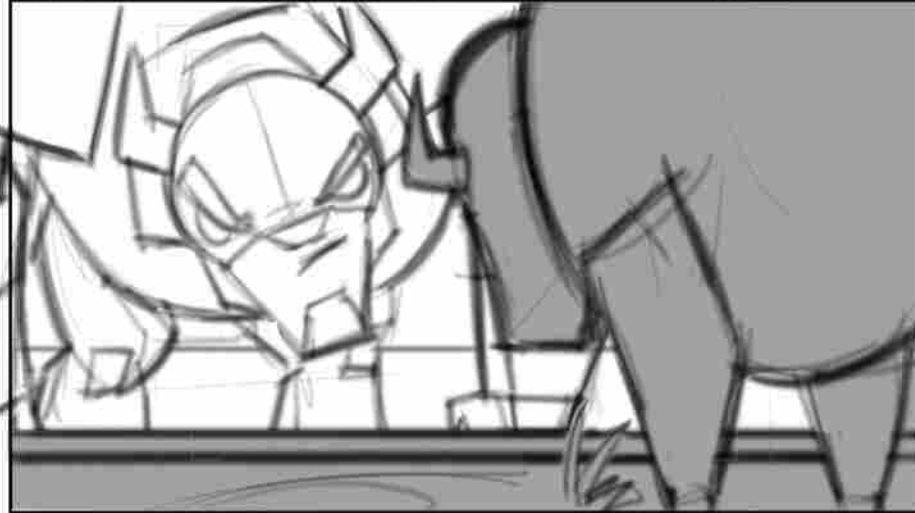
(OS WE HERE BLACKHORN SCREECHING TO A HALT)

Action:	
INT. MUSEUM - PREHISTORIC PAVILLION - DAY ANGLE ON A REALISTIC DIORAMA OF A PREHISTORIC SCENE. PAN B - A.	
Dial:	
Slug:	Trans:

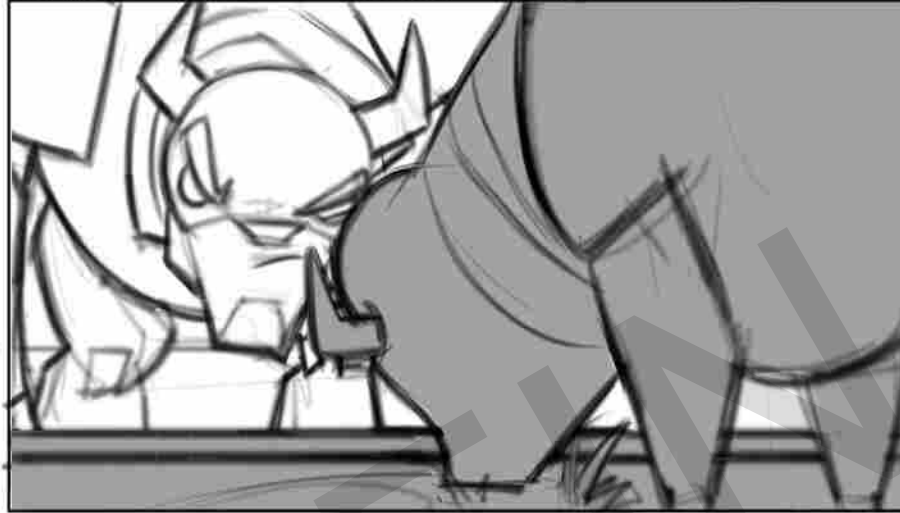
Action:	
THE ANIMATRONIC BUFFALO CONTINUES TO "GRAZE"	
Dial:	
Slug:	Trans:

Action:	
BLACKHORN IN.	
Dial:	
Slug:	Trans:

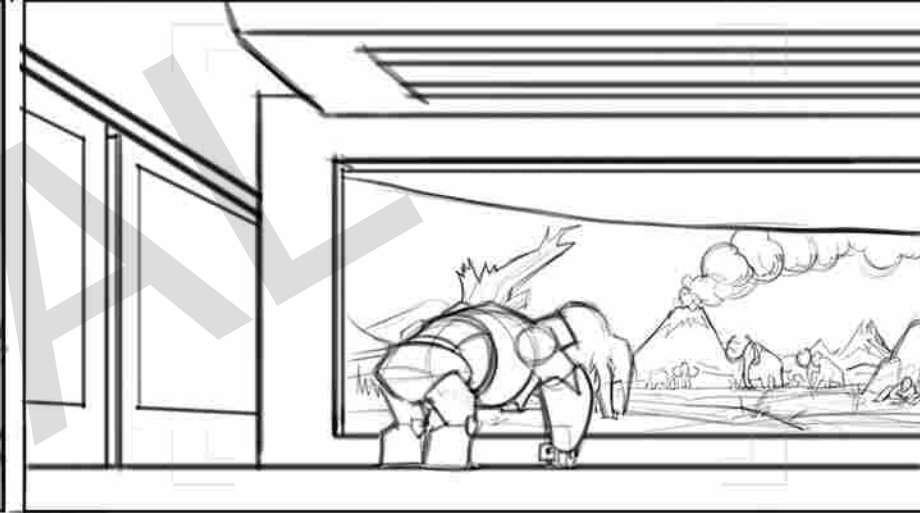
Scene: Panel: 1 BG:



Scene: Panel: 2 BG:



CUT Scene: Panel: 1 BG:



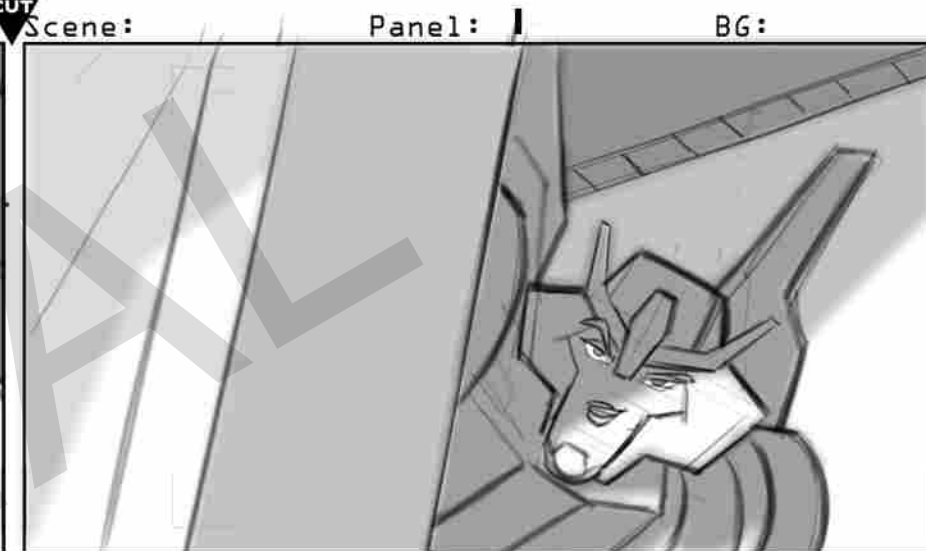
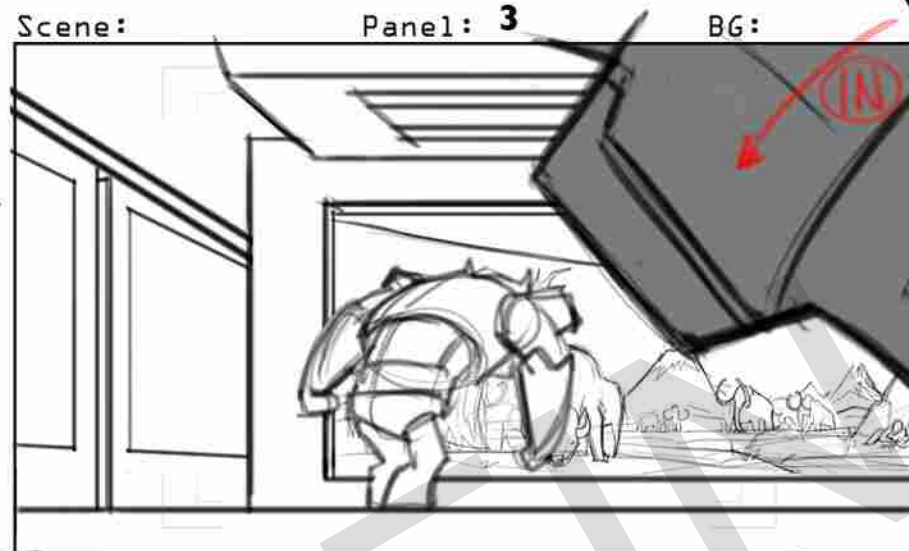
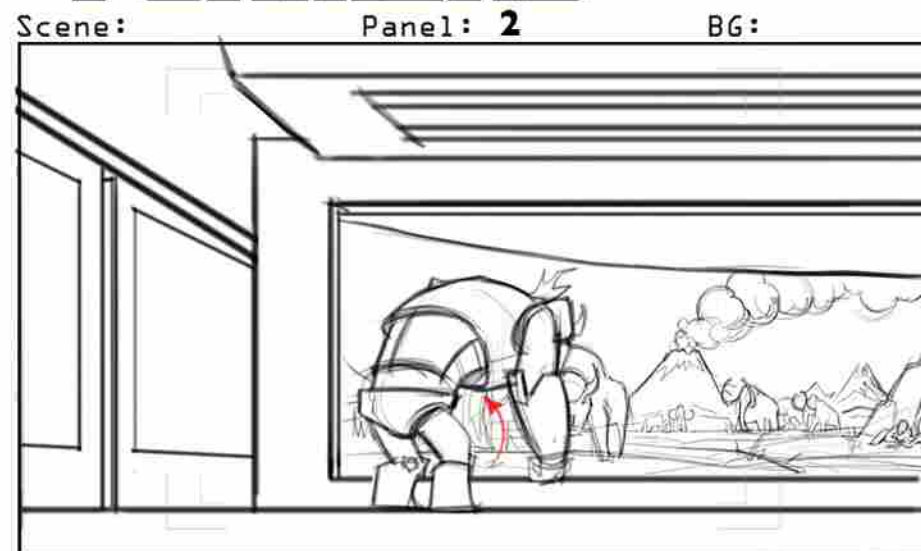
HU

(OS WE HERE BLACKHORN SCREECHING TO A HALT)

Action:	
ANGLE ON BLACKHORN LOKING AT THE PREHISTORIC DISPLAY.	
Dial:	
Slug:	Trans:

Action:	
THE ANIMATRONIC BUFFALO CONTINUES TO "GRAZE"	
Dial:	
Slug:	Trans:

Action:	
WIDE ON THE PREHISTORIC DISPLAY.	
Dial:	
117. BLACKHORN: WHAT AREYOU DOIN' HERE ?	
Slug:	Trans:



Action:	
BLACKHORN STRAIGHTENS UP.	
Dial:	
117. BLACKHORN: DID CONTRAIL SEND YOU ?	
Slug:	Trans:

Action:	
AS BLACKHORN STEPS BACK, STRONGARM LEANS INTO SCENE IN THE FOREGROUND.	
Dial:	
117. BLACKHORN: HE SAID I WAS HI ONLY ENFORCER.	
Slug:	Trans:

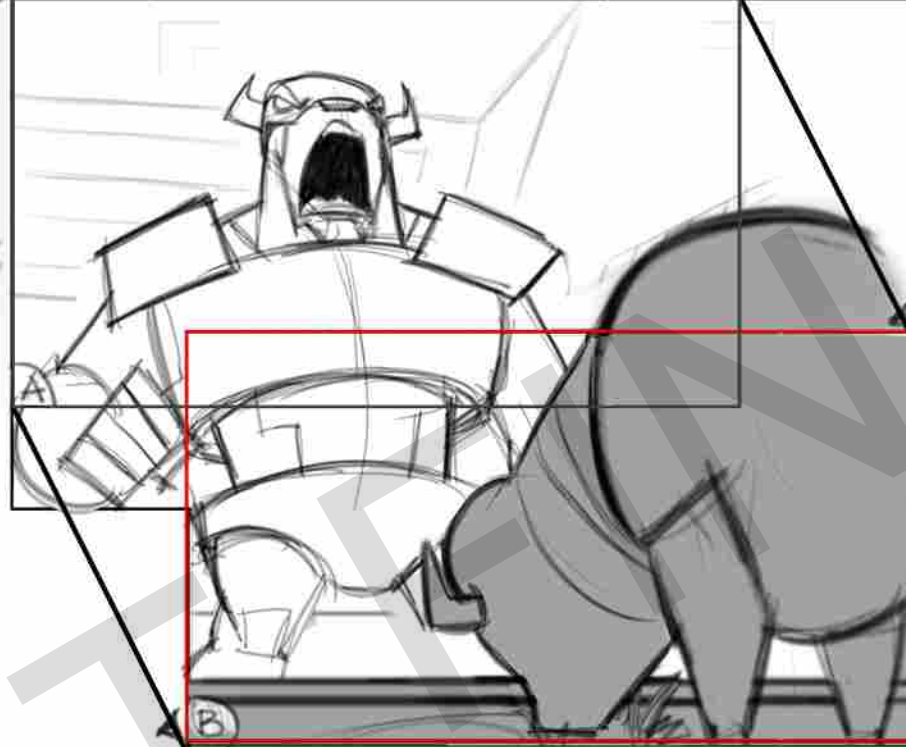
Action:	
ANGLE ON STRONGARM PEEKING AROUND THE CORNER.	
Dial:	
118. STRONGARM: NO NEED TO CALL THE REST OF THE TEAM FOR THIS GENIUS...	
Slug:	Trans:

CUT

Scene: Panel: 1 BG:



Scene: Panel: 2B BG:



Scene: Panel: 3 BG:

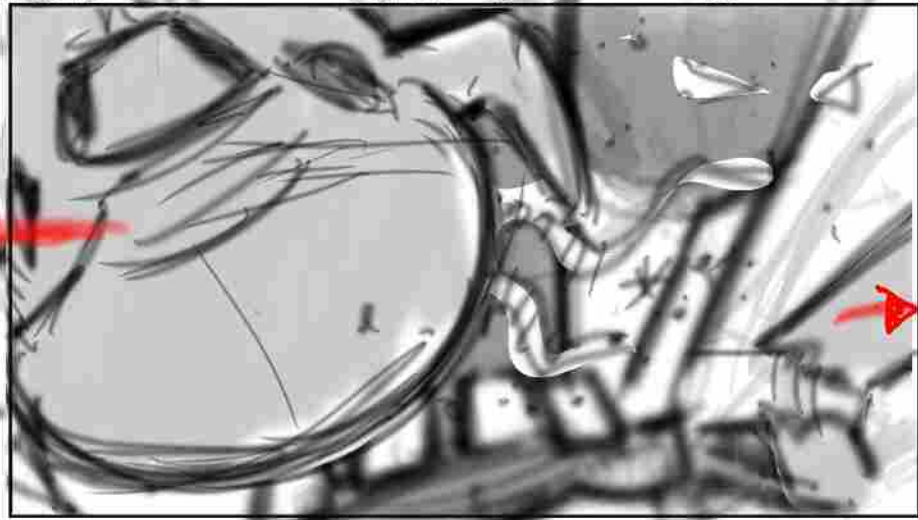


Action:	
UP ANGLE ON BLACKHORN.	
Dial:	
119. BLACKHORN: AIN'T NOBODY STEALIN' MY JOB.	
Slug:	Trans:

Action:	
PAN WITH ANIM A - B AS BLACKHORN ... (PAN BUFFALO IN DURING PAN)	
Dial:	
119. BLACKHORN: (CONTD) <CHARGE BELLOW>	
Slug:	Trans:

Action:	
...CHARGES THE DISPLAY.	
Dial:	
Slug:	Trans:

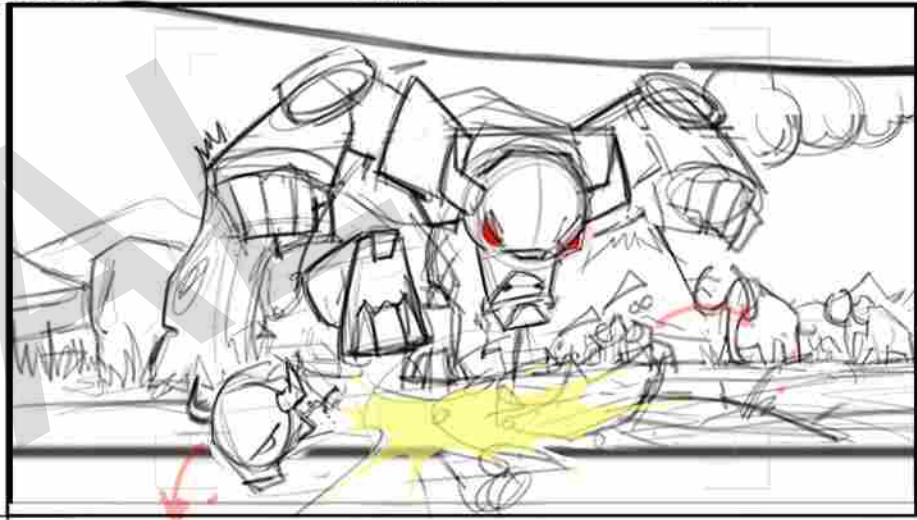
Scene: Panel: 4 BG:



Scene: Panel: 5 BG:



CUT Scene: Panel: 1 BG:

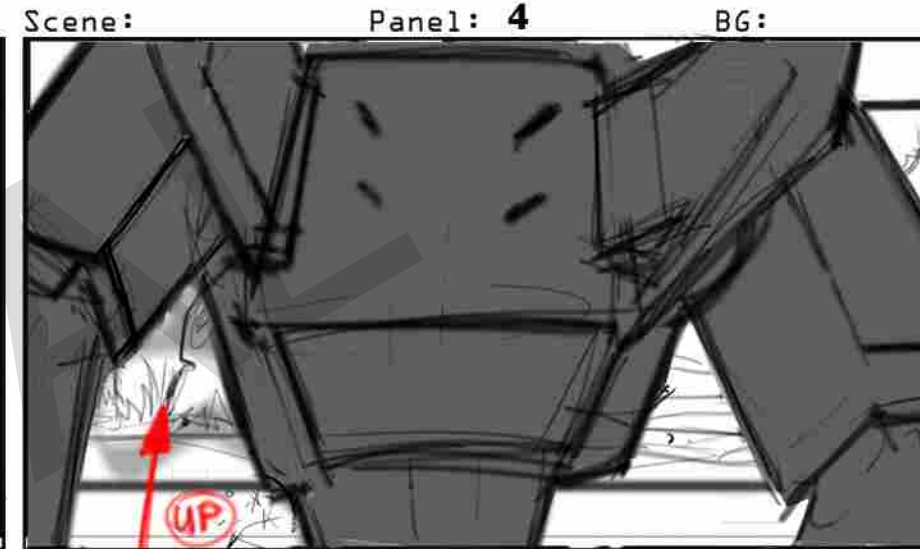
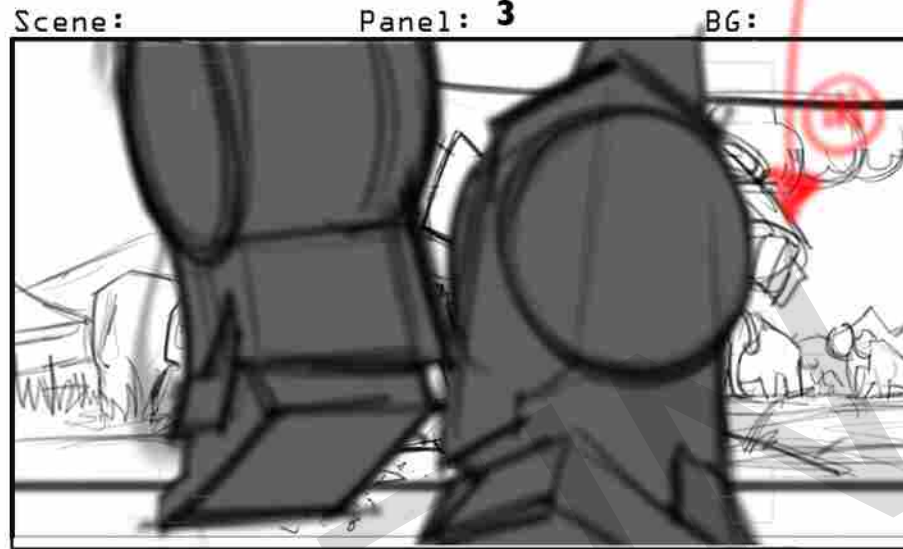
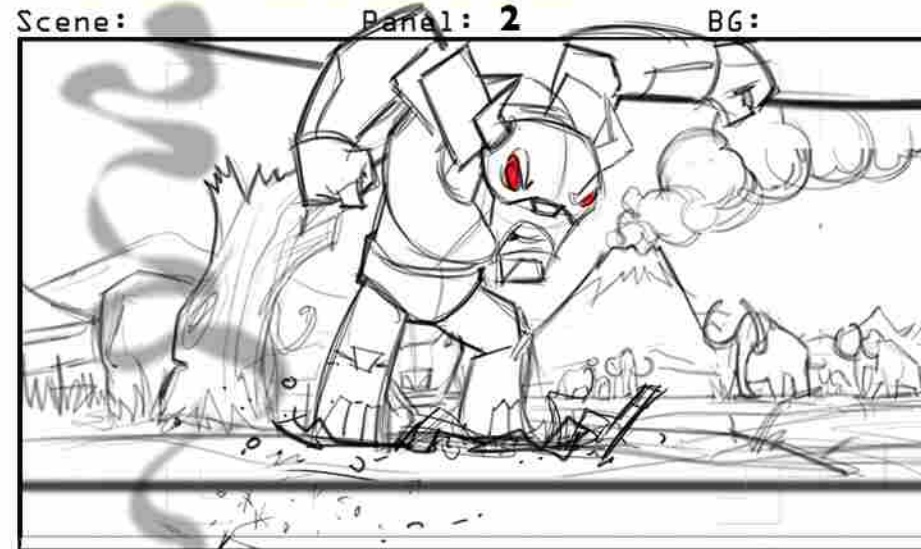


SFX:(CRASH BANG)

Action:	
BLACKHORN AND DEBRIS FILLS SCREEN.	
Dial:	
Slug:	Trans:

Action:	
SCREEN GOES BLACK.	
Dial:	
Slug:	Trans:

Action:	
WIDE ON DISPLAY...BLACKHORN IS KICKING THE S**** OUT OF THE BUFFALO.	
Dial:	
Slug:	Trans:

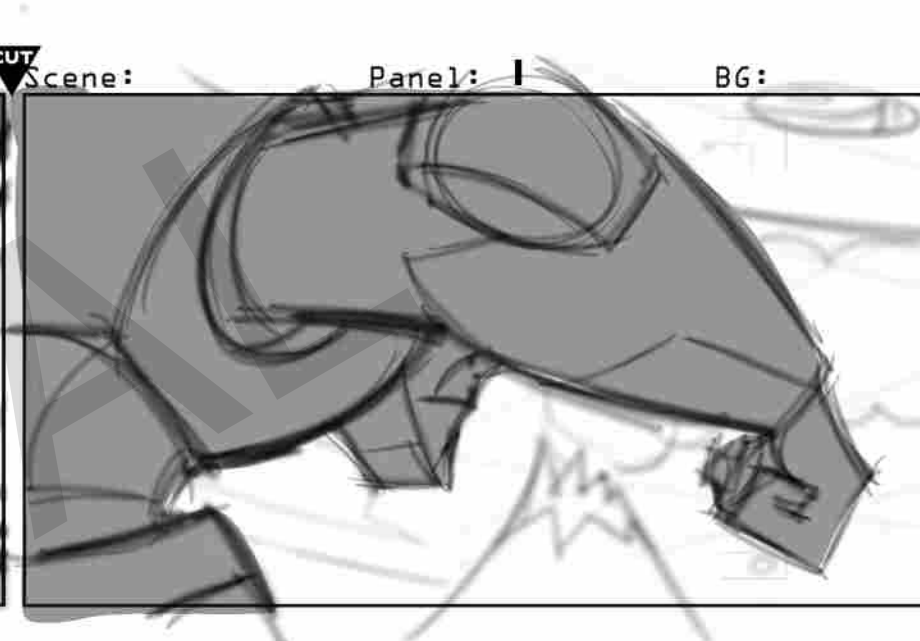
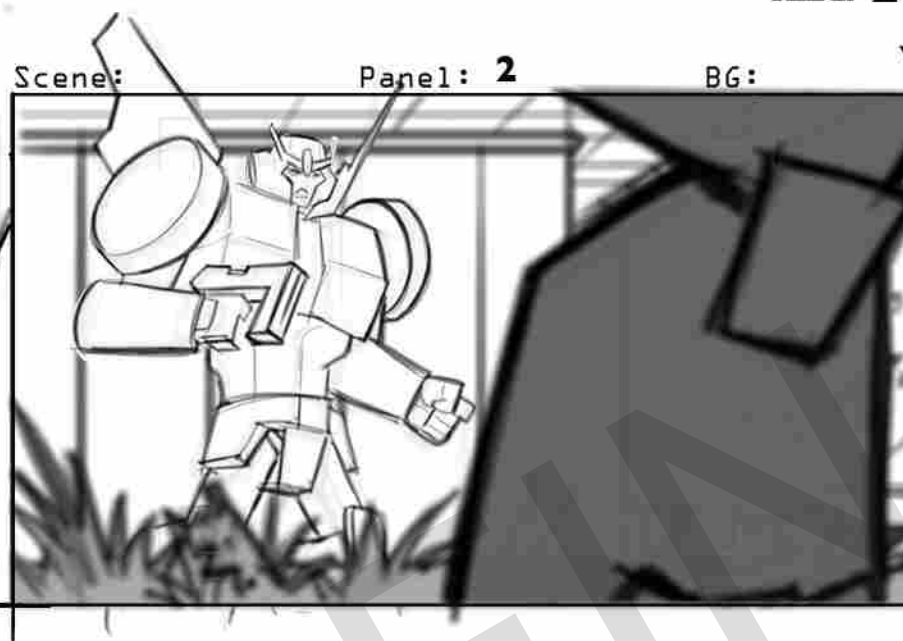
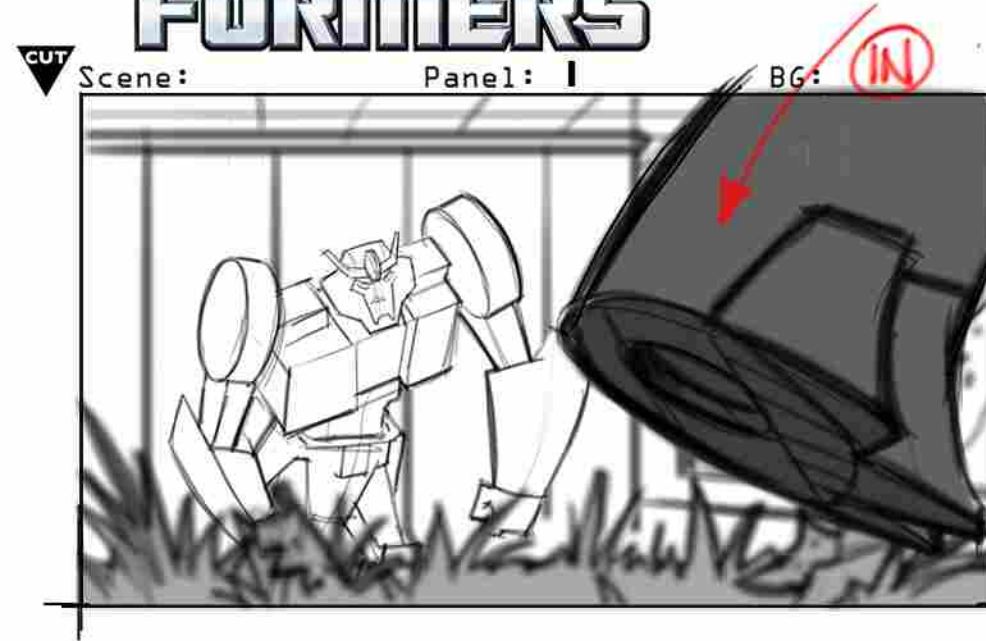


SFX:(STOMP, STOMP!)

Action:	
BLACKHORN STOMPS THE ANIMATRONIC BUFFALO INTO POWDER.	
Dial:	
Slug:	Trans:

Action:	
STRONGARM DROPS INTO SCENE.	
Dial:	
120. STRONGARM: (CONTD) AND WE'LL ADD.....	
Slug:	Trans:

Action:	
STRONGARM STRAIGHTENS UP.	
Dial:	
120. STRONGARM: (CONTD)A THIRTEEN-OH-FIVE....	
Slug:	Trans:



SFX:(STOMP, STOMP!)

Action:	
REVERSE ANGLE AS STRONGARM SETTLES IN POSITION.	
Dial:	
I20. STRONGARM: (CONTD) ...DESTRUCTION OF PRIVATE PROPERTY	
Slug:	Trans:

Action:	
Dial:	
I20. STRONGARM: (CONTD)TO YOUR LIST OF CRIMES.	
Slug:	Trans:

Action:	
ANGLE ON BLACKHORN. HE'S STOPPED STOMPING.	
Dial:	
I20. STRONGARM: (CONTD) YOU'RE UNDER ARREST DECEPTIMAL!	
Slug:	Trans:

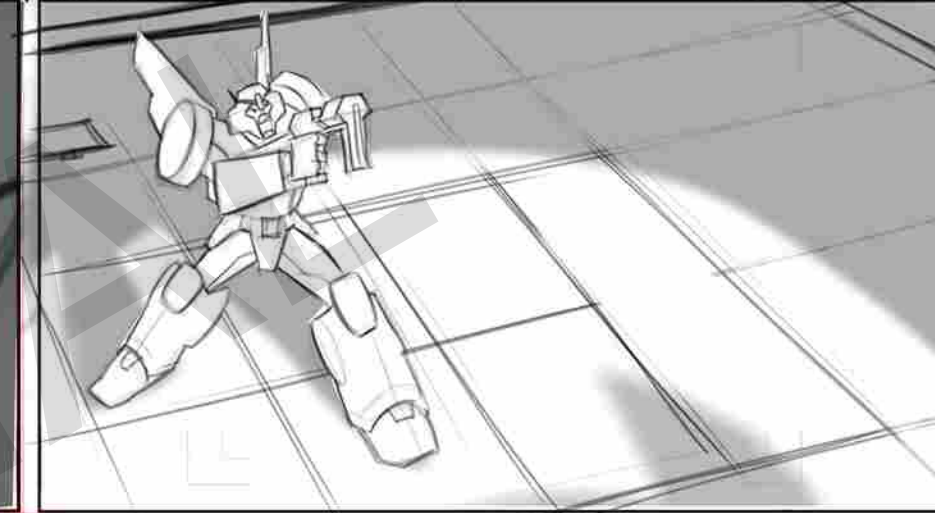
Scene: Panel: 2 BG:



Scene: Panel: 3 BG:



CUT Scene: Panel: 1 BG:



EFX: (SNORT)

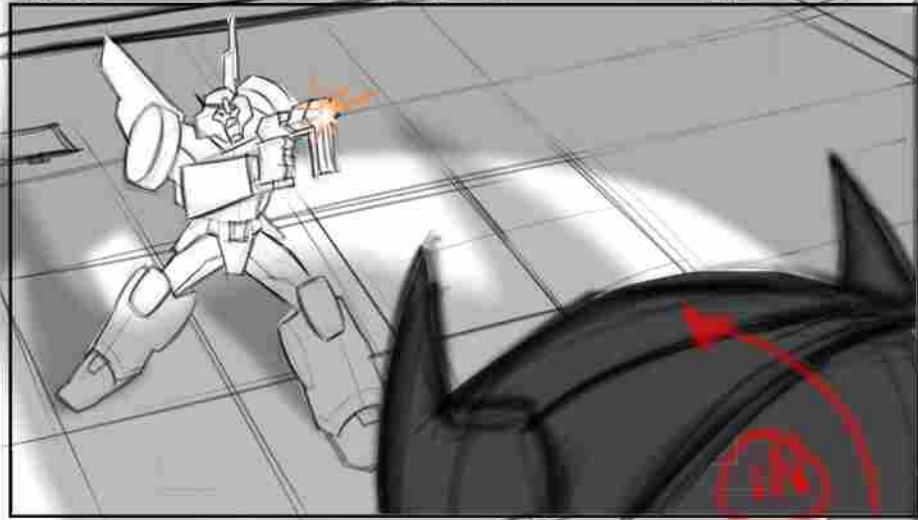
Action:	
BLACKHORN WHIPS AROUND TO CONFRONT STRONGARM.	
Dial:	
Slug:	Trans:

Action:	
BLACKHORN CHARGES, FILLING SCREEN.	
Dial:	
121. BLACKHORN: <CHARGE BELLOW!>	
Slug:	Trans:

EFX: (SHADOW)

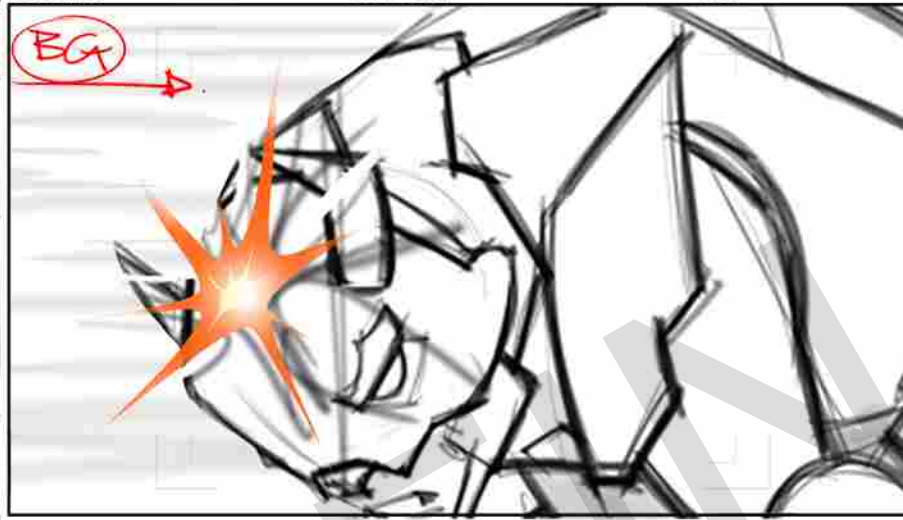
Action:	
ANGLE ON STRONGARM. BLACKHORNS' SHADOW IN.	
Dial:	
Slug:	Trans:

Scene: Panel: 2 BG:

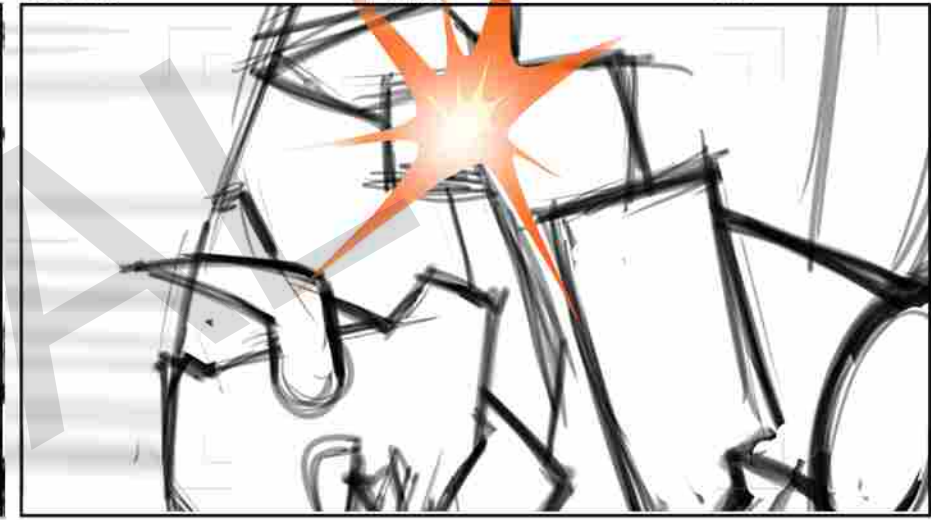


CUT

Scene: Panel: 1 BG:



Scene: Panel: 2 BG:



EFX: (WEAPON FLASH)

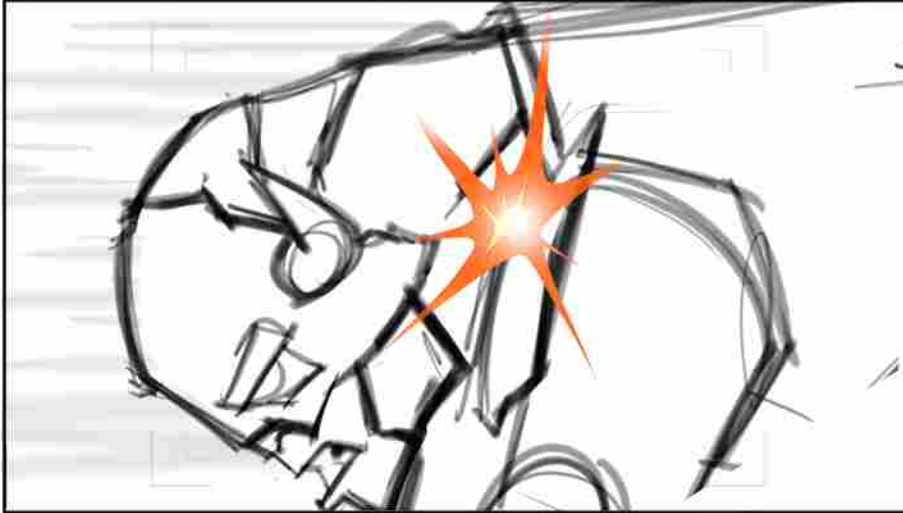
Action:	
Dial:	
Slug:	Trans:

EFX: (FLASHES)

Action:	
CLOSE ON BLACKHORN...ZIP PAN BG.	
Dial:	
121. BLACKHORN: <CHARGE BELLOW!>	
Slug:	Trans:

Action:	
Dial:	
Slug:	Trans:

Scene: Panel: 3 BG:



CUT

Scene: Panel: 1 BG:



Scene: Panel: 2 BG:



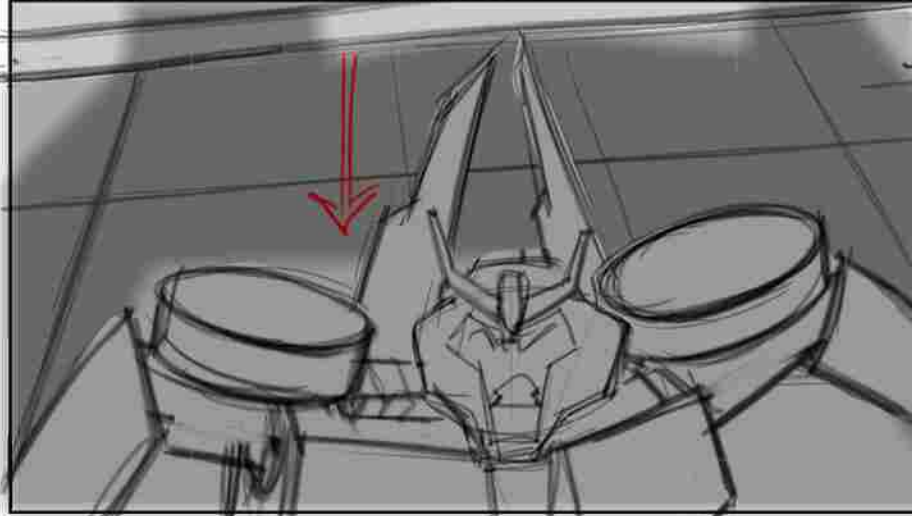
EFX: (FLASHES)

Action:	
Dial:	
Slug:	Trans:

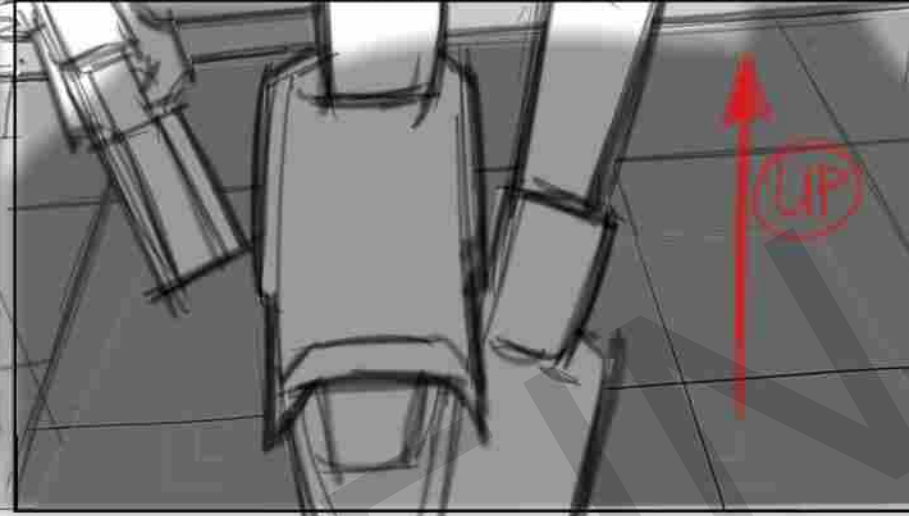
Action:	
ANGLE ON STRONGARM. BLACKHORNS' SHADOW GROWS LARGER.	
Dial:	
121. BLACKHORN: <CHARGE BELLOW!>	
Slug:	Trans:

Action:	
STRONGARM LOWERS HER ARM.	
Dial:	
Slug:	Trans:

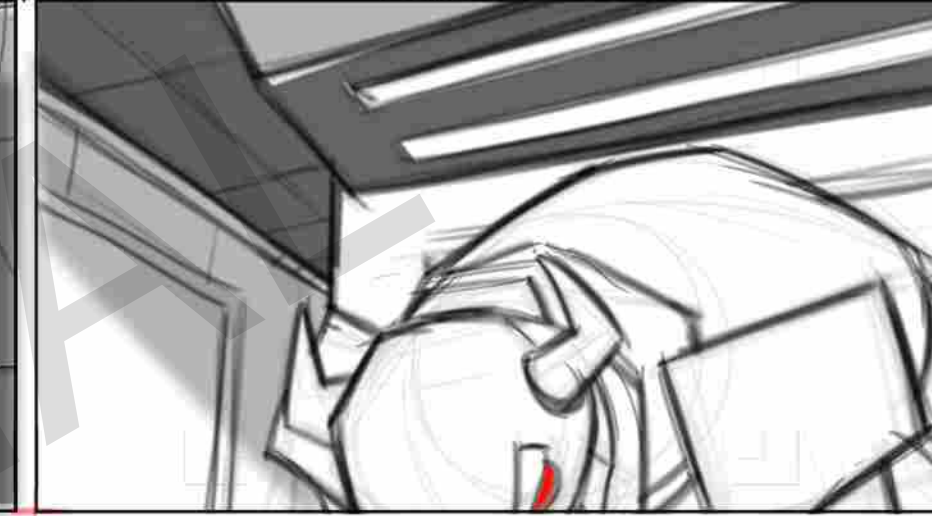
Scene: Panel: 3 BG:



Scene: Panel: 4 BG:



CUT Scene: Panel: 1 BG:



Action:	
STRONGARM ANTICS DOWN	
Dial:	
Slug:	Trans:

Action:	
...THEN LEAPS UPWARDS.	
Dial:	
Slug:	Trans:

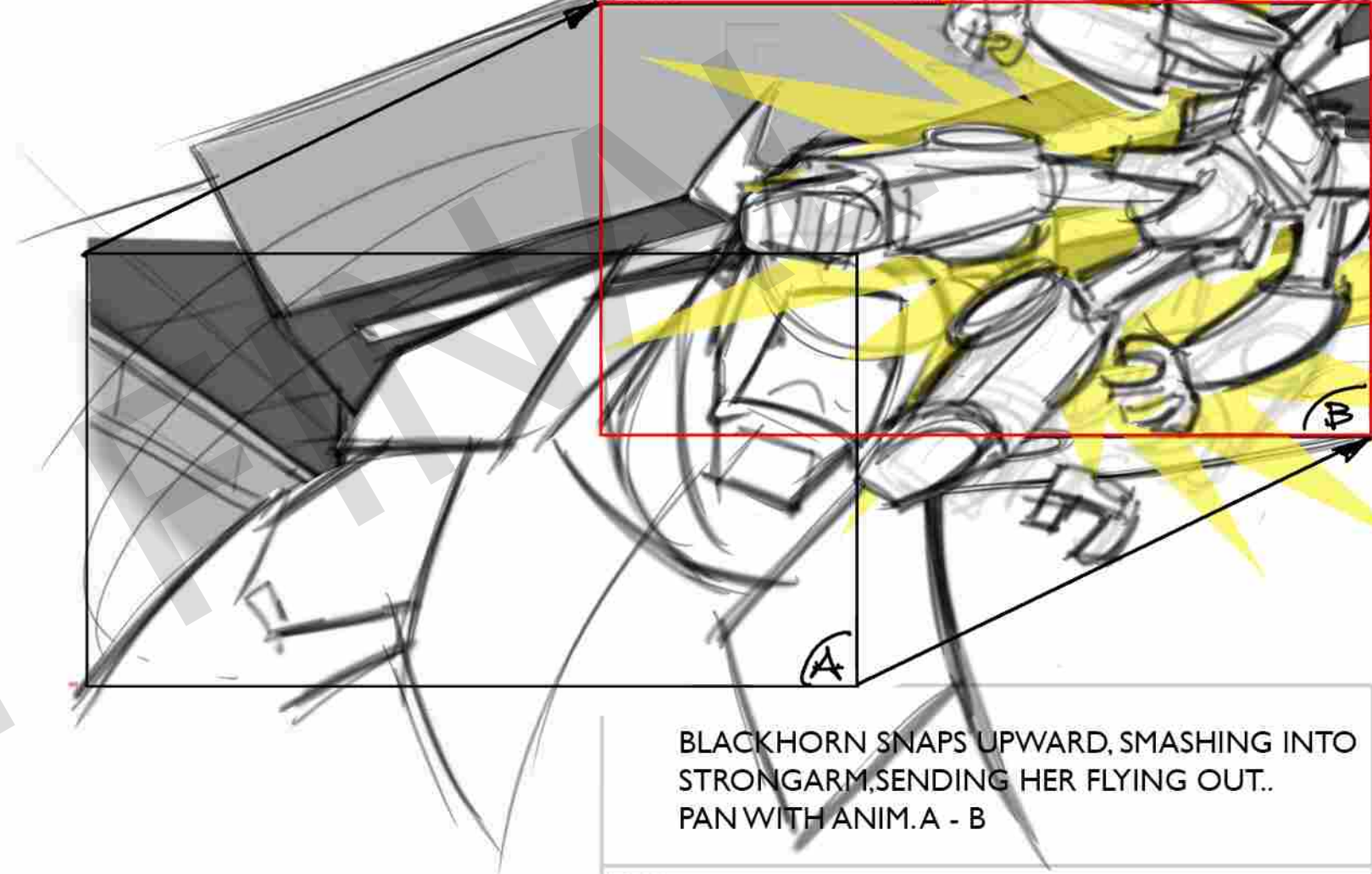
Action:	
BLACKHORN RUNS TOWARDS CAMERA.	
Dial:	
Slug:	Trans:

Scene: Panel: 2 BG:



Action:	
STRONGARM LEAPS IN.	
Dial:	
Slug:	Trans:

Scene: Panel: BG:



BLACKHORN SNAPS UPWARD, SMASHING INTO STRONGARM,SENDING HER FLYING OUT.. PAN WITH ANIM.A - B	
Dial:	
(INSERT) BLACKHORN : <EXERTION!>	
Slug:	Trans:

Scene: Panel: **4** BG:

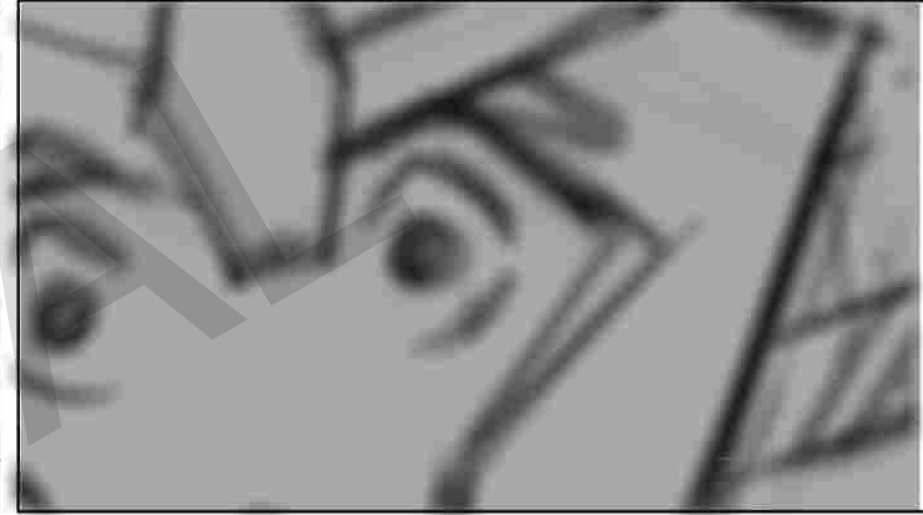


CUT

Scene: Panel: **1** BG:



Scene: Panel: **2** BG:



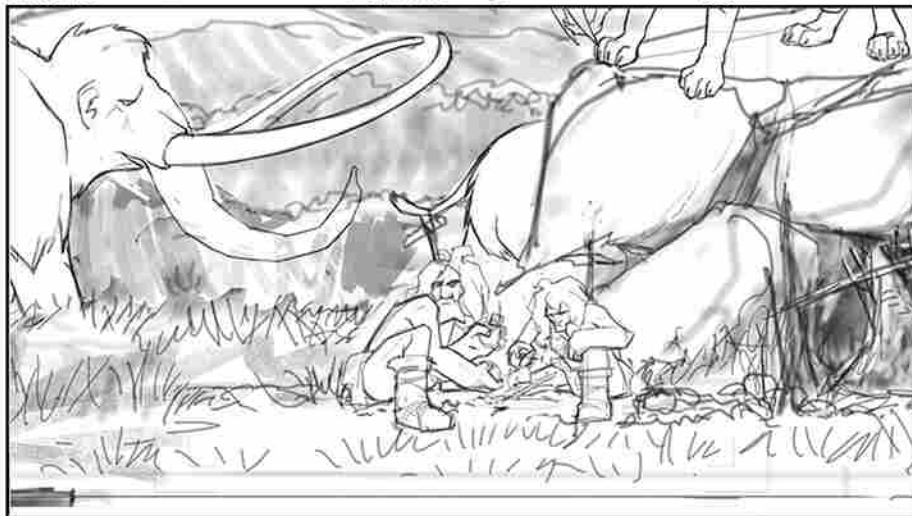
Action:	
STRONGARM IS FLIPPED OUT OF SCENE.	
Dial:	
(INSERT) BLACKHORN : <EXERTION!>	
Slug:	Trans:

Action:	
CLOSE ON STRONGARM, AS SHE ANIMATES TO CAM. (ANIME-STYLE SWISH BG)	
Dial:	
I22: STRONGARM: <FLYING YELL!>	
Slug:	Trans:

Action:	
STRONGARM FILLS SCREEN.	
Dial:	
Slug:	Trans:

CUT

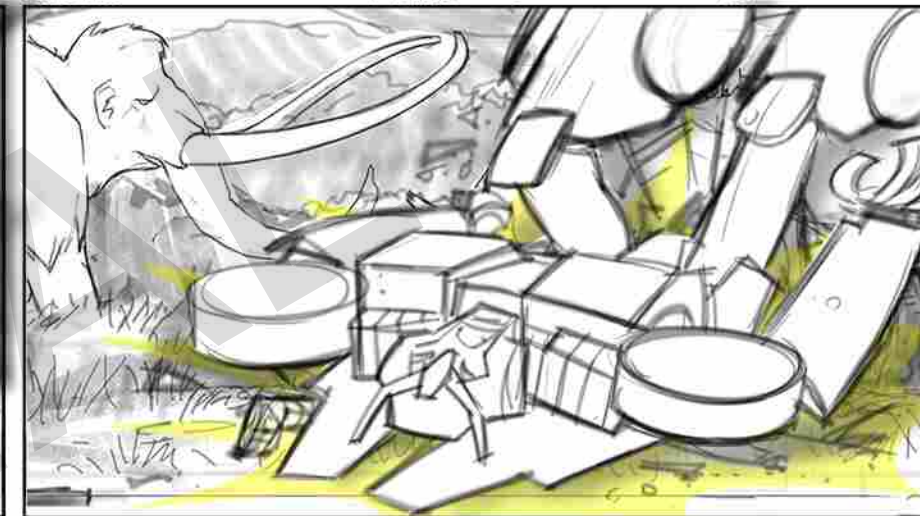
Scene: Panel: 1 BG:



Scene: Panel: 2 BG:



Scene: Panel: 3 BG:



Action:	
ANGLE ON THE PREHSTORIC DISPLAY.	
Dial:	
122. STRONGARM: (CONTD) (OS) <FLYING YELL!>	
Slug:	Trans:

Action:	
STRONGARM FLIES INTO SCENE.	
Dial:	
122. STRONGARM: (CONTD) <FLYING YELL!>	
Slug:	Trans:

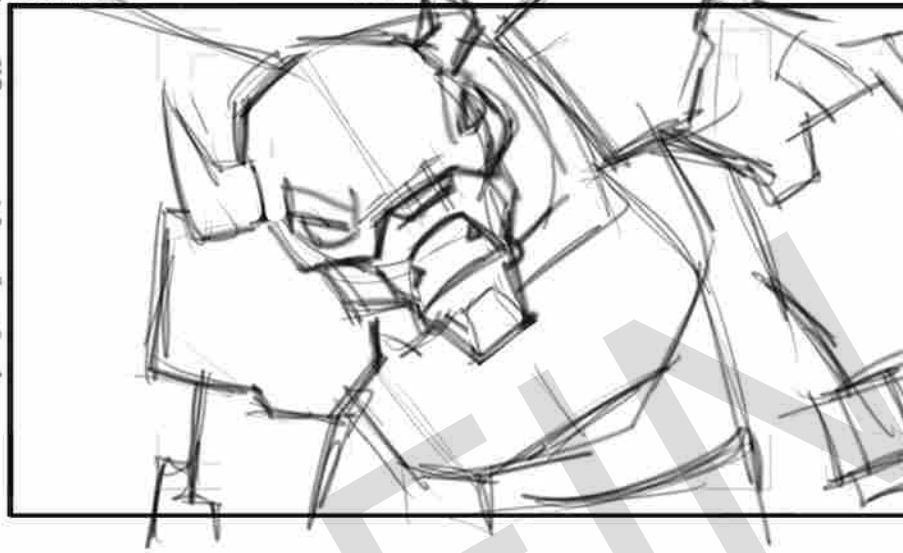
SFX: (CRASH)

Action:	
CRASHING INTO THE CAVE-PEOPLE.	
Dial:	
122. STRONGARM: (CONTD) <LANDING OOF!>	
Slug:	Trans:

Scene: Panel: 4 BG:



CUT Scene: Panel: 2 BG:



Scene: Panel: 3 BG:

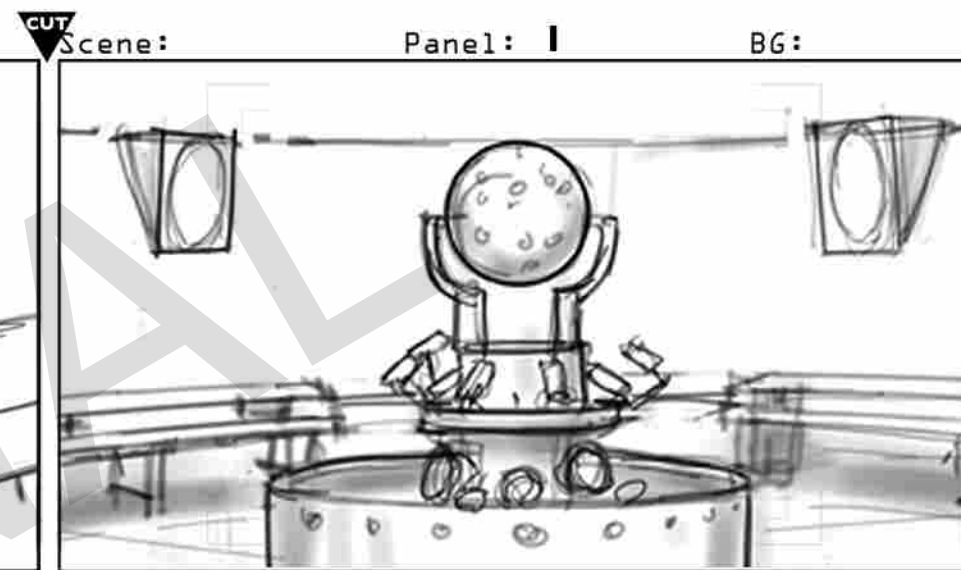
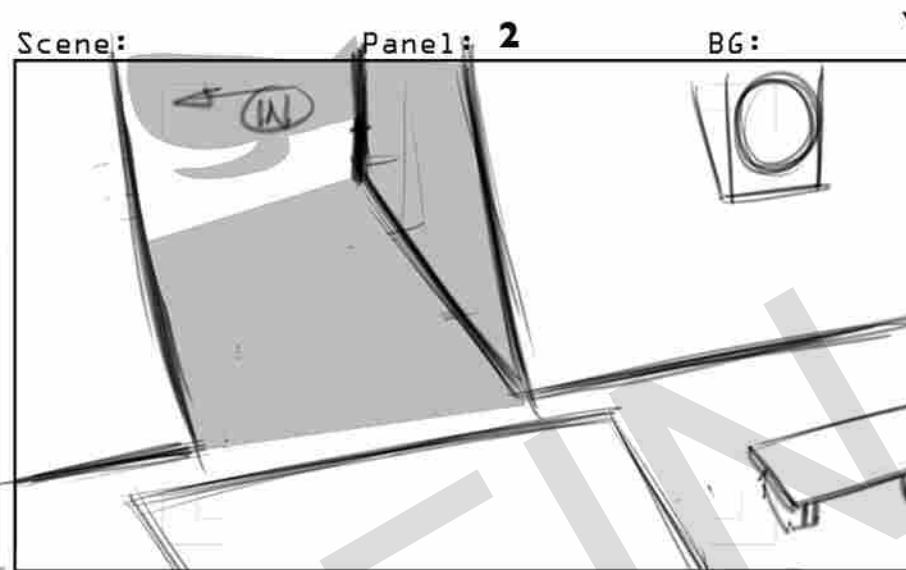
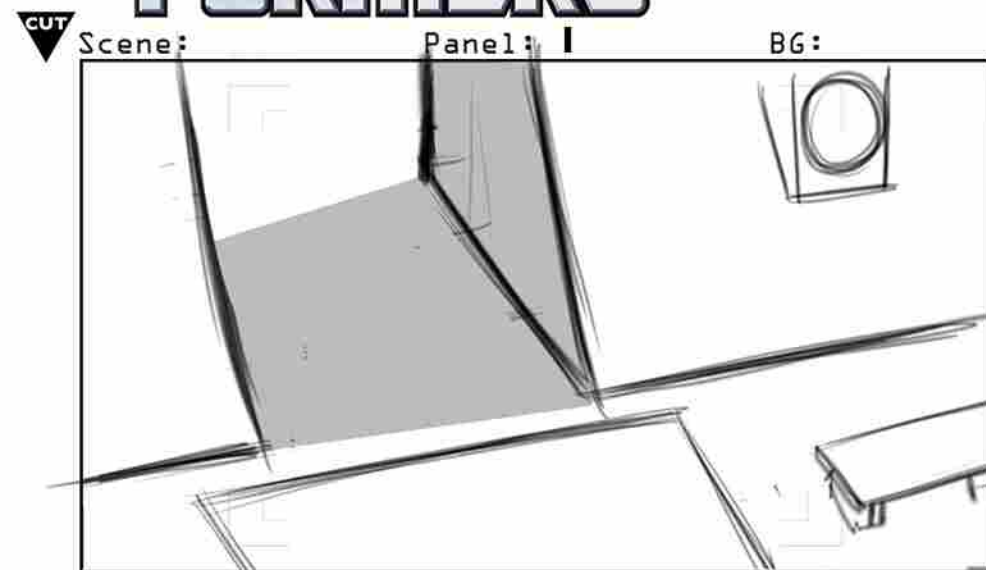


EFX: (SMOKE/ DUST)

Action:	
STRONGARM SETTLES, SMOKE STARTS TO RISE.	
Dial:	
(INSERT) STRONGARM: <GROAN>	
Slug:	Trans:

Action:	
CLOSE ON BLACKHORN LOOKING BACK AT HIS HANDI-WORK....	
Dial:	
Slug:	Trans:

Action:	
THEN HE GALLOPS OUT OF SCENE.	
Dial:	
Slug:	Trans:

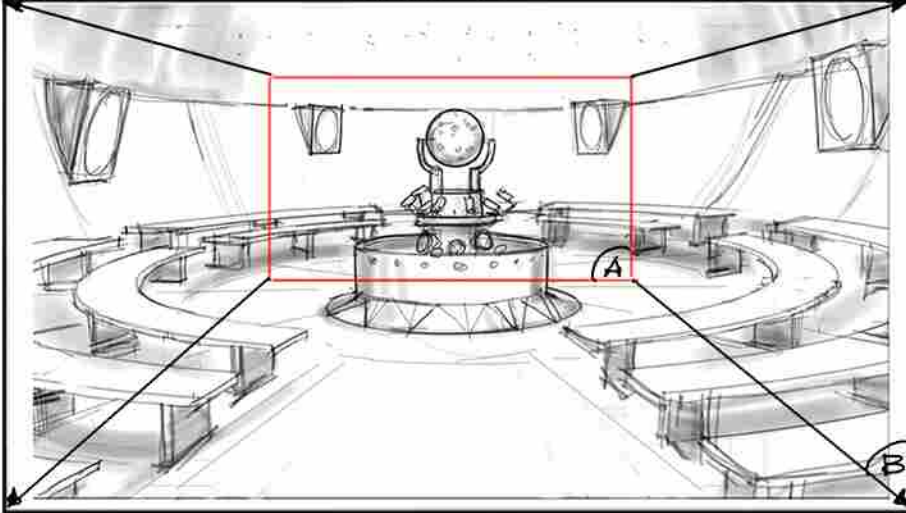


Action:	
INT. MUSEUM - PAVILLION OF ASTRONOMY - CONT ANGLE ON ENTRANCE.	
Dial:	
Slug:	Trans:

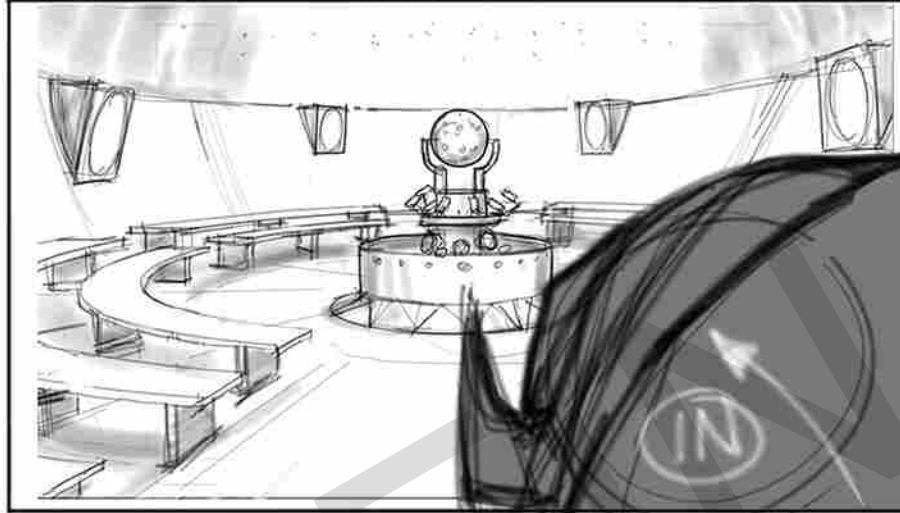
Action:	
BLACKHORNS SHADOW IN.	
Dial:	
122A BLACKHORN (OS) <RUNNING EFFORTS>	
Slug:	Trans:

Action:	
ANGLE ON AN ELABORATE PROJECTOR IN A DOME-SHAPED ROOM.	
Dial:	
Slug:	Trans:

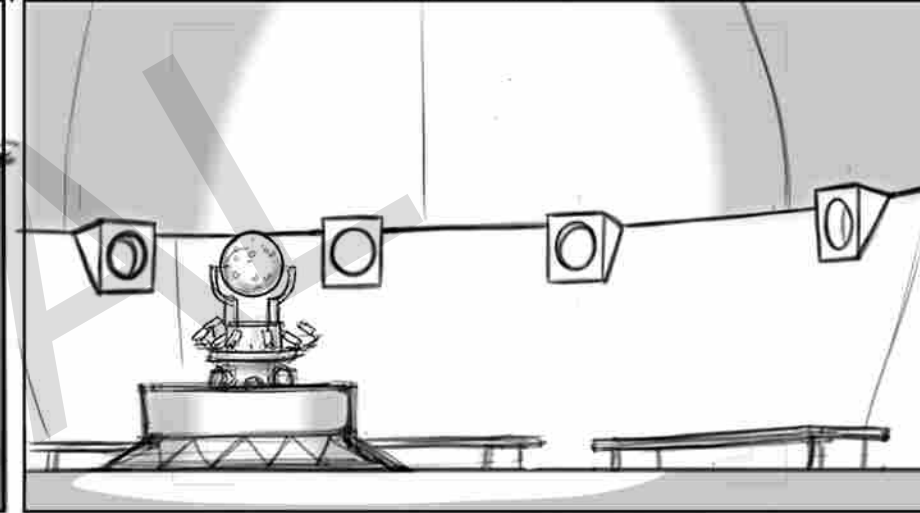
Scene: Panel: 2 BG:



Scene: Panel: 3 BG:



CUT Scene: Panel: 1 BG:



Action:

TRUCK OUT A - B TO REVEAL THAT WE ARE IN
A PLANETARIUM

Dial:

Slug:

Trans:

Action:

BLACKHORNS STEPS IN.

Dial:

Slug:

Trans:

Action:

ANGLE ON AN ELABORATE PROJECTOR
IN A DOME-SHAPED ROOM.

Dial:

Slug:

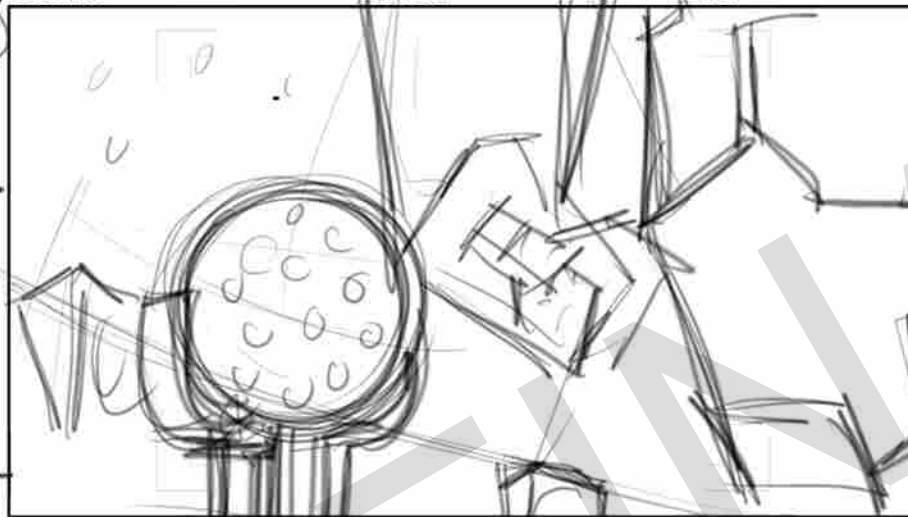
Trans:

Scene: Panel: 2 BG:

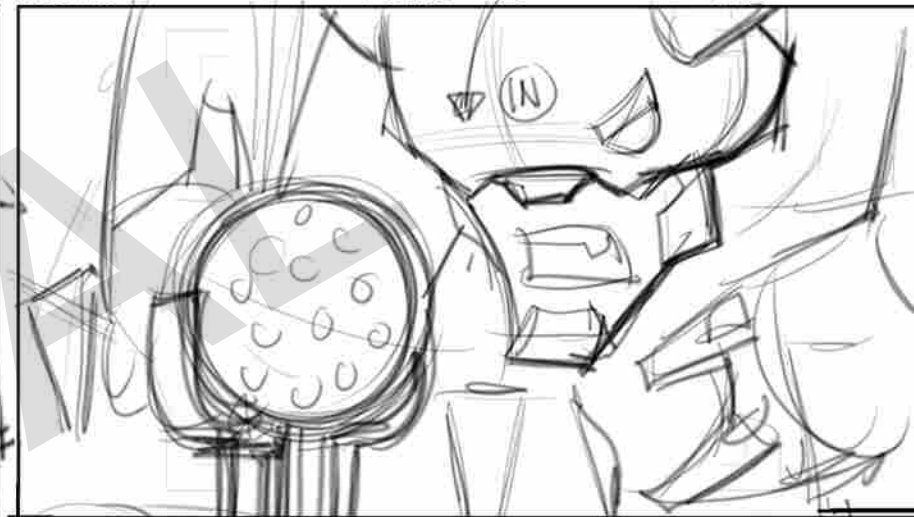


CUT

Scene: Panel: 1 BG:



Scene: Panel: 2 BG:



Action:	
BLACKHORN ENTERS, STEPPING UP TO THE PROJECTOR.	
Dial:	
122A BLACKHORN (CONTD) <RUNNING EFFORTS>	
Slug:	Trans:

Action:	
CLOSE ON PROJECTOR, BLACKHORNS STEPS IN.	
Dial:	
Slug:	Trans:

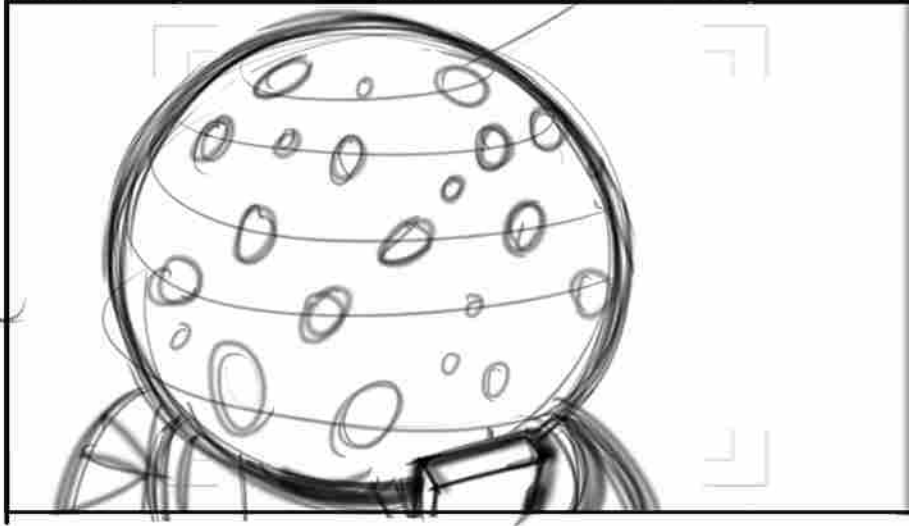
Action:	
BLACKHORN LEANS IN TO TAKE A CLOSER LOOK.	
Dial:	
123. BLACKHORN (CONT'D) TRANSMITTER!	
Slug:	Trans:



Scene:

Panel: 1

BG:

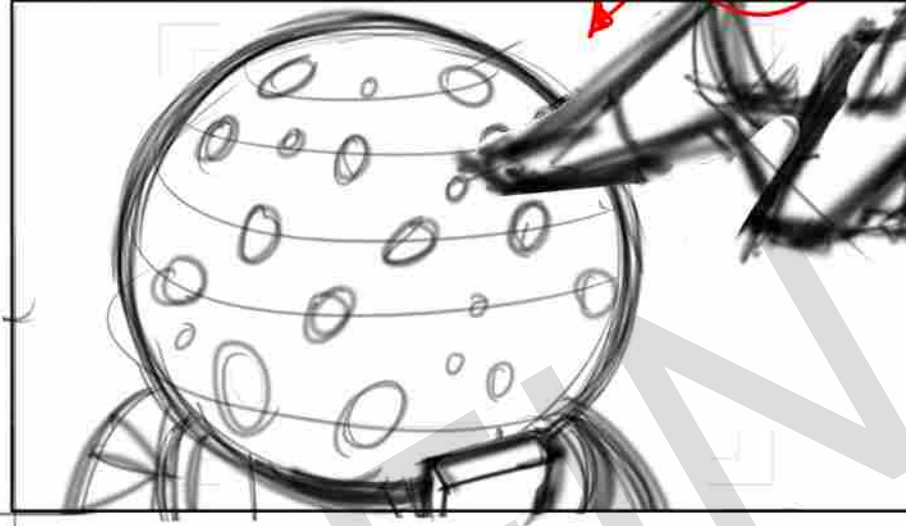


Scene:

Panel: 2

BG:

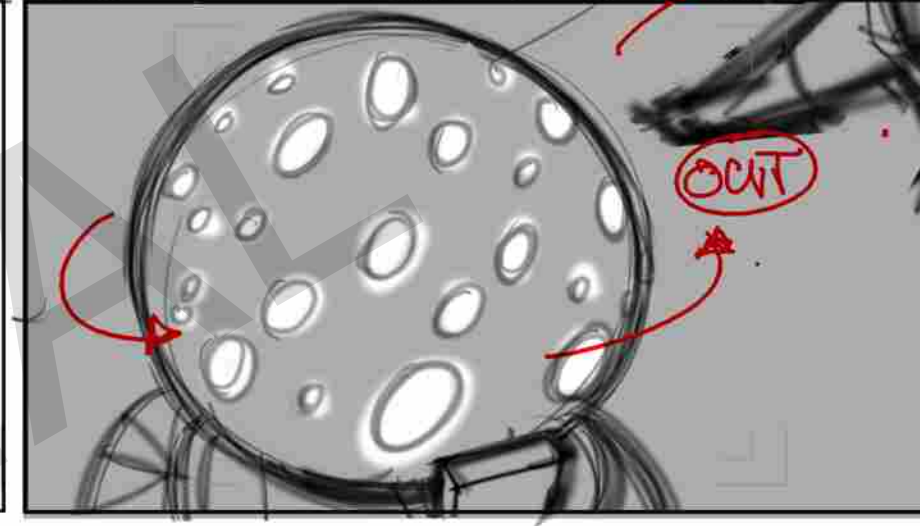
IN



Scene:

Panel: 3

BG:



Action:

CLOSE ON PROJECTOR,

Dial:

Slug:

Trans:

Action:

BLACKHORN TOUCHES IT.

Dial:

I24 BLACKHORN
BLACKHORN TO CONTRAIL.

Slug:

Trans:

Action:

THE PROJECTOR TURNS ON AND STARTS TO SPIN.

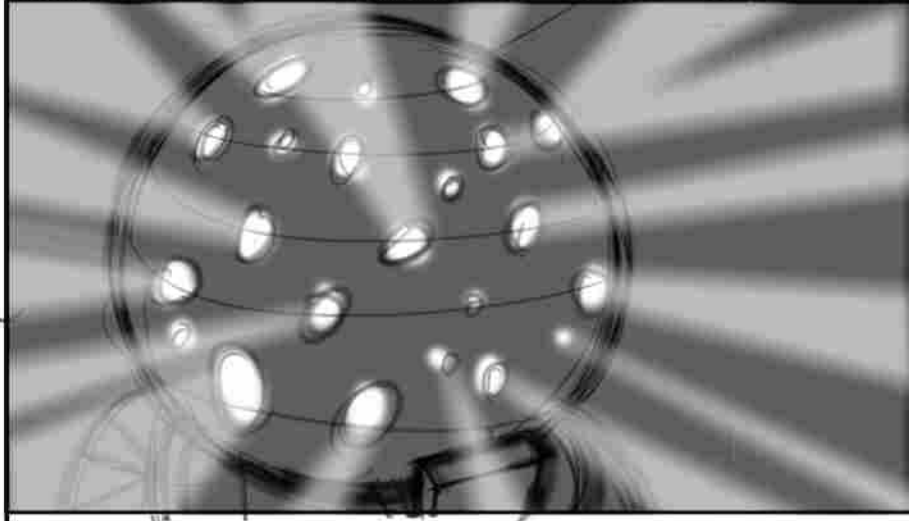
Dial:

I24 BLACKHORN (CONT'D)
YOU THERE, BOSS...?

Slug:

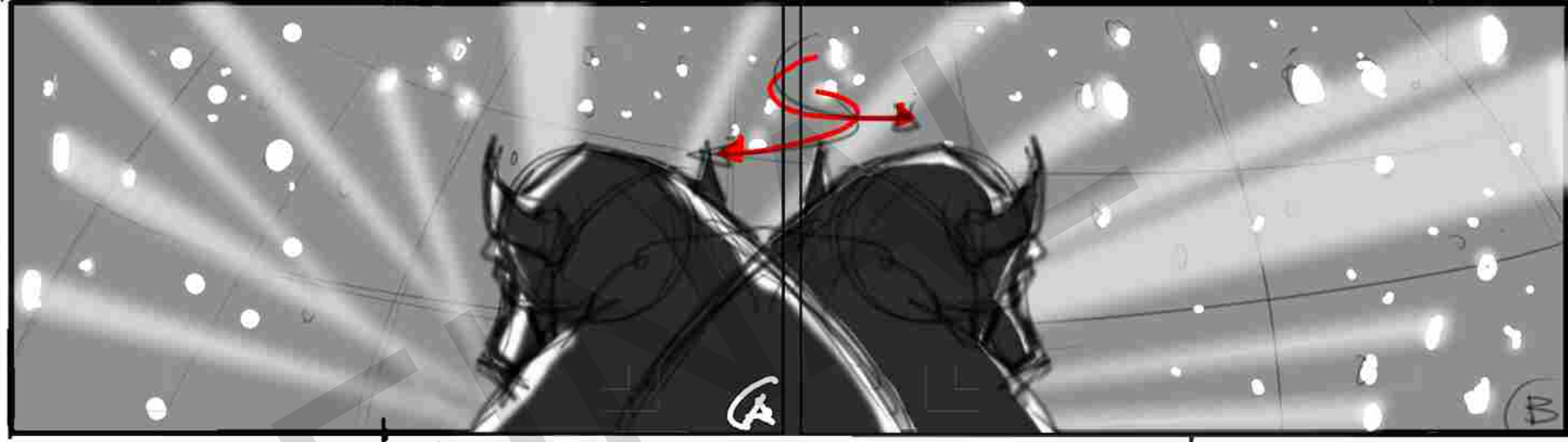
Trans:

Scene: Panel: 4 BG:



CUT

Scene: Panel: 2 BG:



START
STOP

STOP
START

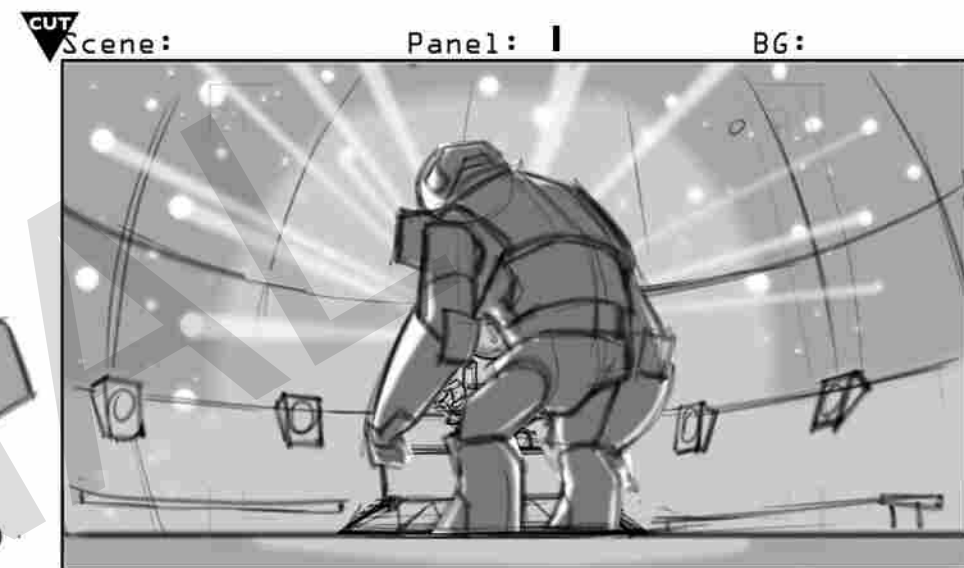
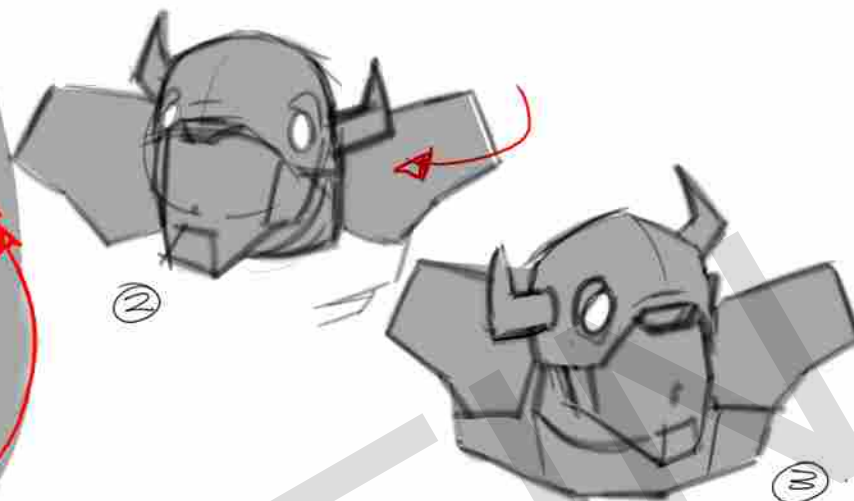
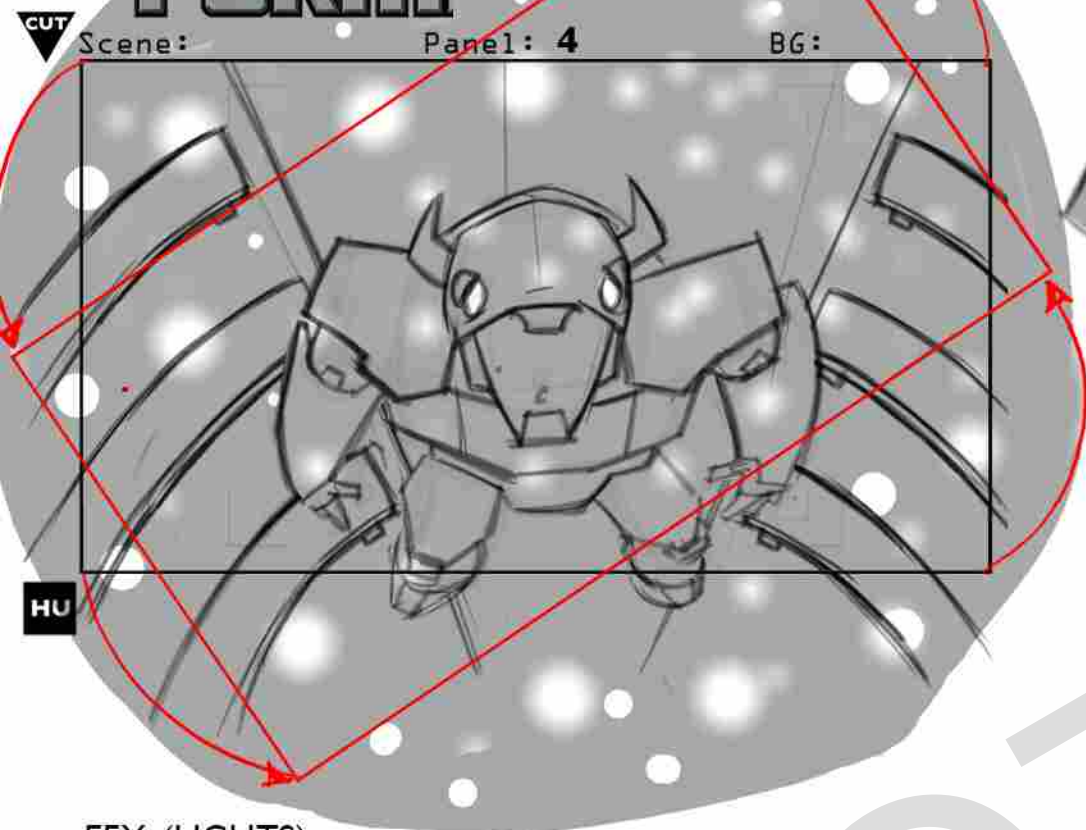
EFX: (LIGHTS)

Action:	
Dial:	
Slug:	Trans:

EFX: (LIGHTS AND BEAMS)

Action: PAN A - B THEN BACK TO A AS BLACKHORN LOOKS AT THE LIGHTSHOW. (IT'S SATURDAY NIGHT FEVER)	
Dial:	
Slug:	Trans:

Action:	
Dial:	
Slug:	Trans:



EFX: (LIGHTS)

Action:

ROTATE ALL ART 360 DEGREES
THE LIGHT SPIN AROUND, (THINK DISCO BALL EFX)

Dial:

124A-125 BLACKHORN (CONT'D)
<PANIC BREATHING!>

Slug: Trans:

Action:

Dial:

Slug: Trans:

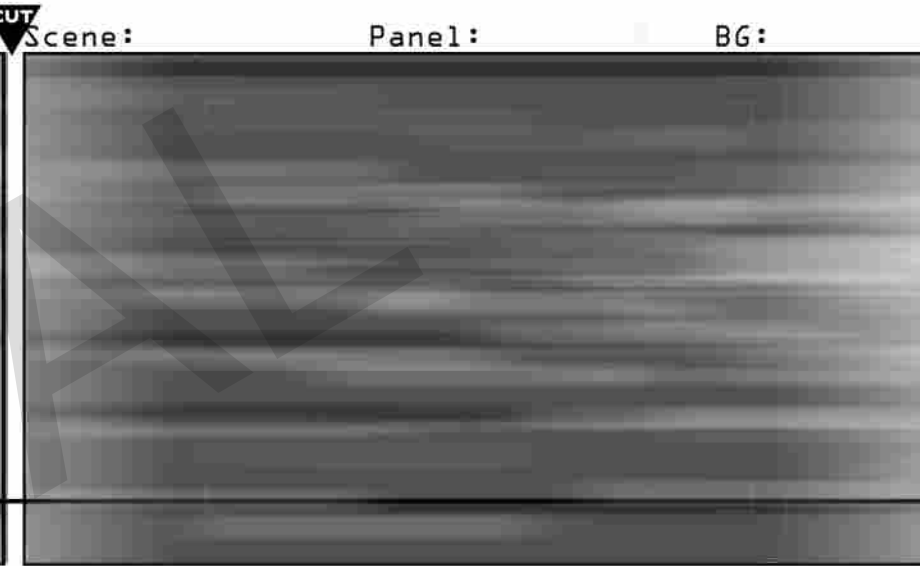
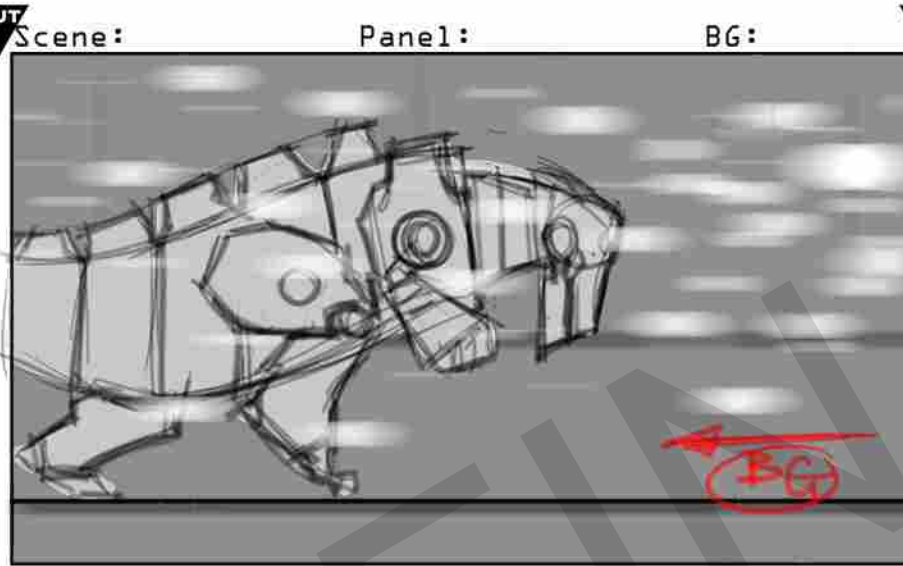
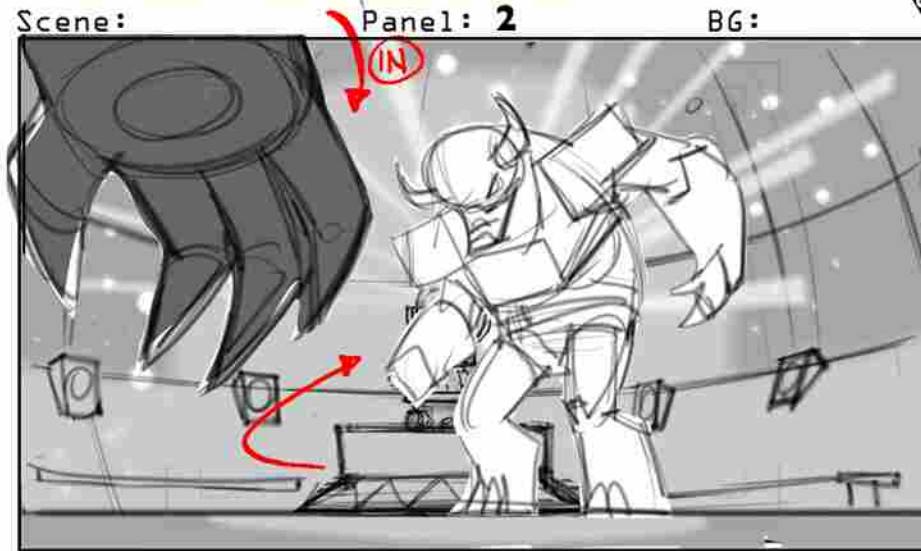
EFX: (LIGHTS, BEAMS)

Action:

WIDE ON THE PLANETARIAN. BLACKHORN
IS TRANSFIXED BY THE LIGHT SHOW.

Dial:

Slug: Trans:



EFX: (LIGHTS)

Action:	
GRIMLOCK IN. BLACKHORN WHIPS AROUND.	
Dial:	
126 GRIMLOCK (O.S.) NEED SOME HELP?	
Slug:	Trans:

Action:	
ANGLE ON GRIMLOCK, HEAD DOWN, CHARGING FORWARD. PAN BG, LIGHT STREAKS ZIP PAST.	
Dial:	
Slug:	
Trans:	

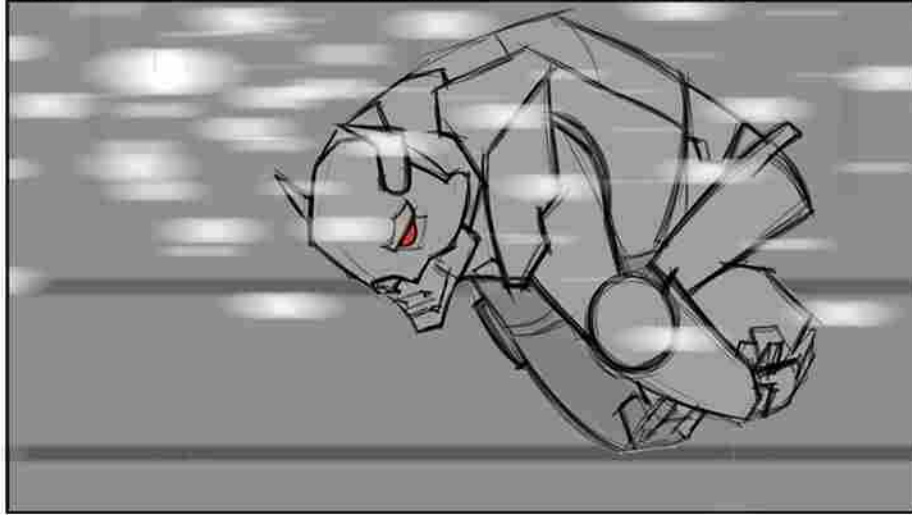
Action:	
ZIP PAN.	
Dial:	
Slug:	
Trans:	

CUT

Scene:

Panel: 1

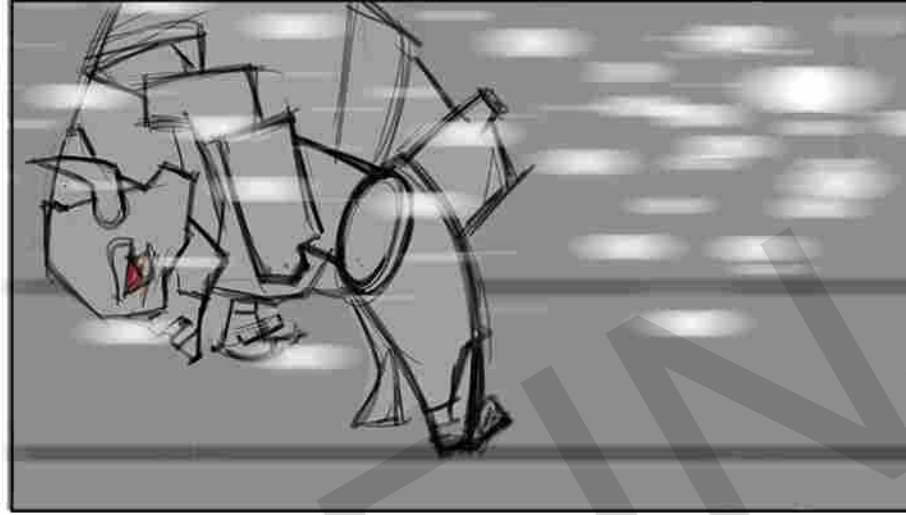
BG:



Scene:

Panel: 2

BG:



CUT

Scene:

Panel:

BG:



EFX: (LIGHTS)

Action:	
ANGLE ON BLACKHORN CHARGING. PAN BG, LIGHTS ZIPPING PAST.	
Dial:	
Slug:	Trans:

Action:	
BLACKHORN GAINS FORWARD.	
Dial:	
Slug:	Trans:

EFX: (CRACK ON HEAD)

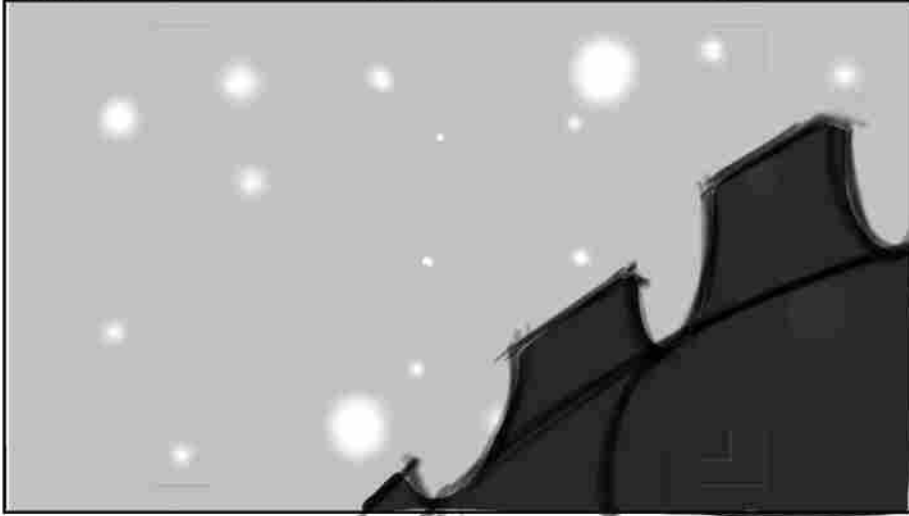
Action:	
GRIMLOCK AND BLACKHORN BUTT HEADS!	
Dial:	
Slug:	Trans:

CUT

Scene:

Panel: 1

BG:



Scene:

Panel: 2

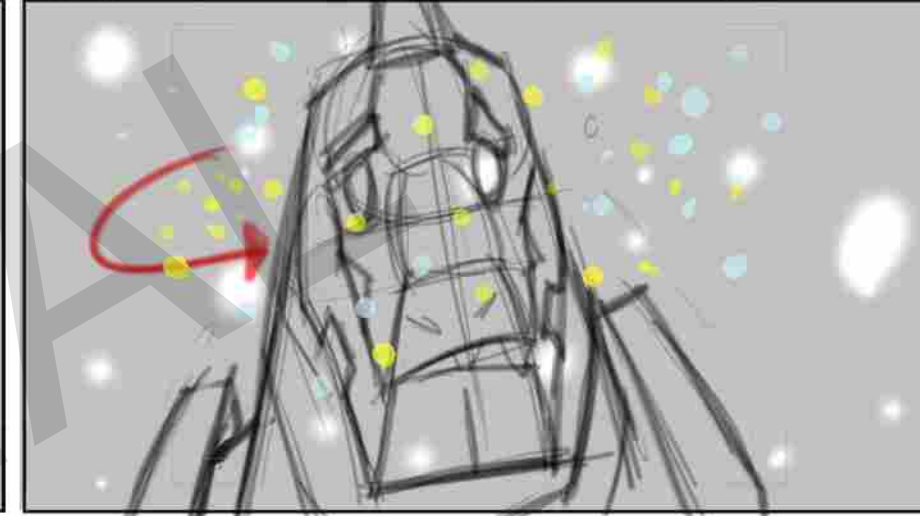
BG:



Scene:

Panel: 3

BG:



Action:

ANGLE ON STAR-FILLED CIELING.

Dial:

Slug:

Trans:

Action:

GRIMLOCK LEANS BACK ...
HE'S DISCOMBOBULATED!

Dial:

Slug:

Trans:

Action:

Dial:

Slug:

Trans:

CUT

Scene:

Panel: 1

BG:



Scene:

Panel: 2

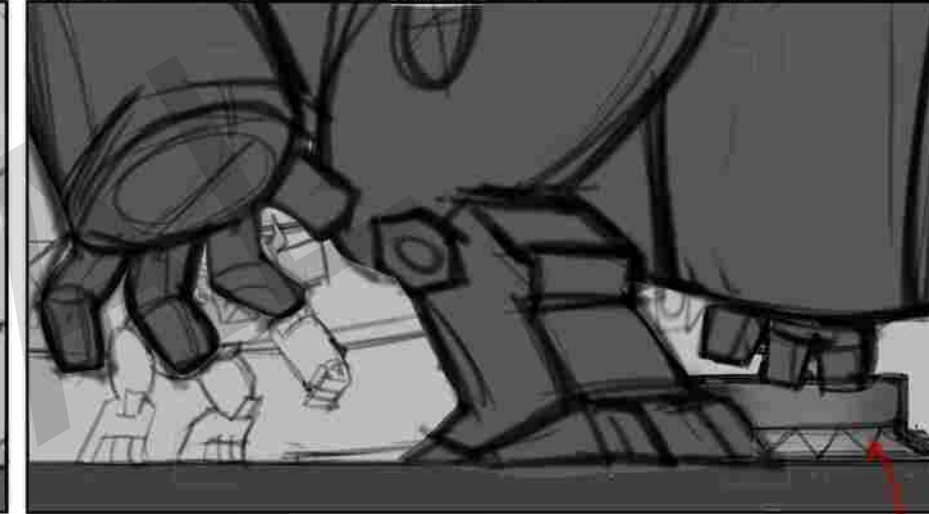
BG:



Scene:

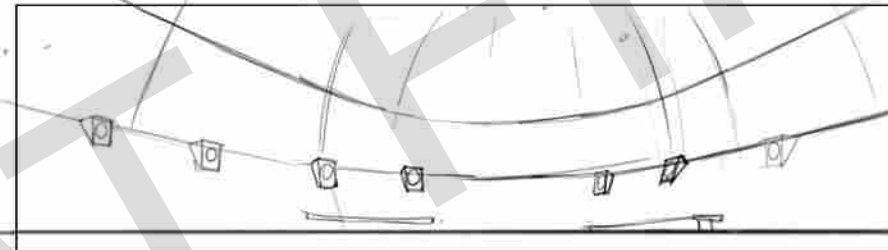
Panel: 3

BG:



HU

- ANIMATE CHARACTERS RT →
- PAN BG LT ←
- PAN OL RT →



BG

- PAN PROJECTOR IN LT ←

EFX: (LIGHTS)

Action:

CUT WIDE, ANGLE PAST THE PROJECTOR IN THE FOREGROUND. GRIMLOCK IS DIZZY, STAGGERING BACKWARDS.

Dial:

Slug:

Trans:

Action:

GRIMLOCK STAGGERS TO CAMERA AS BLACKHORN ROTATES BACK.

Dial:

Slug:

Trans:

EFX: (CRACK ON HEAD)

Action:

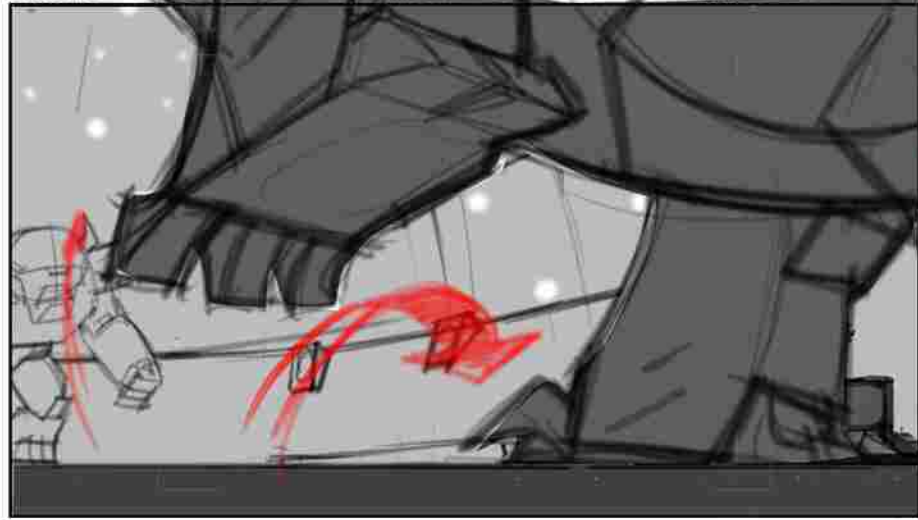
GRIMLOCK CONTIUES TO STAGGER TOWARDS CAMERA,AS BLACKHORN CONTINUES TO ROTATE BACK. PROJECTOR SLIDES IN SCREEN RT.

Dial:

Slug:

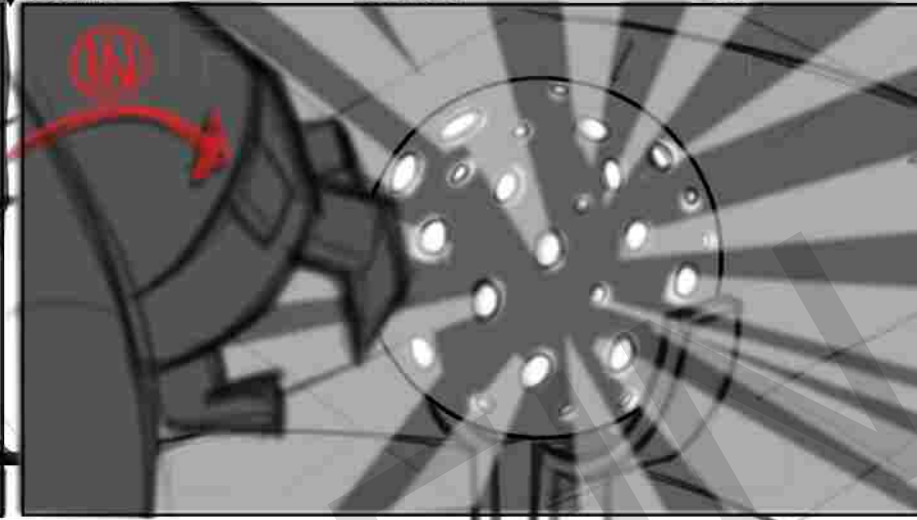
Trans:

Scene: 1 Panel: 4 BG:

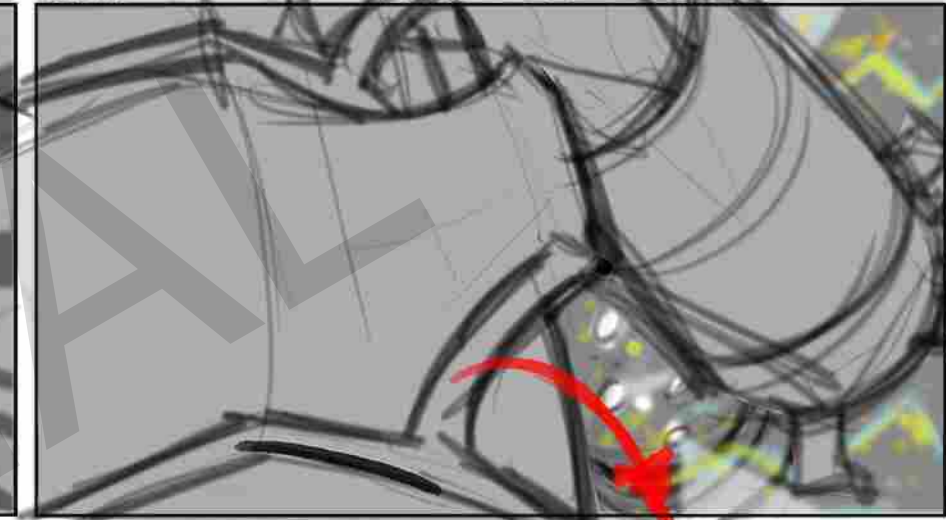


CUT

Scene: Panel: 1 BG:



Scene: Panel: 2 BG:



HU

EFX: (LIGHTS)

Action:	
GRIMLOCK TOPPLES TOWARDS THE PROJECTOR.	
Dial:	
Slug:	Trans:

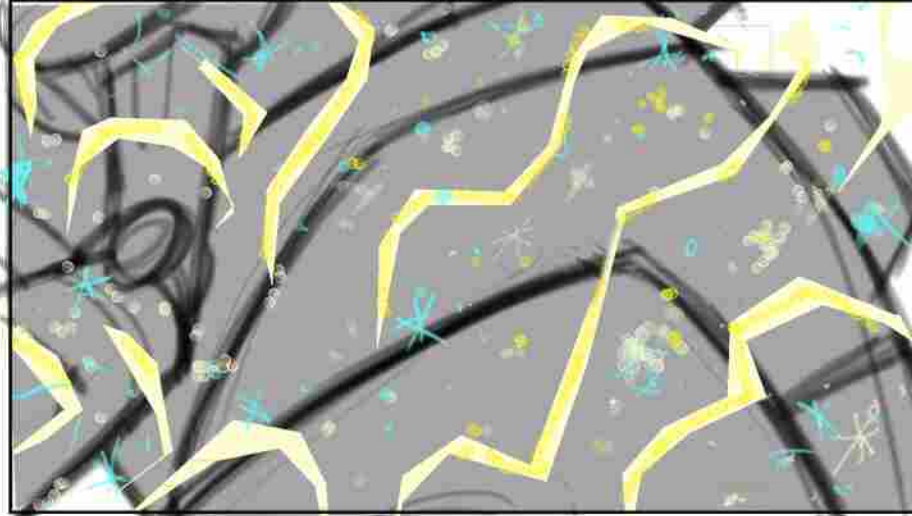
EFX: (LIGHT BEAMS)

Action:	
ANGLE ON THE PROJECTOR. GRIM FALLS INTO SCENE.	
Dial:	
Slug:	Trans:

EFX: (SPARKS)

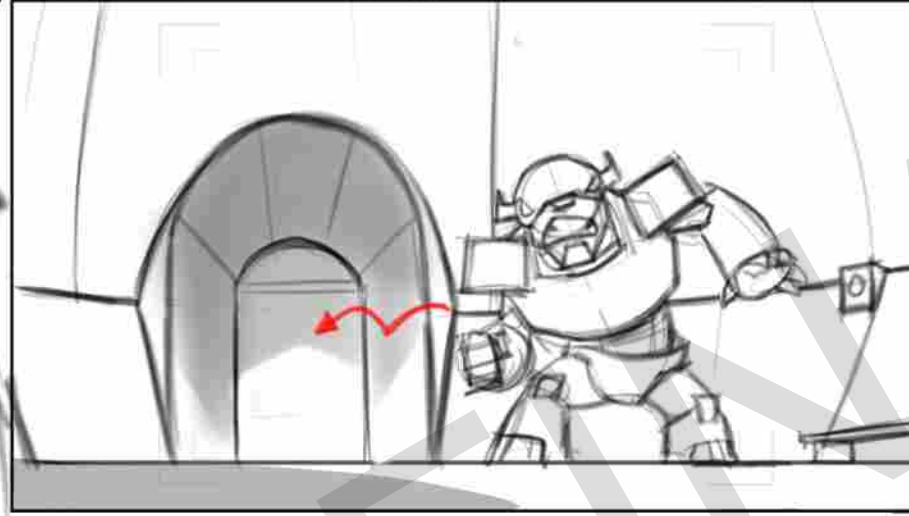
Action:	
GRIMLOCK SLAMS INTO THE PROJECTOR. LIGHTS FLICKER, SPARKS FLY.	
Dial:	
Slug:	Trans:

Scene: Panel: 3 BG:

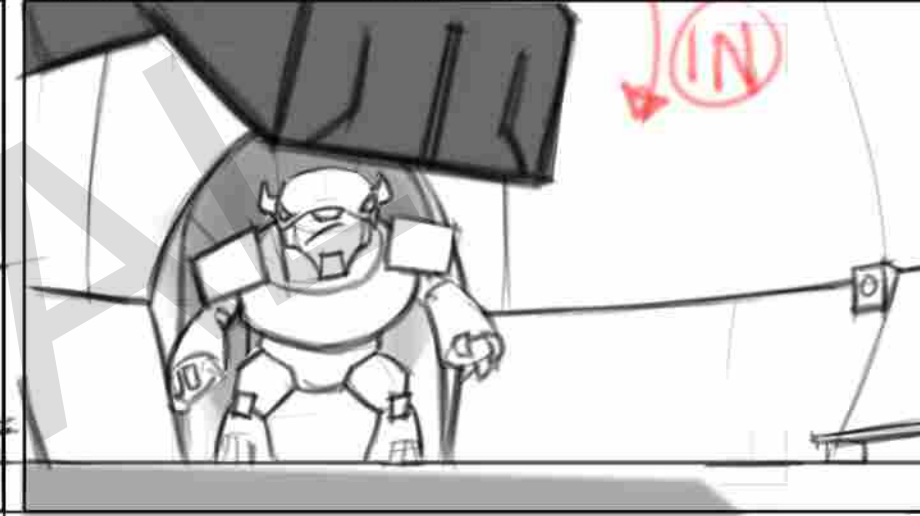


CUT

Scene: Panel: 1 BG:



Scene: Panel: 2 BG:



EFX: (SPARKS)

Action:	
GRIMLOCK TOPPLES TOWARDS THE PROJECTOR.	
Dial:	
Slug:	Trans:

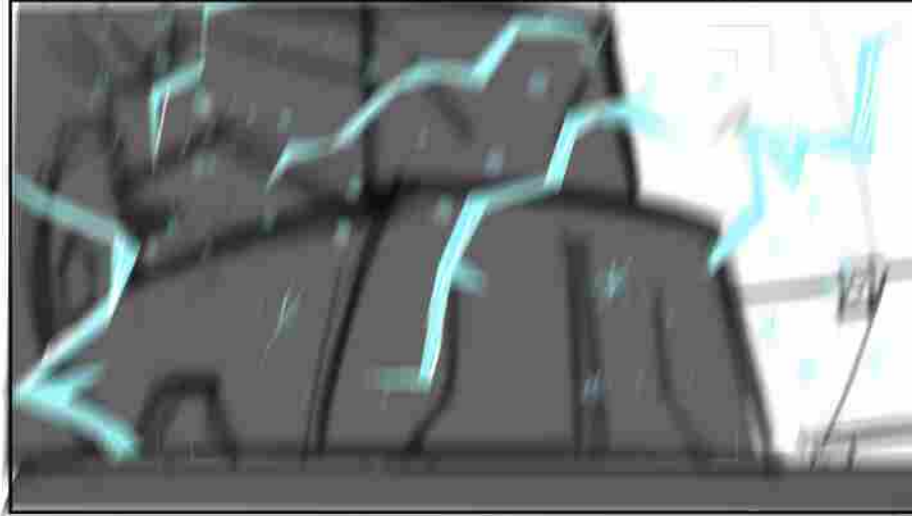
EFX: (SHADOW)

Action:	
ANGLE ON THE ENTANCEWAY. BLACKHORN MOVES TOWARDS IT.	
Dial:	
Slug:	Trans:

EFX: (SHADOW)

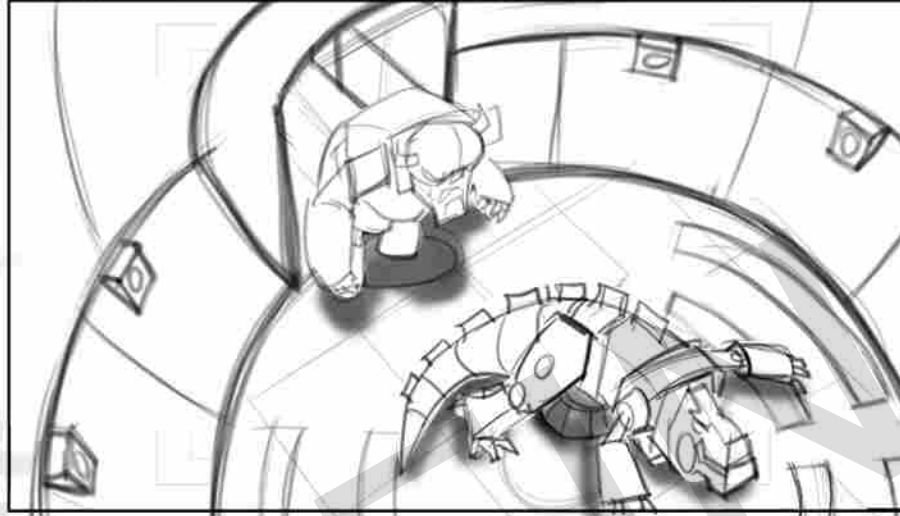
Action:	
GRIMLOCK FALLS IN.	
Dial:	
Slug:	Trans:

Scene: Panel: 3 BG:



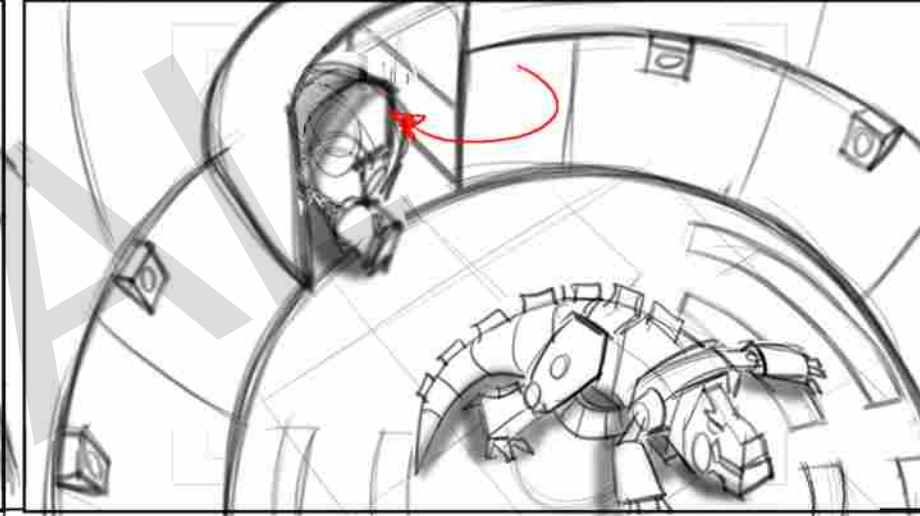
CUT

Scene: Panel: 1 BG:



HU

Scene: Panel: 2 BG:



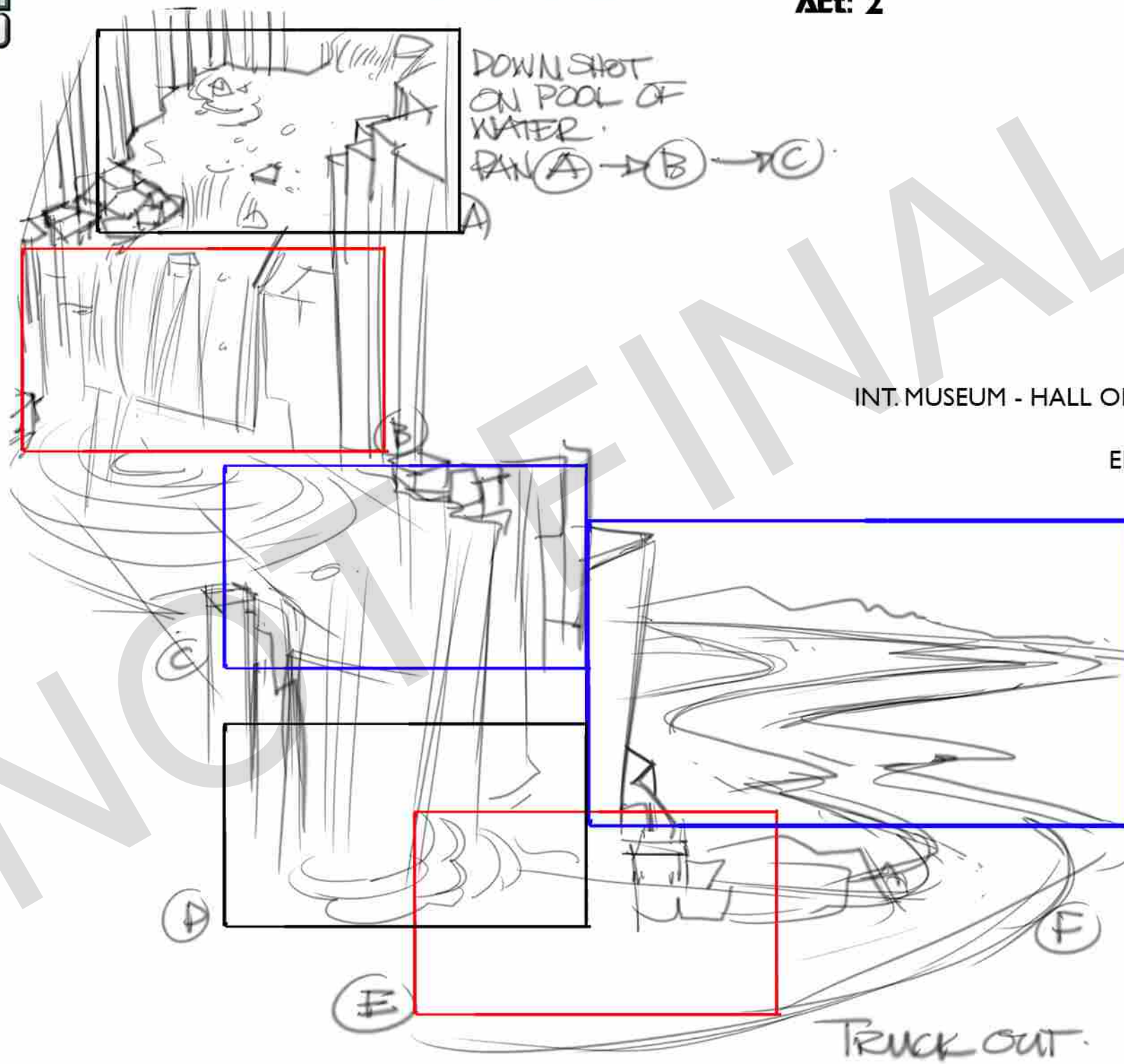
EFX: (SPARKS)

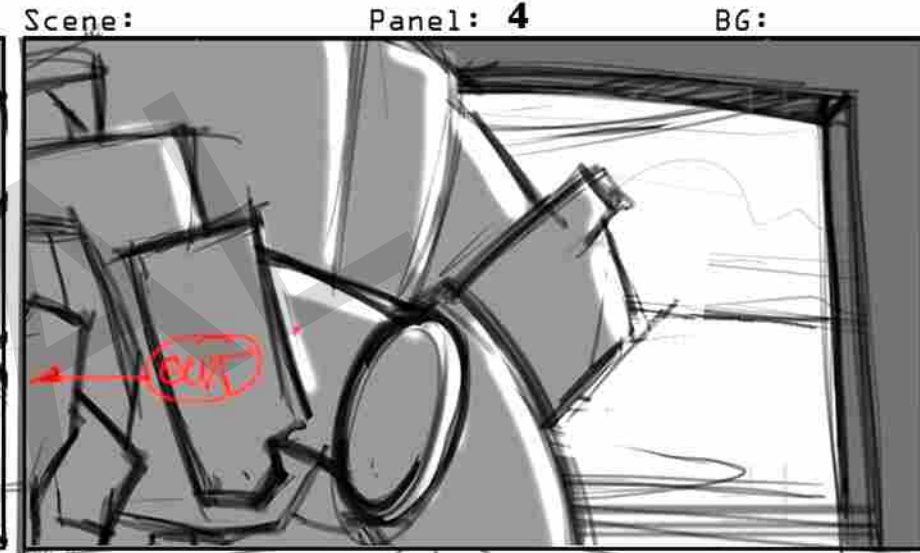
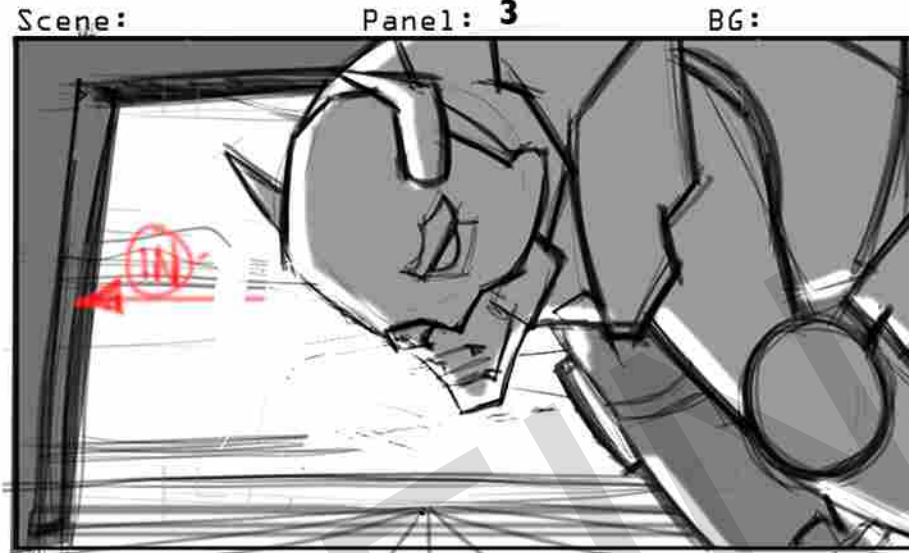
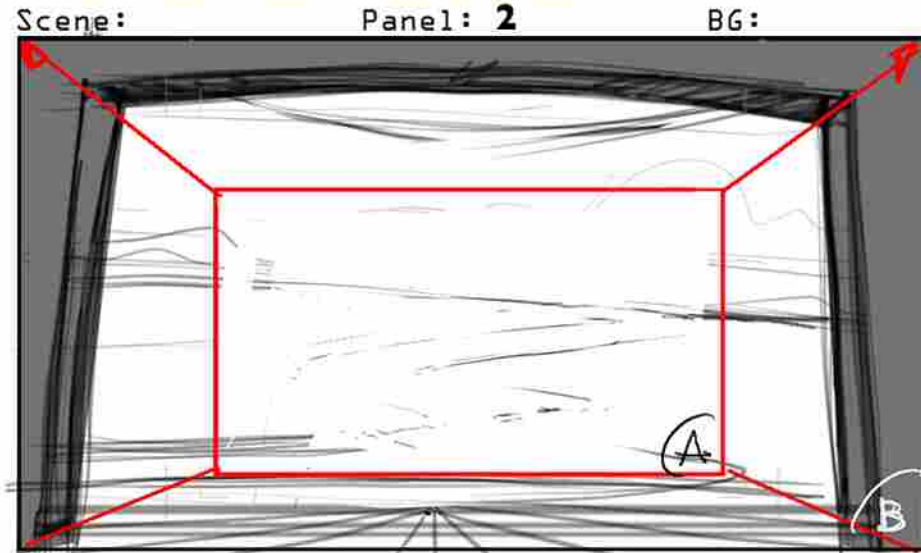
Action:	
GRIMLOCK SLAMS INTO THE FLOOR. (CAMERA SHAKE)	
Dial:	
Slug:	Trans:

Action:	
WIDE ON THE PLANETARIUM. GRIMLOCK LIES ONTOP OF THE PROJECTOR.	
Dial:	
Slug:	Trans:

EFX: (SPARKS)

Action:	
BLACKHORN EXITS.	
Dial:	
Slug:	Trans:



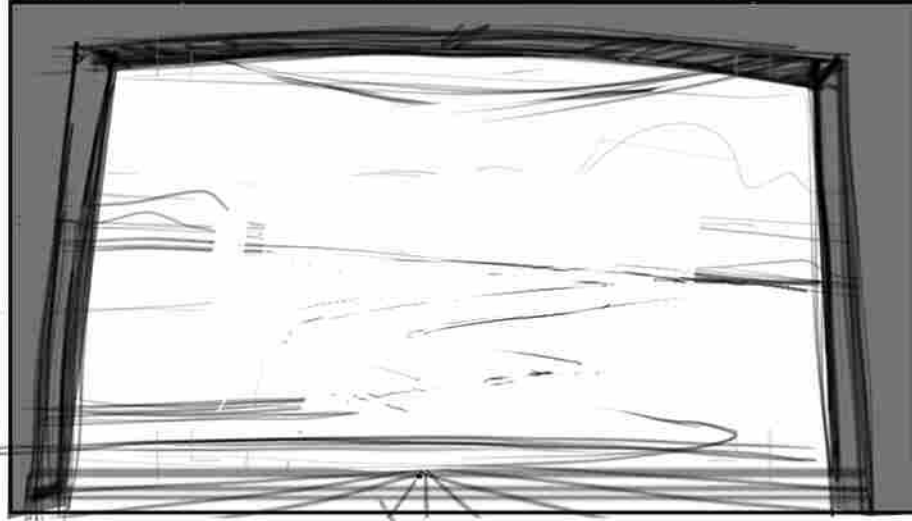


Action:	
FAST TRUCK OUT A - B. FROM THE RIVER.	
Dial:	
Slug:	Trans:

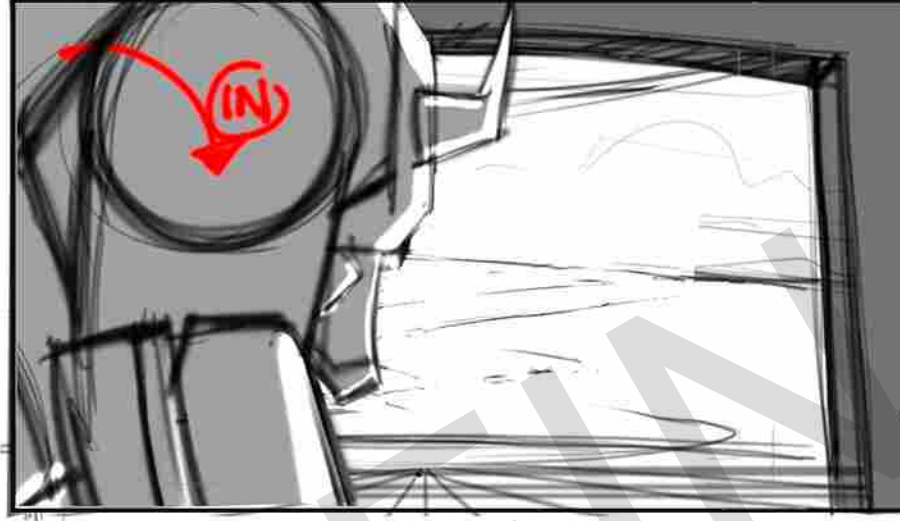
Action:	
BLACK HORN RACES THROUGH SCENE.	
Dial:	
129 BLACKHORN: <HEAVY BREATHING>	
Slug:	Trans:

Action:	
Dial:	
Slug:	Trans:

Scene: Panel: 5 BG:



Scene: Panel: 6 BG:



CUT Scene: Panel: 1 BG:



HU

Action:	
BEAT	
Dial:	
Slug:	Trans:

Action:	
BLACKHORN STEPS BACK INTO SCENE.	
Dial:	
129 BLACKHORN <HEAVY BREATHING - THEN CALMING>	
Slug:	Trans:

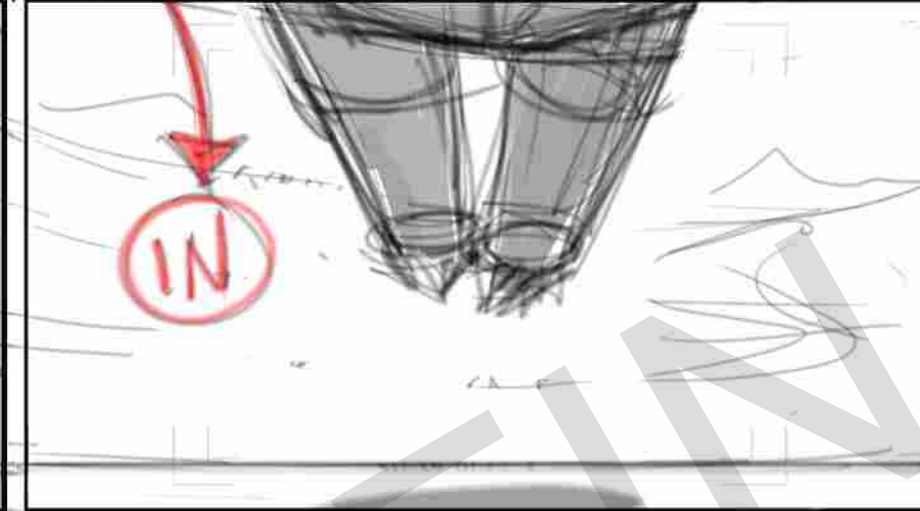
Action:	
ANGLE ON BLACKHORN...CALMING.	
Dial:	
Slug:	Trans:

Scene: Panel: 2 BG:

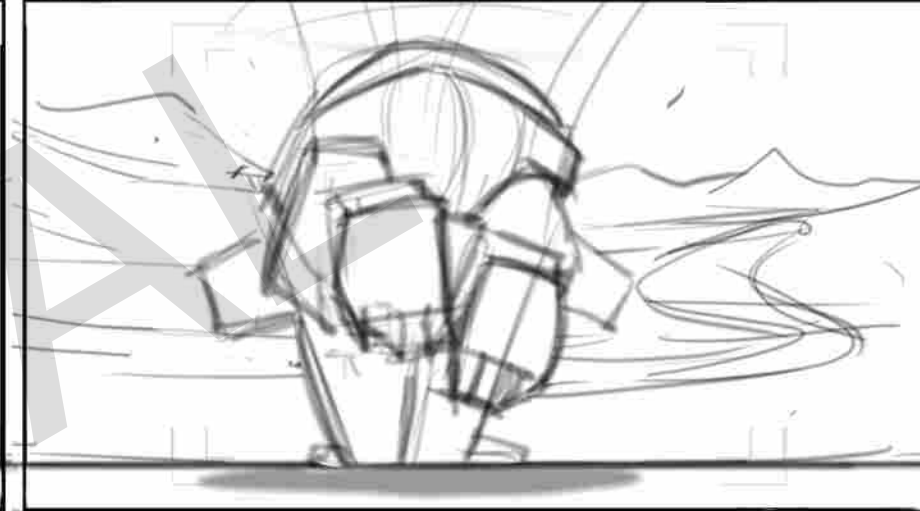


CUT

Scene: Panel: 1 BG:



Scene: Panel: 2 BG:



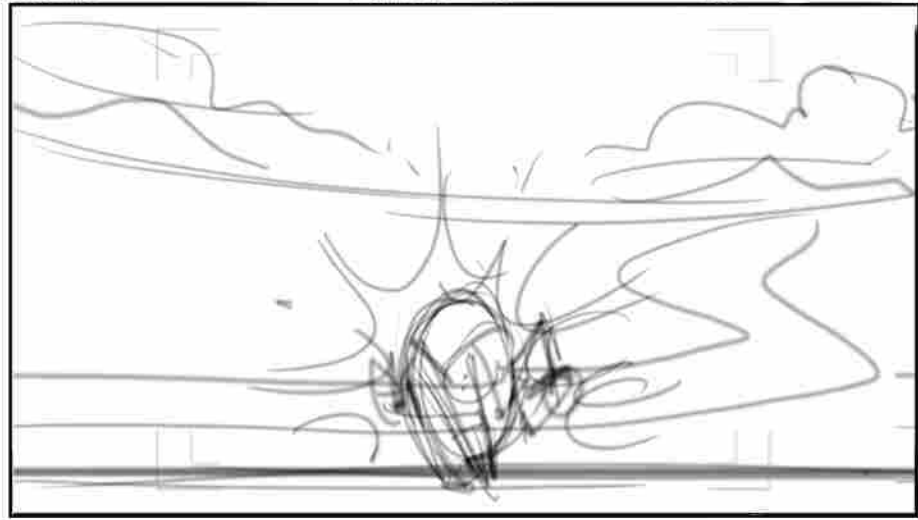
EFX: (SHADOW)

Action:	
BLACKHORN RUSHES FORWARD.	
Dial: 129 BLACKHORN: (CONTD) MUSTA MADE IT OUTSIDE,...	
Slug:	Trans:

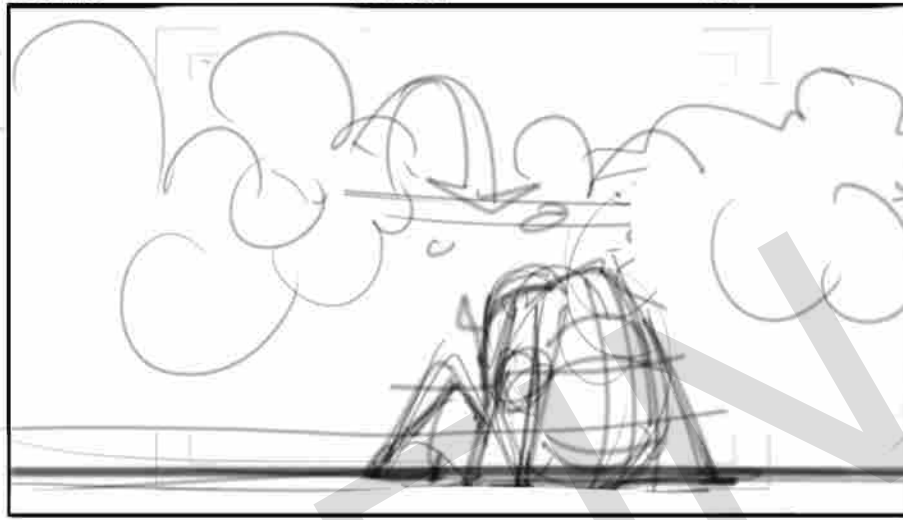
Action:	
ANGLE ON THE PASTORAL SCENE....BLACKHORN LEAPS IN.	
Dial: 129 BLACKHORN SOMEHOW...<SIGH>...BETTER...<OOF!>	
Slug:	Trans:

Action:	
HE RACES TOWARDS THE "RIVER".	
Dial:	
Slug:	Trans:

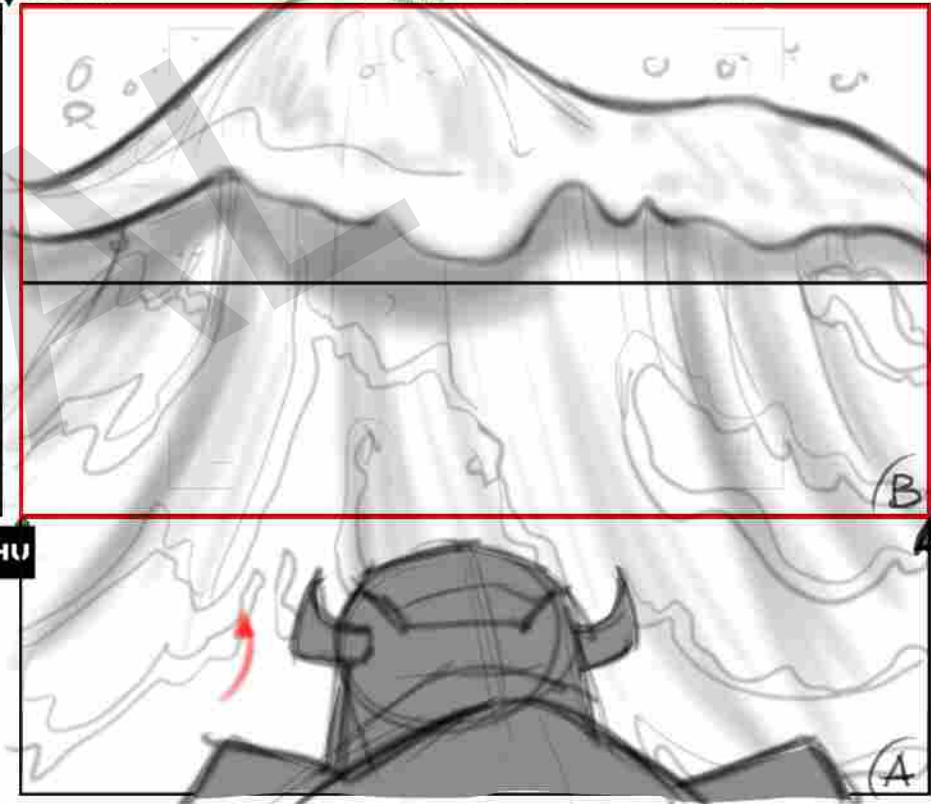
Scene: Panel: 4 BG:



Scene: Panel: 5 BG:



CUT Scene: Panel: 2 BG:

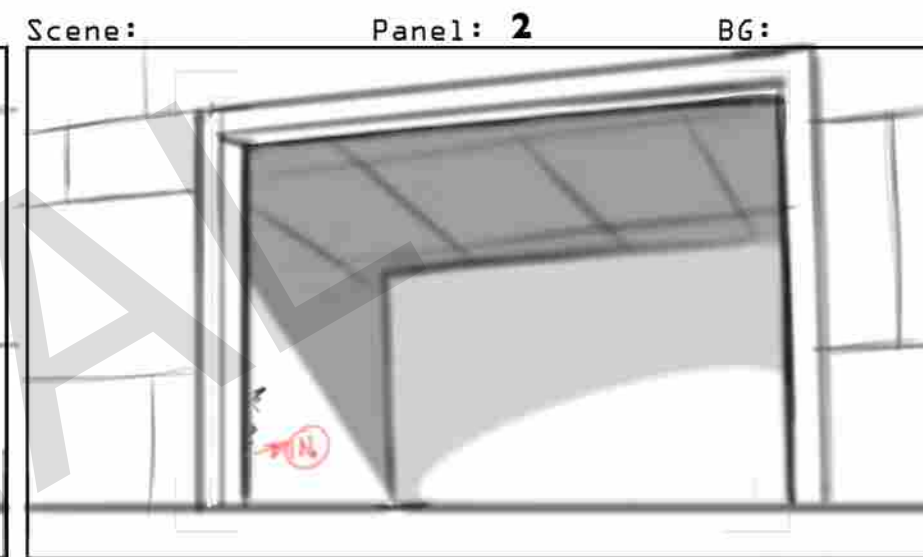
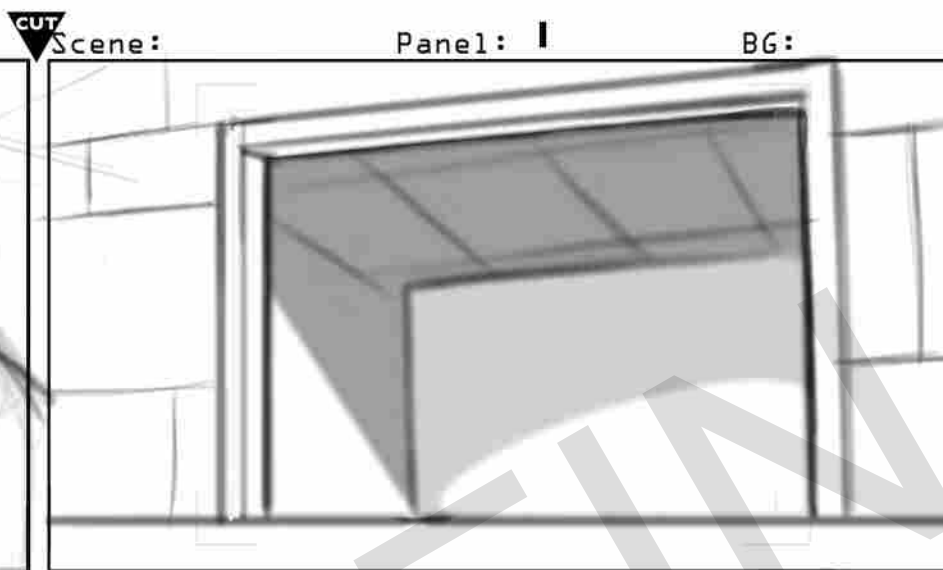


EFX: (SHADOW)

Action:	
BLACKHORN SLAMS INTO THE WALL.	
Dial:	129 BLACKHORN ...<OOF!>
Slug:	Trans:

Action:	
ANGLE ON THE PASTORAL SCENE....BLACKHORN LEAPS IN.	
Dial:	130 GALLERY NARRATOR (O.S.) BUT IN AN INSTANT, WATER CAN ALSO BECOME...
Slug:	Trans:

Action:	
CLOSE ON BLACKHORN. VERT PAN A - B. THE STORM CLOUDS TURN INTO A MASSIVE TIDAL WAVE.	
Dial:	130 GALLERY NARRATOR (O.S.) ...A MONSTER!
Slug:	Trans:

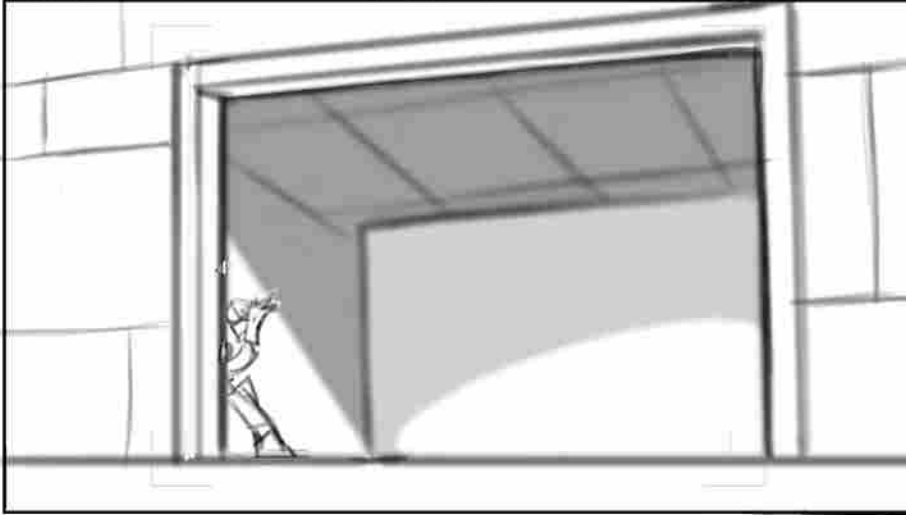


Action:		ANGLE ON BLACKHORN.	
Dial:		I31 BLACKHORN <GAH!> - WORSE!	
Slug:	Trans:		

Action:		ANGLE ON ENTRANCEWAY TO THE HALL OF METEOROLGY	
Dial:		I30 GALLERY NARRATOR (O.S.) BUT IN AN INSTANT, WATER CAN ALSO BECOME...	
Slug:	Trans:		

Action:		FASTLANE PEEKS AROUND THE CORNER	
Dial:		I30 GALLERY NARRATOR (O.S.) ...A MONSTER!	
Slug:	Trans:		

Scene: Panel: 3 BG:



CUT

Scene: Panel: 1 BG:



Scene: Panel: 2 BG:



HU

Action:	
ANGLE ON BLACKHORN.	
Dial:	
131 BLACKHORN <GAH!> - WORSE!	
Slug:	Trans:

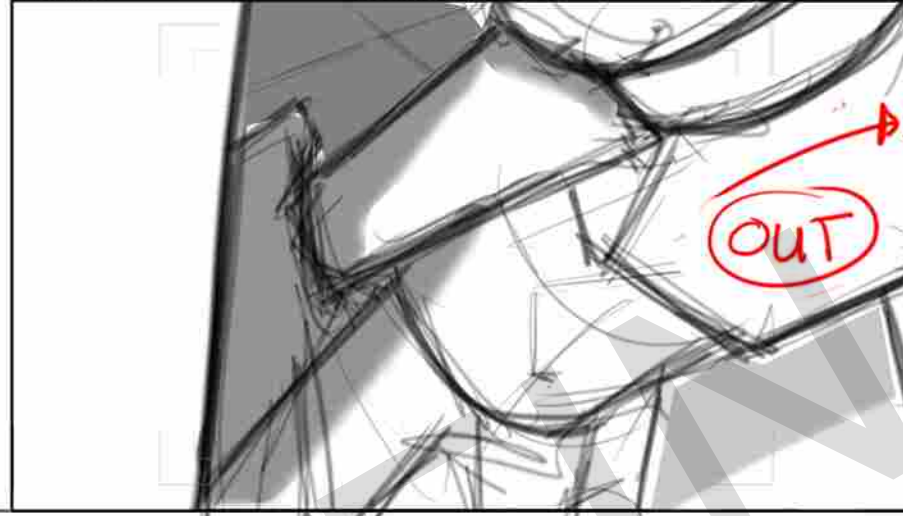
Action:	
CLOSE ON FASTLANE.	
Dial:	
132 FASTLANE "YEAH, STRONGARM, I DID CATCH THE BAD GUY..."	
Slug:	Trans:

Action:	
Dial:	
132 FASTLANE "..ALL BY MYSELF!"	
Slug:	Trans:

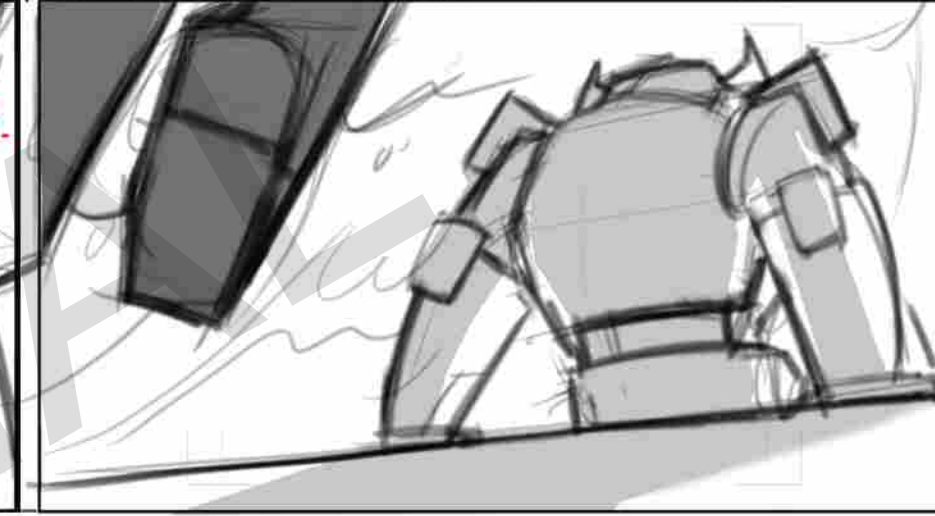
Scene: Panel: 3 BG:



Scene: Panel: 4 BG:



CUT Scene: Panel: 1 BG:



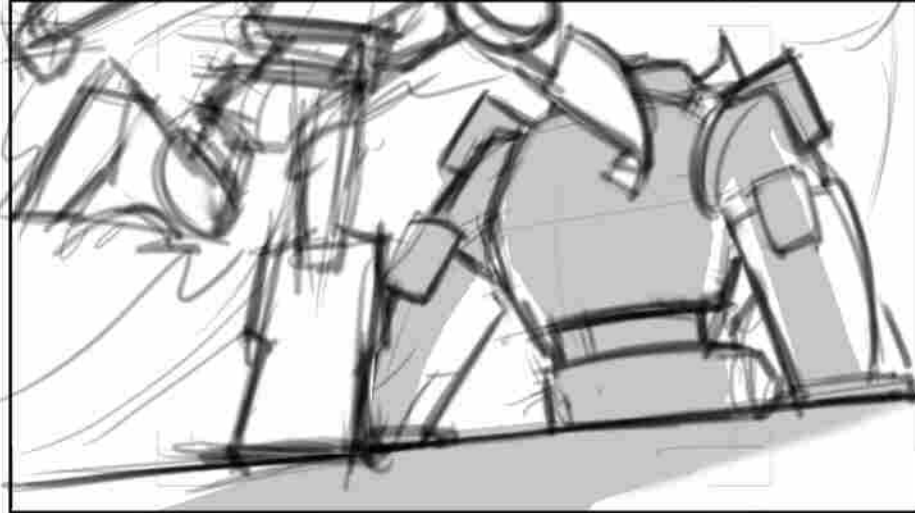
Action:	
Dial: I 32 FASTLANE "NO, I DON'T ACCEPT YOUR APOLOGY!"	
Slug:	Trans:

Action: FASTLANE LEAPS FORWARD.	
Dial:	
Slug:	Trans:

EFX: (SHADOW)

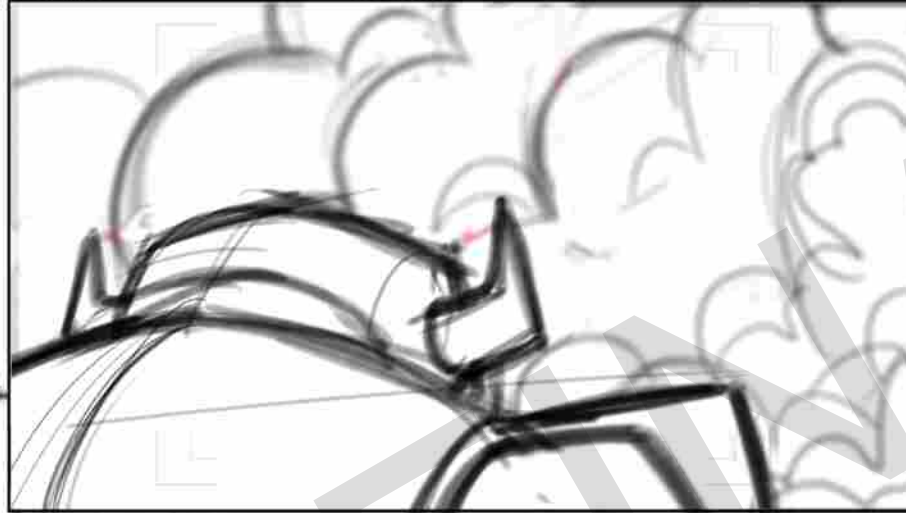
Action: ANGLE ON BLACKHORN. FASTLANE IS RACING UP BEHIND HIM.	
Dial:	
Slug:	Trans:

Scene: Panel: 3 BG:



CUT

Scene: Panel: 1 BG:



Scene: Panel: 2 BG:



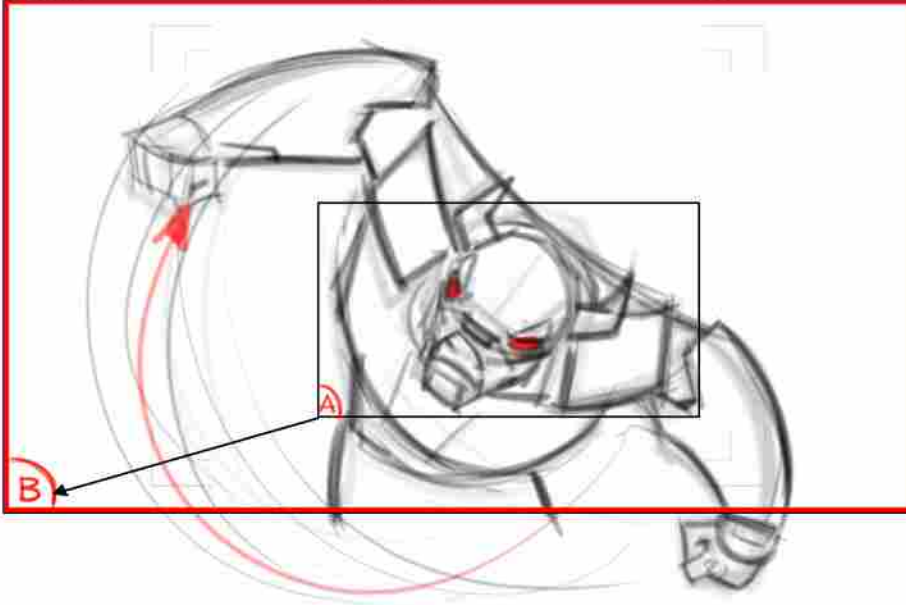
Action:	
FASTLANE RACES TOWARDS BLACKHORN.	
Dial:	
Slug:	Trans:

Action:	
ANGLE ON BLACKHORN. STORM CLOUDS WHIRL IN FRONT OF HIM ON THE SCREEN.	
Dial:	
Slug:	Trans:

EFX: (SHADOW)

Action:	
HE WHIPS AROUND, NOSTRILS FLARING, STEAM COMING OUT OF THEM.	
Dial:	
Slug:	Trans:

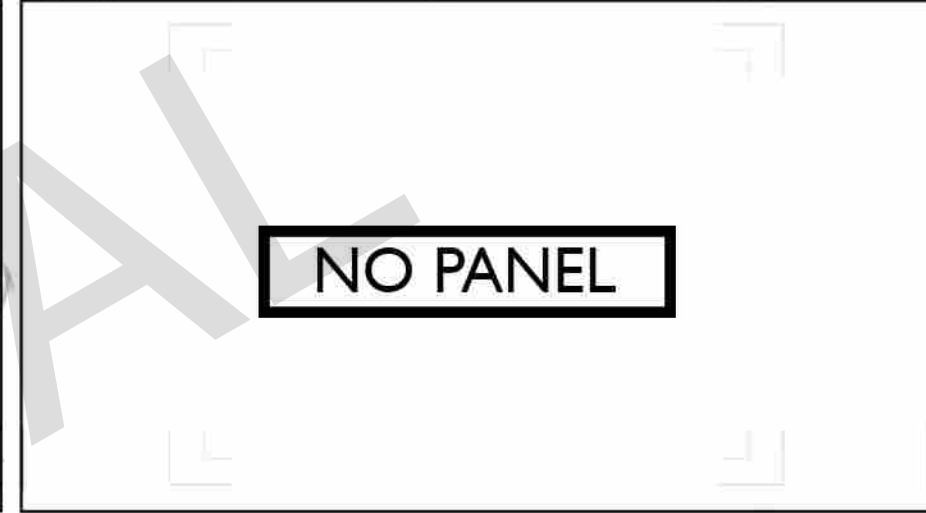
Scene: Panel: 3 BG:



Scene: Panel: 4 BG:



Scene: Panel: BG:



Action:	
FAST TRUCK OUT A - B AS BLACKHORN WHIPS AROUND INTO HIS DEFENSIVE STANCE.	
Dial:	
Slug:	Trans:

Action:	
Dial:	
Slug:	Trans:

Action:	
Dial:	
Slug:	Trans:

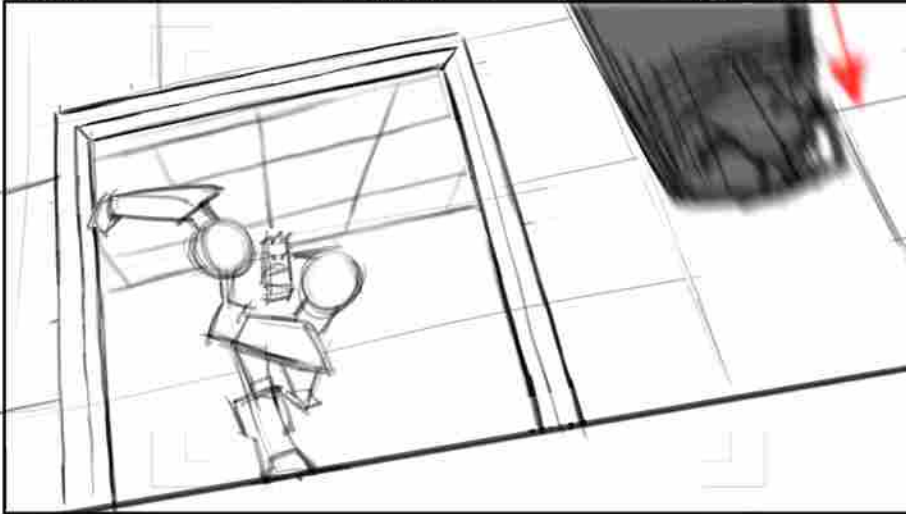
CUT

Scene:

Panel: 1

BG:

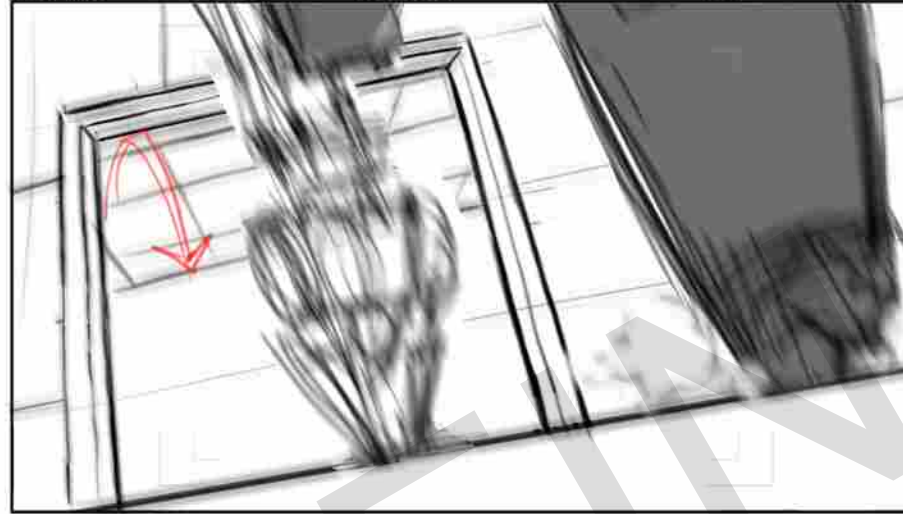
IN



Scene:

Panel: 2

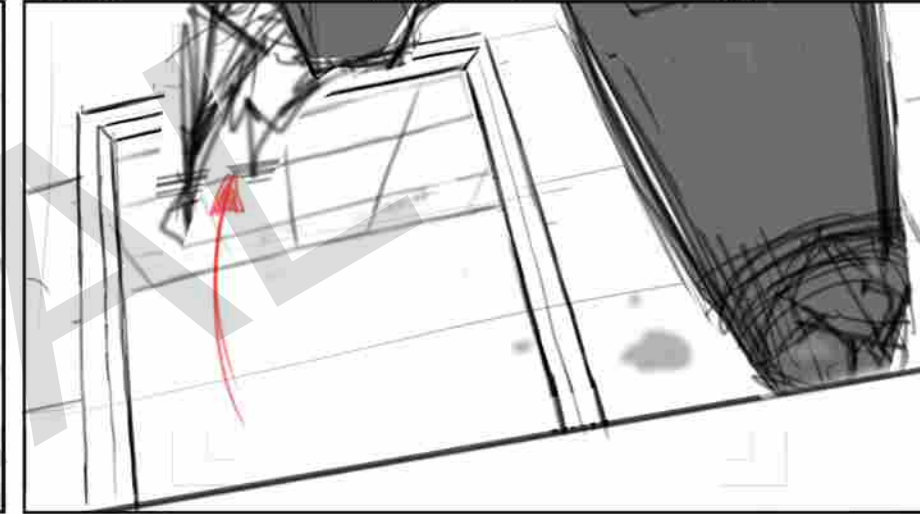
BG:



Scene:

Panel: 3

BG:



HU

Action:

FASTLANE RACES TOWARDS BLACKHORN..
HOOK UP FIST SLAMMING DOWN.

Dial:

Slug:

Trans:

EFX: (DUST)

Action:

FASTLANE HANDSPRINGS FORWARD.
(CAMERA SHAKE)

Dial:

Slug:

Trans:

Action:

HE WHIPS AROUND, NOSTRILS FLARING,
STEAM COMING OUT OF THEM.

Dial:

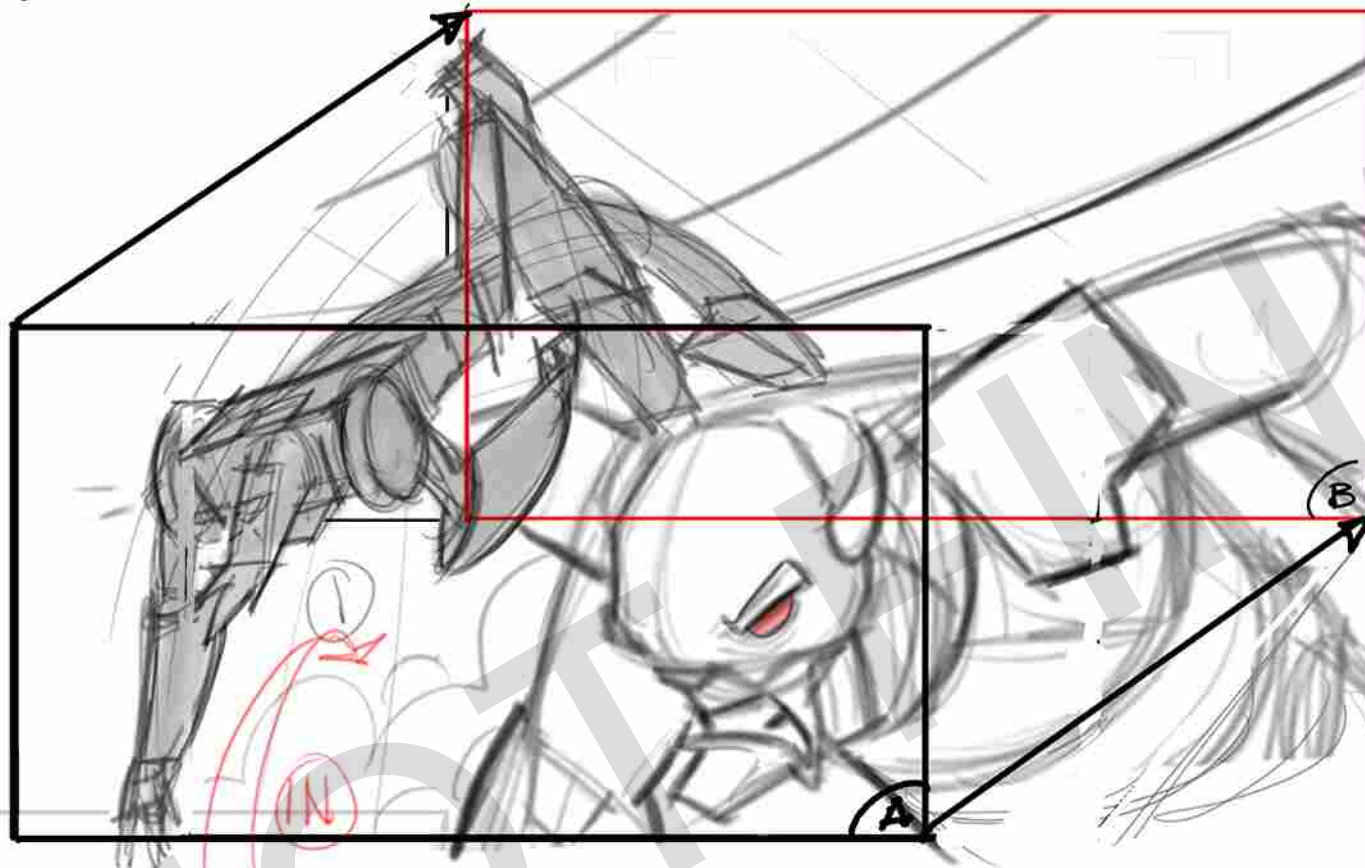
Slug:

Trans:



Scene:

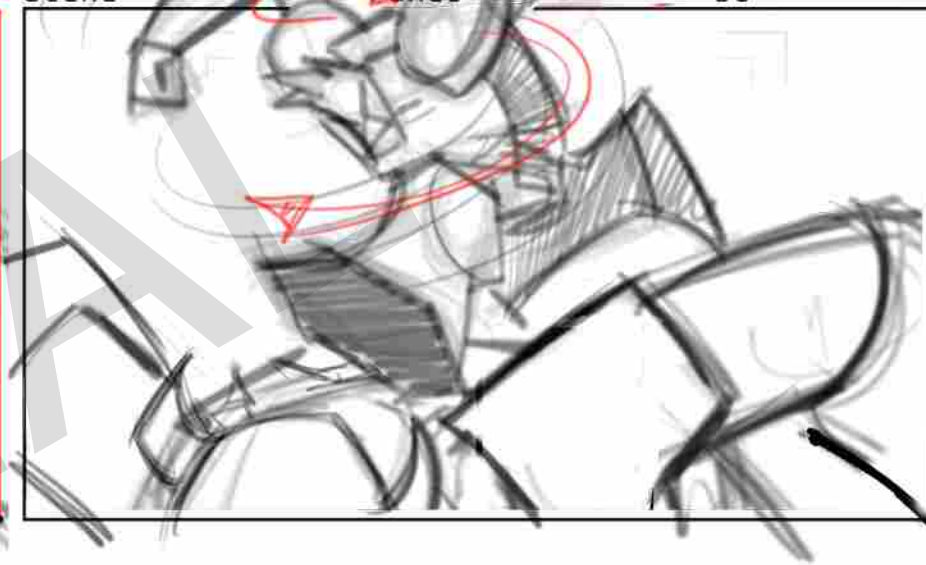
Panel: 1



Scene:

Panel: 2

BG:



Action:

FASTLANE FLIPS UP INTO SCENE.

Dial:

Slug:

Trans:

Action:

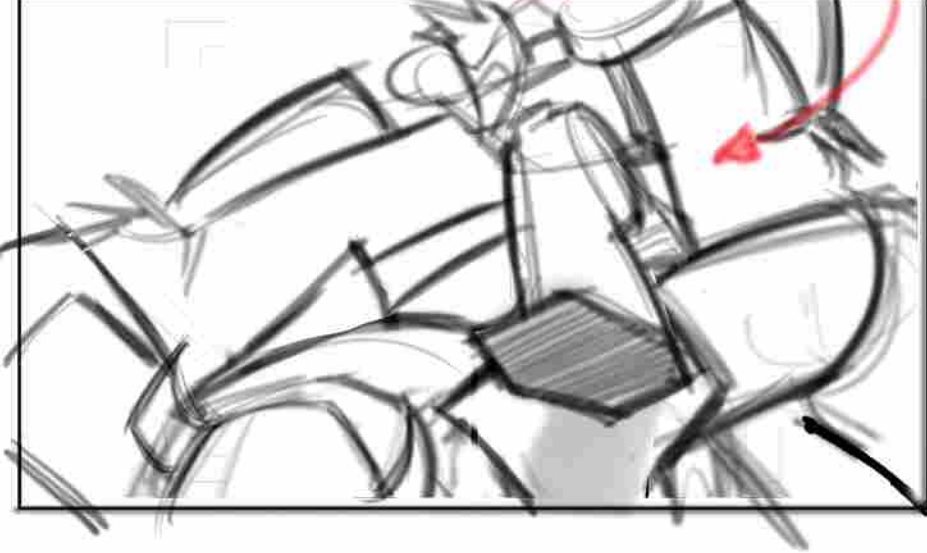
HE SPINS AROUND.

Dial:

Slug:

Trans:

Scene: Panel: 3 BG:



Scene: Panel: 4 BG:



CUT Scene: Panel: 2 BG:

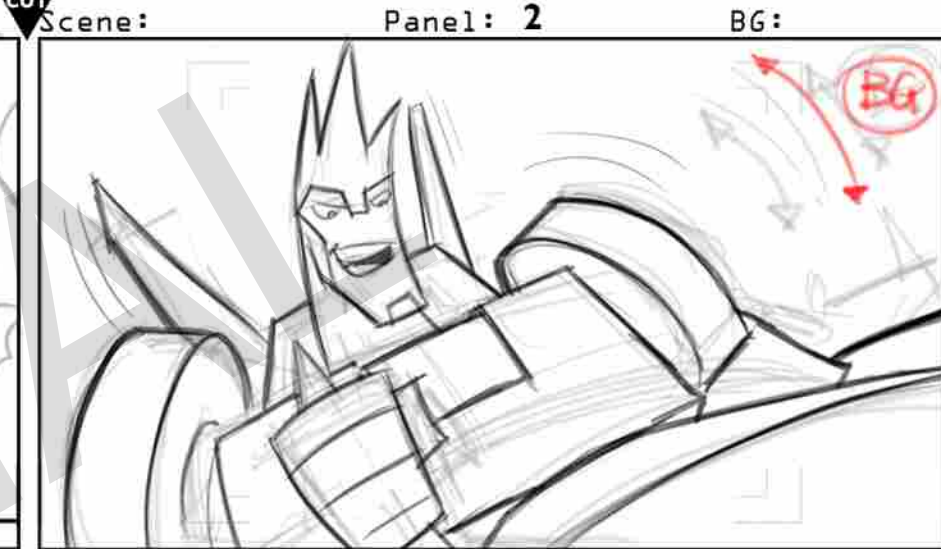
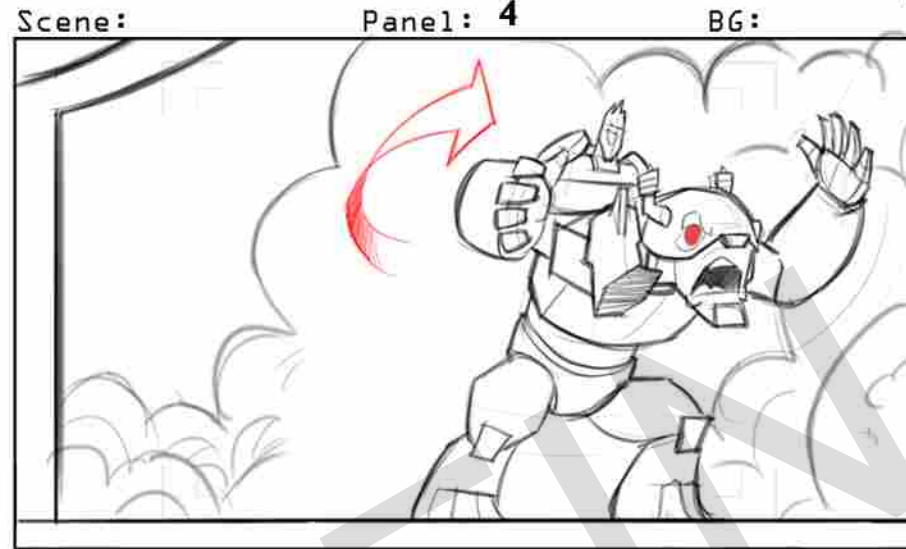
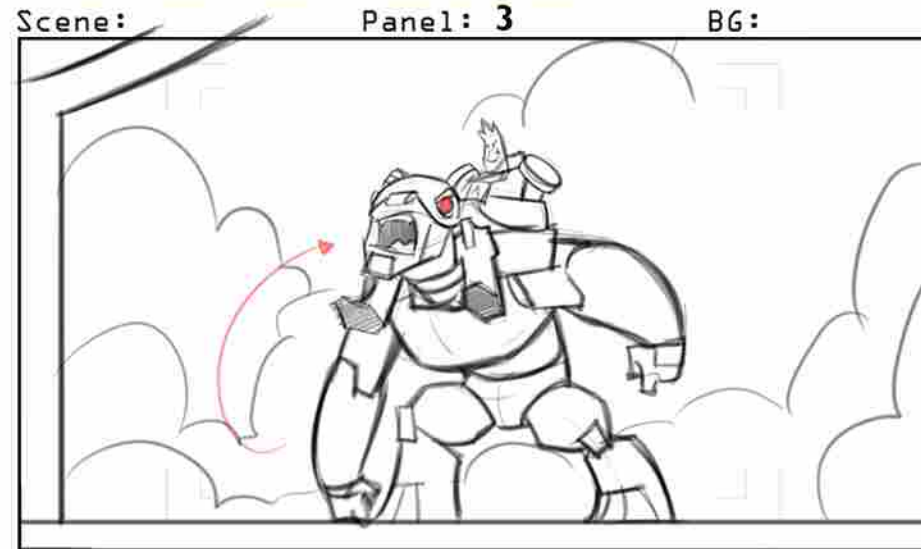


HU

Action:	
Dial:	
Slug:	Trans:

Action: FASTLANE LANDS ON BLACKHORNS BACK.	
Dial: BLACKHORN: (INSERT) <EFFORT ROAR!>	
Slug:	Trans:

Action: WIDE ON SCENE. BEHIND THE BOTS THE SCREEN SHOWS A THUNDERSTORM BREWING.	
Dial: BLACKHORN: (INSERT) <EFFORT ROAR!>	
Slug:	Trans:



HU

Action:	
BLACKHORN REARS UP.	
Dial:	
I34 BLACKHORN (CONT'D) <BUCK EFFORTS!>	
Slug:	Trans:

Action:	
FASTLANE RIDES BLACKHORN LIKE A BUCKING BRONCO.	
Dial:	
I34 BLACKHORN (CONT'D) GET OFF ME!	
Slug:	Trans:

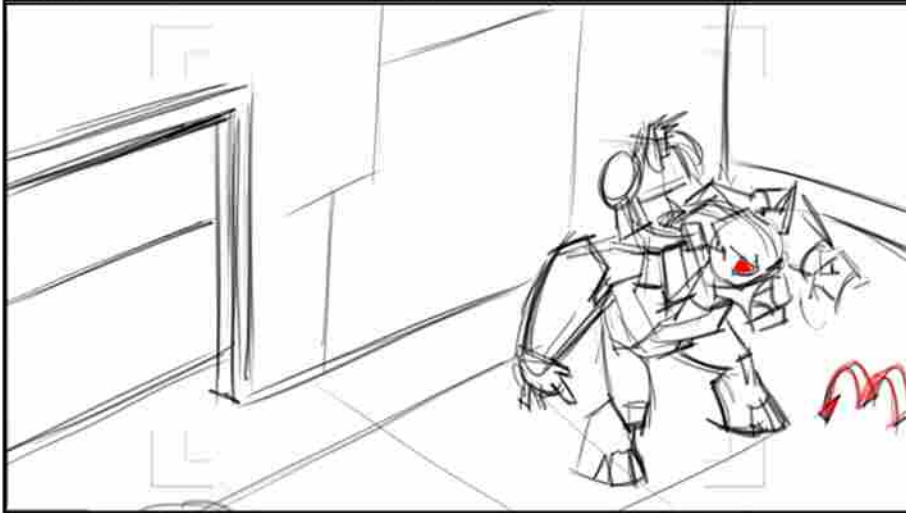
Action:	
WIDE ON SCENE. BEHIND THE BOTS THE SCREEN SHOWS A THUNDERSTORM BREWING.	
Dial:	
I35 FASTLANE NAH...I'VE BEEN ON MY FEET ALL DAY.	
Slug:	Trans:

CUT

Scene:

Panel: 1

BG:



Scene:

Panel: 2

BG:



Scene:

Panel: 3

BG:



Action: WIDE ON THE HALL OF METEOROLOGY.
BLACKHORN STAGGERS BACK INTO THE WALL.

136 GALLERY NARRATOR (V.O.)
...AND WHEN A COLD FRONT MEETS A

Dial: WARM AIR MASS, WELL--
137 FASTLANE / BLACKHORN
AAH!

Slug:

Trans:

Action: ...SLAMMING FASTLANE INTO IT.
SHIFT BG WITH ANIM.

137A BLACKHORN *
Dial: <STAGGER AND IMPACT>
138 FASTLANE
<CRASH OOF!>

Slug:

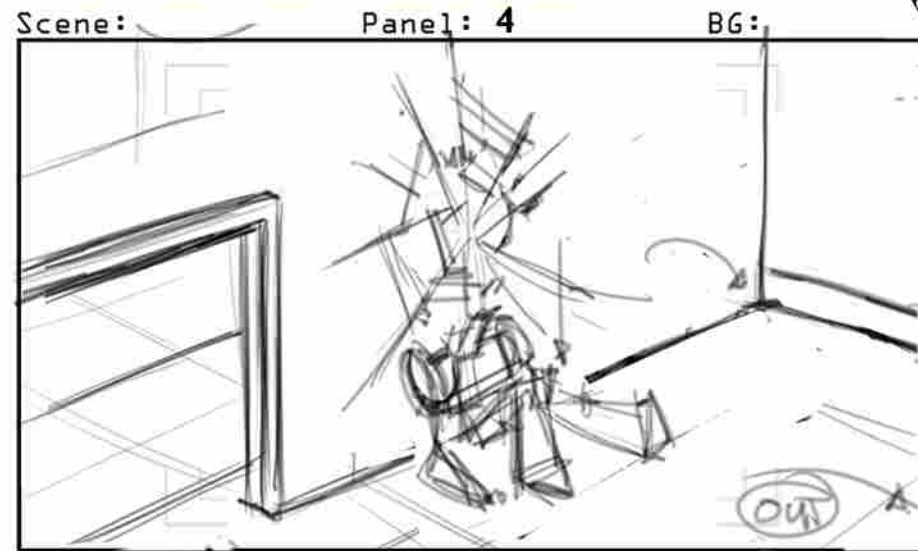
Trans:

Action: BLACKHORN STEPS AWAY, FASTLANE STICKS
TO THE WALL FOR A BEAT.

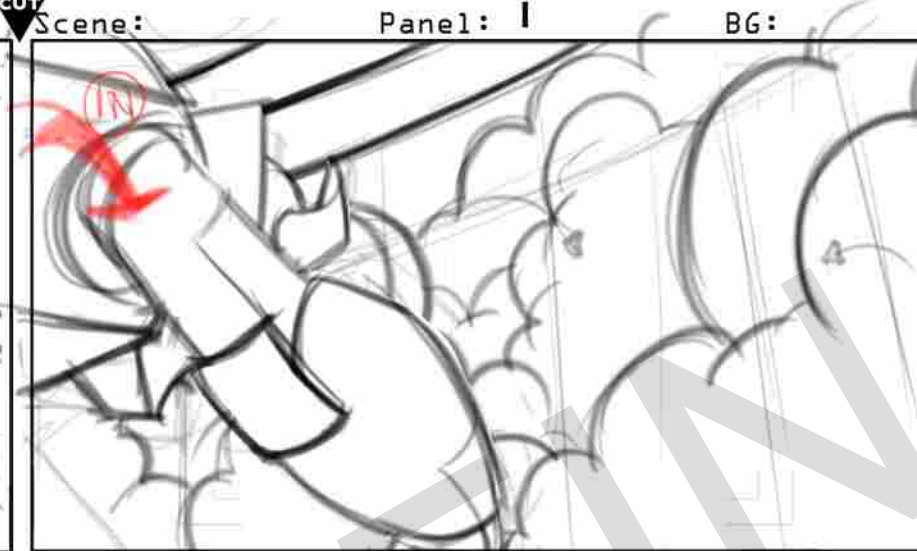
Dial:

Slug:

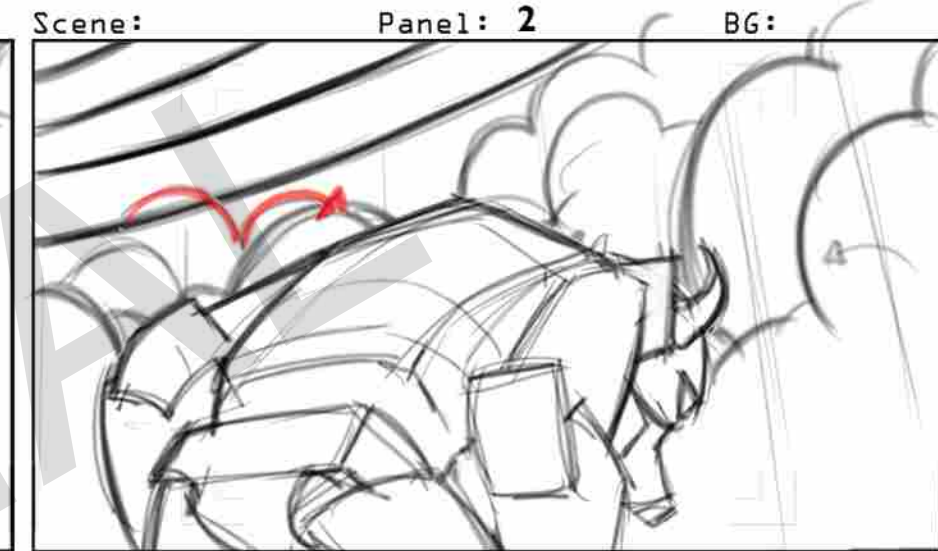
Trans:



CUT



HU



Action:
BLACKHORN STEPS OUT OF SCENE AS FASTLANE SLIDES DOWN TO THE FLOOR.

Dial: 136 GALLERY NARRATOR (V.O.)
...AND WHEN A COLD FRONT MEETS A WARM AIR MASS, WELL--

Slug: Trans:

Action:
...SLAMMING FASTLANE INTO IT. SHIFT BG WITH ANIM.

Dial: 137 FASTLANE / BLACKHORN
AAH!

Slug: Trans:

Action:

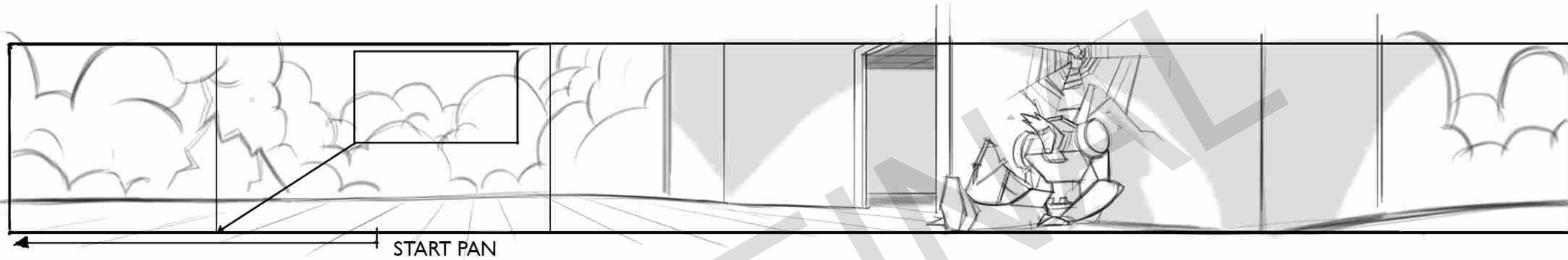
Dial: CLOSE ON BLACKHORN - AS <THUNDER> ECHOES - AND SFX INDICATES <RAIN> "POURING" DOWN, AND BLACKHORN LOOKS UP TO SEE..

Slug: Trans:



Scene:

Panel:



Action:

BLACKHORNS POV.
CLOSE ON STORMY SKY. TRUCK OUT AND
START 360 PAN CONTINUE PAN, PICKING UP SPEED
AND GOING IN AND OUT OF FOCUS.

Dial:

Slug:

Trans:

Action:

Dial:

Slug:

Trans:

Action:

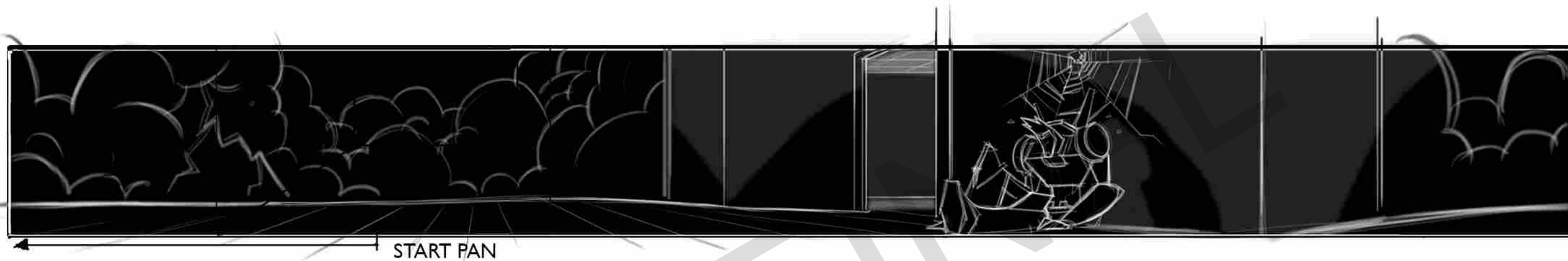
Dial:

Slug:

Trans:

Scene:

Panel:



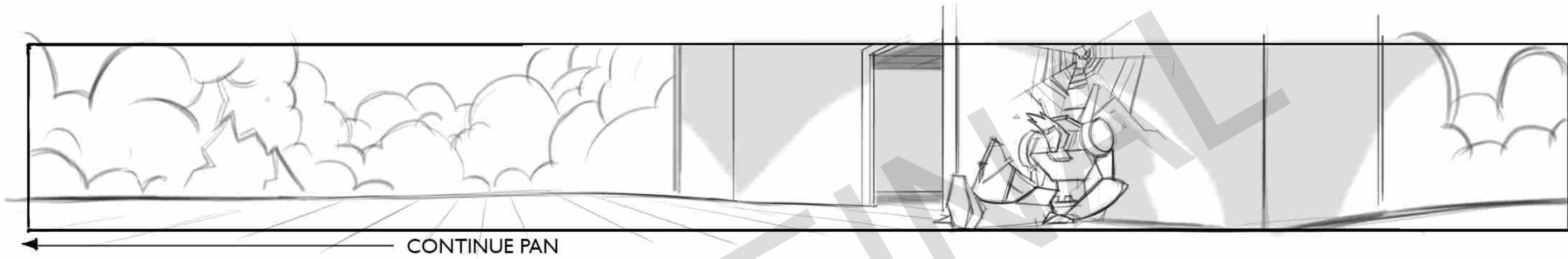
EFX : (LIGHTNING FLASHES)

Action:	
BLACKHORNS POV. CLOSE ON STORMY SKY. TRUCK OUT AND START 360 PAN CONTINUE PAN, PICKING UP SPEED AND GOING IN AND OUT OF FOCUS.	
Dial:	
Slug:	Trans:

Action:	
Dial:	
Slug:	Trans:

Action:	
Dial:	
Slug:	Trans:

Scene: Panel: BG: Scene: Panel: BG: Scene: Panel: BG:



EFX : (LIGHTNING FLASHES)

Action:	
BLACKHORNS POV. CLOSE ON STORMY SKY. TRUCK OUT AND START 360 PAN CONTINUE PAN, PICKING UP SPEED AND GOING IN AND OUT OF FOCUS.	
Dial:	
Slug:	Trans:

Action:	
Dial:	
Slug:	Trans:

Action:	
Dial:	
Slug:	Trans:

CUT

Scene:

Panel: 1

BG:



Scene:

Panel: 2

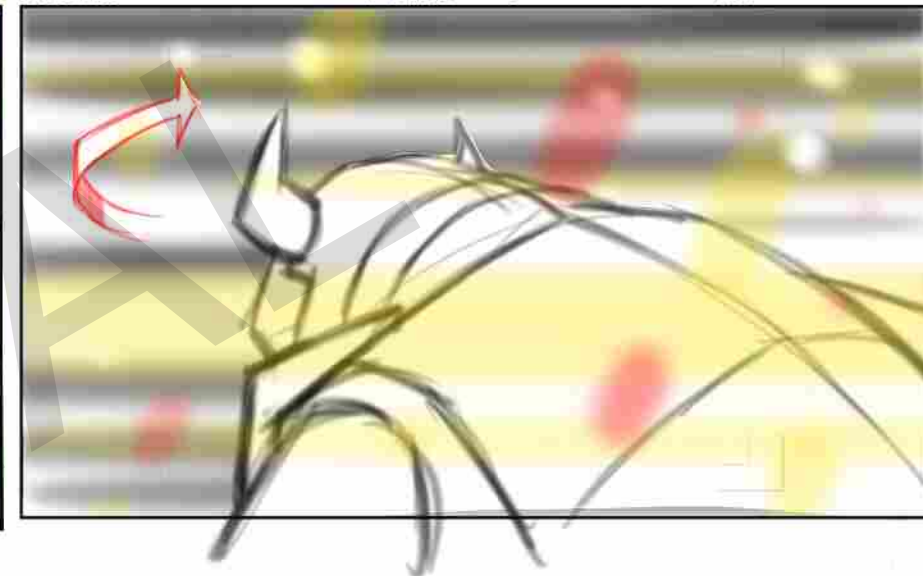
BG:



Scene:

Panel: 3

BG:

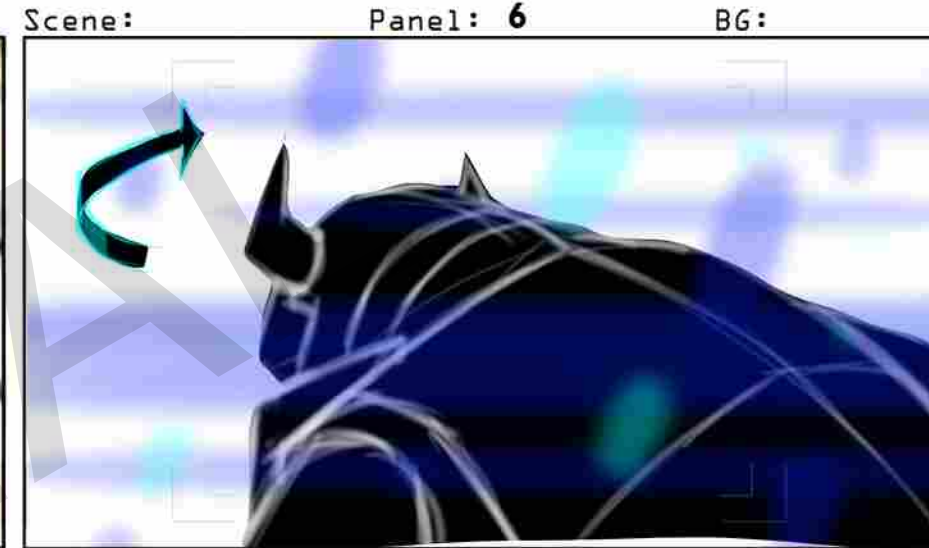
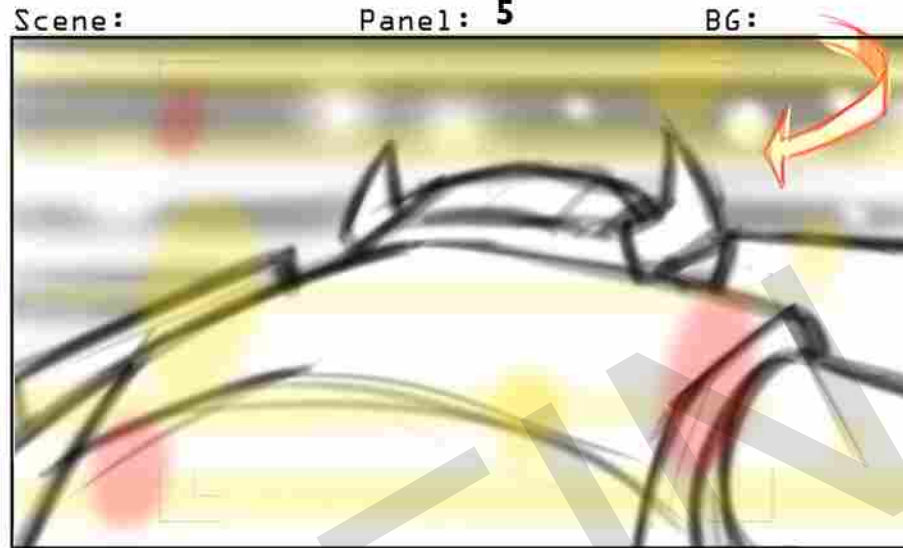
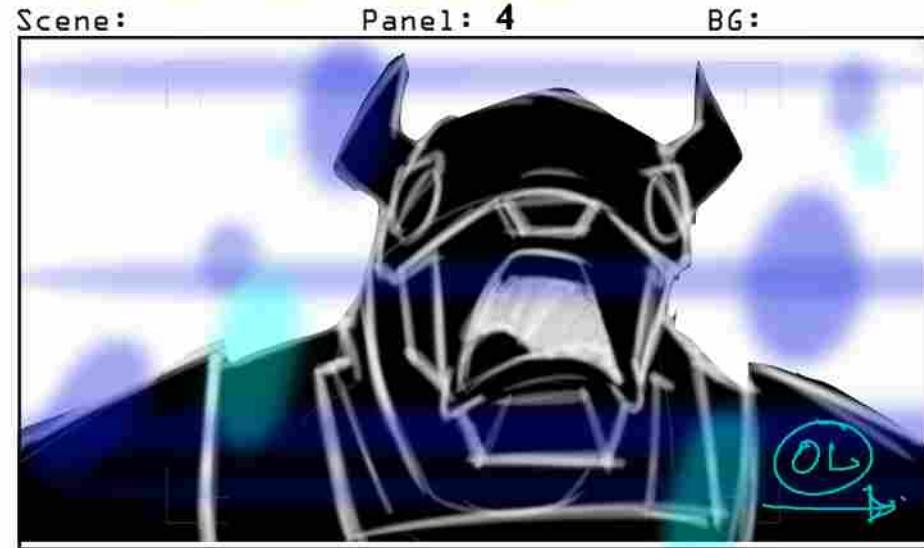


EFX: (LIGHTNING)

Action:	
BLACKHORN ROTATES ON THE SPOT. PAN BG, PAN OL IN THE OPPOSITE DIRECTION.	
Dial:	
Slug:	Trans:

Action:	
Dial:	
Slug:	Trans:

Action:	
Dial:	
Slug:	Trans:



EFX: (LIGHTNING)

Action:	
BLACKHORN ROTATES ON THE SPOT. PAN BG, PAN OL IN THE OPPOSITE DIRECTION.	
Dial:	
Slug:	Trans:

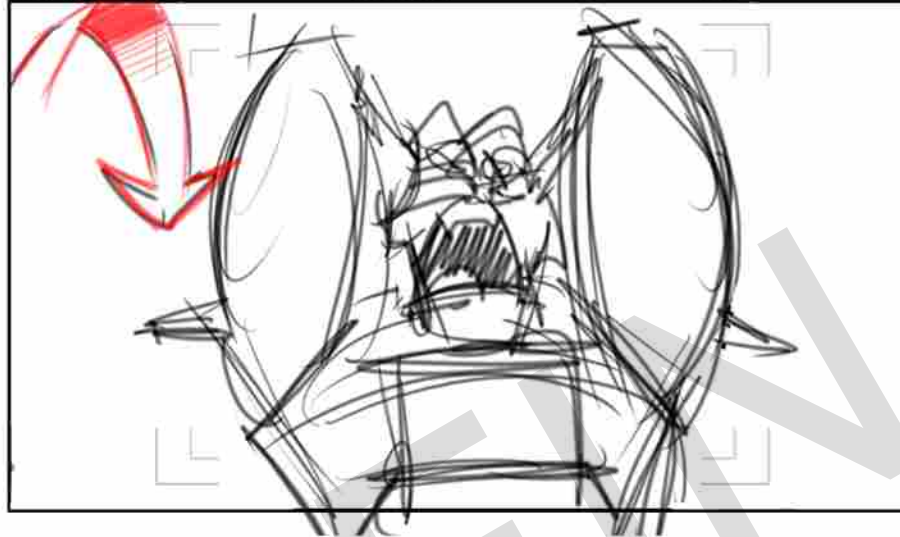
Action:	
Dial:	
Slug:	Trans:

Action:	
Dial:	
Slug:	Trans:

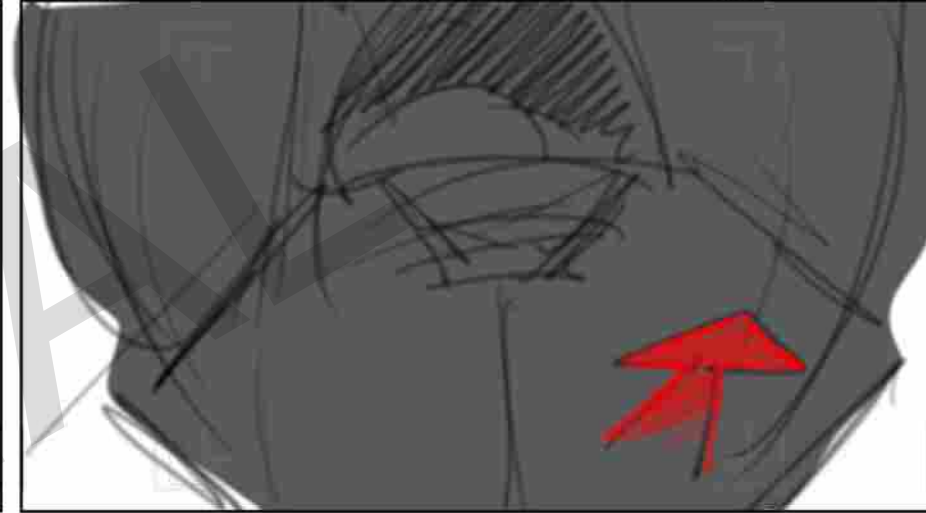
Scene: Panel: 7 BG:



Scene: Panel: 8 BG:



Scene: Panel: 9 BG:



Action:	
STOP BG PAN AND CHARACTER ROTATION.	
Dial:	
Slug:	Trans:

Action:	
BLACKHORN ANTICS BACK.....	
Dial:	
I39 BLACKHORN (O.S.) <BELLOW!>	
Slug:	Trans:

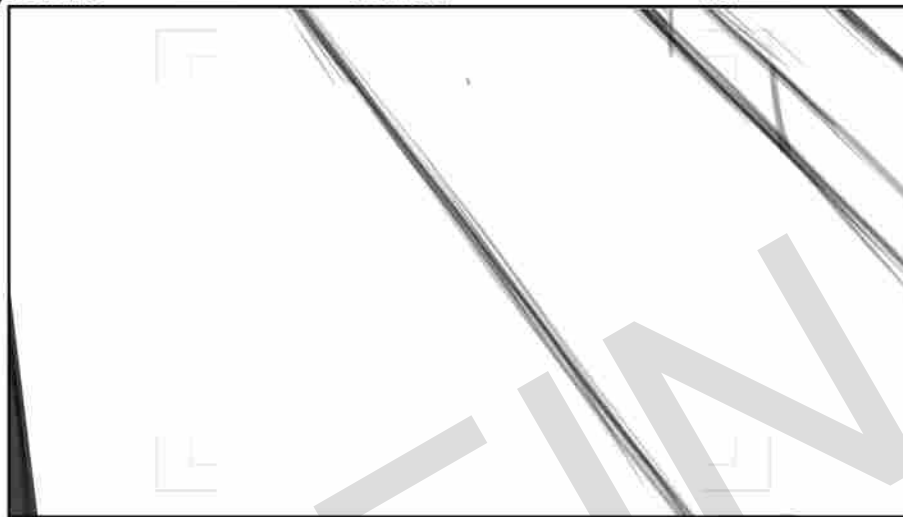
Action:	
....THEN HE RACES TOWARDS CAMERA....	
Dial:	
Slug:	Trans:

Scene: Panel: 10 BG:

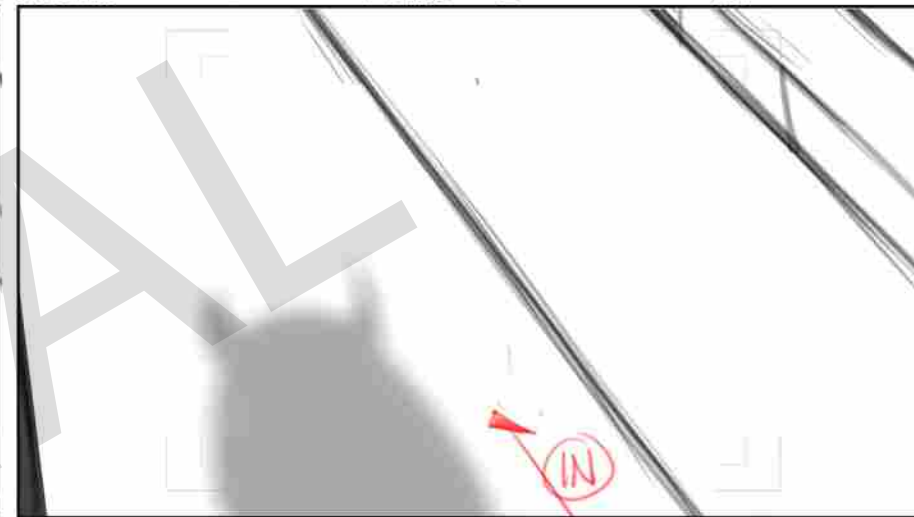


CUT

Scene: Panel: 1 BG:



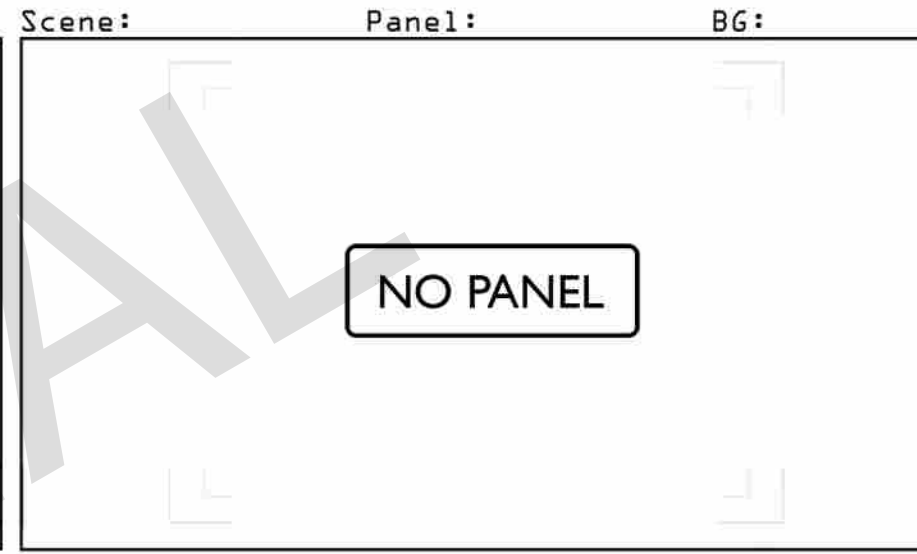
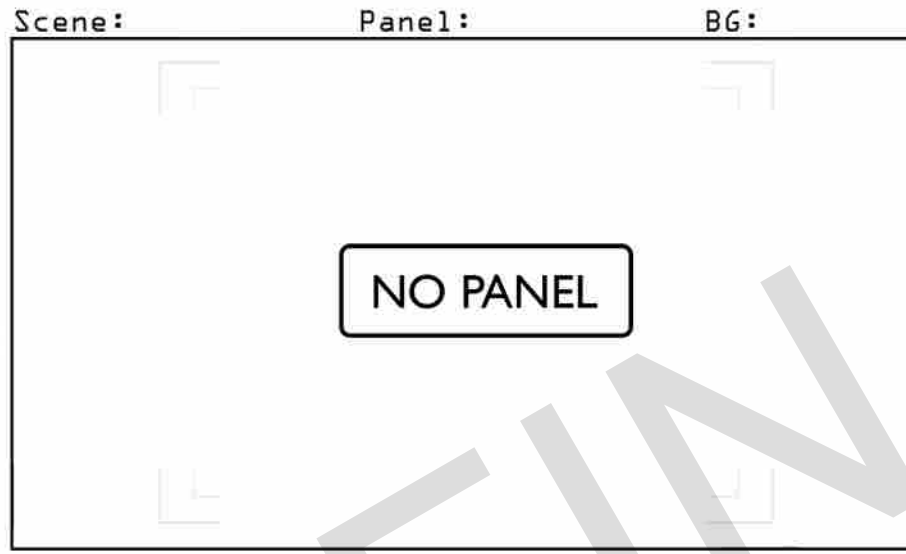
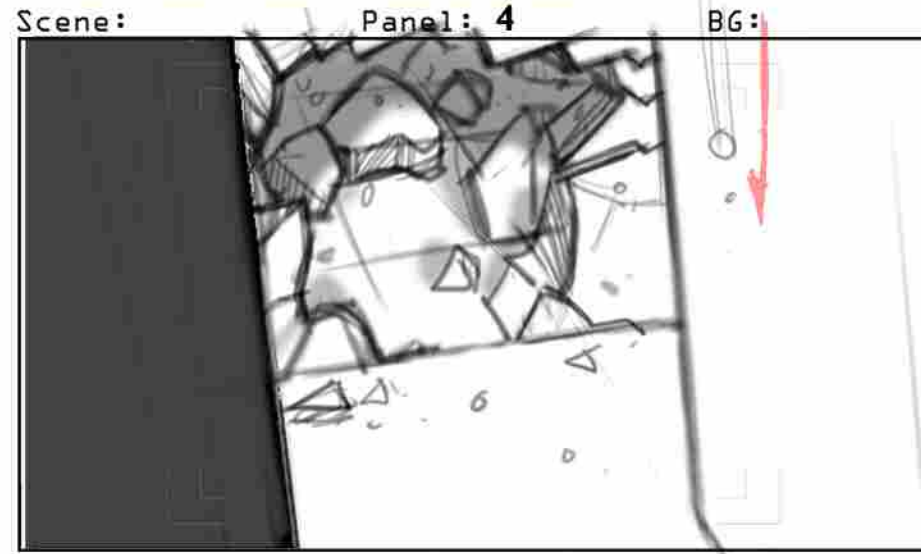
Scene: Panel: 2 BG:



Action:	
...FILLS SCREEN!	
Dial:	
Slug:	Trans:

Action:	
ANGLE ON GENERIC MUSEUM HALLWAY.	
Dial:	
139 BLACKHORN (O.S.) <BELLOW!>	
Slug:	Trans:

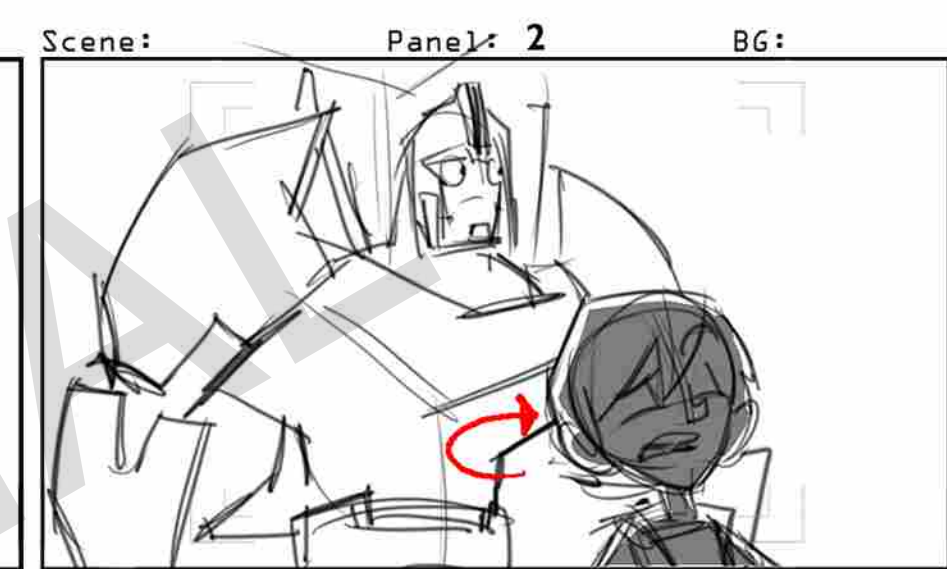
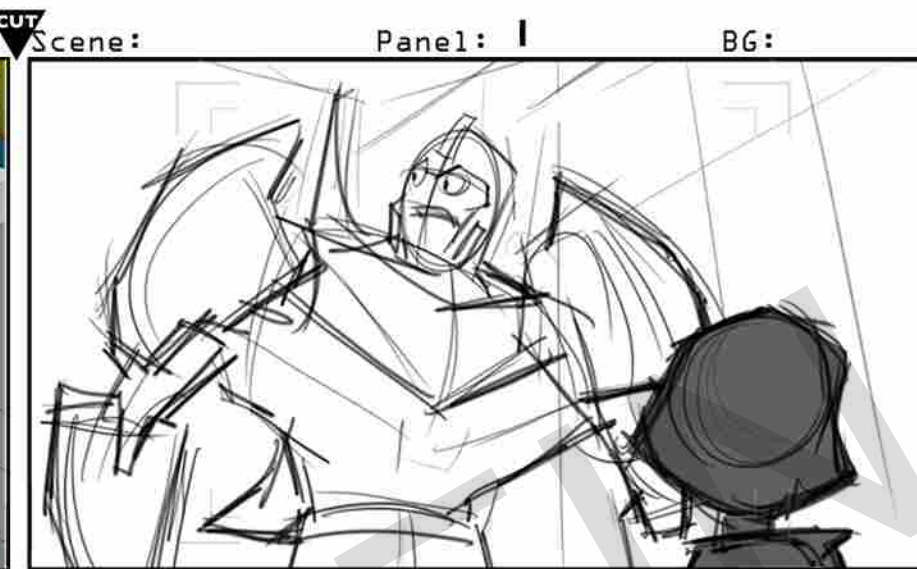
Action:	
BLACKHORNS' SHADOW IN.	
Dial:	
Slug:	Trans:



Action:	
...FILLS SCREEN!	
Dial:	
I40 BUMBLEBEE (O.S.; PRE-LAP) ANYONE SEEN THE REST OF THE TEAM?	
Slug:	Trans:

Action:	
Dial:	
Slug:	Trans:

Action:	
Dial:	
Slug:	Trans:



Action:

INT. MUSEUM ENTRANCE HALL - SIMULTANEOUS
WIDE - BEE, RUSSELL AND DENNY STAND IN
THE ENTRANCE HALL - BEE LOOKS AROUND, WORRIED.

Dial:

Slug:

Trans:

Action:

CLOSE ON BEE AND RUSSELL.-
BEE LOOKS AROUND, WORRIED.

Dial:

Slug:

Trans:

Action:

RUSSELL TURNS.

Dial: 141 RUSSELL
MAYBE THE TEAM'S STILL NOT INTO
YOUR WHOLE

Slug:

Trans:

Scene: Panel: **3** BG:



Scene: Panel: **4** BG:



Scene: Panel: **5** BG:



Action:	
Dial: 141 RUSSELL: (CONTD) ... "I'M GONNA LEAD MORE LIKE OPTIMUS" STRATEGY...	
Slug:	Trans:

Action: RUSSELL TURNS BACK TO A FLUMOXED BEE.	
Dial: 142 BUMBLEBEE: (MYSTIFIED) <STAMMER> I DON'T KNOW WHAT ELSE I CAN --	
Slug:	Trans:

SFX: (OS)(HEAVY CLIP-CLOPPING)

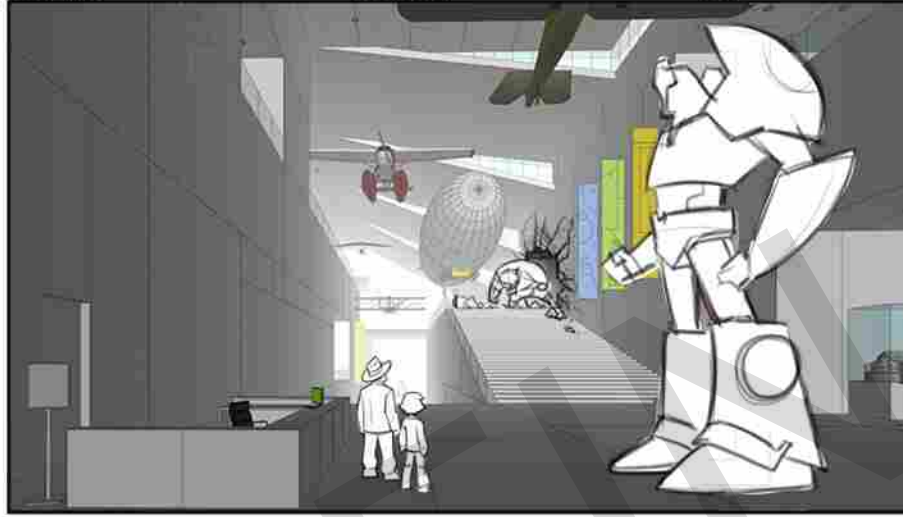
Action: SUDDENLY A <GALLOPING SOUND> APPROACHES, RUSSELL TURNS.	
Dial:	
Slug:	Trans:

Scene: Panel: **6** BG:



CUT

Scene: Panel: BG:



CUT

Scene: Panel: **1** BG:



Action:	
BEE TURNS.	
Dial:	
Slug:	Trans:

Action:	
REVERSE ON ENTRANCE BLACKHORN STANDS ON THE TOP OF THE MAIN STAIRCASE HE'S SMASHED THROUGH THE DOORWAY.	
Dial:	
Slug:	Trans:

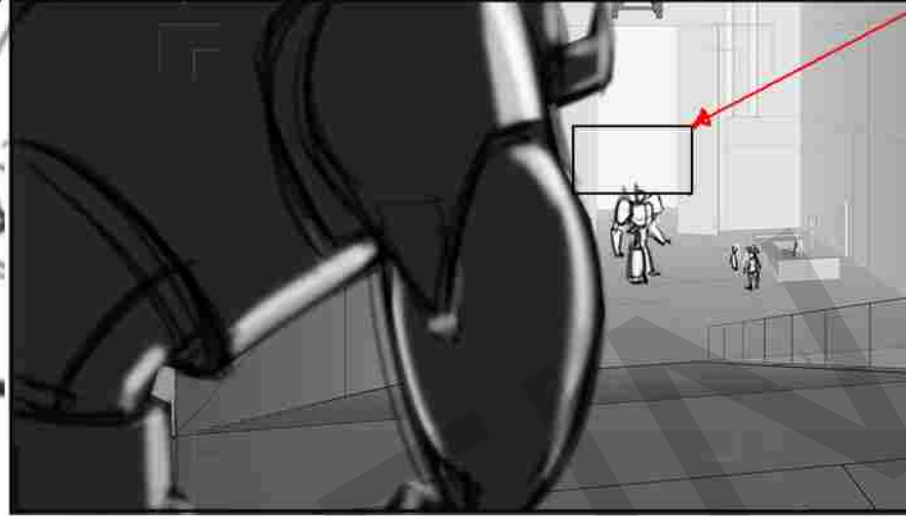
Action:	
CLOSE ON BLACKHORN...HE RUBS HIS EYES.	
Dial:	
Slug:	Trans:

Scene: Panel: 2 BG:



CUT

Scene: Panel: 1 BG:



Scene: Panel: 2 BG:



Action:	
HE LOOKS BACK UP.	
Dial:	
Slug:	Trans:

Action:	
OTS BLACKHORN, ANGLE ON THE ENTRANCEWAY. FAST TRUCK IN A - B. (SLIDE BEE OUT DURING TRUCK IN).	
Dial:	
Slug:	Trans:

Action:	
Dial:	
Slug:	Trans:

CUT

Scene:

Panel: 1

BG:



Scene:

Panel: 2

BG:



CUT

Scene:

Panel: 1

BG:



Action:

BACK ON BLACKHORN.

Dial:

Slug:

Trans:

Action:

I43 BLACKHORN
FINALLY...!

Dial:

Slug:

Trans:

Action:

ON BEE - LOOKING DETERMINED,
DRAWING HIS WEAPON.

Dial:

Slug:

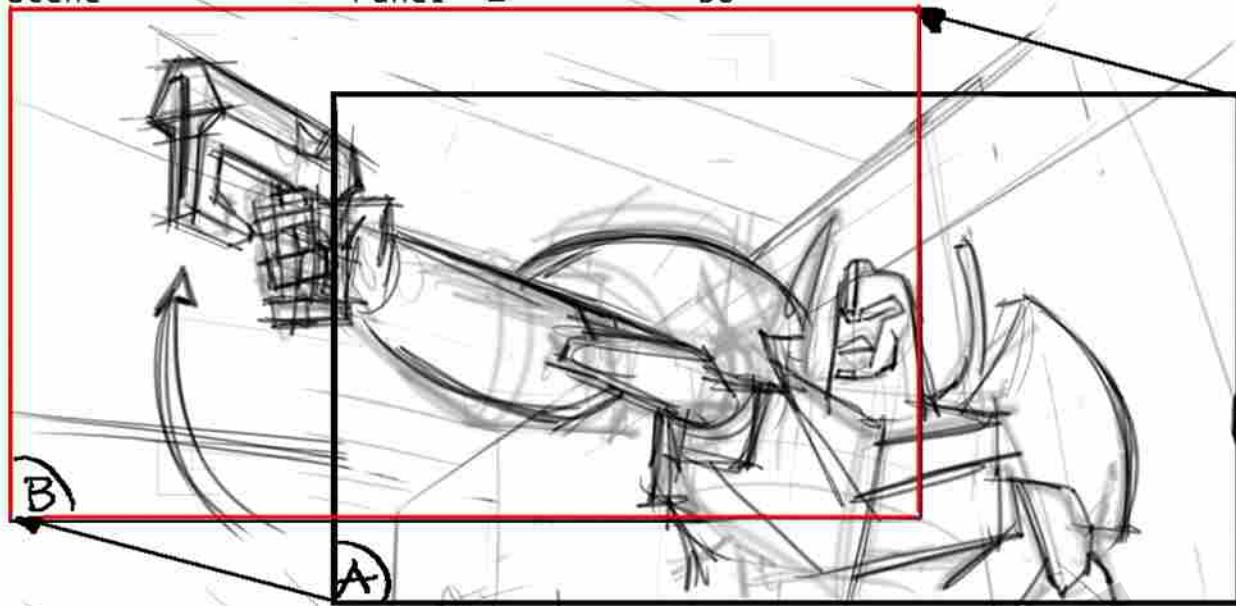
Trans:

I44 BUMBLEBEE
IT'S JUST ME, THEN...

Scene:

Panel: 2

BG:



Action:

PAN WITH ANIM A - B .

Dial:

145 BUMBLEBEE (CONT'D)
[ALT: END OF THE LINE, DECEPTICON.]

Slug:

Trans:

Action:

Dial:

Slug:

Trans:

CUT

Scene:

Panel: 1

BG:



Action:

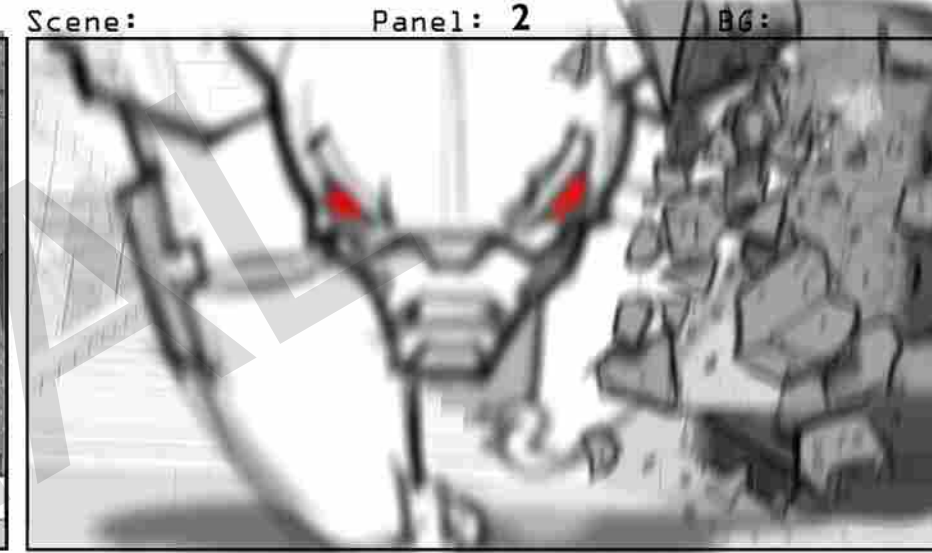
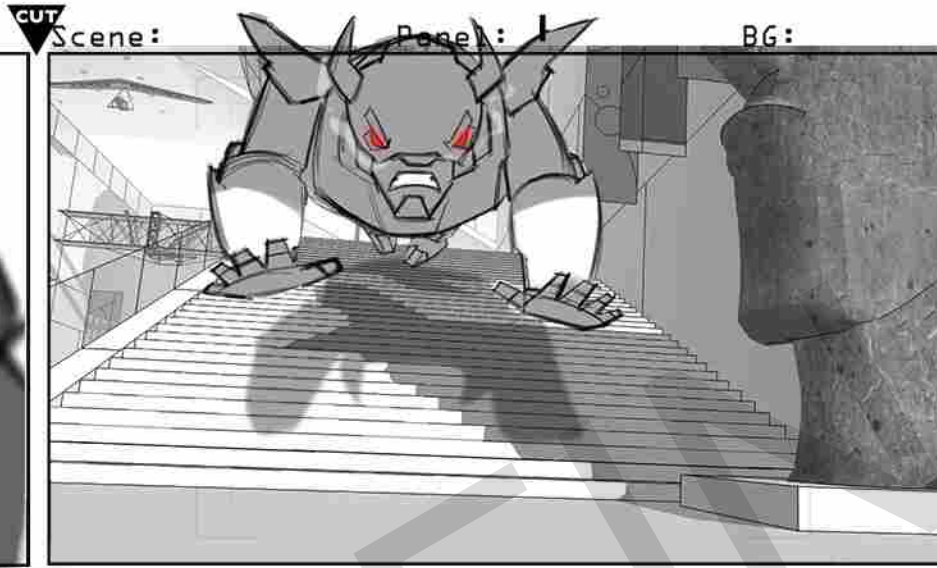
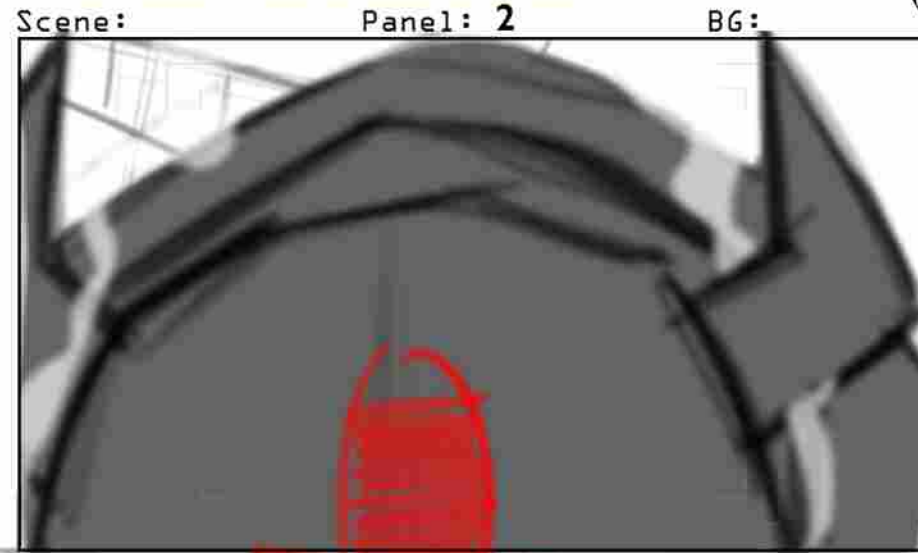
CLOSE ON BLACKHORN,EYES A-GLOWING,
NOSTRILS A-STEAMING!

Dial:

146 BLACKHORN
<BELLOW!>

Slug:

Trans:



HU

Action:	
BLACKHORN CHARGES FORWARD, FILLING SCREEN.	
Dial:	
I46D BLACKHORN * <EFFORTS>	
Slug:	Trans:

Action:	
WIDE ON STAIRCASE AS BLACKHORN CHARGES TO CAMERA.	
Dial:	
I46D BLACKHORN * <EFFORTS>	
Slug:	Trans:

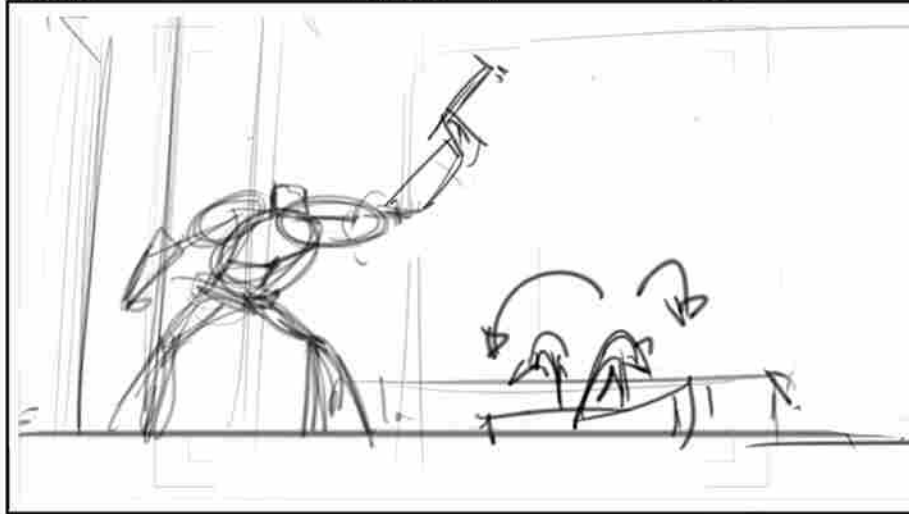
Action:	
EFX:(DUST, GLOW) (CAMERA SHAKE) BLACKHORN SMASHES INTO THE EASTER ISLAND HEAD	
Dial:	
Slug:	
Trans:	

CUT

Scene:

Panel: 1

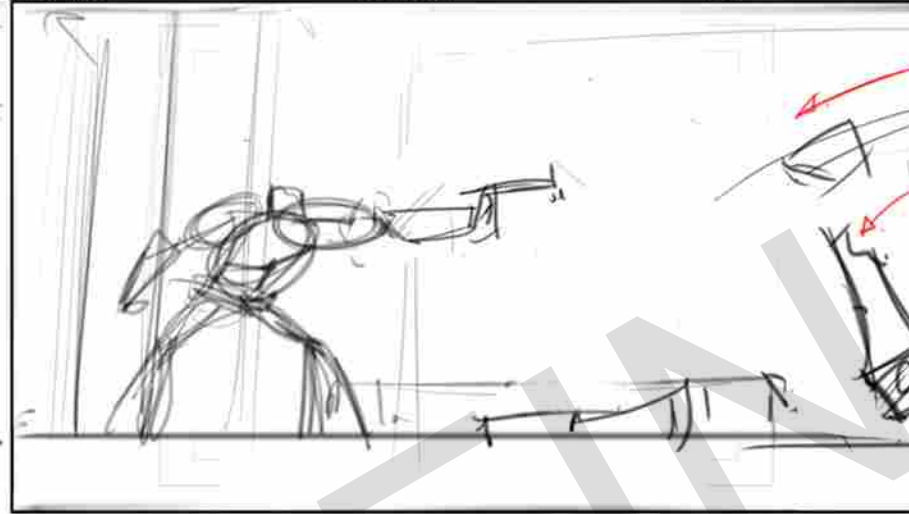
BG:



Scene:

Panel: 2

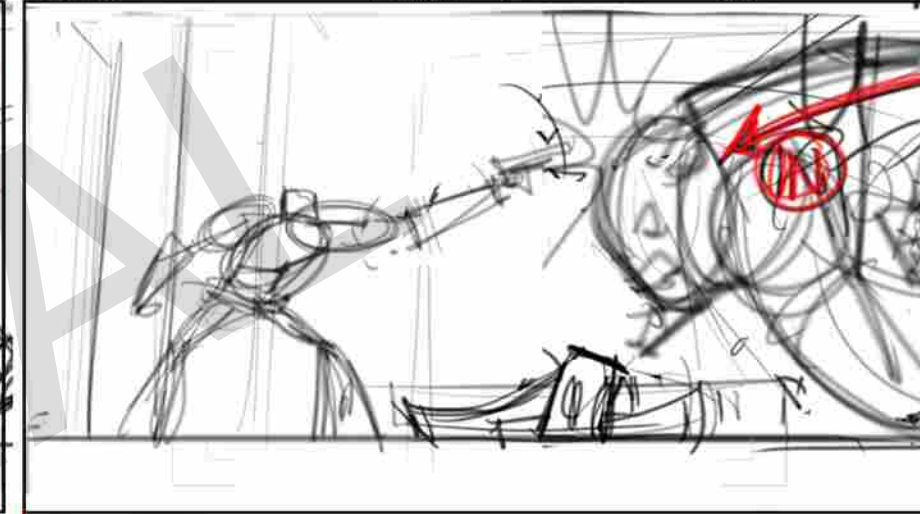
BG:



Scene:

Panel: 3

BG:



EFX: (WEAPONS BLAST)

Action:

ANGLE ON BUMBLEBEE FIRING HIS WEAPON.
DENT AND RUSSELL LEAP BEHIND THE VISITORS
DESK.

Dial:

I46A RUSSELL *
<DIVE EFFORT>

Slug:

Trans:

Action:

DEBRIS FLIES INTO SCENE.

Dial:

Slug:

Trans:

EFX:(DUST, GLOW)

Action:

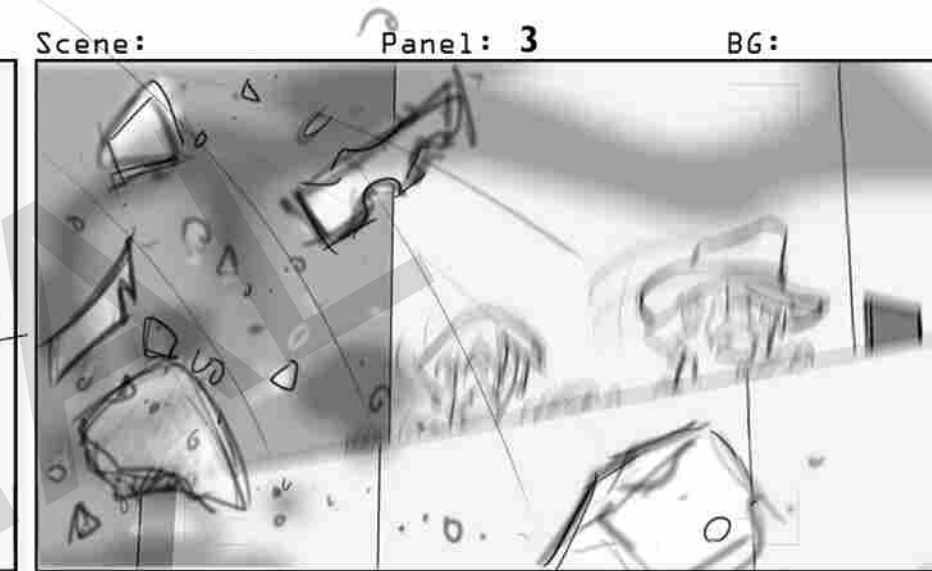
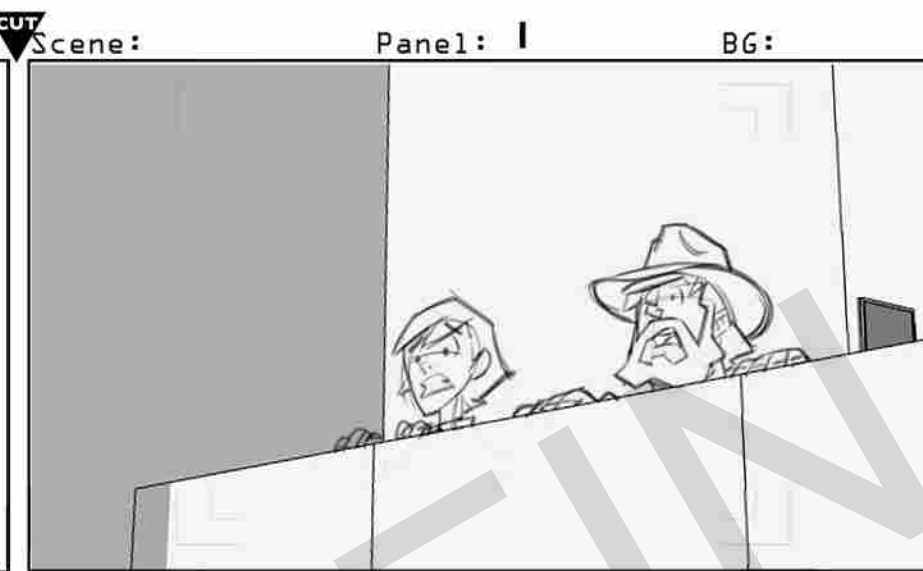
(CAMERA SHAKE)

BLACKHORN IN..

Dial:

Slug:

Trans:



SFX: (CRASH)

EFX: (DUST,)

Action:	
CLOSE ON BUMBLEBEE....HE REACTS...	
Dial:	
Slug:	Trans:

Action:	
ANGLE ON DENNY AND RUSSELL HIDING OUT BEHIND THE RECEPTION DESK.	
Dial:	
Slug:	Trans:

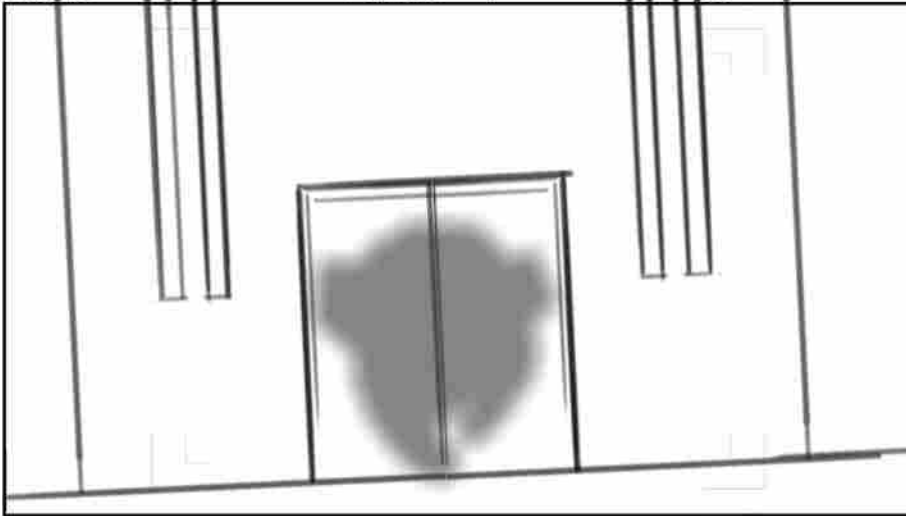
Action:	
(CAMERA SHAKE)	
Dial:	
Slug:	Trans:

CUT

Scene:

Panel: 1

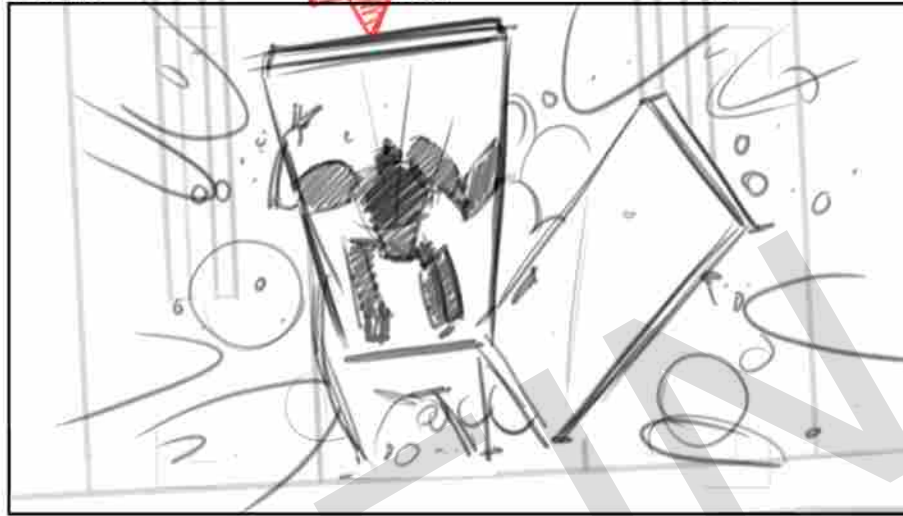
BG:



Scene:

Panel: 2

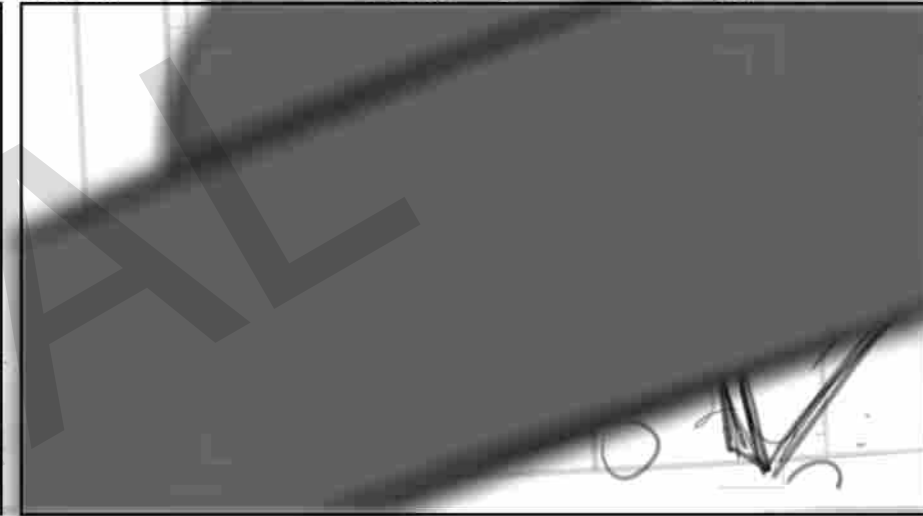
BG:



Scene:

Panel: 3

BG:



SFX: (CRASH)
EFX: (DUST, SMOKE,)

Action:

EXT. MUSEUM - CONTINUOUS

Dial:

Slug:

Trans:

Action:

THE ENTRANCE WAY EXPLODES,
SENDING THE DOORS FLYING TO CAMERA.

Dial:

Slug:

Trans:

Action:

THE DOOR FILLS SCREEN.

Dial:

Slug:

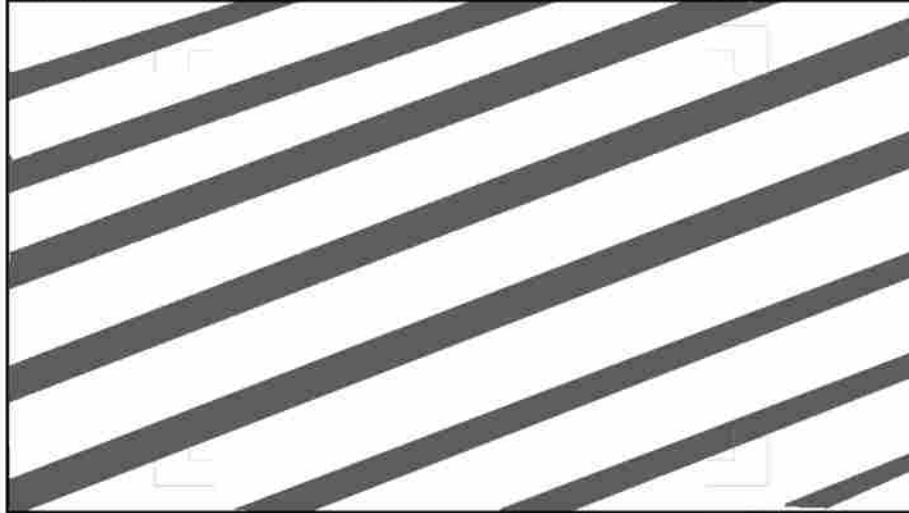
Trans:

CUT

Scene:

Panel: 1

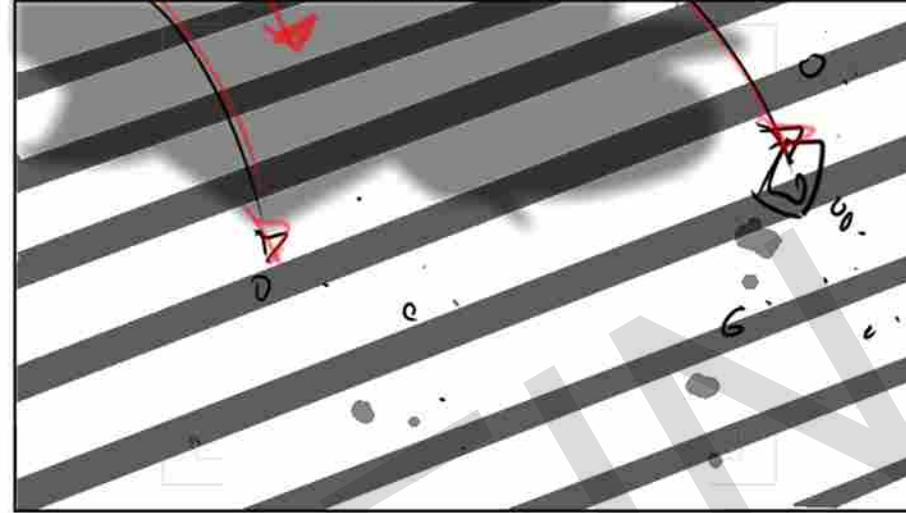
BG:



Scene:

Panel: 2

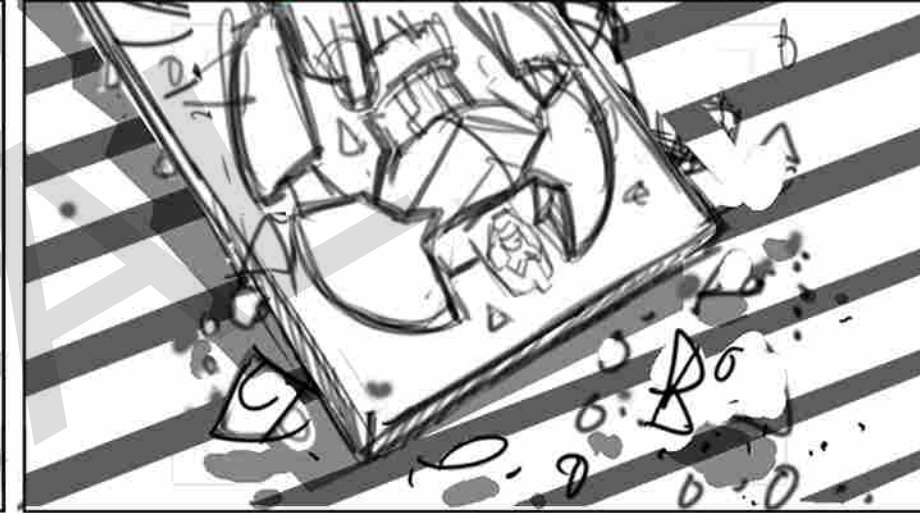
BG:



Scene:

Panel: 3

BG:



SFX: (CRASH)
EFX: (DUST, SMOKE,)

Action:

EXT. MUSEUM - CONTINUOUS
ANGLE ON THE STEPS.

Dial:

Slug:

Trans:

Action:

DEBRIS FLIES IN, FOLLOWED BY THE
DOORS SHADOW.

Dial:

Slug:

Trans:

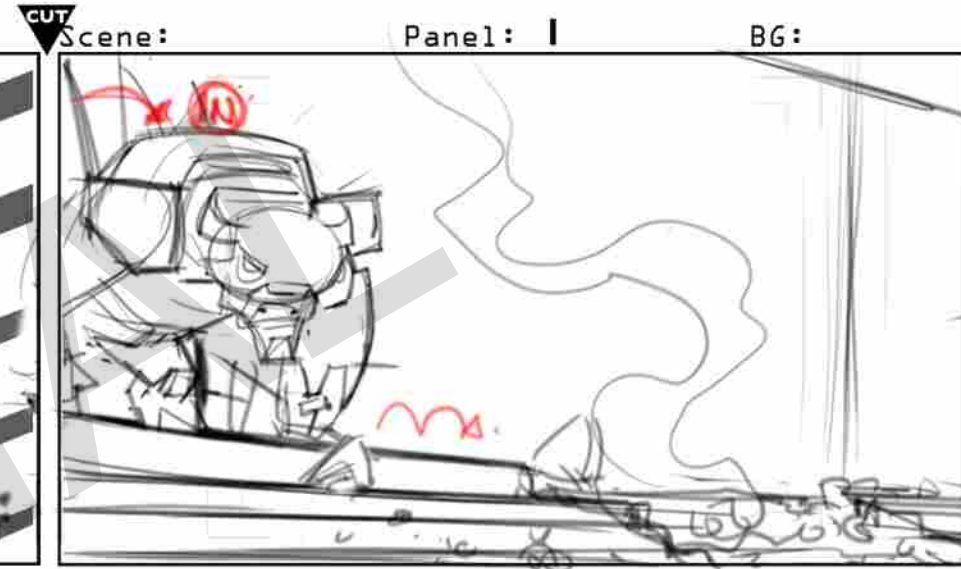
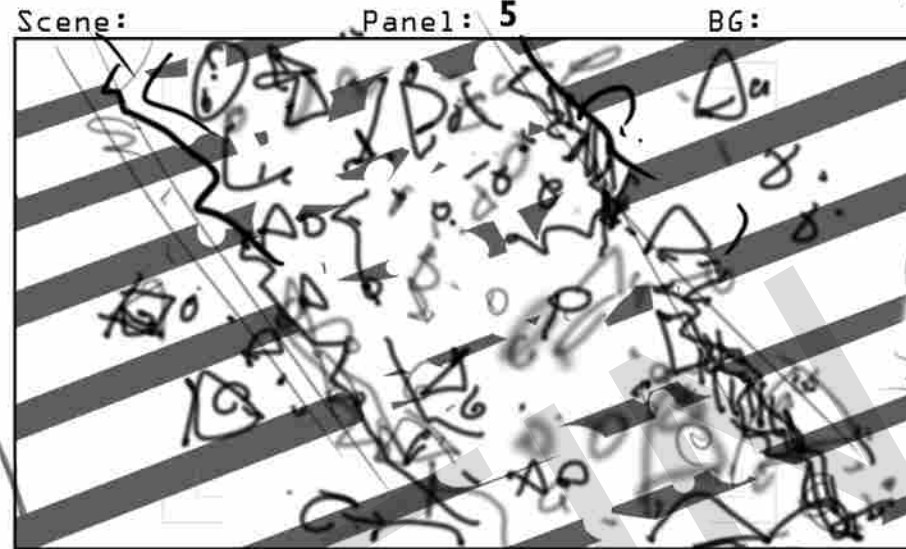
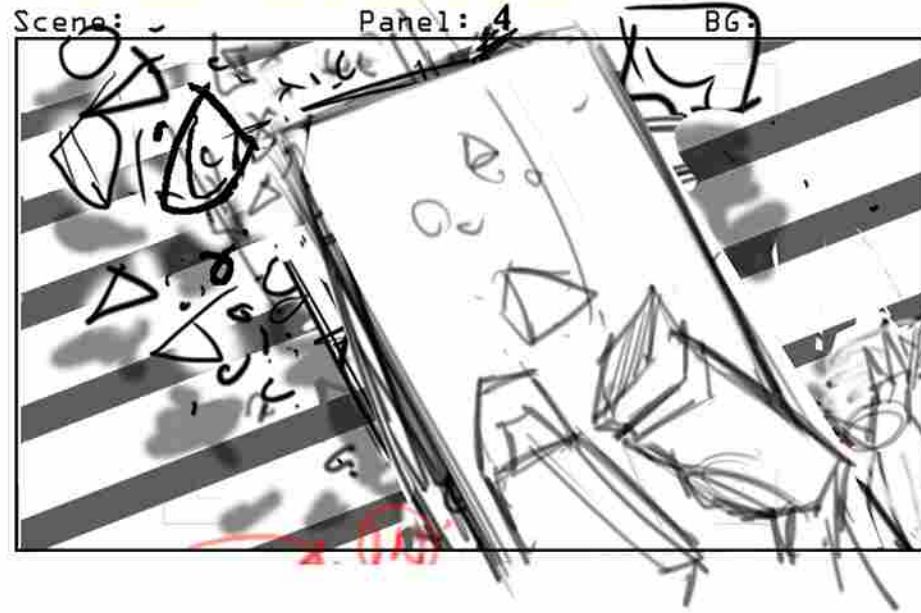
Action:

THE DOOR WITH BUMBLEBEE LAID OUT
ON IT CAREENS DOWN THE STEPS.

Dial:

Slug:

Trans:



EFX: (DUST, SMOKE,)

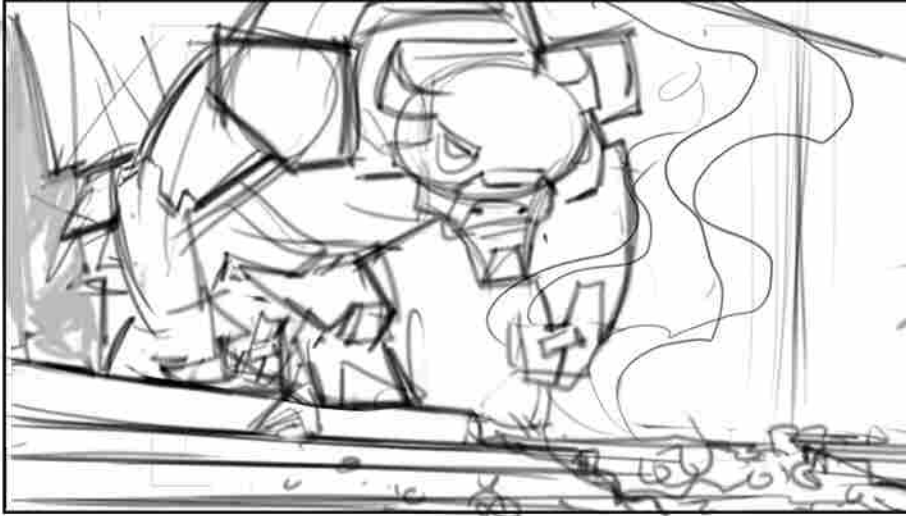
Action:	
...AND THROUGH SCENE.	
Dial:	
Slug:	Trans:

Action:	
Dial:	
Slug:	Trans:

EFX: (DUST, SMOKE)

Action:	
ANGLE ON TOP OF THE STEPS. BLACKHORN STEPS FORWARD INTO SCENE.	
Dial:	
Slug:	Trans:

Scene: Panel: 2 BG:

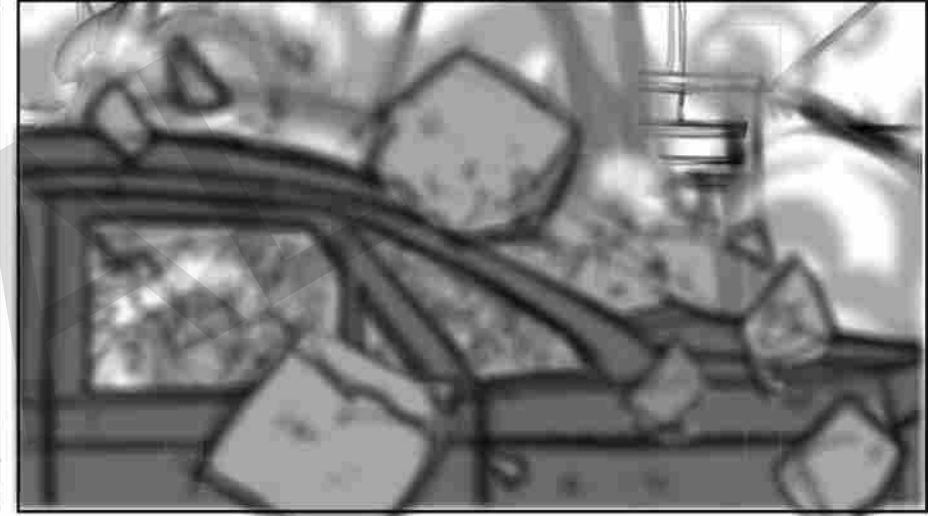


CUT

Scene: Panel: 1 BG:



Scene: Panel: 2 BG:



EFX: (DUST, SMOKE,)

Action:	
..HE STOPS AT THE TOP OF THE STAIRS	
Dial:	
Slug:	Trans:

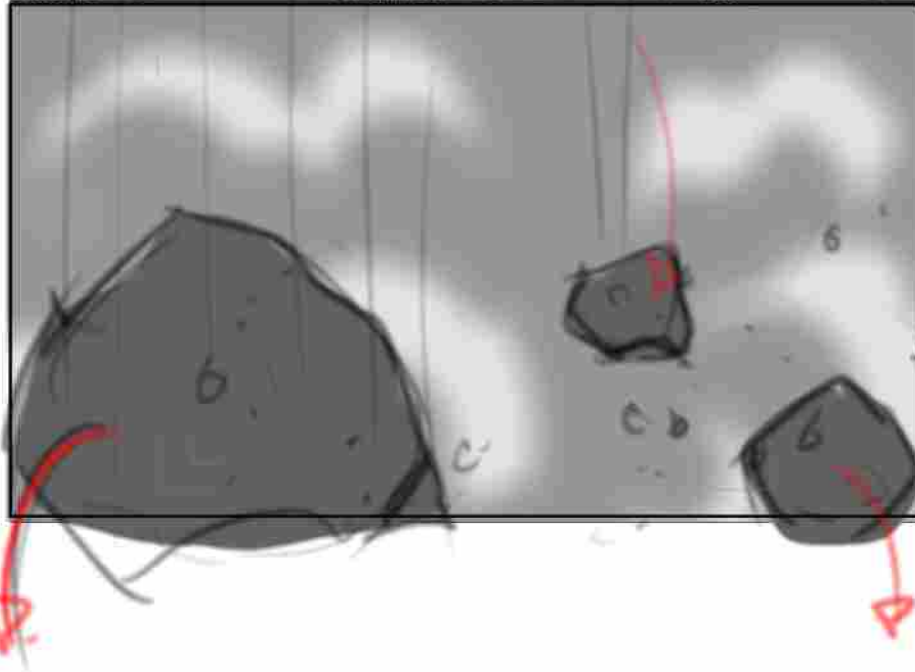
EFX: (DUST, DEBRIS)

Action:	
ANGLE ON THE BOTTOM OF THE STAIRS... A PATRON RACES OUT OF THE WAY. DEBRIS BOUNCES TOWARDS A CARD. BLACKHORN STANDS AT THE TOP OF THE STAIRS.	
Dial:	
Slug:	Trans:

EFX: (DUST, DEBRIS)

Action:	
THE CAR SLAMS FORWARD. DEBRIS AND DUST FILLS SCREEN.	
Dial:	
Slug:	Trans:

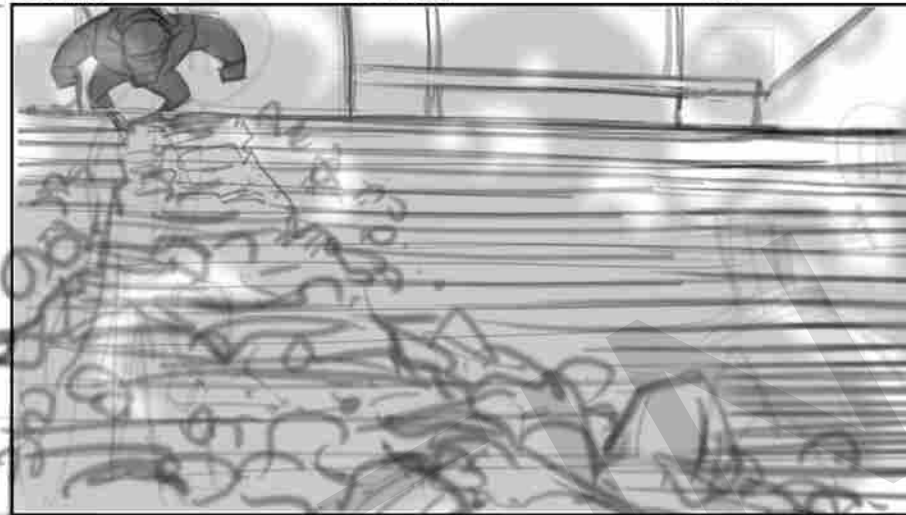
Scene: Panel: 3 BG:



EFX: (DUST, DEBRIS)

Action:	
Dial:	
Slug:	Trans:

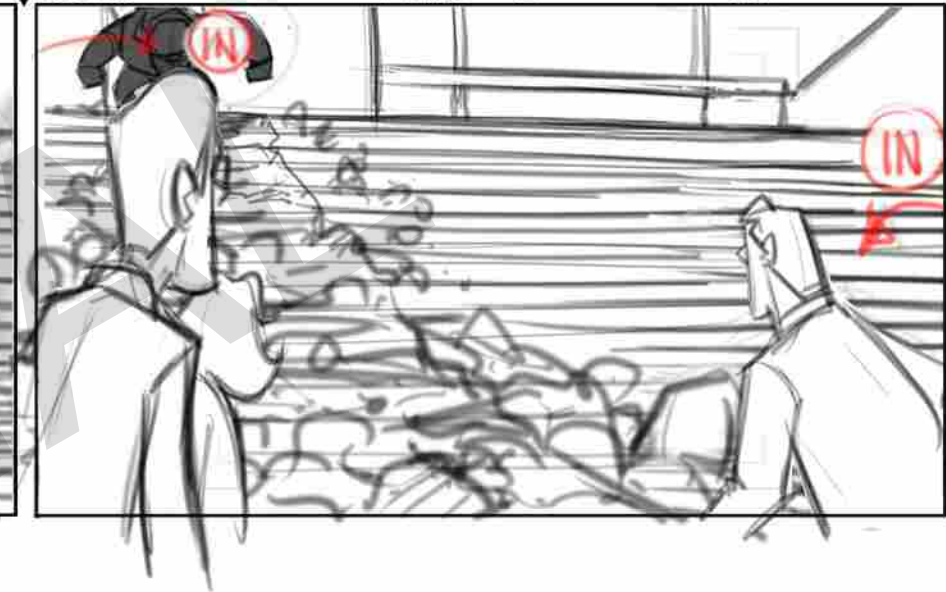
Scene: Panel: 4 BG:



EFX: (DUST,)

Action: THE DUST CLEARS.,	
Dial:	
Slug:	Trans:

CUT Scene: Panel: 2 BG:



EFX: (DUST, DEBRIS)

Action: AS THE DUST CLEARS PEOPLE STEP INTO SCENE.	
Dial:	
Slug:	Trans:

Scene: Panel: **3** BG:



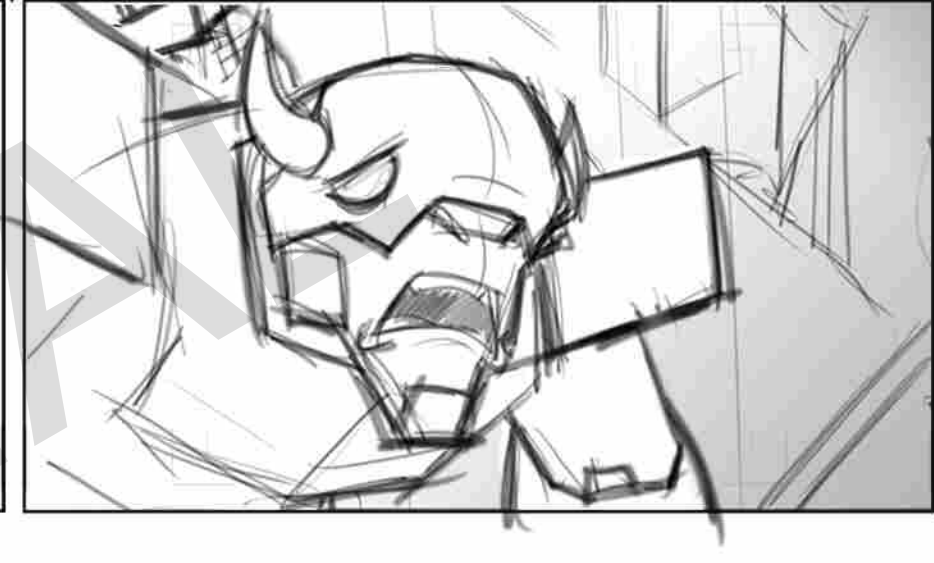
CUT

Scene: Panel: **1** BG:



CUT

Scene: Panel: **1** BG:



EFX: (DUST, DEBRIS)

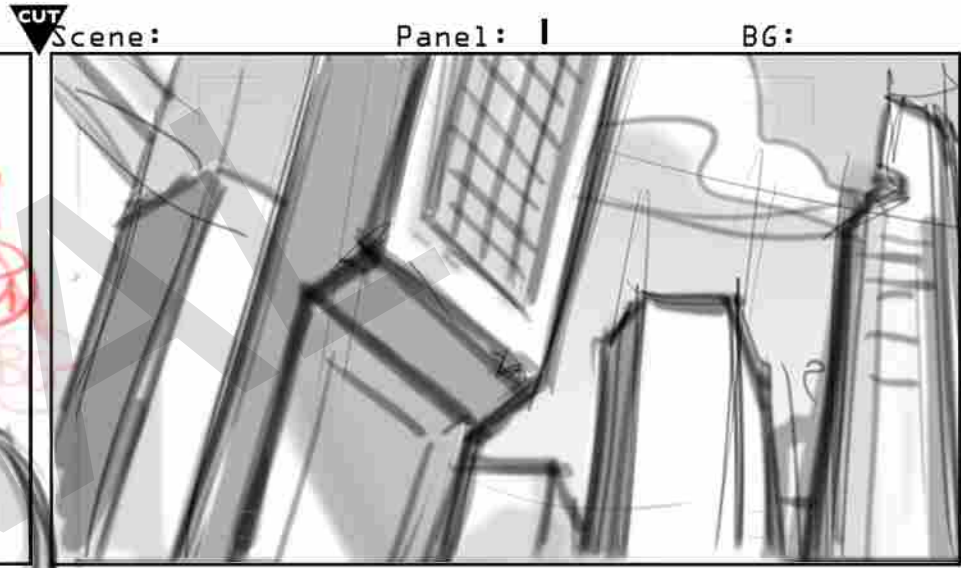
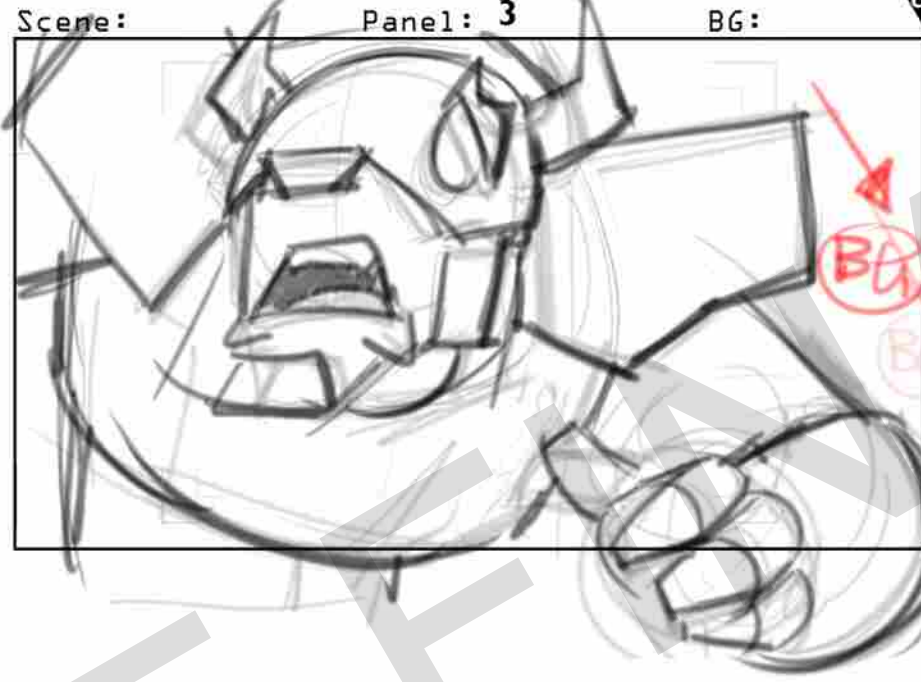
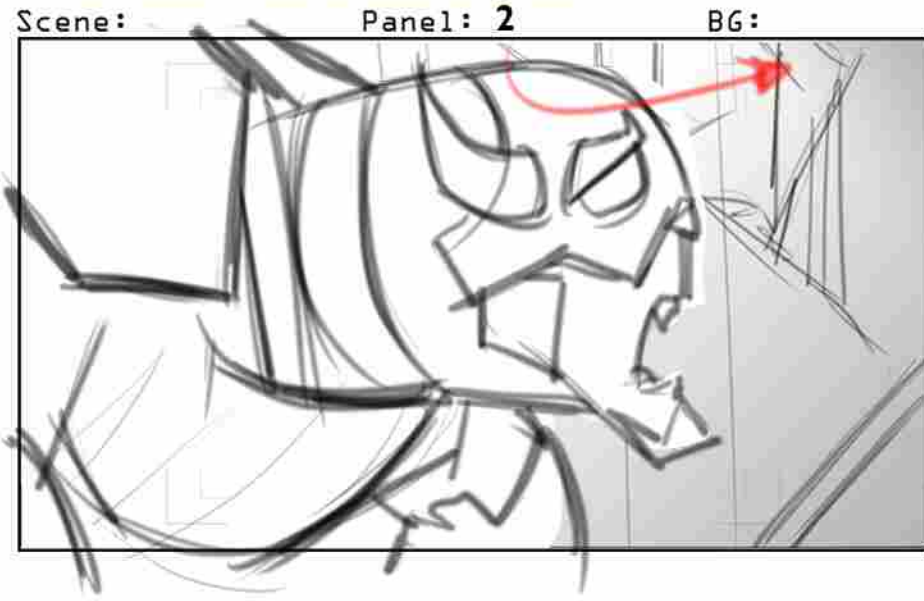
Action:	
..THEY TURN.	
Dial:	
Slug:	Trans:

EFX: (SMOKE, DUST)

Action:	
ANGLE ON BUMBLEBEE LAID OUT IN THE MIDDLE OF THE ROAD.	
Dial:	
Slug:	Trans:

EFX: (DUST, DEBRIS)

Action:	
CLOSE ON A DISMAYED BLACKHORN.	
Dial:	
Slug:	Trans:



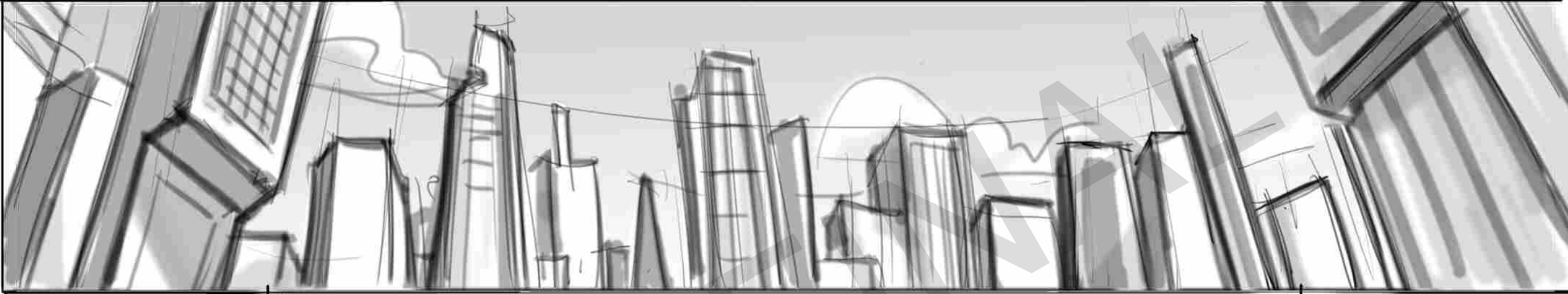
Action:	
HE LOOKS AROUND...	
Dial:	
Slug:	Trans:

Action:	
SHIFT BG AS HE LOOKS UPWARDS.	
Dial:	
Slug:	Trans:

Action:	
BLACKHORNS POV OF THE CITYSCAPE.	
Dial:	
Slug:	Trans:

Scene:

Panel: **2**



START

PAN

START/STOP

Action:

BLACKHORNS POV OF THE CITYSCAPE.

Dial:

Slug:

Trans:

Action:

BG GOES IN AND OUT OF FOCUS.

Dial:

Slug:

Trans:

Action:

Dial:

Slug:

Trans:



Scene:

Panel: 1

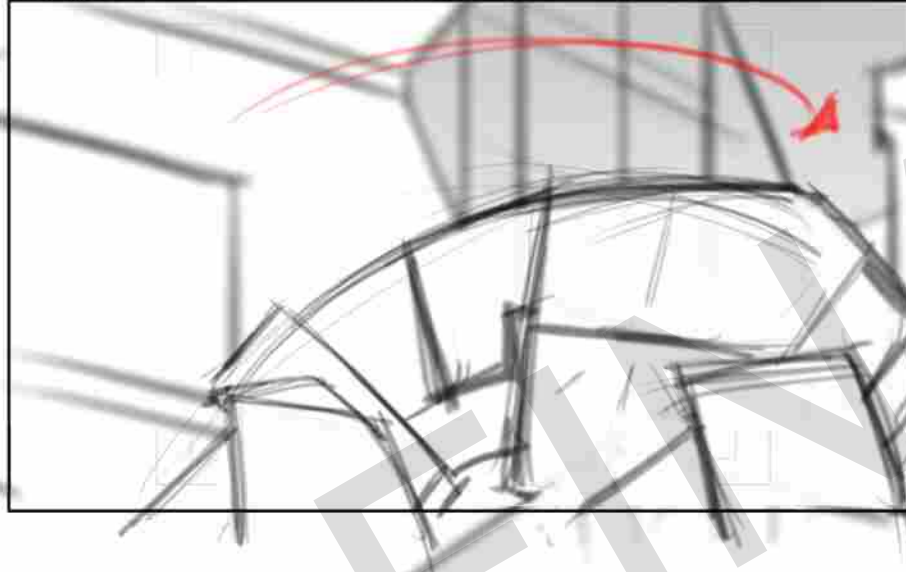
BG:



Scene:

Panel: 2

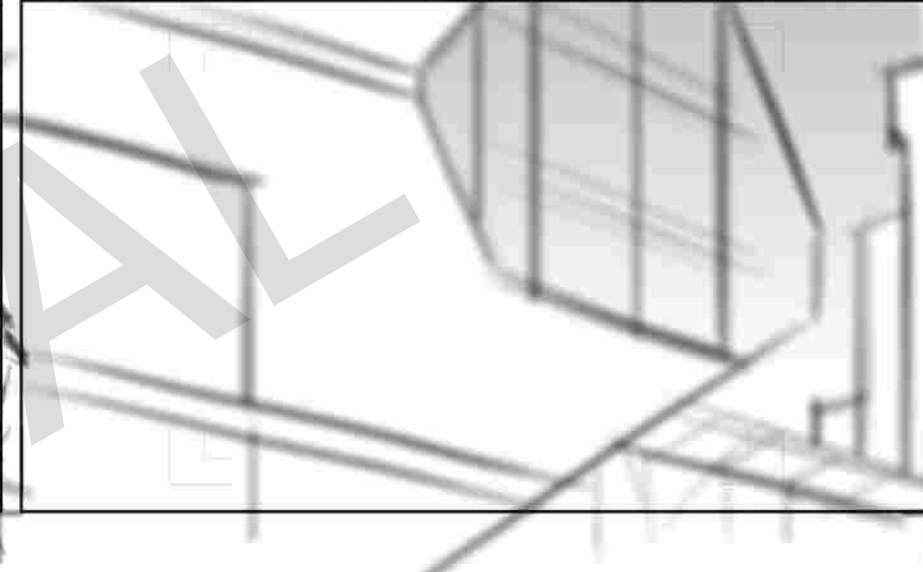
BG:



Scene:

Panel: 3

BG:



Action:

WIDE ON BLACKHORN.

Dial:

Slug:

Trans:

Action:

BLACKHORN LEAPS OS...

Dial:

Slug:

Trans:

Action:

SFX:(OS) (TRANSFORMATION)

Dial:

Slug:

Trans:

CUT

Scene:

Panel: 1

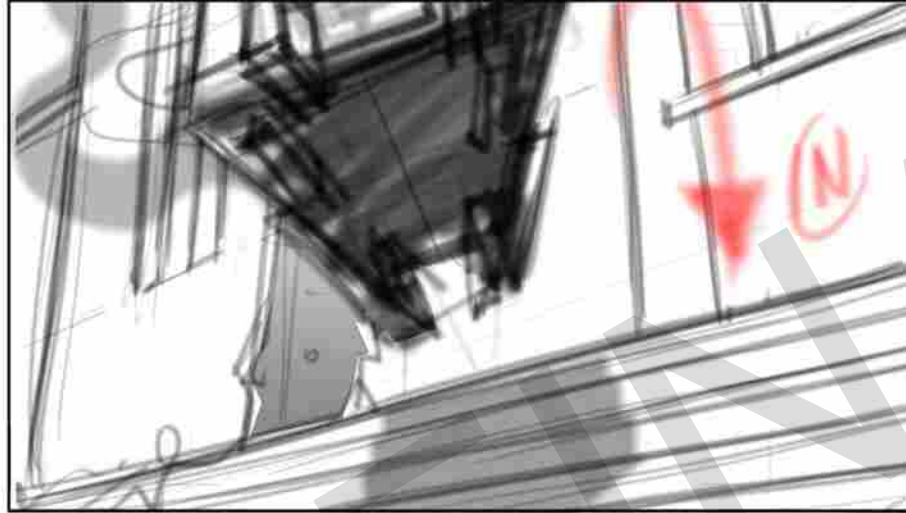
BG:



Scene:

Panel: 2

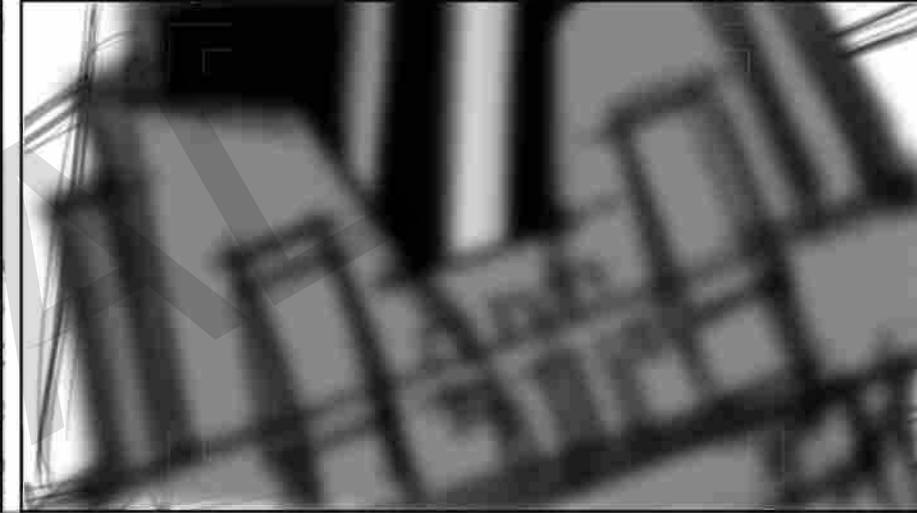
BG:



Scene:

Panel: 3

BG:



EFX: (SHADOW, SMOKE)

Action:

ANOTHER ANGLE ON THE MUSEUM.

Dial:

Slug:

Trans:

EFX: (SHADOW)

Action:

BLACKHORN AS A VEHICLE DROPS INTO SCENE.

Dial:

Slug:

Trans:

Action:

BLACKHORN TO SCREEN.

Dial:

Slug:

Trans:

Scene: Panel: 4 BG:



CUT

Scene: Panel: 1 BG:



Scene: Panel: 2 BG:



EFX: (SHADOW, SMOKE)

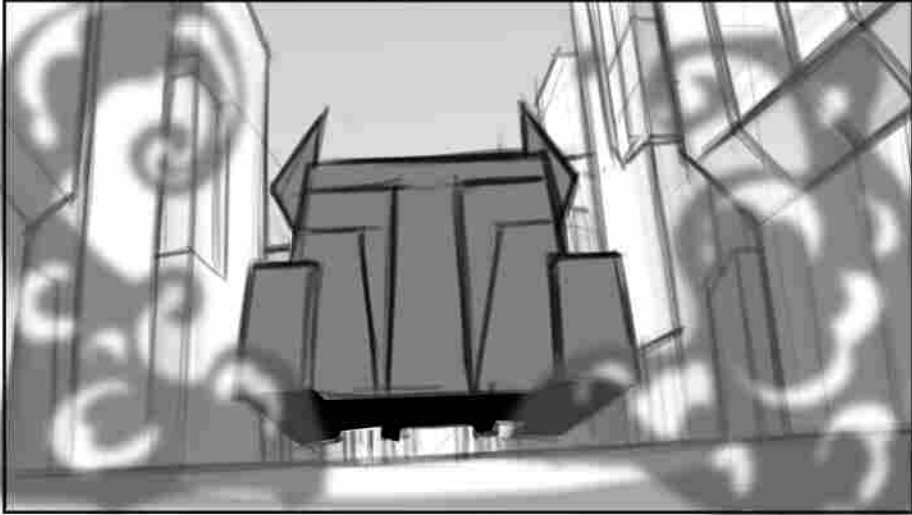
Action:	
...FILLING SCREEN.	
Dial:	
Slug:	Trans:

EFX: (SHADOW)

Action:	
ANGLE ON STREET.	
Dial:	
Slug:	Trans:

Action:	
BLACKHORN VEHICLE RACE IN OVER CAMERA.. A PEDESTRIAN LEAPS OUT OF THE WAY.	
Dial:	
Slug:	Trans:

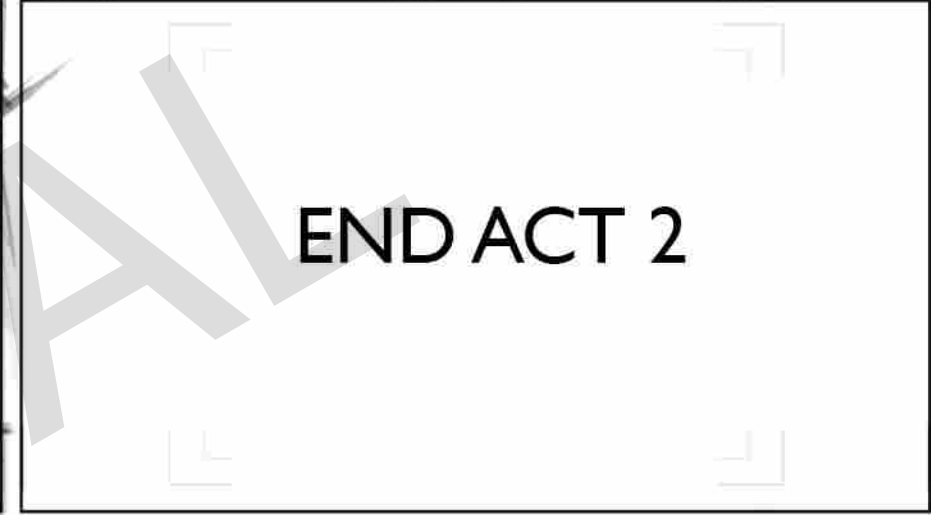
Scene: Panel: 3 BG:



Scene: Panel: 4 BG:



Scene: Panel: 2 BG:



EFX: (SHADOW, SMOKE)

Action:	
..AND RACES DOWN THE STREET.	
Dial:	
Slug:	Trans:

EFX: (SHADOW)

Action:	
ANGLE ON STREET.	
Dial:	
Slug:	Trans:

Action:	
Dial:	
Slug:	Trans: