



-energy beings offworld. The empty husks of the aliens left behind became the League's first trophies



125 SB: Ugly's device must have reactivated the husks-

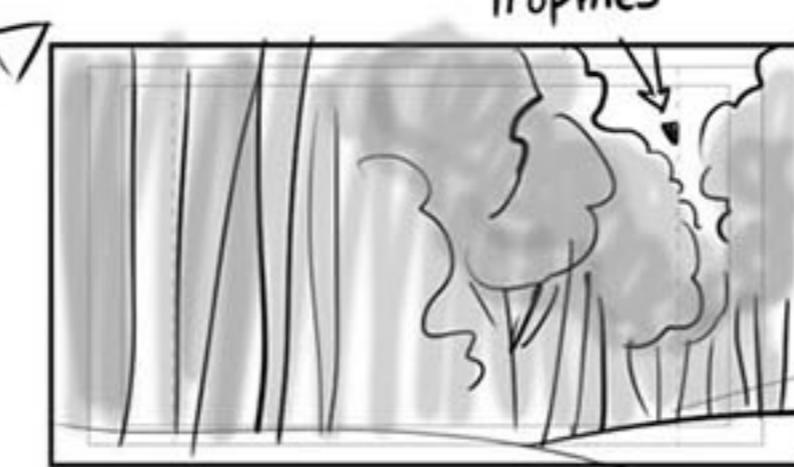
-combined them somehow into a creature he could control.



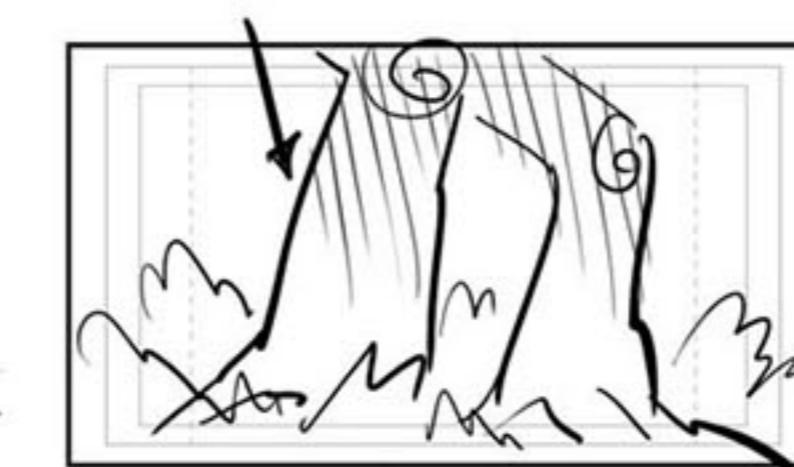
Sphere's tracking the device's Apokoliptan energy readings.



(TRUCK OUT)
We're closing in...



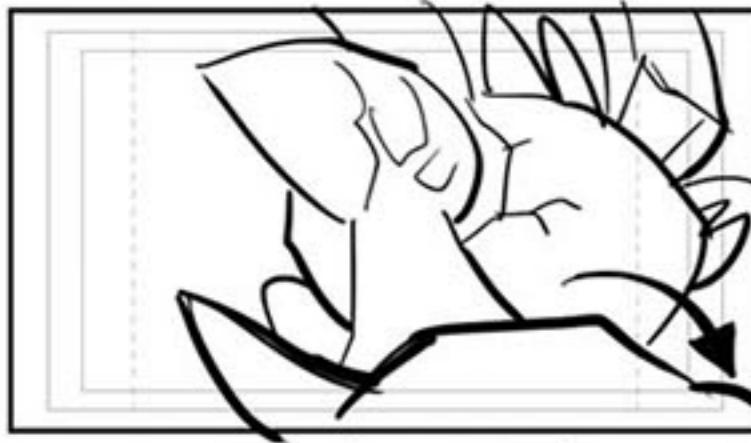
Cycle flies over / OS
Pause for a beat...



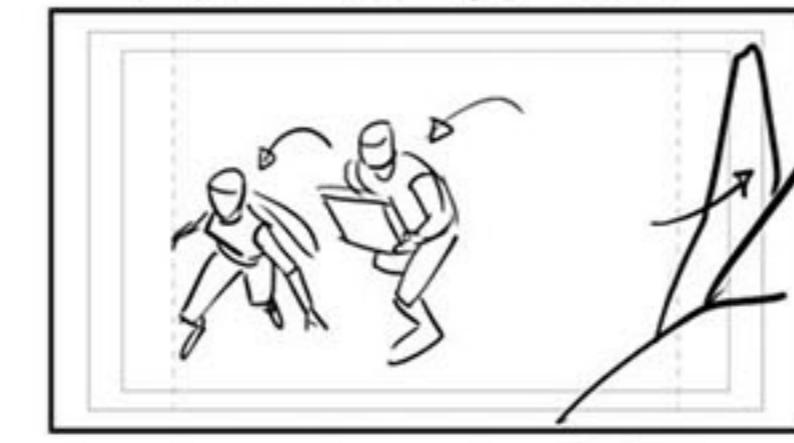
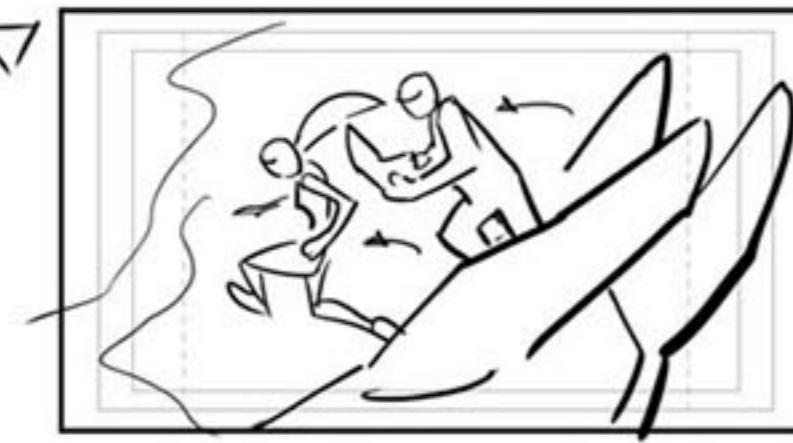
- SHAKE -
Golem lands in FG



Pan up
Ugly & Whisper in its hand



lean FWD



126 Sad groan



127 W: It sounds... sad.



128 U: Don't get sentimental on me, A'Daire.



It's a construct of wood, stone, etc.



This gizmo pulled together



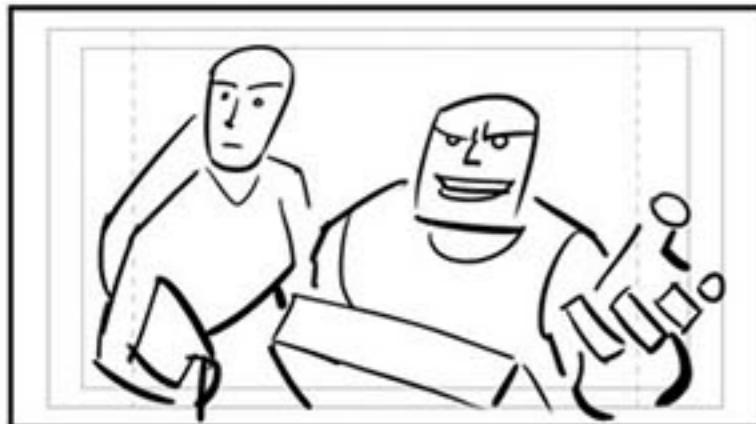
(POV of device)
-the residual psychic energy of its



PAN
- former alien hosts but that monster doesn't feel anything.



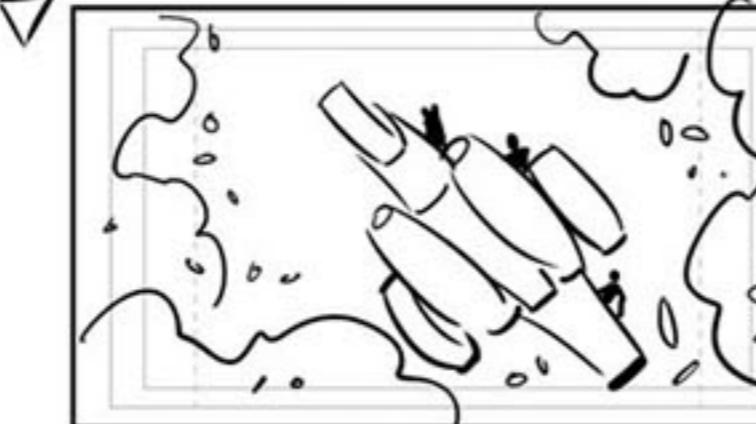
129 U: And with this thing as my enforcer I can -



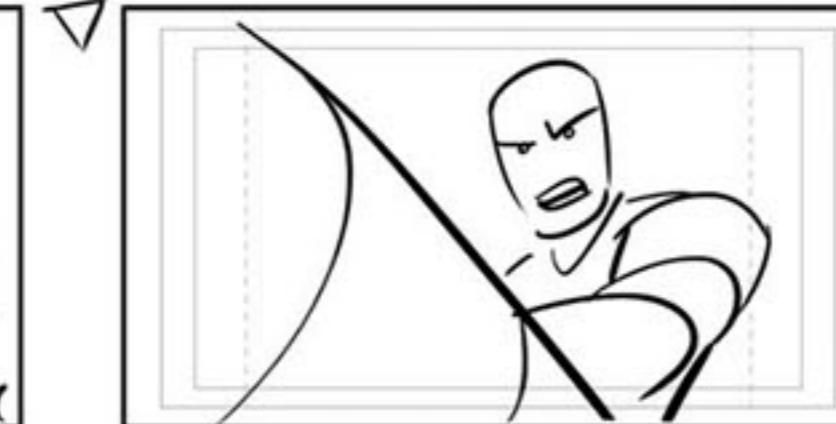
(Truck out slightly)
-expand Intergang's reach exponentially. (130) SB/VO: Wow-



-five syllables!



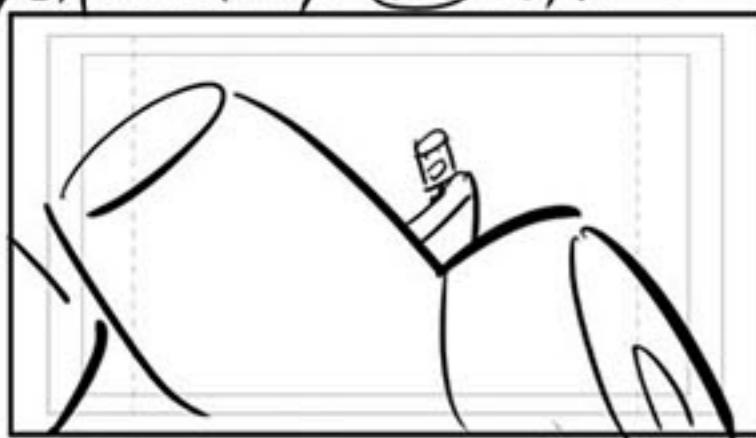
UPSHOT - LEAVES BLOWING OFF TREES
(131) SB: Didn't think you knew any words-



-with more than two!



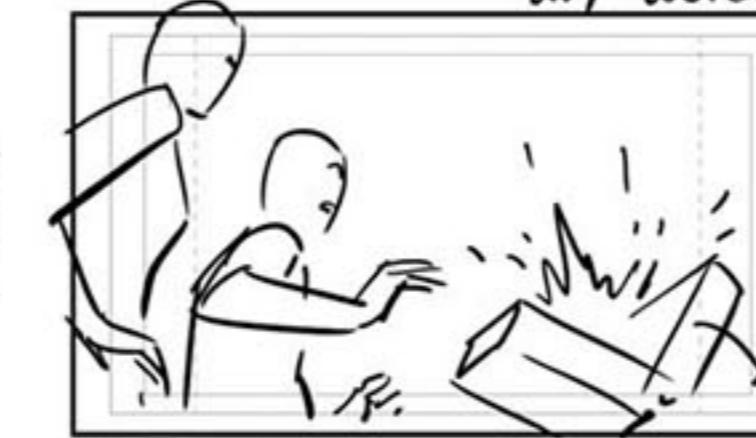
(132) U: Hilarious. But we'll see who's laughing when I--



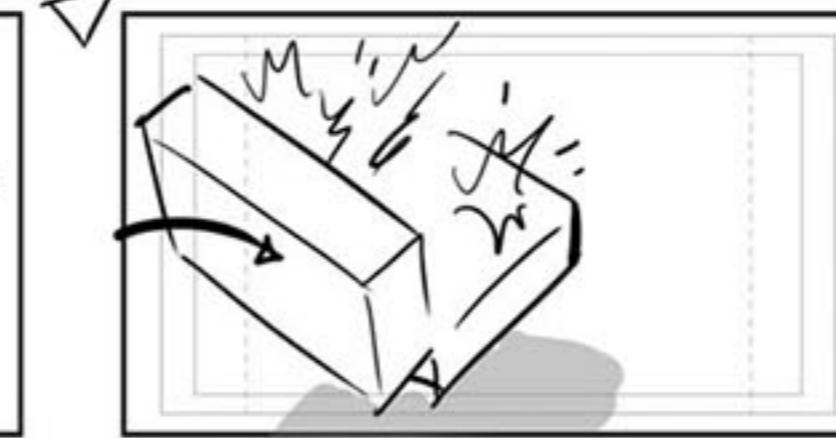
(133) SB: Newgenisphere, jam all
(FAST TRUCK OUT)



Apocaliptan signals in the area!



(134) NOISES
(135) U - GASP!



Fast.
T.O.

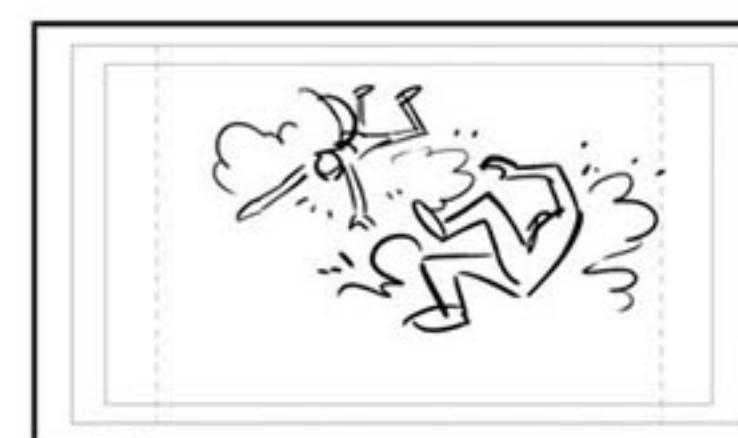
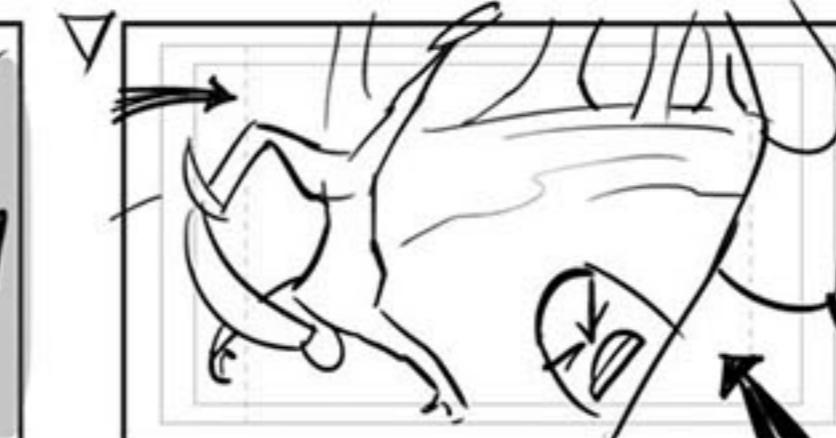
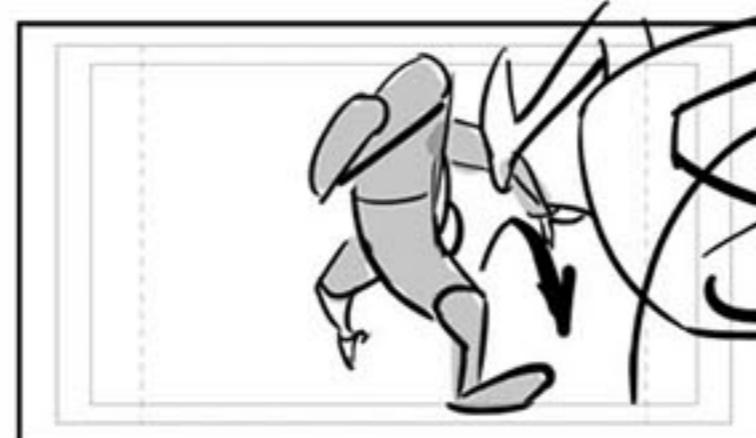
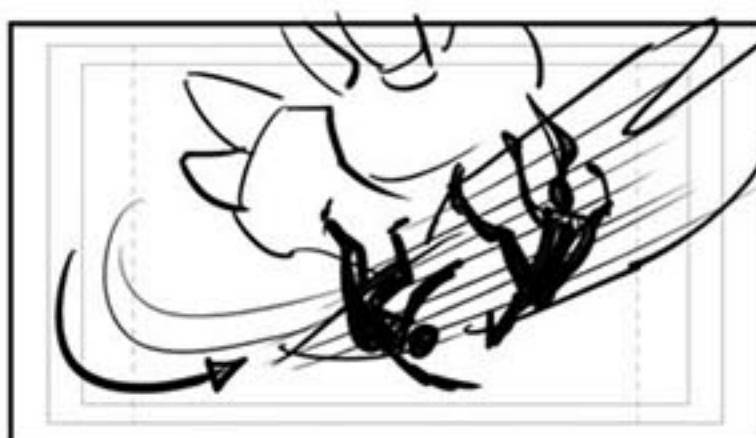
-SHAKE-



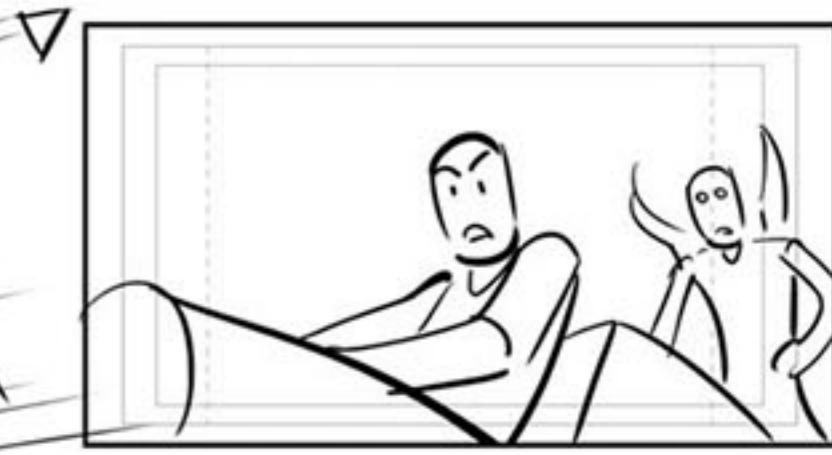
(136) U: Uh oh.



(137) G: ROAR



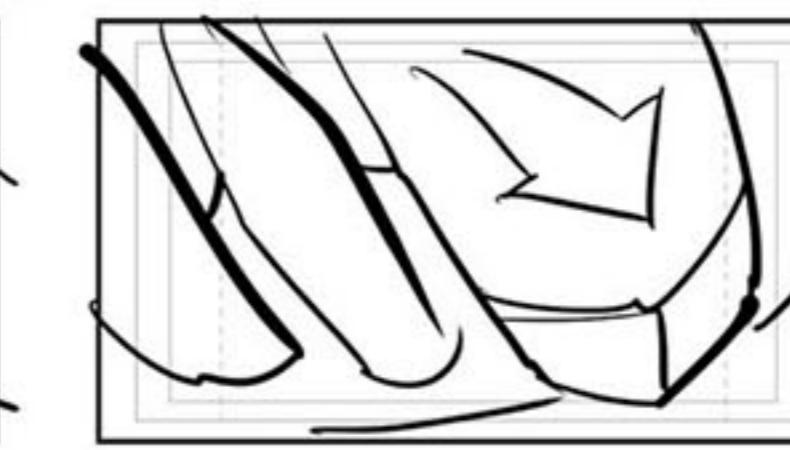
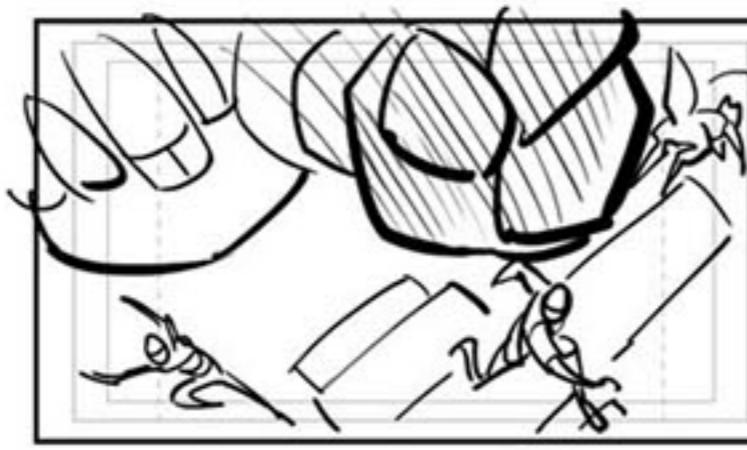
(138) Impact walla



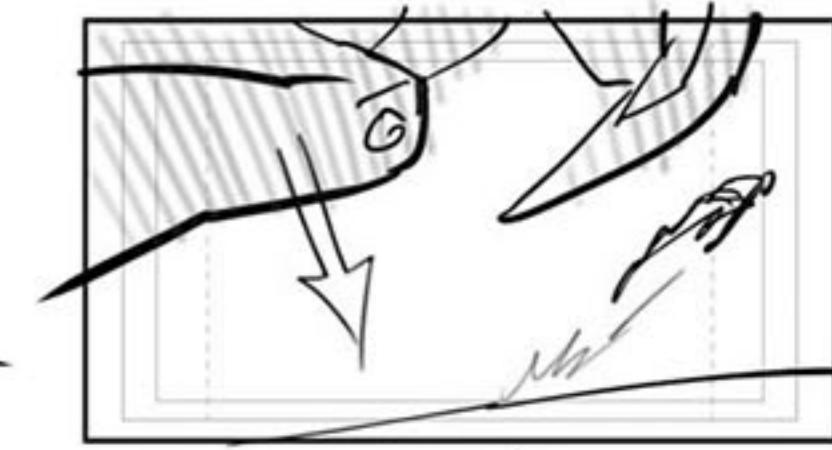
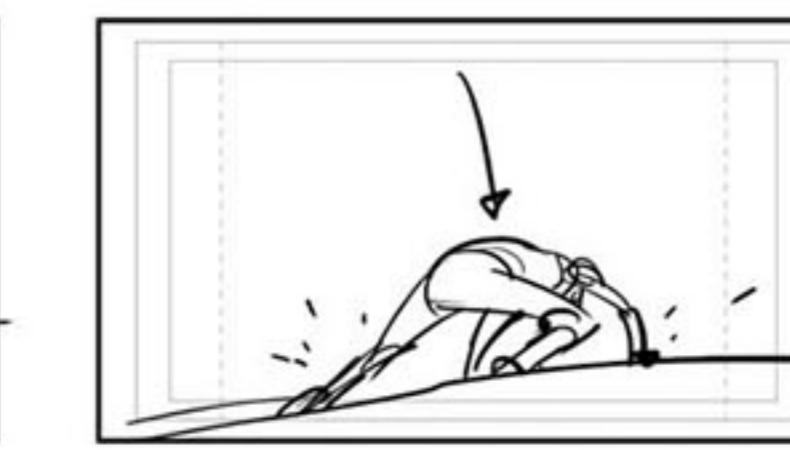
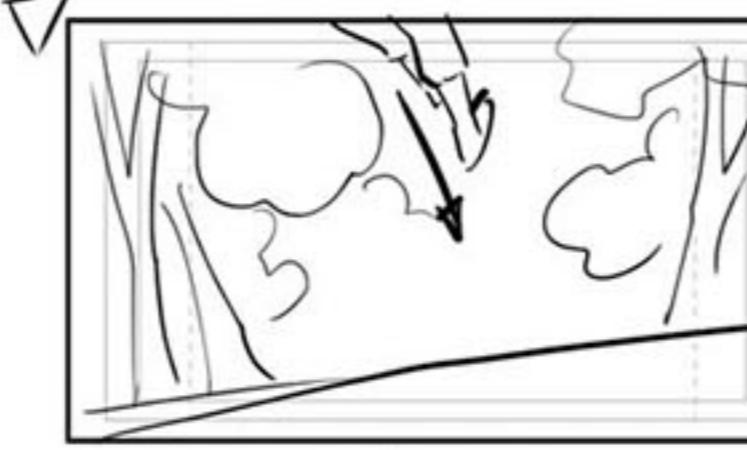
Fast T.O.

⑬ 6: ROAR!

LEAP

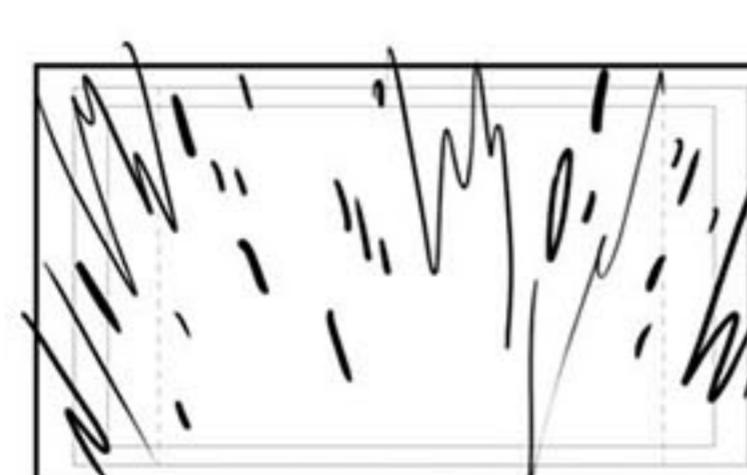
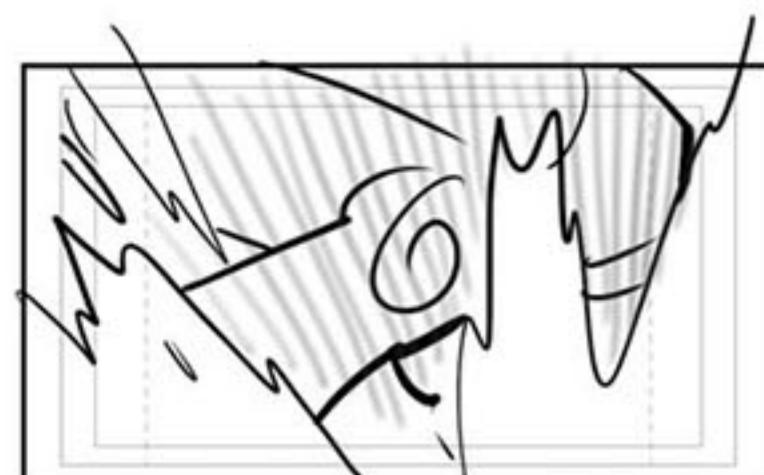


⑭ Dodge effort walla



GB drops in

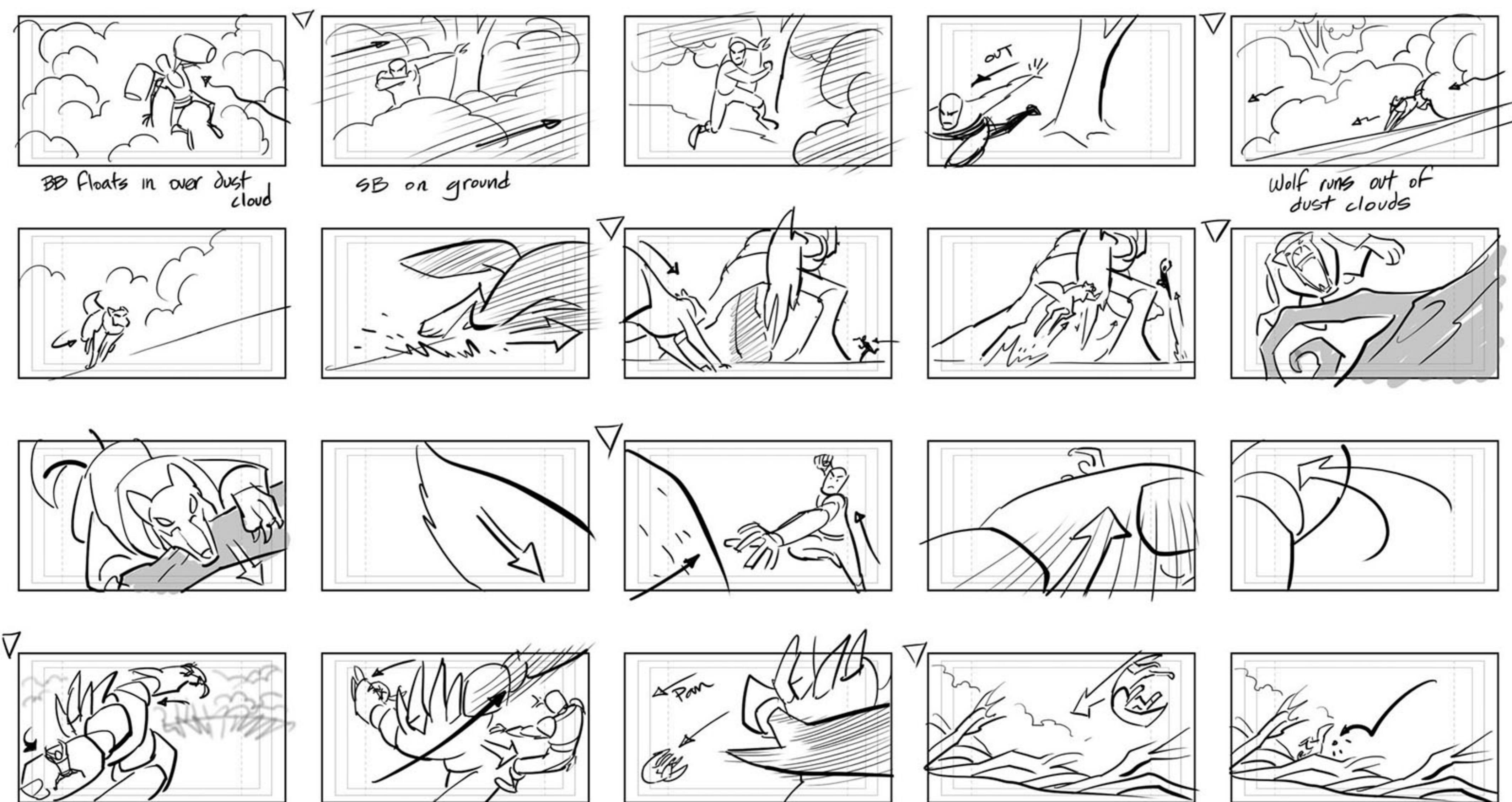
Truck out as
G drops in

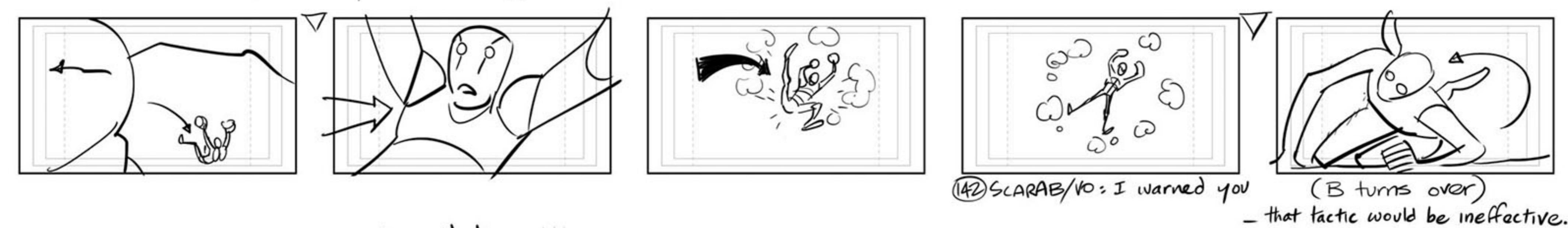
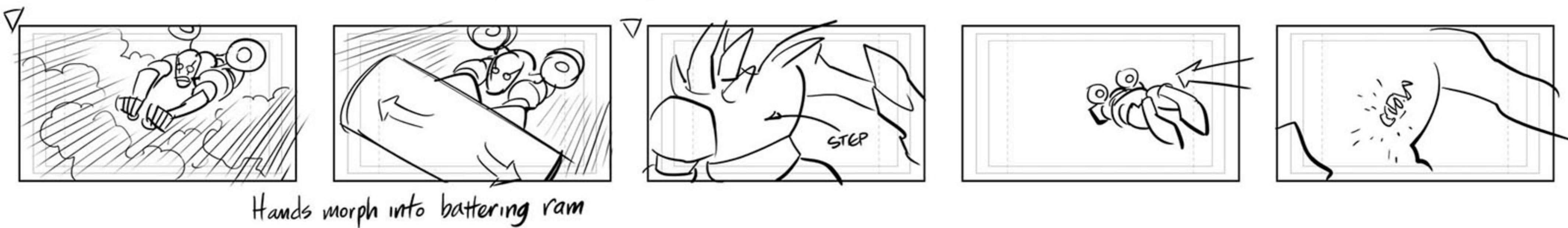


- SHAKE -

Wide downshot

Trees flatten







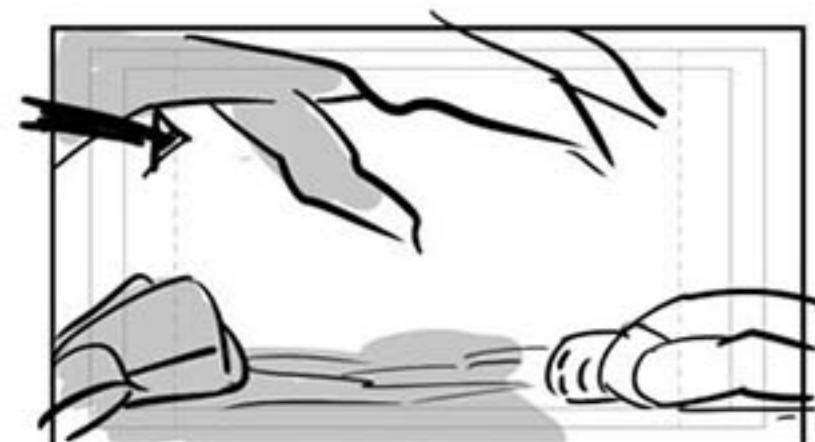
Turns to cam



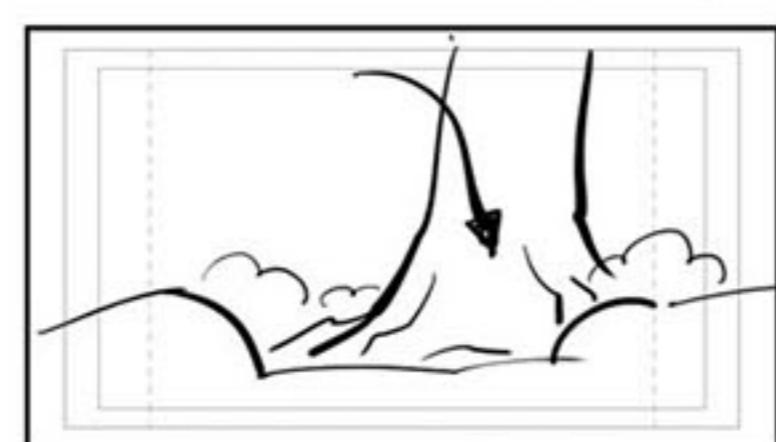
Pan to see nuclear cooling towers



Golem starts walking



Foot passes over
Whisper & Ugly



- SHAKE -



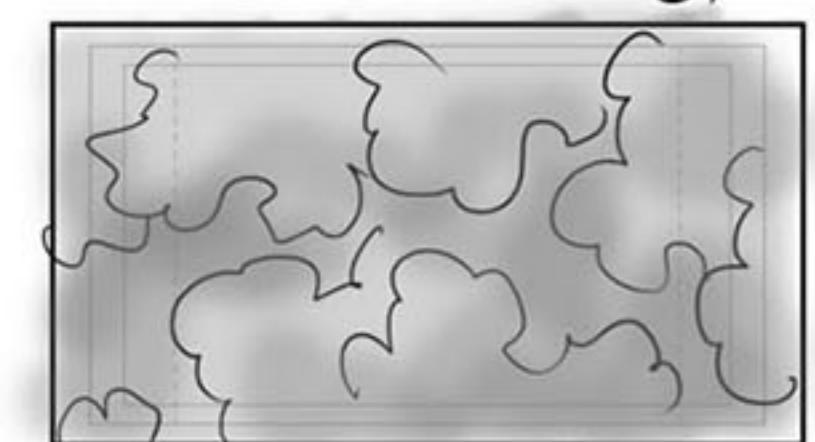
Pan



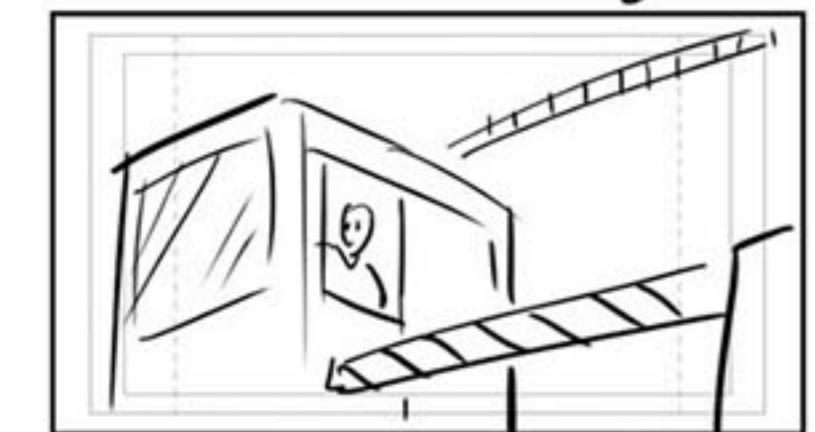
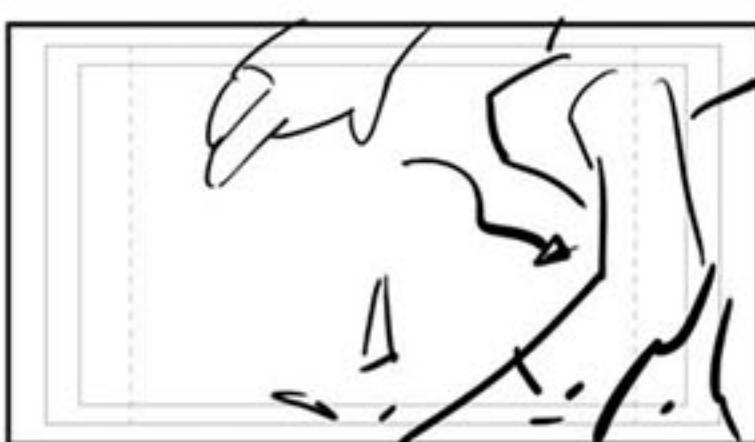
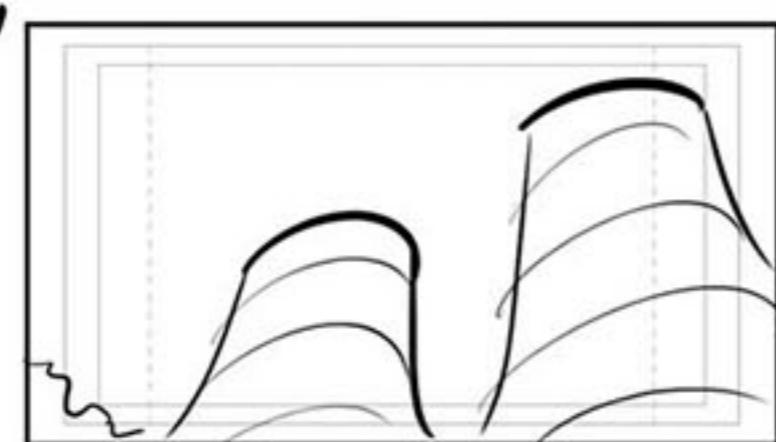
Golem advances, slashes thru trees

145 Anguish ROAR

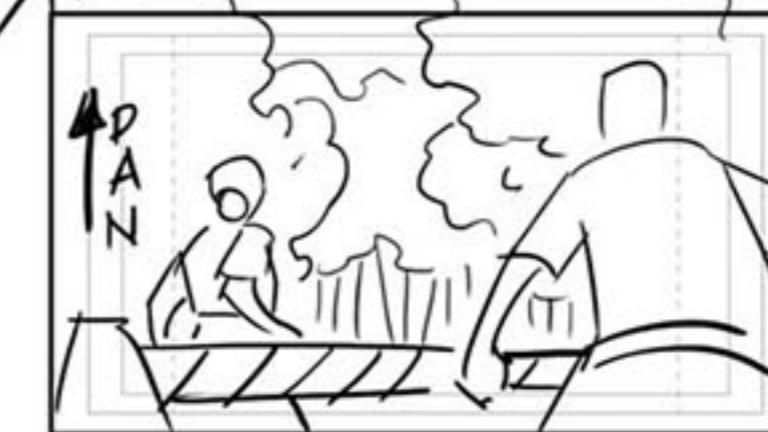
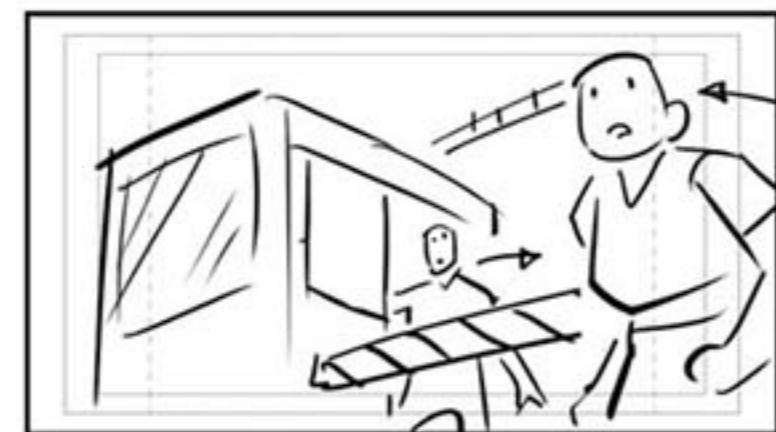
Start pan



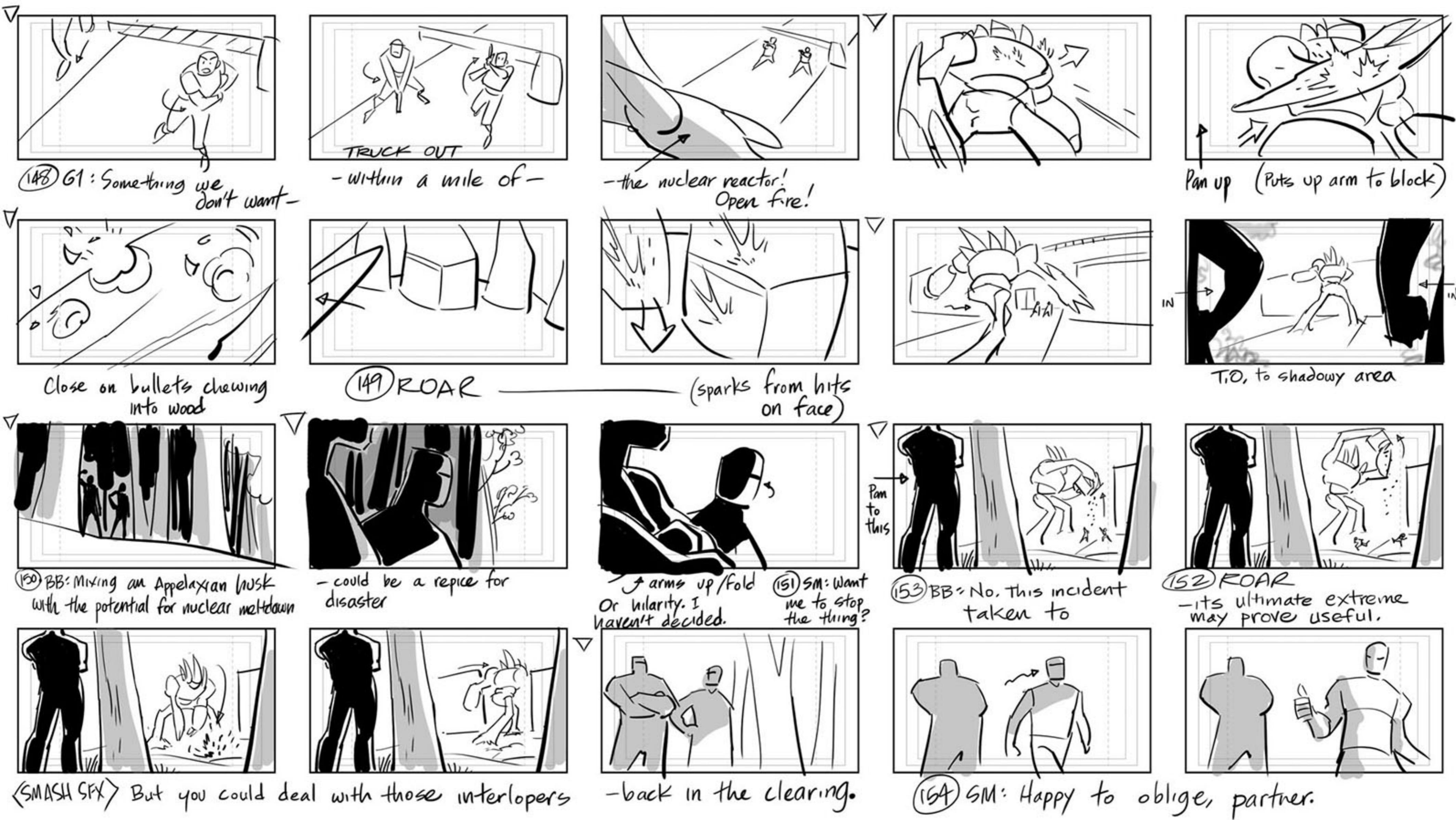
→ Can't pan
into foliage

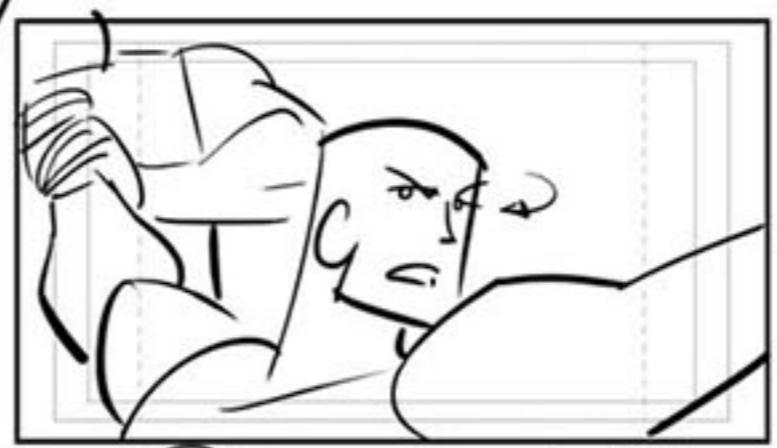
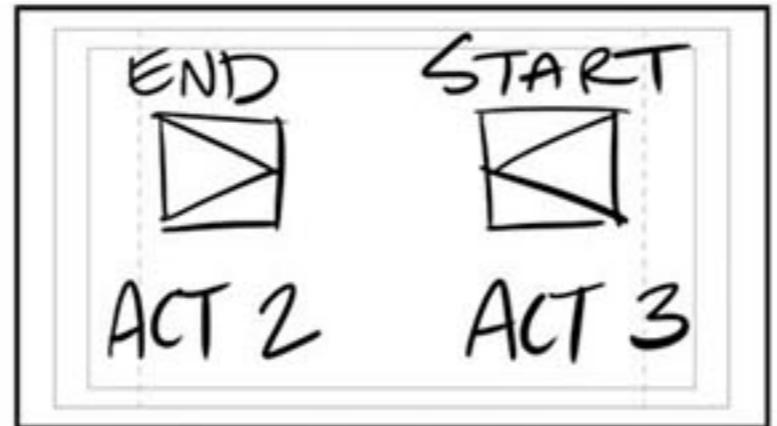


146 VO: ROAR!



147 61: What is that thing?

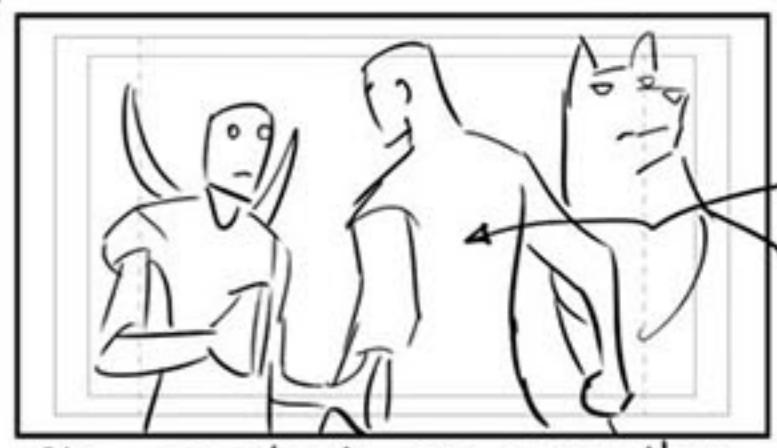
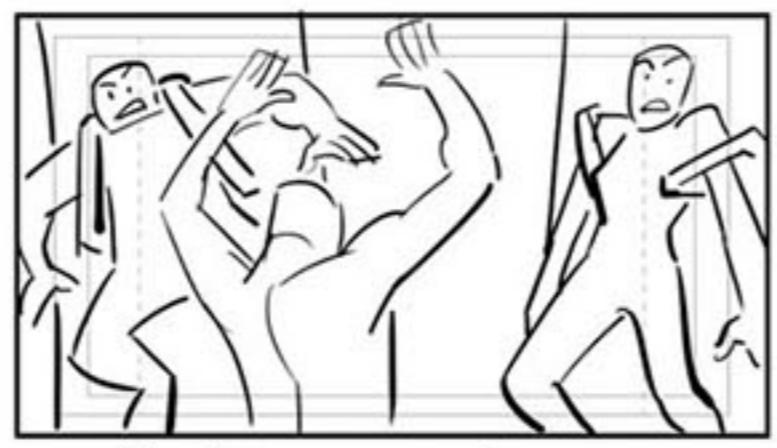




(155) LI: You freed the beast, Superbrat...

Now no one's controlling the monster!

(156) SB: Blue, lock 'em down.

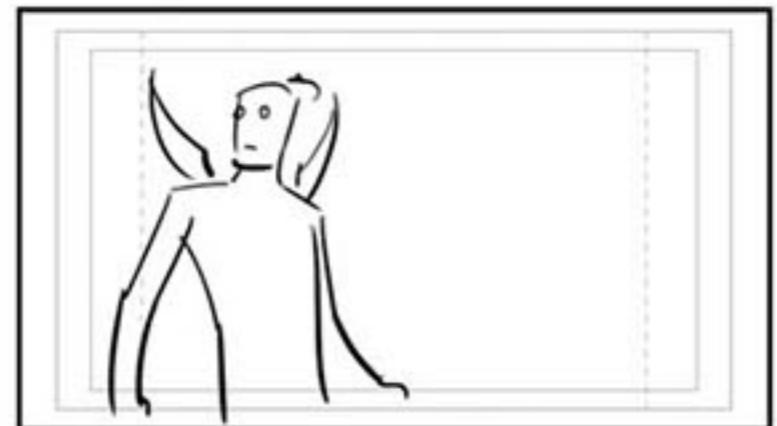
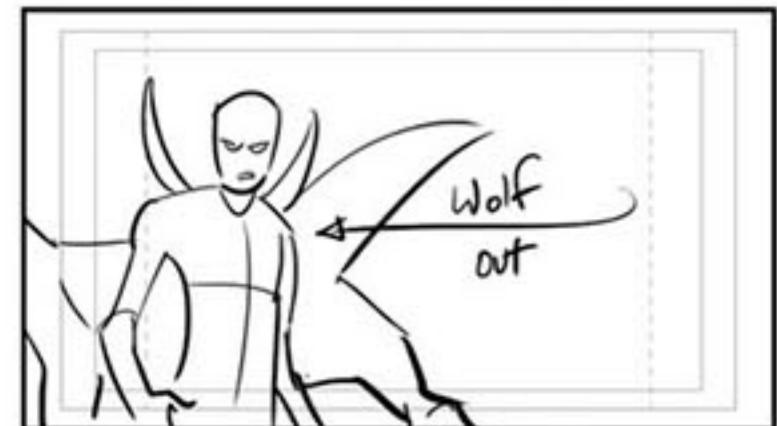


fire 2 brackets from each hand

Brackets fly in

- fasten shoulders

B's guns shrink - SB walks thru SCAR/VO: That tactic would be more effective -



(159) B: Ew! No!
-if you fired thru the bone.

(160) SB(vo): Blue, let's go!

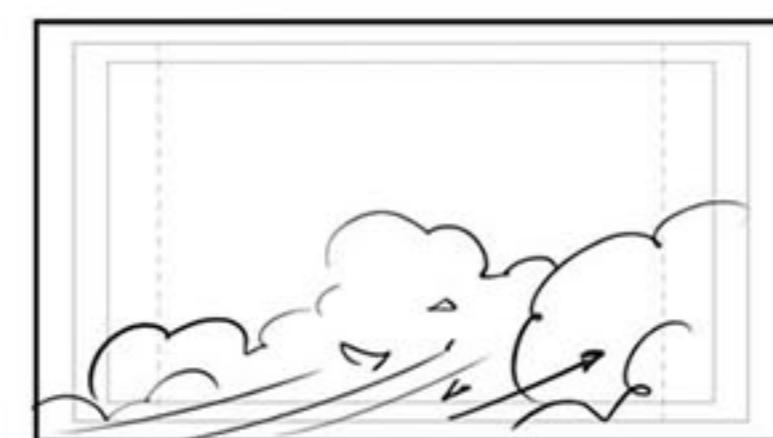
Fight your inner -

-demons later!

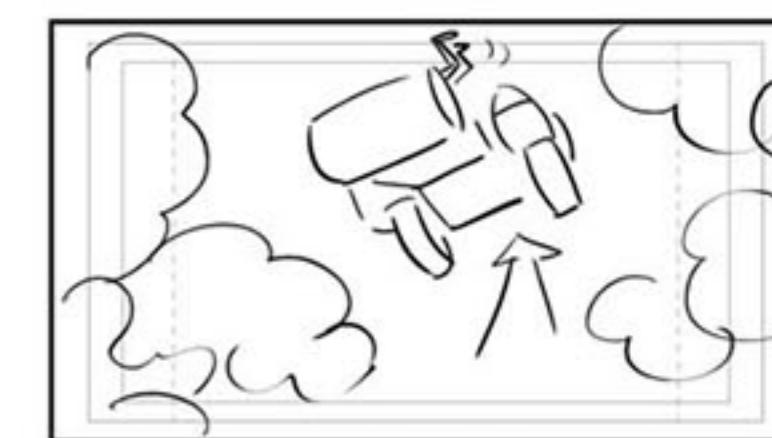
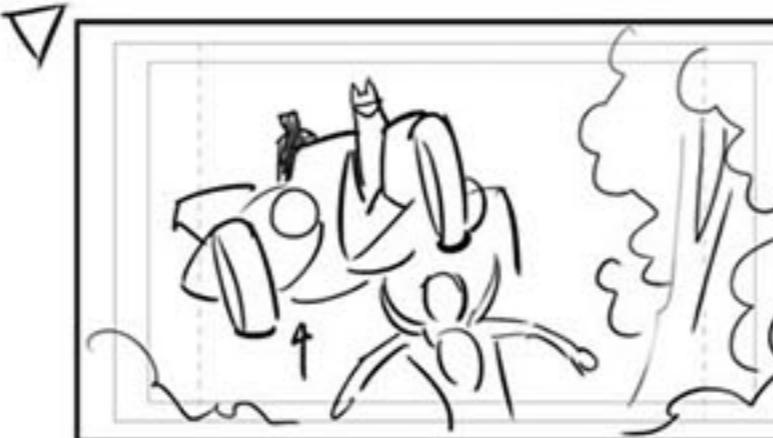
SFX-engine (161) B: Demon, Singular.



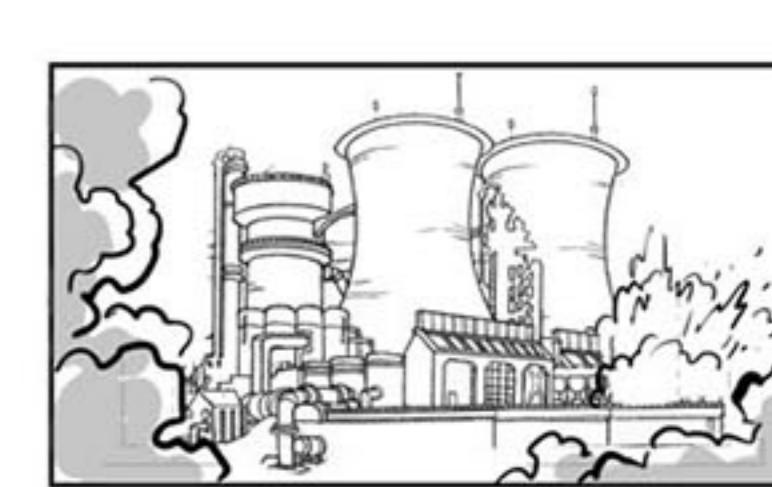
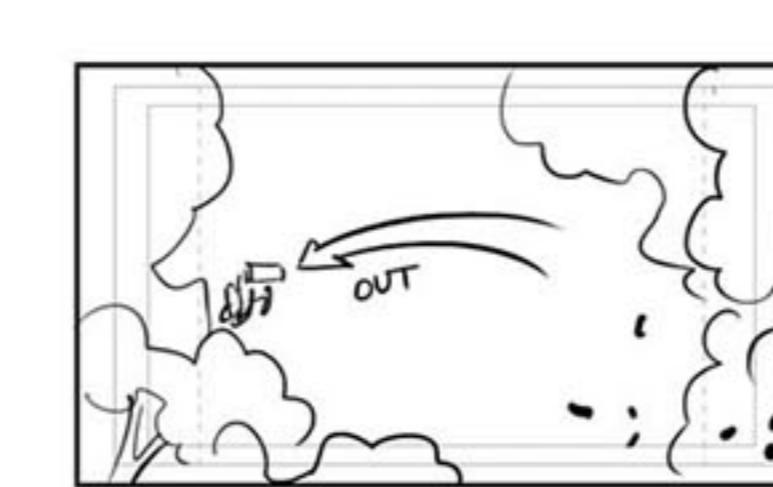
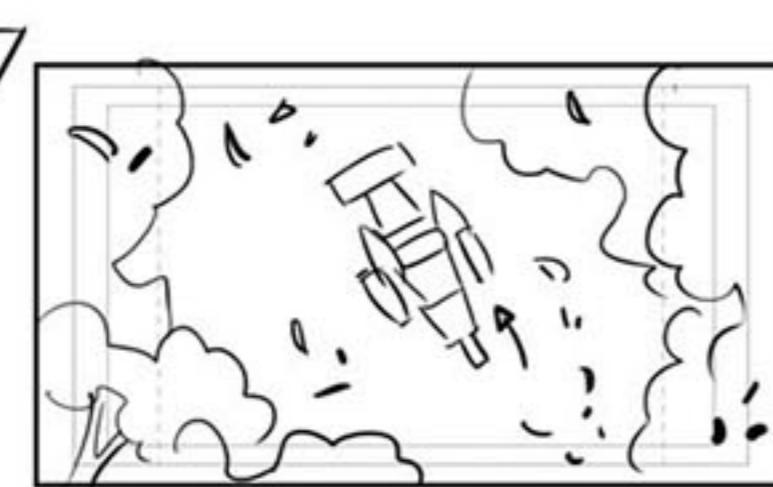
One's enough, believe me!



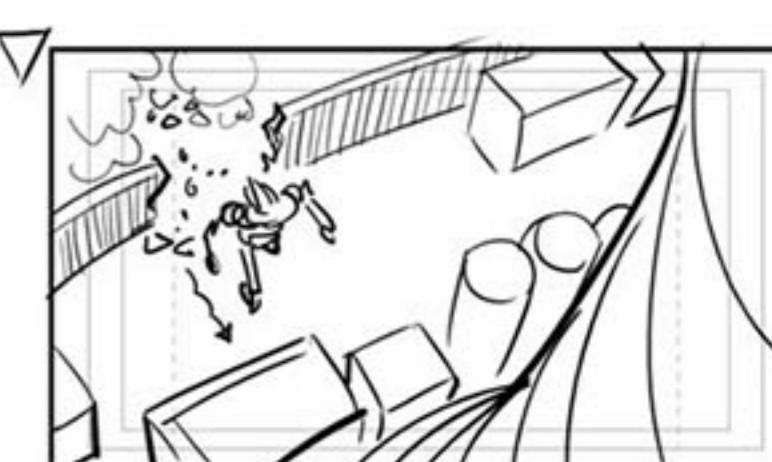
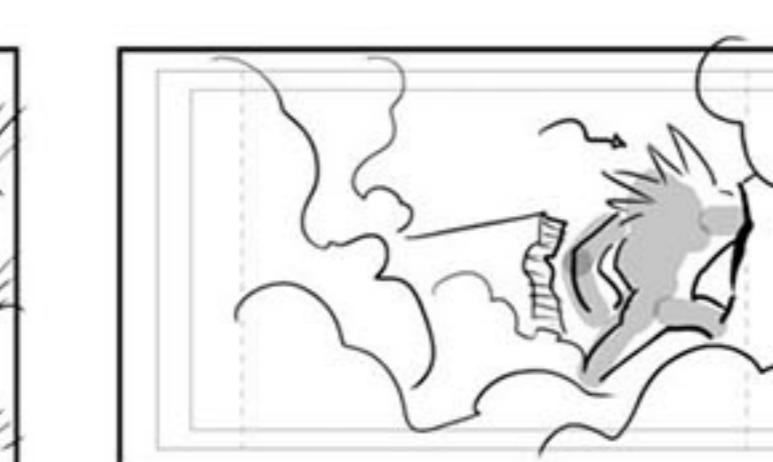
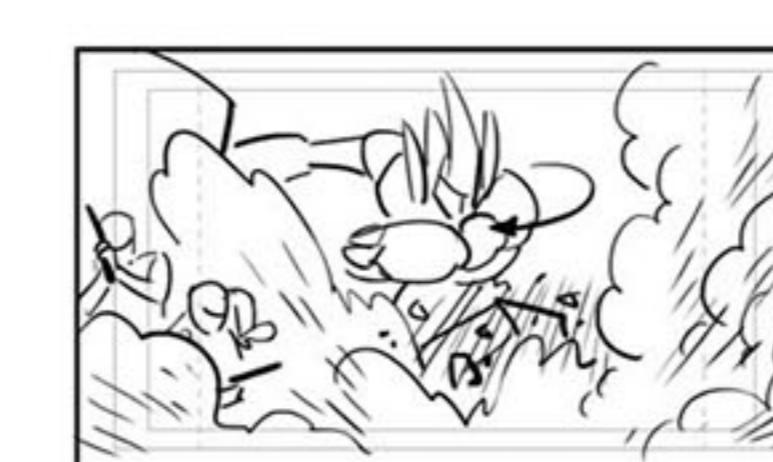
dust/leaves blow in



Leaves blow thru sc.



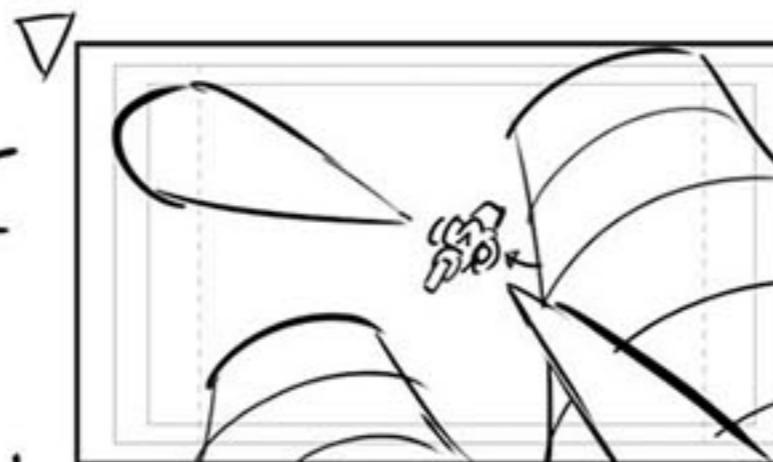
BOOM



Golem looks up



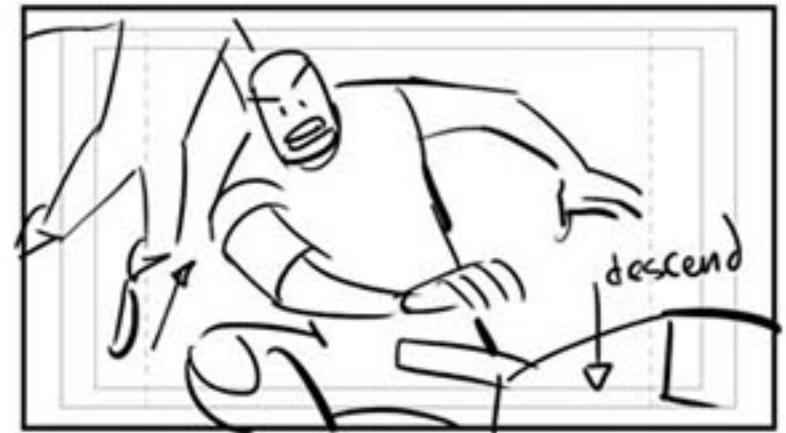
Energy Beams IN (162) ROAR!



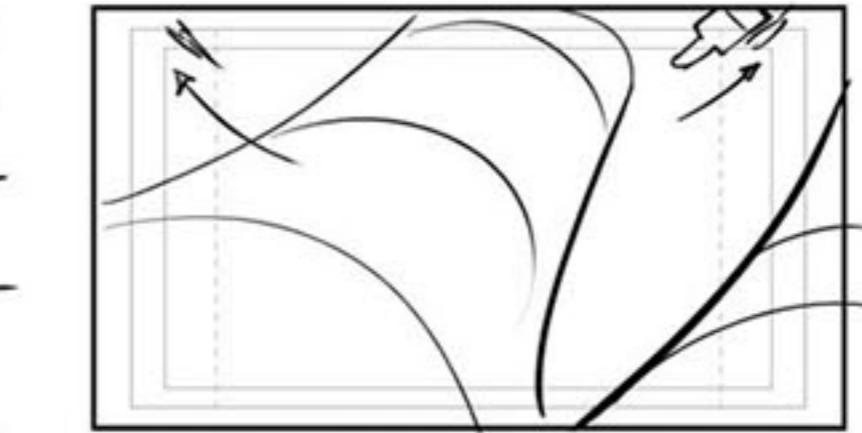
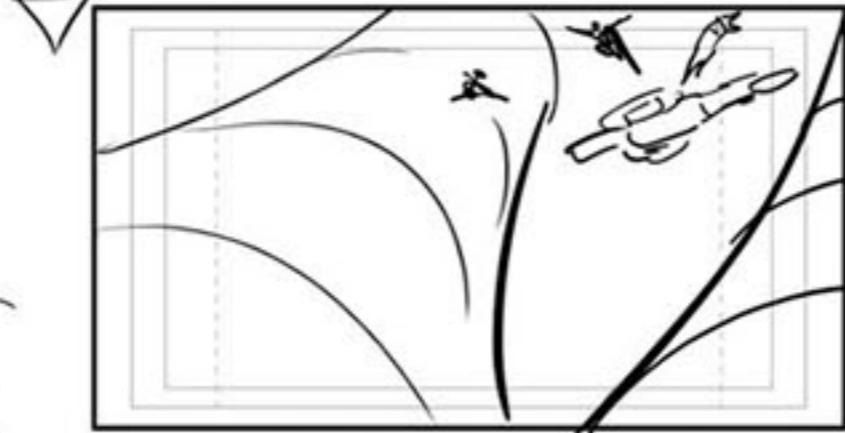
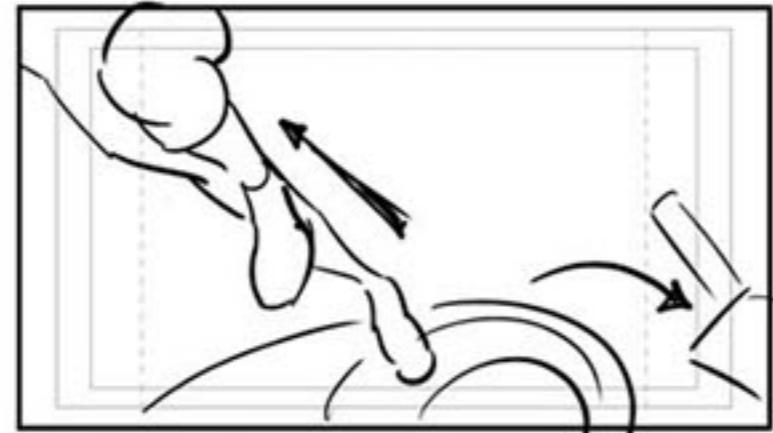
Cycle flies out from between towers, firing away



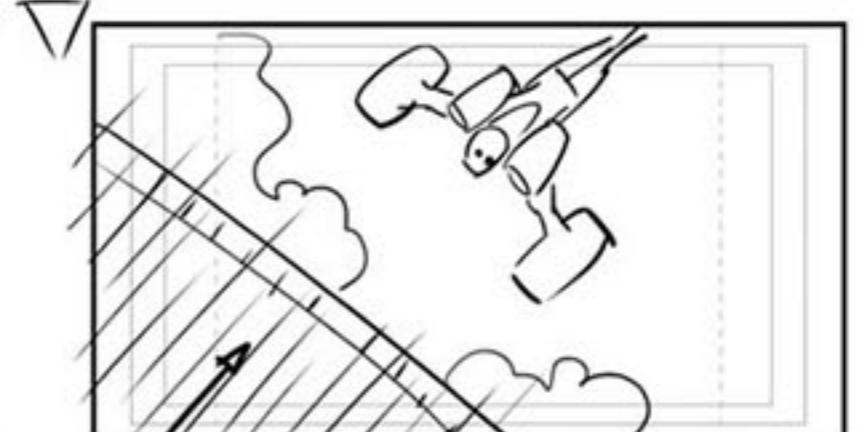
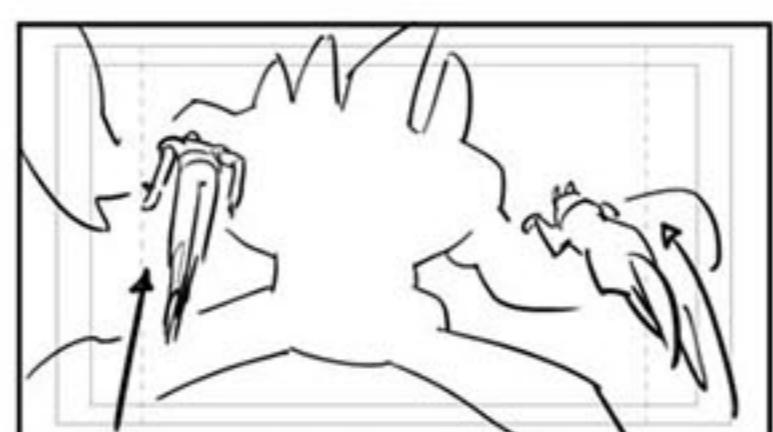
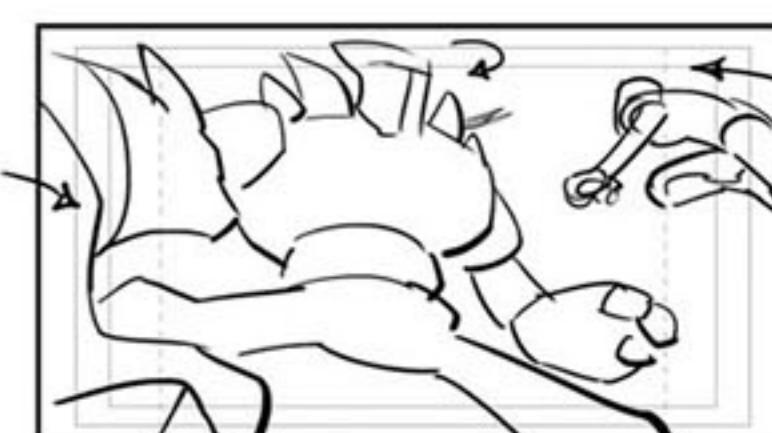
(164) SB: Deploy! We can't let it - drift FWD



-breach the reactor!



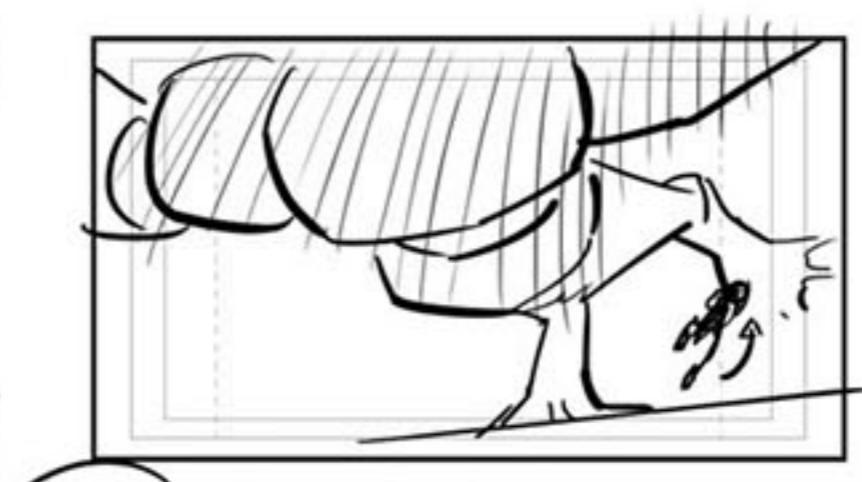
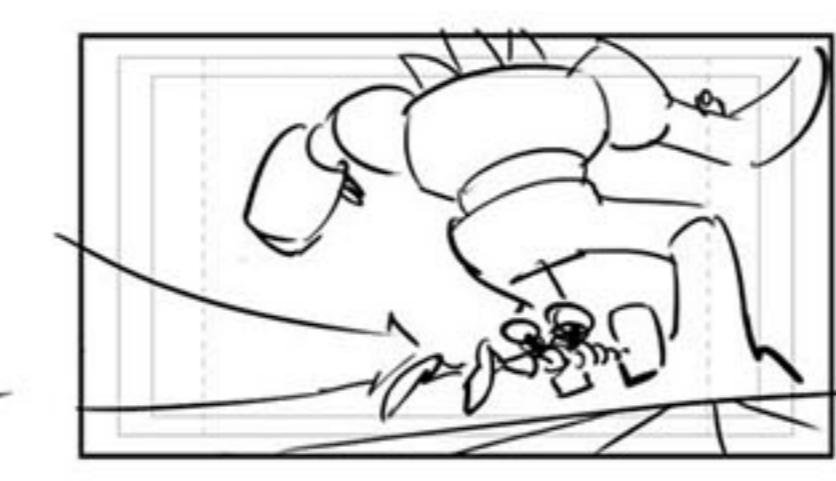
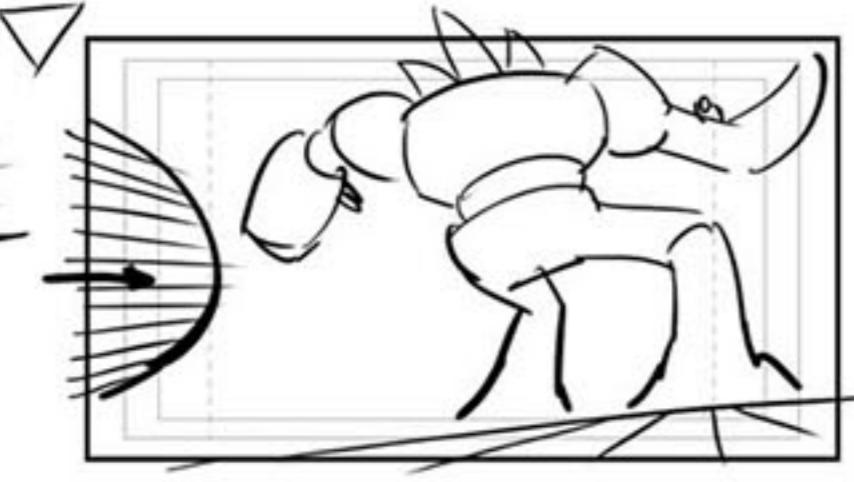
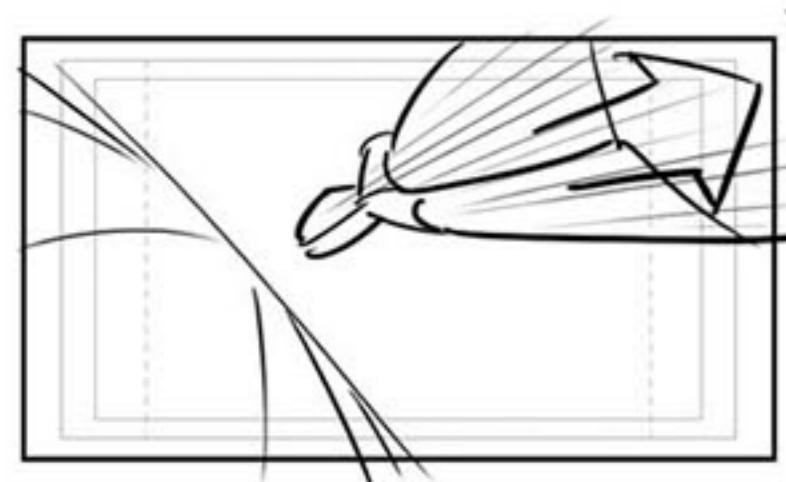
-SHAKE-



(165) SB-Attack roar

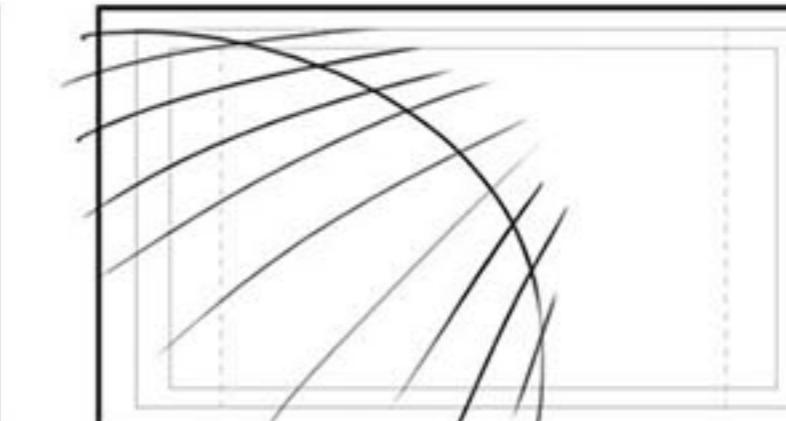
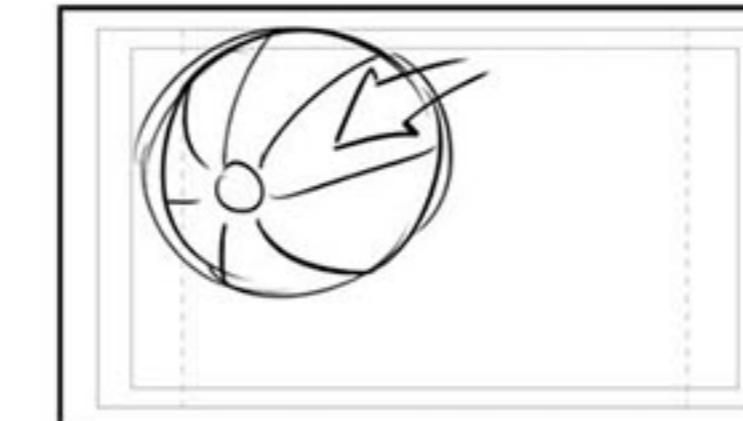
(166) W - Growl/chomp

BB



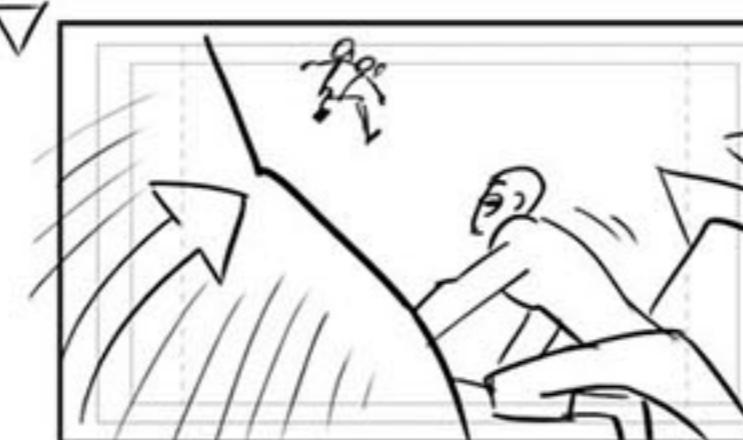
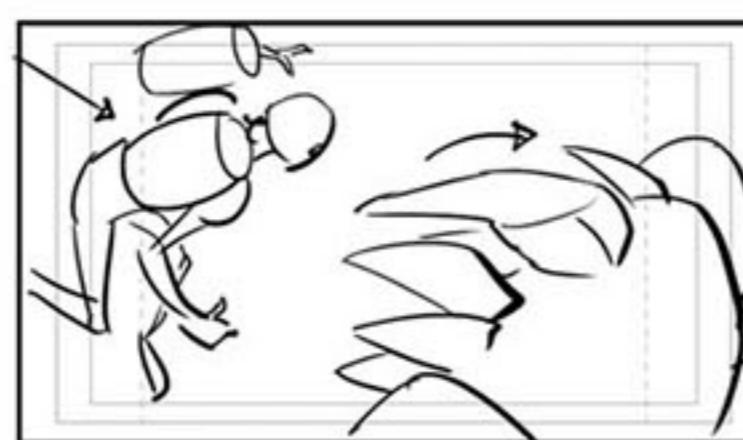
(166) G-ROAR

-SHAKE-



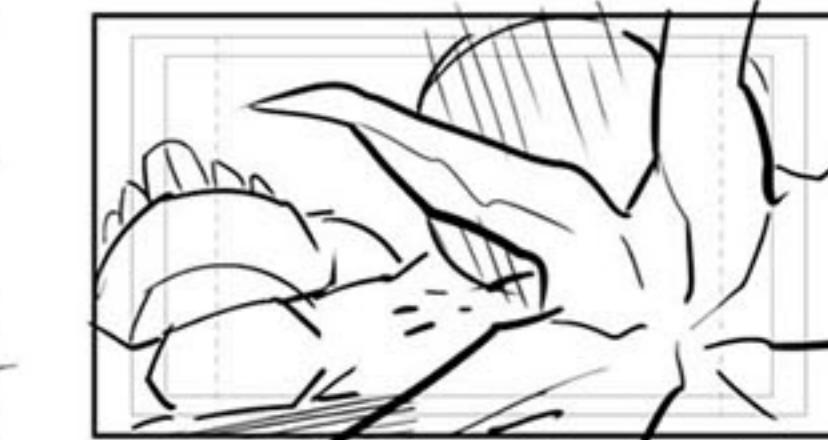
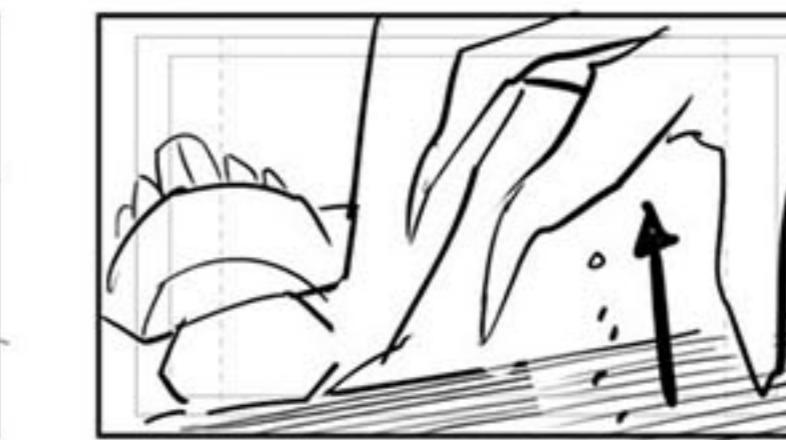
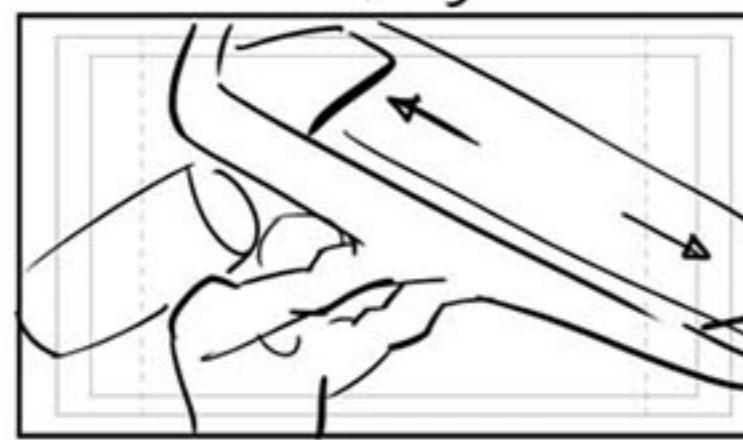
SB's POV up-cycle rolls up
into sphere

167 S: Engine rev



Sphere slams Golem to ground

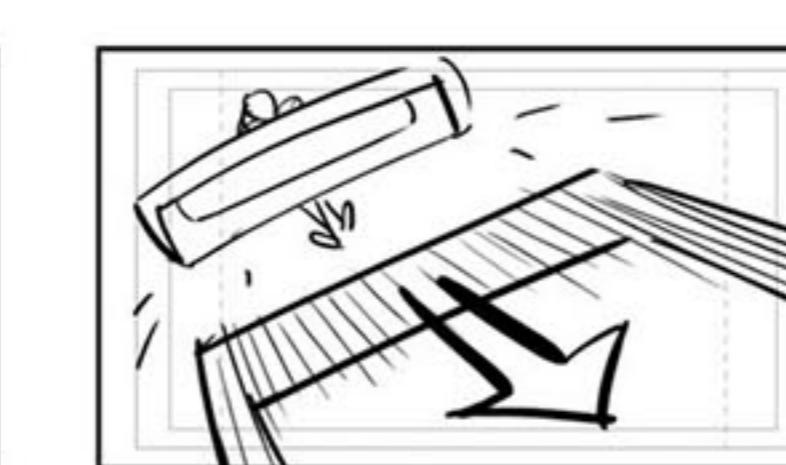
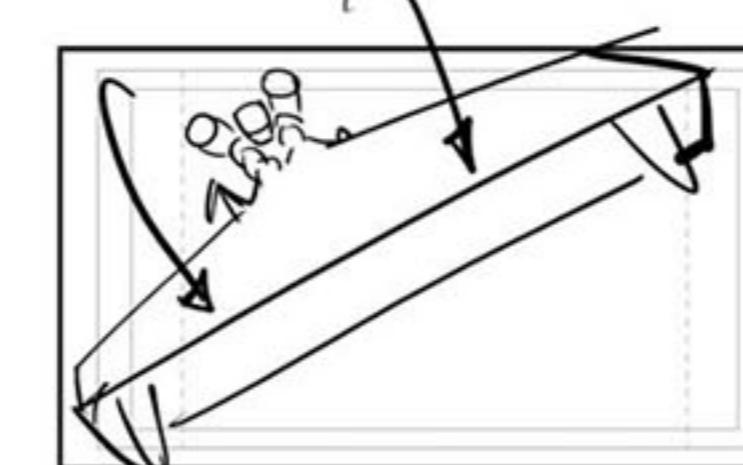
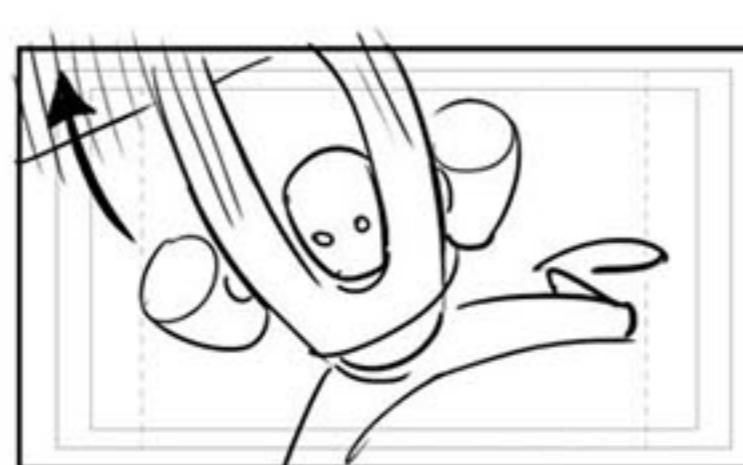
167 G-ROAR



-on it!

LIFT FOOT

Sphere slams leg back
down

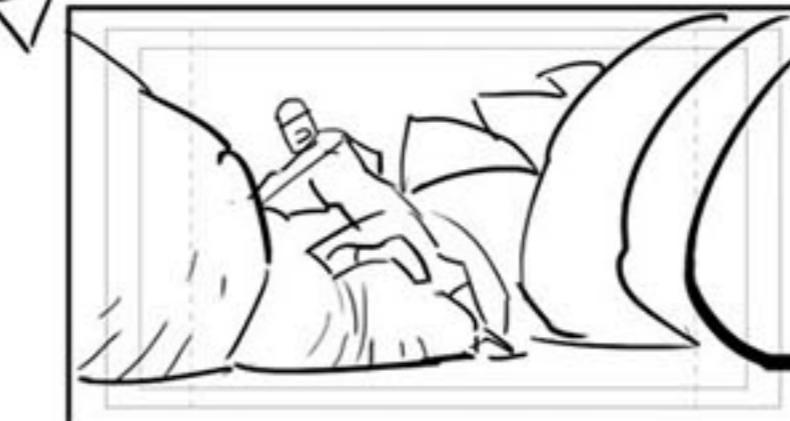
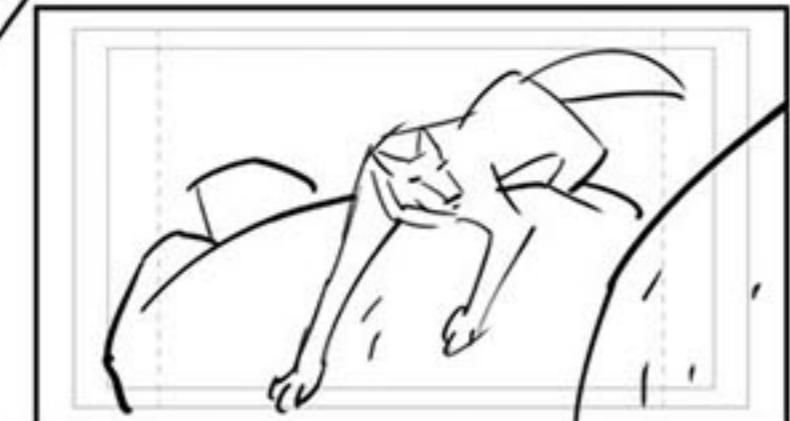


TRUCK OUT

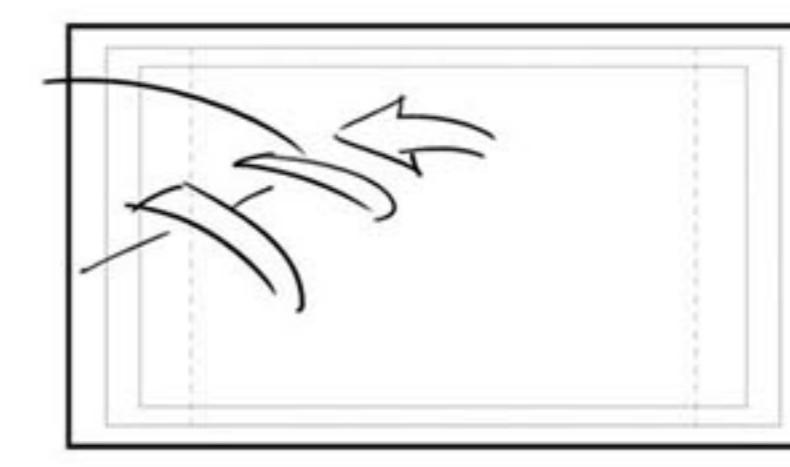
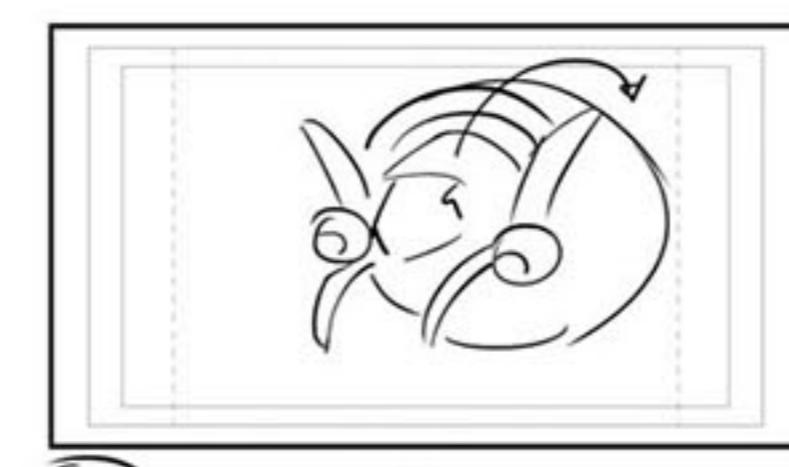
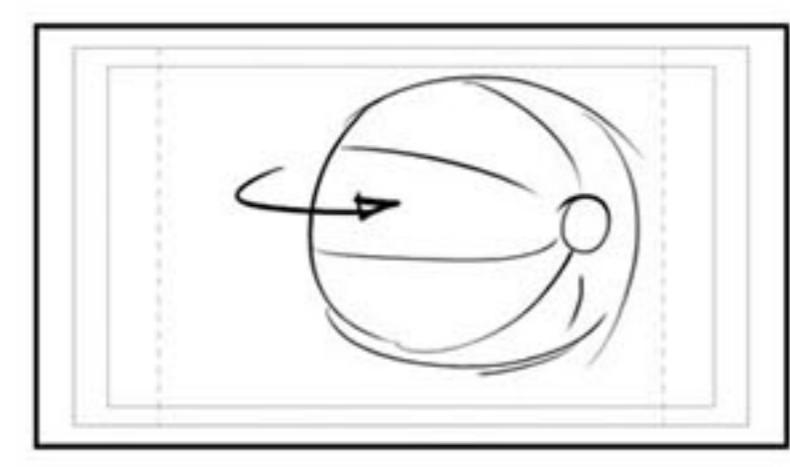
CHOCK!



SLAM! - SHAKE -



⑭ SB = Sphere! Pillbug mode! See if you can take control of it!



⑮ excited noises

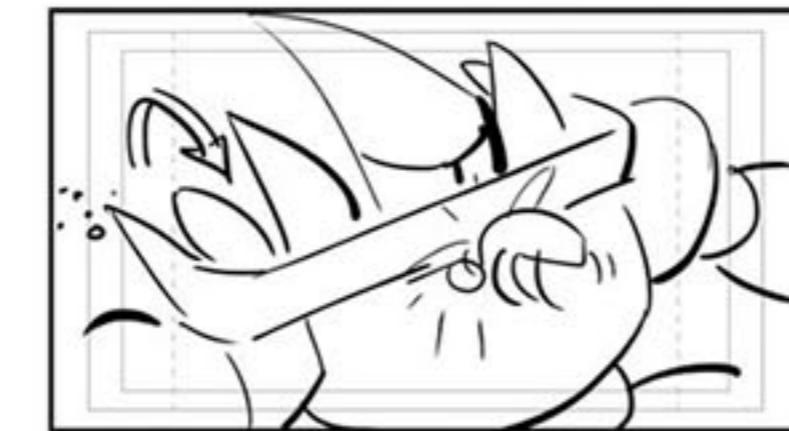
On Golem's head,
pinned by giant bracket



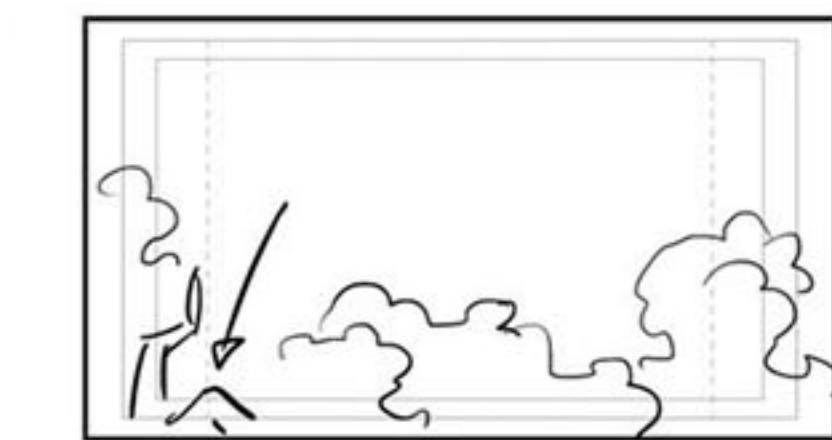
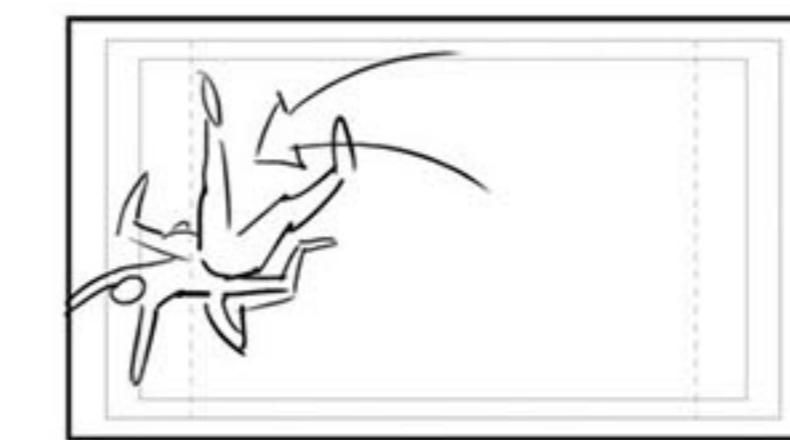
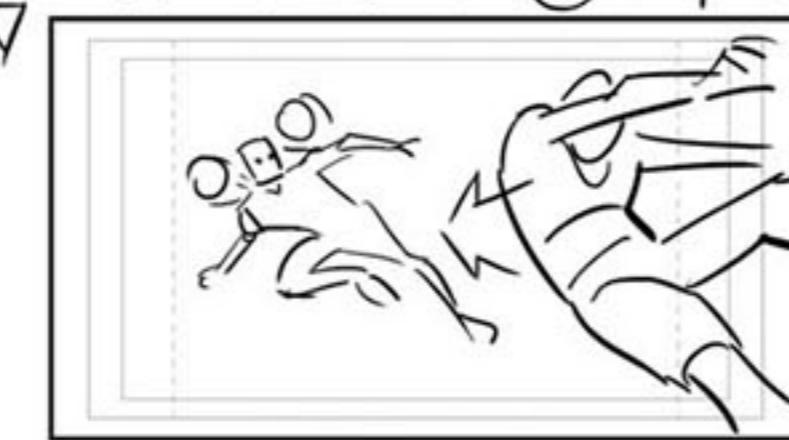
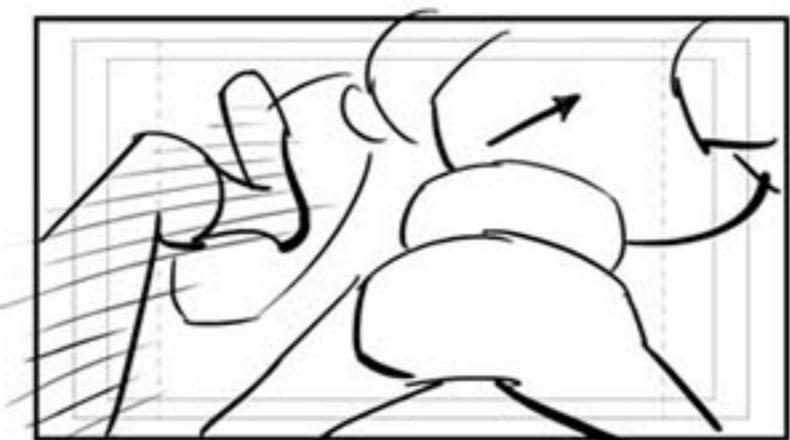
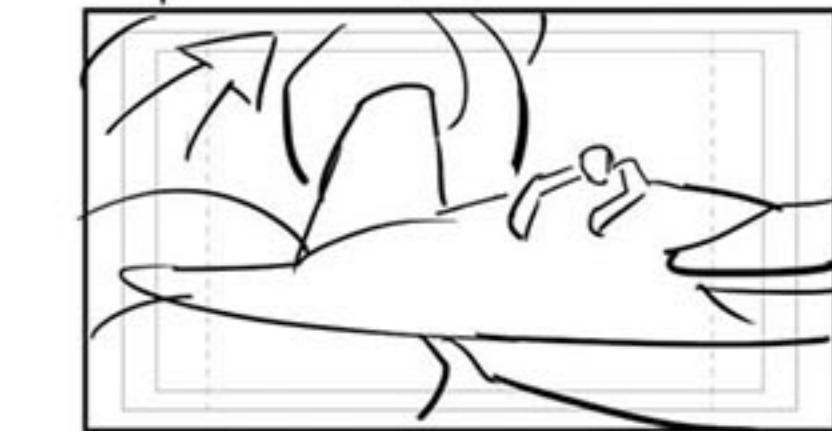
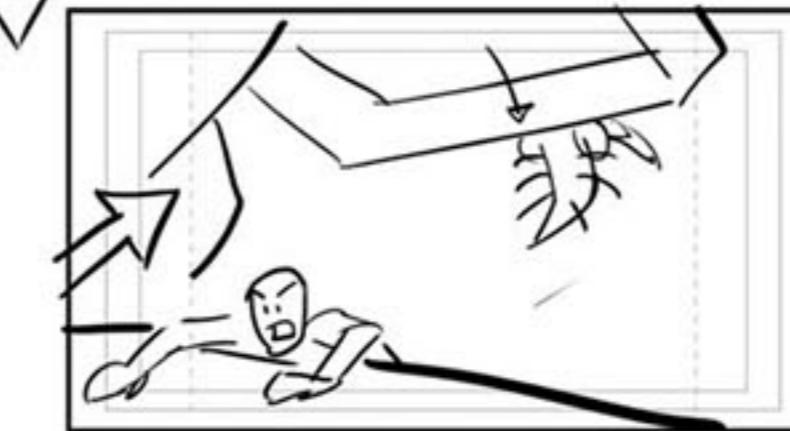
He starts to dislodge
it



⑯ ROAR



Truck out - Golem sits up
for HEADBUTT ⑰ S: Squeal



⑱ Impact walla



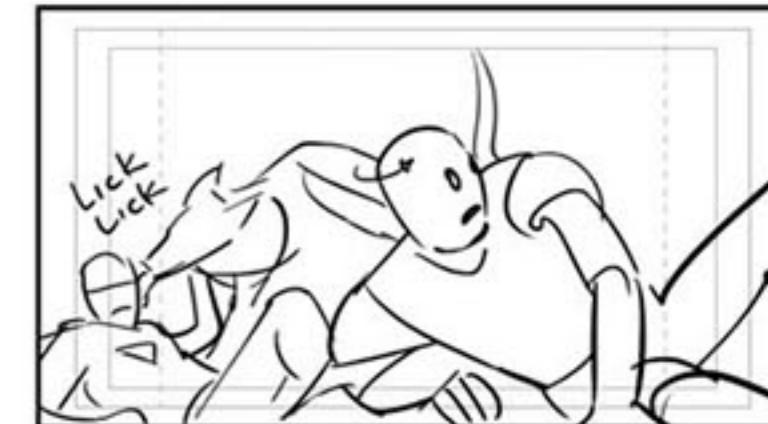
176 B: Impact groan



I don't suppose we could just ask it to play nice.



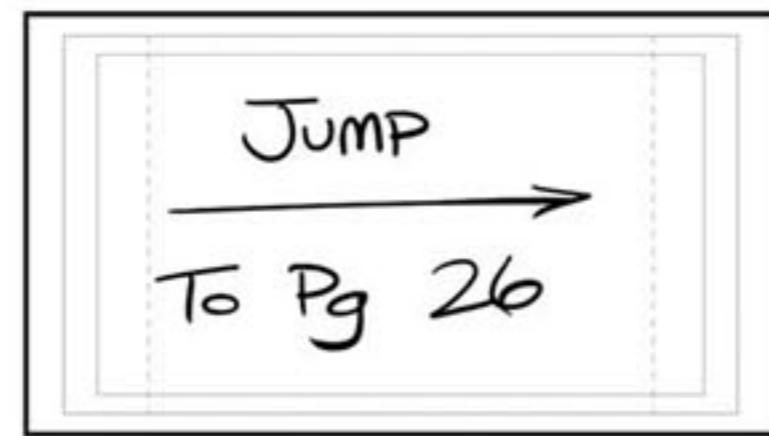
177 Sc (vo): Such a tactic would betray weakness.



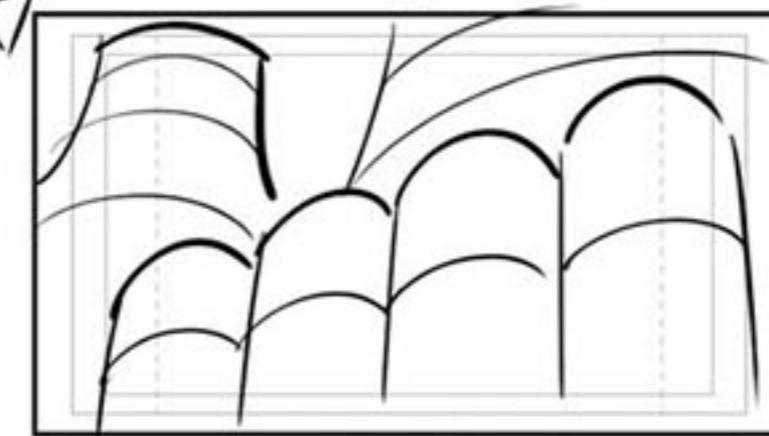
178 B: Wait -



-possible?



You mean it's -



On row of tanks



Golem's arms in

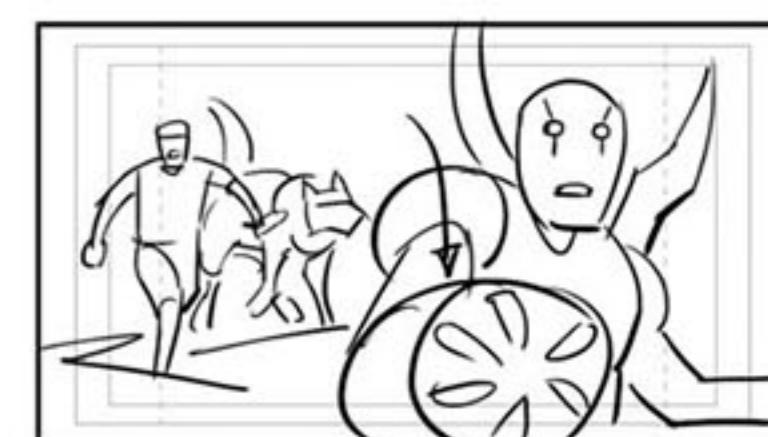


- SHAKE -

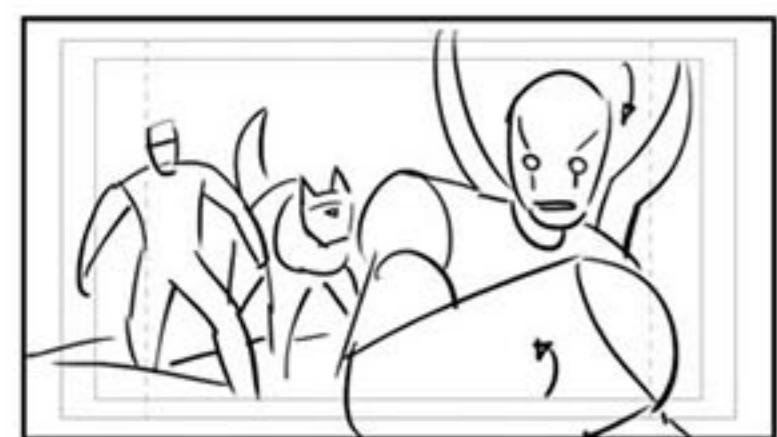
BB forms SONIC CANNON



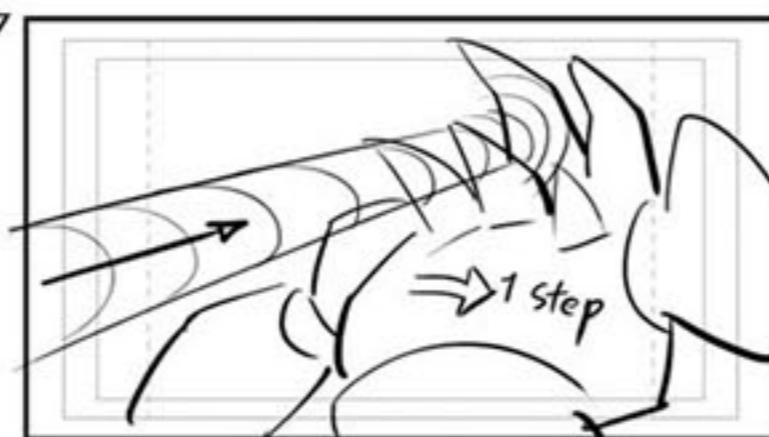
188 SB: Blue, stop!



Sonic's don't work -
189 B: Not as an attack, but -



- maybe as ...
190 Sc(vo): Frequency adjusted. Proceed.



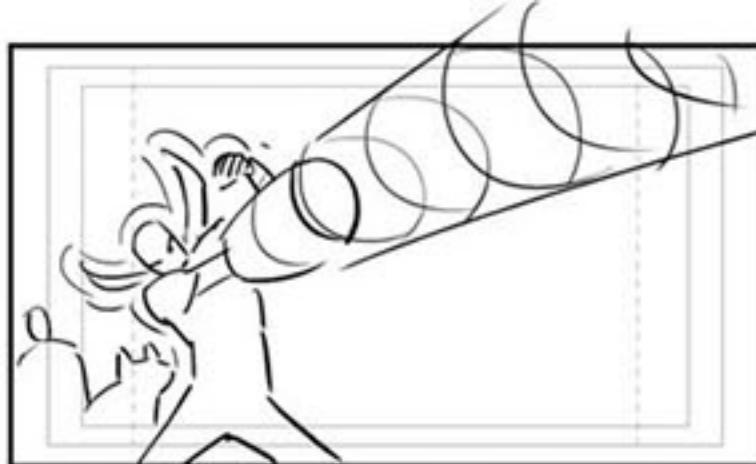
→ 1 step

STOP, RISE

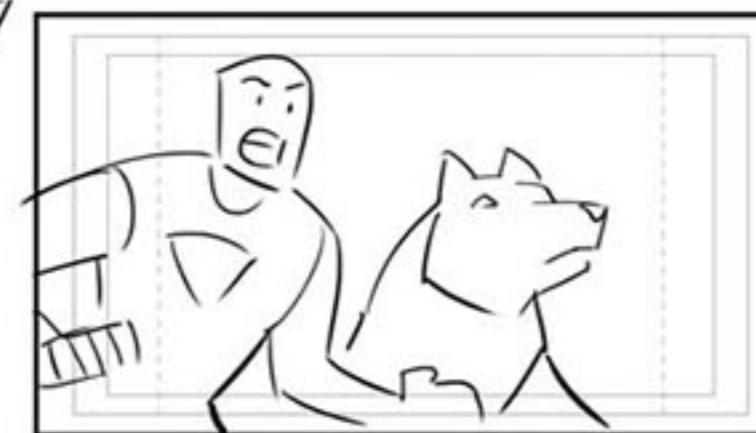


191 G: ROAR!

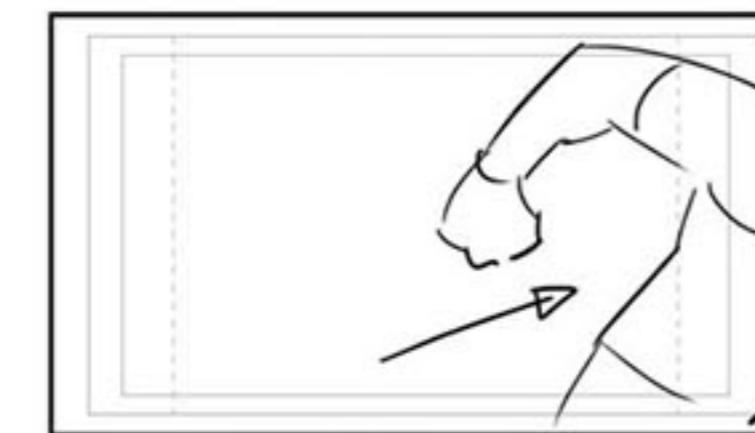




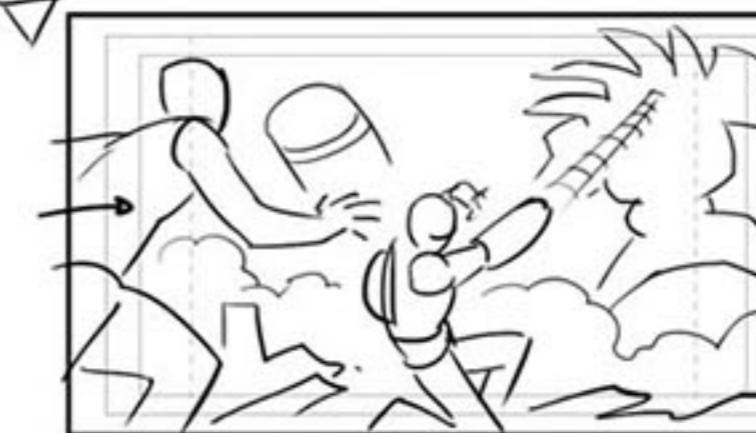
192 B: Pained cry



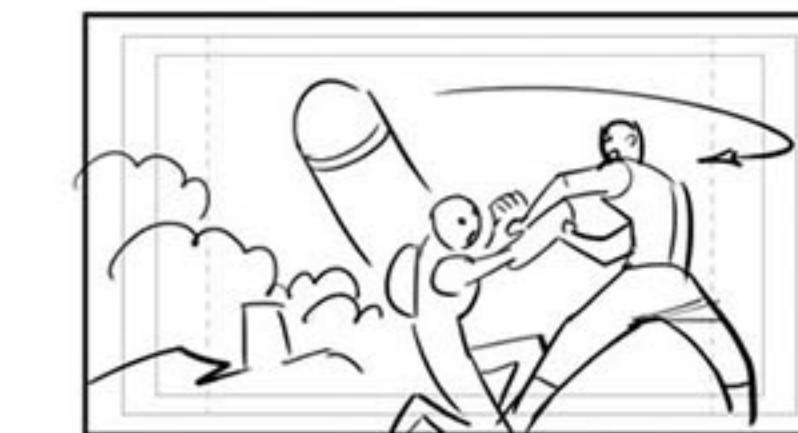
193 SB: Blue!



Break off!



whatever you're



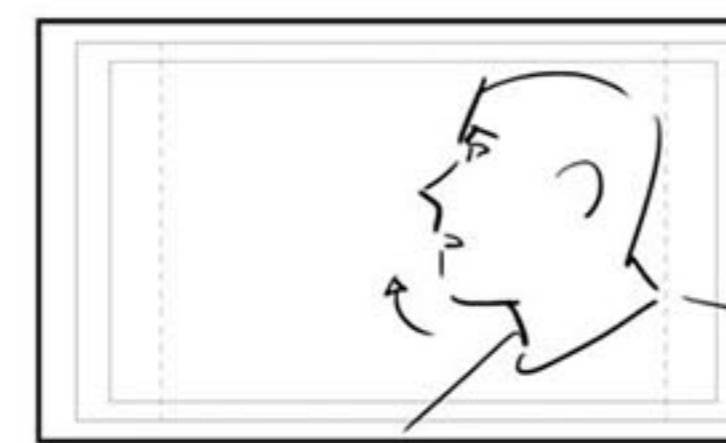
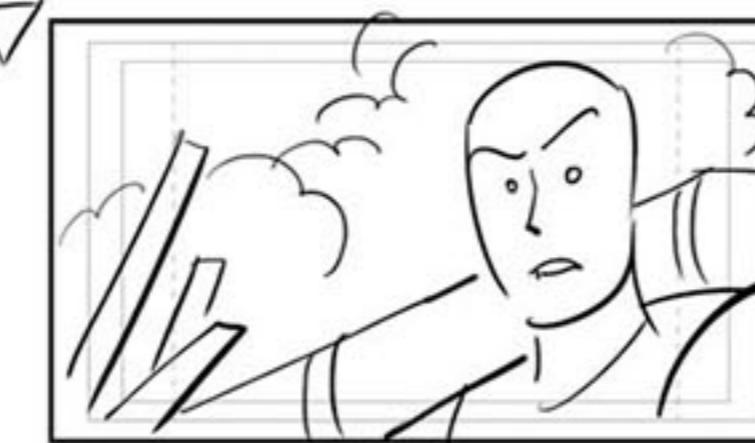
- doing, break off before
it kills you!



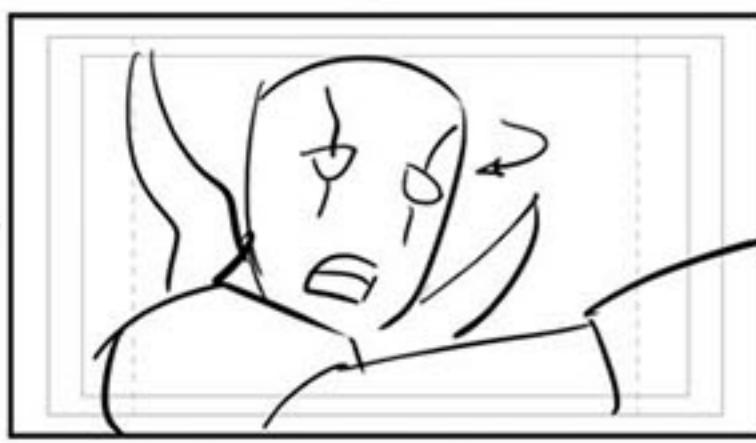
194 B: No... it's not
attacking -



it's communicating!



195 B: Communicating
its pain.



listen...



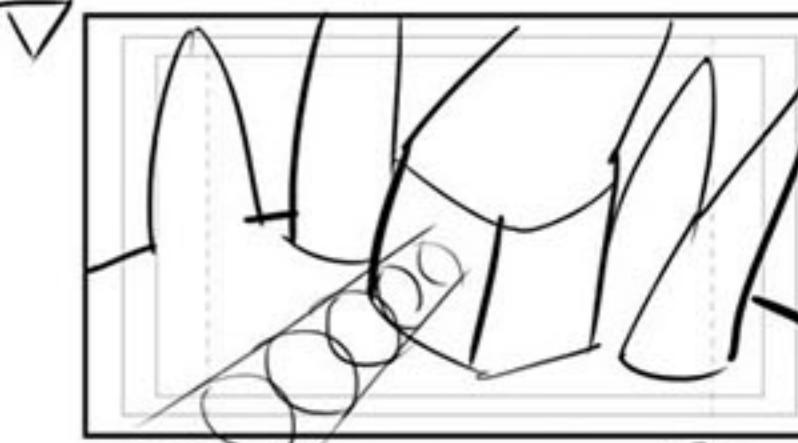
(eyes change color)



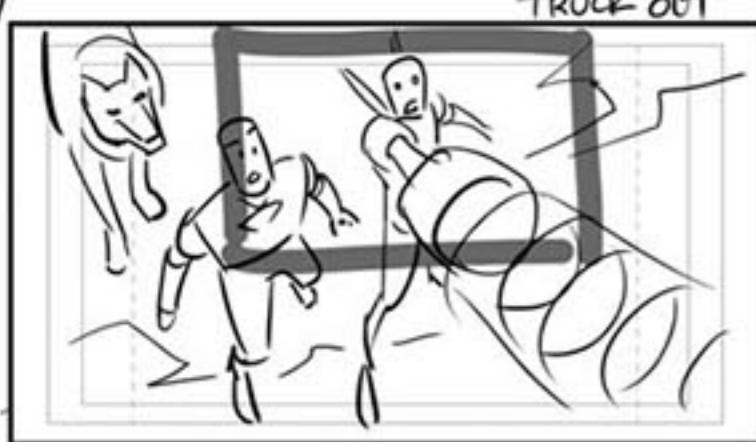
196 J&S: Where is the
stillness of wood,



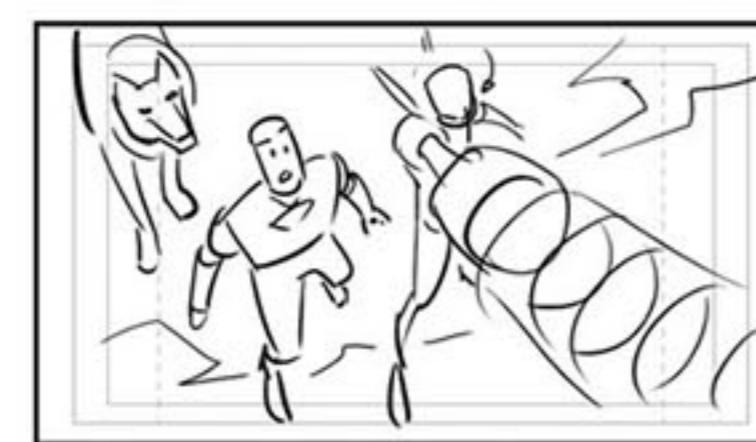
of stone, of crystal,
of metal?



197 G/J&S: Mournful cry
All this noise ...



- all this life... is pain.



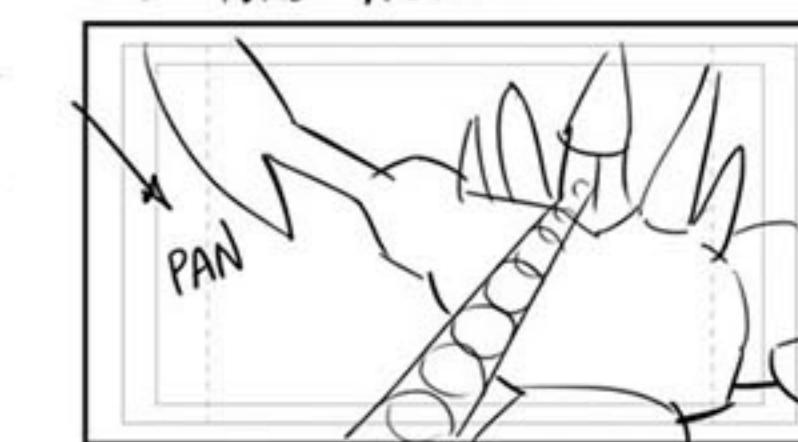
198 Mournful cry



We sensed the power in
this place.



Power enough to destroy us...



to end the pain. To be
still again.



199 SB: I can relate.



Uh, I mean...

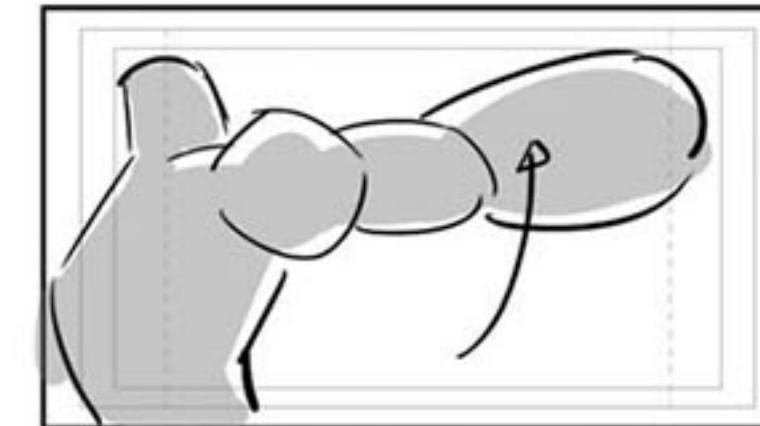


We can help you.

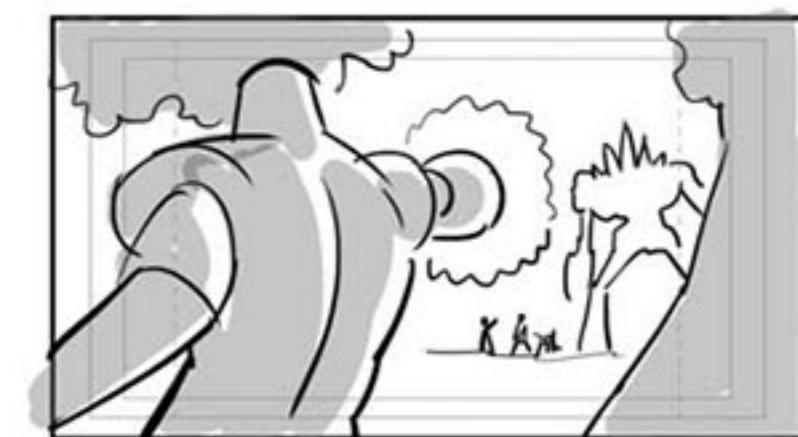


200 SB: We will help you!

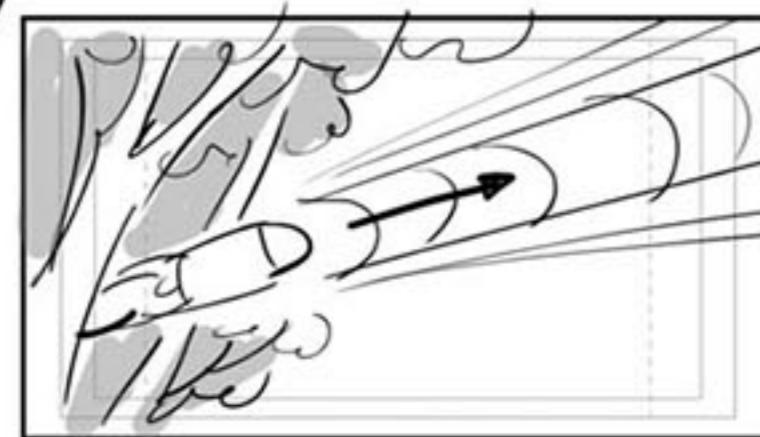
201 BB: Well, we can't-



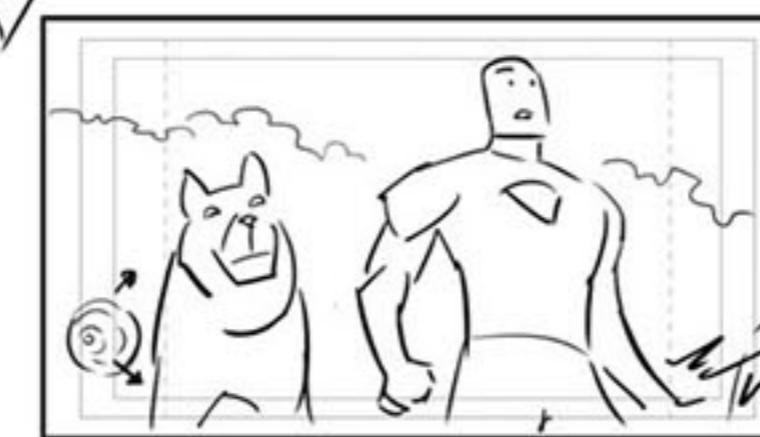
-have that.
(form sonic cannon)



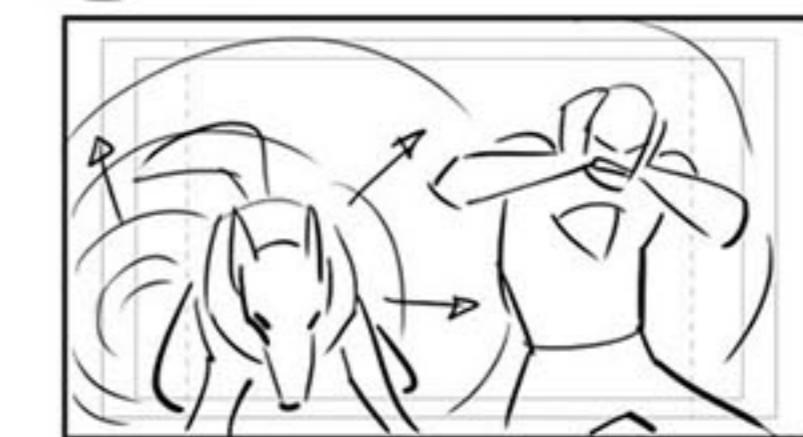
K



K



K



K

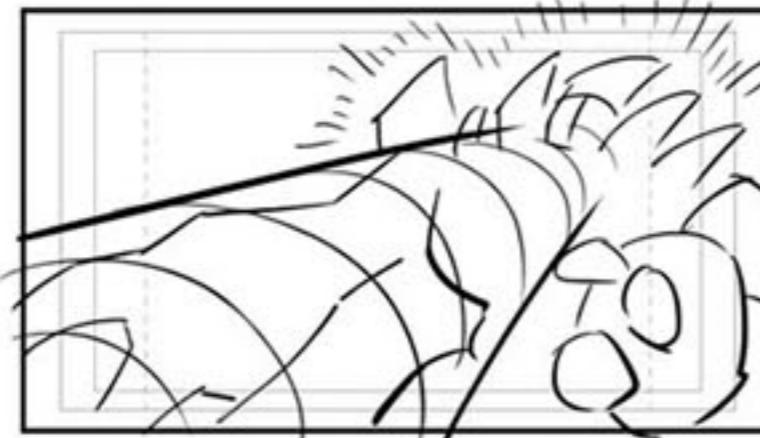


K

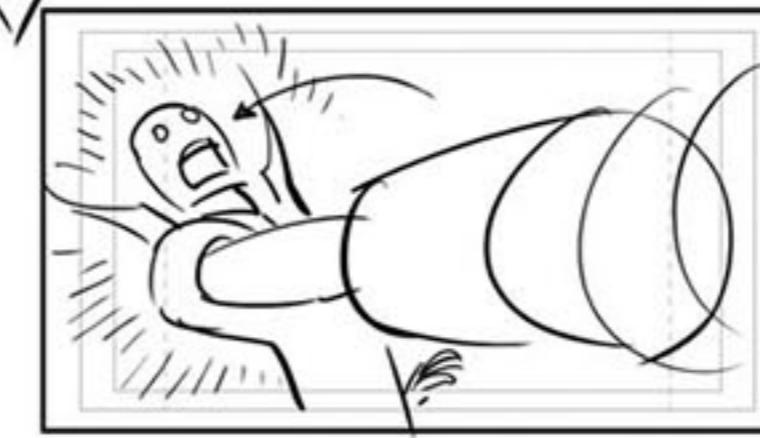
202 W/SB = Pain wall



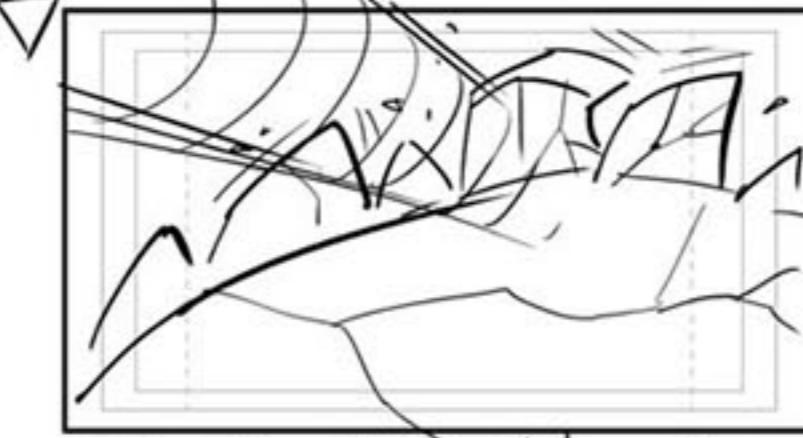
K



K

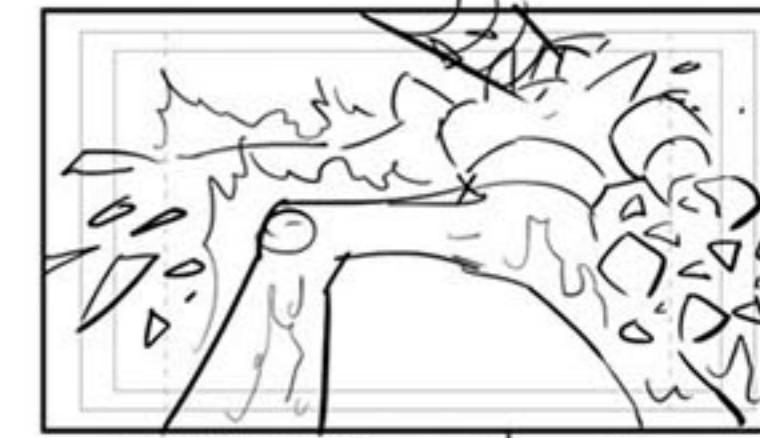


K



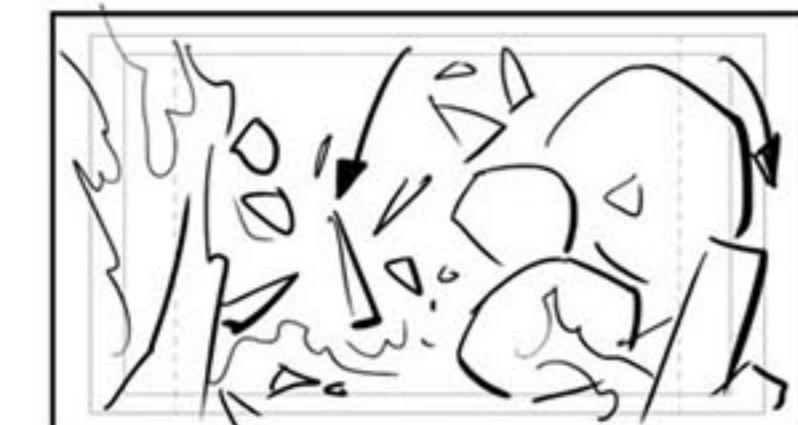
K

Golem's rock/crystal parts crack

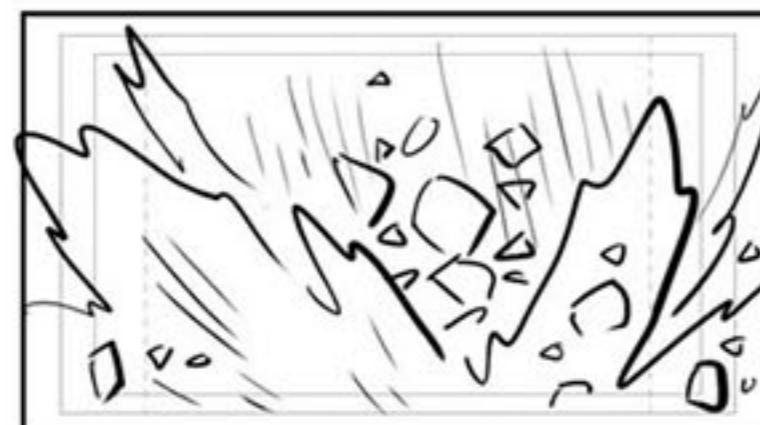


K

TRUCK OUT - wood parts burst into flame



K



K



K



K

TRUCK OUT



K

(sound STOPS)

203 B: Collapse groan



