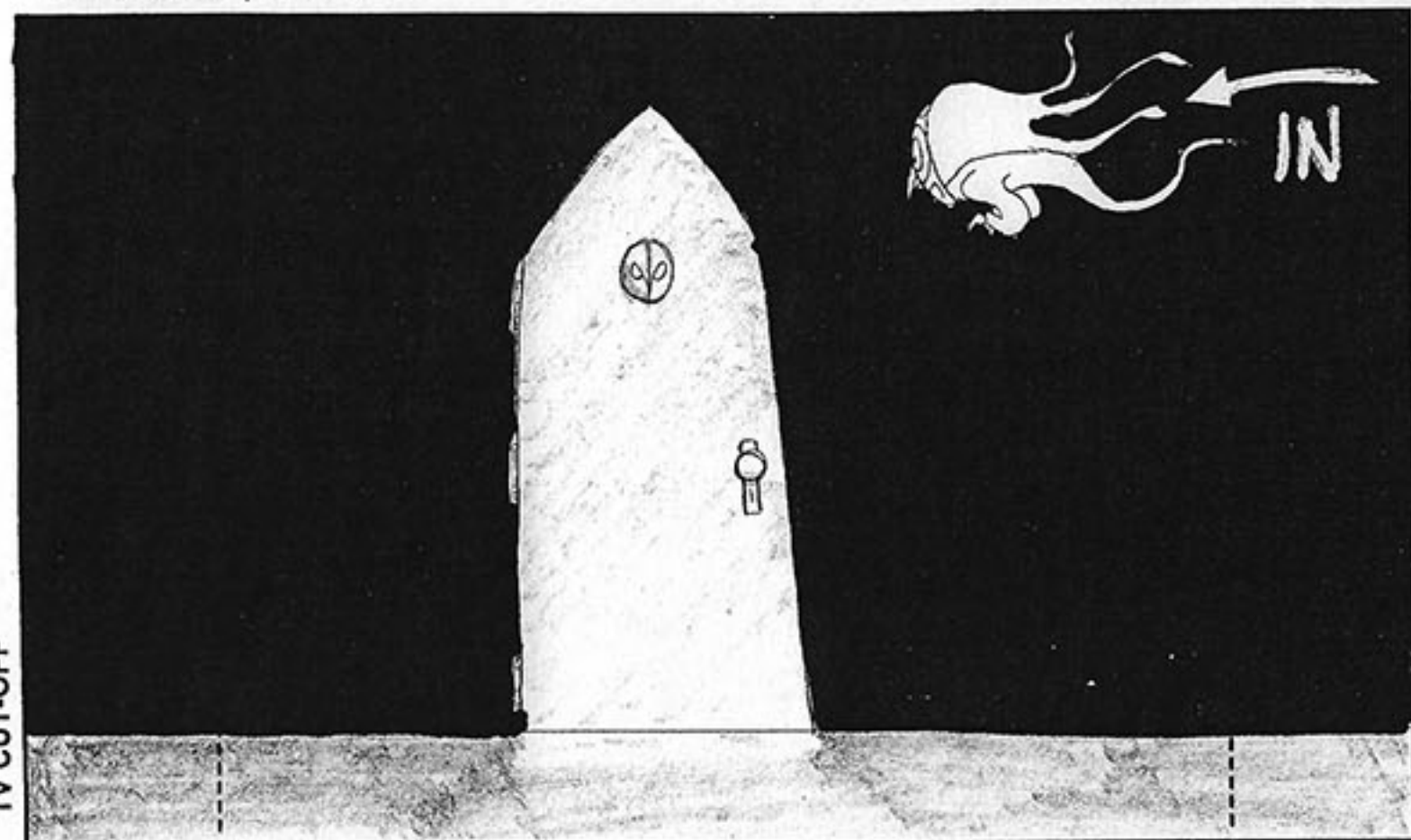


▽ SCENE A37

B.G.



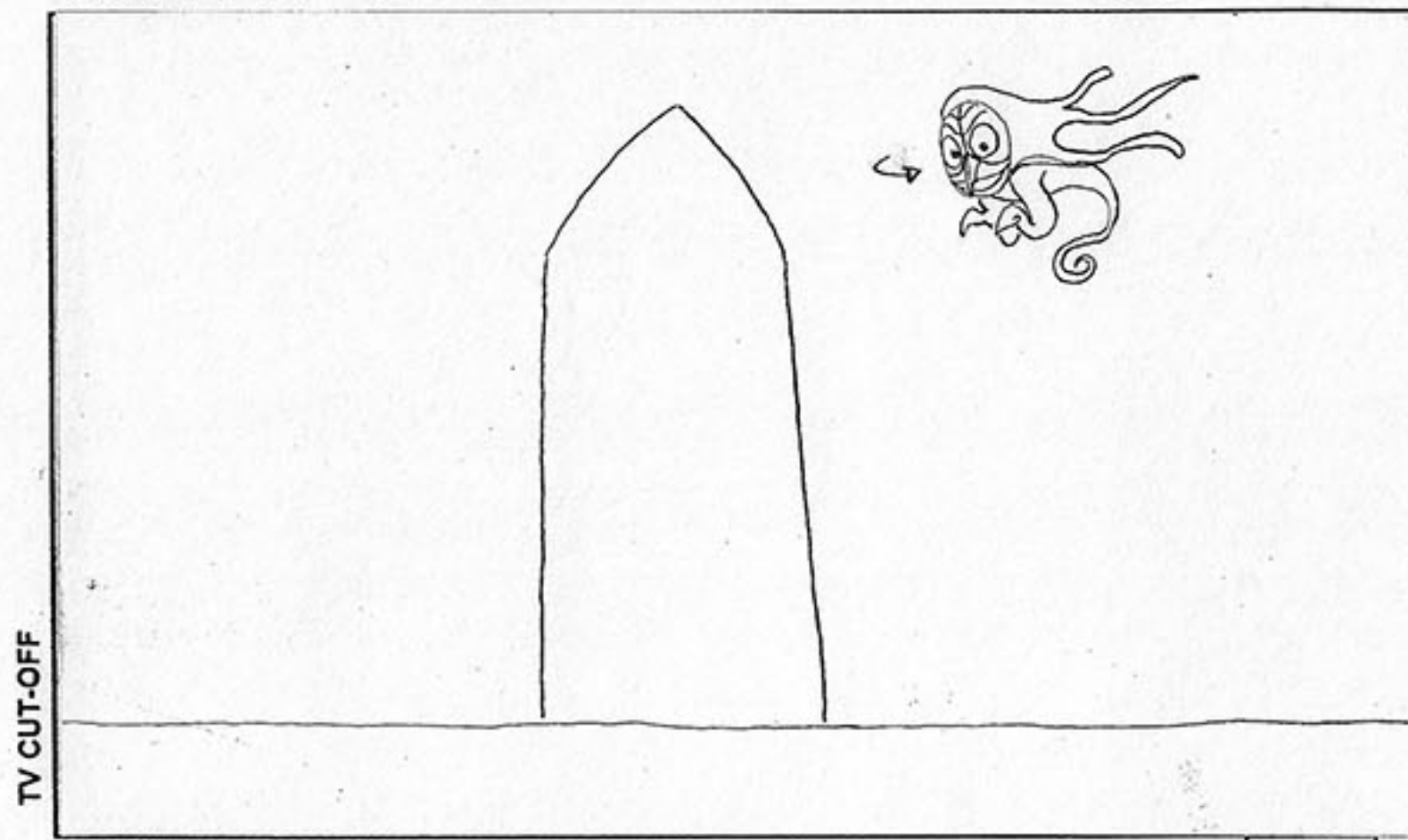
PANEL

1

ON DOOR, WUYA ENTERS SC.

SCENE A37 CONT.

B.G.



PANEL

2

SHE TURNS TO OS JACK AND EXCLAIMS:

ACTION

DIAL

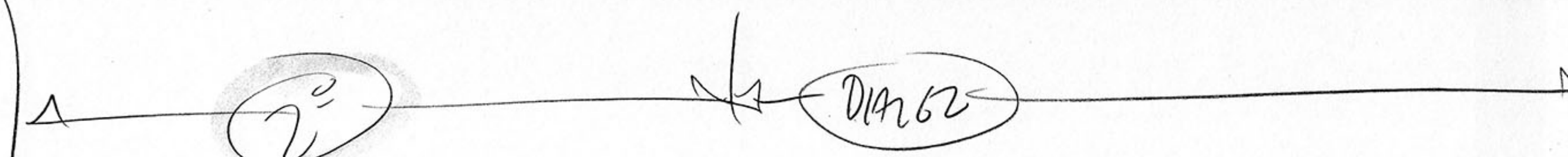
WUYA CONT.

→ Katnappe!"

TIMING

16 : 9 Widescreen Format

257311





# X I A O L I N SHOWDOWN

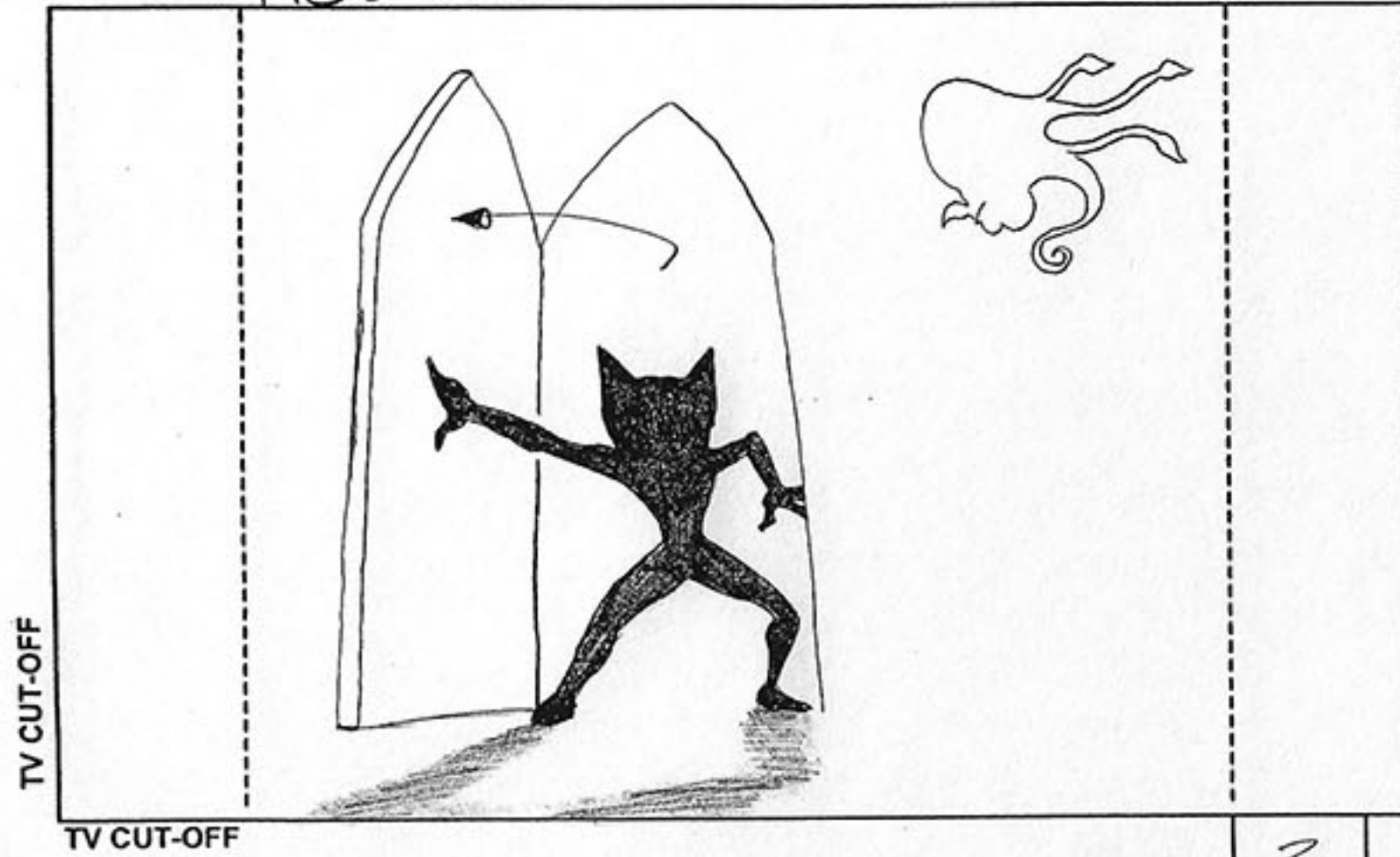
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PAGE A107

SCENE A38 CONT.

B.G.

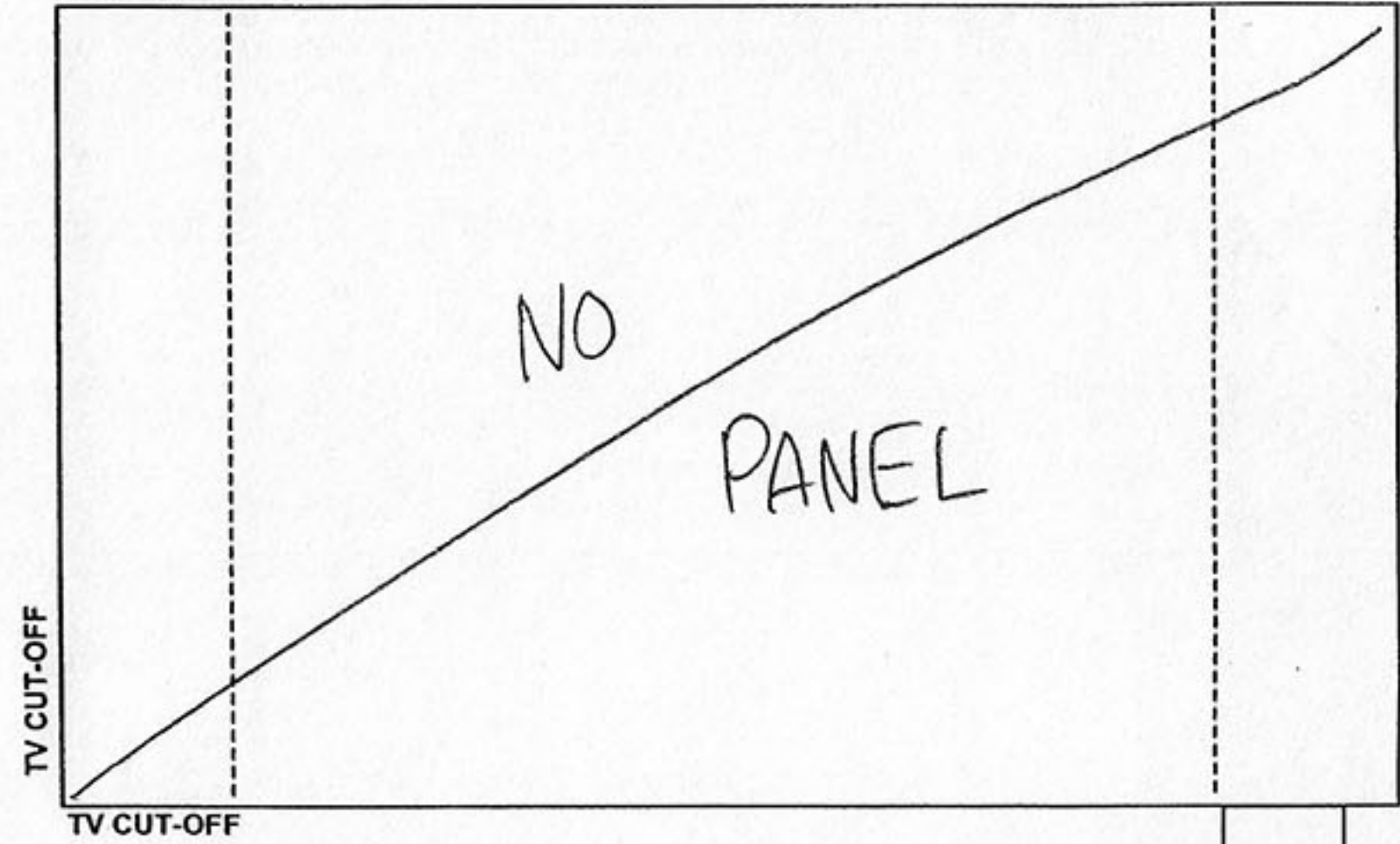


PANEL

3

SCENE

B.G.



PANEL

ACTION

A SHADY FIGURE OPENS THE DOOR QUICKLY.

DIAL

10

TIMING

20

16 : 9 Widescreen Format

257311





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SCENE A38 CONT

B.G.



TV CUT-OFF

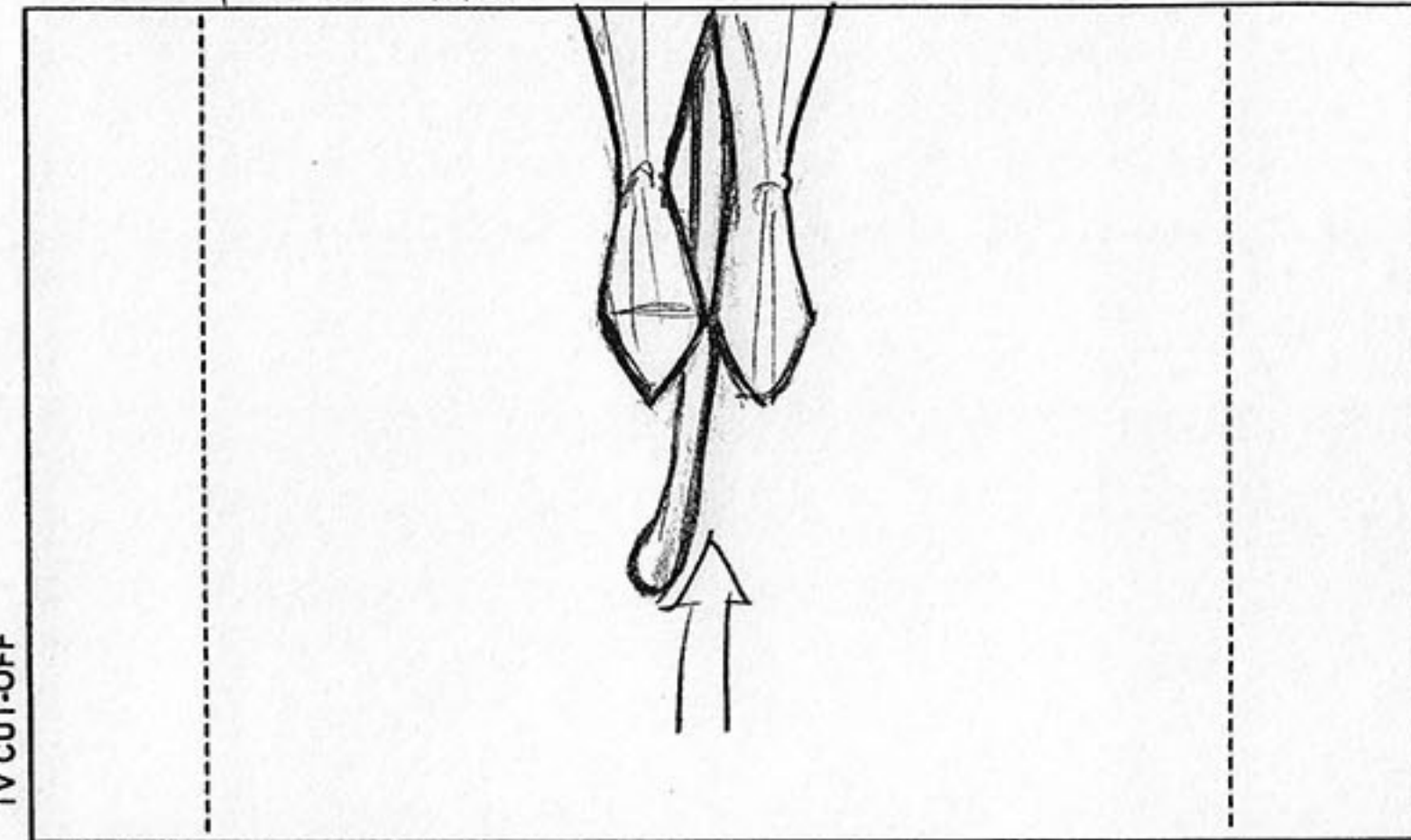
TV CUT-OFF

PANEL

4

SCENE A38 CONT

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

5

ACTION

SHE LEAPS <sup>AND LANDS</sup> RIGHT IN FRONT OF CAM.

SHE JUMPS UP OVER CAM AND OS.

DIAL

KAT  
"Meow!"



M



EE

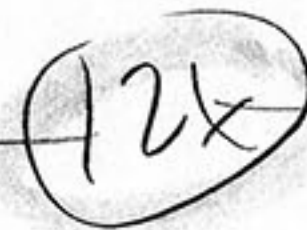
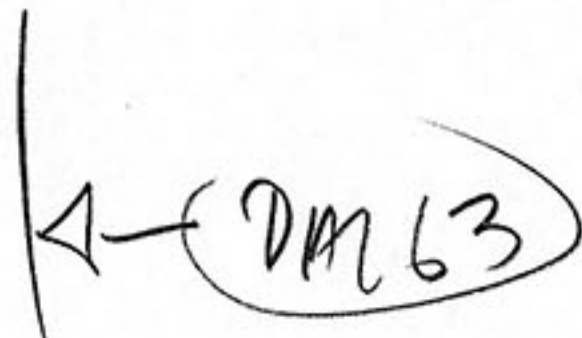


OW

(Her lips move across her face as she talks)

TIMING

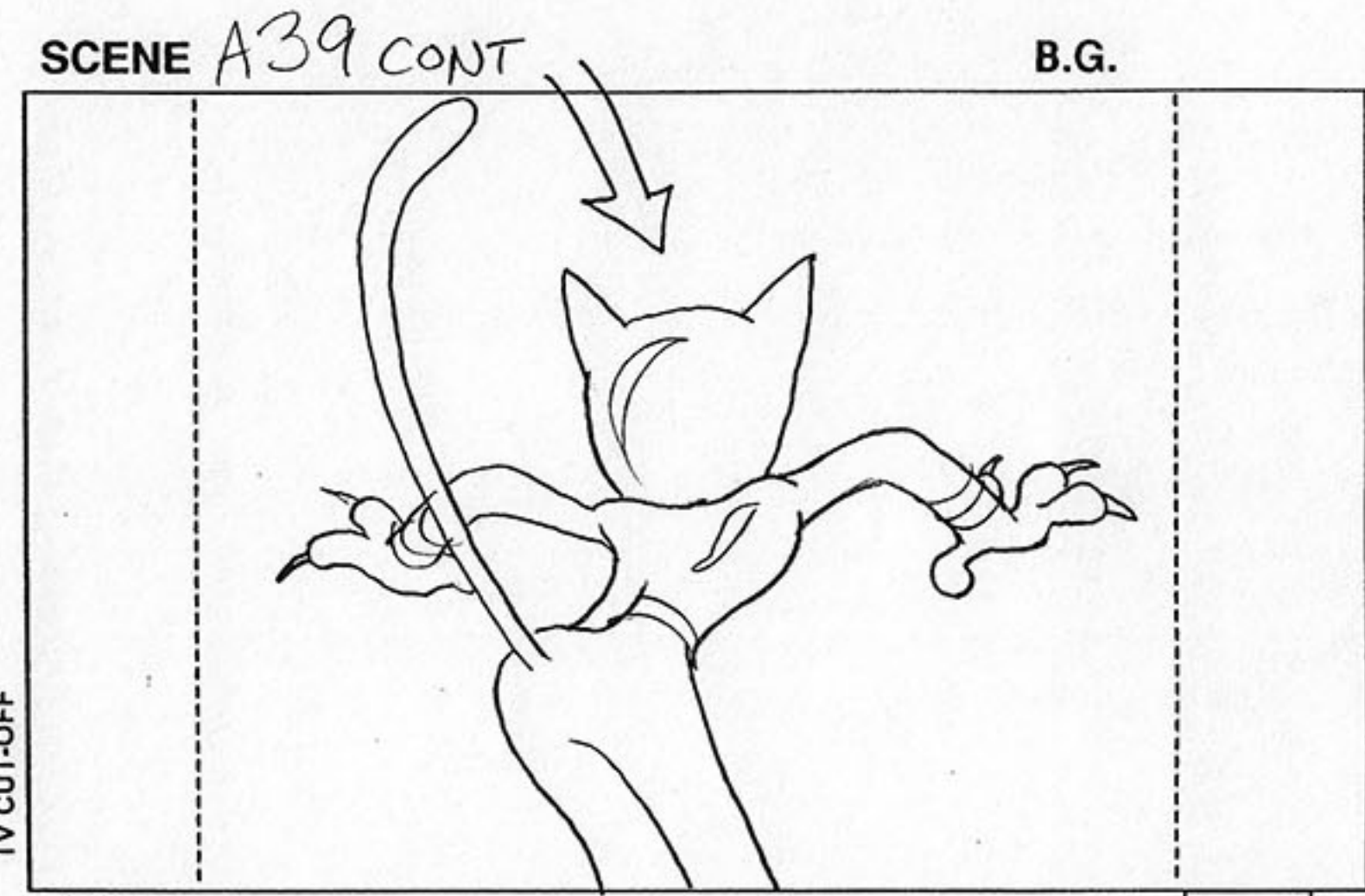
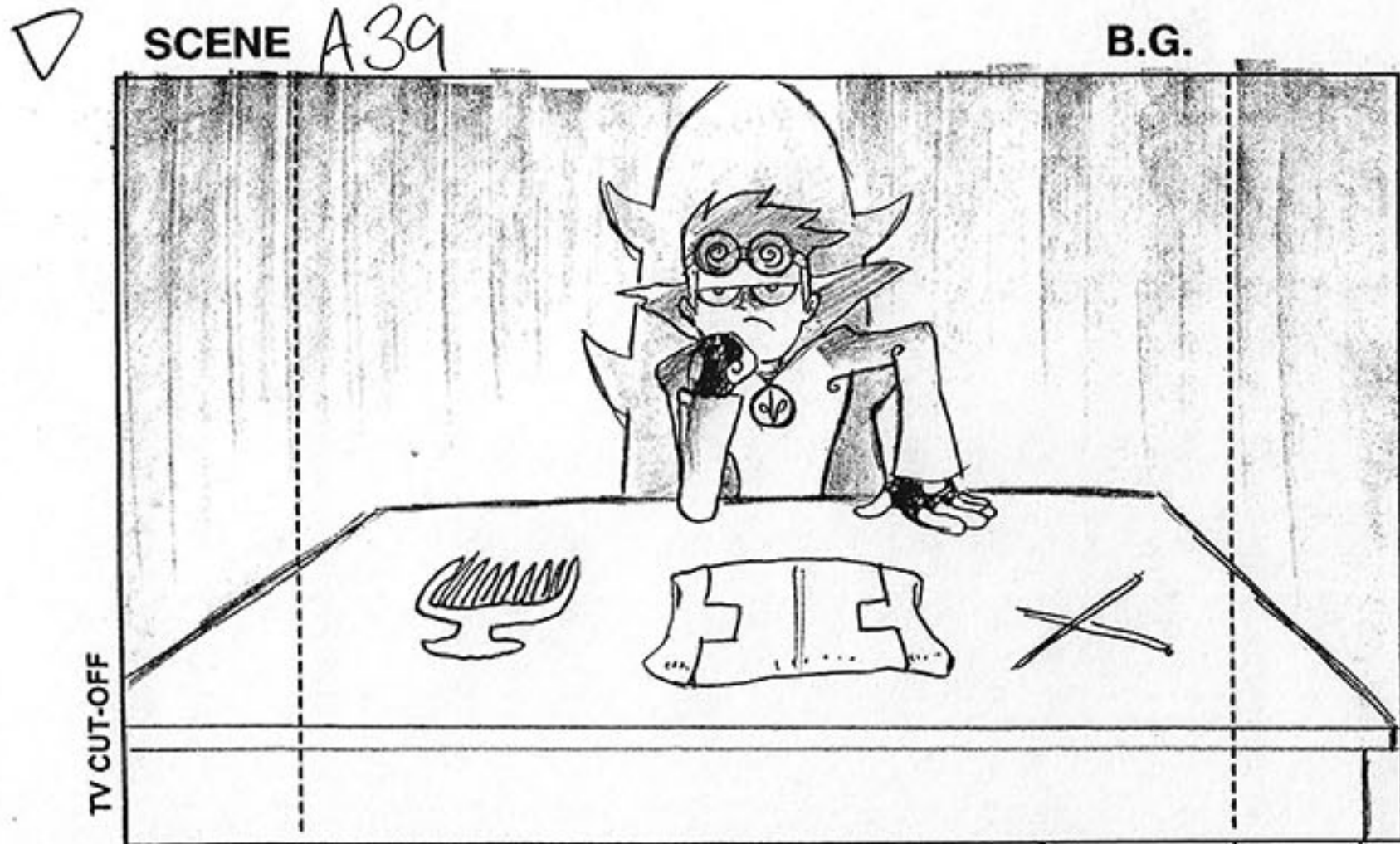
10



16 : 9 Widescreen Format

257311





(BACKLIT TABLE SURFACE)  
 ON JACK UNAMUSED WITH  
 TANGLED WEB COMB, TWO-TON TUNIC, AND  
 CHOPPY CHOPSTICKS -

KAT DROPS IN FRONT  
 OF TABLE -  
 LIGHTING NOTE: Table is light source  
 for this scene)

A39

ACTION  
 DIAL  
 TIMING

12x

8x

212

16 : 9 Widescreen Format

257311





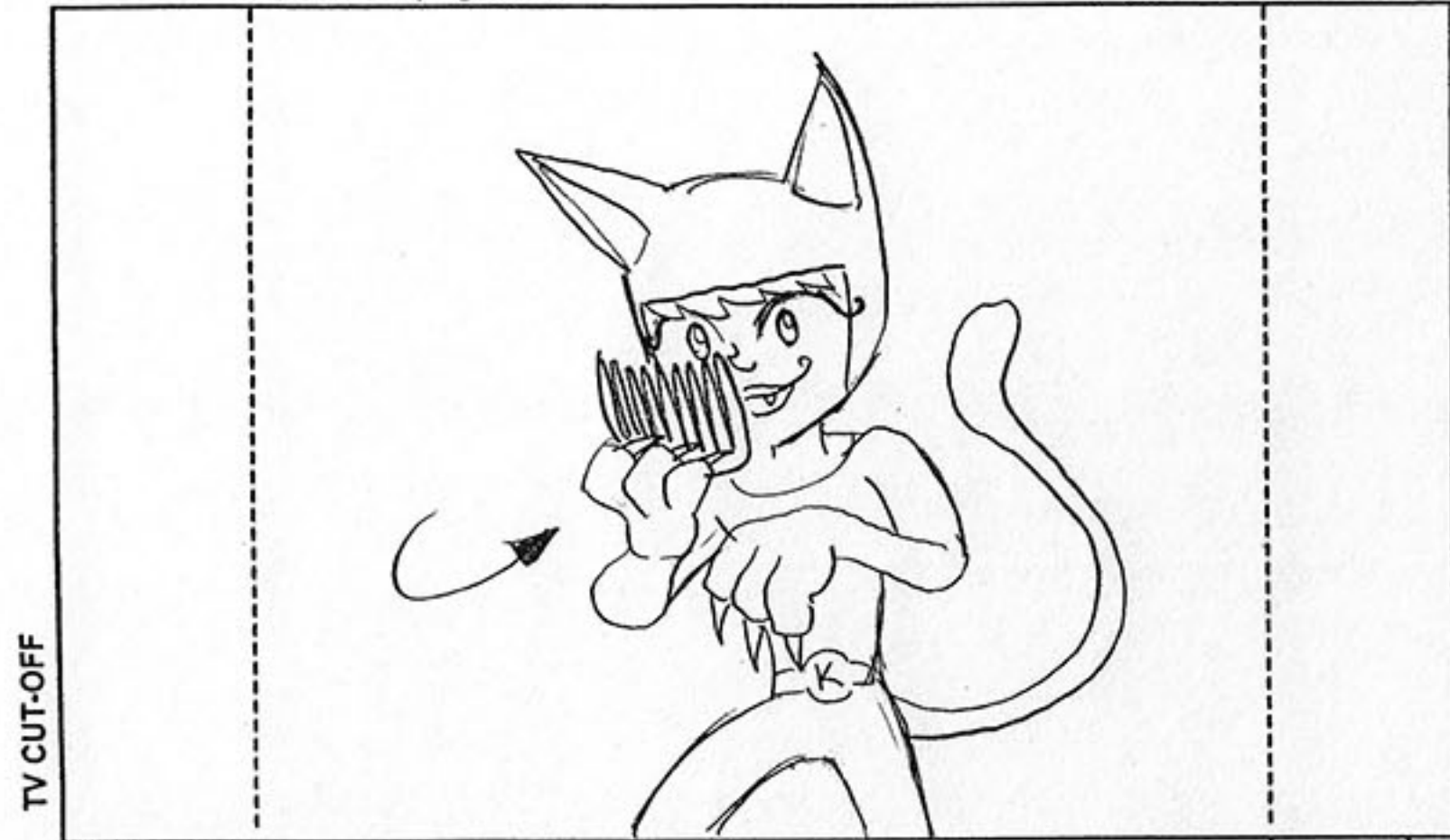
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SCENE A39 CONT

B.G.



TV CUT-OFF

PANEL 3

SHE SWIPES TANGLE WEB  
COMB.

SCENE A39 CONT

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 4

AND SLINKS (OS)

ACTION

DIAL

TIMING

18

KAT cat  
Purrrrrr-----

CONT PANEL 63

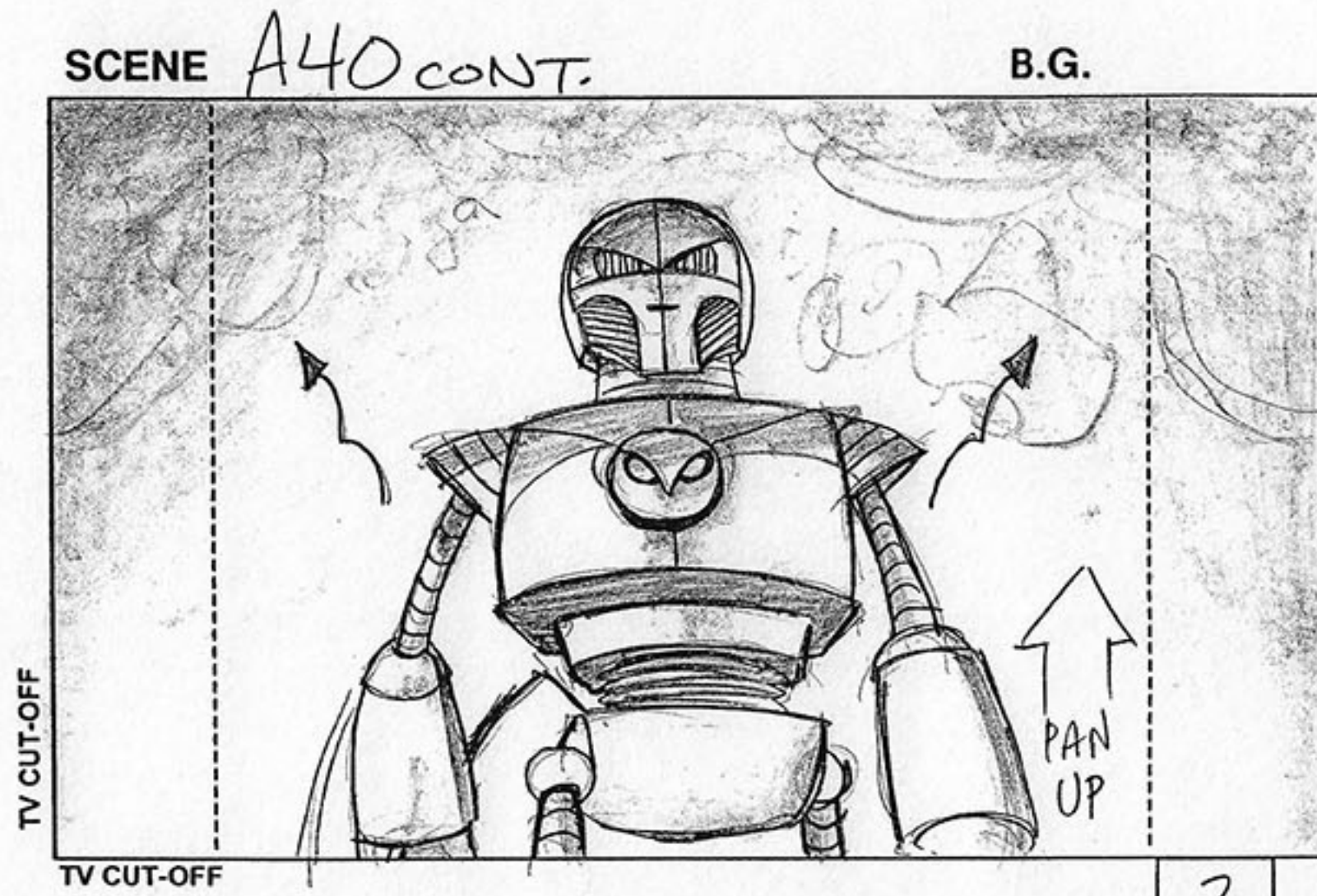
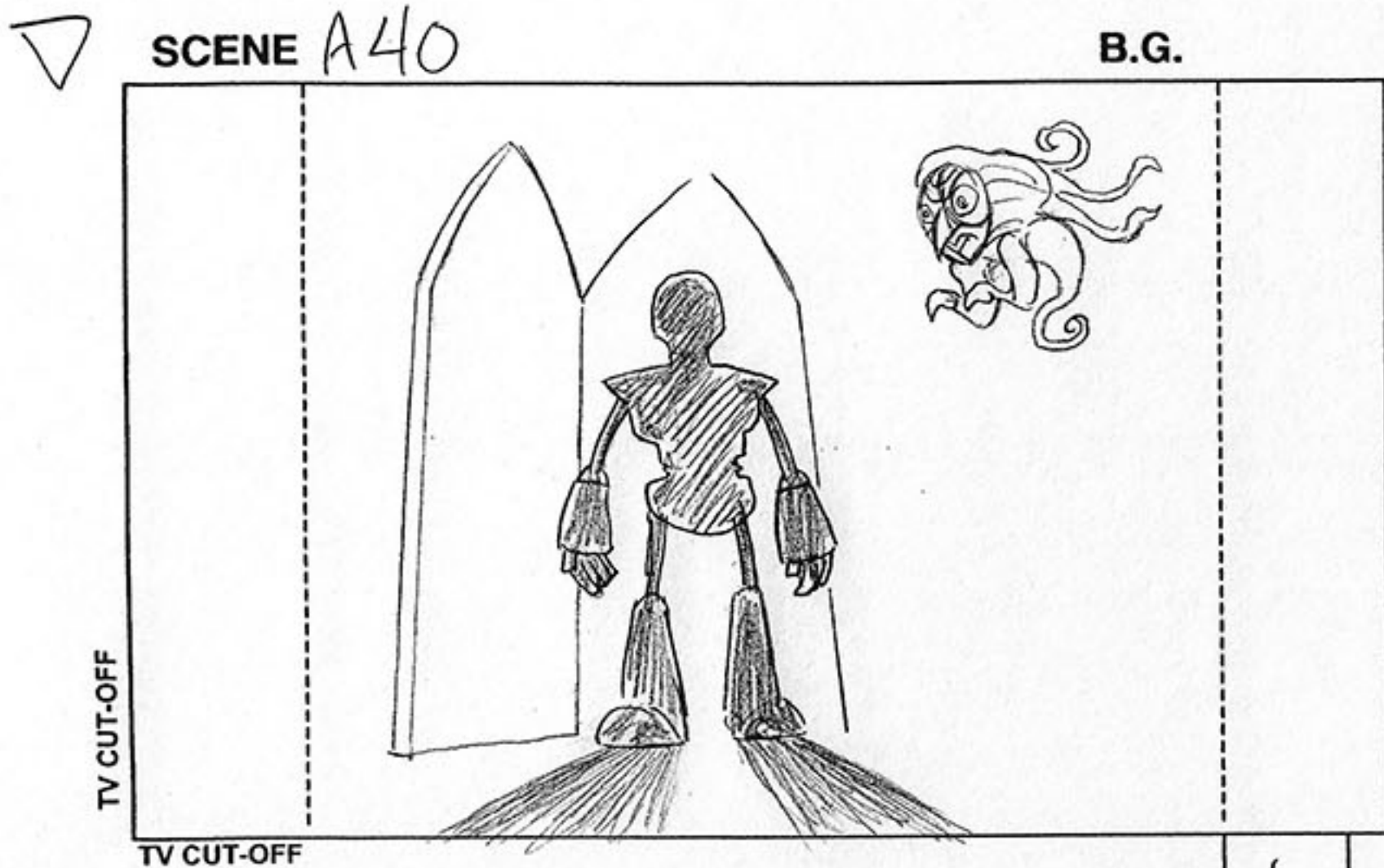
19

16 : 9 Widescreen Format

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ACTION

BACK ON DOORWAY -  
 NOW, A SHADOWERY FIGURE STANDS  
 IN THE DOOR

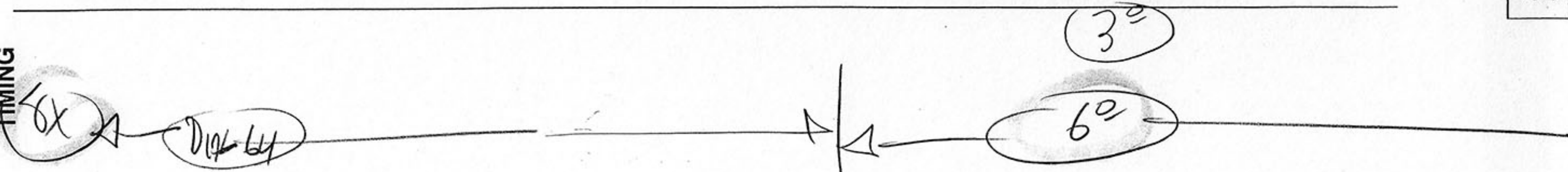
DIAL

WUYA  
 The Chameleon Bot!

TIMING

IT'S CHAMELEON BOT!  
 ADJUST PAN AS HE WALKS  
 TOWARD CAM.

(INTO TABLE LIGHT)  
 DISS. ON LIGHT HALO AS CAMERA  
 PANS ABOVE DOOR



16 : 9 Widescreen Format

257311





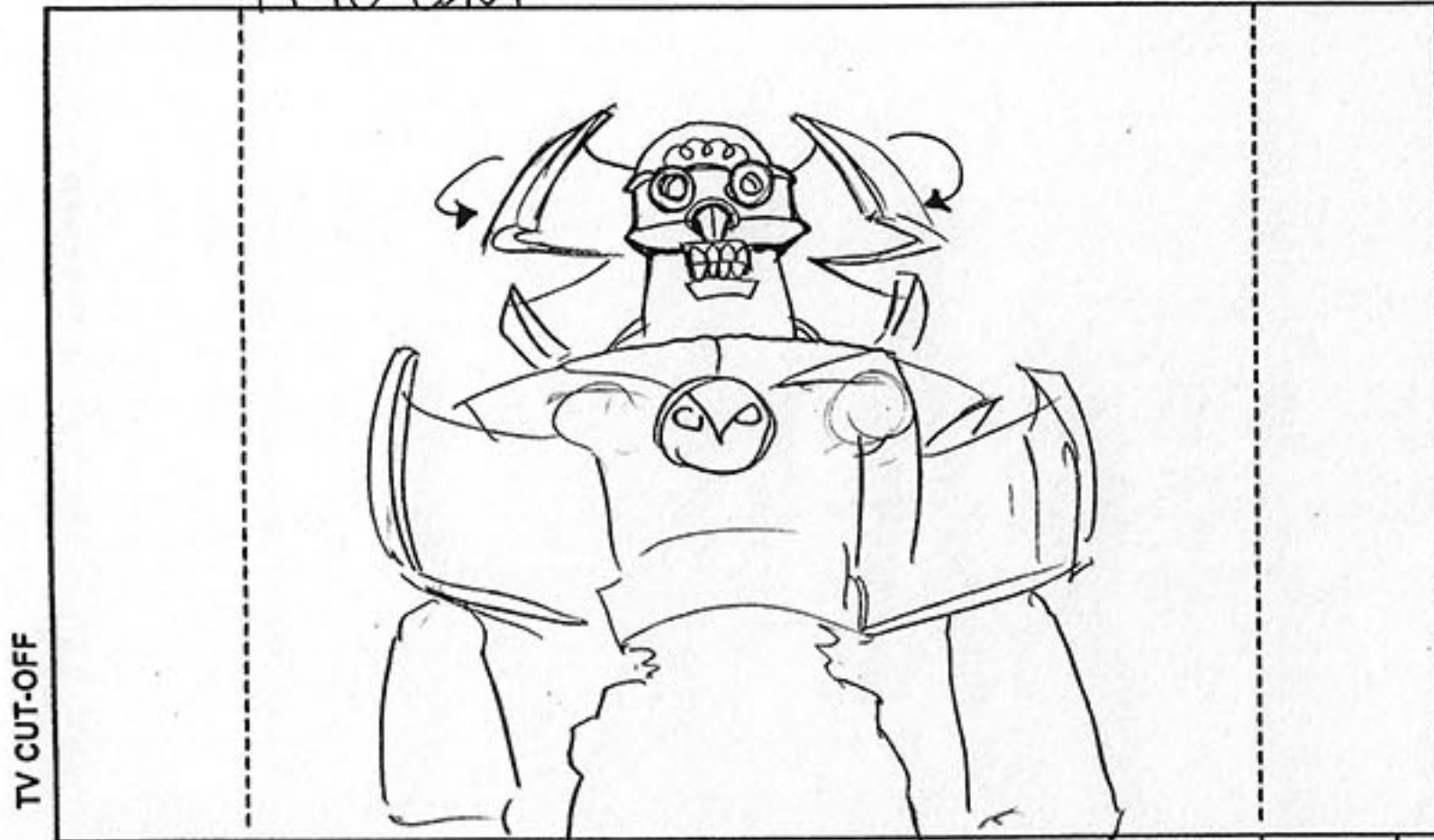
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SCENE A40 CONT

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

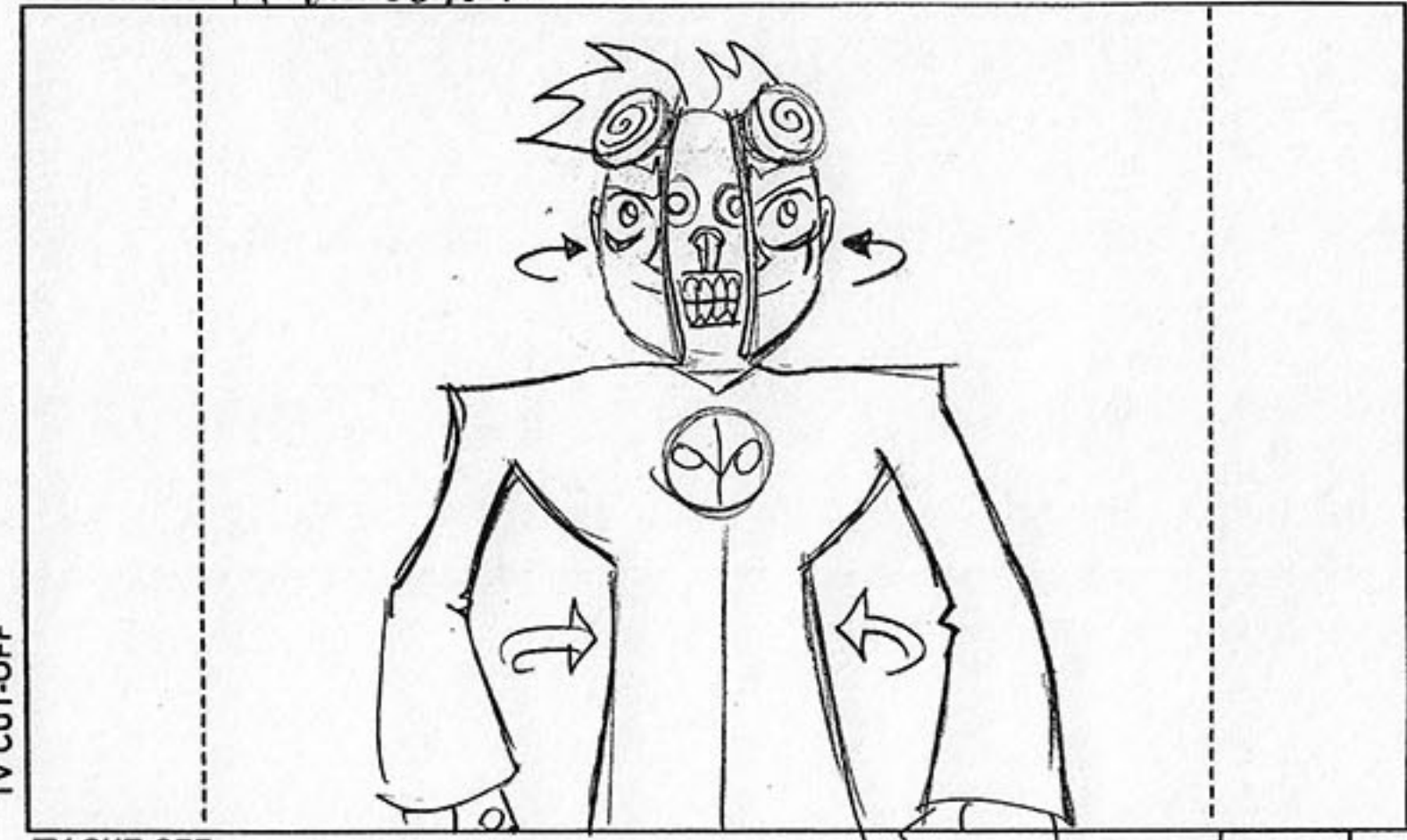
3

ACTION

HE BEGINS TO CHANGE -

SCENE A40 CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

4

DIAL

10

TIMING

10

16 : 9 Widescreen Format

257311



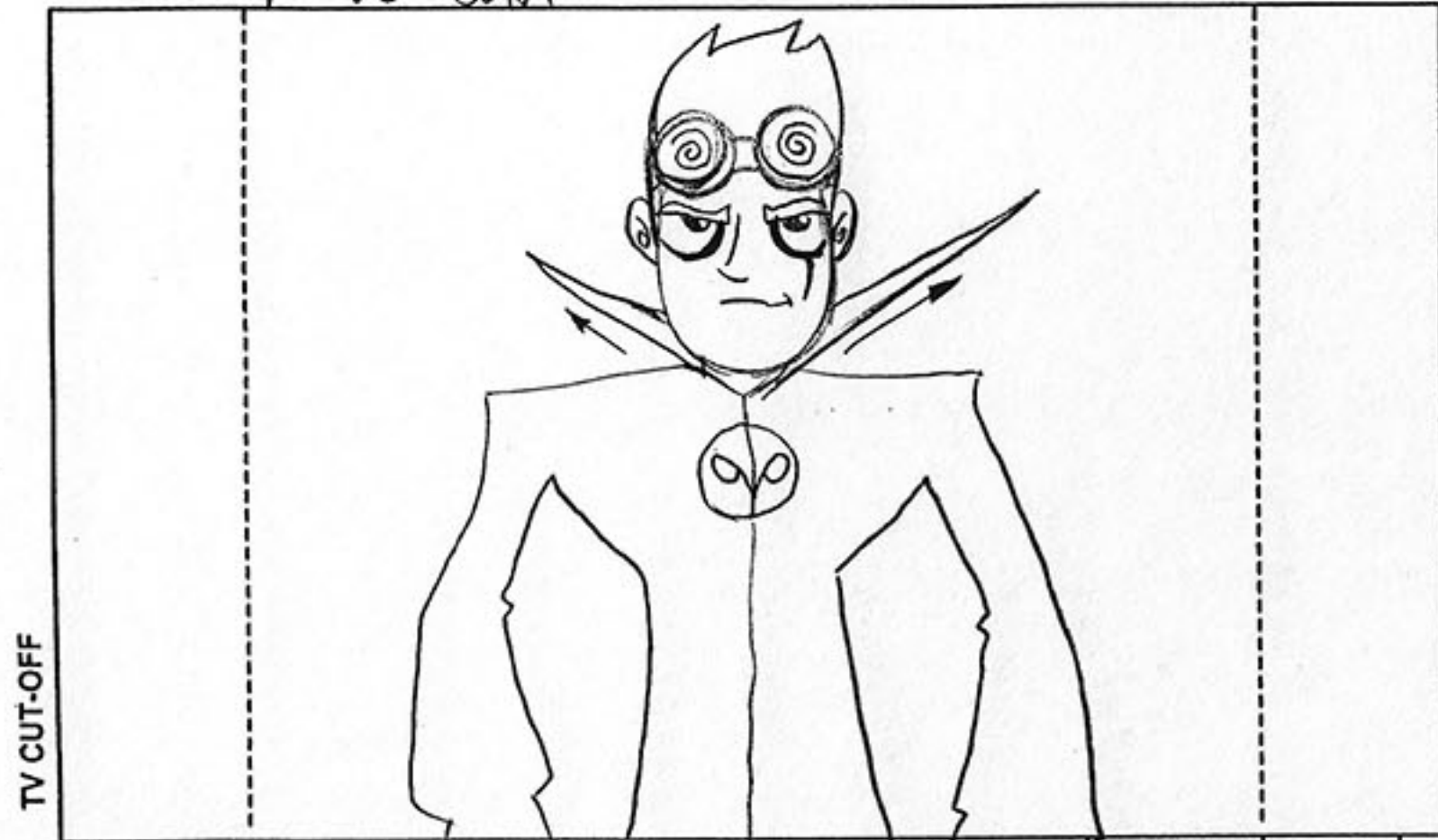
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SCENE A40 CONT

B.G.

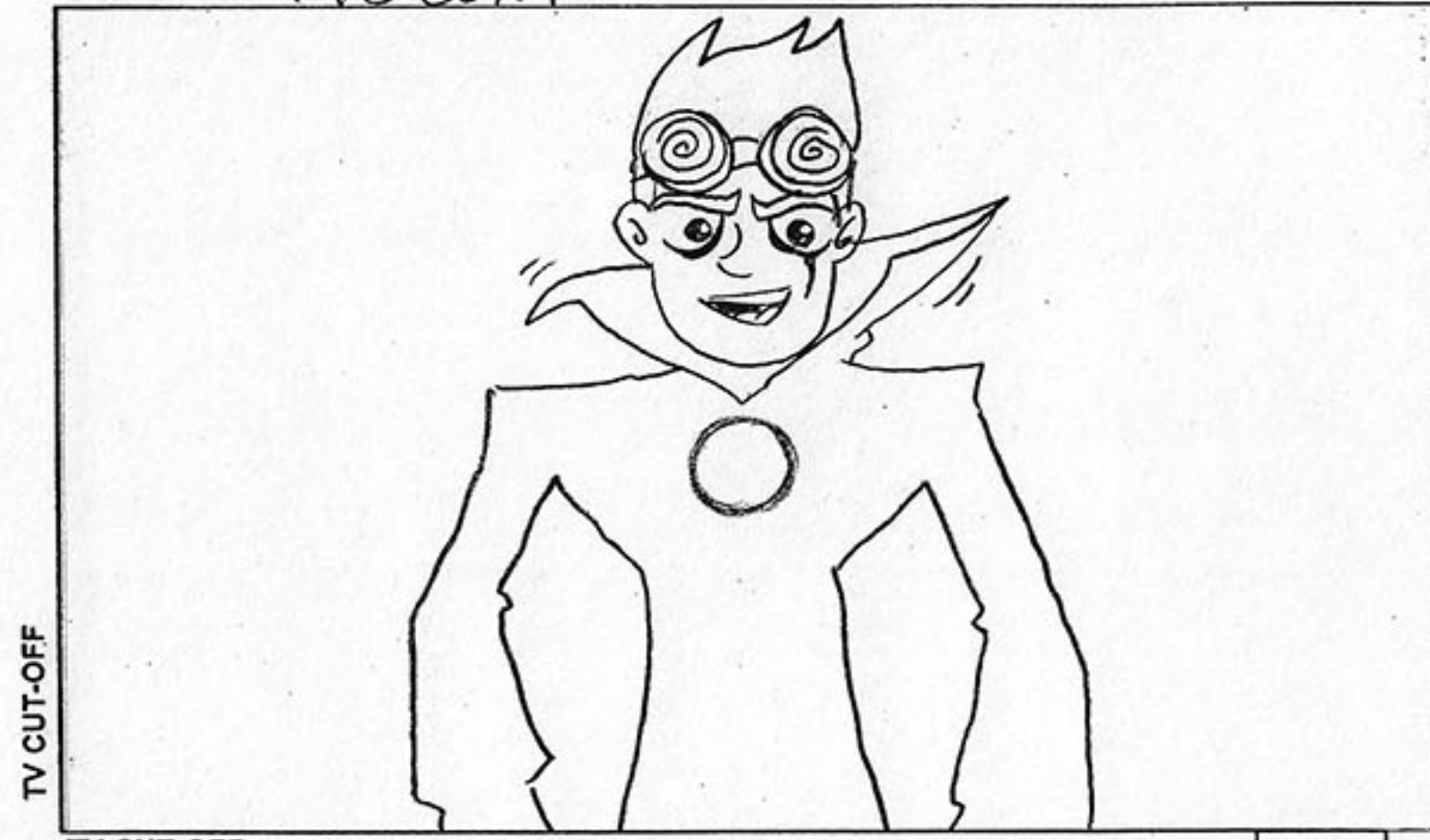


PANEL

5

SCENE A40 CONT

B.G.



PANEL

6

ACTION

HIS COLLAR SHOTS OUT OF  
EITHER SIDE OF HIS NECK.

DIAL

10

Bot

Version Two →

TIMING

→ PANEL 65

16 : 9 Widescreen Format

257311



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SCENE A40 CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

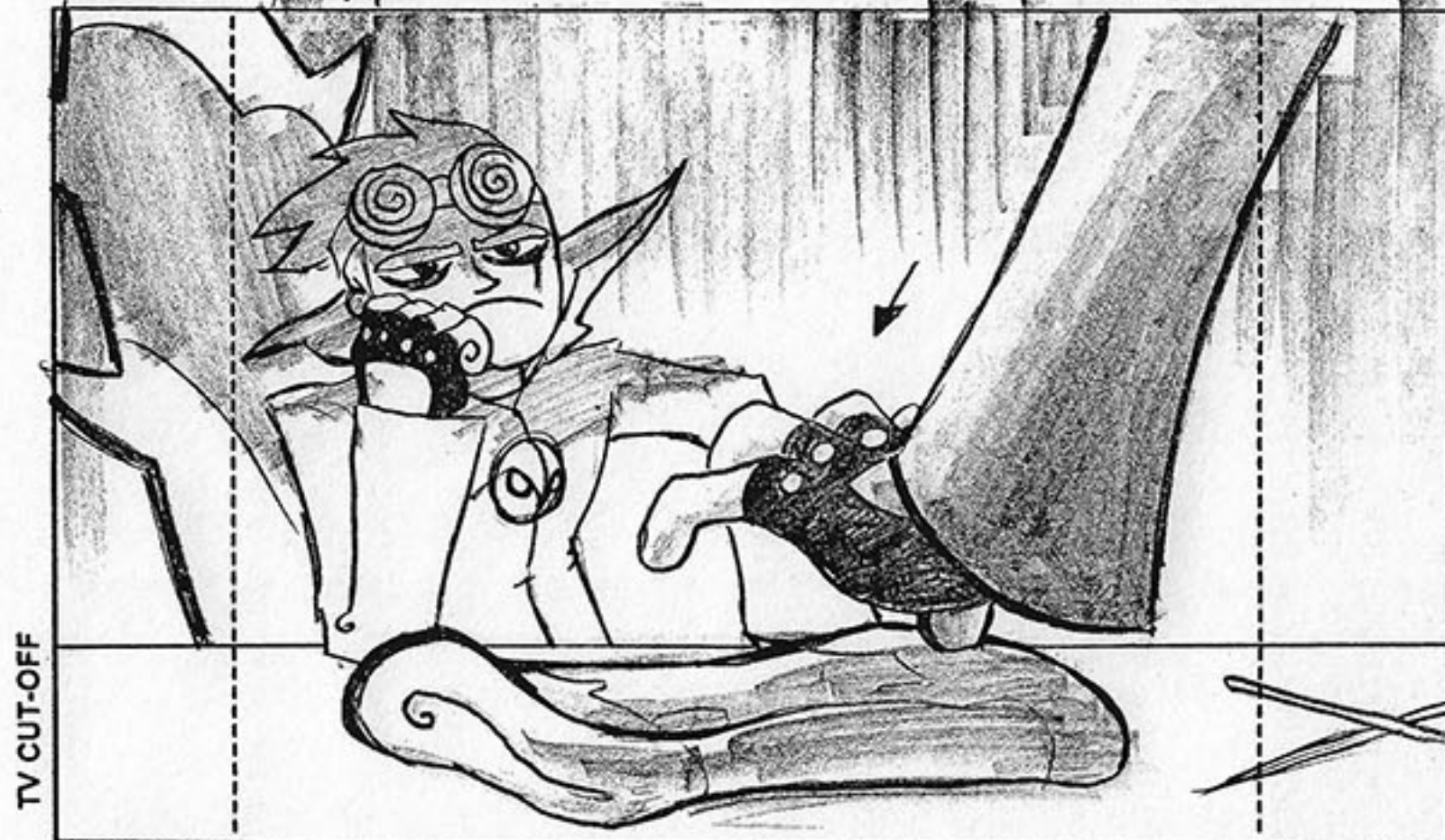
PANEL

7

HE REACHES TO CAM.

SCENE A41

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

1

ON JACK, UNAMUSED -  
 BOT/JACK REACHES FOR 2 TON TUNIC.

ACTION

DIAL

BOT CONT.  
 → point Oh

TIMING

Cont Dia 65

(4x)

(A41)

12x

(28)

16 : 9 Widescreen Format

257311





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SCENE A41 CONT.

B.G.



PANEL 2

SCENE A41 CONT.

B.G.



PANEL 3

ACTION

JACK LOOKS LEFT. BOT  
TAKES 2 TON TUNIC

DIAL

*rx*

TIMING

BOT TAKES TUNIC OS  
JACK WATCHES -

*10*

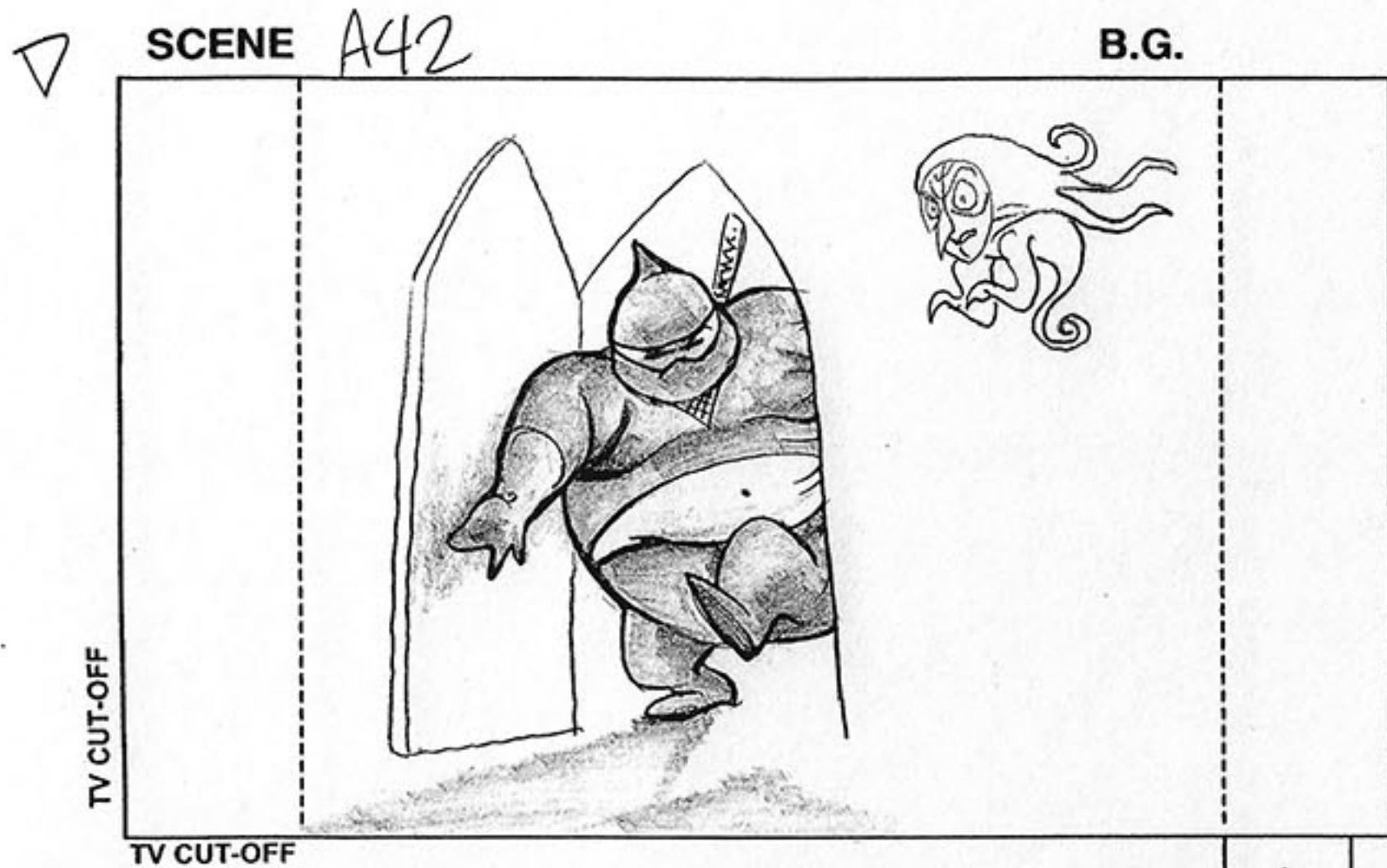
16 : 9 Widescreen Format

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ACTION

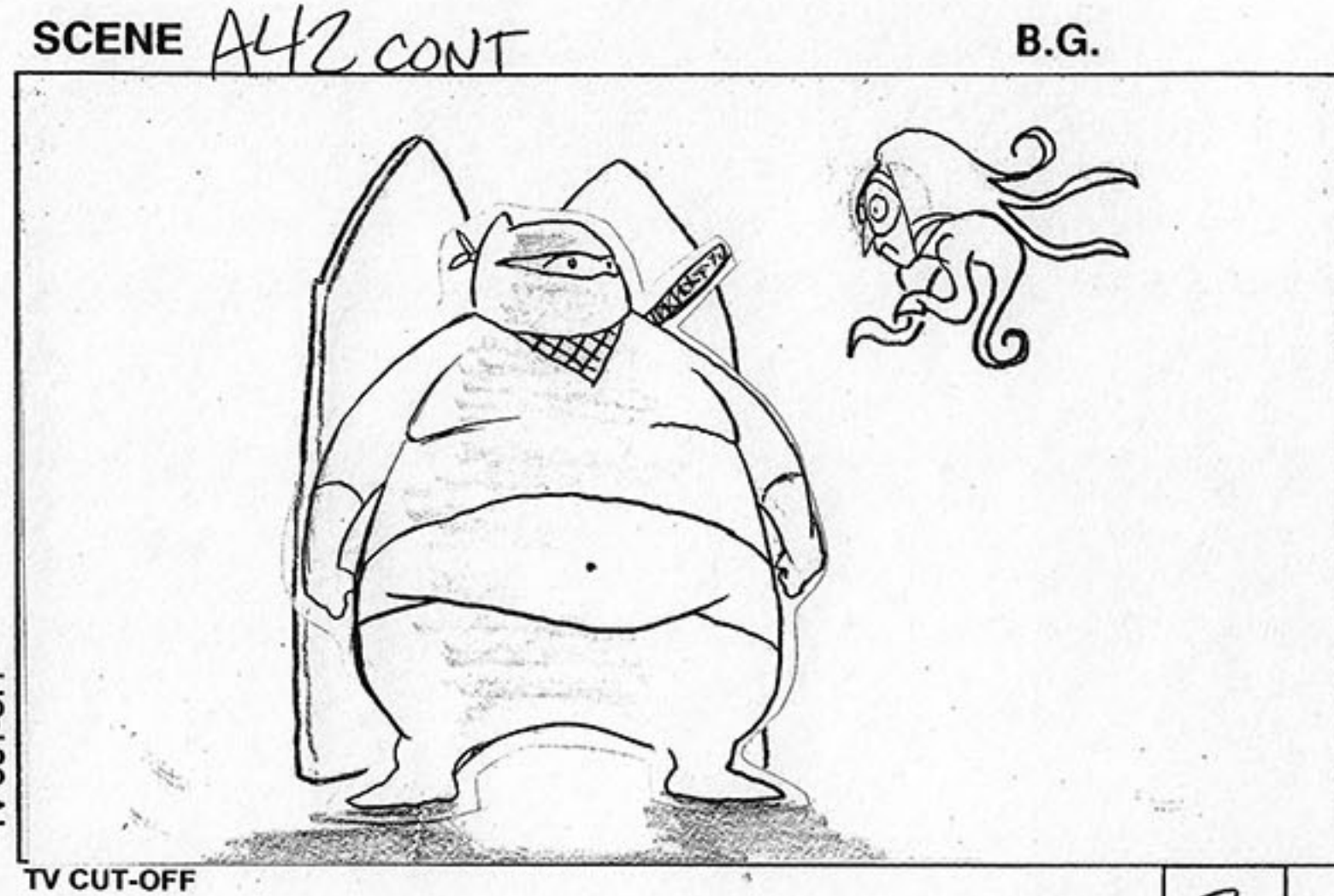
BACK TO DOORWAY — TUBBI  
TRIES TO SQUEEZE THRU DOOR —

DIAL

WUYA  
→ and Tubbimura.

TIMING

8x → Dim 66



ACTION

HE DOES! TUBBI TURNS  
TO WUYA —

DIAL

TUBBI  
Someone mentioned there would

TIMING

8x → Dim 67

16 : 9 Widescreen Format

257311





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SCENE A42 CONT

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

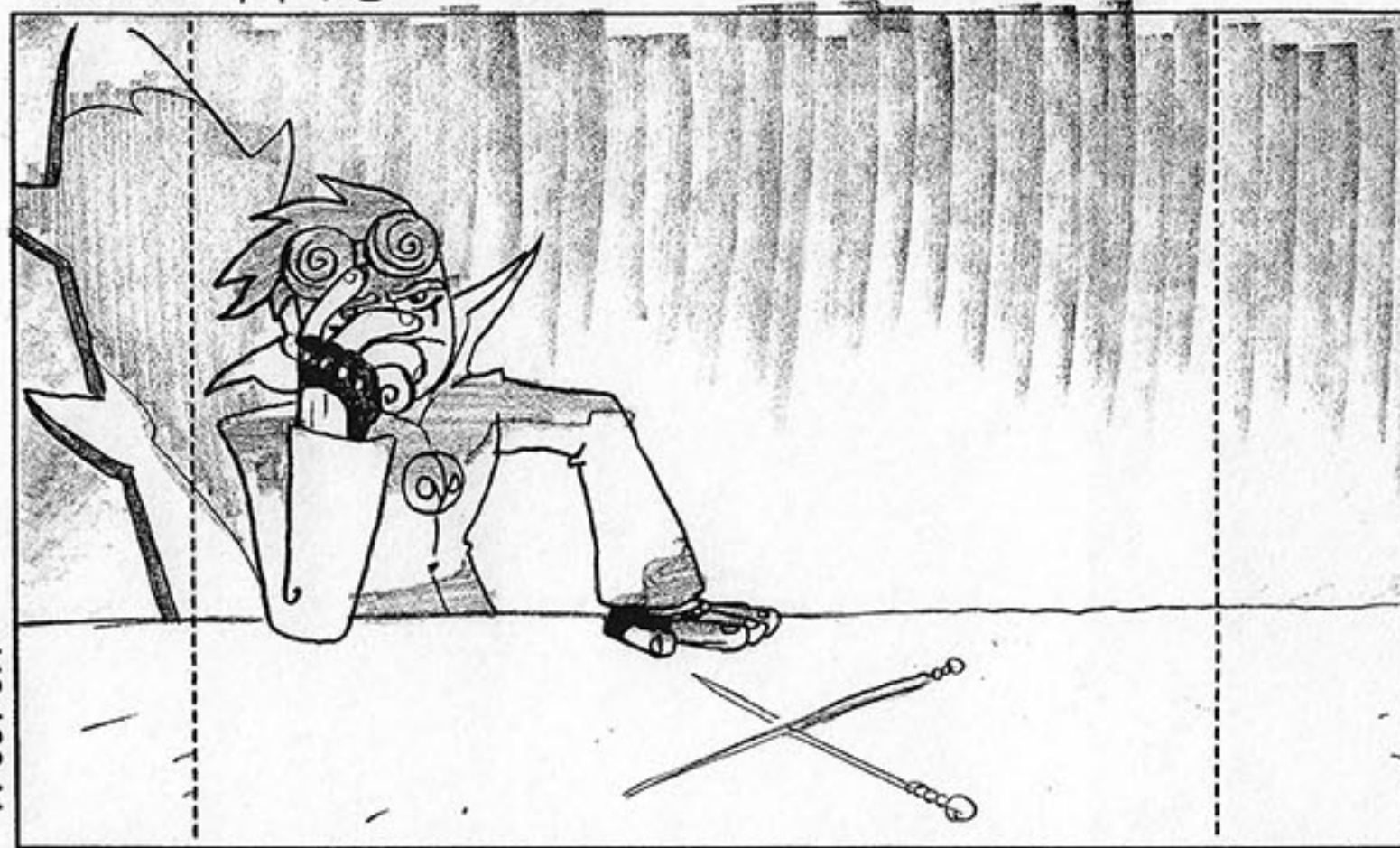
3

HE PULLS UP HIS PANTS



SCENE A43

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

1

ON VERY UNAMUSED  
JACK -

ACTION

DIAL

TIMING

TUBBI CONT.

→ be pudding cups?

A43

Com Dia 67

8x

1<sup>o</sup>

16 : 9 Widescreen Format

257311





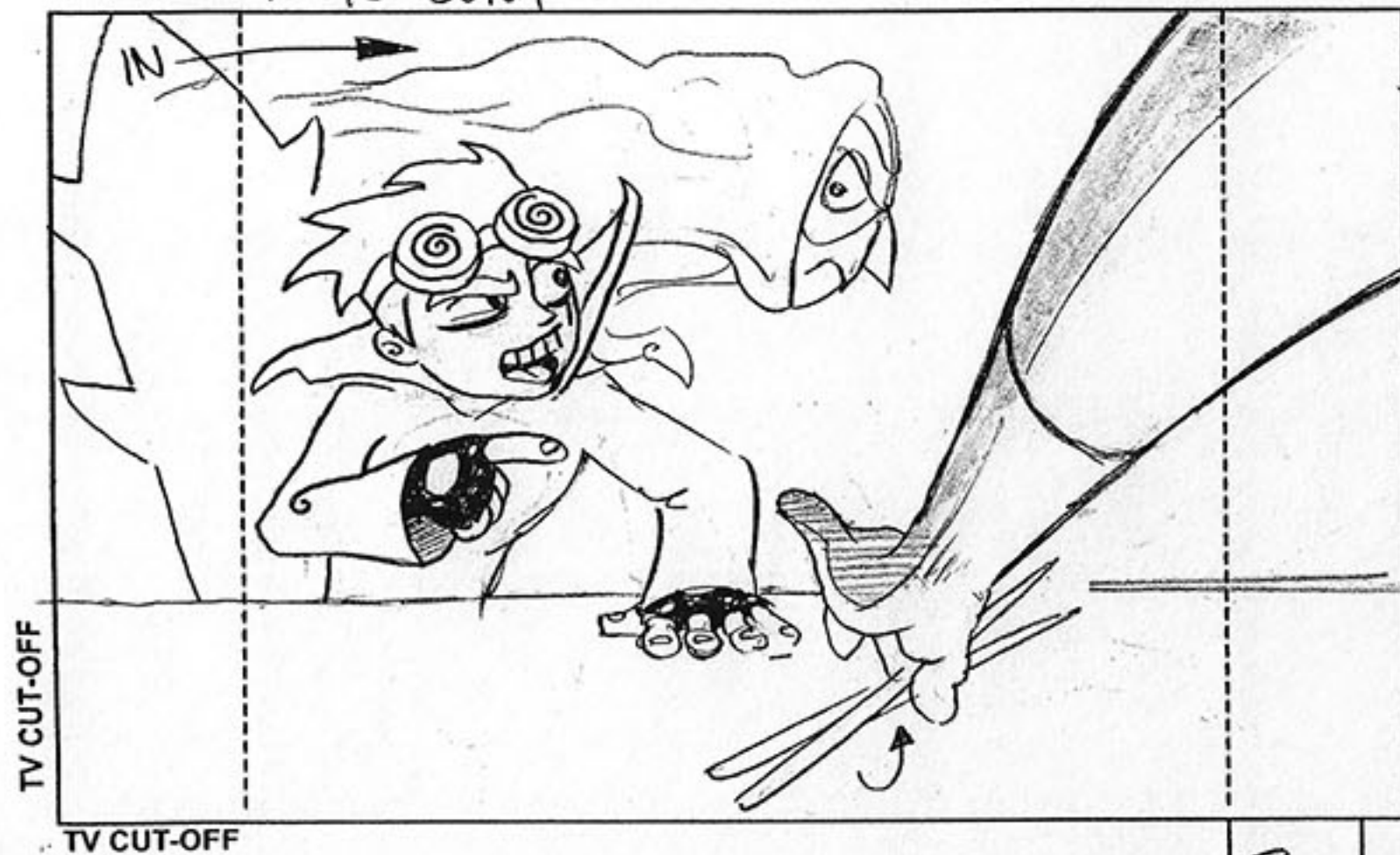
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SCENE A43 CONT

B.G.



PANEL 2

JACK LEANS FWD. AND POINTS WITH HIS INDEX FINGER. WUYA FLOATS INTO SC. TUBBI GRABS CHOPSTICKS -

IMPORTANT MODEL NOTE FOR ENTIRE SCENE  
NOTE: USE WUYA MASK FROM PANEL 6

SCENE A43 CONT

B.G.



PANEL 3

TUBBI TAKES STICKS OS - WUYA FACES JACK WHO REACHES DOWN BEHIND TABLE.

ACTION

DIAL

JACK

We don't need these losers. →

JACK CONT-

I can SO handle this →

TIMING

→ Panel 68

16 : 9 Widescreen Format

257311





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SCENE A43 CONT

B.G.



TV CUT-OFF

TV CUT-OFF

HE PULLS OUT MONKEY STAFF.

PANEL 4

SCENE A43 CONT

B.G.



TV CUT-OFF

TV CUT-OFF

HE KISSES IT. ANYA  
ROLLS HER EYES.

PANEL 5

ACTION

DIAL

TIMING

JACK CONT.  
→ on my own.

WUYA  
You can so! →

Cont Dial 68

(12K) → (Dial 69)

16 : 9 Widescreen Format

257311





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SCENE A43 cont.

B.G.



TV CUT-OFF

PANEL 6

ACTION

SHE LOOKS AT JACK  
MEANLY.  
(JACK'S FACE HAS SLIGHTLY MORPHED)

DIAL

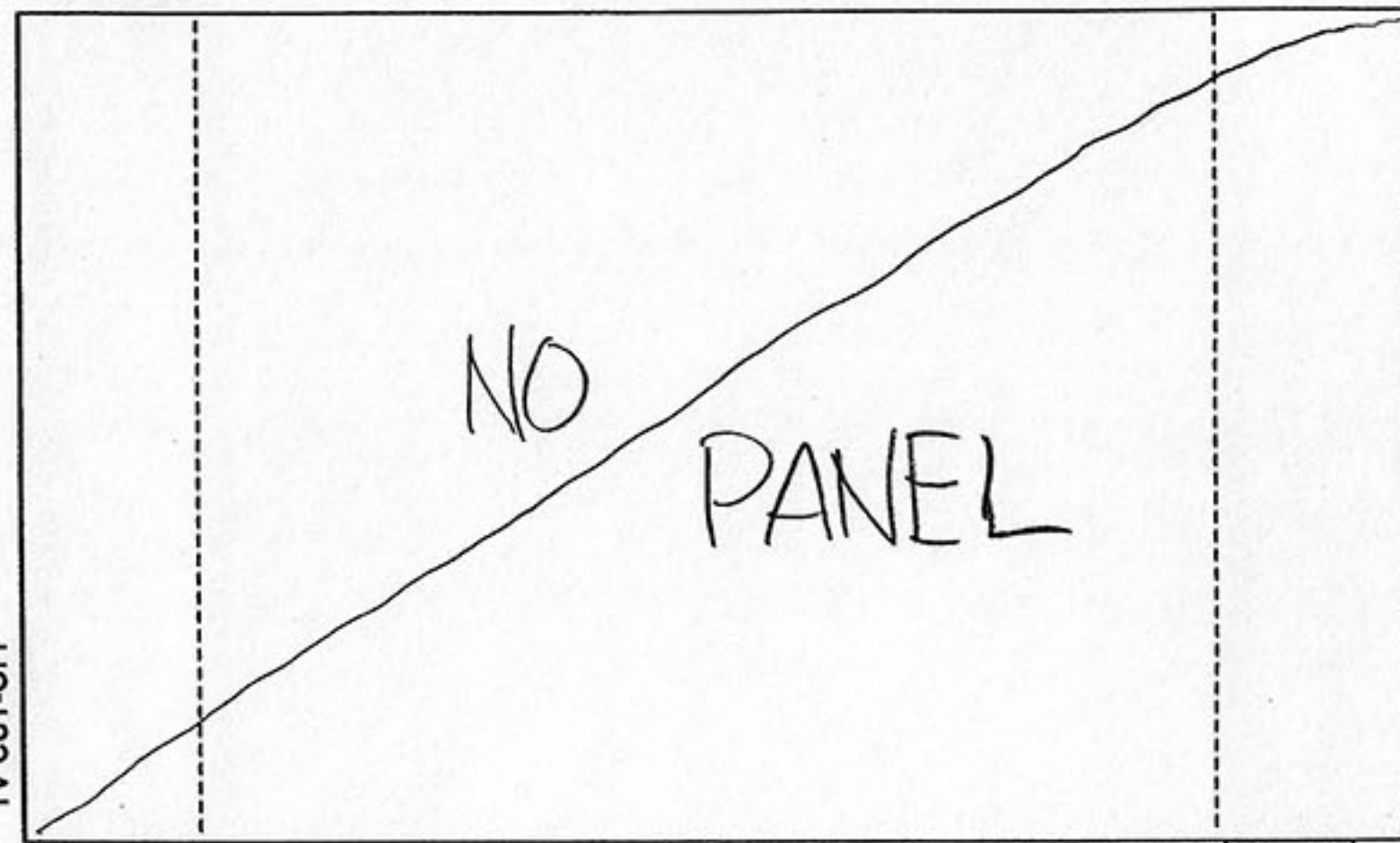
WUYA CONT.  
→ NOT!

TIMING

0:11 PM 69

SCENE

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

16 : 9 Widescreen Format

257311



H/U  
 ▽

SCENE 44

B.G.



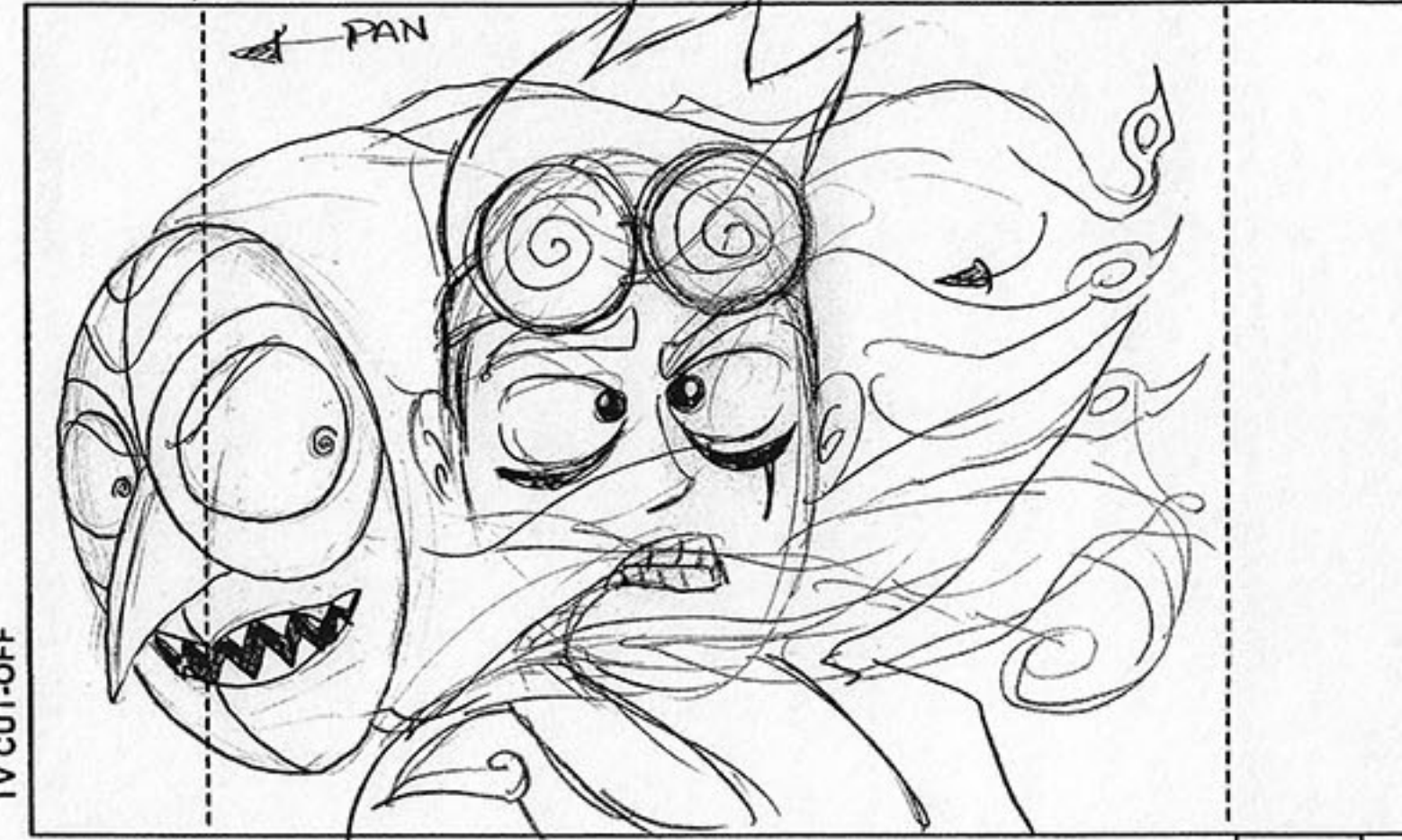
TV CUT-OFF

TV CUT-OFF

PANEL 1

SCENE 44 CONT

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 2

ACTION

WUYA GETS CLOSE TO JACK.

NOTE: JACK'S FACE HAS MORPHED SLIGHTLY TO A MONKEY FACE

→ THEN MORPHS BACK

SHE HOVERS PAST HIS FACE.

DIAL

WUYA CONT.

→ You see, Shen Gong Wu

are not the only things I plan to

TIMING

Cont Dial 69

16 : 9 Widescreen Format

257311





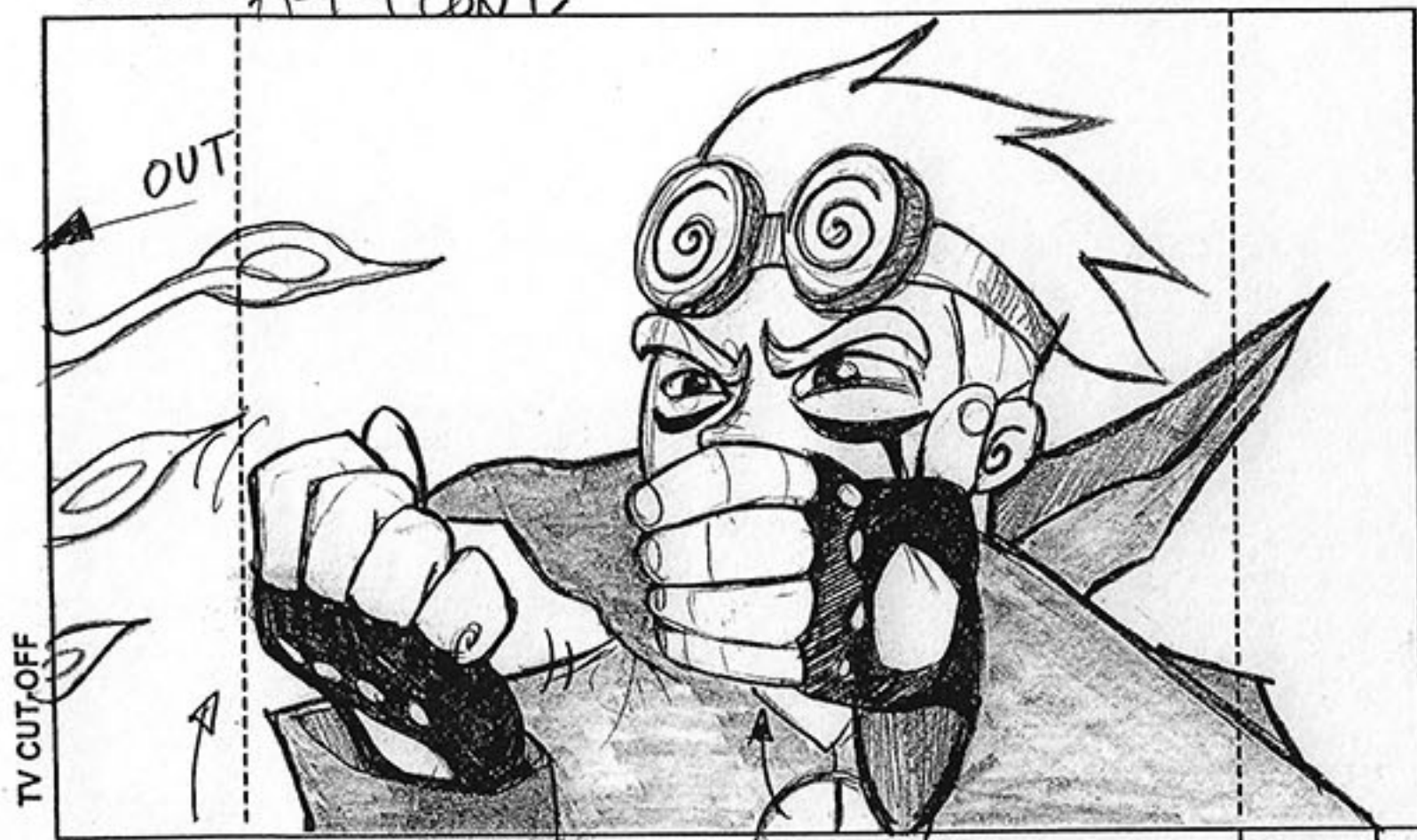
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SCENE A44 CONT.

B.G.

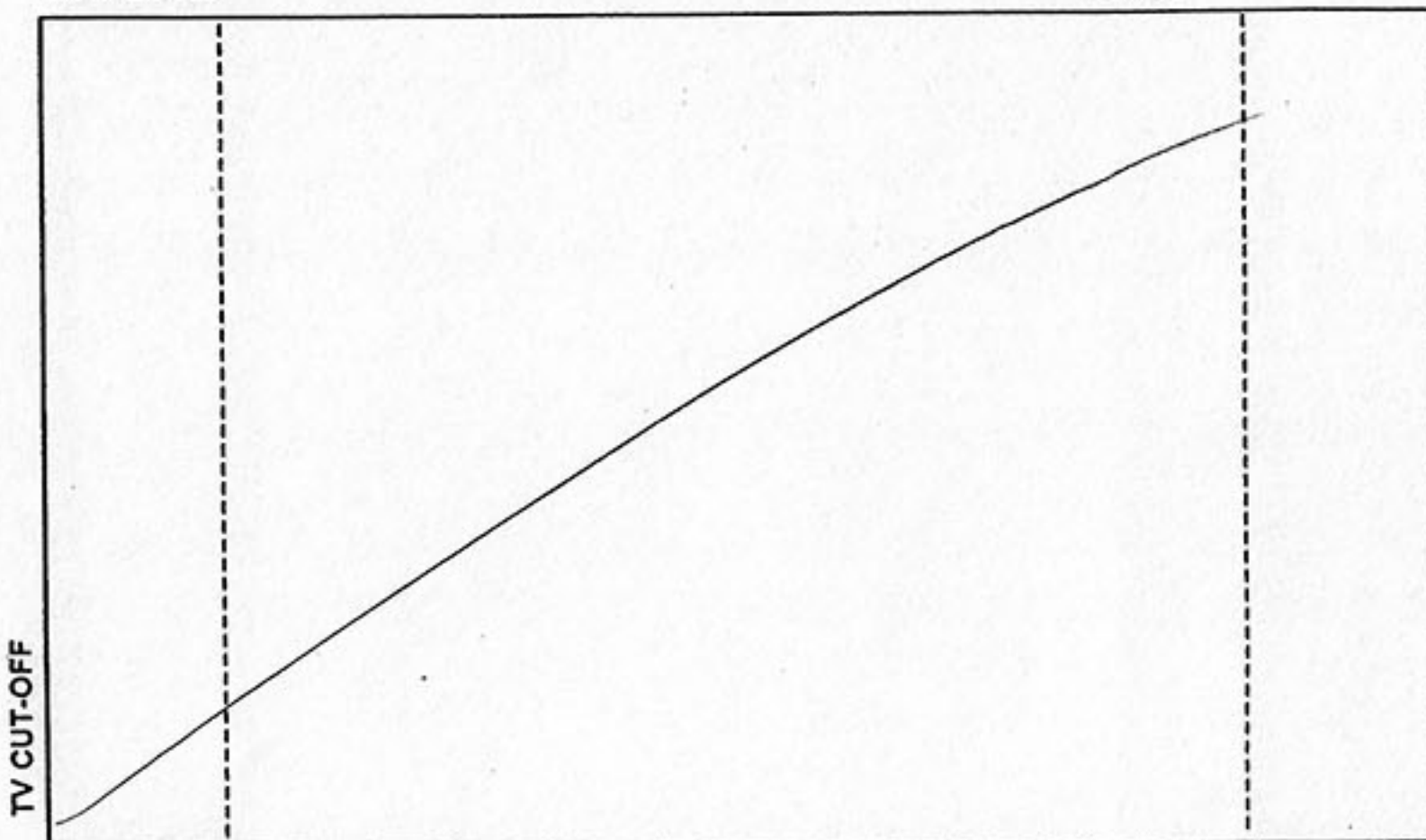


TV CUT-OFF

PANEL 3

SCENE

B.G.



TV CUT-OFF

PANEL

16 : 9 Widescreen Format

ACTION

... AND OS - JACK COVERS HIS MOUTH RAISES HIS FIST AND SHAKES IT.

DIAL

- capture.

TIMING

Com DIA 69

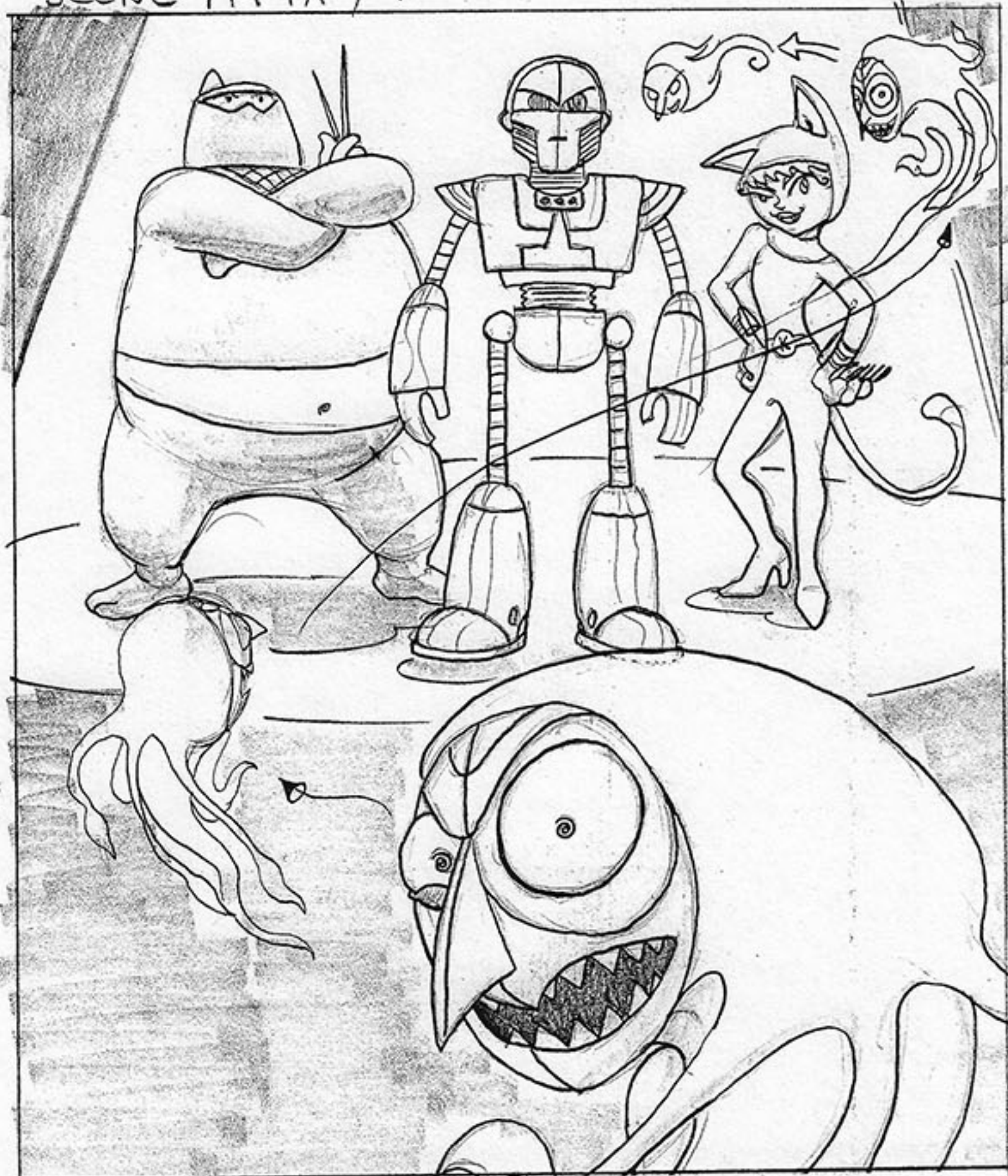
12x

257311



SCENE A44A / Panel 1

END POSE



START POSE

PAN UP AS WUYA HOVERS OVER TO GROUP AND AROUND KATNAPPE.

WUYA CONT.

→ I have determined there is only one way you will ever be successful, Jack Spicer...

A44A

PAN VERT BG ↓

HOLD STOP POSE

8X COMPING

8X

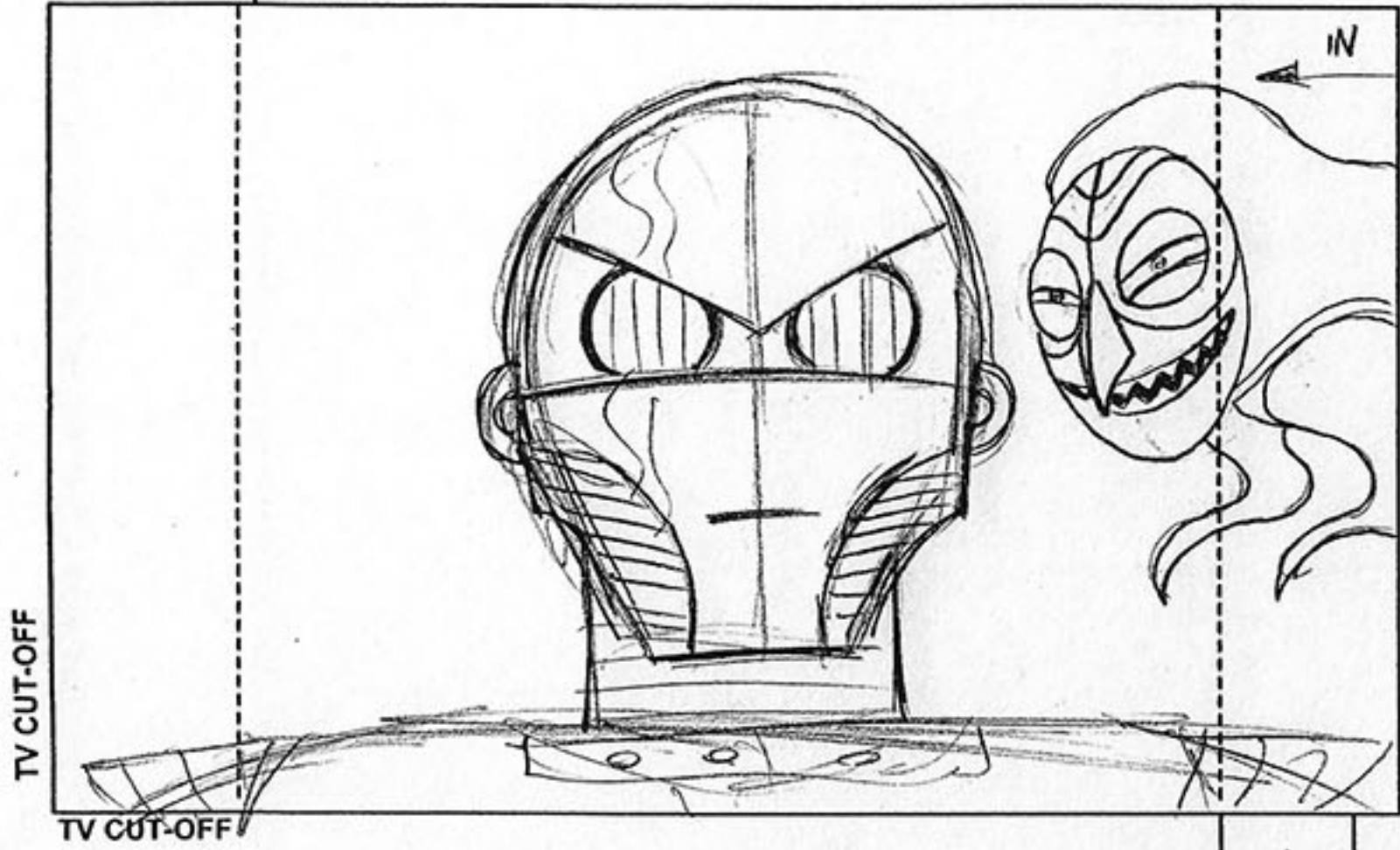


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SCENE A44 B

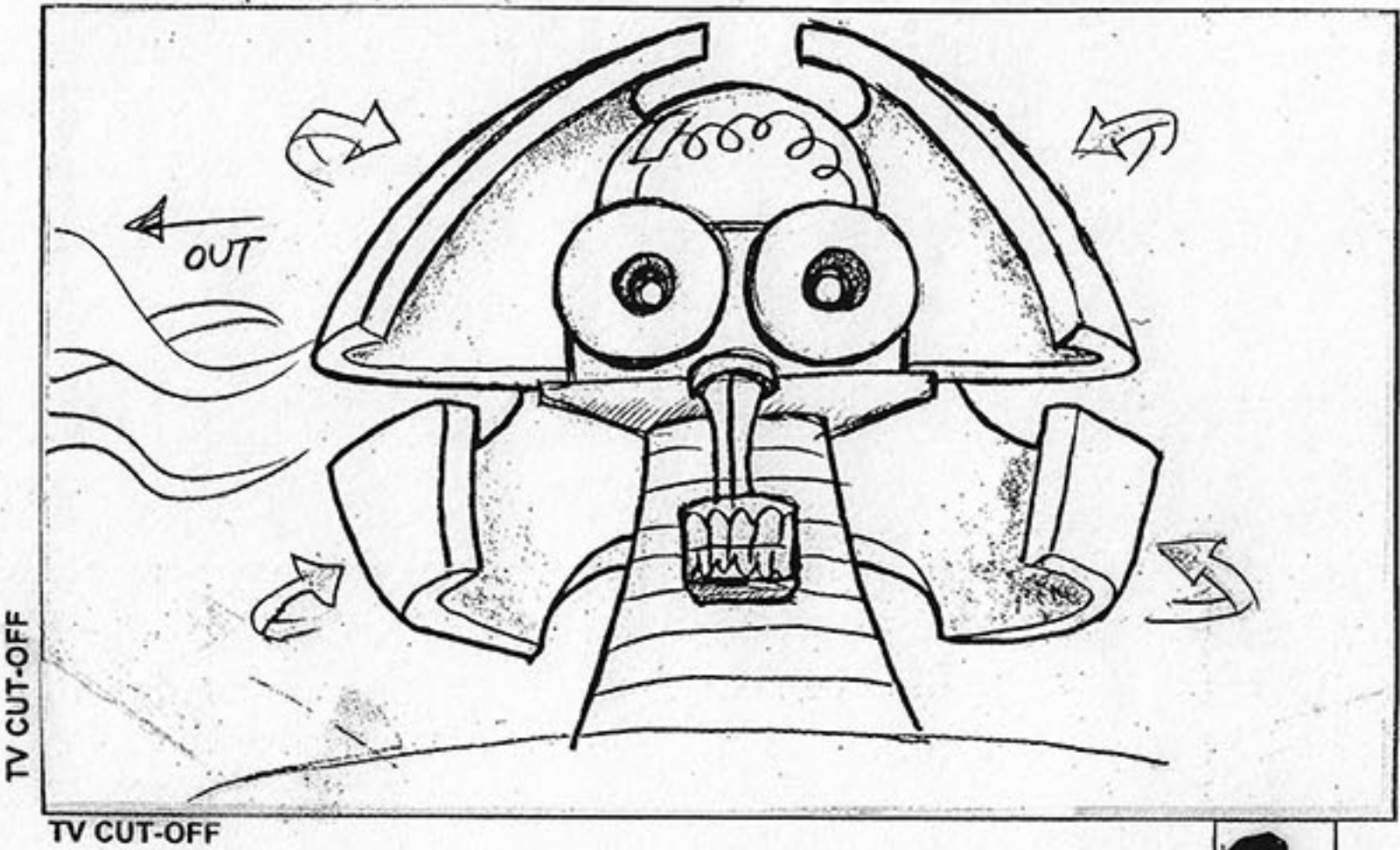
B.G.



PANEL **1**

SCENE A44 B CONT.

B.G.



PANEL **2**

ACTION

WUYA ENTERS BEHIND CHAMELEON BOT.

IT TRANSFORMS -

DIAL

WUYA  
... And that's 'if

WUYA CONT  
→ your competition →

TIMING

4x1 - (DIA 70)

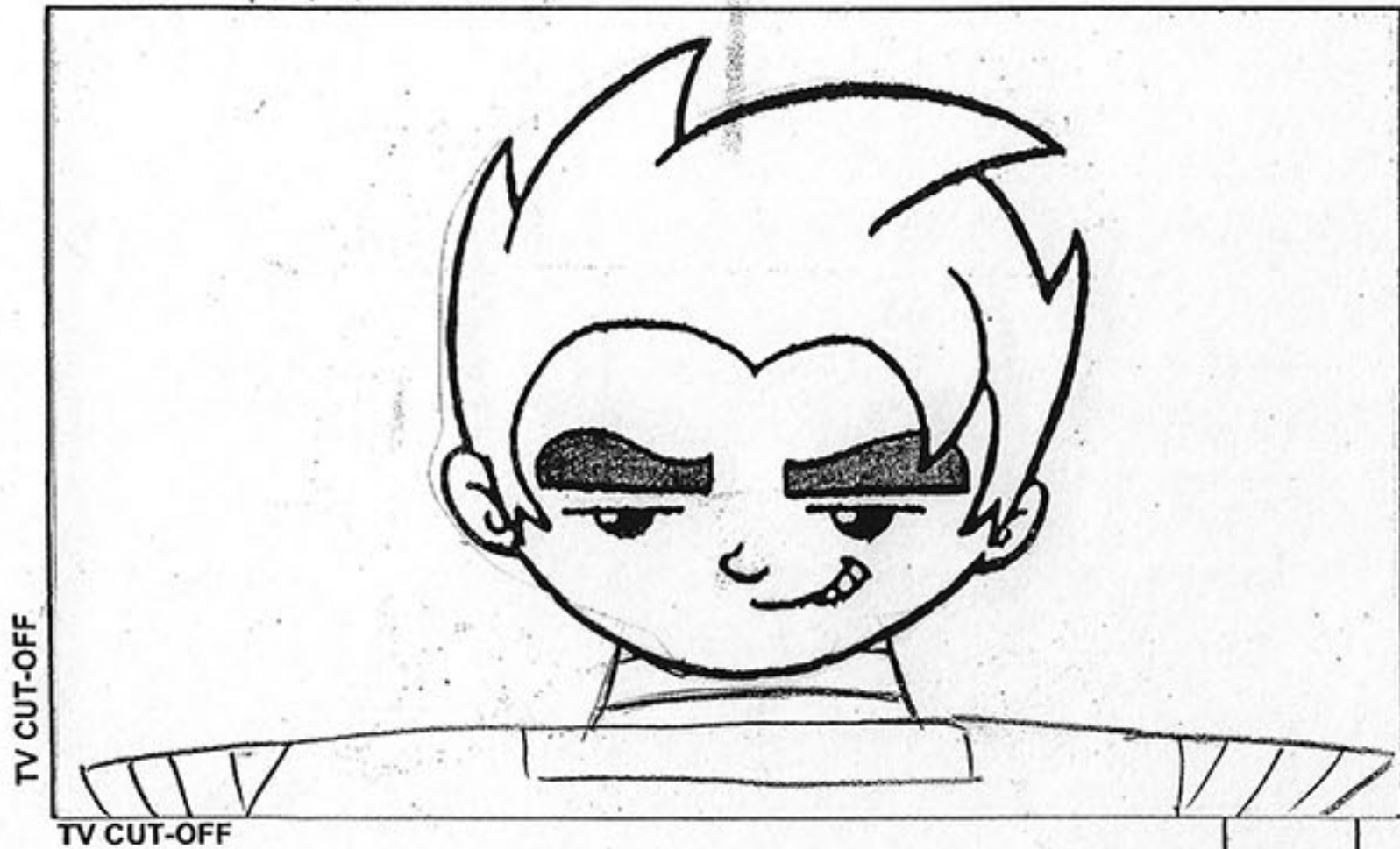
16 : 9 Widescreen Format

257311



SCENE A44 B CONT.

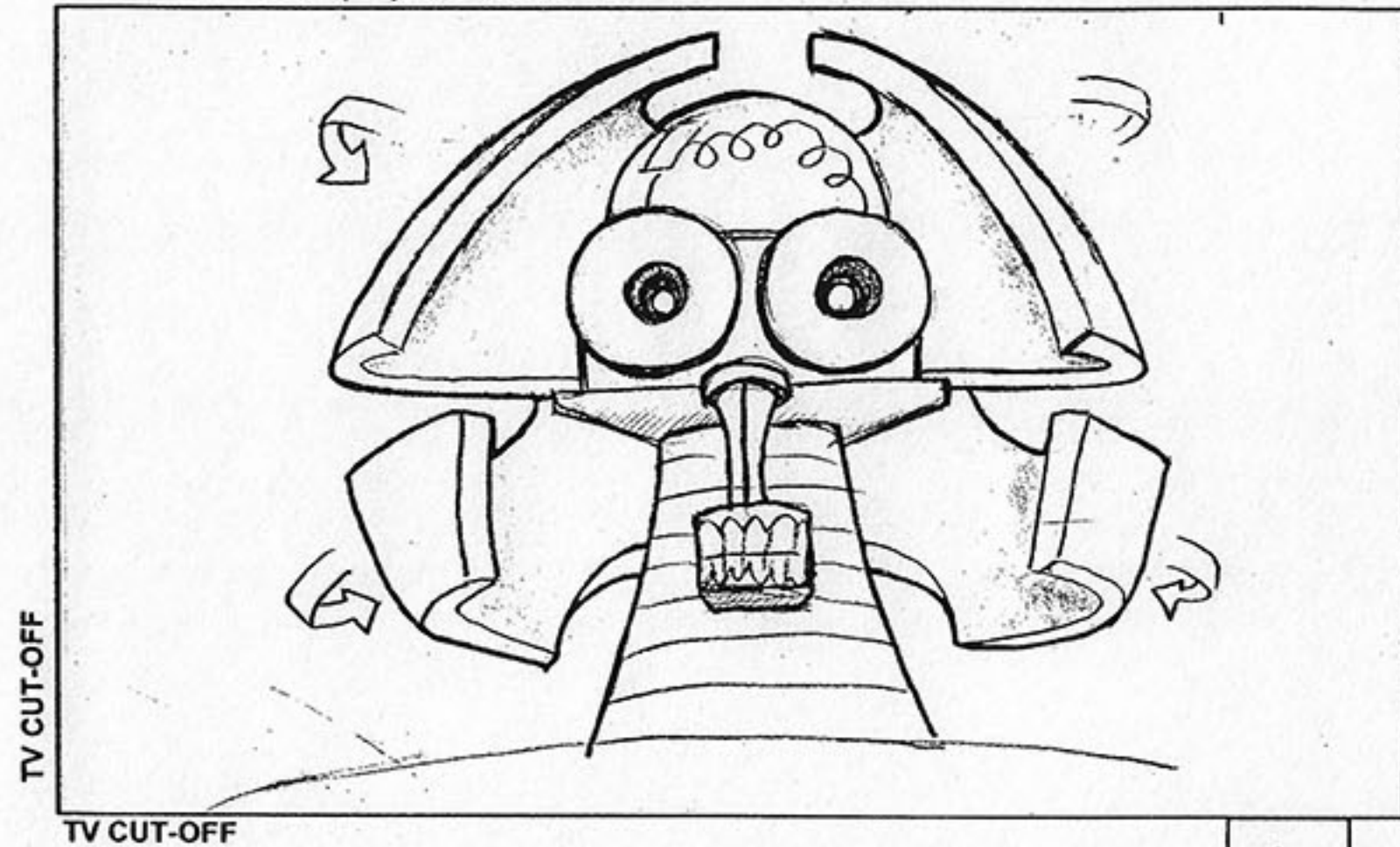
B.G.



PANEL 5

SCENE A44 B CONT.

B.G.



PANEL 6

ACTION

— TURNS INTO RAI —

DIAL

WUYA CONT

— IS eliminated —

WUYA CONT

— once and —

TIMING

*CONT PANEL 70*

16 : 9 Widescreen Format

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SCENE A44 B CONT

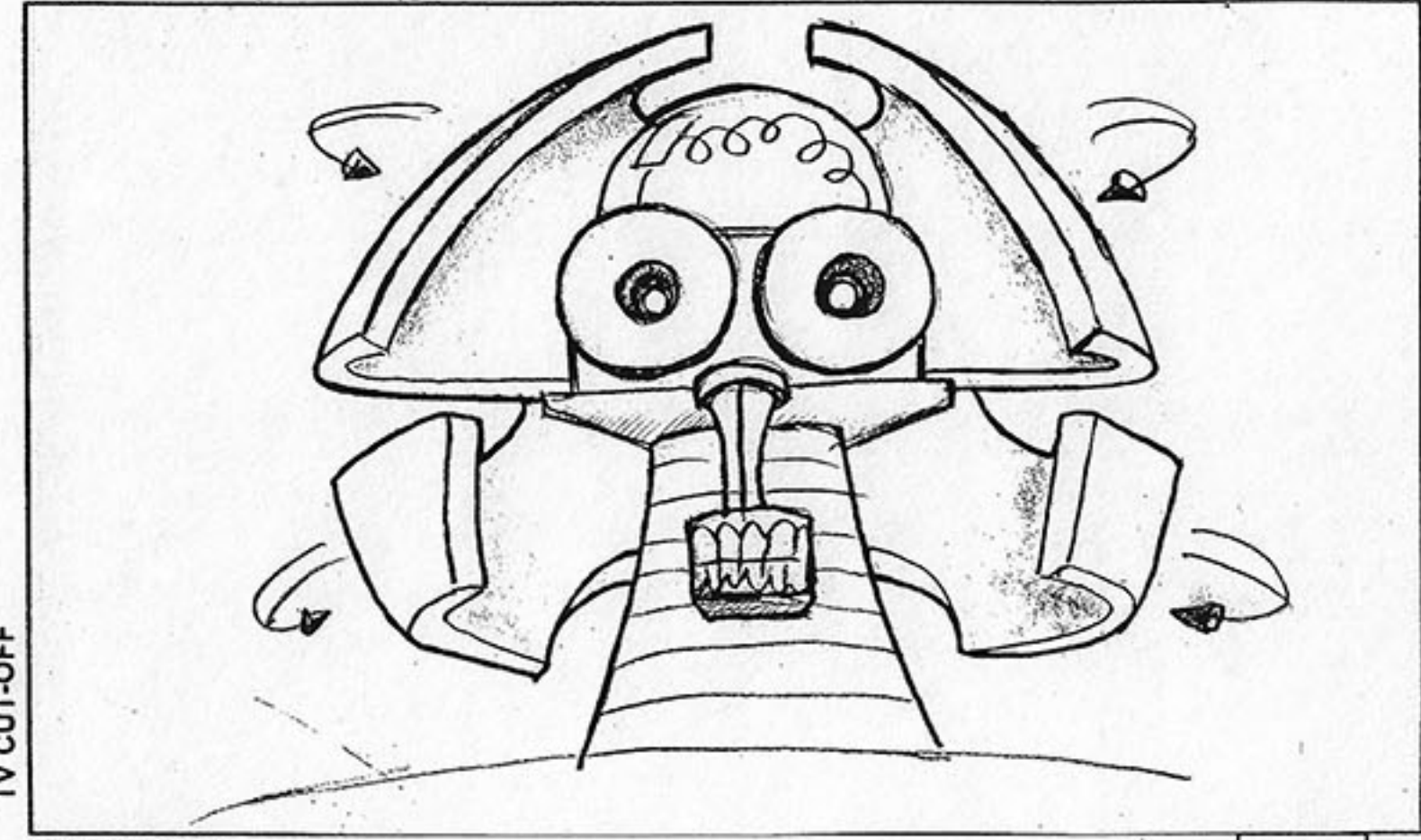
B.G.



PANEL 9

SCENE A44 B CONT.

B.G.



PANEL 10

ACTION

THEN KIMIKO

DIAL

WUYA CONT  
 -for all!

WUYA CONT  
 LAUGH

TIMING

Cont Dia 70

(4XA) — (Dia 71)

16 : 9 Widescreen Format

257311





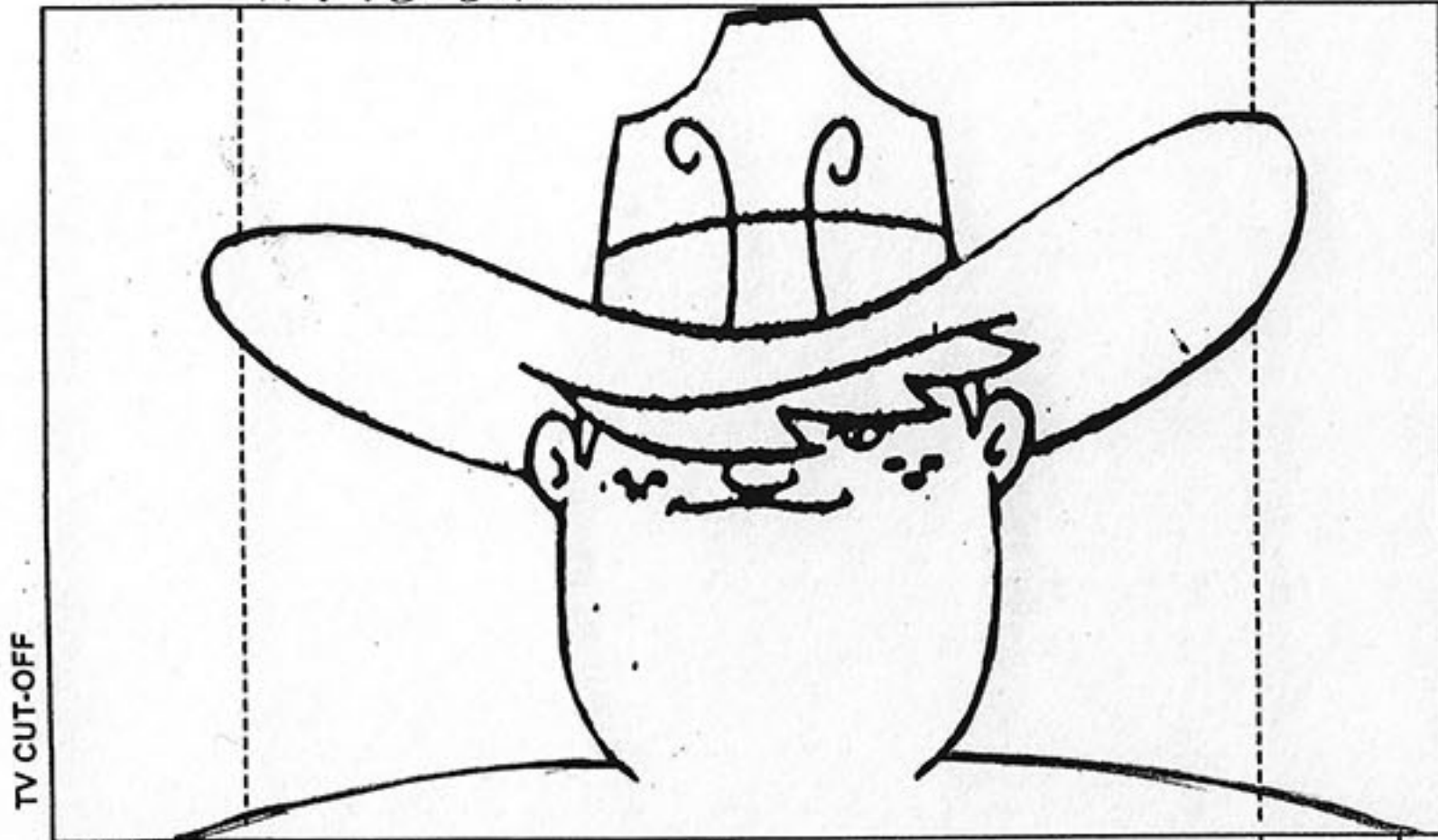
# X I A O L I N SNOWDOWN

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SCENE A44B CONT

B.G.



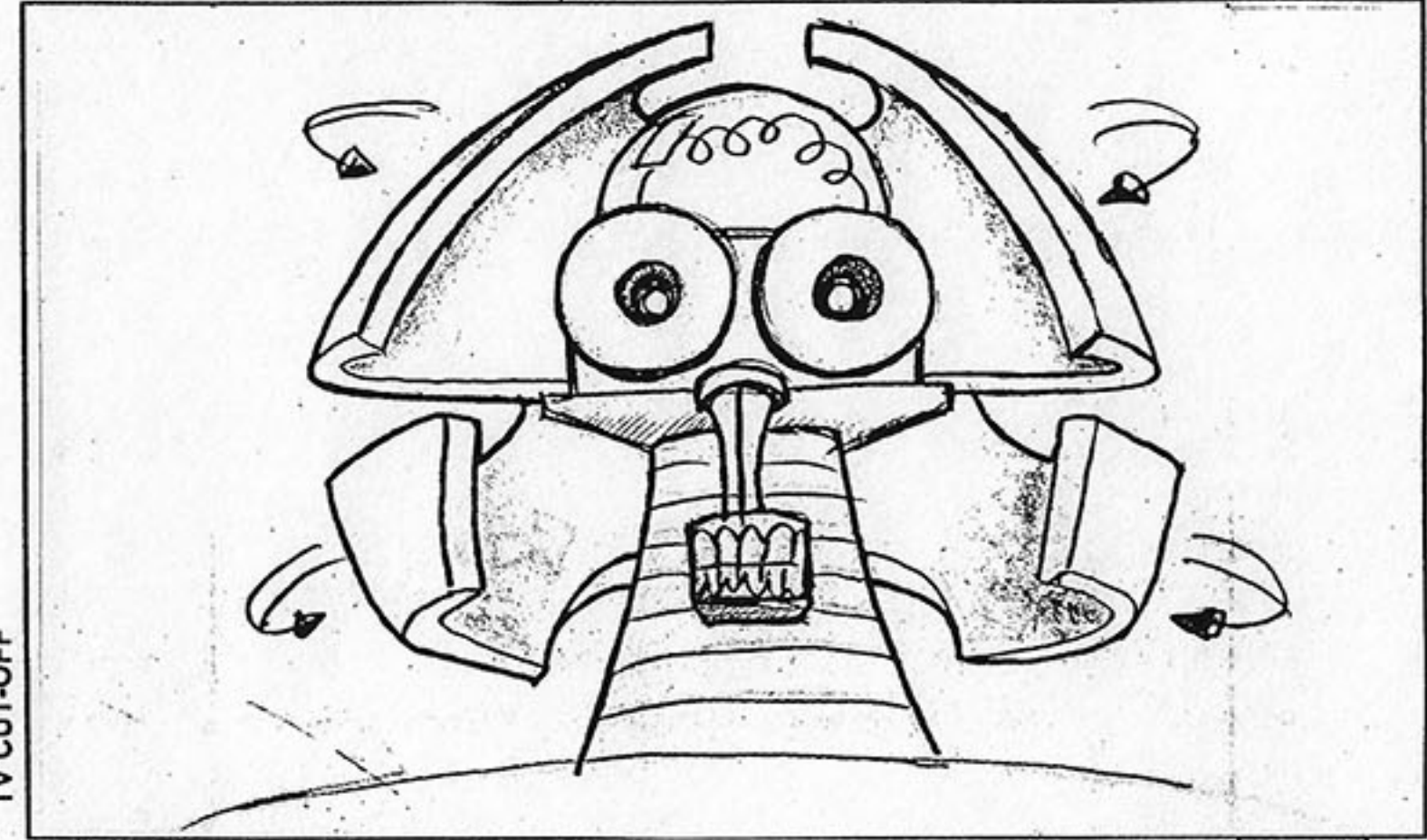
TV CUT-OFF

TV CUT-OFF

PANEL 13

SCENE A44B CONT

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 14

ACTION

THEN CLAY

DIAL

WUYA CONT

LAUGH

20

WUYA CONT

10

TIMING

CONT PNL 71

16 : 9 Widescreen Format

257311

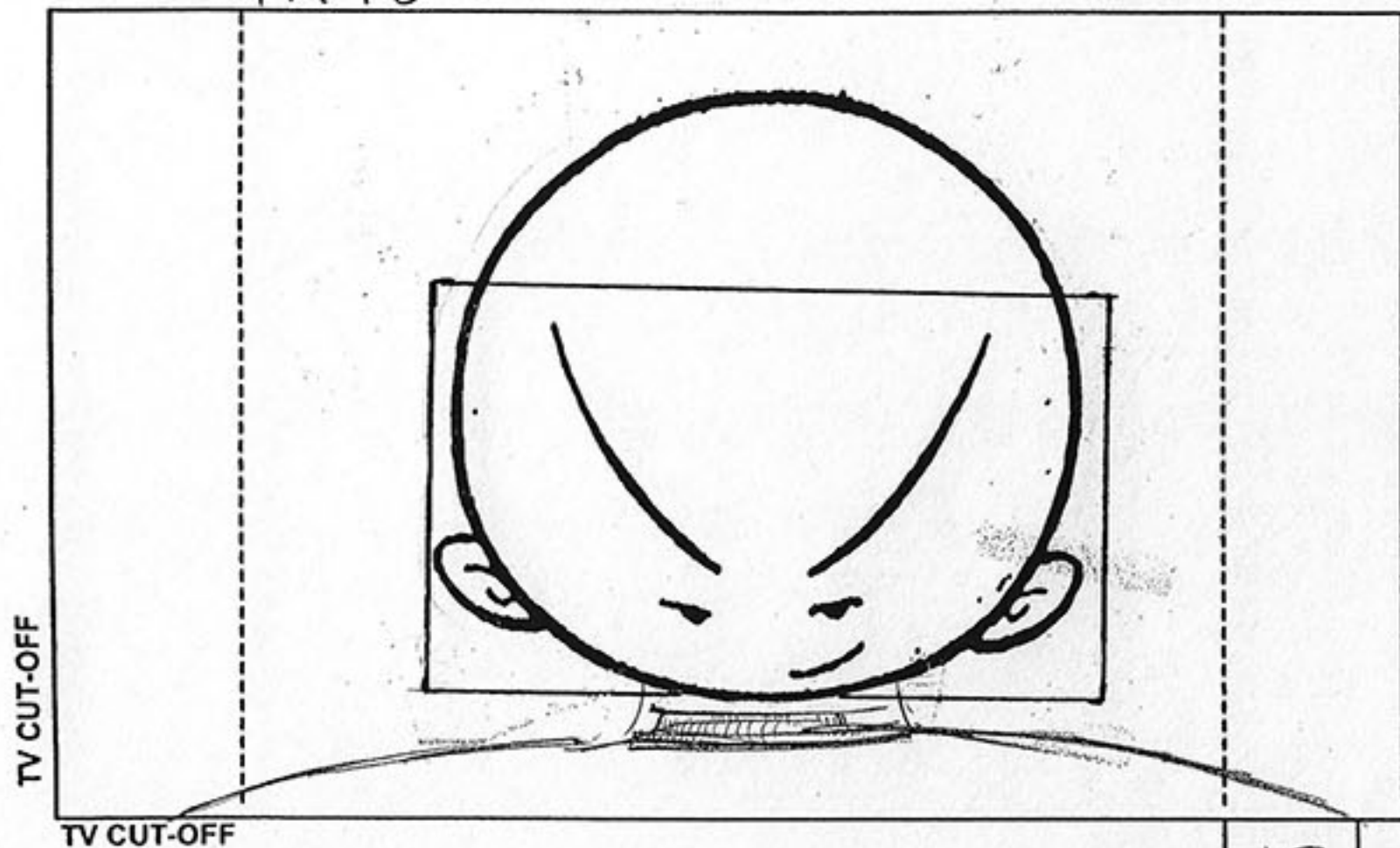
257311

257311



SCENE A44B

B.G.



PANEL 17

SCENE A44B CONT

B.G.



PANEL 18

ACTION

THEN OMI - TRUCK IN  
 ON OMI FACE

DIAL

WUYA CONT  
 LAUGH

20

WUYA CONT

10

TIMING

TRUCK! TRUCK AGAIN

DIAL 71

16 : 9 Widescreen Format

257311



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SCENE A44B CONT

B.G.



TV CUT-OFF

TV CUT-OFF

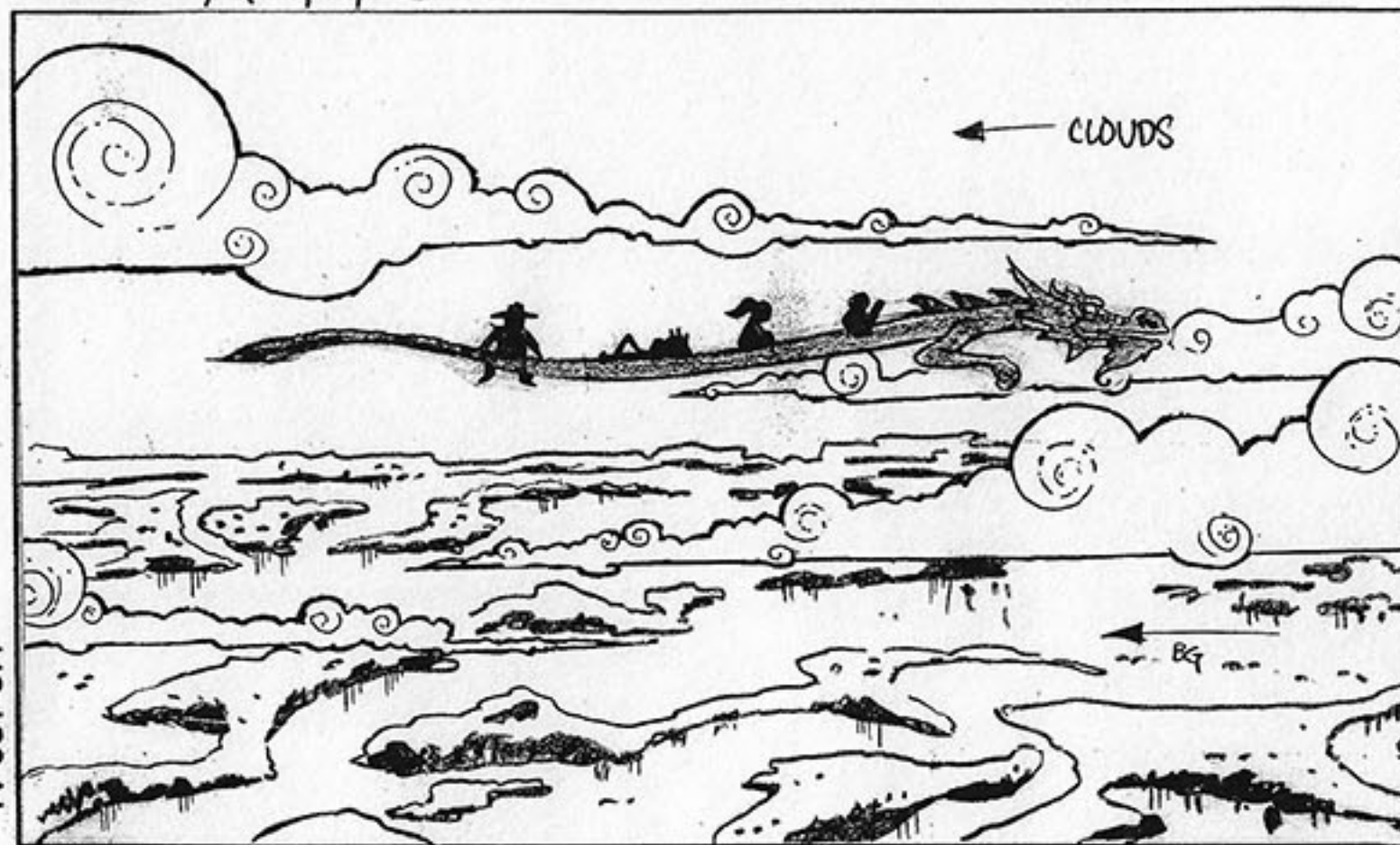
PANEL 18



X-DISS.

SCENE A44C

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 19

ACTION

SCREEN GOES BLACK

10

DIAL

WUYA CONT.

(LAUGHING)

HER LAUGH ECHOES AWAY

DOJO (VO)

The first Shen Gong Wu is called the Lotus Twister.

TIMING

CONT PNL 71

A44C

2<sup>o</sup> X-DISS

2<sup>o</sup>

8X

DIAL 72

16 : 9 Widescreen Format

257311

8X

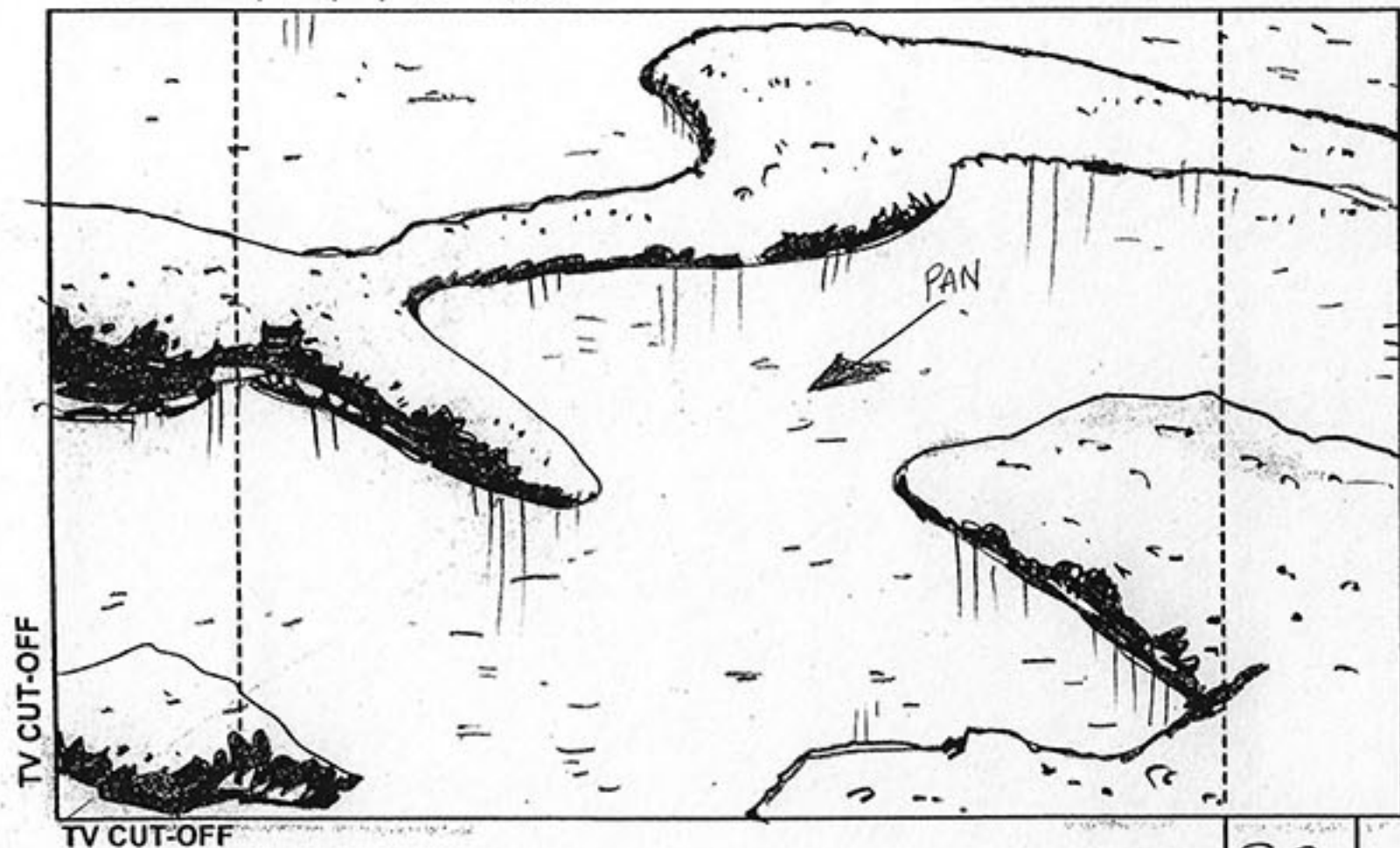


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SCENE A44D BG

B.G.



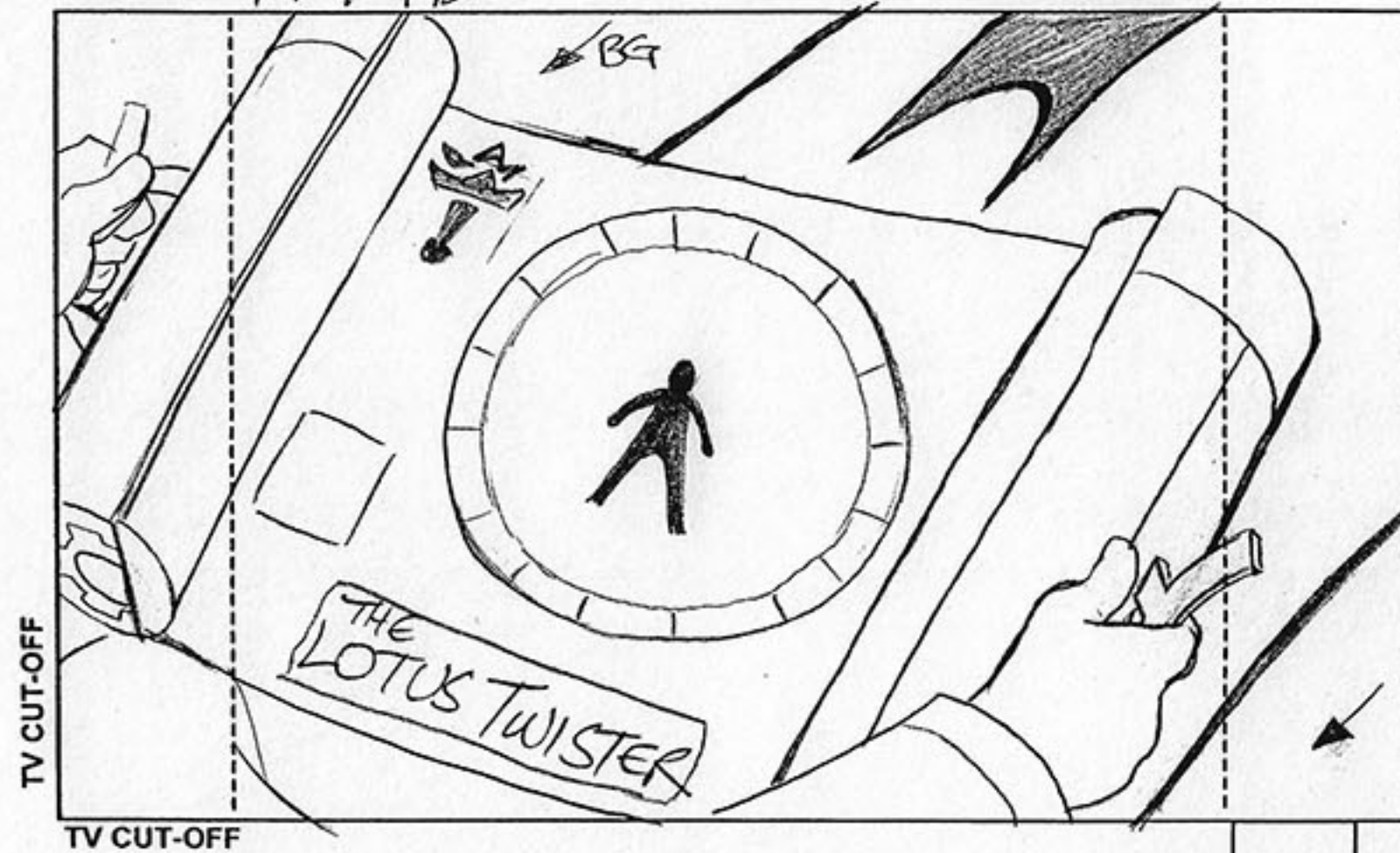
PANEL BG

ACTION

SWAMPLAND B.G. PAN  
 DIAG. DOWN LEFT.

SCENE A44D

B.G.



PANEL 1

DIAL

OMI (VO)

It has the power →

TIMING

A44D

OK (DIA 73)

16 : 9 Widescreen Format

257311





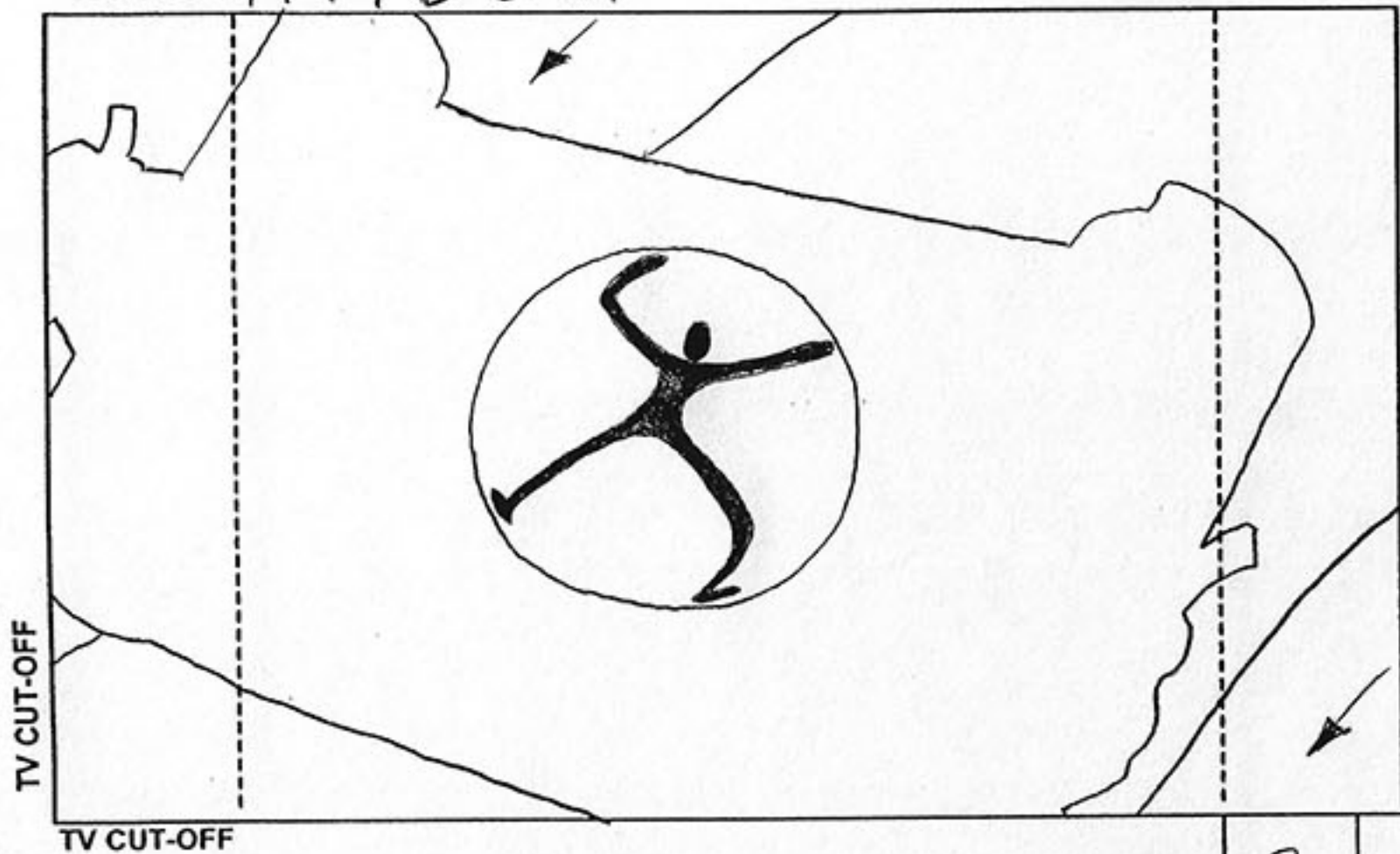
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SCENE A44 D CONT

B.G.

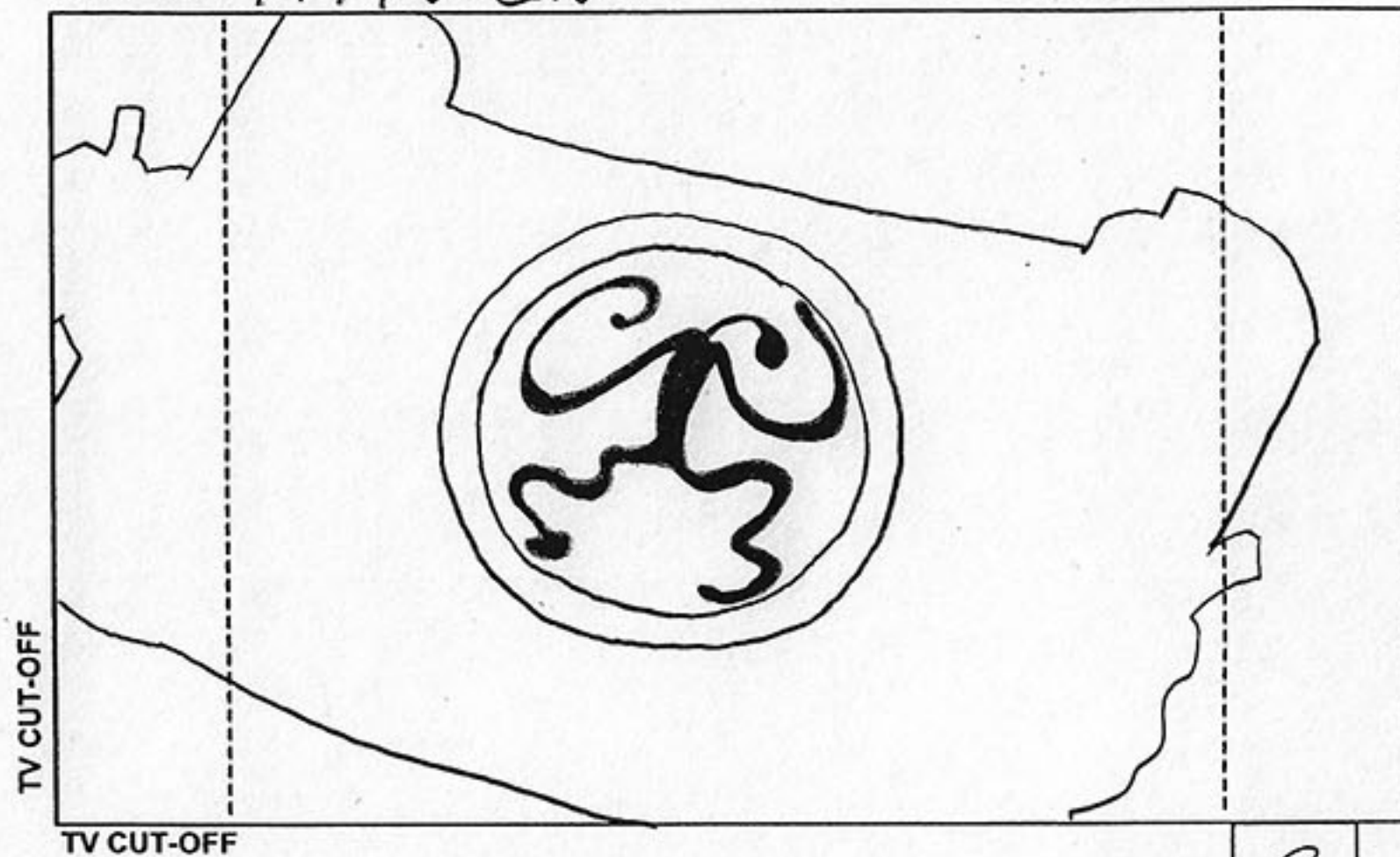


PANEL 2

MONK STRETCHES —

SCENE A44 D CONT

B.G.



PANEL 3

— AND STRETCHES.

(CYCLE PANELS 2 & 3 OVER AND OVER)

ACTION

DIAL

TIMING

OMI (VO) CONT.

to turn your limbs →

OMI (VO) CONT.

-into stretchable rubber.

CONT DIAL 73

16 : 9 Widescreen Format

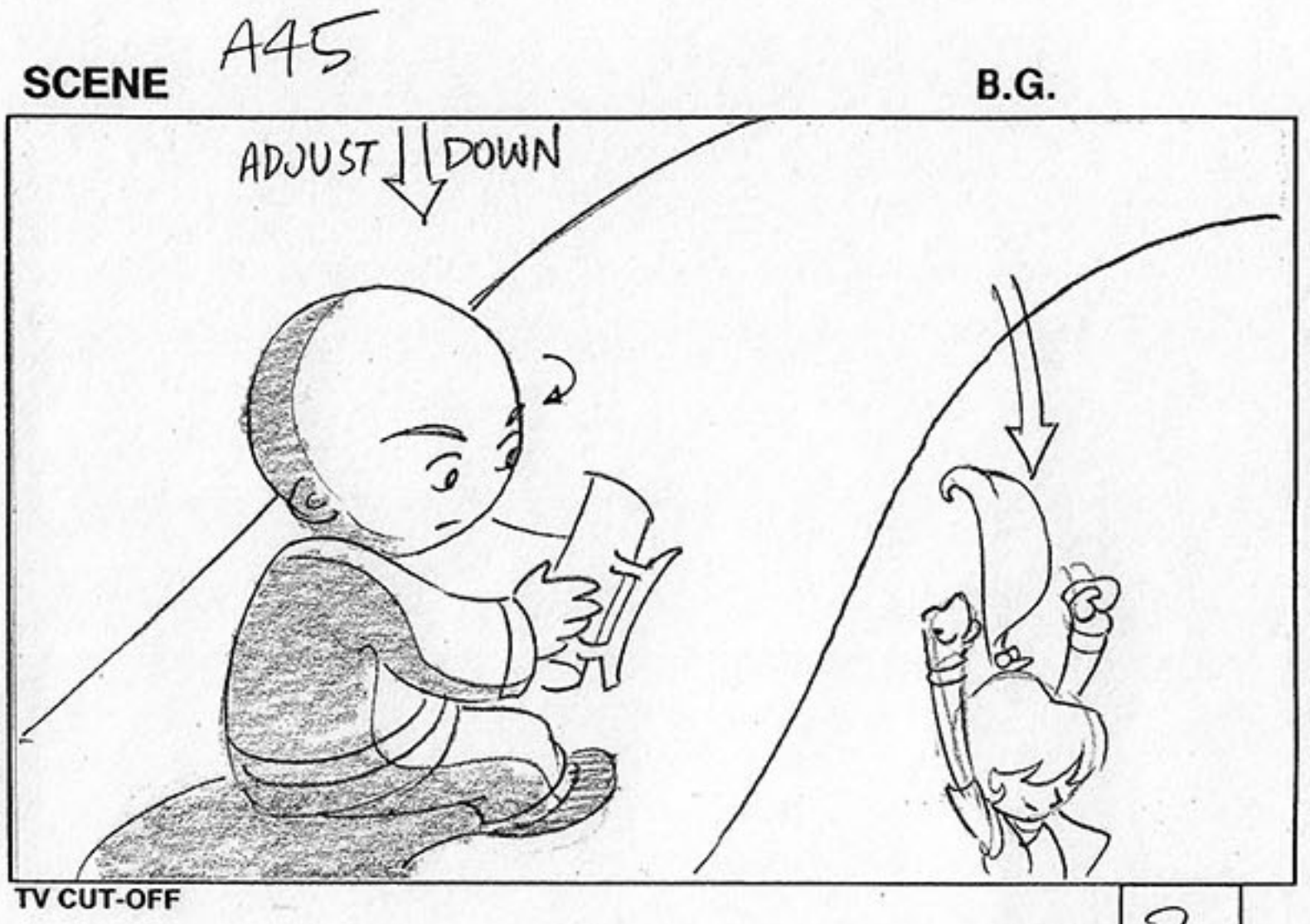
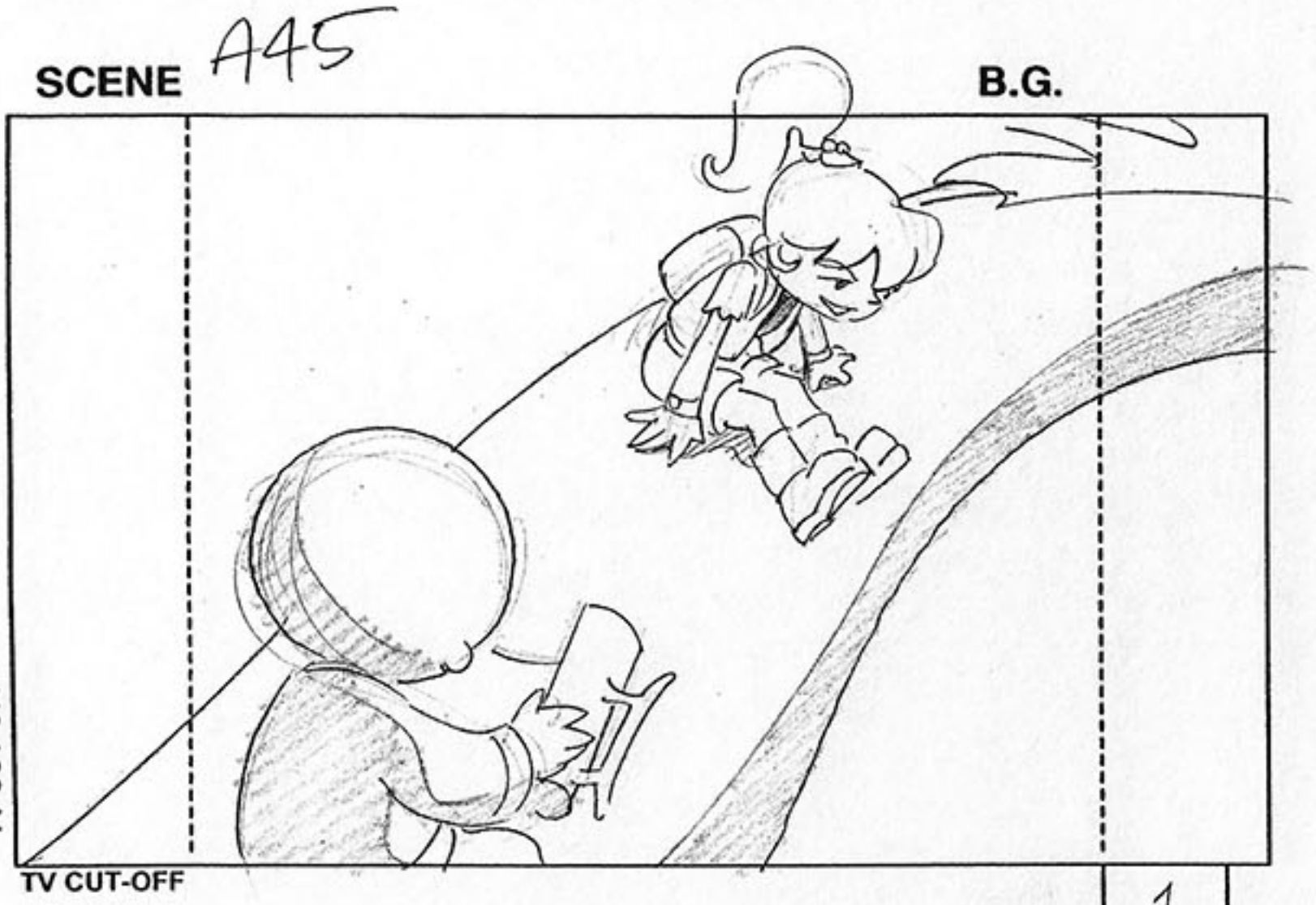
257311

(12x)



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H/U  
 ▽



ACTION

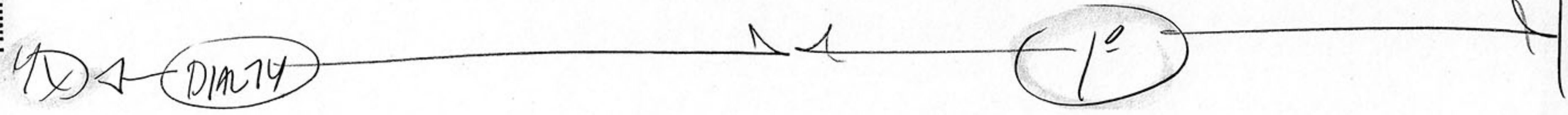
Dojo drops toward the Swamp - Kim is positioned to jump off.

She jumps.

A45  
 DIAL

Kim: I'm on it!

TIMING



16 : 9 Widescreen Format

257311





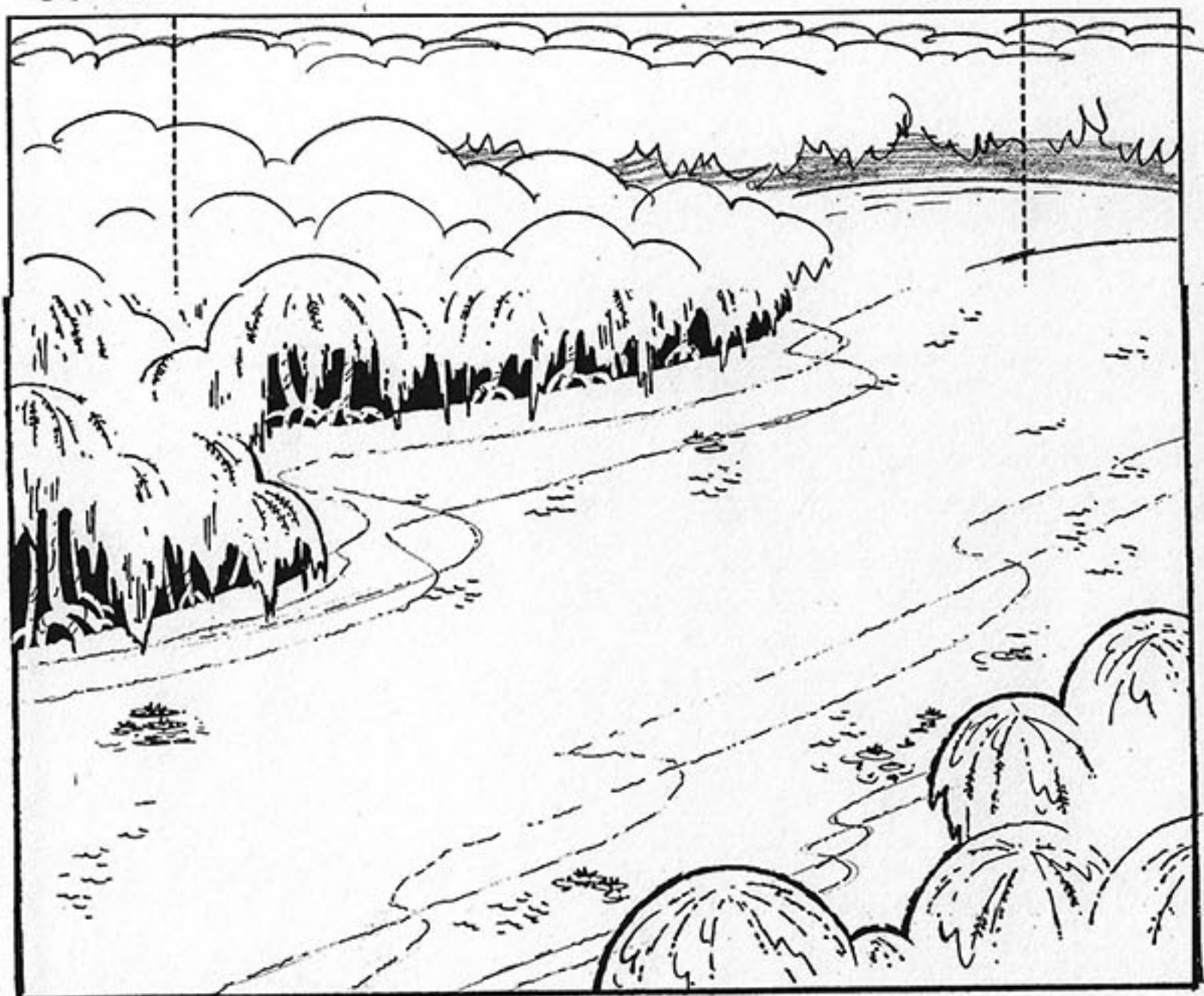
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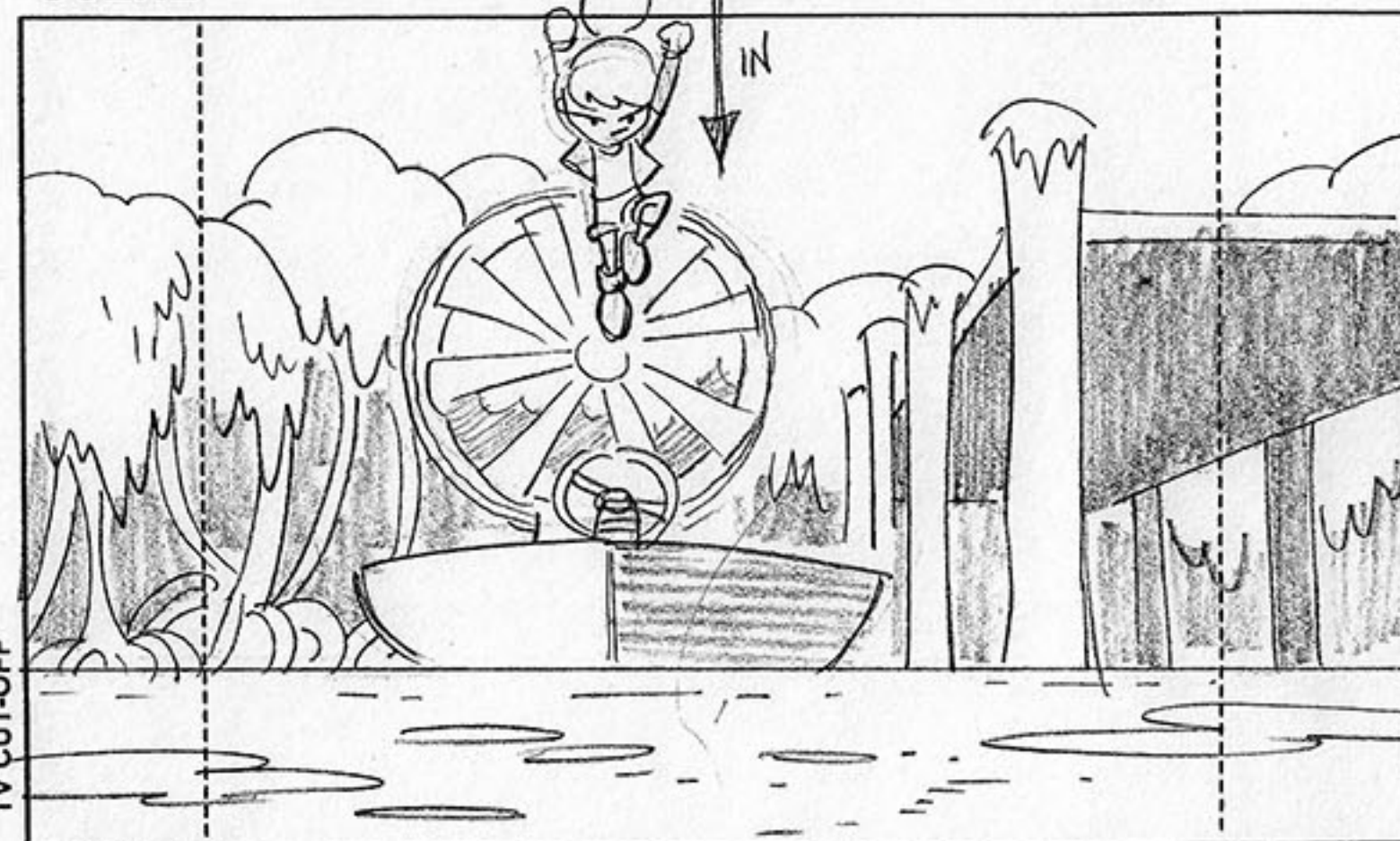
SCENE A45/BG

B.G.



SCENE A46

B.G.



ACTION

DIAL

TIMING

<BG Reference>

↑  
TO PAN  
UP FOR  
LENGTH  
OF  
SCENE

Kim drops into scene toward  
a swamp boat

PANEL

1

(A46)

(12x)

68

16 : 9 Widescreen Format

257311

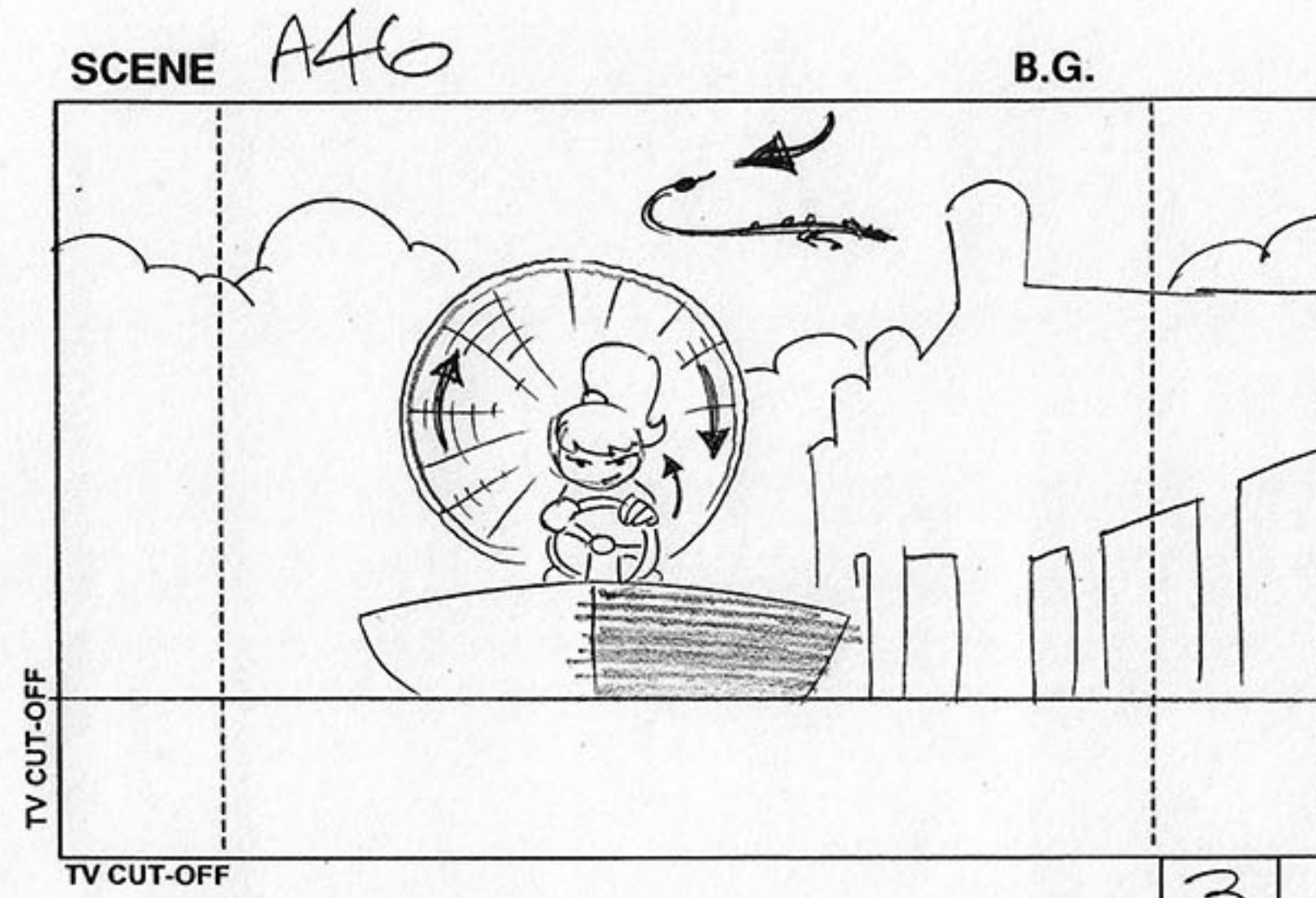
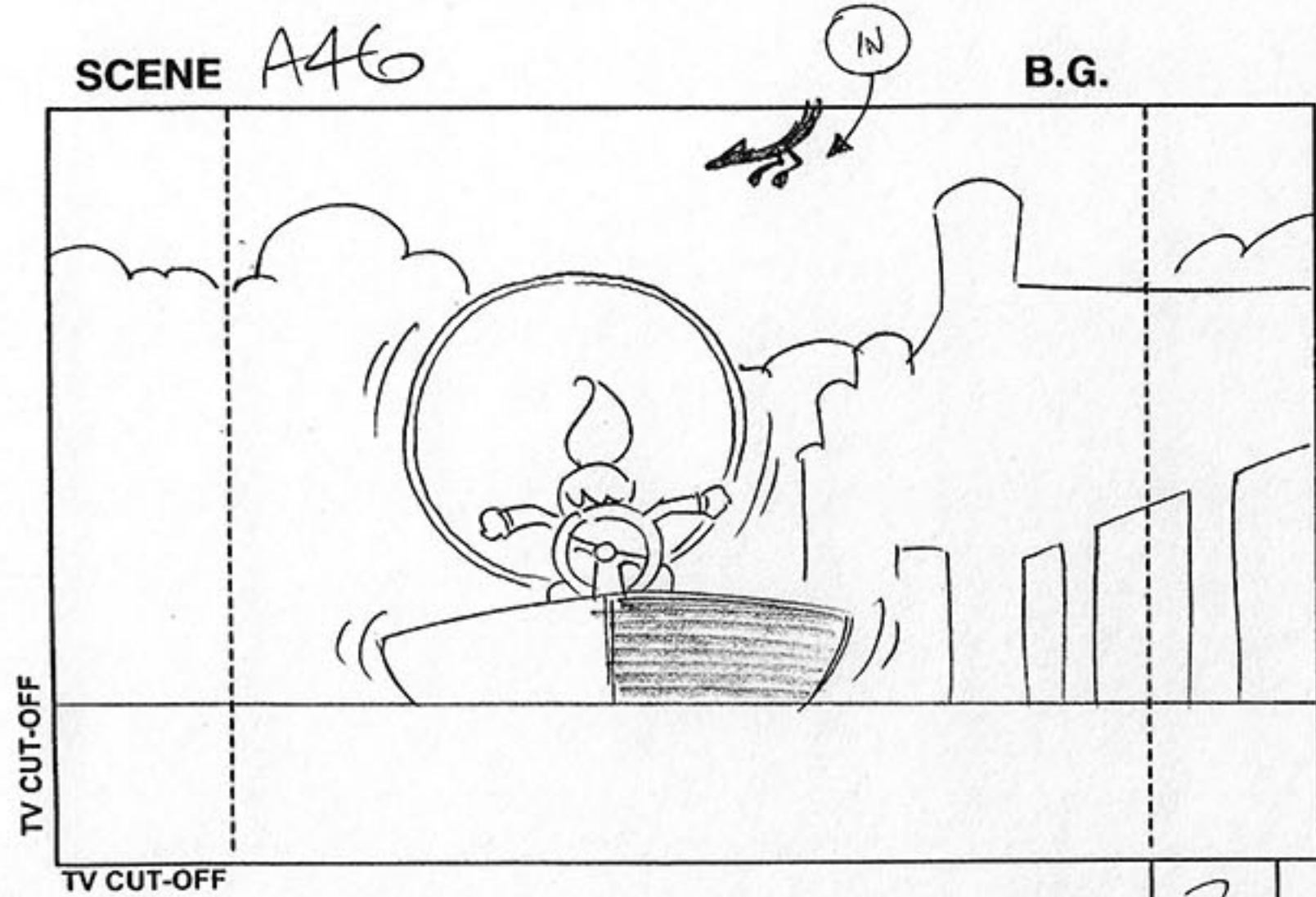




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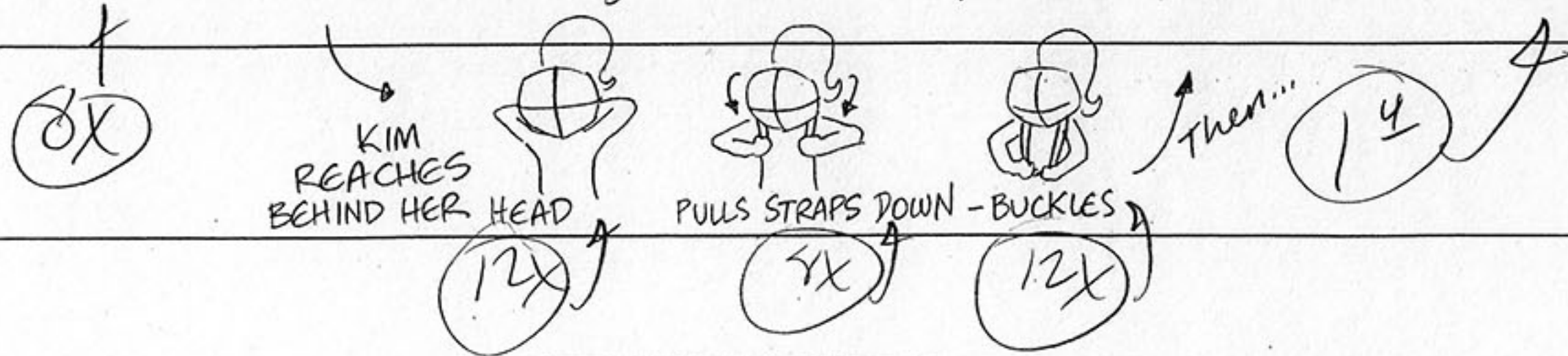
16 : 9 Widescreen Format

ACTION

She lands in the boat - It shudders. Dojo flies into scene high above

Kim grabs the steering wheel - the boat's fan starts spinning

DIAL



TIMING

257311





# X I A O L I N SHOWDOWN

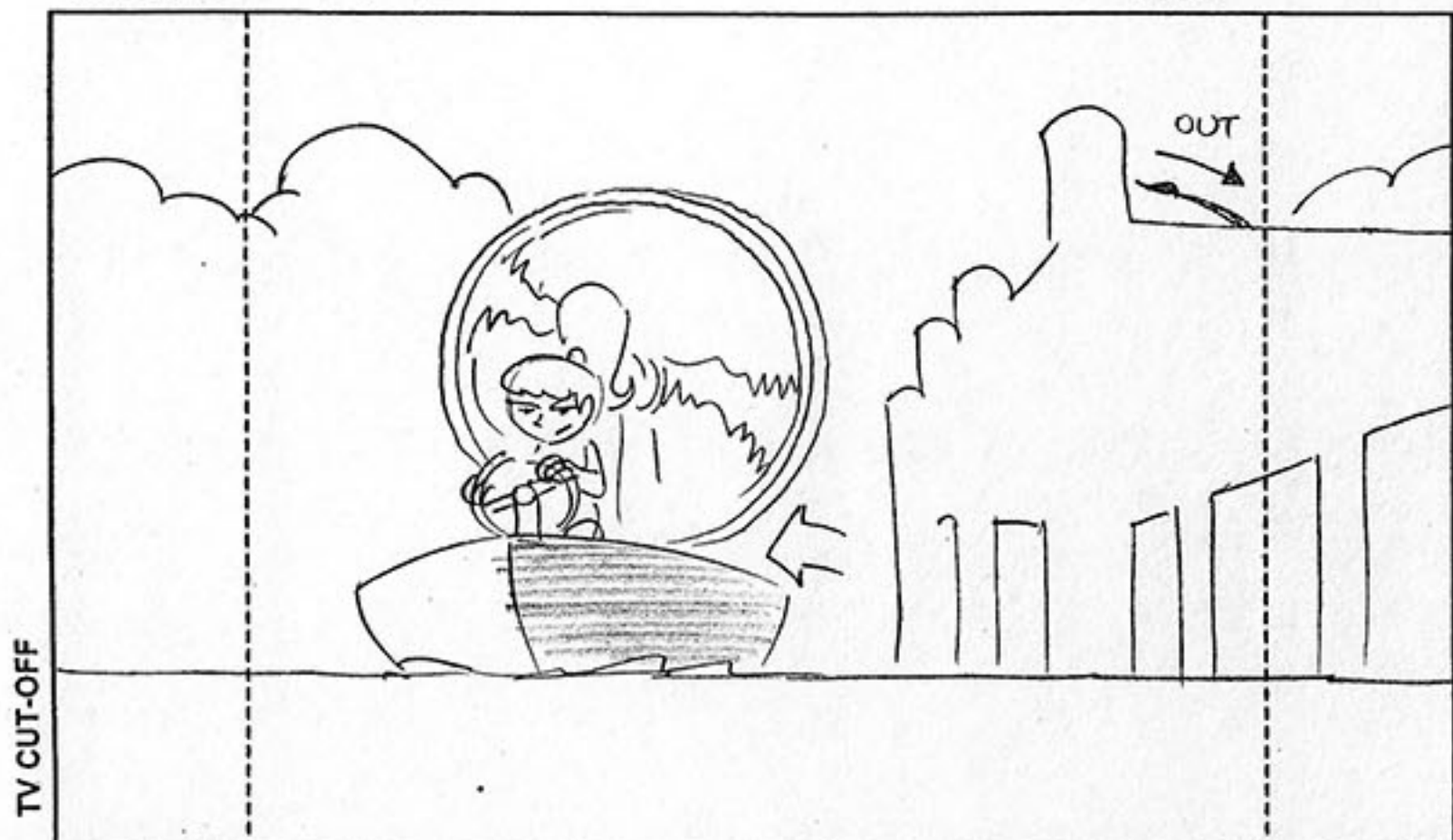
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PAGE A135

SCENE A46

B.G.



PANEL 4

ACTION

The boat moves forward as Dojo flies o.s.

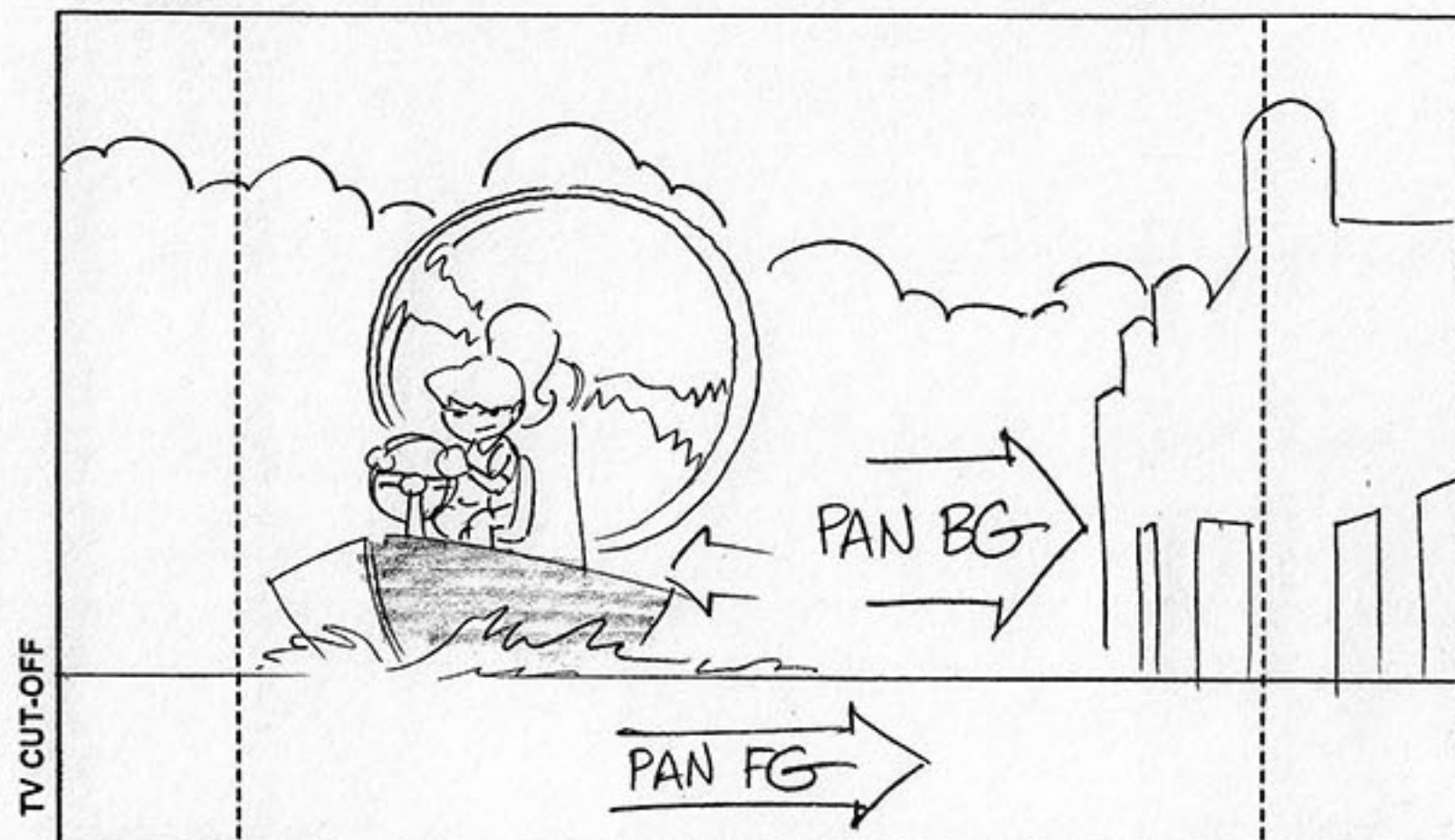
DIAL

2<sup>e</sup>

TIMING

SCENE A46

B.G.



PANEL 5

BG elements pan away as the boat gains forward

Omi (vo): Our next target-

16 : 9 Widescreen Format

257311

→ 1 ← D19275





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ADD A LAYER OF SPEED-BLUR MIST ABOVE BG

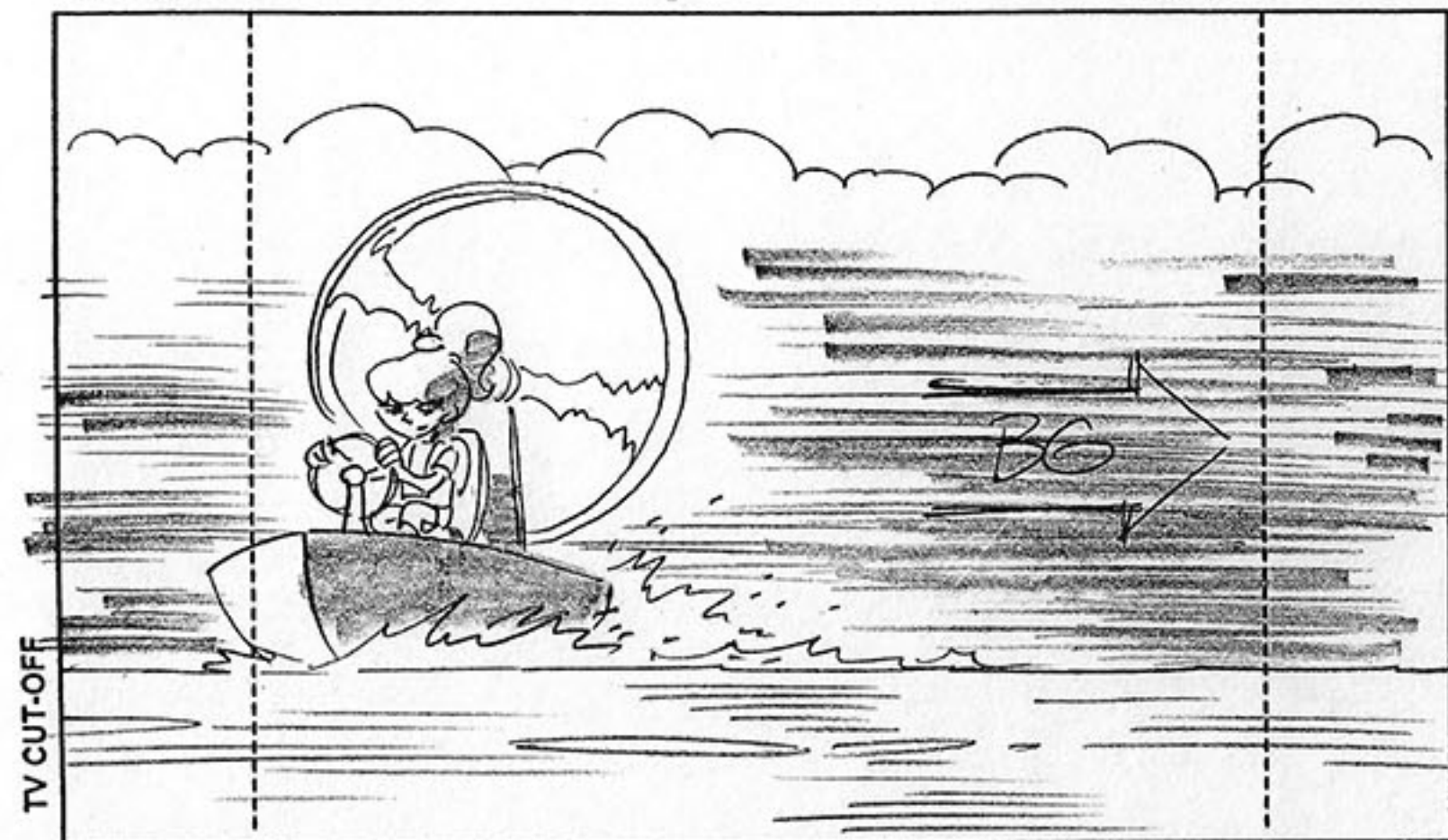


(FOR FAST-PANNING CLOUDS)

16 : 9 Widescreen Format

SCENE A46

B.G.



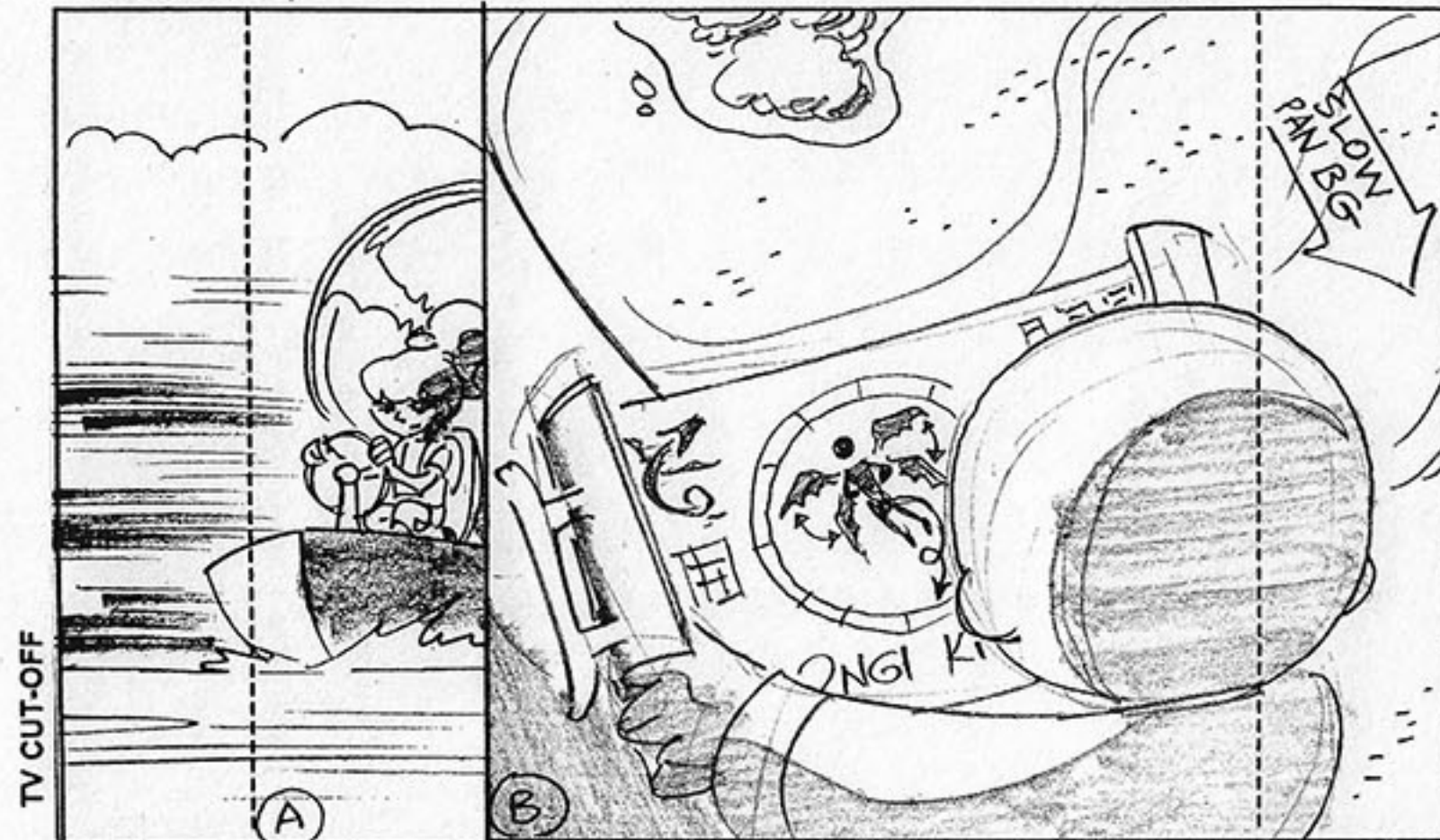
TV CUT-OFF

TV CUT-OFF

PANEL 6

SCENE A46

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 7

ACTION

The boat kicks into high speed-BG becomes a blur

[KIM'S ACTION GOES TO CONTINUOUS CYCLE-LOCK OFF AS INSET (A)]

Inset (B) pops on-Omi examines the Scroll-sees image of monk wearing Longi Kite (wings flapping). Island BG pans slowly thru.

DIAL

(cont) - is the Longi Kite ————— with it, one can sail through the air.

TIMING

Com Dim 75

6x

DIAL 76

257311





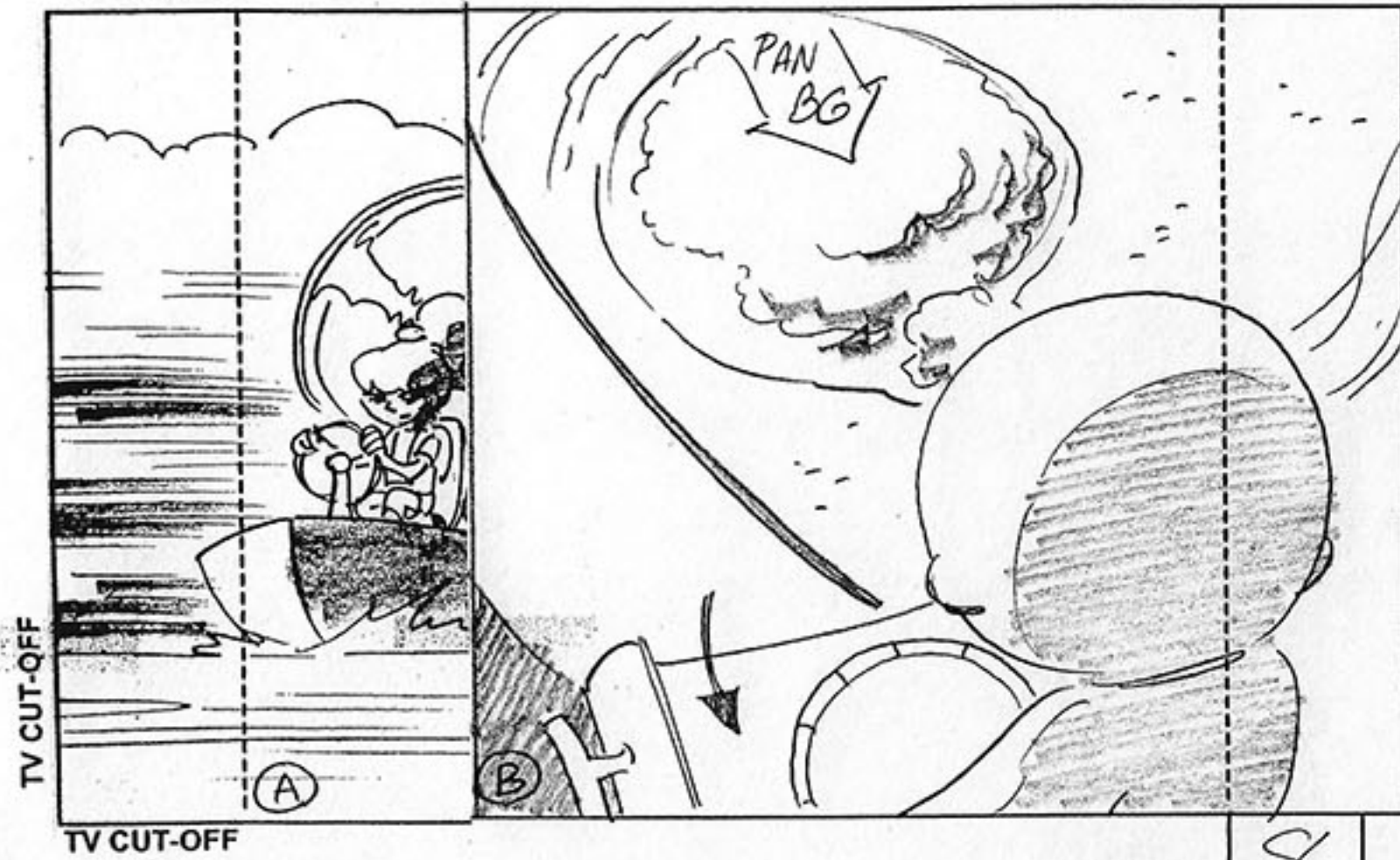
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SCENE A46

B.G.



PANEL 8

ACTION

Omi lowers the scroll to look at the island

<END INSET (B)>

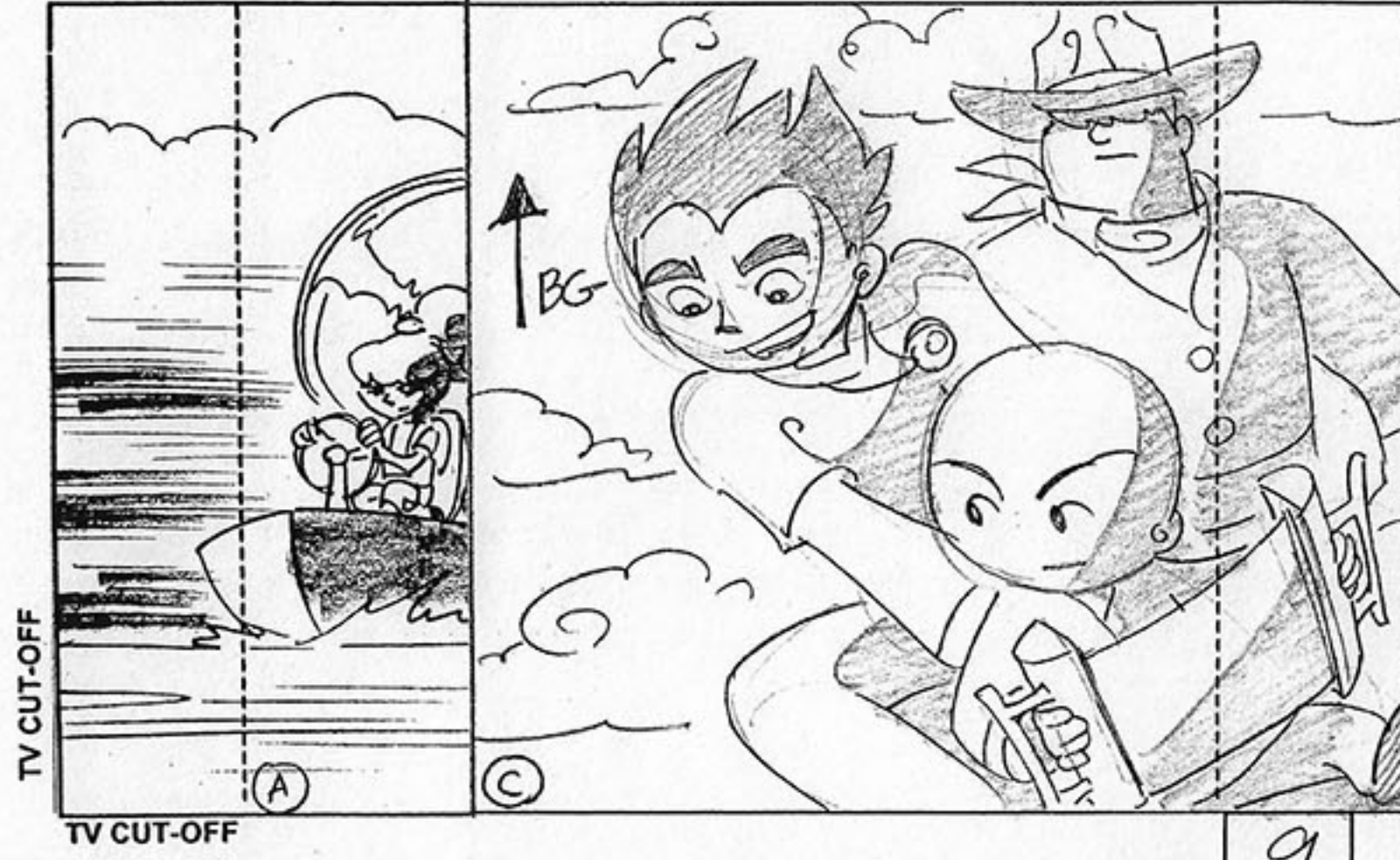
DIAL

TIMING

30

SCENE A46

B.G.



PANEL 9

Inset (C) pops on-clouds pan slowly up - Raimundo looks down, his hair flapping in the wind

RAI = A deserted island? Sweet!

77

16 : 9 Widescreen Format

257311





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SCENE A46

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

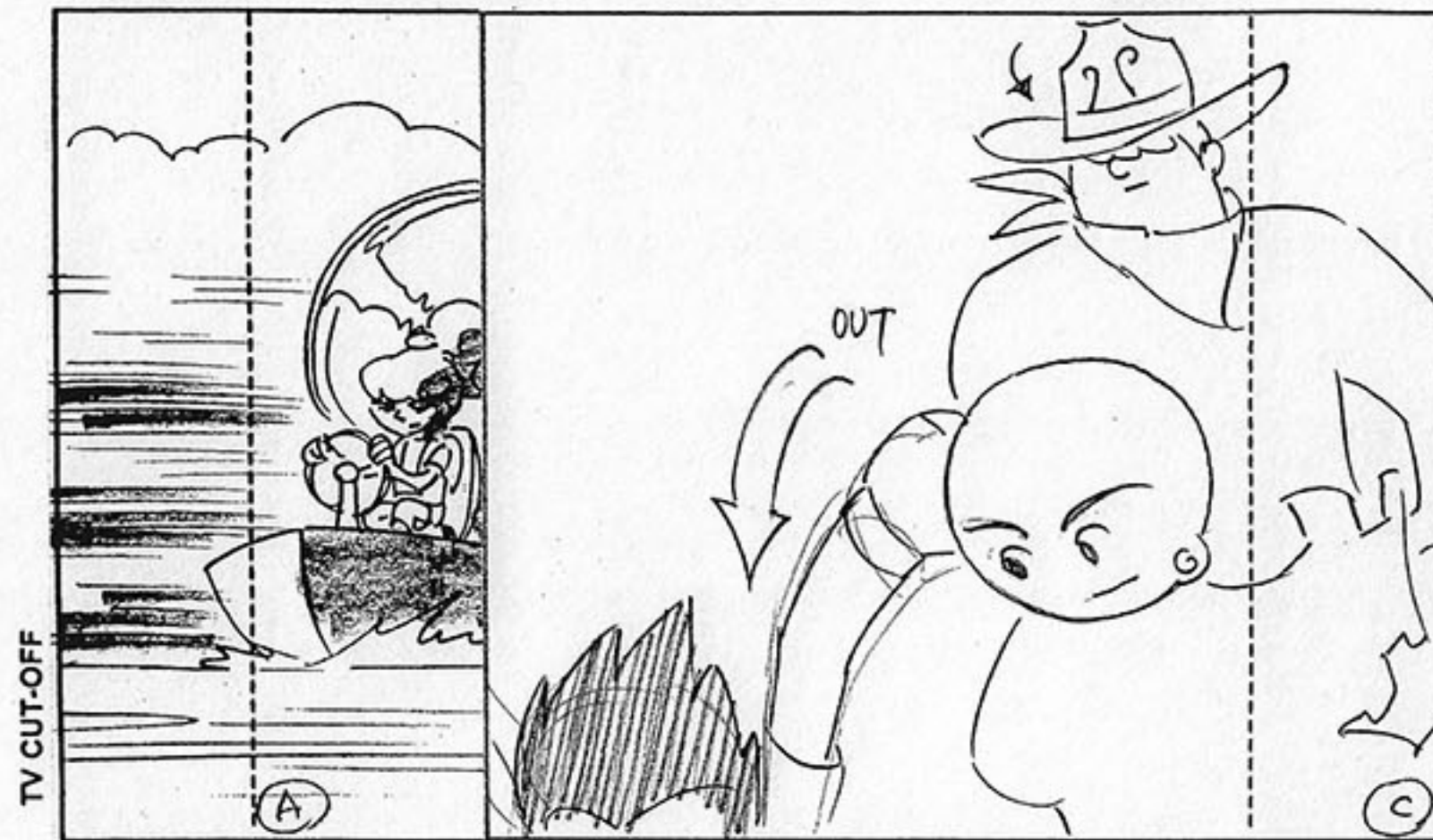
10

ACTION

Raimundo pulls out sunglasses (1) and puts them on (2)

SCENE A46

B.G.



TV CUT-OFF

TV CUT-OFF

FULL POSE

PANEL

11

DIAL

Take your time picking me up!

He jumps off and drops O.S.



<END INSET (C)>

(12)

TIMING

Cont Dial 77

A / 7

512

16 : 9 Widescreen Format

257311

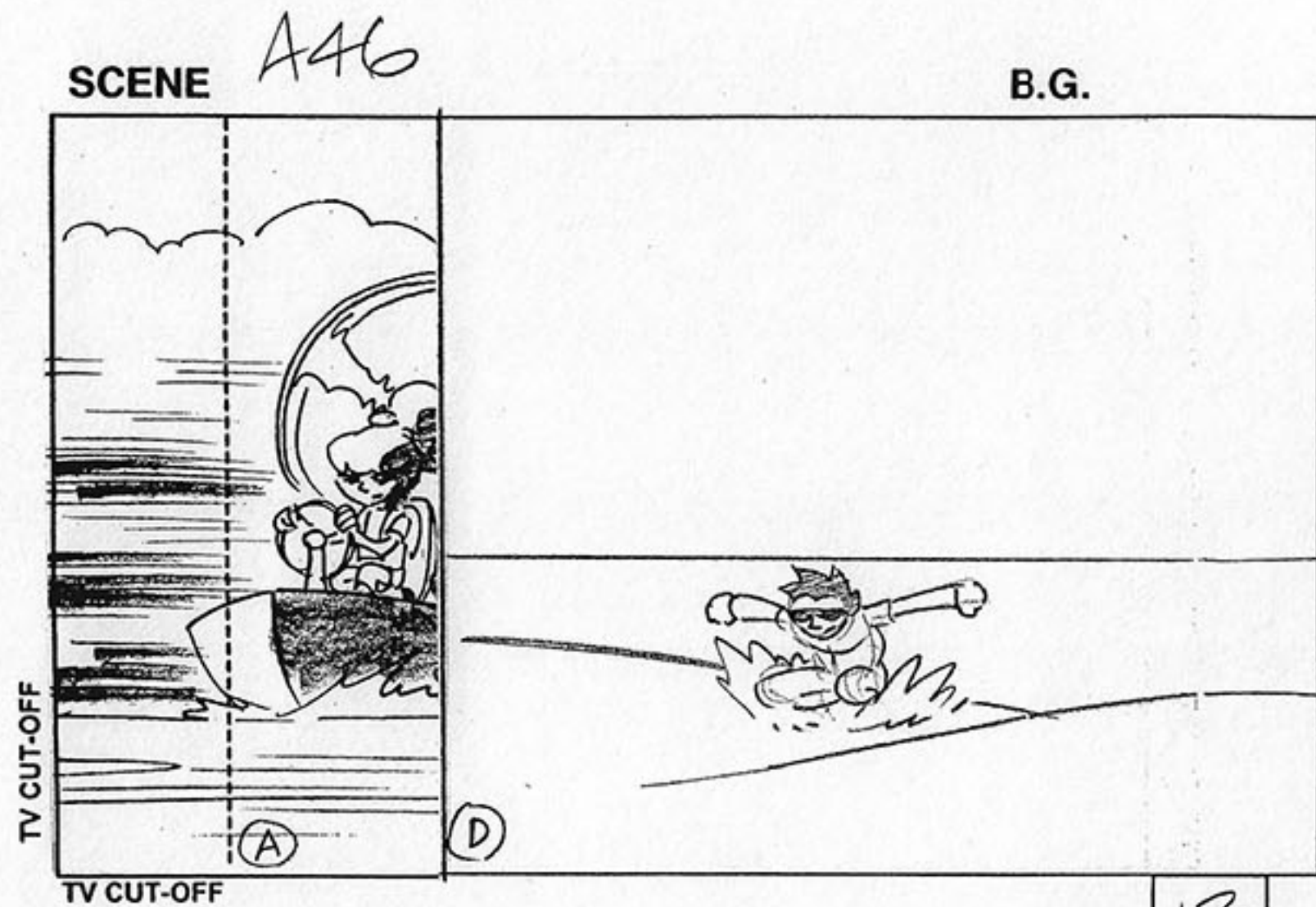
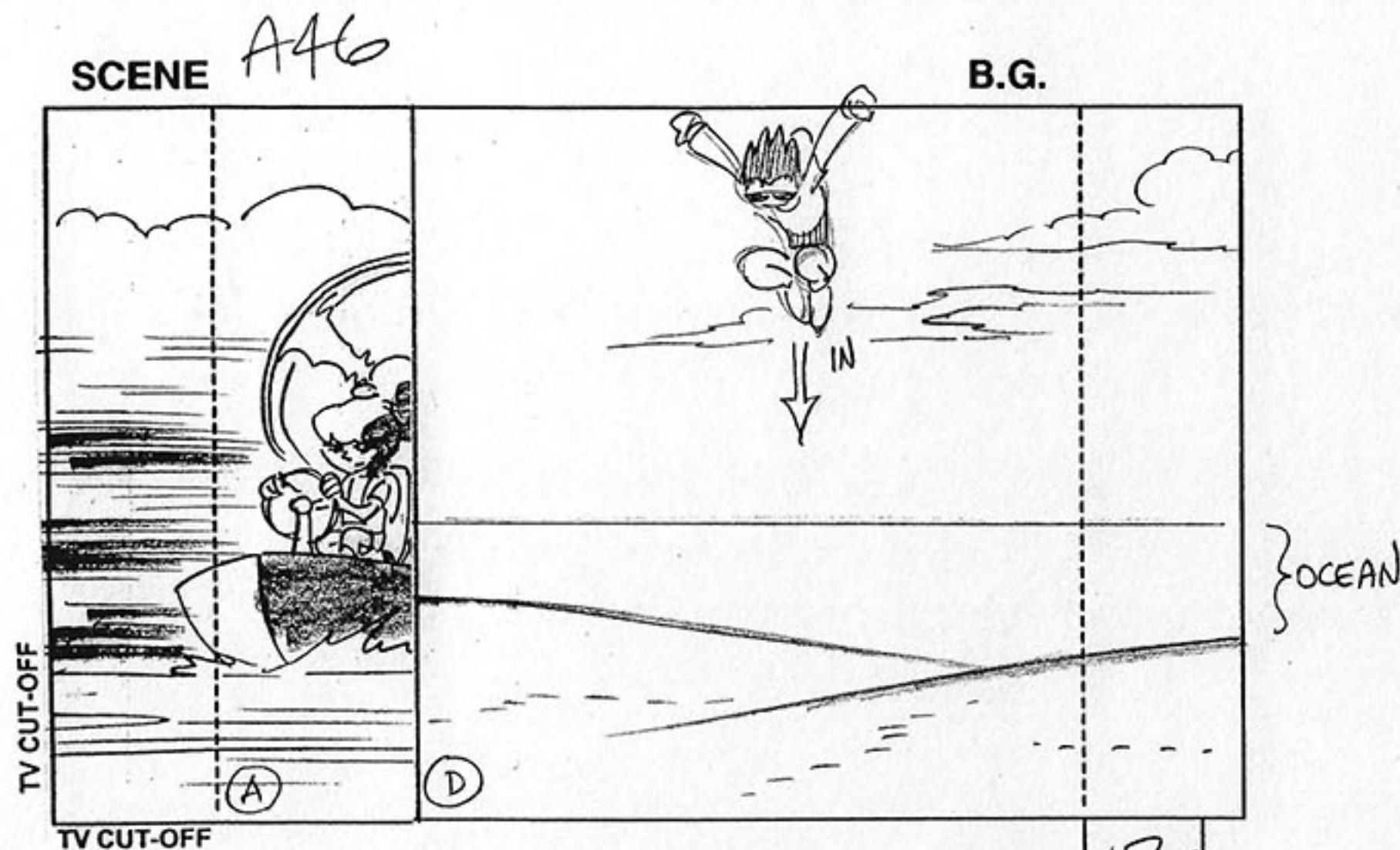




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ACTION

Inset (D) pops on-Raimundo drops toward beach on island

DIAL

(8x)

TIMING

(12x)

16 : 9 Widescreen Format

257311

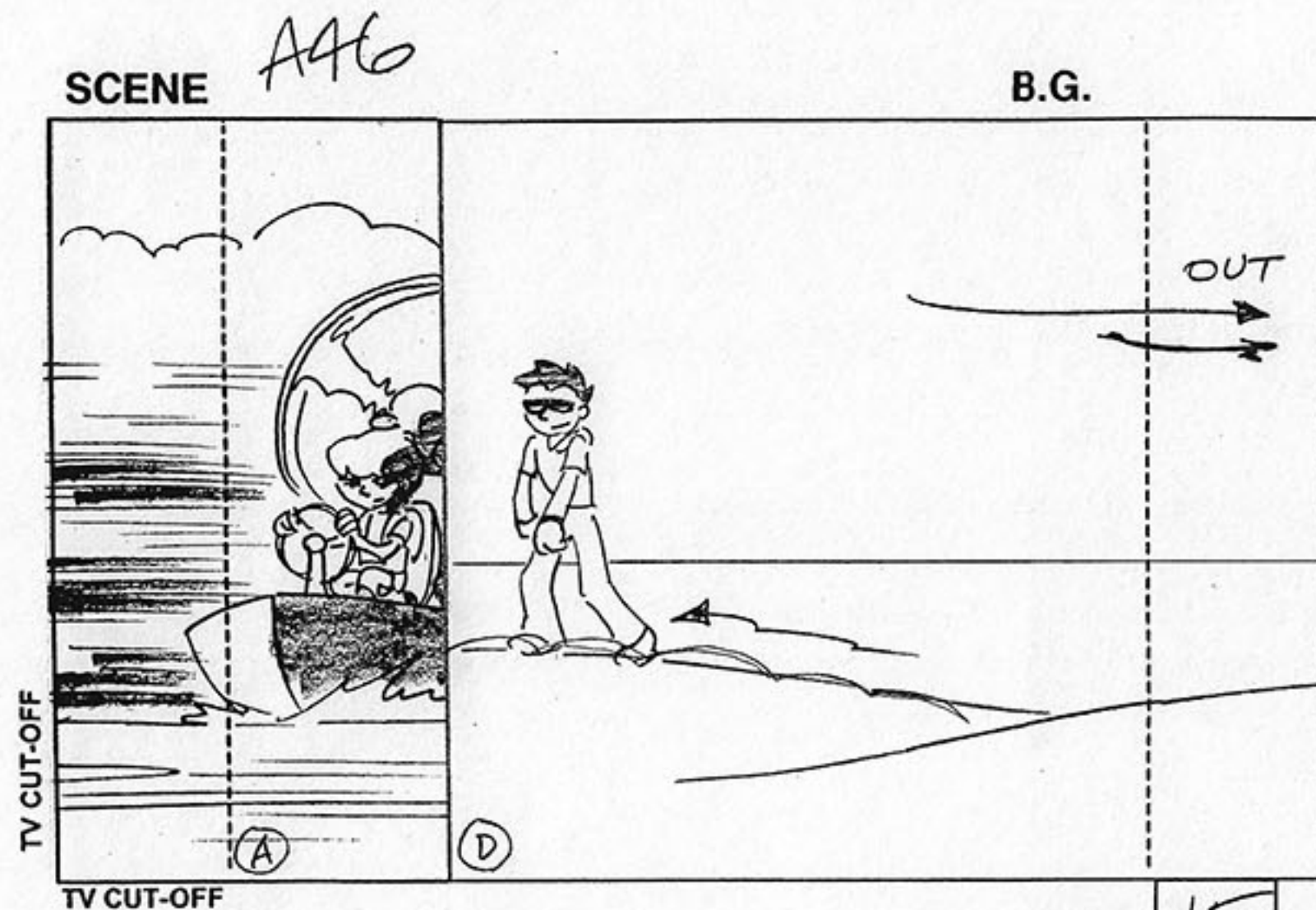
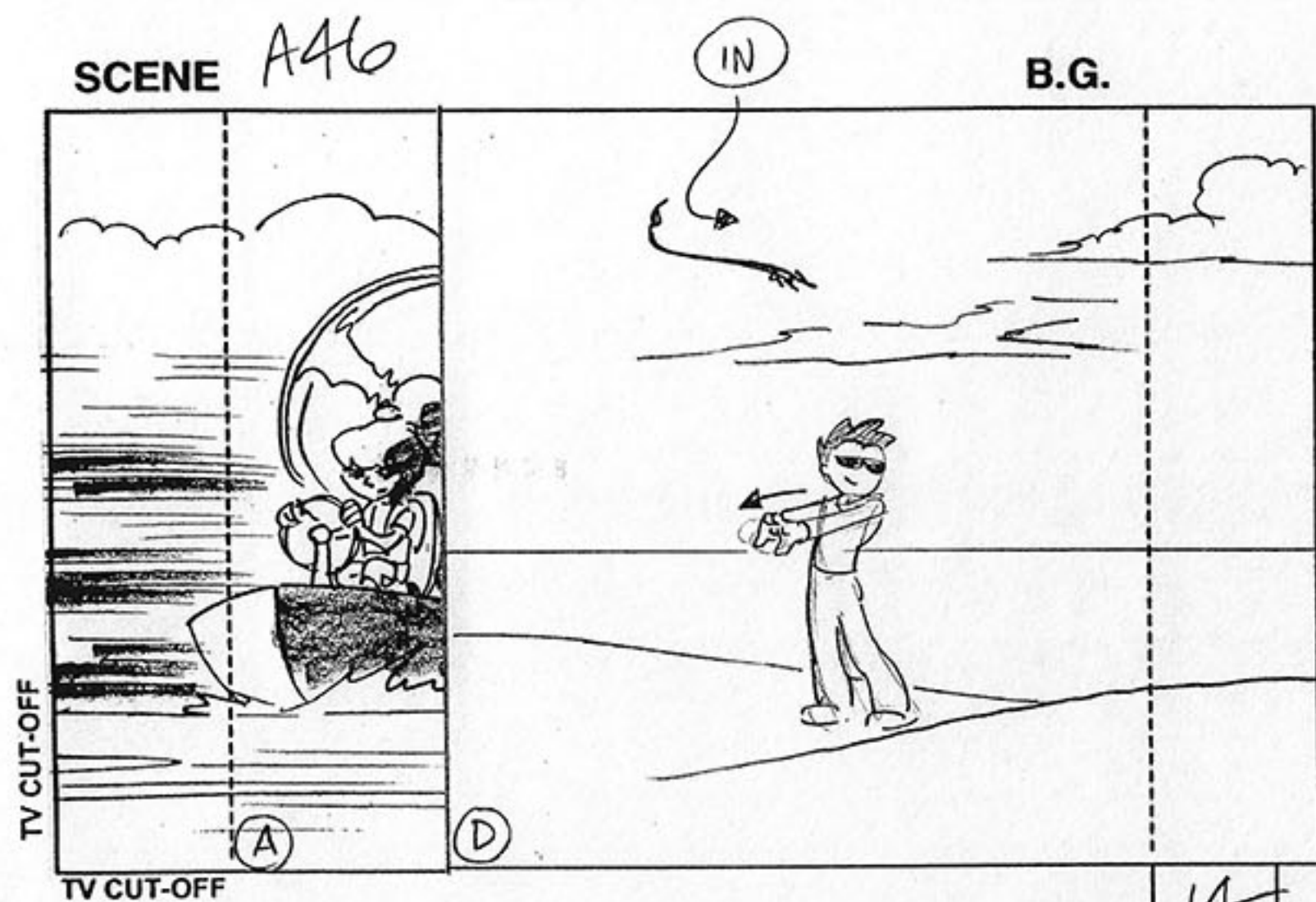




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ACTION

Rai stands & stretches  
as Dojo flies in high above

DIAL

1<sup>st</sup>

TIMING

2<sup>nd</sup>

16 : 9 Widescreen Format

257311





# X I A O L I N SHOWDOWN

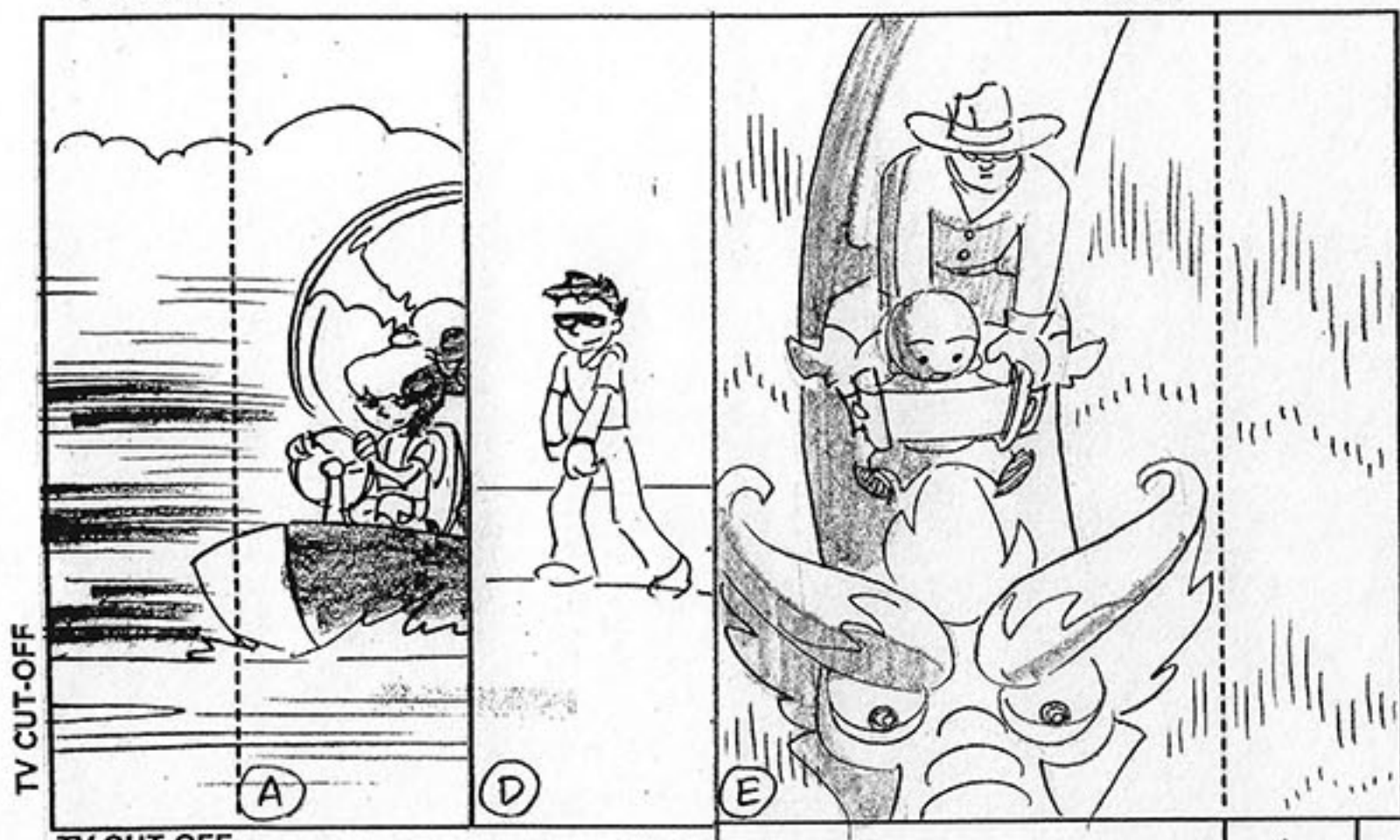
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Same BG Colors as in inset (E)

SCENE A46

B.G.



← SKY  
← CYCLING LAYER OF MISTY CLOUDS  
← SKY

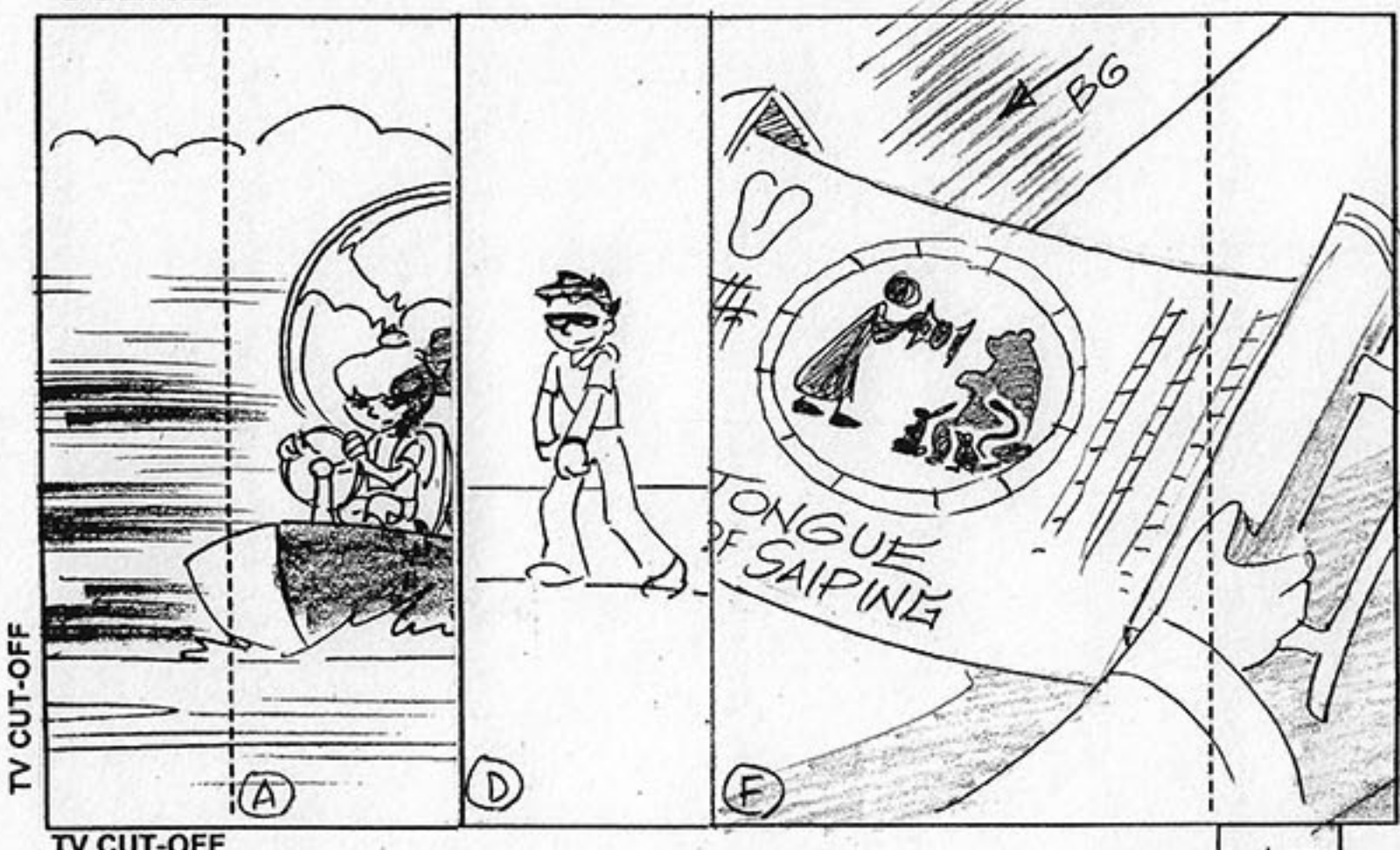
TV CUT-OFF

TV CUT-OFF

PANEL 16

SCENE A46

B.G.



← DOJO'S BODY

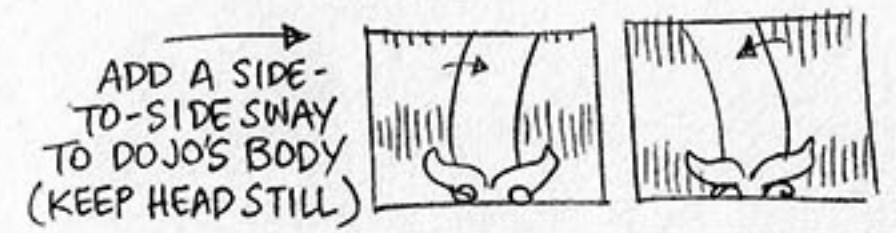
16 : 9 Widescreen Format

TV CUT-OFF

TV CUT-OFF

PANEL 17

**ACTION**  
Rai's action is locked off in inset (D). Inset (E) Pops ON - Camera tracking with Dojo



Insets (A) and (D) continue cycling.  
Inset (F) Pops on to replace (E) - a view of the scroll: brushstroke monk holds Tongue of Saiping-

**DIAL**  
OMI: The Third Shen Gong Wu is the tongue of Saiping.

OMI(vo): It allows you to talk to animals.  
Animals look at him.

**TIMING**

→ (DA 78) →

(6x)

→ (DIAL 79) →

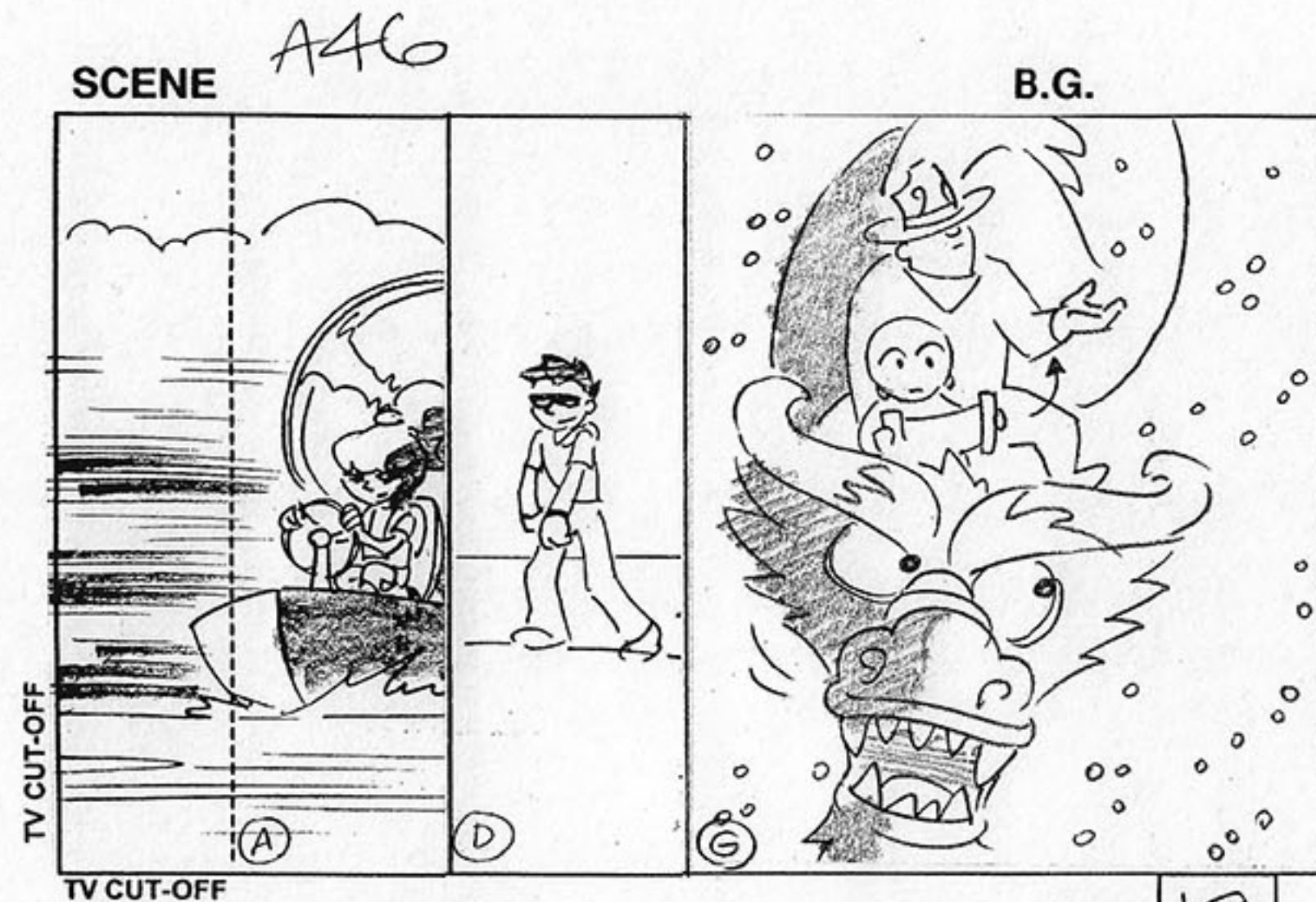
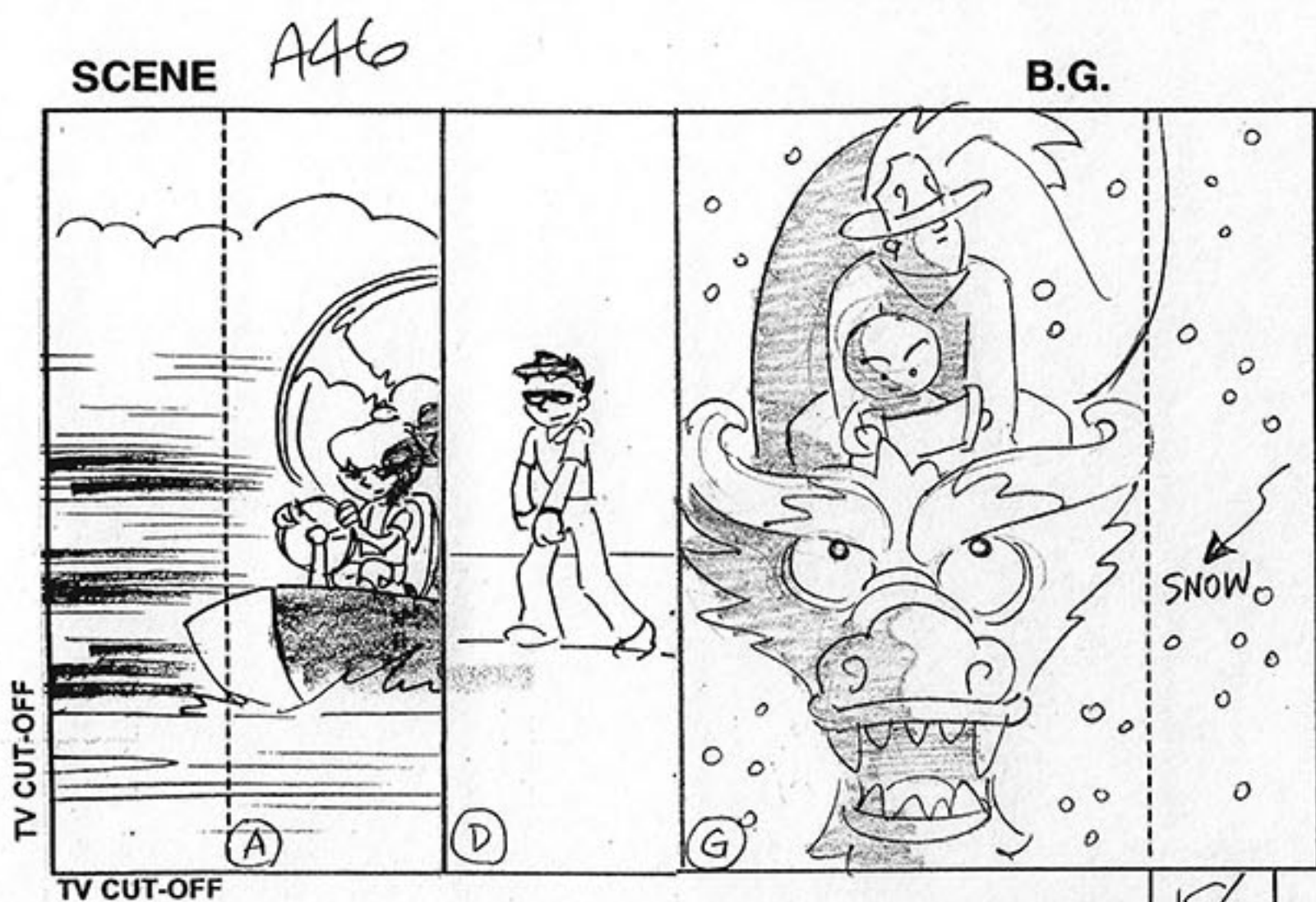
(8x)

257311



# X I A O L I N WB SNOWDOWN

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ACTION

Inset (G) Pops on to replace (F) - SNOW drifts through scene as Dojo speaks

PANEL 18

Clay holds up a hand - Dojo's head tilts toward O.S.

PANEL 19

DIAL

Dojo: How very "Doctor Dolittle."

It's that way.

TIMING

DM 50

16 : 9 Widescreen Format

257311

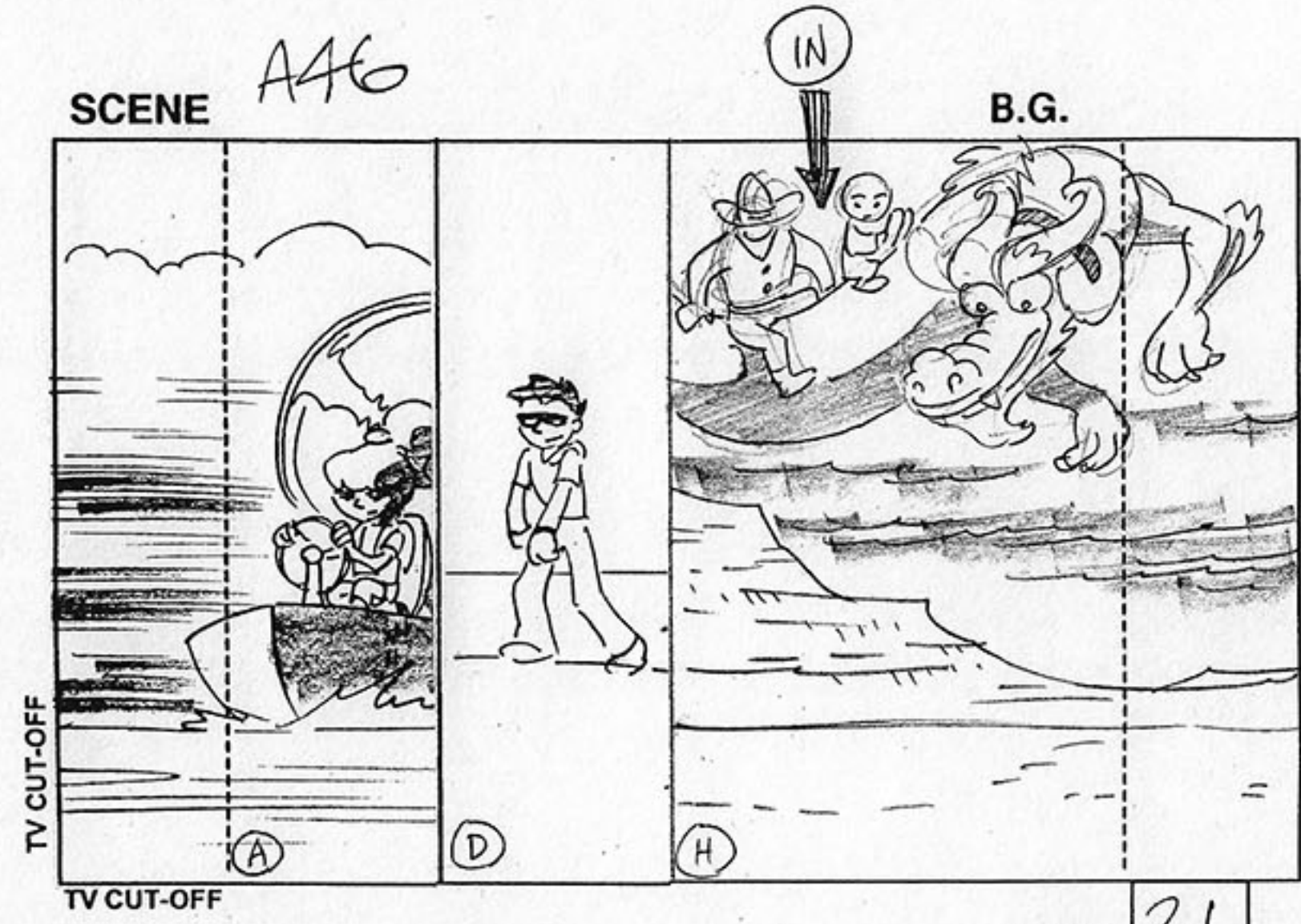
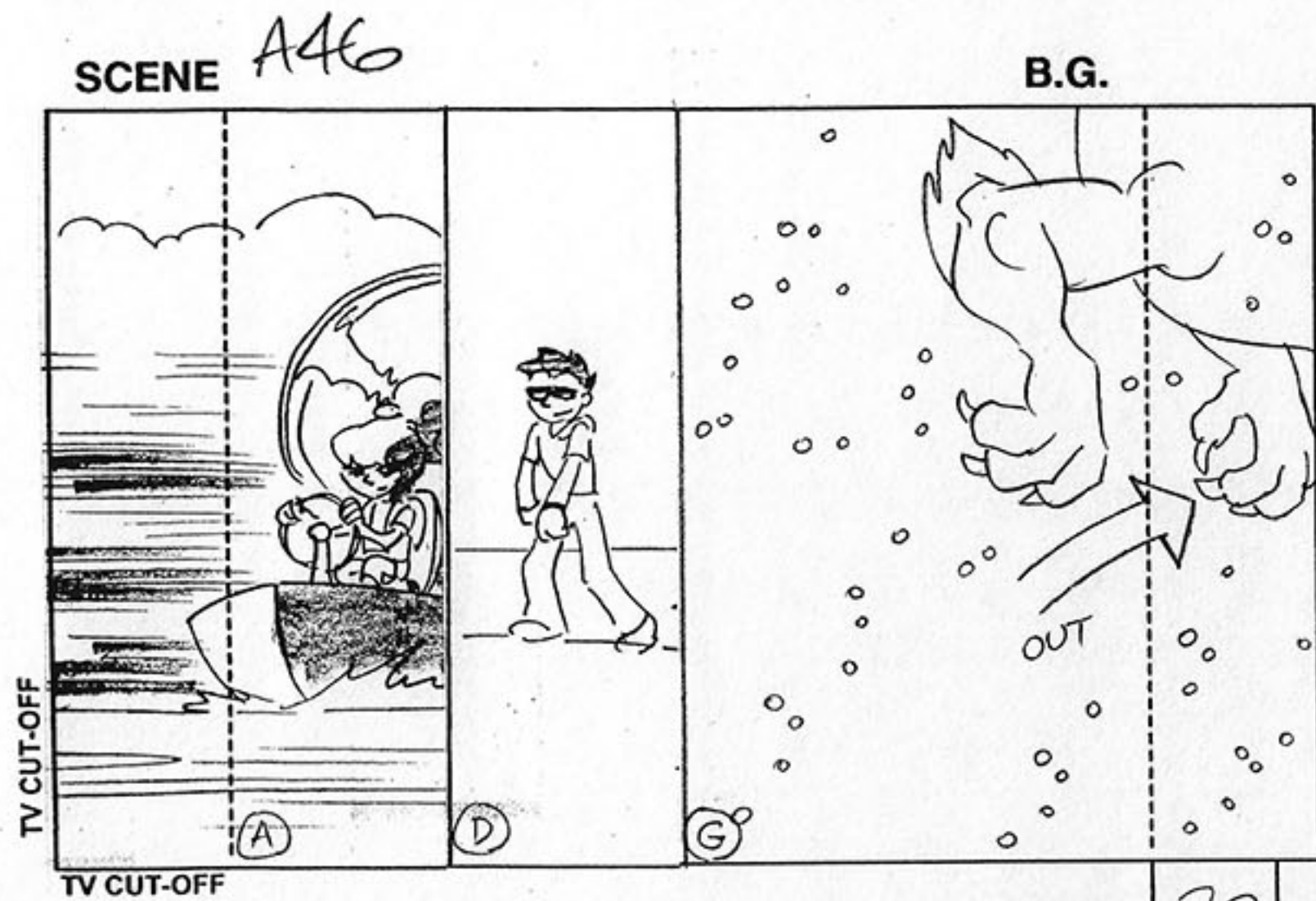




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ACTION

Dojo rises and flies O.S.  
(End inset (G))

DIAL

DOJO: Brrrr ...

TIMING

CONT'D 20

2"

16 : 9 Widescreen Format

257311





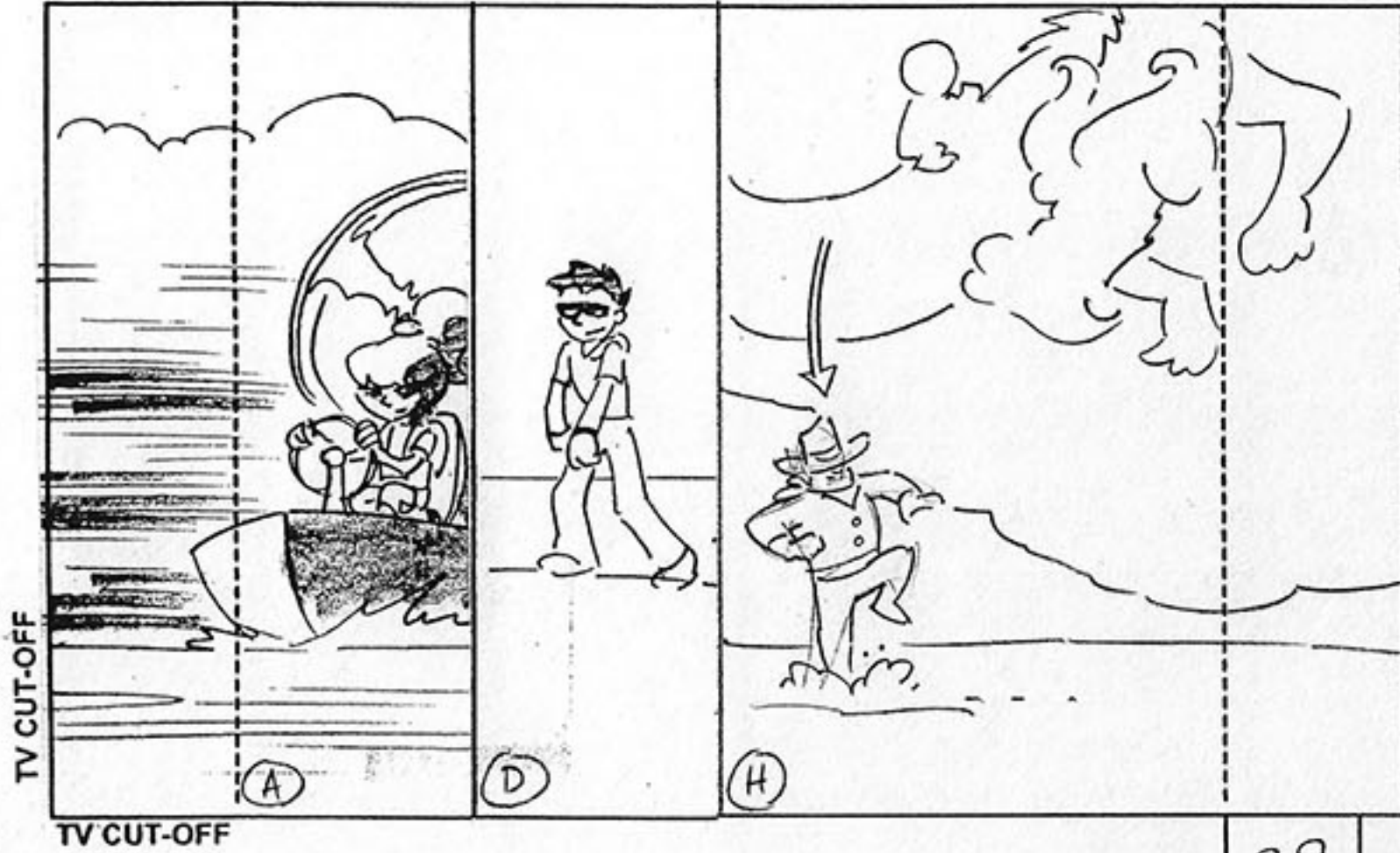
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SCENE A46

B.G.



PANEL 22

ACTION

Clay drops to the ground—  
causes a puff of snow.

DIAL

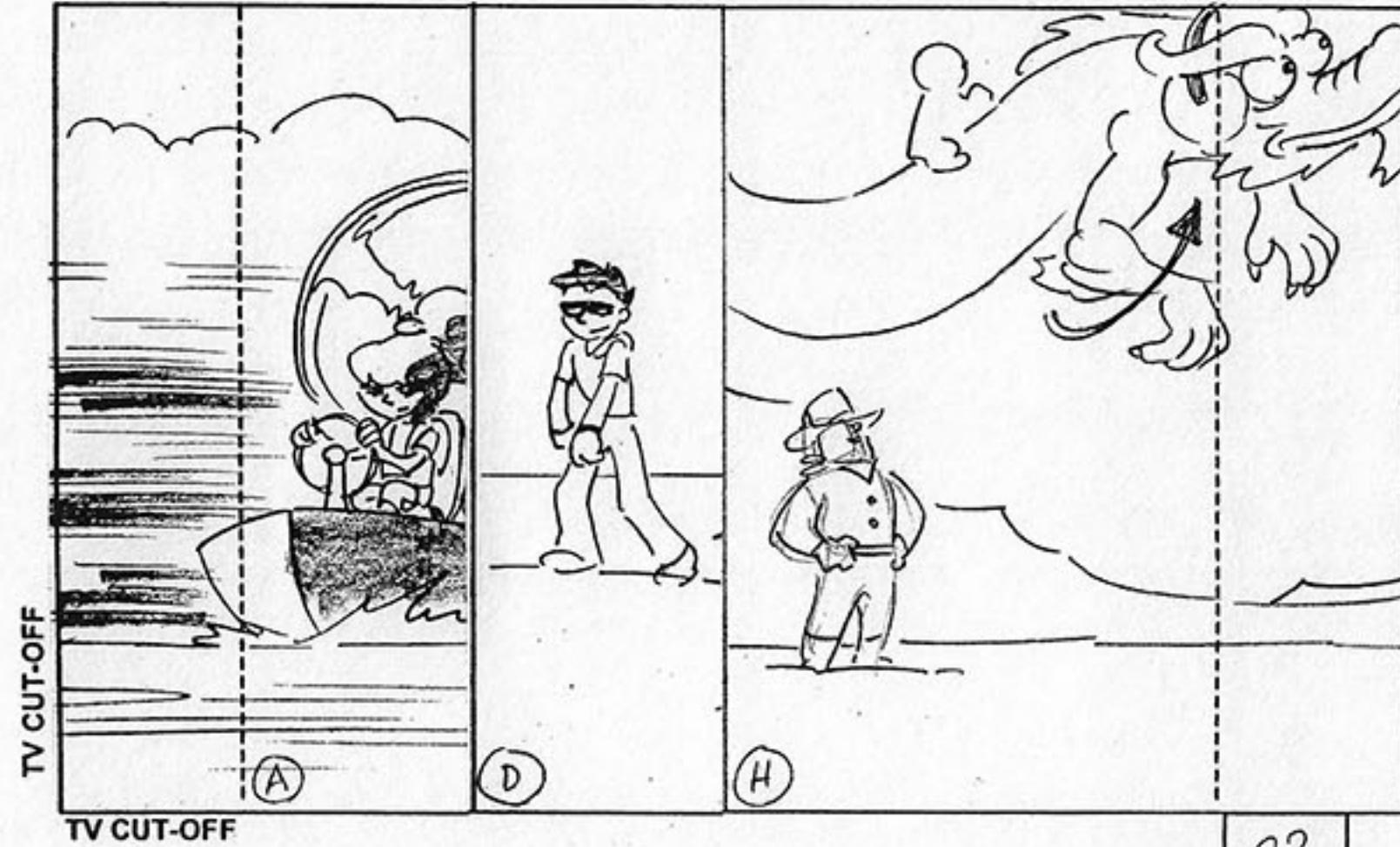
CLAY: Uh! I reckon—

TIMING

DIAL 81

SCENE A46

B.G.



PANEL 23

Clay looks up as Dojo rises

—animals might make  
for some—

16 : 9 Widescreen Format

257311

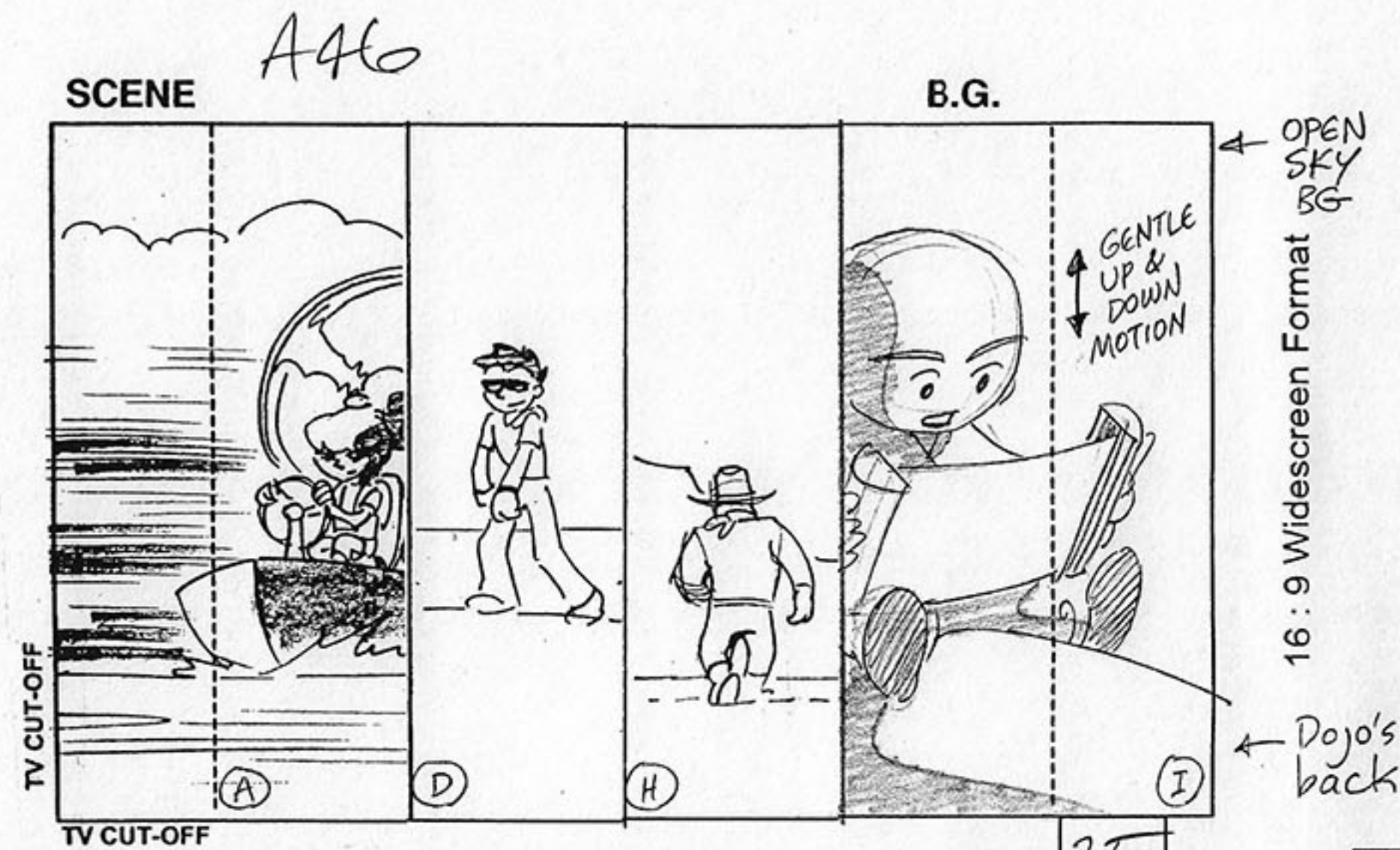
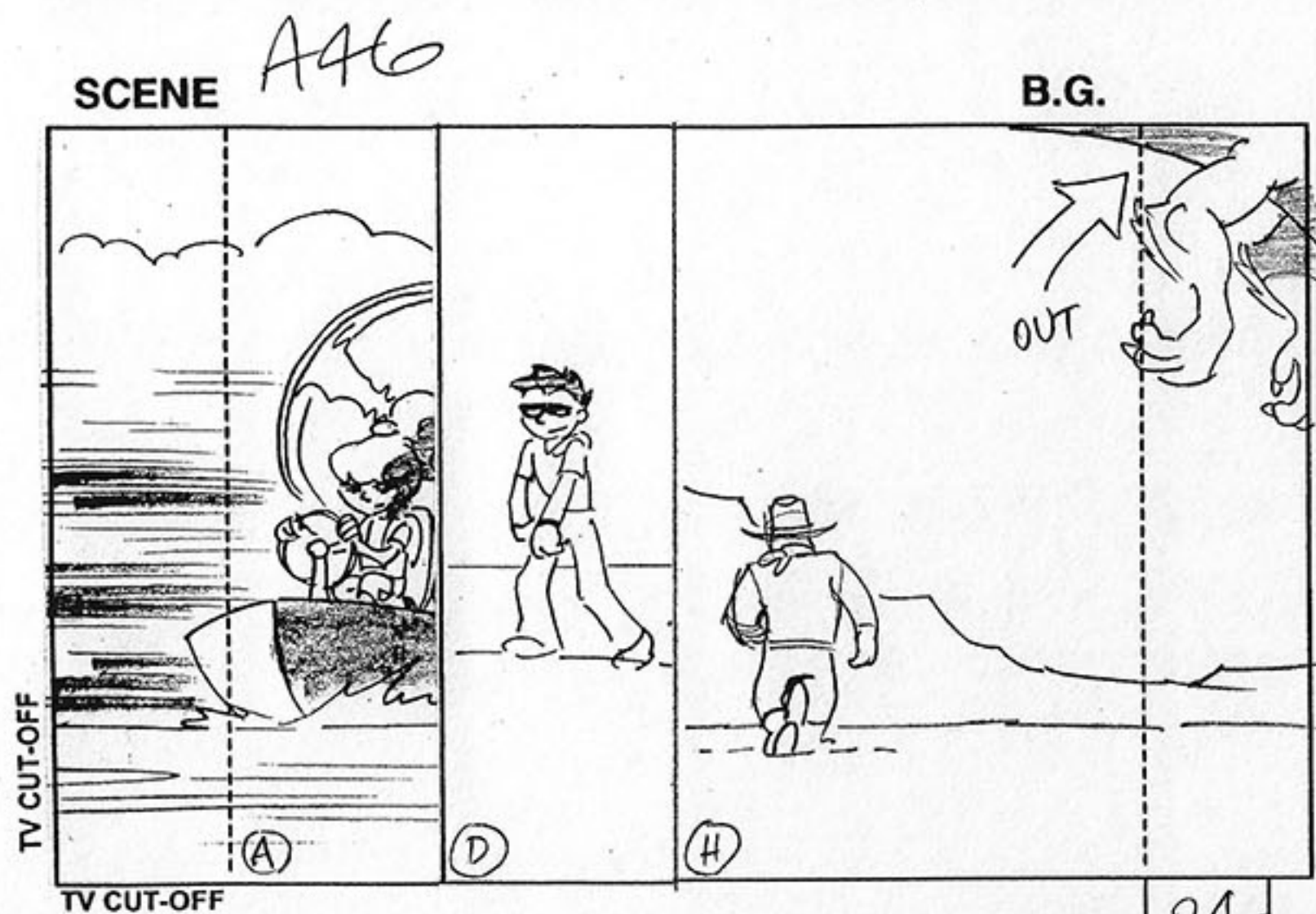




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ACTION

Clay turns away from cam and starts walking as Dojo Flies O.S.

DIAL

-better company.

TIMING

Clay's action is locked off in inset PANEL 25  
(H) - Now (A) (D) and (H) cycle continuously.  
Inset (I) pops on - Omi looking at the scroll

OMI: That leaves the Sun Chi Lantern...

257311

over Dia 81

14

Panel 82





# X I A O L I N SHOWDOWN

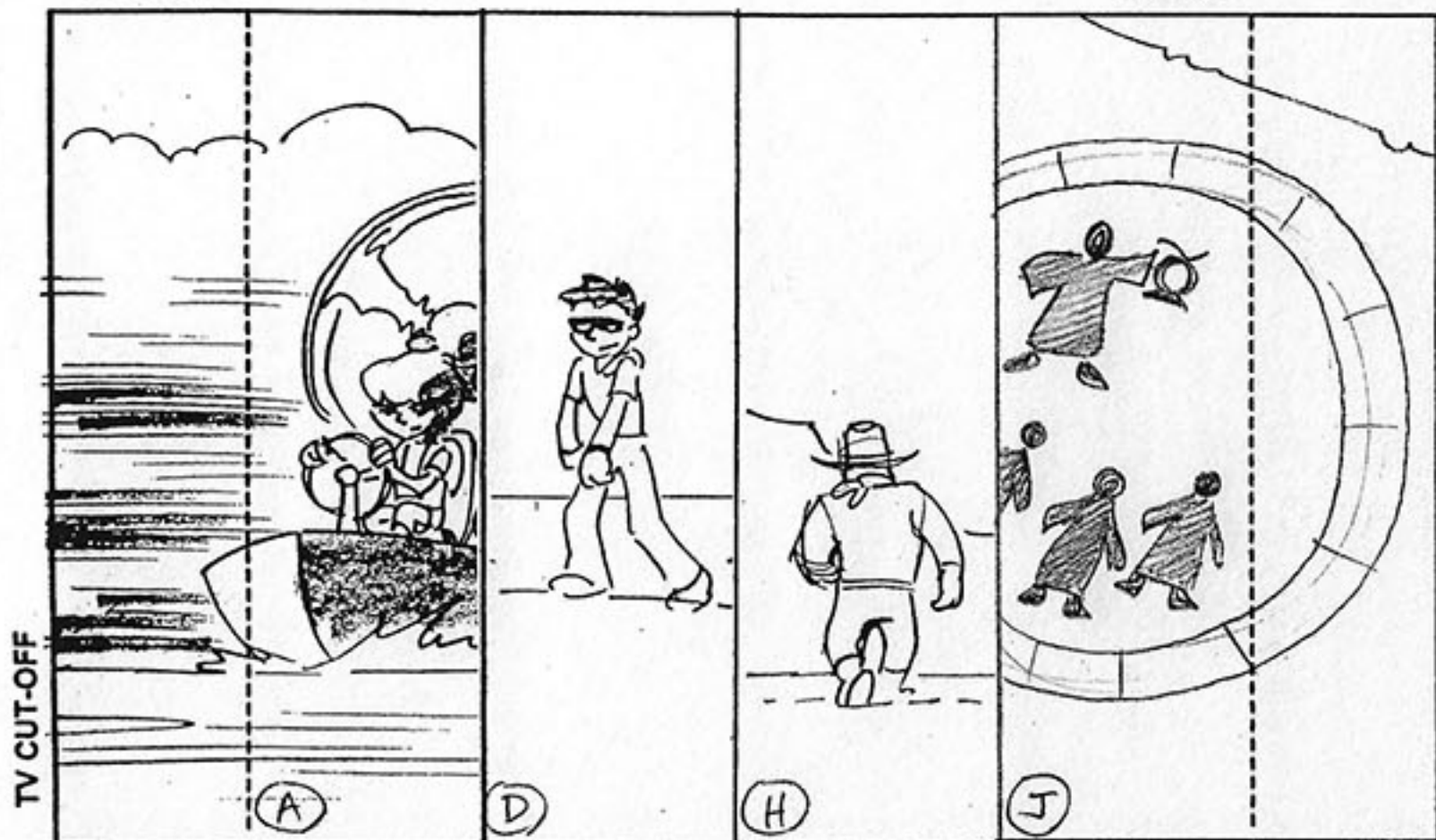
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PAGE A146

SCENE A46

B.G.



TV CUT-OFF

PANEL

26

ACTION

Inset (J) pops on to replace (I) —  
One brushstroke monk holds up the Sun Chi Lantern — three others are positioned below.

DIAL

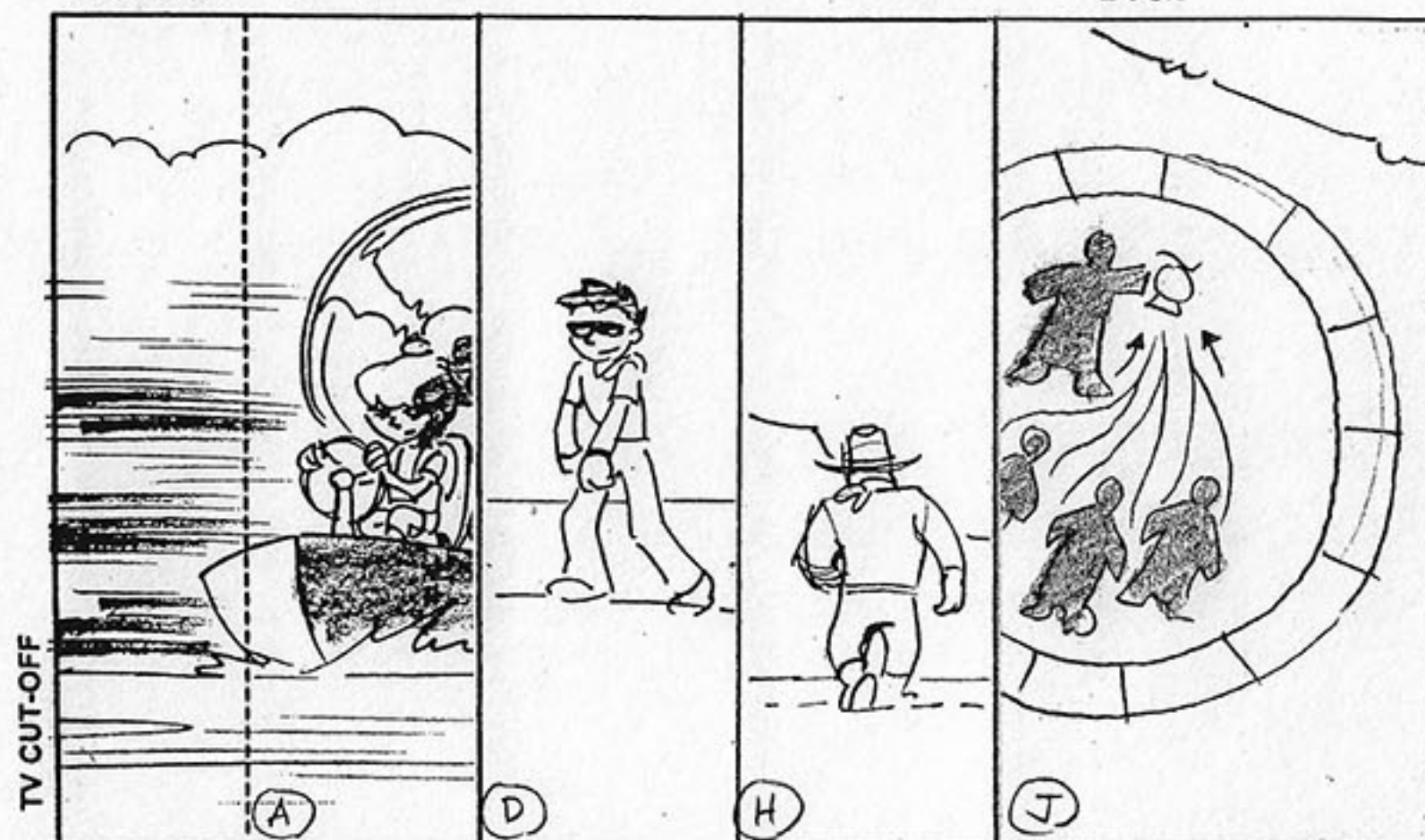
Omi (vo): It allows the user to unite his Chi energy with anyone illuminated —

TIMING

(8X) DIAL 83

SCENE A46

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

27

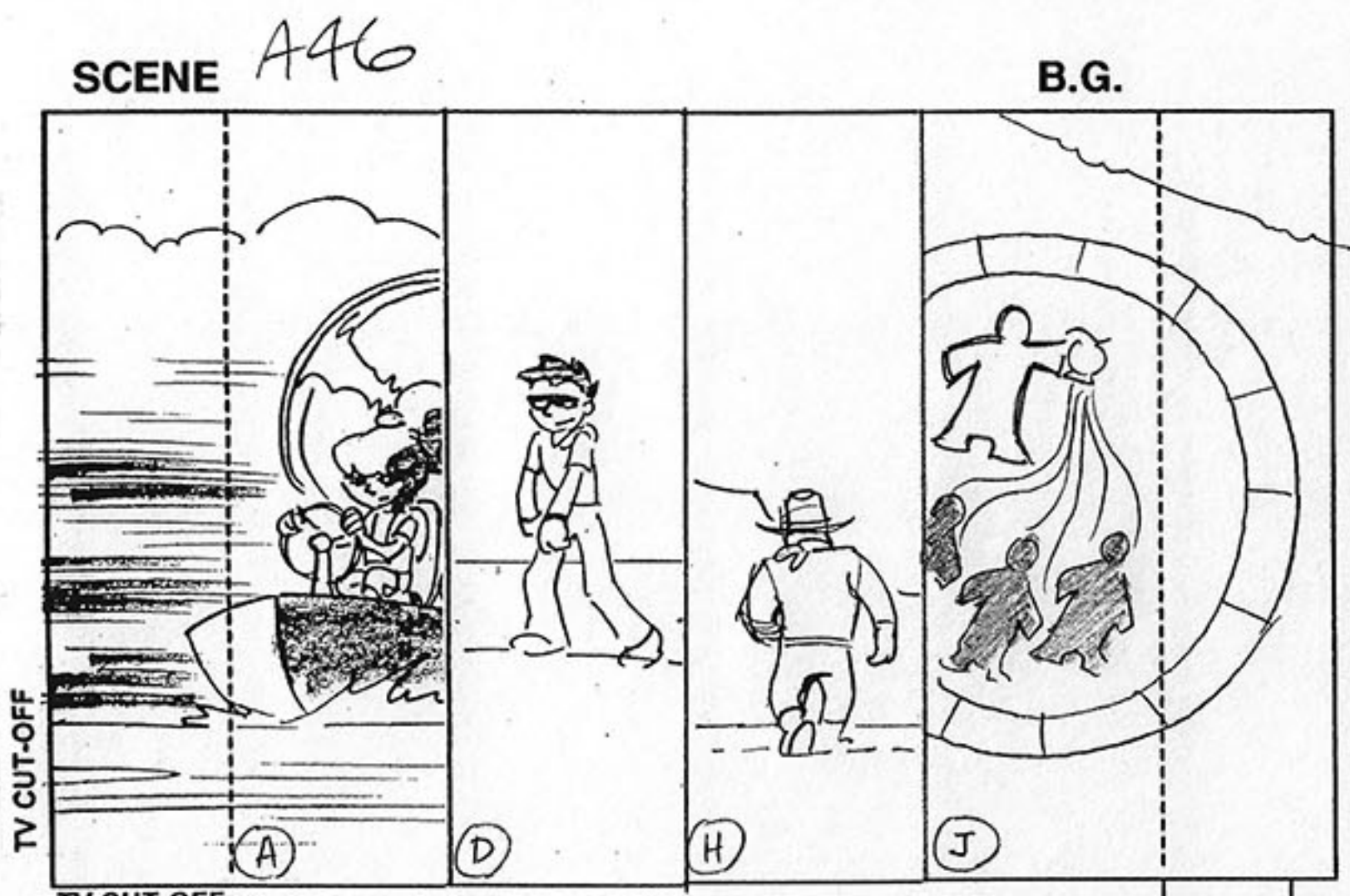
Vapors from the three monks  
rise toward the Sun Chi Lantern

16 : 9 Widescreen Format

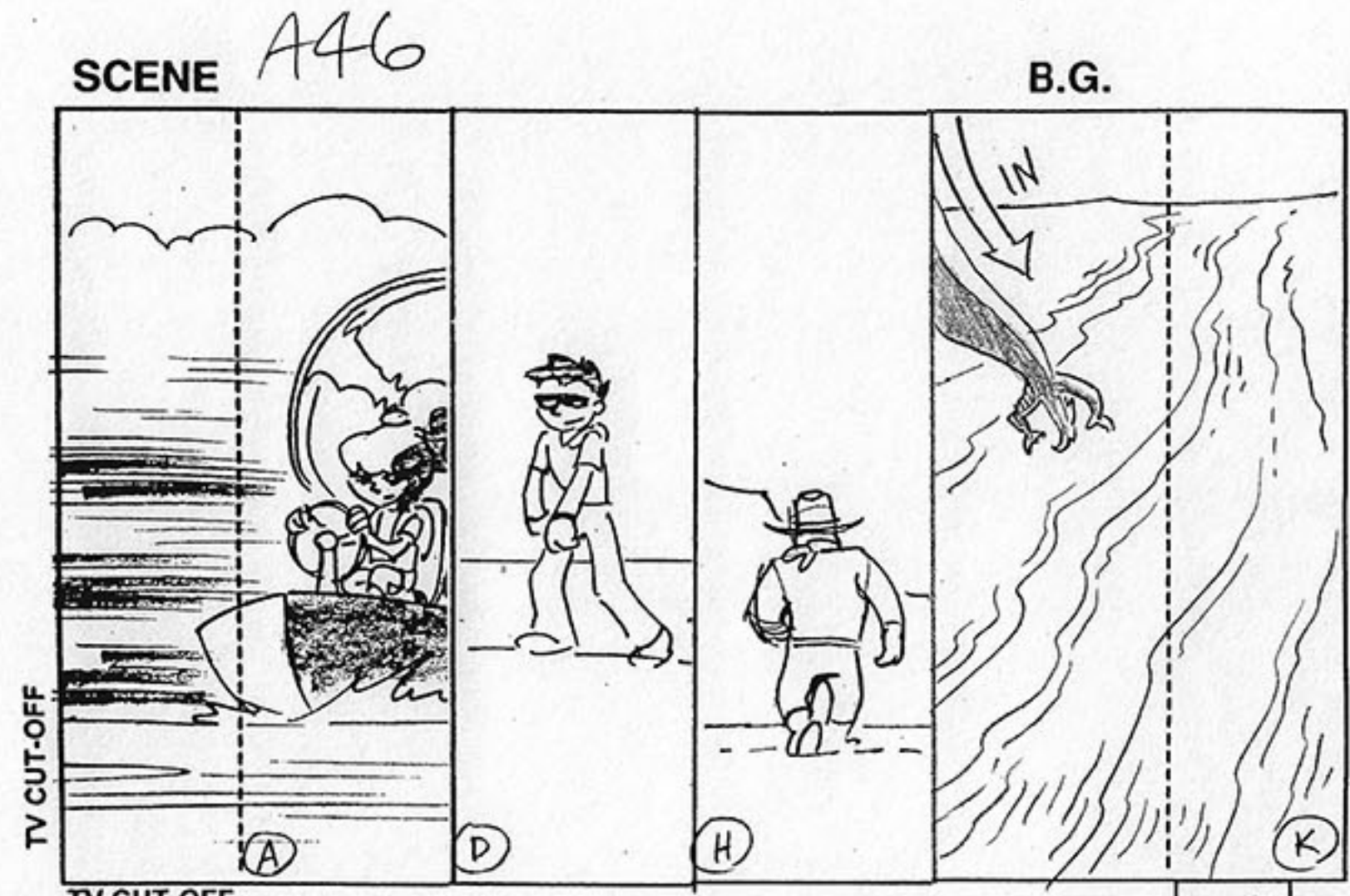
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PANEL 28



PANEL 29

**ACTION**  
The monk holding the lantern starts to glow (backlit)

Inset (K) pops on to replace (J) - Dojo descends toward the desert

**DIAL**  
-by the lantern's glow.

**TIMING**  
Cont Dial 83

4  
(12x)

(1e)

58

16 : 9 Widescreen Format

257311





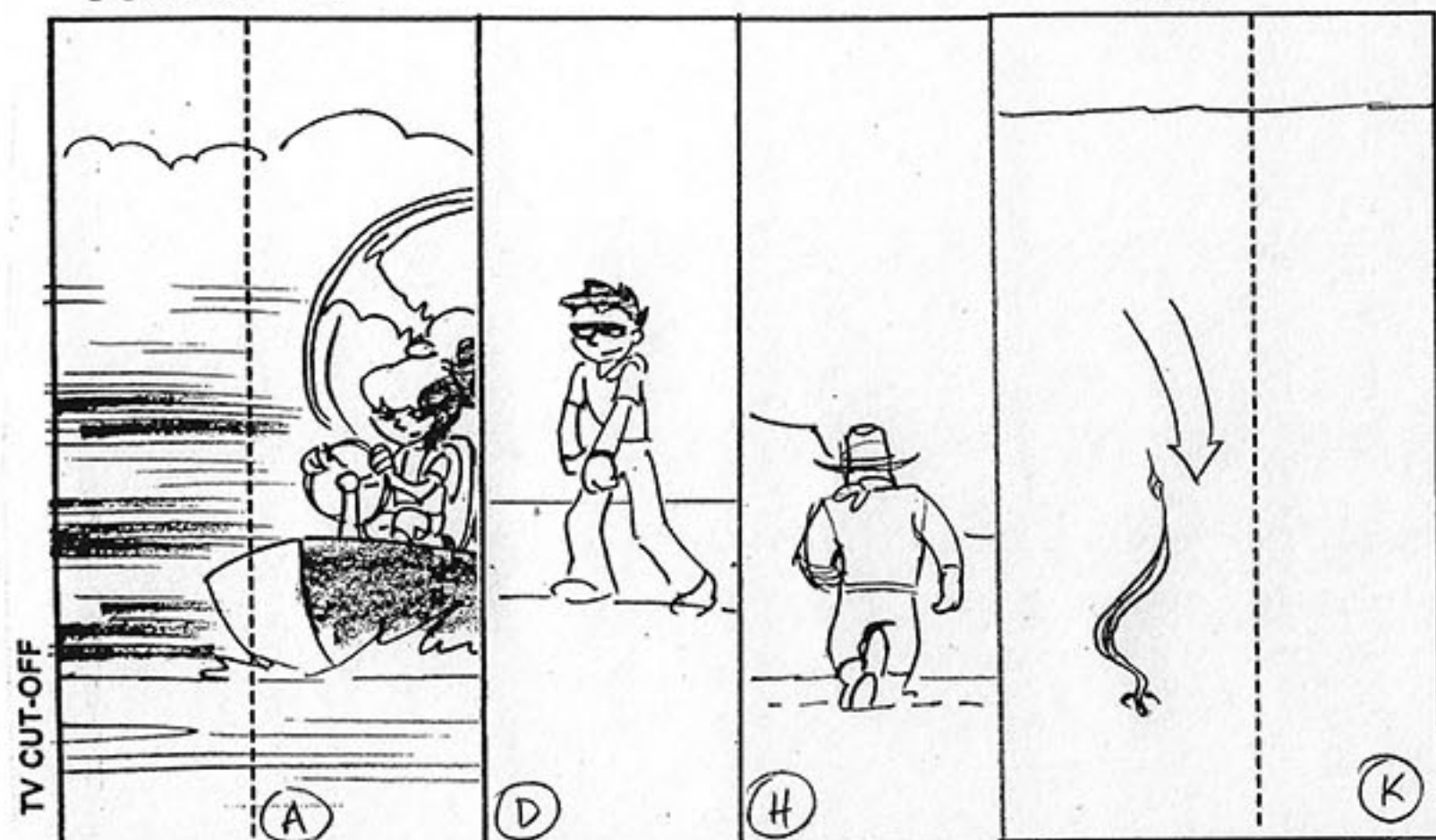
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SCENE A46

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

30

ACTION

Continued (end inset (K))

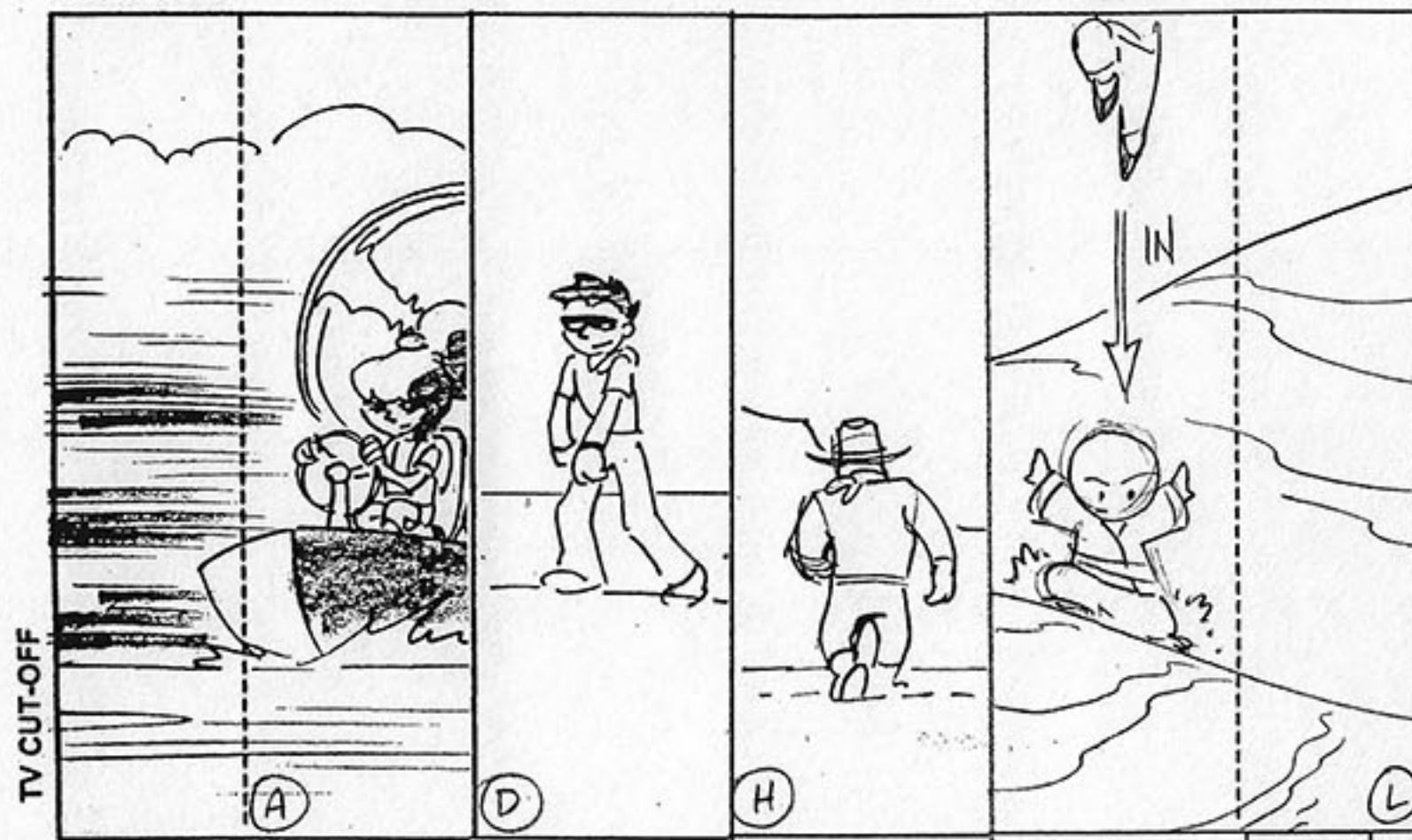
DIAL

2"

TIMING

SCENE A46

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

31

Inset (L) pops on to replace (K) - Omi drops in, lands on a sand dune

16 : 9 Widescreen Format

257311





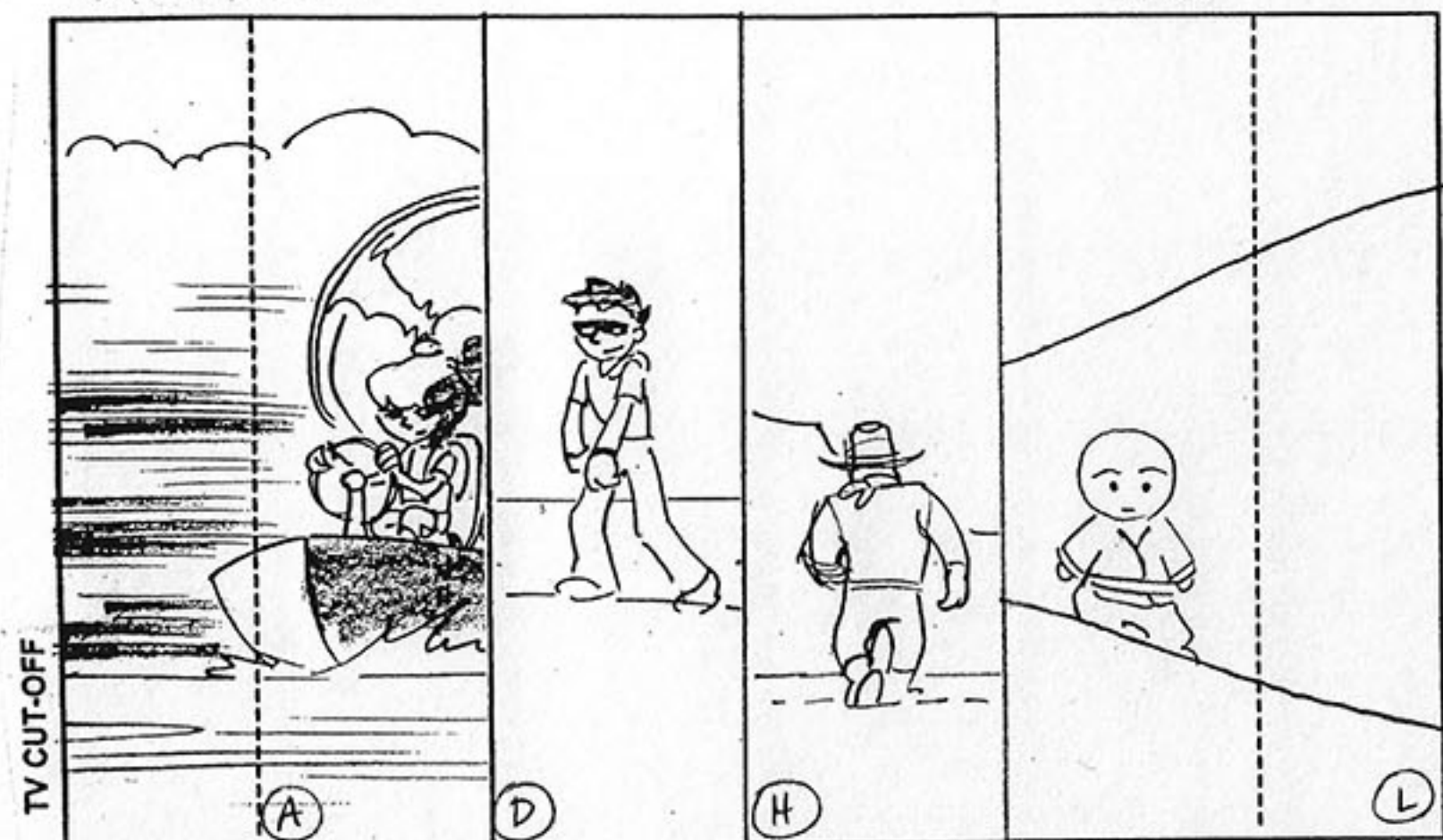
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SCENE A46

B.G.



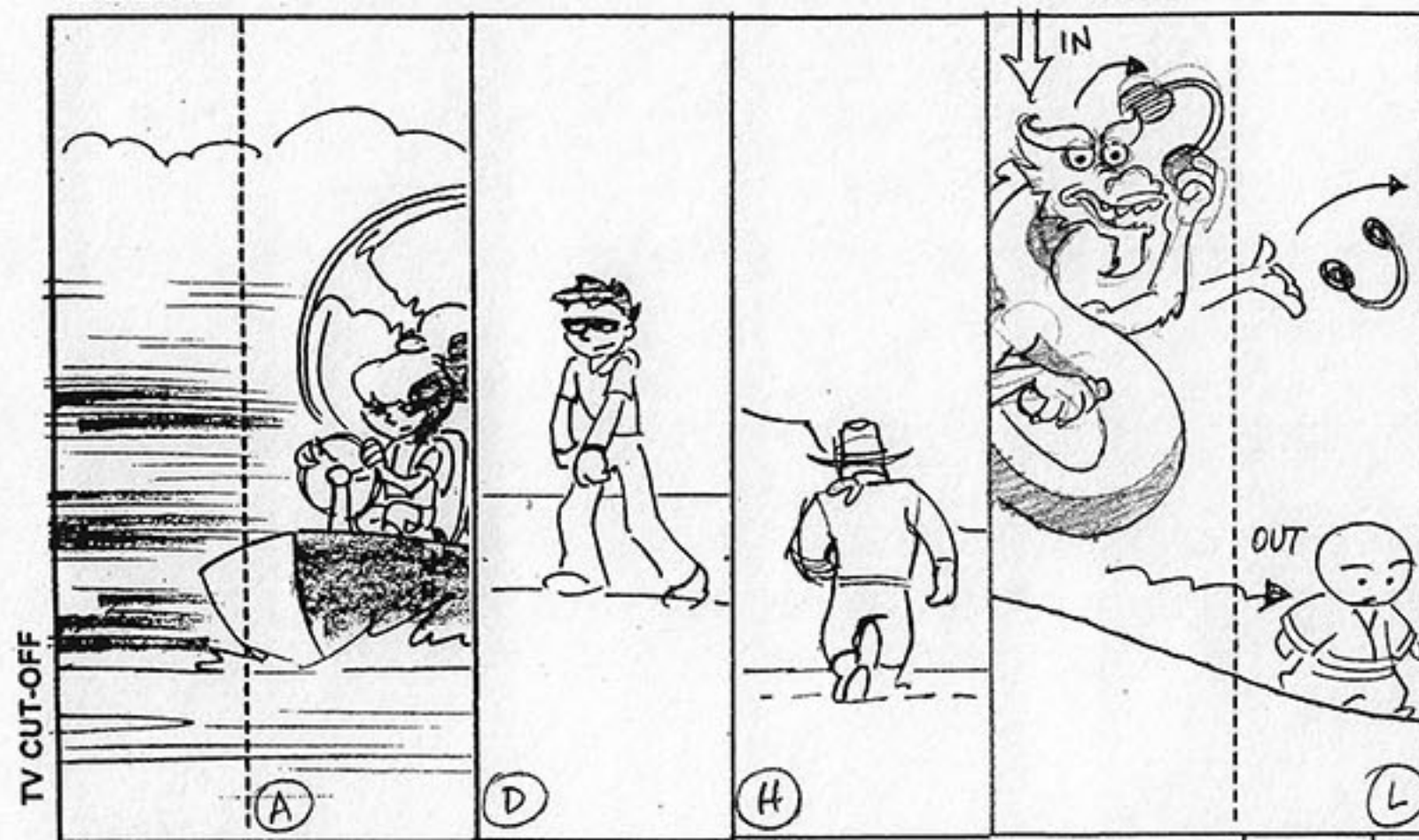
TV CUT-OFF

PANEL

32

SCENE A46

B.G.



TV CUT-OFF

PANEL

33

ACTION

Omi stands...

DIAL

10

TIMING

... then walks O.S. as Dojo descends  
in - he throws away his earmuffs  
and holds a bottle of suntan lotion

Dojo = Hot, cold, hot again.

DIARY

16 : 9 Widescreen Format

257311





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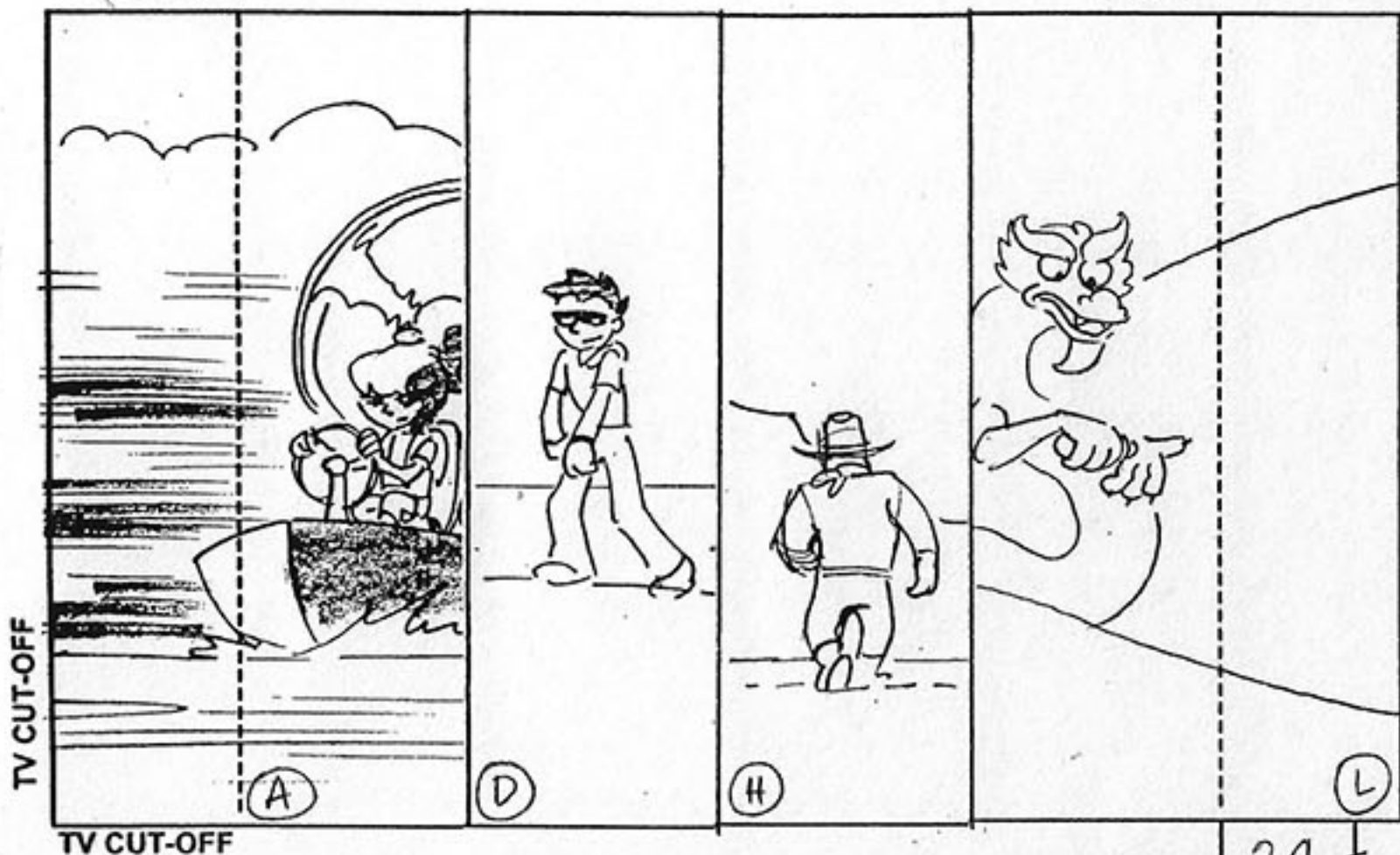
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PAGE A150

SCENE A46

B.G.



PANEL

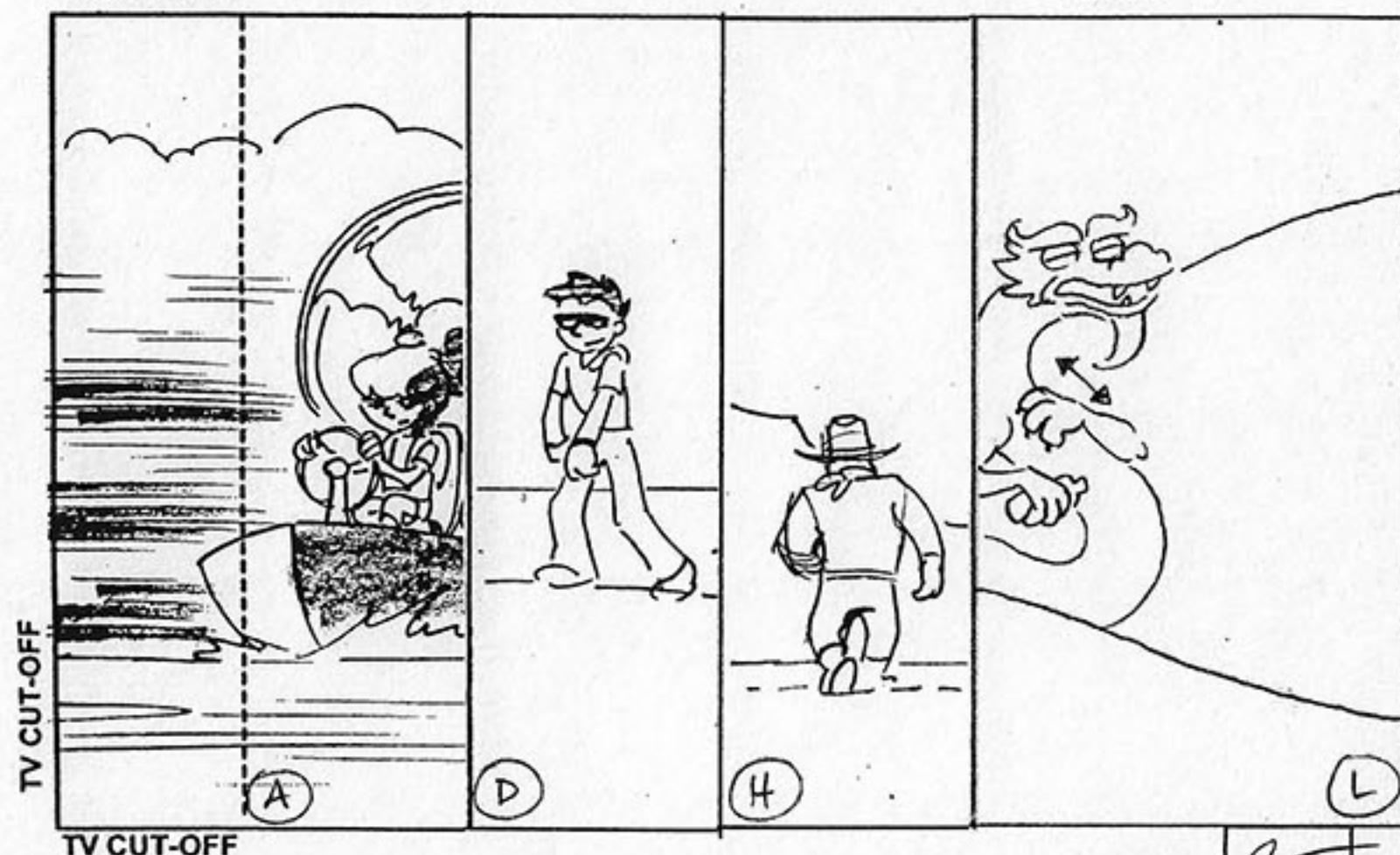
34

ACTION

Dojo lands, squirts lotion into his hand

SCENE A46

B.G.



PANEL

35

DIAL

Honestly, I don't know how to dress today. What's a dragon to do?

TIMING

Com DIA 84

16 : 9 Widescreen Format

257311





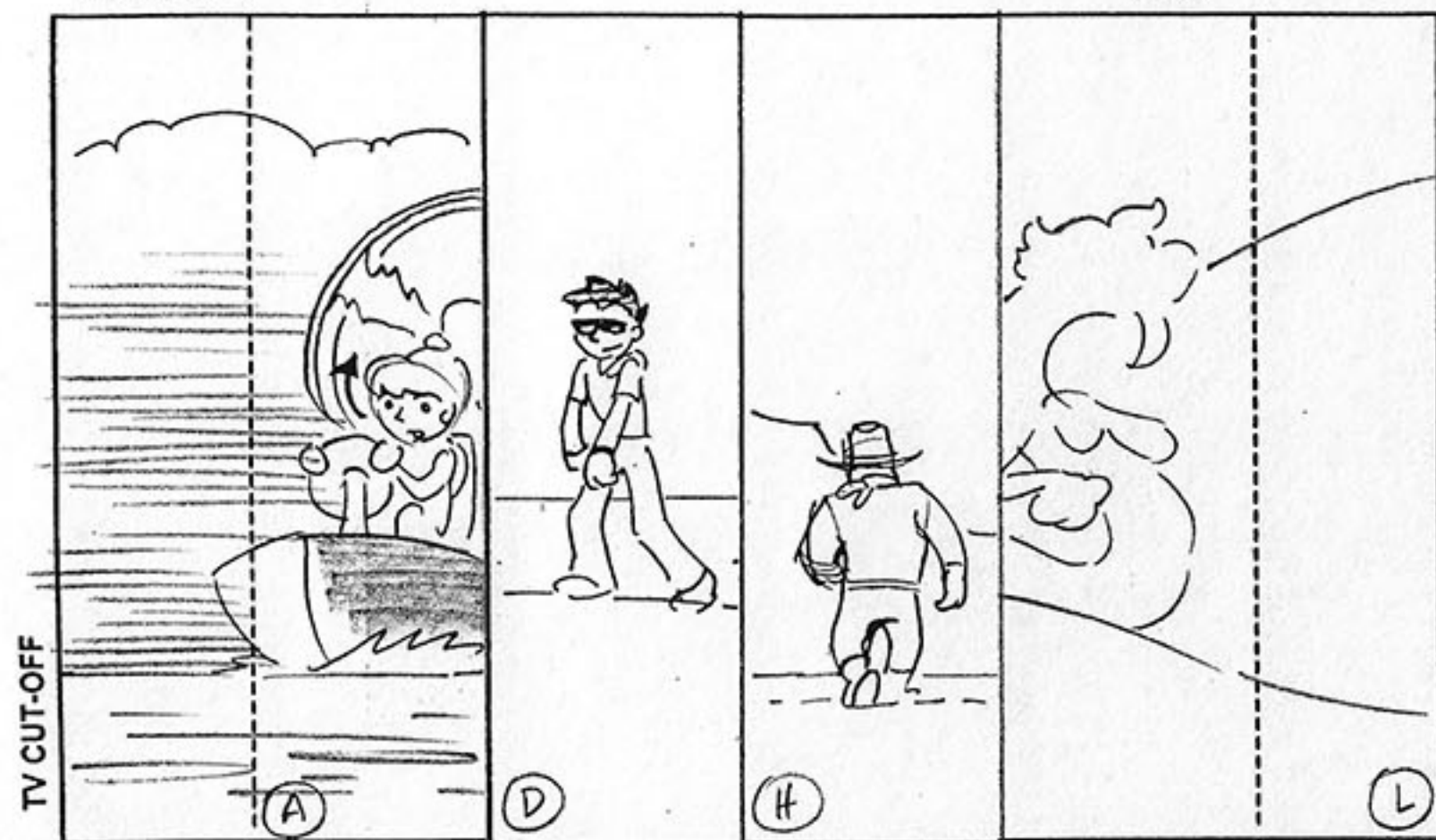
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SCENE A46

B.G.



PANEL 36

ACTION

In inset (A), Kimiko looks up

DIAL

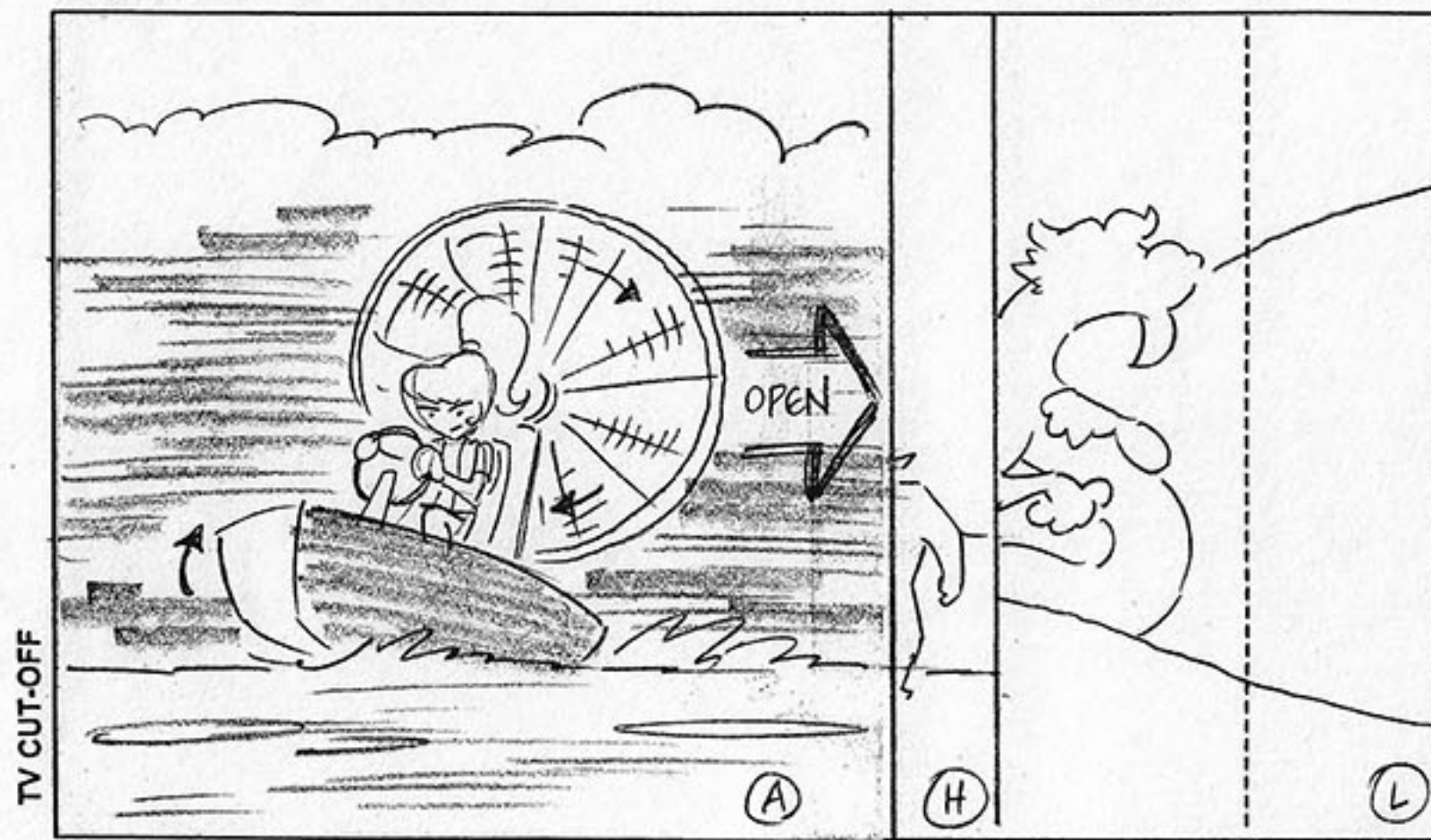
1<sup>2</sup>

TIMING

40

SCENE A46

B.G.



TV CUT-OFF

PANEL 37

Inset (A) widens to cover up the others as Kim slows the boat down (fan slows its spin-cycle)

18

16 : 9 Widescreen Format

257311





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SCENE A46

B.G.



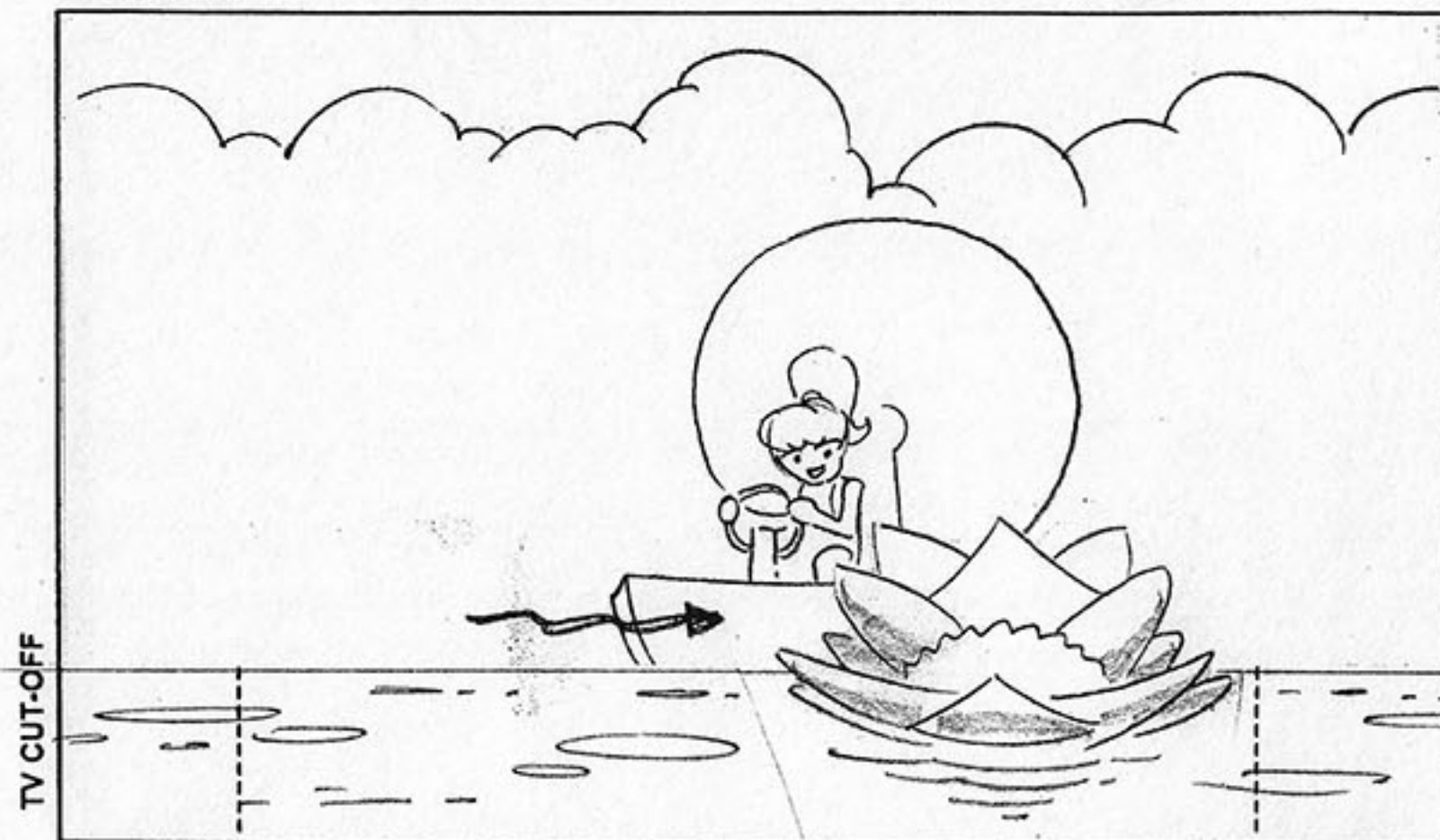
TV CUT-OFF

PANEL

38

SCENE A46

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

39

ACTION

BG pan slows and stops.  
Kim's boat drops back as it stops.  
The LOTUS TWISTER floats thru FG.

DIAL

78

Kim: The lotus Twister! Ha!

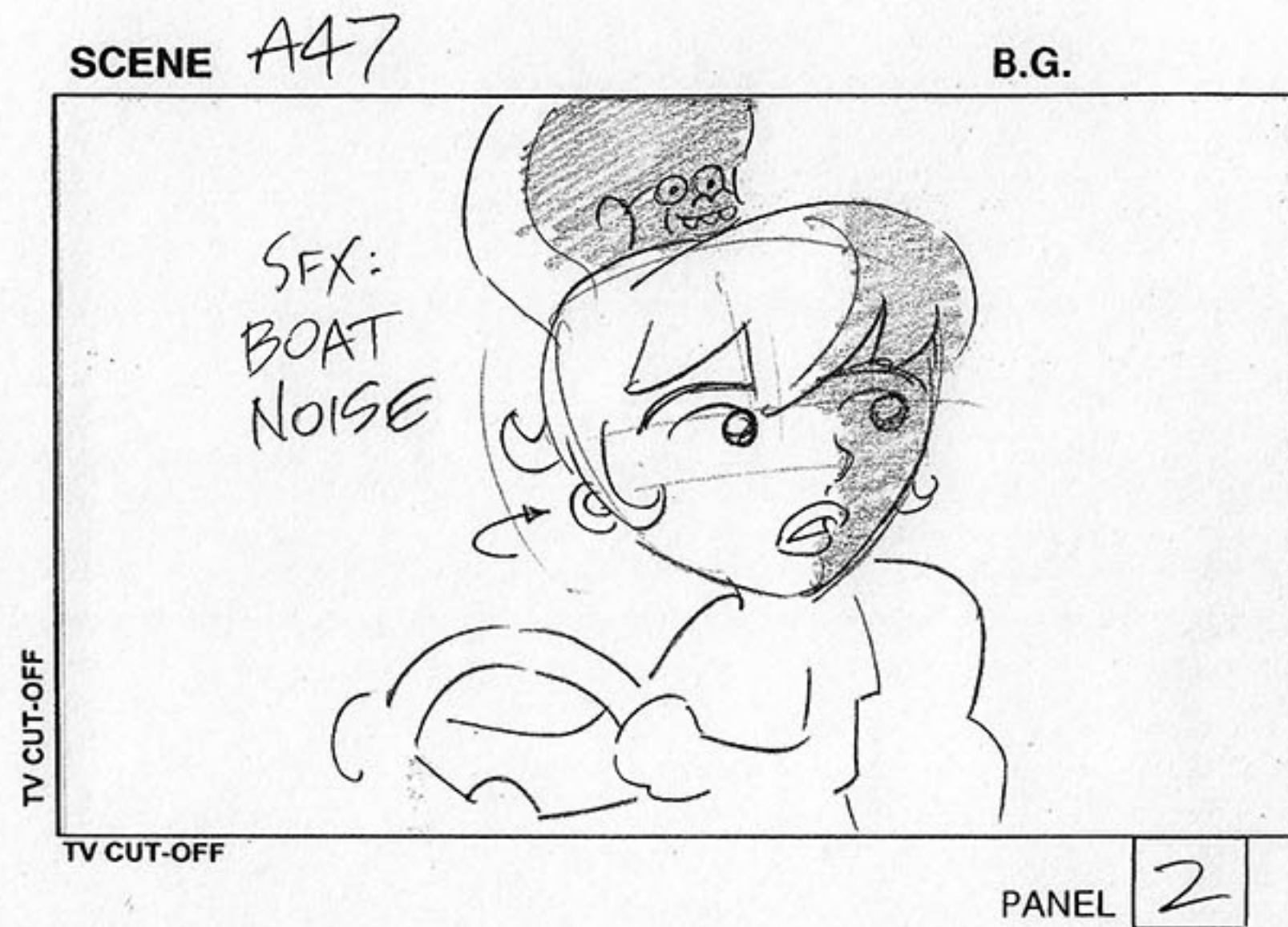
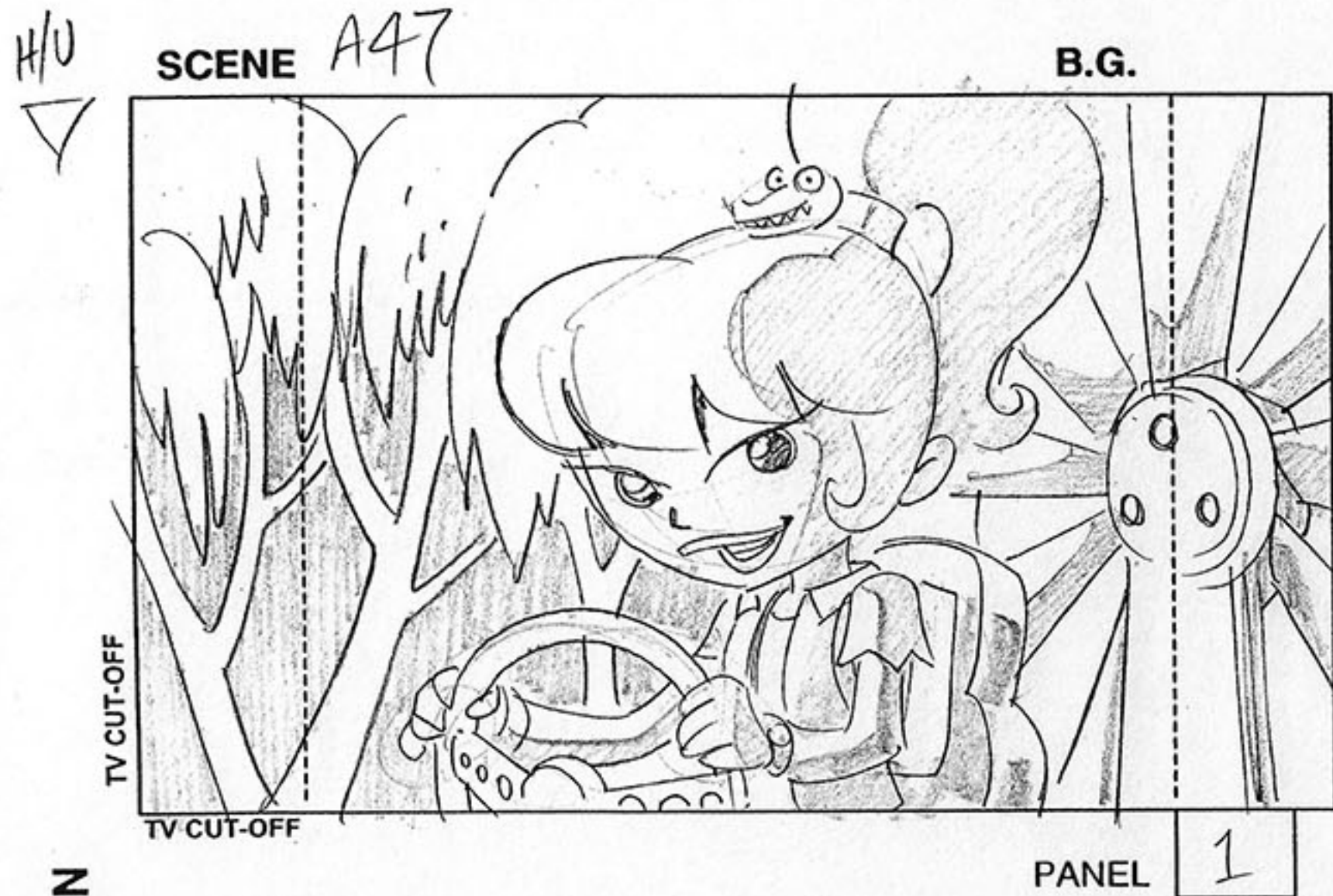
TIMING

PAR 85

16 : 9 Widescreen Format

257311





ACTION

Close on Kim, smiling

DIAL

Kim: Easy picking.

TIMING

Cont D1285

She reacts to the noise of another boat - looks around

(14)

13<sup>12</sup>

16 : 9 Widescreen Format

257311





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SCENE A47

B.G.



TV CUT-OFF

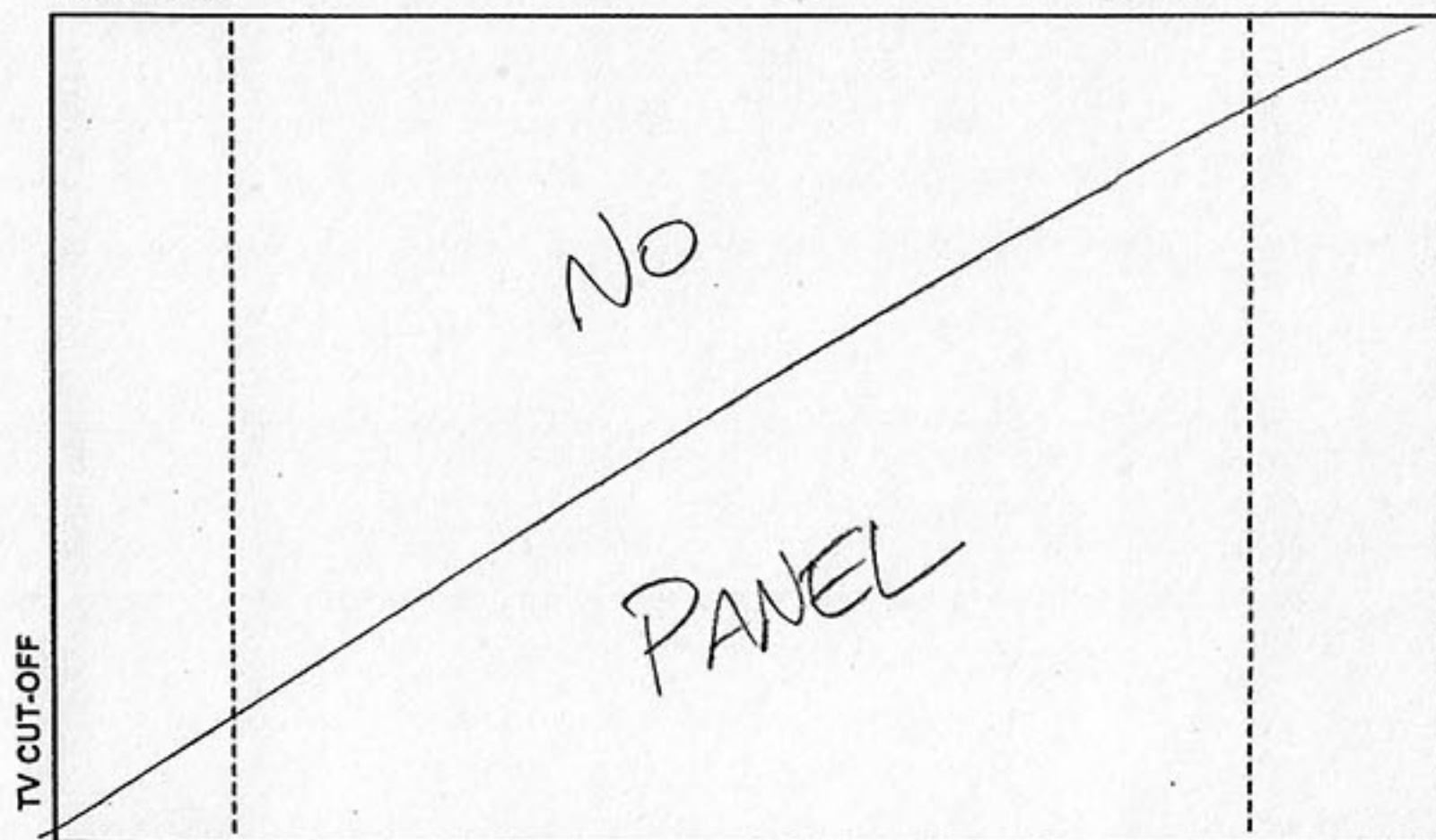
TV CUT-OFF

PANEL

3

SCENE

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

ACTION

Continued

DIAL

(14)

TIMING

16 : 9 Widescreen Format

257311



How  
8x | VENT PAN B6 | HOLD  
8x | T.004 | 30

Sc. A47 / Panel 4



FAST PAN UP / TRUCK OUT as Katnappe's boat shoots into scene over Kim's head. (She looks up, startled)

The boat goes from a fast entrance to a slow slide, seeming to hover for a beat in slo-mo

page A155





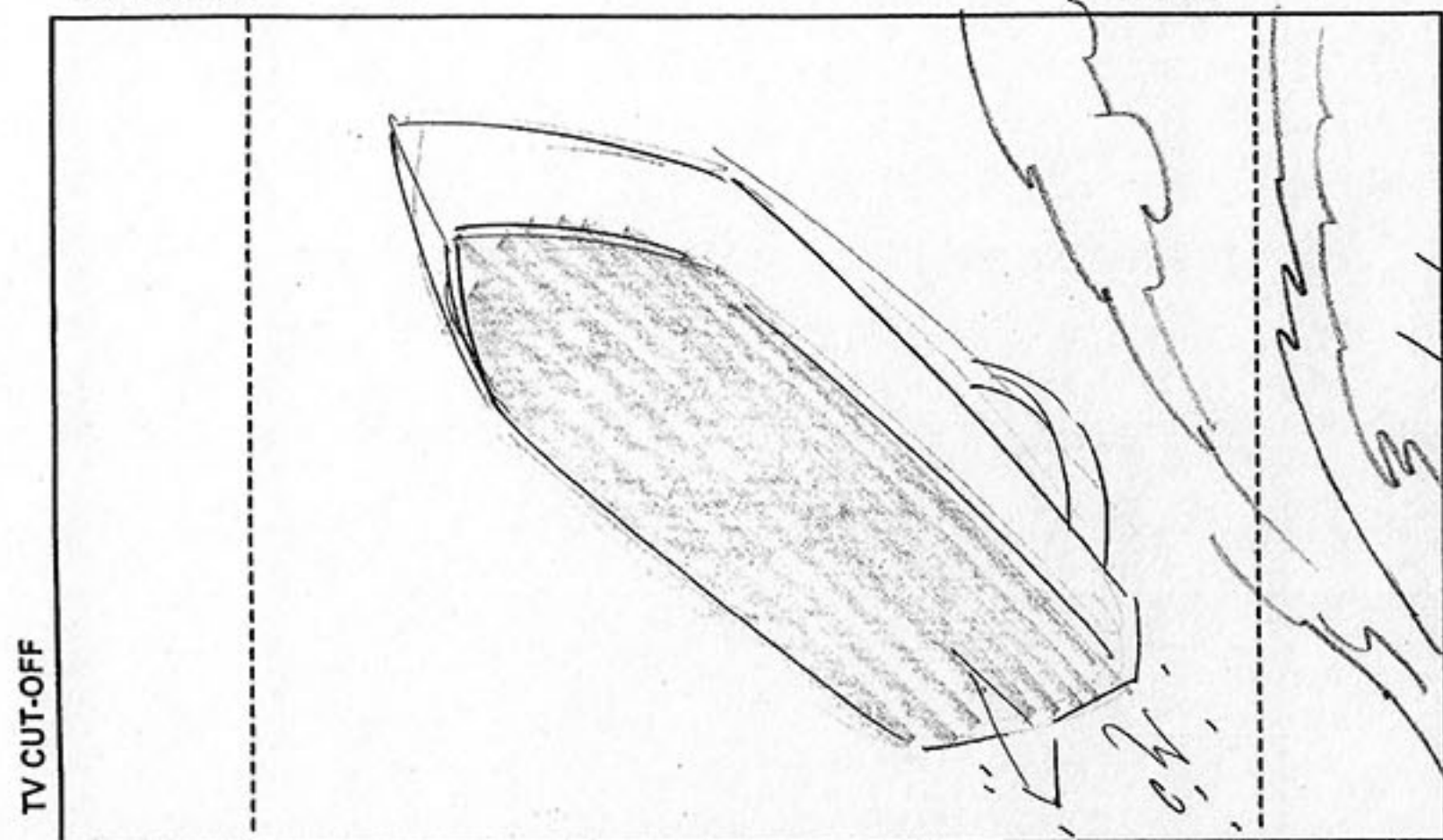
# X I A O L I N Z SHOWDOWN

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SCENE A47

B.G.



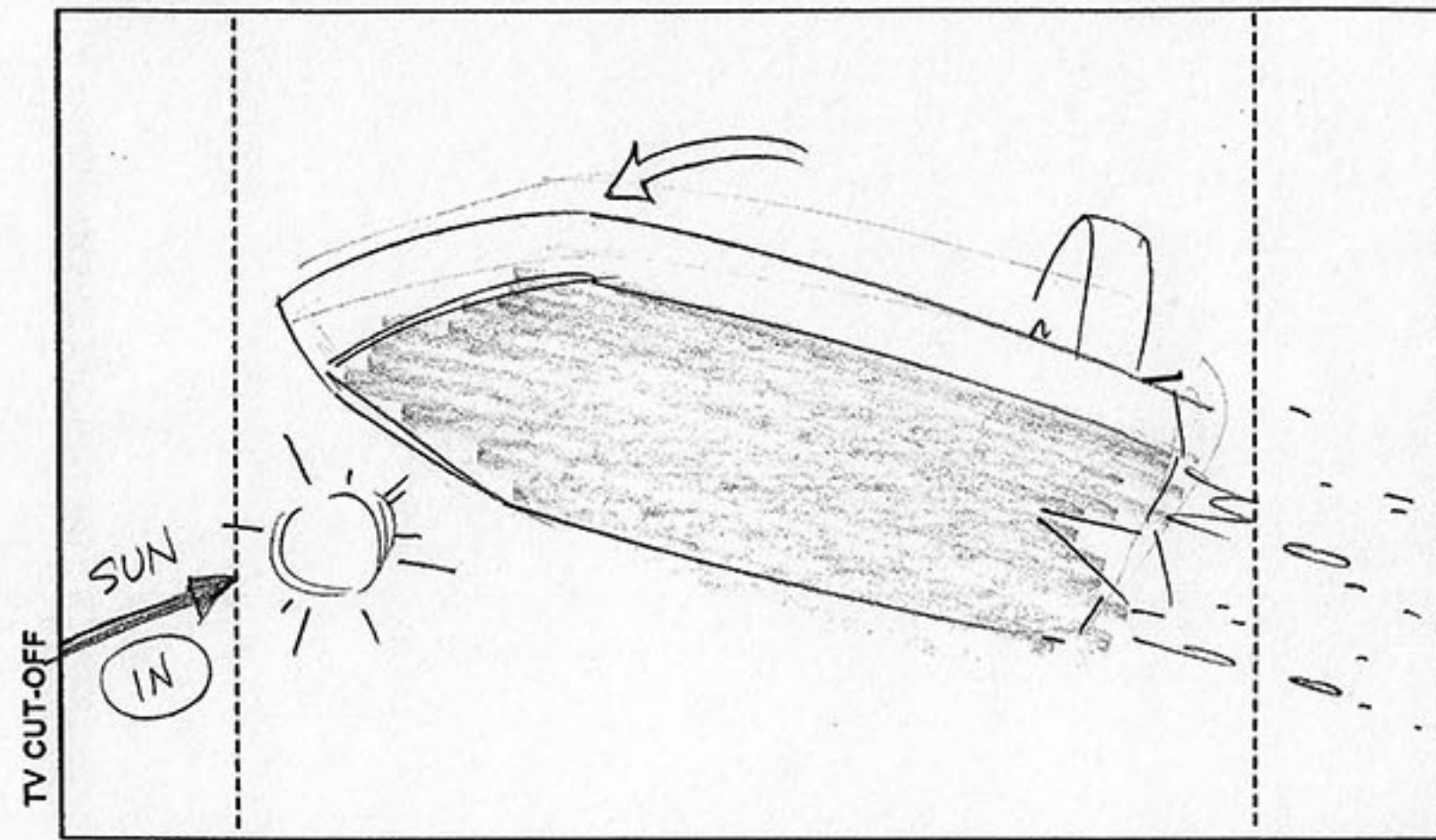
TV CUT-OFF

PANEL

5

SCENE A47

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

6

ACTION

Normal speed resumes -  
Camera tracks with the boat  
as it soars overhead

DIAL

12x

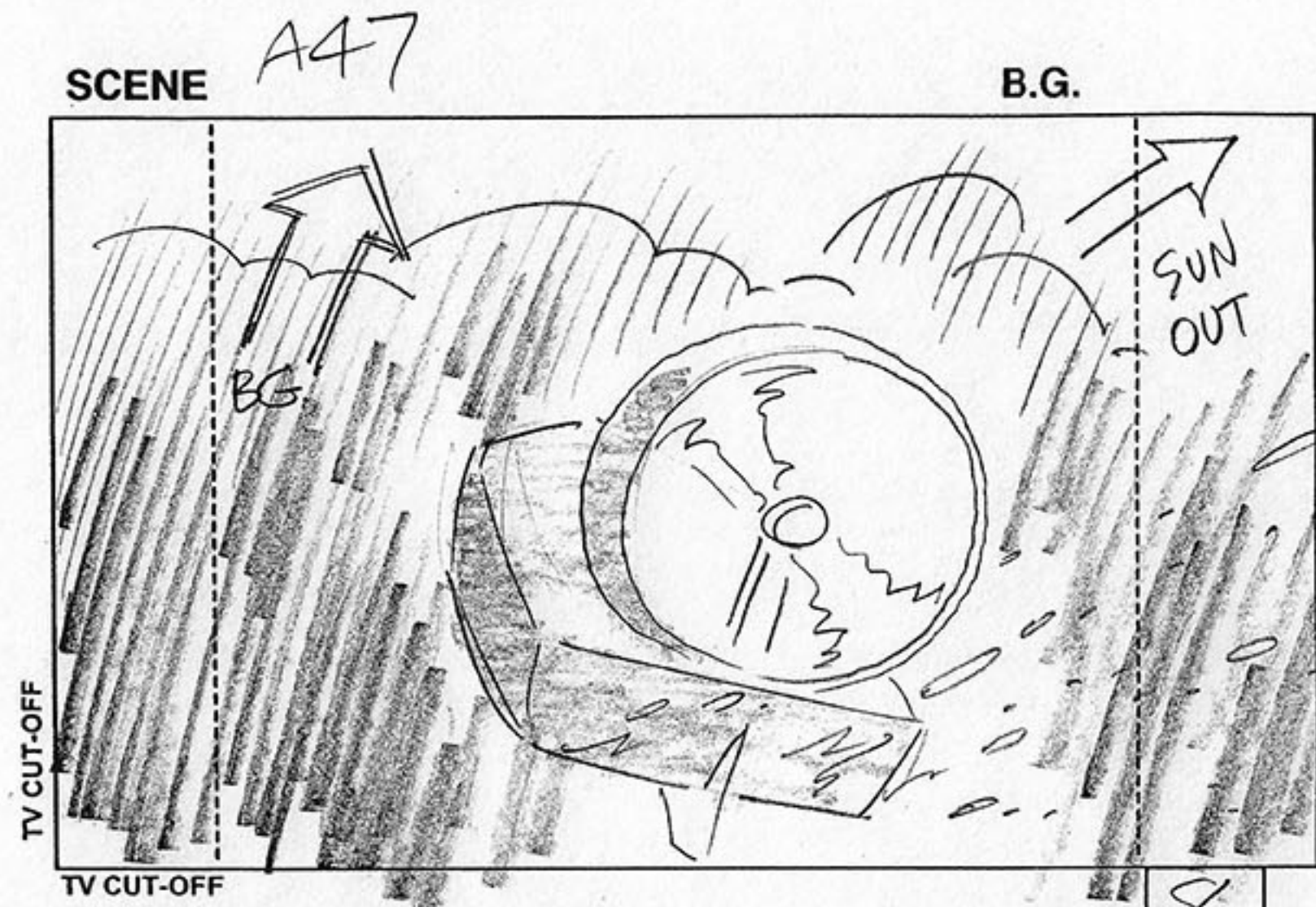
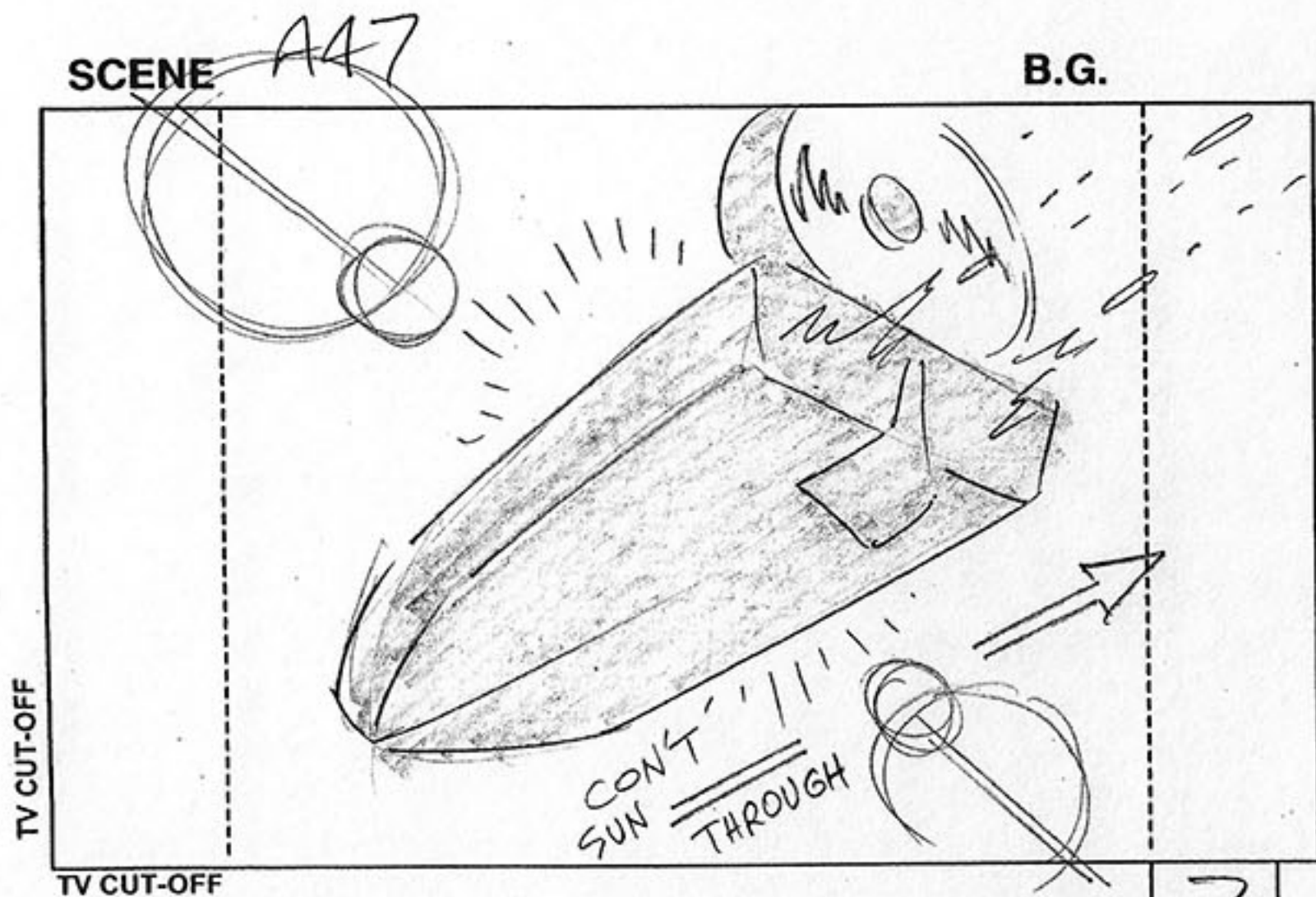
TIMING

12x

16 : 9 Widescreen Format

257311





ACTION

The sun passes behind the boat, creating a moving lens flare and putting the boat momentarily in silhouette.

DIAL

(12x)

TIMING

12

16 : 9 Widescreen Format

257311





# X I A O L I N SHOWDOWN

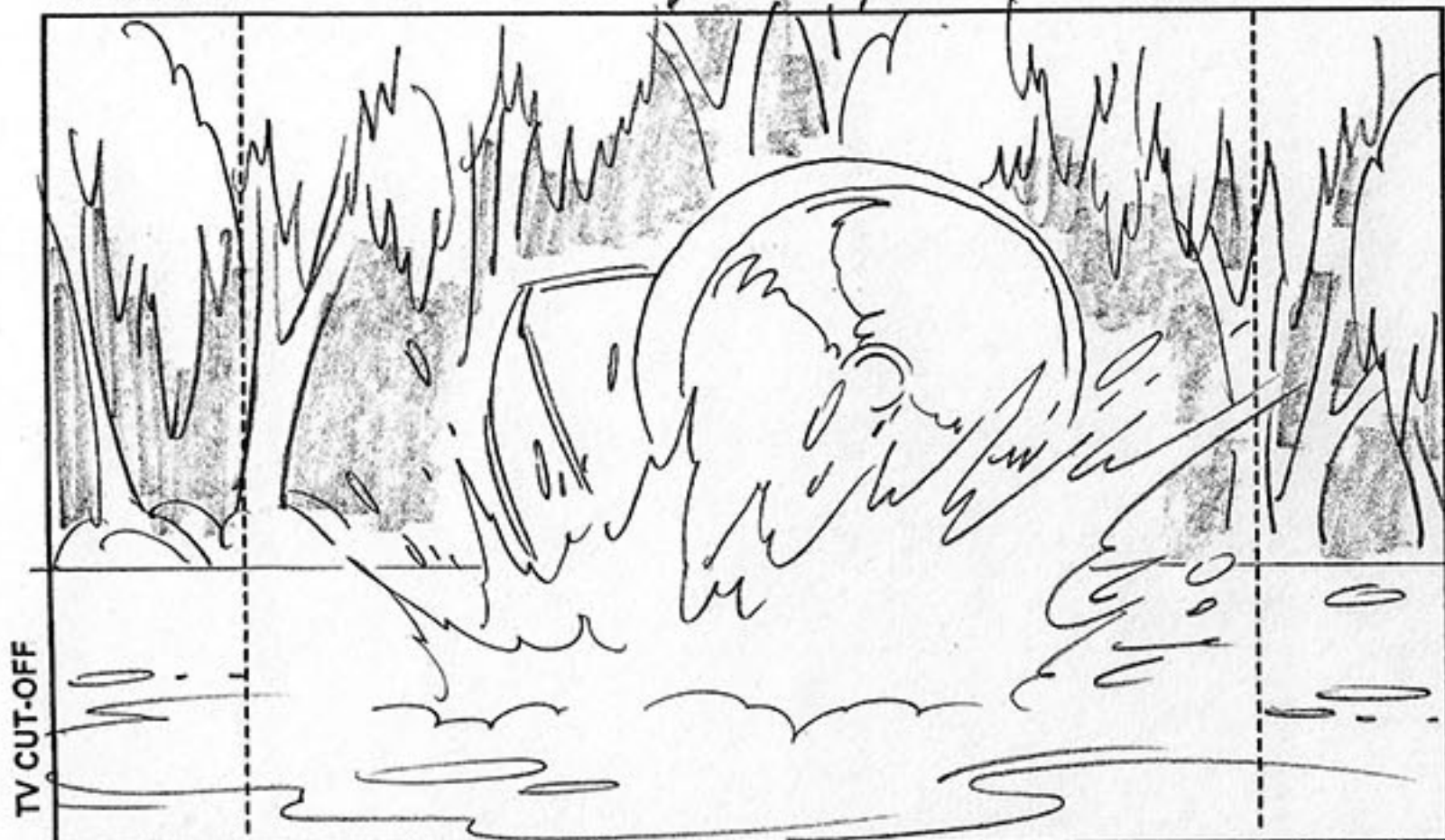
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SCENE A47

STOP  
BG PAN

B.G.



TV CUT-OFF

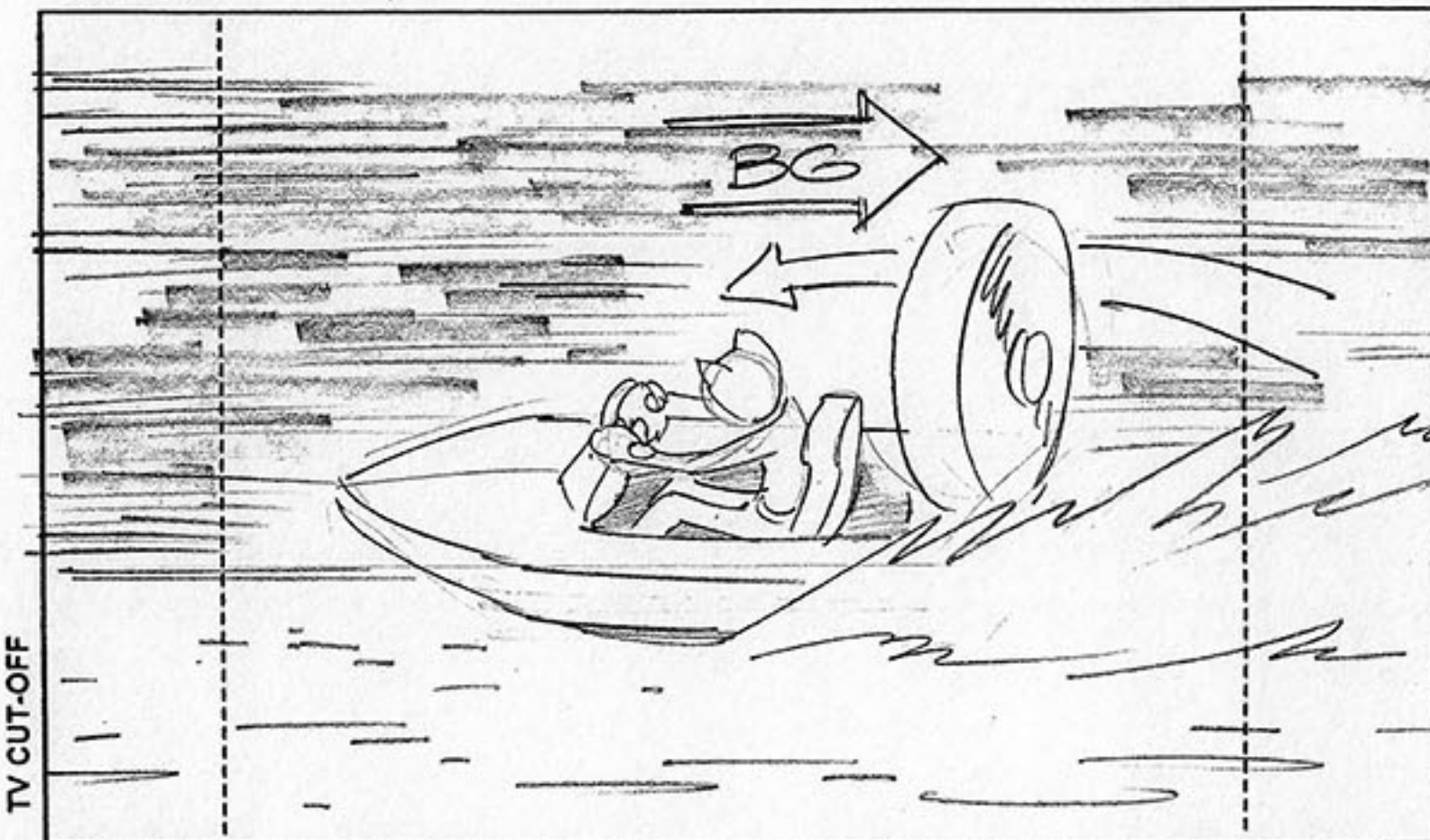
TV CUT-OFF

PANEL

9

SCENE A47

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

10

ACTION

BG resolves for a beat as the water "rises" into scene and the boat LANDS.

DIAL

2<sup>o</sup>

2<sup>o</sup>

TIMING

16 : 9 Widescreen Format

257311





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H/U  
▽

SCENE A48

B.G.



PANEL 1

ACTION

Close on Katnappe -  
BG in speed blur.

SCENE A48

B.G.



PANEL 2

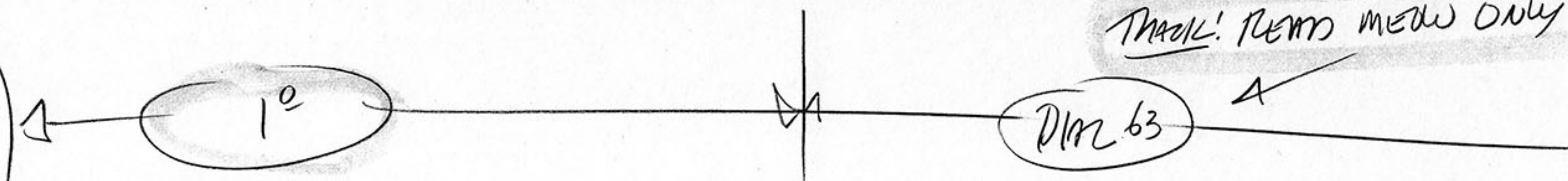
Katnappe turns toward  
camera and smiles wickedly

DIAL

A48

Katnappe: Meow!

TIMING

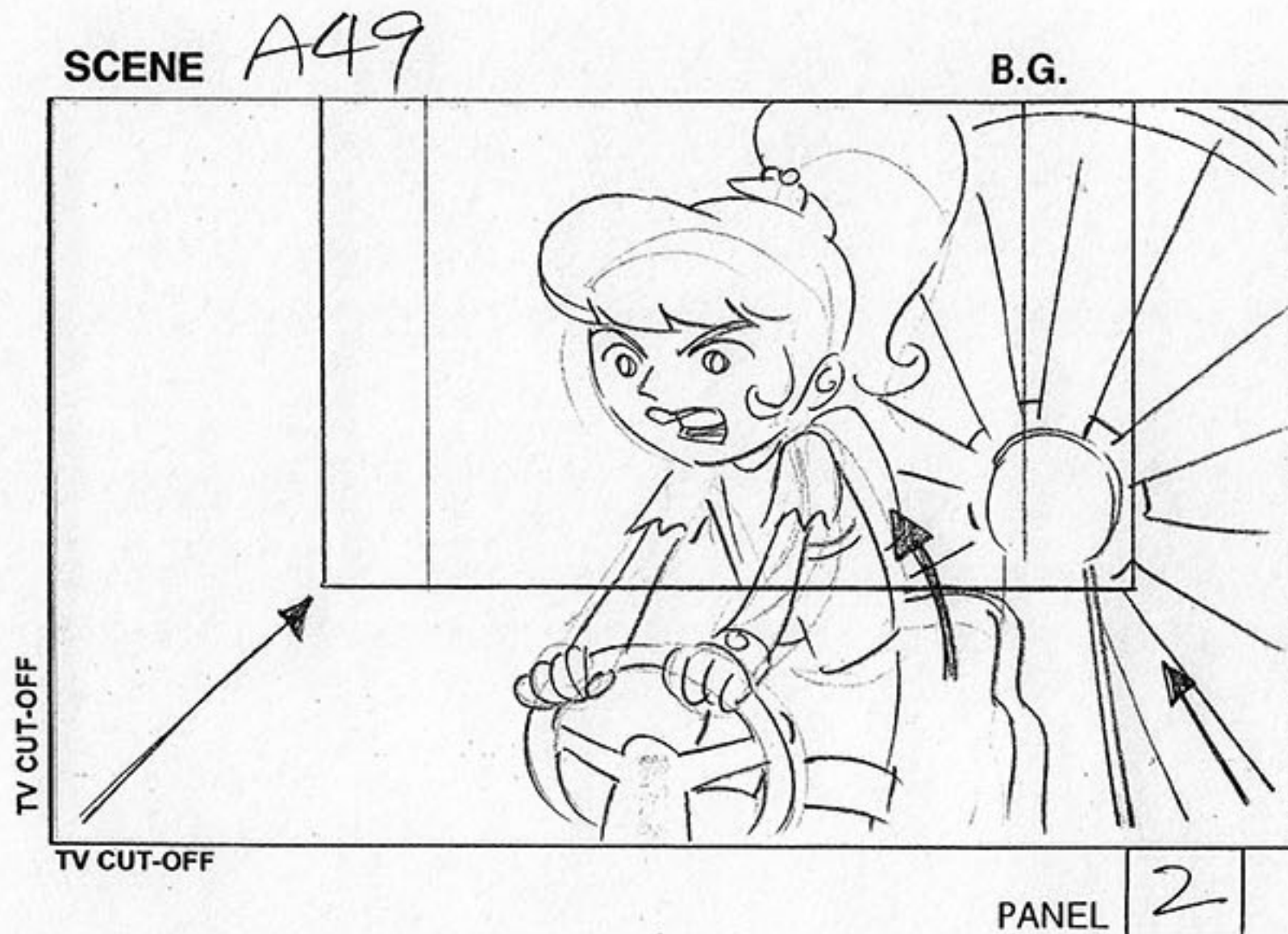
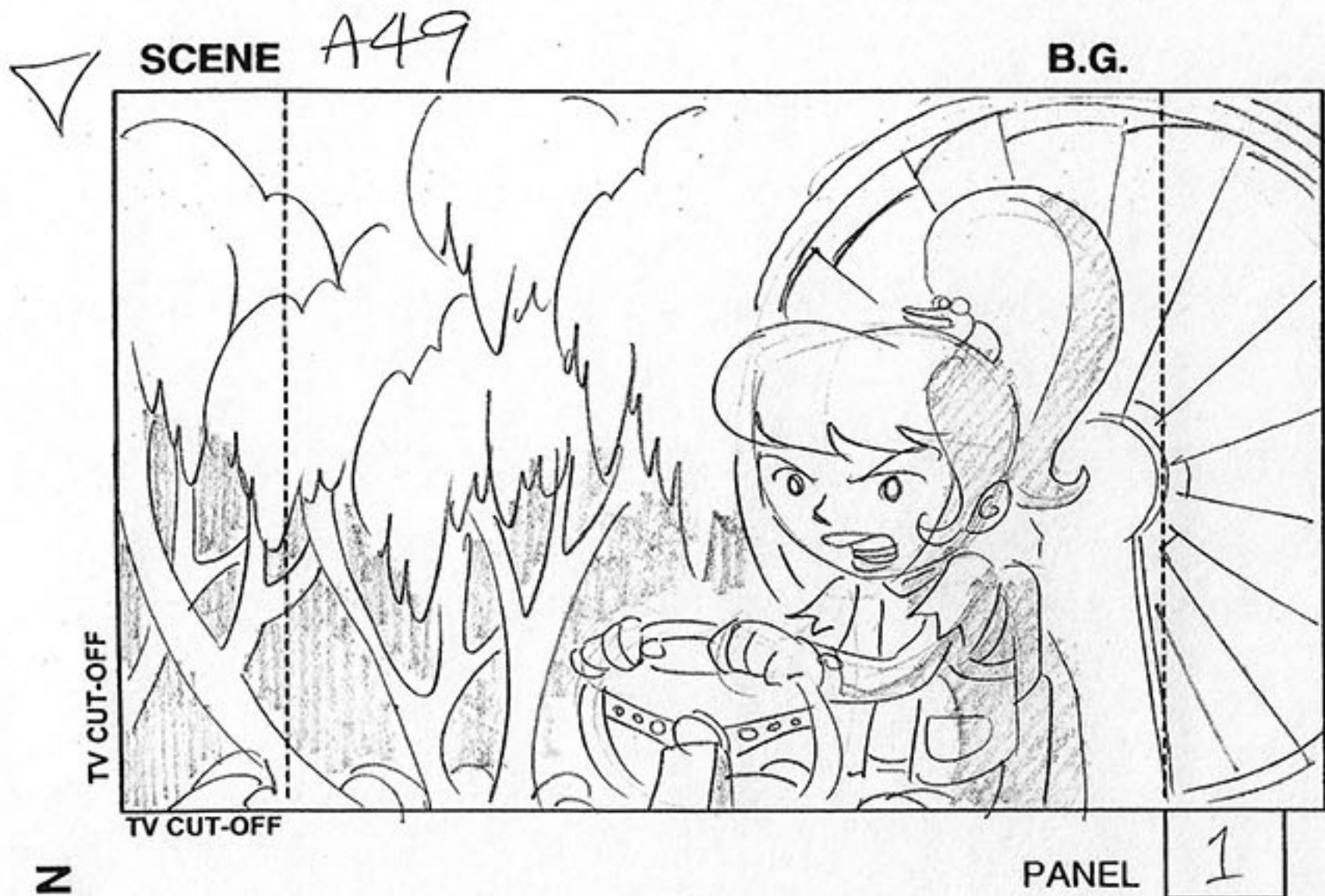


16 : 9 Widescreen Format

257311

(8x)





ACTION

Kimiko reacts

Fast truck-in as she stands up

DIAL

Kim: Kat -

- NAPPE!

TIMING

T.W  
4x

16 : 9 Widescreen Format

257311

Dim 86

8x

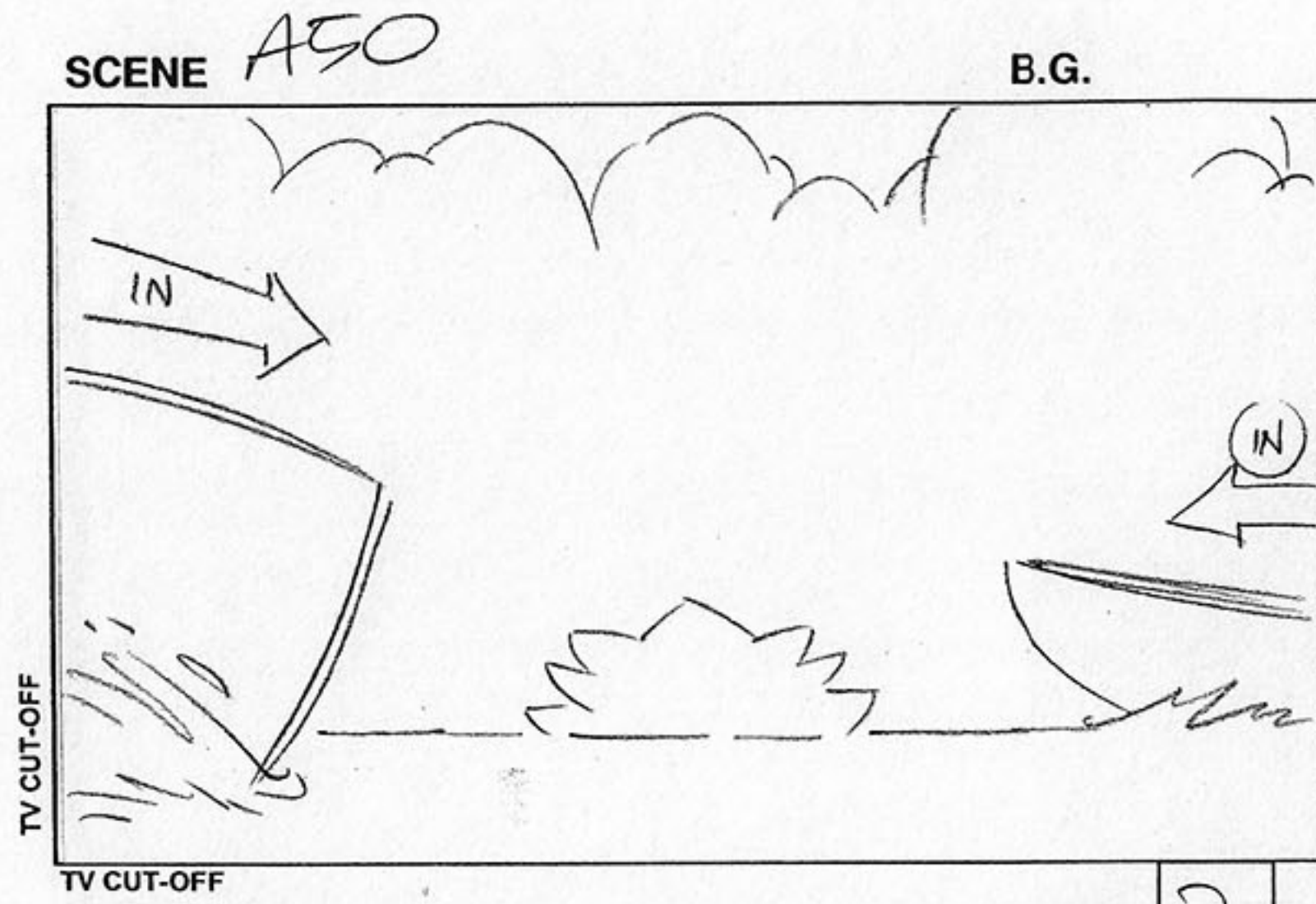
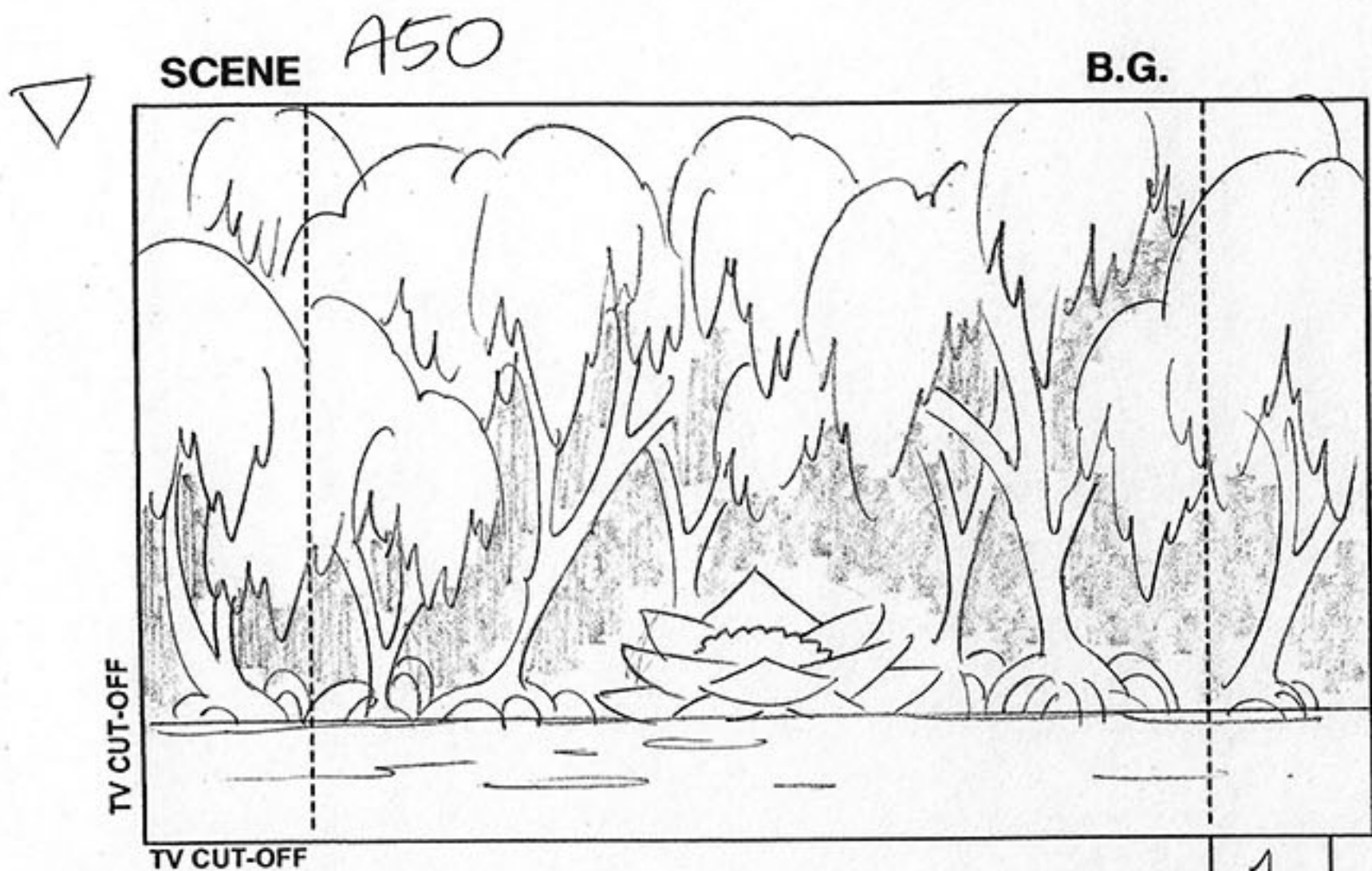




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ACTION

On the Lotus Twister,  
sitting on the water surface

Katnappe's boat roars in at left,  
Kimiko's boat roars in at right

DIAL

A50

2<sup>o</sup>

(8x)

TIMING

5<sup>o</sup>

16 : 9 Widescreen Format

257311





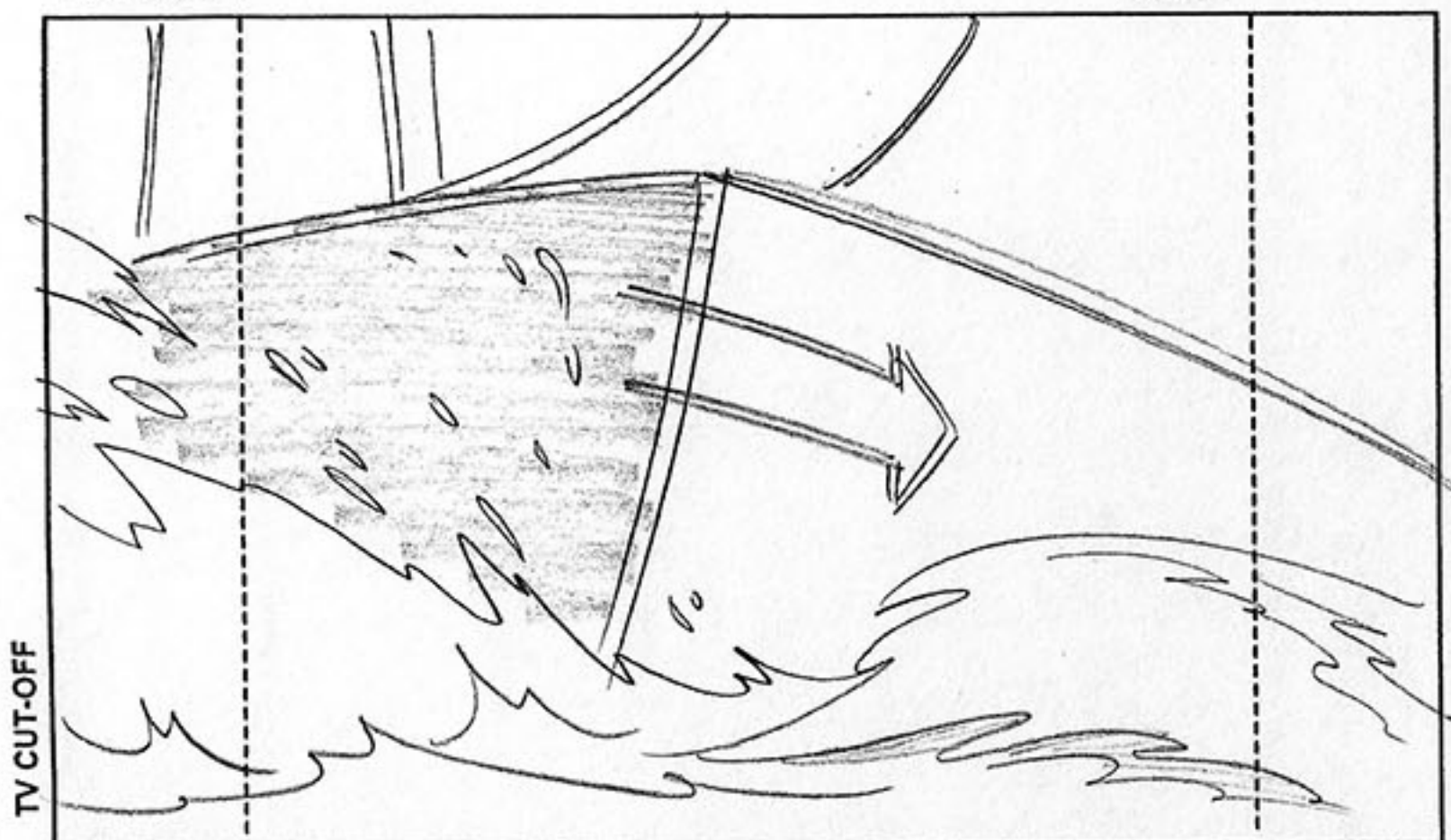
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SCENE A50

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

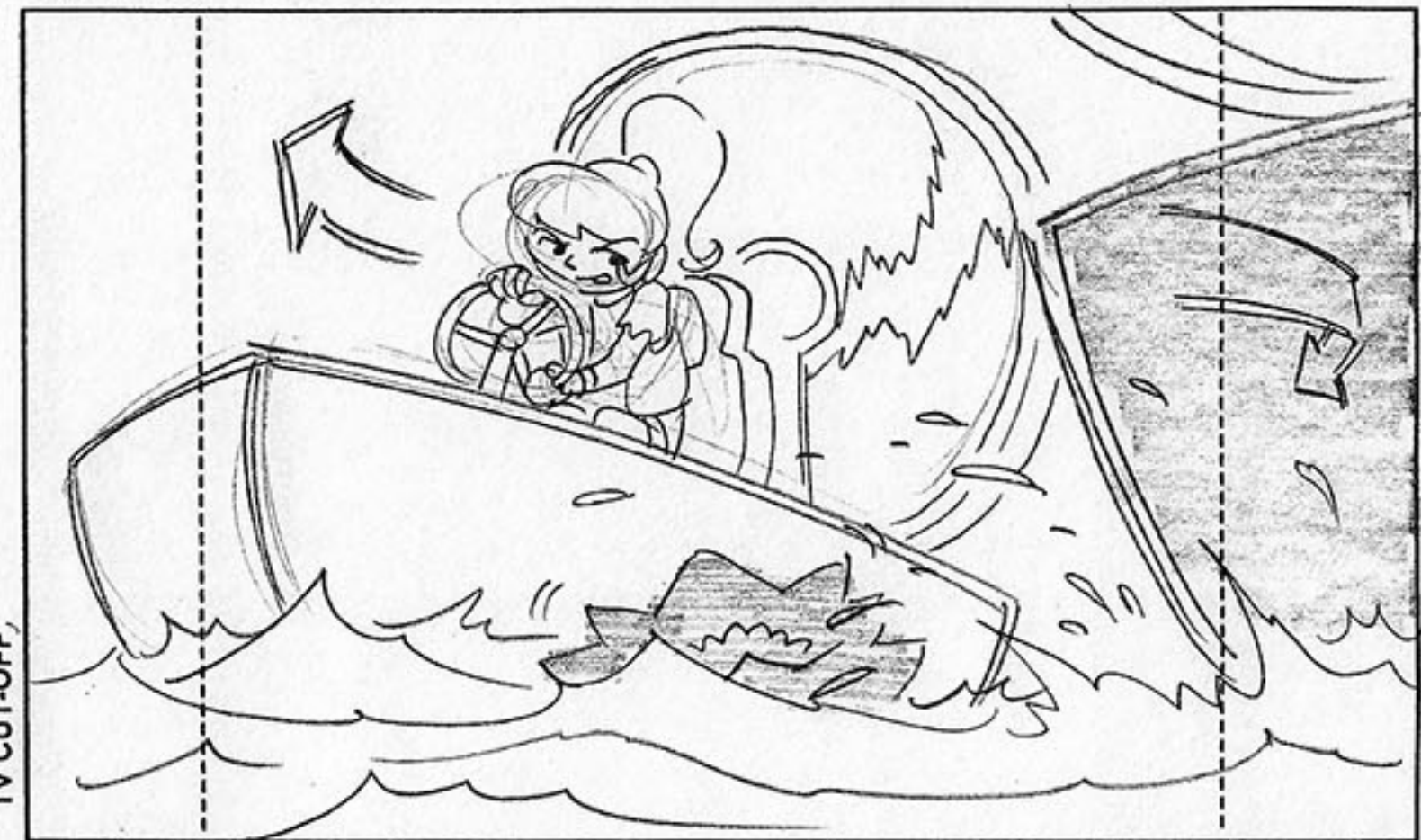
3

ACTION

Katnappe's boat crosses in FG, leaving a wake of water

SCENE A50

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

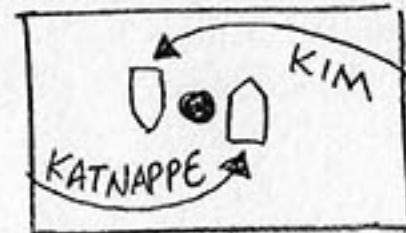
4

DIAL

lx

Katnappe's boat turns as Kim's boat circles behind Lotus Twister (it bobs around on the water)

ACTION MAP:



10 8

TIMING

16 : 9 Widescreen Format

257311



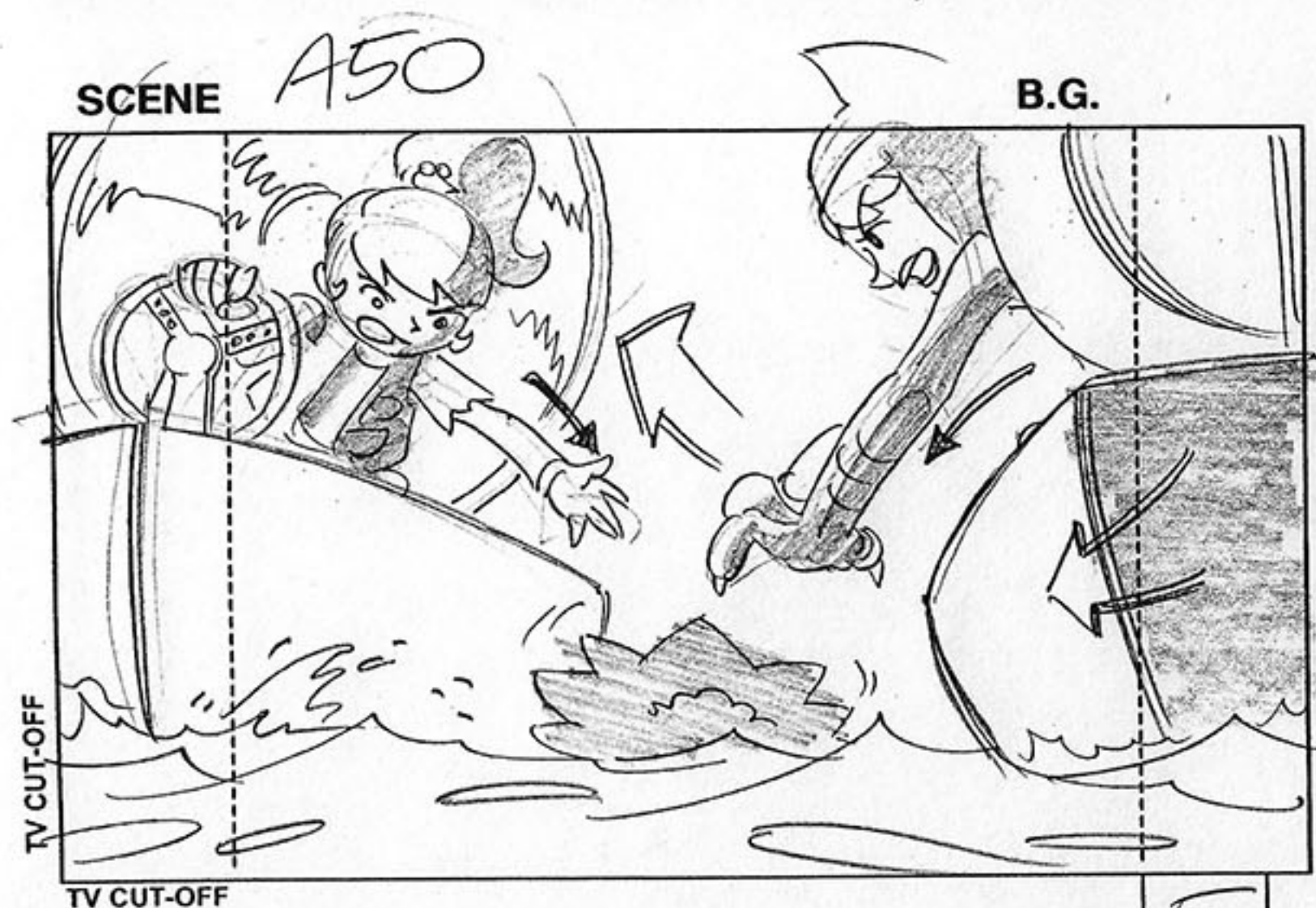


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NO SCENE  
51 OR 52-  
NEXT IS A53



ACTION

The boats move close to the Lotus Twister - Kim & Katnappe both reach for it.

The boats slow to a stop - PANEL 6 both girls grab and lift up the Lotus Twister

DIAL

(8x)

A



KATNAPPE = Up for a cat fight?

TIMING

4x

7/1 - (DIM 87)

(12x)

16 : 9 Widescreen Format

257311