	ACT: T 1 2 3 EP.#:	FILM ROMAN 1 ethers complay	The state of the s	ERRORIES CATOLOGICA SERVICIO S	•	PAGE:
5	CENE	BG#	SCENE	BG#	SCENE	BG#
	DAY NIGHT	PANEL 1	DAY NIGHT	PANEL 2	DAY NIGHT	PANEL
	ACTION  Quinjet r  mist lay	uses away from ver blurs past	Earth and	l into orbit— ngine powers down	Vision ste	eps FWD in cockpit s rise in zero-G
	SLUG					

ACT: T 1 2 3	FILM BOMAN	, the	CONTROL CONTRO	C.	PAGE:
SCENE	BG#	SCENE	BG#	SCENE	BG#
DAY NIGHT	PANEL 2	DAY NIGHT	PANEL 1	DAY NIGHT	PANEL 2
ACTION	s HE leams FWD ts retract)	Objecte purple gloc	Float OS as w appears from ahead	B6 pang Satellite	firing purple beam
SLUG					

	ACT: T 1 2 3 EP.#:	FILM ROMAN 1 stars corplay		GARRIES MICHINISSI MORCOSSI	ν,	PAGE:
1	SCENE	BG#	SCENE	BG#	SCENE	BG#
	DAY NIGHT	PANEL 1	DAY NIGHT	PANEL 2	DAY NIGHT	PANEL
	ACTION	opears on Ms els face		n as she looks uncertain	Vision	looks OS
	DIAL		(125) MSM :	I I can't		The Stark satellite arly in range.
	SLUG					

ACT: T 1 2 (	FILM ROMAN 1-Mark Computer		the	EDITIVE CINCUTUS ST USED SE		PAG	E:
SCENE	BG#	HSE	SCENE	BG#	SCENE	BG#	
DAY NIGHT	PANEL	2	DAY NIGHT	PANEL 1	DAY NIGHT	PANEL	2
ACTION			01-00	on Gatellite-	7	1 (1	Una tec

Truck in as he steps FWD

Close on Gatellite -6 Iron Man Suits Float around it Two more drift thru FG

DIAL Warning! Sensors indicate
unlitiple Iron Men are guarding
the gatellite!

ACT: T 1 2 3 EP. #:	FILM ROMAN 1 other Compley		the First Constitution of the Constitution of		PAGE:
SCENE	BG#	SCENE	BG#	SCENE	BG#
DAY NIGHT	PANEL 1	DAY NIGHT	PANEL Z	DAY NIGHT	PANEL 1
ACTION MSM ties	her hair into a	pony tail	All look arou	ind Sun g	lints of Quinjet in distance
DIAL (27) HE: T (128) V: Warning Sens	hat's bad. ! Long range ore indicate	-that -	Ther is in pursuit. E: That's worse		
SLUG					

ACT: T 1 2	3		CARTINIS MICHIGANIST WARDEN		PAGE:
SCENE	BG#	SCENE	BG#	SCENE	BG#
DAY NIGHT	PANEL	DAY NIGHT	PANEL 3	DAY NIGHT	PANEL
<b>ACTION</b> <i>IMEN</i>	look over a	t 1 t	five of them	launch tou	ard it

DIAL

ACT: T 1 2 3	ROMAN 1 starz conjuny		constitution the case		PAGE:
SCENE	BG#	SCENE	BG#	SCENE	BG#
DAY NIGHT	PANEL 1	DAY NIGHT	PANEL 1	DAY NIGHT	PANEL 2
ACTION		Penuls	on booms f	lach thru pas	t let as it
Reverse approach/fi	e as 5 stay	behind (SPE	ED BUR B6)	lash thru pas	gains FWD
DIAL					

ACT: T 1 2 3	tie	PARTIE COMMINIST CARGOST	<b>5.</b>	PAGE:
SCENE BG#	SCENE	BG#	SCENE	BG#
	OUT DAY NIGHT	PANEL 1	DAY NIGHT	PANEL Z
	<u> </u>			
Jet flies 05	On MeM	piloting - li	t by beams -	from outside
DIAL				

ACT: T 1 2 3	FILM ROMAN 1 start consuly		COLUMN CARENTISST LIBROUSE	•	PAGE:
SCENE	BG#	SCENE	BG#	SCENE DAY NIGHT	BG#
DAY NIGHT  ACTION  HE press  DIAL	es firing button	DAY NIGHT	on fires toward 0:		with I Men g, firing (speed blur BG)
SLUG					

ACT: T 1 2 3	FILM ROMAN s dars company	the	COMMISSION CONTROL OF THE CONTROL OF	•	PAGE:
SCENE	BG#	SCENE	BG#	SCENE	BG#
				STONE STONE	Deller Shaper of the state of t
DAY NIGHT	PANEL 2	DAY NIGHT	PANEL 3	DAY NIGHT	PANEL 4
ACTION Jets bean	ns in-hit two I men	Two m	ore fly in	-roll to	o dodge jet as thru FG
DIAL					
SLUG					

ACT: T 1 2 3  EP. #: seture complety	EDMINS CHOURSES URDORS	·	PAGE:
SCENE BG#	SCENE BG#	SCENE	BG#
DAY NIGHT PANEL 5	DAY NIGHT PANEL 6	DAY NIGHT F	PANEL 1
They turn to brake	— then shoot OS	In cockpit-	HE looks back
DIAL		(130) HE: Jarvi	s, where's hor?
SLUG			

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ACT: T 1 2 3 EP. #:	, the	THE THE		PAGE:
SCENE BG#	SCENE	BG#	SCENE	BG#
DAY NIGHT PANEL 2	DAY NIGHT	PANEL 1	DAY NIGHT	PANEL 2
-exchanges looks with Vision	Close	on Vision	He	turns away
DIAL How close is he?	(Pause, then)	) - Ill deal with -		-Thor.
SLUG				

ACT: T 1 2 3 EP.#:	FILM ROMAN a start company		TETT		PAGE:
SCENE	BG#	SCENE	BG#	SCENE	BG#
Y TIVE				OUT	
DAY NIGHT	PANEL 1	DAY NIGHT	PANEL 2	DAY NIGHT	PANEL 3
ACTION Vision W	alks toward cam	-bod	y goes to I	DX - then 3	BLURS OS
DIAL (132) MS M	· What?	V1610	n, wait —		
SLUG					

ACT: T 1 2 EP.#:	FILM ROMAN 1-mire (Smile)		COMMUNICATION WINDOWS	•	PAGE:
SCENE	BG#	SCENE	BG#	SCENE	BG#
DAY NIGHT	PANEL 1	DAY NIGHT	PANEL 2	DAY NIGHT	PANEL 3
ACTION	Quinjet flu	es toward satellit	te, Vision emerges	from the ster He stop	on in DX s in FG
DIAL					

ACT: T 1 2	BOMAN a starz corpany	the	enams mismussi nacossi	C	PAGE:
SCENE	BG#	SCENE	BG#	SCENE	BG#
					A 1868
DAY NIGHT	PANEL 1	DAY NIGHT	PANEL 1	DAY NIGHT	PANEL Z
ACTION Vision hove Swirling li	ers in DX above ghtning storm (intermittent flas	Vision as Qu	goes SOLID	Quinje recede of pans up	t & pursuing I men to points of light, BG , Vision's cape rises
DIAL	(MISTINGENT THE		icreasing densit	y. Cu	irrent weight
SLUG					

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ACT: T 1 2 3	FILM ROMAN a start conjuny	the	THE TEST	<b>c.</b>	PAGE:
SCENE	PANEL 3	SCENE DAY NIGHT	PANEL A	SCENE BO DAY NIGHT	PANEL 5
DIAL	panel 3 in to glow as re sweeps up in Bo tong.	<	SHAKE— apidly increasing, inding him		TES AWAY now a streak of fire
SLUG					

ACT: T 1 2 (3) PAGE: EP. #: BG# SCENE BG# SCENE BG# SCENE 10 PANEL DAY **NIGHT** PANEL **PANEL** NIGHT DAY PANEL NIGHT DAY

**ACTION** 

Vision descends toward clouds (night sky)

DIAL

PAGE: SLUG DIAL ACTION NIGHT 3

Clouds quickly evaporate as he shoots thru scene (pan to follow)

ACT: T 1 2 3	FILM ROMAN 1 dare conjuly	A STATE OF THE STA	anamis anomusis minosis		PAGE:
SCENE	BG#	SCENE	BG#	SCENE	BG#
	July M		Linux.		1000
DAY NIGHT	PANEL 1	DAY NIGHT	PANEL 2	DAY NIGHT	PANEL 3
ACTION View down lights	in into stor	m— Thor a	ppears, climb	es quickly upwar	d gorrounded by lightning
DIAL					
SLUG					

ACT: T 1 2 3  EP. #: salarz contary	CORRECT THE STATE OF THE STATE	E COMPANISAT COMPANISAT	•	PAGE:
SCENE BG#	SCENE	BG#	SCENE	BG#
	DAY NIGHT	PANEL	DAY NIGHT	PANEL 2
DAY NIGHT PANEL	DAY NIGHT	FANEL		
Tendrils of lightning rise up to follow him	Vision & Ti approach	hor rapidly each other	IMPACT FX	blow clouds away
DIAL				

ACT: T 1 2 3  EP. #:	the	CANTIE CHICHEST CHESCUSSE		PAGE:
SCENE BG#	SCENE	BG#	SCENE	BG#
DAY NIGHT PANEL	DAY NIGHT	PANEL 1	DAY NIGHT	PANEL 2
ACTION Impact FX spread out, Vision drops OS	Upshot fro	om forest (night ky intensifies	-) Glow light clouds q	hts scene, vickly evaporate
DIAL				

ACT: T 1 2 3	FILM ROMAN a clare company	Rite	ENTITIES CHEROSES		PAGE:
SCENE  DAY NIGHT	BG#  PANEL 1	SCENE  DAY NIGHT	PANEL 2	SCENE  DAY NIGHT	PANEL 3
ACTION  Glow light	ts snowy forest	Snow o	wickly melts w brightens		HAKE hor SLAM into ground
SLUG					

ACT: T 1 2 3	FILM ROMAN	the	ennous menous man	5		PAGE: _	
SCENE	BG#	SCENE	BG#		SCENE	BG#	
SCENE							7
DAY NIGHT	PANEL	DAY NIGHT	PANEL	5	DAY NIGHT	PANEL	00
ACTION		SHAVE					
Explosion	- knocks trea	es over, -	fills fran	ne			
DIAL							
		*					

ACT: T 1 2 3	FILM ROMAN Liter COOPY		CONTRIBUTION WAS WAS A STATE OF THE STATE OF	•	PAGE:
SCENE	BG#	SCENE	BG#	SCENE	BG#
		L S D S		Mary Co. O. S. C.	William Son Marian State of the
DAY NIGHT	PANEL 1	DAY NIGHT	PANEL 2	DAY NIGHT	PANEL 3
ACTION  Cut to	underground .	care	Roof caves In	SHAKE -	
DIAL					

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ACT: T 1	2 3	A				PAGE:
SCENE	BG#	SCENE	BG#		SCENE	BG#
DAY NIGHT	PANEL 4	DAY NIGHT	PANEL	V	DAY NIGHT	PANEL 1
		1/2			-	0 1 0
ACTION	- SHA Dust fills screen,		t light		trees & n	from center of rounded by flattened eceding smoke
DIAL						

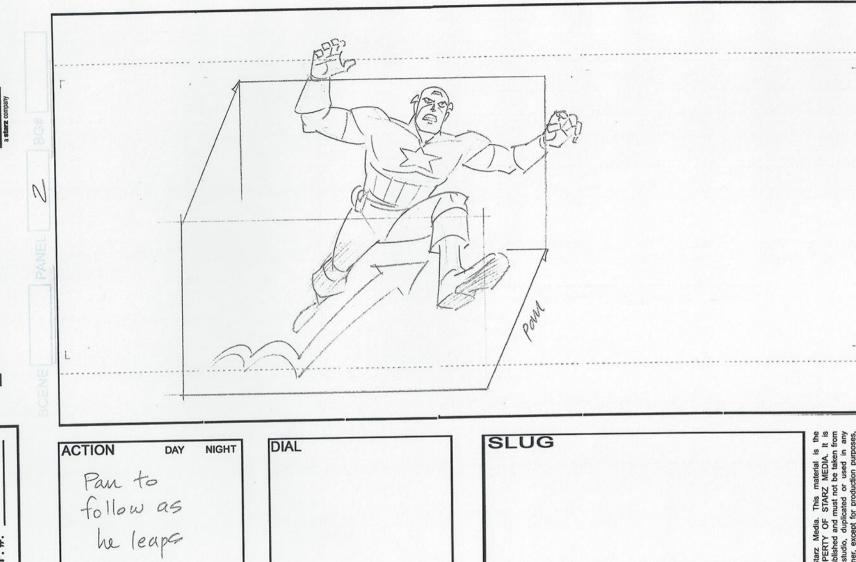
ACT: T 1 2 3 EP.#:	FILM ROMAN	A time	annis memer necess		PAGE:
SCENE	BG#	SCENE	BG#	SCENE	BG#
SOLIL			OUT OUT		
DAY NIGHT	PANEL 1	DAY NIGHT	PANEL 2	DAY NIGHT	PANEL 1
ACTION  Match dischol	solve to Cap ding shield	Truck o	out as he ourle it os	Shield	flies in toward PM
DIAL					

ACT: T 1 2 3	FILM ROMAN	the	EGATUS MICHIUS STUEROS ST		PAGE:
SCENE	BG#	SCENE	BG#	SCENE	BG#
DAY NIGHT	PANEL 2	DAY NIGHT	PANEL 3	DAY NIGHT	PANEL
ACTION	drops onto it	- Glams	into to floor	PM tilts	his head, Smirks
DIAL				(134) PM: No	ow this is entertainment.
SLUG					

ACT: T 1 2 3		CONTRACTOR MINISTRACTOR	4.	PAGE:	
SCENE BG#	SCENE	BG#	SCENE	BG#	Jesi
DAY NIGHT PANEL		PANEL	DAY NIGHT	PANEL	2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2

cap runs fwd

DIAL



PAGE:

ACT: T 1 2	3 FILM ROMAN 1 dark (CORPO)		CARACTE CALCULATION OF THE PARTY OF THE PART		PAGE:
SCENE	BG#	SCENE	BG#	SCENE	BG#
230			PANEL 2	DAY NIGHT	PANEL 1
DAY NIGHT	PANEL 1	DAY NIGHT	PANEL 2		
ACTION	rises up to m	eet Cap		On Video embattled	Screen, showing Quinjet
DIAL					
SLUG					

ACT: T 1 2 3	FILM ROMAN Telescopping		the	COLUMN COMPANY WERE SERVICE OF THE PARTY OF		٠.	PAGE:	
SCENE	BG#		SCENE	BG#		SCENE	BG#	
			Cit	Tour L			mh, sim	
DAY NIGHT	PANEL 2		DAY NIGHT	PANEL 3		DAY NIGHT	PANEL	
ACTION CA 8, 100	1 claim of	- nother	er-go to rin	ulit and fall	OS	Quinjet 1	Flies away fro	m _

5110 CA X IVI SIAM 100

cam (start close on cannon)

DIAL

ACT: T 1 2 3 EP. #:	the Fire	<b>5775</b>	•	PAGE:
SCENE BG#	SCENE	BG#	SCENE	BG#
DAY NIGHT PANEL 2	DAY NIGHT F	PANEL 3	DAY NIGHT	PANEL 4
ACTION  It gains away from cam, holds position for a beat-	then I men Fly	I IN	They gain o	n cannon
DIAL				
SLUG				

ACT: T 1 2 3	FILM ROMAN		earnins cateurusa	15		PAGE:
SCENE	BG#	SCENE	BG#		SCENE	BG#
			LOST DOT			
DAY NIGHT	PANEL 5	DAY	NIGHT PANEL	6	DAY NIGHT	PANEL 7
ACTION It Spins	and bl	ows them	to bits		-finishes	rotation to point forward again
DIAL						
SLUG						

ACT: T 1 2 3	GARANTE MISTINGEST MINISTER MI	H/A	PAGE:
SCENE BG#	SCENE BG#	SCENE	BG#
			A CONFA
DAY NIGHT PANEL	DAY NIGHT PANEL 2	DAY NIGHT	PANEL /
On HE, glancing back	He pans DOWN as Floating target Screen pans UP	9 Satellite target so	drifts into
DIAL	(135) HE: Got It.	Carol, hold	her steady
SLUG			

ACT: T 1 2 3 EP.#:	FILM ROMAN 1 stort congary		CERTIFIC CONTROL CONTR	•	PAGE:
SCENE	BG#	SCENE	BG#	SCENE	BG#
DAY NIGHT	PANEL	DAY NIGHT	PANEL 2	DAY NIGH	T PANEL 1
ACTION  Close on target gri	HE taking a aphic pams thr	aim- H UFG	e glances OS	Slight	cam drift up— g Carol's empty seat
DIAL					

ACT: T 1 2 3	FILM ROMAN 1 dark coupley			THE MEDIUS COLUMN TO SERVICE C	•	PAGE:
SCENE	BG#	SCENI	E	BG#	SCENE	BG#
DAY NIGHT	PANEL 1	DAY	NIGHT	PANEL 2	DAY NIGHT	PANEL 3
ACTION Her hands	reach in-		grab HE	is shoulders	-pull h	in up
DIAL			(13	6) HE: WAR	AA	
SLUG						

ACT: T 1 2 3 EP.#:	FILM ROMAN 1 days 6000by	A	ennus menus vieno	5	·.	PAGE:
SCENE	BG#	SCENE	BG#		SCENE	BG#
DAY NIGHT	PANEL 1	DAY NIGHT	PANEL	2	DAY NIGHT	PANEL 3
ACTION						
HE 15	slammed hard	into the	ceiling		- then y	ranked OS
DIAL						
SLUG						

ACT: T 1 2 3	FILM ROMAN a stary conjenty			THE STATE OF THE S		PAGE:	
SCENE	BG#	Sie S	SCENE	BG#	SCENE	BG#	SCET
DAY NIGHT	PANEL				DAY	NIGHT PANEL 3	
ACTION  MSM throws  Seats - pa  with PURPLE	HE into the un up to seel EYES	her 2			E &	She reaches down	
DIAL			(137) MSM : 1	don't know I	10W -1	tricked me, Hawkeye	
SLUG							

ACT: T 1 2 3	FILM ROMAN 1 Mars (SUPPLY)	in the second se	CARATUS COLUMNIST COLORS		PAGE:
SCENE	BG#	SCENE	BG#	SCENE	BG#
DAY NIGHT	PANEL 1	DAY NIGHT	PANEL 2	DAY NIGHT	PANEL 3
ACTION  Cut to back  Cockpit-HE	wall of 16 thrown	- slan	15 into door	MSM Fle	s in, punches
DIAL					

ACT: T 1 2 3		COLUMN CANDINGS AND COSTS		PAGE:
SCENE BG#	SCENE	BG#	SCENE	BG#
A Company of the Comp				A STATE OF THE PARTY OF THE PAR
DAY NIGHT PANEL 7	DAY NIGHT	PANEL 2	DAY NIGHT	PANEL 1
ACTION  MS M Speaks	— push.	es HE up	He read	ches back—
DIAL -But I-	-won't b	etray Iron Man!	(38) HE: CO	arol have to
SLUG				

ACT: T 1 2 3	the state of the s	CONTROL MICHIGAN MINOSIA	ζ.	PAGE:
SCENE BG#  DAY NIGHT PANEL 2	SCENE DAY NIGHT	BG#  PANEL	SCENE DAY NIGHT	BG#  PANEL
action —grabs an arrow	WITH	on MsM- 1 purple eyes	HE pulls quiver, o	arrow out of theirs are dislodged
Fight	(139) MSM	: There are RULES!	*	

ACT: T 1 2 3 PAGE: EP. #: BG# SCENE BG# SCENE BG# SCENE 3 DAY NIGHT **PANEL** PANEL NIGHT PANEL DAY NIGHT DAY

**ACTION** 

He moves it forward -pops lid off to release flare/turns it toward cam

DIAL

ACT: T 1 2 3 EP.#:	FILM RODAN 1 eterconsty	the Backet	TE CONCUMBER VIEW OF THE PARTY	•	PAGE:
SCENE	BG#	SCENE	BG#	SCENE	BG#
	DANIEL 1	DAY NIGHT	PANEL 2	DAY NIGHT	PANEL
DAY NIGHT	PANEL /	DAI MOIT	17,11,122		
<b>ACTION</b> Flave	forces MSM	backward		cut to reve lights sca	urse-flare focus FG
DIAL					

ACT: T 1 2 3	FILM ROMAN		annus manusarusarusas	<b>.</b>	PAGE:
SCENE	BG#	SCENE	BG#	SCENE	BG#
DAY NIGHT	PANEL 2	DAY NIGHT	PANEL 3	DAY NIGHT	PANEL 1
ACTION Flare goes	out - HE sho	ves MsM a	aside & lunges FWD	HE reac	hes into scene
DIAL					
SLUG					

SCENE BG# SCENE BG#	BGE
DAY NIGHT PANEL 2 DAY NIGHT PANEL 1 DAY NIGHT PANEL 2	- 11   134
-grips joysticks and Cut to cannon-two It spins, throwing looks thru target screen I men are about to them off	
DIAL	
SLUG	

ACT: T 1 2 3  EP. #: ether company	the	ananis manasa nancasa		PAGE:
SCENE BG#	SCENE	BG#	SCENE	BG#
OUT OUT	867			CAR OF THE PROPERTY OF THE PRO
DAY NIGHT PANEL 3	DAY NIGHT	PANEL 7	DAY NIGHT	PANEL 2
ACTION  Truck out - I men fly  OS, cannon stops spin	BG drik Satellite	its to position in target screen	MsM 1	readles in, grabs HE

DIAL

ACT: T 1 2 3	PAGE:
	BG#
SCENE BG#	7 !
DAY NIGHT PAN	PANEL
ACTION Pane [3]	
BG continues to pan-satellite moves out of scope as HE is pulled back	
DIAL	
SLUG	

ACT: T 1 2 3	FILN ROMAN		die	annis cuernasarus ac	5	κ,	PAGE:	
SCENE	BG#	4/4	SCENE	BG#		SCENE	BG#	
DAY NIGHT	PANEL	3	DAY NIGHT	PANEL		DAY NIGHT	PANEL 2	
ACTION HE holds	onto	stick	ECU- presses	his the	umb button	1t light	hts up, his is pulled OS	
DIAL								
SLUG								

ACT: T 1 2 3  EP. #:		EDITORIS CHICHEST CHICOLOGY	ς.	PAGE:
SCENE BG#	SCENE	BG#	SCENE	BG#
				PANEL 2
DAY NIGHT PANEL	DAY NIGHT	PANEL 1	DAY NIGHT	PANEL 2
ACTION  One shot 15  fired from Cannon LEADING EDGE	6hot	flies in —	- bounces co	of Iman ere FRAME)
DIAL				

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SLUG

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ACT: T 1 2 3	FILM ROMAN 1 starz conpary			THE FILE		PAGE:
SCENE	BG#		SCENE	BG#	SCENE	BG#
				PANEL 2	DAY NIGHT	PANEL 1
DAY NIGHT	PANEL	1	DAY NIGHT	PANEL 2	DAT NIGHT	PANLE
ACTION Shot flie	s In-		-bounces (Freez	of second e France)	Iman Sl	not flies in -
DIAL						

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ACT: T 1 2 3	FILM ROMAN 1 diana Company		A STATE OF THE STA	A.	PAGE:	<u>.</u>
SCENE	BG#	SCENE	BG#	SCENE	BG#	///
DAY NIGHT	PANEL 2	DAY NIGHT	PANEL 3	DAY NIGHT	PANEL 4	8.
- cuts satellite in half		Fast	truck out	Front part of satellite explodes		
DIAL						
SLUG						