

# CANUCKS HEROES RETURN

Scene 1

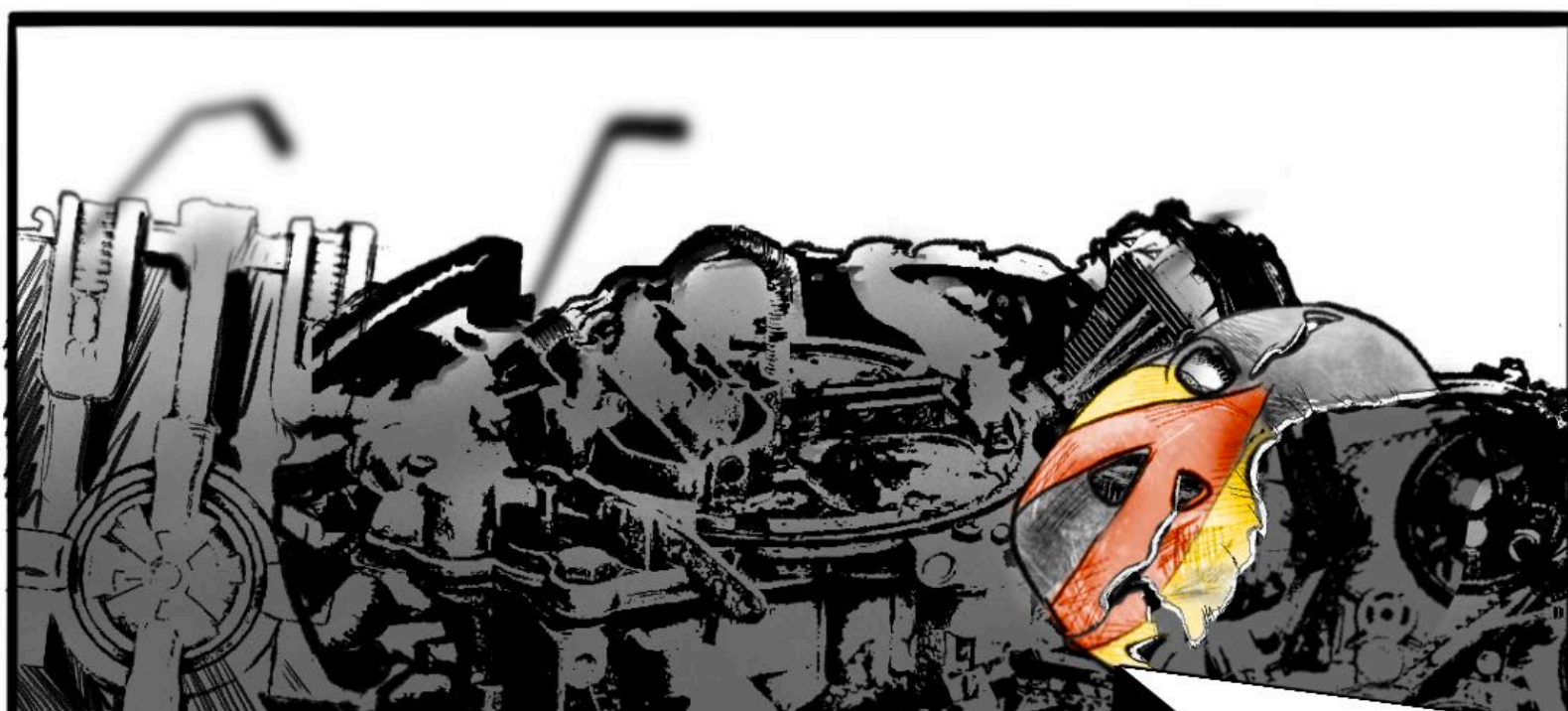
Shot \_\_\_\_\_



EXT. VANCOUVER - POST-APOCOLYPTIC - ESTABLISHING - DUSK 1  
ESTABLISHING - The City of Vancouver. It's burnt out. Bombed-out. A wasteland of what it once was.

Scene 2

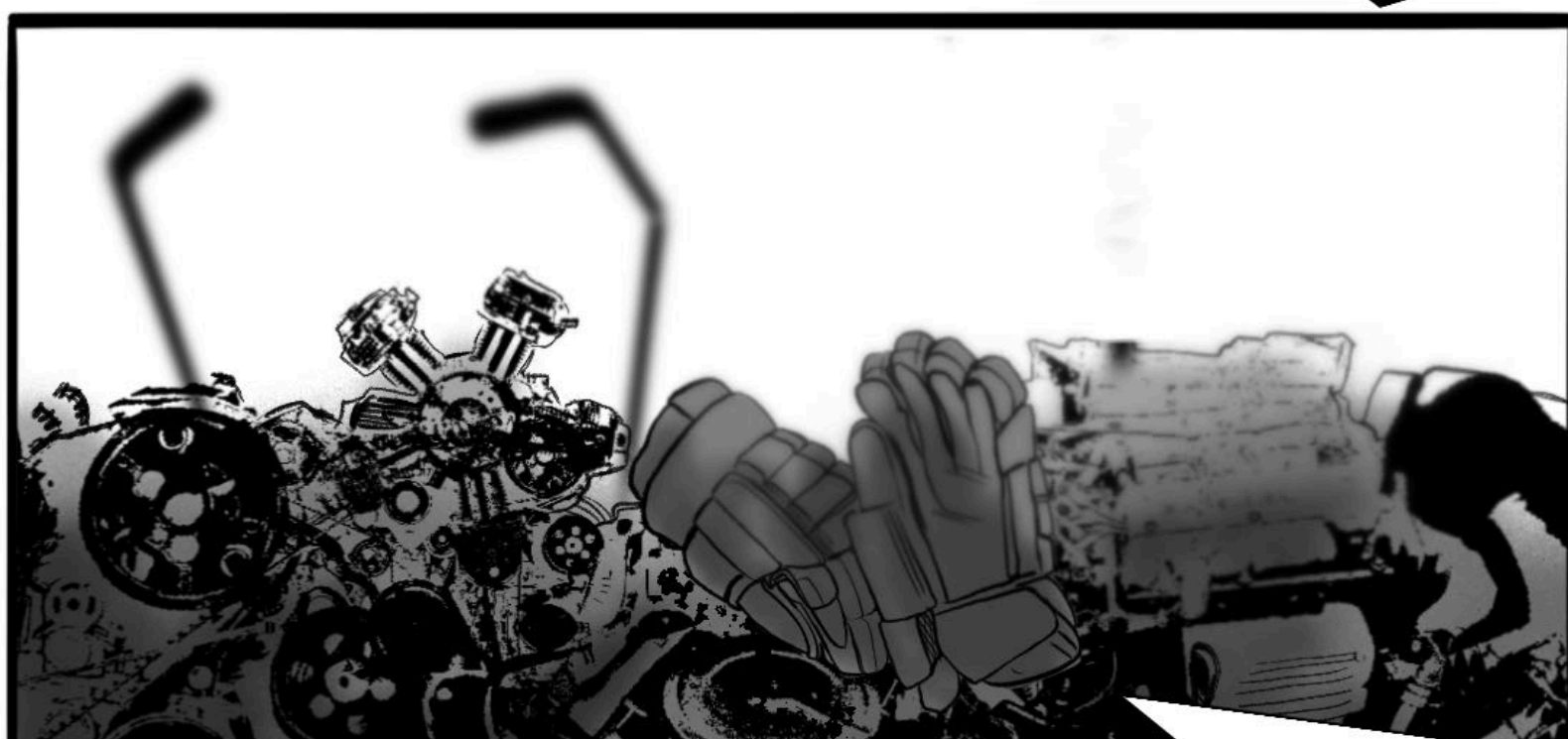
Shot 1



EXT. VANCOUVER - UNDERNEATH VIADUCT - DUSK 2  
The CAMERA TRACKS along rubble as we see Canuck ARTIFACTS:  
A HALF BROKEN GOALIE MASK, PART OF A HOCKEY GLOVE STICKING OUT THROUGH THE RUBBLE, a broken hockey stick with a player tag on it, a cracked puck...

Scene \_\_\_\_\_

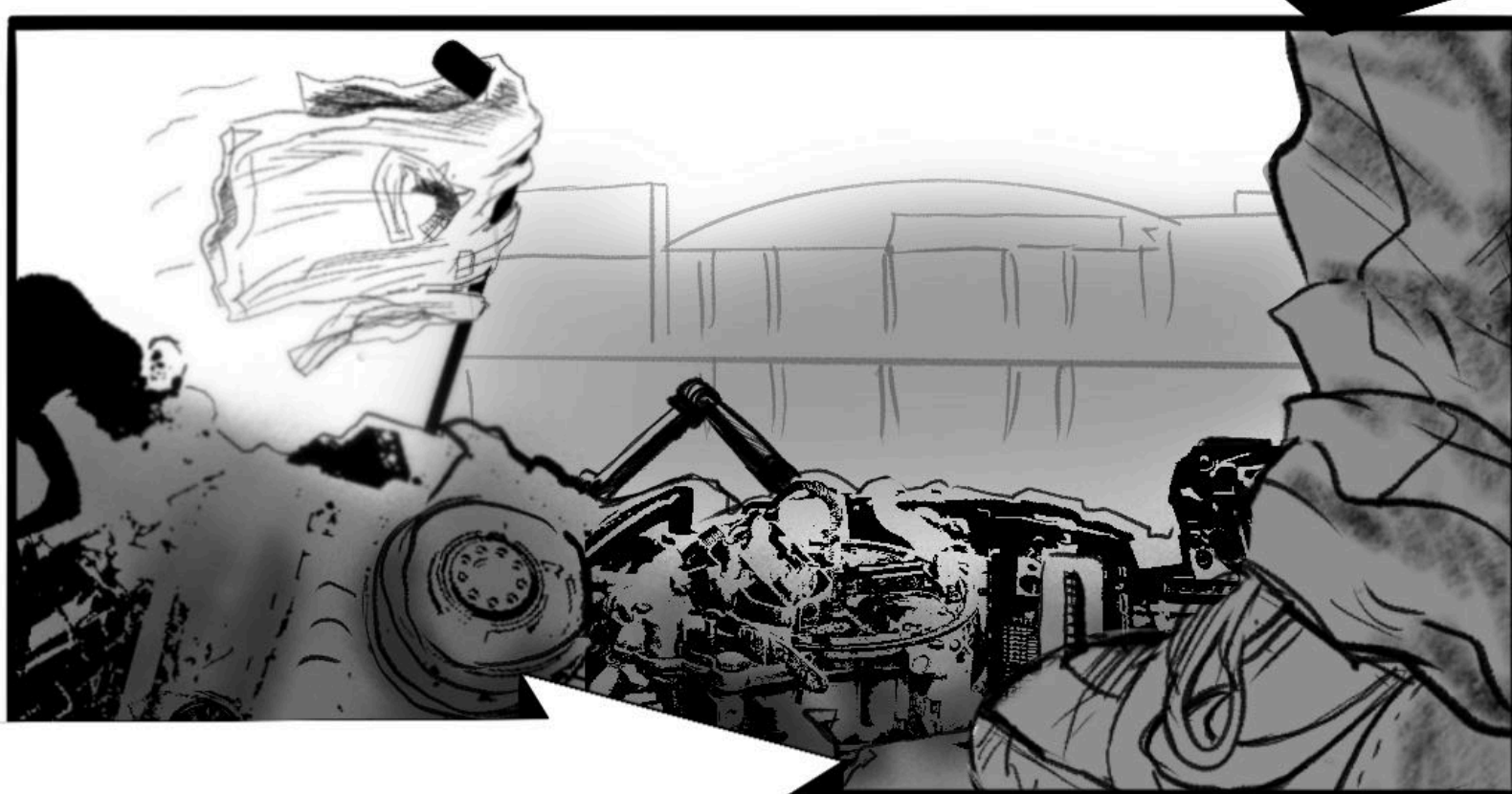
Shot \_\_\_\_\_



Possibly a ripped up Canuck flag to reference the Superman flag after Superman died.  
A small boot comes into frame over top THE HANDLE of the CANUCKS SIREN CRANKS.

Scene \_\_\_\_\_

Shot \_\_\_\_\_



A small hand, grimy with soot, reaches down and picks it up.  
REVEAL - it's a 10-year old KID, dressed like a scavenger from a cyberpunk or post-apocalyptic landscape. They're wearing a tattered Canucks jersey/jacket.

Scene \_\_\_\_\_

Shot \_\_\_\_\_



Scene 2

Shot 2



In the background, fires burn from metal garbage bins.  
The KID looks towards Rogers... a shadow of its former glory.



# CANUCKS HEROES RETURN

Scene 3

Shot 1



INT. ROGERS ARENA - LOADING BAY - DUSK

The kid finds a way inside the arena, it's dimly lit.

Scene 3

Shot 2



The Opening Face-off Siren Crank is buried in debris. The kid tries to free it from the rubble.

Scene 3

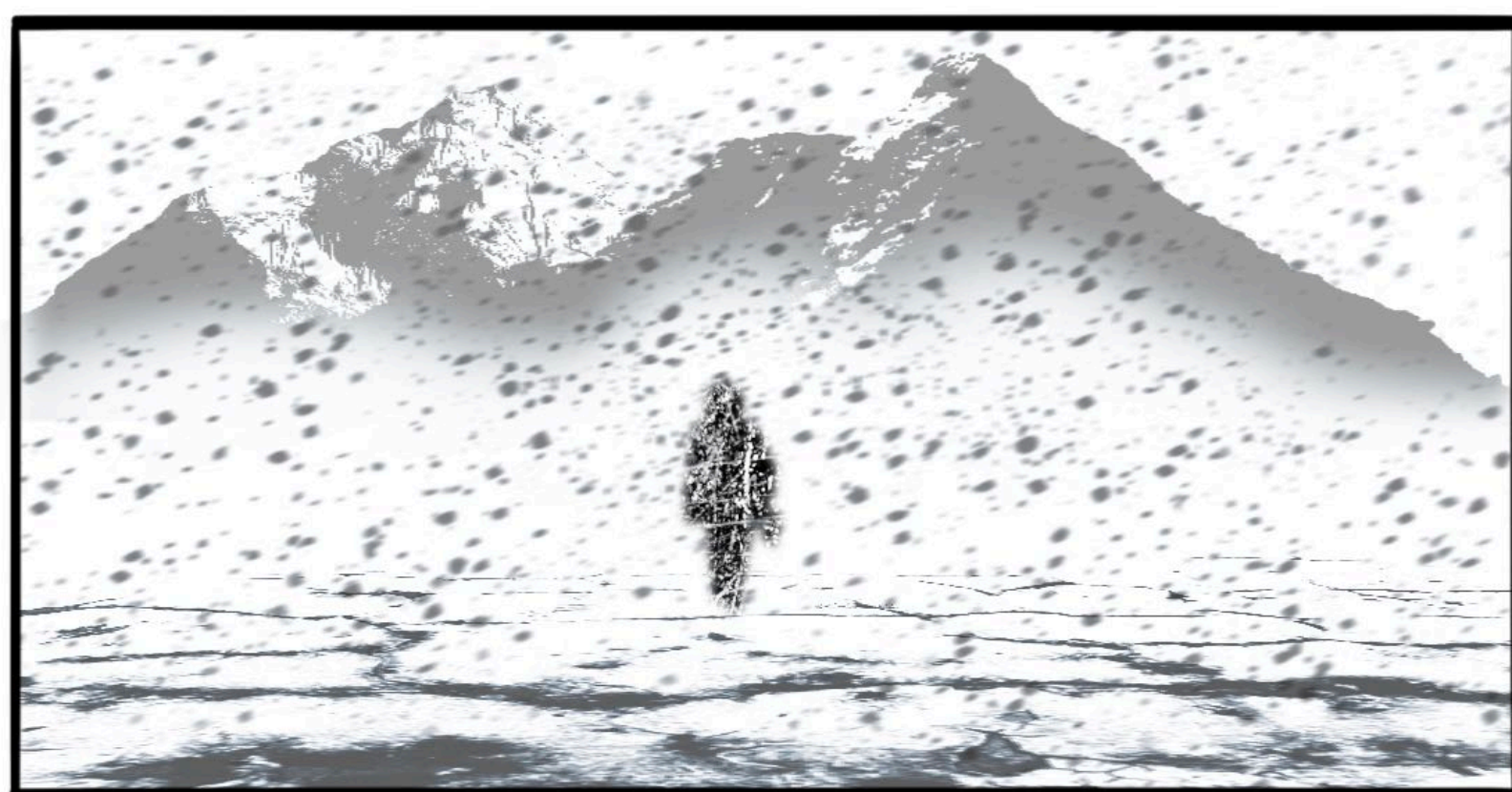
Shot 3



It's heavy and it's stuck, the kid pulls on it with all his/her might and it budes slightly.

Scene 4

Shot 1



EXT. SNOW-STORM - DAY

A shot of a vast BC snow-capped mountain landscape.

Scene

Shot ↓



A figure wearing an old parka, wanders through a snowy landscape in a snow storm.

Scene 5

Shot 1



EXT. ALIEN PLANET - DAY

We see a cloaked, hooded figure walk into frame with his back to us on alien planet with two moons



# CANUCKS HEROES RETURN

Scene 6

Shot 1



EXT. FOREST - DAY

A figure in the forest stands back to us, raises an axe.

Scene 7

Shot 1



EXT. VANCOUVER BUILDING ROOFTOP - NIGHT

A figure wearing a dark suit overlooks the city. He sees the "Canucks signal".

Scene 8

Shot 1



INT. ROGERS ARENA - DAY

The boy manages to pull out the hand-crank the siren. He struggles with it to crank it over. It slowly begins to come to life and it begins to emit a noise

Scene 8

Shot 2



Scene 9

Shot 1



EXT. VANCOUVER SKYLINE - NIGHT

Far above Vancouver the "CANUCKS SIGNAL" faintly begins to come into focus, glitching In and out, faint

Scene 10

Shot 1



We reveal - it's our Captain Bo Horvat - Batman-esque, like Bruce Wayne.



# CANUCKS HEROES RETURN

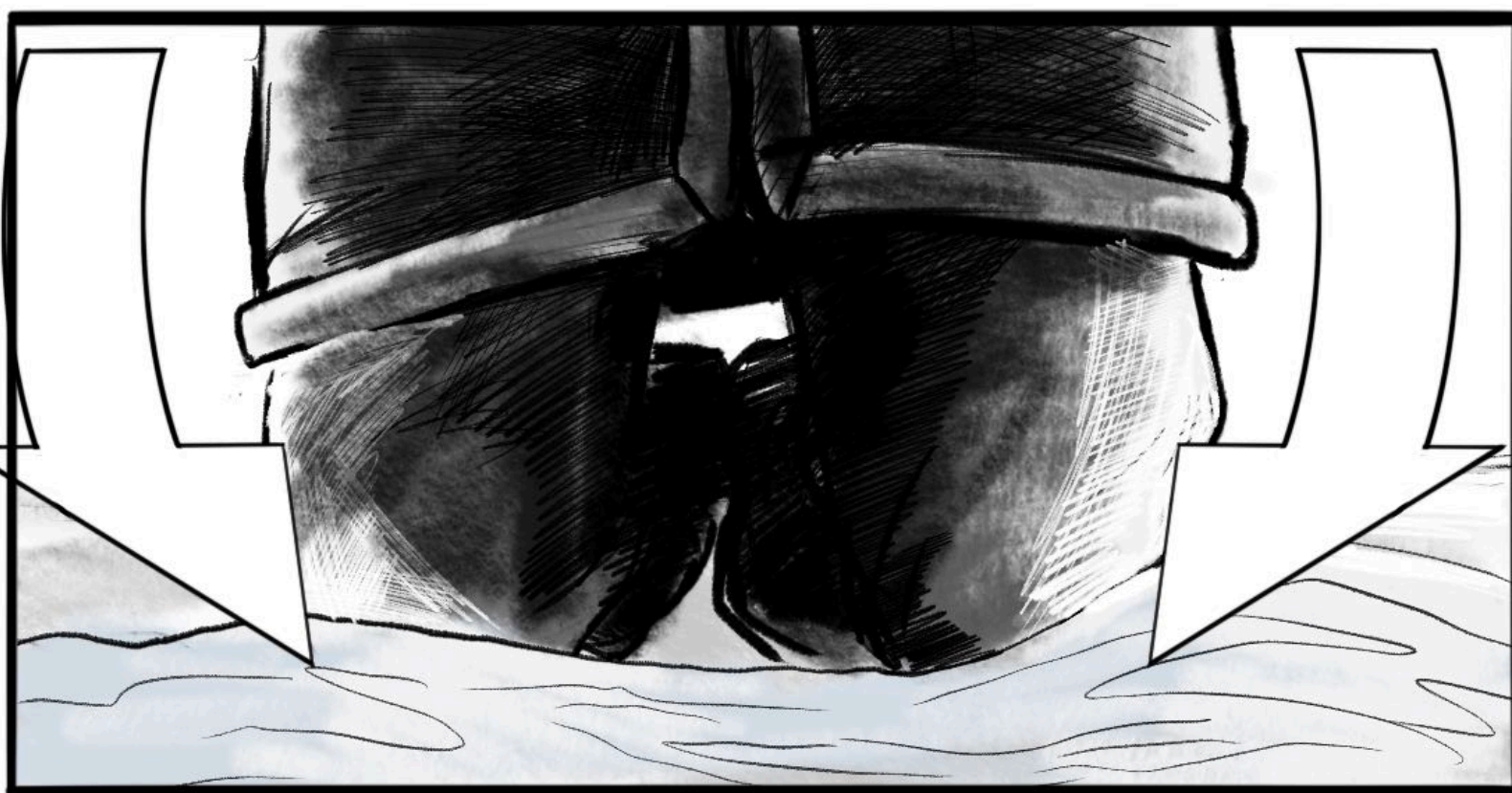
Scene 11

Shot 1



Scene

Shot ↓



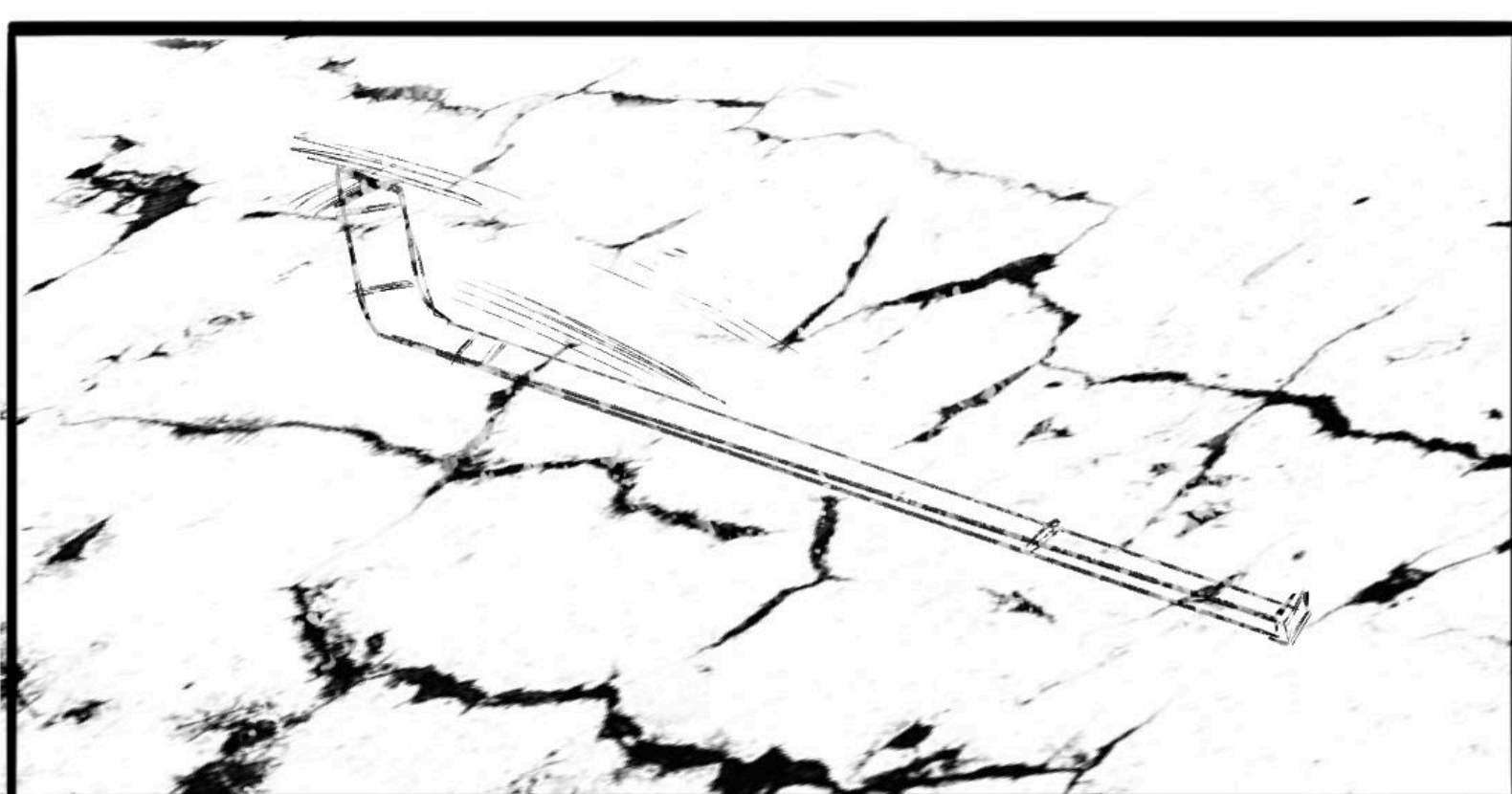
Scene 11

Shot 3



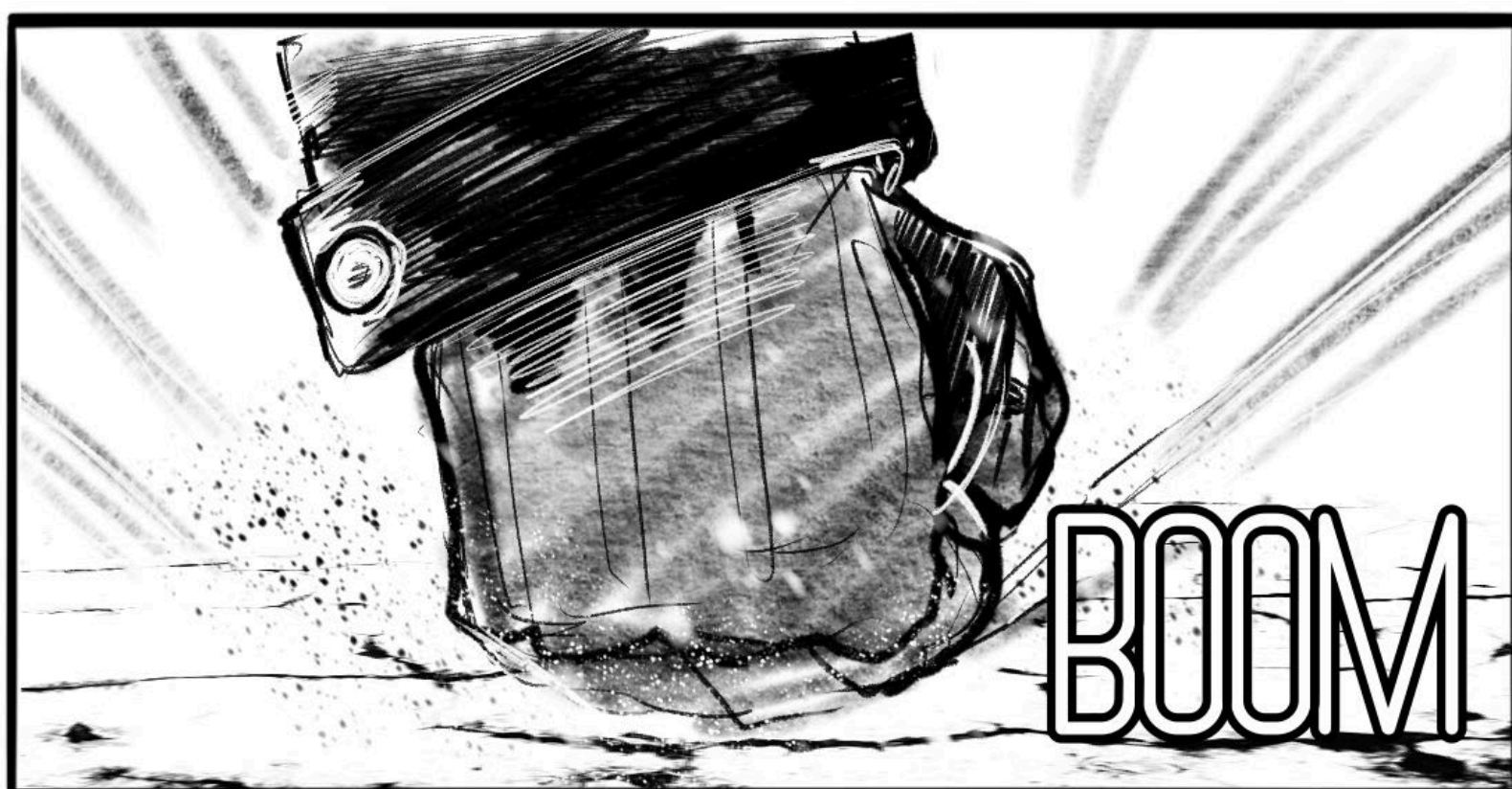
Scene 11

Shot 5



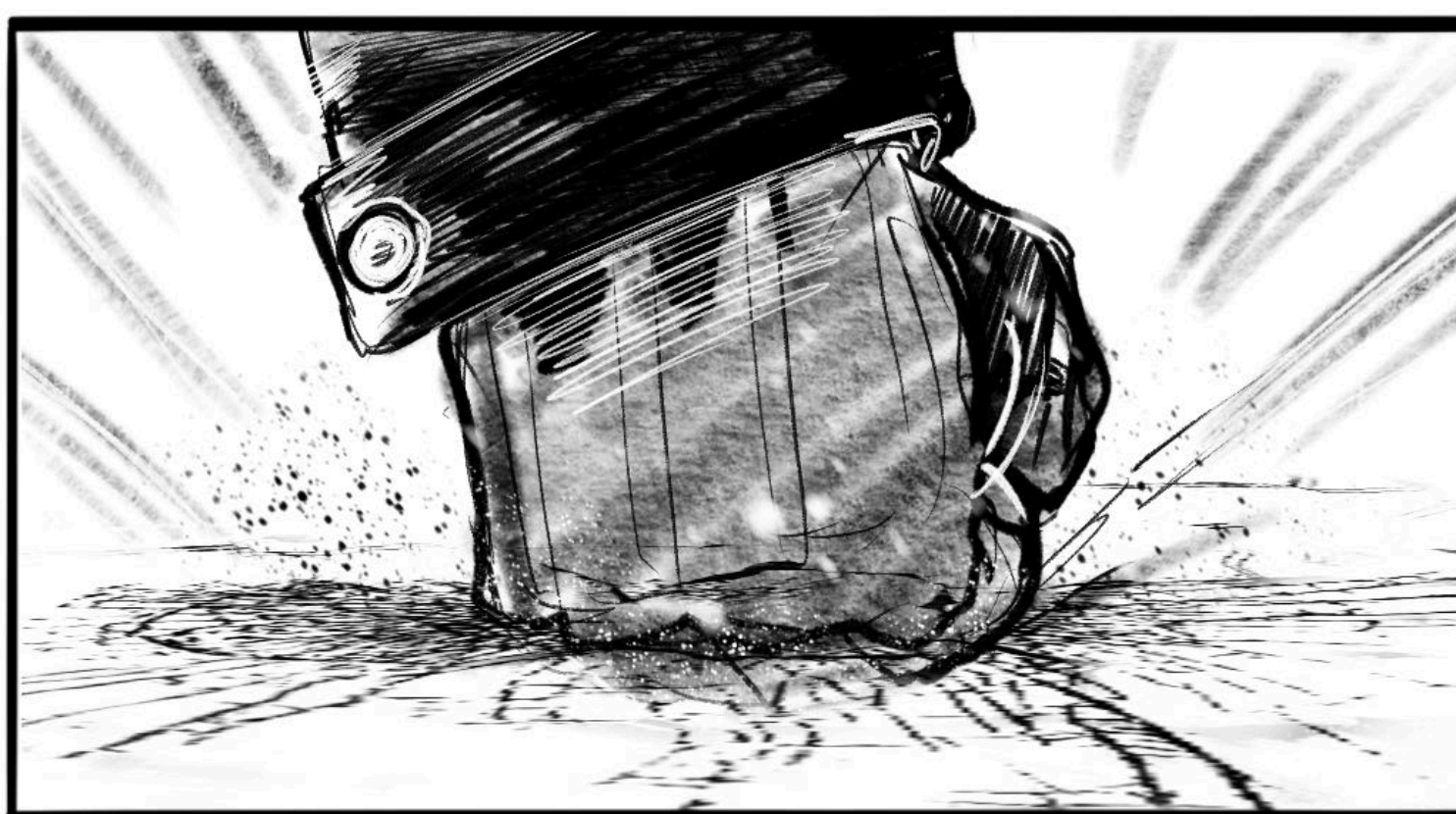
Scene 11

Shot 7



Scene 11

Shot 9



## FOLLOWING SEQUENCES WILL BE INTERCUT

EXT. SNOW-STORM - DAY

The figure that has been battling through the snow comes closer to camera.  
It's Brock Boeser. Thor-like - a nordic god of a man - exuding power.  
He comes across a hockey stick frozen under the ice.  
BROCK smashes the ice again and again, his fists like a Drum to the others.  
The ice cracks and cracks until he smashes through.

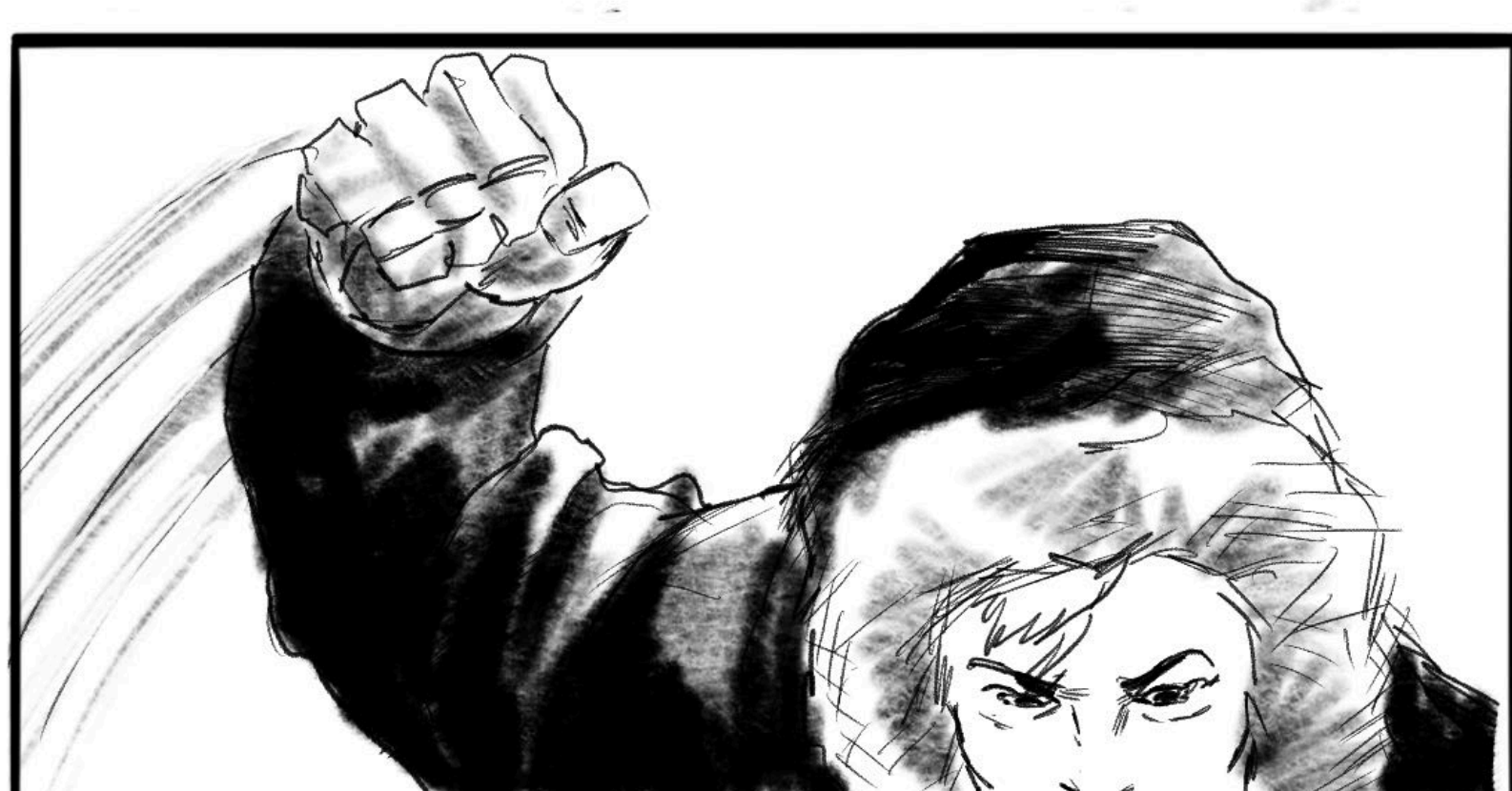
11  
2 →



11  
4 →



11  
6



11  
8

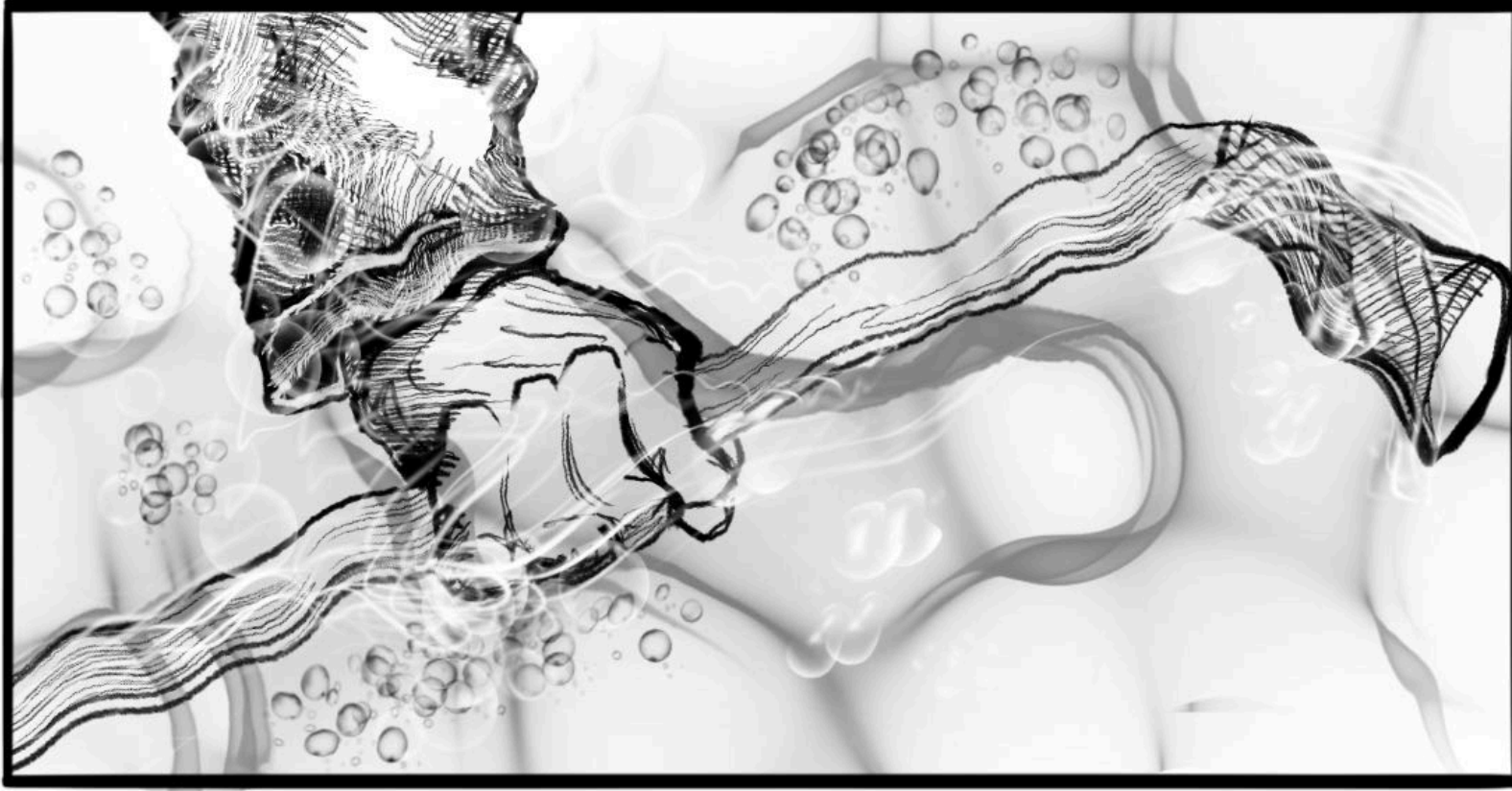


# BOOM



# CANUCKS HEROES RETURN

Scene 11  
Shot 10



He pulls the Stick of Power out of the water.

11  
11  
→



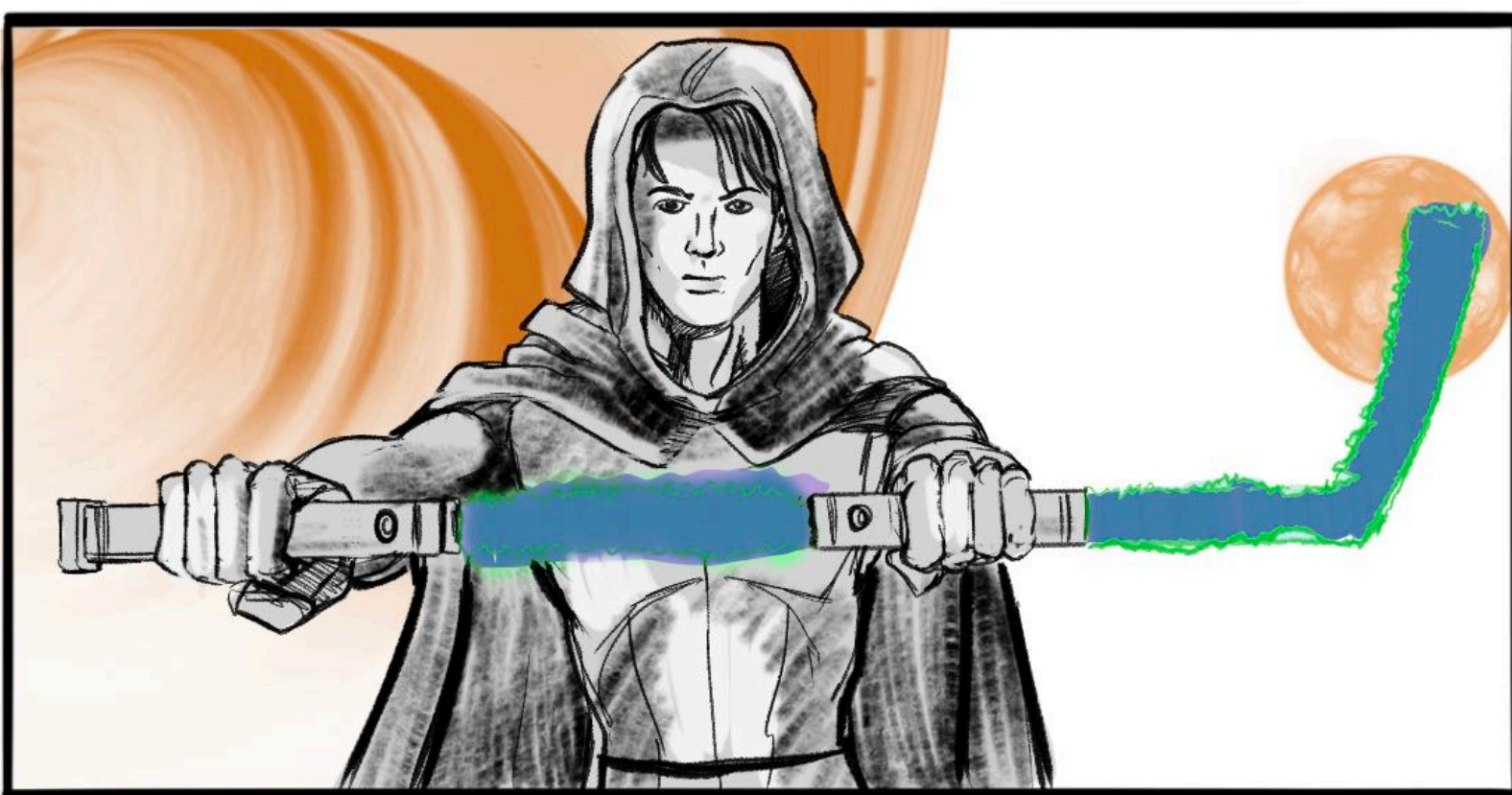
Scene 11  
Shot 12



11  
13



Scene 12  
Shot 1

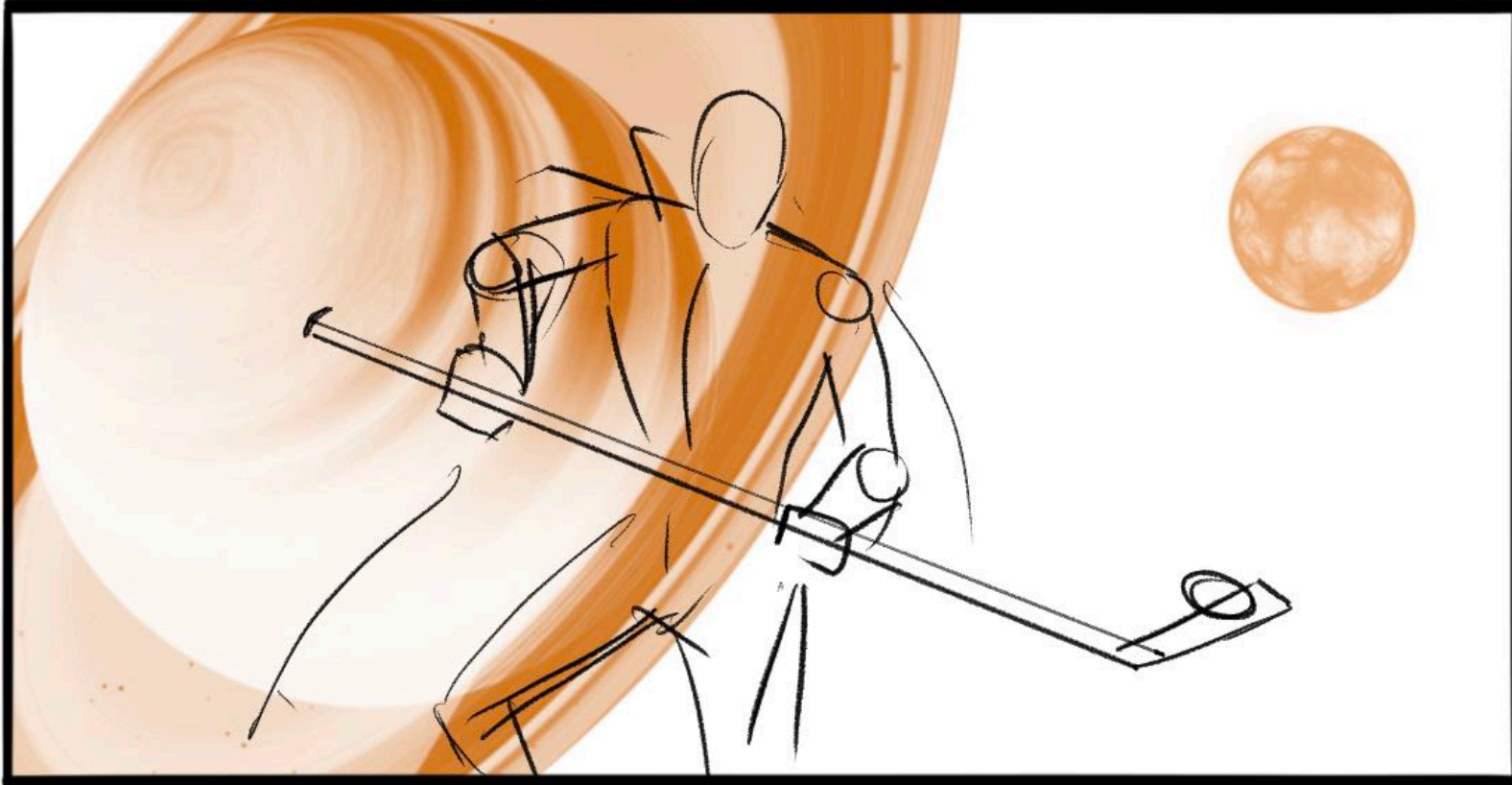


FOLLOWING SEQUENCES WILL  
BE INTERCUT

EXT. ALIEN PLANET - DAY

The hooded figure turns around, grips part of a hockey stick, Skywalker-like, and grip of the stick forms into a hockey stick lightsaber. 0:07 It's Petterson.

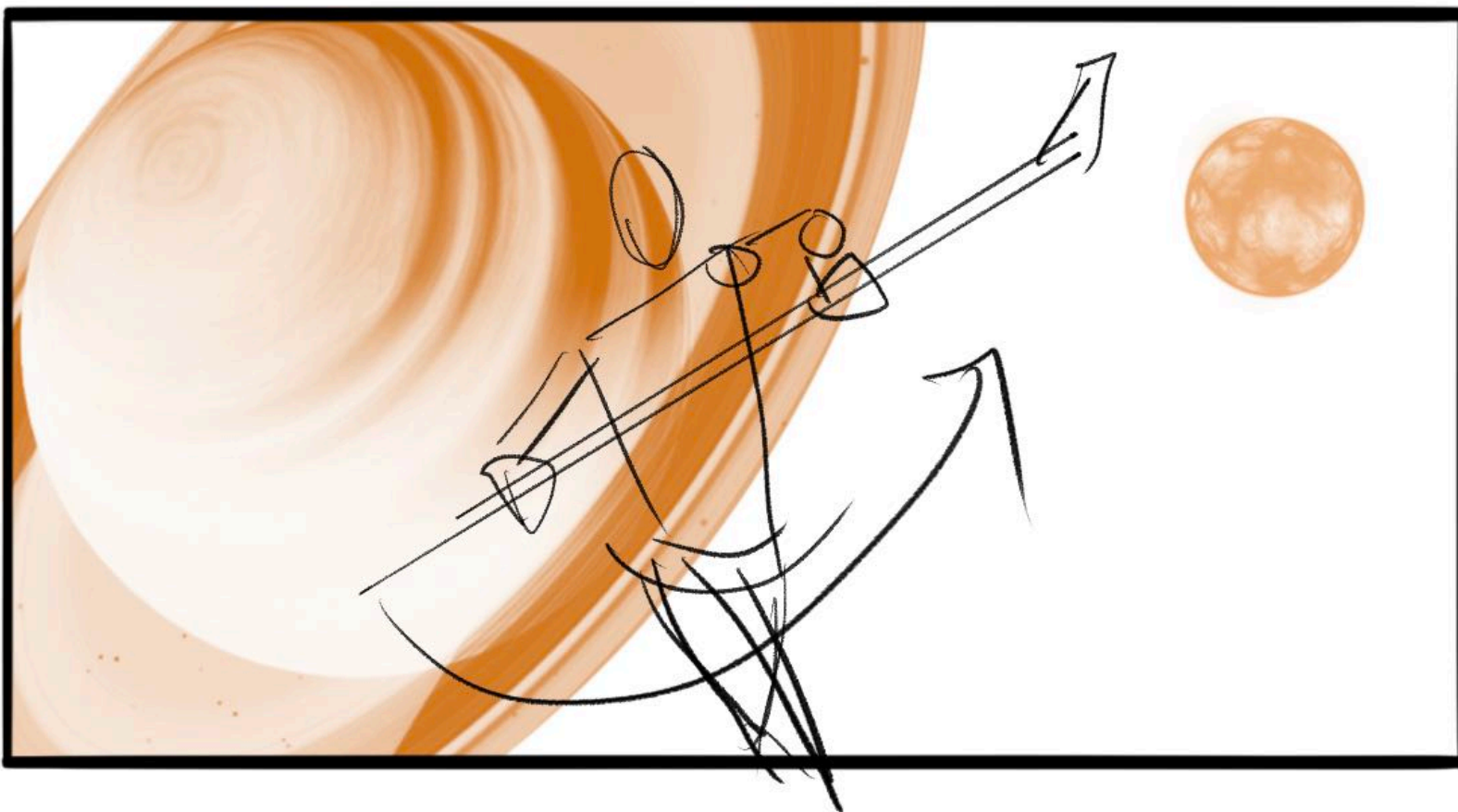
Scene 12  
Shot \_\_\_\_\_



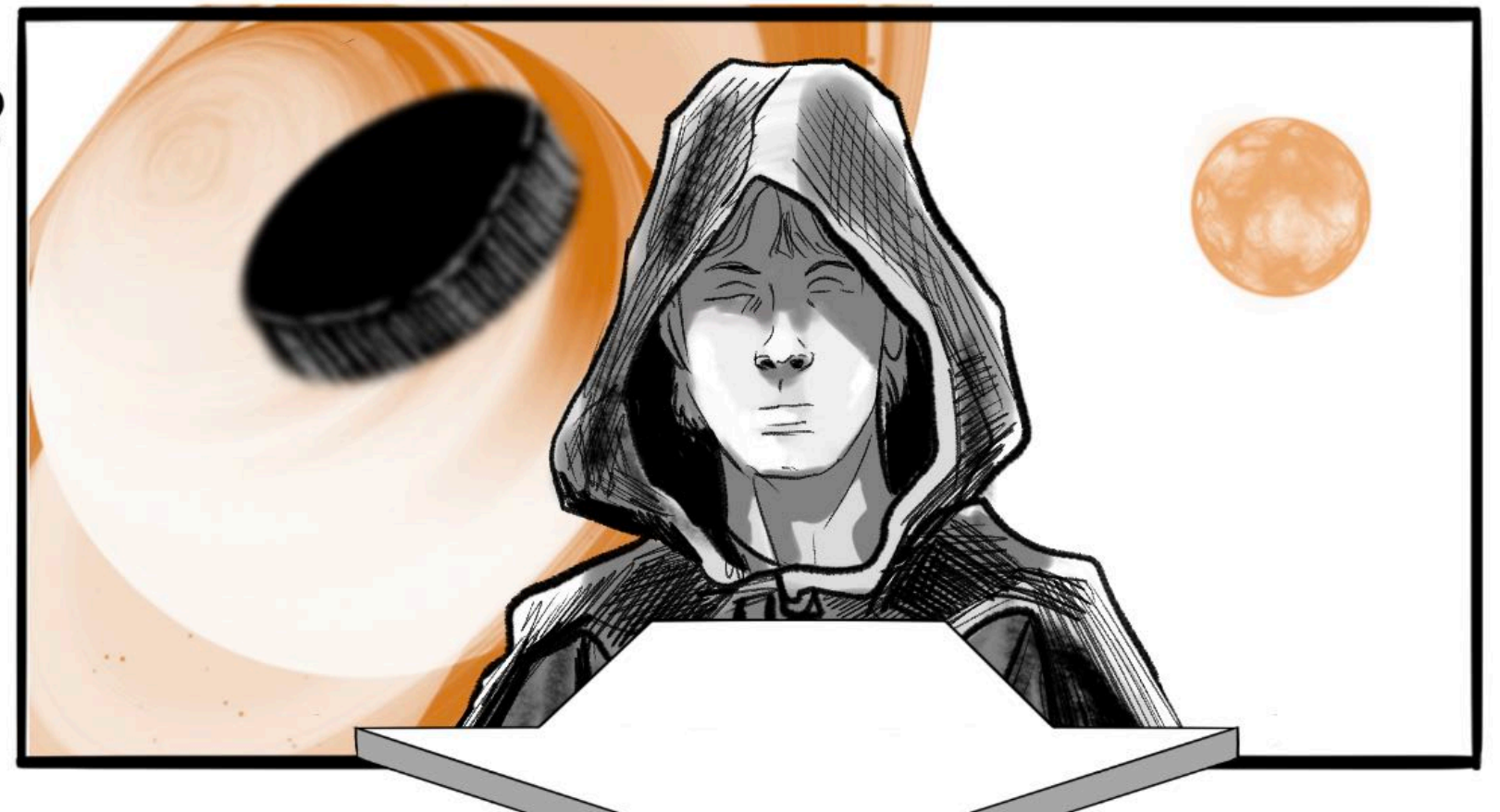
He begins doing puck tricks with his stick, deftly like a Samurai, similar to the training ball that Luke trained with, he closes his eyes as he becomes one with the stick and the puck.

As a final frame he holds his stick like a lightsaber.

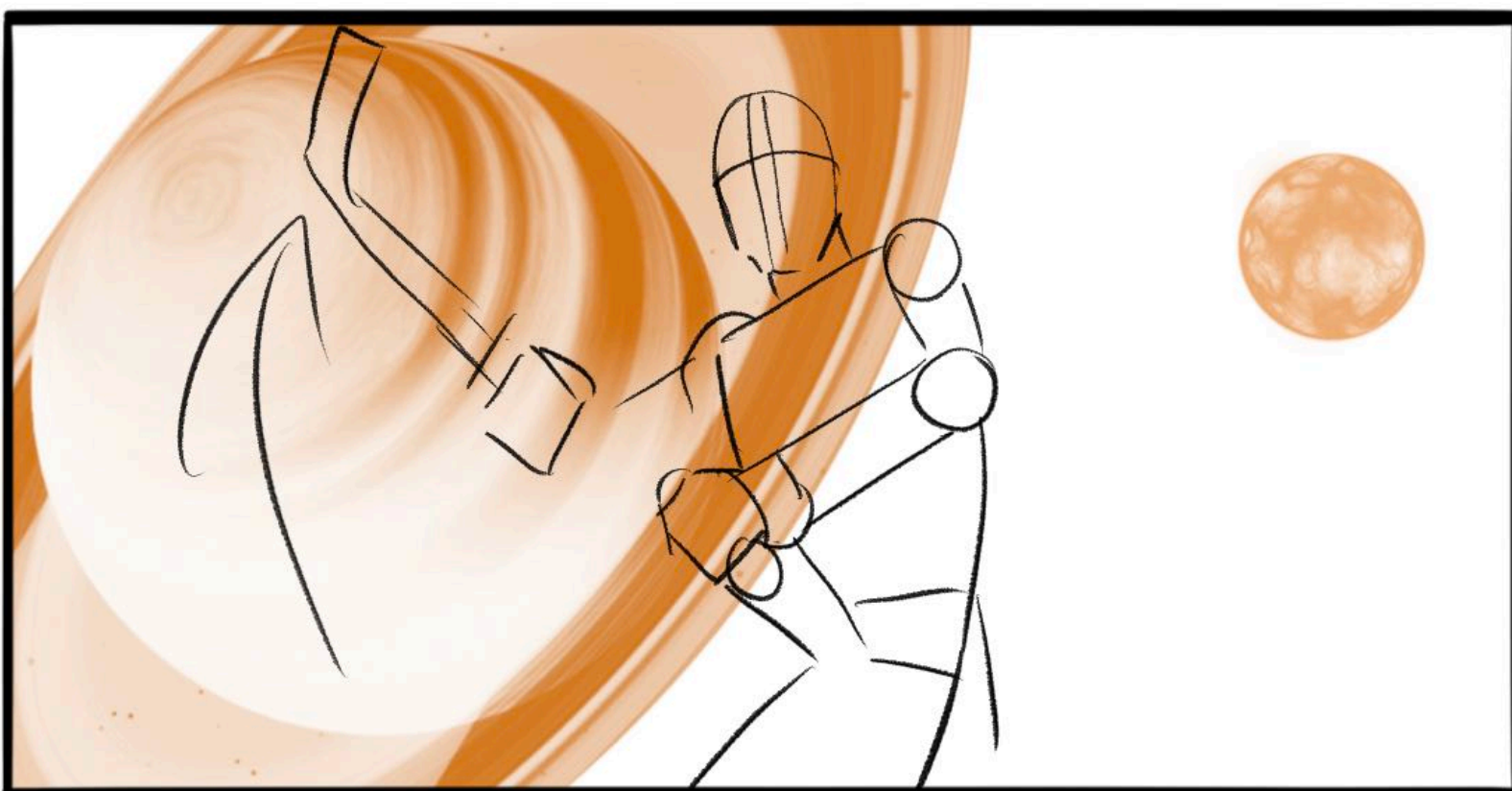
Scene \_\_\_\_\_  
Shot \_\_\_\_\_



12



Scene \_\_\_\_\_  
Shot \_\_\_\_\_



12





# CANUCKS HEROES RETURN

Scene 13

Shot 1



EXT. FOREST - DUSK

The Forest, we reveal JT Miller as Wolverine. He starts chopping wood on chopping block. Swing after swing. We see his breath in the cold forest.

INTERCUT WITH OTHER SCENES:

He then turns to a giant tree. And chops at it with the axe. The axe doesn't cut through.

In frustration, he breaks the axe.

And then turns as a hockey stick slides into his hand, Wolverine-like.

With the stick he chops at the tree full-force.

The tree is sent slowly crashing to the ground.

Scene 13

Shot 2



Scene 13

Shot 3



Scene

Shot



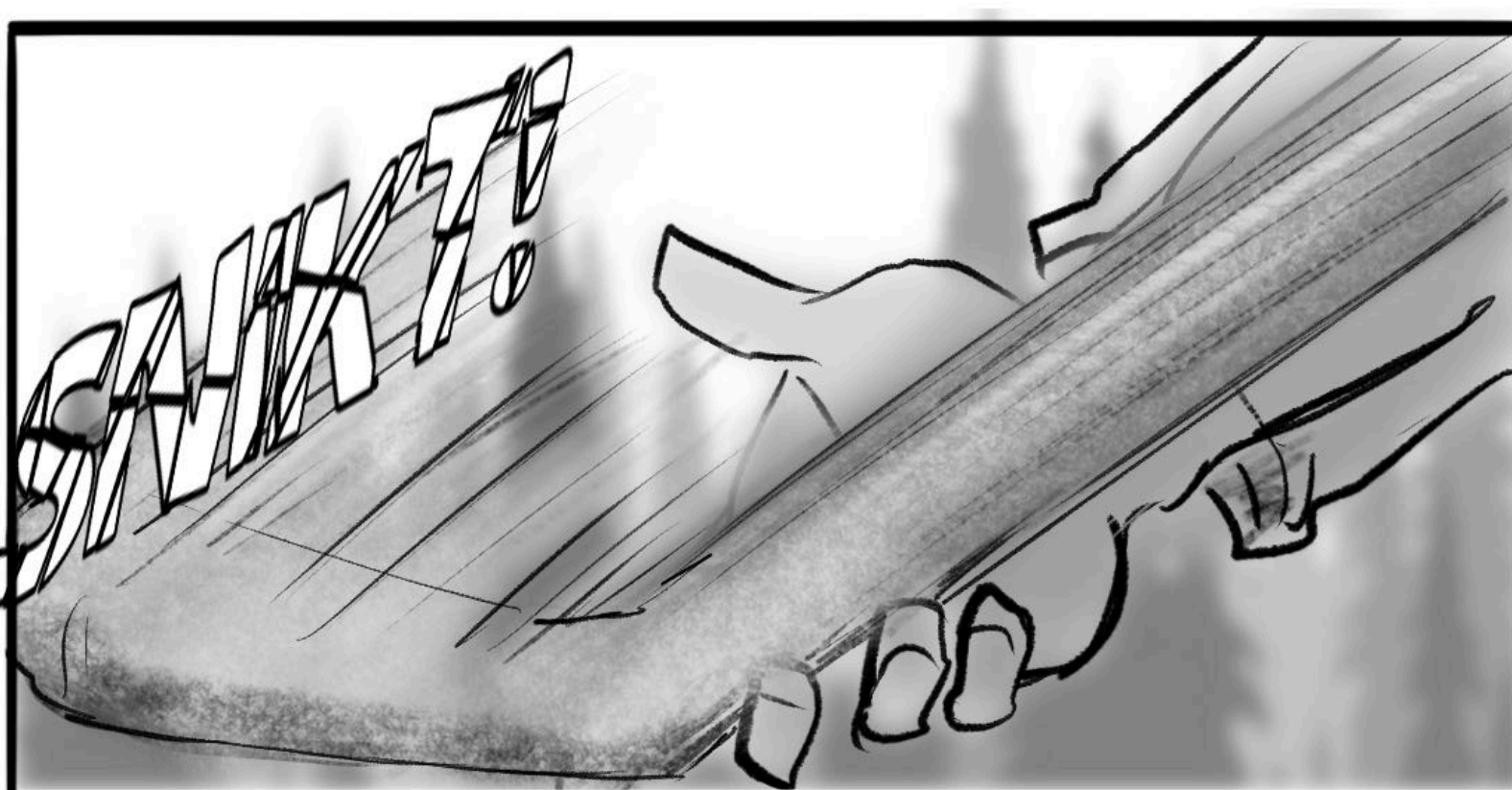
Scene 13

Shot 4



Scene

Shot

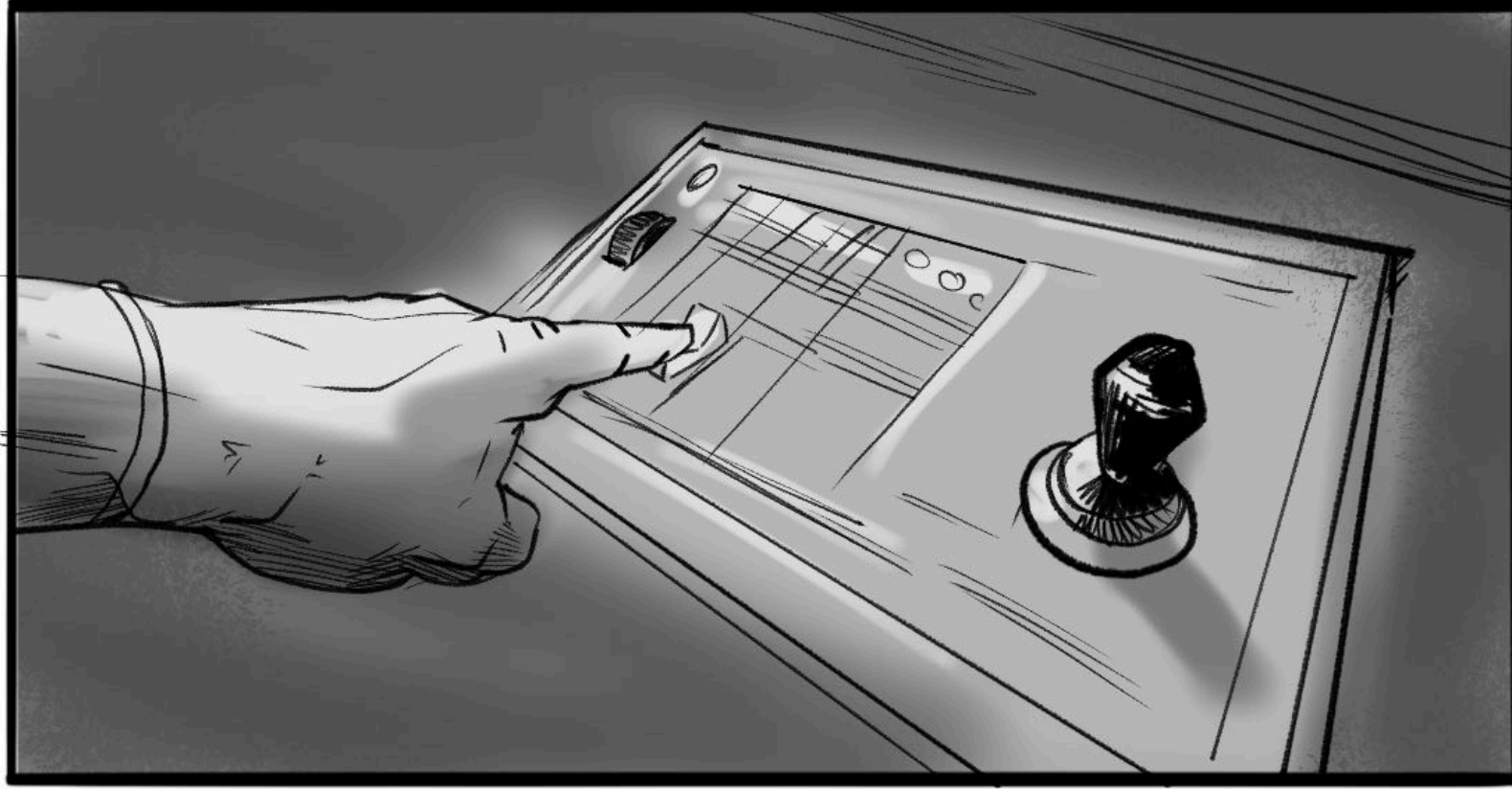




# CANUCKS HEROES RETURN

Scene 14

Shot 1

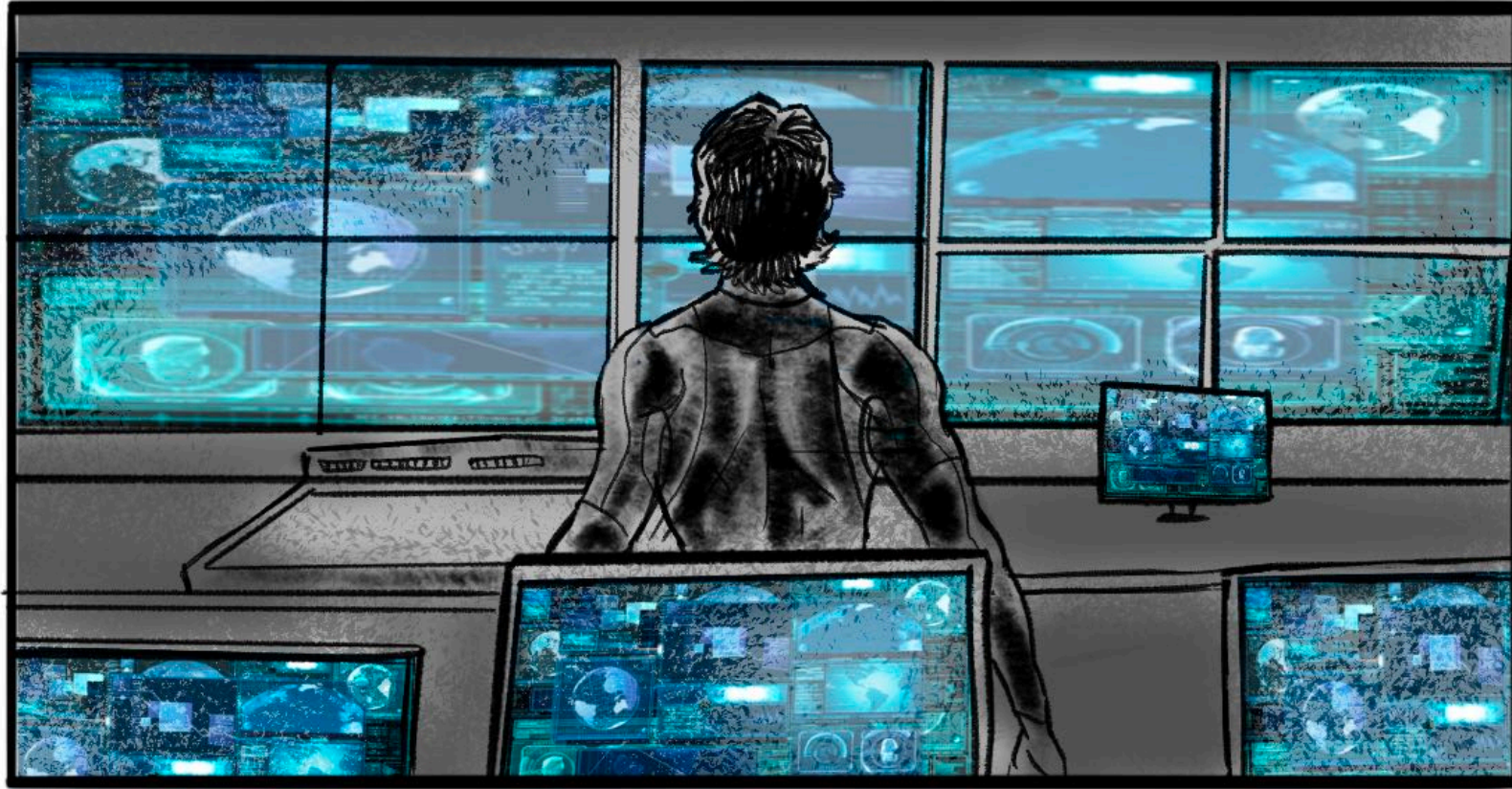


INT. DANGER ROOM - DAY

We see Demko turning on a machine in a high-tech danger room.

Scene 14

Shot 2



Scene 15

Shot 1



Demko gets set as a puck appears floating in the air... breaking into 20 individual pieces and then flying at him in different levels.

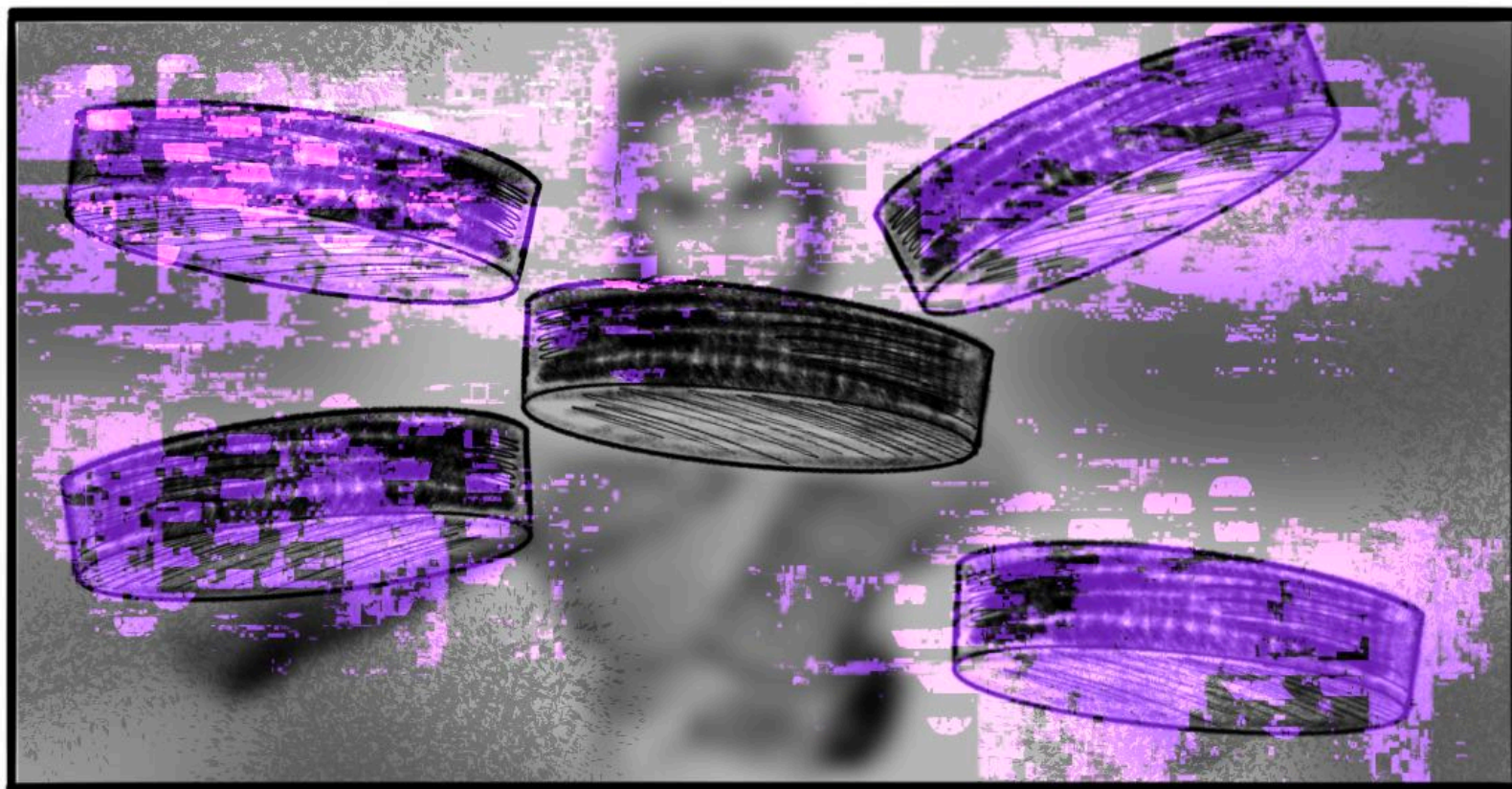
Scene

Shot



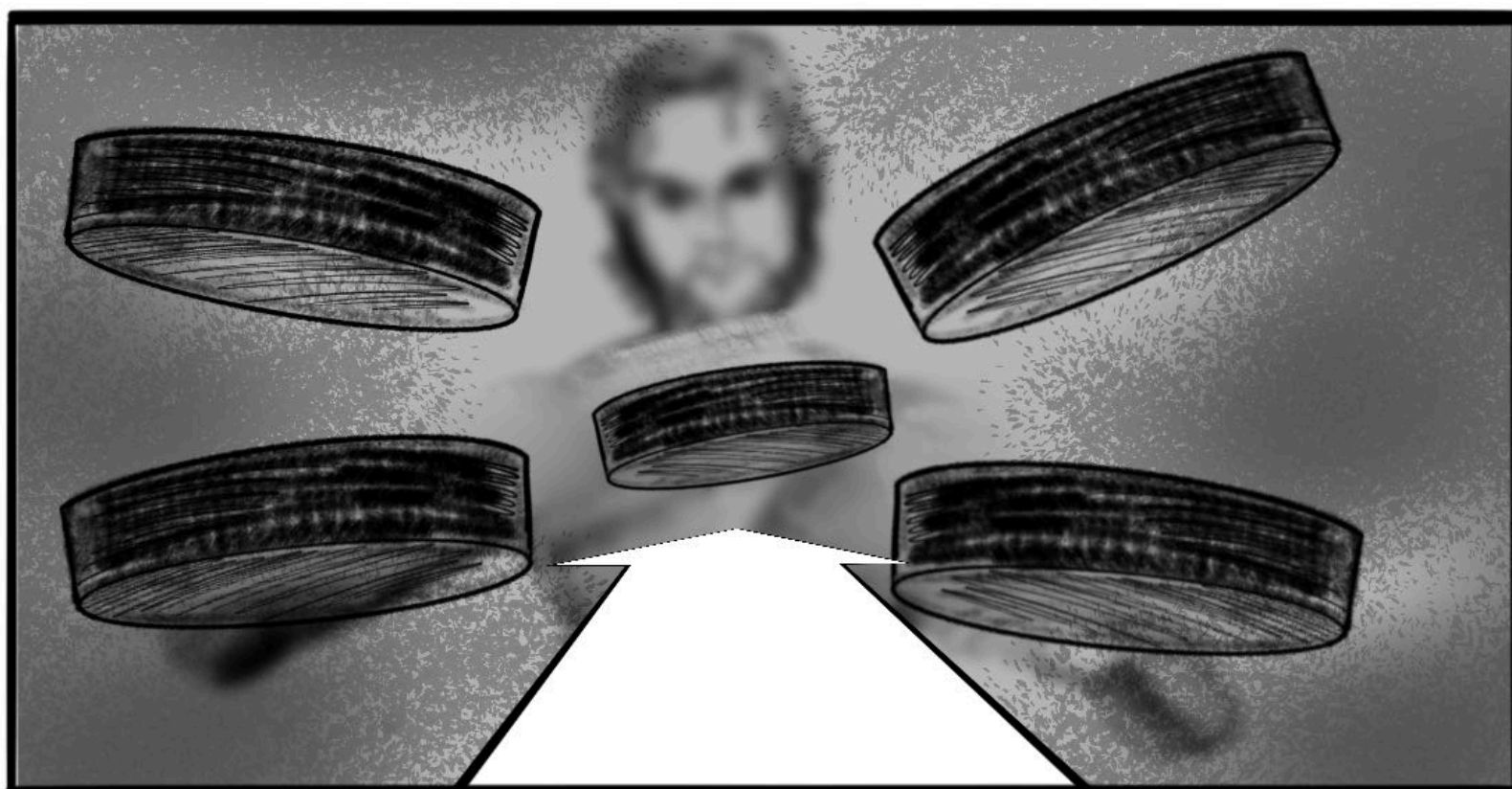
Scene

Shot



Scene

Shot





# CANUCKS HEROES RETURN

Scene 15

Shot 2



Scene 15

Shot 3



Demko blocks / stops one after the other after another.

Scene 15

Shot 4



Super-speed in our eyes, slow-mo in Demko's POV. Could be like a puck breaking into 20 pieces flying at him and he stops all of the individual

Scene 15

Shot 5



A mix of the speed of Wonder Woman deflecting bullets in Justice League and Neo stopping objects in the Matrix.

Scene 15

Shot 6



Scene 15

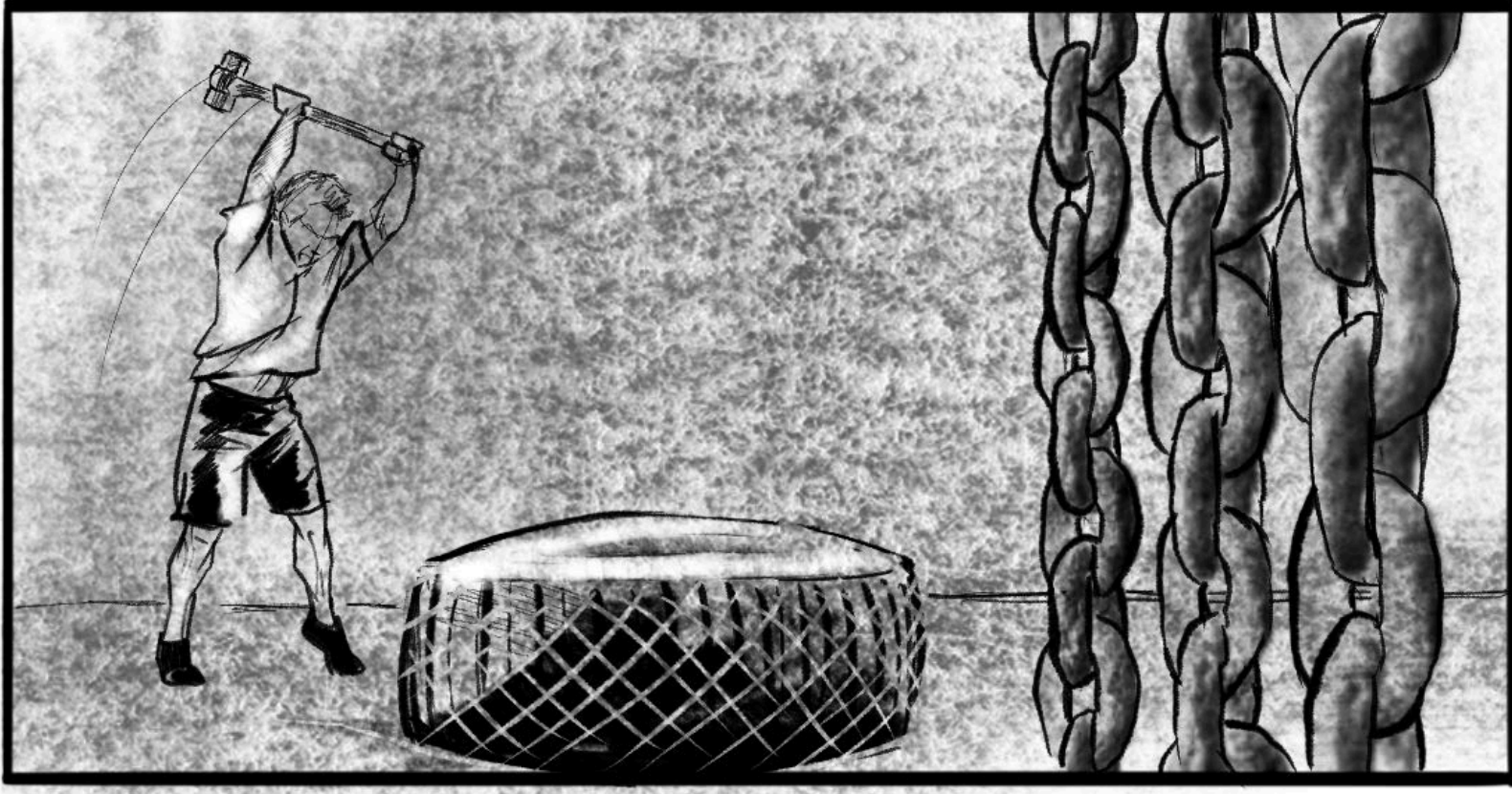
Shot 7



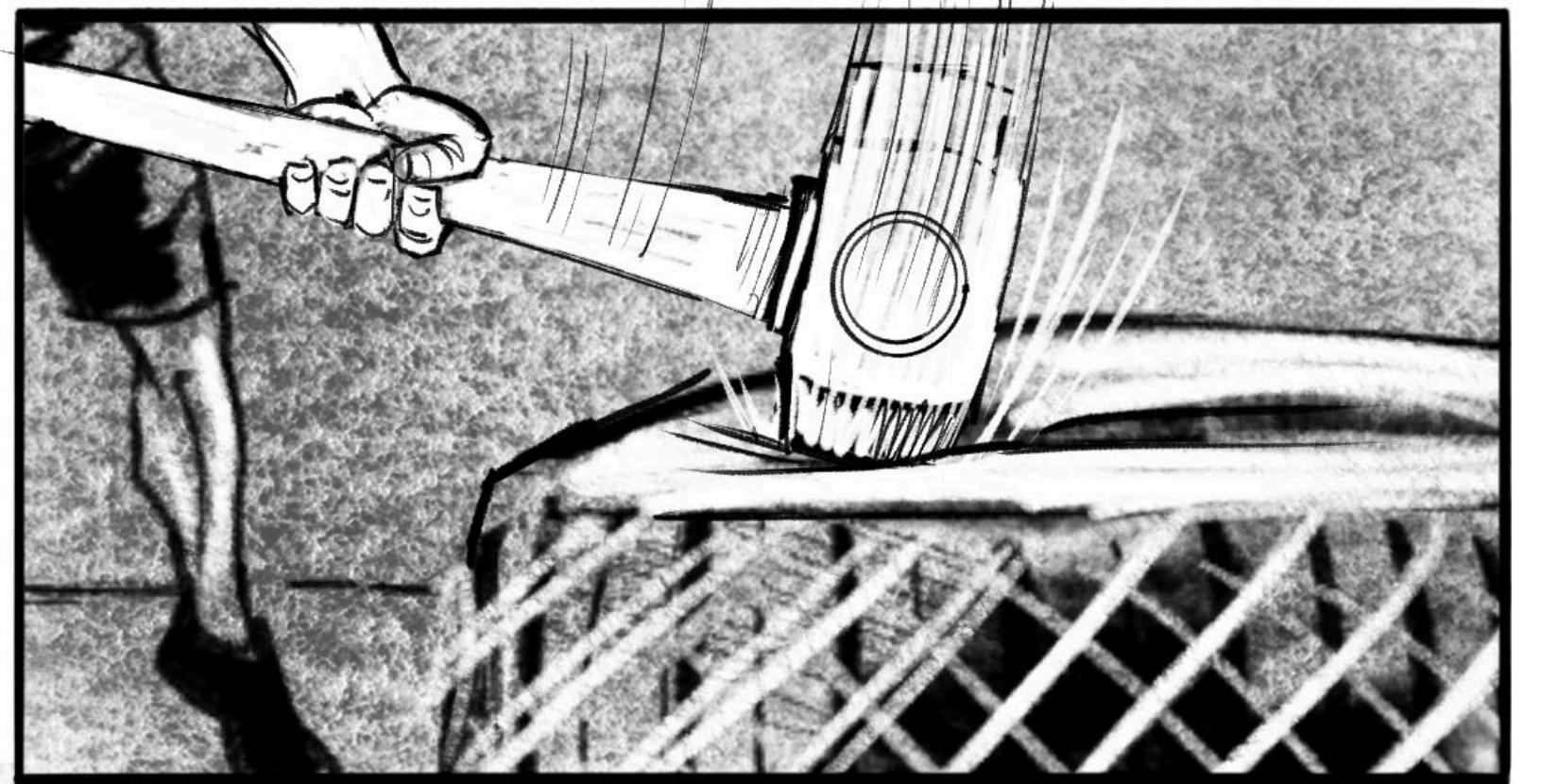


# CANUCKS HEROES RETURN

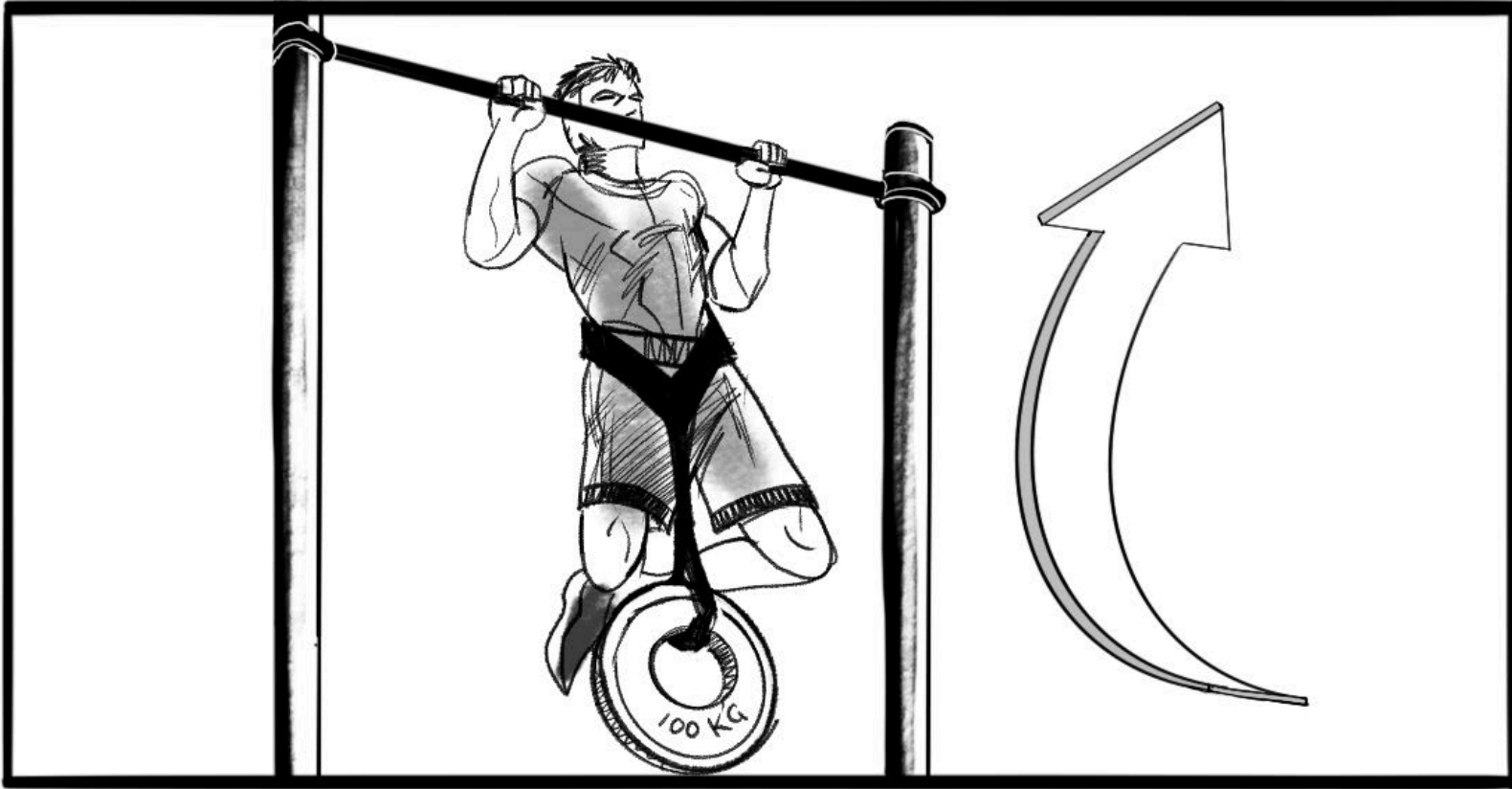
Scene 16  
Shot 1



16  
2



Scene 16  
Shot 3



INT. INDUSTRIAL WAREHOUSE/FACTORY - DAY

Bo is training like Batman. Doing pull-ups with a chain around him and weight, pulling a tire with a rope.

Sparks from a welder.

(To be shot in loading bay area with pipes and equipment as set-dressing for foreground)

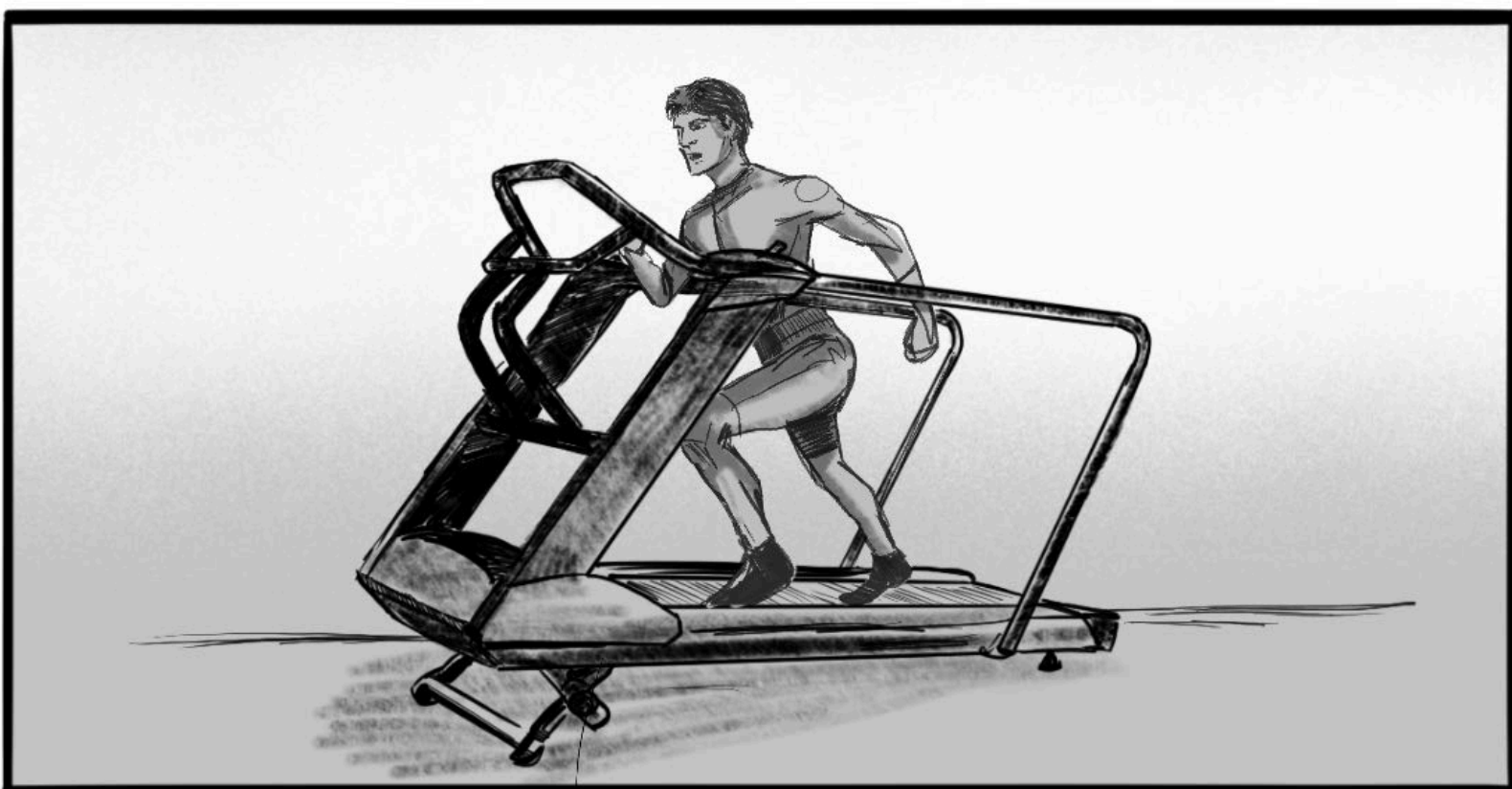
Scene 16  
Shot 4



16  
5



Scene 17  
Shot 1



INT. WAREHOUSE - DAY

(To possibly be shot against big white window or white walls of dressing room)

Quinn Hughes is on the treadmill.

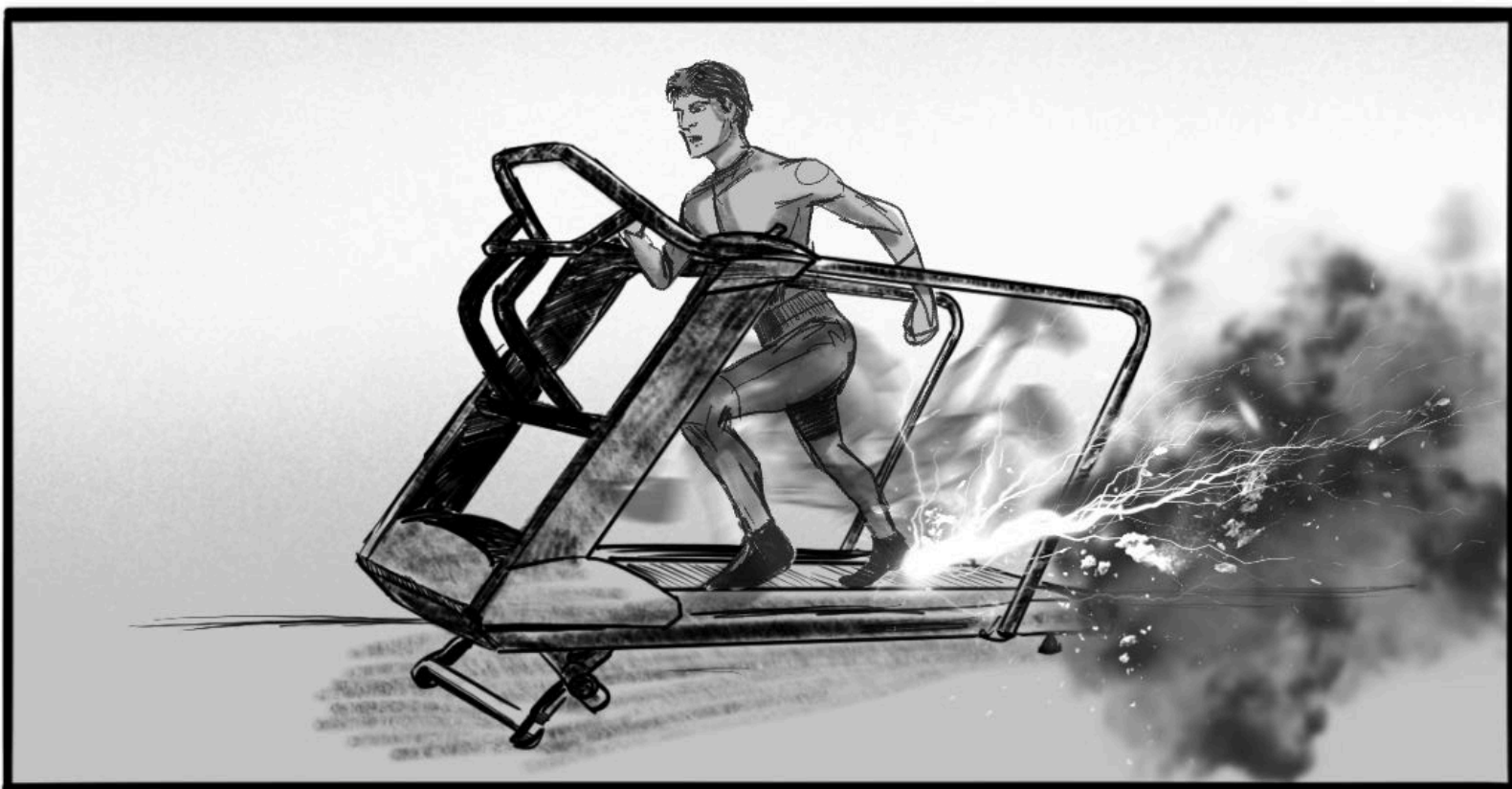
He gets on a treadmill and he starts going faster and faster. He sees the signal out the window in front of him, which increases his resolve.

Add in black smoke and the digits for speed going up.

We see his legs becoming a blur. The machine begins to smoke up.

Cut to the Server Area in the control room filled with connectors and cables - which spark up and fill the room with smoke.

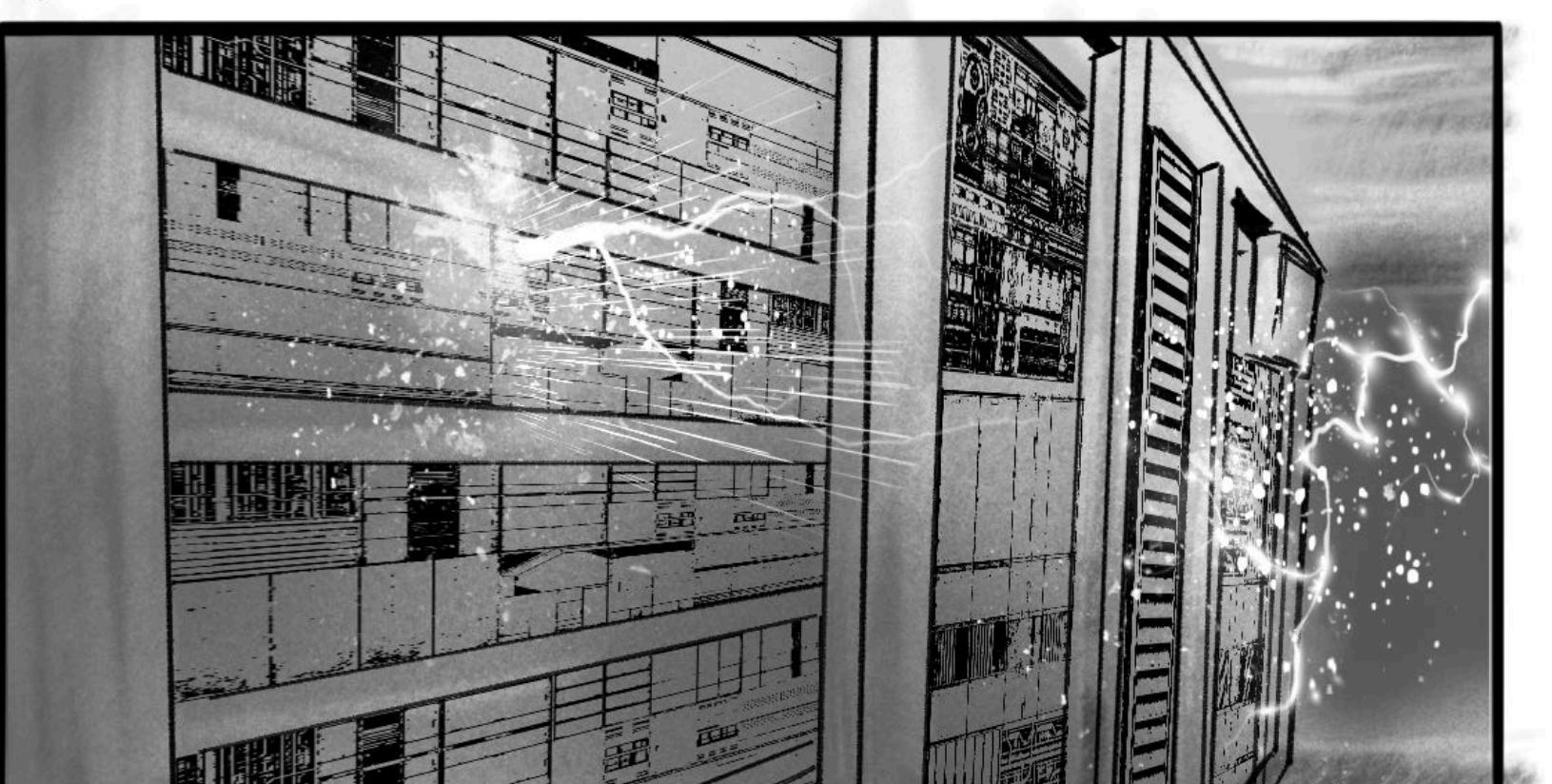
Scene  
Shot



Scene 17  
Shot 2



18-1





# CANUCKS HEROES RETURN

Scene 19  
Shot 1



INT. WAREHOUSE - DAY

HUGHES POV - The treadmill in front of him WARPS. Lines form, bend and extend. He's hit hyper speed...!

His legs, still a blur, keep racing. But the background behind him does the same thing as his point of view shot above: hyper speed lines form and whiz past him.

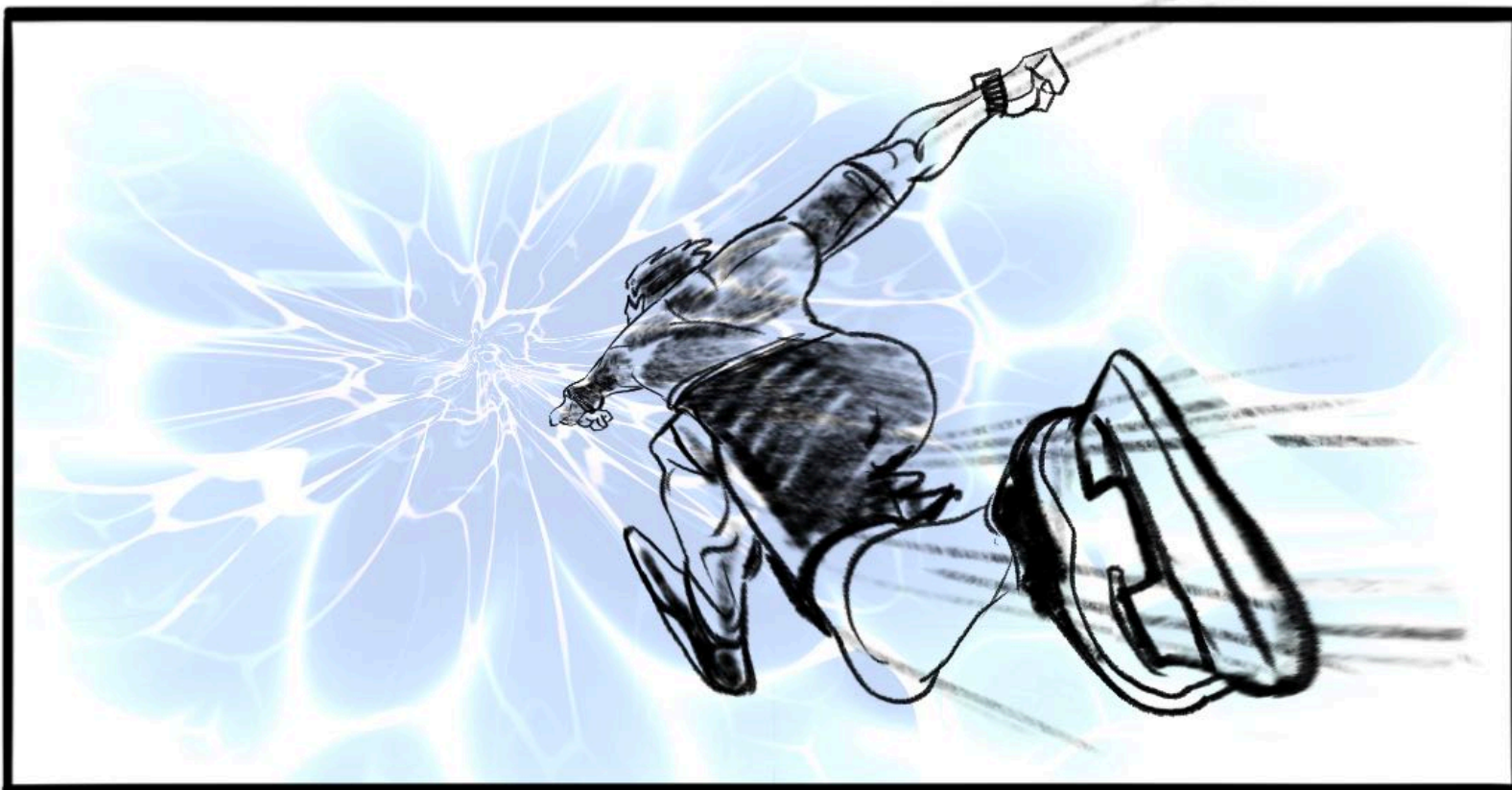
Somewhere, in one of the punches-up to the next speed, a flash occurs. He is in his hockey uniform now. \*

Scene 19  
Shot 2



His speed force is creating a portal in front of him, and he is ALMOST... ABLE... TO... GO... THROUGH IT...!

Scene  
Shot



EXT. VACATION PARADISE - DAY

REVEAL - unicycle wheel. Boom up, CLOSE on a ball being juggled.

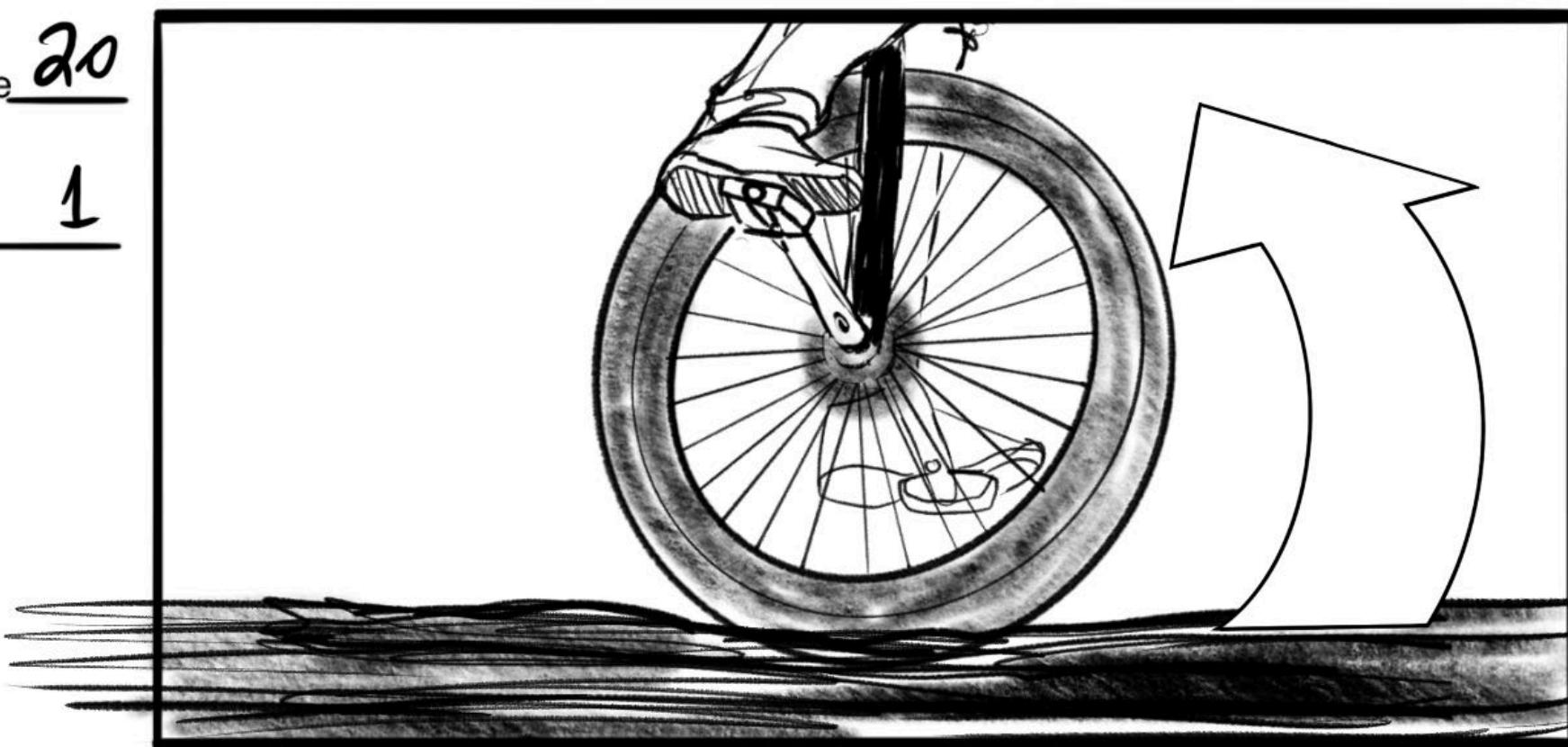
HOGLANDER is juggling balls while keeping balance on the unicycle.

Suddenly, the balls turn to fireballs. Round and round they go. HOGLANDER smiles. It's his element. The fireballs land one-by-one in the palm of his hand, absorbing into each other.

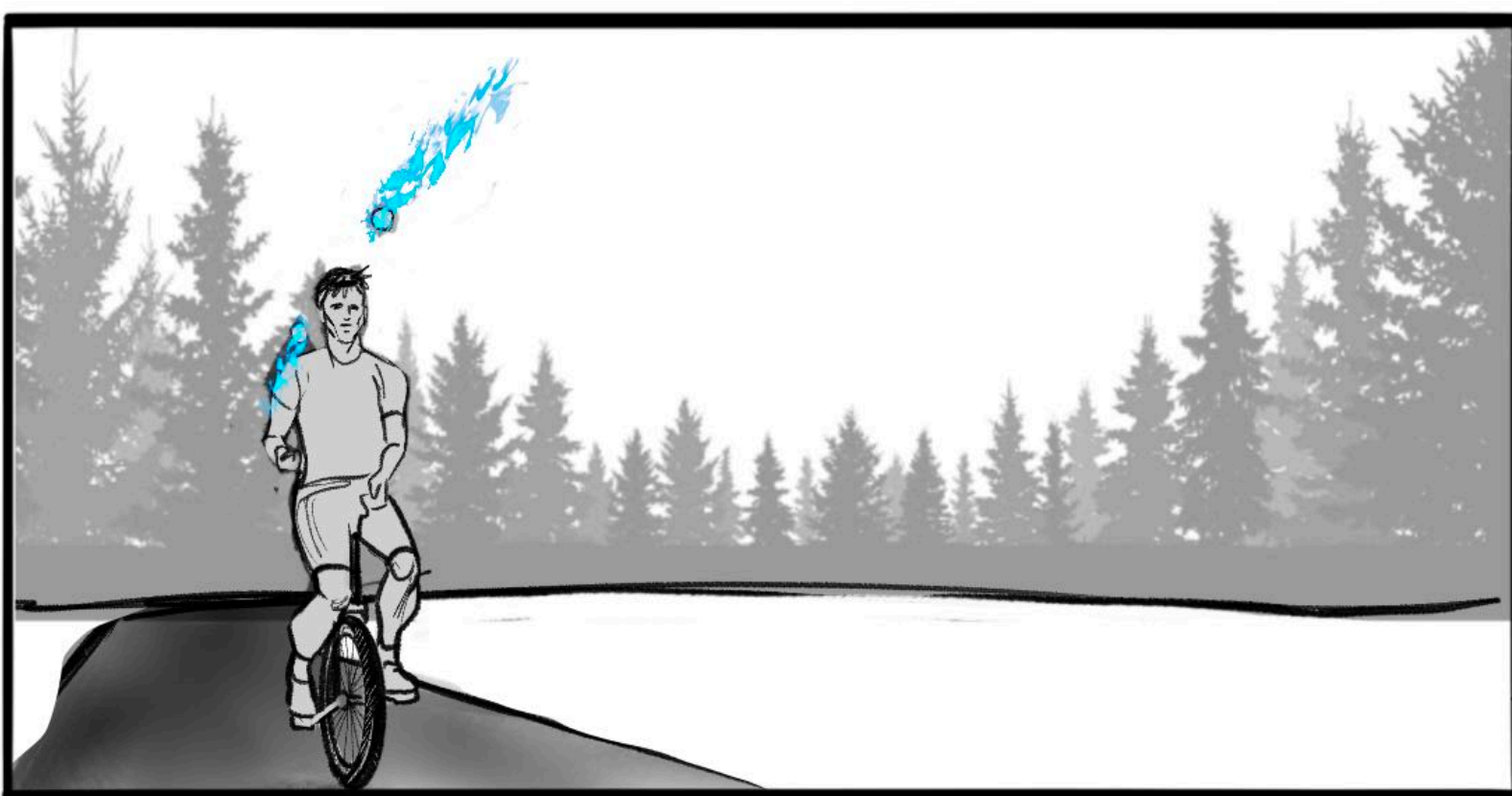
And with the flick of his hand, disappear. And then - BOOM! - HOGLANDER himself is sheathed in an aura of flame - blue flames - Canuck blue flames.

We watch our version of the HUMAN TORCH glide down the SIDEWALK, away from us - the unicycle he rides emulating GHOST RIDER's motorbike of flame.

Scene 20  
Shot 1



Scene 20  
Shot 2



20  
2  
cont



Scene 20  
Shot 2  
cont



20  
2  
cont





# CANUCKS HEROES RETURN

Scene 21

Shot 1



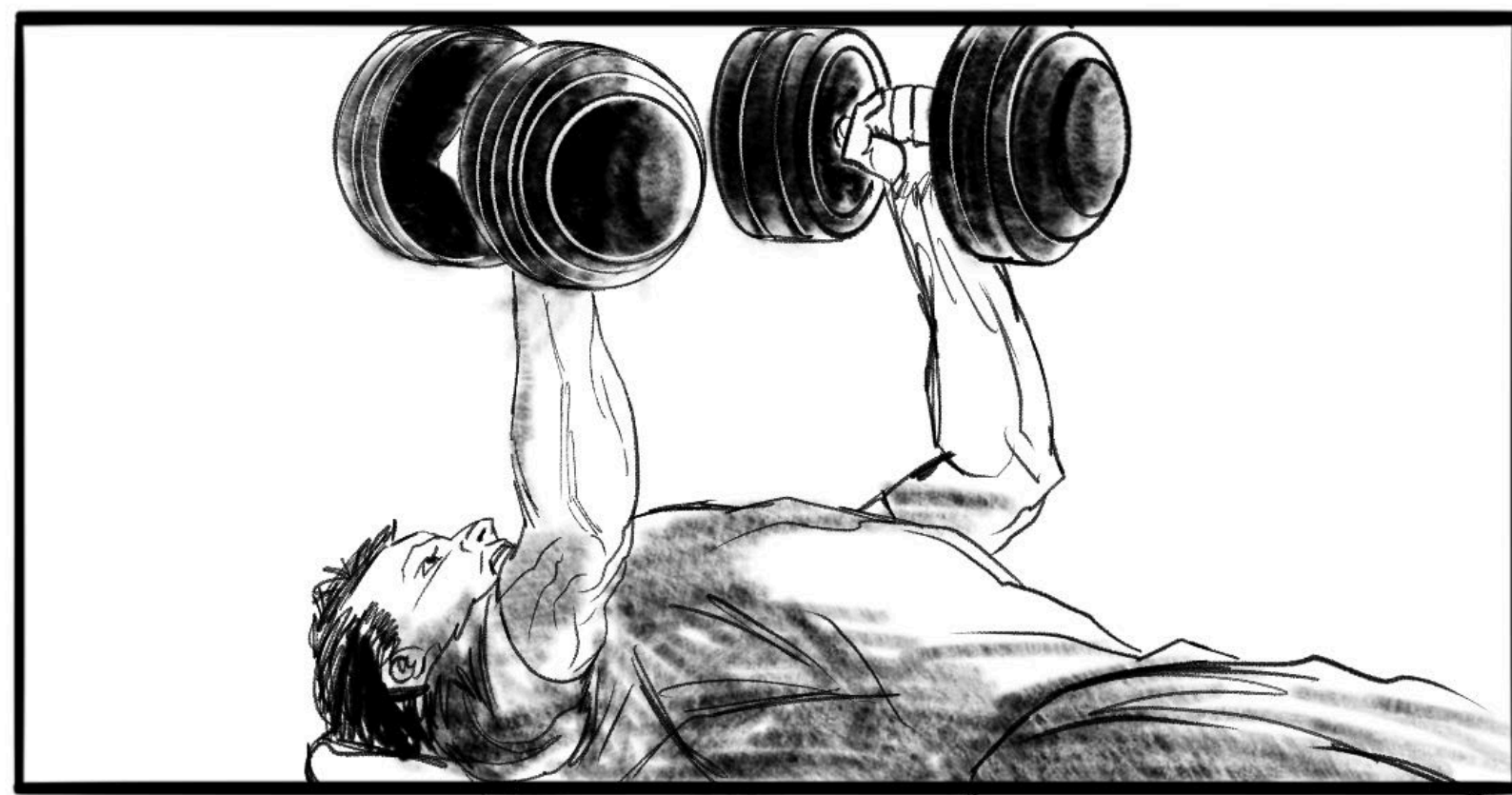
INT. HIGH-TECH TRAINING ROOM - (OR SOME OTHER SETTING FOR TRAINING ROOM)

We do shots of other players training, lifting weights, doing exercises - preparing for battle.

The other players are all TBD of who will be participating.

Scene 21

Shot 2



Shooting them against Green as well, looking tough, to possible add-in in some way.

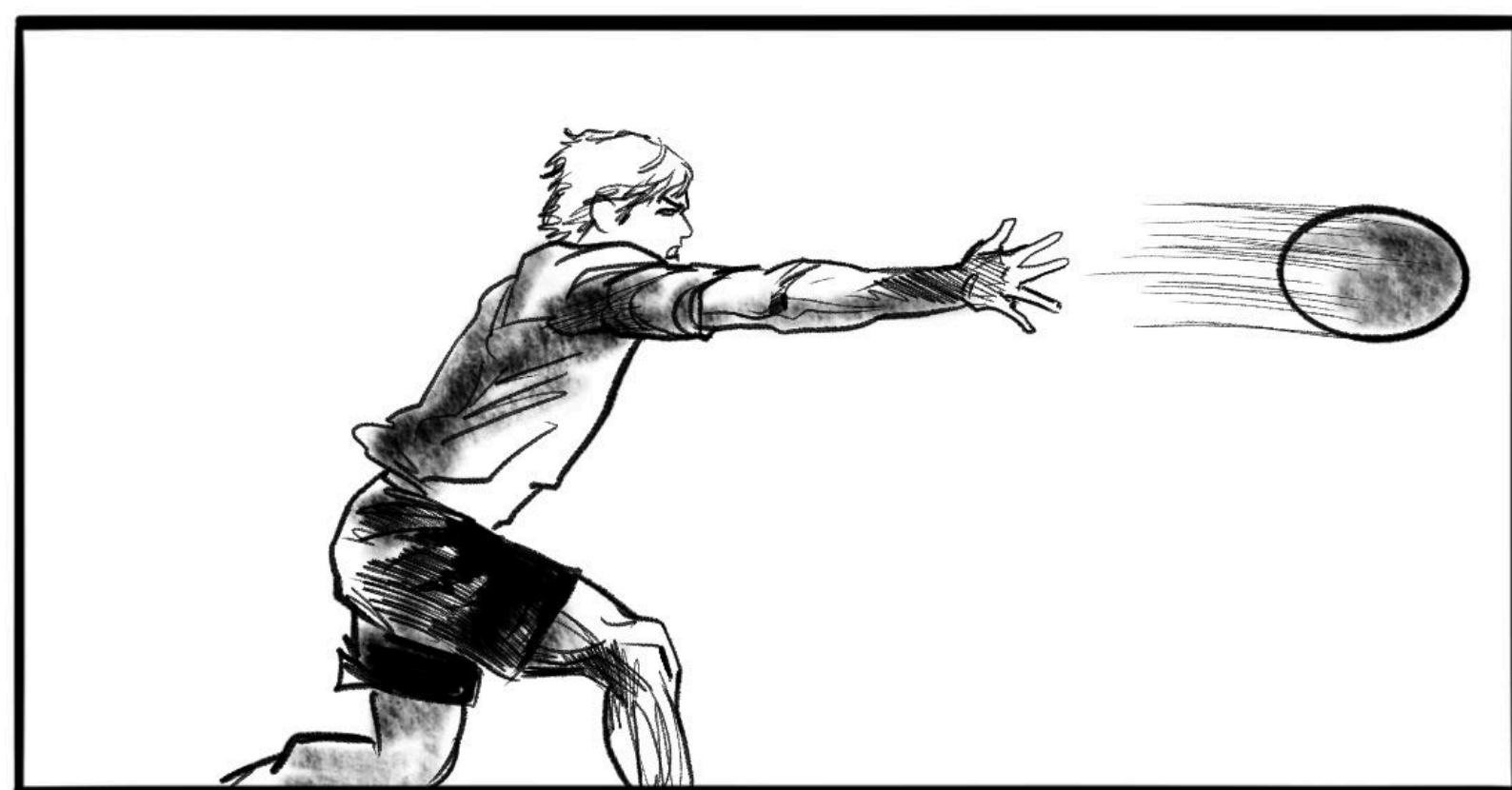
Scene 21

Shot 3



Scene

Shot ↓



Scene 22

Shot 1



INT. ROGERS - NIGHT

The kid is now cranking the siren full force and the full siren sound fills the air.

Scene 23

Shot 1



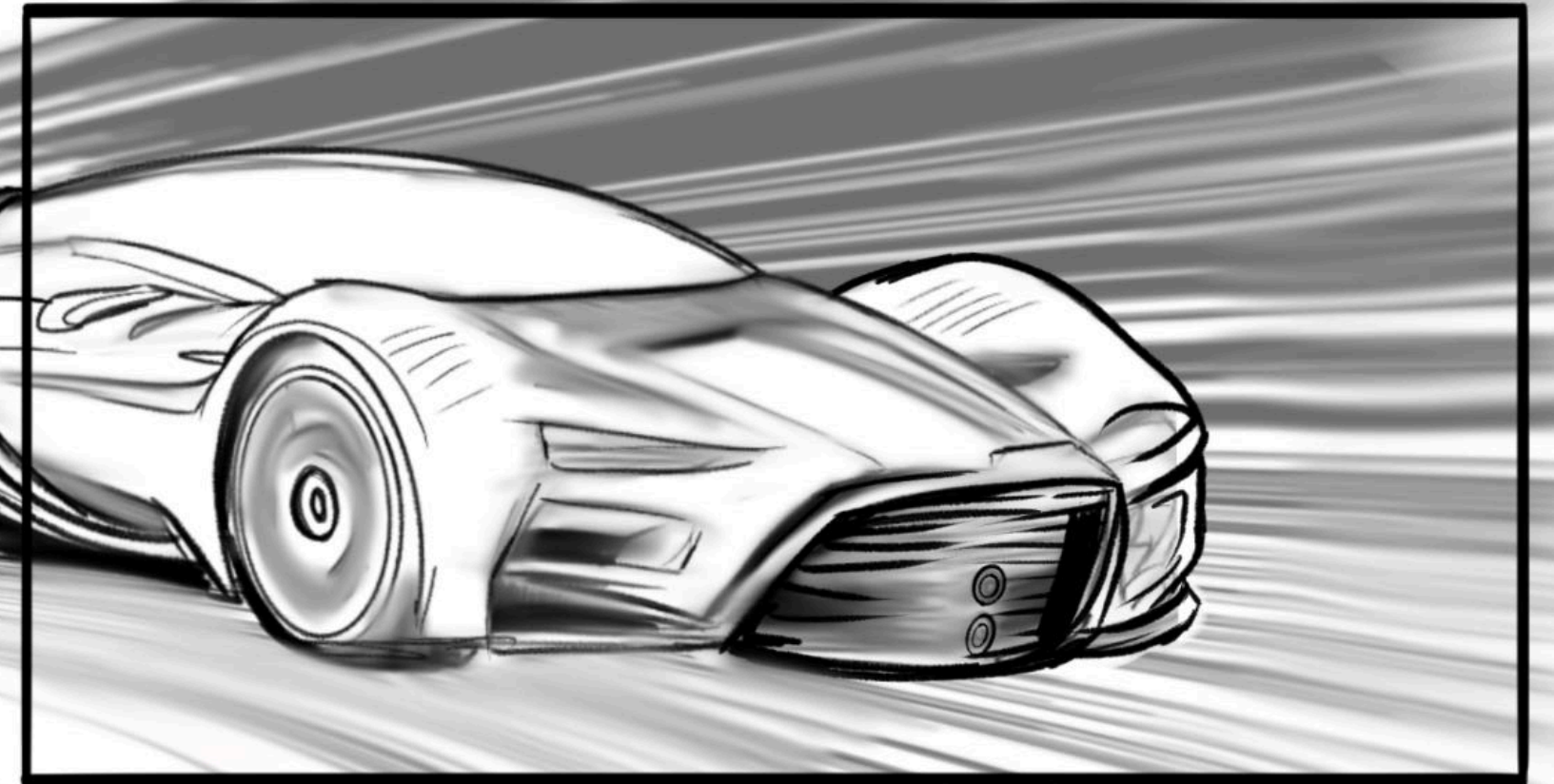
EXT - VANCOUVER SKYLINE - NIGHT

The Canucks logo is now in fully formed, solid above the sky.



# CANUCKS HEROES RETURN

Scene 24  
Shot 1



INT/EXT CAR

Bo drives through the streets of Vancouver towards Rogers

Scene 24  
Shot 2



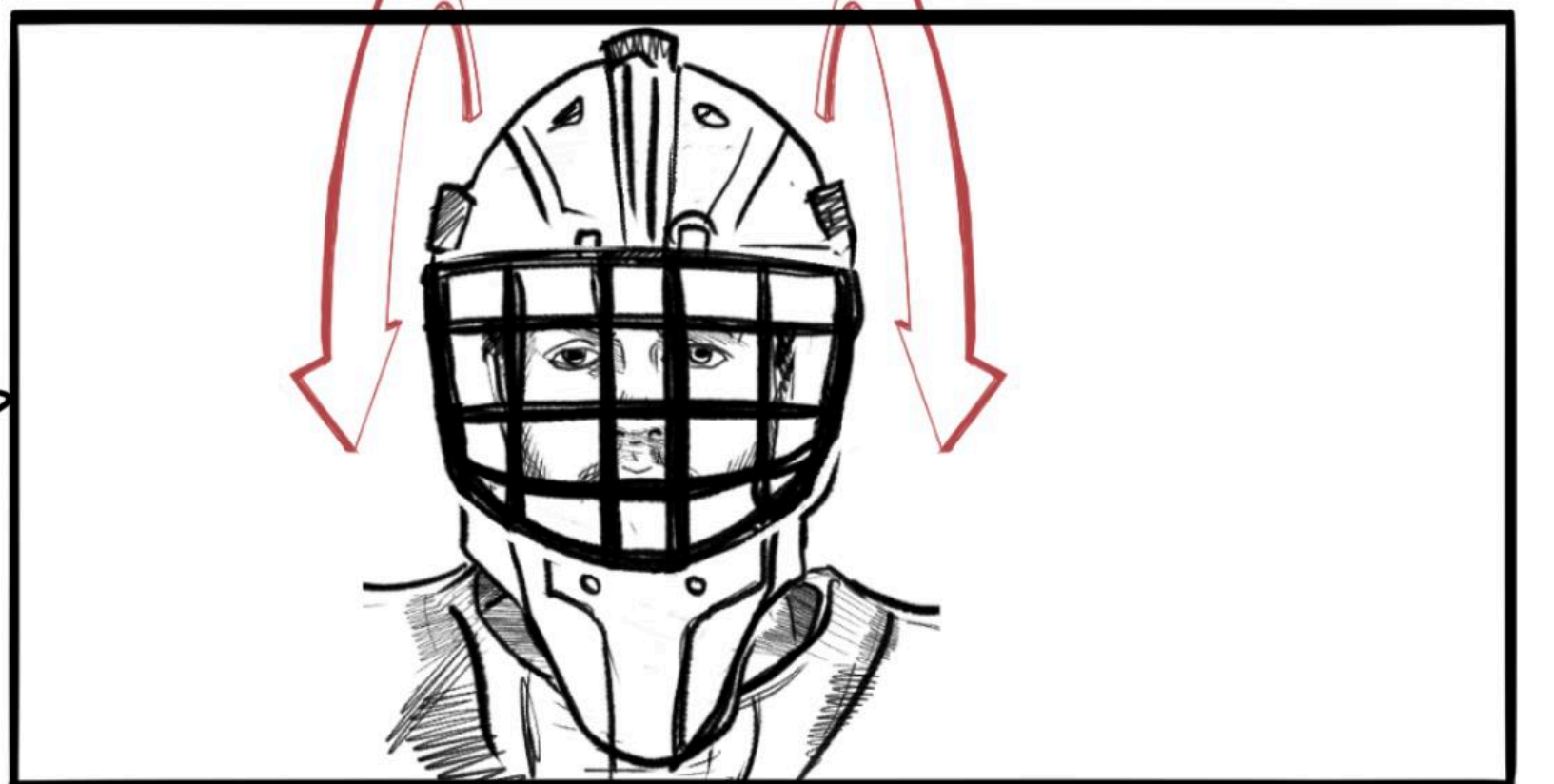
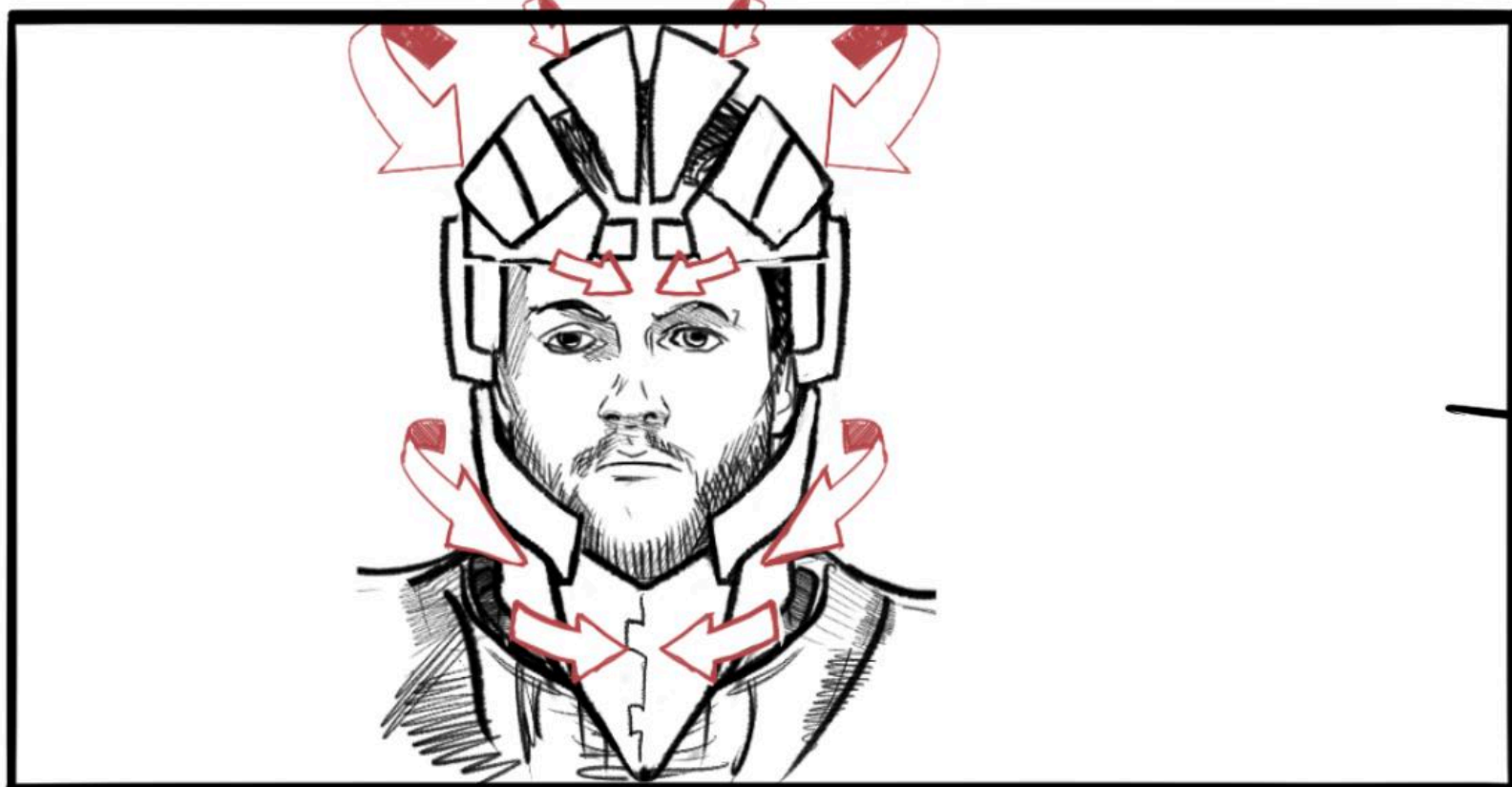
Scene 25  
Shot 1



INT. DANGER ROOM

Demko has his mask assemble ala Ironman. (If possible)

Scene  
Shot ↓



Scene 26  
Shot 1

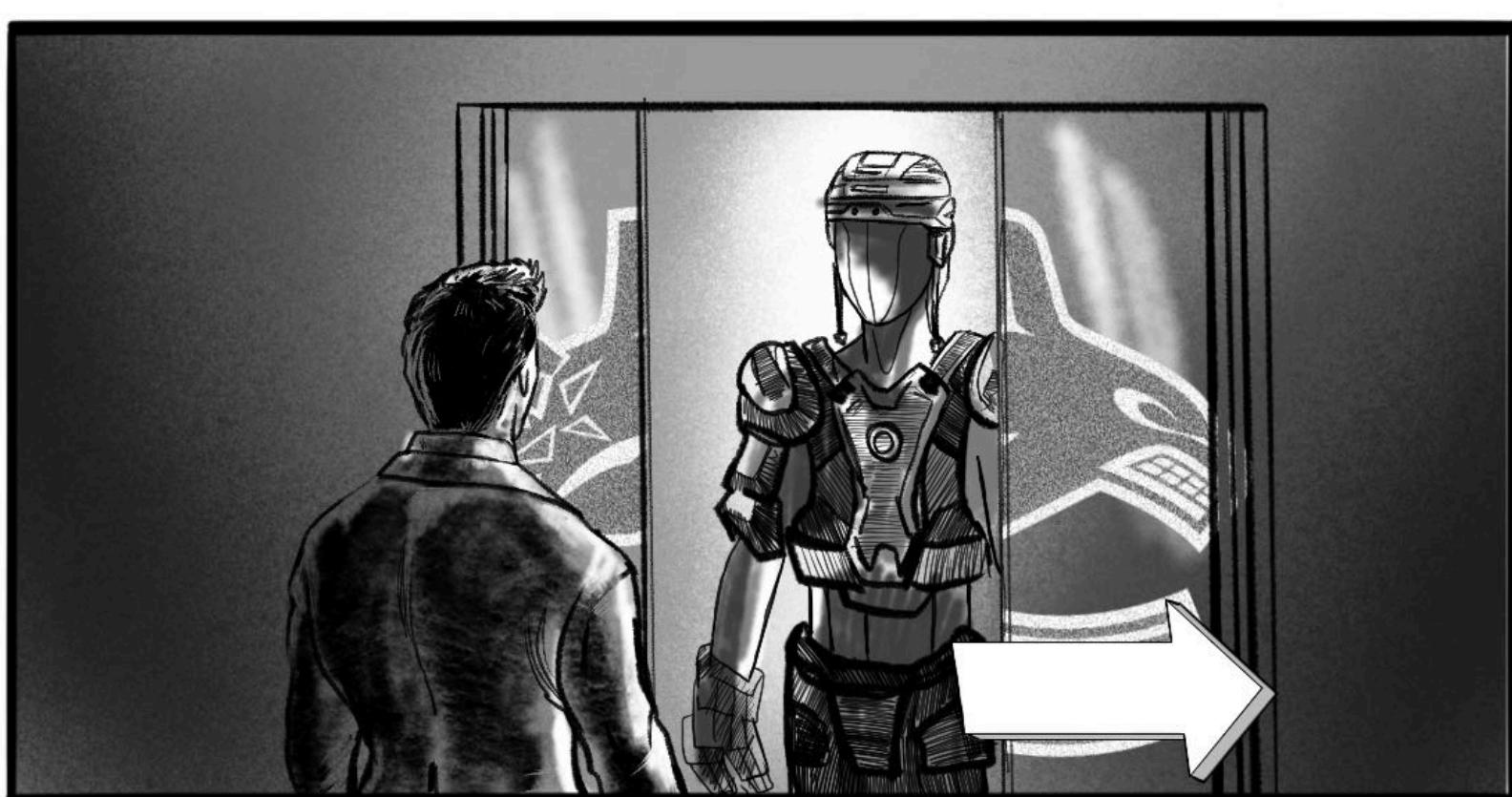


INT. THE HOCKEY UNIFORM CABINET

The Canuck Dressing Room Doors open - revealing a uniform set-up like Batman - raised up on a pedestal.

Bo stands before it, looking up at it.

Scene  
Shot ↓





# CANUCKS HEROES RETURN

Scene 27

Shot 1



Scene

Shot



Scene

Shot



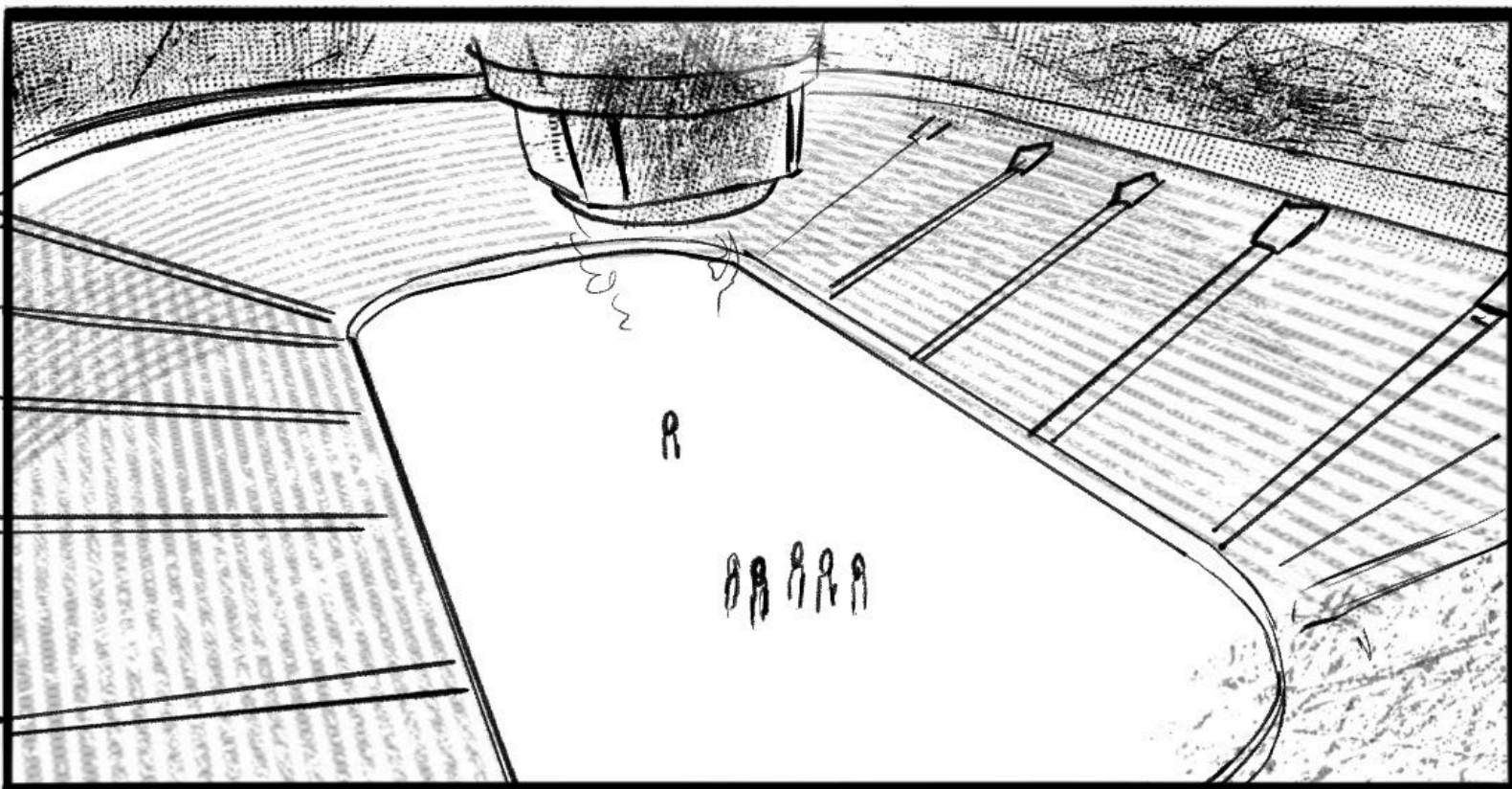
Scene

Shot



Scene 27

Shot 2



Scene 27

Shot 3

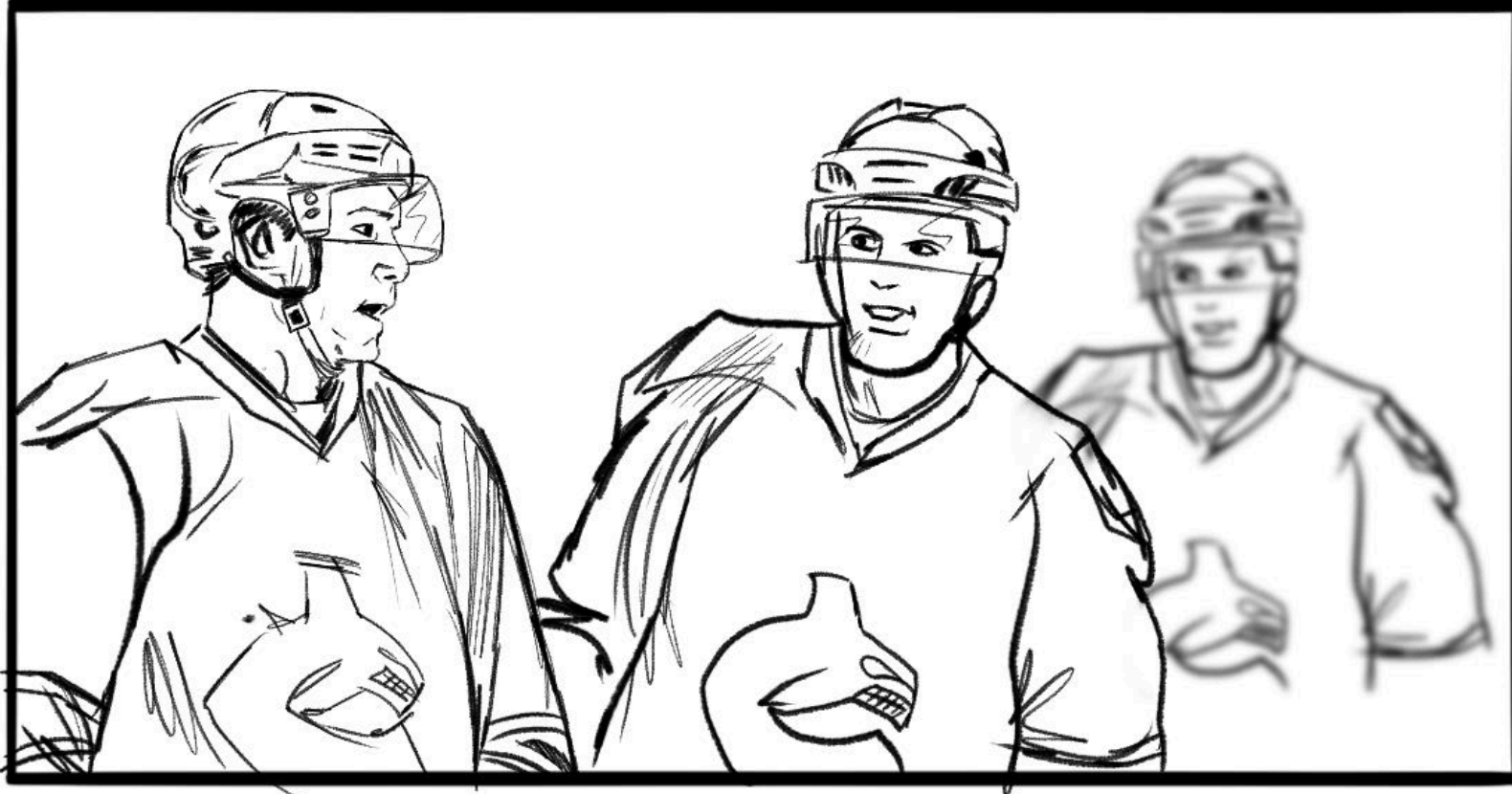




# CANUCKS HEROES RETURN

Scene 28

Shot 1

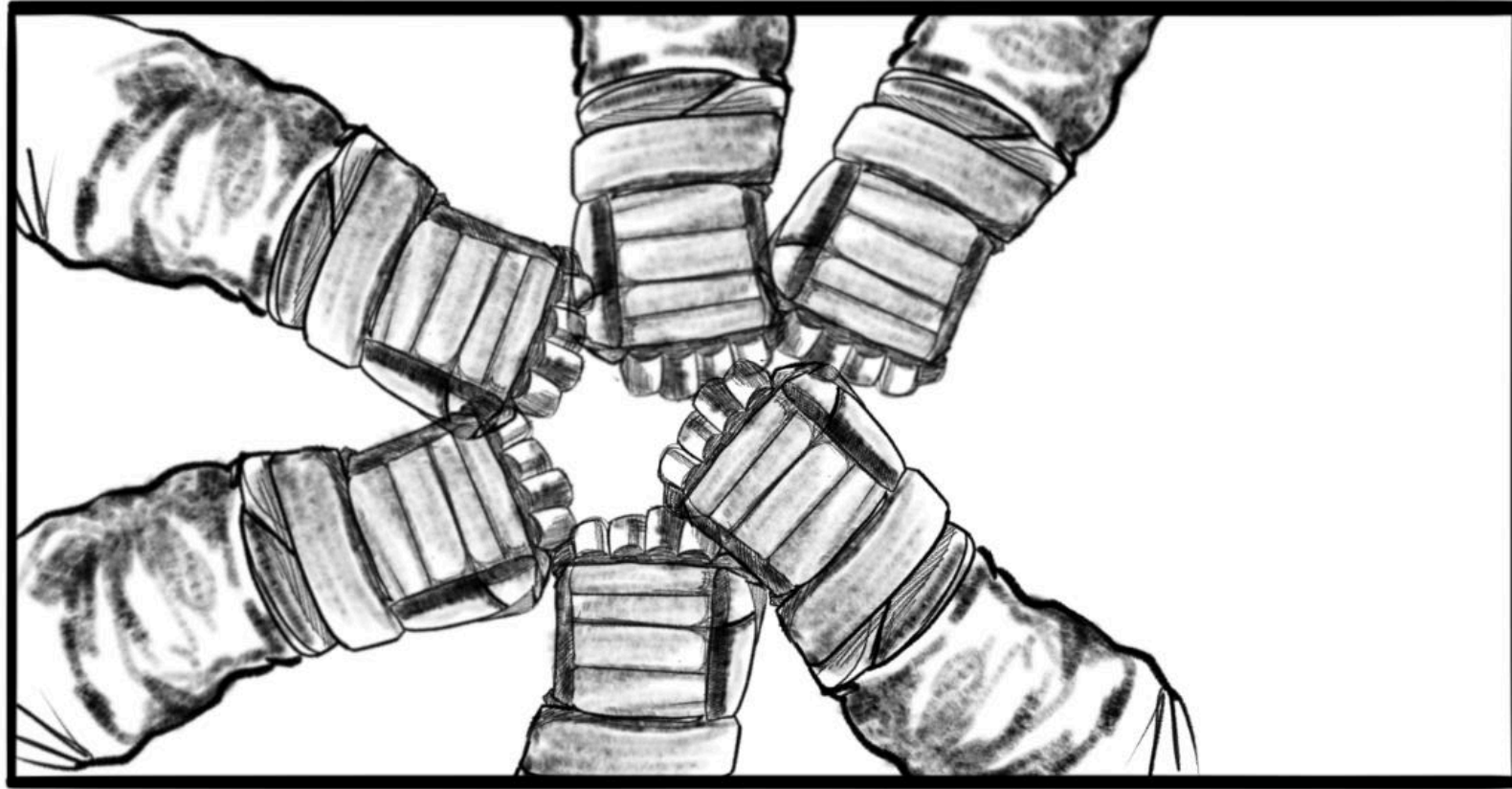


INT. ROGERS ARENA - CENTRE ICE.

All look at each other with heroic resolve:  
"Whatever it takes."

Scene 28

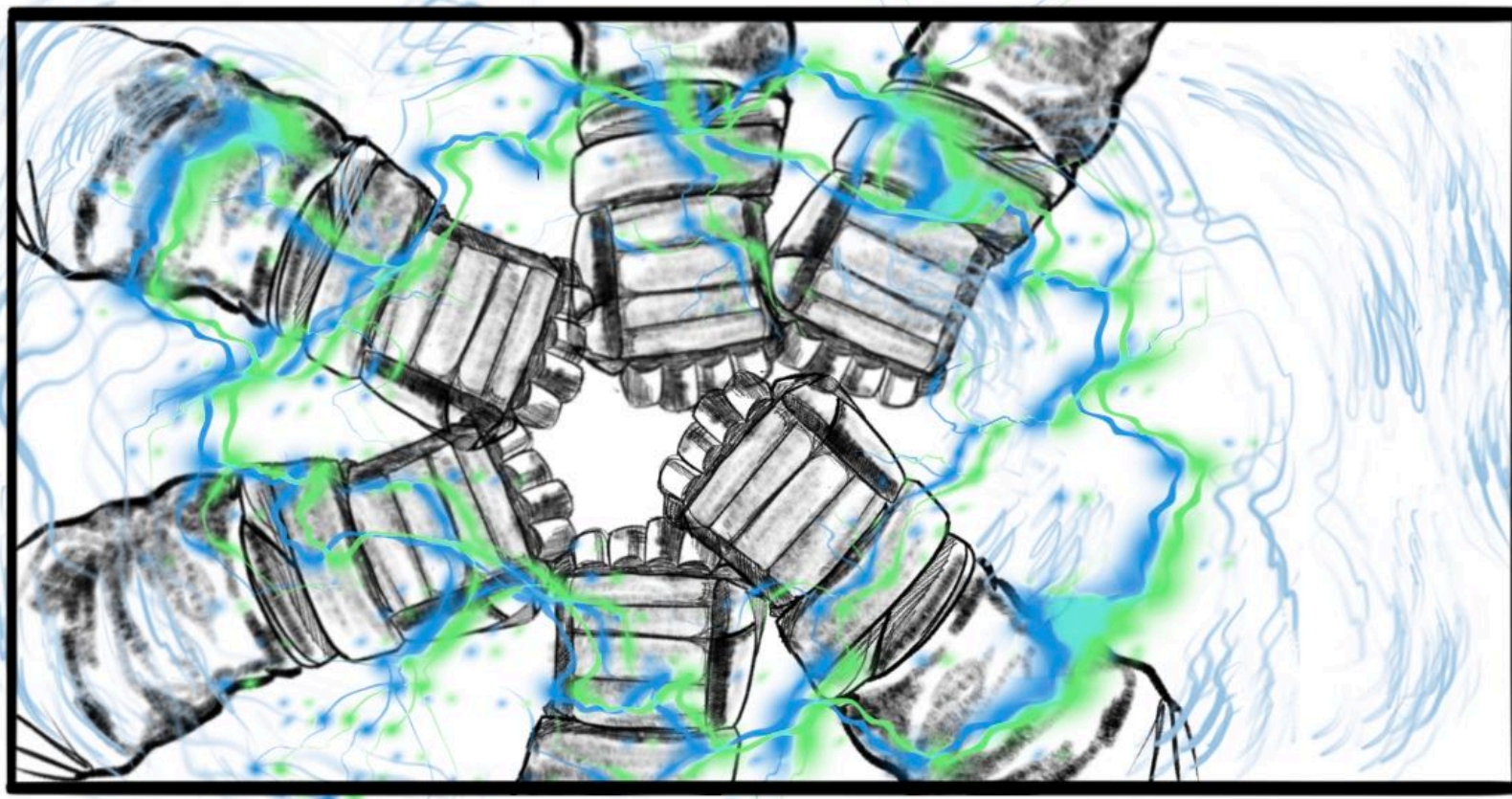
Shot 2



THEY PUT THEIR FISTS TOGETHER

Scene

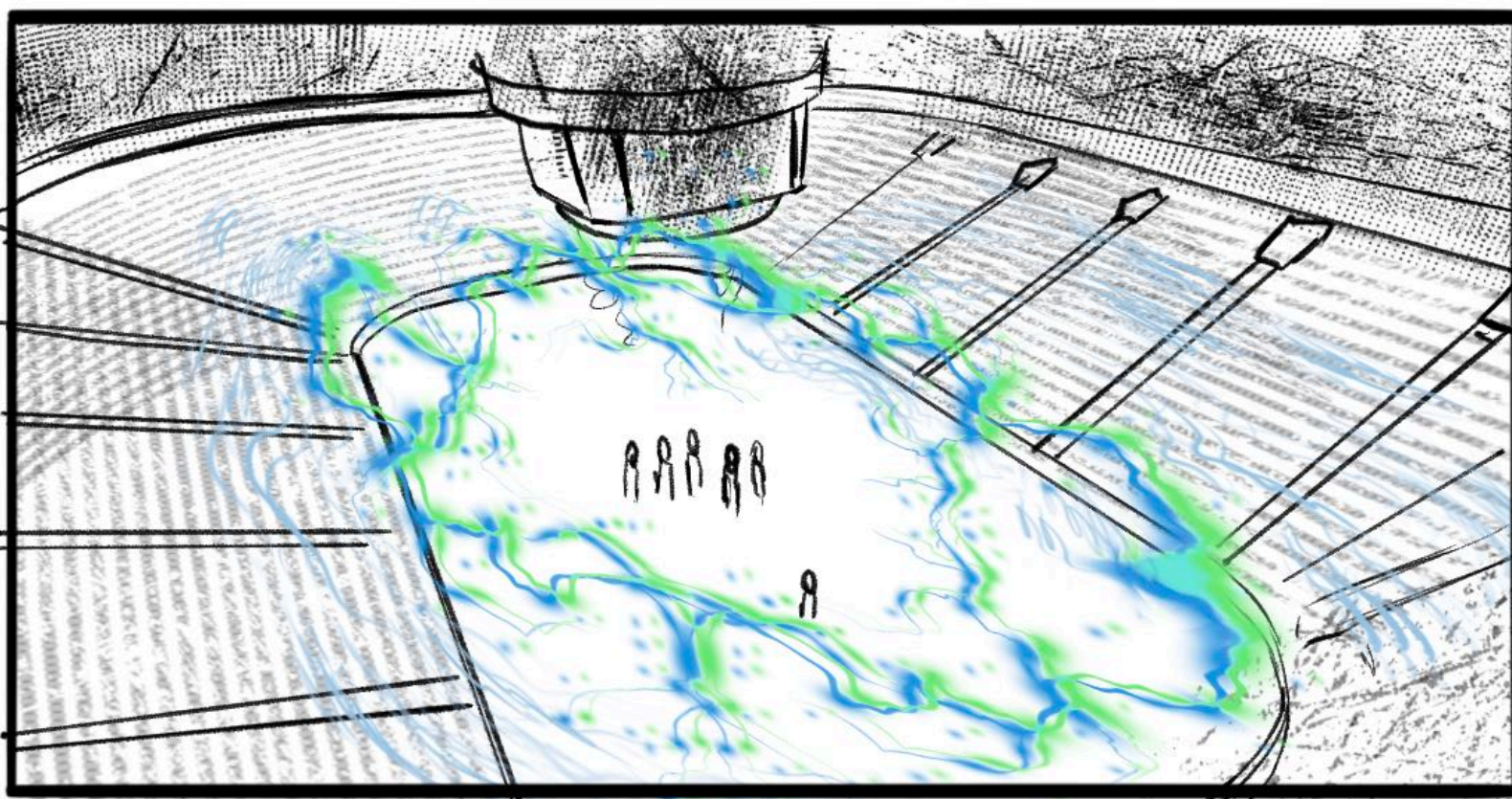
Shot



The fists coming together release an energy wave  
that transforms the arena back to it's former glory.

Scene 28

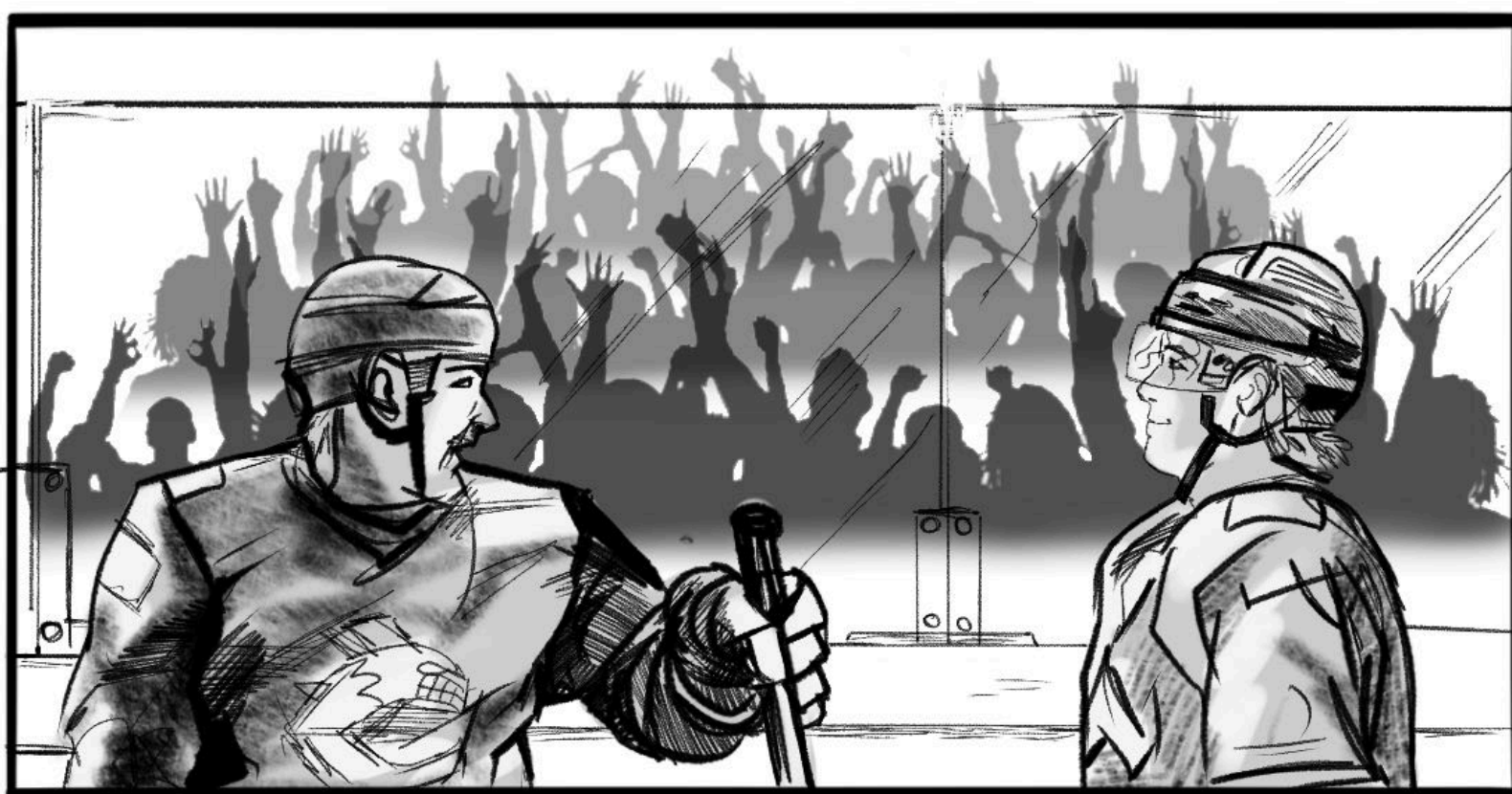
Shot 3



They hear the crowd chanting...

Scene 28

Shot 4



The Canucks turn to face the crowd - the stands are  
now filled up with cheering fans.

The Canucks look to the crowd - ready to take on the  
opponent.

Scene 28

Shot 5



28-6

**SEASON 52 / EPISODE 1**  
**CANUCKS**  
**VS**  
**SEATTLE**  
**STARTS NOW!**