

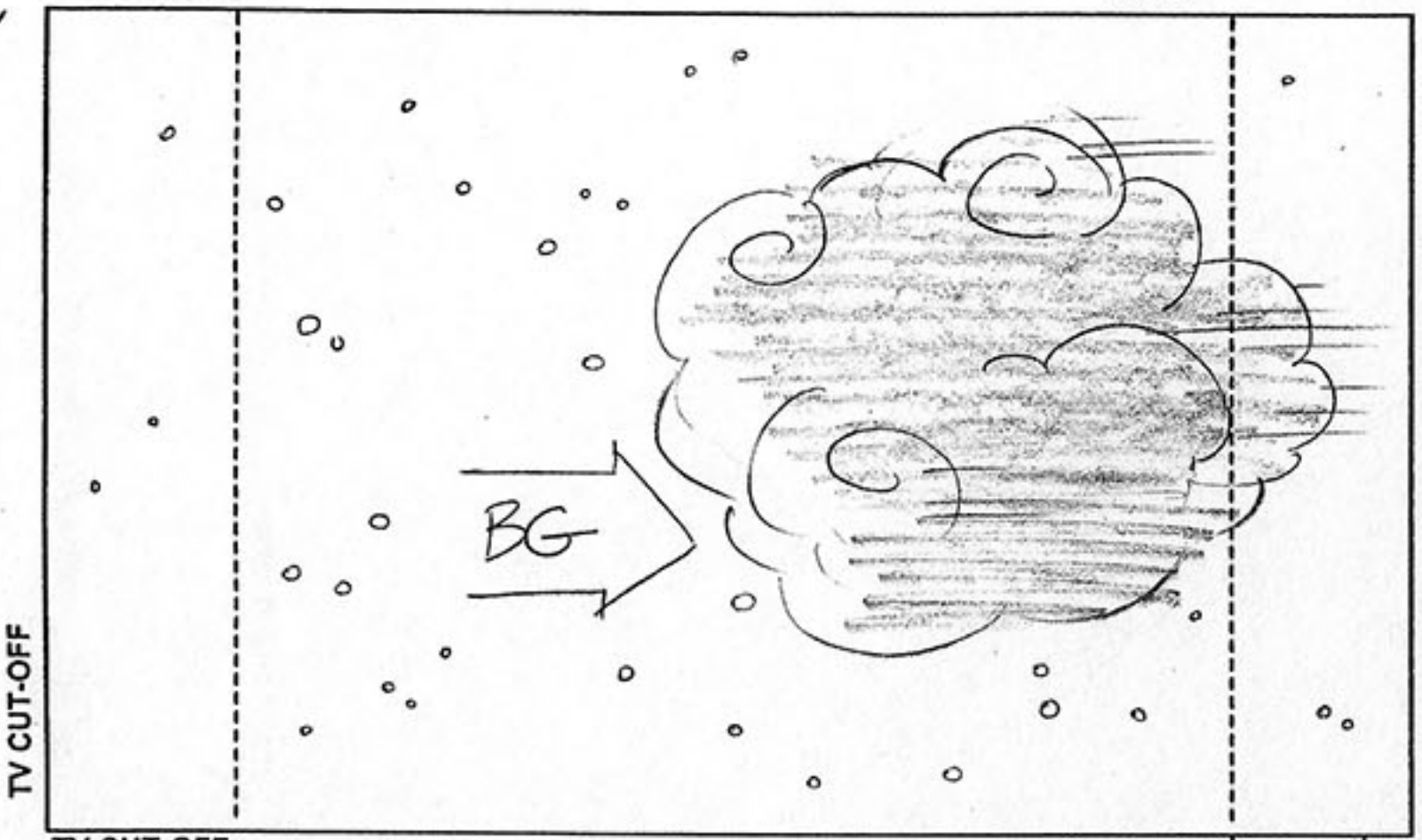
WB X I A O L I N N
SHOWDOWN

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H/U

SCENE C23

B.G.



[OPAQUE SMOKE] PANEL 1

ACTION

Camera tracks with the cloud (pan starry BG)

DIAL

C23

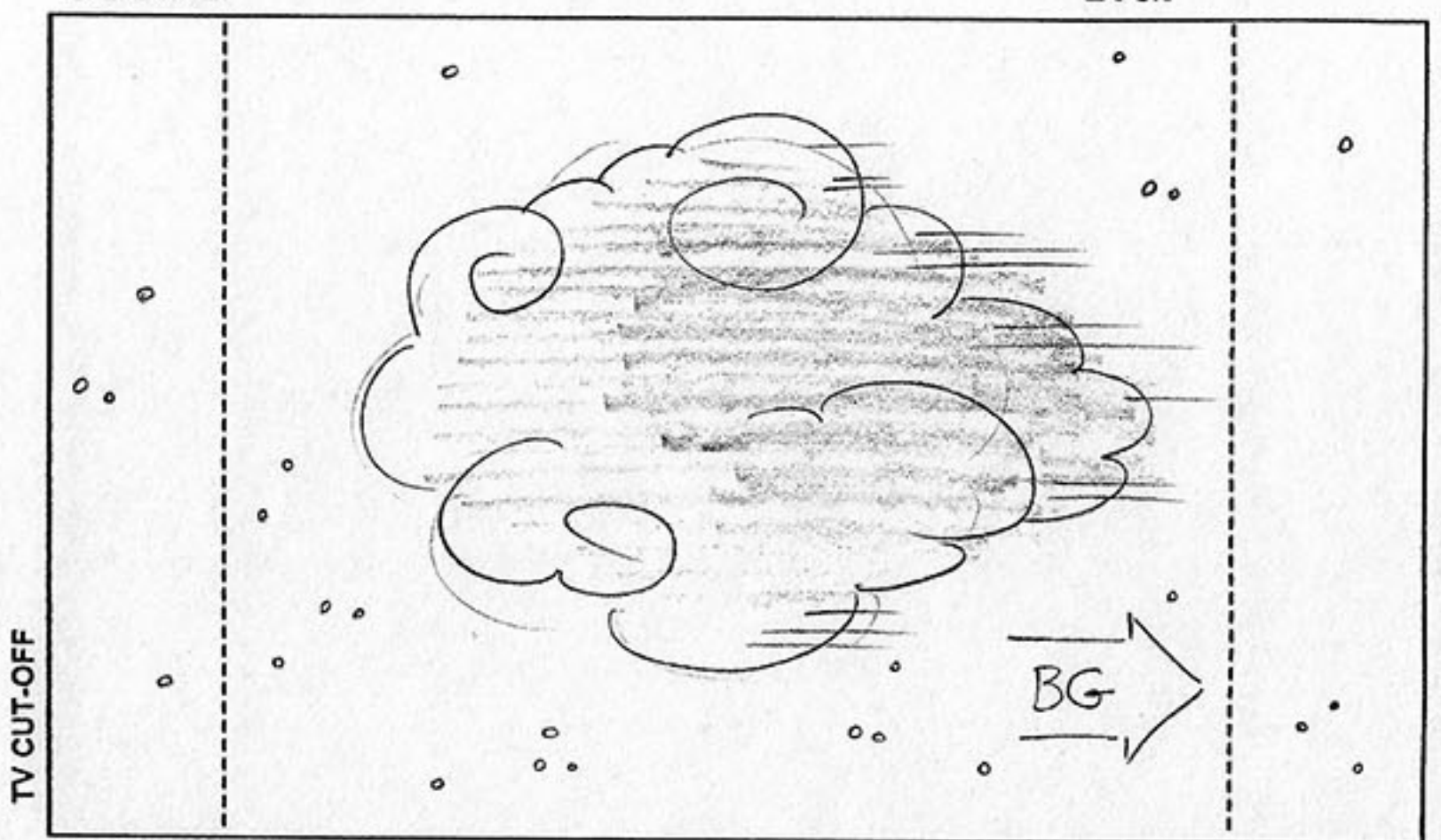
10

TIMING



SCENE C23 CONT.

B.G.



TV CUT-OFF PANEL 2

The soot cloud gains forward as it picks up speed

10

16 : 9 Widescreen Format

257308



X I A O L I N SHOWDOWN

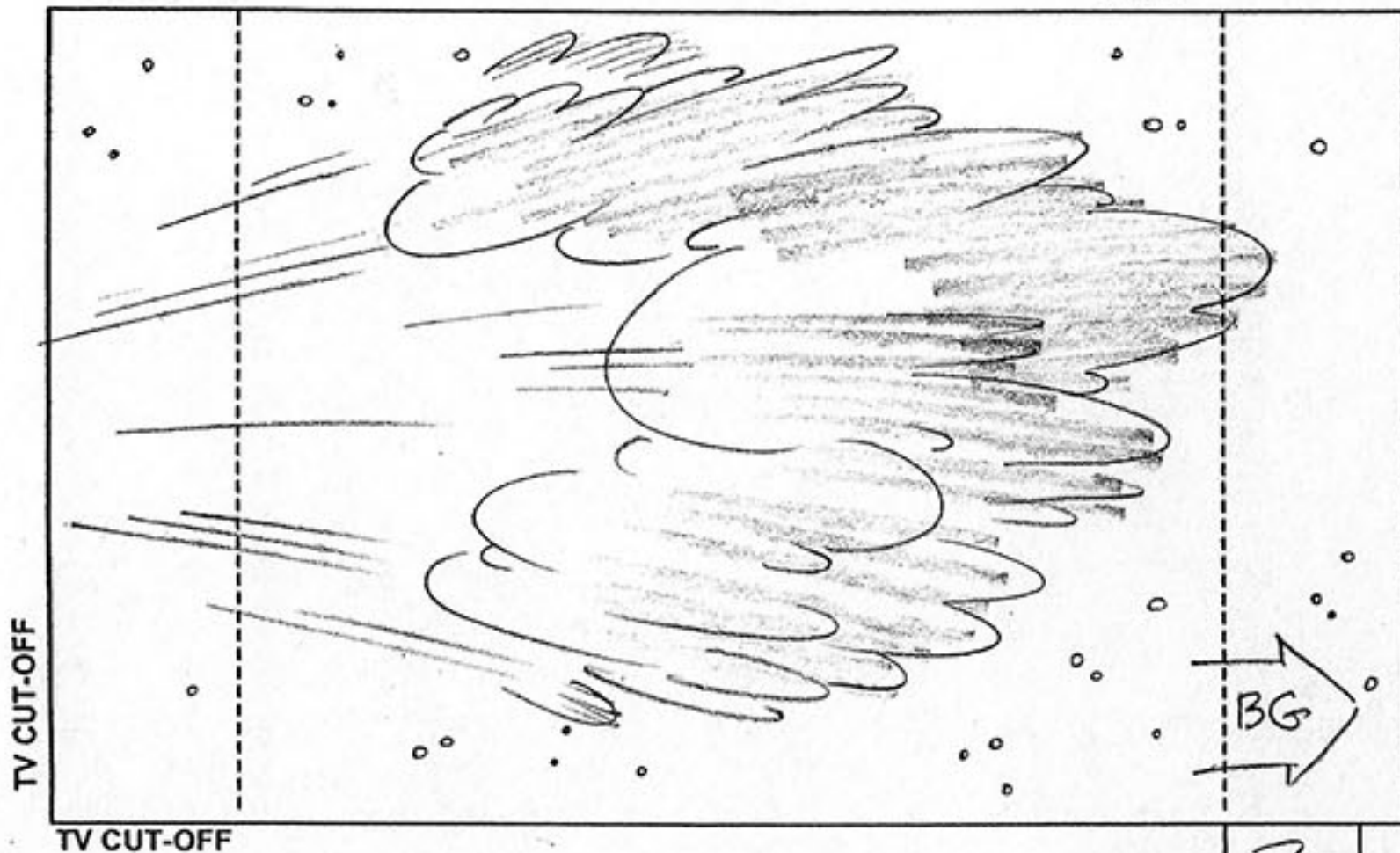
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PAGE C63

SCENE C23 CONT.

B.G.



PANEL 3

ACTION

The cloud is suddenly
BLASTED by an O.S. puff of air

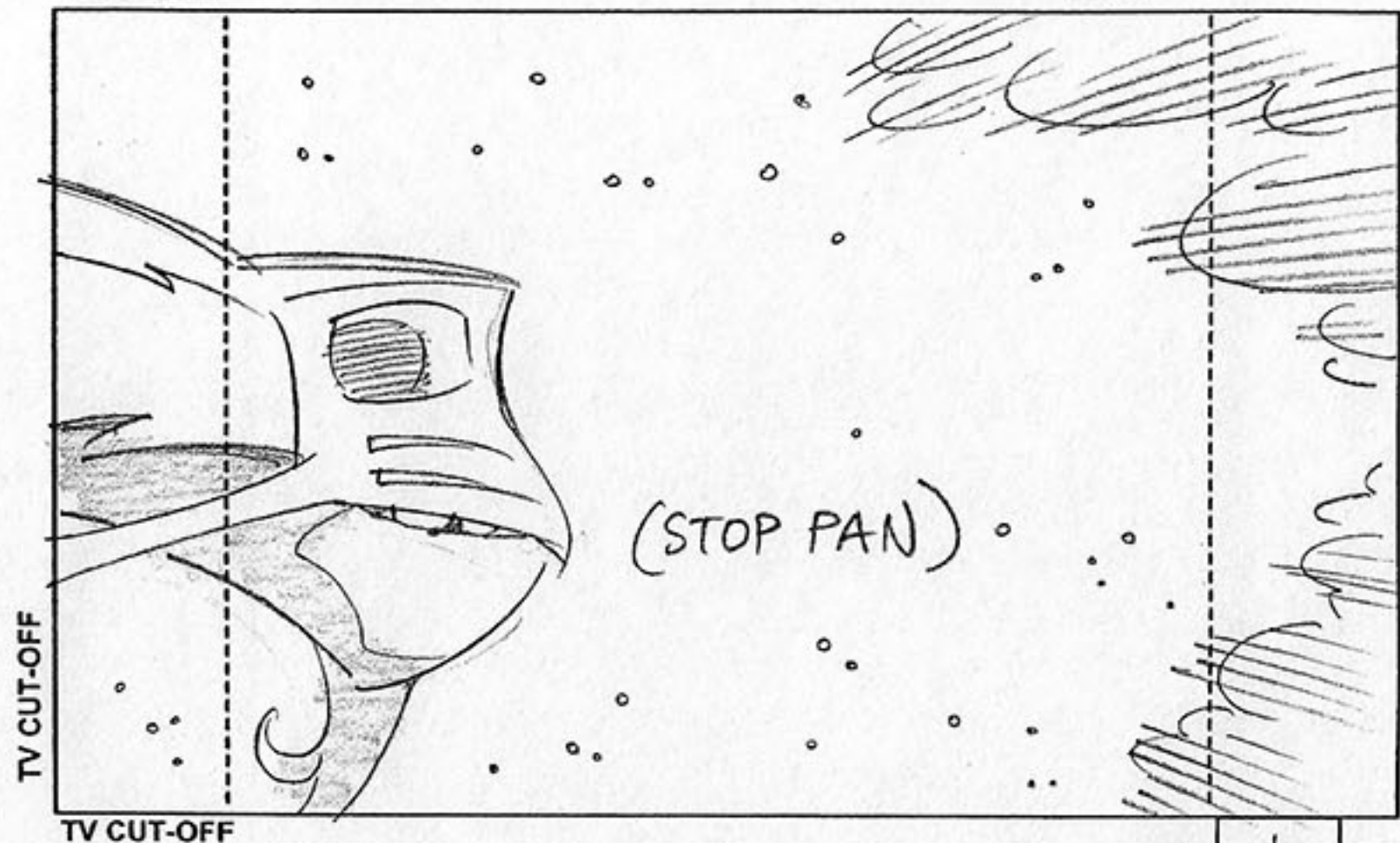
DIAL

1^e

TIMING

SCENE C23 CONT.

B.G.



PANEL 4

END PAN on the Sapphire
Dragon's nose - Dojo's cloud dissipates

1^e

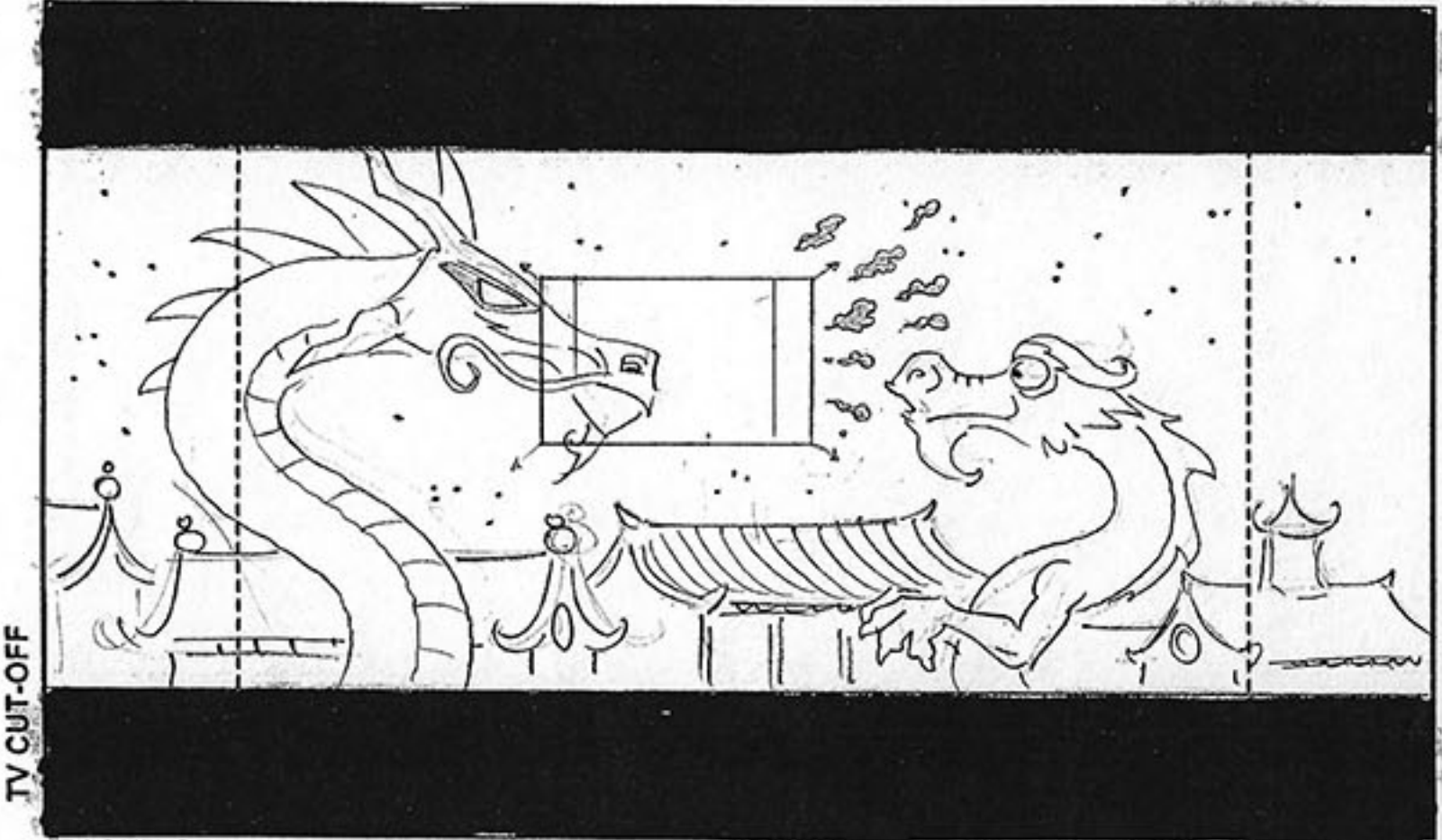
16 : 9 Widescreen Format

257308

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SCENE C23 CONT.

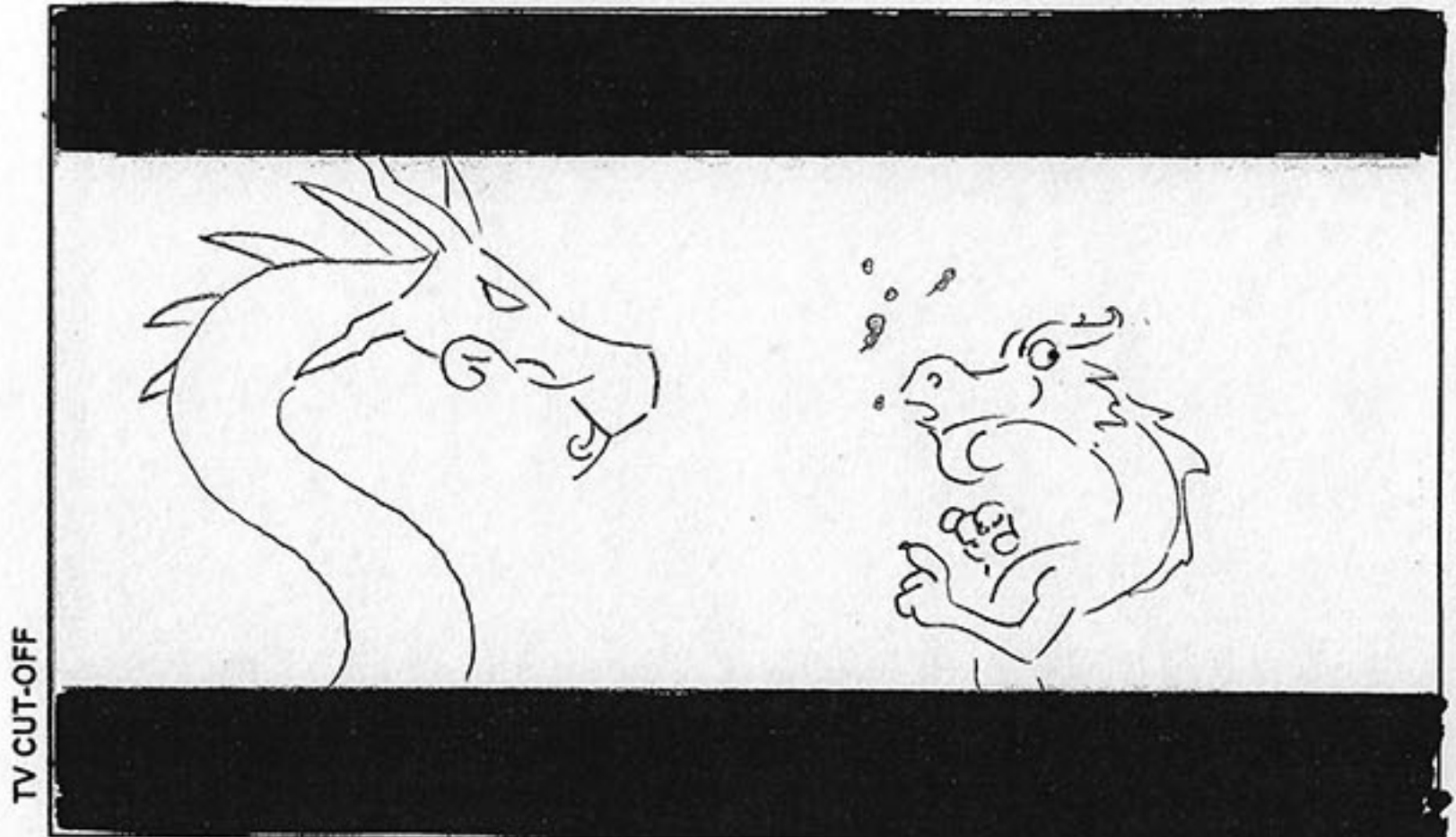
B.G.



PANEL 5

SCENE C23 CONT.

B.G.



PANEL 6

ACTION

FAST TRUCK-OUT to see Sapphire Dragon & Dojo in profile (The soot ^{opaque} cloud dissipates)

Dojo looks aside, stalling

DIAL

DOJO: oops.

Um...

TIMING

FAST T.O. 8X

TRAIL! CUT COUTH AT MEANS OF DIAL

DIAL 230

16 : 9 Widescreen Format

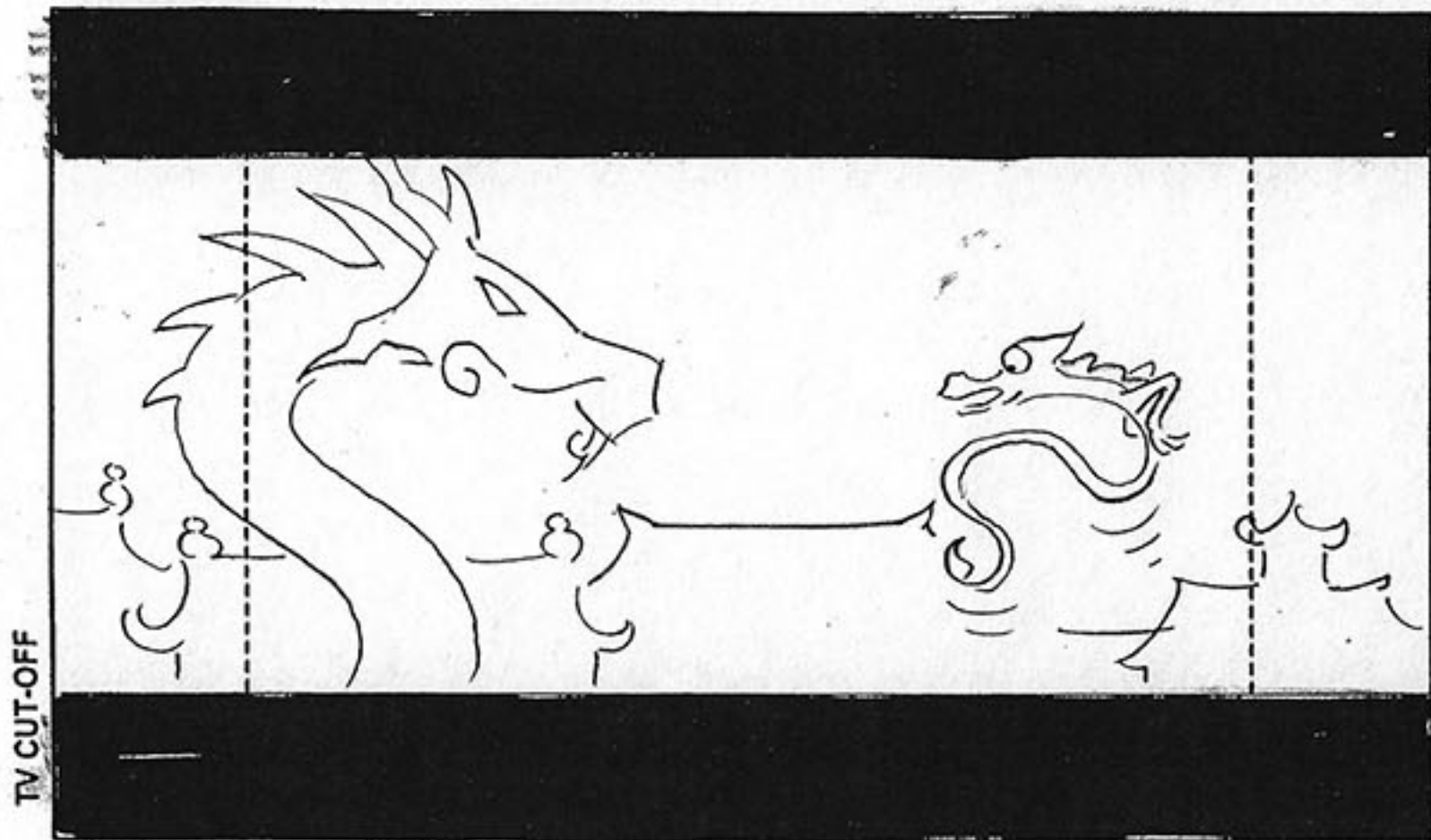
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WB ^{X I A O L I N} **SHOWDOWN** 

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SCENE C23 CONT.

B.G.



PANEL 7

SCENE C23 CONT.

B.G.



PANEL 8

16 : 9 Widescreen Format

ACTION

Pojo shrinks back up to his normal size

Continued

DIAL

Excuse me.

1²

TIMING

CONT DIAL 230

44

257308



X I A O L I N SHOWDOWN

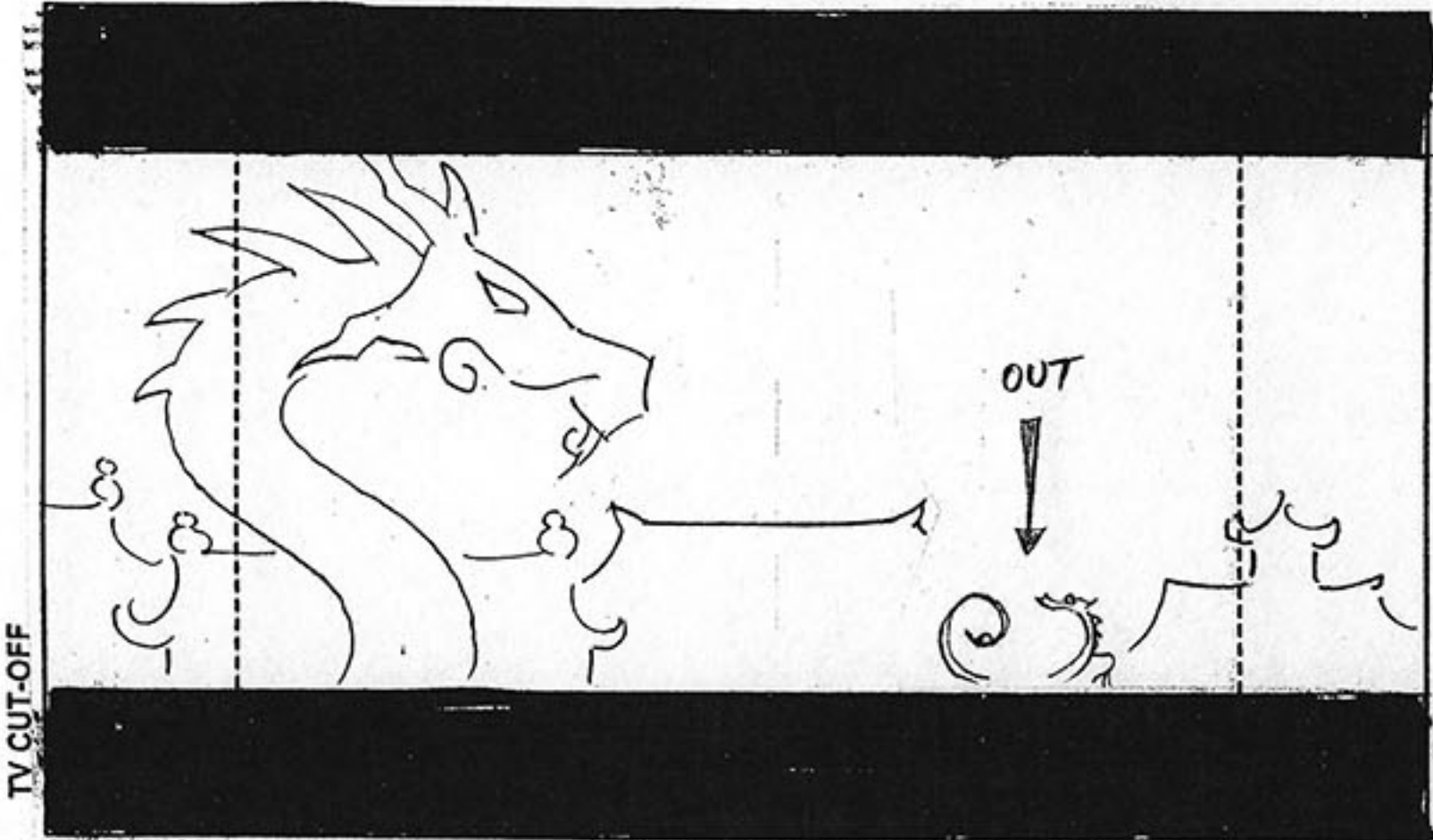
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SCENE

C23 CONT.

B.G.



PANEL

9

SCENE

C23 CONT.

B.G.



PANEL

10

ACTION

Dojo drops O.S. behind letterbox margin - S. Dragon leans forward, looks down

DIAL

12x

1e

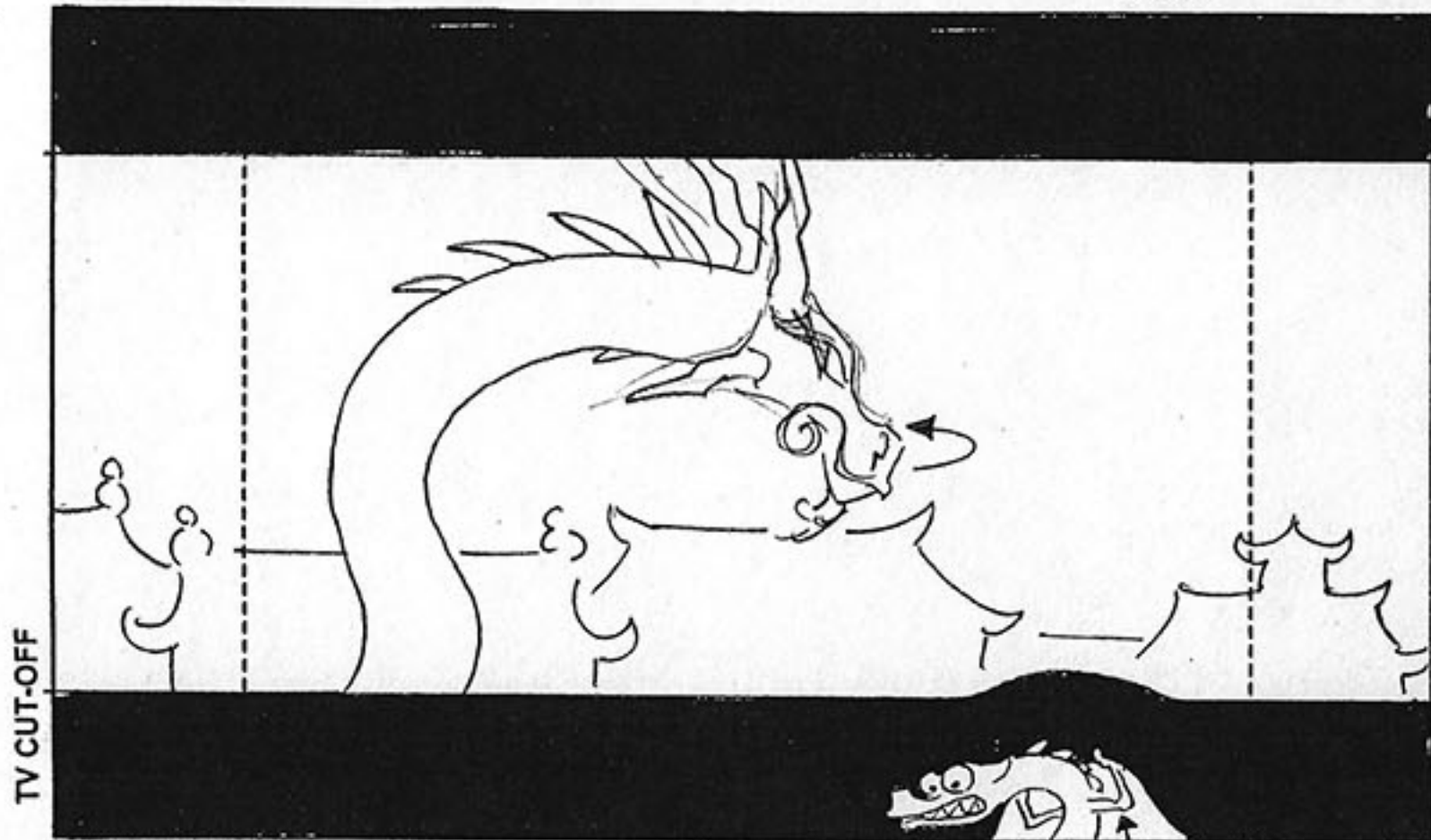
TIMING

16 : 9 Widescreen Format

257308

SCENE C23 CONT.

B.G.



PANEL 11

ACTION

Dojo squeezes under the letterbox margin - S. Dragon looks around for him

DIAL

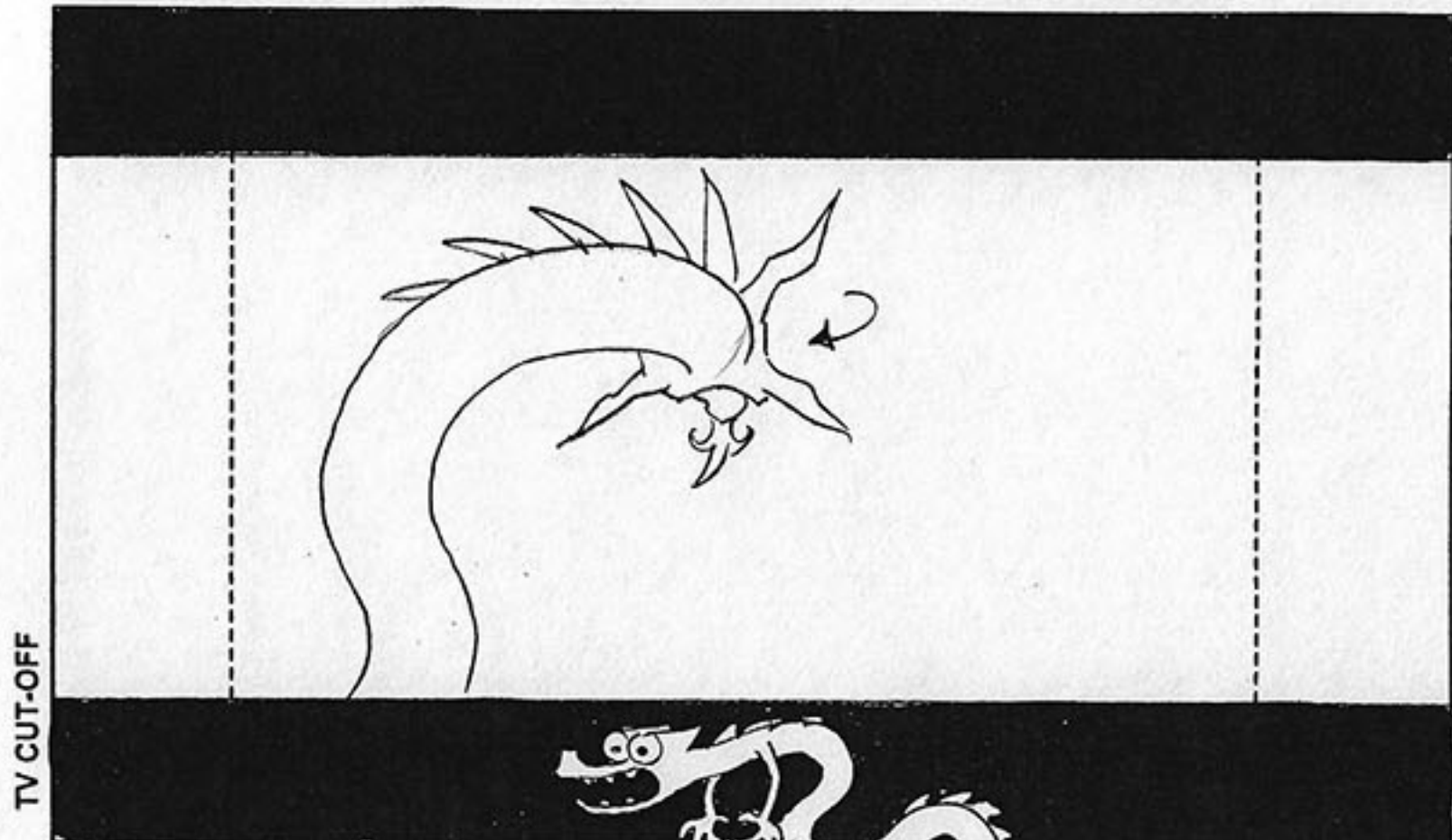
DOJO (Scared noises)

TIMING

1/8

SCENE C23 CONT.

B.G.



PANEL 12

Continued - Dojo stays hidden in lower FG

DOJO: What was I thinking?

1/4 (DIA 231)

16 : 9 Widescreen Format

257308



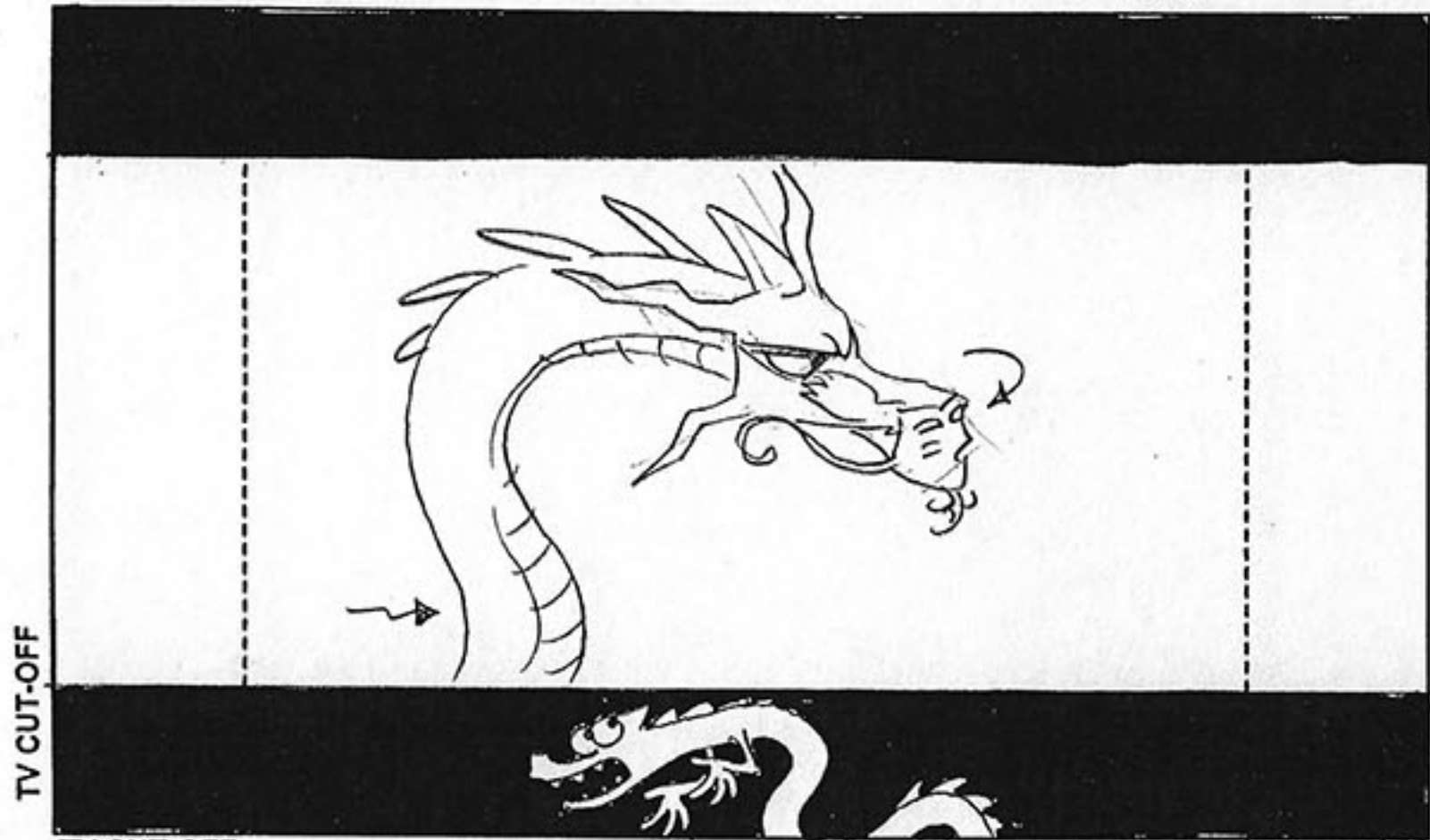
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SCENE C23 CONT.

B.G.



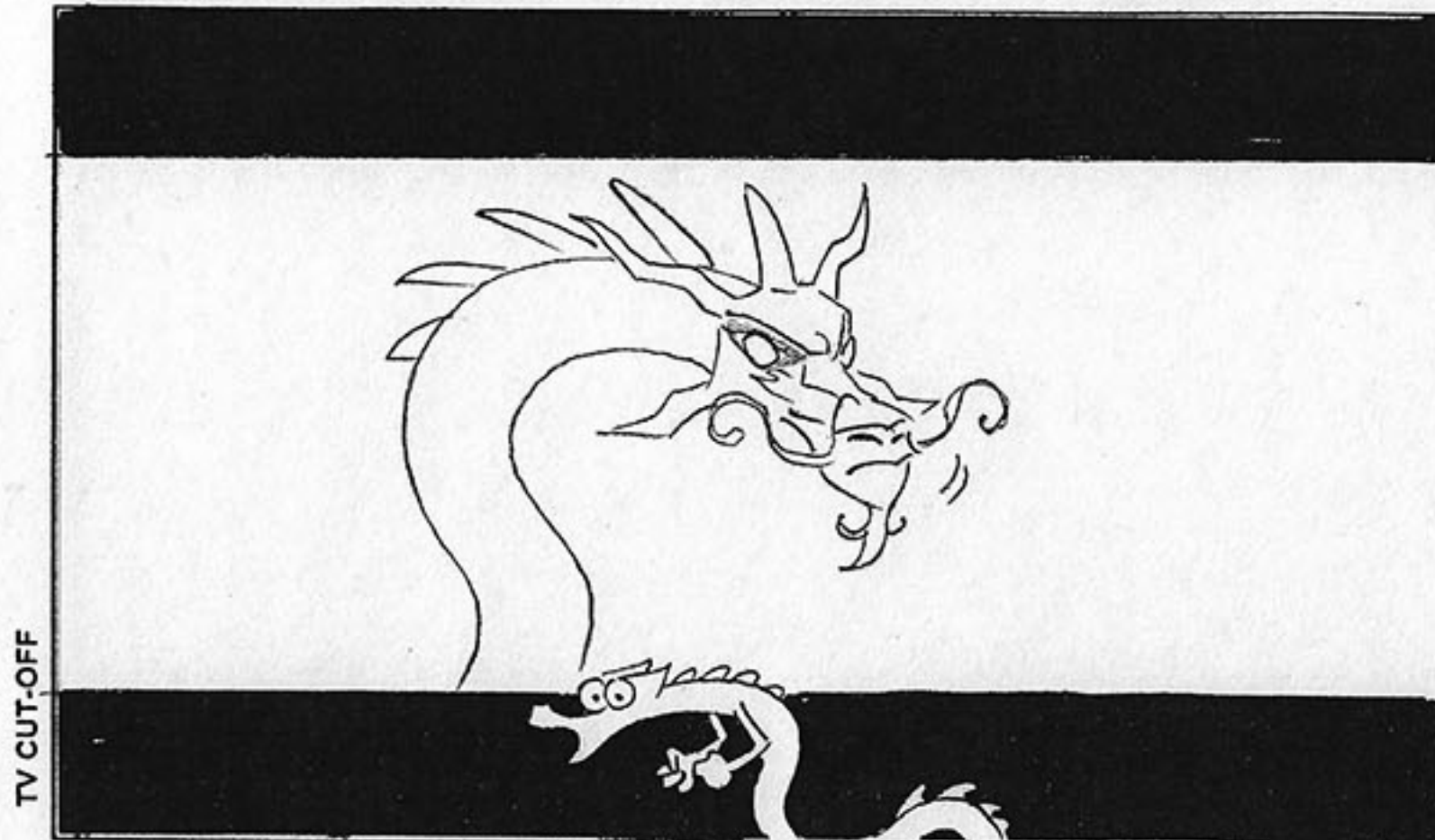
TV CUT-OFF

TV CUT-OFF

PANEL 13

SCENE C23 CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 14

ACTION

Continued

DIAL

I don't have that kind of firepower! (breathing) UNLESS...

TIMING

5M DIA 231

(6x)

DIA 232

16 : 9 Widescreen Format

257308

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SCENE C23 CONT.

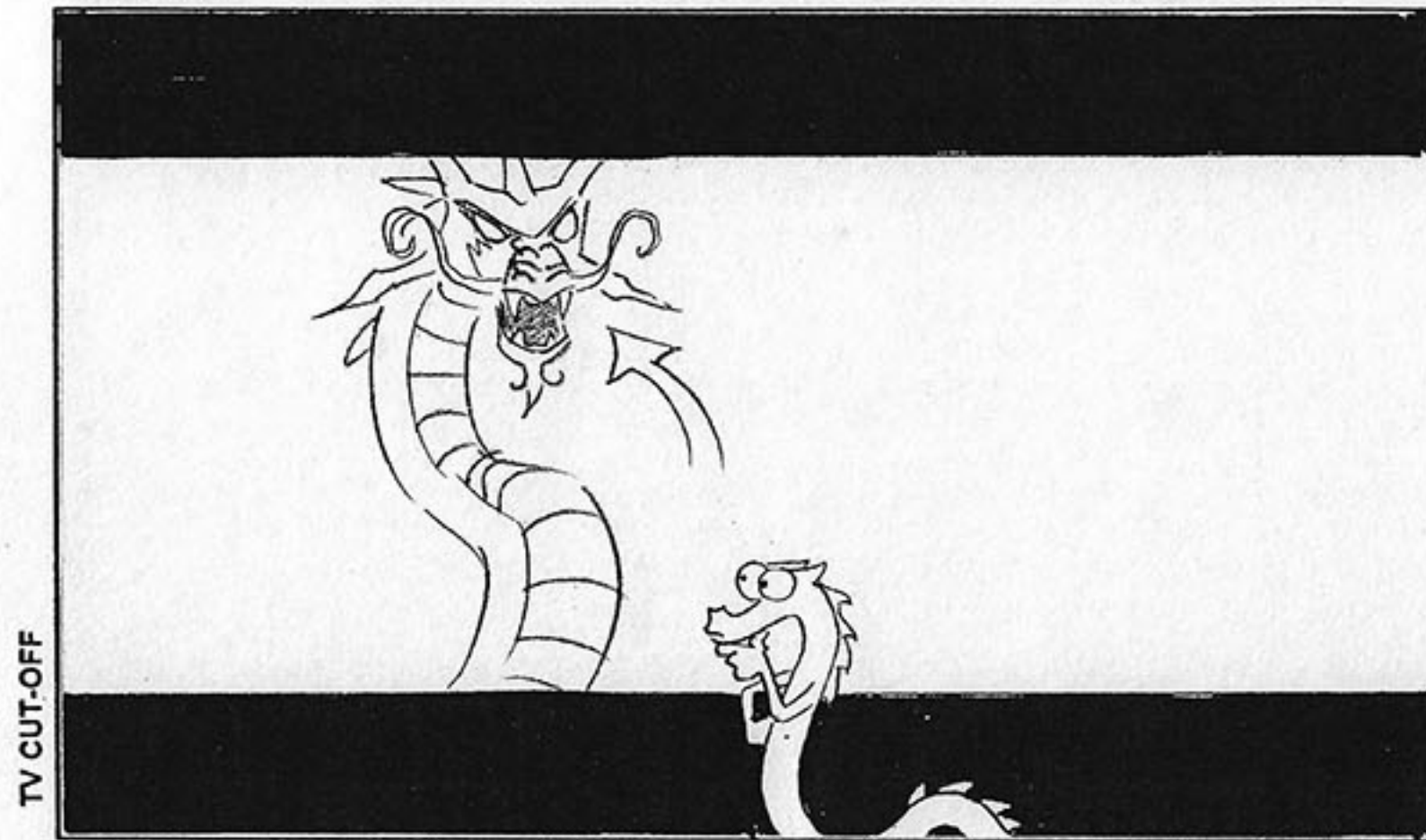
B.G.



PANEL 15

SCENE C23 CONT.

B.G.



PANEL 16

ACTION

Dojo looks thoughtful

Dojo notices as the S. Dragon rears back

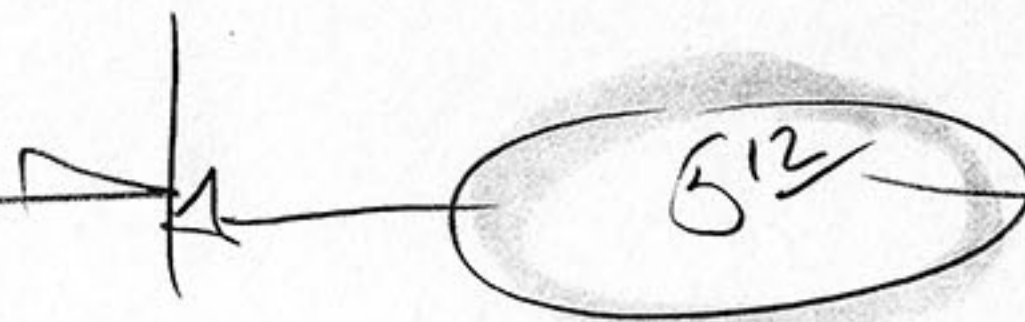
DIAL

Hmm...

14

TIMING

Cont Dia 232



16 : 9 Widescreen Format

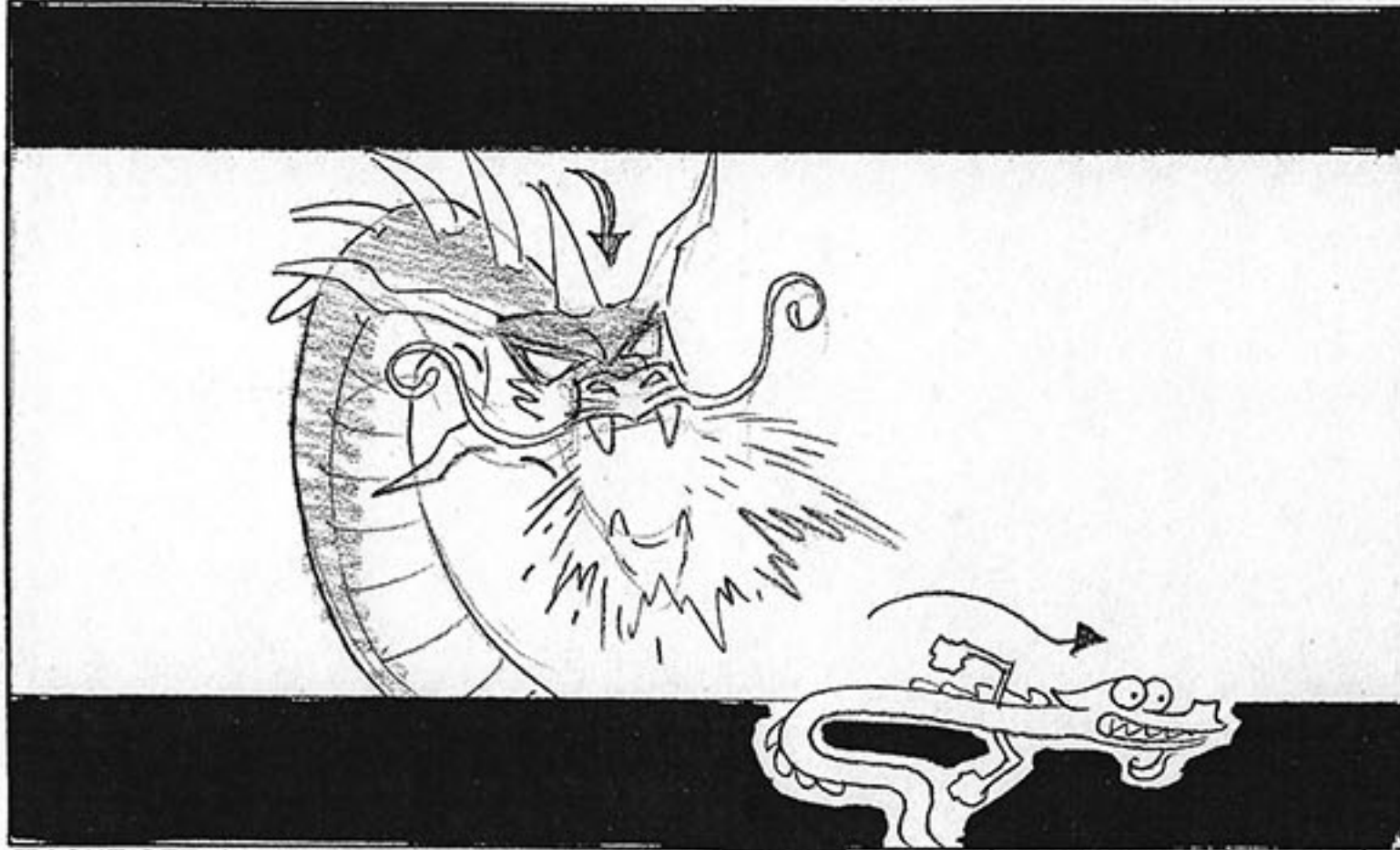
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SCENE C23 CONT.

B.G.



* BOTLIT WHITE DICE CORE WITH OPAQUE BLUE EDGE

PANEL 17

ACTION

Dojo starts to run as the S. Dragon blasts backlit blue flames

DIAL

(fx)

TIMING

SCENE C23 CONT.

B.G.



TV CUT-OFF

PANEL 18

They shoot forward

fx

16 : 9 Widescreen Format

257308



X I A O L I N SHOWDOWN

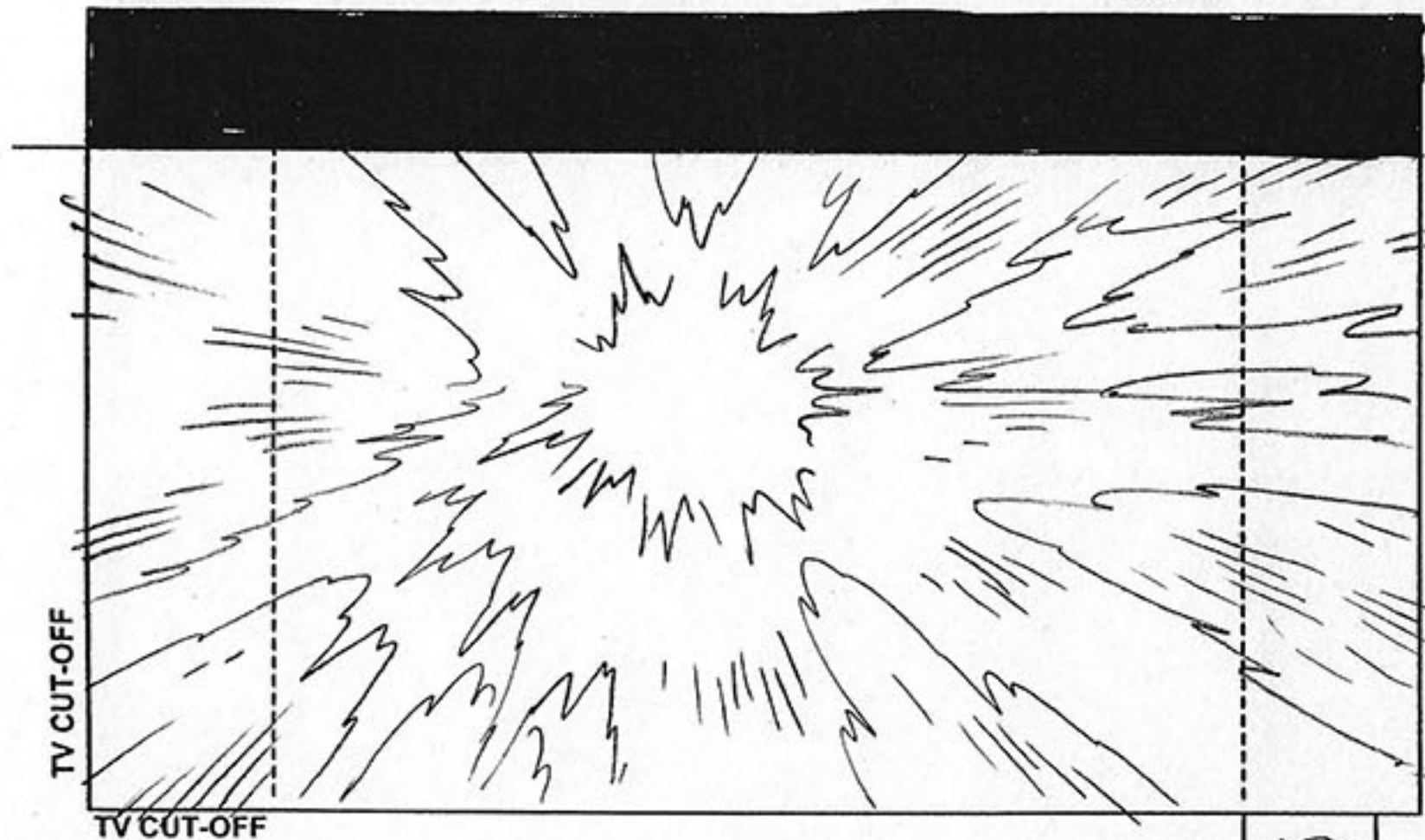
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SCENE C23 CONT.

B.G.



PANEL 19

ACTION

The flames cover bottom margin ...

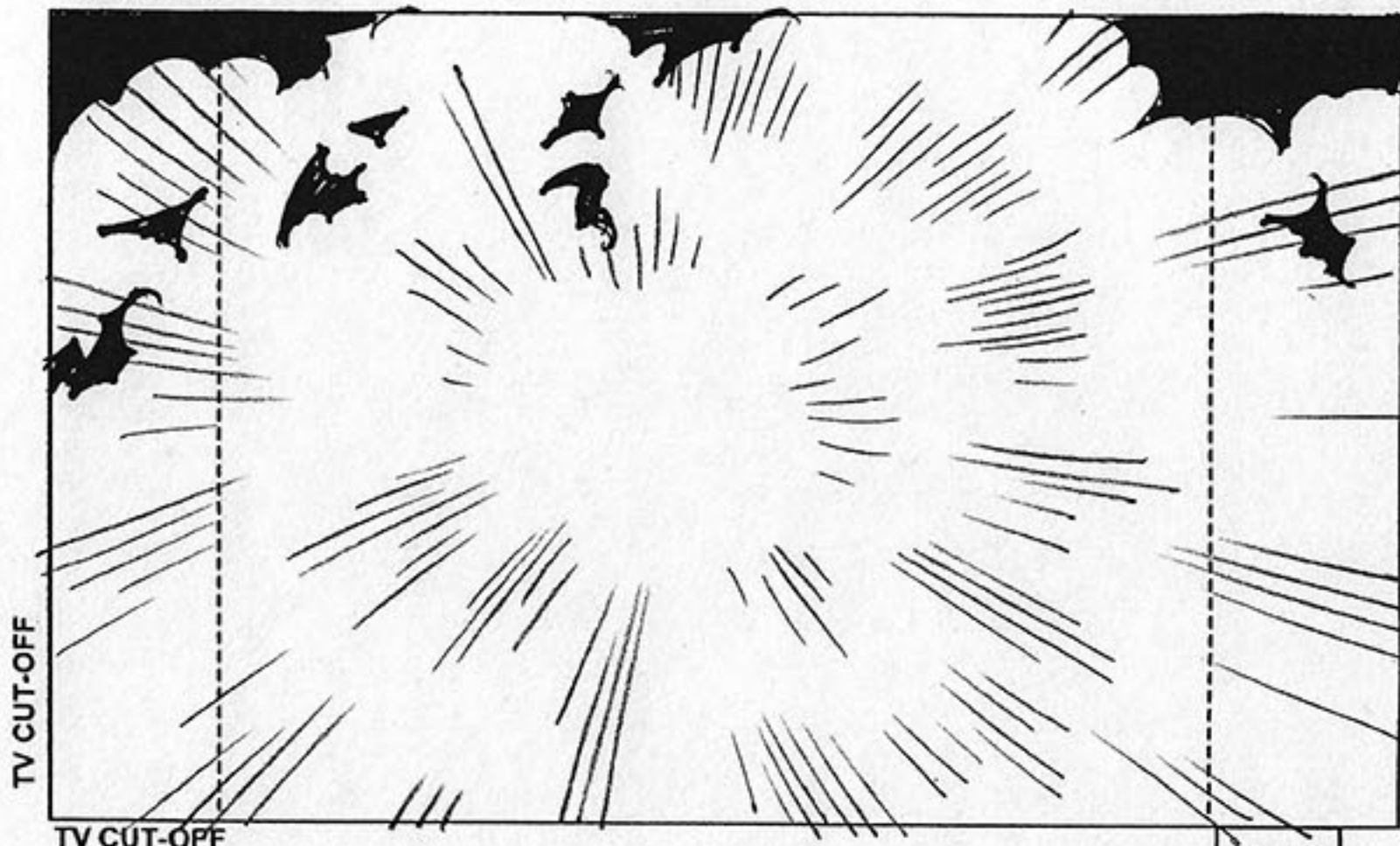
DIAL

10

TIMING

SCENE C23 CONT.

B.G.



PANEL 20

... and burn away the top

10

16 : 9 Widescreen Format

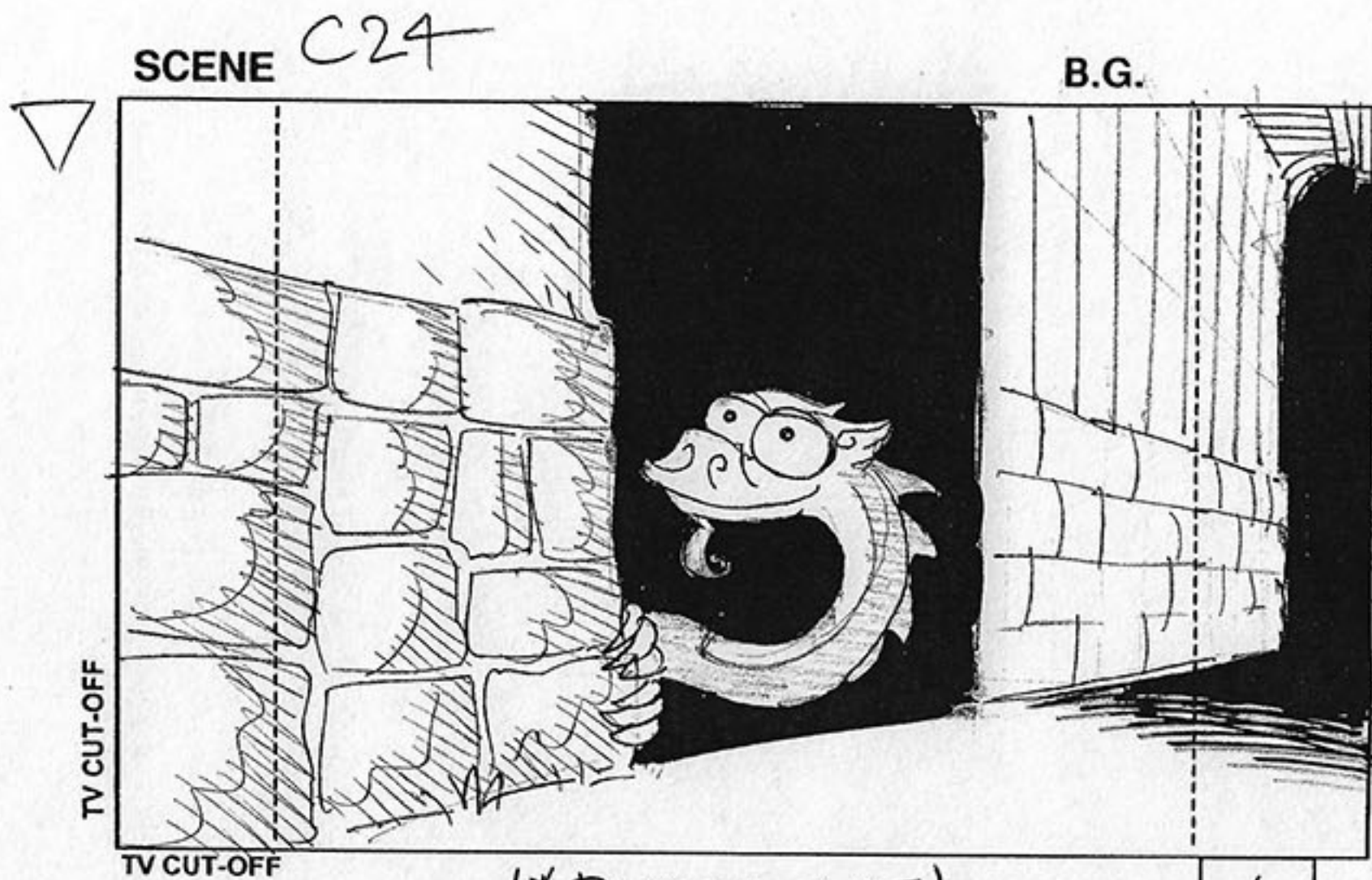
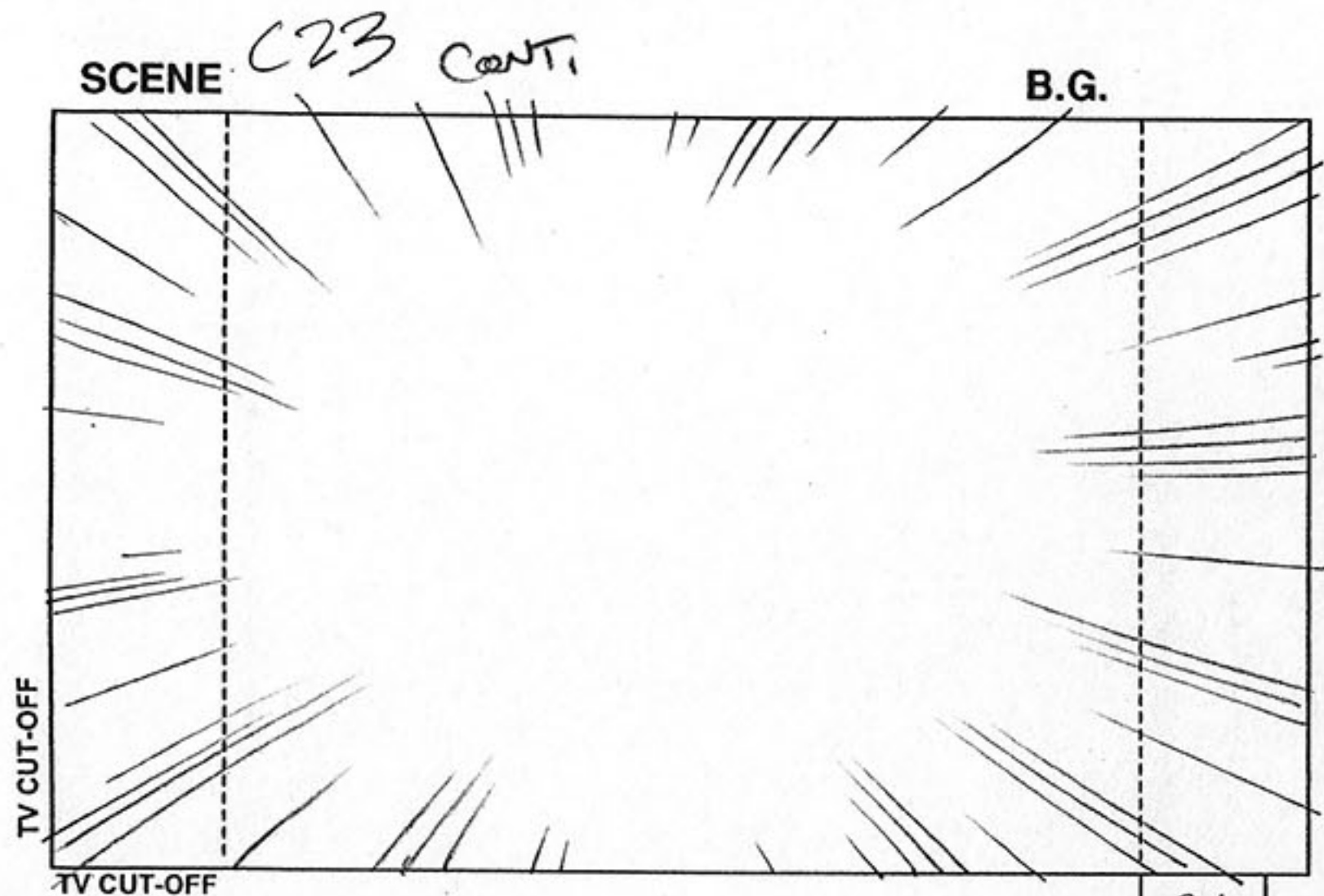
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ACTION

Backlit Blue Blast fills scene

DIAL

1⁸

TIMING

(C24)

1⁸

34

16 : 9 Widescreen Format

257308



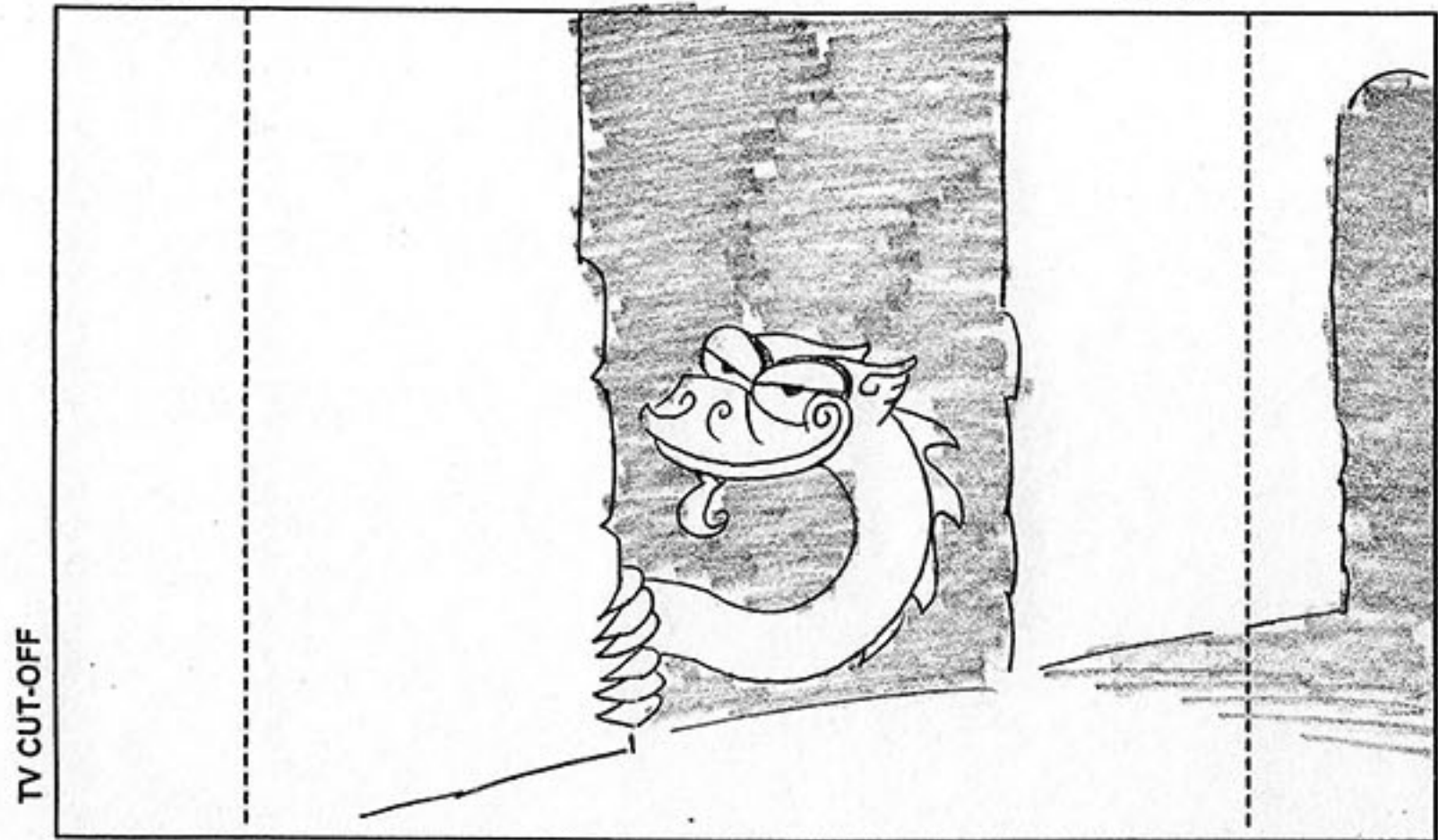
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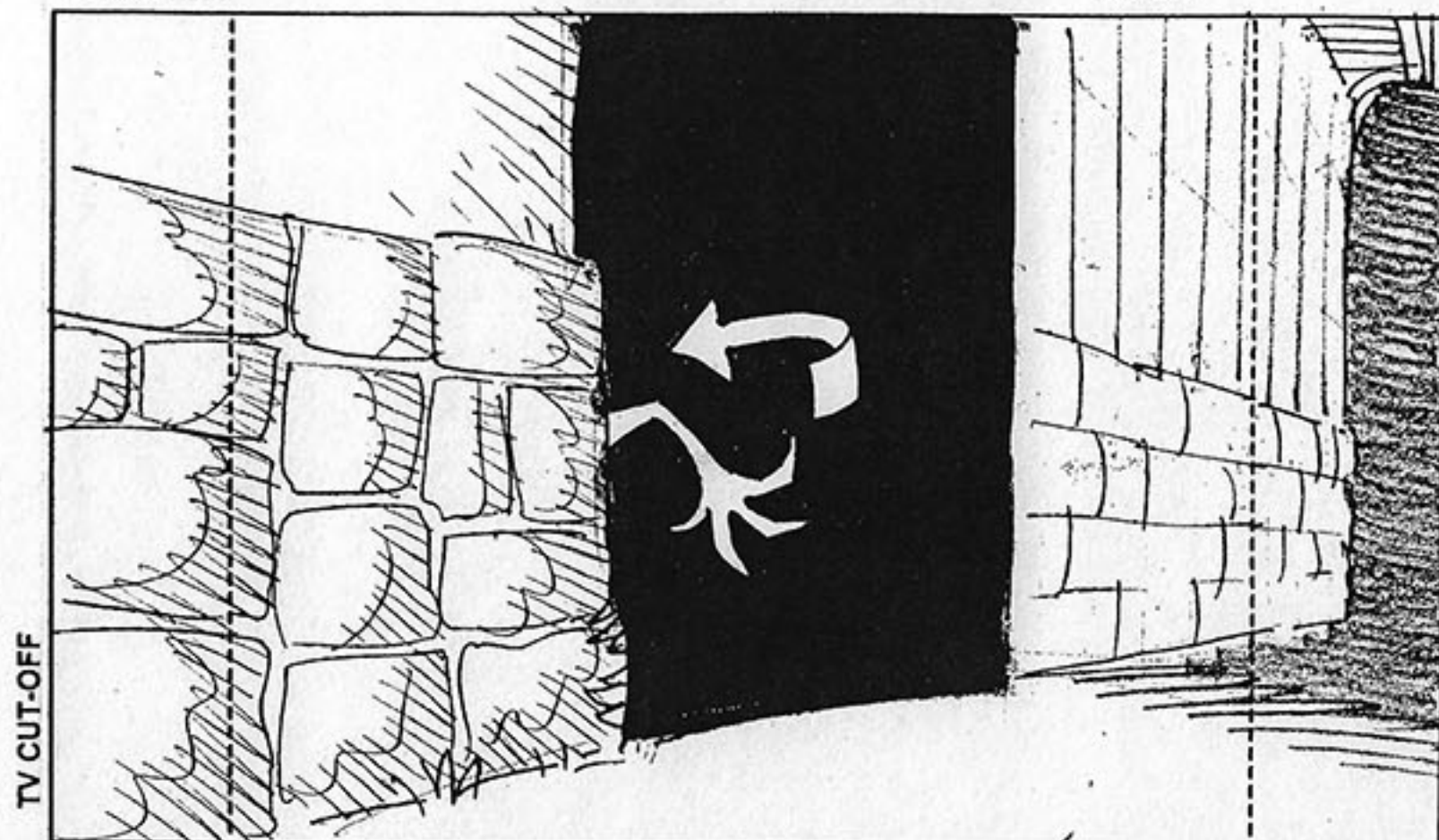
SCENE C24 CONTI

B.G.



SCENE C24 CONTI

B.G.



ACTION

The blue glow subsides
as Dojo smiles wickedly

DIAL

10

TIMING

12x

16:9 Widescreen Format

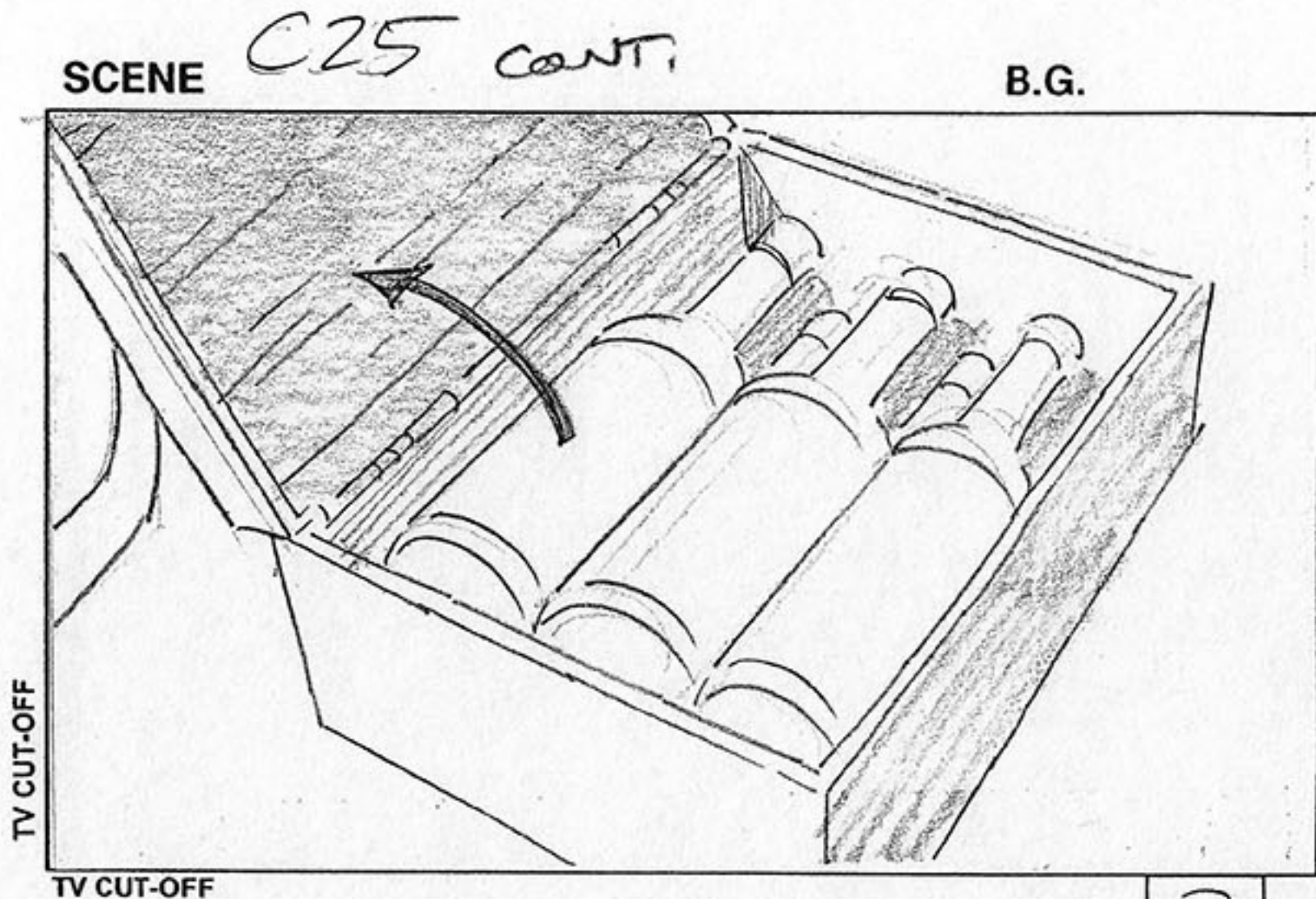
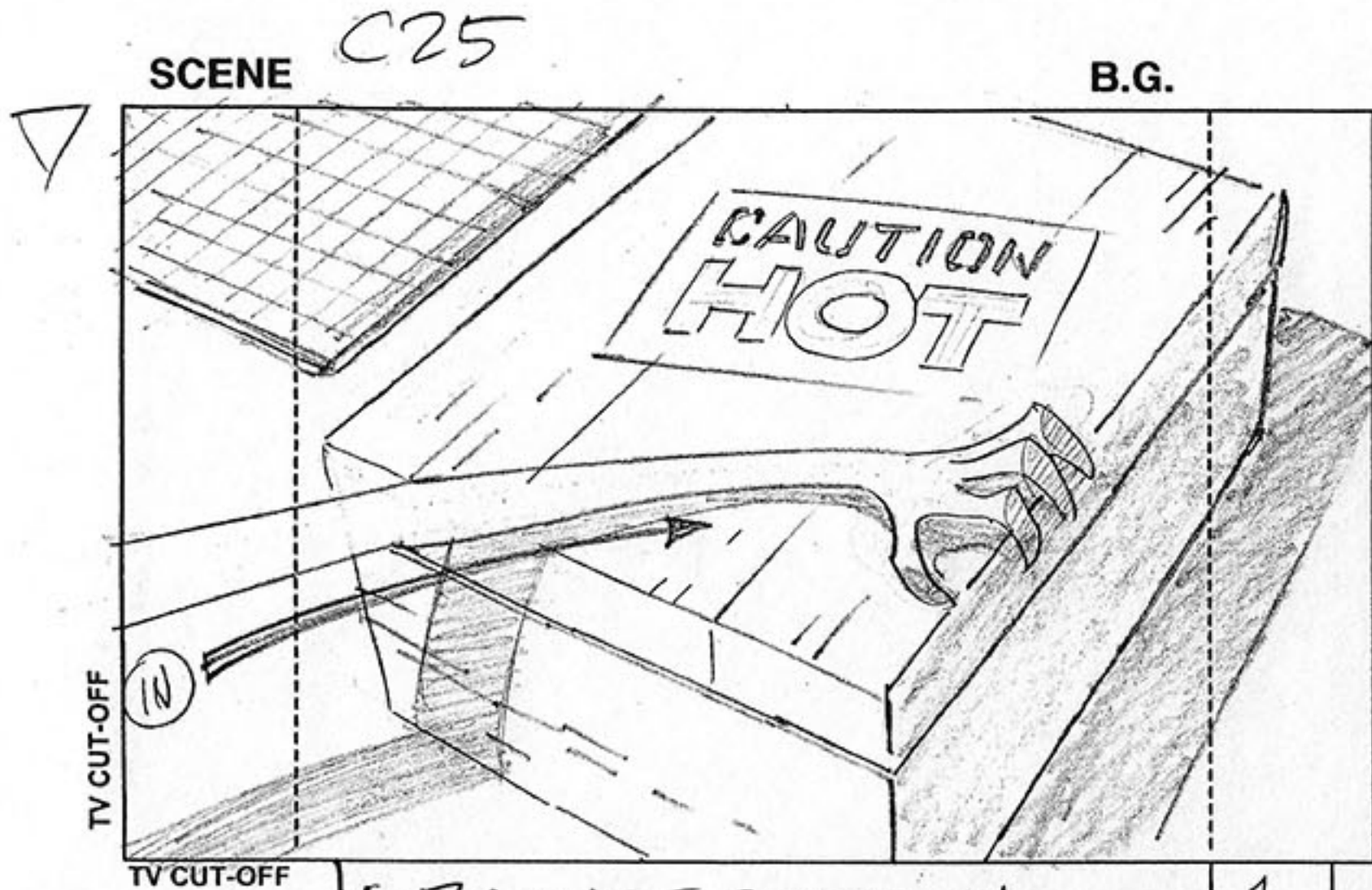
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ACTION

*TX CAST SHADOWS | PANEL 1

Dojo's hand reaches in over a crate in Clay's room

PANEL 2

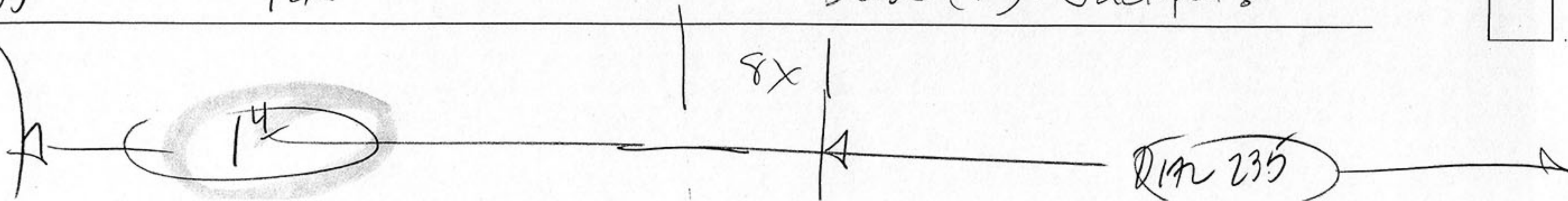
Hand opens crate, revealing bottles of hot sauce (Labels face DOWN)

DOJO (VO): Jackpot!

DIAL

C25 12X

TIMING



16 : 9 Widescreen Format

257308



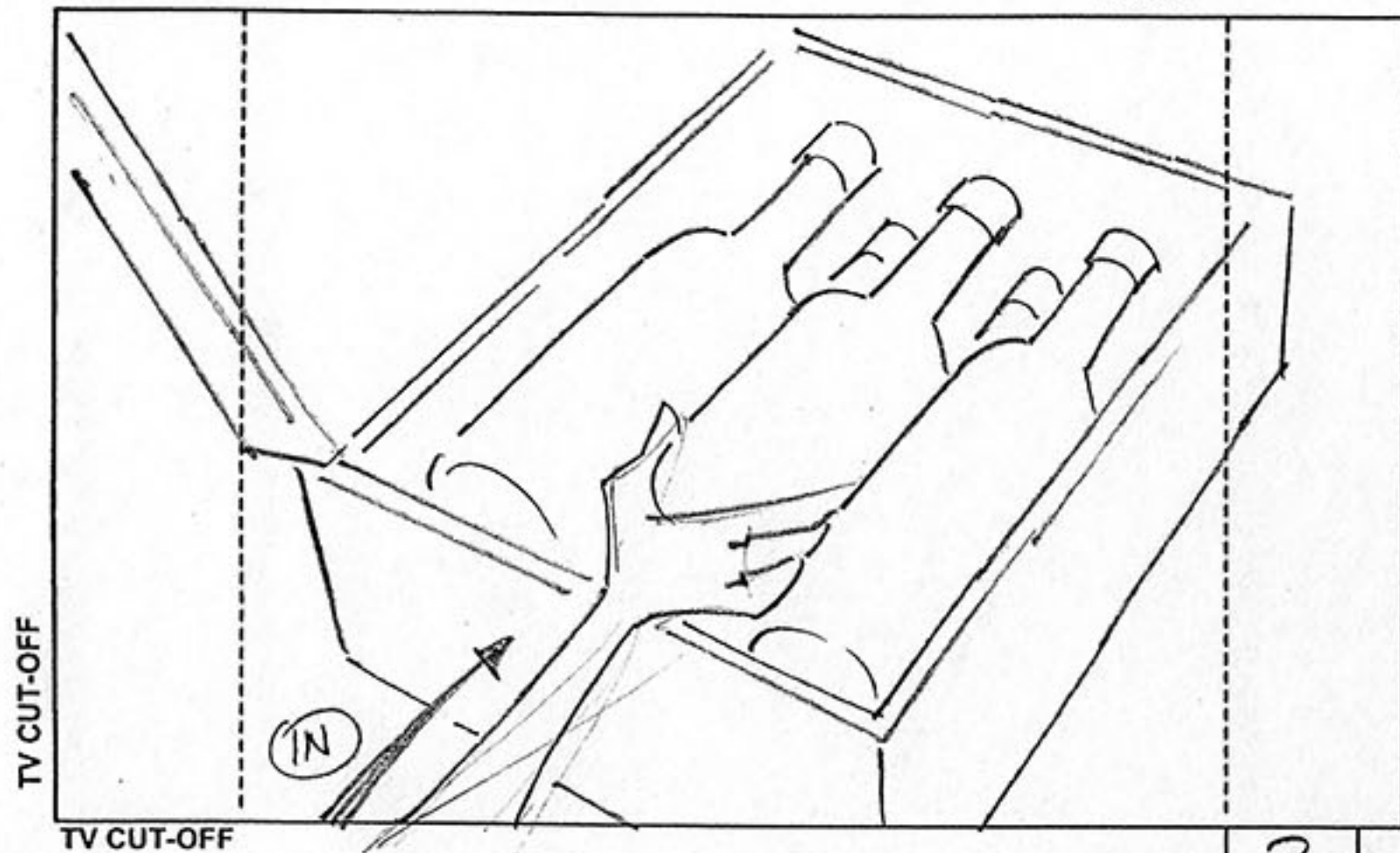
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SCENE C25 CONT.

B.G.



PANEL 3

ACTION

Dojo's other hand grabs a bottle.

DIAL

(12x)

TIMING

24

SCENE C25 CONT.

B.G.



PANEL 4

→ then lifts and turns it to face camera

18

16 : 9 Widescreen Format

2.57308



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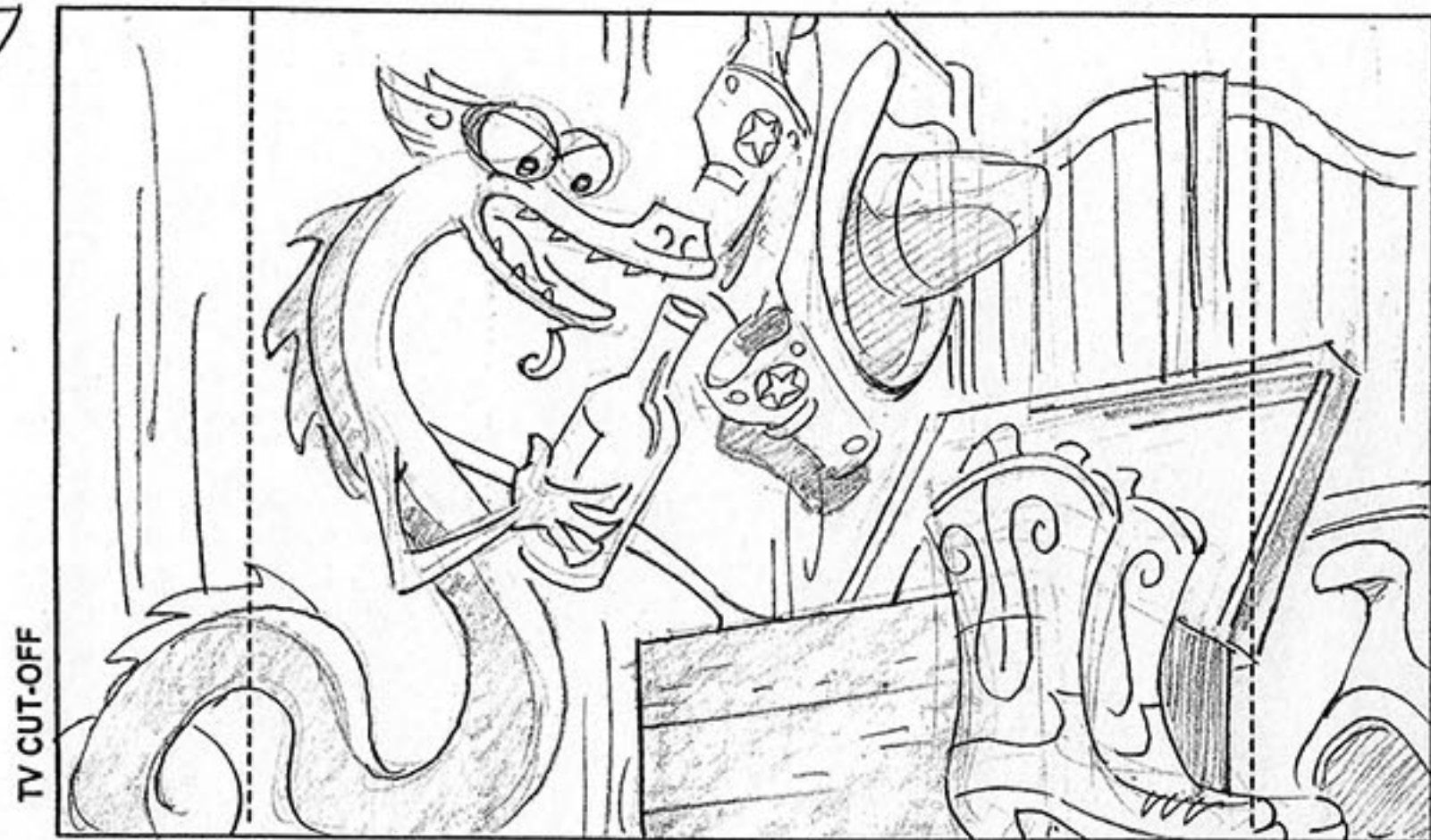
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PAGE C76

H/U

SCENE C26

B.G.



TV CUT-OFF

TV CUT-OFF

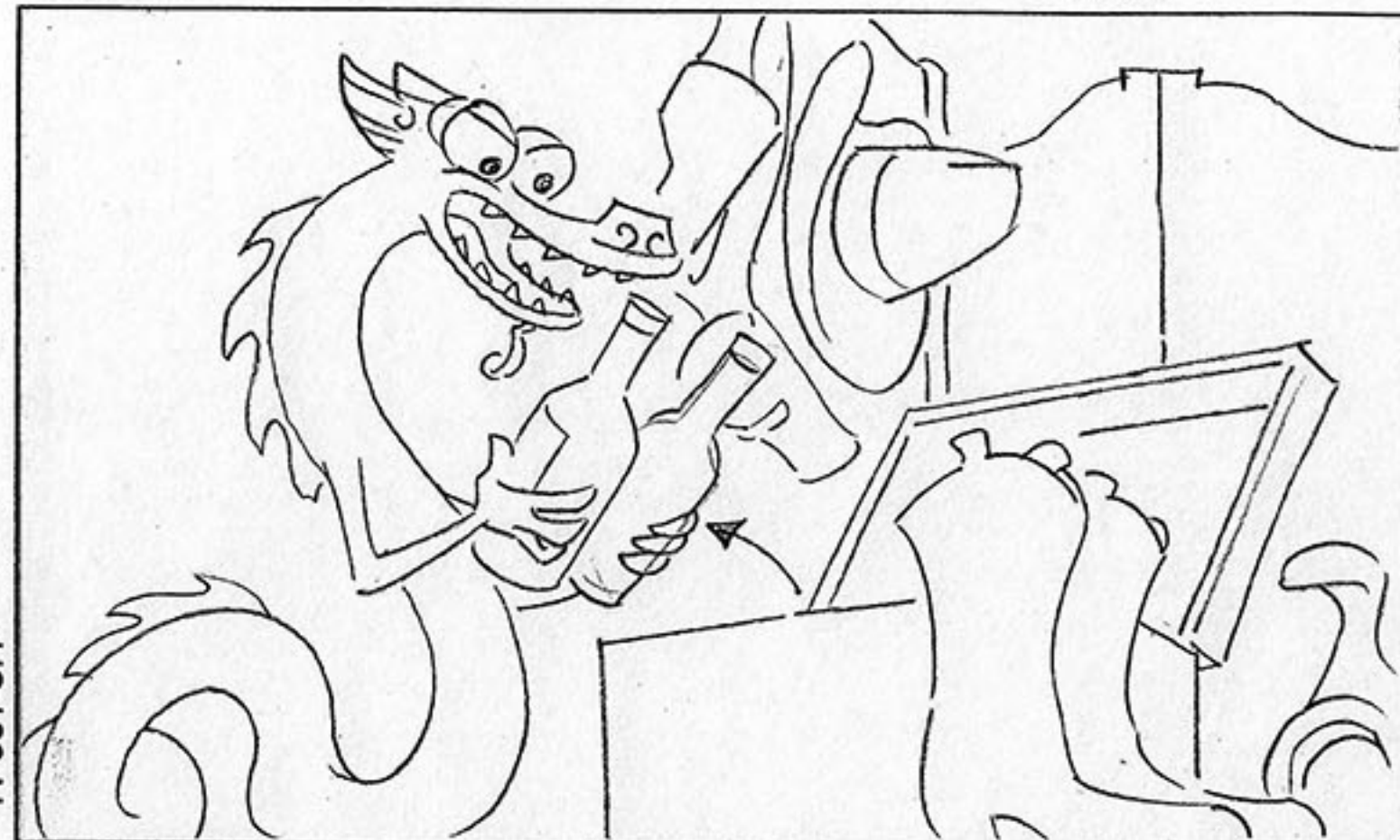
PANEL 1

ACTION

Dojo looks at the bottle -

SCENE C26 CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 2

DIAL

Dojo: Grand Pappy's —

— Texas Tinhorn Sizzlin'
Salsa Sauce.

TIMING

C26

bx 1 & DIA 236

16 : 9 Widescreen Format

257308

7



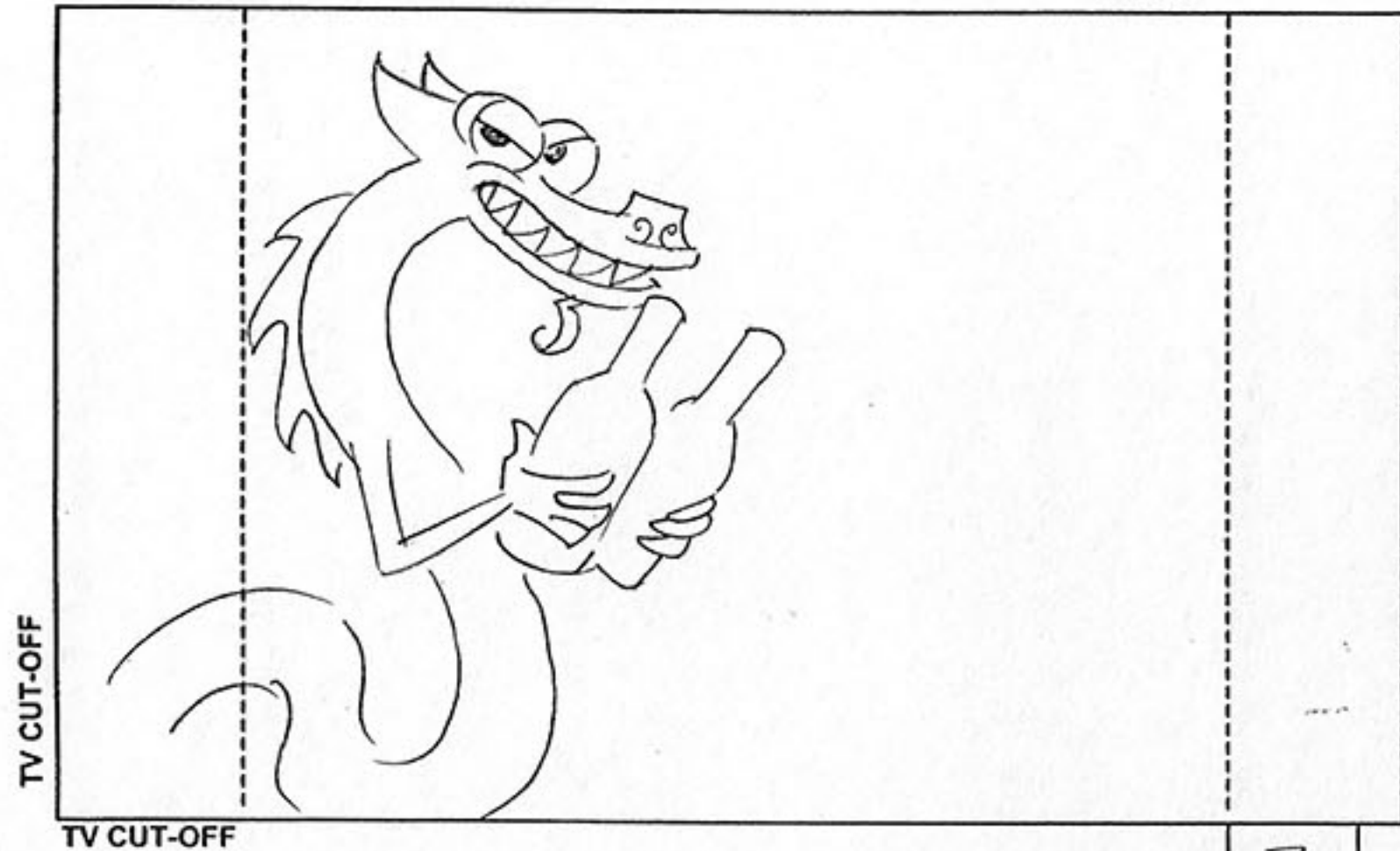
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SCENE C26 CONT.

B.G.



PANEL 3

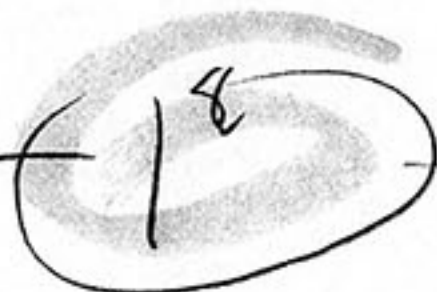
ACTION

Dojo smiles at camera

DIAL

18

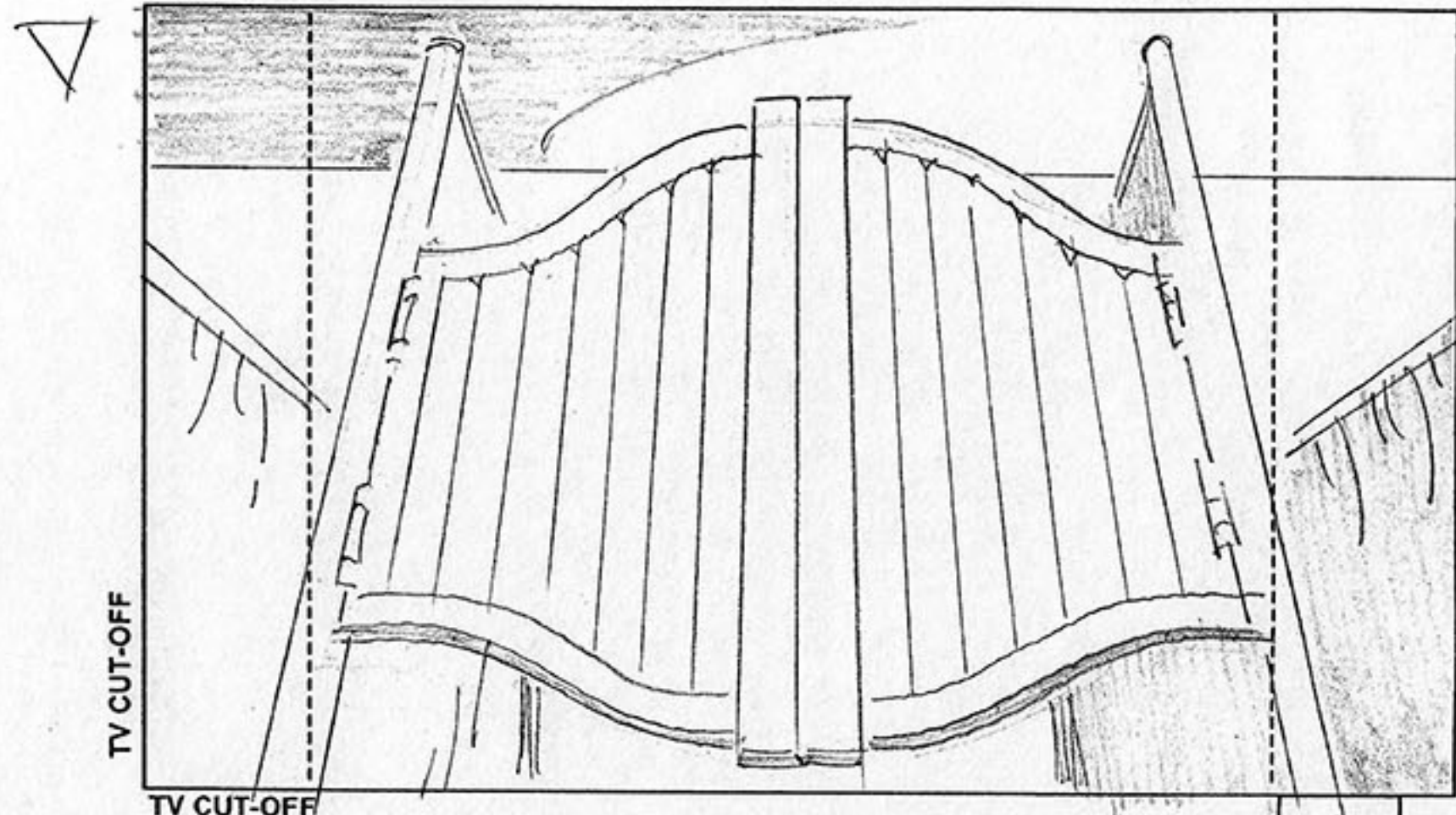
TIMING



C27

SCENE C27

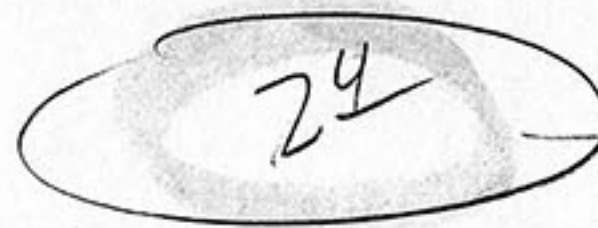
B.G.



PANEL 1

On saloon doors -
outside Clay's room

24



16 : 9 Widescreen Format

257308

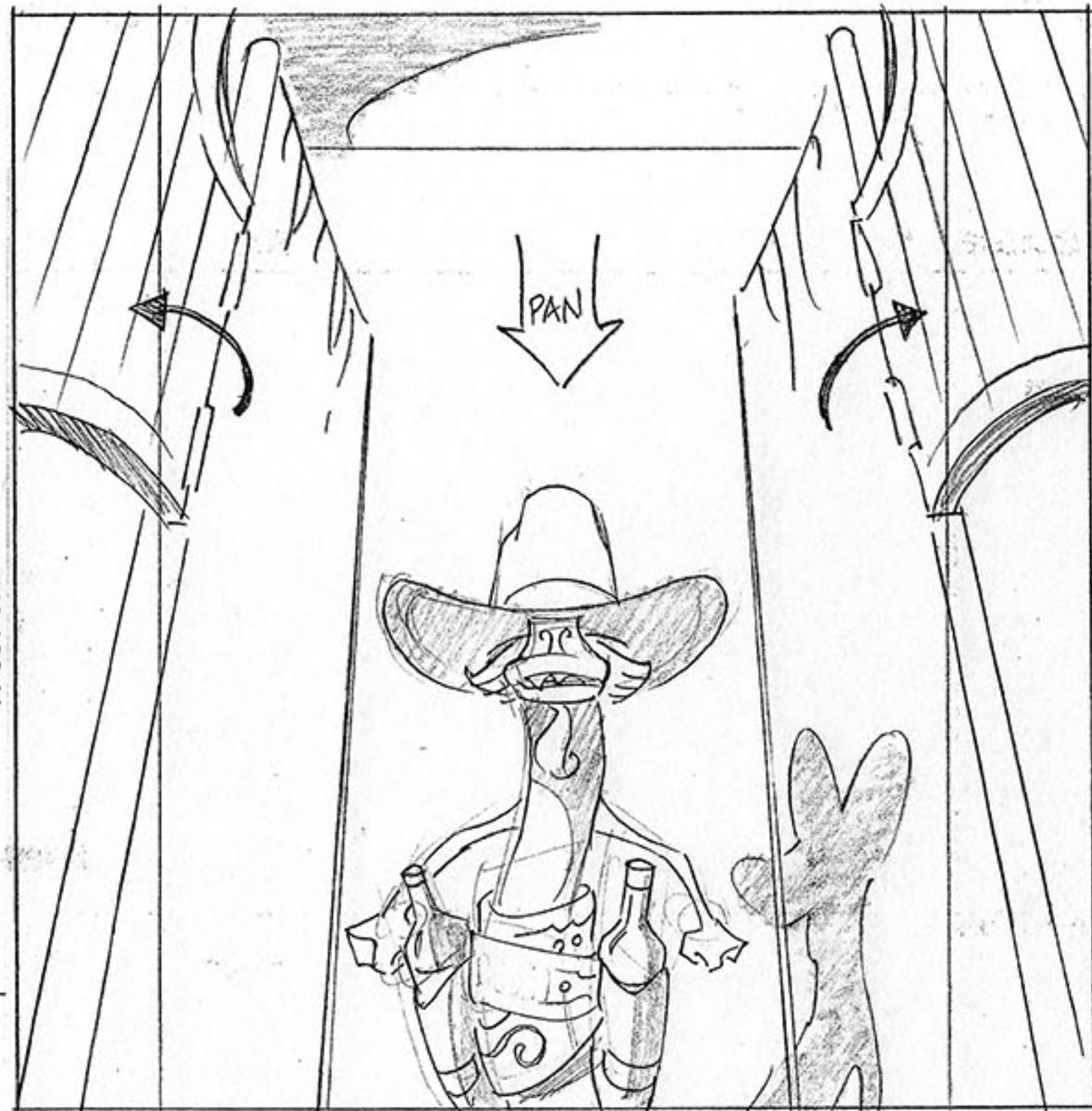


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Sc.
C27
CONT.



TV CUT-OFF

ACTION

DIAL

DOJO: All right, pilgrim ... PNL | 2 |

*DX SHADOW

Roll
8x

TIMING

16x
PAN B6
↑

DIAL 237

START

SCENE C27 CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL | 3 |

STOP

← The doors swing open - PAN DOWN to see Dojo

↑ He flicks his hat upward

dressed for a shootout

... listen up!

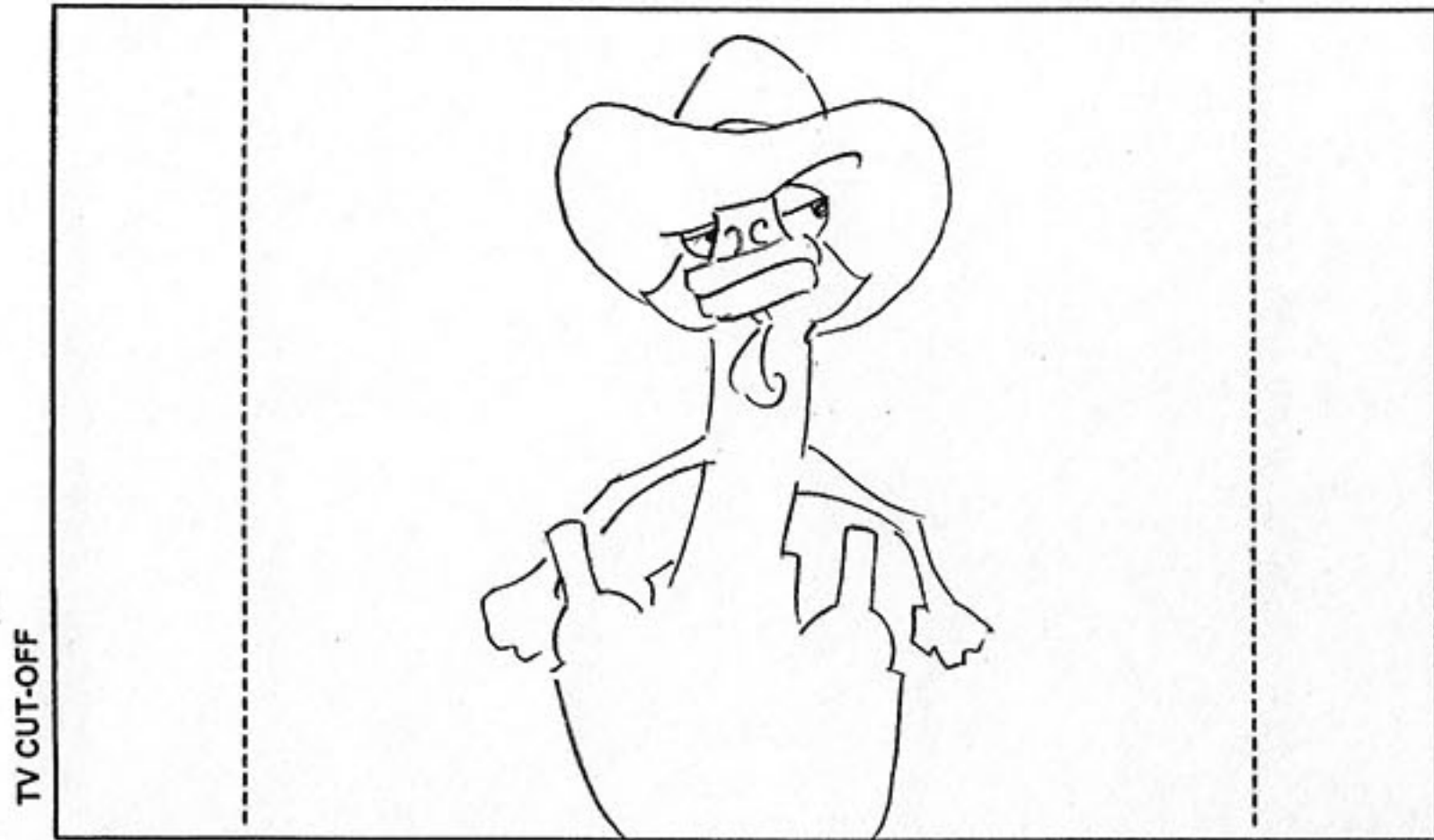
16 : 9 Widescreen Format

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SCENE C27 CONT.

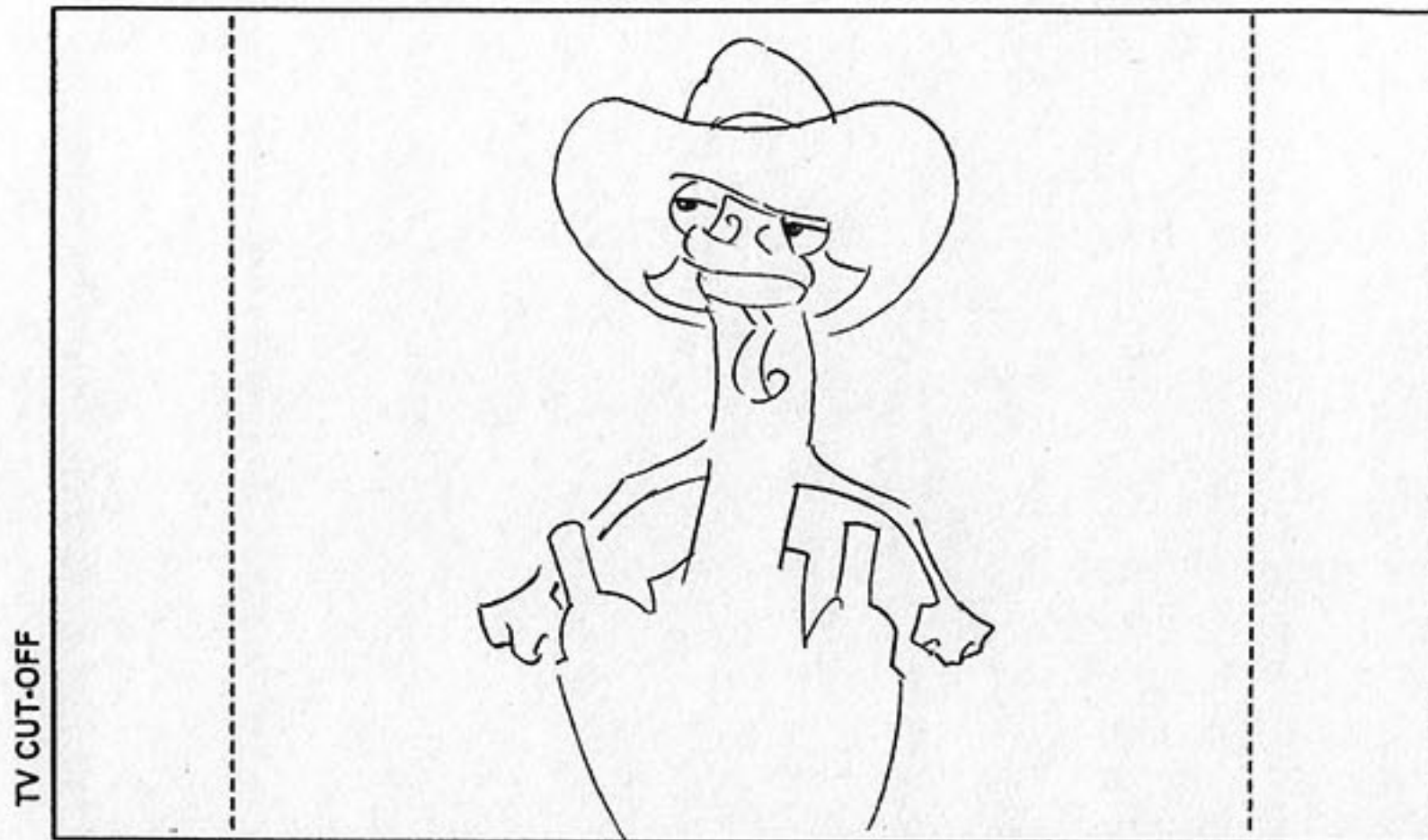
B.G.



PANEL 4

SCENE C27 CONT.

B.G.



PANEL 5

ACTION

Dojo looks side to side, ready for action

DIAL

18

18

TIMING

30

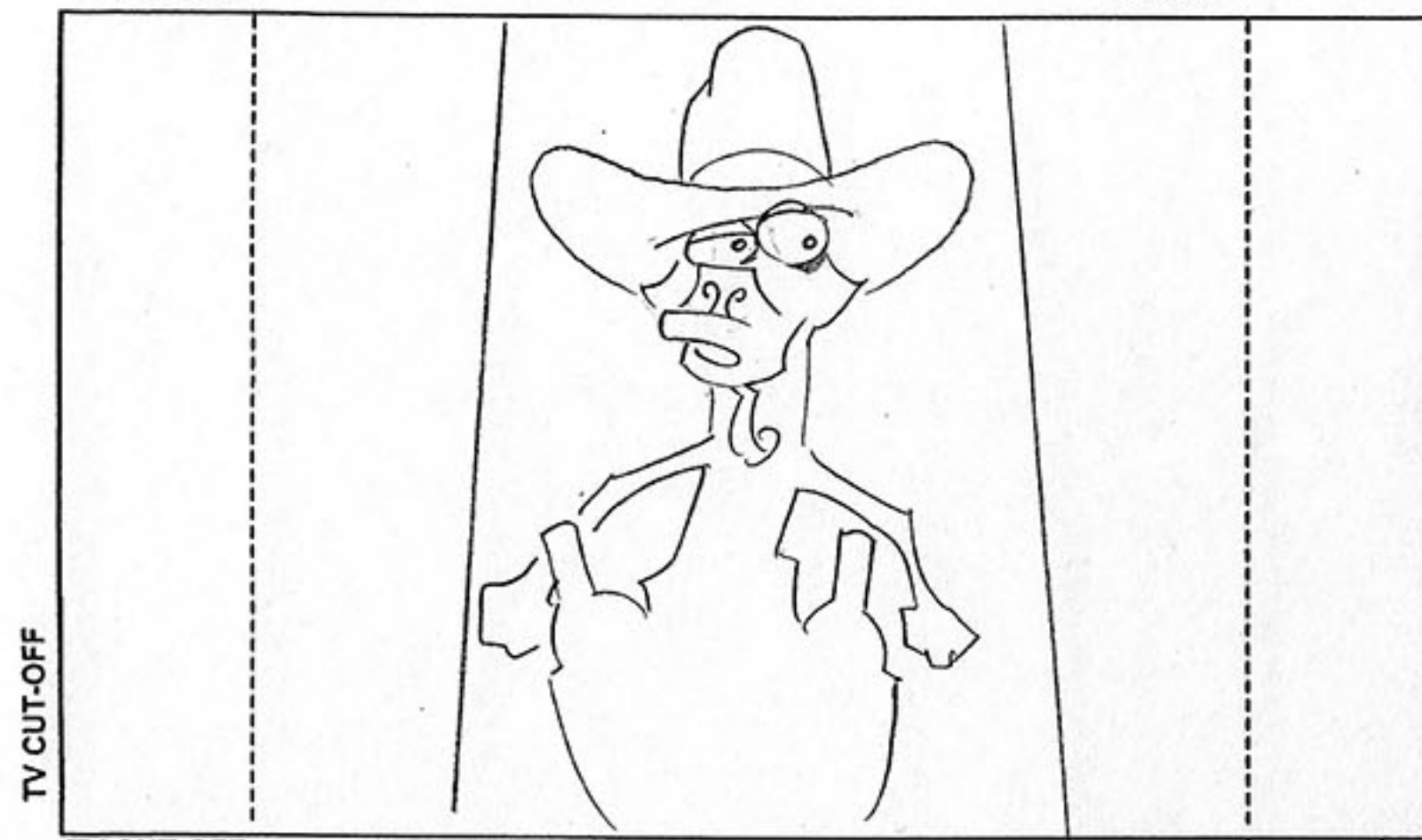
16 : 9 Widescreen Format

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SCENE C27 CONT.

B.G.



PANEL 6

ACTION

He looks surprised

DIAL

-Huh?

TIMING

Cont Dial 237

~~4x~~

(C29)

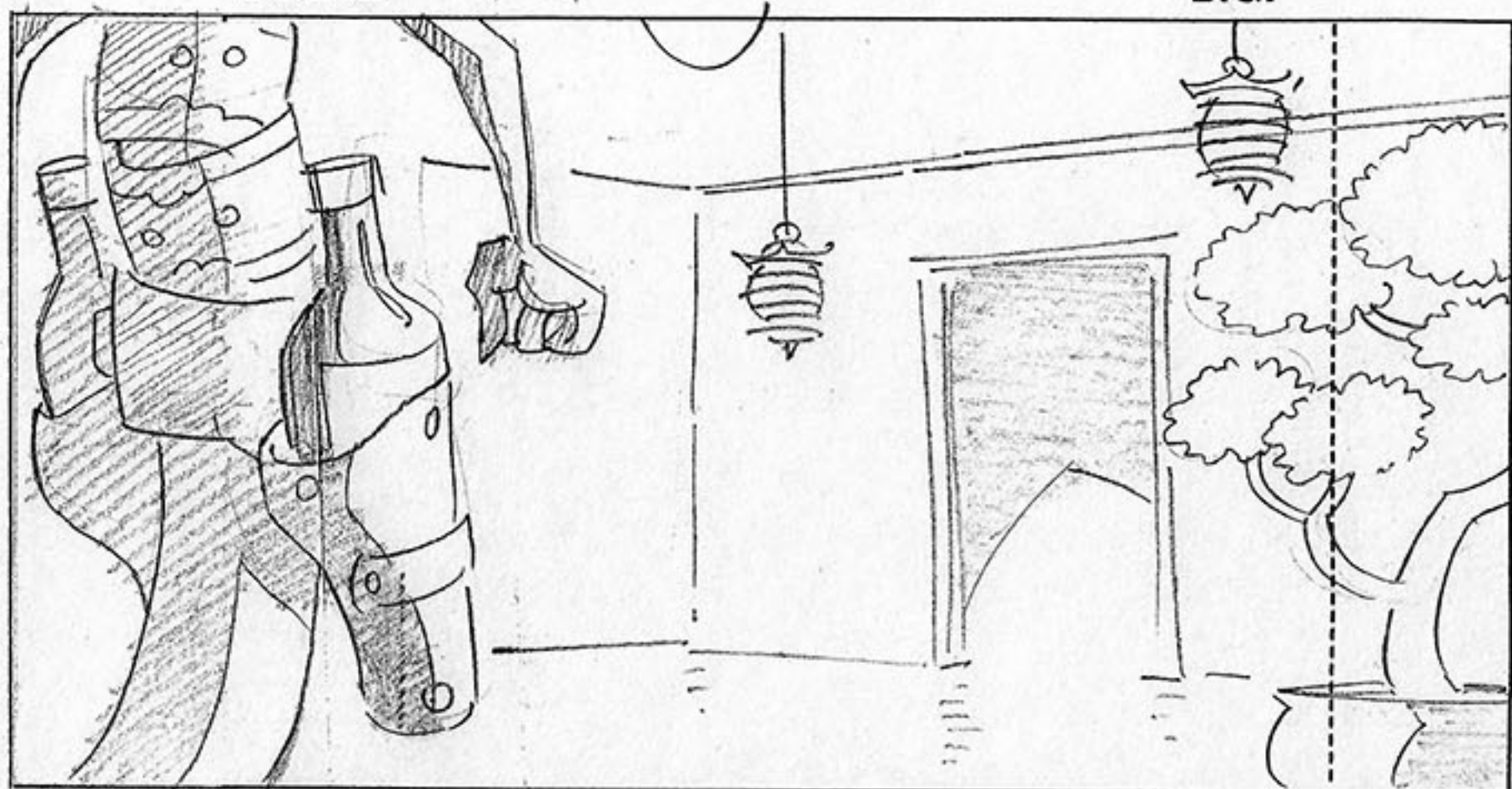
slow Pan RB

3"

SCENE C28

B.G.

H/U
▽



TV CUT-OFF

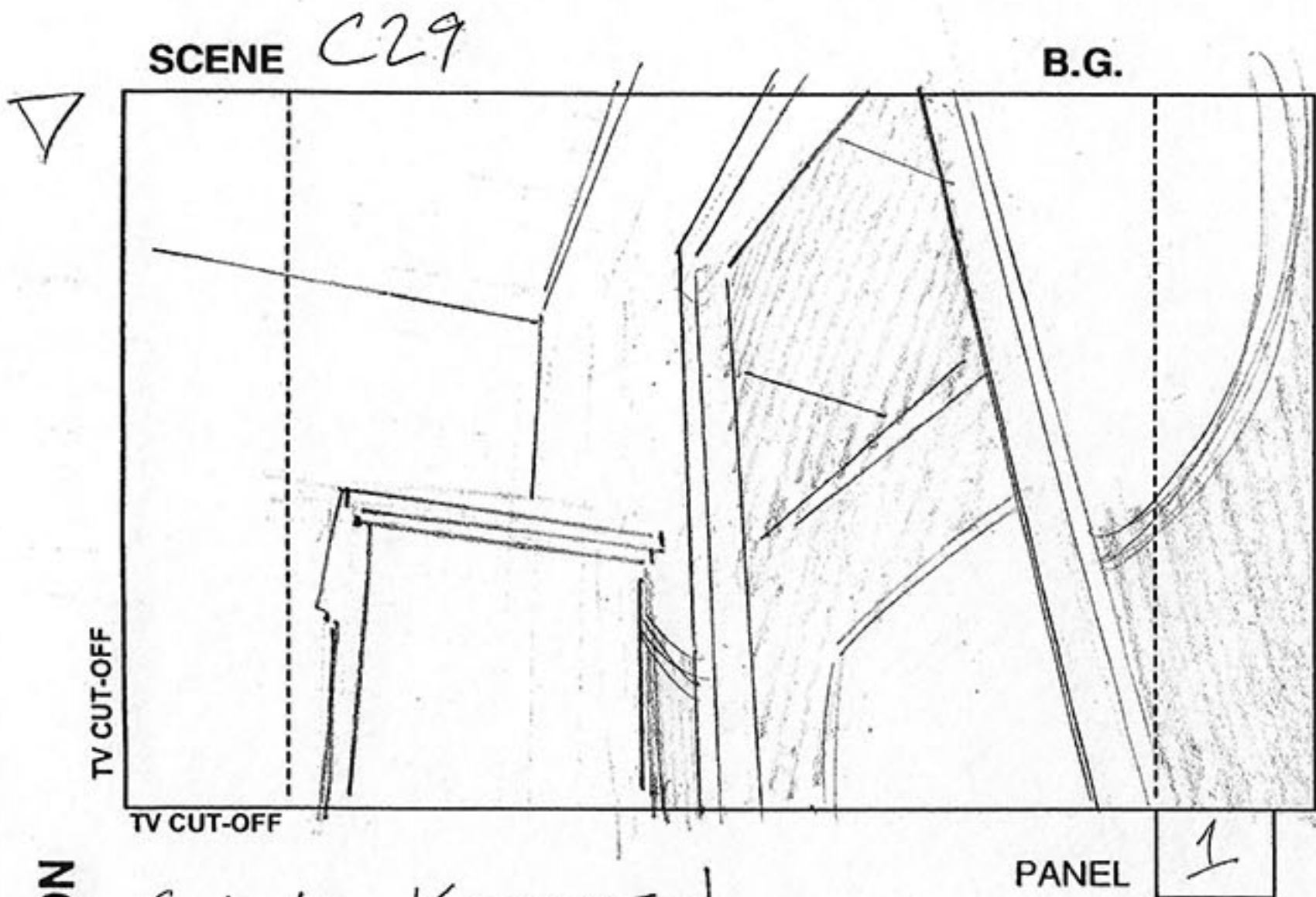
→ PAN →

PANEL 1

Camera drifts across the empty kids' room, DOJO SLIGHT DRIFT

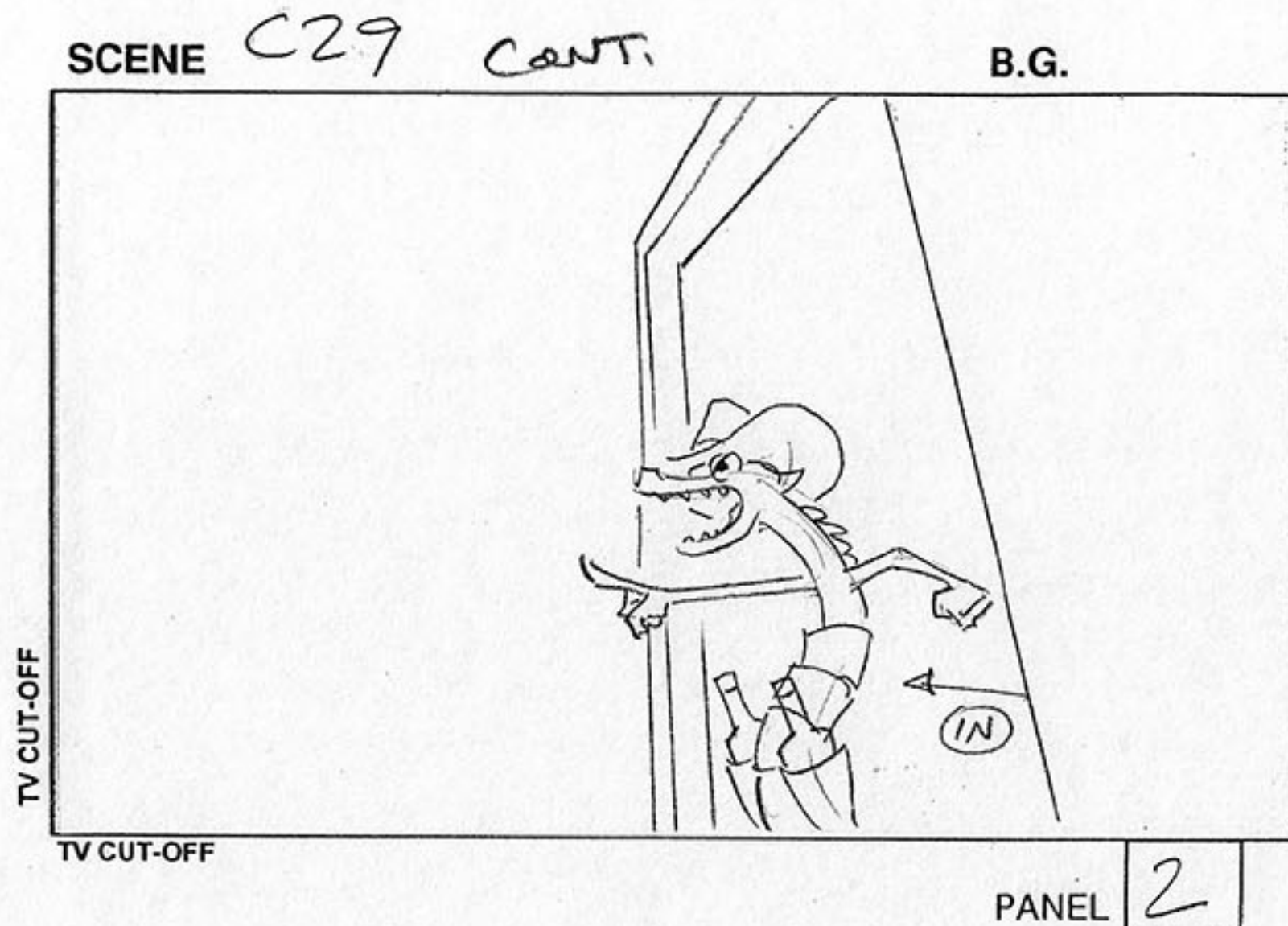
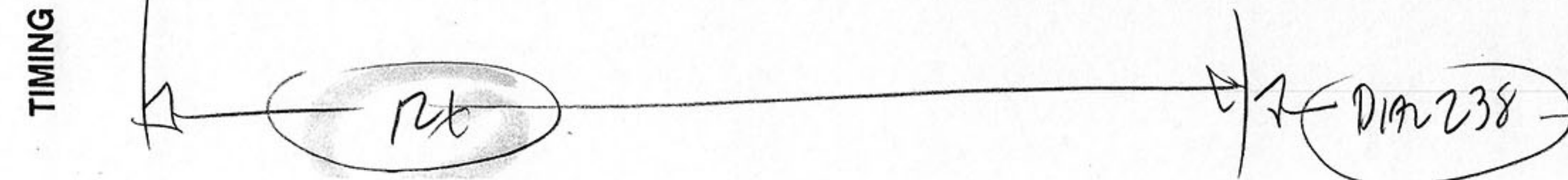
16 : 9 Widescreen Format

257308



ACTION
 Cut to KITCHEN

DIAL
C29 Rx



Dojo zips in through the door and STOPS

Dojo: Reach for—

16 : 9 Widescreen Format

257308



X I A O L I N SHOWDOWN

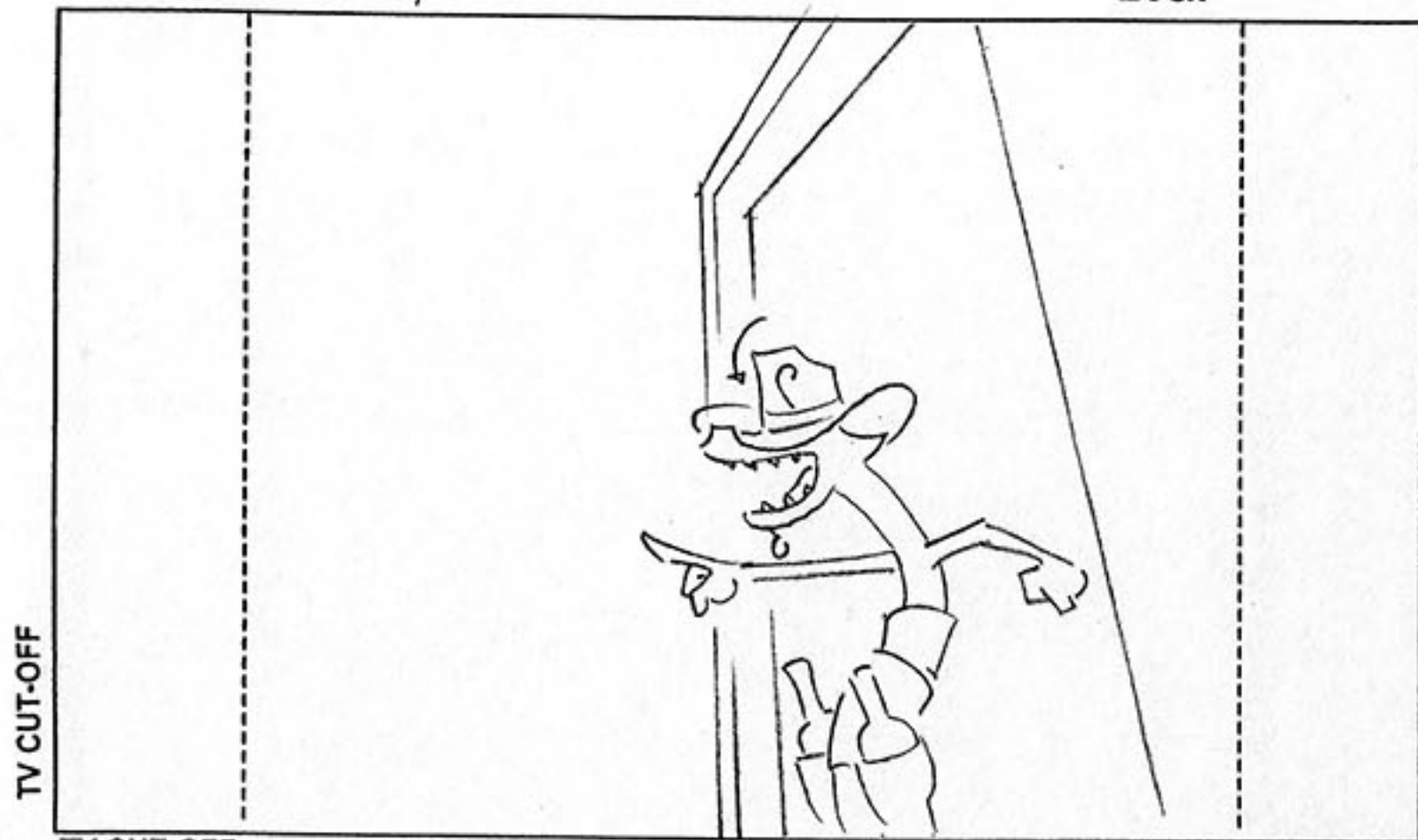
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PAGE C82

SCENE C29 CONT.

B.G.



PANEL 3

SCENE C29 CONT.

B.G.



PANEL 4

ACTION

Dojo's hat flops down over his eyes

DIAL

- the sky!

TIMING

CONT DIA 238

He lifts it up & looks around

- Huh?

16 : 9 Widescreen Format

257308

8x



X I A O L I N SHOWDOWN

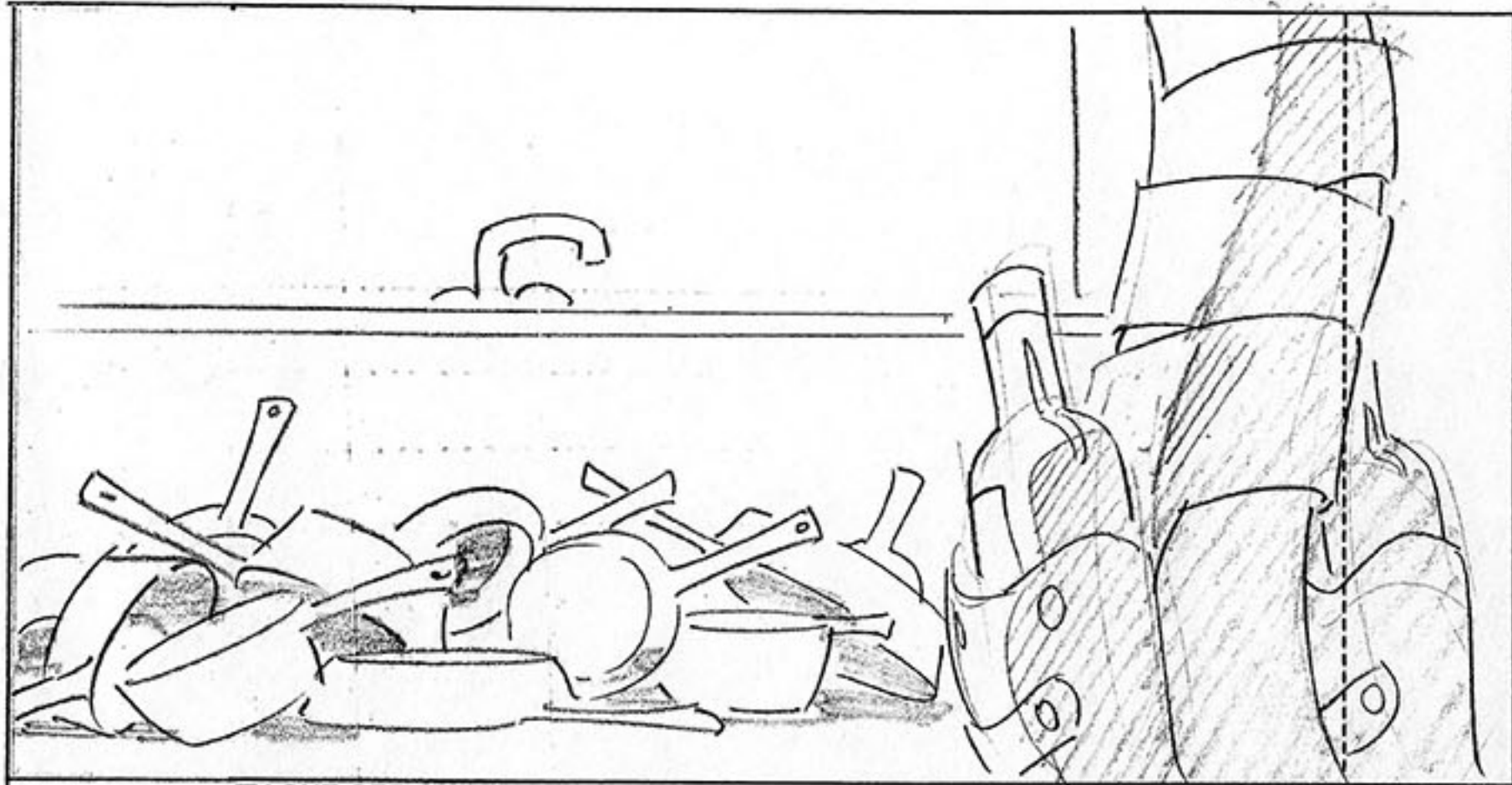
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H/U
▽

SCENE C30

B.G.



TV CUT-OFF

← PAN

PANEL 1

ACTION

Camera drifts across the empty kitchen (pile of pots & pans still on the floor)
DOJO SLIGHT DRIFT

DIAL

(C30)

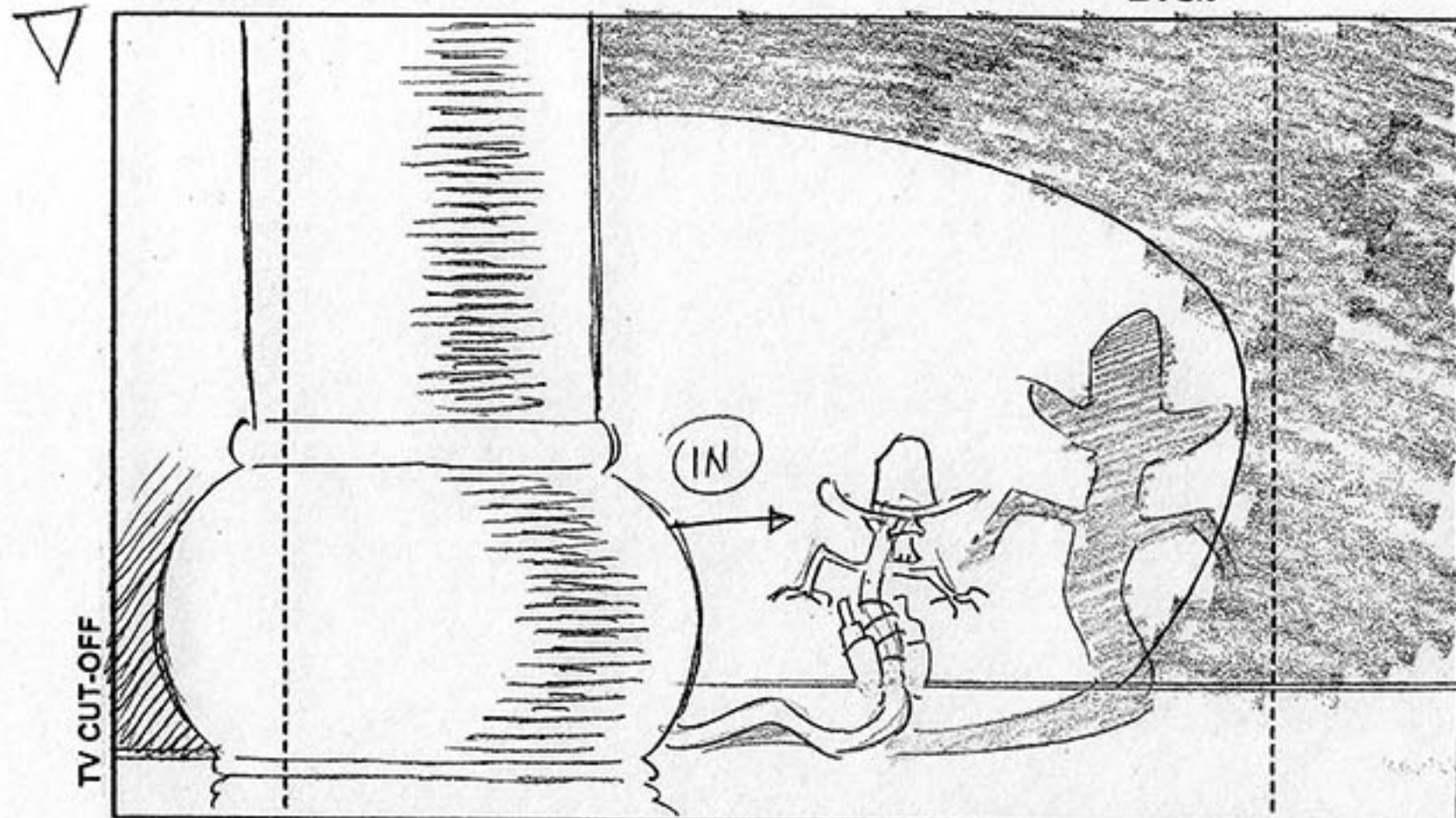
TIMING

Slow PAN RB

3"

SCENE C31

B.G.



TV CUT-OFF

TV CUT-OFF

(REUSE BG FROM Sc. B53) #1X SHADOW PANEL 1

Dojo zips into view from behind a column in the meditation chamber

DOJO: This temple ain't (Dojo appears)
-big enough for two dragons!

(C31)

12x

11A239

16 : 9 Widescreen Format

257308



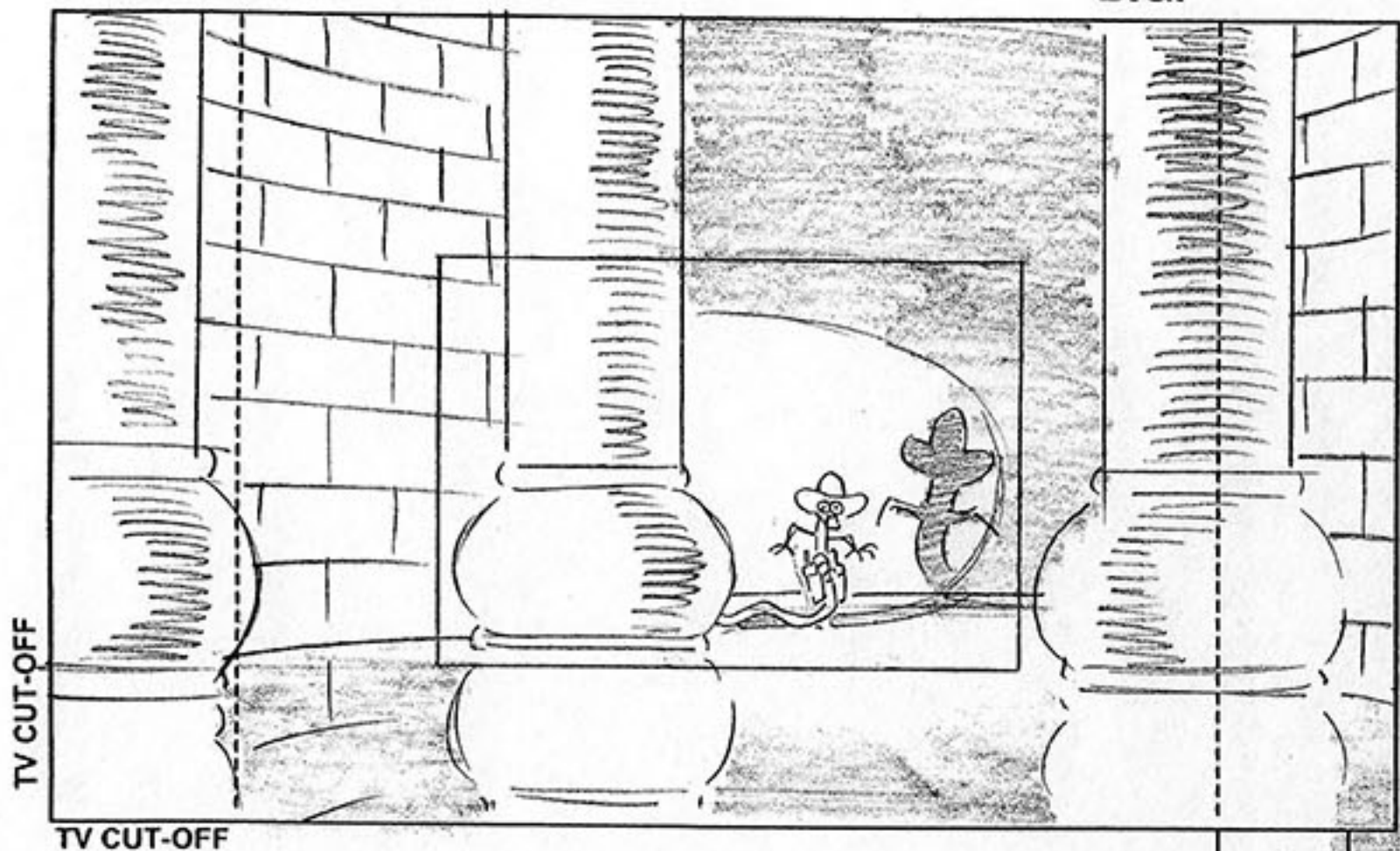
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SCENE C31 CONT.

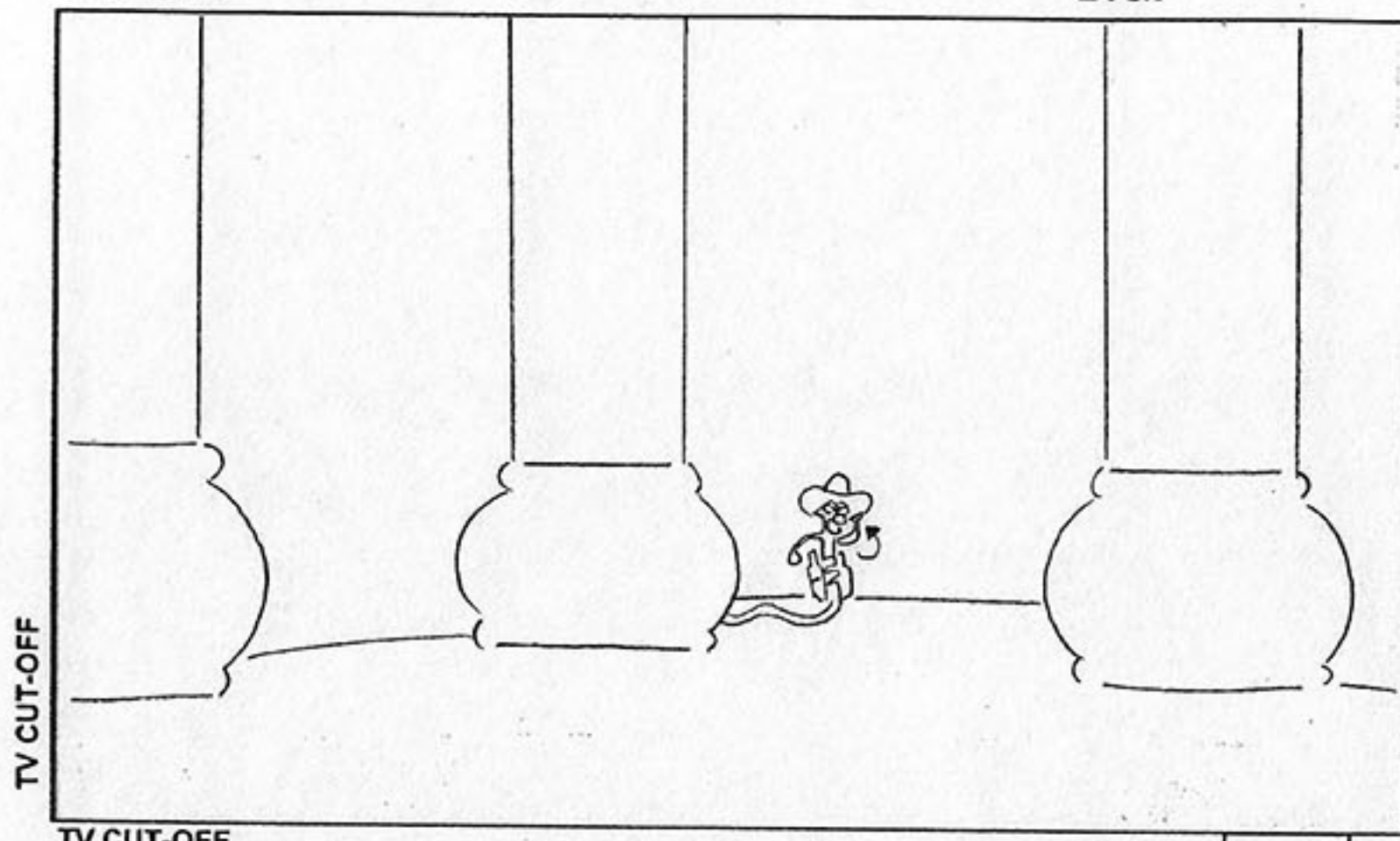
B.G.



PANEL 2

SCENE C31 CONT.

B.G.



PANEL 3

ACTION

TRUCK OUT to reveal the empty room

Dojo grabs his hat...

DIAL

TRUCK OUT
16x

NOIS
2"

DOJO: Aw, fer cryin' out loud, where —

TIMING

3"

(DIA 240)

16 : 9 Widescreen Format

257308



X I A O L I N SHOWDOWN

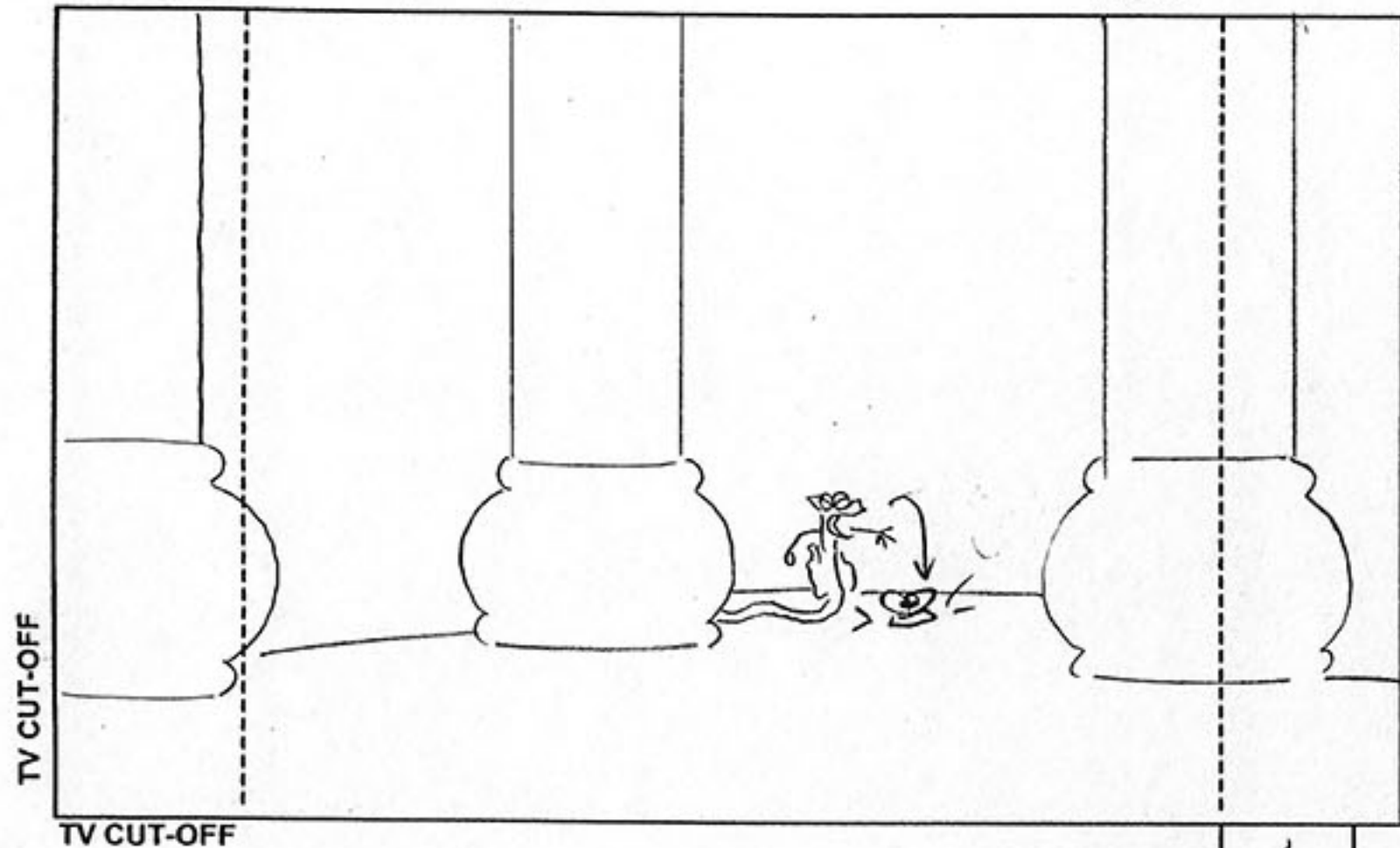
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PAGE C65

SCENE C31 CONT.

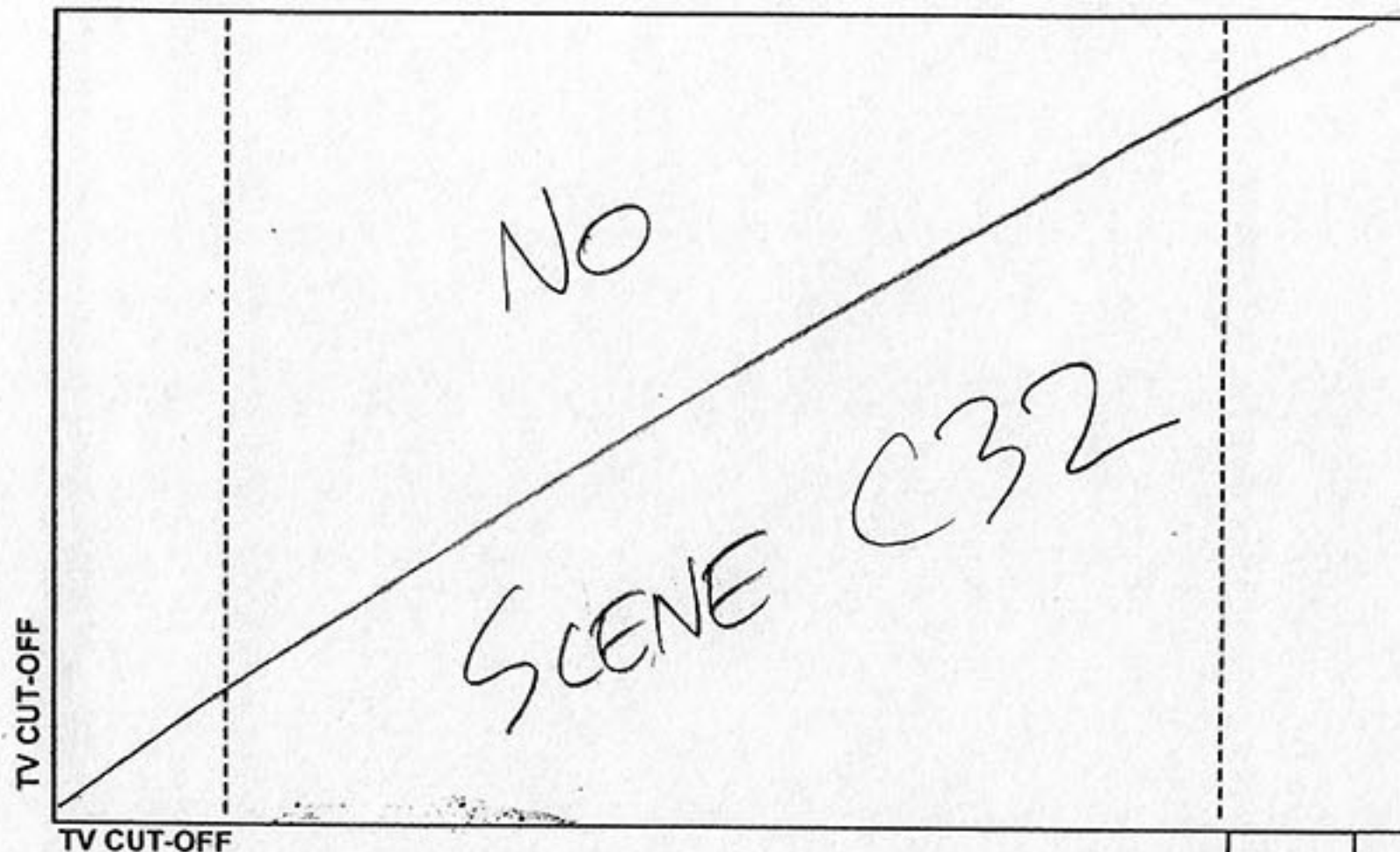
B.G.



PANEL 4

SCENE

B.G.



PANEL

ACTION

... and flings it down
(it drops behind a column)

DIAL

- Is everybody?

TIMING

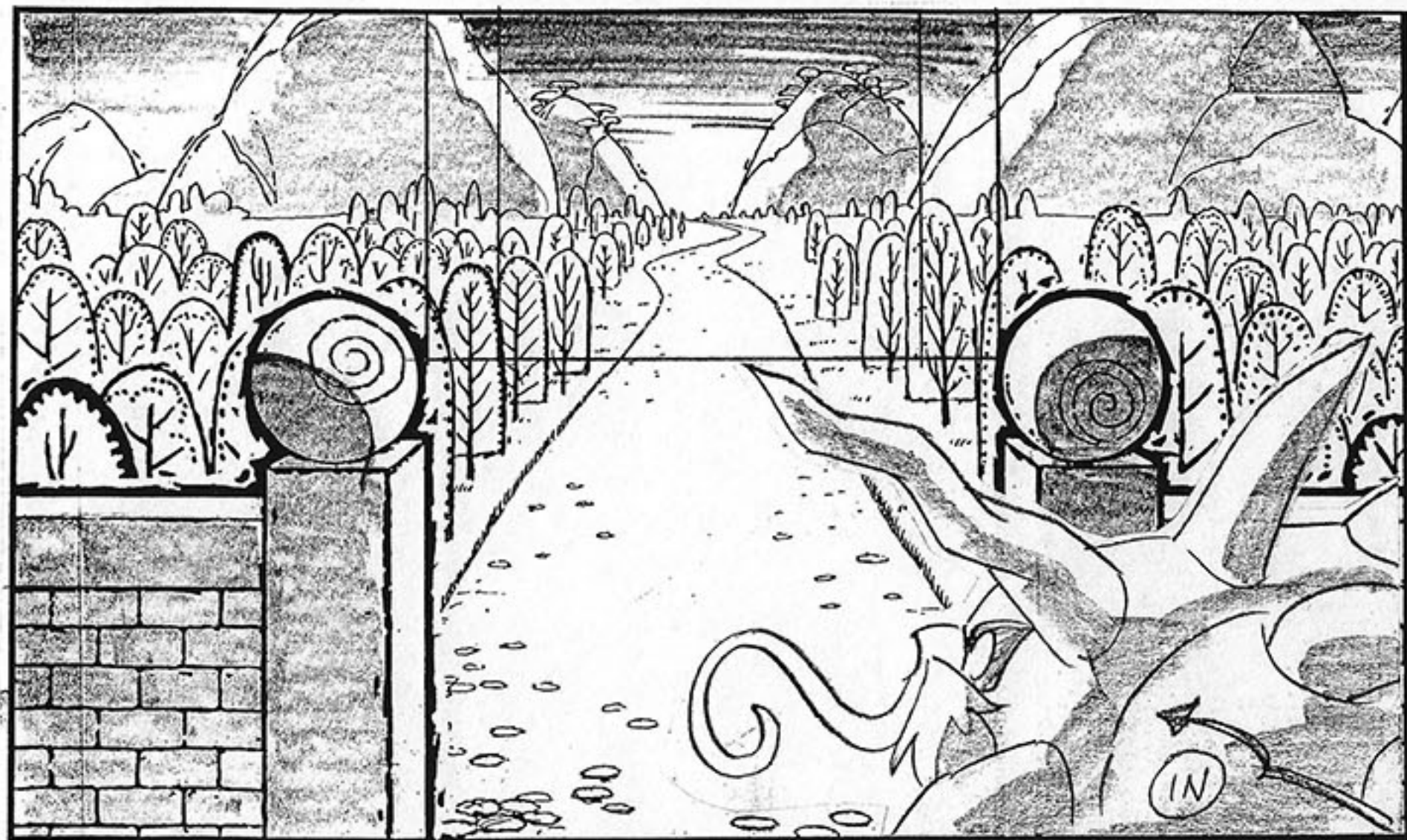
00:12:24.0

8X

16 : 9 Widescreen Format

257308

Sc. C33



C33 CONT.

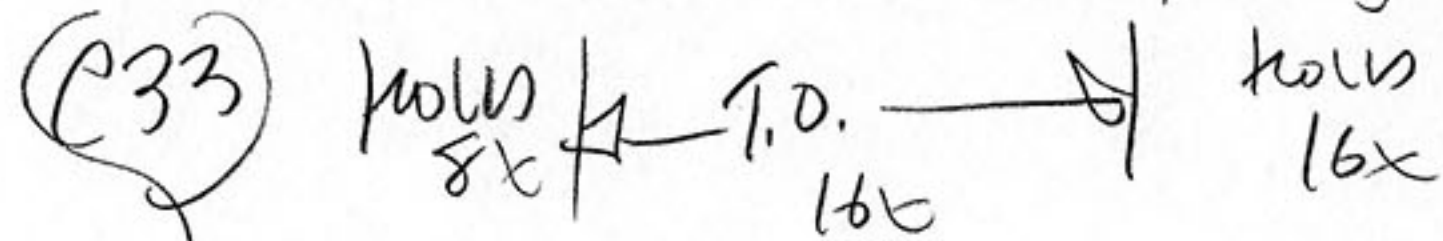


MORNING -
Pre-Sunrise

(2⁸)

Pl 1 | 1 |

TRUCK OUT from the horizon to
a view from the temple gate



Pl 2 | 2 |

The Sapphire Dragon moves
forward (RIM LIT)

(2⁹)

48

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PAGE C87

Next page C92

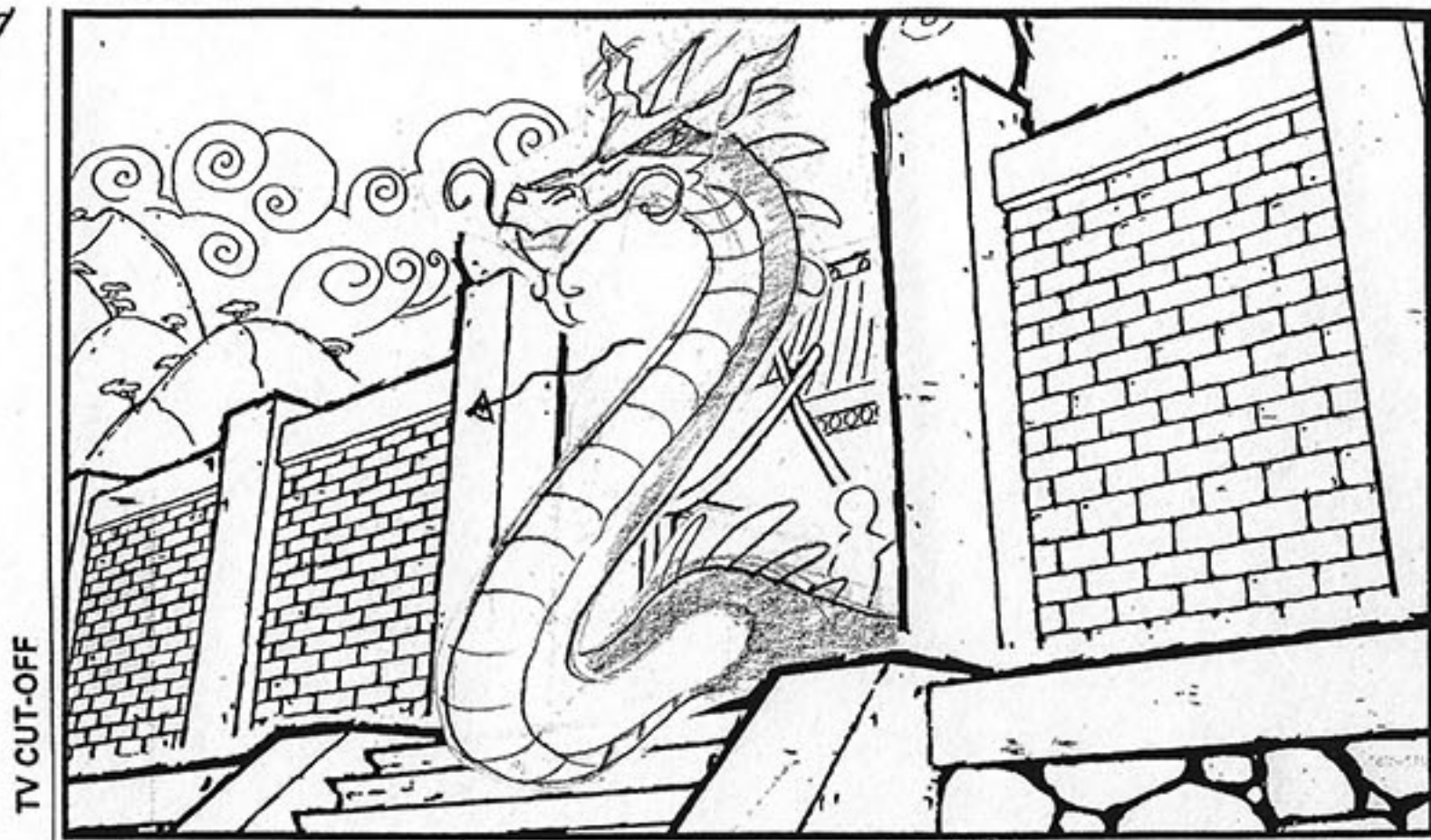
pages C88-C91 are out-

H/U

SCENE

C34

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

1

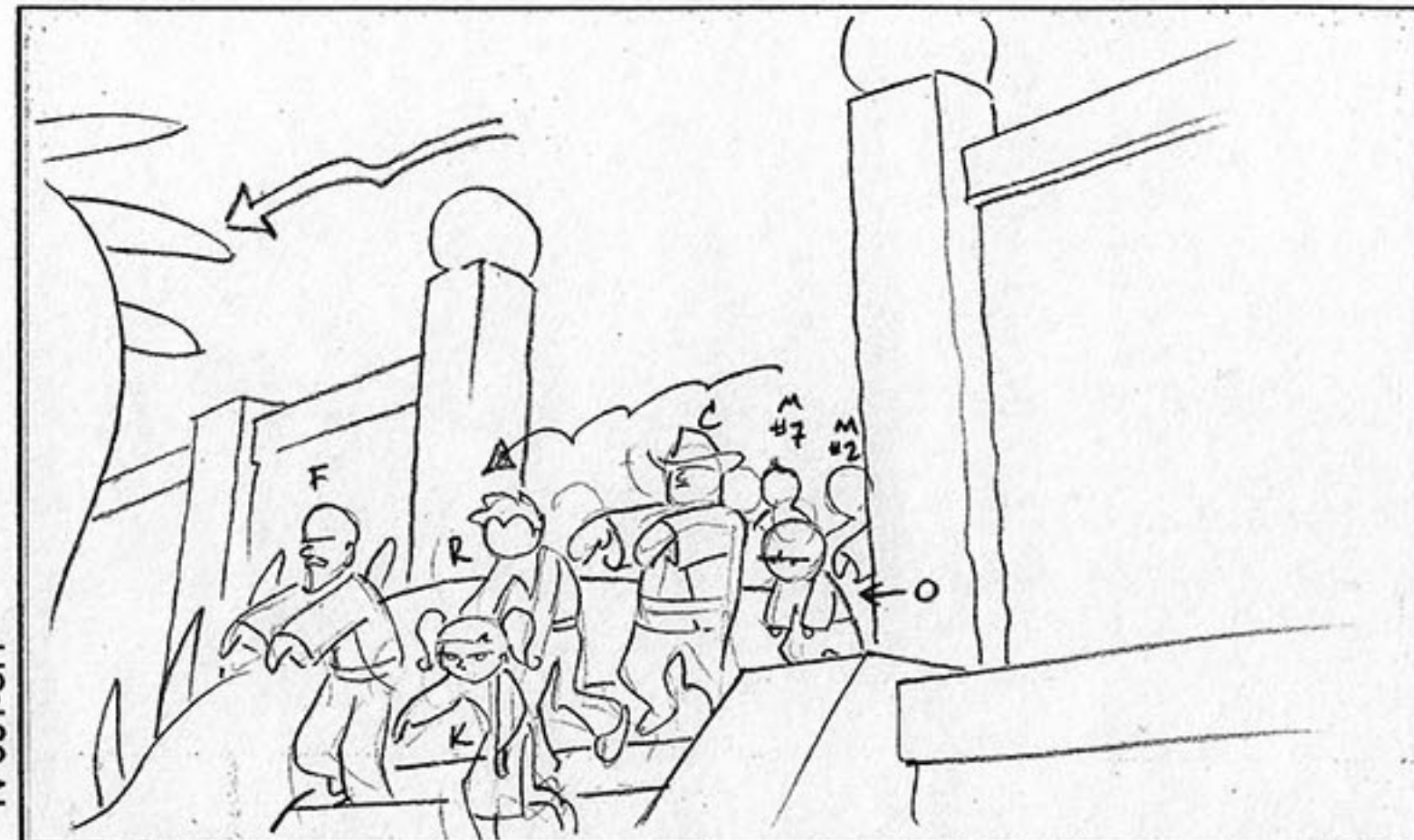
ACTION

The Dragon moves out through the gates (start position shown)

SCENE

C34 CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

2

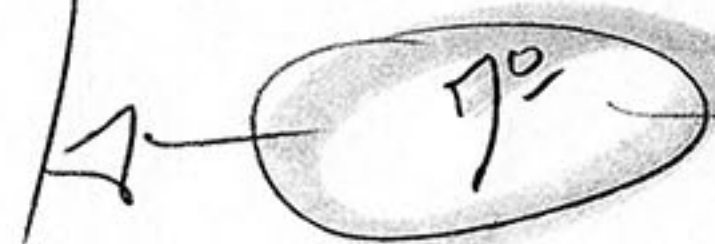
DIAL

C34

1^o

6^o

TIMING



SCS.
C35-
C36
out

16:9 Widescreen Format

257308

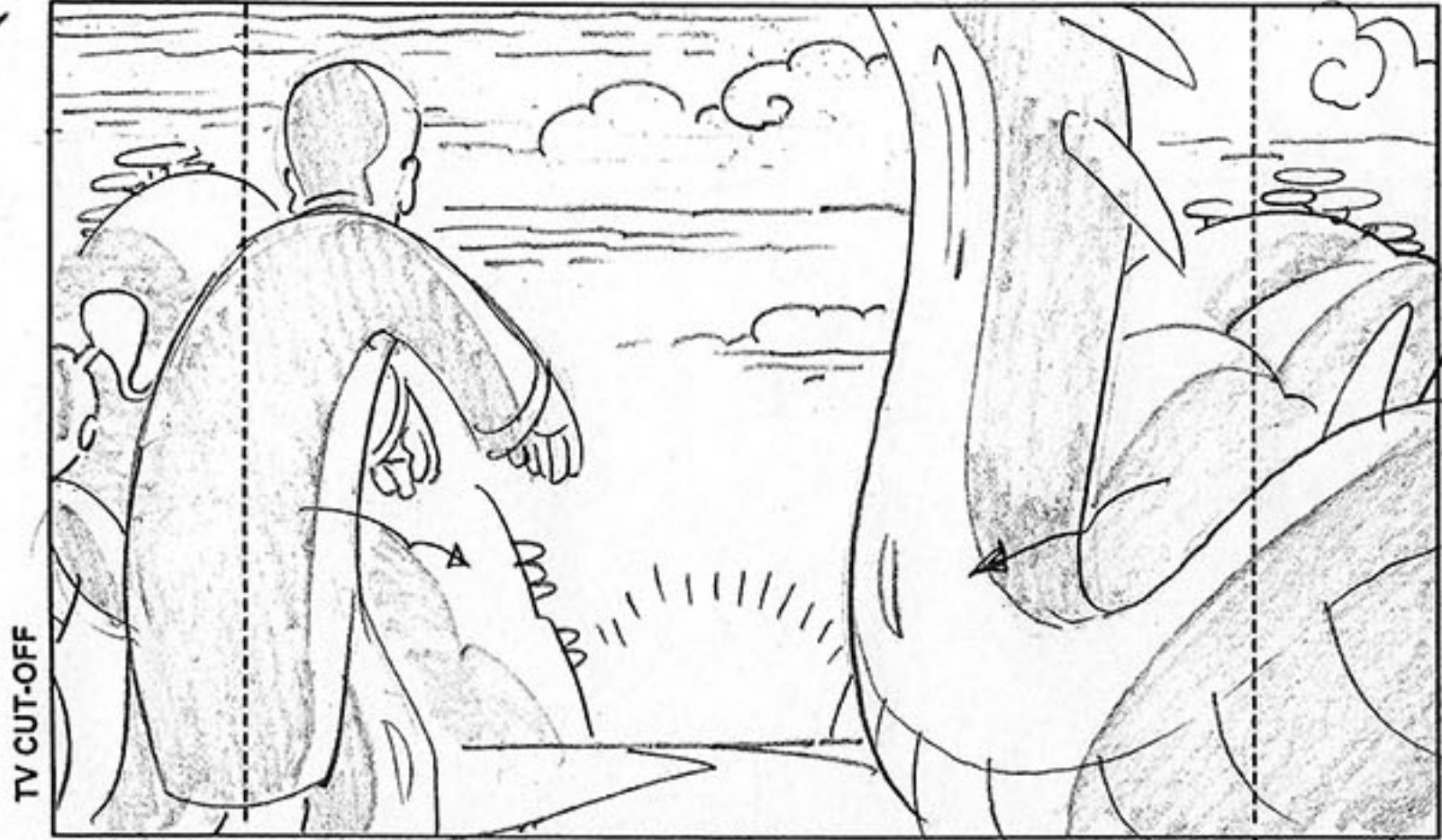
WB XIAOLIN SHOWDOWN

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NO
Sc.
C35
C36

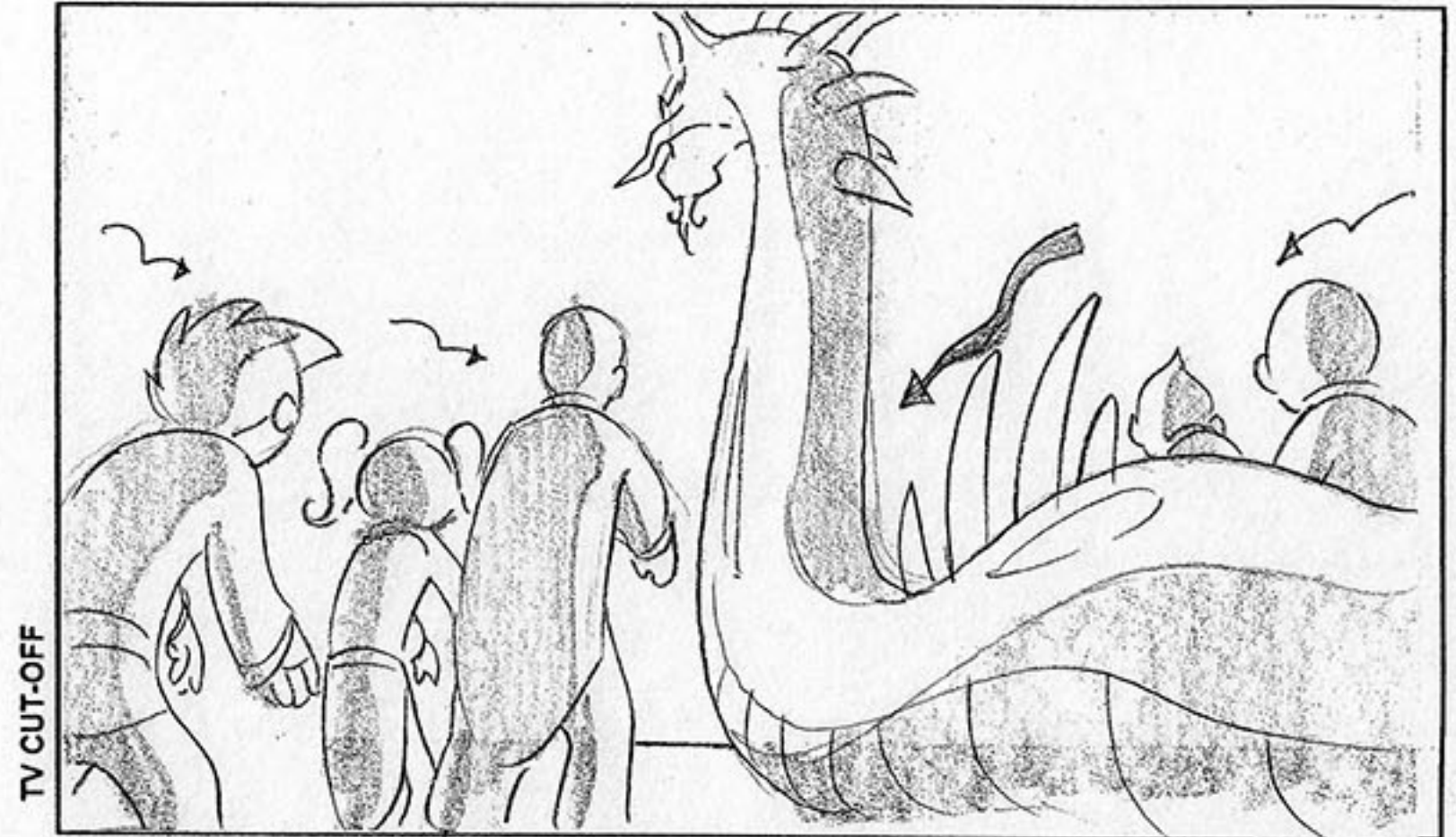
SCENE C37

B.G.



SCENE C37 CONT.

B.G.



ACTION
DIAL
TIMING

TV CUT-OFF
KIM FUNG
*BOT LIT SW
* ALL CHARS RIM LIT
PANEL 1

The Dragon and the others walk toward sunrise

(sun is just below the horizon)

C37 18

TV CUT-OFF
RAI KIM FUNG
PANEL 2

Continued

MONK #7
MONK #2

DOJO (vo) Whistle

30

48

DM 242

16 : 9 Widescreen Format

257308



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SCENE C37 CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 3

ACTION

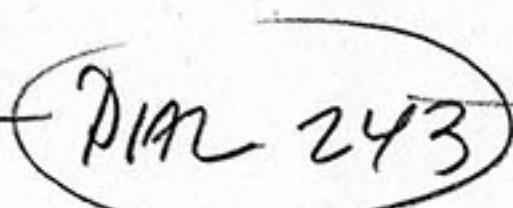
They stop & turn

DIAL

2°

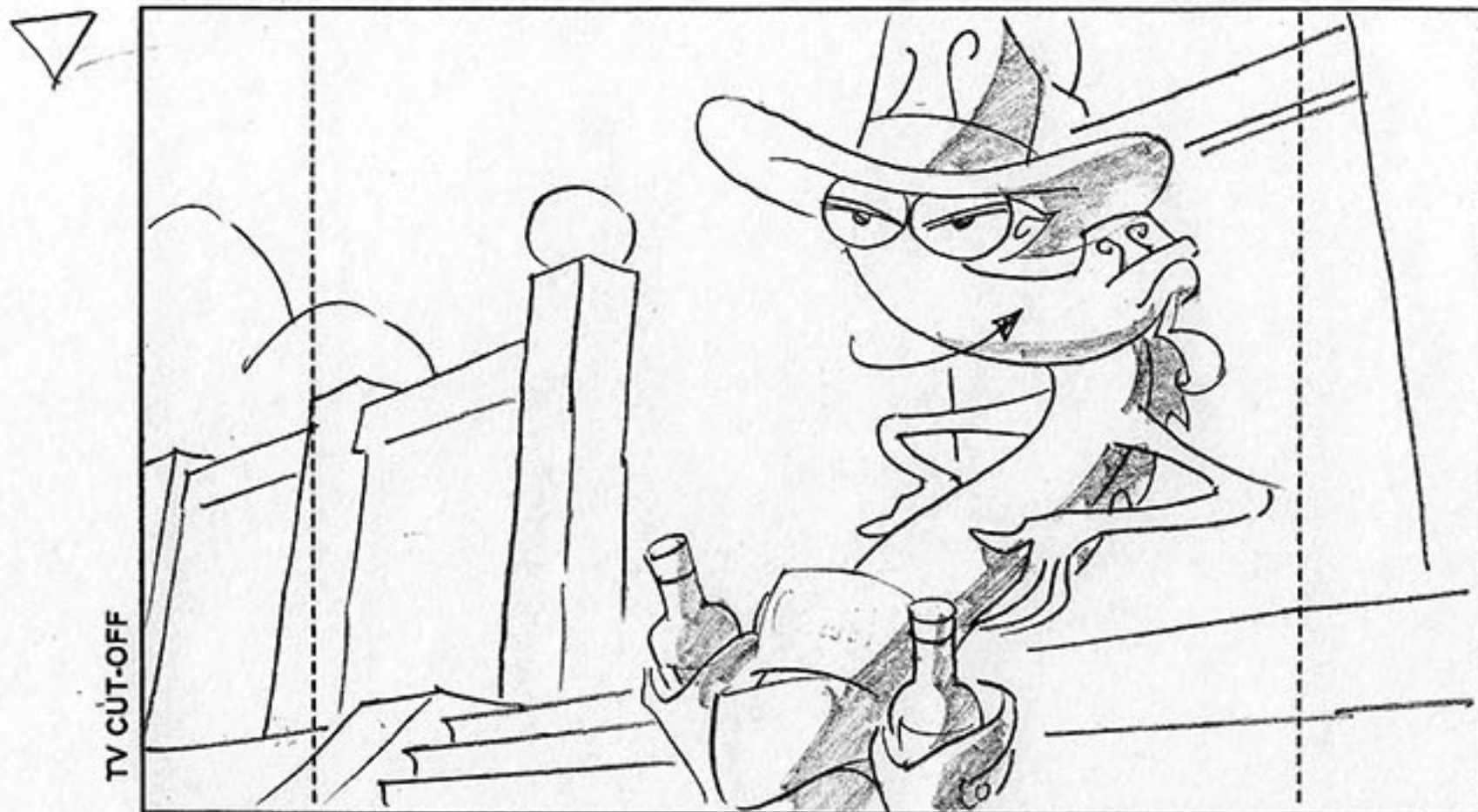
C38

TIMING



SCENE C38

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 1

ACTION

Dojo antics to spit

DIAL

DOJO: P—

TIMING

16 : 9 Widescreen Format

257308



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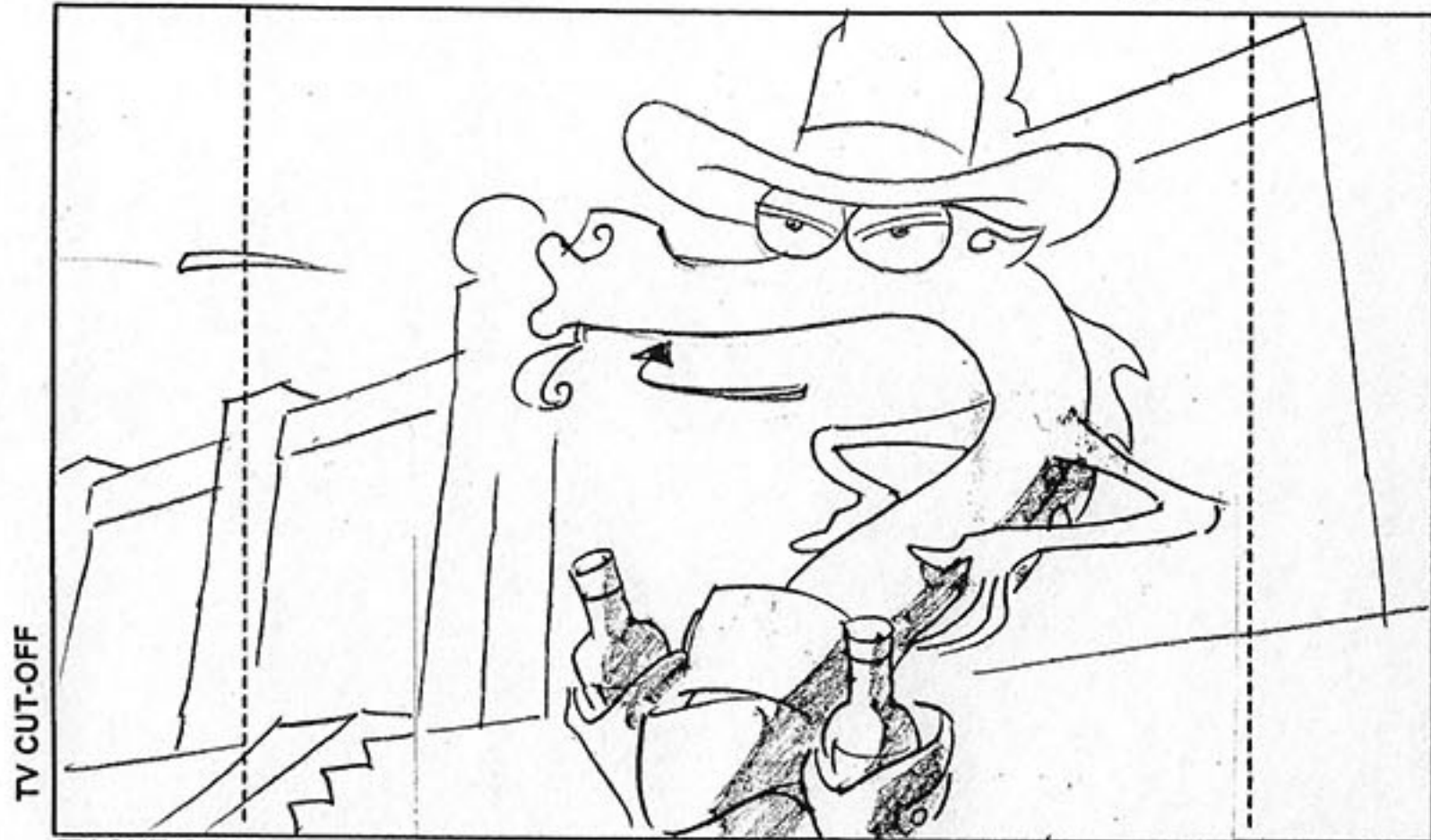
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SCENE C38 CONT.

B.G.

ROJO
SPIT!
SELF
COLOR
LINE &
CLEAR
INSIDE



TV CUT-OFF

TV CUT-OFF

PANEL 2

ACTION

He spits

DIAL

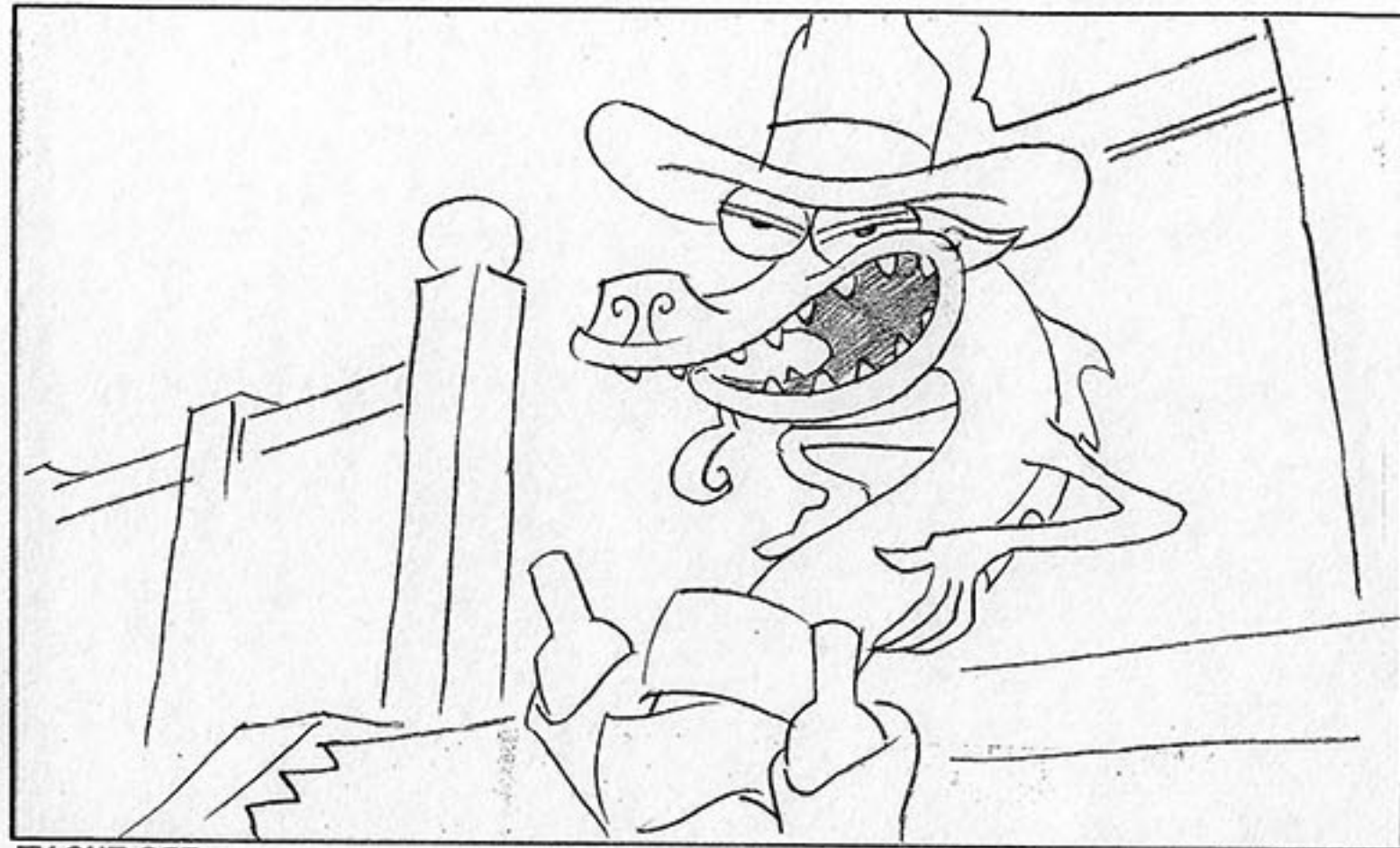
— 100!

TIMING

CONT DIA 243

SCENE C38 CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 3

He Speaks challengingly

I'm'a callin' —

16 : 9 Widescreen Format

257308



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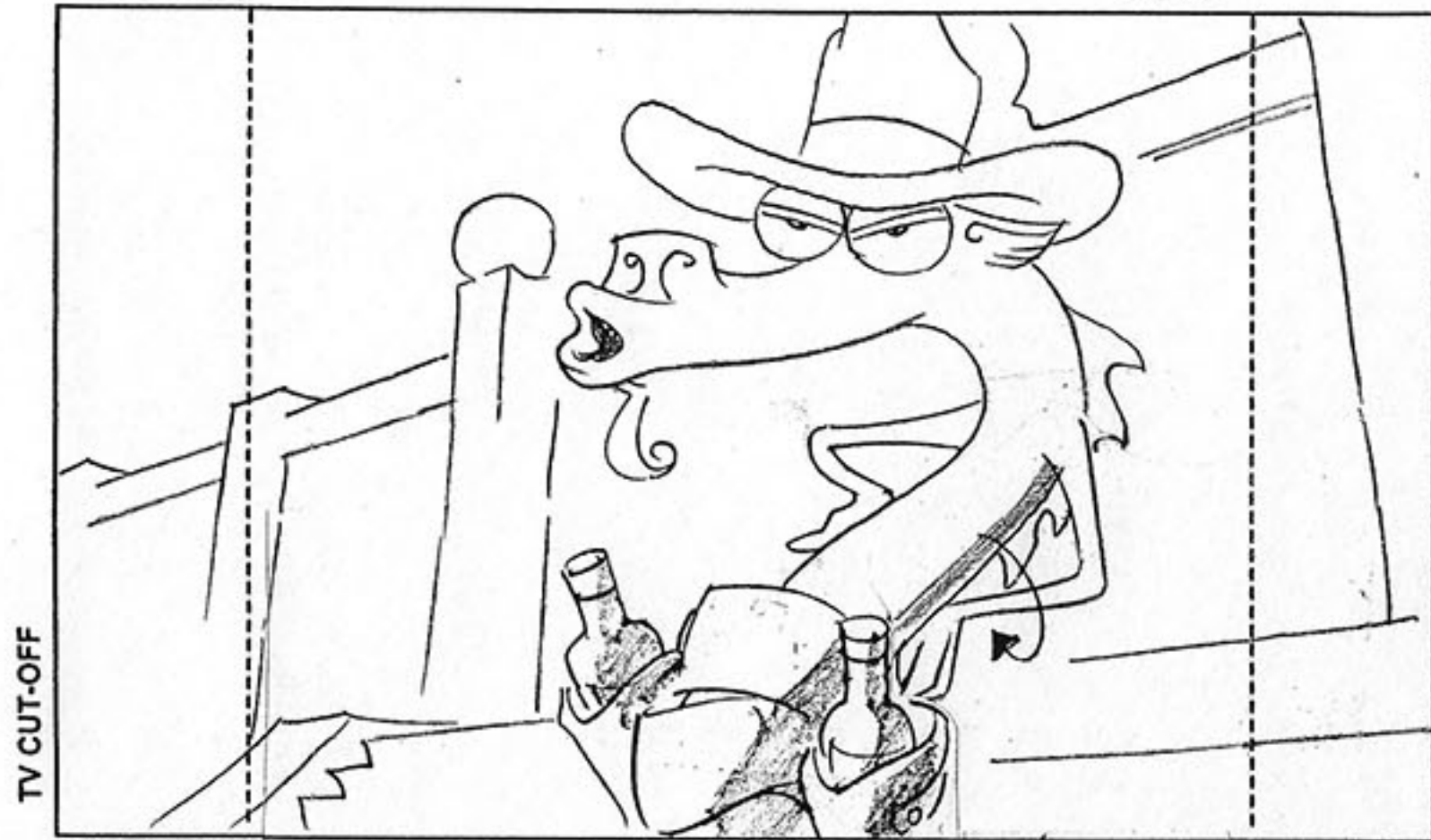
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PAGE C95

SCENE C38 CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 4

ACTION

Continued - he reaches back

DIAL

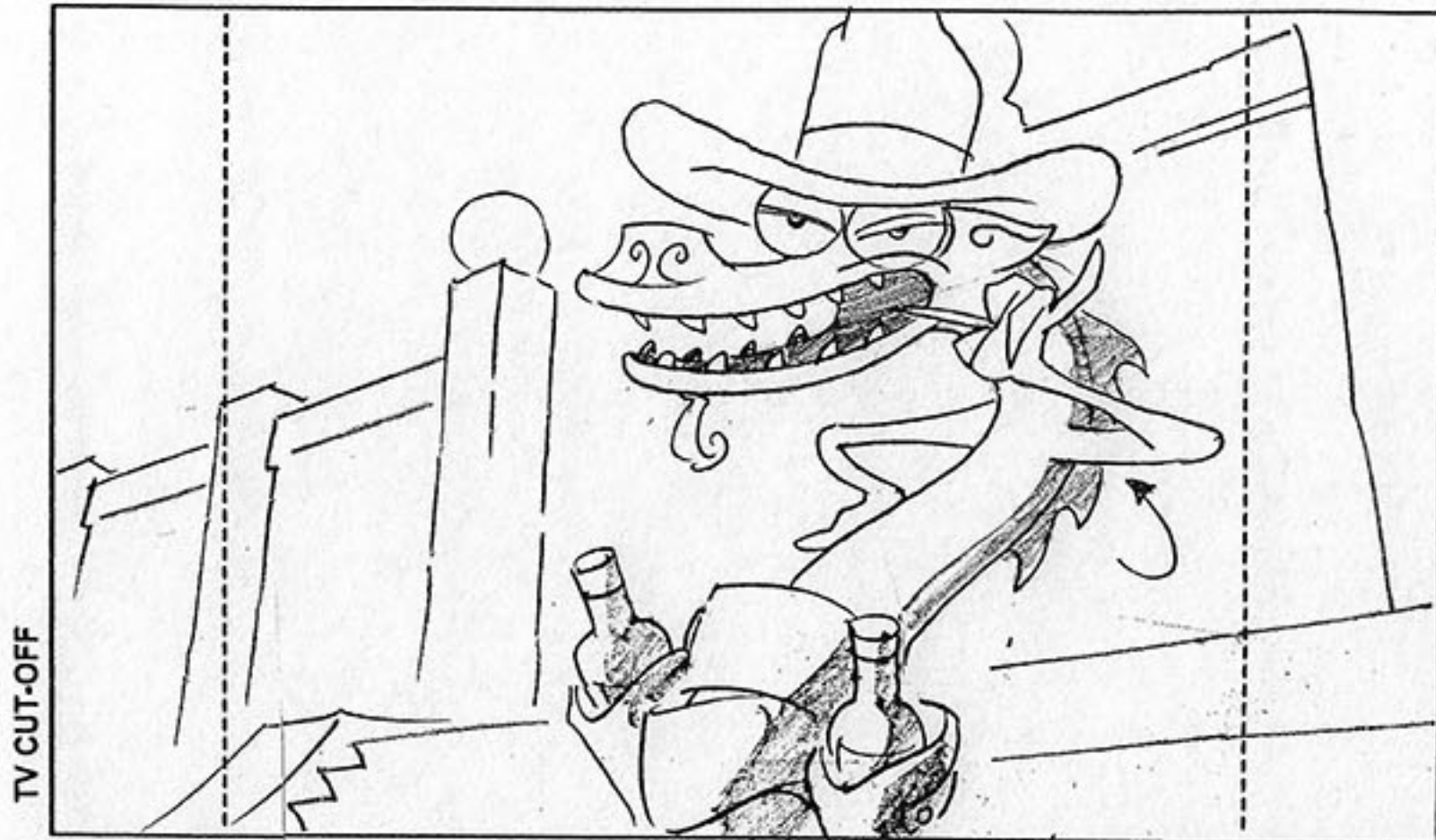
-you-

TIMING

Cont Dial 243

SCENE C38 CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 5

He pulls out a toothpick

-out.

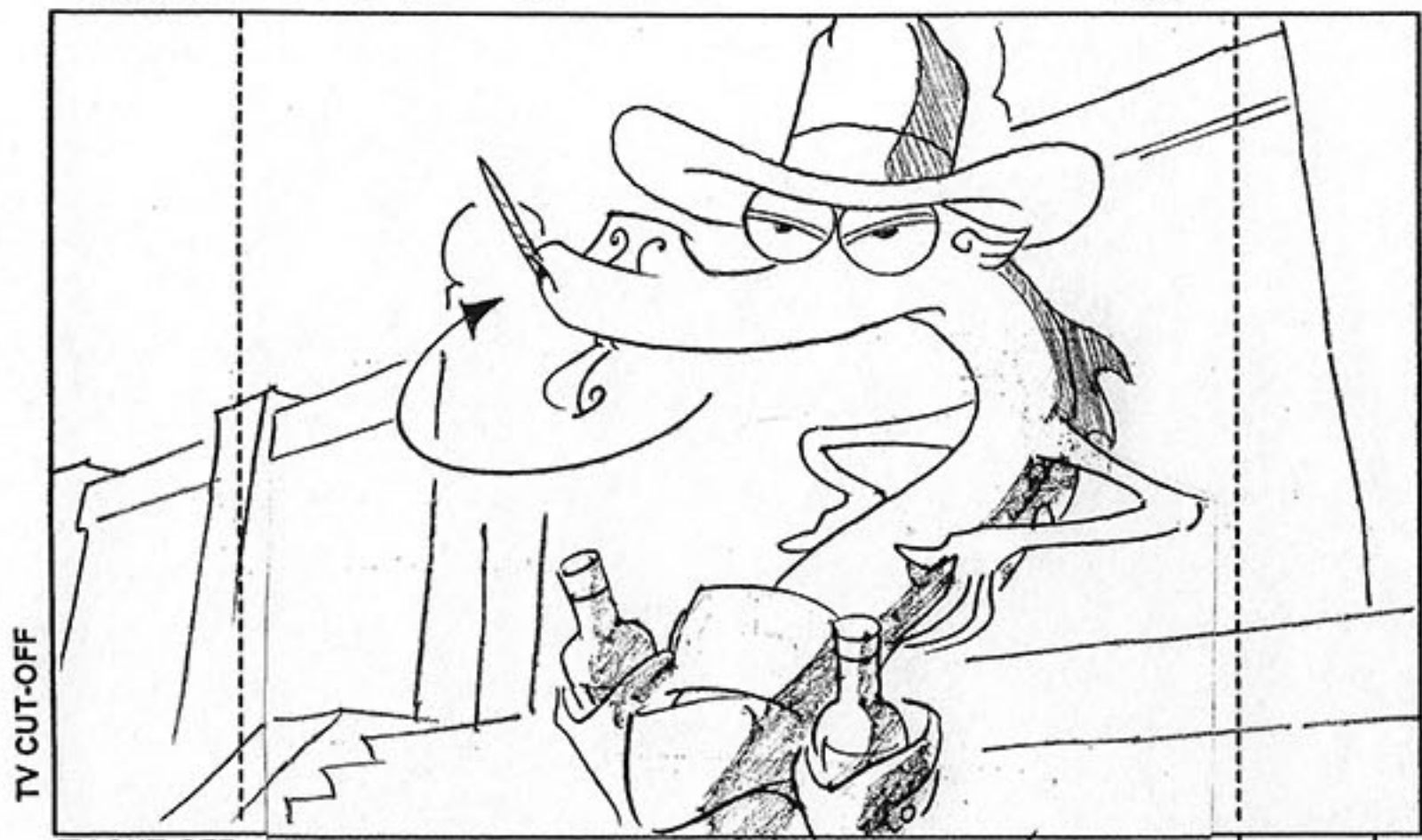
16 : 9 Widescreen Format

257308

7

SCENE C38 CONTI

B.G.



TV CUT-OFF

TV CUT-OFF

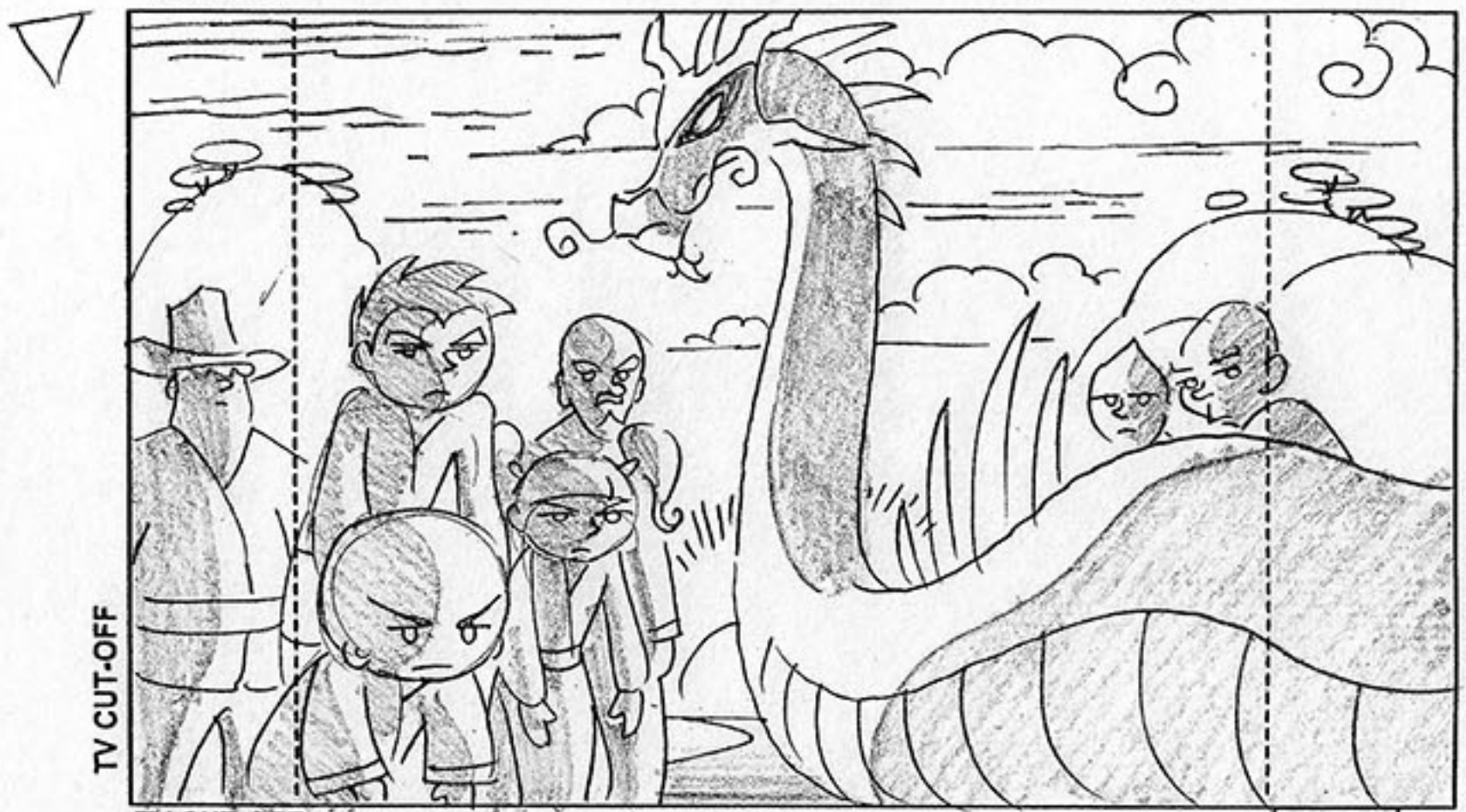
PANEL 6

ACTION

He swings the toothpick around to the front of his mouth

SCENE C39 (MATCH SC. C37)

B.G.



TV CUT-OFF

TV CUT-OFF

*CHARS RIMLIT *BOTLITSUN PANEL 1

DIAL

The others look at O.S. Dojo - the backlit sun is rising

TIMING

10

C39

48

16 : 9 Widescreen Format

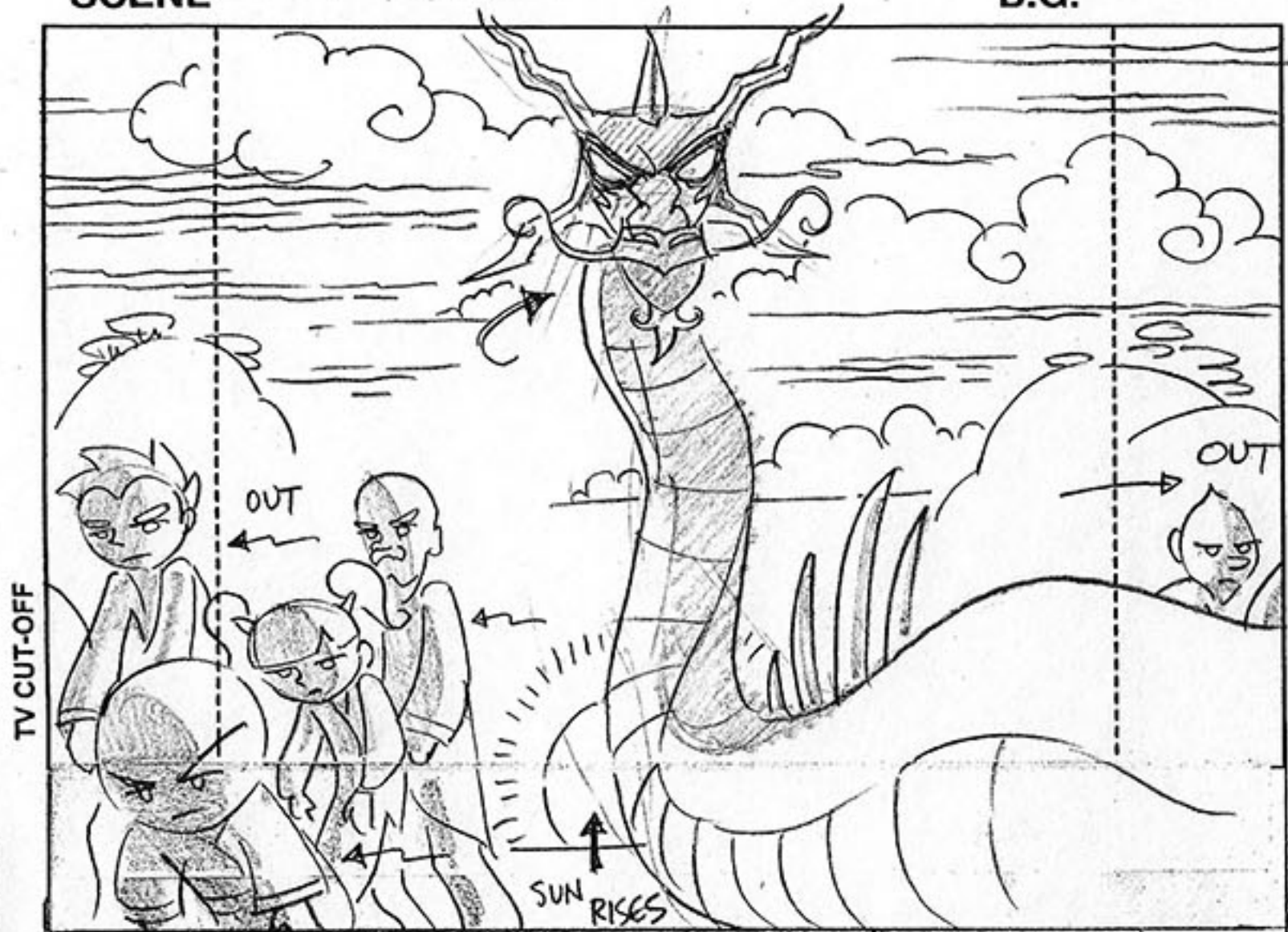
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SCENE C39 CONT

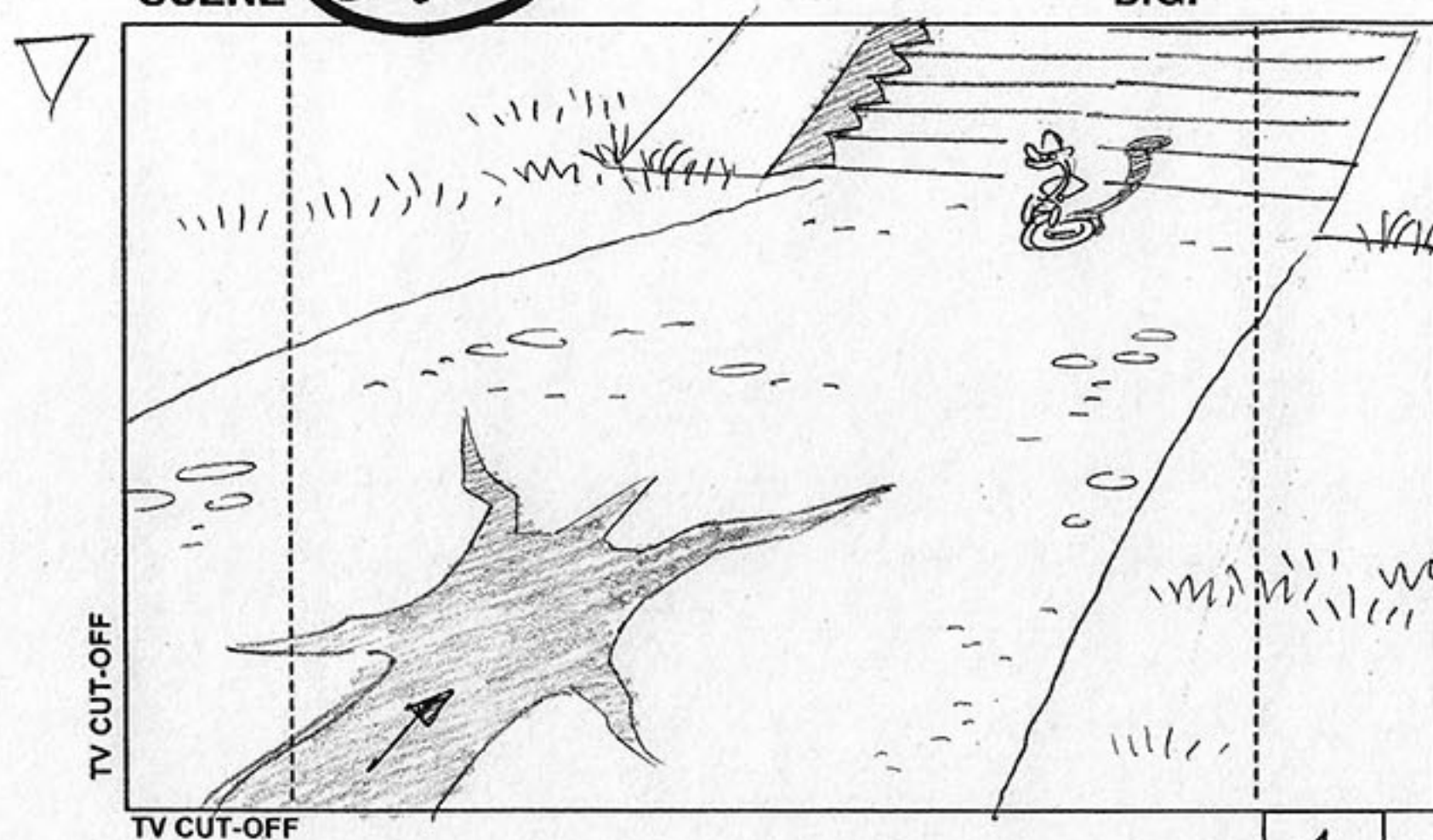
B.G.



Panel 2

SCENE CAO

B.G.



PANEL 1

The dragon's DX shadow lengthens as the sun rises O.S. (START POSITION SHOWN)

ACTION

The others move aside as the Dragon turns

DIAL

3°

TIMING

(CYD)

12x

DX SHADOW EFX

312

16 : 9 Widescreen Format

257308

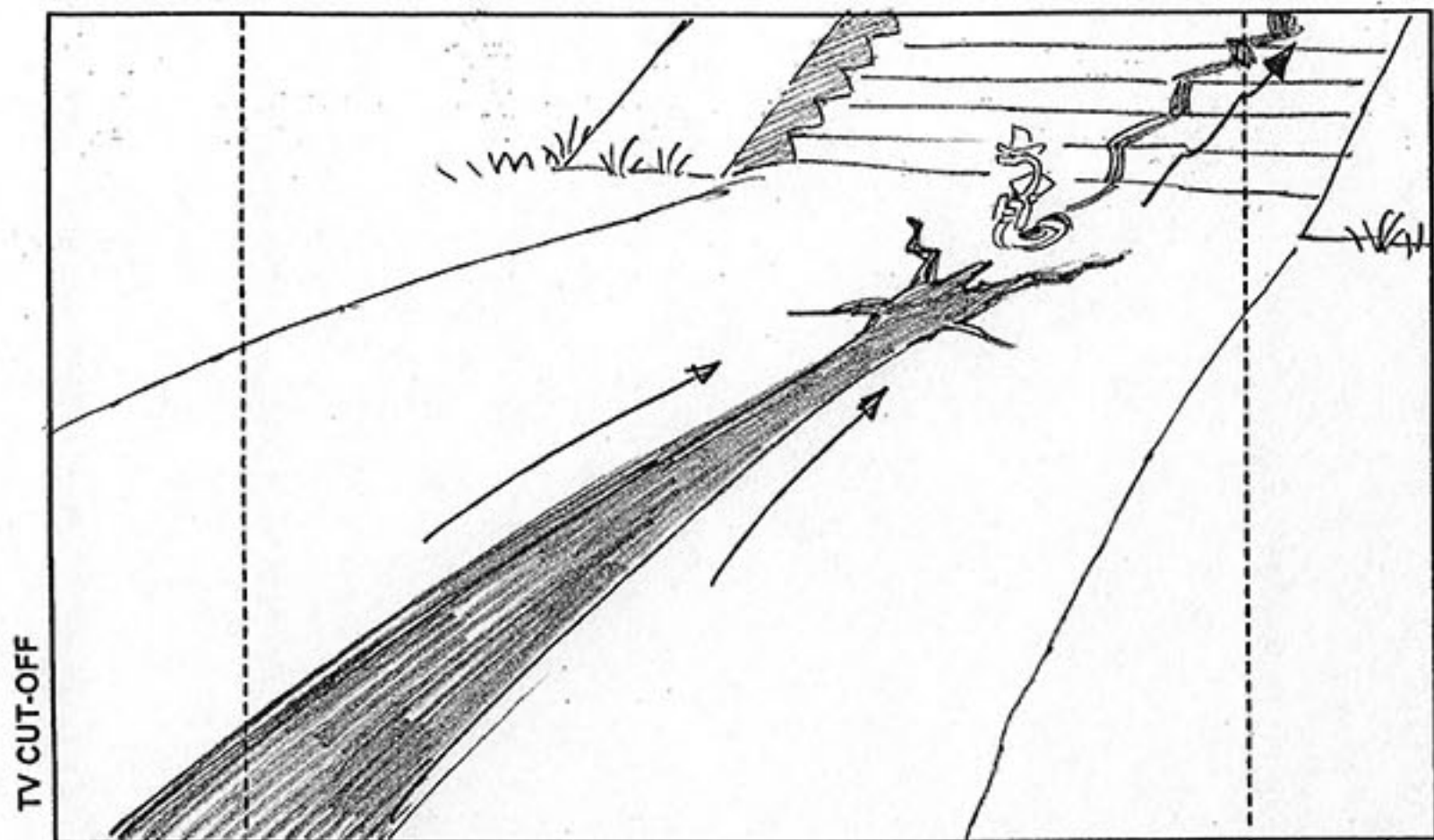
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SCENE C40 CONT

B.G.



PANEL 2

SCENE C40 CONT

B.G.



PANEL 3

ACTION

Continued -
Dojo's shadow also lengthens

DIAL

2^o

TIMING

1^o

16 : 9 Widescreen Format

257308

17



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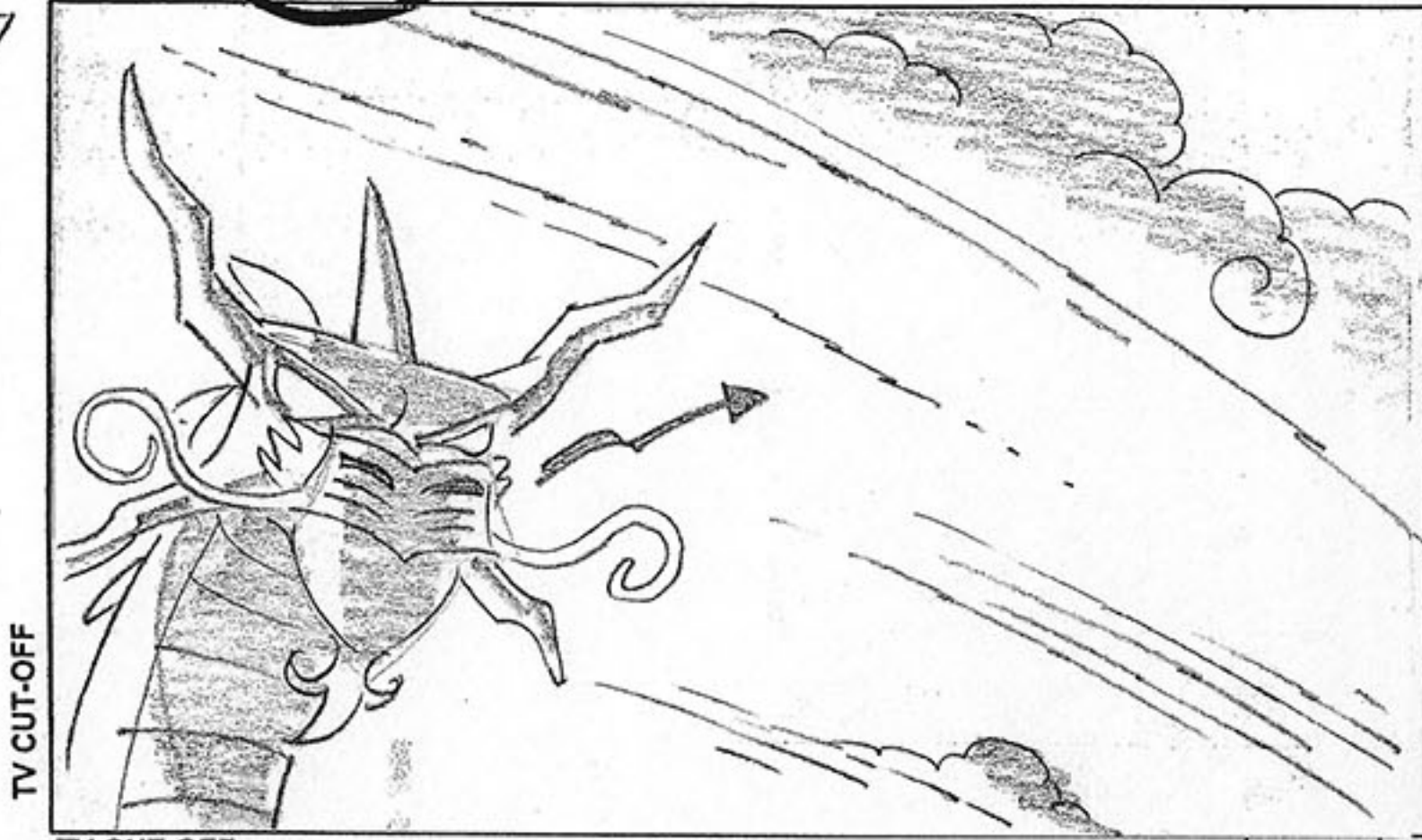
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H/4

SCENE

C41

B.G.



PANEL **1**

SCENE

C41cont

B.G.



PANEL **2**

ACTION

The dragon advances ...
START POSITION SHOWN

... and STOPS

DIAL

C41

12x

2^e

TIMING

44

16 : 9 Widescreen Format

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SCENE C41 CONT

B.G.



PANEL 3

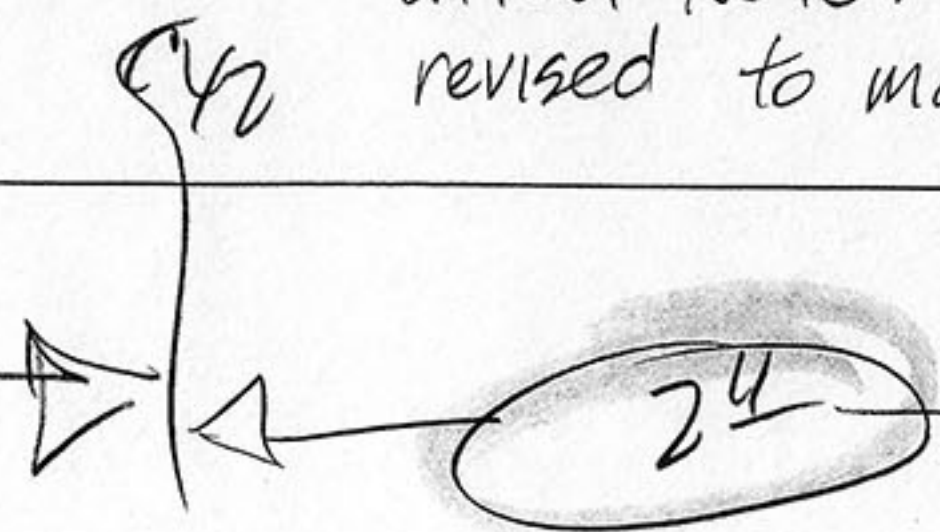
ACTION

The dragons blows a puff of DX blue vapor out of his nose

DIAL

18
DX VAPOR
EFX

TIMING



SCENE C42

B.G.



PANEL 1

The group looks up at the S. Dragon...

LAYOUT NOTE: This scene can be revised to match Sc. C57

16 : 9 Widescreen Format

257308



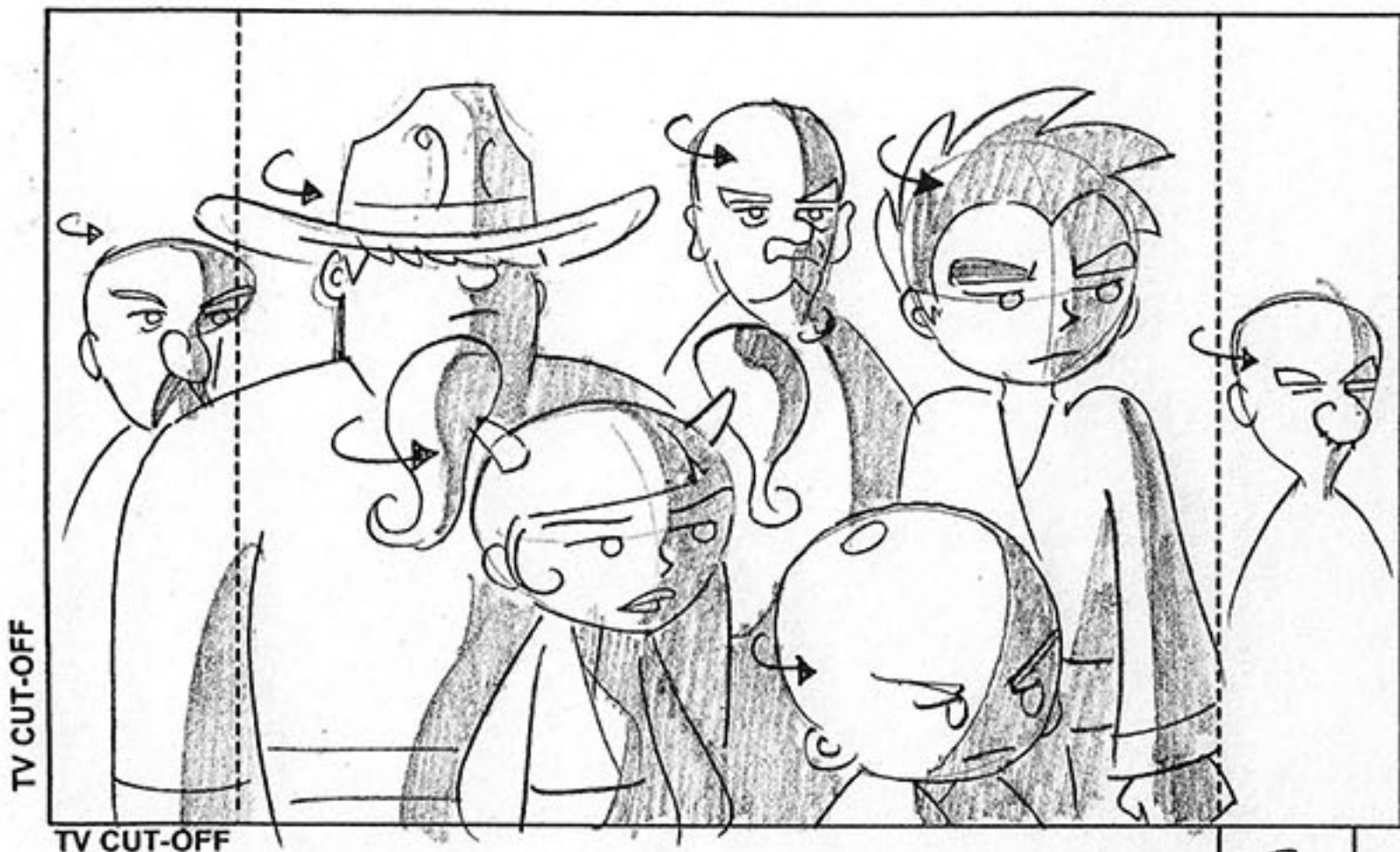
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SCENE C42 CON'T

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

2

ACTION

... then over at Dojo

DIAL

1^o

TIMING

SCENE C43 (Match C38)

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

1

Dojo spins the toothpick end-over-end in his mouth

C43

8x

DX BOTTLE GLASS

104

16 : 9 Widescreen Format

257308



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PAGE C102

SCENE C43 CONT

B.G.



TV CUT-OFF

PANEL

2

SCENE C43 CONT

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

3

ACTION

Continued

DIAL

rx

rx

TIMING

16 : 9 Widescreen Format

257308



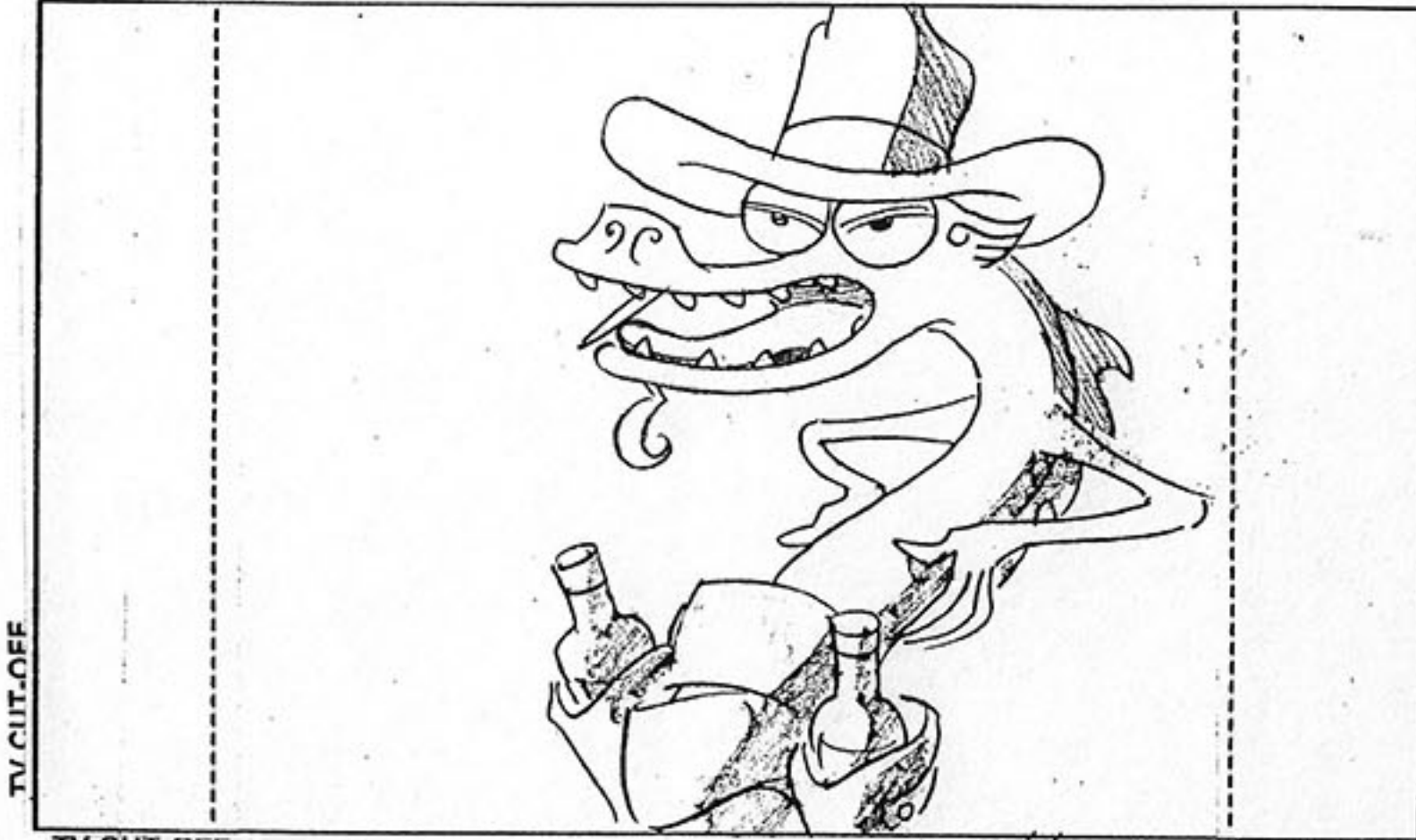
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SCENE C43 CONT

B.G.



TV CUT-OFF

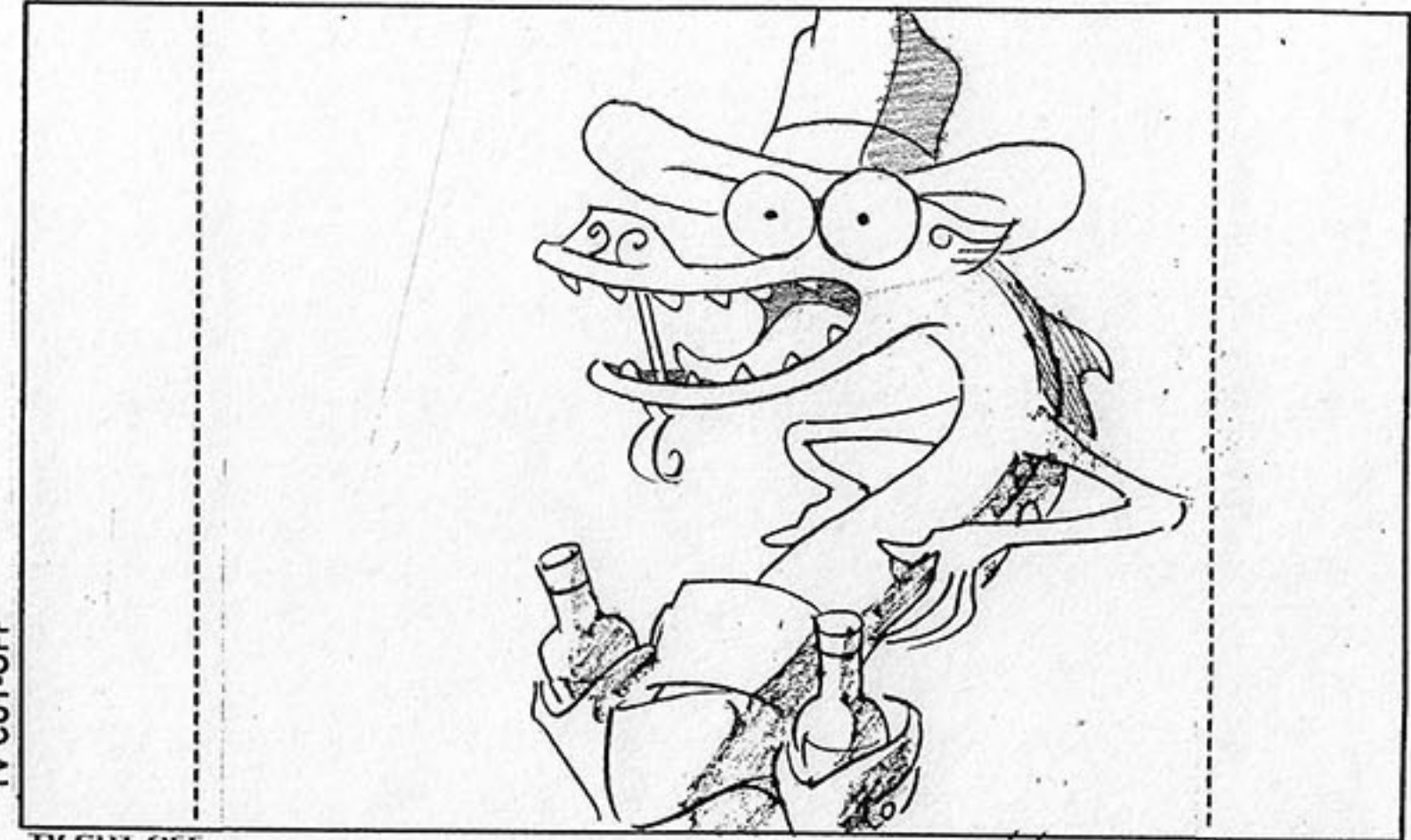
TV CUT-OFF

PANEL

4

SCENE C43 CONT

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

5

ACTION

Continued - then REPEAT
panels 1-4

DIAL

12x

TIMING

The toothpick gets stuck -
Dojo's eyes POP WIDE OPEN

19

16 : 9 Widescreen Format

257308



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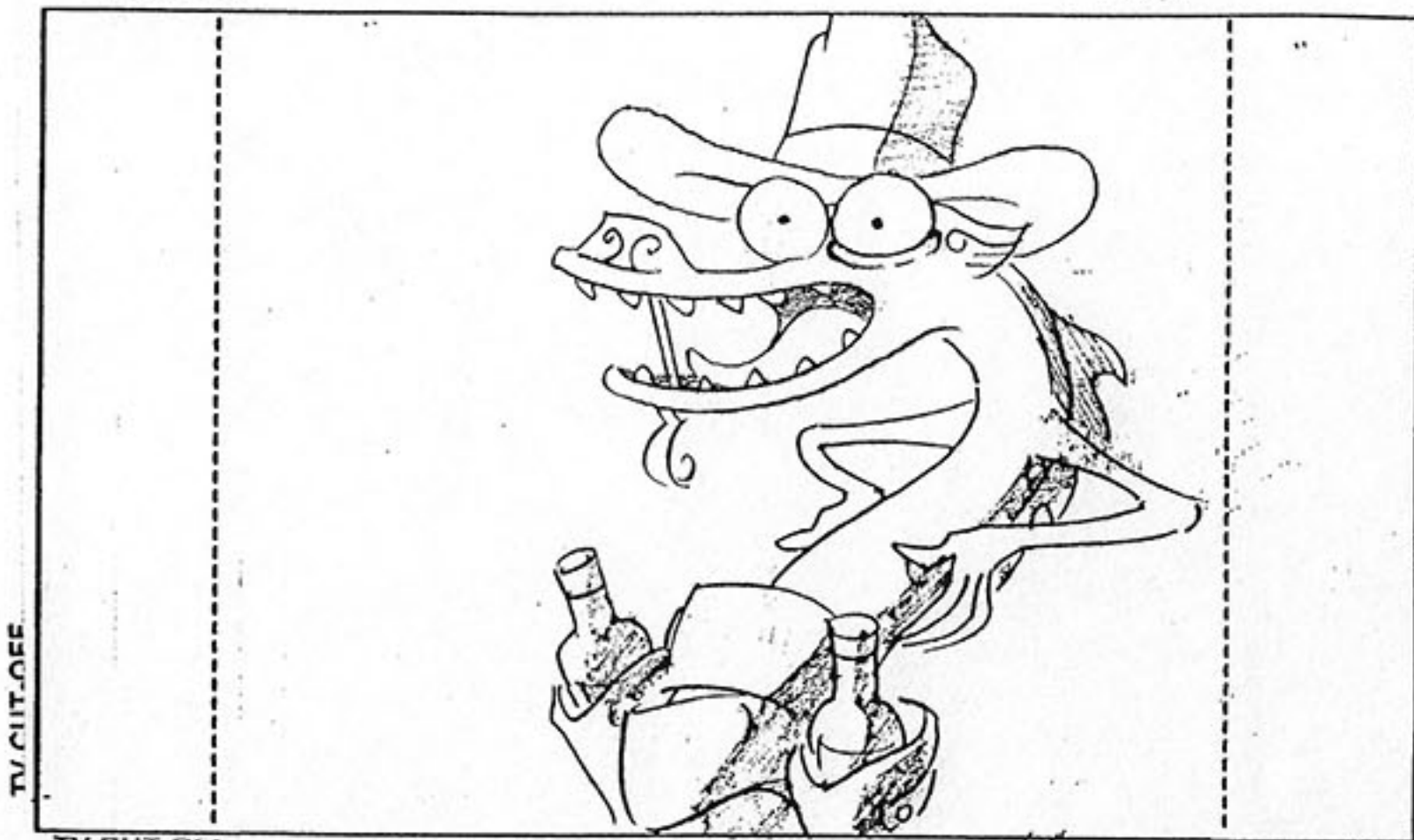
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PAGE C104

SCENE C43 CON'T

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

6

SCENE C43 CON'T

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

7

ACTION

Dojo's eyelid twitches up, then back down (repeat panel 5)

DIAL

18

TIMING

18

16 : 9 Widescreen Format

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SCENE C43 CONT

B.G.



PANEL

8

ACTION

He turns back to look at the S. Dragon

DIAL

1⁴

TIMING

SCENE C43 CONT

B.G.



PANEL

9

He notices the position of his hands...

1⁰

16 : 9 Widescreen Format

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SCENE C43 CONT

B.G.



PANEL 10

ACTION

...then flips them over to look macho

DIAL

14

TIMING

SCENE C44 (Match C41)

B.G.



PANEL 1

The S. Dragon puffs out an opaque cloud and a little backlit flame

C44

18

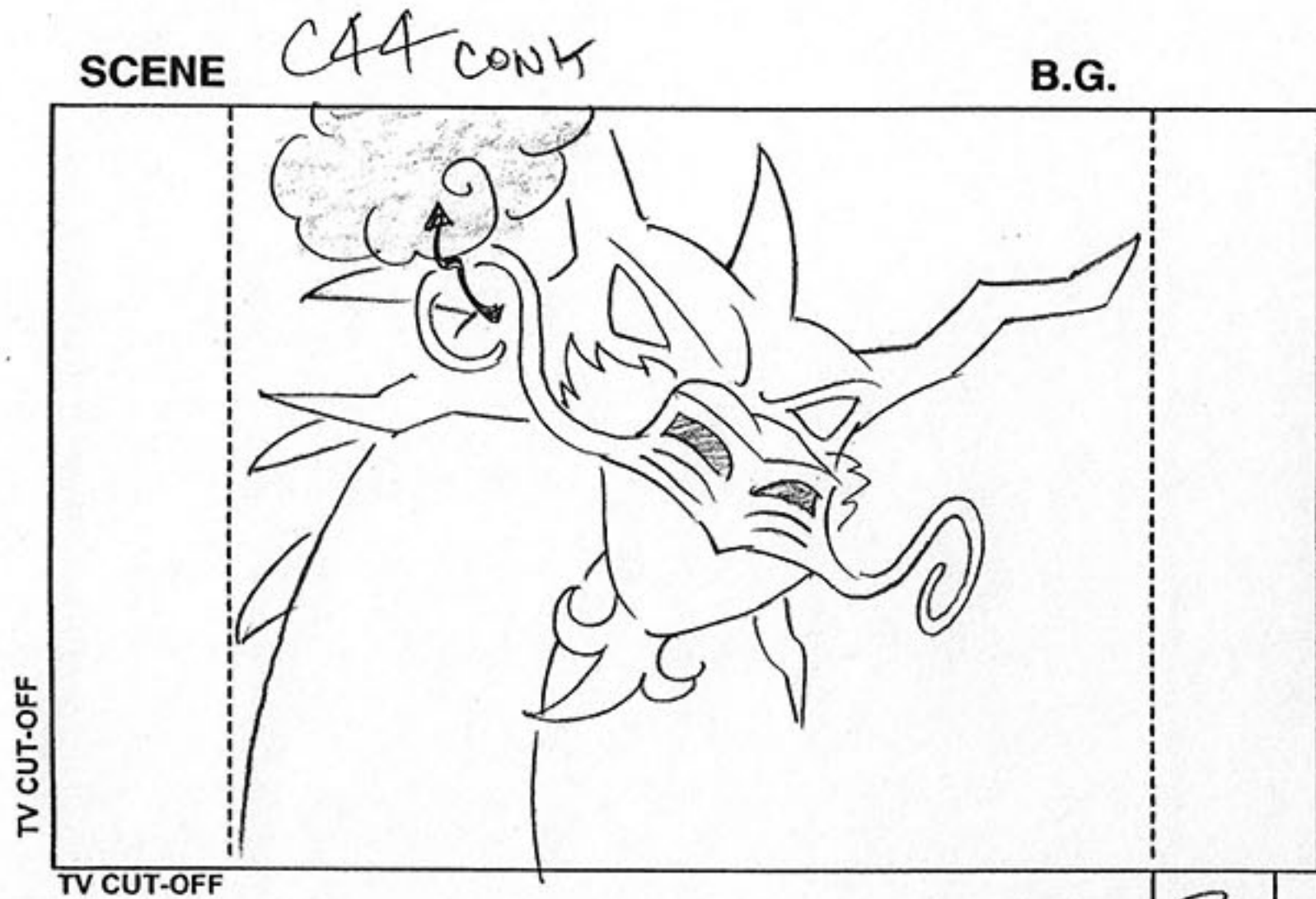
CLOUD; OPAQUE
FLAME BOT LIT WHITE
CORE-DIFFUSED WITH
OPAQUE BLUE EDGE

30

16 : 9 Widescreen Format

257308

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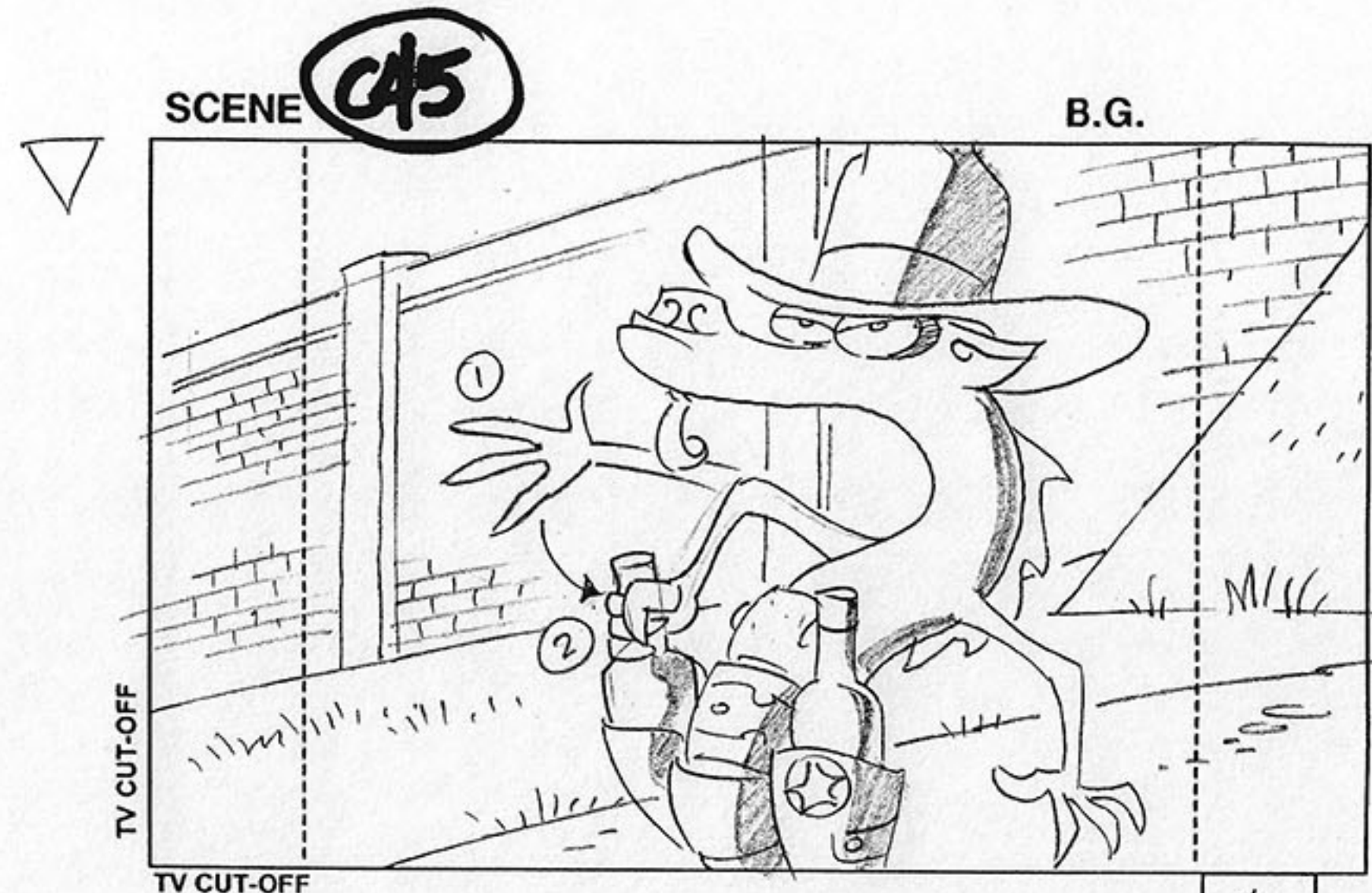
ACTION

The cloud rises O.S.

DIAL

16

TIMING



Dojo grabs one of the bottles...

C45

12x

24

16 : 9 Widescreen Format

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SCENE *C45 CONT*

B.G.

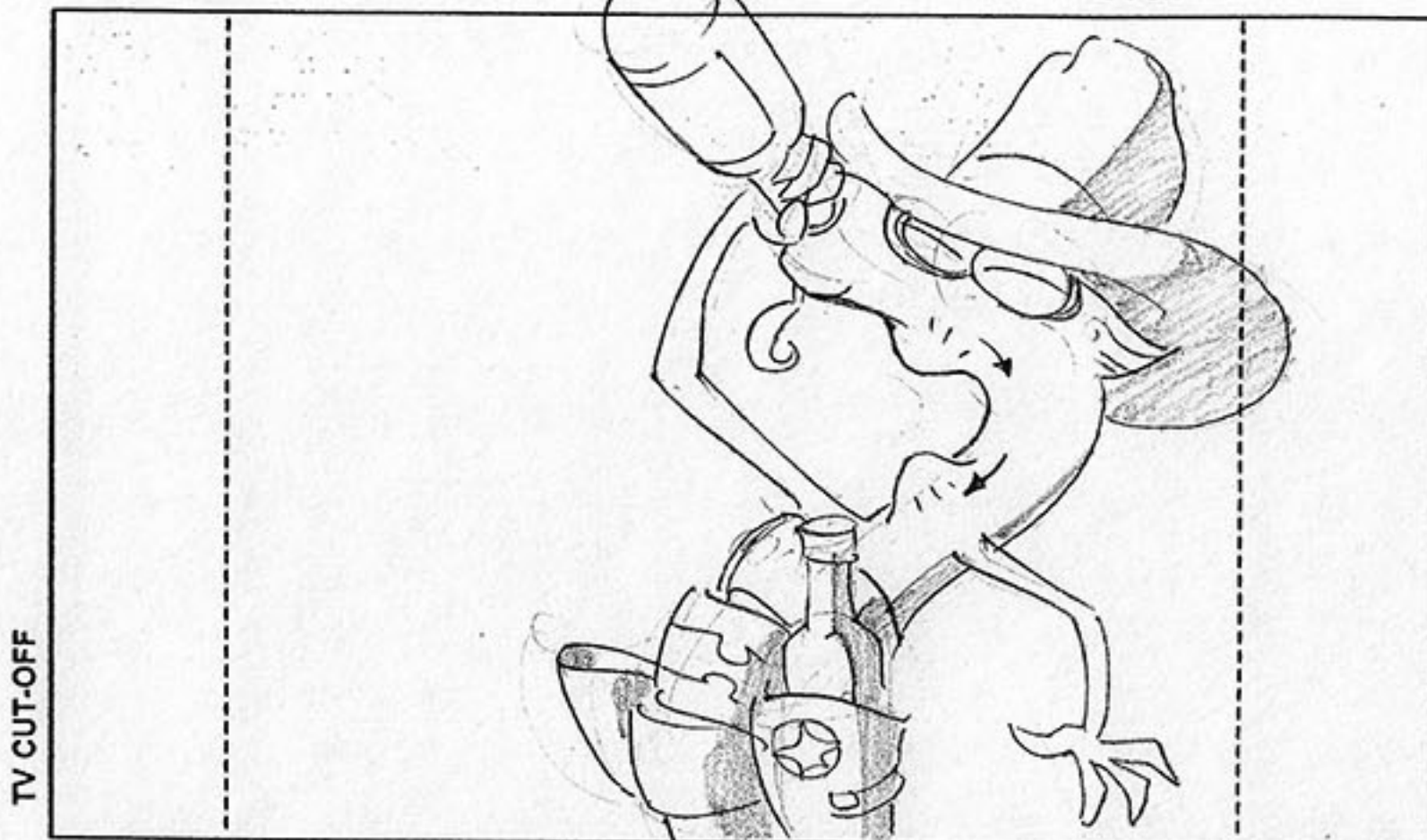


PANEL

2

SCENE *C45 CONT*

B.G.



PANEL

3

ACTION

... pops the cap off (it flies OS)

Dojo starts drinking the salsa sauce



DIAL

12

DOJO: Glug Glug Glug - etc.

TIMING

84

DX BOTTLE

DIR 244

16 : 9 Widescreen Format

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PAGE C169

SCENE **C46** (Match C41, C44)

B.G.

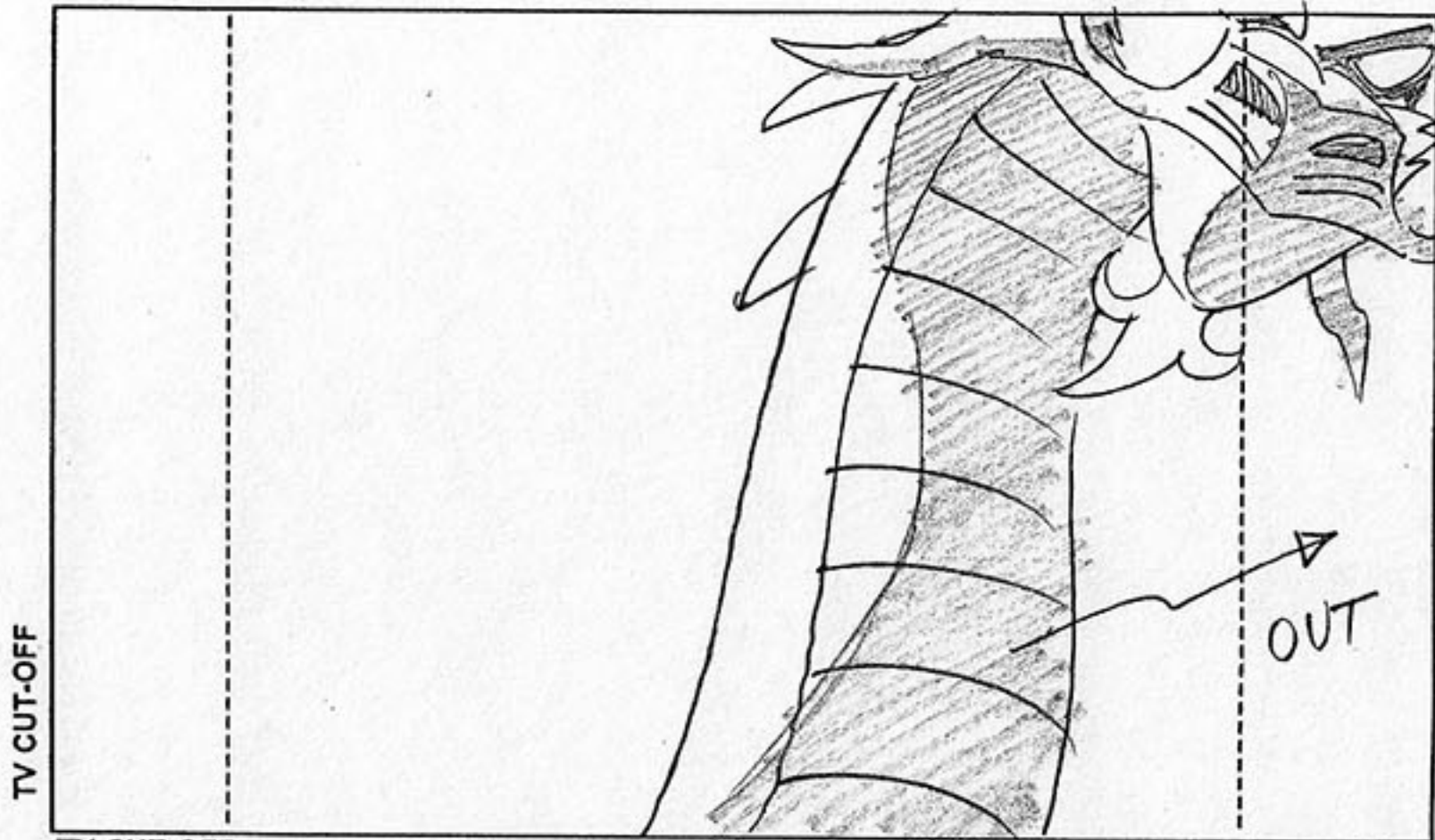


PANEL

1

SCENE **C46** CONT

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

2

ACTION

On the S. Dragon - he holds for a beat...

... then moves forward

DIAL

C46

2°

3°

TIMING

5°

16 : 9 Widescreen Format

257308

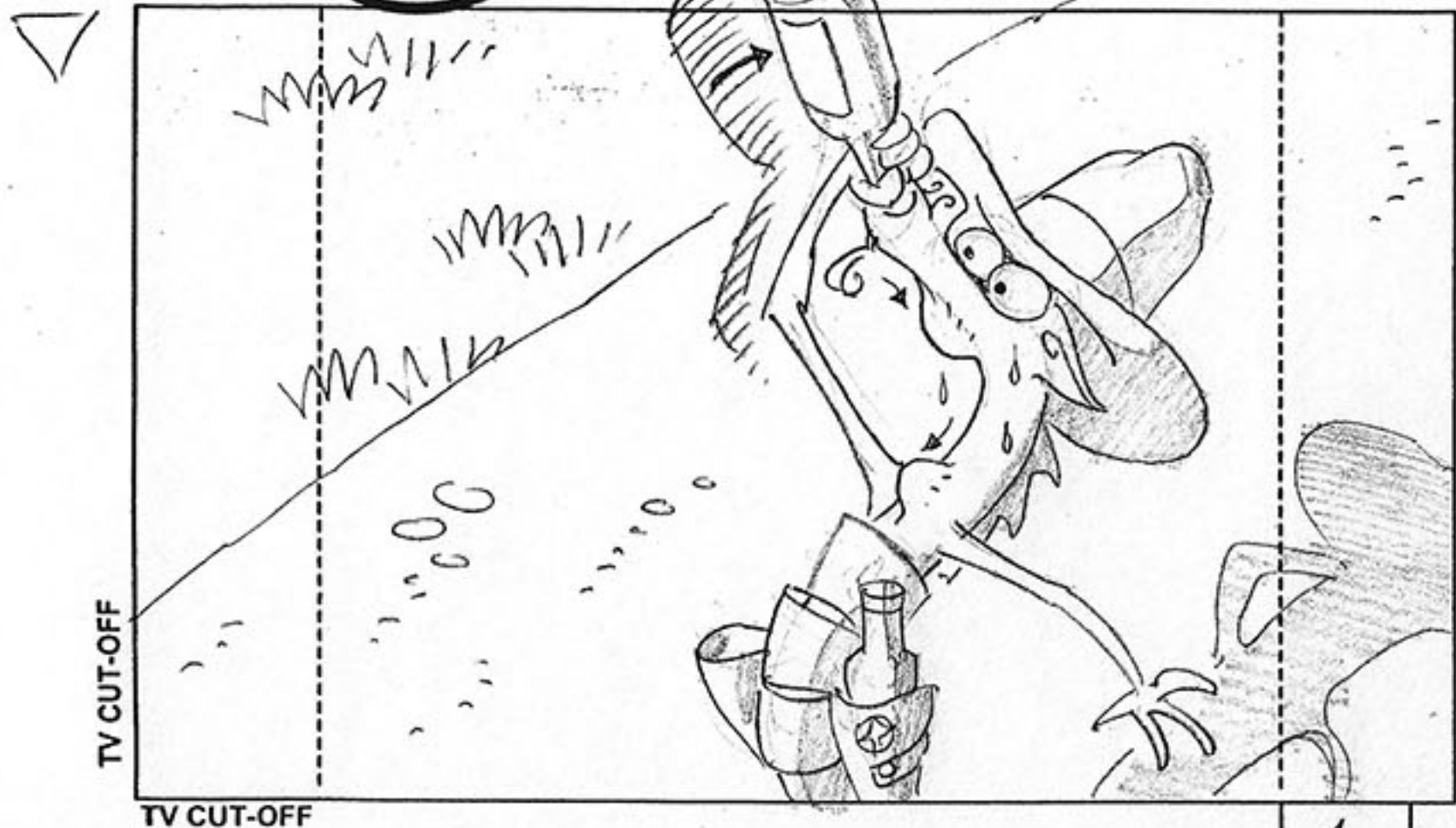


X I A O L I N SHOWDOWN

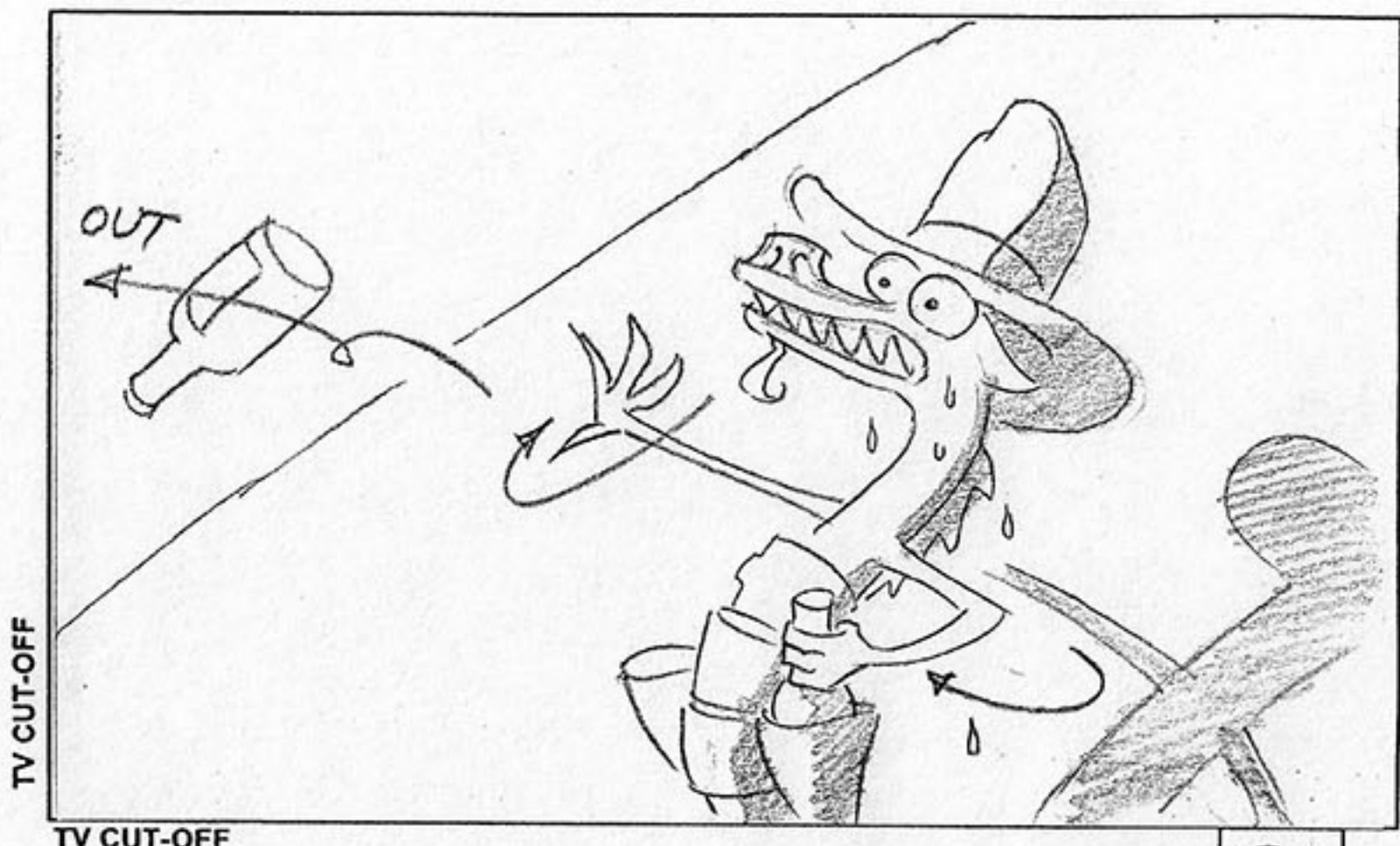
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SCENE **(C47)**



SCENE **C47 CONT**



ACTION

Dojo tips the bottle up, drinking all the salsa sauce

He throws the empty bottle away, grabs the other one

DIAL

C47 2° DX SWEAT DX SHADOW DX BOTTLE 1°

TIMING

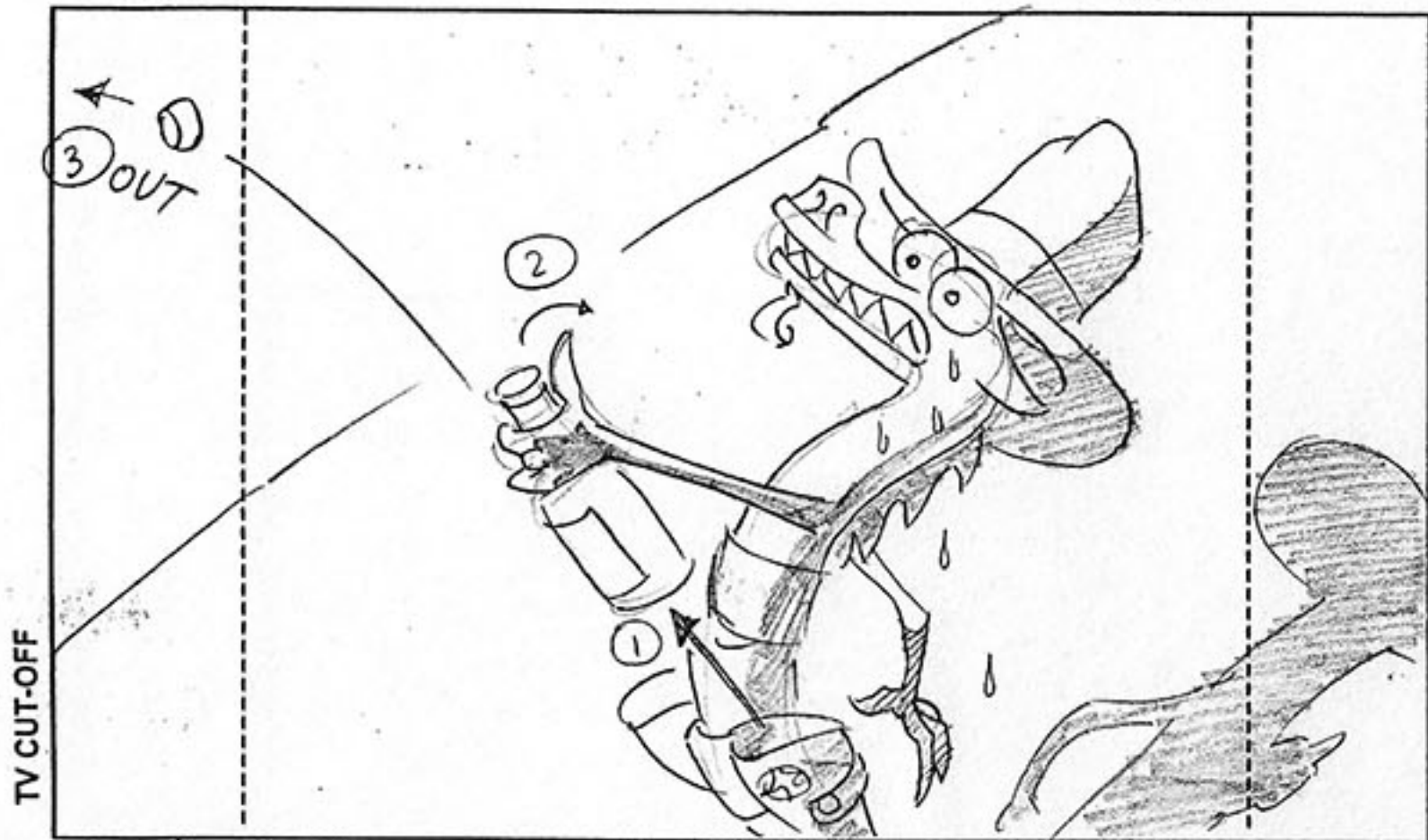
3/2

16 : 9 Widescreen Format

257308

SCENE *C47 CONT*

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL **3**

ACTION

He pops off the cap -
 it goes flying

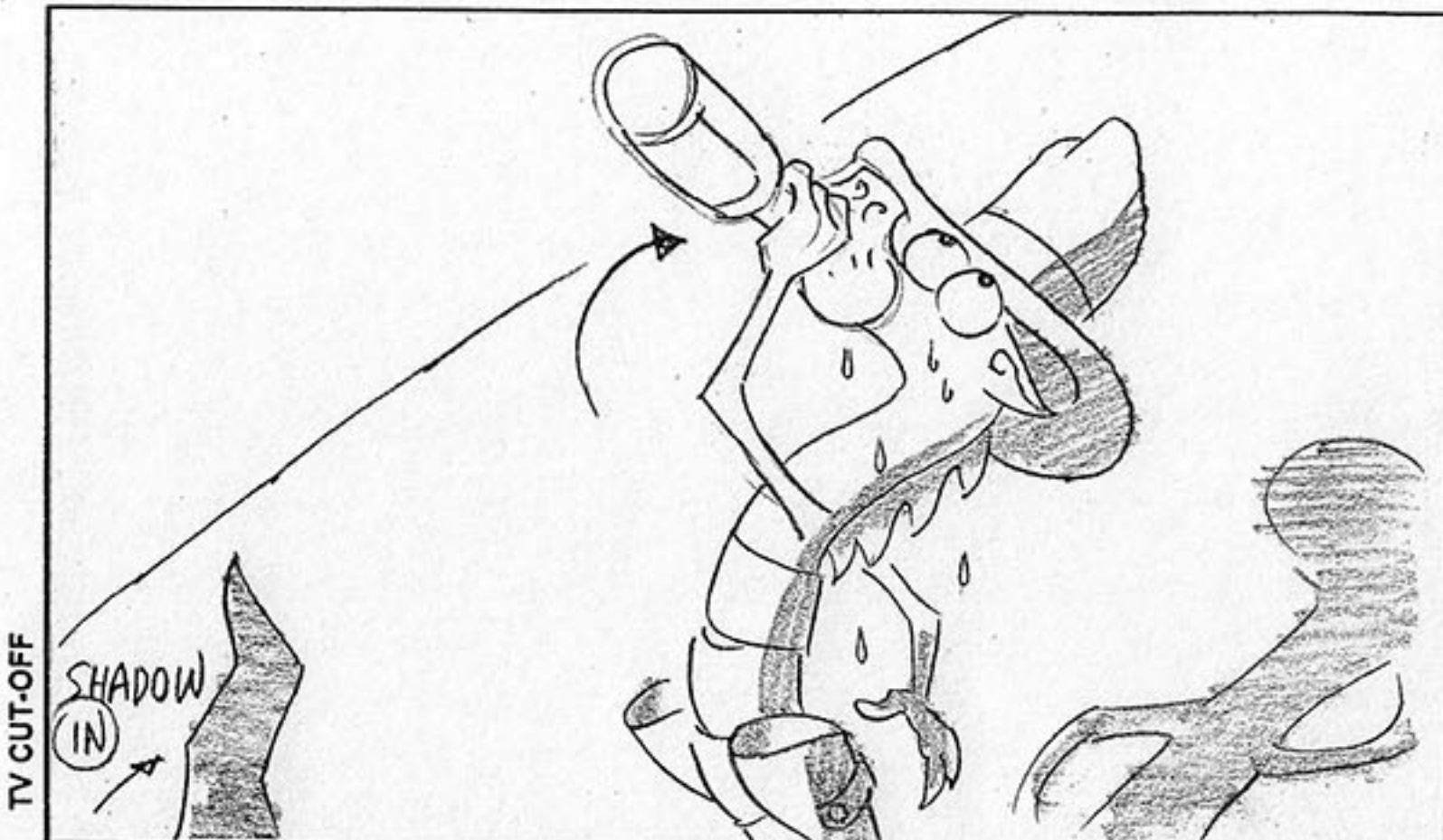
DIAL

(12X)

TIMING

SCENE *C47 CONT*

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL **4**

Dojo starts drinking furiously as
 the Dragon's DX shadow enters

DOJO: Glug, Glug, Glug ~

TRAIL: PLEAD AGAIN

DIAL 244

2"

16 : 9 Widescreen Format

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SCENE C47 CONT

B.G.



PANEL 5

ACTION

The shadow starts to cover Dojo's body

DIAL

~ (continued)

TIMING

Cont Dial 244 12

H/U
▽

SCENE C48

B.G.



PANEL 1

The S. Dragon looks down at Dojo (slight bottle motion-backlit sun)

START POSE SHOWN-DRAGON IS STILL ADVANCING

C48

12x

512

SUN BOT LIT
YELLOW/WHITE
DIFFUSED

16 : 9 Widescreen Format

257308



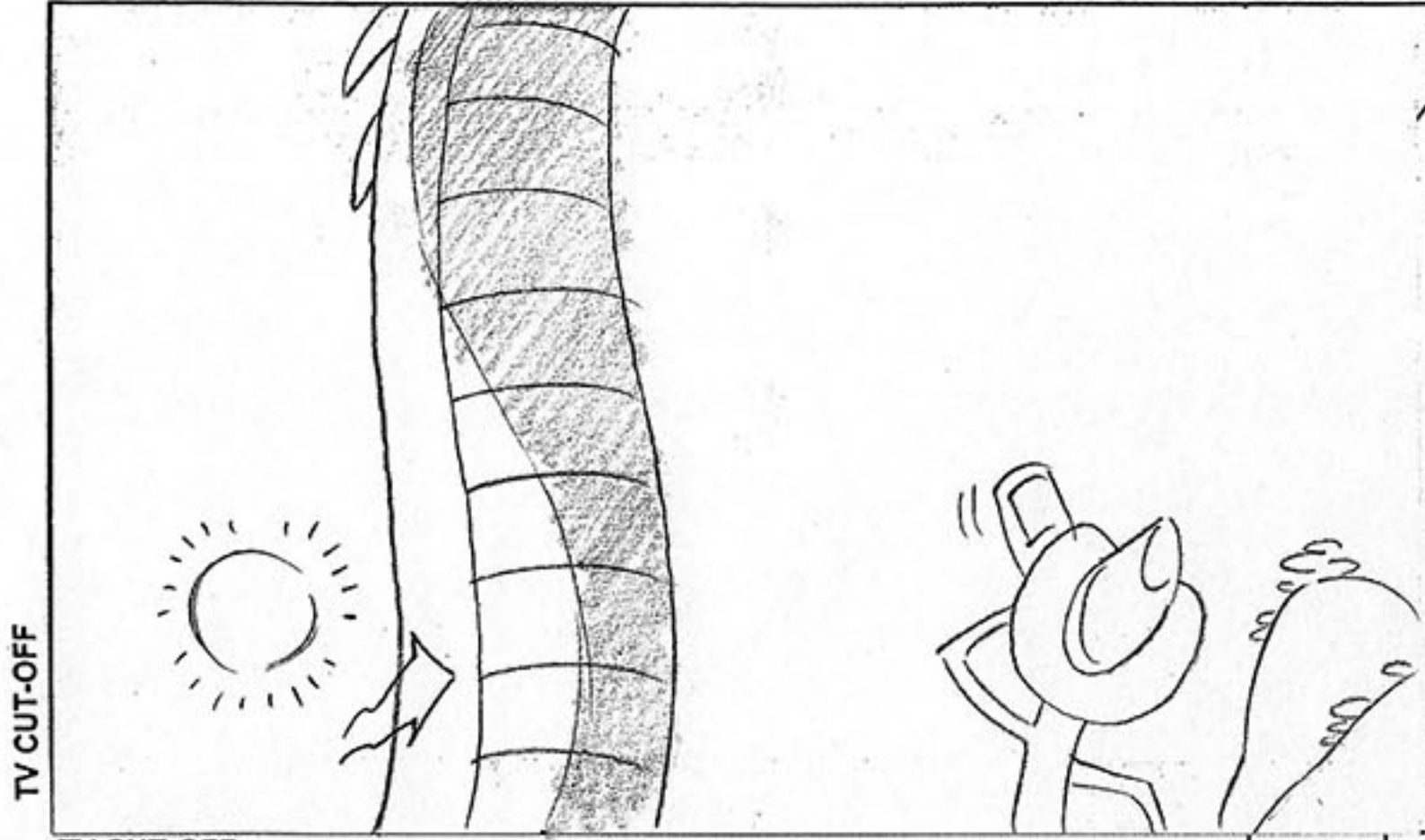
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SCENE C48 cont

B.G.

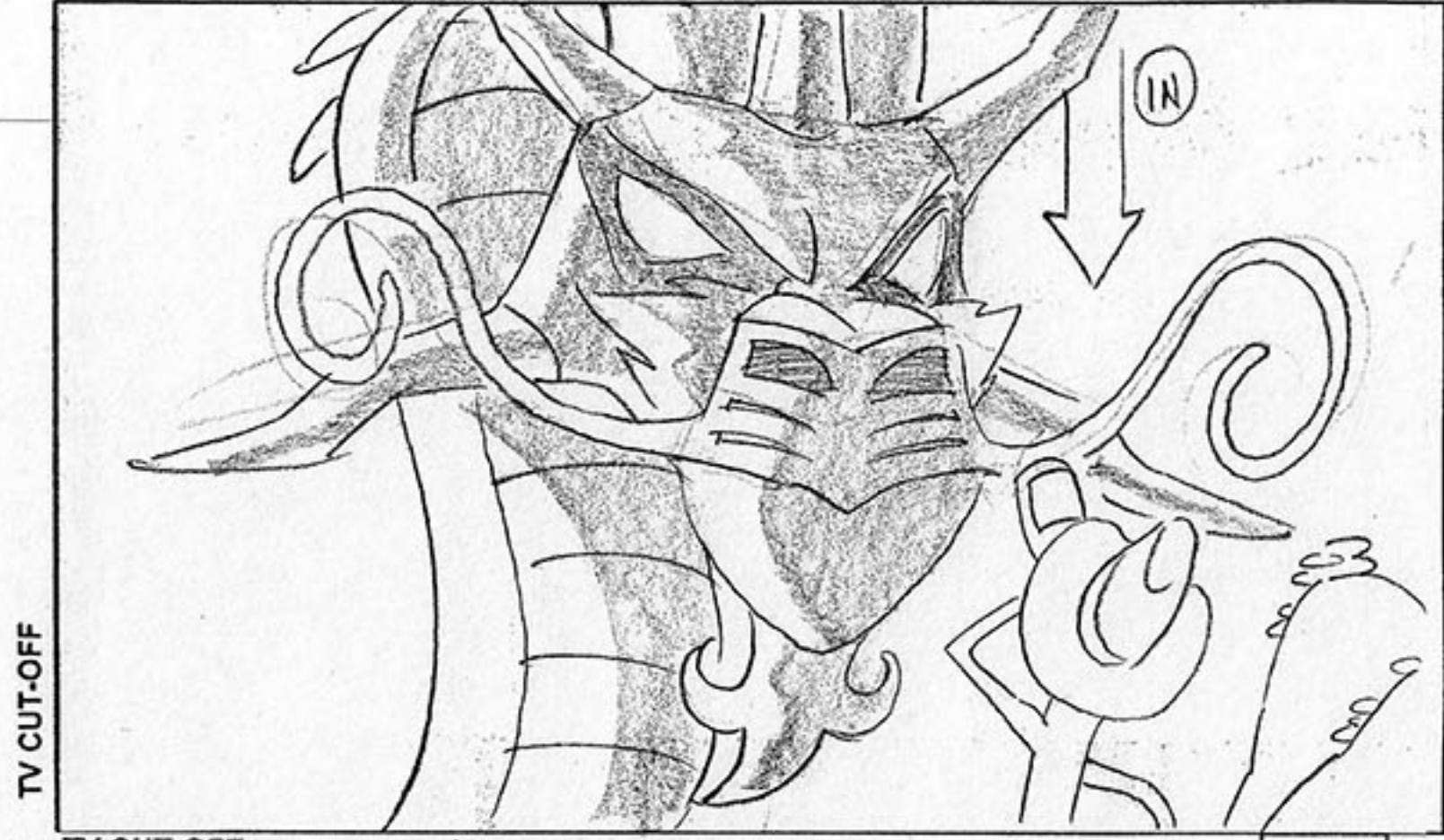


PANEL

2

SCENE C48 cont

B.G.



PANEL

3

ACTION

The dragon moves forward...

DIAL

10

TIMING

... then STOPS and cranes his huge head down

10

16 : 9 Widescreen Format

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SCENE C48 CONT

B.G.



TV CUT-OFF

PANEL

4

SCENE C48 CONT

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

5

ACTION

The S. Dragon blows out two puffs and a little backlit flame

DIAL

↑
OPAQUE

SMOKE
OPAQUE

FLAMES
BOT L W HITE
DIFFUSED CORE
WITH OPAQUE
BLUE EDGE

Continued

2^o

TIMING

16 : 9 Widescreen Format

257308

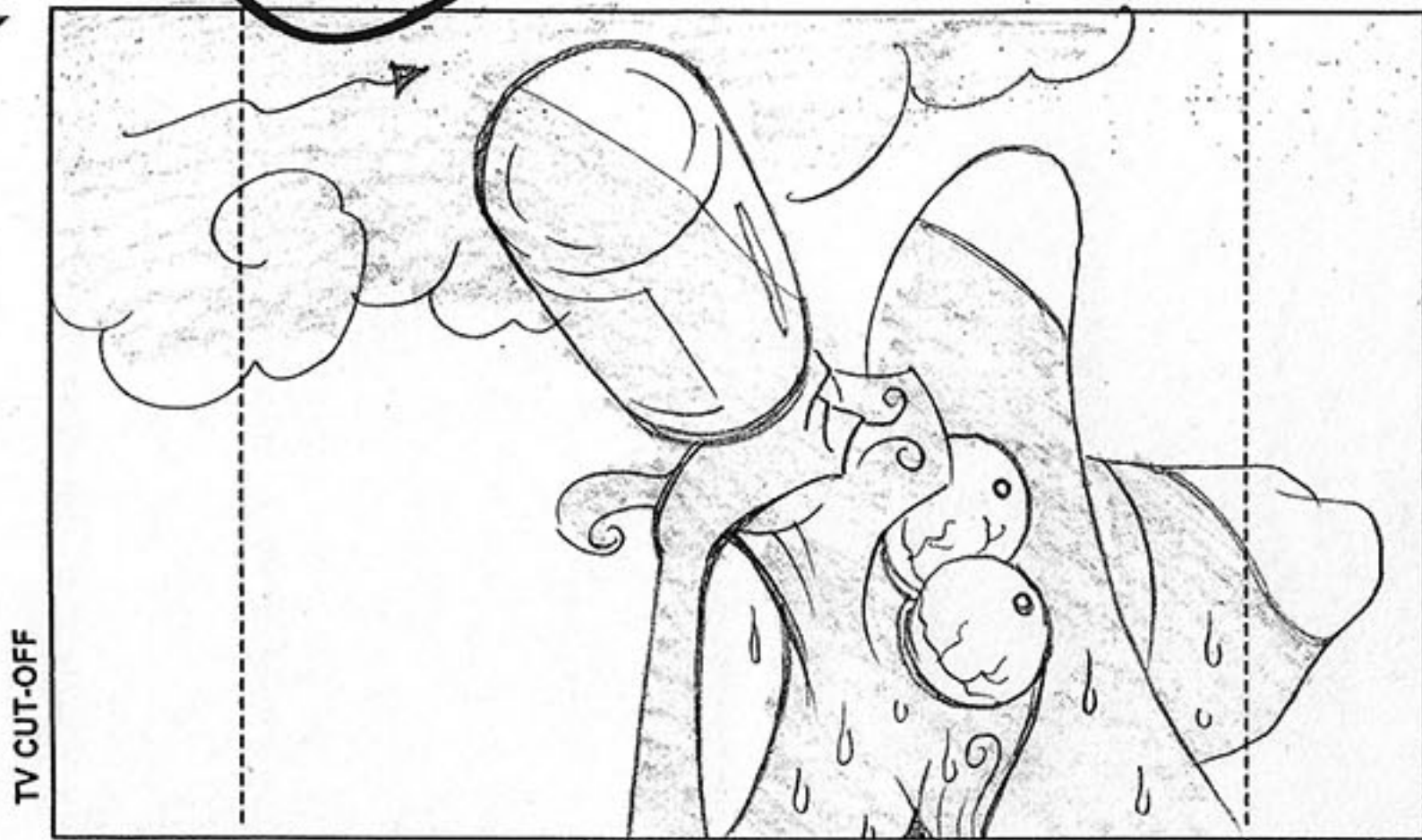
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H/U

SCENE **C49**

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

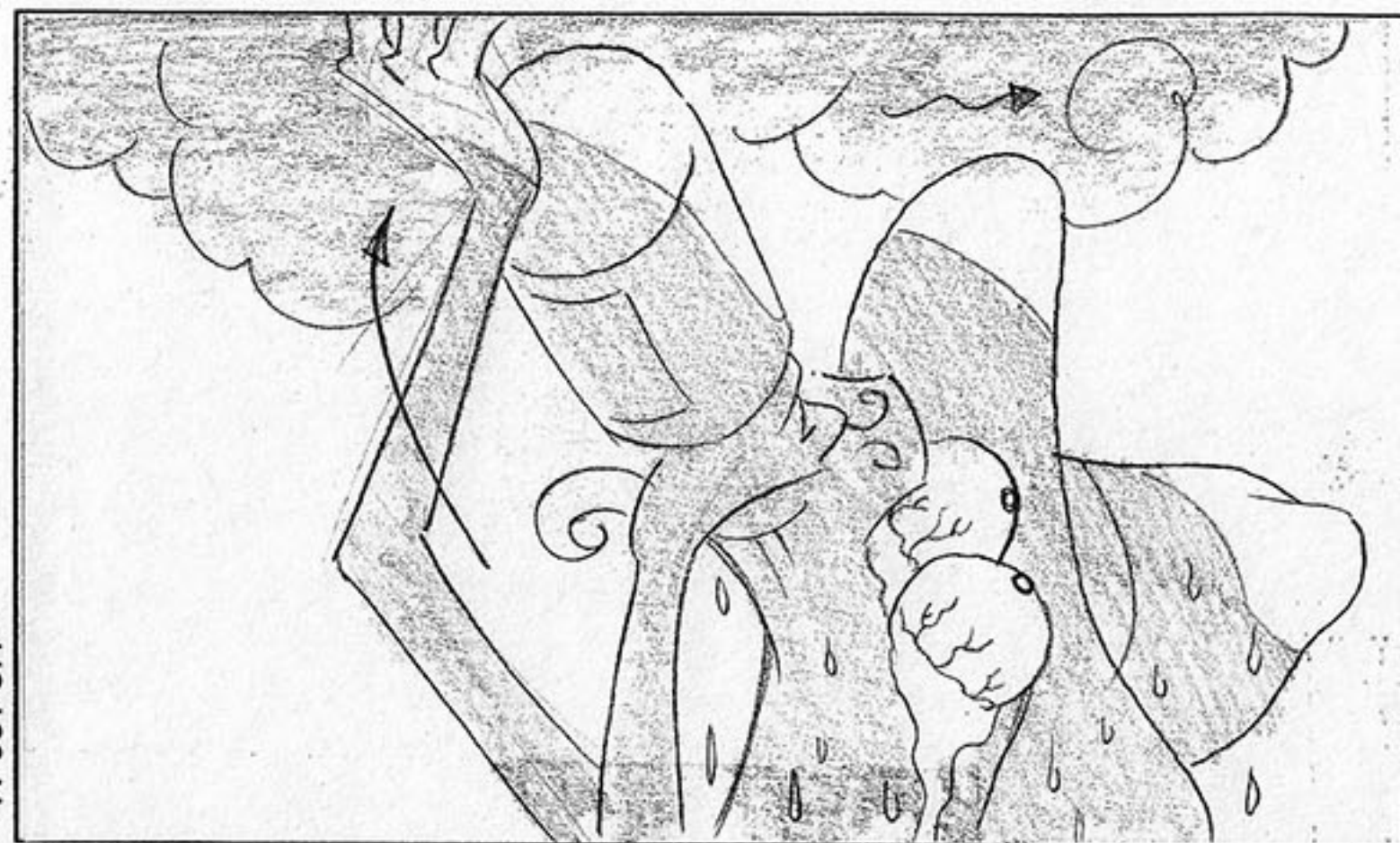
1

ACTION

Dojo tries to suck the last of the sauce out of the bottle.

SCENE **C49 CONT**

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

2

Dojo raises his hand... TEARS RUNNING

DIAL

Opaque blue smoke crosses over his head.
NOTE: The sauce is so hot that Dojo sweats - and his HAT ALSO SWEATS!

DX SWEAT
SMOKE OPAQUE
DX TEARS
DX BOTTLE

TIMING

10

MAUL! TURNS AGAIN

10

6x 1 DIA 244

16 : 9 Widescreen Format

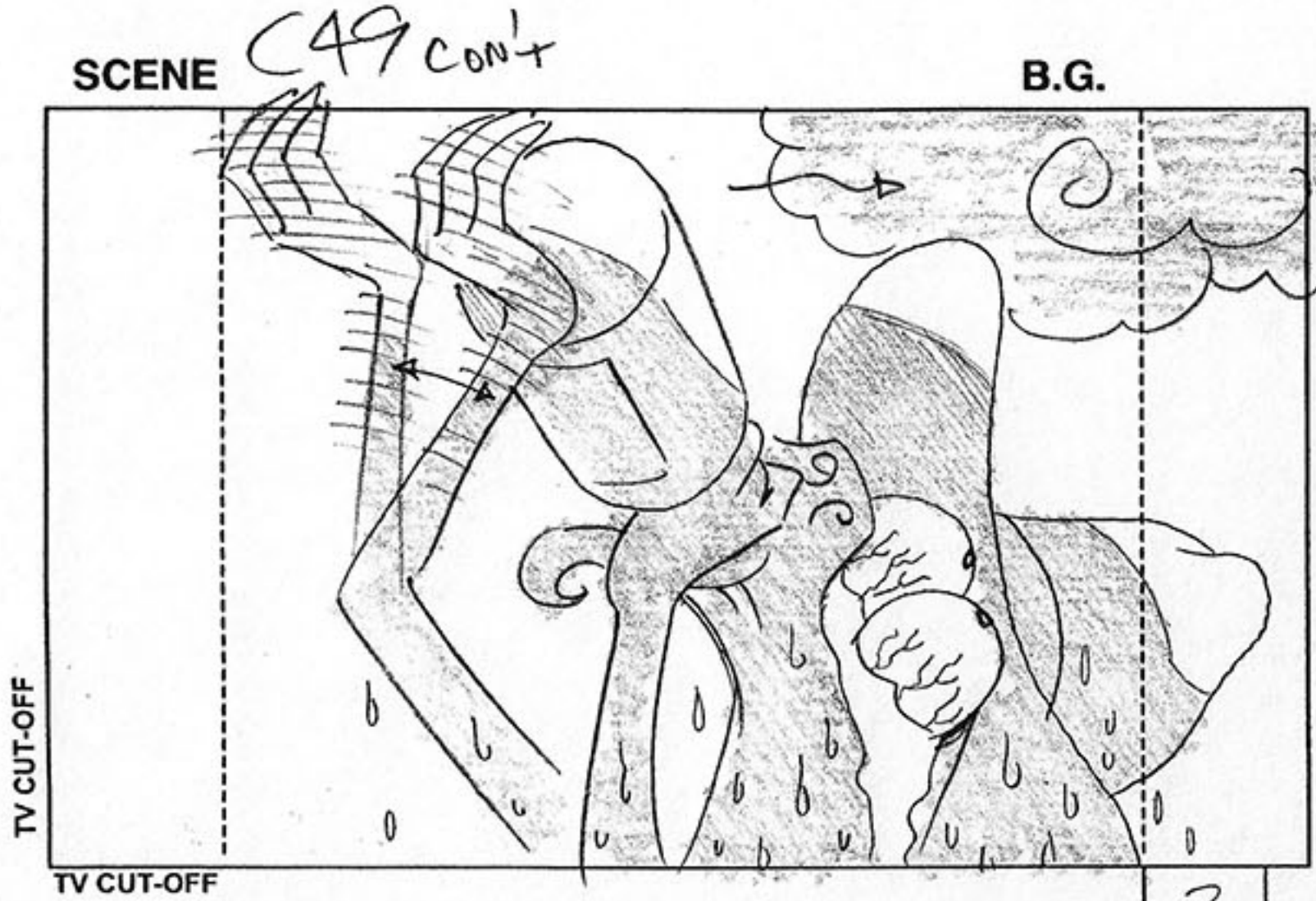
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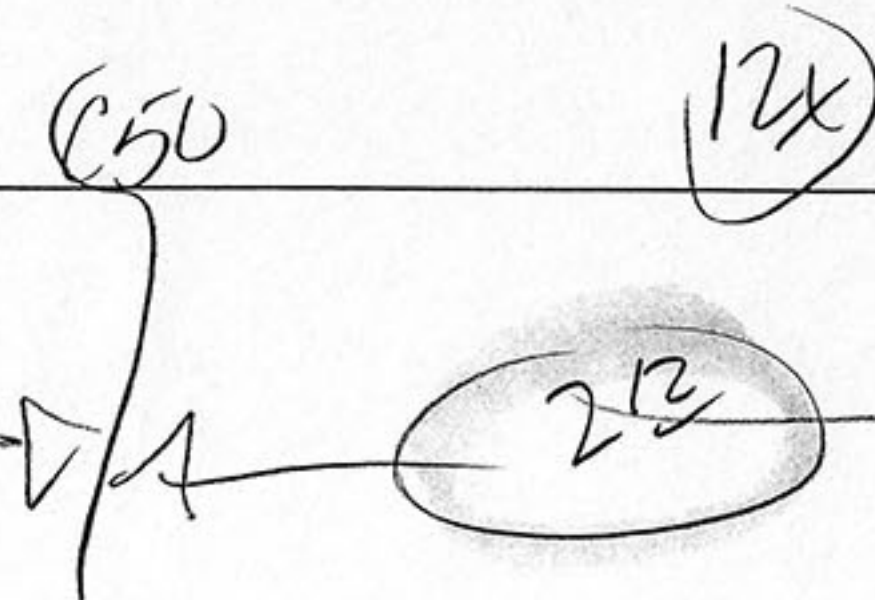
ACTION

... and pounds on the bottle with the heel of his hand

DIAL

TIMING

COM DIA 244 (12)



The S. Dragon antics to blast fire

16 : 9 Widescreen Format

257308

CONT
Sc. C50 / Panel 2



PAN/TRUCK OUT

20

The Dragon leans forward and blasts backlit blue fire

hold 8x

DRAG PAN 16x

hold 8x