

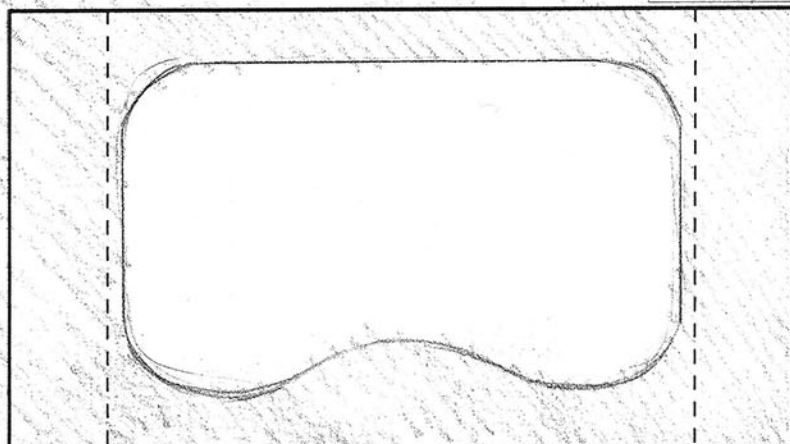
DIALOGUE:

ACTION NOTES:

Overlay -  
Viewfinder

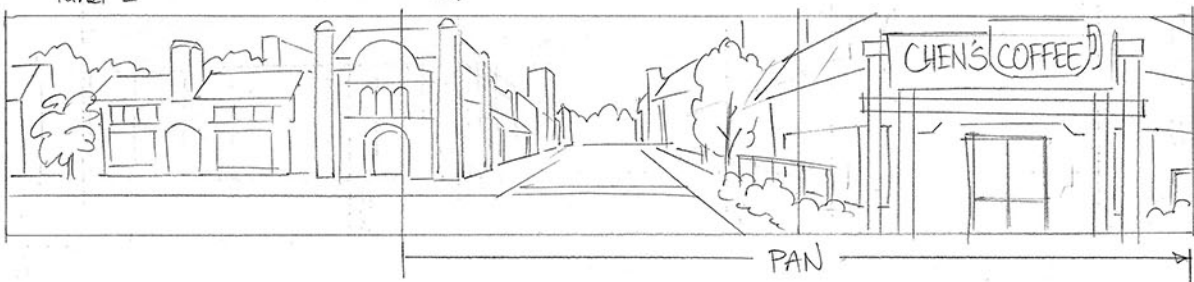
SCENE

PANEL FG/OL



Sc.  
Panel 1

BG-buildings pan past viewfinder



...landing on cafe

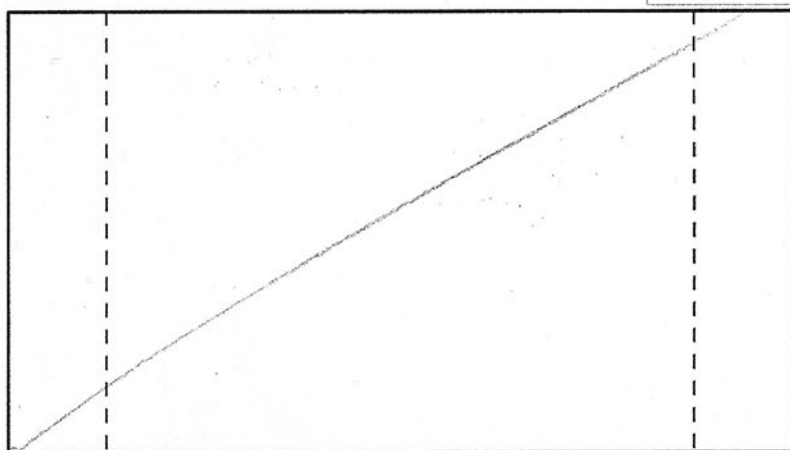
Cont'd →

DIALOGUE:

SCENE

PANEL

ACTION NOTES:



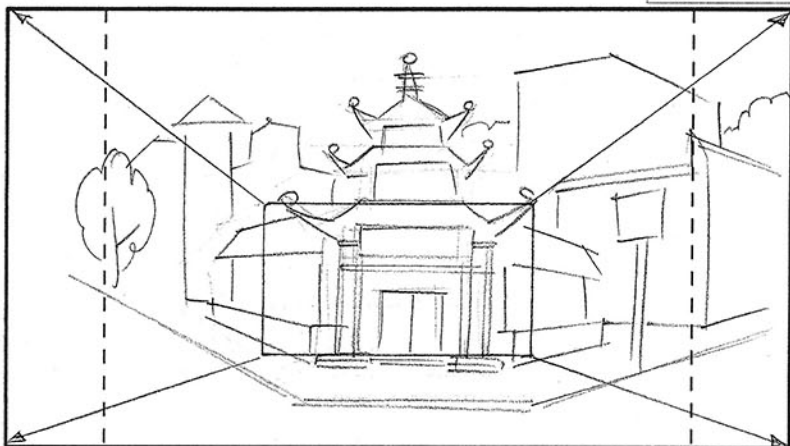
**DIALOGUE:**

**ACTION NOTES:**

Truck out  
to see entire  
building

**SCENE**

**PANEL 2**



**DIALOGUE:**

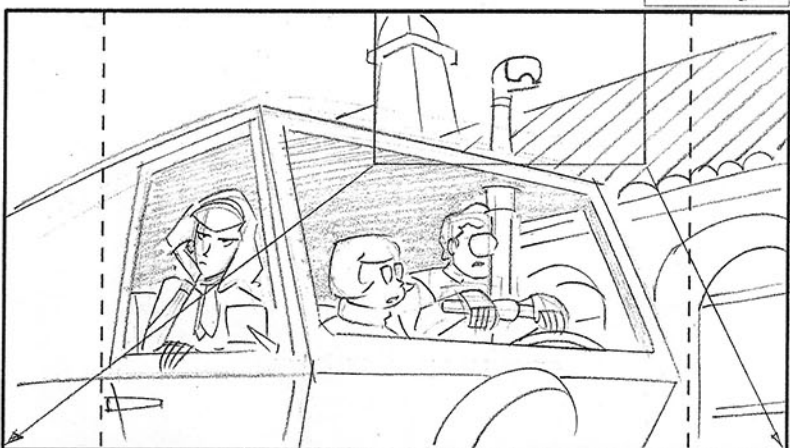
- (115) F: Looks pretty  
quiet out there.  
(116) V: Fred, when did  
you install a  
periscope in the  
Mystery Machine?

**ACTION NOTES:**

Truck out  
from periscope  
on Mystery  
Machine

**SCENE**

**PANEL 1**



**DIALOGUE:**

- (117) D: Probably  
around the  
time he was  
installing—

**ACTION NOTES:**

Close on  
Daphne,  
angry

**SCENE**

**PANEL 1**



**DIALOGUE:**

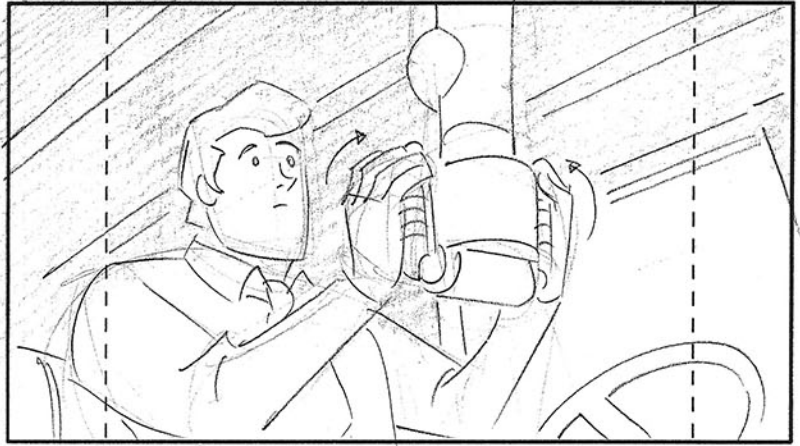
Con't / VO:  
-a trap  
in my-

**ACTION NOTES:**

Fred folds  
up handles

**SCENE**

**PANEL 1**



**DIALOGUE:**

-dining room.

**ACTION NOTES:**

-lifts  
periscope  
up

**SCENE**

**PANEL 2**



**DIALOGUE:**

What -

**ACTION NOTES:**

D looks  
at F, irritated

**SCENE**

**PANEL 1**



Con't  
→

DIALOGUE:

-else aren't  
you telling  
us, Fred?

ACTION NOTES:

She  
gestures

SCENE

PANEL 2



DIALOGUE:

(118) F:  
Nothing,  
Daphne—

ACTION NOTES:

F raises his  
hands

SCENE

PANEL 1



DIALOGUE:

-I swear!

ACTION NOTES:

Velma turns

SCENE

PANEL 2





**DIALOGUE:**

(119) D:

Whatever.

**ACTION NOTES:**

D looks away

**SCENE**

**PANEL 1**



**DIALOGUE:**

Where's my lip gloss?

**ACTION NOTES:**

-reaches for glove compartment

**SCENE**

**PANEL 2**



**DIALOGUE:**

(120) F: Wait, Daphne!

**ACTION NOTES:**

F thrusts his hand out

(START FROM PREVIOUS POSE)

**SCENE**

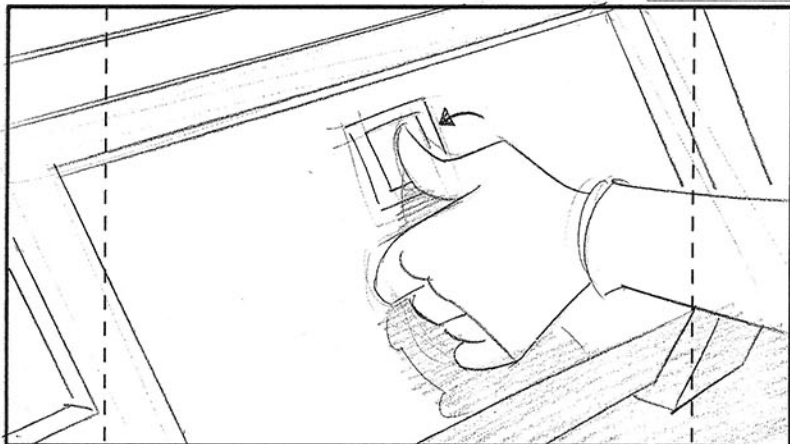
**PANEL 1**



DIALOGUE:

SCENE

PANEL 1



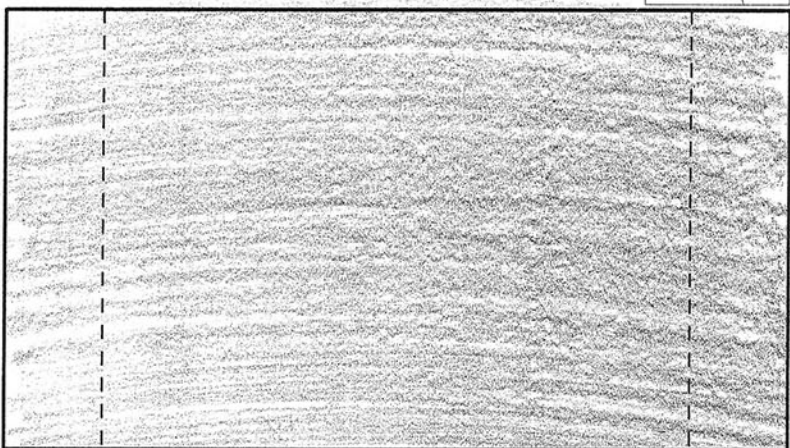
ACTION NOTES:

D's thumb  
presses  
button

DIALOGUE:

SCENE

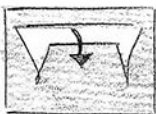
PANEL 1



ACTION NOTES:

Inside  
glove  
Compartment

door  
opens



DIALOGUE:

SCENE

PANEL 2



ACTION NOTES:

Reveal D  
opening  
door

Cont  
→

DIALOGUE:

SCENE

PANEL 3



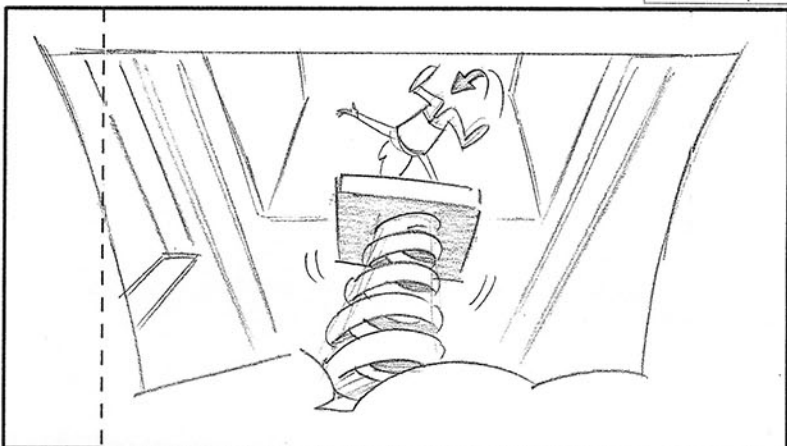
ACTION NOTES:

She is  
catapulted up -  
hatch opens  
above her

DIALOGUE:

SCENE

PANEL 4



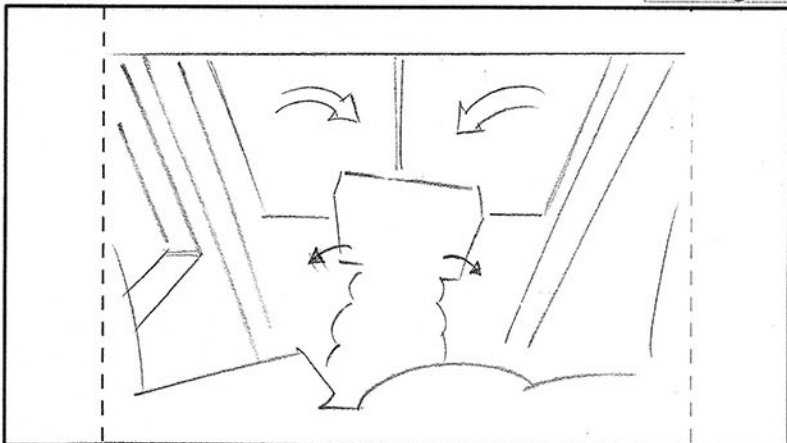
ACTION NOTES:

She goes  
flying OS

DIALOGUE:

SCENE

PANEL 5



ACTION NOTES:

Hatch  
closes

H/U  
▽

## DIALOGUE:

(22) F: Oops.  
I guess—

## ACTION NOTES:

F & V look up—  
Spring seat  
wobbles back  
& forth

## SCENE

PANEL 1



## DIALOGUE:

—there was  
one other  
thing—

## ACTION NOTES:

F reaches  
for glove  
Compartment  
lid

## SCENE

PANEL 2



## DIALOGUE:

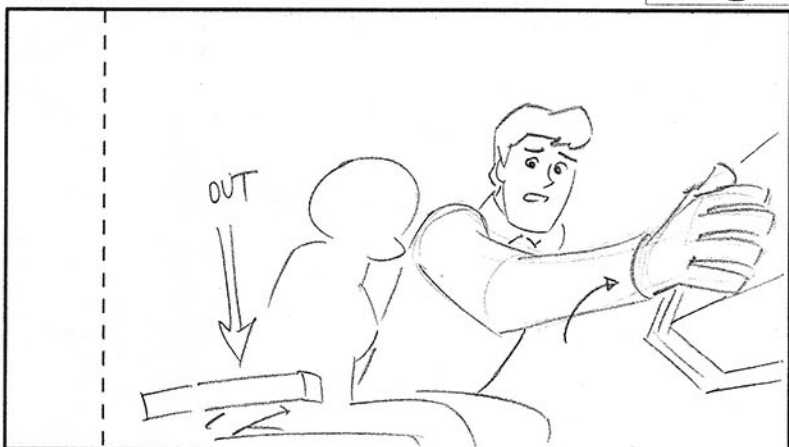
—I didn't  
tell you.

## ACTION NOTES:

He closes it—  
Spring seat  
retracts  
(BOTH FOLLOW IT WITH  
THEIR EYES)

## SCENE

PANEL 3



## DIALOGUE:

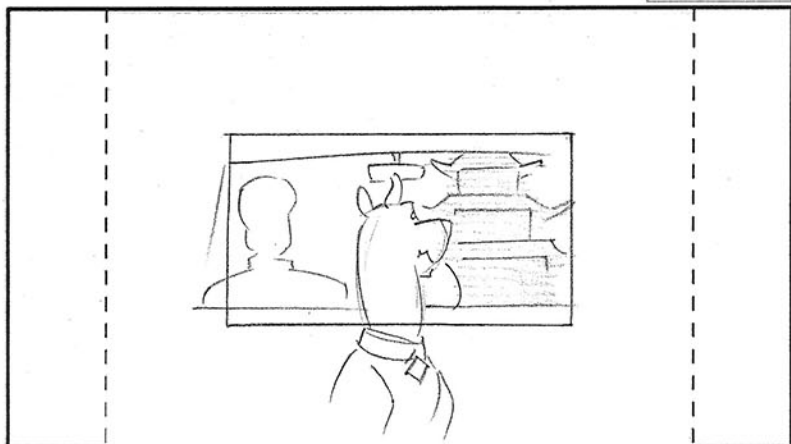
(123) SH: Now,  
Mai Le, the  
Key -

## ACTION NOTES:

Scooby looks  
out front  
window

SCENE

PANEL 1



## DIALOGUE:

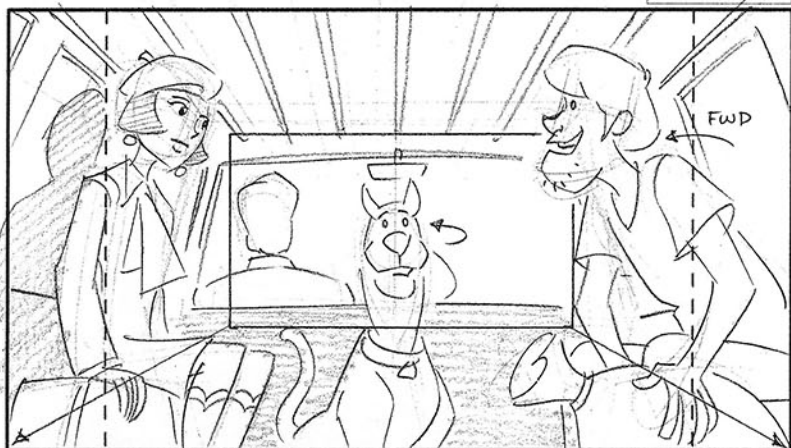
-to a good  
stakeout is  
making sure  
you got -

## ACTION NOTES:

Truck out as  
he turns to  
look at ML  
& Shaggy

SCENE

PANEL 2



## DIALOGUE:

- enough  
snacks!

## ACTION NOTES:

Sh lifts  
sack

SCENE

PANEL 3





**DIALOGUE:**

(124) SH: This  
is Scoob and  
my-

**ACTION NOTES:**

Sh grabs  
string

**SCENE**

**PANEL 1**



**DIALOGUE:**

-special  
stakeout snack  
sack.

**ACTION NOTES:**

-pulls it-

**SCENE**

**PANEL 2**



**DIALOGUE:**

We've got  
something  
from every  
food group...

**ACTION NOTES:**

-sack falls  
open. He  
tosses string  
away / OS

**SCENE**

**PANEL 3**





**DIALOGUE:**

Salty...  
Sugary...  
Jerky...

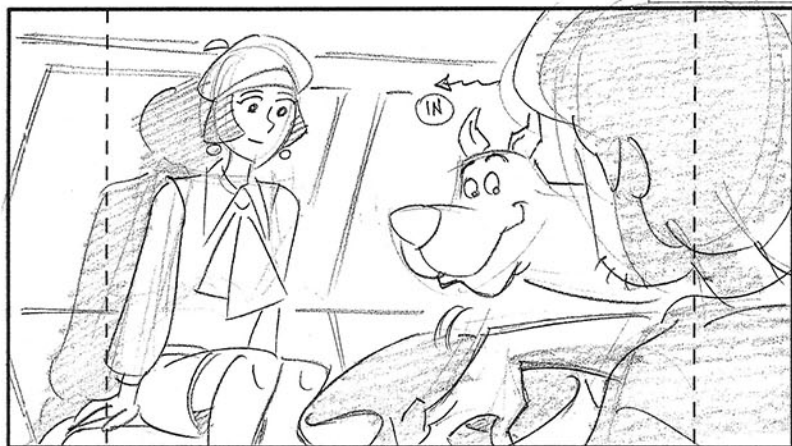
**ACTION NOTES:**

Scoby leaves  
in as Sh  
rummages  
in sack

H/U  
▽

**SCENE**

PANEL 1



**DIALOGUE:**

...and ice  
cream!

**ACTION NOTES:**

He lifts out  
tub of ice  
cream-Scoby's  
mouth opens

H/U  
▽

**SCENE**

PANEL 1



**DIALOGUE:**

I recommend  
eating the  
ice cream-

**ACTION NOTES:**

Sh holds  
up spoons

H/U  
▽

**SCENE**

PANEL 1



UP

cont  
→



DIALOGUE:

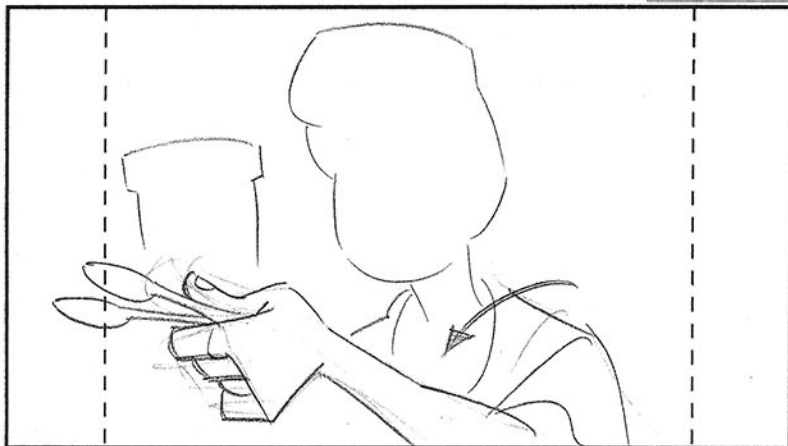
-first.

ACTION NOTES:

- hands  
them toward  
ML

SCENE

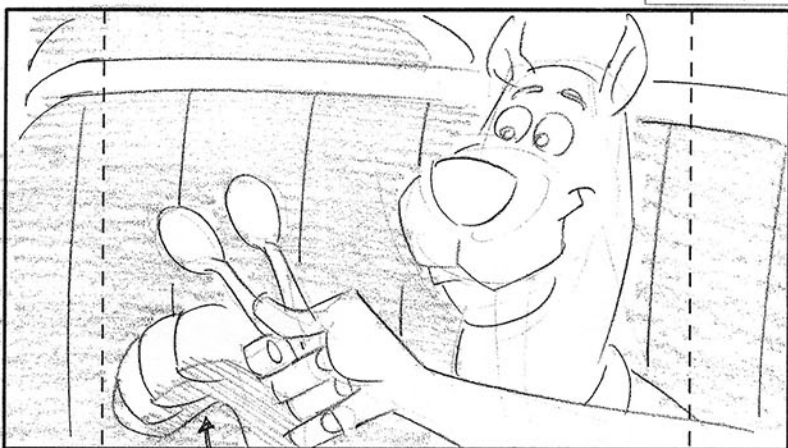
PANEL 2



DIALOGUE:

SCENE

PANEL 1



ACTION NOTES:

Scooby lifts  
his paw in

up

DIALOGUE:

(125) SD: Huh?

SCENE

PANEL 2



ACTION NOTES:

ML's hand in-  
takes spoon

Cont  
→

DIALOGUE:

SCENE

PANEL 3

ACTION NOTES:

Shaggy's hand  
pulls OS



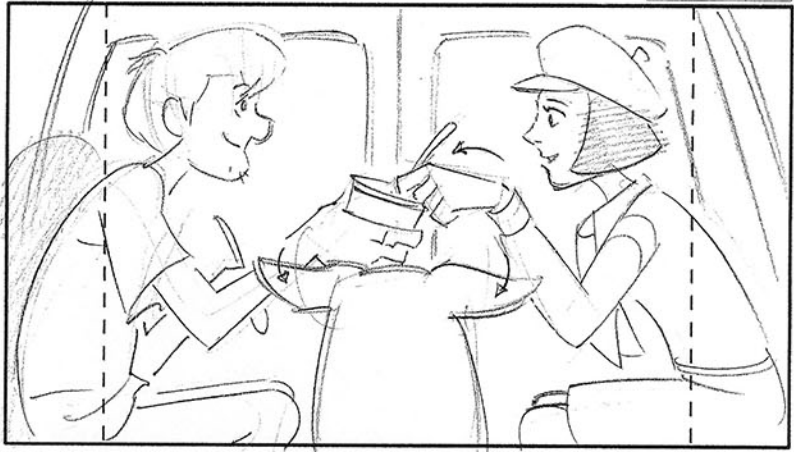
DIALOGUE:

SCENE

PANEL 1

ACTION NOTES:

Scooby watches  
as ML puts  
Spoon in tub



DIALOGUE:

SCENE

PANEL 2

ACTION NOTES:

-lifts out  
ice cream -  
Scooby's ears  
droop



H/L  
△

DIALOGUE:

(125A) SD -  
Whining

ACTION NOTES:

Shaggy's hand  
lifts spoon

SCENE

PANEL 1



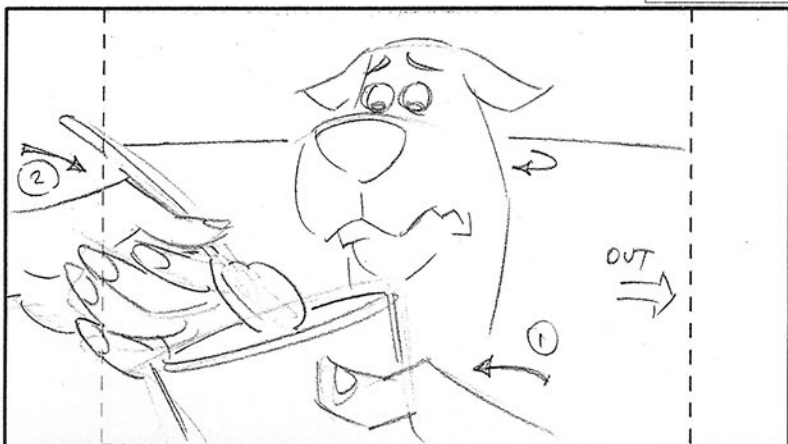
DIALOGUE:

ACTION NOTES:

—moves tub  
forward - ML's  
hand IN

SCENE

PANEL 2

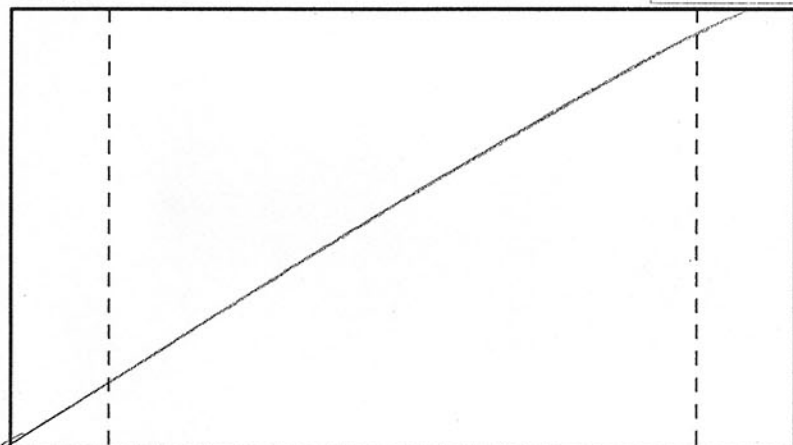


DIALOGUE:

ACTION NOTES:

SCENE

PANEL



Con't  
→

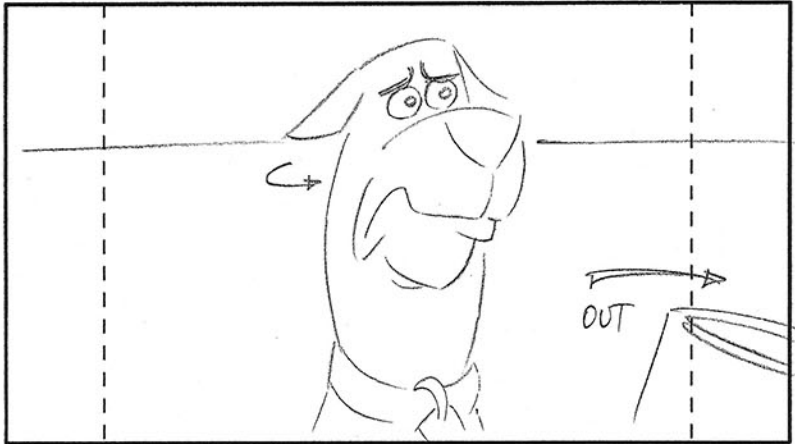
DIALOGUE:

SCENE

PANEL 3

ACTION NOTES:

Shaggy pulls  
tub OS



DIALOGUE:

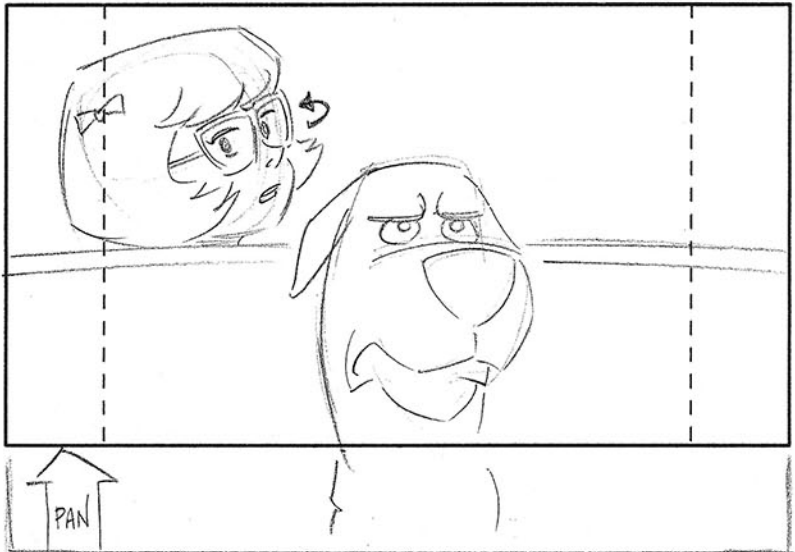
(126) V: I feel  
your pain, dog.

ACTION NOTES:

Pan up -  
Velma turns

SCENE

PANEL 4



DIALOGUE:

SCENE

PANEL 1

ACTION NOTES:

Daphne steps  
into scene



Cont  
→

DIALOGUE:

ACTION NOTES:

-opens door

SCENE

PANEL 2



DIALOGUE:

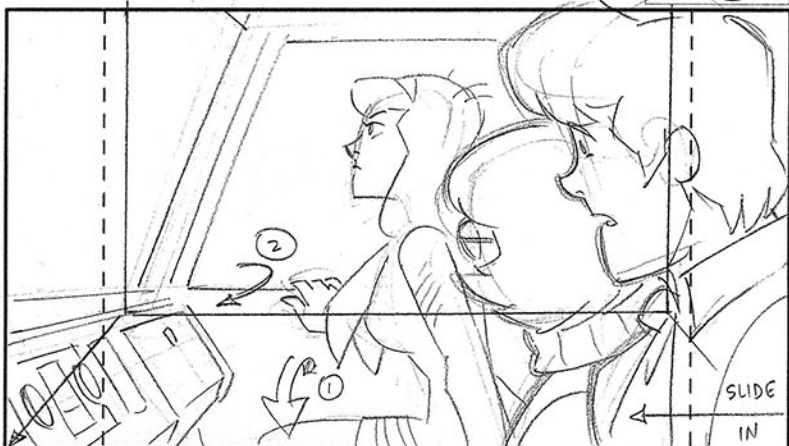
(127) F: Daphne,  
I am so sorry.

ACTION NOTES:

Truck out as  
she sits—  
closes door

SCENE

PANEL 3



DIALOGUE:

(128) D: Save it!

ACTION NOTES:

She raises  
her hand

SCENE

PANEL 4

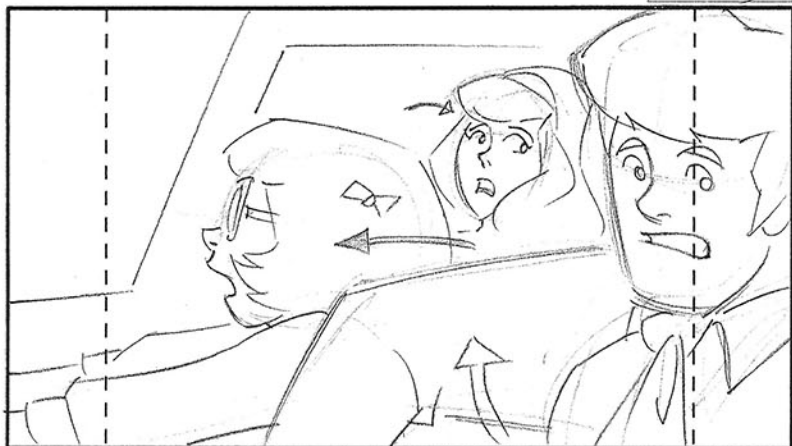


Cont  
→

DIALOGUE:

SCENE

PANEL 5

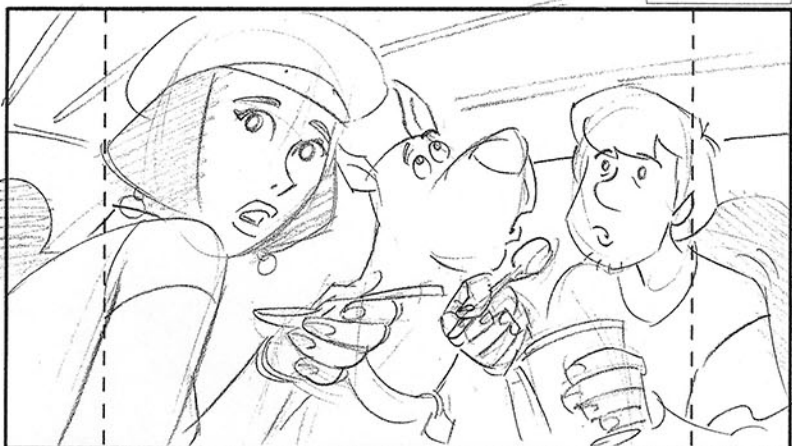


SHAKE

DIALOGUE:

SCENE

PANEL 1

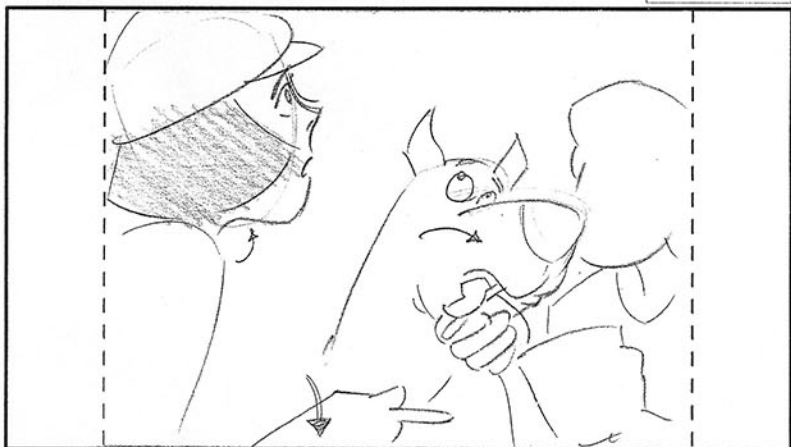


SHAKE

DIALOGUE:

SCENE

PANEL 2



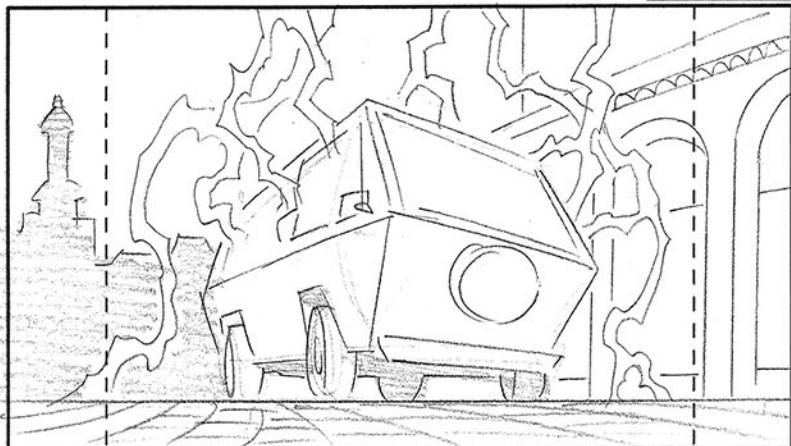
ACTION NOTES:

SD clamps  
his mouth over  
S's spoon

DIALOGUE:

SCENE

PANEL 1



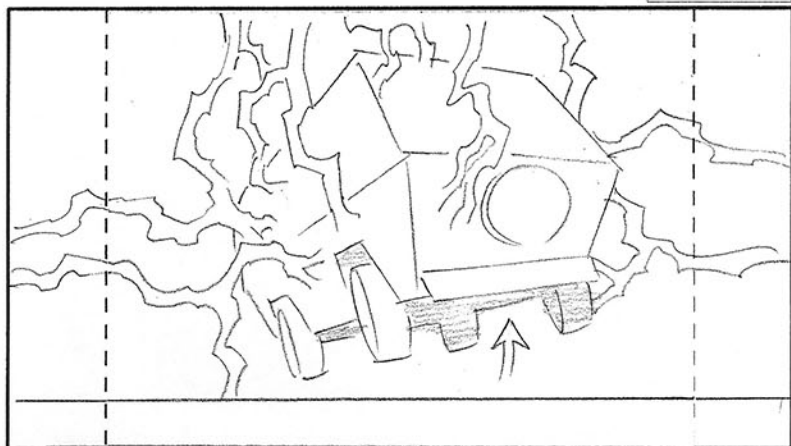
ACTION NOTES:

Exterior—  
lightning  
cascades down  
around van

DIALOGUE:

SCENE

PANEL 2



ACTION NOTES:

—lifts it off  
the ground

DIALOGUE:

SCENE

PANEL 1

(129) ML:  
What's going on?

ACTION NOTES:

F, V, SD slide  
to positions  
shown



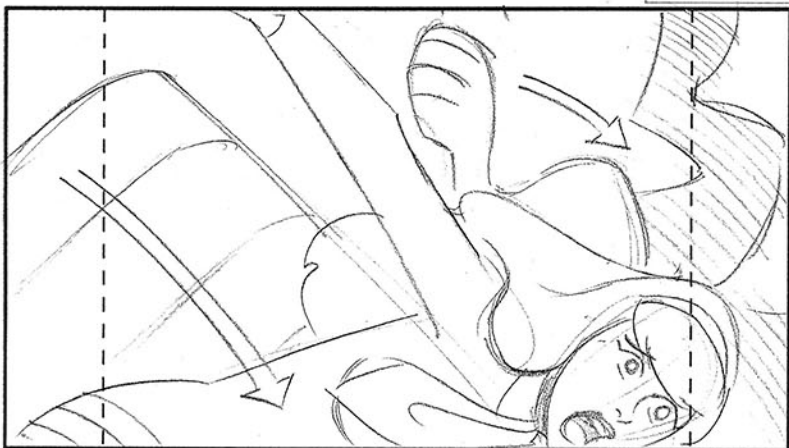
Cont  
→



DIALOGUE:

SCENE

PANEL 2



ACTION NOTES:

Van tips the  
other way

DIALOGUE:

SCENE

PANEL 1



ACTION NOTES:

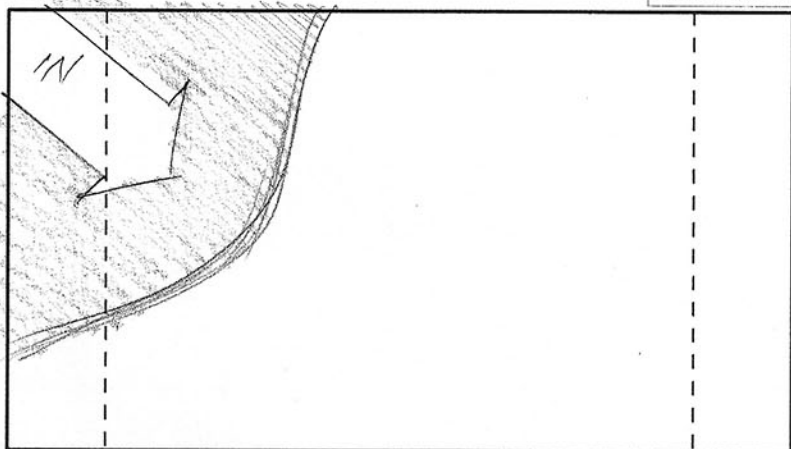
Ex't looking  
down at van

DIALOGUE:

White Wizard  
In (silo)

SCENE

PANEL 2



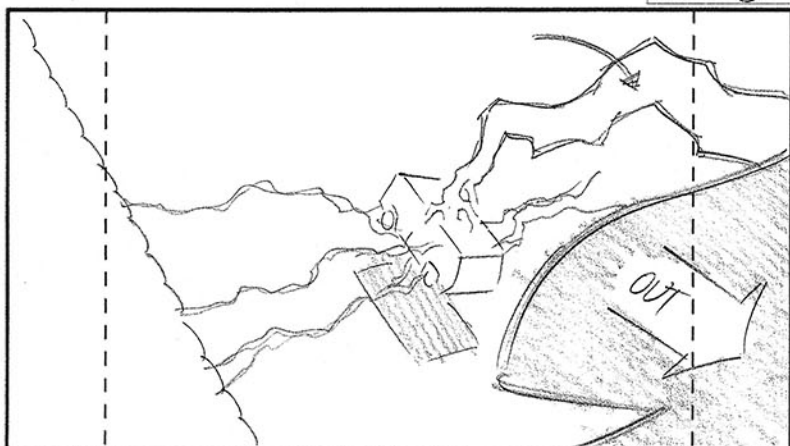
ACTION NOTES:

Cont  
→

DIALOGUE:

SCENE

PANEL 3



ACTION NOTES:

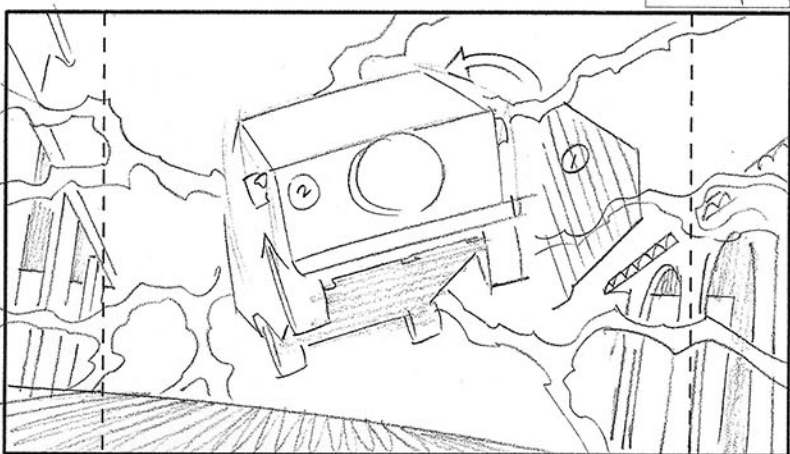
—flies thru FG  
in soft focus.  
Main lightning  
stream bends  
to follow him

H/V

DIALOGUE:

SCENE

PANEL 1



ACTION NOTES:

Van tips  
right to left

DIALOGUE:

(130) Sh: Zoinks!

SCENE

PANEL 1



ACTION NOTES:

On S & ML  
in back —  
flashes outside

Cont +  
→

DIALOGUE:

SCENE

PANEL 2



ACTION NOTES:

Van tips-S's  
face goes  
into ice cream  
tub

DIALOGUE:

-let's get  
outta here!

SCENE

PANEL 3



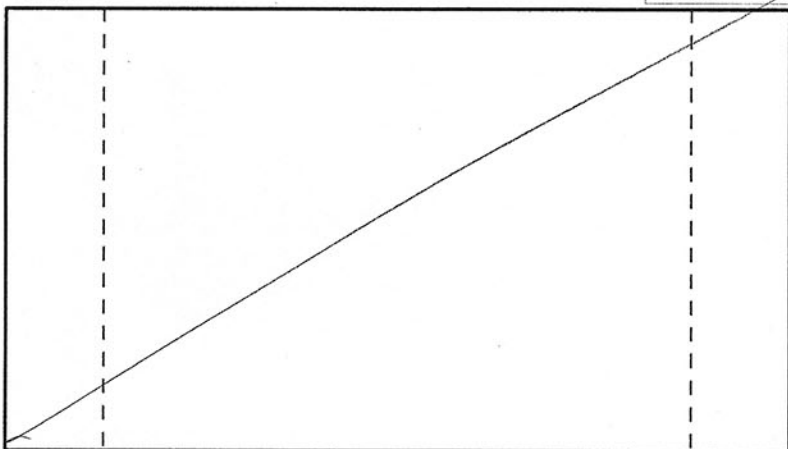
ACTION NOTES:

He lifts his  
face out

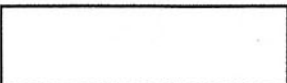
DIALOGUE:

SCENE

PANEL



ACTION NOTES:





Sc. Panel 1



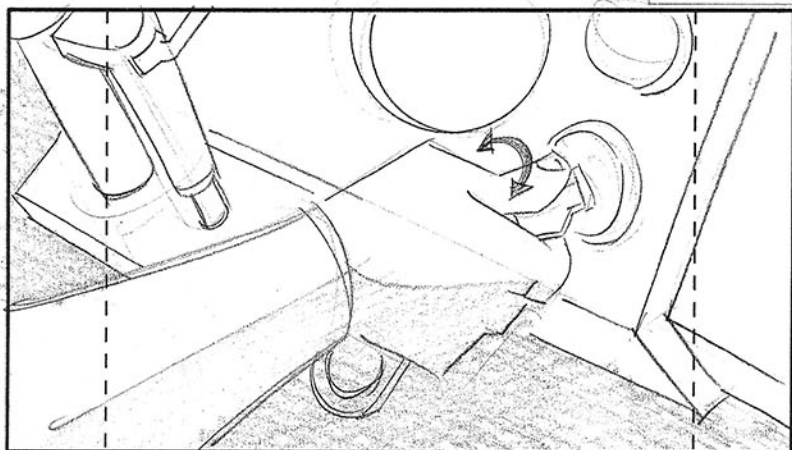
On V & F in  
front seat

(131) F: It's  
dead!

DIALOGUE:

SCENE

PANEL 1



— SHAKE —

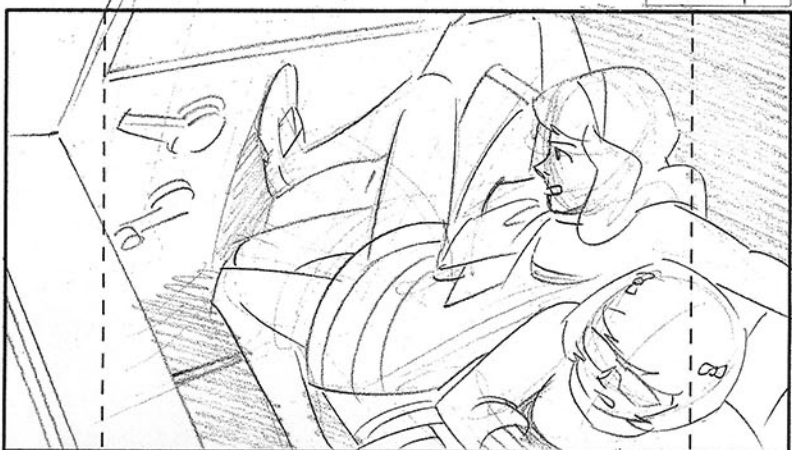
ACTION NOTES:

F's hand  
rotates key  
back & forth

DIALOGUE:

SCENE

PANEL 1



— SHAKE —

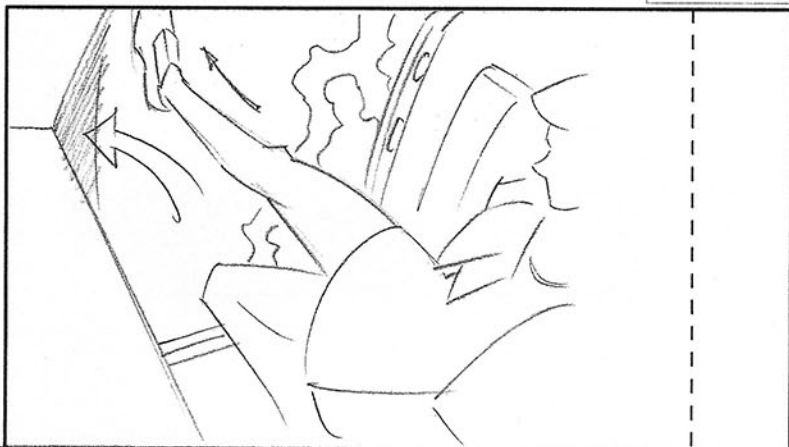
ACTION NOTES:

D braces foot  
against door

DIALOGUE:

SCENE

PANEL 2



ACTION NOTES:

-kicks it  
open

Cont  
→

DIALOGUE:

(132) V: This way!

ACTION NOTES:

D leaps out,  
V moves to follow

SCENE

PANEL 3



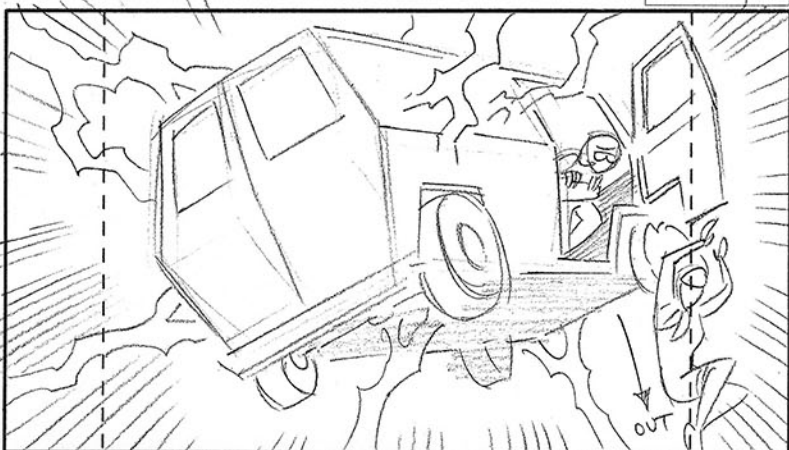
DIALOGUE:

ACTION NOTES:

Outside-D  
drops OS  
from position  
shown

SCENE

PANEL 1



Energy FX fill BG

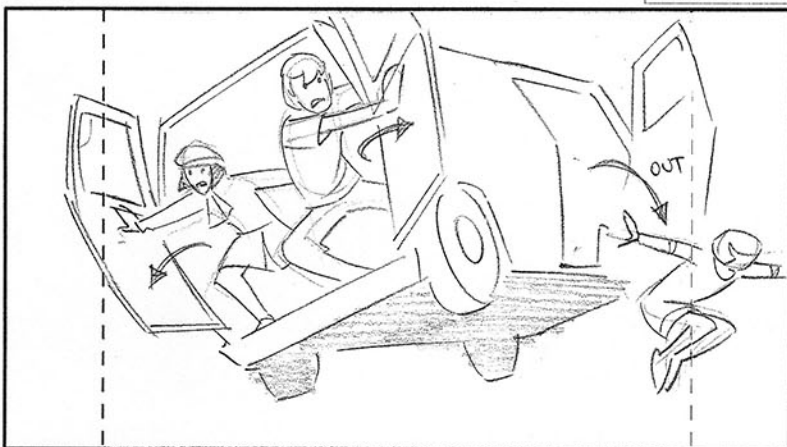
DIALOGUE:

ACTION NOTES:

V leaps out  
as S & ML  
open doors

SCENE

PANEL 2

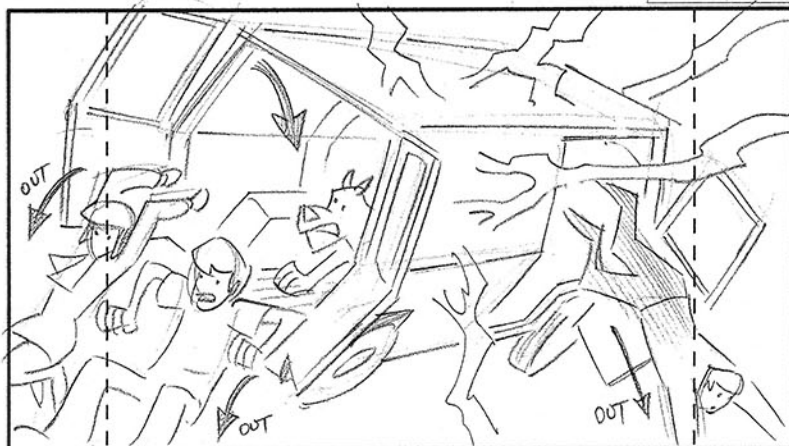


Can't  
→

DIALOGUE:

SCENE

PANEL 3



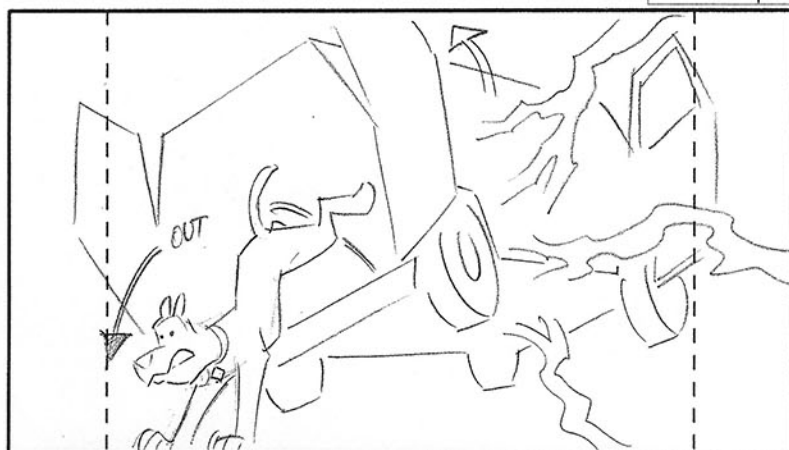
ACTION NOTES:

Van tips - F  
falls out,  
ML & S jump  
out

DIALOGUE:

SCENE

PANEL 4



ACTION NOTES:

Van tips again -  
Scoob jumps  
out

DIALOGUE:

SCENE

PANEL 1



ACTION NOTES:

S & ML drop  
to the ground  
(start them off  
the ground)

Cont  
→



DIALOGUE:

SCENE

PANEL 2

ACTION NOTES:

Scooby lands  
on S



DIALOGUE:

132A VO:  
LAUGH

SCENE

PANEL 3

ACTION NOTES:

Both look up  
as ML rises



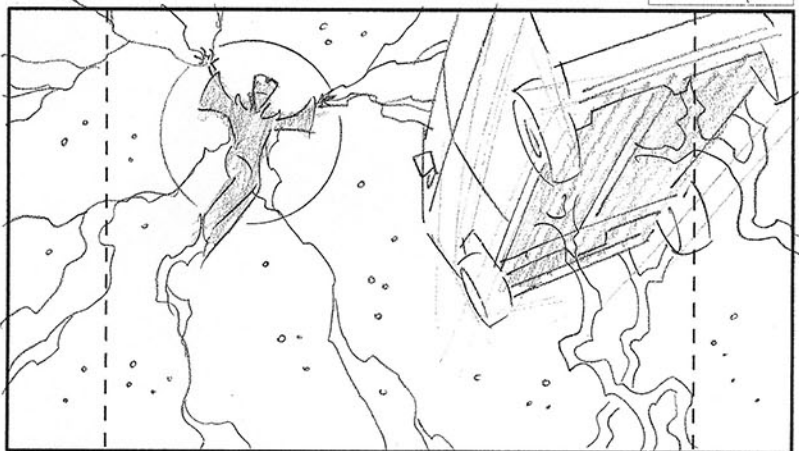
DIALOGUE:

SCENE

PANEL 1

ACTION NOTES:

View up -  
White Wizard  
& van



**DIALOGUE:**

Can't laugh

**ACTION NOTES:**

Close on WW  
laughing

**SCENE**

**PANEL 1**



**DIALOGUE:**

(B3) D: It's  
the wizard  
from the party!

**ACTION NOTES:**

All look up,  
awestruck

**SCENE**

**PANEL 1**



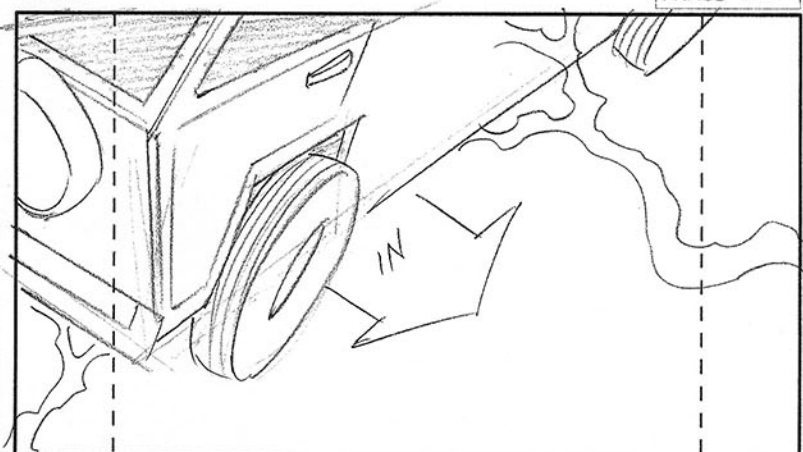
**DIALOGUE:**

**ACTION NOTES:**

Van moves  
into FG

**SCENE**

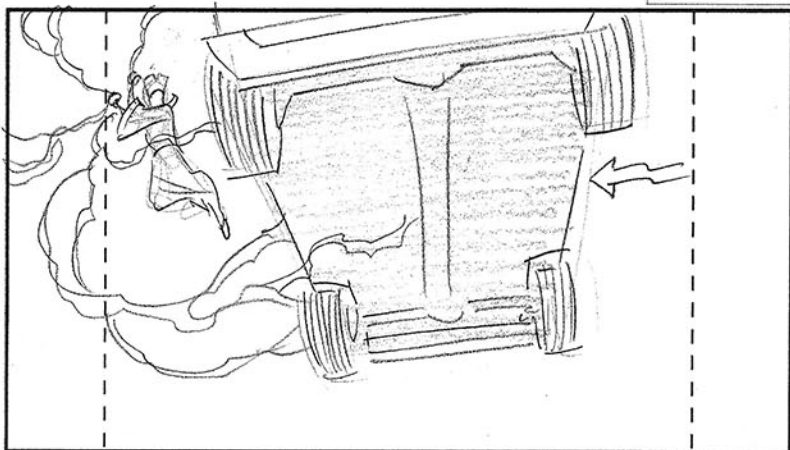
**PANEL 2**



DIALOGUE:

SCENE

PANEL 1



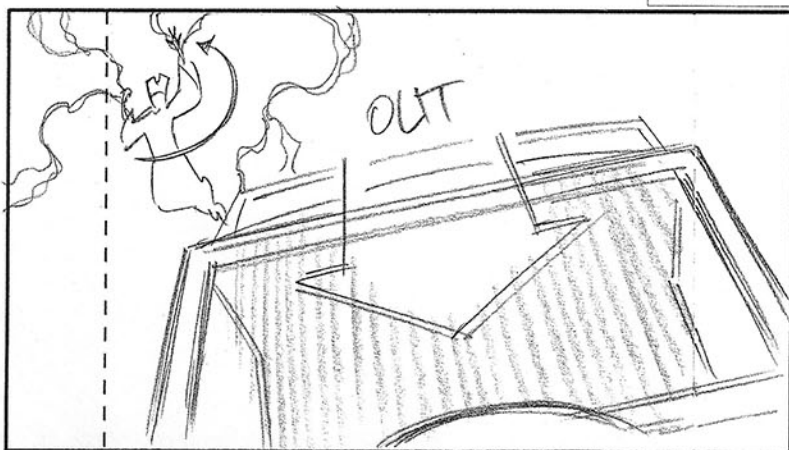
ACTION NOTES:

Van moves to position shown, then STOPS

DIALOGUE:

SCENE

PANEL 2



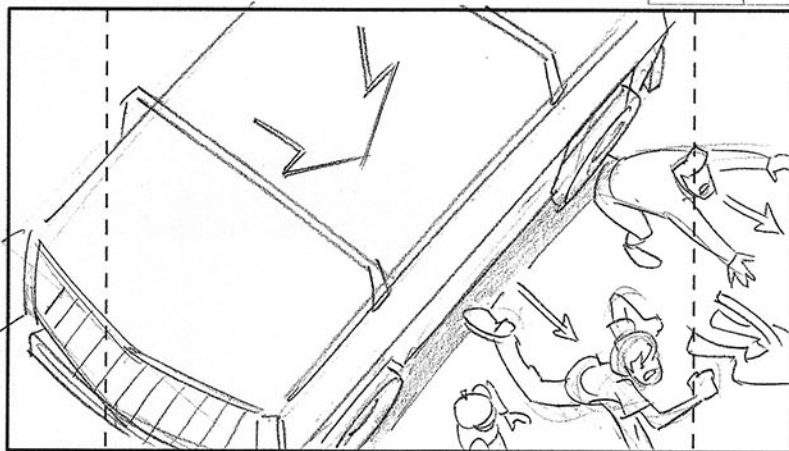
ACTION NOTES:

NW gestures,  
Van drops  
OS

DIALOGUE:

SCENE

PANEL 1



ACTION NOTES:

all scatter as  
van falls  
(start positions  
shown)

Cont  
→

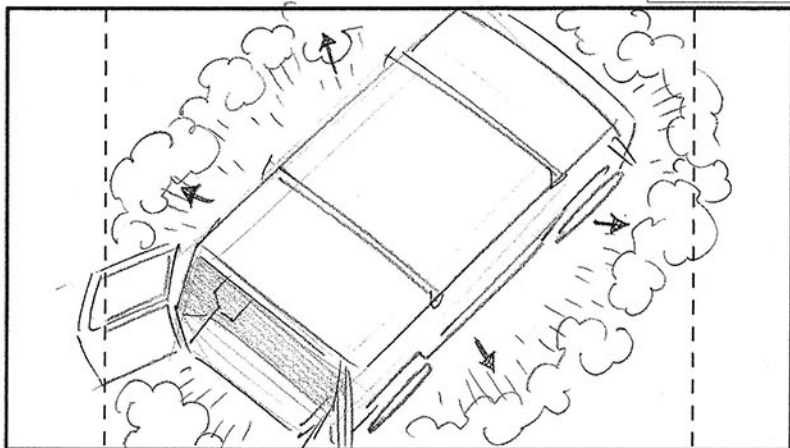
DIALOGUE:

SCENE

PANEL 2

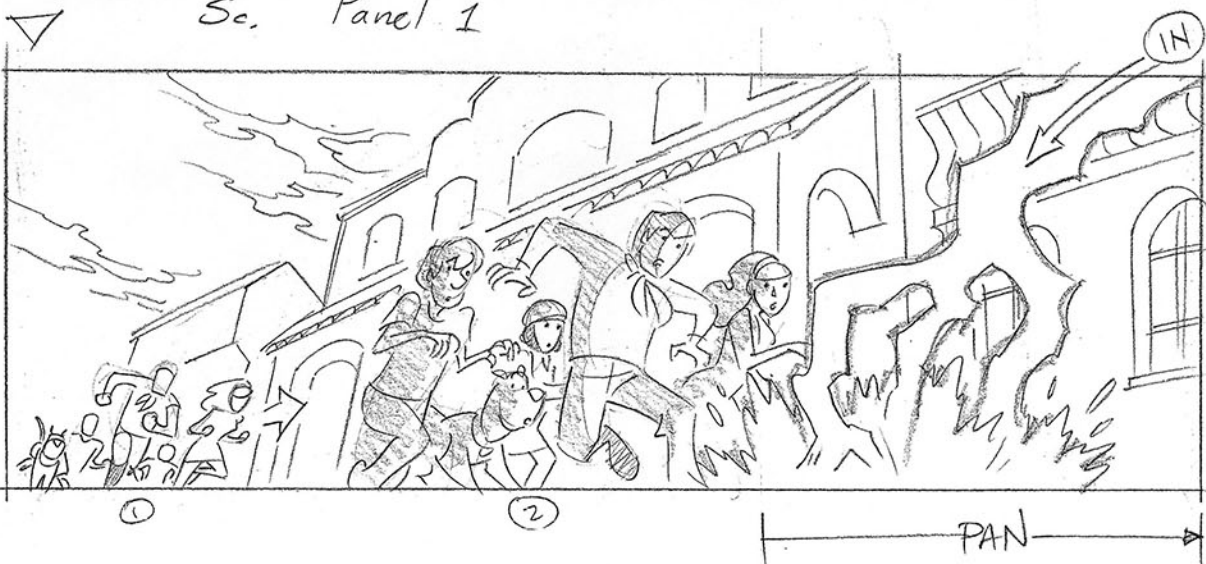
ACTION NOTES:

Van lands on street



— SHAKE —

Sc. Panel 1



Pan with the group running

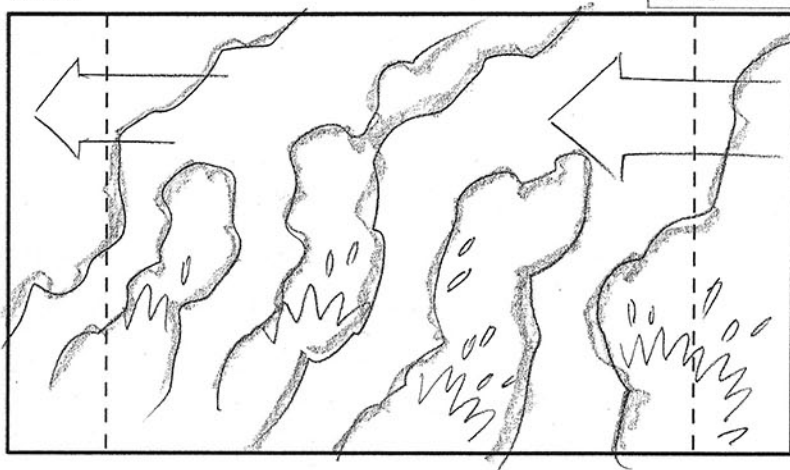
They stop when lightning strikes into FG

Cont  
→

DIALOGUE:

SCENE

PANEL 2



ACTION NOTES:

Lightning  
crosses  
in FG

H/U  
▽

DIALOGUE:

(34) F: Wait,  
no—

SCENE

PANEL 1



ACTION NOTES:

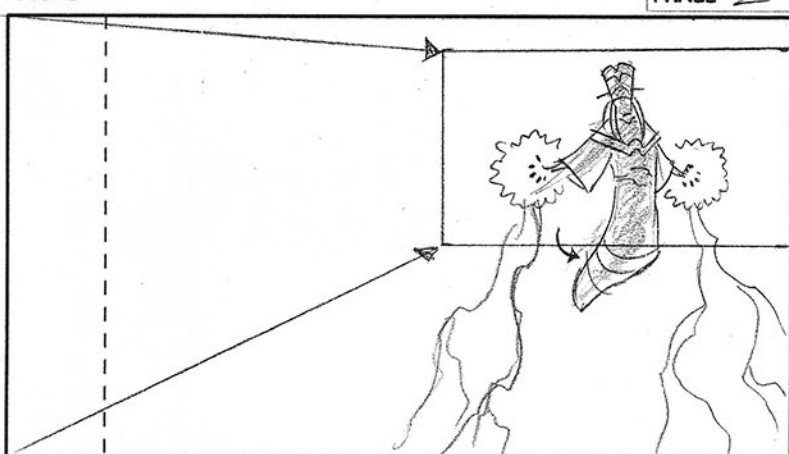
Scooby & Shaggy  
skid in/stop  
as Red Wizard  
floats into view

DIALOGUE:

—that's the  
wizard from  
the party!

SCENE

PANEL 2



ACTION NOTES:

Truck in on  
RW hovering

Can't  
→

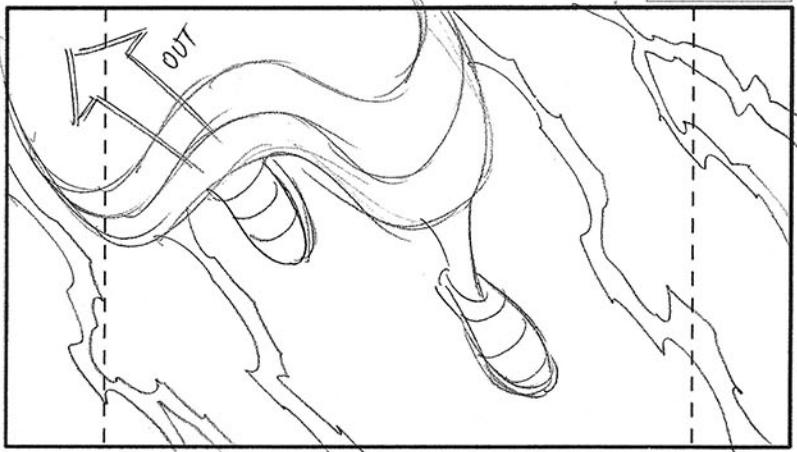
DIALOGUE:

ACTION NOTES:

RW flies  
OS

SCENE

PANEL 3

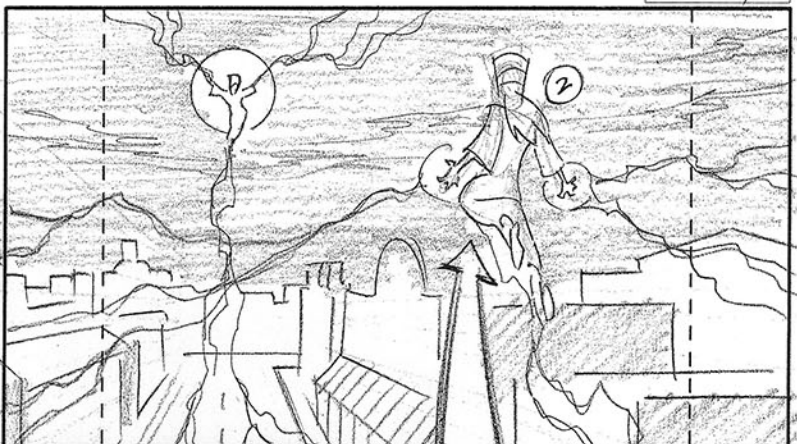


DIALOGUE:

ACTION NOTES:

SCENE

PANEL 1



DIALOGUE:

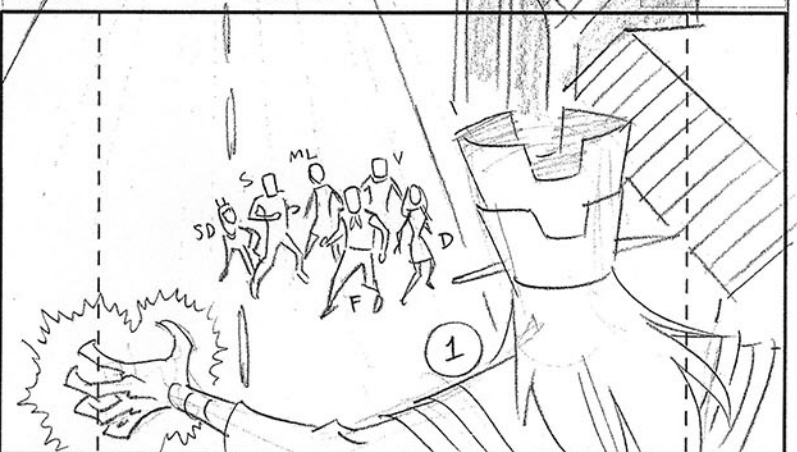
(135) V: Two  
wizards?  
What's going  
on?

ACTION NOTES:

Pan up as RW  
rises to face  
WW

SCENE

PANEL





H/U  
△

DIALOGUE:

SCENE

PANEL 1



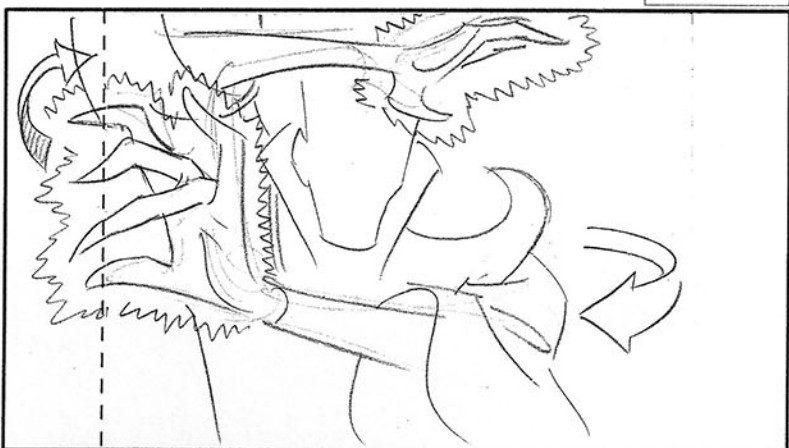
ACTION NOTES:

Close on  
WW

DIALOGUE:

SCENE

PANEL 2



ACTION NOTES:

He sweeps  
his hands

DIALOGUE:

SCENE

PANEL 3



ACTION NOTES:

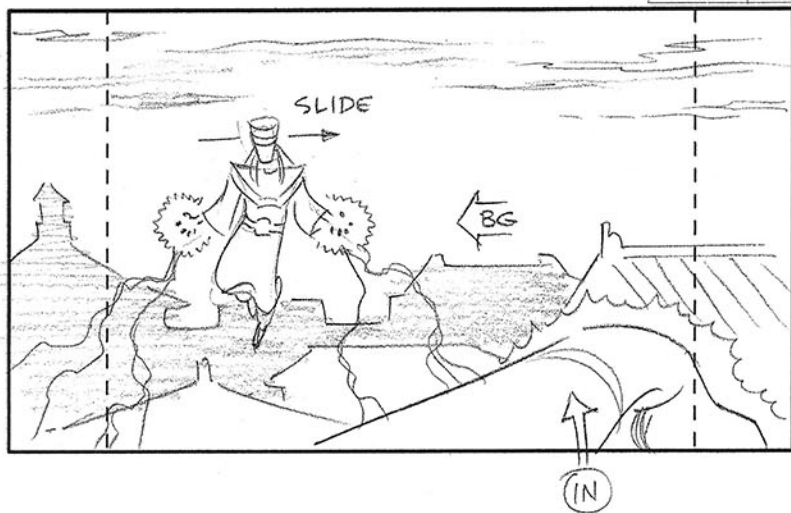
Continued—  
finish by  
returning to  
start pose



DIALOGUE:

SCENE

PANEL 1



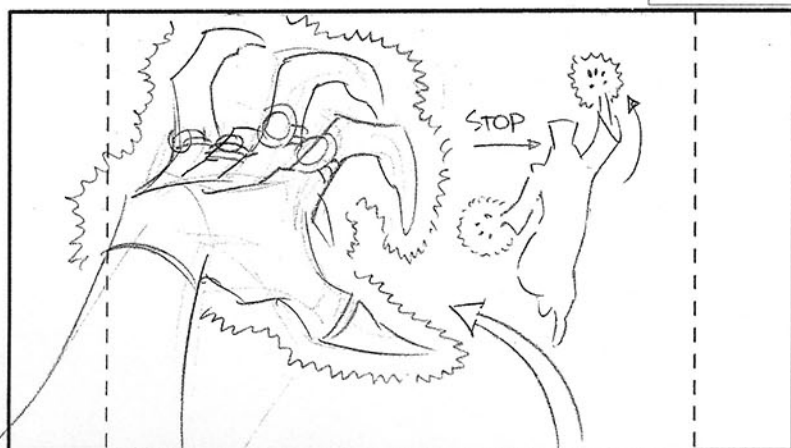
ACTION NOTES:

WW's hand  
up in FG as  
other elements  
pan

DIALOGUE:

SCENE

PANEL 2



ACTION NOTES:

Stop pan as  
WW's hand  
fills FG

DIALOGUE:

SCENE

PANEL 1



ACTION NOTES:

RW sweeps  
his hands  
up & down

Cont  
→

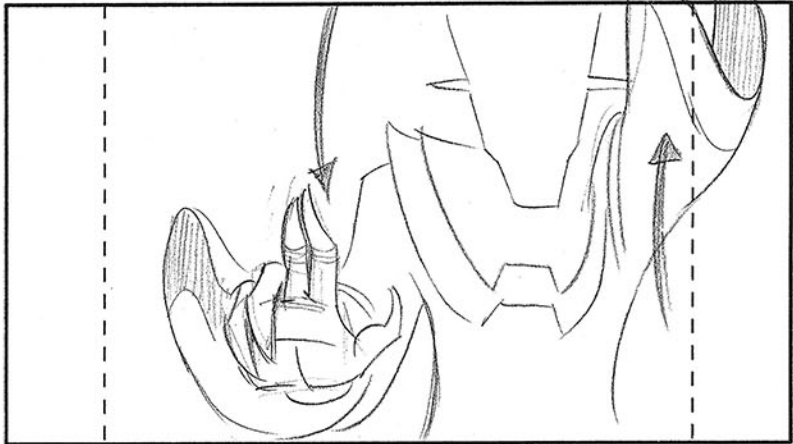
DIALOGUE:

ACTION NOTES:

Continued

SCENE

PANEL 2



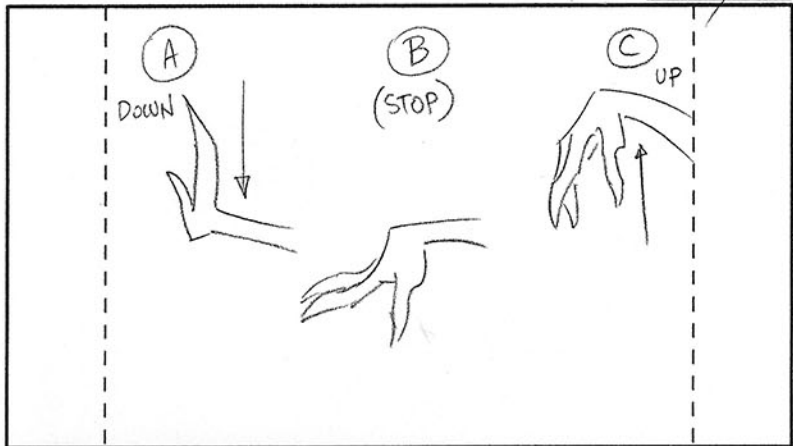
DIALOGUE:

ACTION NOTES:

Reference  
for hand  
motion

SCENE

PANEL 3



DIALOGUE:

ACTION NOTES:

RW stops,  
Strikes a pose

SCENE

PANEL 3



DIALOGUE:

SCENE

PANEL 1



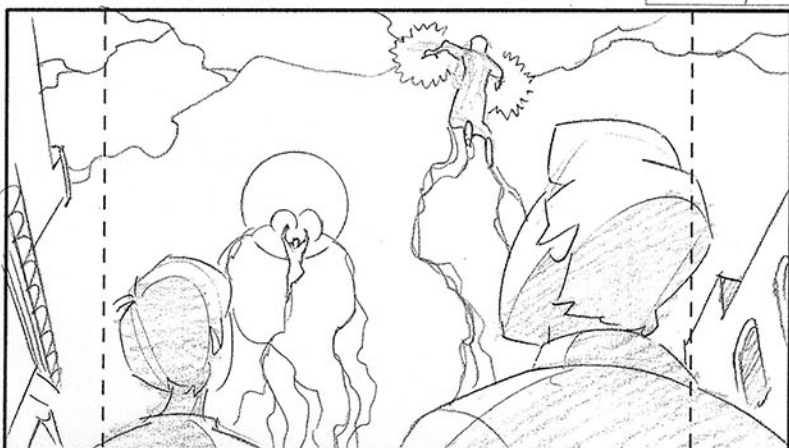
ACTION NOTES:

Group looks  
up, amazed

DIALOGUE:

SCENE

PANEL 1



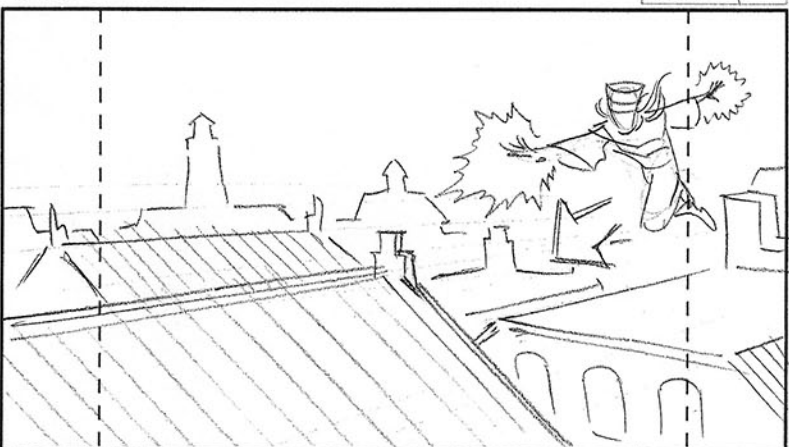
ACTION NOTES:

Wizards increase  
lightning  
intensity

DIALOGUE:

SCENE

PANEL 1



ACTION NOTES:

RW starts  
forward from  
position shown

Con't  
→

DIALOGUE:

SCENE

PANEL 2

ACTION NOTES:

- flies FWD  
and OS



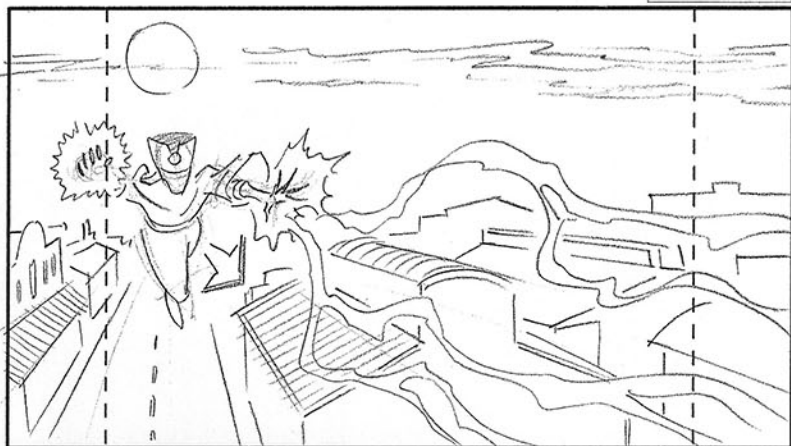
DIALOGUE:

SCENE

PANEL 1

ACTION NOTES:

WW charges  
FWD - start  
position shown



DIALOGUE:

SCENE

PANEL 2

ACTION NOTES:

He flies OS



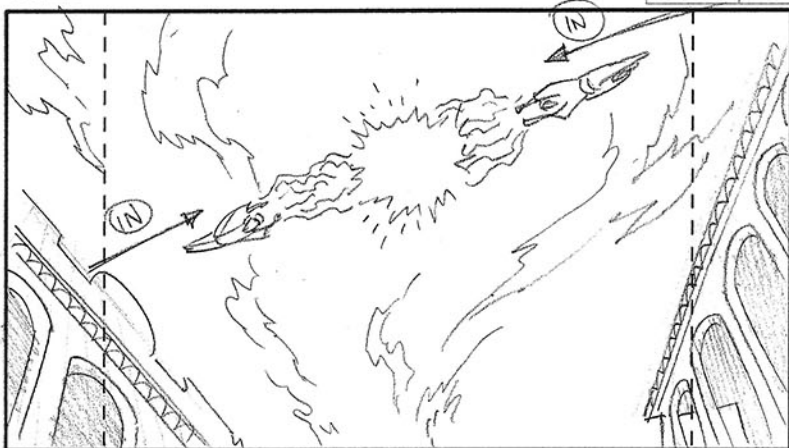
DIALOGUE:

ACTION NOTES:

Upshot-wizards  
converge on  
meeting point  
of lightning

SCENE

PANEL 1



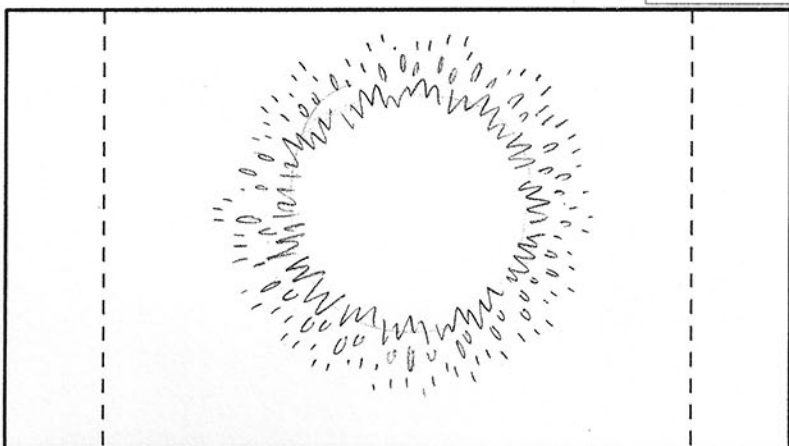
DIALOGUE:

ACTION NOTES:

Explosion!

SCENE

PANEL 2



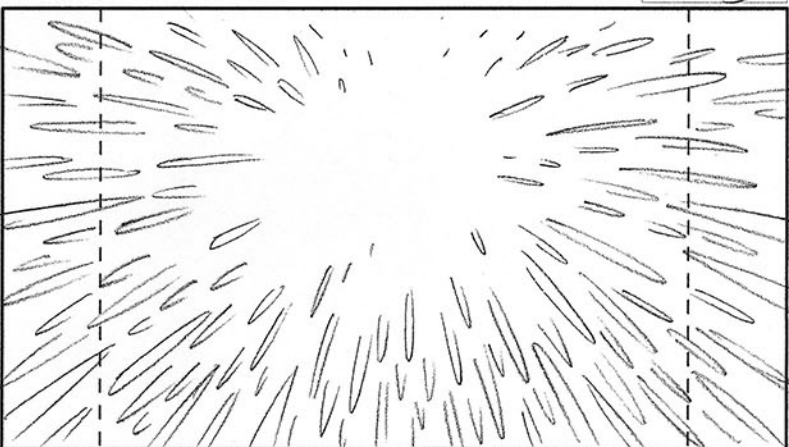
DIALOGUE:

ACTION NOTES:

Sparks fill  
scene

SCENE

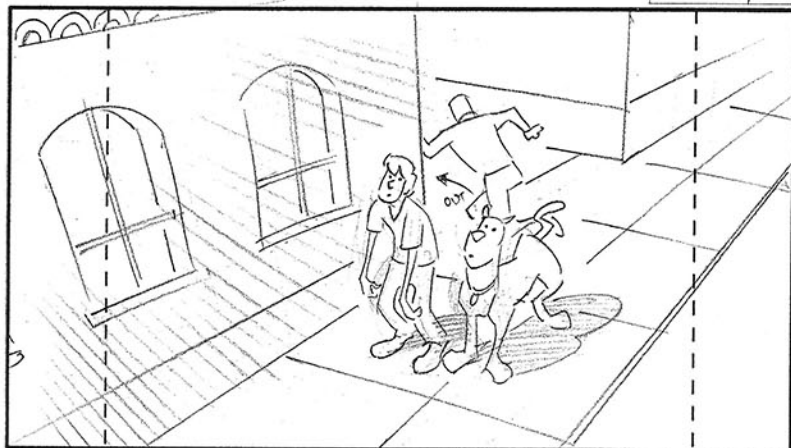
PANEL 3



DIALOGUE:

SCENE

PANEL 1



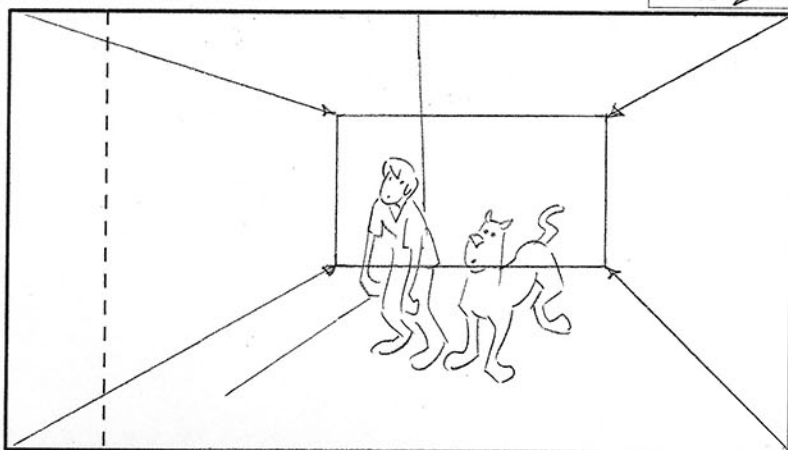
ACTION NOTES:

S & SD stare up  
into light as  
F runs into alley

DIALOGUE:

SCENE

PANEL 2



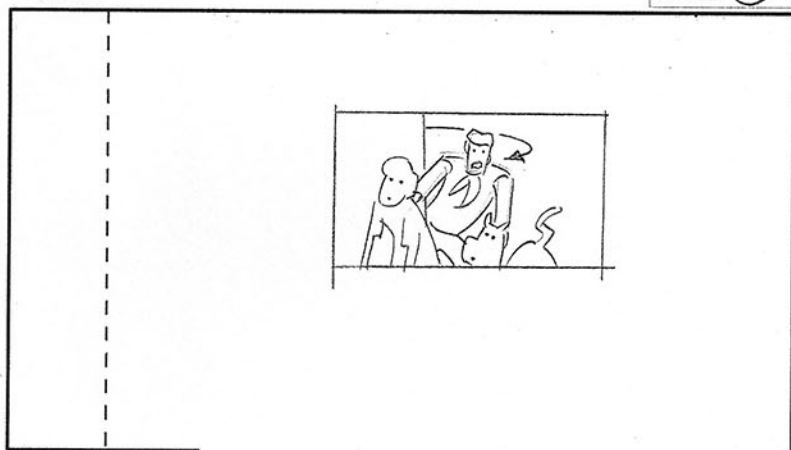
ACTION NOTES:

Truck in on  
S & SD - OS  
light BRIGHTENS

DIALOGUE:

SCENE

PANEL 3



ACTION NOTES:

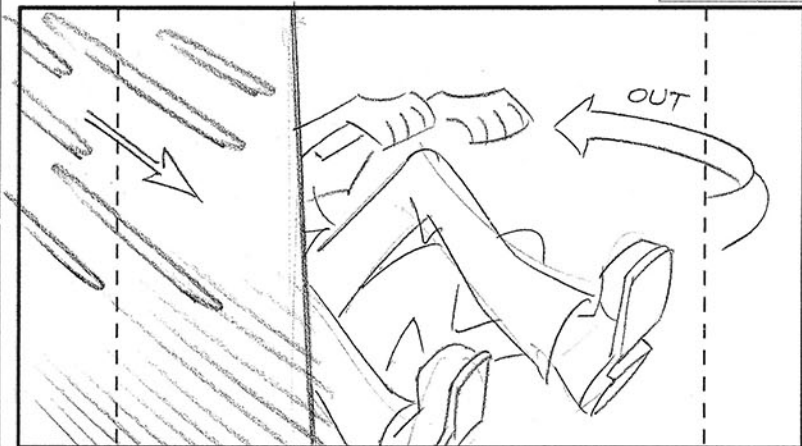
F pops out of  
alley, grabs  
their collars

Con't  
→

DIALOGUE:

SCENE

PANEL 4



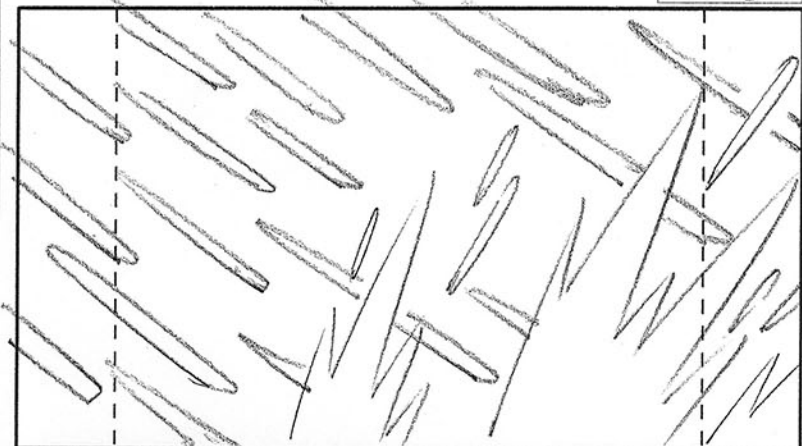
ACTION NOTES:

F yanks them into the alley as sparks rain in

DIALOGUE:

SCENE

PANEL 5



ACTION NOTES:

Sparks hit the ground

DIALOGUE:

SCENE

PANEL 1



ACTION NOTES:

WIDE - shower of sparks rains down on buildings

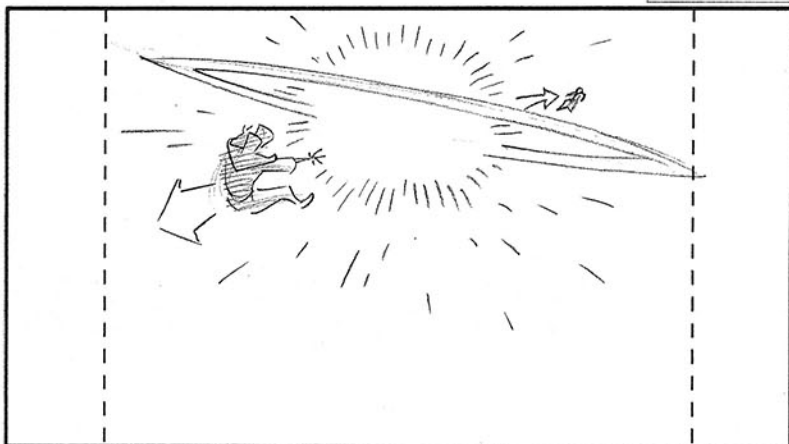
Cont  
→



DIALOGUE:

SCENE

PANEL 2



ACTION NOTES:

Wizards are  
blown apart  
by explosion

DIALOGUE:

SCENE

PANEL 3



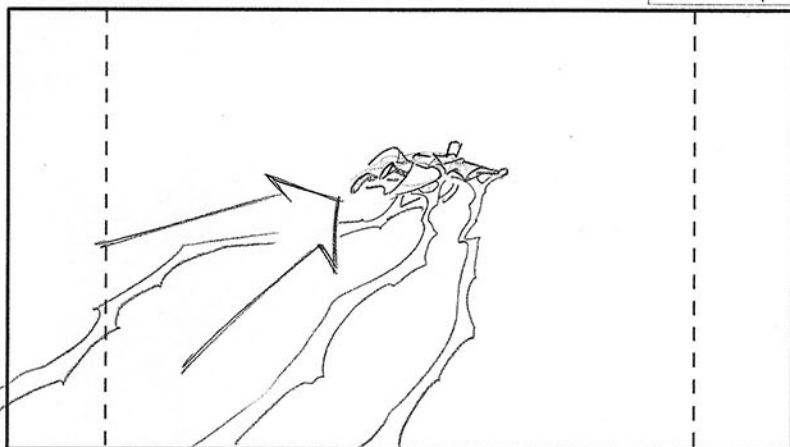
ACTION NOTES:

WW stops himself  
in FG, RW stops  
in BG as  
energy clears scene

DIALOGUE:

SCENE

PANEL 4



ACTION NOTES:

WW charges  
toward RW