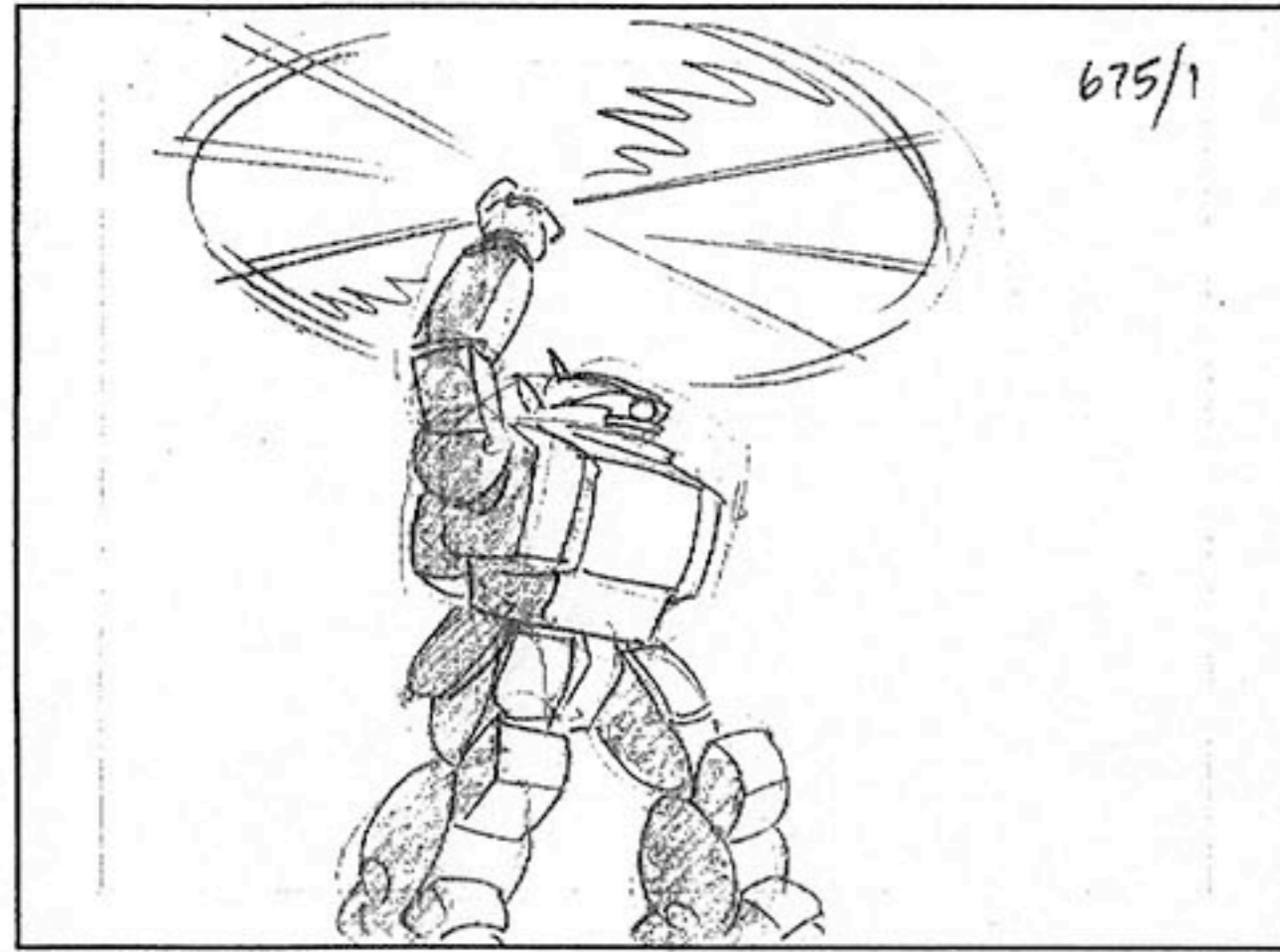


SC 675 PNL 1

Reuse Sc 673 BG

SC 675 PNL 2

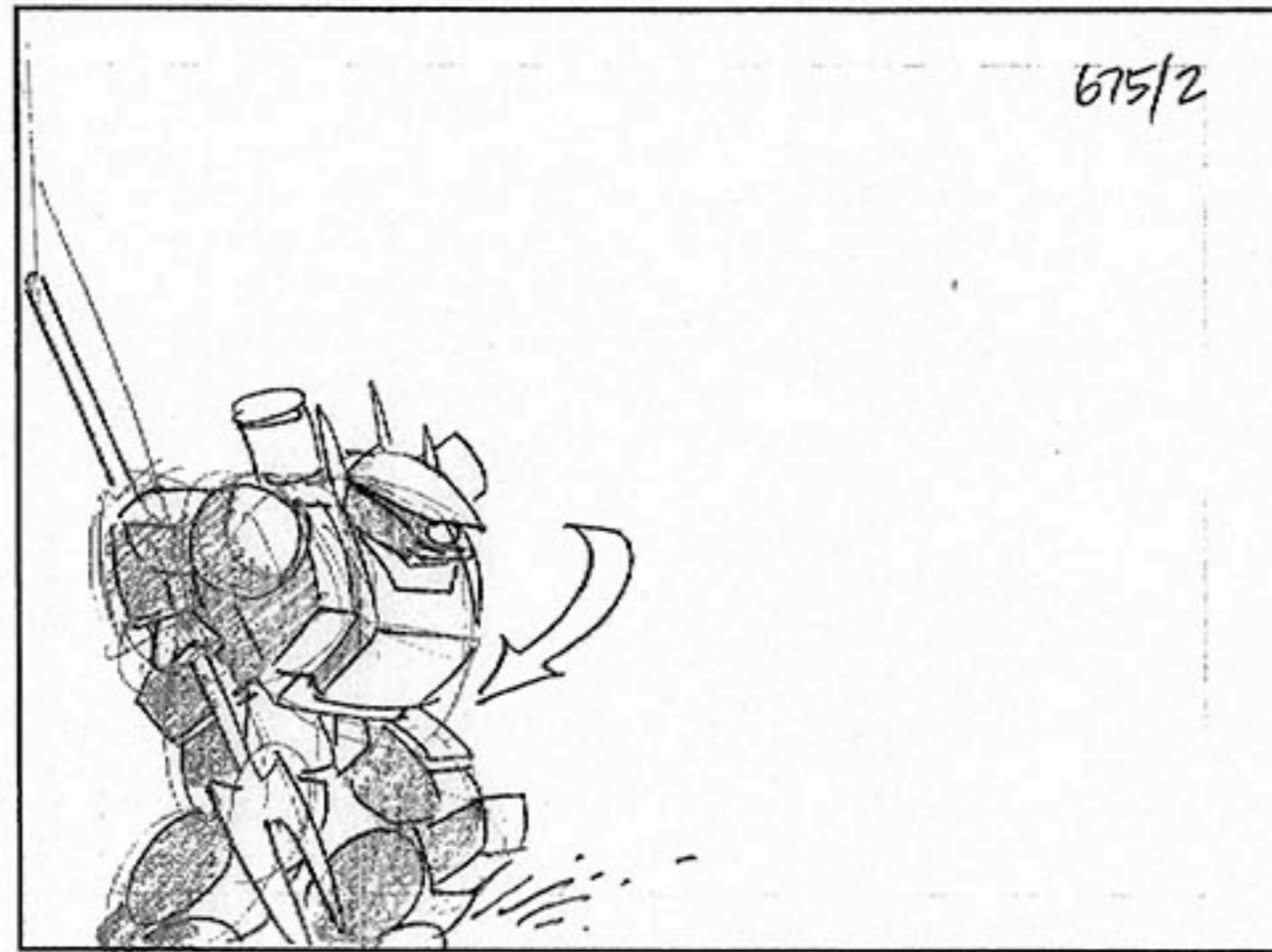
SC 675 PNL 3



ACTION
Marcus spins his lance.

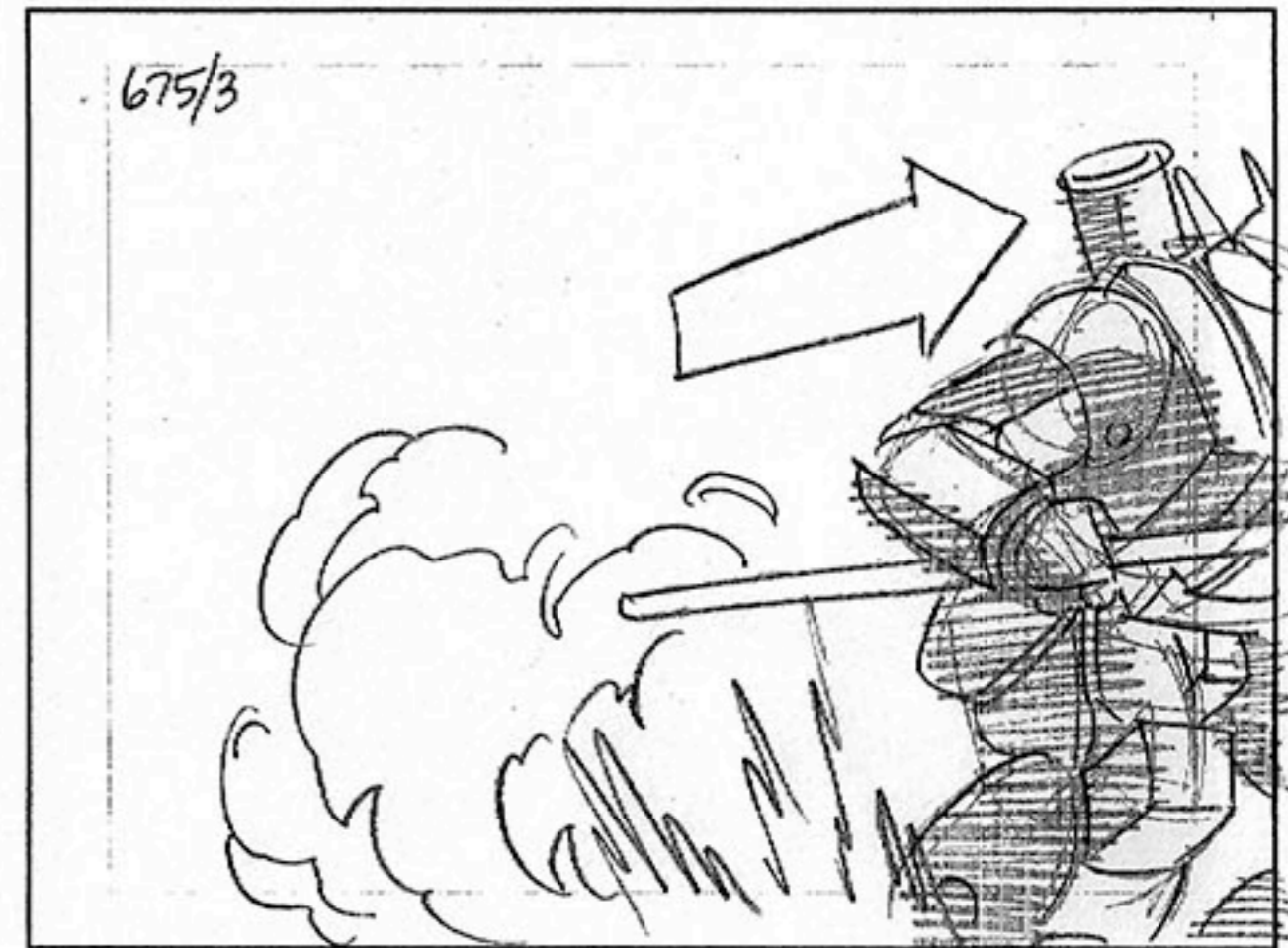
DIAL

TIMING 20



Marcus antics back...

10



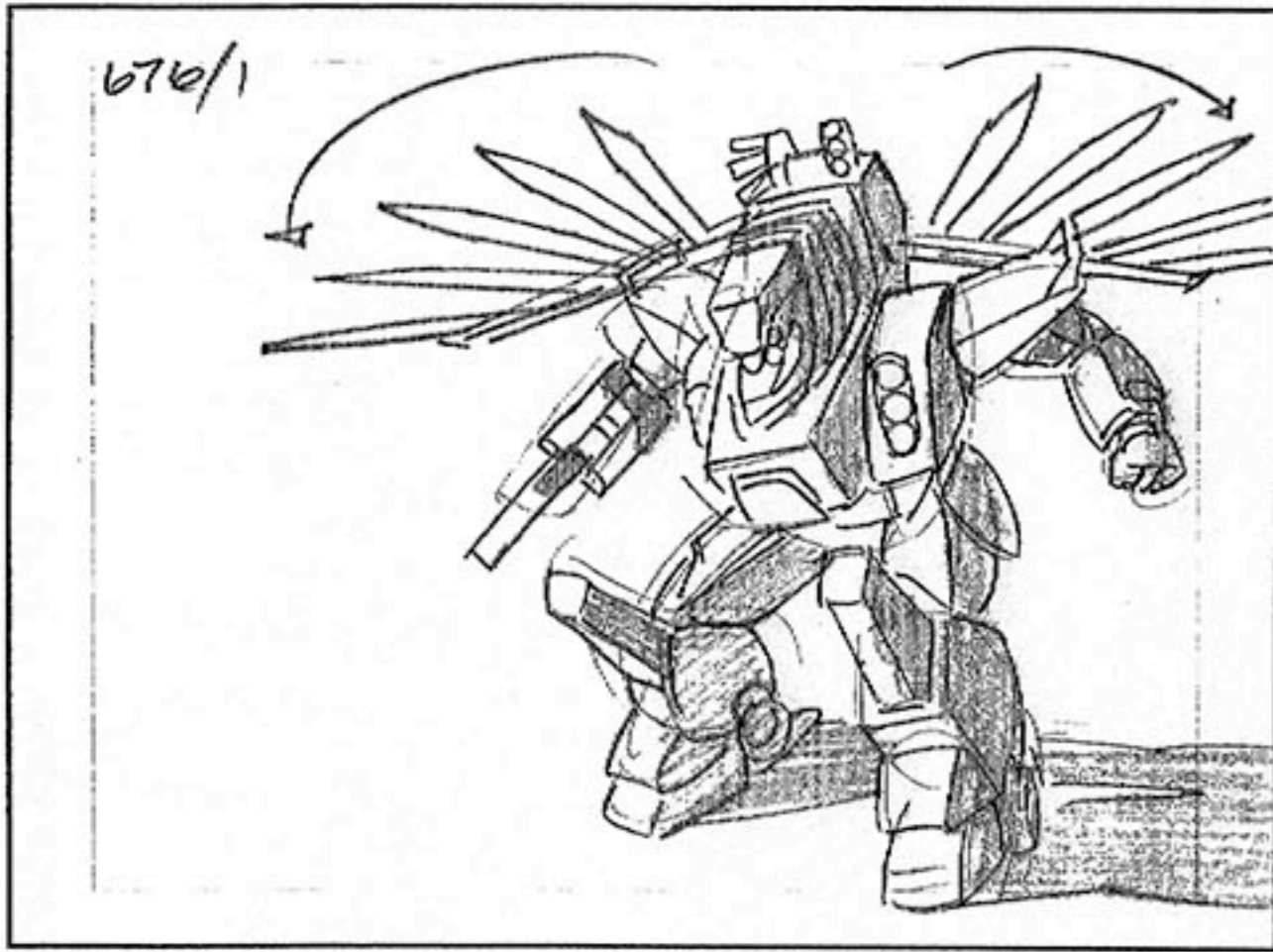
...and zips forward

SFX (6)

20

SC 676 PNL 1

Reuse Sc 666 BG



ACTION

Draven opens wings...

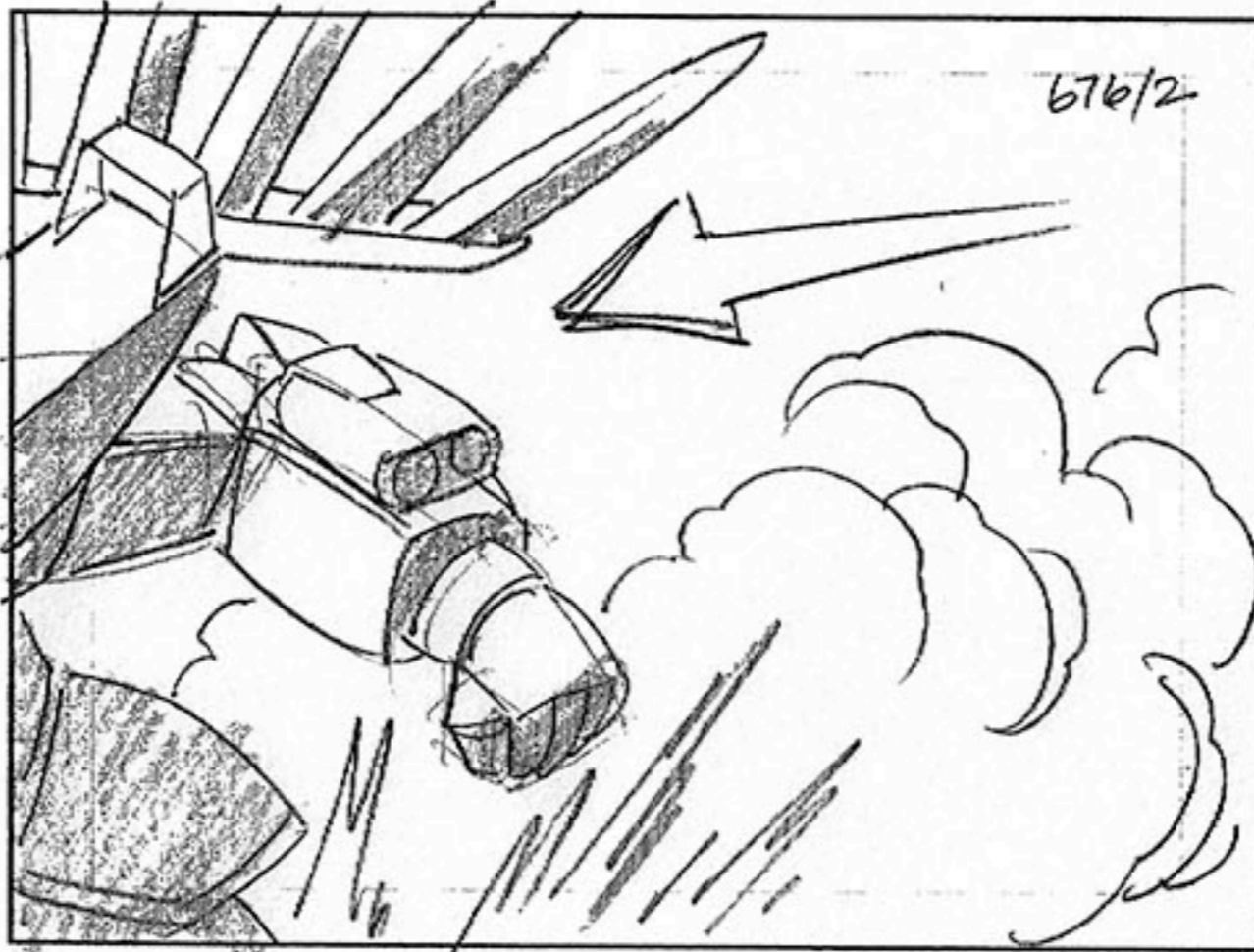
DIAL

SFX (19)

TIMING

15

SC 676 PNL 2

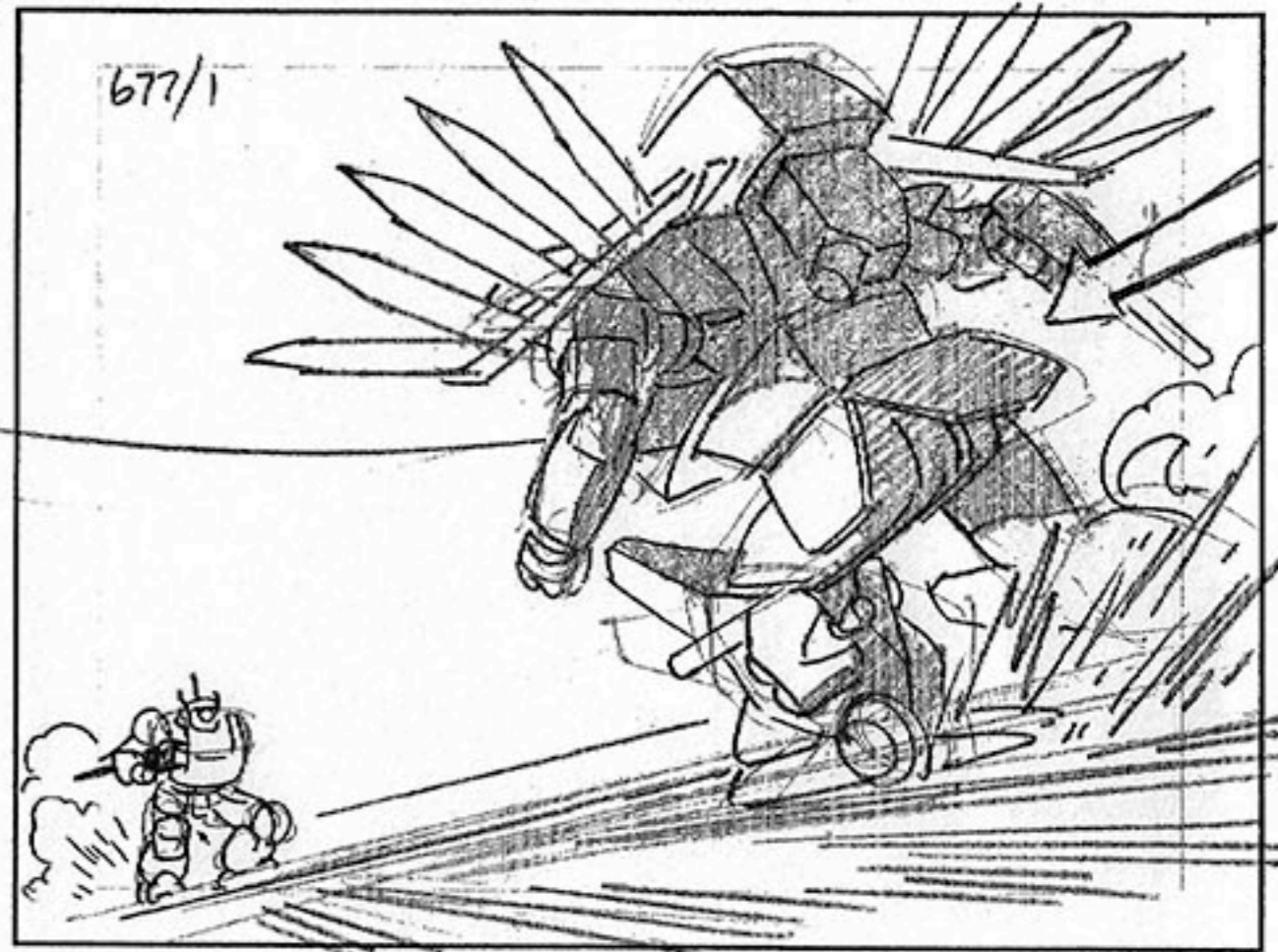


... and zips forward

SFX (6)

15

SC 677 PNL 1



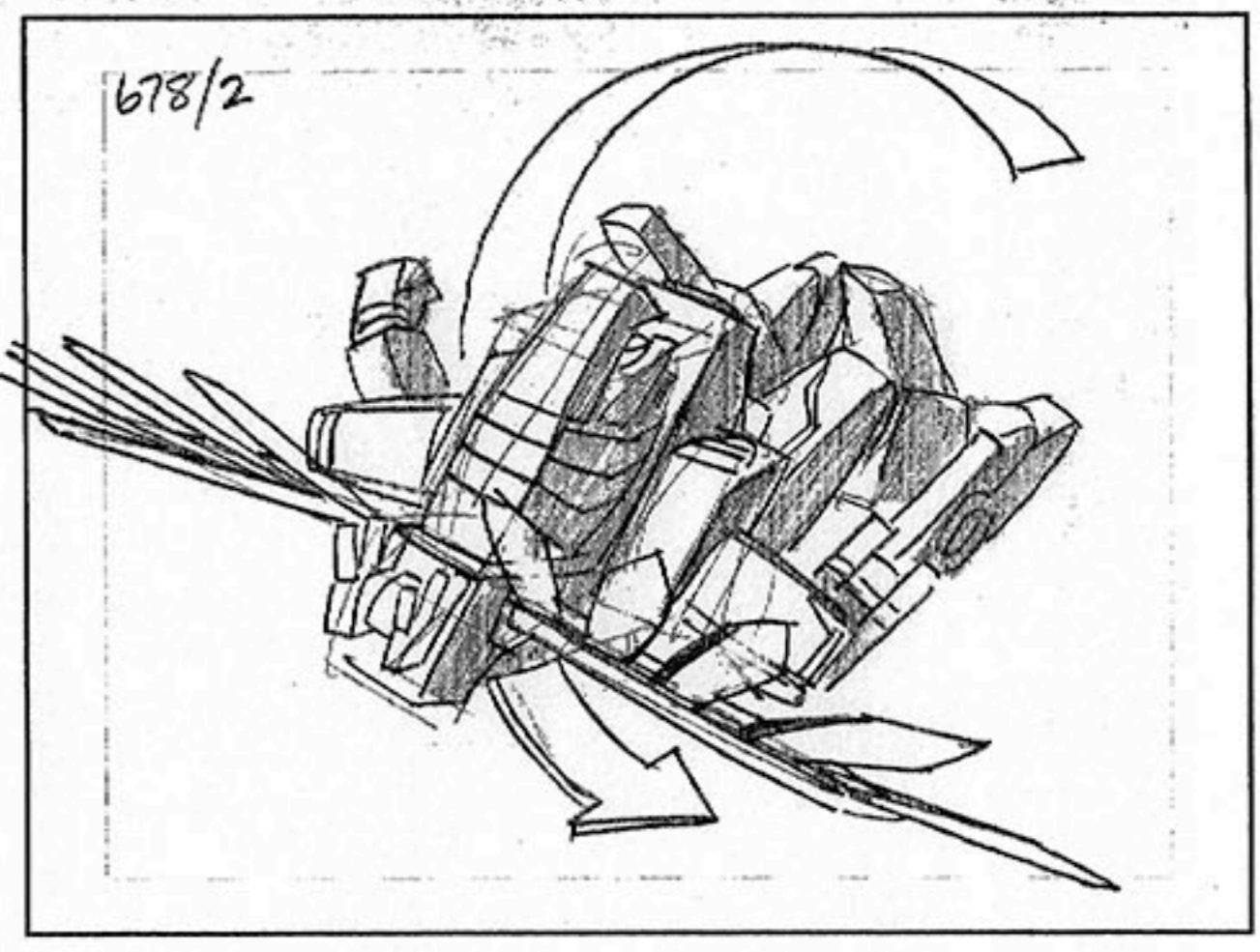
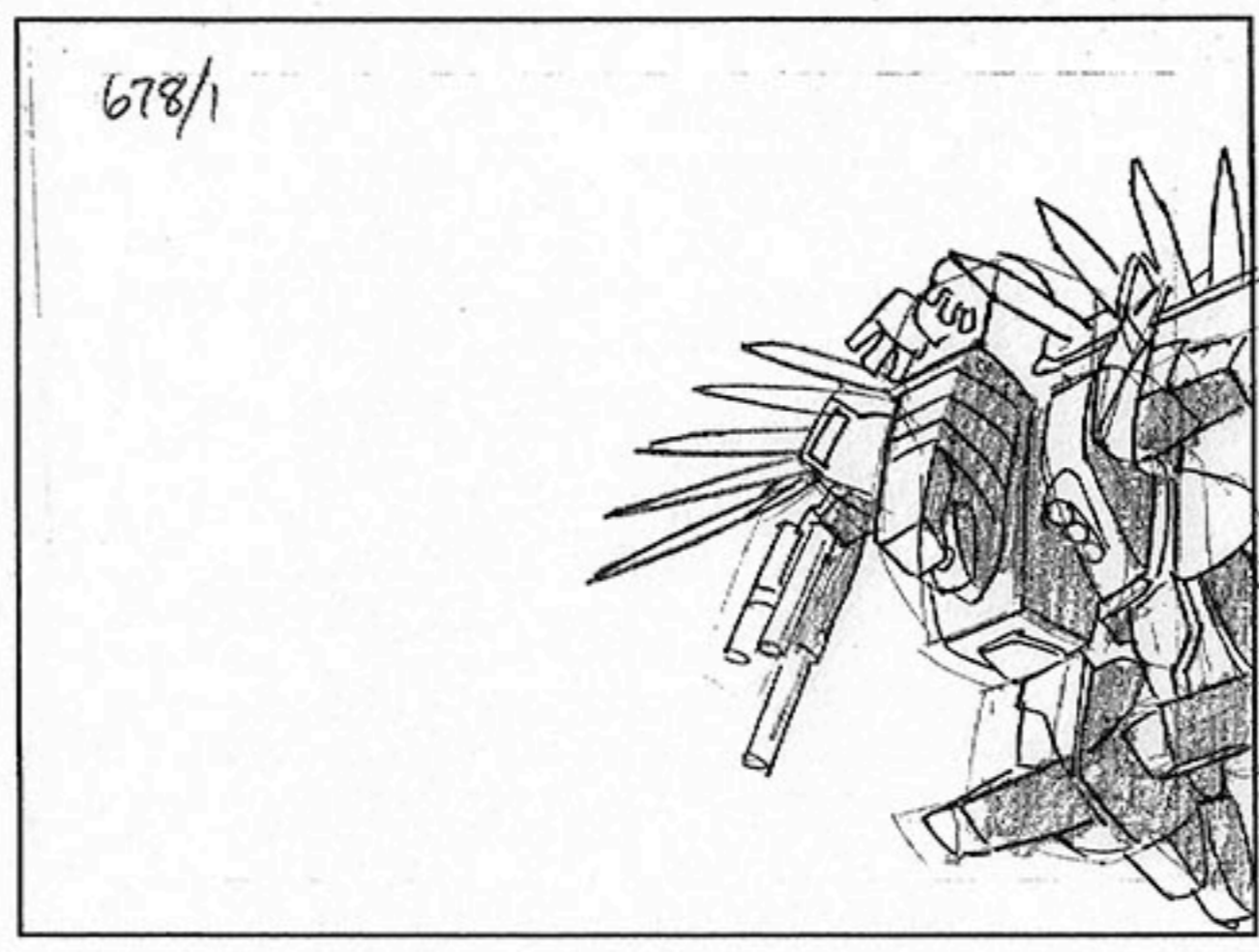
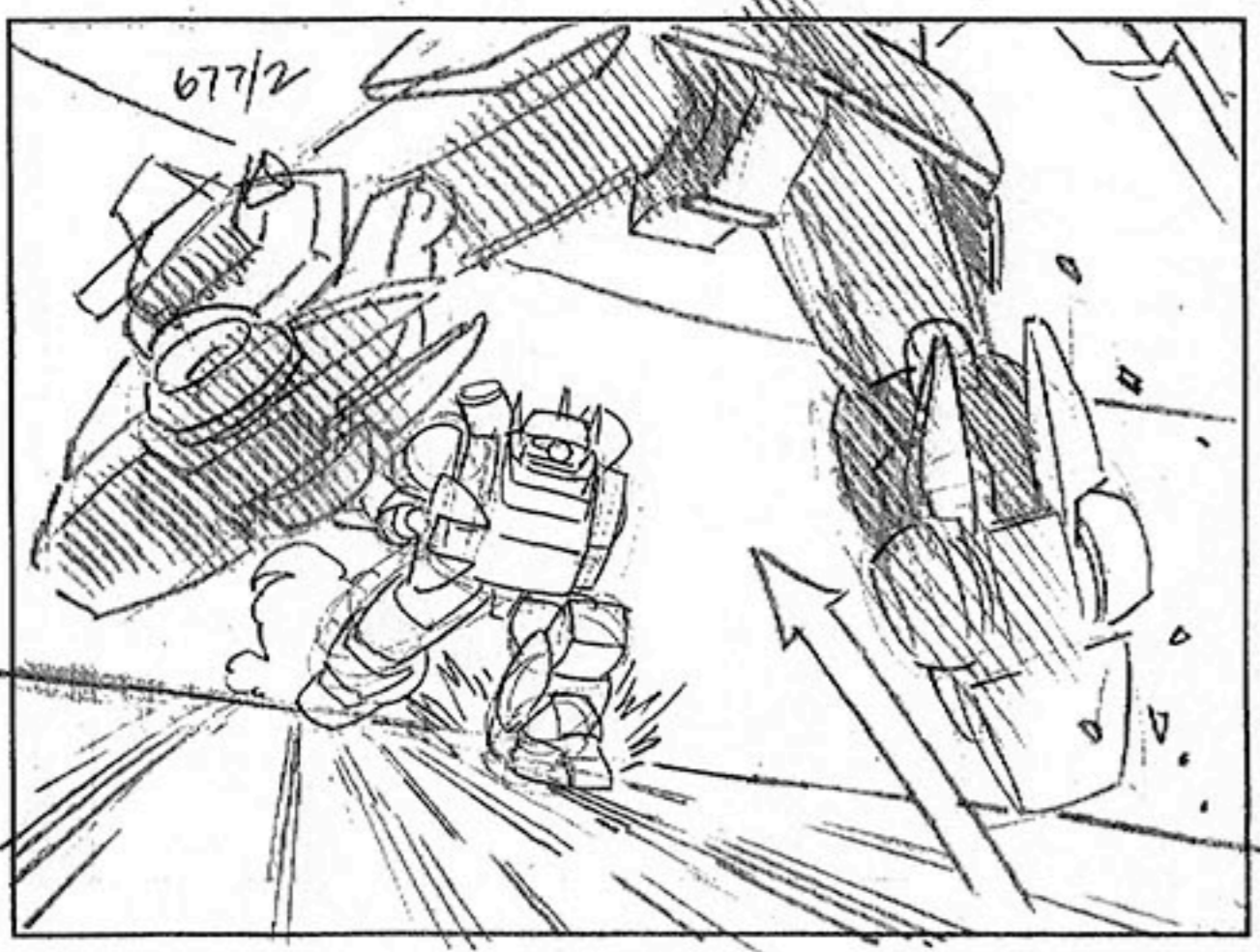
Camera tracks with Draven,
Marcus gains in

25

SC 677 PNL 2

SC 678 PNL 1

SC 678 PNL 2



ACTION
 Horizon tilts, Draven leaps.

Draven somersaults thru the air...

... Continued ...

DIAL

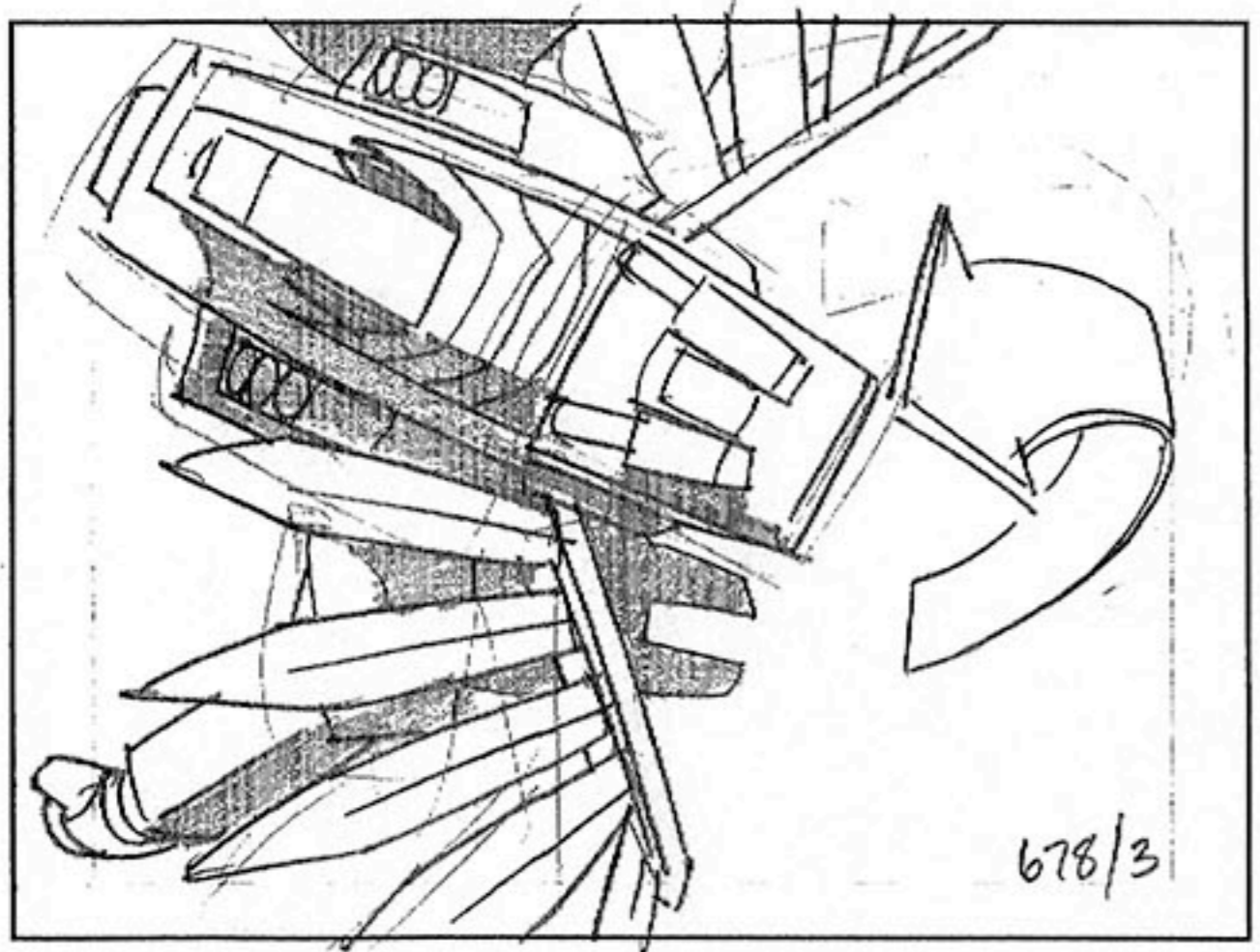
TIMING

15

5

5

SC 678 PNL 3



ACTION

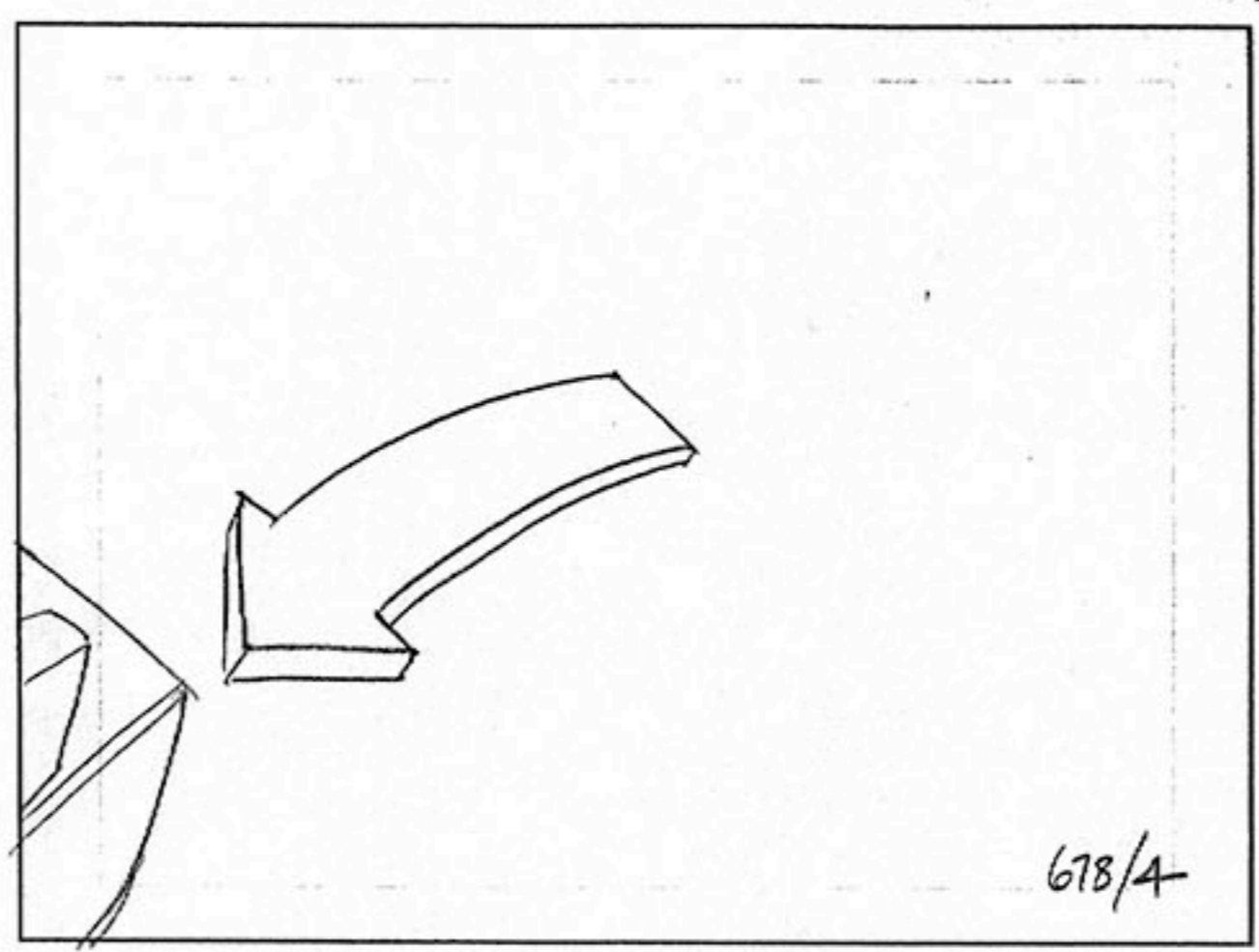
...and flips around.

DIAL

TIMING

5

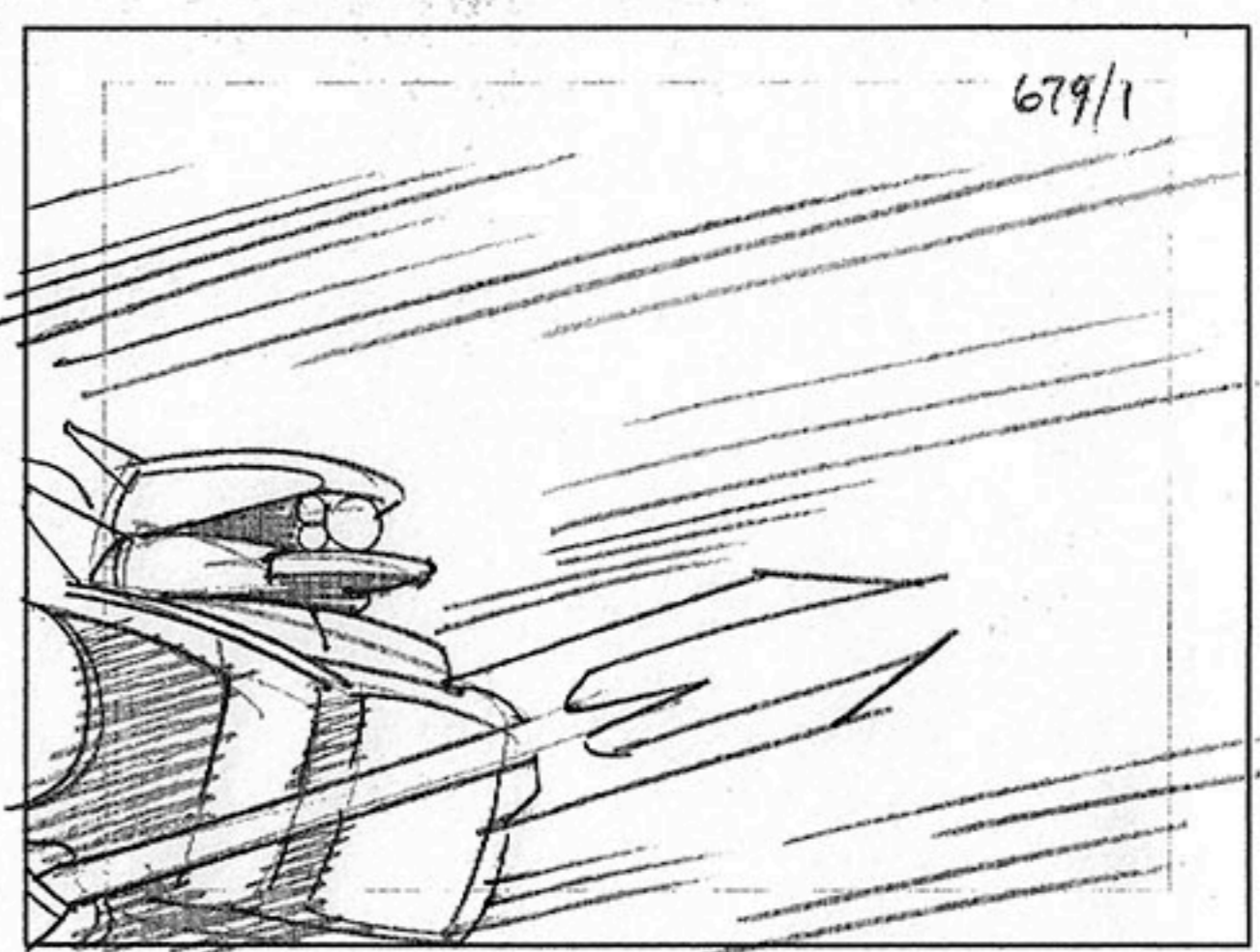
SC 678 PNL 4



Draven dives OS.

5

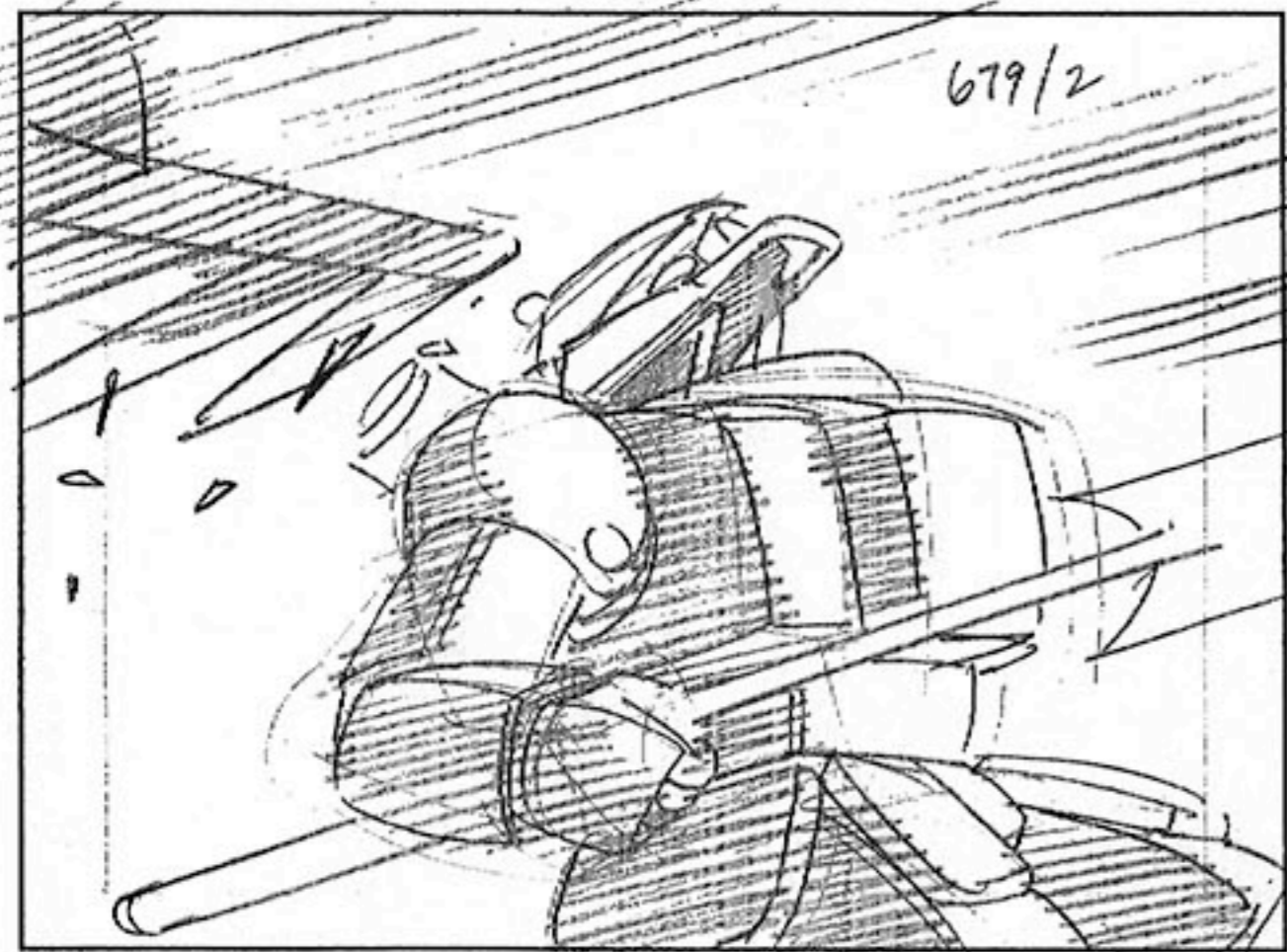
SC 679 PNL 1



Camera tracks with Marcus, holding up lance.

5

SC 679 PNL 2

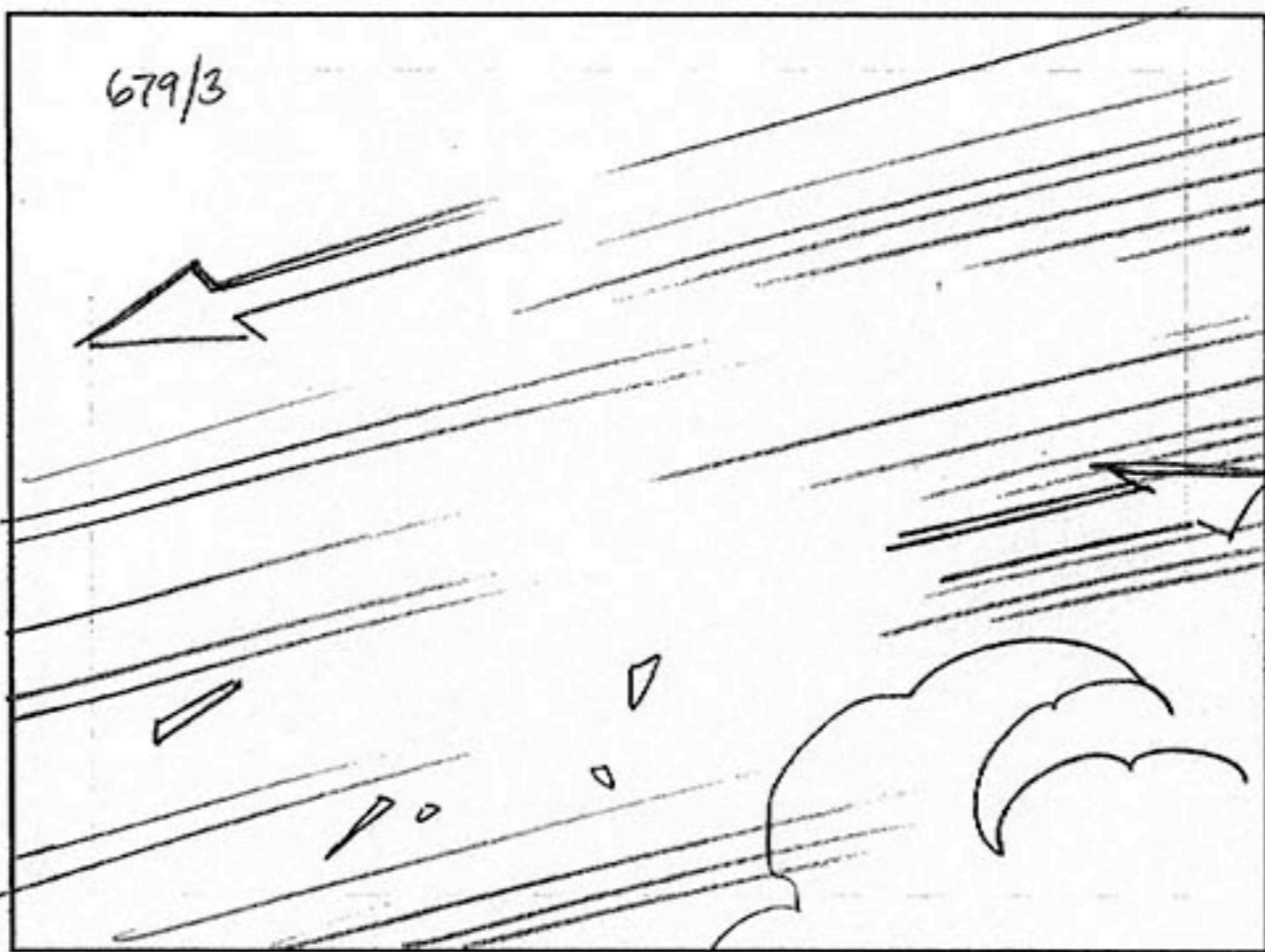


ACTION
Draven zips overhead, cutting off Marcus' antennae.

DIAL
SFX (12)

TIMING
5

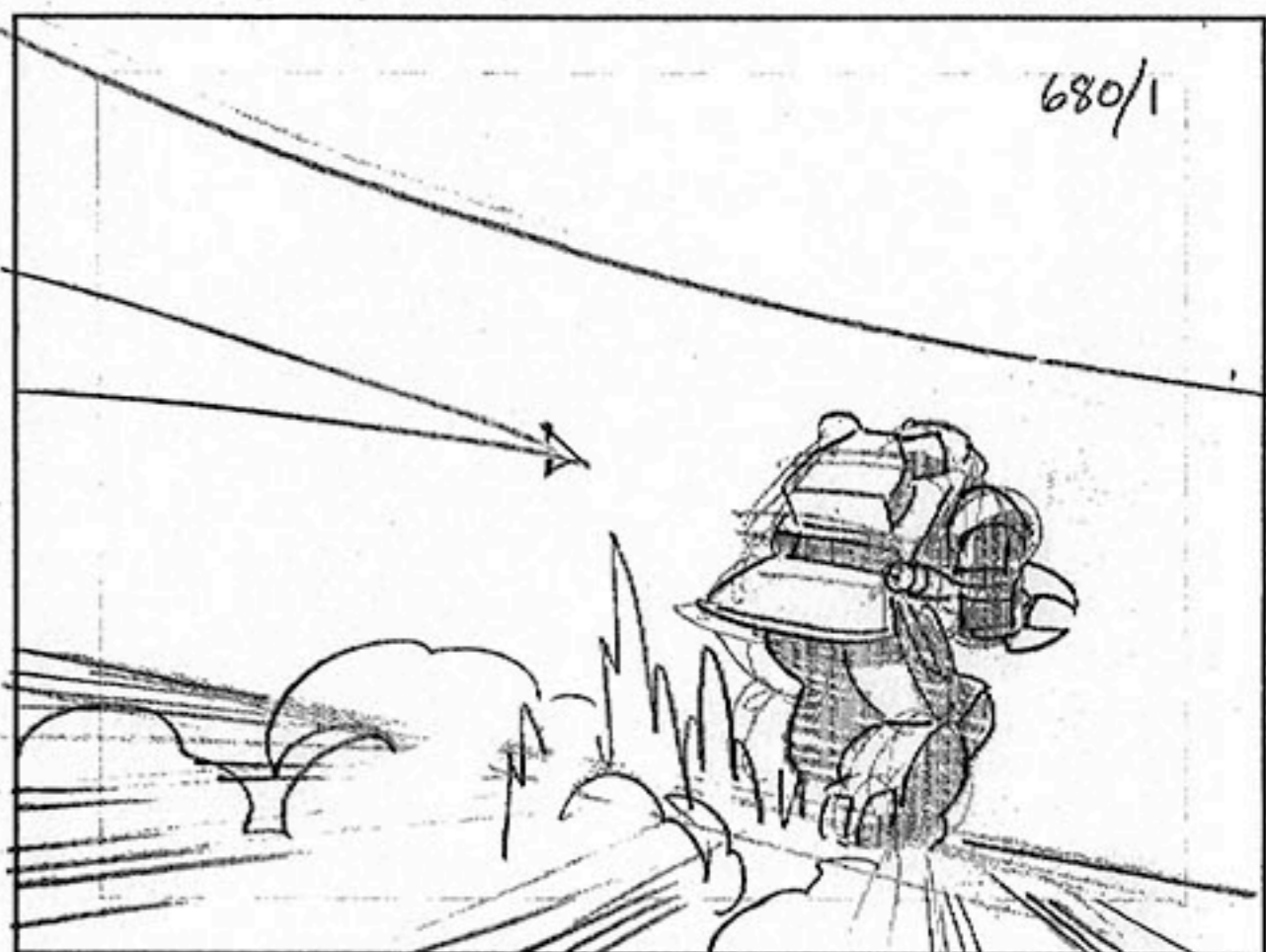
SC 679 PNL 3



Draven & Marcus zip OS

TIMING
15

SC 680 PNL 1

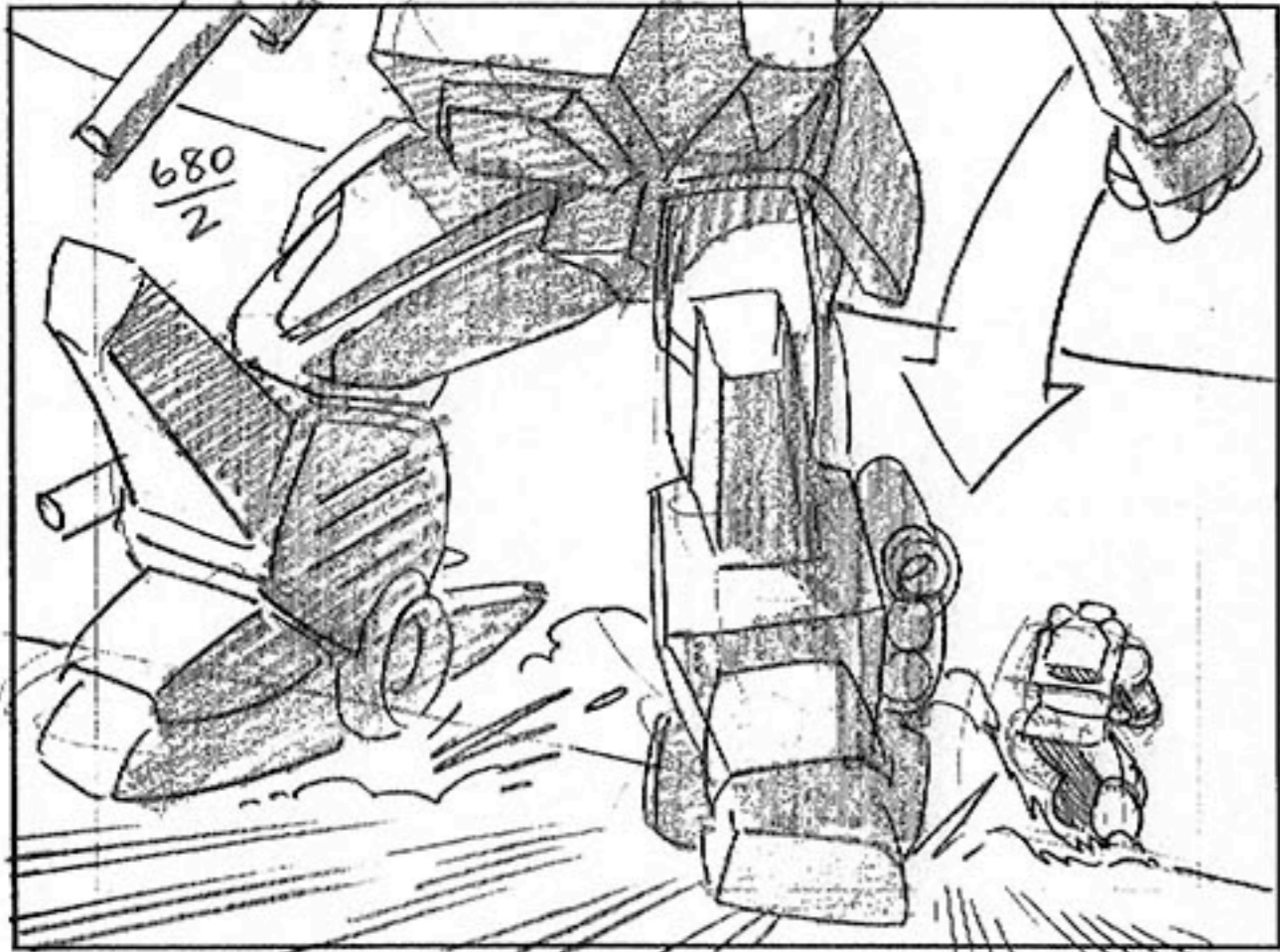


Marcus rolls forward, gaining away from camera

TIMING
15

SC 680 PNL 2

CAMERA SHAKE

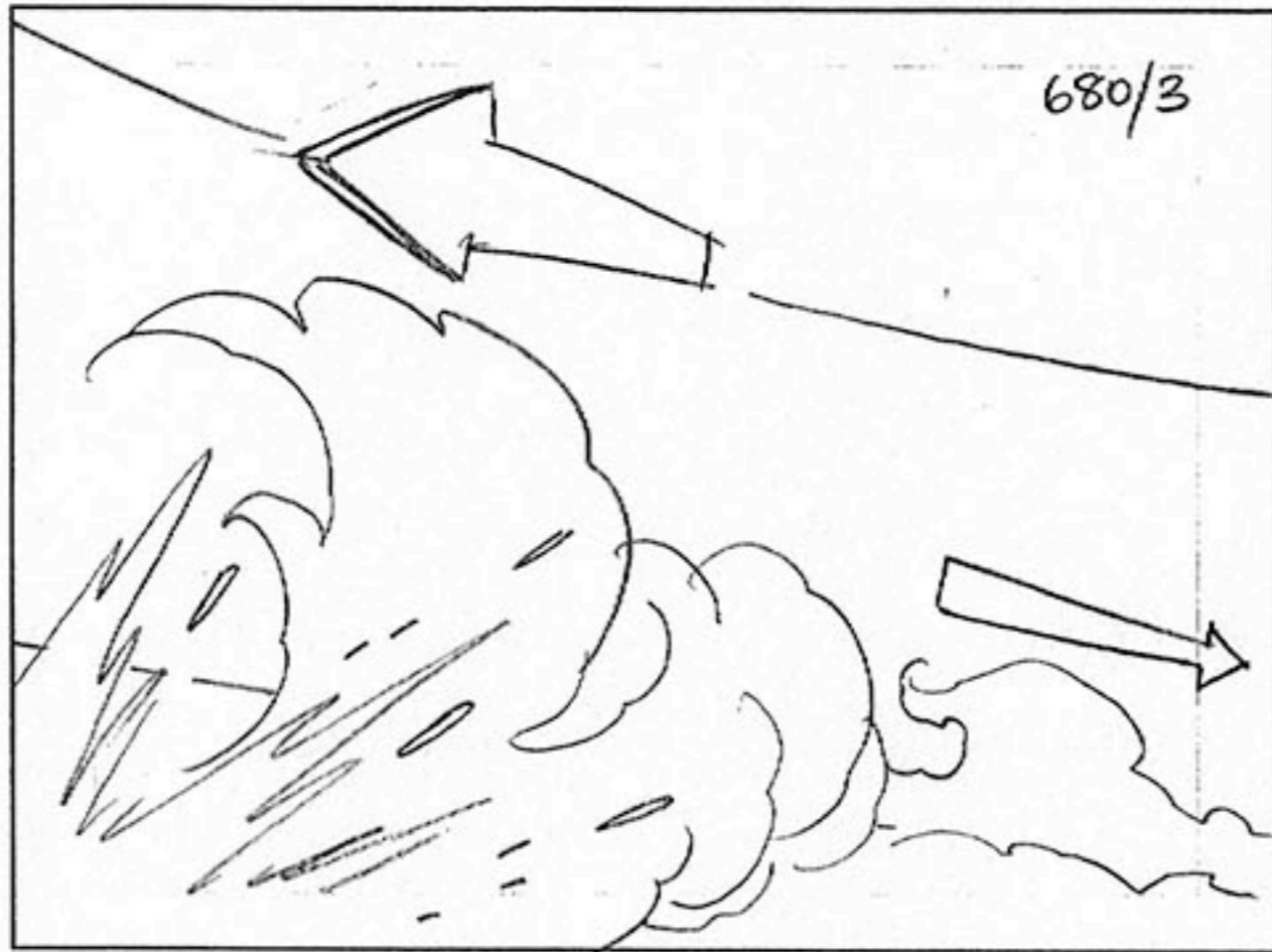


ACTION
 Draven comes down as Marcus
 recedes.

DIAL

TIMING 10

SC 680 PNL 3

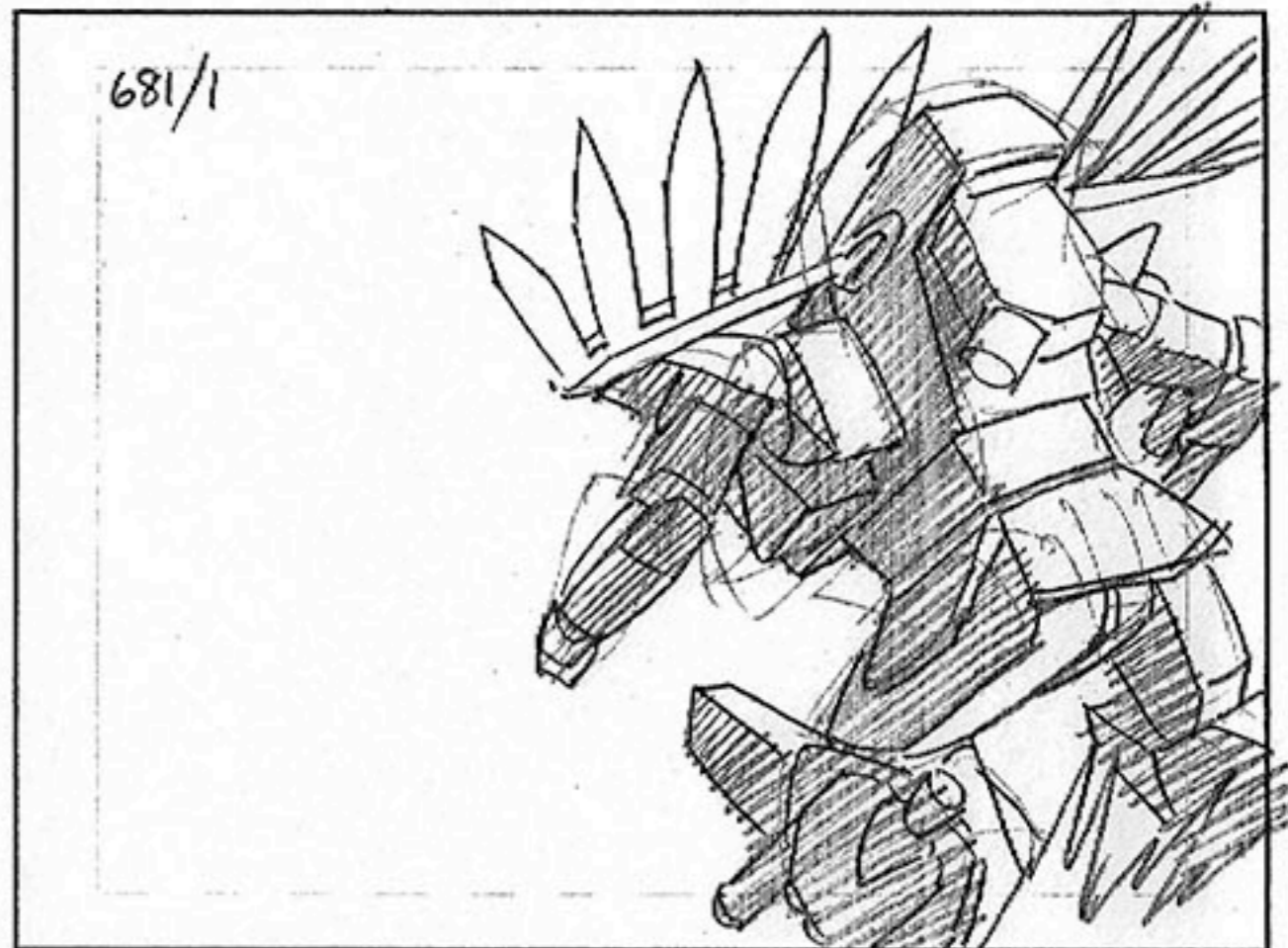


Draven and Marcus zip OS

TIMING 10

SC 681 PNL 1

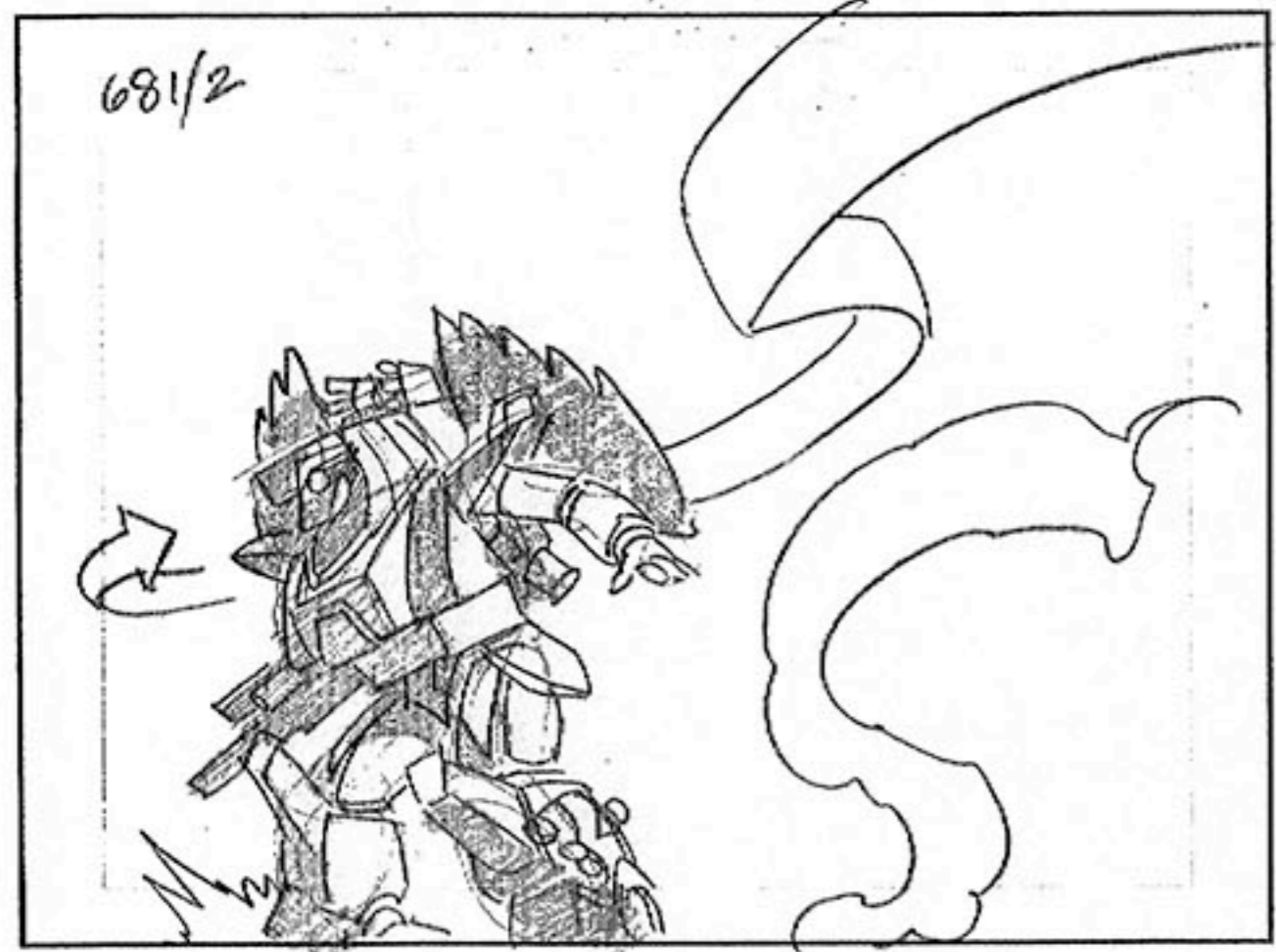
Reuse Sc 673 BG



Draven skids into scene

TIMING 10

SC 681 PNL 2



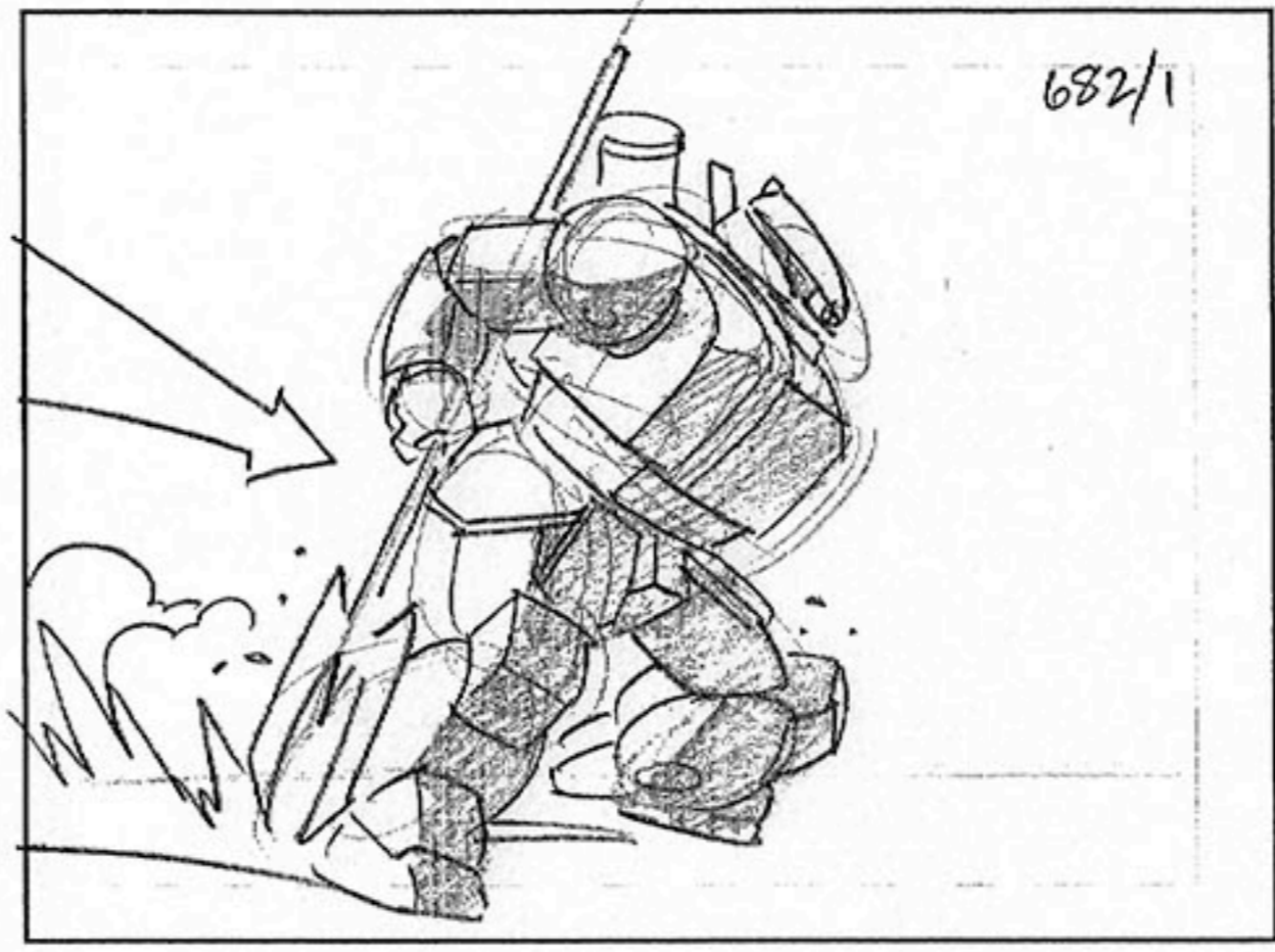
ACTION
 Draven spins to a stop.

DIAL

SFX (7)

TIMING
25

SC 682 PNL 1



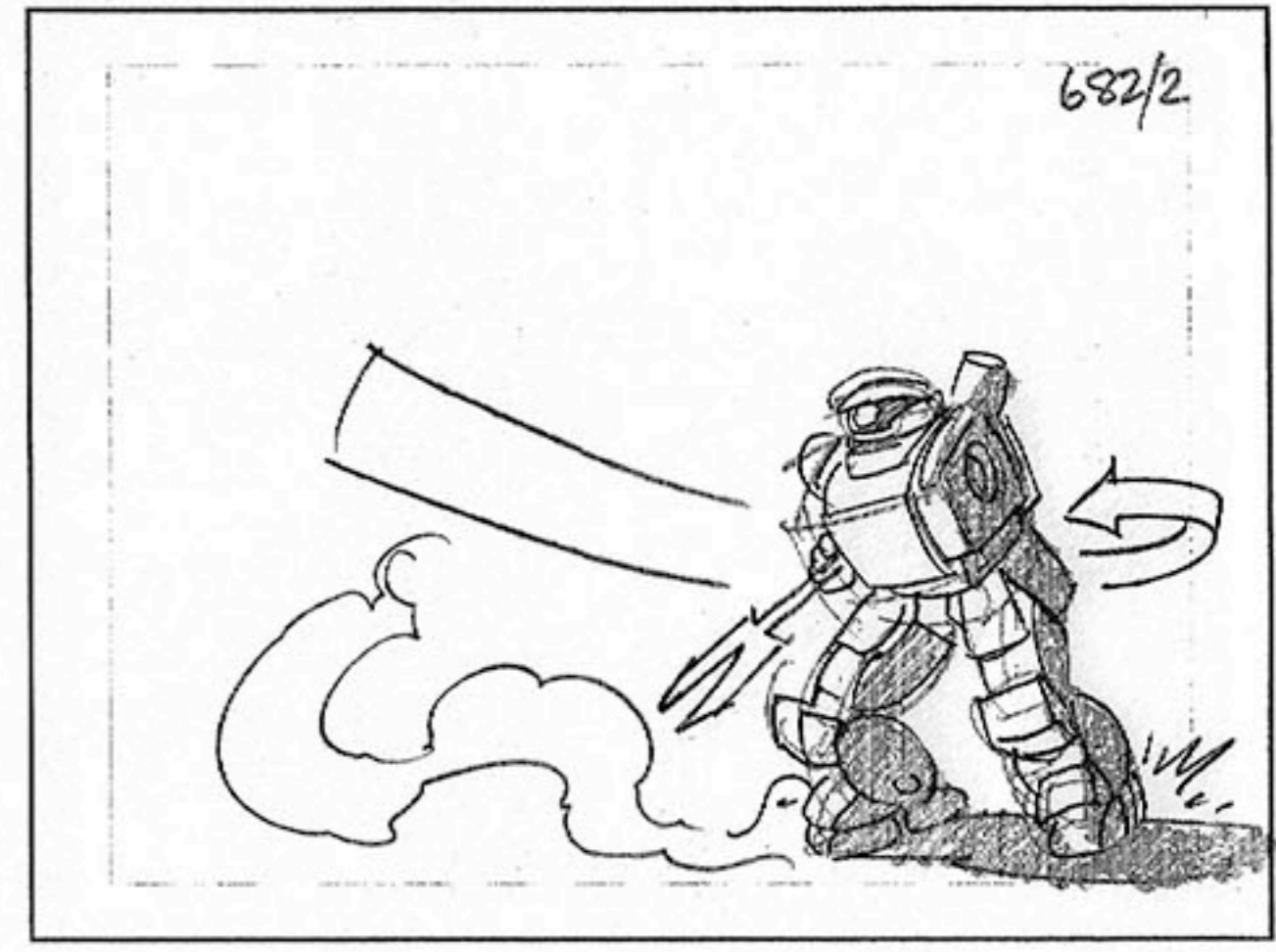
Marcus skids into scene

DIAL

SFX (7)

TIMING
10

SC 682 PNL 2

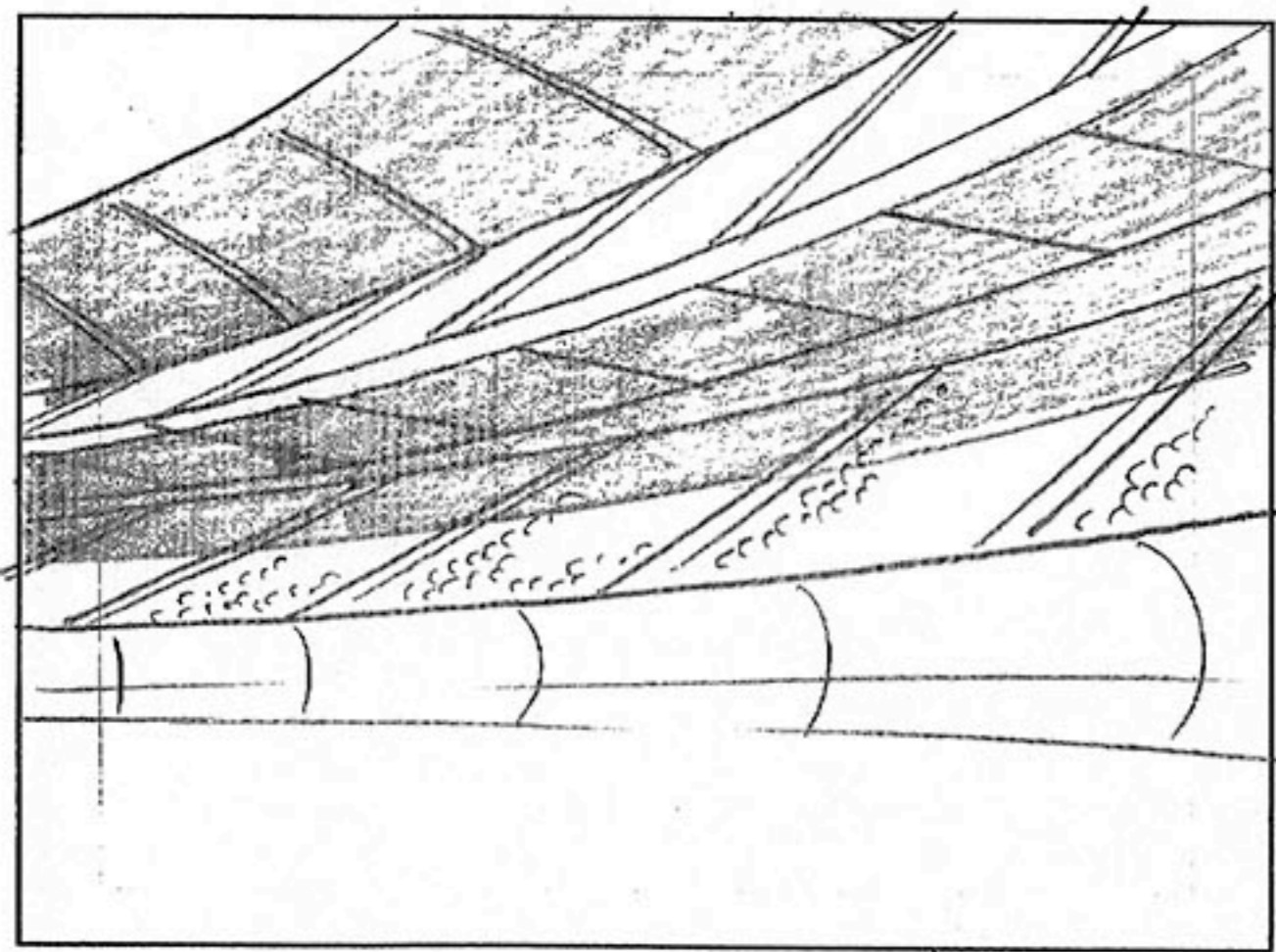


Marcus spins to a stop.

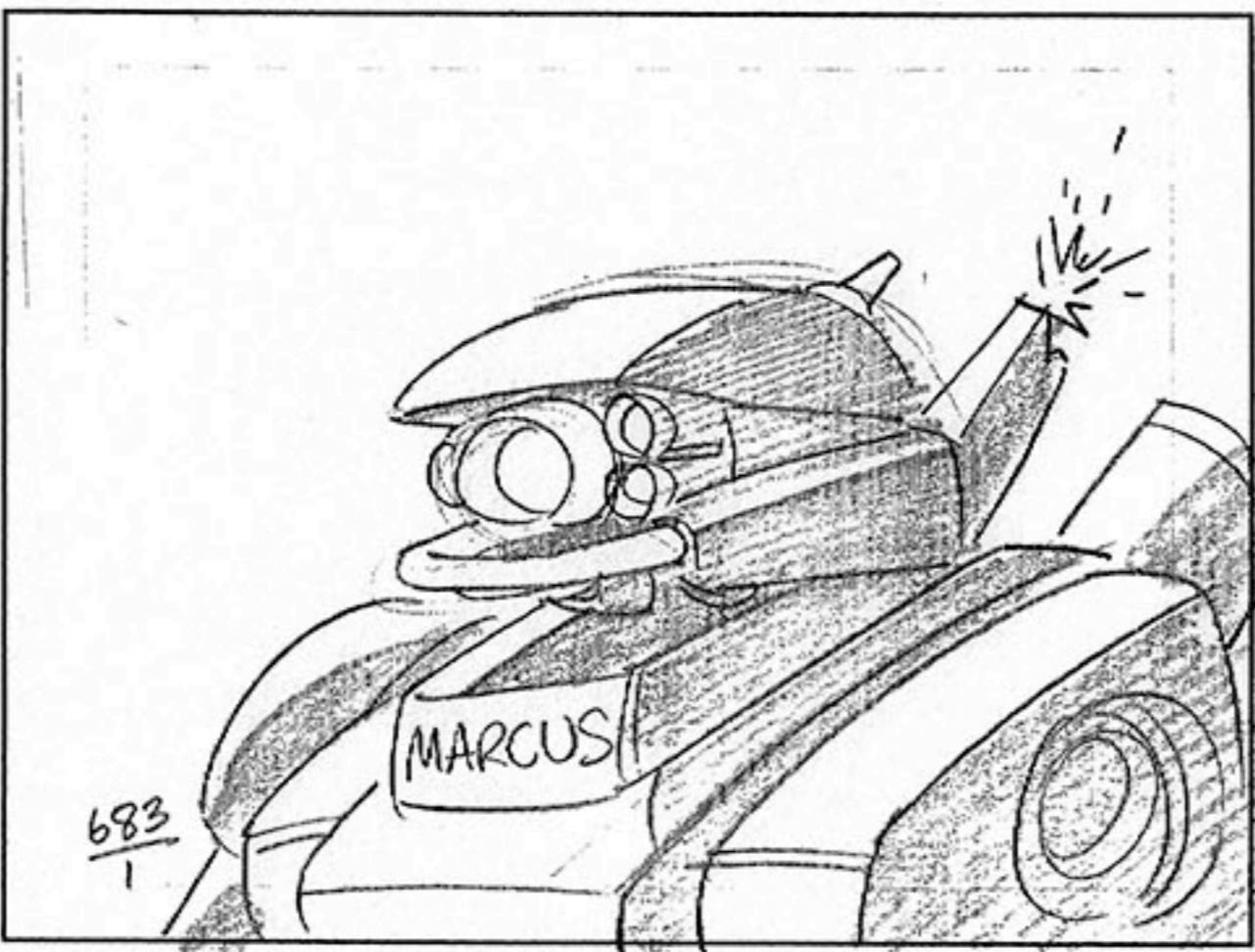
DIAL

TIMING
25

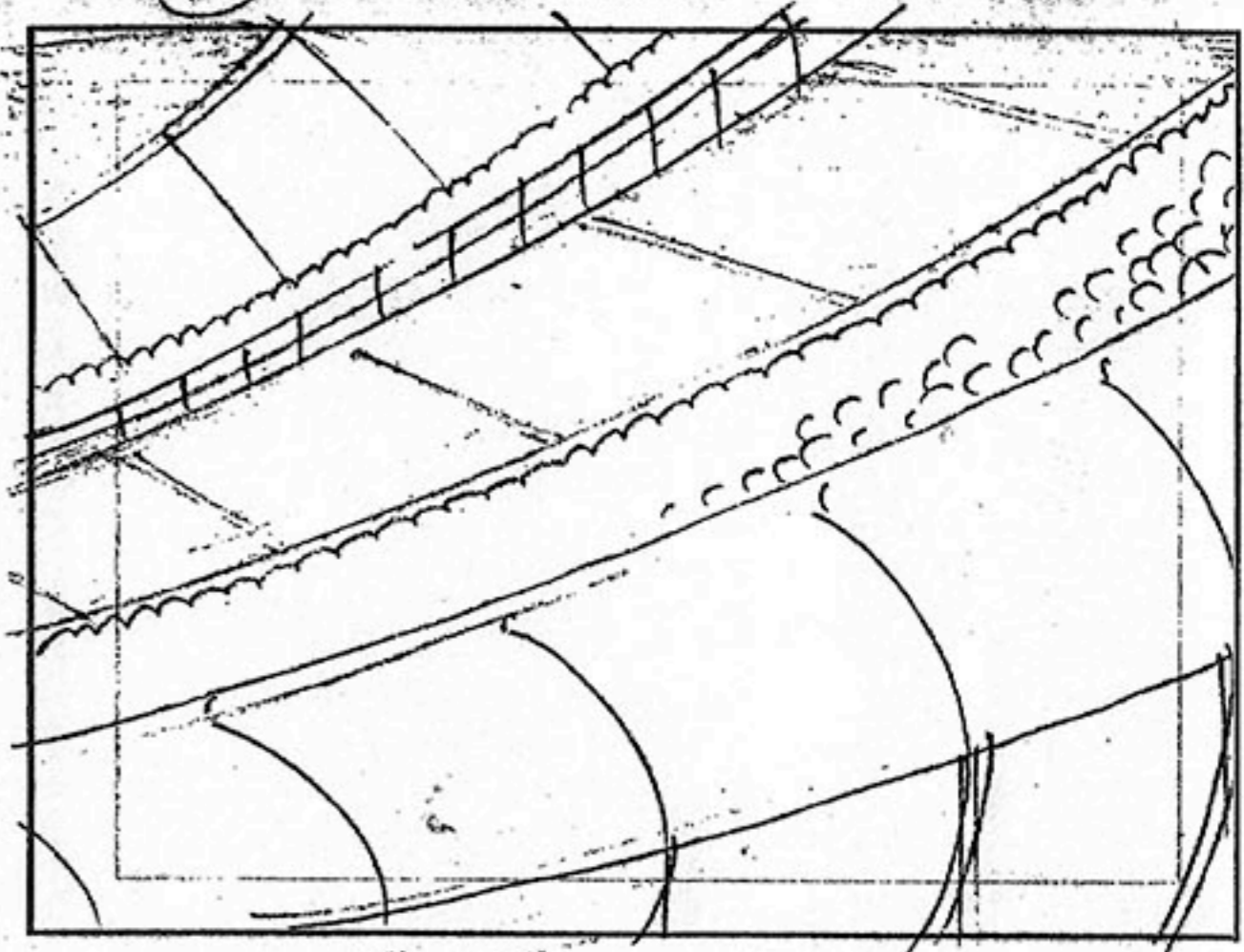
SC 682 PNL BG



SC 683 PNL 1



SC 683 PNL BG



ACTION

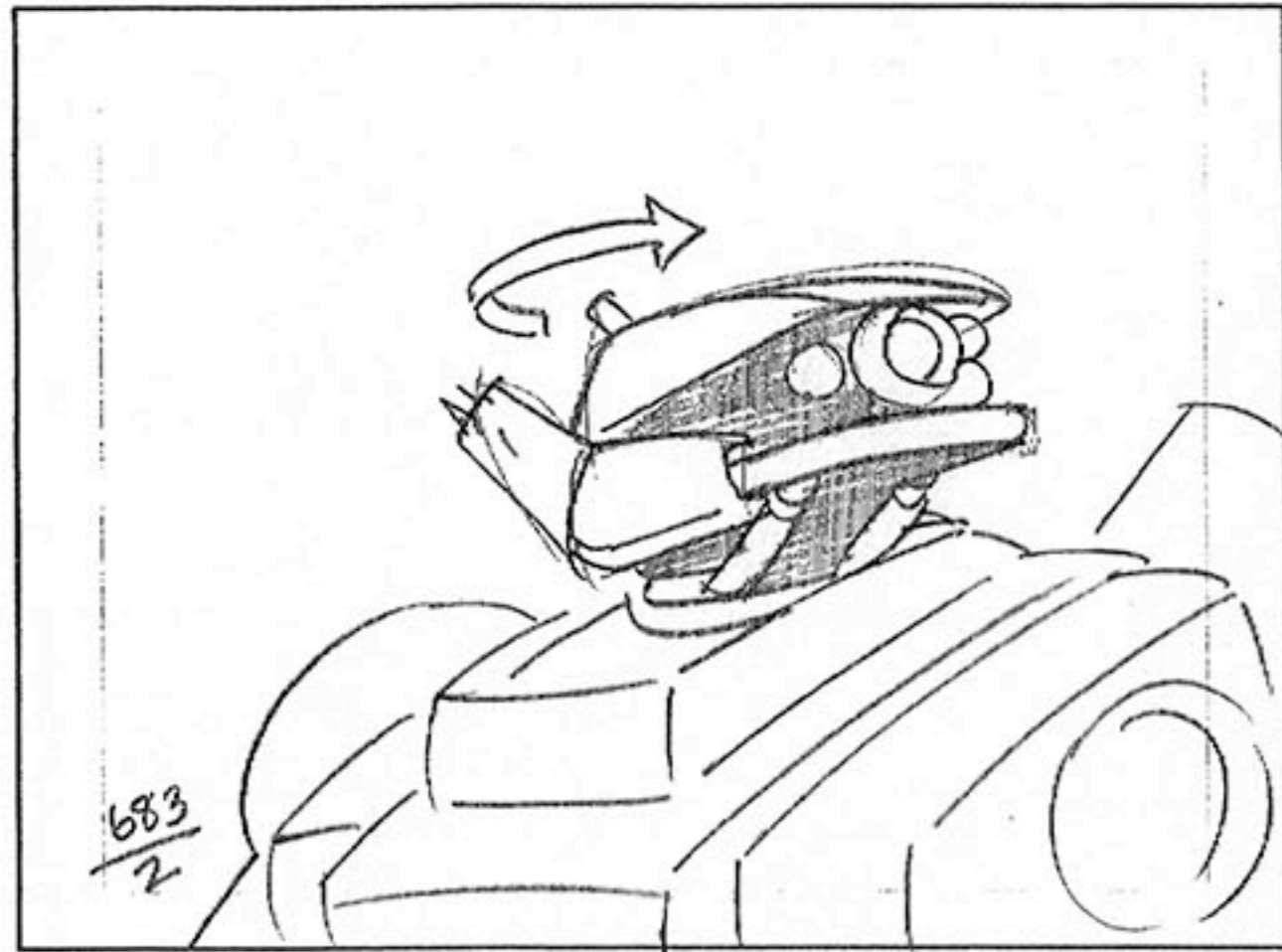
Close on Marcus' bear, showing clipped antennae. (Sparking)

DIAL

CROWD:
OOOOOH!

TIMING

SC 683 PNL 2



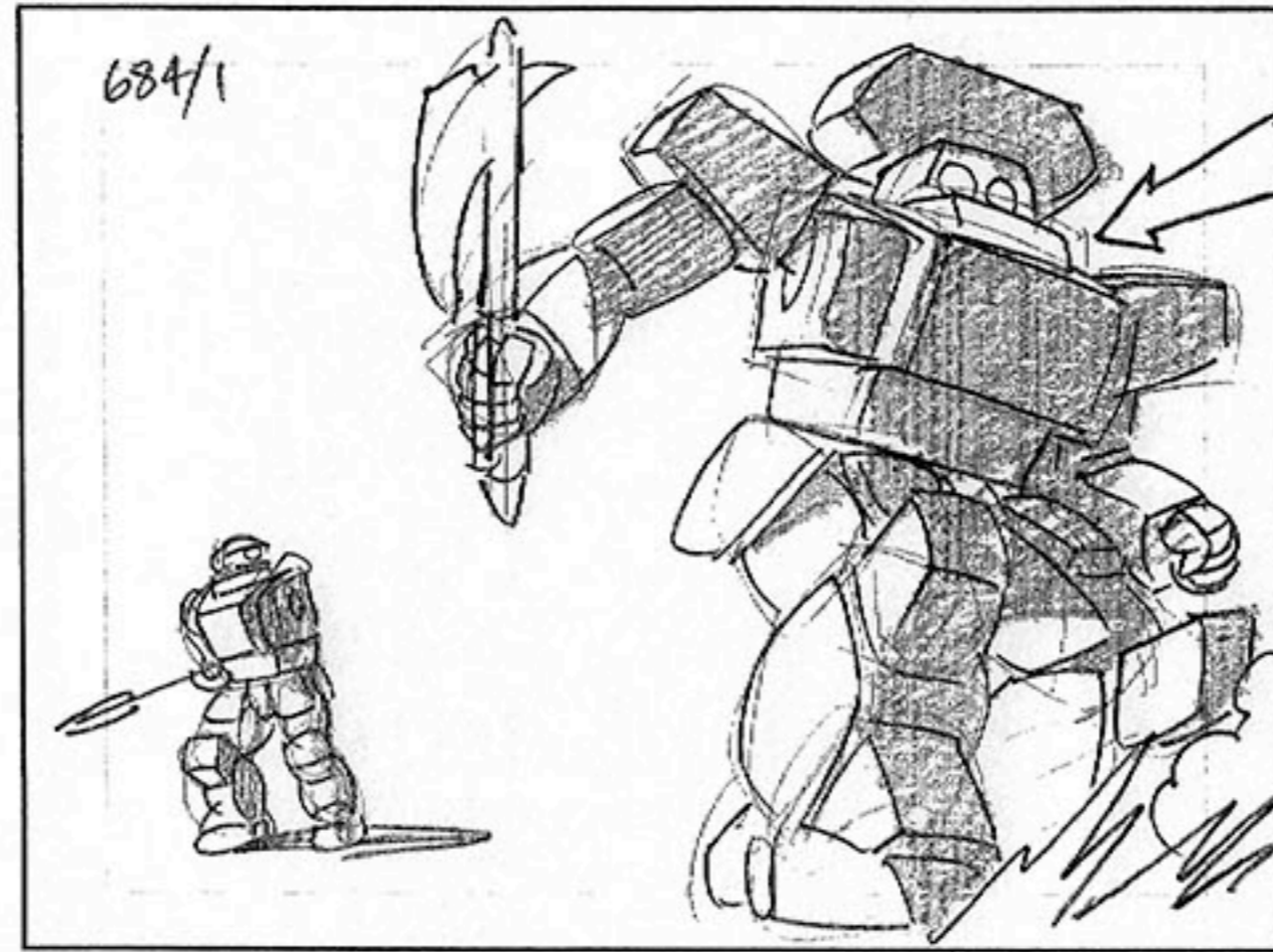
ACTION
Marcus looks OS

DIAL

TIMING

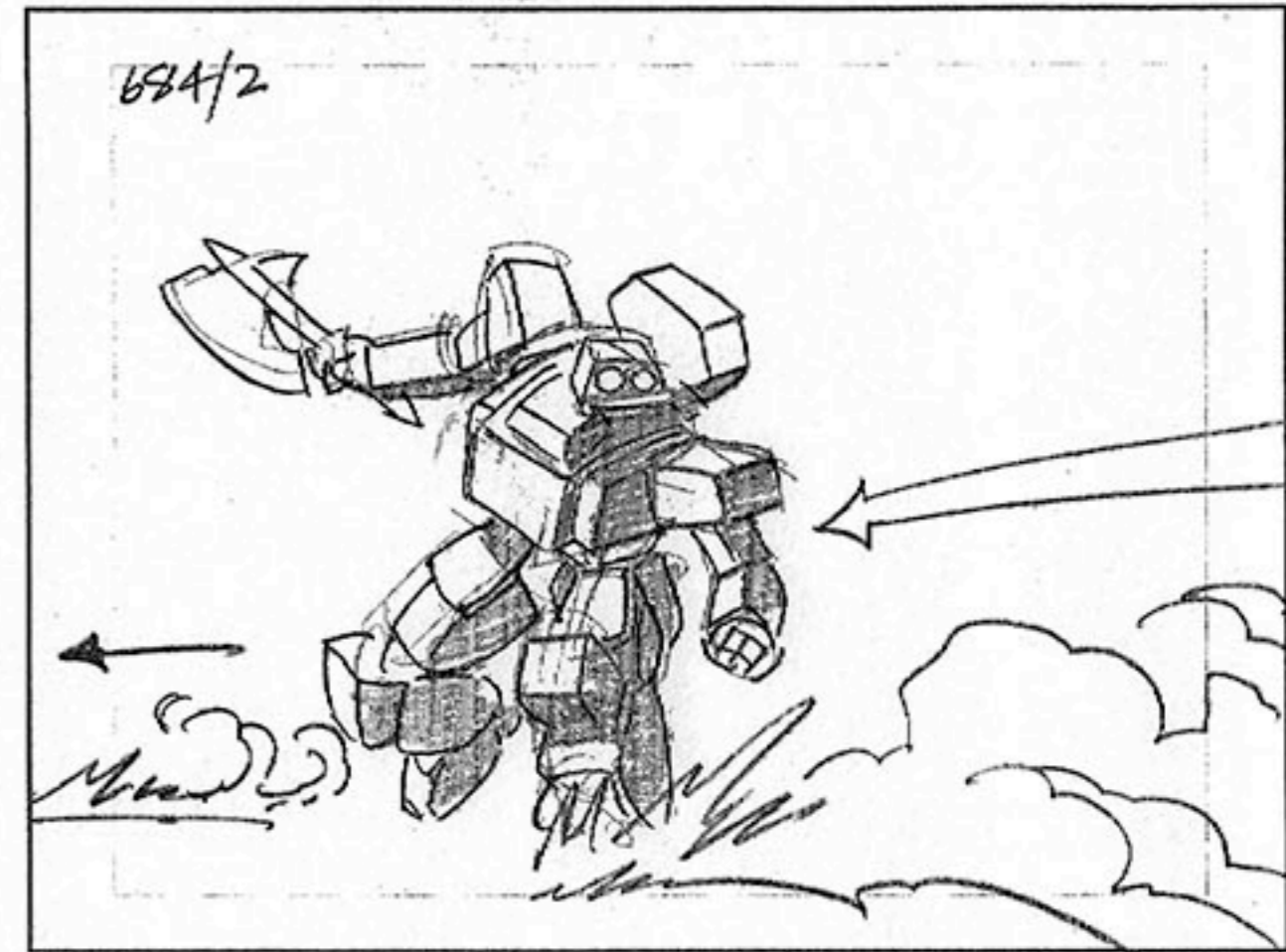
15

SC 684 PNL 1 Reuse Sc 666 BG



Rank rolls backward into scene, holding his axe.

SC 684 PNL 2

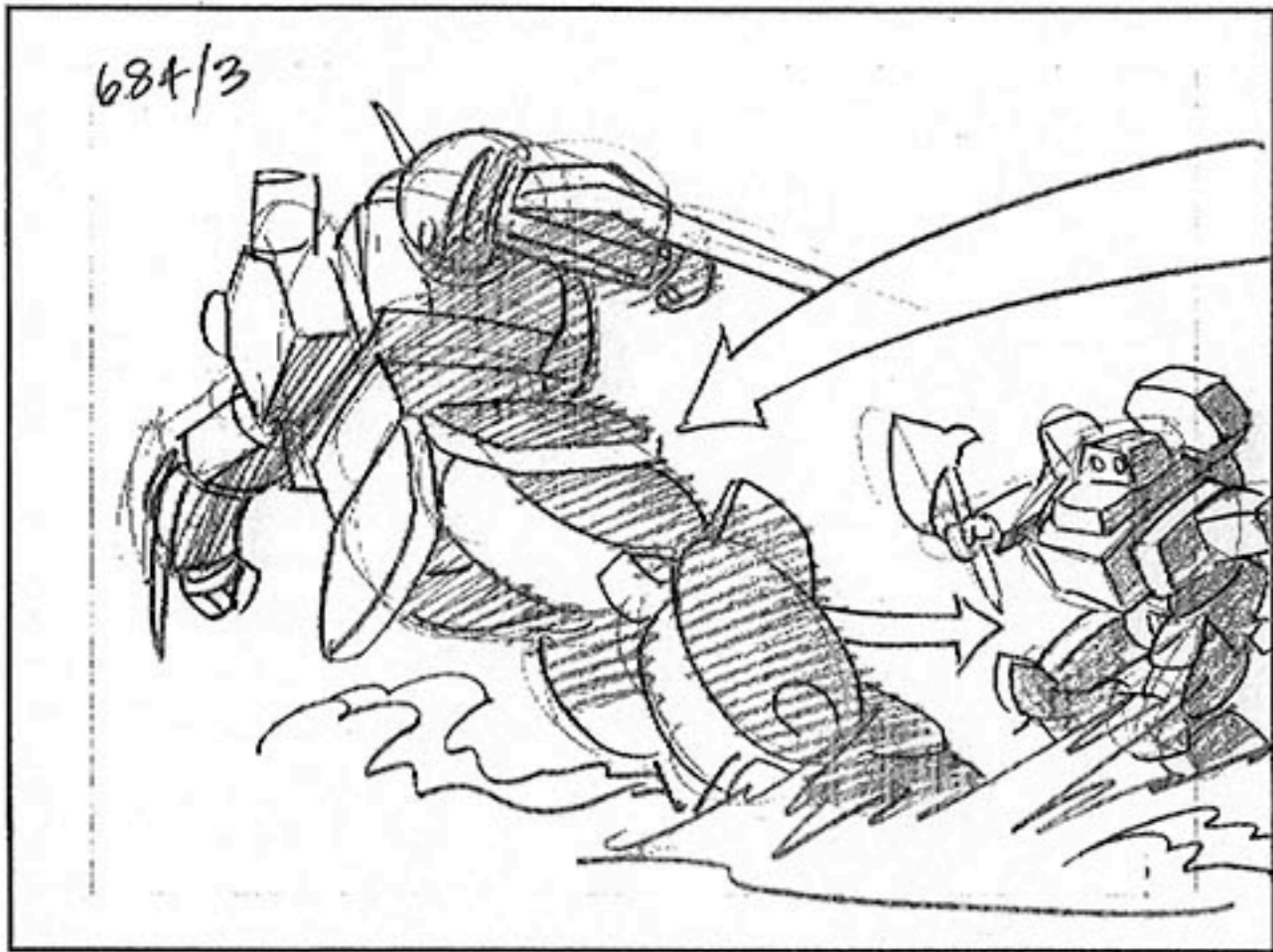


Marcus zips OS.
Rank raises axe.

10

10

SC 684 PNL 3

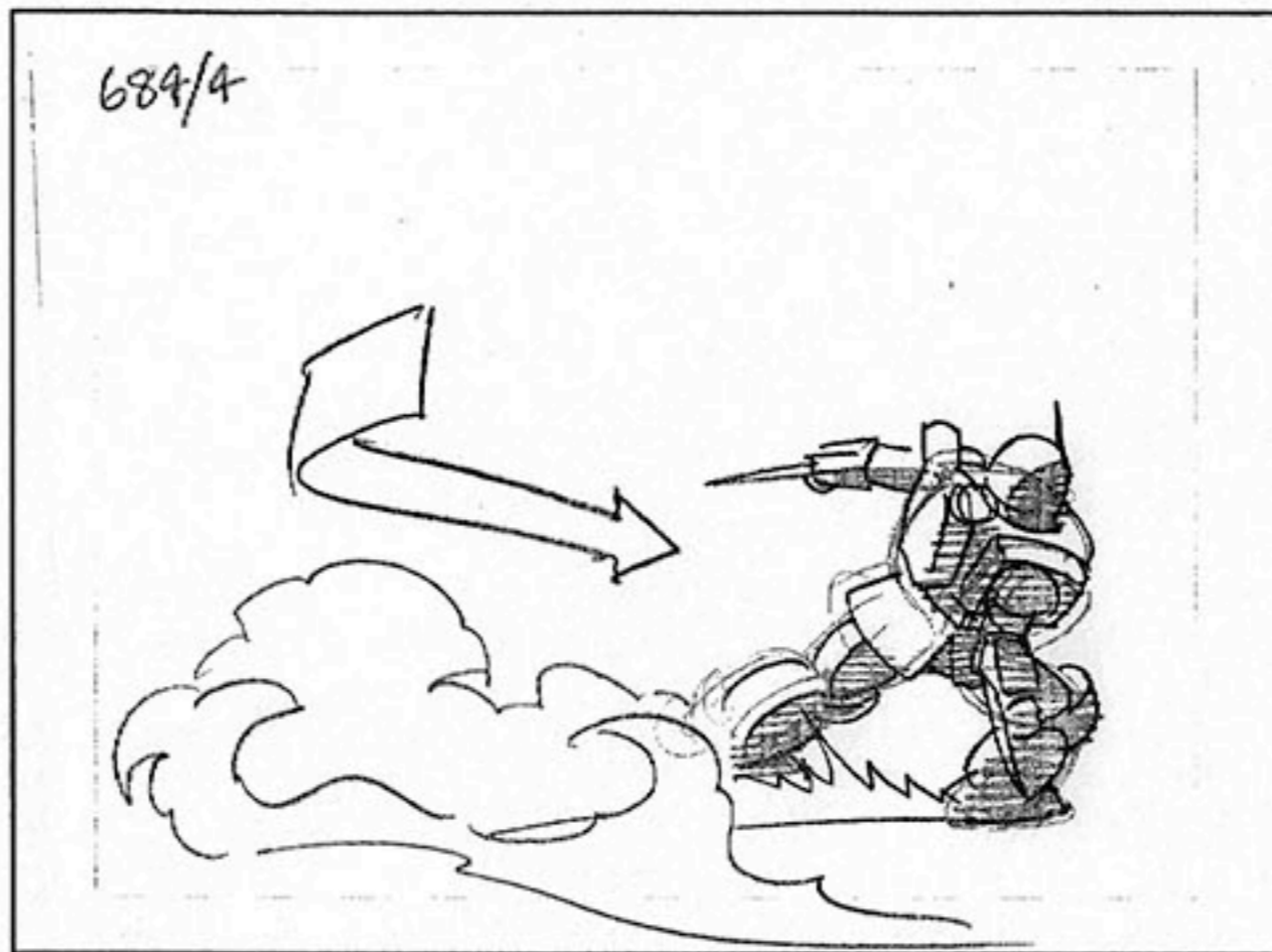


ACTION
 Rank zips backward and OS as Tachi skids in.

DIAL

TIMING 15

SC 684 PNL 4

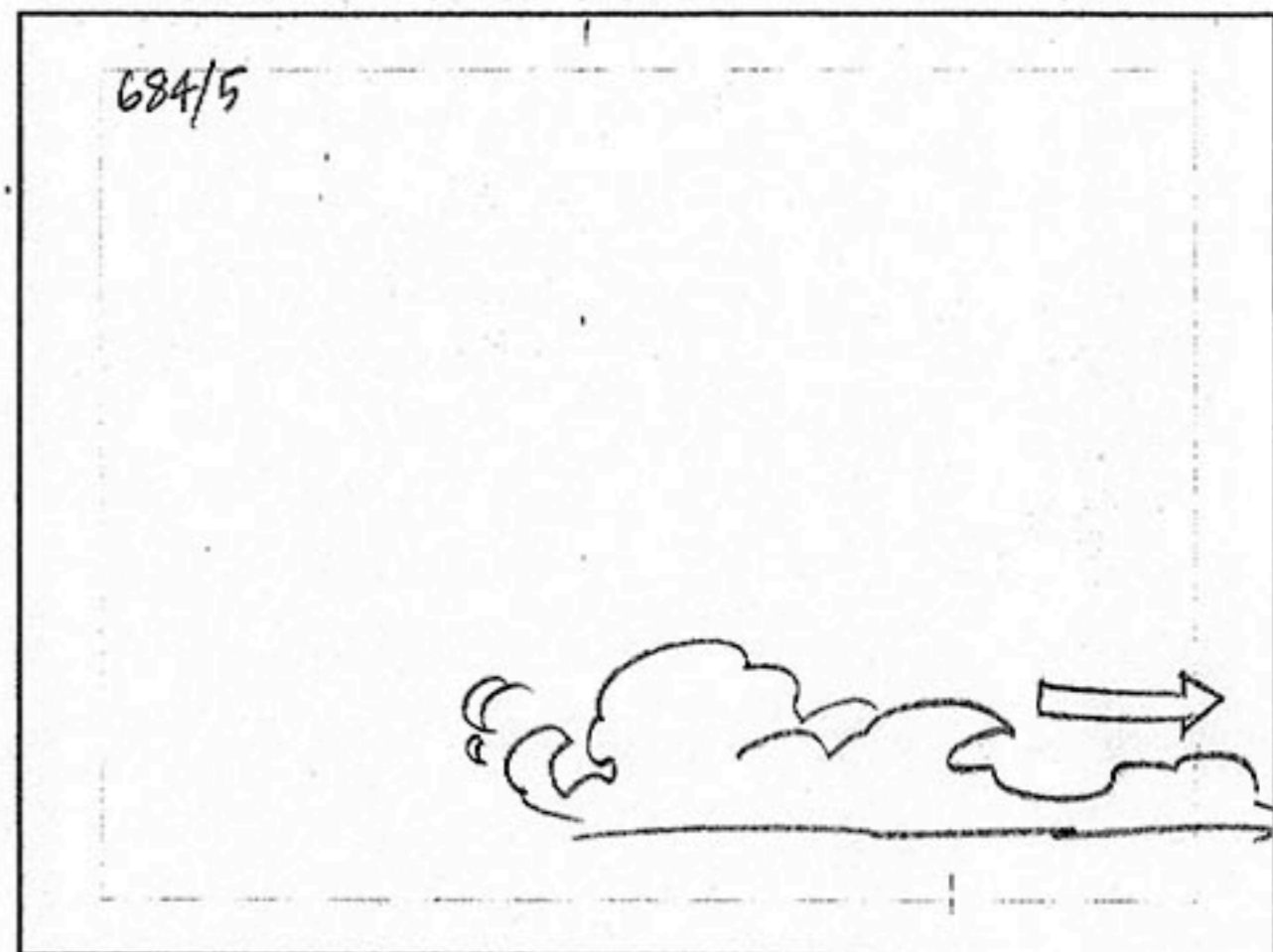


Tachi swerves to chase Rank, swords held out.

DIAL

TIMING 15

SC 684 PNL 5

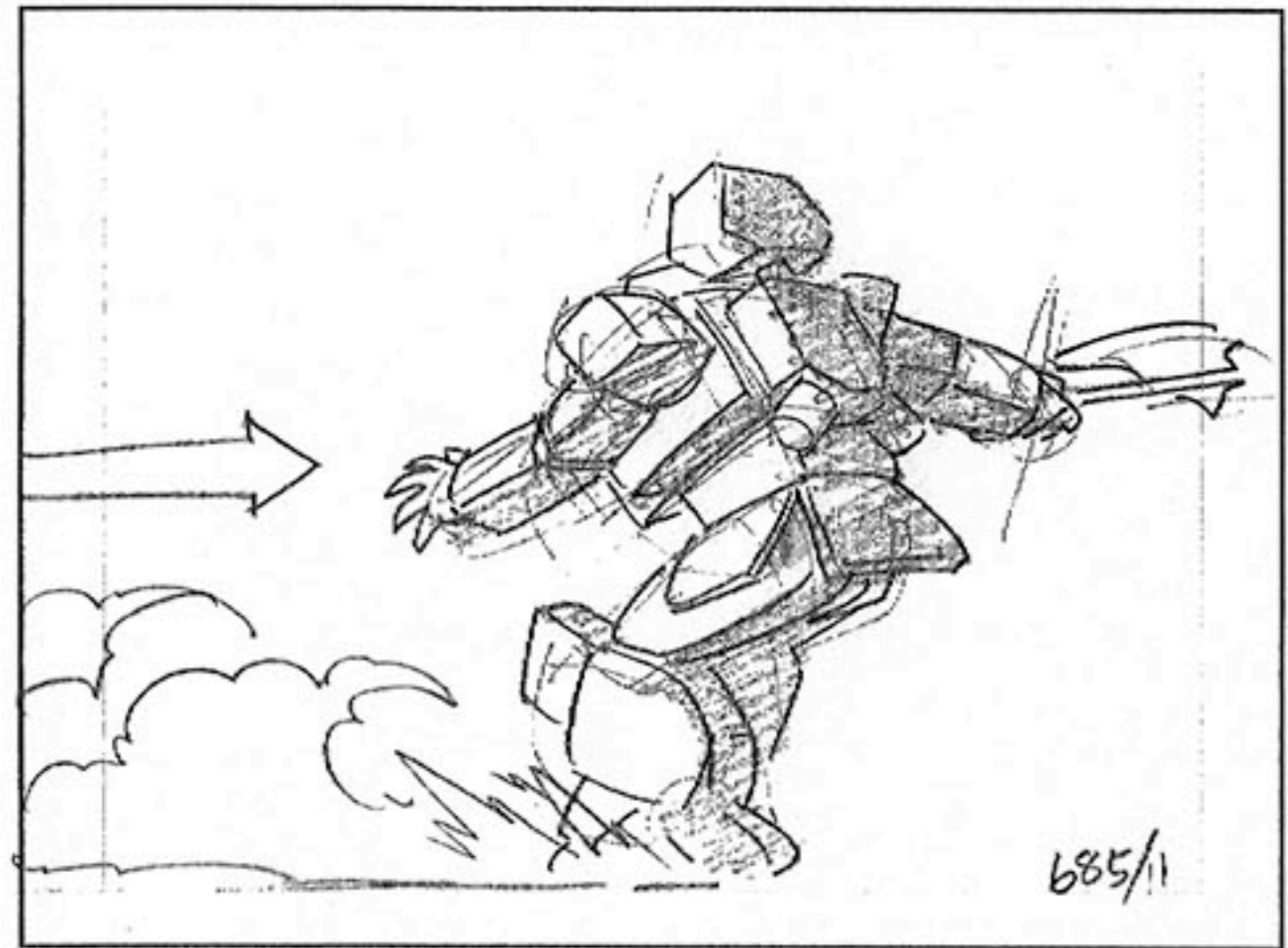


Tachi rolls OS.

DIAL

TIMING 5

SC 685 PNL 1

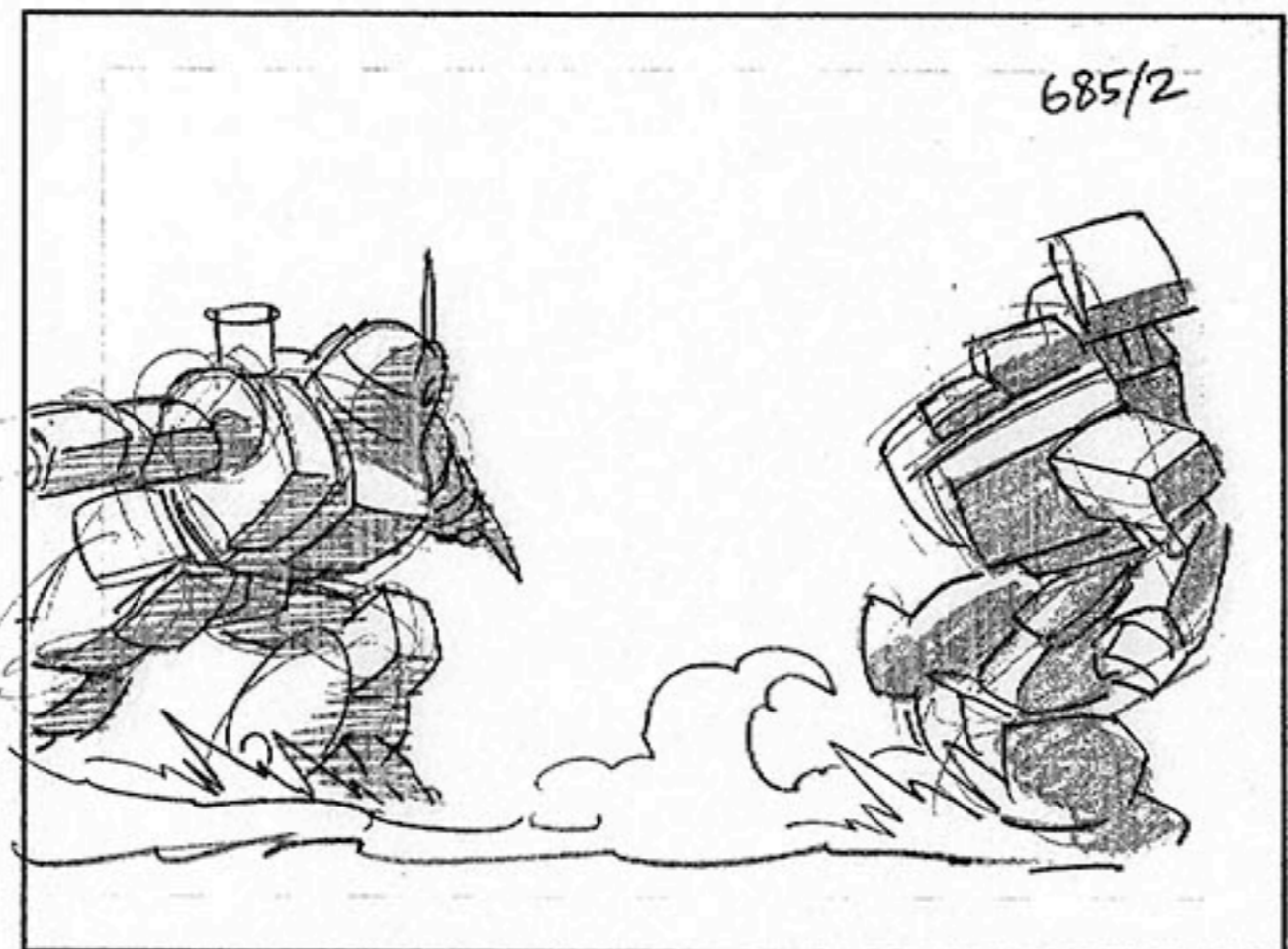


ACTION
 Camera tracks with Rank as he gains in.

DIAL

TIMING 15

SC 685 PNL 2

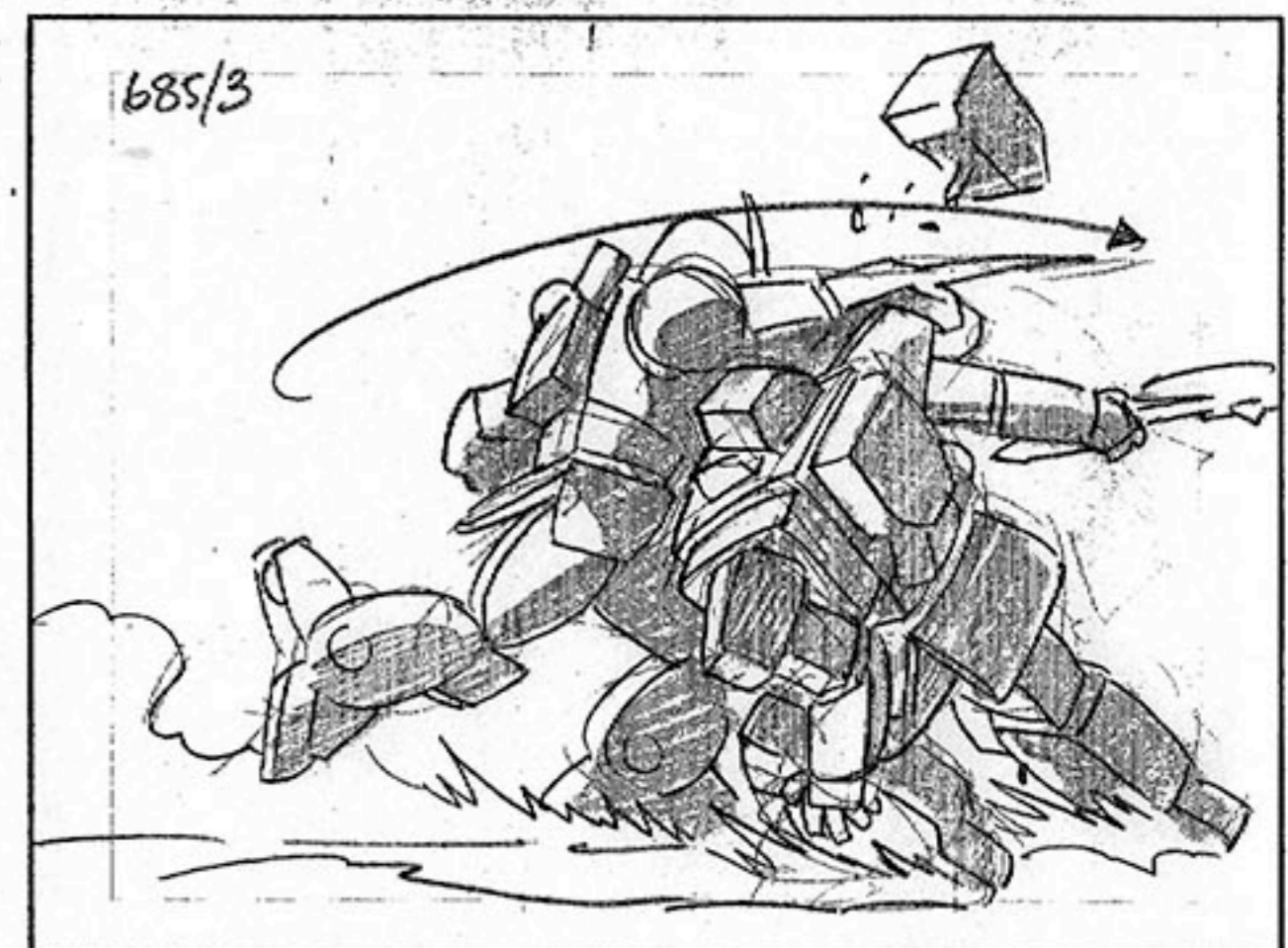


Tachi gains in, ready to strike.

DIAL

TIMING 10

SC 685 PNL 3

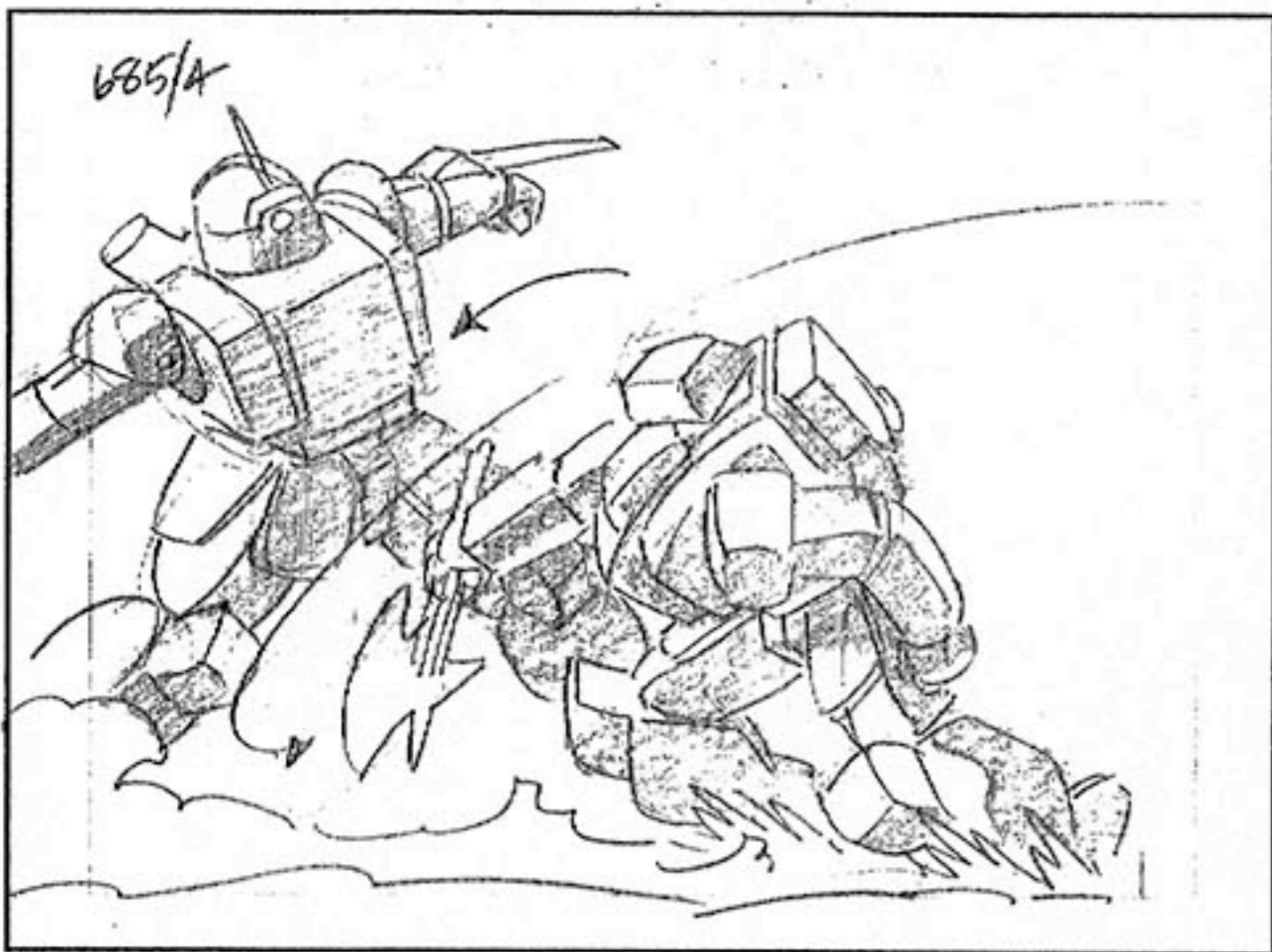


Tachi swings right sword, cutting off Rank's missile launcher.

DIAL

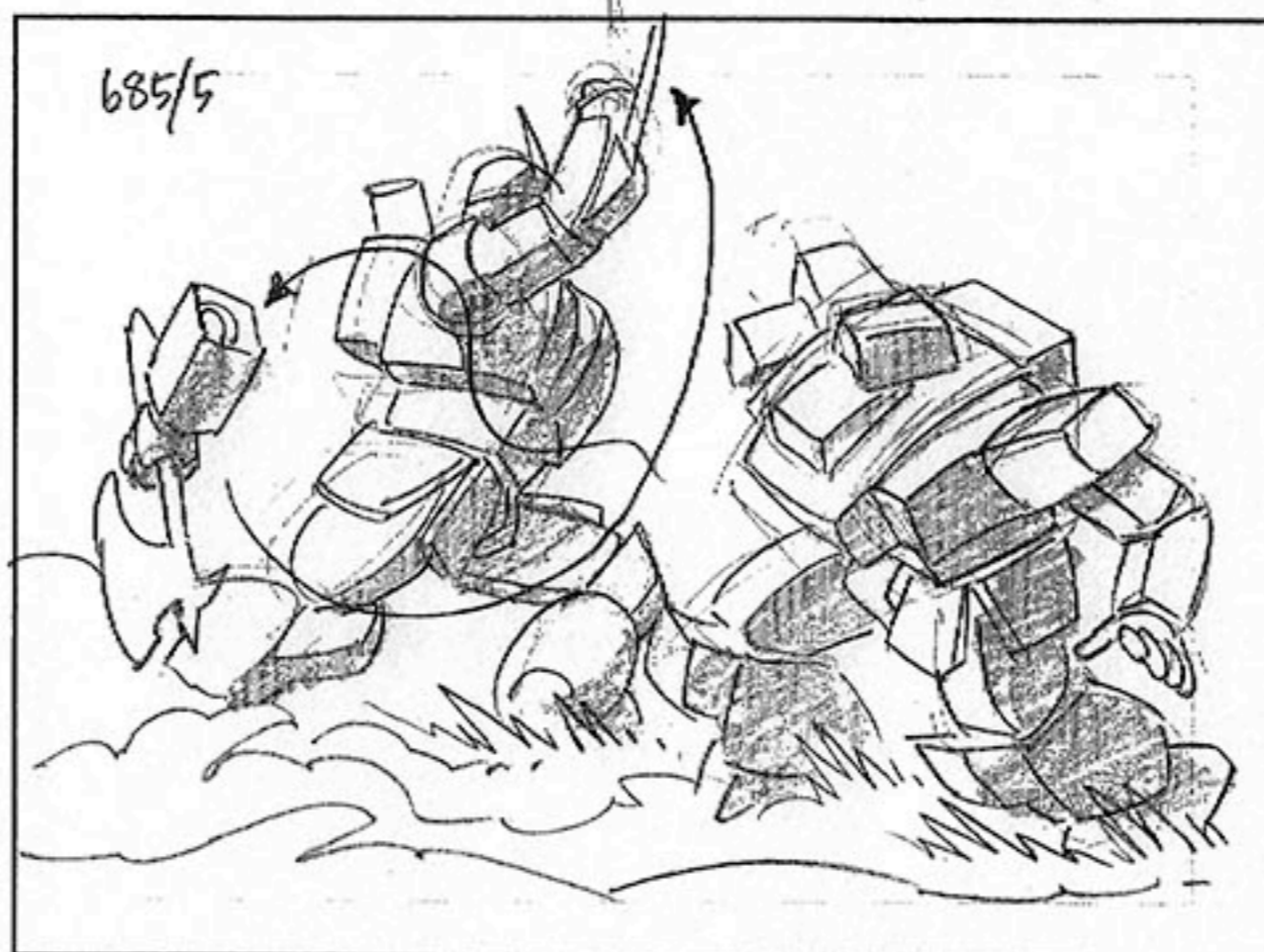
TIMING 10

SC 685 PNL 4



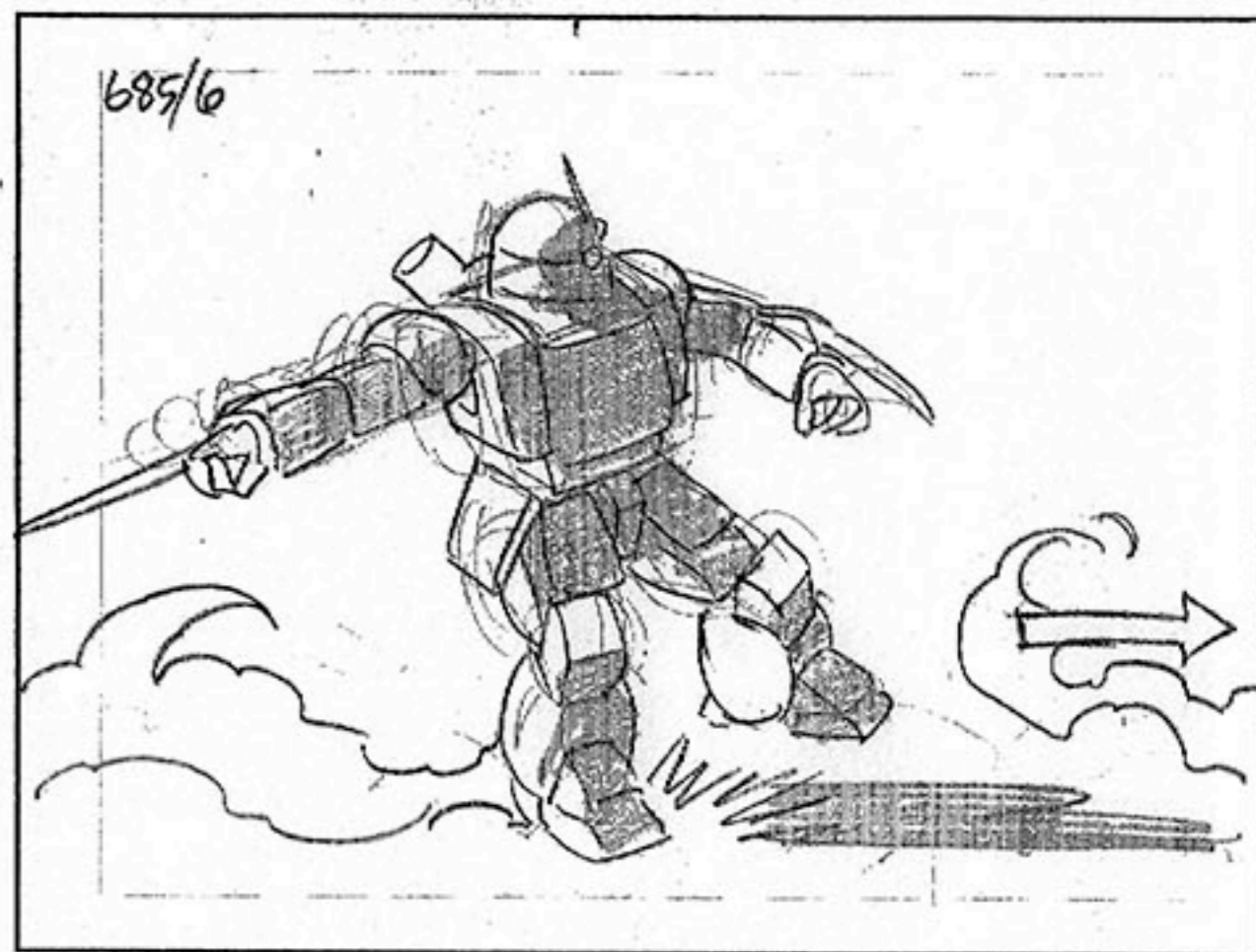
ACTION
Rank swings axe, Tachi dodges.

SC 685 PNL 5



Tachi swings right arm,
cutting off Rank's right arm.

SC 685 PNL 6



Tachi brakes, Rank gains OS.

DIAL

SFX (7)

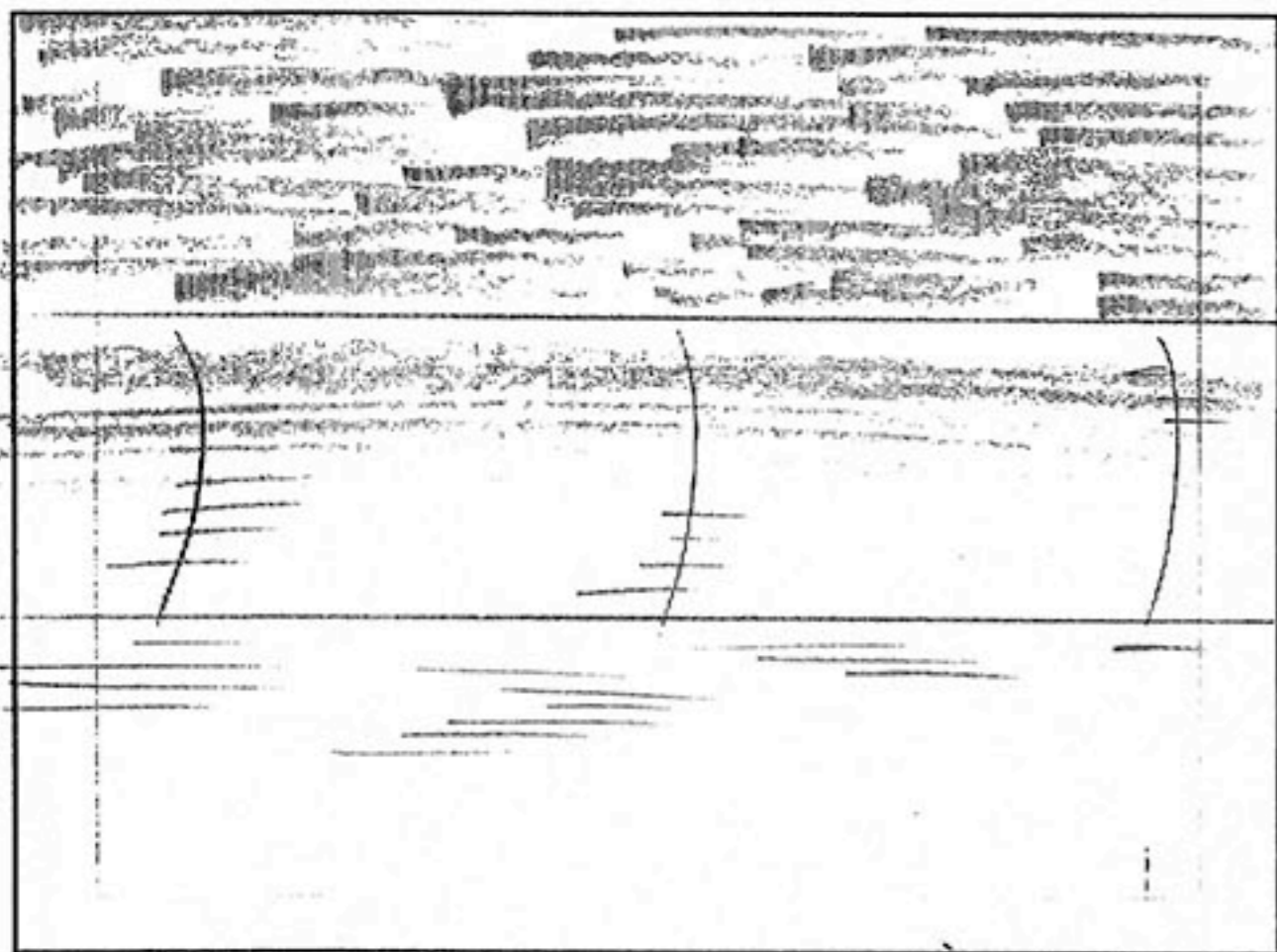
TIMING

15

10

15

SC 685 PNL BG

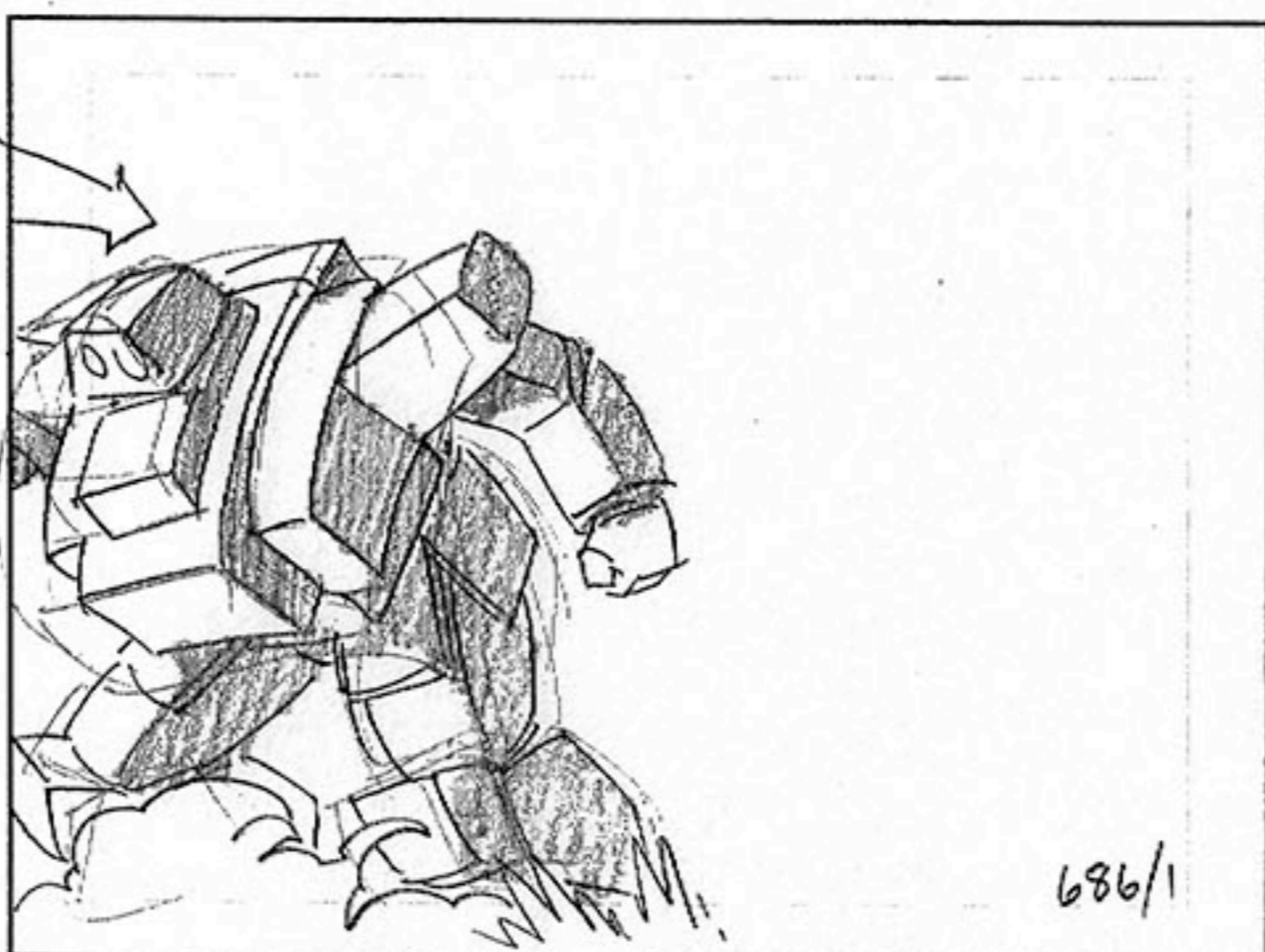


ACTION

DIAL

TIMING

SC 686 PNL 1

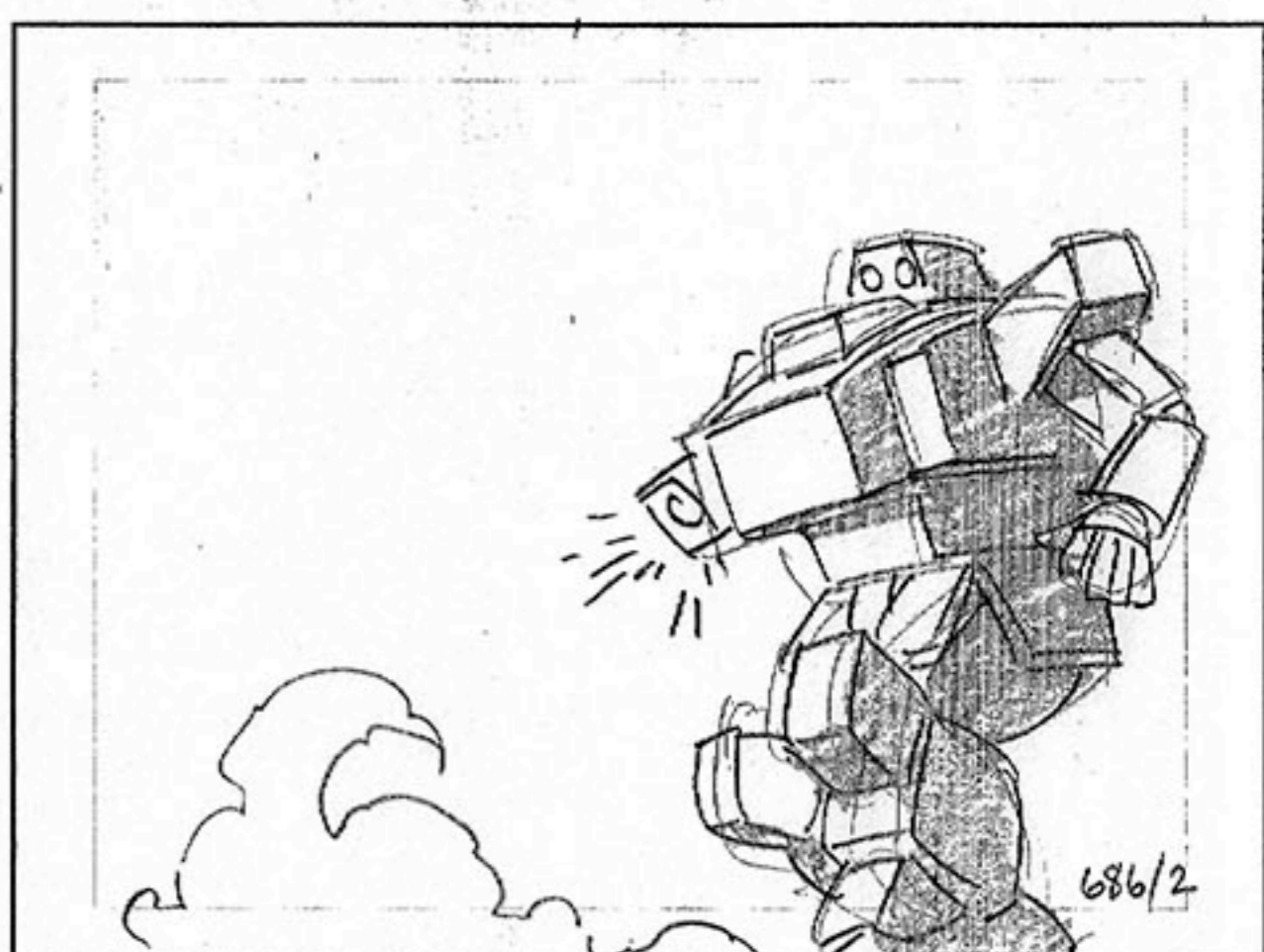


Rank skids backward into scene

SFX ⑦

15

SC 686 PNL 2



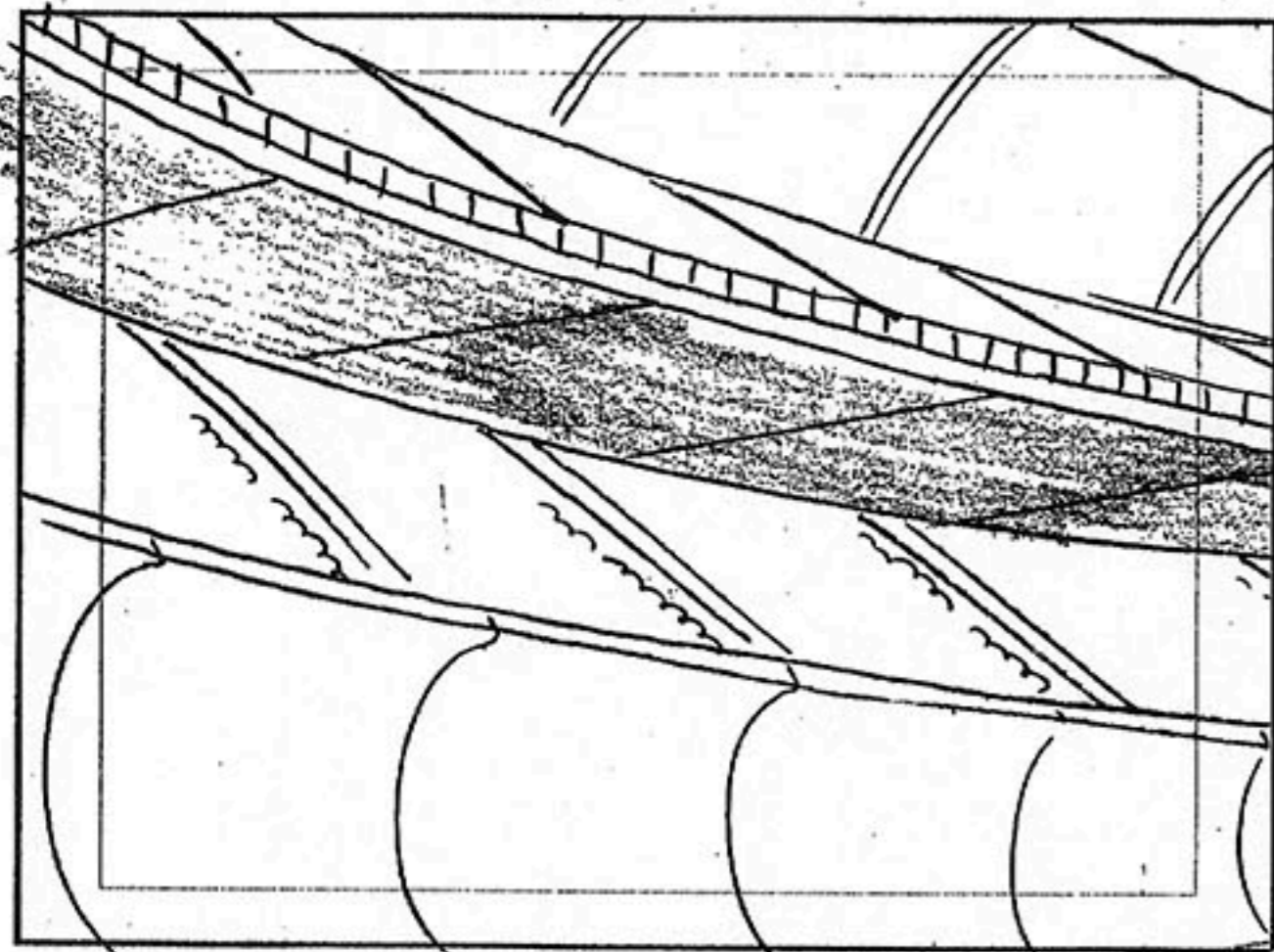
Rank stops. Sparks pop from severed arm.

①93 RANK

You're a real Swinger, Tachi

D

SC 686 PNL BG



ACTION

DIAL

TIMING

SC 687 PNL 1



On Rank in his cockpit,
tipping his head side to side.

(193) Con't
-and a cut-up, too!

D

SC 688 PNL 1

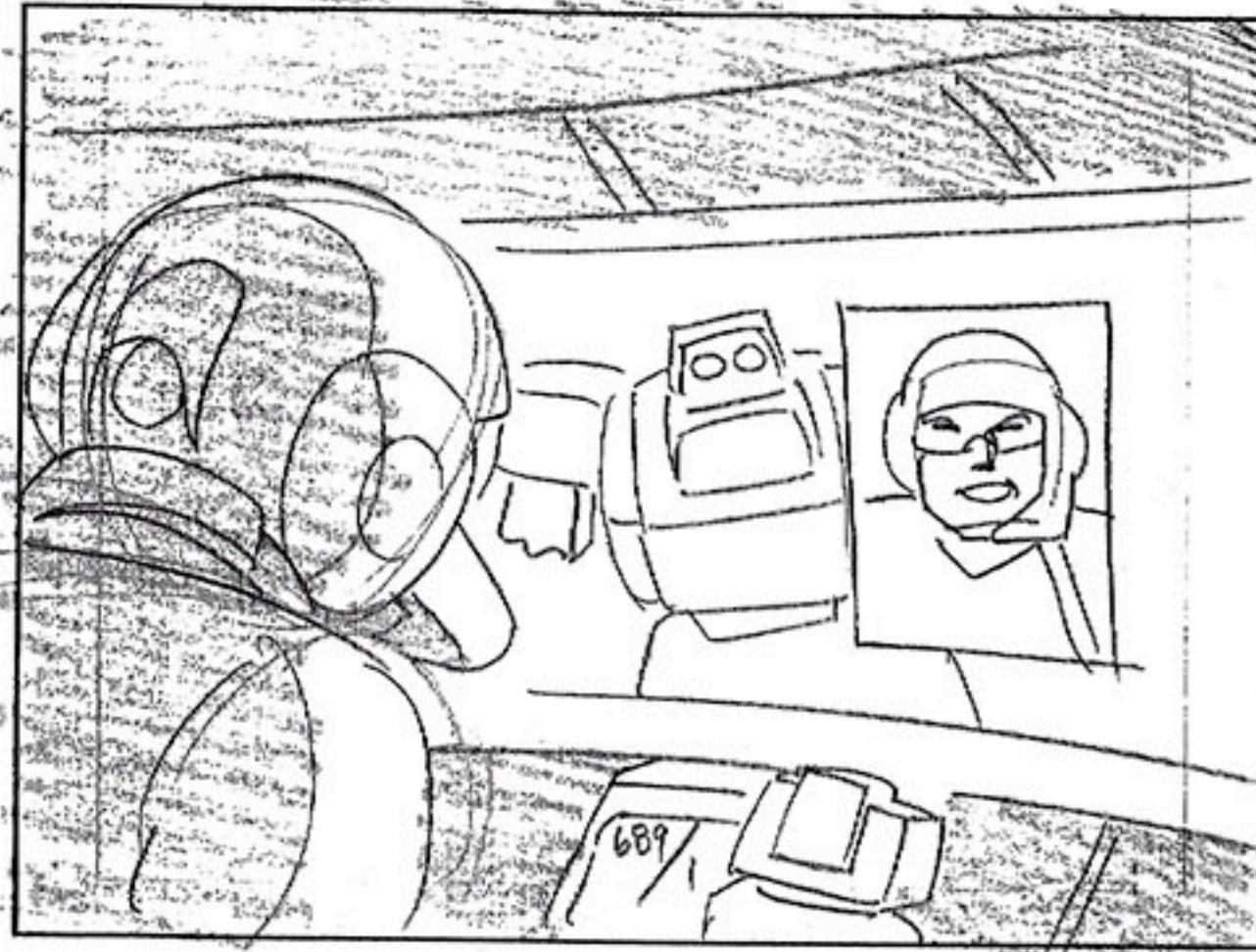


On Tachi, irritated.

(194) TACHI
Don't you ever shut up?

D

SC 689 PNL 1

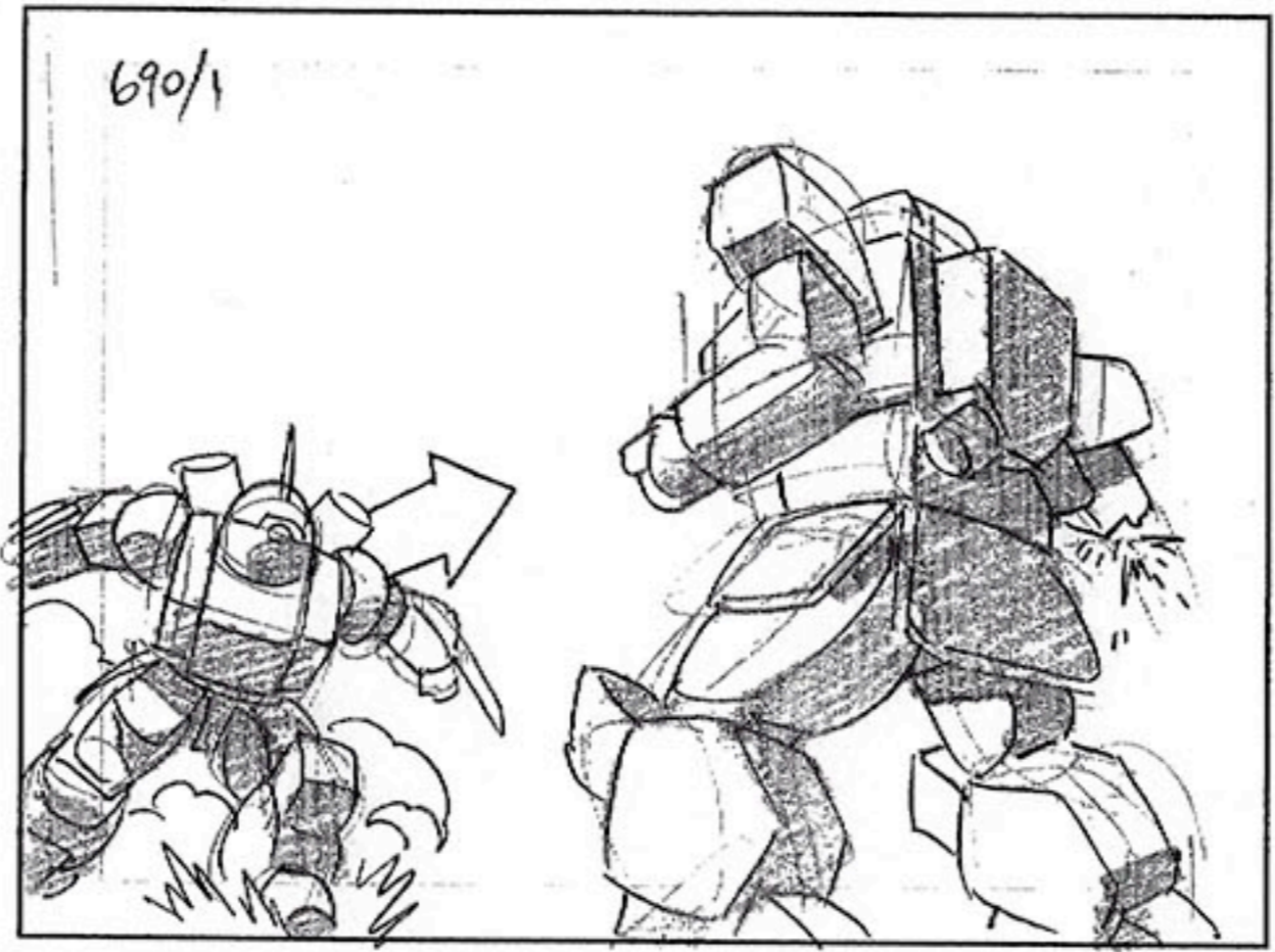


ACTION
Rank speaks from
Tachi's monitor.

DIAL
(195) RANK
Not even when I'm
sleepin' snake!

TIMING
D

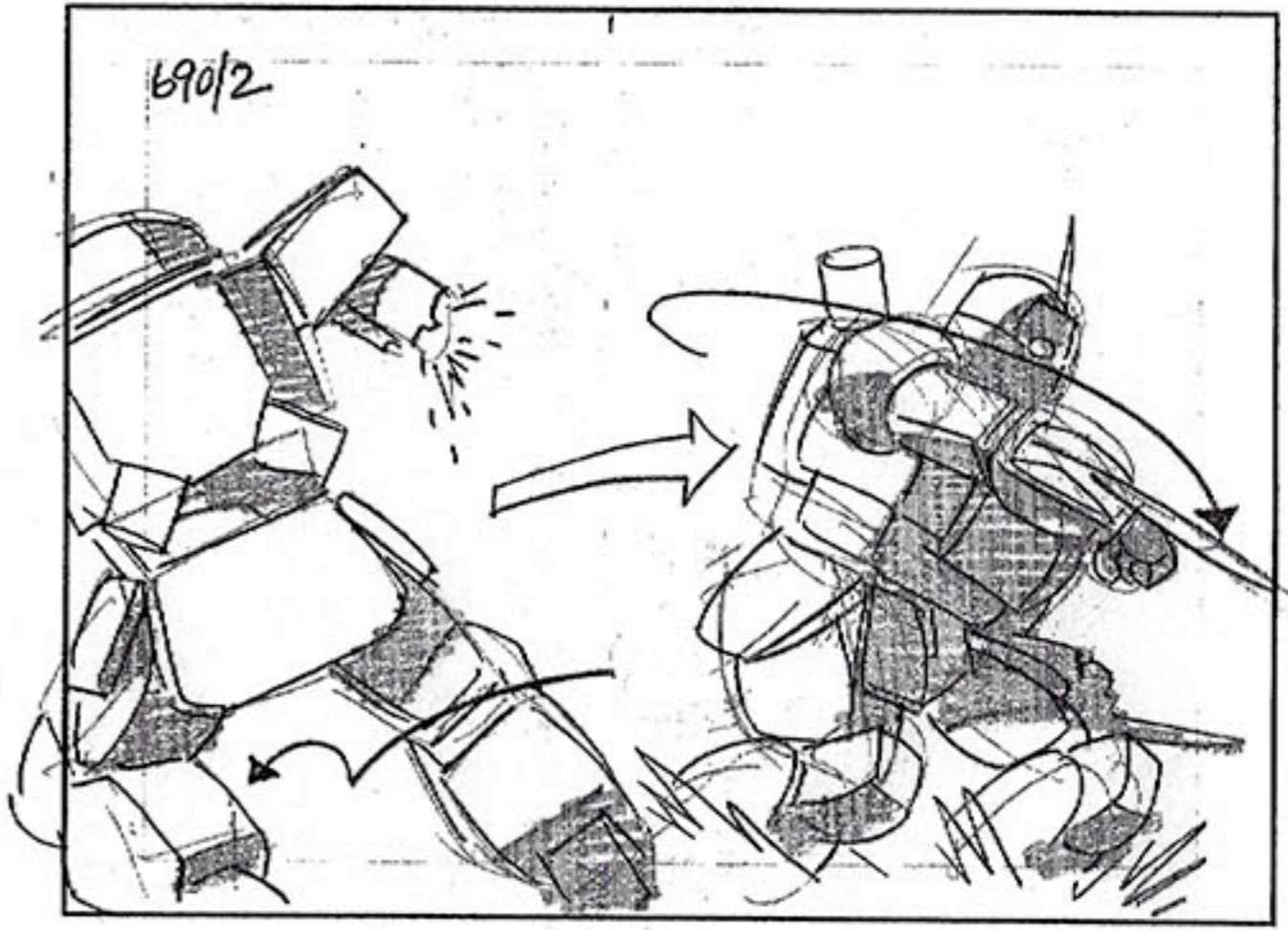
SC 690 PNL 1



Tachi zips forward
toward Rank.

15

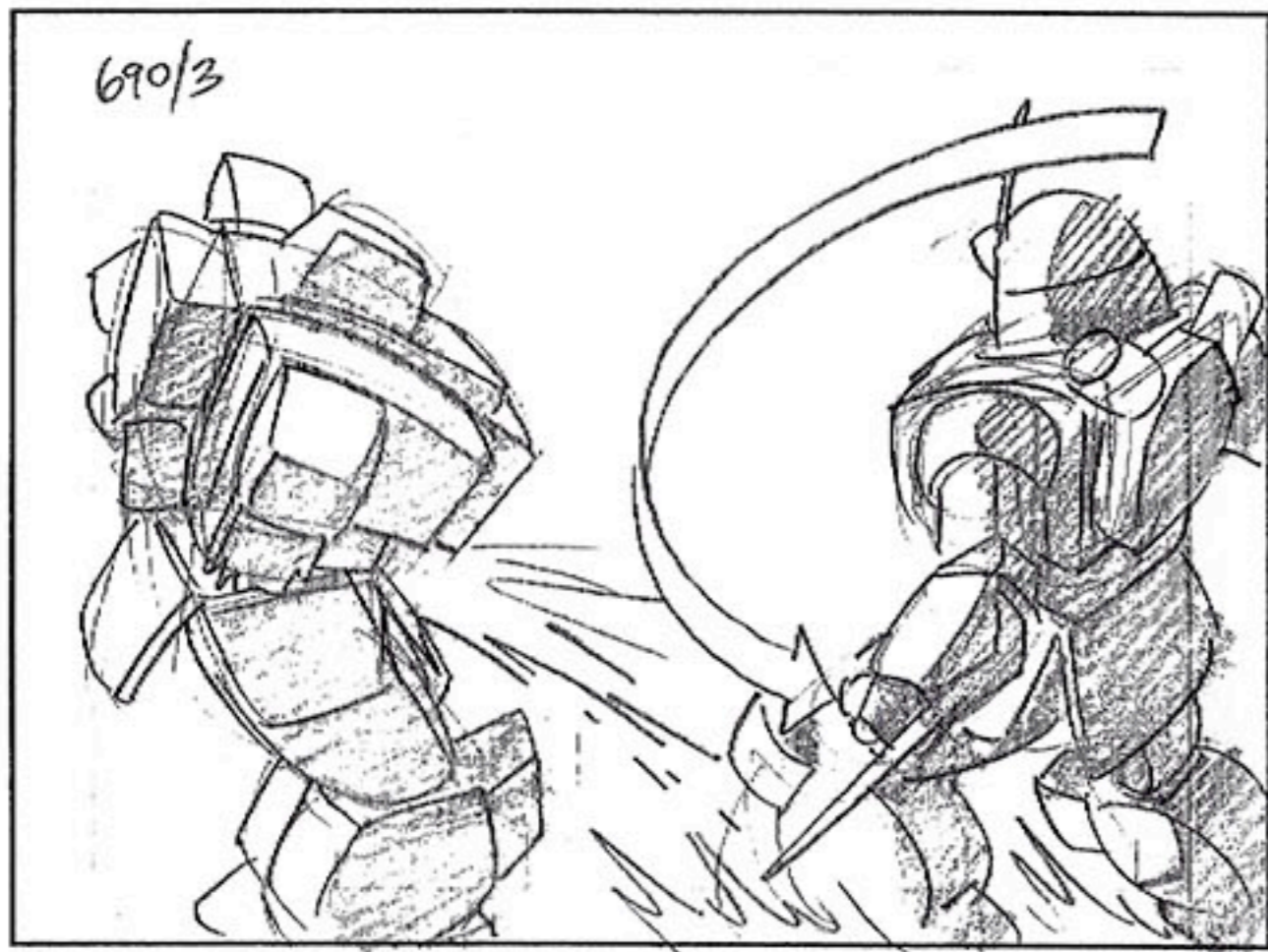
SC 690 PNL 2



Rank sidesteps a sword-swing.

10

SC 690 PNL 3



ACTION

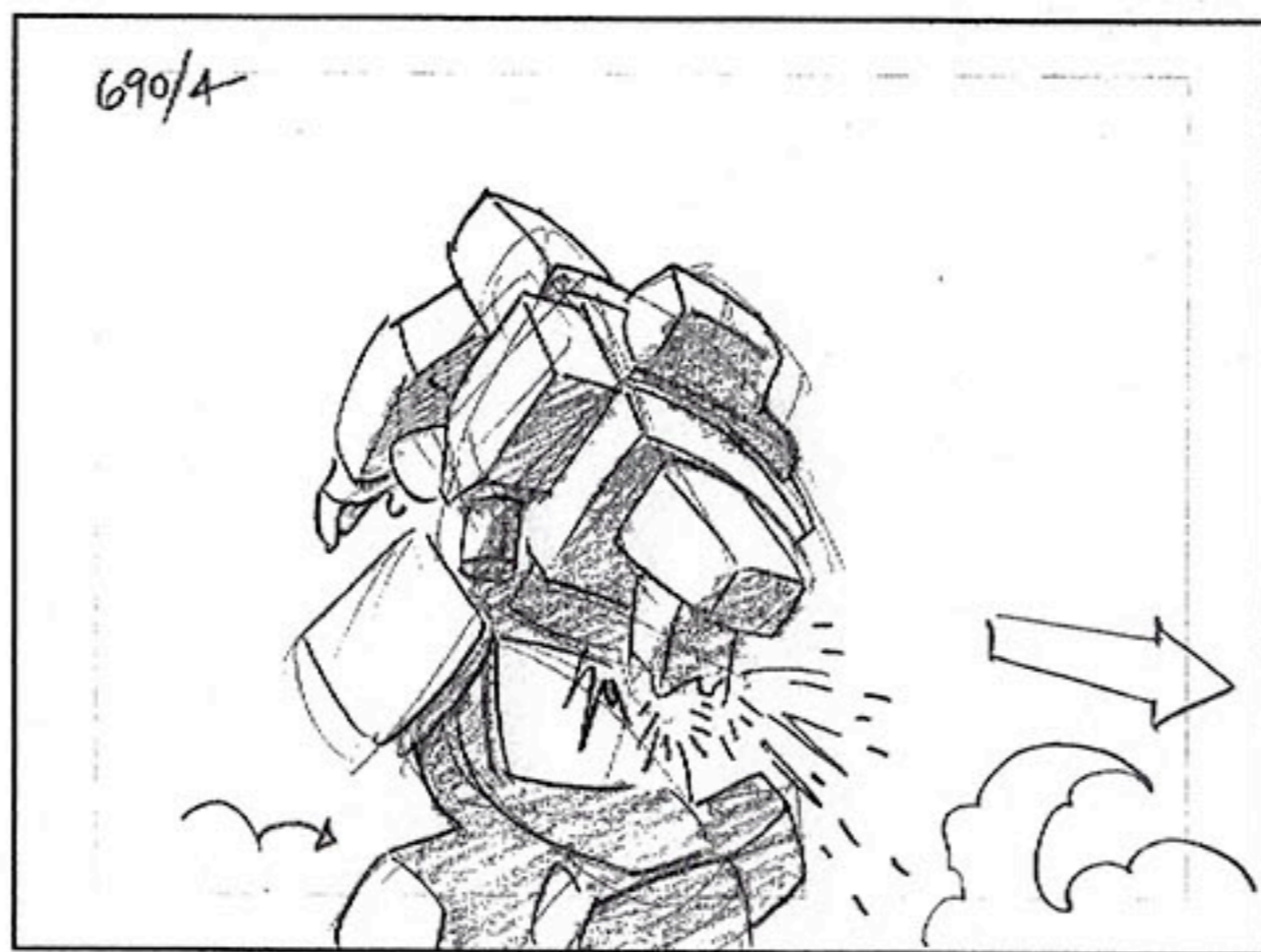
Tachi swings in a complete circle, slicing Rank's gear in the midsection.

DIAL

TIMING

15

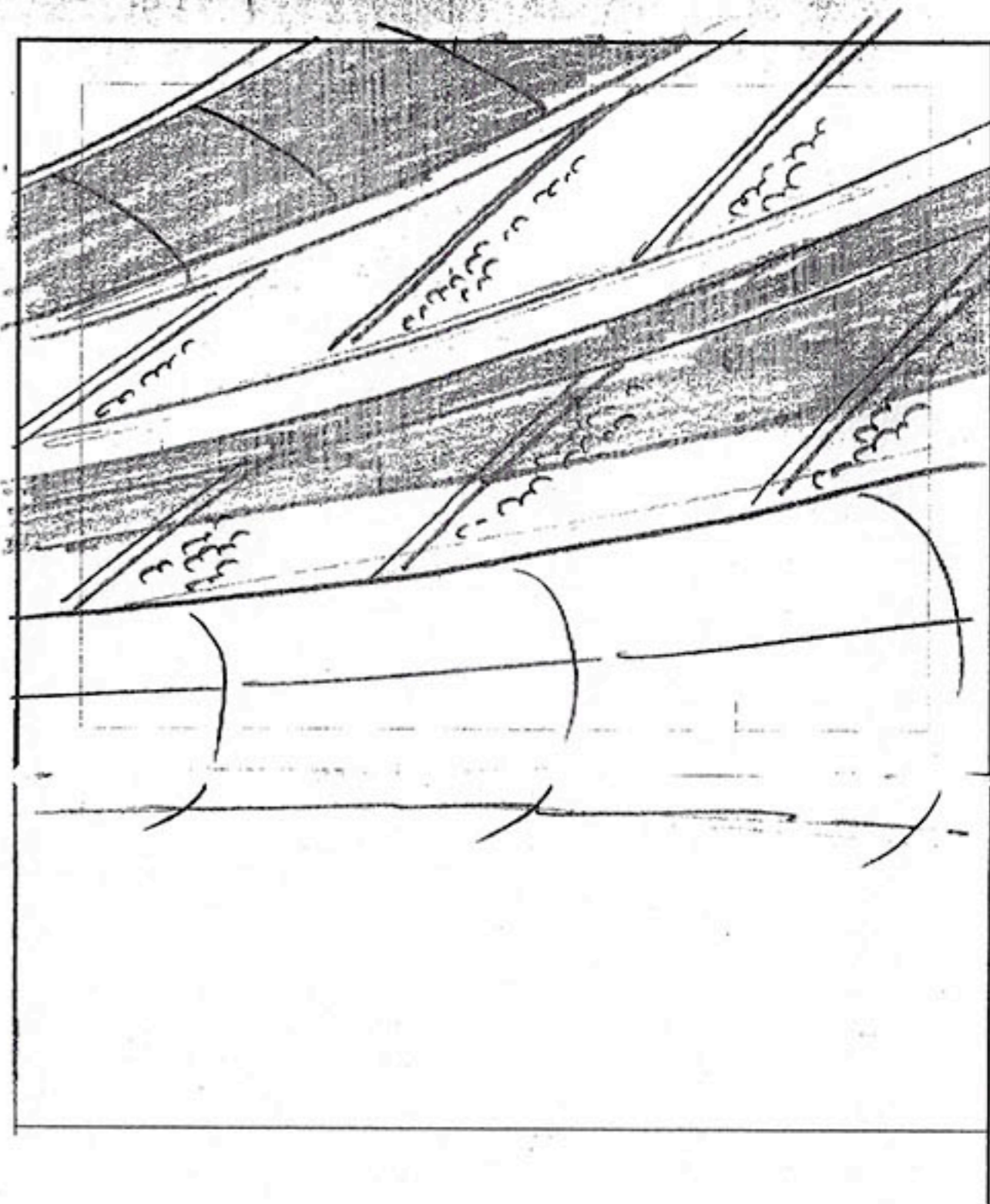
SC 690 PNL 4



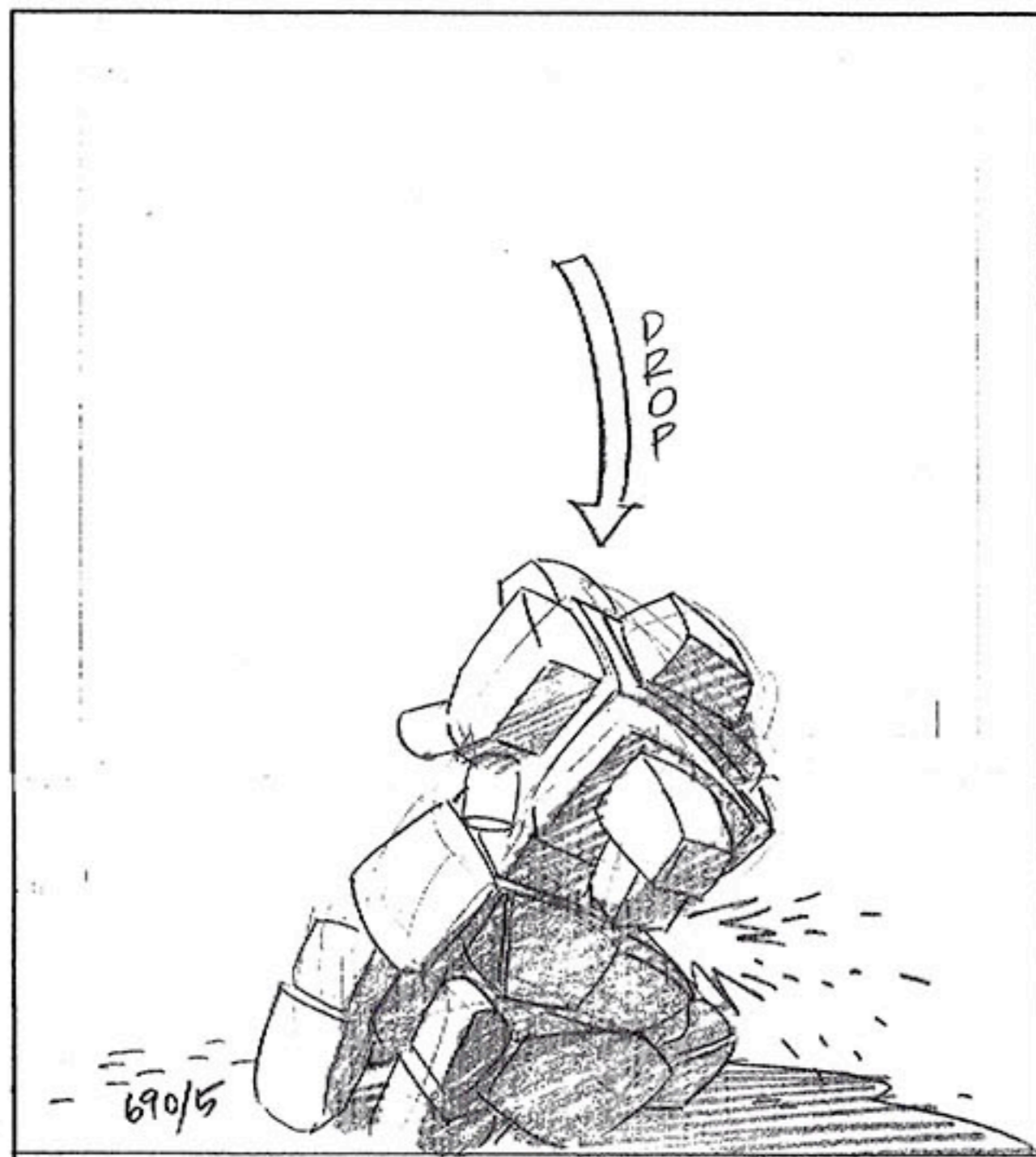
Tachi rolls OS. Rank stumbles forward. Sparks pop from "wound"

20

SC 690 PNL BG



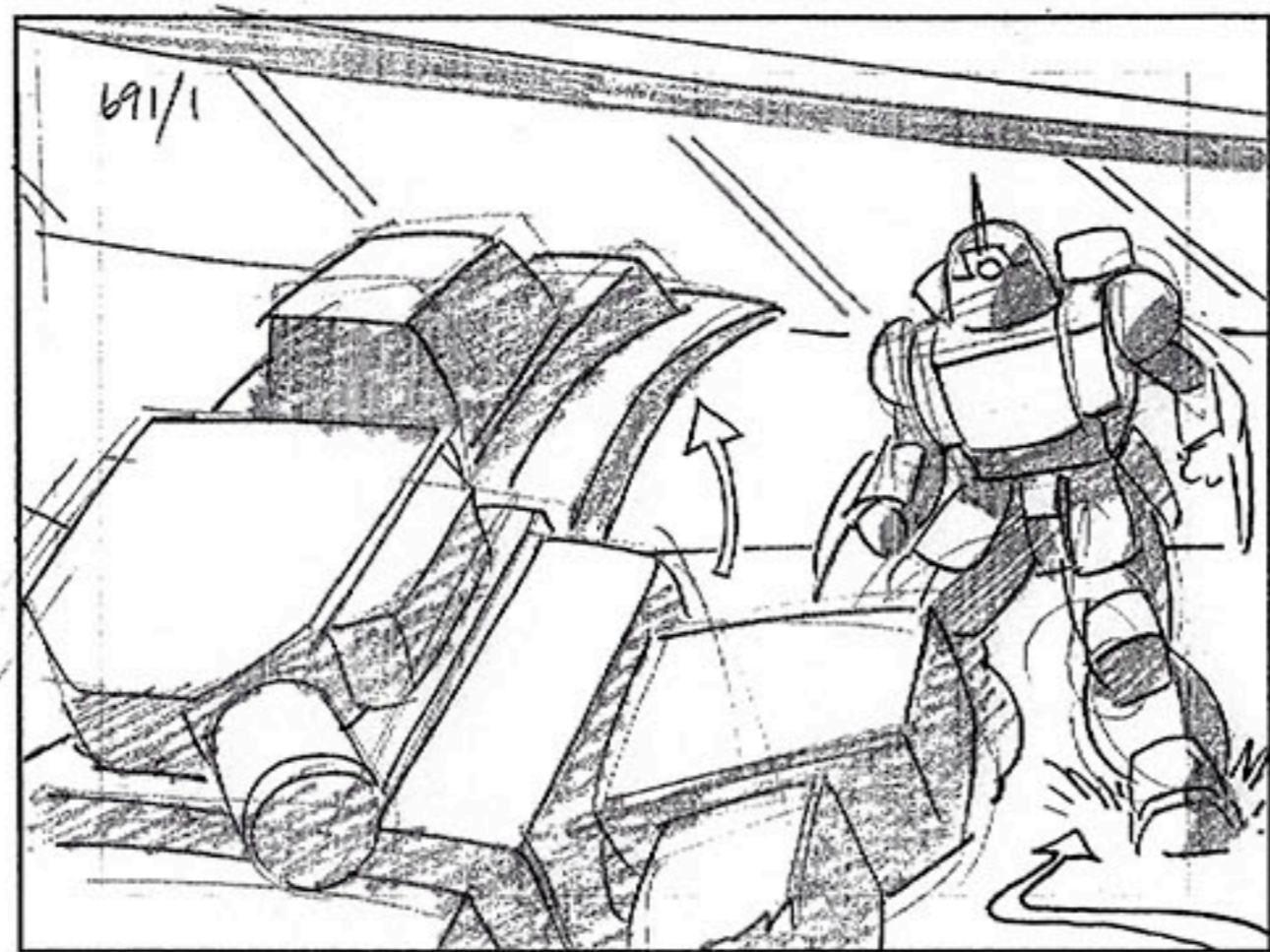
SC 690 PNL 5



DIAL
Camera shifts down as Rank drops to his knees.

TIMING
Pan down - 10
Hold - 20

SC 691 PNL 1



Rank opens his hatch as Tachi rolls backward into scene and stops.

(196) TACHI
Goodnight, Rank.

D

SC 692 PNL 1



Close on Tachi in his cockpit, solemn.

—and sayonara.

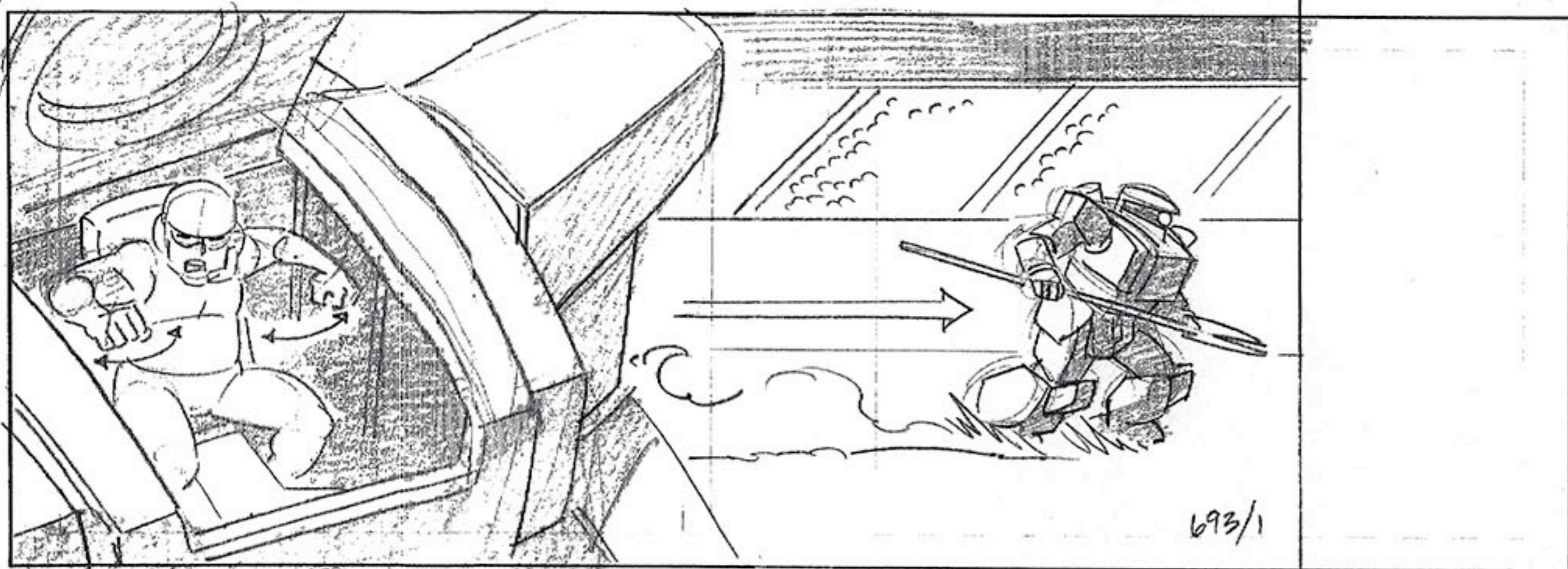
D

PROD # III ACT 3

SC 693 PNL 1

SC PNL

SC 693 PNL 2



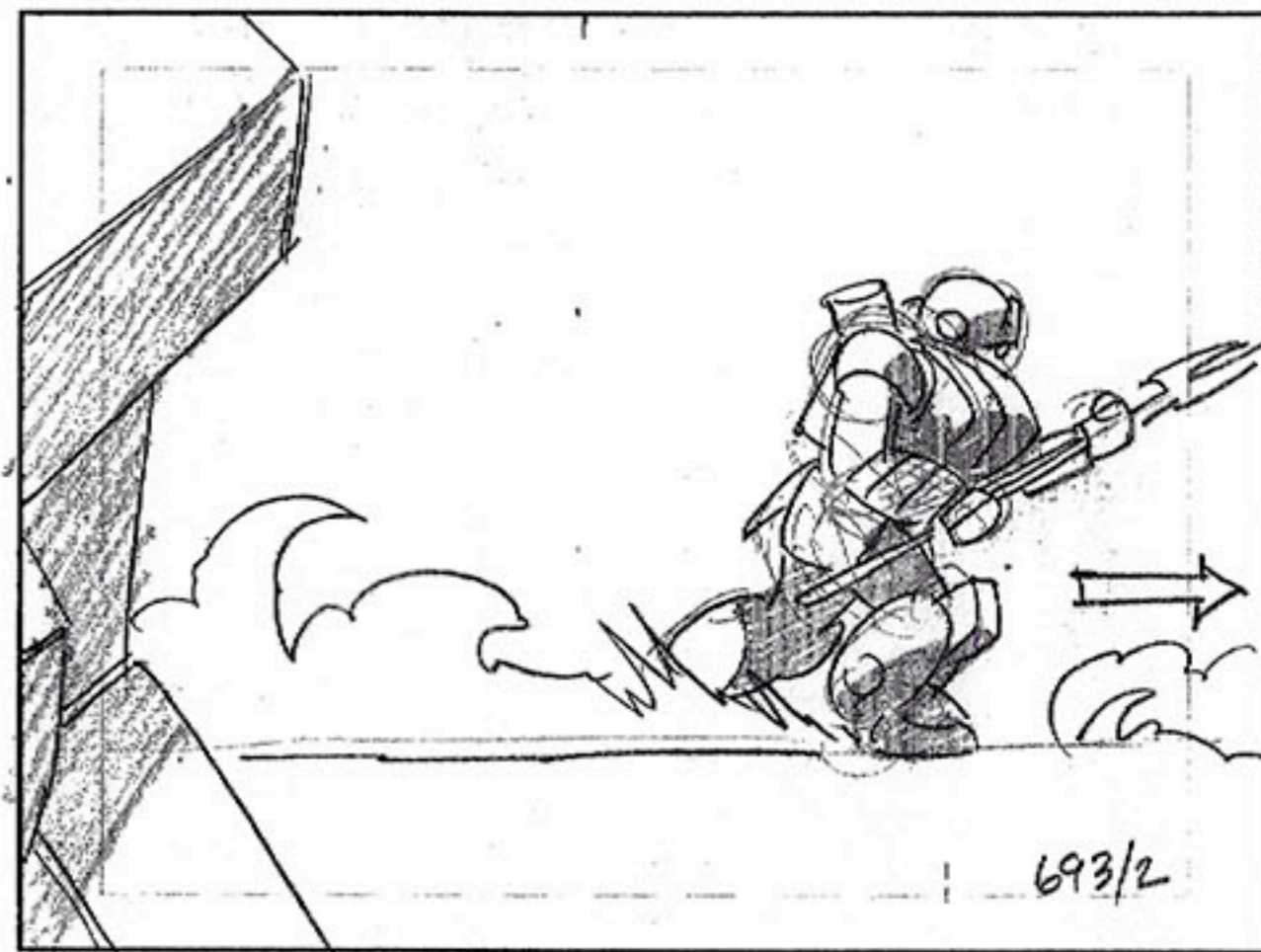
ACTION

Rank pounds on the sides of his cockpit and camera pans right to follow Sarge.

DIAL

TIMING

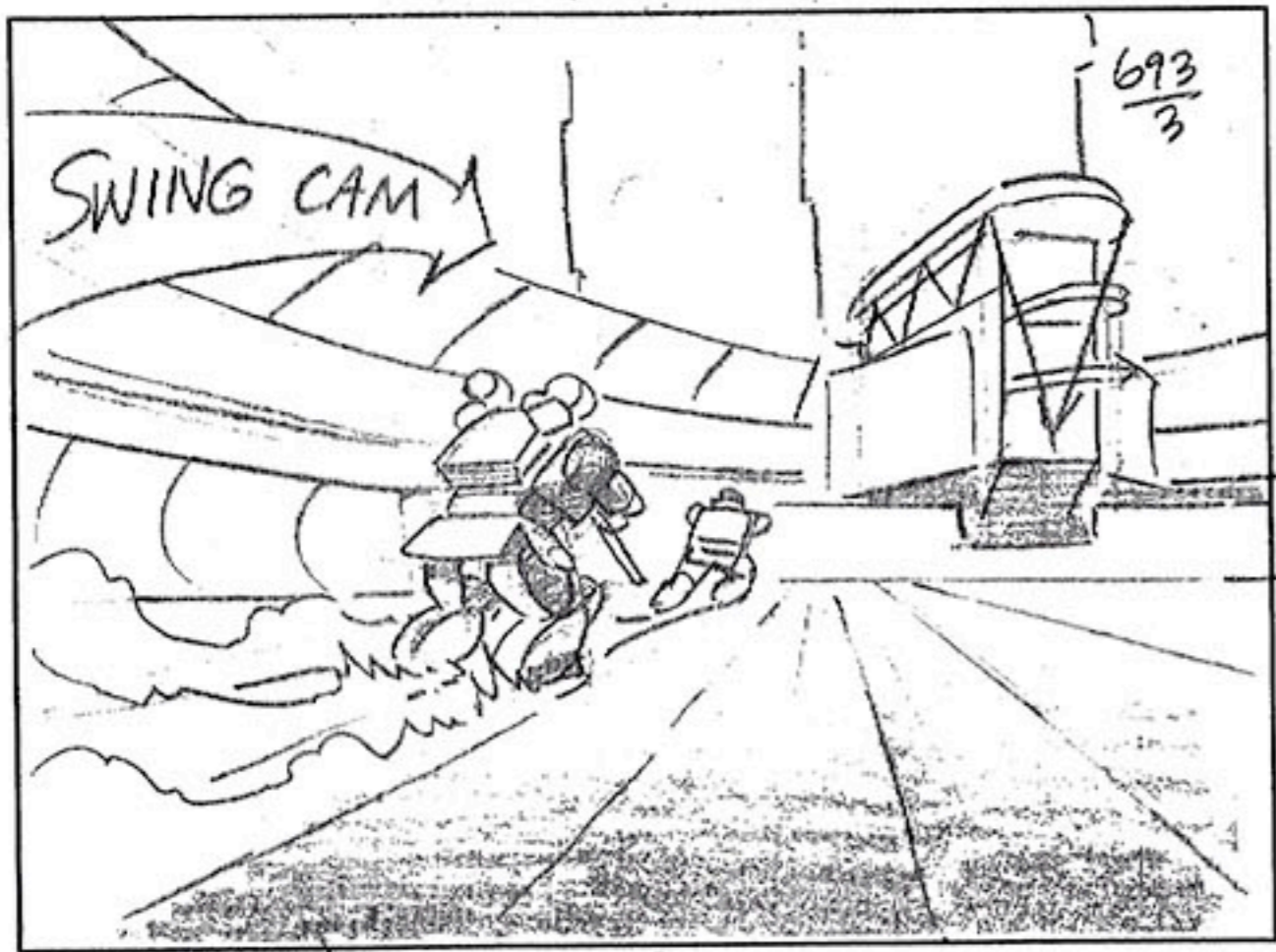
Hold - 10 Pan Right - 15



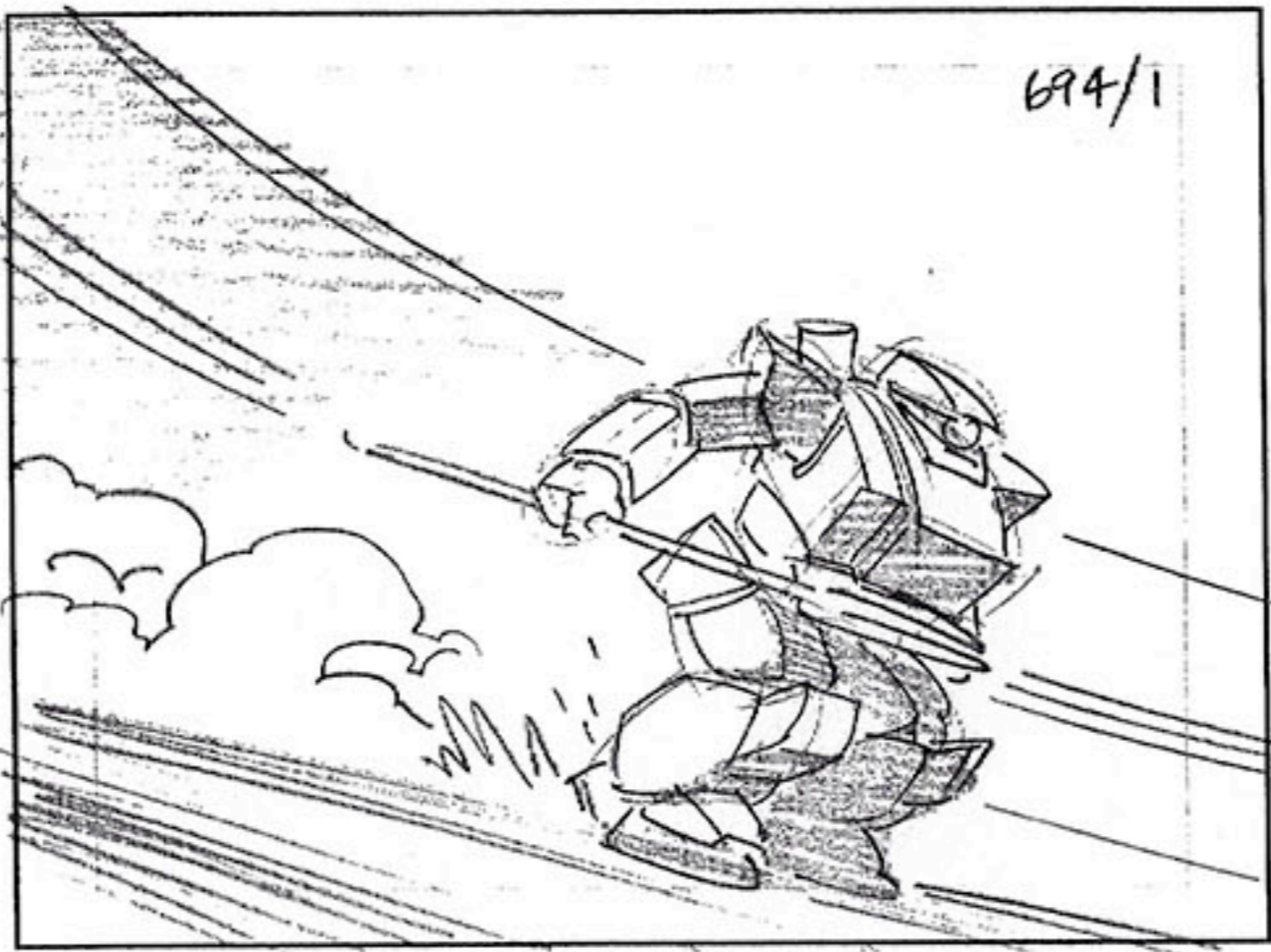
Sarge zips OS, followed by Pirx.

15

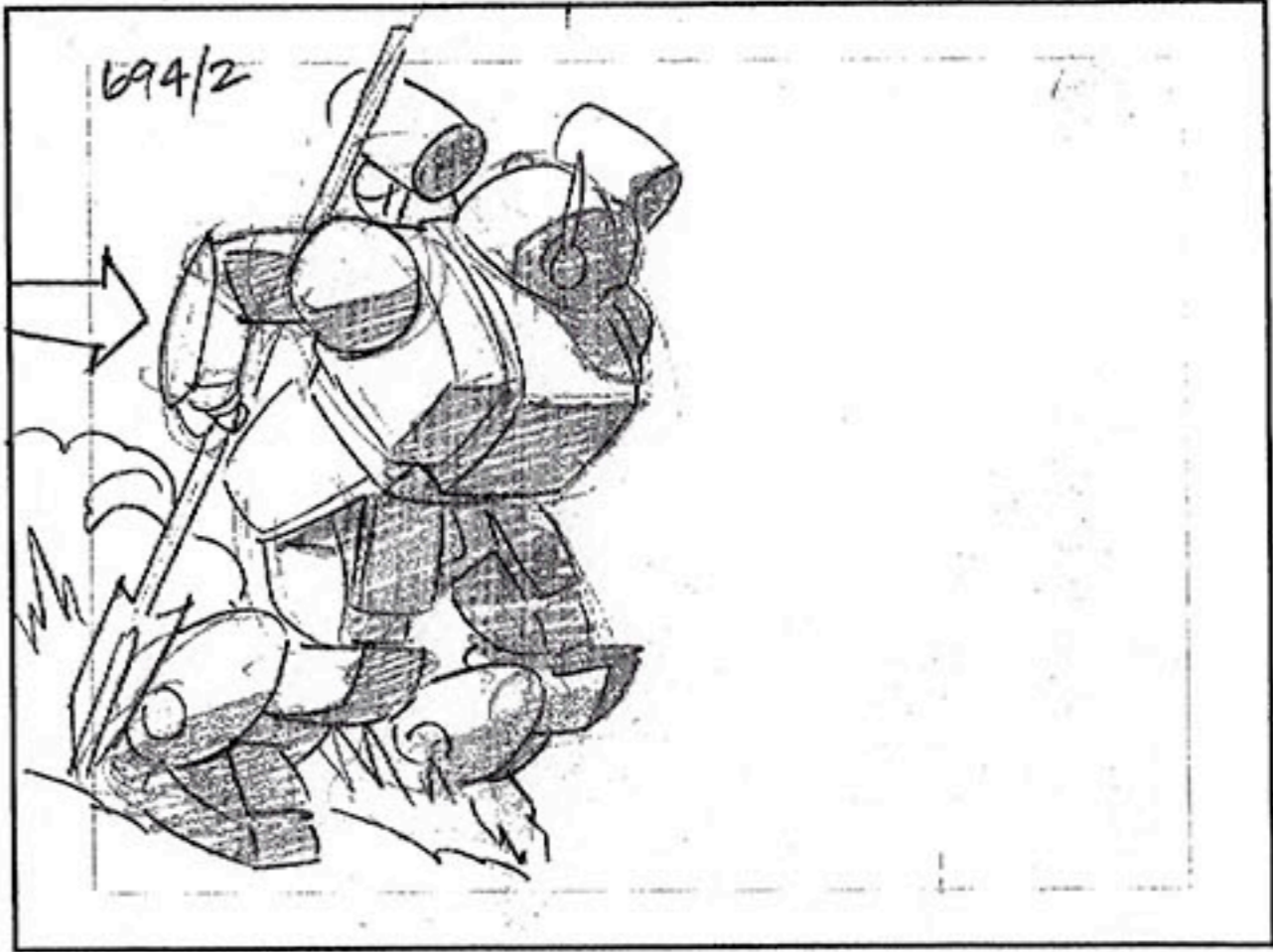
SC 693 PNL 3



SC 694 PNL 1



SC 694 PNL 2 (Add as overlay)



ACTION

Camera pivots to see Serge and Dirx roll away.

Camera tracks with Serge.

Dirx gains into scene, keeps pace with Serge

DIAL

(197) DIRX
Ah, Serge Garpentov.

TIMING

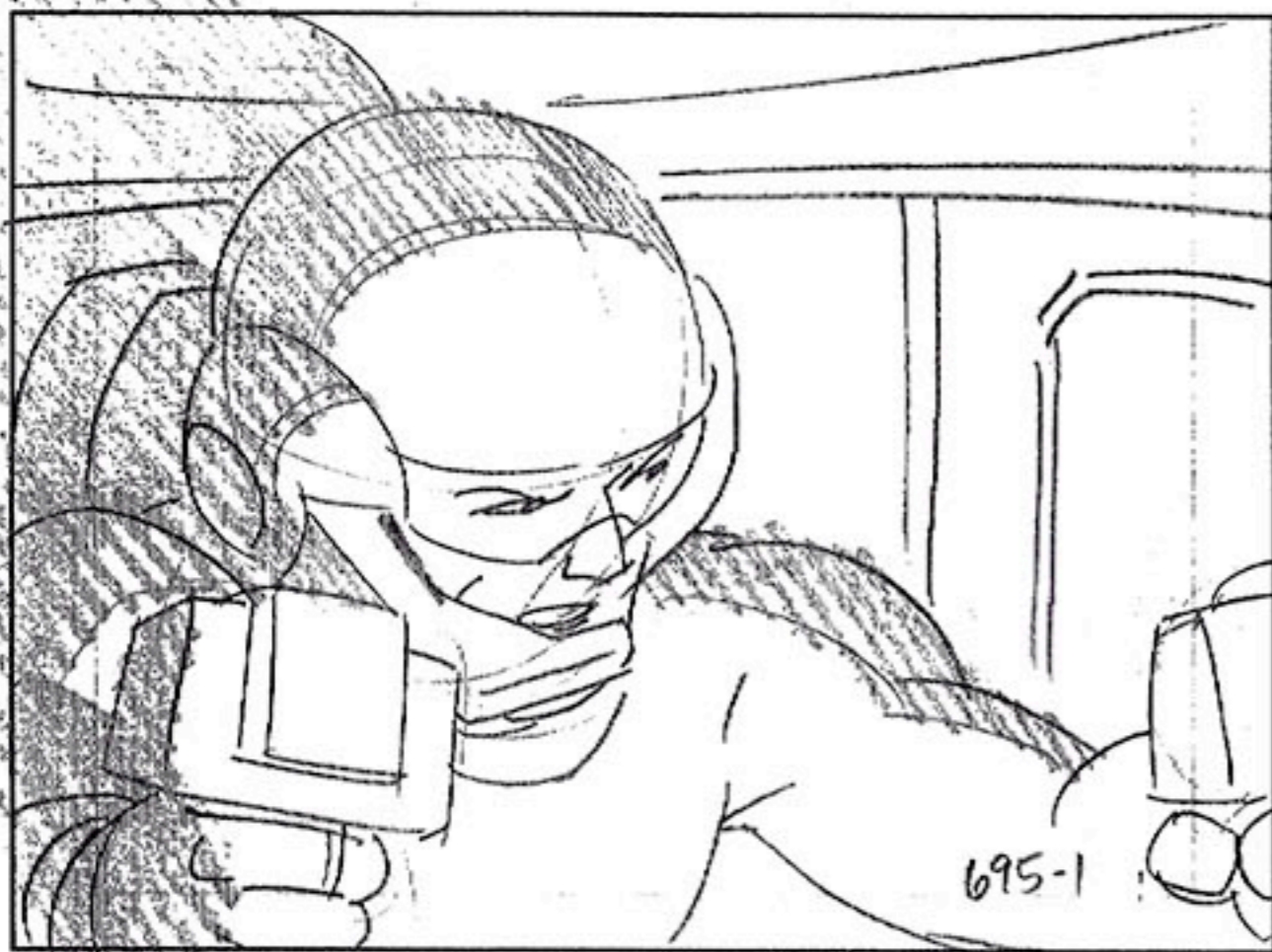
25

15

D

SC 695 PNL 1

CAM SHAKE



695-1

ACTION

On Dirx in his cockpit.

DIAL

197 Con't

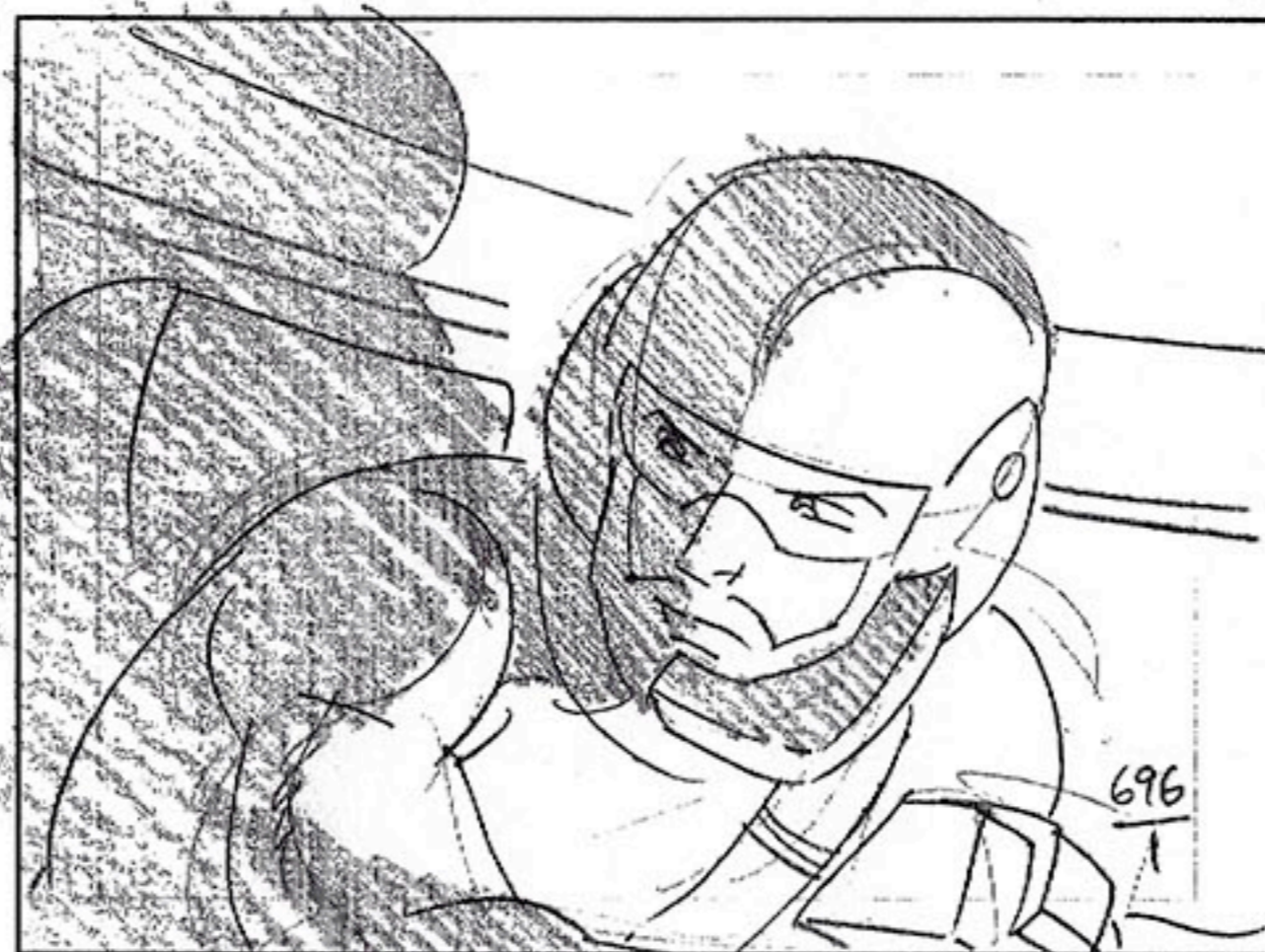
I hear you're a man of few words.

TIMING

D

SC 696 PNL 1

CAM SHAKE



696

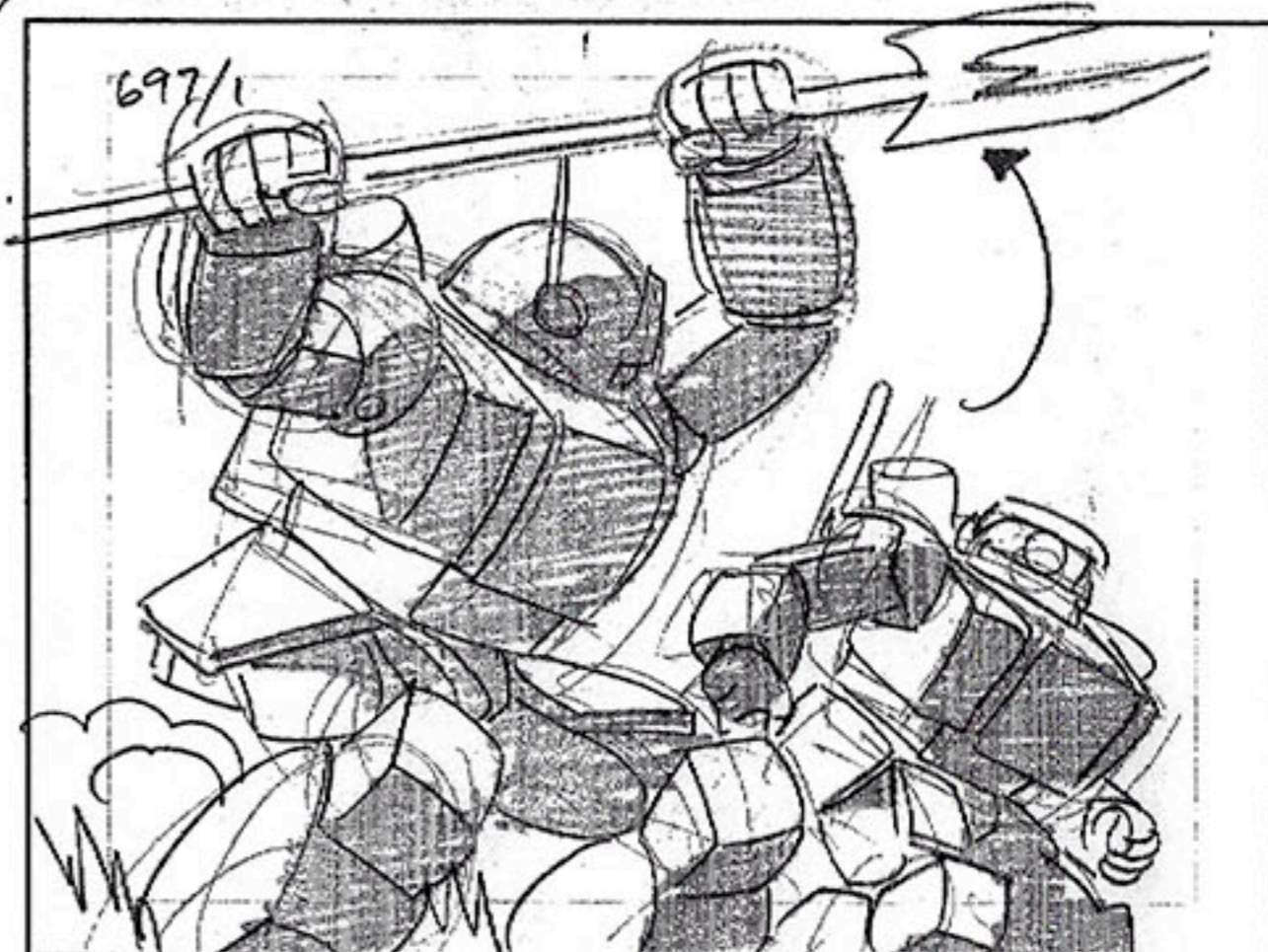
On Serge in his cockpit.

197 Con't

Well, I have only one word for you ...

D

SC 697 PNL 1



697/1

Dirx raises his lance
(Camera still tracks with both)

...EAT METAL!

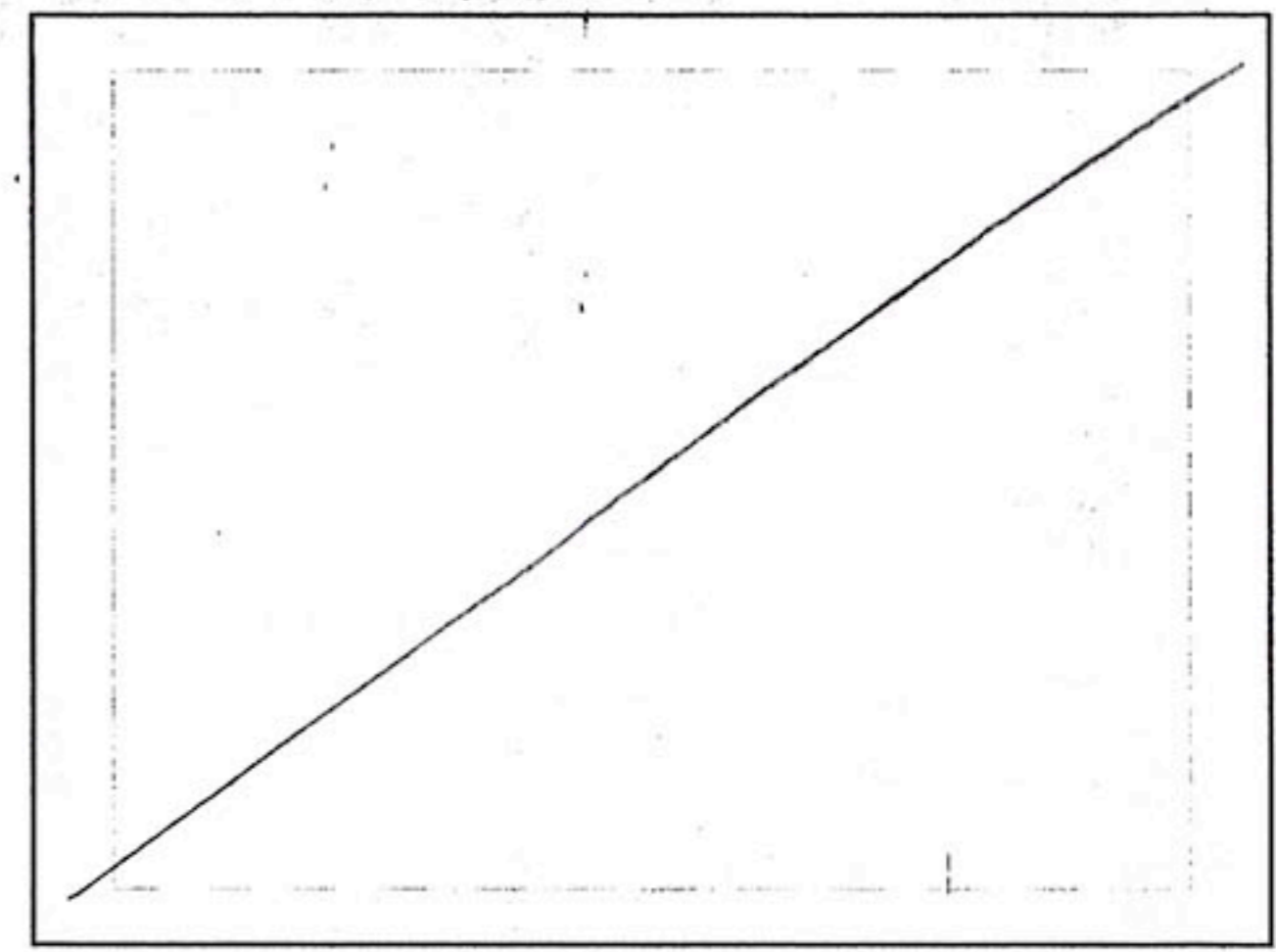
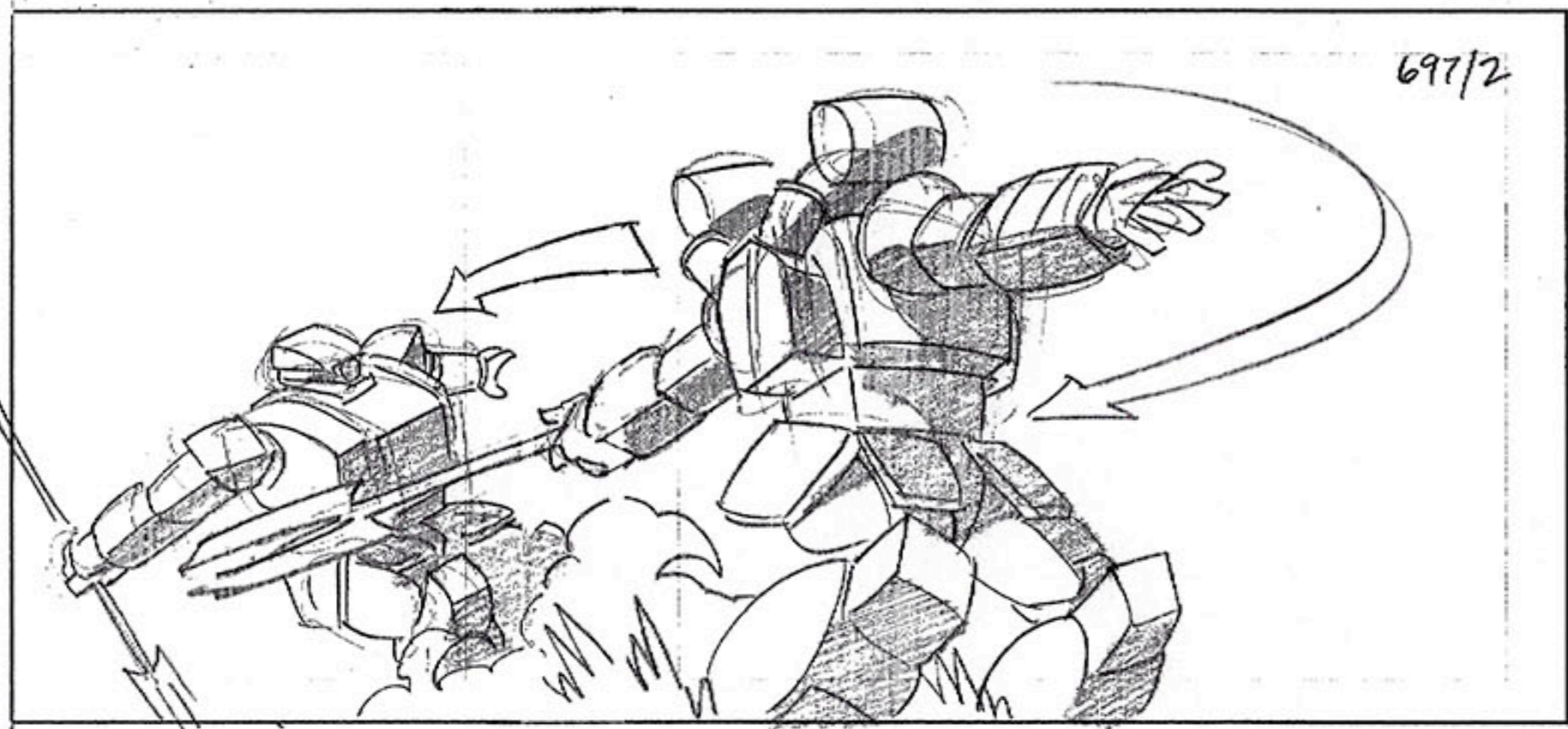
D

PROD # 111 ACT 3

SC PNL

SC 697 PNL 2

SC PNL



ACTION

Camera pans left with Serge as he brakes to dodge Dirx's stroke.

DIAL

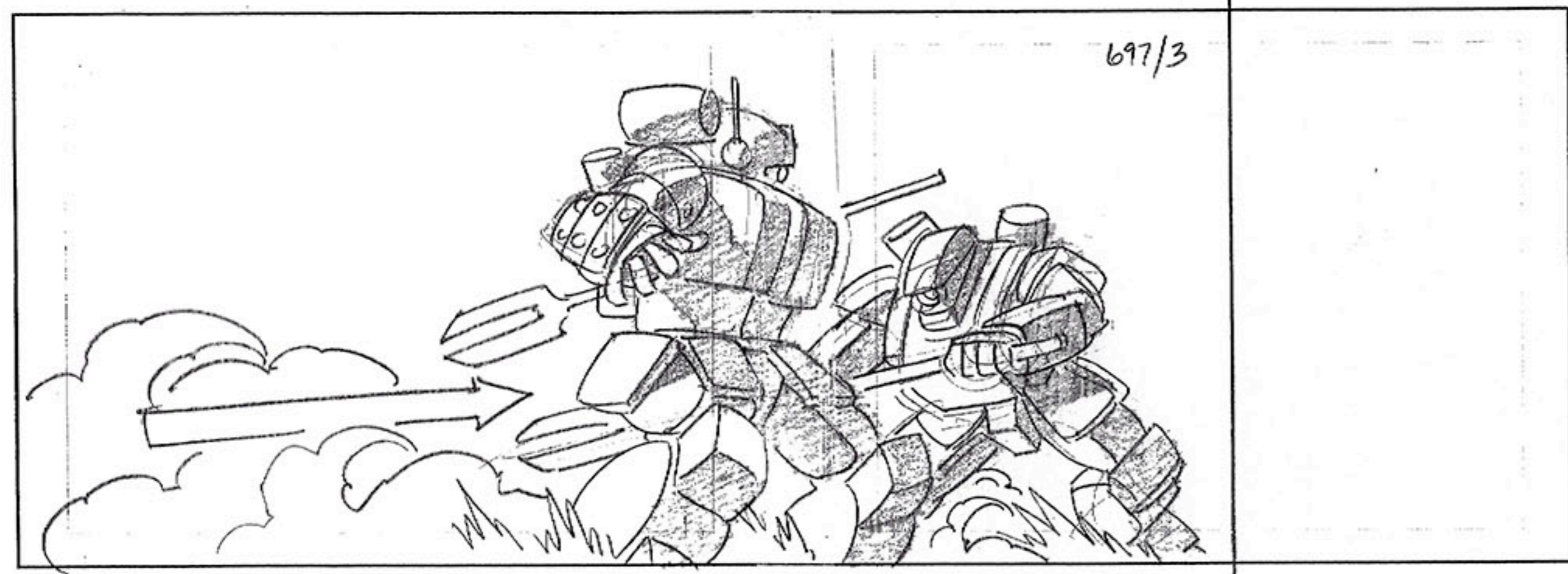
TIMING

Pan left - 15

SC 697 PNL 3

SC PNL

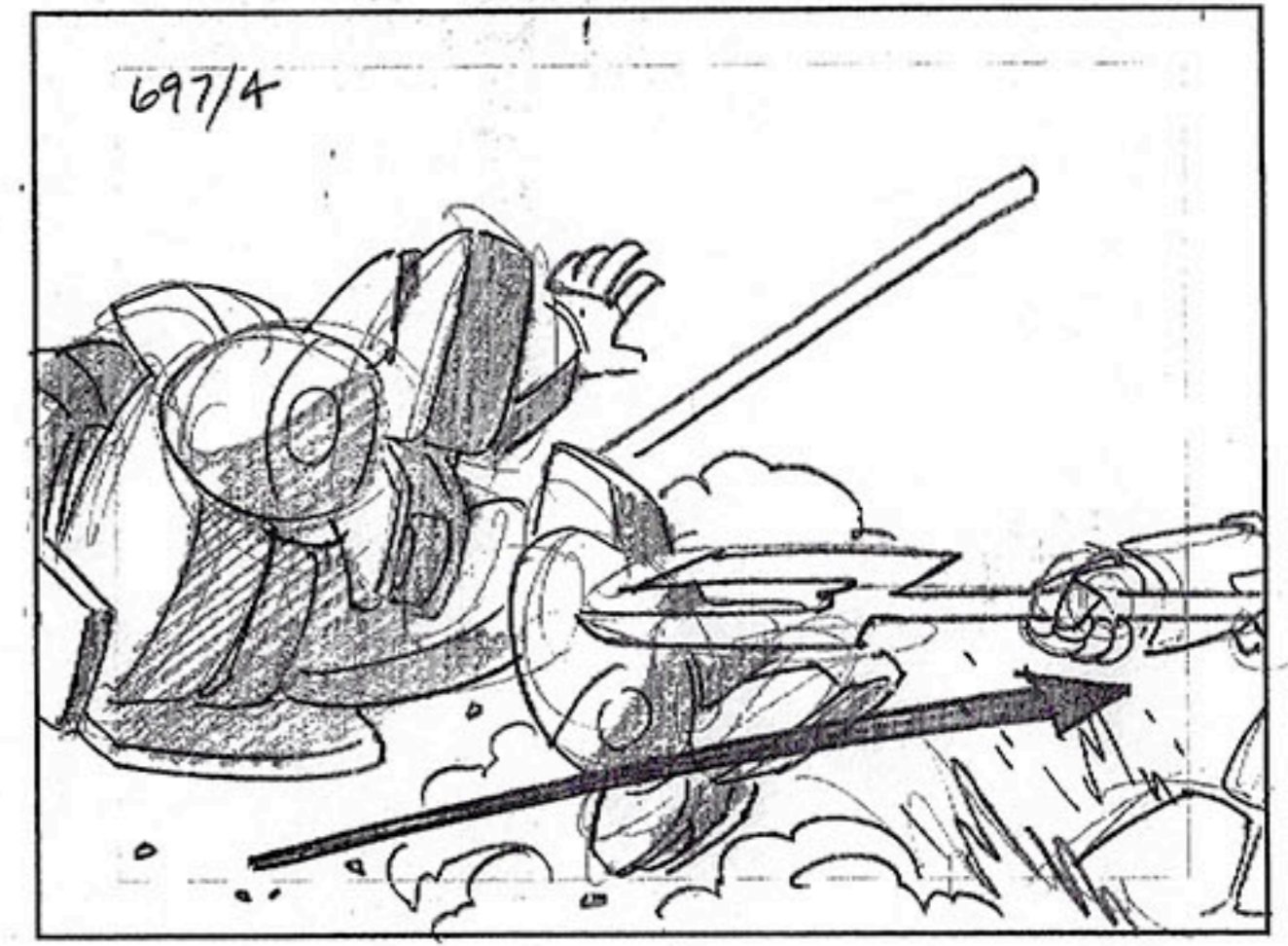
SC 697 PNL 4



ACTION Camera pans right again as Serge accelerates, holding out his lance.

DIAL

TIMING Pan right - 15

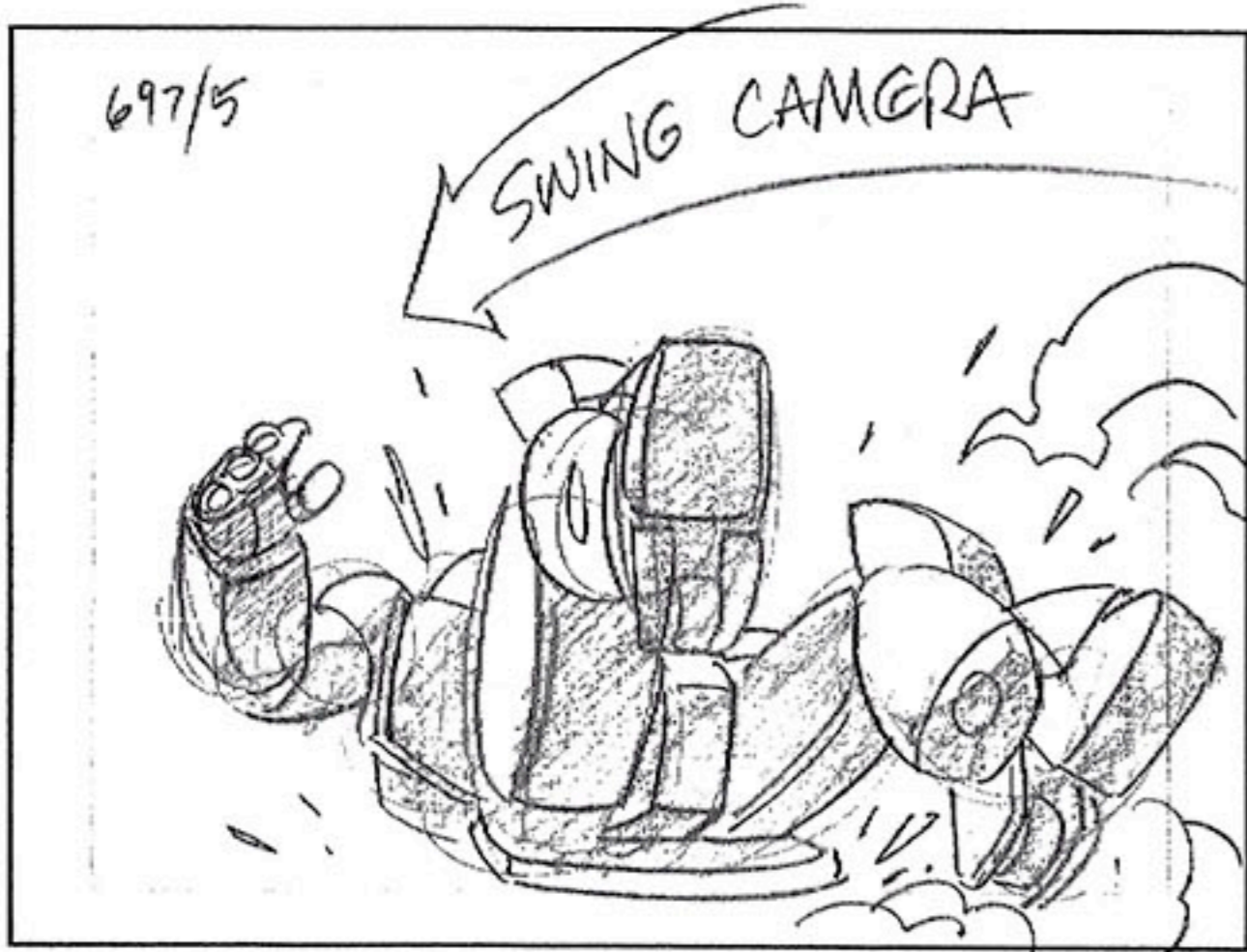


Serge sweeps his lance under Drex's legs, tripping him up.

DIAL

TIMING 10

SC 697 PNL 5



ACTION

Camera pivots backward as Dirx falls.

DIAL

TIMING

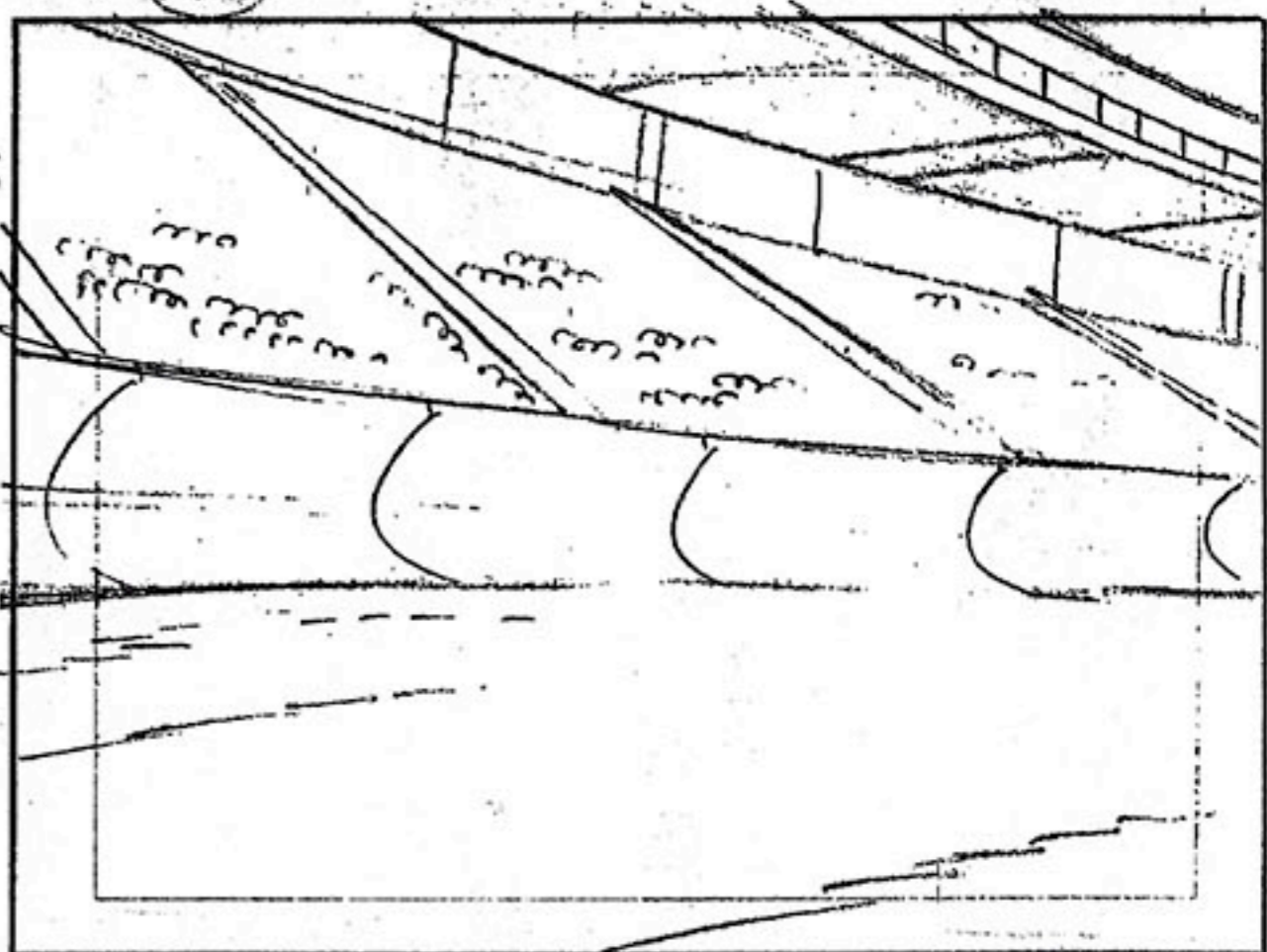
15

SC 697 PNL 6



Dirx sits up and Serge zips back into scene.

SC 697 PNL BG FOR PNLS 6 & 7

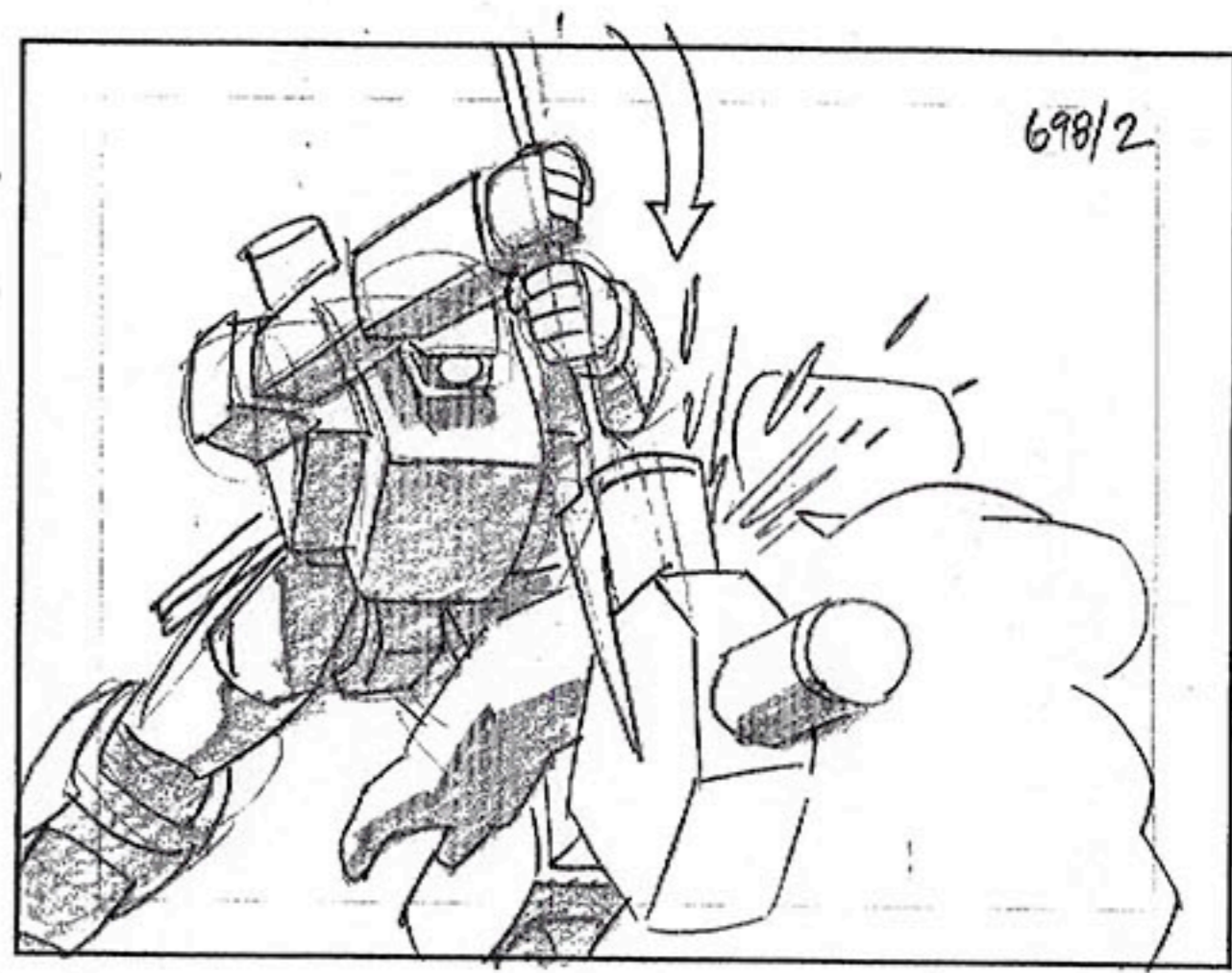
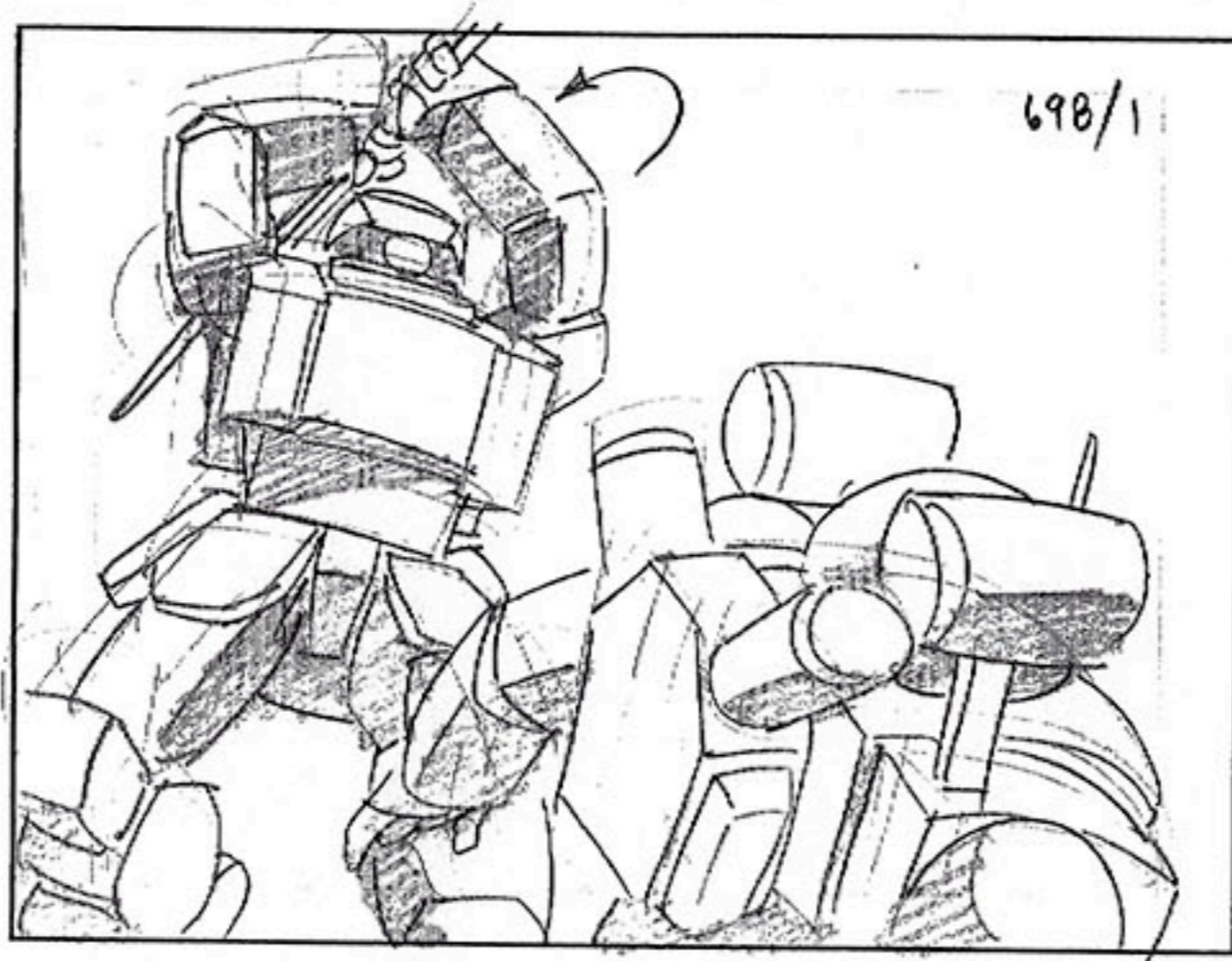
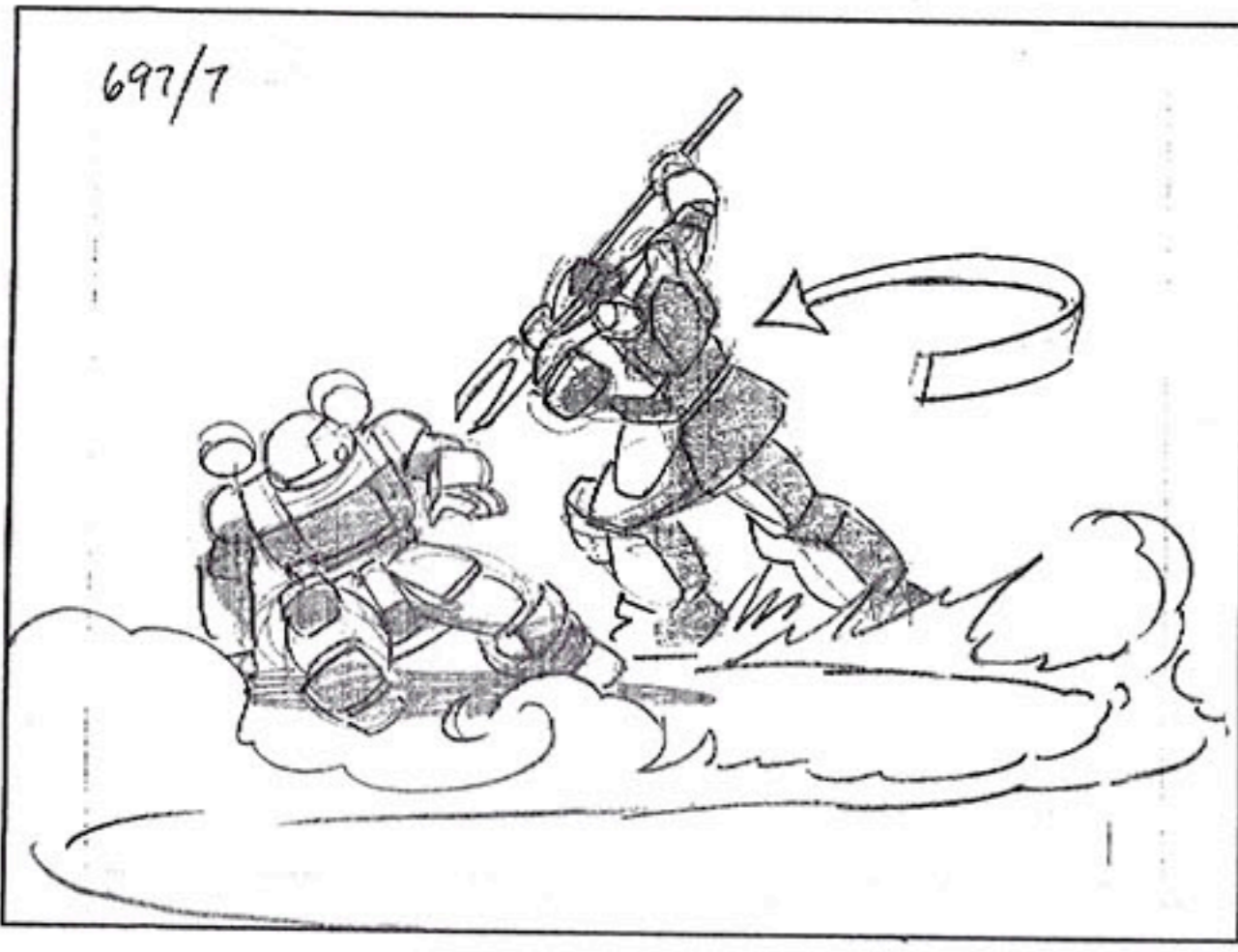


15

SC 697 PNL 7

SC 698 PNL 1 Reuse Sc 686 BG

SC 698 PNL 2



ACTION

Serge swerves around behind Dirx.

Serge raises his lance...

... and pierces it into Dirx's v-engine.

DIAL

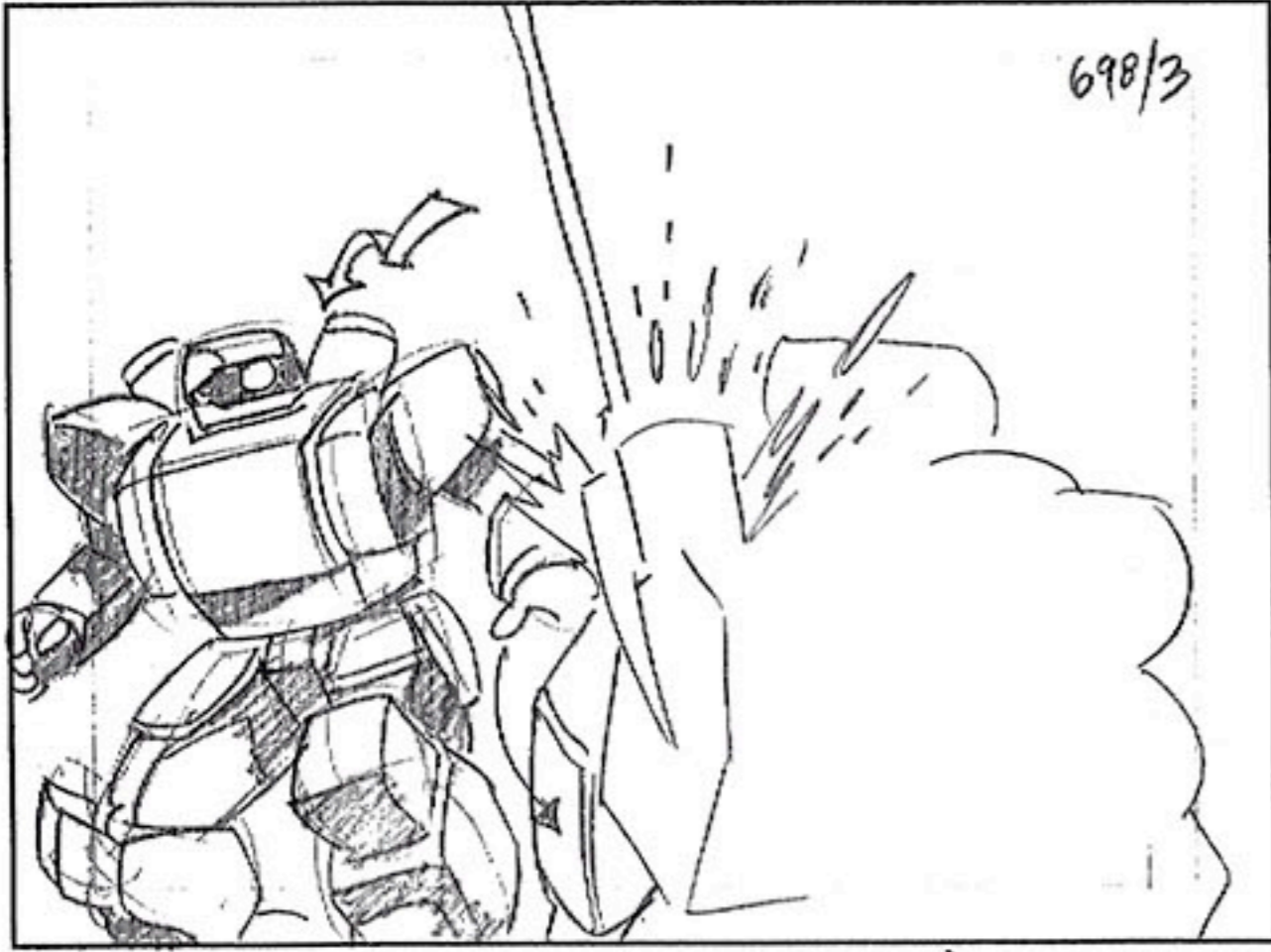
TIMING

25

10

10

SC 698 PNL 3

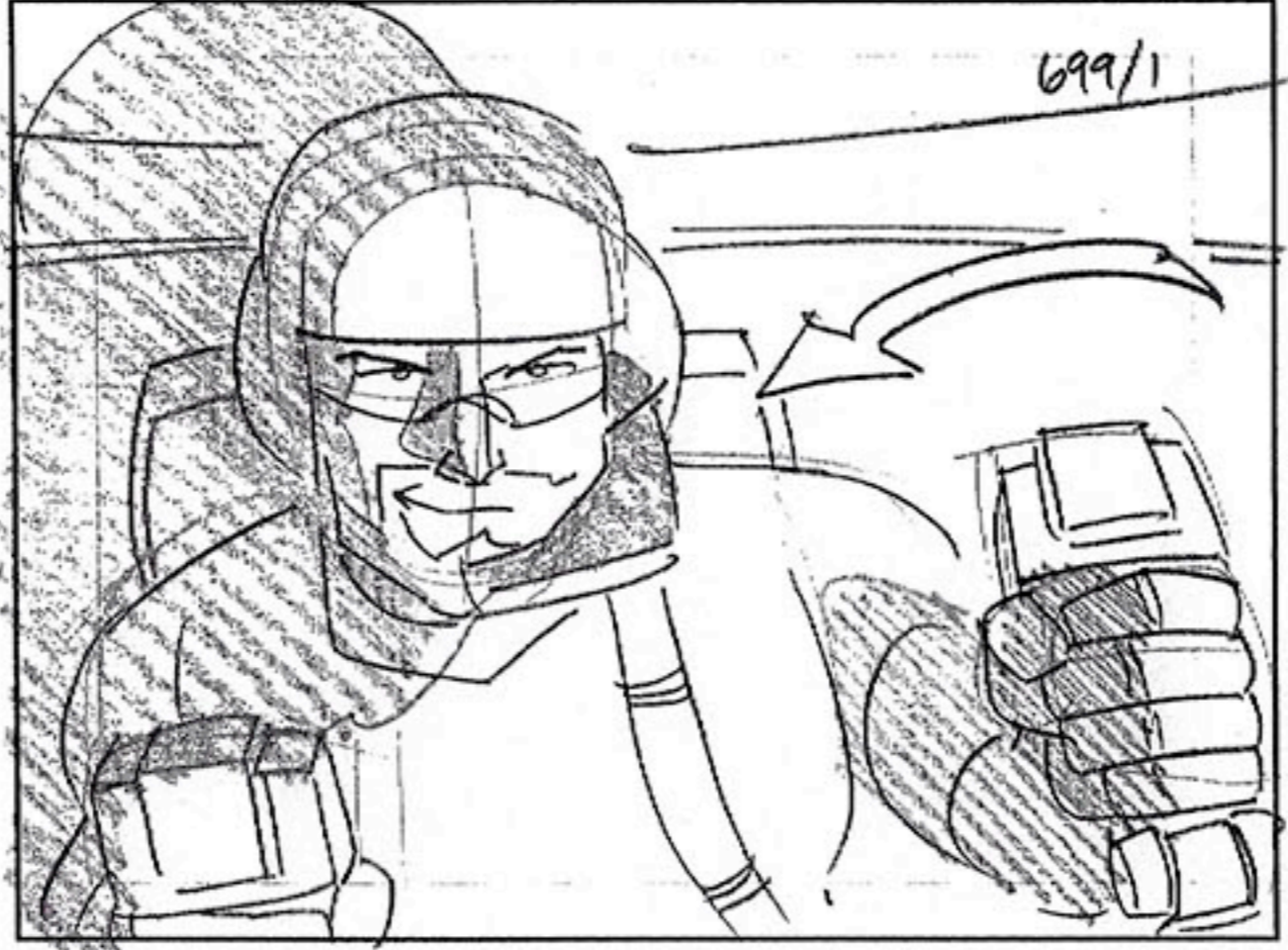


ACTION
Serge steps back as sparks pop from Dirx's engine.

DIAL

TIMING 25

SC 699 PNL 1

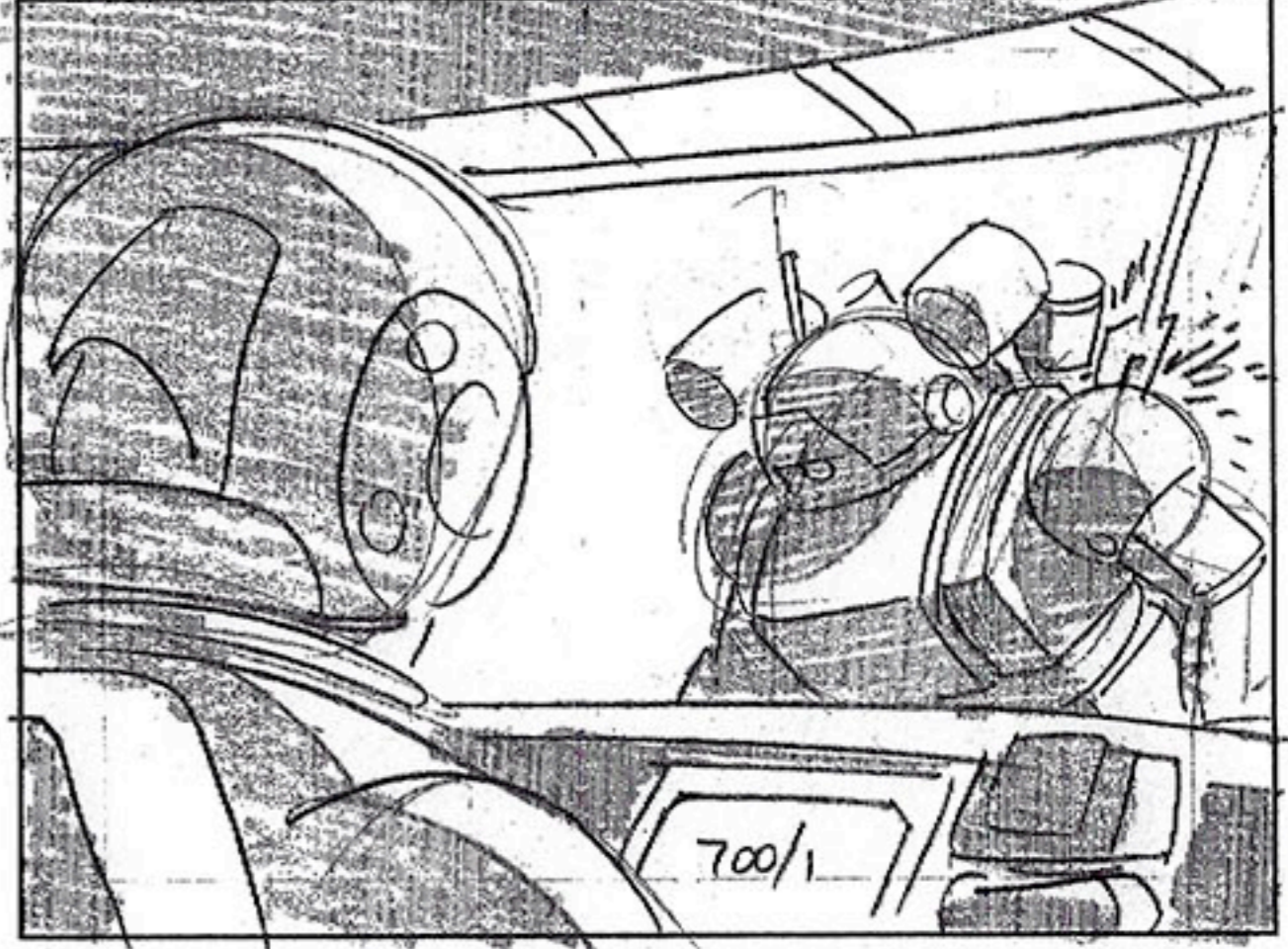


Serge sits back in his seat, smug.

DIAL

TIMING 25

SC 700 PNL 1



Serge looks out at Dirx's damaged Gear.

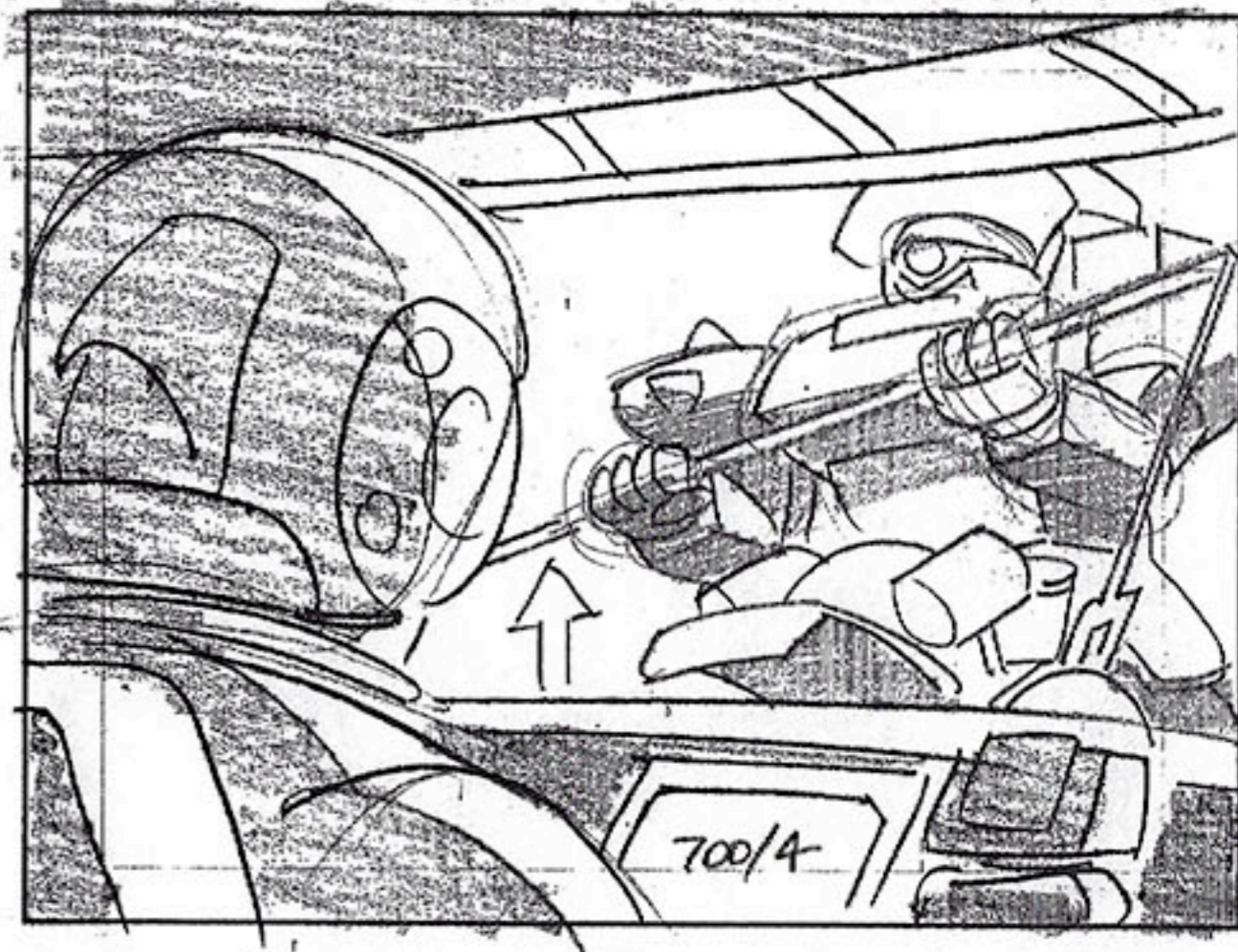
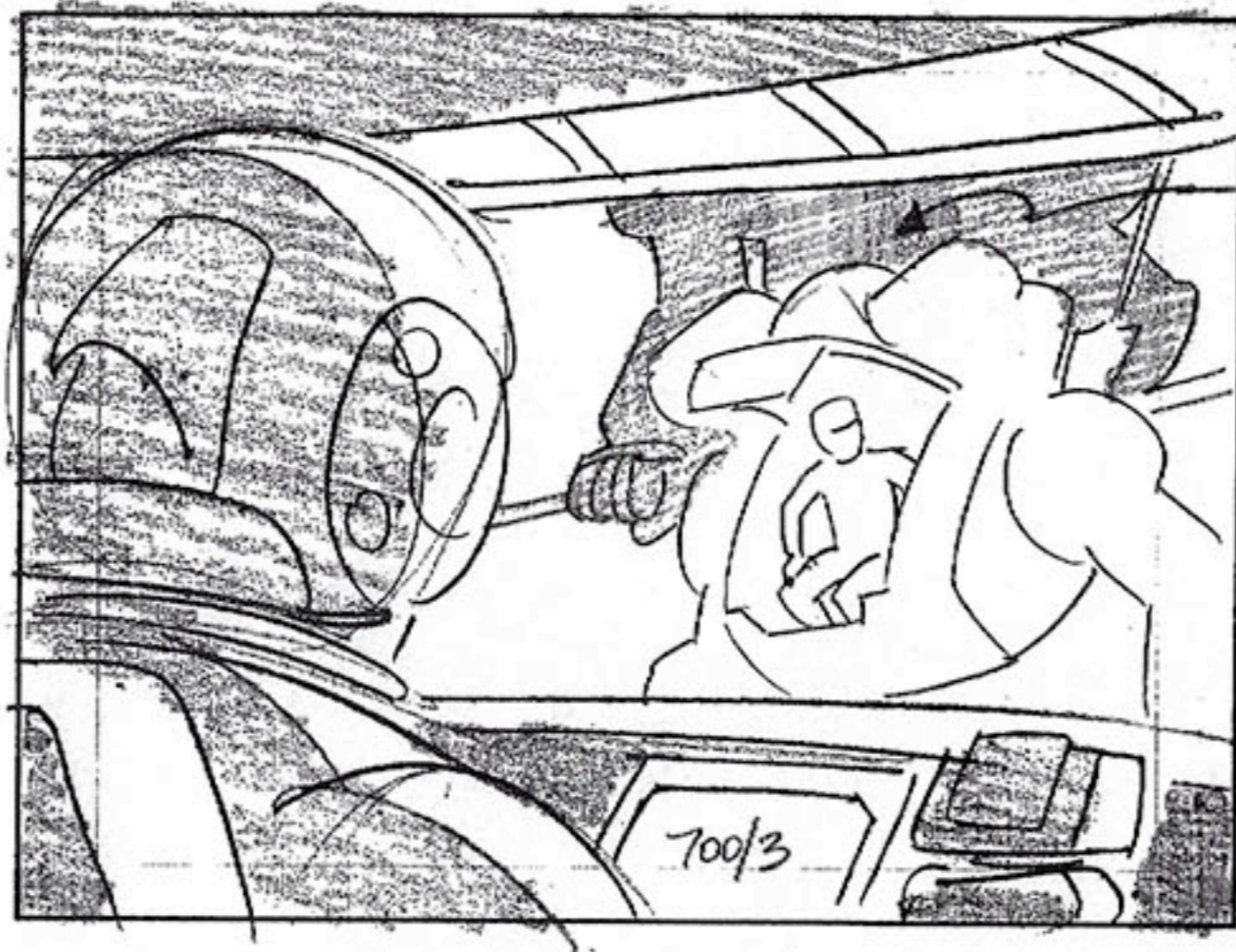
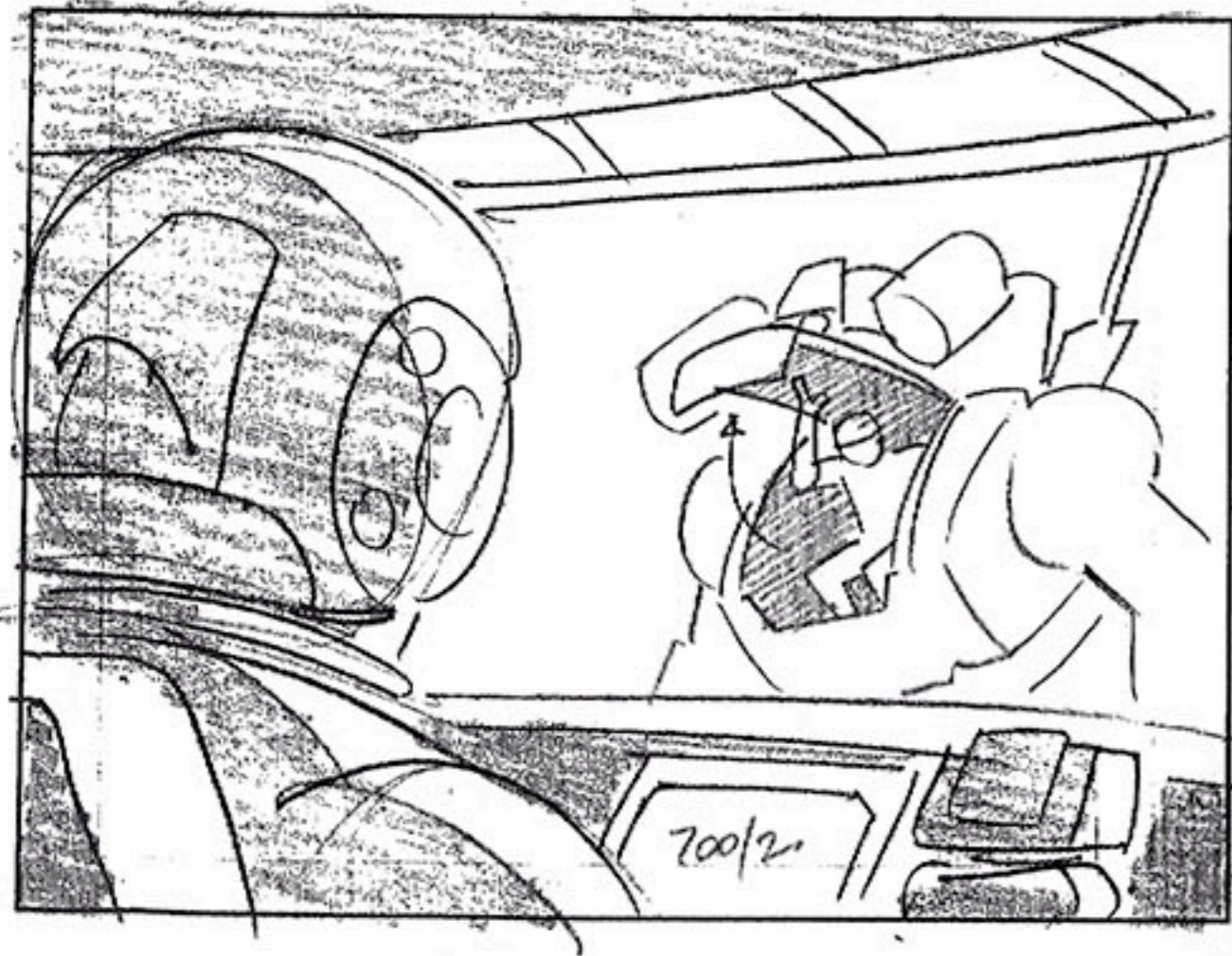
DIAL

TIMING 20

SC 700 PNL 2

SC 700 PNL 3

SC 700 PNL 4



ACTION

Dirx opens his hatch.

Dirx looks up as Sebastian steps into scene.

Screen image pans up to see Sebastian.

DIAL

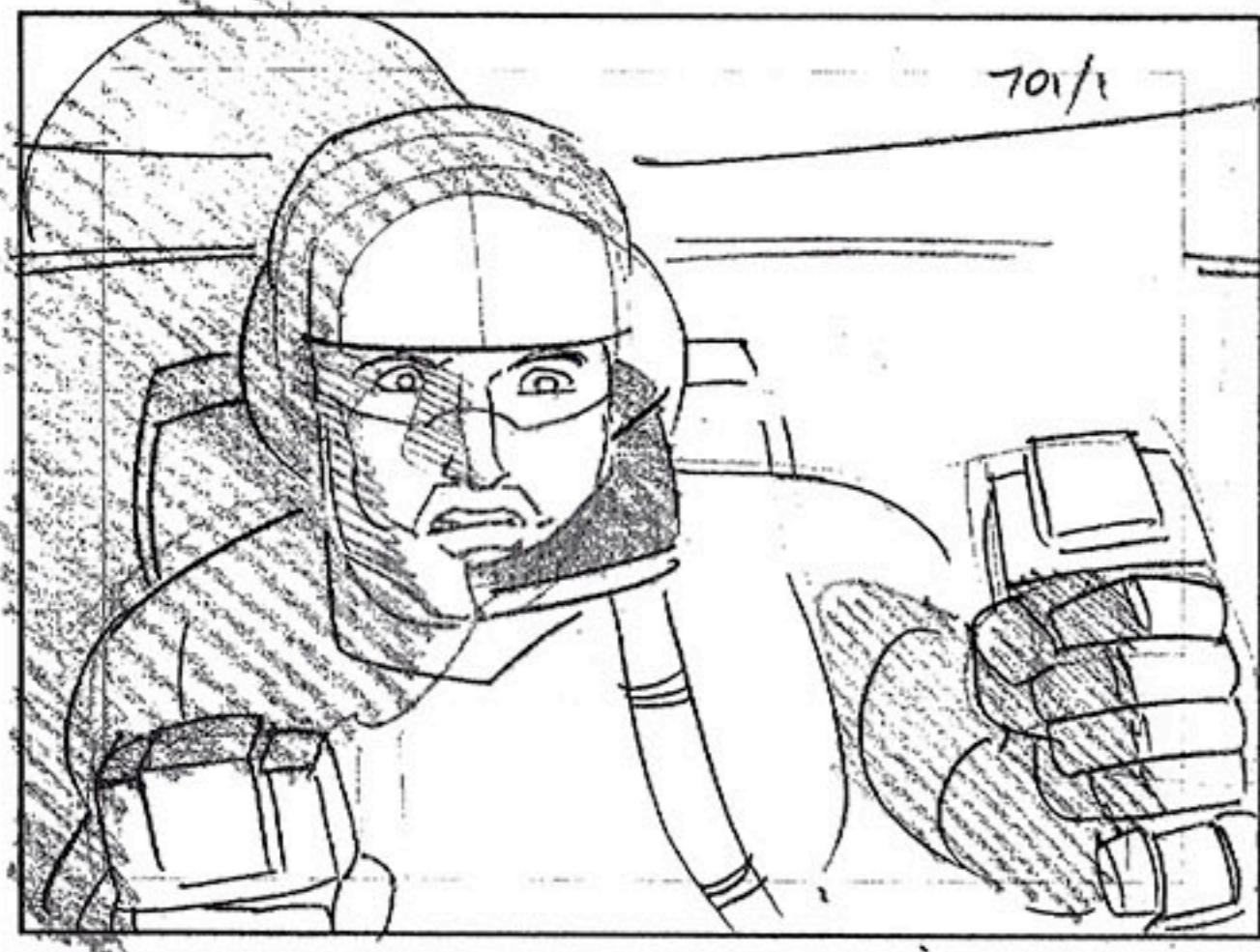
TIMING

15

15

20

SC 701 PNL 1

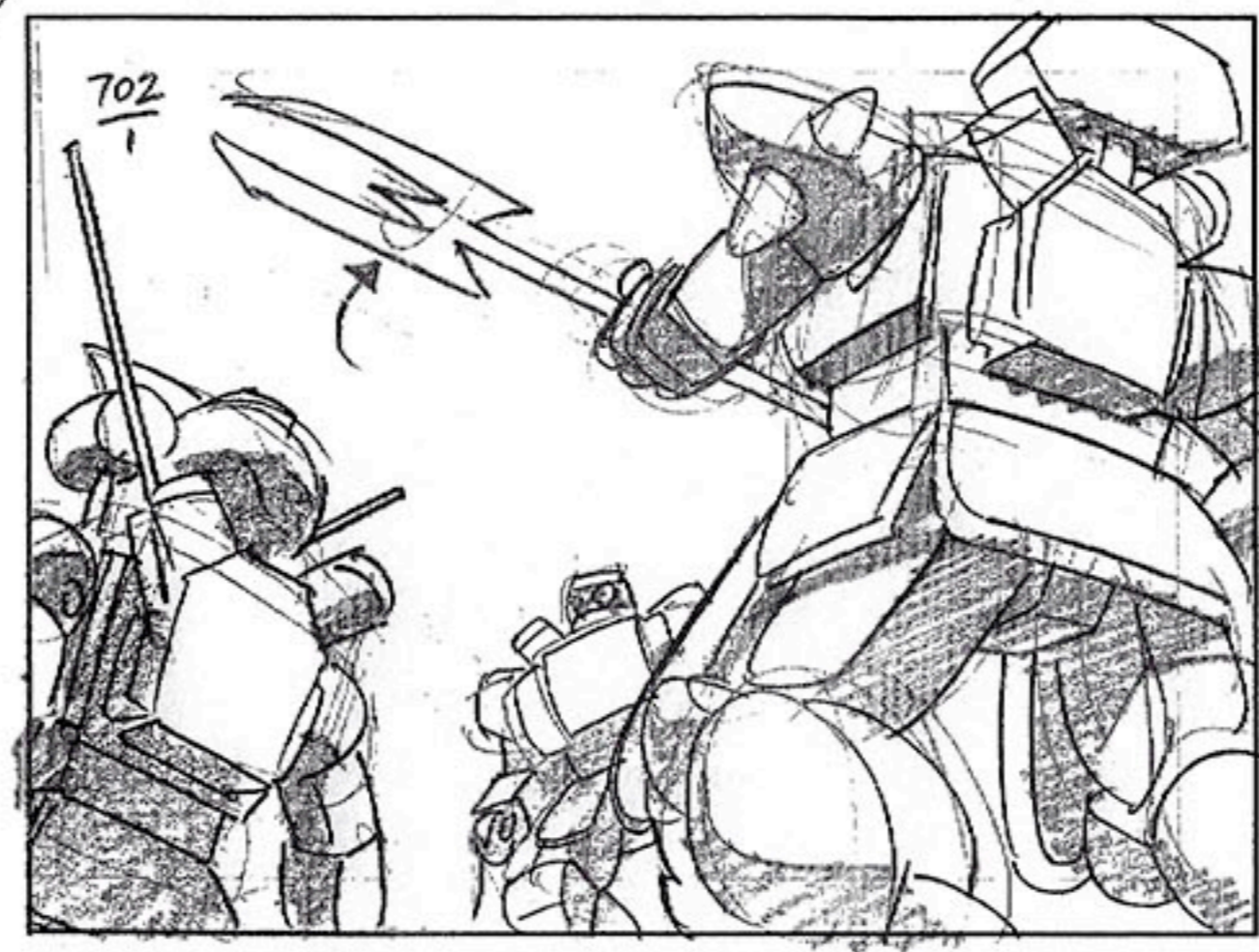


ACTION
Serge reacts, surprised.

DIAL

TIMING
20

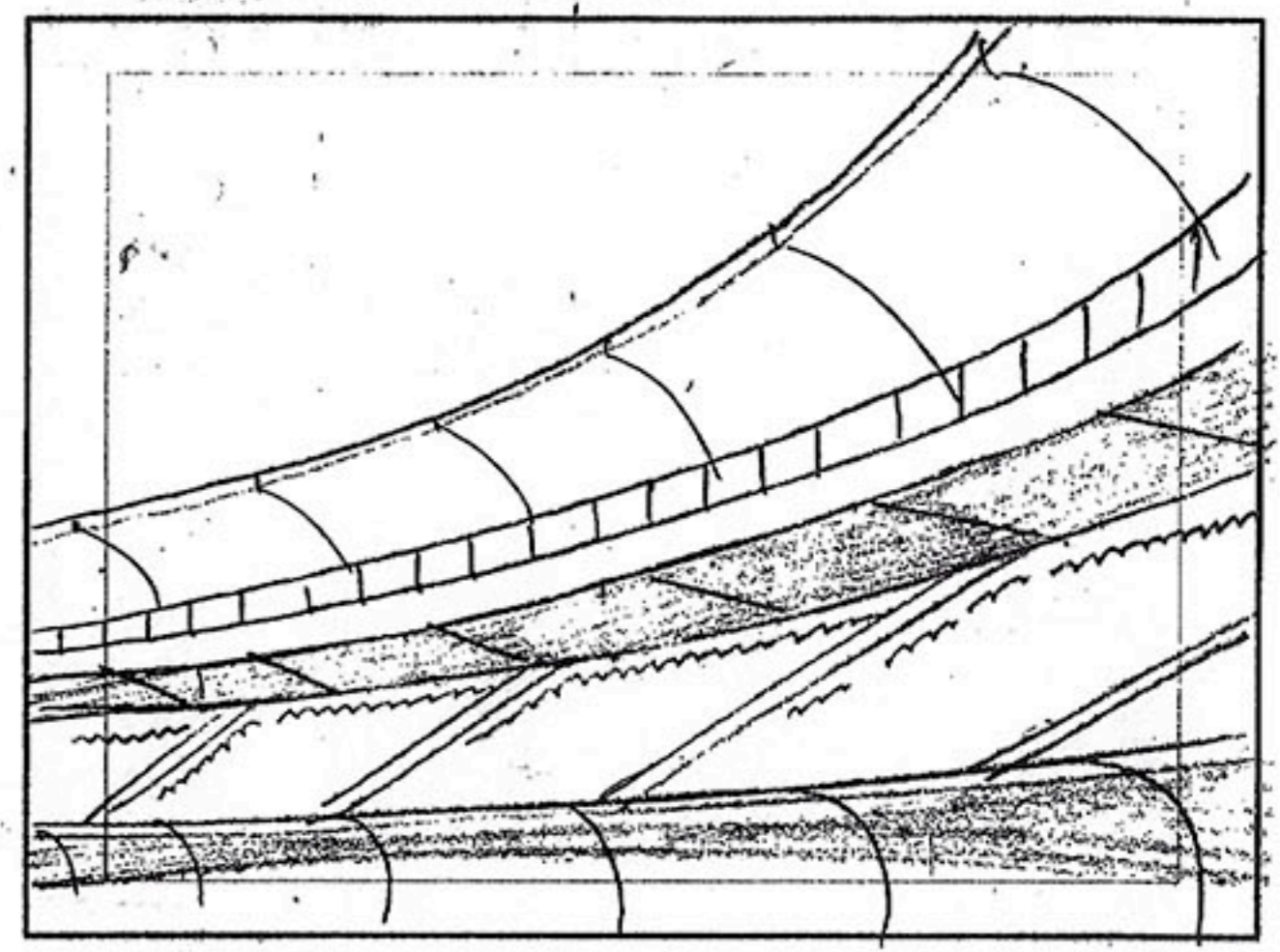
SC 702 PNL 1



Sebastian raises his lance,
ready to fight.

TIMING
15

SC 702 PNL BG



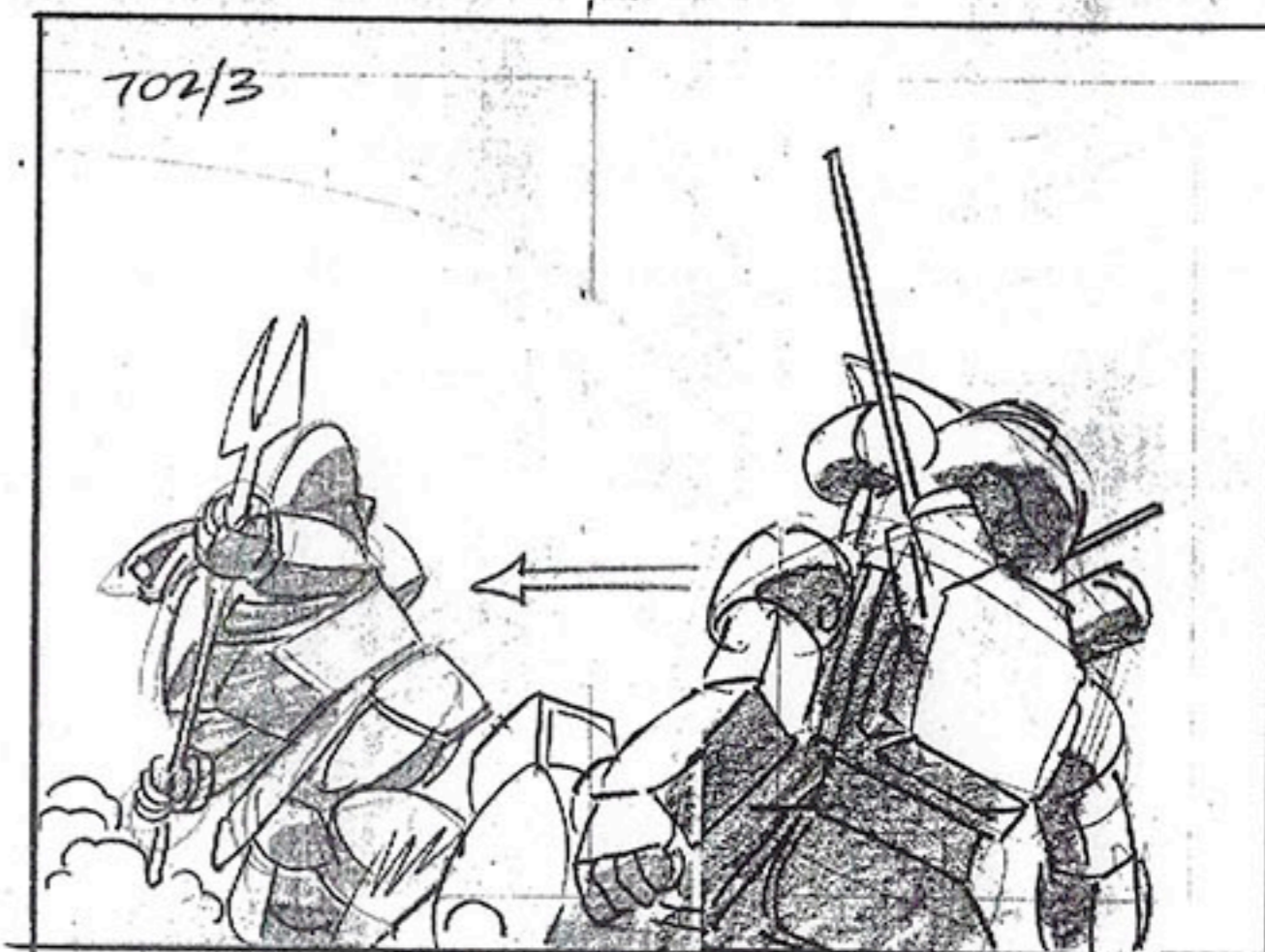
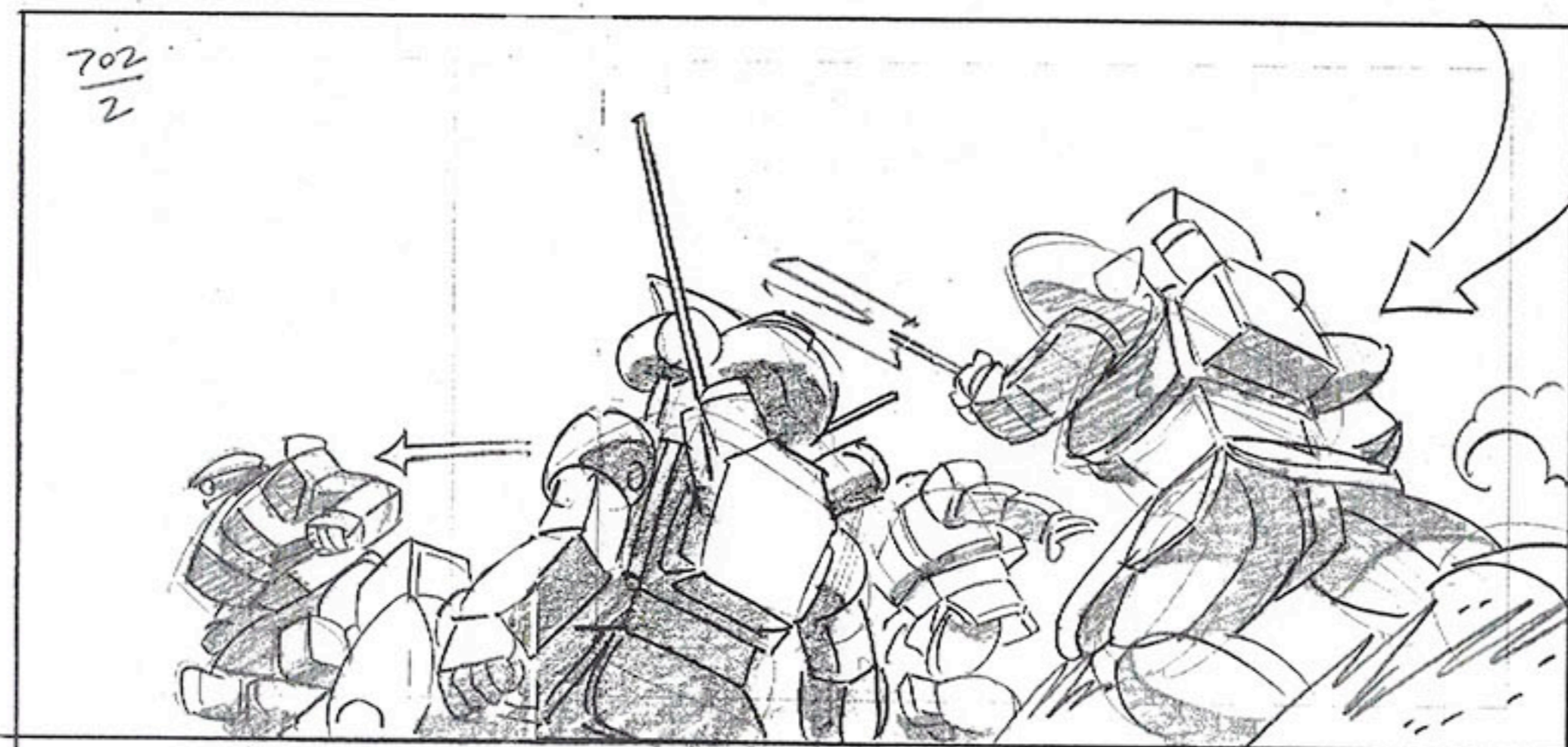
TIMING

PROD # III ACT 3

SC PNL

SC 702 PNL 2

SC 702 PNL 3



ACTION

Camera pans left as Serge takes off and Sebastian chases

Sebastian zips OS after Serge.

DIAL

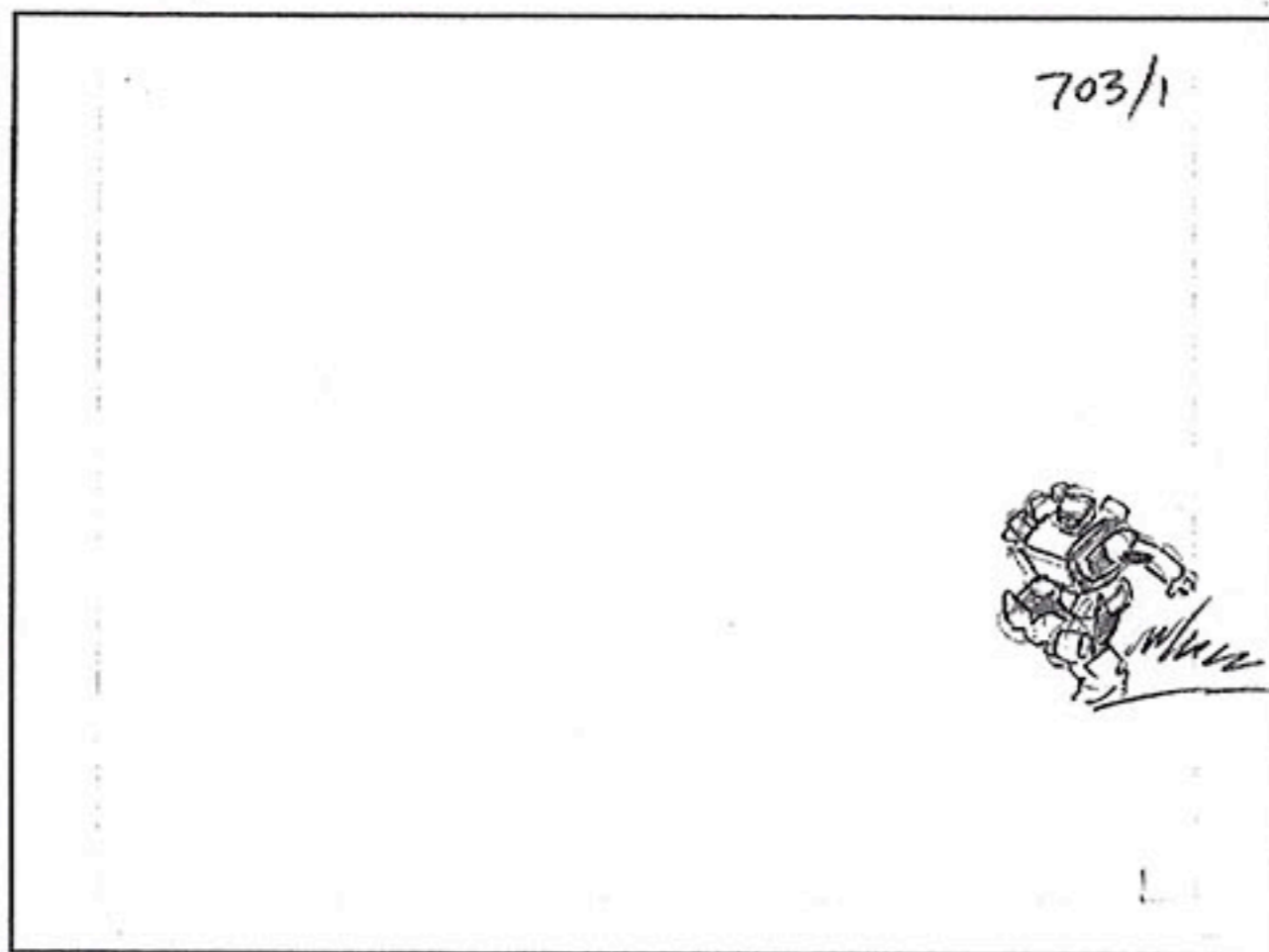
SFX (6)

TIMING

Pan left - 15

10

SC 703 PNL 1



ACTION

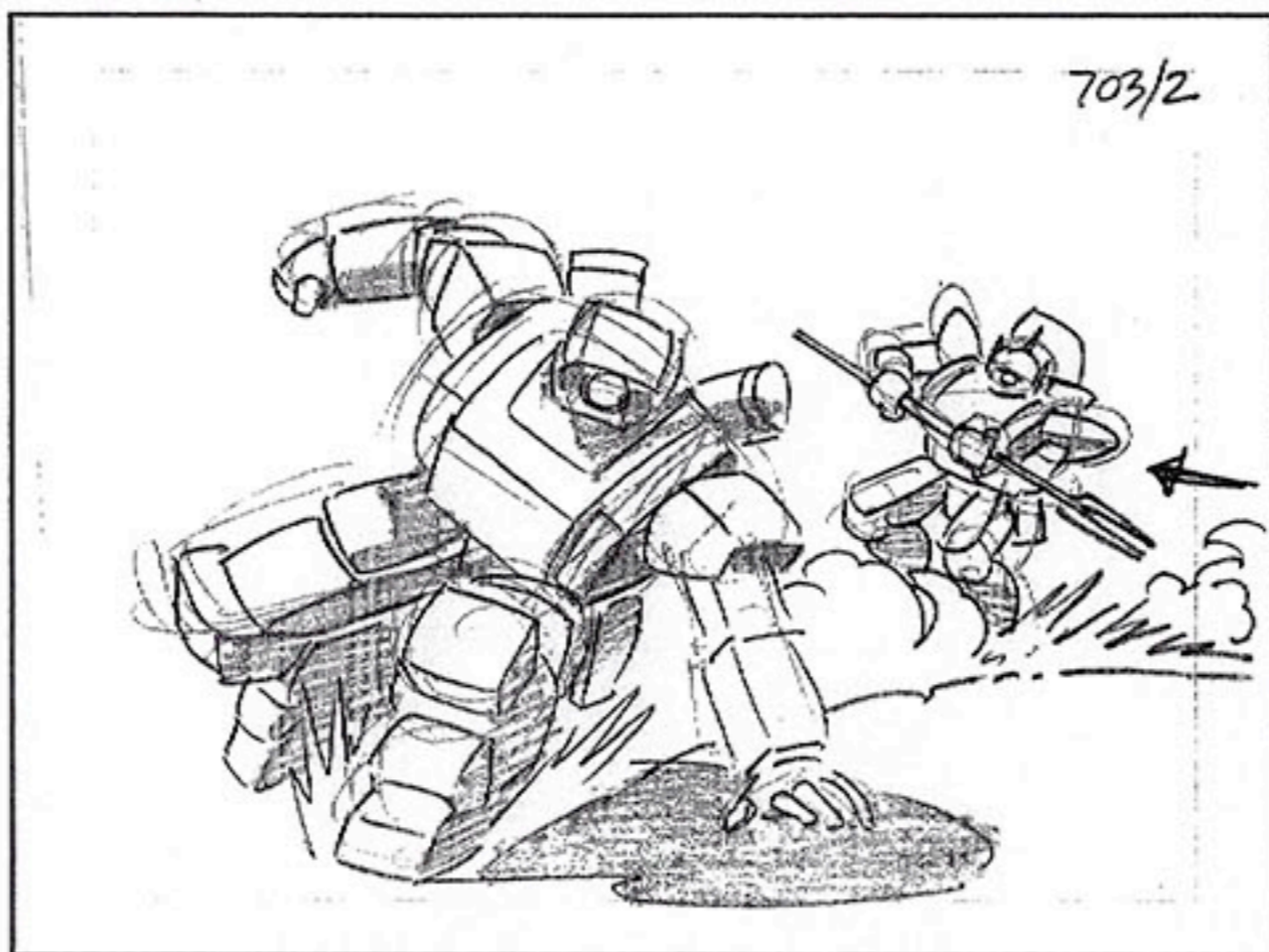
Serge rolls into scene.

DIAL

TIMING

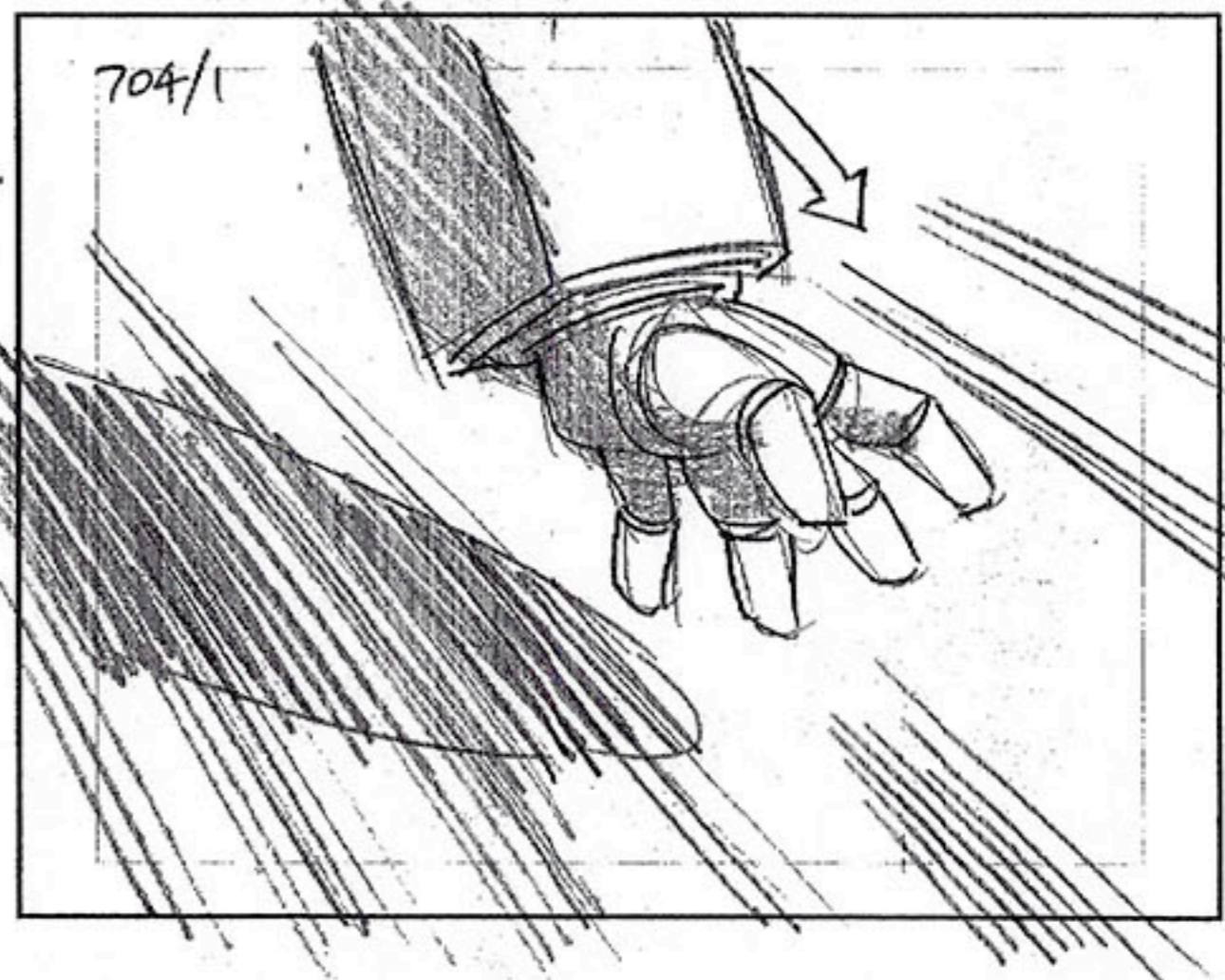
10

SC 703 PNL 2



Sebastian follows Serge.
Serge leans down close to ground.

SC 704 PNL 1

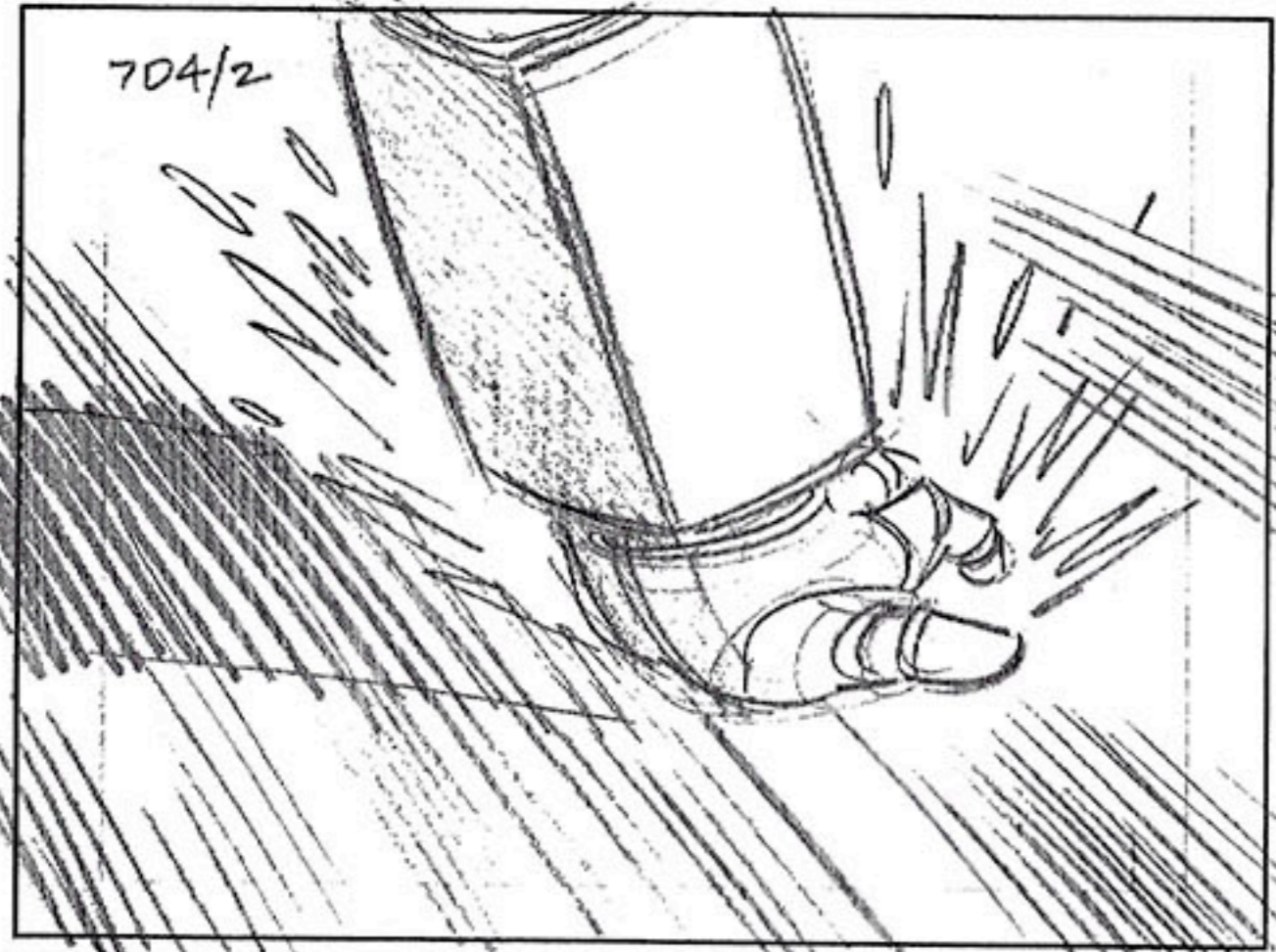


Close on Serge's hand,
drifting down.

20

15

SC 704 PNL 2

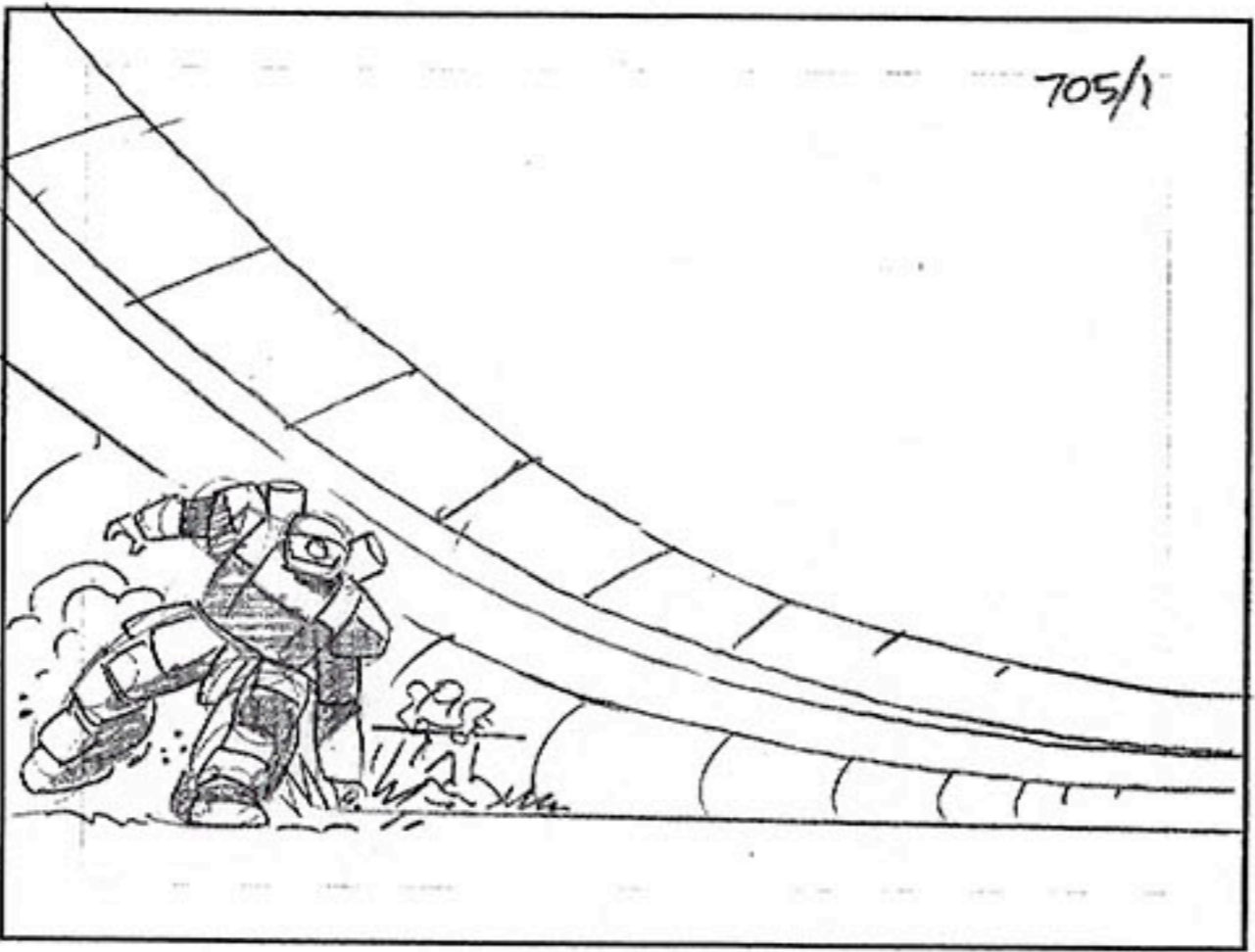


ACTION
Serge's hand scrapes against arena floor.

DIAL

TIMING
20

SC 705 PNL 1

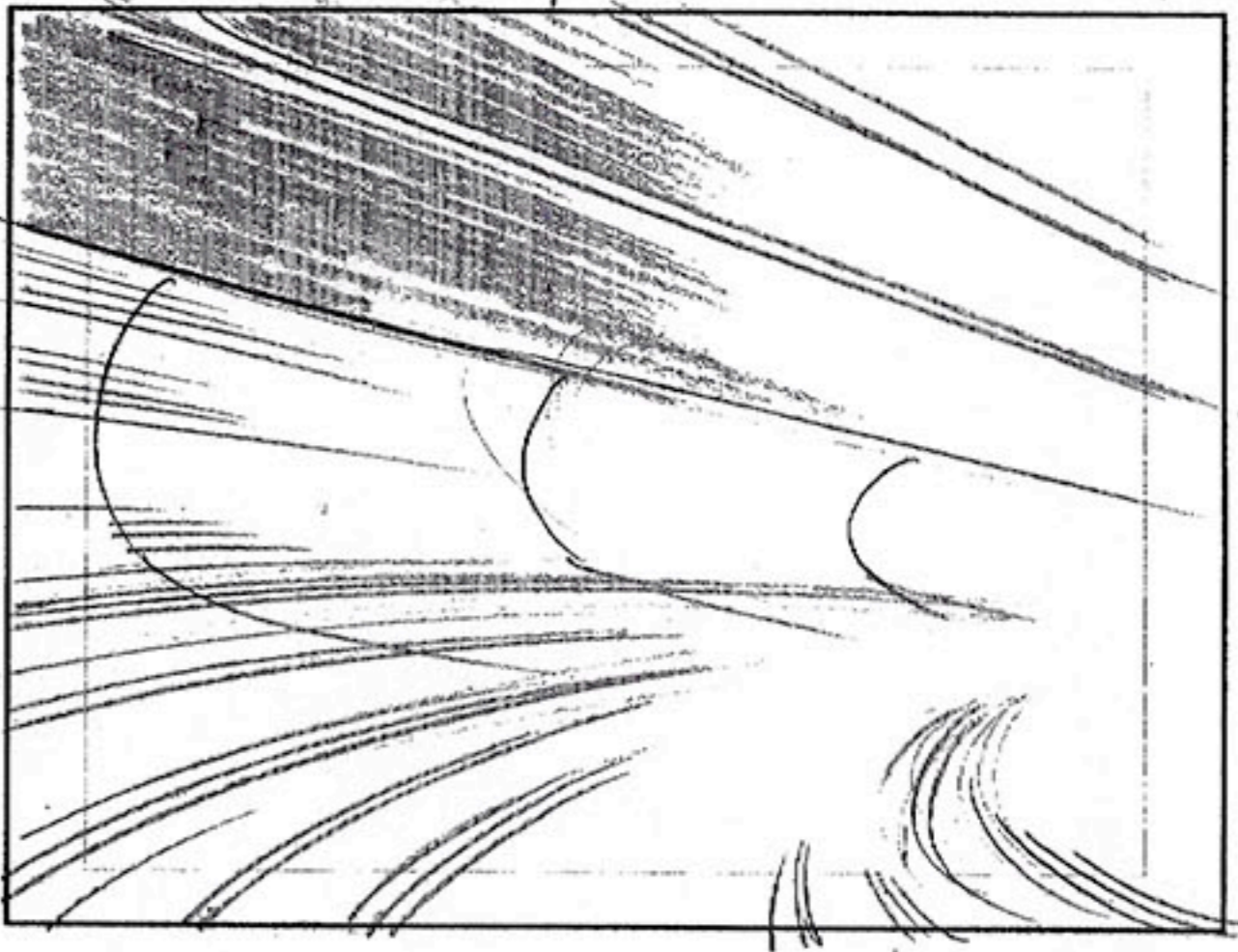


Serge rolls toward camera, dragging his hand.

DIAL

TIMING
10

SC 703 PNL BG



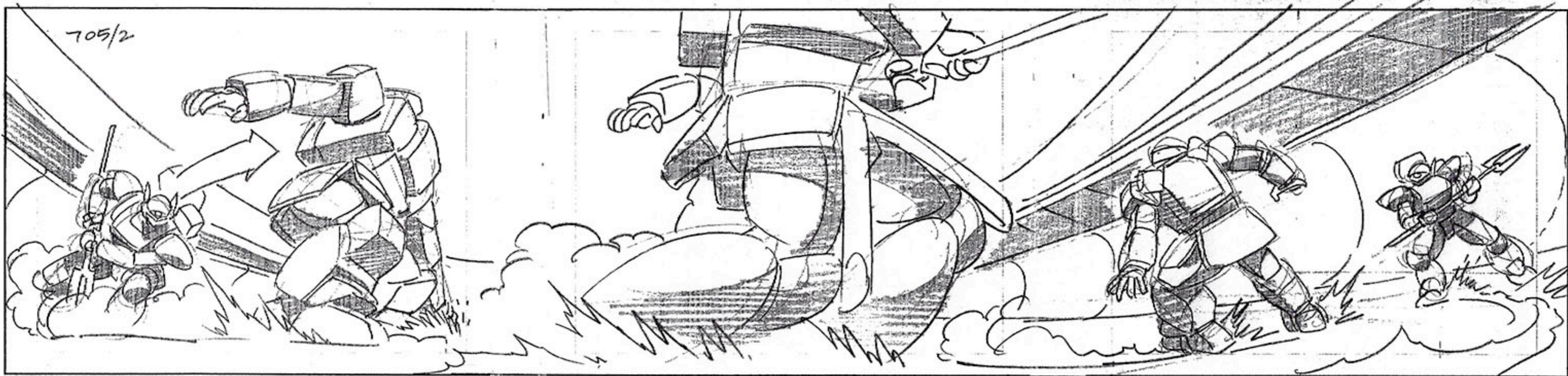
DIAL

TIMING

SC 705 PNL 2

SC PNL

SC PNL



ACTION

Camera pans right as Serge slows himself down. Sebastian overshoots Serge and spins to a stop.

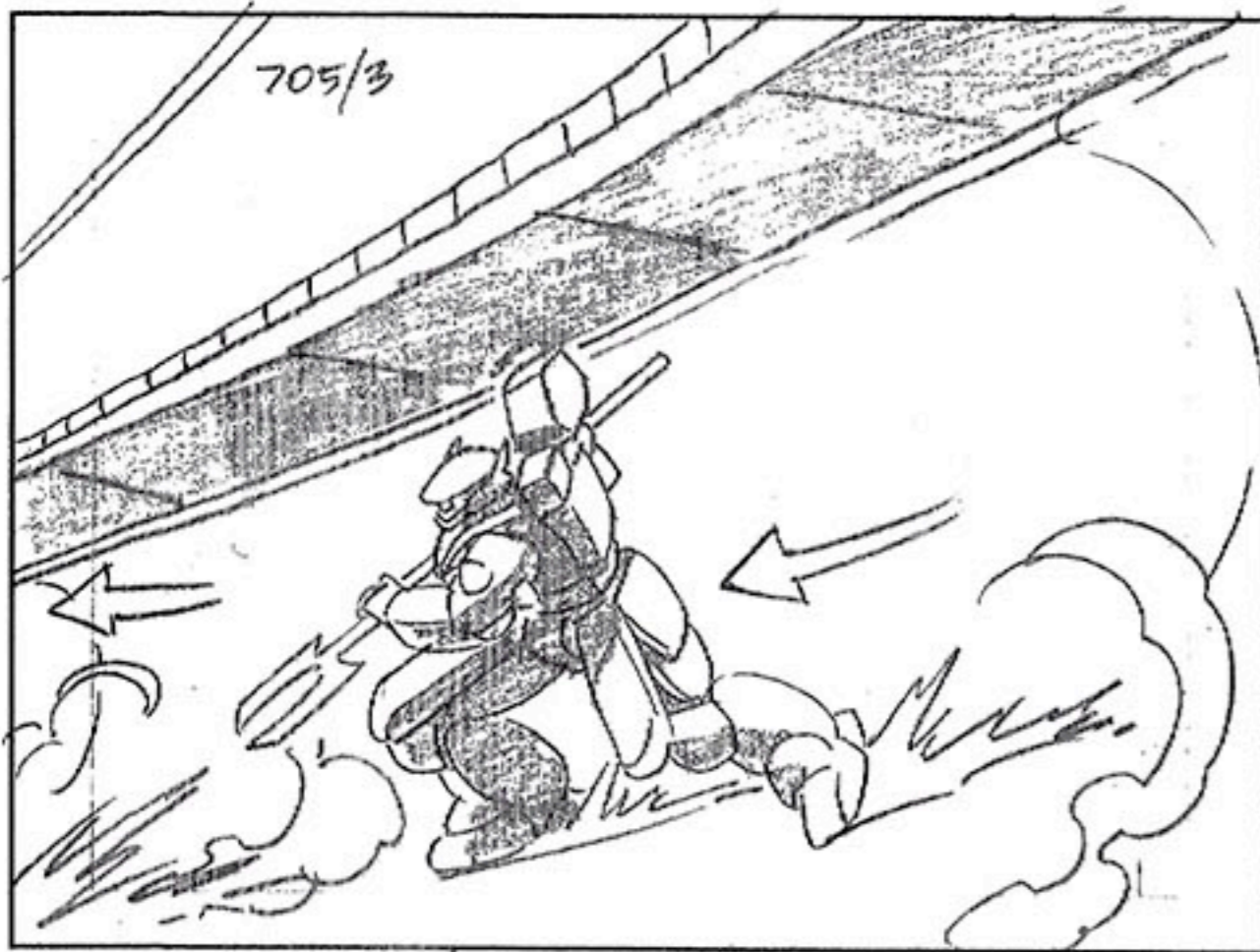
DIAL

SFX (7)

TIMING

Pan right - 110 Hold - 20

SC 705 PNL 3



ACTION

Serge zips OS, Sebastian follows

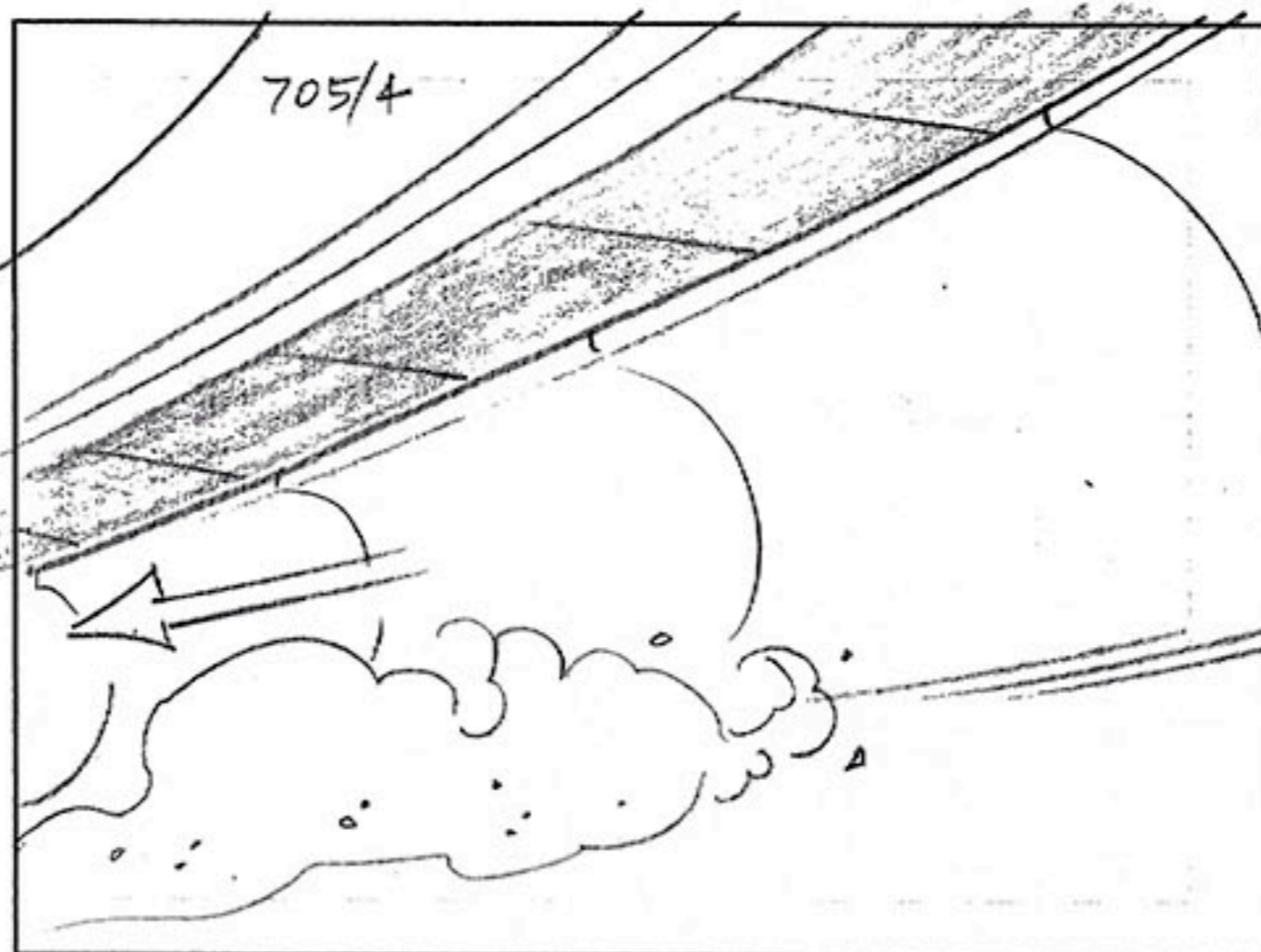
DIAL

SFX (6)

TIMING

10

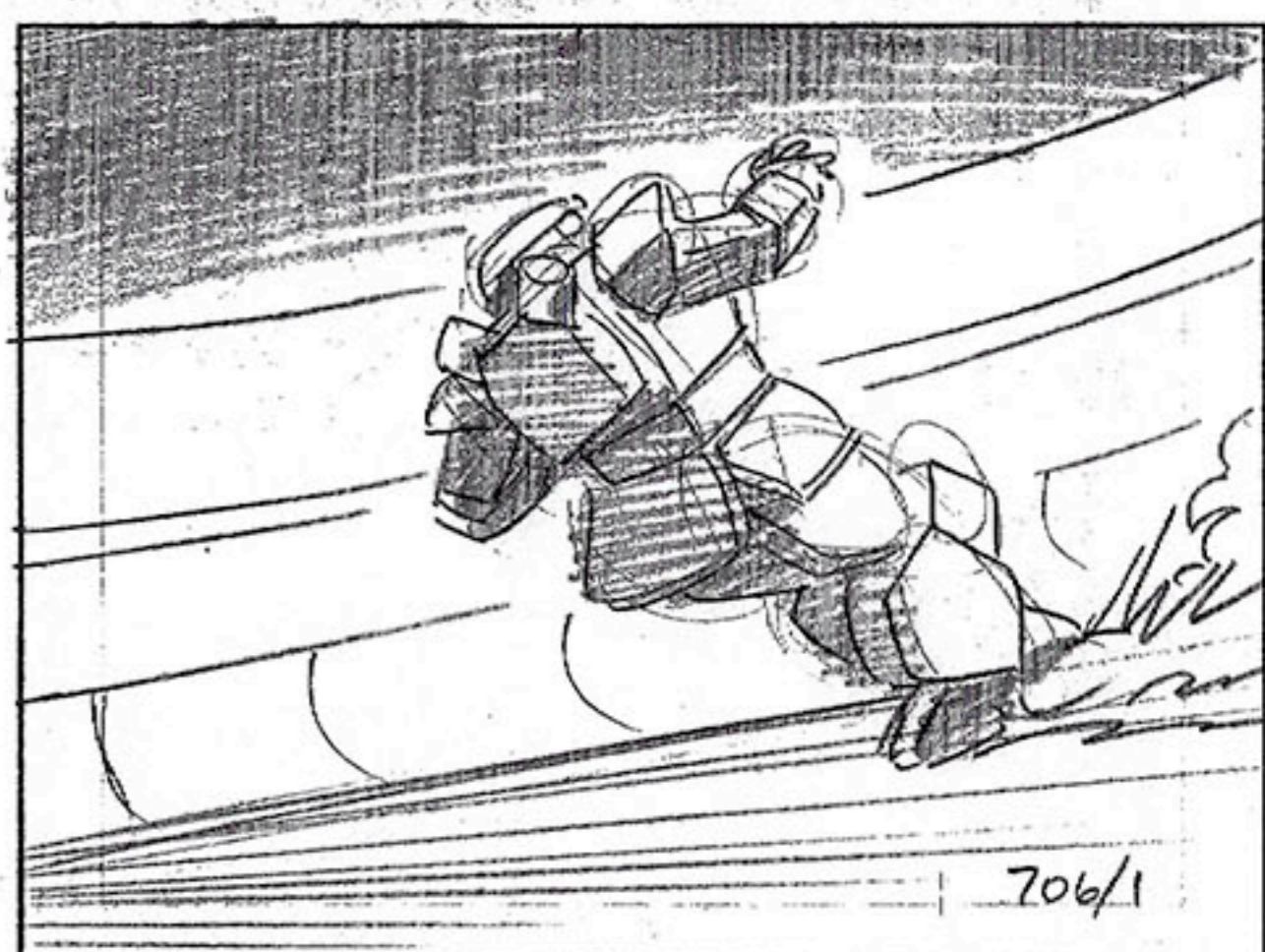
SC 705 PNL 4



Sebastian zips OS.

5

SC 706 PNL 1



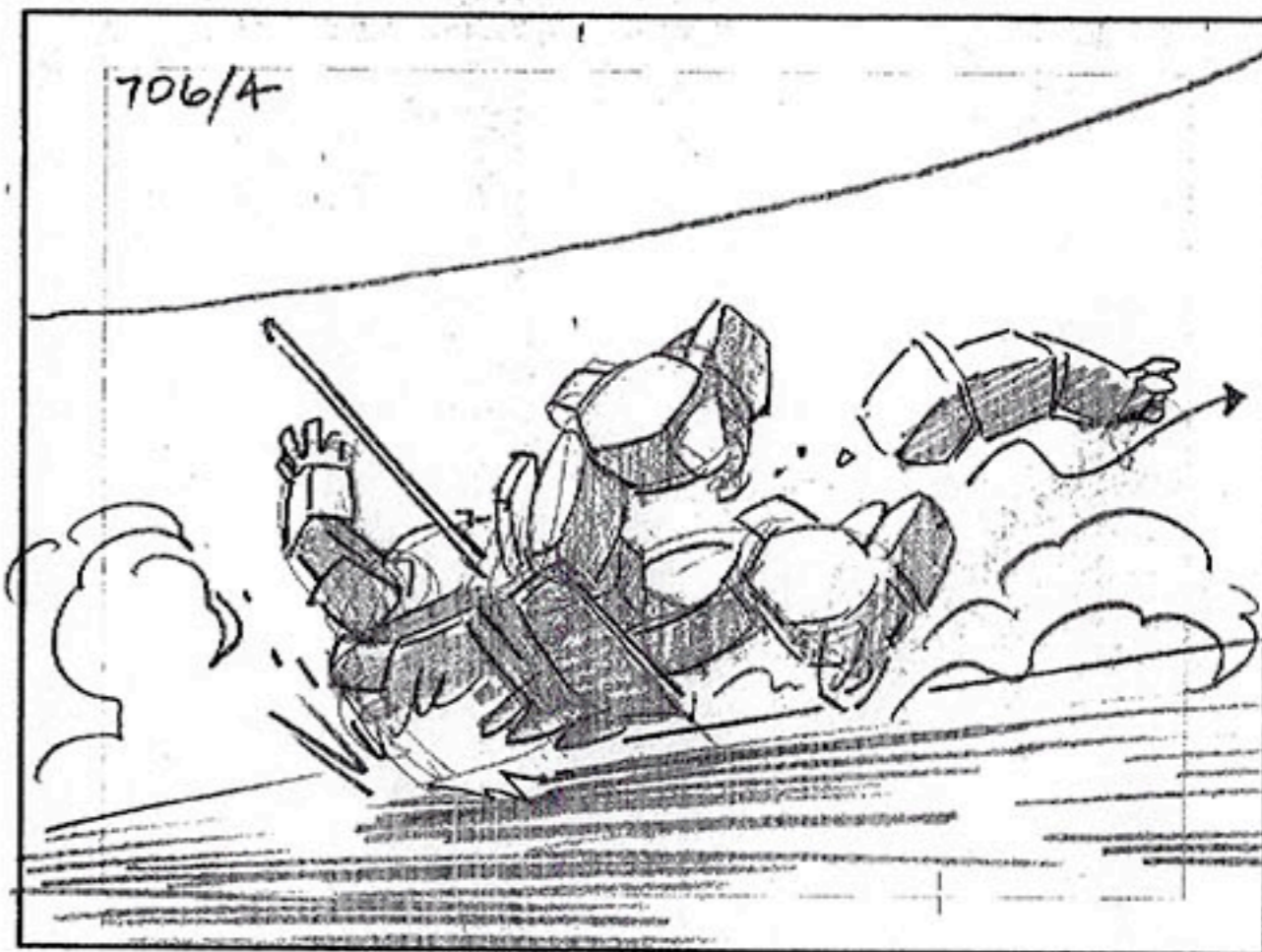
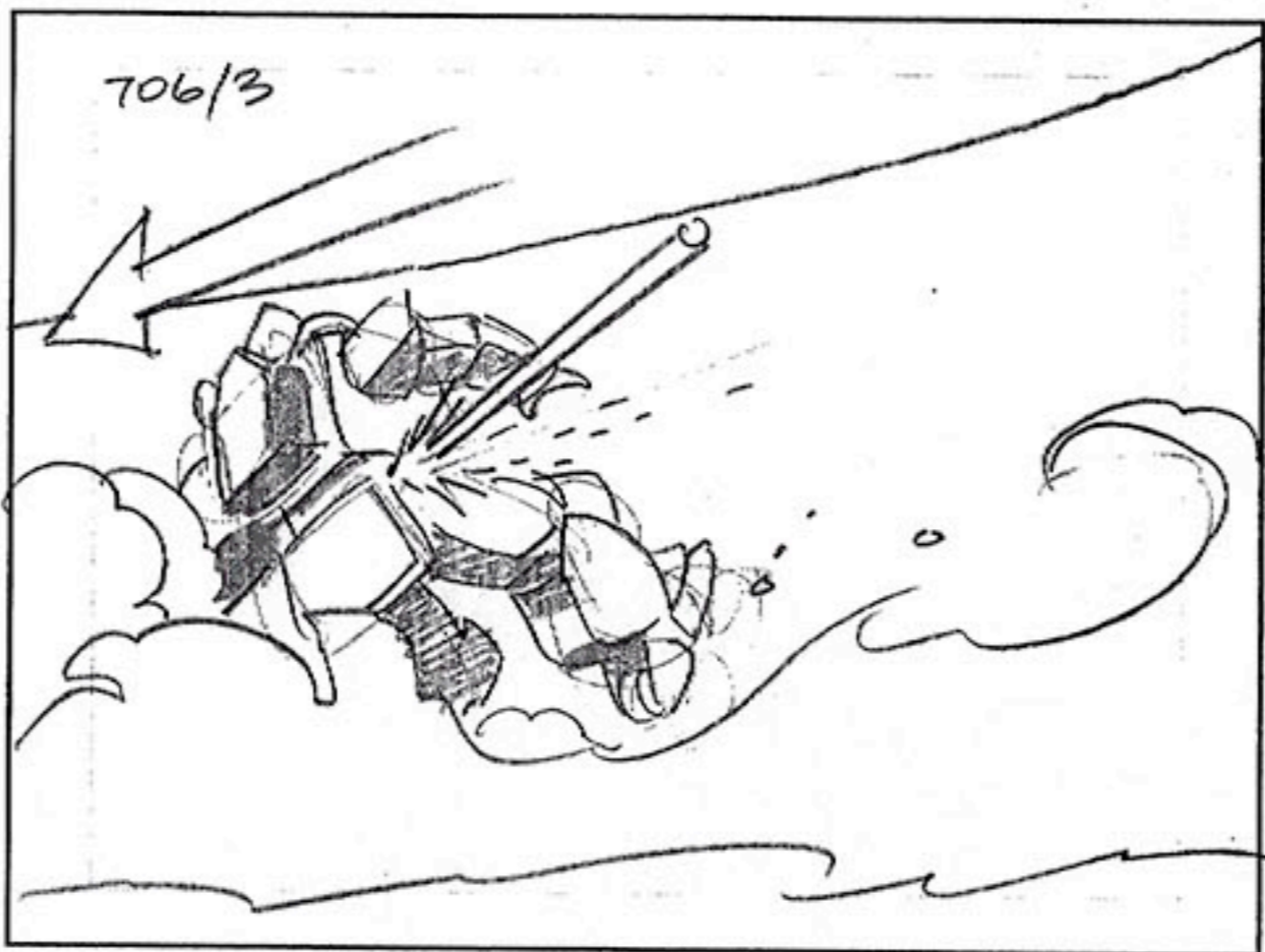
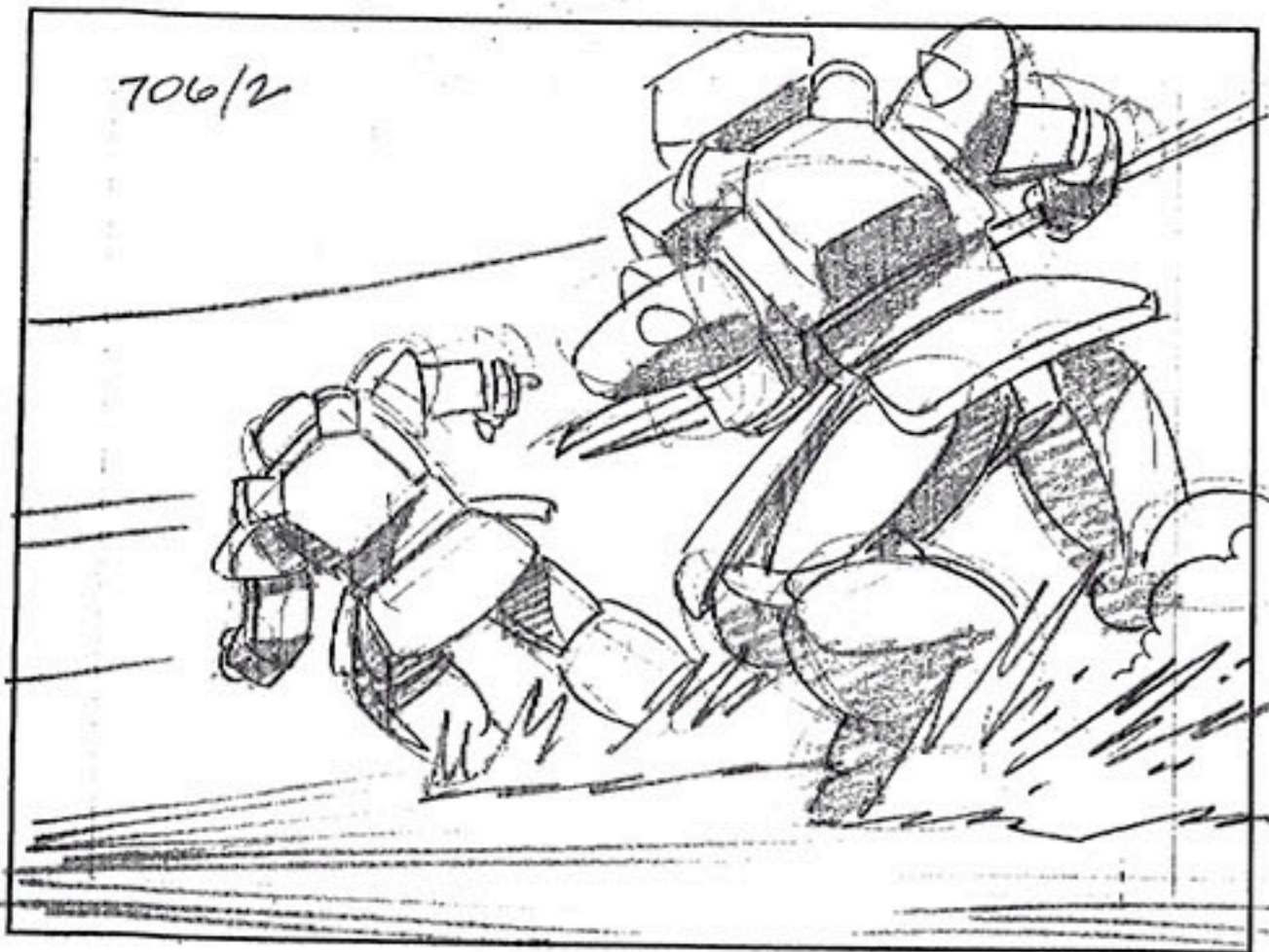
Camera tracks with Serge.

20

SC 706 PNL 2

SC 706 PNL 3

SC 706 PNL 4



ACTION

Gerge gains ahead of camera,
Sebastian rolls in...

... and zips off. His lance
pierces Gerge's side.

Gerge keels over and hits
the ground, breaking off
his left arm.

DIAL

TIMING

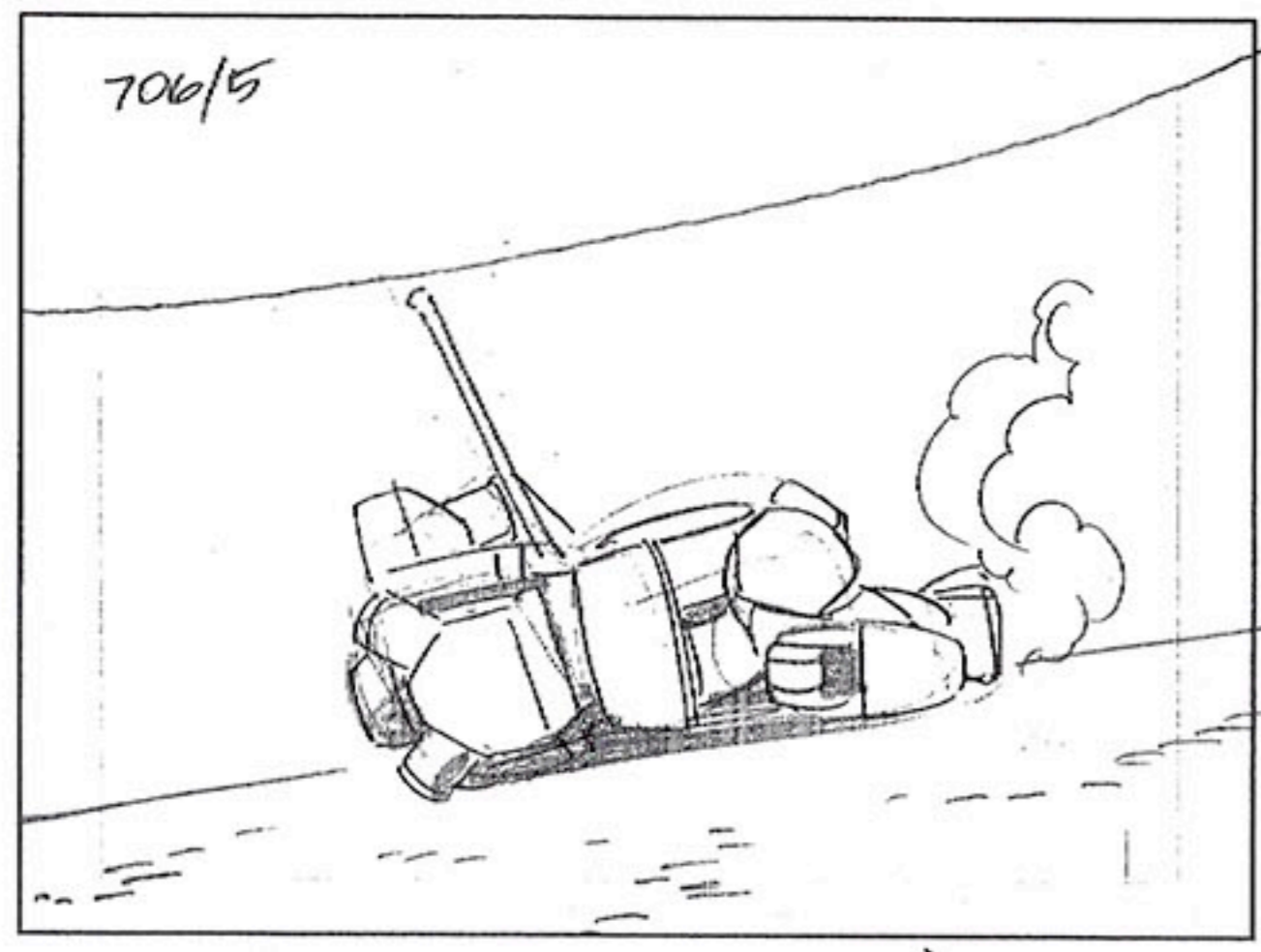
10

20

15

PROD # III ACT 3

SC 706 PNL 5

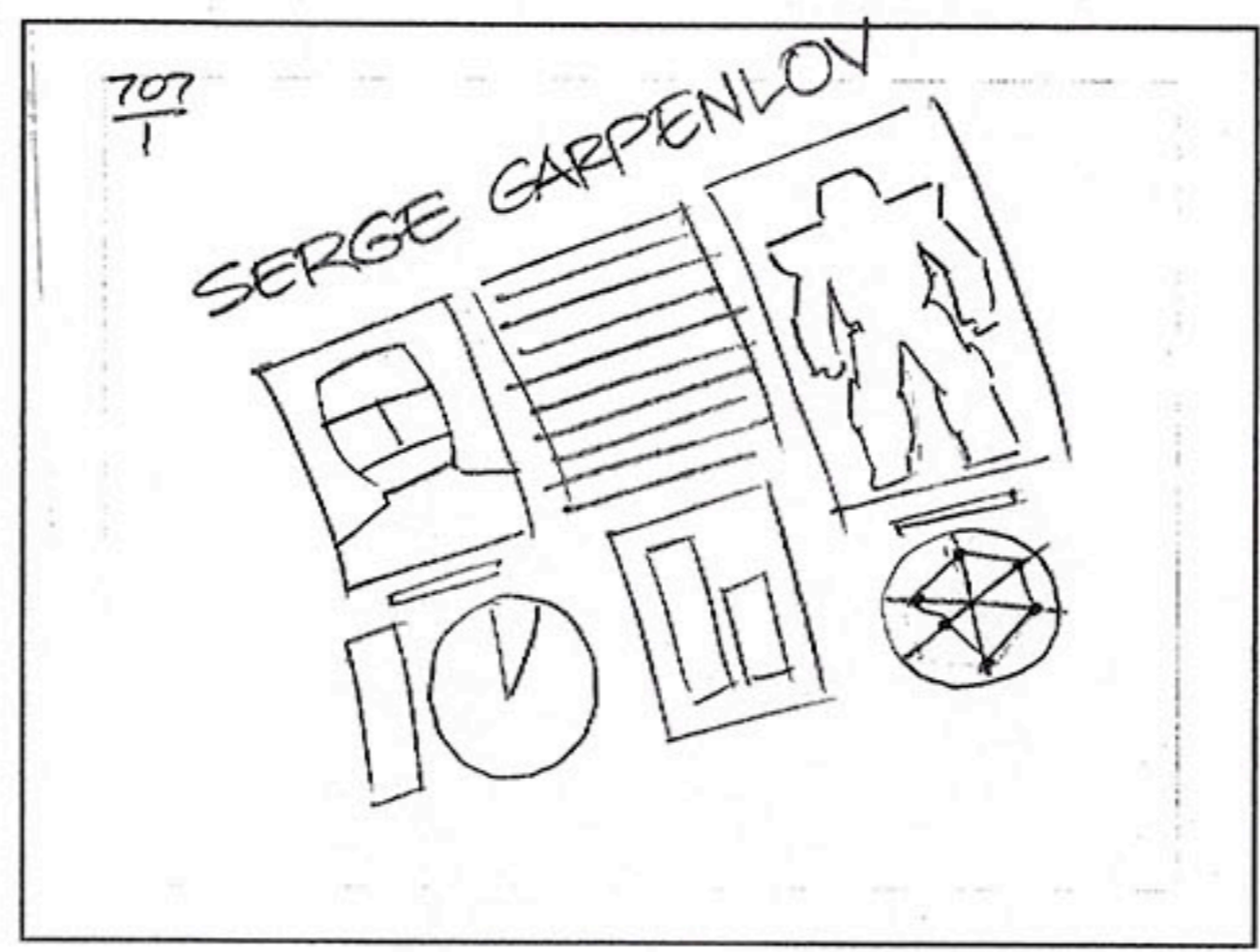


ACTION
Serge skids to a stop.

DIAL

TIMING
10

SC 707 PNL 1 Reuse Sc 650 BG

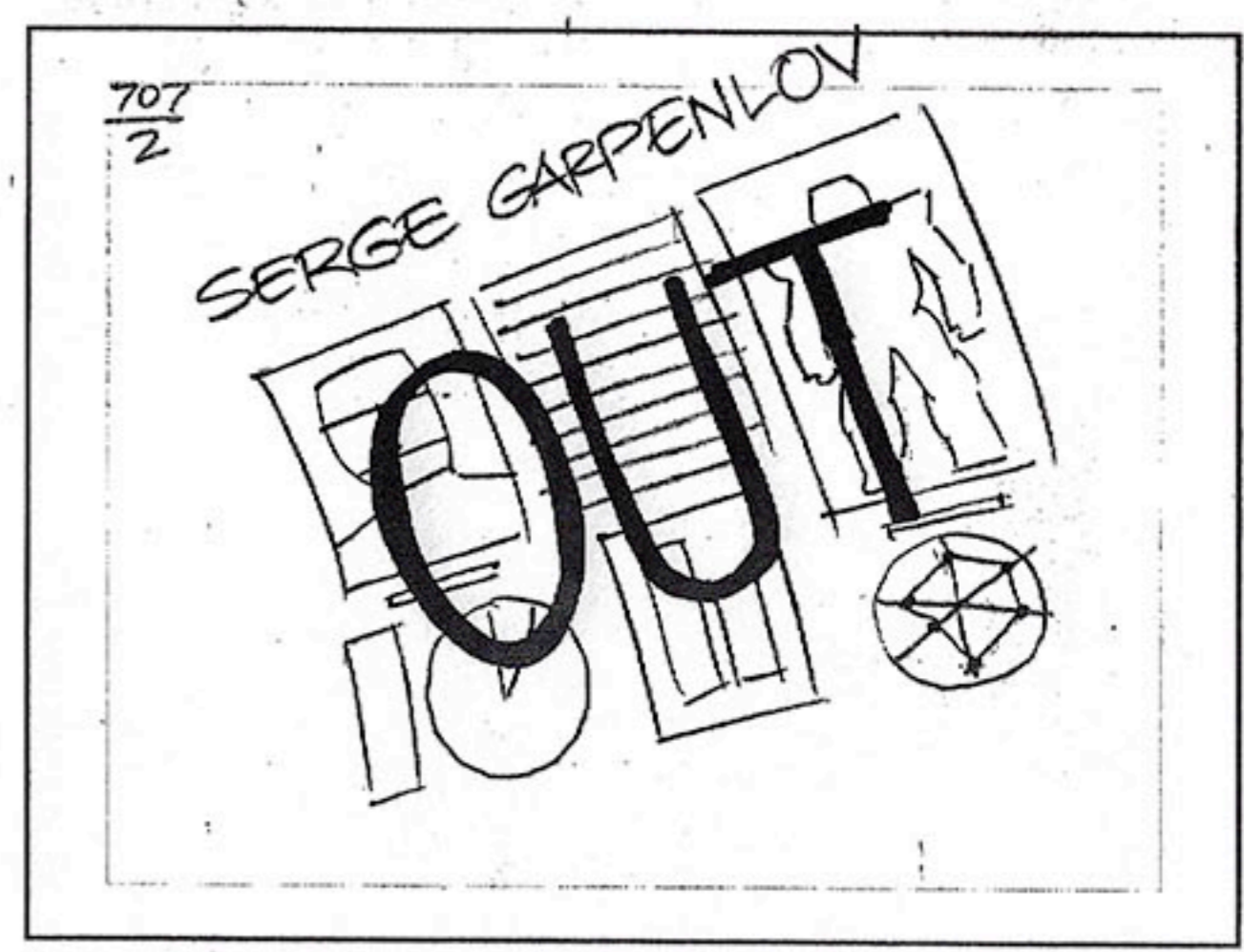


View of Serge's dossier
on big screen

DIAL

TIMING
10

SC 707 PNL 2

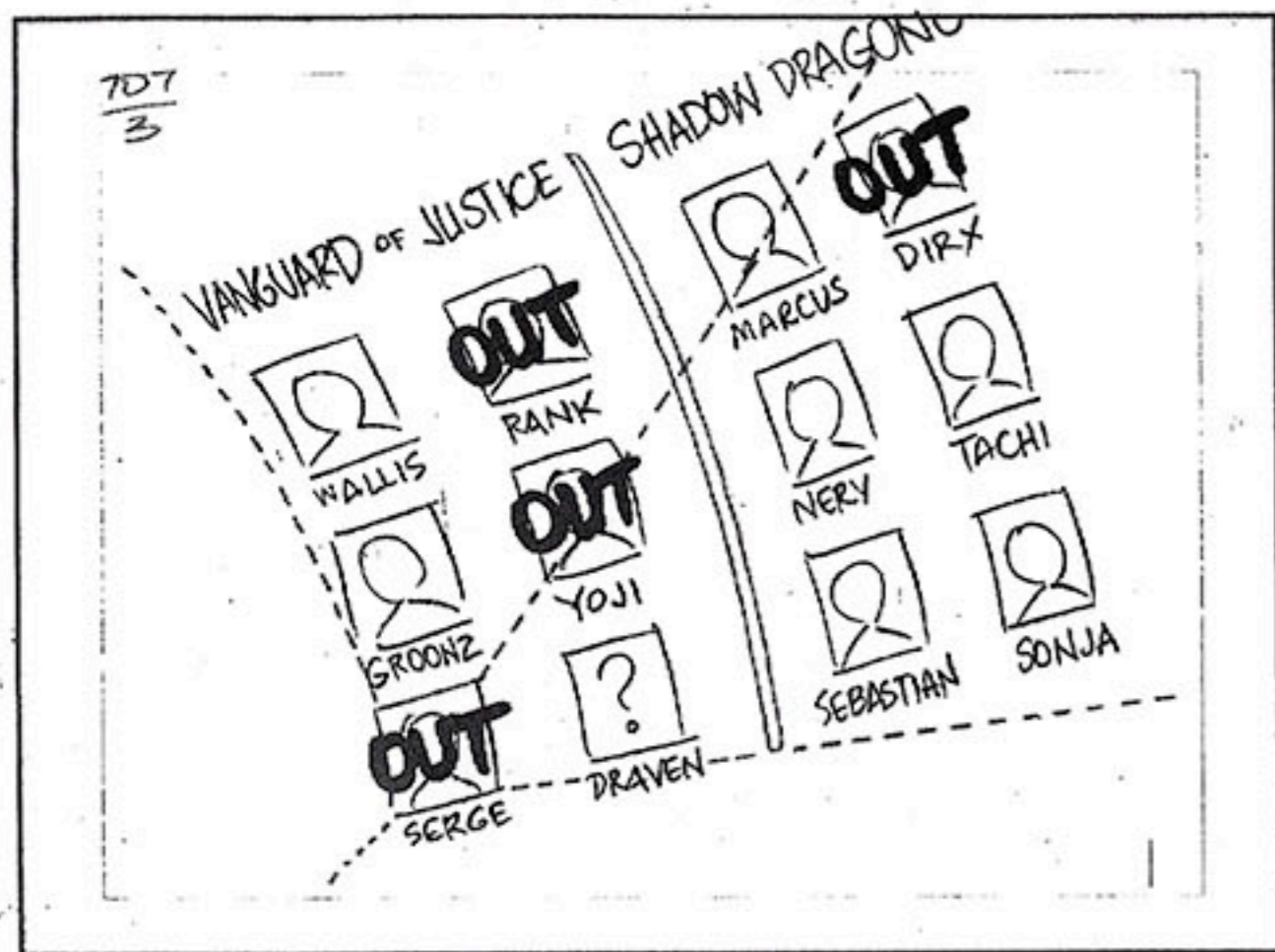


"OUT" appears over
Serge's dossier.

DIAL

TIMING
10

SC 707 PNL 3



ACTION

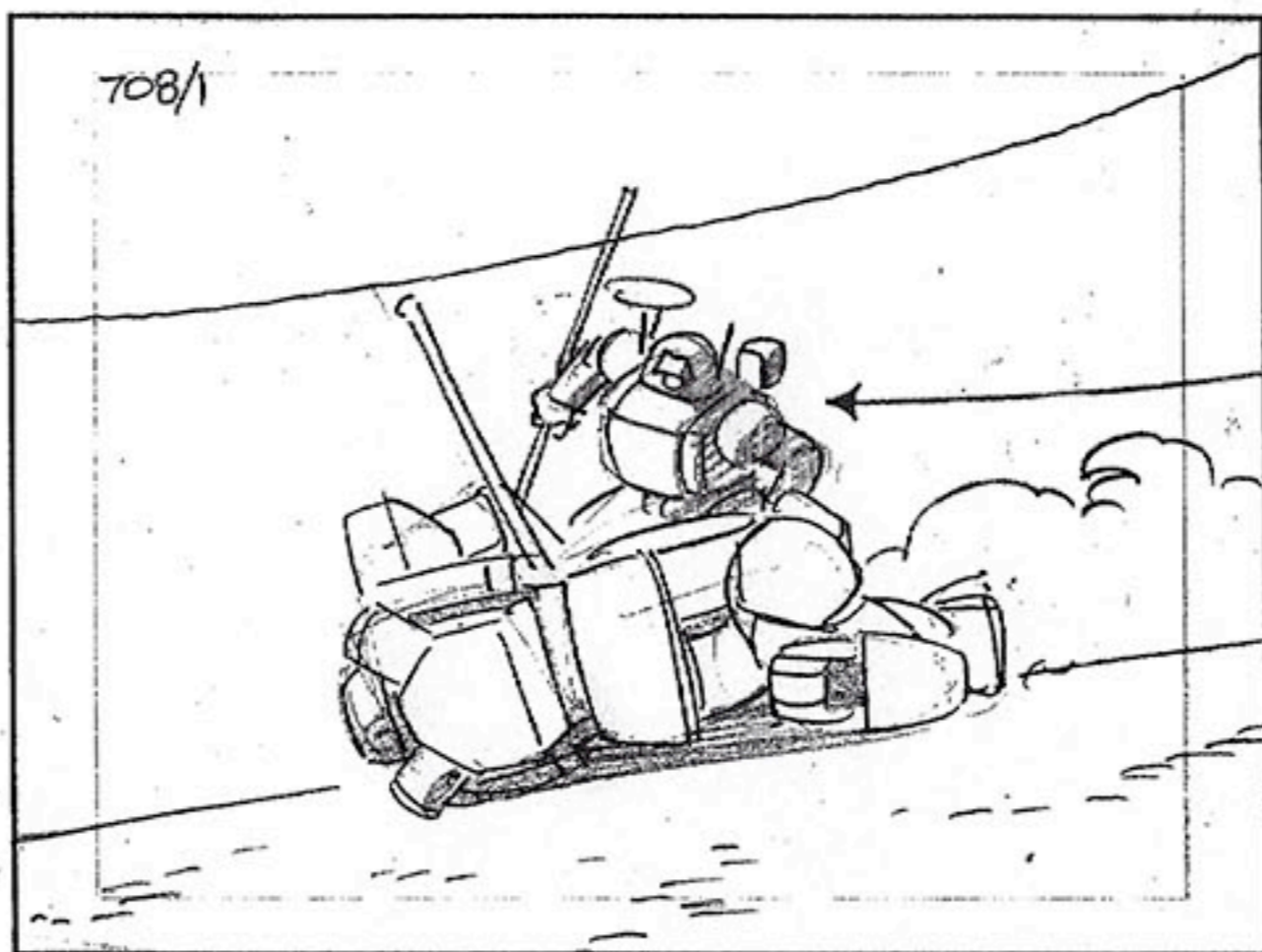
Serge's photo shrinks into Team roster.

DIAL

TIMING

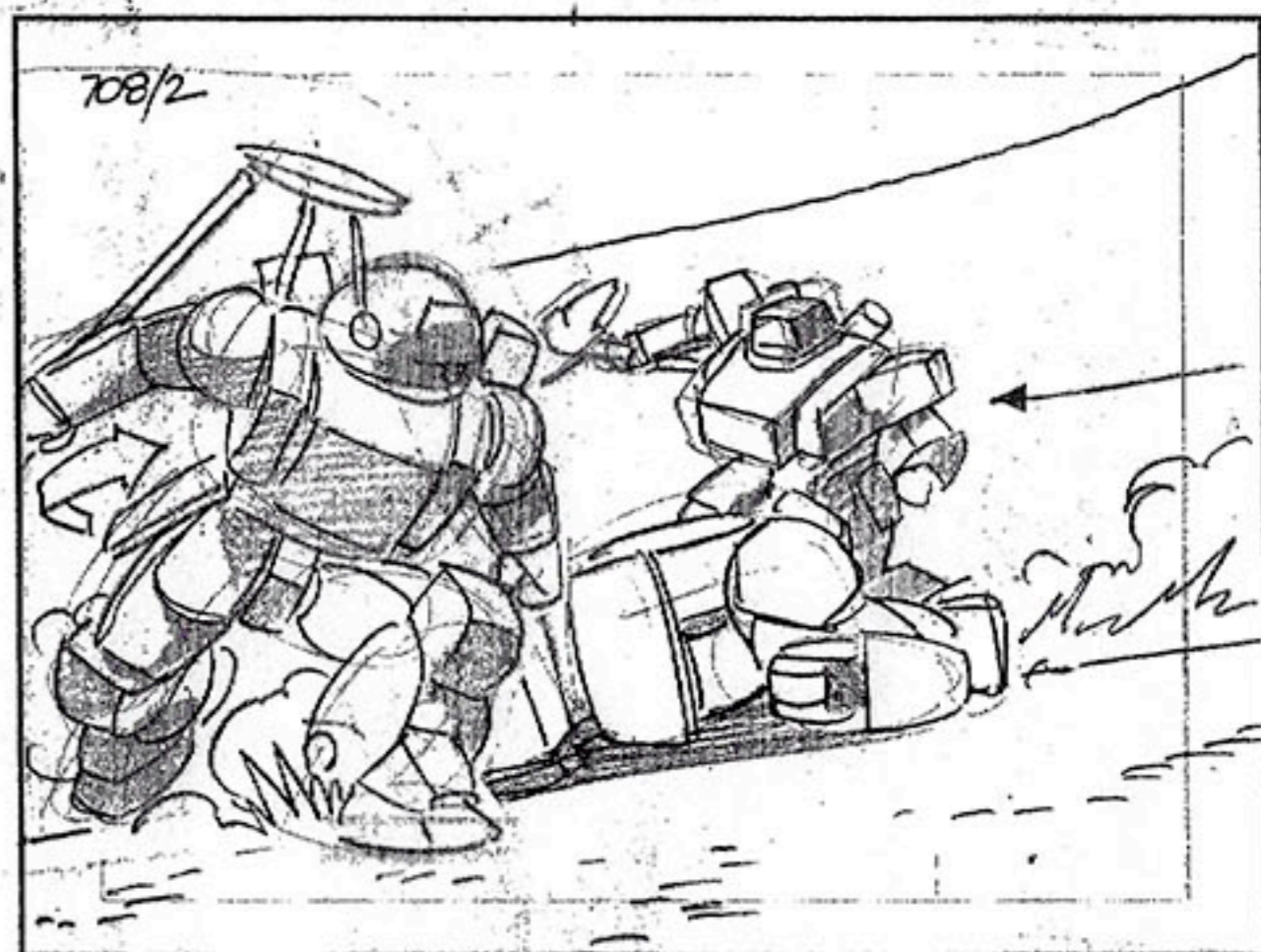
20

SC 708 PNL 1



Sonja zips into scene behind Serge.

SC 708 PNL 2



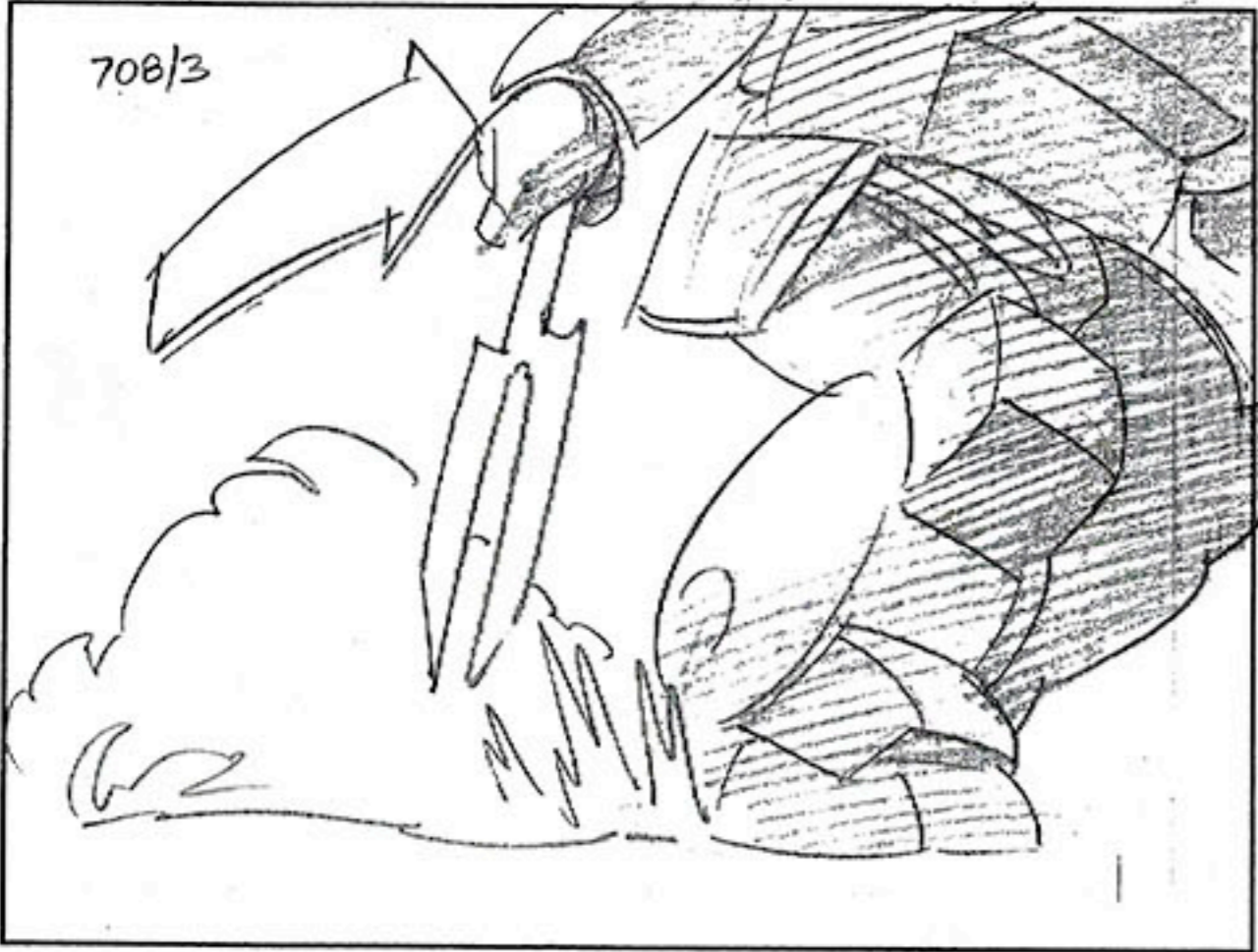
Sonja swerves around Serge, chased by Groomz

15

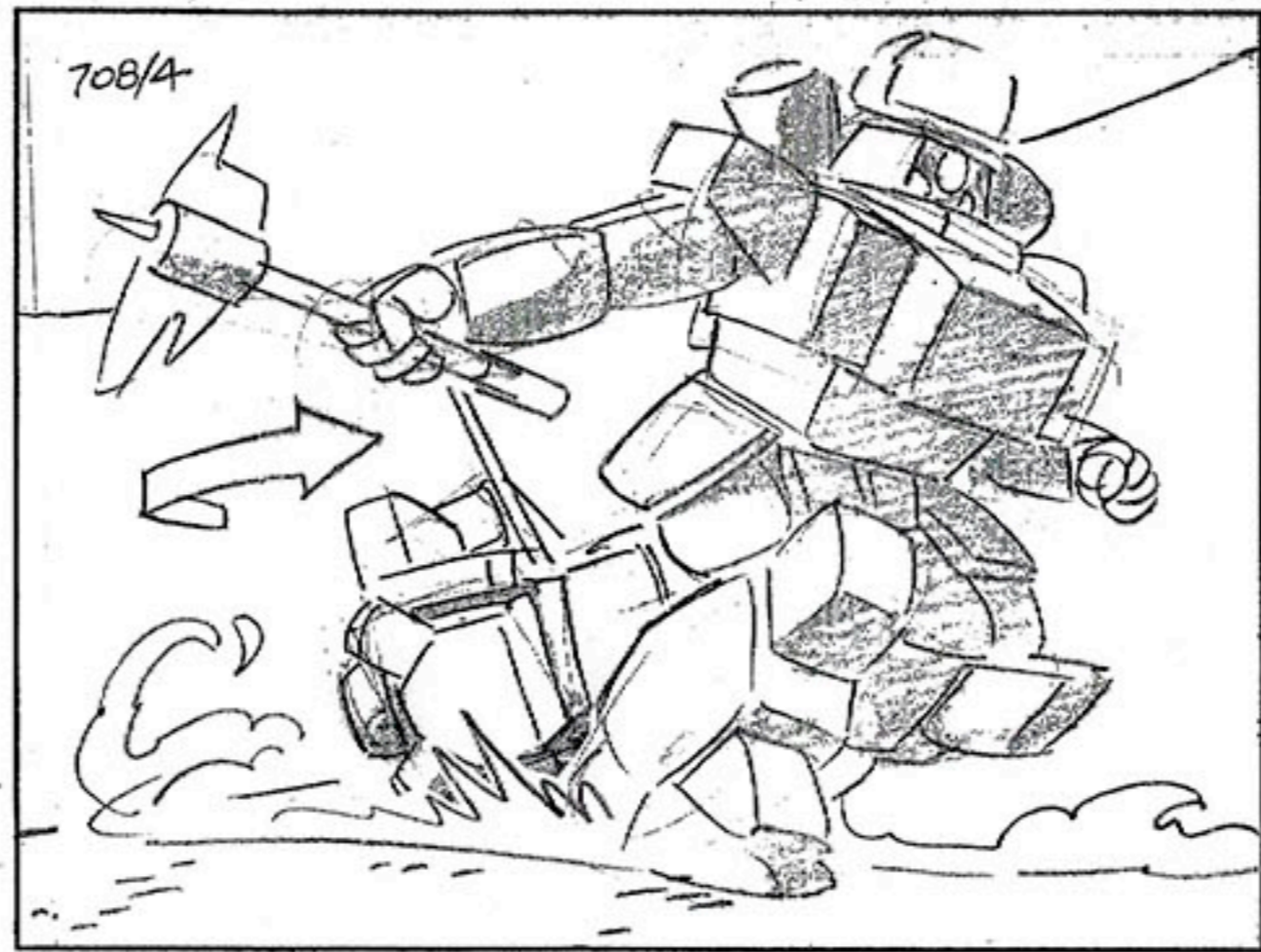
20

PROD # III ACT 3

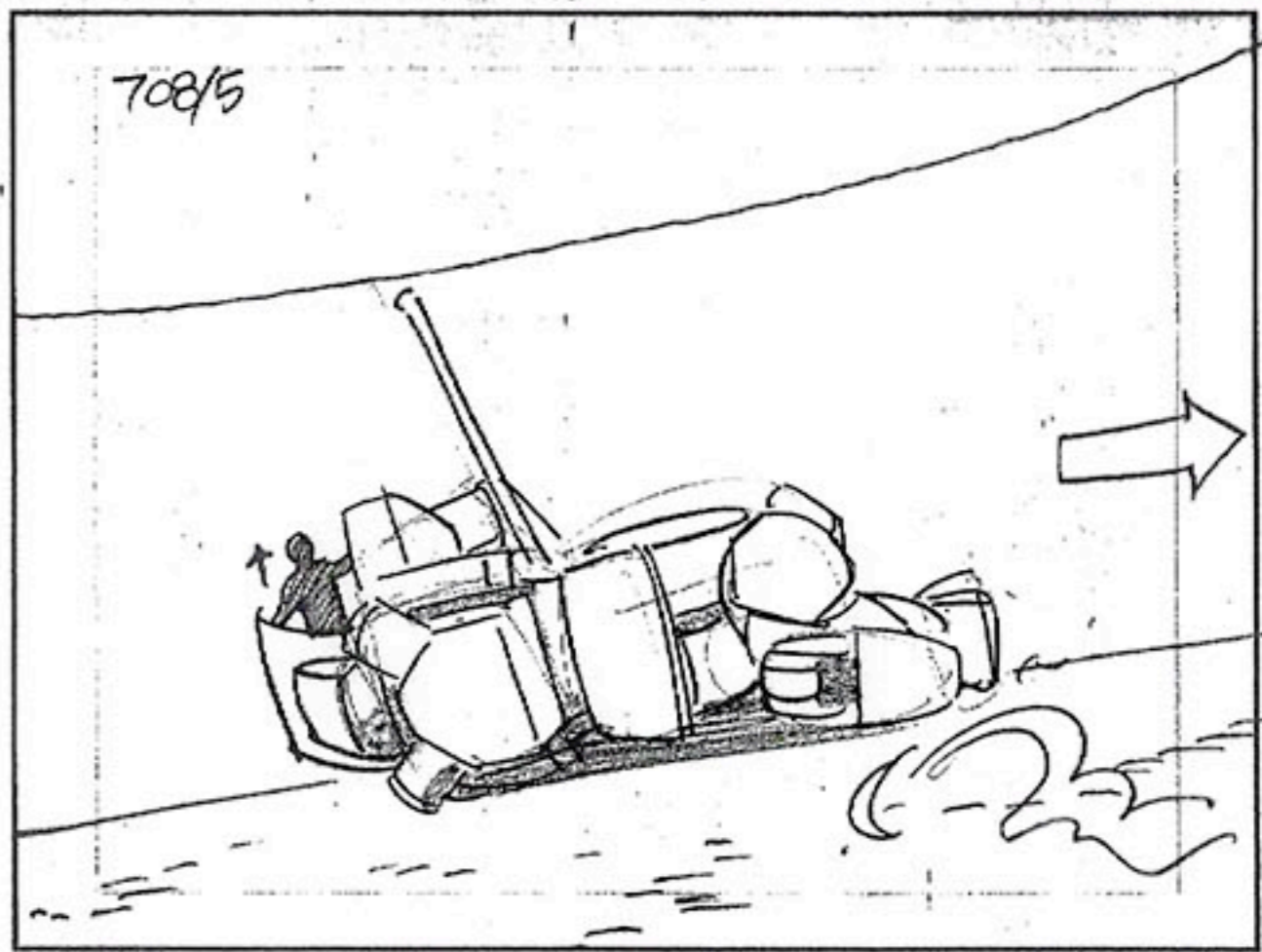
SC 708 PNL 3



SC 708 PNL 4



SC 708 PNL 5



ACTION
 Sonja zips forward and OS.

Groonz follows Sonja OS.

Serge opens hatch and watches receding gears.

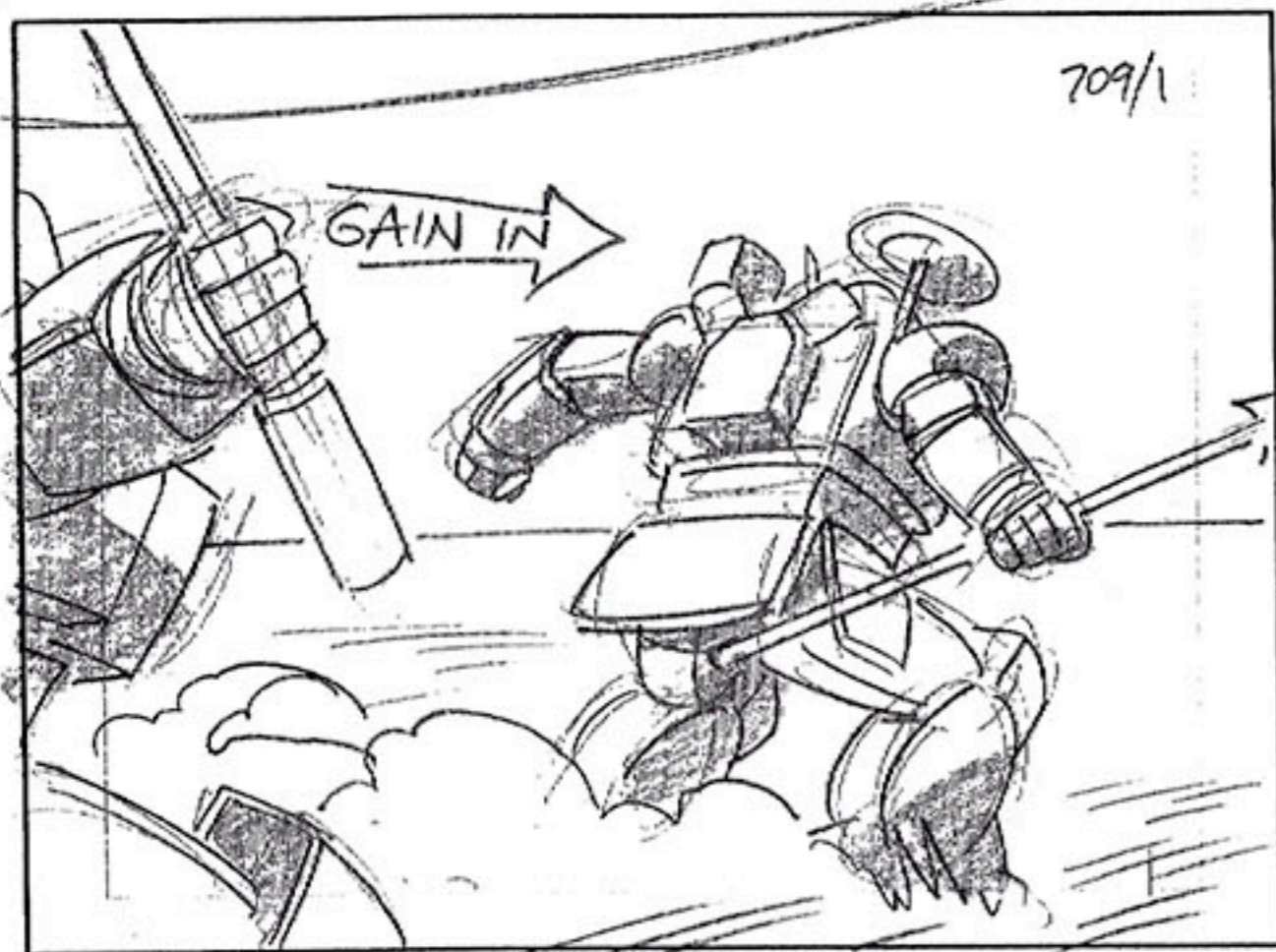
DIAL

TIMING 10

15

15

SC 709 PNL 1



ACTION

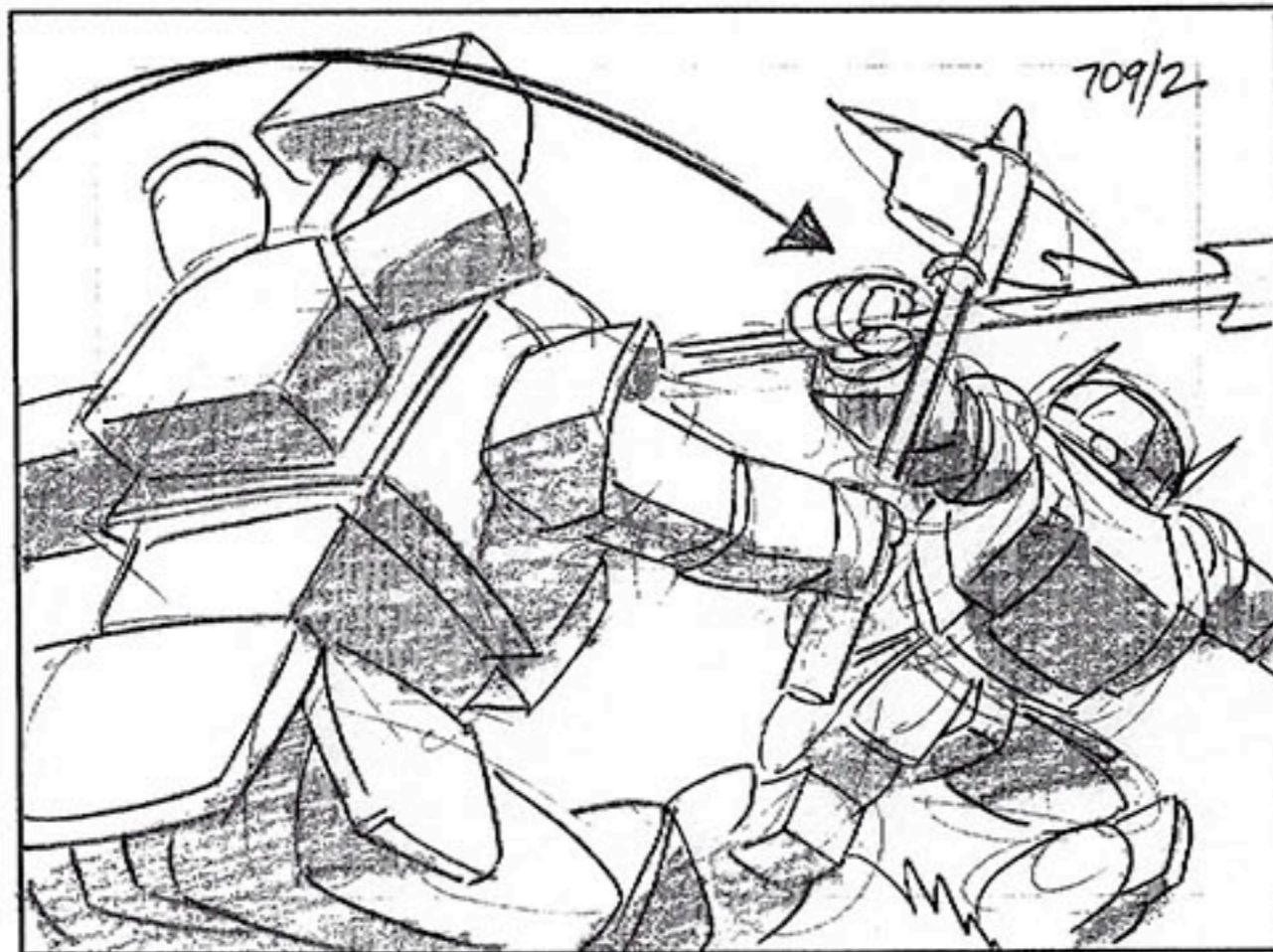
Camera tracks with gears. They gain into scene.

DIAL

TIMING

20

SC 709 PNL 2

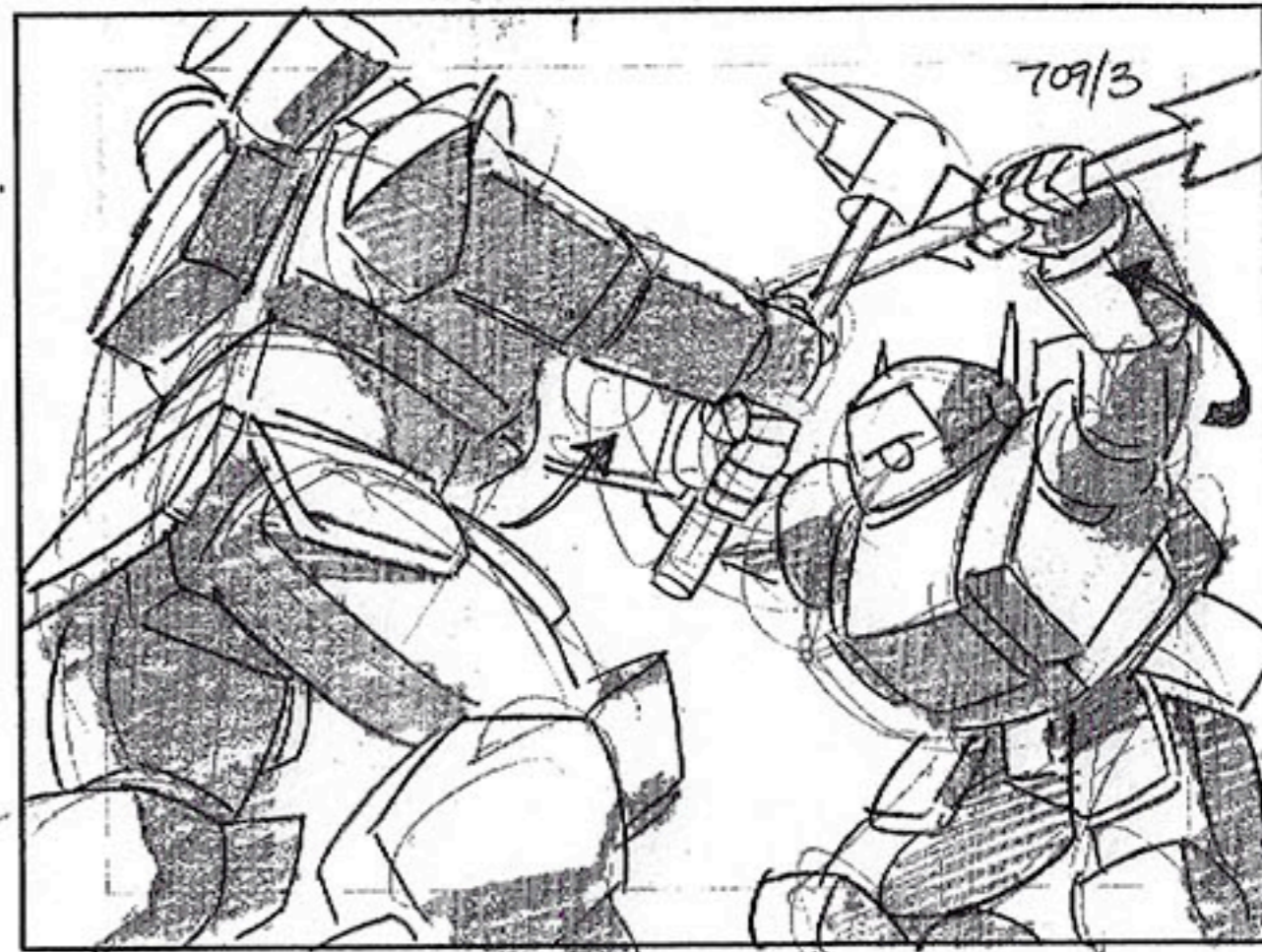


Groonz swings mace, Sonya spins to block with lance. Both gears skid to a stop

SFX (7)

15

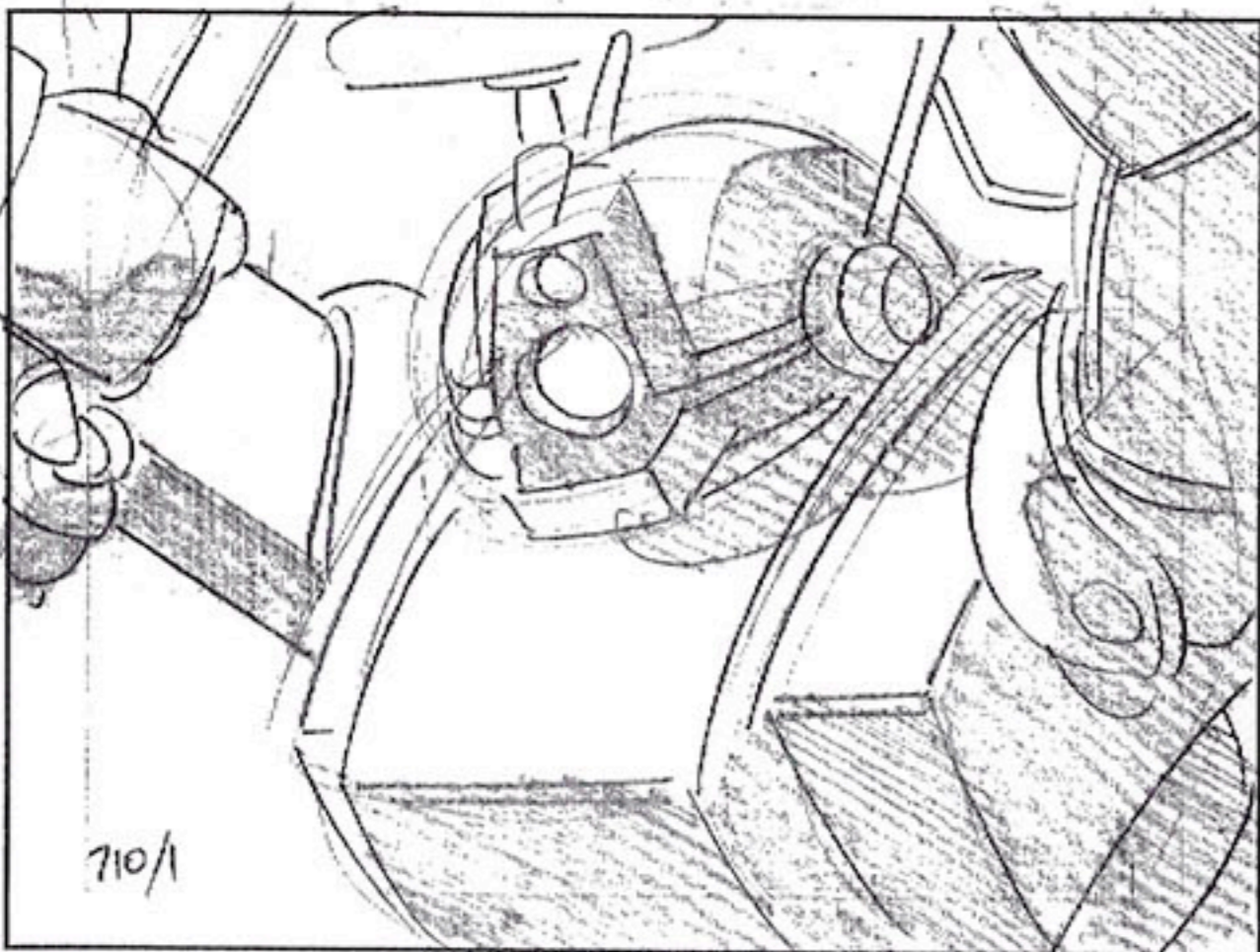
SC 709 PNL 3



Camera tilts up as Sonya turns to face Groonz.

20

SC 710 PNL 1



ACTION

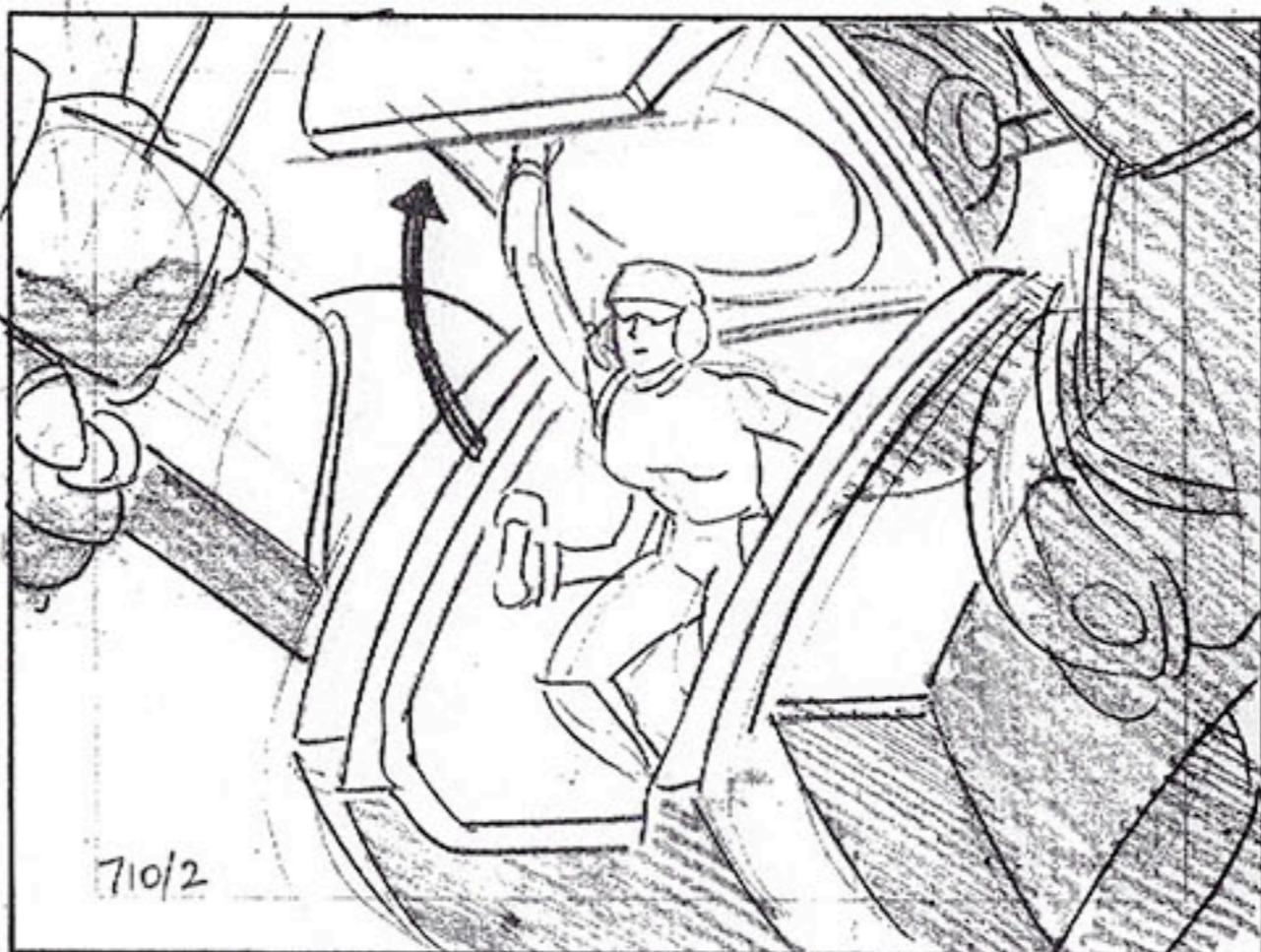
Closer on Sonja, holding Groonz' mace up.

DIAL

TIMING

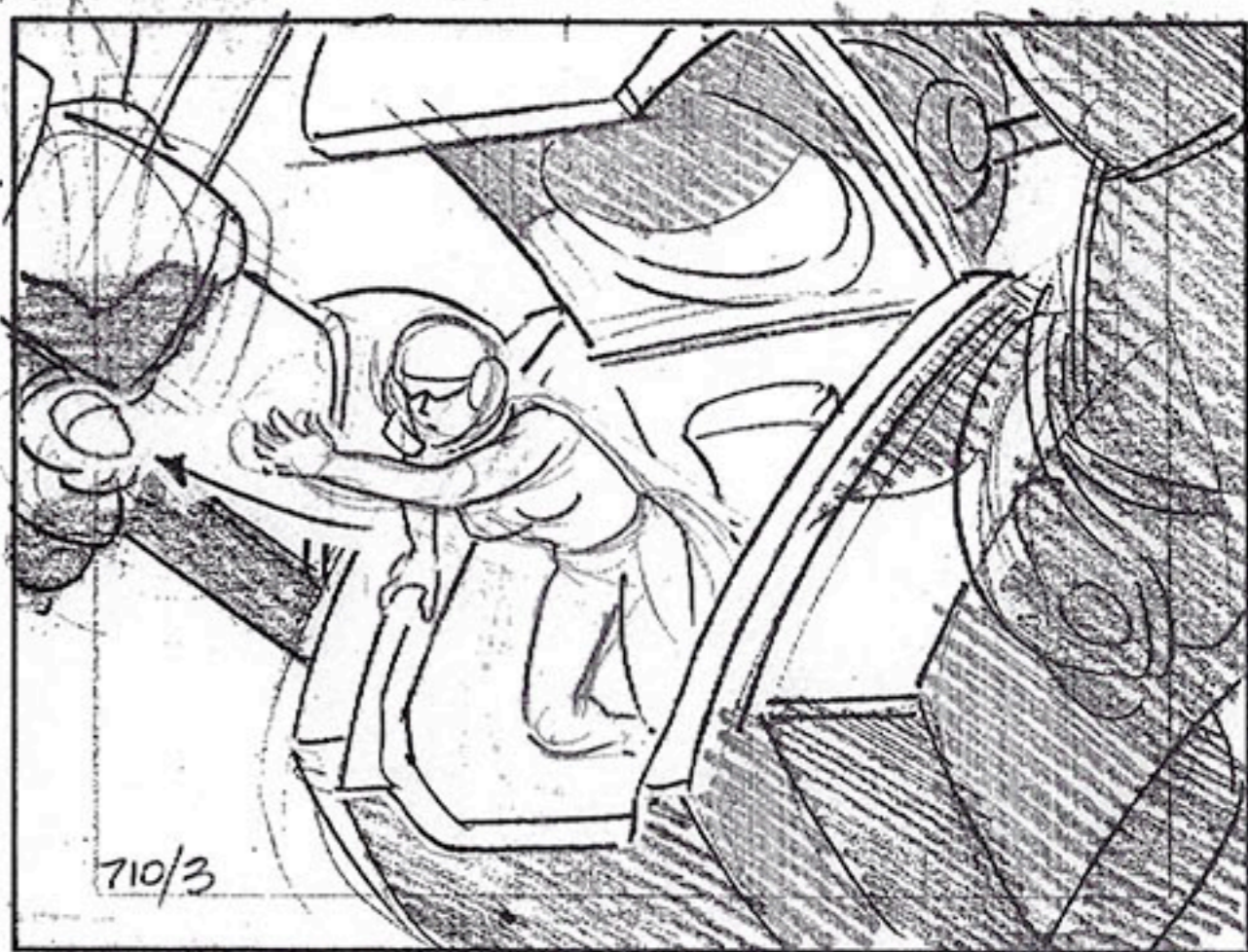
15

SC 710 PNL 2



Sonja opens her hatch...

SC 710 PNL 3



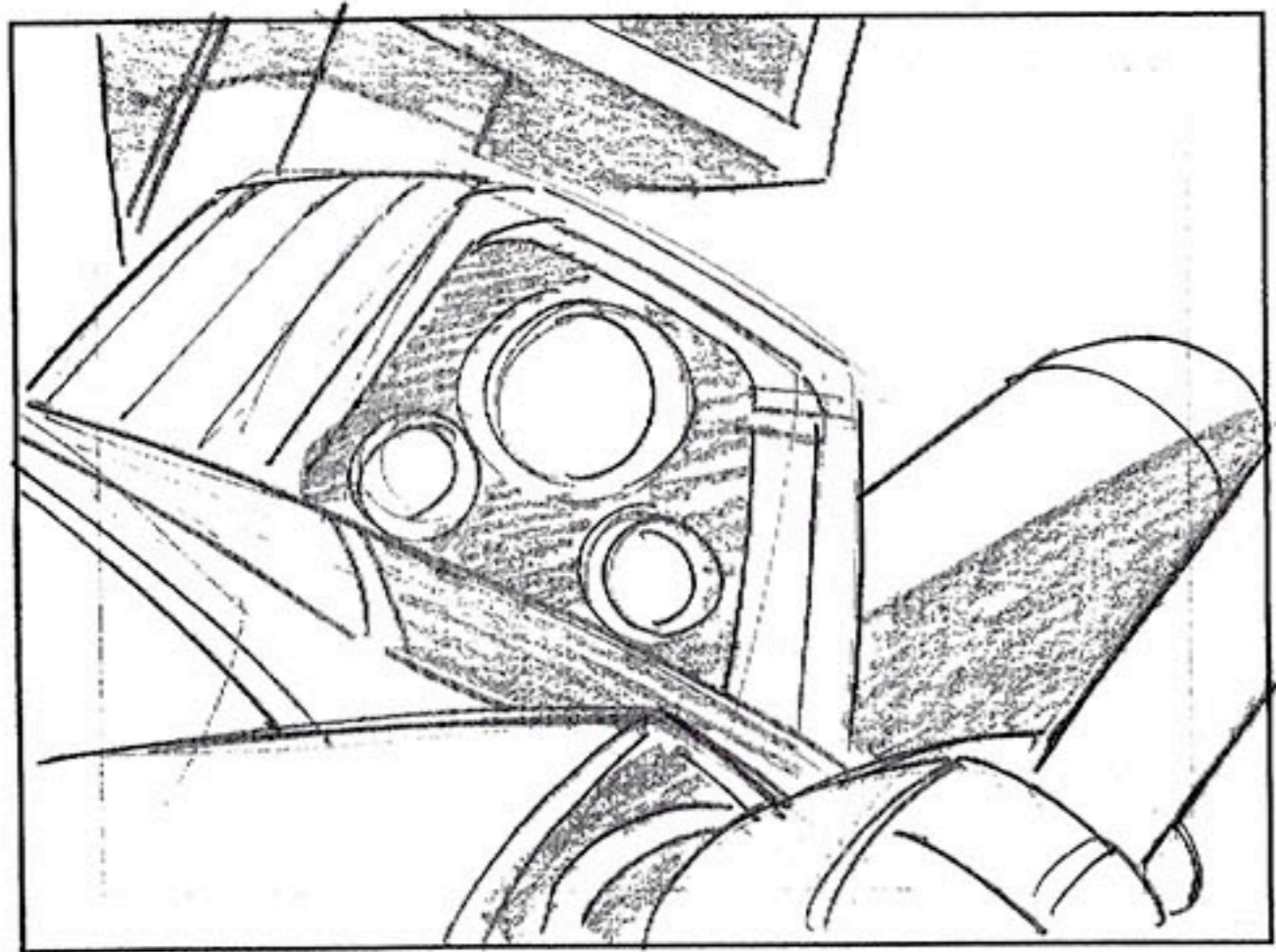
... and throws a paintball at Groonz.

15

20

PROD # 111 ACT 3

SC 711 PNL BG

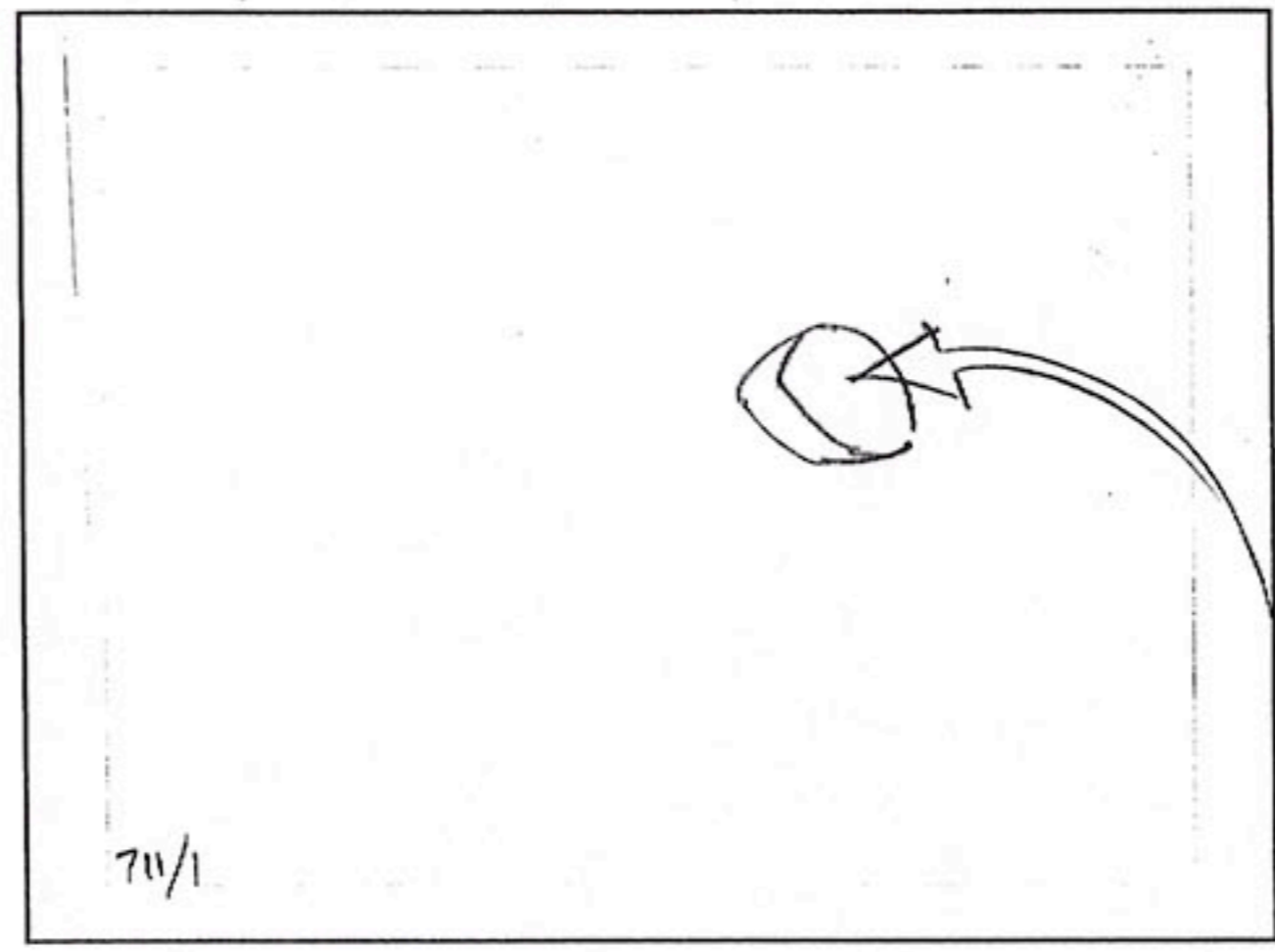


ACTION

DIAL

TIMING

SC 711 PNL 1

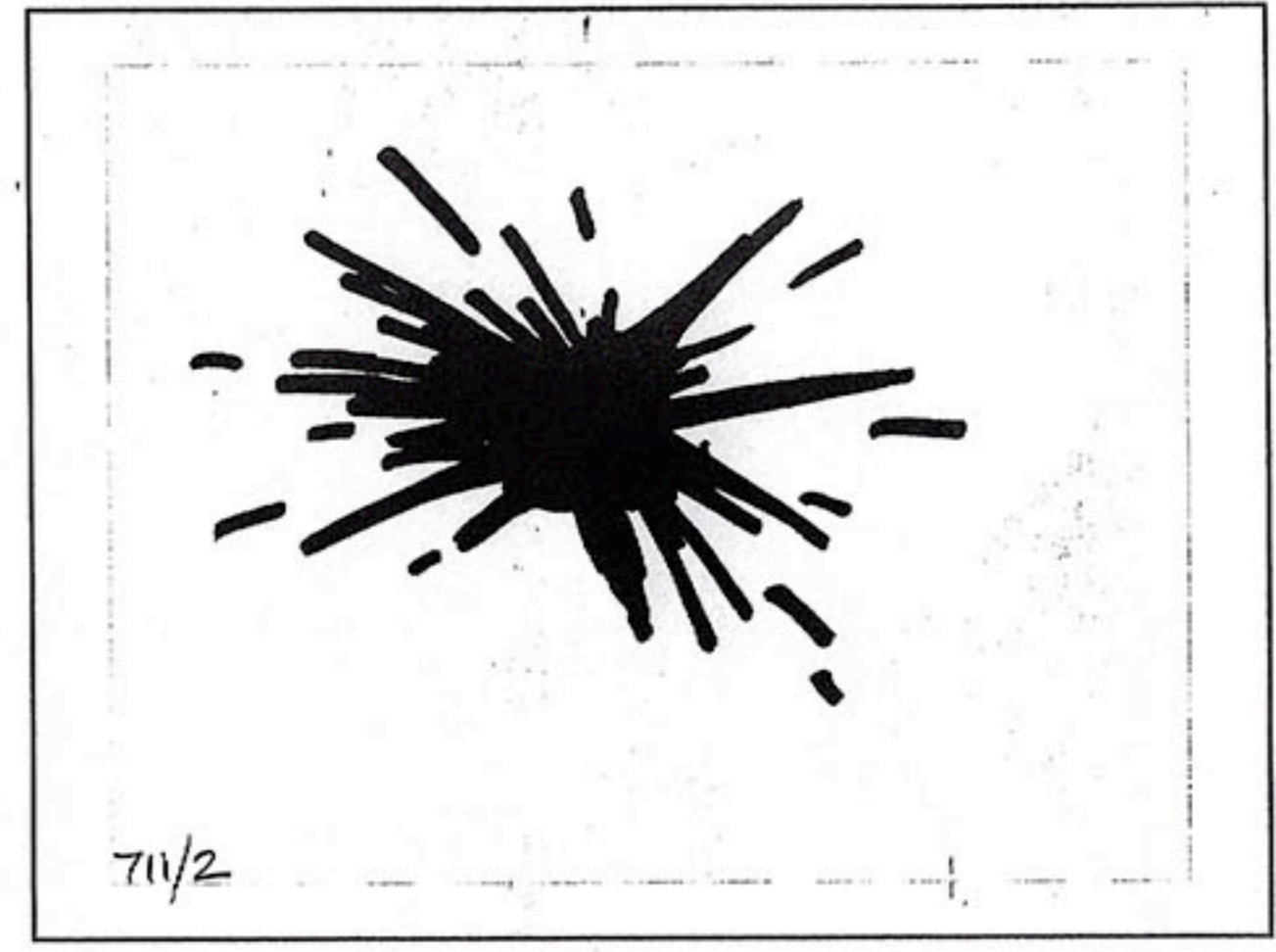


711/1

Paintball arcs into scene -

10

SC 711 PNL 2

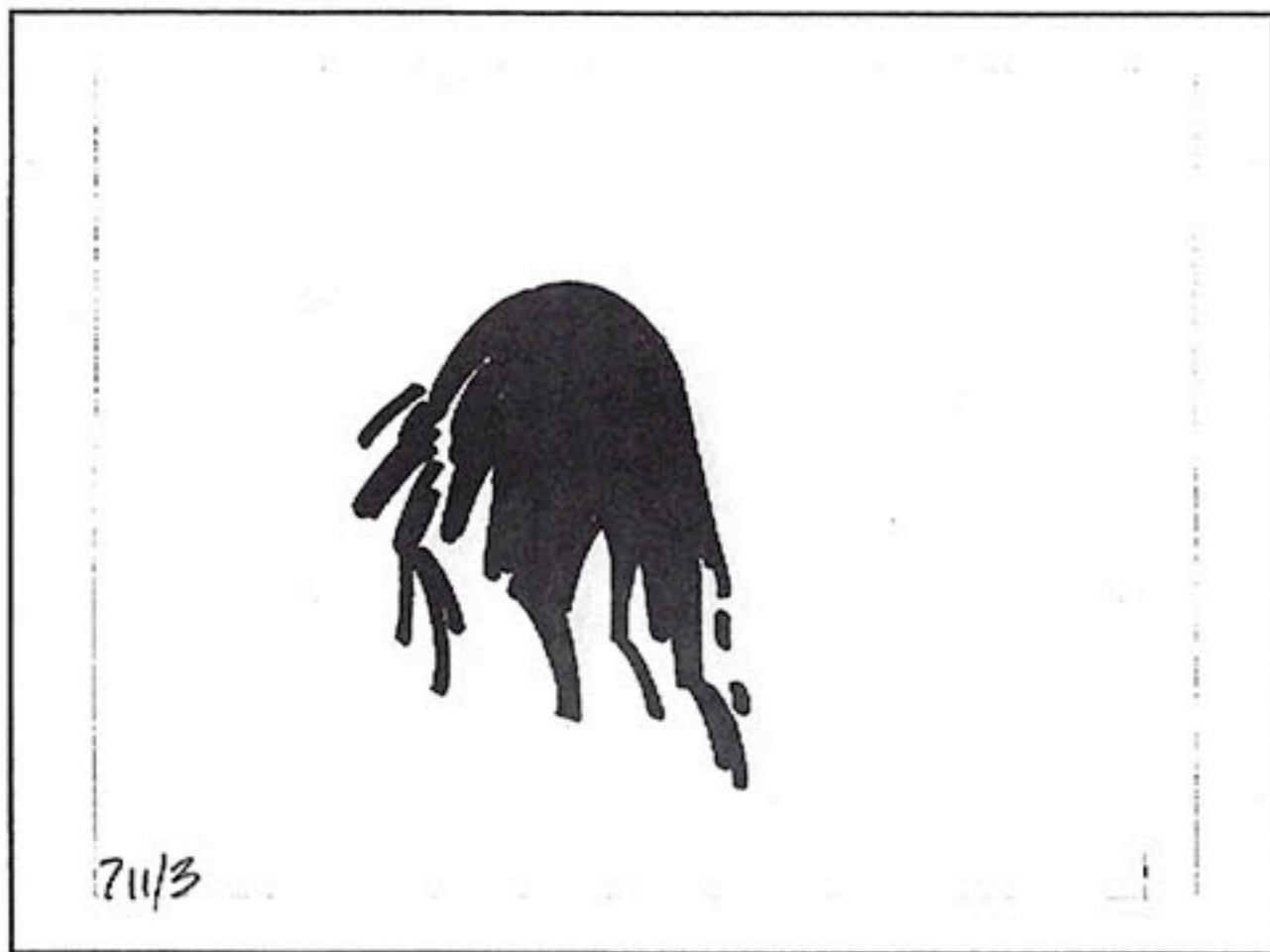


711/2

splatters against Groonz' lens.

5

SC 711 PNL 3



ACTION

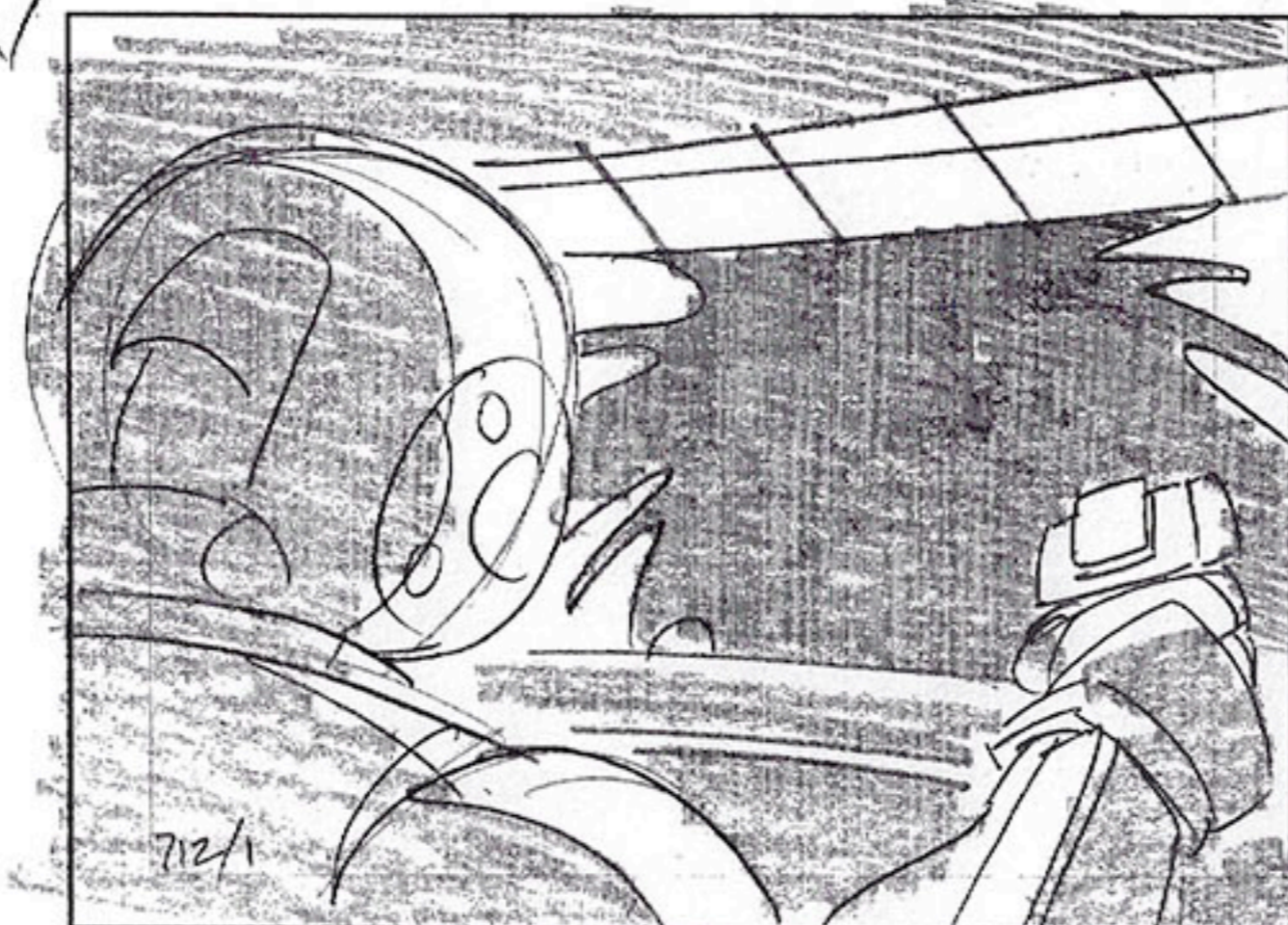
Paint covers lens.

DIAL

TIMING

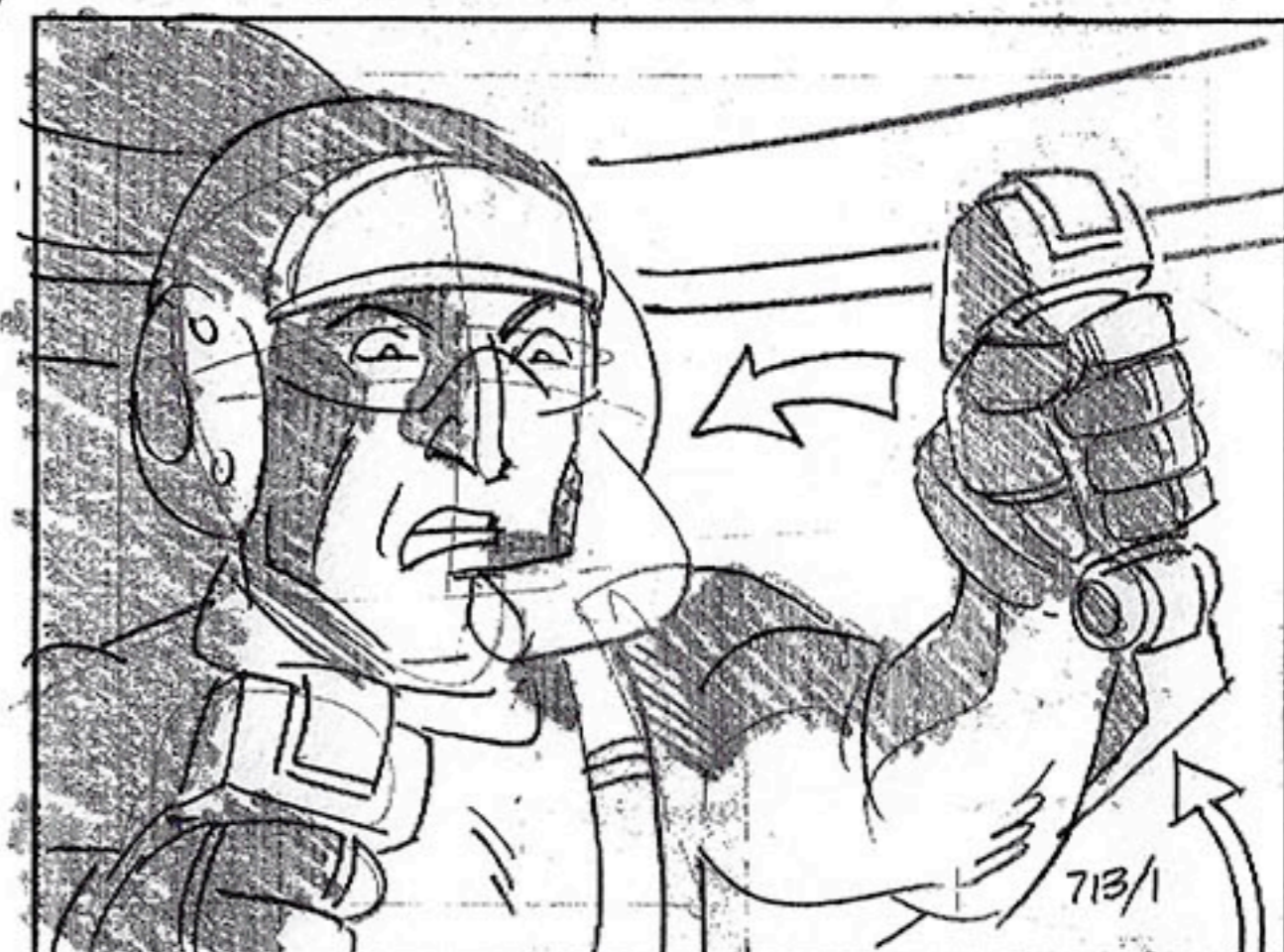
15

SC 712 PNL 1



Groonz looks out - screen is blocked by paint.

SC 713 PNL 1

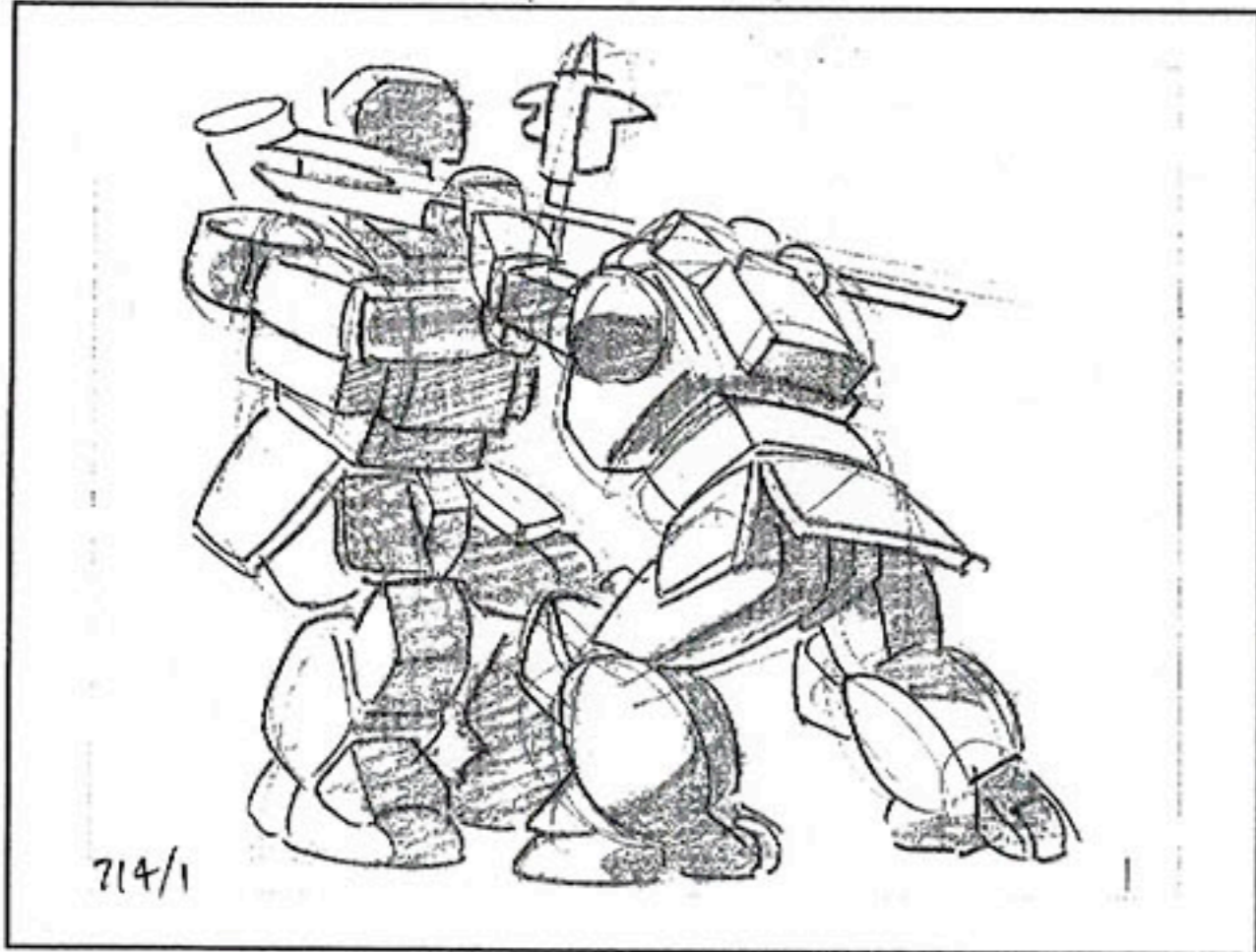


Groonz jerks backward in his seat, raises controllers.

20

20

SC 714 PNL 1



ACTION

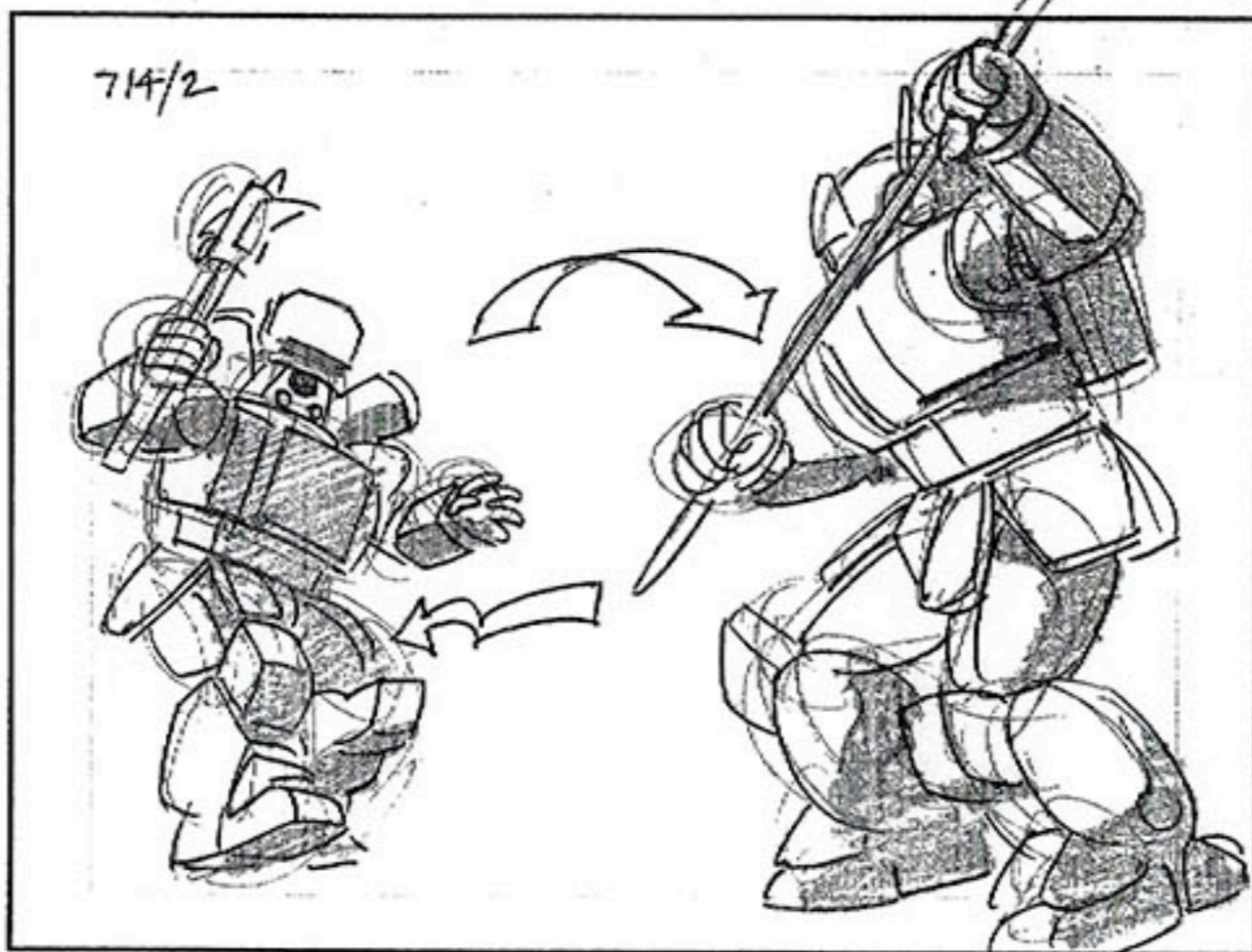
Sonja and Groonz stand blocking each other.

DIAL

TIMING

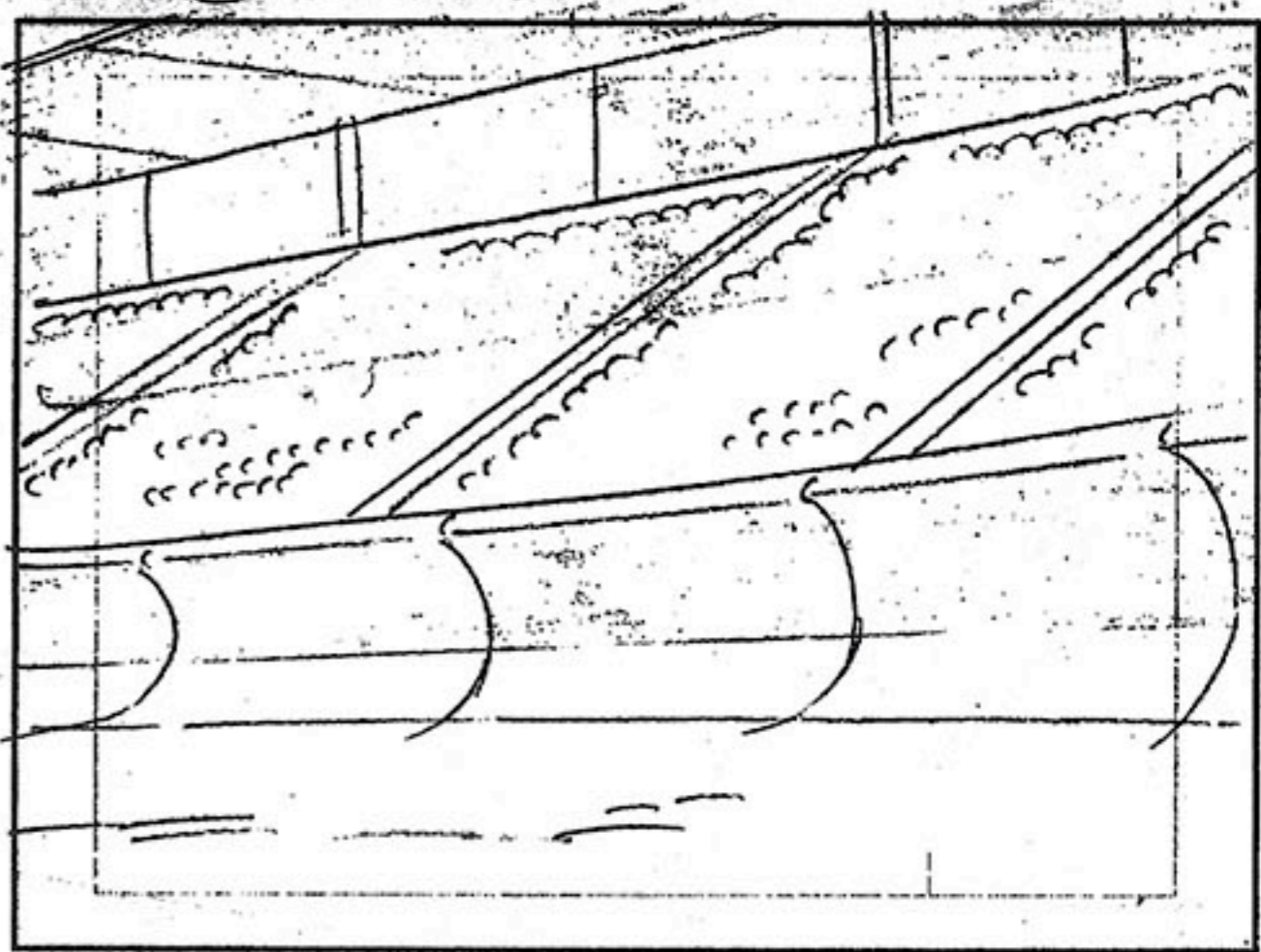
10 /

SC 714 PNL 2



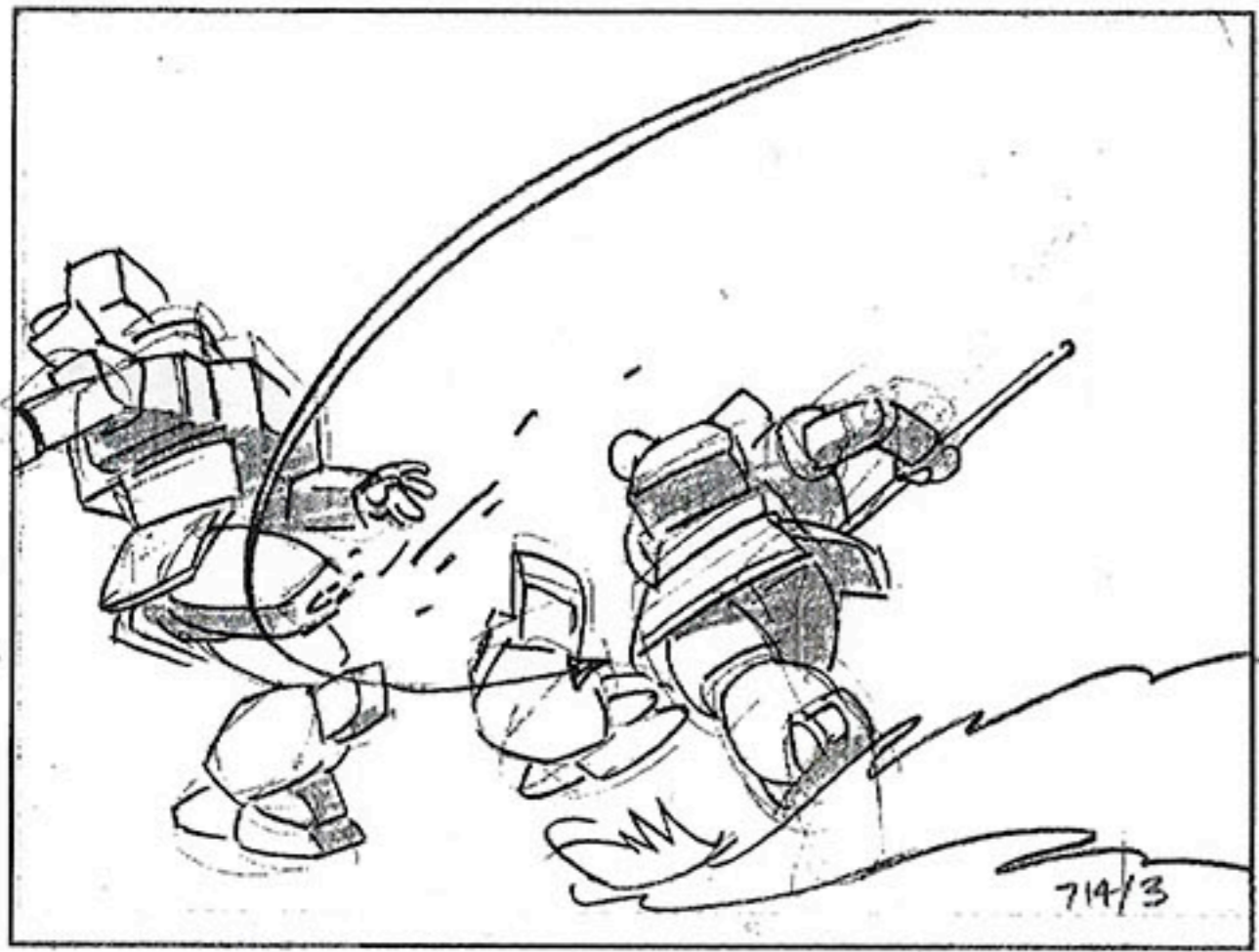
Groonz stumbles backward.
Sonja antics...

SC 714 PNL BG



15 /

SC 714 PNL 3

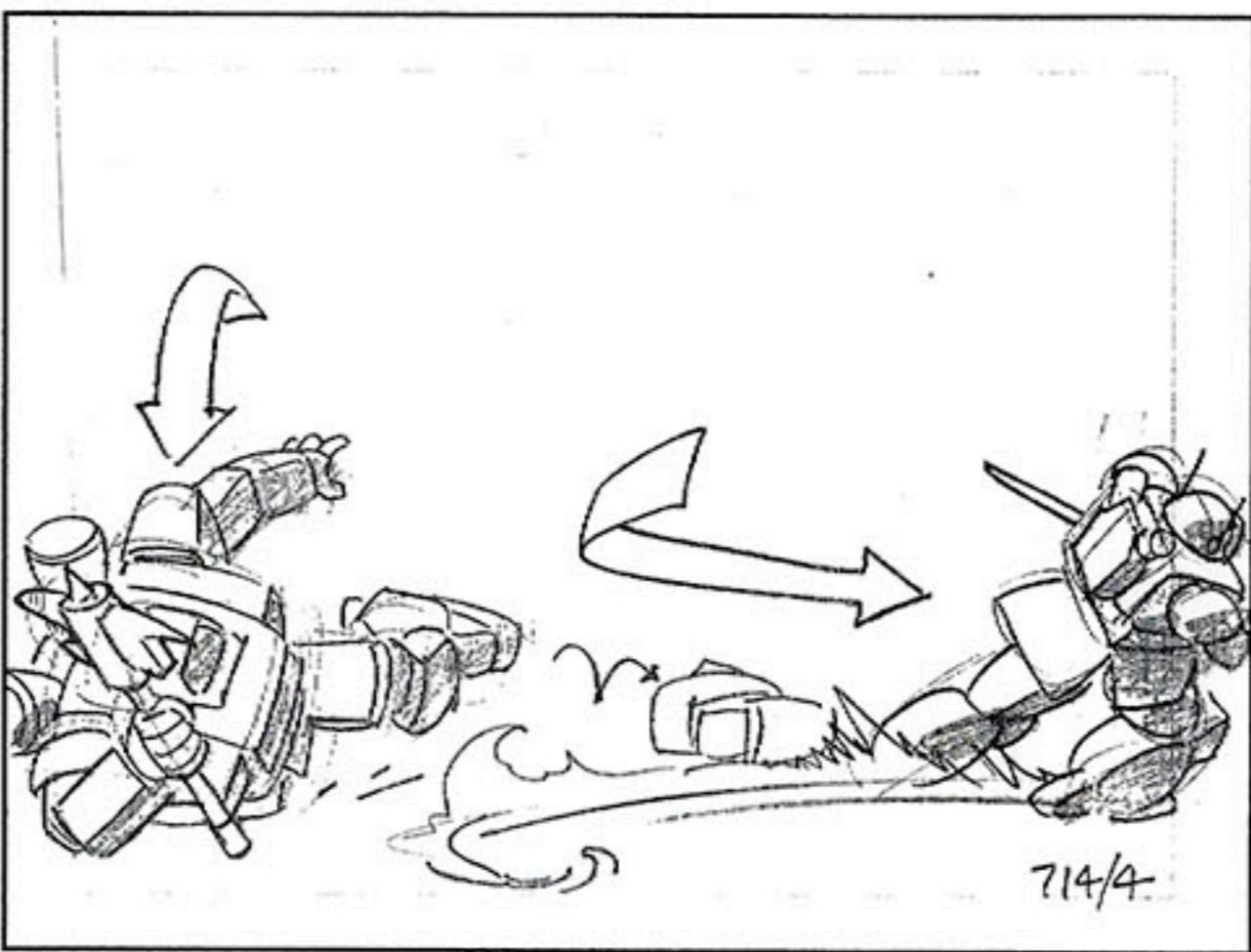


ACTION
 ... and zips forward,
 cutting off Groonz' right leg.

DIAL
 SFX (6)

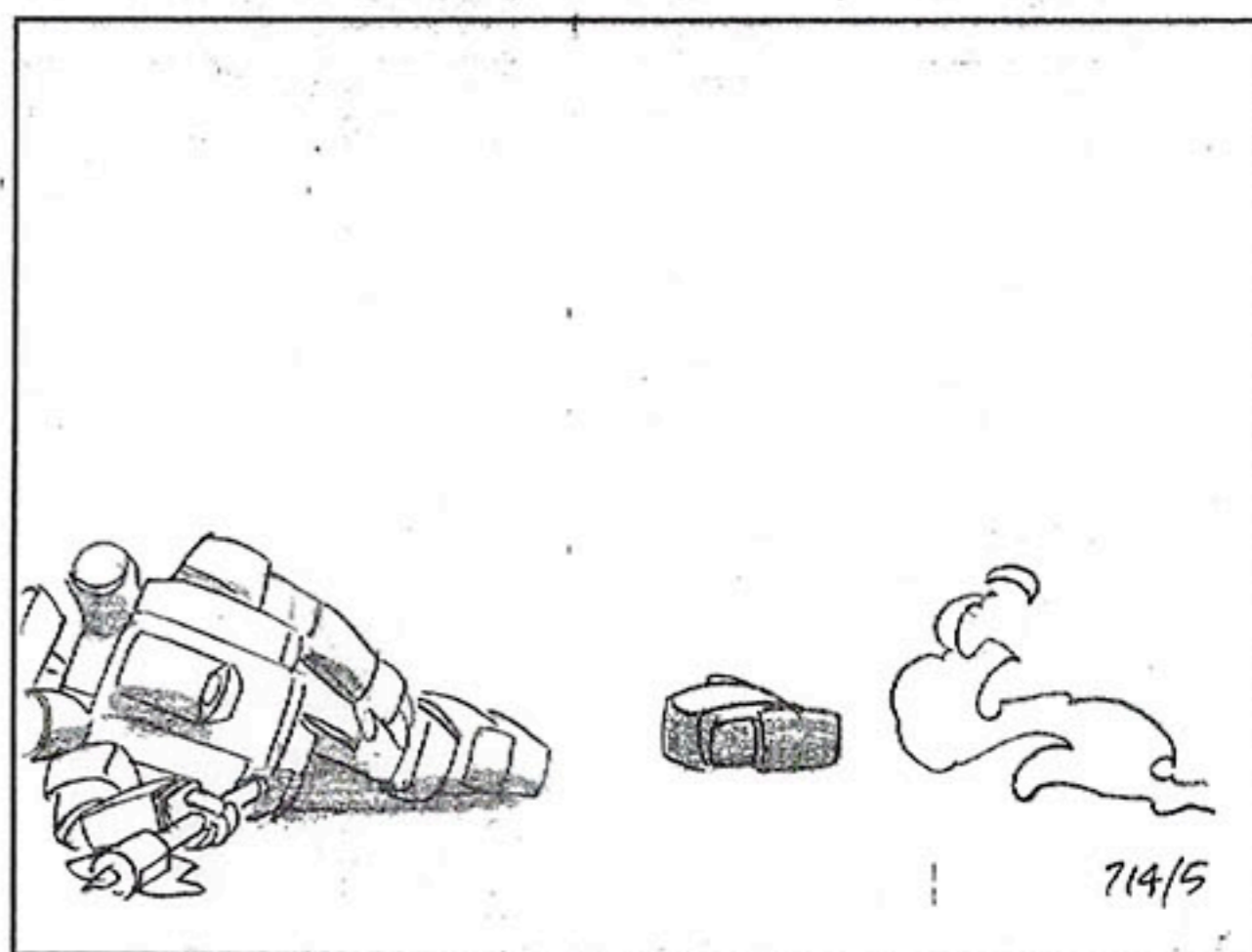
TIMING
 15

SC 714 PNL 4



Groonz falls over as Sonja
 zips OS.

SC 714 PNL 5



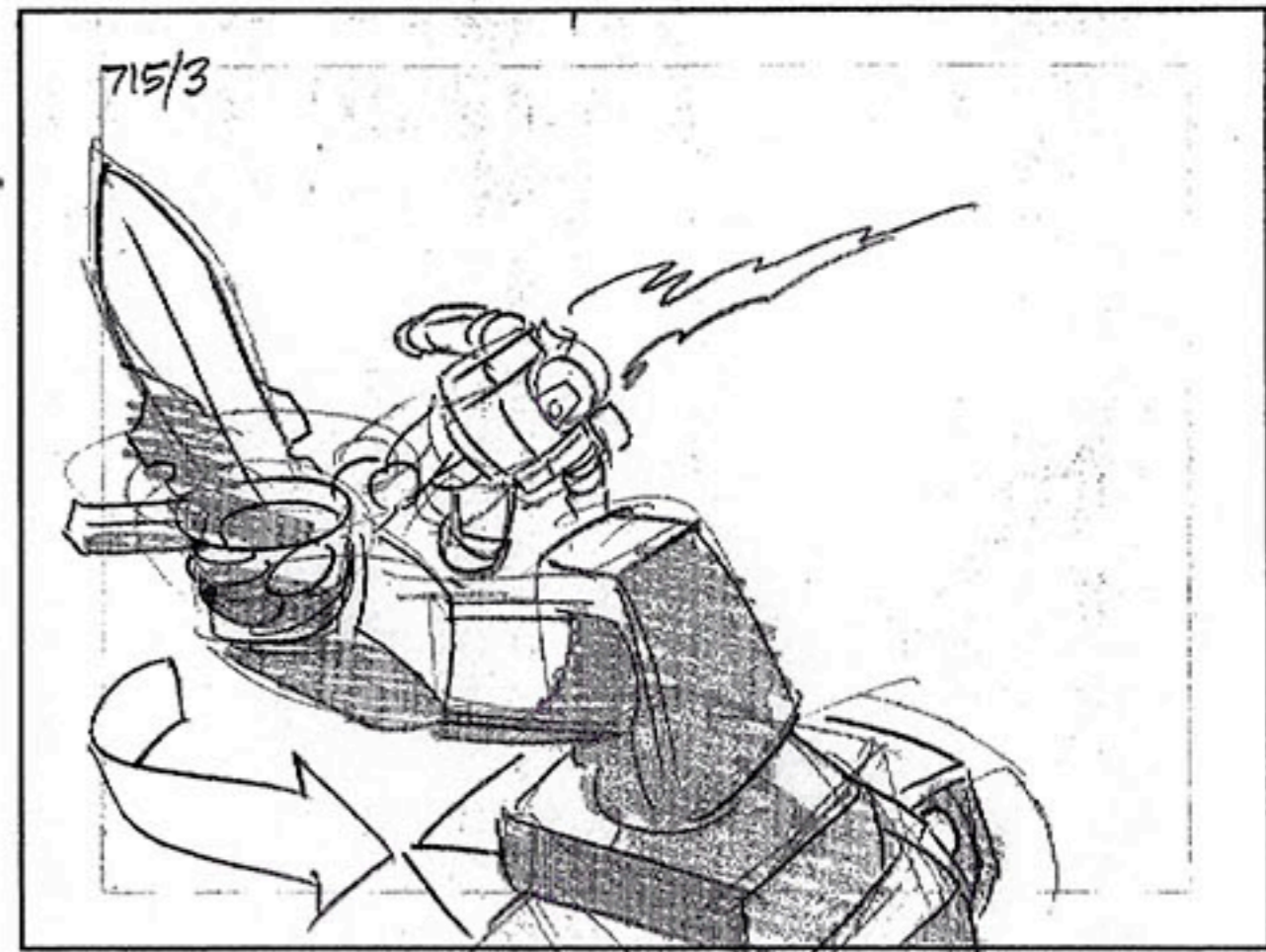
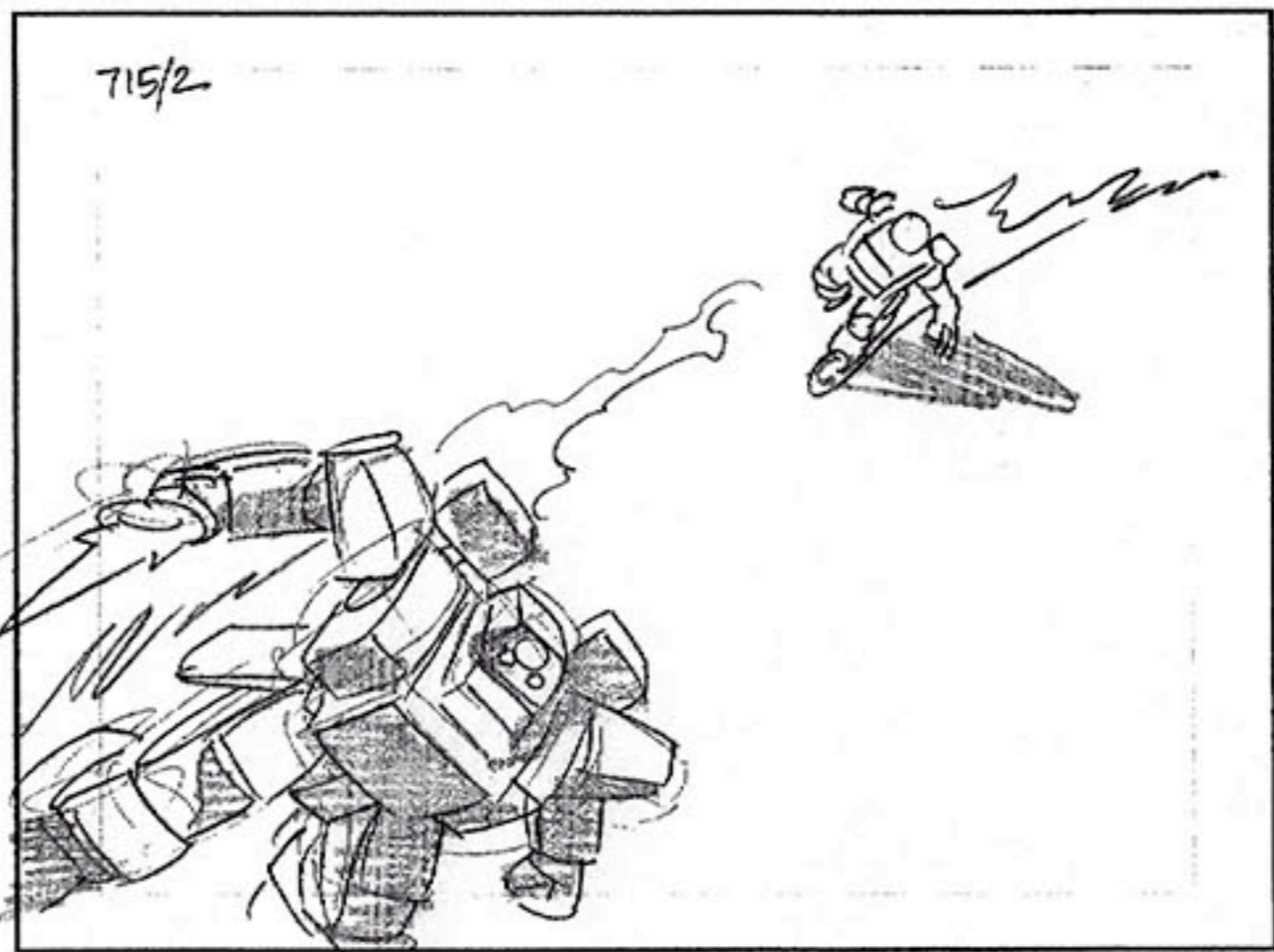
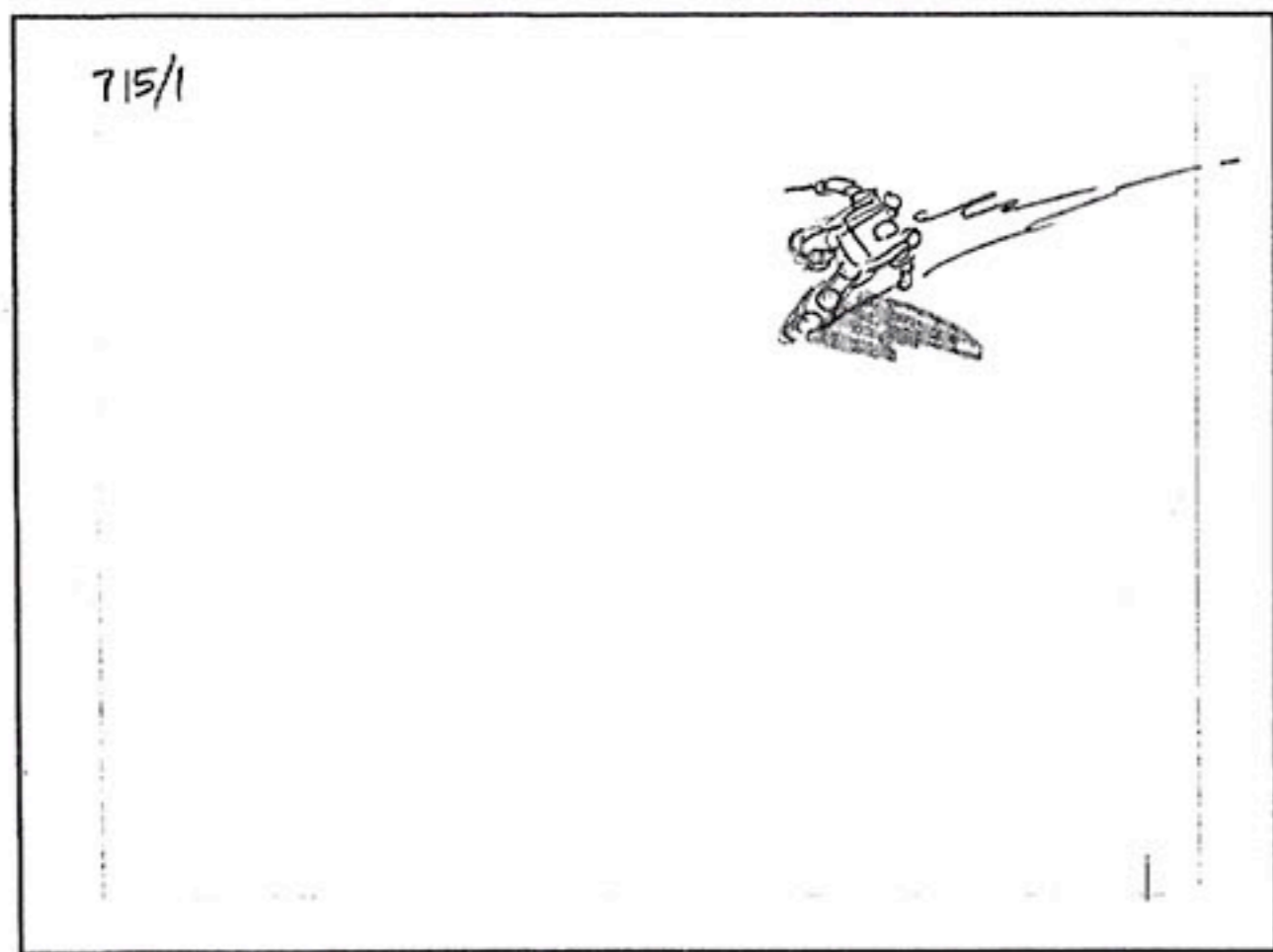
Groonz lies still.

TIMING
 20

SC 715 PNL 1

SC 715 PNL 2

SC 715 PNL 3



ACTION
 Wallis rolls toward camera
 along arena wall.

Wallis rides up to camera,
 Nerv follows.

Wallis rolls quickly by,
 Nerv gains up.

DIAL

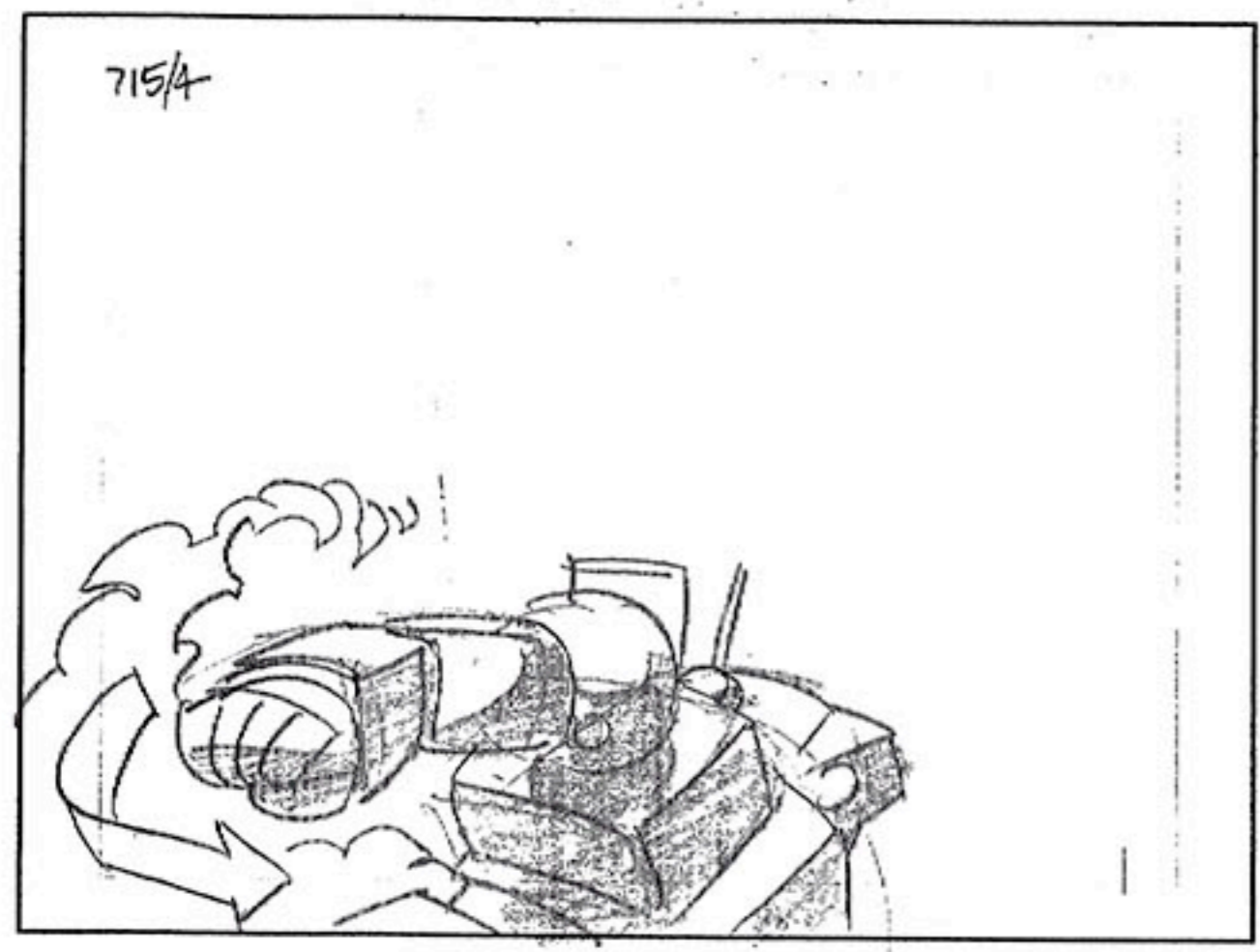
TIMING

15

20

5

SC 715 PNL 4

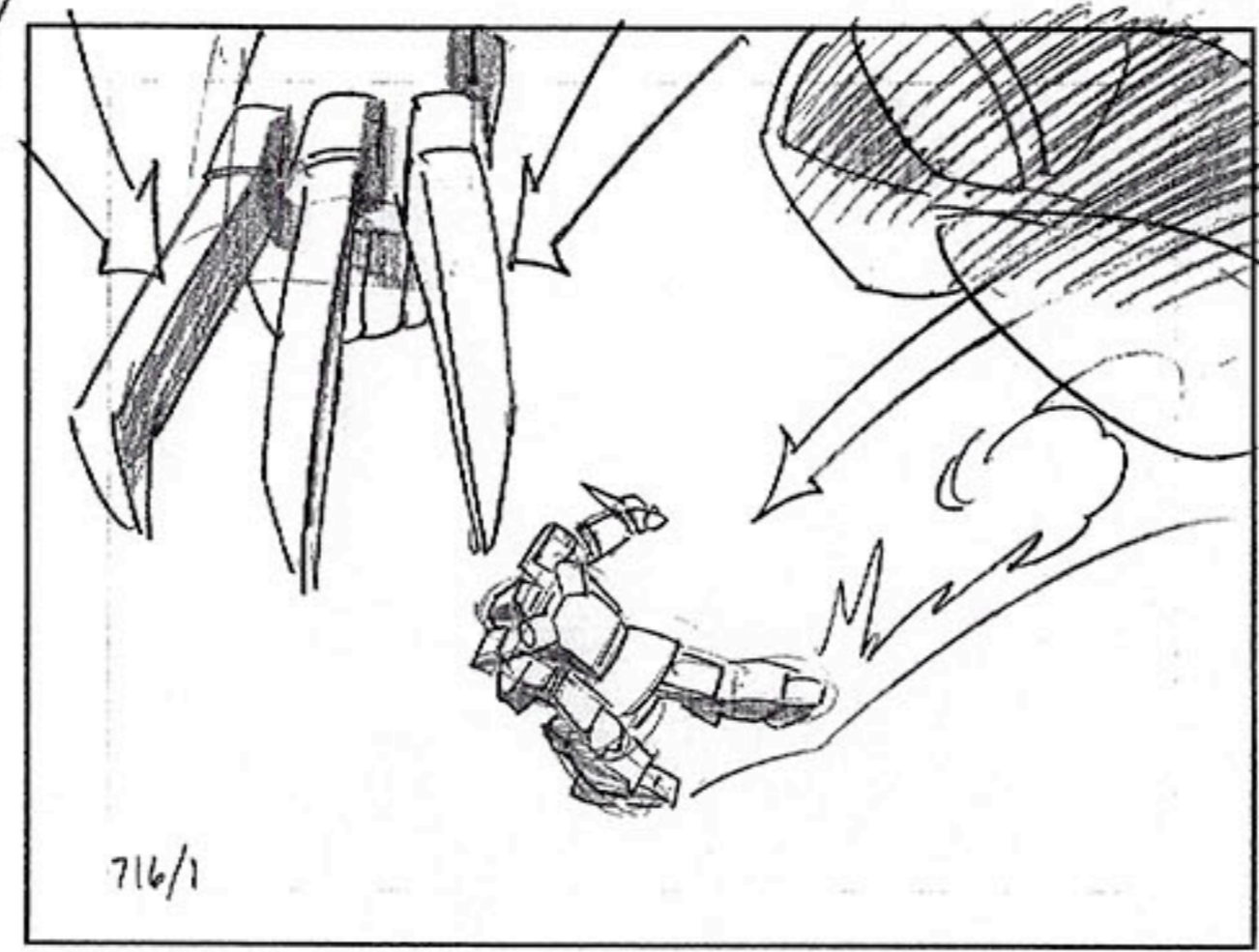


ACTION
 Nerv swerves to follow Wallis.

DIAL

TIMING 10

SC 716 PNL 1

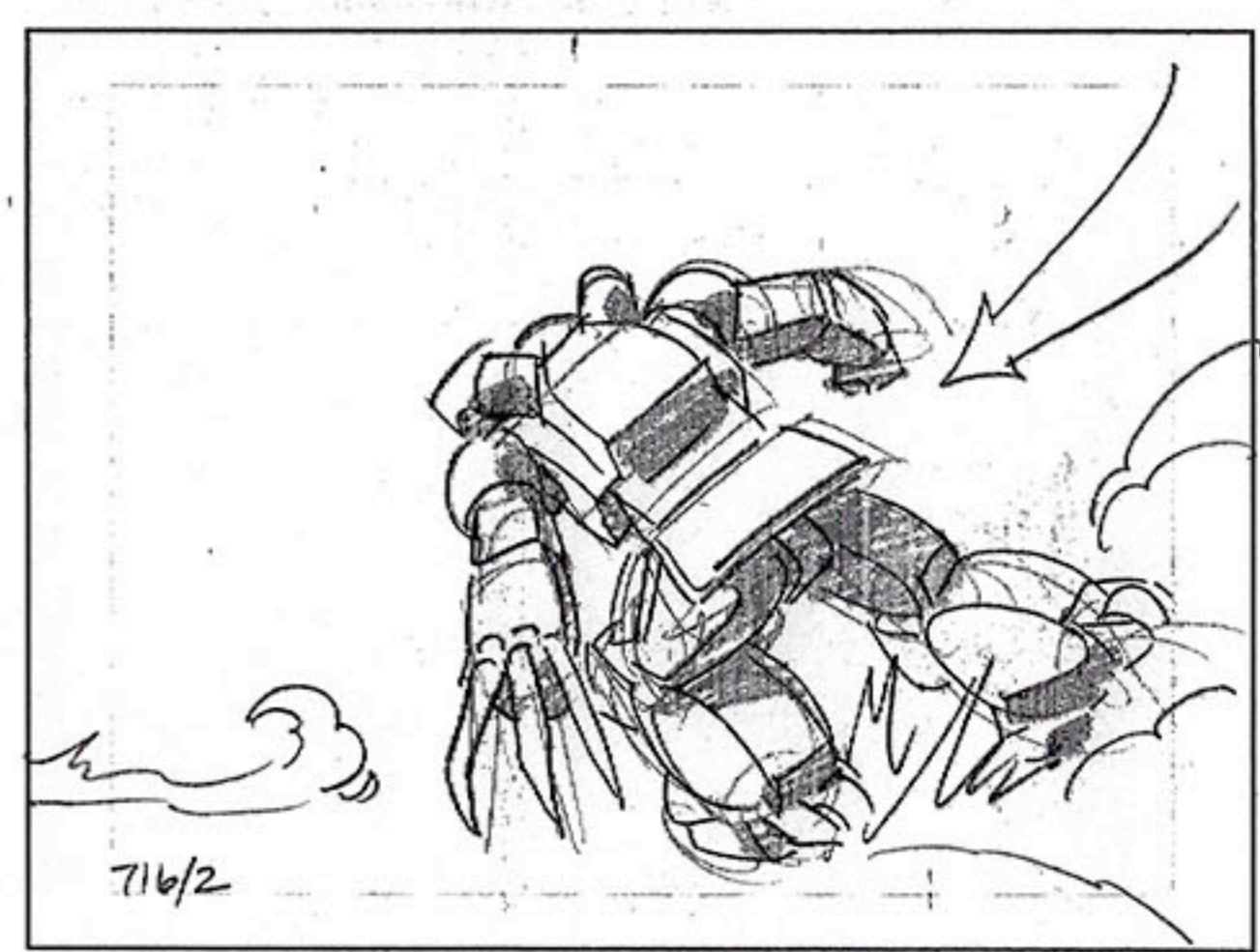


716/1
 Wallis rolls away, Nerv
 gains in over camera...

DIAL

TIMING 15

SC 716 PNL 2

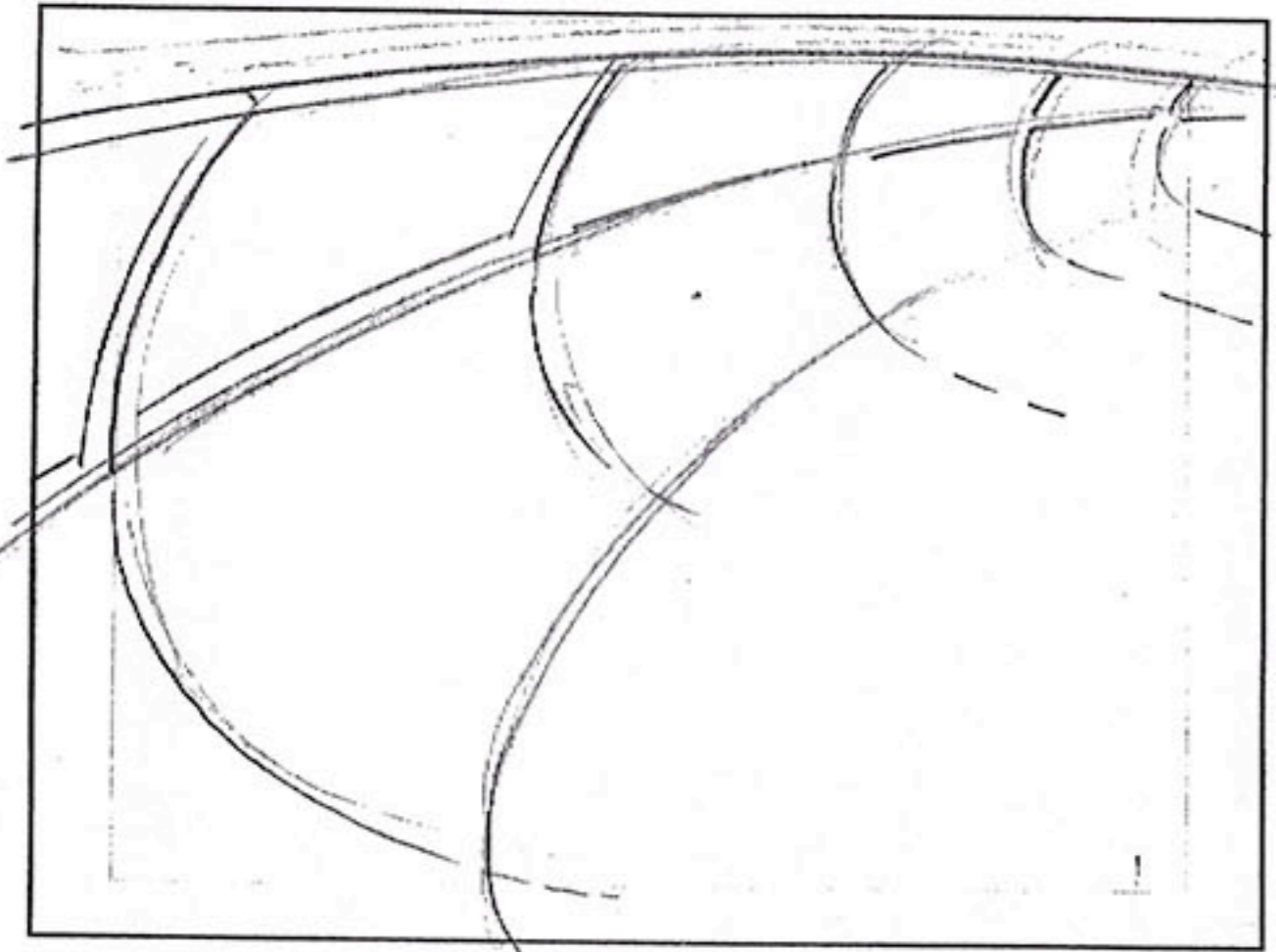


716/2
 ... and chases Wallis.

DIAL

TIMING 10

SC 715 PNL BG

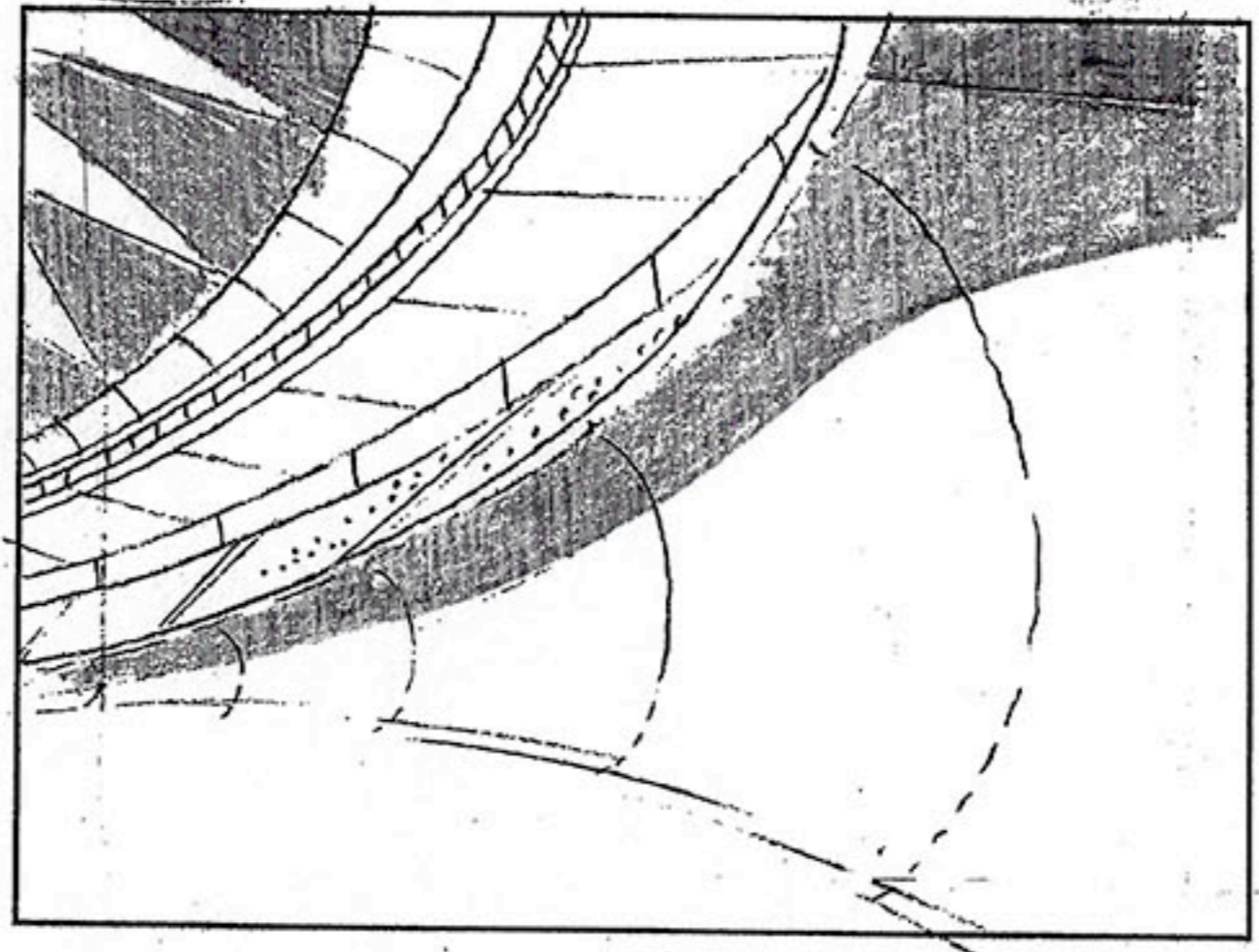


ACTION

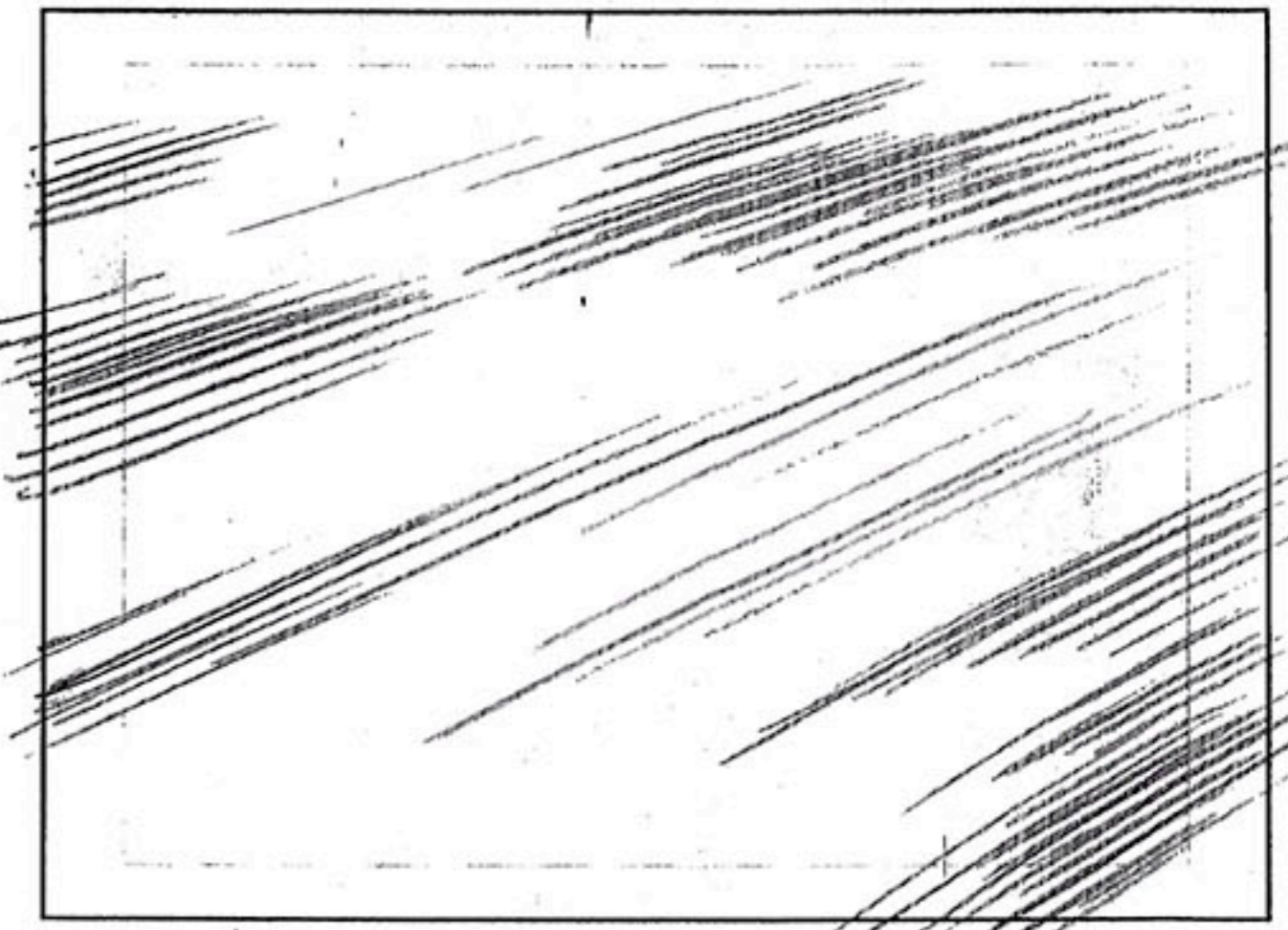
DIAL

TIMING

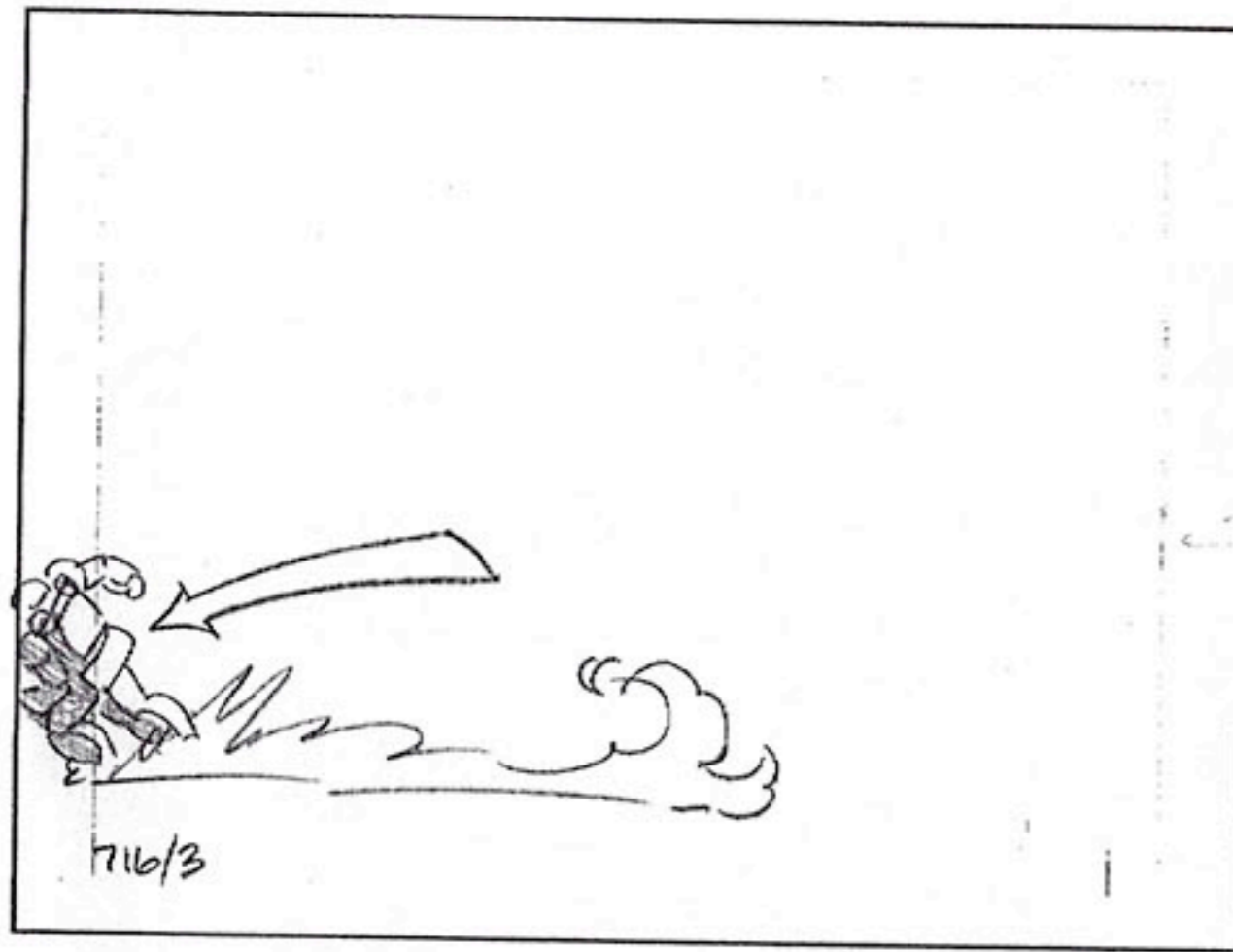
SC 716 PNL BG



SC 717 PNL BG



SC 716 PNL 3



ACTION

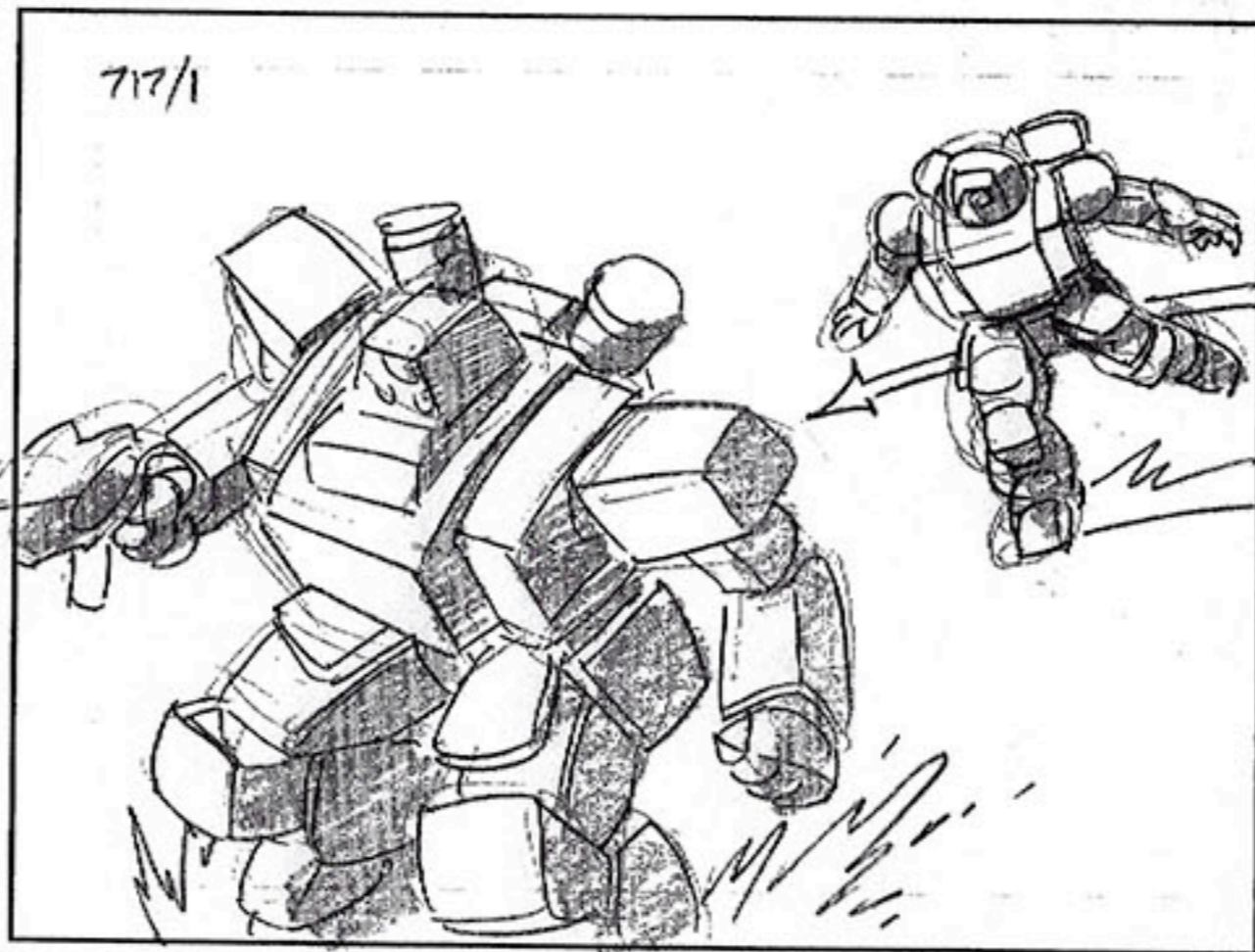
Nerv rolls OS.

DIAL

TIMING

10

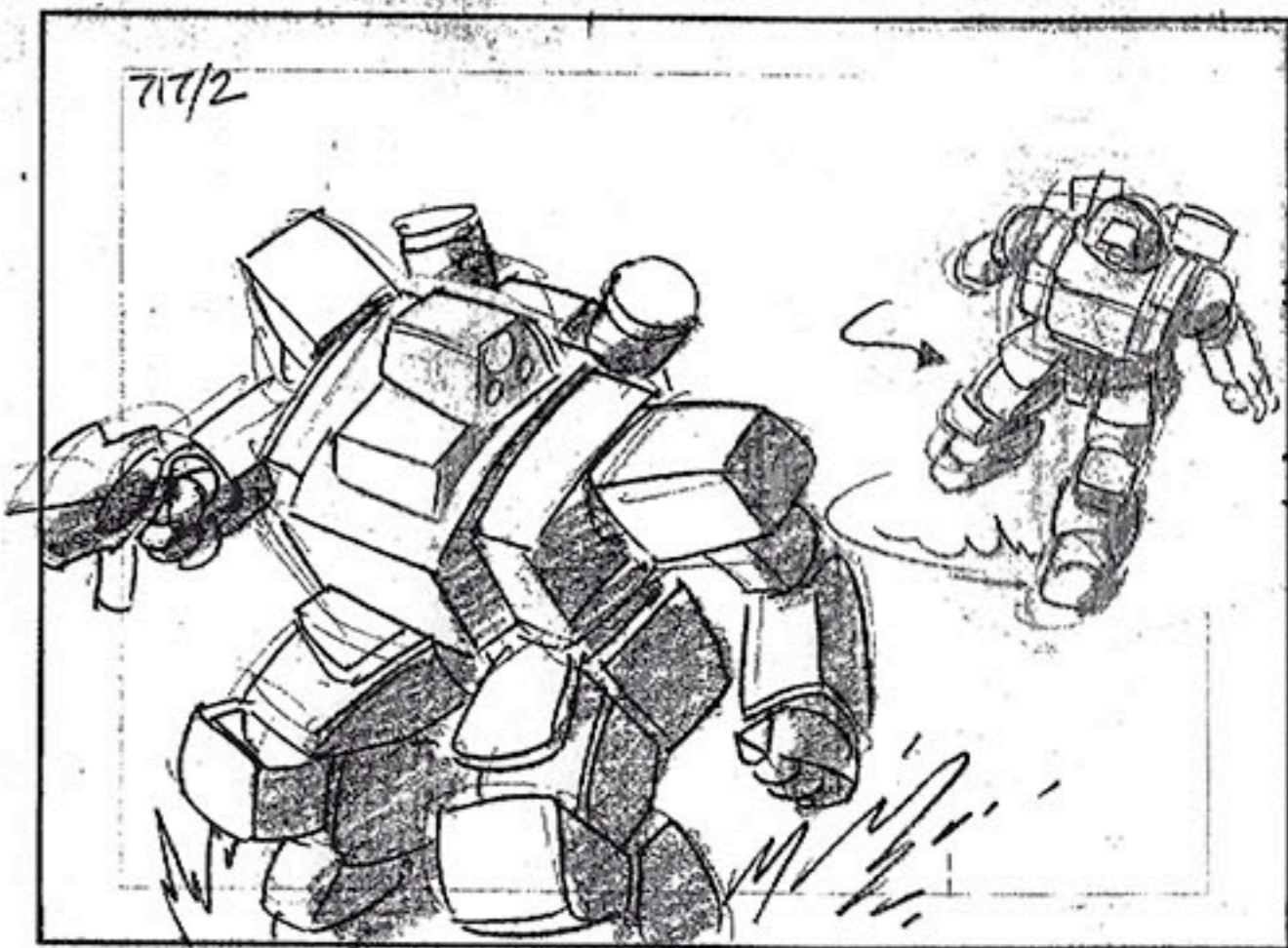
SC 717 PNL 1



Camera tracks ahead of Wallis, Nerv skates in.

15

SC 717 PNL 2



Wallis looks back at Nerv.

15

SC 718 PNL 1

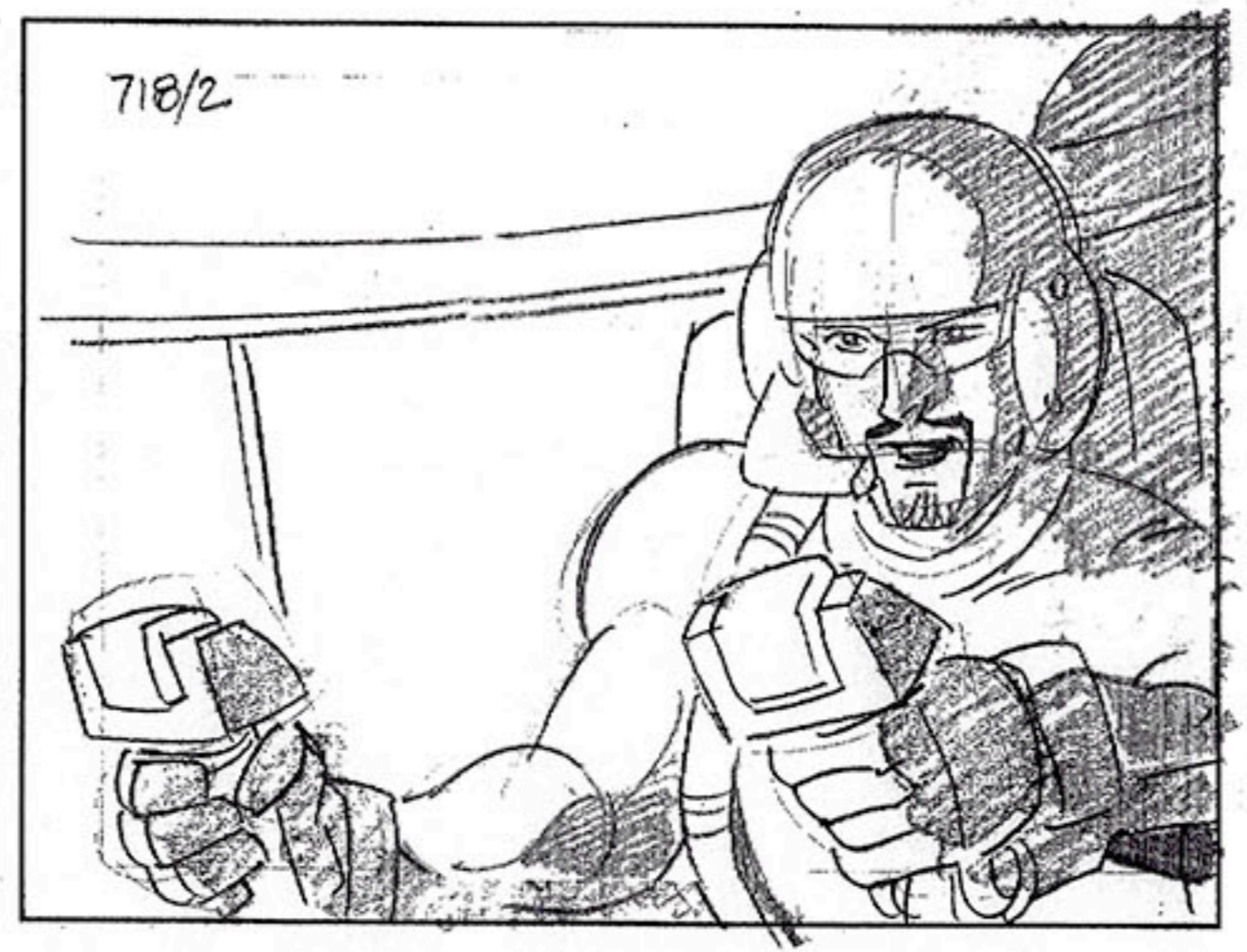


ACTION
 Nerv bobs from side to side in his cockpit.

DIAL
 (198) NERV
 Major Wally, you need some positive waves in your life!

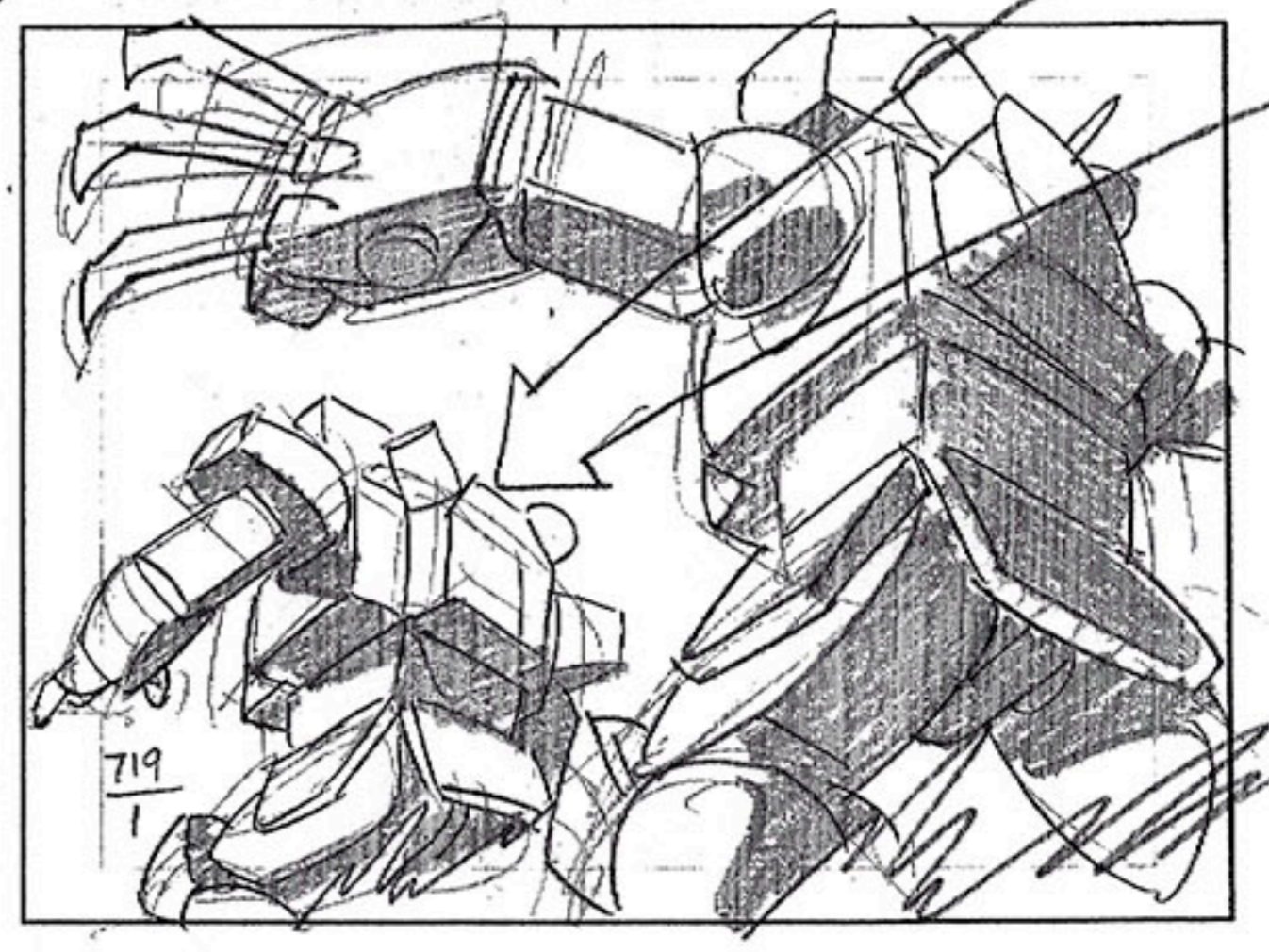
TIMING
 Panels 1 & 2 in A/B cycle on 15's for length of line

SC 718 PNL 2



Continued

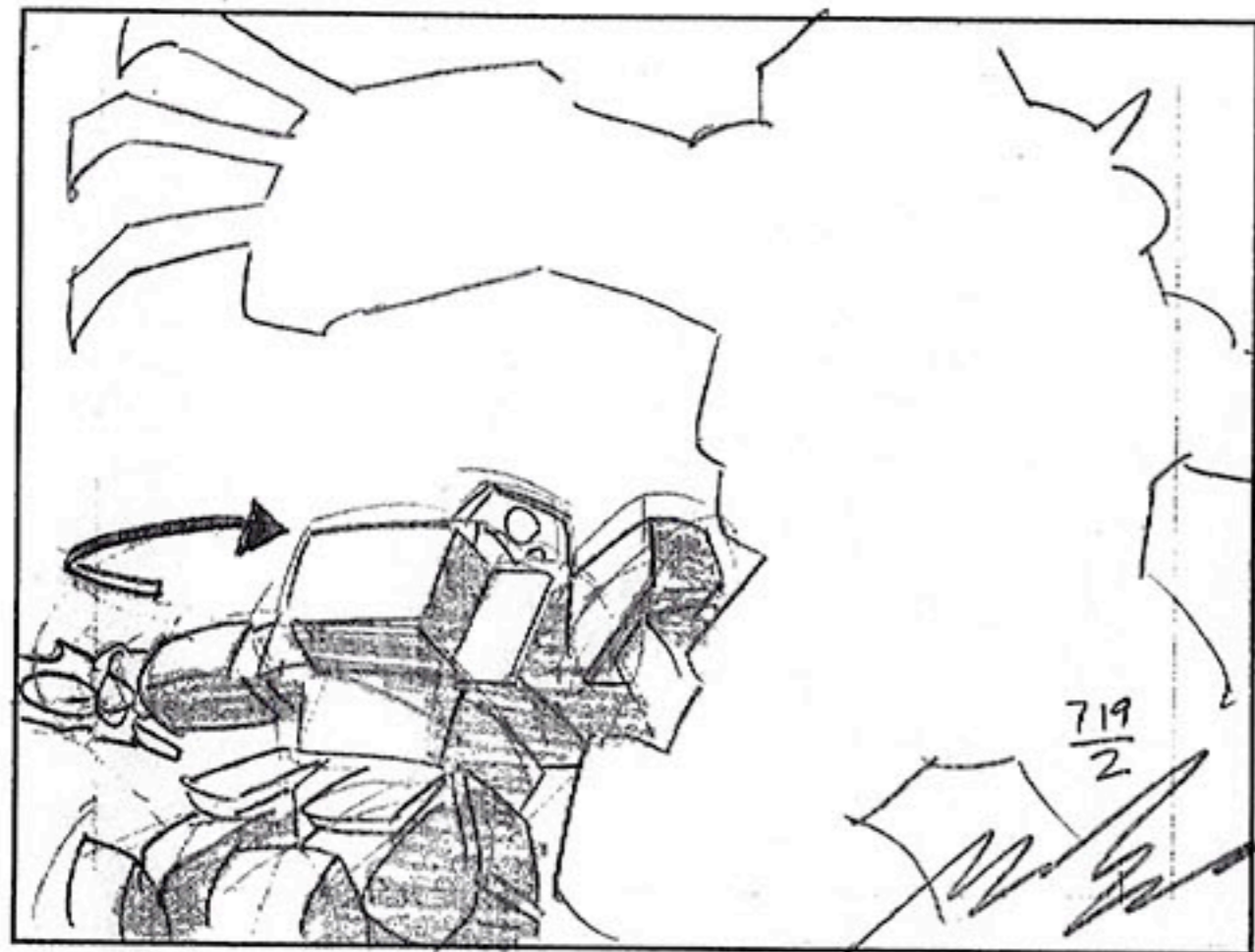
SC 719 PNL 1



Camera tracks with Wallis. Nerv gains in, holding out claw arm.

15

SC 719 PNL 2



ACTION

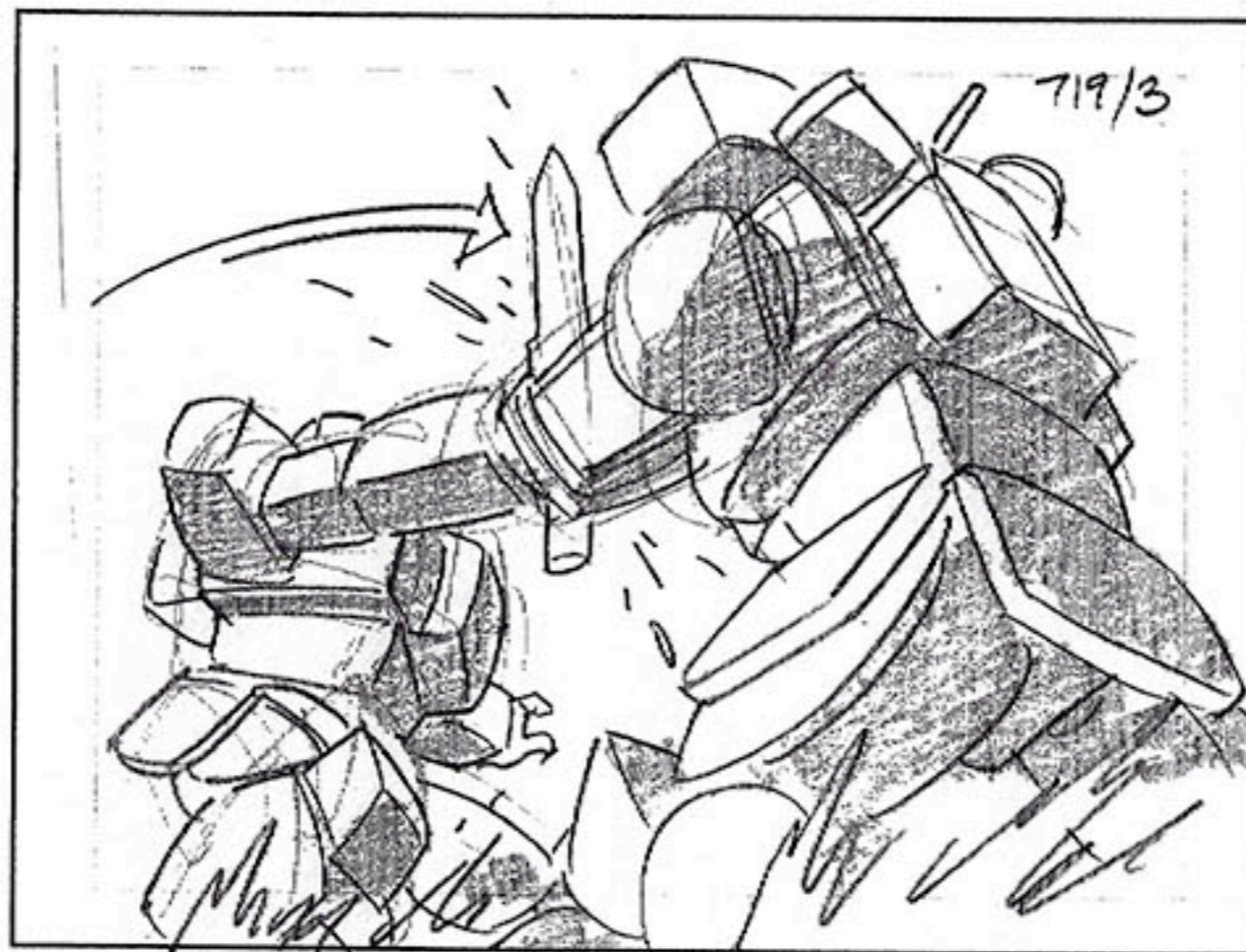
Wallis spins...

DIAL

TIMING

10

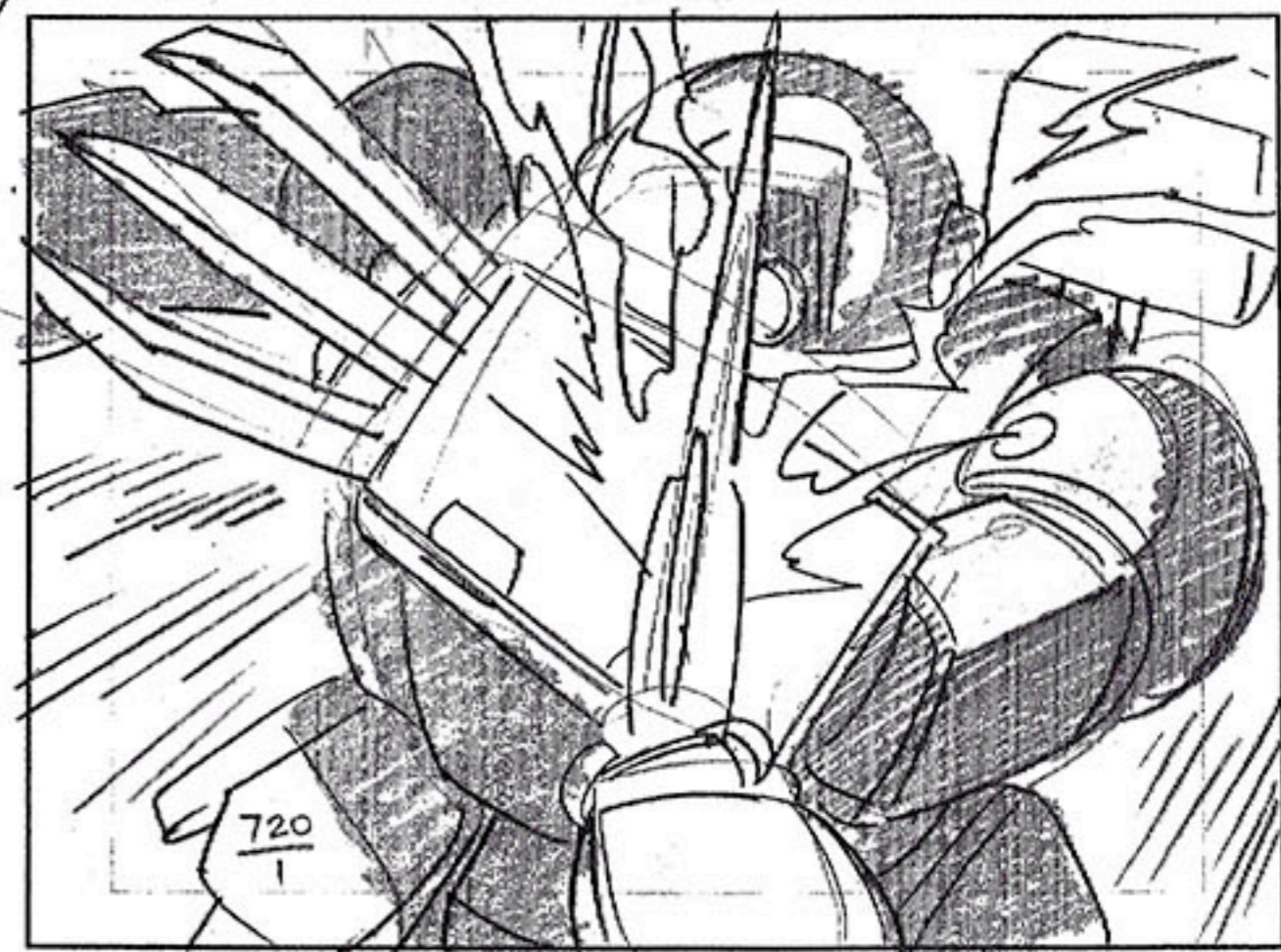
SC 719 PNL 3



...and swings knife. Nerv blocks it with his arm shield.

15

SC 720 PNL 1



Camera tracks with Nerv. Sparks shoot out of Wallis' knife.

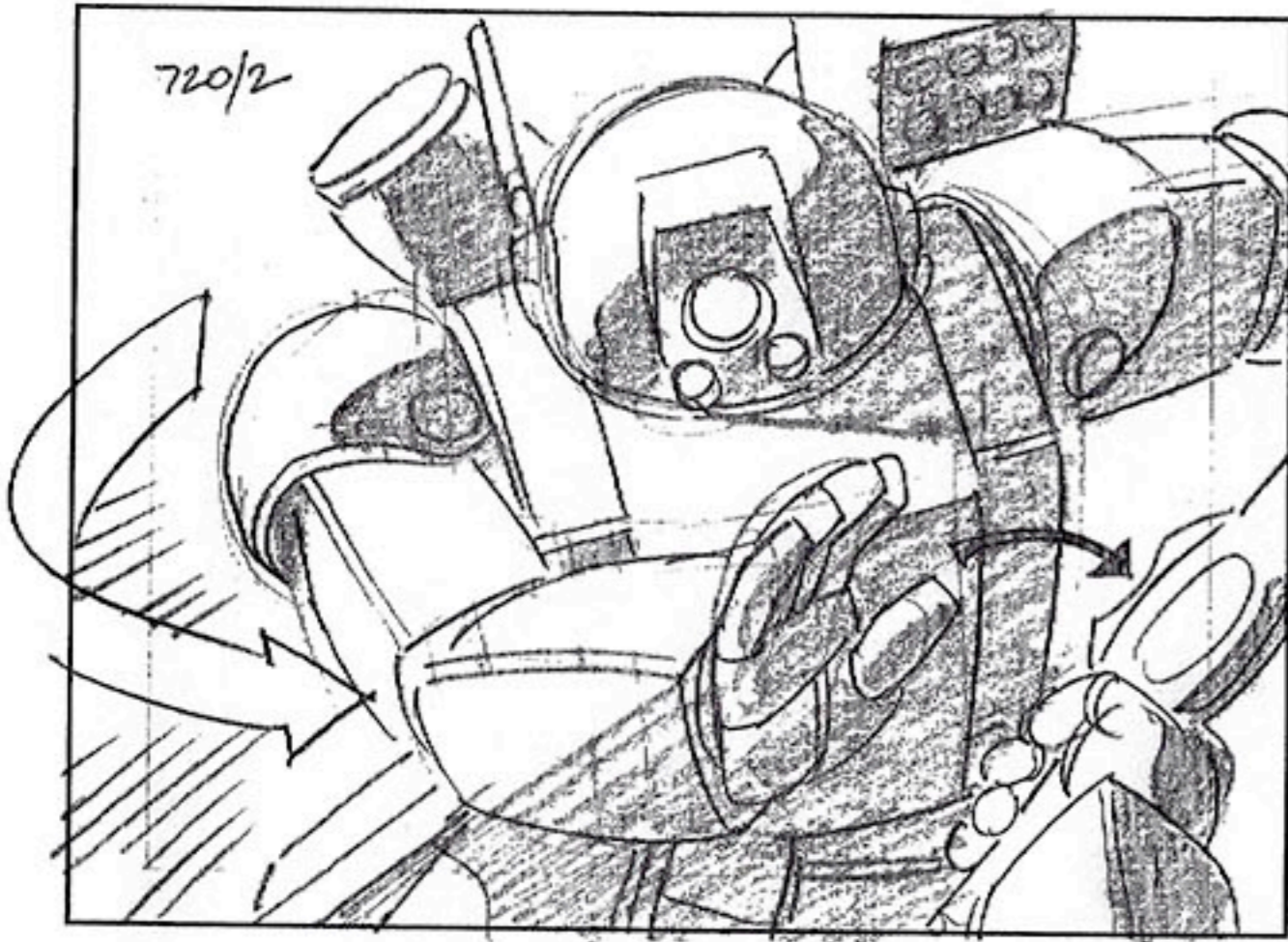
SFX (20)

25

SC 720 PNL 2

SC 721 PNL 1

SC 721 PNL 2



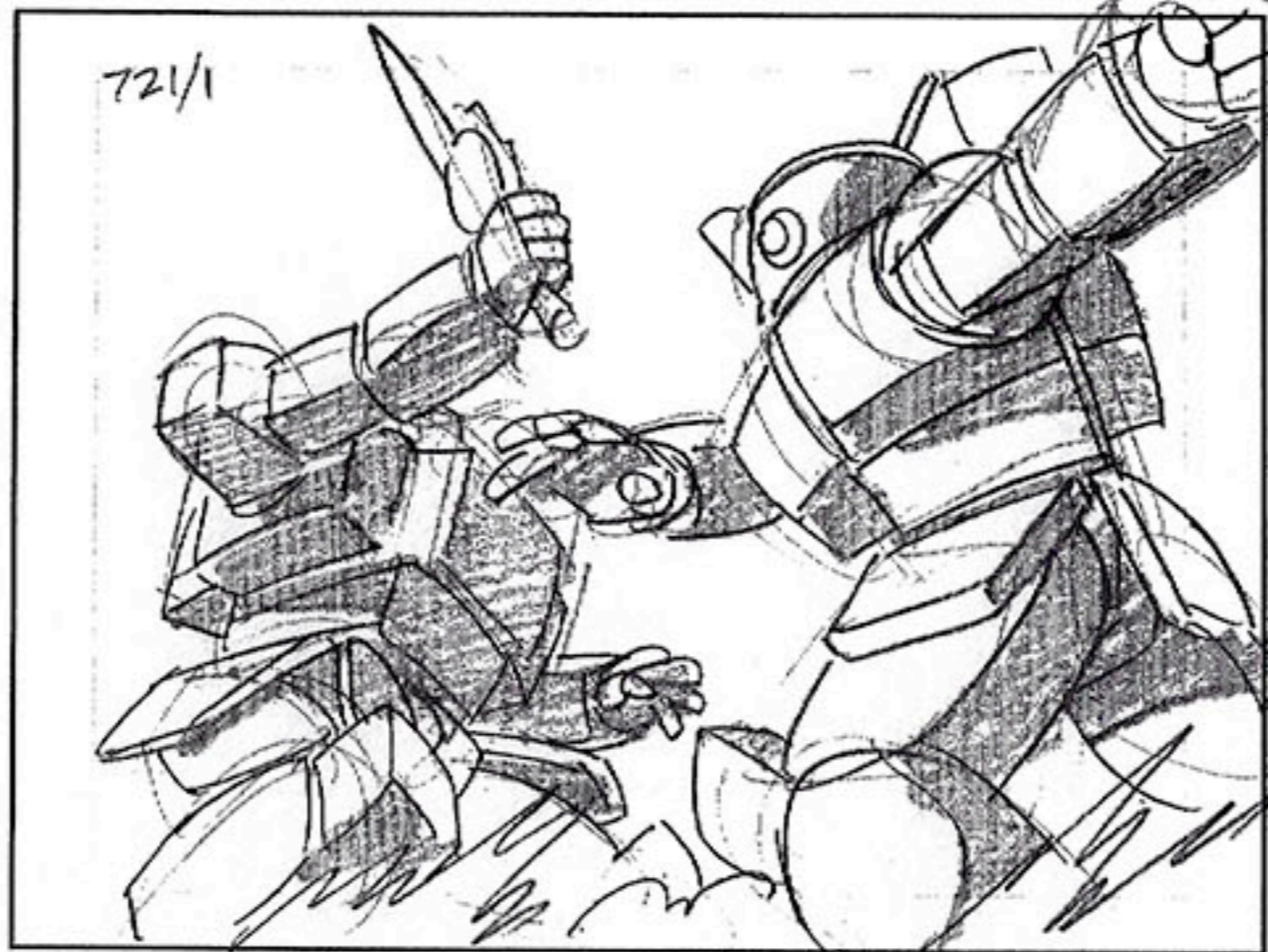
ACTION

Nerv smacks Wallis' knife away.

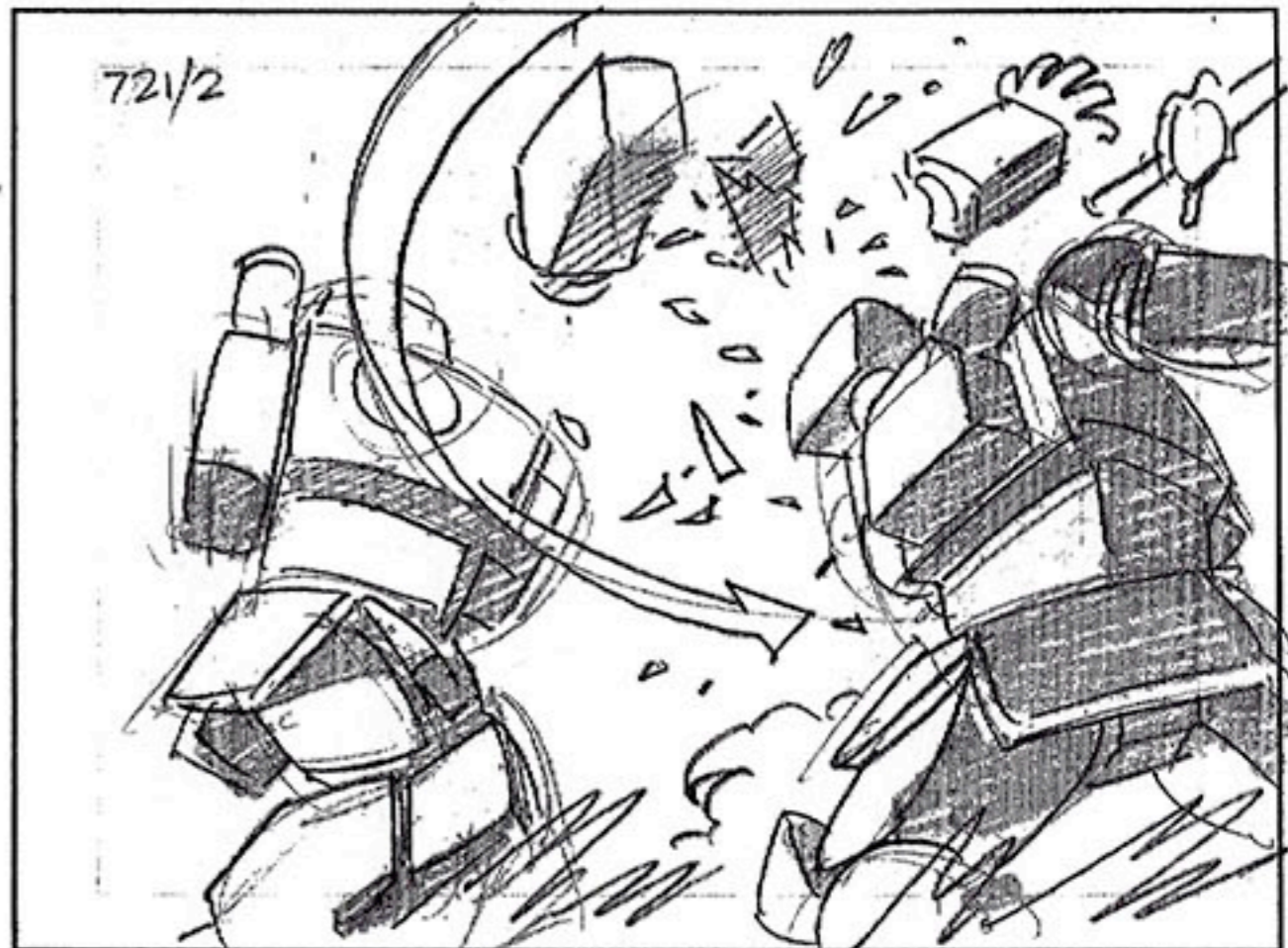
DIAL

TIMING

15



Camera tracks with both - Nerv antics to swing.



Nerv shatters Wallis' right arm with claw.

SFX (9)

10

15

SC 722 PNL 1

CAM SHAKE



ACTION

On Wallis in his cockpit, leaning forward.

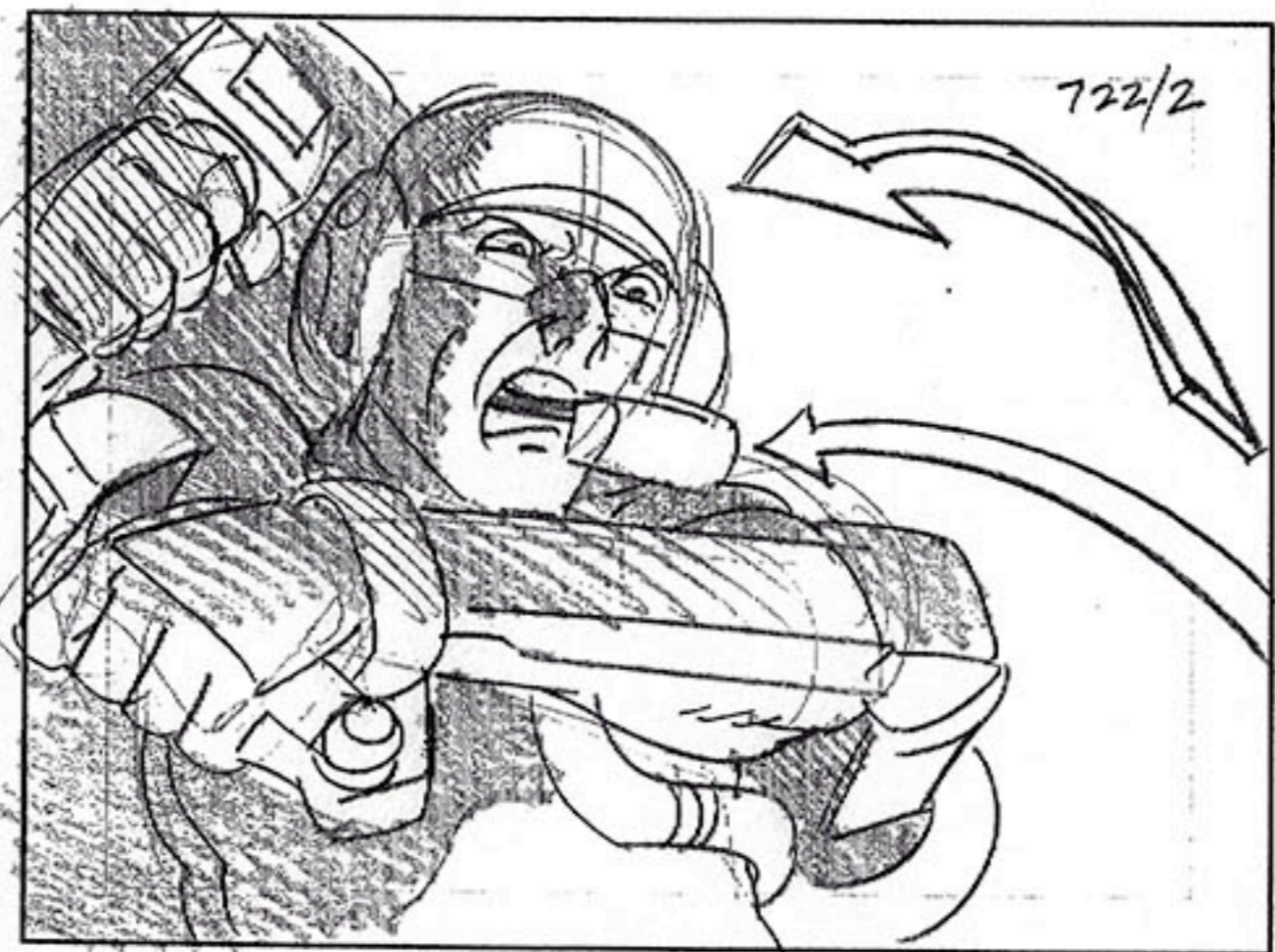
DIAL

WALLIS:
Southern—
(Line 24 from Show #104)

TIMING

D

SC 722 PNL 2



Wallis jerks upright, swings left arm.

- SNAKE!

D

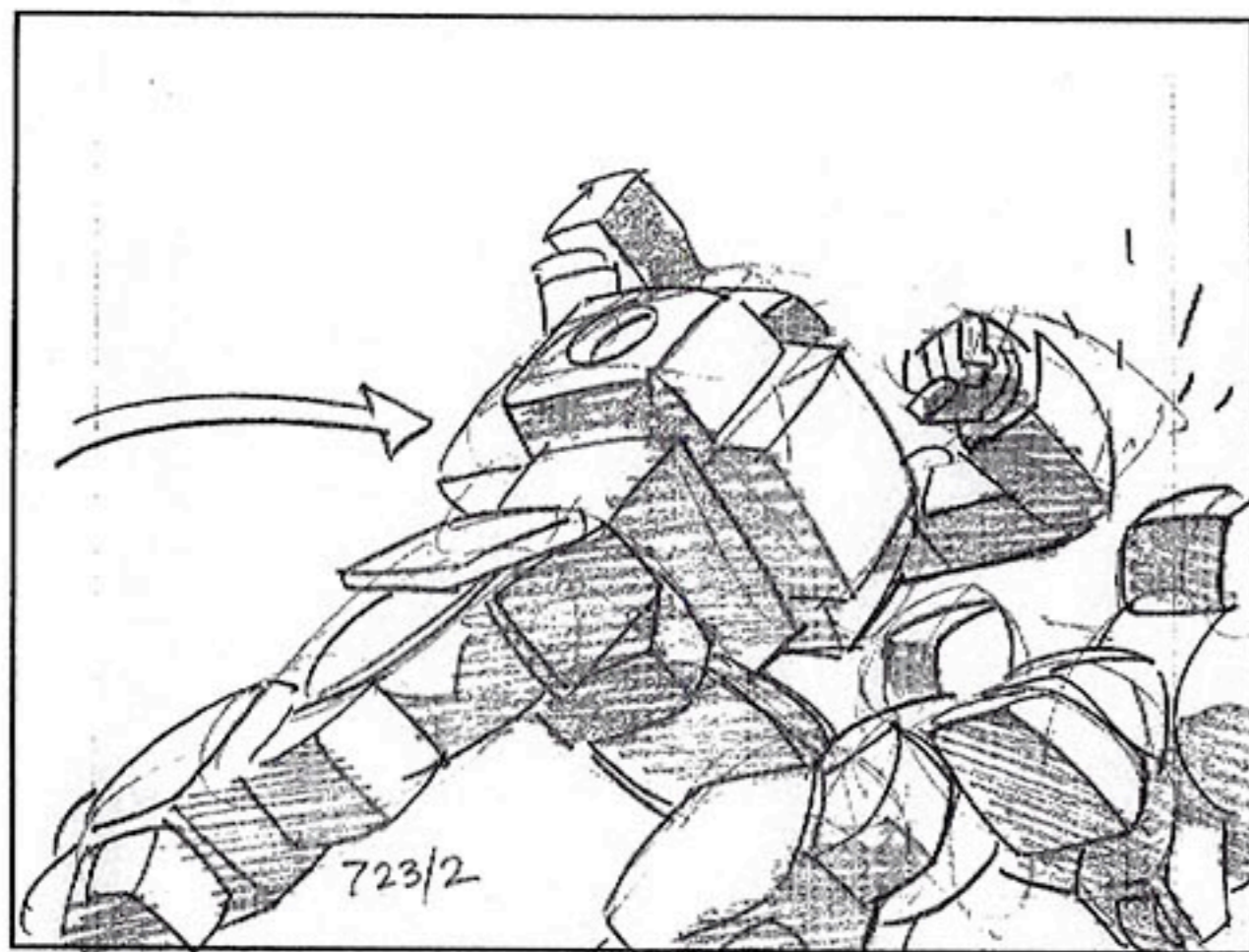
SC 723 PNL 1



Wallis smacks Nerv's claw arm away.

10

SC 723 PNL 2



ACTION

Wallis smashes his elbow into Nerv

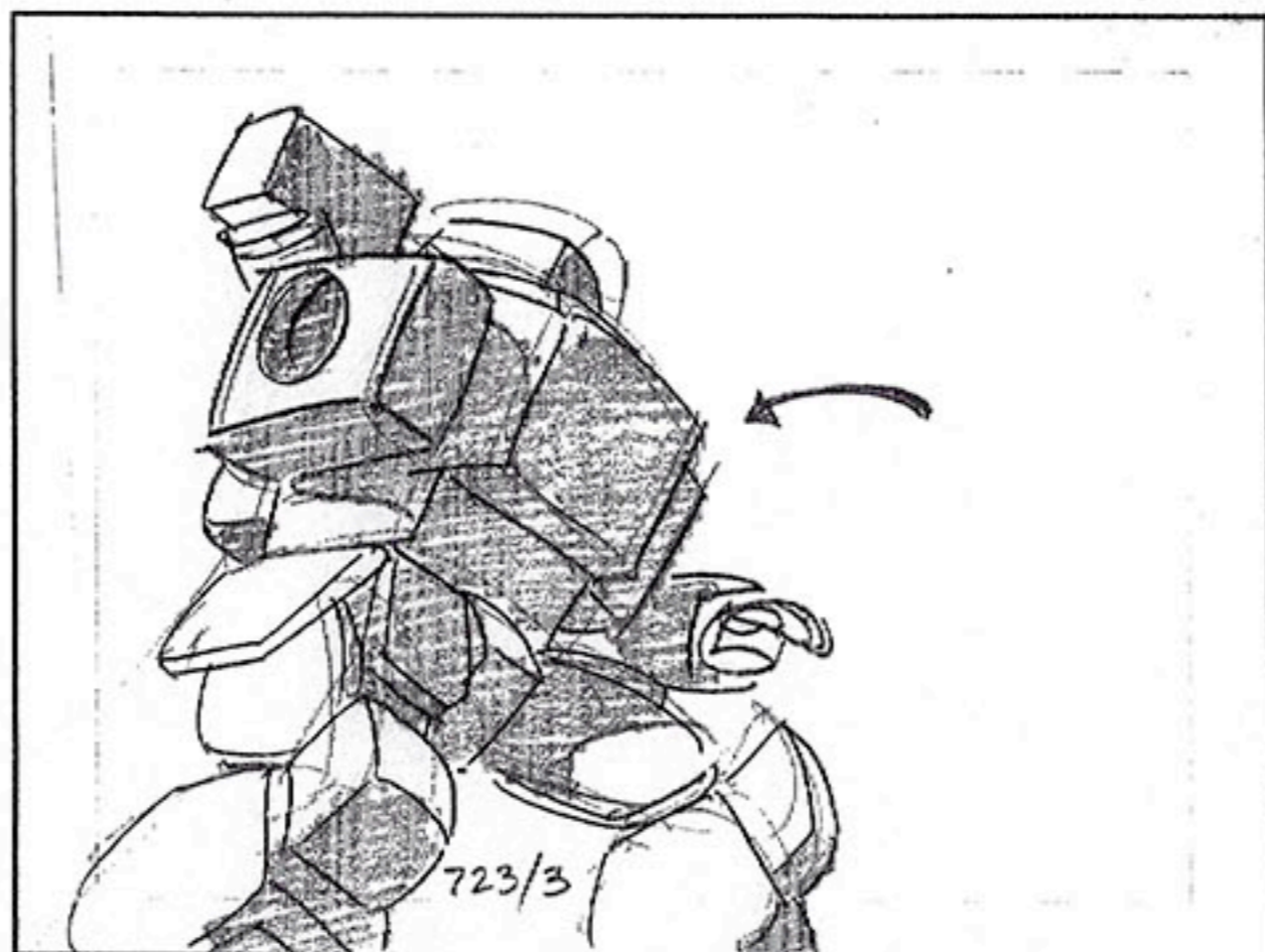
DIAL

SFX (8)

TIMING

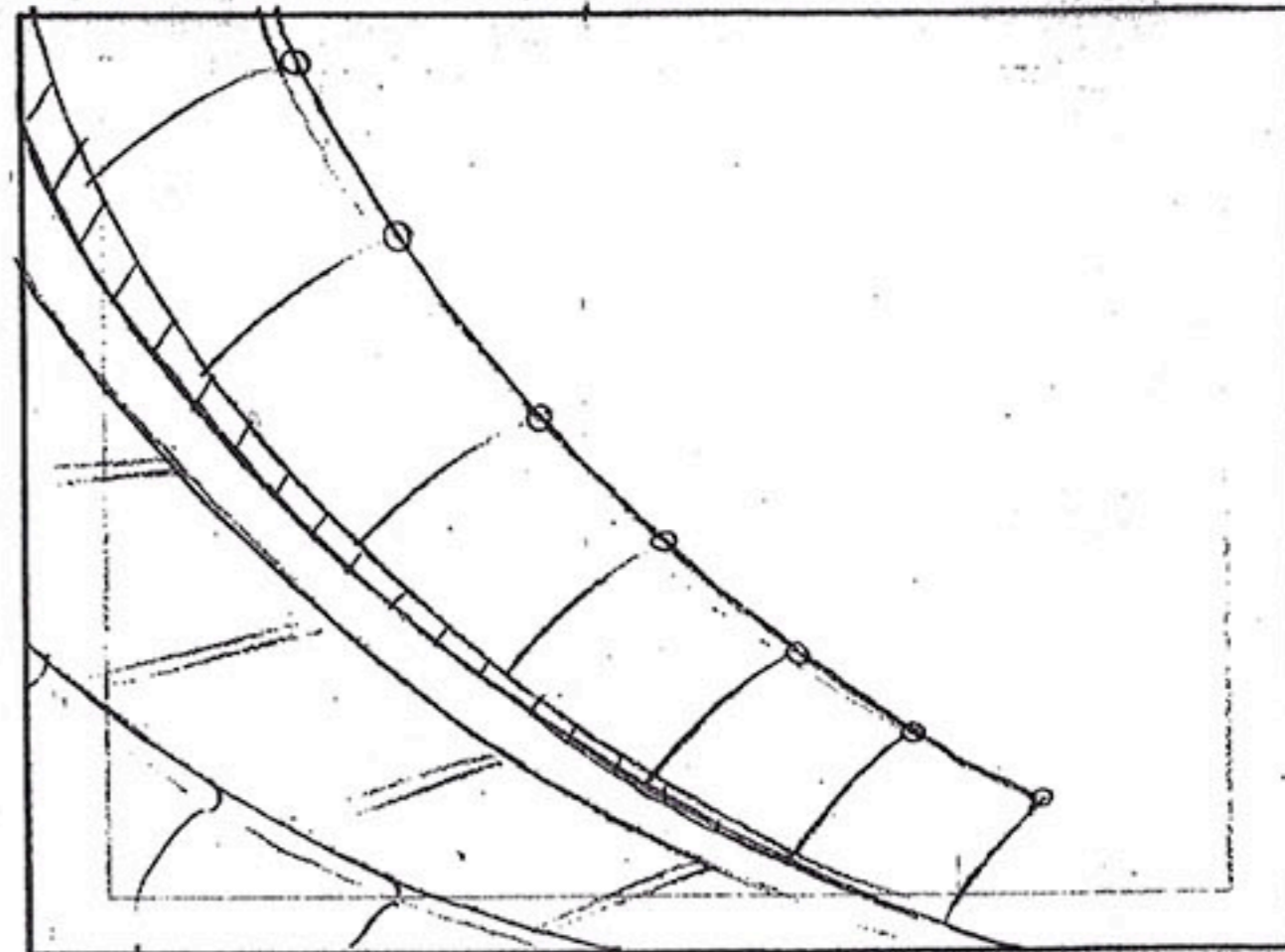
15

SC 723 PNL 3



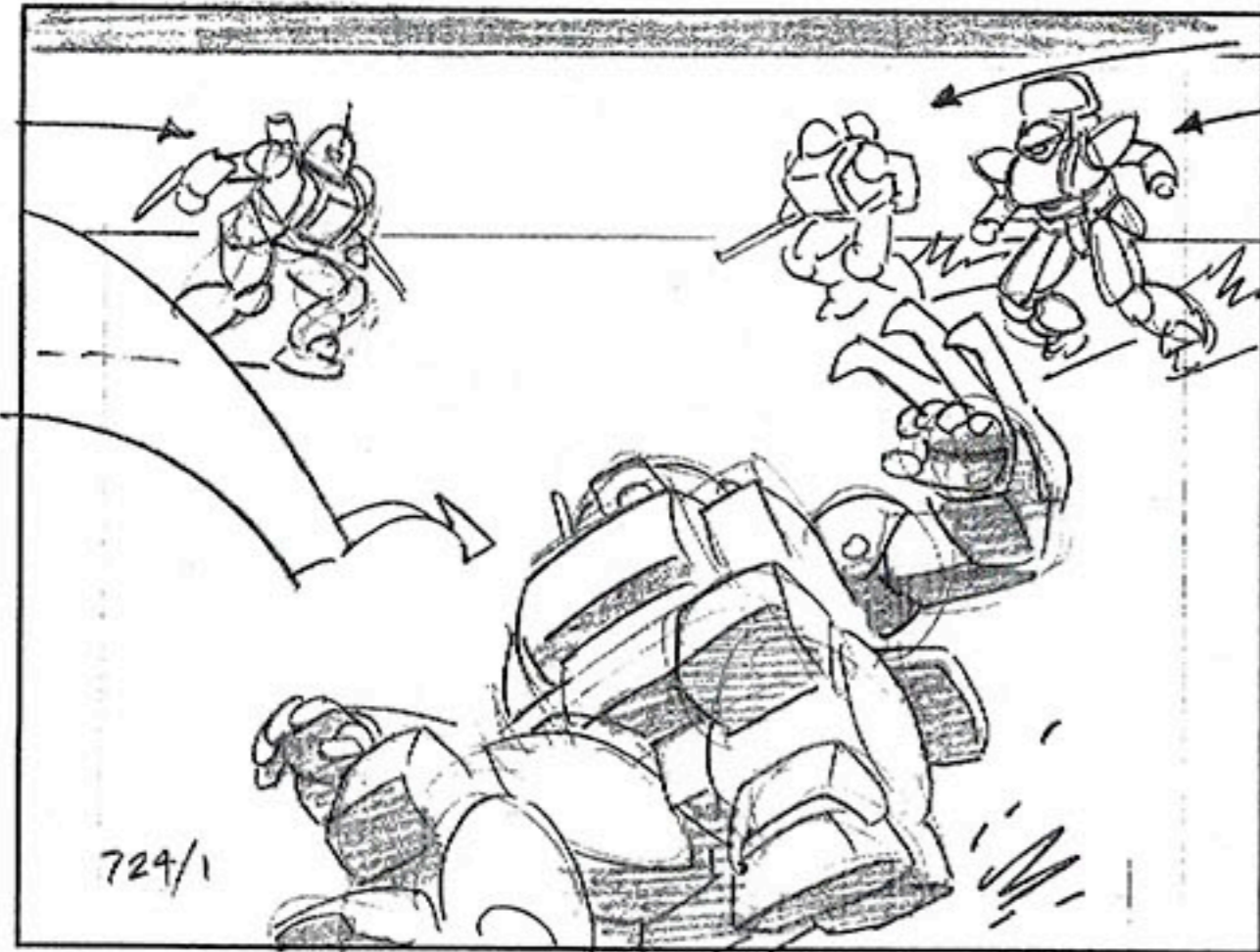
Wallis steps back.

SC 723 PNL BG



10

SC 724 PNL 1



ACTION

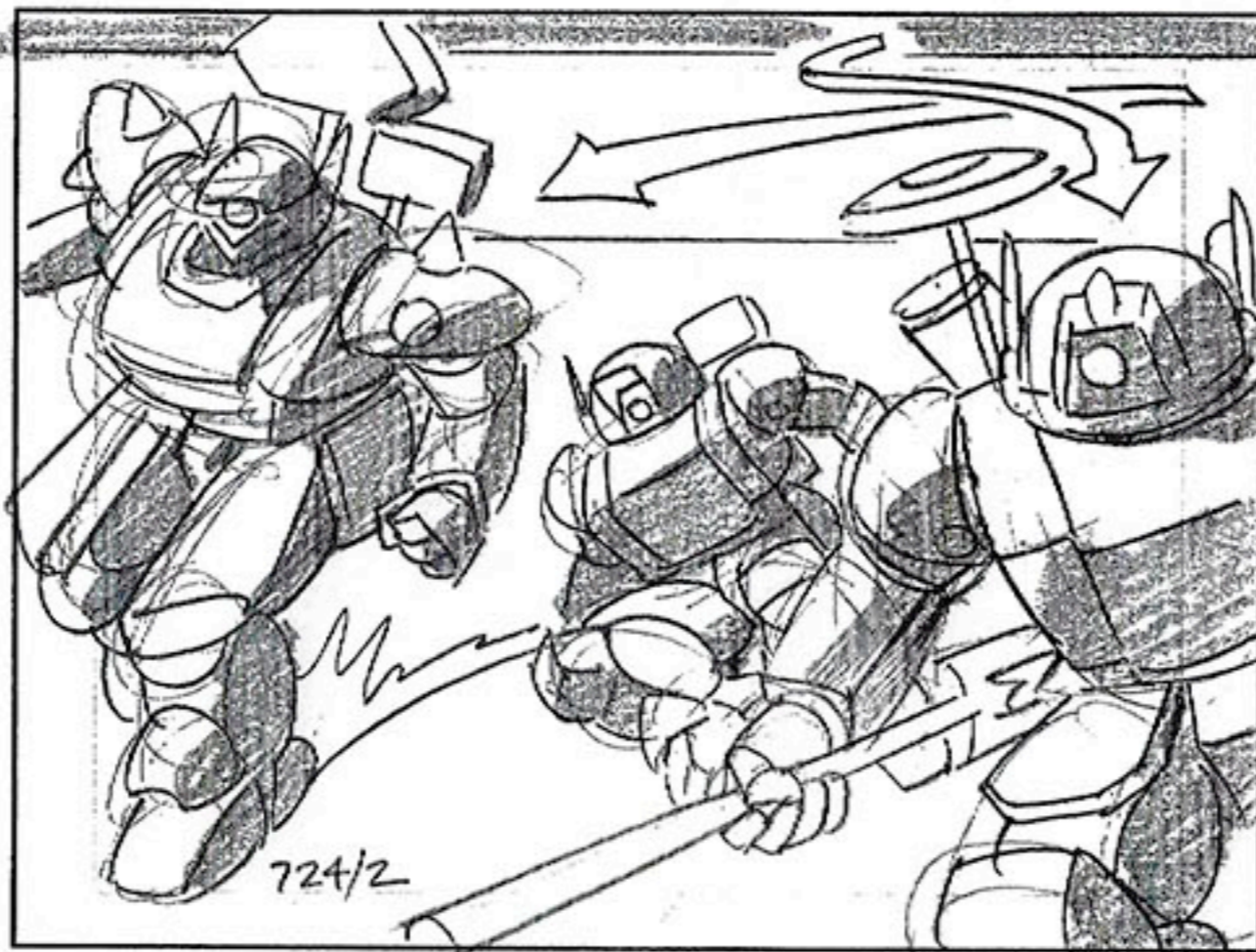
Nerv falls backward into scene as other Dragons gather.

DIAL

TIMING

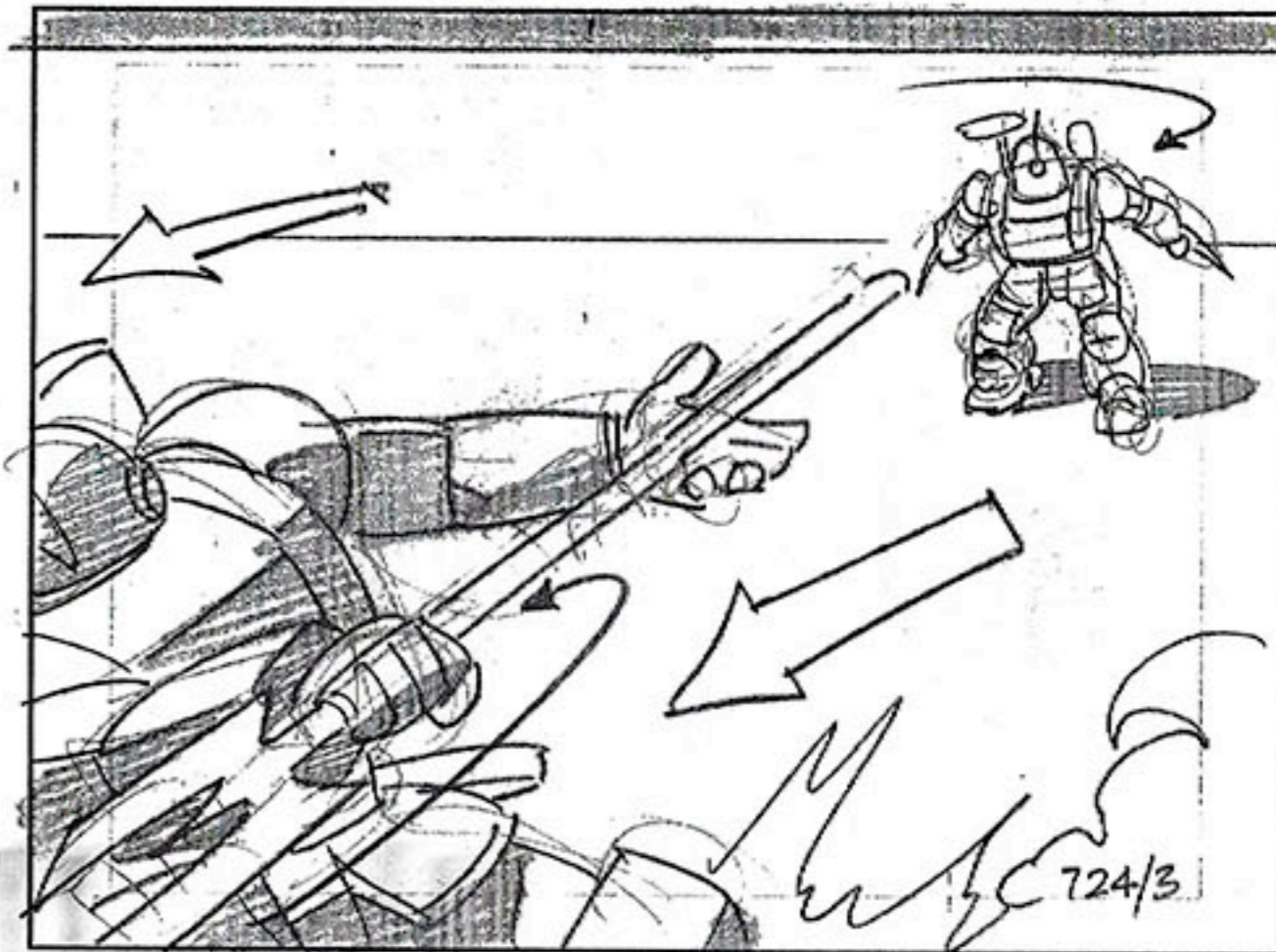
15

SC 724 PNL 2



Sebastian and Sonja zip forward, swerving around Nerv.

SC 724 PNL 3

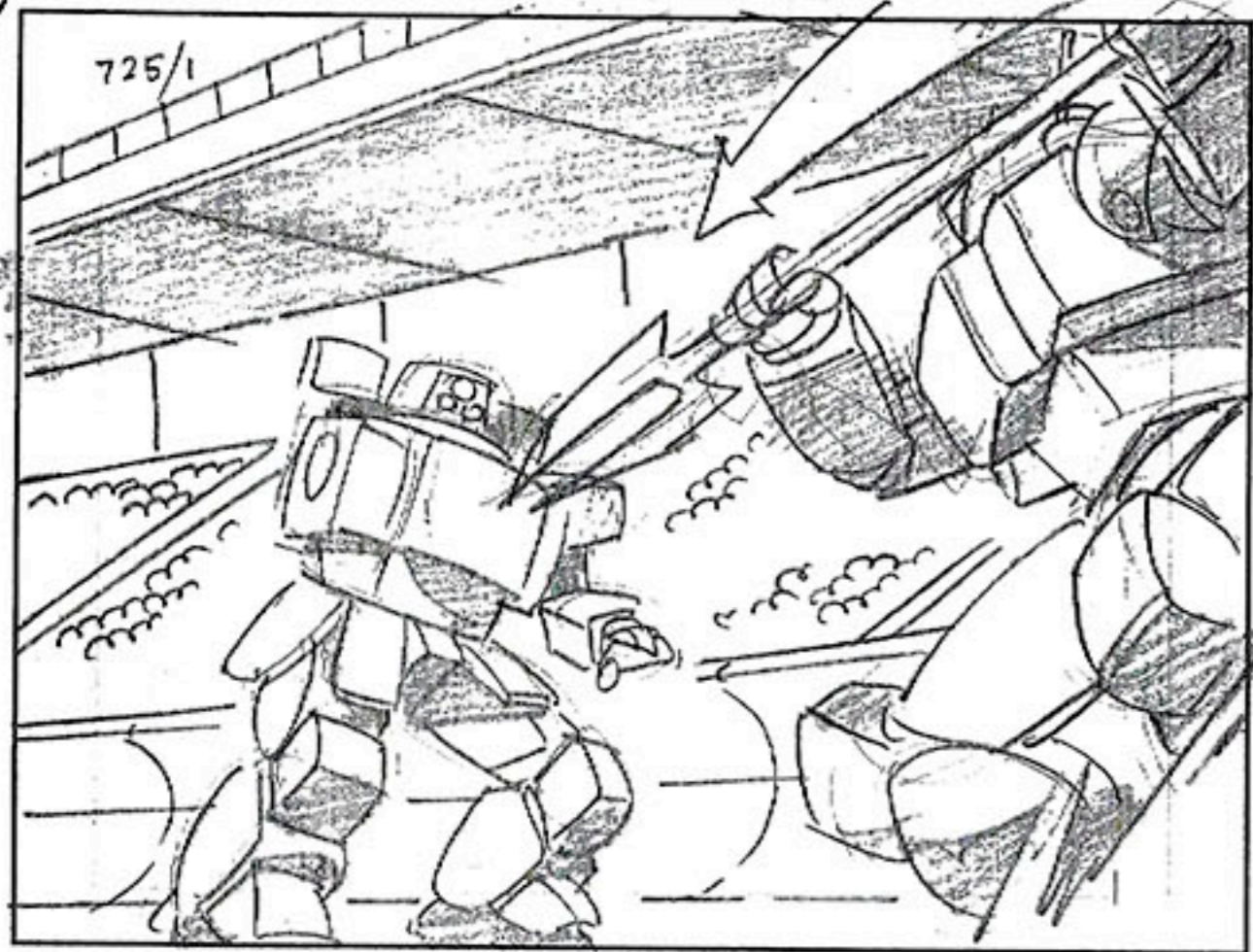


Sonja raises her lance as she rolls OS. Tachi spins and stops in BG.

25

20

SC 725 PNL 1



ACTION

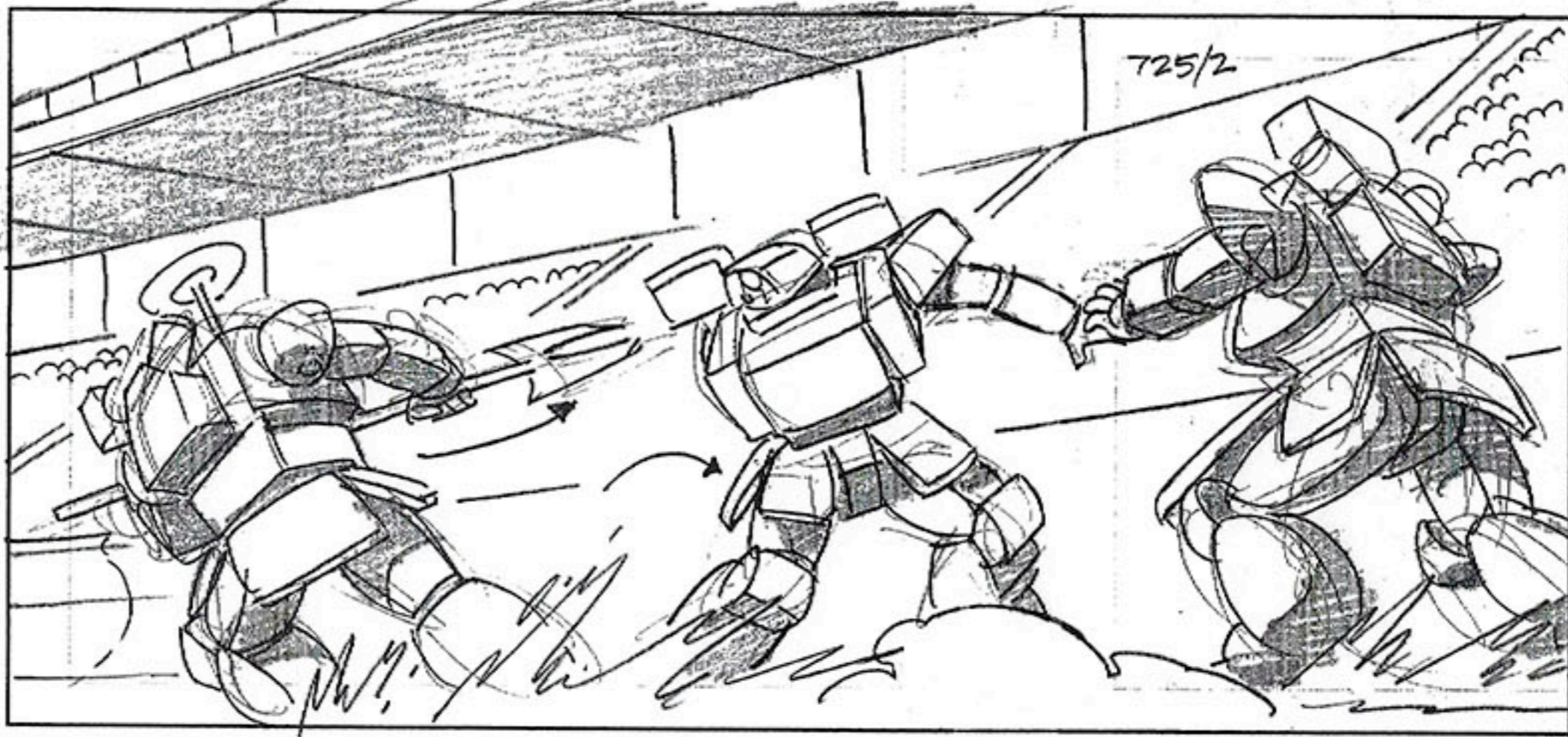
Sonja zips toward Wallis.

DIAL

TIMING

10

SC 725 PNL 2

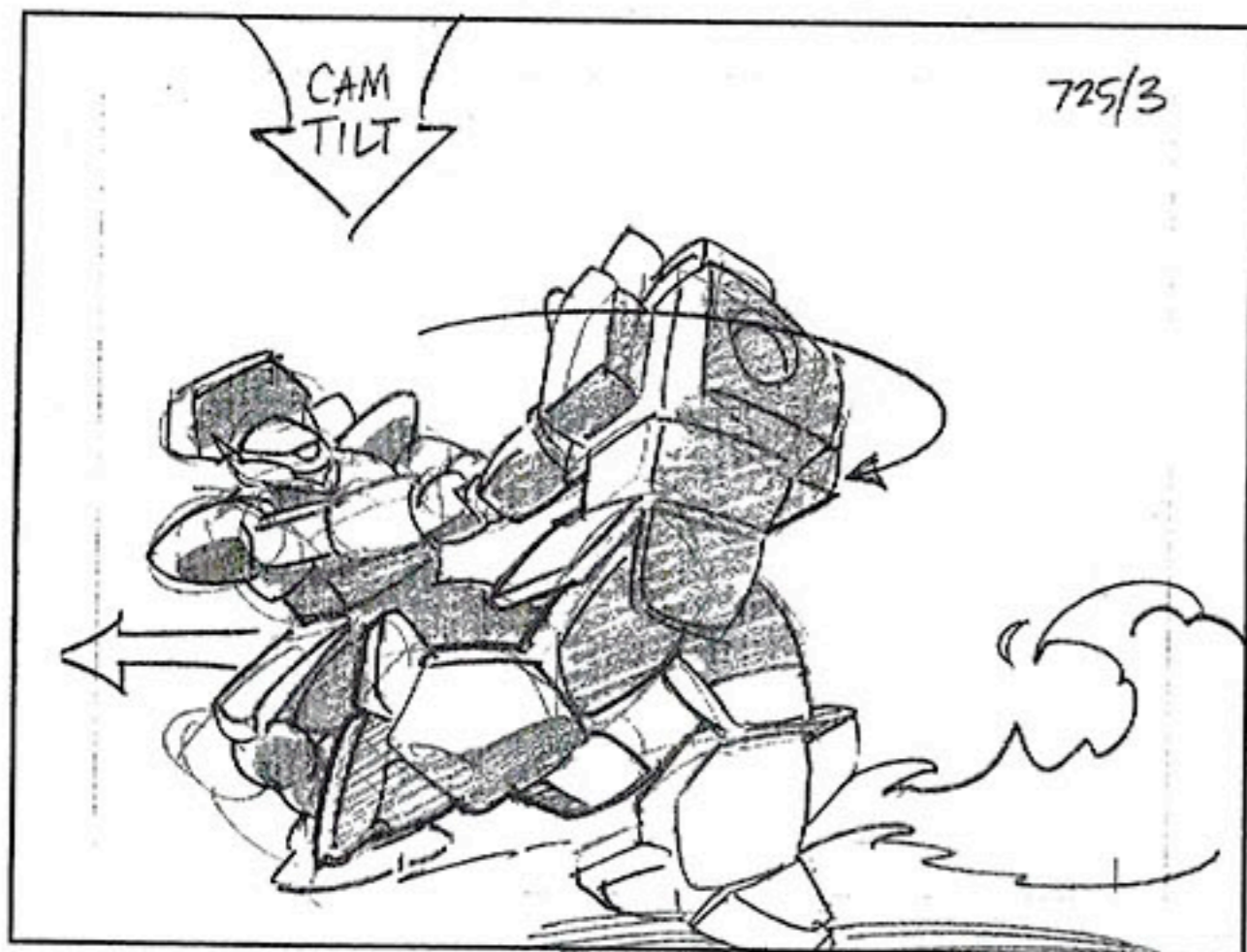


Sonja swings lance. Camera pans right with Wallis as he dodges. Sebastian zips in, reaching for Wallis' left arm.

Hold - 10

Pan Right - 15

SC 725 PNL 3



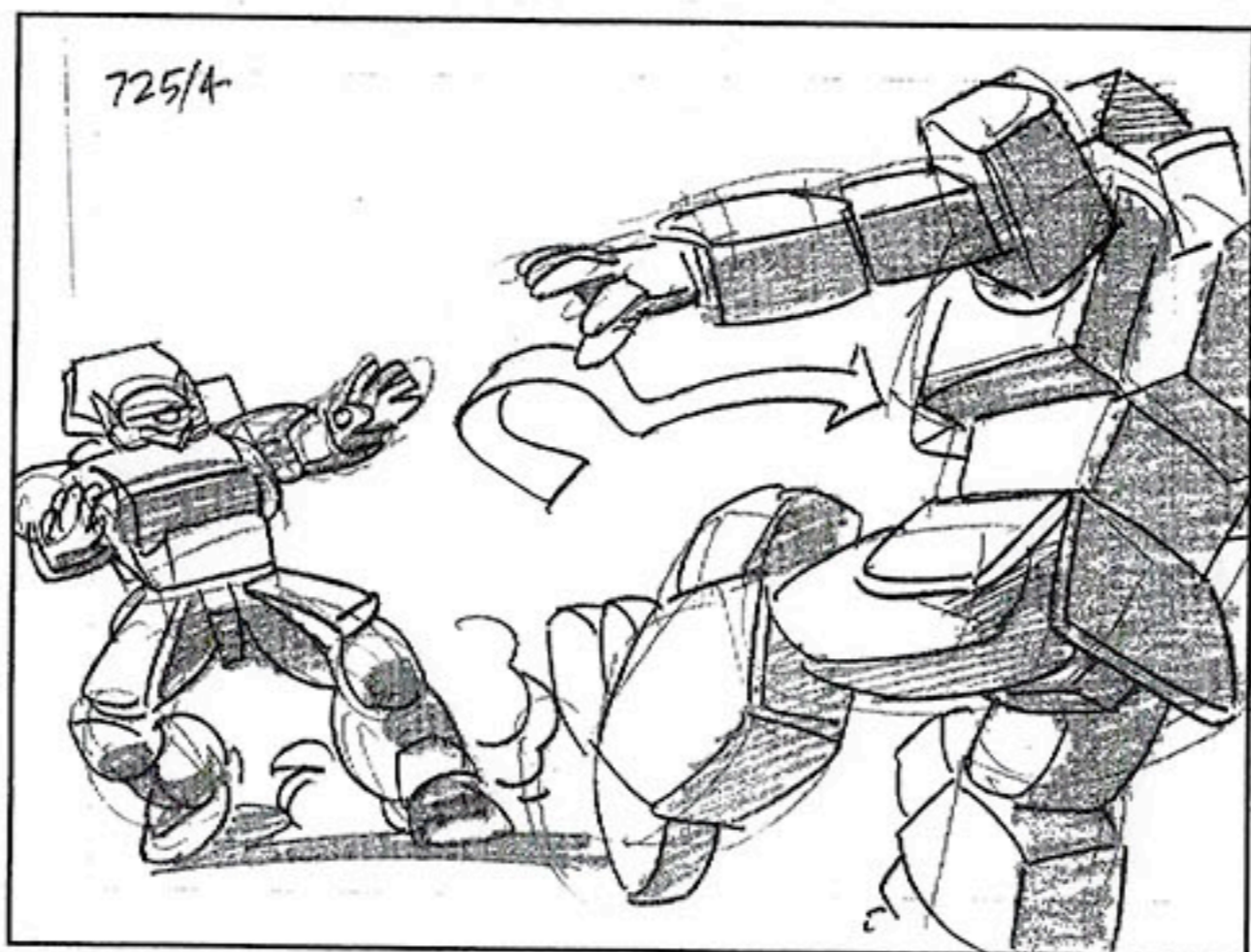
ACTION Cam tilts down as Sebastian grabs Wallis' arm and swings him.

DIAL

TIMING

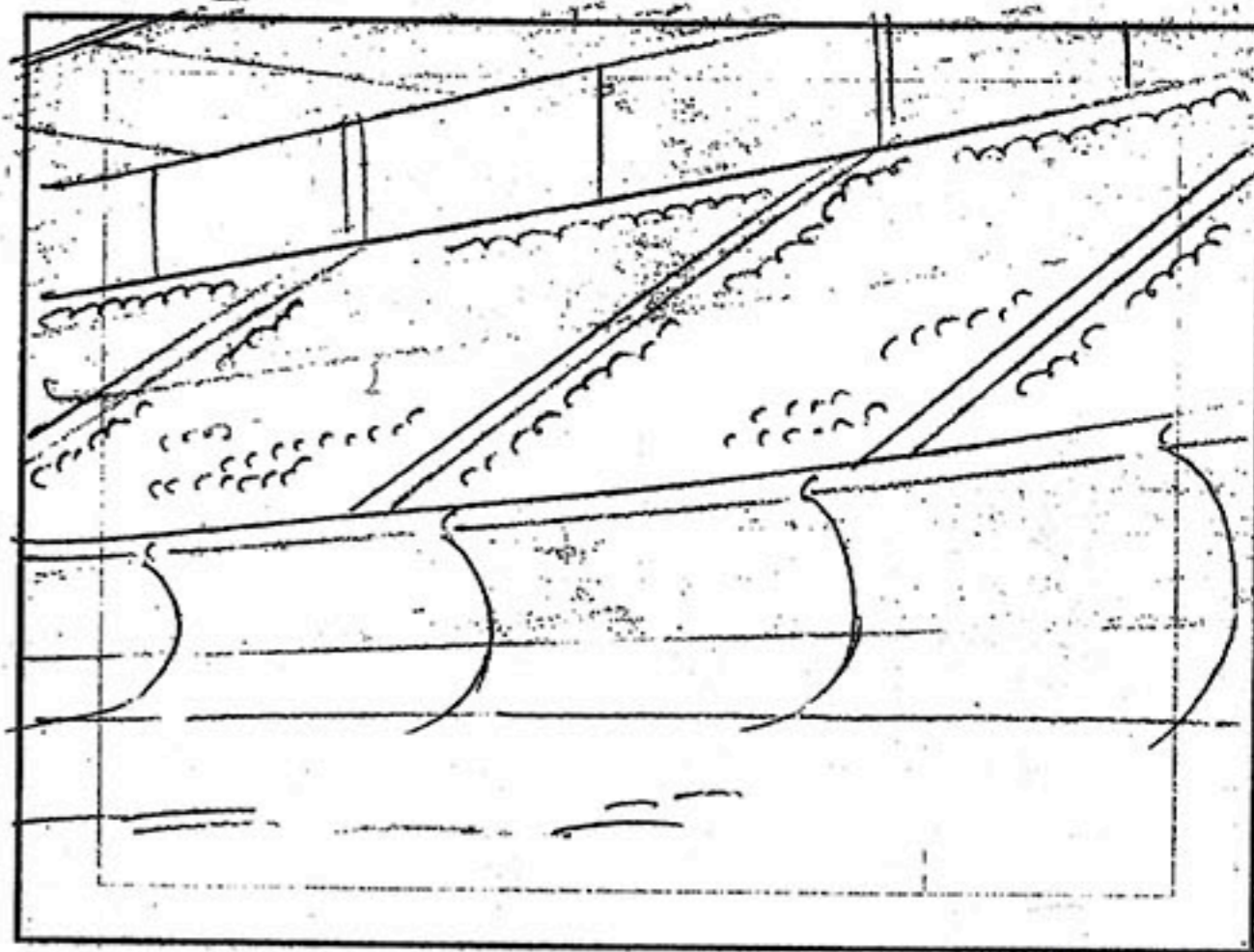
10

SC 725 PNL 4



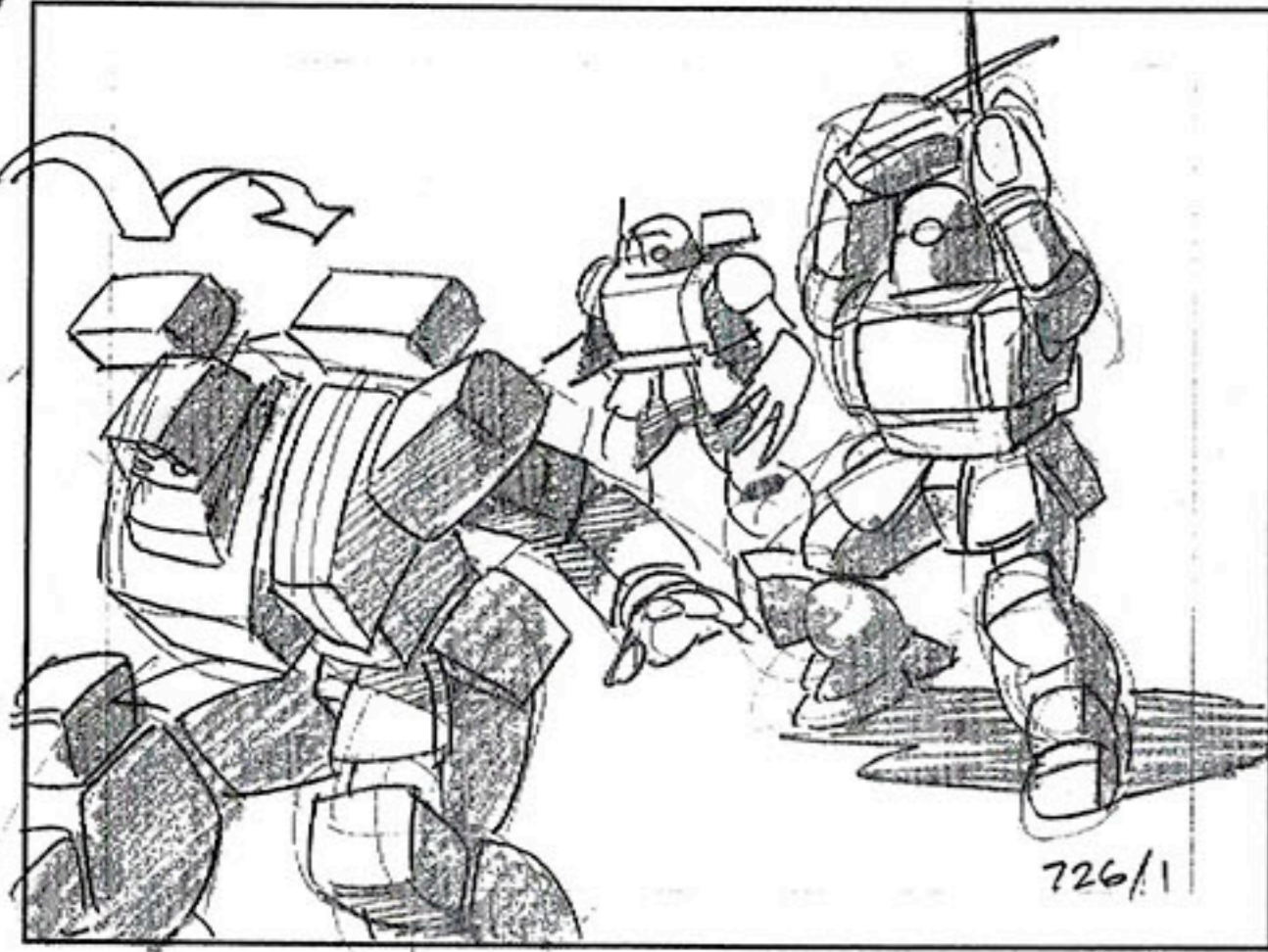
Sebastian lets go, sending Wallis backward and OS.

SC 725 PNL BG (Pnl's 3 & 4 only)



15

SC 726 PNL 1



ACTION

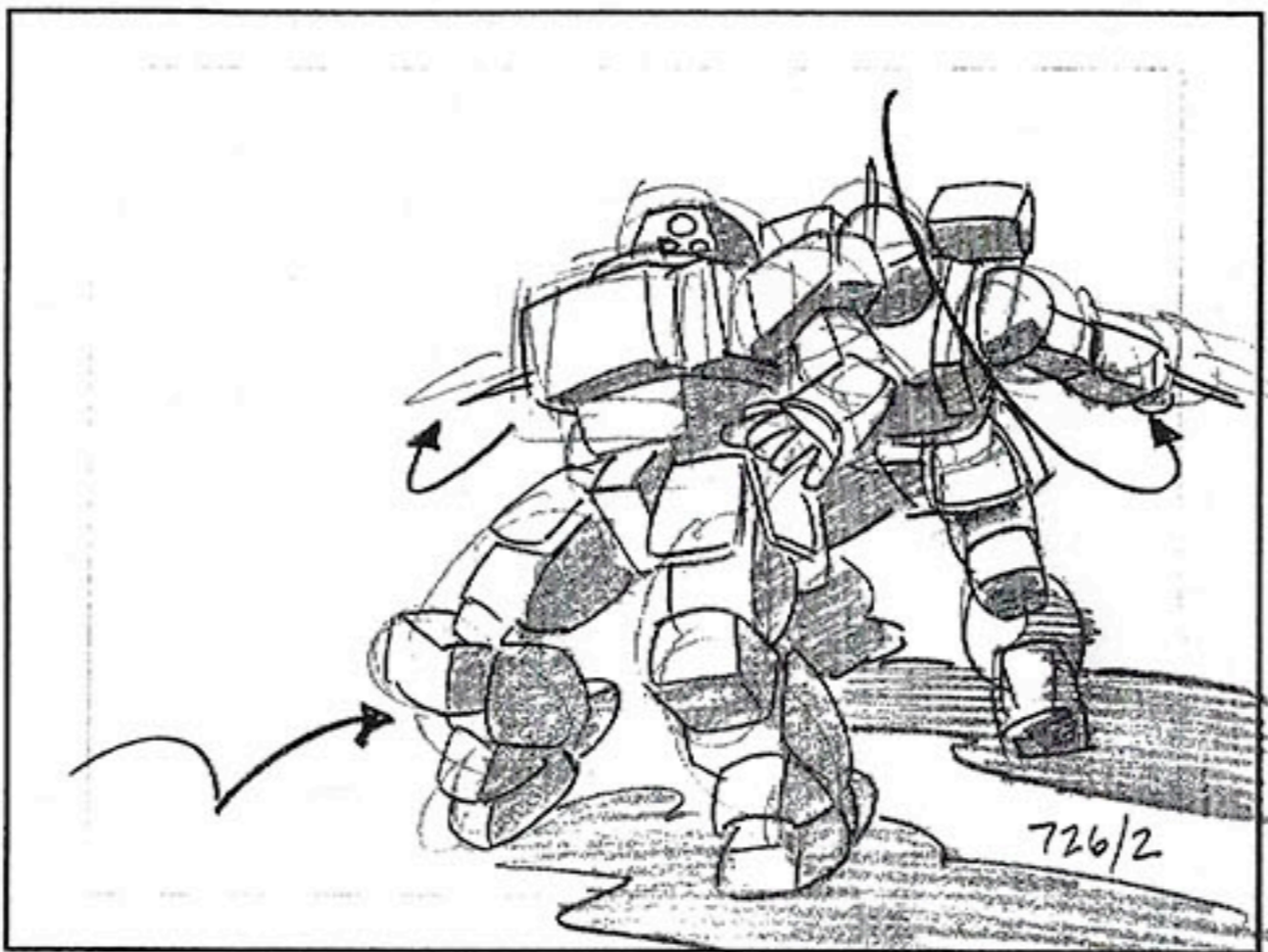
Wallis stumbles backward toward Tachi. Nerv stands watching.

DIAL

TIMING

20

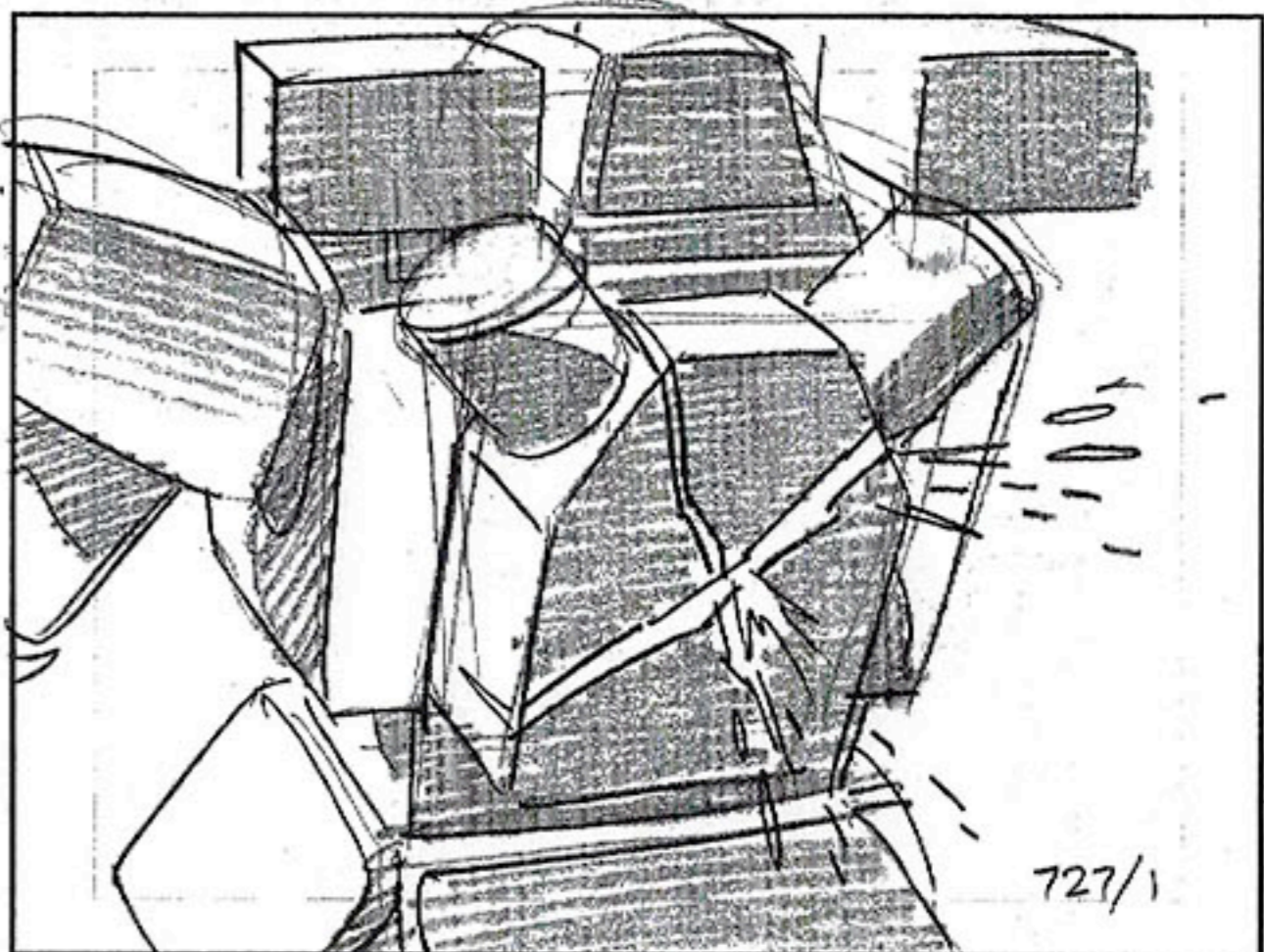
SC 726 PNL 2



Tachi strikes Wallis with both of his swords.

20

SC 727 PNL 1

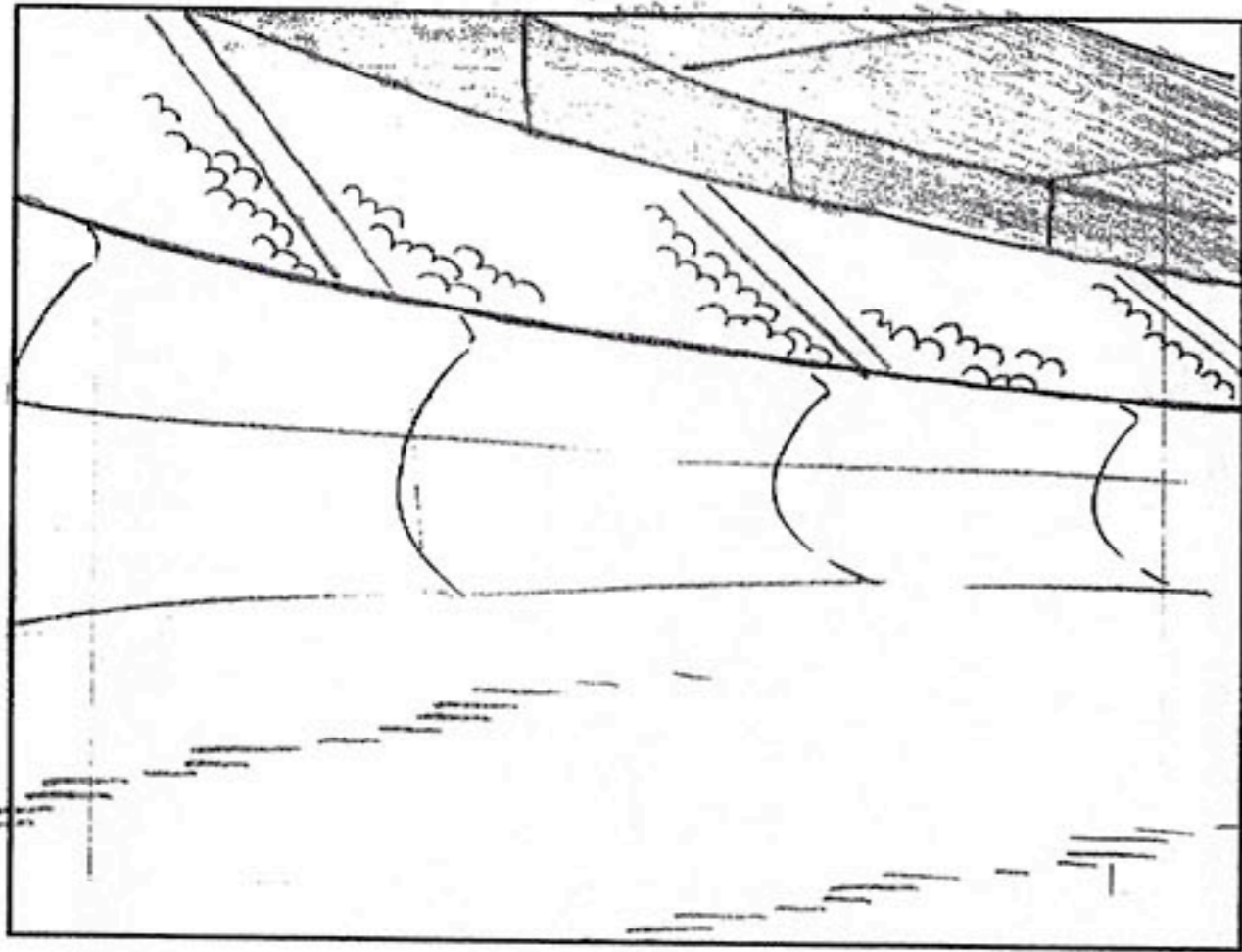


Close on Wallis' V-engine, shooting sparks from swordcuts.

20

PROD # III ACT 3

SC 726 PNL BG

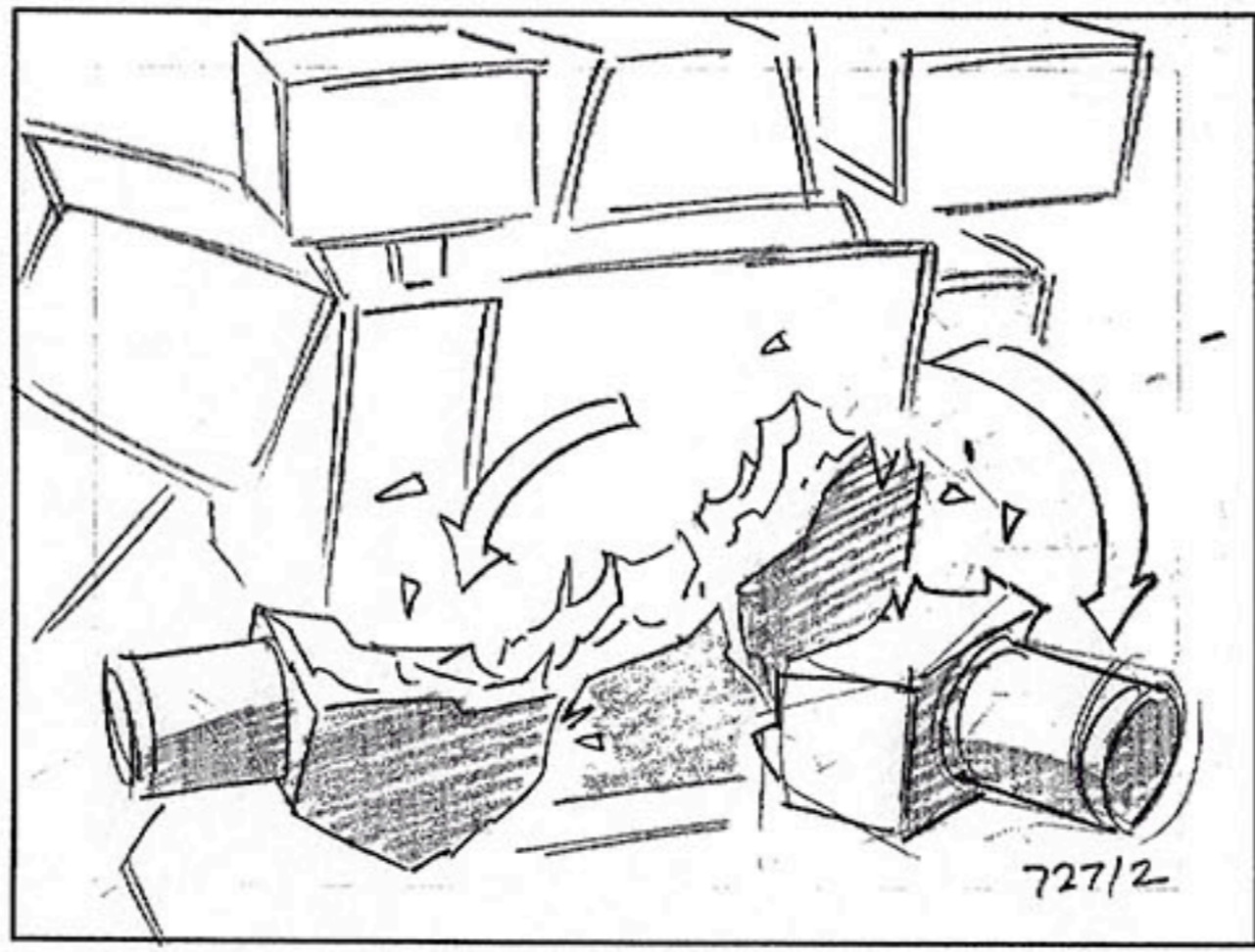


ACTION

DIAL

TIMING

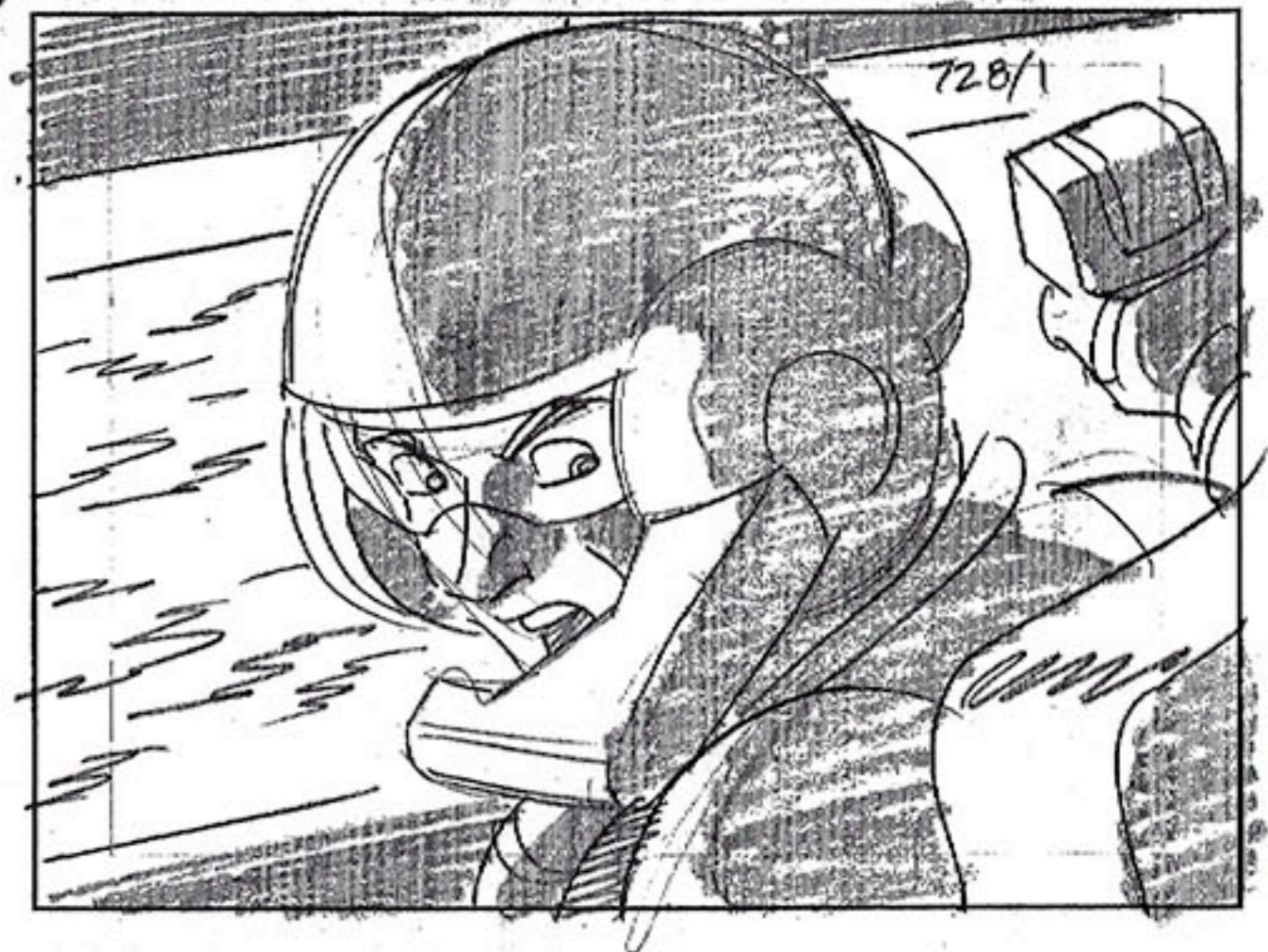
SC 727 PNL 2



Wallis' V-engine falls apart.

20

SC 728 PNL 1



On Wallis, angry. Static fills his forward screen.

Wallis:
NO!
(Line 161 from Show 104)

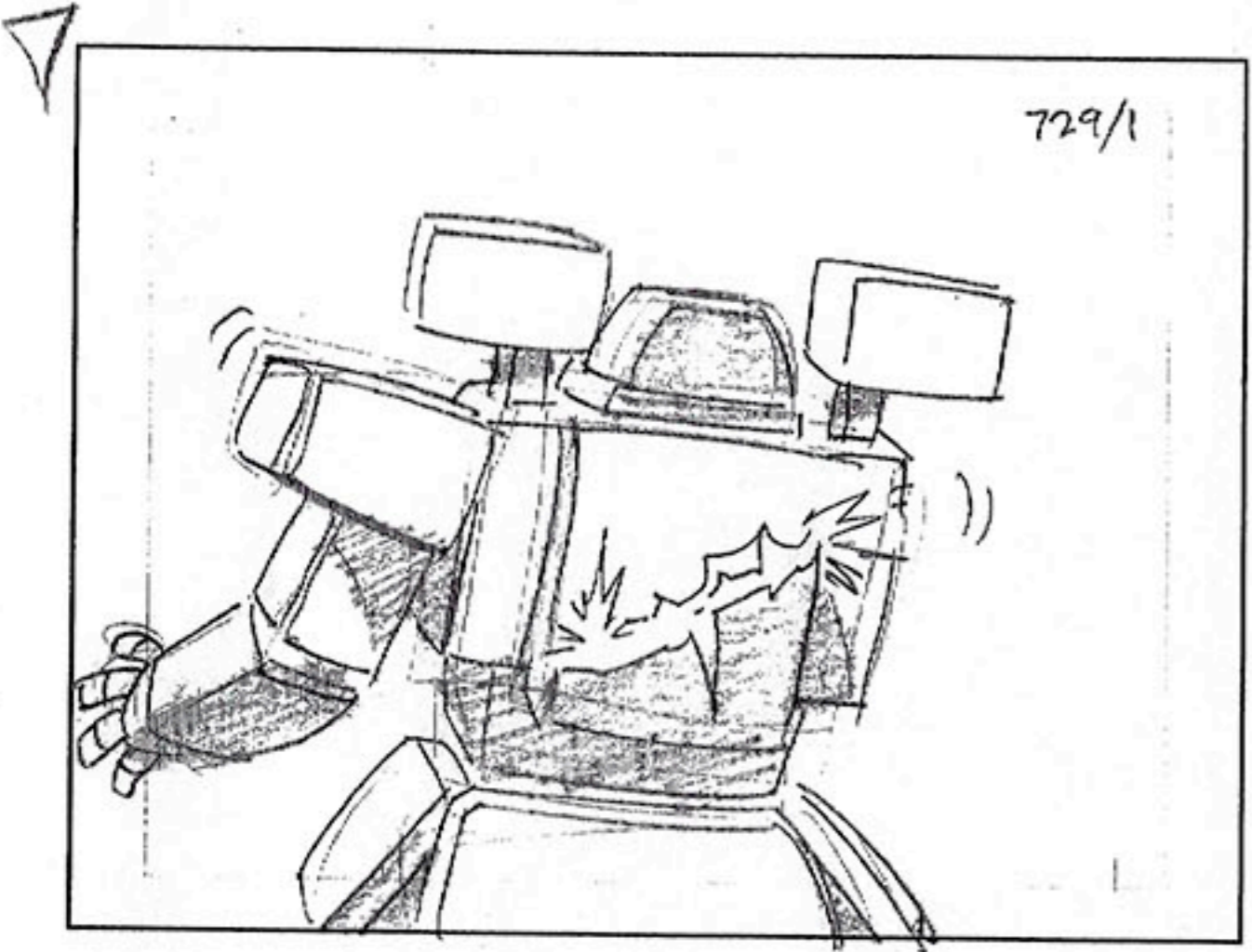
D

PROD # III ACT 3

SC 729 PNL 1

SC 729 PNL 2

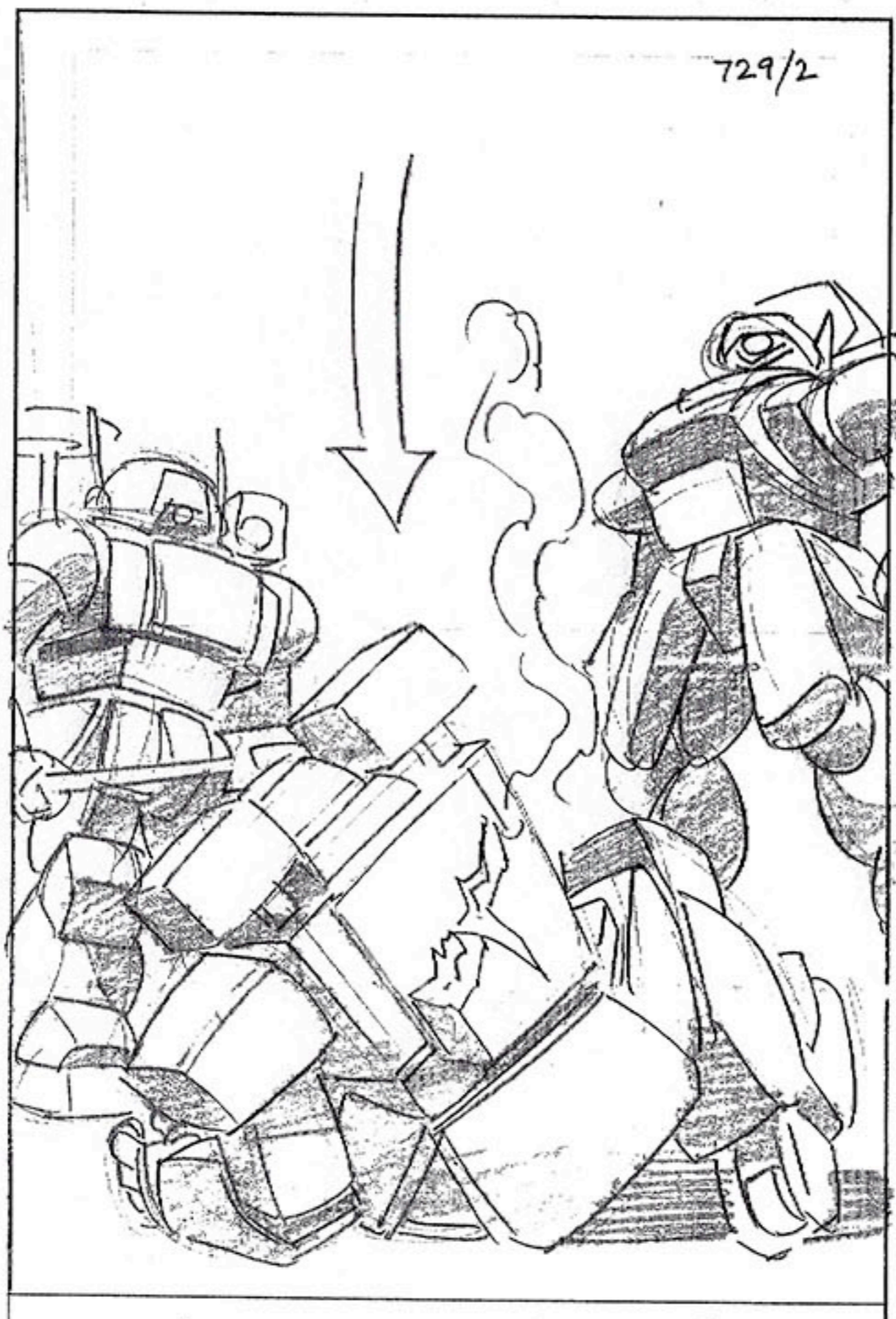
SC 729 PNL BG



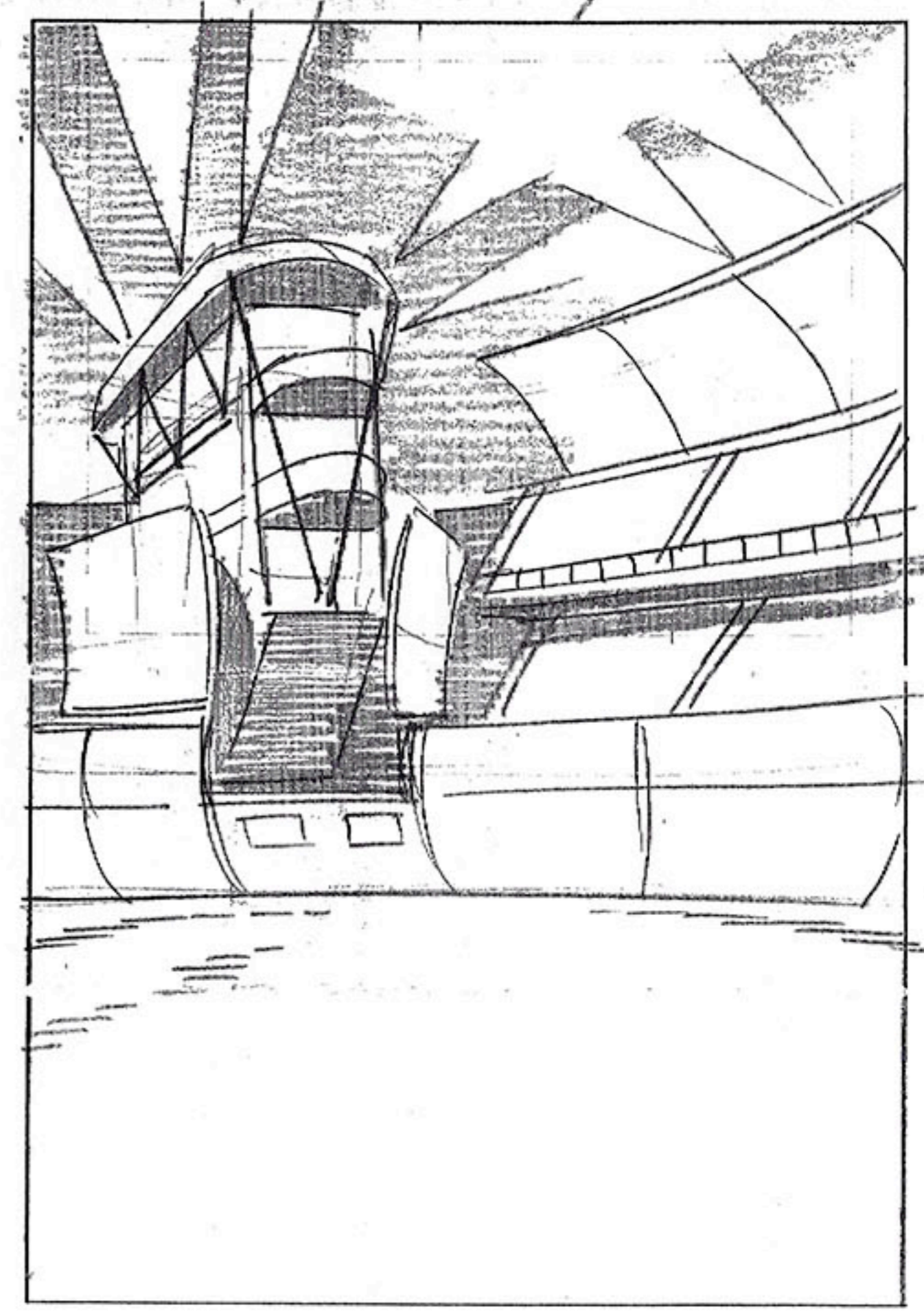
ACTION
 Wallis' gear shakes. Sparks pop from sliced V-engine

DIAL
 Camera shifts down as Wallis collapses. Gonja & Sebastian stand over him.

TIMING
15



Pan down - 20 Hold - 15

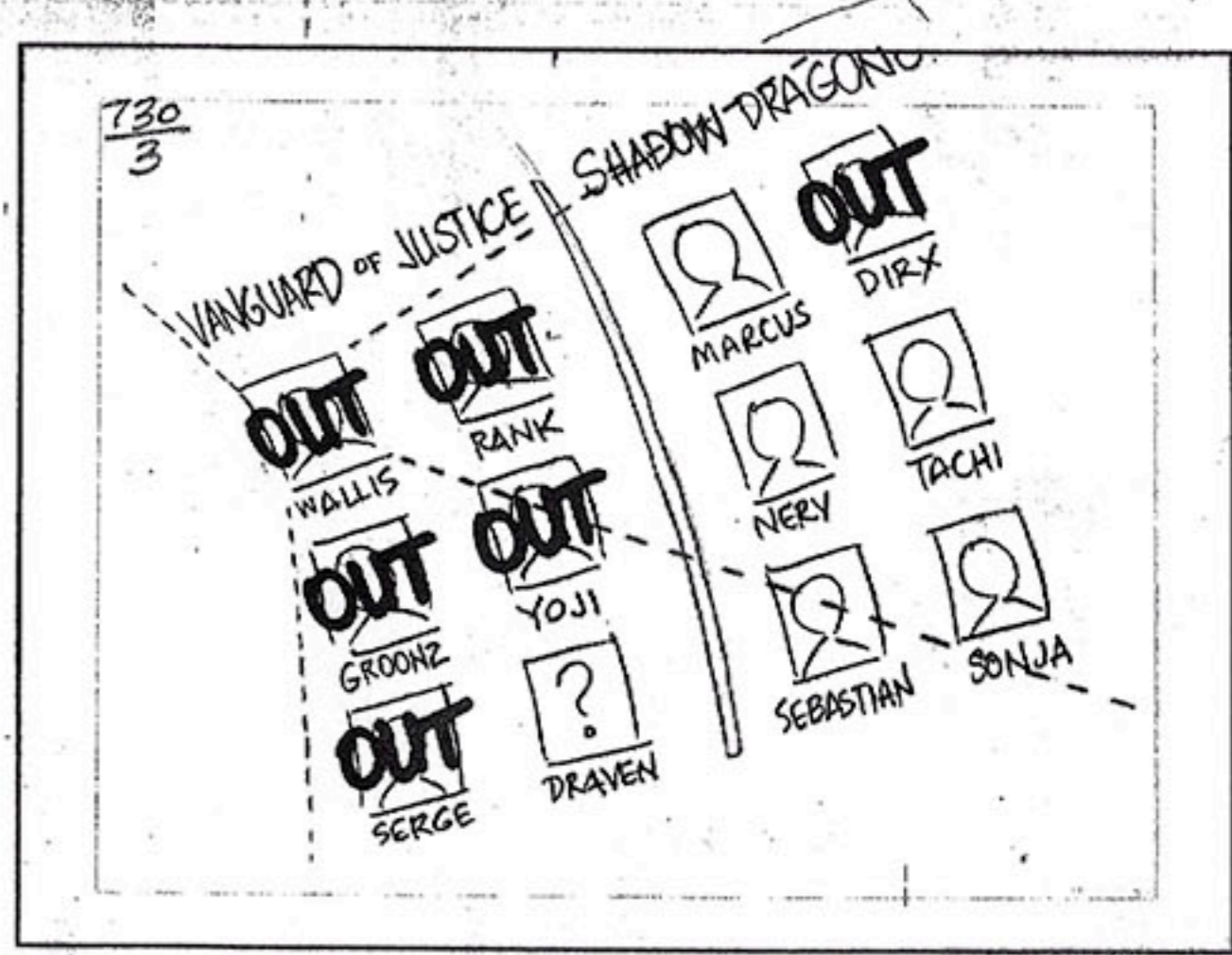
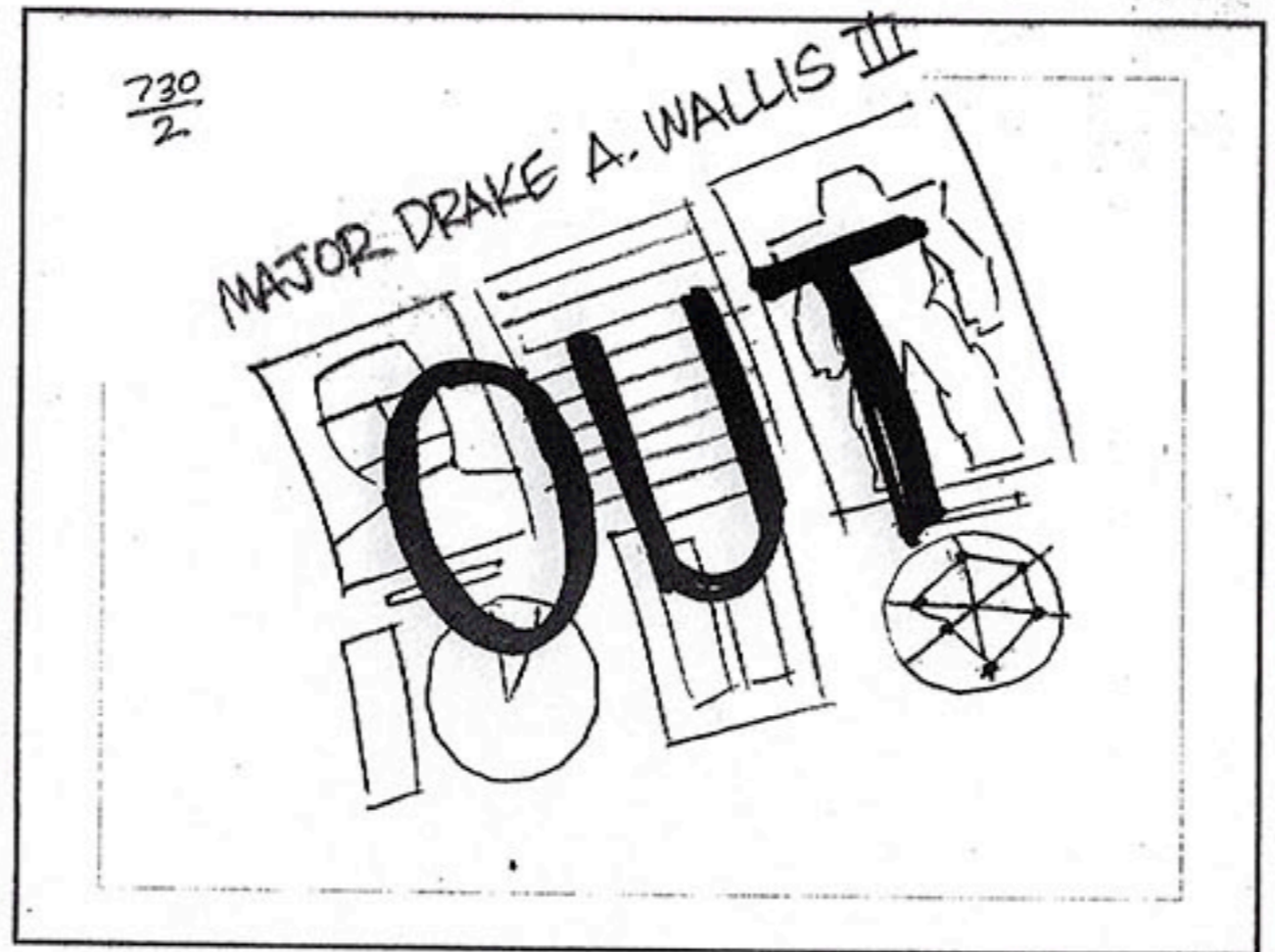
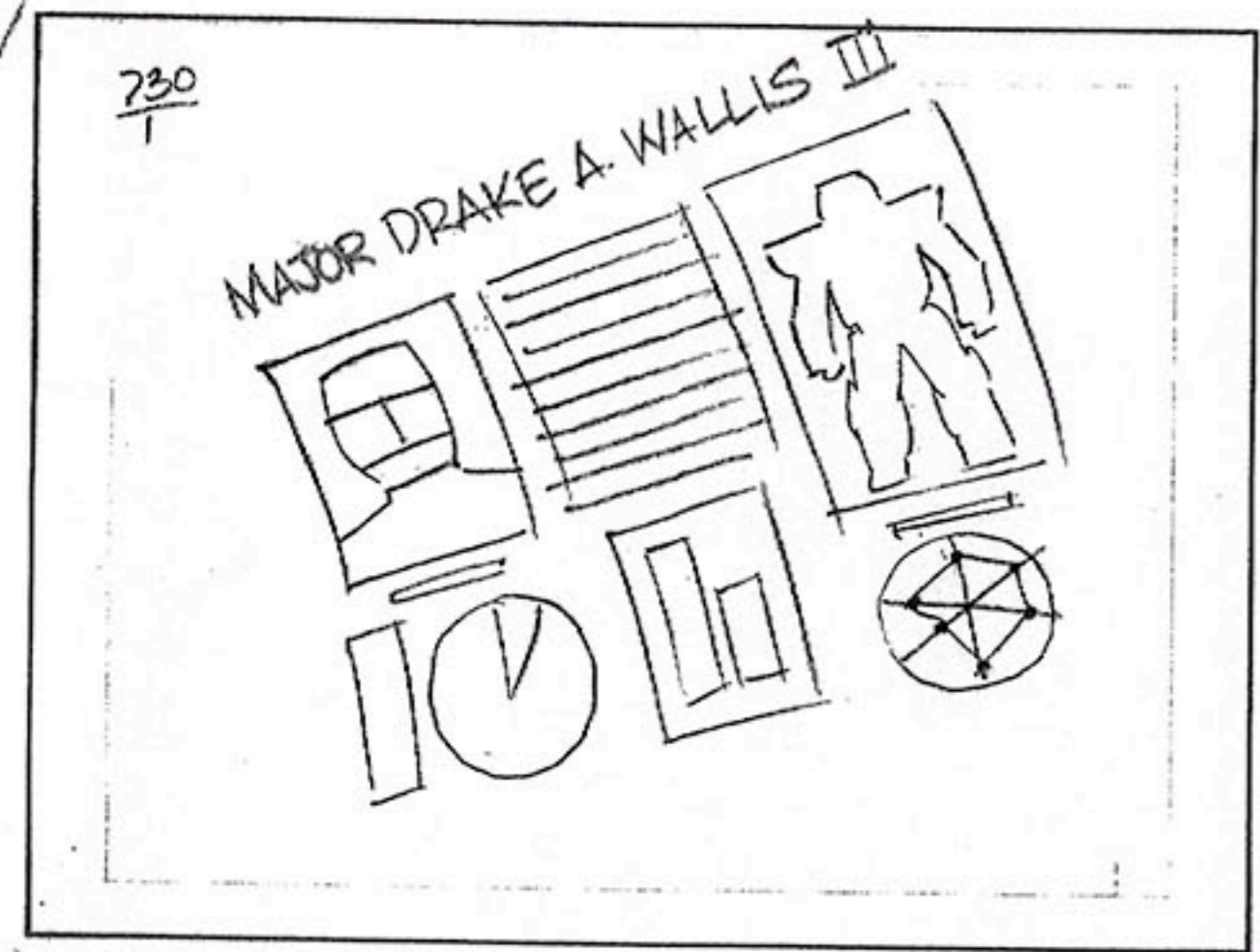


PROD # III ACT 3

SC 730 PNL 1 Reverse Sc 650 BG

SC 730 PNL 2

SC 730 PNL 3



ACTION
View of Wallis' dossier on big screen.

"OUT" pops on over dossier.

Wallis' picture shrinks into team roster.

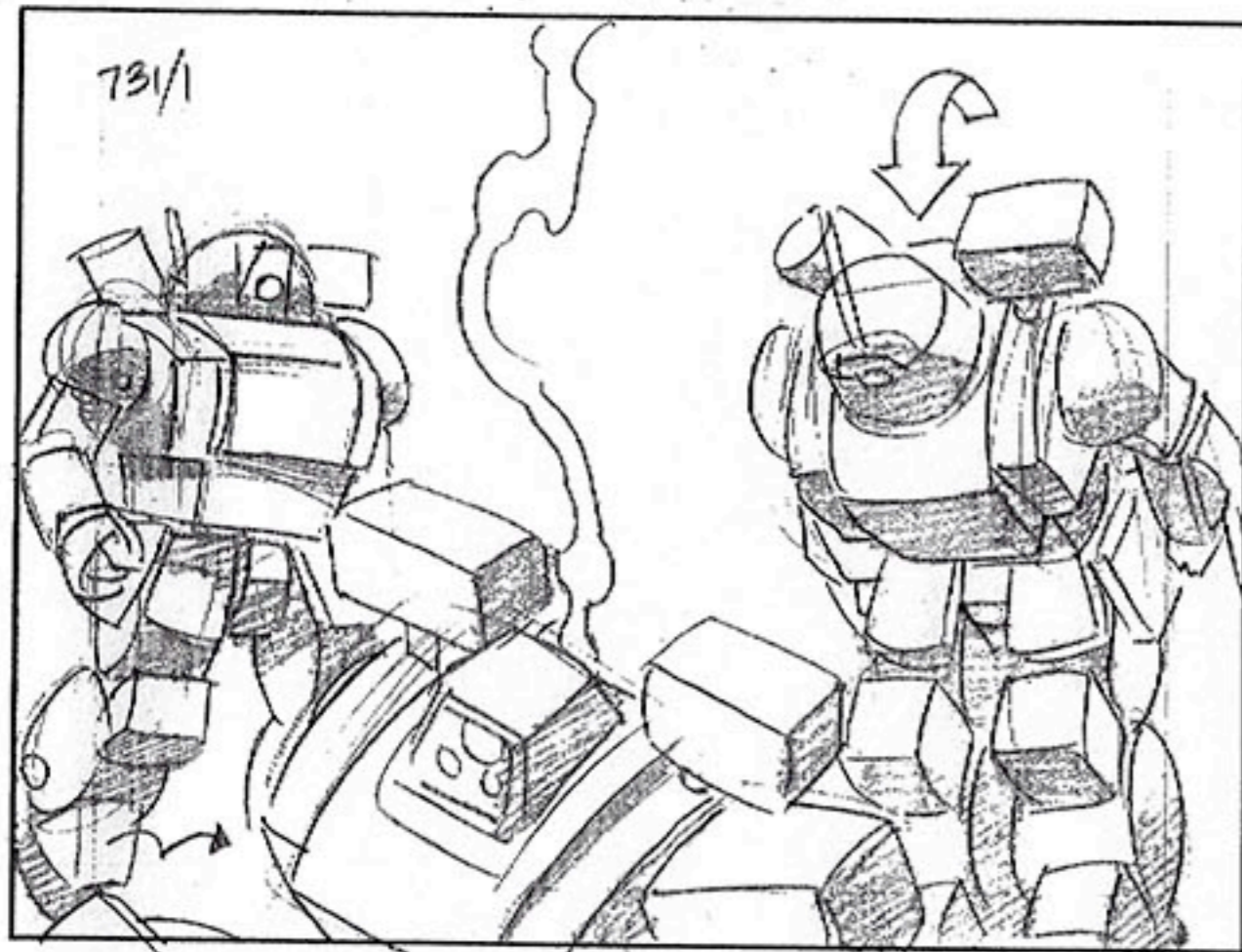
DIAL

TIMING 10

10

20

SC 731 PNL 1



ACTION

Nerv steps forward as Tachi bows toward smoking Wallis.

DIAL

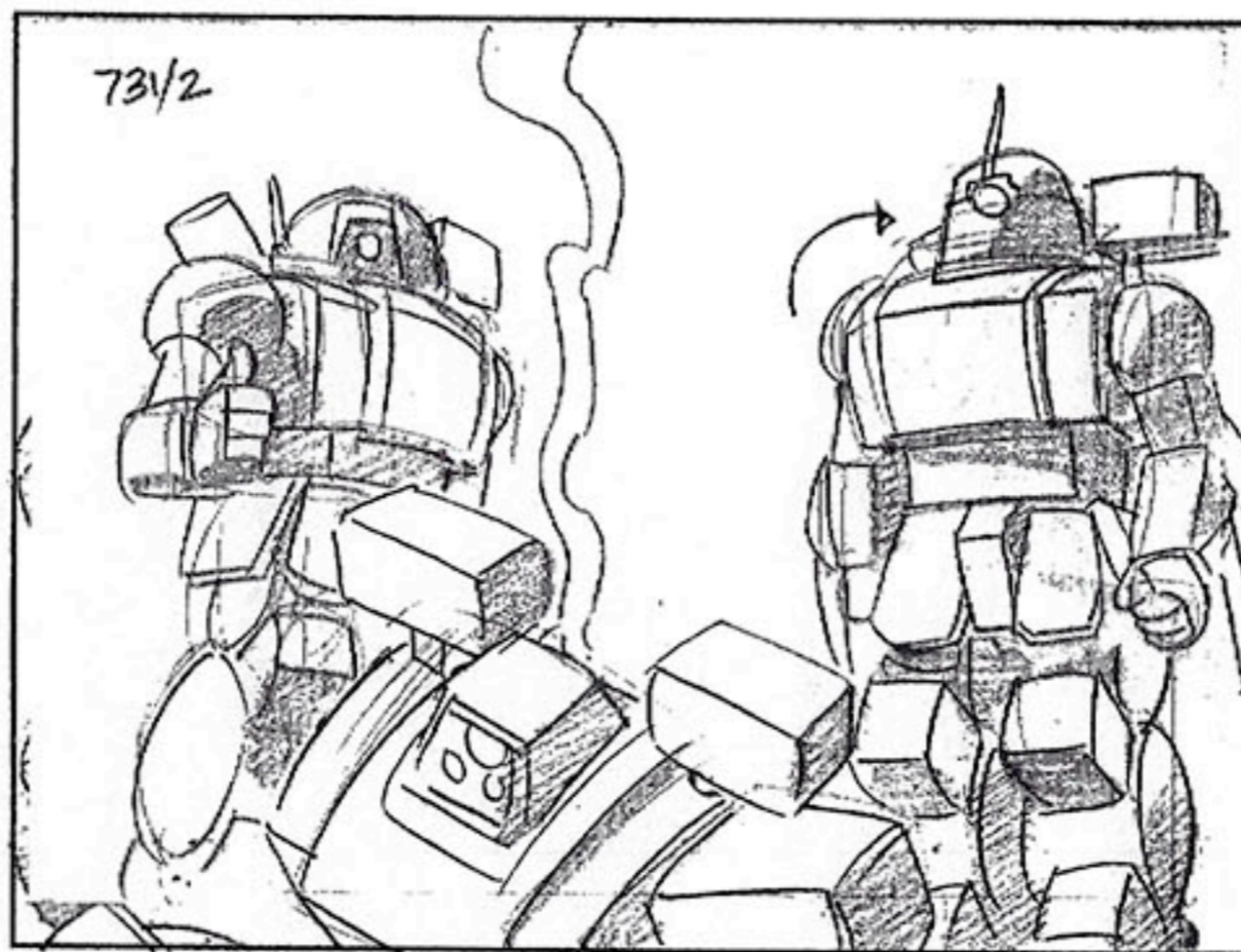
199 NERV

Ho ho ho, now that's what I call—

TIMING

D

SC 731 PNL 2

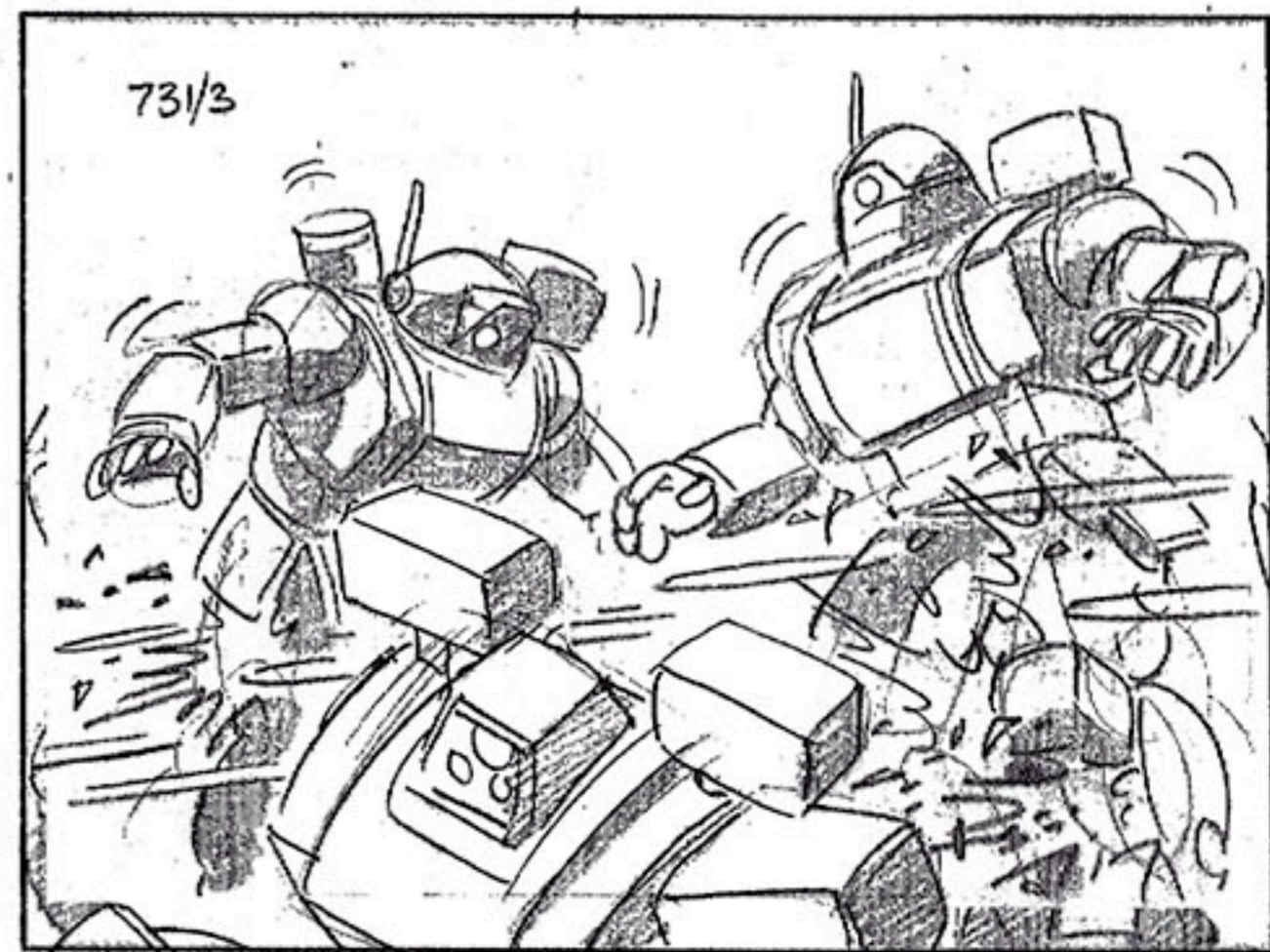


Nerv gives thumbs-up.

—positively beautiful, baby.

D

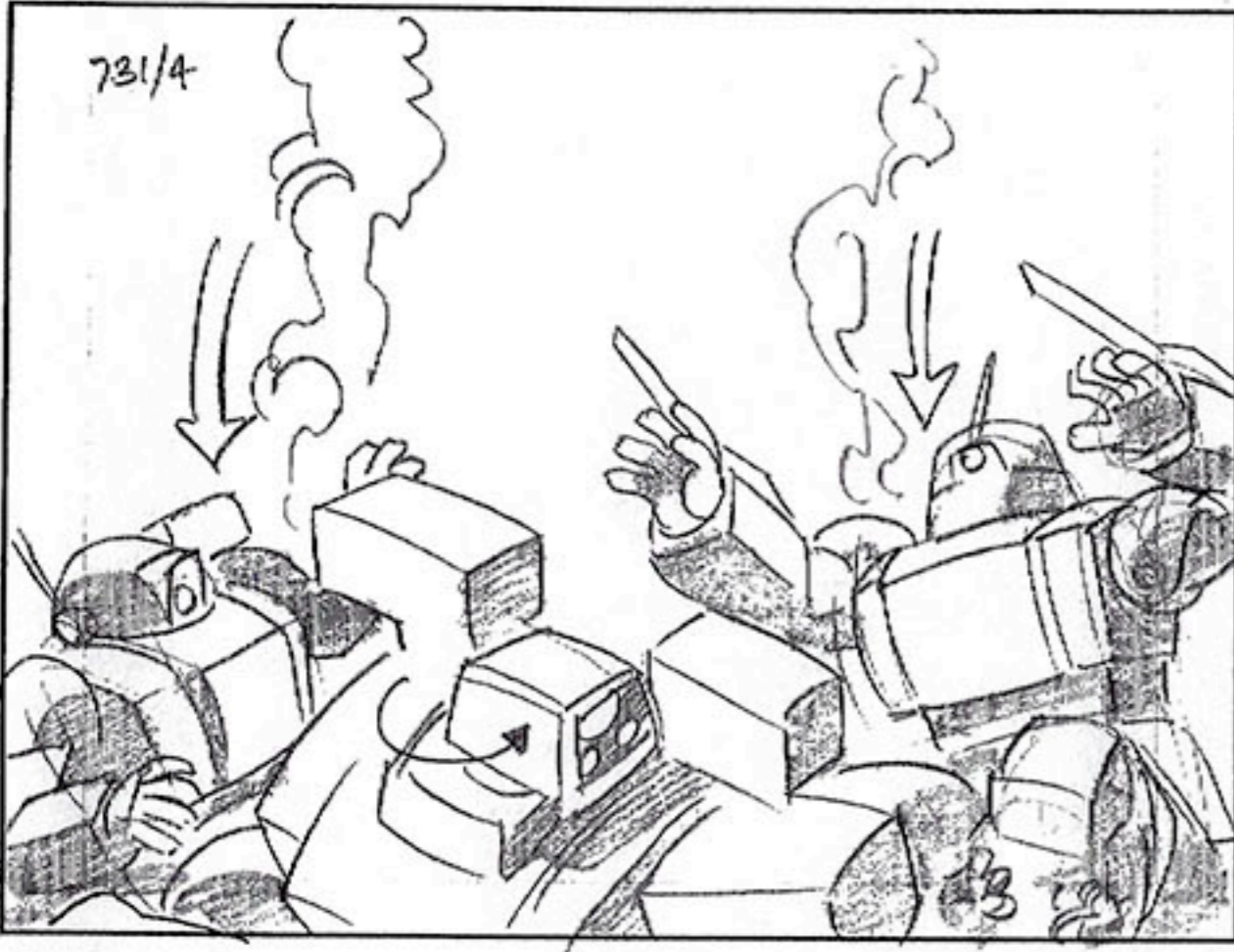
SC 731 PNL 3



Bullets rip through scene, tearing legs of Nerv and Tachi

15

SC 731 PNL 4



ACTION

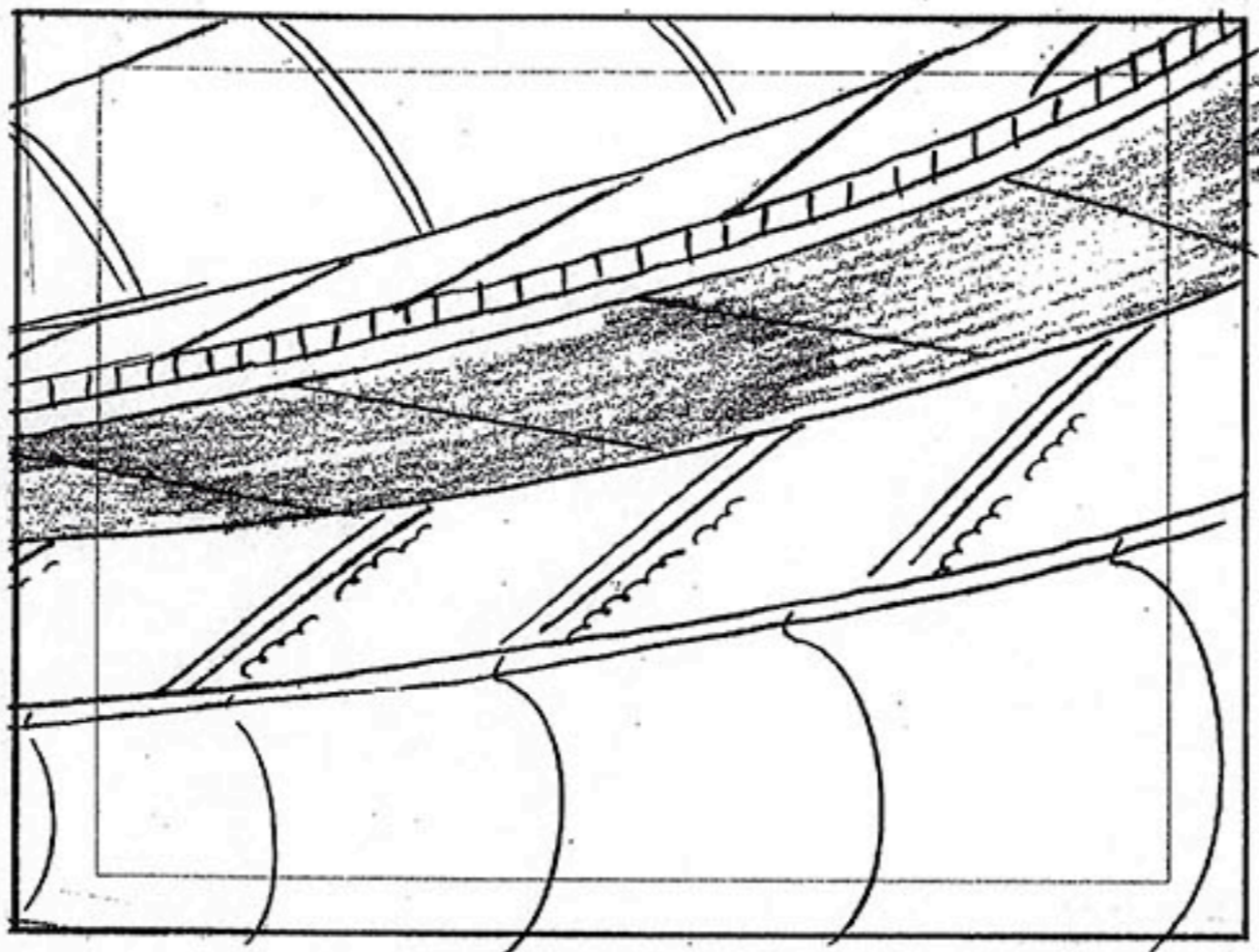
Nerv and Tachi collapse.
Wallis looks OS.

DIAL

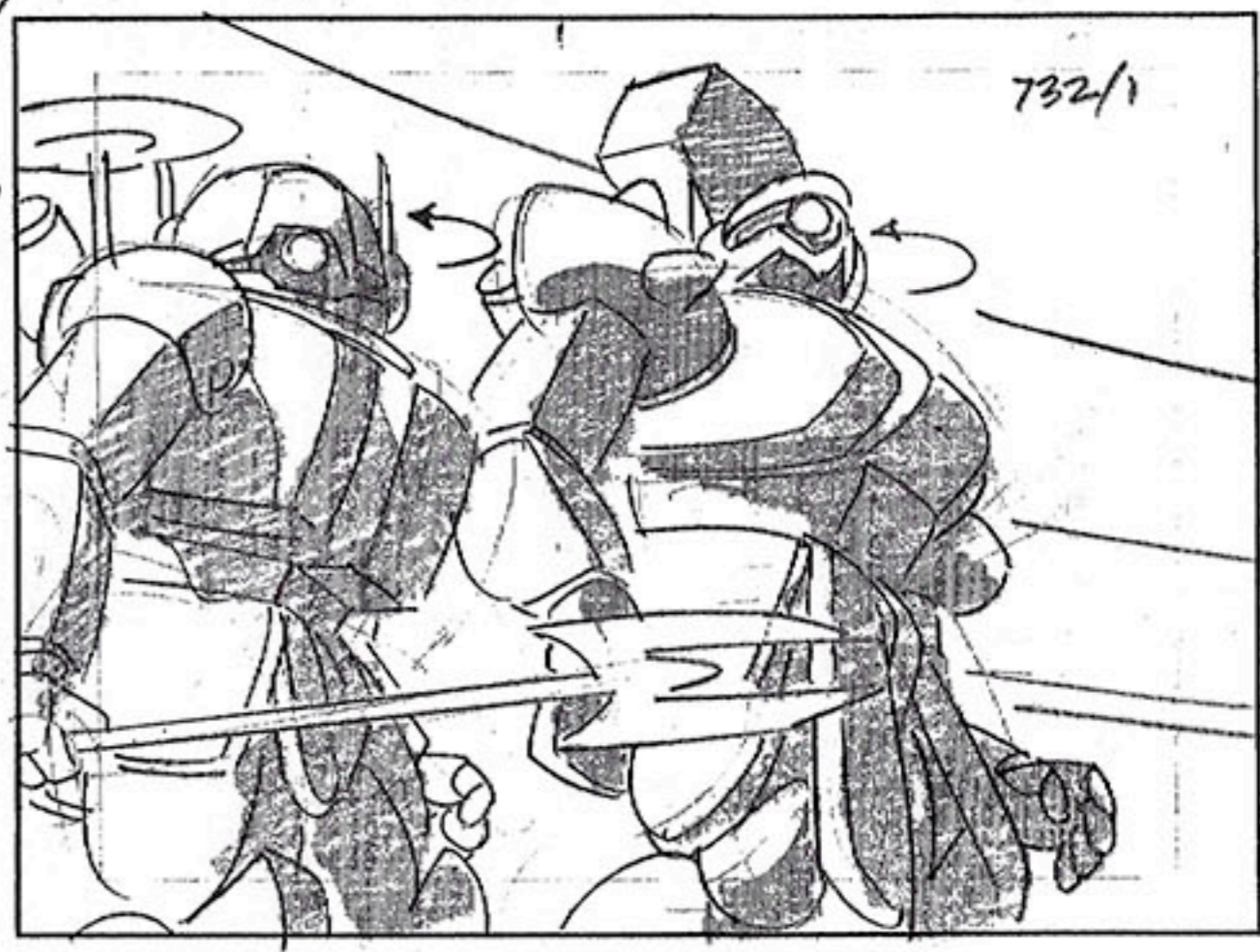
TIMING

15

SC 731 PNL BG



SC 732 PNL 1



Sonja and Sebastian look OS.

15