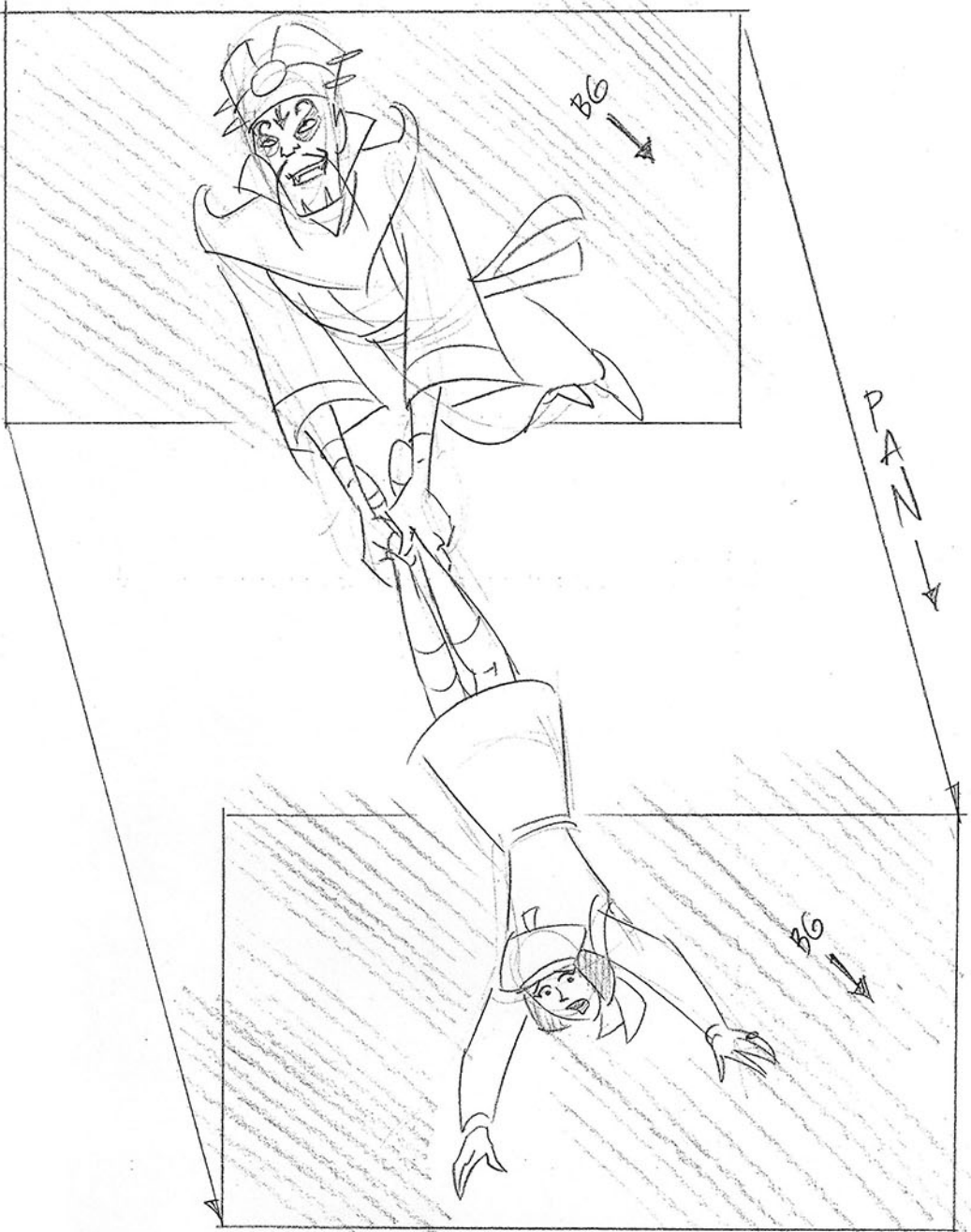


▽ SC. Panel 1



Start on WW, pan down
to ML against speed blur BG

DIALOGUE:

SCENE

PANEL 1



ACTION NOTES:

F turns key a few times to start van

DIALOGUE:

SCENE

PANEL 2



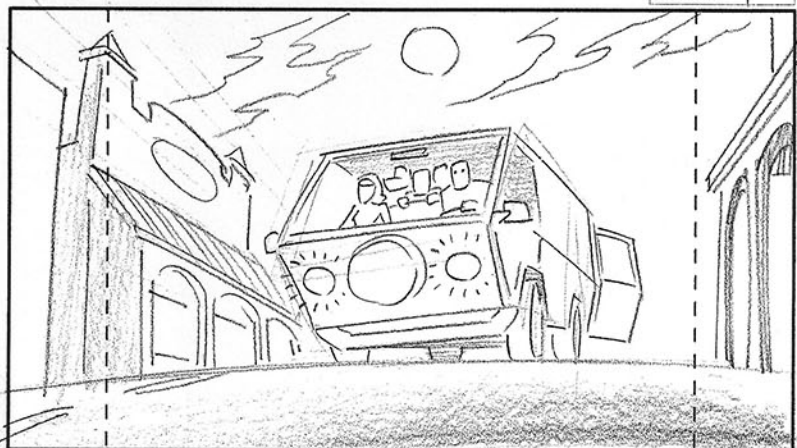
ACTION NOTES:

D, S, & F react as engine starts

DIALOGUE:

SCENE

PANEL 1



ACTION NOTES:

Van's lights pop on

Cont
→

DIALOGUE:

SCENE

PANEL 2

ACTION NOTES:

Van accelerates
OS



— SHAKE —

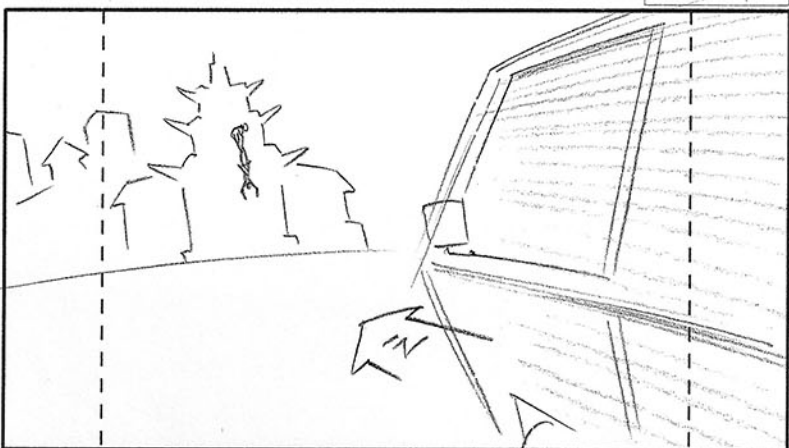
DIALOGUE:

SCENE

PANEL 1

ACTION NOTES:

Van zooms
into scene



— SHAKE —

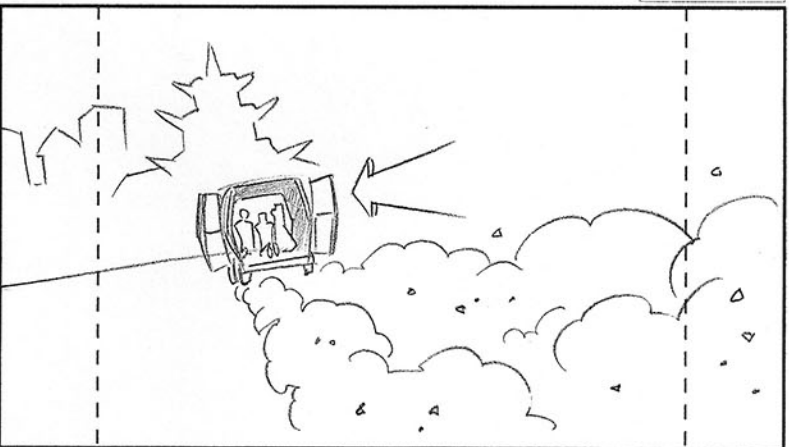
DIALOGUE:

SCENE

PANEL 2

ACTION NOTES:

— gains away
toward WW
(back doors
open)



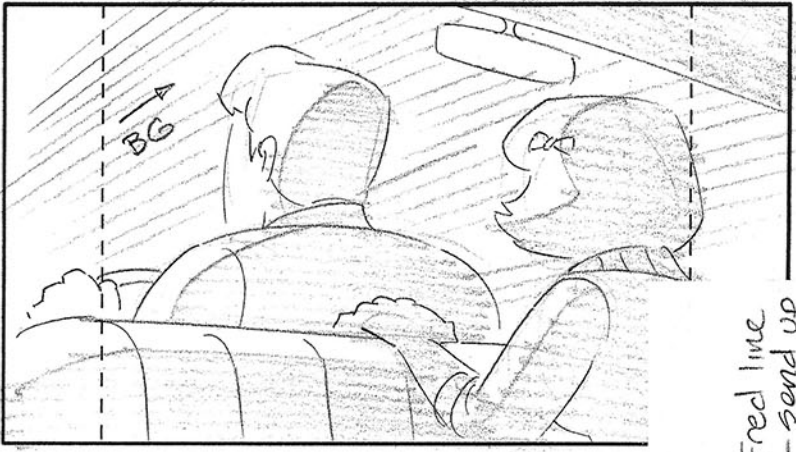
DIALOGUE:

SCENE

PANEL 1

ACTION NOTES:

On F & V
in van
(speed blur BG)



New Fred line
here — send up
the bag

DIALOGUE:

SCENE

PANEL 2

ACTION NOTES:

F looks
back, calls
out



DIALOGUE:

SCENE

PANEL 1

ACTION NOTES:

On S, holding
snack bag



Can't
→

DIALOGUE:

SCENE

PANEL 2



ACTION NOTES:

He brings
it forward

DIALOGUE:

SCENE

PANEL 1



ACTION NOTES:

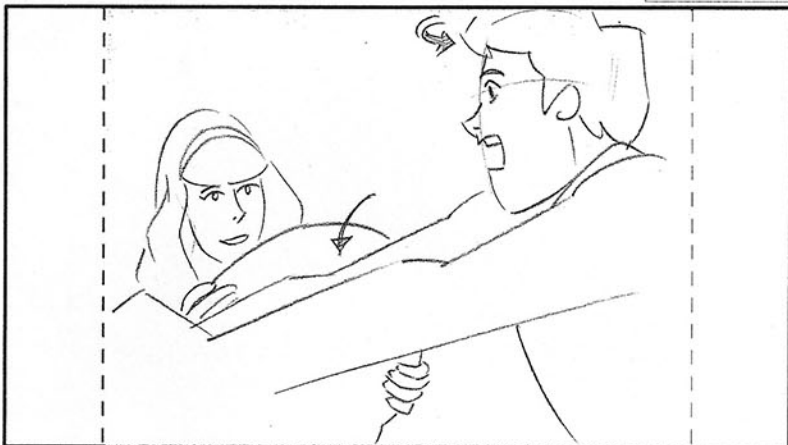
Snack bag
is tossed
into D's hands

F yells instructions
to Daphne

DIALOGUE:

SCENE

PANEL 2



ACTION NOTES:

F turns &
speaks as
D catches
bag

H/U

DIALOGUE:

SCENE

PANEL 1



ACTION NOTES:

D places bag
in far left
position

DIALOGUE:

SCENE

PANEL 2



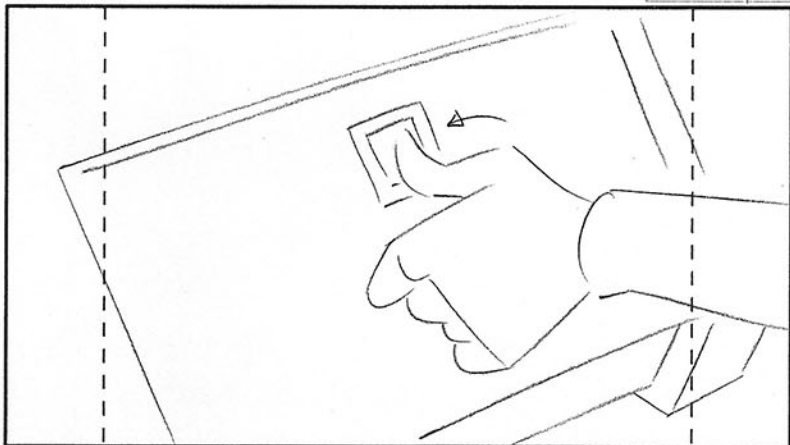
ACTION NOTES:

- reaches
for glove
compartment

DIALOGUE:

SCENE

PANEL 1



ACTION NOTES:

D's hand
presses
button
(repeat earlier
scene)

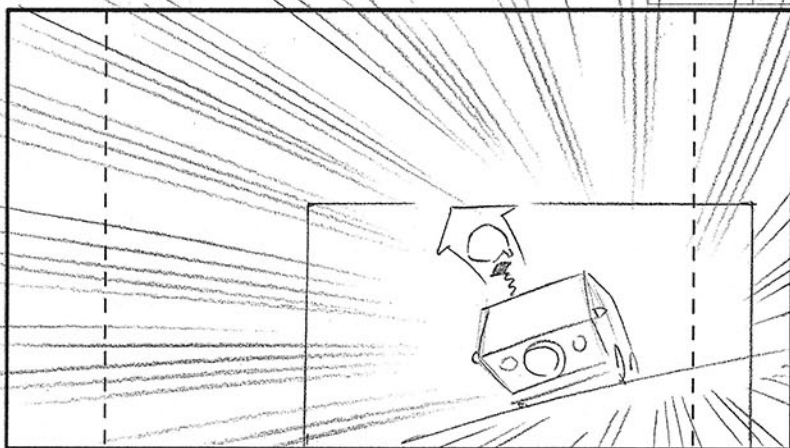
DIALOGUE:

SCENE

PANEL 1

ACTION NOTES:

Truck out from
van as bag
is ejected



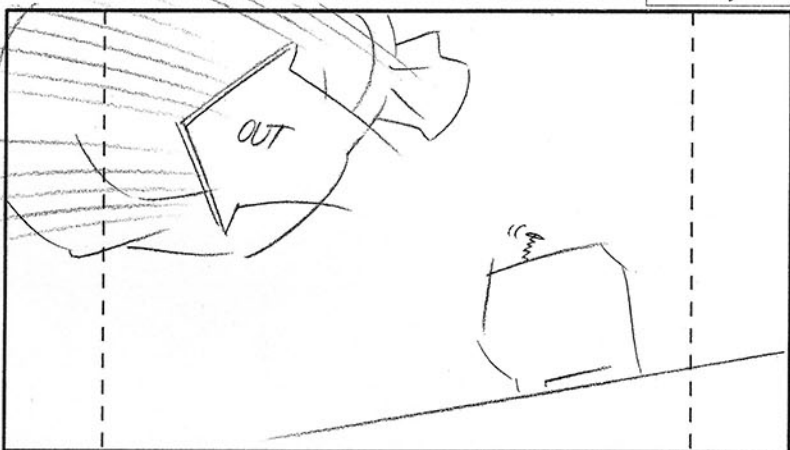
DIALOGUE:

SCENE

PANEL 2

ACTION NOTES:

It flies
forward/OS



DIALOGUE:

(148) WW (VO):
The ring!

SCENE

PANEL 1

ACTION NOTES:

On ML,
hanging from
OS



Can't
→

DIALOGUE:

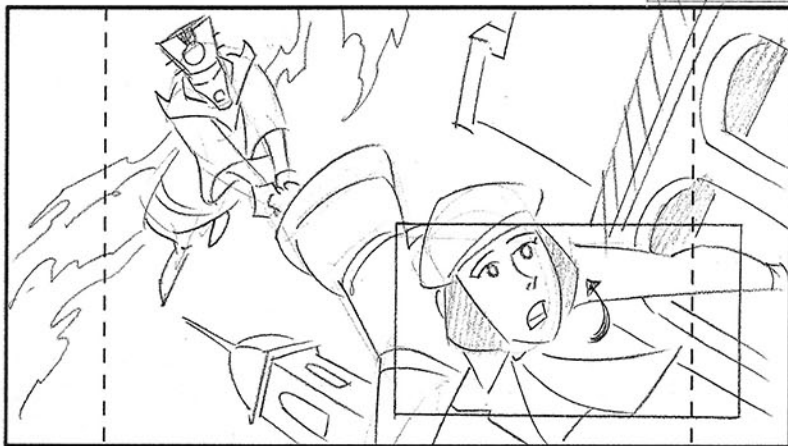
-give it
to me!

ACTION NOTES:

fast truck
out as she
looks up

SCENE

PANEL 2



DIALOGUE:

ACTION NOTES:

WW's head
tips up
slightly

SCENE

PANEL 1



DIALOGUE:

ACTION NOTES:

POV of
incoming
bag

SCENE

PANEL 1

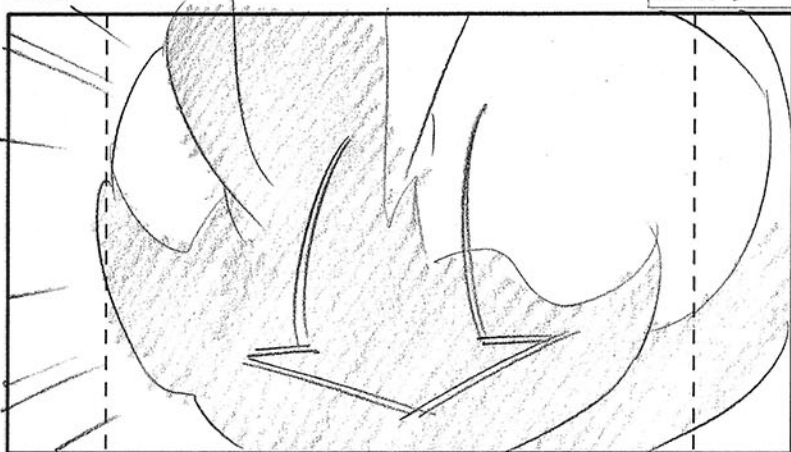


Cont
→

DIALOGUE:

SCENE

PANEL 2



ACTION NOTES:

Bag tumbles
into cam

DIALOGUE:

SCENE

PANEL 3



ACTION NOTES:

Impact flash

DIALOGUE:

SCENE

PANEL 1



ACTION NOTES:

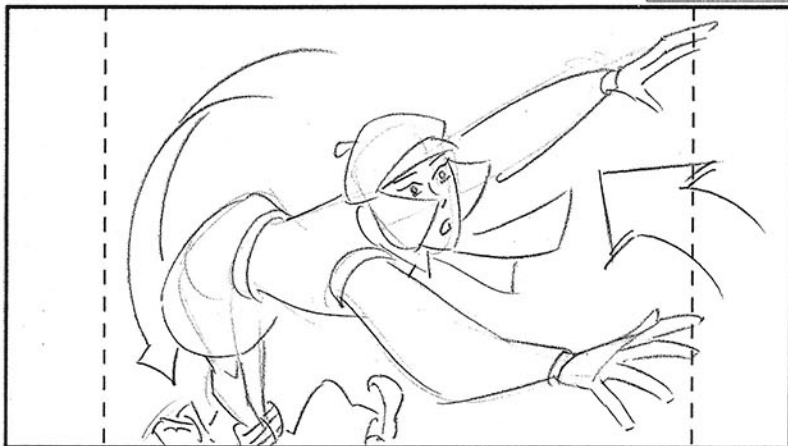
Fast truck out
from impact

Con't
→

DIALOGUE:

SCENE

PANEL 2



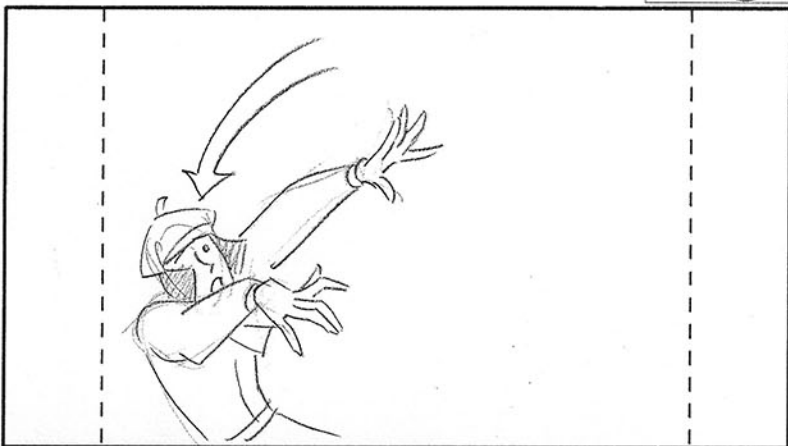
ACTION NOTES:

WW falls
down/OS-

DIALOGUE:

SCENE

PANEL 3



ACTION NOTES:

-pulling
ML with him
(end pose shown)

DIALOGUE:

SCENE

PANEL 1



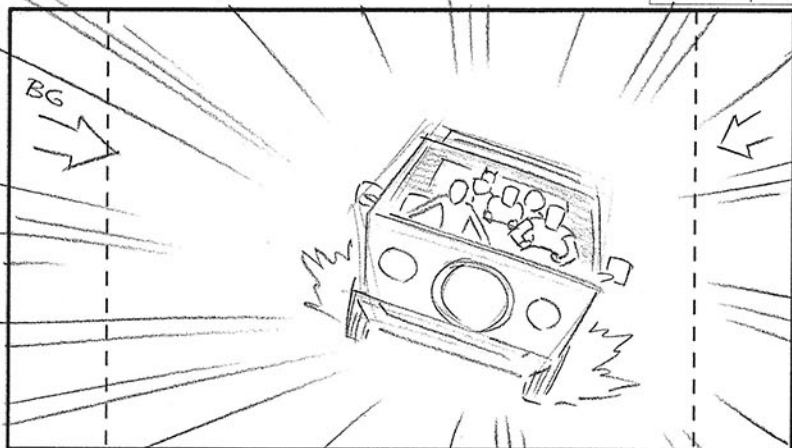
ACTION NOTES:

WW drops into
scene as van
approaches
(end poses
shown)

DIALOGUE:

SCENE

PANEL 1



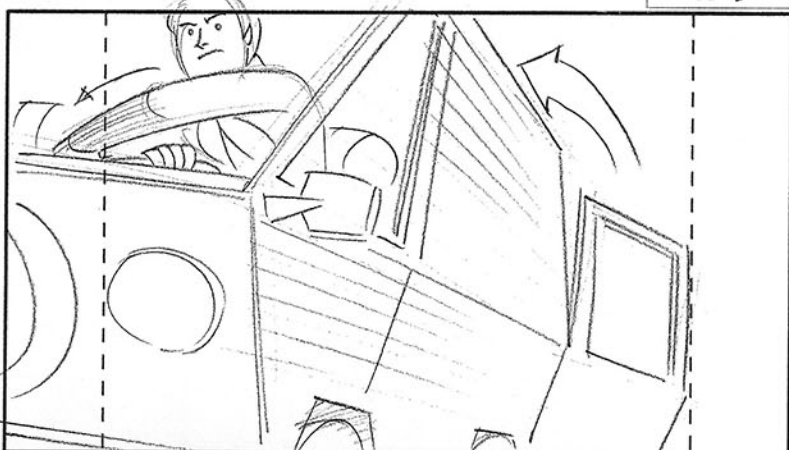
ACTION NOTES:

Van gains fast
into cam
(speed blur BG)

DIALOGUE:

SCENE

PANEL 2



ACTION NOTES:

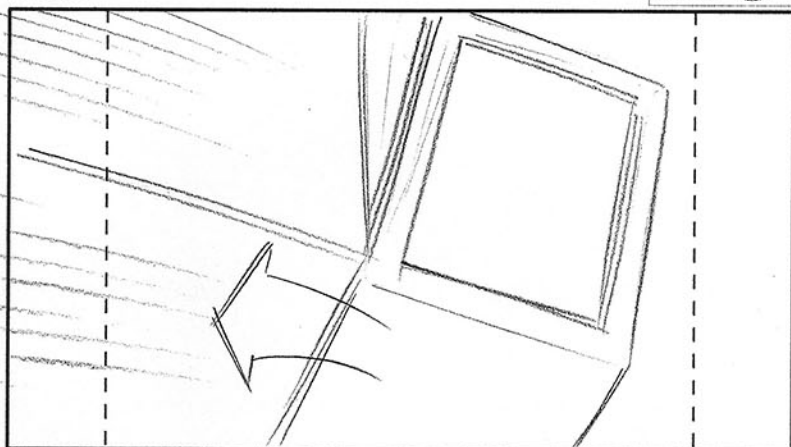
F turns
wheel, van
swerves



DIALOGUE:

SCENE

PANEL 3



ACTION NOTES:

back door
flies toward
cam

Can't
→

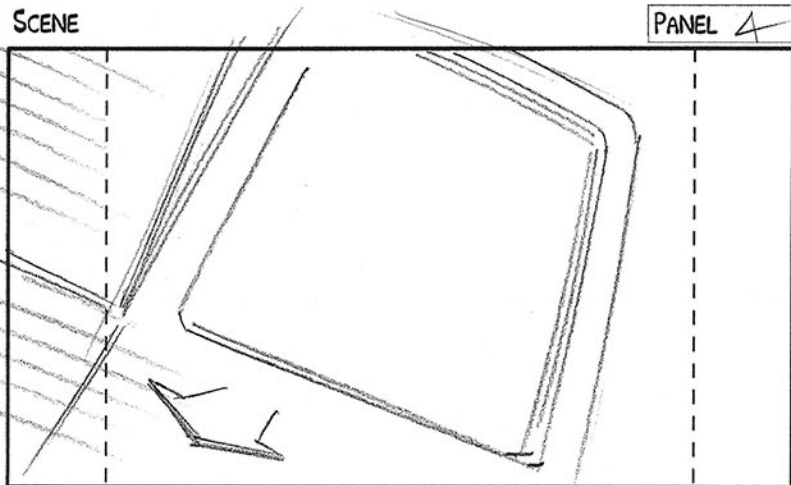
DIALOGUE:

SCENE

PANEL 4

ACTION NOTES:

door fills frame



DIALOGUE:

SCENE

PANEL 1

ACTION NOTES:

Cut to reverse-door approaching WW (speed blur BG)

H/L
▽



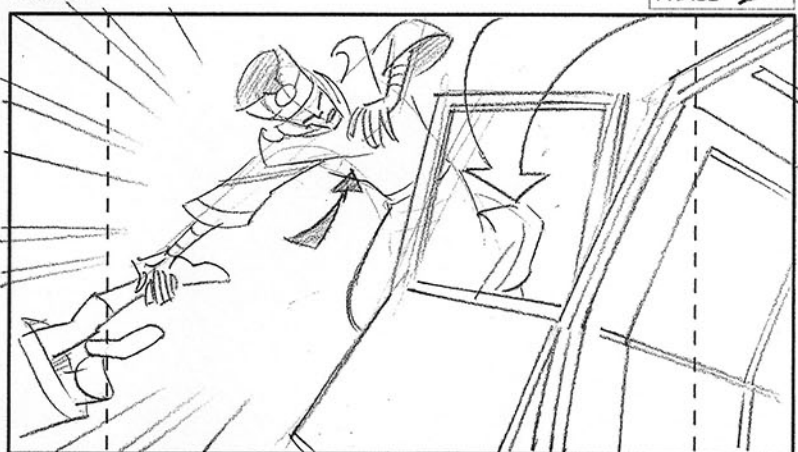
DIALOGUE:

SCENE

PANEL 2

ACTION NOTES:

It slams into him—he loses grip on ML

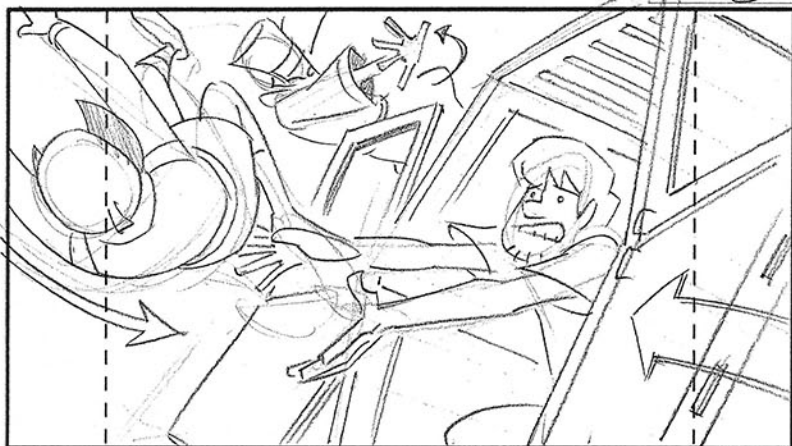


Cont
→

DIALOGUE:

SCENE

PANEL 3



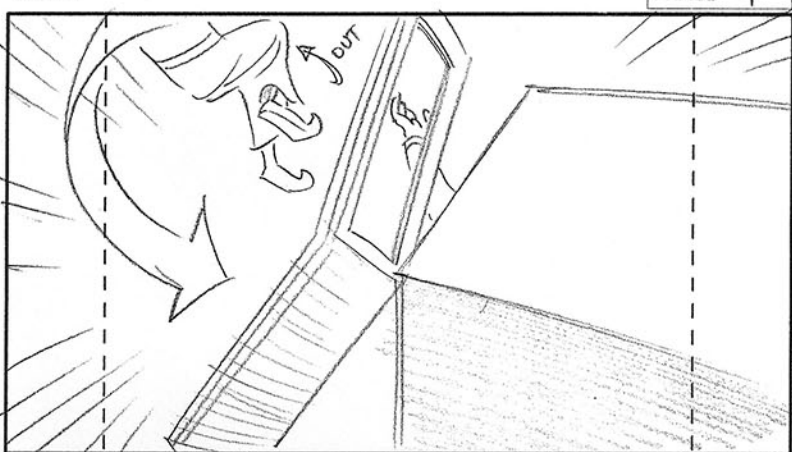
ACTION NOTES:

She is swung into the back of the van

DIALOGUE:

SCENE

PANEL 4



ACTION NOTES:

Van continues to swerve—

DIALOGUE:

SCENE

PANEL 5



ACTION NOTES:

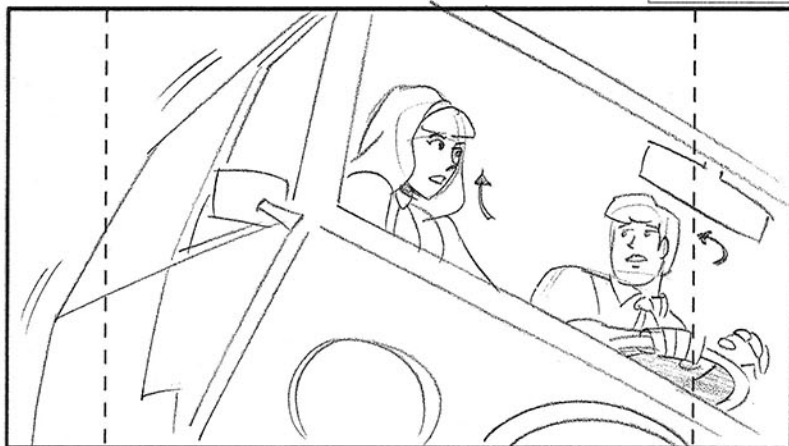
front end swings into frame—

Cont →

DIALOGUE:

SCENE

PANEL 6



ACTION NOTES:

-STOPS with
a shudder

DIALOGUE:

(149) S: Like-

SCENE

PANEL 1



ACTION NOTES:

On S in back
holding ML-
doors are
now closed

DIALOGUE:

-we got her!

SCENE

PANEL 2



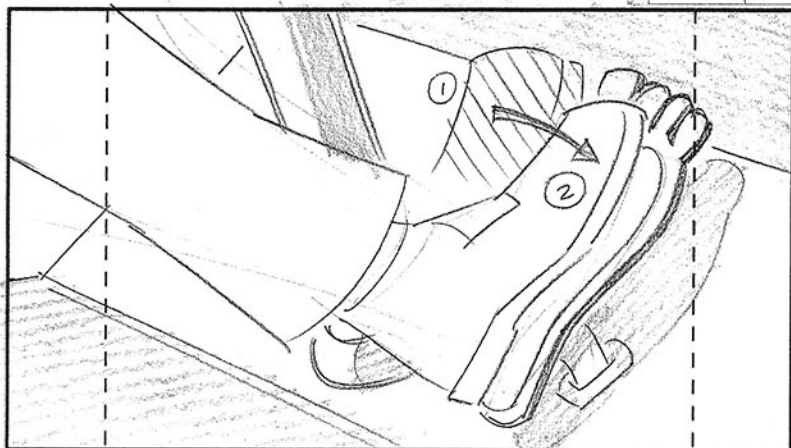
ACTION NOTES:

S & SD
turn to cam,
victorious

DIALOGUE:

SCENE

PANEL 1



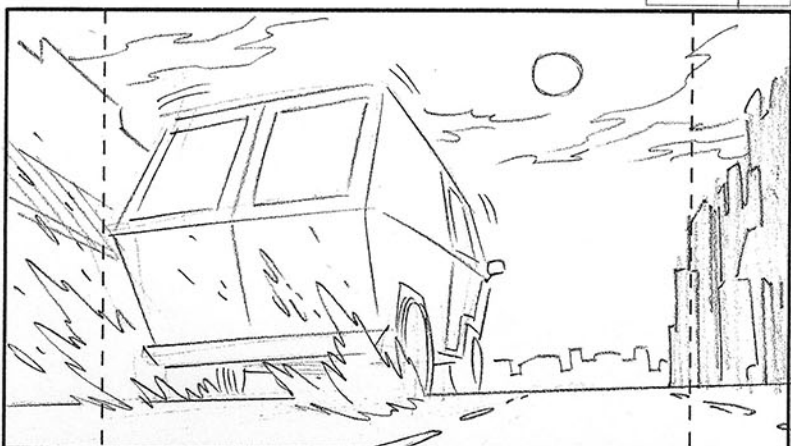
ACTION NOTES:

F's foot
Slams down
gas pedal

DIALOGUE:

SCENE

PANEL 1



ACTION NOTES:

Van shakes
as wheels
spin

DIALOGUE:

SCENE

PANEL 2



ACTION NOTES:

It takes off,
swerving as
it accelerates

Cont
→

DIALOGUE:

SCENE

PANEL 3

ACTION NOTES:

Continued—
lightning IN



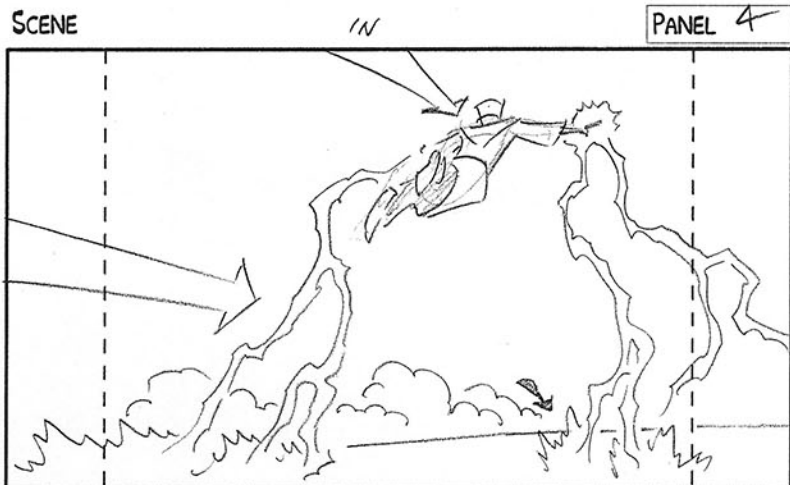
DIALOGUE:

SCENE

PANEL 4

ACTION NOTES:

WW chases
receding van
(end pose shown)



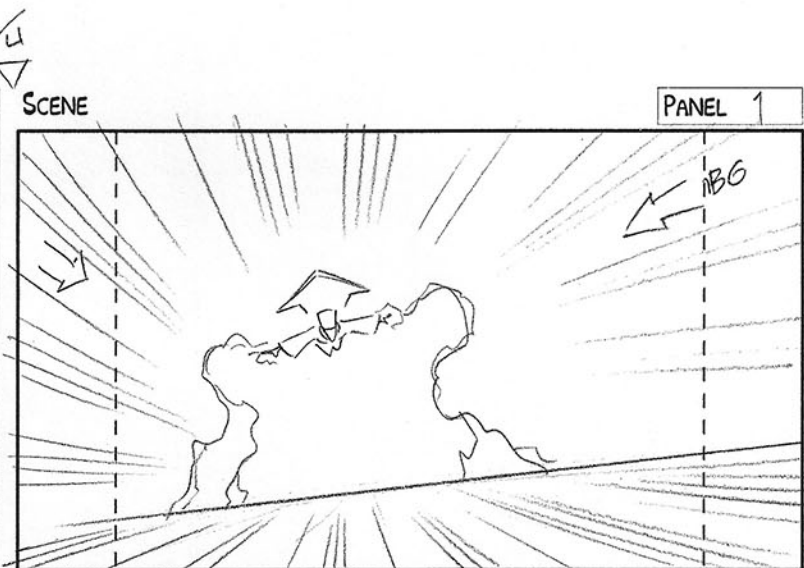
DIALOGUE:

SCENE

PANEL 1

ACTION NOTES:

WW gains
toward cam
(speed blur BG)



Con't →

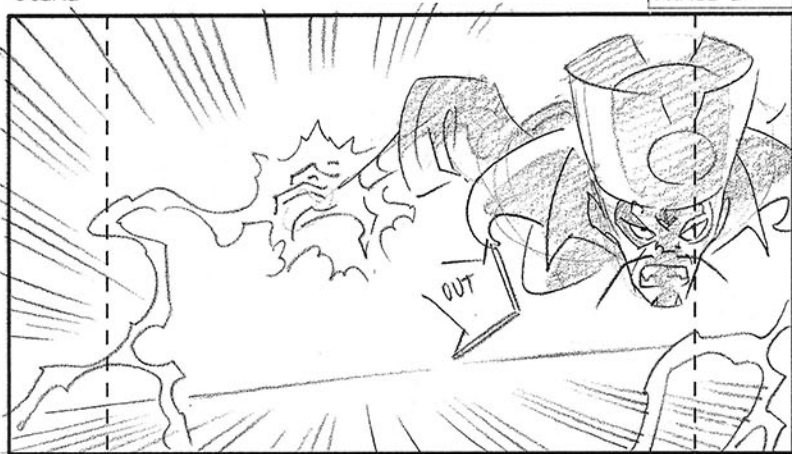
DIALOGUE:

SCENE

PANEL 2

ACTION NOTES:

- zooms
fast in &
OS



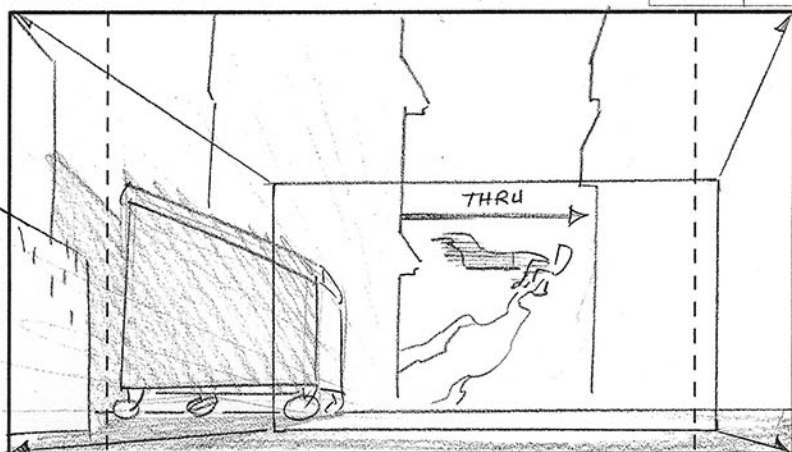
DIALOGUE:

SCENE

PANEL 1

ACTION NOTES:

View from alley-
WW zips by and
OS. Truck out
to include
dumpster



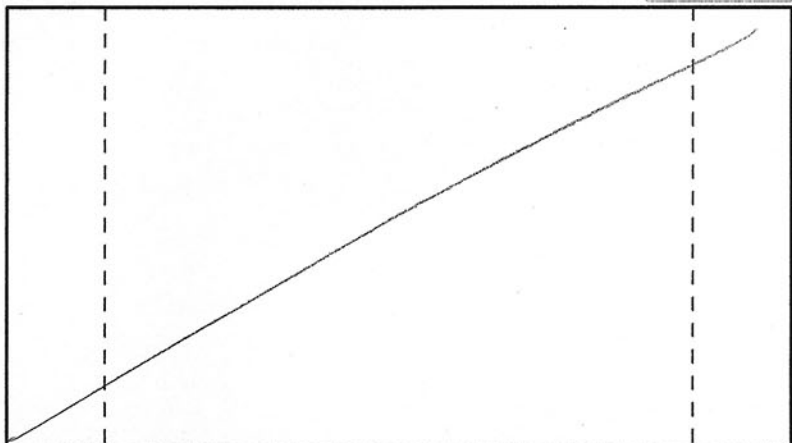
Can't →

DIALOGUE:

SCENE

PANEL

ACTION NOTES:

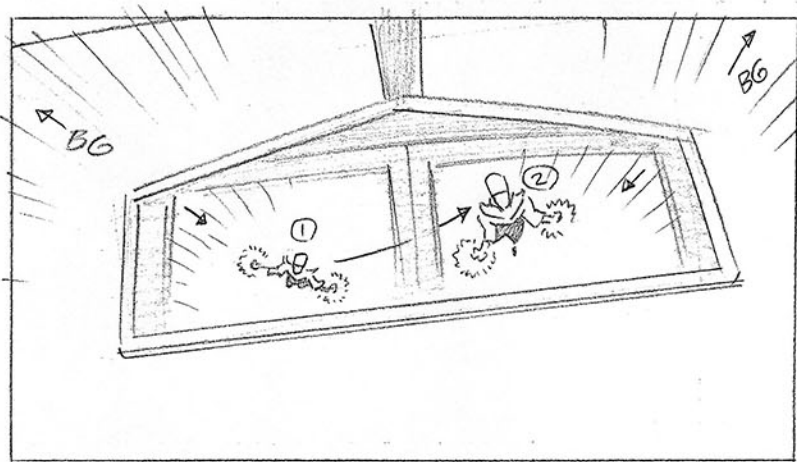


Sc. Panel 2



RW's lightning
explodes out,
pan up as it
cascades
into the air

Sc. Panel 1



View of
van's rear-
view mirror.
WW gains
forward
from pose
① to pose ②

Can't
→

DIALOGUE:

ISO V: He's still coming!

ACTION NOTES:

Truck out from mirror

SCENE

PANEL 2



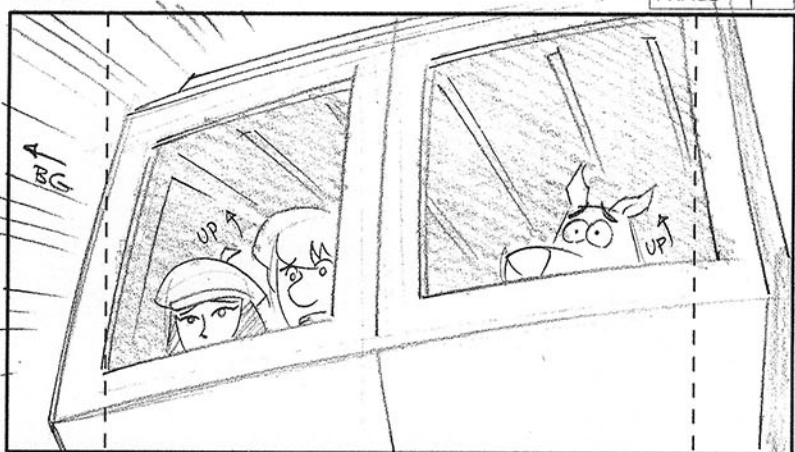
DIALOGUE:

ACTION NOTES:

ML, S, SD rise up to look out rear windows

SCENE

PANEL 1



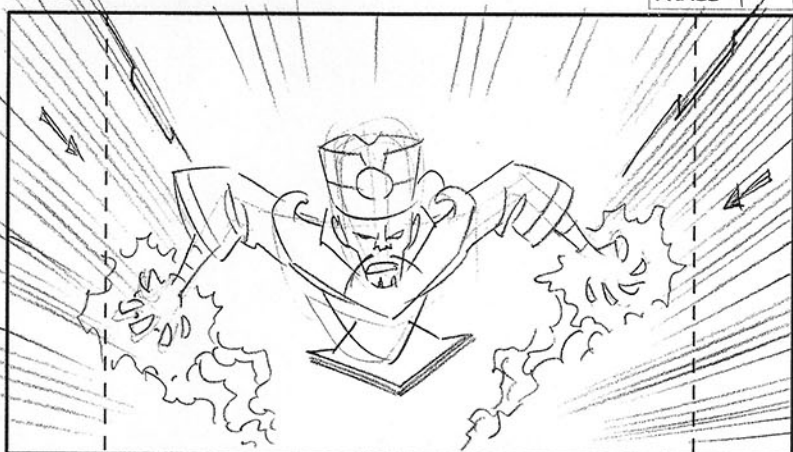
DIALOGUE:

ACTION NOTES:

POV of WW flying toward cam (speed blur BG)

SCENE

PANEL 1



Cont
→

DIALOGUE:

SCENE

PANEL 2

ACTION NOTES:

RW rises behind
WW as he
gets closer



DIALOGUE:

SCENE

PANEL 1

ACTION NOTES:

WW gains into
scene - image
reflected on
window



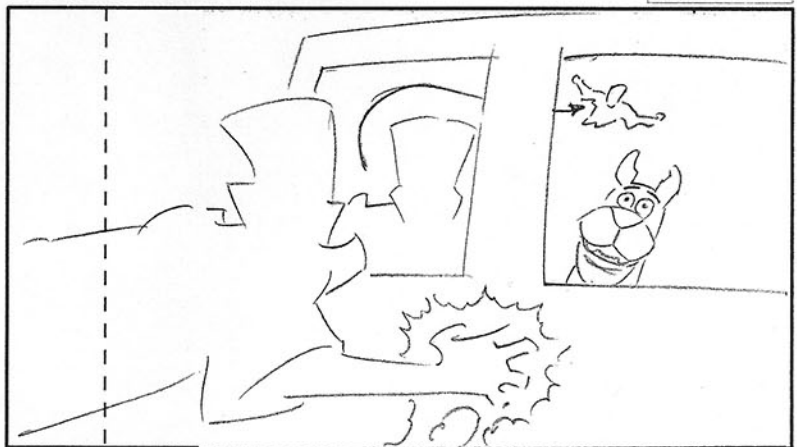
DIALOGUE:

SCENE

PANEL 2

ACTION NOTES:

Reflection of
RW crosses
windows -
SD smiles



Con't →

DIALOGUE:

SCENE

PANEL 3



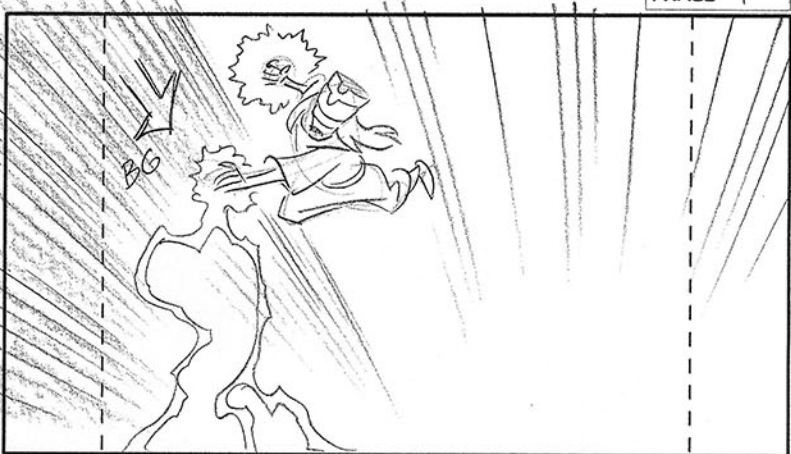
ACTION NOTES:

SD points,
causing ww
to turn

DIALOGUE:

SCENE

PANEL 1



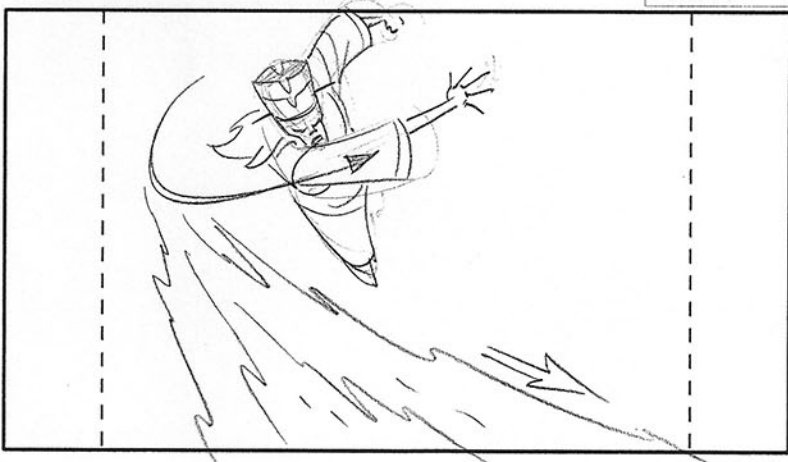
ACTION NOTES:

RW antics
to throw
lightning

DIALOGUE:

SCENE

PANEL 2



ACTION NOTES:

He throws
it OS

DIALOGUE:

SCENE

PANEL 1



ACTION NOTES:

Van gains
OS

DIALOGUE:

SCENE

PANEL 2



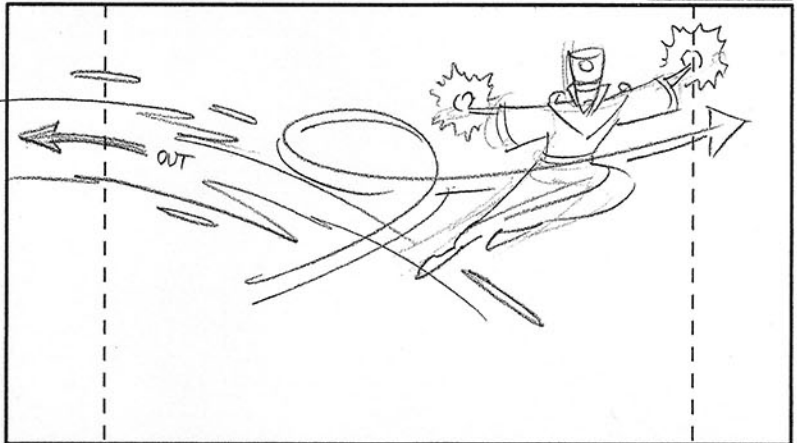
ACTION NOTES:

WW spins
to avoid
blast

DIALOGUE:

SCENE

PANEL 3



ACTION NOTES:

Blast clears
scene

Can't
→

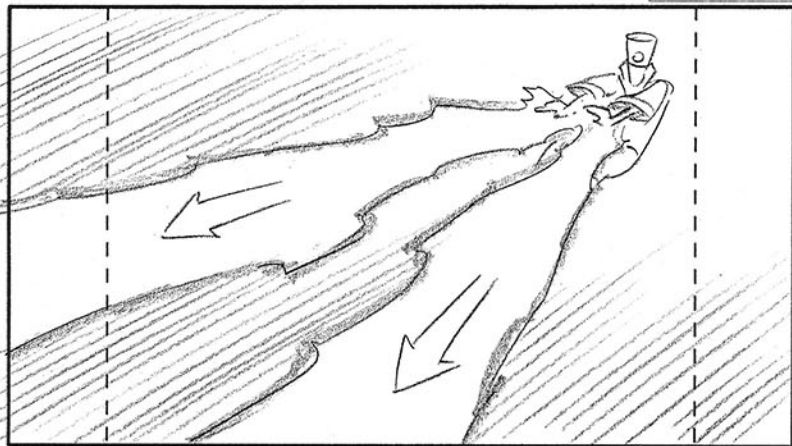
DIALOGUE:

SCENE

PANEL 4

ACTION NOTES:

WW fires
blasts OS



DIALOGUE:

SCENE

PANEL 1

ACTION NOTES:

Blasts IN
toward RW



DIALOGUE:

SCENE

PANEL 2

ACTION NOTES:

RW jumps to
buildings, runs
sideways as
blast clears scene



Cont →

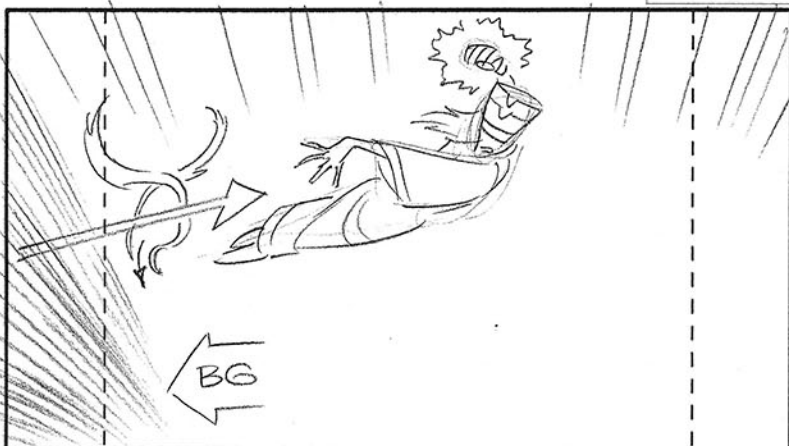
DIALOGUE:

SCENE

PANEL 3

ACTION NOTES:

RW leaps off buildings, antics to throw a blast



DIALOGUE:

SCENE

PANEL 4

ACTION NOTES:

He throws lightning OS



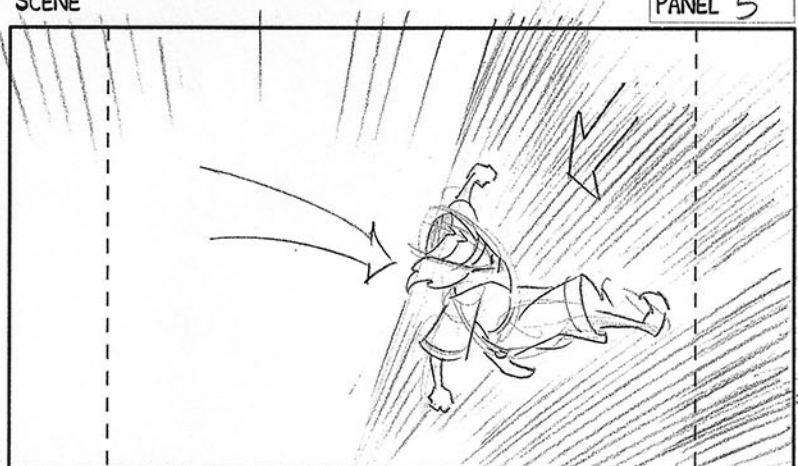
DIALOGUE:

SCENE

PANEL 5

ACTION NOTES:

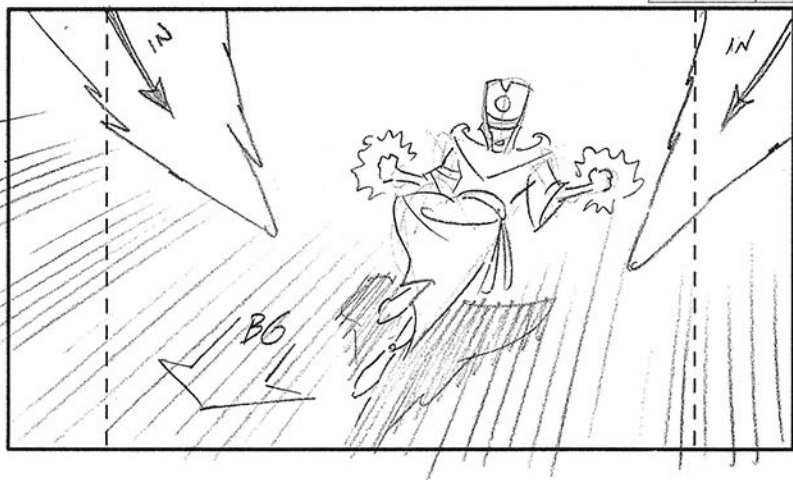
-lands on opposite buildings, resumes running



DIALOGUE:

SCENE

PANEL 1



ACTION NOTES:

RW's blasts
(IN) toward WW

DIALOGUE:

SCENE

PANEL 2

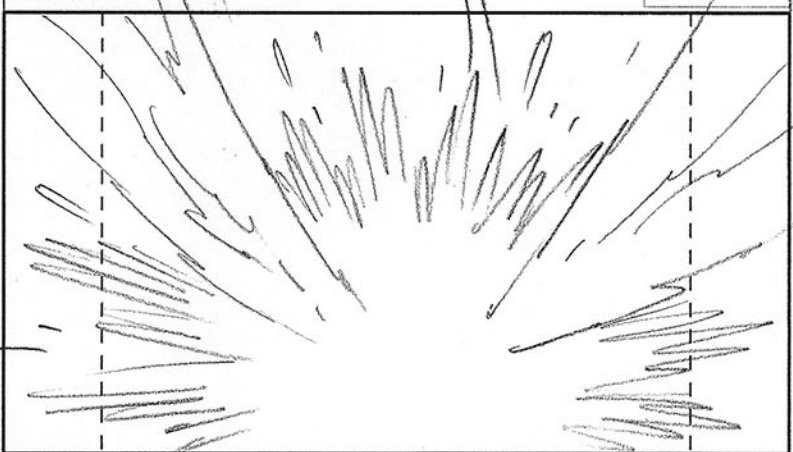


ACTION NOTES:

DIALOGUE:

SCENE

PANEL



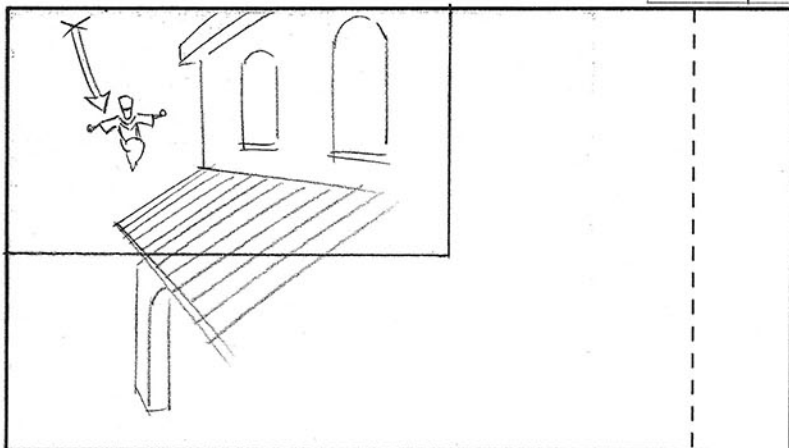
ACTION NOTES:

- ① WW flies up/OS
- ② blast hits
- ③ pan up to find WW

DIALOGUE:

SCENE

PANEL 1



ACTION NOTES:

RW descends
to hover near
a rooftop

DIALOGUE:

SCENE

PANEL 2



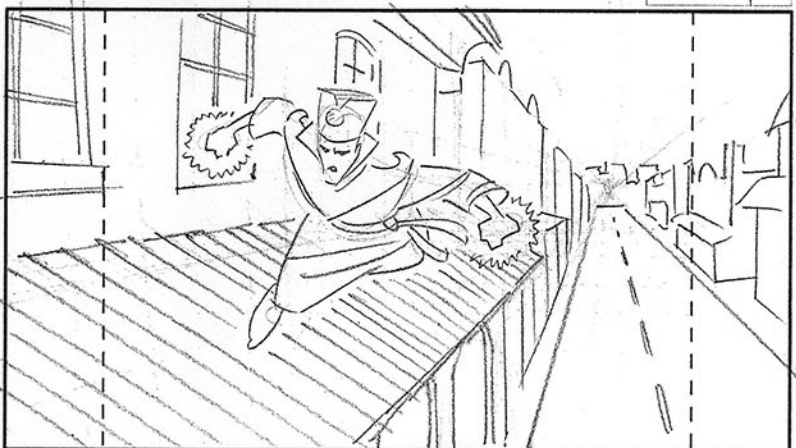
ACTION NOTES:

Truck out as
he blasts tiles
off roof

DIALOGUE:

SCENE

PANEL 1



ACTION NOTES:

WW hovers
over other
end of roof

Con't
→

DIALOGUE:

SCENE

PANEL 2



ACTION NOTES:

He flies
backward as
blast tears
off tiles

H/U
△

DIALOGUE:

SCENE

PANEL 1



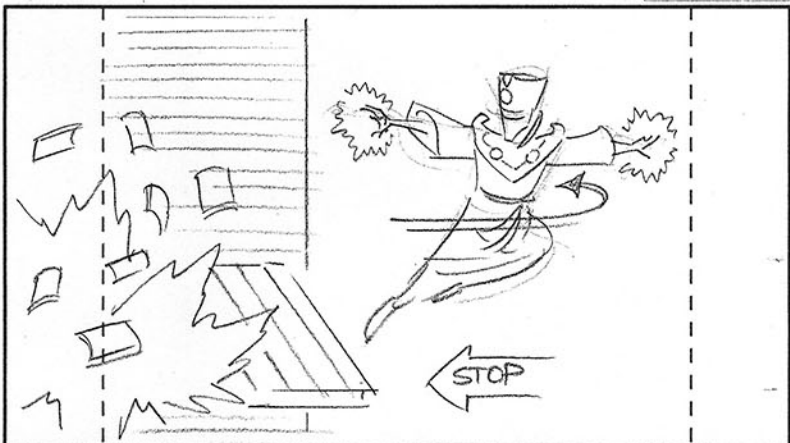
ACTION NOTES:

Truck with
WW flying
backward

DIALOGUE:

SCENE

PANEL 2



ACTION NOTES:

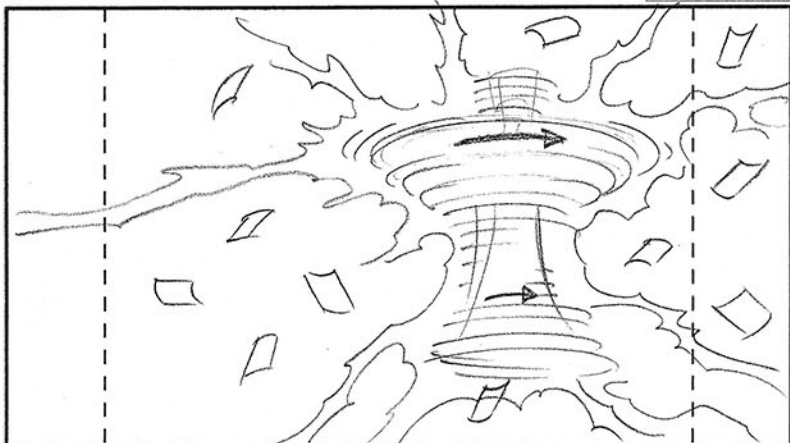
BG pan
STOPS —
WW spins

Can't
→

DIALOGUE:

SCENE

PANEL 3



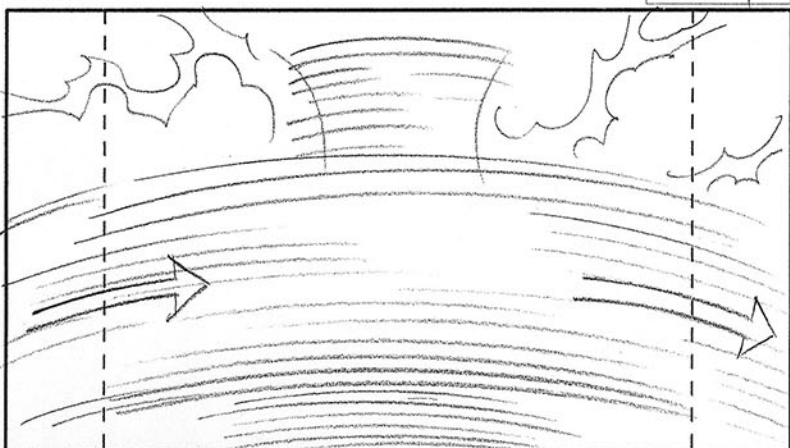
ACTION NOTES:

—goes into
fast rotation
and tiles
bounce off him

DIALOGUE:

SCENE

PANEL 1



ACTION NOTES:

Close on
spinning
WW

DIALOGUE:

SCENE

PANEL 2



ACTION NOTES:

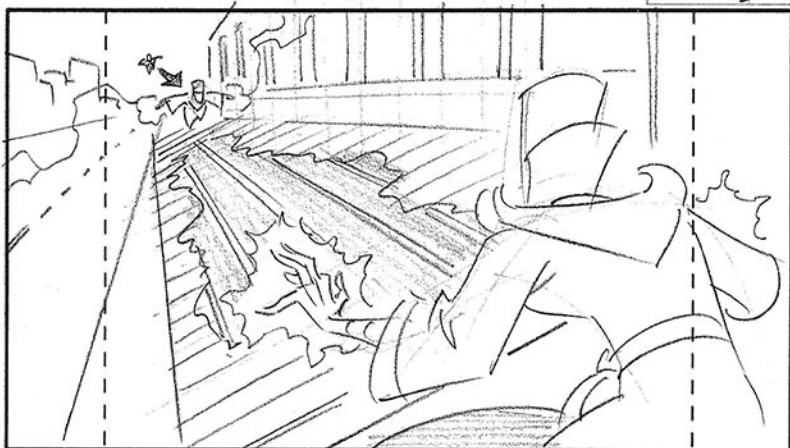
Truck out
as he
suddenly
STOPS

H/d
△

DIALOGUE:

SCENE

PANEL 1



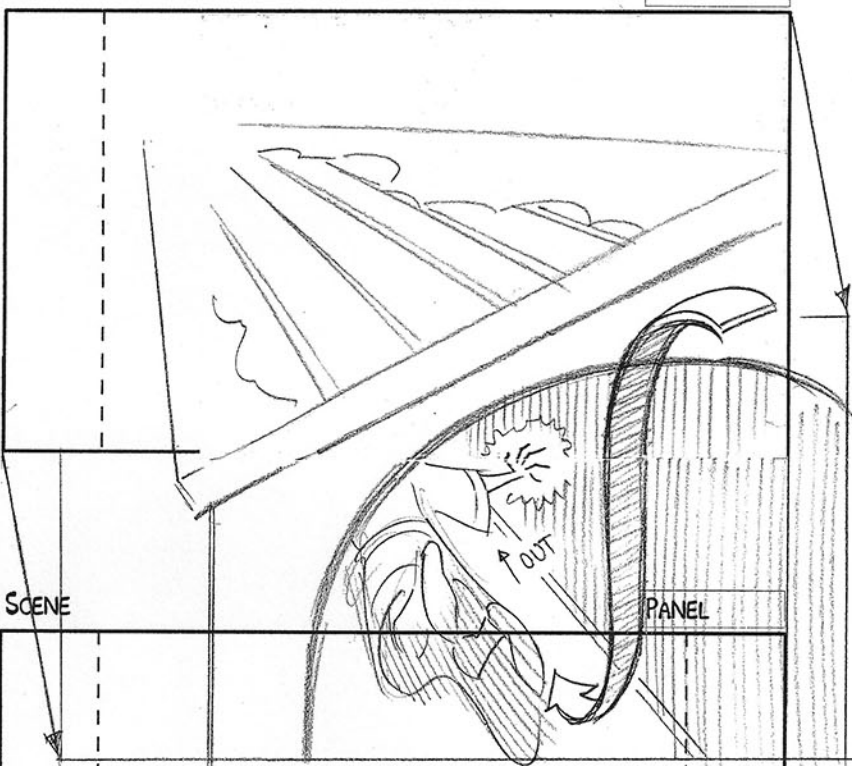
ACTION NOTES:

RW
approaches
from far end
of damaged roof

DIALOGUE:

SCENE

PANEL 2

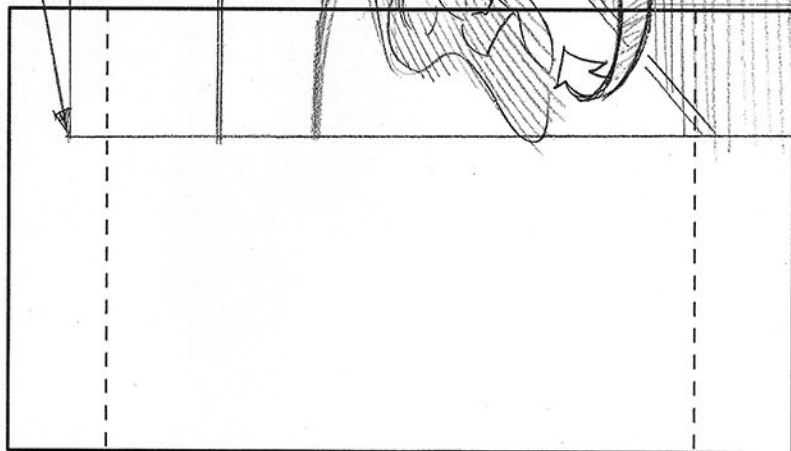


DIALOGUE:

SCENE

PANEL

ACTION NOTES:

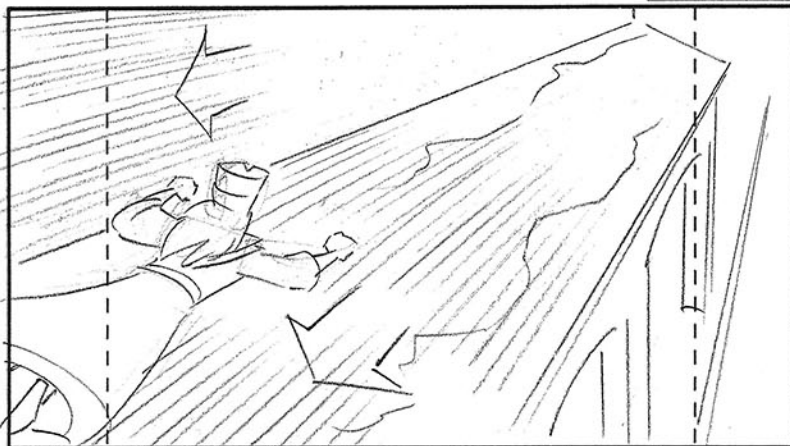


H/L

DIALOGUE:

SCENE

PANEL 1



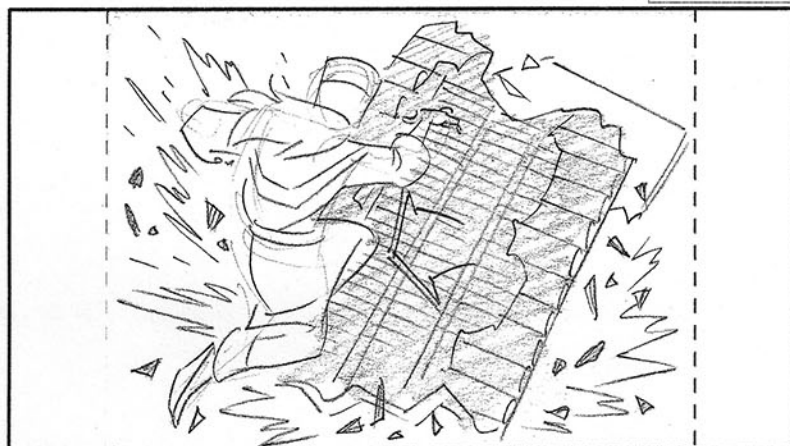
ACTION NOTES:

Track with
RW flying
across roof

DIALOGUE:

SCENE

PANEL 2



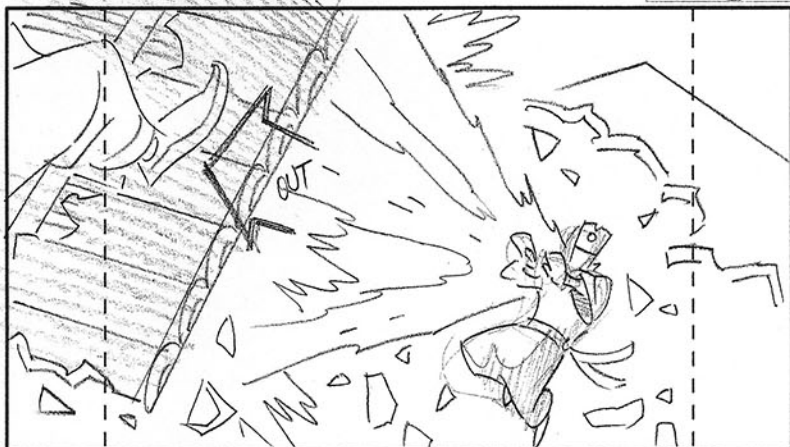
ACTION NOTES:

It bursts
up from
beneath him

DIALOGUE:

SCENE

PANEL 3



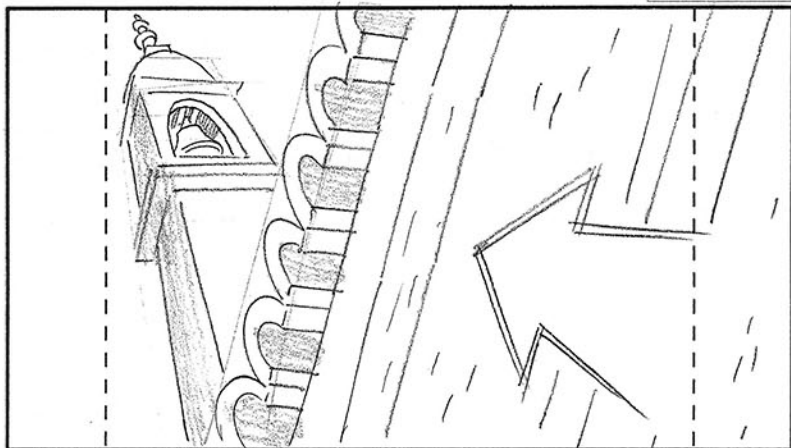
ACTION NOTES:

-blasted
OS by
WW

DIALOGUE:

SCENE

PANEL 1



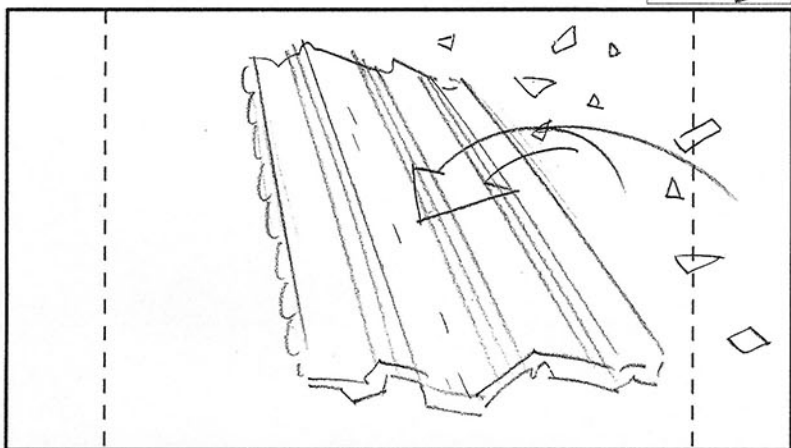
ACTION NOTES:

chunk of
roof flies
past cam
(start pose shown)

DIALOGUE:

SCENE

PANEL 2



ACTION NOTES:

Continued

DIALOGUE:

SCENE

PANEL 3



ACTION NOTES:

RW explodes
it to shreds

Cont
→

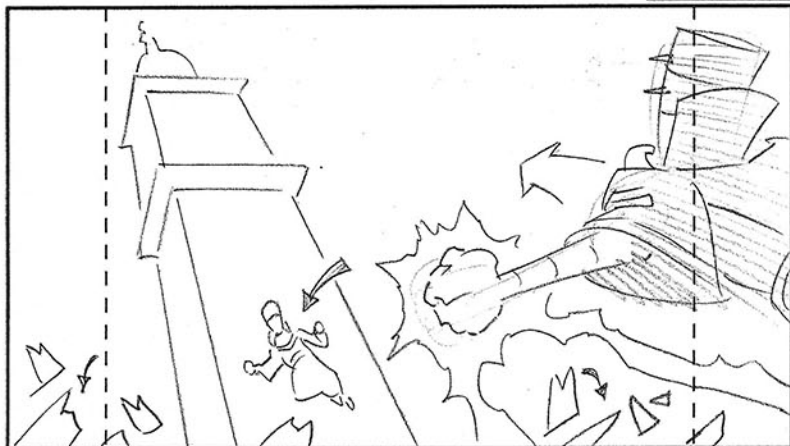
DIALOGUE:

SCENE

PANEL 4

ACTION NOTES:

Shreds drop OS
as WW flies
in



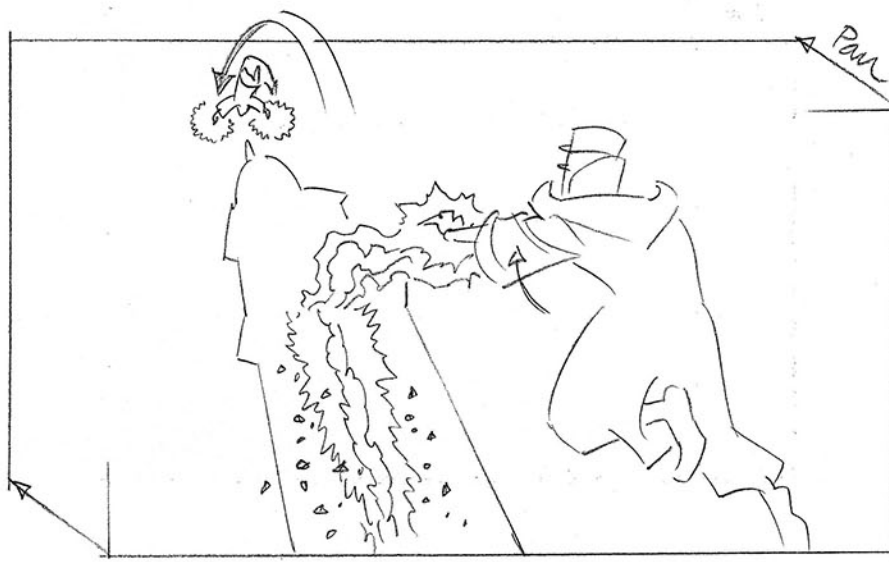
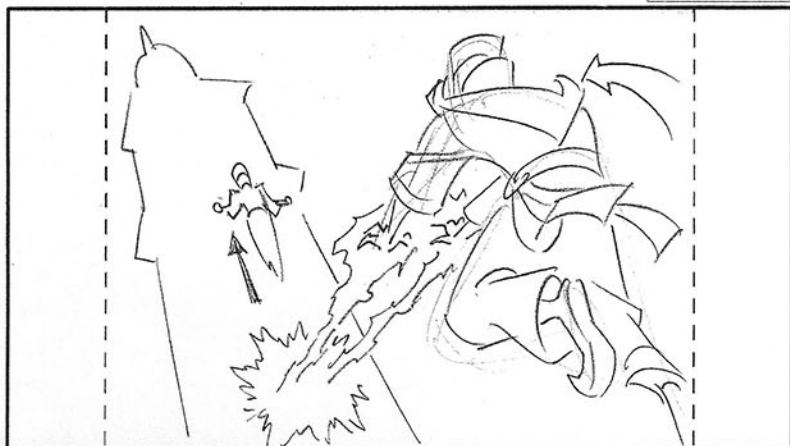
DIALOGUE:

SCENE

PANEL 5

ACTION NOTES:

RW rockets up
to dodge
blast

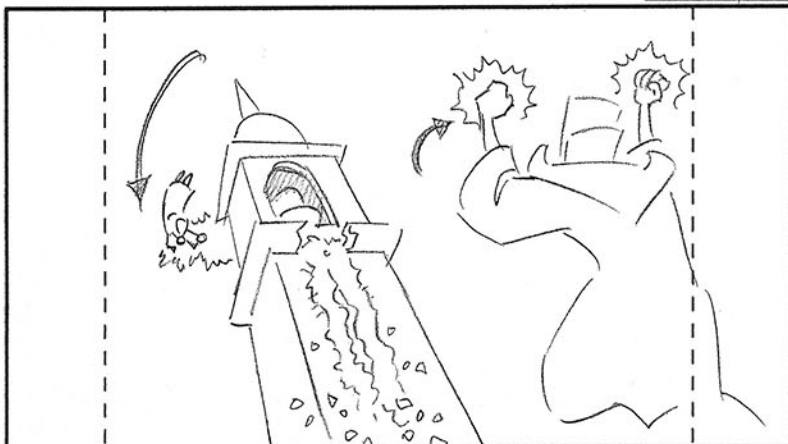


Pan up as RW flies over bell tower Can't
→

DIALOGUE:

SCENE

PANEL 7



ACTION NOTES:

- drops behind
it -

DIALOGUE:

SCENE

PANEL 8



ACTION NOTES:

-blasts bell
out toward
NW

DIALOGUE:

SCENE

PANEL 1



ACTION NOTES:

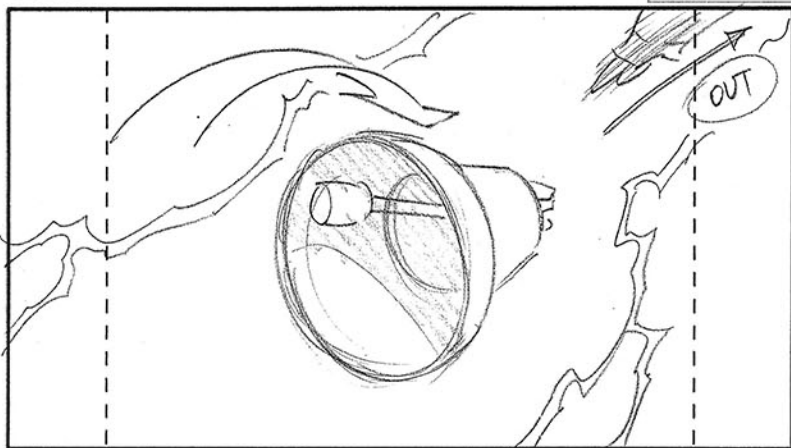
Bell flies
in

Con 4 \rightarrow

DIALOGUE:

SCENE

PANEL 2



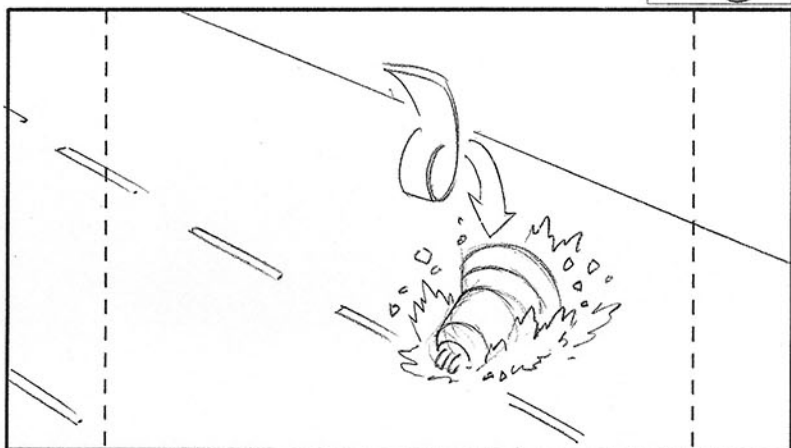
ACTION NOTES:

WW flies
up / OS

DIALOGUE:

SCENE

PANEL 3



ACTION NOTES:

bell crashes
to street

DIALOGUE:

SCENE

PANEL 1



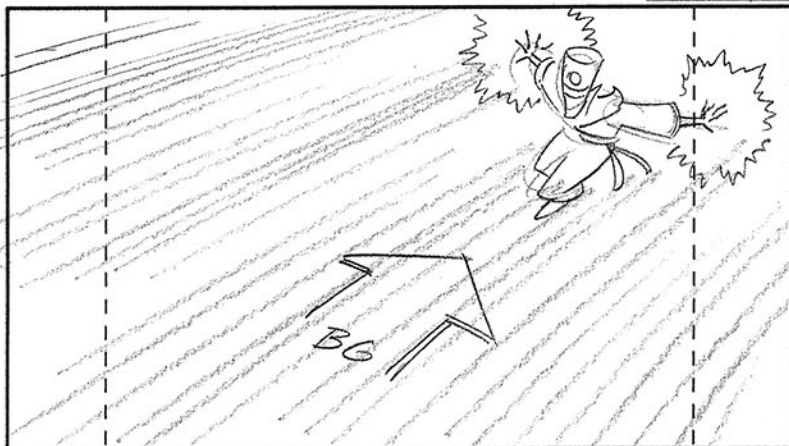
ACTION NOTES:

RW floats
Fwd, stops

DIALOGUE:

SCENE

PANEL 1



ACTION NOTES:

Track with
WW powering
up/charging
(speed blur BG)

DIALOGUE:

SCENE

PANEL 2



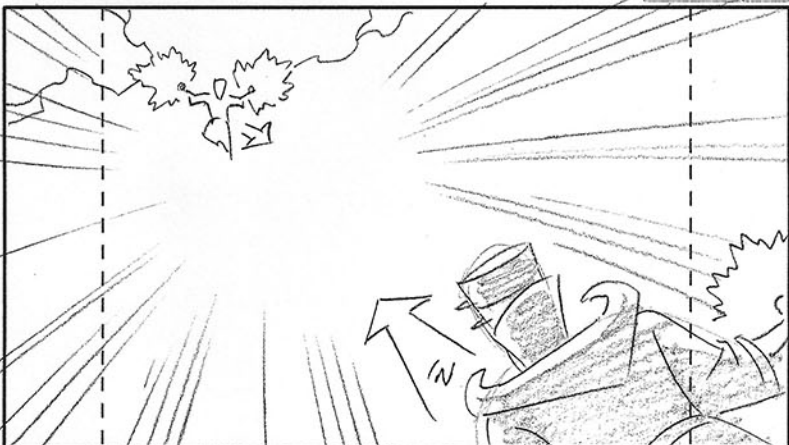
ACTION NOTES:

Continued

DIALOGUE:

SCENE

PANEL 1



ACTION NOTES:

Wizards fly
toward each
other (speed
blur BG)

Con 4
→

DIALOGUE:

SCENE

PANEL 2



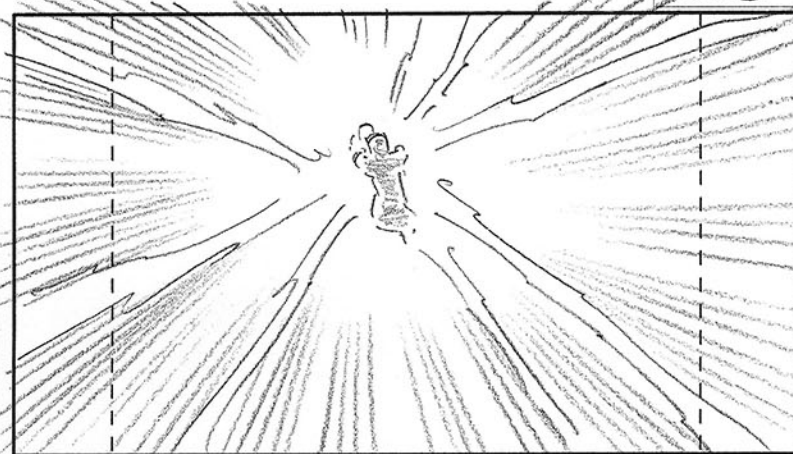
ACTION NOTES:

Continued

DIALOGUE:

SCENE

PANEL 3



ACTION NOTES:

They slam together

DIALOGUE:

SCENE

PANEL 4



ACTION NOTES:

Explosion fills frame

— SHAKE —

H/U FX
△

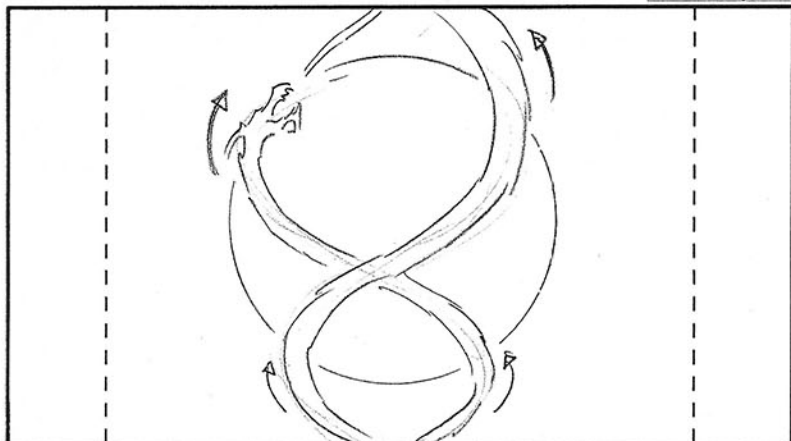
PAGE: _____

DIALOGUE:

SCENE

PANEL 1

ACTION NOTES:



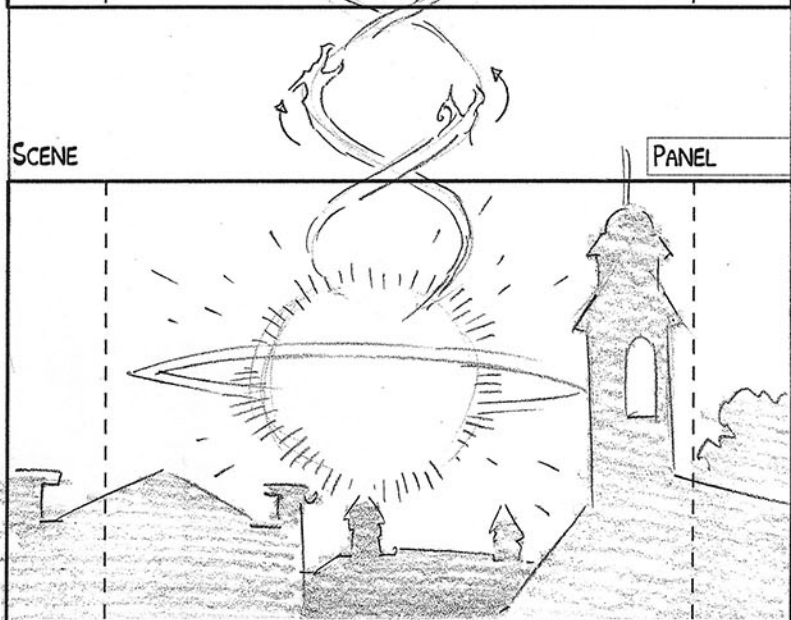
DIALOGUE:

SCENE

PANEL

ACTION NOTES:

WIDE on expanding ball of light - pan up as dragons twist around each other



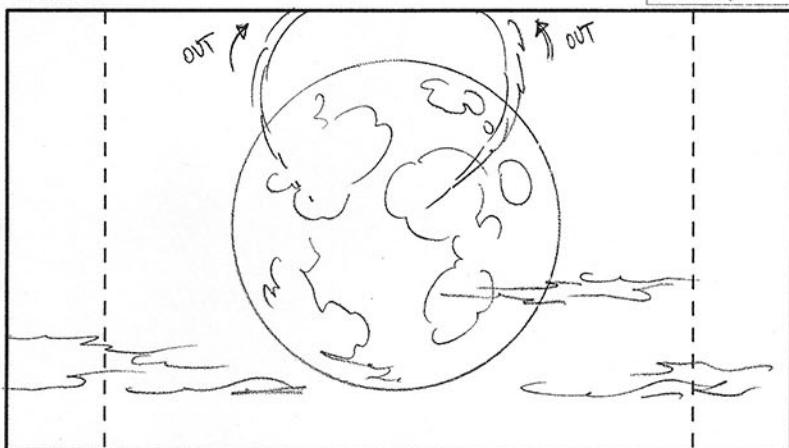
DIALOGUE:

SCENE

PANEL 2

ACTION NOTES:

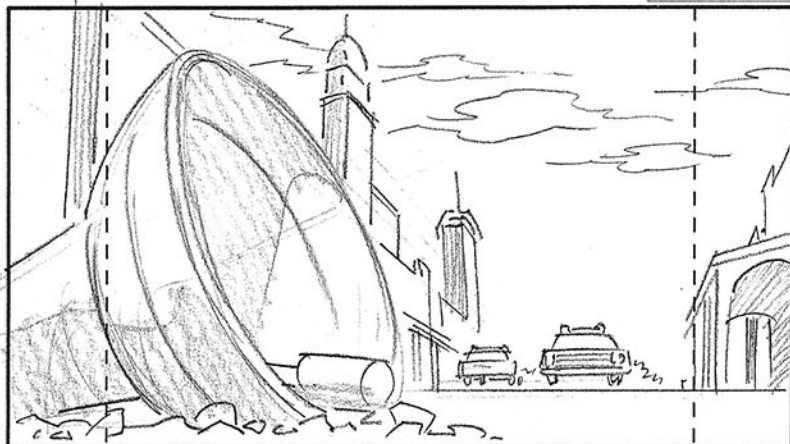
Tendrils fly OS - hold on moon for SFX/Police Sirens to fade up



DIALOGUE:

SCENE

PANEL 1



ACTION NOTES:

Police cars
approach,
sirens/flashers
on (start pose
shown)

DIALOGUE:

SCENE

PANEL 2



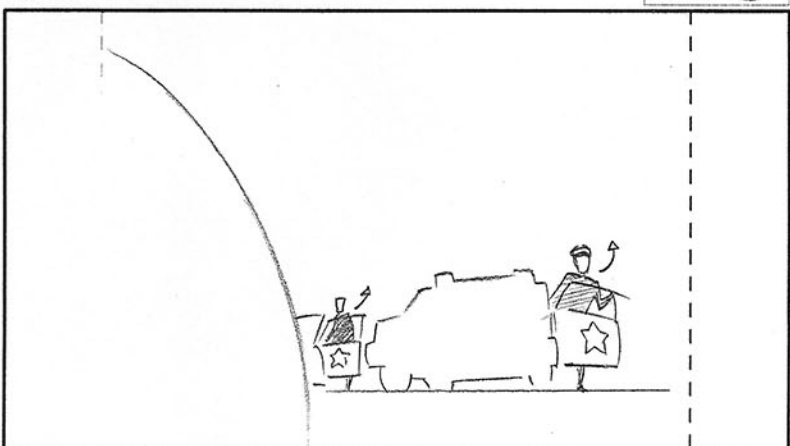
ACTION NOTES:

They stop

DIALOGUE:

SCENE

PANEL 3



ACTION NOTES:

adjust over
as cops
step out

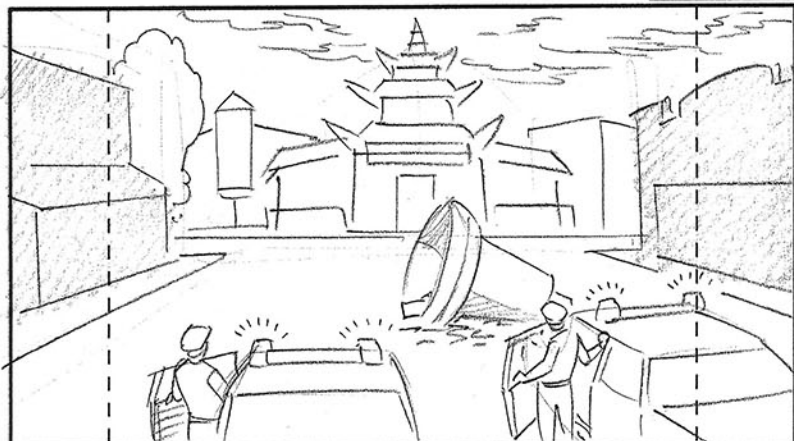
Panel

H/L

DIALOGUE:

SCENE

PANEL 1



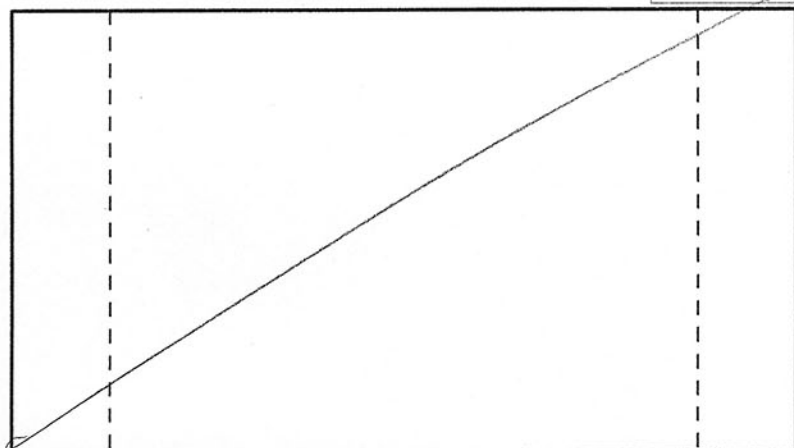
ACTION NOTES:

WIDE on
empty street

DIALOGUE:

SCENE

PANEL

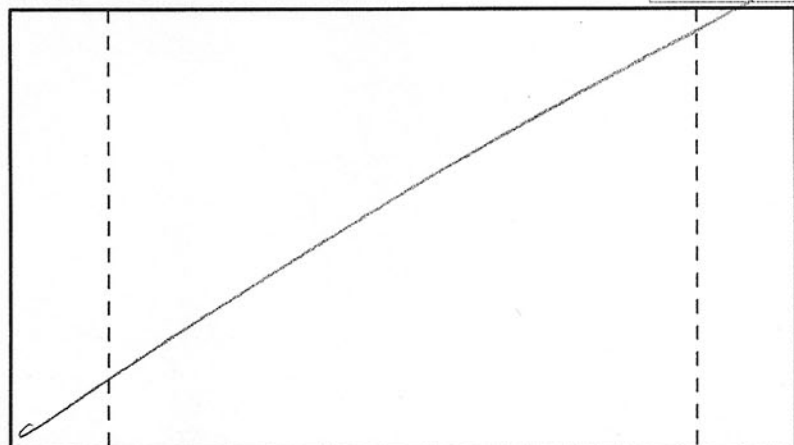


ACTION NOTES:

DIALOGUE:

SCENE

PANEL



ACTION NOTES: