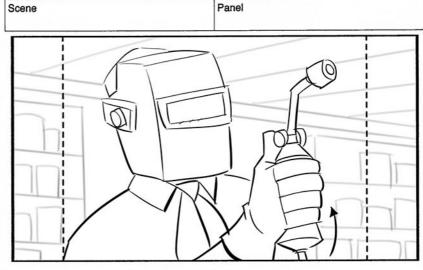
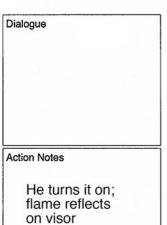
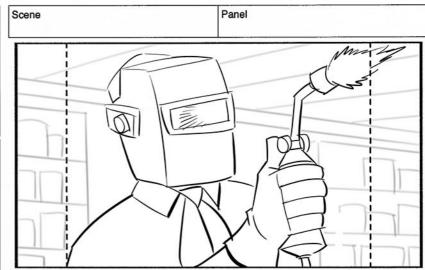
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Dialogue	Scene	Panel /
		NIGHT SH
Action Notes  Exterior, Fred's family home; workshop in rear		<u>NAA</u>
Dialogue	Scene	Panel
Action Notes  On Fred, about to pull down a welder's mask		
Dialogue	Scene	Panel 2
Action Notes  He pulls it down		

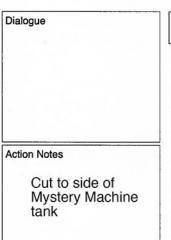


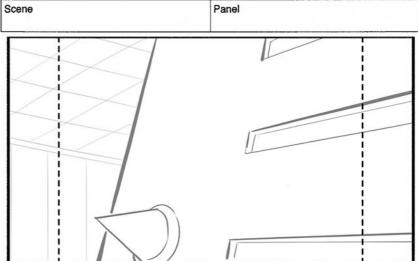
Dialogue	
Action Notes	
He raises a	











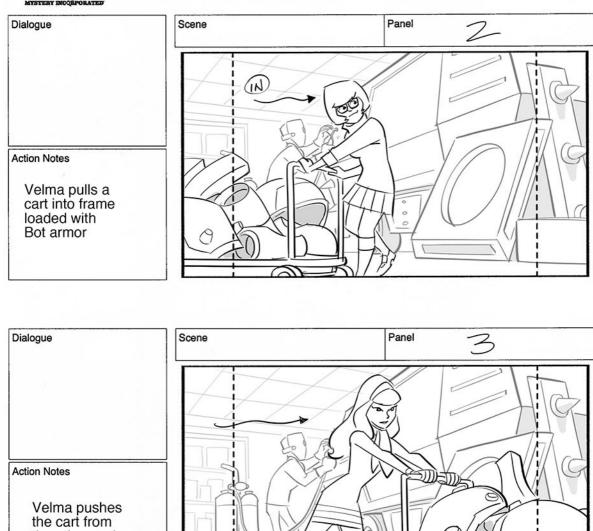


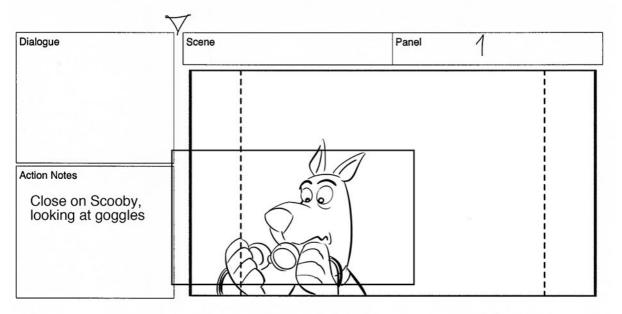
Dialogue	Scene	Panel	
Action Notes  Fred places a spike on it			
Dialogue	Scene	Panel	
		Panel 3	
Action Notes  He raises the lit blowtorch to start welding			
Pialogue	Scene	Panel 1	
			7
Action Notes  Wide on Fred welding (backlit FX)			



the other end

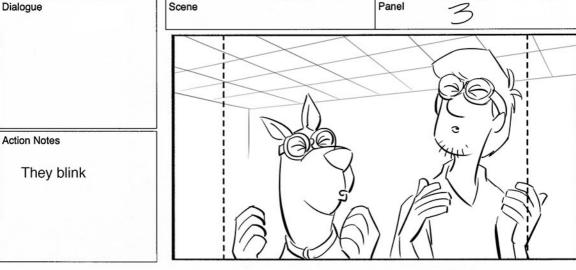
PAGE:			
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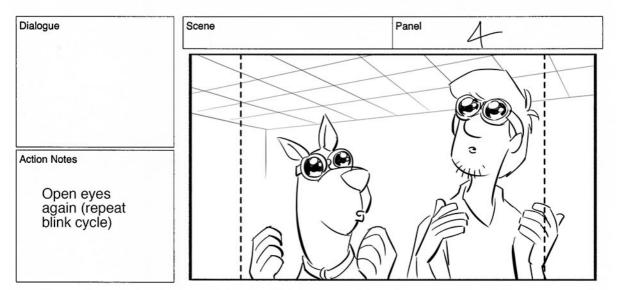






MISTERI INCORPORATED		
Dialogue	Scene	Panel 2
Action Notes  Truck out as he and Shaggy both put on goggles. Their eyeballs are magnified.		
Dialogue	Scene	Panel 3



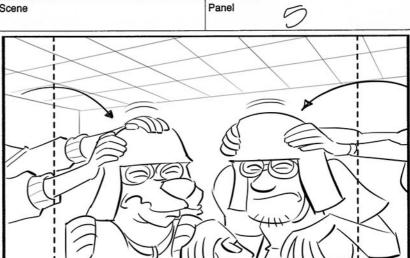




PAGE:

Dialogue	
Action Notes	

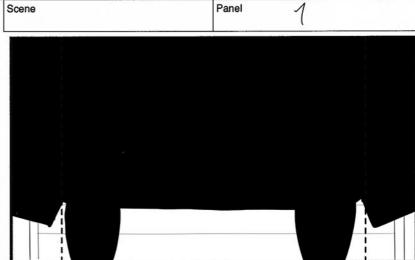
Scene



Velma and Daphne drop helmets onto their heads; they slump from the weight

Dialogue Action Notes

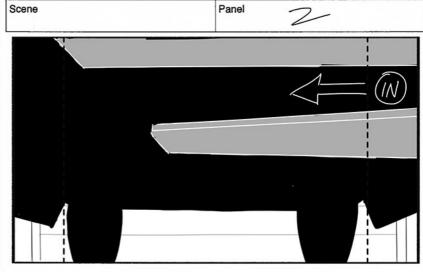
Cut to underside of Mystery Machine



Dialogue

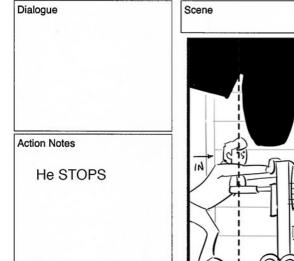
Forklift arms slide in

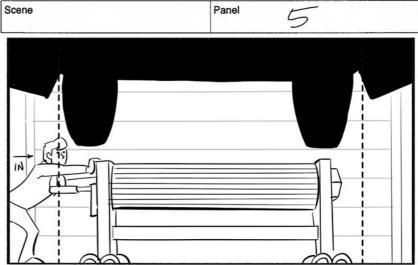
Action Notes





MYSTERY INCORPORATED			
Dialogue	Scene	Panel	2
ction Notes		UP	
Forklift arms lift Mystery Machine up			
oialogue	Scene	Panel	
		4	
	A		
ction Notes	IN		
Frank pushes a rack into frame			
		3/3	!



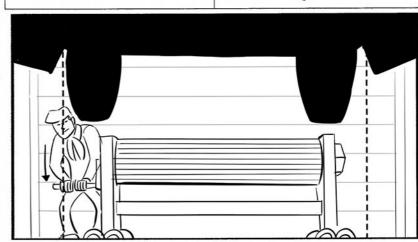




PAGE:

Scene Panel

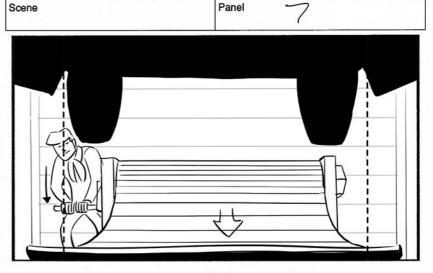
He starts turning a crank on the side of the rack



Dialogue

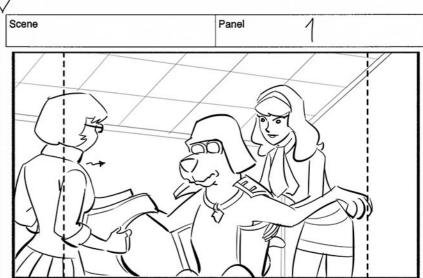
**Action Notes** 

Tank treads roll off the rack toward camera



Dialogue Action Notes

Velma steps toward Scooby holding body armor



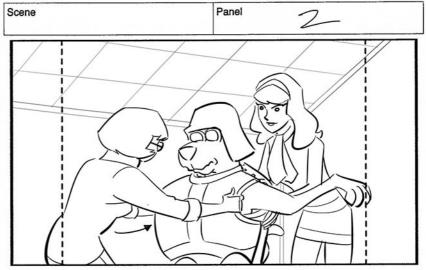


PAGE:	
TAGE	 

Dialogue		

#### Action Notes

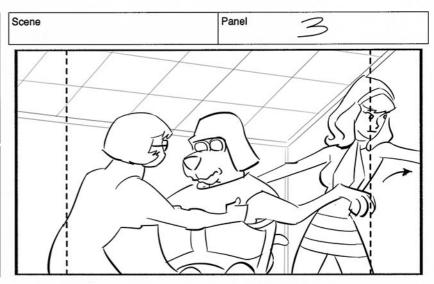
She places it over Scooby's chest. (The back piece is already in place)



Dialogue

# Action Notes

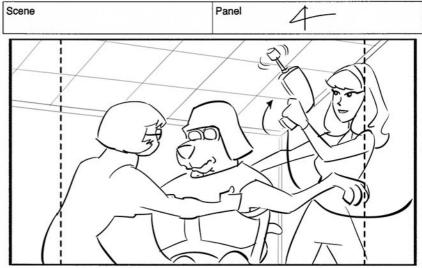
Daphne reaches OS



Dialogue

Action Notes

She brings in a power drill and gives it a spin

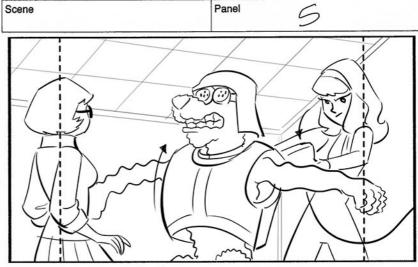




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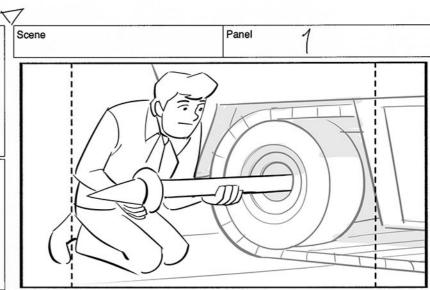
Dialogue	
Action Notes	

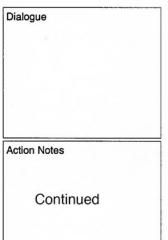
She starts drilling the armor together. Scooby immediately straightens and shudders from the vibration.

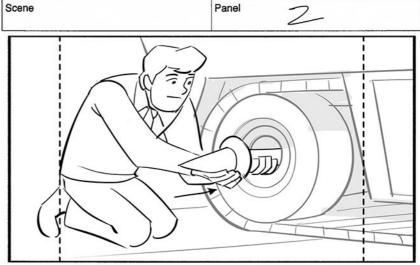


Action Notes

Fred pushes a rod into the MM's wheel





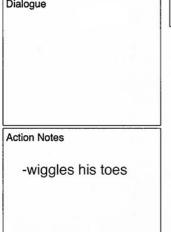


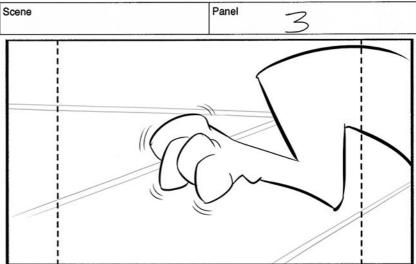


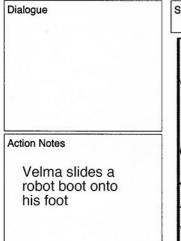
MYSTERY INCORPORATED			
Dialogue	Scene	Panel	3
Action Notes  He finishes and leans back			
Dialogue	Scene	Panel	1 _
Action Notes  He flinches as it slides out and spikes pop out of it			
Dialogue	Scene	Panel	1
Action Notes  Cut to Scooby's			
Cut to Scooby's right leg			

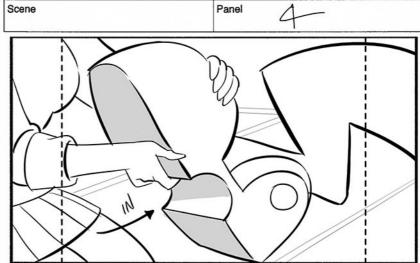


MYSTERY INCORPORATED		
Dialogue	Scene	Panel 2
Action Notes  He raises his foot		
Dialogue	Scene	Panel 3







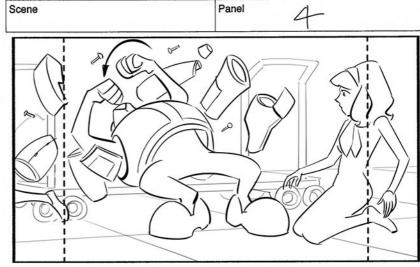


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Dialogue	Scene	Panel 1
Action Notes		
Cut to nearby angle		
Dialogue	Scene	Panel 2
Action Notes  Scooby raises his left leg up		
Dialogue	Scene	Panel Z
Dialogue	Scerie	Panel 5
Action Notes  Daphne places a boot on it		

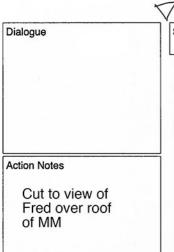
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Dialogue	Scene	Panel
Action Notes  Wide on Scooby wearing both boots		
Dialogue	Scene	Panel /
Action Notes  His left boot drops heavily to the floor		
Dialogue	Scene	Panel 3
Action Notes  Velma moves away as Scooby loses his balance		

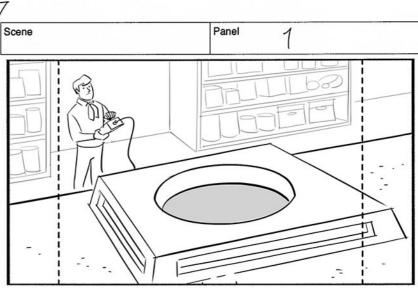


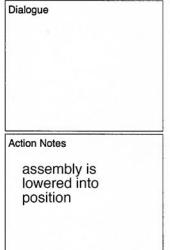
Dialogue	
ction Notes	

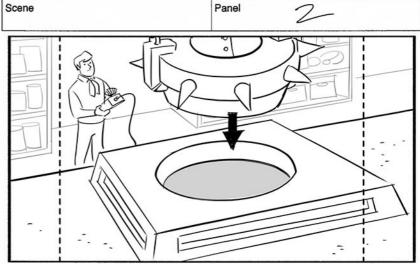


She runs OS as he topples back into bot parts. Boots remain planted.





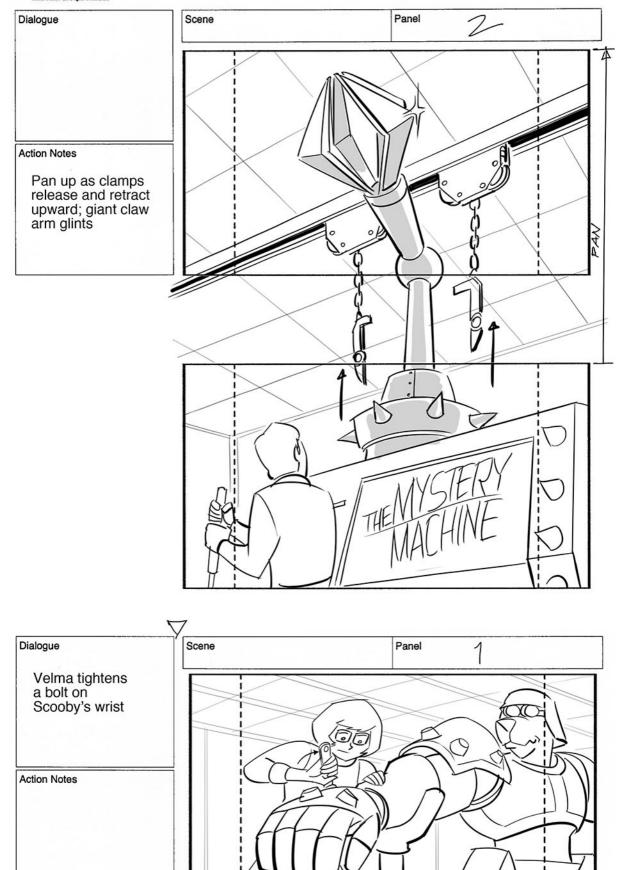






Dialogue	Scene	Panel	3
Action Notes  It locks into place			
4/	<u>/</u> /		
Dialogue	Scene	Panel	1
Action Notes  Cut to reverse; Fred pulls a lever into frame from OS		THE MYS	TERY DO
Dialogue	Scene	Panel	
Action Notes			



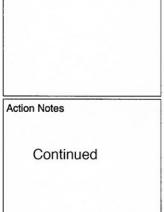


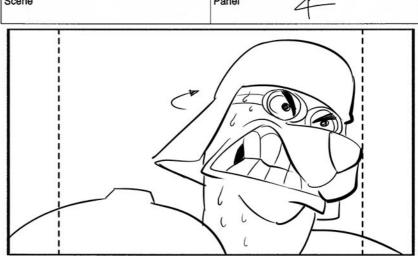


MYSTERY INCORPORATED					
Dialogue	Scene		Panel	2	
Action Notes  B pose for A/B cycle					
Dialogue	Scene		Panel	0	
Dialogue	Coene	1800	- unor	3	
Action Notes  She leans back					
F A	Lu Vu				
Dialogue	Scene		Panel	1	
Action Notes On Scooby, concentrating					



Dialogue	Scene	Panel 2
Action Notes  His face distorts with effort		
Dialogue	Scene	Panel 3
Action Notes  Continued		
Dialogue	Scene	Panel

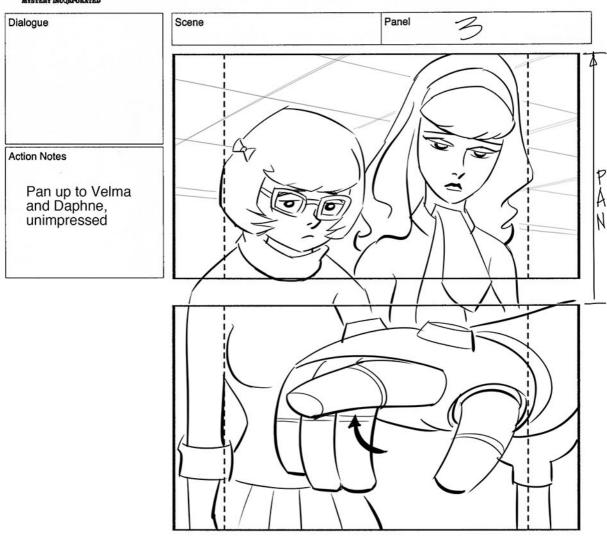


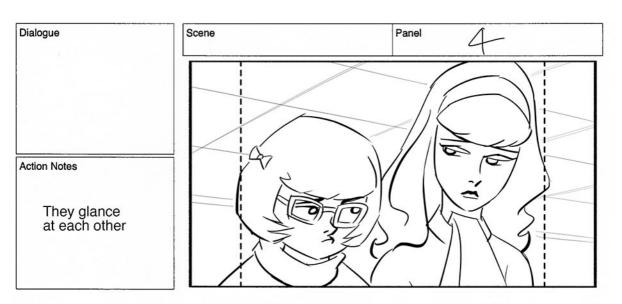


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Dialogue	Scene	Panel /
Action Notes  Close on Scooby's hand		
Dialogue	Scene	Panel 2
Action Notes  His finger slowly rises with a creak		
Dialogue	Scene	Panel
Action Notes		









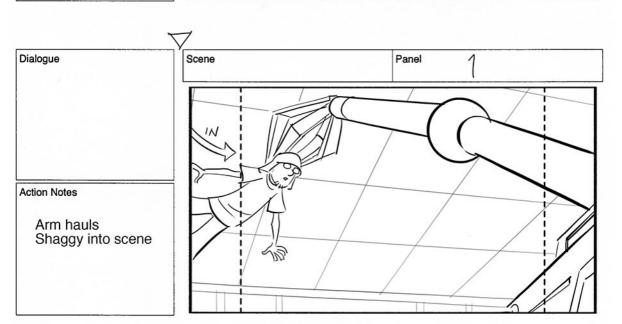
SCOBY-DOP!	mation Inc. Af Rights Reserved. This material is the PROF from the studio, duplicated or used in any manner, ex	coept for production purposes, and may not be sold or fine PAGE	
Dialogue	Scene	Panel	1
Action Notes  Cut to bathroom door; flushing SFX			
Dialogue	Scene	Panel	2
			1
Action Notes			
Shaggy walks out			
onaggy manie out			
Dialogue	Scene	Panel	3
Action Notes  He reacts as the claw arm descends in from above			



MYSTERY INCORPORATED		
Dialogue	Scene	Panel
Action Notes  It lifts him up		
	] [ ] [ ] [ ] [ ]	
Dialogue	Scene	Panel 5
Action Notes  Continued		out
,	▽	
Dialogue	Scene	Panel
Action Notes  On Fred, controlling the arm		



Dialogue	Scene	Panel	2
Action Notes  It yanks Shaggy through FG			
Dialogue	Scene	Panel	3





PAGE:	

MYSTERY INCORPORATED			
Dialogue	Scene	Panel	2
Action Notes  He stops in midair			
Dialogue	Scene	Panel	3
Action Notes  Pan down with Shaggy as the arm drops him into a suit of armor			

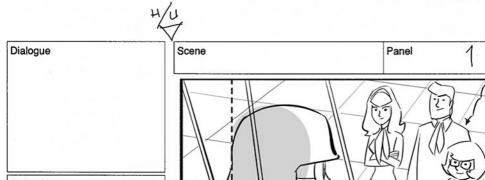


MYSTERY INCORPORATED	<b>—</b>	 		
Dialogue	Scene	Panel	4	
Action Notes  He settles into it				
Dialogue	Scene	Panel	5	

Action Notes

-raises his arms





Action Notes

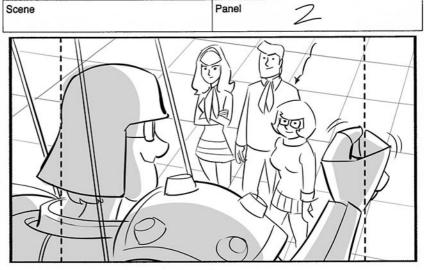
Cut to reverse; Shaggy admiring his armor. Fred steps to a stop



Dialogue		

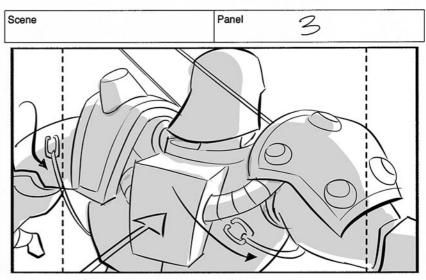
### **Action Notes**

Shaggy makes a fist and unclenches it (twice)



Action Notes
Shaggy stops

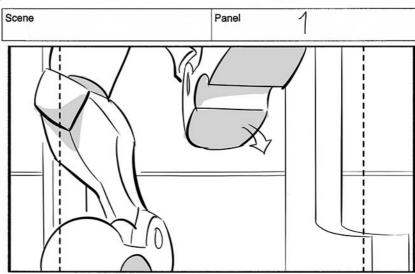
Shaggy steps forward, small clamps pop off



Dialogue

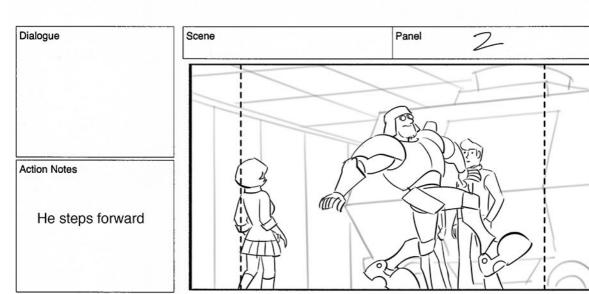
Action Notes

On Shaggy's feet; left foot about to drop





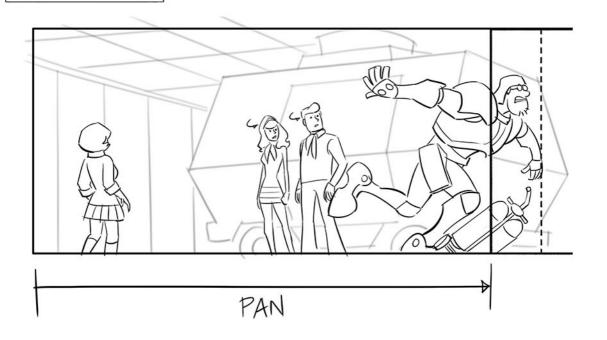
MISTERI MOQBPORATED			
Dialogue	Scene	Panel 2	
Action Notes  Left foot SLAMS DOWN (cam shake)			
Dialogue	Scene	Panel /	
			7
Action Notes			
All watch Shaggy as he prepares to take another step.			\





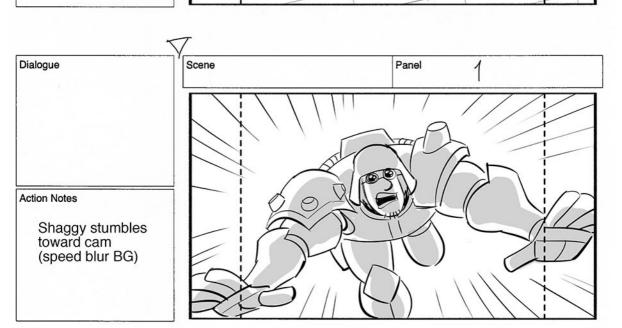
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MYSTERY INCORPORATED				
Dialogue	Scene	Panel	3	
Action Notes				
pan with Shaggy as he starts to stumble forward				





MYSTERY INCORPORATED		
Dialogue	Scene	Panel 4
Action Notes  He knocks over shelves as he goes into a run		
Dialogue	Scene	Panel 1
Action Notes  POV shot: twist truck in on brick wall		



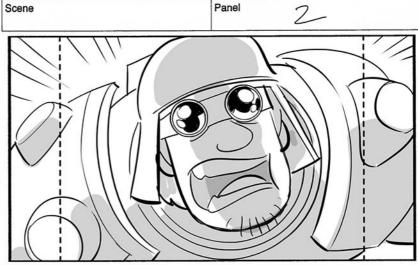


PAGE:	

Dialogue		

### Action Notes

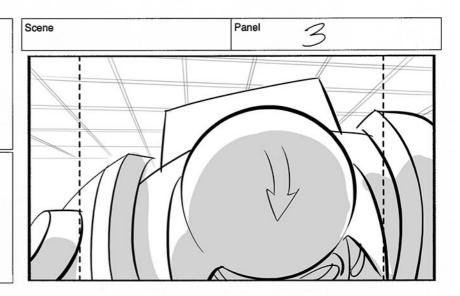
Shaggy runs toward cam in a panic, about to hit the wall



# Dialogue

#### **Action Notes**

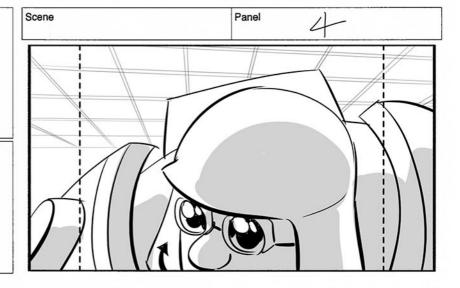
He stops and his head bobs down. Dissolve to normal BG.



# Dialogue

### Action Notes

Shaggy raises his head to look back



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Dialogue	Scene		Panel	1	
Action Notes  truck out to see Scooby in armor, holding Shaggy by the waistband					
Dialogue	Scene		Panel	2	
Action Notes  Scooby turns and smiles					
Dialogue	Scene		Panel	1	****
		7			1
Action Notes  The others smile at Scooby					

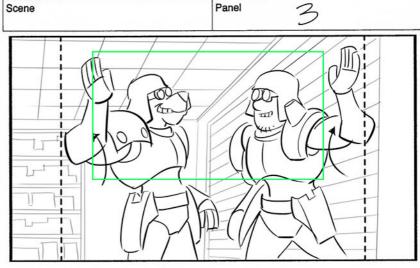


Shaggy steps in

Dialogue	Scene	Panel	2	
Action Notes  All give thumbs up				
Dialogue	Scene	Panel	1	
Action Notes  Cut to Scooby smiling				
Dialogue	Scene	Panel	2	
Action Notes				22

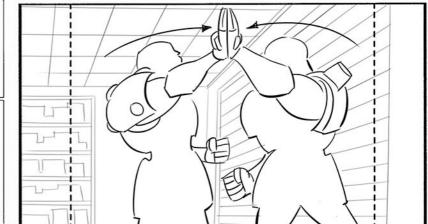


Dialogue	
Action Notes	
Truck out as they antic to high-5	

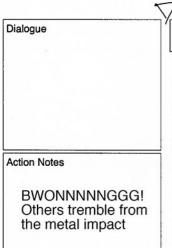


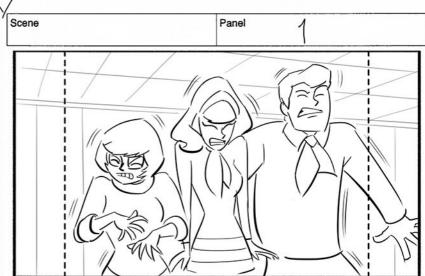


Scene



Panel







PAGE:

MYSTERY INCORPORATED		7		
Dialogue	Scene	Panel	4	
Action Notes				
swish plan LEFT				
Dialogue	Scene	Panel	5	
				$\int$
Action Notes  Scooby trembles inside his armor				
	<b>V</b>			
Dialogue	Scene	Panel	1	
Action Notes	<b>11/</b>			
Cut to exterior workshop door				
				\



Action Notes

MM tank rolls forward (cam shake)

PAGE:\_\_\_\_

MYSTERY INCORPORATED					
Dialogue	Scene		Panel	2	
Action Notes  It opens, revealing dark interior					
Dialogue	Scene		Panel	3	
Action Notes Headlights pop on					
Dialogue	Scene		Panel	4	



MYSTERY INCORPORATED			
Dialogue	Scene	Panel	5
Action Notes			
It swerves right			
Dialogue	Scene	Panel	6
Action Notes -kicks up dust		W W	
Dialogue	Scene	Panel	7
			) (
Action Notes  dust fills frame			
add: mid mamo			

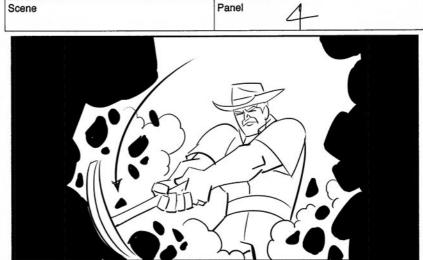
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Dialogue	Scene	Panel	1
Action Notes  dust clears frame, wipes scene to BLACK	OUT		
Dialogue	Scene	Panel	2
spark of light appears in the blackness (then go to total black again)			
Dialogue	Scene	Panel	3
Action Notes  pick axe knocks a hole through the blackness			



Dialogue			

Action Notes

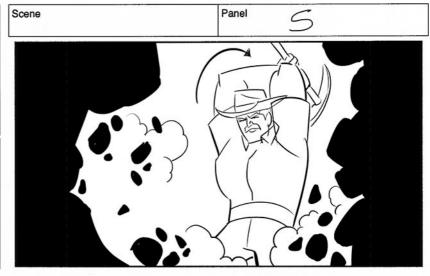
rocks crumble and fall as Sherrif Bronson breaks through



Dialogue

Action Notes

B pose for A/B cycle



Dialogue

Action Notes

Scene

His arms slump from fatigue



Panel

SCORP-DOD!

PAGE:	

Dialogue	7.2	

Scene

Panel

Action Notes

He glances back as two K-bots step in behind him and stop



Dialogue

Scene

Panel

7

**Action Notes** 

He raises his axe and starts chipping at rocks again



Dialogue

Scene

Panel

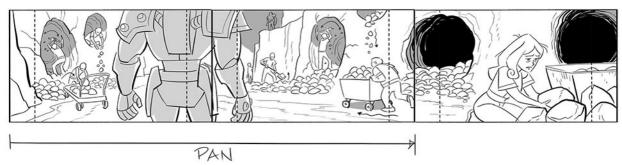
7

Action Notes

The K-bots walk away



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Dialogue	Scene	Panel	1
Action Notes  pan adjust down to see entire cavern			
PAN	A STATE OF THE PARTY OF THE PAR	Winds designed to	
Dialogue	Scene	Panel	1
Action Notes  Pan right past citizens working to dig holes in the cavern and cart rocks away. End on Mayor Nettles			

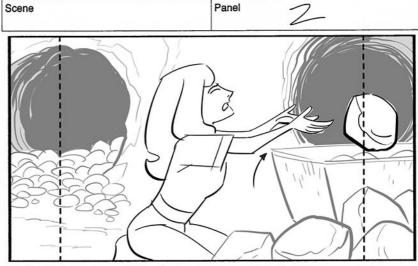


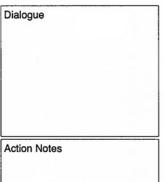


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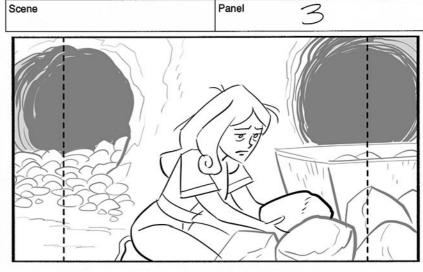
Dialogue		
Action Notes		

she throws a rock into a mine cart





she picks up another



Panel

Dialogue

Scene

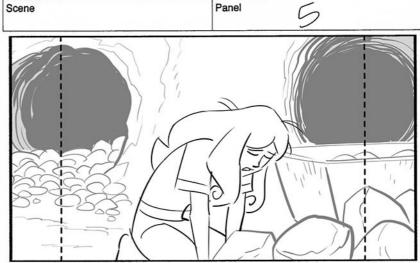
Action Notes

-throws it in after the first one



	Jan 1980
Dialogue	
Action Notes	
ACTION NOTES	

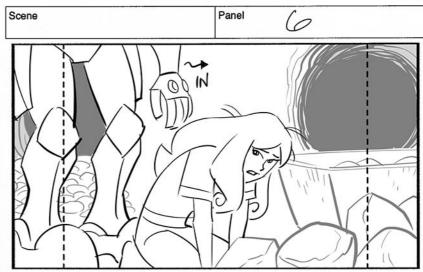
she slumps forward, exhausted



Dialogue

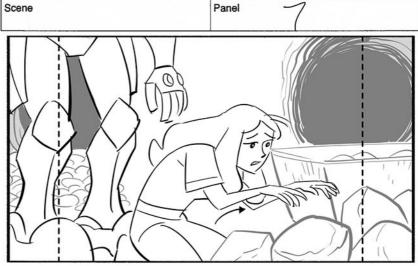
Action Notes

Her eyes open as a K-bot steps in behind her



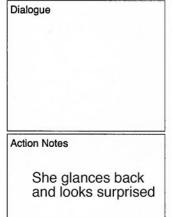
Action Notes

she weakly reaches for another rock





MYSTERY INCORPORATED  Dialogue	Scene	Panel 8	
Action Notes  she stops as the K-bot's hand rests on her shoulder			
Pialogue	Scene	Panel 1	
Action Notes  She turns (from profile) to look at it			32



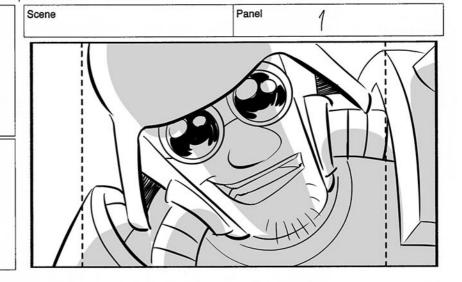


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Dialogue (157) SHAGGY We're busting out of here at sundown.

**Action Notes** 

Close on Shaggy in his K-bot armor

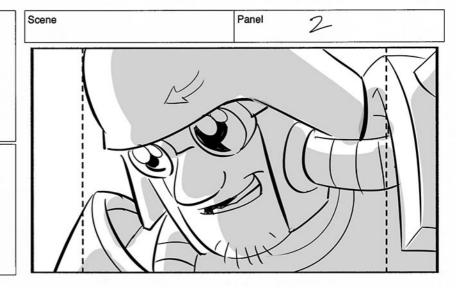


Dialogue

Like, be ready and

**Action Notes** 

He glances away...

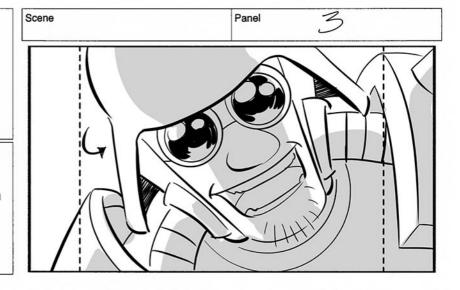


Dialogue

spread the word.

**Action Notes** 

-then back into cam

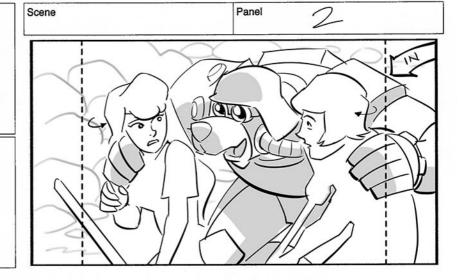




Dialogue
(158) SCOOBY:
$\overline{}$
Big, crazy
uprising.
Sundown.

Action Notes

Both react as Scooby leans in to talk to them



Dialogue

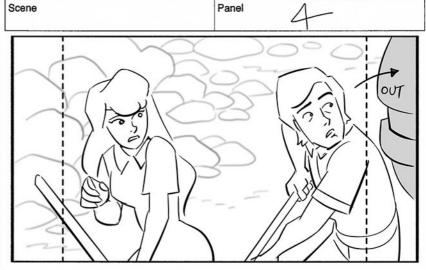
Be there. And bring everyone you know.

Action Notes

He turns to Daphne's father



Action Notes
-then moves OS



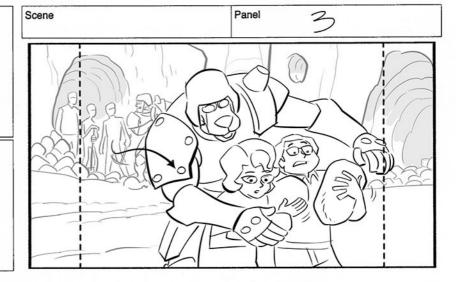


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Dialogue (158A) Scoopy: Mrs. Dinkley. Glad-

Action Notes

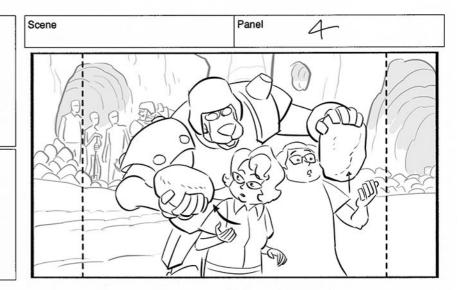
He leans forward to take their rocks from them



Dialogue -you're OK. We're-

Action Notes

Continued



-taking over at sundown.

Action Notes

Dialogue

Scooby walks OS. Shaggy trots away in BG

