

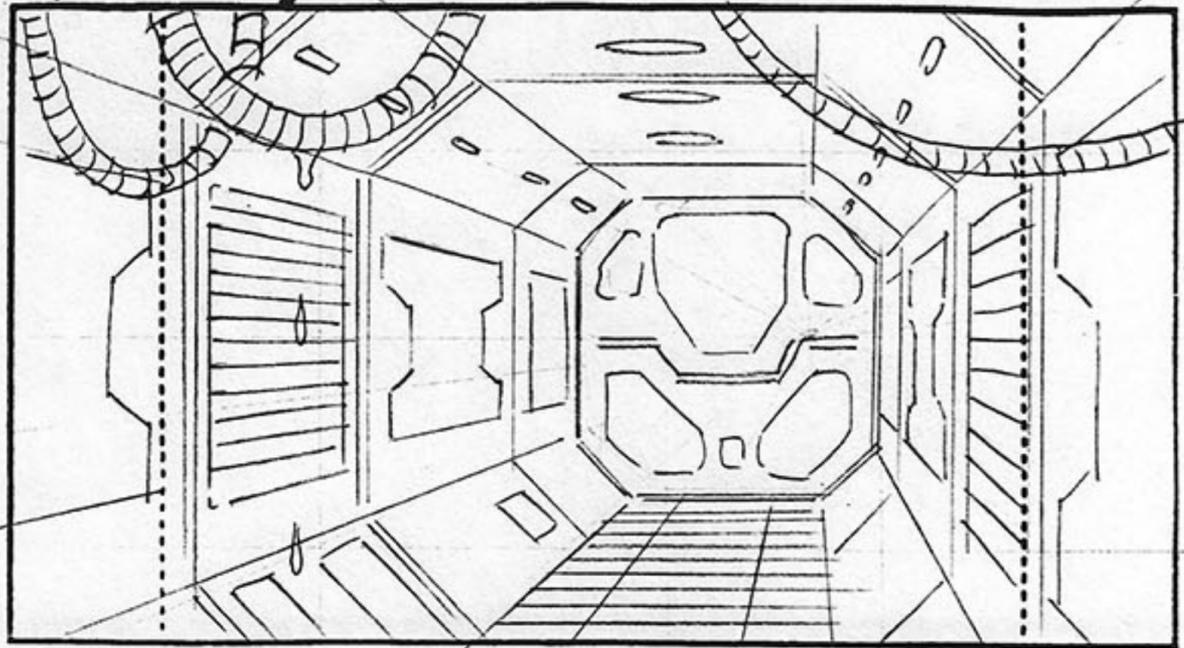
SC. A1

ACTION day night

Fade up on darkened
Corridor in a space
Ship - door is
closed

DIAL

AI F.I (24)



BG

↑ Dripping water **BG REF.**

24x

24

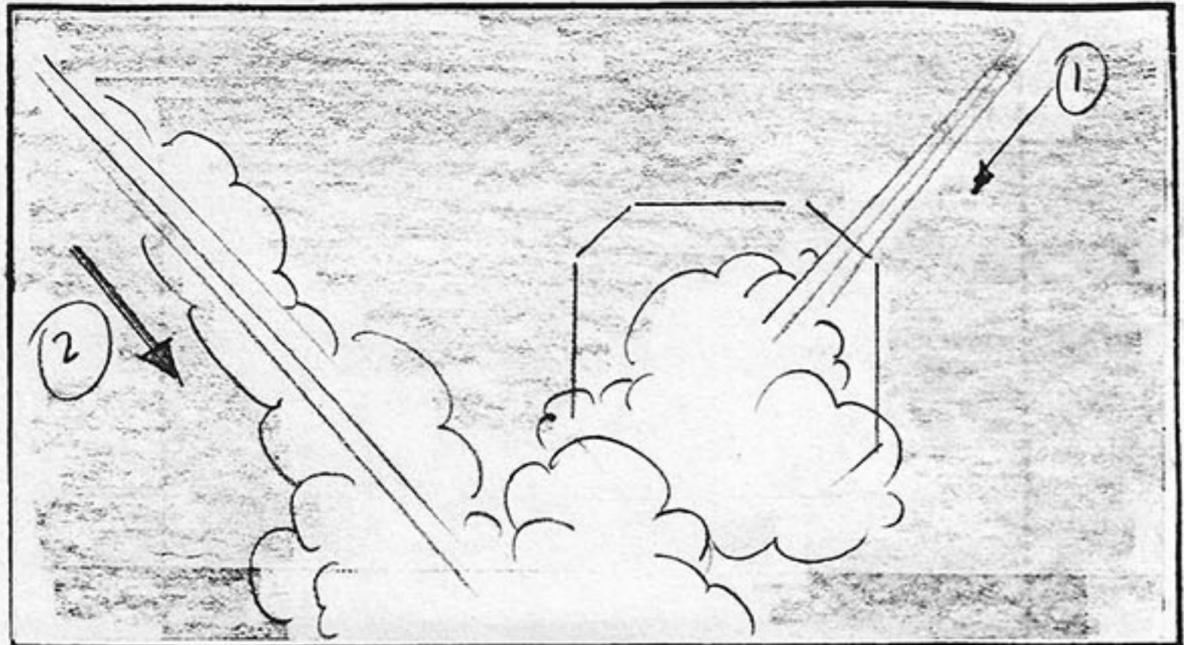
SC. CONT

ACTION day night

Two jets of steam
shoot into the
corridor

DIAL

① INTRUDER
ALERT...
(CONTINUOUS)



↓

DX STEAM

DIR 1

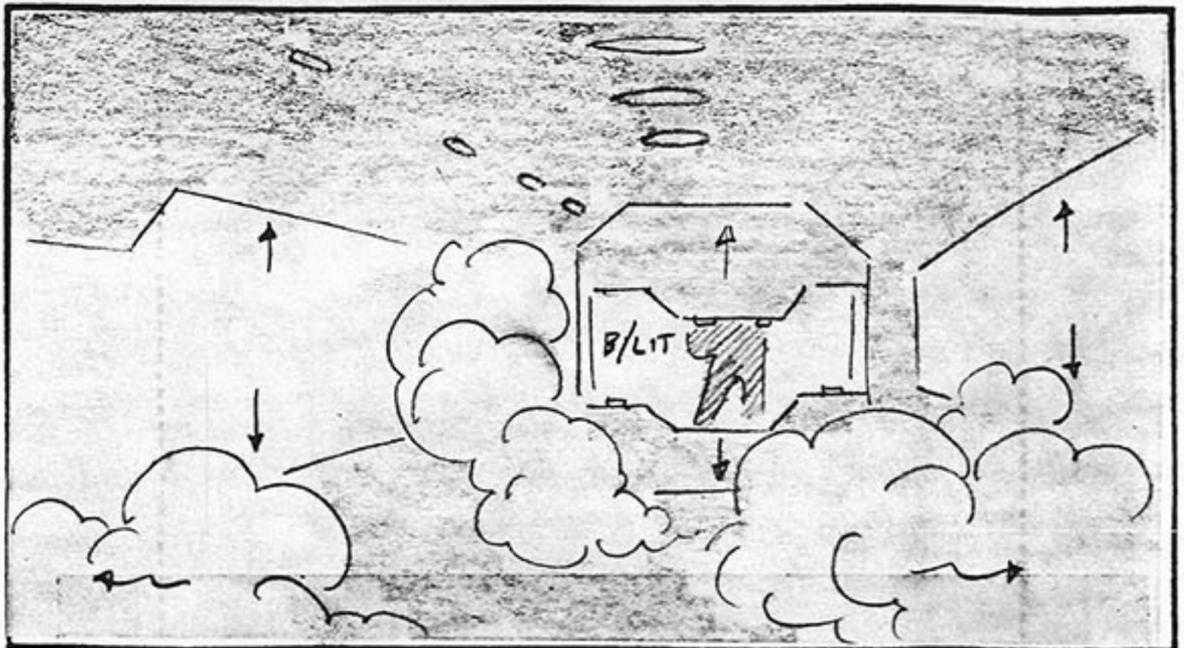
SC. CONT

ACTION day night

door opens as
steam clears,
lighting up corridor

DIAL :

INTRUDER V.O.



2

CONTINUED 1

345-394

LEGION OF SUPER-HEROES



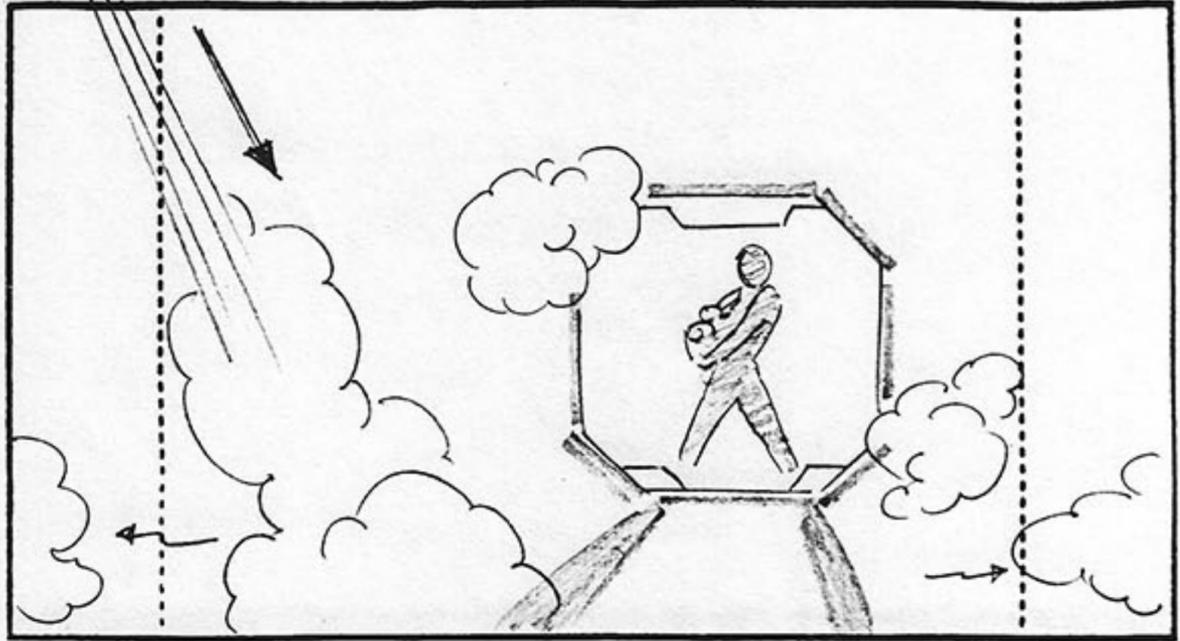
PAGE A2

SC. A1 CONT

ACTION day night

Door fully opens, revealing silhouette of WARRIOR, lit from behind

DIAL: ALERT V.O.



3 DX SHADOWS

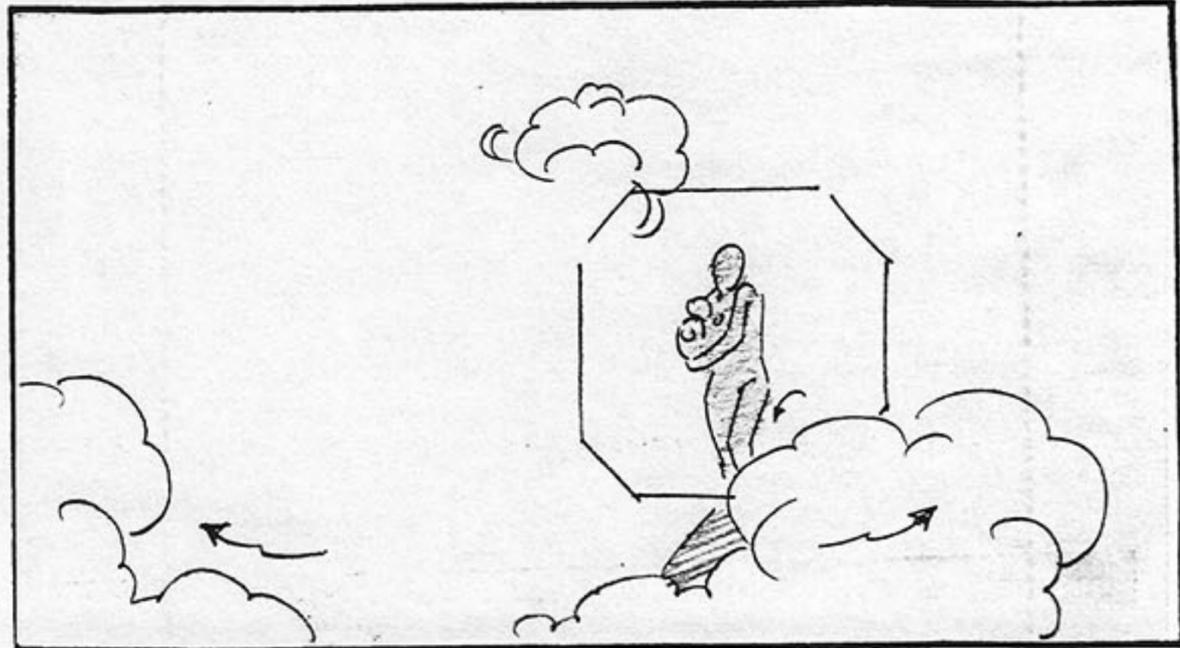
CONTINUE 1

SC. CONT

ACTION day night

She steps forward

DIAL: WARRIOR ALERT



4

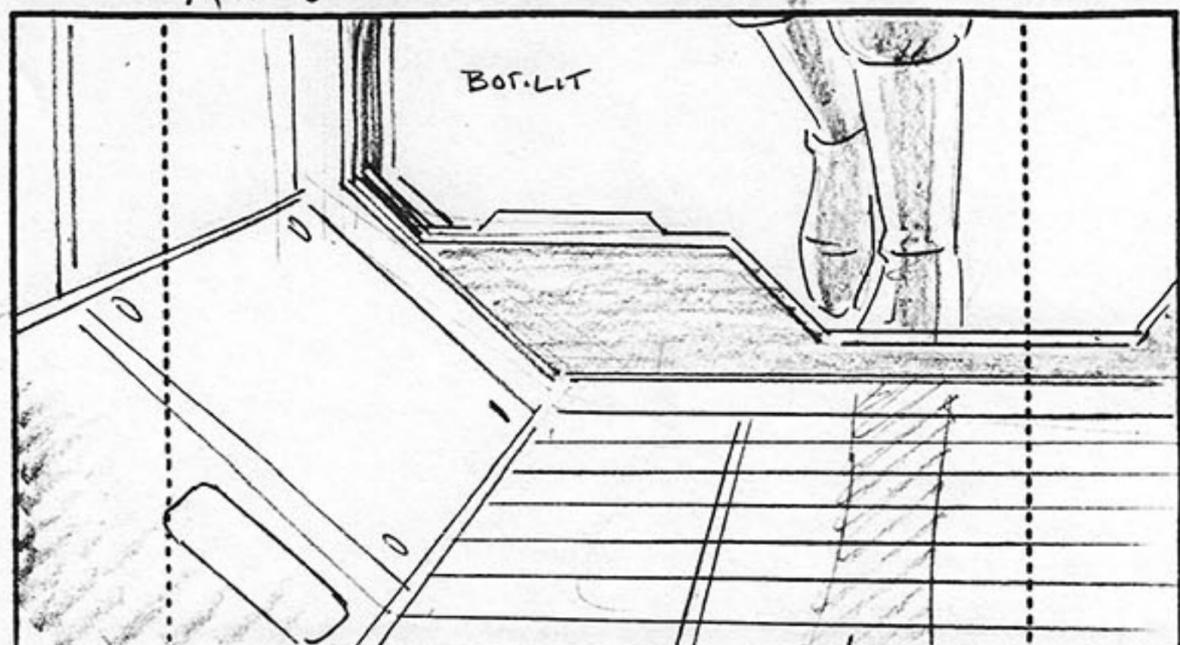
CONTINUE 1

SC. A2

ACTION day night

View of floor in front of open door - Warrior advances (start pose shown)

DIAL



A2 12x

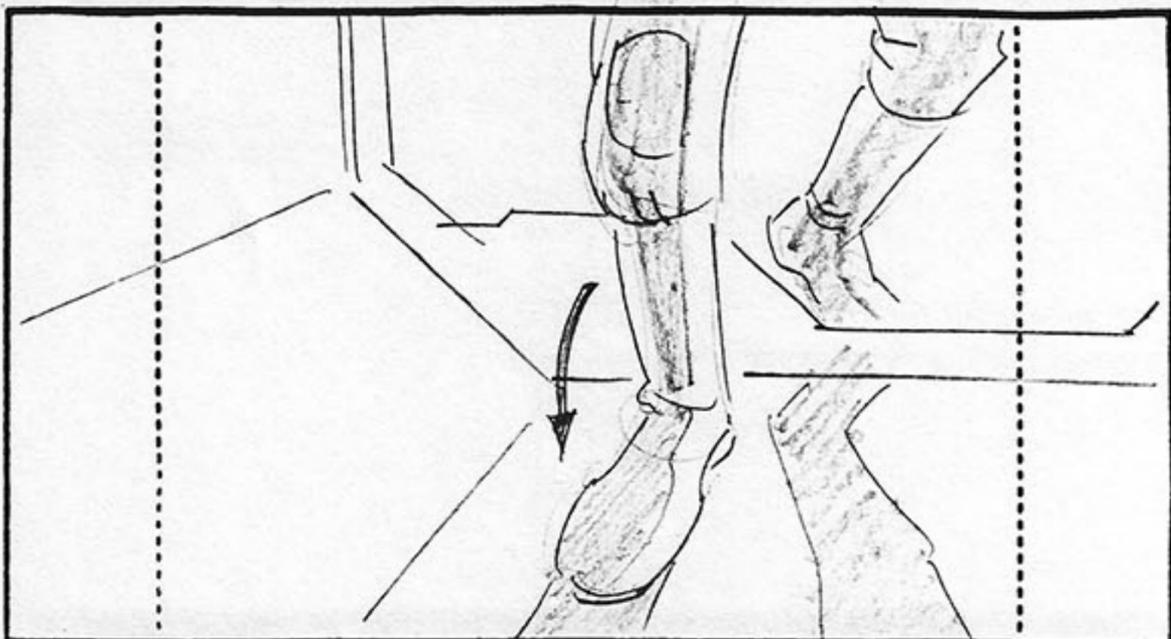
H/4 1

DX

112

SC. A2 CONT

ACTION	day	night
She takes a step		
DIAL		
	10	

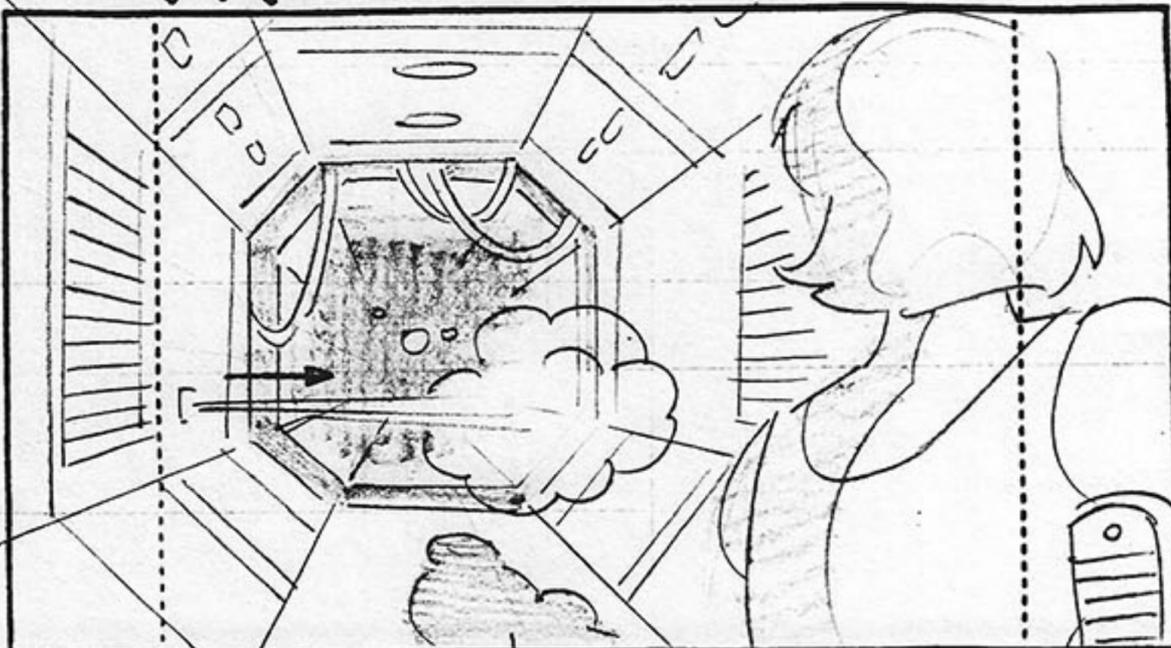


2

NO SC A3

SC. A4 (NO SC A3)

ACTION	day	night
O.T.S. looking down toward dark end of corridor		
DIAL	STEAM DX	
A4	10	



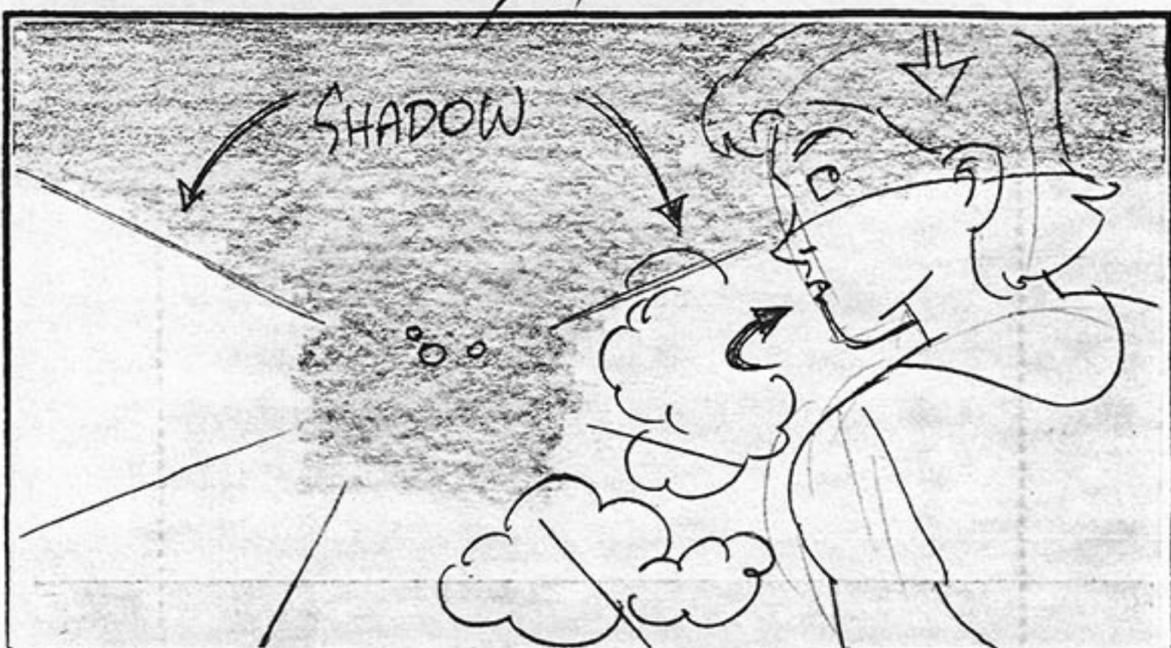
1

DX

28

SC. CONT

ACTION	day	night
Shadow drops into scene as door slides shut - Warrior turns		
DIAL		
	18	



2

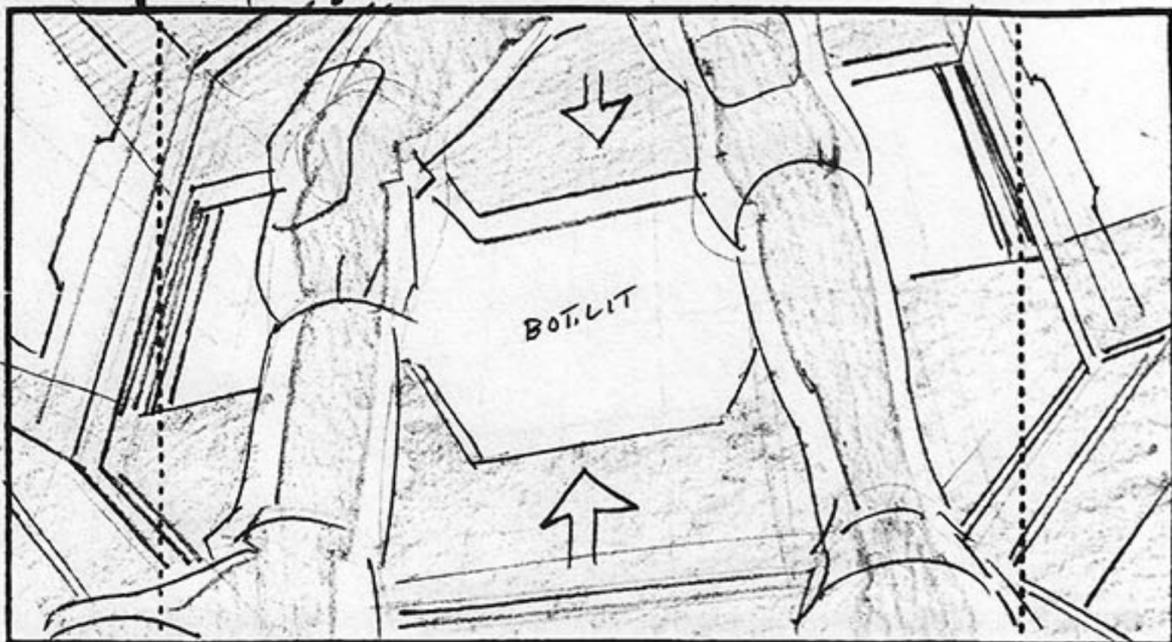


SC. A5

ACTION day night
 View of door closing behind warrior
 (start pose shown)
 DX CAST SHADOWS

DIAL

A5 *fy*



1

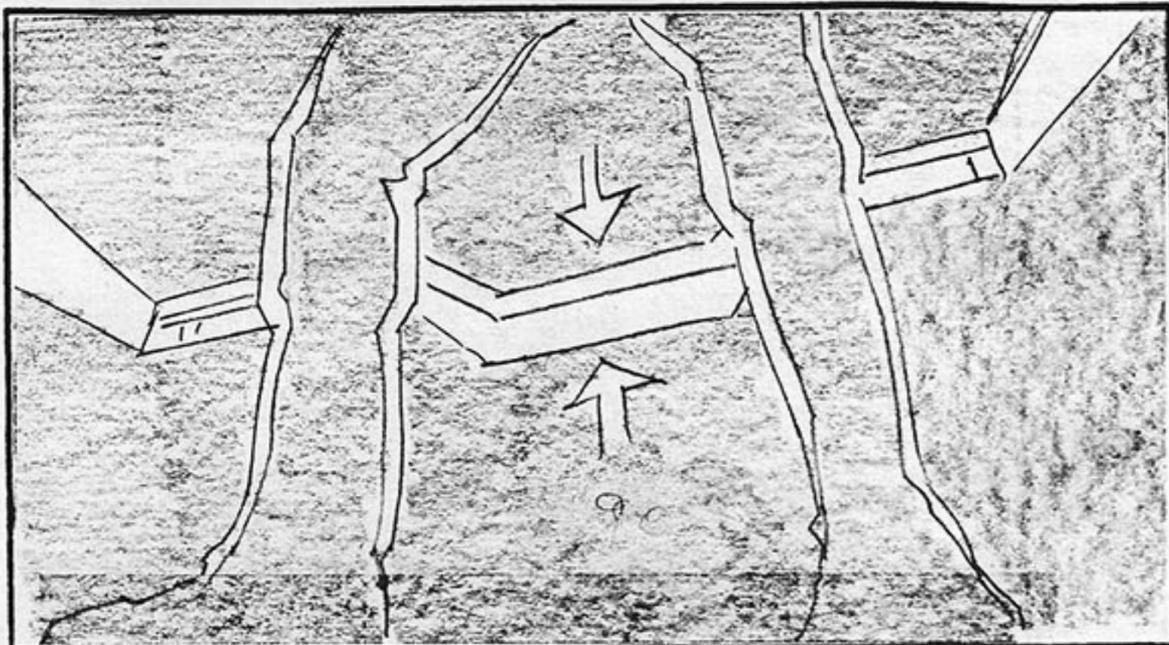
2°

SC. CONT

ACTION day night
 Lit dims as door closes

DIAL

1°



2

SC. CONT

ACTION day night
SLAM
 All lights off

DIAL

fx



3

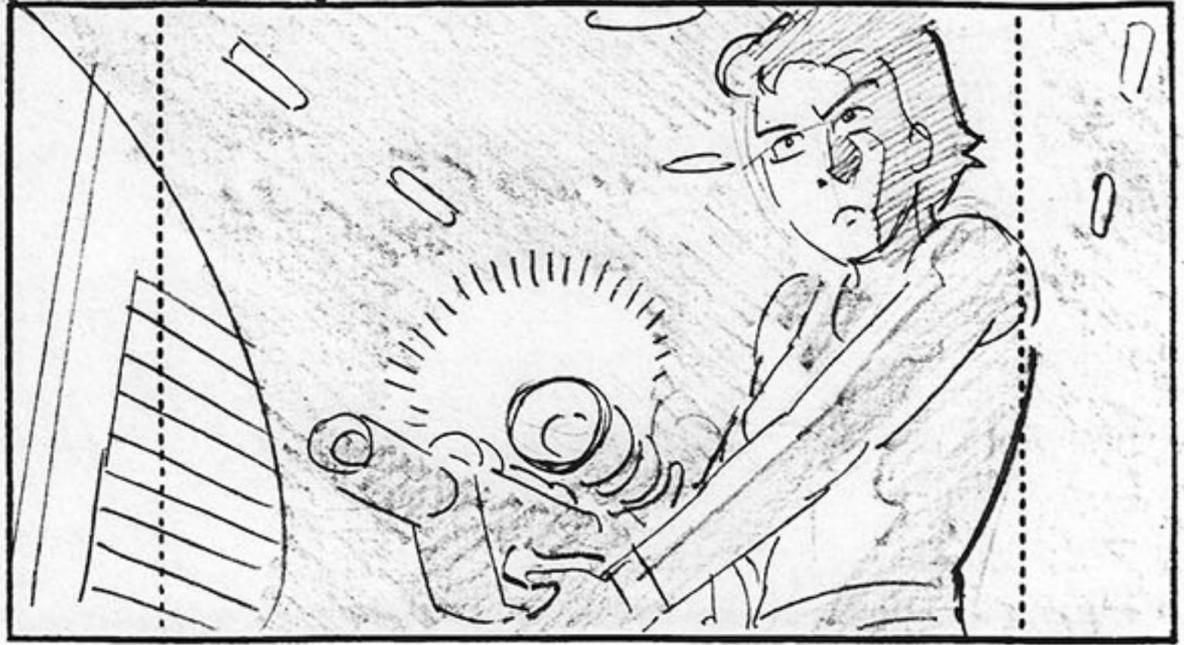


ACTION day night

CLICK
Warrior activates flashlight on rifle

DIAL LIGHT BOT. LIT DIFF.

A6 SPECIAL LIG SC A6 THRU A12



1

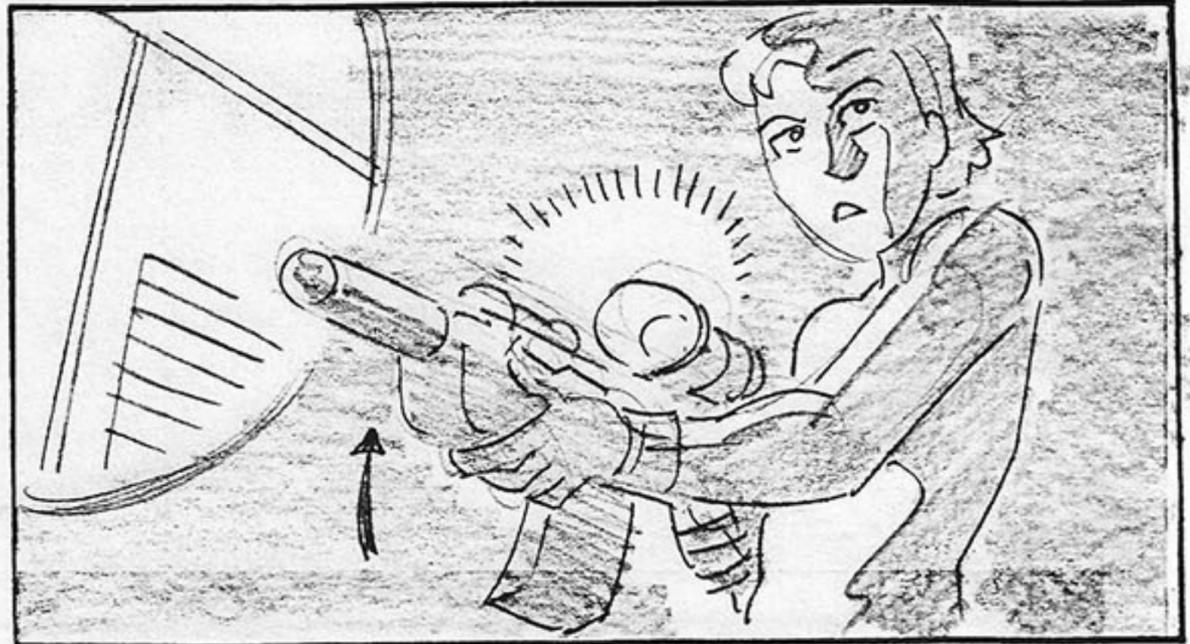
12x

SC. CONT

ACTION day night

She lifts rifle...

DIAL (2) Whiskers?



2

Dial 2

SC. CONT

ACTION day night

...and starts forward (end position shown)

DIAL



3

10

345-394

LEGION OF SUPER-HEROES



PAGE A7
* NEXT PG A9 *

SC. ~~A7~~ CONT

NO
SC A7

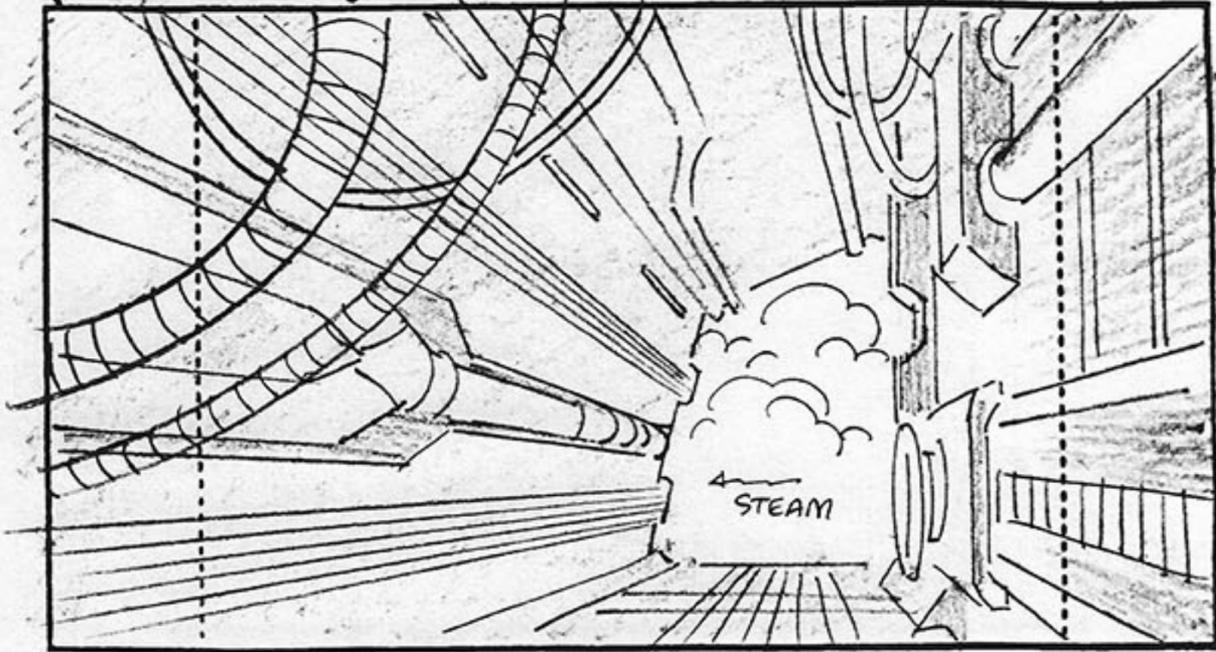
4

Then fade to black

10X FULL BLACK

SC. A8

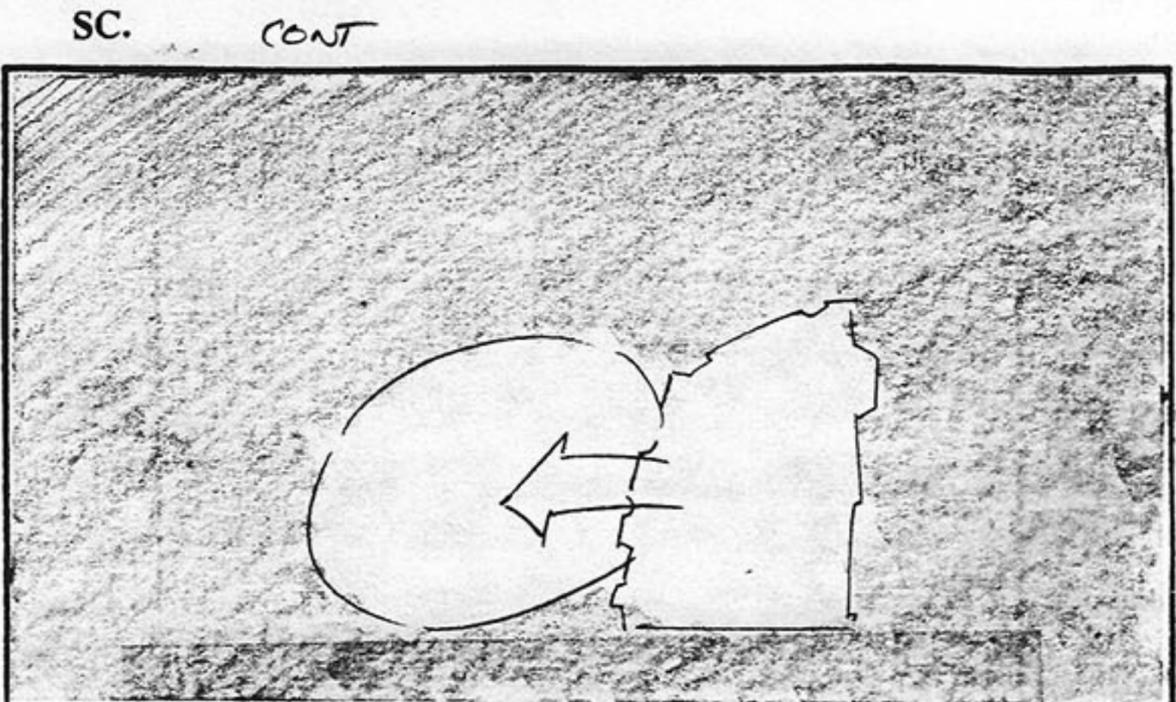
ACTION	day night
View down side Corridor (dimly lit)	
DIAL	
A8	124



1

64

ACTION	day night
Lightspot moves over wall	
DIAL	
	14



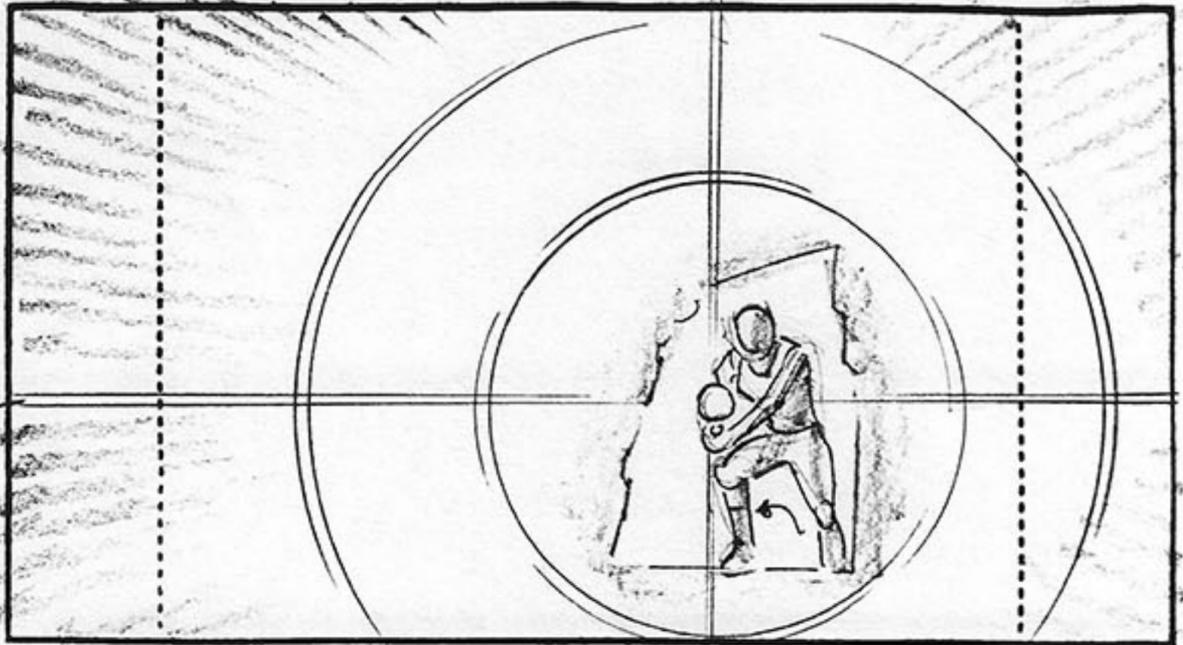
2

LEGION OF SUPER-HEROES



SC. A8 CONT

ACTION	day night
Warrior steps into side corridor, points light at cam	
DIAL	CAM FLARE 12x



3

SC. CONT

ACTION	day night
She walks toward cam, looking around	
DIAL	2x



4

SC. CONT

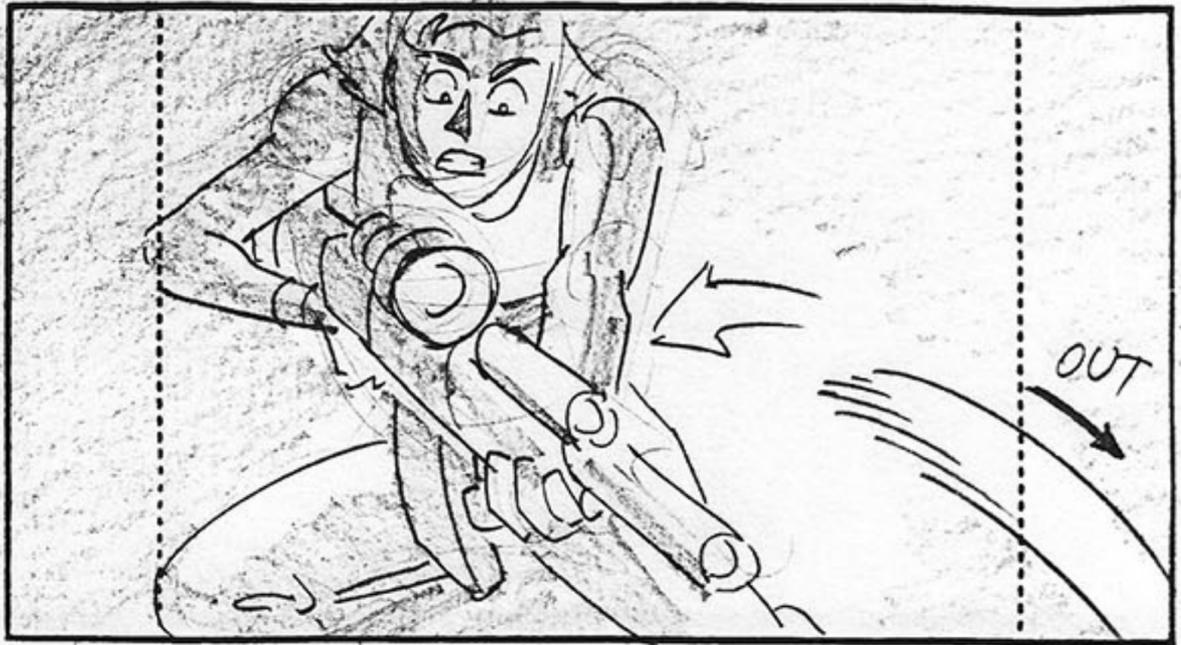
ACTION	day night
CAT blurs through FG	
DIAL	4x



5

SC. A8 CONT

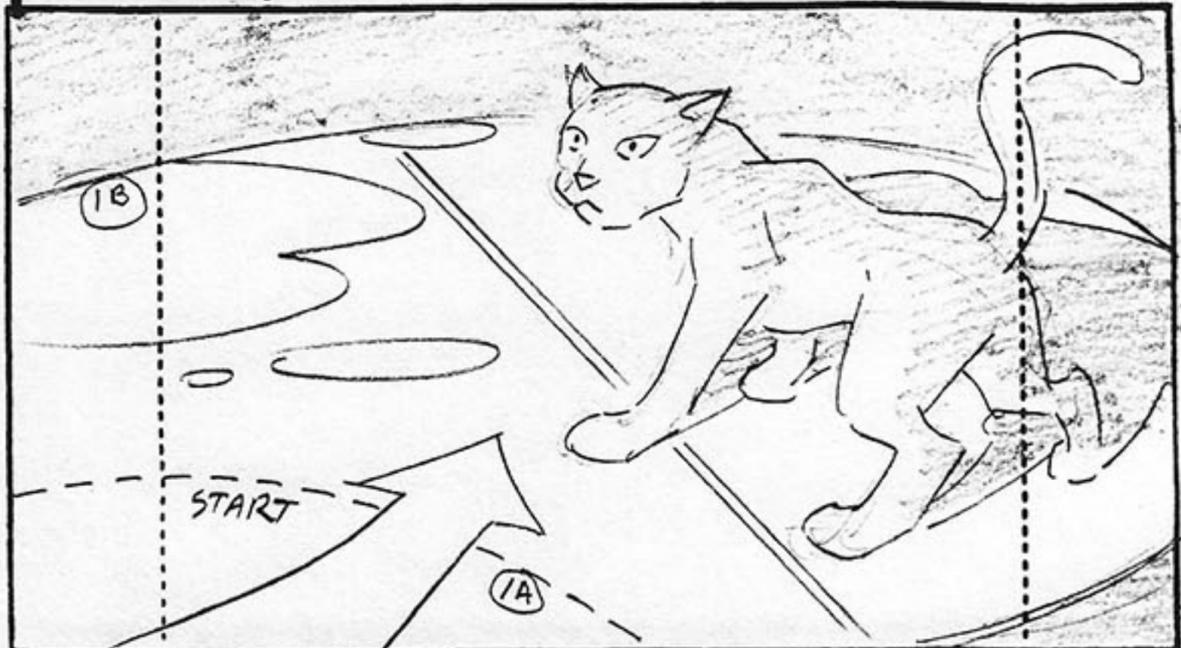
ACTION	day	night
Warrior reacts, stepping to one side and aiming rifle		
DIAL	12x	



6

SC. A9

ACTION	day	night
lightspot moves into scene and reveals the cat		
DIAL	A9	

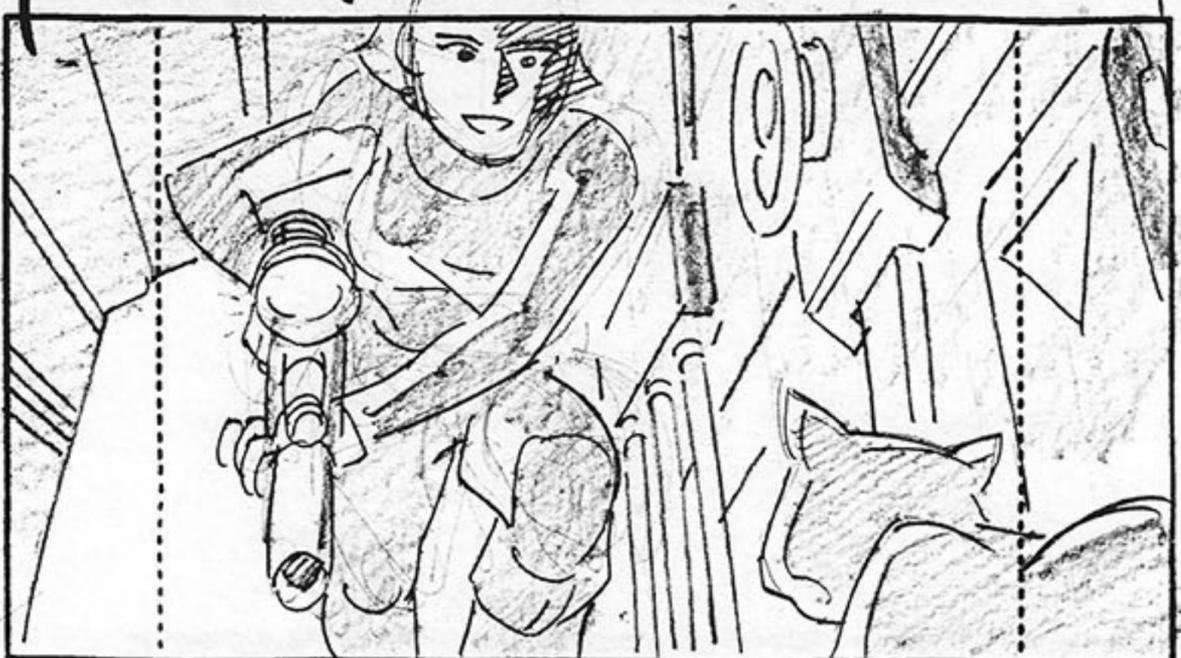


1

3°

SC. A10

ACTION	day	night
Warrior smiles, relieved STIP FLASHLIGHT EFX		
DIAL WARRIOR:	③ Whiskers -	
	A10	



H/u 1

FX (DIN 3)

SC. A10 CONT

ACTION day night

She kneels and sets gun down

DIAL WARRIOR: CONT
-you naughty girl,



2

CONTINUE 3

SC. CONT

ACTION day night

She reaches out -
cat backs up O.S.

DIAL CONT
I've been looking
all over for you.



3

CONTINUE 3

SC. A11

ACTION day night

CAT HISSES,
fur stands up

DX SHADOW MATTE

DIAL

CAT: HSSSS



H/U 4

24

SC. A12

ACTION day night

Close on Warrior, confused, ALIEN MONSTER steps into scene behind her

DIAL

A12 12x



1

48

SC. CONT

ACTION day night

Monster STOPS - Warrior's eyes shift

DIAL

18



2

SC. CONT

ACTION day night

FAST TRUCK OUT - Warrior dodges to the side, revealing zipper in monster suit

DIAL

4x 40in

T.O. 20



3