



X I A O L I N SHOWDOWN

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SCENE B37

B.G.



SCENE CONT

B.G.



ACTION

RAIMUNDO + OMI RUN INTO OPEN FROM BETWEEN BUILDINGS

PANEL

DOJO COLLIDES WITH RAI + OMI AT CORNER OF BUILDING

PANEL

DIAL

B37

TRAIL: OVENMAN
DIAL

DOJO
IN

ALL
OOOF! OWW!

TIMING

10

DOJO SCREAM

DIAL 150

DOJO DIAL 150 "OO"

DIAL 151 OMI
DIAL 151 RAI

16 : 9 Widescreen Format

257308



X I A O L I N N SHOWDOWN

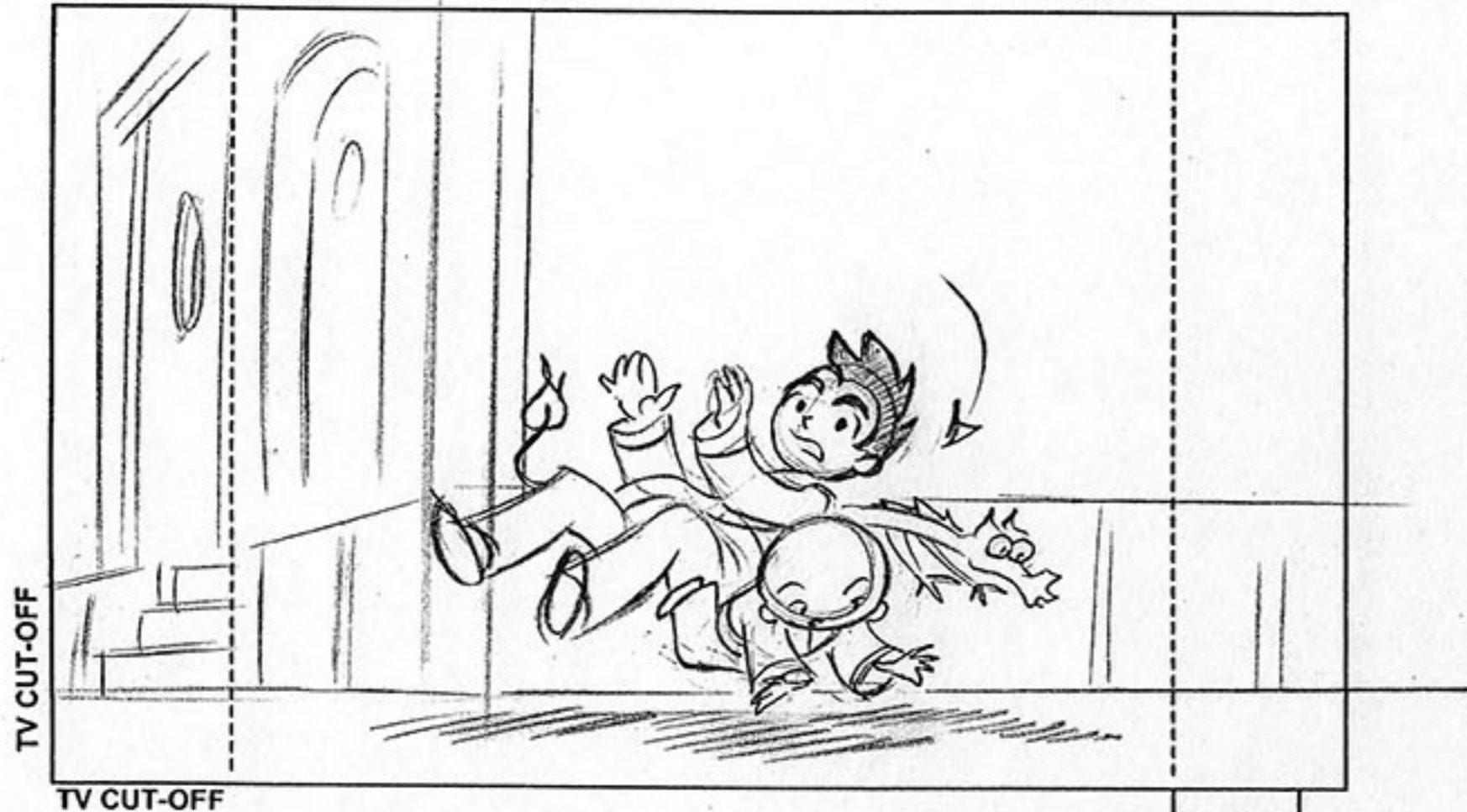
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PAGE 1362

SCENE B37 CONT

B.G.



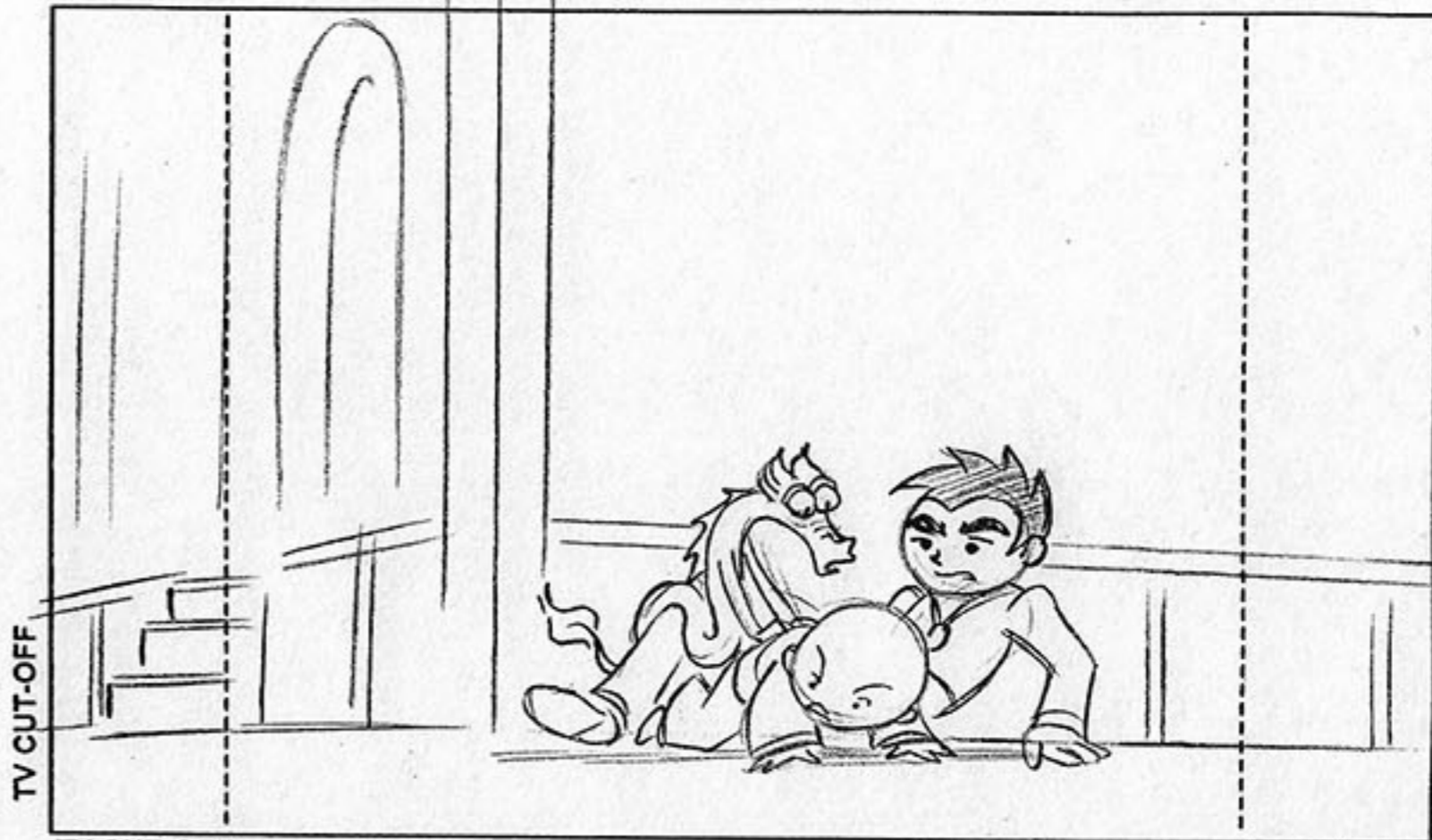
TV CUT-OFF

TV CUT-OFF

PANEL 3

SCENE CONT

B.G.



TV CUT-OFF

TV CUT-OFF

DOJO, OMI + RAIMUNDO
GATHER THEMSELVES ON THE GROUND

PANEL 4

ACTION

THEY FALL

- DX CAST SHADOWS

DIAL

(8x)

OMI

WE HEARD A LITTLE GIRL'S CRY OF DISTRESS!
HAVE YOU ENCOUNTERED THE INTRUDER

TIMING

18

SCENE
16x

DIAL 153

16 : 9 Widescreen Format

257308

(4x)



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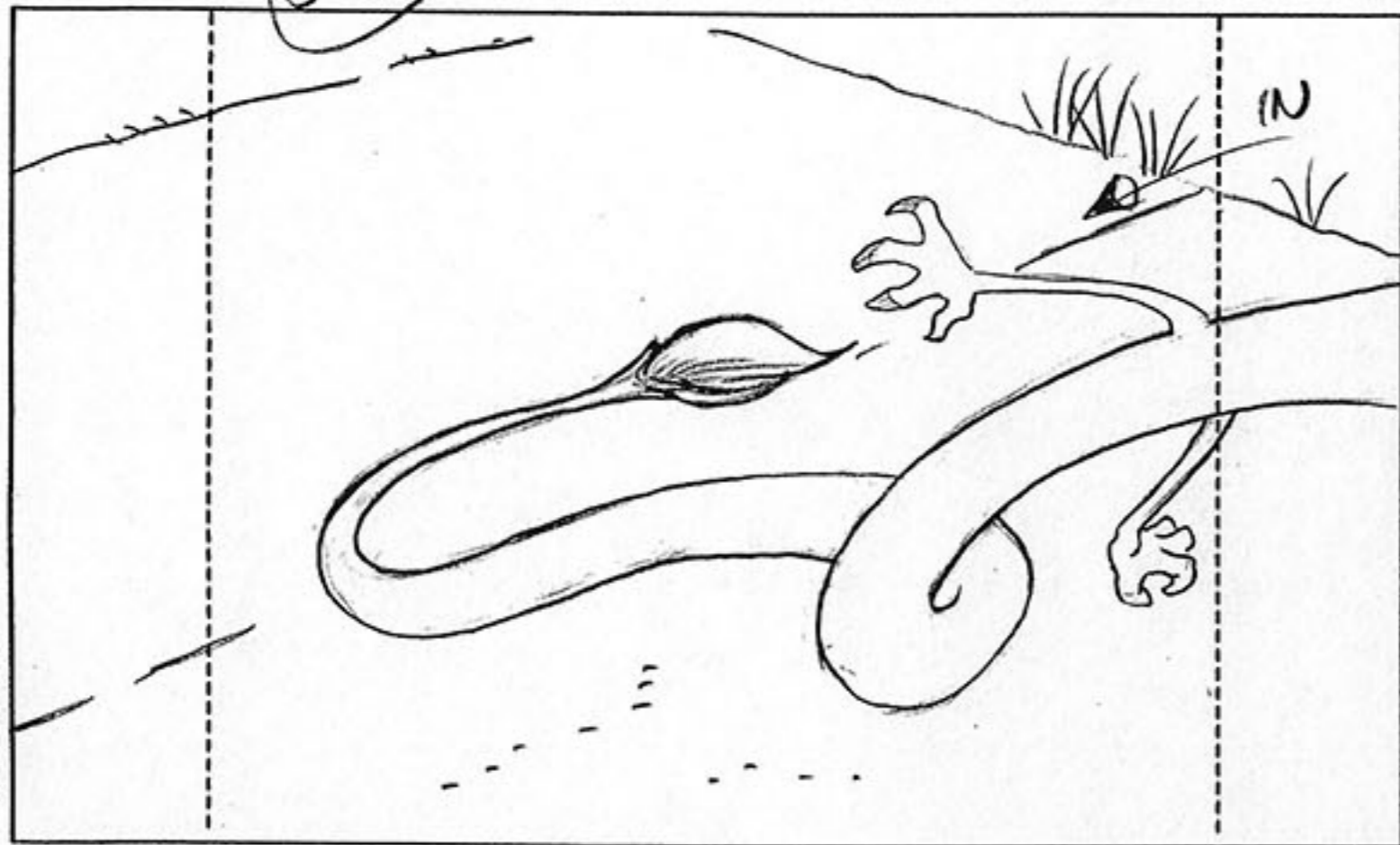
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Dx Cast
Shadow

SCENE

B38

B.G.



TV CUT-OFF

TV CUT-OFF

CUT ON WALKWAY
DOJO ENTERS SC.

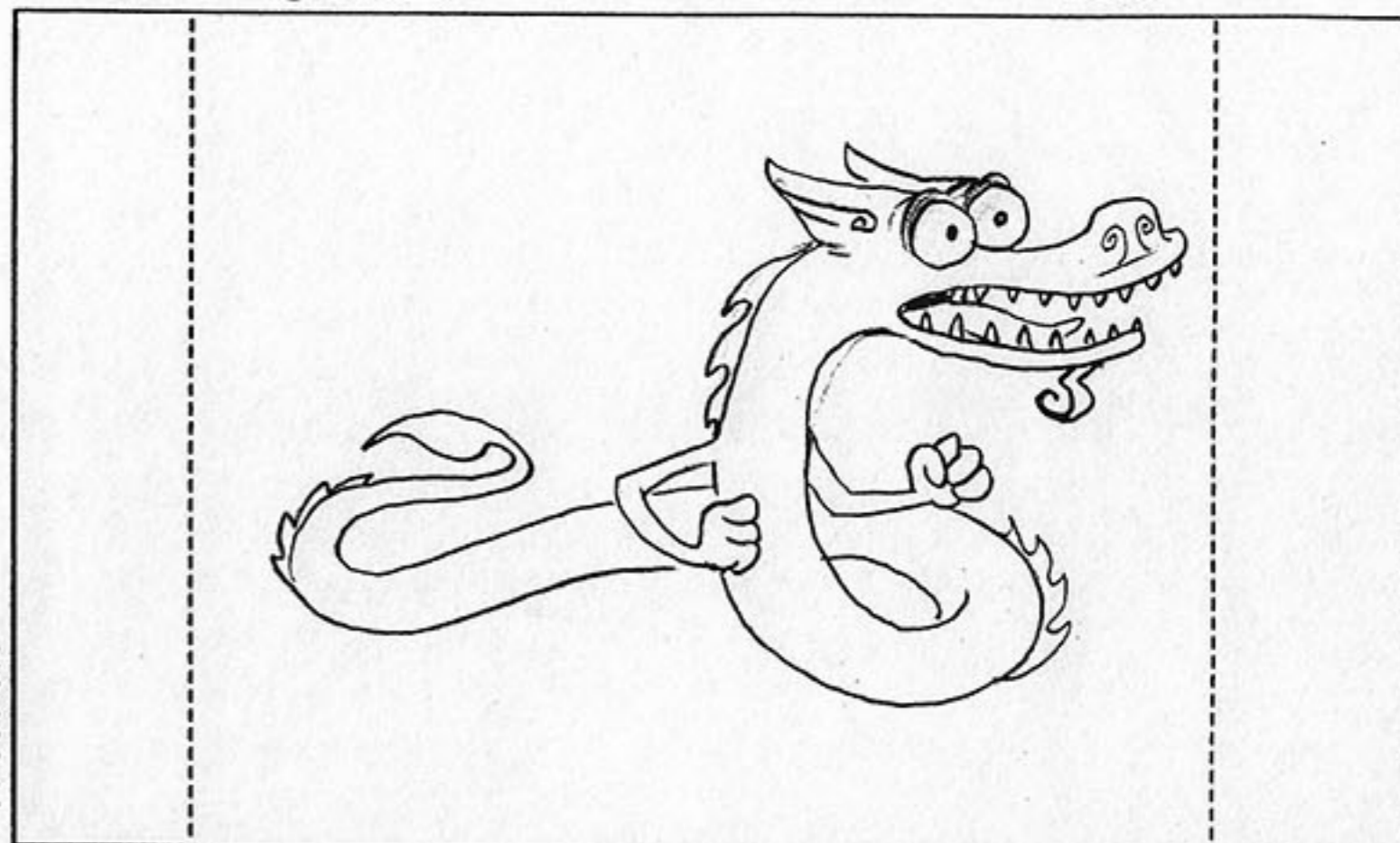
PANEL

1

SCENE

CONT

B.G.



TV CUT-OFF

TV CUT-OFF

DOJO SPEAKS TO OS
RAI & OMI

PANEL

2

ACTION

DIAL

B38

(12x)

DOJO

" Ohyeah! → YEAH

TIMING

A → (12x)

A → (DIAL 154)

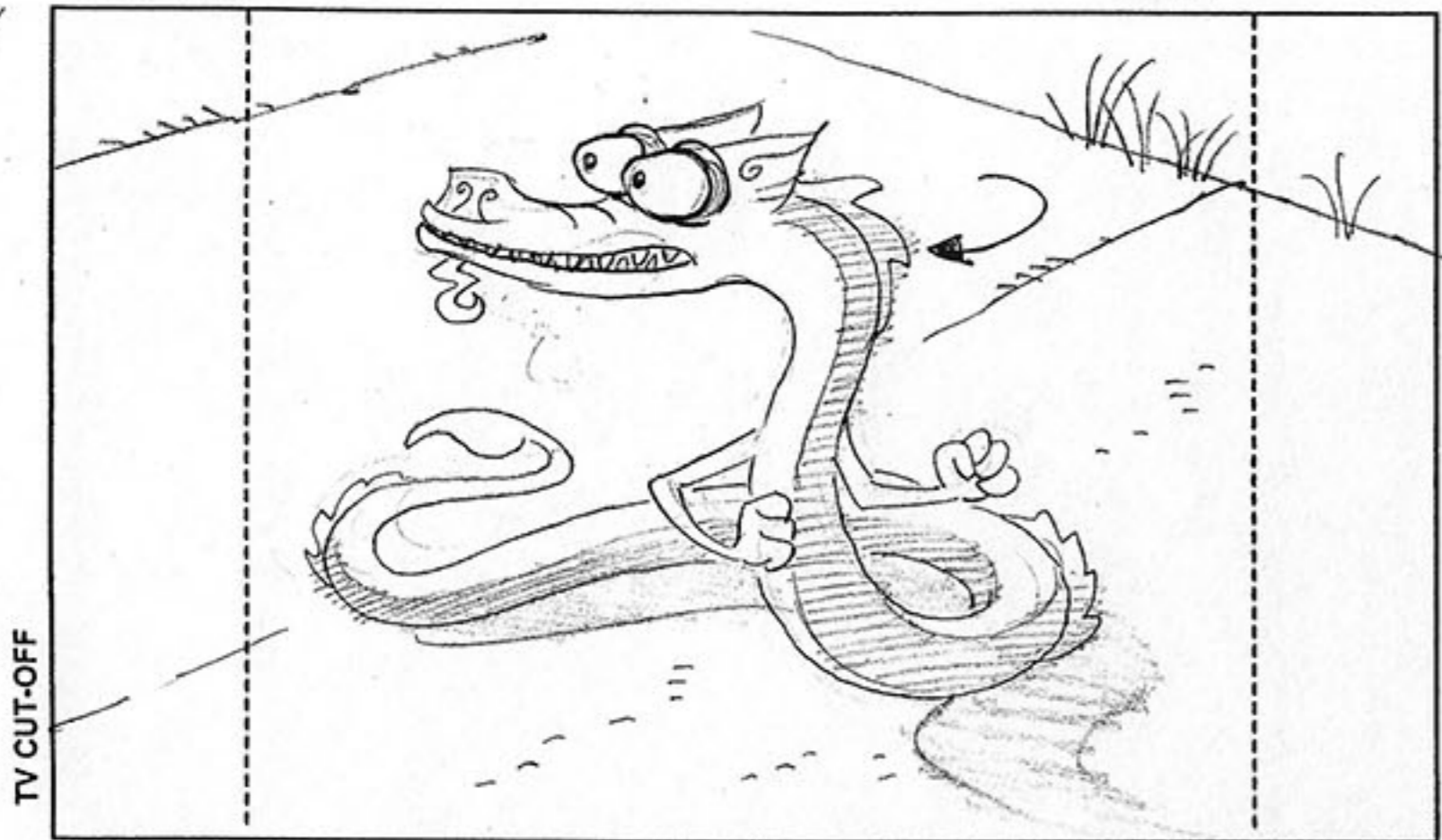
16 : 9 Widescreen Format

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SCENE B38 CONT

B.G.



TV CUT-OFF

TV CUT-OFF

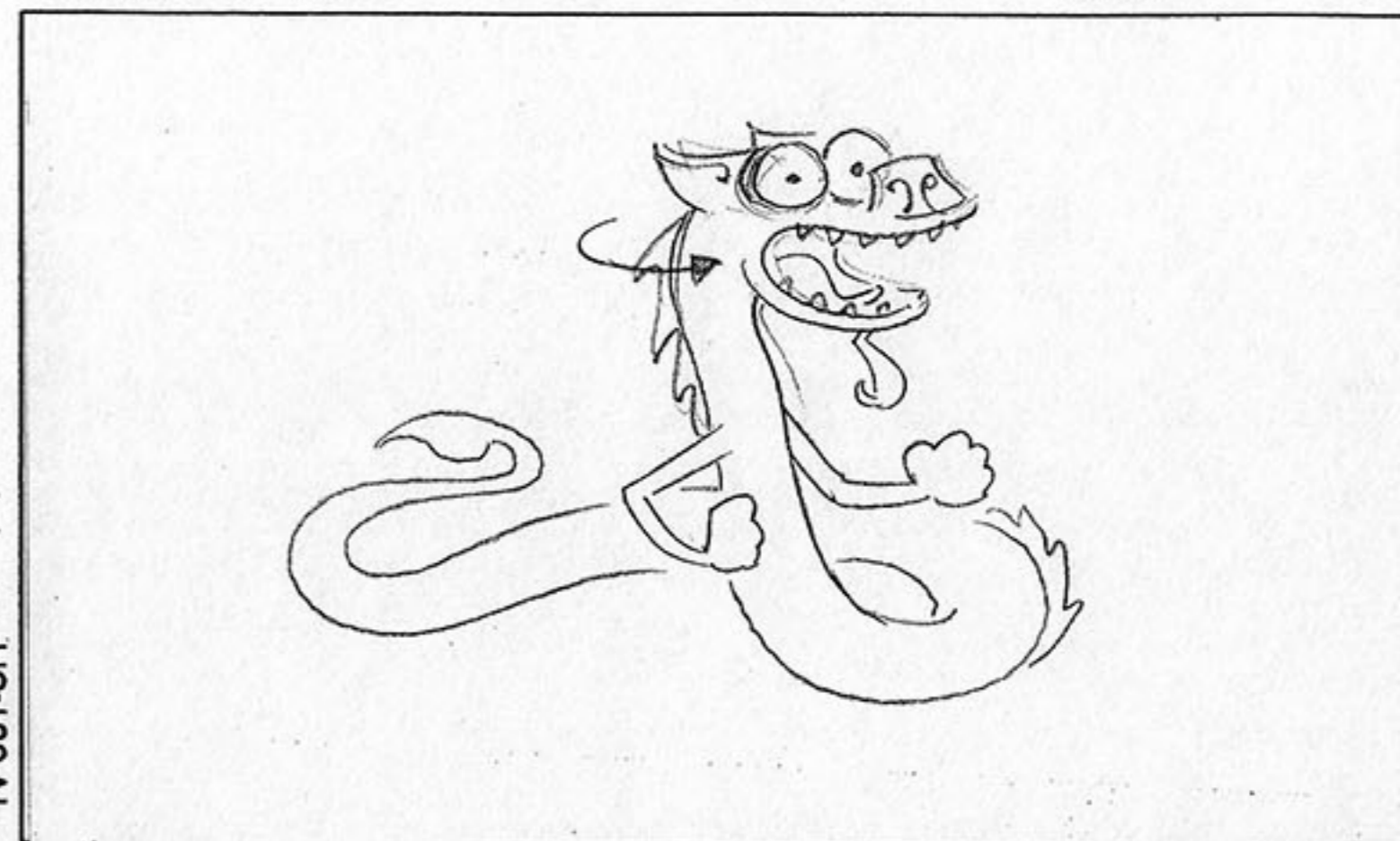
HE TURNS HIS HEAD

PANEL

3

SCENE B38 CONT

B.G.



TV CUT-OFF

TV CUT-OFF

HE TURNS BACK TO (OS)
RAI & OMI -

PANEL

4

ACTION

DIAL

DOJO! Um Hmmm YEAH YEAH

DOJO CONT.
→ And get this! →

TIMING

Cont PIM 154

16 : 9 Widescreen Format

257308

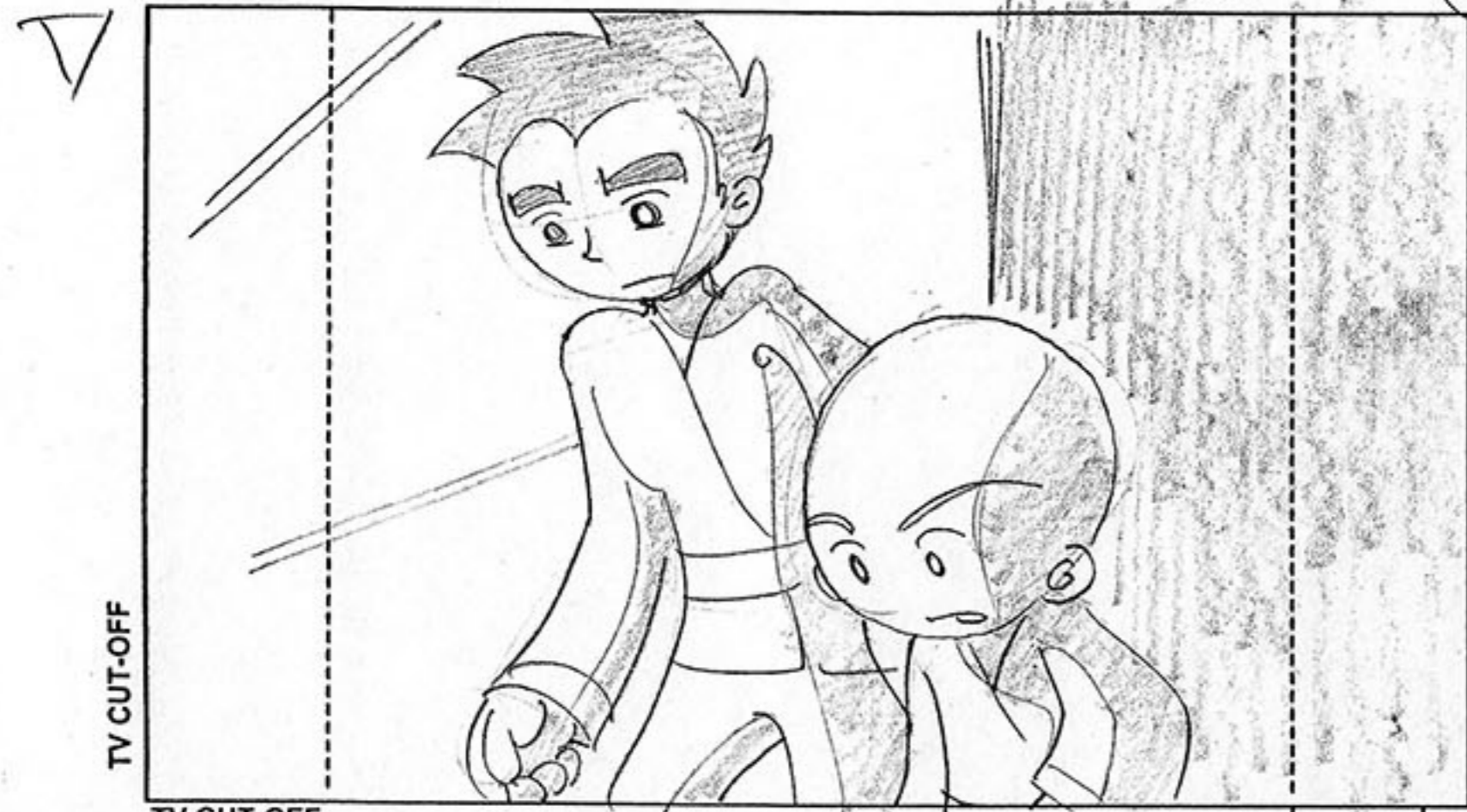
Dx
Tone
Shadows
on Characters

SCENE B39

B.G.

SCENE B39 CONT

B.G.



TV CUT-OFF

TV CUT-OFF

TV CUT-OFF

TV CUT-OFF

PANEL 1

PANEL 2

ACTION

B39 DIAL

Dojo (vo): The -

-intruder didn't steal the dragon! The intruder-

TIMING

Cont Dial 154

Pg B67
Fols →

16 : 9 Widescreen Format

257308

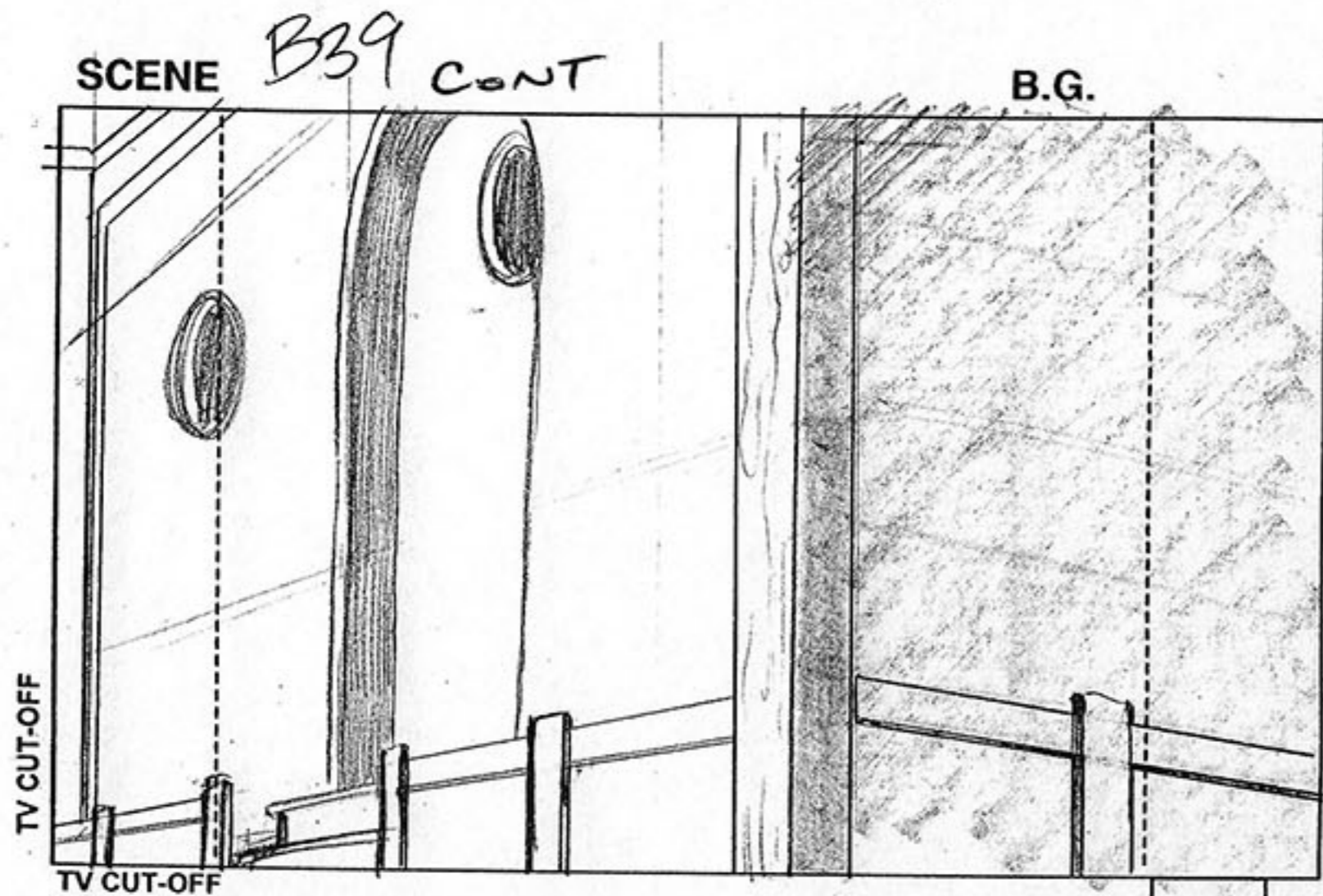


X I A O L I N SNOWDOWN

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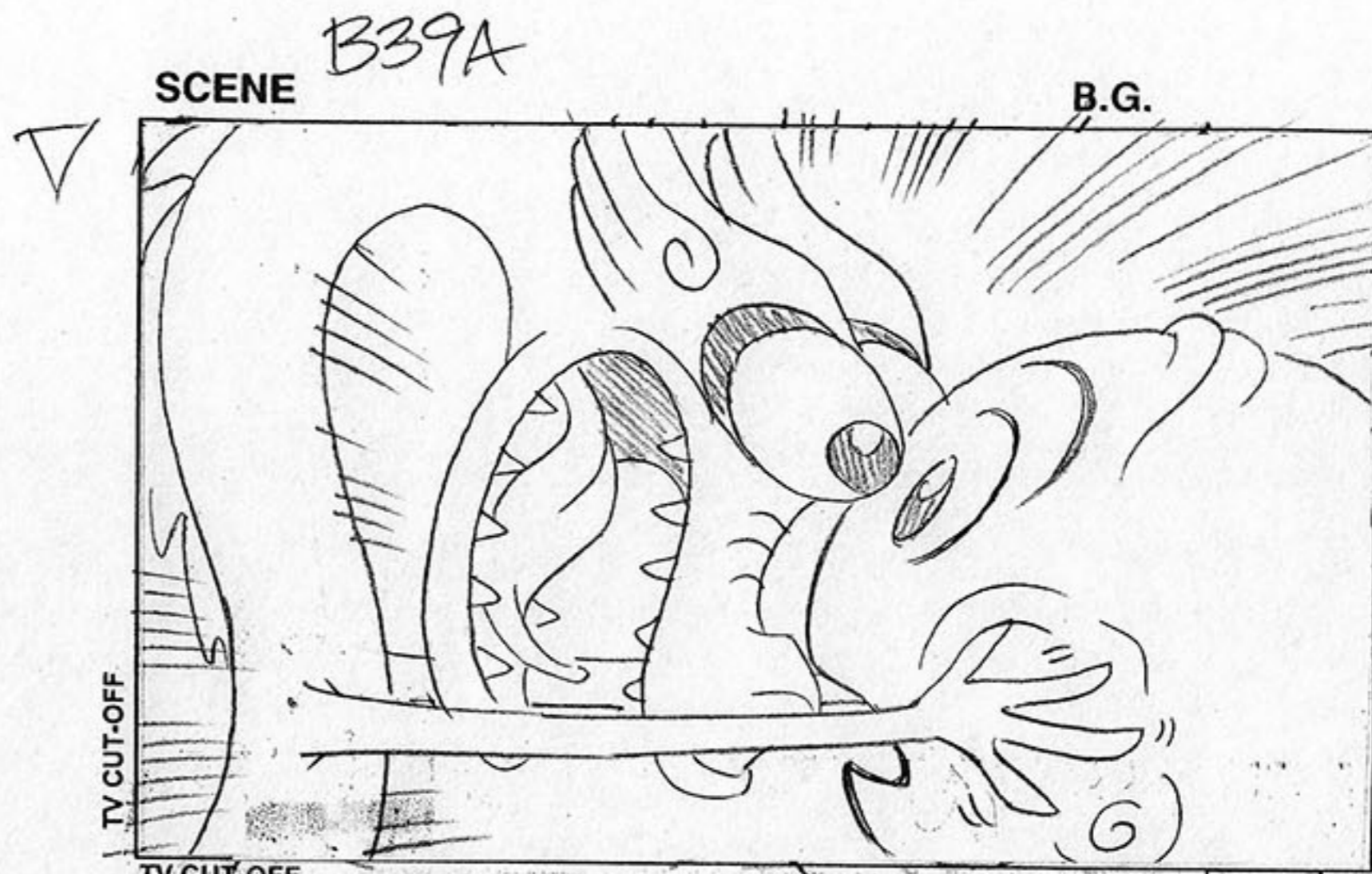
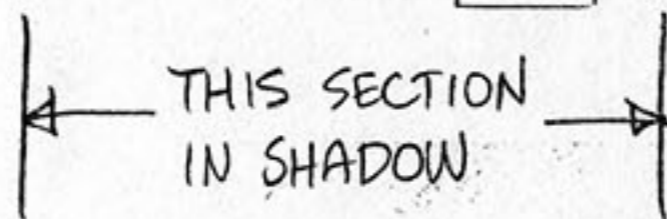
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PAGE B67



BG REF.

PANEL BG



ECU DOJO & OMI -

PANEL 1

16 : 9 Widescreen Format

TIMING | DIAL

B39A

→ IS the dragon!

DOJO CONT.

DOJO SHAKES HIS HANDS - OMI'S CHEEKS RIPPLE

(T... ..)

CONT
DIA 154

12

257308



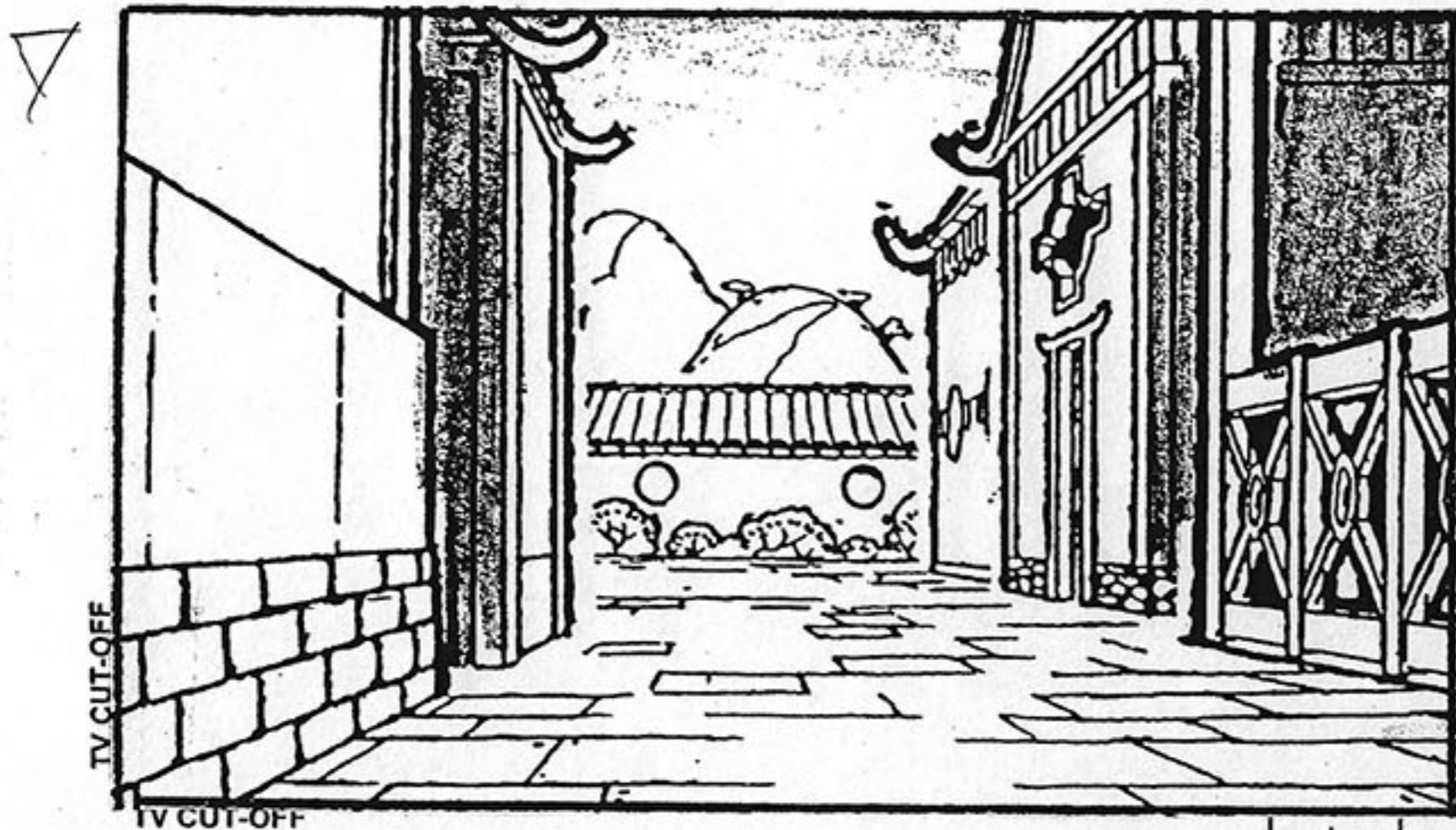
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SCENE B40

B.G.



PANEL 1

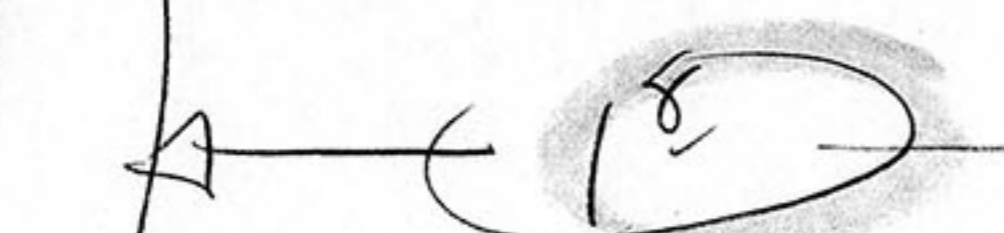
ACTION

Hold on empty BG for a beat...

DIAL

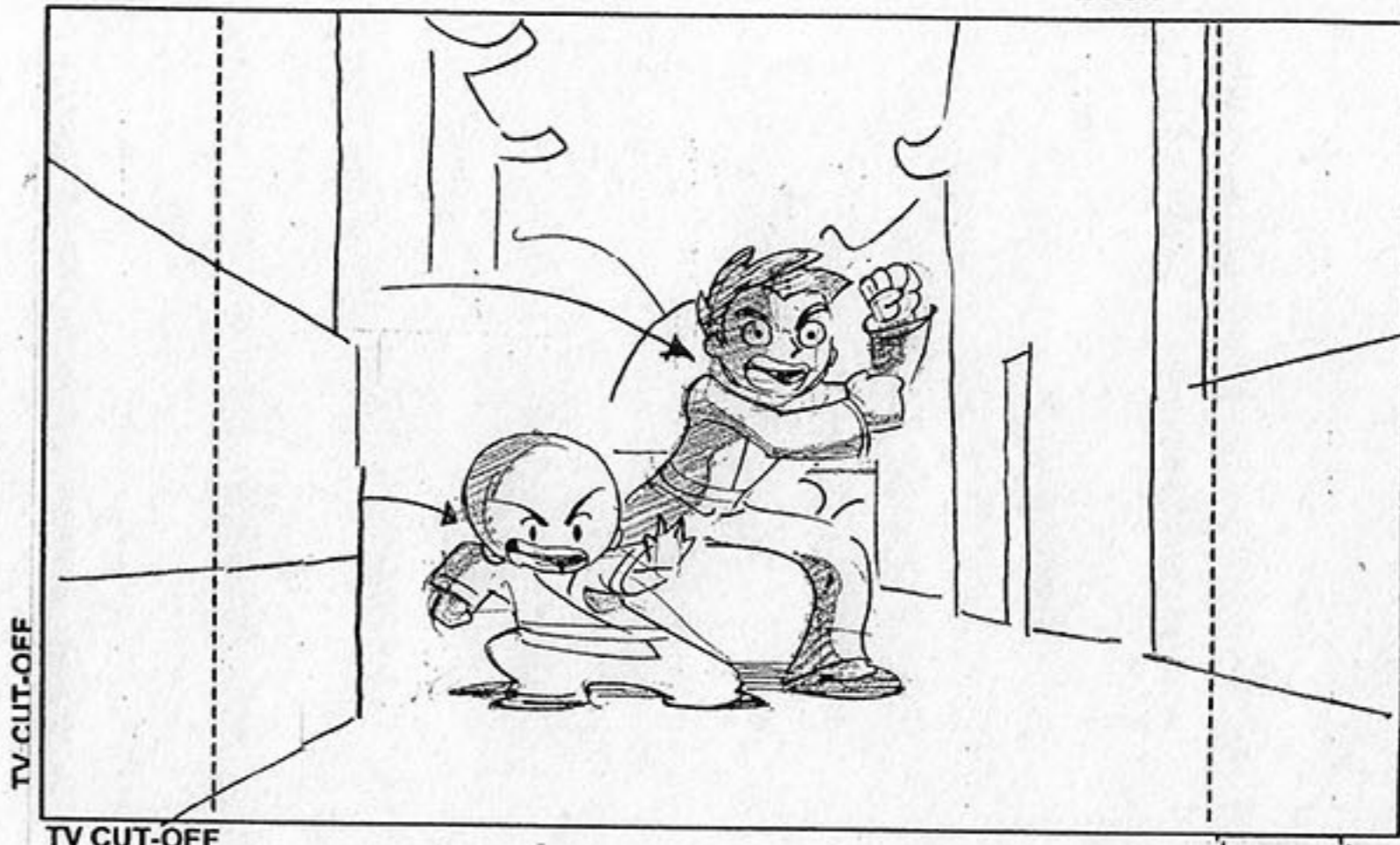
B40 (18)

TIMING



SCENE B40 CONT

B.G.



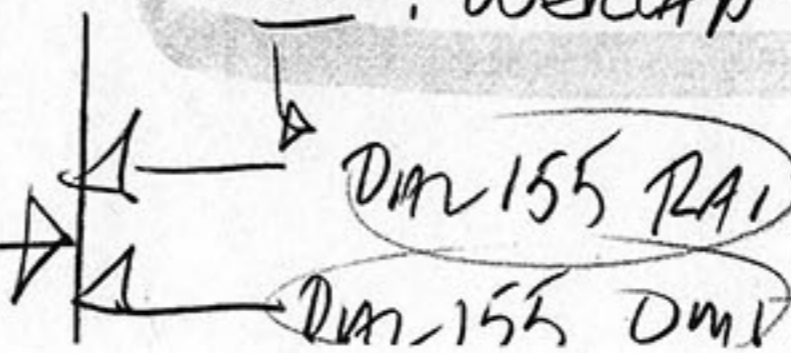
PANEL 2

... then Omi & Rai
LEAP into view

- DX CAST SHADOWS

OMI & RAI: HAAA!
(OVERLAP)

THANK! OVERLAP DIM



Dx CAST Shadow
Dx Tone Shadows on Characters

16 : 9 Widescreen Format

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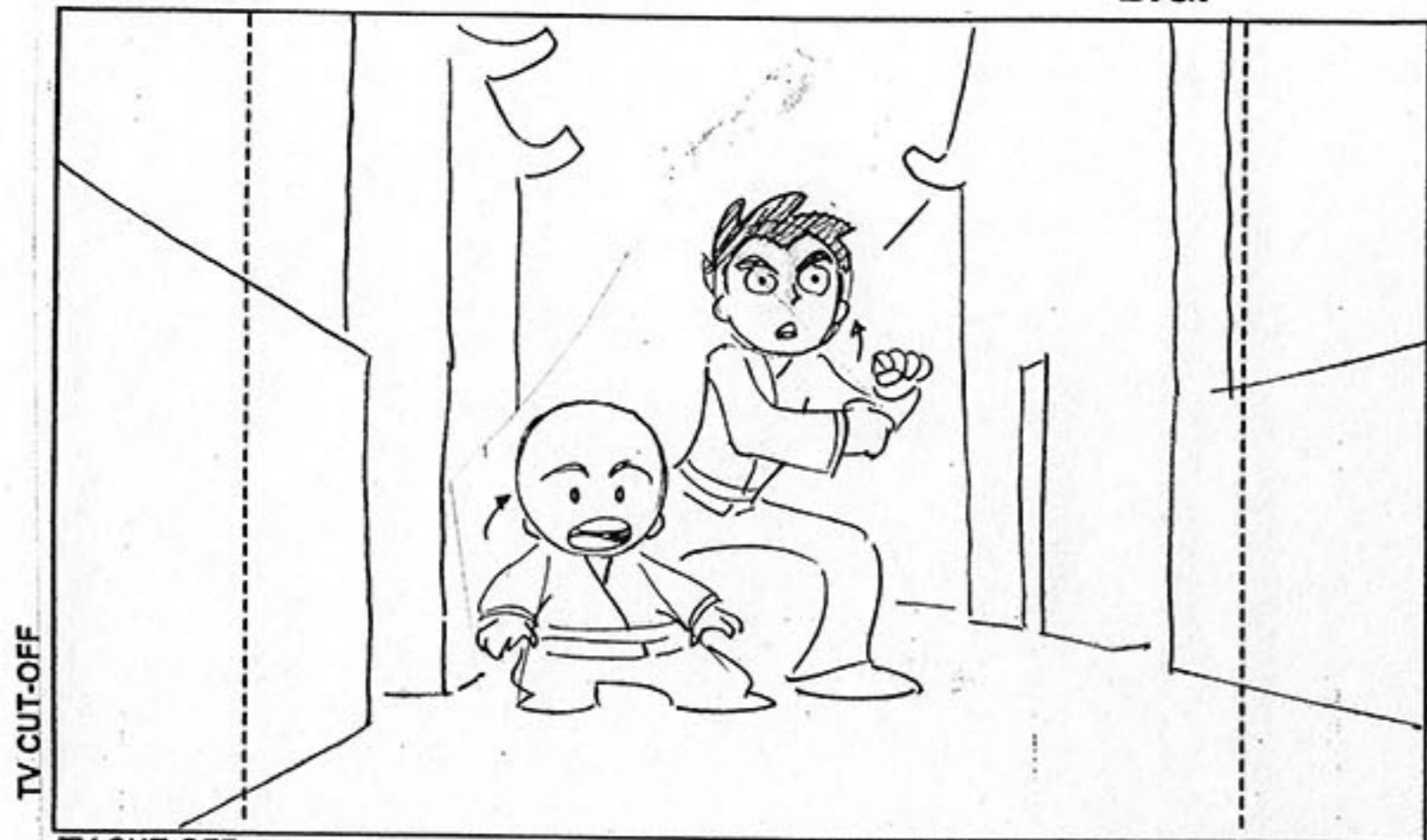
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PAGE B 69

*Dx
Tone
Shadows*

SCENE B40 cont

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

3

ACTION

They react, horrified

DIAL

GASP!

TIMING

Cont Dial 155 PA1

Cont Dial 155 DM1

4x

B41

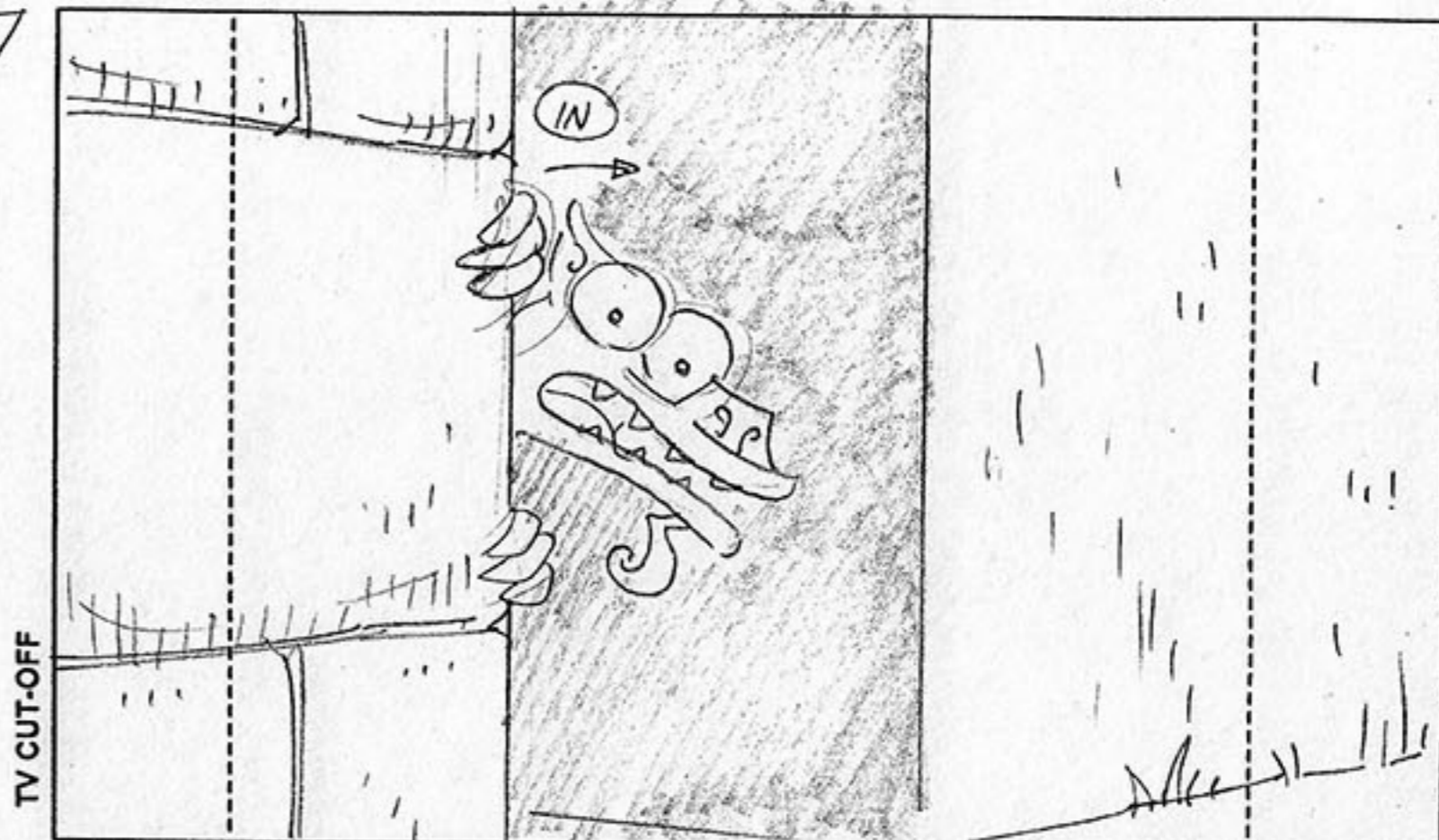
12x

8x

Dial 156

H/U
▽
SCENE B41

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

1

Dojo peeks out from between two houses

Dojo: Is he—

THANK! CUT FIRST PART DIAL & START HERE

16 : 9 Widescreen Format

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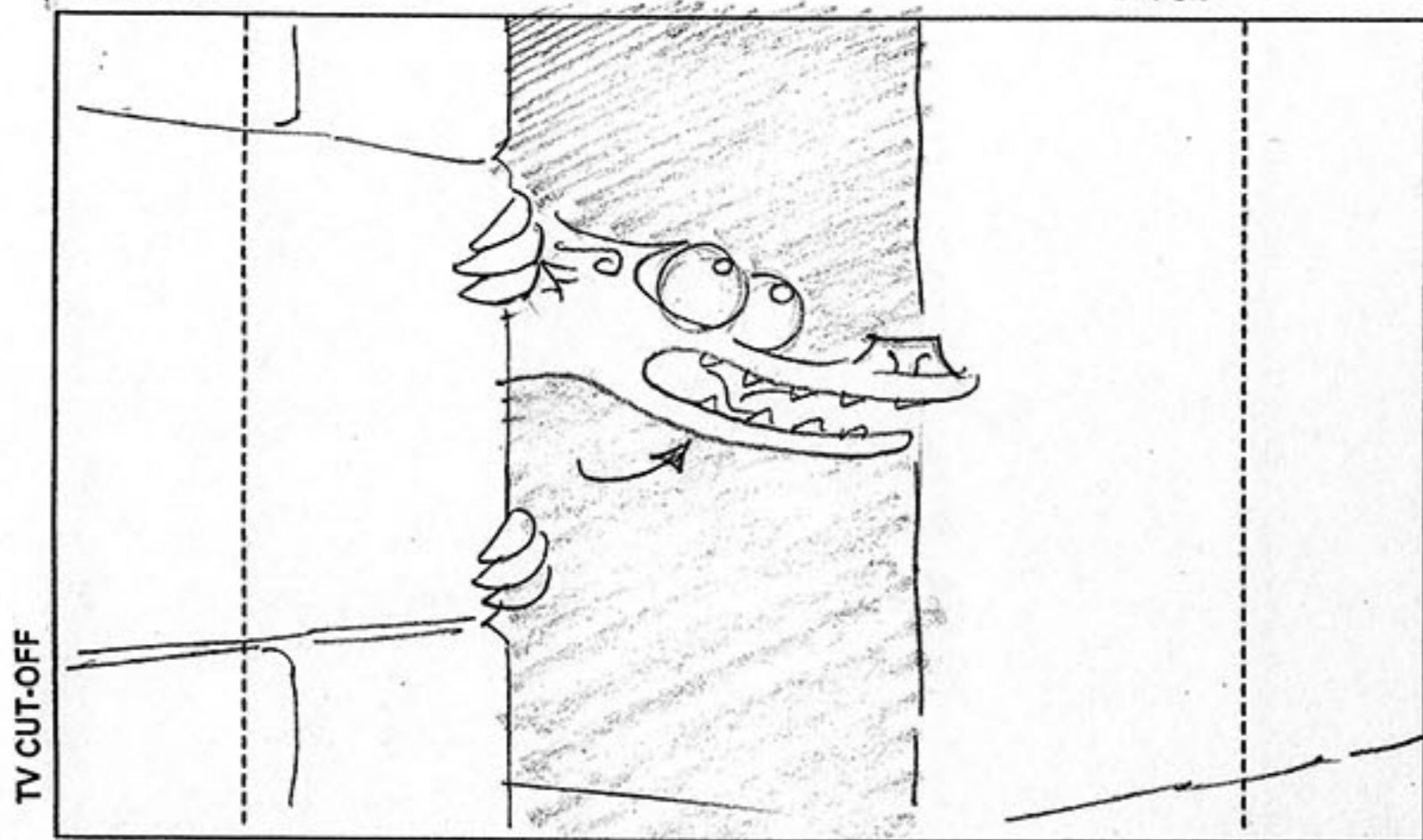
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Dx Cast Shadows

Dx Tone Shadows on Characters

SCENE B41 CONT

B.G.



ACTION

Dojo looks O.S. at the others

DIAL

- gone?

TIMING

CONT DIA 156

(8x)

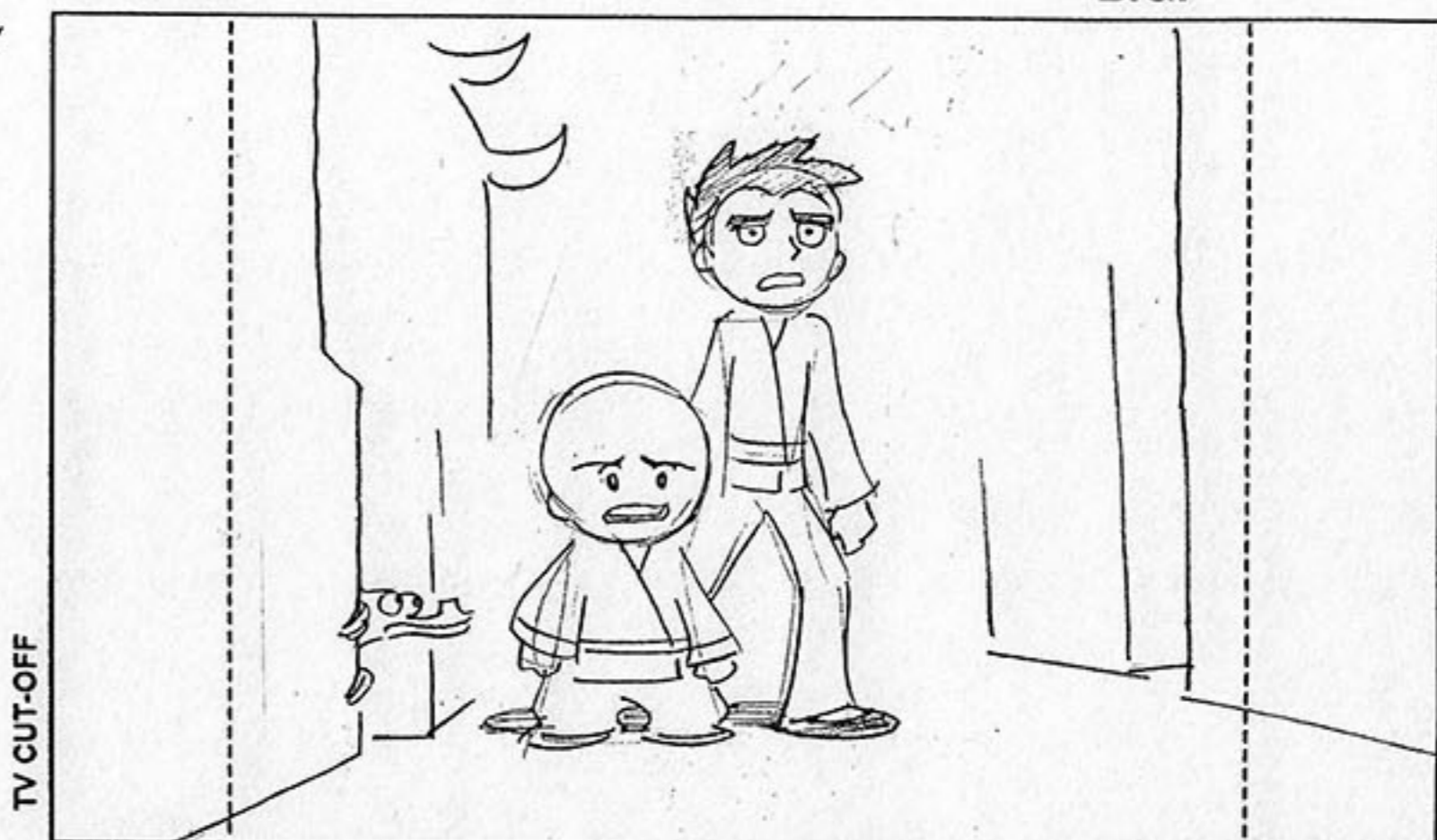
(8x)

(DIA 157)

H/U
▽

SCENE B42

B.G.



TV CUT-OFF

- DX CAST SHADOWS

PANEL 1

Dojo looks at Omi and Rai - they look saddened

OMI : Yes...

16 : 9 Widescreen Format

257308



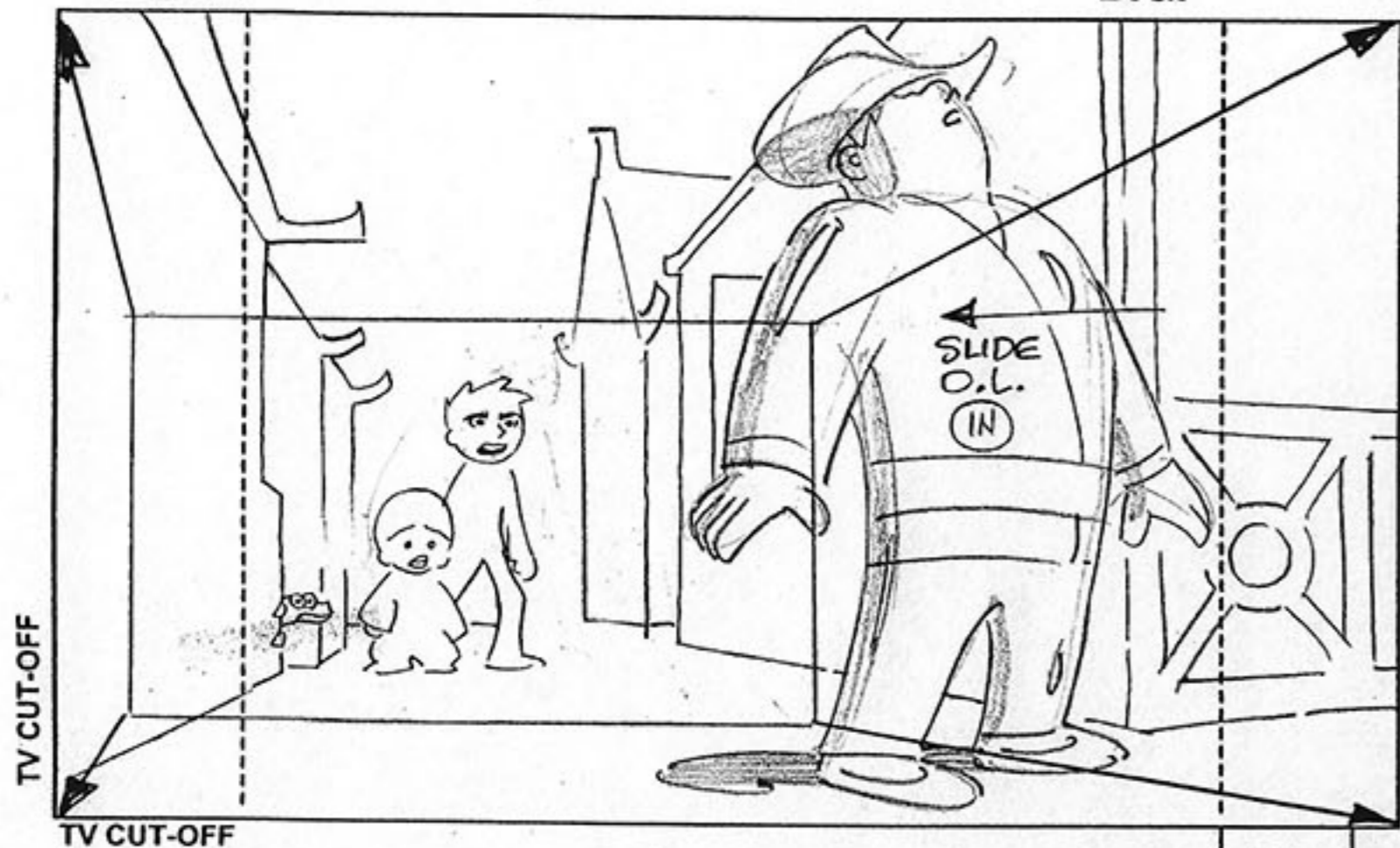
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SCENE B42 CONT

B.G.



PANEL

2

ACTION

TRUCK OUT and slide in
Statue-ized CLAY in FG.

DIAL

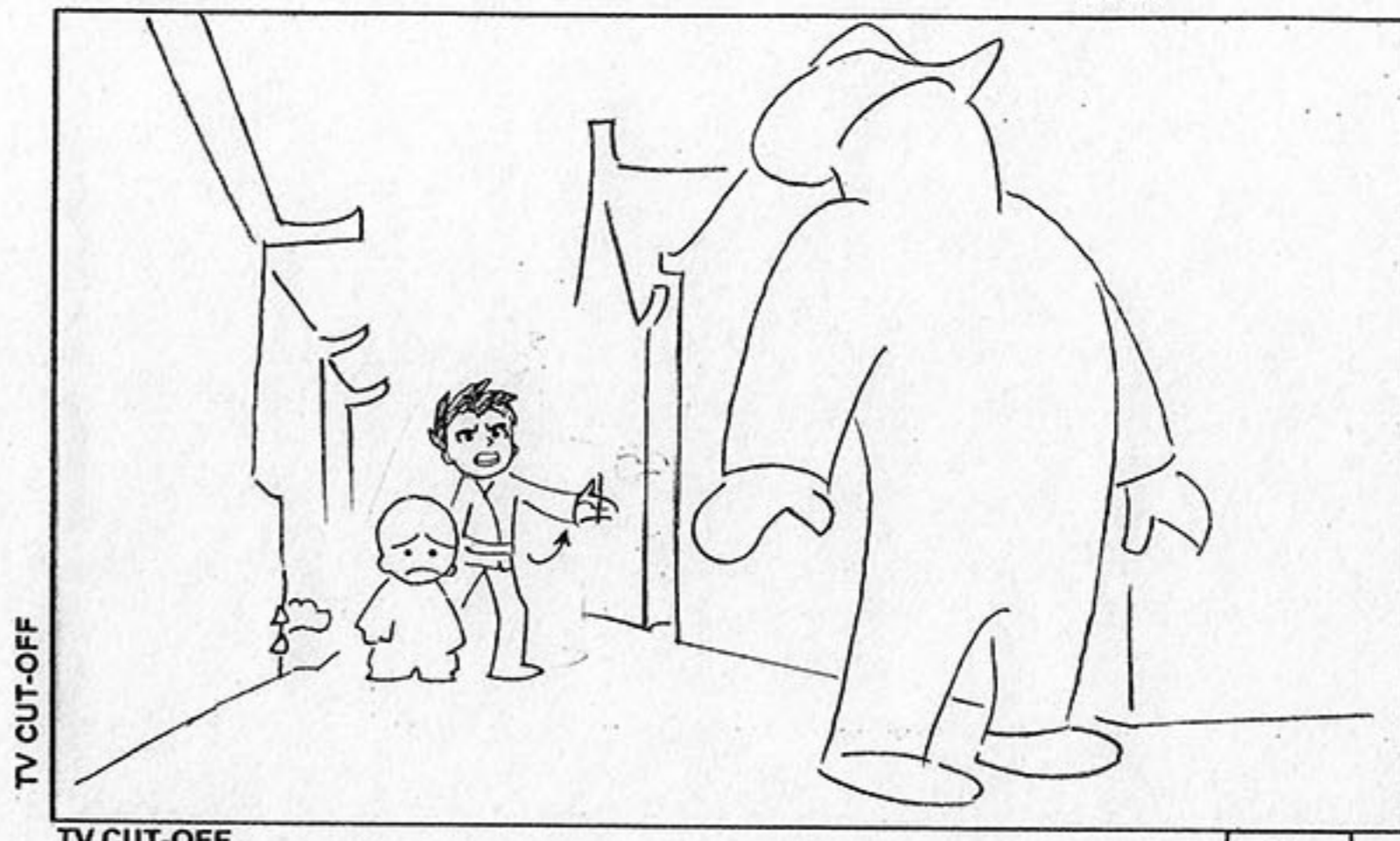
OMI - And so is Clay!
RAI - How/could one little -
T. OUT

TIMING

COM DIA 157 → (80) ← DIA 158

SCENE B42 CONT

B.G.



PANEL

3

Rai gestures

-black dragon do this?

16 : 9 Widescreen Format

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(8X)



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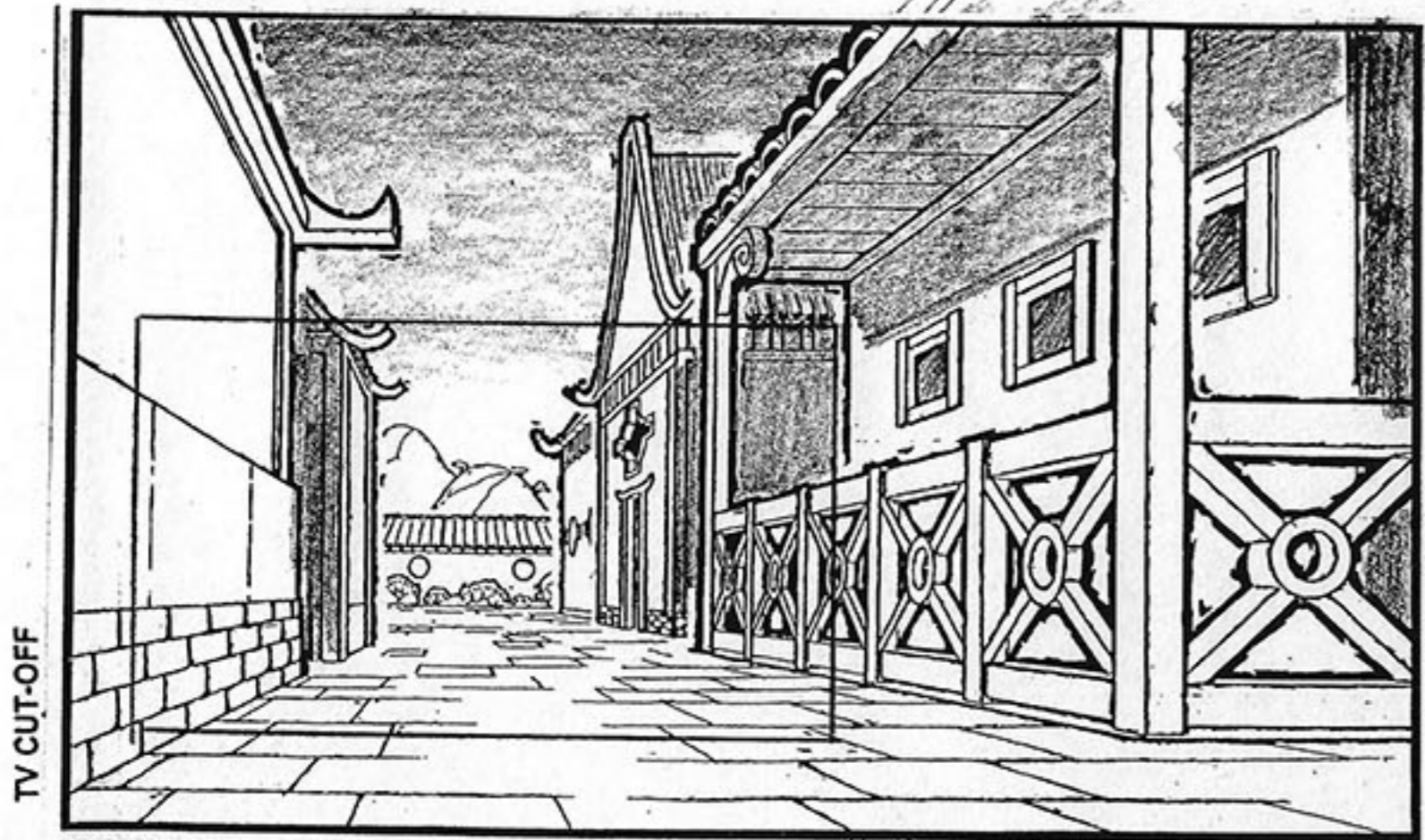
PAGE B72

DxCast
Shadows

Dx Tone Shadow
on Characters

SCENE B42

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

BG

ACTION

BG for Sc. B40, 42
(REFERENCE ONLY)

DIAL

TIMING

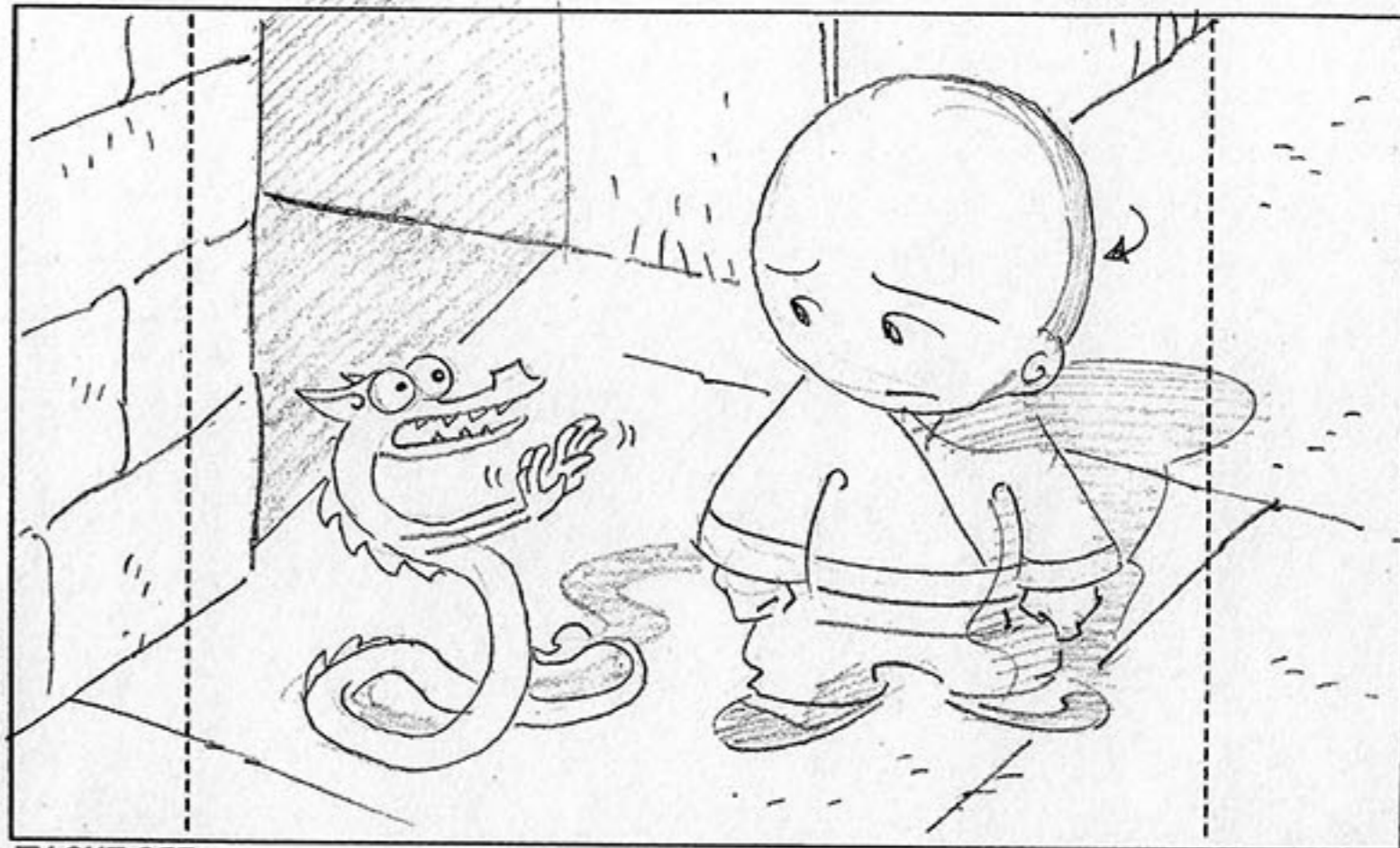
B43

H/V



SCENE B43

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

1

Dojo wiggles his hands
at the others

- DX CAST SHADOWS

Dojo: Okay, it's not so
little anymore.

16 : 9 Widescreen Format

257308

bx A - Dial 139



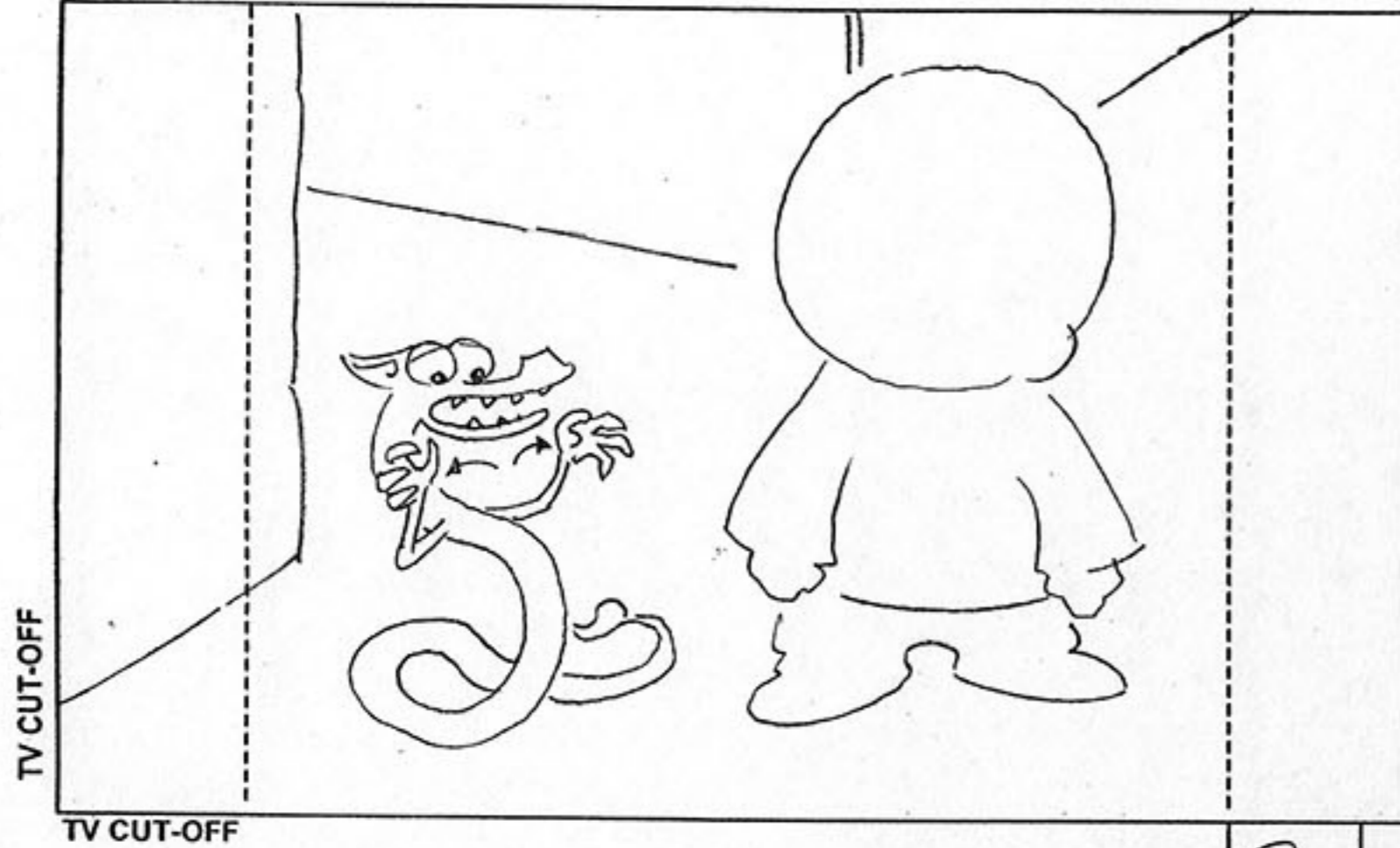
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SCENE B43 CONT

B.G.

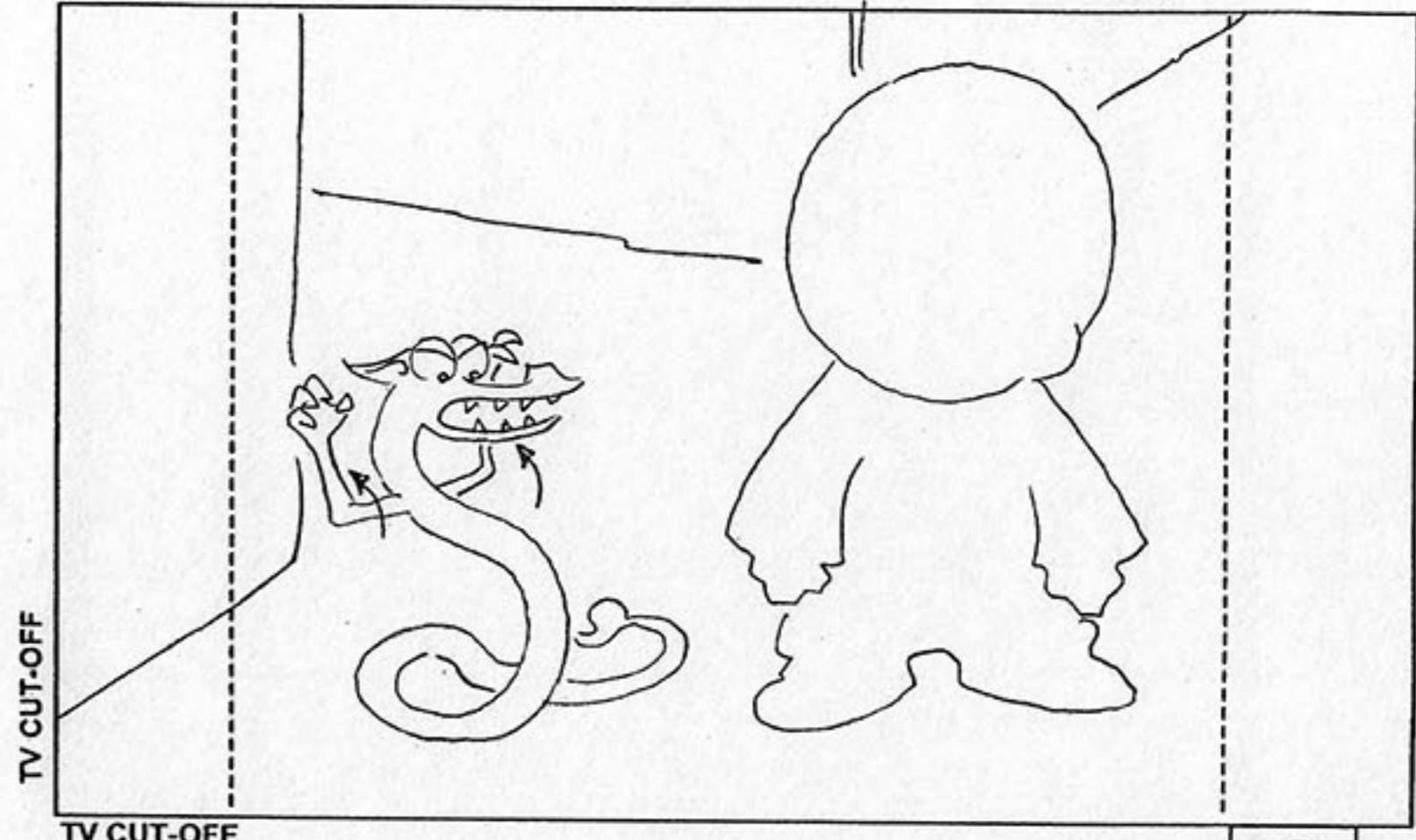


PANEL

2

SCENE B43 CONT

B.G.



PANEL

3

ACTION

Dojo gestures

DIAL

It's more of a big-

Continued

-evil-

TIMING

Can't plan 159

16 : 9 Widescreen Format

257308



X I A O L I N SHOWDOWN

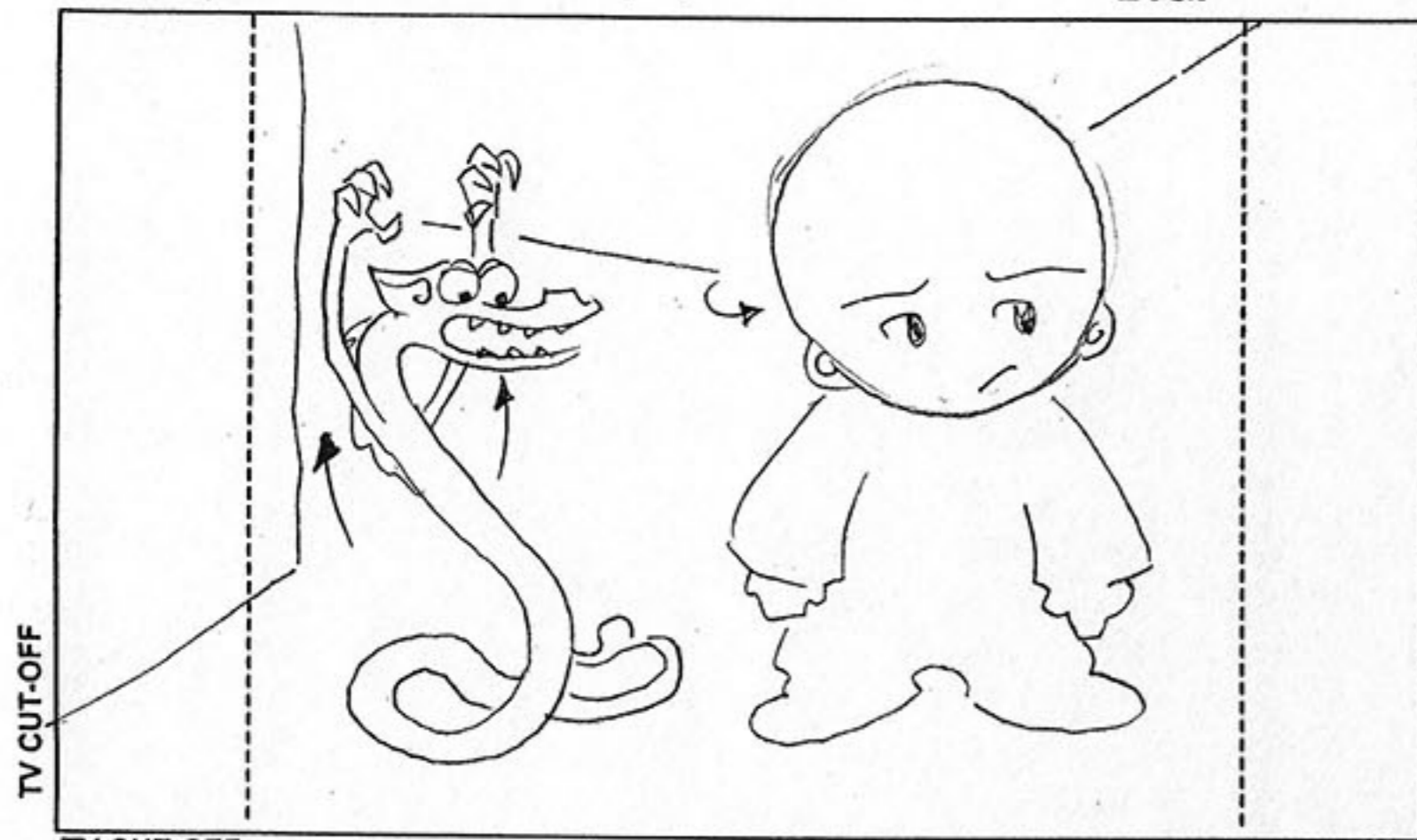
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PAGE B74

SCENE B43 CONT

B.G.



PANEL

4

ACTION

Dojo raises himself up

DIAL

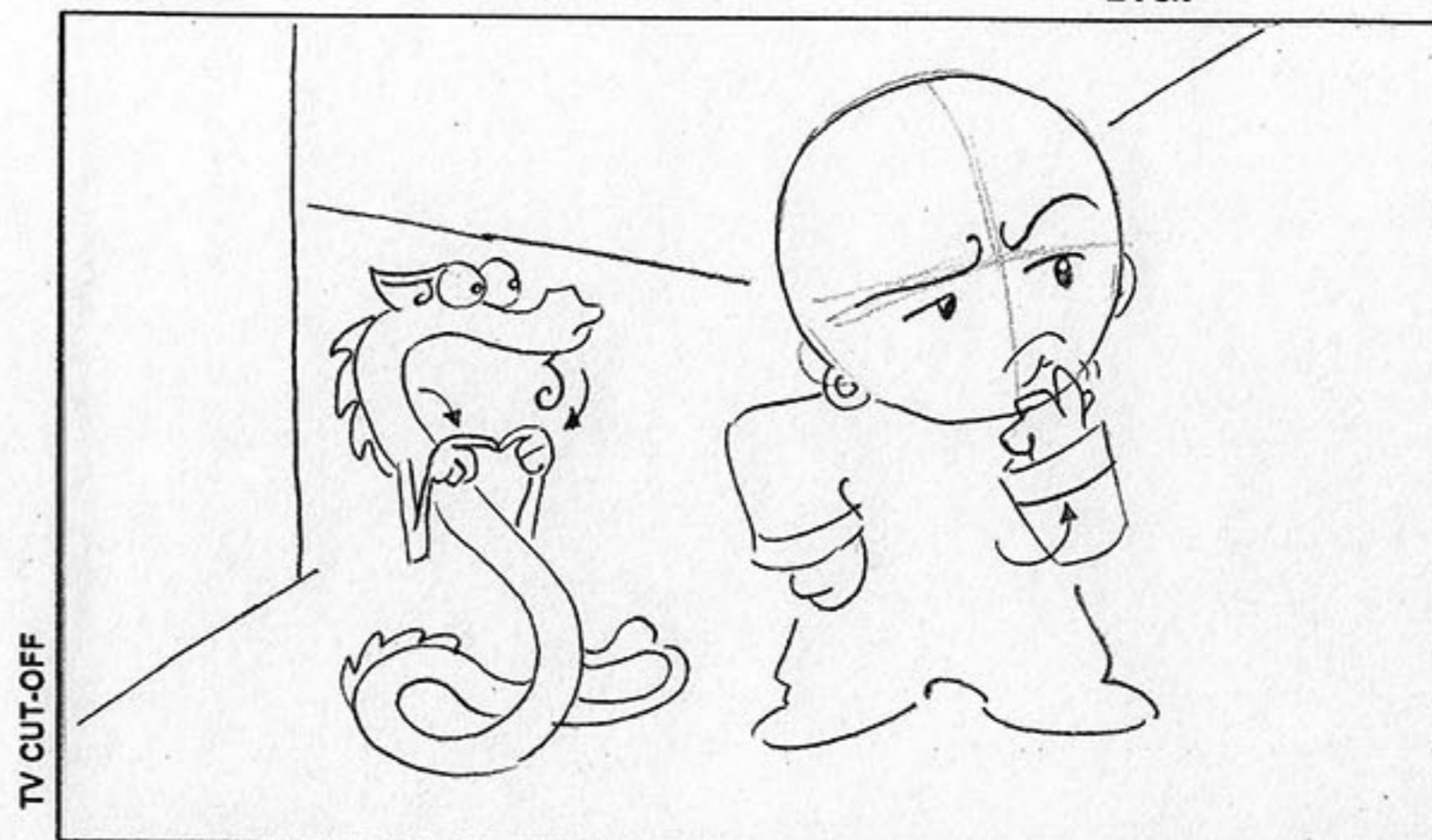
blue fire-breathing dragon!

TIMING

CONT DIA 159

SCENE B43 CONT

B.G.



PANEL

5

Omji taps his chin - Dojo
looks at him

16 : 9 Widescreen Format

257308

(bx)



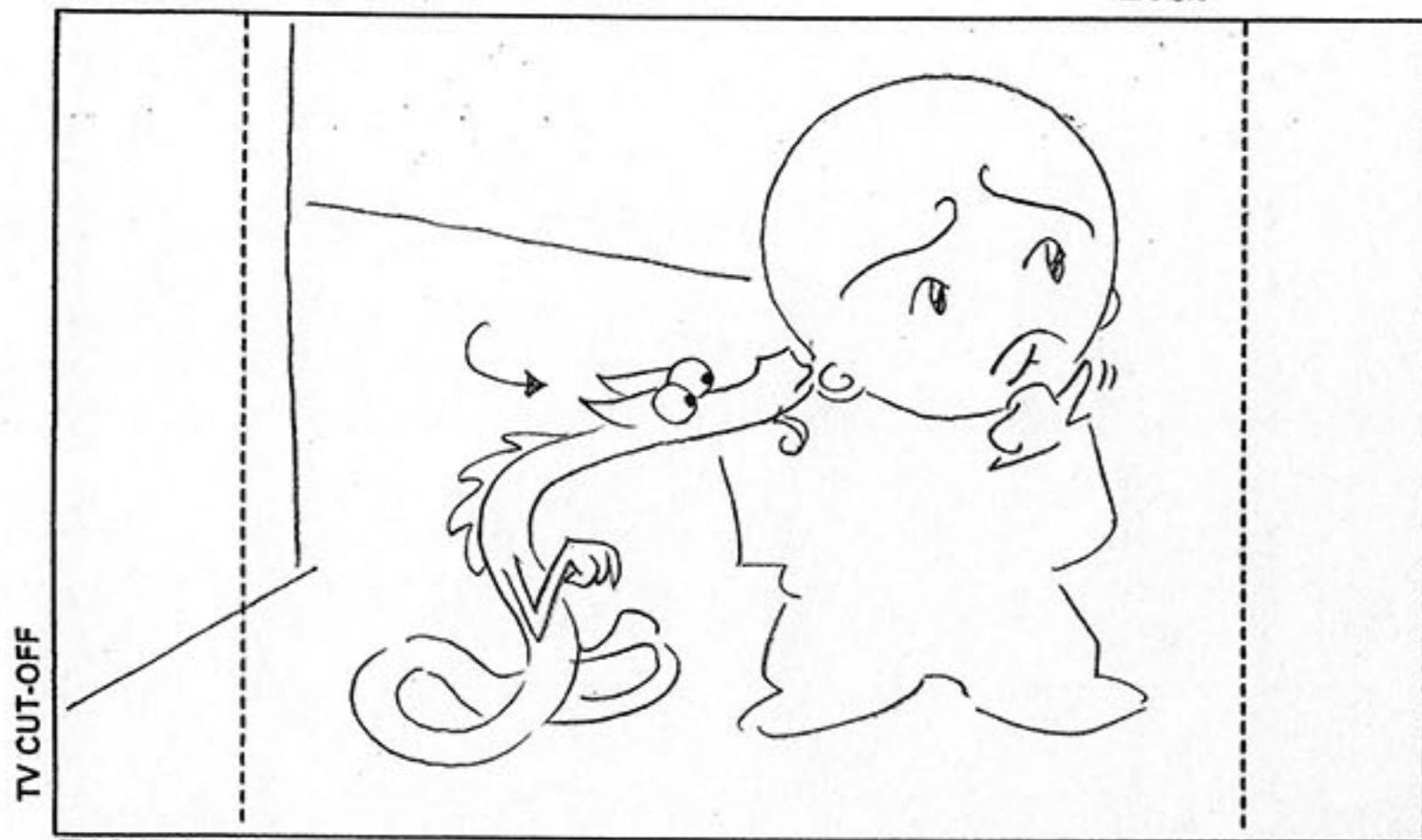
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SCENE B43 CONT

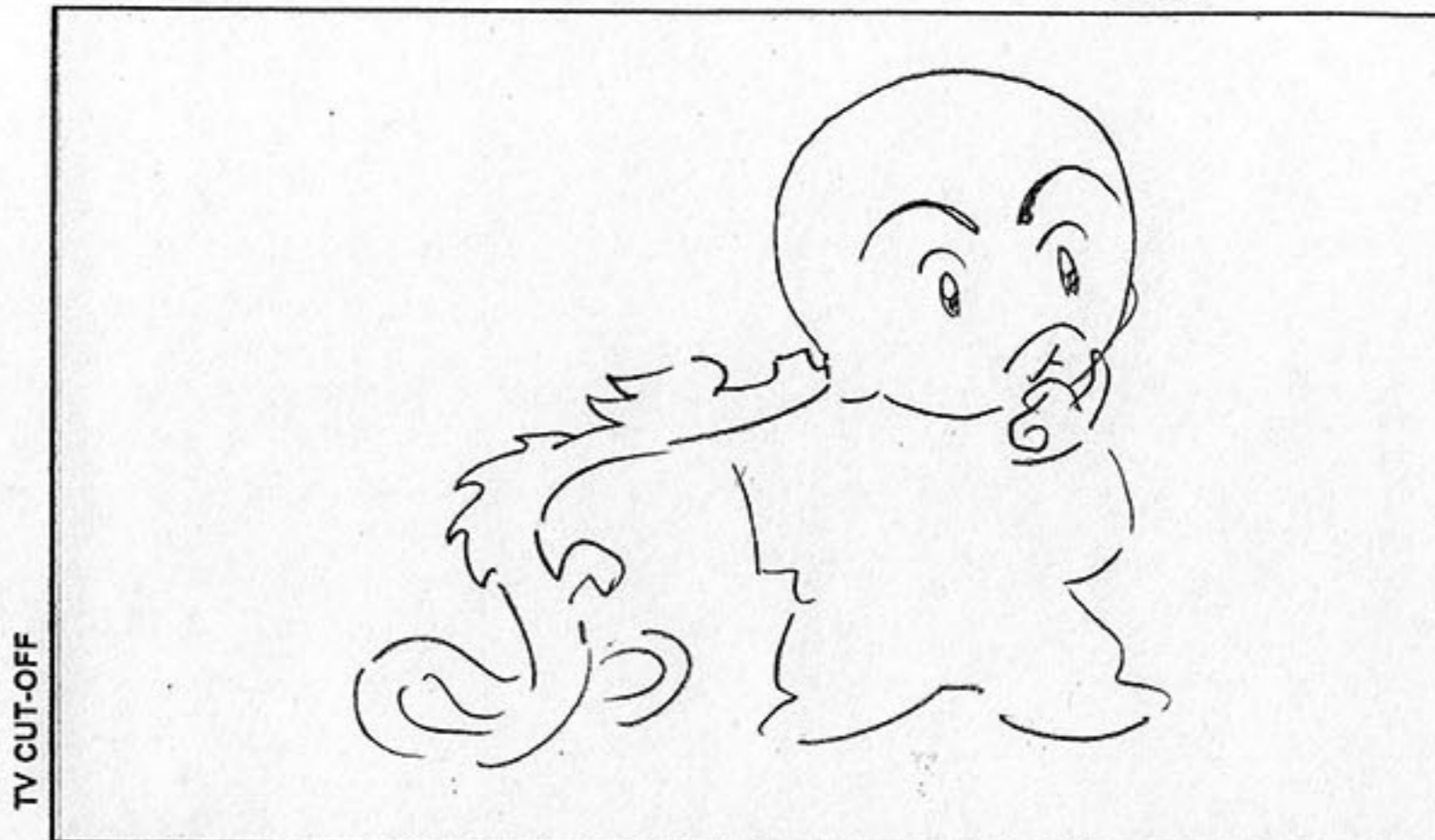
B.G.



PANEL 6

SCENE B43 CONT

B.G.



PANEL 7

ACTION

Dojo leans in closer, waiting

DIAL

TIMING

Omi's eyes widen and his finger freezes

16 : 9 Widescreen Format

257308



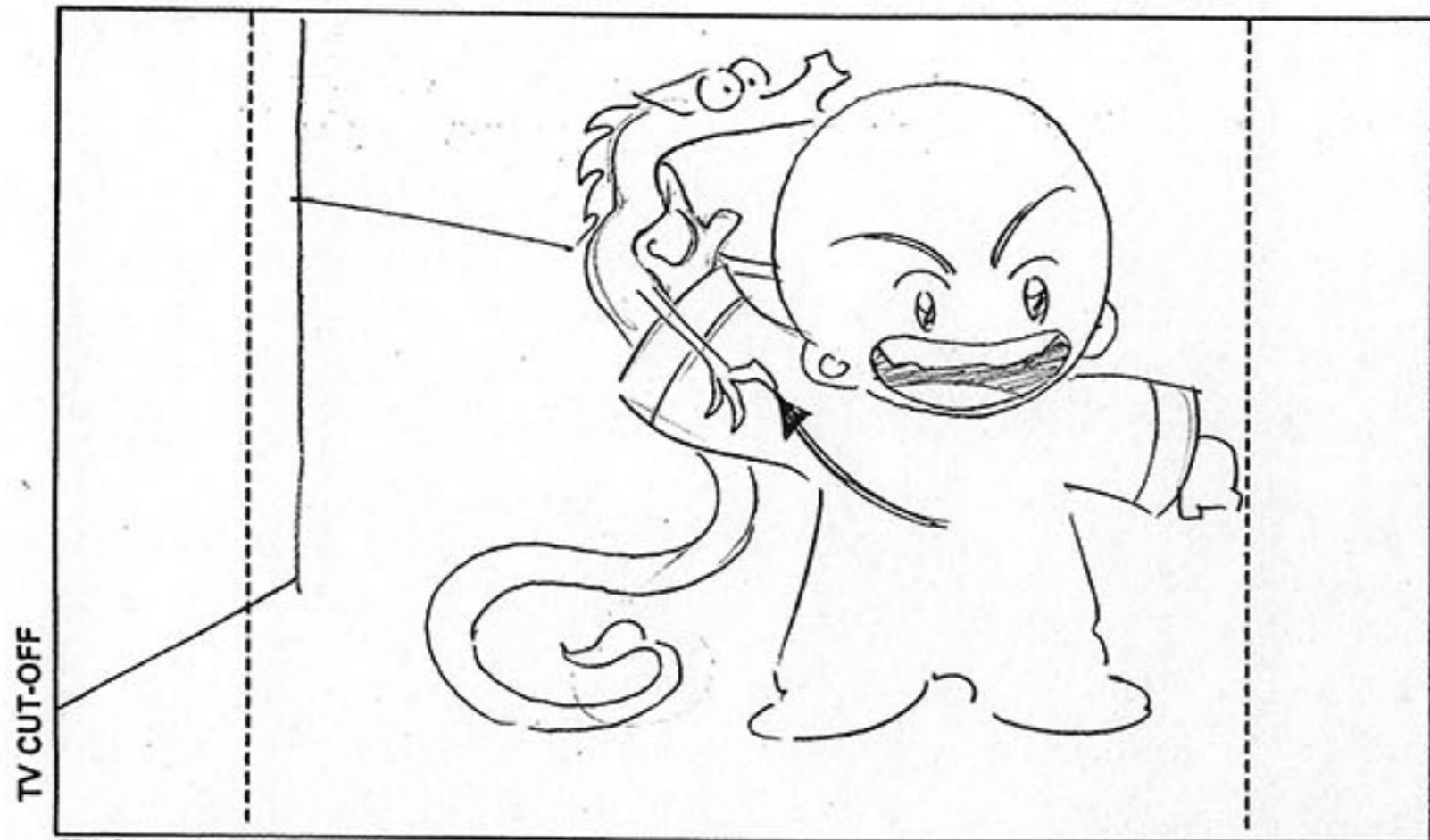
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SCENE B43 CONT

B.G.



TV CUT-OFF

PANEL

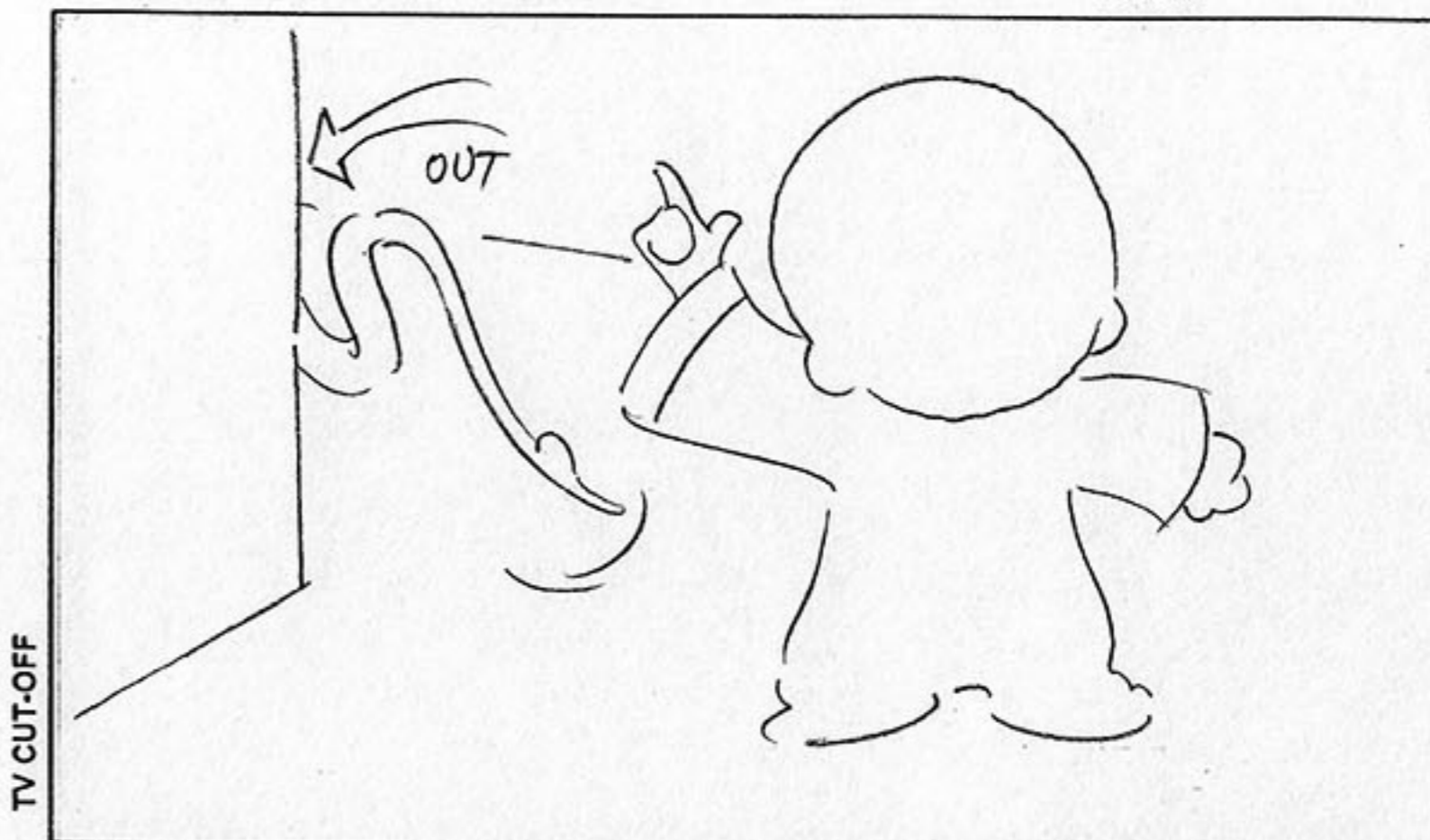
8

ACTION

Omi's finger flips up - catches Dojo -

SCENE B43 CONT

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

9

DIAL

Omi: SOOT!

TIMING

The dragon was covered in volcanic soot!

16 : 9 Widescreen Format

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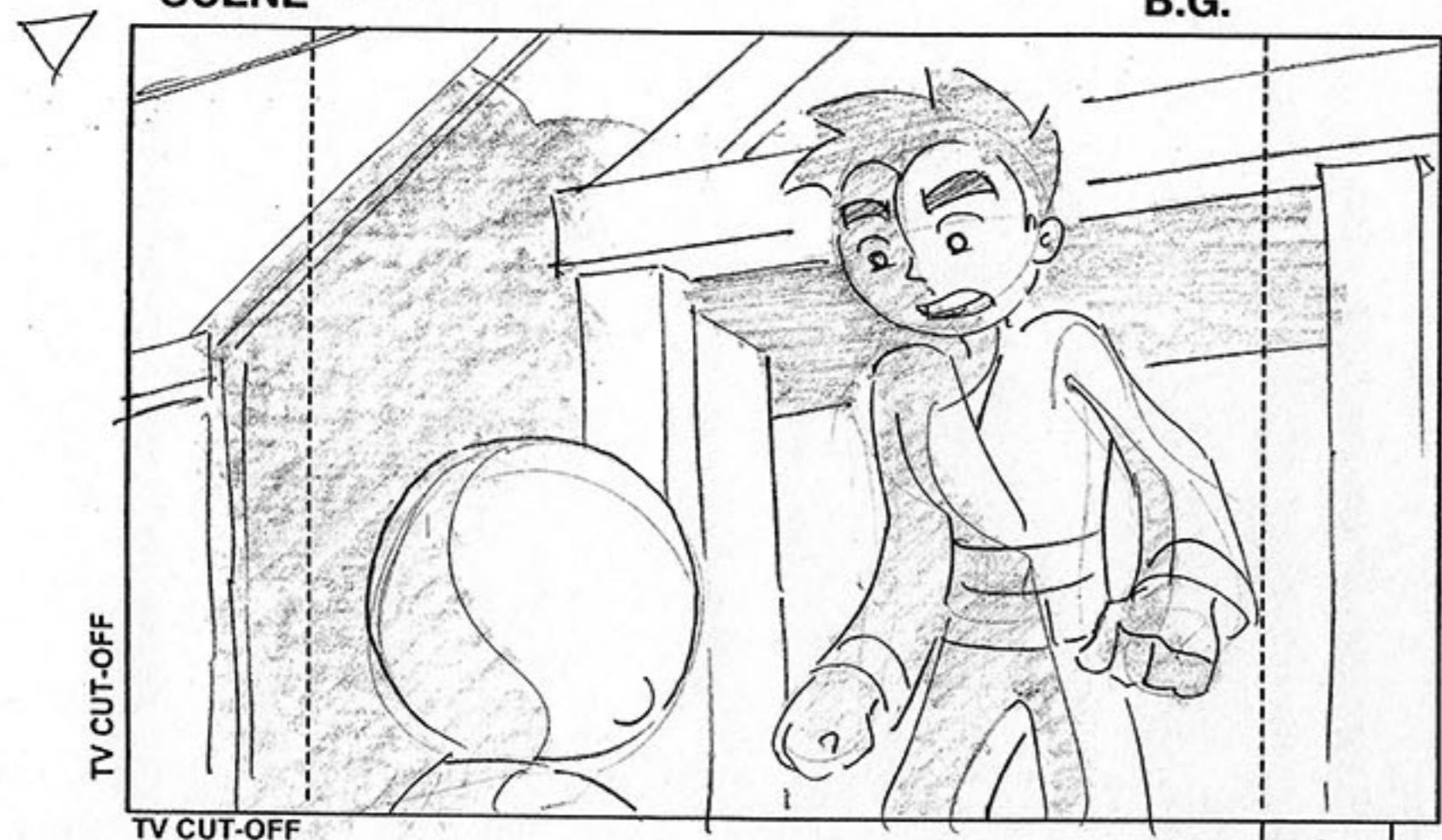
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SCENE B44

B.G.



TV CUT-OFF

TV CUT-OFF

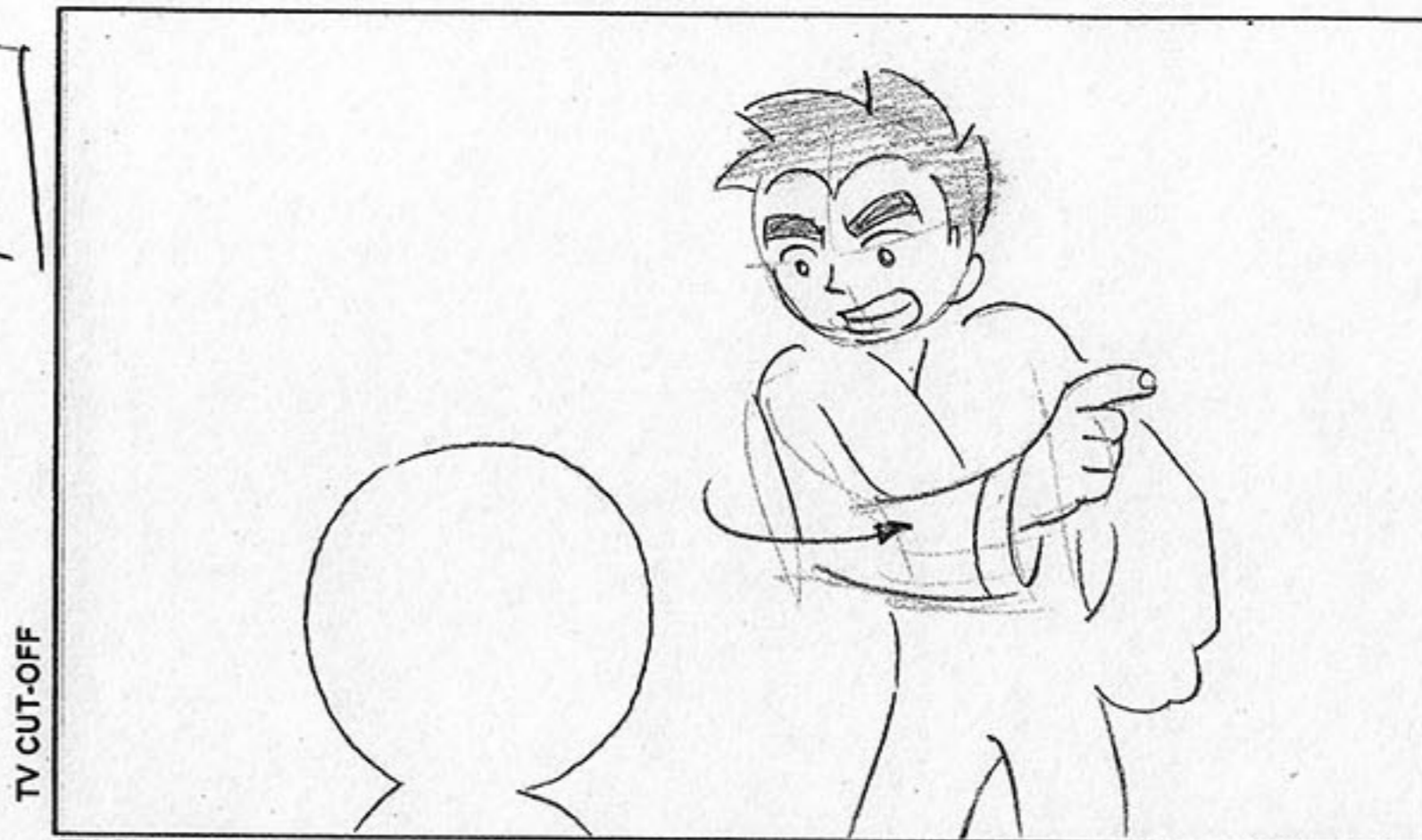
PANEL

1

Dx
Tone
Shadows
on
Characters

SCENE B44 CONT

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

2

ACTION

Rai speaks
urgently to Omi

DIAL

RAI: That's why we couldn't find
it in the Shen Gong Wu scroll!

TIMING

It's not a black
dragon at all!

16 : 9 Widescreen Format

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SHOWDOWN

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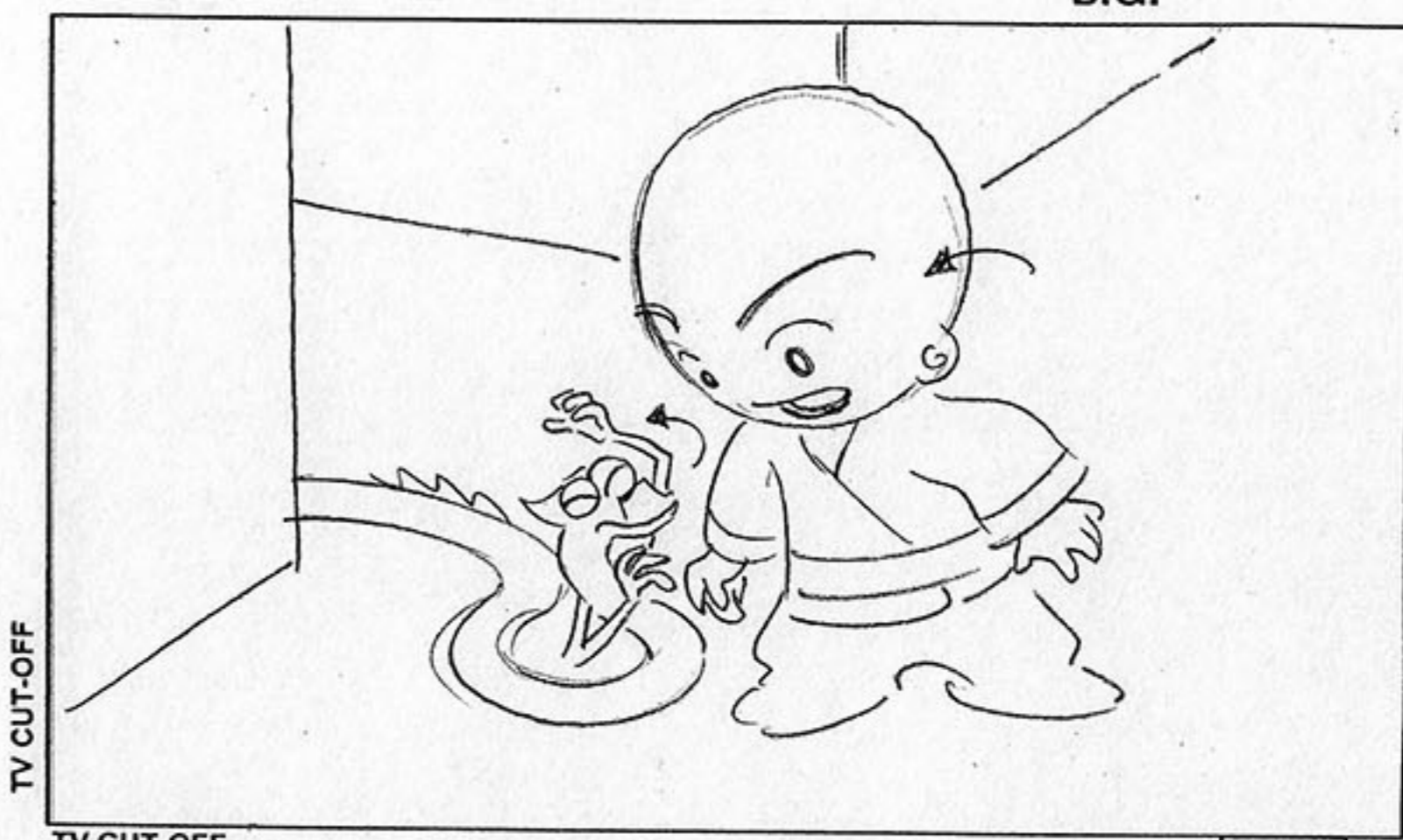
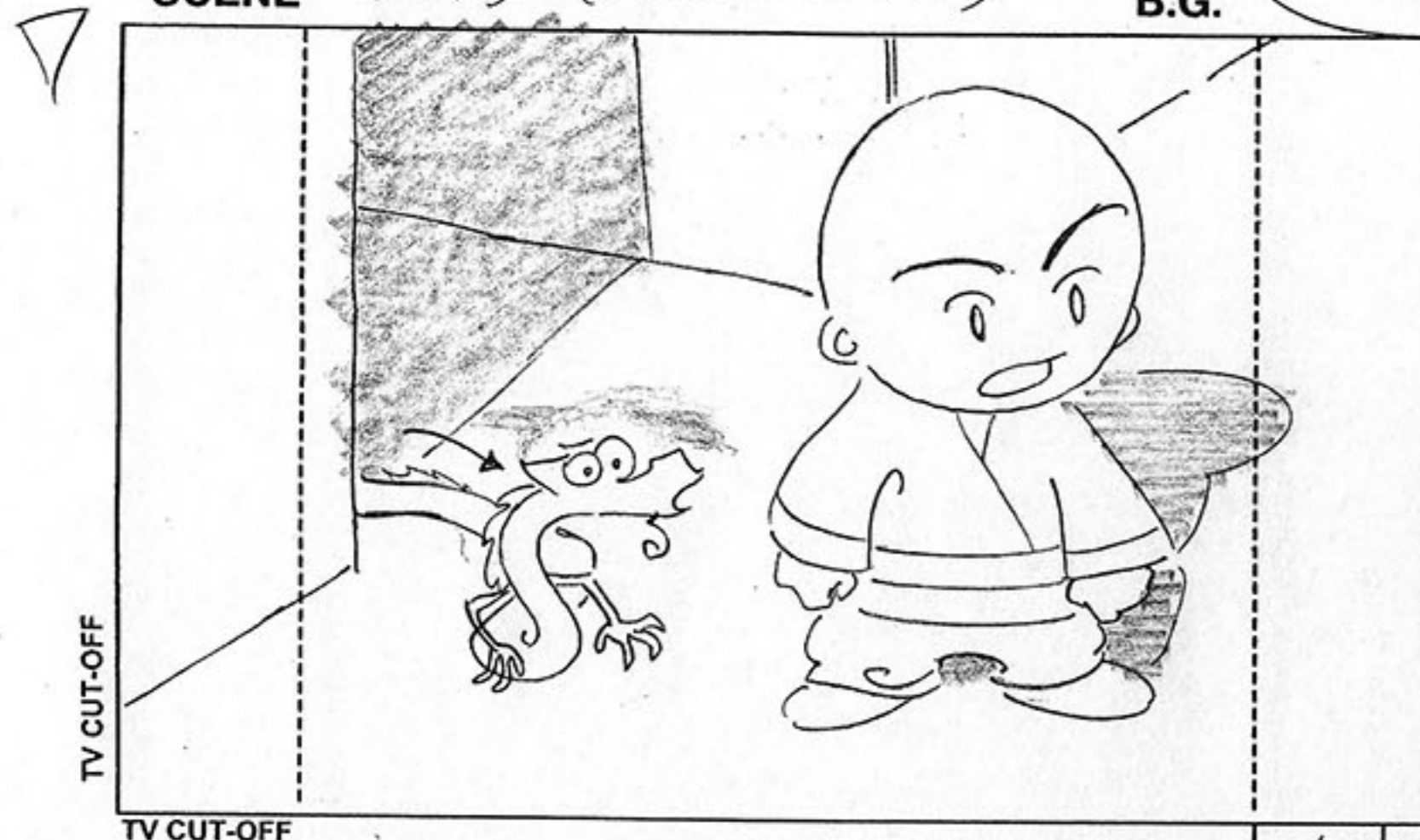
Dx Tone Shadows on characters

SCENE *B45 (Match B43)*

B.G.

SCENE *B45 CONT*

B.G.



PANEL **1**

PANEL **2**

ACTION

Dojo moves forward next to Omi (start him farther back than shown)

Omi leans close - Dojo shields himself.

DIAL

Dojo: It's blue!

Omi: Not just blue...

TIMING

- DX CAST SHADOWS

16 : 9 Widescreen Format

257308



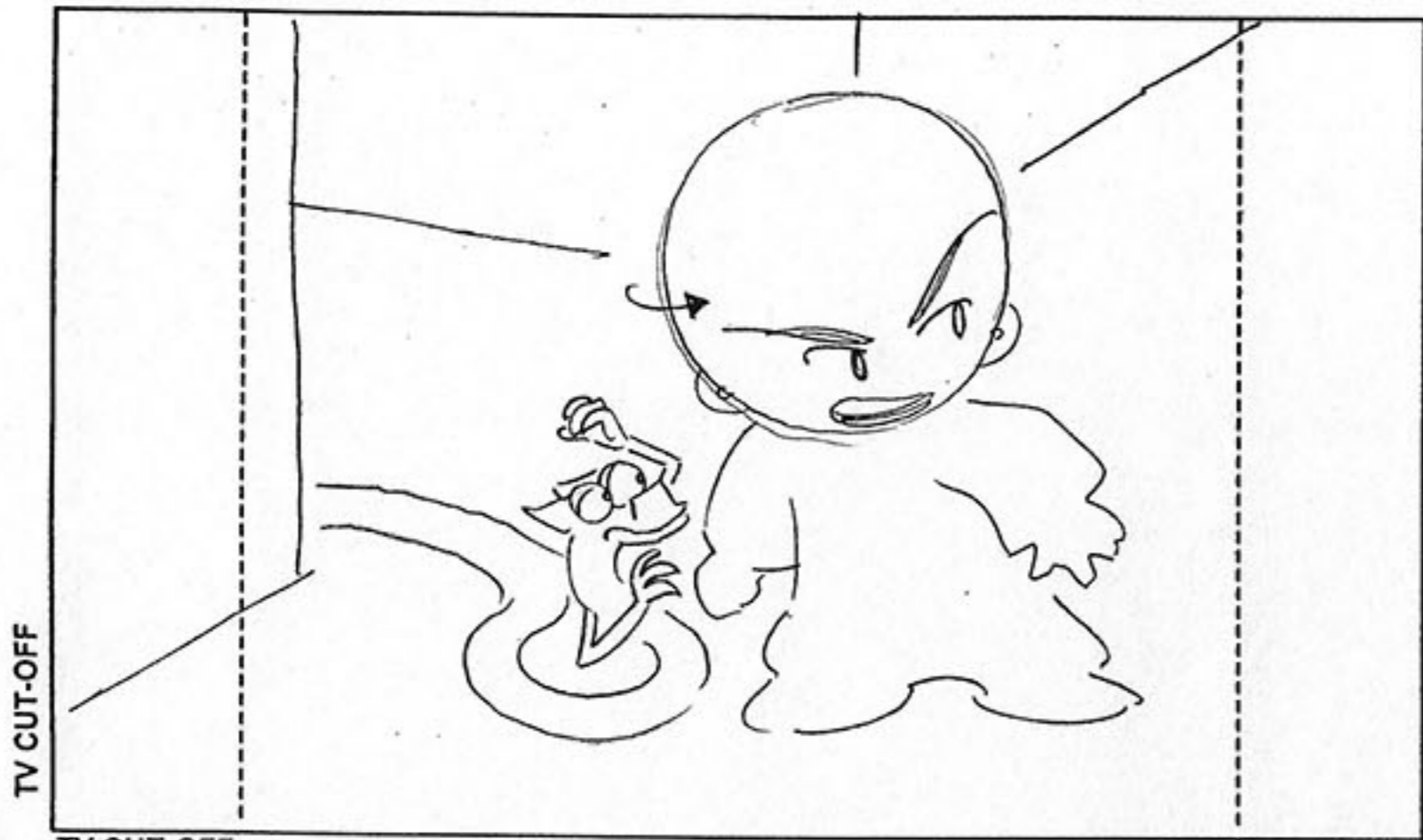
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SCENE B45 CONT

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 3

ACTION

Omi looks aside dramatically

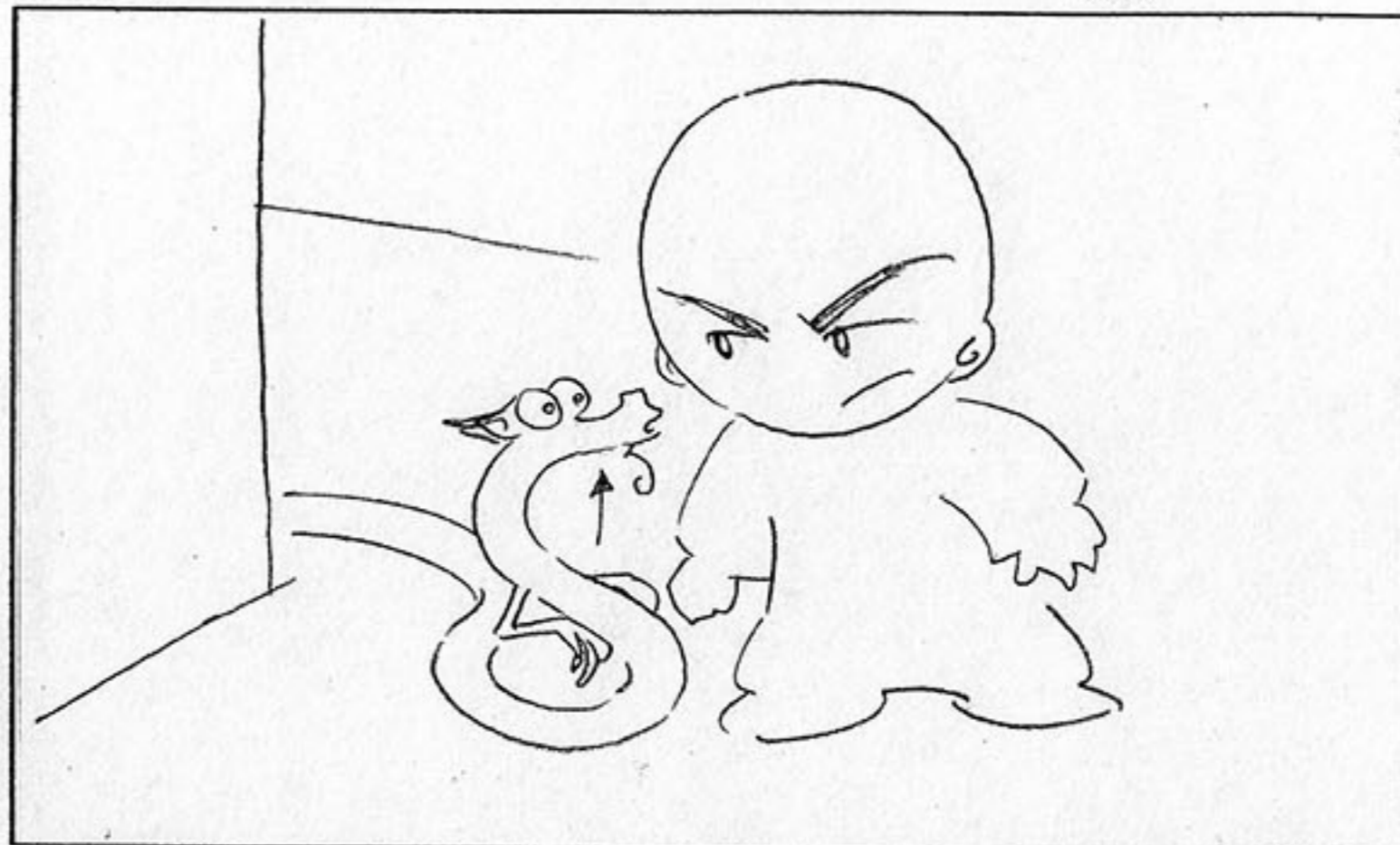
DIAL

... Sapphire!

TIMING

SCENE B45 CONT

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 4

Dojo rises, amazed, as Omi looks around

16 : 9 Widescreen Format

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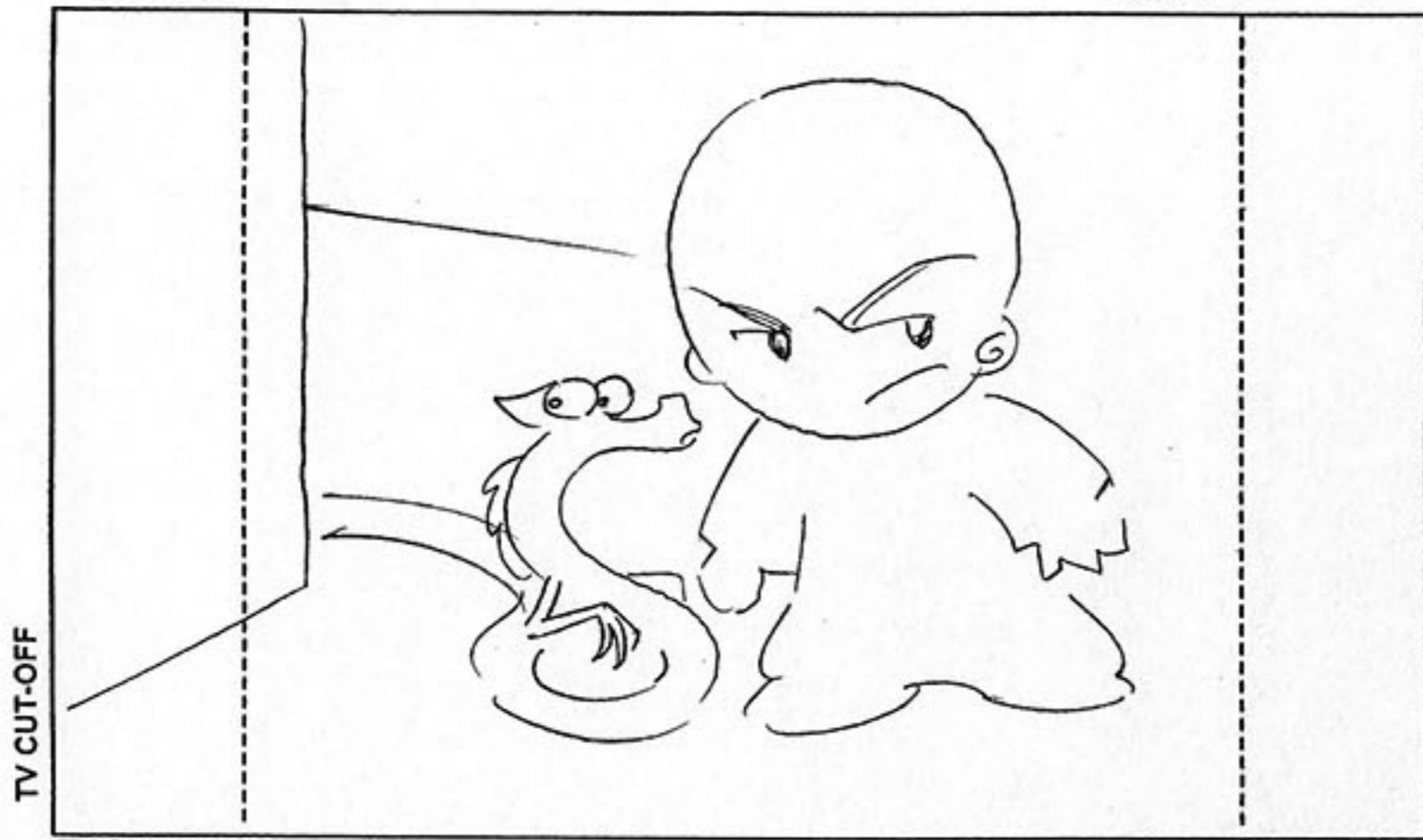
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SCENE B45 CONT

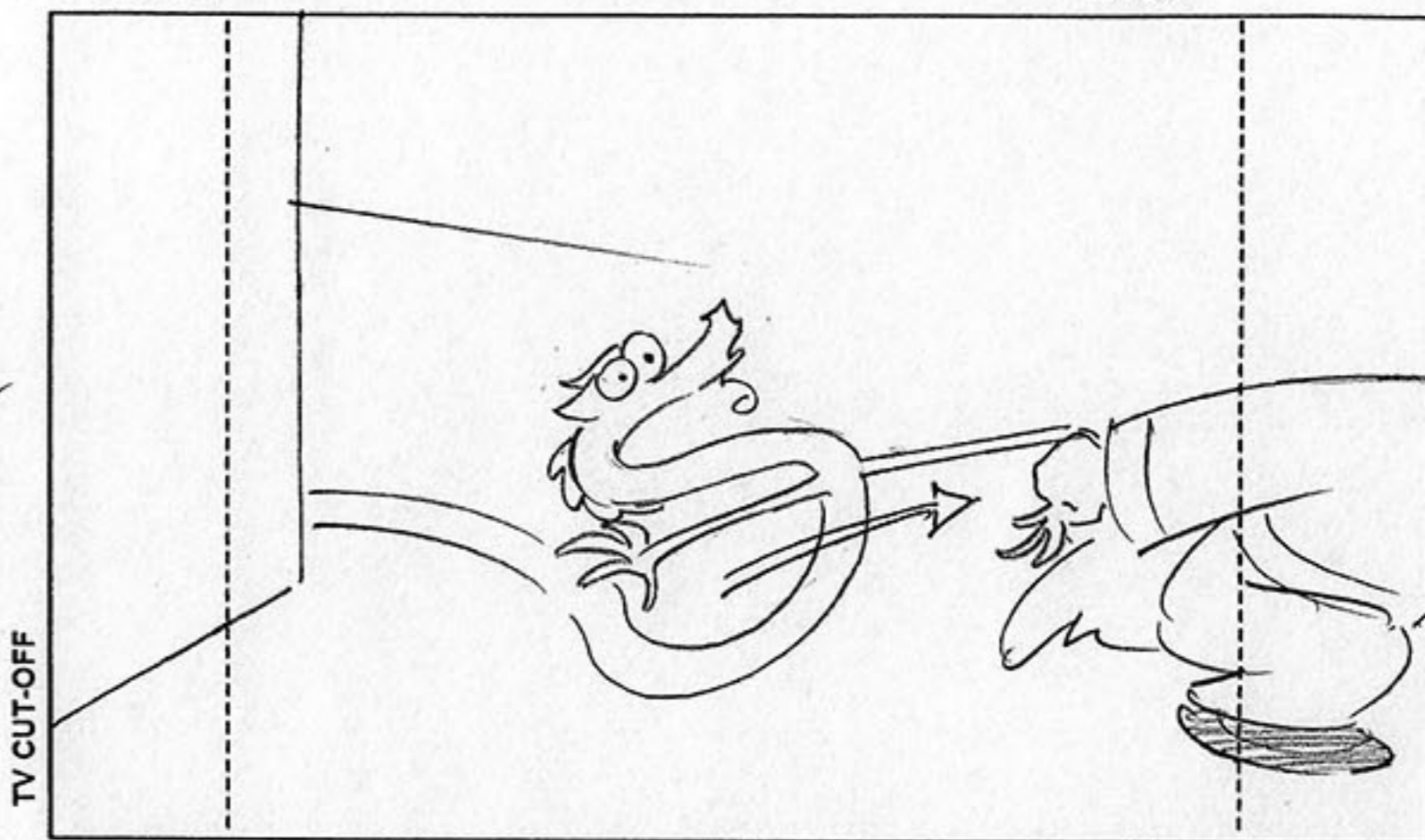
B.G.



PANEL 5

SCENE B45 CONT

B.G.



PANEL 6



Omi
grabs
Dojo's
arm

and runs O.S., pulling
Dojo behind

ACTION

Dojo looks around

DIAL

TIMING

16 : 9 Widescreen Format

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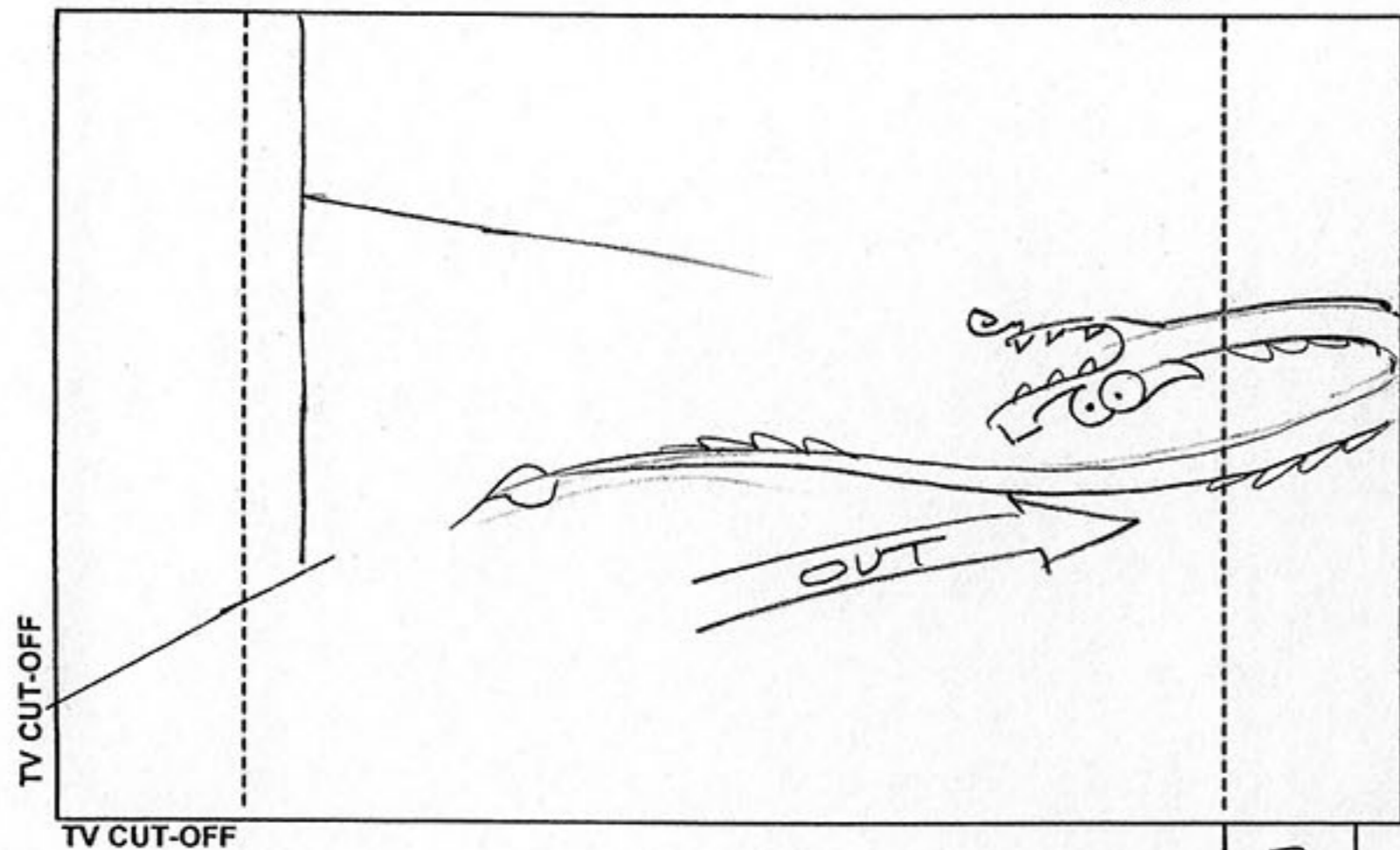
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PAGE B81

NEXT PAGE IS B88
(NO PAGES 882-887)

SCENE B45 CONT

B.G.



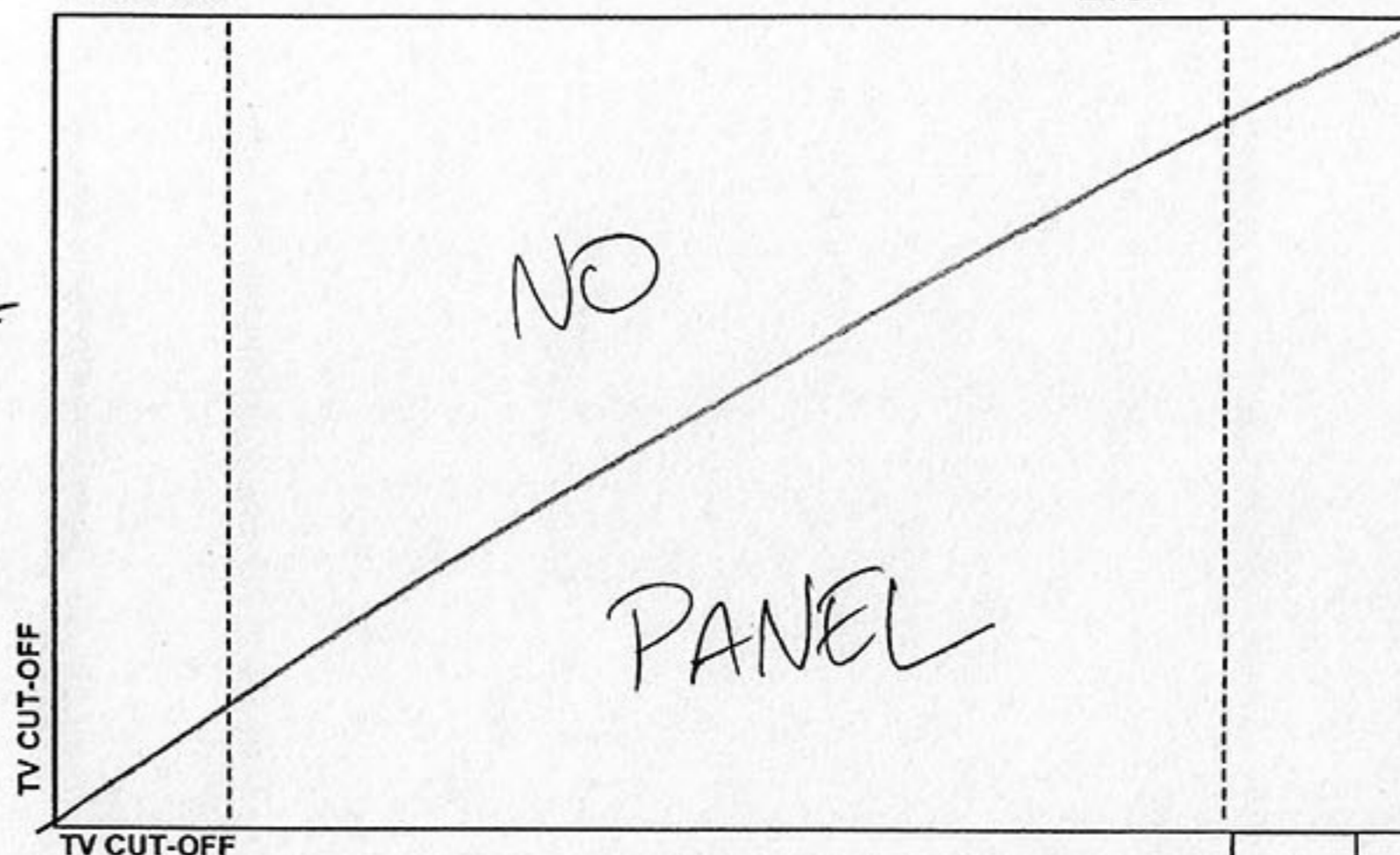
PANEL 7

DIAG
WIPE
TO
SCENE
B50



SCENE

B.G.



PANEL

ACTION

Dojo is yanked quickly O.S.

DIAL

TIMING

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XIAOLIN SHOWDOWN

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SCENE

B50

B.G.

Diag. wipe from B49



TV CUT-OFF

ACTION

WIPE to Rai, Omi & Dojo reading the Shen Gong Wu scroll. — Backlit torches

Omi

HA! Right there!

DIAL

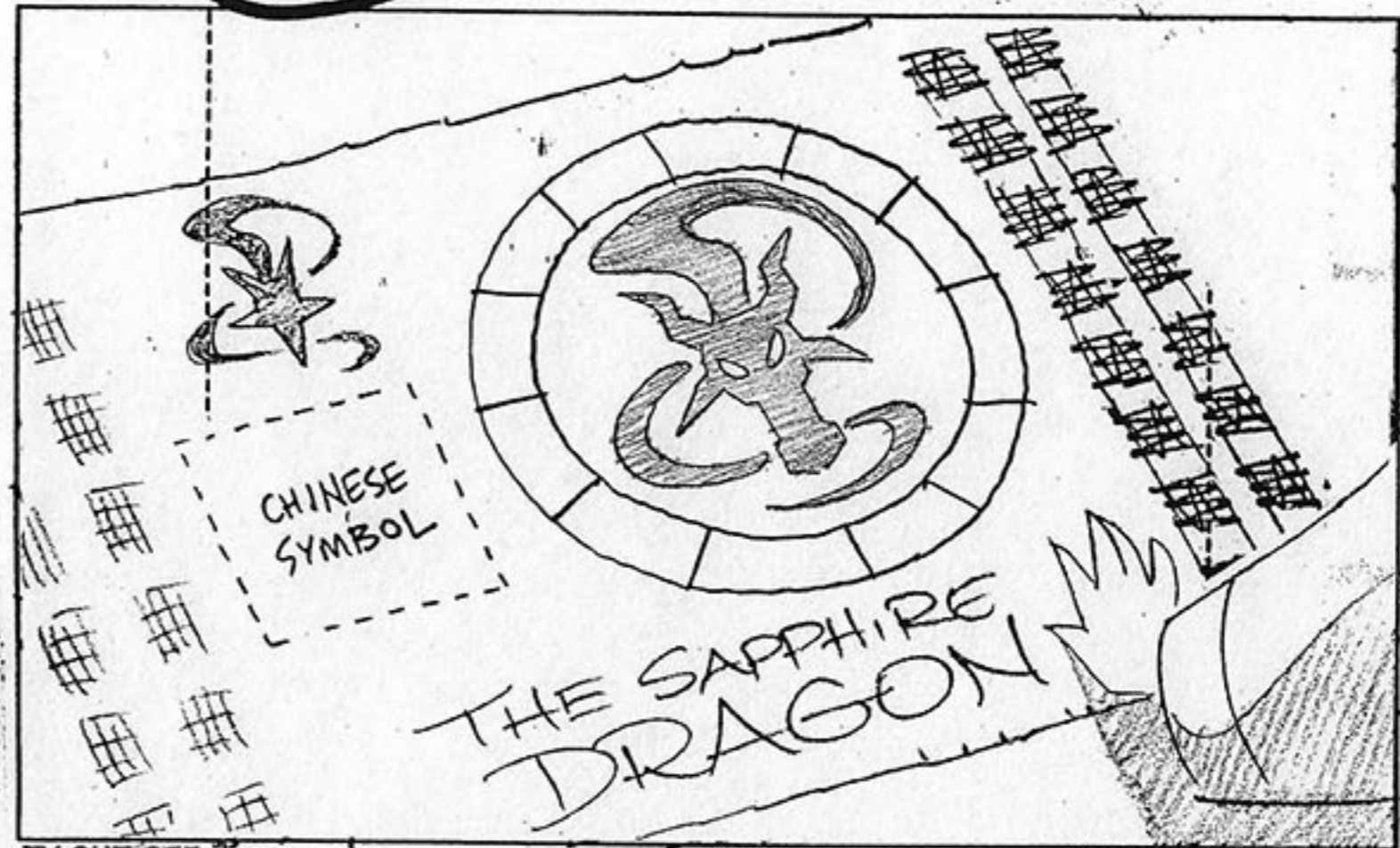
TIMING

12
170

SCENE

B51

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

1

Close on a section of the scroll pertaining to the dragon

RAI (VO): The Sapphire Dragon!

16:9 Widescreen Format

257308

B51

(84)

(85)

DIAL 173



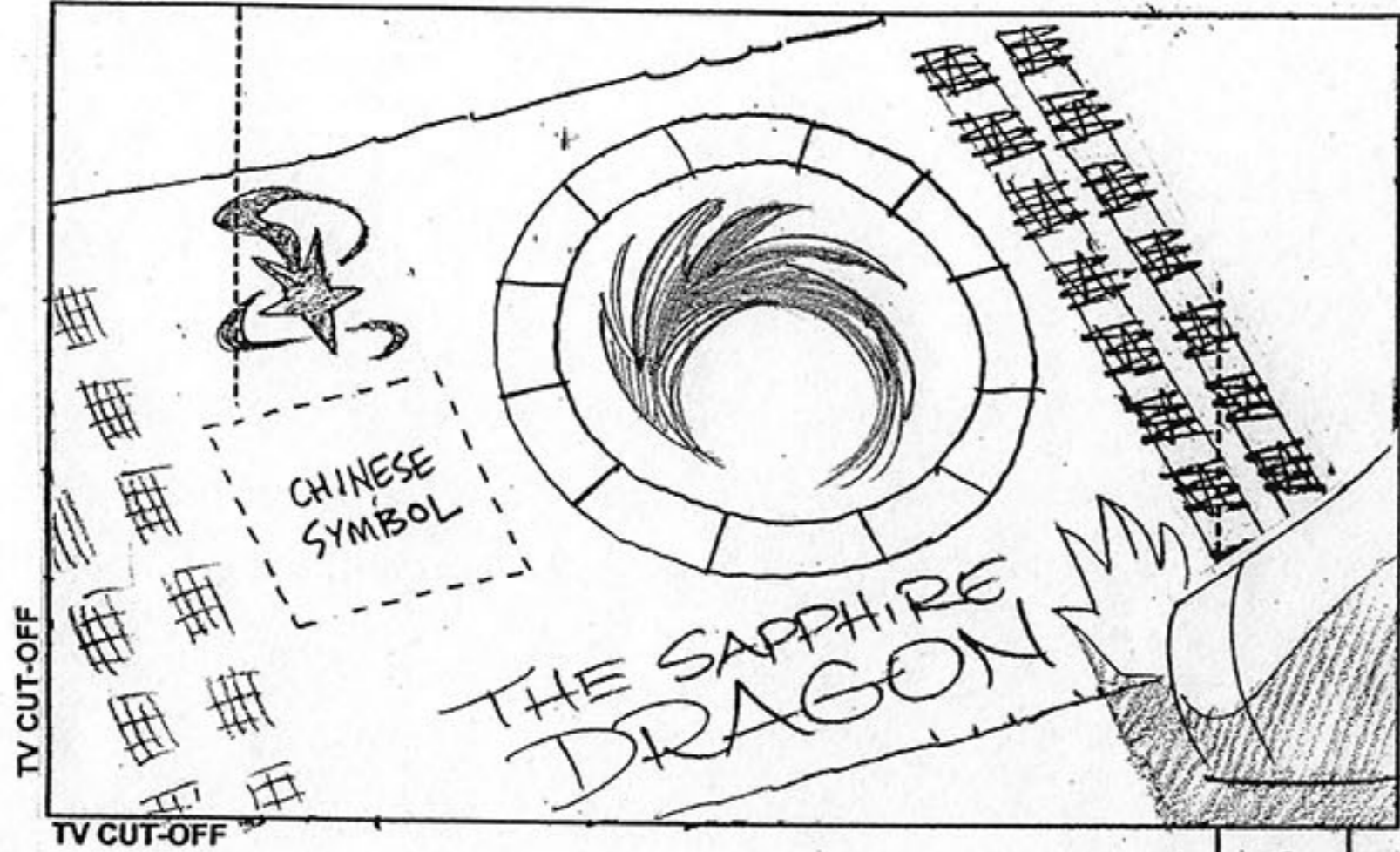
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SCENE B51 CONT

B.G.



PANEL 2

ACTION

The image twirls...

DIAL

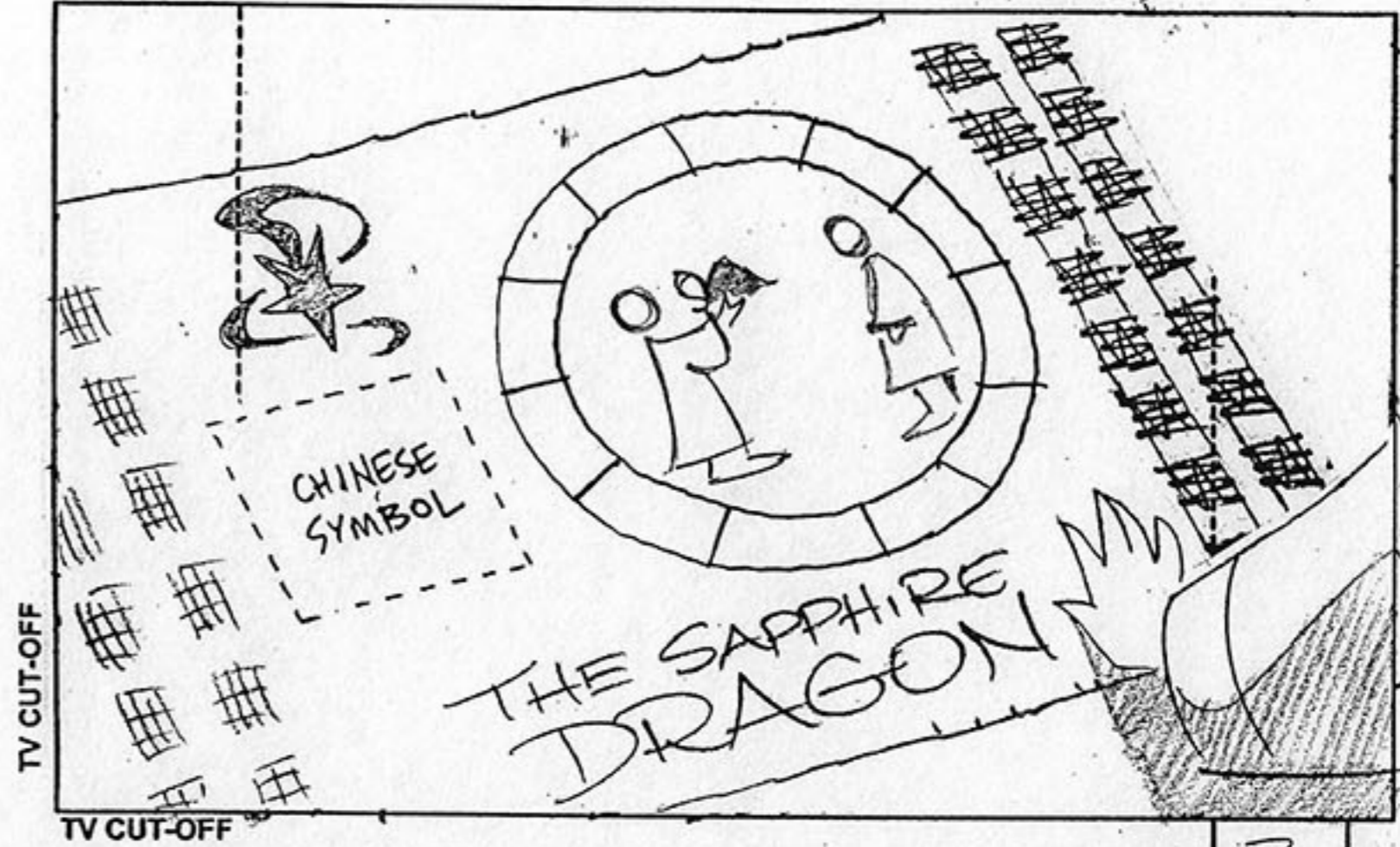
OMI: The most dangerous Shen Gong Wu

TIMING

DIA 174

SCENE B51 CONT

B.G.



PANEL 3

... and resolves into two brush-stroke monks. One holds the dragon

16 : 9 Widescreen Format

257308



X I A O L I N SHOWDOWN

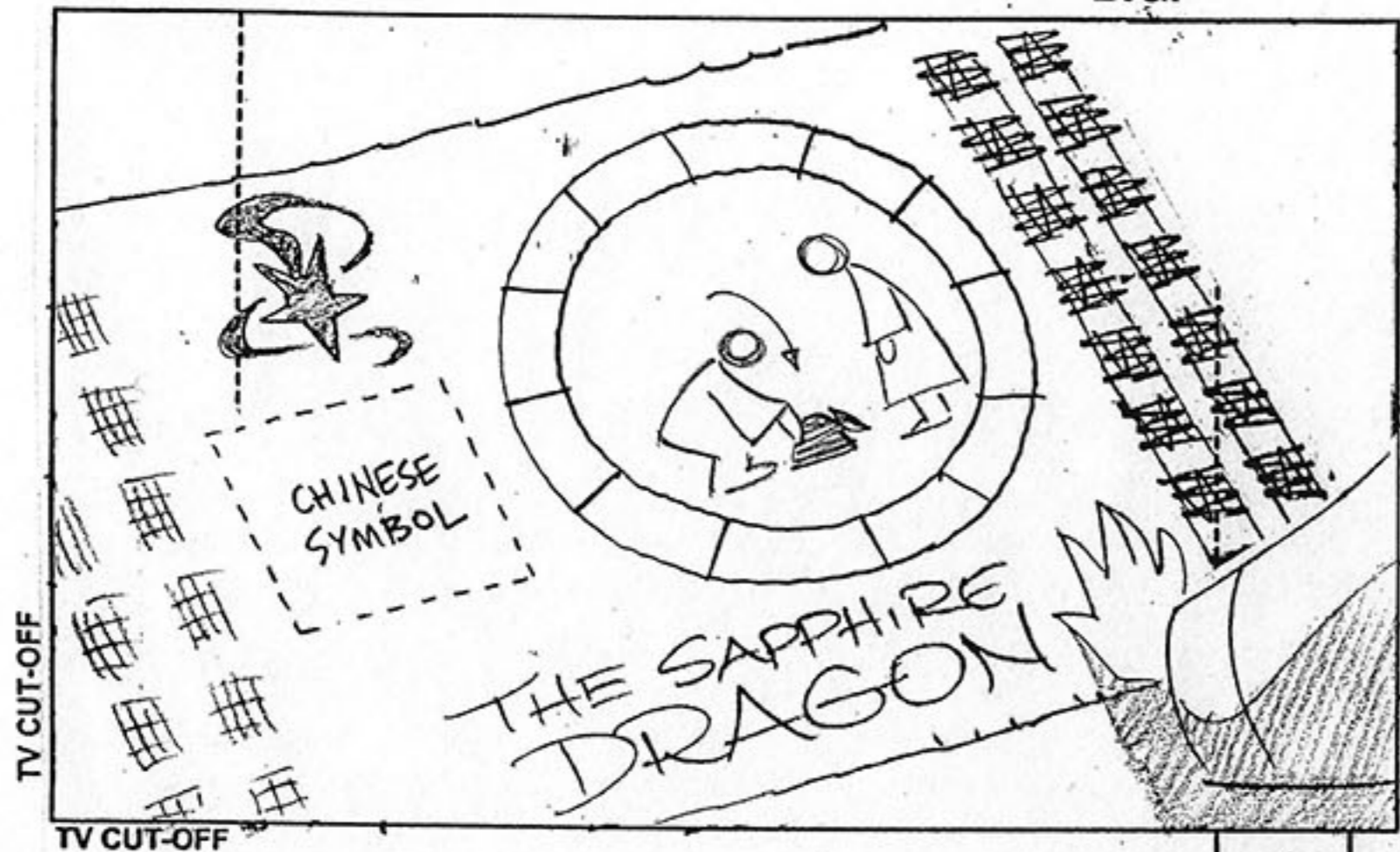
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PAGE B90

SCENE B51 CONT

B.G.



PANEL 4

ACTION

Monk ① gets the dragon down

DIAL

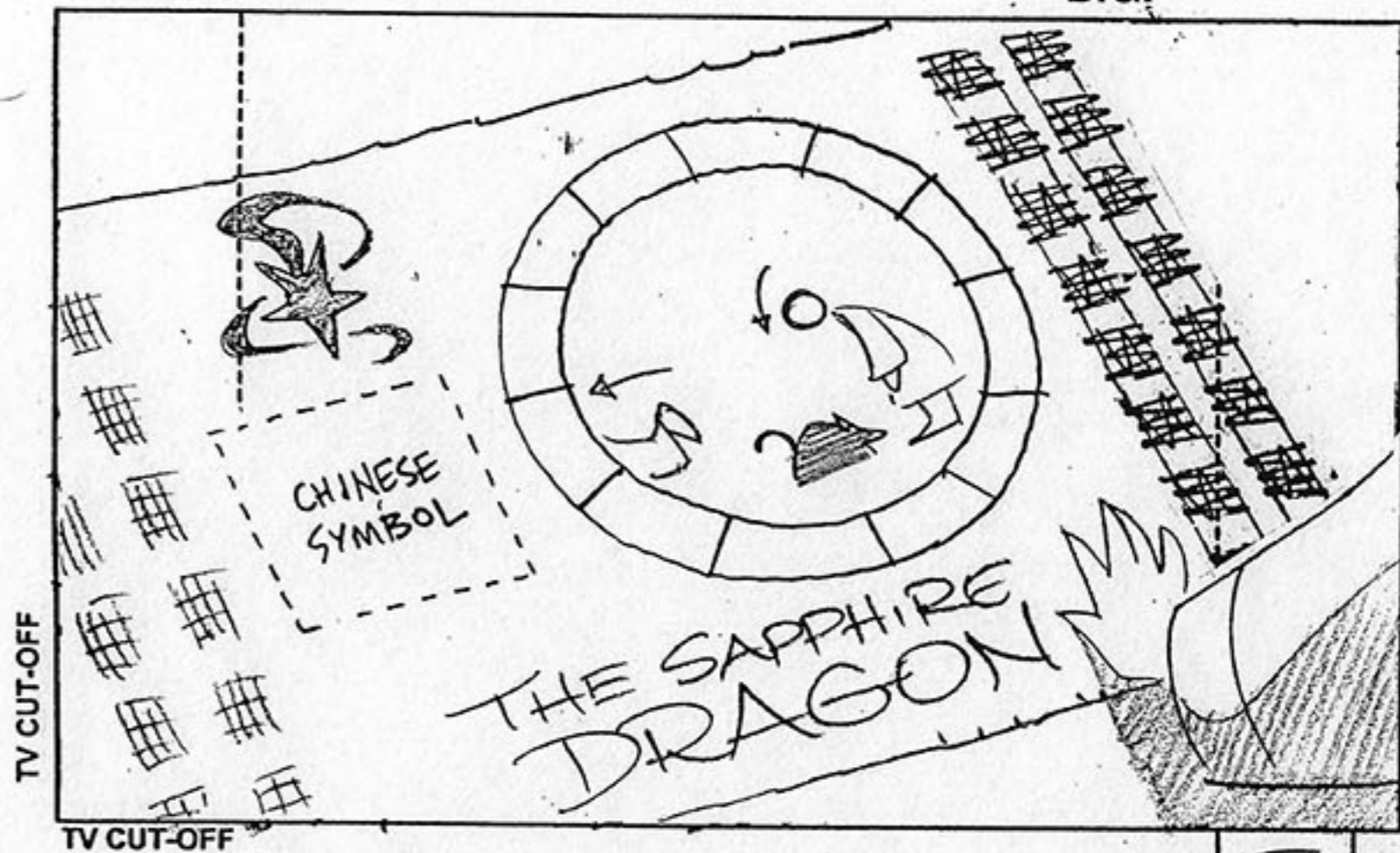
— it is only to be used as an absolute last resort.

TIMING

COM DIA 174

SCENE B51 CONT

B.G.



PANEL 5

Monk ① runs away -
Monk ② leans down

16 : 9 Widescreen Format

257308



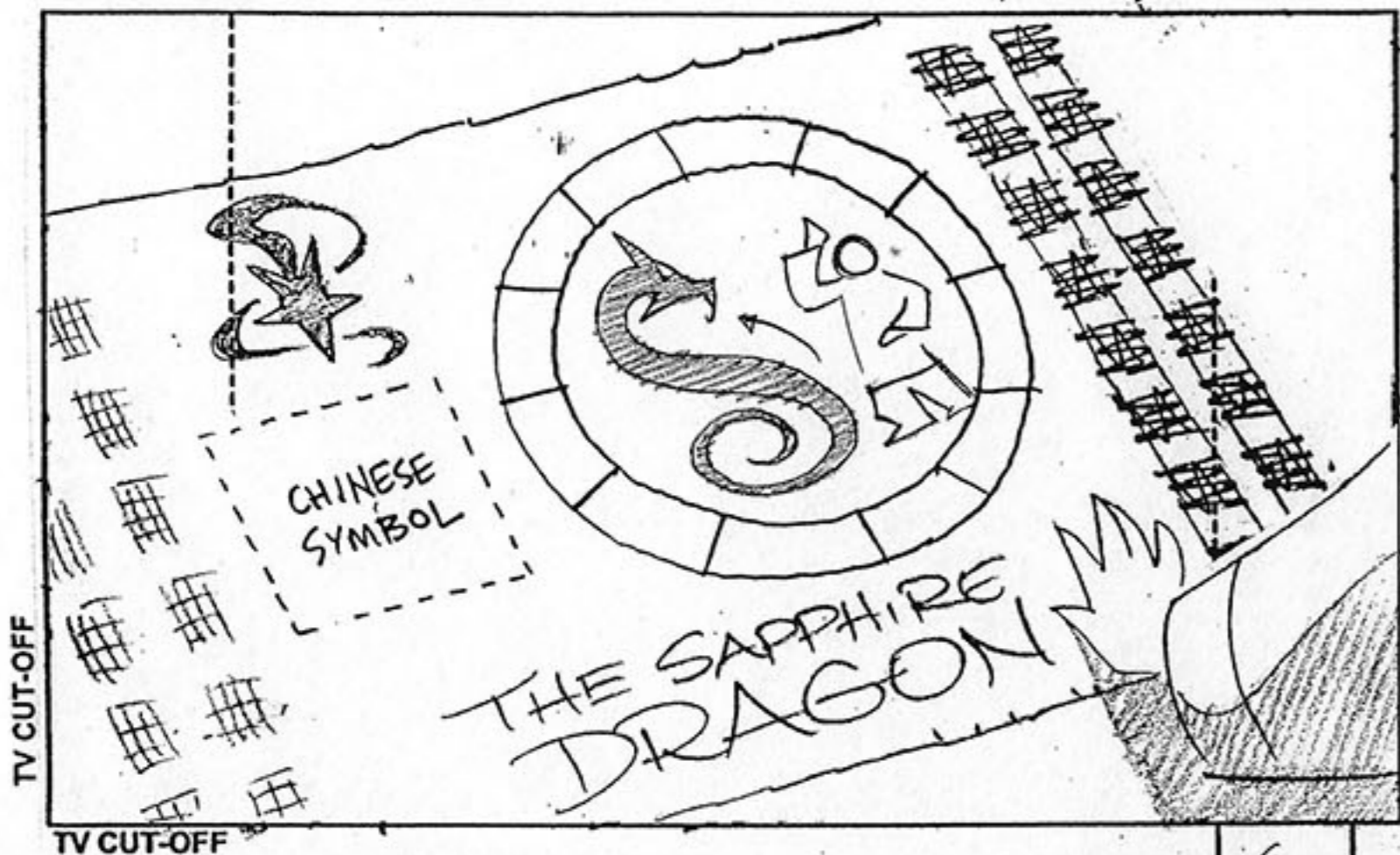
X I A O L I N SHOWDOWN

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SCENE B51 CON'T

B.G.



PANEL 6

ACTION

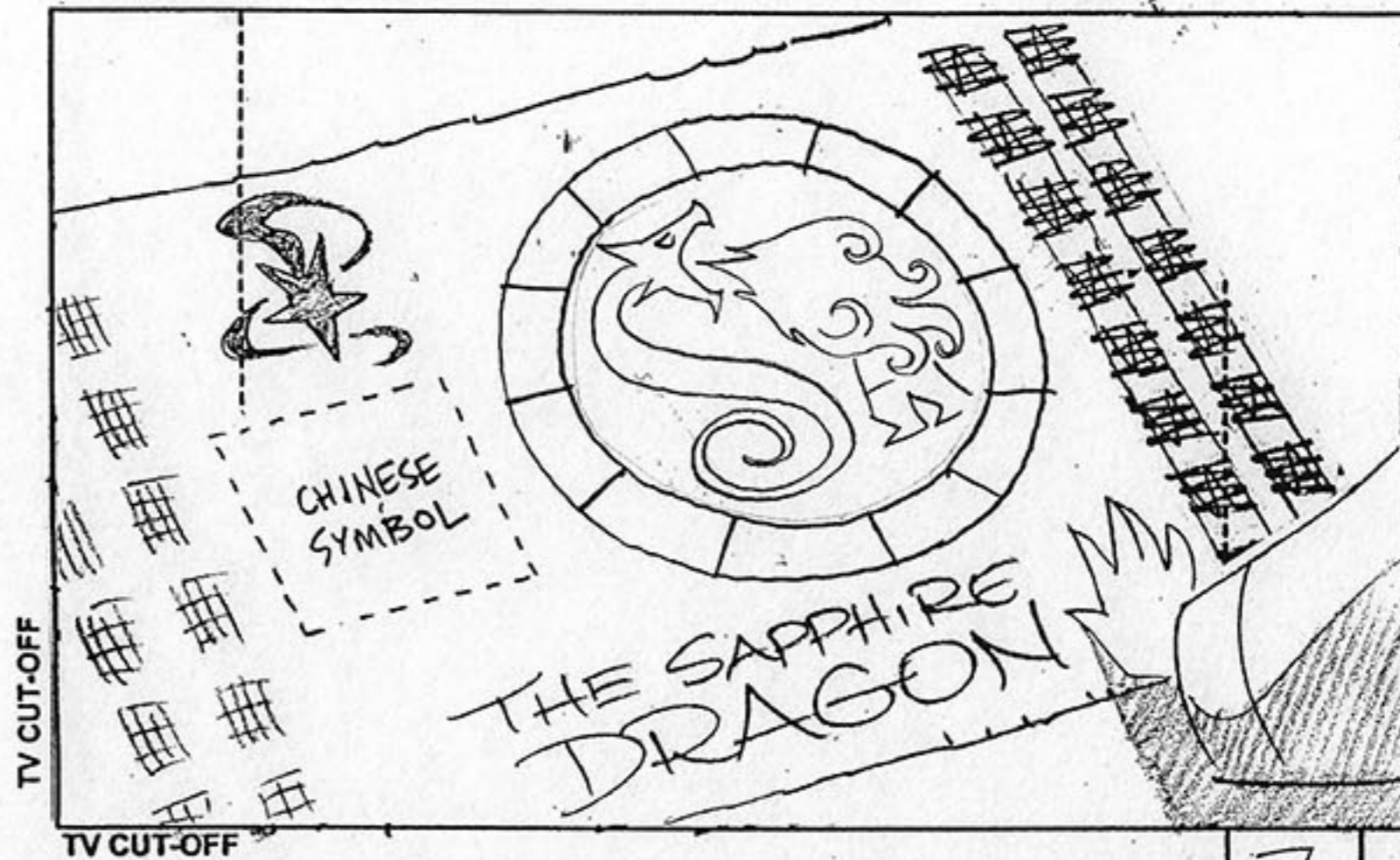
The dragon GROWS,
Surprising monk (2)

DIAL

It will turn your enemy into a sapphire statue!

SCENE B51 CON'T

B.G.



PANEL 7

ACTION

The dragon blasts monk (2)
with BLUE FLAME

DIAL

16 : 9 Widescreen Format

257308

6x TIMING → DIAL 175



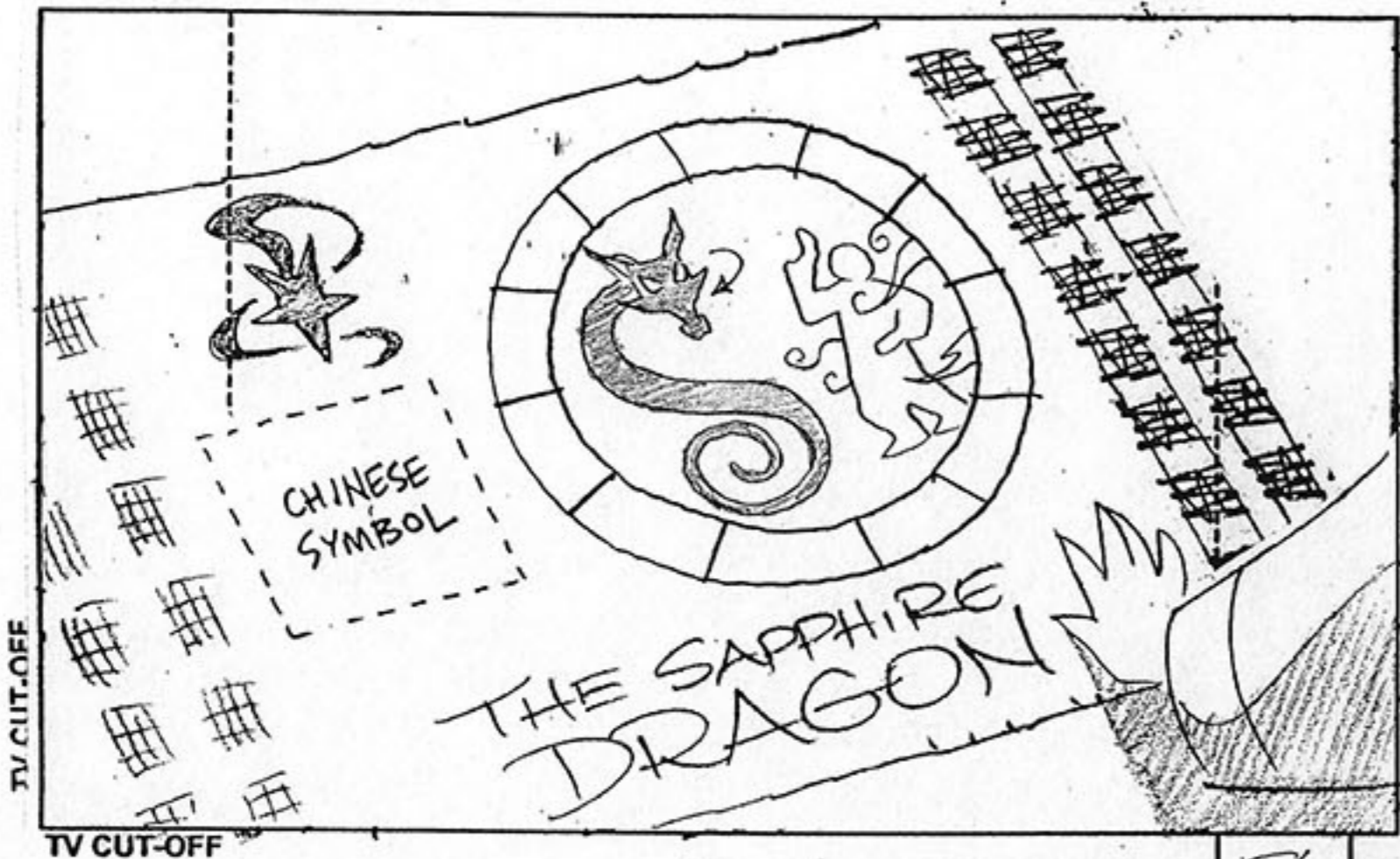
X I A O L I N SHOWDOWN

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SCENE B51 CONT

B.G.



PANEL 8

ACTION

The flame recedes—Monk ② is now a frozen blue statue. The dragon looks at "camera"

DIAL

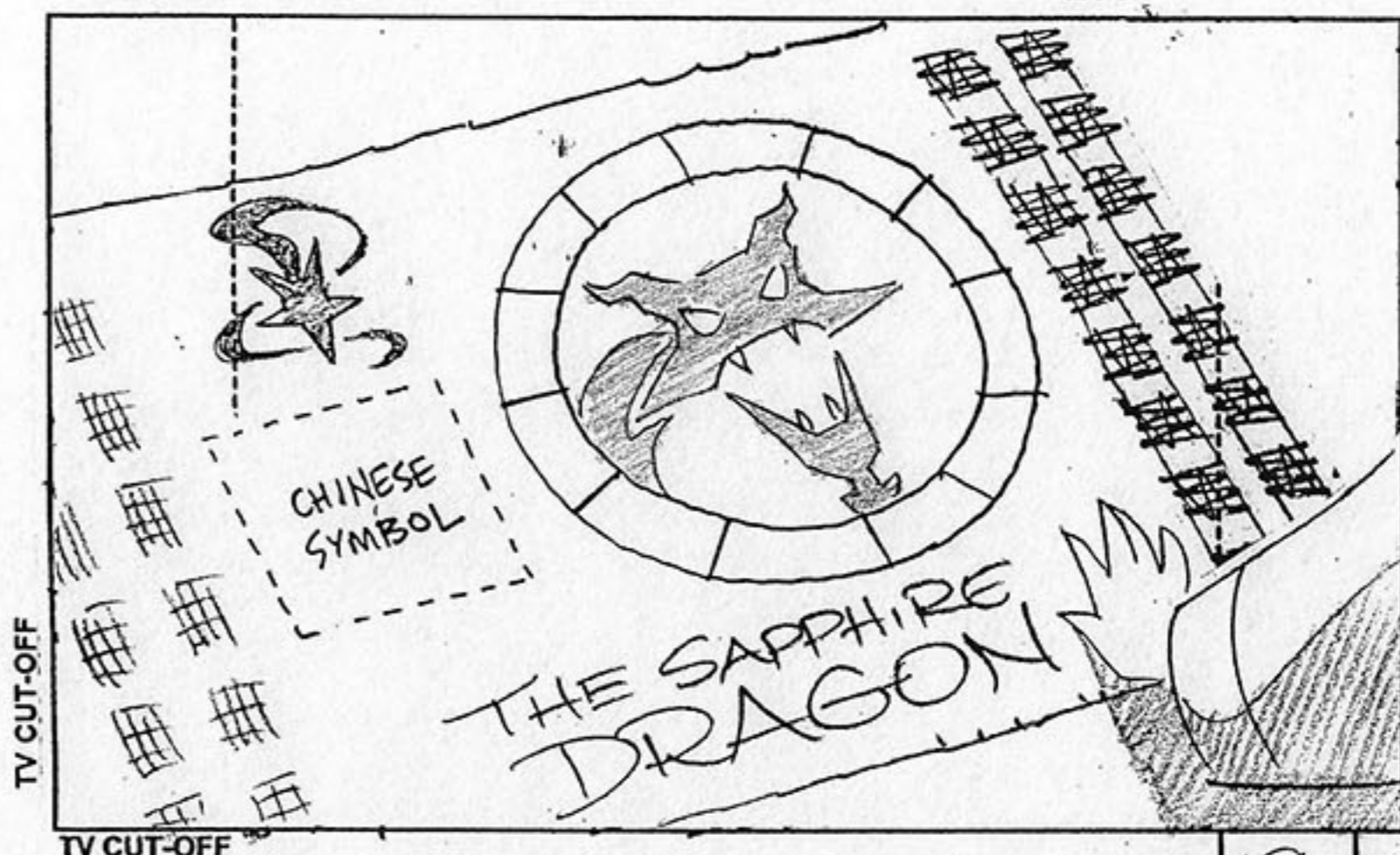
[Faint handwritten dialogue]

TIMING



SCENE B51 CONT

B.G.



PANEL 9

The image of the dragon ANIMATES FORWARD. Its mouth opens.

16 : 9 Widescreen Format

257308



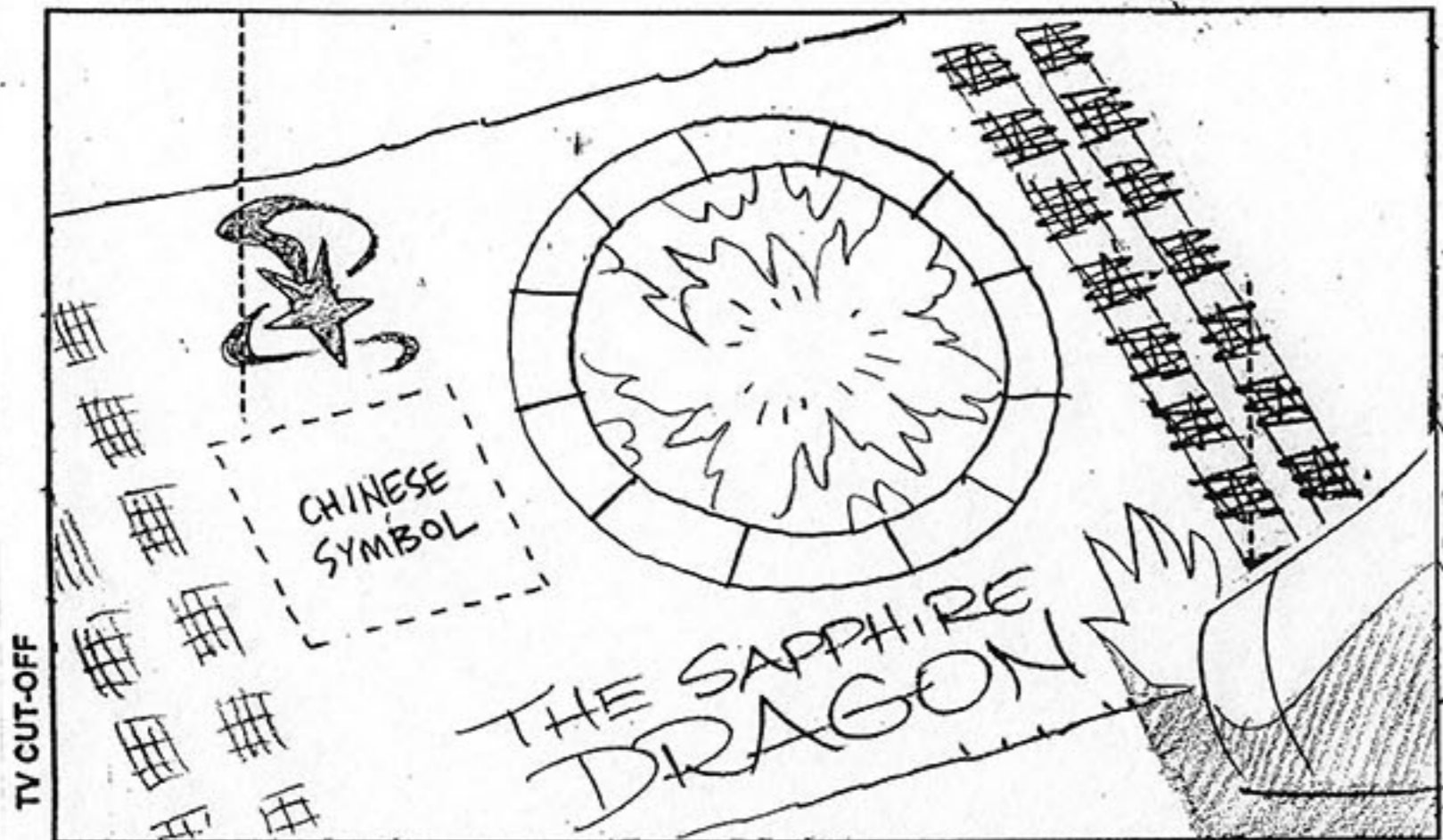
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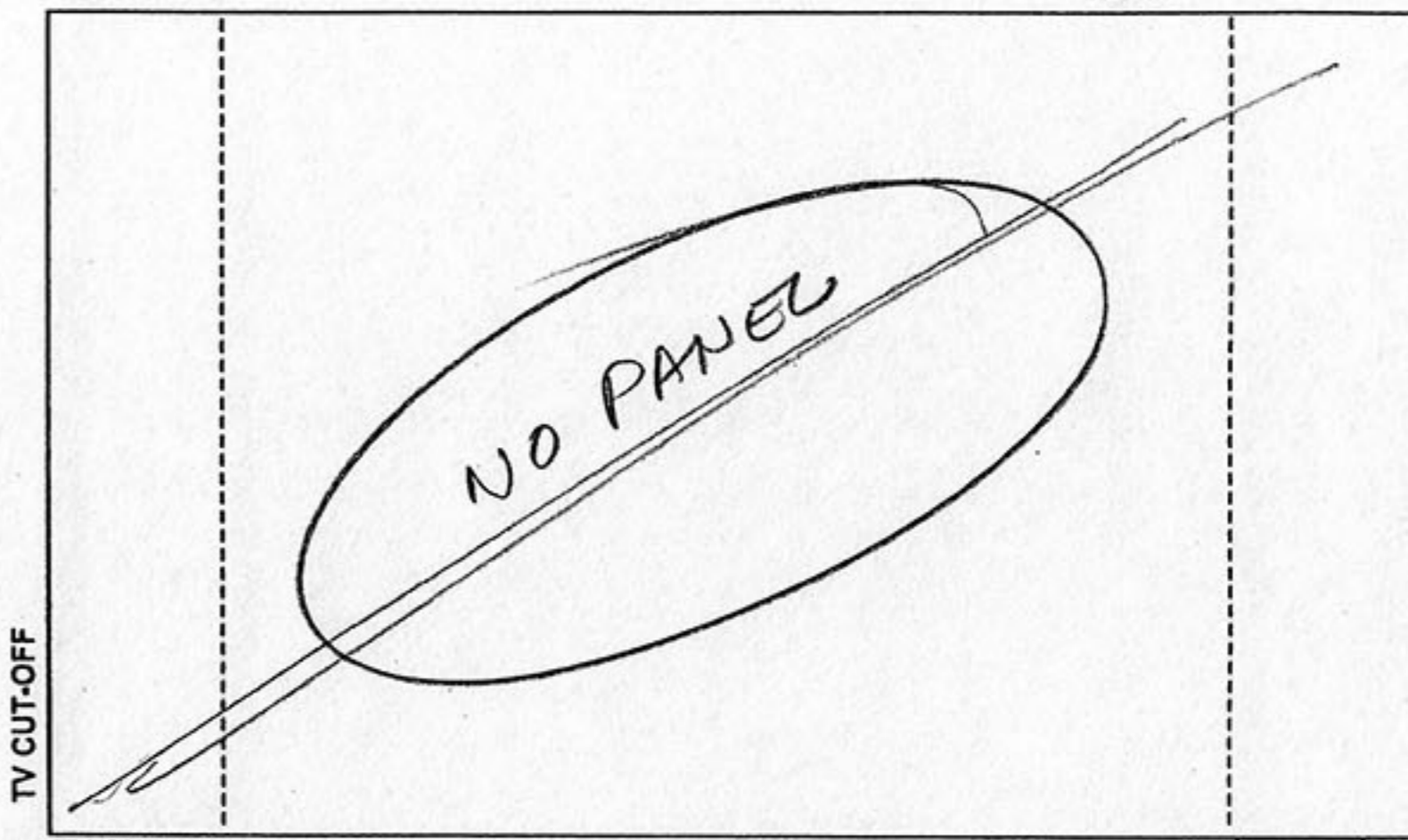
SCENE B51 CON'T

B.G.



SCENE

B.G.



ACTION

The dragon blasts "camera" WITH BLUE FLAME

DIAL

Raimundo
And the guy next door —

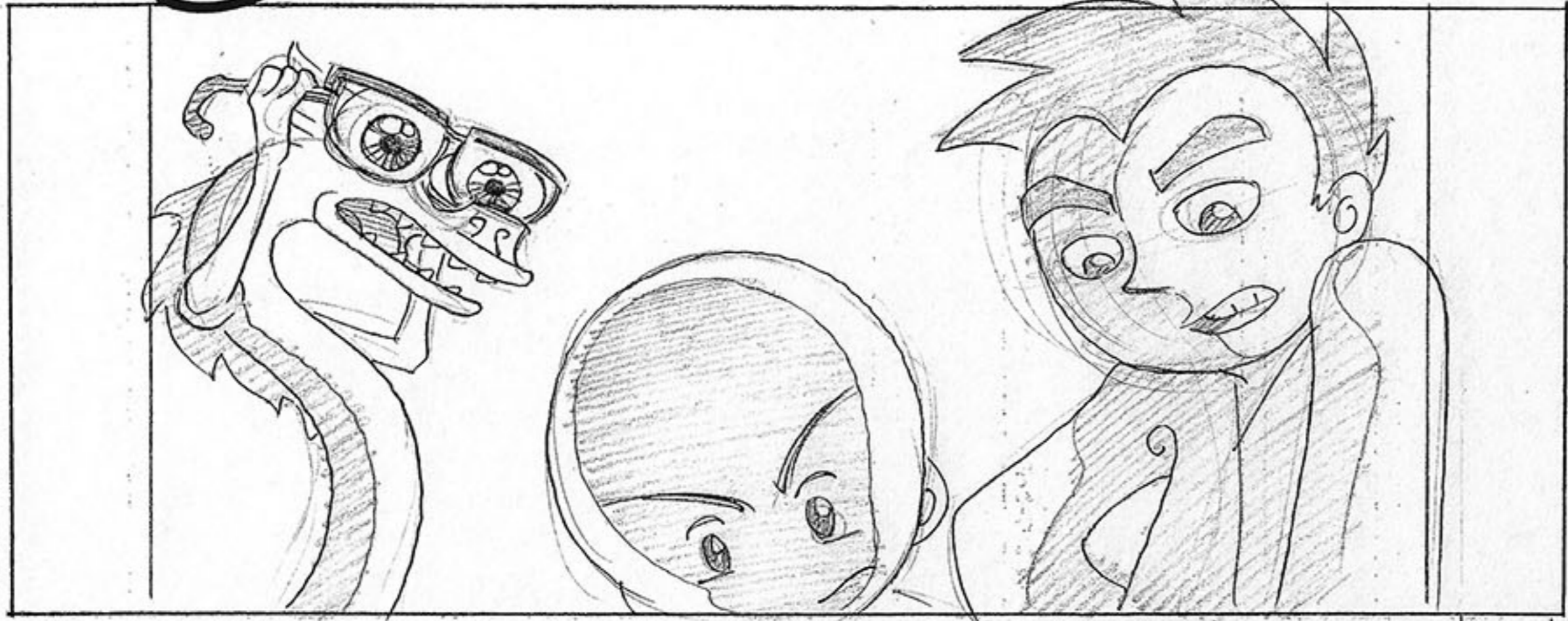
TIMING

2:126

16 : 9 Widescreen Format

257308

Sc B52



← PAN PANEL 1

PAN from Rai to Omi to Dojo-Dojo looks through reading glasses, which magnify his eyeballs.

NOTE: EXTRAPOLATE BG FROM PANEL 5

RAI cont: ... the old lady down the street, the kids at the playground...

DOJO: It turns everyone, good, evil, or indifferent, to Sapphire!

B52

~~176~~ DIAL 176

~~177~~ DIAL 177



X I A O L I N SNOWDOWN

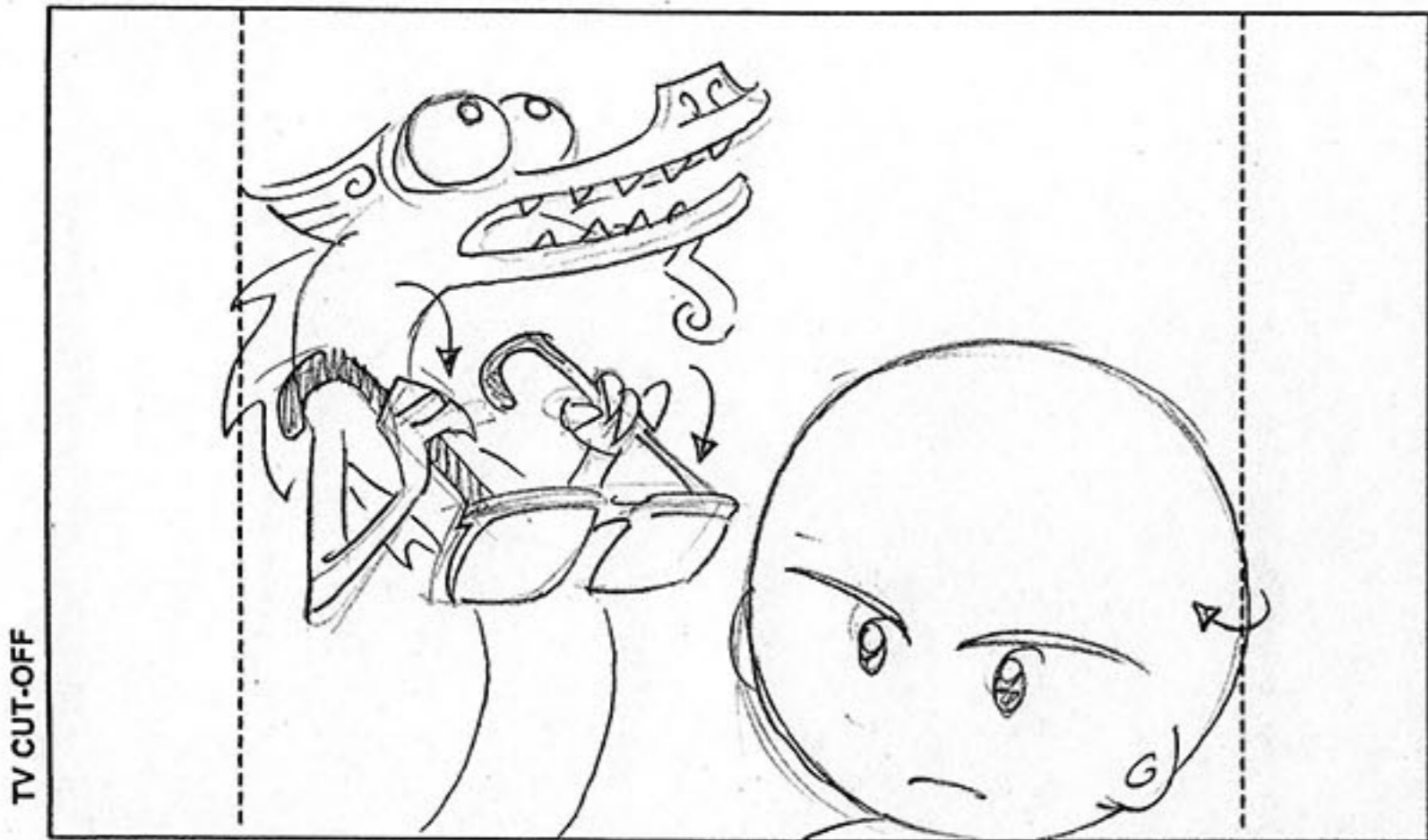
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PAGE B95

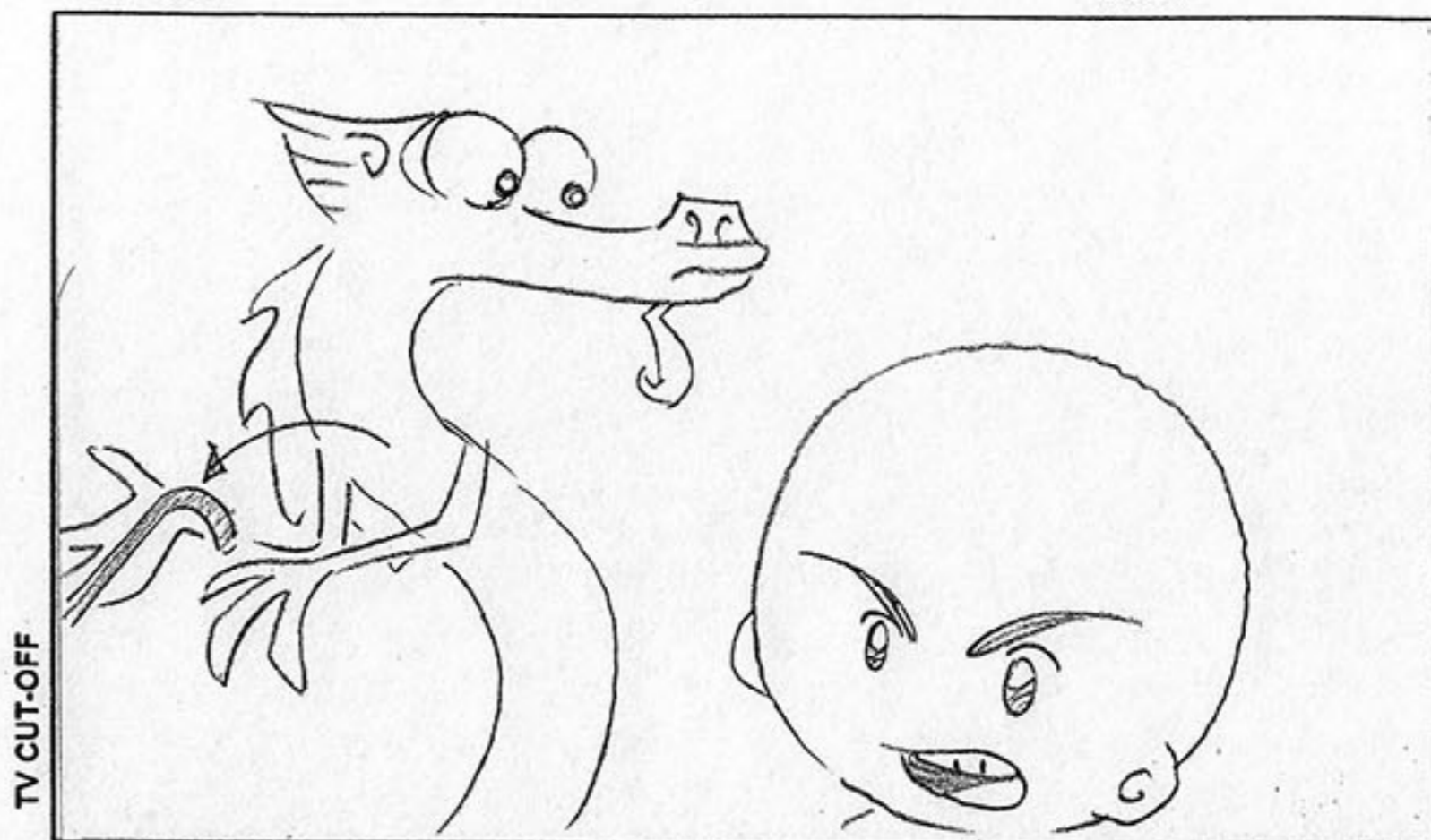
SCENE B52 CONT

B.G.



SCENE B52 CONT

B.G.



ACTION

Dojo lowers the glasses and looks up dramatically

PANEL 2

DIAL

DOJO: And with each new victim, it grows more powerful!

PANEL 3

He throws the glasses O.S.

TIMING

Cont Dial 177

86 → Dial 178

16 : 9 Widescreen Format

257308



X I A O L I N SHOWDOWN

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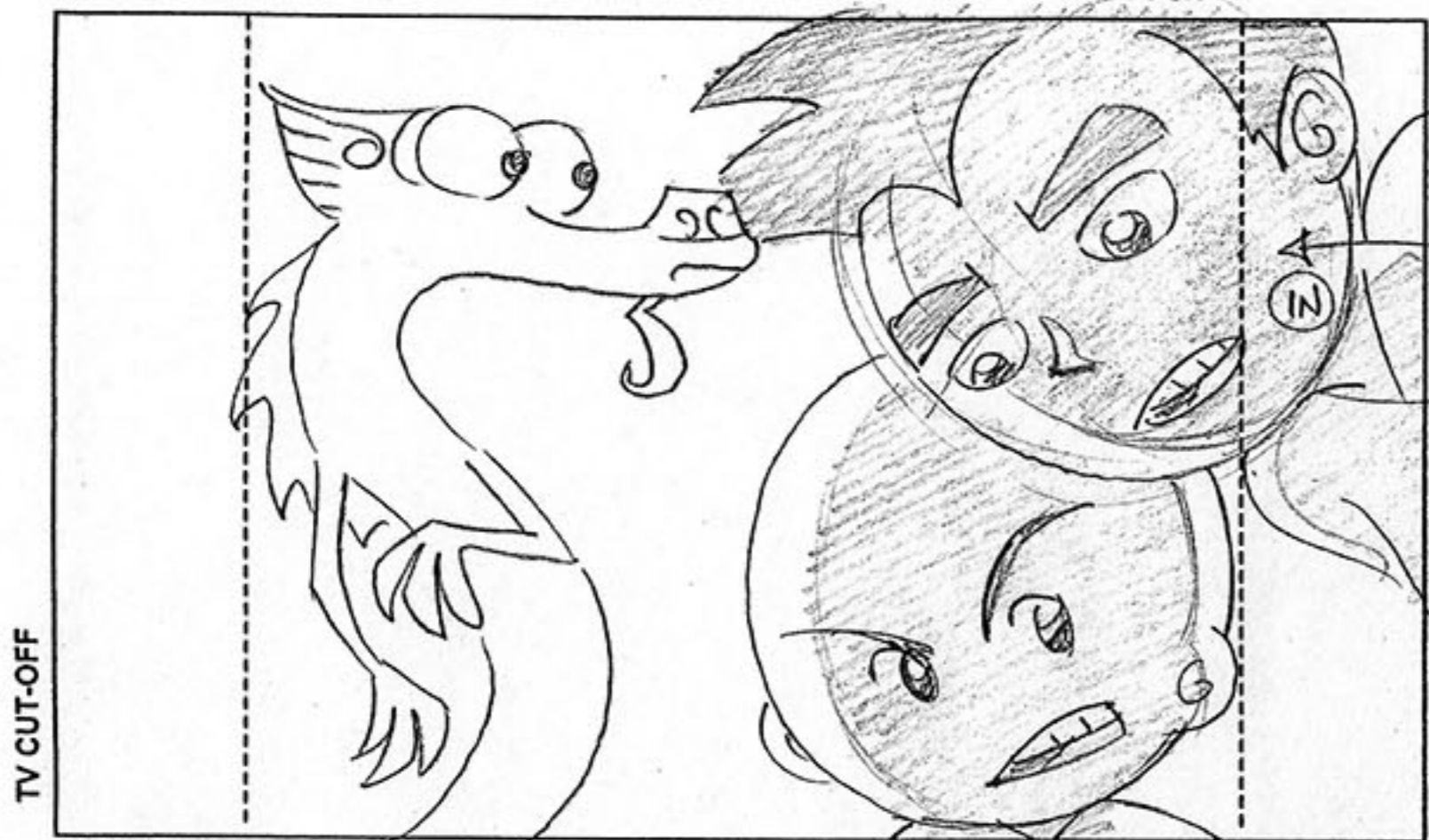
PAGE B96

Next page B101

- pages B97 - B100 are out -

SCENE B52 CONT

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 4



ACTION

Rai leans into FG

DIAL

RAI: Before? OMI: Before everyone — on Earth is turned to Sapphire!

TIMING

SCENE B52 CONT

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 5

TRUCK OUT as Omi leaps dramatically onto the desk

B52
TORCH FLAMES
BOTTLE YELLOW/ORANGE
DIFFUSED

2x → DIAL 179

→ 8x →

DIAL 180

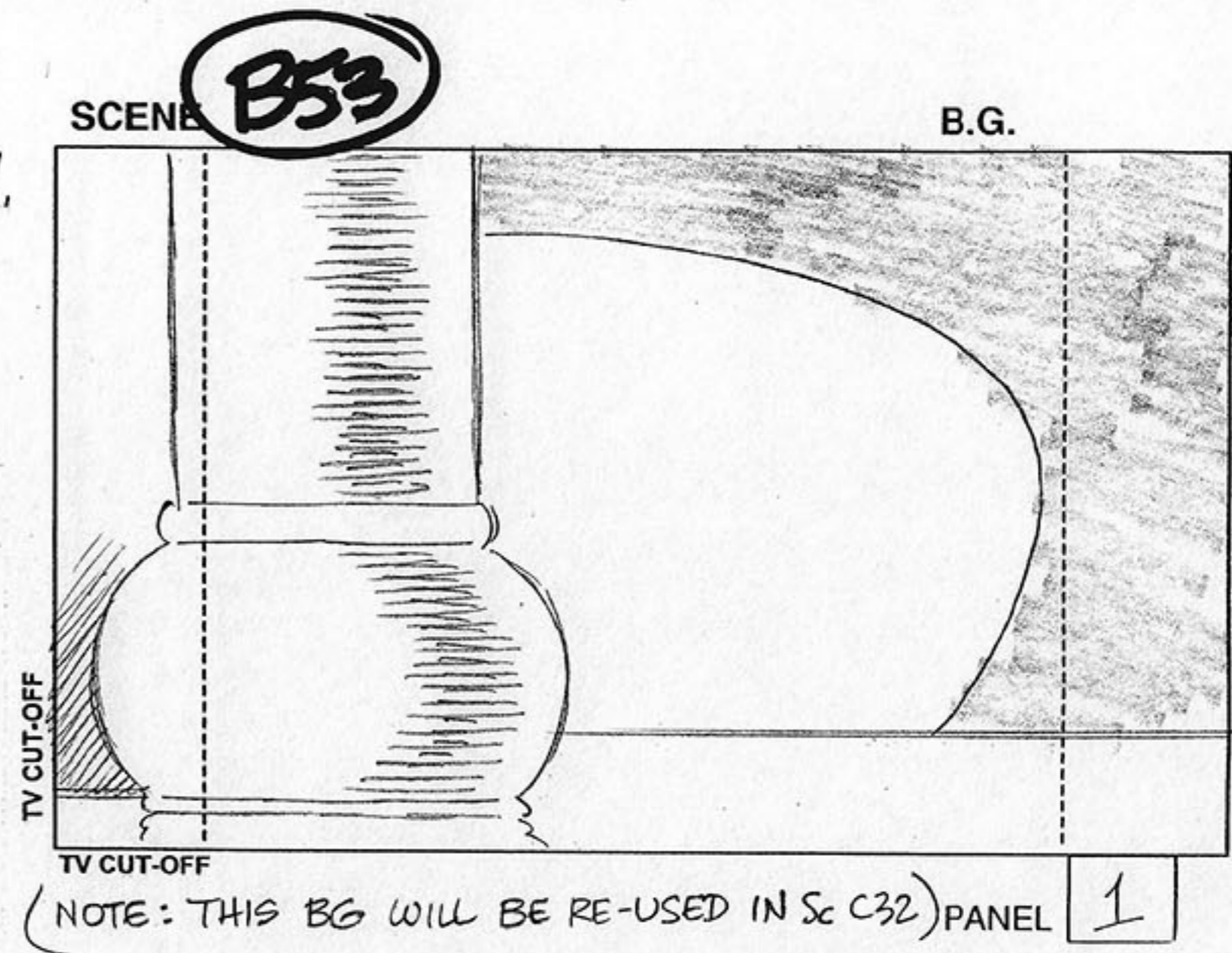
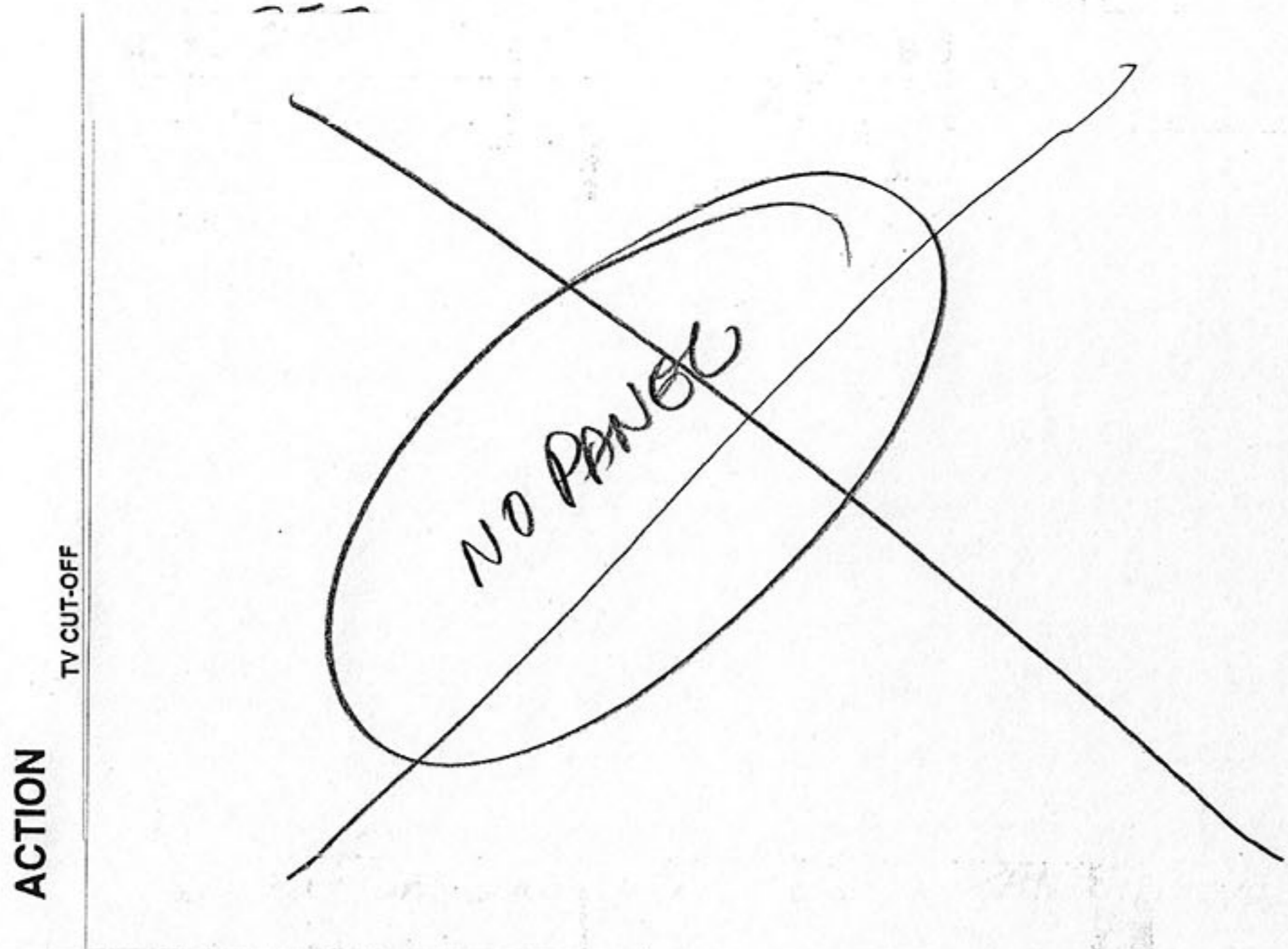
→ (CONT) DIAL 180

→ 18

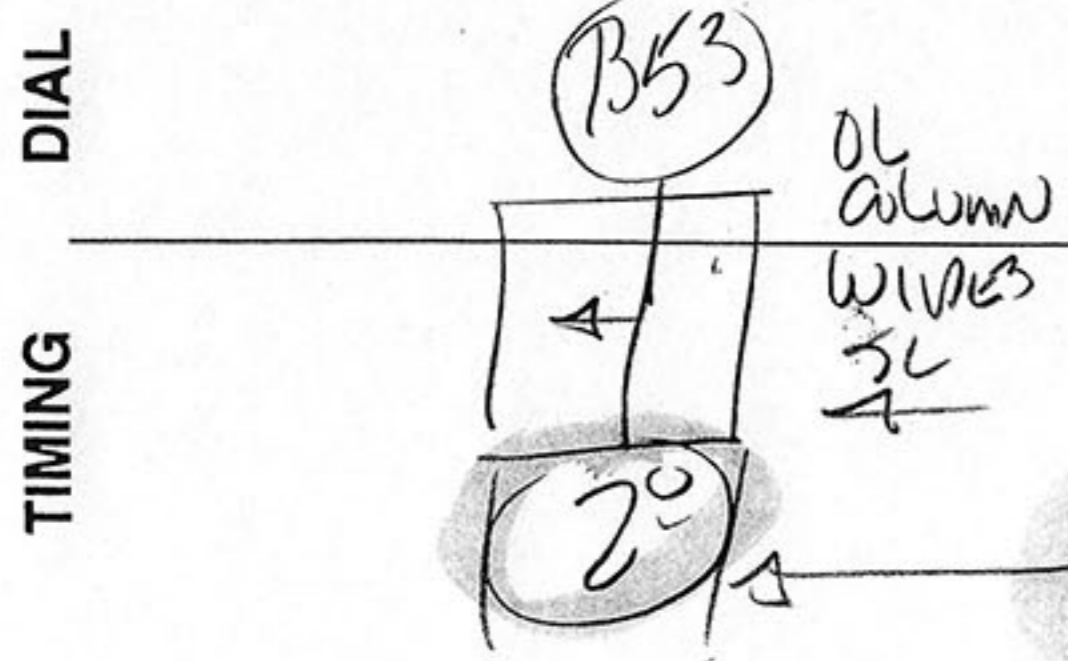
16 : 9 Widescreen Format

257308

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action — view of chamber slides in to fill frame



OMI (VO): Master Fung! Master Fung!

Pg B103 Fol 4

16 : 9 Widescreen Format

257308

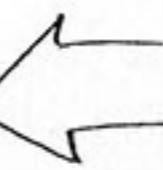
POSITION (A) (START)

page B102

TRANSITION GUIDE

Sc. B52 → B53

SLIDE IN
OVER
SC. B52



POSITION (B) (END)

(Sc. B53)

257308



X I A O L I N SHOWDOWN

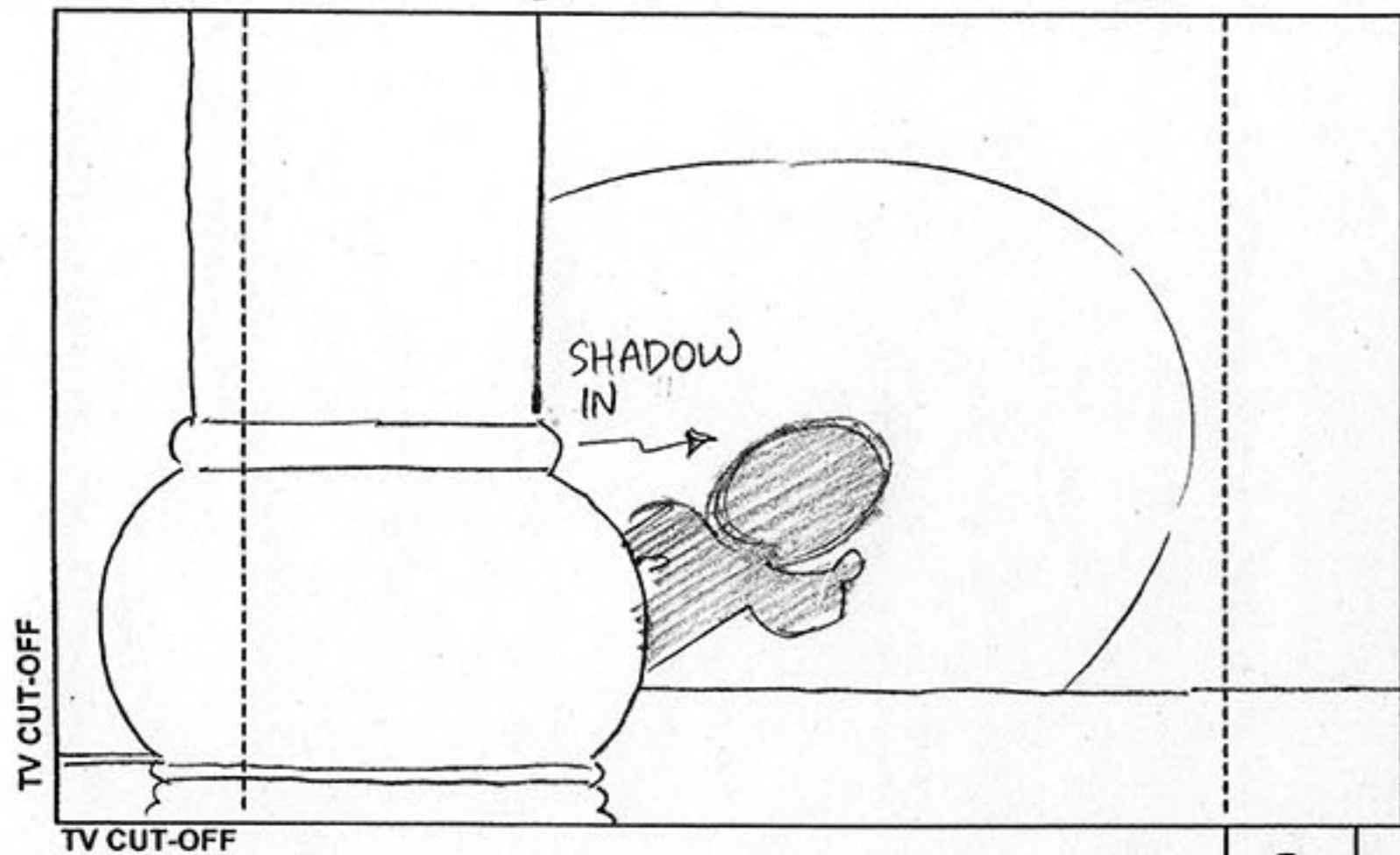
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PAGE B103

SCENE B53 CONT

B.G.



PANEL 2

ACTION

Omi's shadow appears

DIAL

-It's not a black dragon ————— it's a -- GASP!

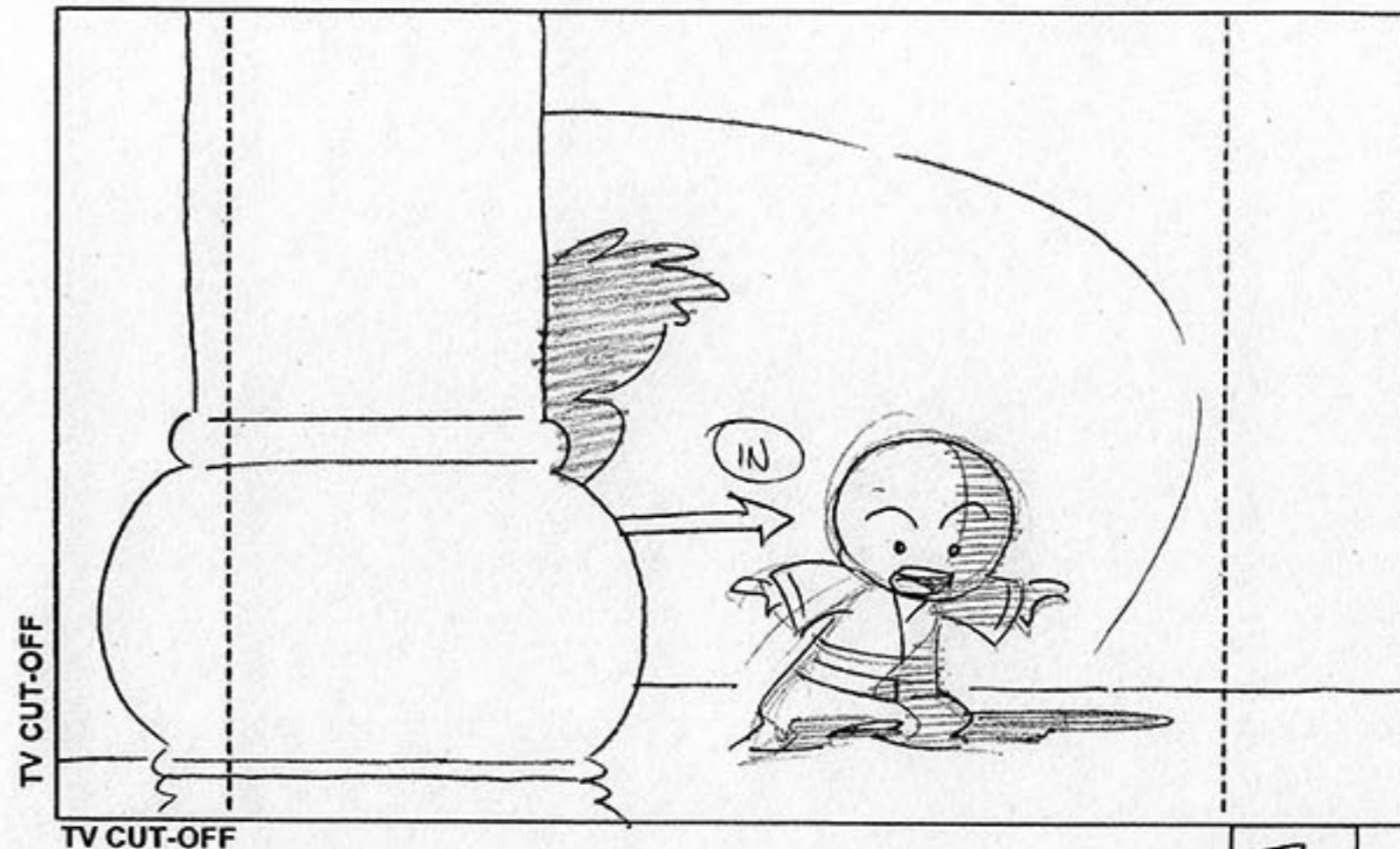
TIMING

DX CAST
SHADOW

CONT DIA 181

SCENE B53 CONT

B.G.



PANEL 3

Omi skids into view
& stops

16 : 9 Widescreen Format

257308



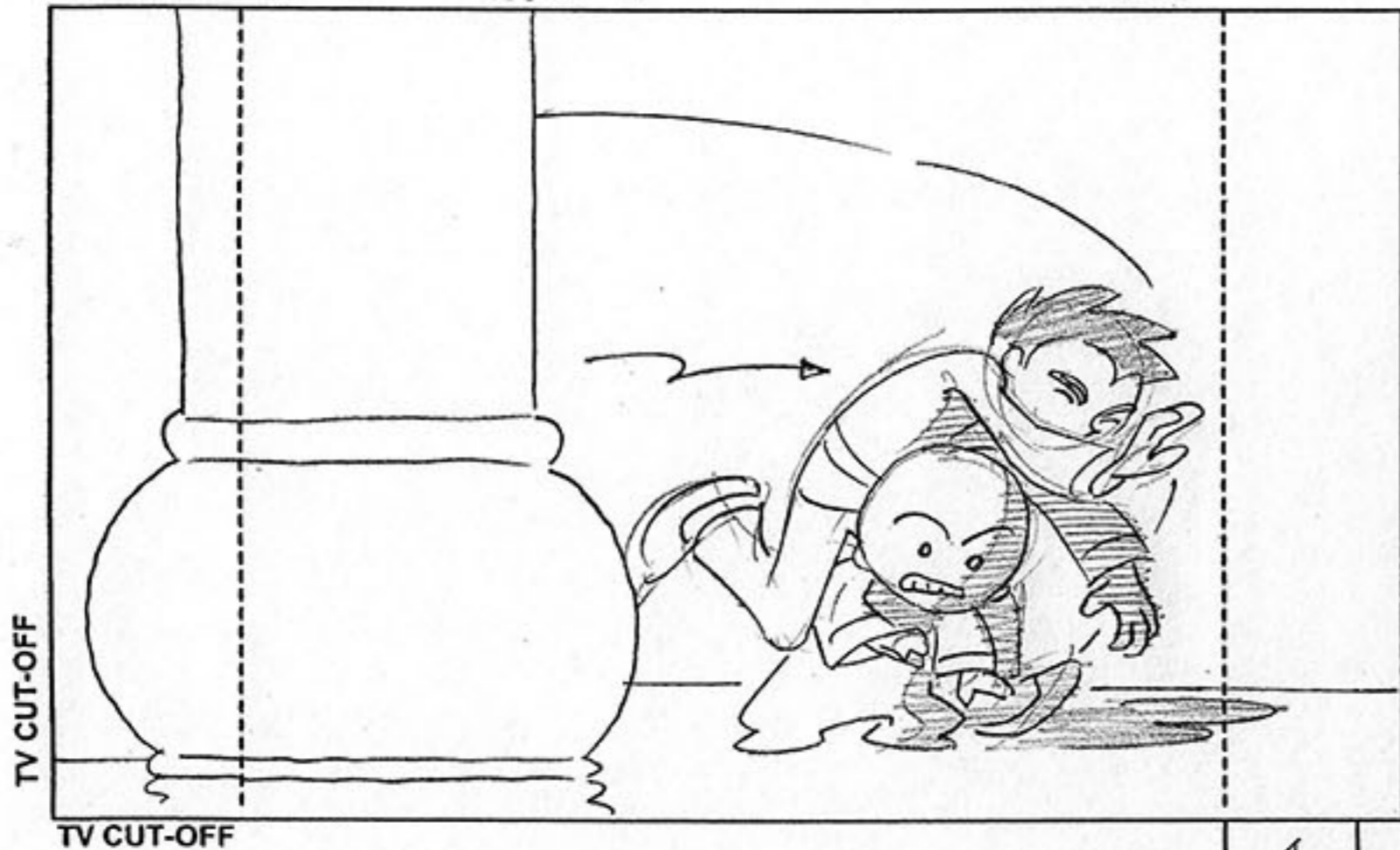
X I A O L I N SHOWDOWN

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SCENE B53 CONT

B.G.



PANEL 4

ACTION

Rai runs into scene, tripping over Omi

DIAL

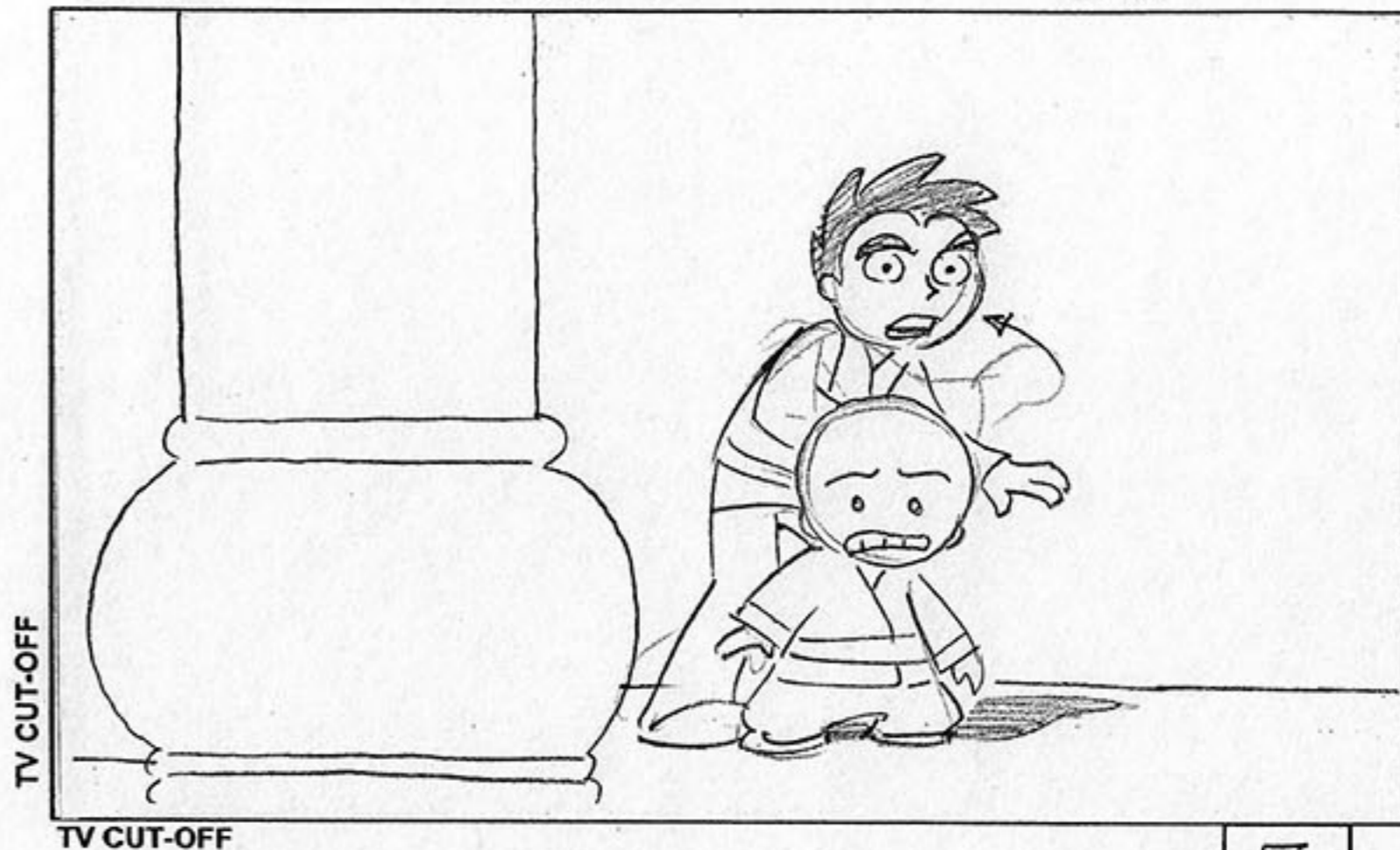
RAI: OOF!

TIMING

6x (DIA 182)

SCENE B53 CONT

B.G.



PANEL 5

Rai recovers and looks up

RAI: GASP!

16 : 9 Widescreen Format

257308

8x

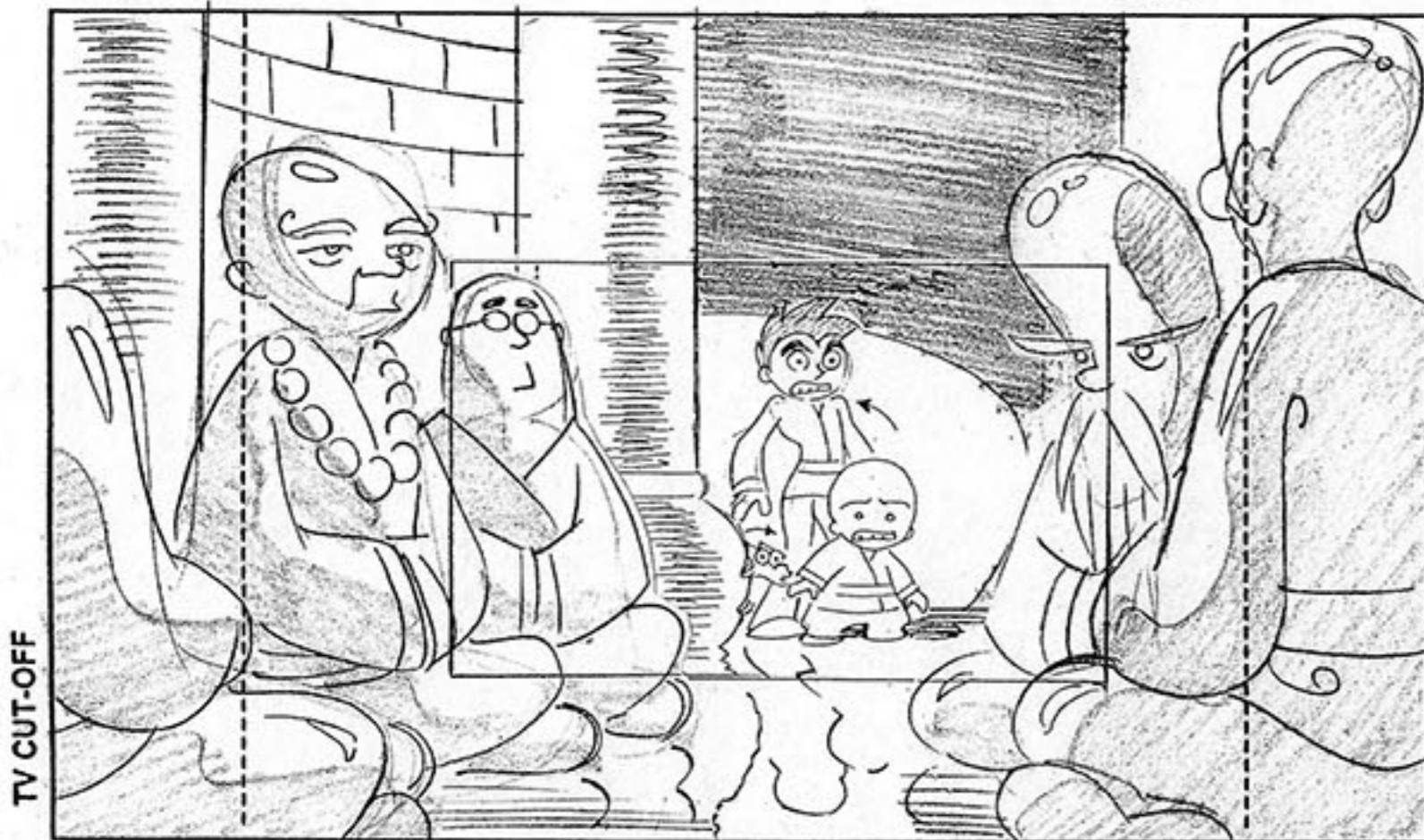


X I A O L I N N SHOWDOWN

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SCENE B53 CONT

B.G.



TV CUT-OFF

TV CUT-OFF

SLIDE IN FG OVERLAYS

PANEL

6

ACTION

TRUCK OUT to see that all the monks have been turned into

sapphire statues!

(Dojo peeks out from behind column)

DIAL

TIMING

TRUCK OUT
16x

3°

4°

H/U



SCENE

B54

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

1

Dojo runs into scene...

B54

DOJO: Hey!

16x

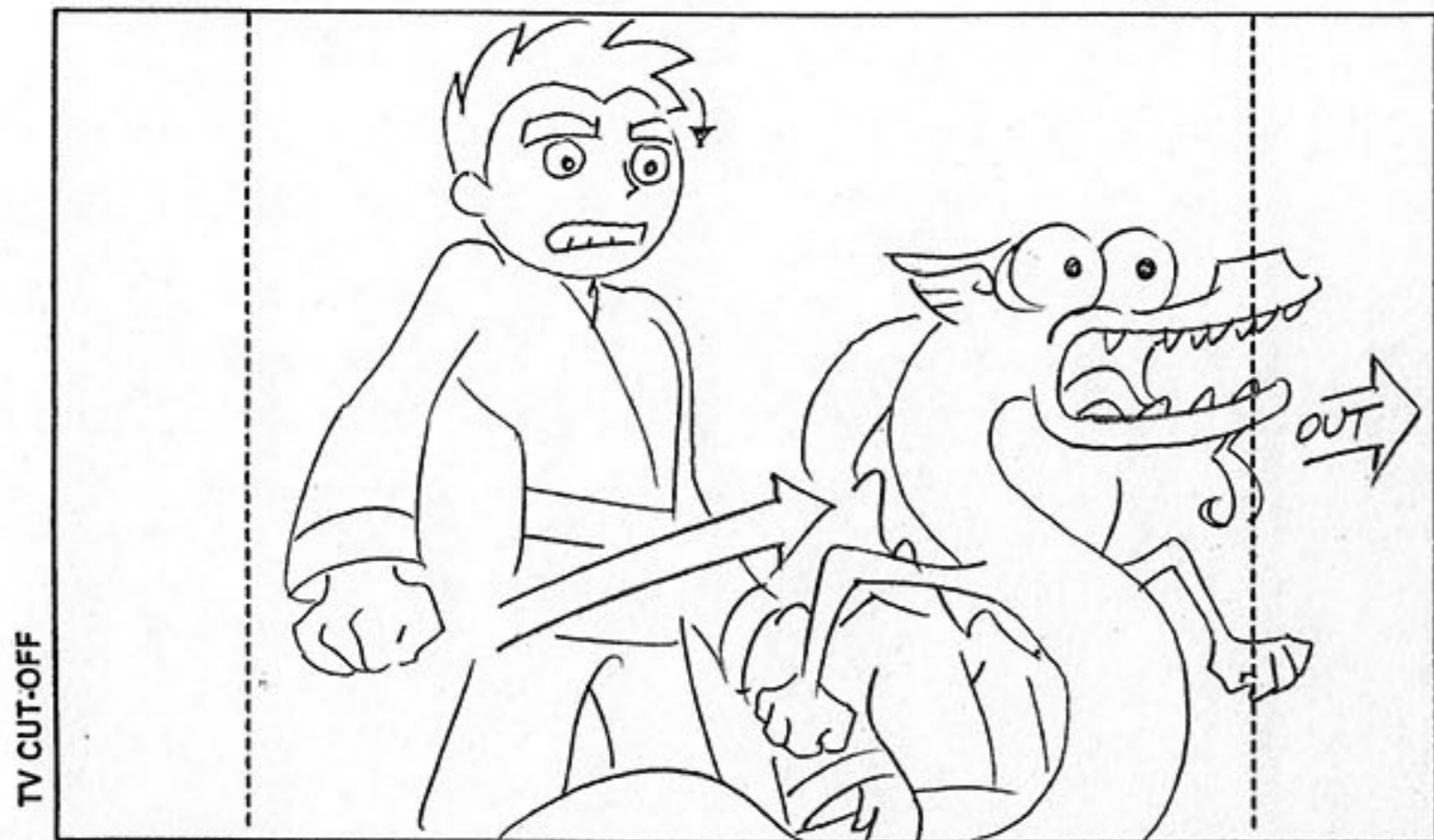
Dial 185

16 : 9 Widescreen Format

257308

SCENE B54 CONT

B.G.



TV CUT-OFF

PANEL 2

ACTION

...races past Rai & Omi

DIAL

NO!

TIMING

CONT DIA 185

H/U

SCENE B55

B.G.



TV CUT-OFF

PANEL 1

Dojo rushes quickly from monk to monk, ending at Master Fung

Dojo: (A) Come on! (B) Snap out of it!
 (C) SNAP OUT OF IT!

B55

CONT DIA 185

16 : 9 Widescreen Format

257308

(8)



X I A O L I N SHOWDOWN

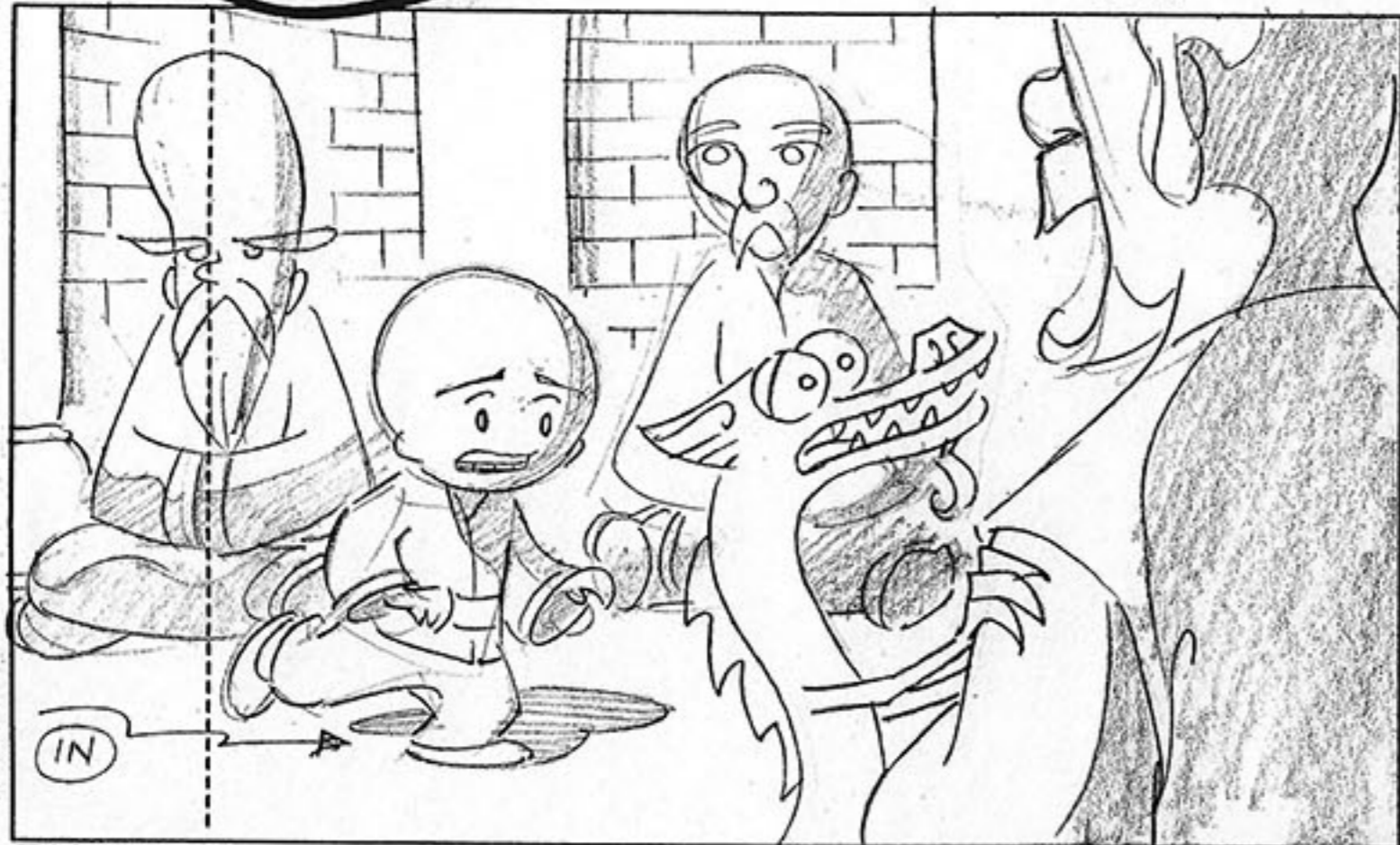
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H/U
▽

SCENE

B56

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL **1**

ACTION

Omi runs into scene.

DIAL

OMI: Dojo! It is no use!

DOJO: (cries) You're right—Just size me up for a sapphire overcoat and get it over with!

TIMING

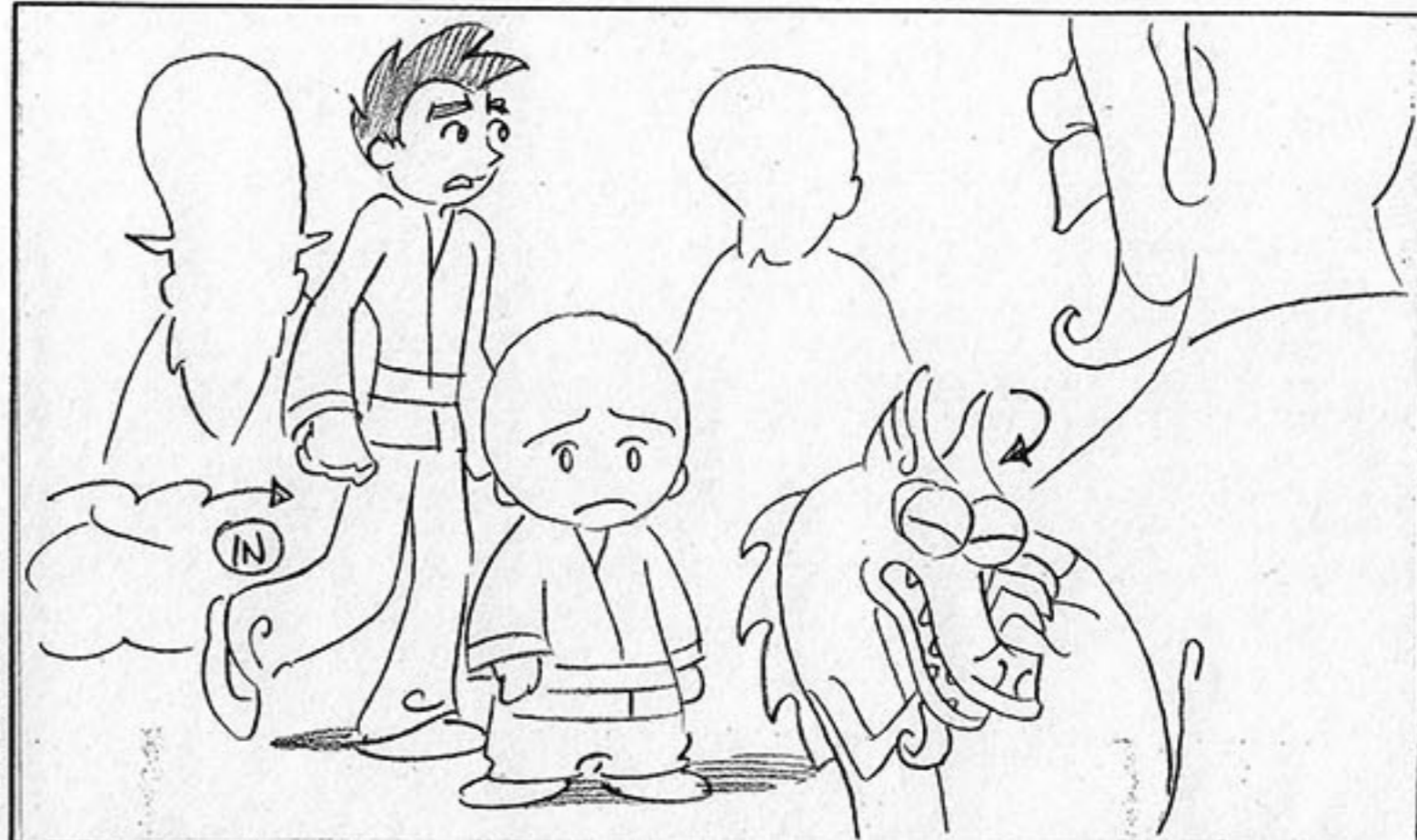
6x **DIAL 186**

8x **DIAL 187**

SCENE

B56 CONT

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL **2**

Rai walks in. Dojo slumps against Fung, hopeless.

16 : 9 Widescreen Format

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PAGE B108

SCENE B56 CONT

B.G.



PANEL 3

ACTION

All react to sound

DIAL

(PAUSE, Then:) RAI: What is that?

TIMING

2⁸

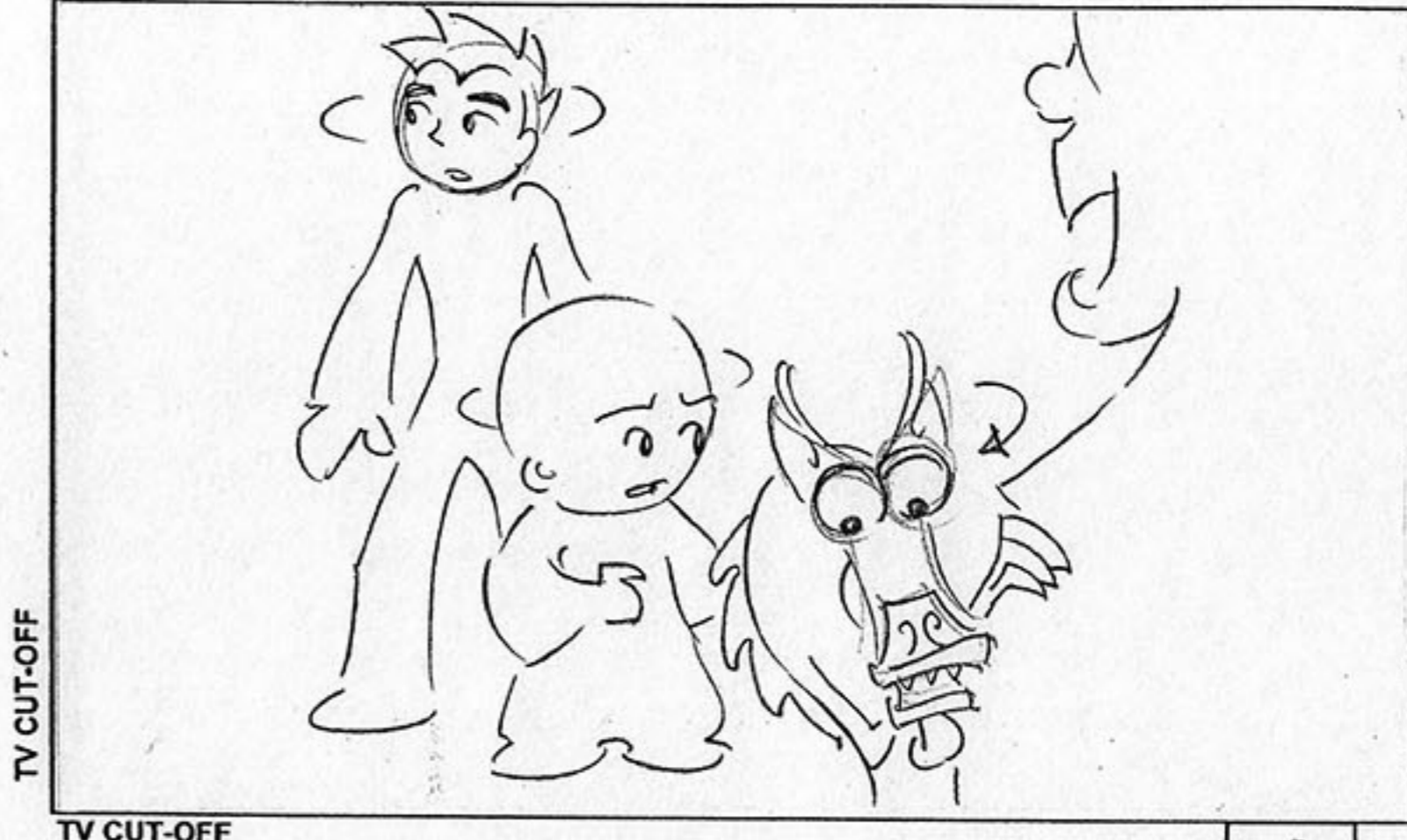
DIR 188

1⁸

DIR 189

SCENE B56 CONT

B.G.



PANEL 4

Dojo looks down

(PAUSE, Then:) DOJO: Uh, guys?

16 : 9 Widescreen Format

257308



X I A O L I N SHOWDOWN

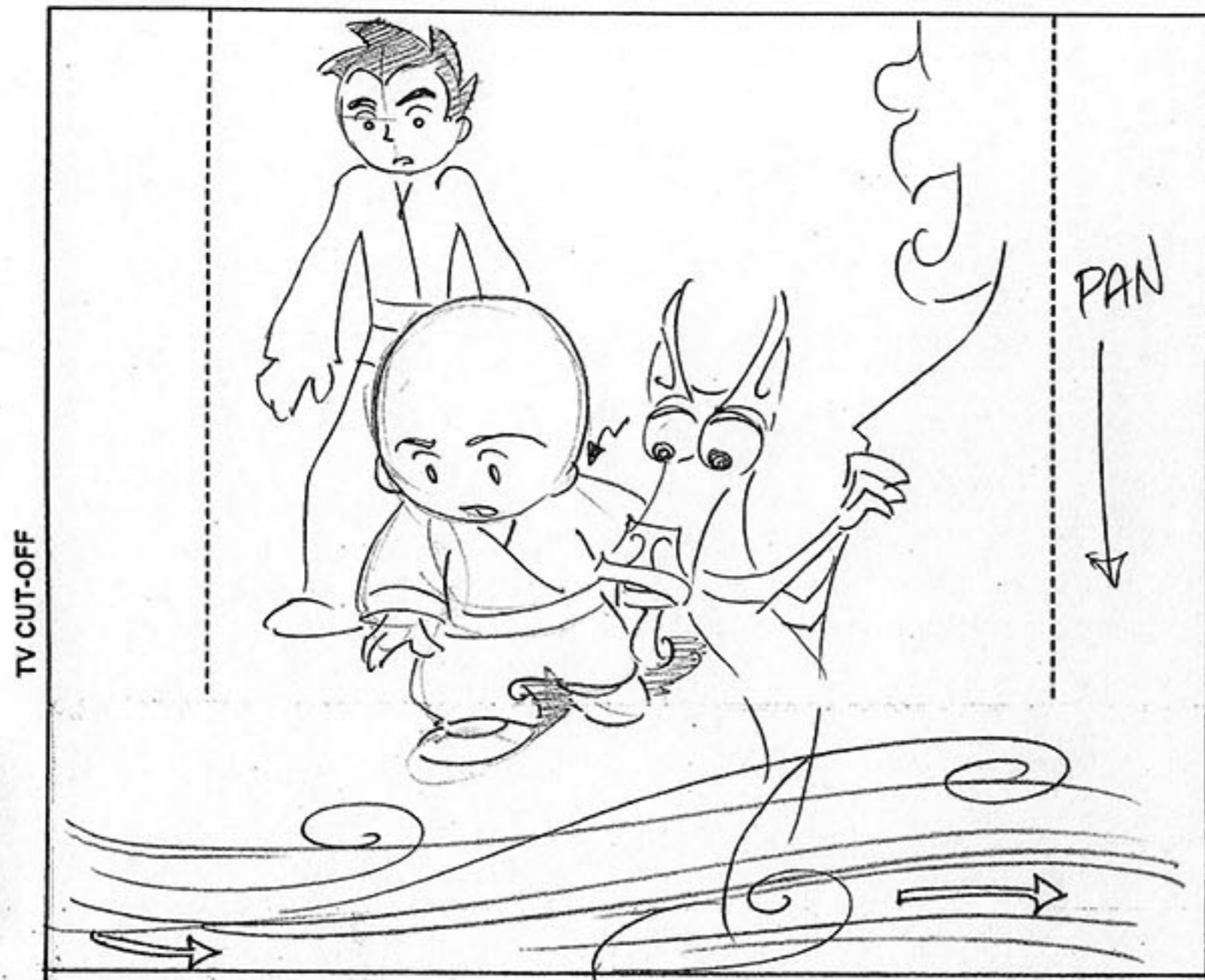
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PAGE B109

SCENE B56 CONT

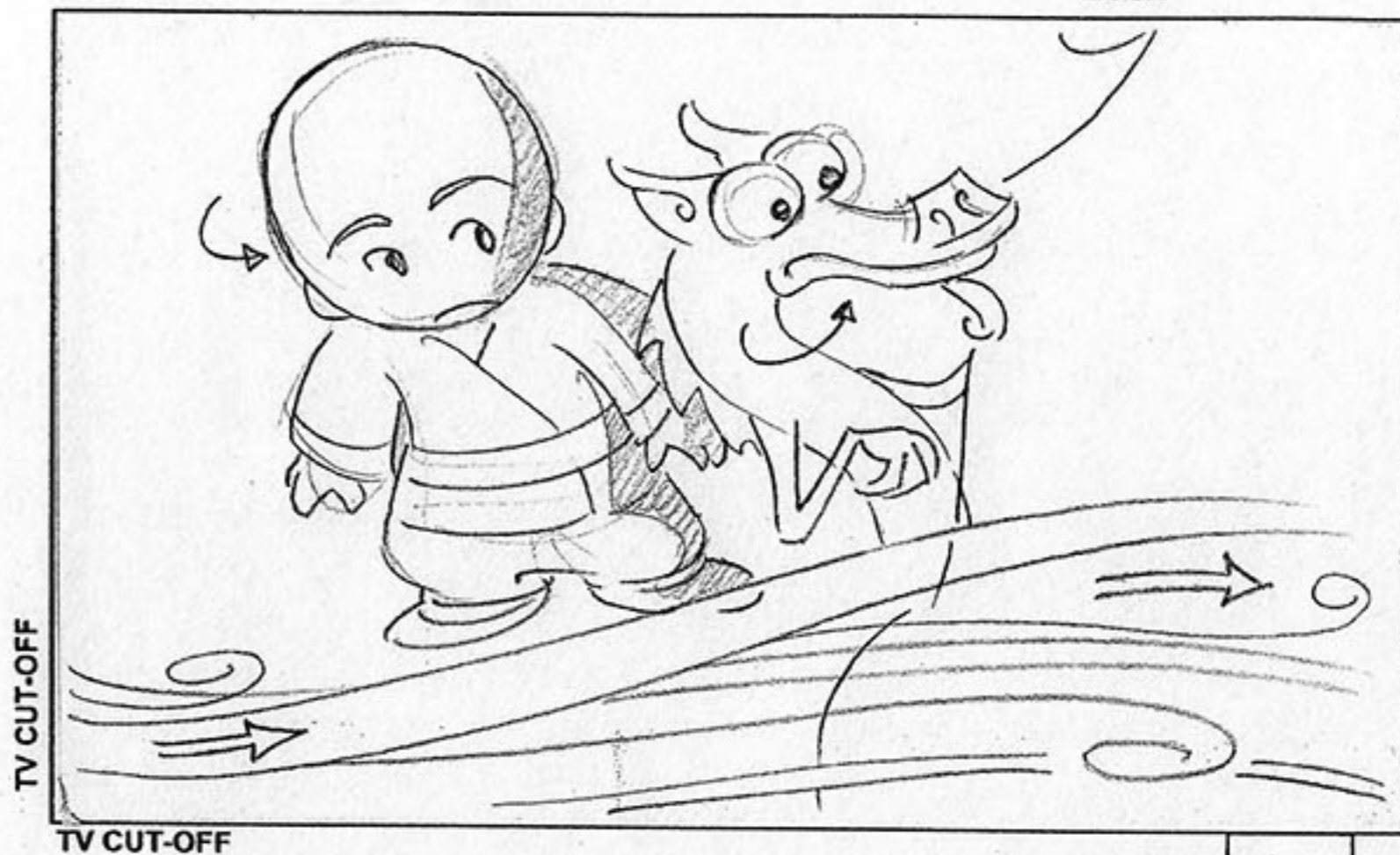
B.G.



PANEL 5

SCENE B56 CONT

B.G.



PANEL 6

Omi & Dojo look O.S.

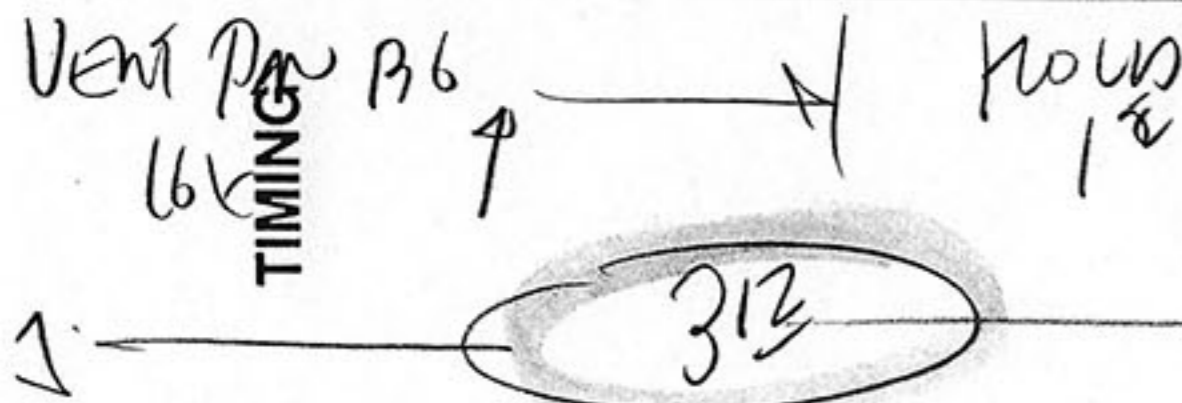
ACTION

DIAL

PAN DOWN to see blue vapors (dx) float through scene

(14)

TIMING



16 : 9 Widescreen Format

257308



X I A O L I N SNOWDOWN

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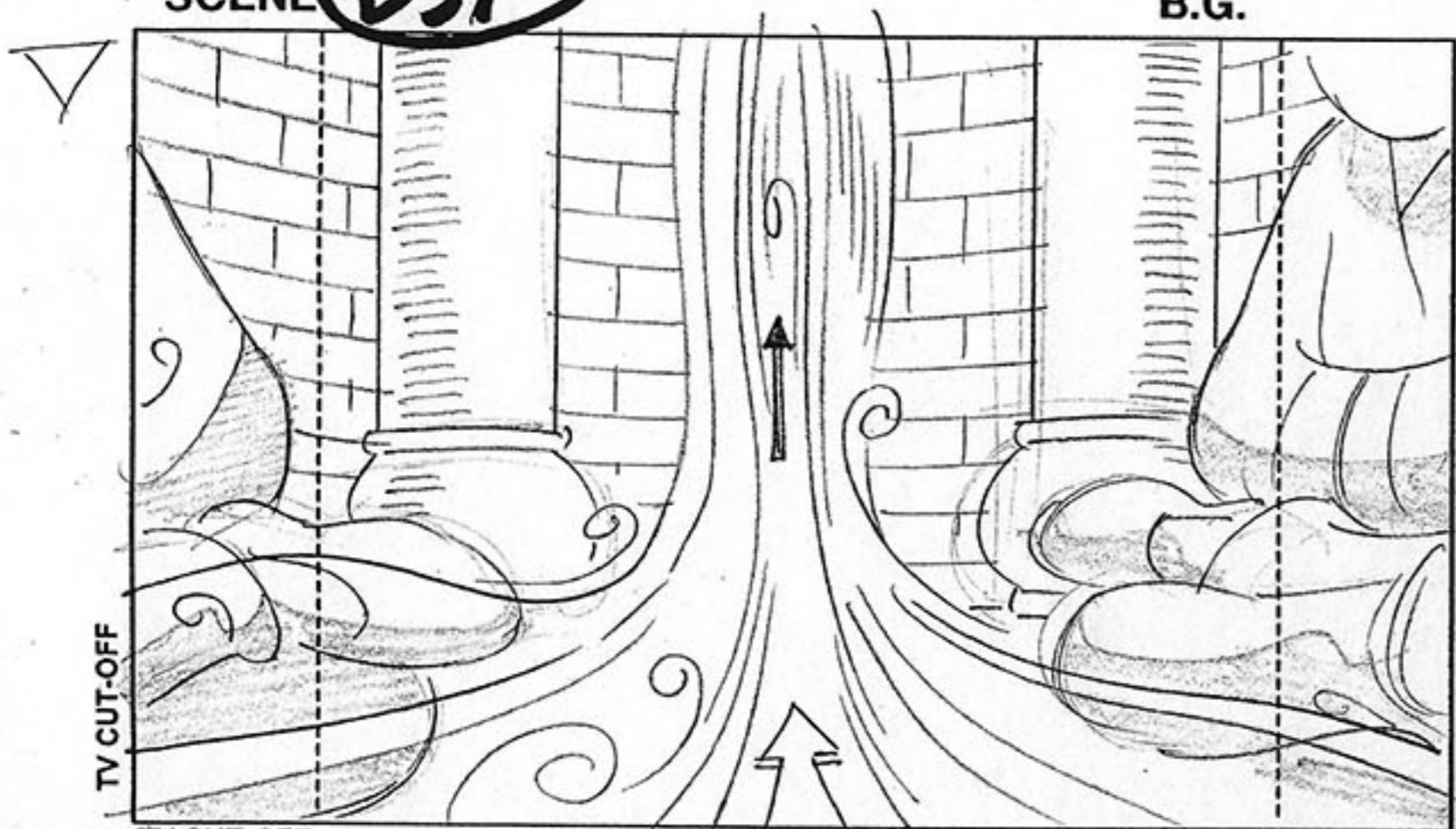
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PAGE B110

SCENE

B57

B.G.



PANEL **1**

ACTION

^{DX} Blue vapors float away from camera and up/O.S.

SCENE

B58

B.G.



PANEL **1**

The three look at the rapidly-moving vapor

^{DX}

DIAL

B57

DX VAPOR
EFX

B58

1⁴

DX VAPOR
EFX

TIMING

3¹²

2⁴

16 : 9 Widescreen Format

257308



X I A O L I N SHOWDOWN

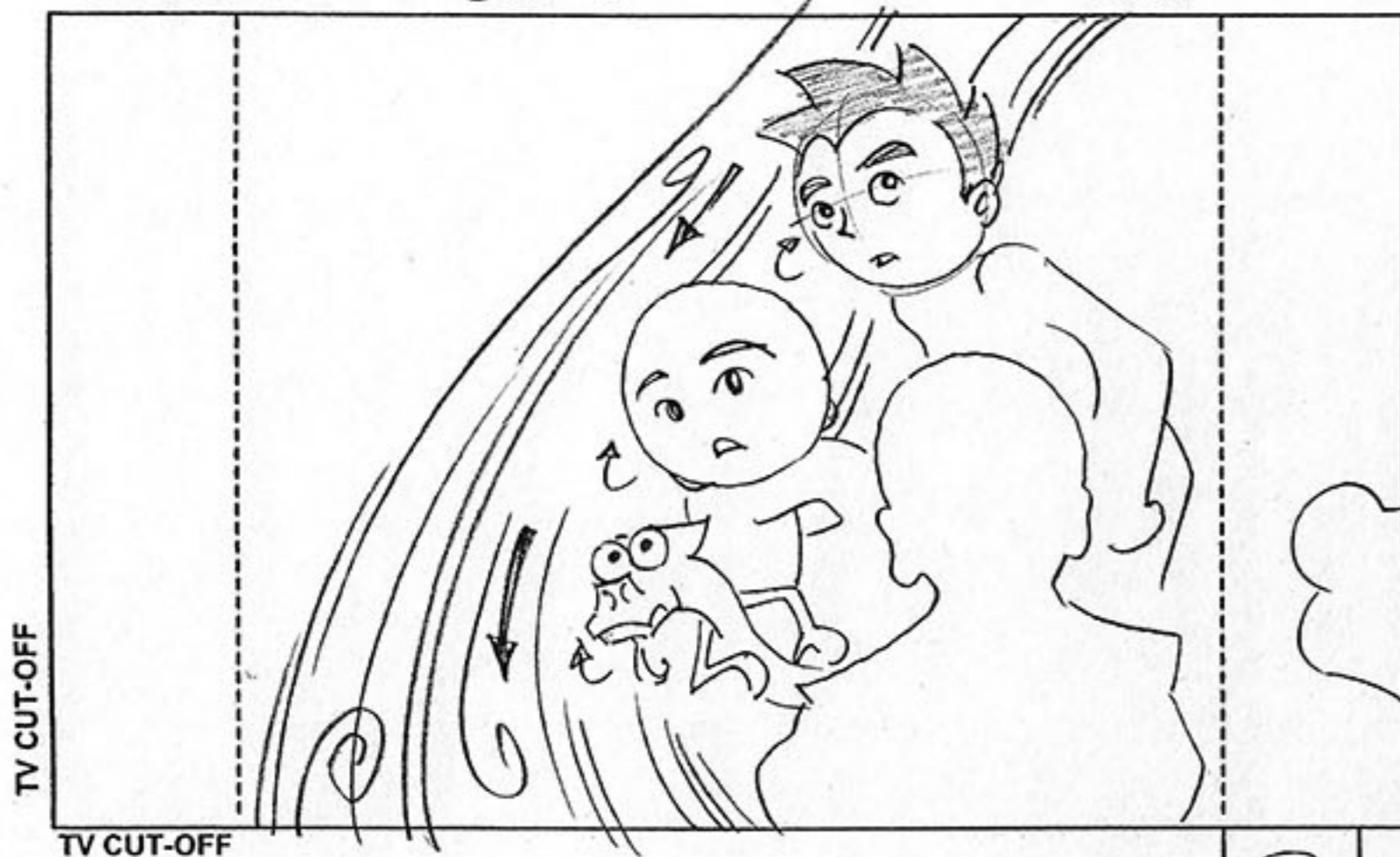
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PAGE B111

SCENE B58 CONT

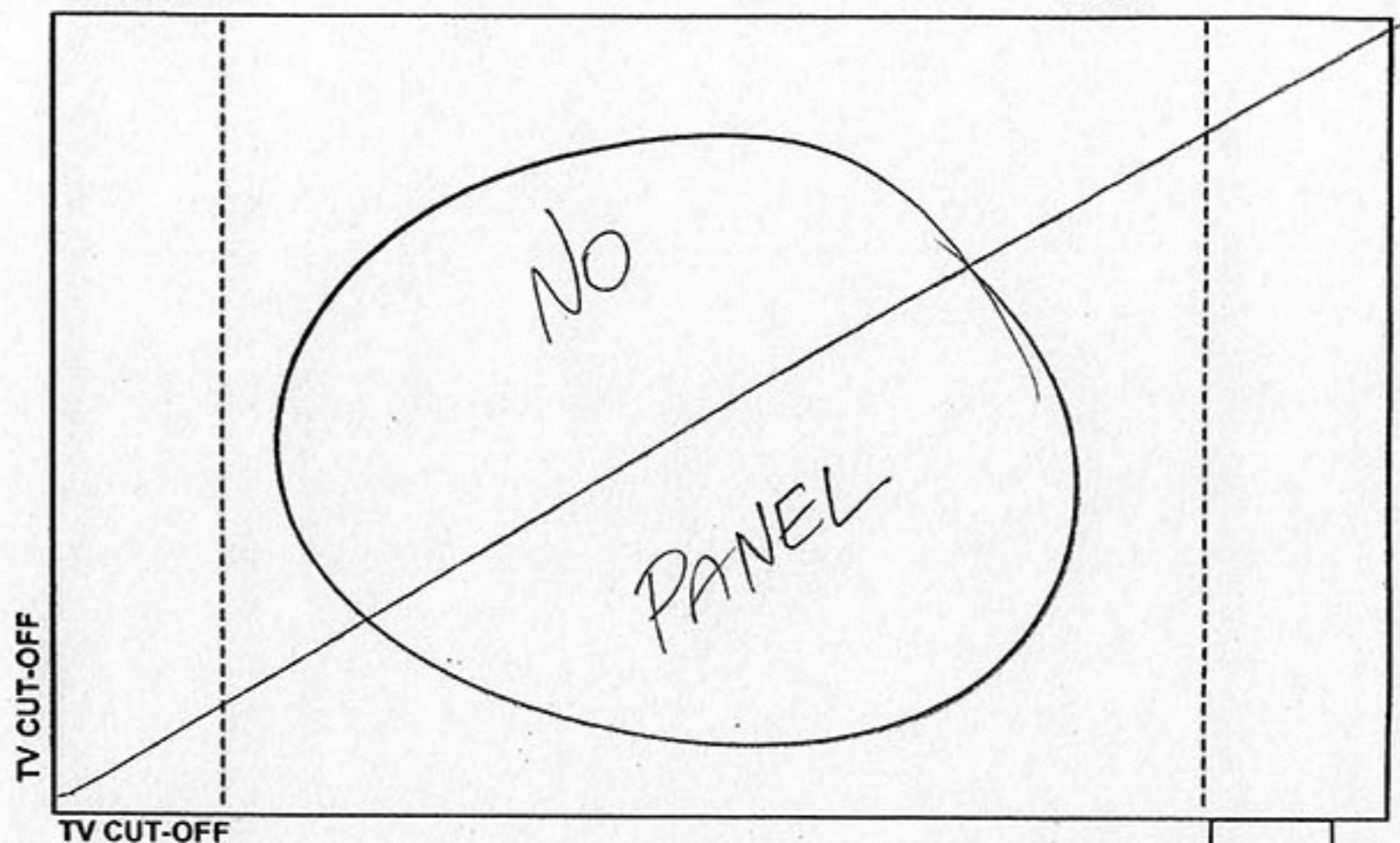
B.G.



PANEL 2

SCENE

B.G.



PANEL

ACTION

They look up simultaneously

DIAL

1^o

TIMING

16 : 9 Widescreen Format

257308

Sc. B59



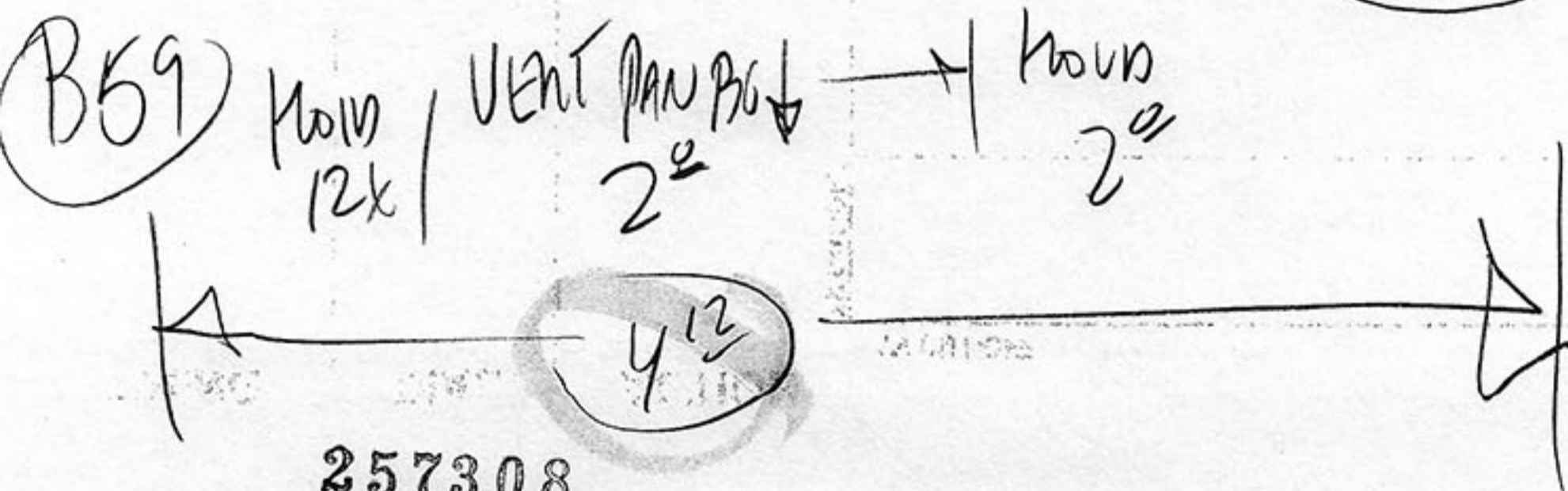
B59

PAN ↑

Panel 1

PAN UP from monks
to see the Sapphire Dragon curled
around the chamber wall,
breathing in vapors. (DX)

DX
VAPORS



257308

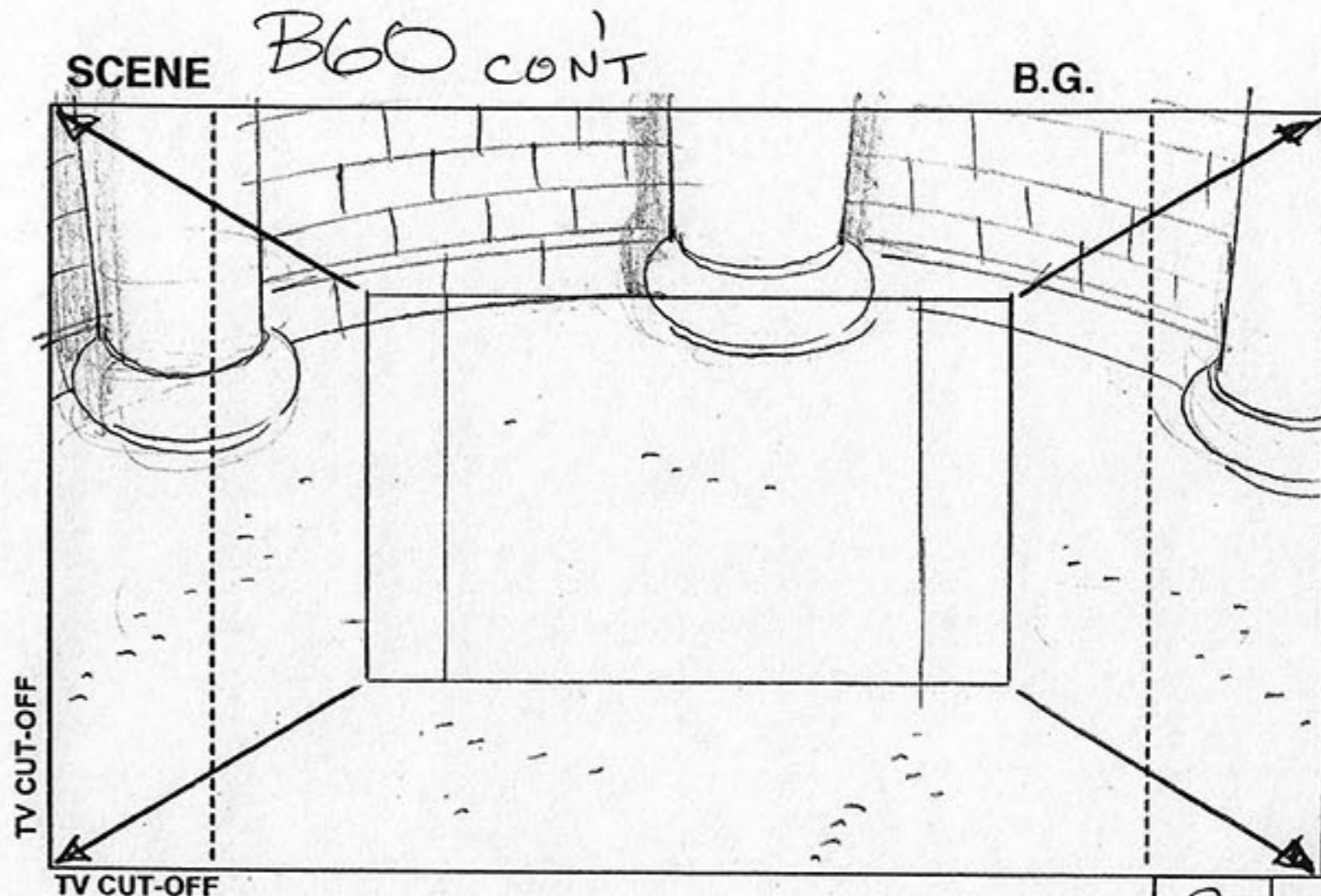
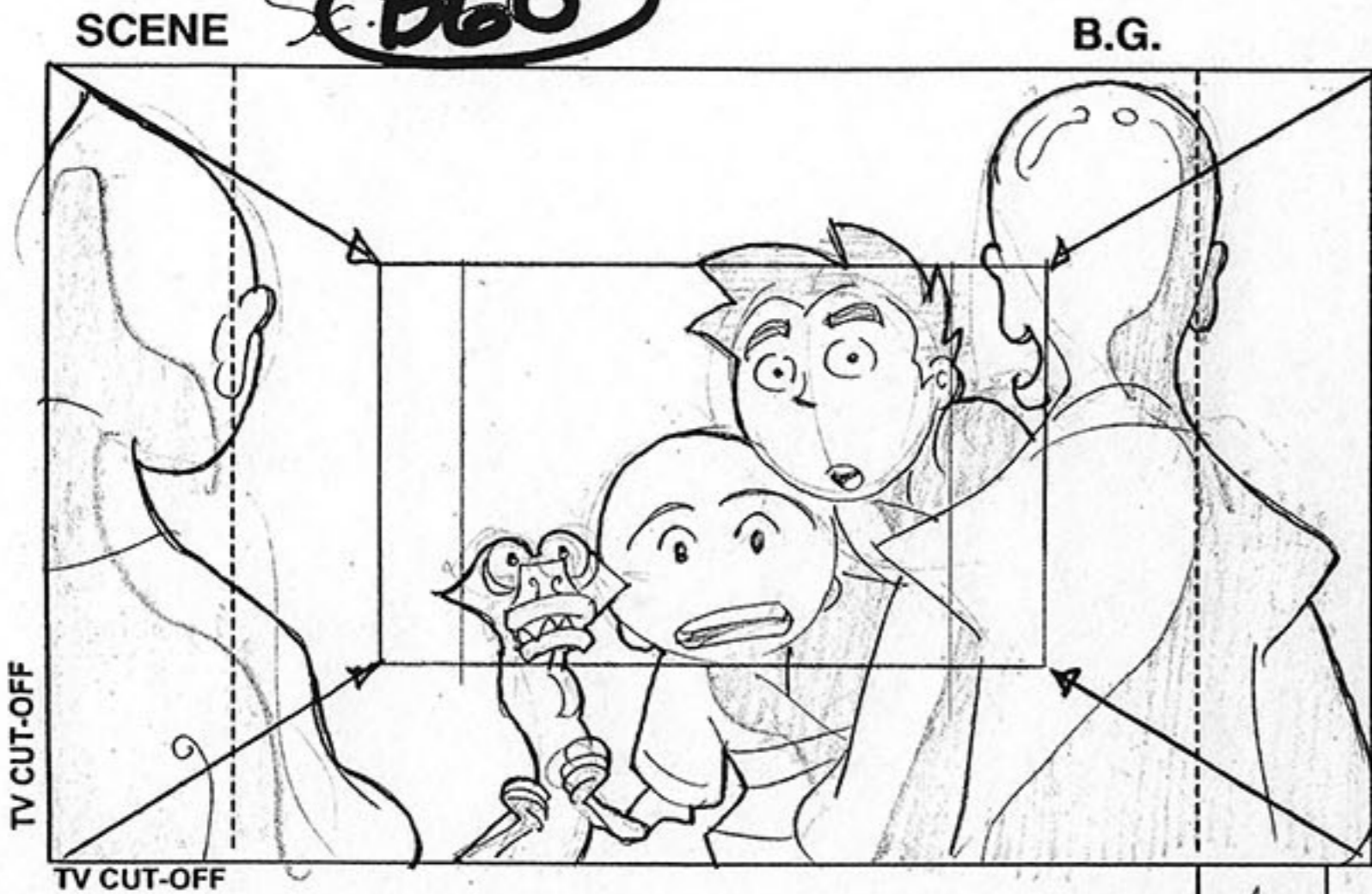


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B60



ACTION

TRUCK IN on Dojo,
Omi & Rai

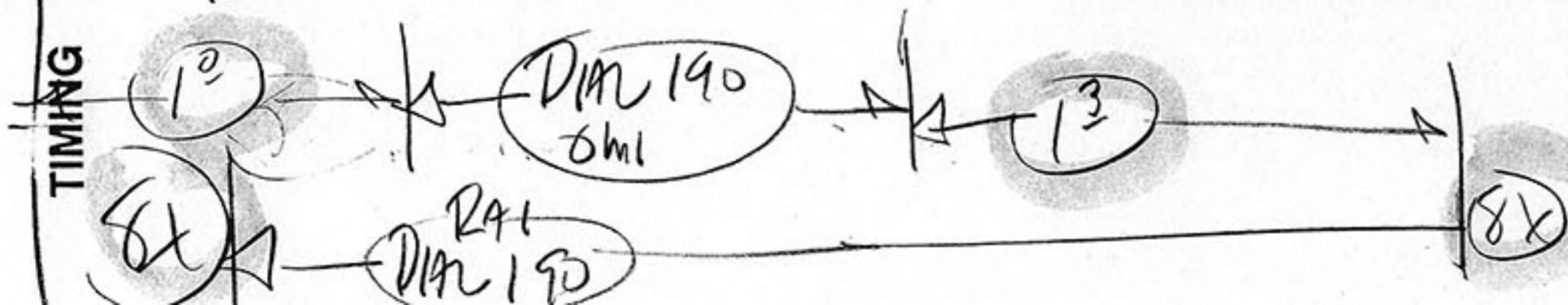
→ Simultaneous →

TRUCK OUT on BG layer

DIAL

THANKS OVER LAP DIA
OMI/RAI: Uh oh...

TIMING



TRUCK IN
ON KIDS
TRUCK OUT ON
BG

TRUCK IN ON KIDS
TRUCK OUT ON BG

16 : 9 Widescreen Format

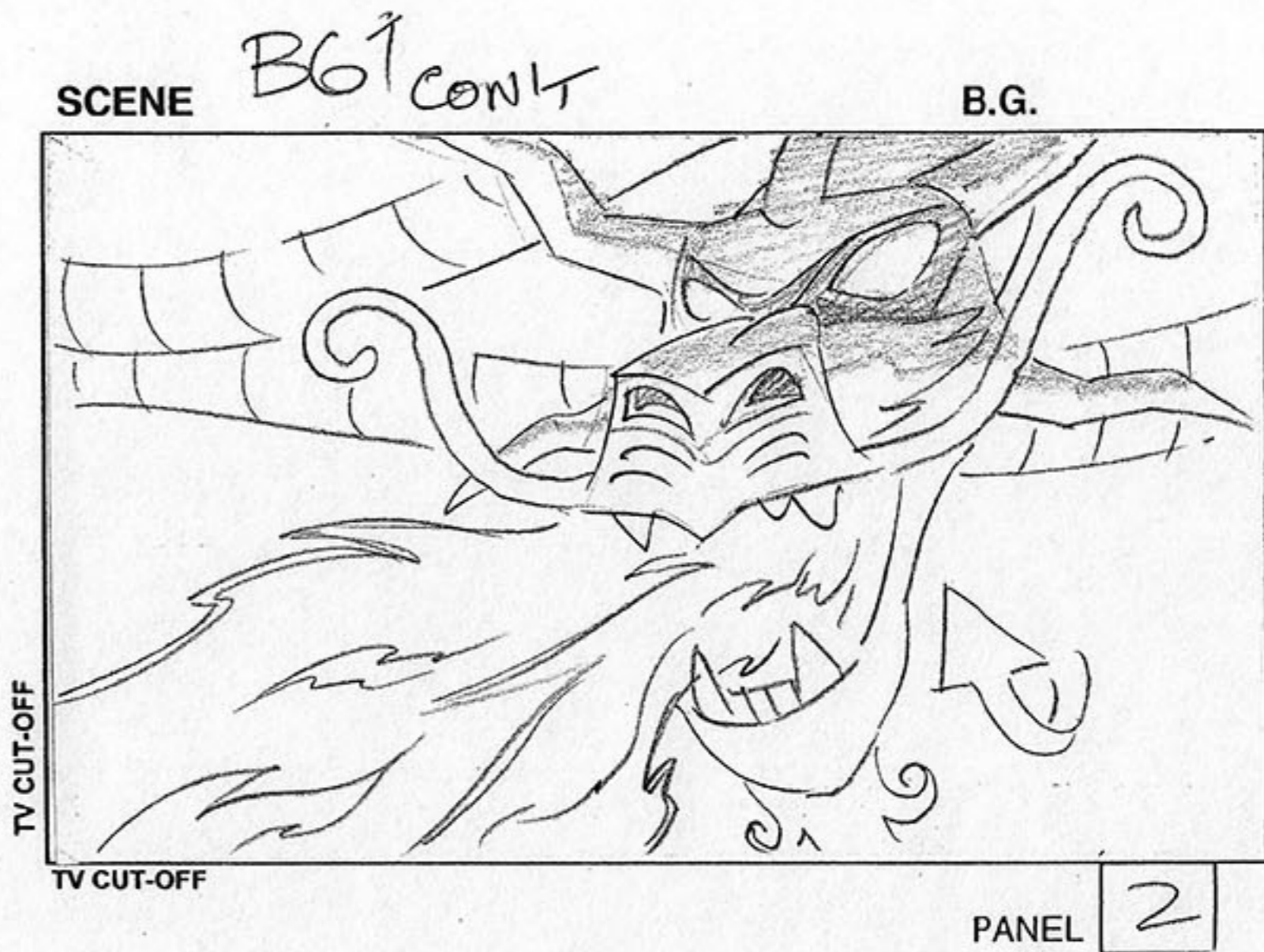
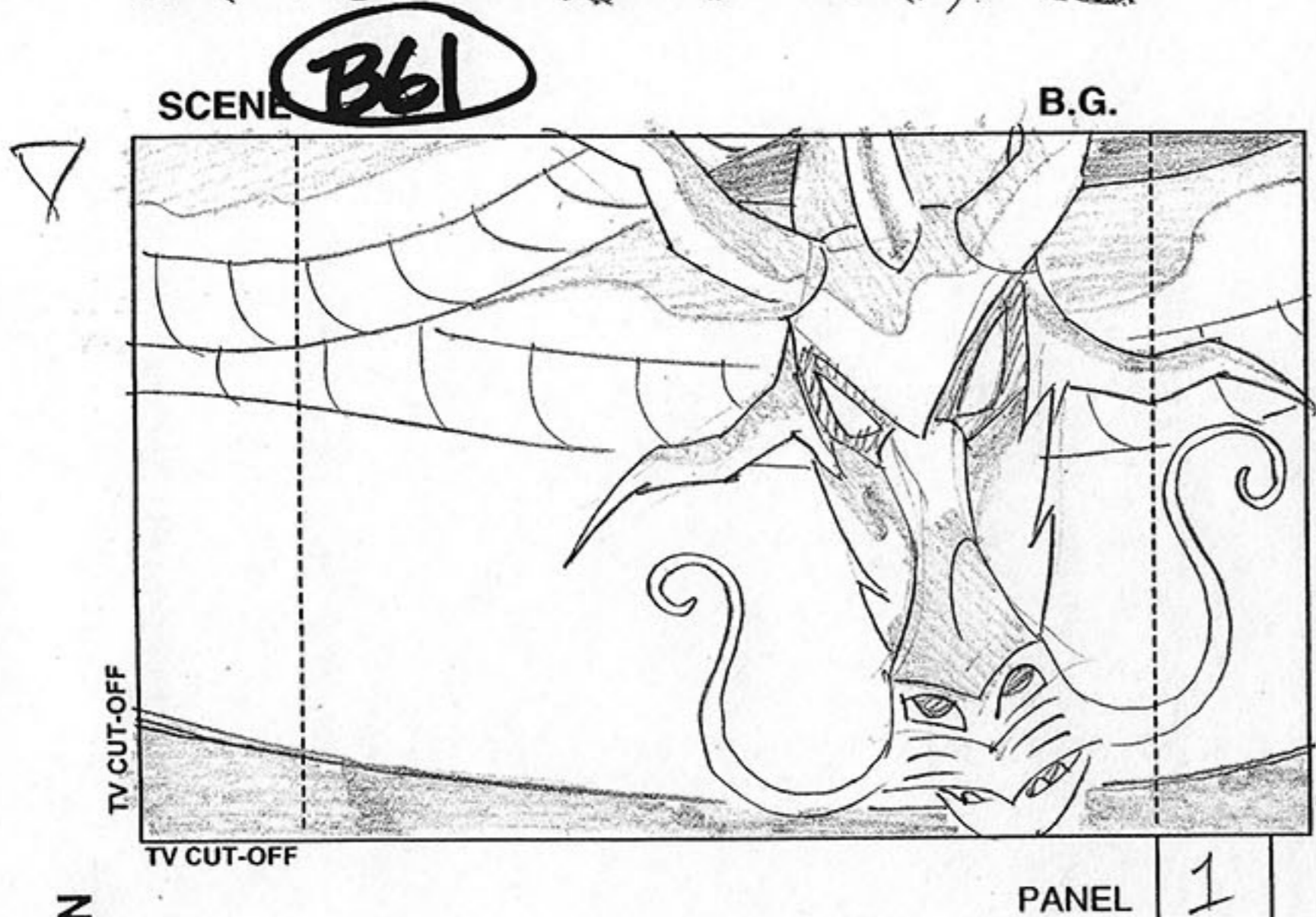
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ACTION

The dragon looks at them ...

... and breathes out blue flame (backlit)

DIAL

B61

1^e

12x

TIMING

30

FLAMES
BOT. LIT WHITE CORE
DIFFUSED WITH
OPAQUE BLUE
EDGE

16 : 9 Widescreen Format

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SCENE B61 CONT

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 3

ACTION

in a BLAST (backlit)

DIAL

14

TIMING

Mark: overlap dial

SCENE B62

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 1

A blue glow fills the scene

OMI/RAI/DOJO

Yelling

19

BLUEGLOW
BACKLIT
BLUEGEL

16 : 9 Widescreen Format

257308

4x1
DUP Dur 191
RAIDUR 191
DOJO Dur 191



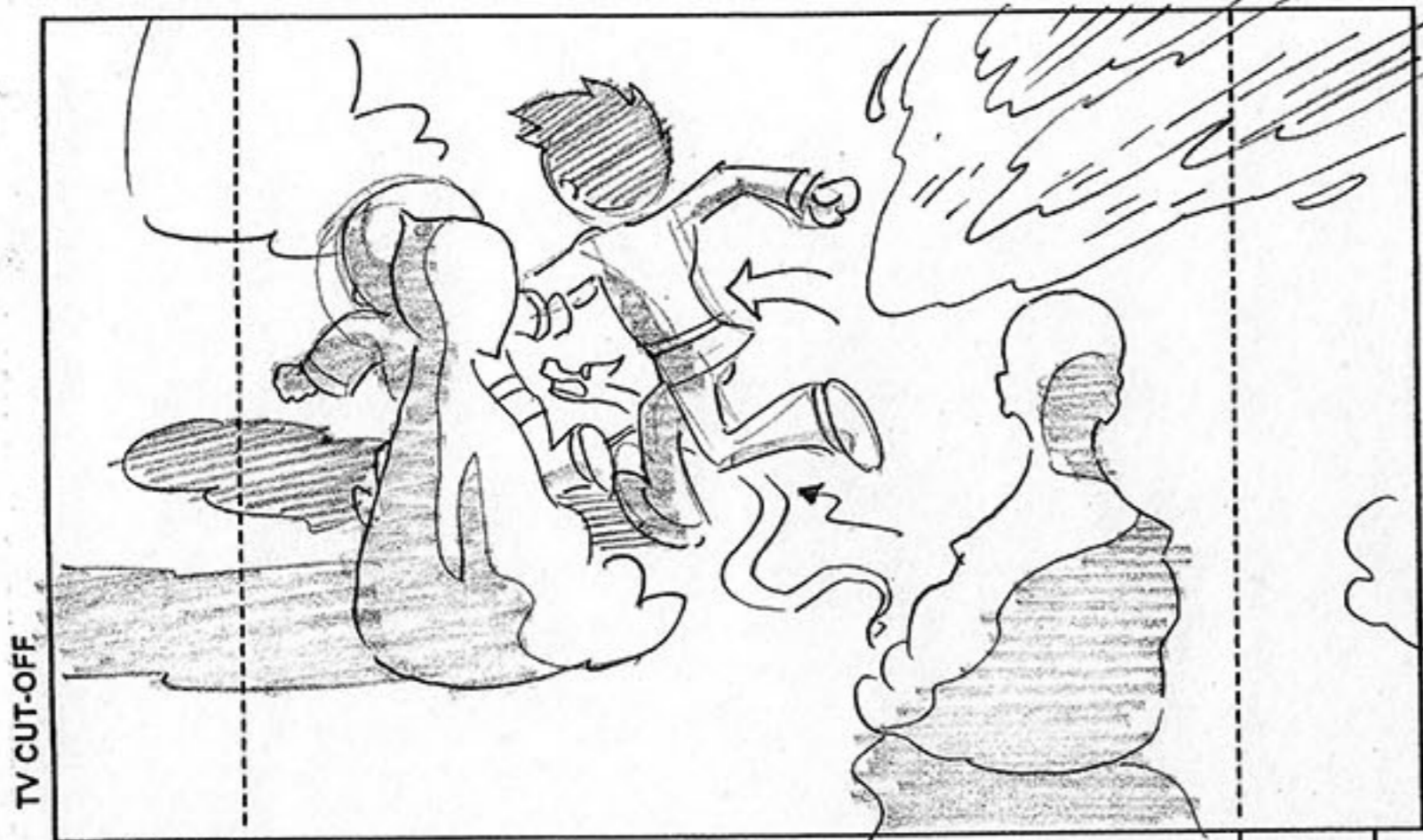
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SCENE B62 CONT

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

2

SCENE B62 CONT

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

3

It hits the floor...

ACTION

The three RUN from the backlit blue flame

DIAL

2^o Cont →

FLAME
BOT LIT
WHITE-DIFFUSED
CORE, OPAQUE
BLUE EDGE

(1^o)

TIMING

Cont Dia 191

Cont Rai Dia 191

Cont Dia 191

12x

13x

16 : 9 Widescreen Format

257308



X I A O L I N SHOWDOWN

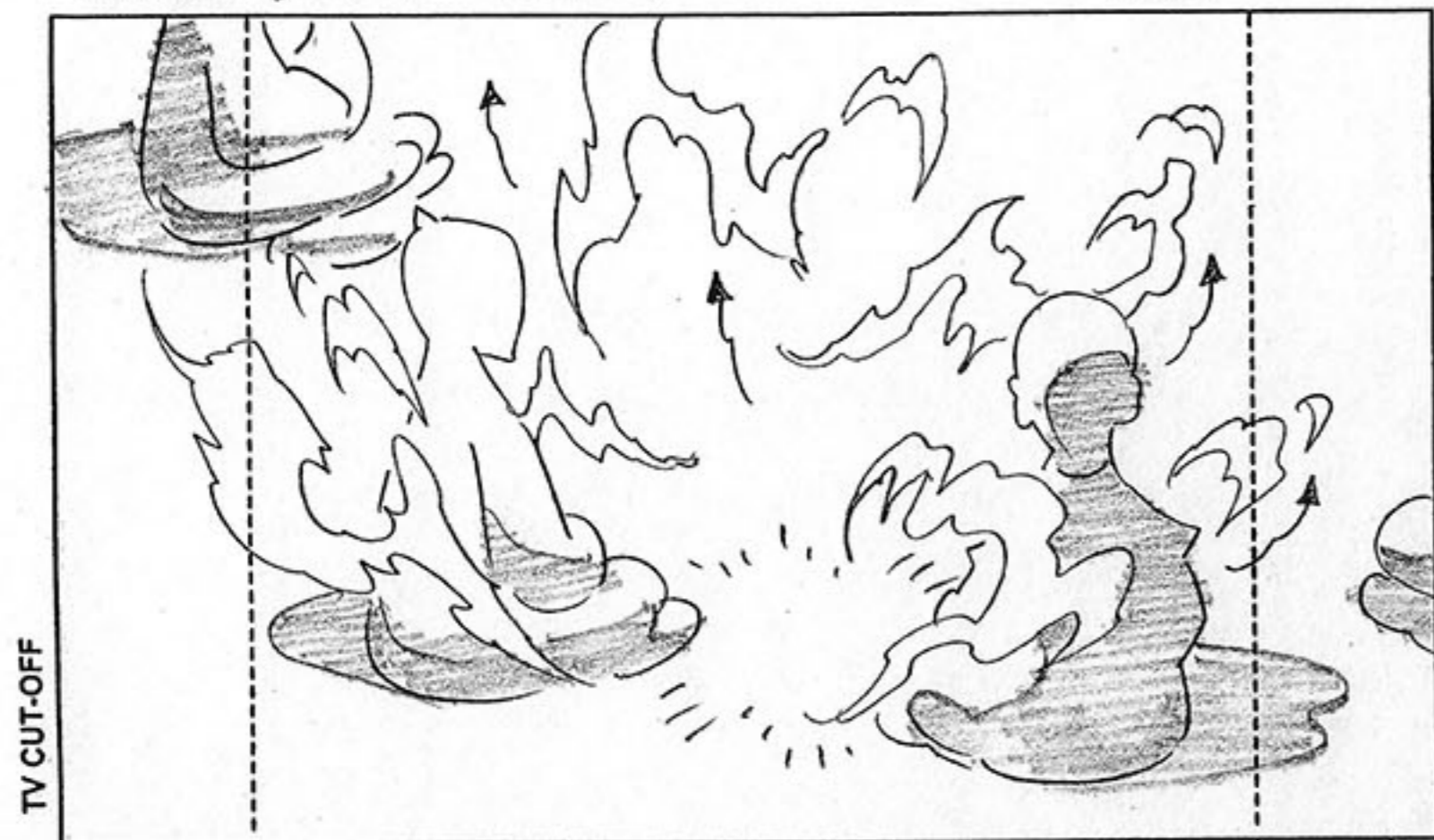
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PAGE B117

SCENE B62 CONT

B.G.



TV CUT-OFF

PANEL

4

ACTION

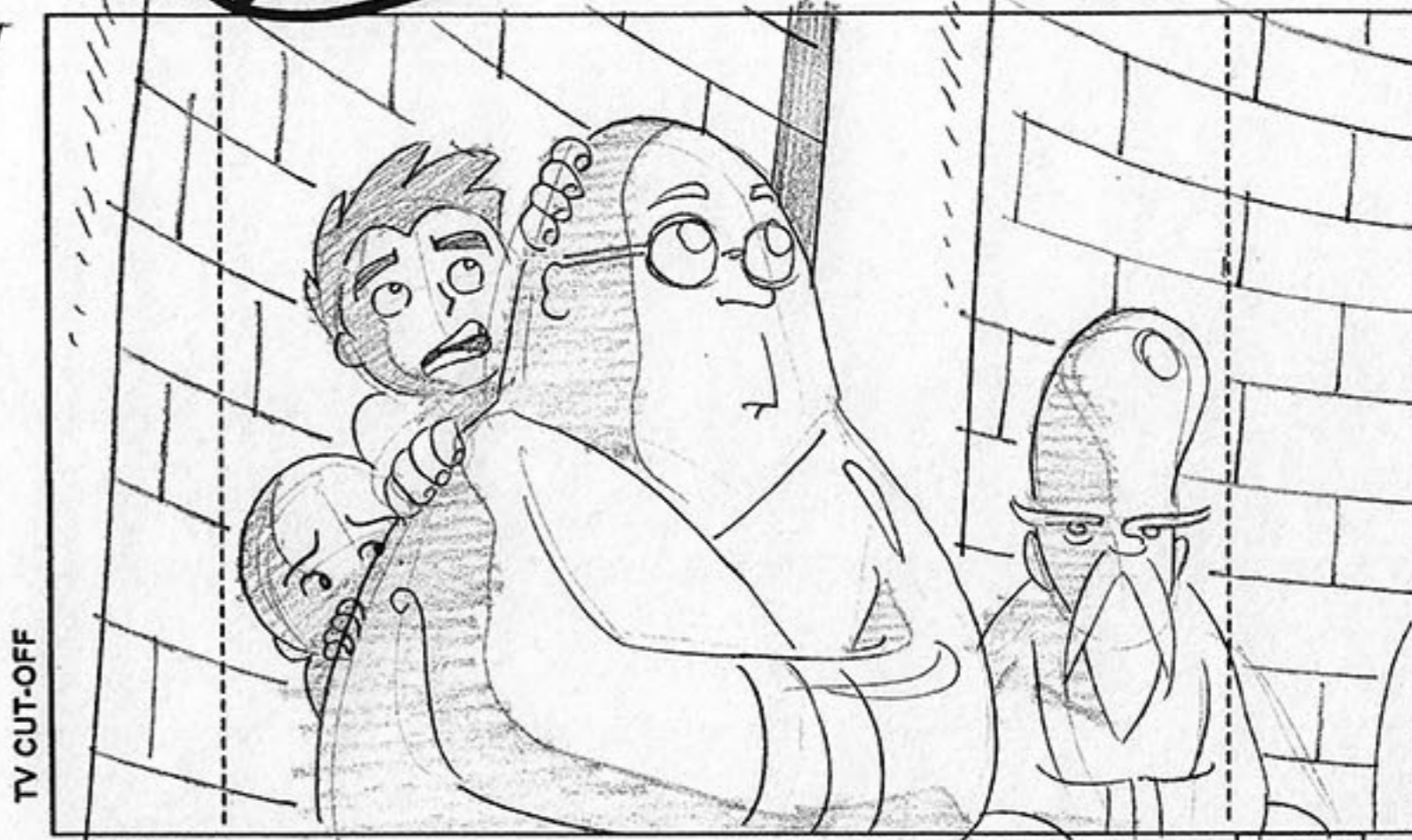
... and dissipates.

DIAL

TIMING

SCENE B63

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

1

Omi & Rai hide behind a statue-ized monk.

RAI: You'd think he'd be grateful-

B63

8x 7 - 21/192

16 : 9 Widescreen Format

257308



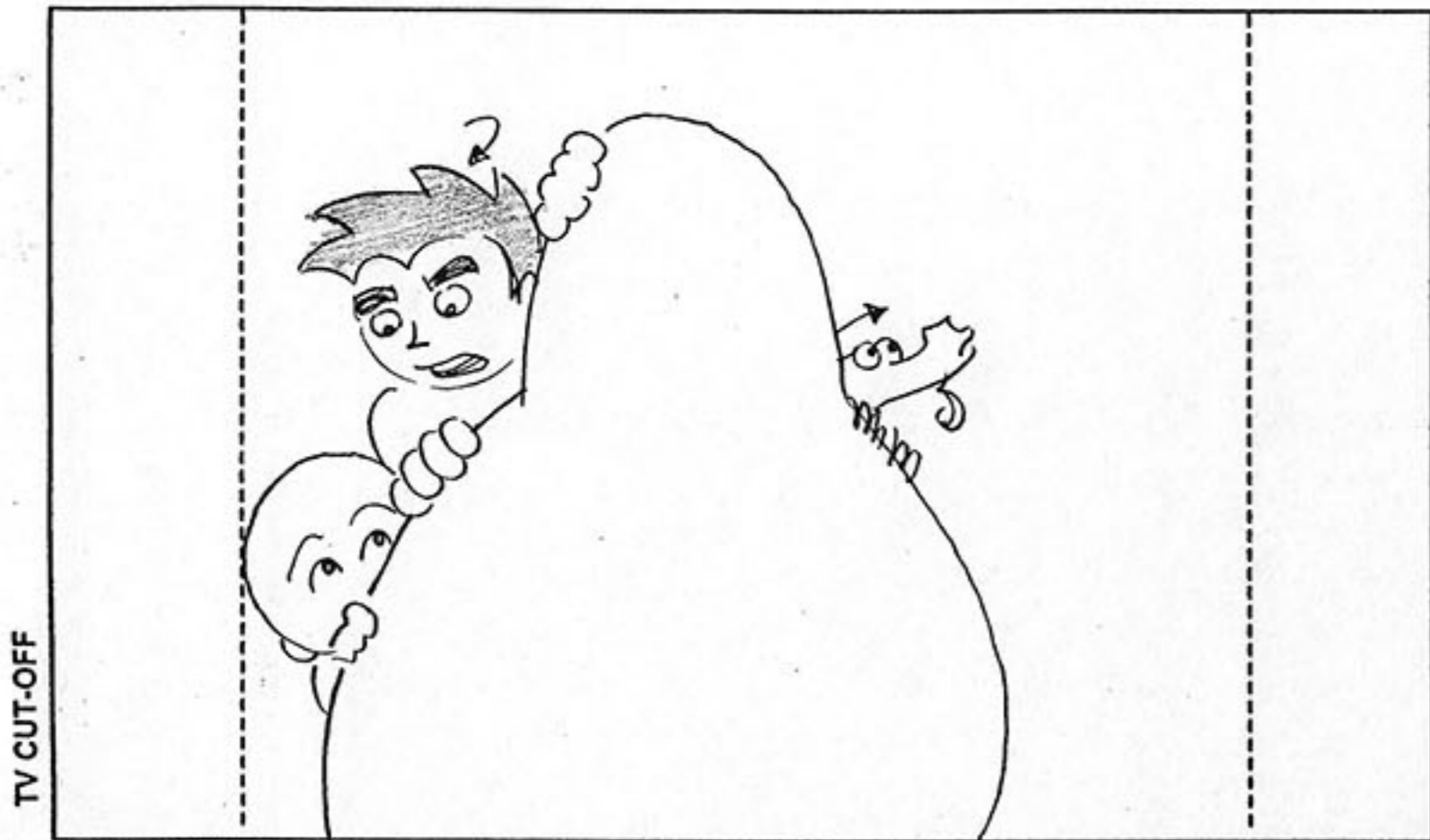
X I A O L I N SHOWDOWN

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SCENE B63 CONT

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 2

ACTION

Dojo peeks out

DIAL

—that we rescued him from that volcano.

TIMING

Cont Dir 192

SCENE B63 CONT

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 3

A BLUE GLOW lights the scene - they all react

12x

GLow
BACK LIT
BLUE GEL

16 : 9 Widescreen Format

257308

312



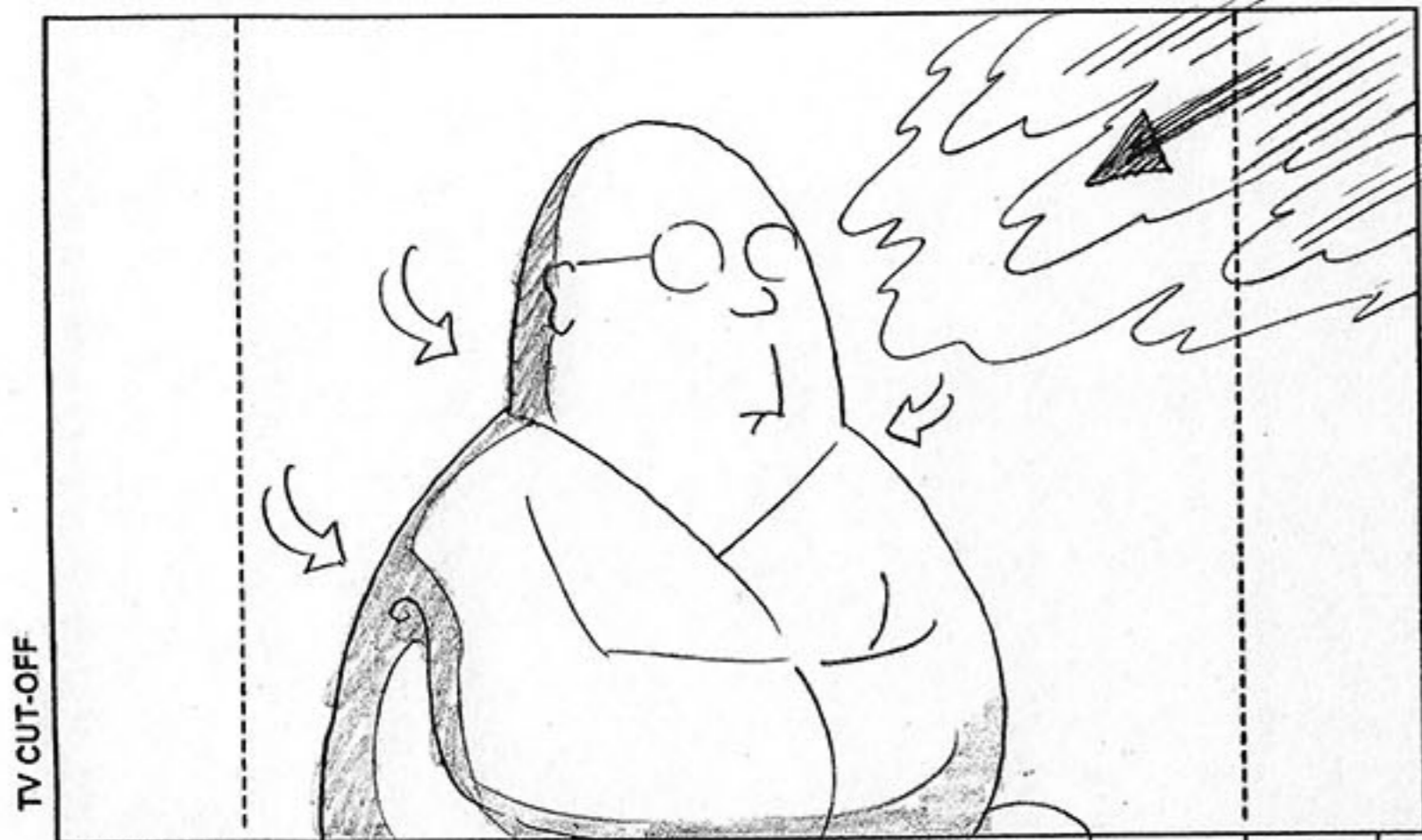
X I A O L I N SHOWDOWN

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SCENE *B63 CON'T*

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

4

ACTION

They duck down as backlit blue flame shoots in...

DIAL

1/8

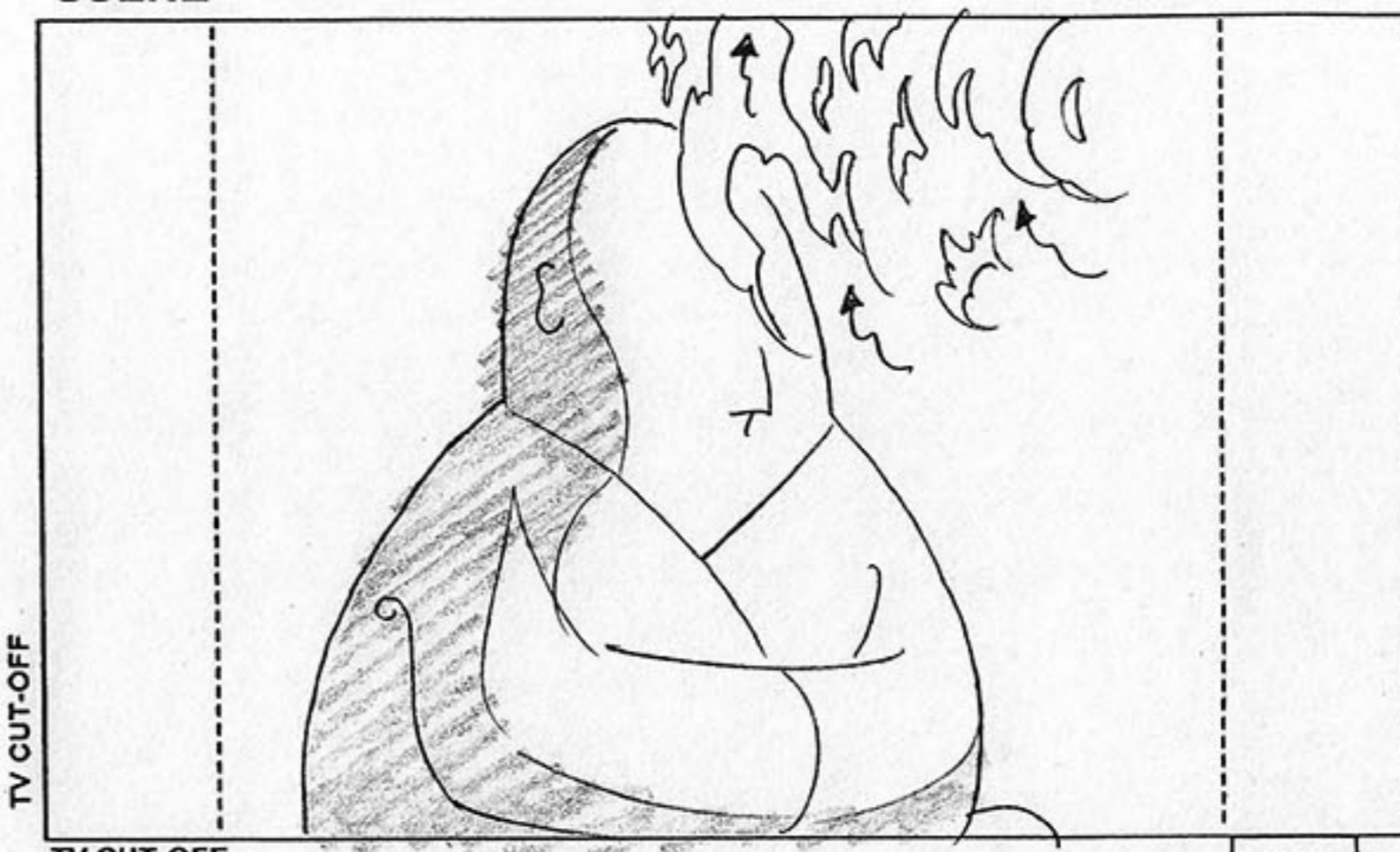
FLAMES
BOT, LIT WHITE CORE - DIFFUSED
WITH OPAQUE BLUE
EDGE

1/8

TIMING

SCENE *B63 CON'T*

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

5

... and dissipates.

16 : 9 Widescreen Format

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H/U
▽

SCENE **B64**

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 1

ACTION

O.S. Blue glow FADES.
The three hide behind the monk.

SCENE **B64 CONT**

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 2

Rai moves through past Omi

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257308

DIAL

RAI: You two make a break for —

— the door. I'm gonna give —

TIMING

GLOW
BACKLIT BLUE GEL

6x (DIA 193)

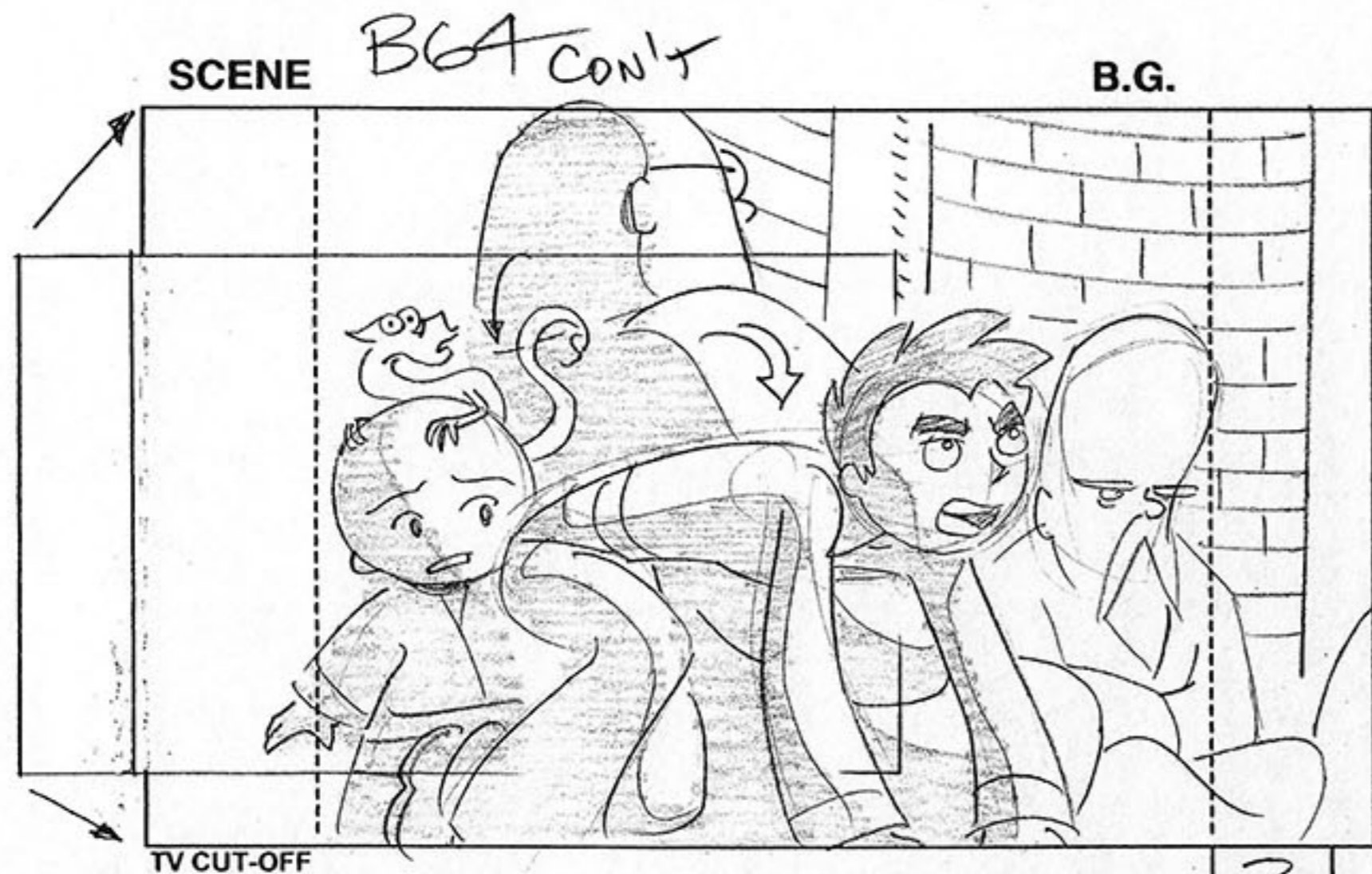


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PAGE B121



ACTION

TRUCK OUT as Rai leans forward in a crouch. Dojo jumps onto Om's head.

PANEL 3



Rai antics down...

PANEL 4

DIAL

-this Sapphire dragon a pain-

-in the neck!

TIMING

Pan B6 + T. OUT
←

COM DIA 193

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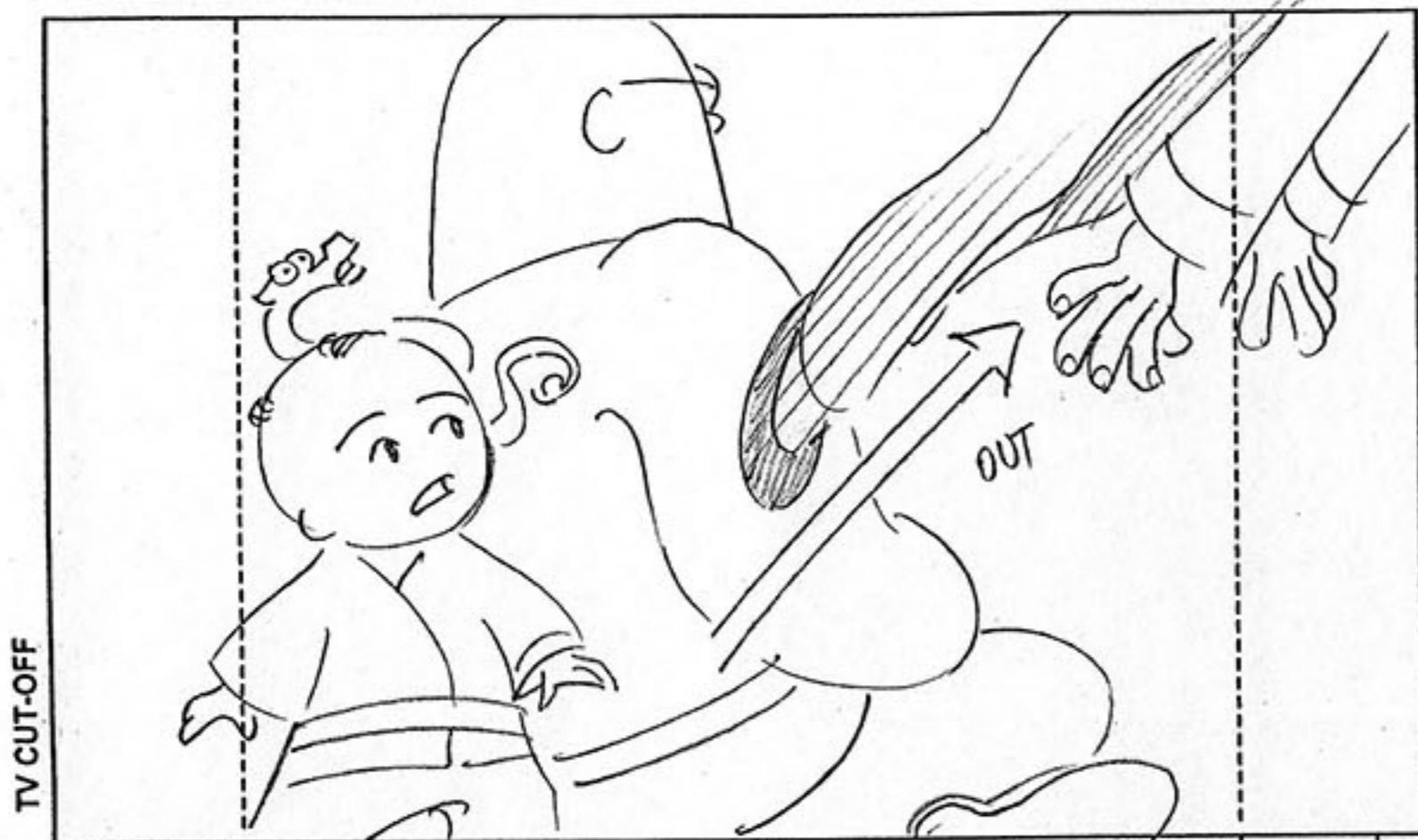
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PAGE B122

SCENE B64 CONT

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

5

ACTION

... and LEAPS O.S.

DIAL

TIMING

(12x)

B65

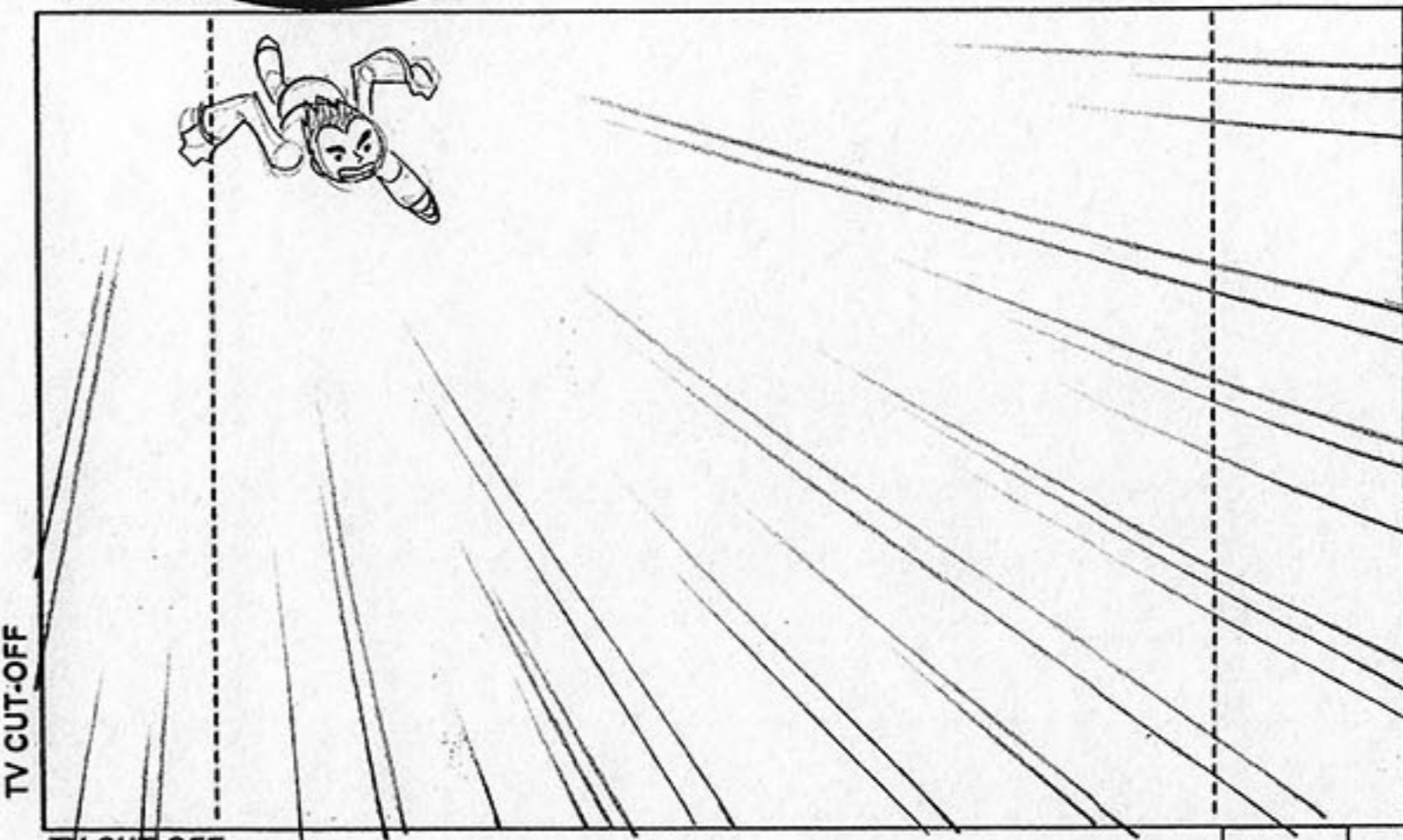
RAI: AAAAA →

(Dial 194)

SCENE B65

B.G.

H/U
▽



TV CUT-OFF

TV CUT-OFF

PANEL

1

Rai flies toward cam -
start pose shown (speed blur BG)

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PAGE B123

SCENE B65 CONT

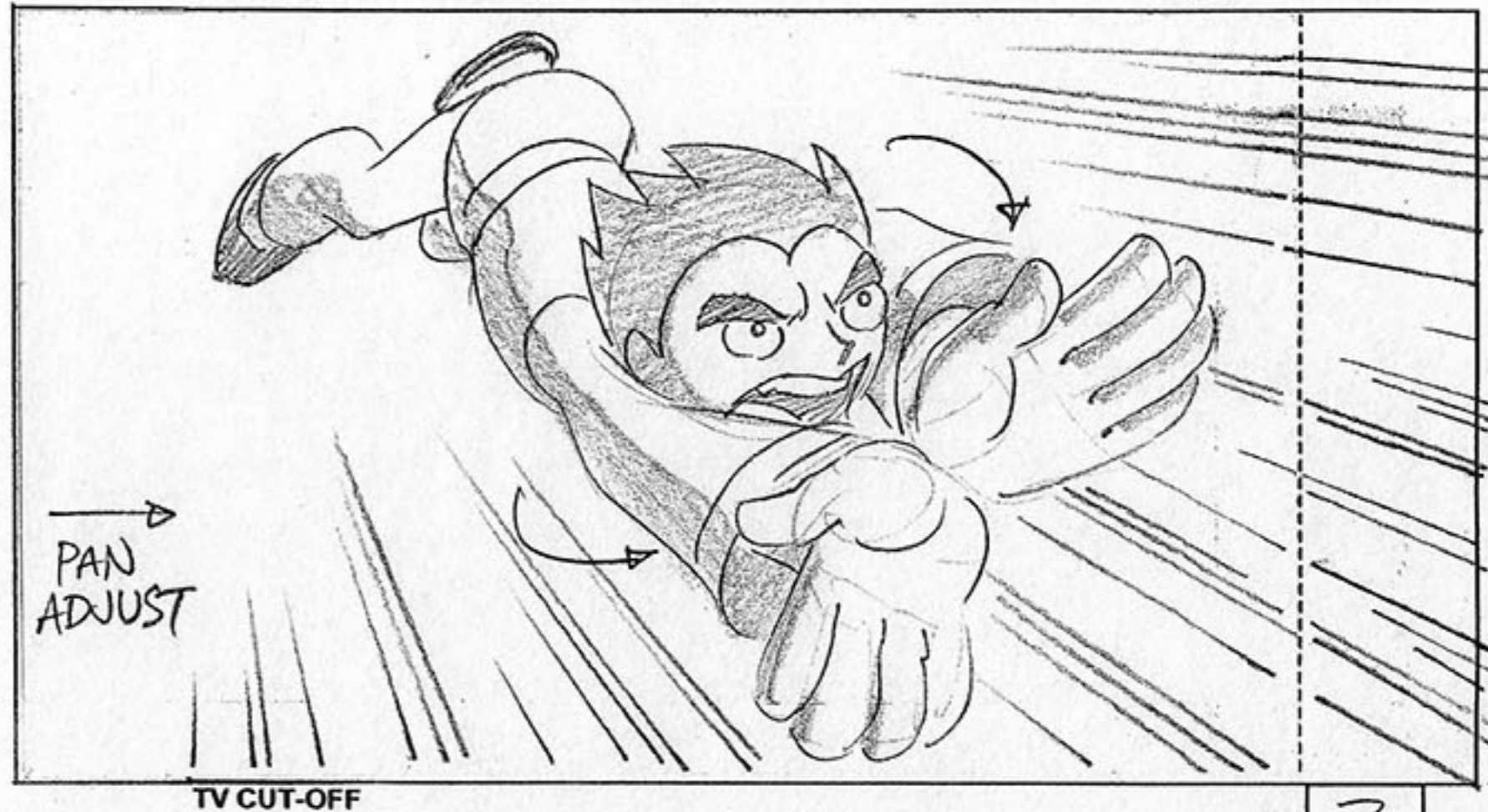
B.G.



PANEL 2

SCENE B65 CONT

B.G.



PANEL 3

ACTION

Rai gains forward

DIAL

AAA

TIMING

18

150

Cont DIA 194

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SCENE **B66**

B.G.



PANEL **1**

ACTION

The dragon antics...

SCENE **B66 CONT**

B.G.



PANEL **2**

... and blasts backlit blue flame

DIAL

B66

1^e

FLAMES
BOT. LIT WHITE CORE
DIFFUSED WITH
OPAQUE BLUE EDGE

1^e

TIMING

2^d

16 : 9 Widescreen Format

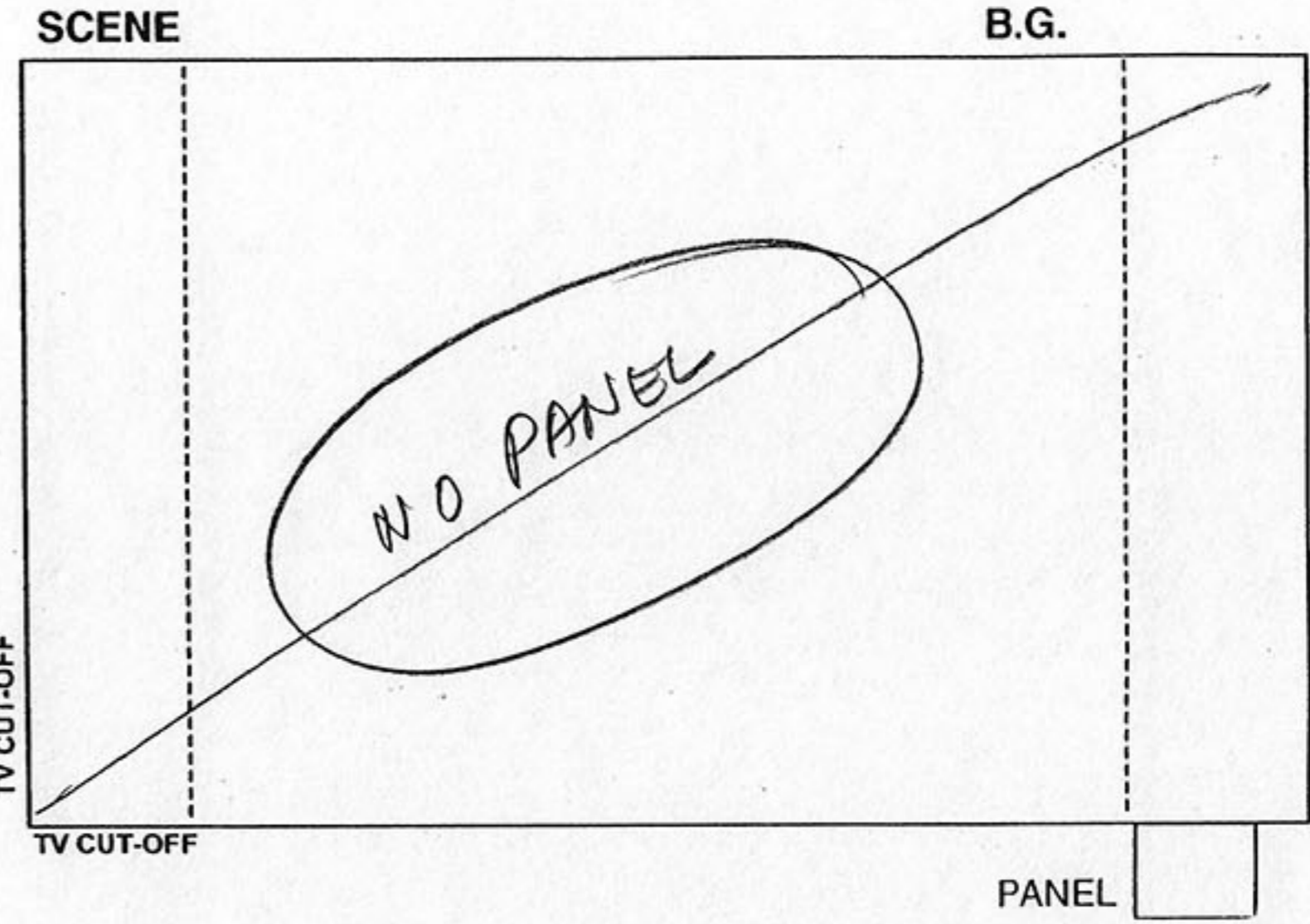
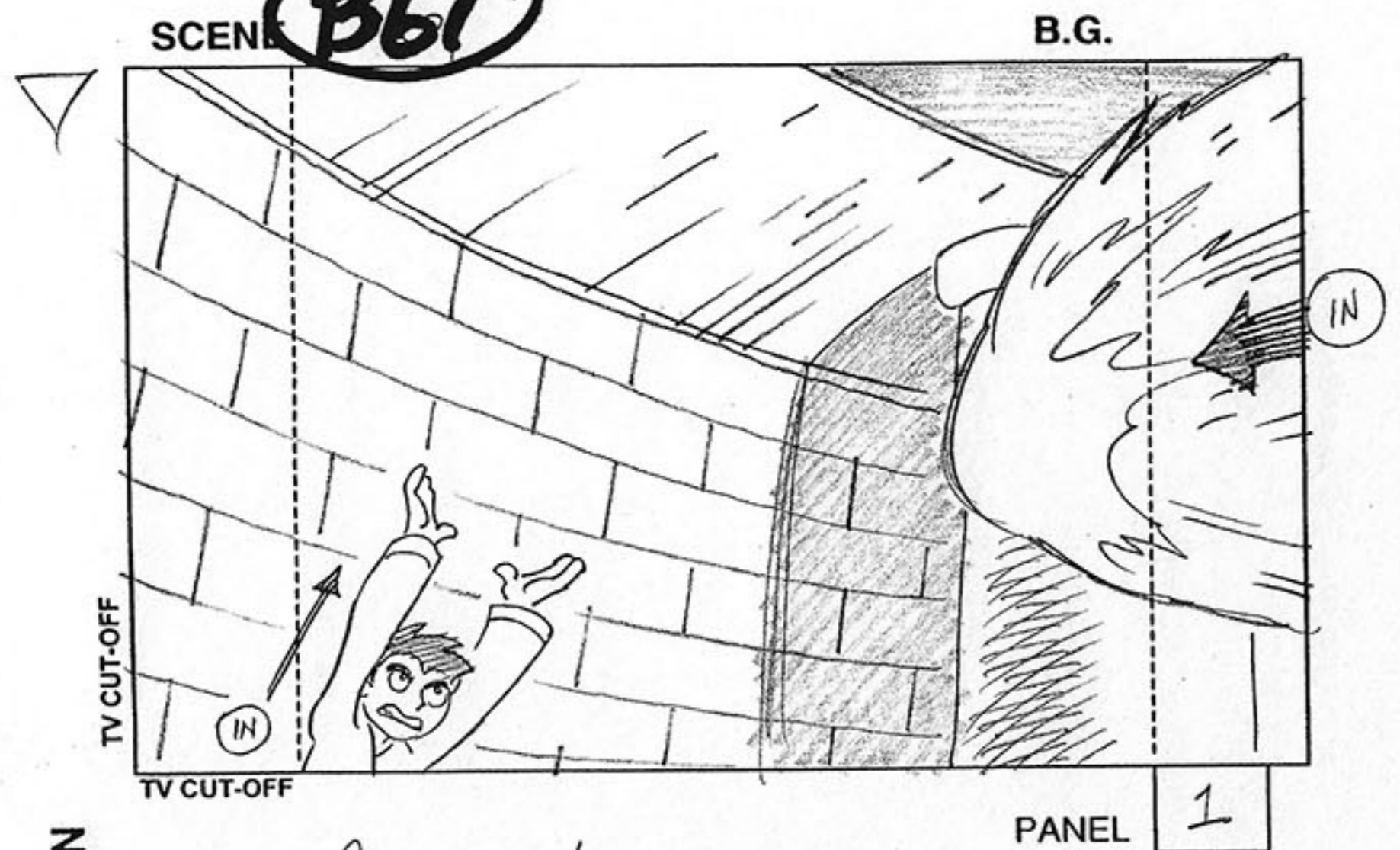
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B67



ACTION

Rai flies into scene -
backlit blue flame ENTERS

DIAL

B67

12x

FLAMES
BOT LIT WHITE DIFFUSED CORE
WITH OPAQUE BLUE EDGE

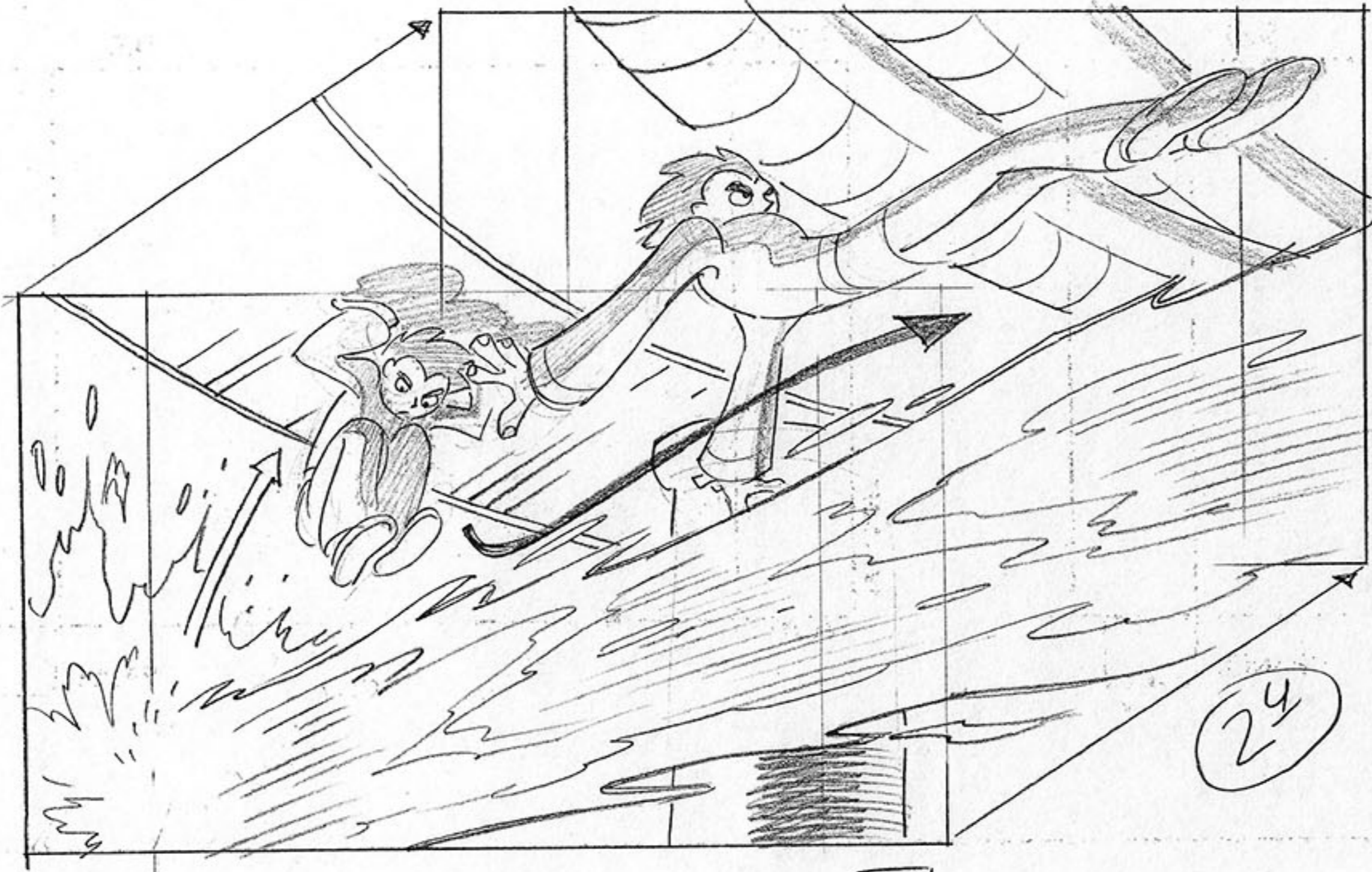
TIMING

4 → 312

16 : 9 Widescreen Format

257308

Sc. B67 CONT



Panel [2]

Rai reaches the overhang - dodges the flance as it hits the wall

then PAN with Rai as he flings himself forward

16x

PAN 12x

8x



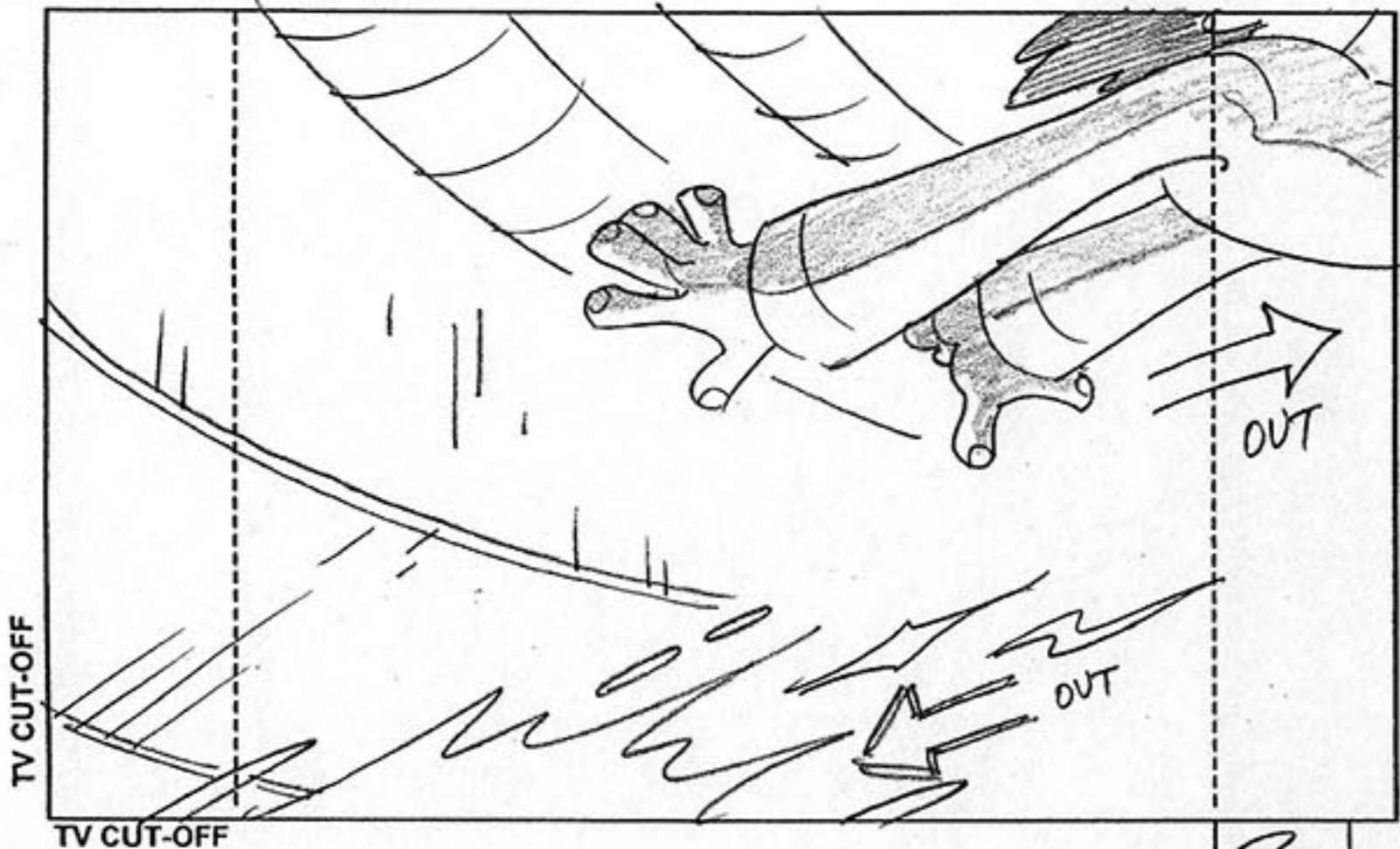
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SCENE B67 CONT

B.G.



PANEL 3

ACTION

Rai flies O.S. as flame dissipates.

DIAL

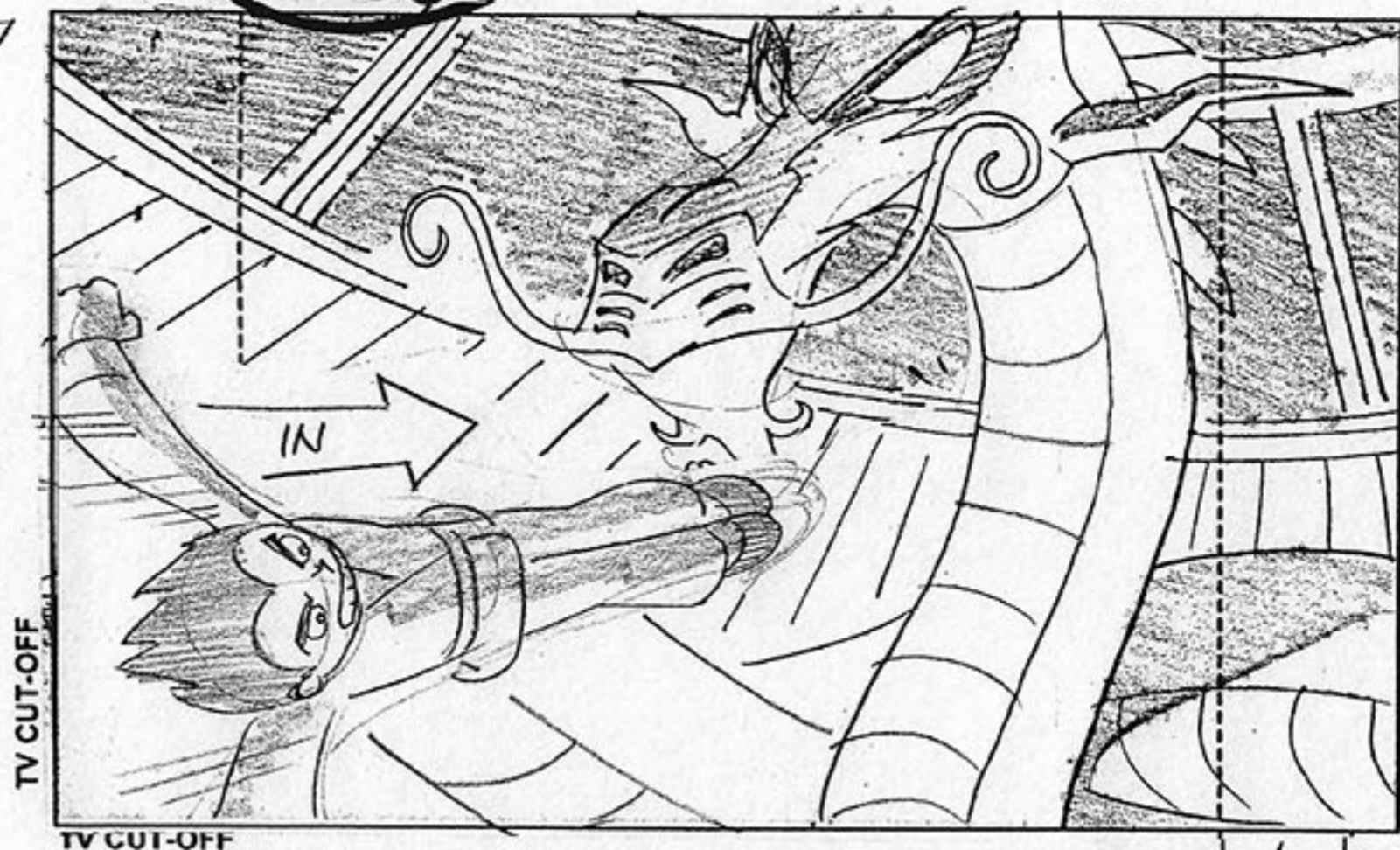
12y

TIMING

H/U

SCENE B68

B.G.



PANEL 1

Rai flies feet-first toward the dragon's neck

B68

12x

14

16 : 9 Widescreen Format

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PAGE B128

SCENE B68 CONT

B.G.



TV CUT-OFF

PANEL

2

ACTION

Rai STRIKES

DIAL

8x

TIMING

SCENE B68 CONT

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

3

A vibration travels
UP Rai's body from the impact

RAI: Ow ~~~~~>

12x

→ PA 195

16 : 9 Widescreen Format

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PAGE B129

SCENE *B68 CONT*

B.G.



TV CUT-OFF

PANEL 4

ACTION

Continued

8x

DIAL

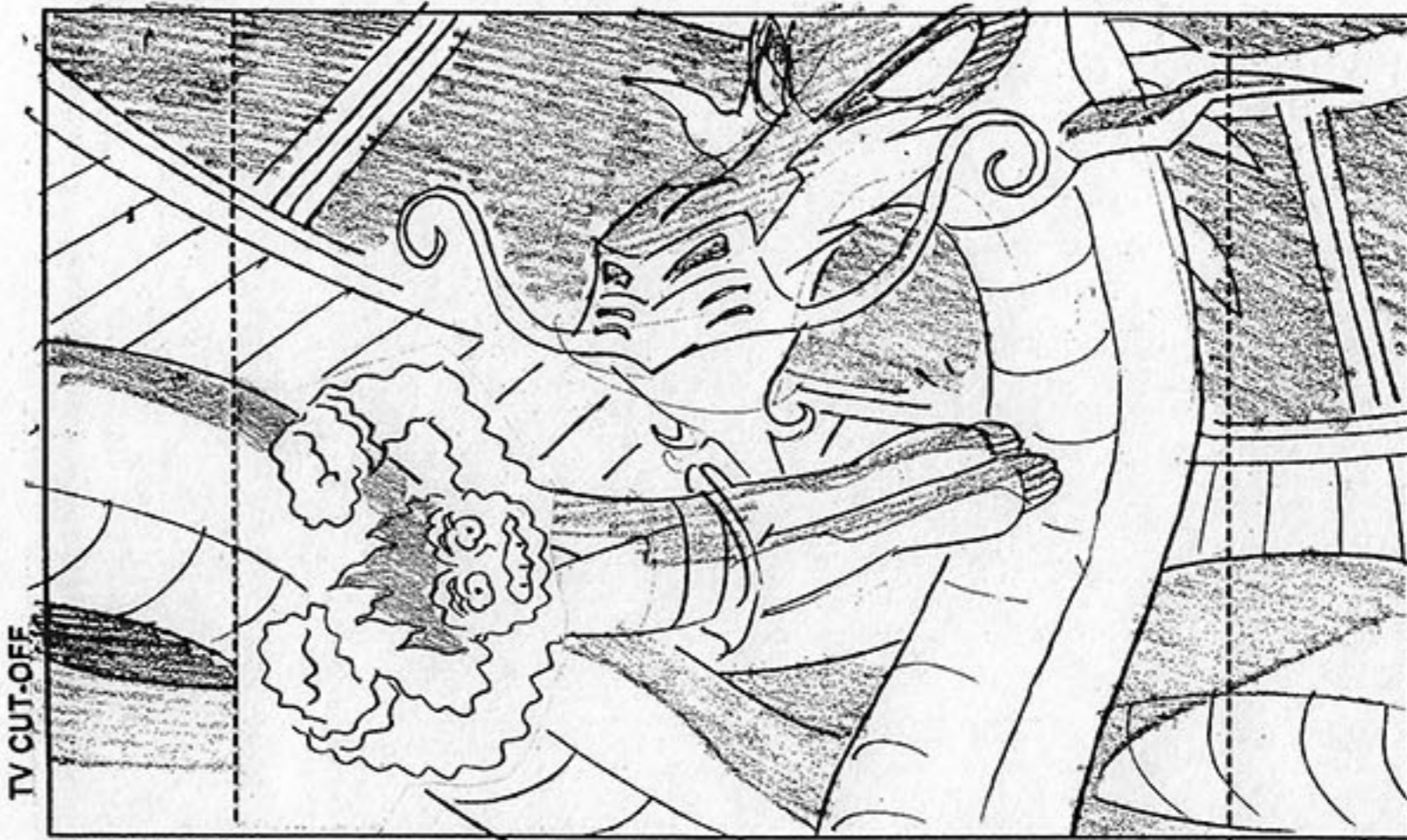
OwOwOw

TIMING

Cont Panel 195

SCENE *B68 CONT*

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 5

Continued

12x

16 : 9 Widescreen Format

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PAGE B130

SCENE B68 CONT

B.G.



PANEL 6

ACTION

Rai drops stiffly O.S.
The dragon looks down

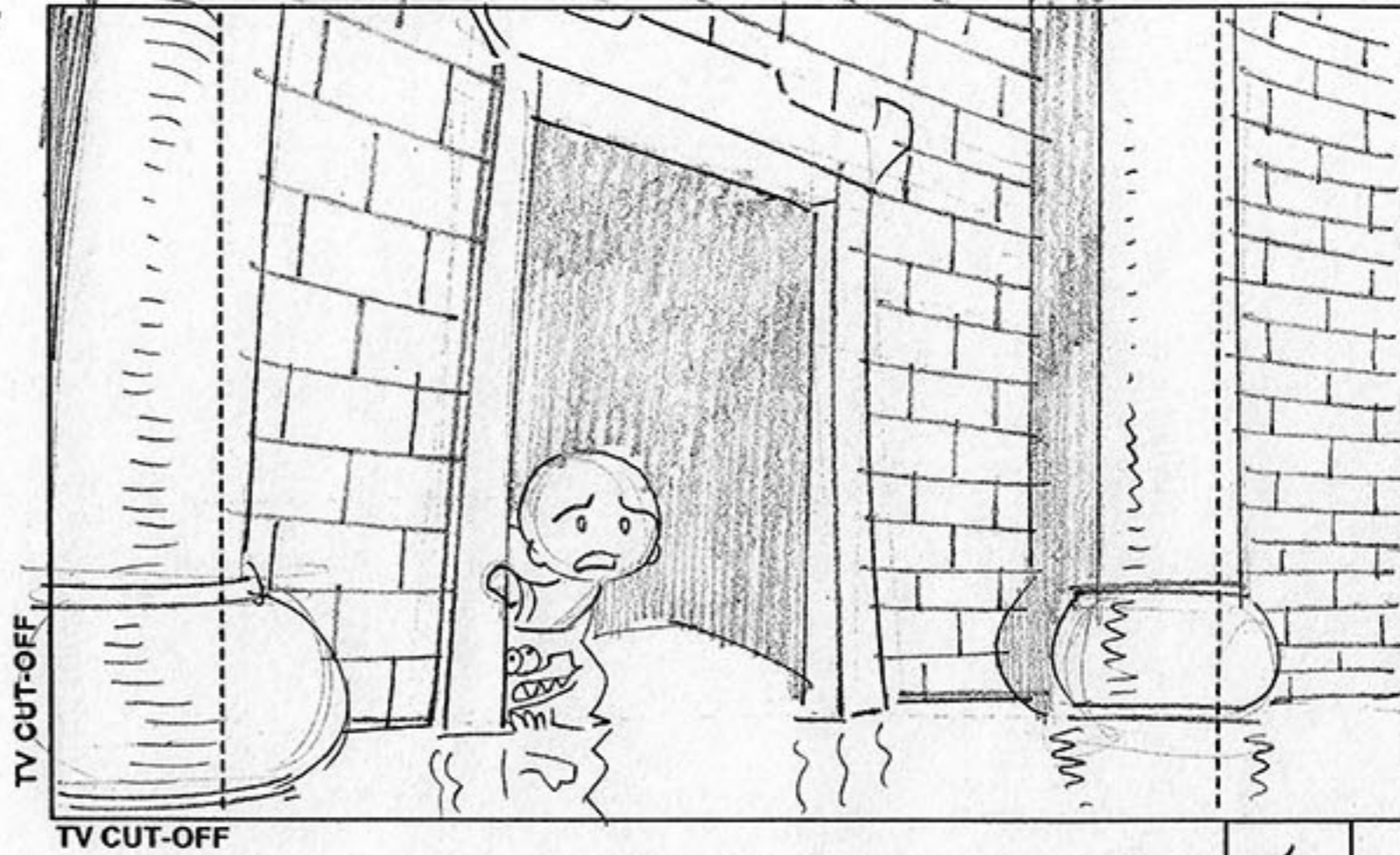
DIAL

TIMING

10

SCENE B69

B.G.



PANEL 1

Dojo & Omi look up
from the doorway

B69

12x

GEN
P. 130
10.0.0

10

16 : 9 Widescreen Format

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PAGE B131

SCENE B69 CONT

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 2

SCENE B69 CONT

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 3

ACTION

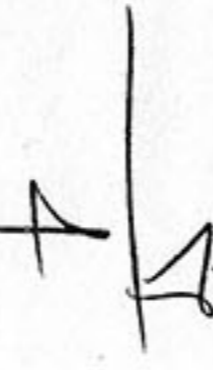
Rai drops into scene

DIAL

RAI : UNH!

TIMING

4x



16 : 9 Widescreen Format

257308

SCENE B69 CONT

B.G.



ACTION

Rai clutches his foot painfully

DIAL

RAI: Oh, man, is that thing SOLID!

TIMING

12x



SCENE B69 CONT

B.G.



ACTION

A BLUE GLOW lights the scene - Rai reacts

GLOW
BACK LIT
BLUE GEL



16 : 9 Widescreen Format

257308