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SCENE B45

B.G.



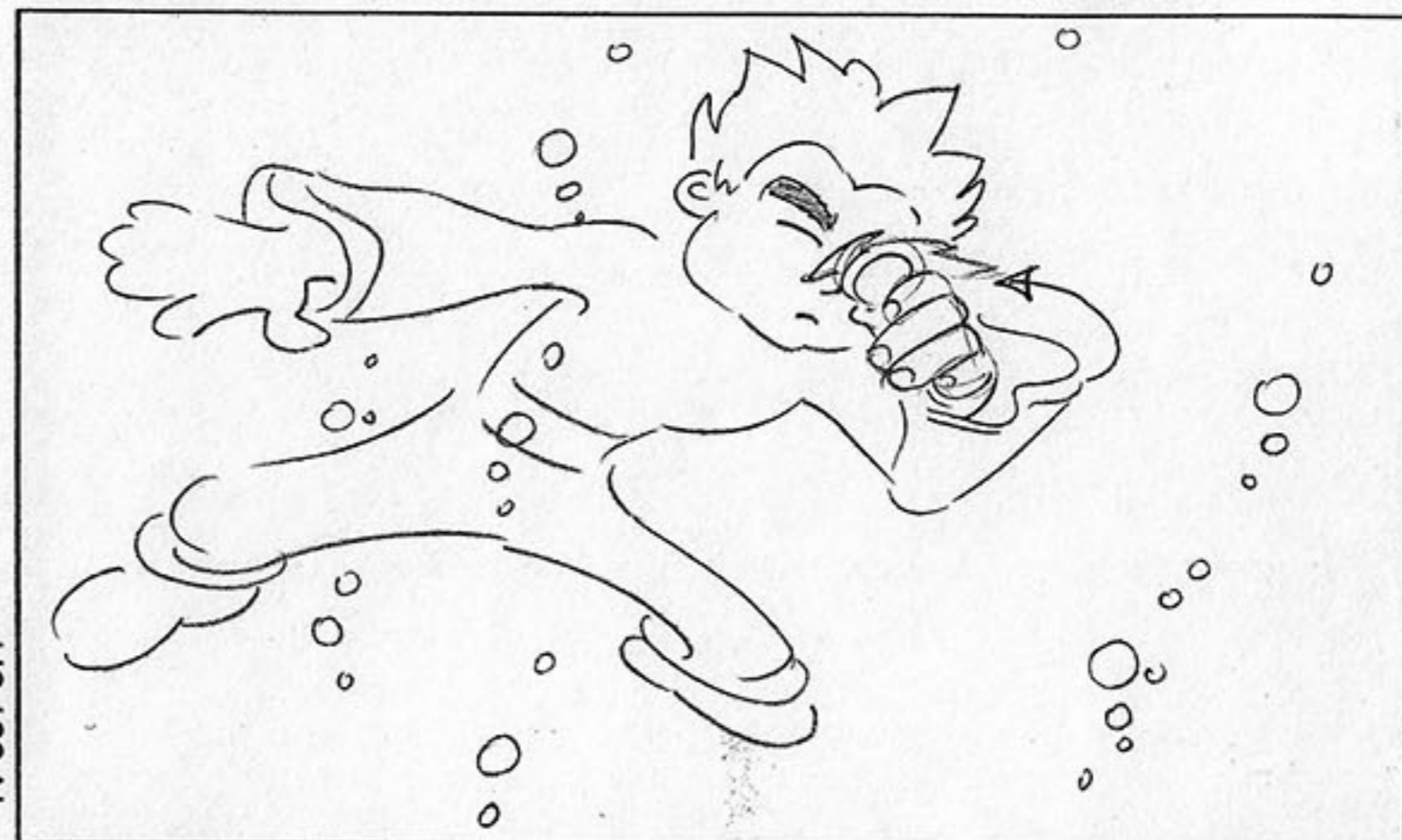
PANEL 1

ACTION

Rai floats just below the surface - bubbles rise around him

SCENE B45

B.G.



PANEL 2

He holds up the Falcon's Eye

DIAL

B45

(12x)

(12x)

TIMING

28

16 : 9 Widescreen Format

257311



# X I A O L I N SHOWDOWN

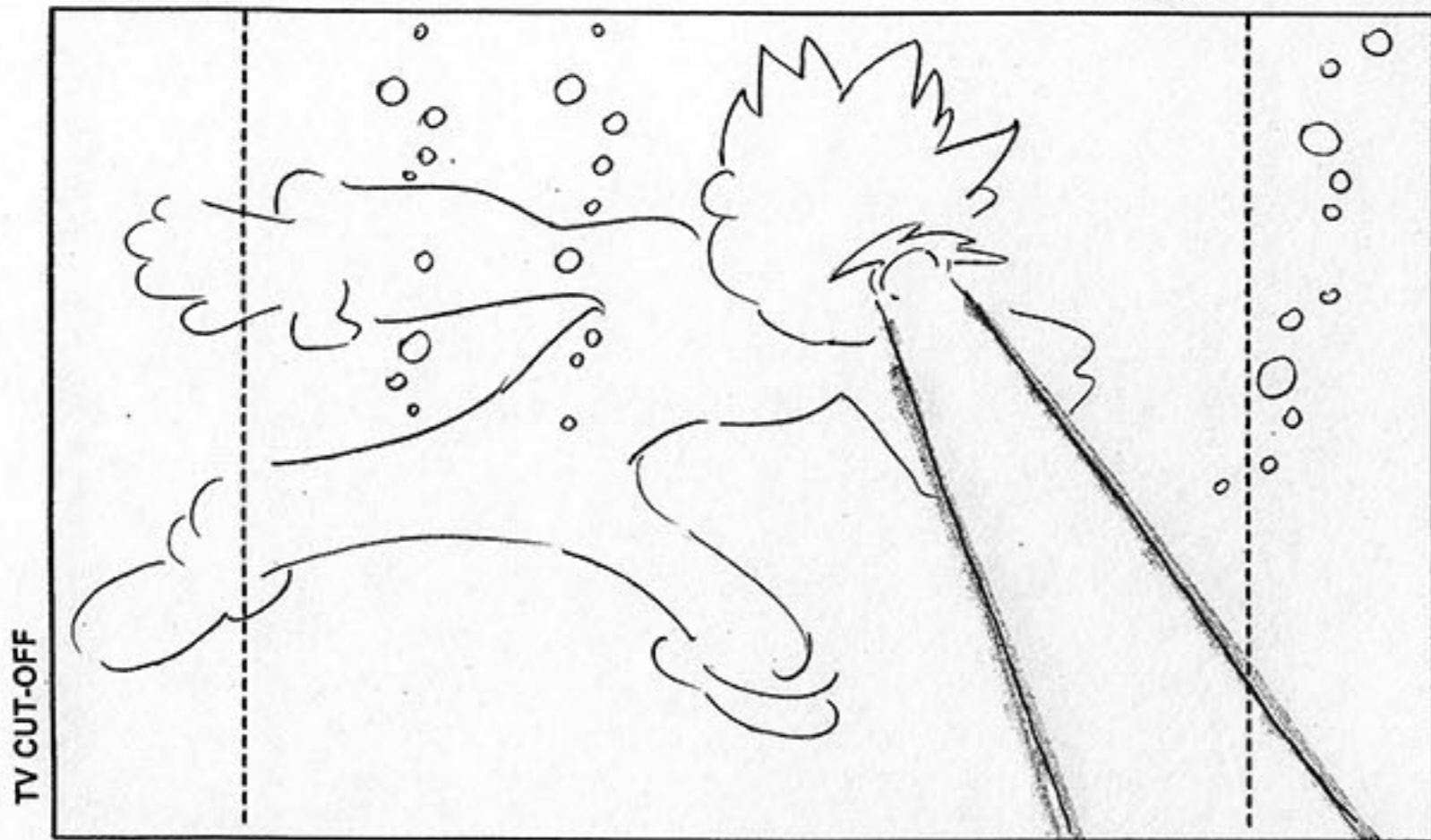
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PAGE B110

SCENE B45

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 3

ACTION

A beam of dim lit  
Stabs out from the eye

DIAL

10

TIMING

(B46)

(10)

SCENE B46

B.G.

H/U  
▽



TV CUT-OFF

PANEL 1

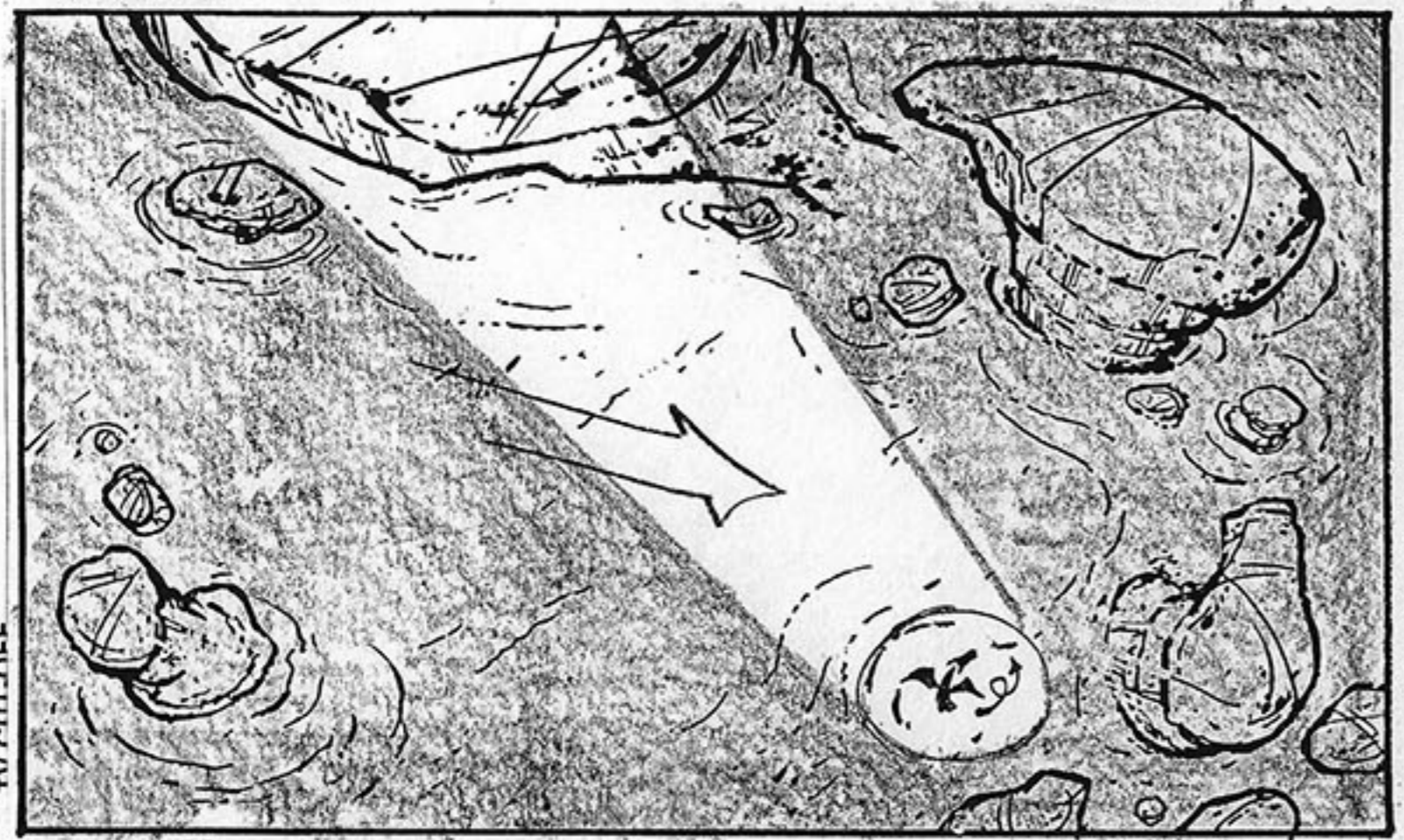
The beam examines  
the sea bed below

16 : 9 Widescreen Format

257311

SCENE B46

B.G.



PANEL 2

ACTION

It moves across the sea bed and settles on the longi kite

DIAL

Com Ani. 24x | Hold 2"

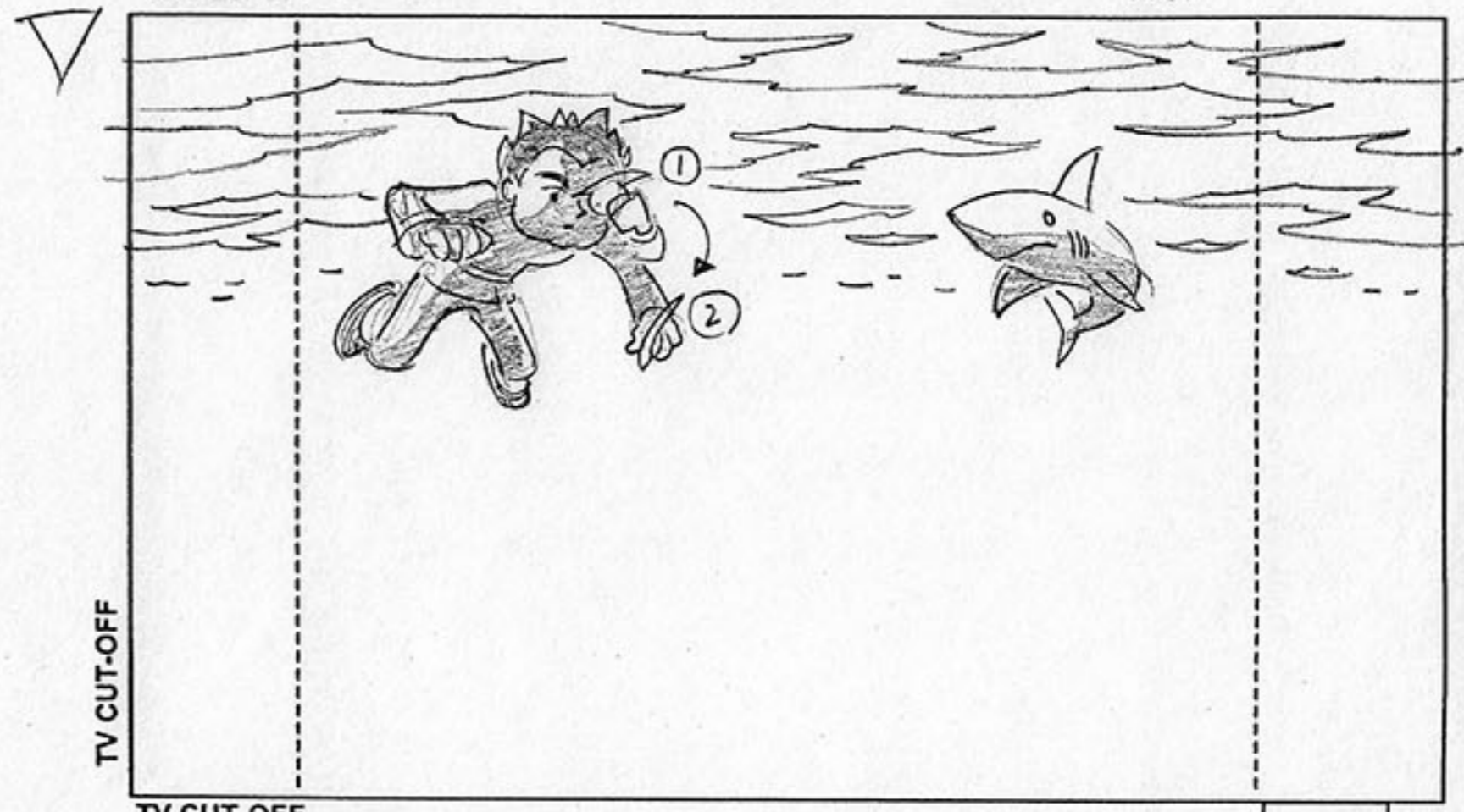
TIMING

B47

(12x)

SCENE B47

B.G.



PANEL 1

Rai lowers the eye - the shark sits nearby, watching

3 1/2

16 : 9 Widescreen Format

257311



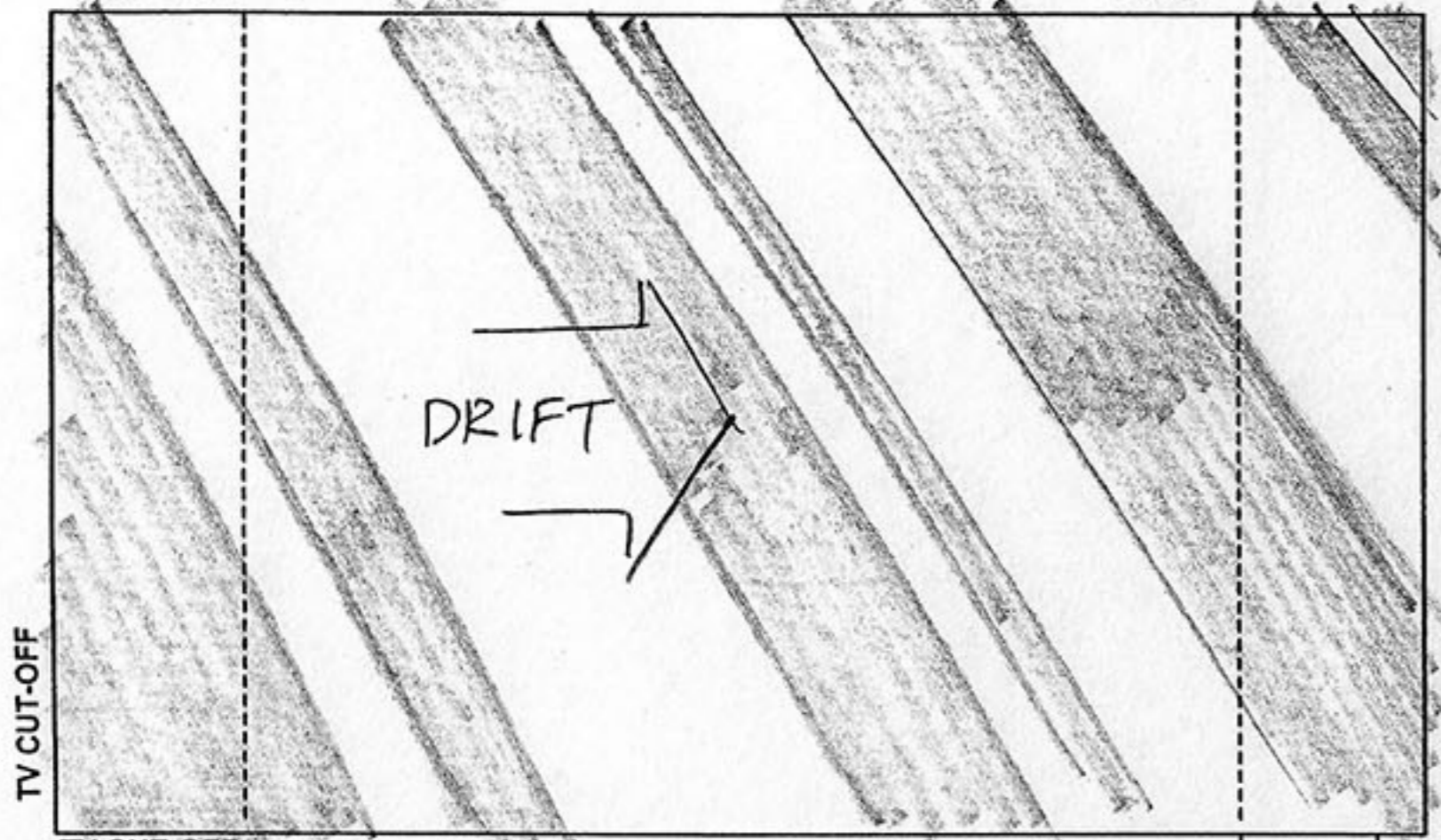
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SCENE B47

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 01

ACTION

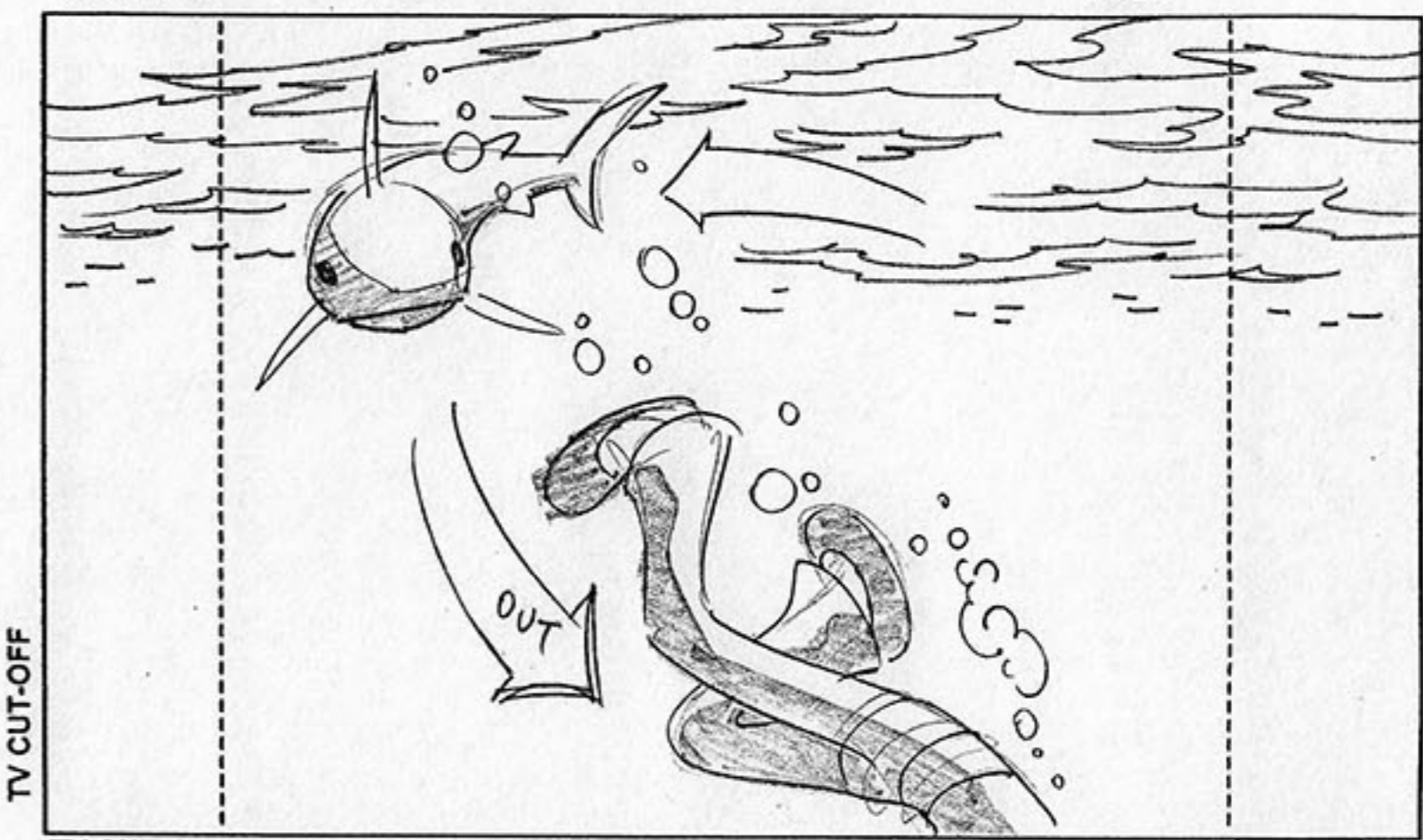
Sunbeam element drifts across scene in FG

DIAL

TIMING

SCENE B47

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 02

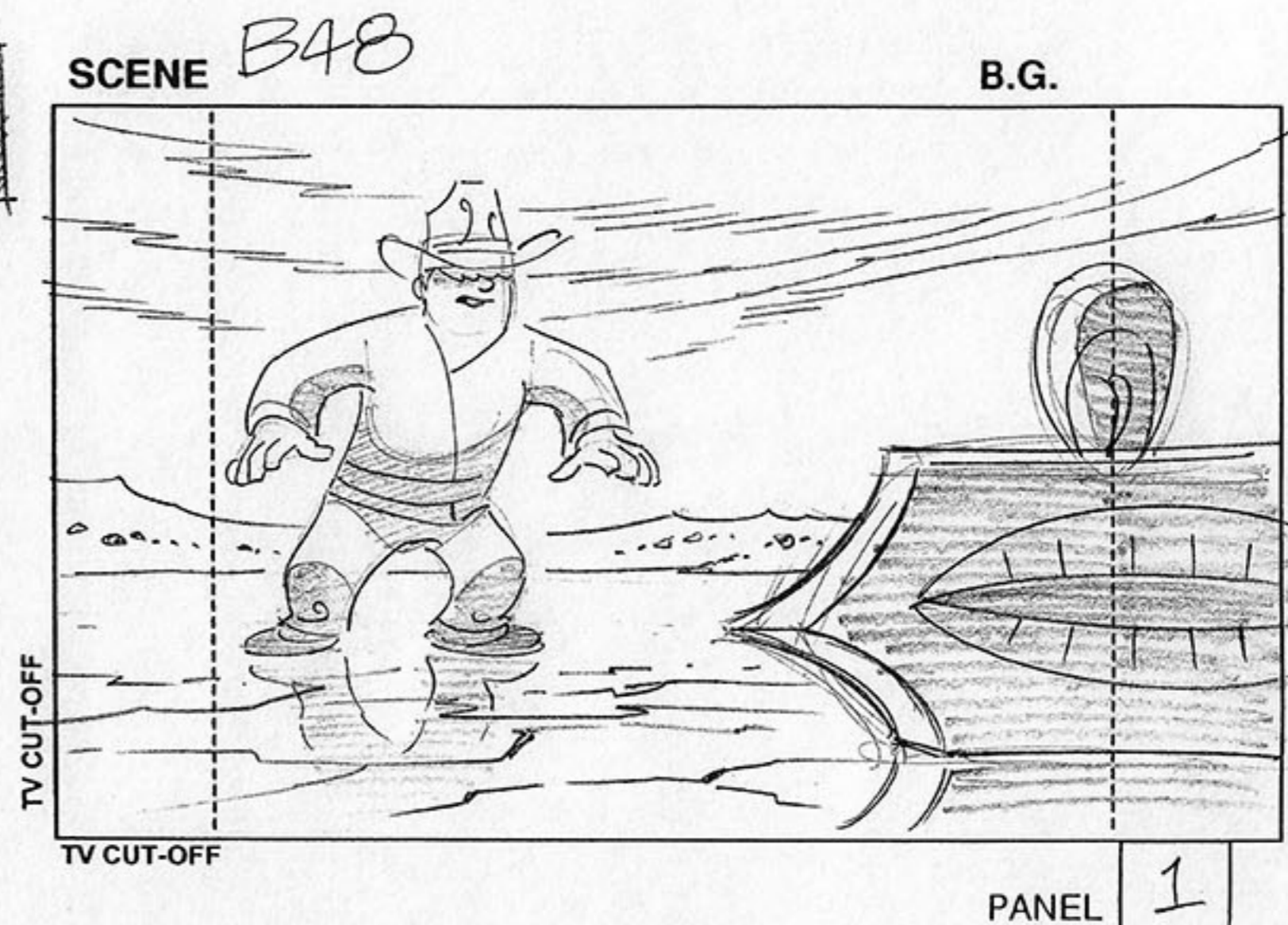
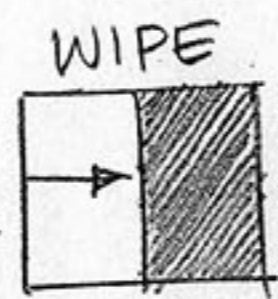
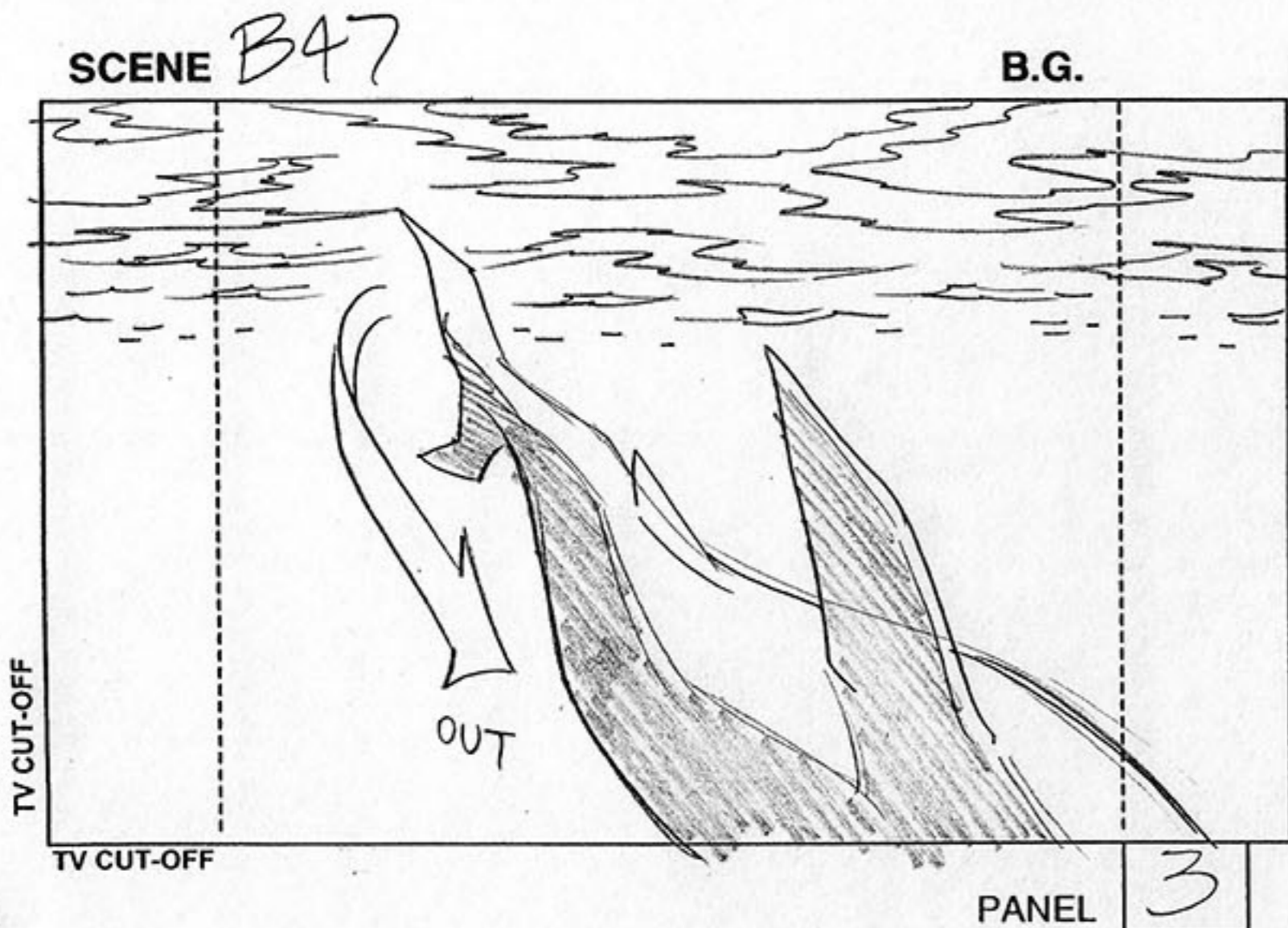
Rai dives O.S.  
The Shark follows him

12

16 : 9 Widescreen Format

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16 : 9 Widescreen Format

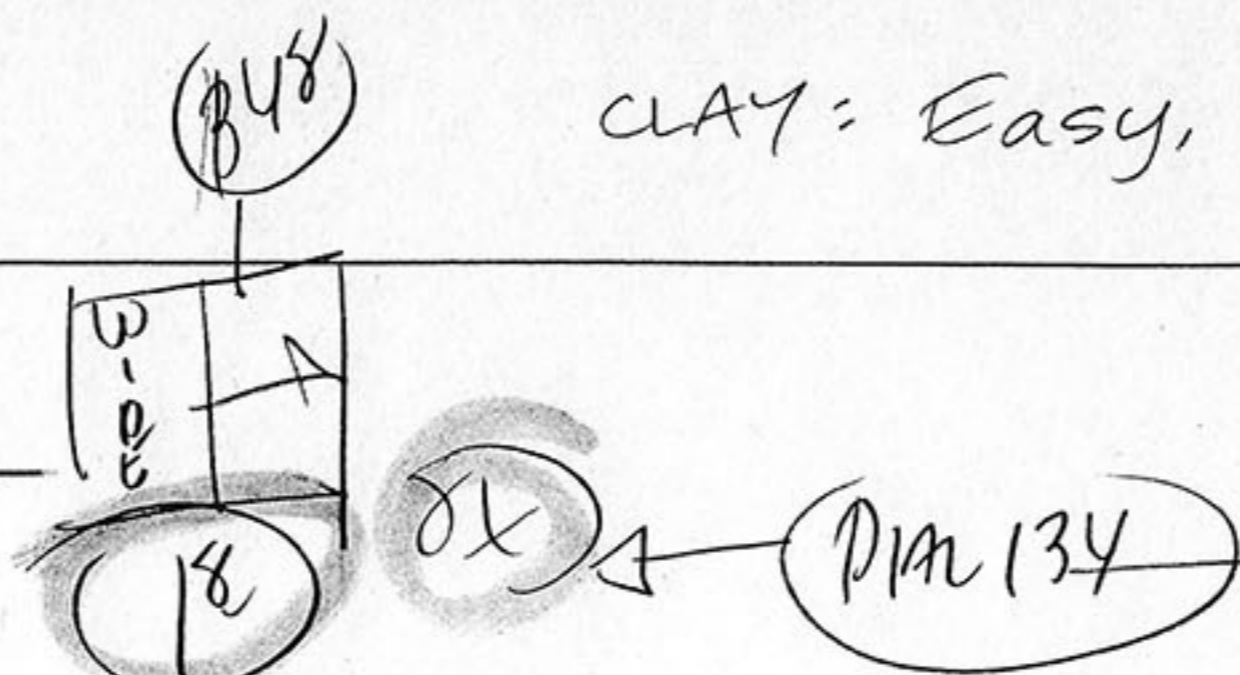
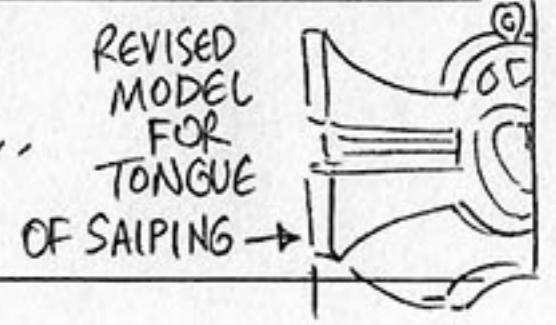
ACTION  
 DIAL  
 TIMING

Continued

Clay stands still on the cracked ice, looking at the tongue of Salping

2, 2

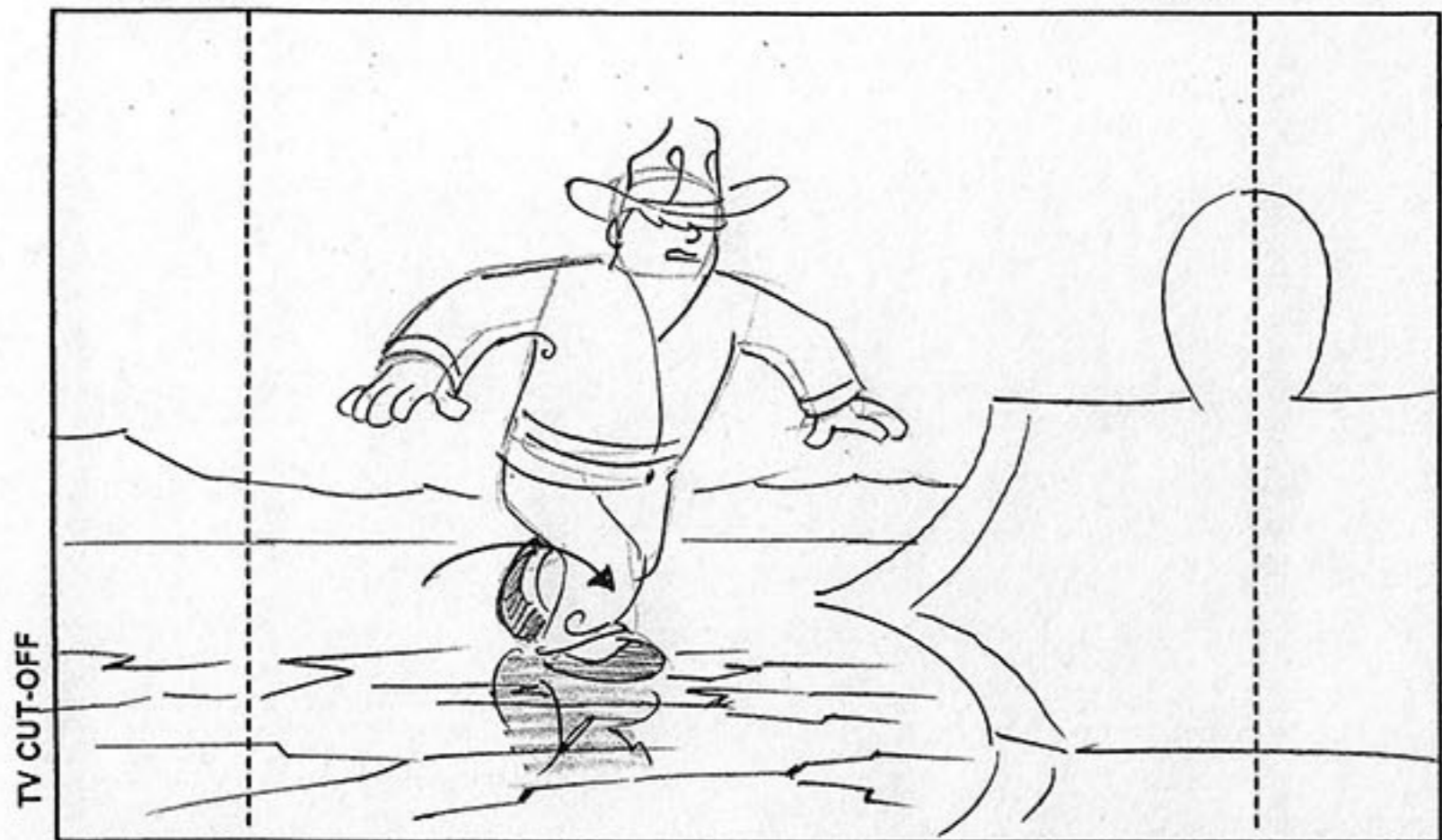
CLAY: Easy, Clay...



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SCENE B48

B.G.



PANEL 2

ACTION

Clay takes a careful step forward

DIAL

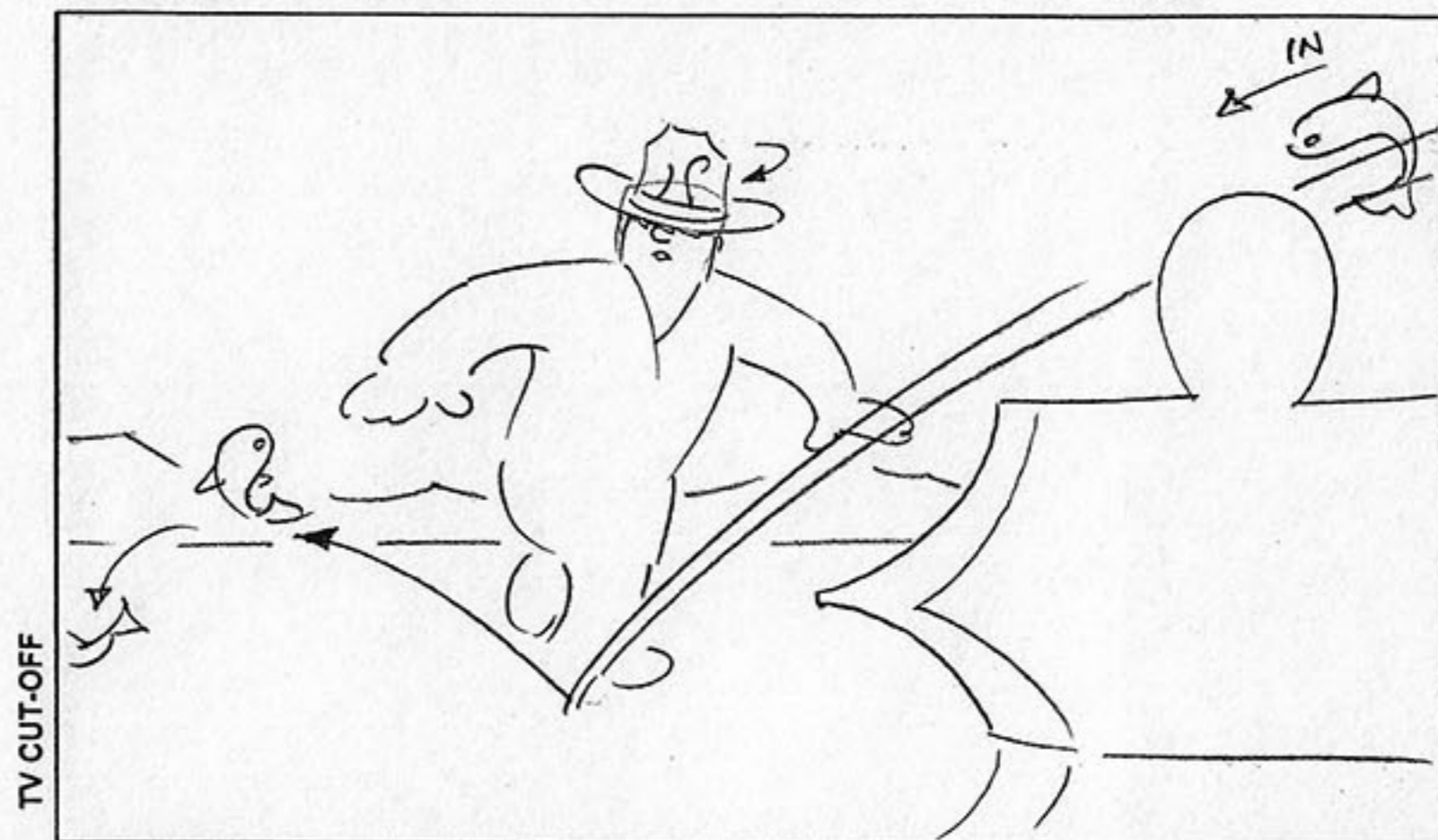
Go slow, Cowboy.

TIMING

Cont Dial 134

SCENE B48

B.G.



PANEL 3

He reacts as a fish flies into scene and bounces

4

14

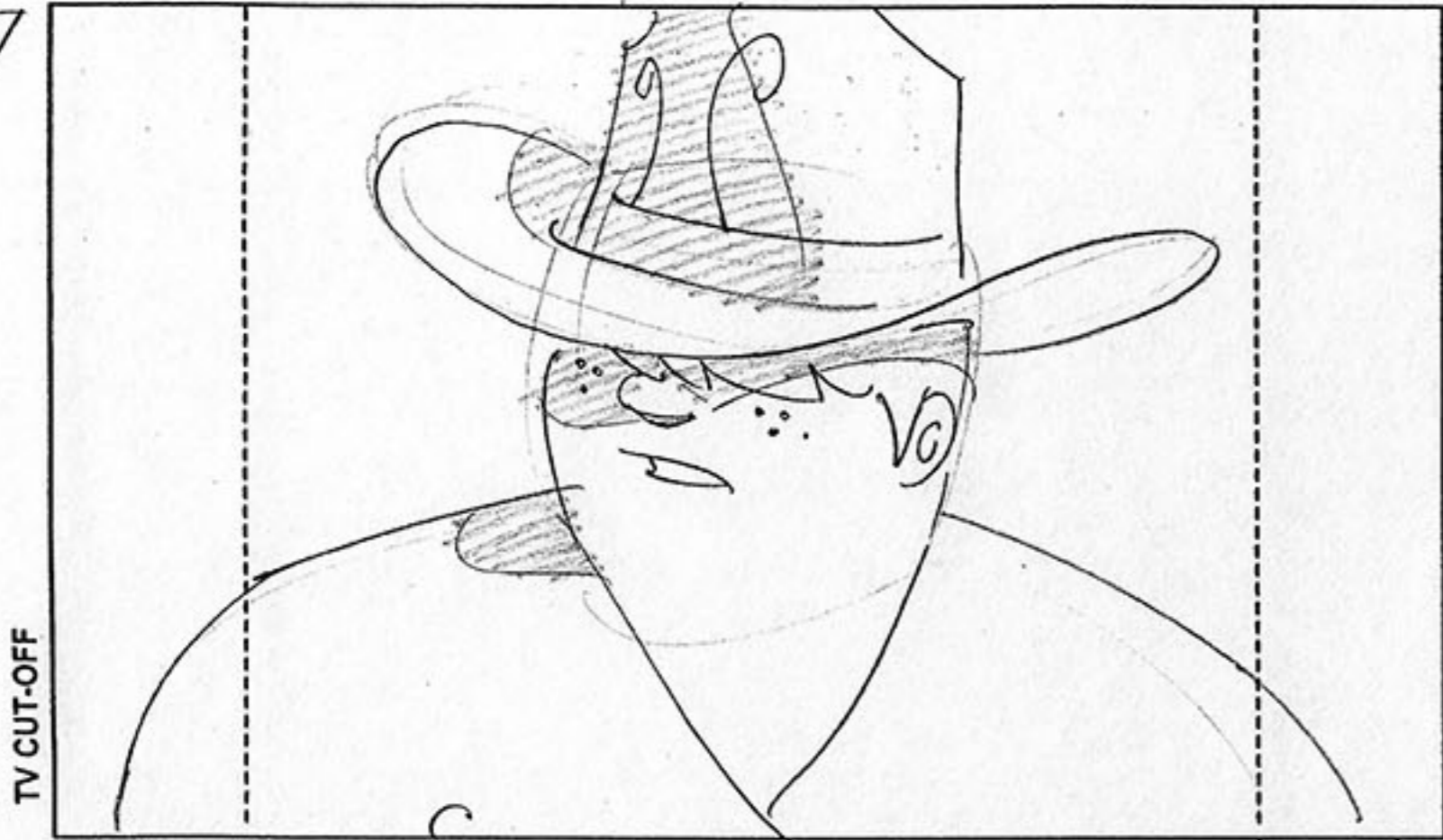
16 : 9 Widescreen Format

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WB <sup>X I A O L I N</sup> **SHOWDOWN** 

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H/U  
▽  
SCENE B49 B.G.



PANEL 1

SCENE B49 B.G.



PANEL 2

ACTION

Close on Clay, confused

He looks up

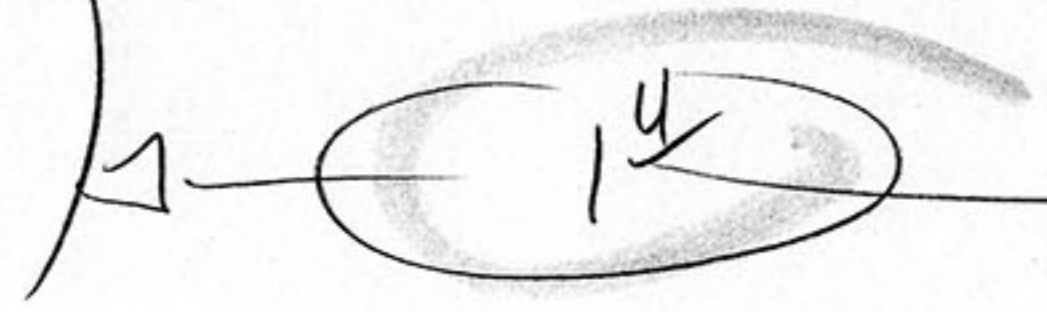
DIAL

B49

8x

8x

TIMING

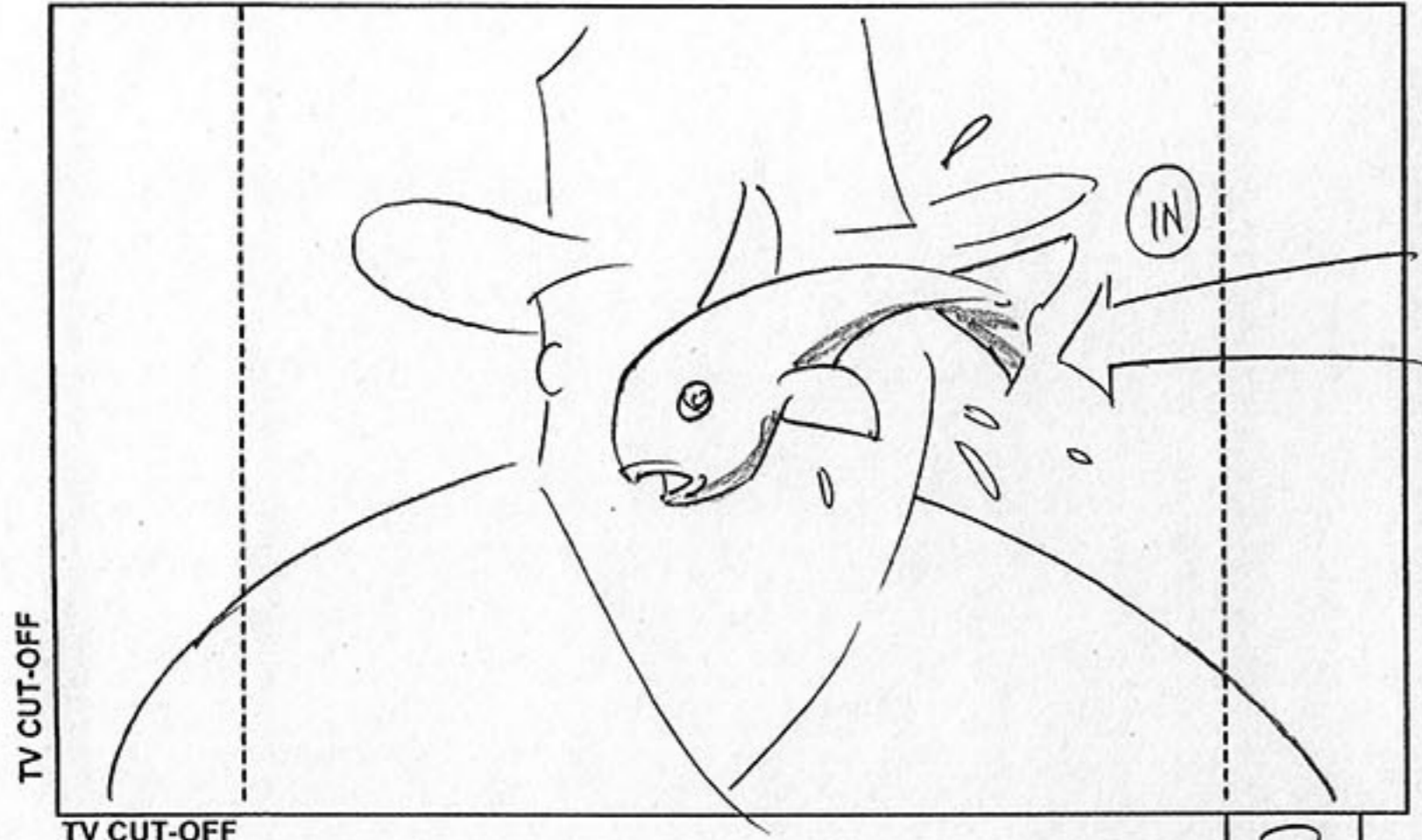


16 : 9 Widescreen Format

257311

SCENE B49

B.G.



PANEL 3

ACTION

Another fish hits him in the face

DIAL

CLAY: OOH!

TIMING

THANK: USE FIRST PART OF WADA AND CUT REST ABOUT 1/2

DIAL 134A

SCENE B49

B.G.



PANEL 4

ACTION

It drops O.S.  
He wipes off his face

DIAL

CLAY: Chuckin' fish the best—

TIMING

(4x)

DIAL 135

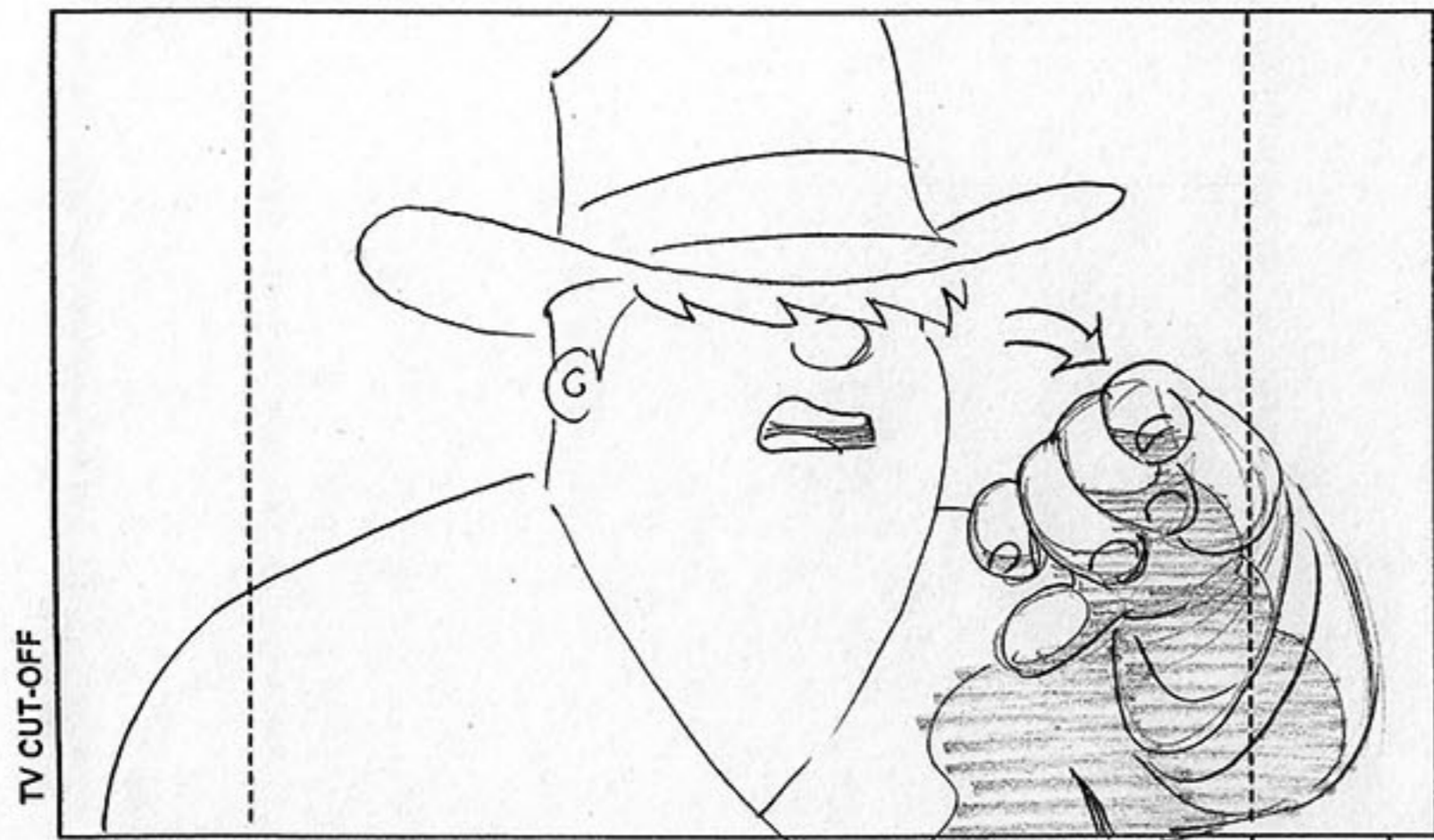
16 : 9 Widescreen Format

257311



SCENE B49

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 5

ACTION

He pulls his sleeve across his face (end position shown)

DIAL

- you can do, pardner?

TIMING

Cont Dial 135

(6x)

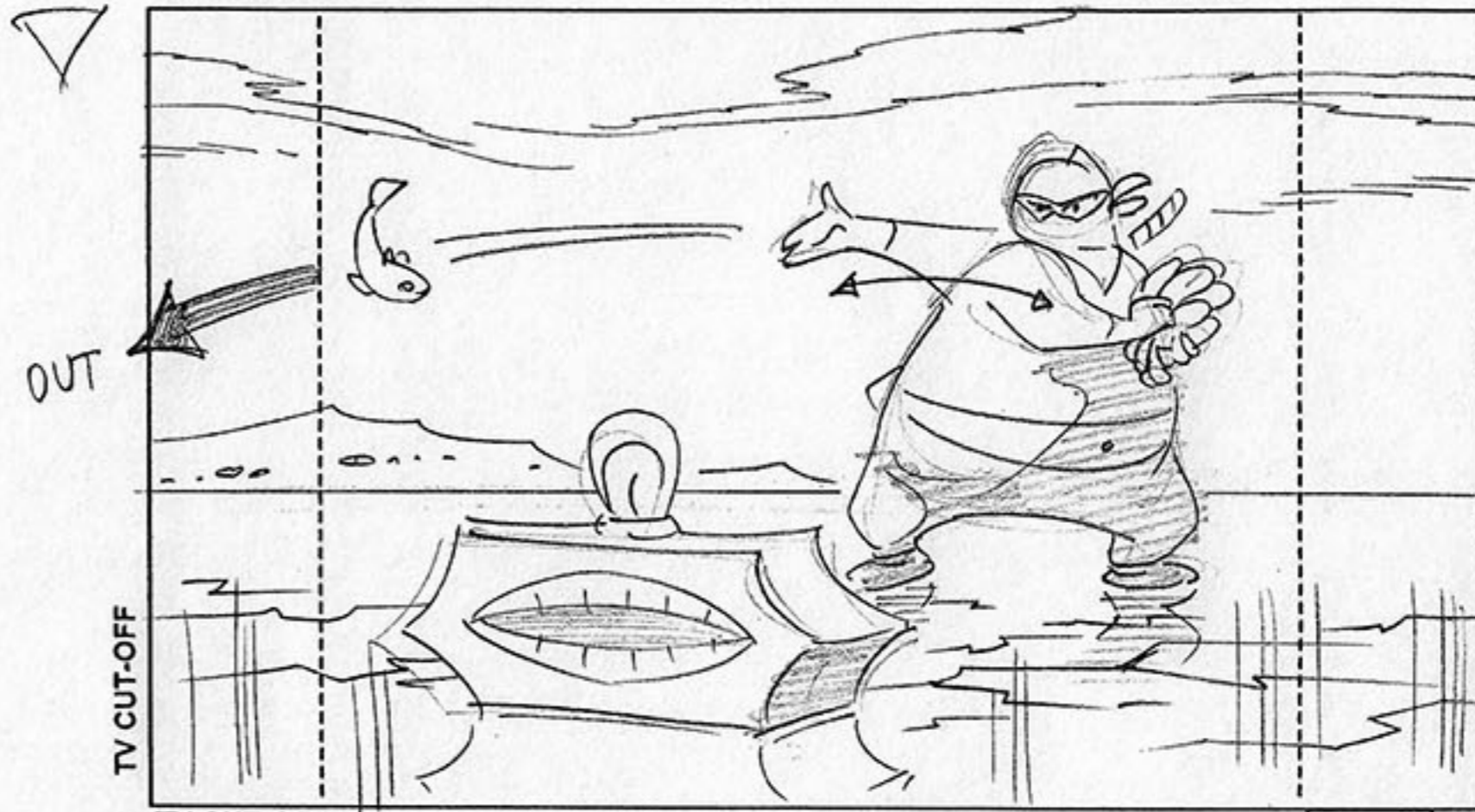
(6x)

DIAL 136

(6x)

SCENE B50

B.G.



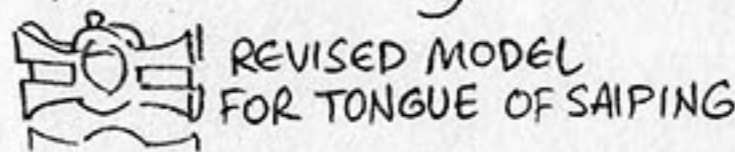
OUT

TV CUT-OFF

TV CUT-OFF

PANEL 1

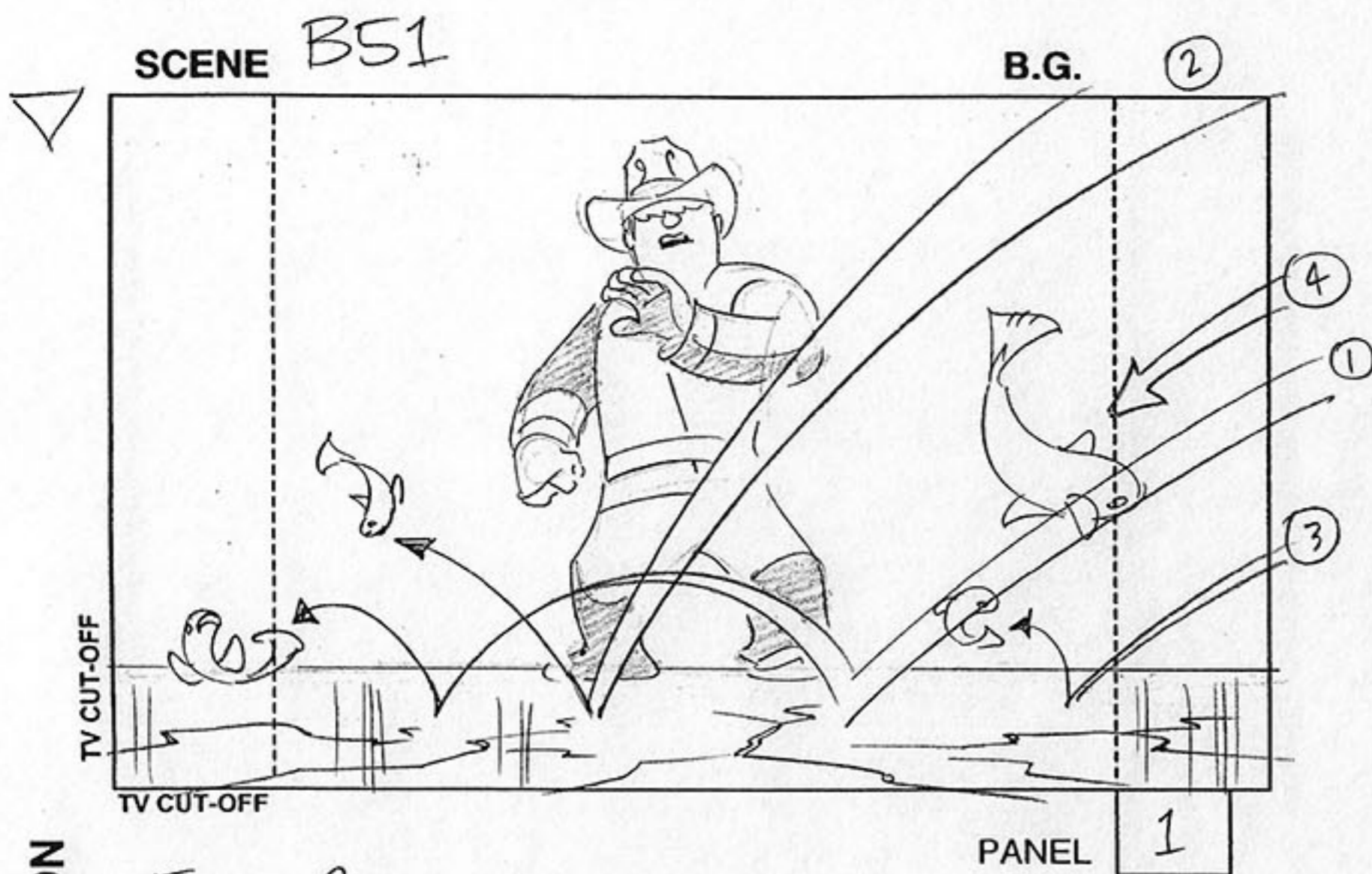
Cycle Tubbimura, throwing more fish O.S.



TUBBI: I thought it might be time for a snack.

16 : 9 Widescreen Format

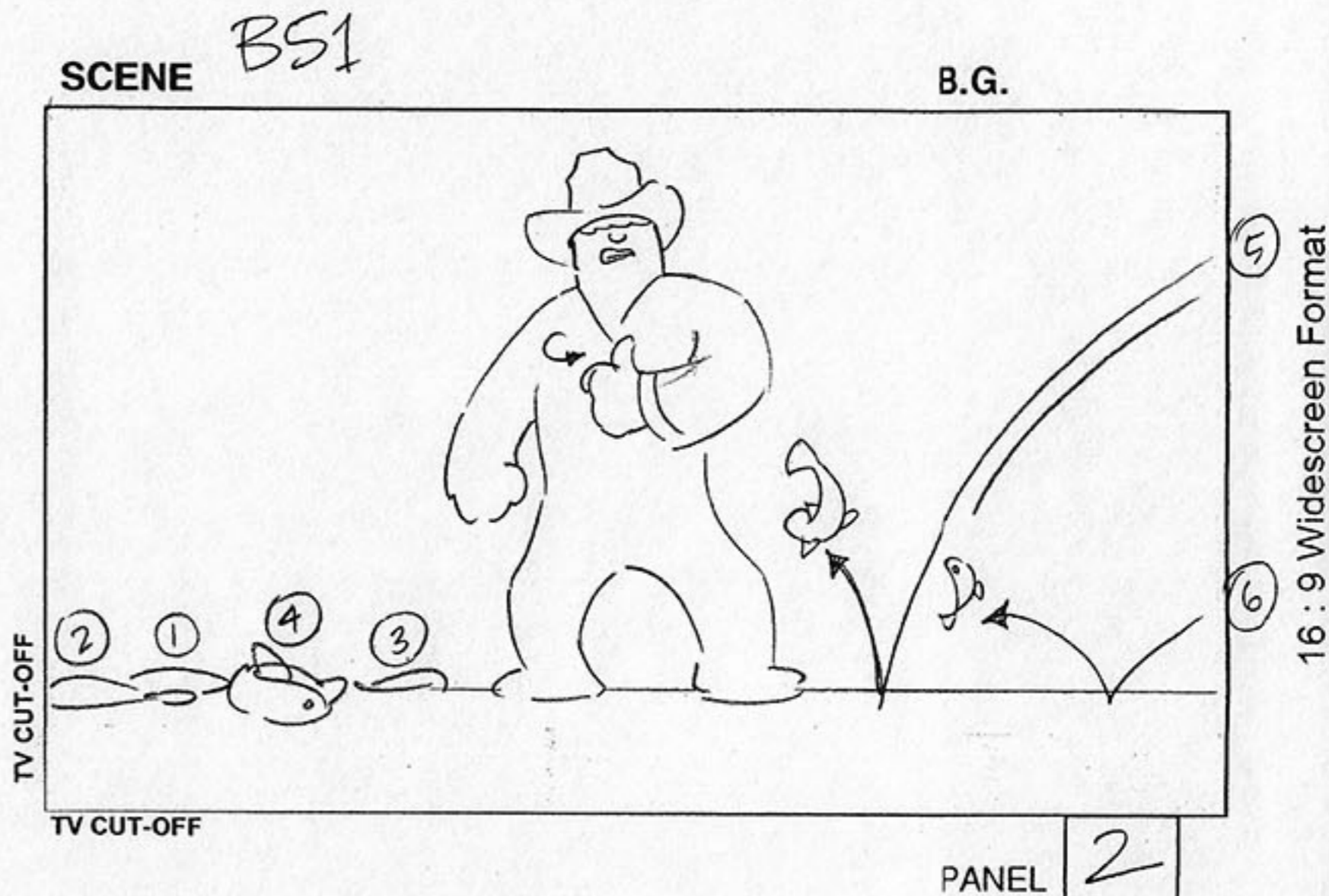
257311



**ACTION**  
 Fish fly into scene,  
 bounce, slide, and settle

**DIAL**  
 CLAY: Much obliged, but I'm more of  
 a chicken-fried —

**TIMING**  
 6x 4 — (137)



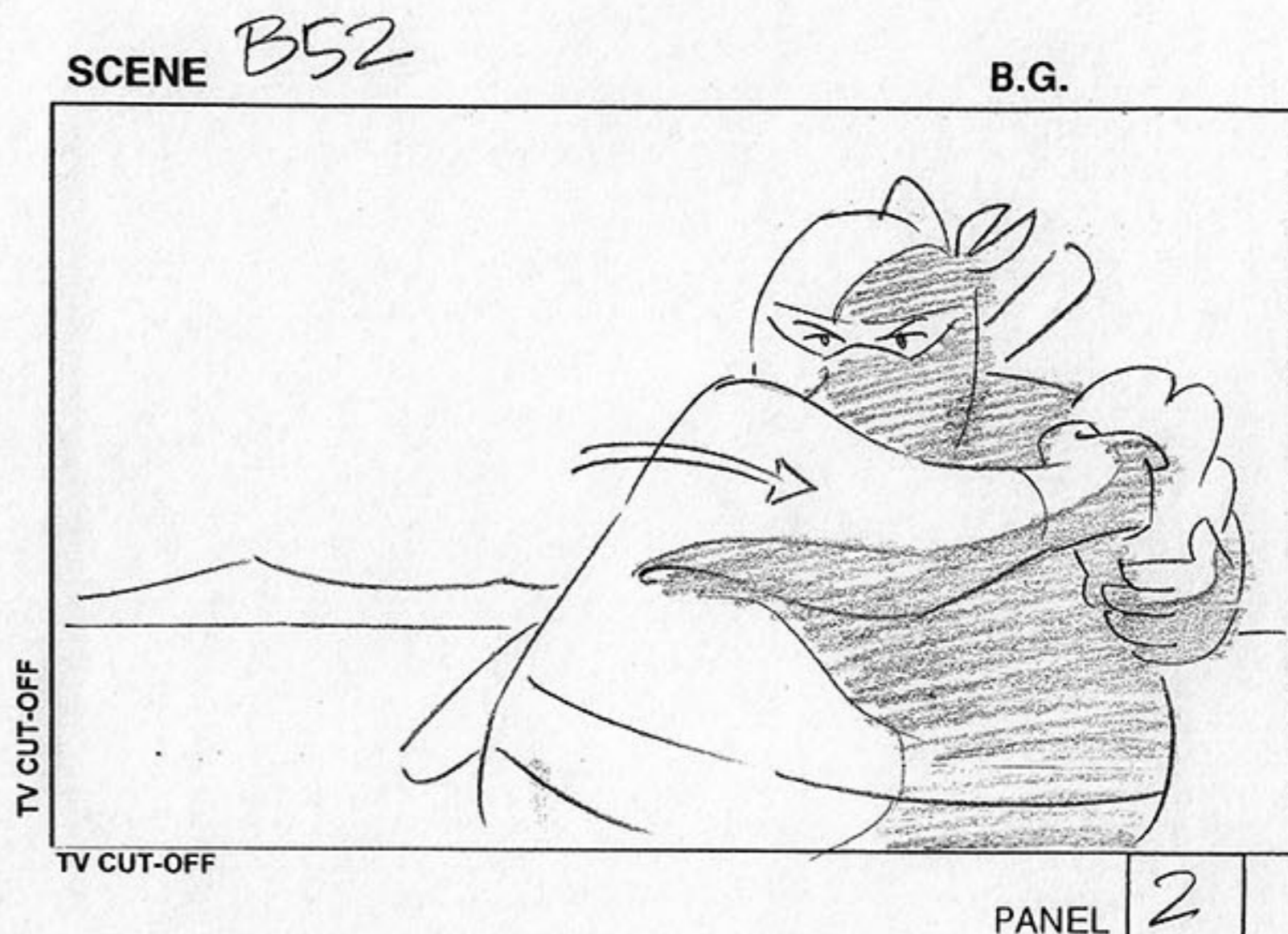
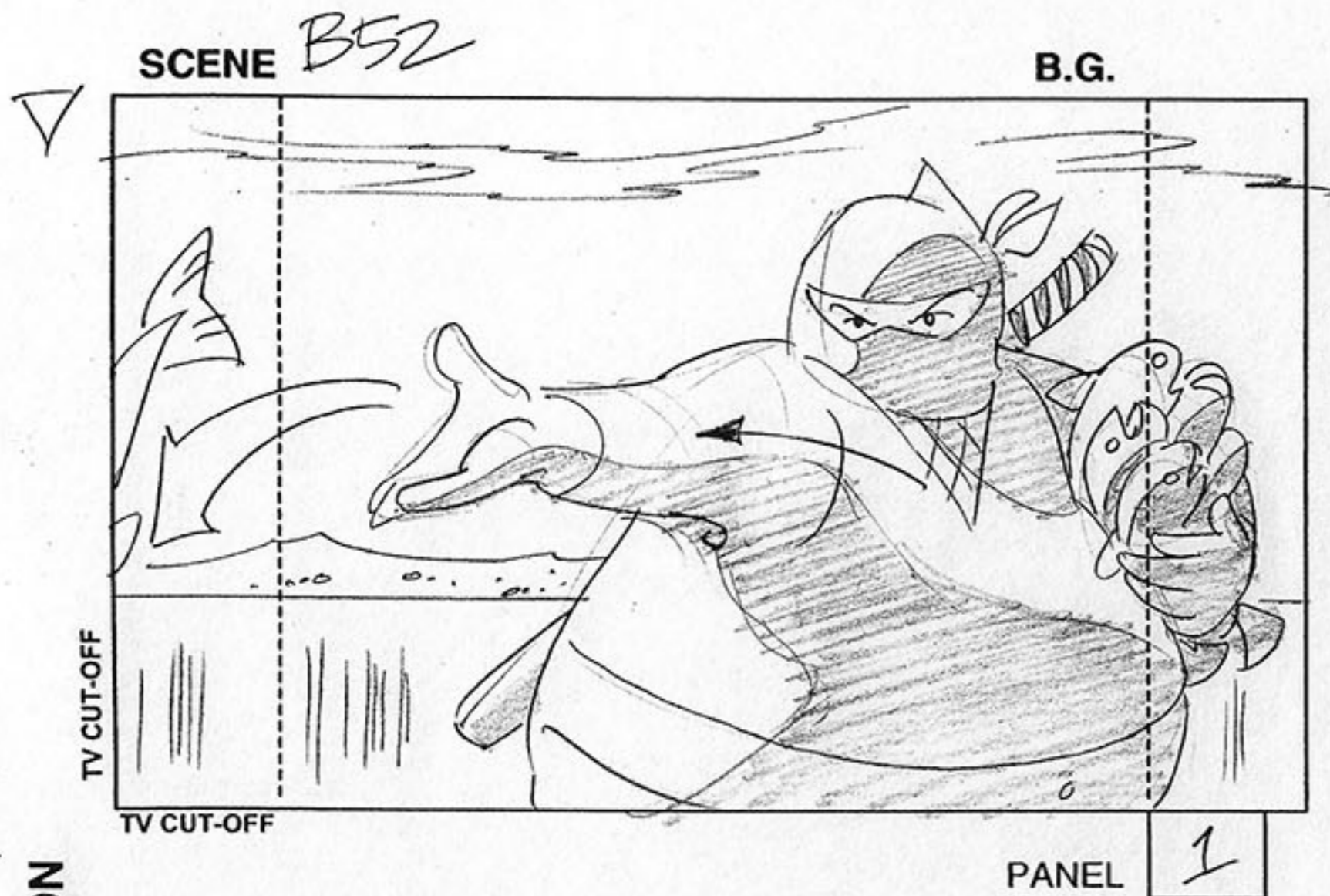
Continued

— steak kind'a guy.

16 : 9 Widescreen Format

257311

(6x)



ACTION

Cycle Tubbi, throwing fish  
 O.S.

① ② ① ② ①

Continued

DIAL

TUBBI: Oh, they're not for you...

TIMING

4x (DIAL 138)

16 : 9 Widescreen Format

257311

4x

SCENE B53

B.G.



PANEL 1

SCENE B53

B.G.



PANEL 2

16 : 9 Widescreen Format

ACTION

On Clay, confused.  
 A fish flies through scene

Clay looks O.S.

DIAL

*TRAIL: OVERLAP AS*

SEAL BARKS

2<sup>nd</sup> THIS IS LAST SEAL DIAL

12x → DIAL 139

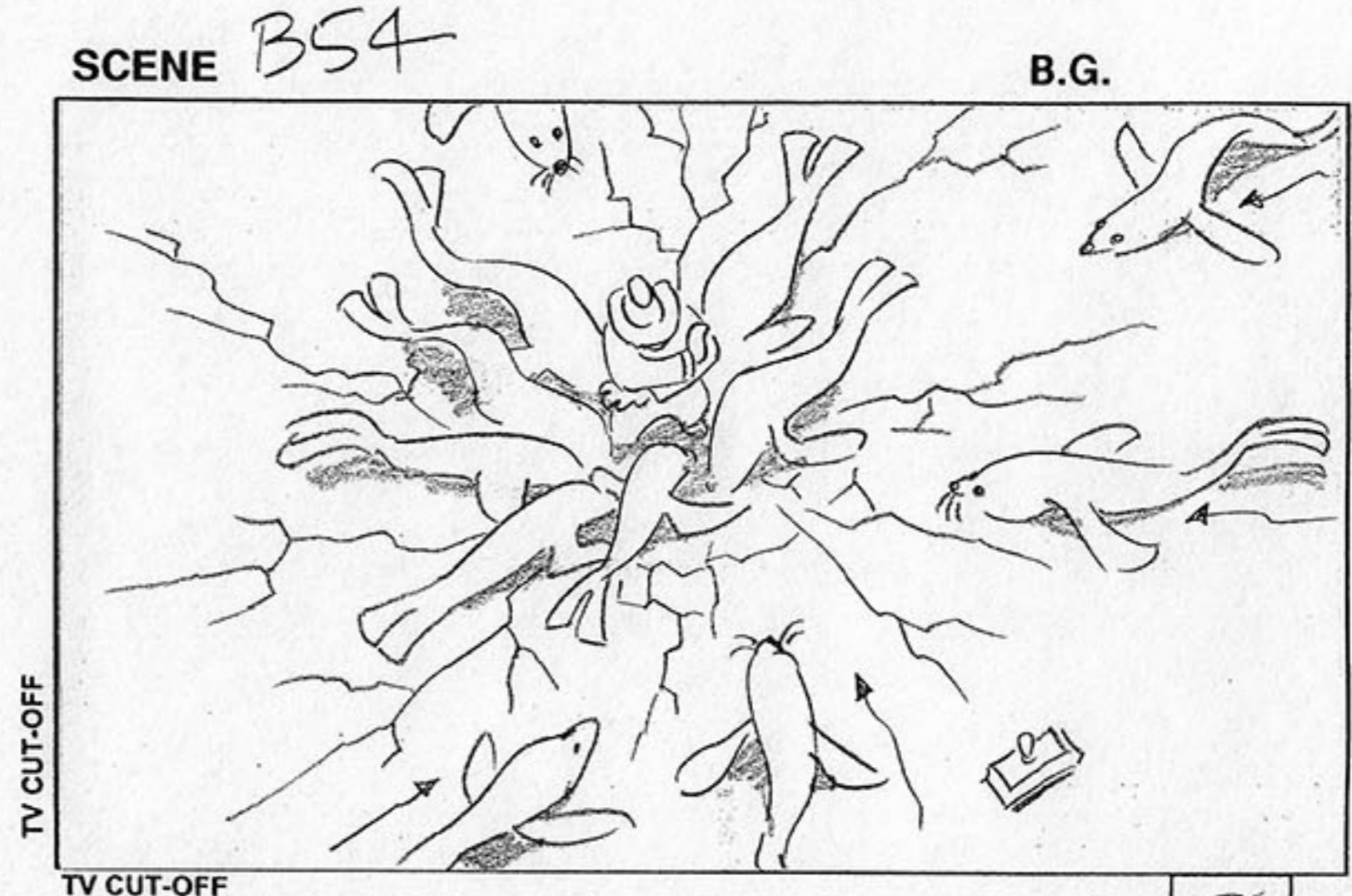
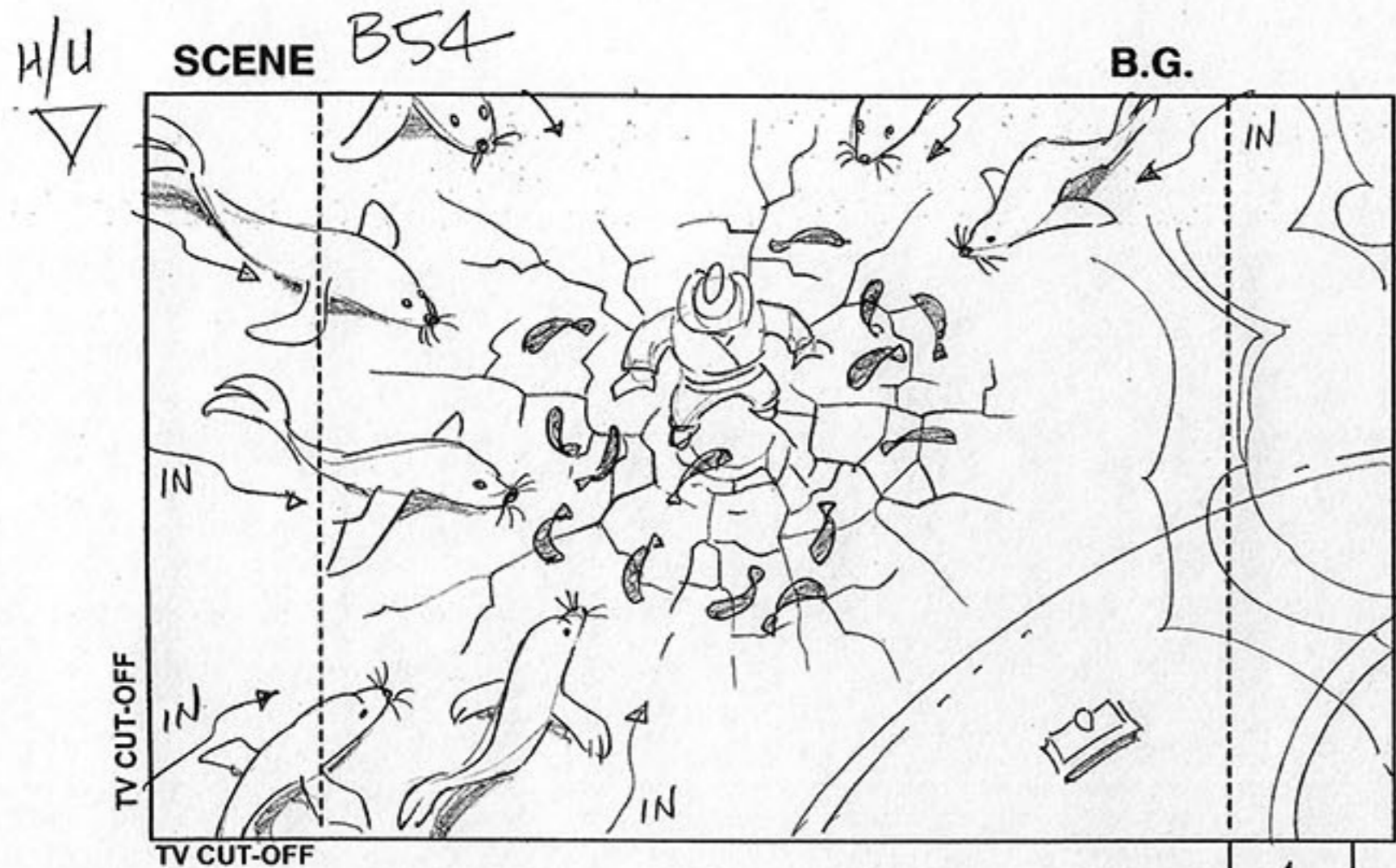
TIMING

8x → DIAL 139

4x → DIAL 139

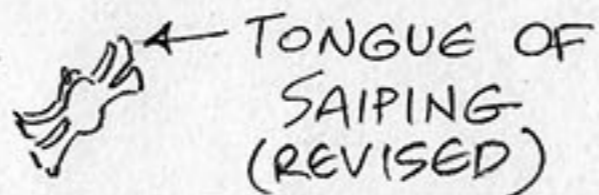
4x → DIAL 139

257311



16 : 9 Widescreen Format

**ACTION**  
A pack of seals rushes into scene toward the fish at Clay's feet



They crowd around Clay, causing the ice to crack farther out.

B54

**DIAL** (SEAL BARKS)

THANK! CONT OVERLAPS UNTIL  
GO SEALS RUN OUT OF LINE

THANK! OVERLAPS & DIAL

CLAY: Go on, little doggies!

(OVERLAP)

**TIMING**

CONT DIAL 139

2<sup>2</sup>

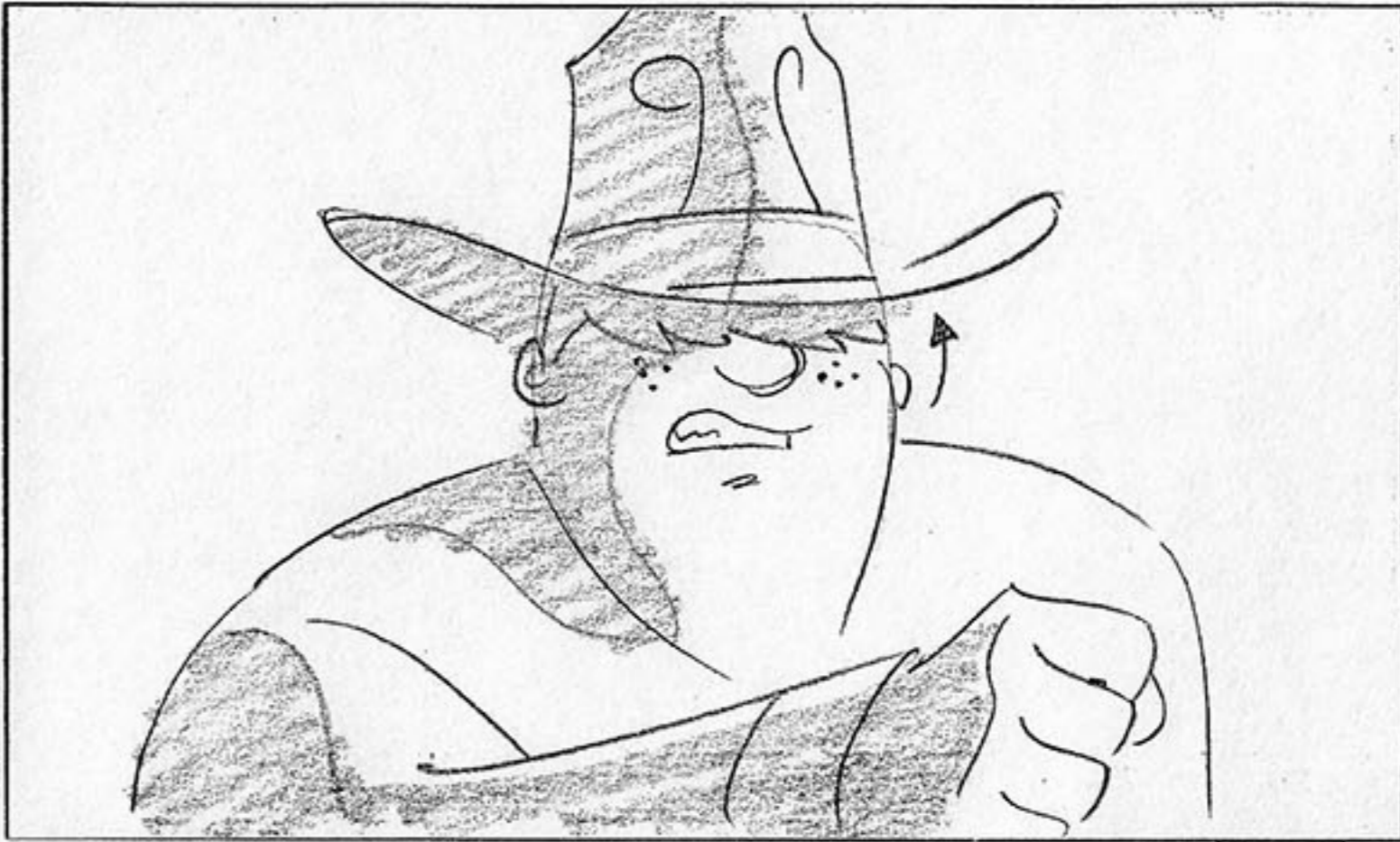
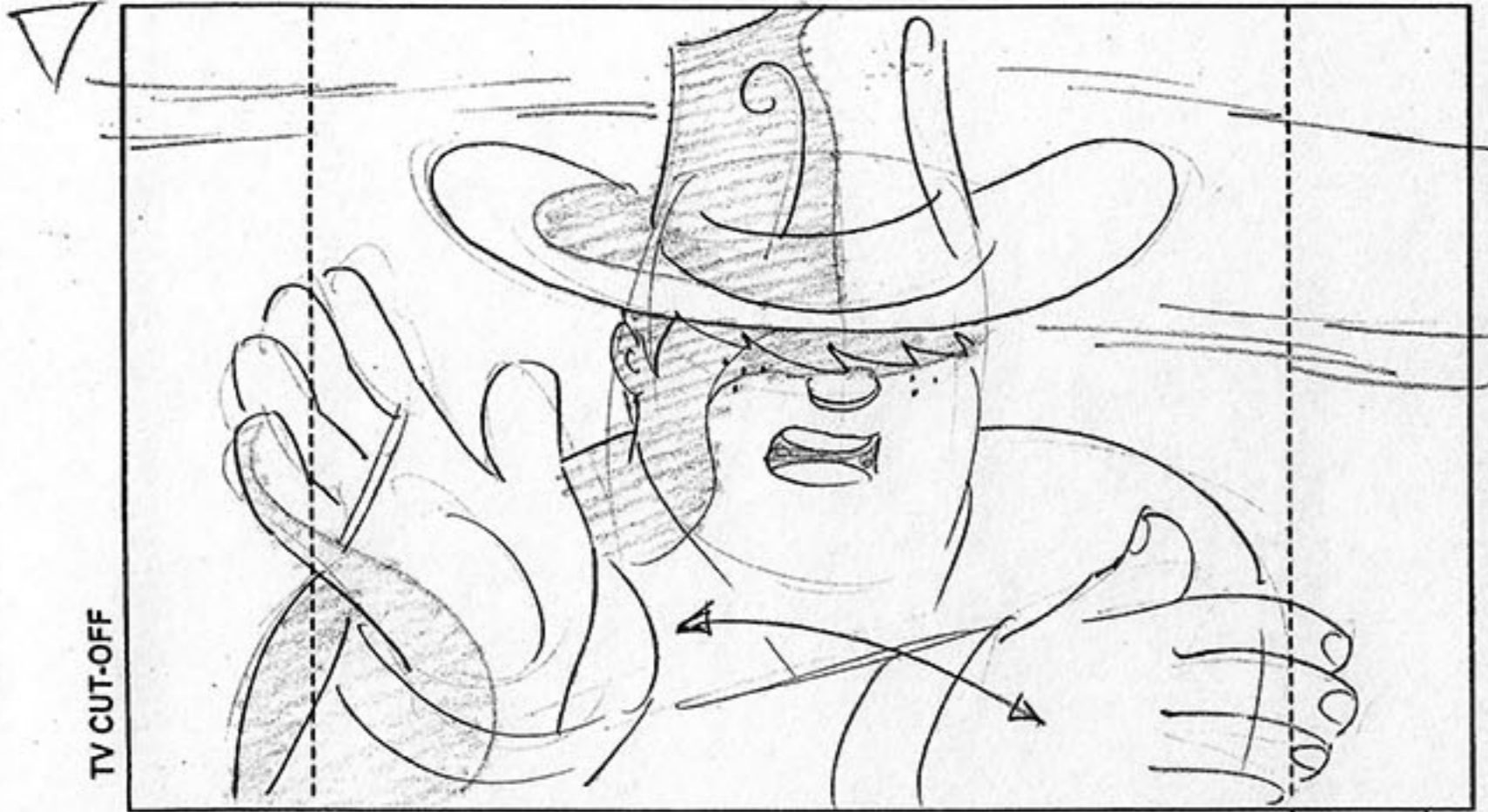
1<sup>0</sup>

DIAL 140

257311

H/U SCENE B55 B.G.

SCENE B55 B.G.



PANEL 1

PANEL 2

**ACTION**  
Clay waves his hand back & forth

He looks up, angry

B55

**DIAL**  
C'mon, GIT!

TUBBI: HA HA HA HA!

*MUSIC ON LINE PLEASE*

**TIMING**  
Cont  
DIA 140

2:02

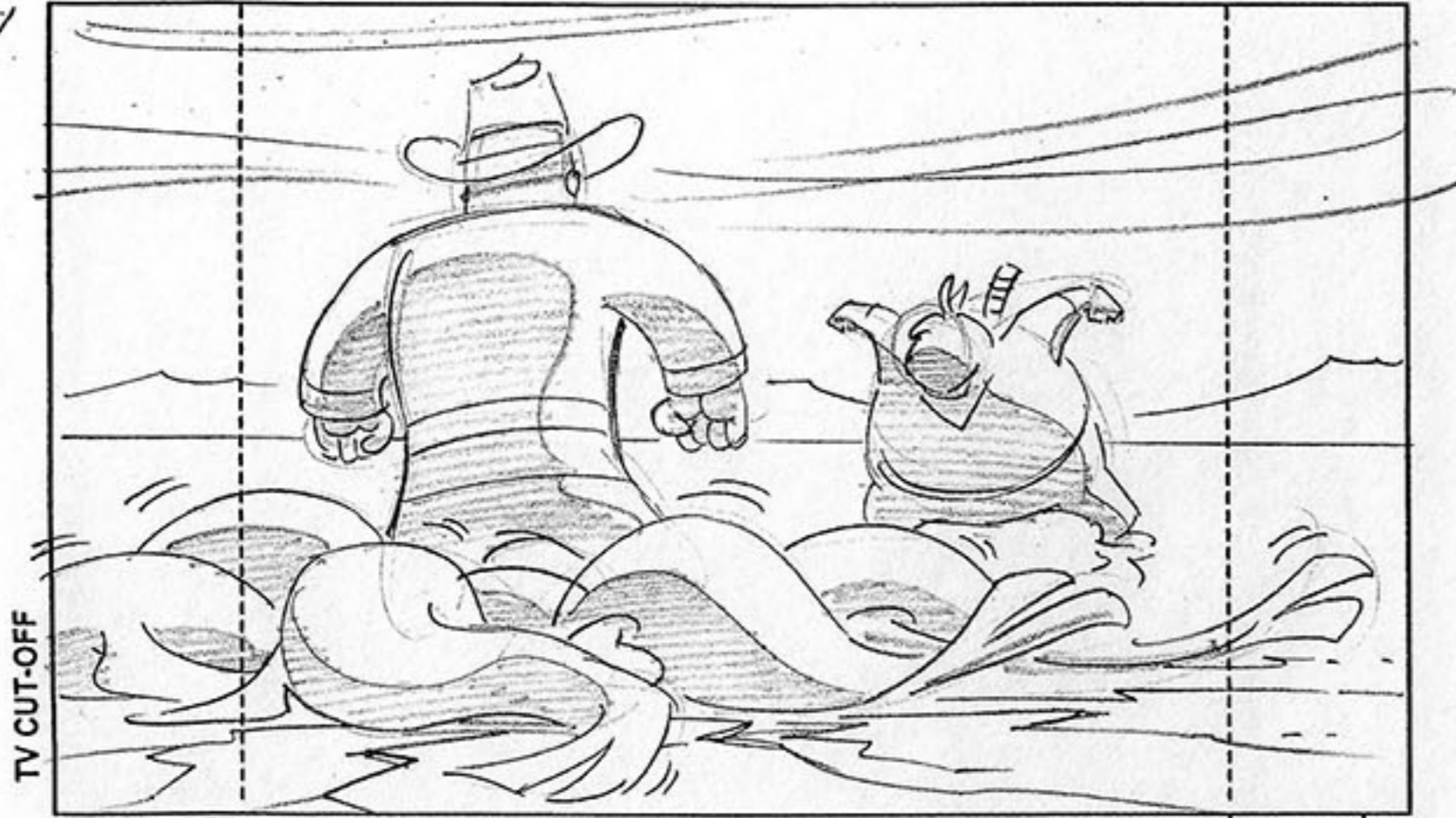
16 : 9 Widescreen Format

257311

H/U

SCENE B56

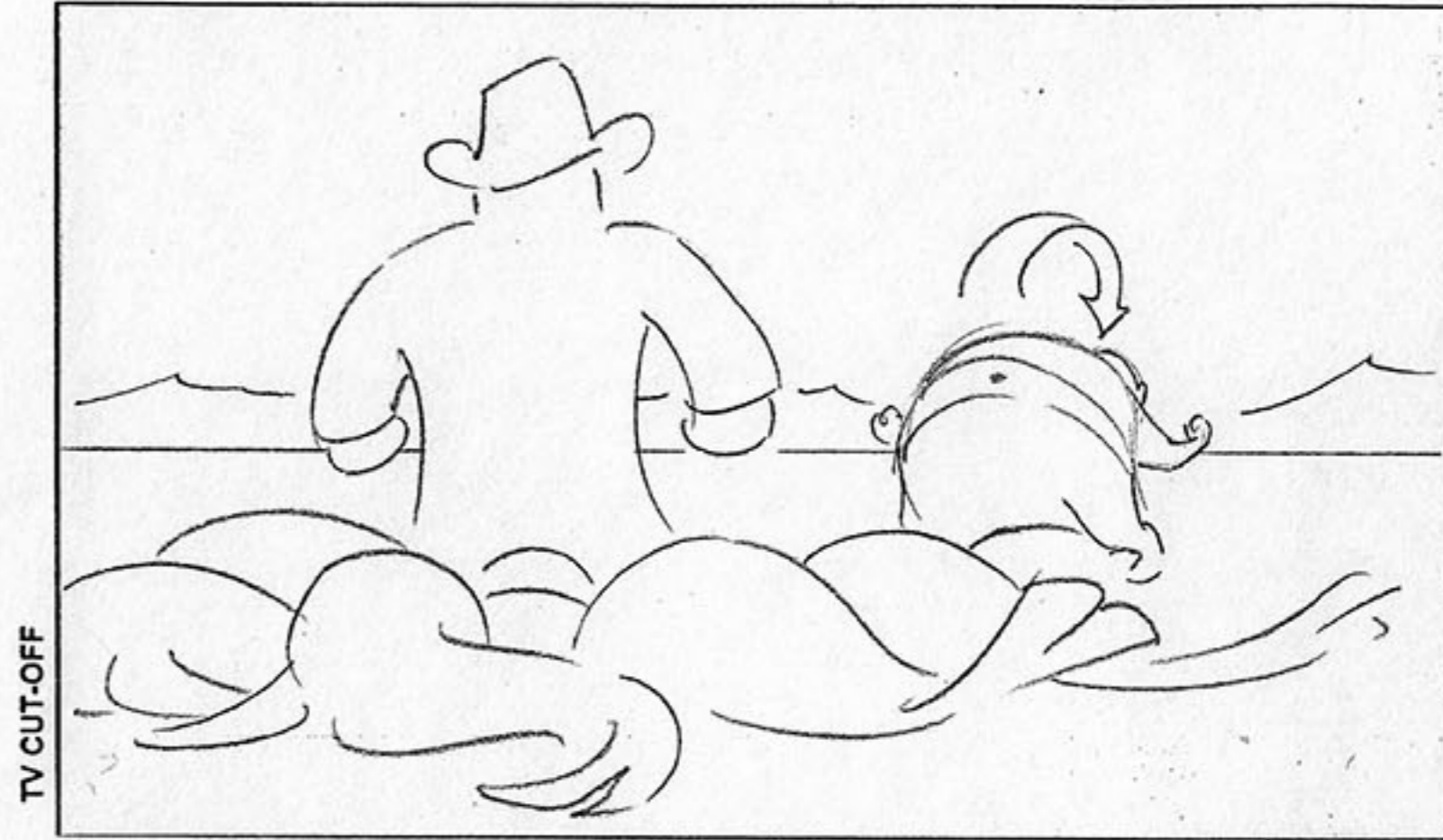
B.G.



PANEL 1

SCENE B56

B.G.



PANEL 2

ACTION

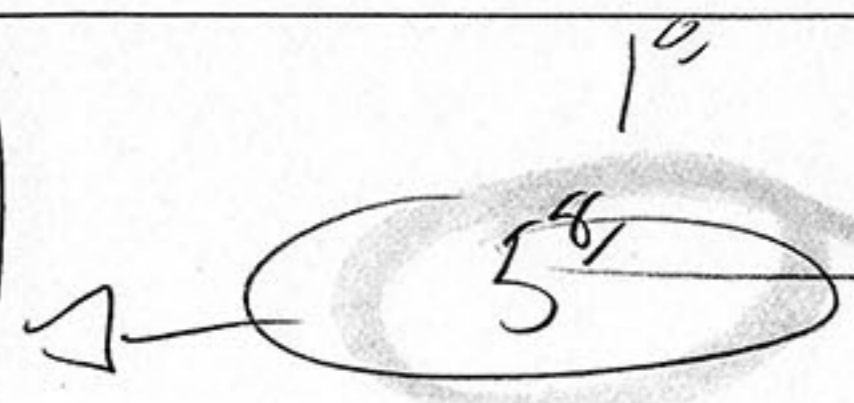
Tubbi laughs victoriously

Continued

DIAL

B56 TUBBI — BWA ————— HAHHAHA!

TIMING



20

16 : 9 Widescreen Format

257311



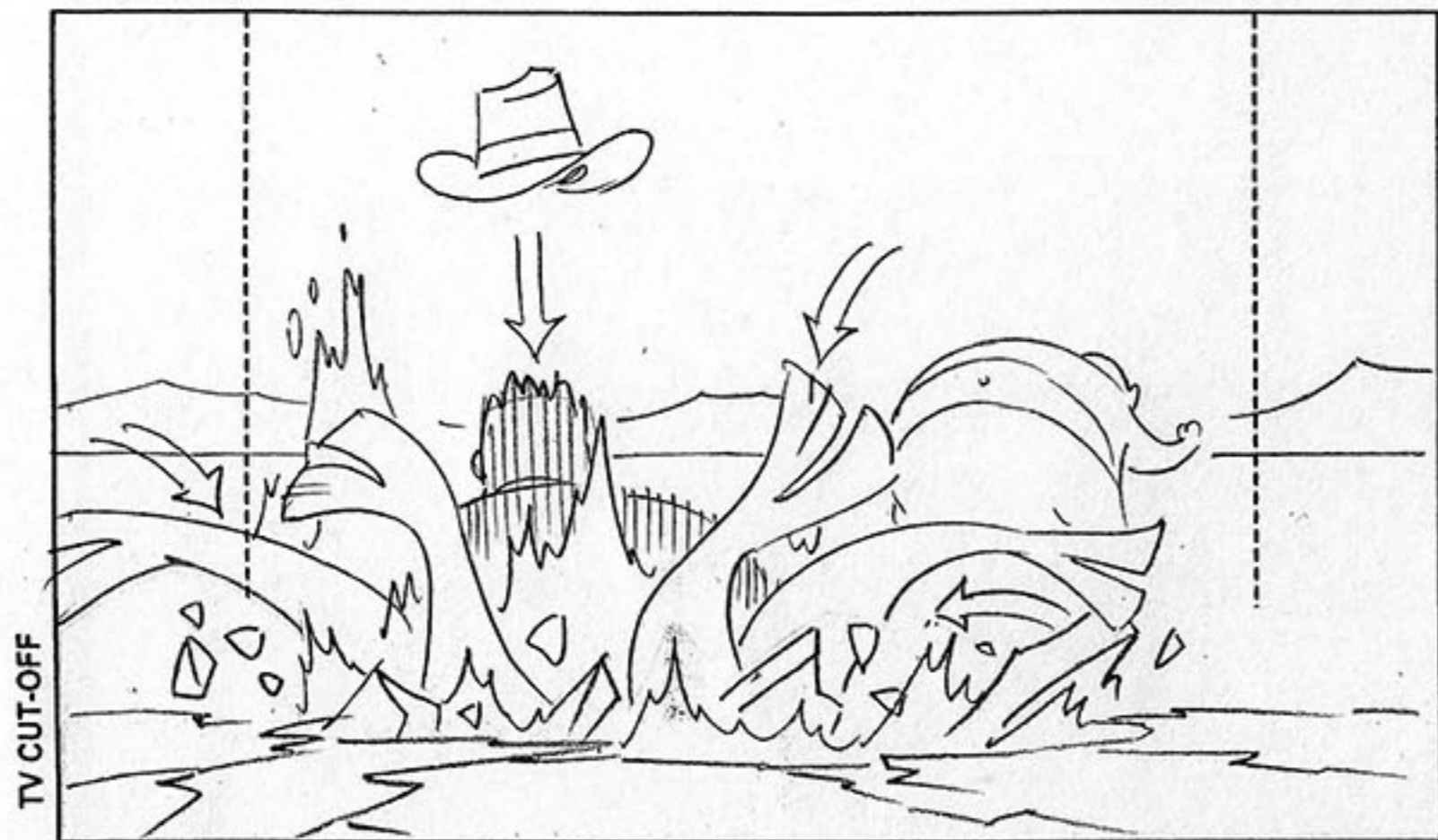
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SCENE B56

B.G.



TV CUT-OFF

TV CUT-OFF

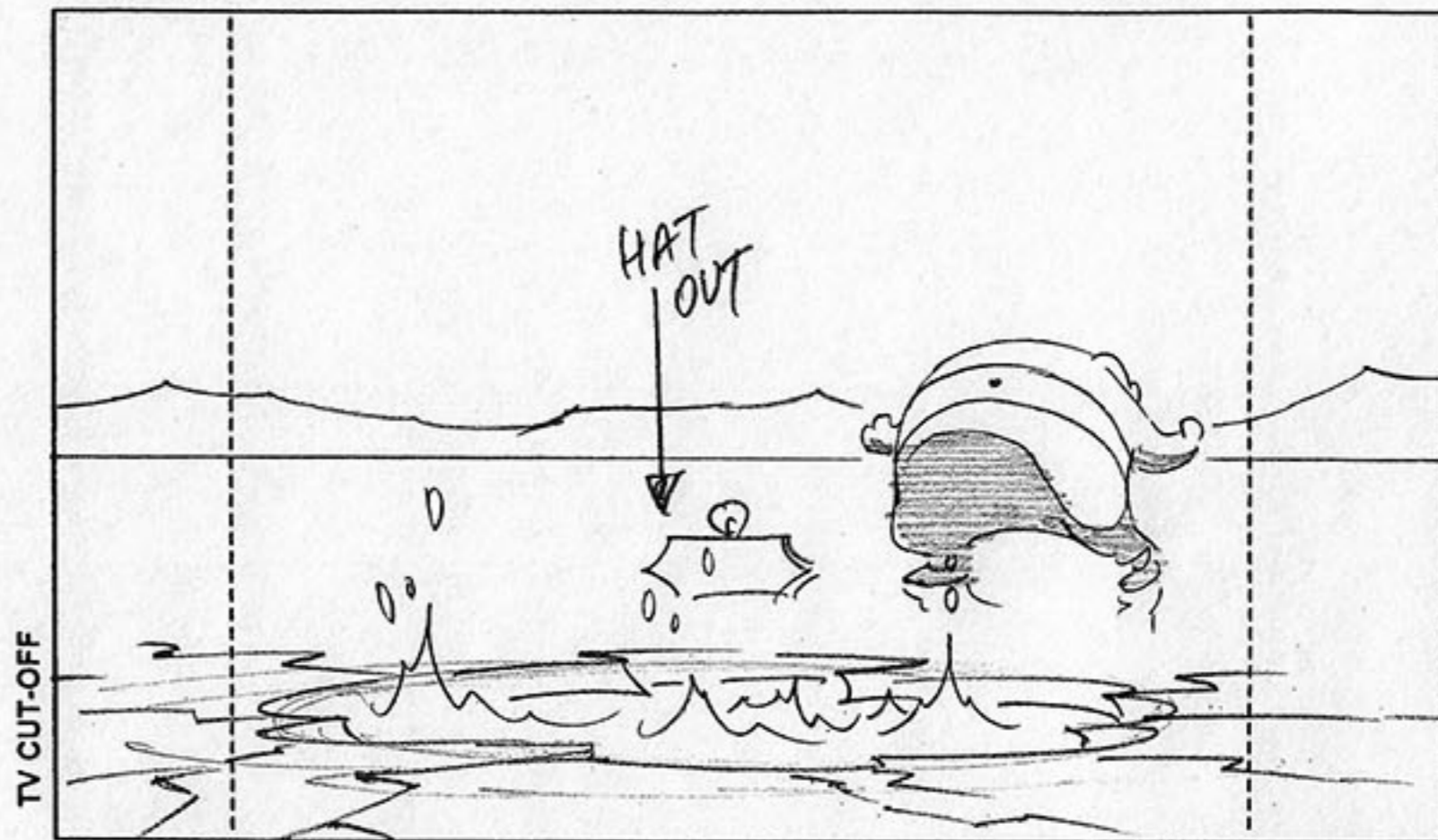
PANEL 3

ACTION

The ice gives way under Clay & the seals

SCENE B56

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 4

Clay's hat falls into the water & sinks



REVISED MODEL FOR TONGUE OF SAIPING

DIAL

TUBBI : (laughs continuously ~~~~~)

TIMING

(8x)

20

16 : 9 Widescreen Format

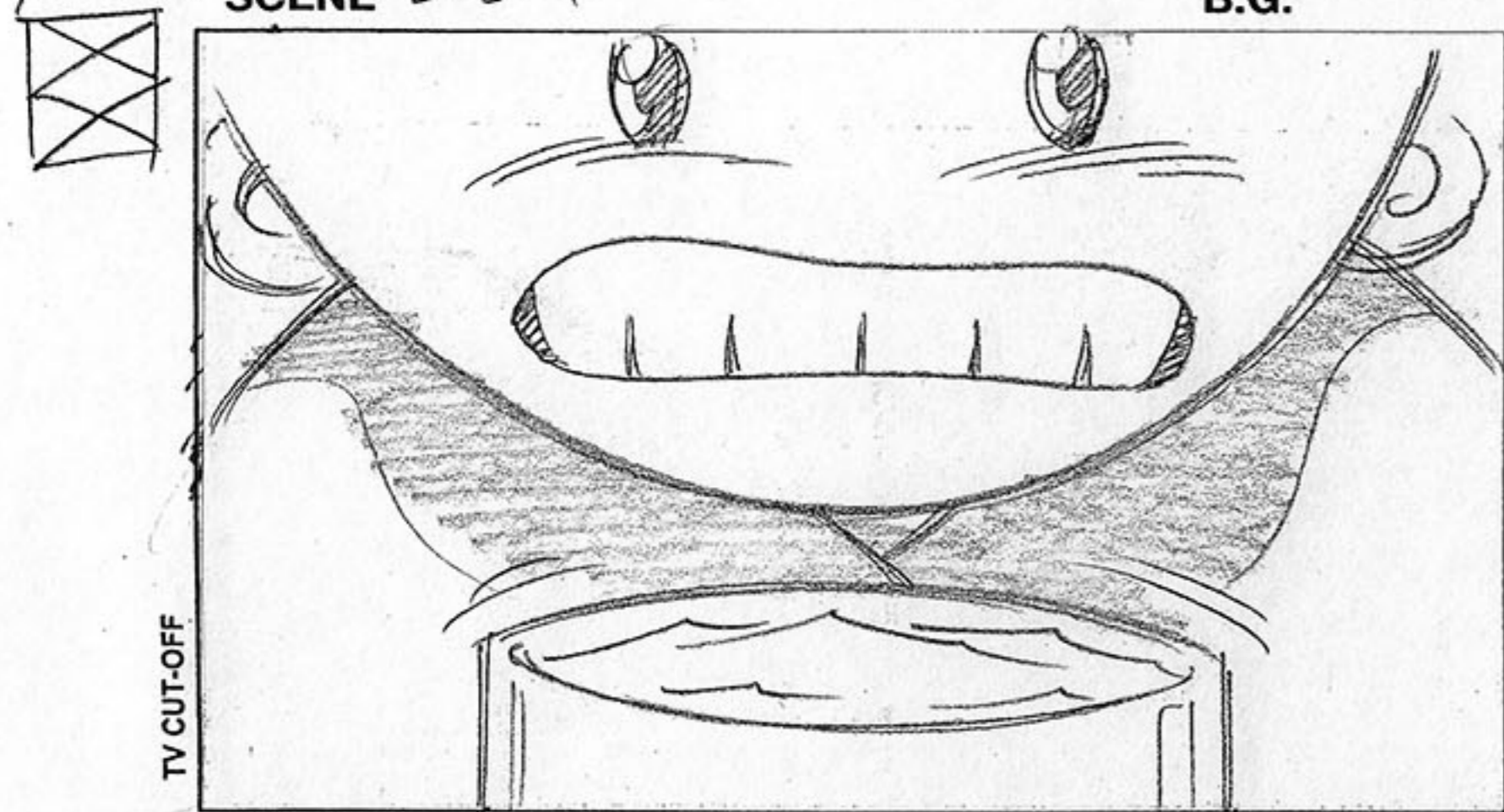
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X DISS. SCENE **B57**

B.G.



TV CUT-OFF

PANEL **1**

ACTION

X-dissolve to E.C.U. of Omi holding his cup of water - it shudders as he runs

SCENE **B57**

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL **2**

SPIDER-BOT LEGS WALKING IN BG

TRUCK OUT - Camera is tracking with him as he runs, kicking up sand

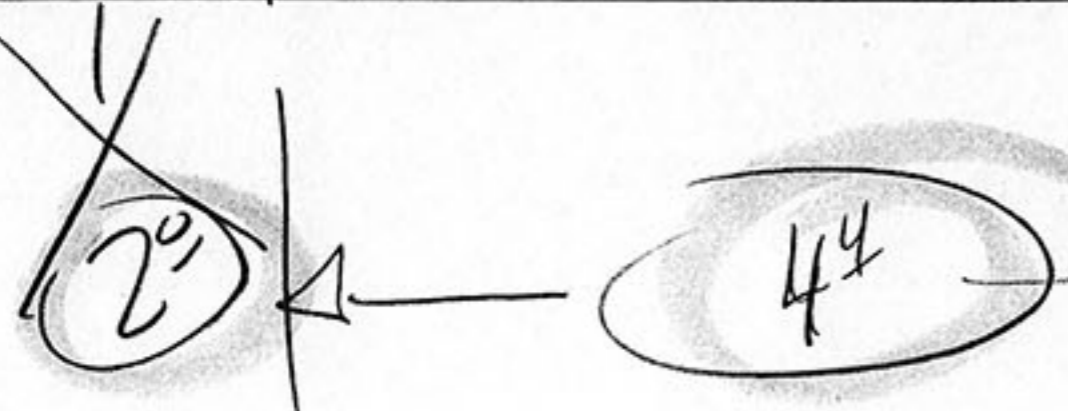
PULSATING SPEED LINES

DIAL

(B57) 2<sup>0</sup> x 10/131 (2<sup>0</sup>)

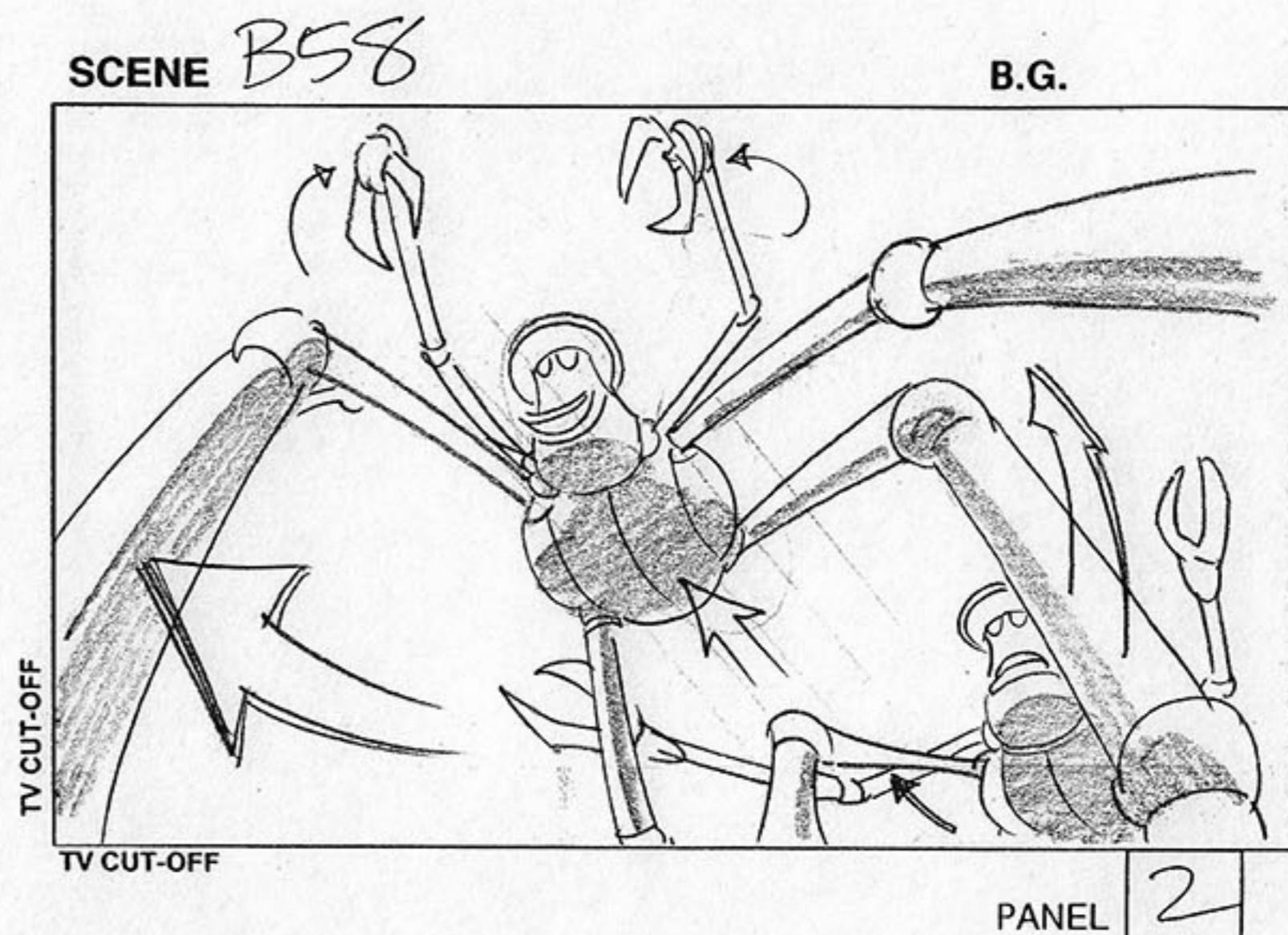
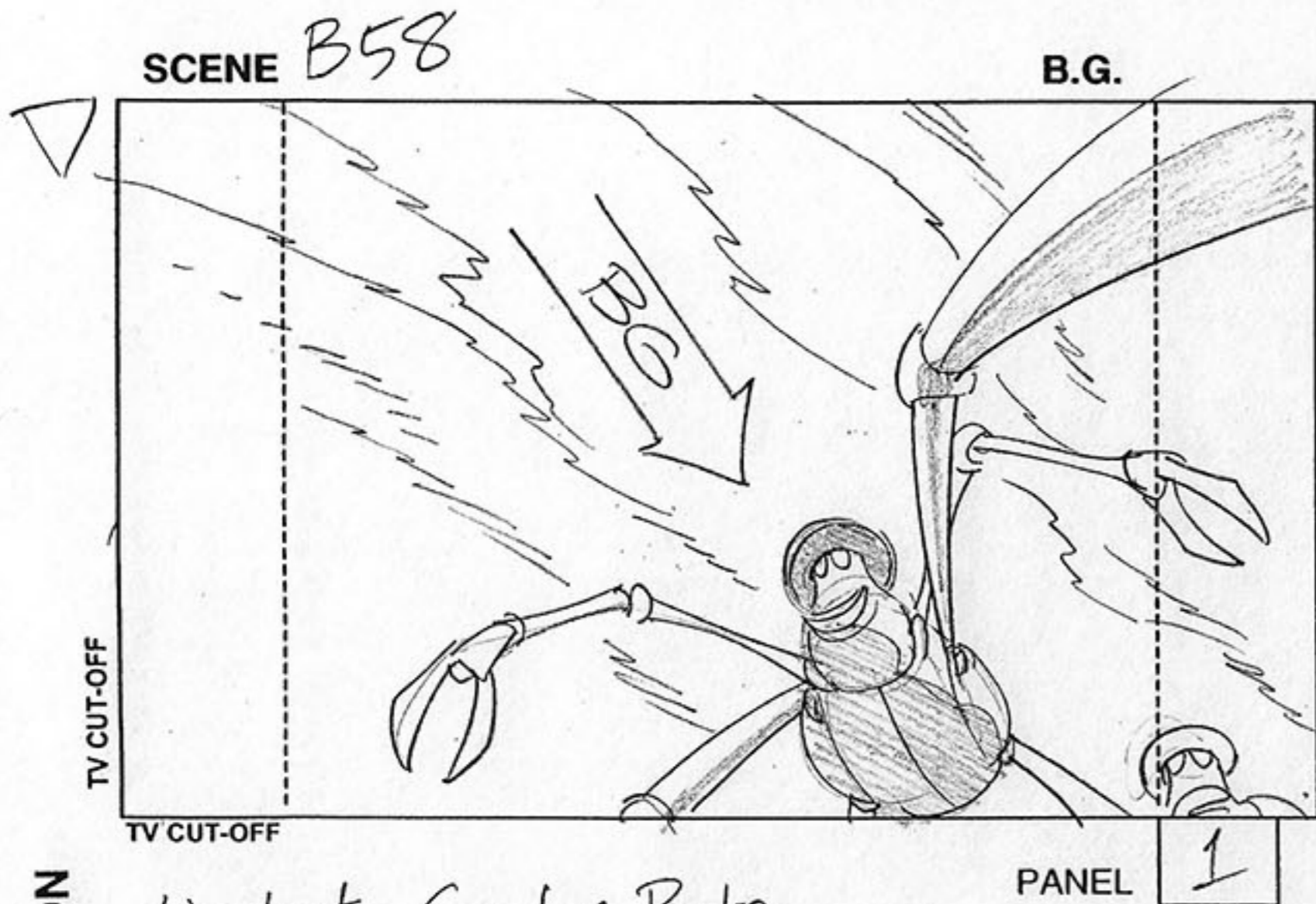
TRUCK OUT 5x | 12

TIMING



16 : 9 Widescreen Format

257311



**ACTION** Upshot - Spider Bots gain steadily forward (Pan sky)

They raise their pincers

**DIAL** B58 12x

10

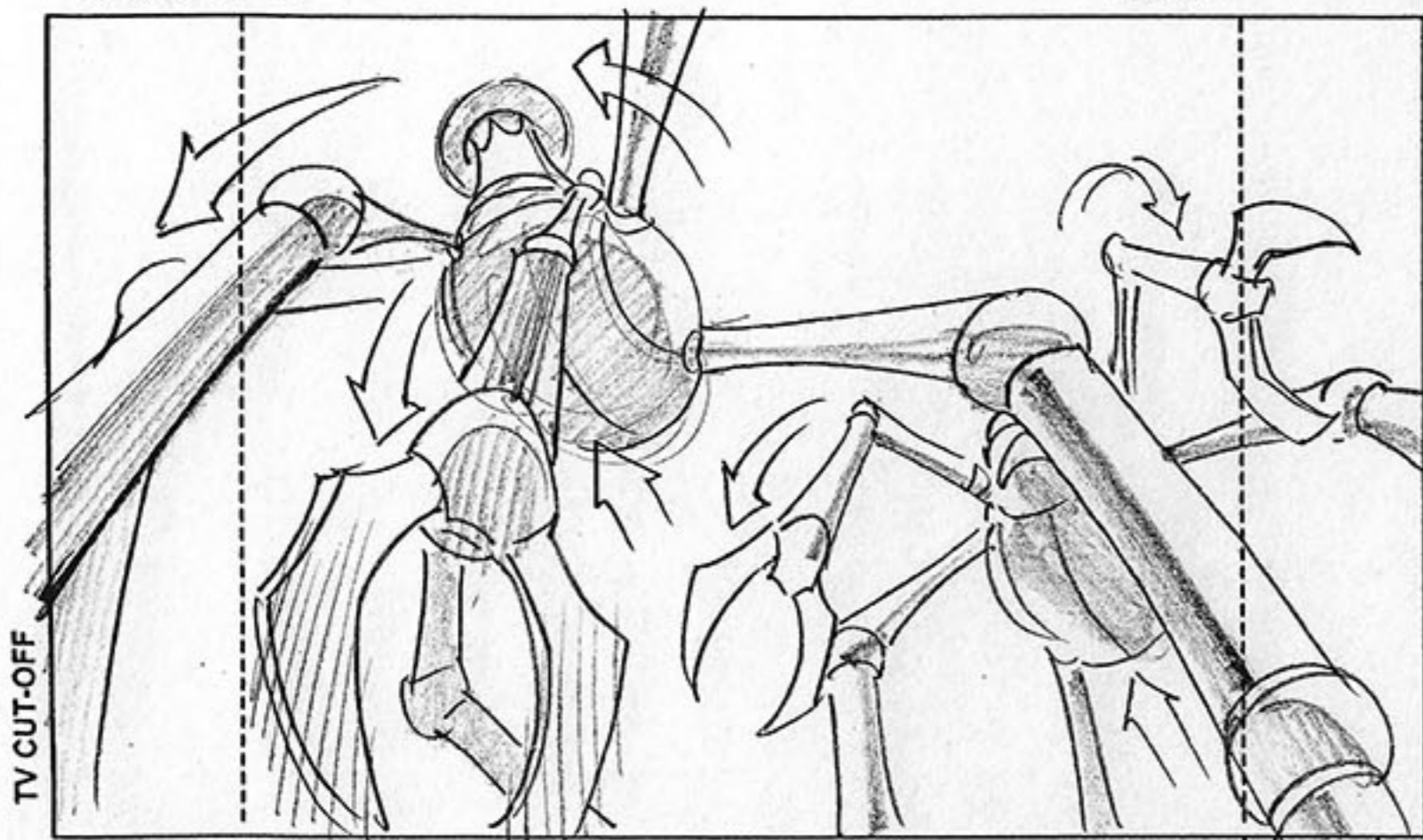
**TIMING** A 24

16 : 9 Widescreen Format

257311

SCENE B58

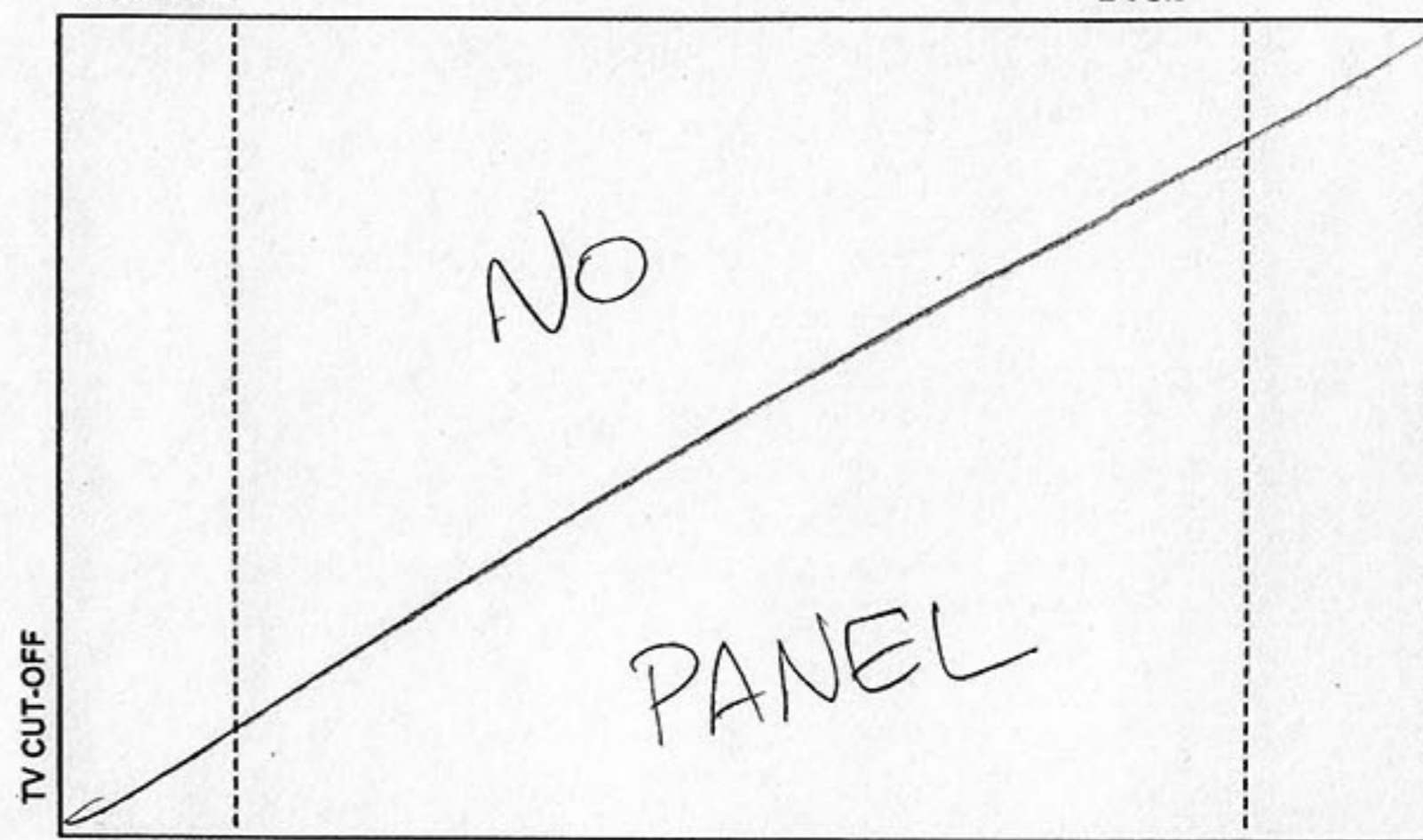
B.G.



PANEL 3

SCENE

B.G.



PANEL

ACTION

Their pincers stab downward

DIAL

8x

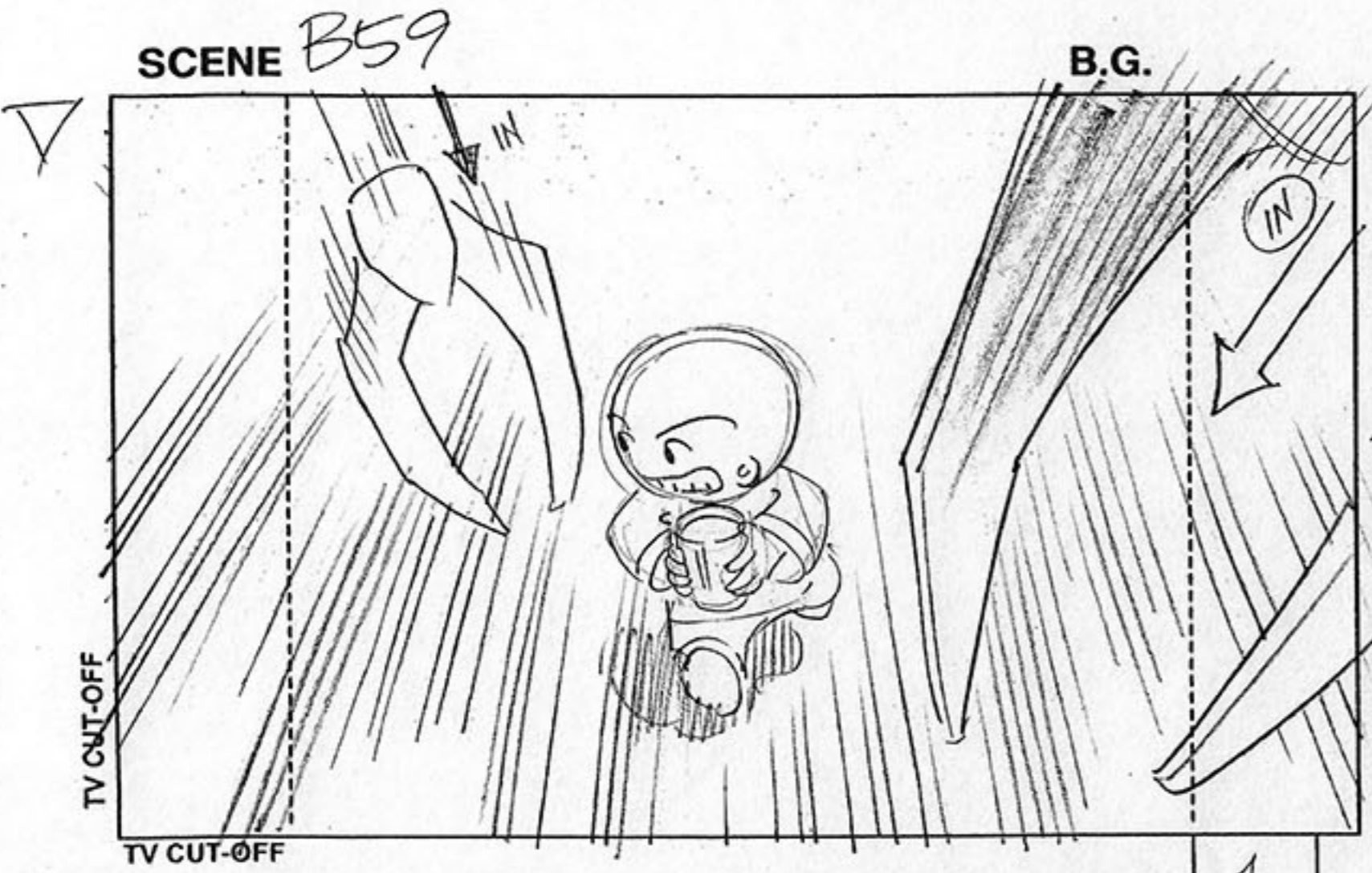
TIMING



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PULSATING SPEED LINES

**ACTION**  
Camera tracks with Omi, running to avoid the pincers

Continued

**DIAL**  
B59 12x

12x

**TIMING**  
44

16 : 9 Widescreen Format

257311



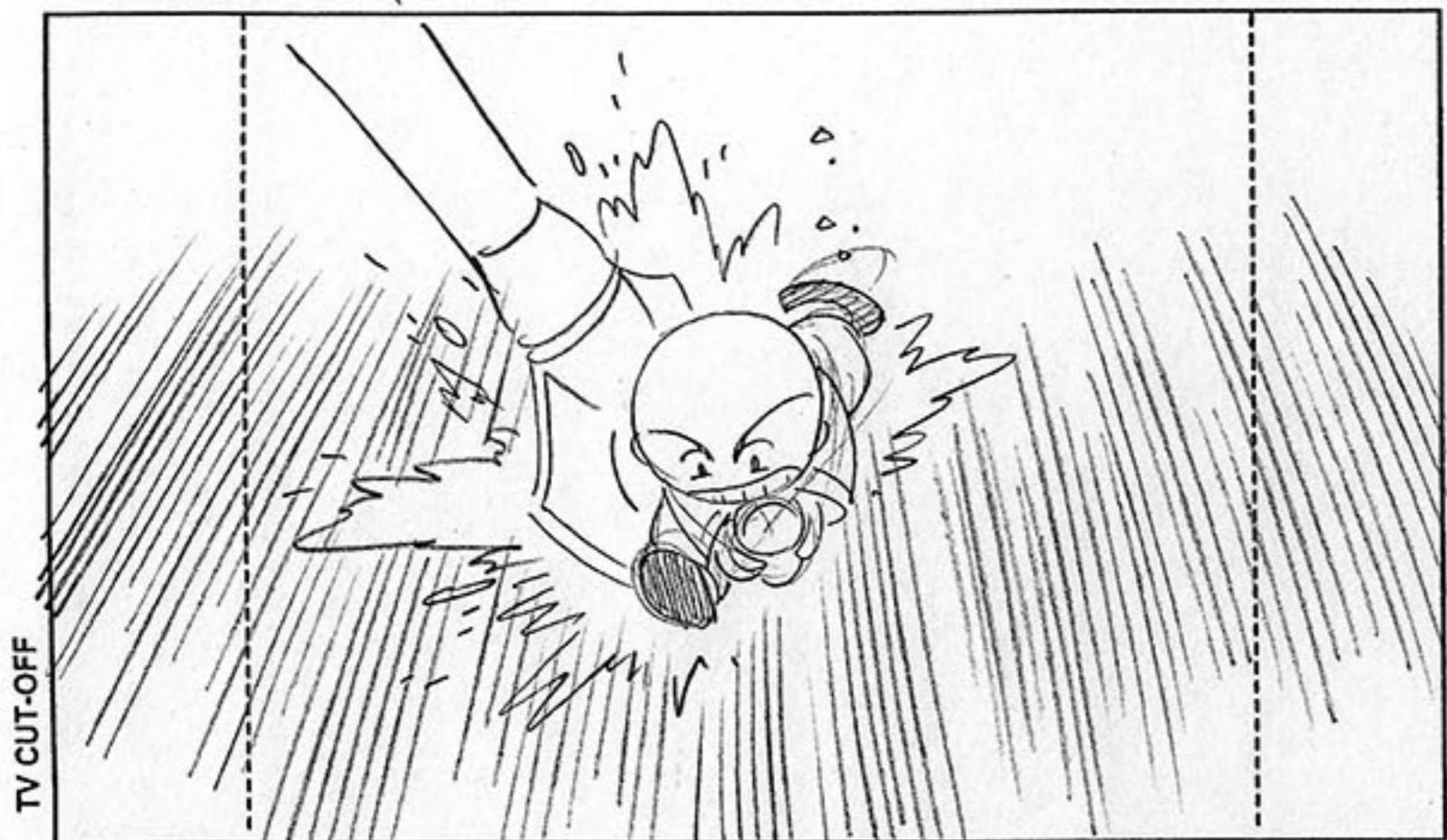
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SCENE B59

B.G.



PANEL 3

SCENE B59

B.G.



PANEL 4

ACTION

Omi jumps to avoid a hit

ANTIC  
DOWN



He THROWS his glass into the air

DIAL

(8v)

(4x)

8x

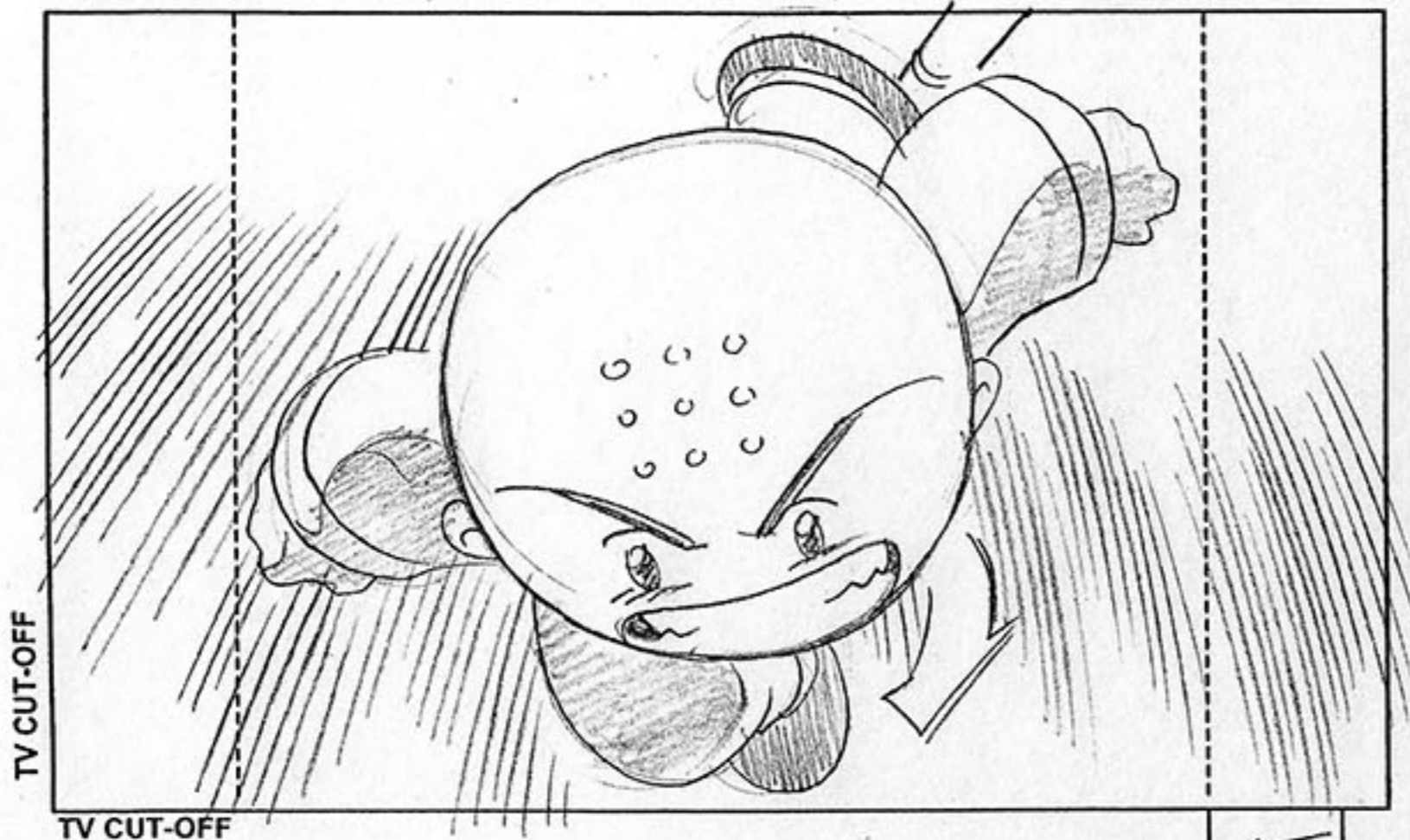
TIMING

16 : 9 Widescreen Format

257311

SCENE B59

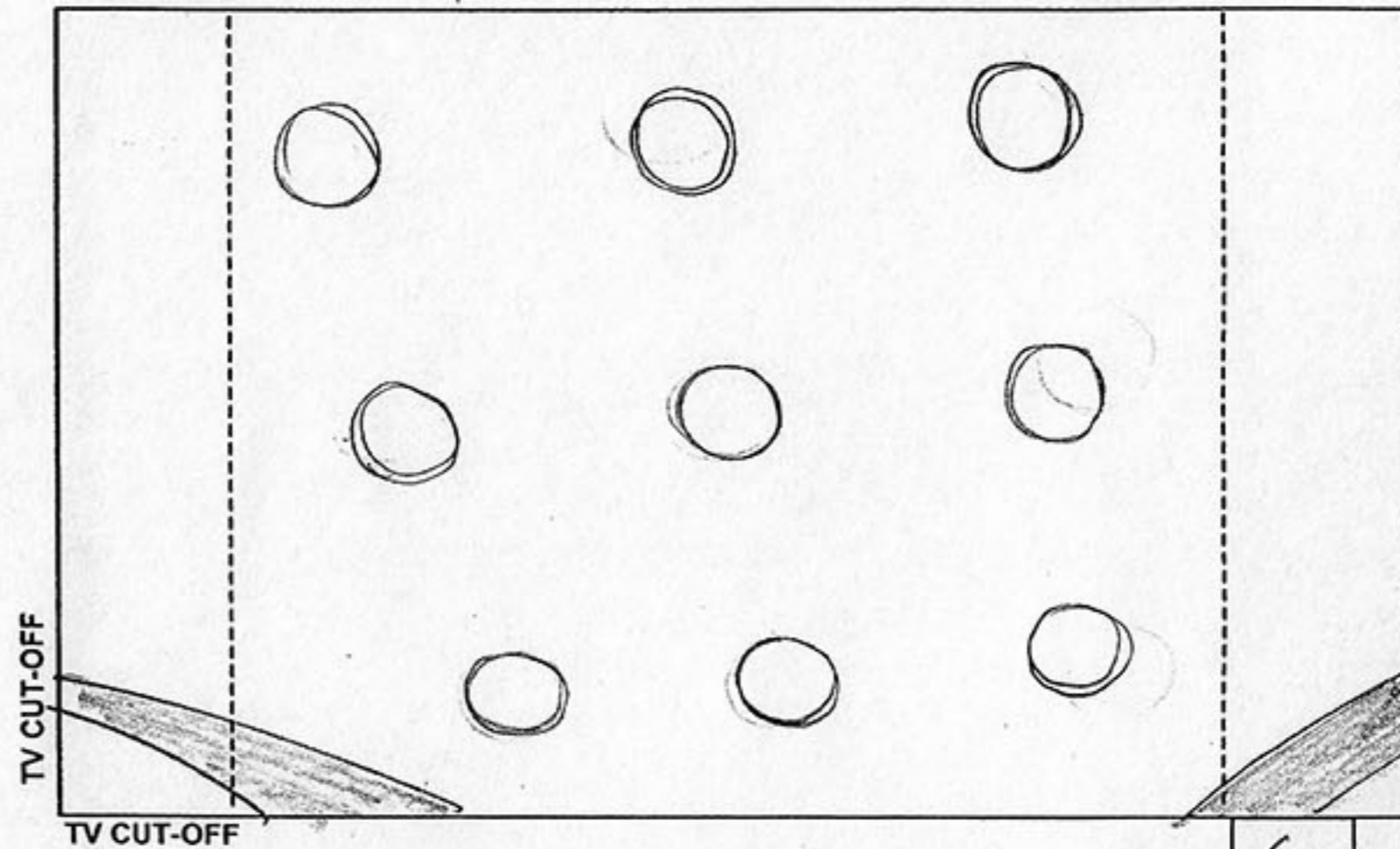
B.G.



PANEL 5

SCENE B59

B.G.



PANEL 6

ACTION

Omi leaps up into camera - the dots on his head FADE ON

DIAL

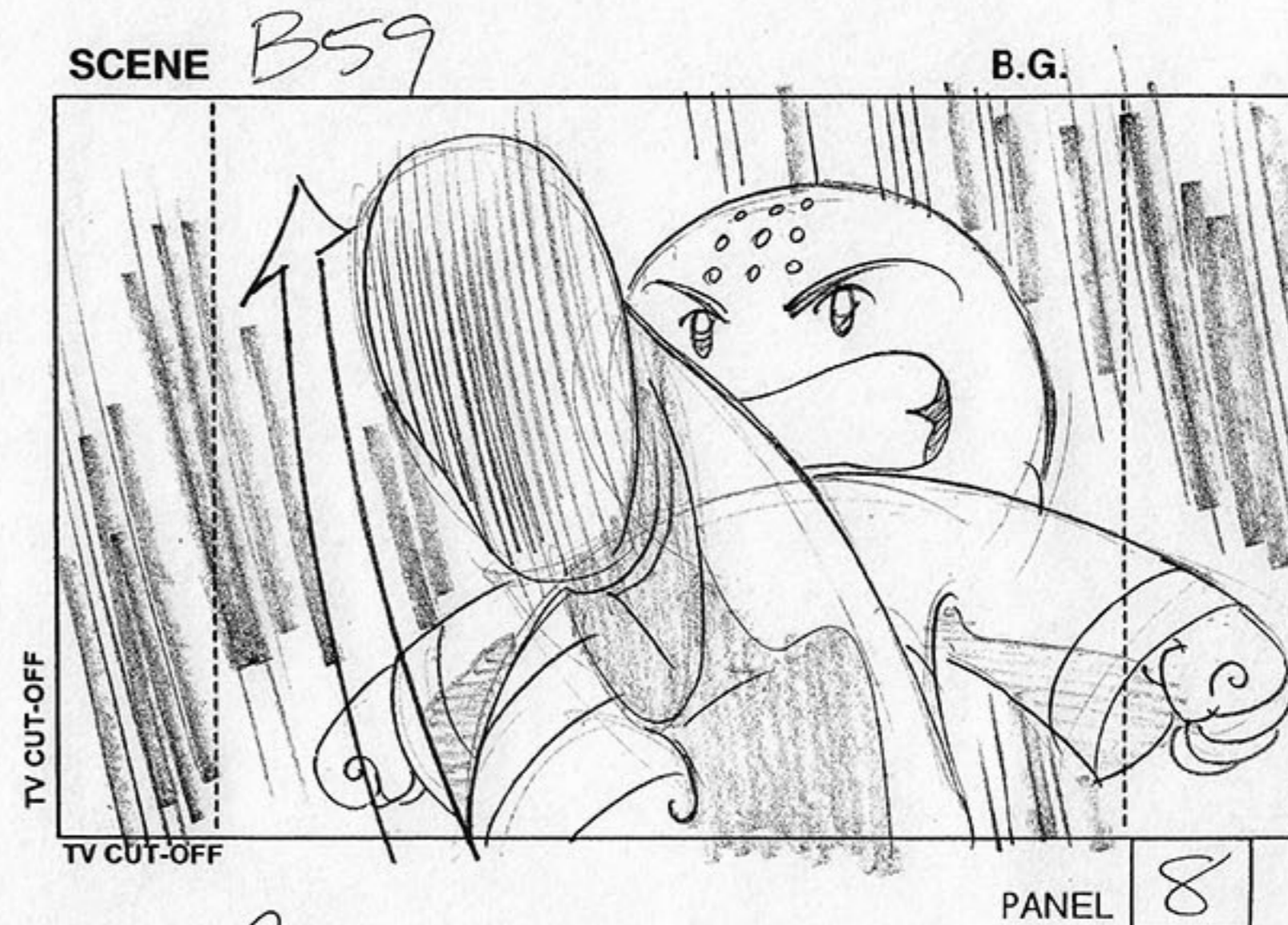
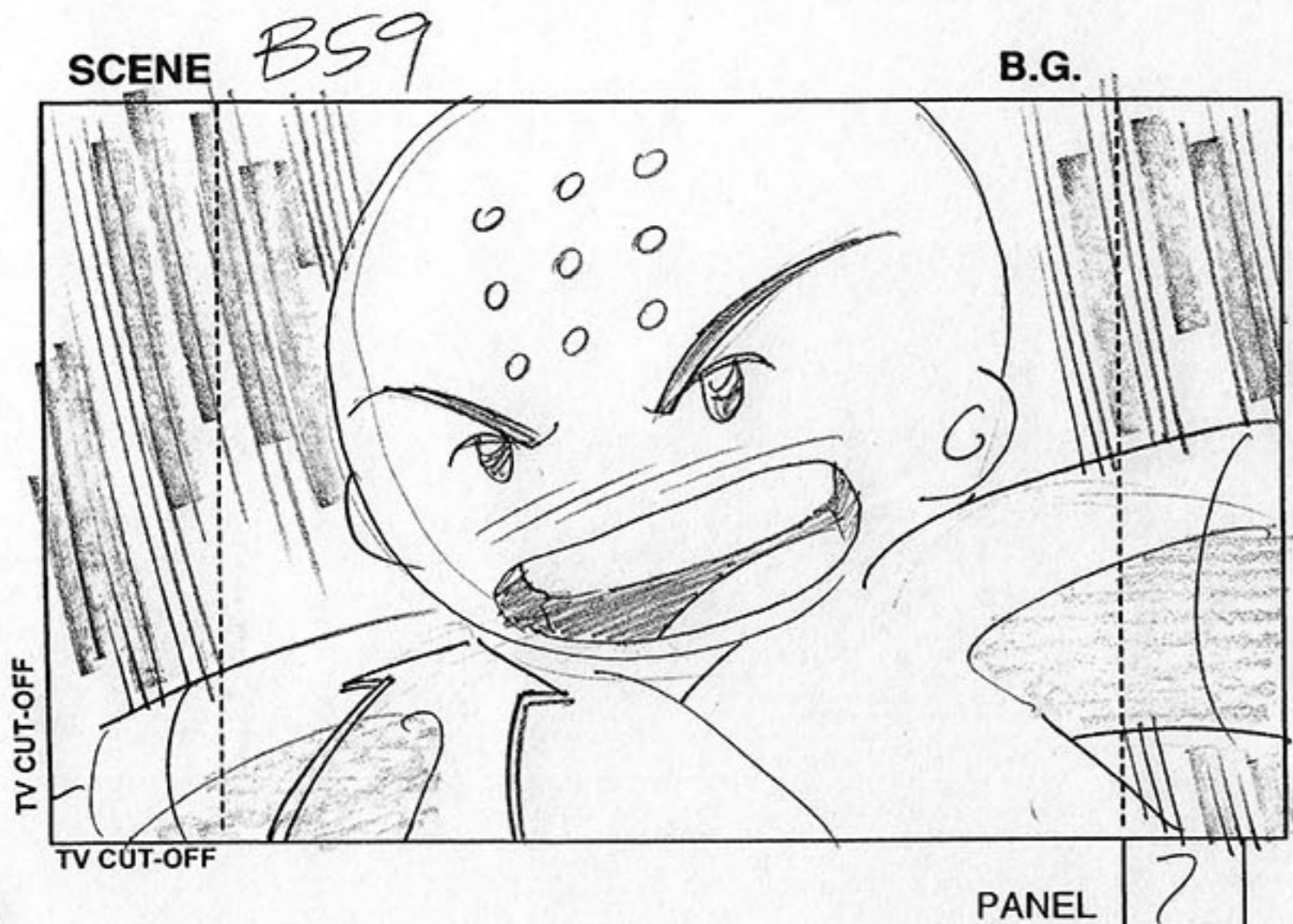
(1<sup>o</sup>)

TIMING

(8x)

16 : 9 Widescreen Format

257311



ACTION

Omi pulls away from cam (10)

His foot KICKS UP 15

DIAL

OMI: WA \_\_\_\_\_ TER!

TIMING

DIAL 141

16 : 9 Widescreen Format

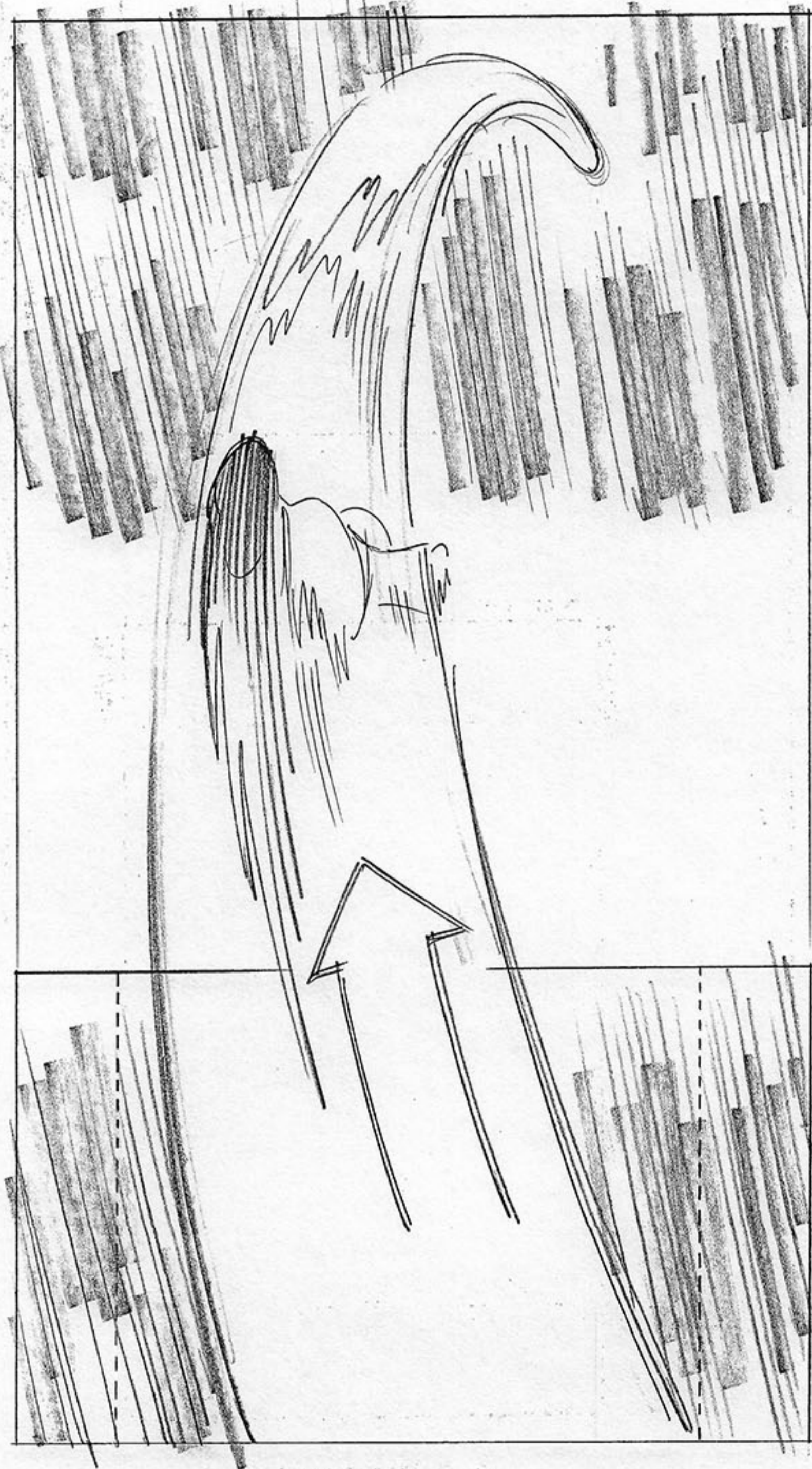
257311

Mojo  
X  
VENT  
PANEL  
P6  
16X

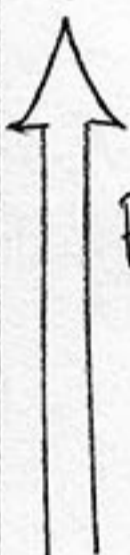
(112)

Sc. B59 / Panel 9

Mojo  
X



24



PAN UP



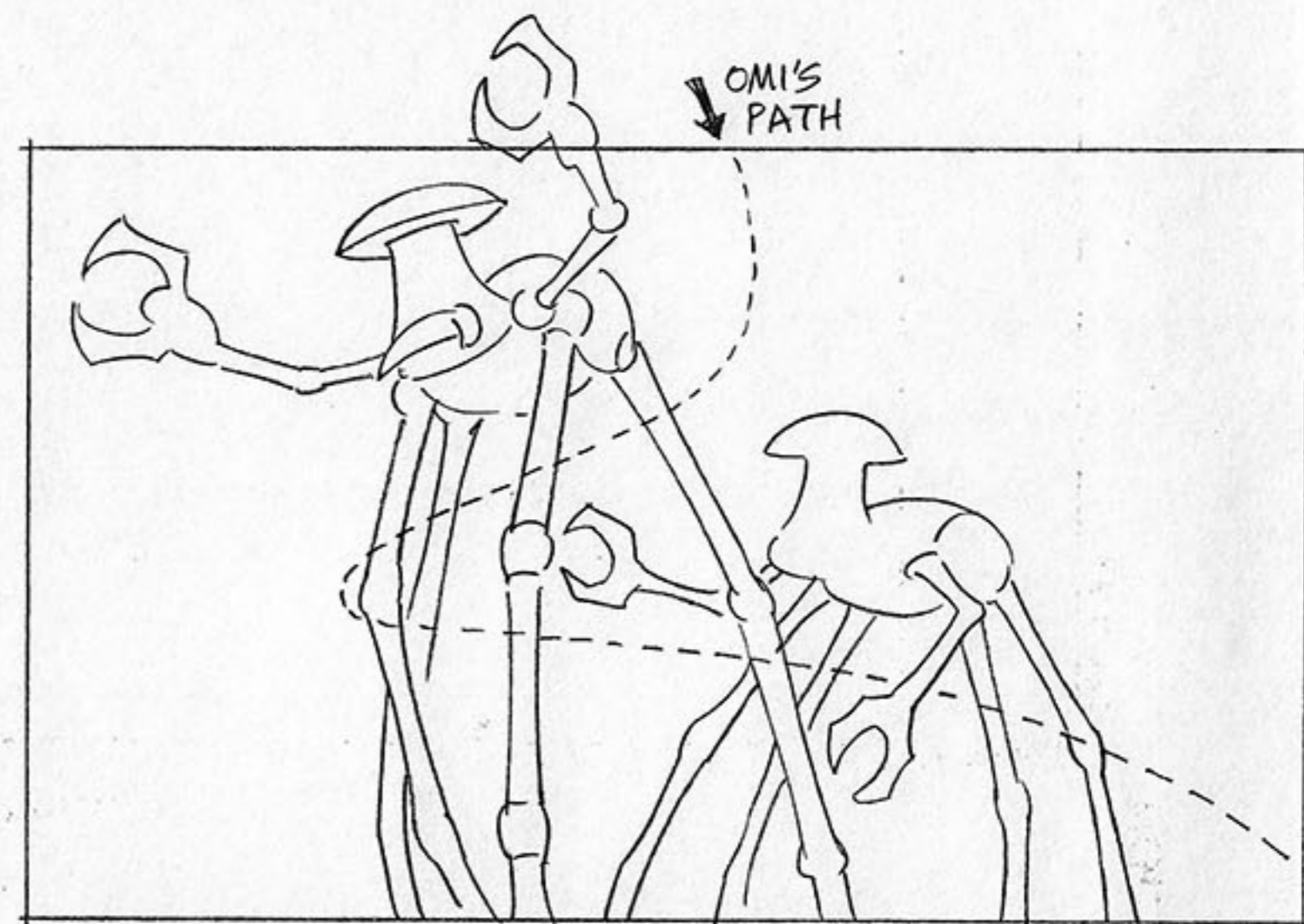
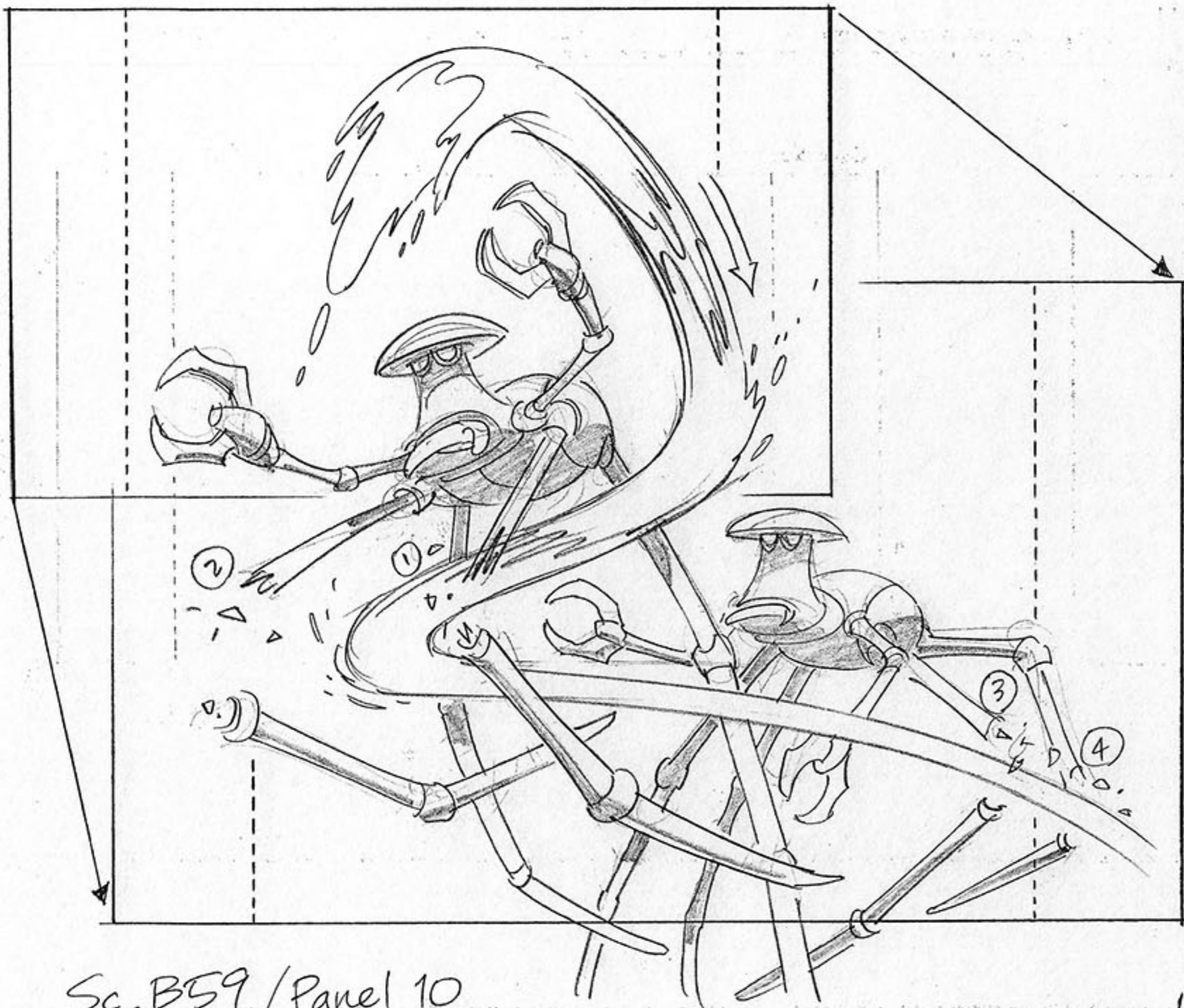
POSE  
REFERENCE

Omi becomes  
a streak of  
water as he  
rises into  
the air

SPEED BLUR -  
USE SKY  
COLORS

page B132





ROBOT START POSES  
(FOR REFERENCE)

T.OUX

Sc. B59 / Panel 10

TRUCK OUT as Omi smashes  
through the Spider-bots' legs

OMI: HYA! HA!

DIAG PAN ON DIAZ → BREAK 1st ROBOT      BREAK 2nd ROBOT

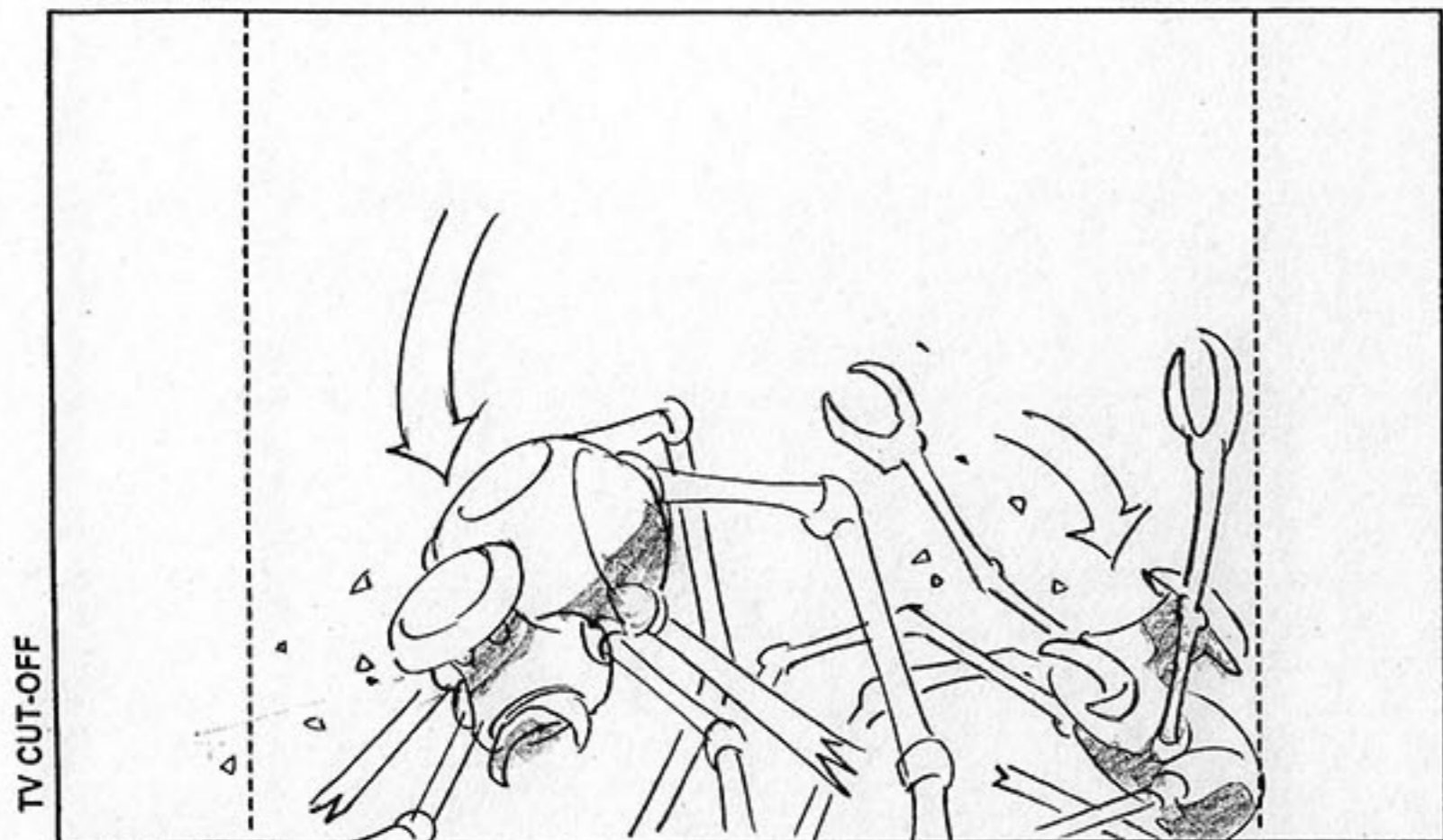
(8X)

← (DIM 141A) →

257311

SCENE B59

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 11

ACTION

The Spider-Bots collapse

DIAL

TIMING

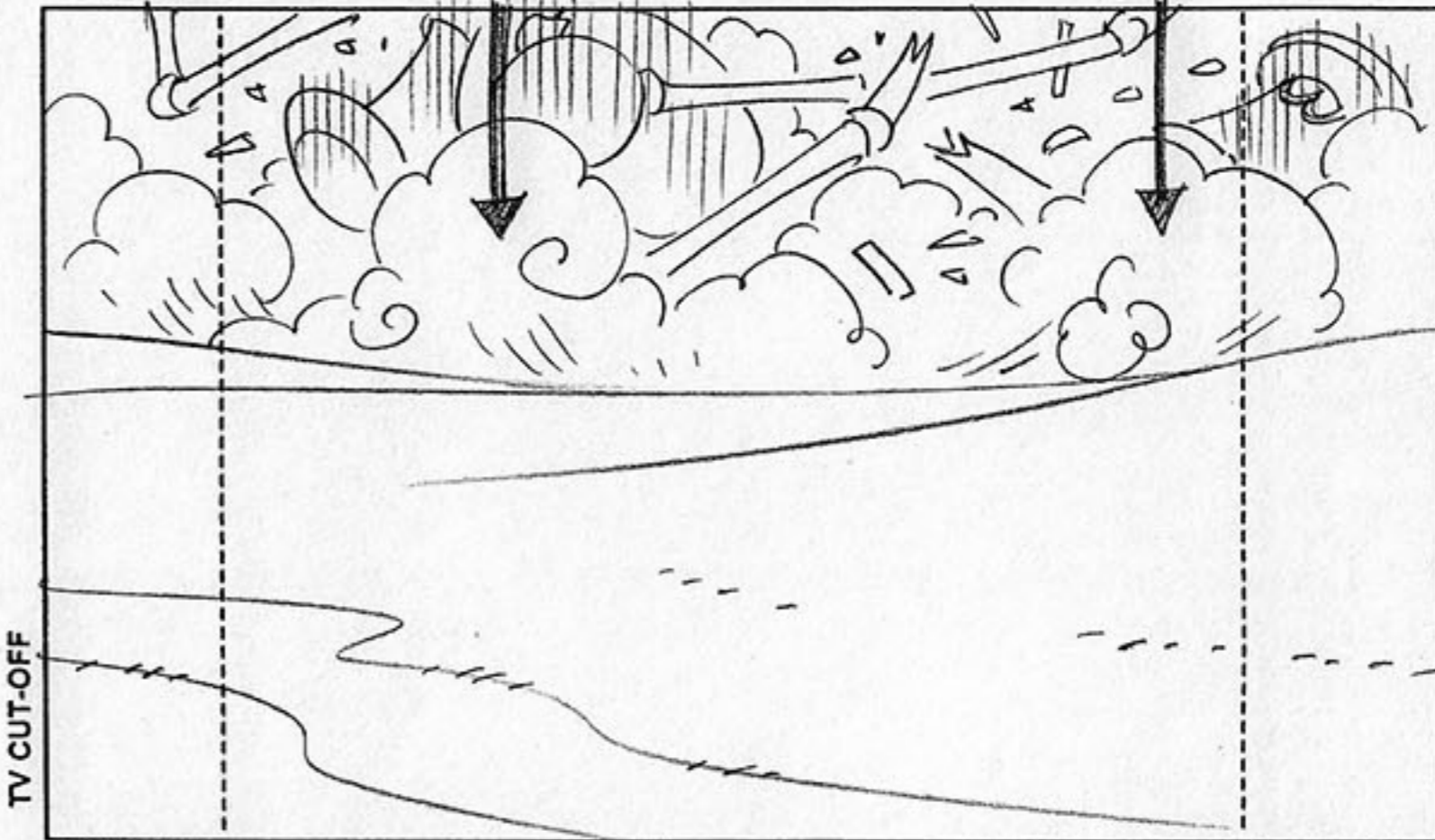
10

B60

10

H/U  
 SCENE B60

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 1

They drop into BG,  
 crashing into the sand

16 : 9 Widescreen Format

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SCENE B60

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

2

ACTION

Omi skids into FG,  
looking up

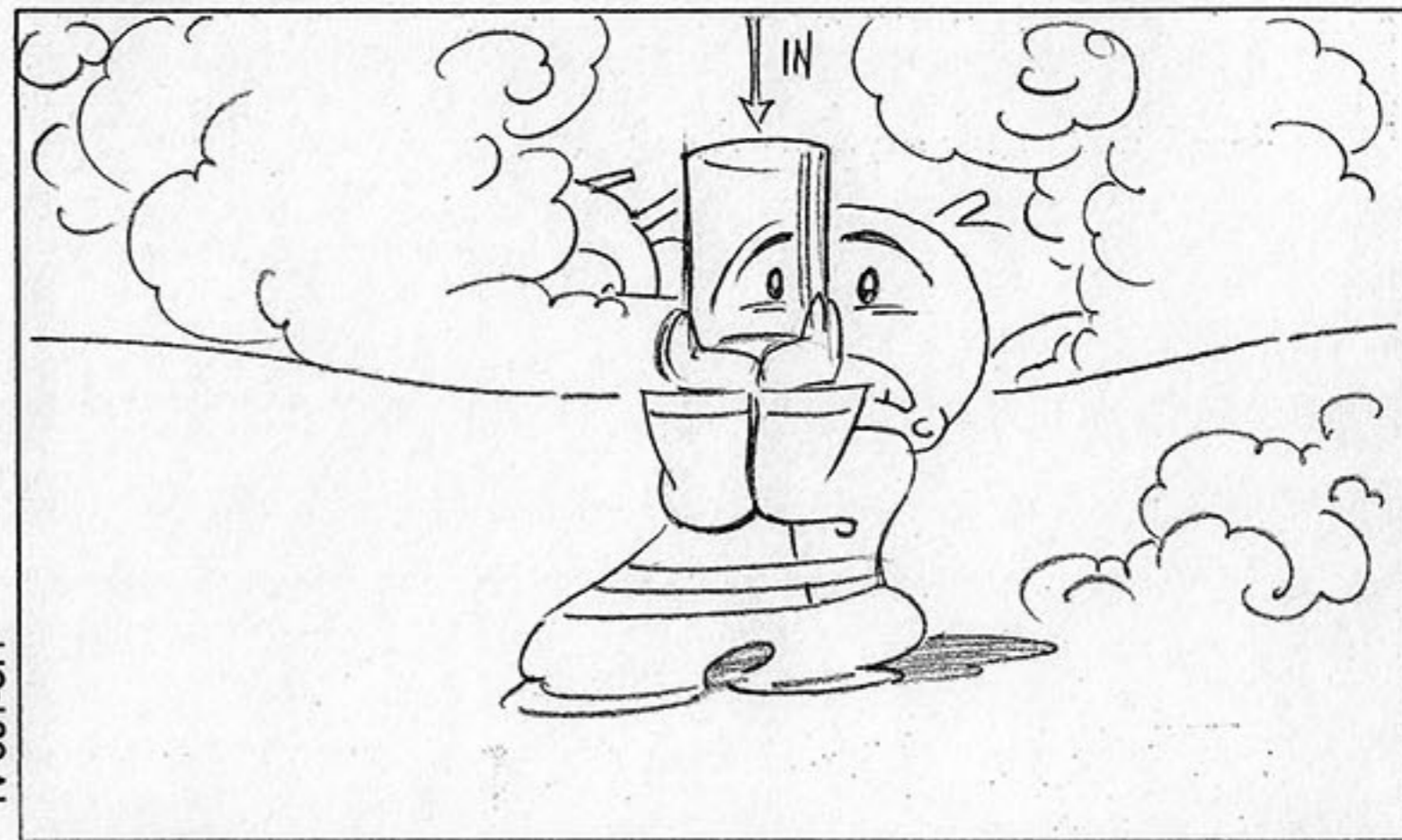
DIAL

fx

TIMING

SCENE B60

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

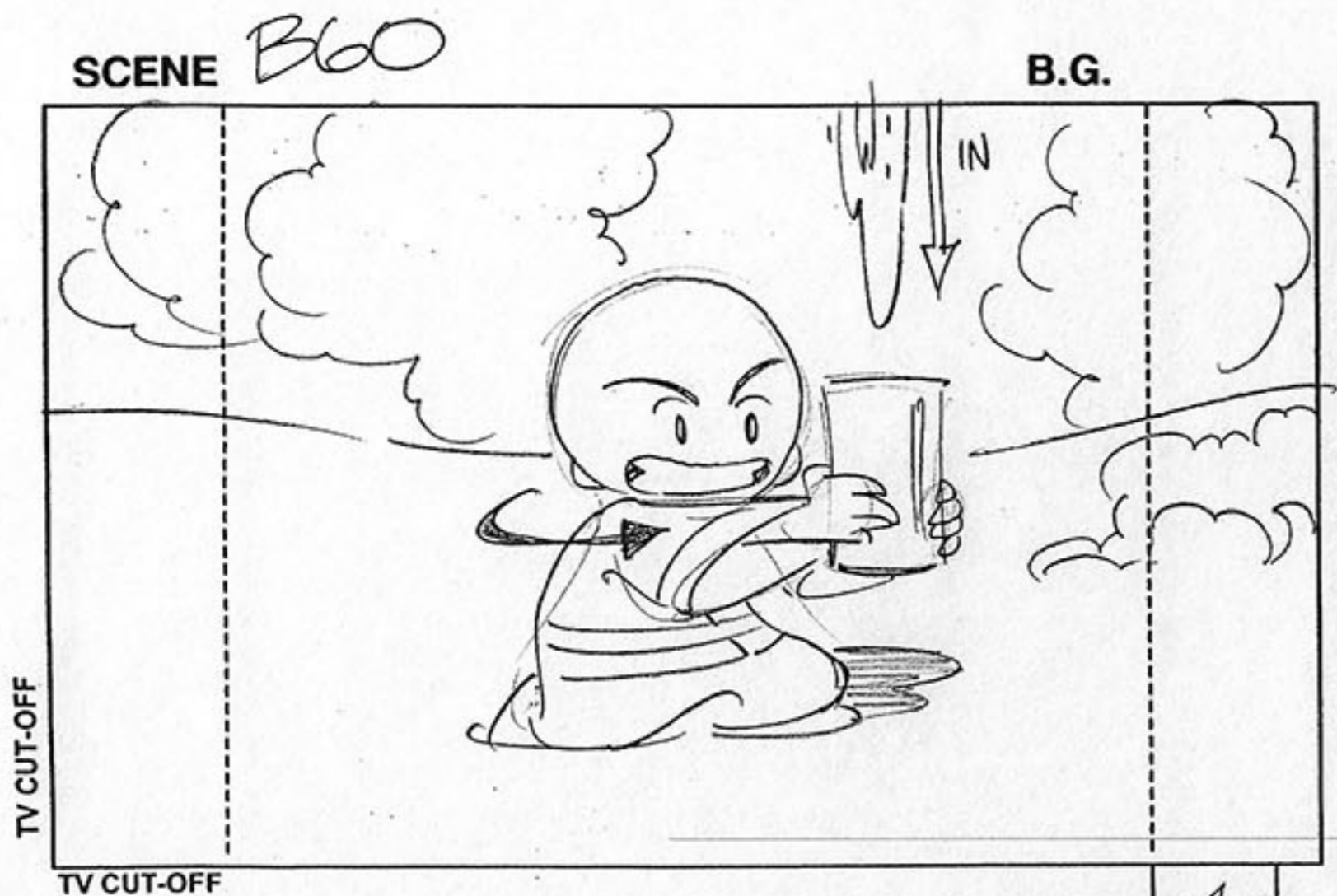
3

He catches the glass -  
it is EMPTY

10

16 : 9 Widescreen Format

257311



**ACTION**

Omi swings the glass over to catch the falling water

**DIAL**

Sx

**TIMING**

10

16 : 9 Widescreen Format

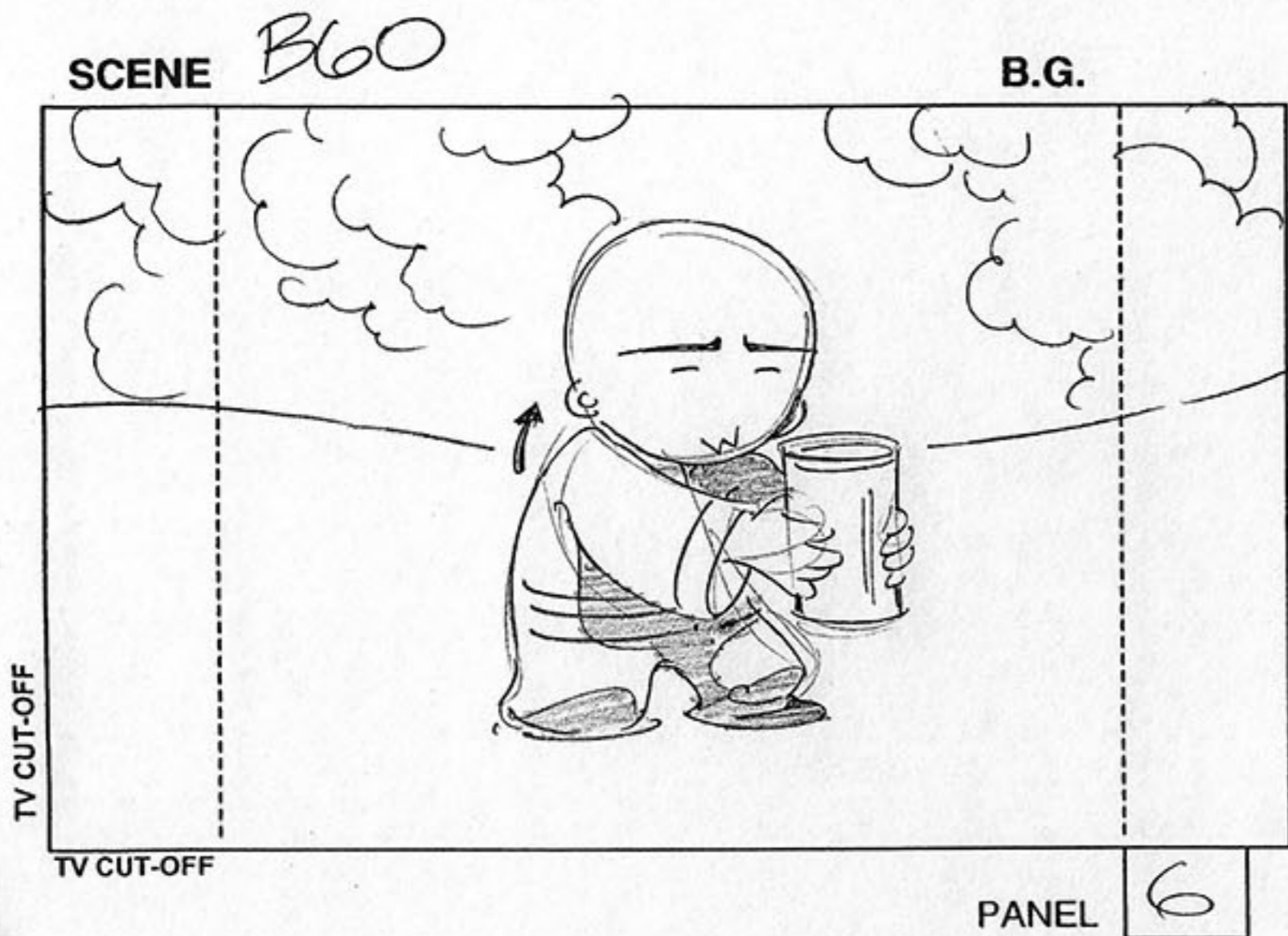
257311



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ACTION

Omi rises, relieved

DIAL

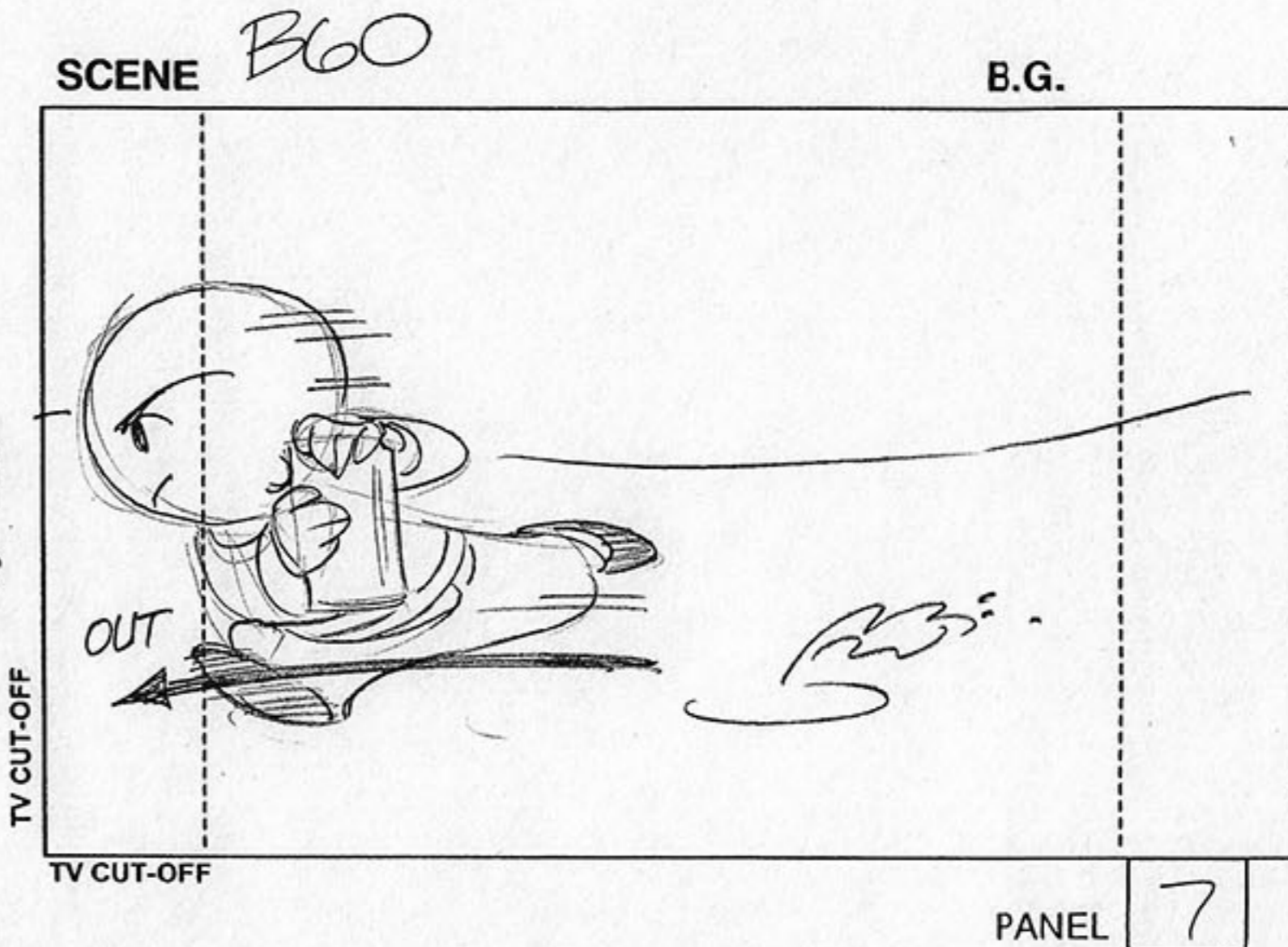
Omi: Whew.

TIMING

DIA 142



OMI LOOKS O.S. THEN



TV CUT-OFF

OUT

Omi runs OS, kicking up sand

8x

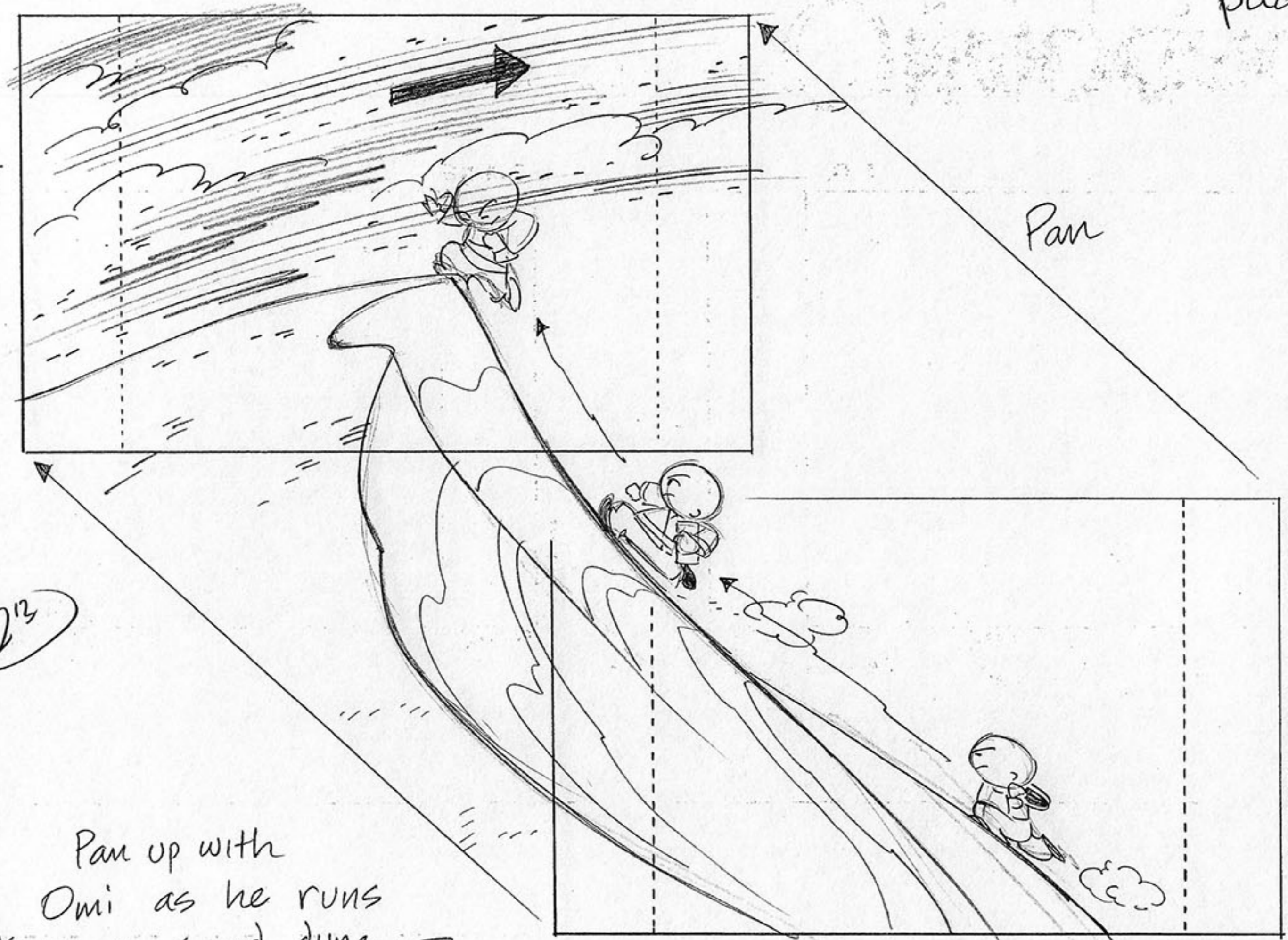
19

18

16 : 9 Widescreen Format

257311

H/U  
▽  
Sc.  
B61  
Panel  
1



(212)

B61

Pan up with  
Omi as he runs  
up a sand dune —  
and runs right into a sandstorm!

H/W  
8x

24x  
DIA PAN  
B6

H/W  
12x

(312)



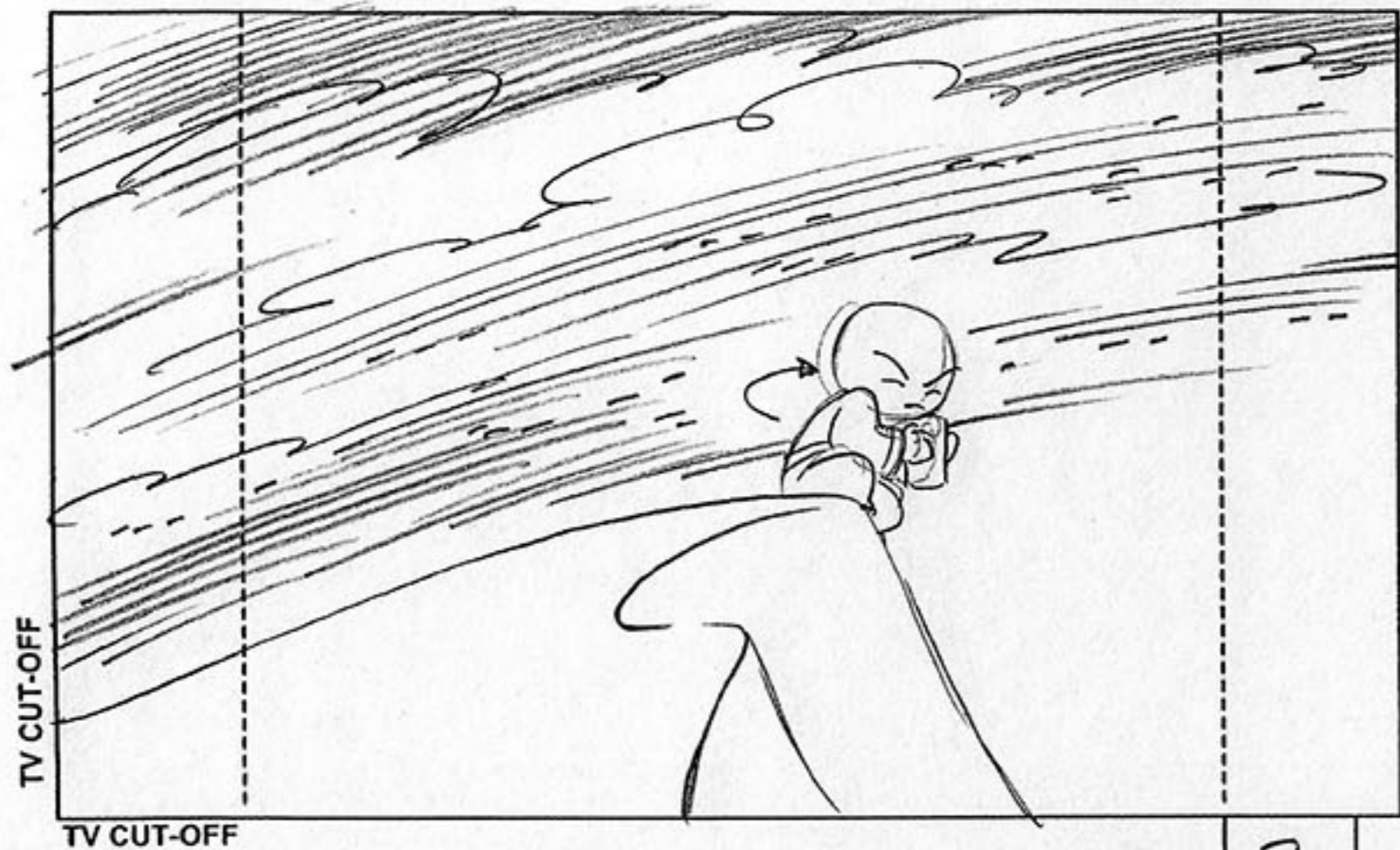
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SCENE B61

B.G.



PANEL 2

ACTION

Omi turns to shield his glass of water

DIAL

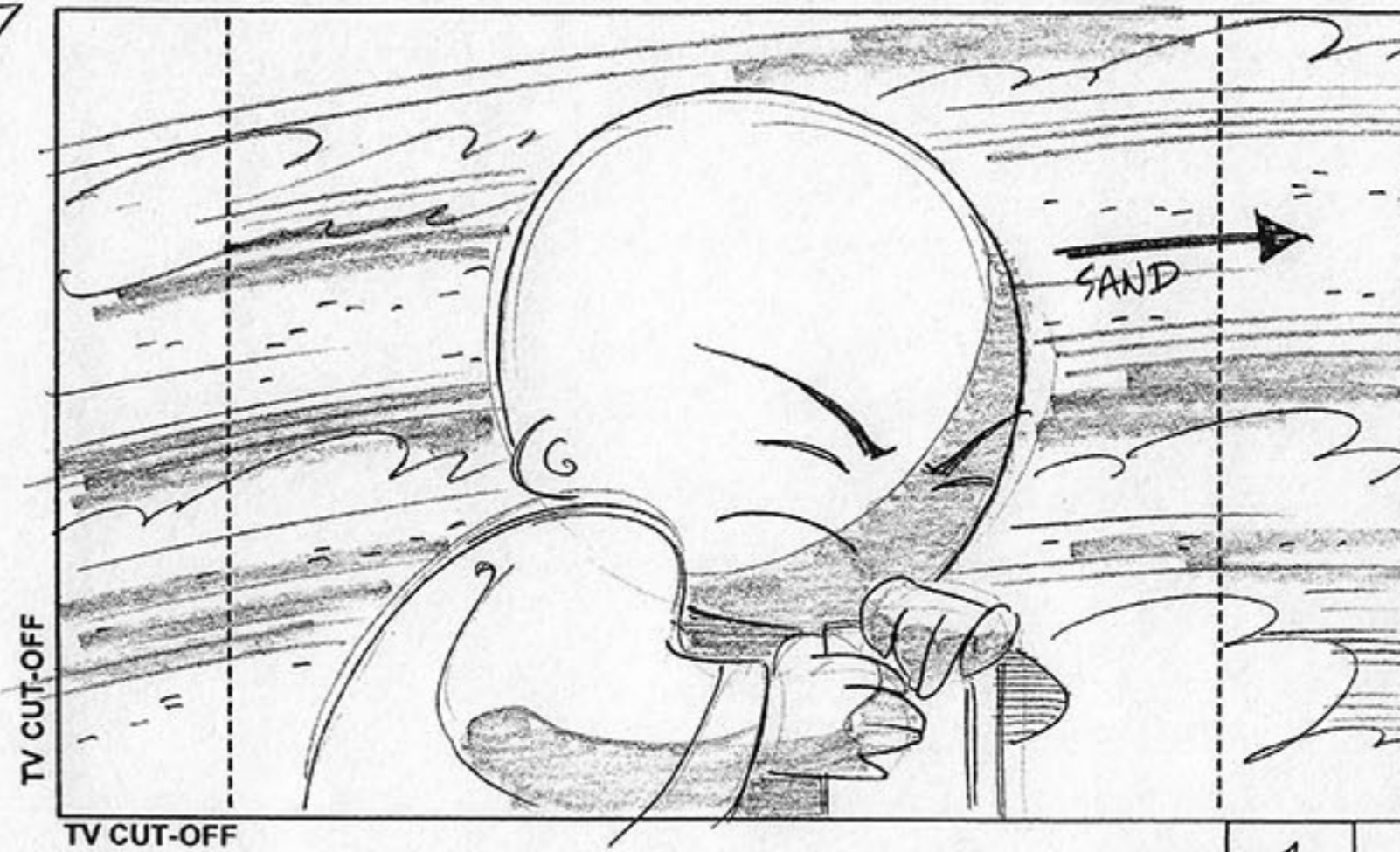
1<sup>o</sup>

TIMING

H/U  
▽

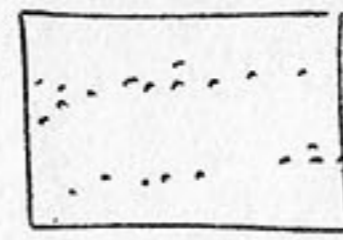
SCENE B62

B.G.



PANEL 1

Close on Omi, hunched against the blowing sand

 } Add FG Particles

B62

12x

1/12

16 : 9 Widescreen Format

257311



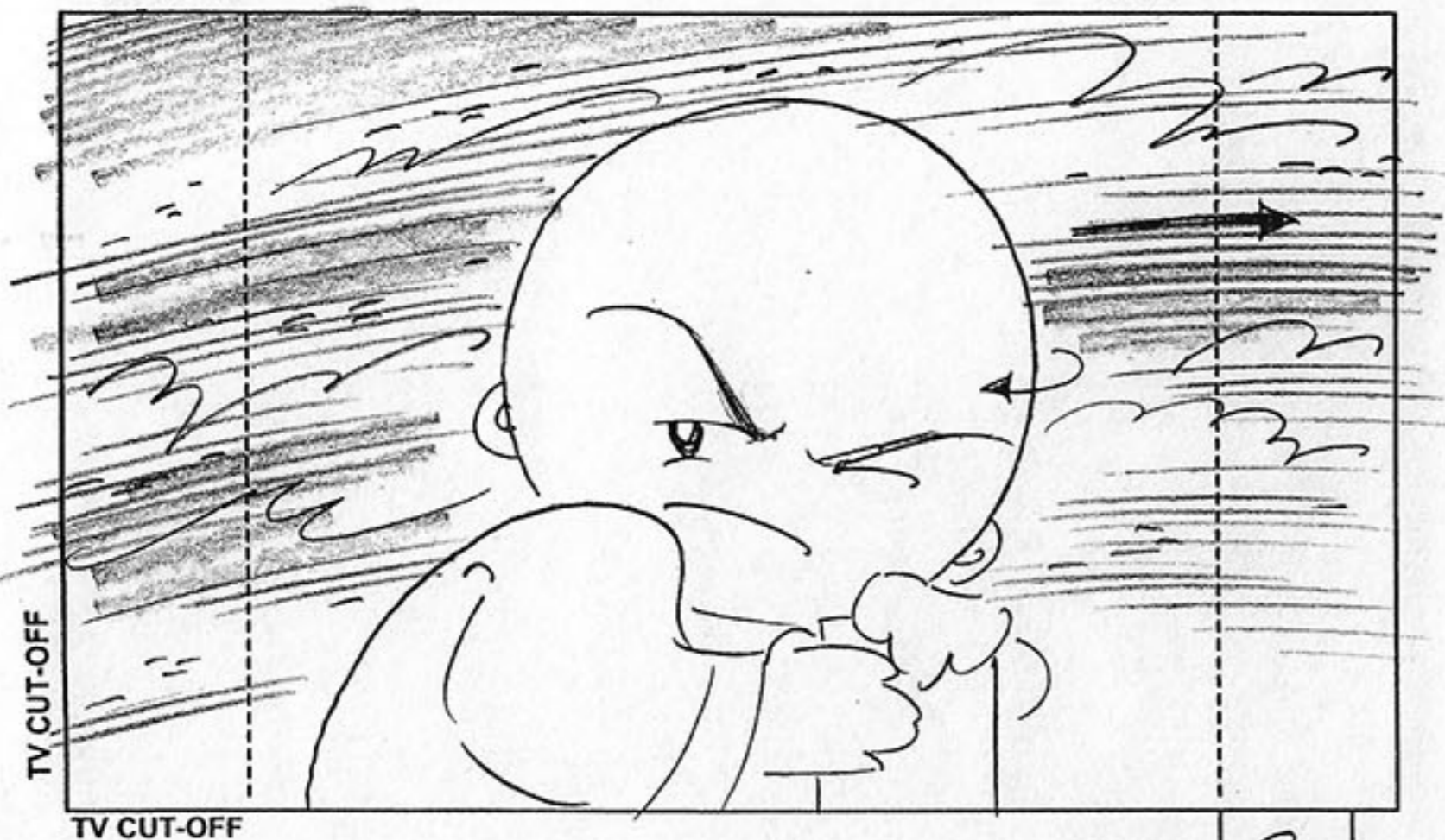
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SCENE B62

B.G.



PANEL 2

ACTION

Omi looks O.S.

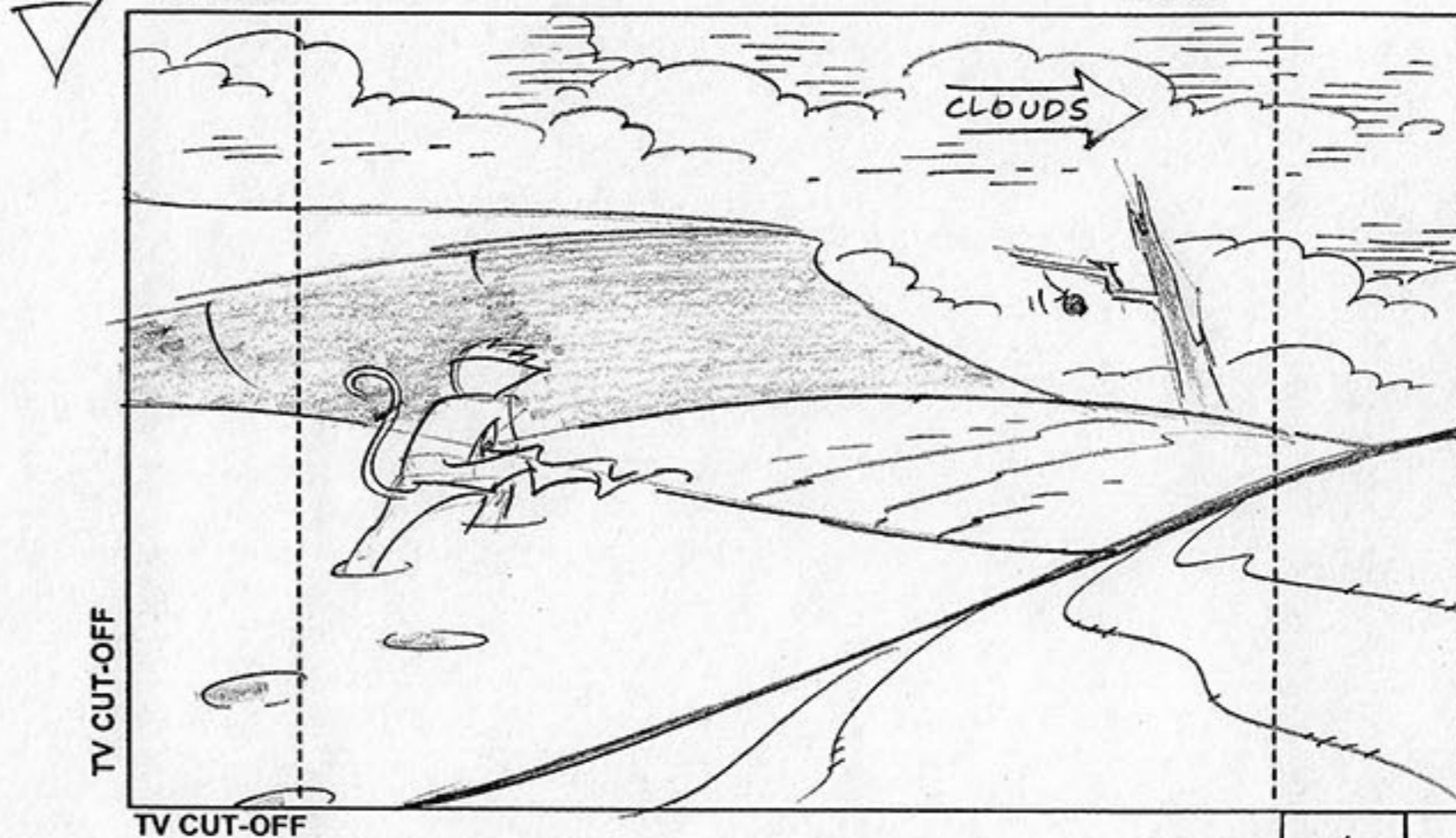
DIAL

10

TIMING

SCENE B63

B.G.



PANEL 1

Jack walks through the sandstorm toward the distant tree

(Sun Chi Lantern swings from a branch)

16 : 9 Widescreen Format

B63

20

257311





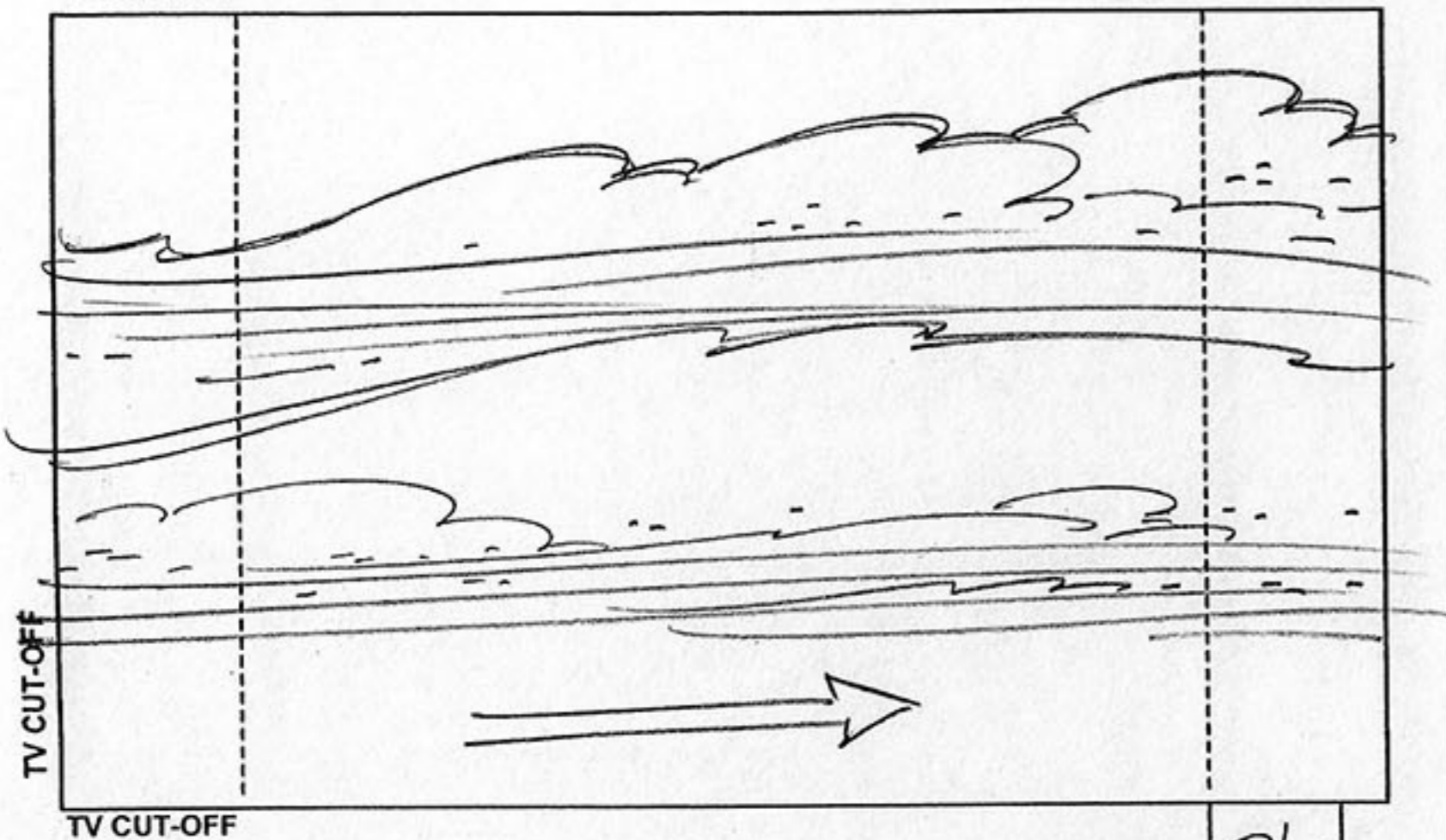
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SCENE B63

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 01

ACTION

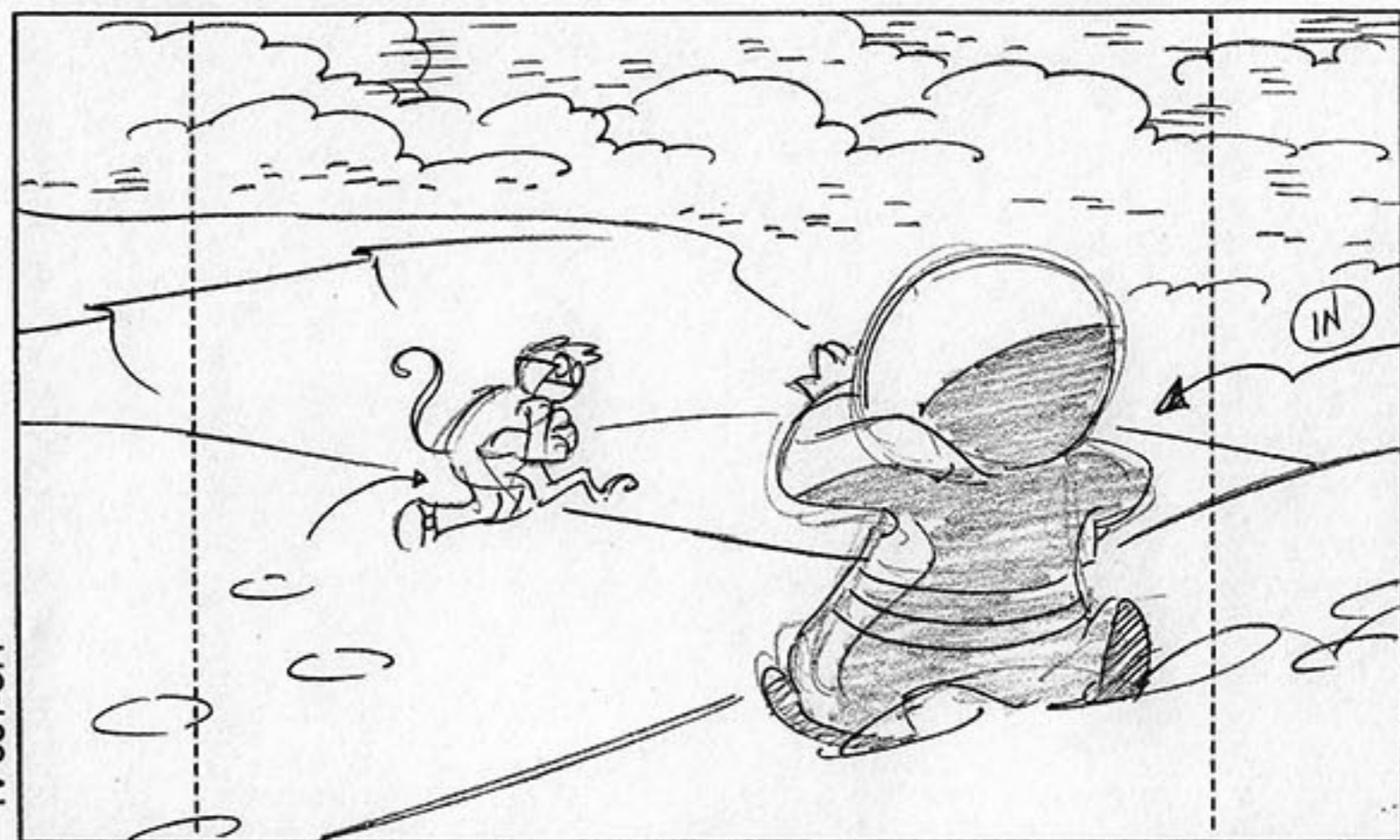
*DX Sand blows through FG (CONTINUOUS)*

DIAL

TIMING

SCENE B63

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 2

*Omi walks into scene, covering his eyes. Jack looks back at him*

*2<sup>o</sup>*

16 : 9 Widescreen Format

257311



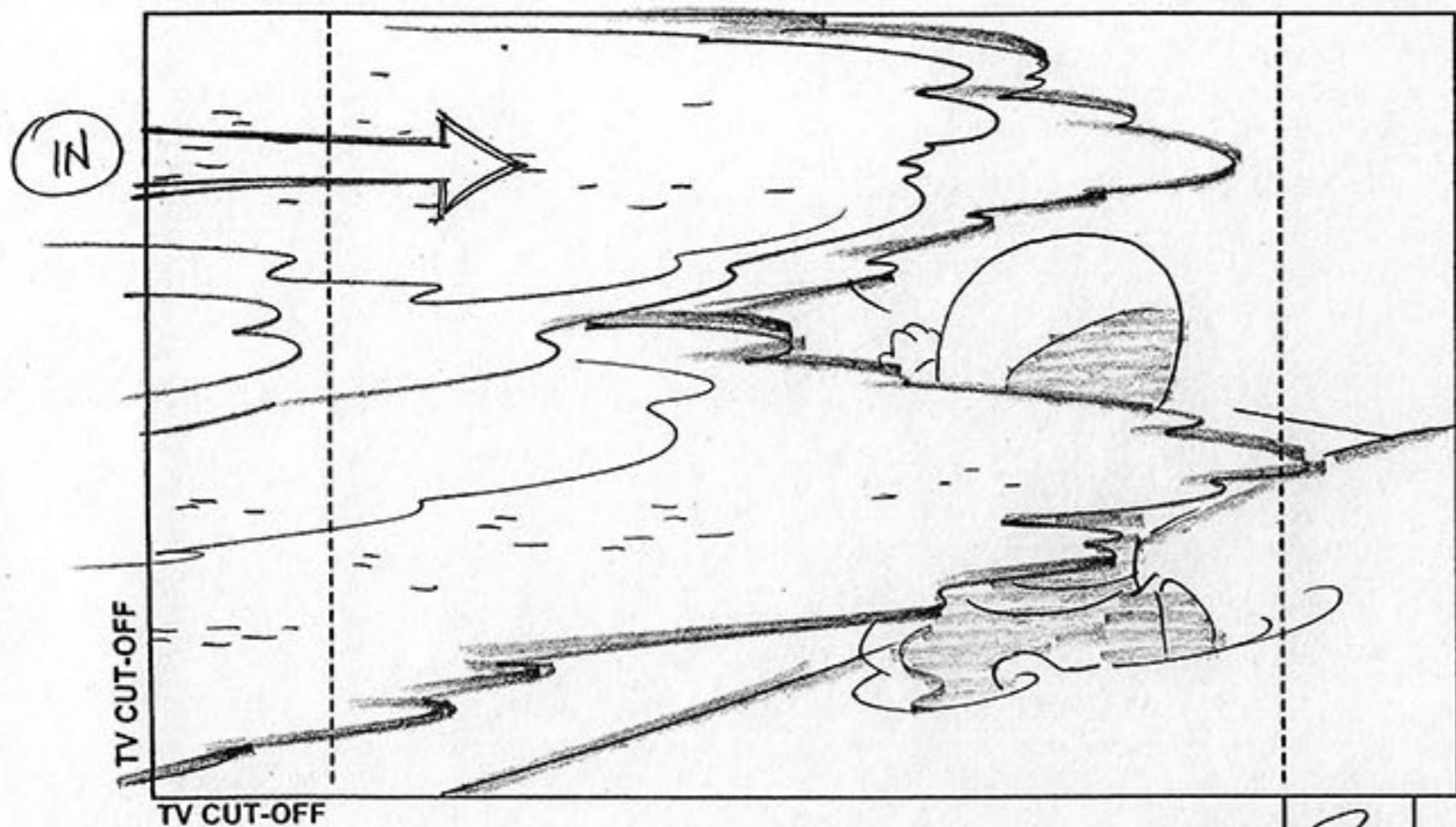
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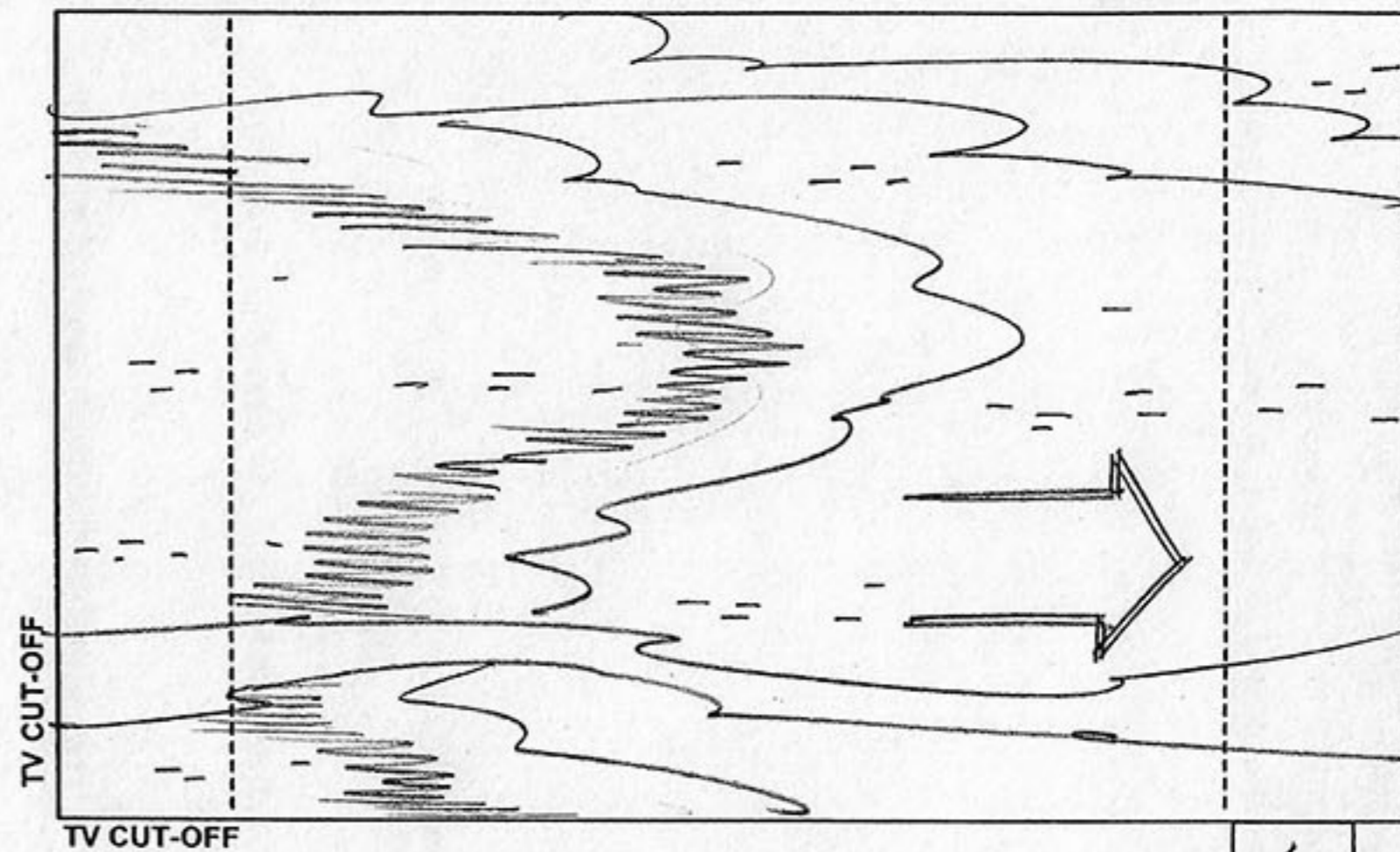
SCENE B63

B.G.



SCENE B63

B.G.



ACTION

An opaque cloud of sand blows in over the scene

PANEL

3

DIAL

(124)

It fills frame

TIMING

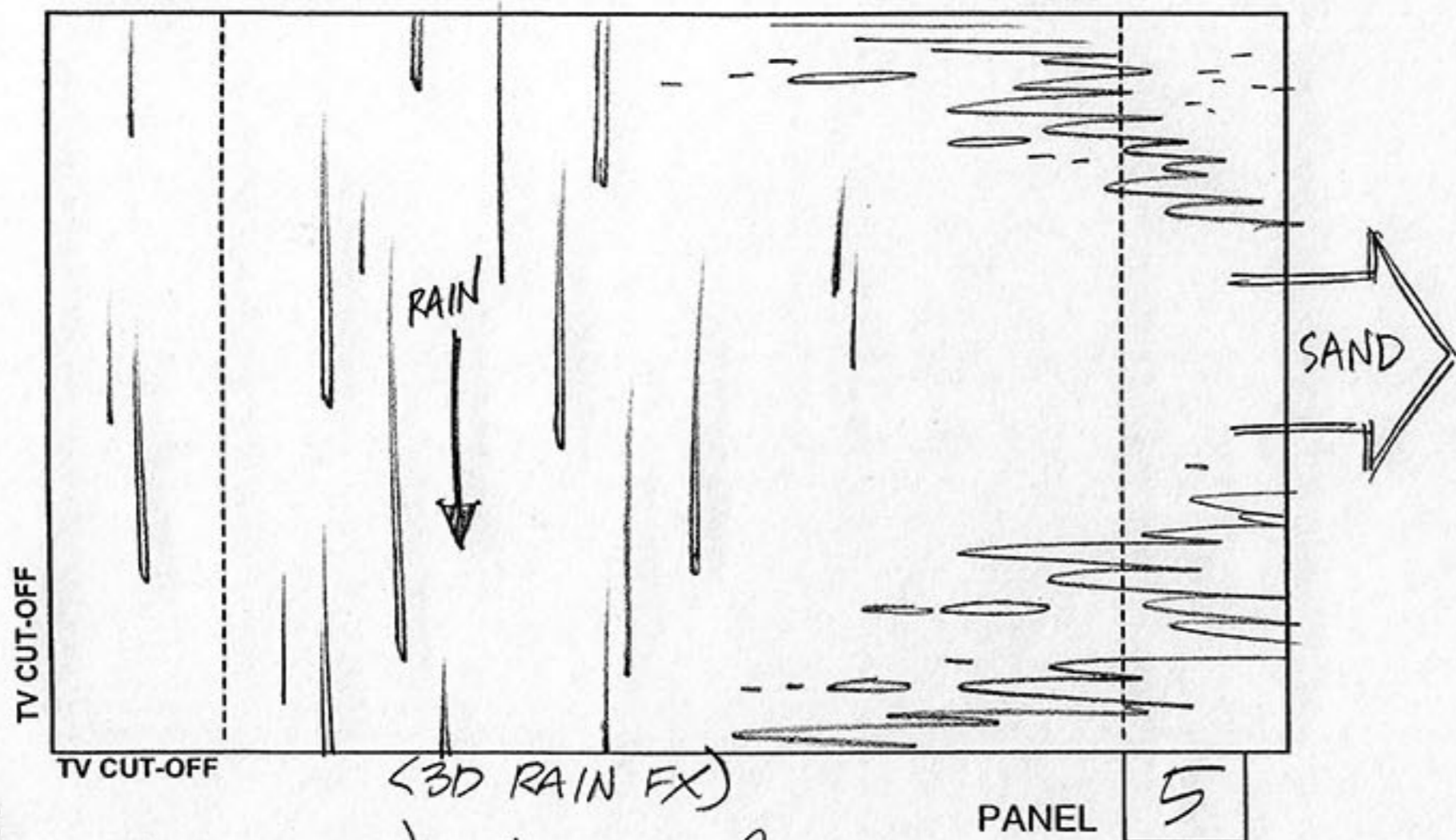
19

16 : 9 Widescreen Format

257311

SCENE B63

B.G.



SCENE B63

B.G.



ACTION

The sand clears frame, revealing the Everglades

Kim flies backward into scene

DIAL

(SEE PANEL 8 FOR BG)

FALLS IN 4x	VIEW PAN B6 16x4
-------------	------------------

TIMING

16 : 9 Widescreen Format

257311



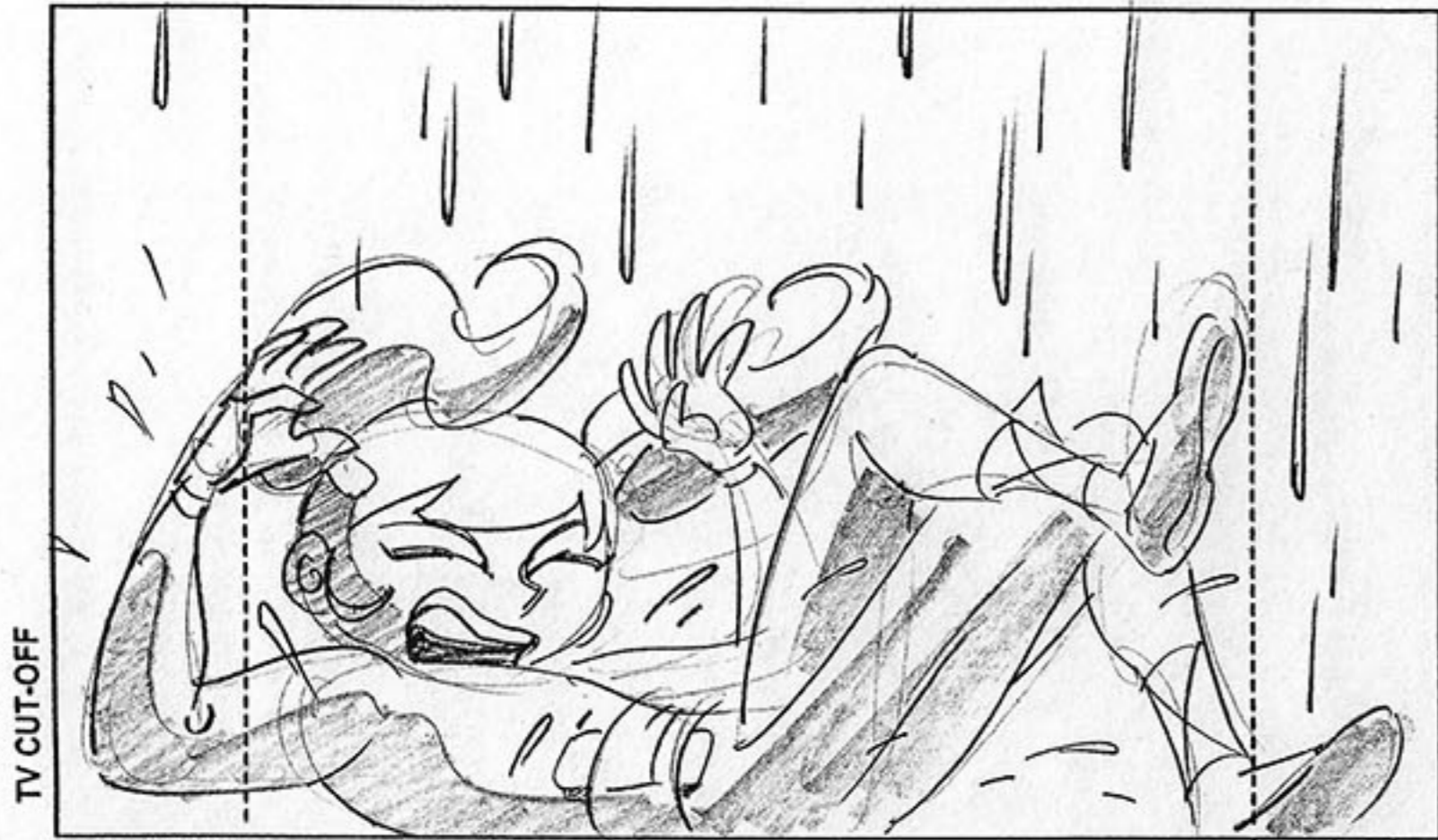
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SCENE B63

B.G.



<3D RAIN FX>

PANEL 7

ACTION

She lands HARD.

1°

SCENE B63

B.G.



<3D RAIN FX>

PANEL 8

TRUCK OUT as Kim rises - she has landed on some tree roots

Mix 2x

DIAL

TIMING

SWARM fx | KIM : OOF! | SFX fx

RING ... RING ... RING ...  
T.O. 16x | 3

16 : 9 Widescreen Format

257311



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SCENE B63

B.G.



TV CUT-OFF

<3D RAIN FX>

PANEL 9

ACTION

DIAL

TIMING

RING ... RING ...

FOUR ALLIGATORS lunge into scene -  
Kim leaps up to avoid them

Pan ↑

(2)

40ms

8x

VENT  
PAN  
16x

RING ...

40ms  
8x

SCENE B63

B.G.



TV CUT-OFF

TV CUT-OFF

<3D RAIN FX>

PANEL 10

Kim hooks her arm over a branch  
and grabs for her cel phone

RING ... RING ...

(2)

16 : 9 Widescreen Format

257311



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PAGE B146

SCENE B63

B.G.



TV CUT-OFF

<3D RAIN FX>

PANEL 11

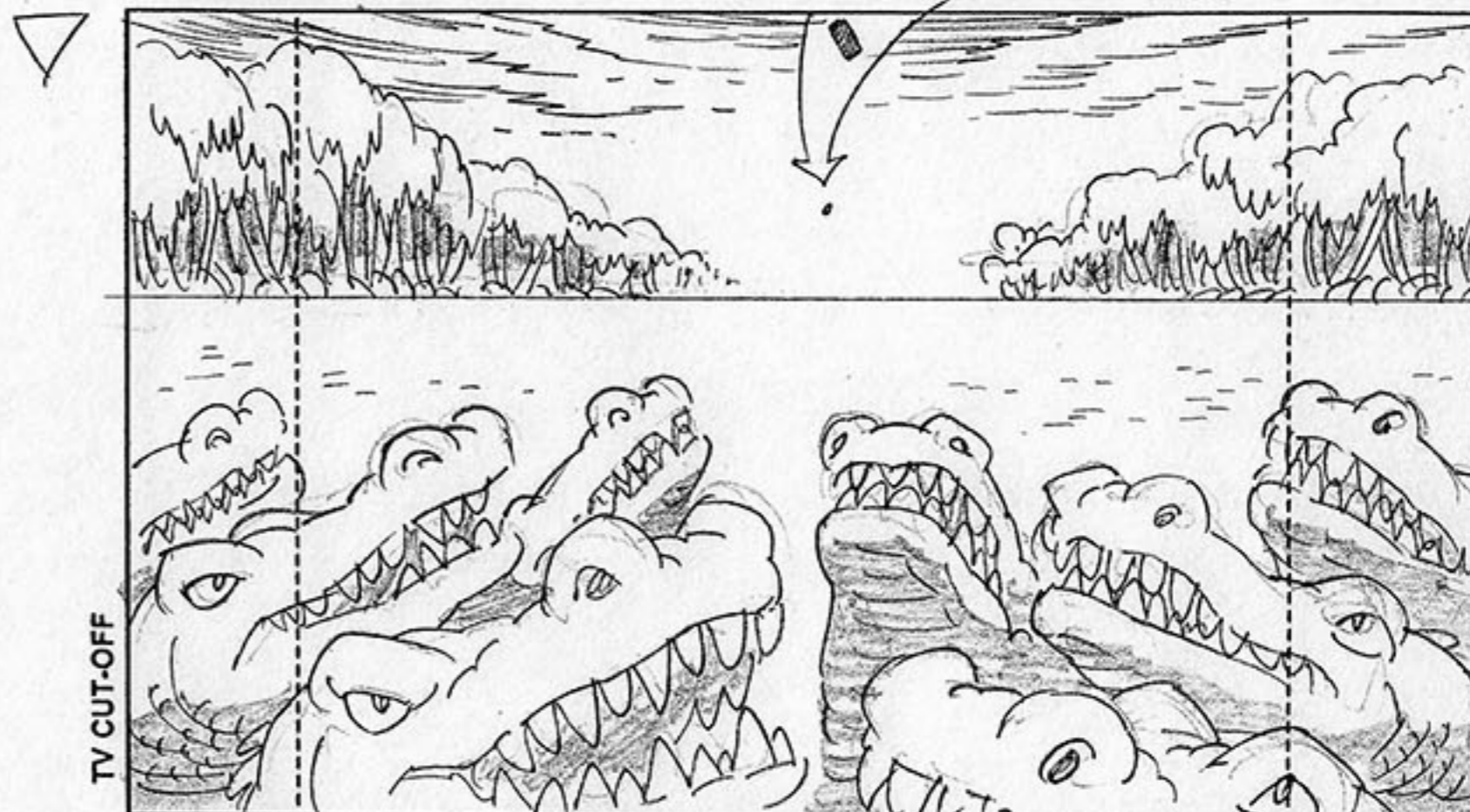
ACTION

She flings it over the heads of the chomping alligators

SCENE B64

B.G.

SKY STILL OVERCAST



TV CUT-OFF

TV CUT-OFF

<3D RAIN FX>

PANEL 1

DIAL

1<sup>e</sup>

B64

2<sup>e</sup>

TIMING

5<sup>e</sup>

16 : 9 Widescreen Format

257311



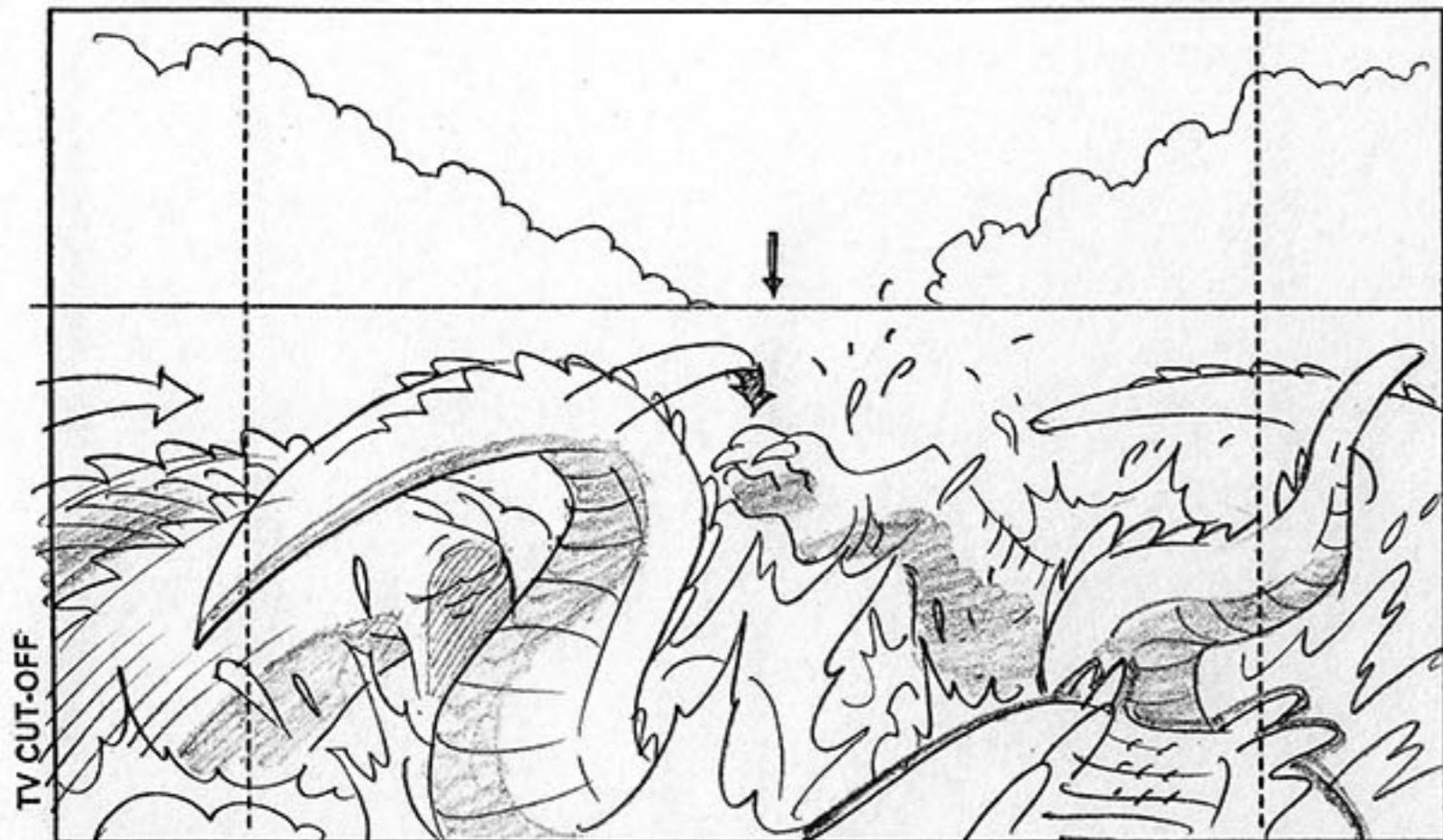
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SCENE B64

B.G.



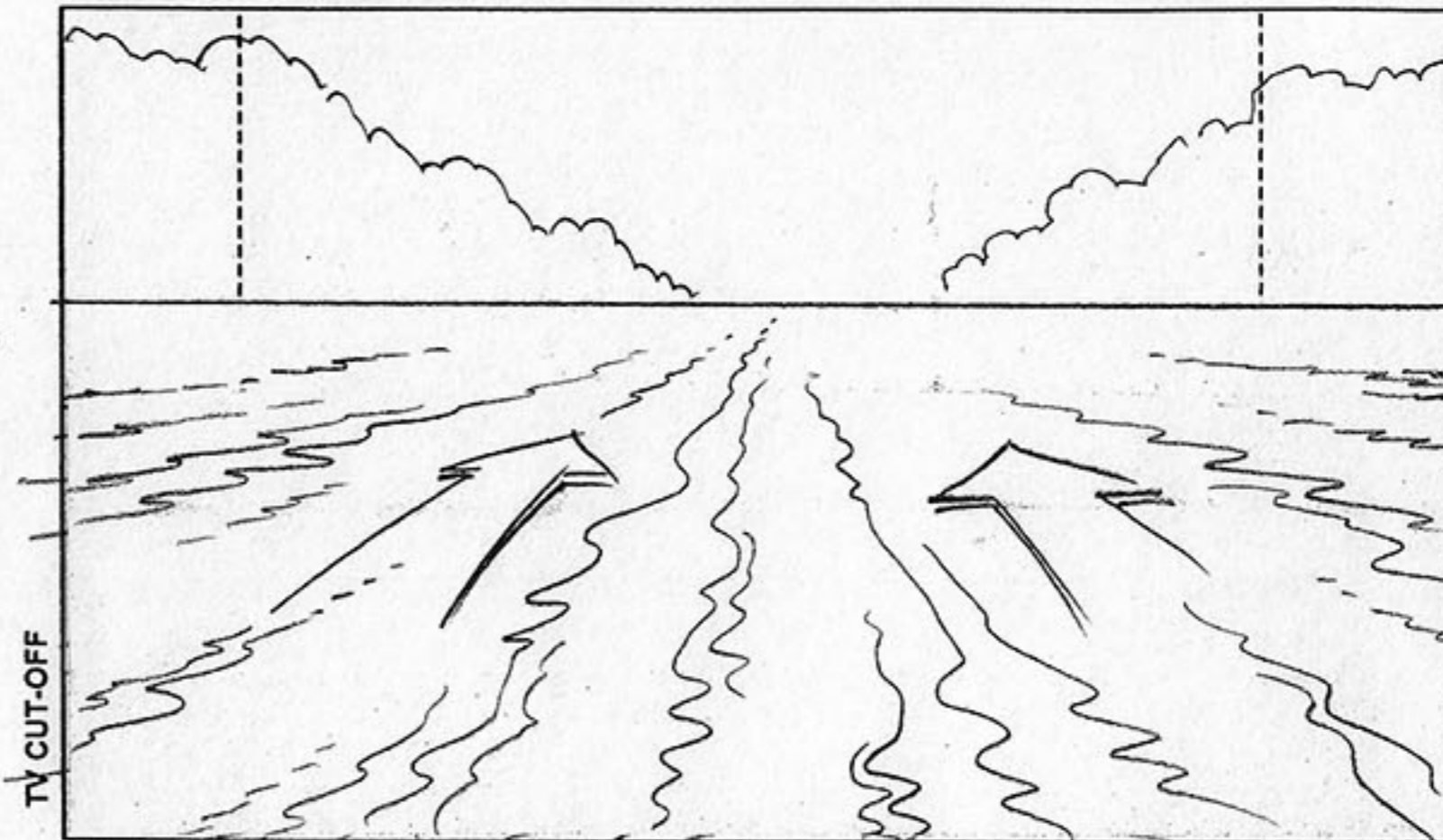
<3D RAIN FX>

PANEL

2

SCENE B64

B.G.



<3D RAIN FX>

PANEL

3

ACTION

The alligators all spin & scramble as the phone drops on the horizon

DIAL

10/

TIMING

12/

16 : 9 Widescreen Format

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SCENE B65

B.G.



TV CUT-OFF

TV CUT-OFF

<3D RAIN FX>

PANEL 1

SCENE B65

B.G.



TV CUT-OFF

TV CUT-OFF

<3D RAIN FX CONCLUDE>

PANEL 2

ACTION

On Kim, relieved

10

She reacts as the rainfall  
 LIGHTENS

DIAL

Kim - Whew!

10

TIMING

48

16 : 9 Widescreen Format

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SCENE B65

B.G.



TV CUT-OFF

PANEL

3

ACTION

She looks up as  
the rain **STOPS**

DIAL

1°

TIMING

SCENE B65

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

4

She looks O.S., confused

1°

16 : 9 Widescreen Format

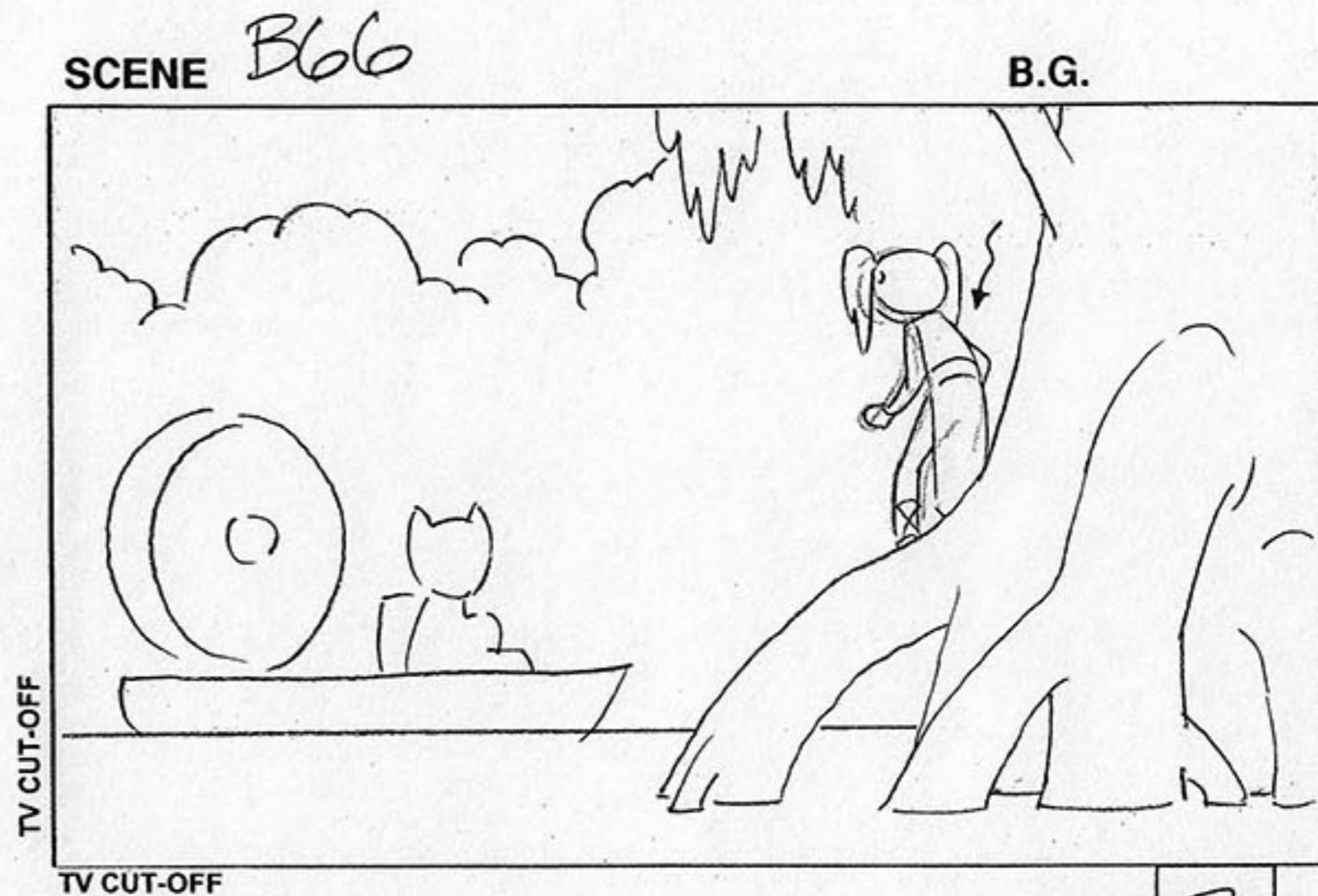
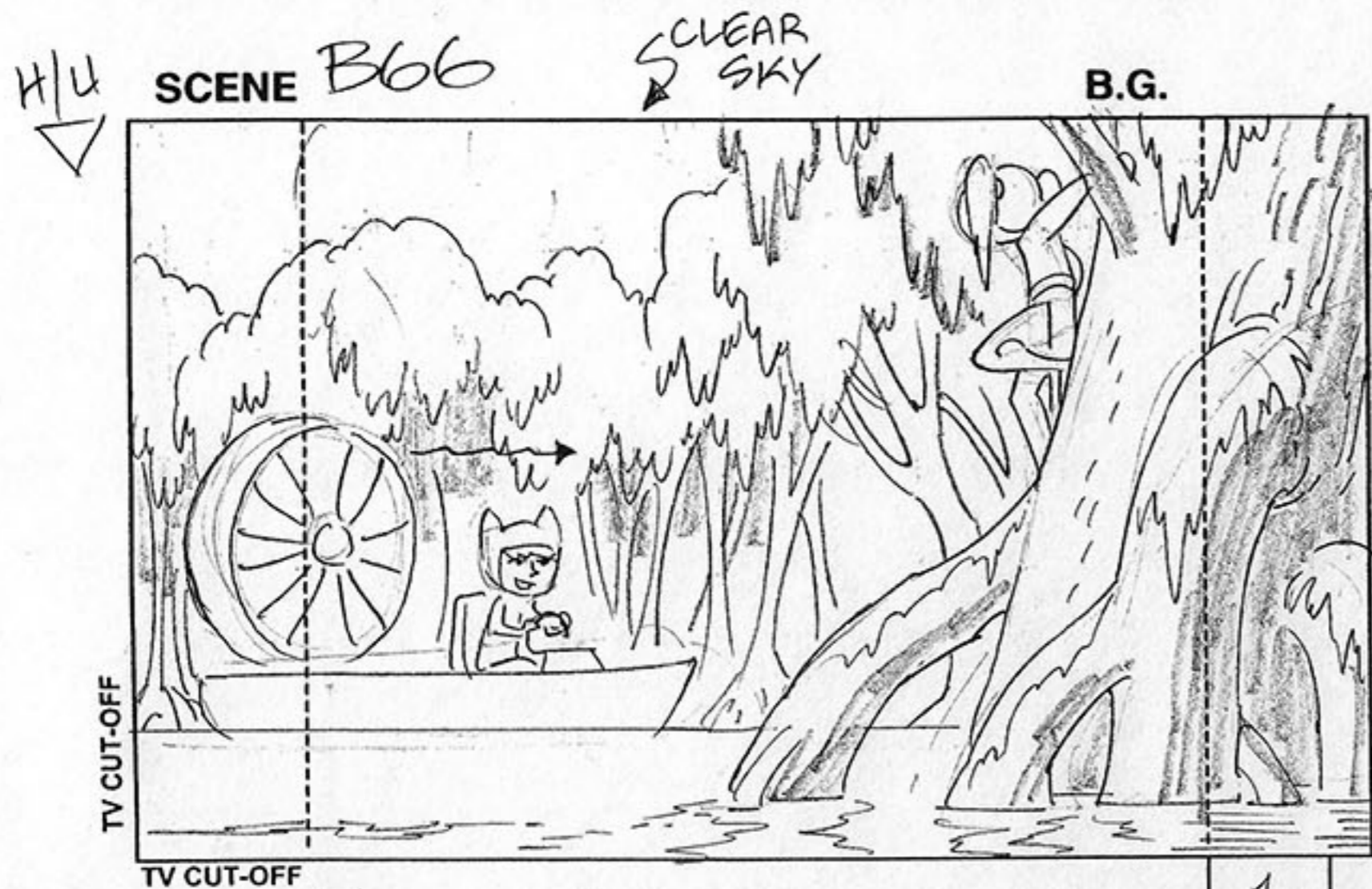
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ACTION



START POSITION

Kim steps down as Katnappe's boat drifts to a stop

PANEL

1

Continued

PANEL

2

DIAL

KATNAPPE: My, My, look at what the cat dragged in.

TIMING

(12v) → (DIA 14/3)

(8k)

16 : 9 Widescreen Format

257311



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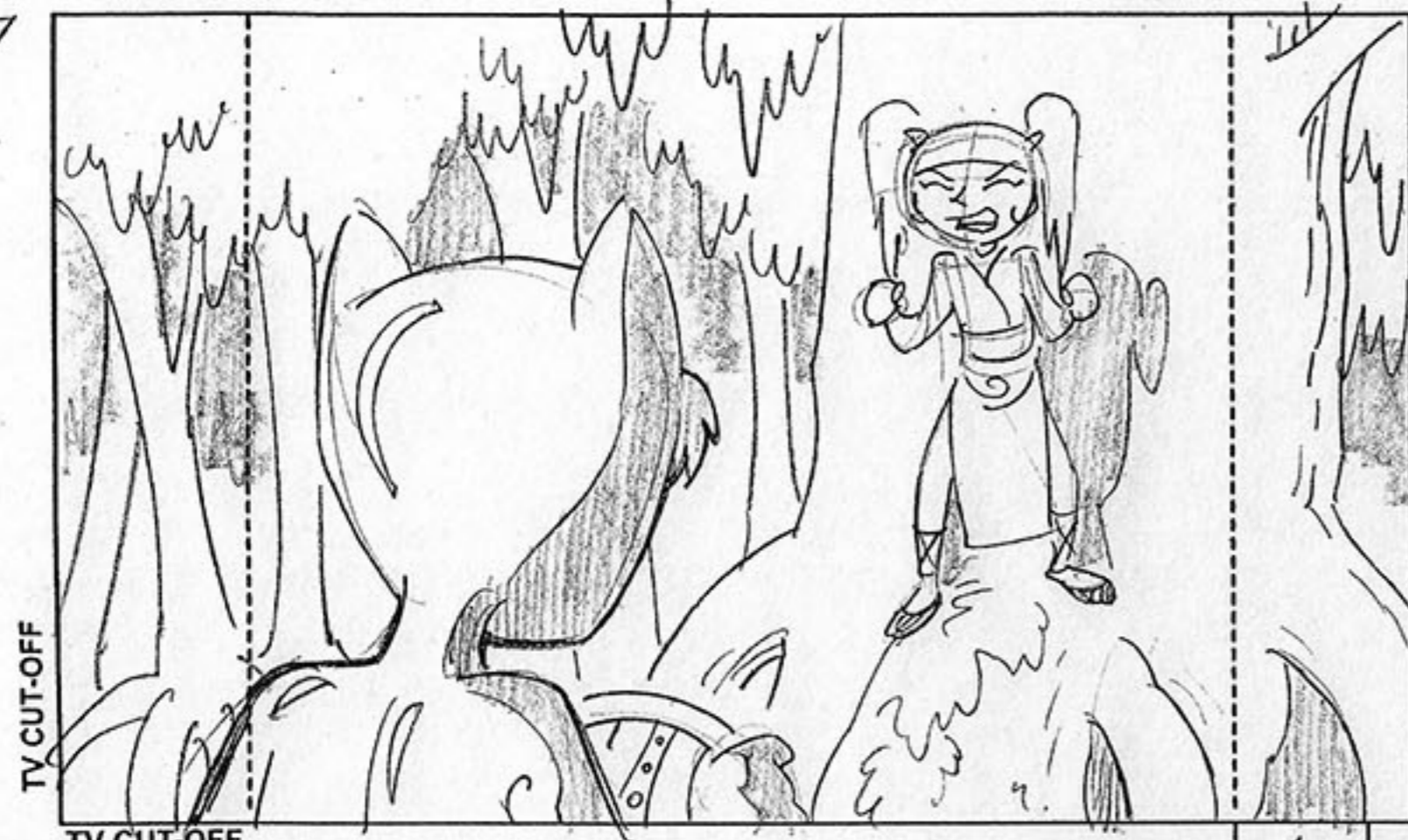
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PAGE B151

H/U

SCENE B67

B.G.

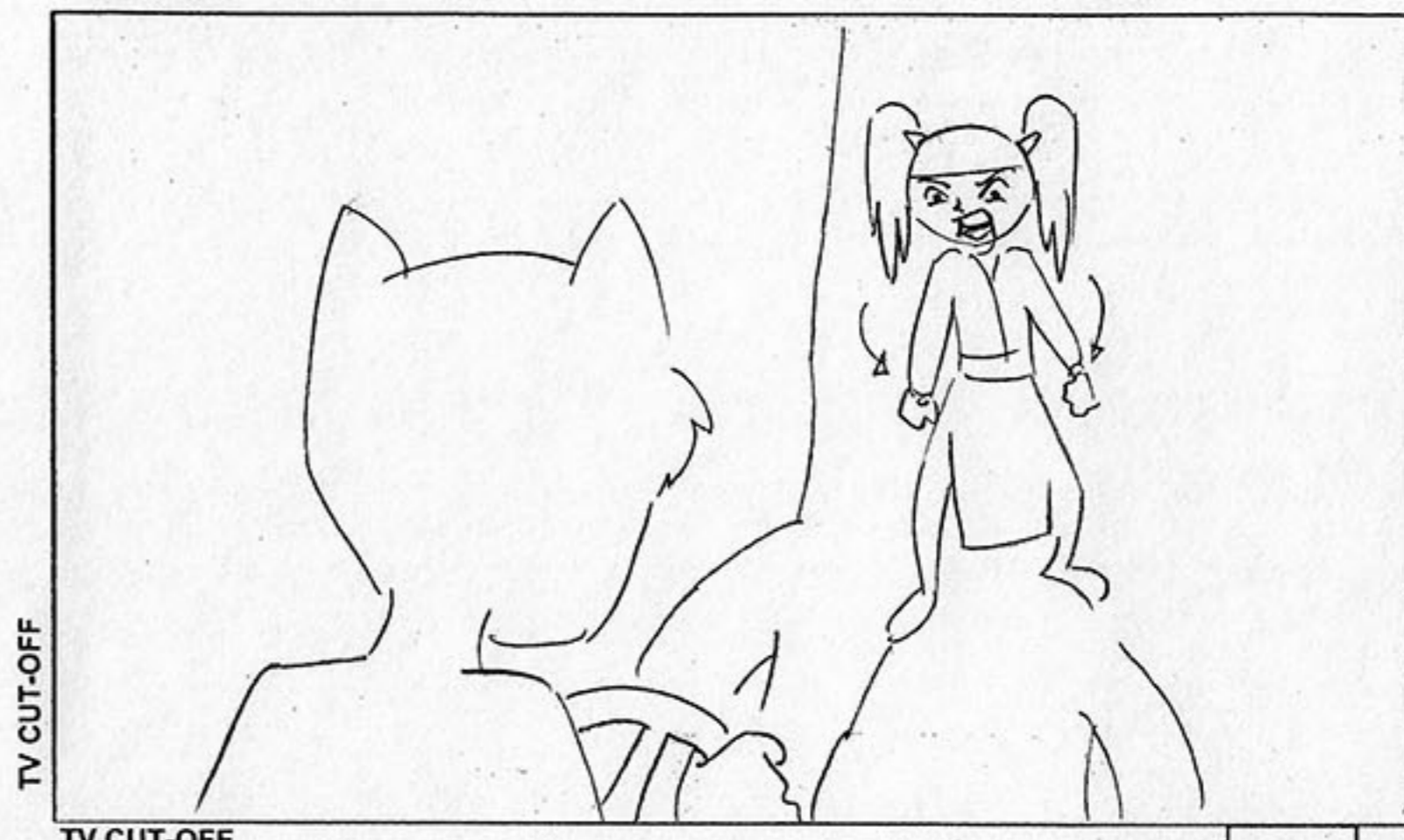


PANEL

1

SCENE B67

B.G.



PANEL

2

ACTION

Kim yells at Katnappe

Continued

DIAL

Kim: Argh! I -

-hate your cat puns!

TIMING

4x 1 - (Pm 144)

16 : 9 Widescreen Format

257311

4x

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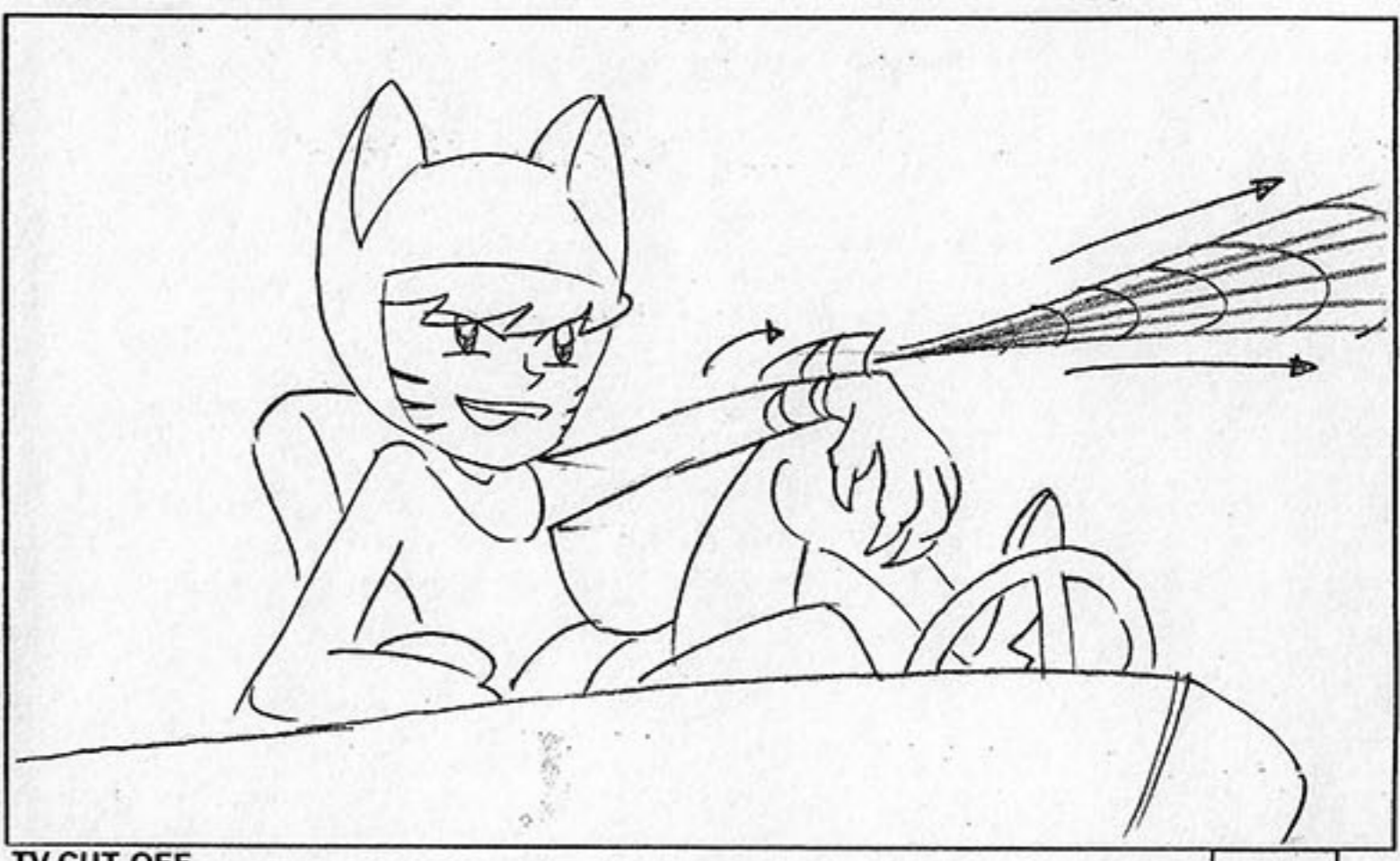
H/U SCENE B68

B.G.



SCENE B68

B.G.



ACTION

Katnappe leans back in her seat

PANEL 1

PANEL 2

She fires a NET out of her wrist-launcher

B68

DIAL

KATNAPPE: Really?

TIMING

14 & Dial 145

14

16 : 9 Widescreen Format

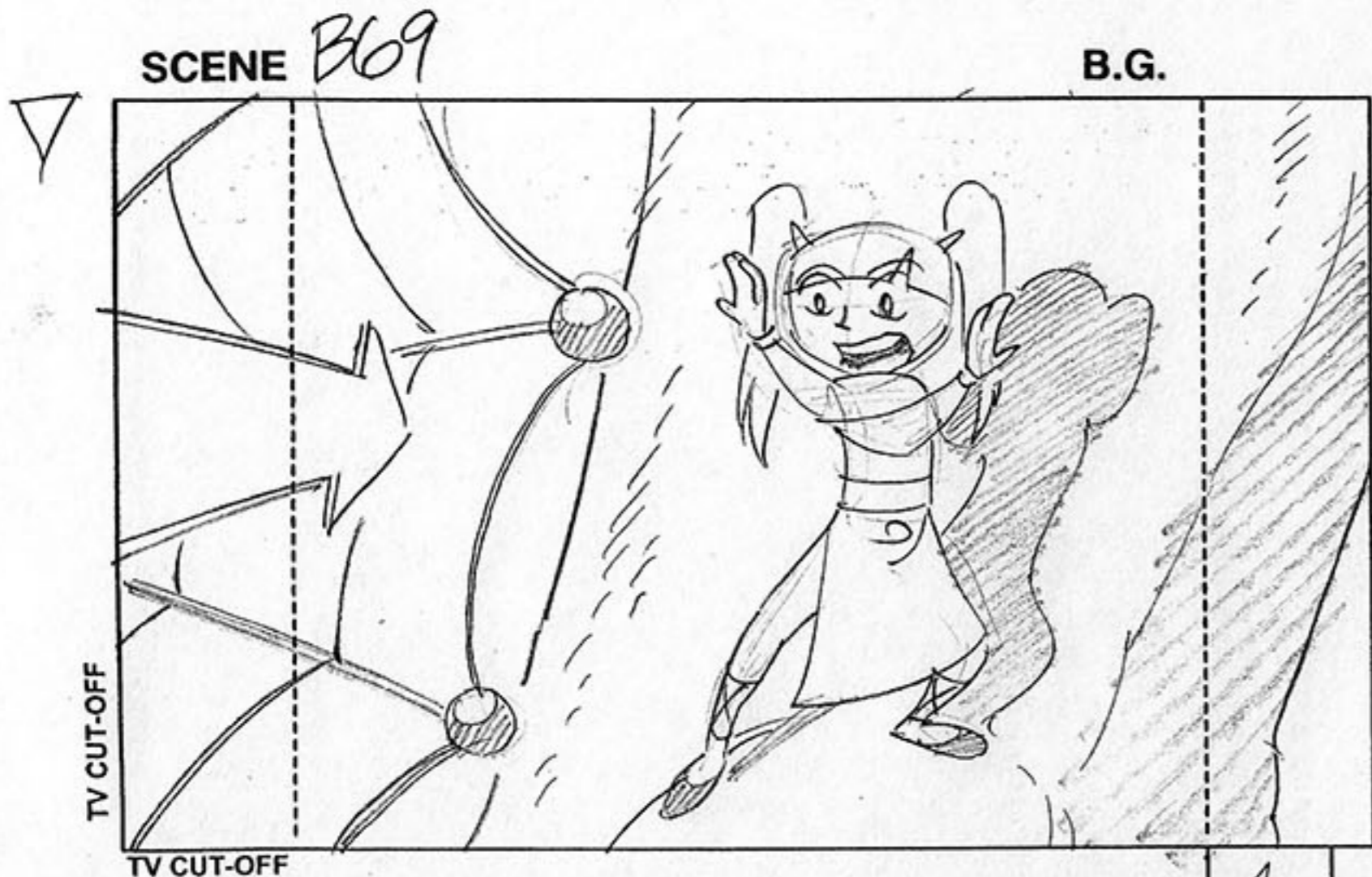
257311



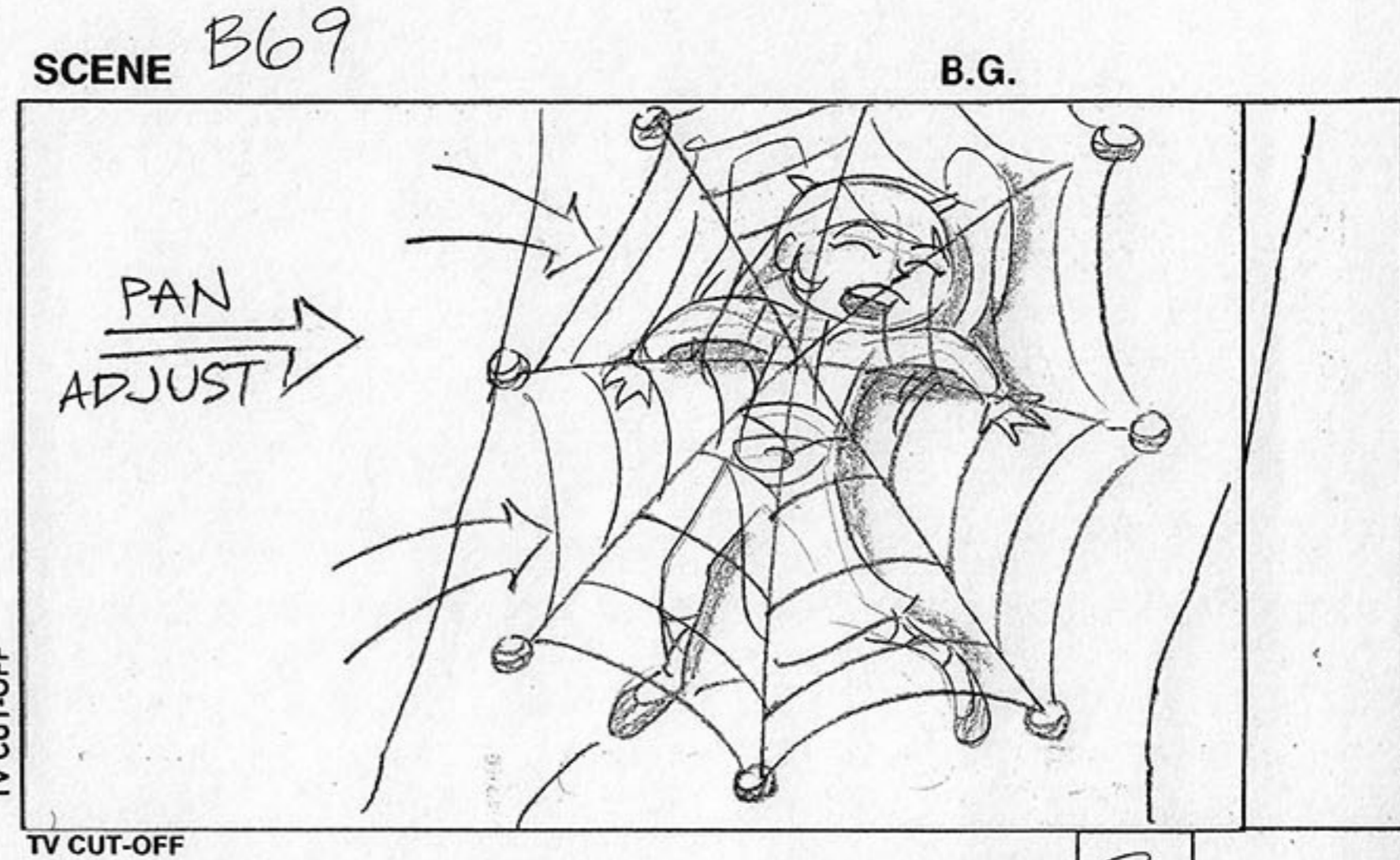
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PANEL 1



PANEL 2

ACTION

The open net flies toward Kim...

... and pins her to the tree-trunk

DIAL

KIM: WAAA AAAA

! How

TIMING

B69

12x

PAN 8x

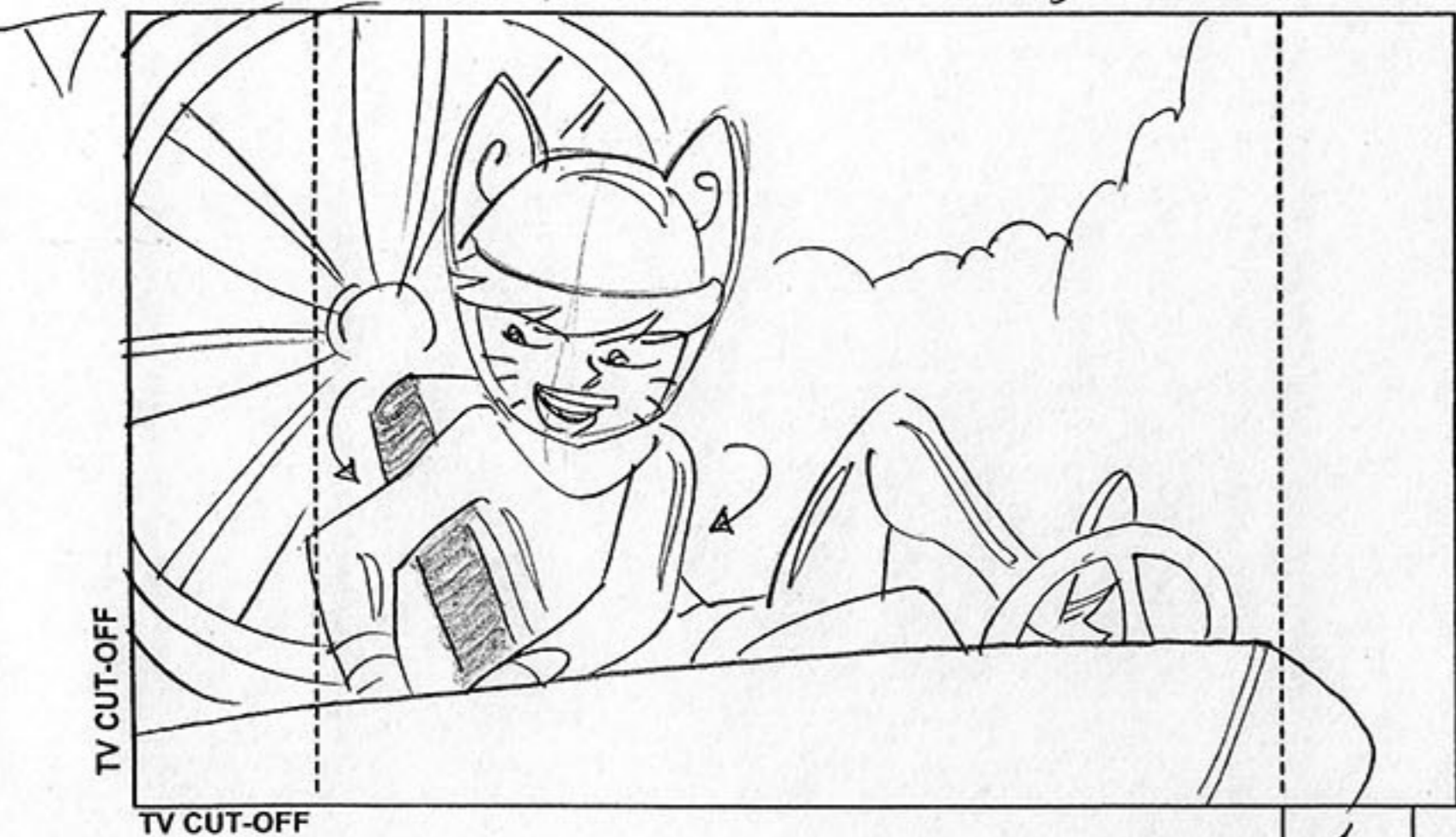
4x

Com  
Dial 144

10

257311

SCENE B70 (MATCH SC. B68) B.G.



PANEL 1

ACTION

Katnappe reaches down...

SCENE B70 B.G.



PANEL 2

... and raises the Lotus Twister

B70

DIAL

KATNAPPE: I find them—

— Purrrrrrfect.

TIMING

6x

Com DIA 145

8k

16 : 9 Widescreen Format

257311