



X I A O L I N SHOWDOWN

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SCENE C71

B.G.



PANEL 1

Rai "salutes" Tubbi

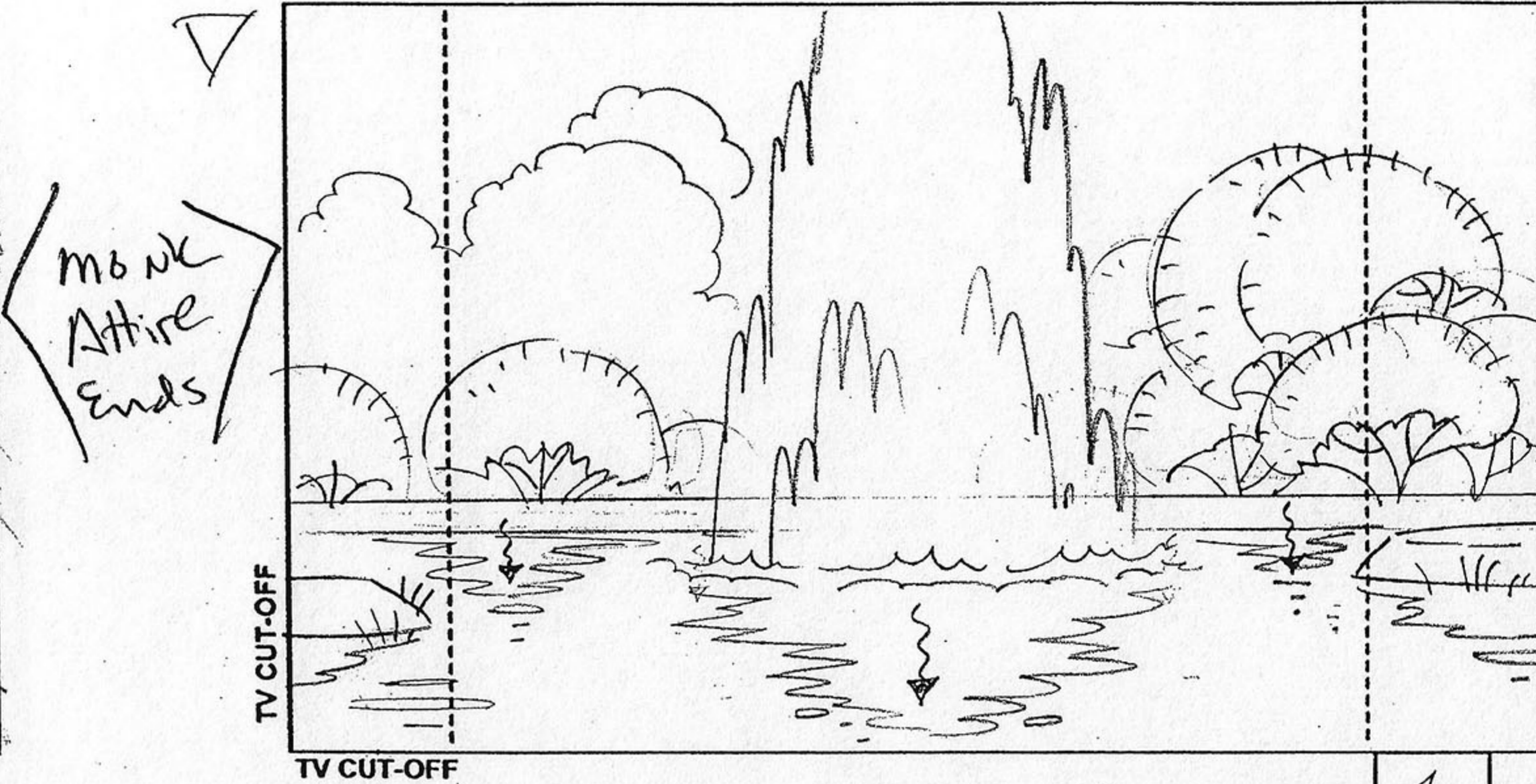
ACTION

DIAL

TIMING

SCENE C72

B.G.



PANEL 1

Back in park fountain—
water ripples on pond surface

Monk
Attire
Ends

RAI: LATER! < SHOWDOWN
ENDS HERE >

< RETURN TO REAL-WORLD SETTING >

DX SHADOWS

C72

Dial 240

10

50

FOLLOW COLOR
MODEL FOR
POND EFX

16 : 9 Widescreen Format

257305

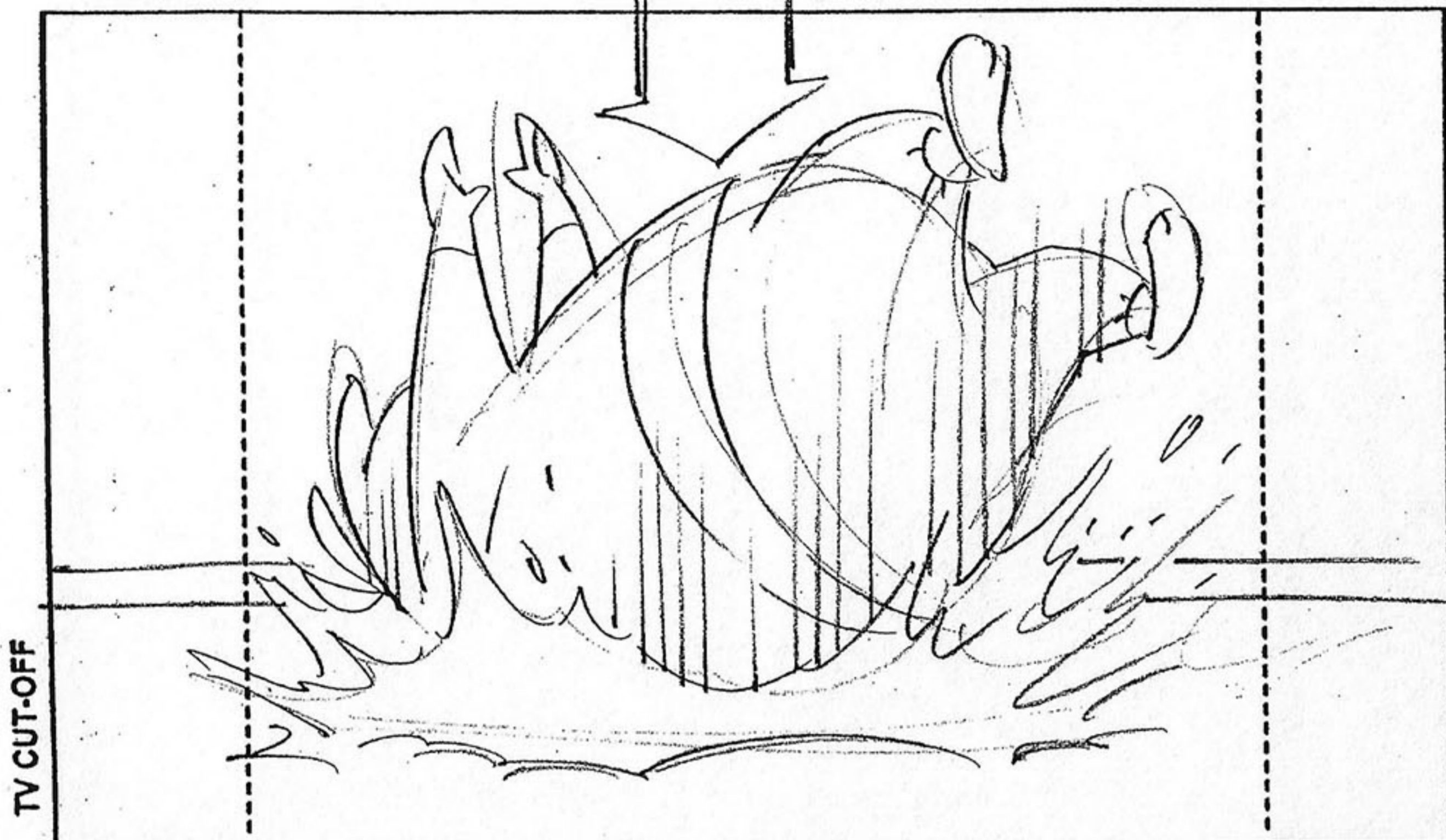


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SCENE C72 CONT

B.G.



TV CUT-OFF

PANEL 2

ACTION

Tubbi lands in the pond—

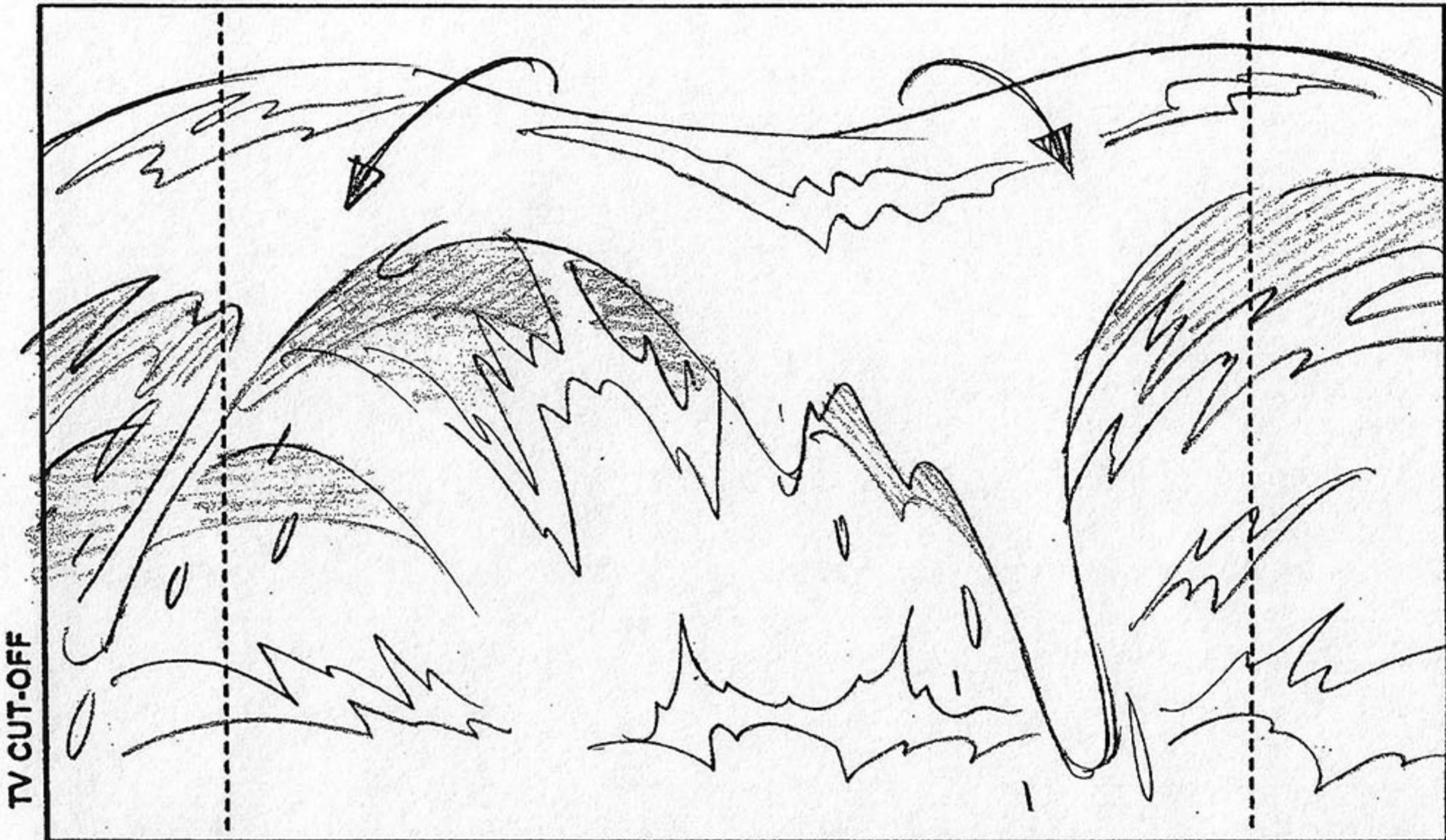
DIAL

(8v)

TIMING

SCENE C72 CONT

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 3

— CAUSING a HUGE WAVE!

10

16 : 9 Widescreen Format

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SCENE C72 CONT

B.G.



STREET
ATT/RE

PANEL 4

ACTION

The wave clears, revealing a STUNNED Tubbi - two koi fish flop around on his stomach

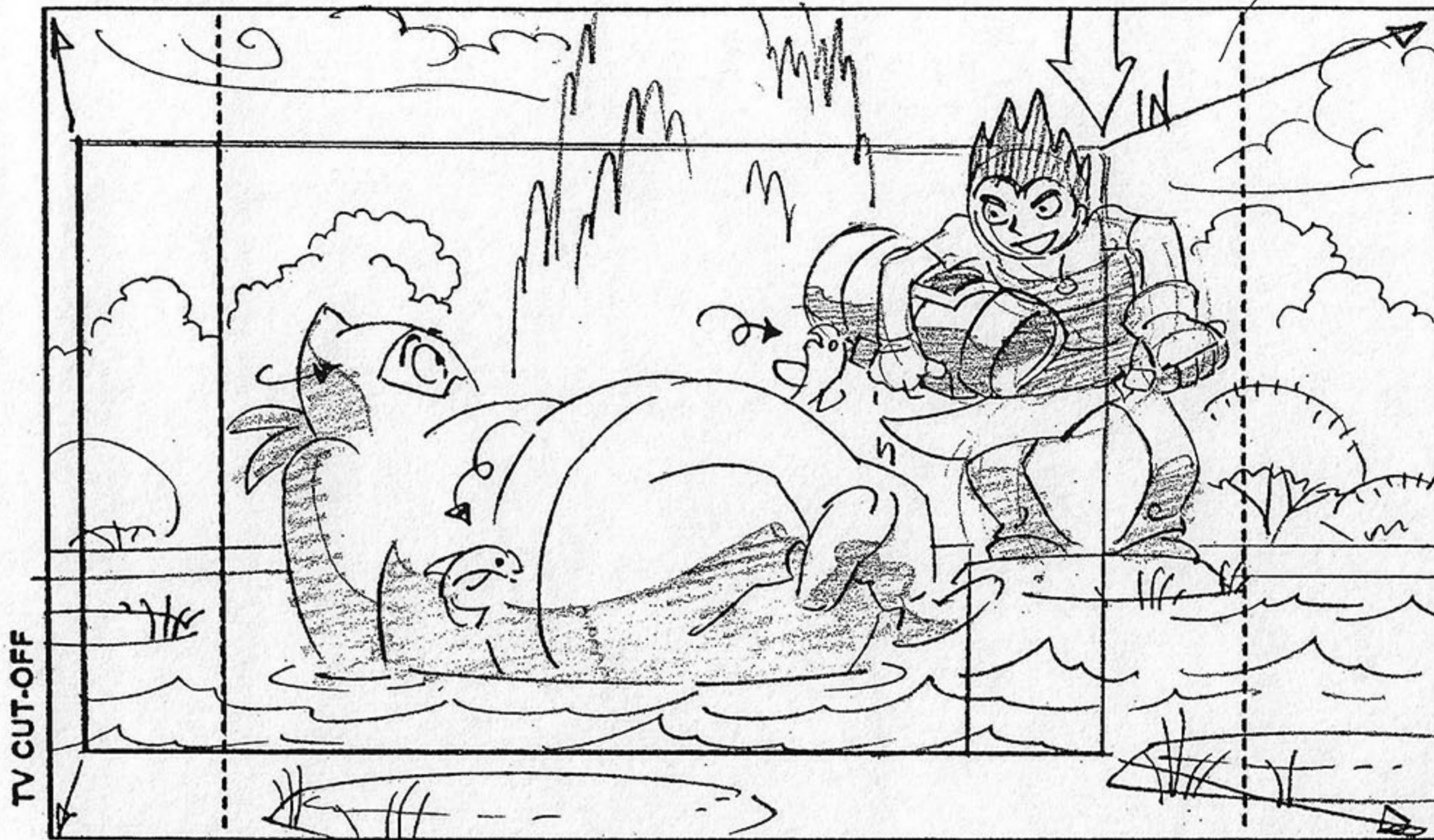
DIAL

2^e

TIMING

SCENE C72 CONT

B.G.



PANEL 5

TRUCK OUT as fish roll off and Rai lands on a nearby rock. He has the tunic, fist, & sword with eye attached.

RAI: Haha!

TRUCK OUT

16 : 9 Widescreen Format

257305

DIAL 242



X I A O L I N SHOWDOWN

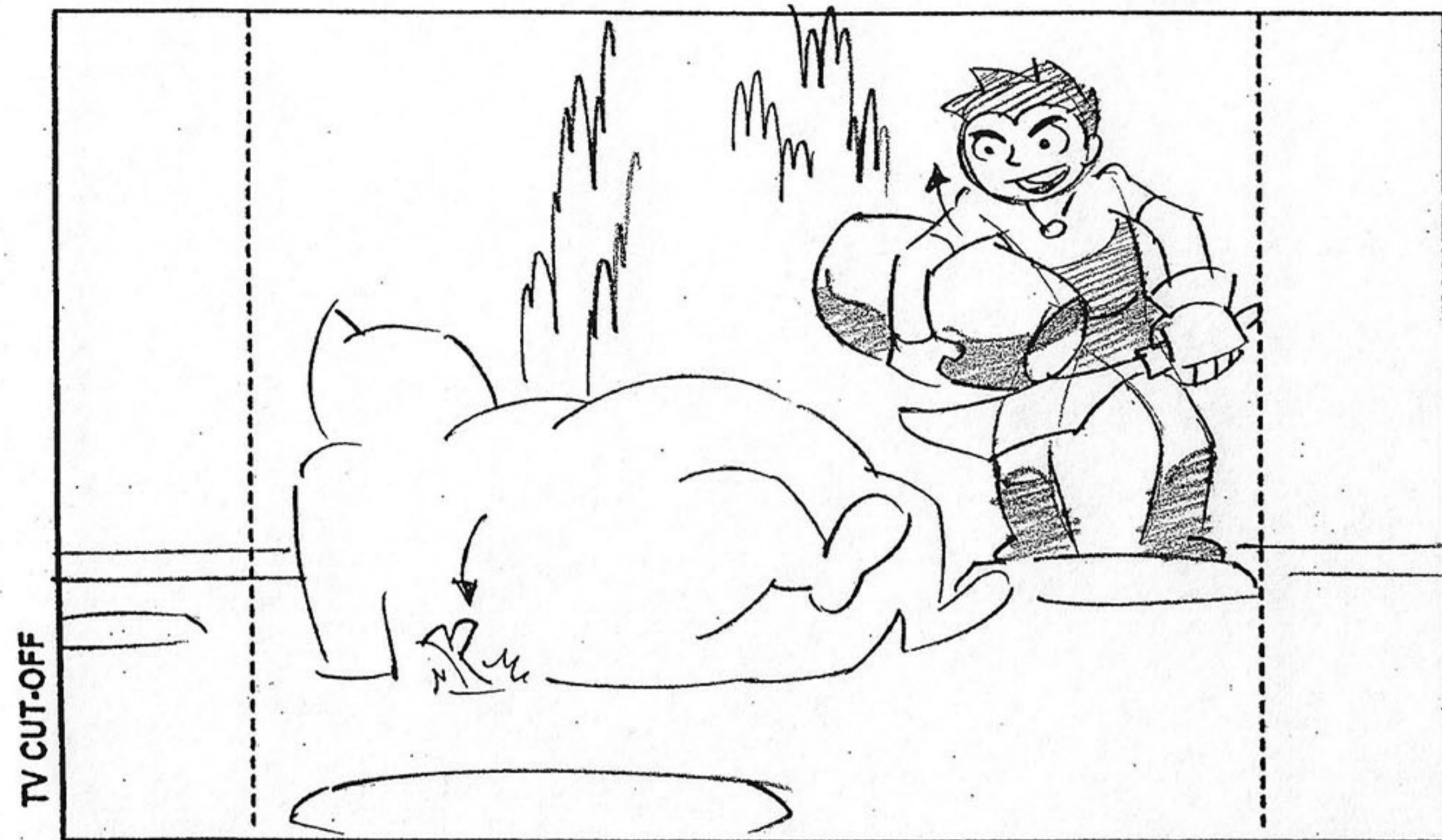
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PAGE C147

SCENE C72 CONT

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 6

ACTION

Rai stands & gloats

DIAL

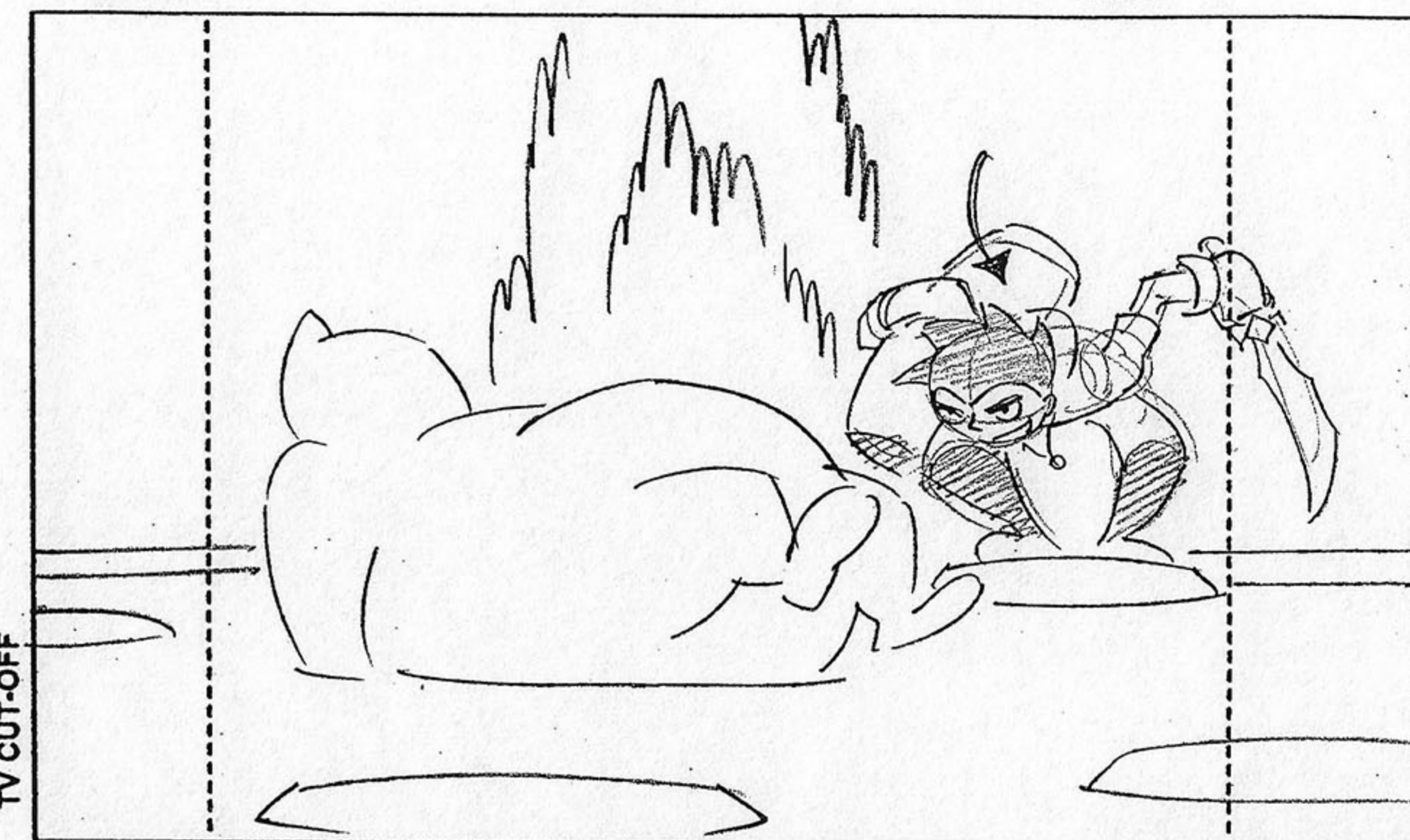
Enjoy your bath —

TIMING

CONT DIAL 242

SCENE C72 CONT

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 7

Rai antics down...

—Tubbimura!

16 : 9 Widescreen Format

257305

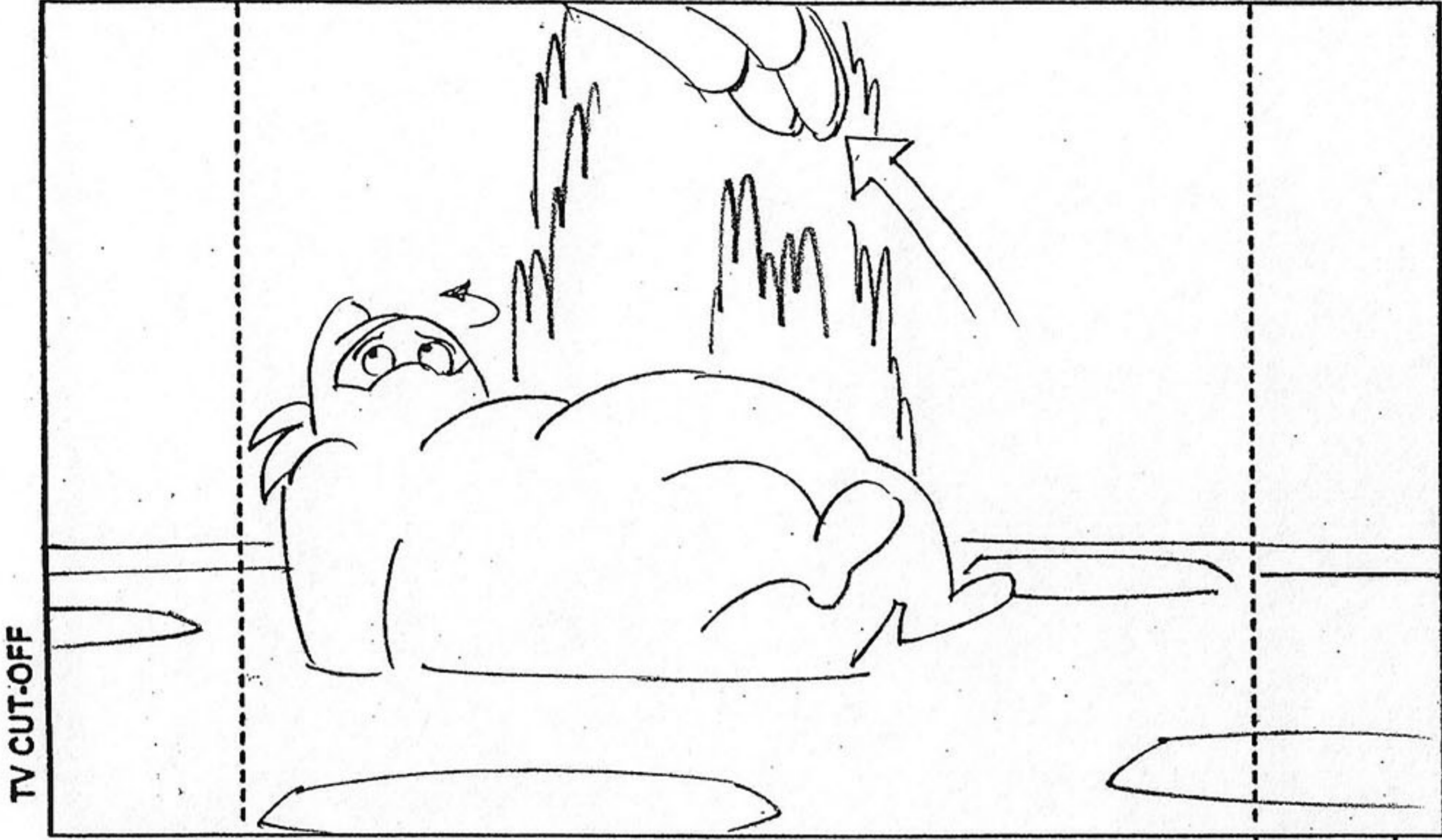


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SCENE C72 CONT

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 8

ACTION

... and LEAPS O.S.

DIAL

1^o

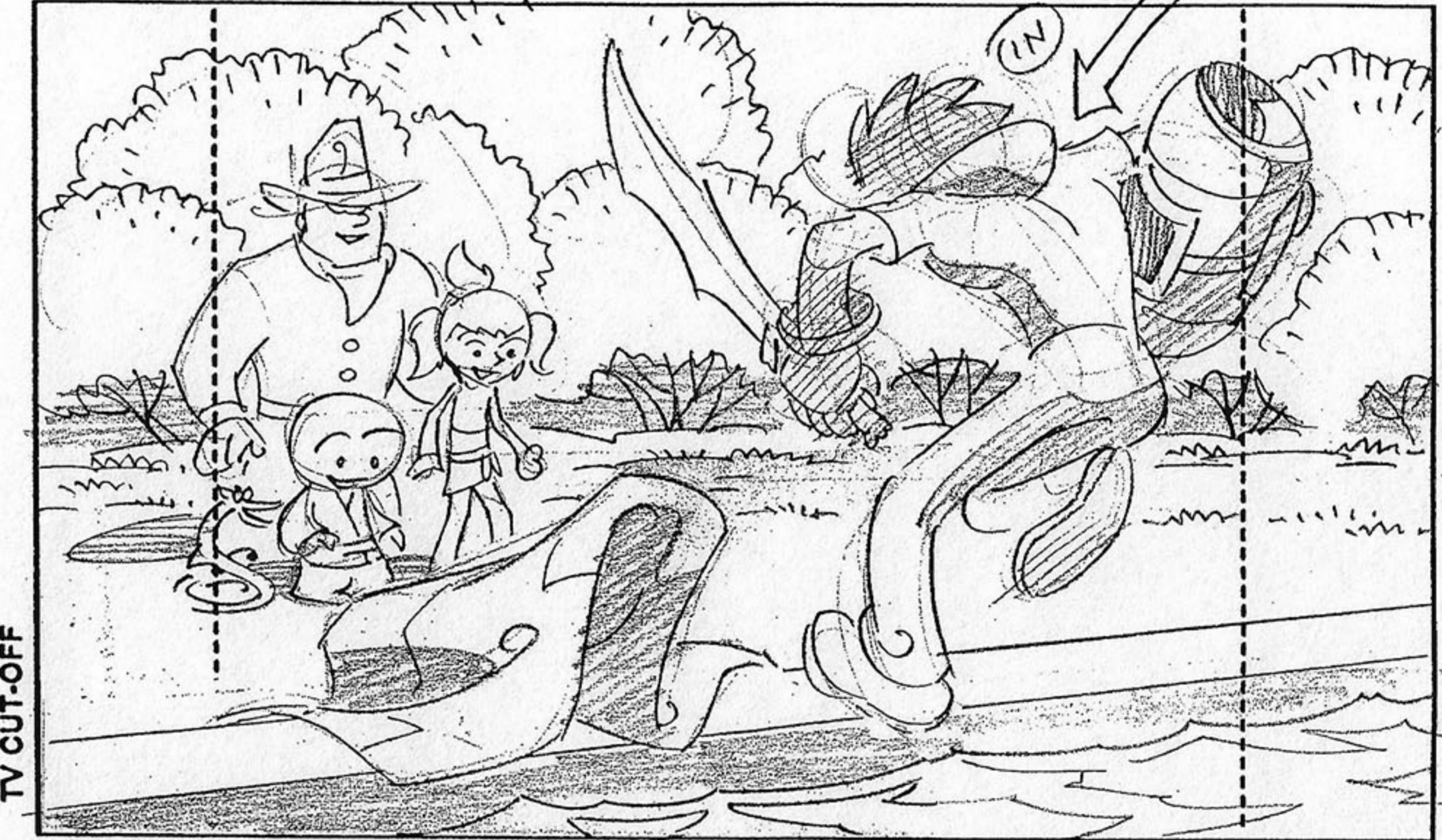
TIMING

1^o

H/U
▽

SCENE C73

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 1

Rai drops onto edge of pond next to the Shroud of Shadows

(C73)

(12x)

SHROUD IS MAIN MODEL

(12x)

16 : 9 Widescreen Format

257305

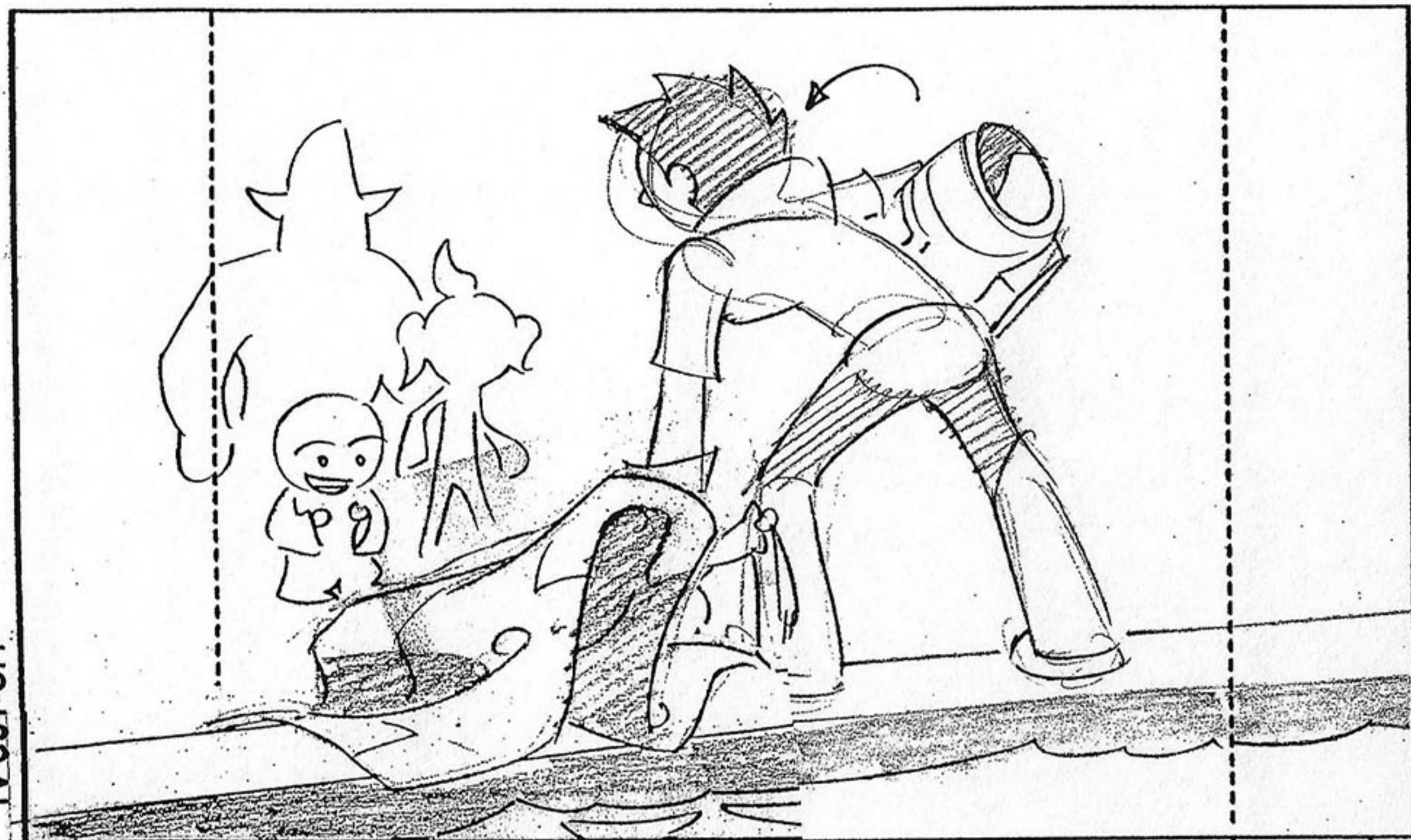


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SCENE C73 CONT

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

2

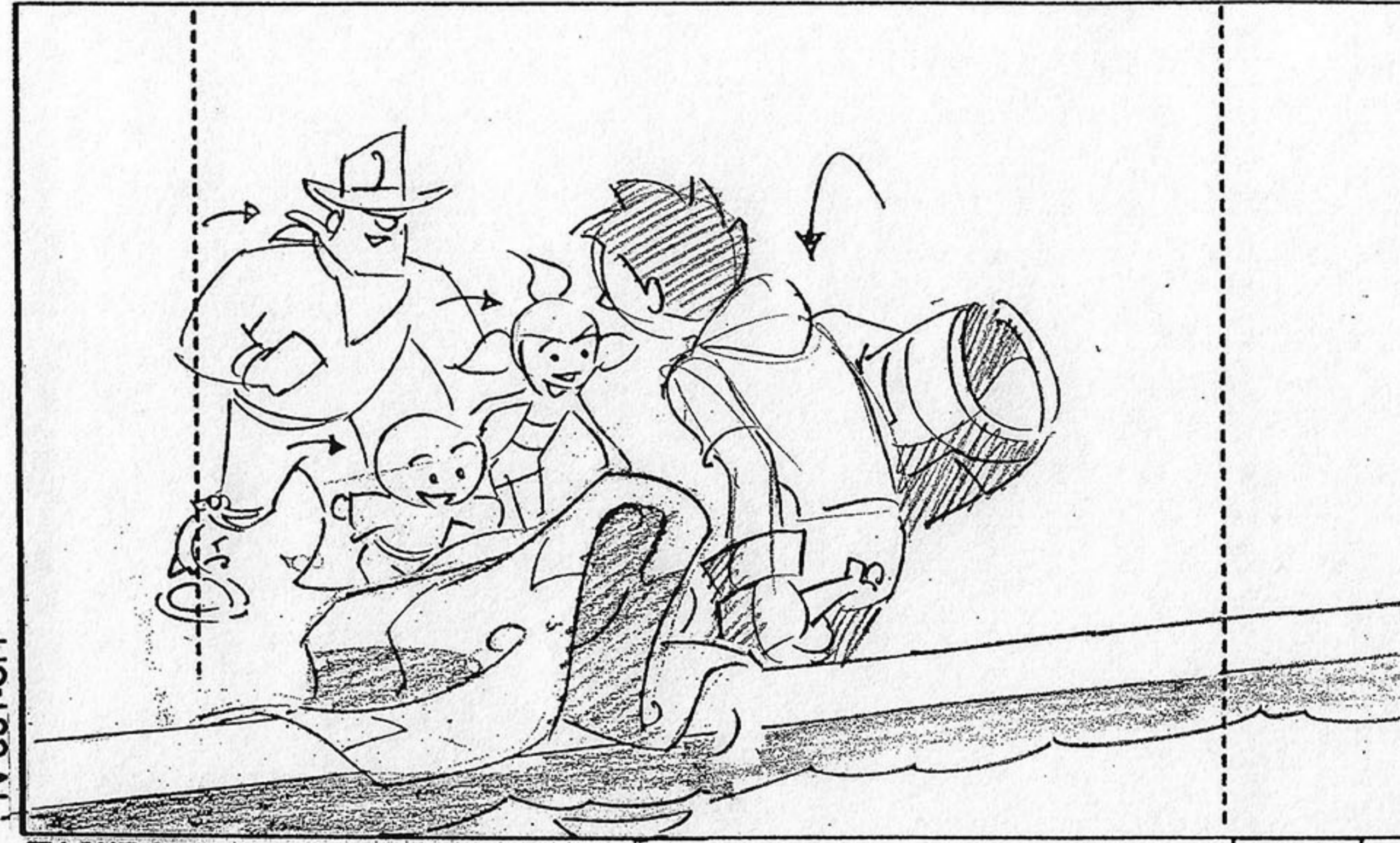
ACTION

He settles...

10

SCENE C73 CONT

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

3

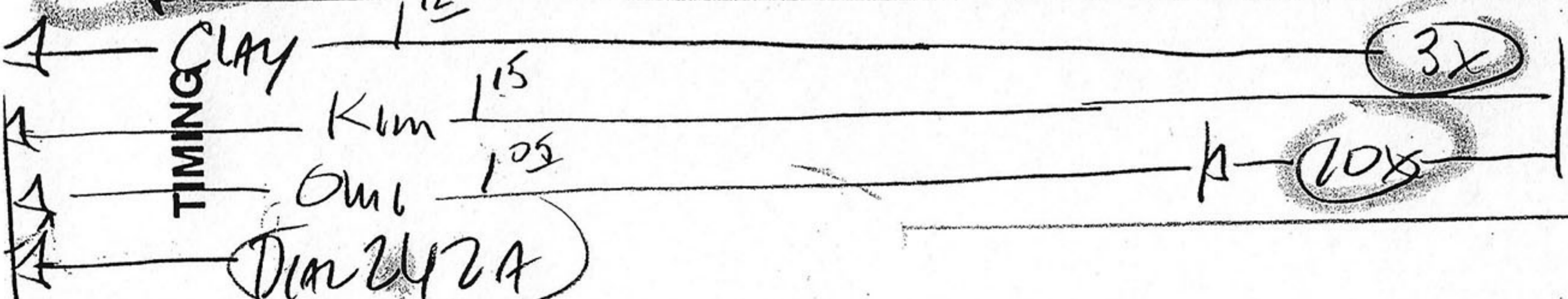
... and hops down to the ground as the group runs forward

GROUP → WALLA

CLAY: GOOD JOB! KIM: WAY TO GO! OMI: WELL DONE!

10

THANK OVER DIAL DIM



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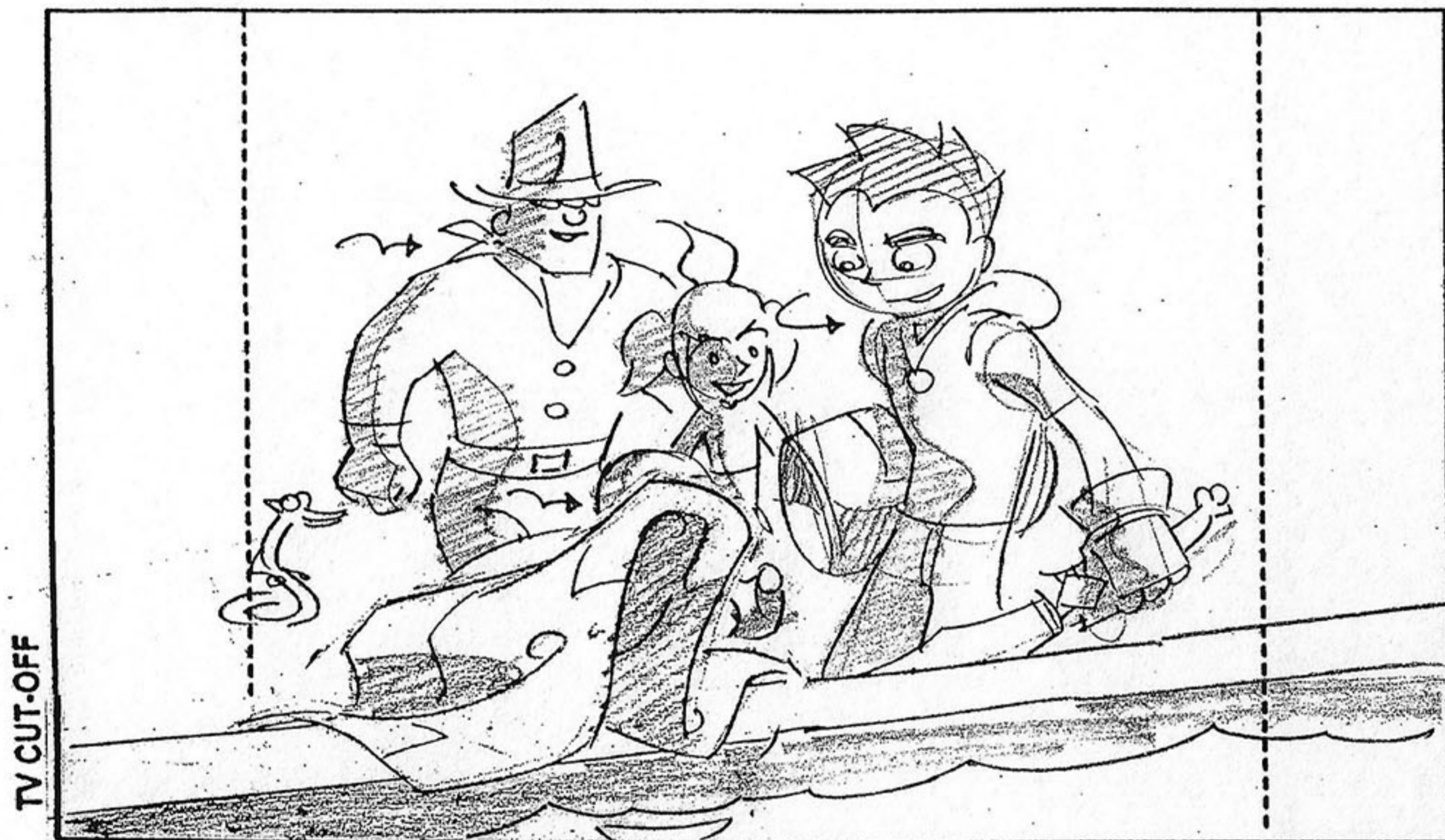
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PAGE C150

SCENE C73 CONT

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

4

ACTION

Rai turns to look at the shroud. Dojo remains behind.

DIAL

TIMING

2^o

H/O
▽

SCENE C74

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

1

Close on Dojo, sniffing the air.

(C74) Dojo: Sniff... (ahh...) sniff...

(4x) A ← DIA 2435

16 : 9 Widescreen Format

257305



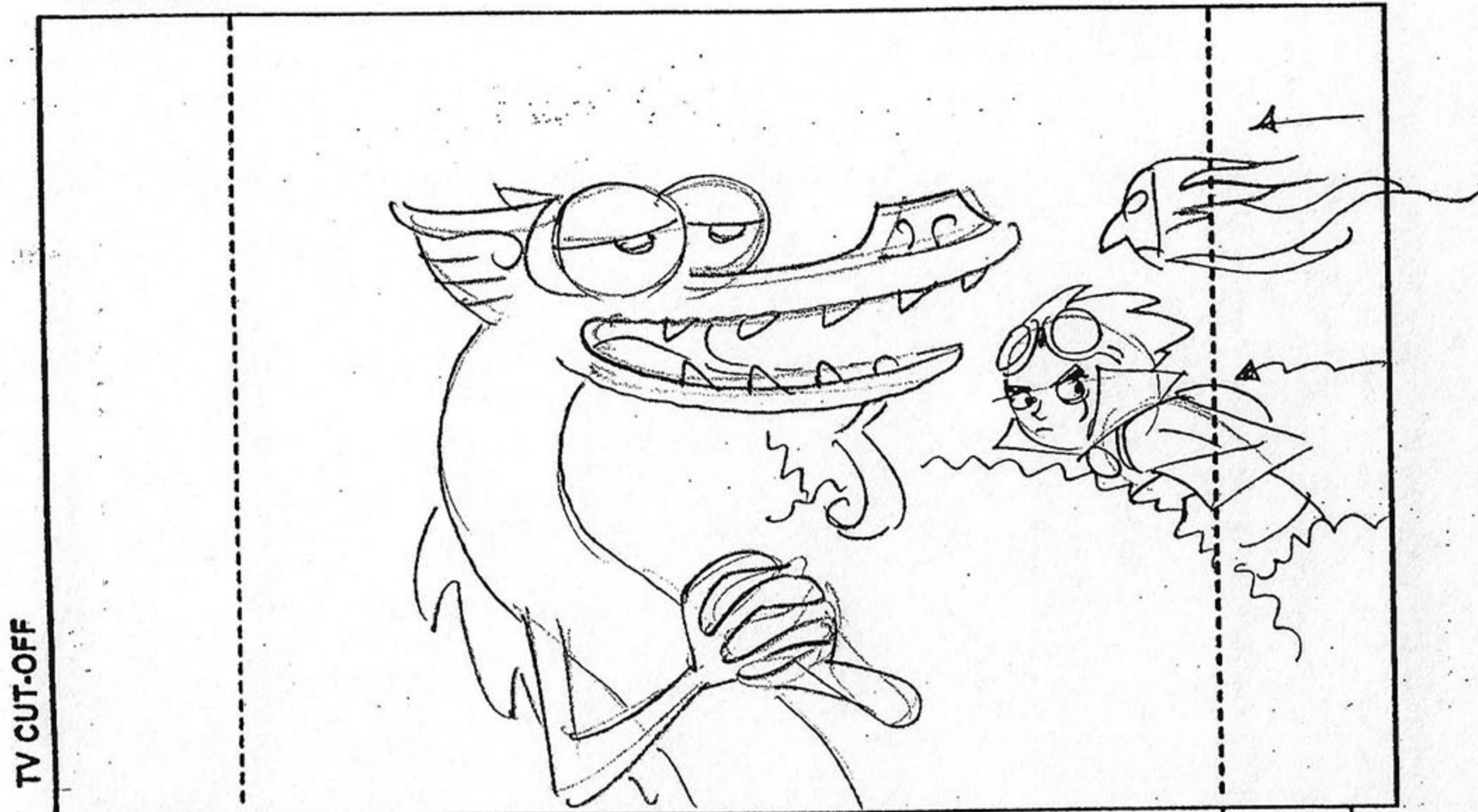
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SCENE C74 CONT

B.G.



PANEL 2

SCENE C74 CONT

B.G.



PANEL 3

ACTION

Dojo speaks as Jack & Wuya sneak away in BG

DIAL

Thank goodness that's done.

Continued

~~Wuya~~ I can breathe again.

TIMING

Cont Dir 243

STANDARD
WUYA EFF

16 : 9 Widescreen Format

257305

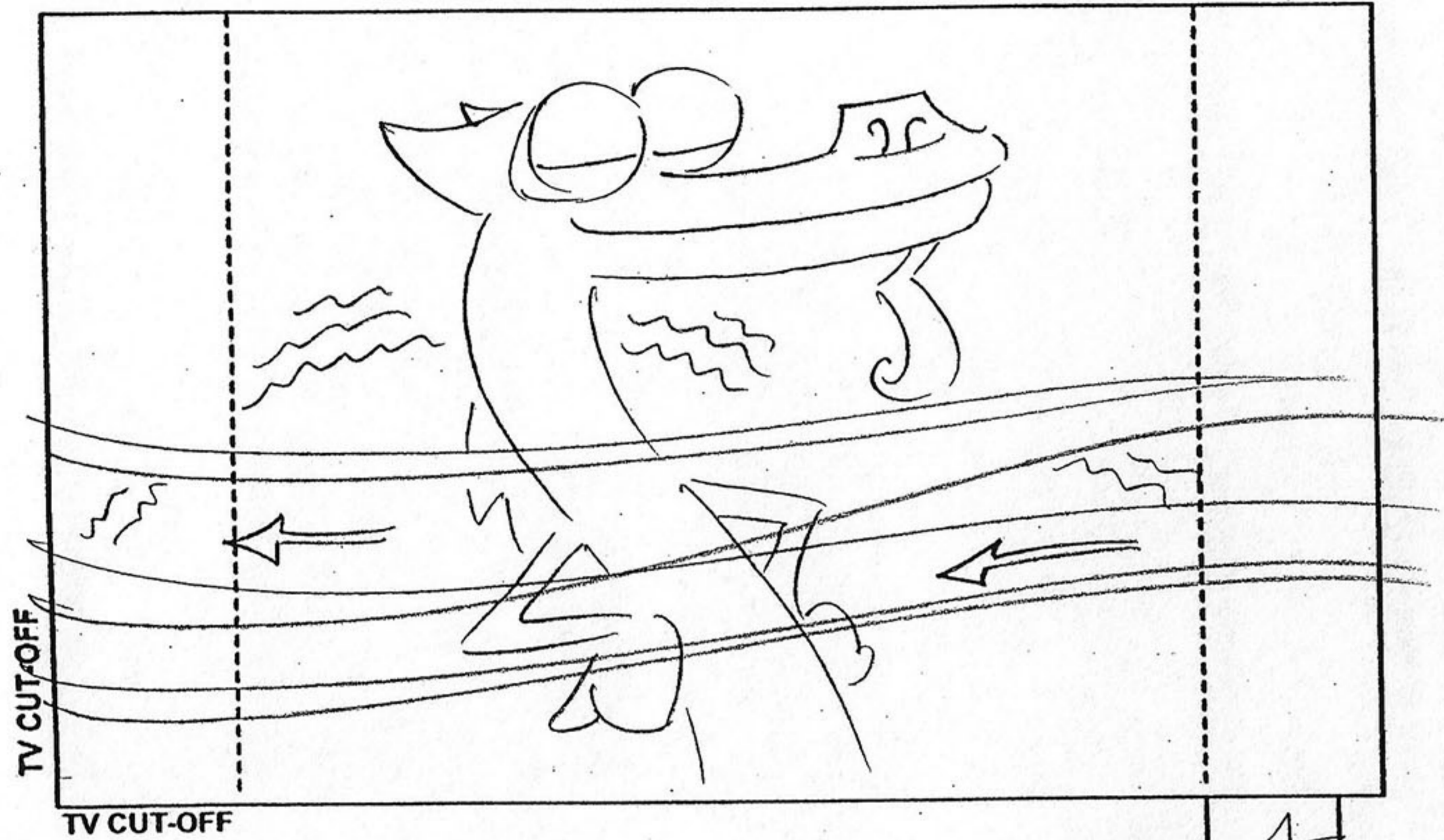


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SCENE C74 CONT

B.G.



ACTION

Wind blows past Dojo,
rustling the bushes in BG

DIAL

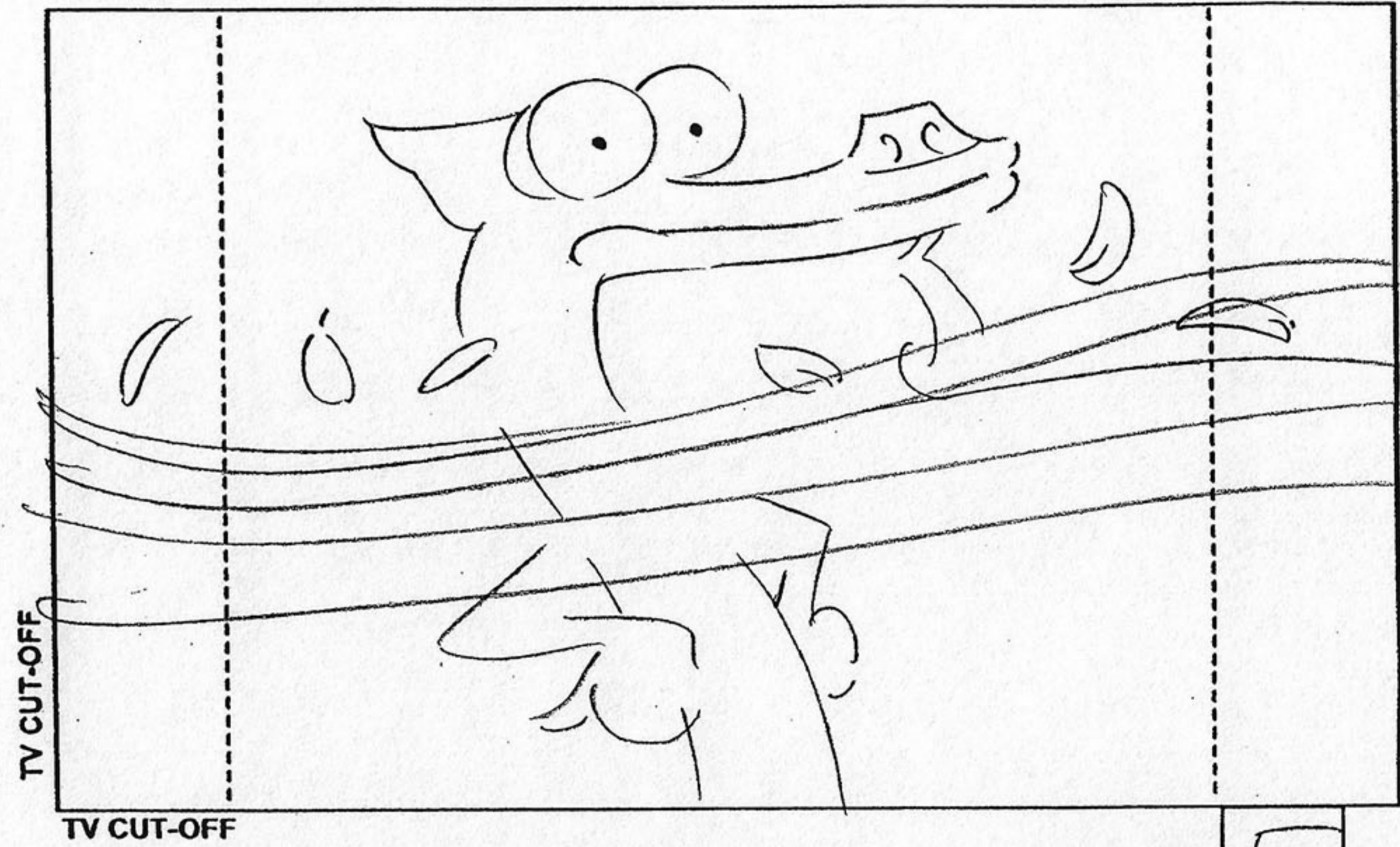
1st WIND DX

TIMING

3rd

SCENE C74 CONT

B.G.



Cherry blossoms blow by -
Dojo's eyes POP OPEN

2nd

16 : 9 Widescreen Format

257305

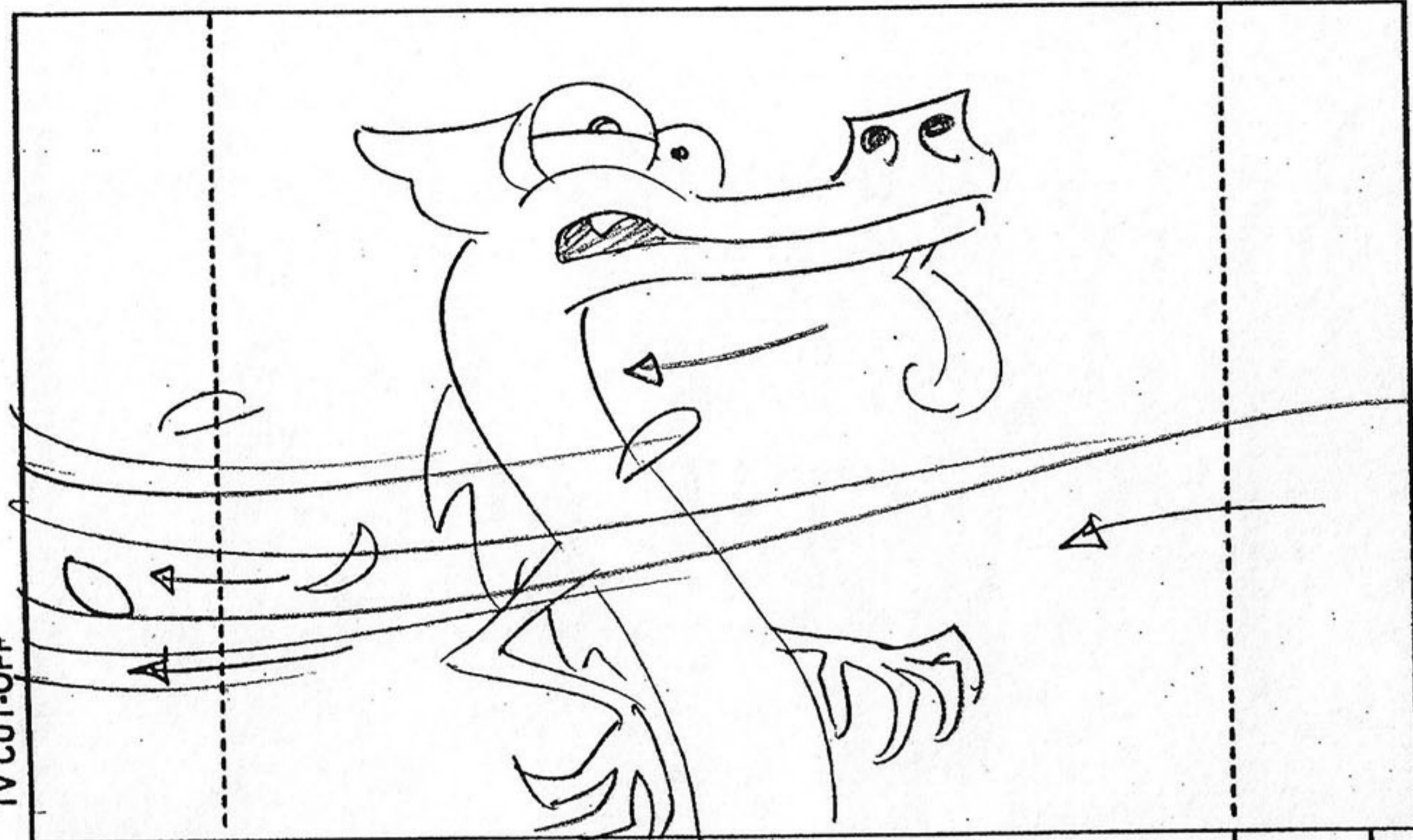


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SCENE C74 CONT

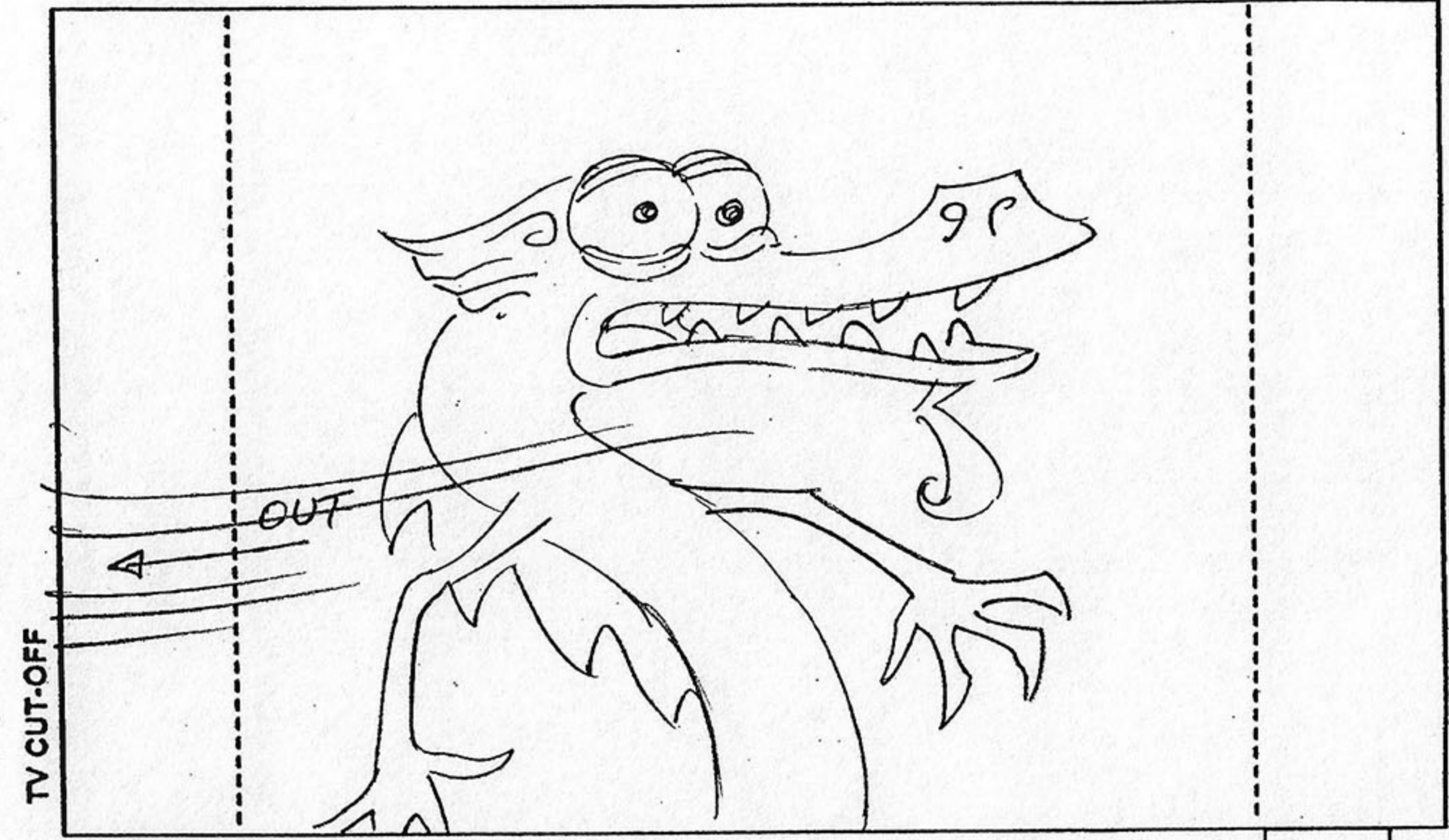
B.G.



PANEL 6

SCENE C74 CONT

B.G.



PANEL 7

ACTION

He feels a sneeze coming on

Continued

DIAL

Or not!

Aa~

TIMING

DIM 244

16 : 9 Widescreen Format

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SCENE C74 cont

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

8

ACTION

He winds up to sneeze

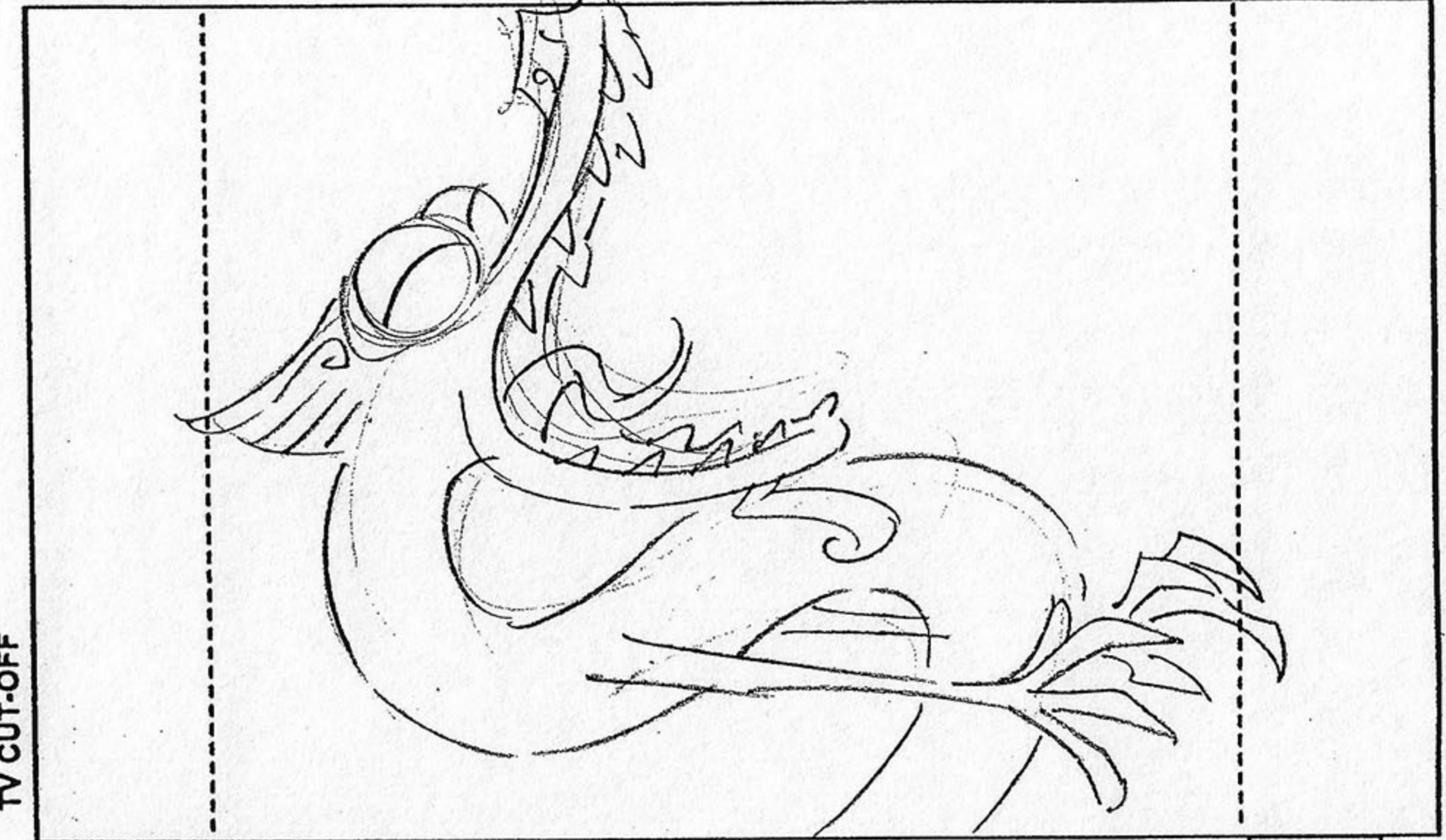
DIAL

AA ~~~~~

TIMING

SCENE C74 cont

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

9

Continued

AA ~~~~~

16 : 9 Widescreen Format

257305

Cont Plan 244

7

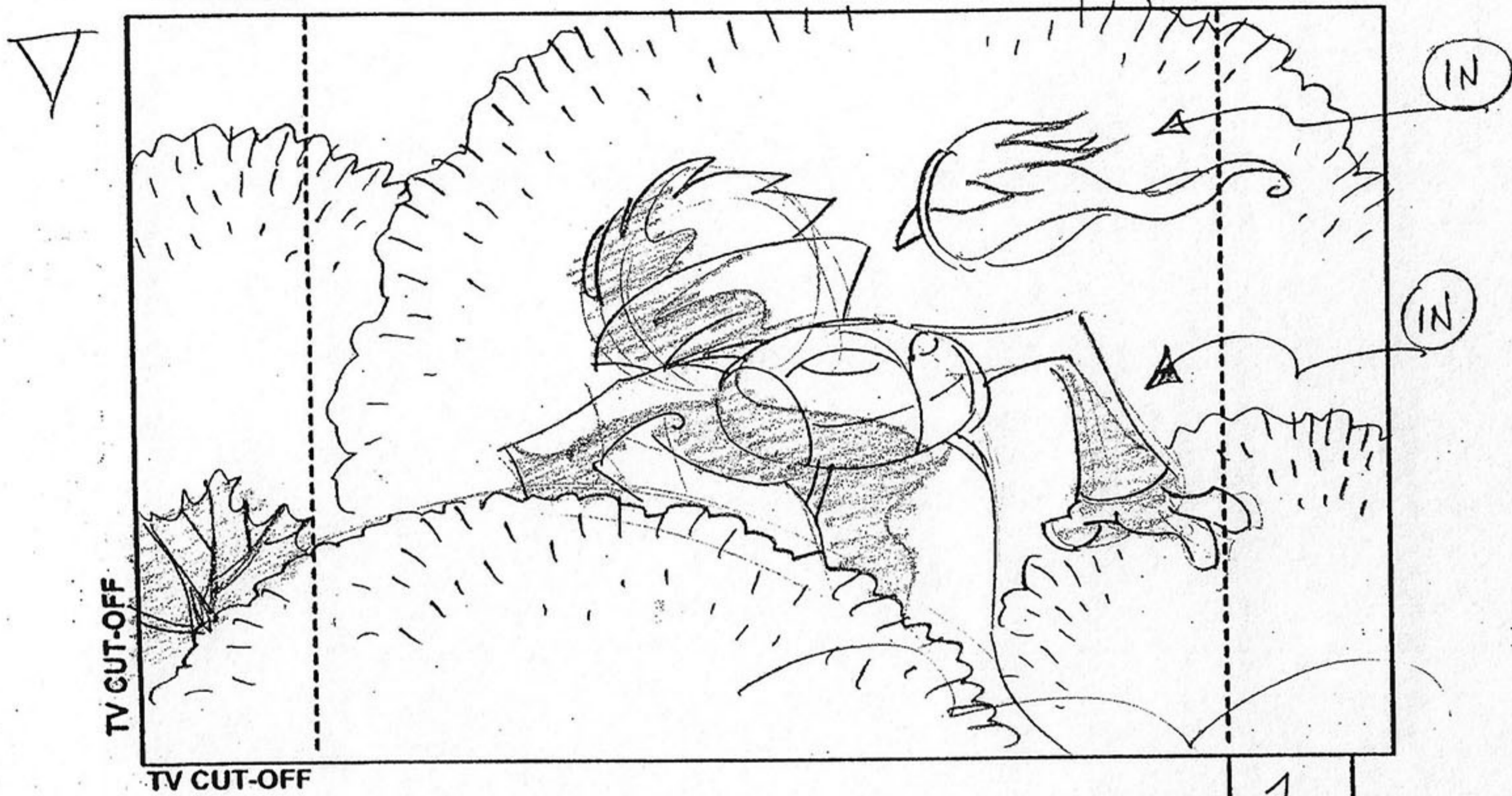


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SCENE C75

B.G.



PANEL 1

SCENE C75 CONT

B.G.



PANEL 2

ACTION

Jack & Wuya sneak through bushes

Dojo's FIREBALL flies into scene...

DIAL

C75

70

STANDARD WUYA EFX

(4x)

FLAMES BOT LIT YELLOW/ORANGE DIFFUSED

TIMING

9/2

16 : 9 Widescreen Format

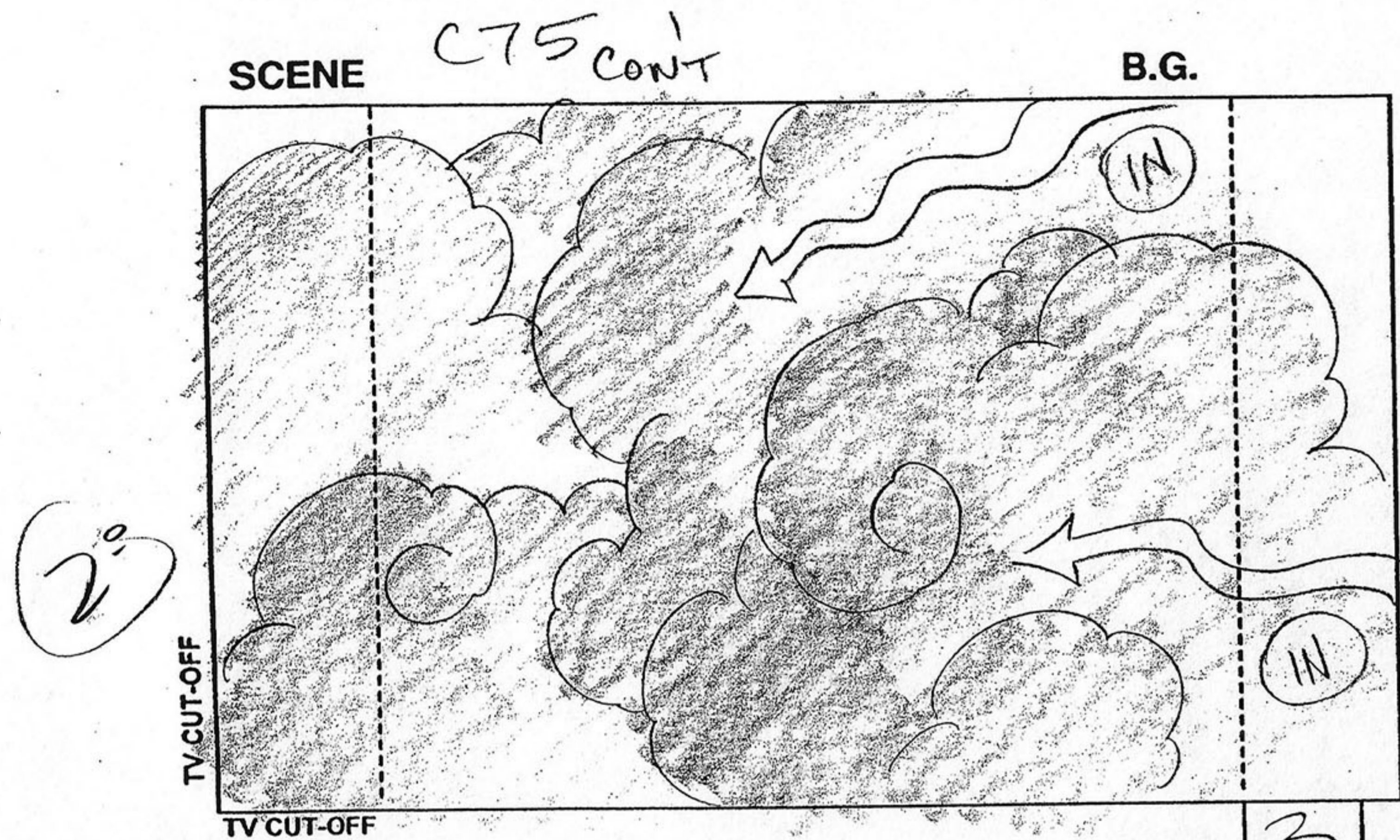
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ACTION

... followed by smoke, which fills frame

DIAL

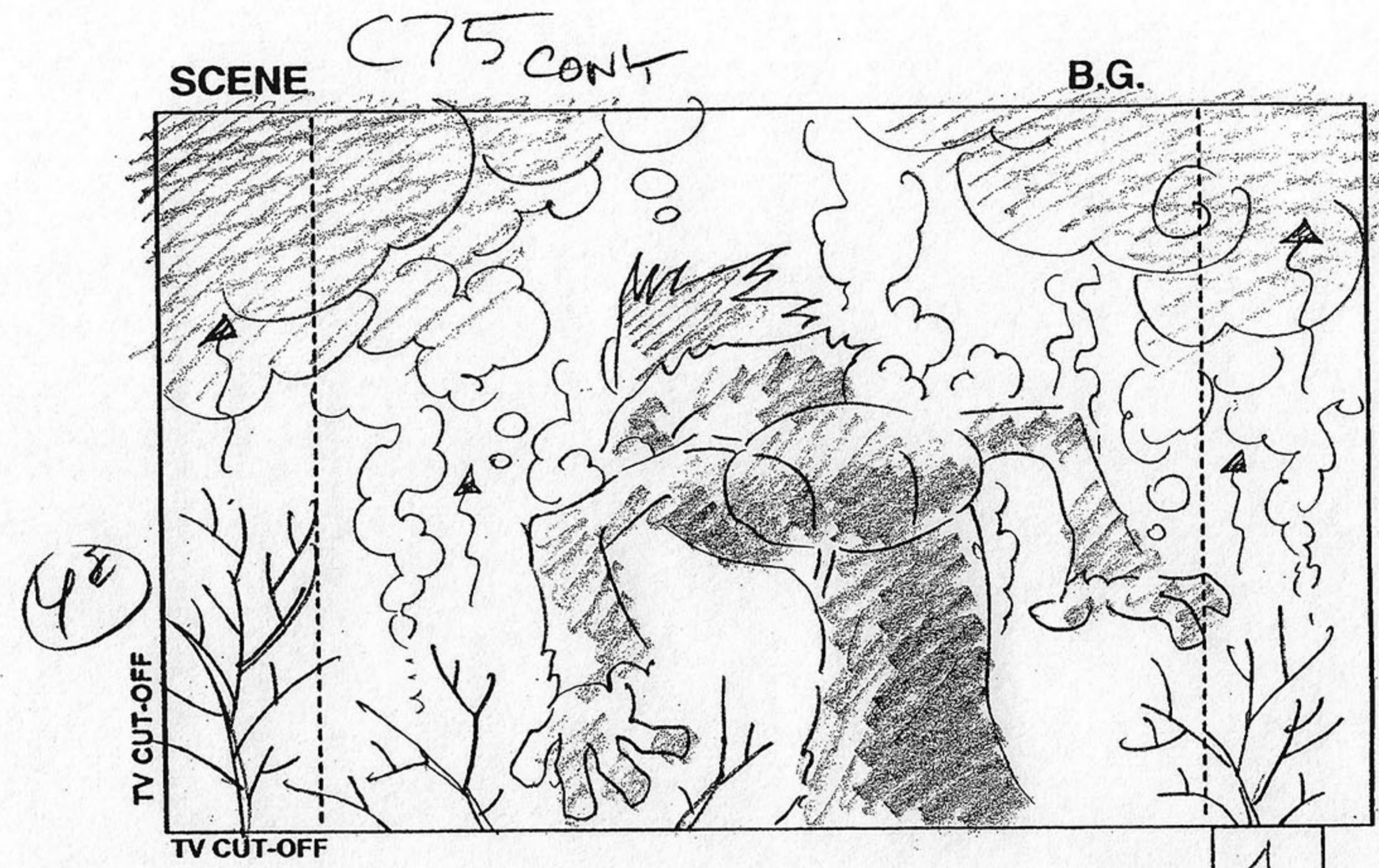
70 SMOKE X ALMOST OPAQUE

Smoke dissipates 72

hold 12x

TRAILING SMOKE DX

TIMING



Smoke rises to reveal Jack frozen in place, covered in ashes - all the bushes are burned away

16 : 9 Widescreen Format

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XIAOLIN SHOWDOWN

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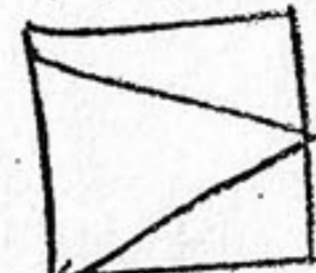
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SCENE C75 CONT

B.G.



END



ACT C

START



TAG

SCENE C76

B.G.



ACTION

TRUCK OUT as Jack turns, weary. Wuya emerges from behind Jack, impressed

PANEL 5

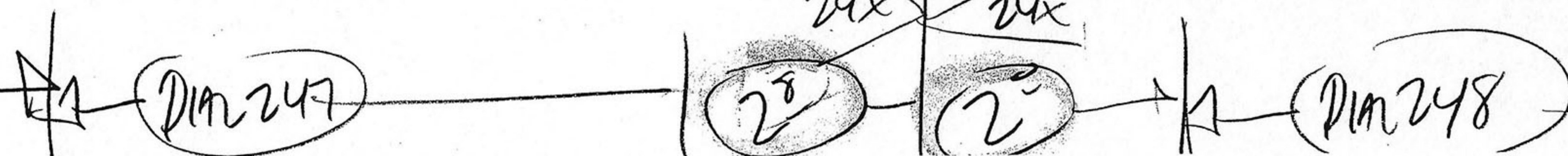
Xiaolin Temple - ~~DAY~~ DUSK

DIAL

JACK: Gesundheit.

MASTER FUNG/VO: You did well today, Xiaolin Warriors.

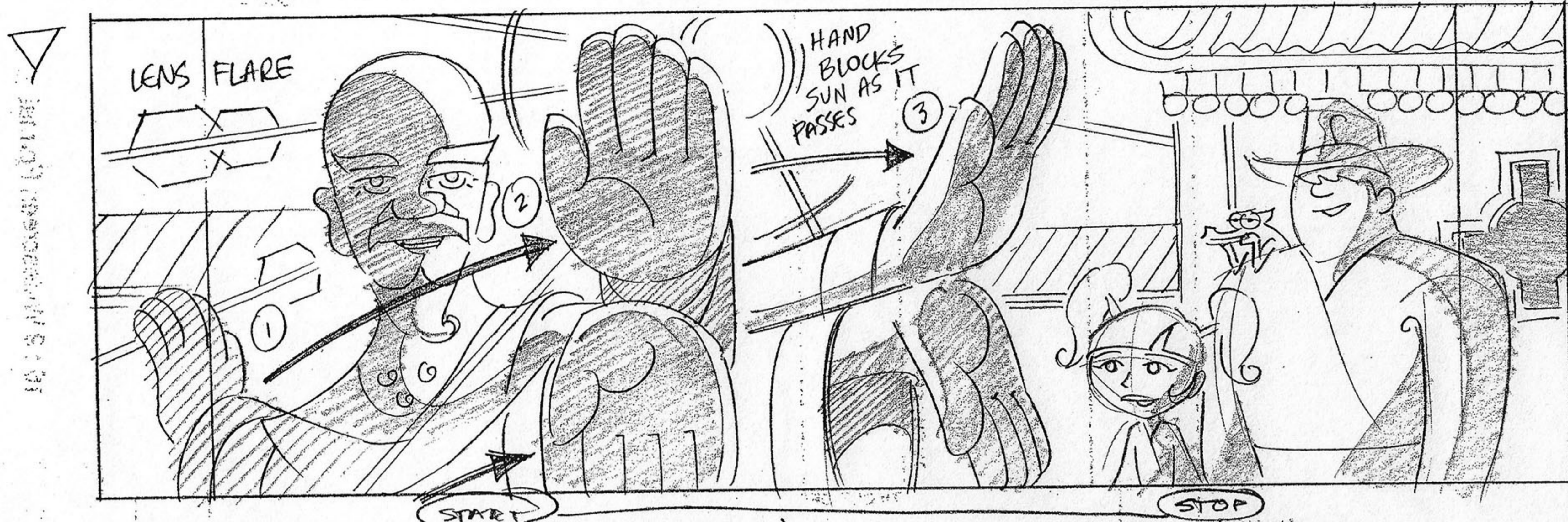
TURNS
TIMING



16 : 9 Widescreen Format

257305

Sc. C77 - Panel 1



PAN with master Fung's hands as they move slowly in an arc.

LENS FLARE

DX SHADOWS

FUNG: Many new Shen Gong Wu are now in the protection of the temple.

CLAY: Our hats are off to Raimundo.

hold

slow pan
BG

hold stop pose

Com DIA 248

801 - DIA 249

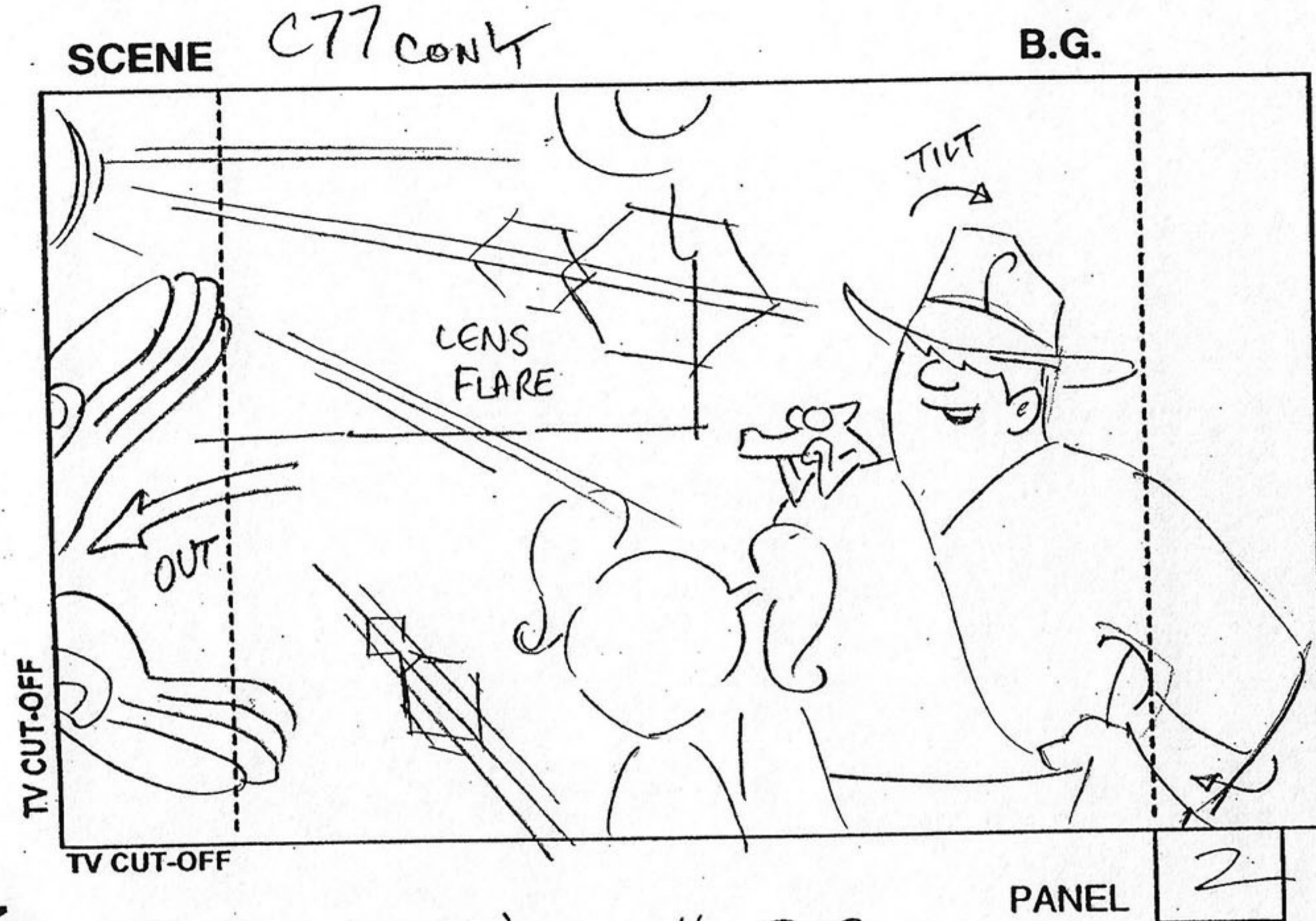
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ACTION

Fong's hands pull O.S.
Clay tilts his head

DIAL

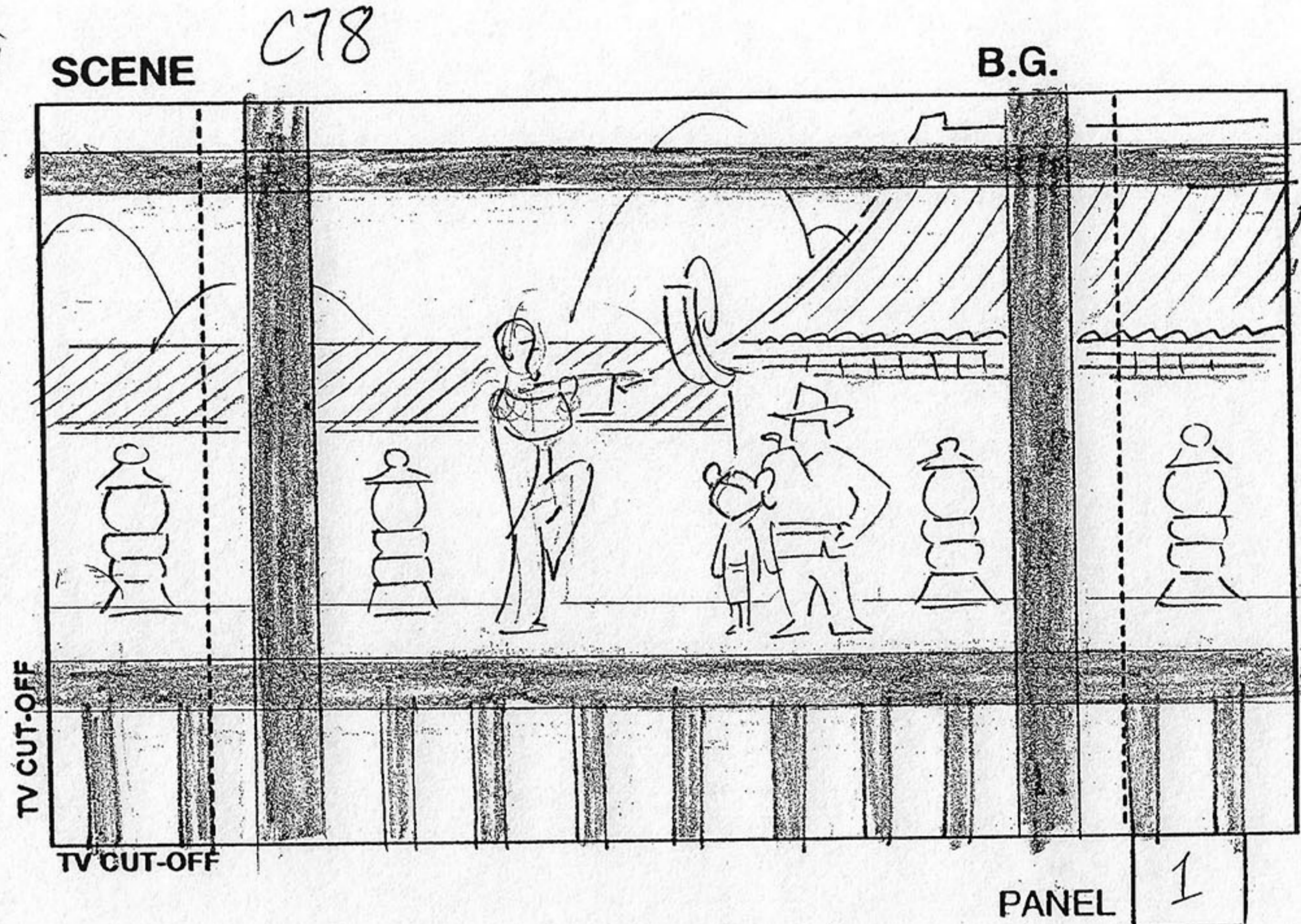
— Master Fung, sir.

TIMING

Cont DIA 249

(C78)

H/U
▽



WIDE on temple grounds—
Fung goes through exercise motions

CLAY: It would'a been a —

Cont DIA 249

16 : 9 Widescreen Format

257305

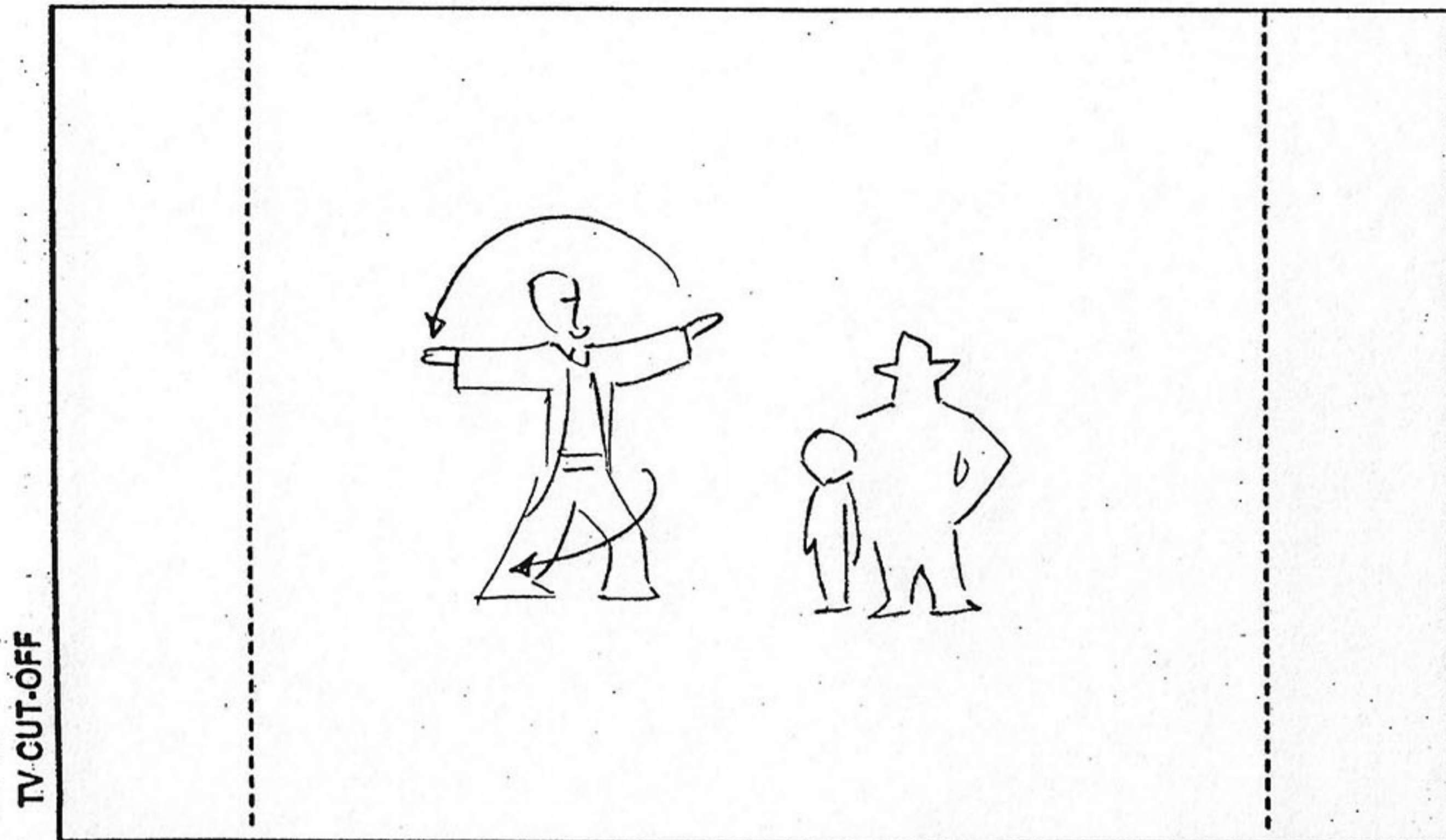


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SCENE C78 CONT

B.G.



TV CUT-OFF

TV CUT-OFF

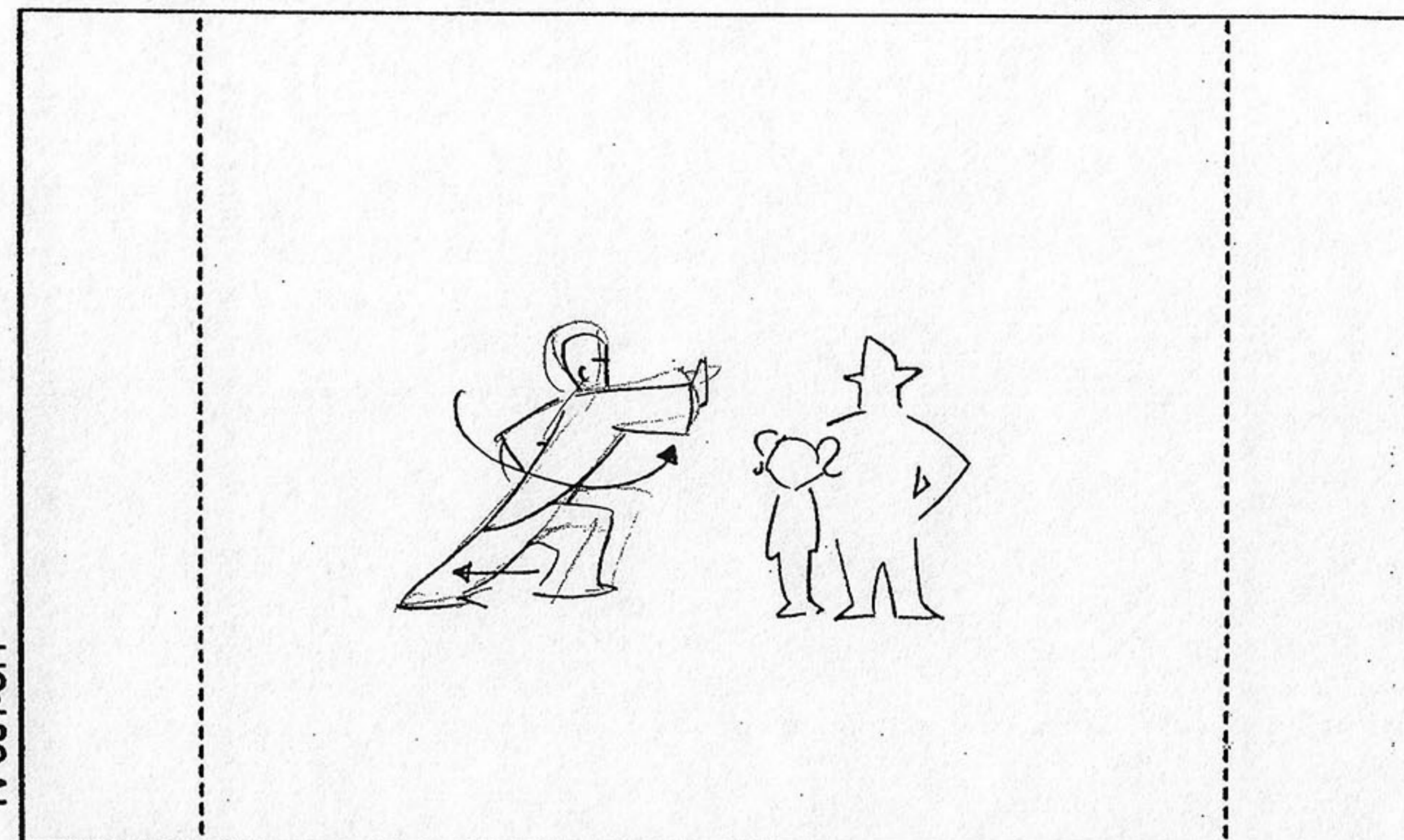
PANEL 2

ACTION

Continued

SCENE C78 CONT

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 3

DIAL

— bust without him —

Continued

— an' that Shen Yi Bu dare.

TIMING

Cont Dim 249

16 : 9 Widescreen Format

257305

48



X I A O L I N SHOWDOWN

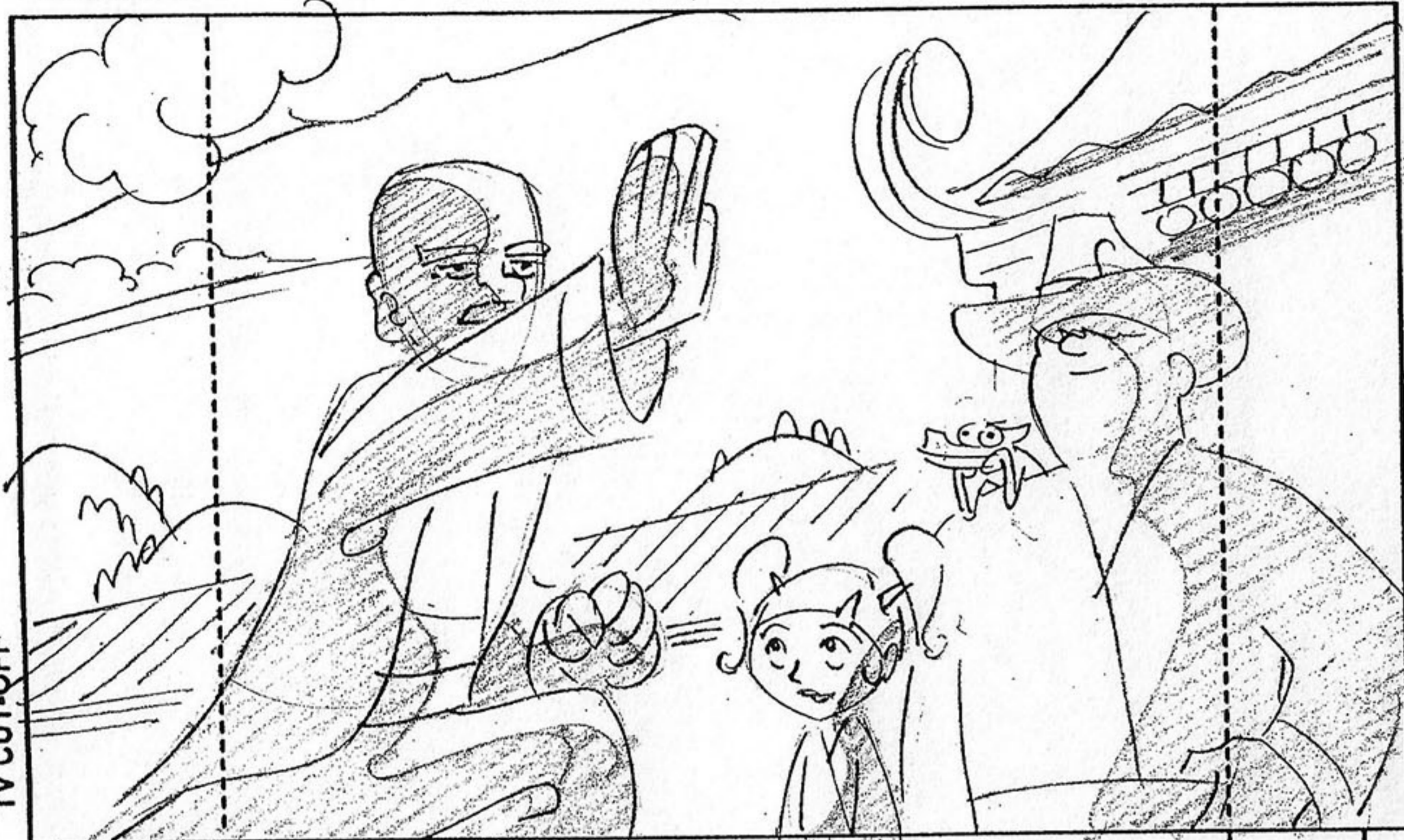
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H/V
▽

SCENE C79

B.G.



TV CUT-OFF

PANEL 1

ACTION

Kim, Dojo & Clay
watch Fung exercise

DIAL

Master Fung 7^o DX SHADOWS

TIMING

2^o

C79 CONT

SCENE

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 2

Continued

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SCENE C79 cont

B.G.



TV CUT-OFF

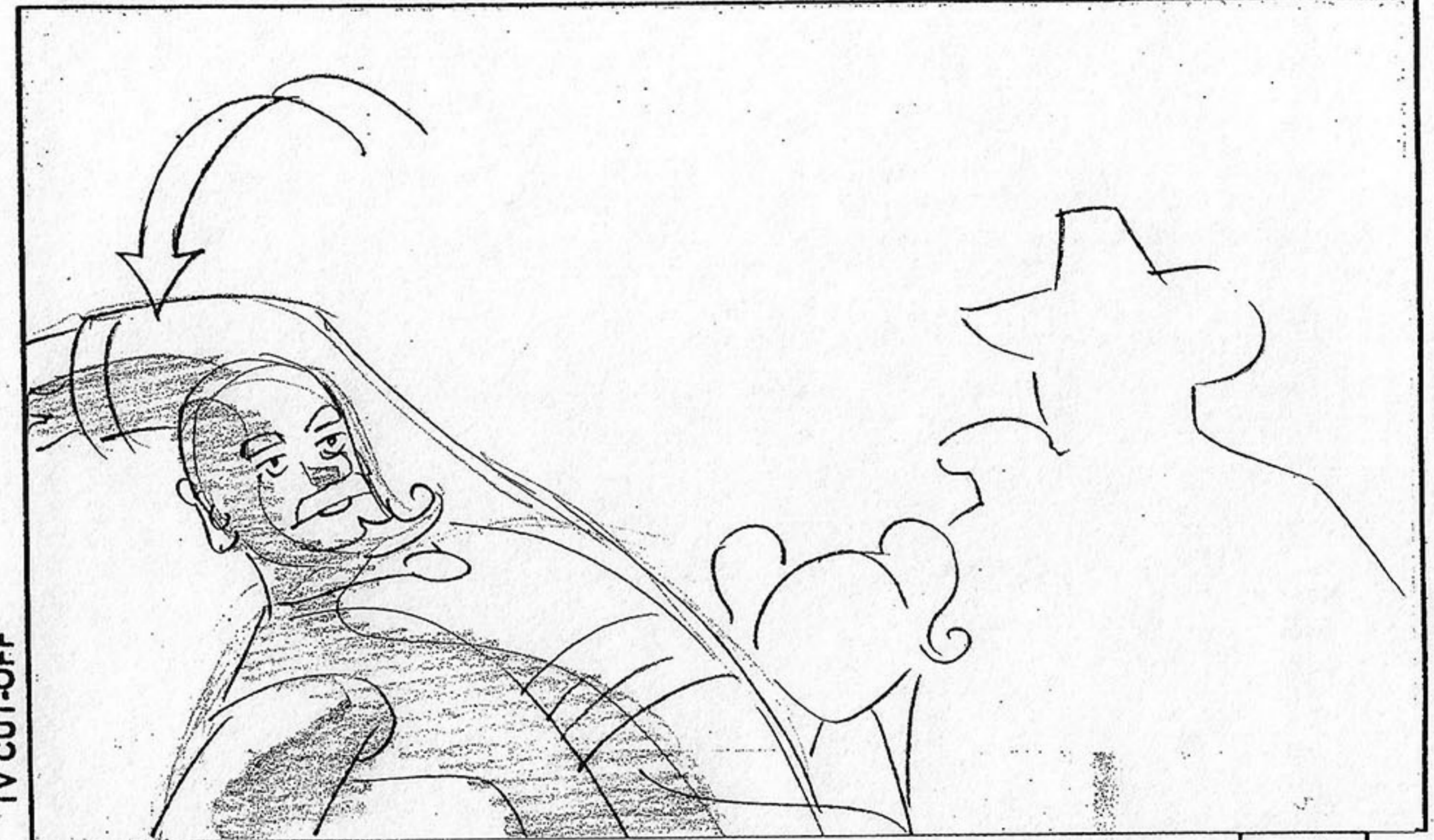
TV CUT-OFF

PANEL

3

SCENE C79 cont

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

4

ACTION

Continued

Continued

DIAL

— a Shen Yi Bu dare for many centuries.

for many ¹⁰

TIMING

DIA 250

112

16 : 9 Widescreen Format

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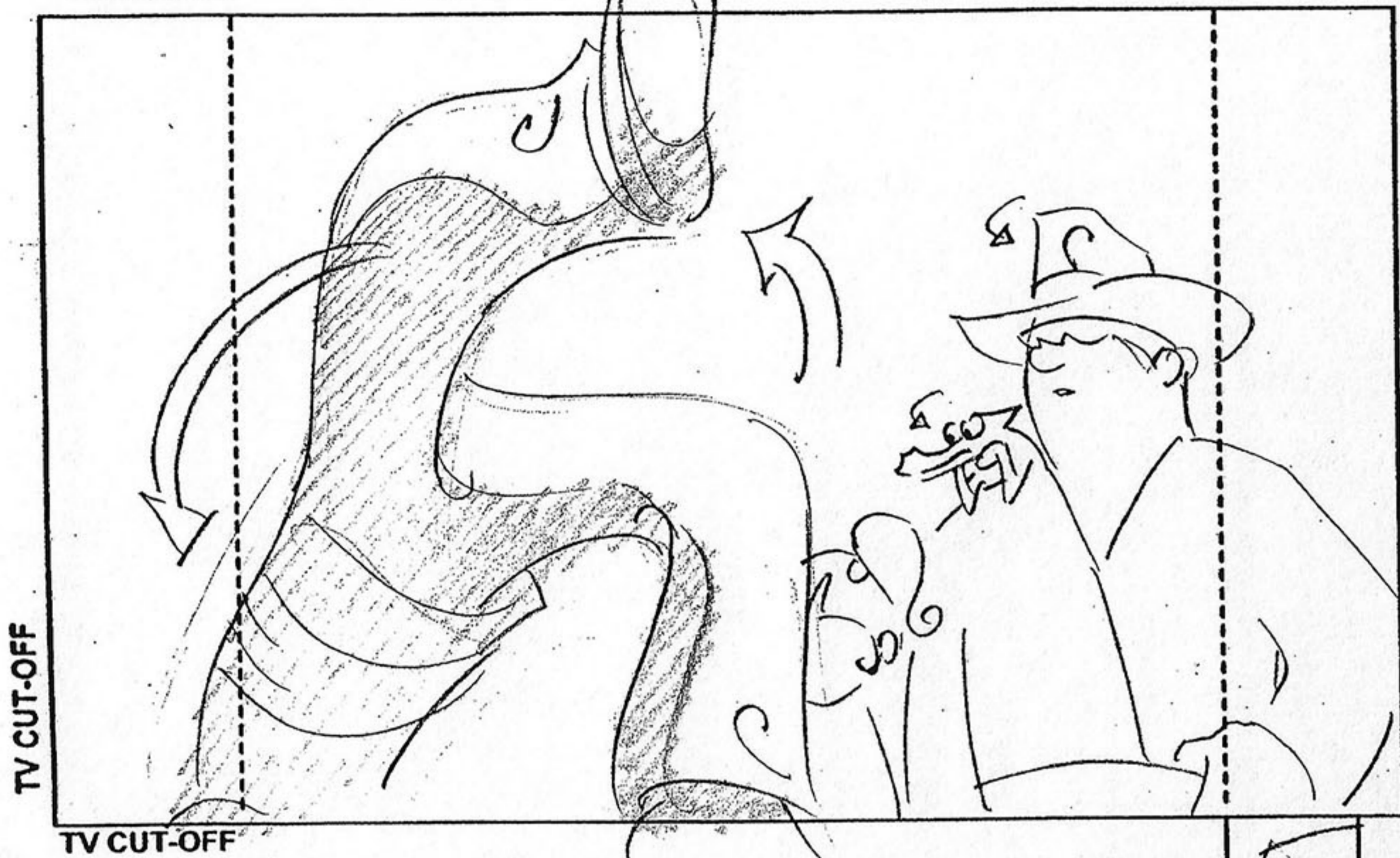
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SCENE C79 con's

B.G.



PANEL 5

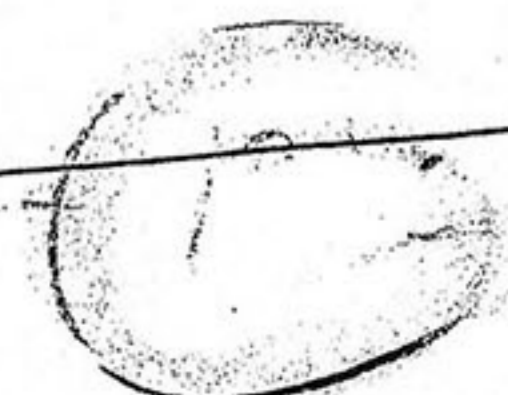
ACTION

Continued

DIAL

(12x)

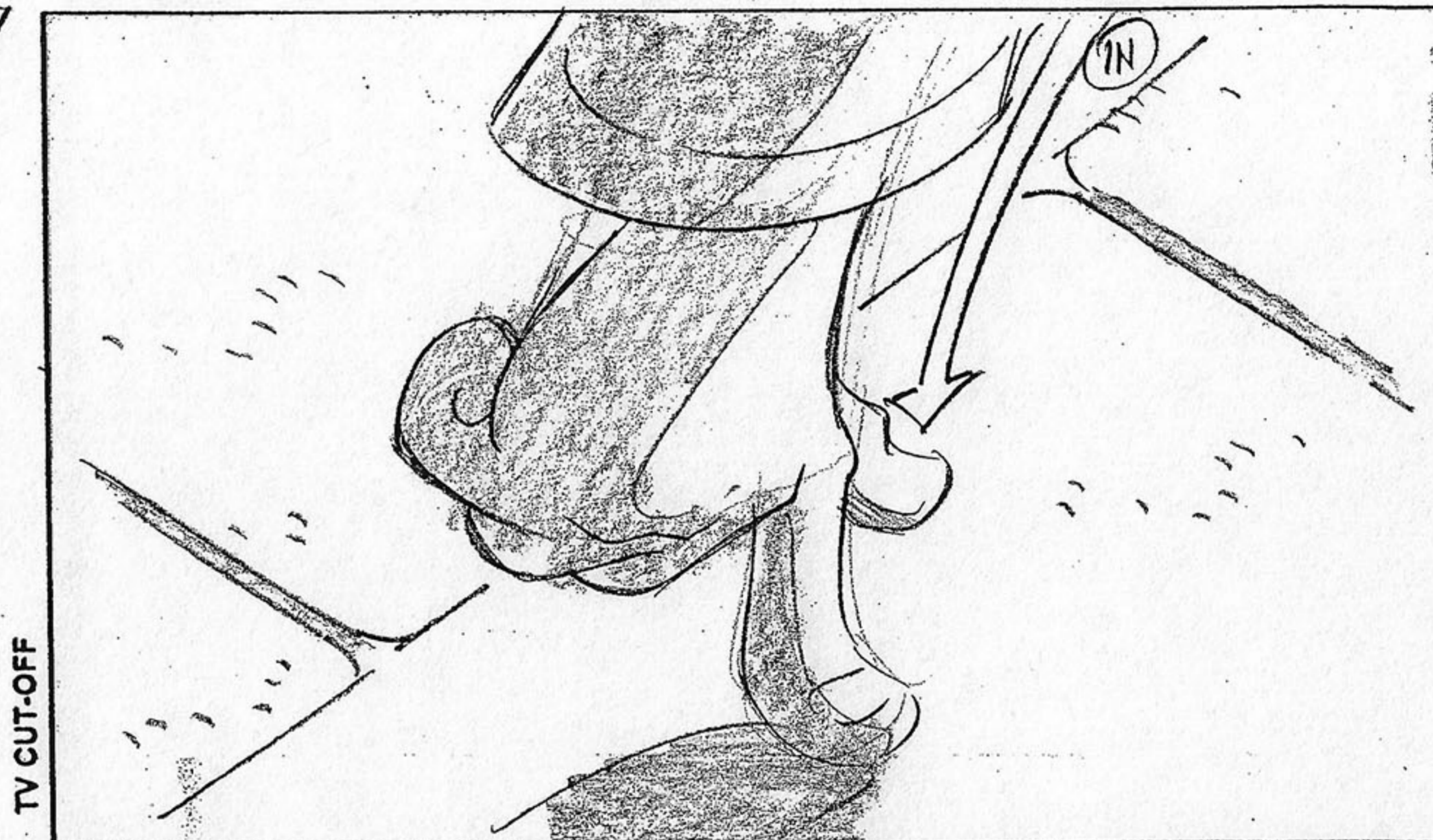
TIMING



H/U
▽

SCENE C80

B.G.



PANEL 1

Fung's hand drops to the ground - lands on one finger

(C80)

1^e

DX SHADOWS



16 : 9 Widescreen Format

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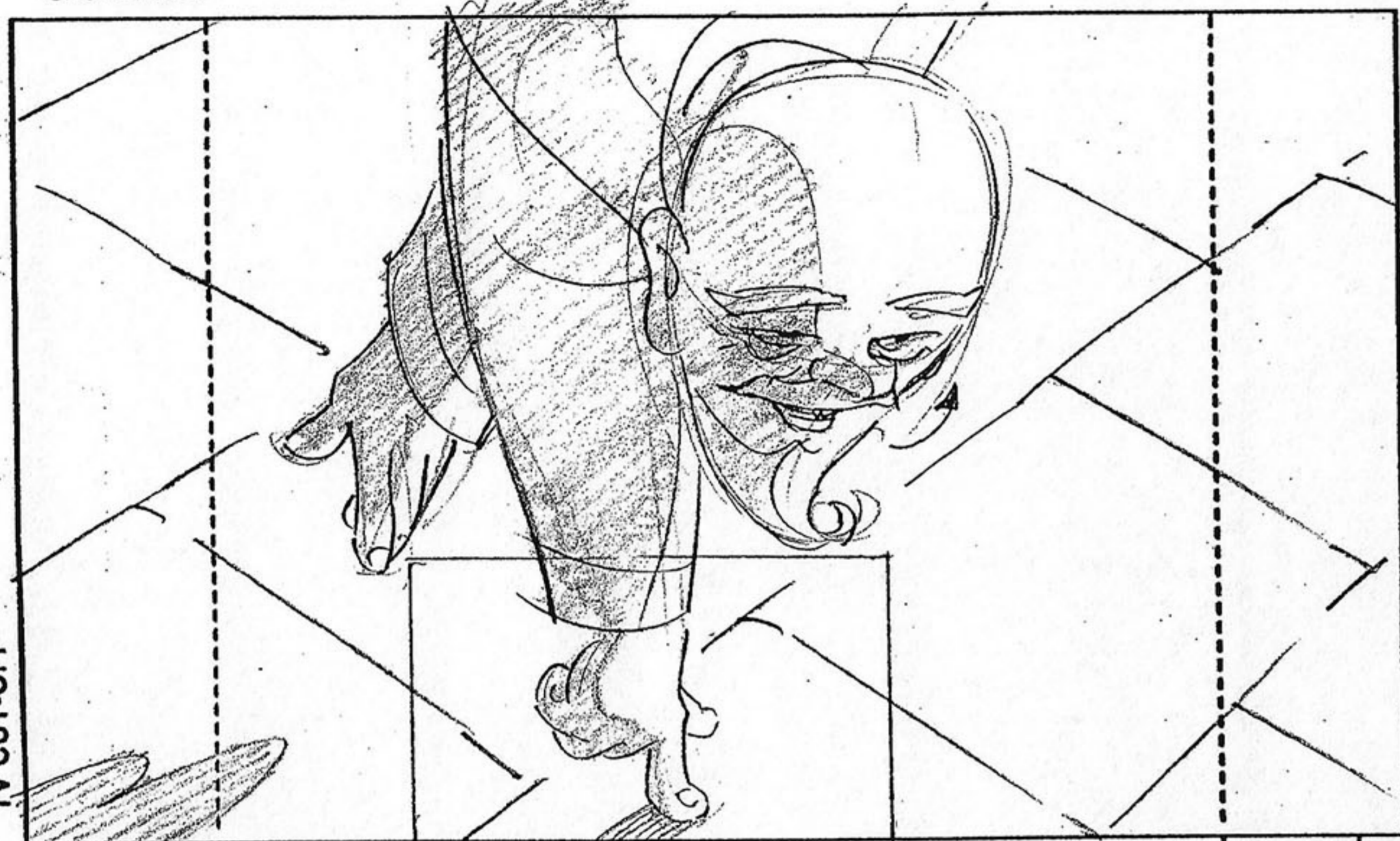
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SCENE C80 CONK

B.G.



TV CUT-OFF

PANEL 2

ACTION

TRUCK OUT to reveal Fung balancing— he looks up, smiling

DIAL

FUNG: It is difficult to do.

T.O.

TIMING

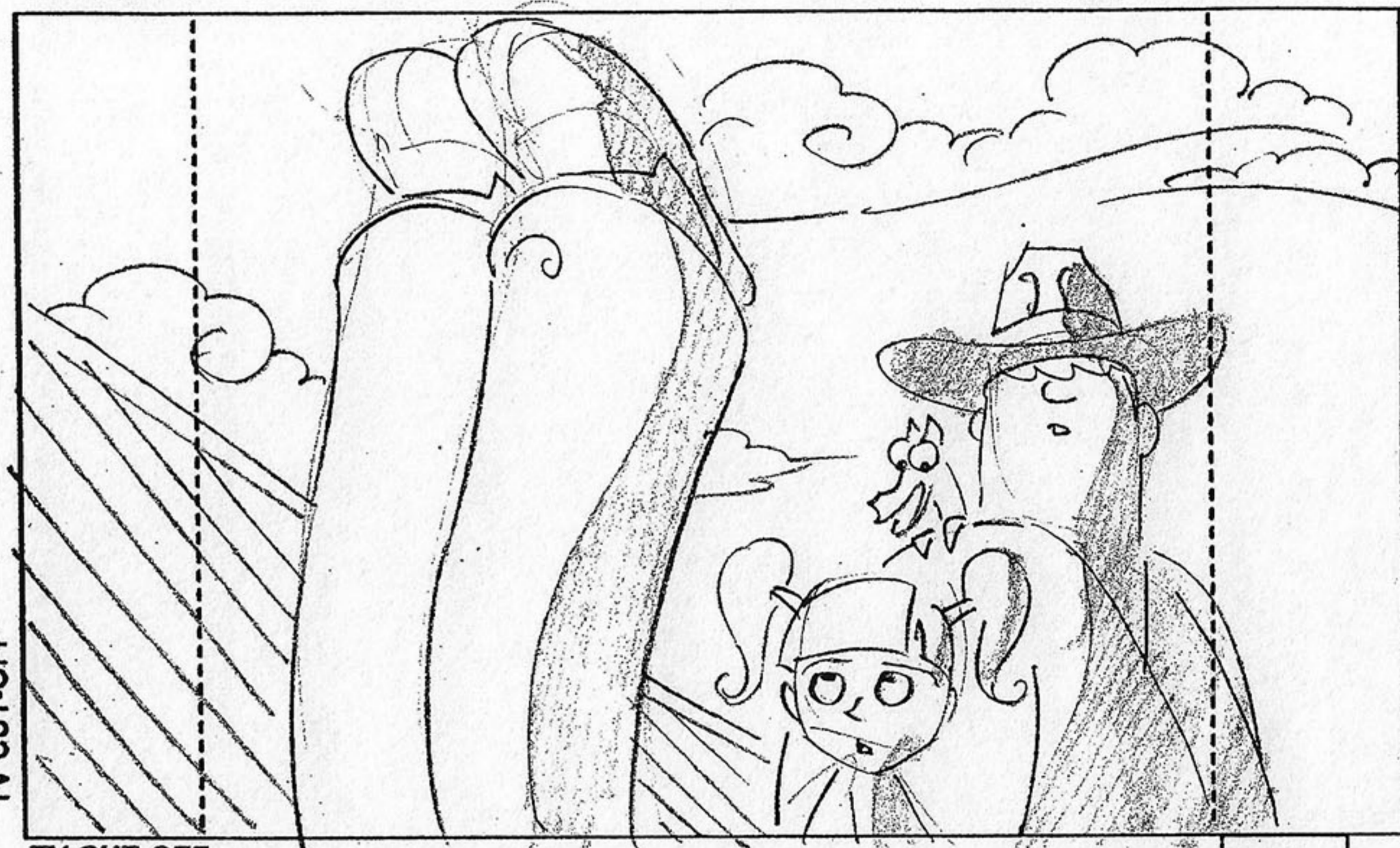
With DIAL 250

4x

DIAL 251

SCENE C81

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 1

Kim & Clay look at Fung's feet, impressed

(C81) DOJO: So where is the —

DX SHADOWS

16 : 9 Widescreen Format

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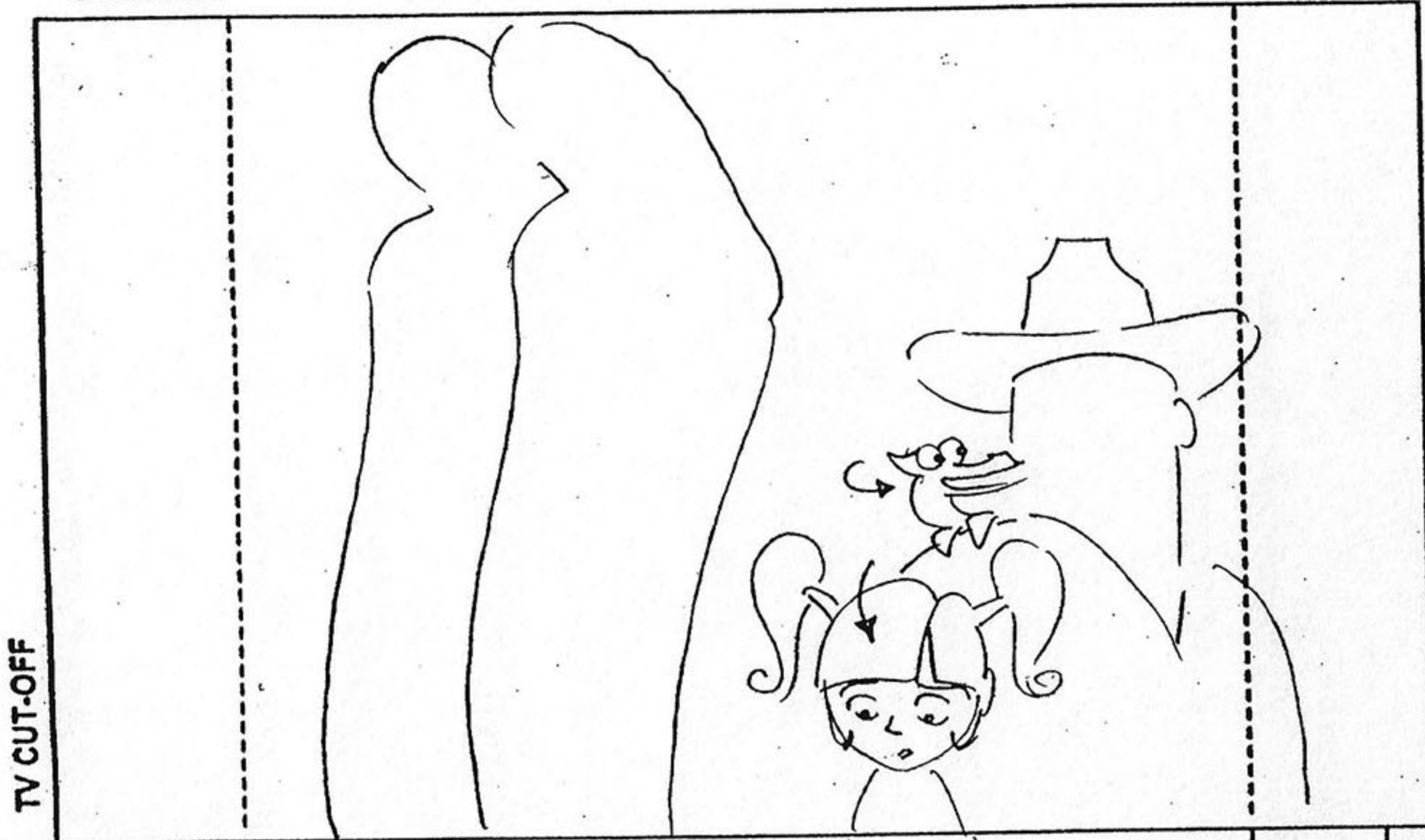
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SCENE C81 cont

B.G.



PANEL 2

SCENE C81 cont

B.G.



PANEL 3

ACTION

Dojo looks around

DIAL

little genius, anyway?

KIMIKO: Still studying, if you can believe it!

TIMING

Cont Dia 251

~~(4x)~~

Dia 252

(4x)

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H/U

SCENE C82

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

1

SCENE C82 CONT

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

2

ACTION

Close on Dojo & Clay

Clay shrugs

DIAL

CLAY: He wouldn't tell us
what it was —

— just that it was
very important.

TIMING

DX SHADOWS

16 : 9 Widescreen Format

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C82

DX
DIA 253



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SCENE C82 CON'T

B.G.



TV CUT-OFF

PANEL

3

ACTION

Dojo looks O.S, pursing his lips thoughtfully

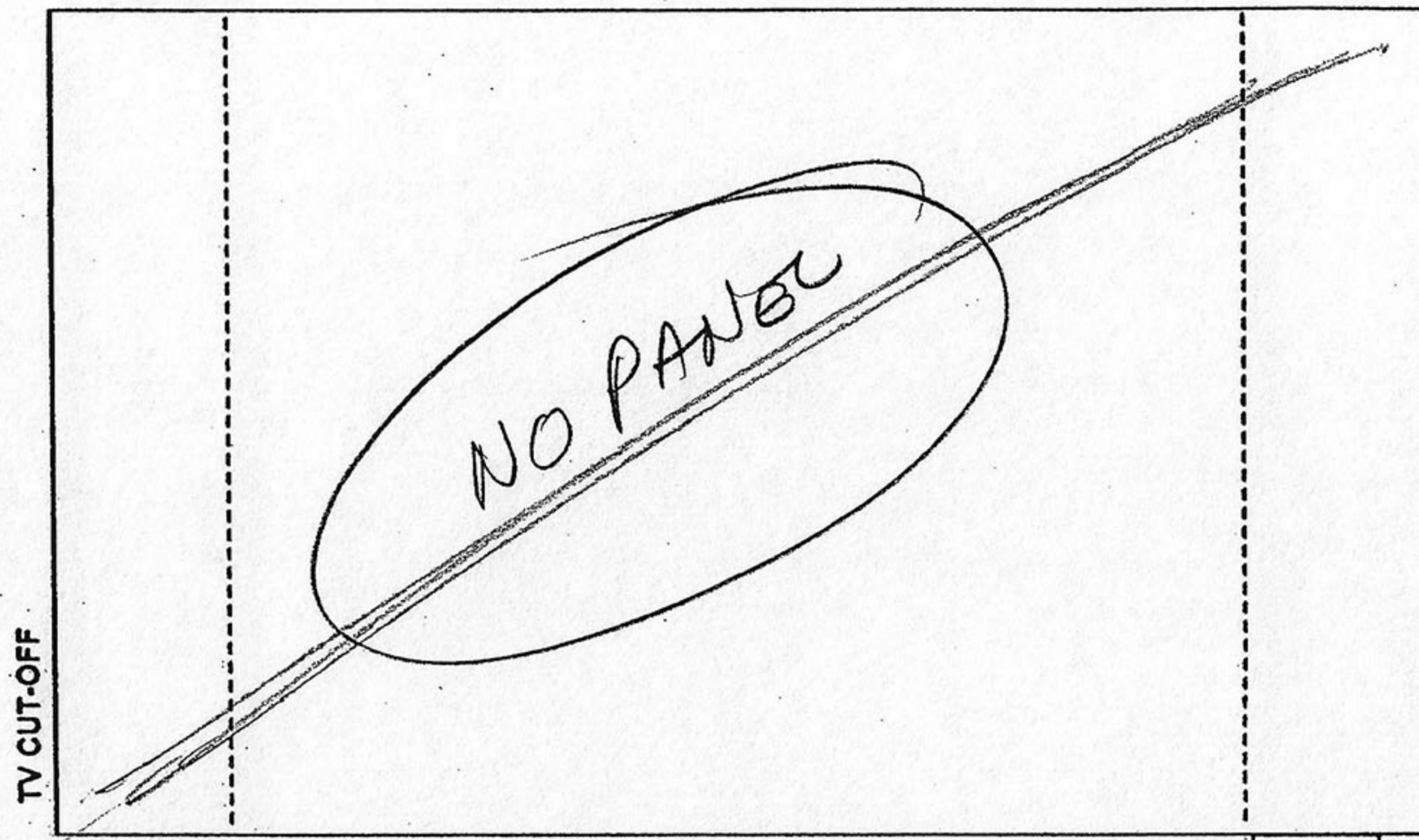
DIAL

TIMING

18

SCENE

B.G.



TV CUT-OFF

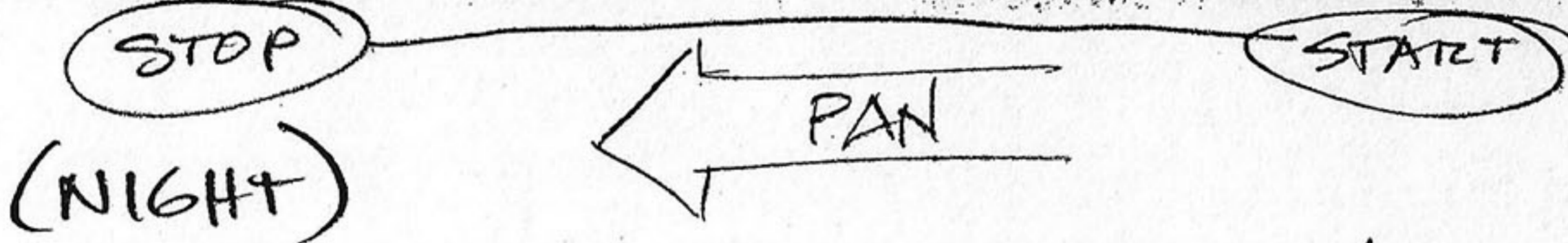
TV CUT-OFF

PANEL

16 : 9 Widescreen Format

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▽ C83

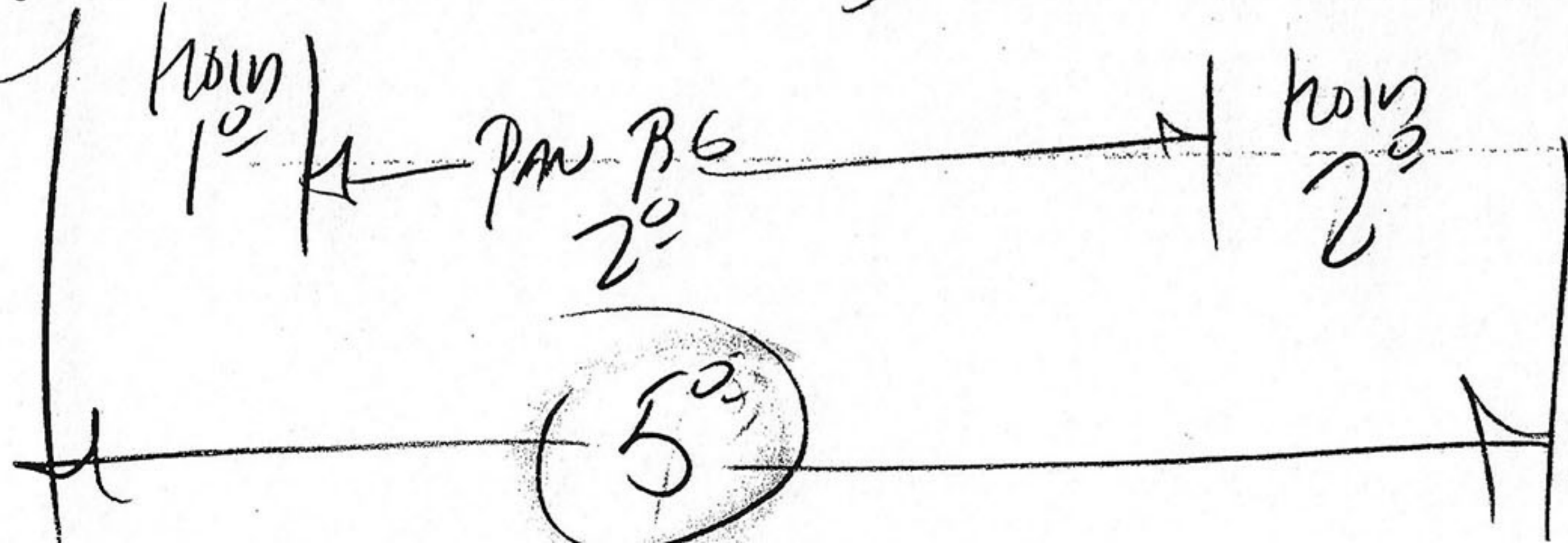


PAN across scroll room to see Rai reading - lit by flickering candles

DX SHADOWS

CANDLE FLAMES
BOY. LT YELLOW/ORANGE
DIFFUSED

C83





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H/U

SCENE C84

B.G.



PANEL 1

ACTION

ECU - Rai looks aside (eye & eyebrow movement only)

H/U

SCENE C85 - MATCH C83

B.G.



PANEL 1

Wide - Rai's eyes shift forward again

DIAL

C84

DX SHADOWS

C85

1

DX SHADOWS
CANDLE FLAME
BOT. LIT YELLOW/ORANGE
DIFFUSED

TIMING

1 - 2⁸

1⁴

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SCENE C85 CONT

B.G.



TV CUT-OFF

PANEL 2

ACTION

Rai suddenly PUNCHES into thin air

DIAL

OMI(VO): OW! (C86)

TIMING

4x

1 - DIAL 254

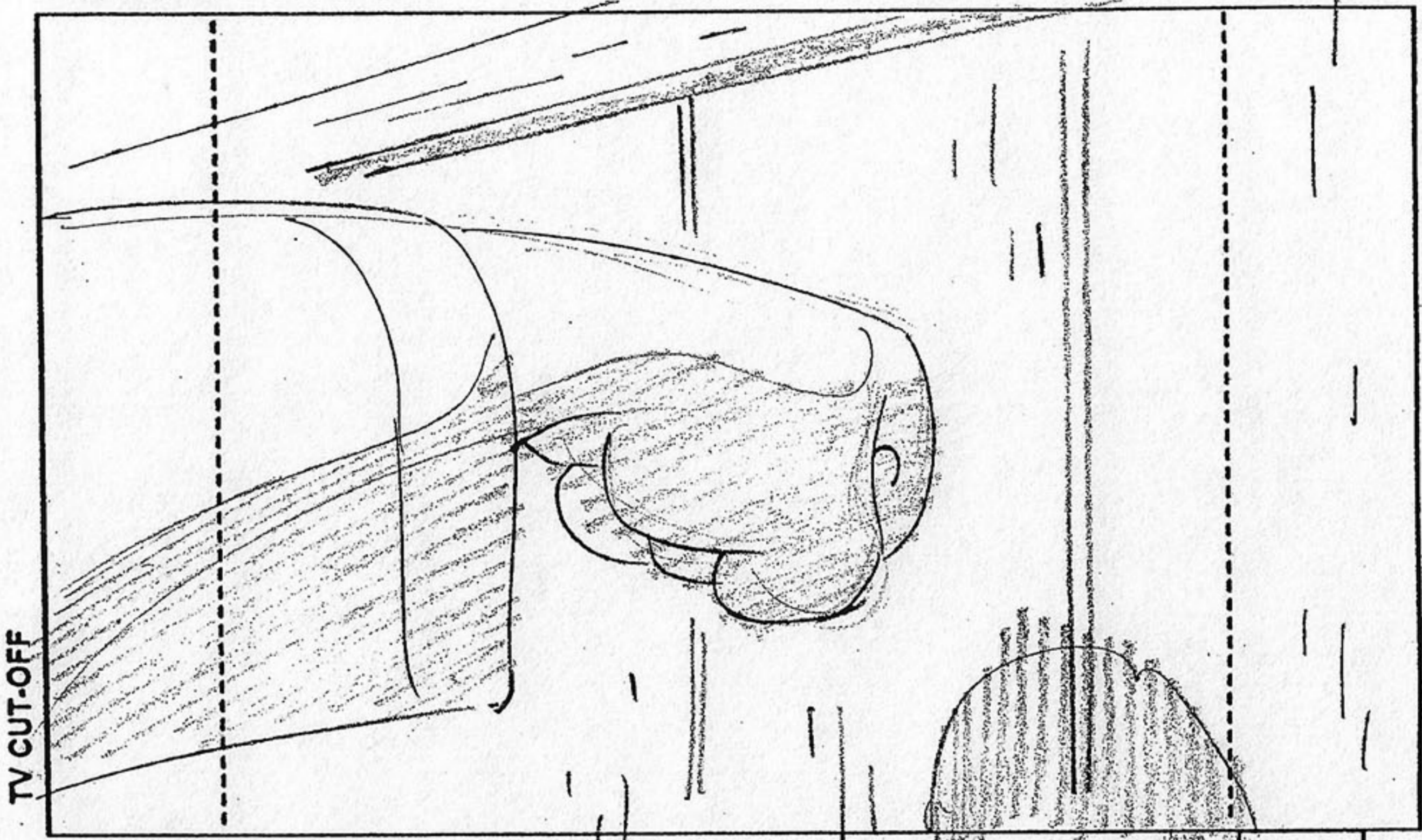
(4x)

2^o

H/U
▽

SCENE C86

B.G.



TV CUT-OFF

PANEL 1

Rai's fist pauses for a beat...

2^o DX SHADOWS

16 : 9 Widescreen Format

257305



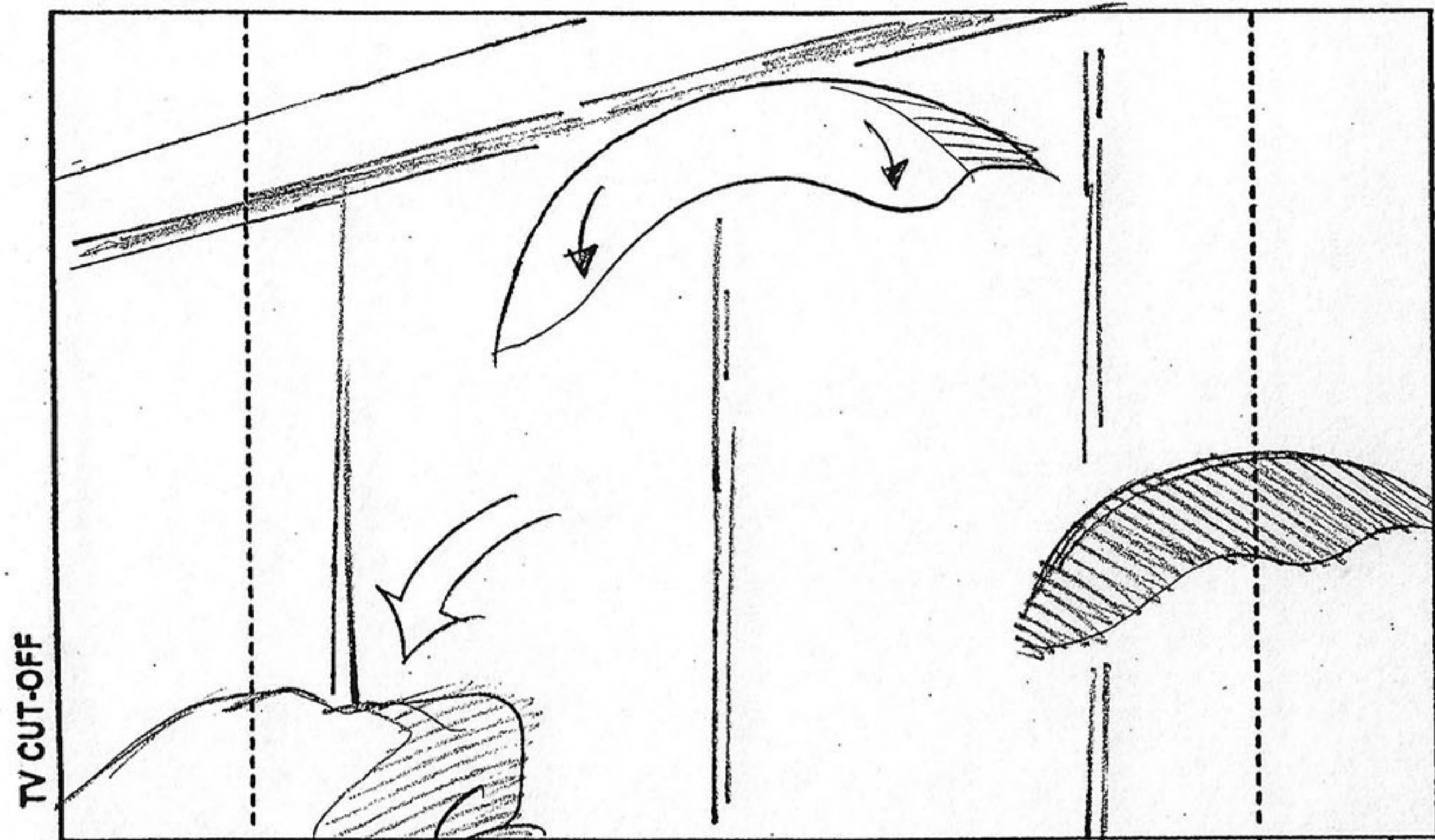
X I A O L I N SHOWDOWN

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SCENE C86 CONT

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

2

ACTION

... then drops O.S. as the top of Omi's head appears

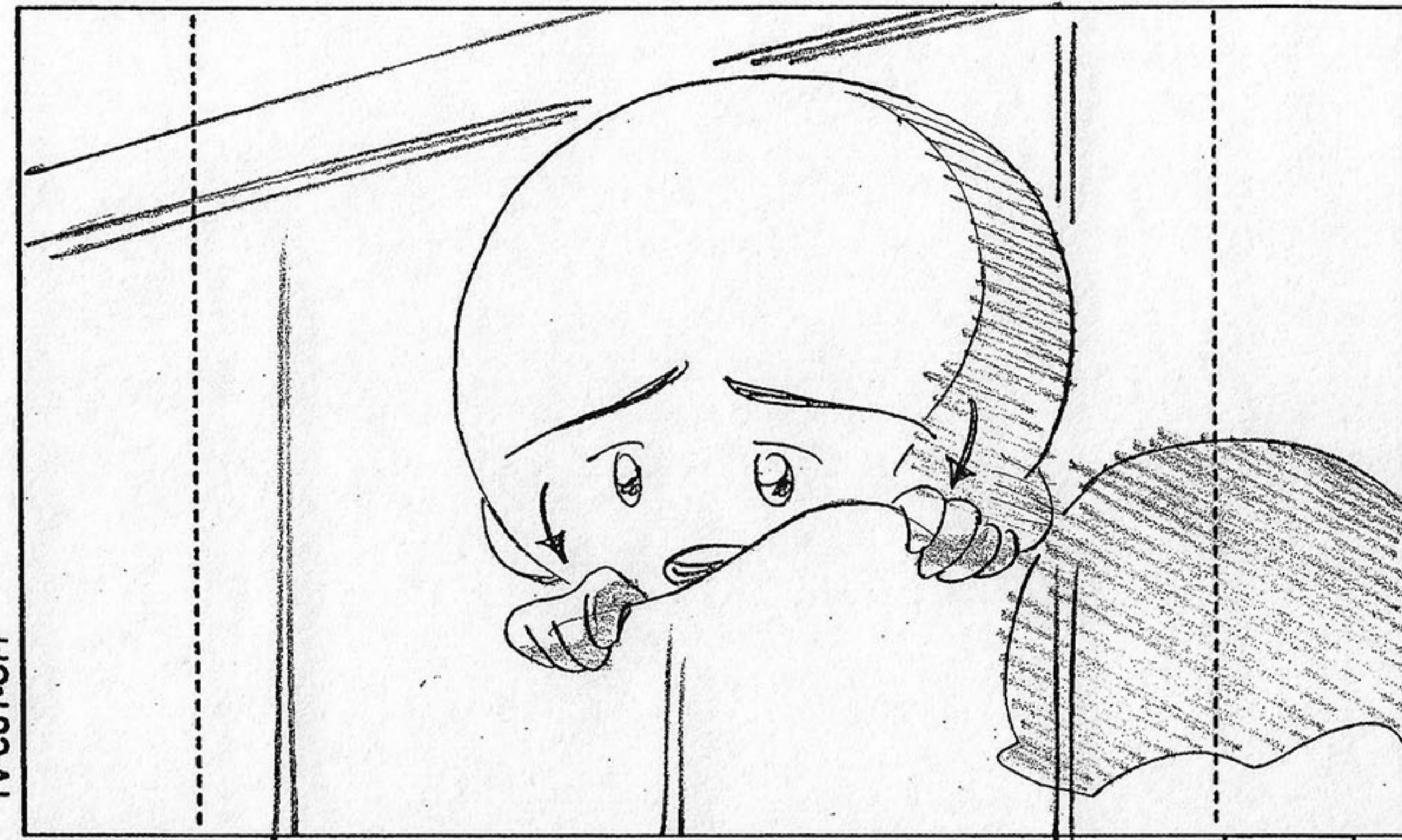
DIAL

(8x)

TIMING

SCENE C86 CONT

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

3

Omi peels off the shroud of shadows, revealing himself

Omi: How did you know—

→ (DIAL 255)

16 : 9 Widescreen Format

257305

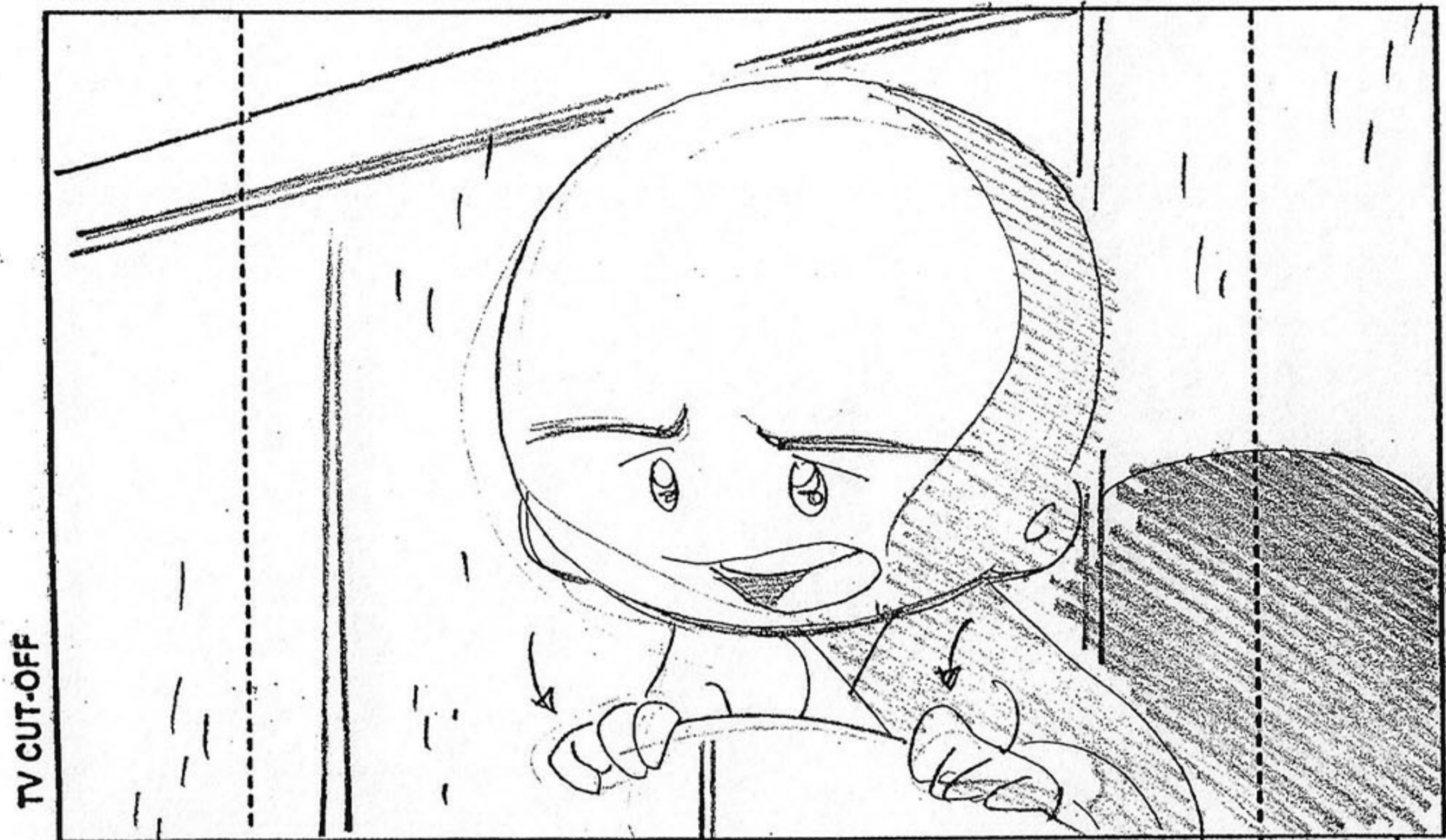


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SCENE C86 CONT

B.G.



PANEL 4

ACTION

Omi's body remains invisible below the edge of the shroud

DIAL

I was there?

TIMING

COM DIA 255

(4x)

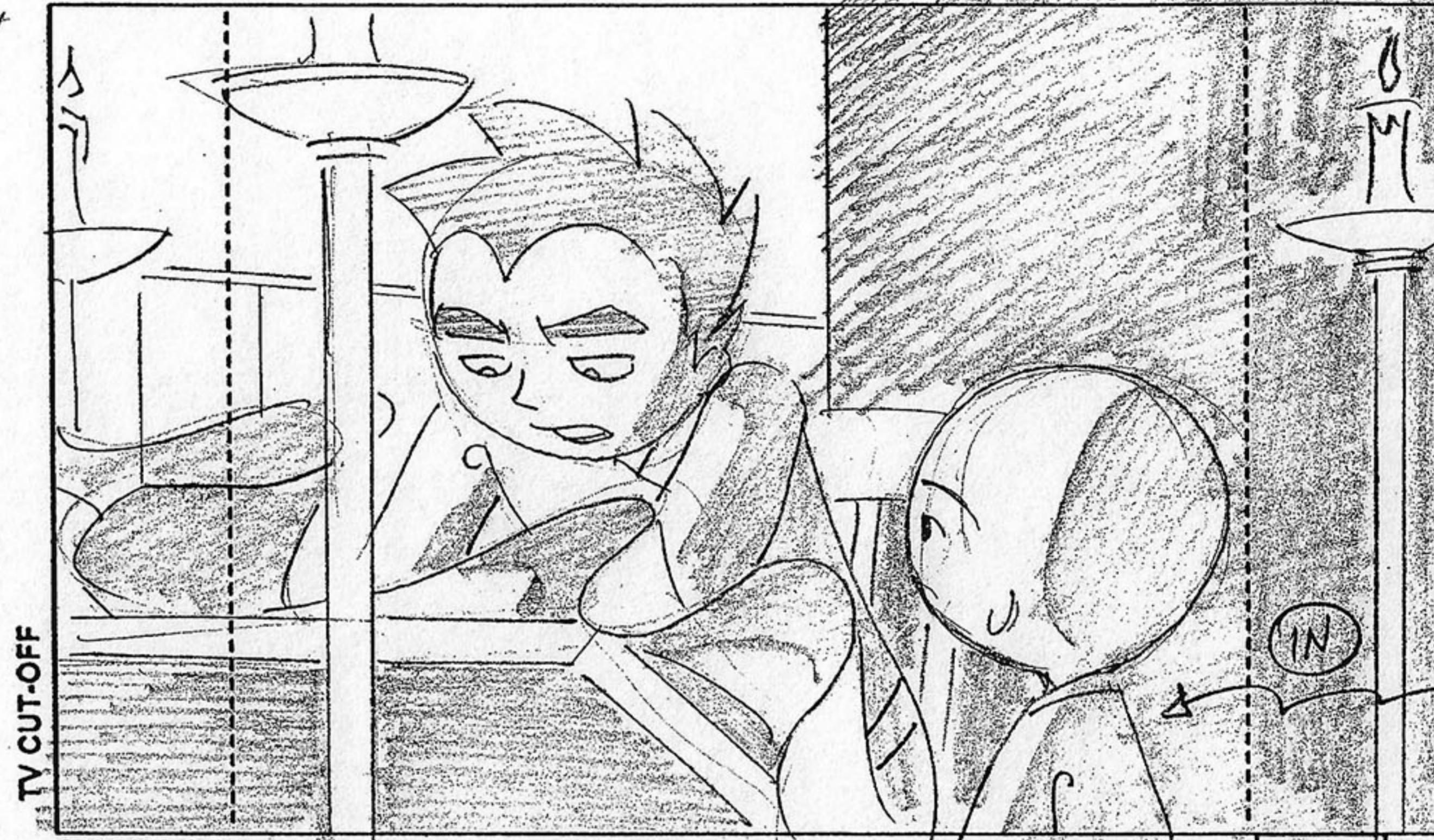
(4x)

4

DIA 256

SCENE C87

B.G.



PANEL 1

Omi walks over to Rai, reading the scroll.

RAI: It's the shroud of shadows, not the shroud of silence.

DX SHADOWS

CANDLE FLAME
BOT. LT YELLOW/ORANGE
DIFFUSED

16:9 Widescreen Format

257305



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SCENE C87 CONT

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

2

SCENE C87 CONT

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

3

ACTION

Rai looks aside at Omi

DIAL

You breathe through your mouth, dude.

TIMING

CONT DIA 256

8x

DIA 257

16 : 9 Widescreen Format

257305



X I A O L I N SHOWDOWN

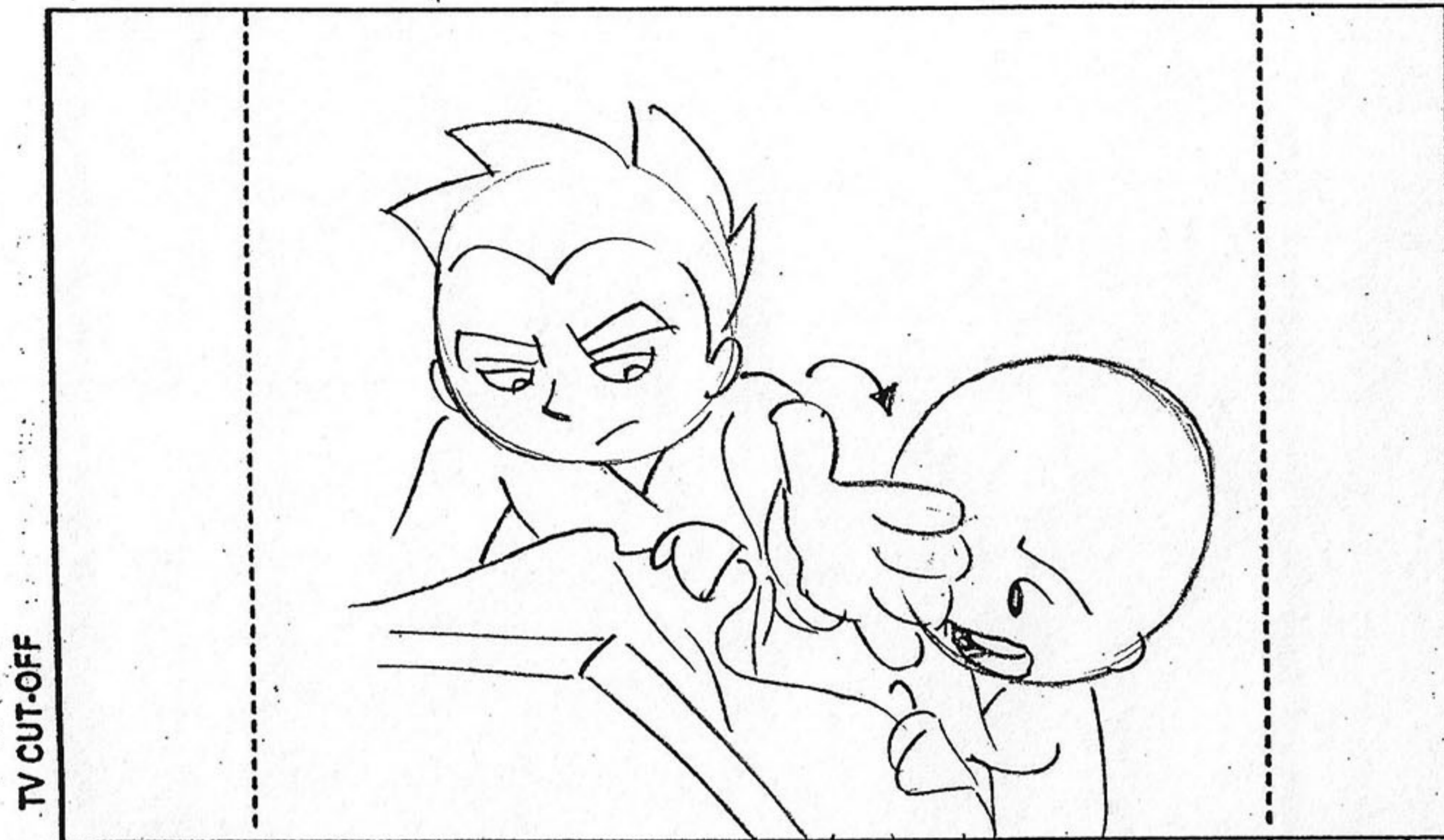
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PAGE C175

SCENE C87 CONT

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

4

ACTION

Raimundo, annoyed,
reaches for the scroll

DIAL

- are studying!

TIMING

Cont DIAL 257

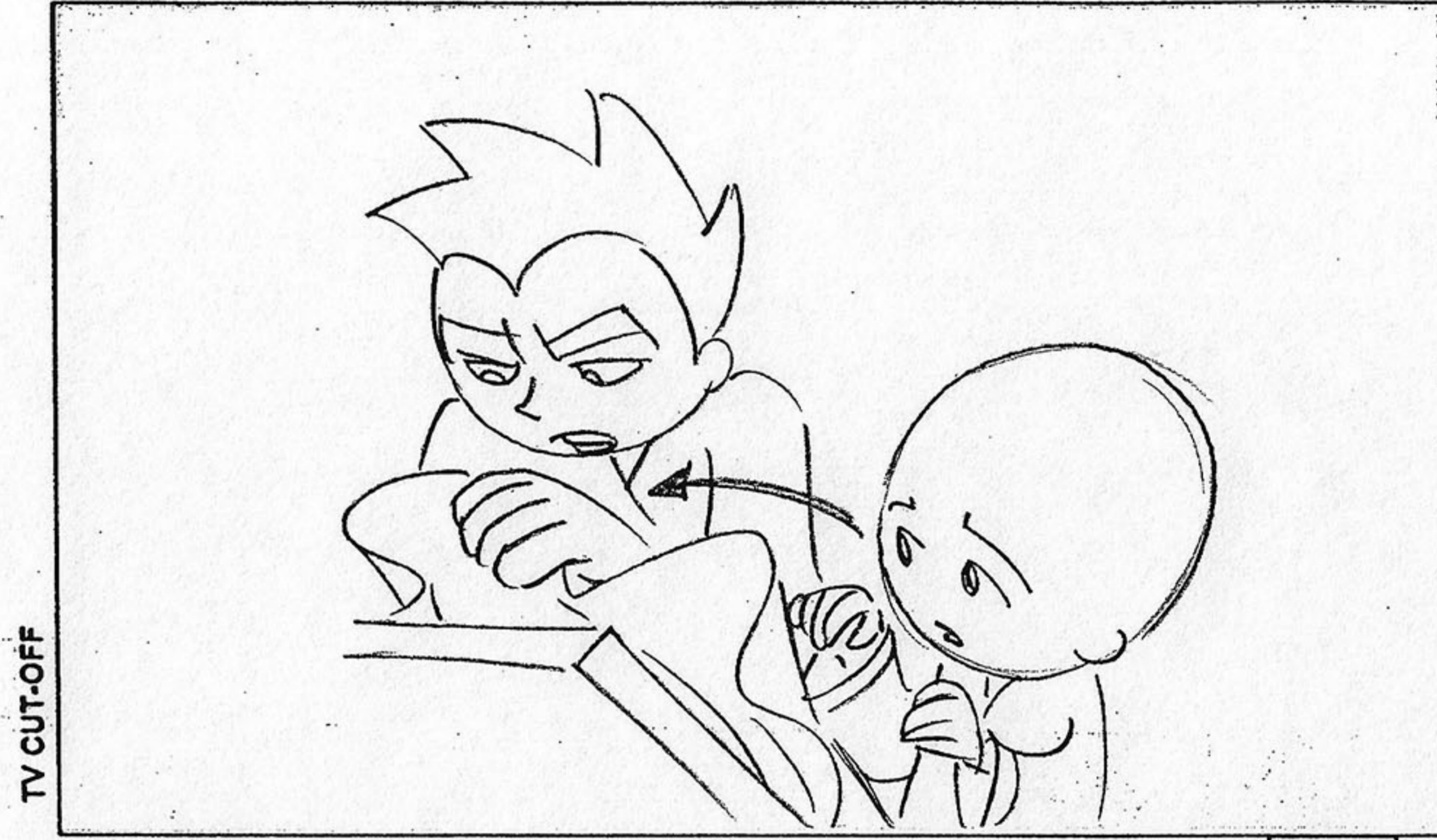
4x1

DIAL 258

8x

SCENE C87 CONT

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

5

He pulls it away from Omi

RAI: No!

16 : 9 Widescreen Format

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PAGE C176

H/U
▽

SCENE C88

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 1

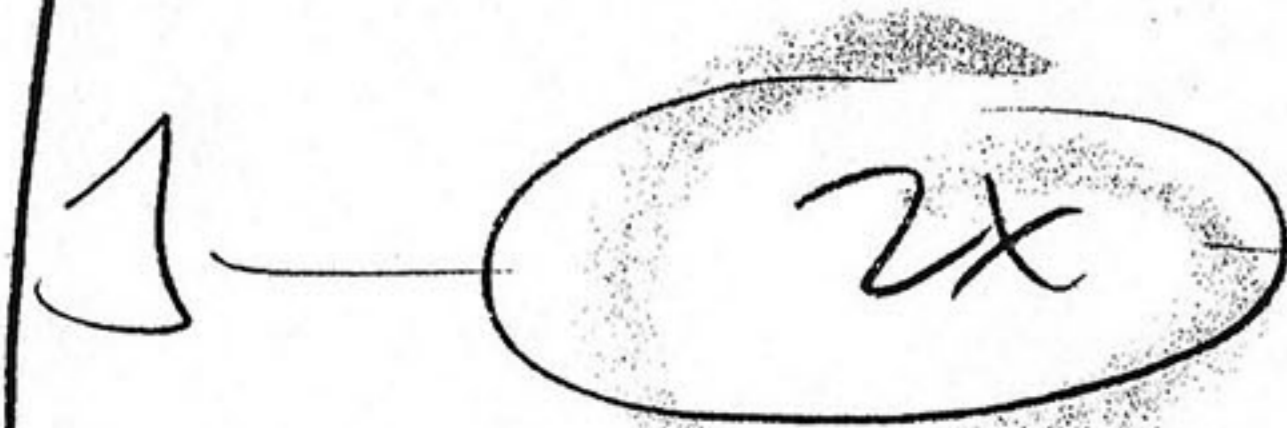
ACTION

Rai moves the scroll over on his desk
START POSE SHOWN - NO HOLD

DIAL

C88 2x

TIMING



SCENE C88 CONT

B.G.



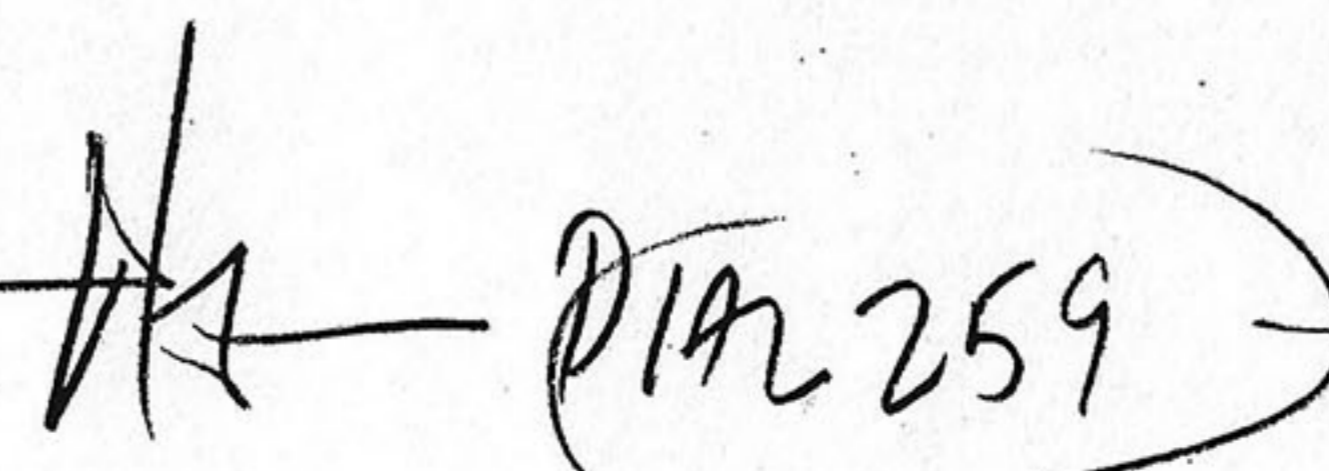
TV CUT-OFF

TV CUT-OFF

PANEL 2

Omi JUMPS UP from below camera, then drops O.S.

Omi: Please!



16 : 9 Widescreen Format

257305



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SCENE C88 CON'T

B.G.



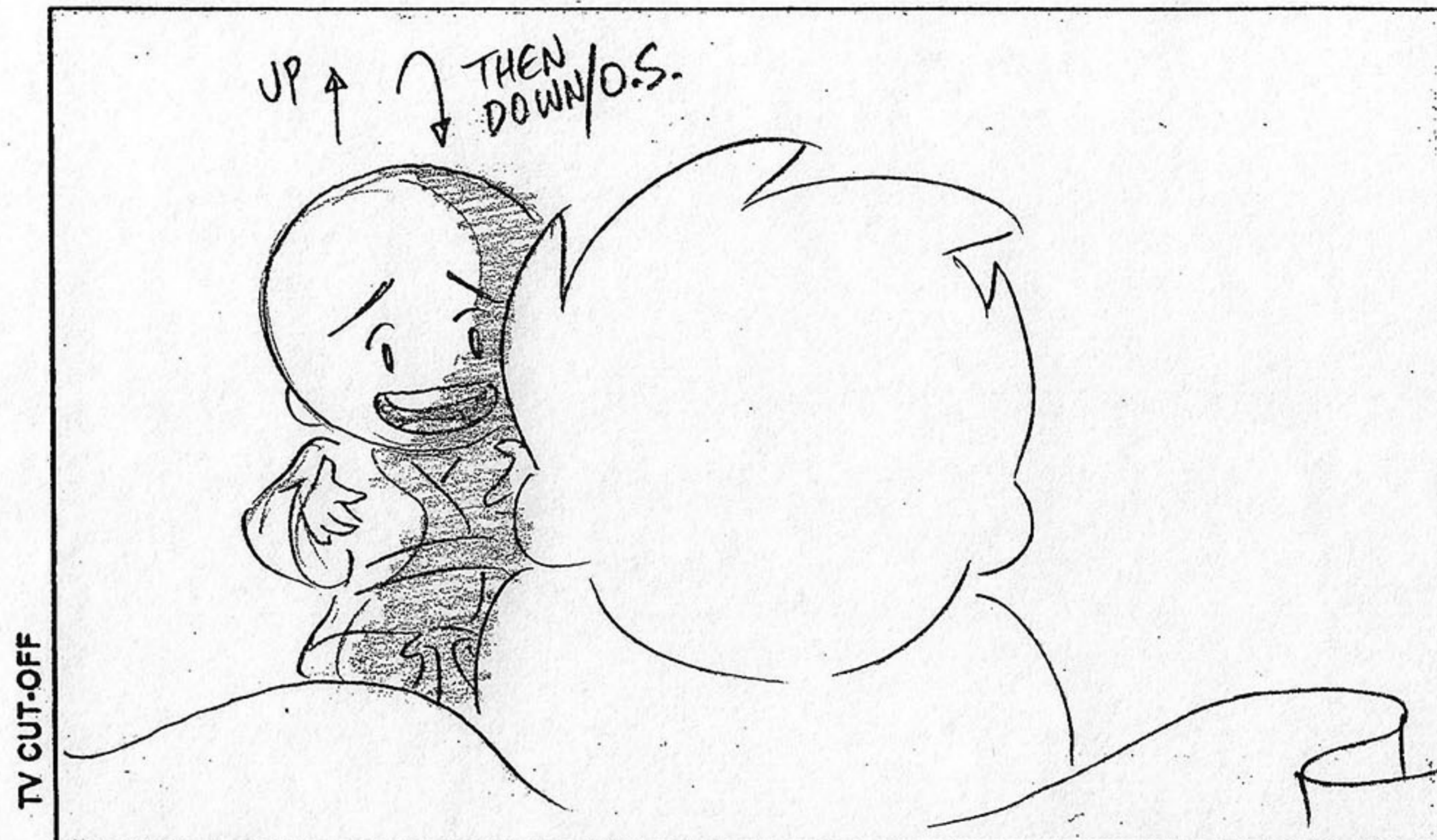
PANEL 3

ACTION

Repeat action from the other side.

SCENE C88 CON'T

B.G.



PANEL 4

DIAL

I will acknowledge you— Pause 10 —as the expert!

TIMING

Cont Dial 259

10

Cont Dial 259

16 : 9 Widescreen Format

257305



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SCENE C88 CON'T

B.G.



ACTION

Omi's head peeks up from behind Rai

DIAL

RAI: I'm the expert —

TIMING

1x (DIA 260)

SCENE C88 CON'T

B.G.



Rai glances aside.

— anyway. Nope

16:9 Widescreen Format

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PAGE C179

SCENE C88 CONT

B.G.



TV CUT-OFF

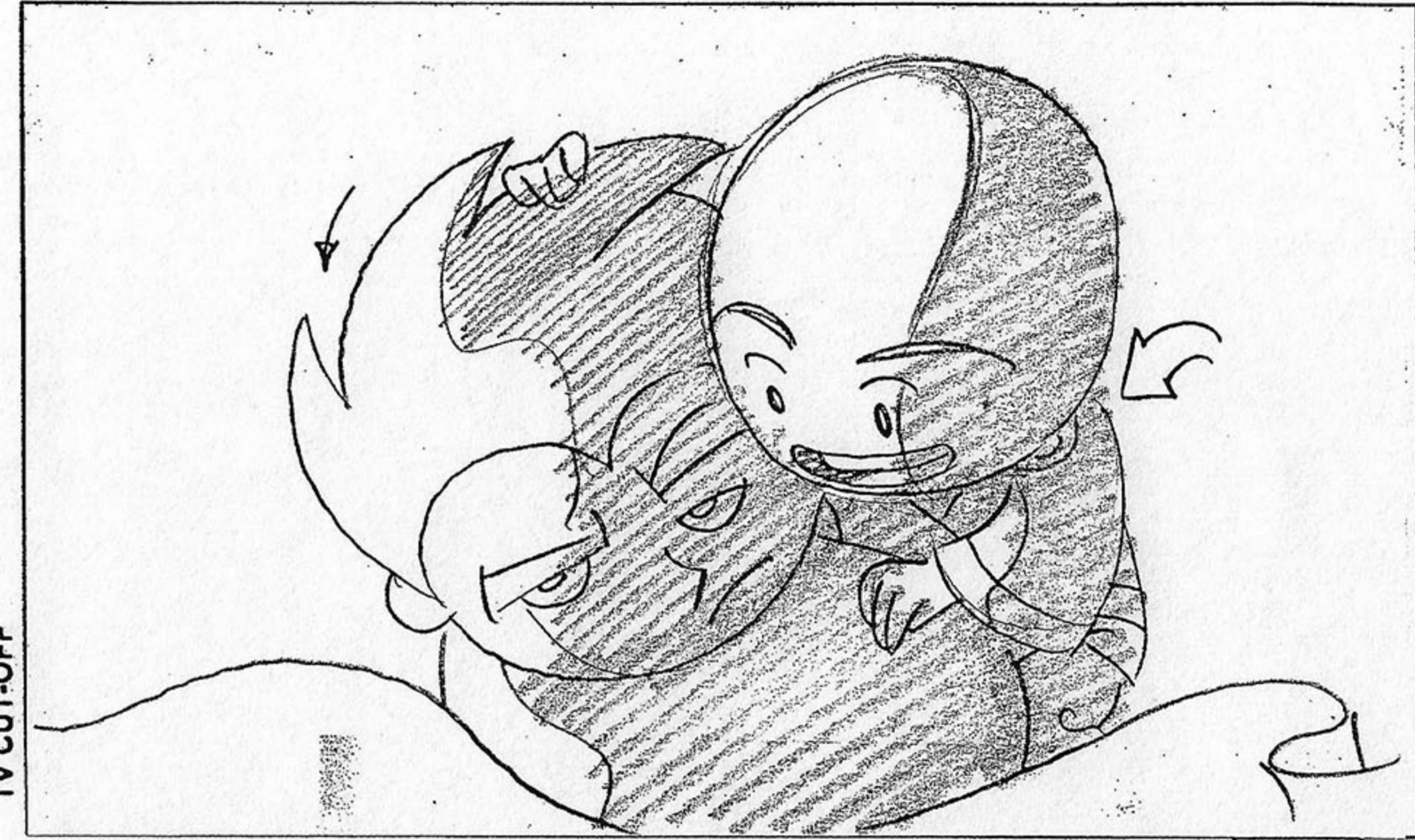
TV CUT-OFF

PANEL

7

SCENE C88 CONT

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

8

ACTION

Omi climbs onto Rai's shoulder...

DIAL

Omi: Will you at least give —————

... and looks down at him

— me a hint as to the nature of your study?

TIMING

(DIA 261)

16 : 9 Widescreen Format

257305



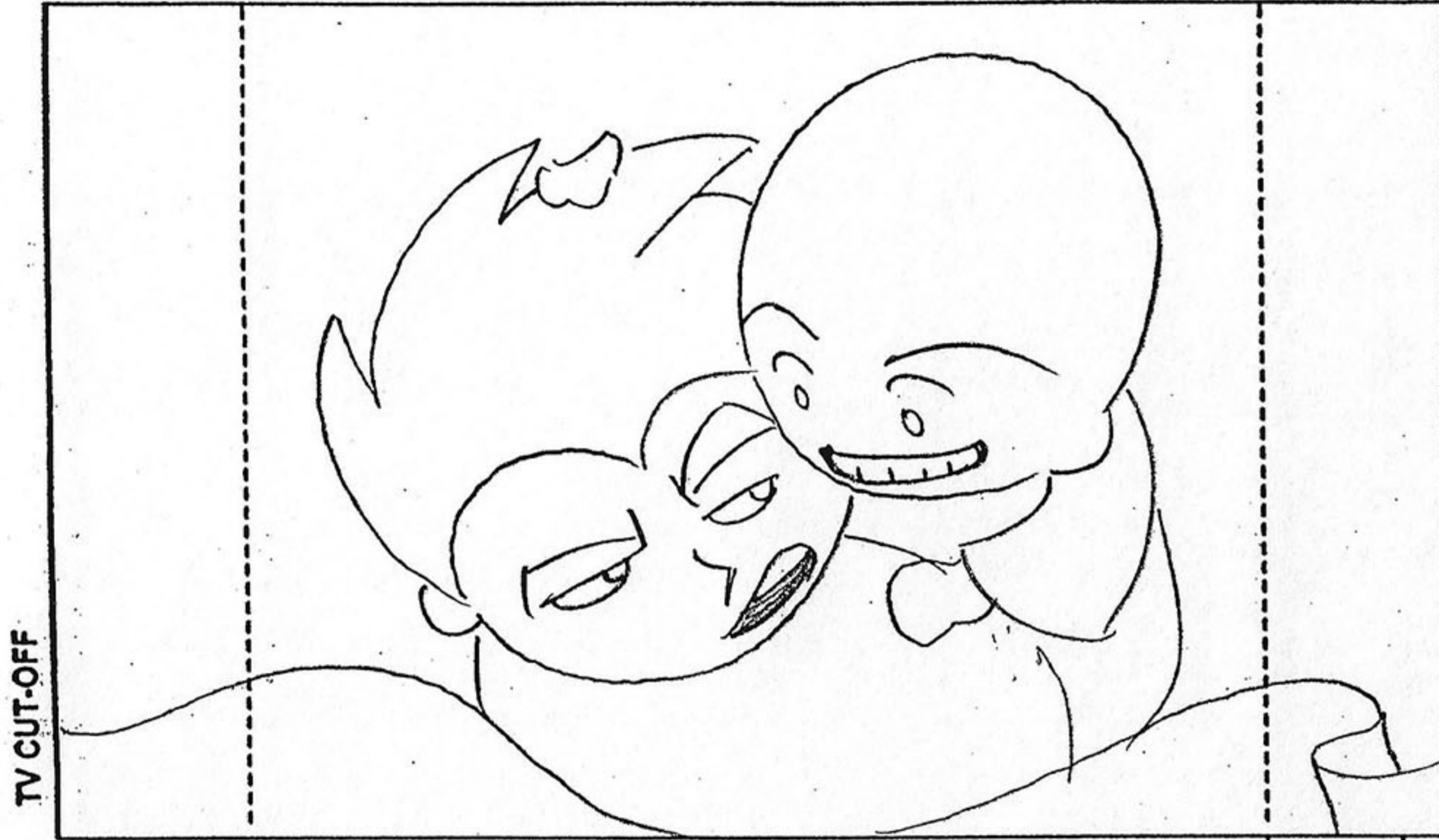
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SCENE C88 CON'T

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

9

ACTION

Rai looks up at Omi

DIAL

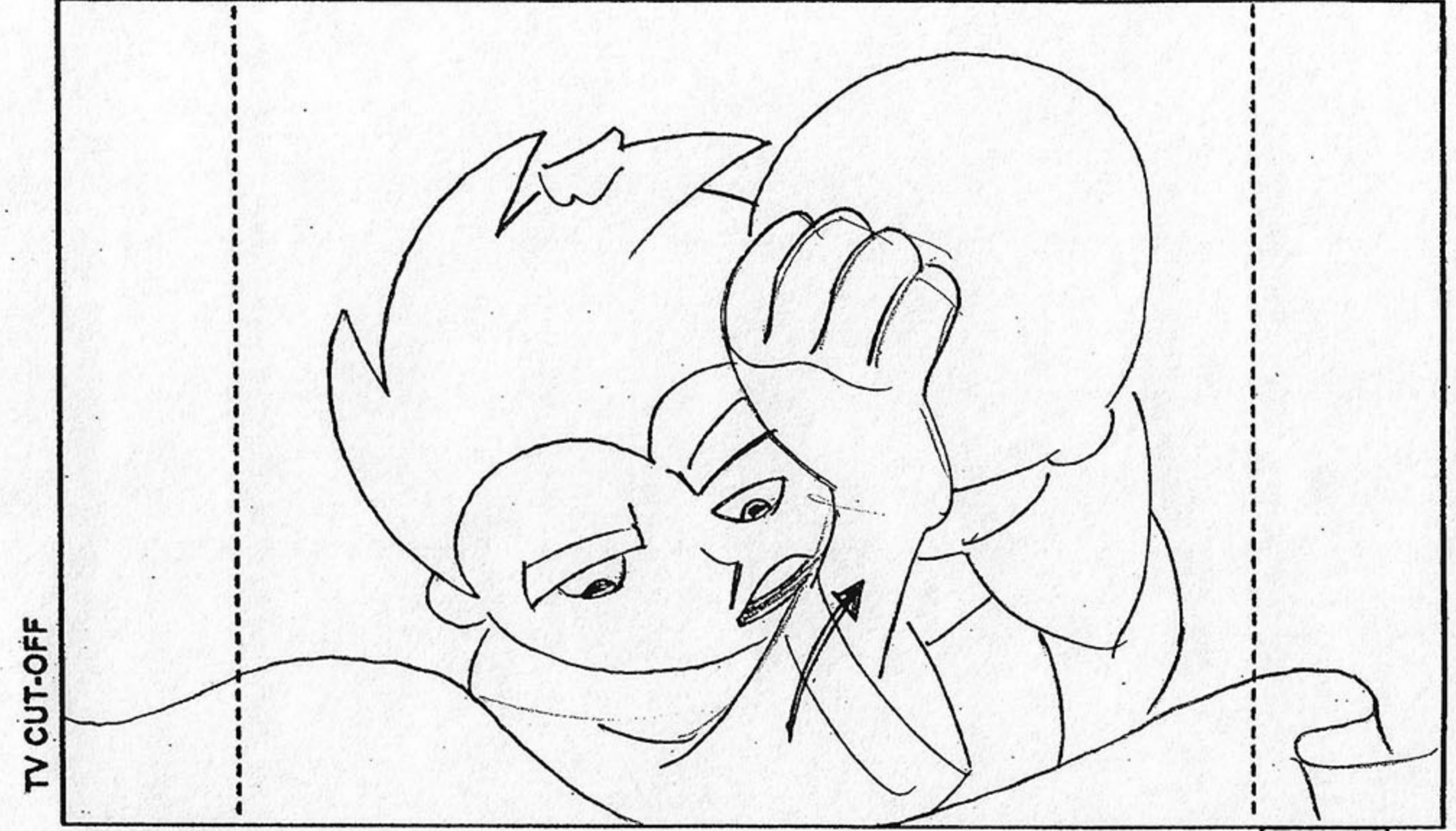
RAI: Let's just say I'm studying for future challenges.

TIMING

263

SCENE C88 CON'T

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

10

Rai plants his hand on Omi's face...

- future challenges.

16 : 9 Widescreen Format

257305



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SCENE C88 CON'T

B.G.



PANEL 11

ACTION

...and pushes him away.

DIAL

8x

TIMING

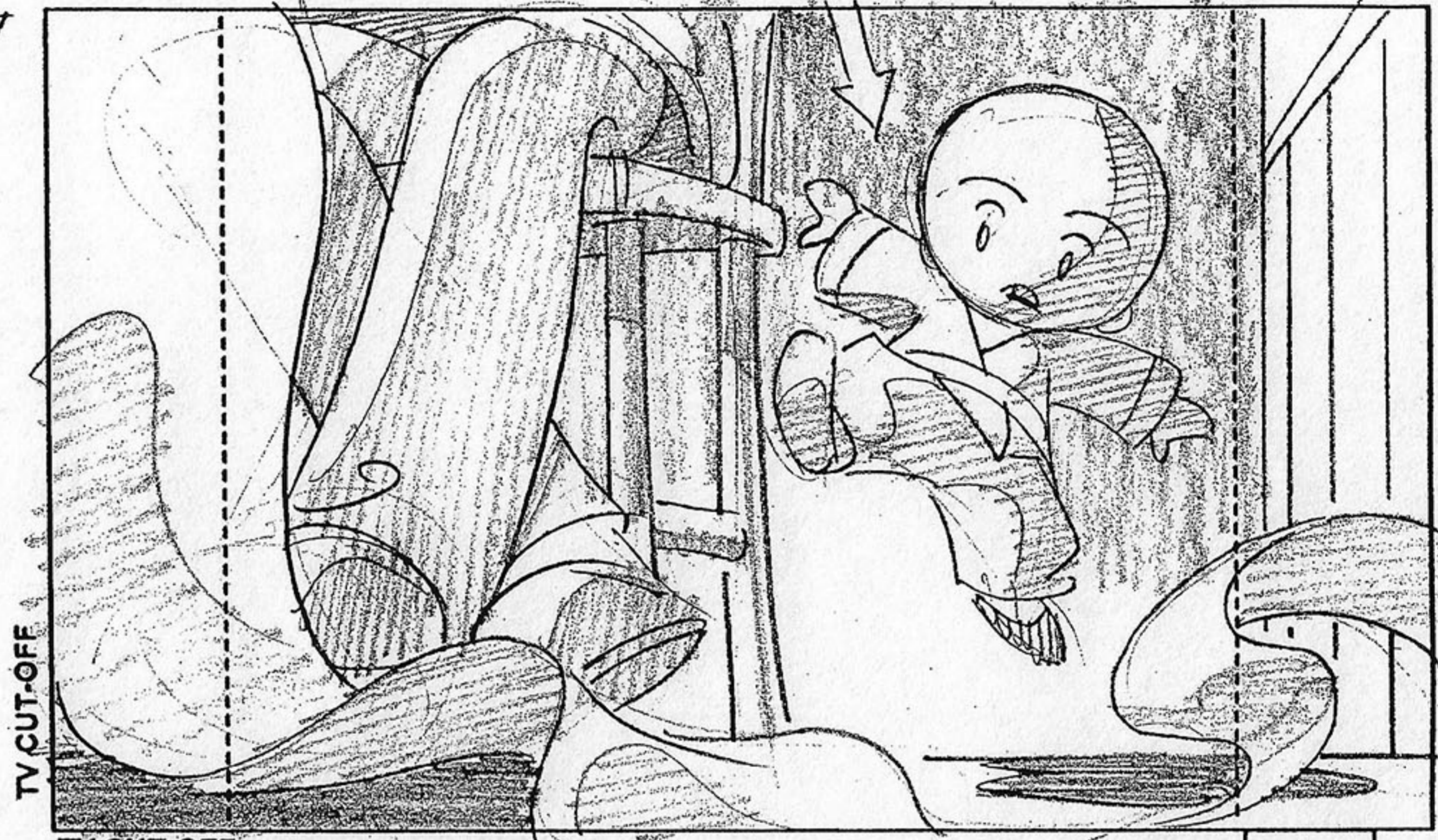
8x

H/U

SCENE C89

IN

B.G.



PANEL 1

Omi drops backward —

C89

8x

DX SHADOWS

64

16 : 9 Widescreen Format

257305



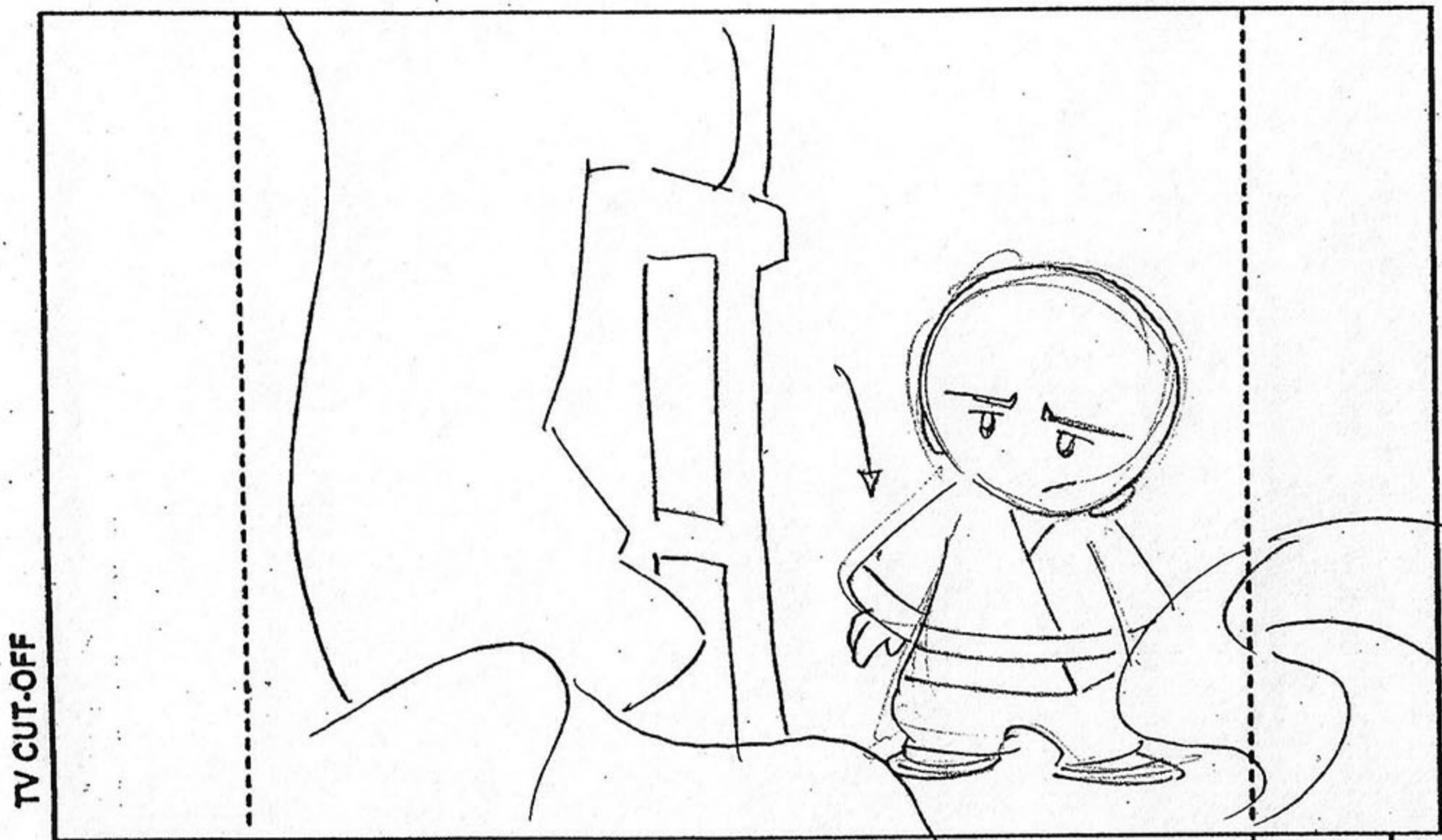
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SCENE C89 CONT

B.G.



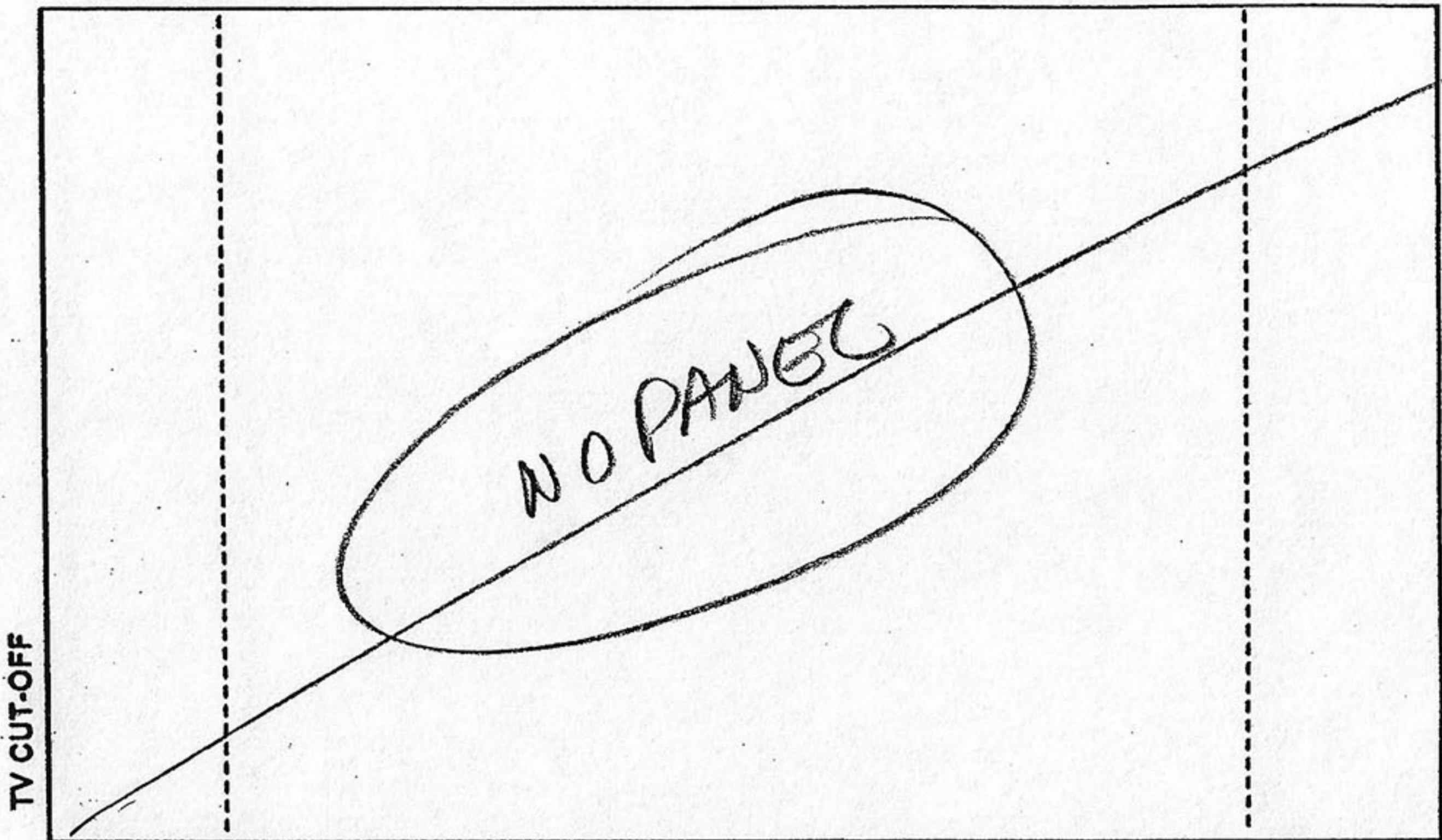
TV CUT-OFF

PANEL

2

SCENE

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

3

ACTION

He lands, disappointed

DIAL

10

TIMING

16 : 9 Widescreen Format

257305



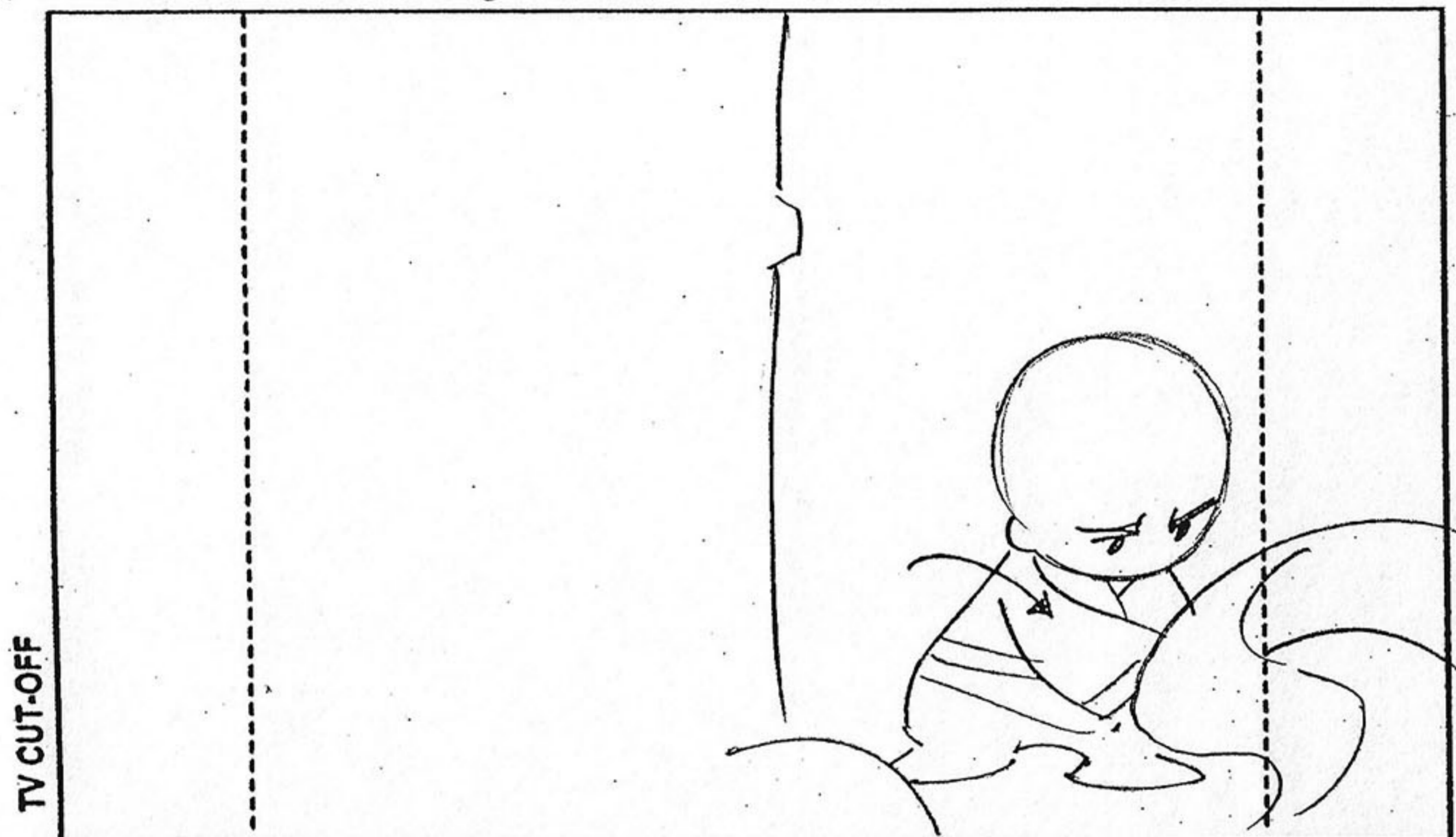
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SCENE C89 CONT

B.G.



TV CUT-OFF

PANEL 3

ACTION

Omi reaches down to pick up the invisible Shroud of Shadows

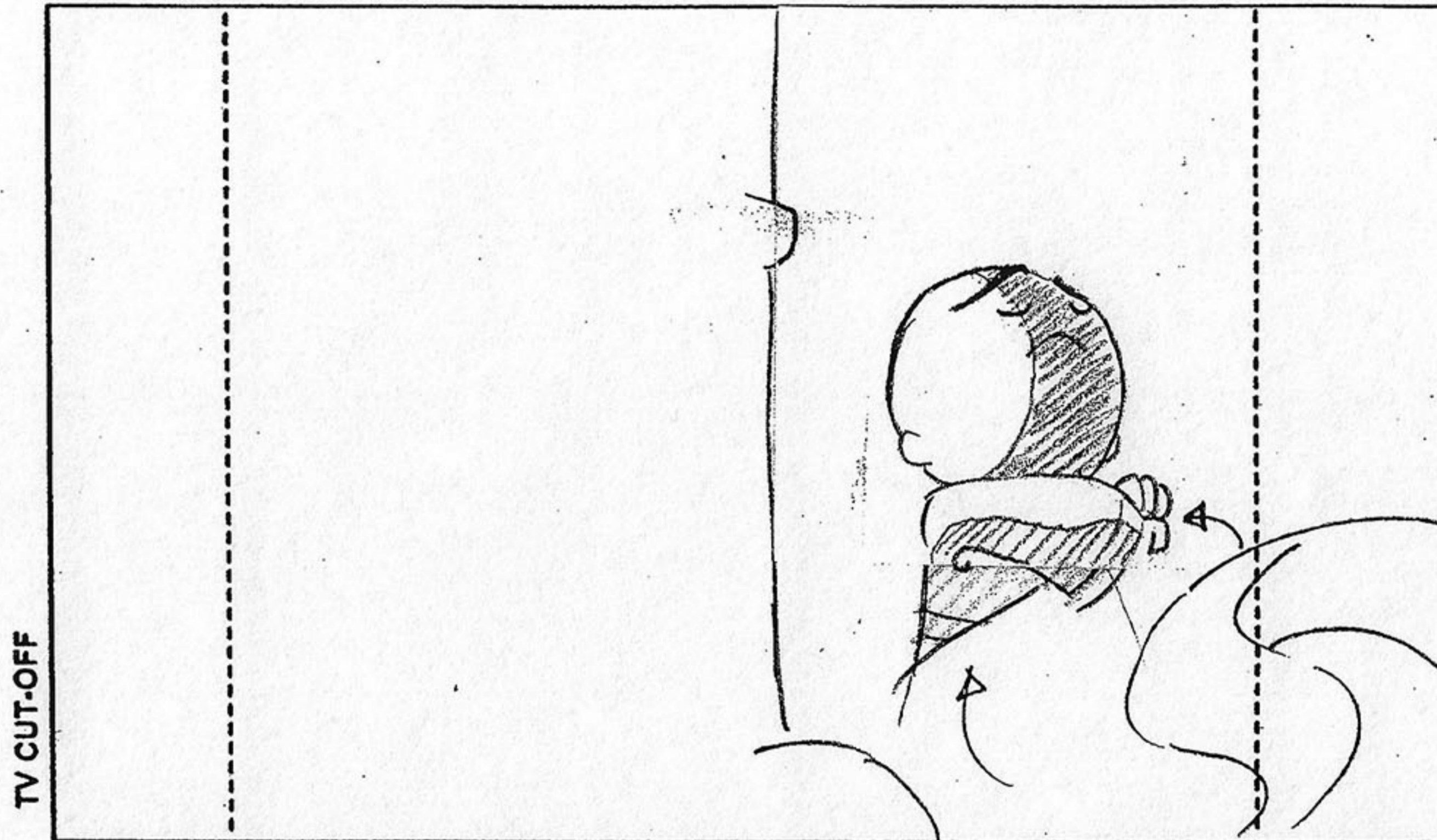
DIAL

(12x)

TIMING

SCENE C89 CONT

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 4

He pulls it around himself - his body turns invisible

10

16 : 9 Widescreen Format

257305



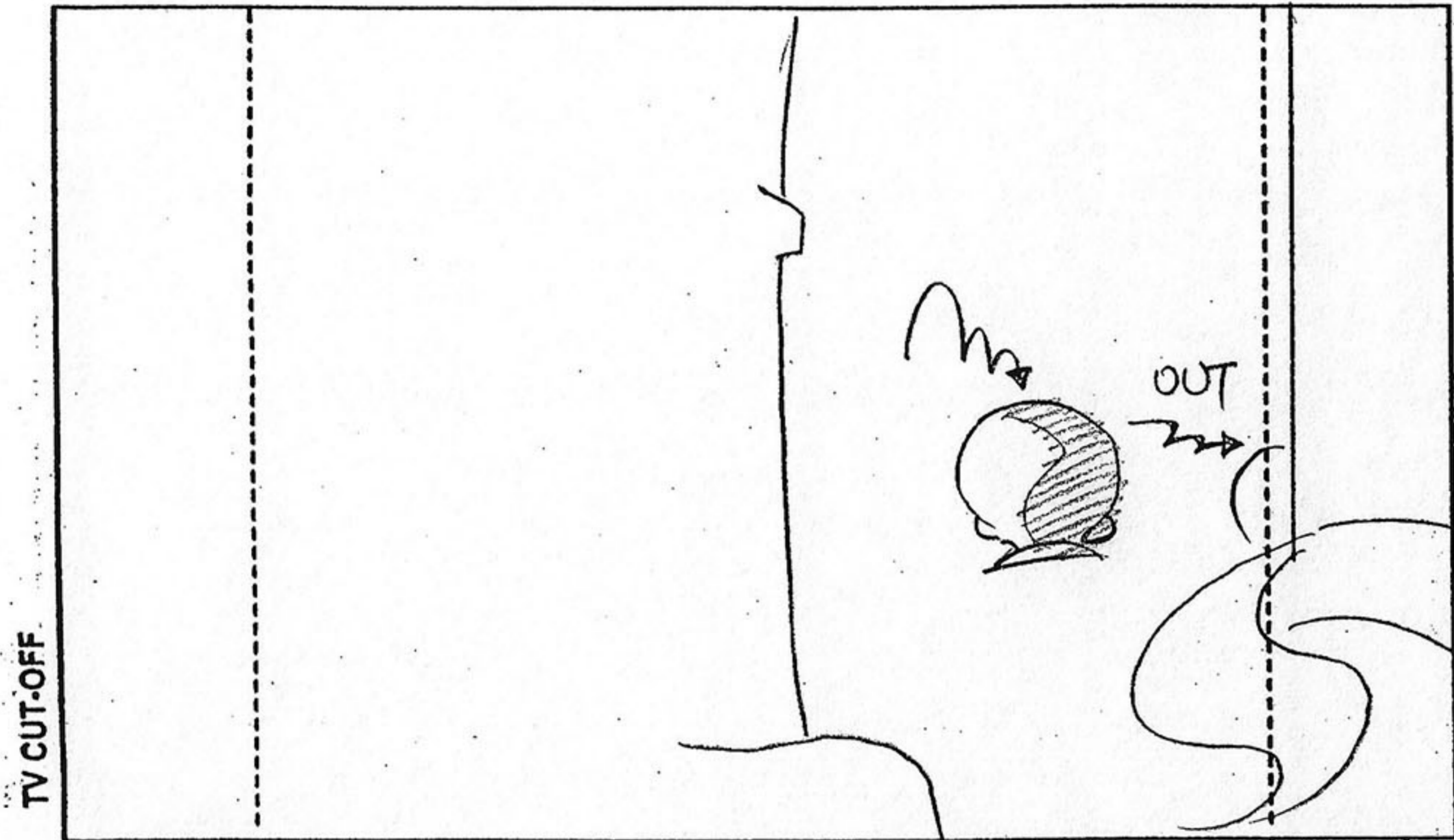
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SCENE C89 CONT

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

5

ACTION

With only his head and neck visible, Omi walks away and O.S.

DIAL

3^o

TIMING

SCENE C90 (MATCH C88)

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

1

On Rai, smiling to himself

16 : 9 Widescreen Format

(C90)

14

DX SHADOWS

2¹²

257305



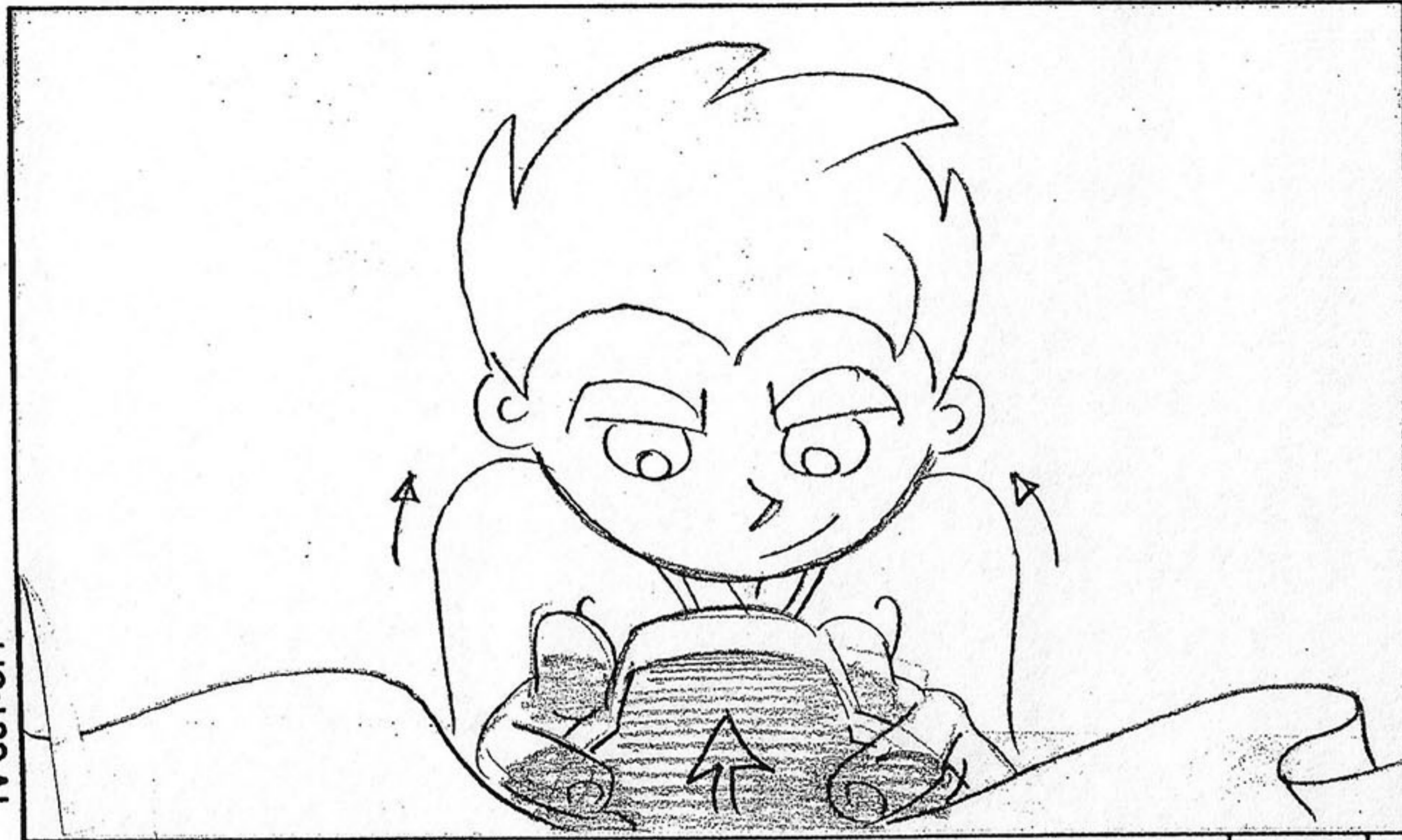
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SCENE C90 CONT

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

2

ACTION

Rai sits up in his chair, raises KIMIKO'S VIDEOGAME

DIAL

EV 1/8"

(C91)

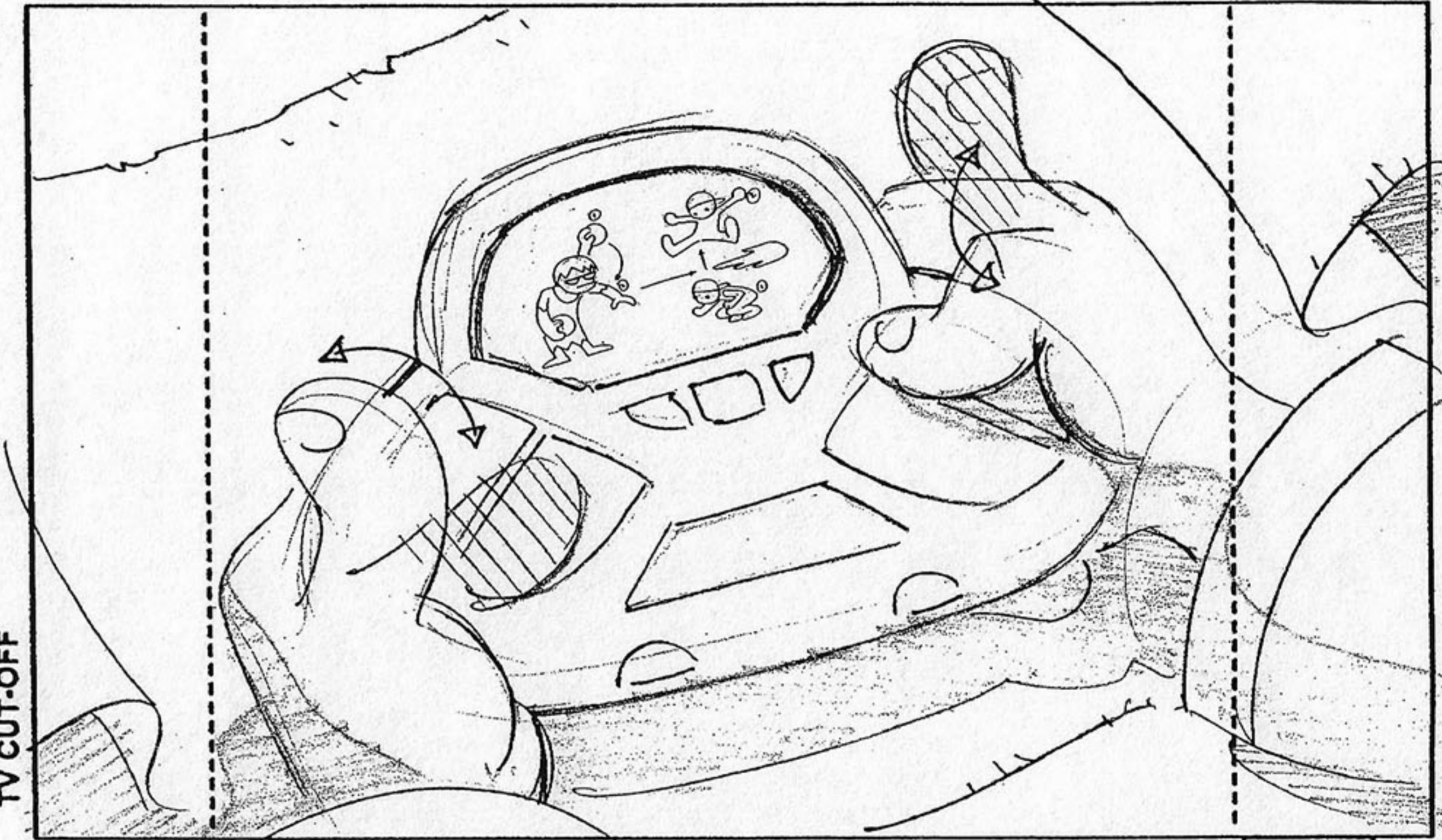
TIMING

1/2

7/8

SCENE C91

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

1

Rai's thumbs work the controls of Kim's video game

He plays "600 ZOMBIES II" — refer to pages C188-C190

INSET

(A)

2nd

DX SHADOWS

16 : 9 Widescreen Format

257305



X I A O L I N SHOWDOWN

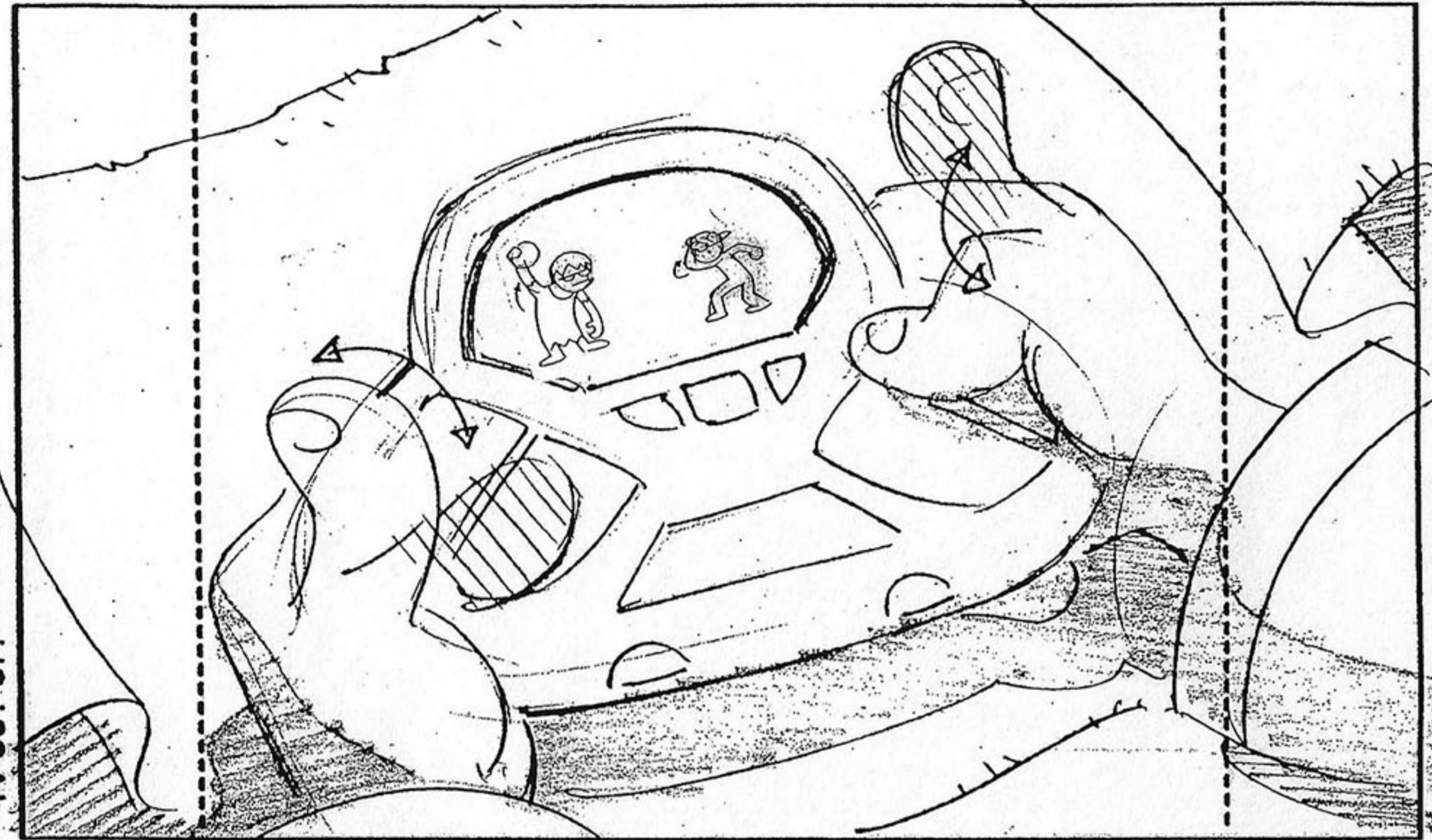
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PAGE C186

SCENE C91 CONT

B.G.



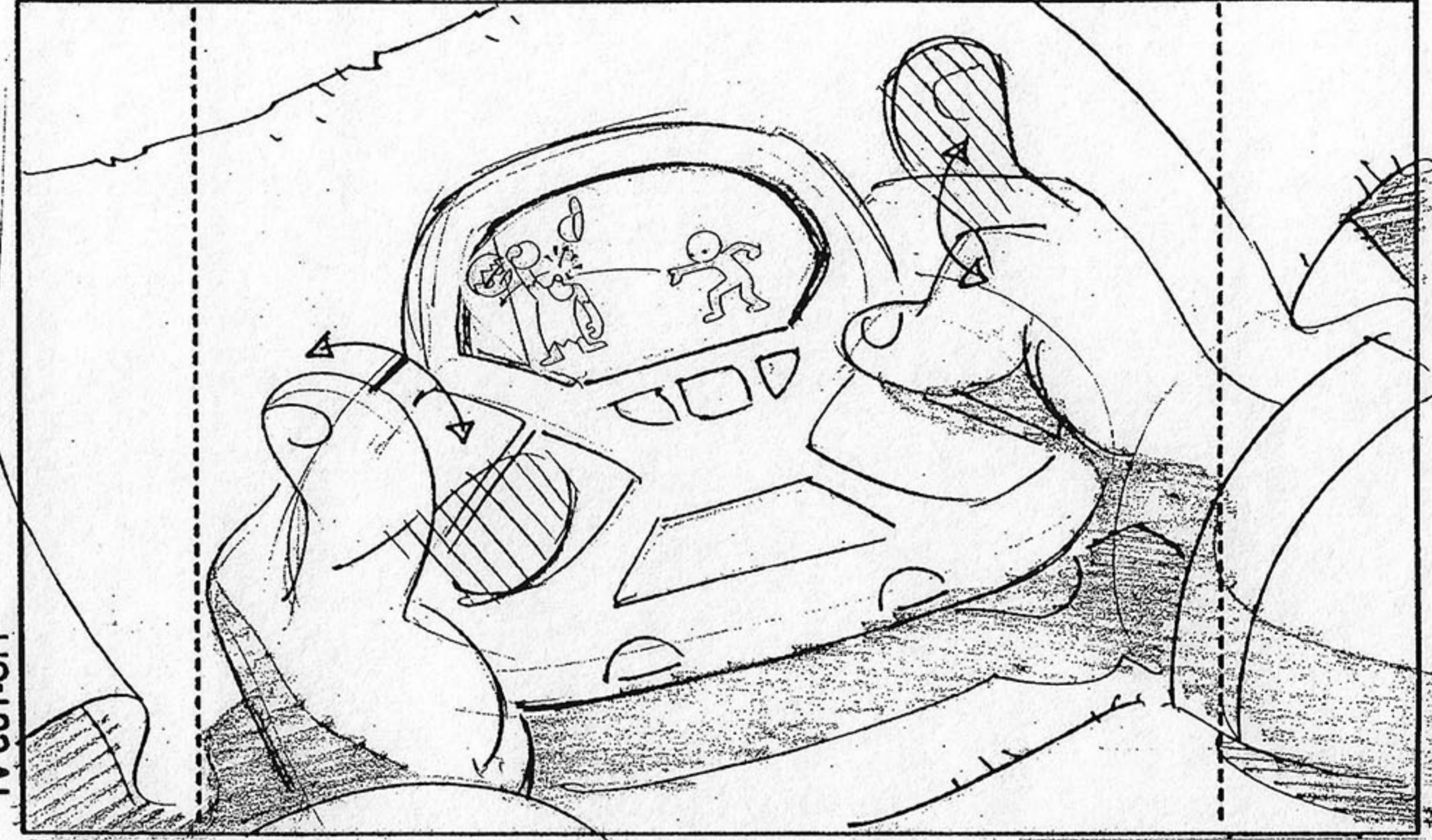
TV CUT-OFF

TV CUT-OFF

PANEL 2

SCENE C91 CONT

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 3

ACTION

Continued - refer to inset (B)

DIAL

Pin / 10

TIMING

Inset (C)

10

16 : 9 Widescreen Format

257305



X I A O L I N SHOWDOWN

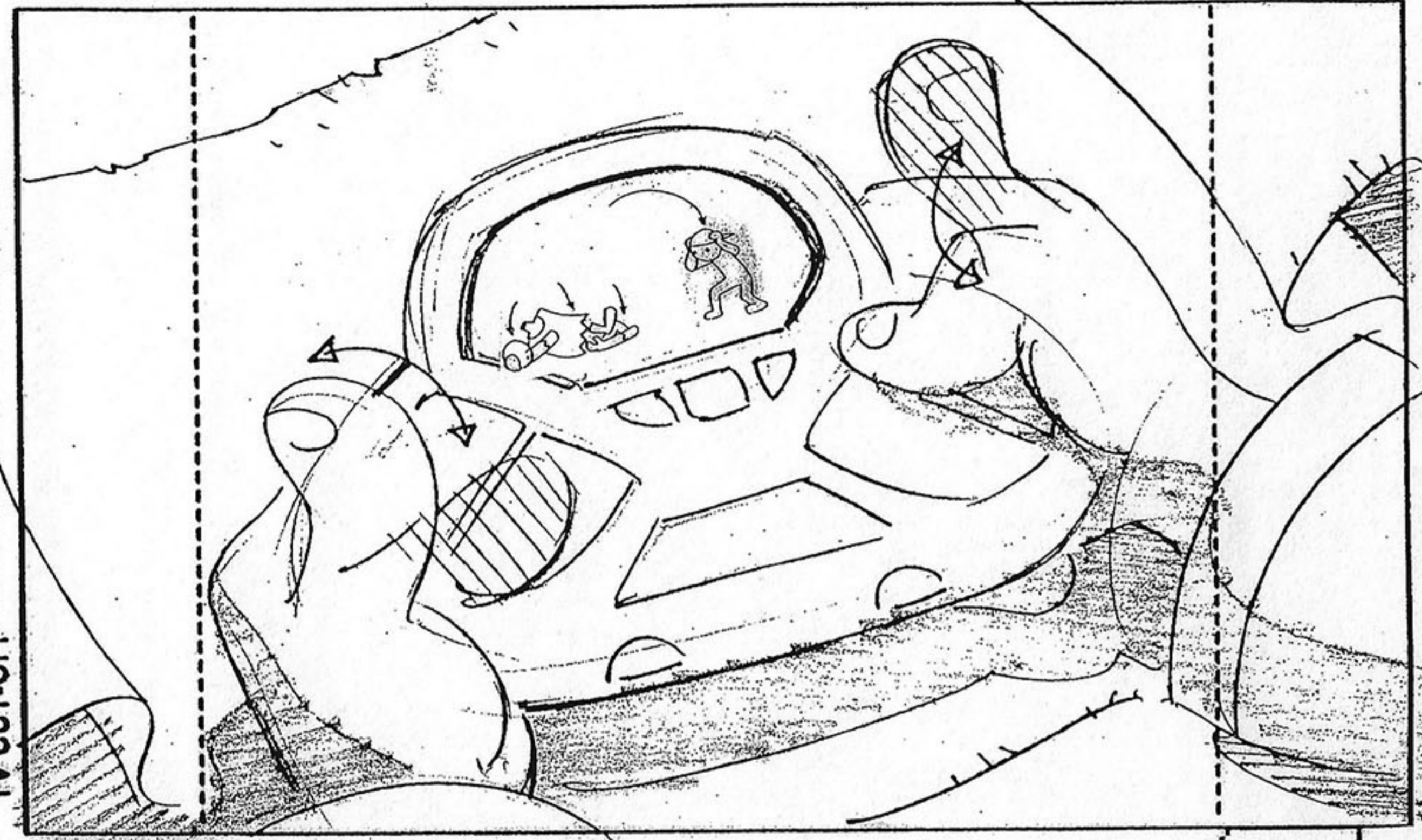
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PAGE C187

pg C190
Fols →

SCENE C91 CON'T

B.G.



TV CUT-OFF

PANEL 4

ACTION

Inset (D)

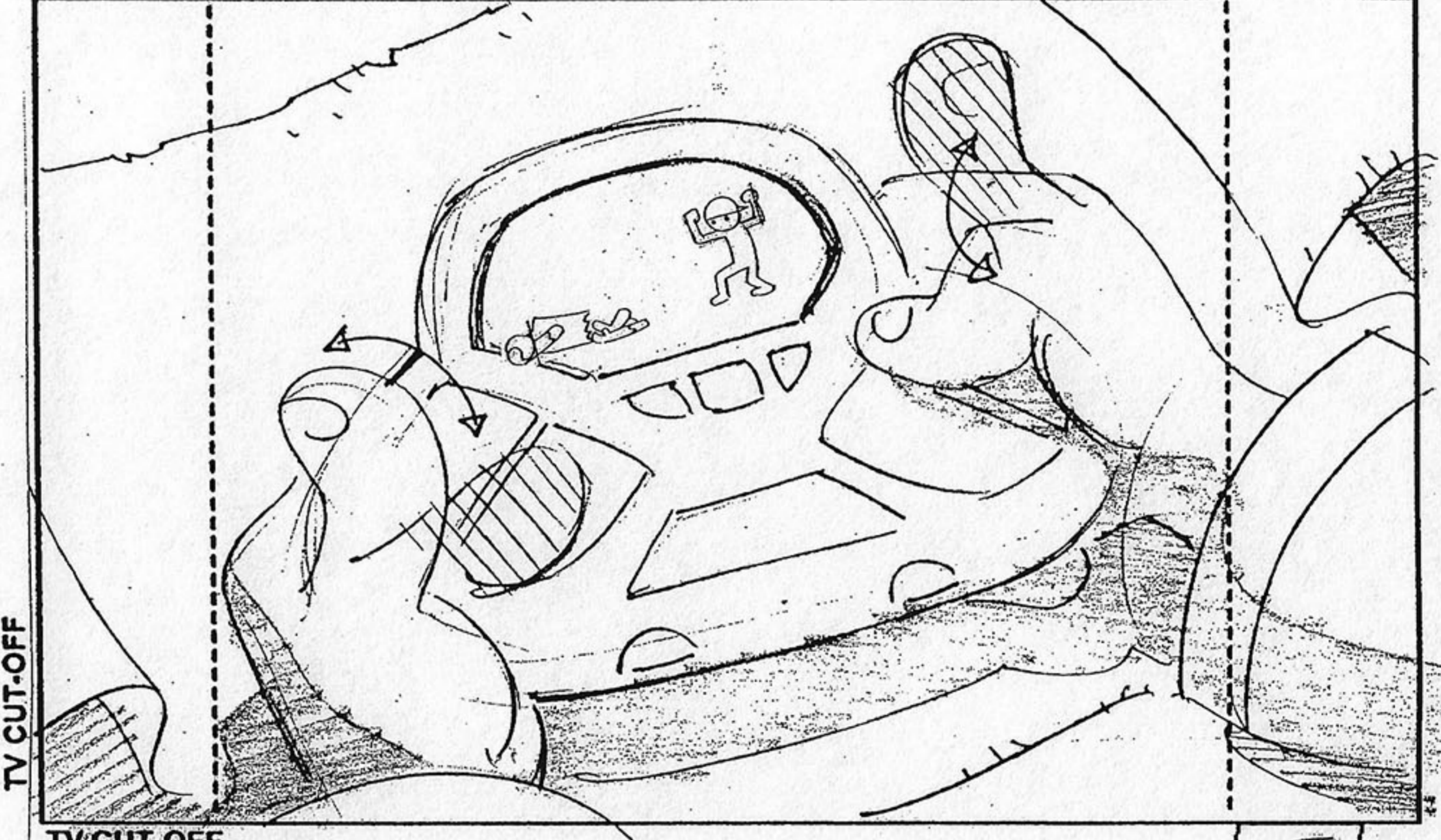
DIAL

10

TIMING

SCENE C91, CON'T

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 5

Inset (E)

10

16 : 9 Widescreen Format

257305



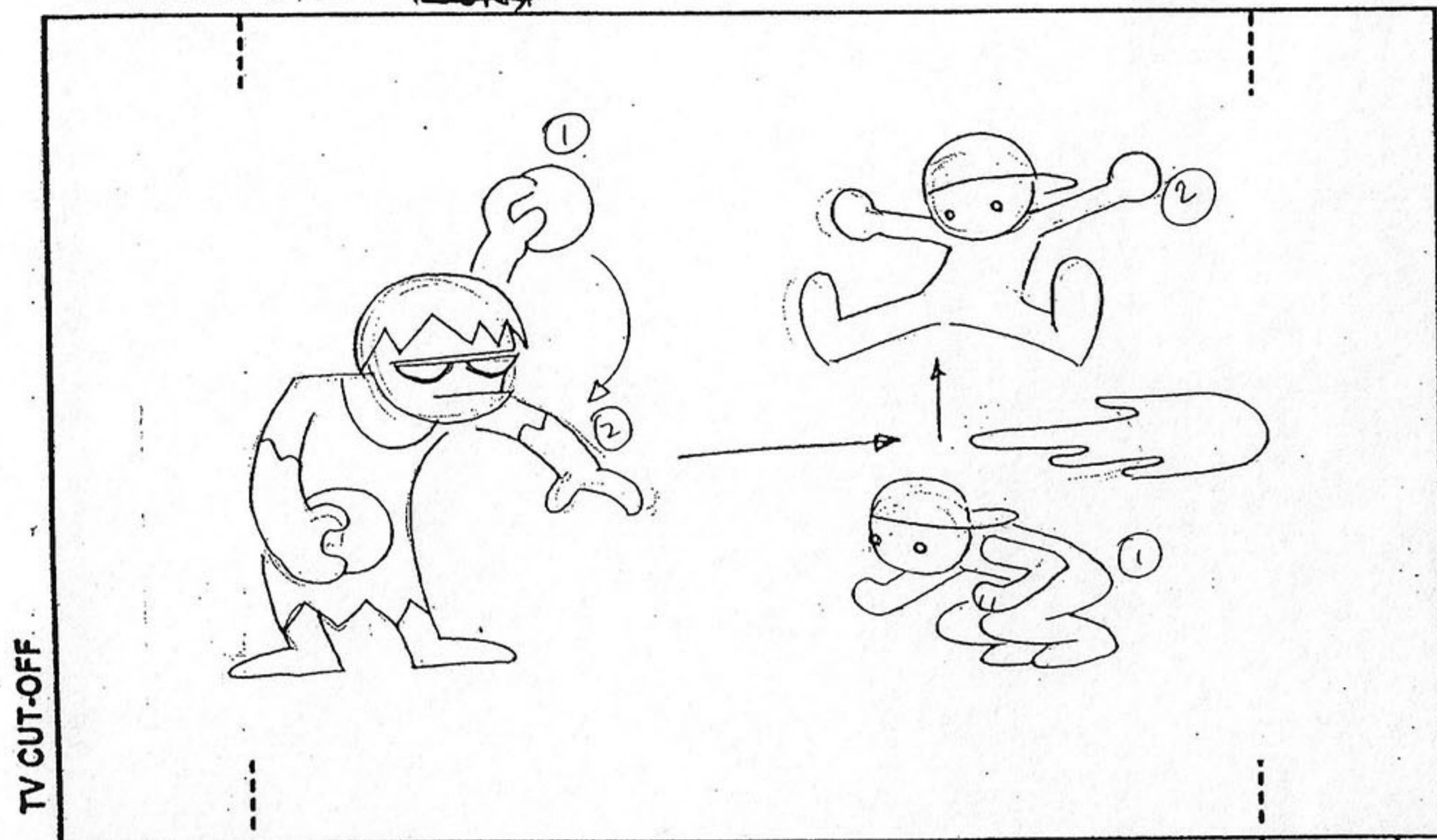
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SCENE: C91 (INSET)

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

A

ACTION

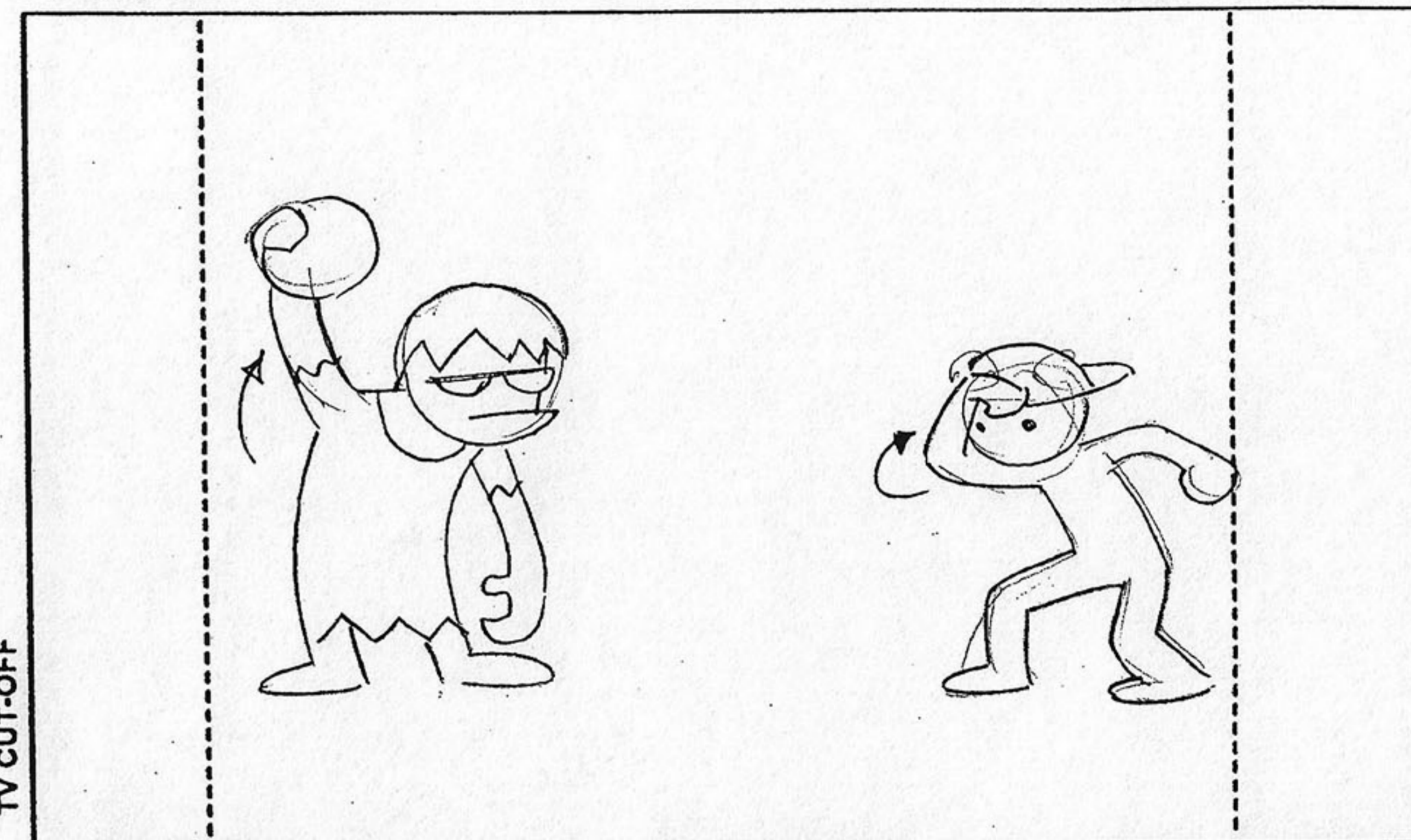
Zombie throws a goo-blob at player - player jumps to dodge it

DIAL

TIMING

SCENE: C91 (INSET)

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

B

Zombie raises another goo-blob. Player grabs his cap

16 : 9 Widescreen Format

257305

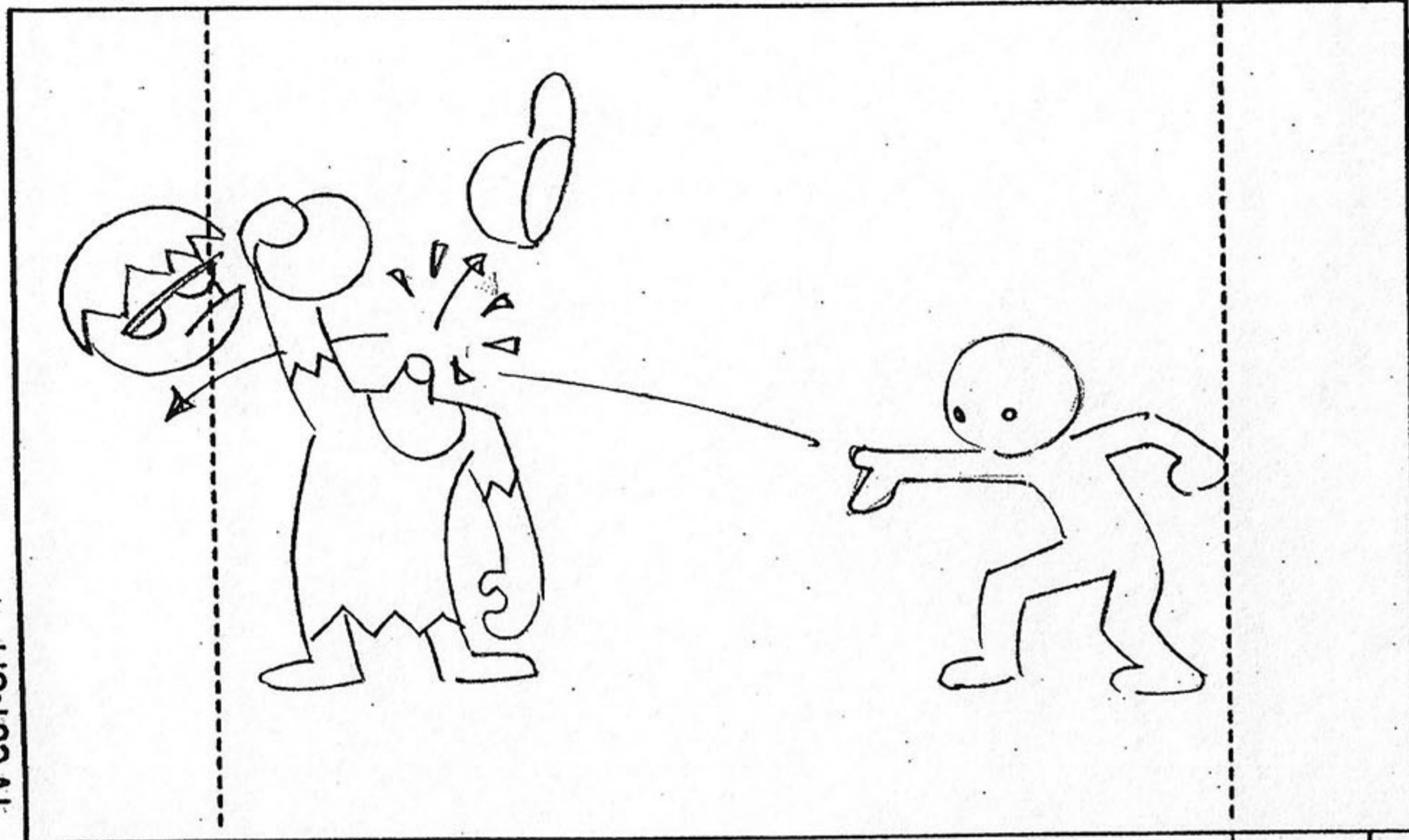


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SCENE C91 (INSET)

B.G.



PANEL **C**

ACTION

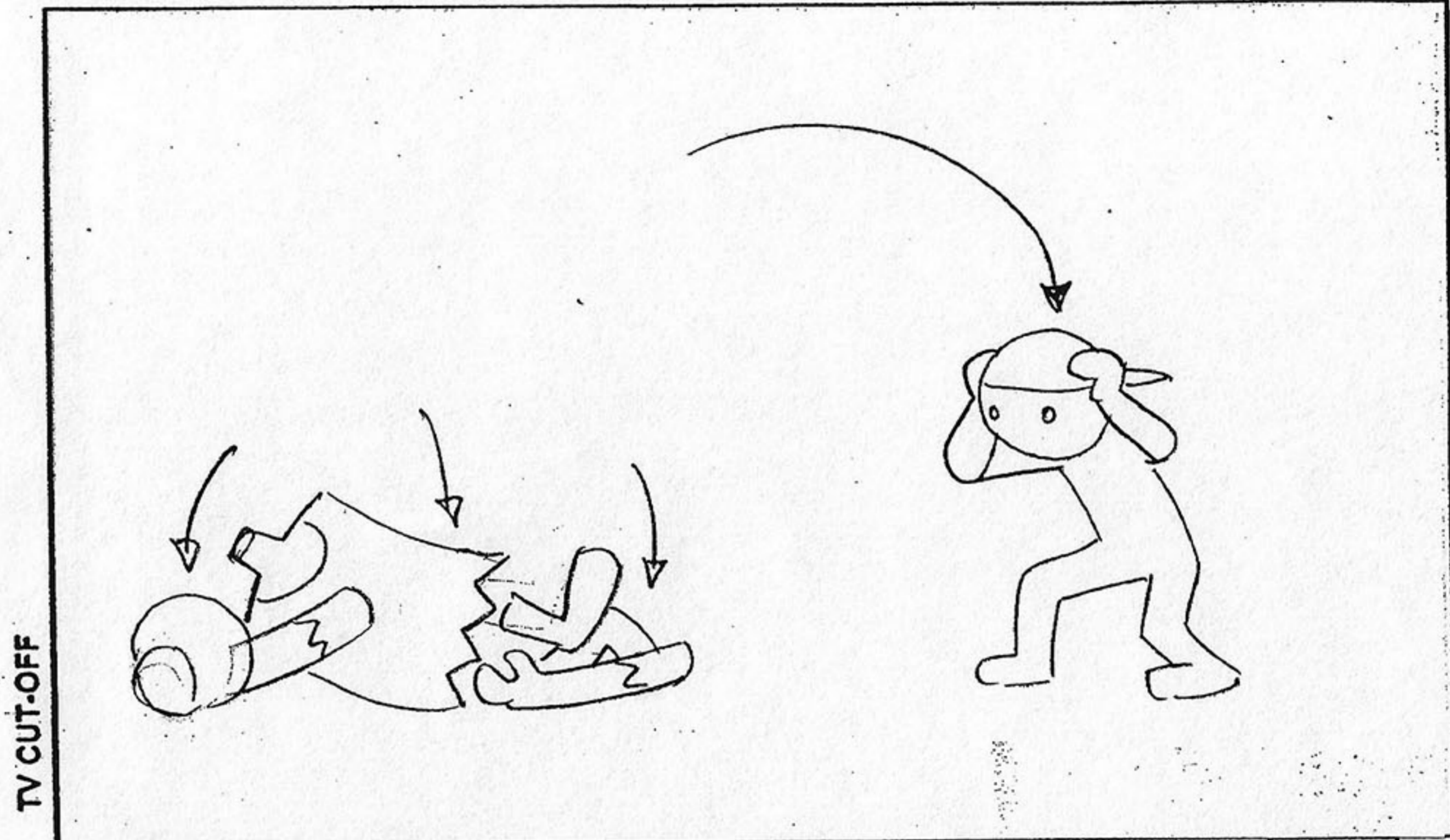
Player throws cap -
knocks zombie's head off

DIAL

TIMING

SCENE C91 (INSET)

B.G.



PANEL **D**

Cap lands back on player's
head - zombie's body collapses

16 : 9 Widescreen Format

257305



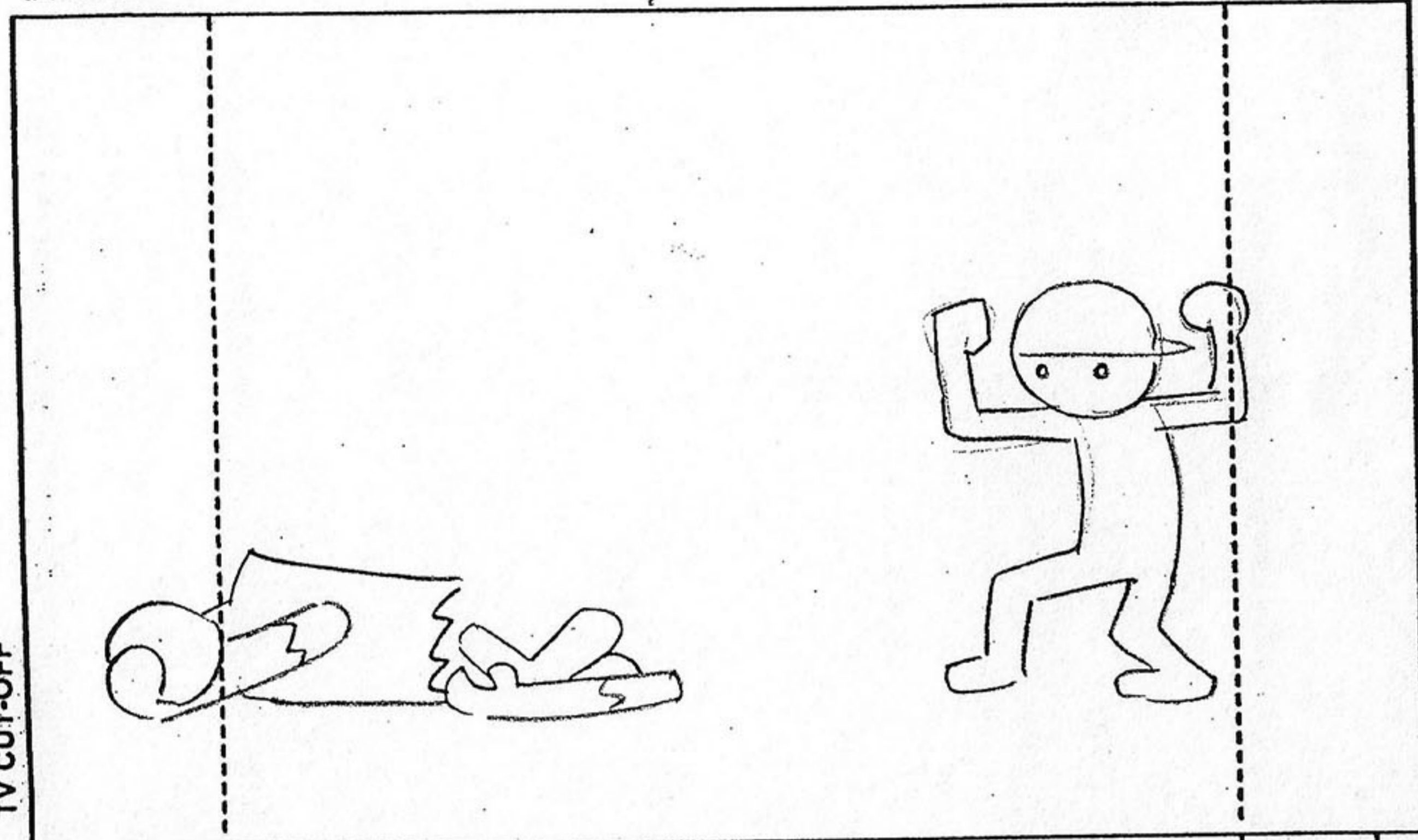
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SCENE C91 (INSET)

B.G.

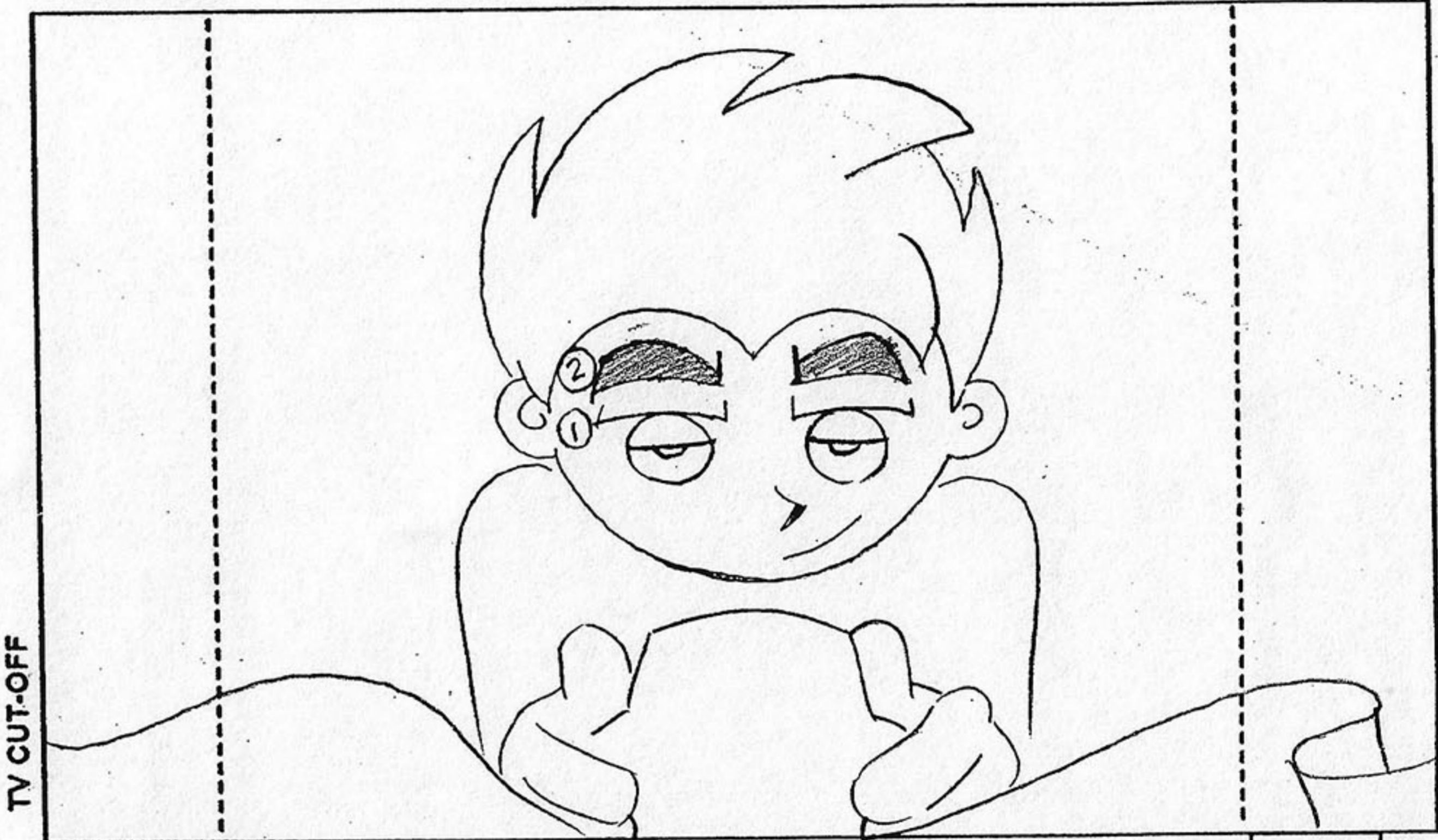


PANEL E

Player shows off his muscles

SCENE C92 (Match Sc. C90)

B.G.



PANEL 1

Rai smiles, wiggles his eyebrows up & down

END

ACTION

DIAL

TIMING

C92

DX SHADOWS

F.O

24X

5°

16 : 9 Widescreen Format

257305