

DIALOGUE:

SCENE

PANEL 1



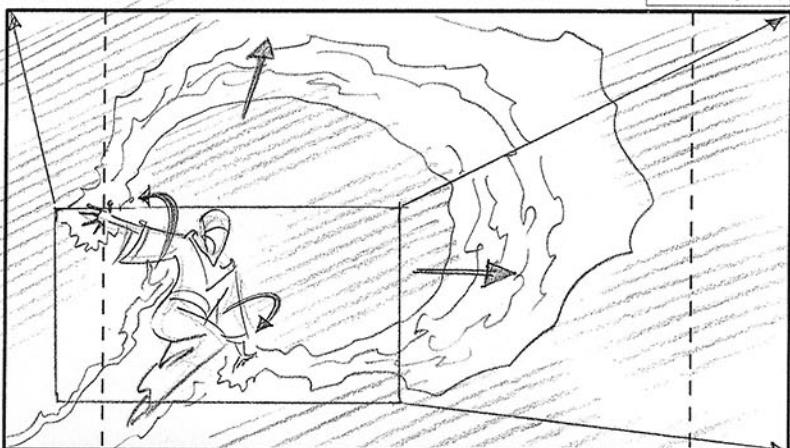
ACTION NOTES:

Track with
WW powering
up (speed
blur BG)

DIALOGUE:

SCENE

PANEL 2



ACTION NOTES:

Truck out as
WW spreads out
energy

DIALOGUE:

SCENE

PANEL 1



ACTION NOTES:

RW powers up
energy

Con't
→

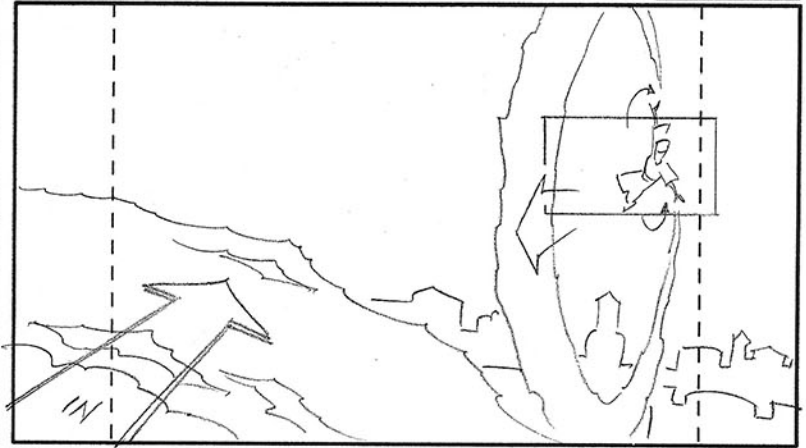
DIALOGUE:

SCENE

PANEL 2

ACTION NOTES:

Truck out as
he expands it
to meet WW's
incoming energy



DIALOGUE:

SCENE

PANEL 3

ACTION NOTES:

Bands of energy
connect and
spark



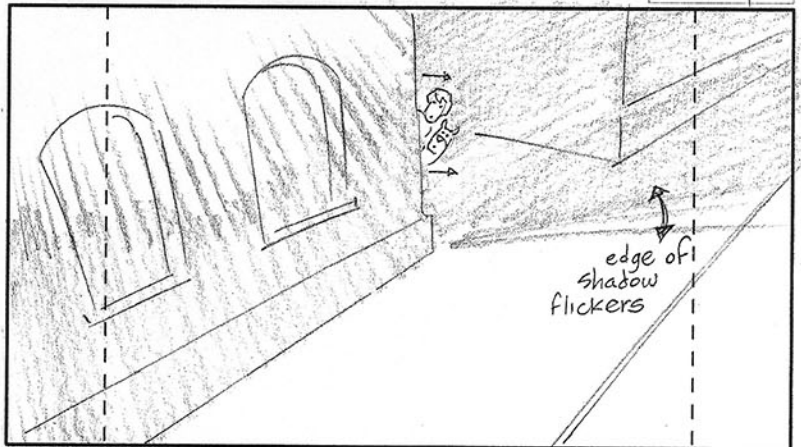
DIALOGUE:

SCENE

PANEL 1

ACTION NOTES:

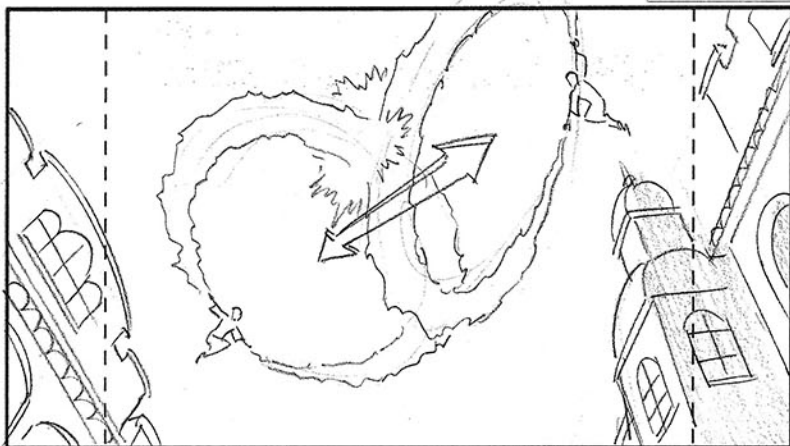
S & SD peek
out from alley



DIALOGUE:

SCENE

PANEL 1



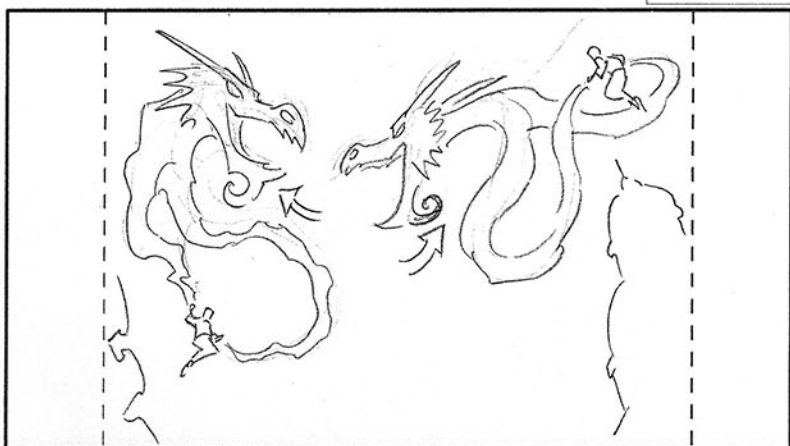
ACTION NOTES:

Their POV up -
contact point of
energy bands
pushes back &
forth

DIALOGUE:

SCENE

PANEL 2



ACTION NOTES:

energy bands
transform into
dragons

DIALOGUE:

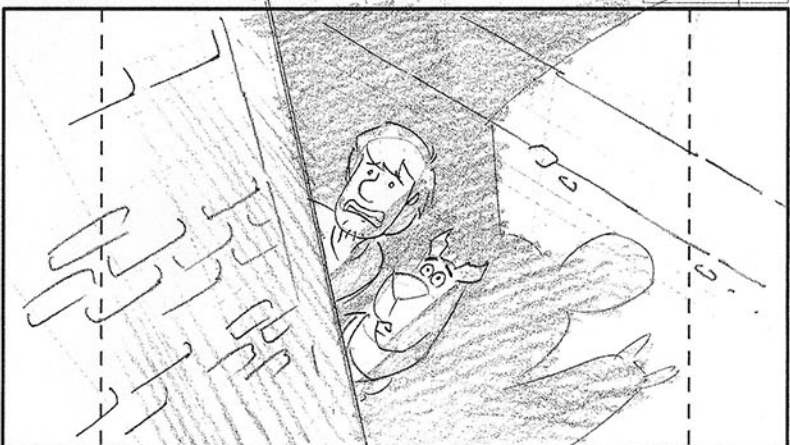
SCENE

PANEL 1

(136) SH: Like, this
would be so cool
if I weren't so
scared!

ACTION NOTES:

S & SD look
up, scared

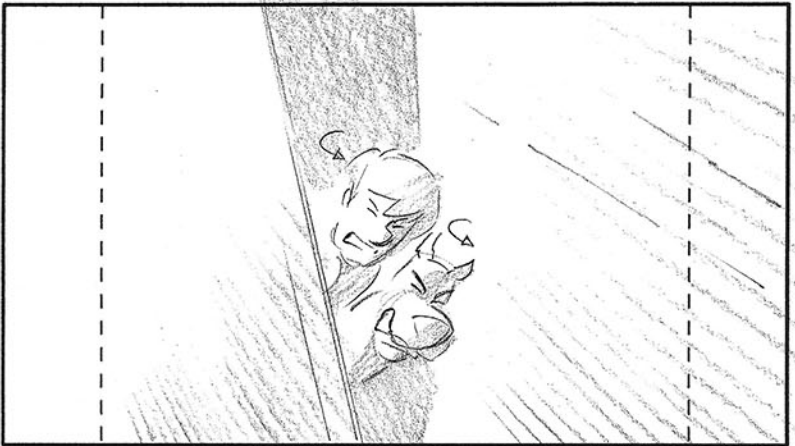


cont
→

DIALOGUE:

SCENE

PANEL 2



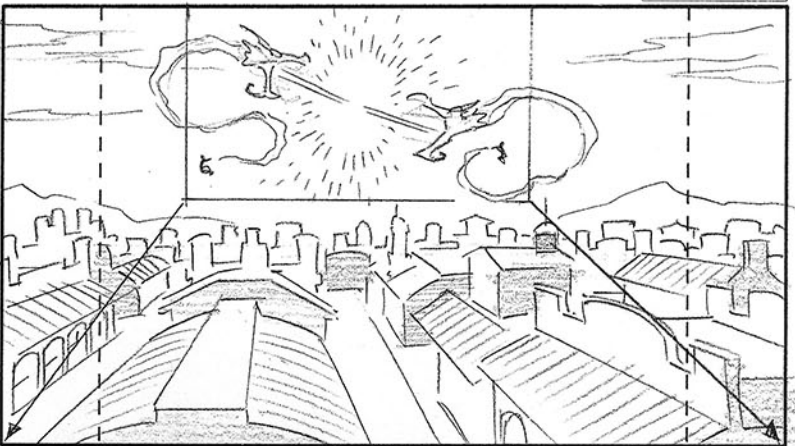
ACTION NOTES:

OS light
BRIGHTENS

DIALOGUE:

SCENE

PANEL 1



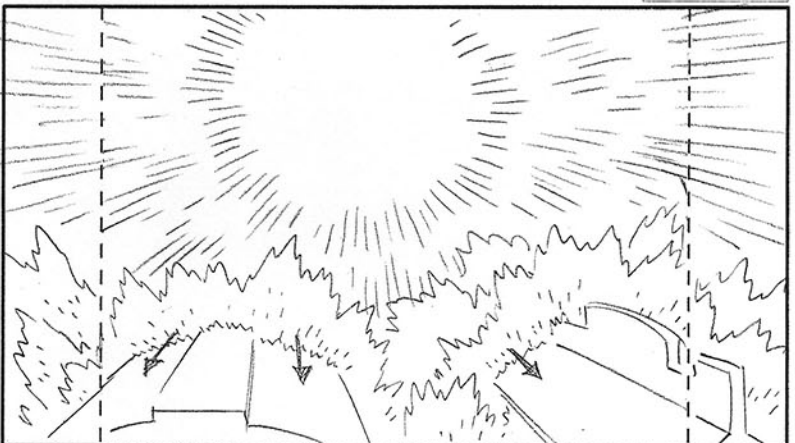
ACTION NOTES:

Truck out from
dragons trying
to blast each
other

DIALOGUE:

SCENE

PANEL 2



ACTION NOTES:

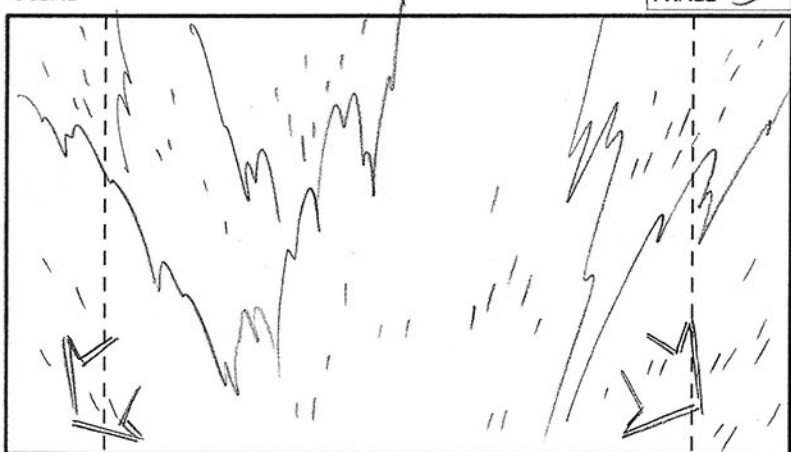
Light expands
out, blowing
dust off
rooftops

cont
→

DIALOGUE:

SCENE

PANEL 3



ACTION NOTES:

FX fill scene

DIALOGUE:

SCENE

PANEL 4



ACTION NOTES:

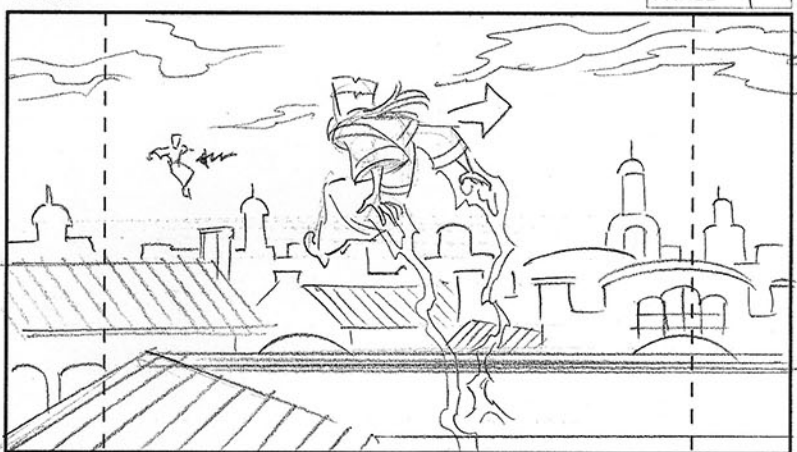
Dust clears,
wizards drift
apart

H/C
▽

DIALOGUE:

SCENE

PANEL 1



ACTION NOTES:

RW drifts
toward cam,
anchoring
himself with
lightning

cont
→

DIALOGUE:

SCENE

PANEL 2



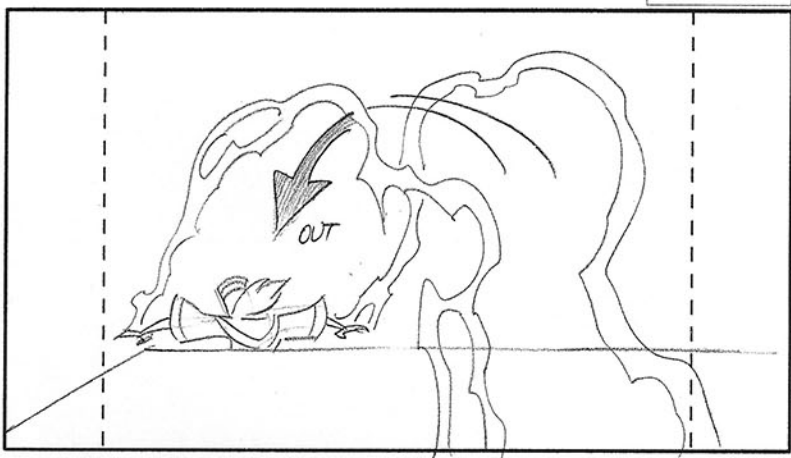
ACTION NOTES:

WW dives down
behind rooftop

DIALOGUE:

SCENE

PANEL 3



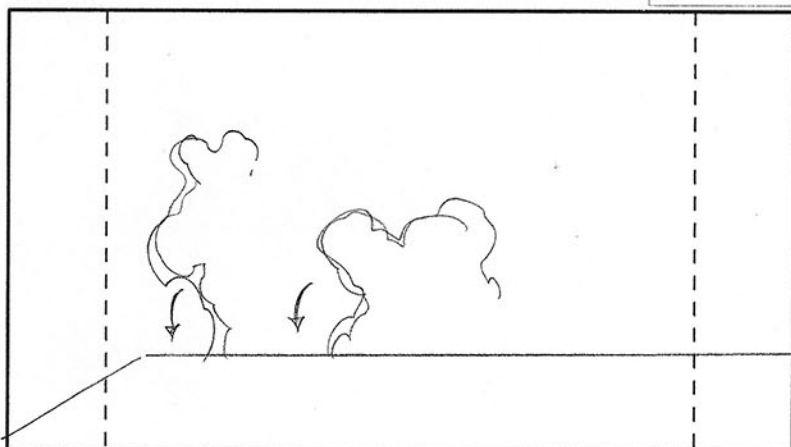
ACTION NOTES:

RW dives
down/OS

DIALOGUE:

SCENE

PANEL 4



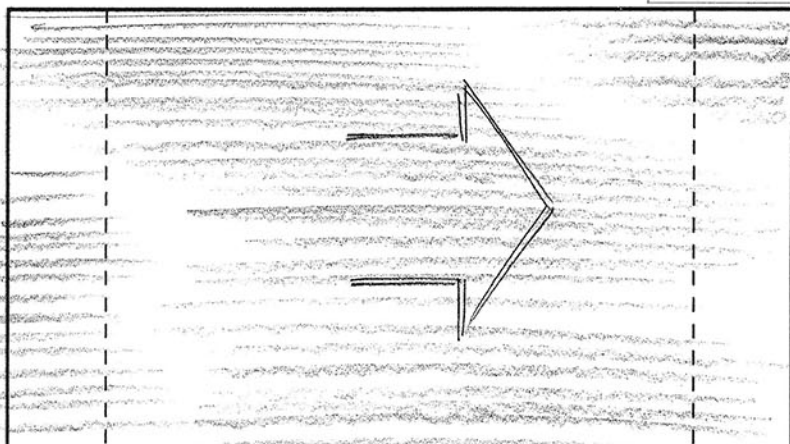
ACTION NOTES:

lightning
follows

DIALOGUE:

SCENE

PANEL 1



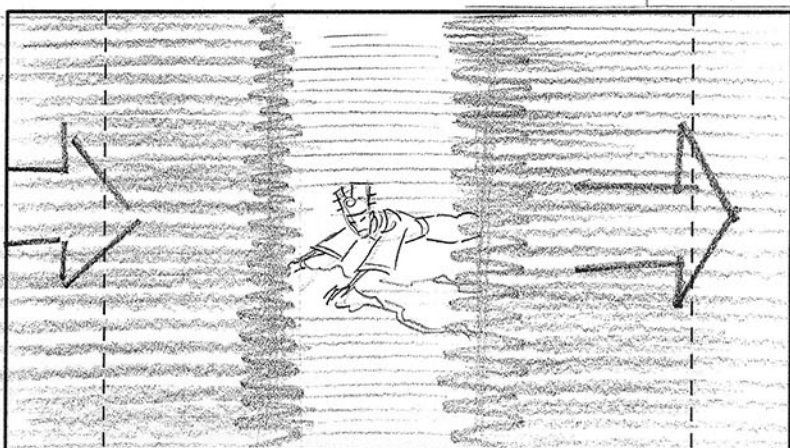
ACTION NOTES:

Track past
building faces
(speed blur)

DIALOGUE:

SCENE

PANEL 2



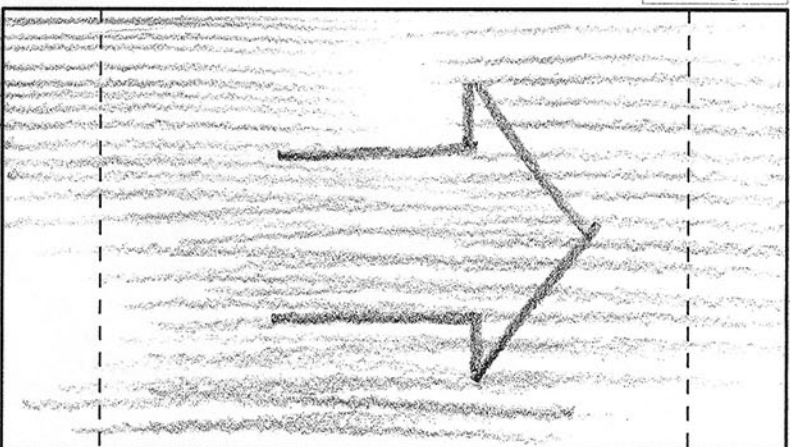
ACTION NOTES:

Gaps open
periodically,
revealing WW

DIALOGUE:

SCENE

PANEL 3



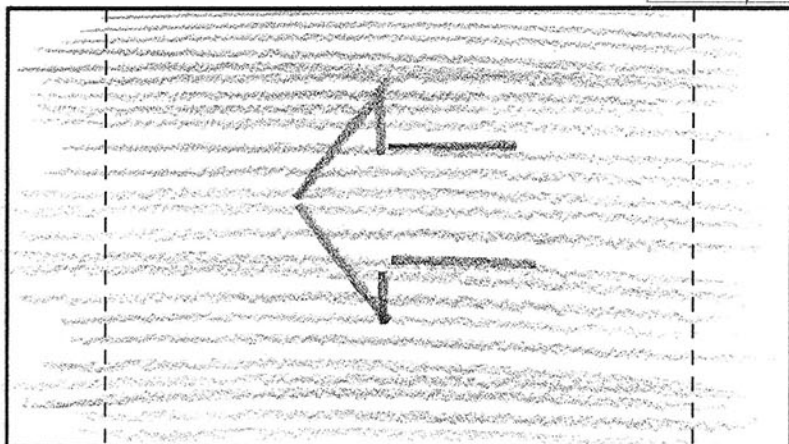
ACTION NOTES:

Con't

DIALOGUE:

SCENE

PANEL 1



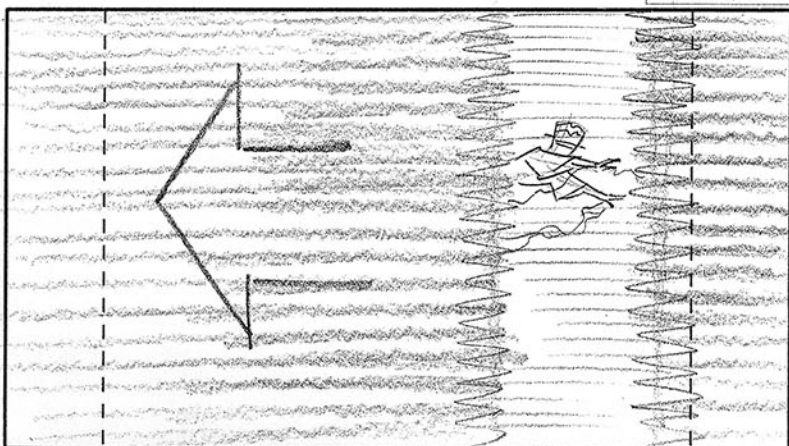
ACTION NOTES:

Track different building faces going opposite direction

DIALOGUE:

SCENE

PANEL 2



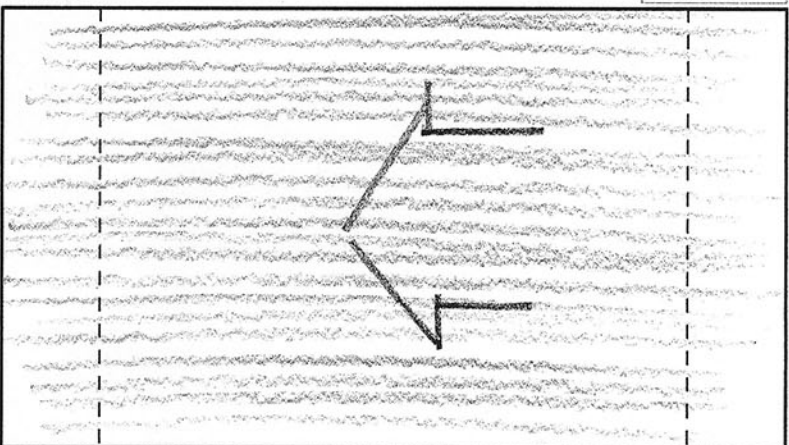
ACTION NOTES:

Occasional gaps reveal RW

DIALOGUE:

SCENE

PANEL 3



ACTION NOTES:

Cont

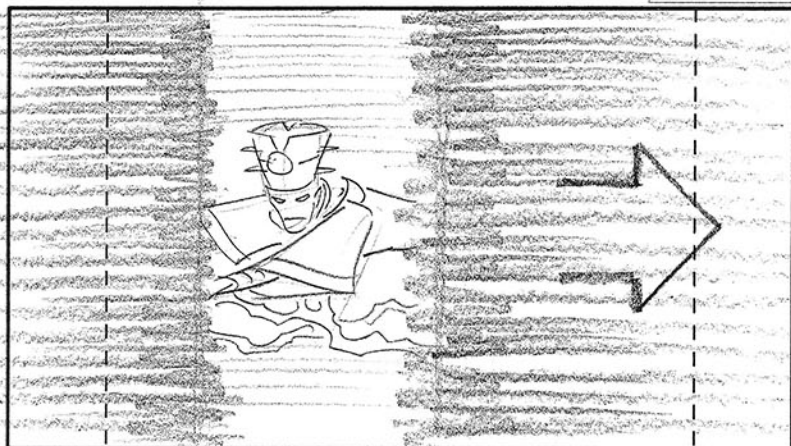
DIALOGUE:

SCENE

PANEL 1

ACTION NOTES:

On previous
action—
closer to WW



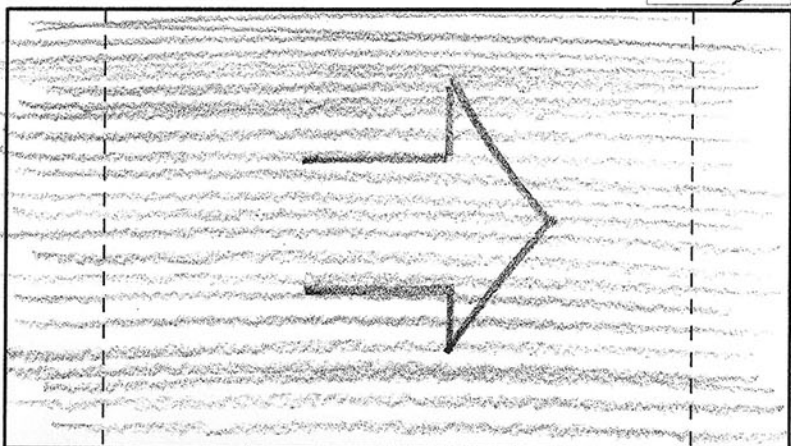
DIALOGUE:

SCENE

PANEL 2

ACTION NOTES:

Con't



DIALOGUE:

SCENE

PANEL 3

ACTION NOTES:

FG building
clears scene,
WW stops

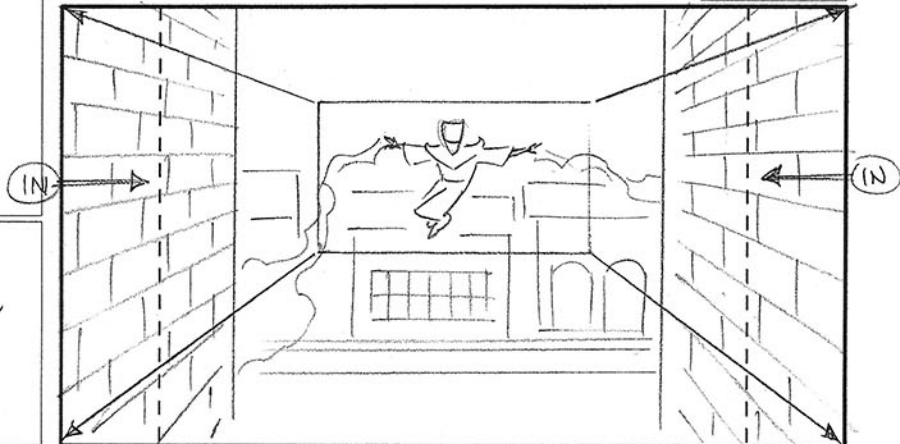


Con't
→

DIALOGUE:

SCENE

PANEL 4



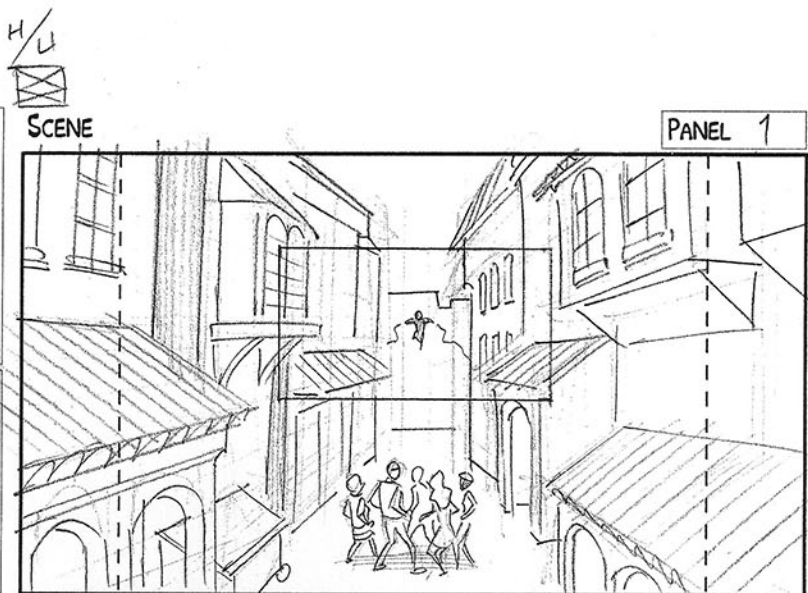
ACTION NOTES:

Truck out,
slide in alley
walls

DIALOGUE:

SCENE

PANEL 1



ACTION NOTES:

Dissolve to
wider angle,
truck out to
include the gang
(F looking back)

DIALOGUE:

SCENE

PANEL 2



ACTION NOTES:

RW drifts
into FG

DIALOGUE:

SCENE

PANEL 1



ACTION NOTES:

On RW,
angry

DIALOGUE:

SCENE

PANEL 1



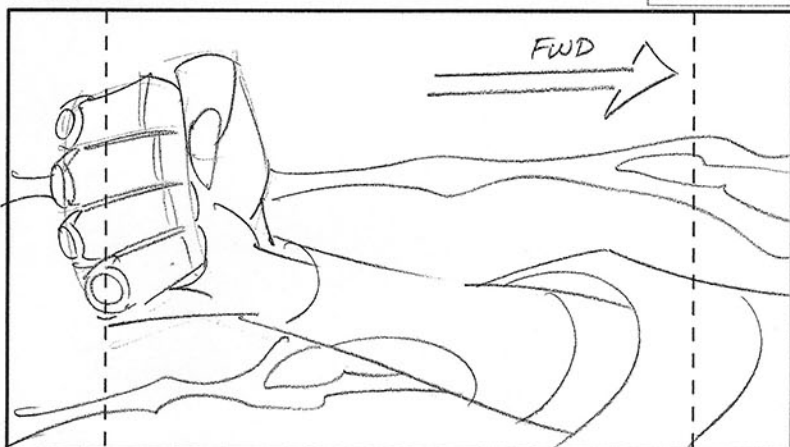
ACTION NOTES:

On WW,
also angry

DIALOGUE:

SCENE

PANEL 2



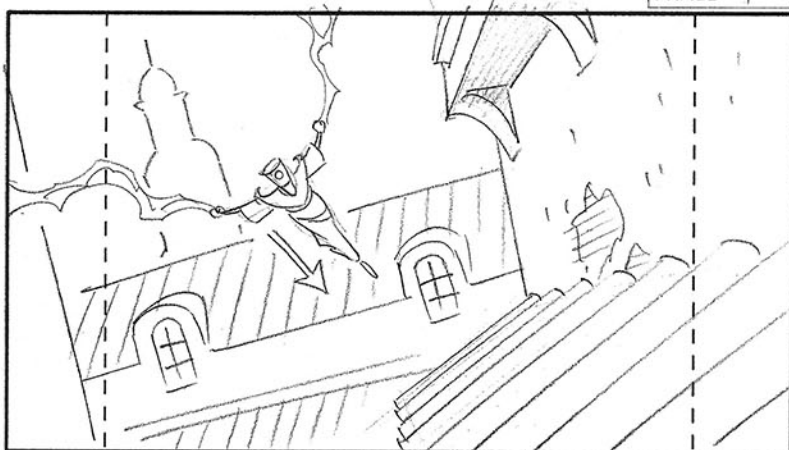
ACTION NOTES:

WW launches
FWD & OS,
trailing
lightning

DIALOGUE:

SCENE

PANEL 1



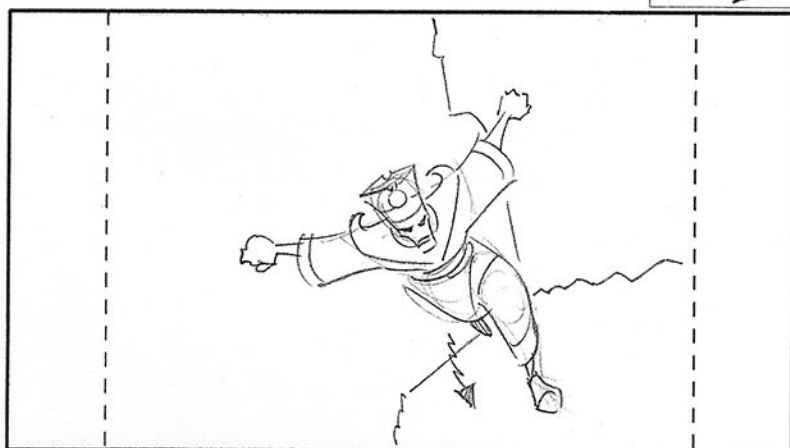
ACTION NOTES:

WW dives for rooftop

DIALOGUE:

SCENE

PANEL 2



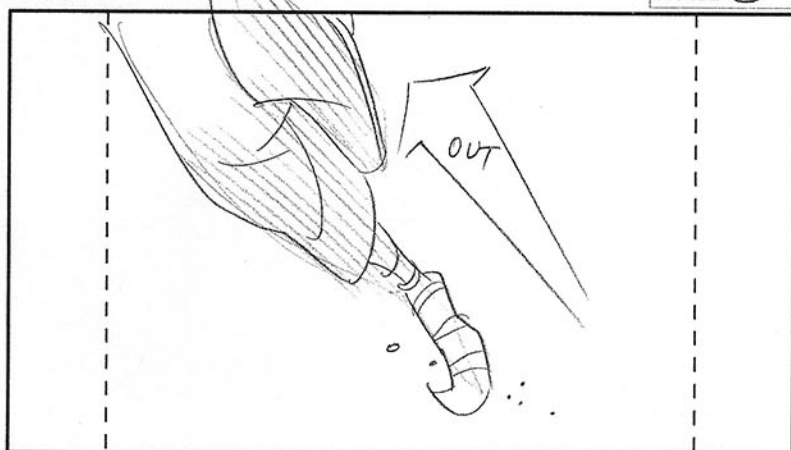
ACTION NOTES:

-Runs along it for a beat

DIALOGUE:

SCENE

PANEL 3



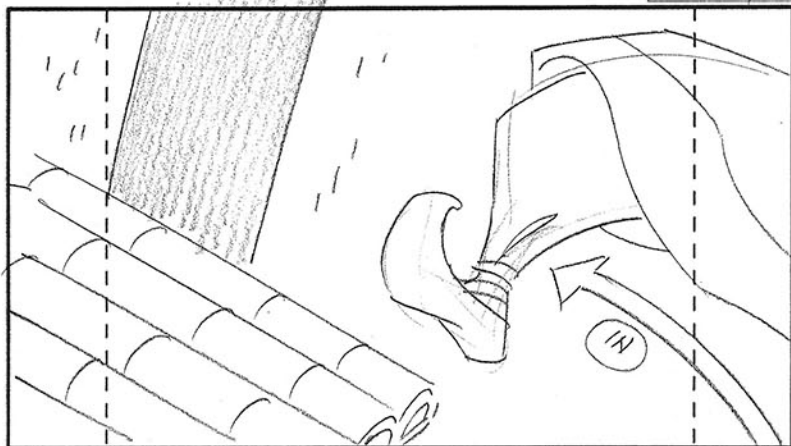
ACTION NOTES:

-leaps OS

DIALOGUE:

SCENE

PANEL 1



ACTION NOTES:

RW's foot in-

DIALOGUE:

SCENE

PANEL 2



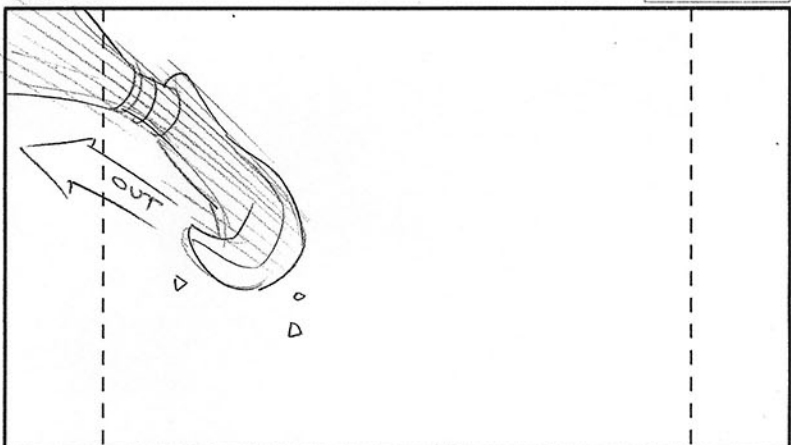
ACTION NOTES:

-jumps on rooftop-

DIALOGUE:

SCENE

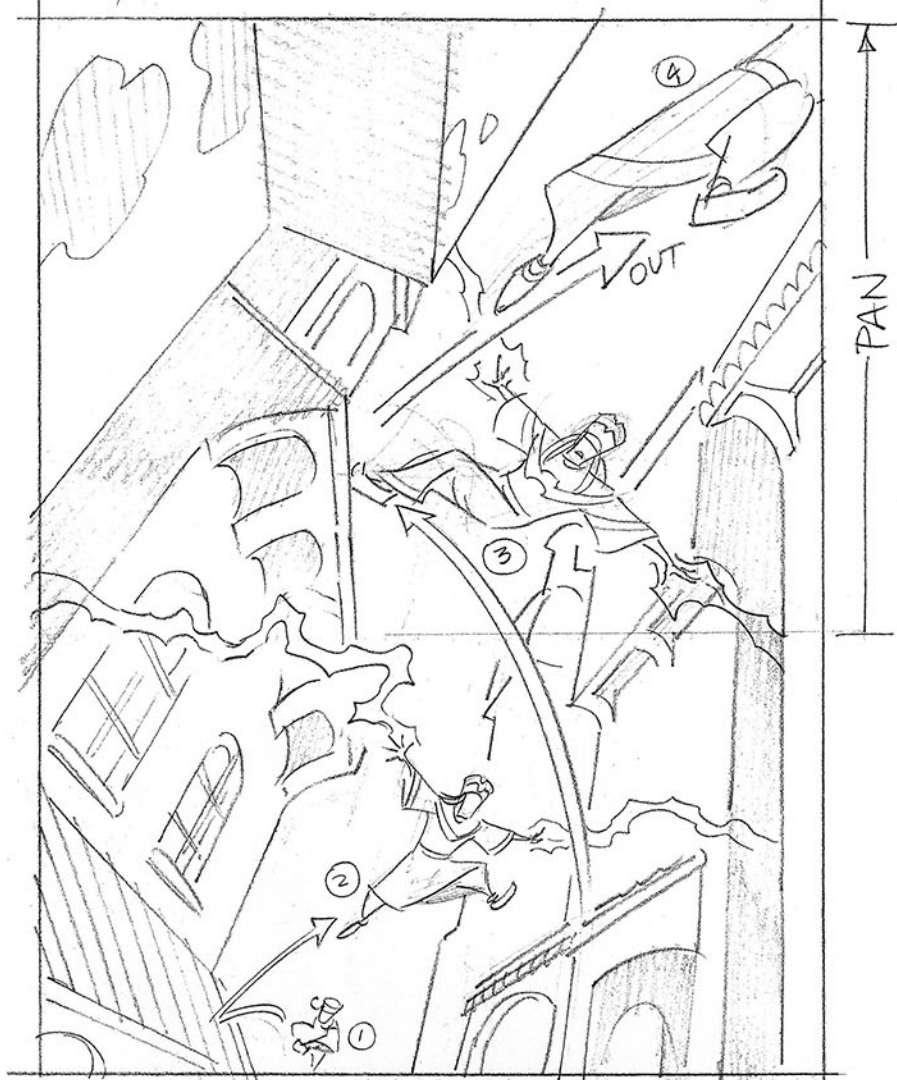
PANEL 3



ACTION NOTES:

-leaps OS

▽ Sc. Panel 1



Pan up as RW leaps back & forth across the alley, powering up lightning and gaining higher until he leaps OS

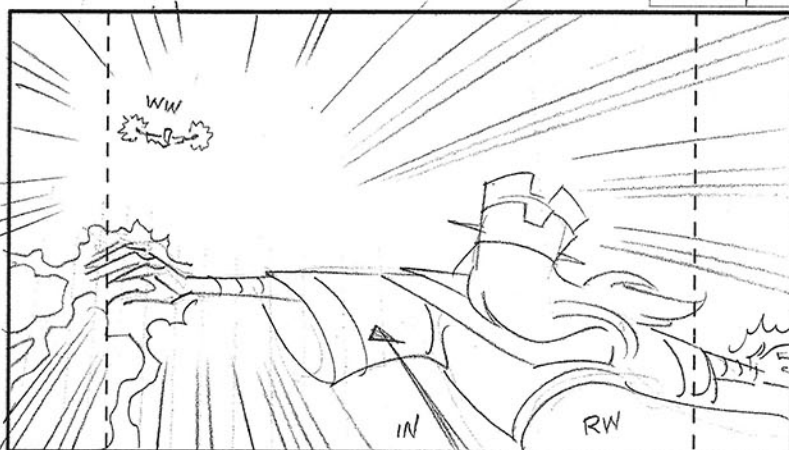
DIALOGUE:

Wizards fly
toward each
other (speed
blur BG)

ACTION NOTES:

SCENE

PANEL 1



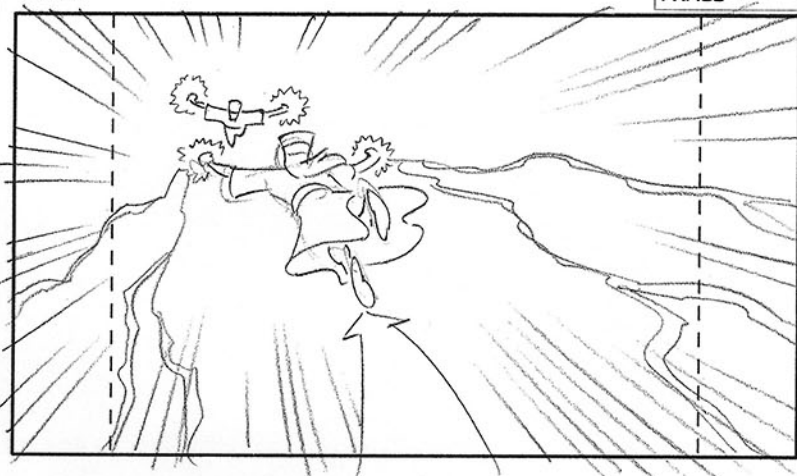
DIALOGUE:

ACTION NOTES:

Continued

SCENE

PANEL 2



DIALOGUE:

ACTION NOTES:

All look up
as they
converge

SCENE

PANEL 1

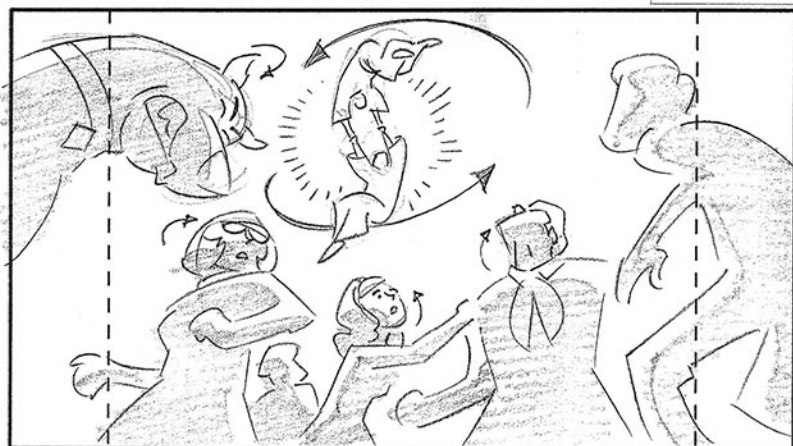


Con't
→

DIALOGUE:

SCENE

PANEL 2



ACTION NOTES:

They look hands,
glow brightly
as they spin in
a circle

H/L
▽

DIALOGUE:

SCENE

PANEL 1



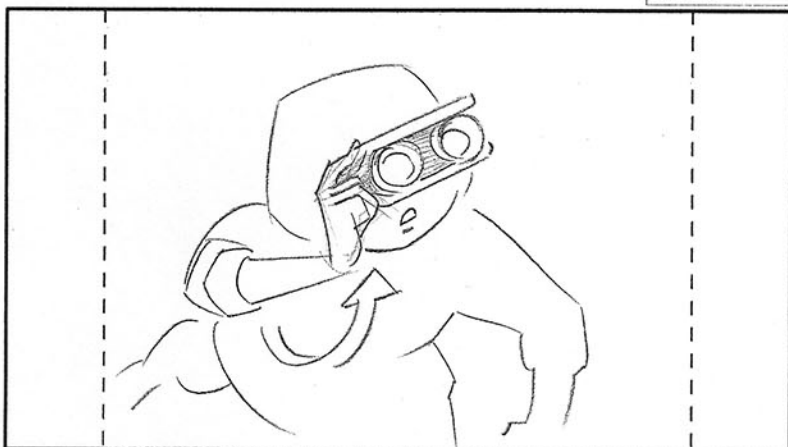
ACTION NOTES:

V reaches into
her pocket

DIALOGUE:

SCENE

PANEL 2



ACTION NOTES:

-pulls out
field glasses

DIALOGUE:

SCENE

PANEL 1

ACTION NOTES:

View of RW—
speed blur
BG



DIALOGUE:

SCENE

PANEL 1

ACTION NOTES:

View of WW—
speed blur
BG



DIALOGUE:

SCENE

PANEL 2

ACTION NOTES:

Hands pull
apart



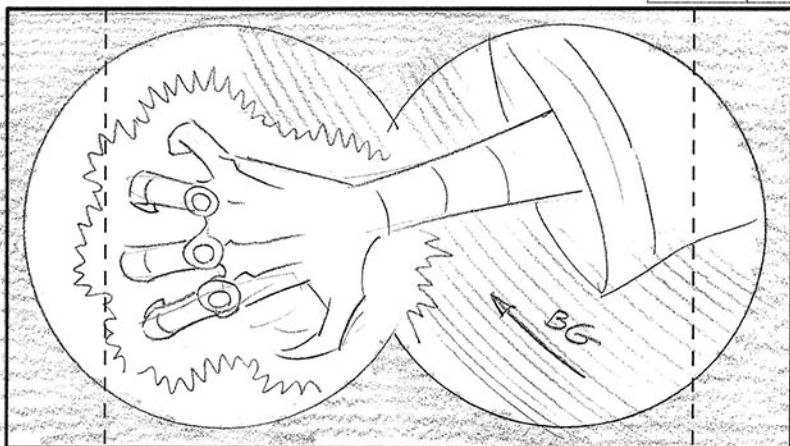
DIALOGUE:

SCENE

PANEL 1

ACTION NOTES:

V's POV of
WW's hand



DIALOGUE:

(157) V: That
White Wizard
has -

SCENE

PANEL 1

ACTION NOTES:

V looks up



DIALOGUE:

-three rings
exactly
like yours!

SCENE

PANEL 2

ACTION NOTES:

-grabs ML's
hand



Can't
→

DIALOGUE:

(138) ML:
That's weird!

ACTION NOTES:

Both look
up

SCENE

PANEL 3



DIALOGUE:

ACTION NOTES:

Wizards' hands
form glowing
orbs

SCENE

PANEL 1



DIALOGUE:

ACTION NOTES:

They let go of
each other,
throw the
orbs

SCENE

PANEL 2

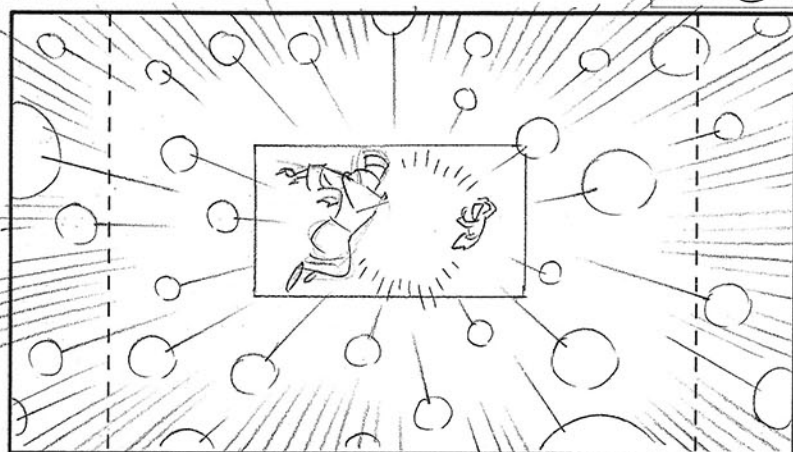


Cont
→

DIALOGUE:

SCENE

PANEL 3



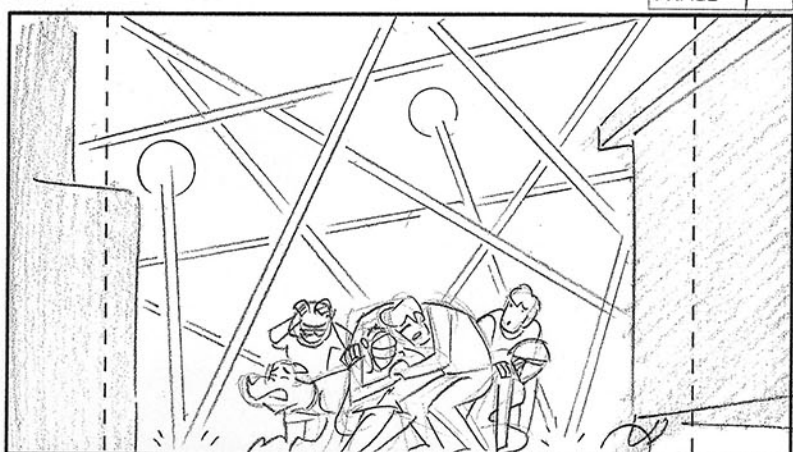
ACTION NOTES:

Truck out as the orbs break up into many smaller orbs

DIALOGUE:

SCENE

PANEL 1



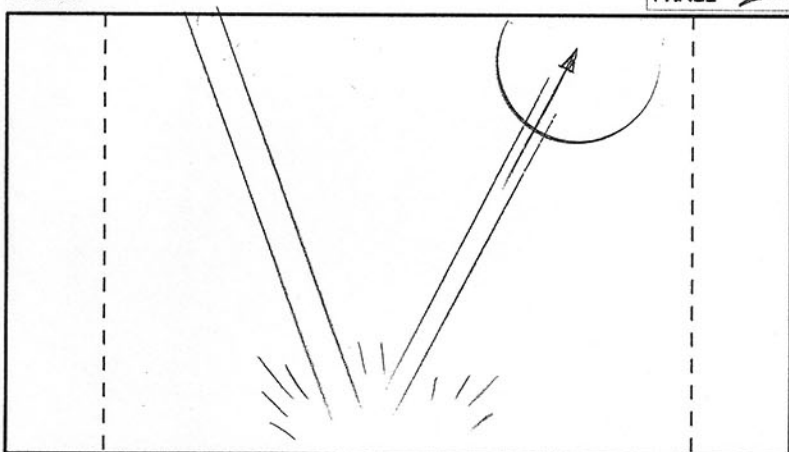
ACTION NOTES:

Group huddles together as orbs ricochet all around them

DIALOGUE:

SCENE

PANEL 2



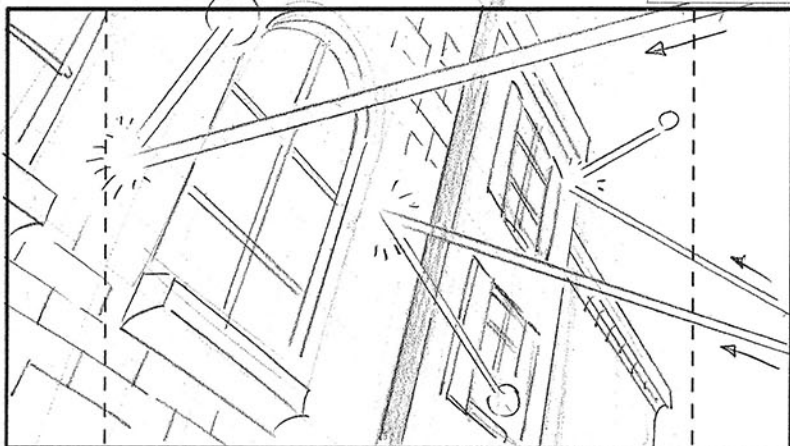
ACTION NOTES:

One hits, bounces OS in FG

DIALOGUE:

SCENE

PANEL 1



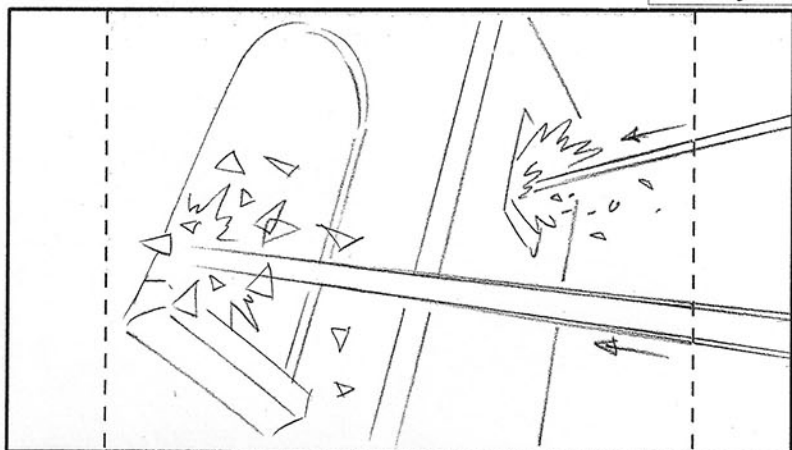
ACTION NOTES:

View of wall—
orbs bouncing
off

DIALOGUE:

SCENE

PANEL 2



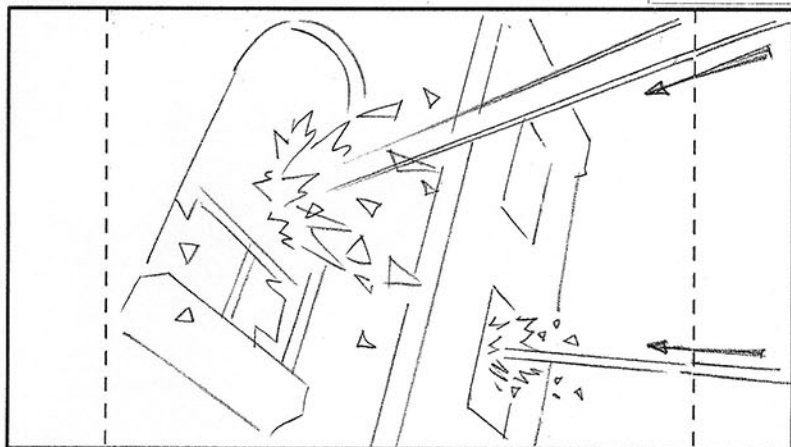
ACTION NOTES:

Some fly
through
windows

DIALOGUE:

SCENE

PANEL 3



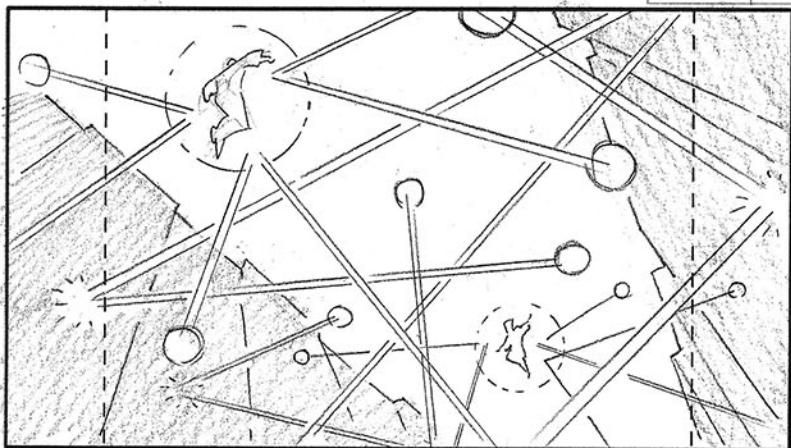
ACTION NOTES:

Continued

DIALOGUE:

SCENE

PANEL 1



ACTION NOTES:

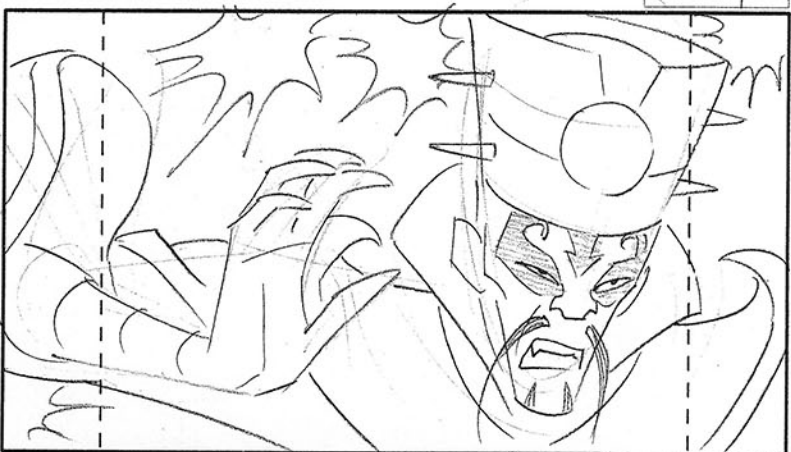
Wide-orbs
bounce off
walls and
wizards' shields

H/U
△

DIALOGUE:

SCENE

PANEL 1



ACTION NOTES:

Close on WW,
impacts on
shield

DIALOGUE:

SCENE

PANEL 2



ACTION NOTES:

He animates
back-orbs
ricochet all
over

DIALOGUE:

SCENE

PANEL 1



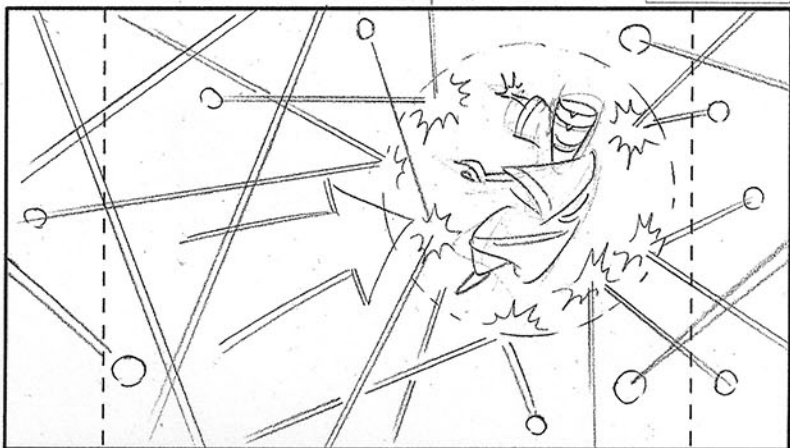
ACTION NOTES:

Close on RW -
Same action

DIALOGUE:

SCENE

PANEL 2



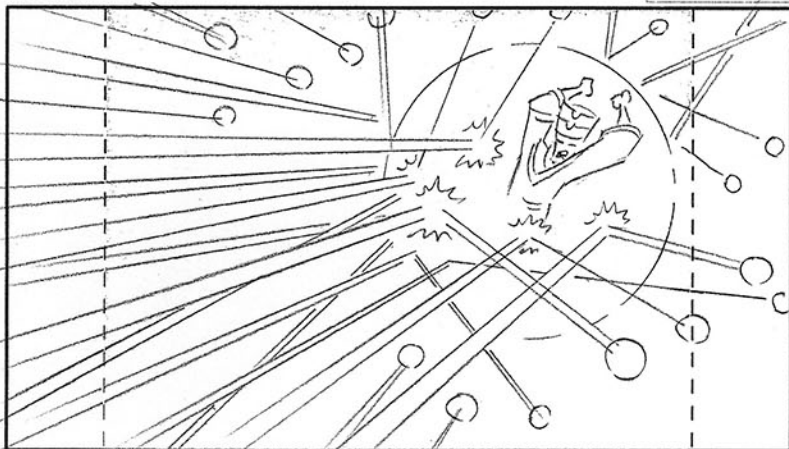
ACTION NOTES:

He animates
back

DIALOGUE:

SCENE

PANEL 3



ACTION NOTES:

Orbs fly at
him in greater
numbers - he
looks overwhelmed

DIALOGUE:

SCENE

PANEL 1



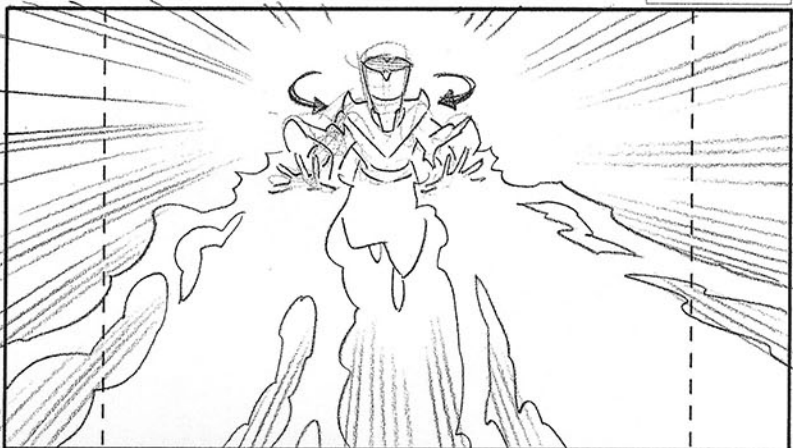
ACTION NOTES:

WW builds
up energy,
smiling

DIALOGUE:

SCENE

PANEL 2



ACTION NOTES:

Animate out
as he blasts
into cam

DIALOGUE:

SCENE

PANEL 1



ACTION NOTES:

WW's blast
overwhelms
RW

Cont
→

DIALOGUE:

SCENE

PANEL 2

ACTION NOTES:

— forces him
backward and
his shield
FADES



DIALOGUE:

SCENE

PANEL 3

ACTION NOTES:

Energy clears
scene as
RW falls OS



DIALOGUE:

SCENE

PANEL 1

ACTION NOTES:

Group looks
up



Can't
→



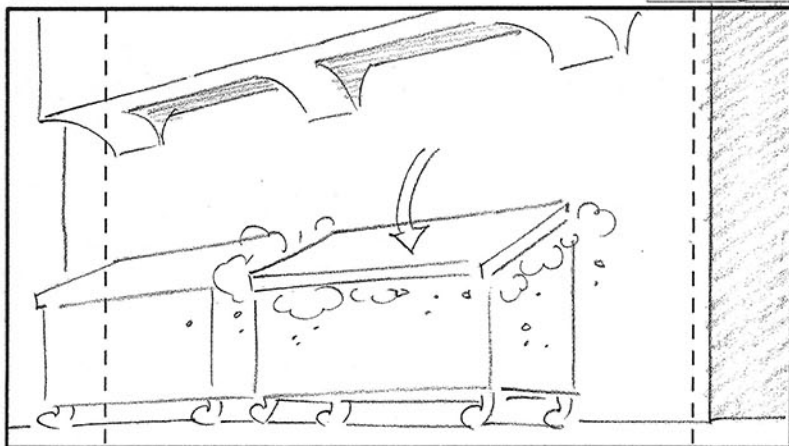
They duck as RW flies over their
heads, lands in dumpster

Can't
→

DIALOGUE:

SCENE

PANEL 3



ACTION NOTES:

Lid falls
shut

DIALOGUE:

SCENE

PANEL 1



ACTION NOTES:

On WW,
victorious

DIALOGUE:

SCENE

PANEL 2



ACTION NOTES:

He looks
down into
cam

DIALOGUE:

(139) SD: Uh oh.

ACTION NOTES:

Group looks up at WW

SCENE

PANEL 1



DIALOGUE:

(140) S: Like, I second that, Scoob!

ACTION NOTES:

Truck out from ML, holding up her rings

SCENE

PANEL 1



DIALOGUE:

(141) F: Quick, everybody—

ACTION NOTES:

F points away

SCENE

PANEL 1



Cont
→

DIALOGUE:

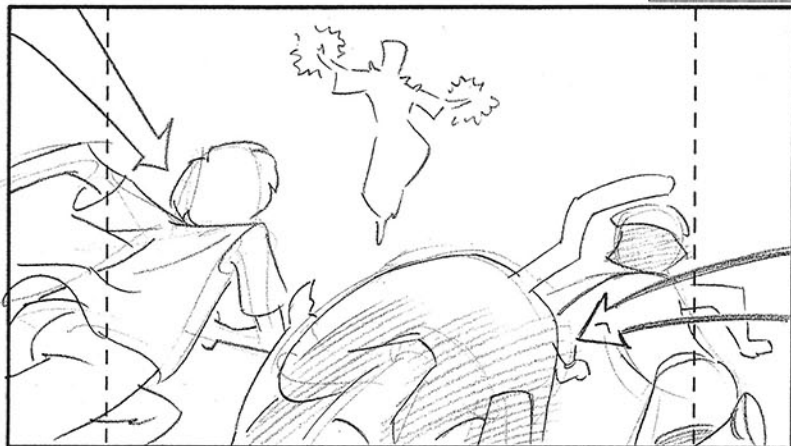
-back to
the van!

ACTION NOTES:

All start
running (end
positions
shown)

SCENE

PANEL 2



H/d
↓

DIALOGUE:

SCENE

PANEL 1



ACTION NOTES:

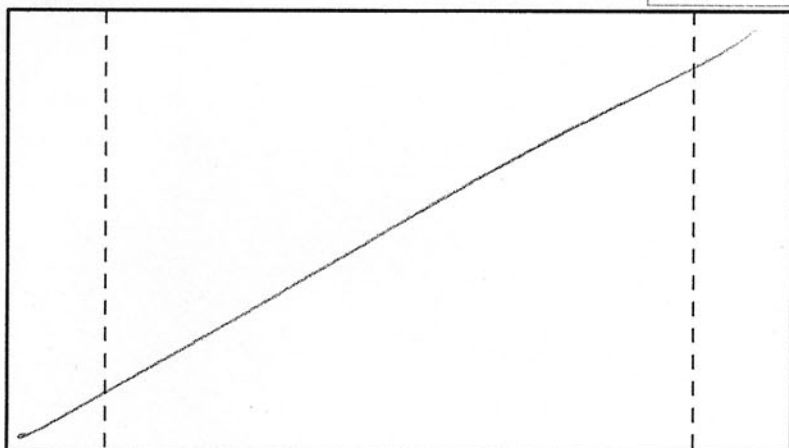
All run thru
beneath WW
(start positions
shown)

Can't
→

DIALOGUE:

SCENE

PANEL



ACTION NOTES:

Sc. Panel 2



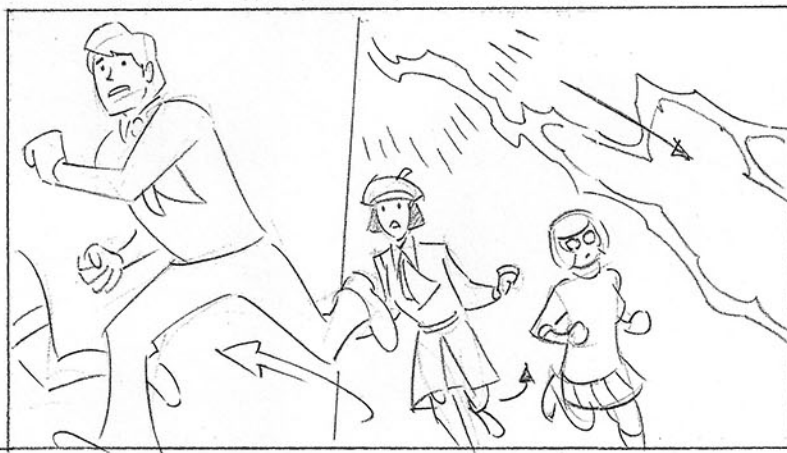
He turns & fires

Sc. Panel 1



F&D emerge
from alley,
glow from
above

Sc. Panel 2



ML & V
follow as
lightning
shoots thru
BG

Con't
→

DIALOGUE:

S & SD
skid into
scene

ACTION NOTES:

SCENE

PANEL 3



DIALOGUE:

SD runs,
S grabs his
tail

ACTION NOTES:

SCENE

PANEL 4



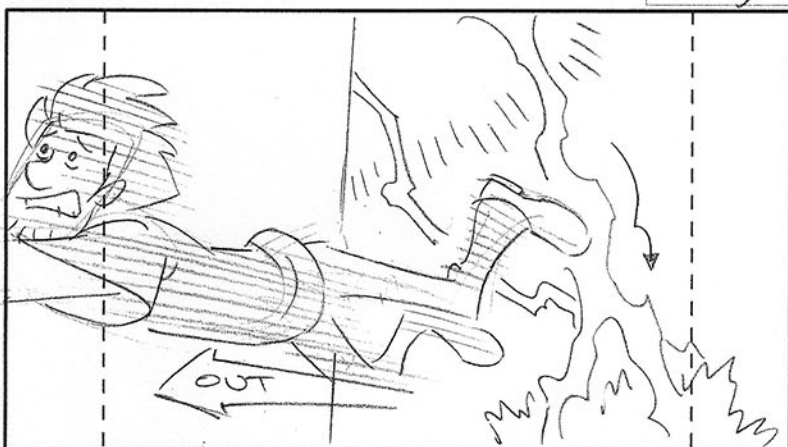
DIALOGUE:

SD pulls
S OS as
lightning
intensifies

ACTION NOTES:

SCENE

PANEL 5



Cont
→

DIALOGUE:

WW appears

ACTION NOTES:

SCENE

PANEL 6



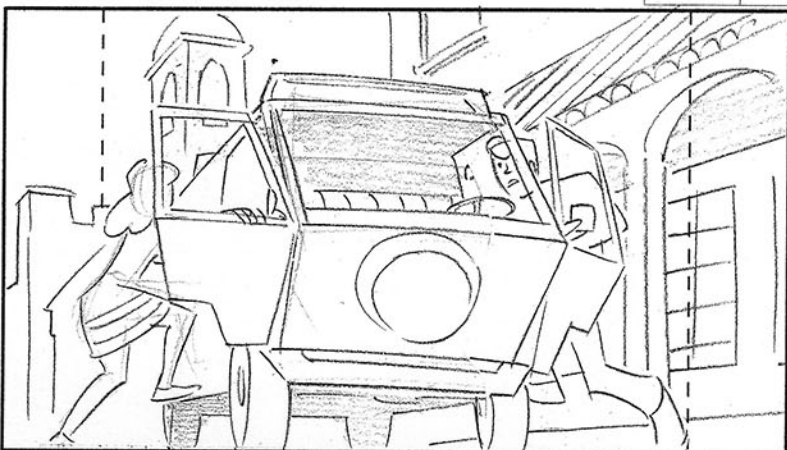
DIALOGUE:

D & F climb
into van
(start poses
shown)

ACTION NOTES:

SCENE

PANEL 1



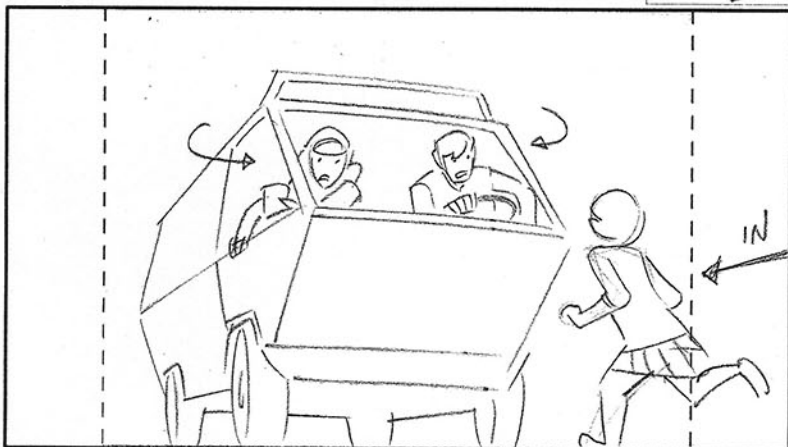
DIALOGUE:

ACTION NOTES:

They close
doors as V
runs thru BG
(behind van)

SCENE

PANEL 2



Cont →

DIALOGUE:

(142) F:

Come on—

ACTION NOTES:

SD IN—

SCENE

PANEL 3



DIALOGUE:

Come on—

ACTION NOTES:

—pulling S.
ML trots in—

SCENE

PANEL 4



DIALOGUE:

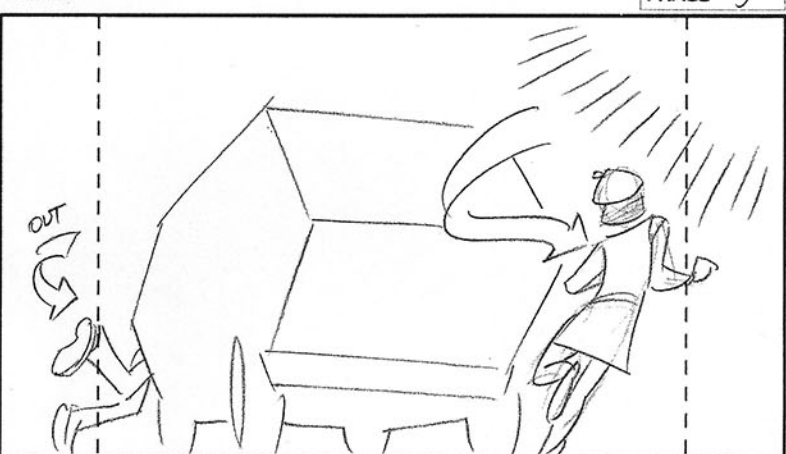
Come on!

ACTION NOTES:

—turns to
run around
van

SCENE

PANEL 5



Can't →

DIALOGUE:

SCENE

PANEL 6



ACTION NOTES:

OS light intensifies as F tries to start van

DIALOGUE:

V climbs into van
(start pose shown)

SCENE

PANEL 1



ACTION NOTES:

DIALOGUE:

SCENE

PANEL 2



ACTION NOTES:

-followed by S & SD

Can't
→

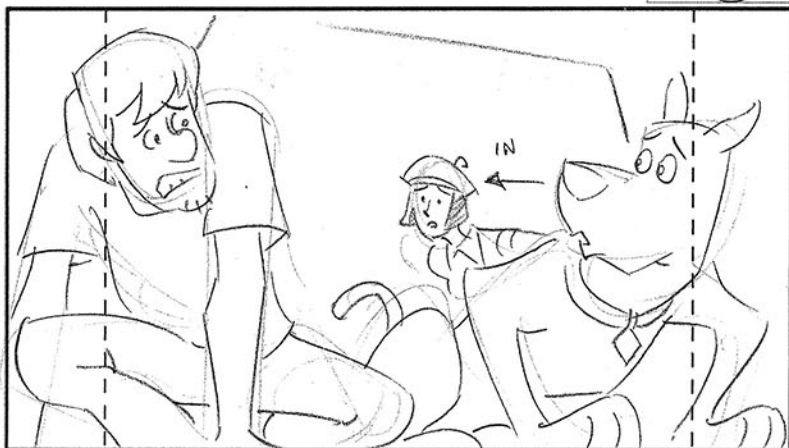
DIALOGUE:

SCENE

PANEL 3

ACTION NOTES:

ML steps
into view



DIALOGUE:

(143) ML:
HELP!

SCENE

PANEL 4

ACTION NOTES:

-and is
lifted up by
her feet



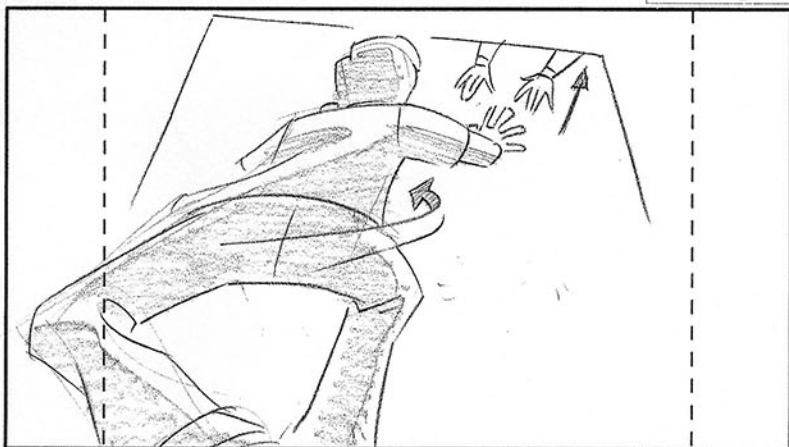
DIALOGUE:

SCENE

PANEL 5

ACTION NOTES:

S lunges
to grab her
(end poses shown)



DIALOGUE:

SCENE

PANEL 1



ACTION NOTES:

S reaches
for ML's
hands

DIALOGUE:

SCENE

PANEL 2



ACTION NOTES:

Truck out
from grab

DIALOGUE:

SCENE

PANEL 1

H/u
▽



(145) ML:
Don't let
go of me!

ACTION NOTES:

View of ML,
terrified

DIALOGUE:

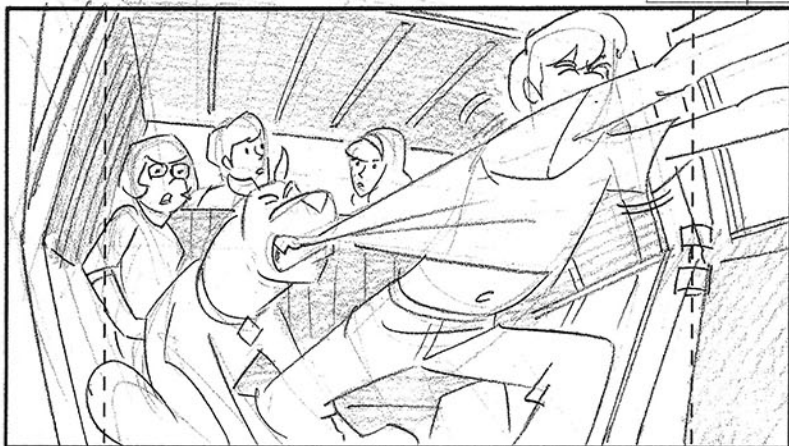
(146) S:
Don't worry...

ACTION NOTES:

SD pulls on
S - his
shoulders
shake

SCENE

PANEL 1



DIALOGUE:

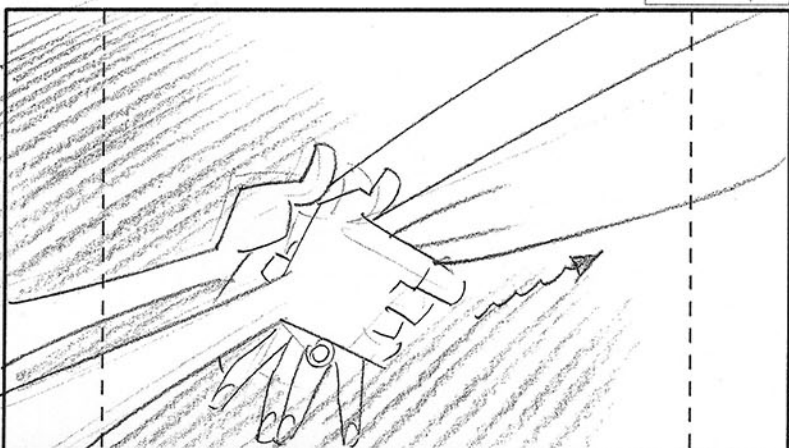
I got...

ACTION NOTES:

Close on
hands -
pulling upward

SCENE

PANEL 1



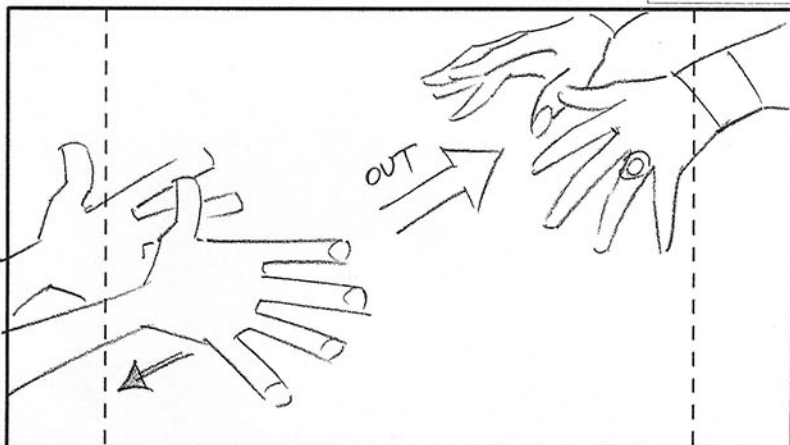
DIALOGUE:

ACTION NOTES:

They lose
grip

SCENE

PANEL 2



DIALOGUE:

(147) S: Y—

ACTION NOTES:

S falls
back—

SCENE

PANEL 1



DIALOGUE:

—ou!

ACTION NOTES:

—lands
on SD

SCENE

PANEL 2



DIALOGUE:

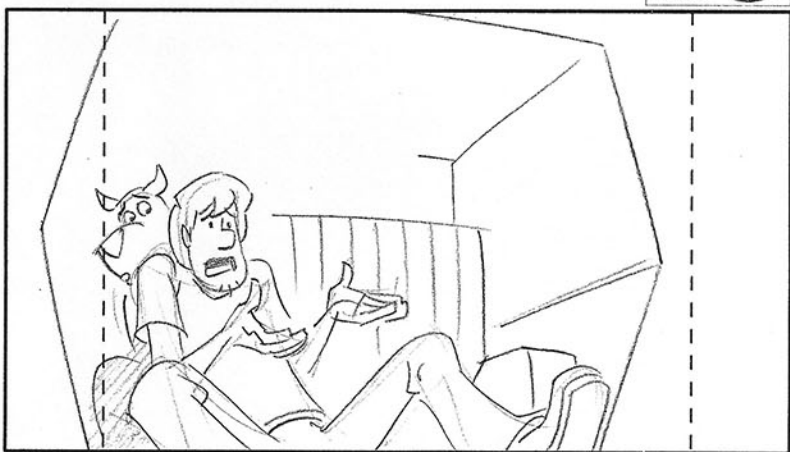
Like, curse my
sweaty palms!

ACTION NOTES:

—looks up,
helpless

SCENE

PANEL 3



DIALOGUE:

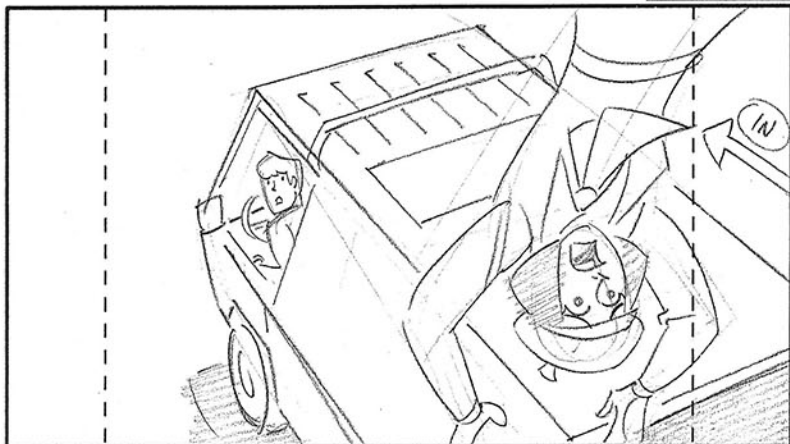
(147B) ML:
Scream

ACTION NOTES:

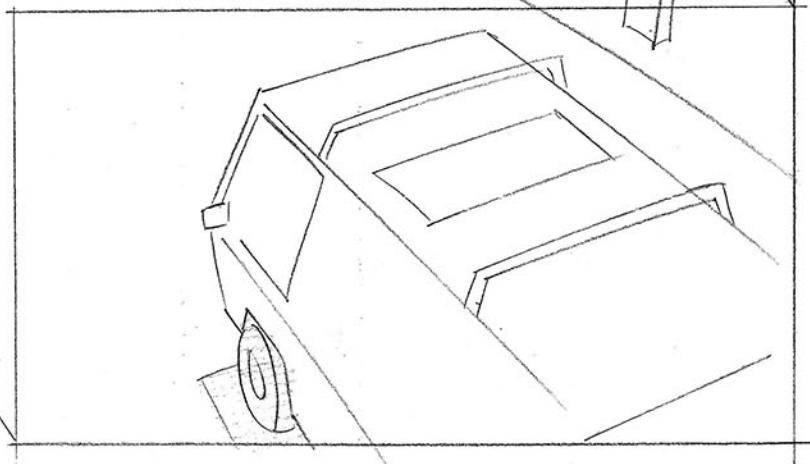
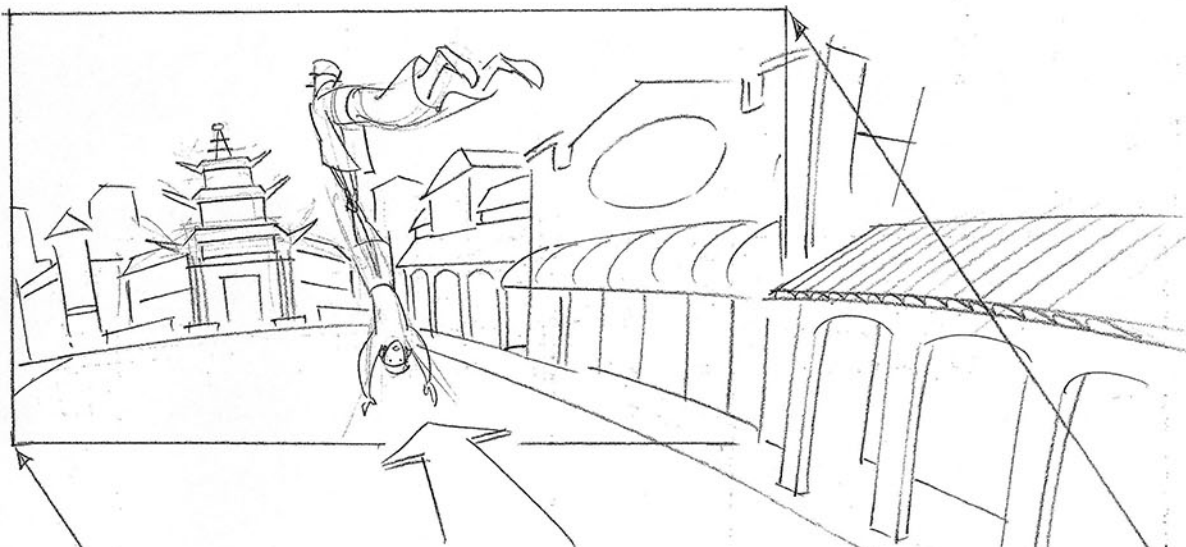
ML is
carried into
scene over
van

SCENE

PANEL 1

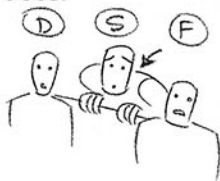


Cont
→



Pan with
her being
carried away
by WW
(end pose shown)

DIALOGUE:

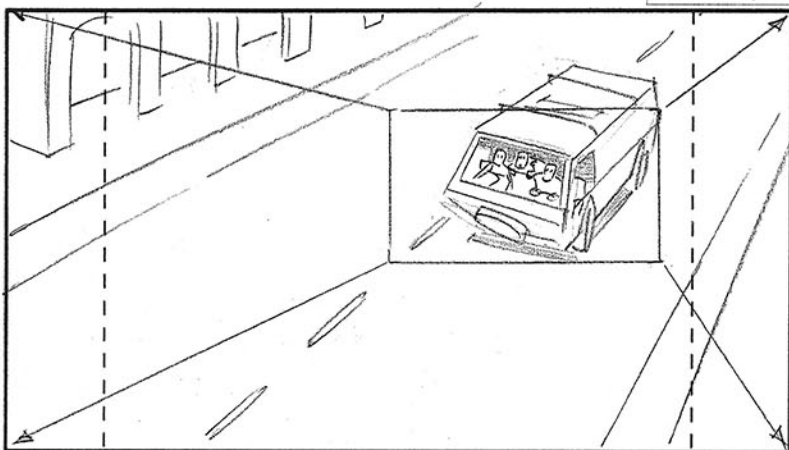


ACTION NOTES:

S leans into front of van - truck out

SCENE

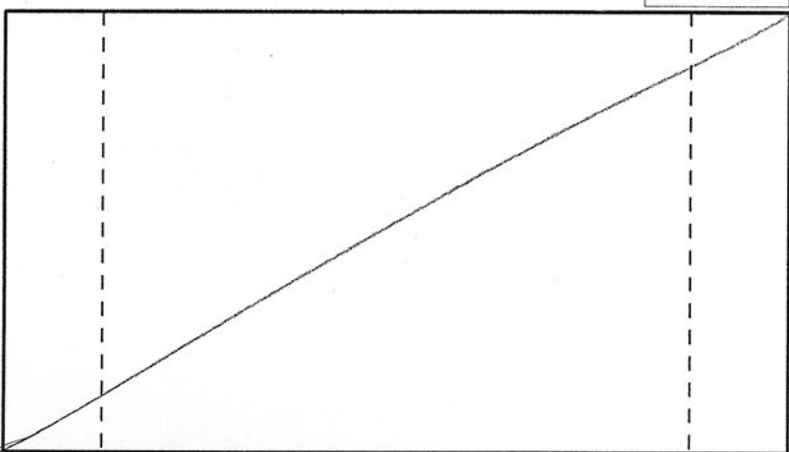
PANEL 1



DIALOGUE:

SCENE

PANEL

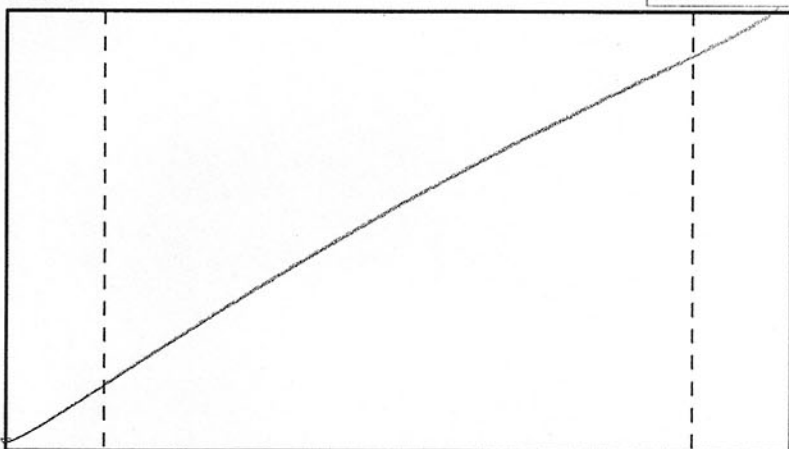


ACTION NOTES:

DIALOGUE:

SCENE

PANEL



ACTION NOTES:

