

SC. A182

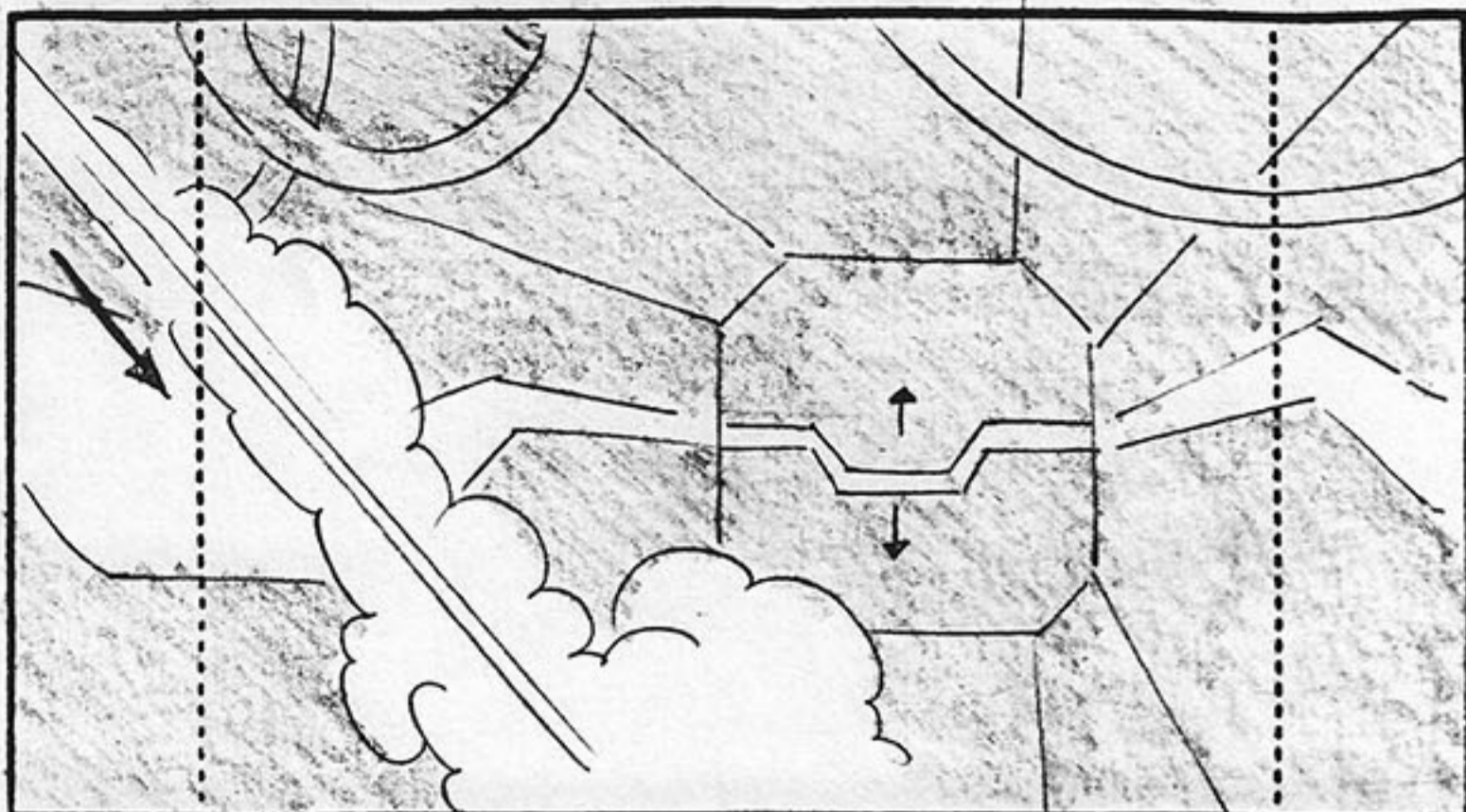
ACTION day night

Corridor in space ship - S/A Scene 1
Door opens as steam jet shoots into FG

DIAL (JD)

(94) INTRUDER ALERT...
(CONTINUOUS)

A182



1

4x DIAL 94

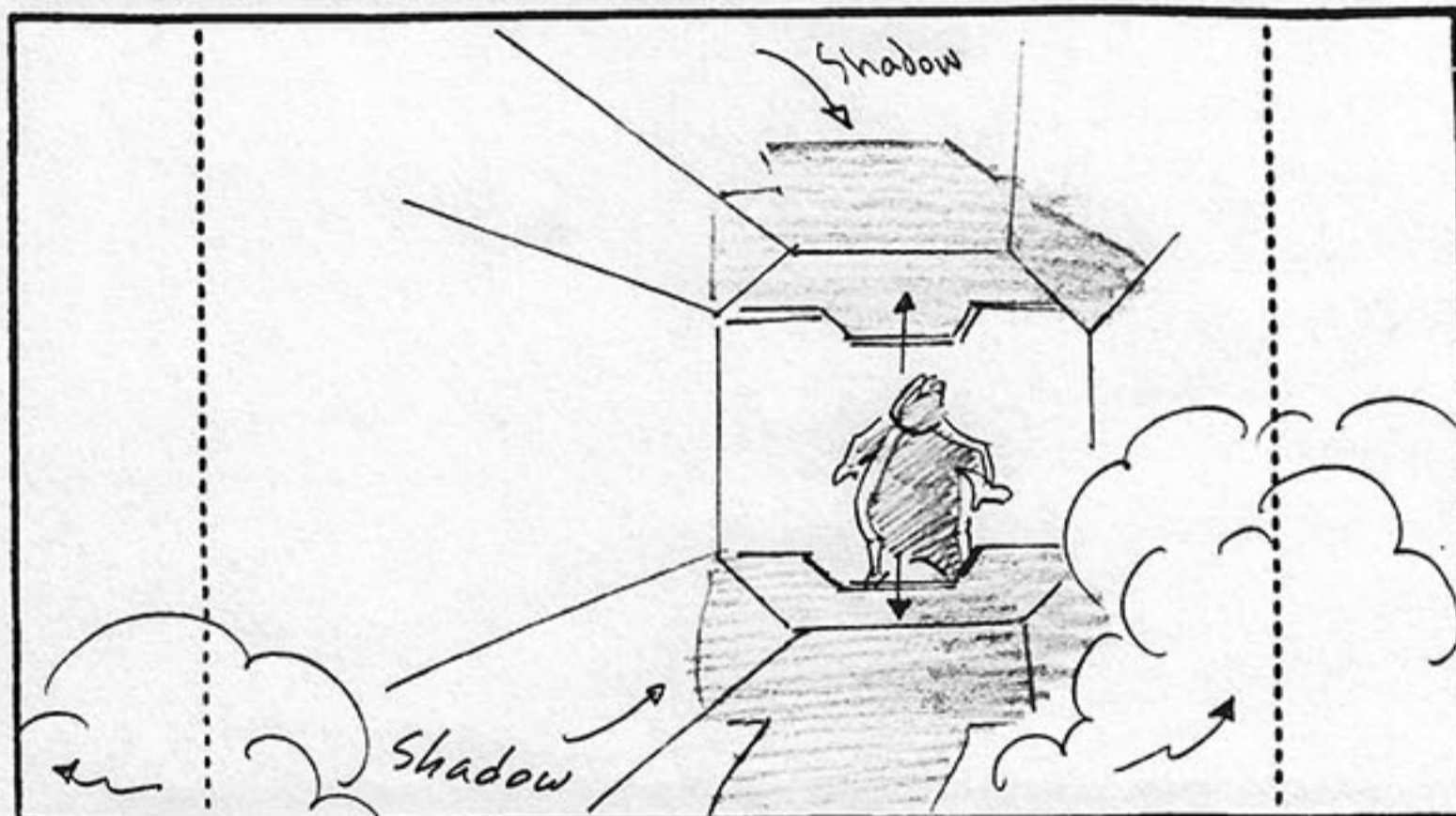
SC. CONT

ACTION day night

Steam clears and door reveals silo of BOUNCING BOY

DIAL (JD)

INTRUDER



2

CONT DIAL 94

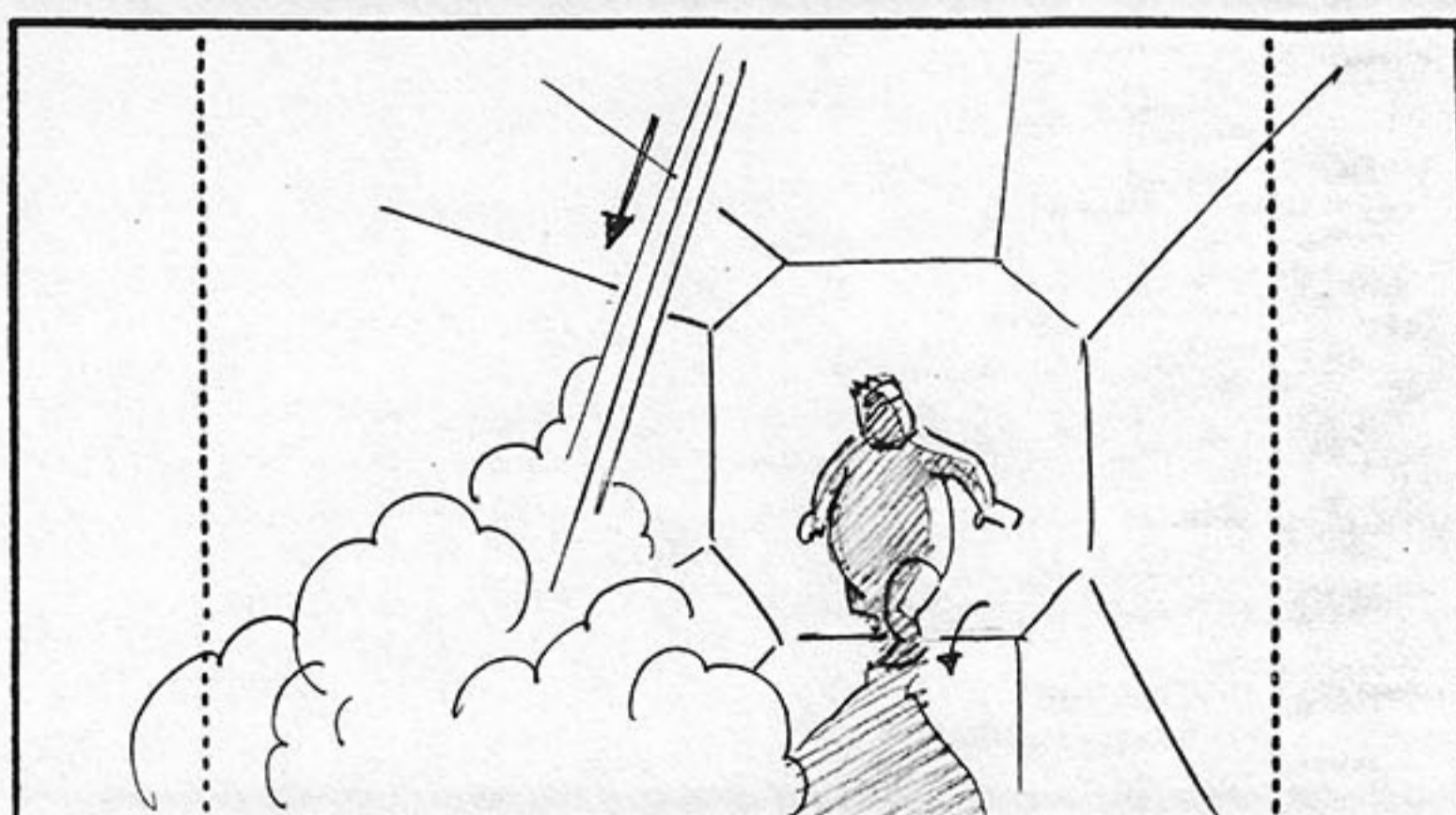
SC. CONT

ACTION day night

He steps forward

DIAL (JD)

ALERT



3

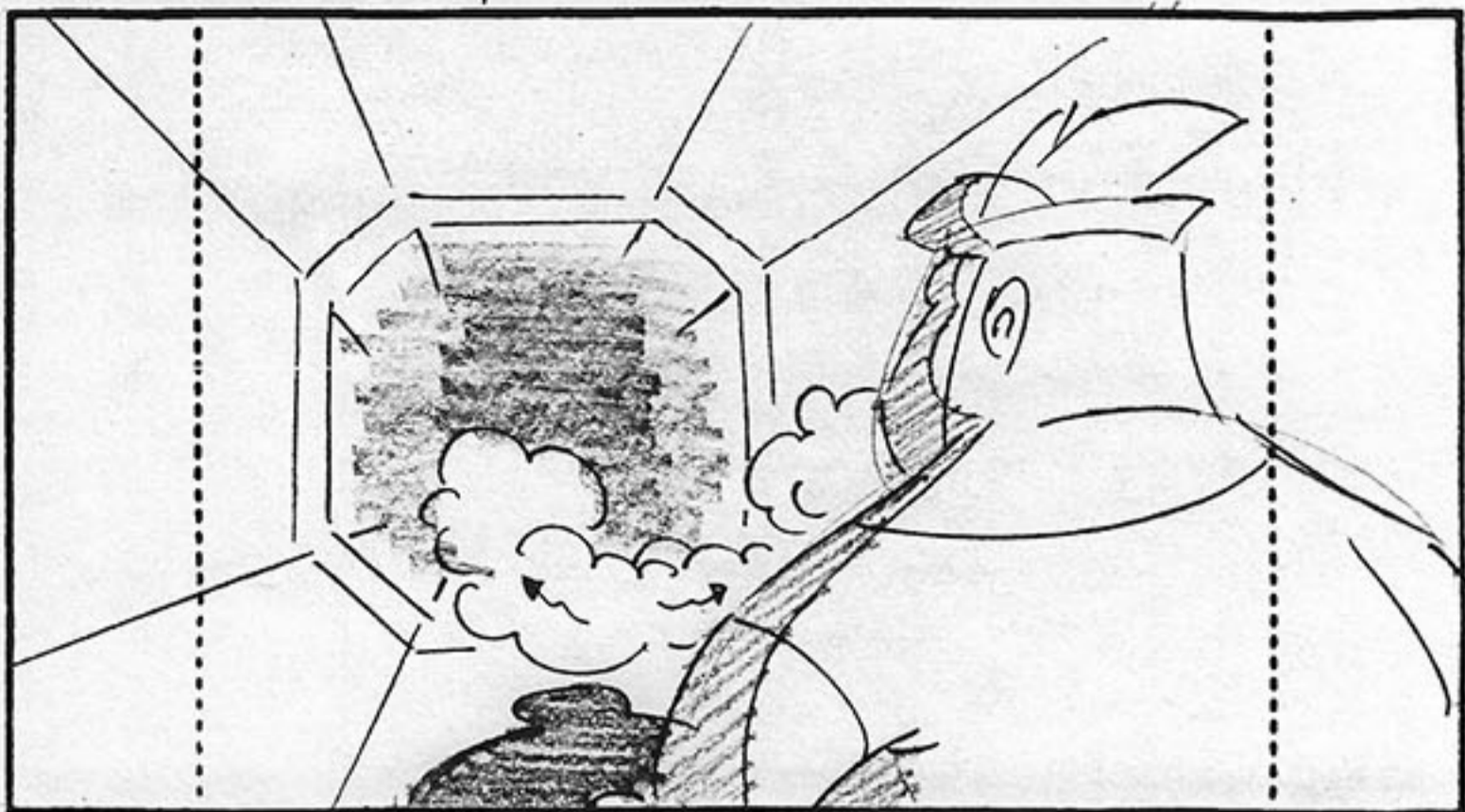
CONT DIAL 92



ACTION day night
 Bouncing Boy looks down to darkened end of corridor

DIAL *(10)* *INTENSE*

A182A



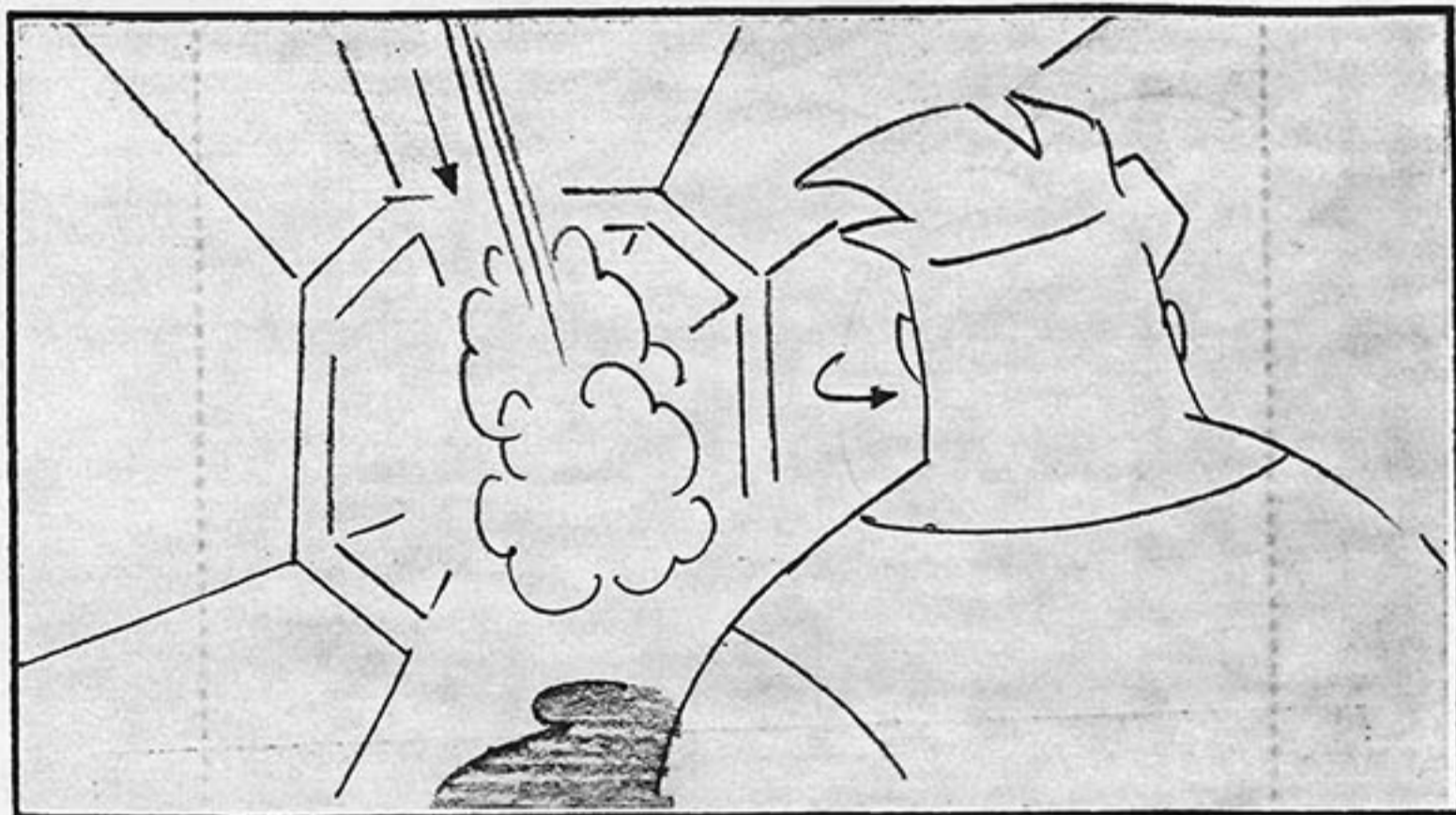
H/U 1

CONTIN 94

SC. CONT

ACTION day night
 He looks aside

DIAL *(10)* *ALERT*



2

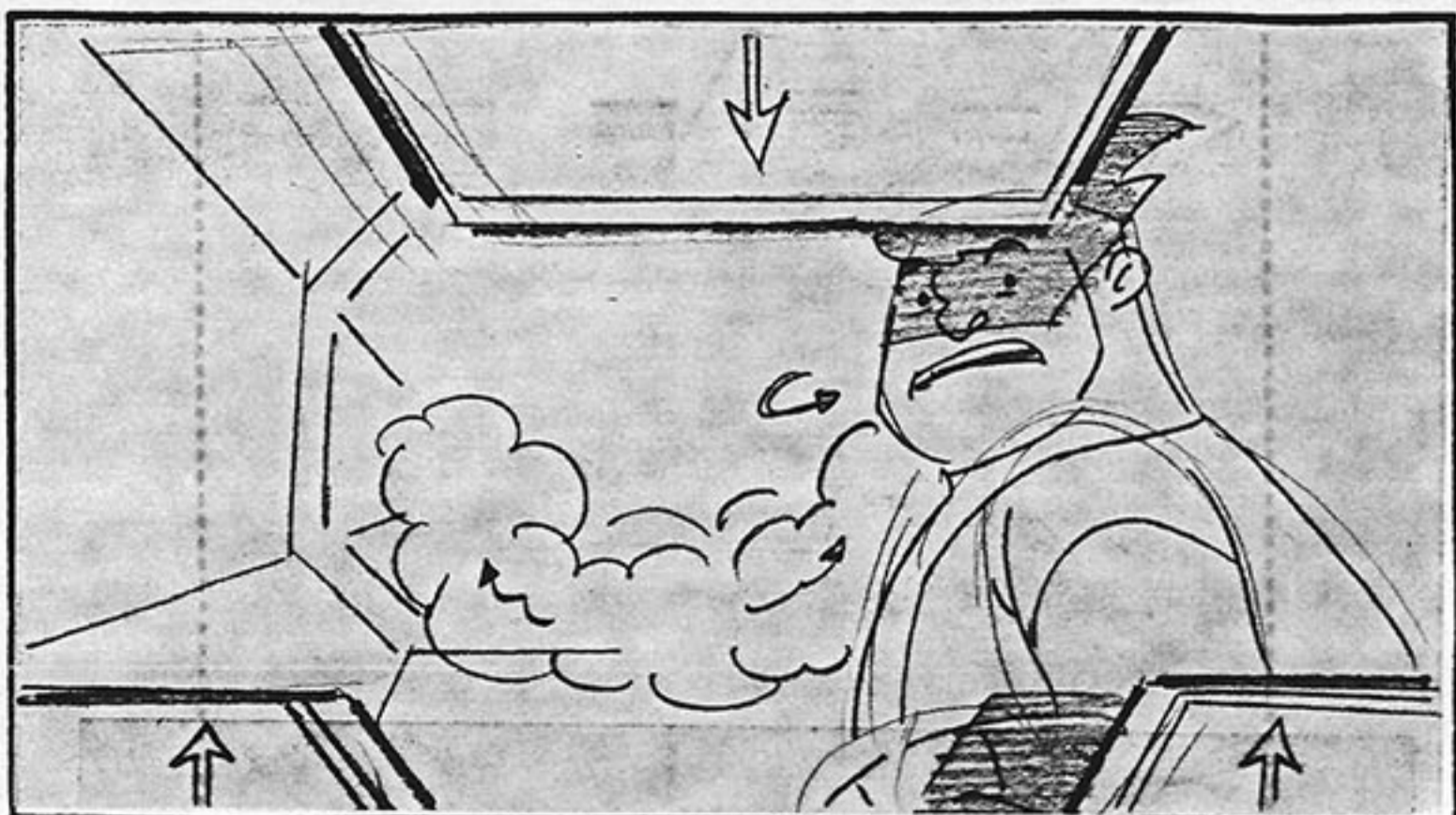
CONTIN 94

SC. CONT

ACTION day night
 - then reacts as door closes

DIAL

12x

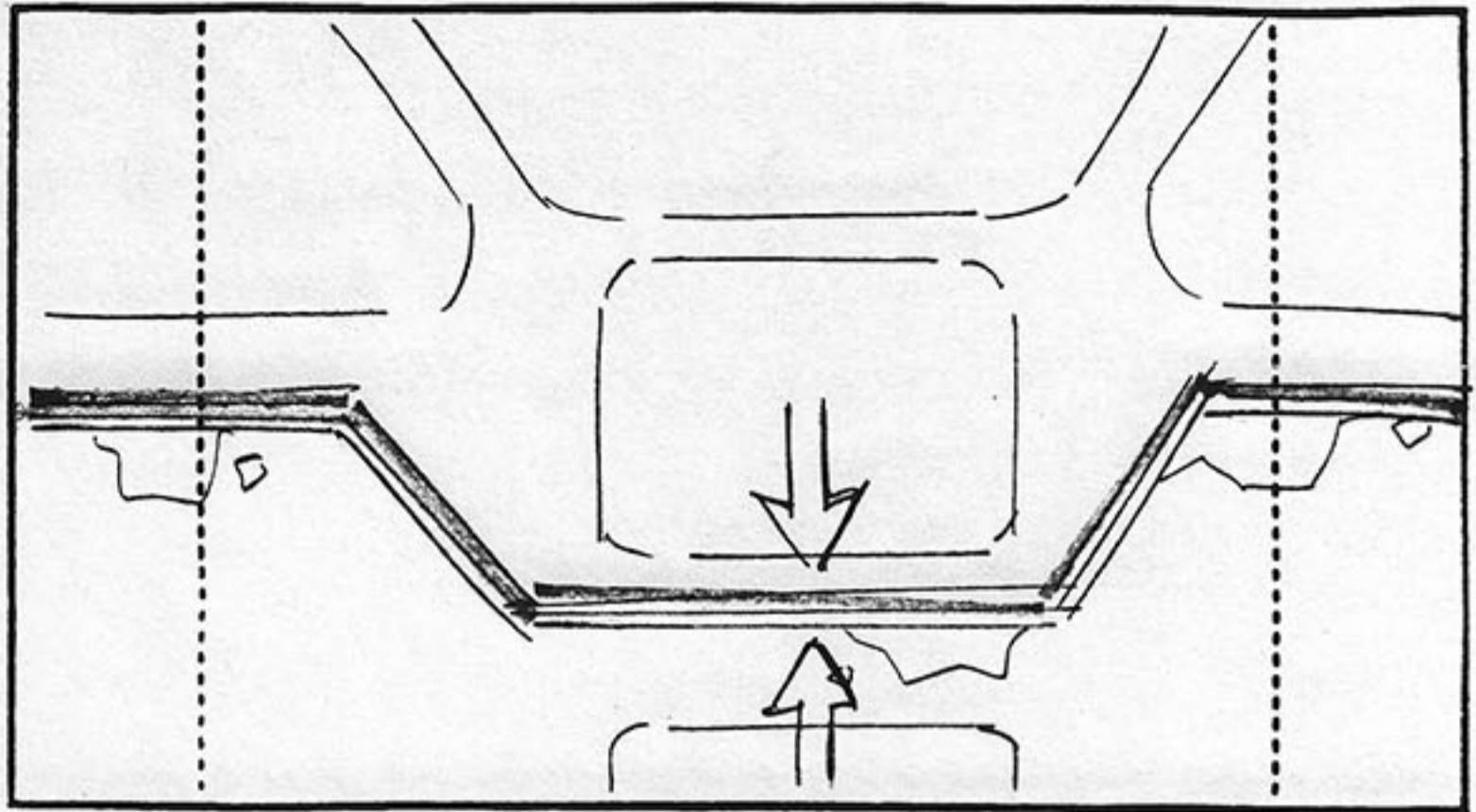


3

1 *(12)*

SC. A182A CONT

ACTION	day	night
Door slams shut		
DIAL		
	12	

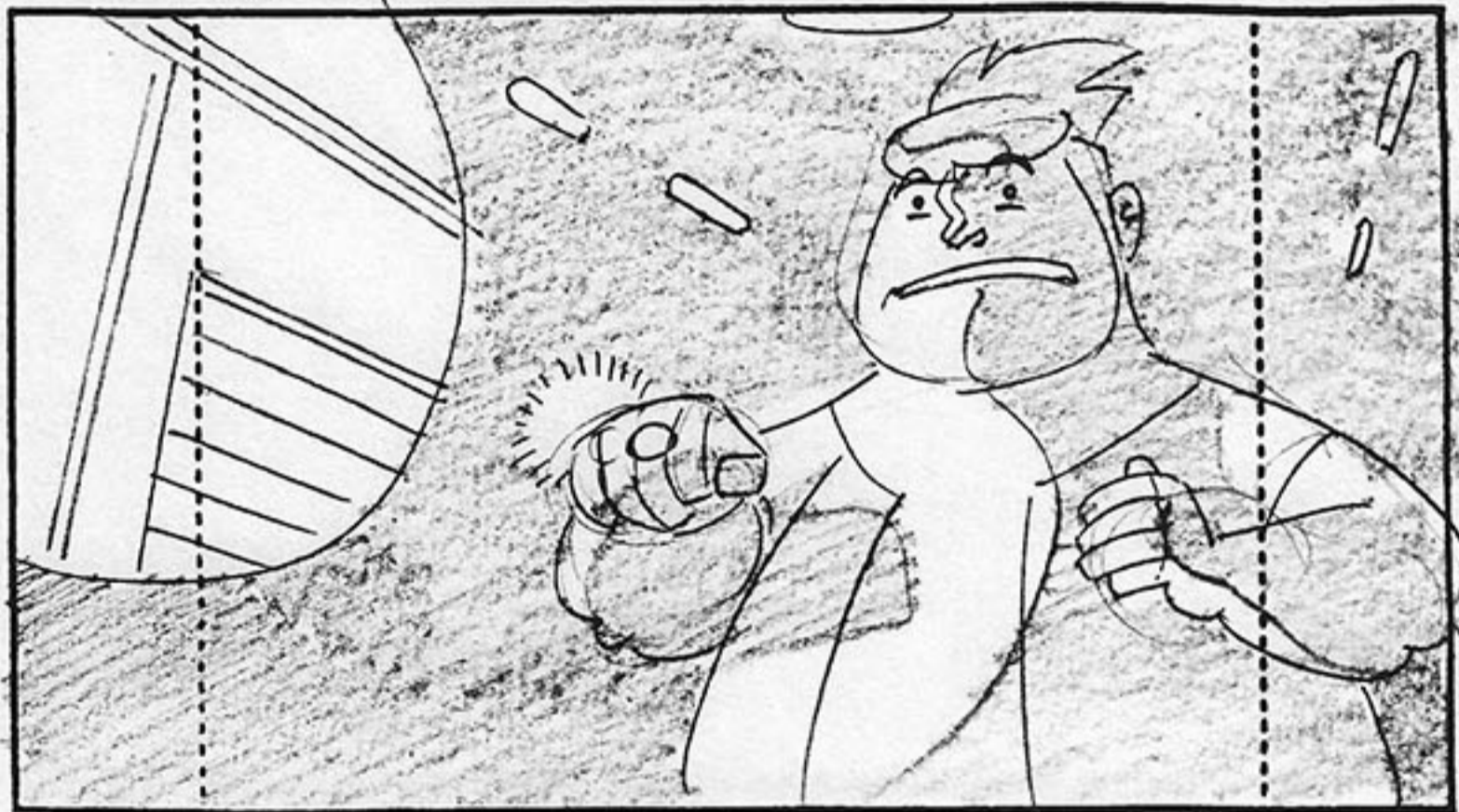


4

sc. A183

ACTION	day	night
Start scene BLACK, then light-ring CLICKS on		
DIAL	Black	12x
	4x	

A183



1

12

SC. CONT

ACTION	day	night
Bouncing Boy calls out nervously		
DIAL	(95) Whiskers?	

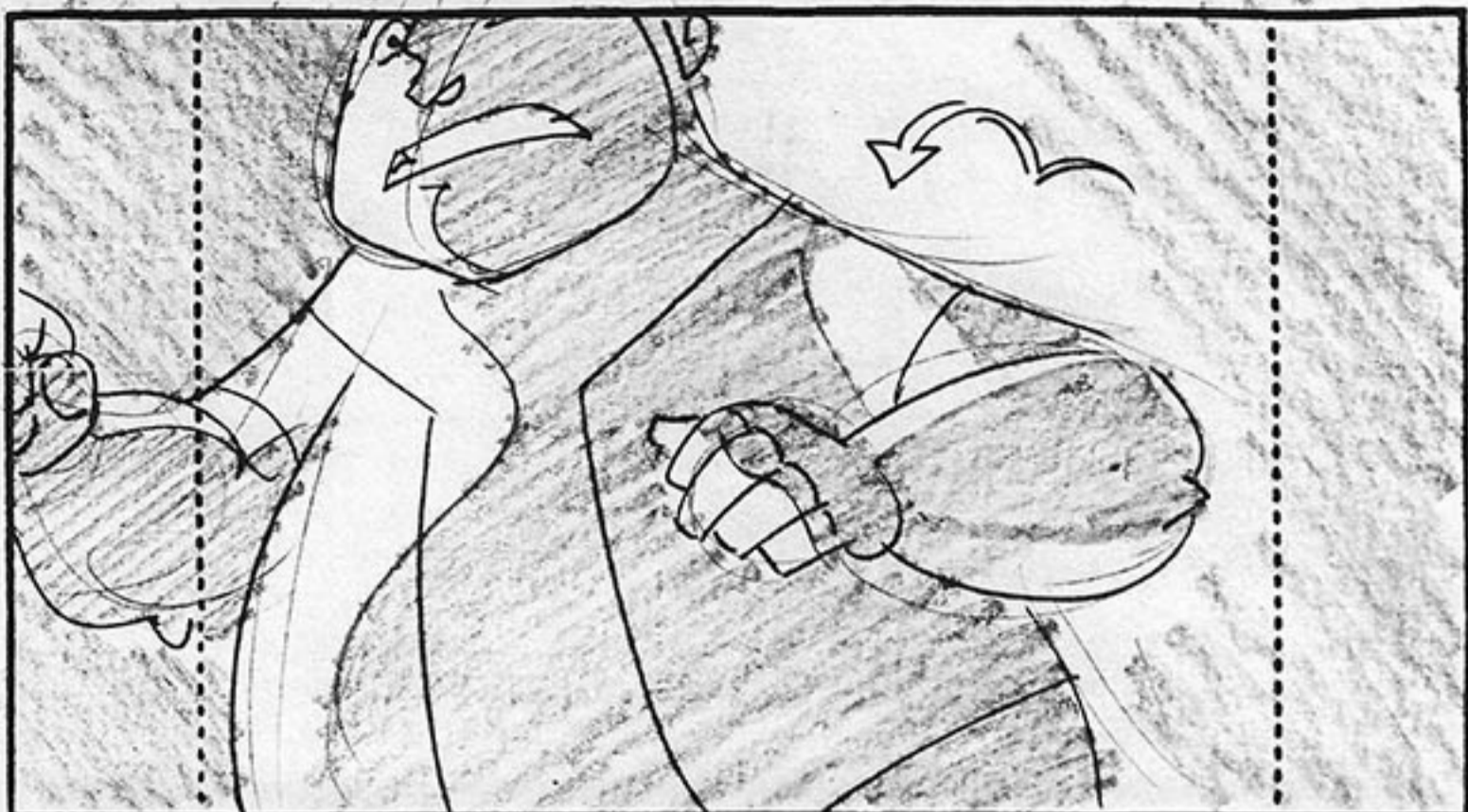


2

Dial 95

SC. A183 CONT

ACTION	day	night
Starts walking		
DIAL		
12		

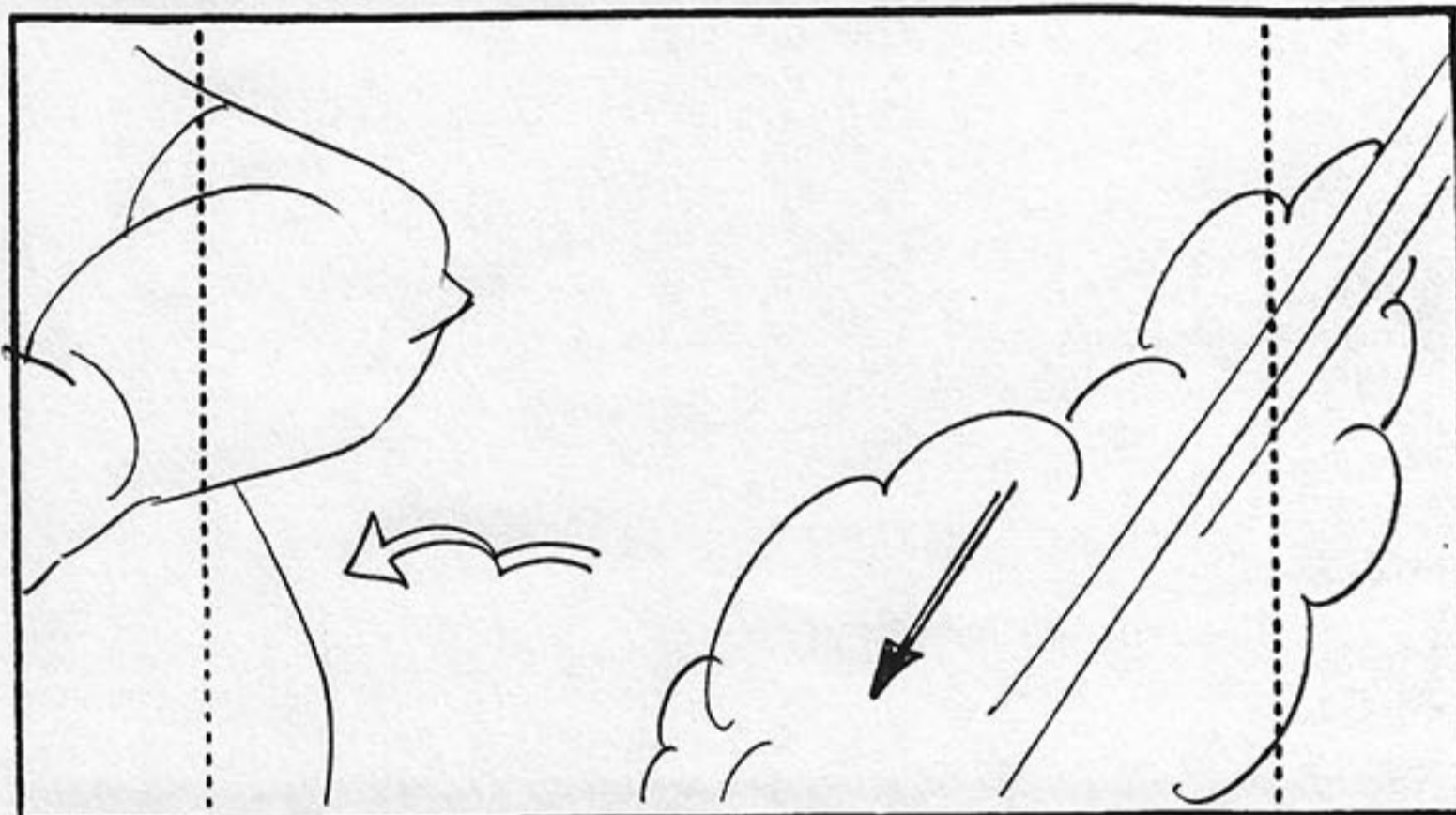


3

12

SC. CONT

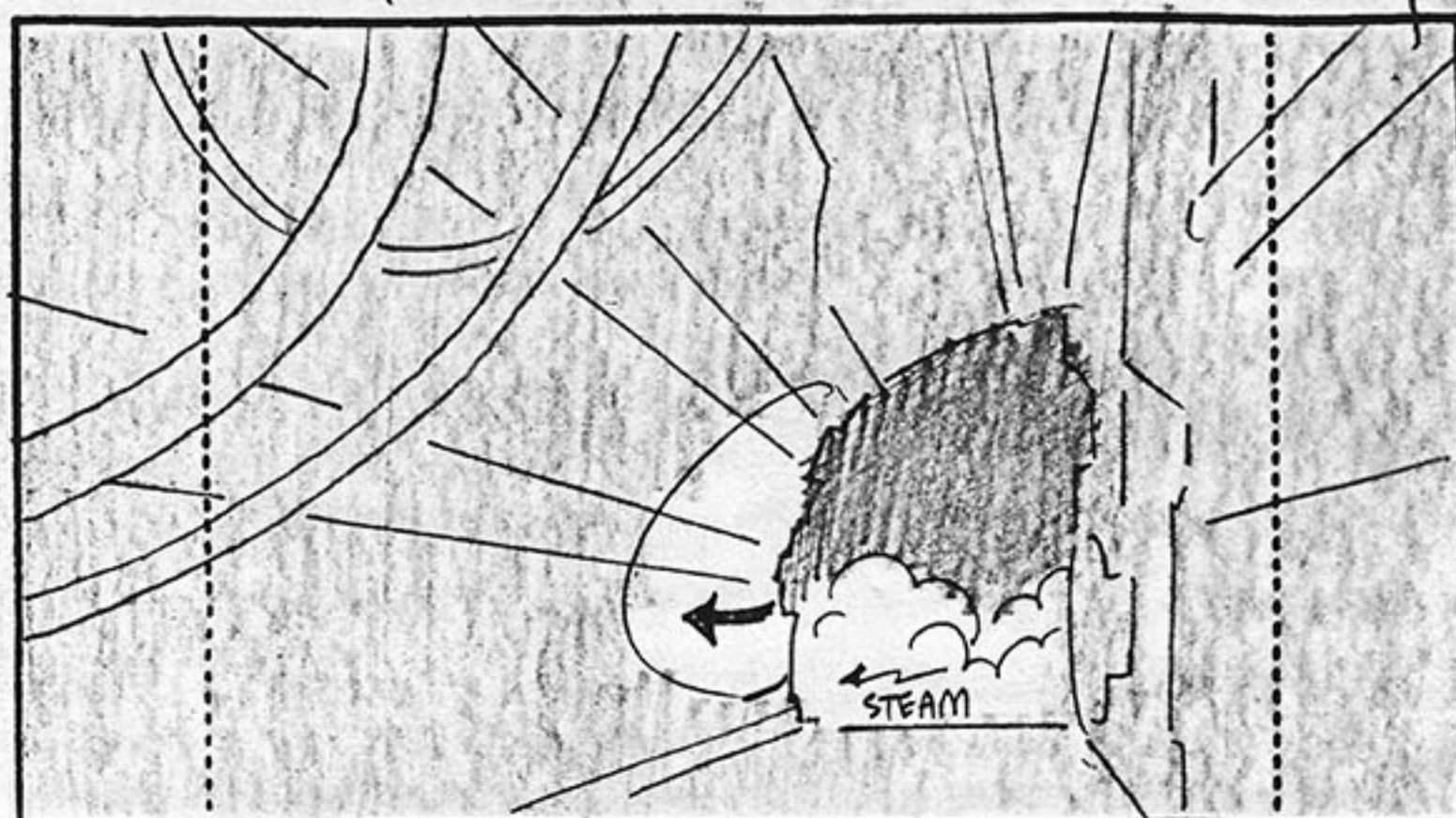
ACTION	day	night
(end pose shown)		
DIAL		
12x		



4

SC. A184

ACTION	day	night
SIDE CORRIDOR (Match scene from teaser) - lightspot crosses in		
DIAL		
A184 12x		

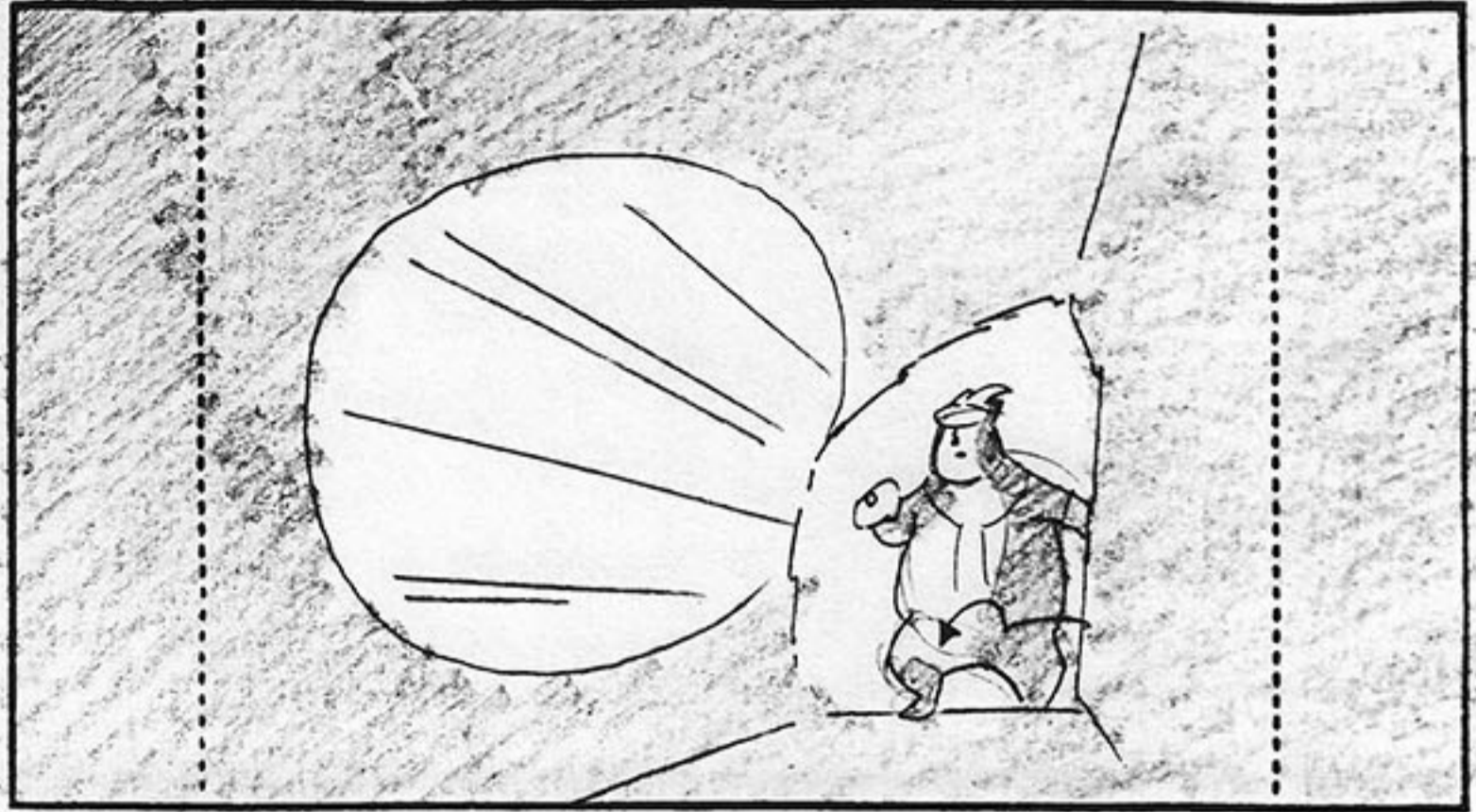


1

32

SC. A184 CONT

ACTION	day	night
Bouncing Boy appears around corner		
DIAL		
12		



2

SC. CONT

ACTION	day	night
Walks toward camera (repeat light FX from teaser)		
DIAL		
14		



3

SC. CONT

ACTION	day	night
Bouncing Boy aims ring downward as he walks		
DIAL	(95) (REPRINT) Whiskers?	



4

← COMBIN 95

6x

LEAGUE OF SUPER-HEROES



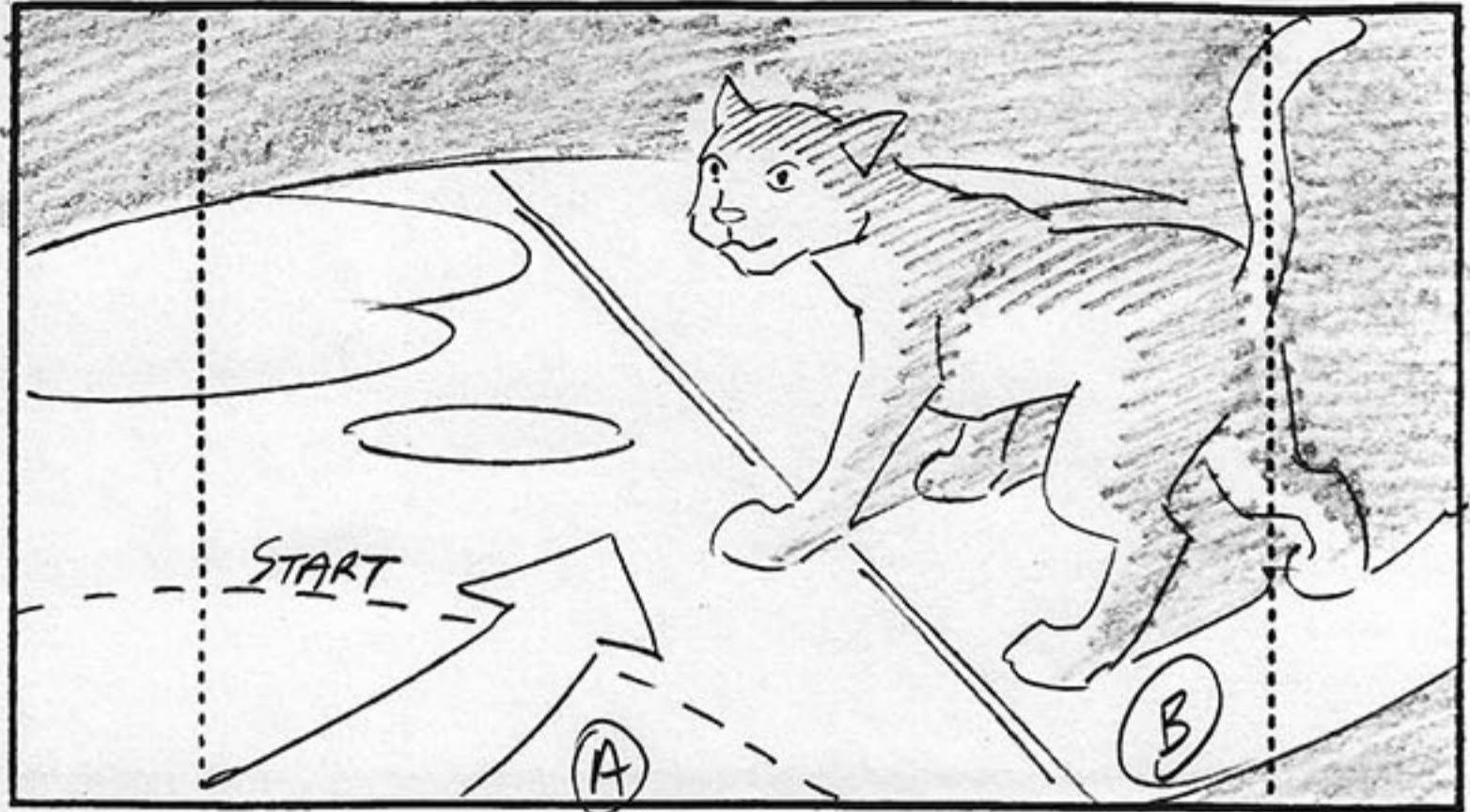
SC. A185

ACTION day night

Light spot crosses over CAT and STOPS (repeat scene from teaser)

DIAL

A185



H/U 1

38

SC. A186

ACTION day night

Bouncing Boy smiles as he speaks

DIAL

96 Sigh... there you are, you naughty...



H/U 1

A186

4x A 96

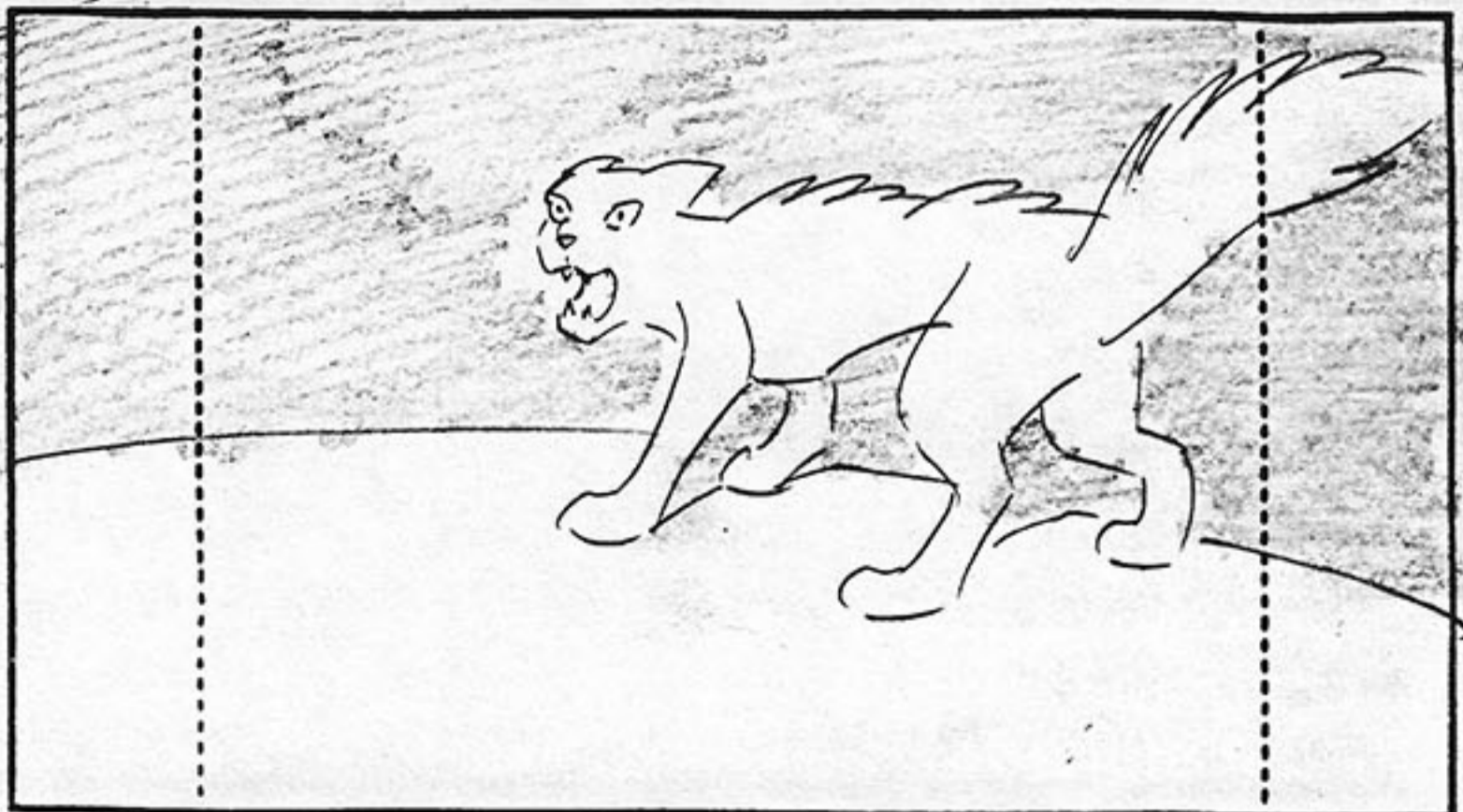
SC. A187

ACTION day night

CAT hisses (repeat earlier scene)

DIAL

CAT: HSSSS!



H/U 1

28

A187

SC. A188

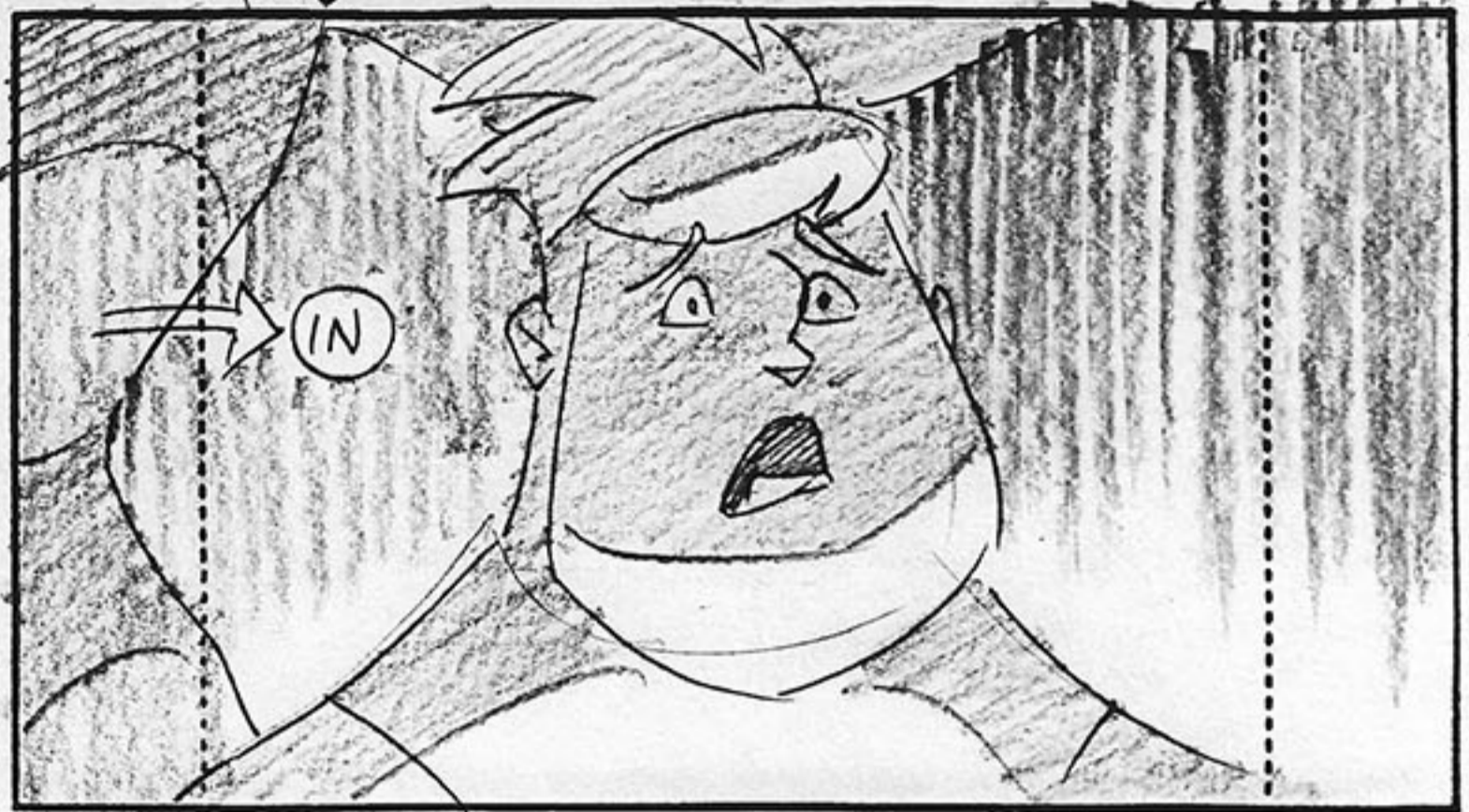
ACTION day night

Bouncing Boy looks scared as ALIEN MONSTER steps into scene

DIAL

Oh no. I just...

A188



1

~~6x~~ → **DIAL 96**

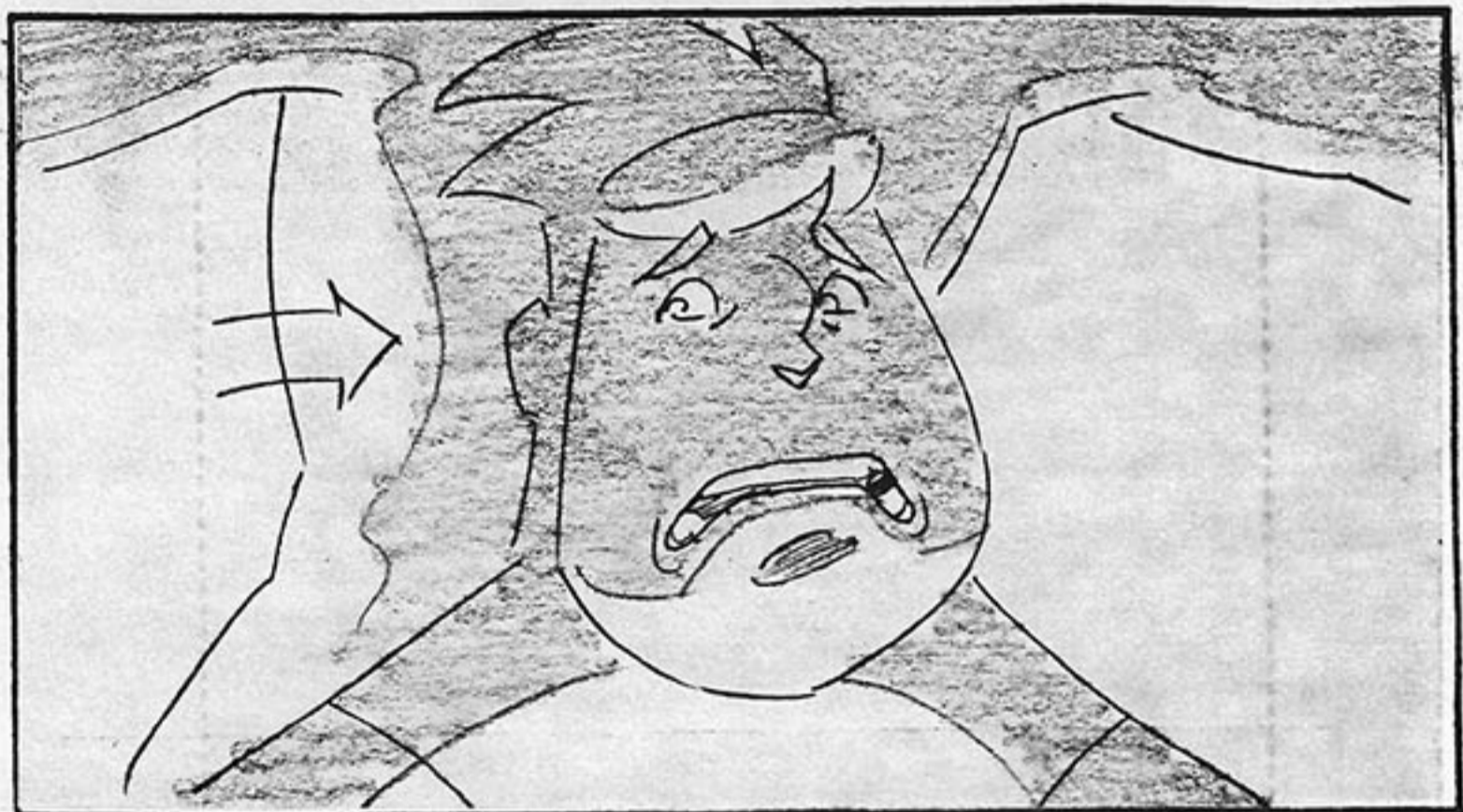
SC. CONT

ACTION day night

Eyes shift as Monster STOPS

DIAL

-went back for the cat!



2

CONT DIAL 96

SC. CONT

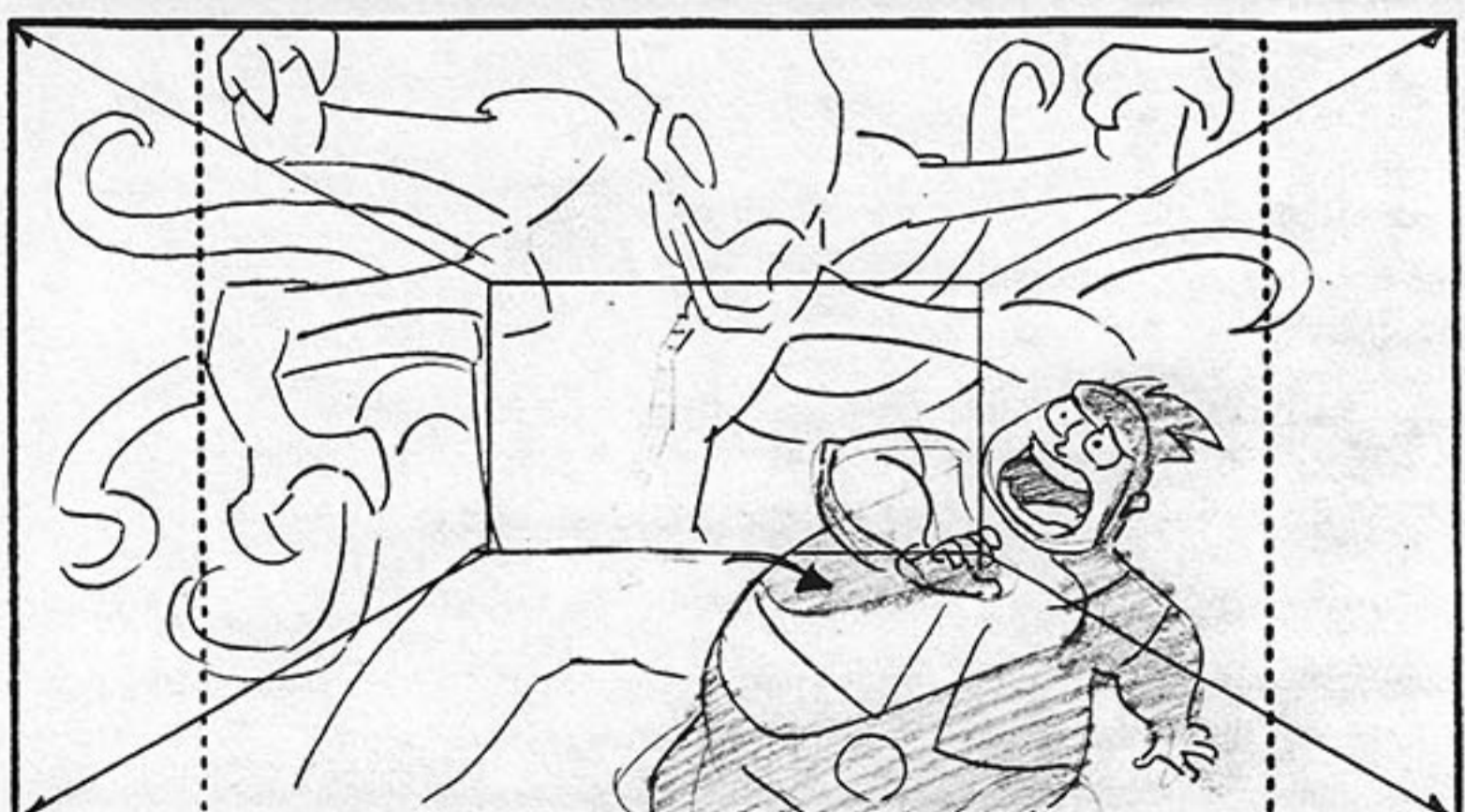
ACTION day night

FAST TRUCK OUT - Bouncing Boy leans aside to reveal monster.

DIAL

105 SCREAM

~~4x~~



3

← T.O. →

~~4x~~ → **DIAL 105**