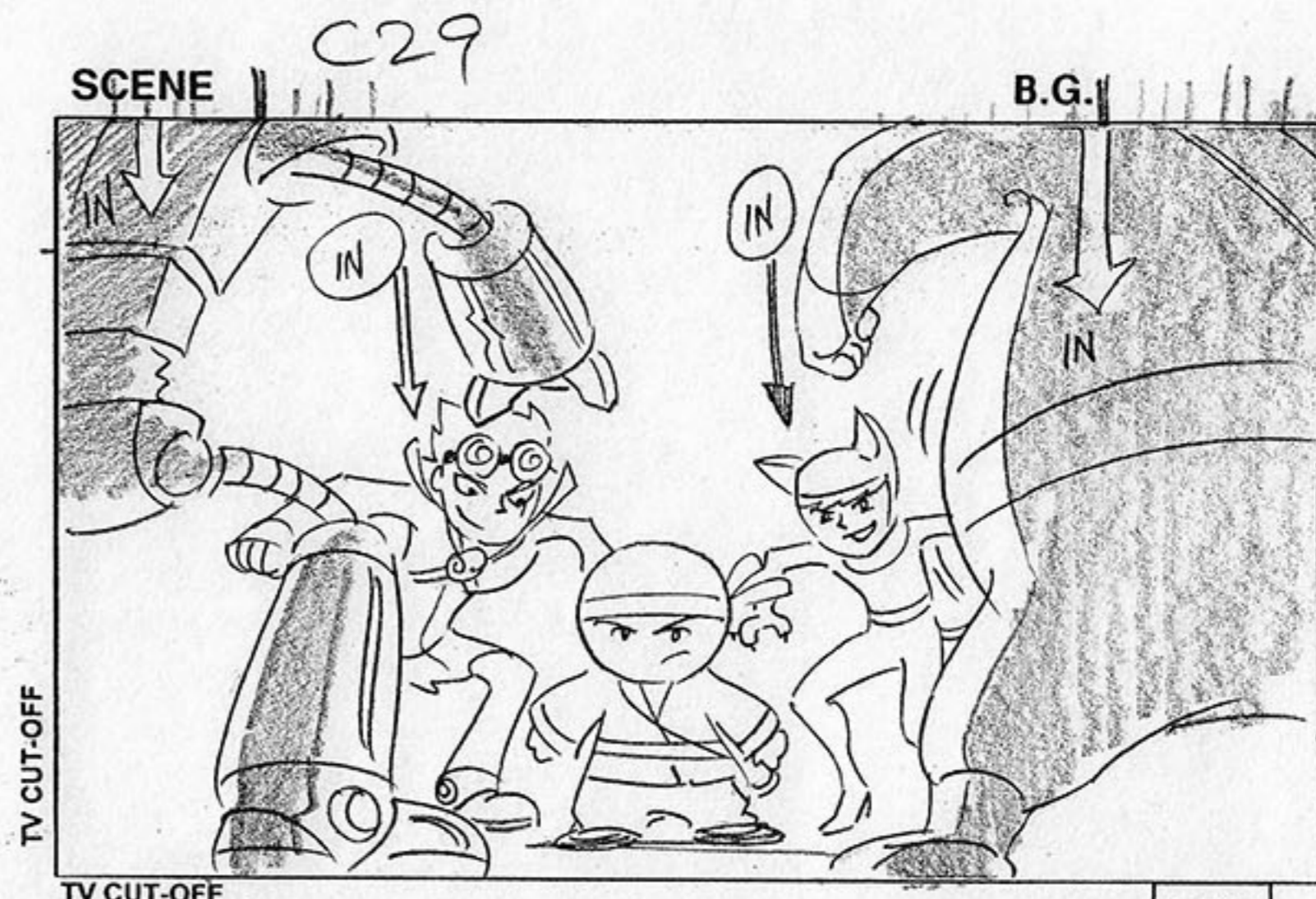
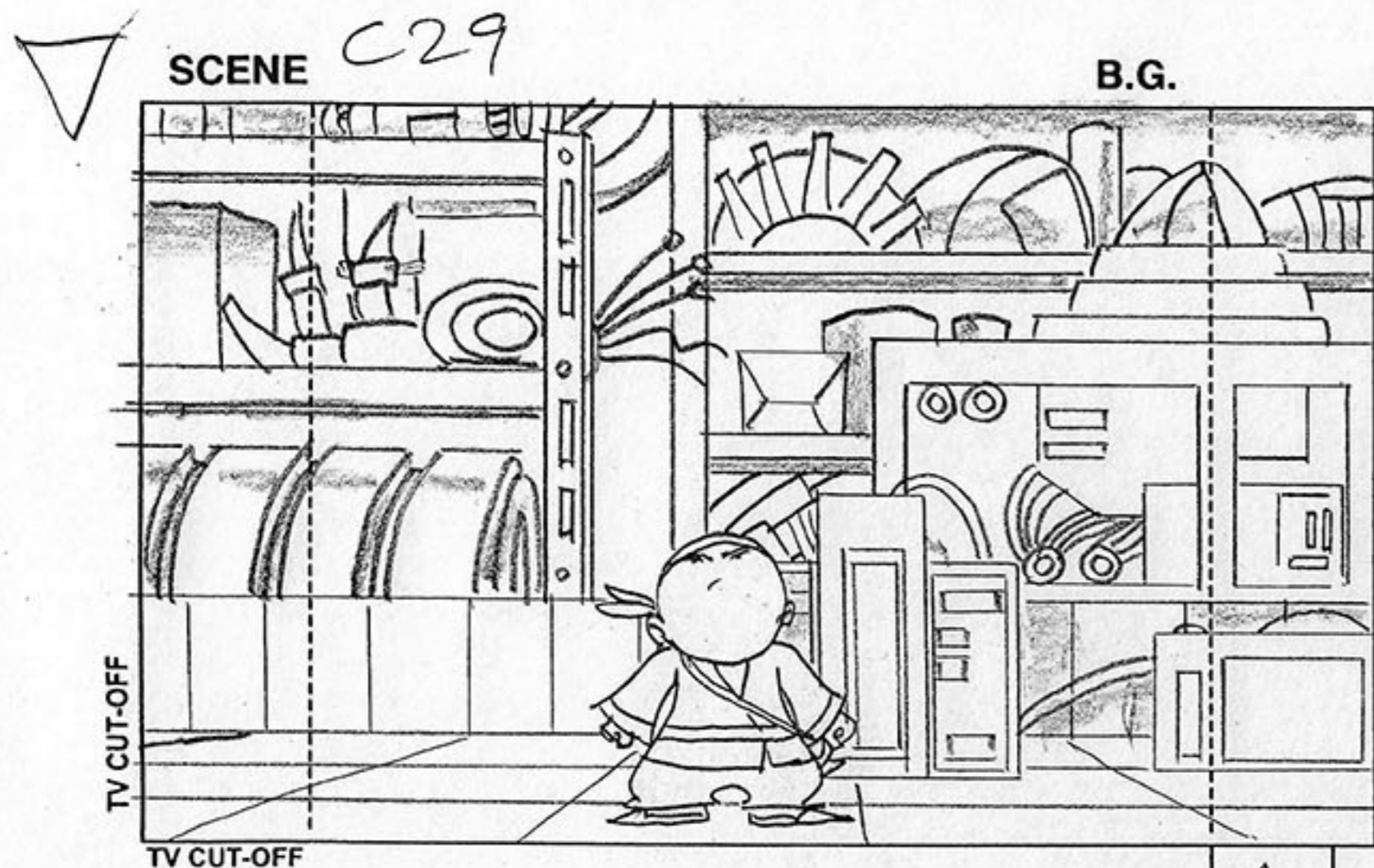


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ACTION

ON OMI, LOOKING UP -

PANEL 1

THE VILLAINS ALL DROP IN AROUND OMI - (TUBBI'S BELLY RIPPLES)

PANEL 2

DIAL

C29

8x

4x

WUYA: [VO]
AH, SO PREDICTABLE --

TIMING

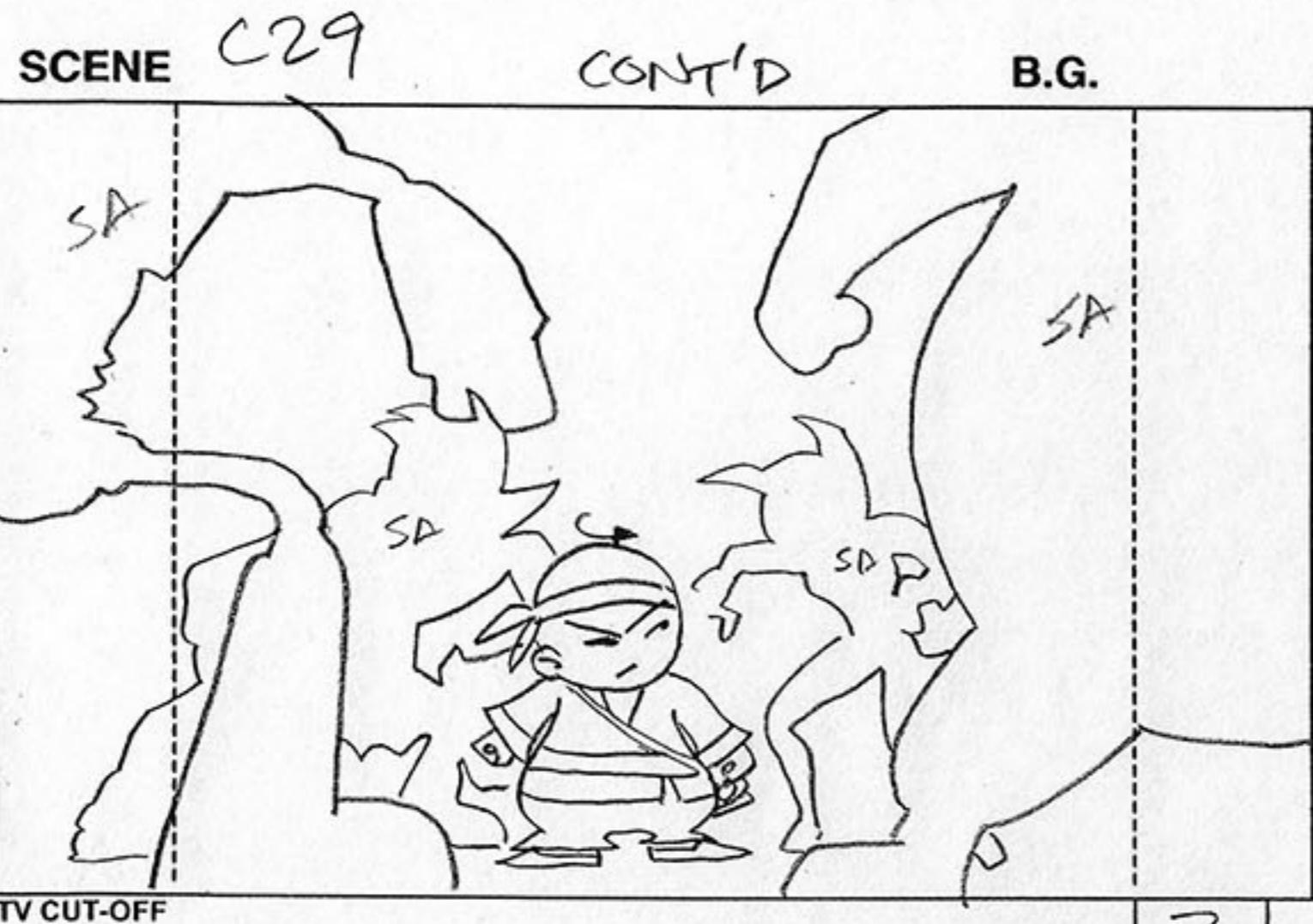
12x

PANEL 178

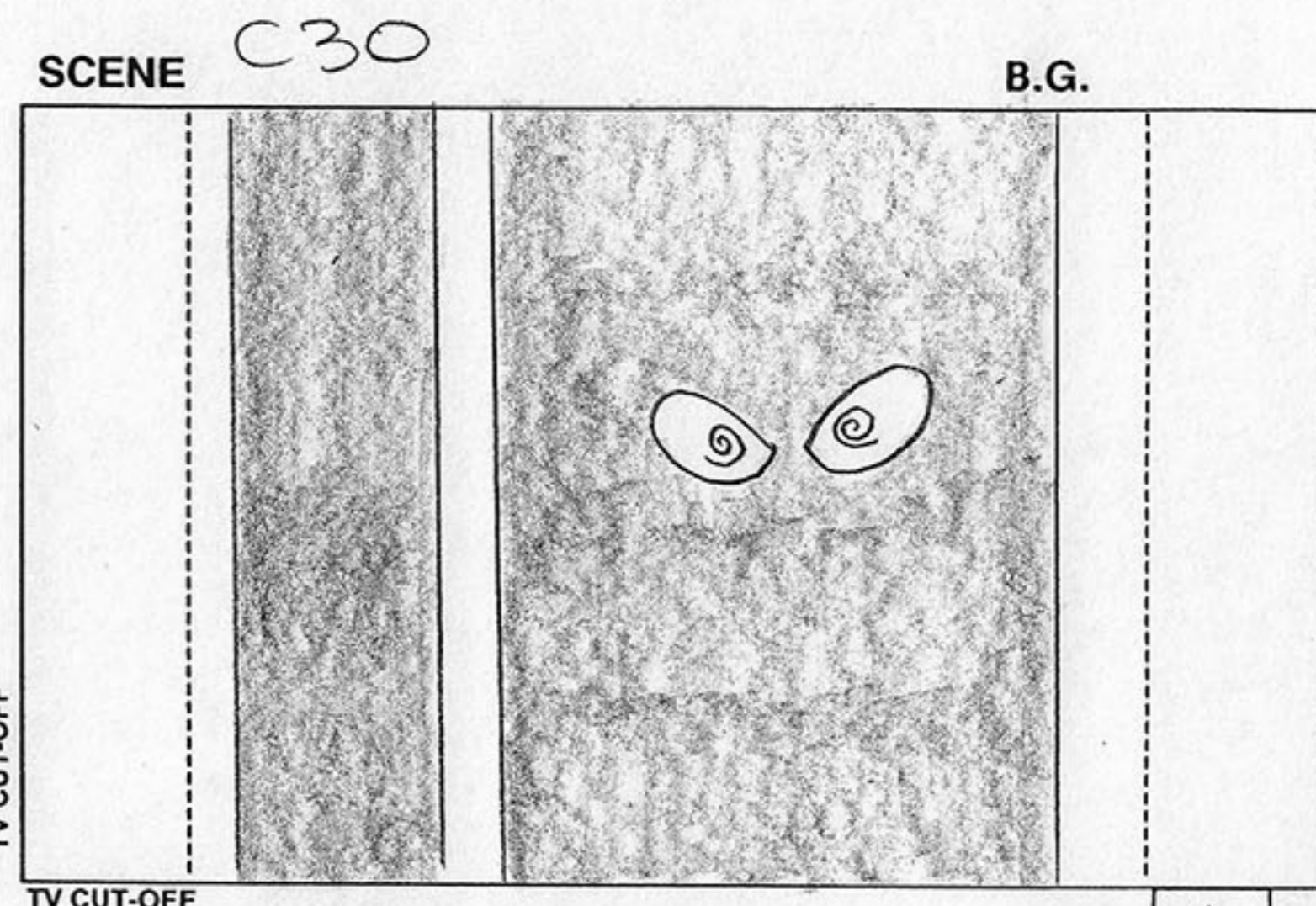
16 : 9 Widescreen Format

257311

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PANEL 3
OMI GLANCES SIDEWAYS-



PANEL 1
ON WUYA'S EYES, IN SHADOW-

ACTION

DIAL

TIMING

14

C30

WUYA: (CONT'D)
THE LITTLE MONK --

4A ← Cont Dial 178

16 : 9 Widescreen Format

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SCENE C30 CONT'D B.G.



TV CUT-OFF

TV CUT-OFF

WUYA FLOATS FWD - INTO ROOM LIGHT
PANEL 2

SCENE C30 B.G.



TV CUT-OFF

TV CUT-OFF

WUYA STOPS, FLOATS - TRUCK OUT TO INCLUDE OM1 -
PANEL 3

ACTION

DIAL

TIMING

WUYA: (CONT'D)
-- COULDN'T RESIST RESCUING HIS PRECIOUS FRIENDS.

T.O.

COM DIM 178

16 : 9 Widescreen Format

257311

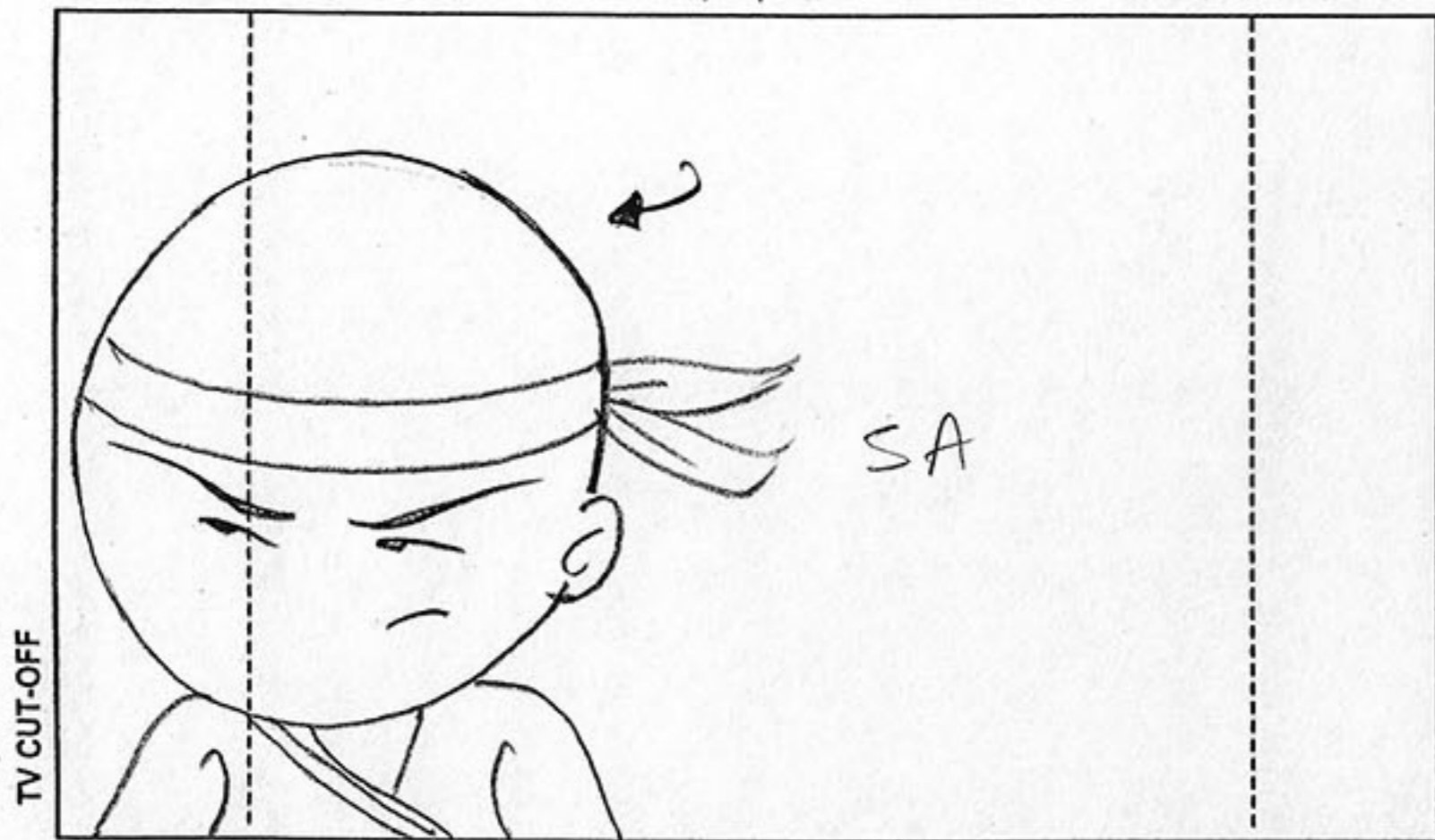
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H/U
▽

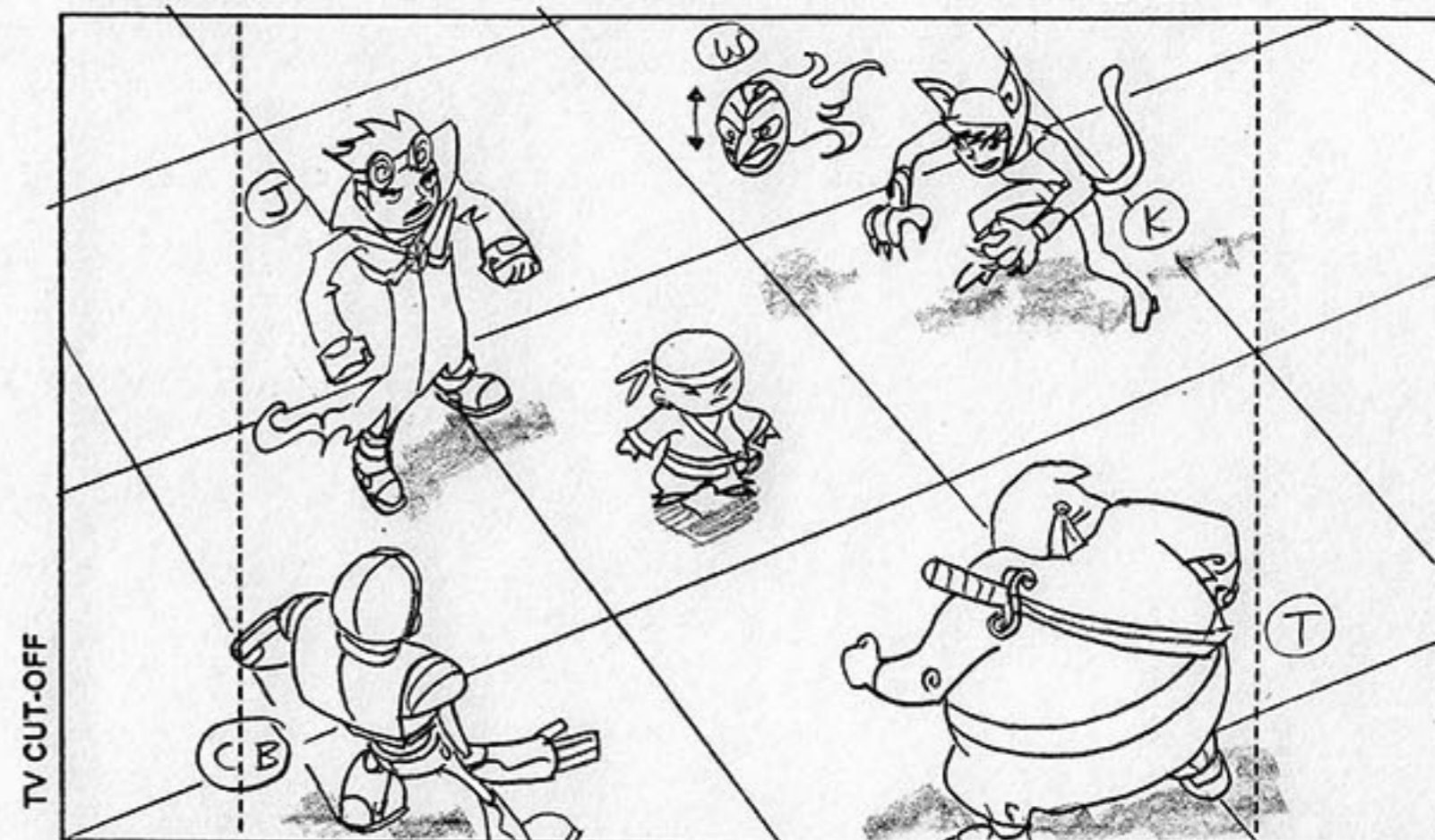
SCENE C30 CONT'D

B.G.



SCENE C31

B.G.



16 : 9 Widescreen Format

ACTION

OMI TURNS / LOOKS SIDEWAYS -

PANEL

4

DESIGN NOTE: FLOOR PANELS SHOULD BE STAGGERED LIKE THIS

GROUP OF VILLAINS SURROUND OMI

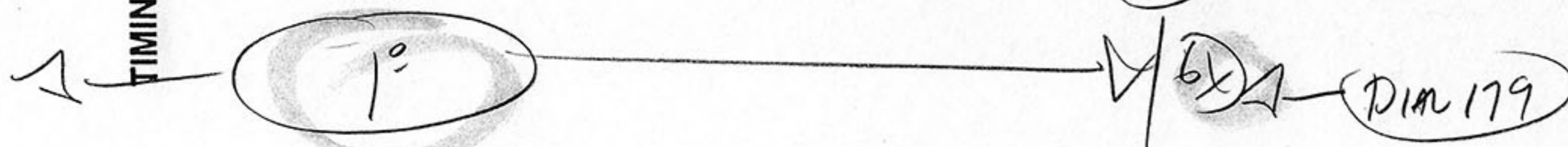
PANEL

1

DIAL

JACK:
Y'KNOW, THIS TRAP WOULD NEVER HAVE WORKED --

TIMING



257311

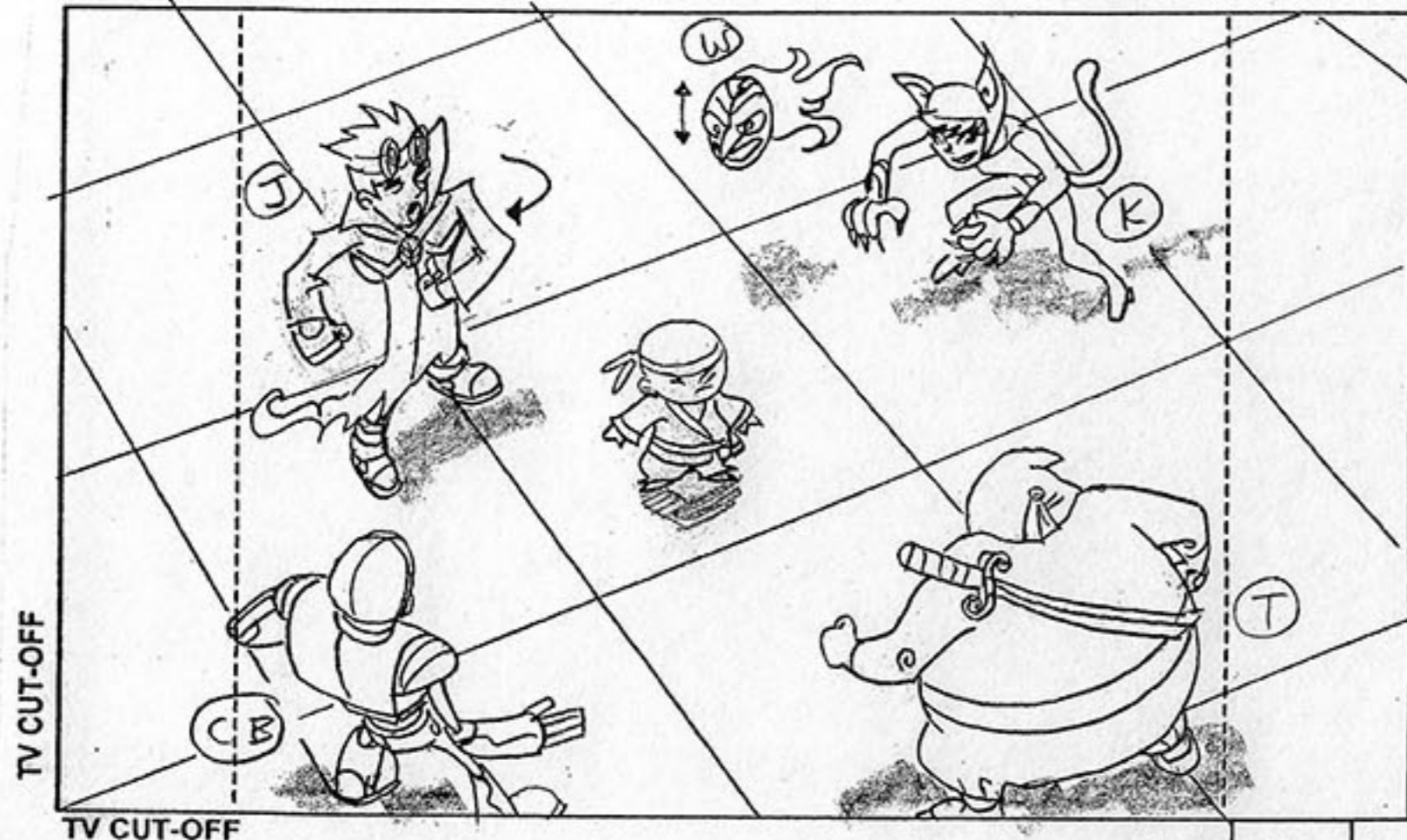


XIAOLIN SHOWDOWN

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SCENE C31 CONT'D B.G.

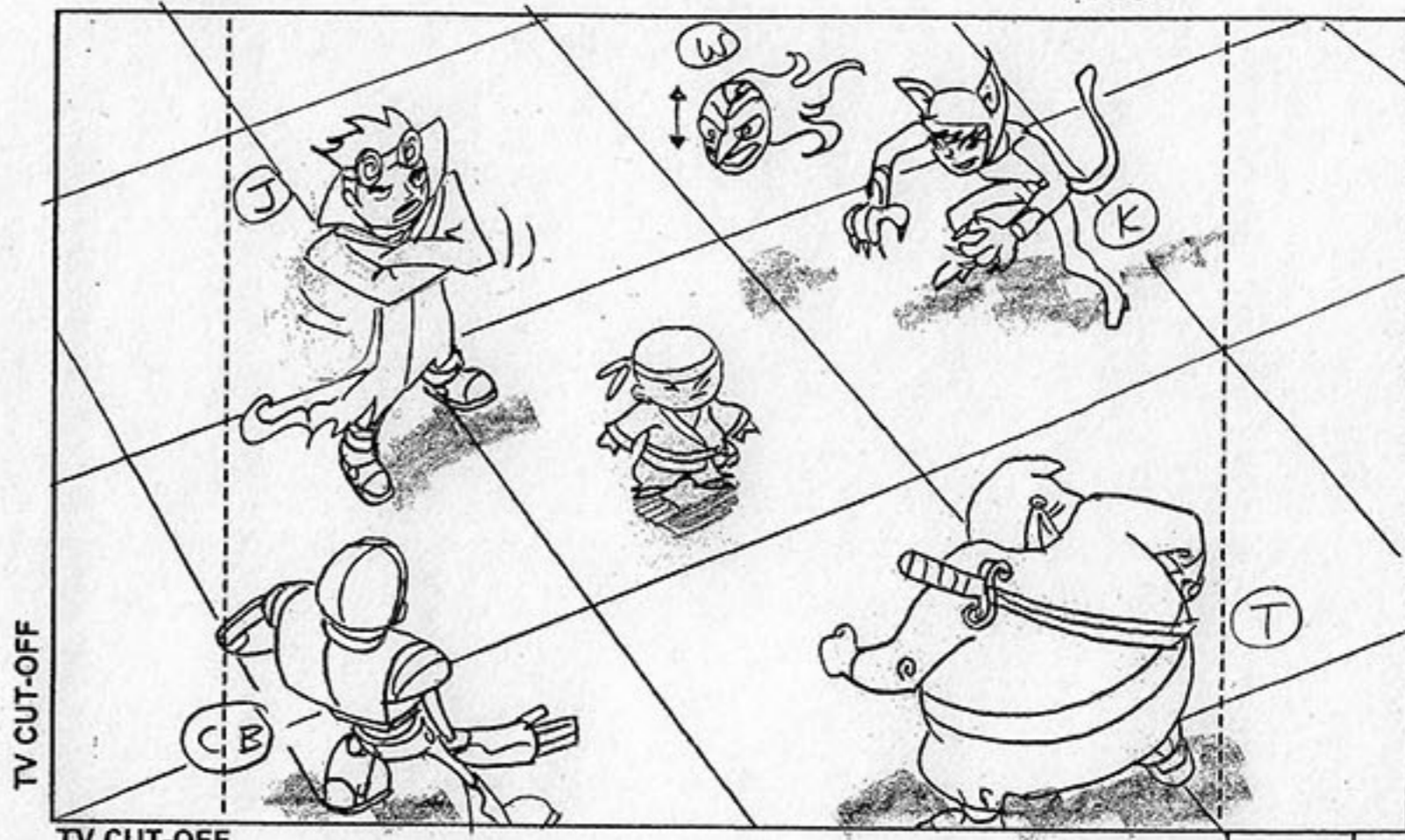


PANEL 2

ACTION

JACK ARROGANTLY POINTS TO HIMSELF -

SCENE C31 B.G.



PANEL 3

DIAL

TIMING

JACK GROSSES HIS ARMS -

JACK: (CONT'D)
-- IF I HADN'T LOST MY
XIAOLIN SHOWDOWN

IN THE FIRST PLACE!

Cont Dia 179

16 : 9 Widescreen Format

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(Signature)

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SCENE C32

B.G.



PANEL 1

SCENE C32

B.G.



PANEL 2

ACTION

Everyone looks at Jack

Everyone blinks in unison

DIAL

C32 12x

(87)

TIMING

212

16 : 9 Widescreen Format

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SCENE C32

B.G.



PANEL 3

SCENE C33

B.G.



ON JACK -

PANEL 1

ACTION
DIAL
TIMING

They continue looking at Jack

18

JACK =
WAIT ... THAT --

(C33)

6x → ALT. DIAL 179

16 : 9 Widescreen Format

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SCENE C33 CONT'D

B.G.



PANEL 2

ACTION

JACK SHIFTS GAZE -
RAISES HAND -

DIAL

JACK: (CONT'D)
... DIDN'T COME OUT RIGHT.

TIMING

CONT. ANT. DIA 179

SCENE C33

B.G.



TV CUT-OFF

PANEL 3

JACK TURNS AS WUYA FLOATS IN

WUYA:
SOON WE WILL HAVE ALL FOUR OF --

16 : 9 Widescreen Format

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SCENE C33 CONT'D B.G.



SCENE C33 B.G.



ACTION

JACK WATCHES AS WUYA TURNS -

PANEL 4

DIAL

WUYA: (CONT'D)
... THE CHOSEN ONES OUT OF THE WAY!

TIMING

COM DIAL 180

(6X) (DIAL 181)

JACK TURNS / RAISES ARM -
WUYA FLOATS -

PANEL 5

JACK:
AND THE REST OF THE
SHEN GONG WU WILL BE --

16 : 9 Widescreen Format

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PAGE C63

SCENE C33 CONT'D

B.G.



ACTION

Jack's finger moves toward his nose

DIAL

— Easy pickin's !

TIMING

Cont Dial 181

(12x)

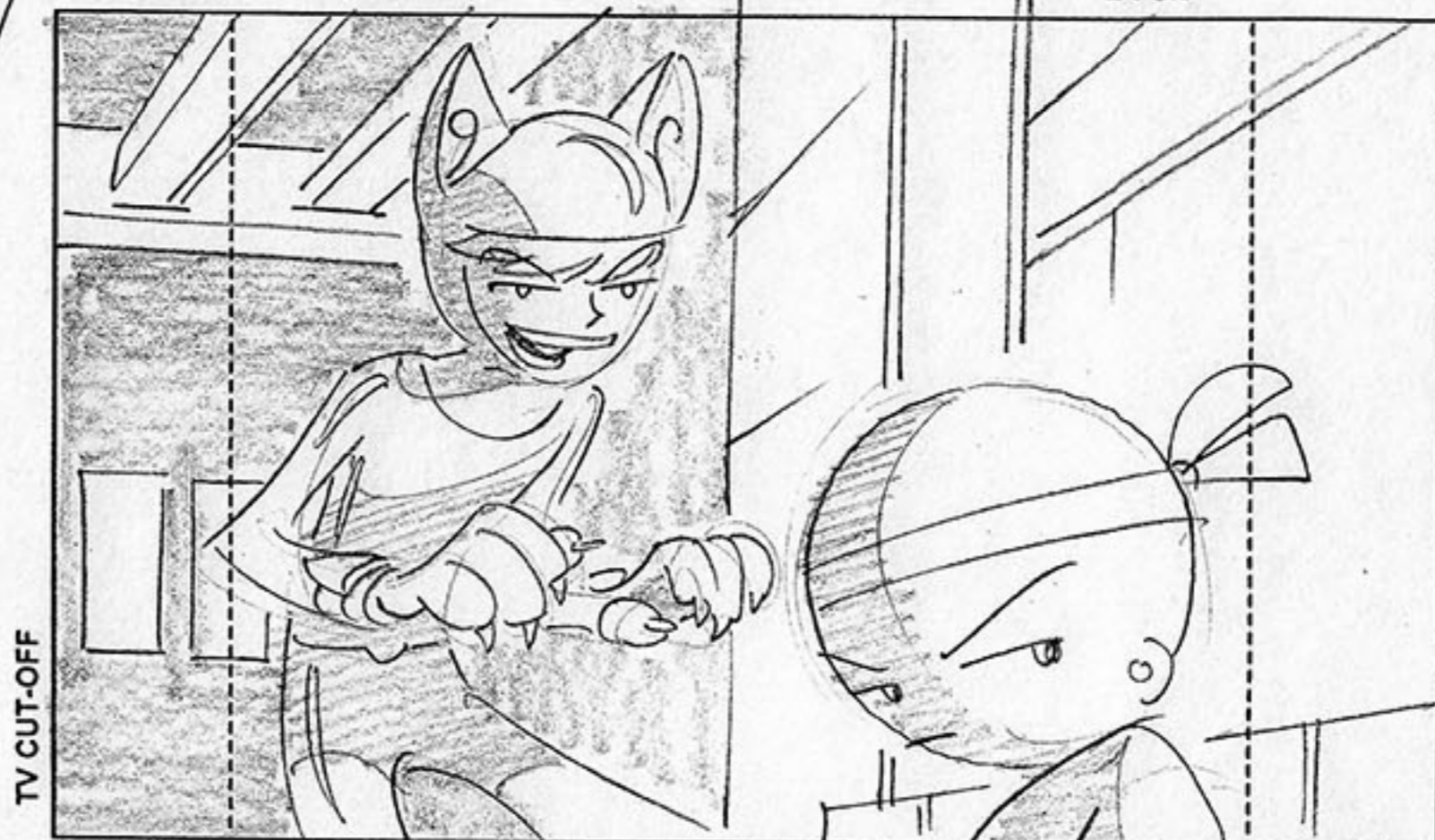
(6x)

(DIAL 182)

(6x)

SCENE C33A

B.G.



On Katnappe & Omi

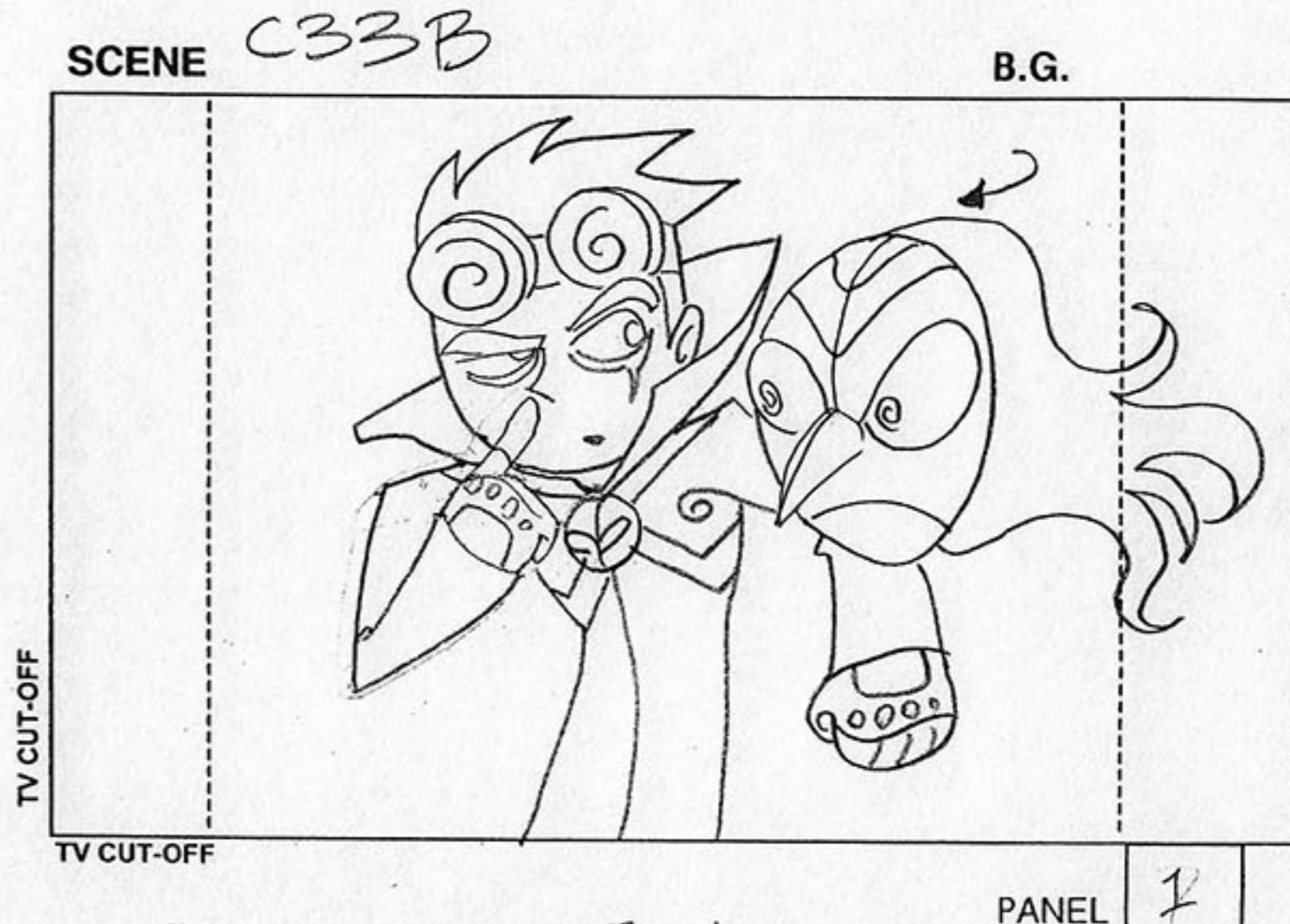
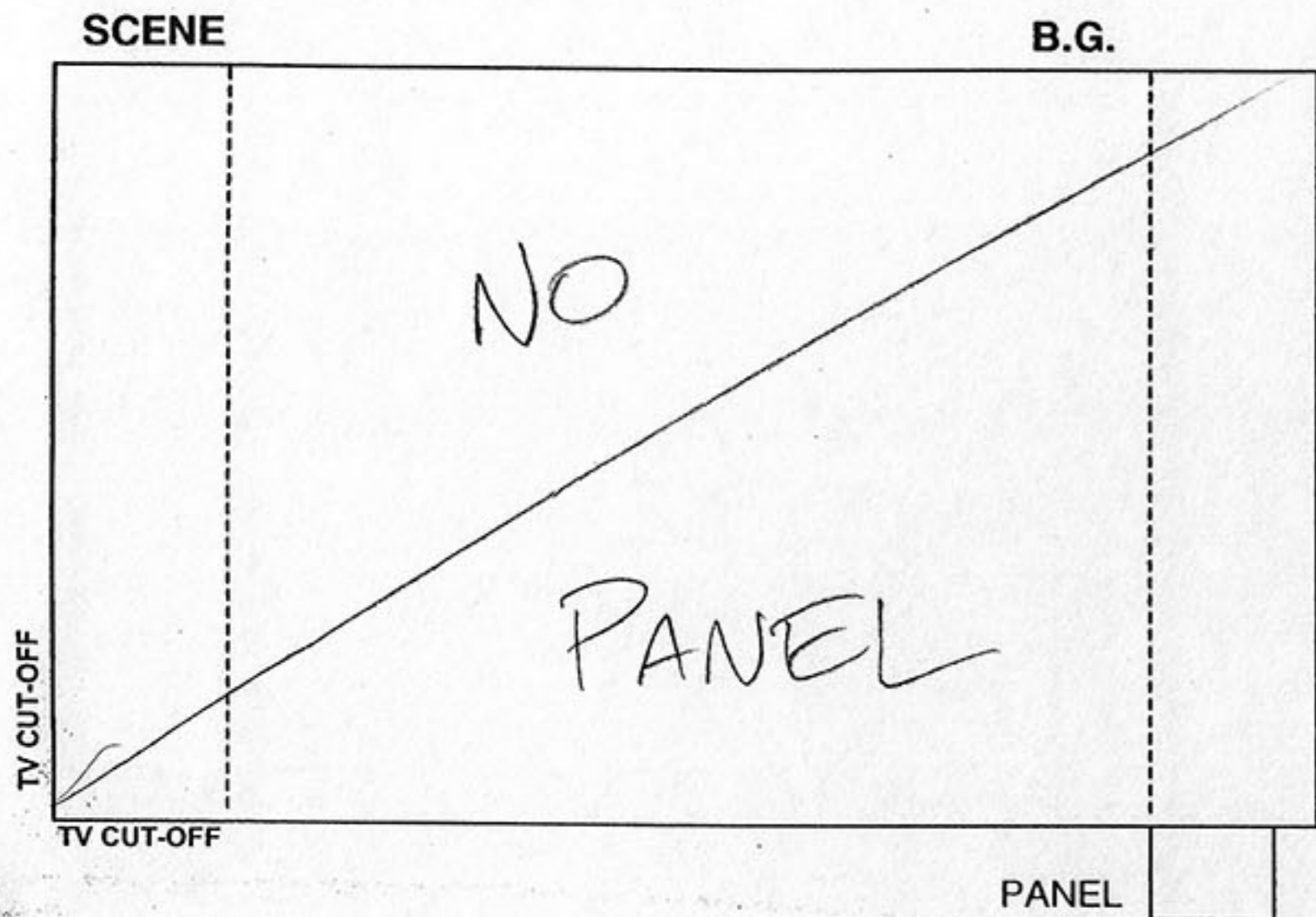
KATNAPPE : Even for Jack!

16 : 9 Widescreen Format

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JACK GLANCES AT WUYA,
WHO TURNS/LOOKS AT HIM -

ACTION

DIAL

TIMING

C33B

18

ye

16 : 9 Widescreen Format

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PAGE C65

SCENE C33B CONT'D

B.G.



TV CUT-OFF

PANEL 2

ACTION

JACK SHIFTS HIS GAZE TO HIS FINGER AT HIS NOSE -

DIAL

14

TIMING

SCENE C33B

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 3

JACK QUICKLY TAKES AN AWKWARD FIGHT STANCE -

14

16 : 9 Widescreen Format

257311



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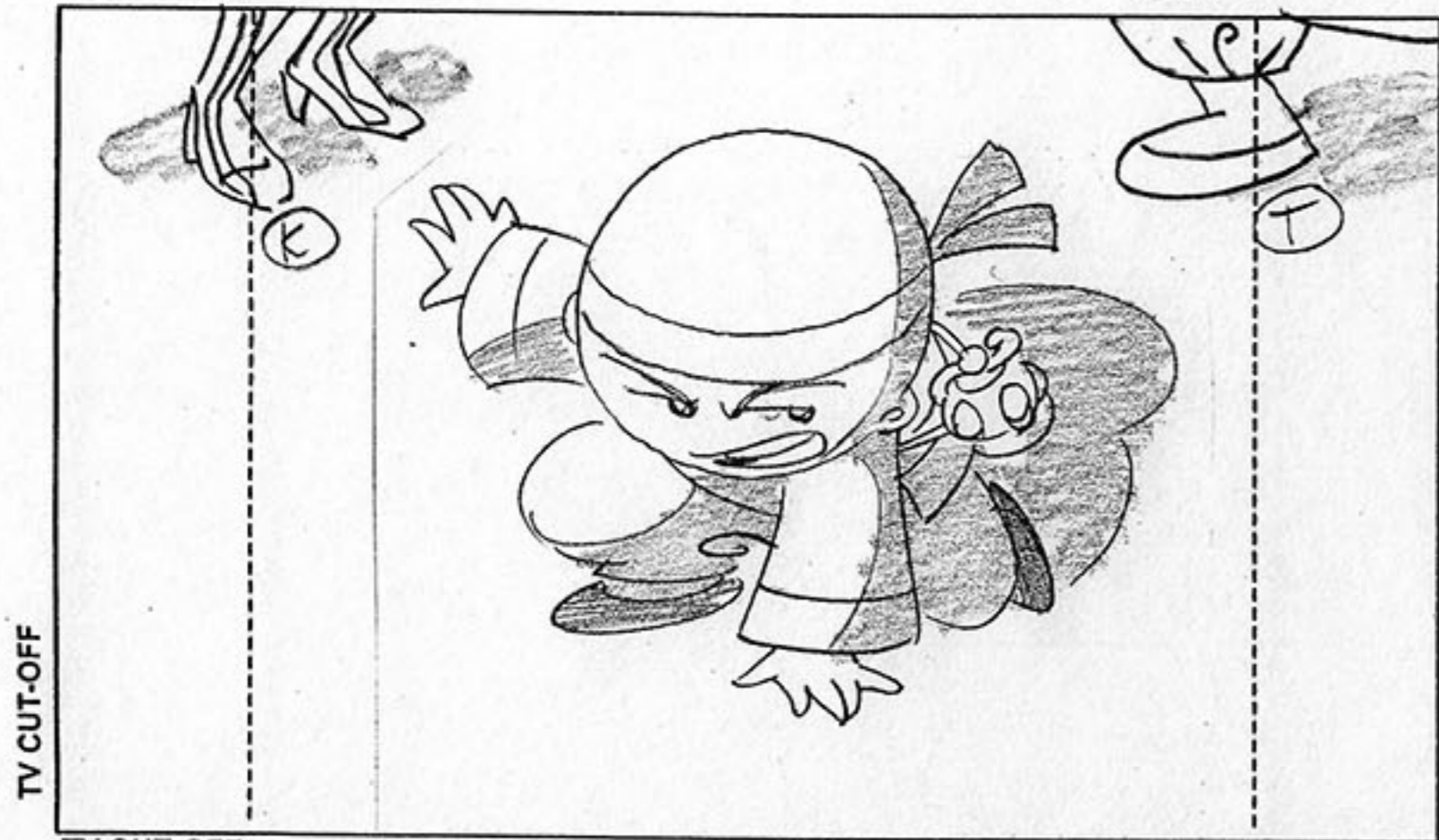
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PAGE C66



SCENE C34

B.G.



TV CUT-OFF

TV CUT-OFF

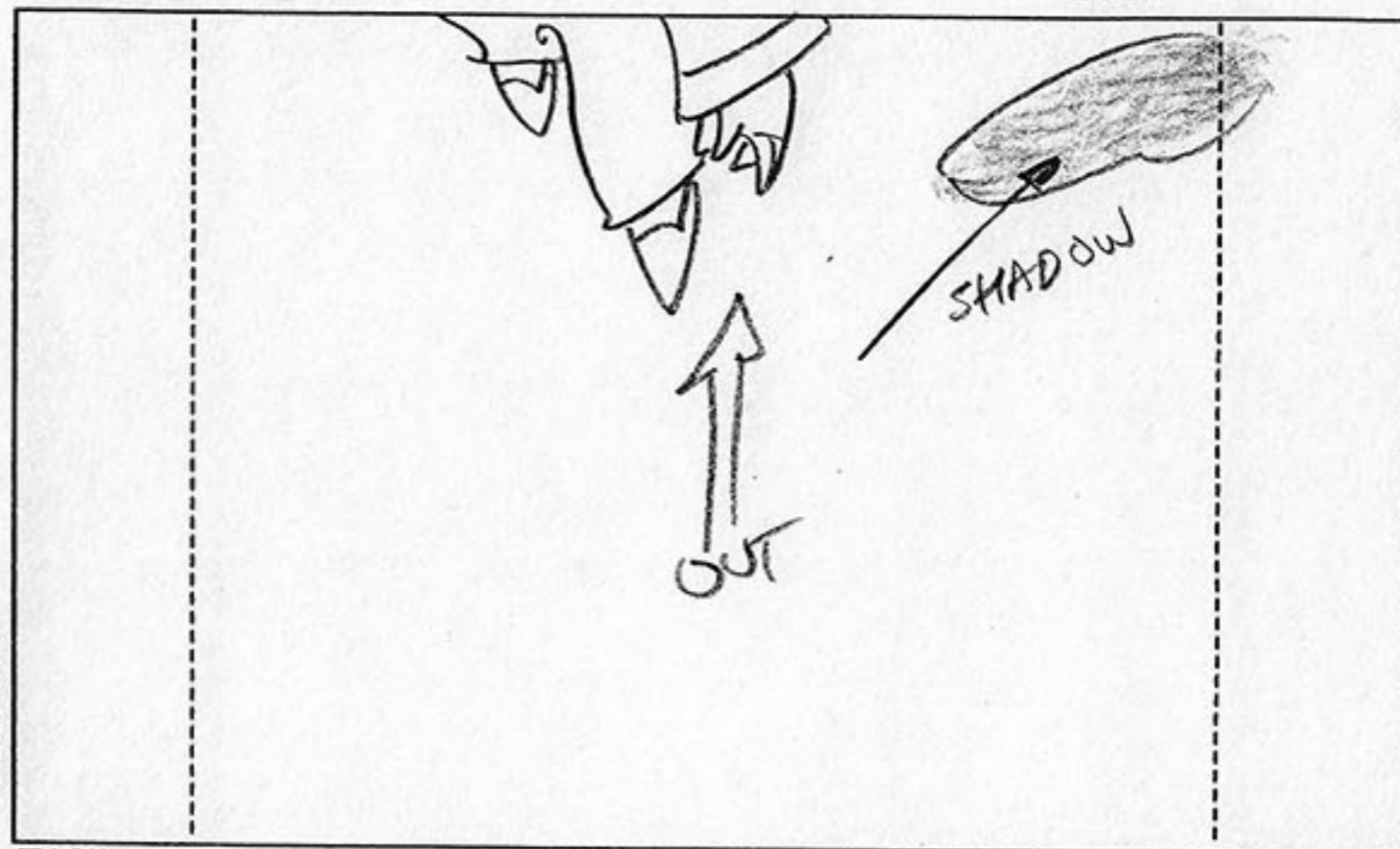
OMI ANTICS -

PANEL

1

SCENE C34

B.G.



TV CUT-OFF

TV CUT-OFF

OMI LEAPS UP O/S

PANEL

2

ACTION

DIAL

OMI:
THE WEAK TALK!

8x

TIMING

4x

Dir 183

312

16 : 9 Widescreen Format

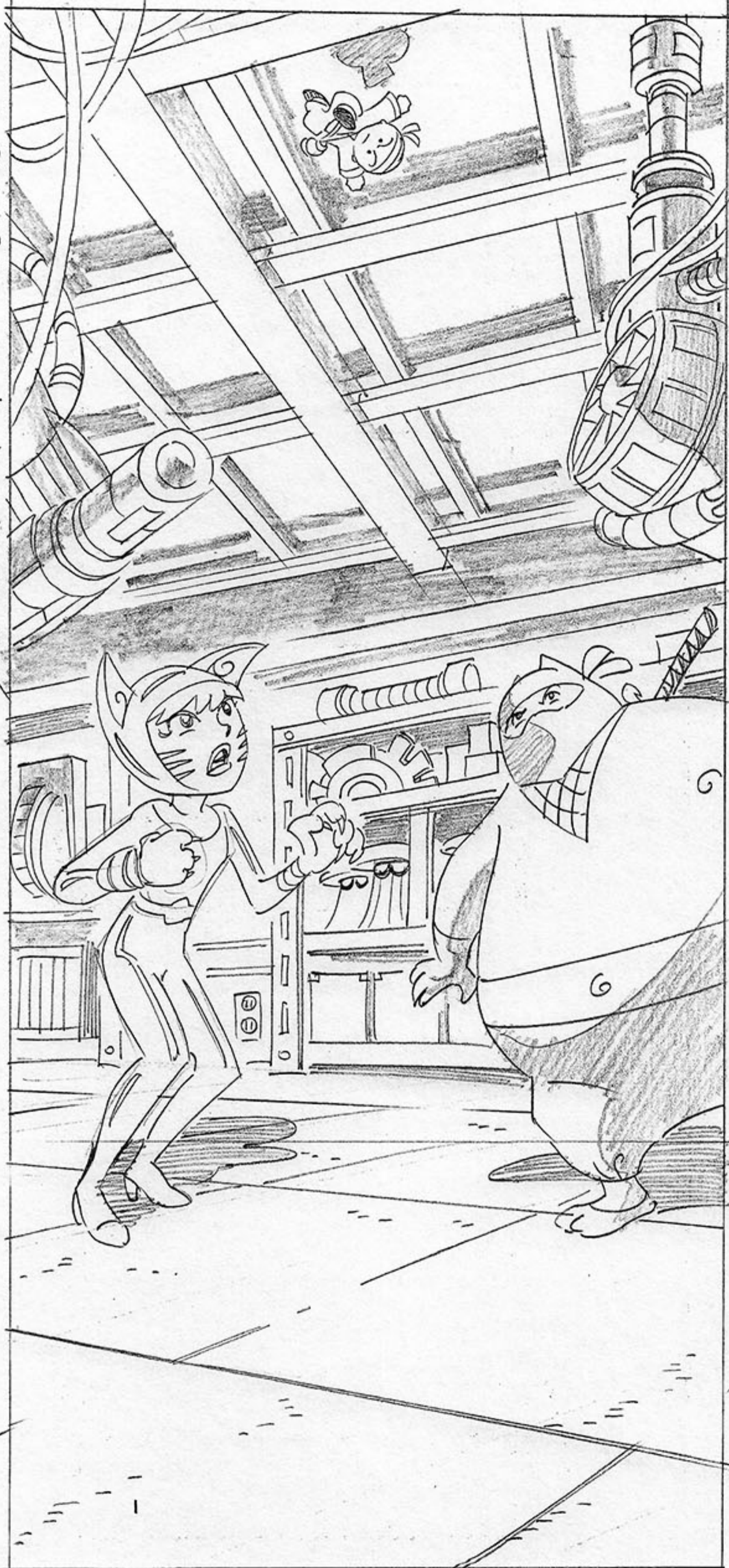
257311

MDIU
8x

2a

Sc. C34 / Panel 3

VENT PAN 136
↑
NOW STOP PAN
16x



↑
PAN

FAST
PAN UP
past
Katnappe
& Tubbimura
to see Omi
hovering
near the
ceiling
page
167

257311



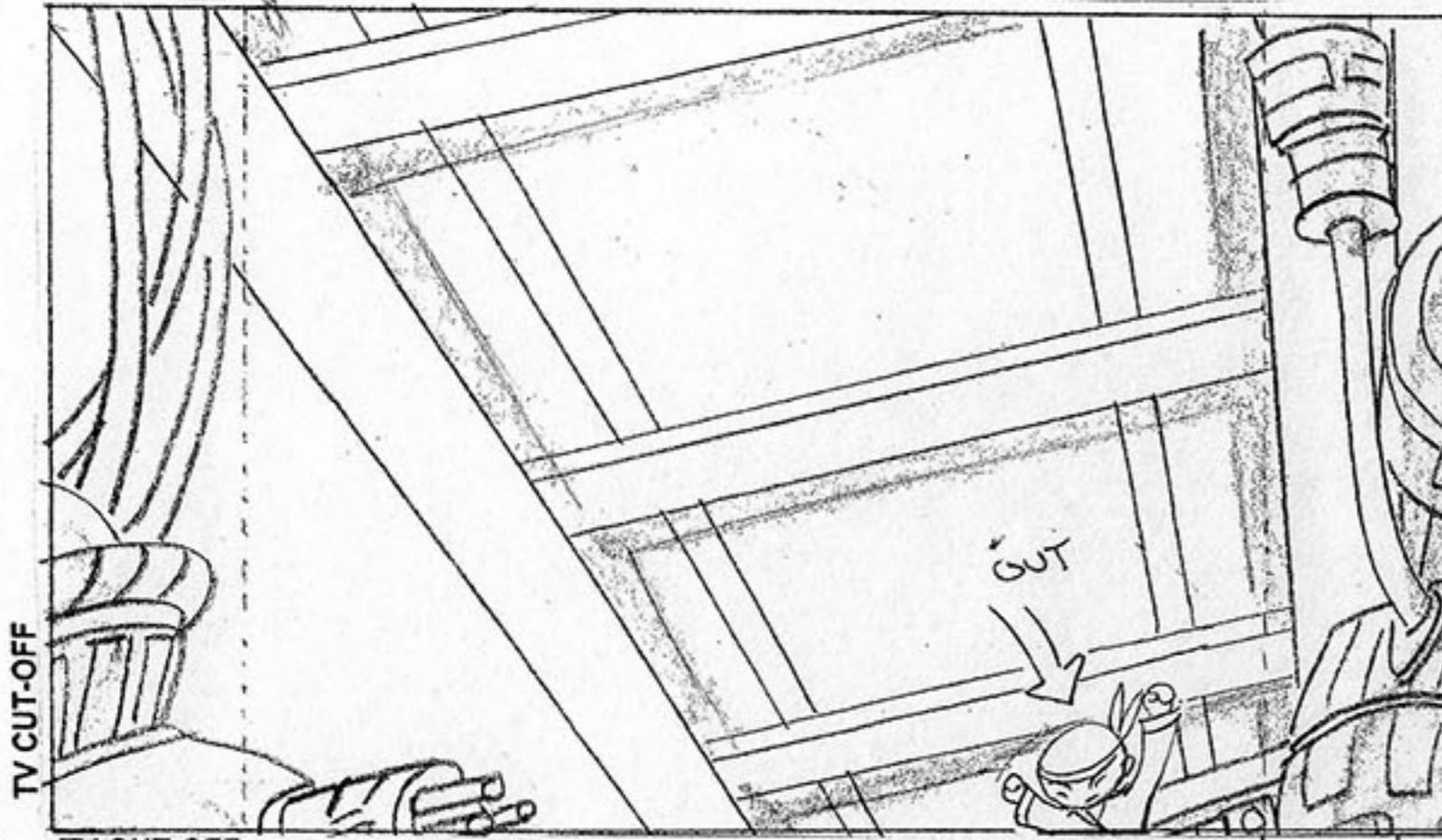
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SCENE C34 CONT'D

B.G.



PANEL 4

OMI LEAPS O/S

ACTION

DIAL

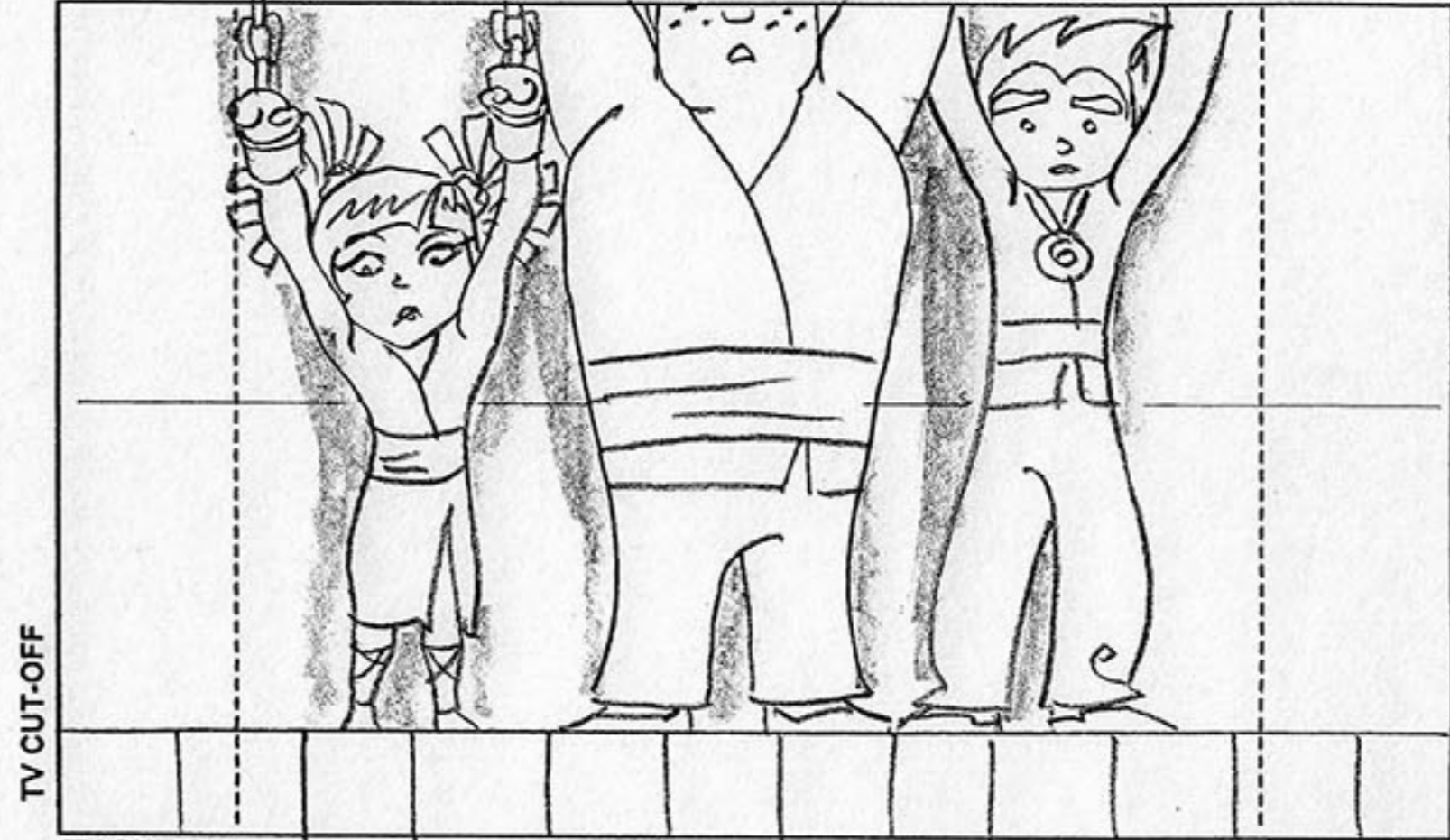
12x

TIMING



SCENE C35

B.G.



PANEL 1

BG - KIMIKO, CLAY AND RAMUNDO SHACKLED TO WALL -

NOTE: KIMIKO'S HAIR IS OFF-MODEL

C35

12x

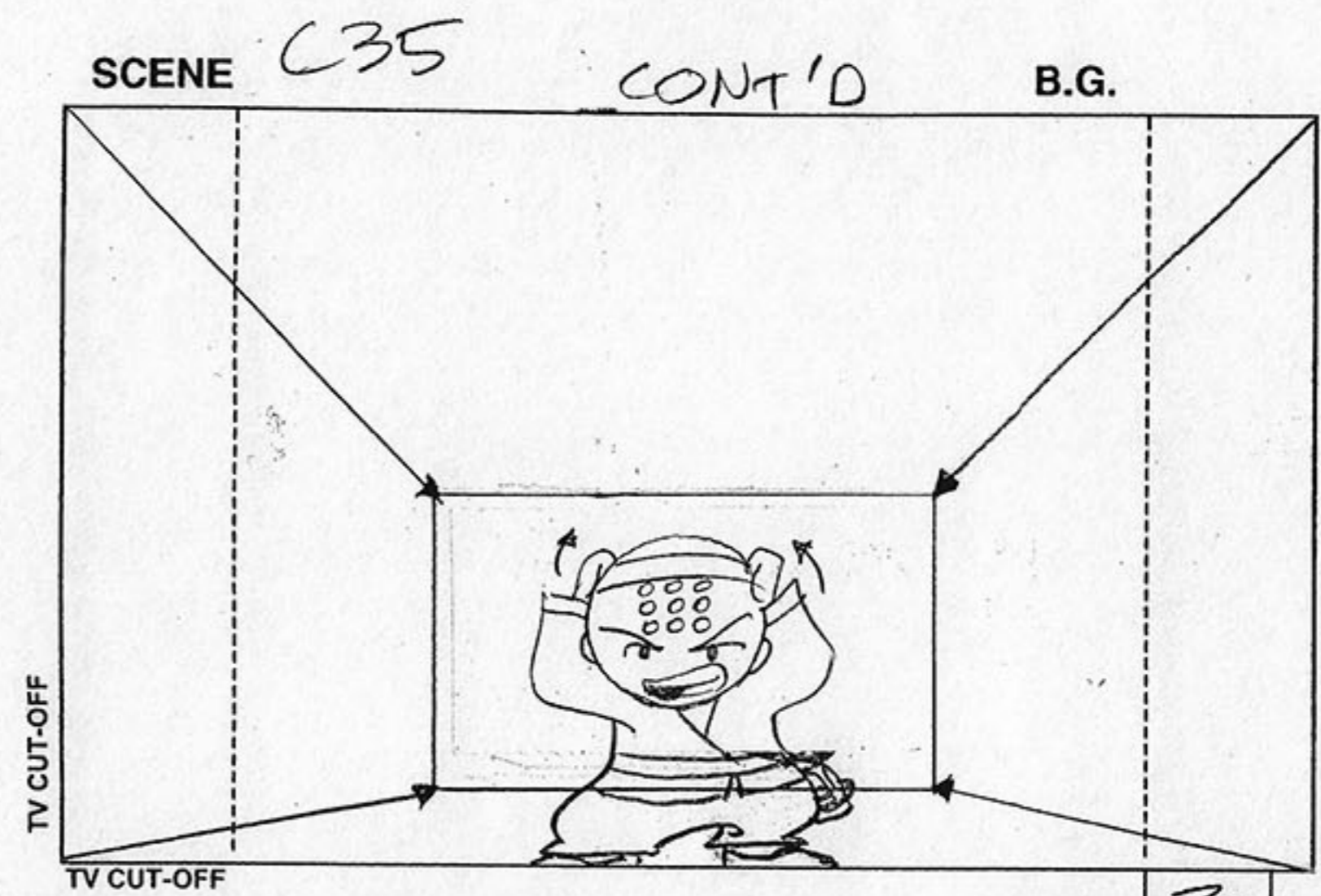
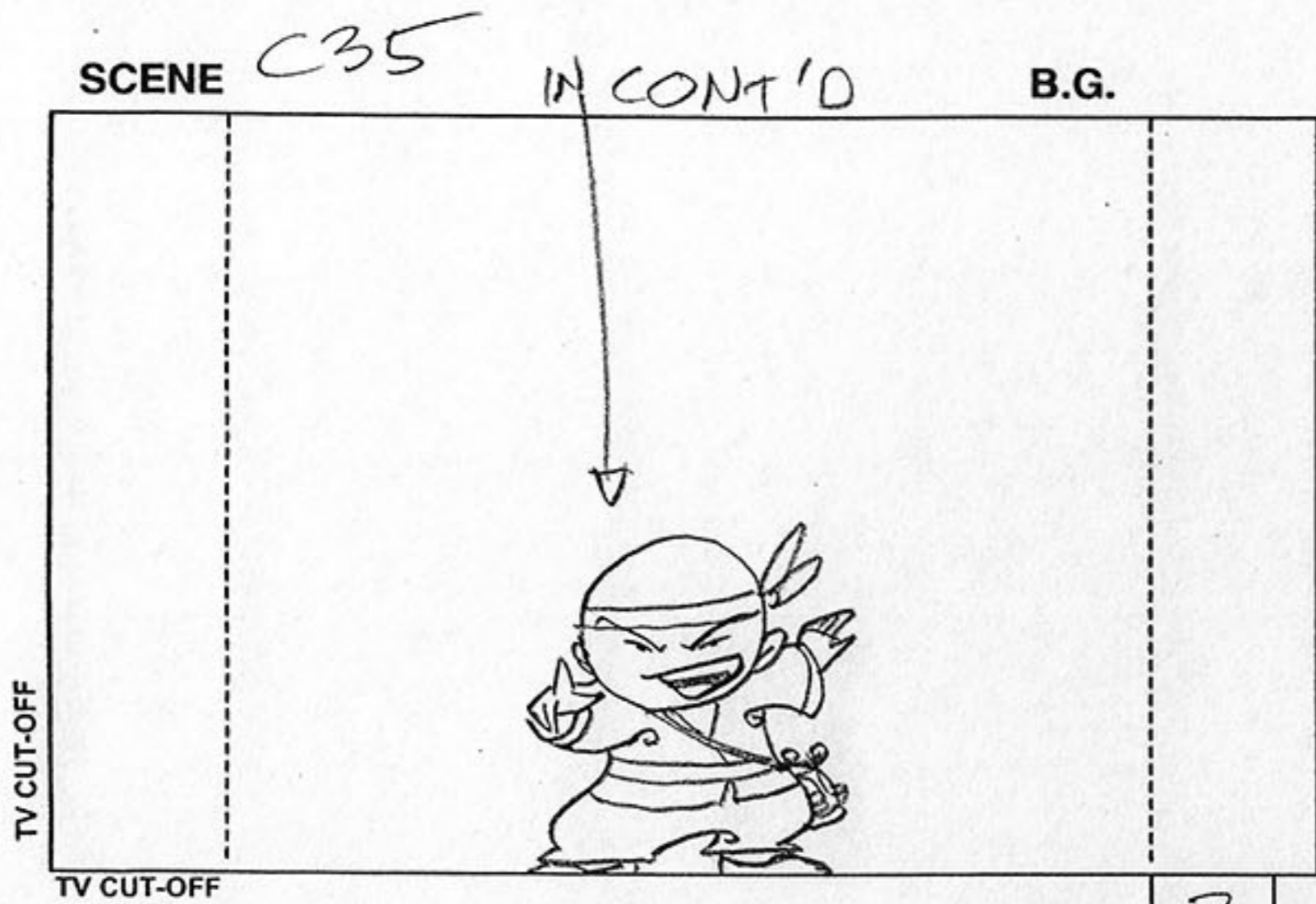
12x

16 : 9 Widescreen Format

25731.1

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16 : 9 Widescreen Format

ACTION
 DIAL
 TIMING

F.G. - (IN) DROPS OMI -

COMPOSITE
 FG + BG LAYERS -

ZOOM IN ON OMI (FG)
 AS HE LIFTS HEADBAND & DOTS FADE ON

Omi :
 THE STRONG ----

Omi : (CONT'D)
 --- TAKE ACTION!

TRUCK IN ON OMI
 TRUCK OUT ON KIMS PNL 4

Com Dia 183

12x

257311



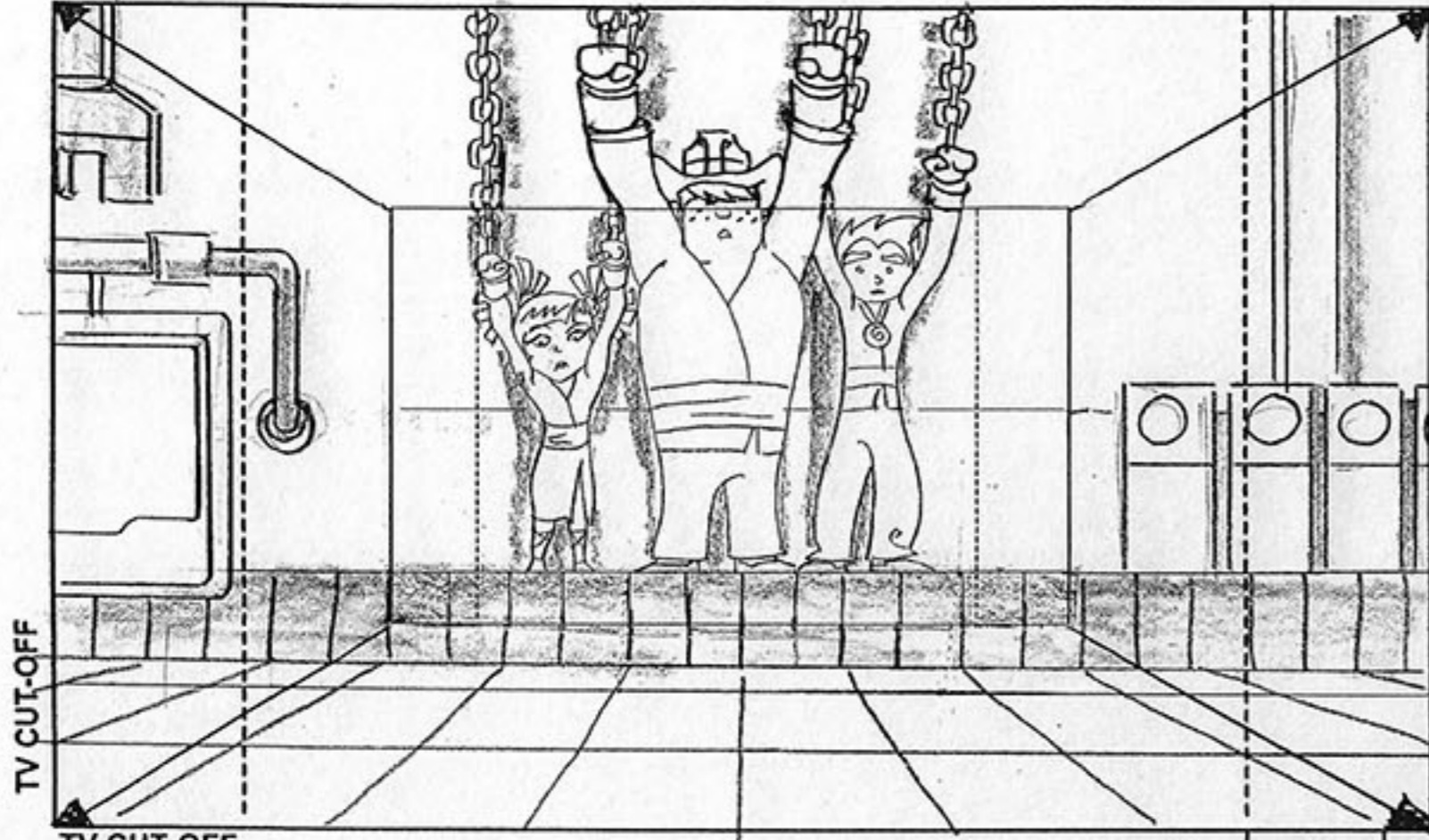
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SCENE C35 CONT'D

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

4

ACTION

ZOOM OUT ON KIMIKO
CLAY & RAMUNDO (B.G.)
(Simultaneous with truck-in on Omi)

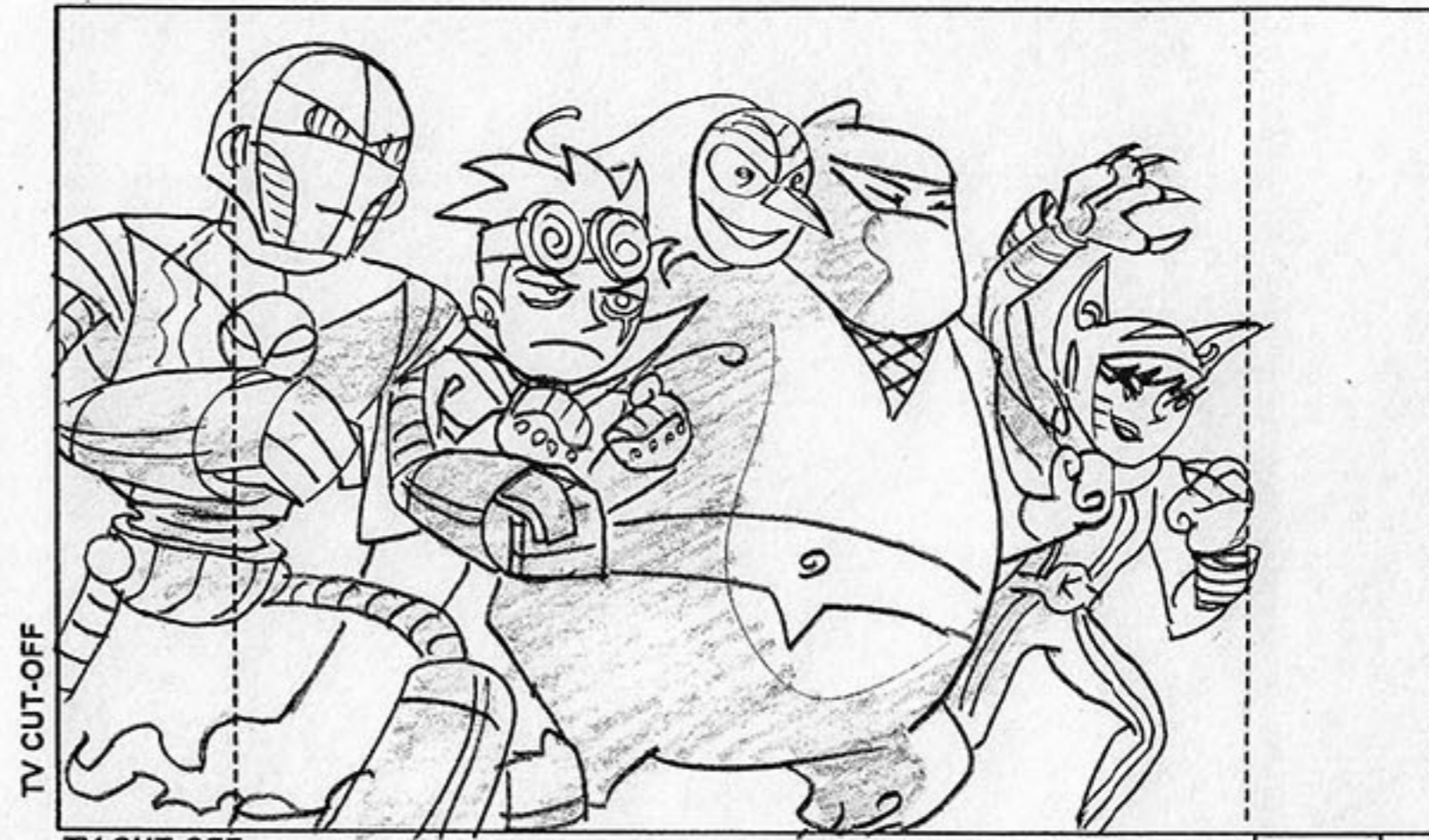
DIAL

TIMING



SCENE C36

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

4

ON VILLAINS - LINED
UP TO ATTACK

C36

WUYA:

YES, AND SO WE SHALL!

6x → (1/2/1/8/4)

16 : 9 Widescreen Format

257311



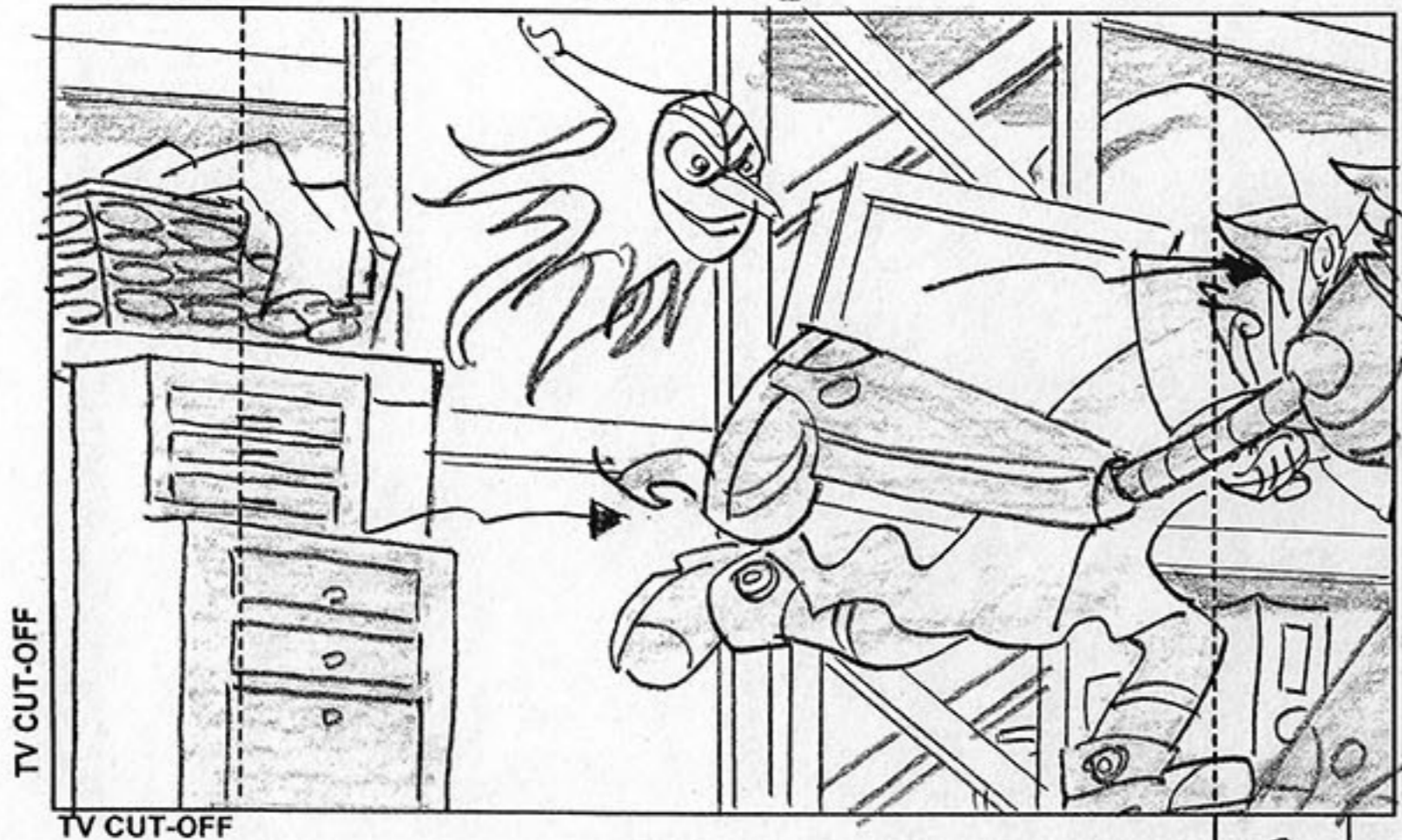
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PAGE C21

SCENE C36 CONT'D B.G.



PANEL 2

ACTION

GROUP CHARGES FWD -
Wuya's tendrils stiffen and stick
out on her line

DIAL

WUYA:
ATTACK!

TIMING

Com DIA 184

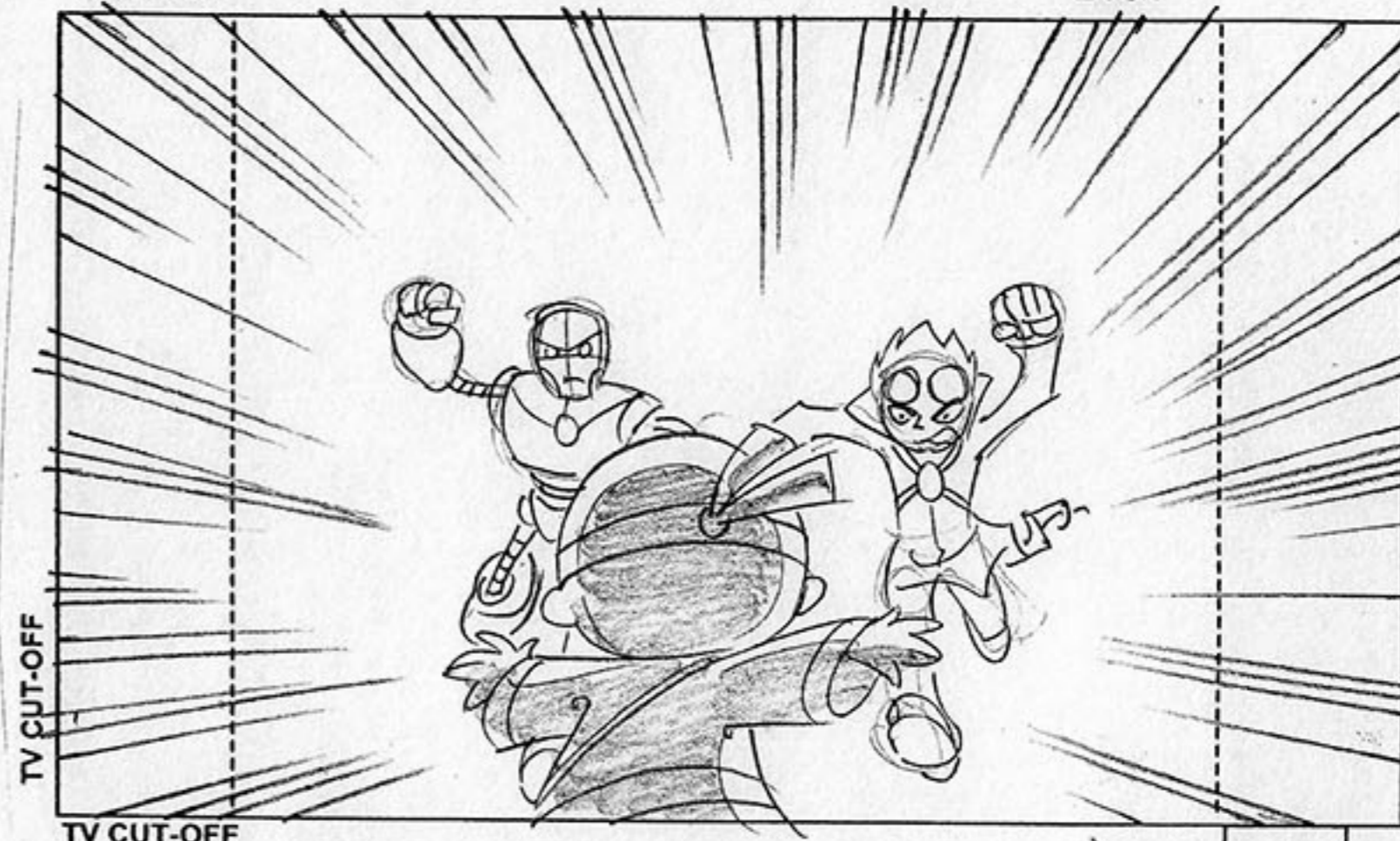
8x

1

JACK
DIAL 185

H/U
▽

SCENE C37 B.G.



PANEL 1

CHAMELEON BOT & JACK SPICER
CHARGE AT OMI -
SPEED BLUR BG

(C37)

JACK! Hi!

16 : 9 Widescreen Format

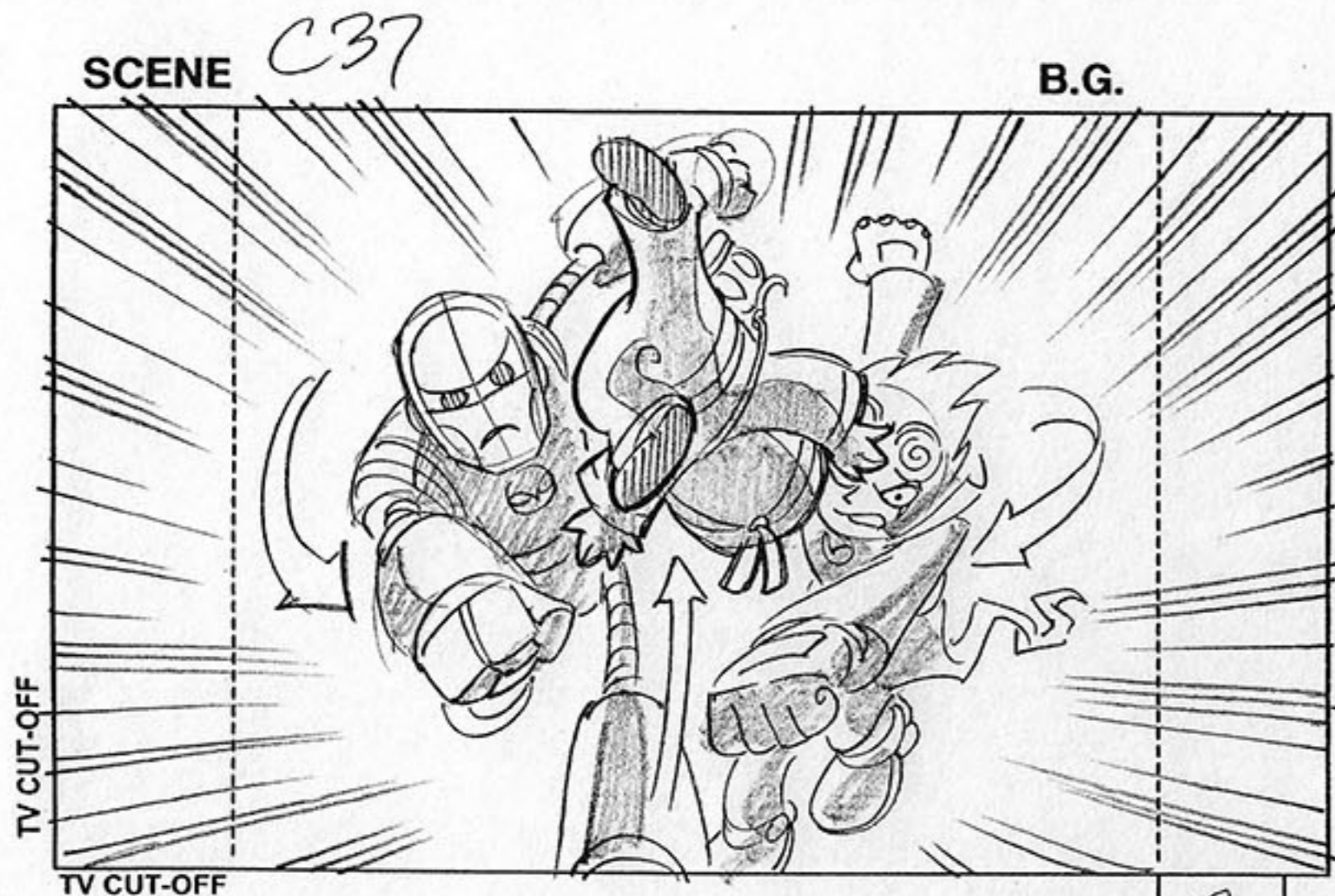
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PANEL 2

ACTION

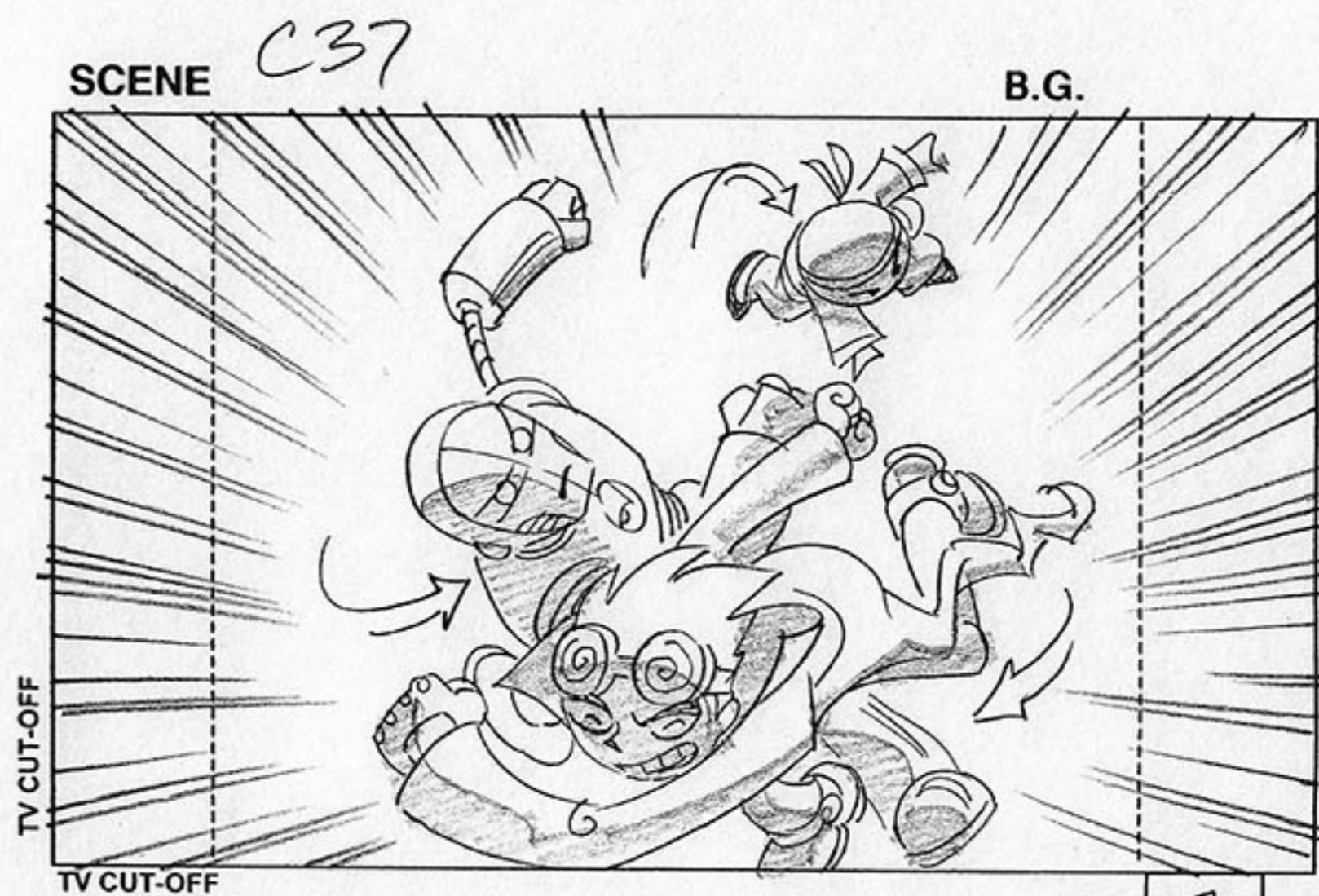
Omi leaps up, avoiding their punches

DIAL

Jack: Hiii

TIMING

CONDIM 185



PANEL 3

They collide as they fall forward

Jack: -Yaa!

16 : 9 Widescreen Format

18252

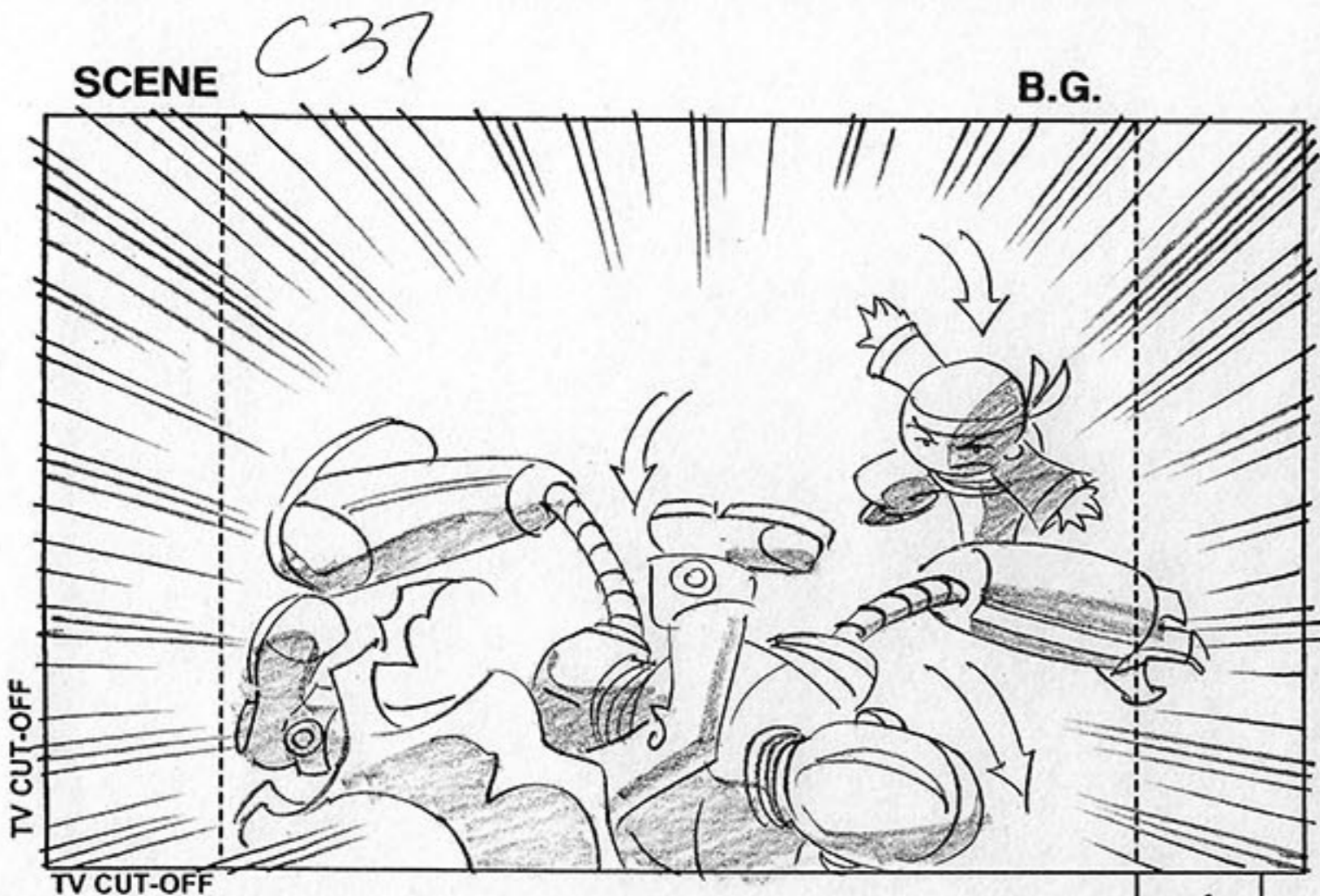


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PAGE C73



PANEL 4

ACTION

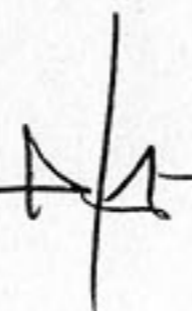
Chameleon Bot and Jack fall - Omi drops to the floor

DIAL

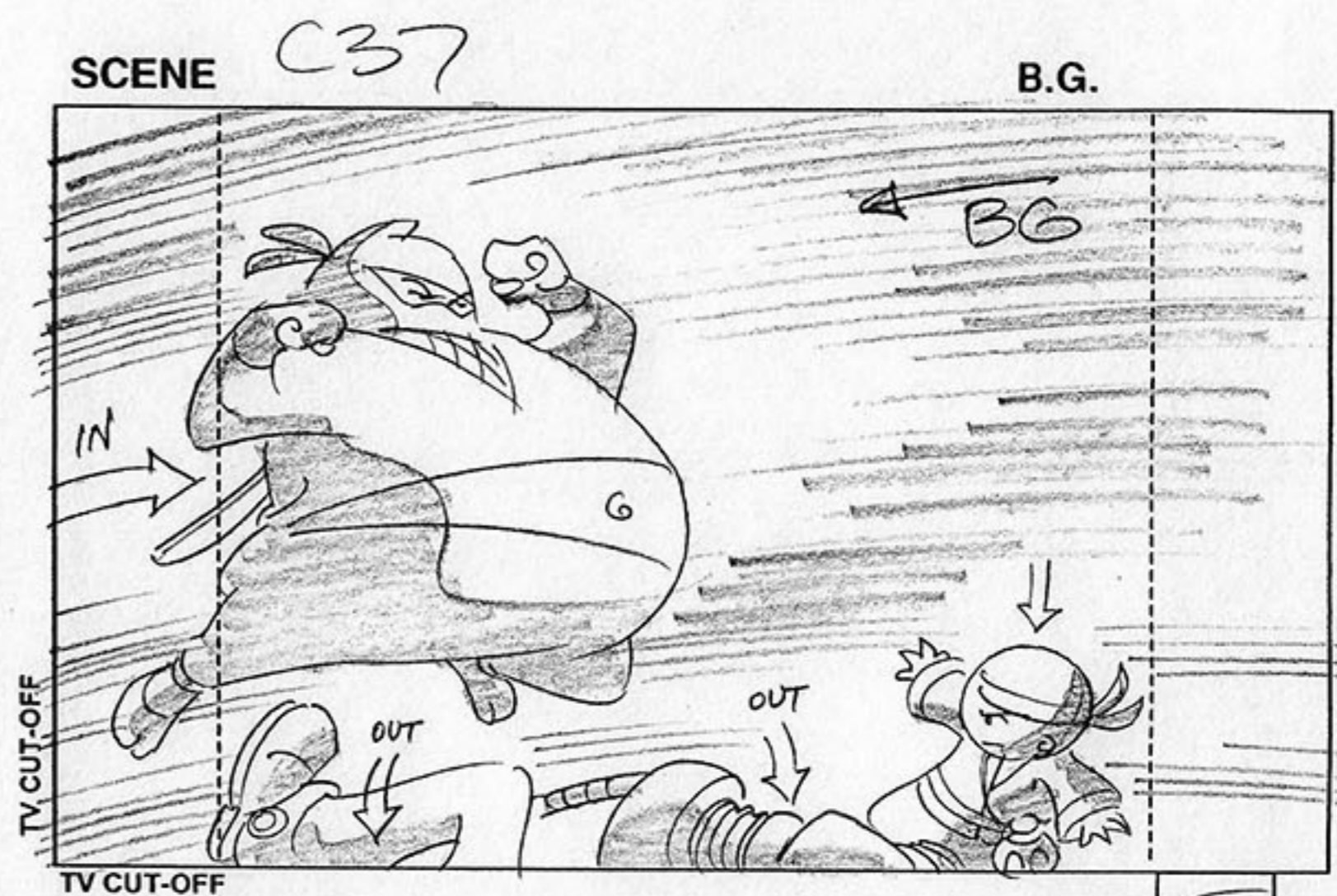
Jack: OW!

TIMING

JACK
DIAL 186



19



PANEL 5

DISSOLVE TO NEW SPEED BLUR BG
Jack & C.B. drop O.S., Tubbi leaps IN

12x

16 : 9 Widescreen Format

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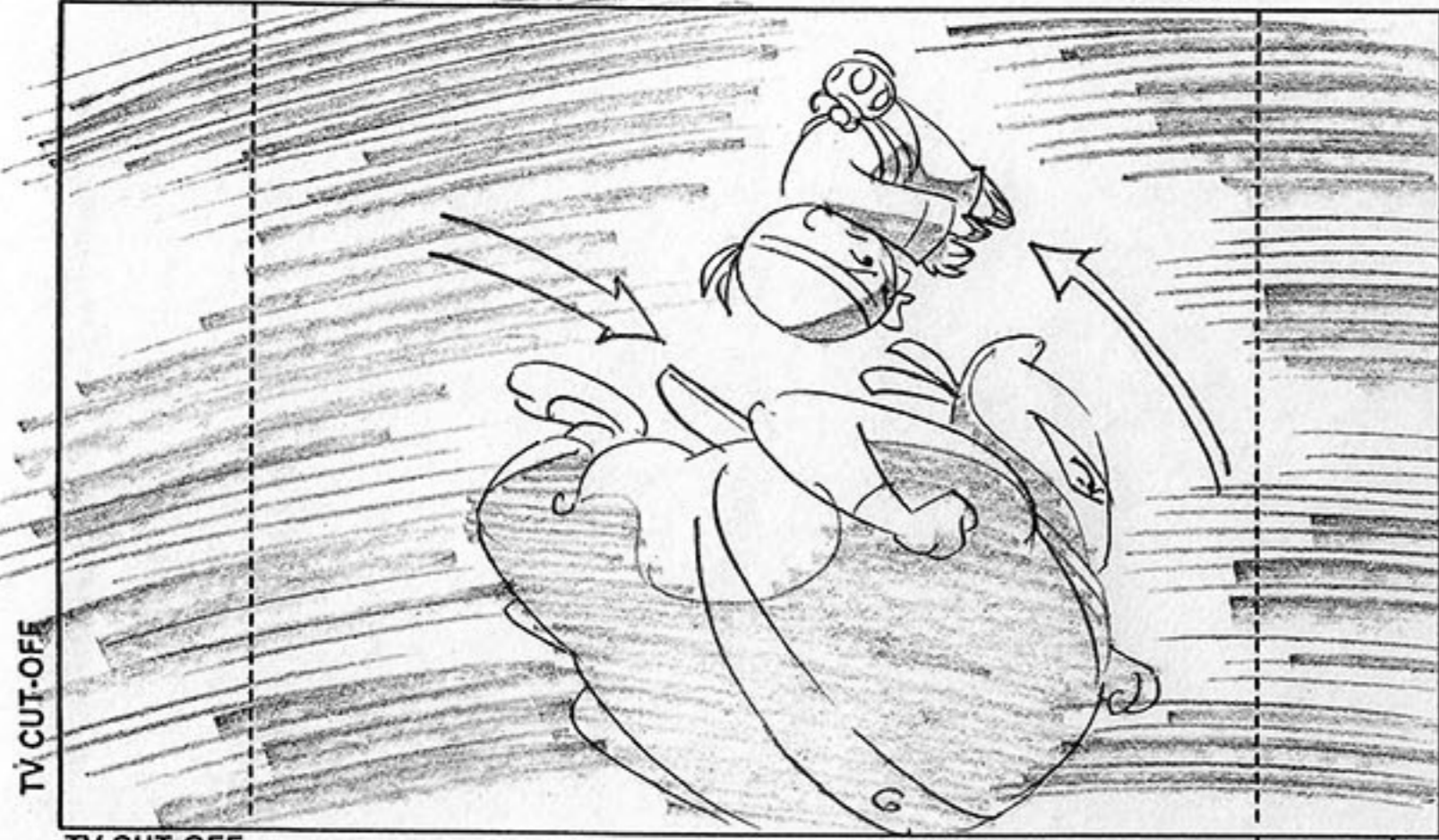
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PAGE C74

SCENE

C37

B.G.



PANEL

6

SCENE

C37

B.G.



PANEL

7

CAM SHAKE

ACTION

Tubbi does a belly flop -
Omi leaps up to dodge it

DIAL

(4x)

Tubbi: OOF!

TIMING

4x

Tubbi
DIN 186

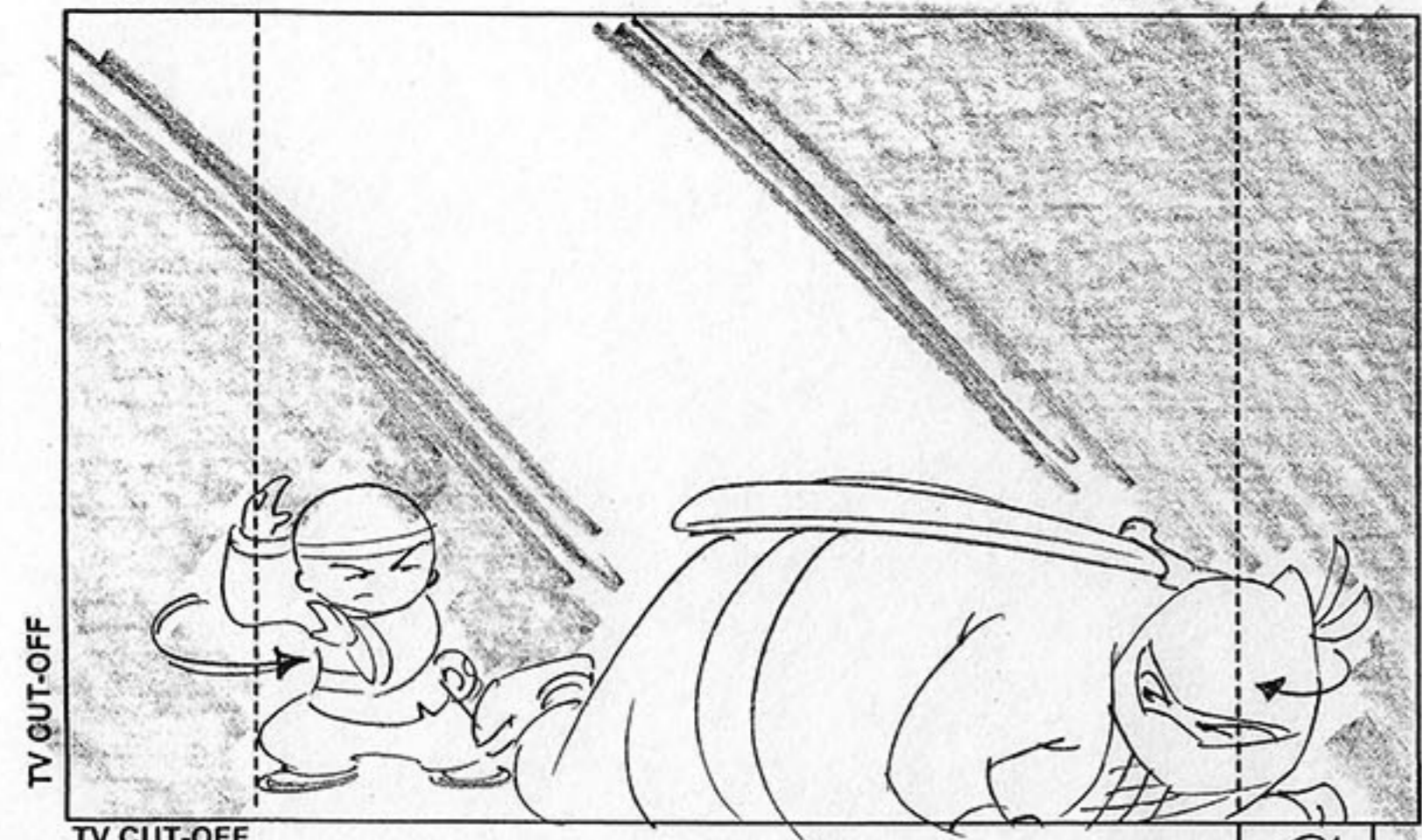
16 : 9 Widescreen Format

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SCENE C37

B.G.



PANEL 8

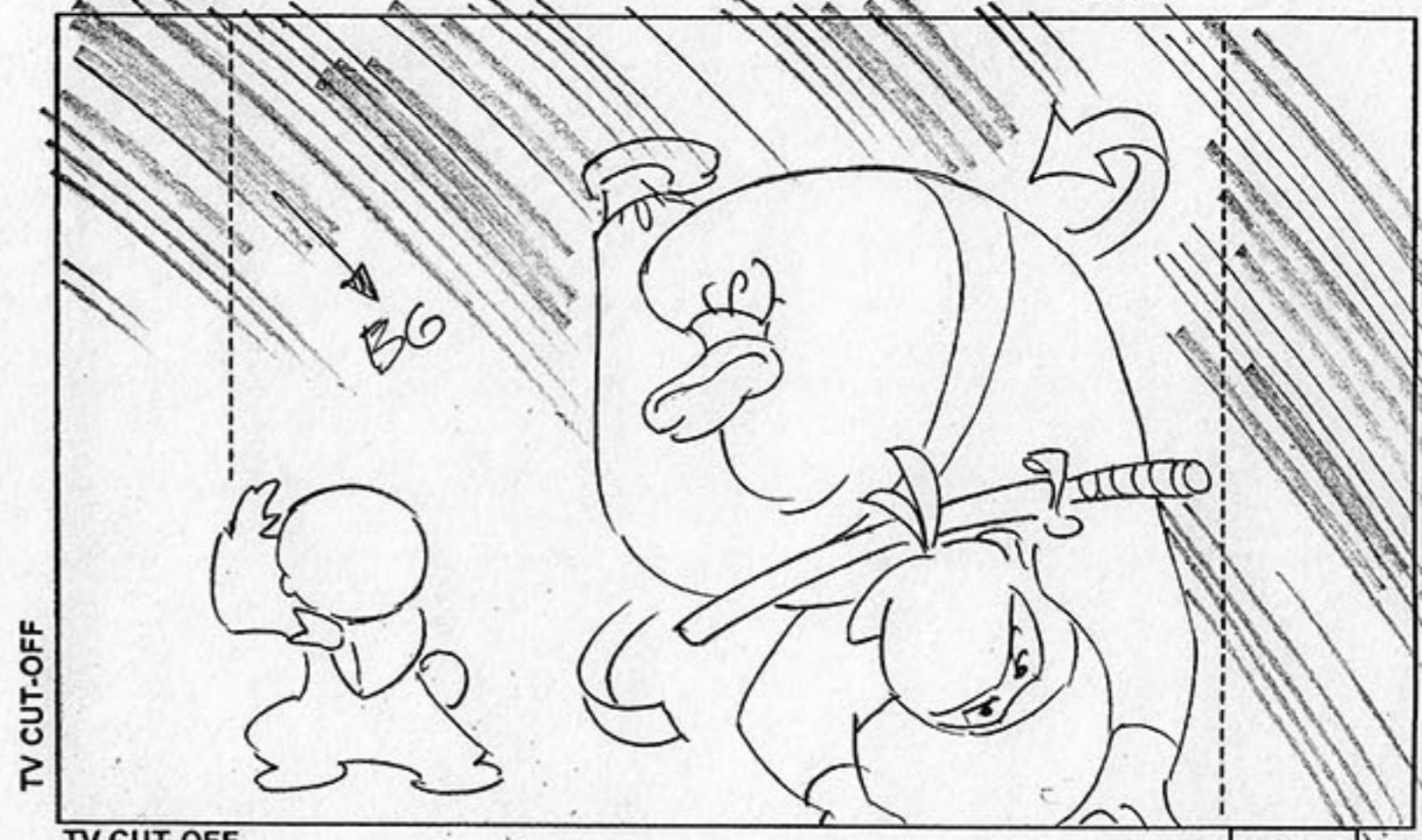
ACTION
 FLASH TO STYLIZED BG
 Omi turns, ready to fight

DIAL
 18x

TIMING
 2 1/2

SCENE C37

B.G.



PANEL 9

Tubbi flips up onto his hands
 DISSOLVE TO NEW SPEED BLUR BG

4x

16 : 9 Widescreen Format

257311

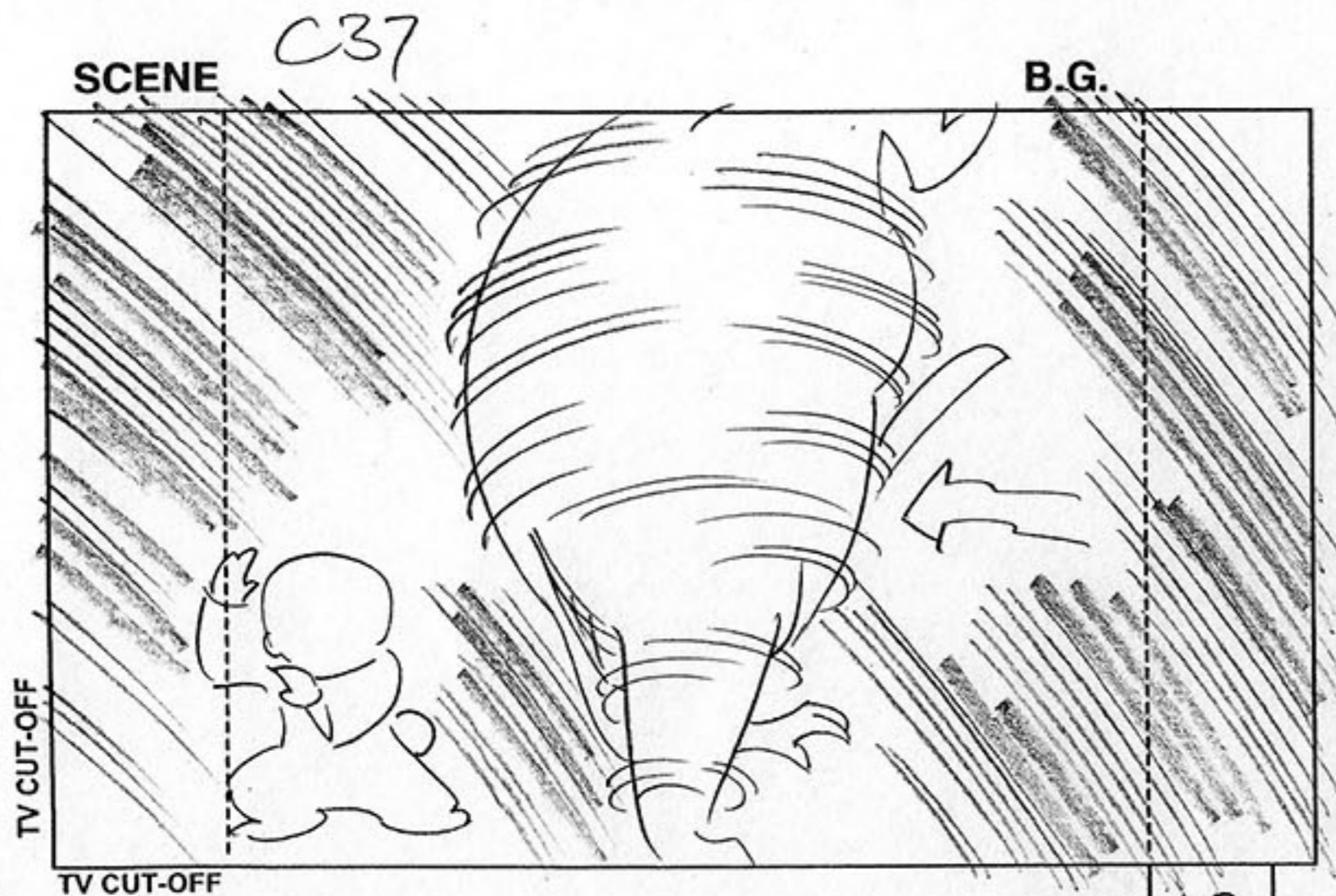


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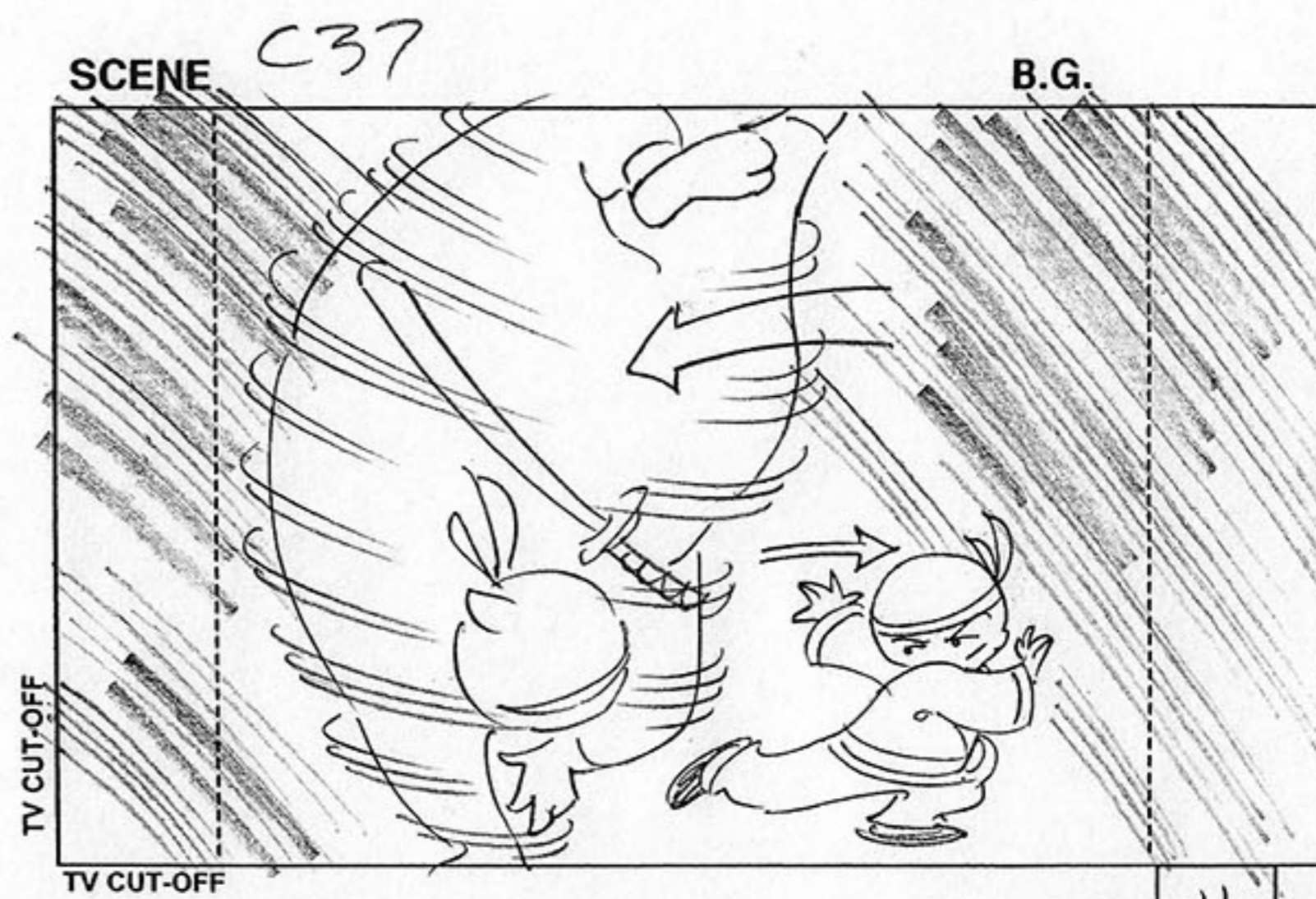
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PAGE C76



PANEL 10



PANEL 11

ACTION

Tubbi goes into a body-spin and hand-walks toward Omi

DIAL

(SFX)

TIMING

Omi dodges Tubbi

(SFX)

16 : 9 Widescreen Format

257311

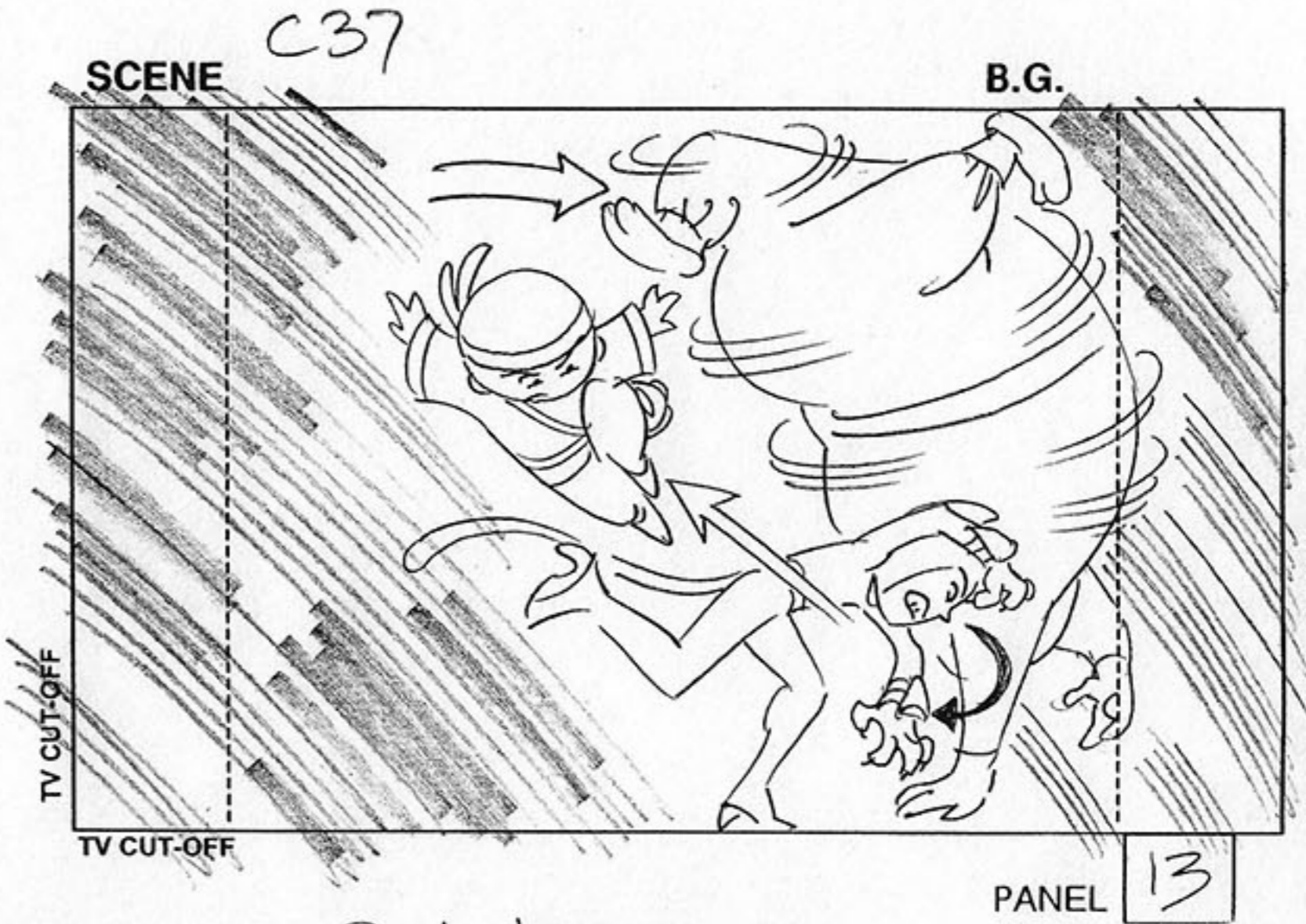
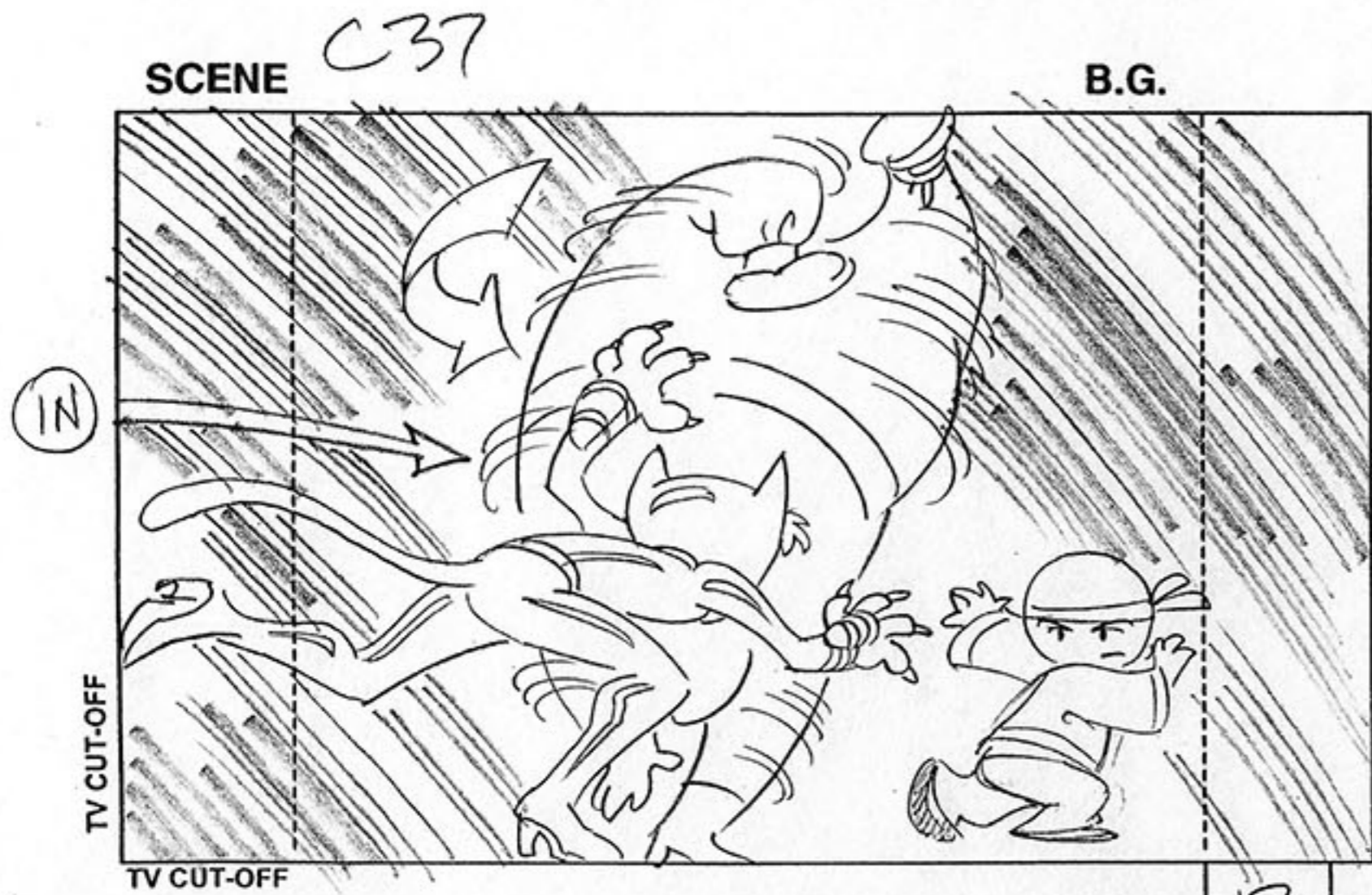
△



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ACTION Katnappe runs into scene toward Omi - Tubbi turns toward Omi, still spinning

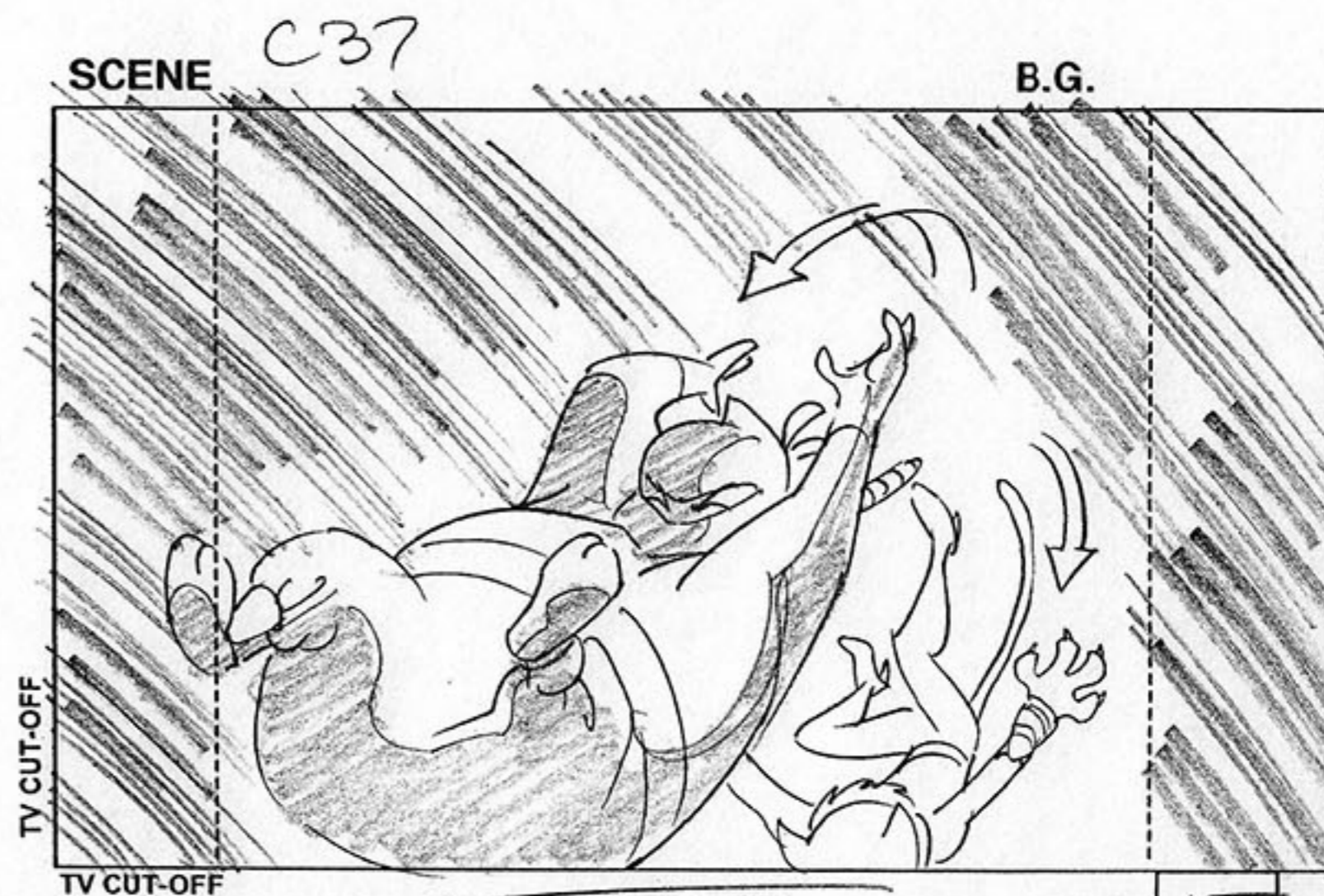
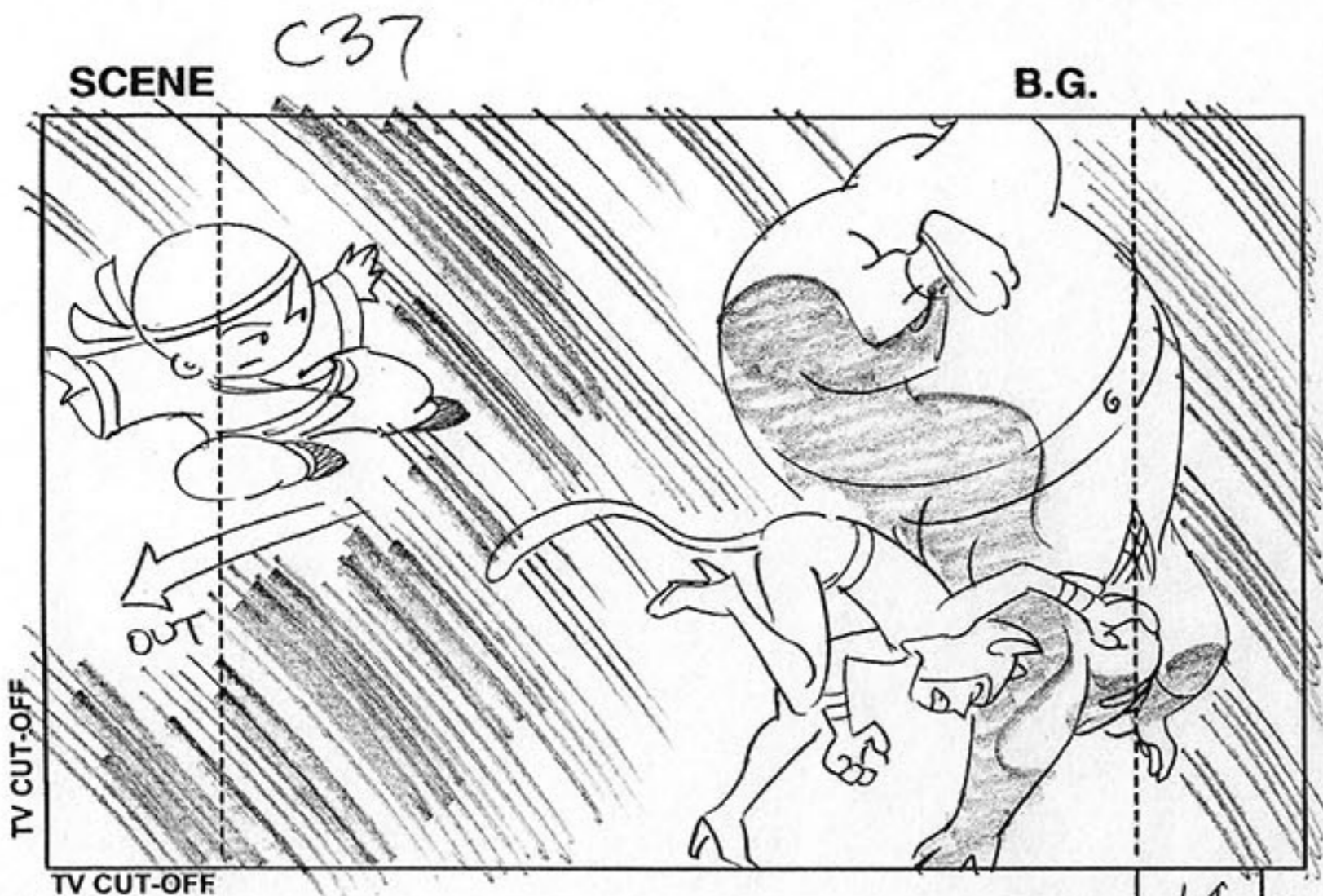
Omi dodges as Katnappe swings her claw at him

DIAL KATNAPPE : M - E - E - E - →

TIMING KAT. DIAL 185

16 : 9 Widescreen Format

257311



ACTION

Omi leaps O.S.
 Katnappe crashes into Tubbi...

DIAL

→ YA!

TIMING

Cont Dial 185

CAM SHAKE

...and they both fall.

(12x)

2¹²

16 : 9 Widescreen Format

257311

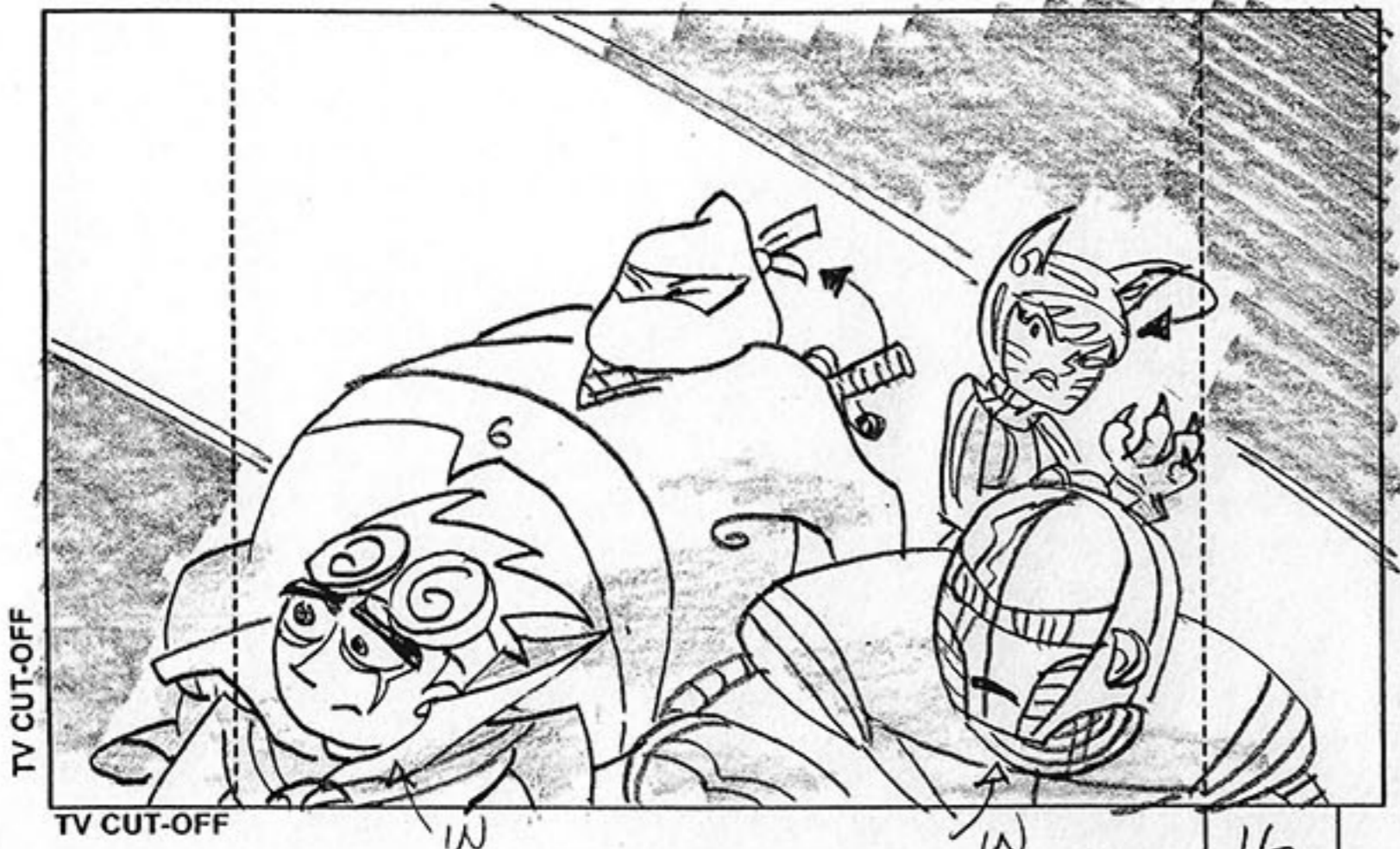


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SCENE C37 CONT'D B.G.



ALL LOOK UP/O/S.

FLASH TO STYLIZED BG

ACTION

DIAL

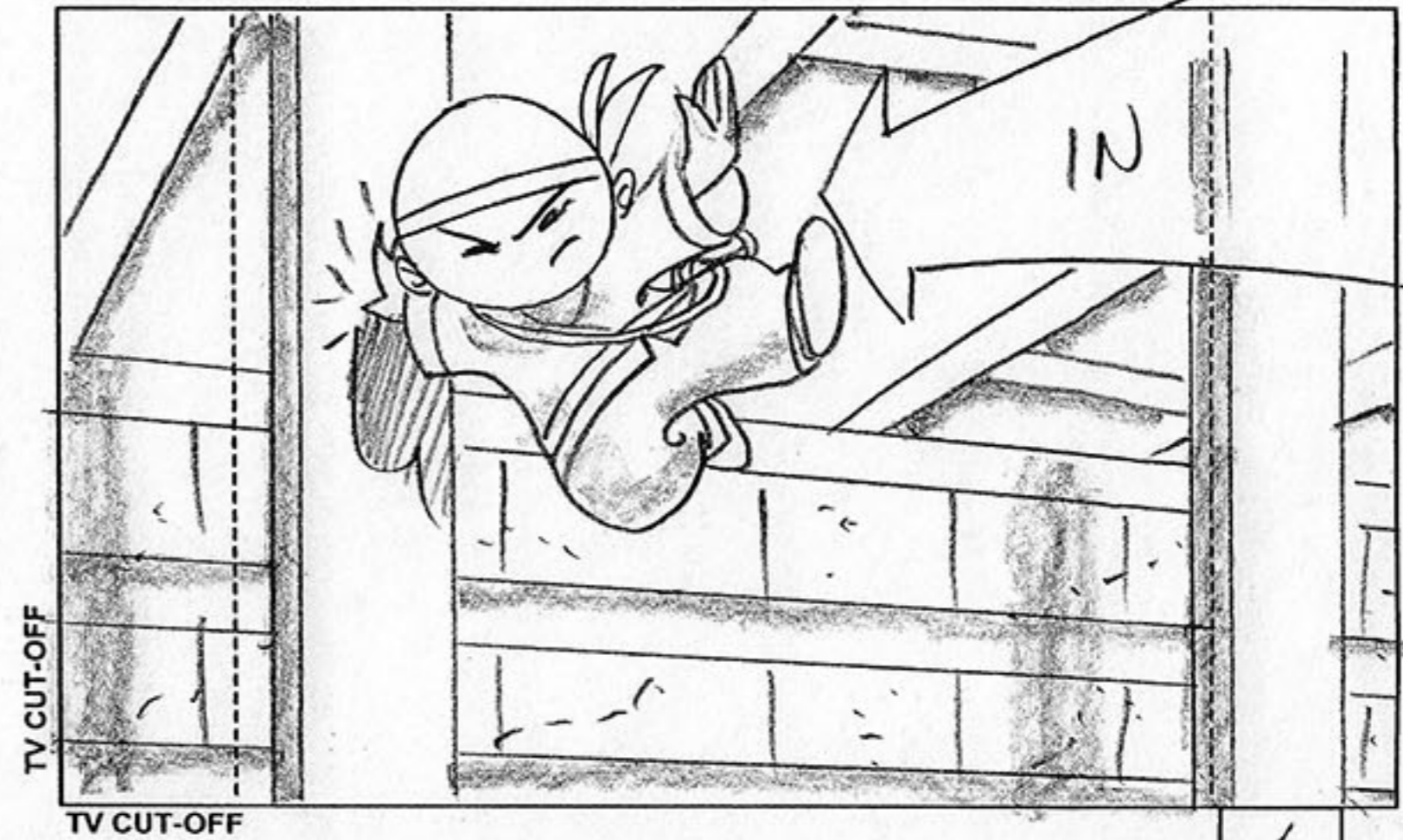
TIMING

2^o

C38

(8X)

SCENE C38 B.G.



(IN) OMI BOUNCES OFF PILLAR

16 : 9 Widescreen Format

257311

1^o

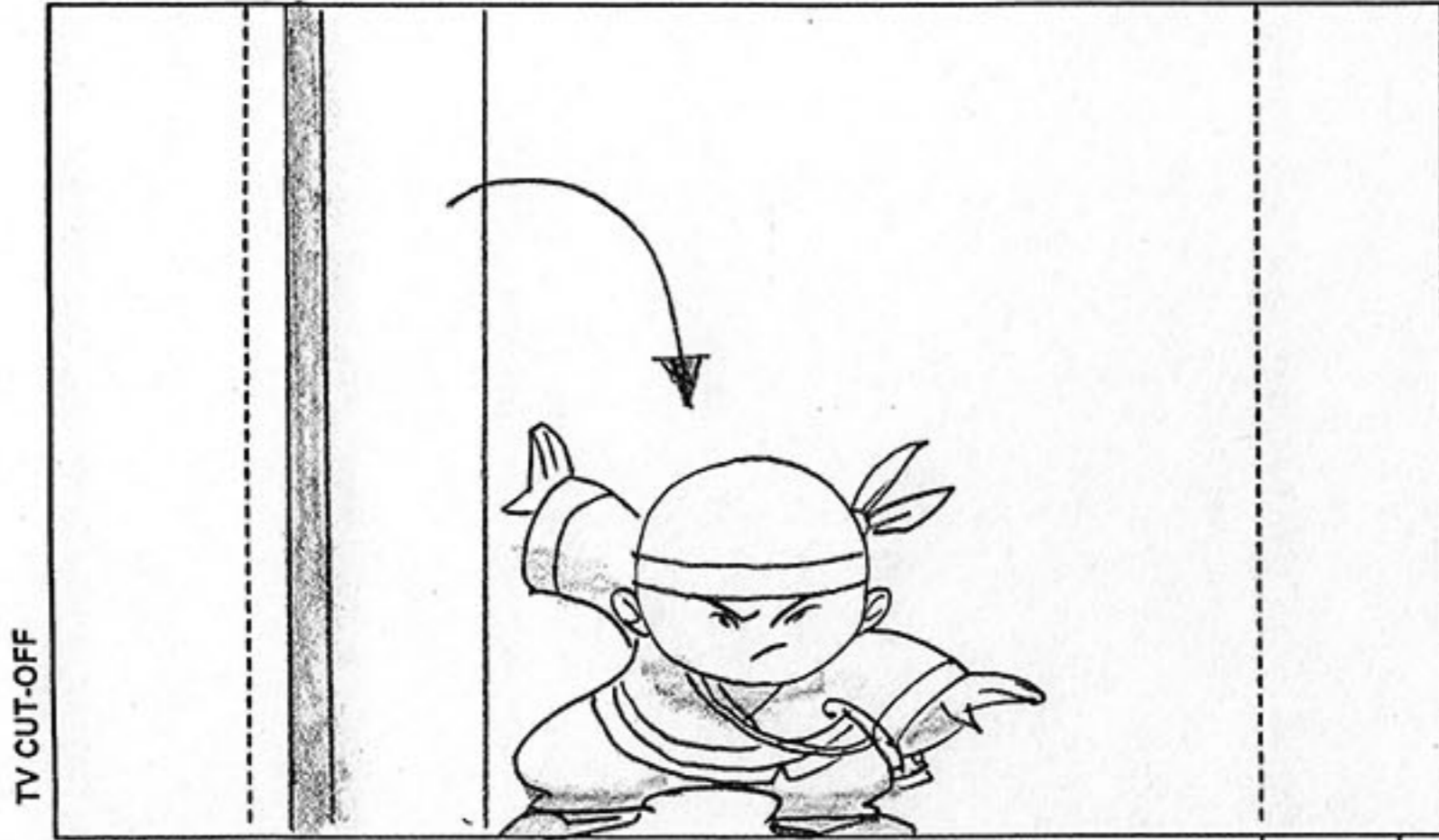


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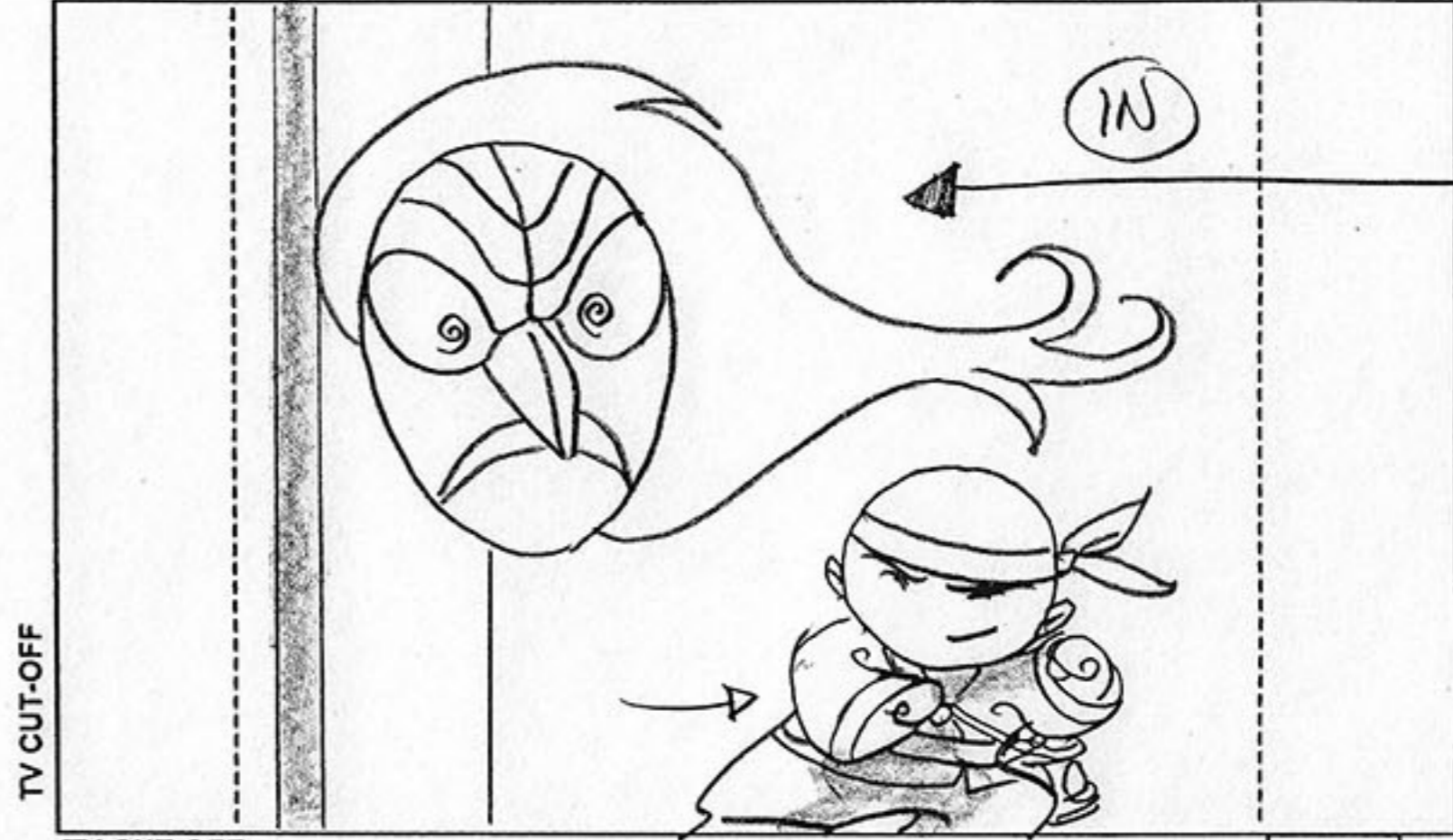
SCENE C38 CONT'D B.G.



OMI LANDS

PANEL 2

SCENE C38 B.G.



(IN) FLIES WUYA - PANEL 3

ACTION

DIAL

TIMING

Sx

WUYA:
YOU FOOLS! HE
HAS YOU ---

(DIAL 187)

16 : 9 Widescreen Format

257311



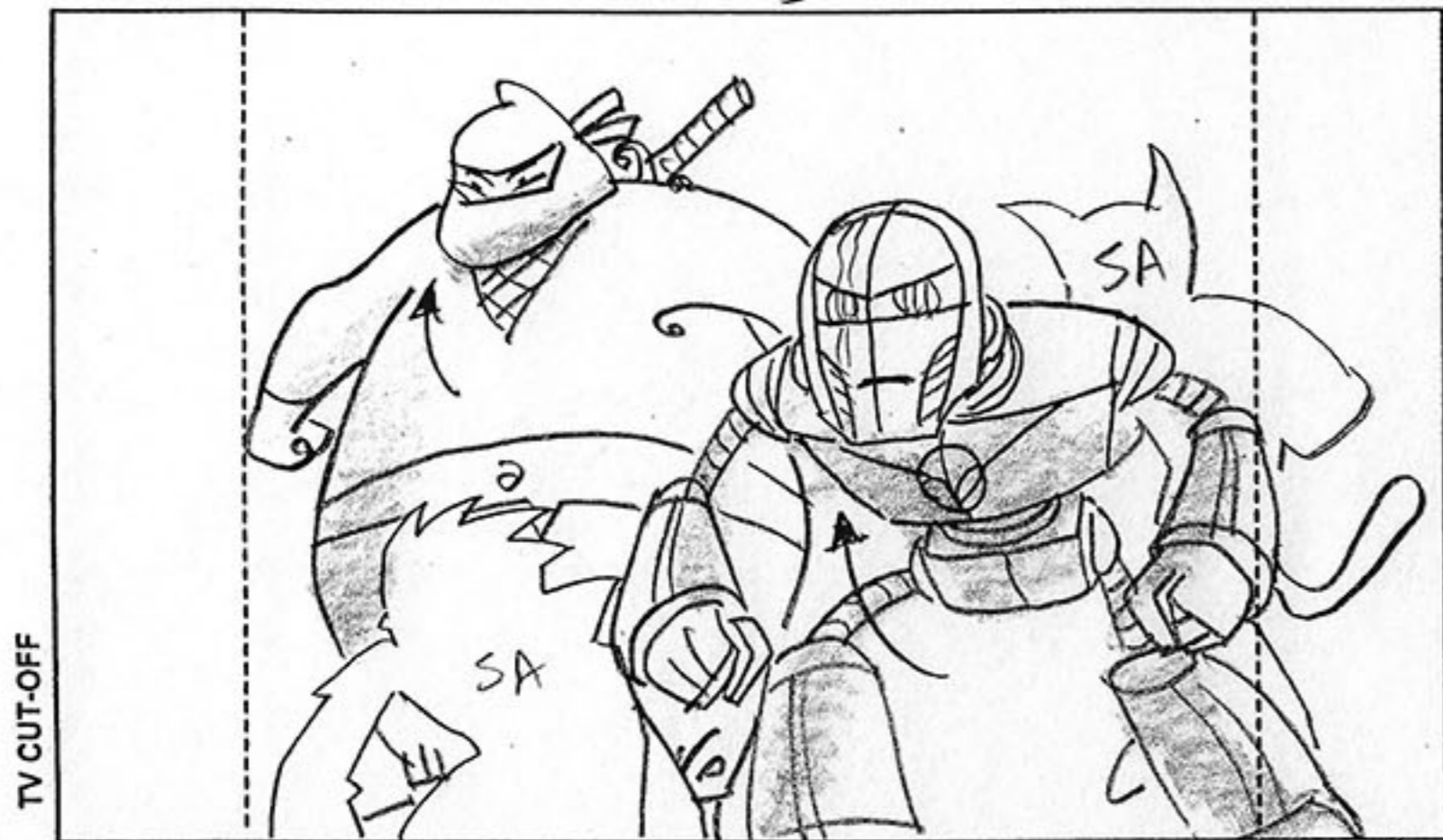
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PAGE C32

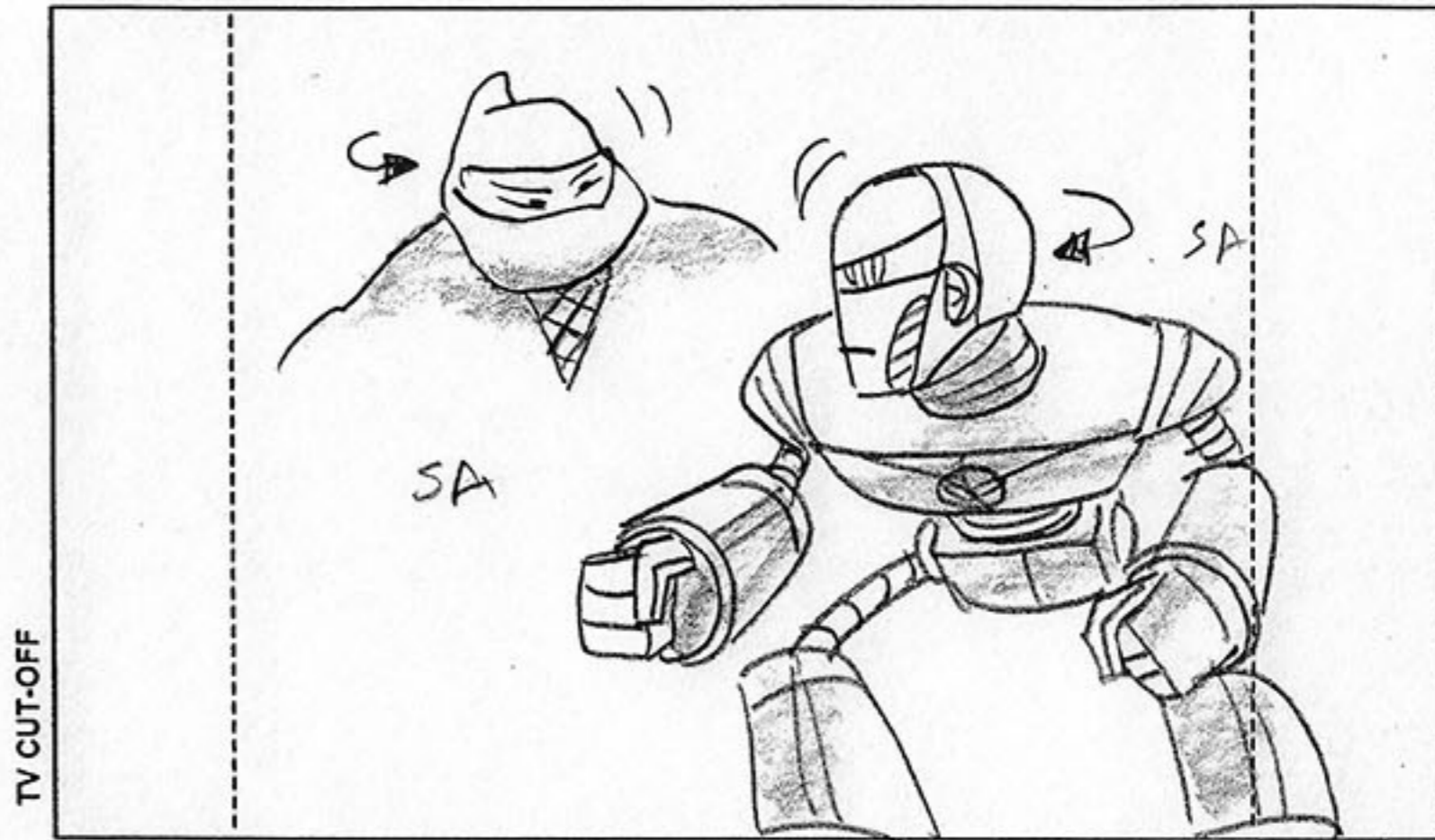
SCENE C39 CONT'D B.G.



PANEL 2

TUBBI & CHAMELEON BOT STAND -

SCENE C39 B.G.



PANEL 3

THEY LOOK AT EACH OTHER & NOD -

ACTION

DIAL

TIMING

10

(10)

16 : 9 Widescreen Format

257311



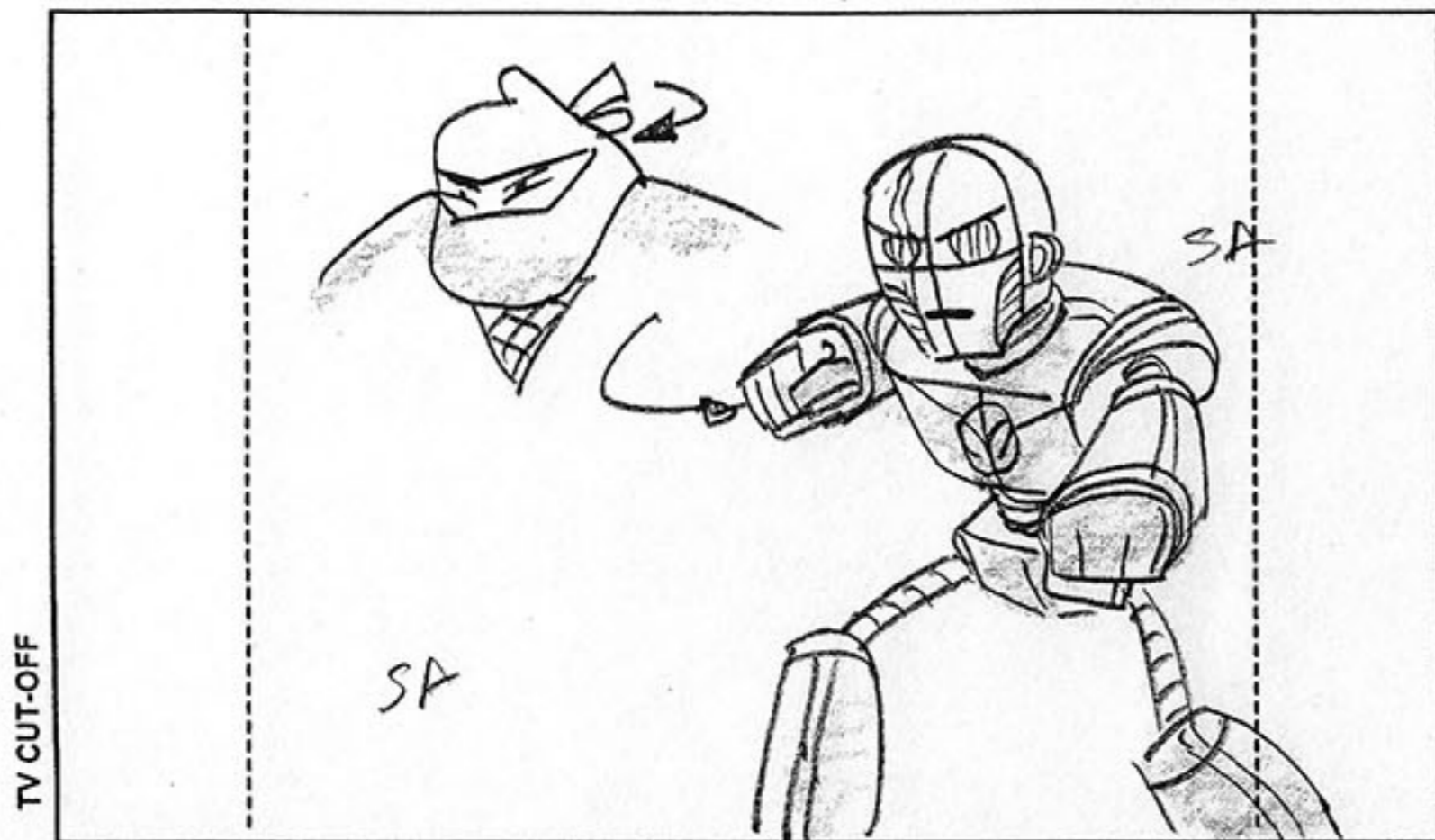
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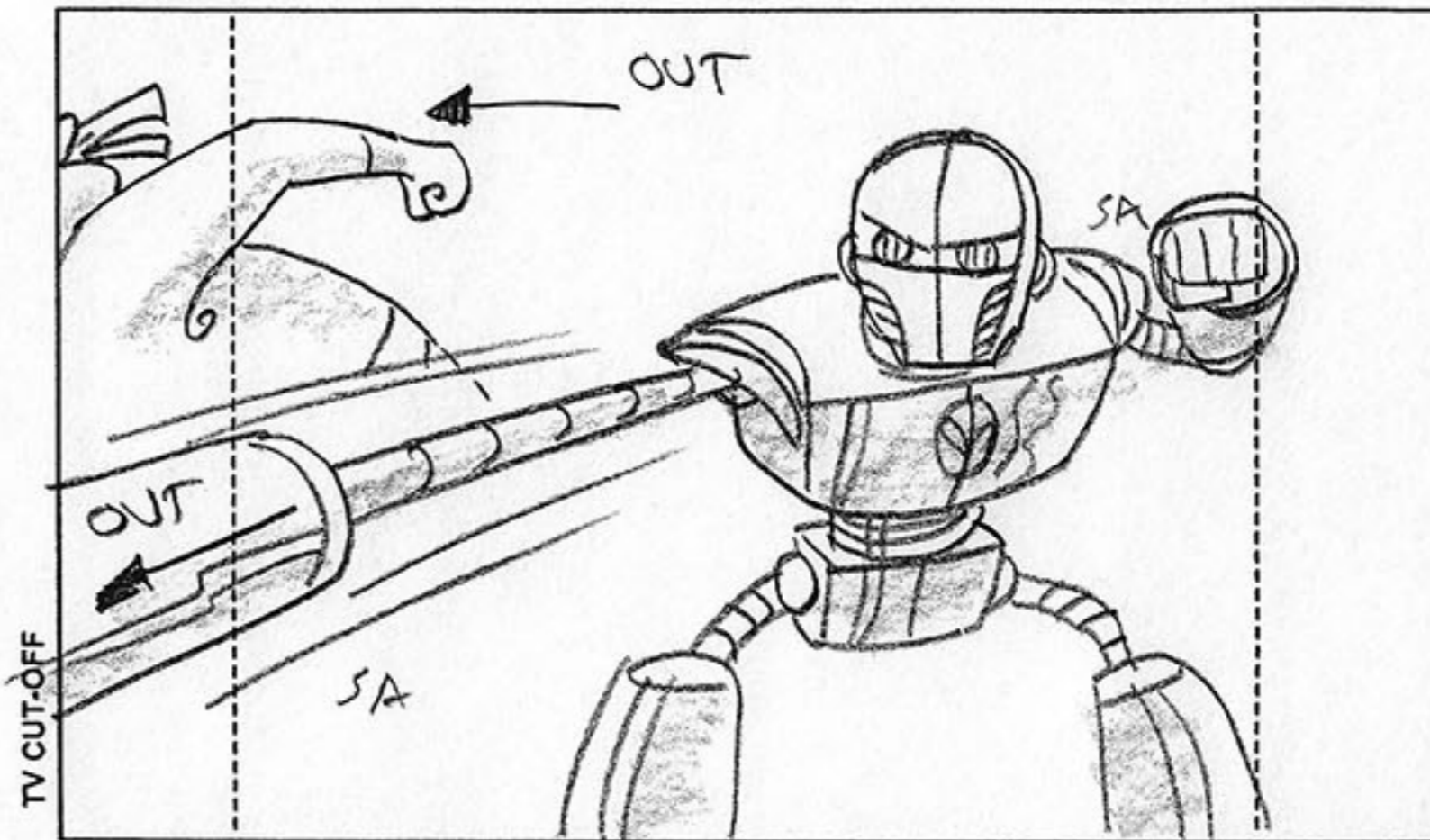
PAGE C83

SCENE C39 CONT'D B.G.



TV CUT-OFF
TUBBI LOOKS FWD AS C-BOT DRAWS BACK ARM -
PANEL 4

SCENE C39 B.G.



TV CUT-OFF
TUBBI DASHES OUT - C-BOT SHOOTS ARM OUT -
PANEL 5

ACTION

DIAL

TIMING

(EX)

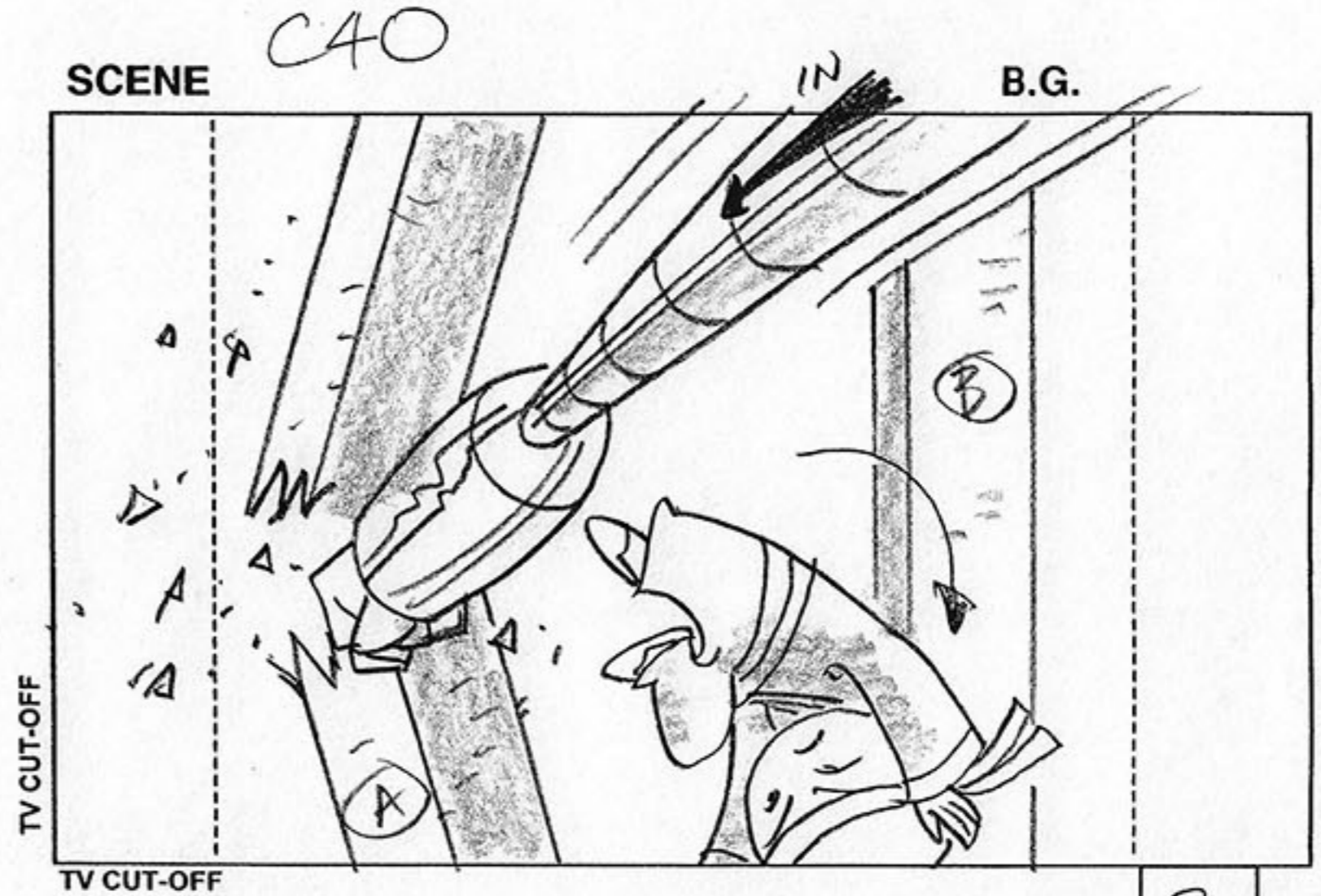
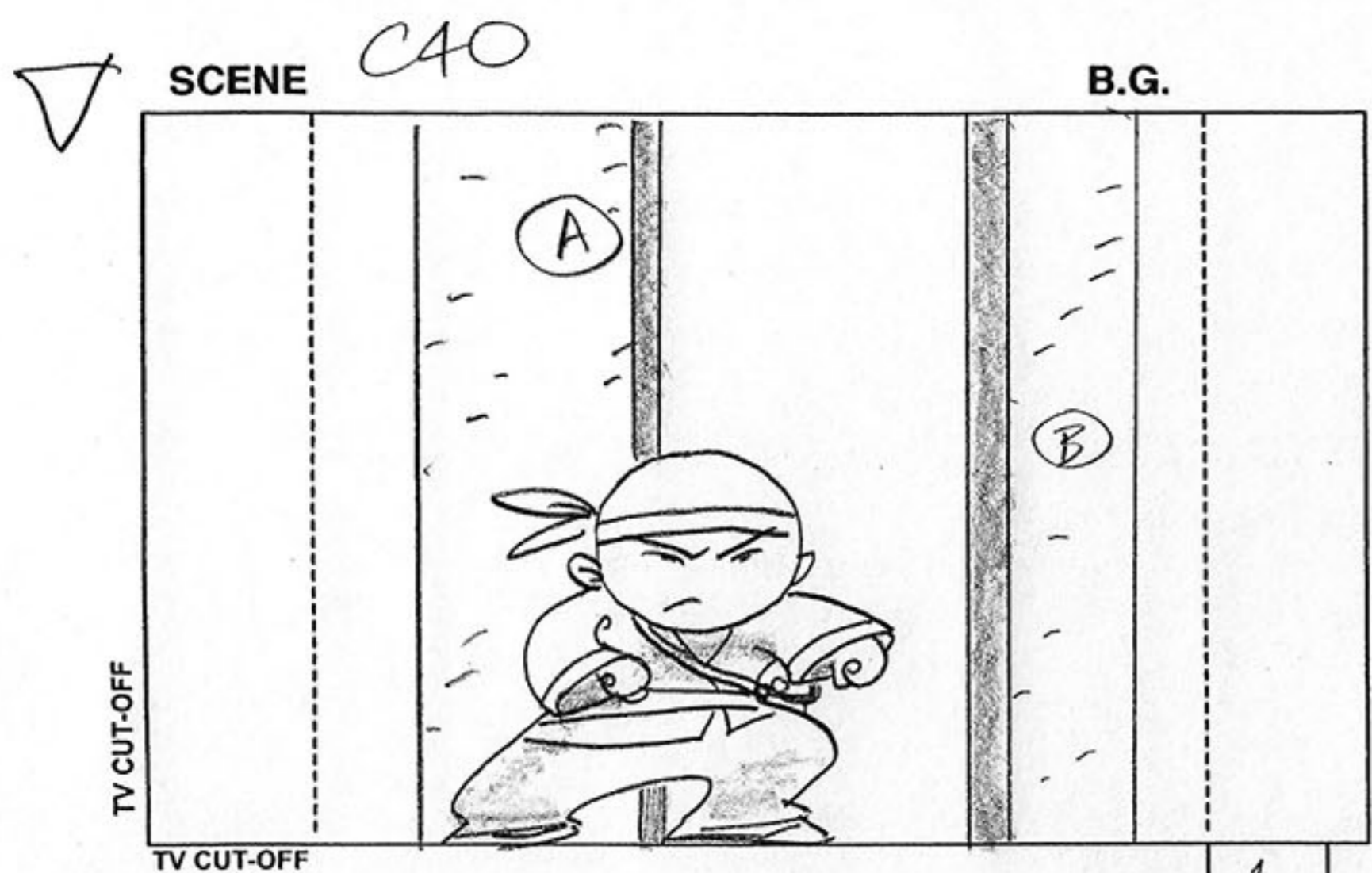
(EX)

16 : 9 Widescreen Format

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ACTION
ON OMI -
(10) (8)

ACTION
(IN) C-BOT'S ARM - HITS -
SMASHES BEAM (A) -
OMI FLIPS OUT OF WAY -

DIAL
THIS SCENE IS A CONTINUOUS PAN WITH OMI'S ACTION -
KEEP OMI IN CENTER WHILE BG PANS THROUGH

TIMING
74

16 : 9 Widescreen Format

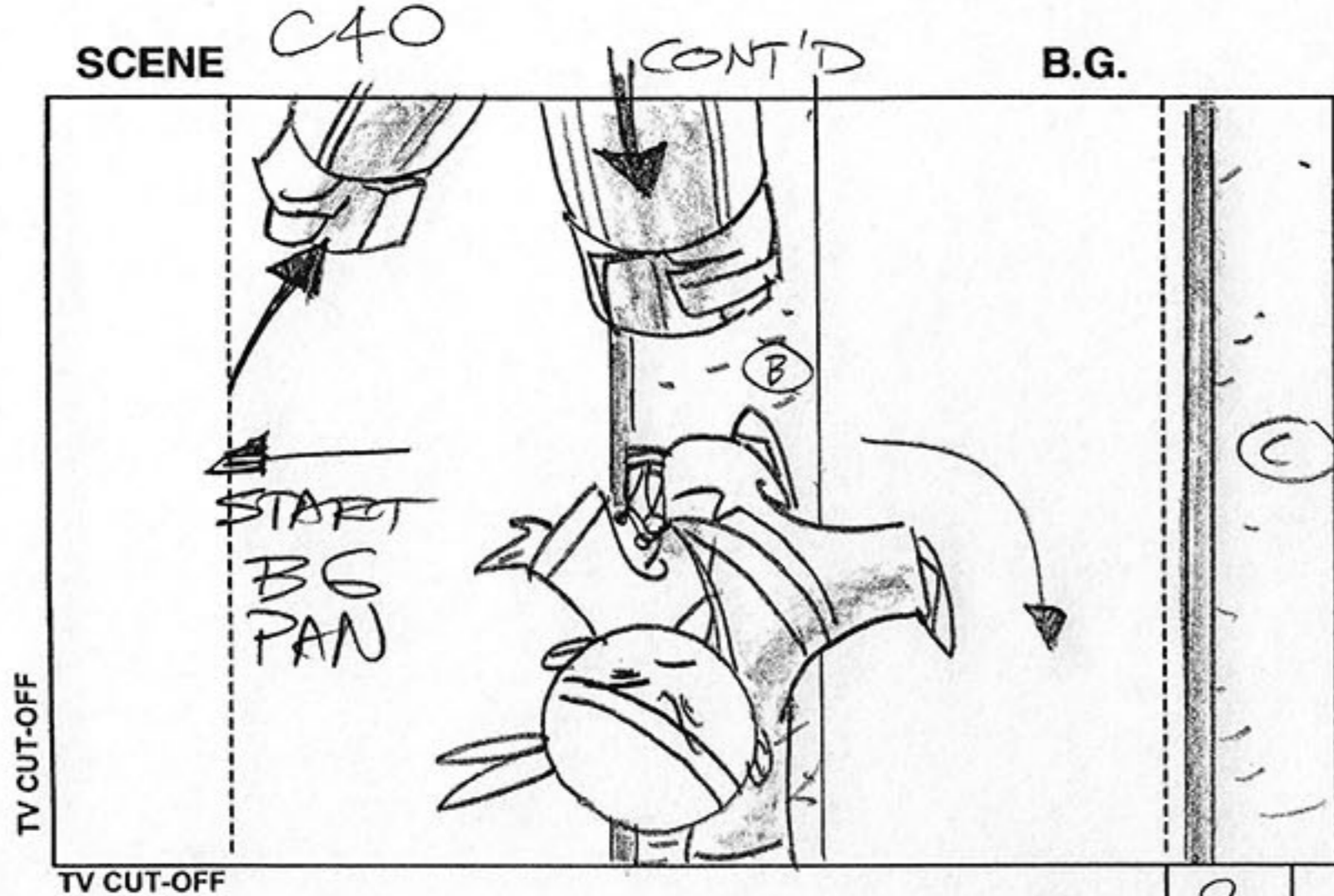
257311



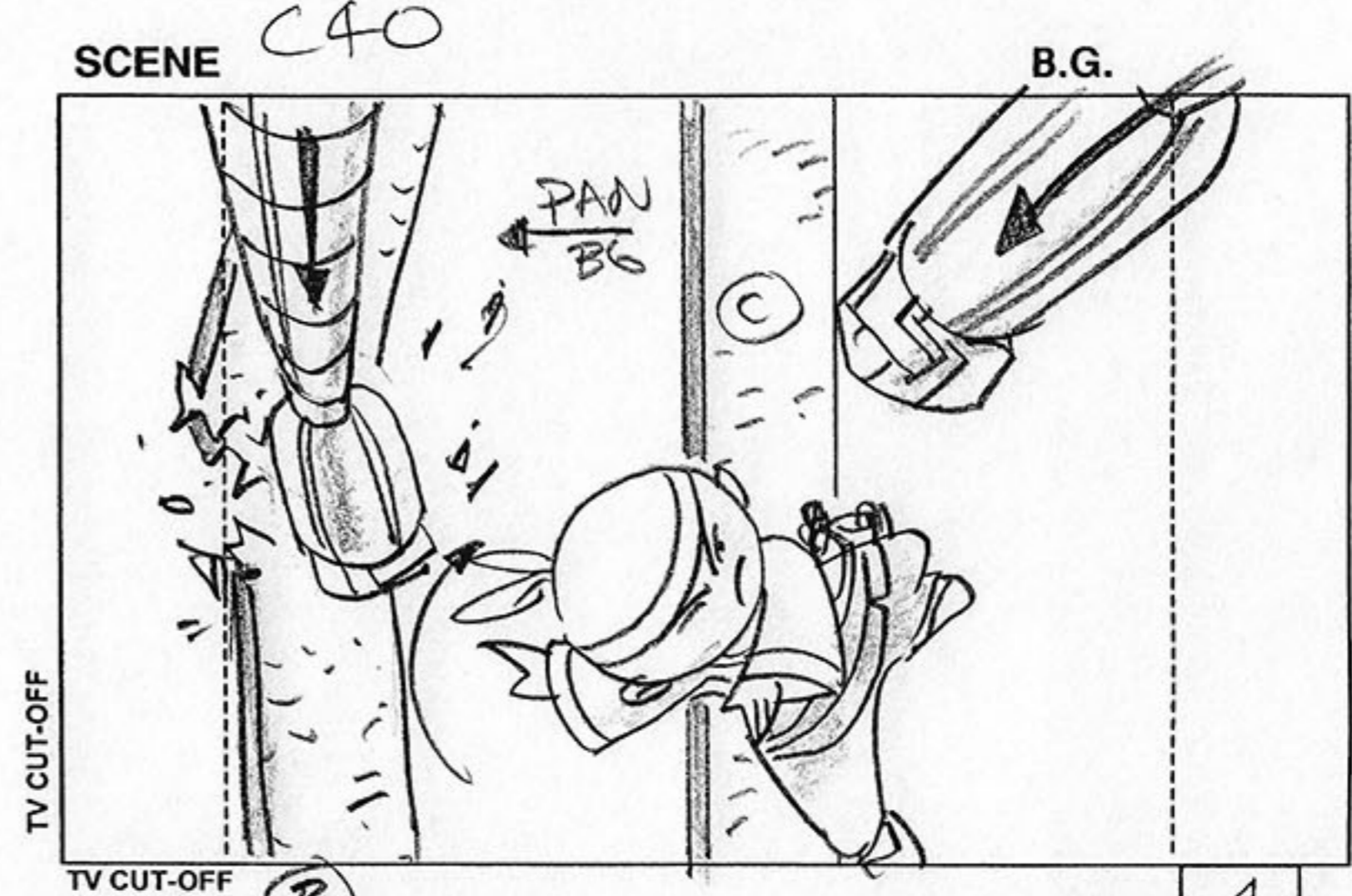
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PANEL 3



PANEL 4

ACTION

BG PANS - OMI FLIPS -
C-BOT RIGHT ARM OUT &
LEFT ARM (IN)

DIAL

(B)

TIMING

C-BOT SMASHES BEAM (B)
W/ LEFT ARM -
RIGHT ARM (IN) - OMI FLIPS -

(B)

16 : 9 Widescreen Format

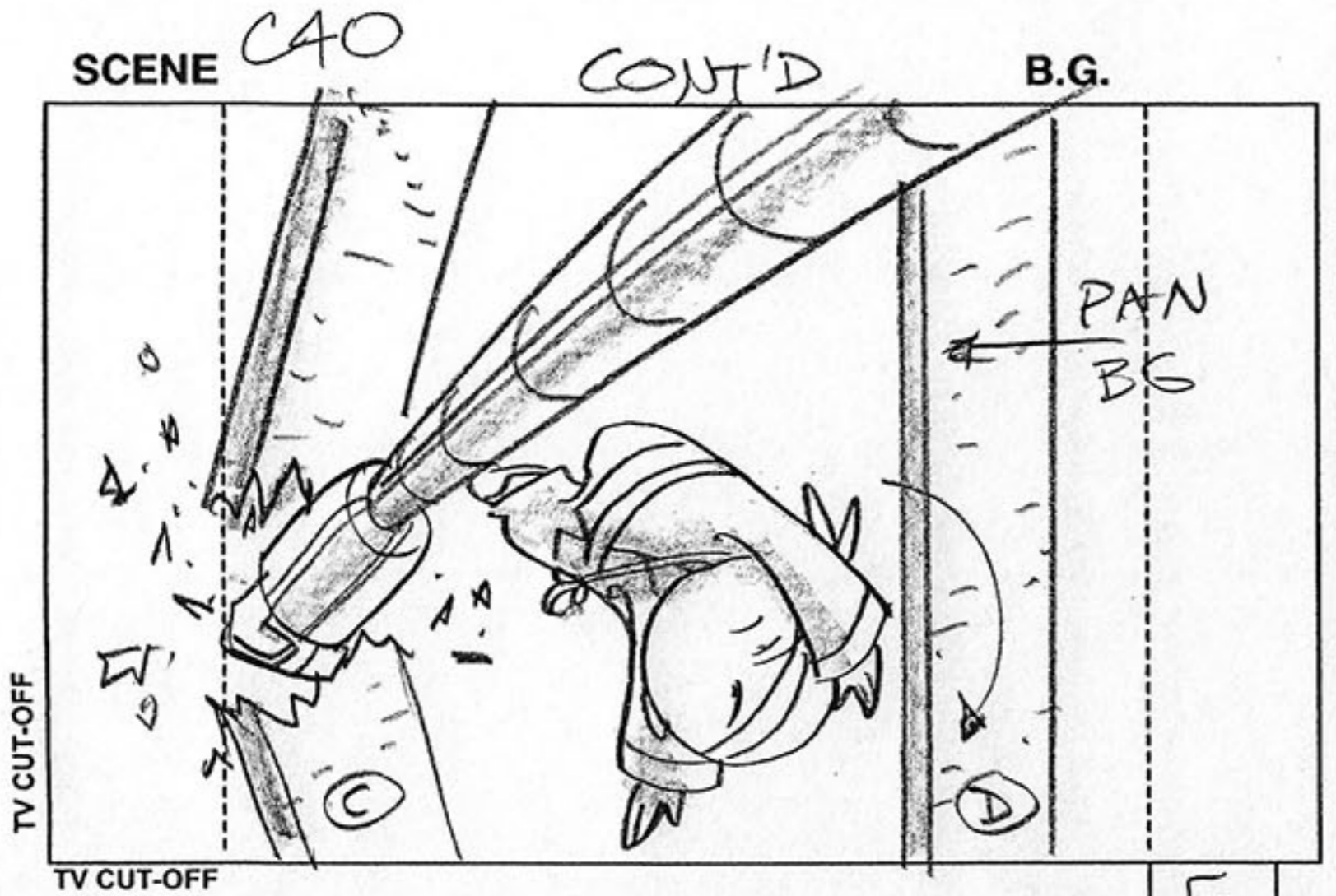
25731



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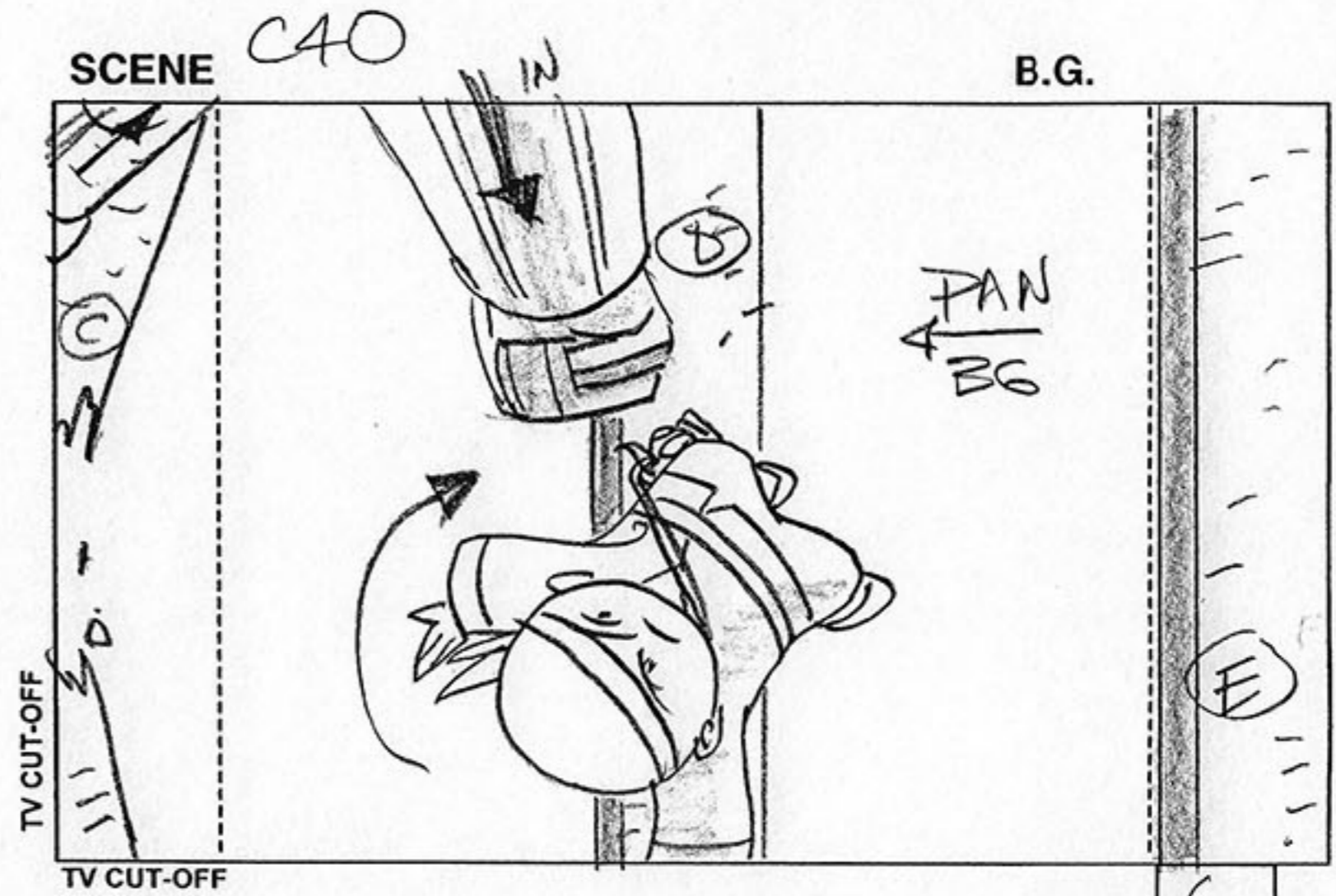
ACTION

C-BOT'S RIGHT ARM SMASHES BEAM (C) OMI FLIPS -

DIAL

(BX)

TIMING



(IN) C-BOT'S LEFT ARM - OMI FLIPS -

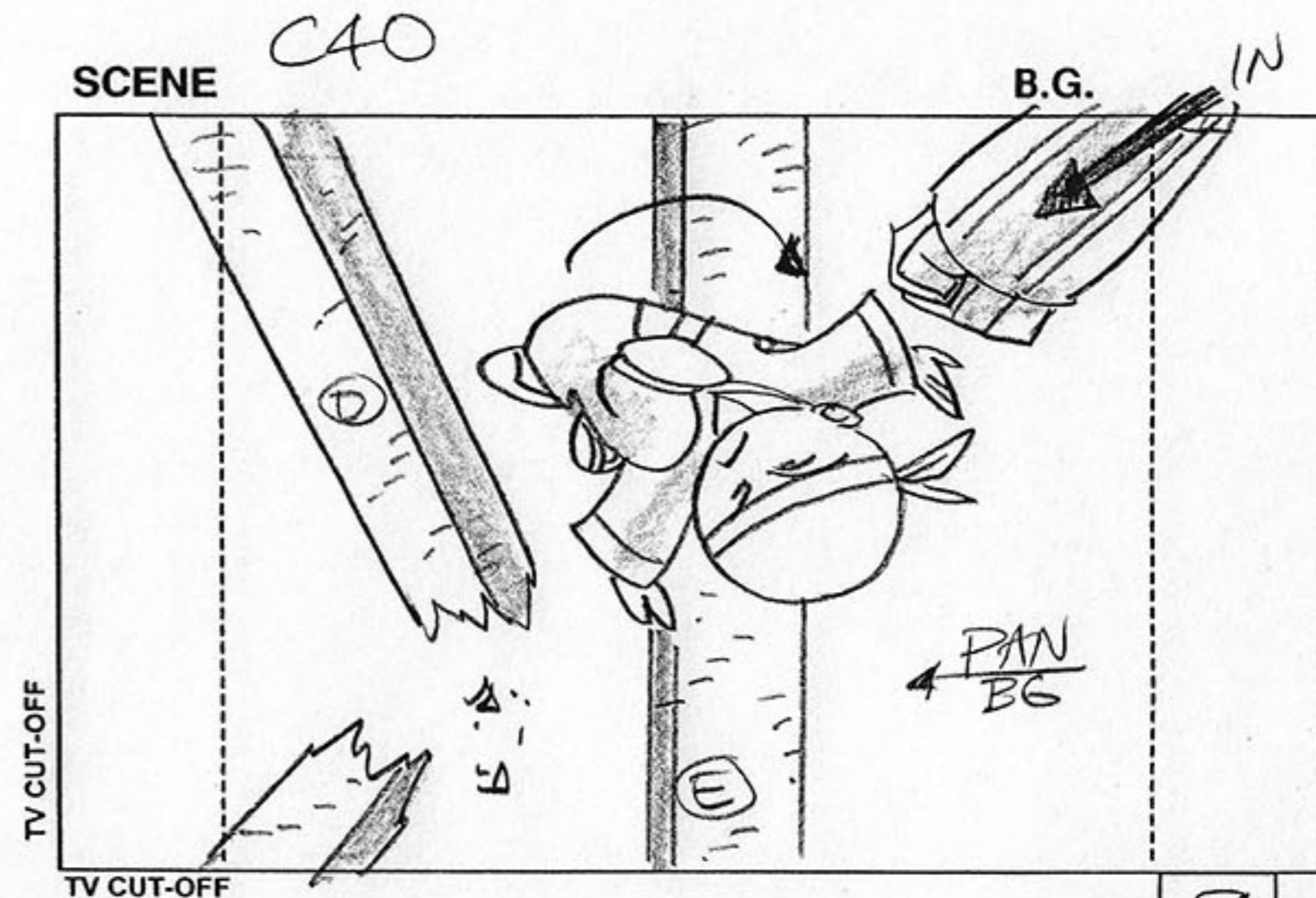
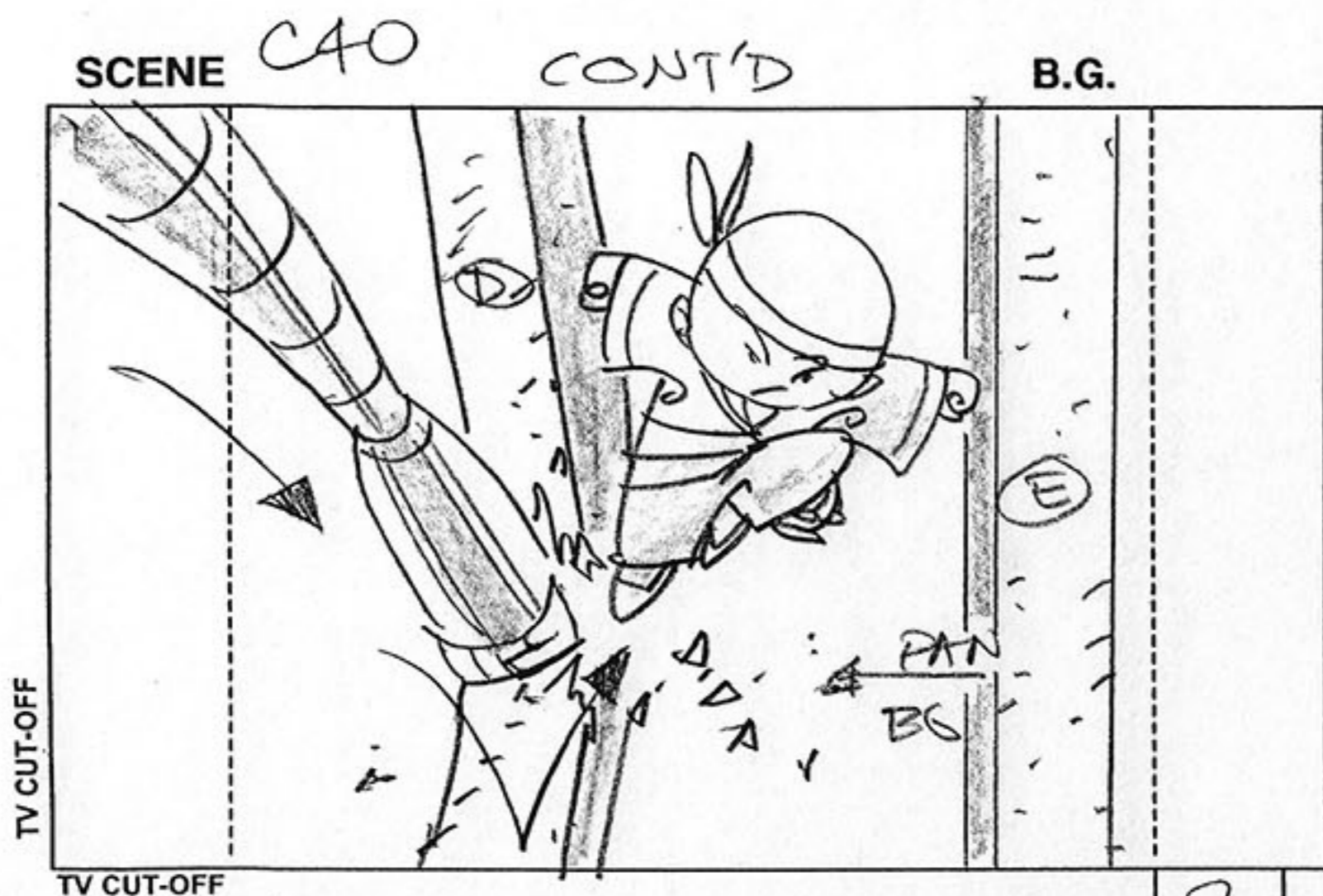
(BX)

16 : 9 Widescreen Format

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ACTION

OMI LEAPS AS C-BOT'S LEFT ARM SMASHES BEAM (D) PANEL 7

OMI FLIPS - (E) C-BOT'S RIGHT ARM - PANEL 8

DIAL

(Bx)

(Bc)

TIMING

16 : 9 Widescreen Format

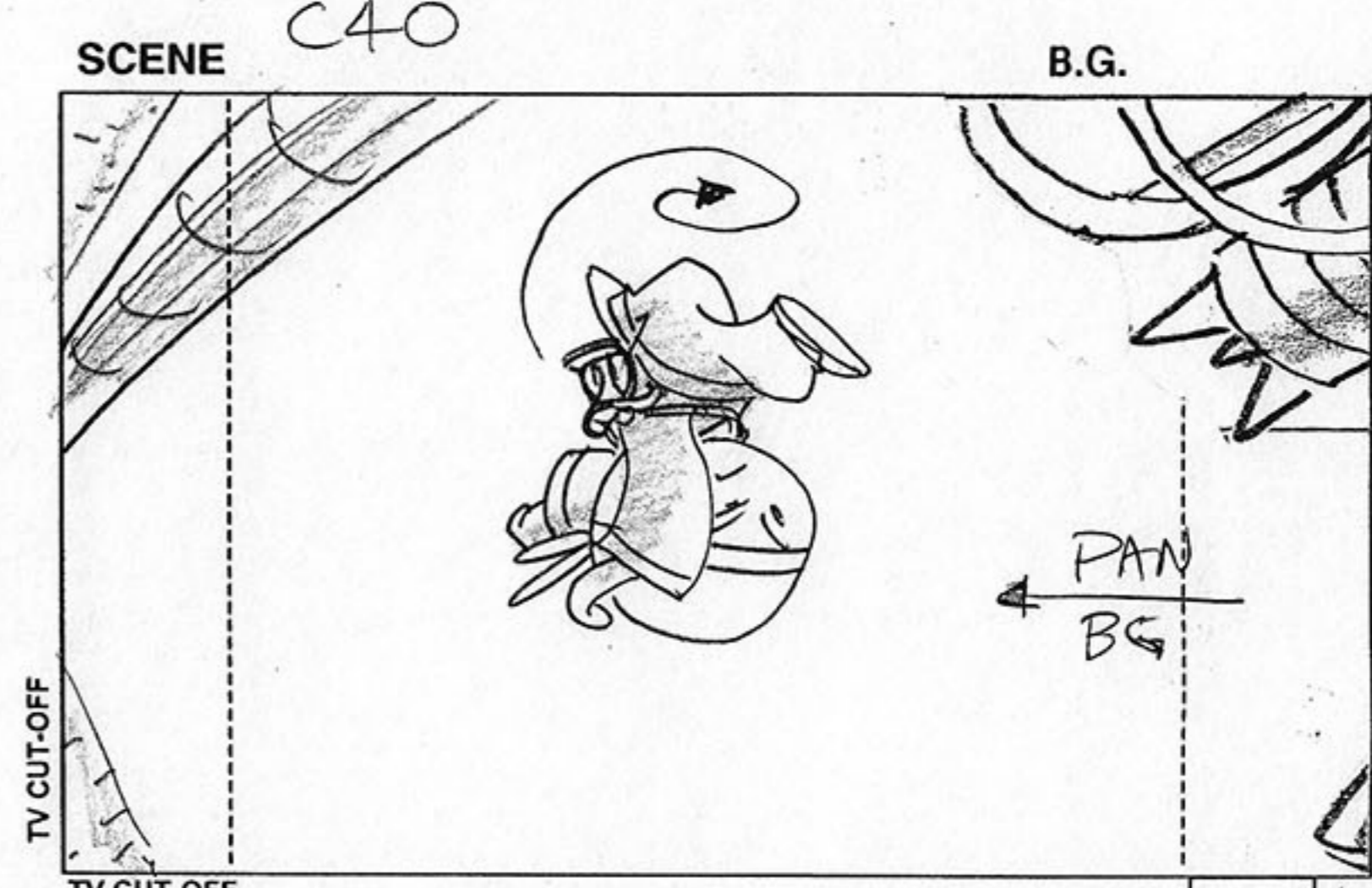
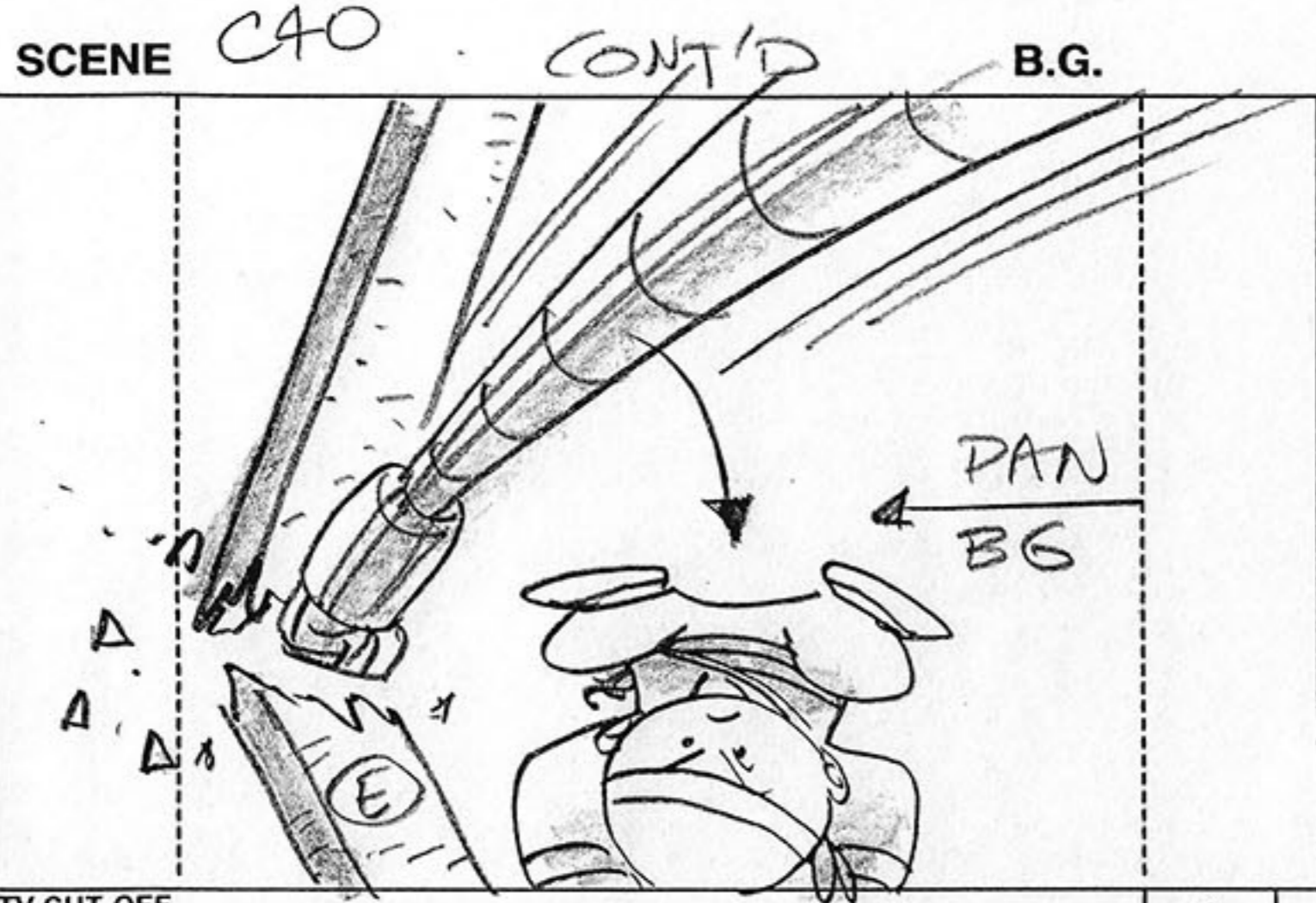
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ACTION

OMI DUCKS UNDER C-BOT'S RIGHT, WHICH SMASHES BEAM (E)

PANEL 9

DIAL

(B)

TIMING

OMI LEAPS UP & SPINS -

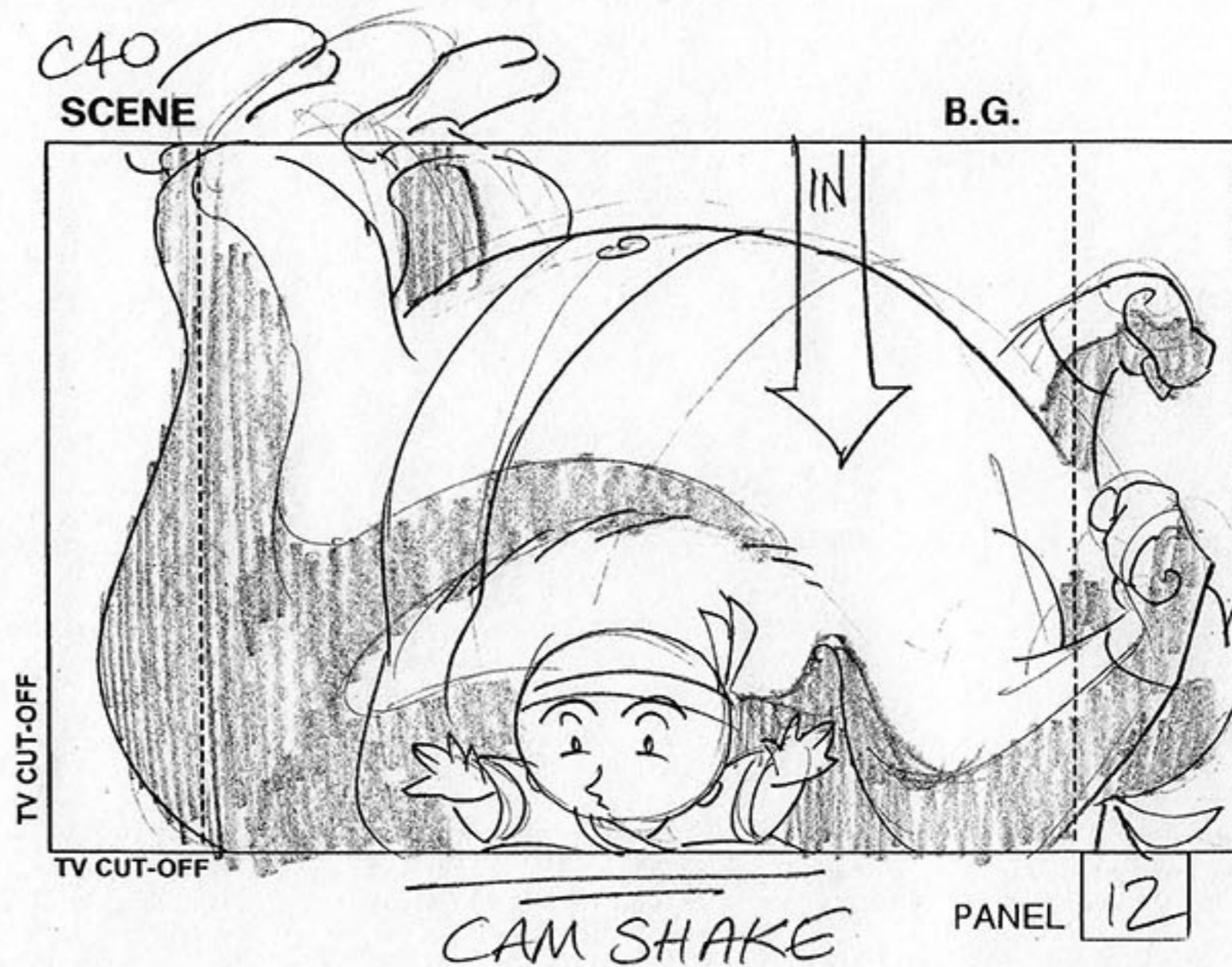
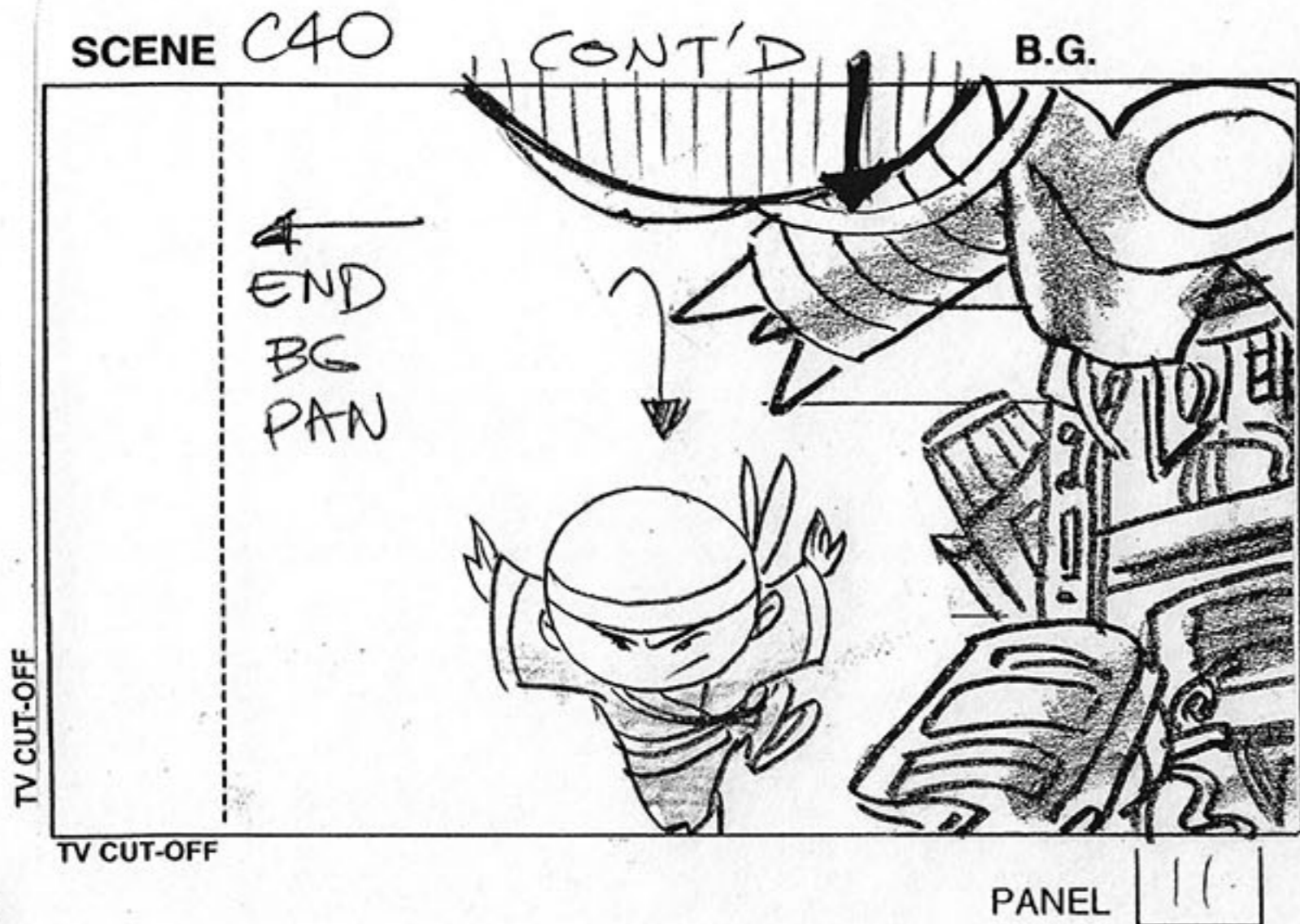
PANEL 10

(B)

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16 : 9 Widescreen Format

ACTION

Omi drops to the floor - Tubbimura DROPS into scene and lands on Omi

DIAL

1 6 40

4x

OMI: UH!

TIMING

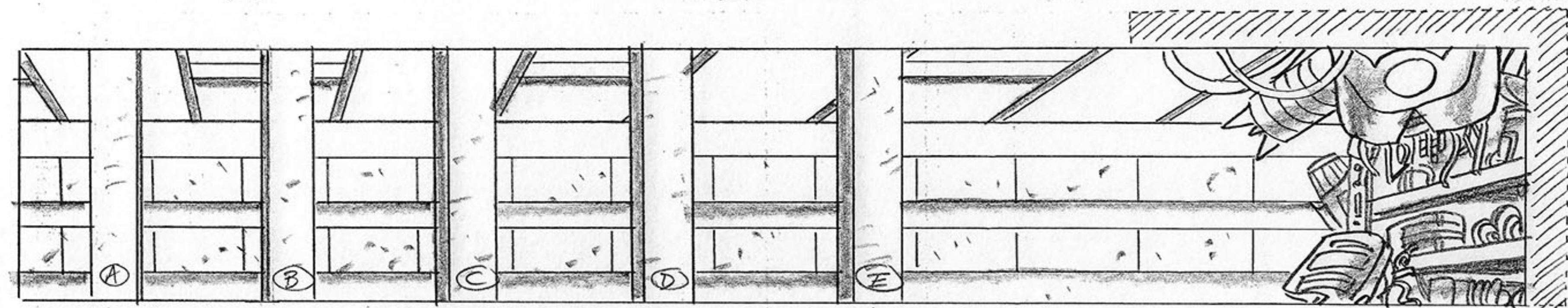
(4x)

Dial 188

pg C91
 Fols 1

257311

B.G. SETUP FOR SCENE C40 Panels 1-11



INT. JACK SPICER'S BASEMENT - NIGHT -
START _____ PAN

SRP

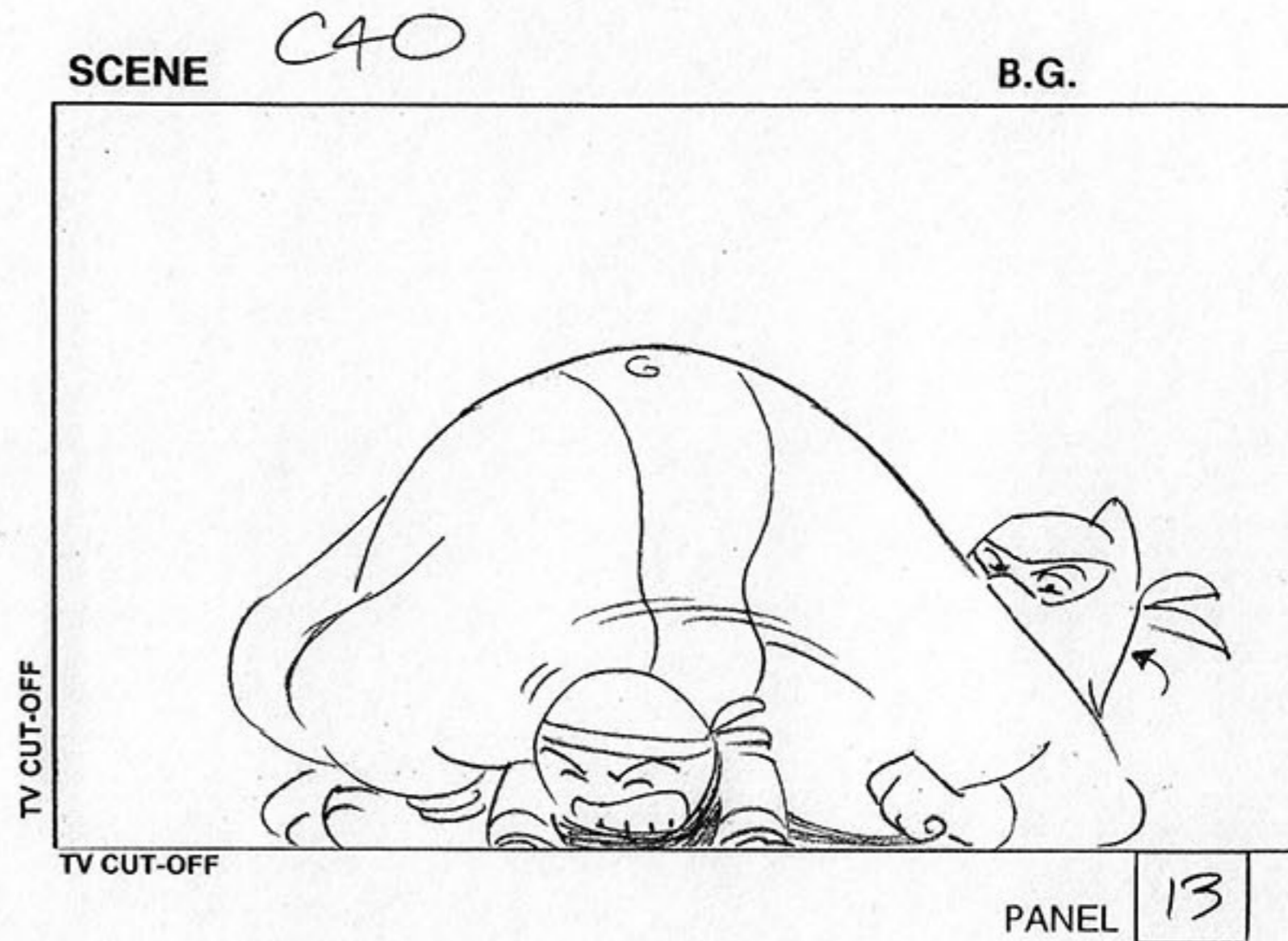
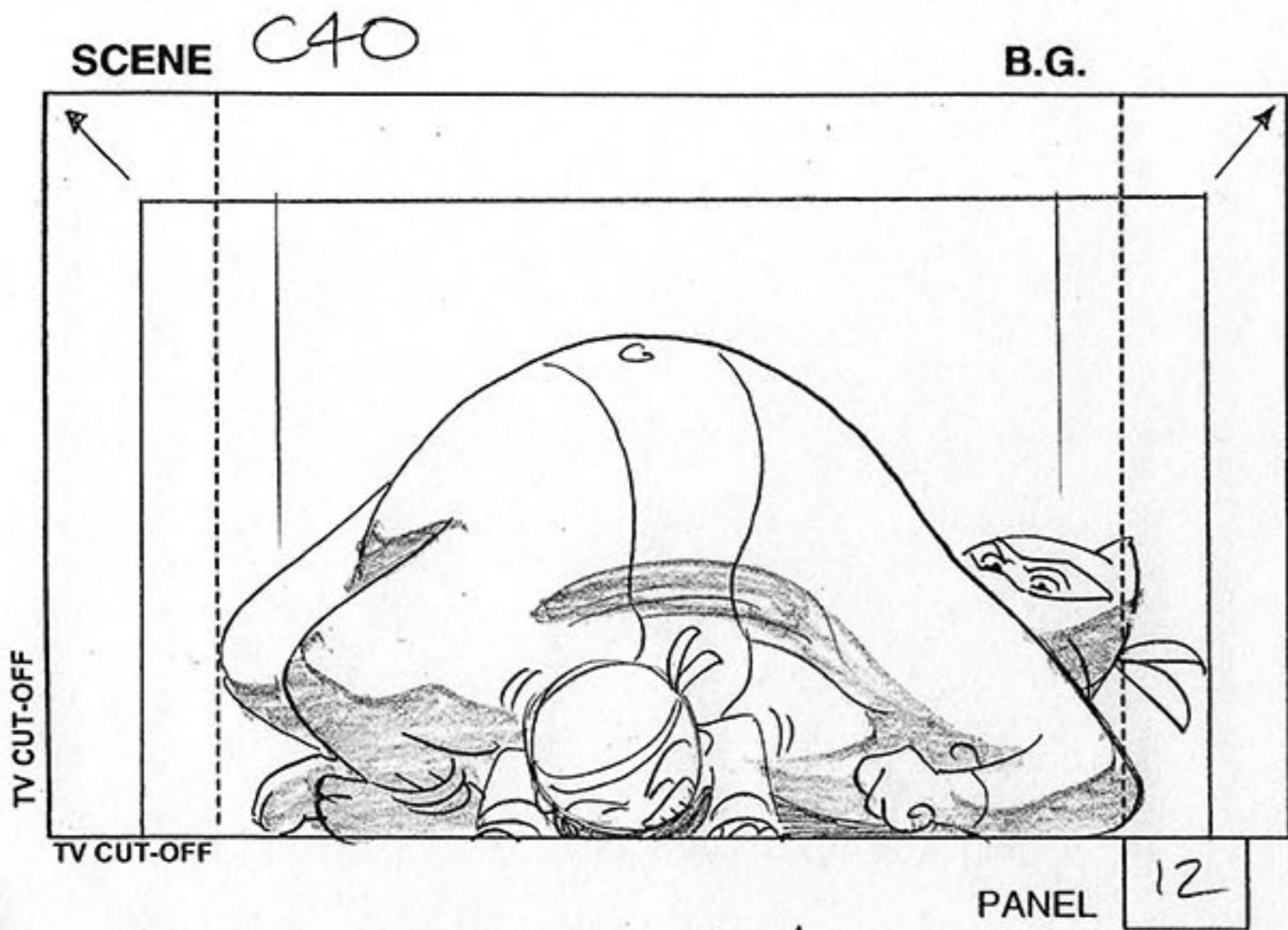
↑
ADD FOR
TRUCK-OUT
IN PANEL
12



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16 : 9 Widescreen Format

ACTION

TRUCK OUT as Omi struggles to pull himself out

Continued

TRUCK DIAL OUT
8x

How
10x

OMI = STRUGGLING

TIMING

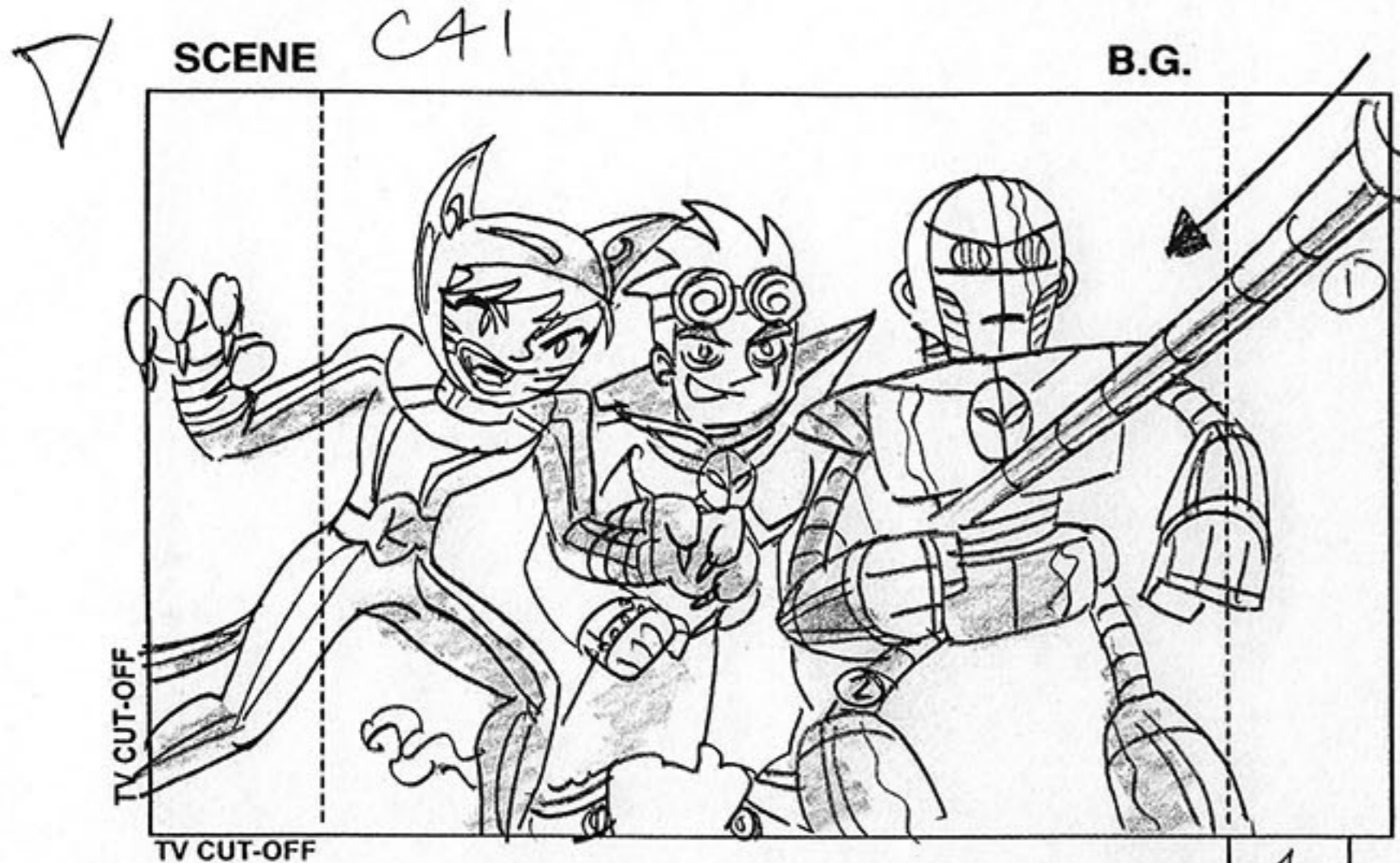
2

DIAL 189

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ACTION

C-BOT REELS HAND IN -
 (BG NOTE - THIS SCENE MATCHES C43)

DIAL

(C41) 12x

TIMING

20

C-BOT + KATNAPPE RUN FWD + QS

14

257311



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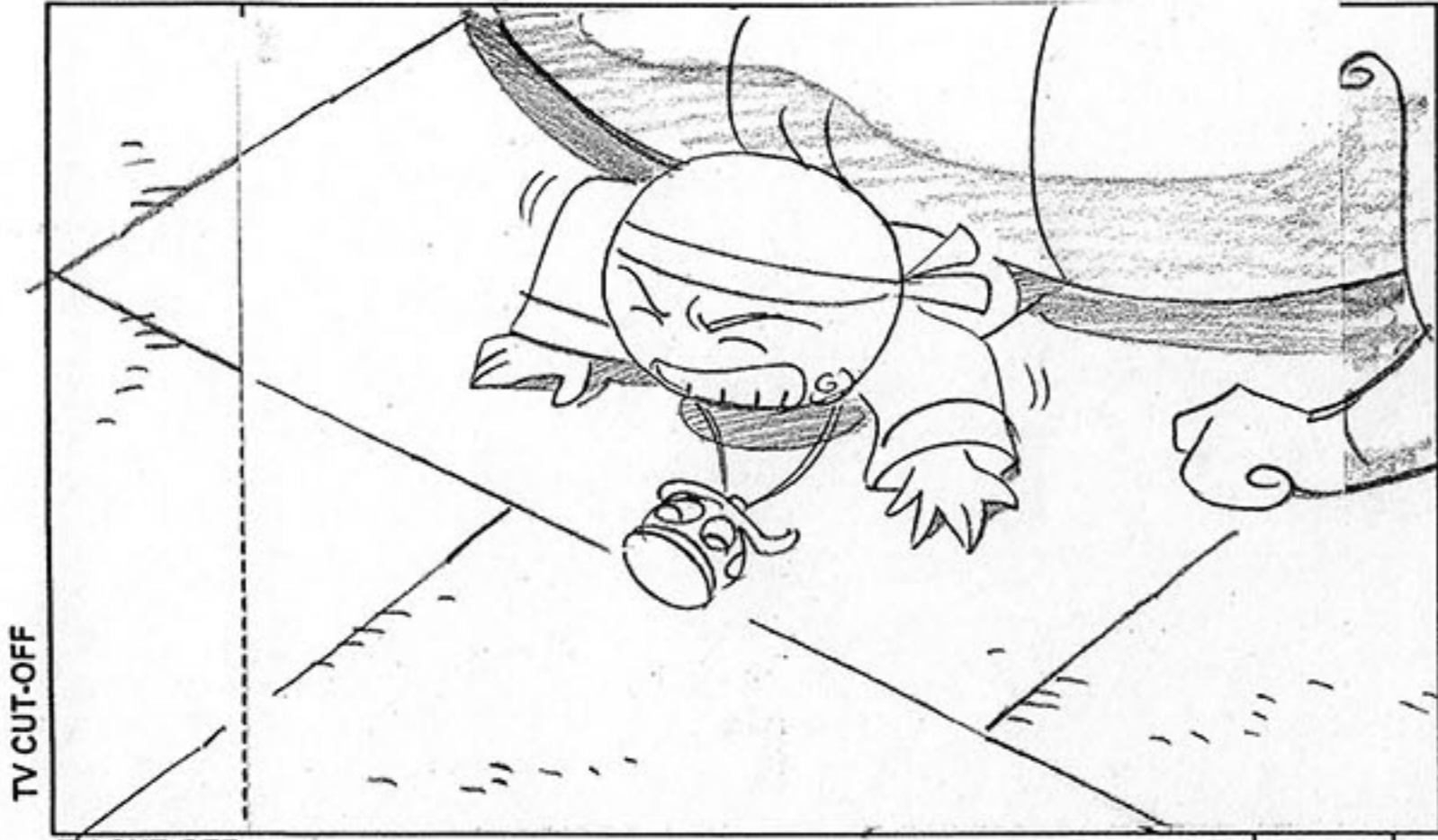
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SCENE C42

B.G.



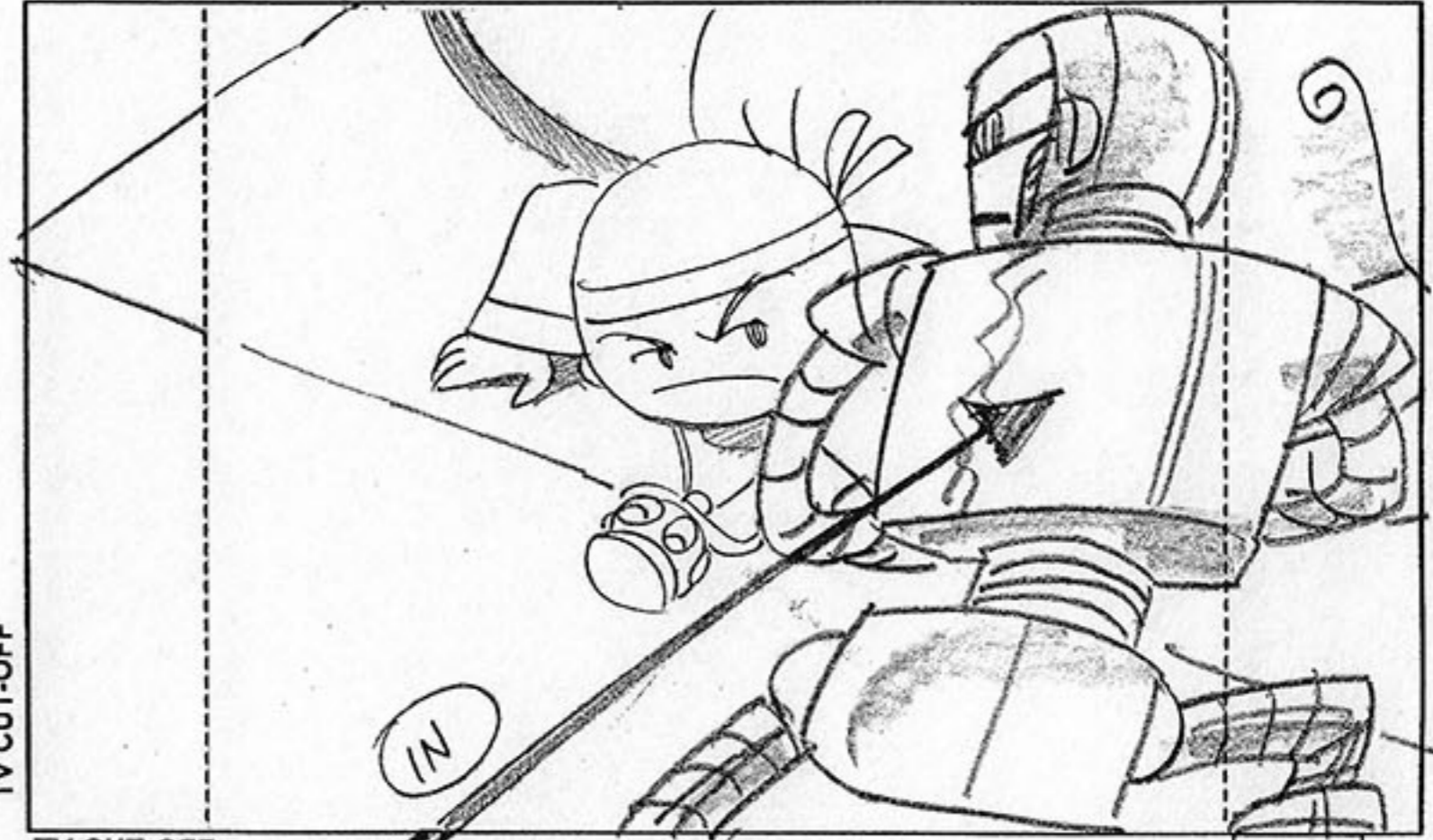
TV CUT-OFF

TV CUT-OFF

PANEL 1

SCENE C42

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 2

ACTION

OMI PINNED

(IN) C-BOT PINS OMI'S LEFT ARM -

DIAL

C42

(8x)

(18)

TIMING

240

16 : 9 Widescreen Format

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SCENE C42 CONT'D

B.G.



TV CUT-OFF

PANEL 3

ACTION IN KATNAPPE PINS OMI'S RIGHT ARM -

SCENE C43

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 1

WUYA FLOATS UP/DOWN AS JACK RUBS HIS HANDS TOGETHER -

PAN DIAL PB | Hold
8x | 18
TIMING

2

C43

18

34

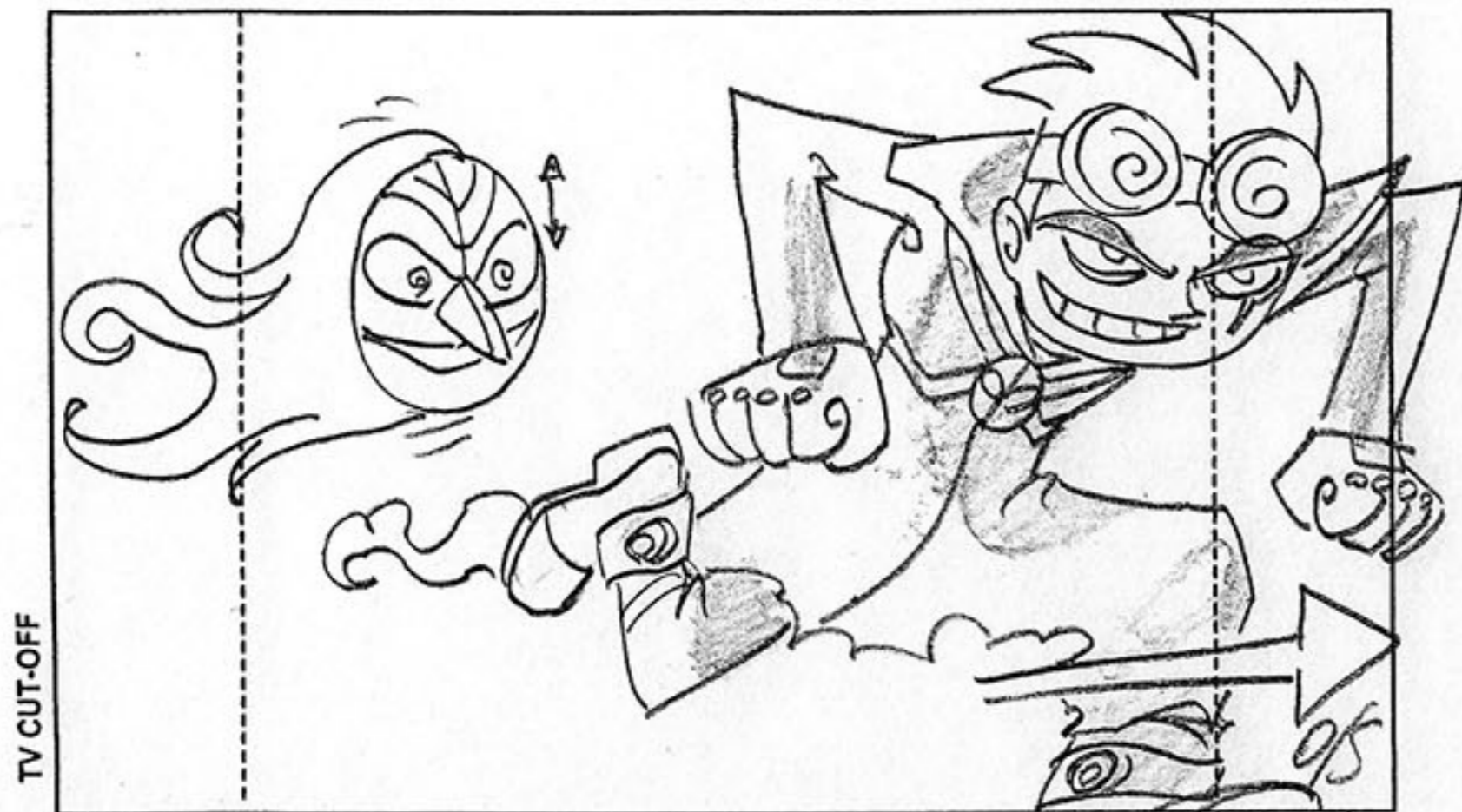
16 : 9 Widescreen Format

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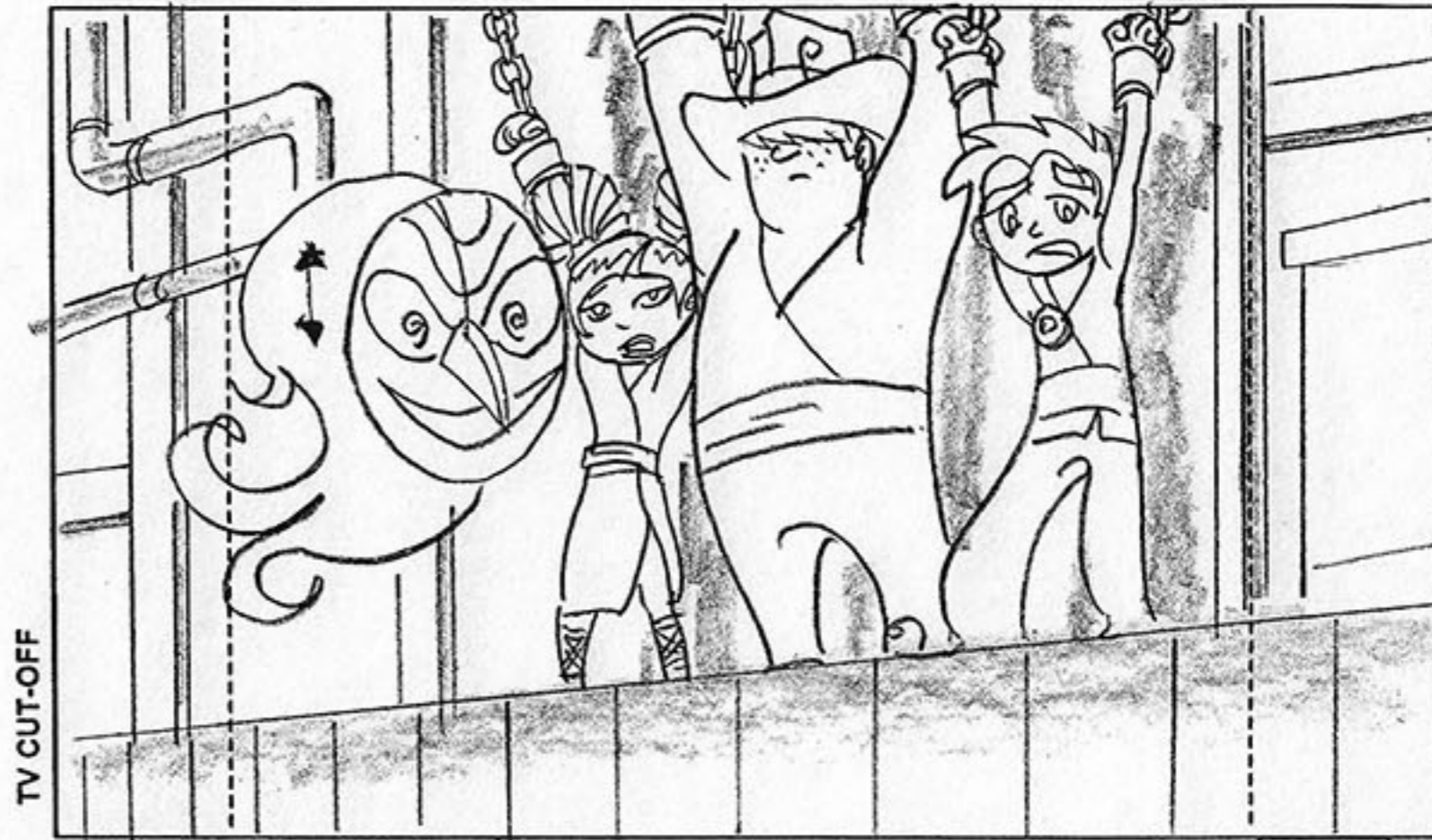
SCENE C43 CONT'D

B.G.



SCENE C43

B.G.



ACTION

JACK RUNS O/S

PANEL

2

REVEALING KIMIKO, CLAY & RAYMUNDO IN BG -

PANEL

3

DIAL

(12X)

NOTE: KIMIKO'S HAIR IS OFF-MODEL

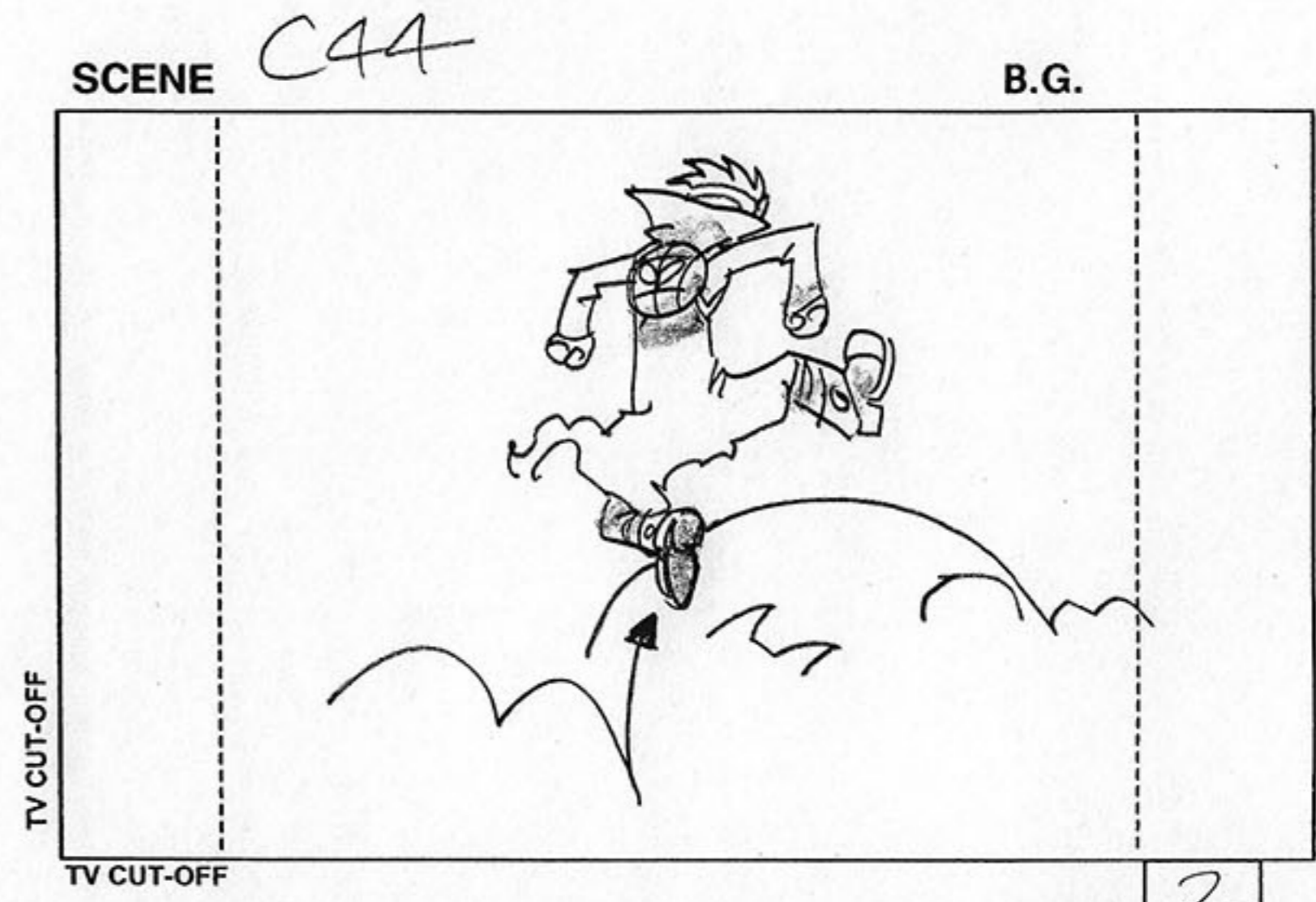
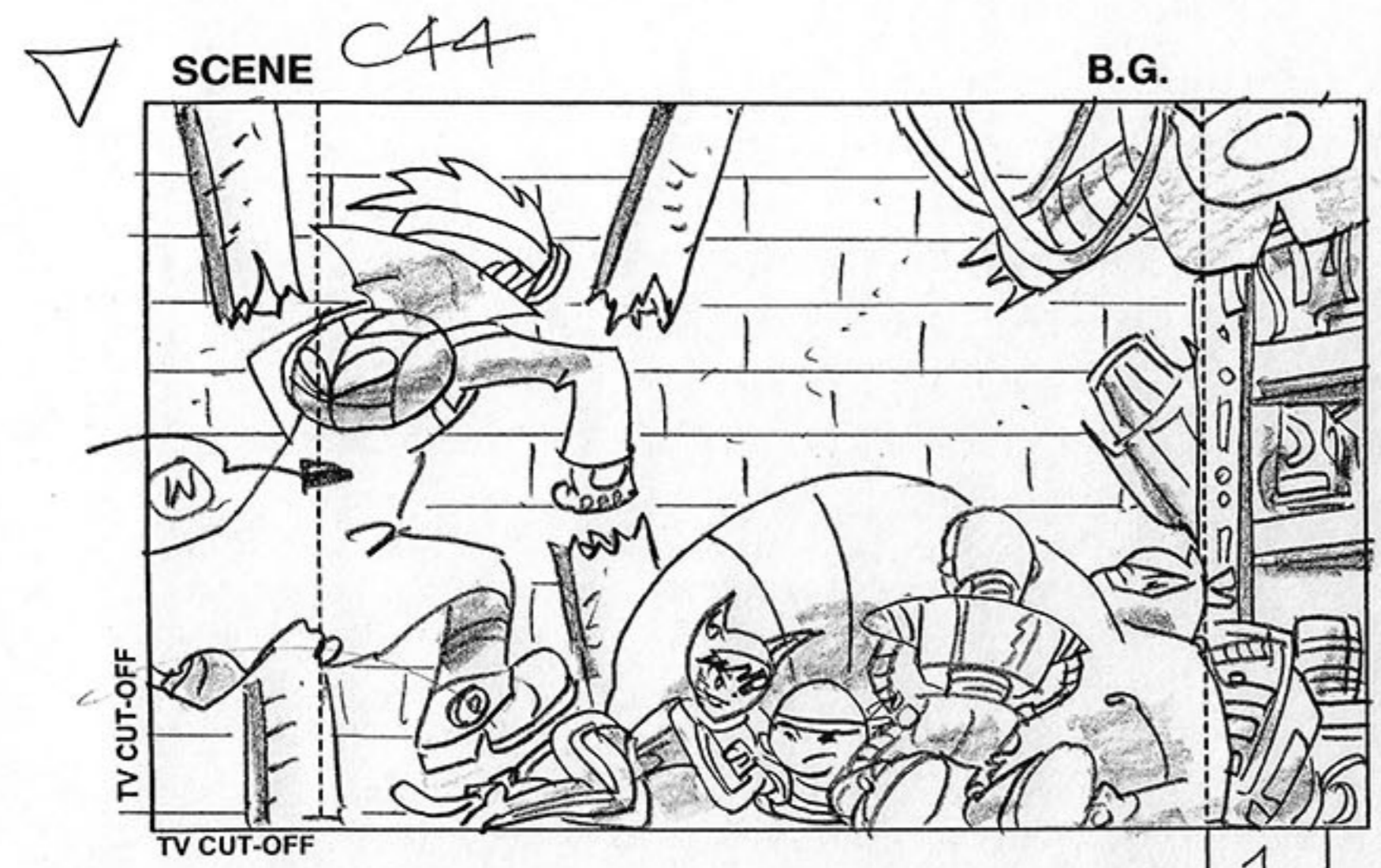
TIMING

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ACTION (IN) RUNS JACK AT PILE OF BAD GUYS ON OMI

JACK LEAPS UP -

DIAL C44 8x

10

TIMING 24

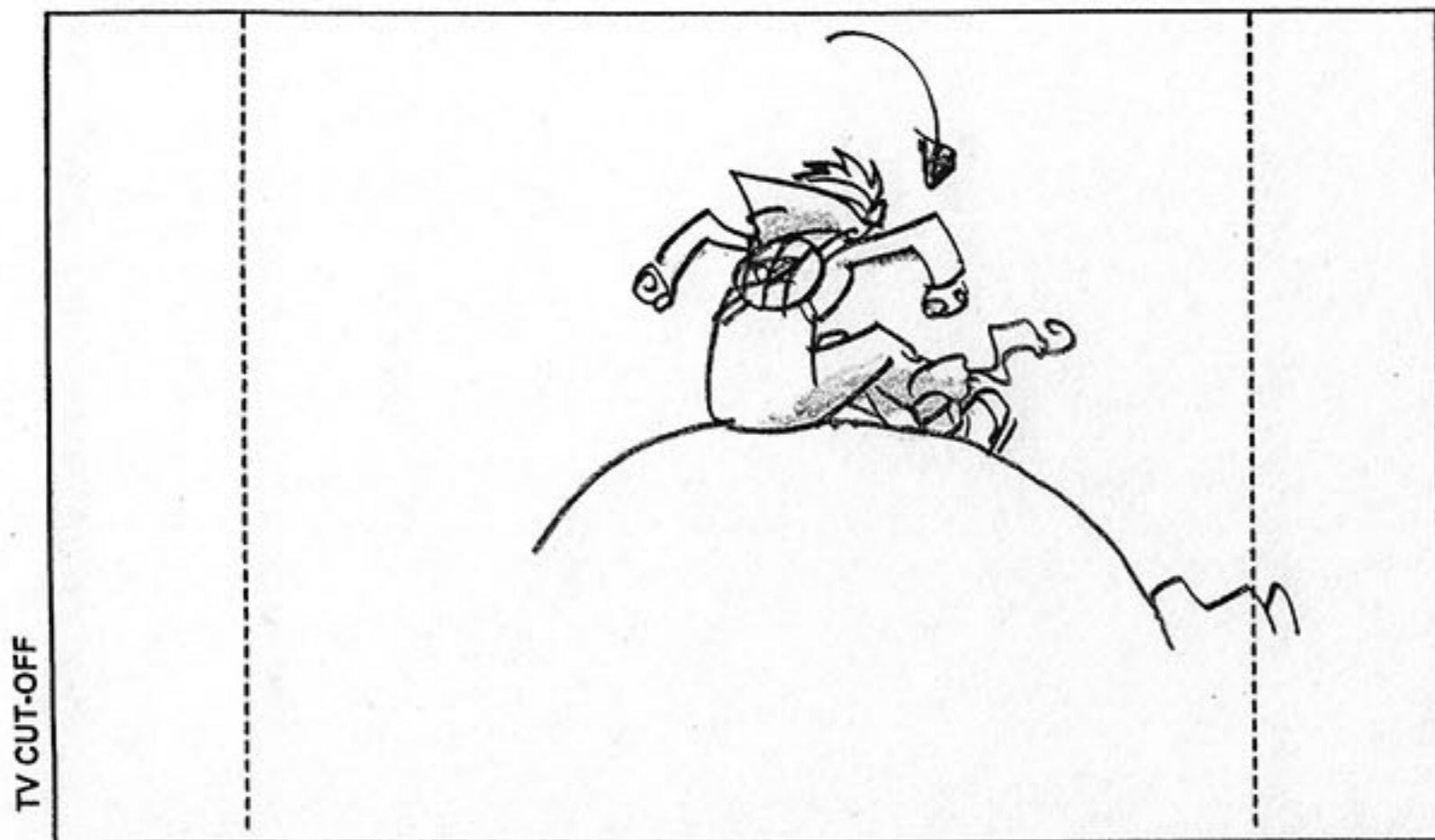
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SCENE C44 CONT'D B.G.



TV CUT-OFF

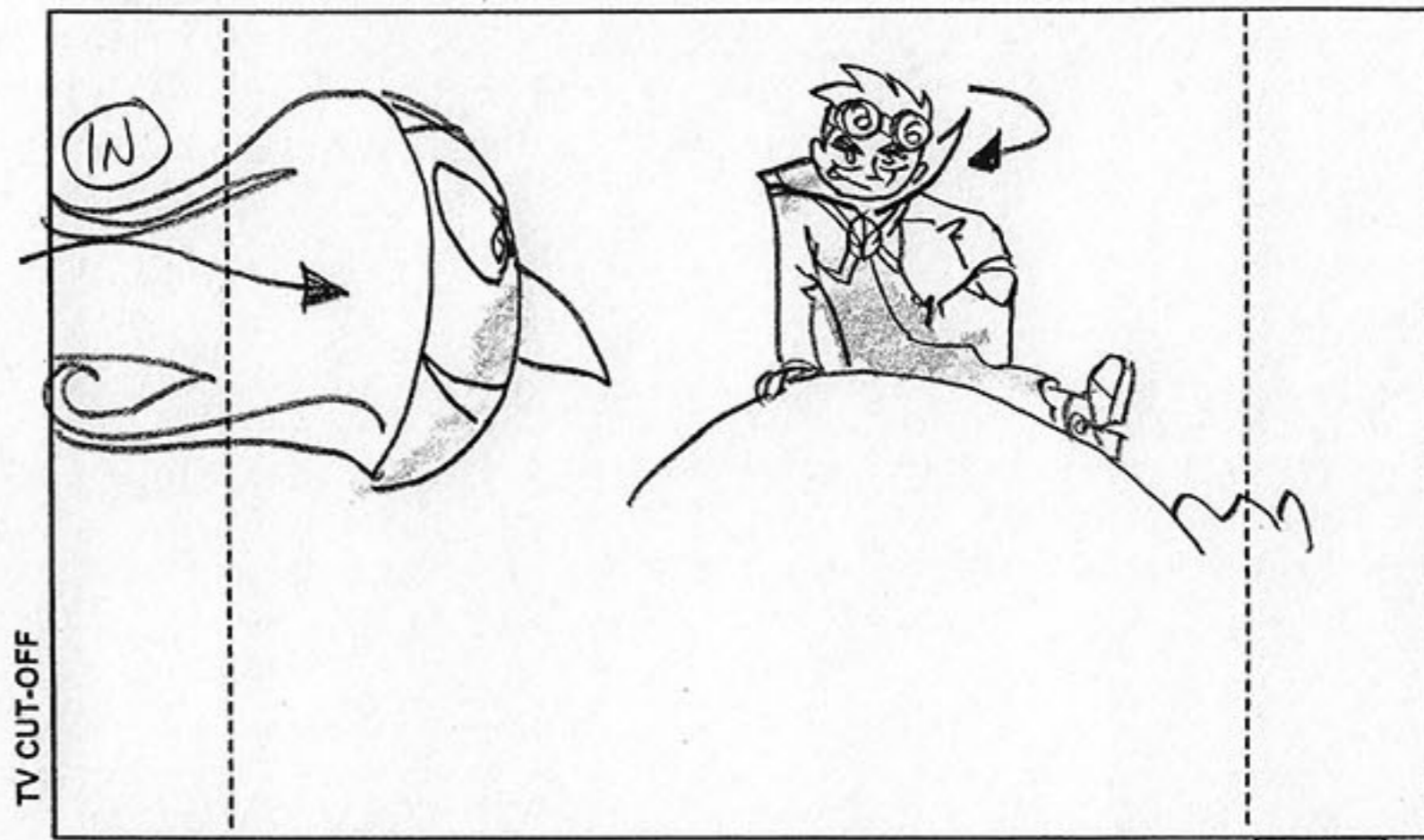
TV CUT-OFF

PANEL 3

ACTION

JACK LANDS ATOP TUBBI

SCENE C44 B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 4

DIAL

12x

JACK TURNS AS WUYA IN

TIMING

WUYA =
 AND SO IT ENDS.

7 - (Dial 190)

16 : 9 Widescreen Format

257311

(Signature)



X I A O L I N SHOWDOWN

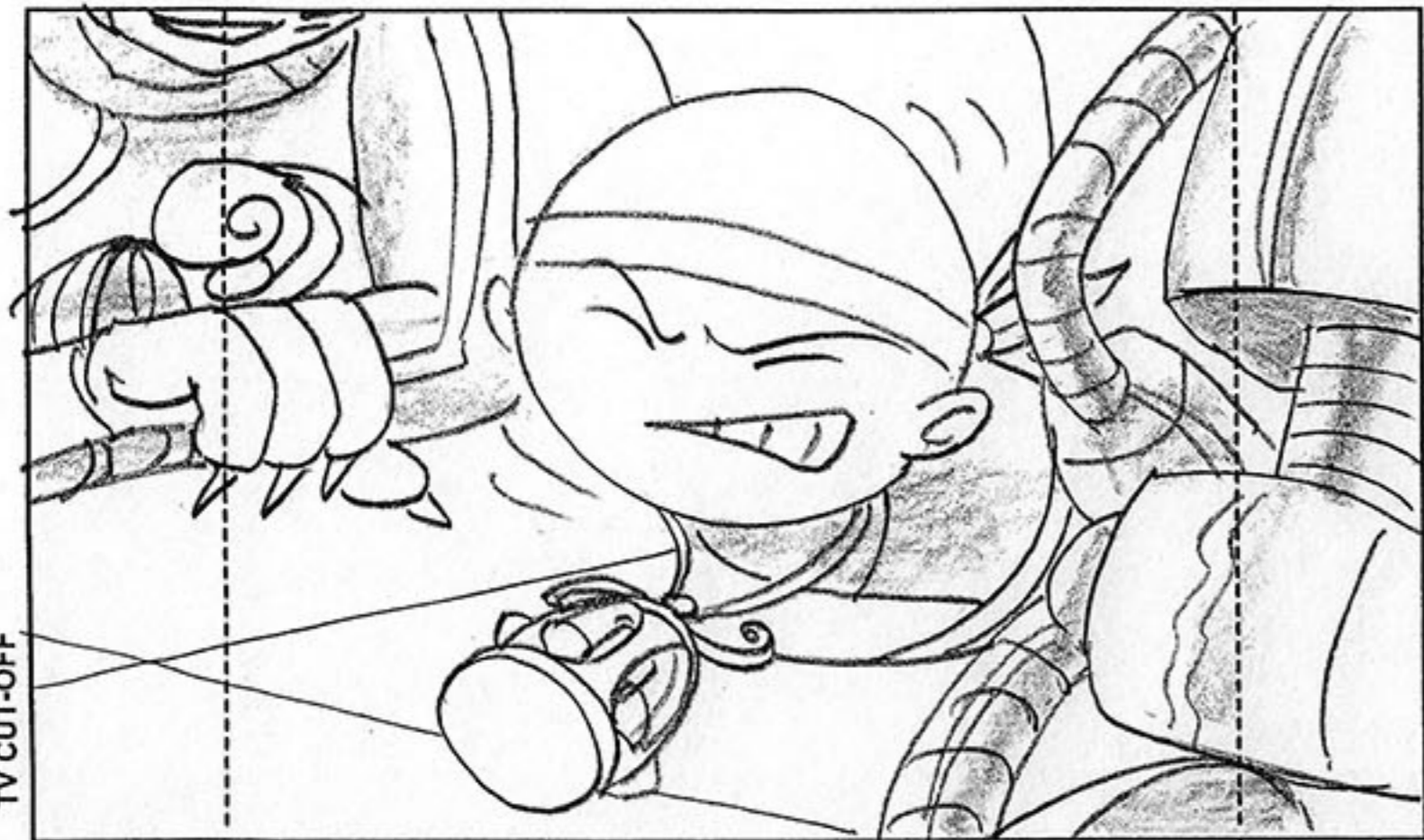
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H/4
▽

SCENE C45

B.G.



TV CUT-OFF

TV CUT-OFF

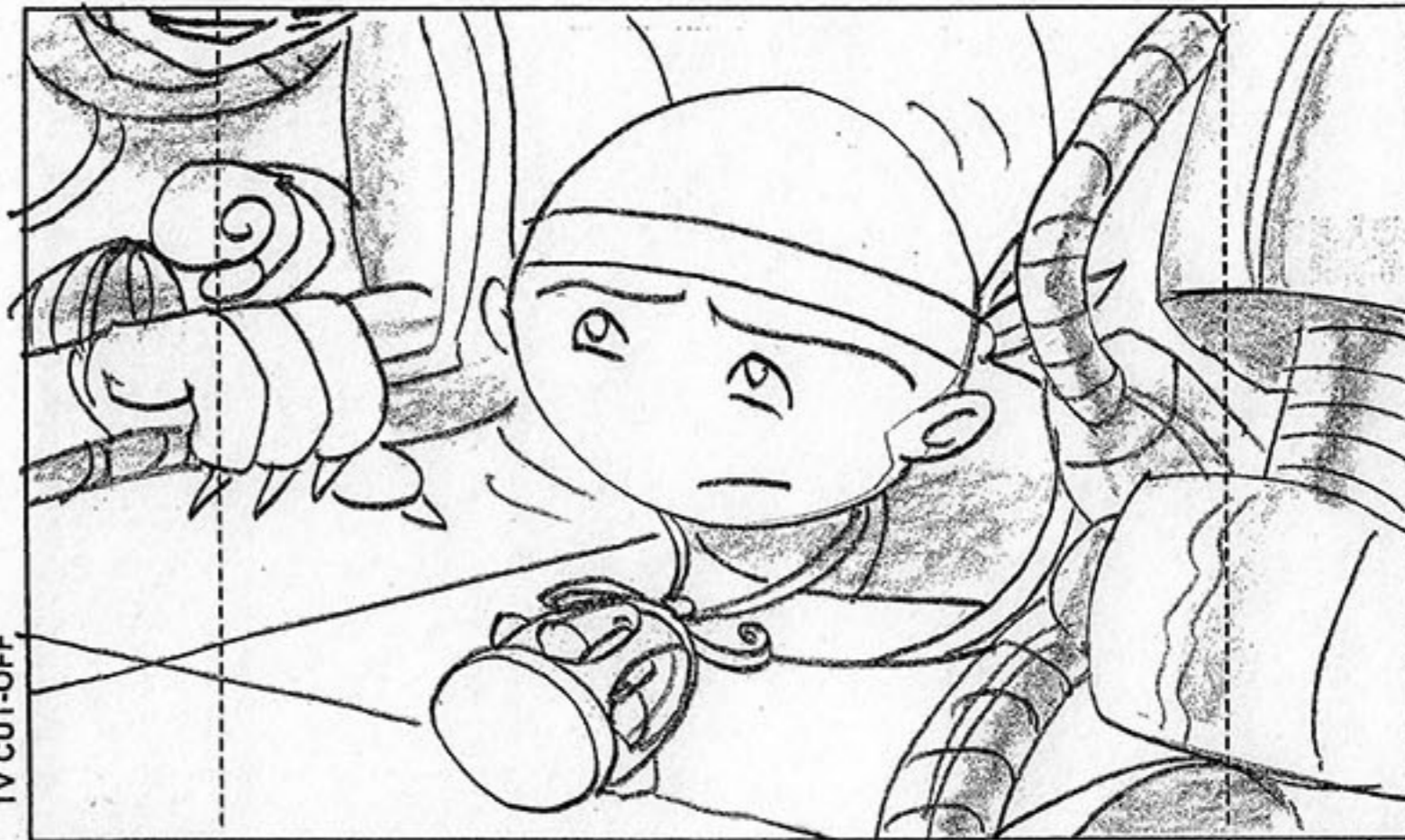
PANEL

1

OMI STRUGGLES -

SCENE C45

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

2

OMI STOPS, LOOKS UP -

ACTION

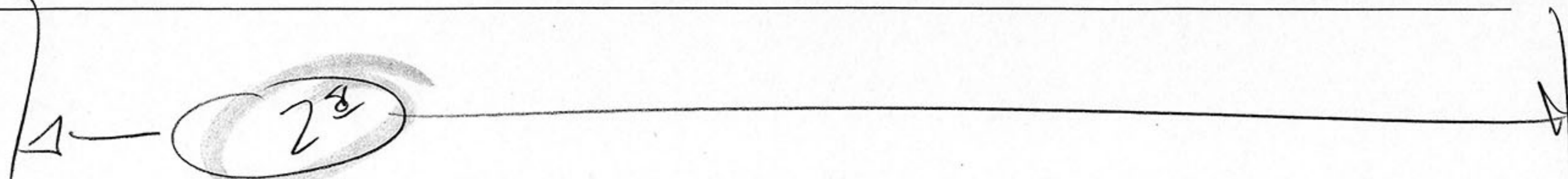
DIAL

C46

1⁴

1⁴

TIMING



16 : 9 Widescreen Format

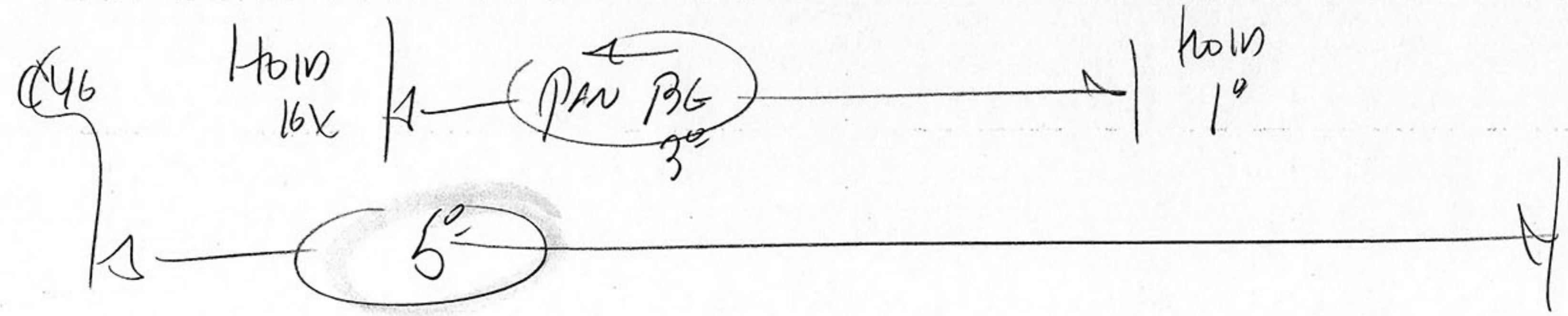
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C46 / Panel 1



PAN →

Pan across Kim, Clay and Rai looking hopeless



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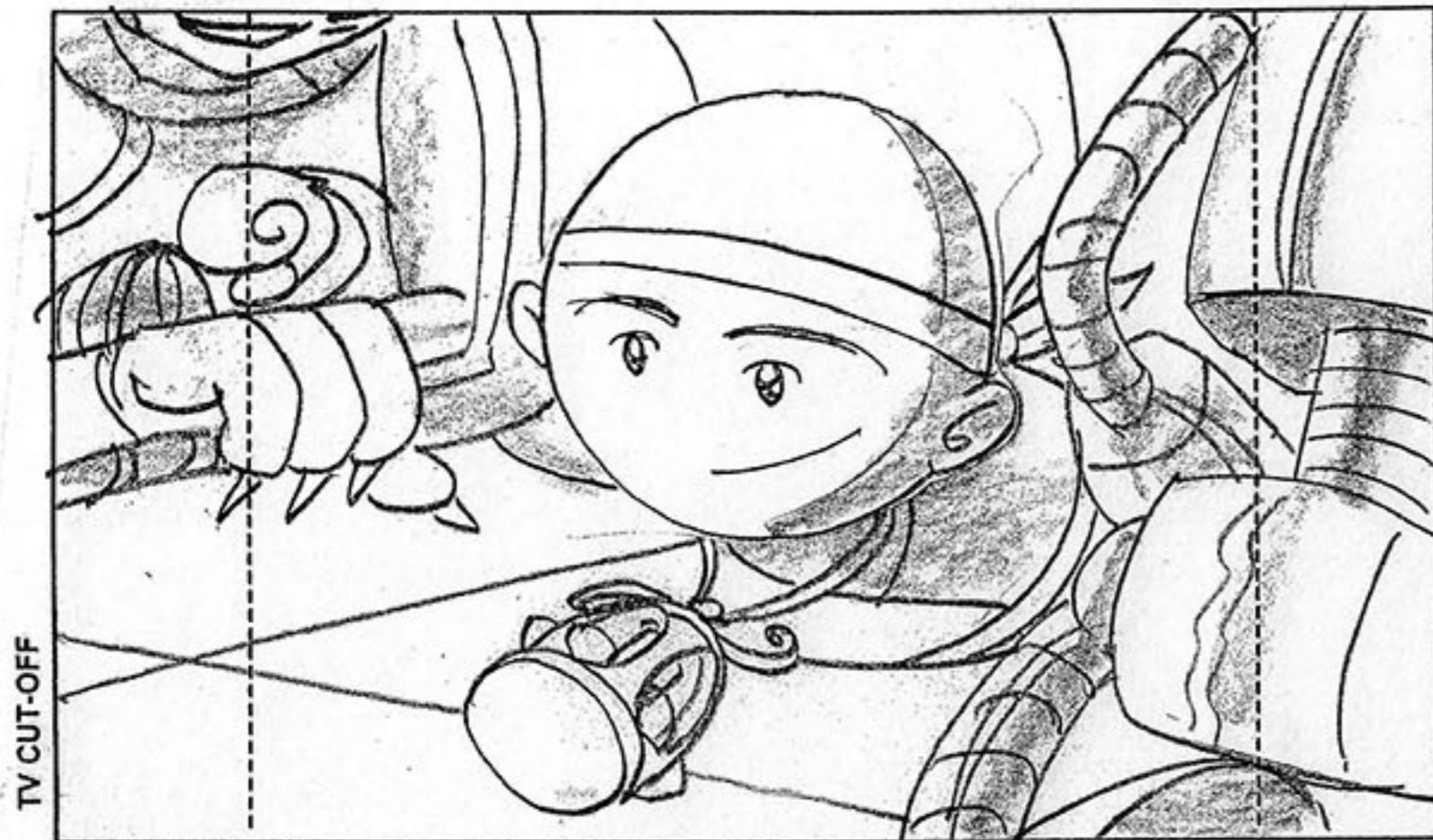
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SCENE C47 (Match C45)

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

1

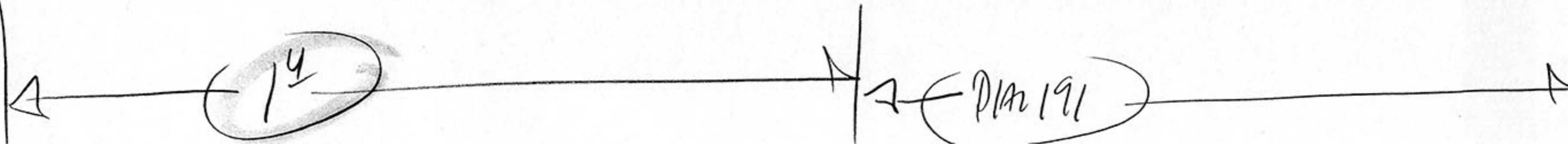
ACTION

OMI SMILES

DIAL

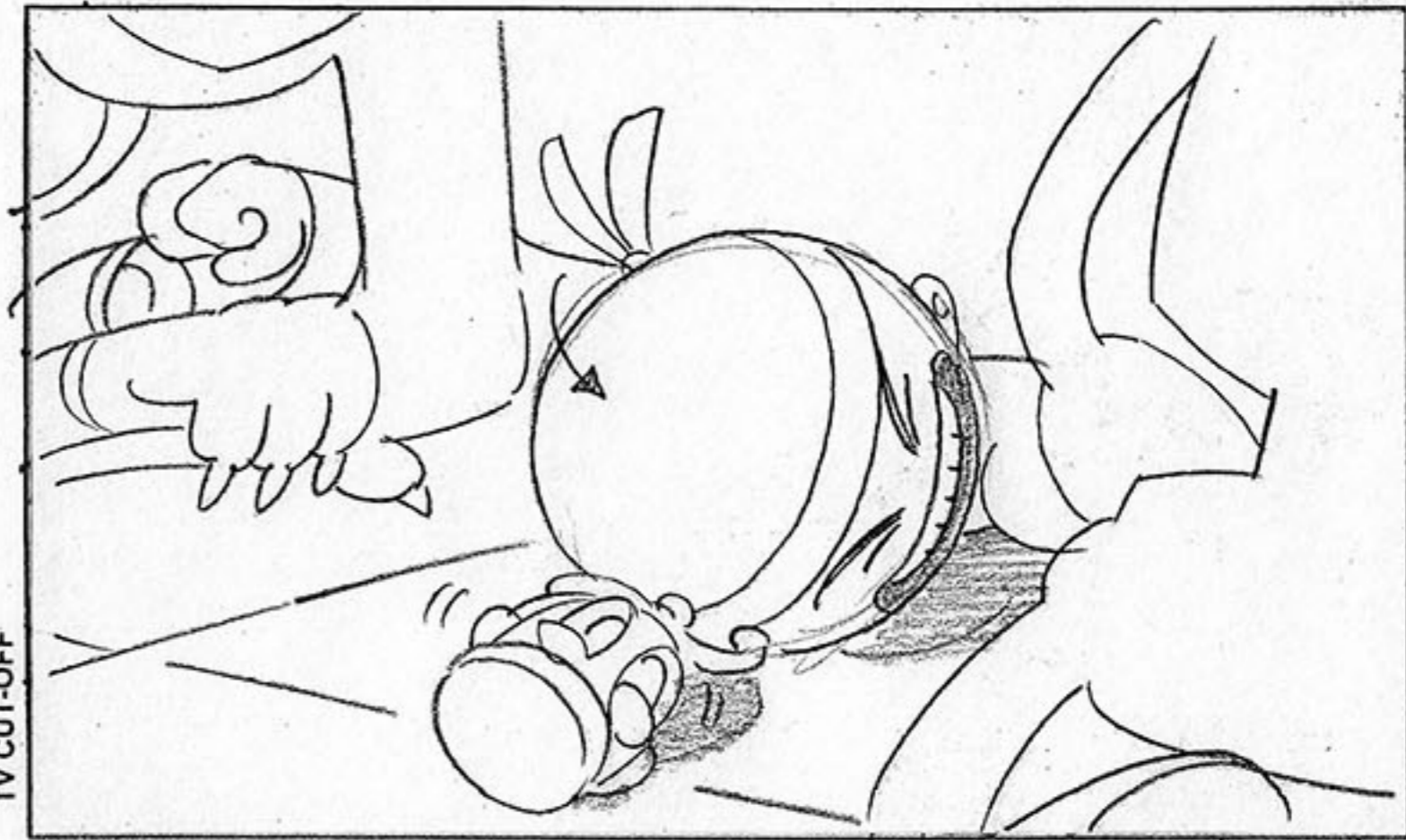
C47

TIMING



SCENE C47

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

2

Omi leans forward and nudges the lantern with his forehead

OMI:
SUN CHI LANTERN!

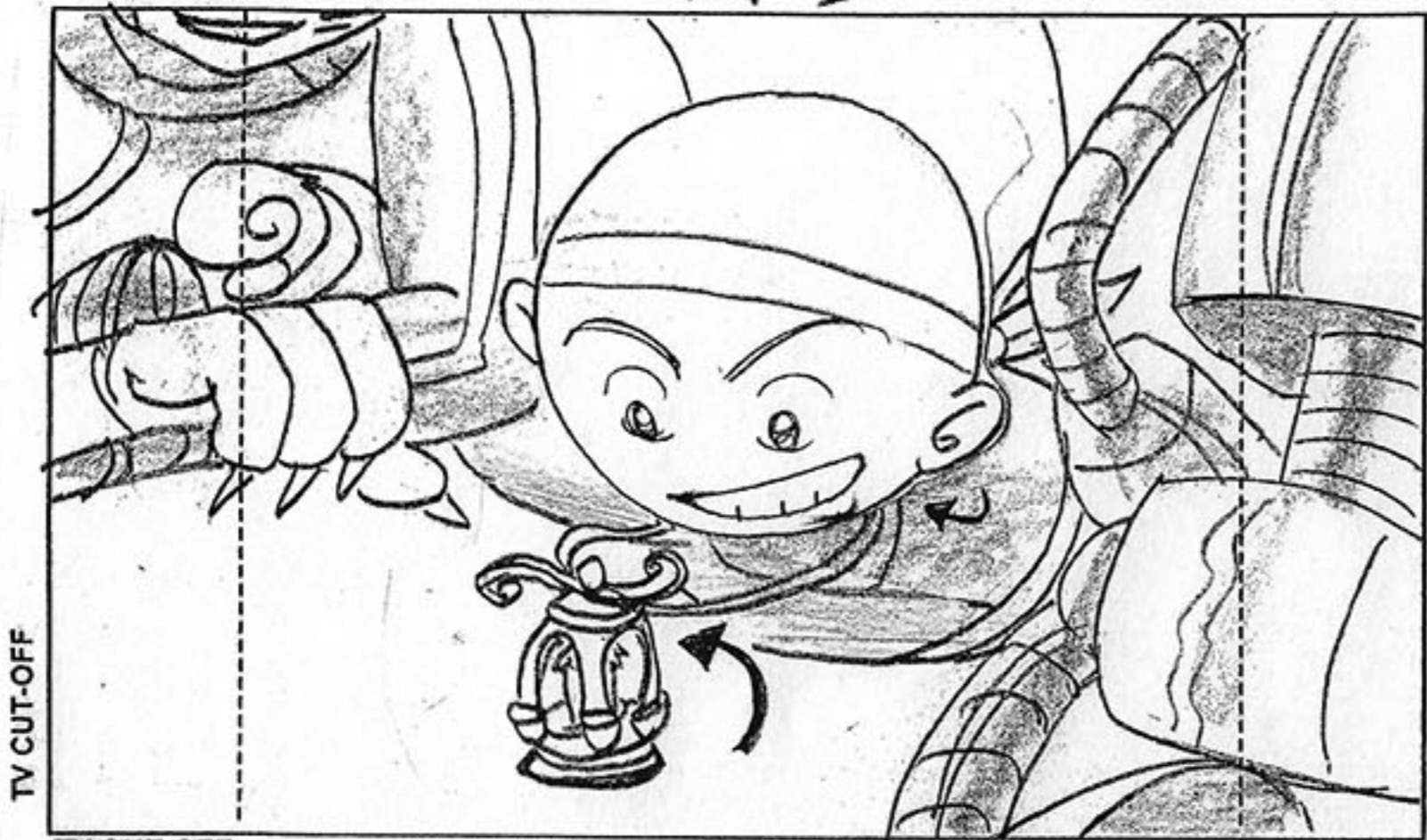
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SCENE C47 CONT'D B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 3

LANTERN SITS UPRIGHT-

SCENE C47 B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 4

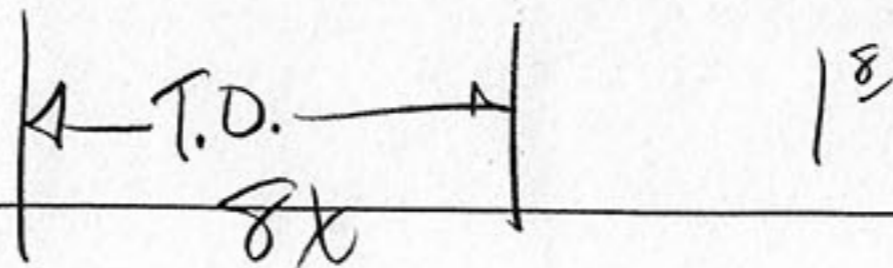
TRUCK OUT as bright light bursts out of the lantern

ACTION

DIAL

TIMING

8x

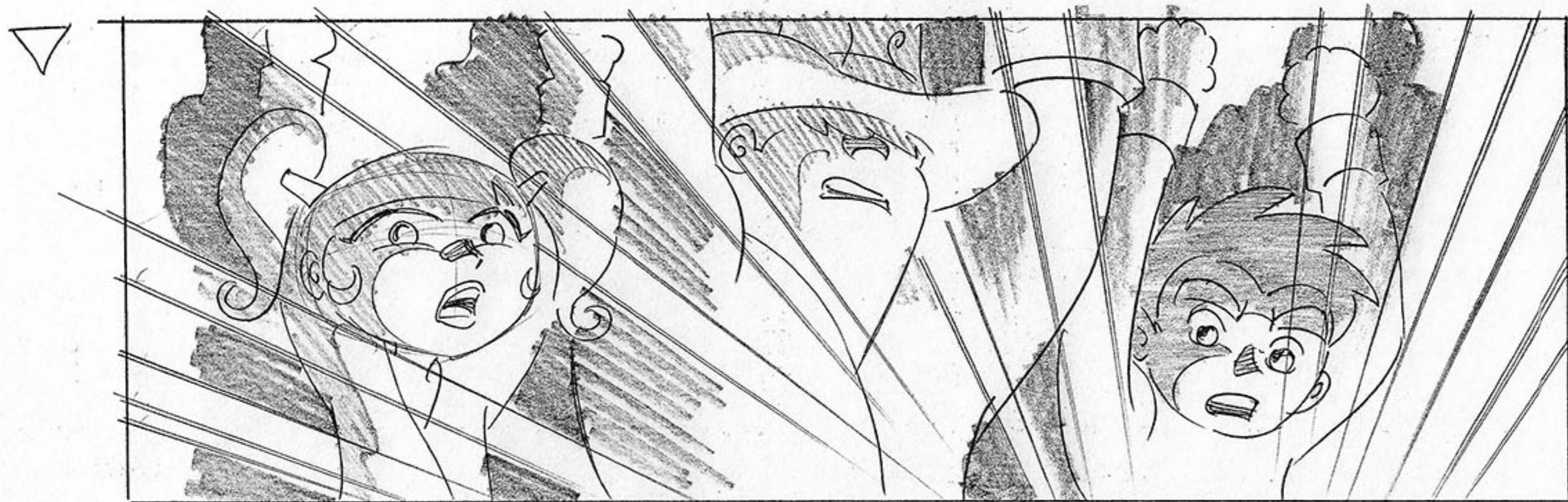


28

16 : 9 Widescreen Format

257311

C48 (Match C46)



PAN →

Pan across Kim, Clay & Rai,
bathed in light from the
Sun Chi Lantern

↔
Beams of
light sweep back
& forth

(C48)

Holds
12x

PAN 136 2"

Holds
10

B12