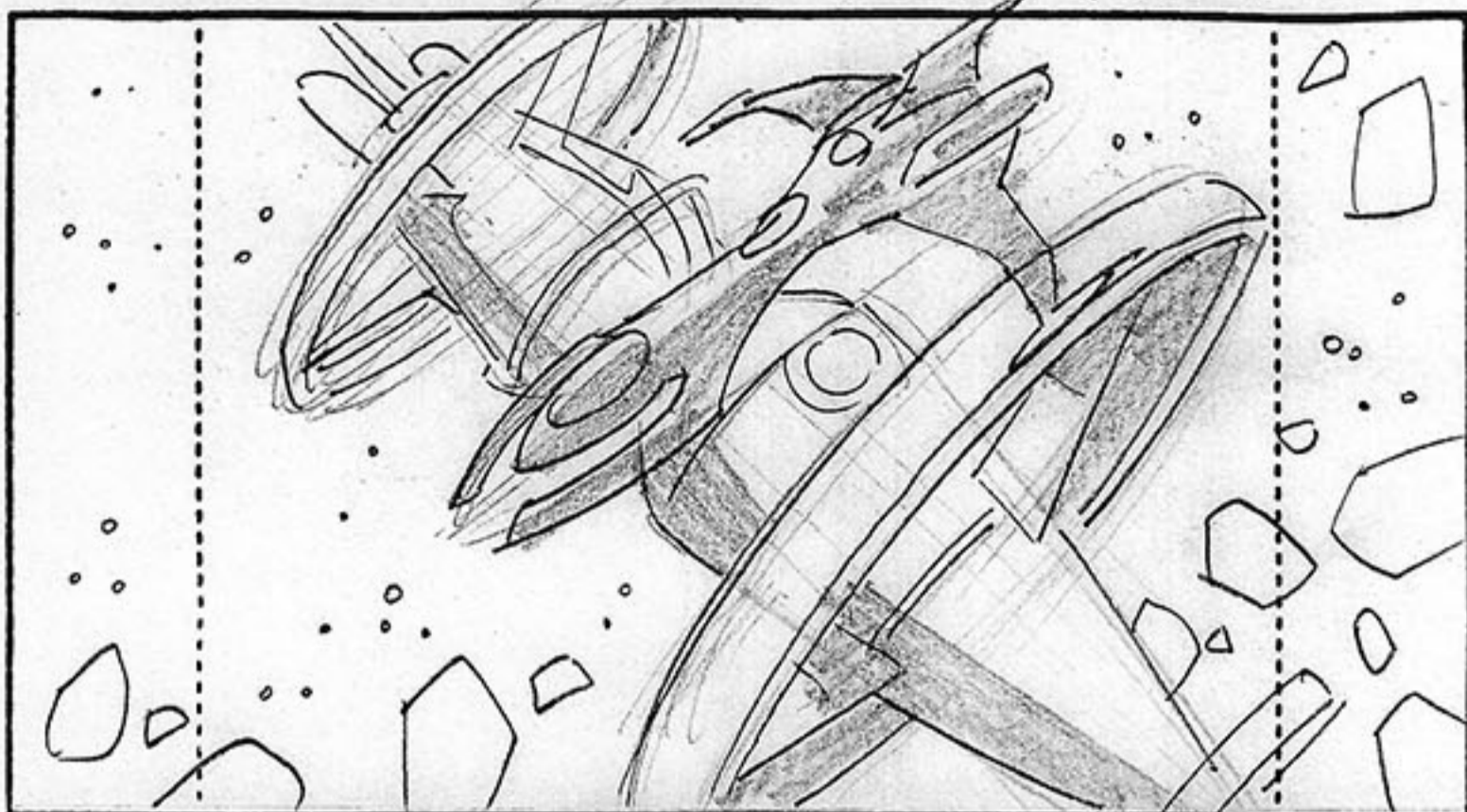


SC. C187

PAN SPACE BG VERY SLOW →

**ACTION** day night  
 Legion cruiser sits "parked" outside Space Station

**DIAL**  
 C187



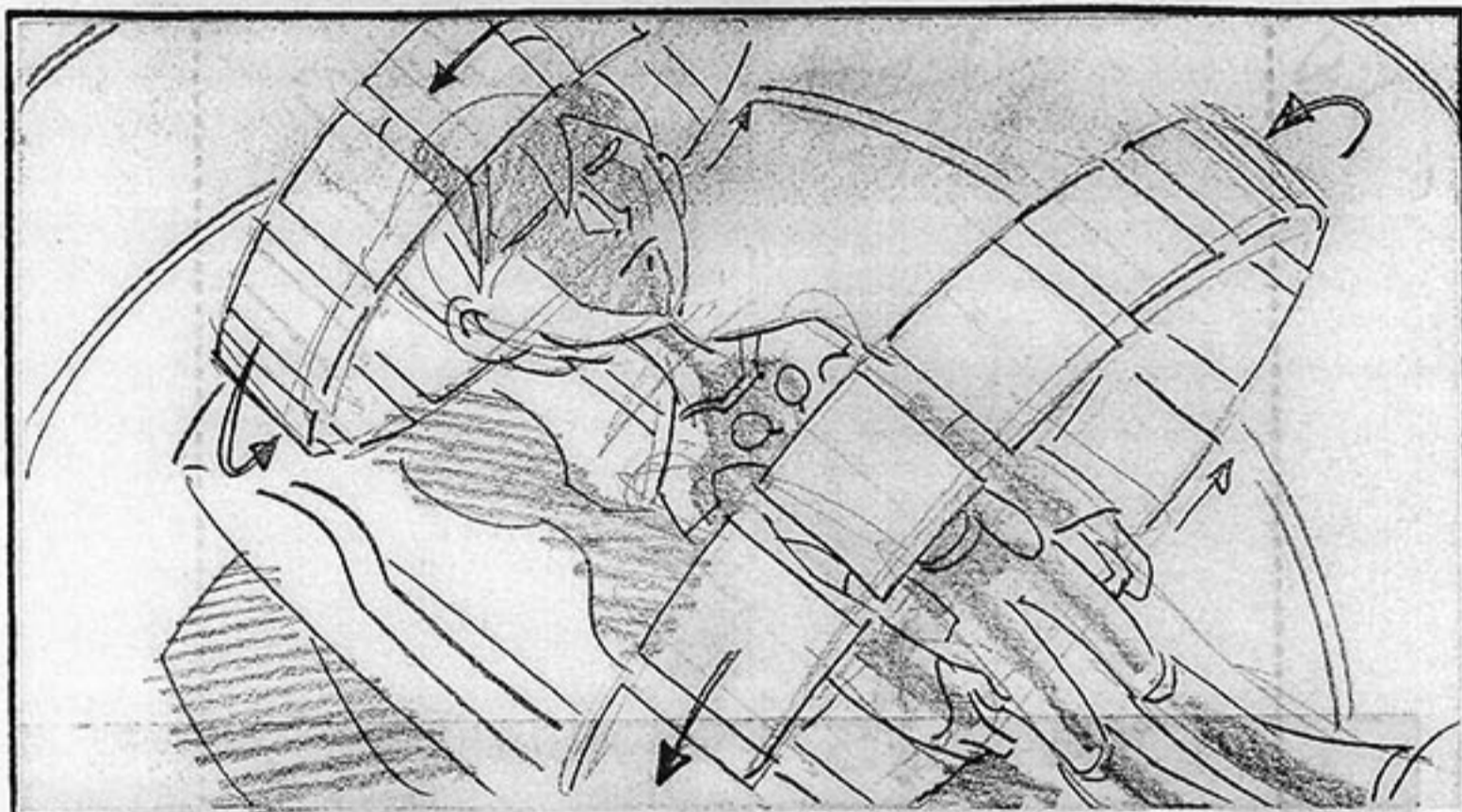
1 DEBRIS (40) SLID SLOW ←

30

SC. C188 DISS. TO =

**ACTION** day night  
 MATCH DISSOLVE to Brainiac 5 hovering over table in sick bay - panels of glowing light rotate around his body

**DIAL** 20x DISS  
 C188



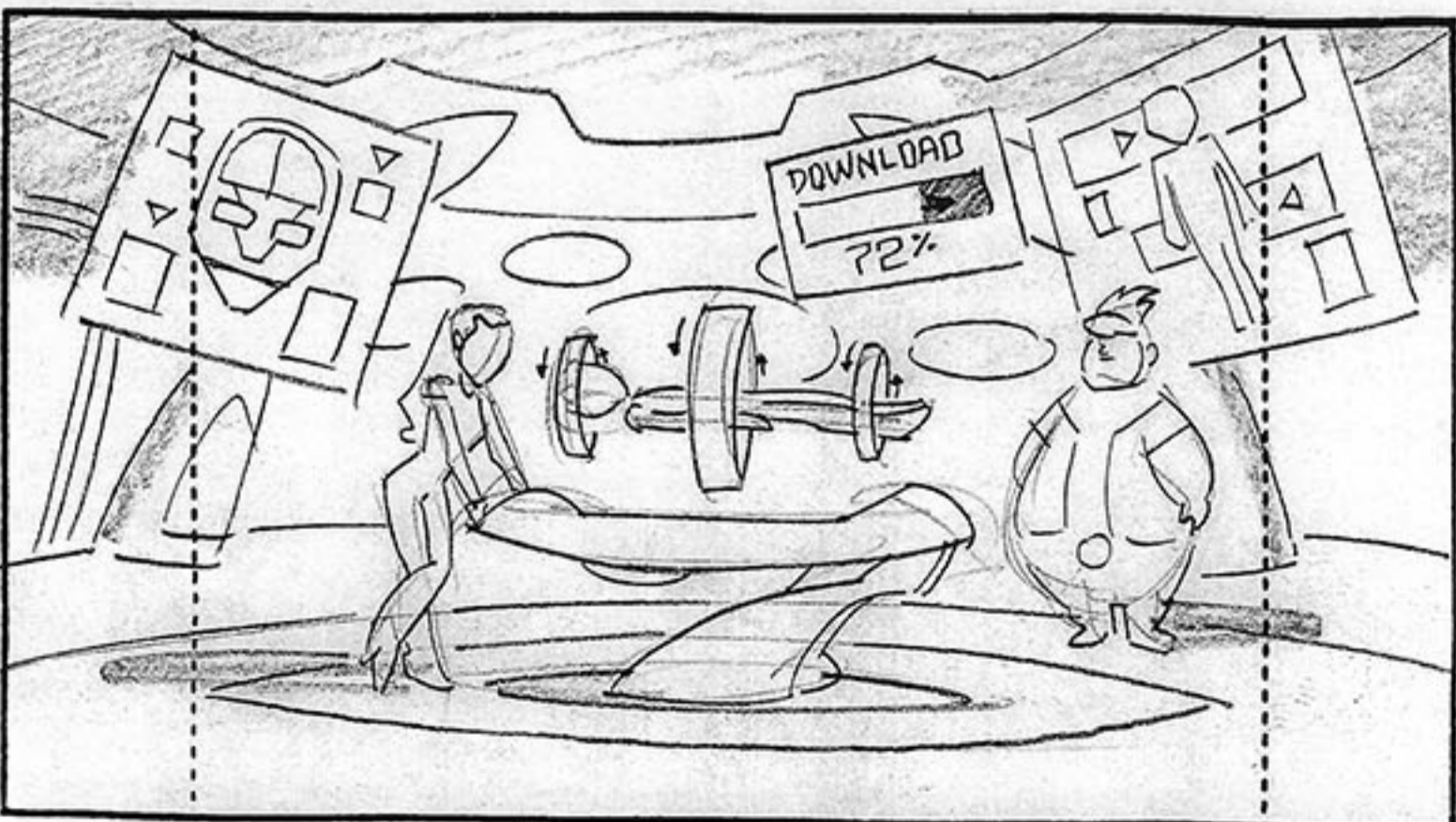
1 \*PANELS - BOT LIT DIFF GLOW EFF  
 DK SHADOWS

20 40

SC. C189

**ACTION** day night  
 WIDE on sick bay - viewscreens hover over Saturn Girl & Bouncing Boy

**DIAL**  
 C189 12x



1/4 1 \*PANELS - BOT LIT DIFF GLOW  
 \*DOWNLOAD BAR IS BOT LIT DIFF

12

SC. C189 CONT

**ACTION** day night  
Superboy paces through FG

---

**DIAL**  
(220) SUPERBOY:  
Why is this taking so long?



2

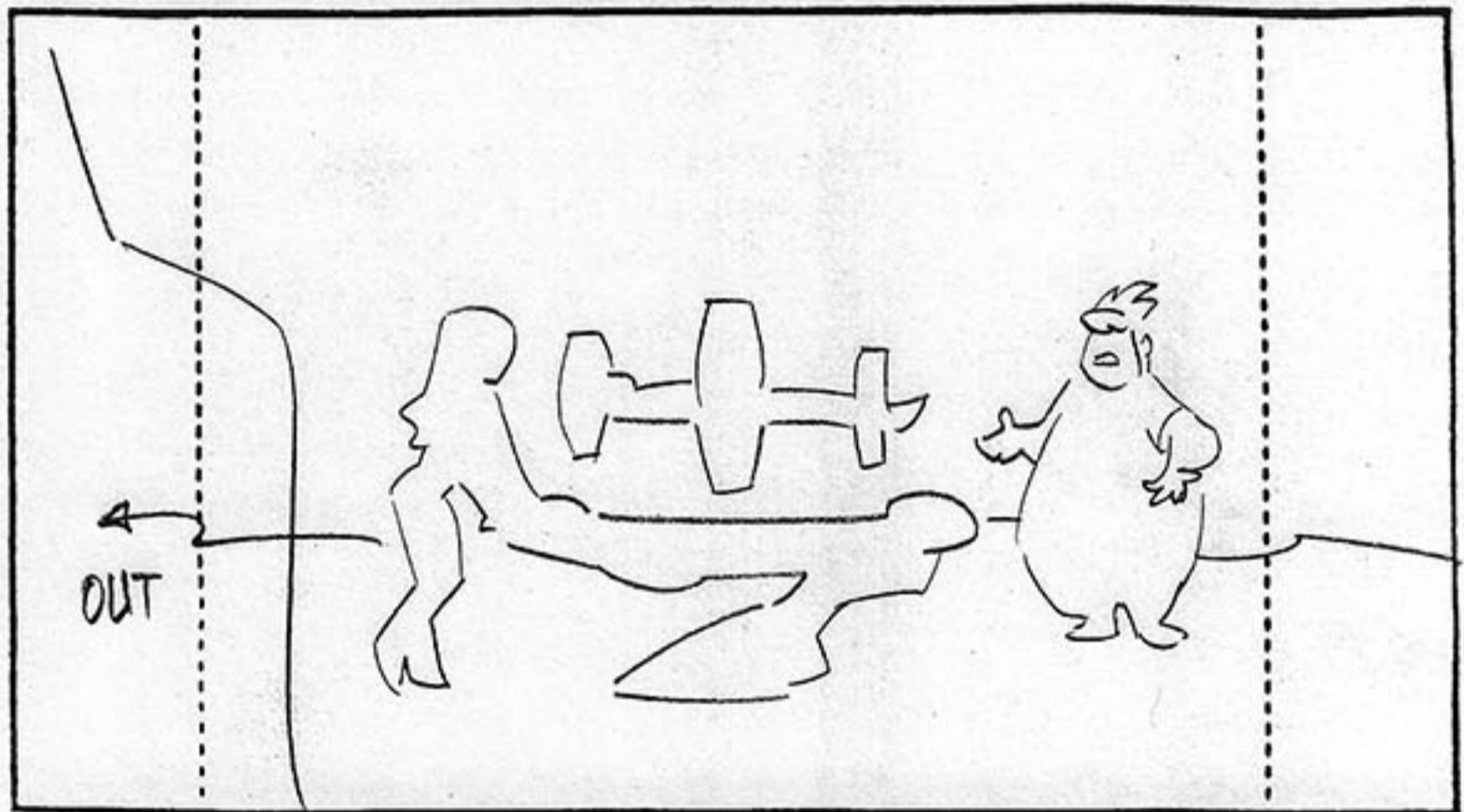
8x  
A  
DIM 220

SC. CONT

**ACTION** day night  
- and O.S.  
Bouncing Boy gestures as he speaks

---

**DIAL**  
(221) BOUNCING BOY:  
He's a complicated guy.



3

9x  
A  
DIM 221

6x

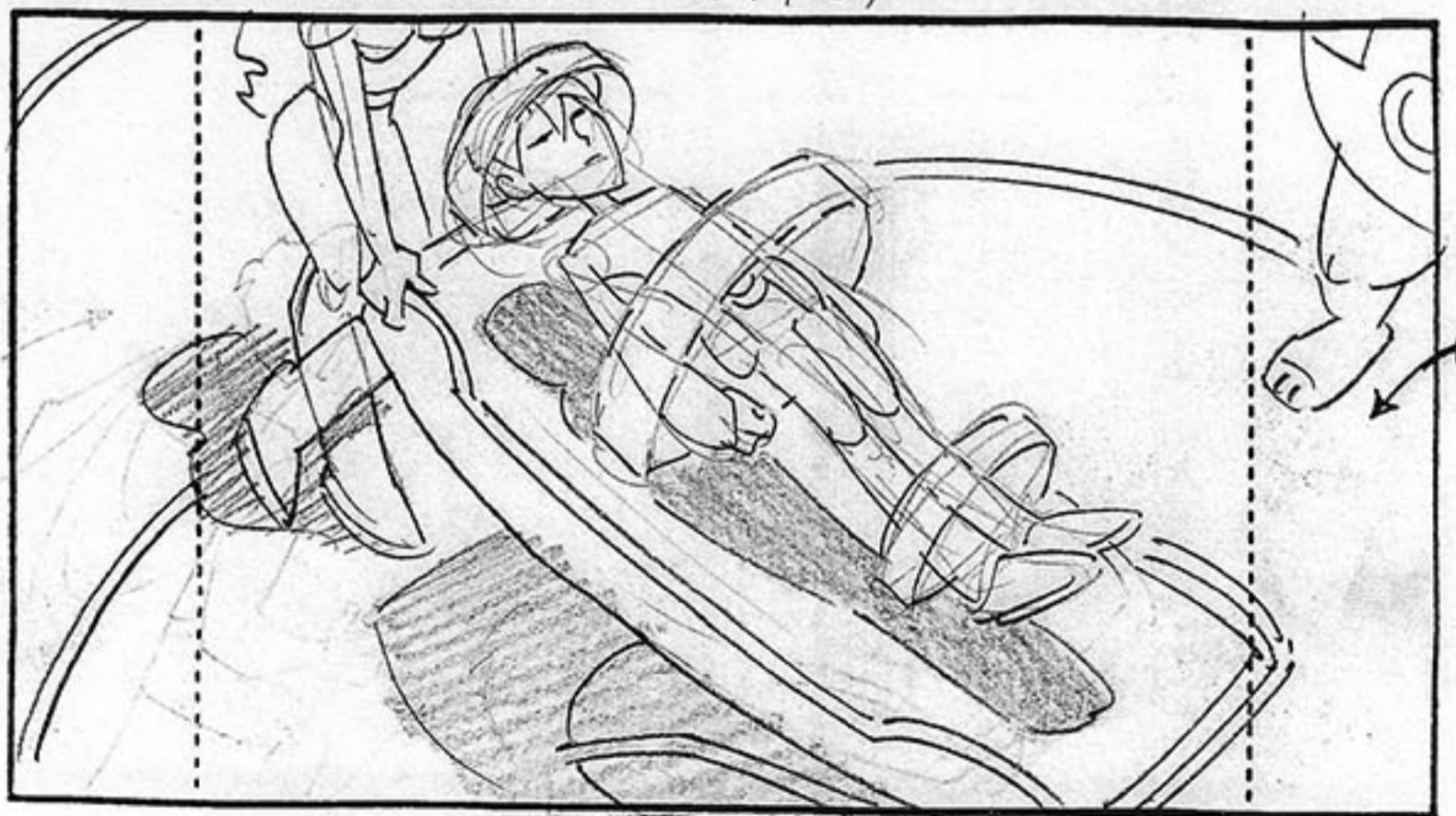
SC. C191 (NO C190)

**ACTION** day night  
cut to Downshot  
Rotating panels around B5  
fade out

---

**DIAL**

C191 8x



1

DX SHADOWS  
PANELS - BOT LIT DIFF SLOW BFX

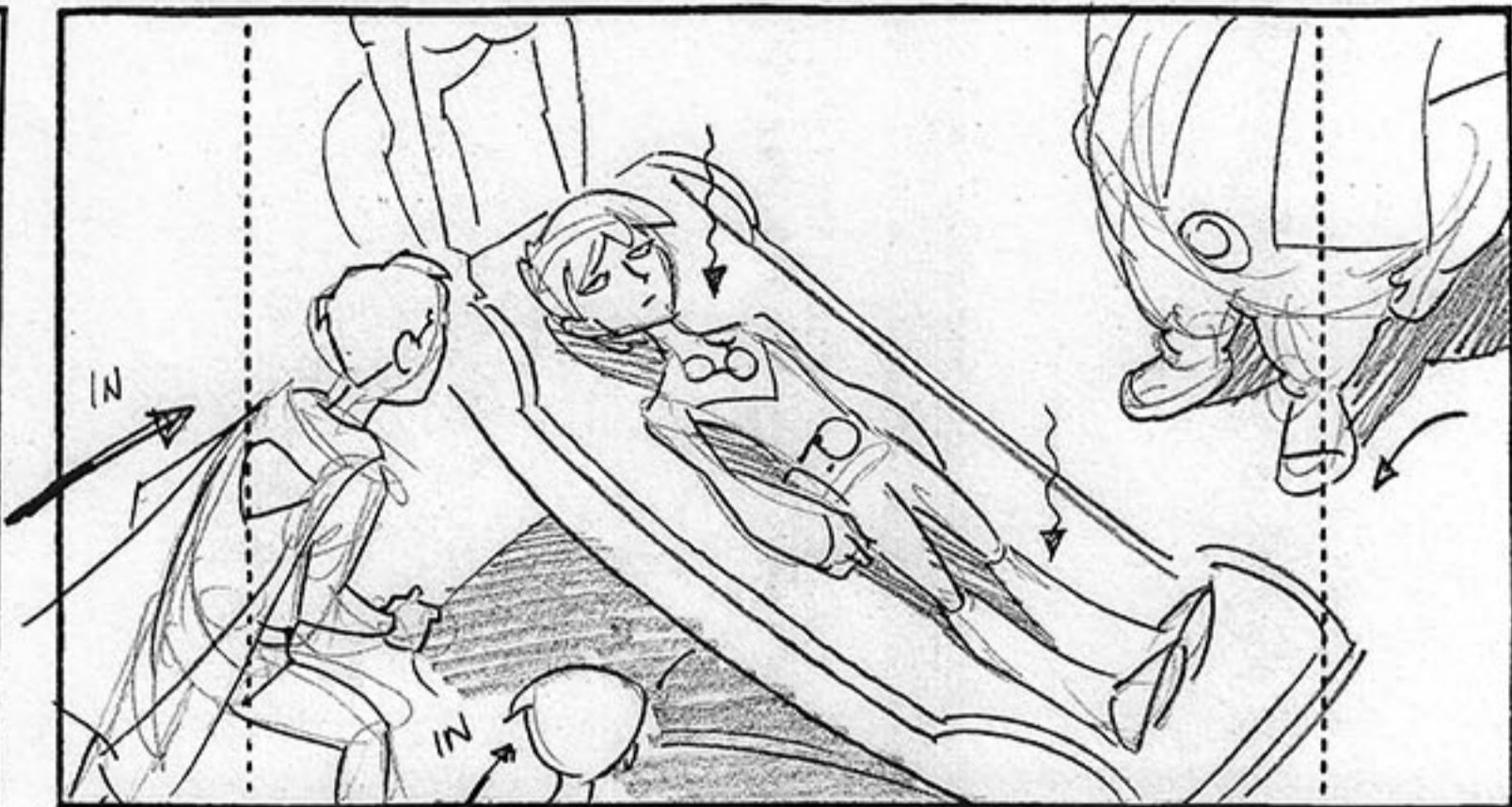
SC. C191 CONT

ACTION day night

B5 sinks to table top as the others step into scene

DIAL

222 SUPERBOY:  
Are you OK?



2

LL

8x

DIR 222

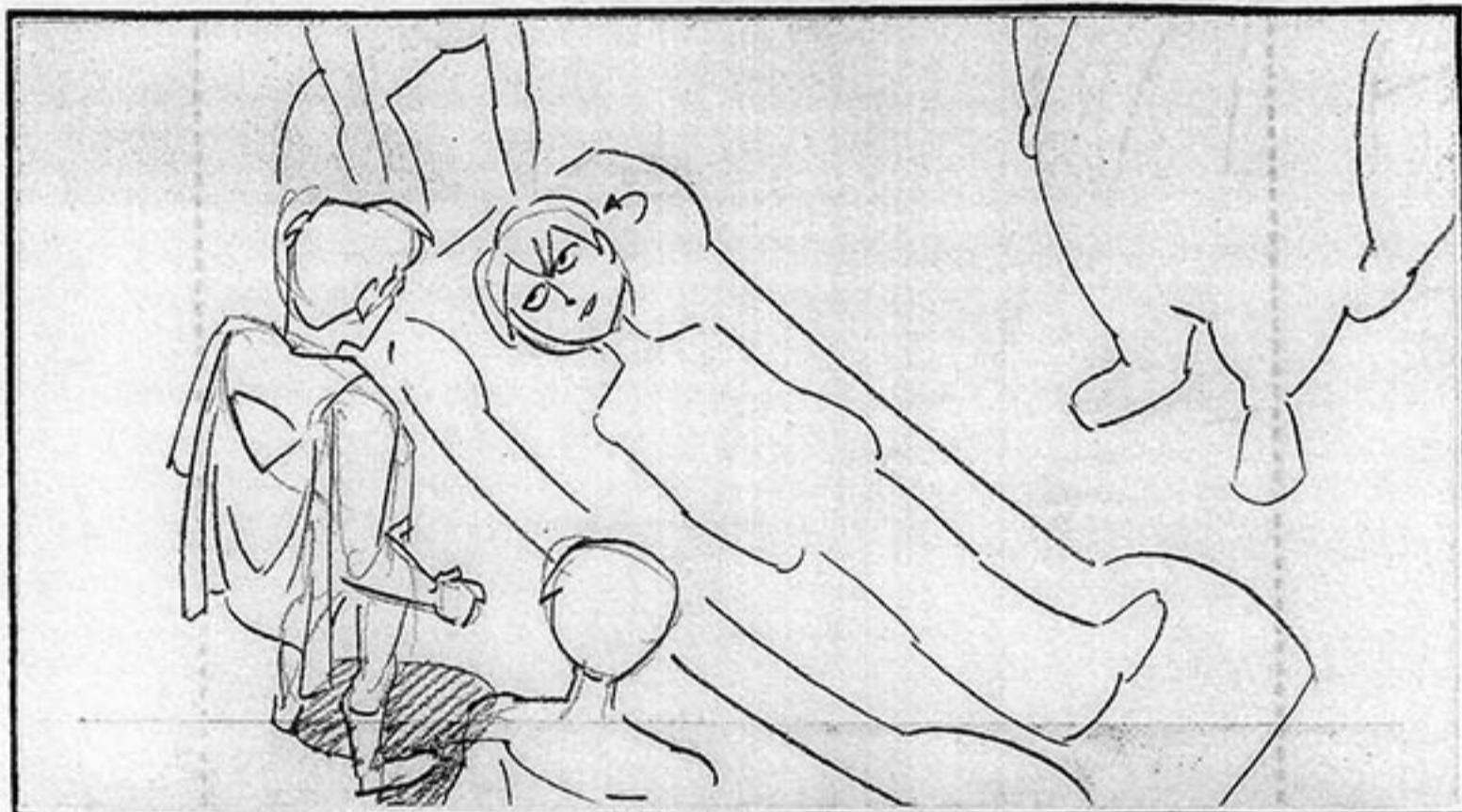
SC. CONT

ACTION day night

B5 looks at Superboy

DIAL

223 BRIANIAC 5:  
Naturally.



3

8x DIR 223

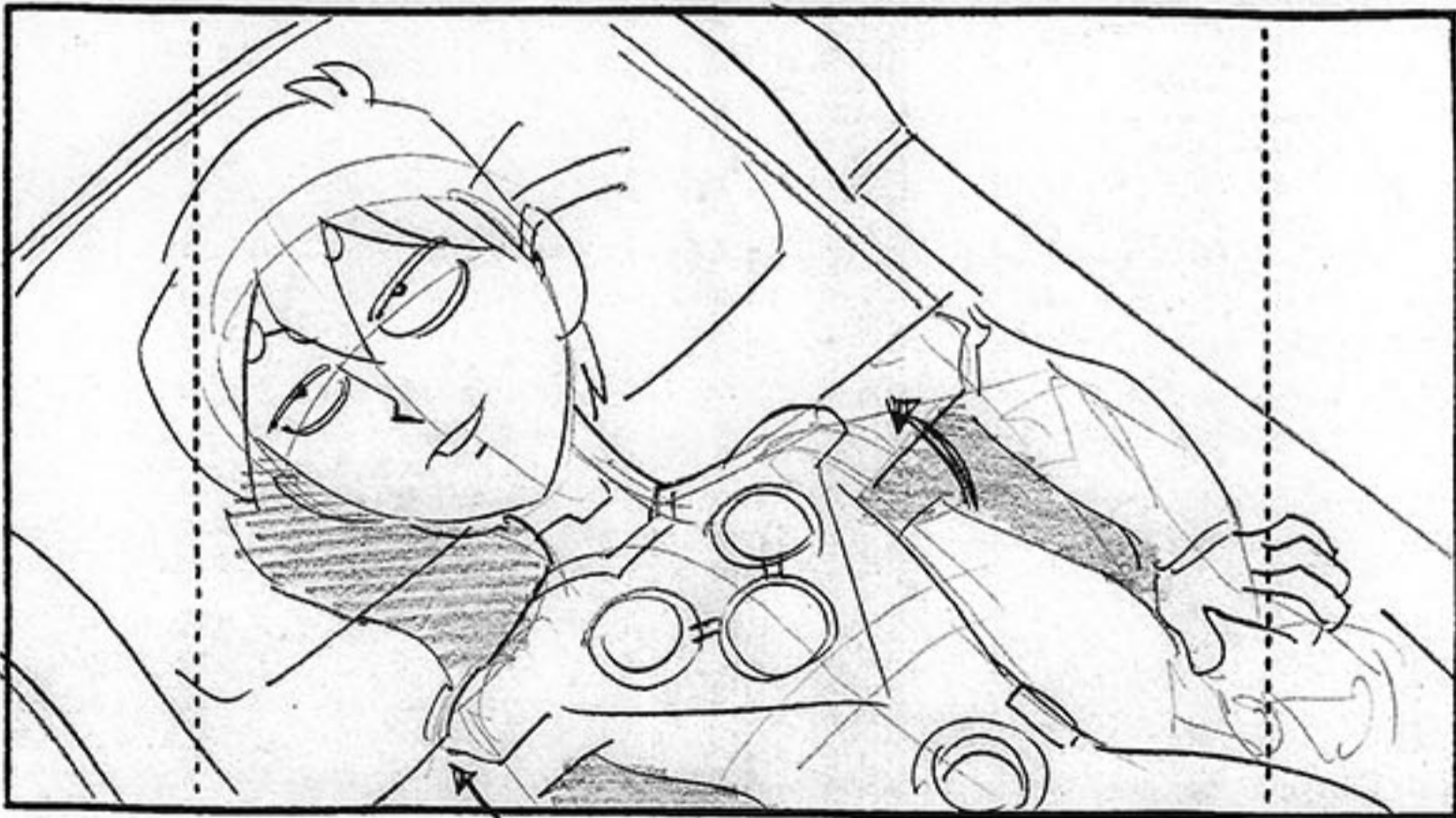
SC. C192

ACTION day night

Close on B5—he brings his arms up

DIAL B5 (cont.)

I'd never interface with a strange computer—



4/u 1

C192

DIR 223

SC. C192 CONT

ACTION day night

B5 sits up

---

DIAL B5 (cont):  
-without the proper backup.



2

CONT DIA 223

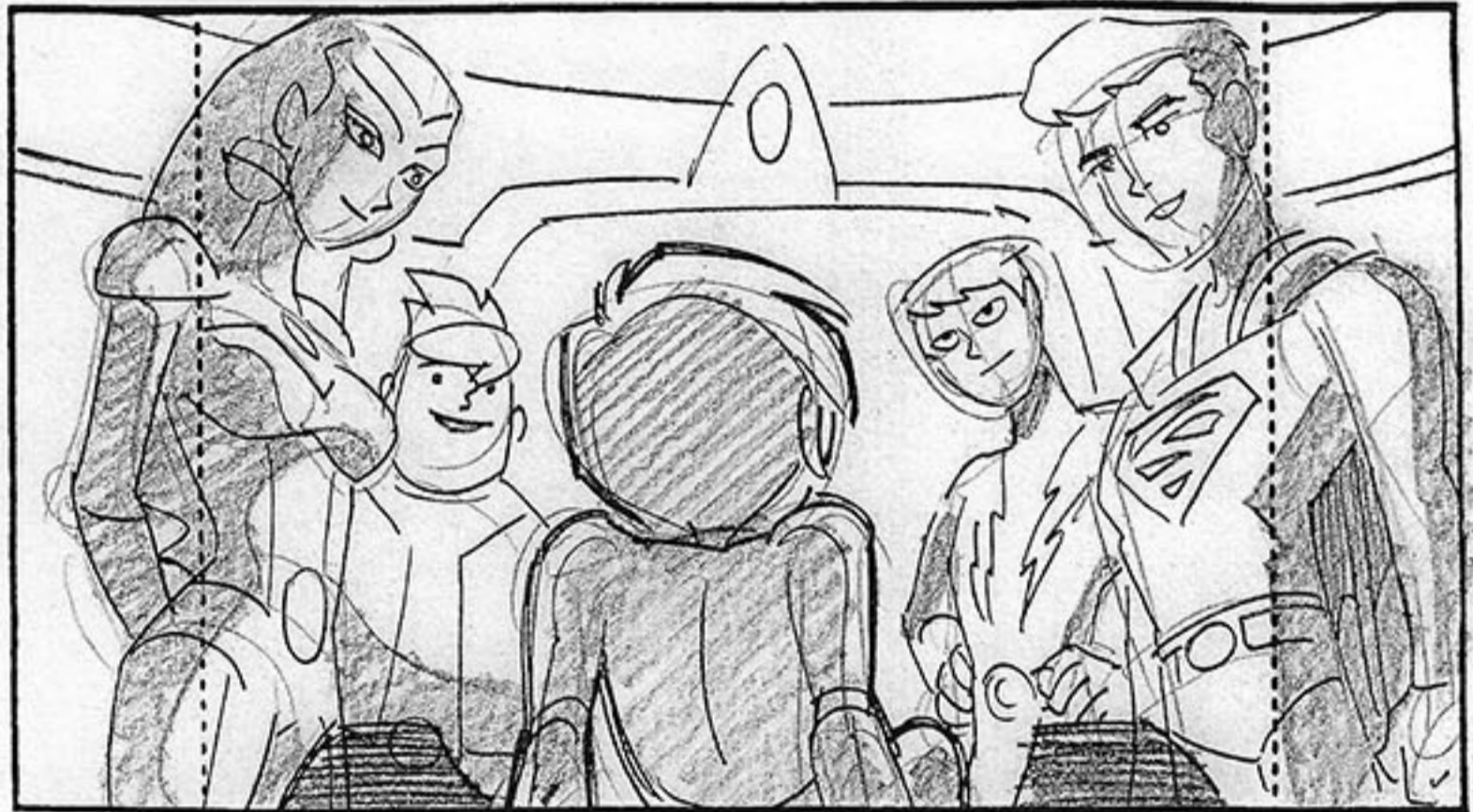
SC. C193

ACTION day night

All smile at B5

---

DIAL B5 (VO):  
-so what'd I miss?  
224 SUPERBOY: It's a long, creepy story.



H/u 1

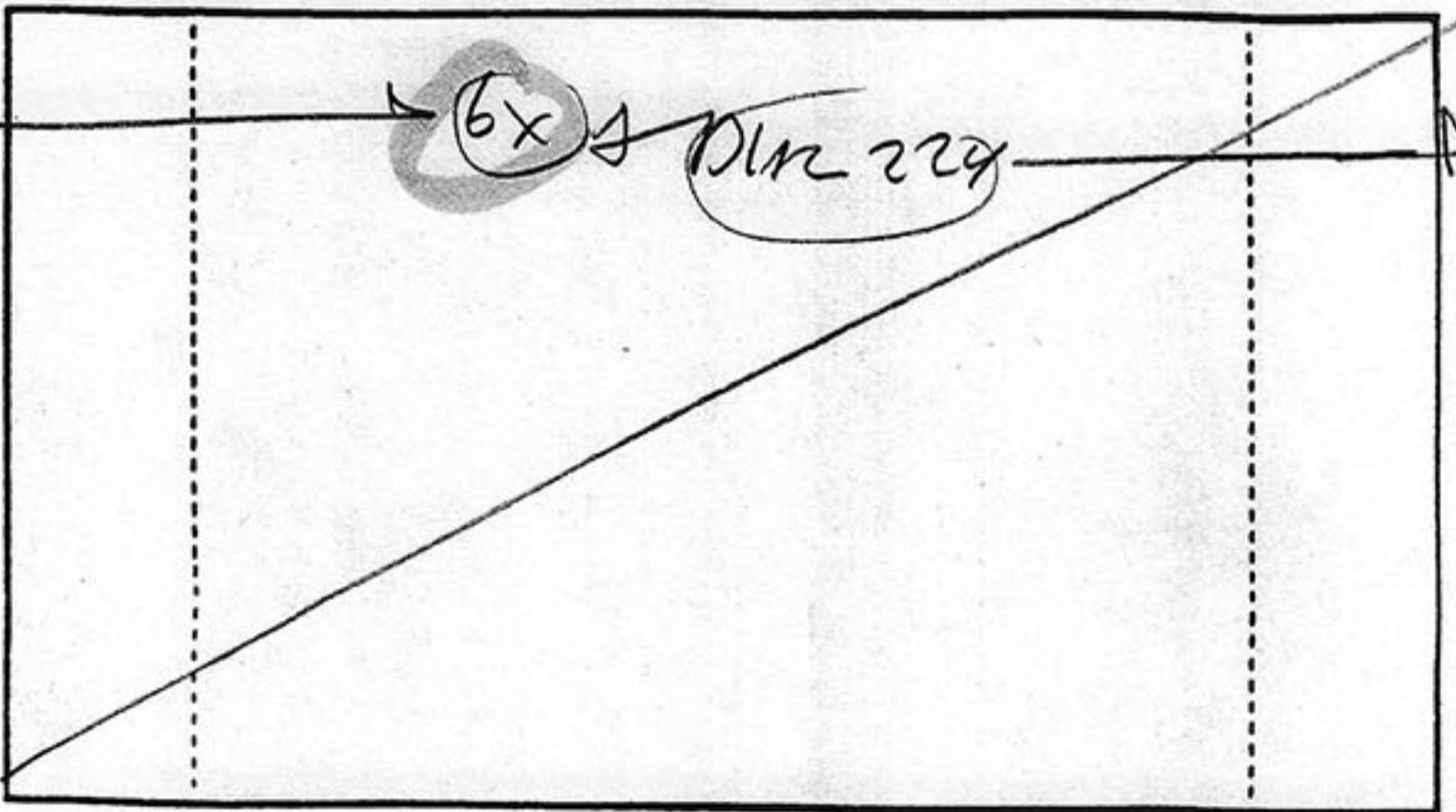
SC.

ACTION day night

CONT DIA 223

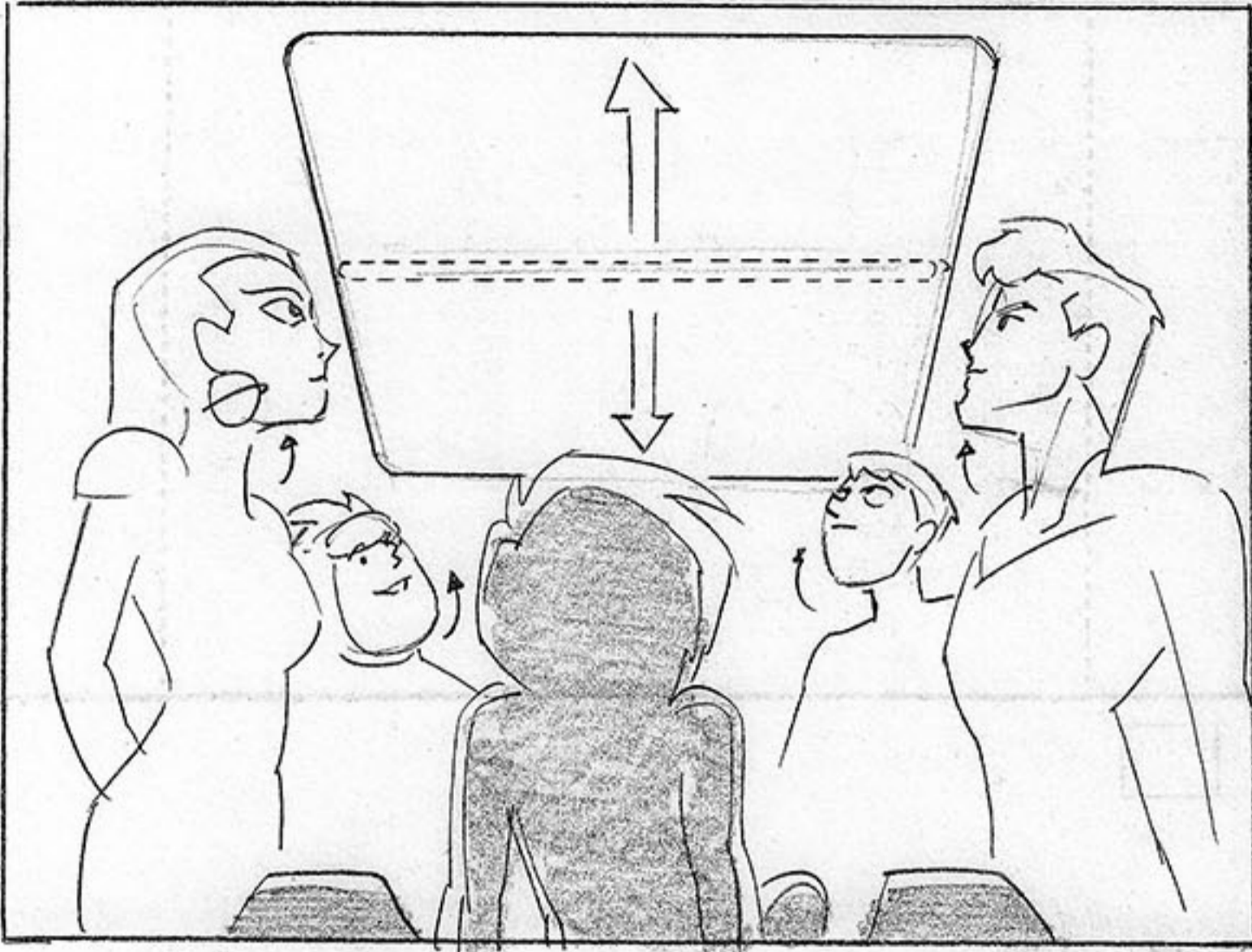
---

DIAL



sc. C193 cont

Panel 2



Pan up to see a new screen unfold above them.

STOP

225 BOUNCING BOY:

But it has a happy ending.

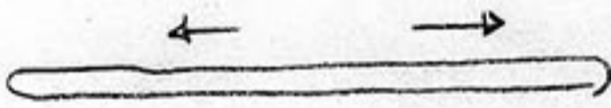
START

VERT PAN ALL ↑

1. DOT APPEARS

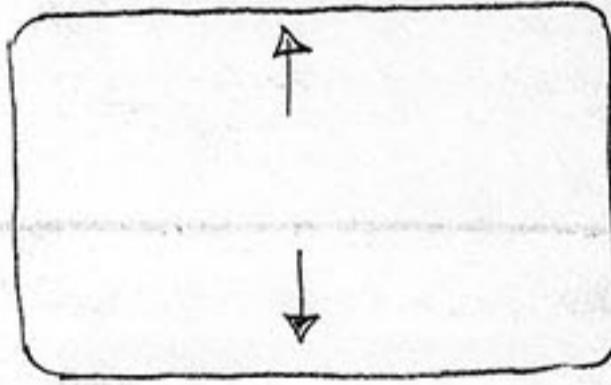


2. STRETCHES INTO A LINE



\* BOT LIT DIFF GLOW ON STRETCH

3. UNFOLDS INTO SCREEN



\* BOT LIT DIFF GLOW FADES OFF AS SCREEN UNFOLDS OPEN

Hold 8v | VERT PAN BG ↓ → | Hold 14

Dial 225

10

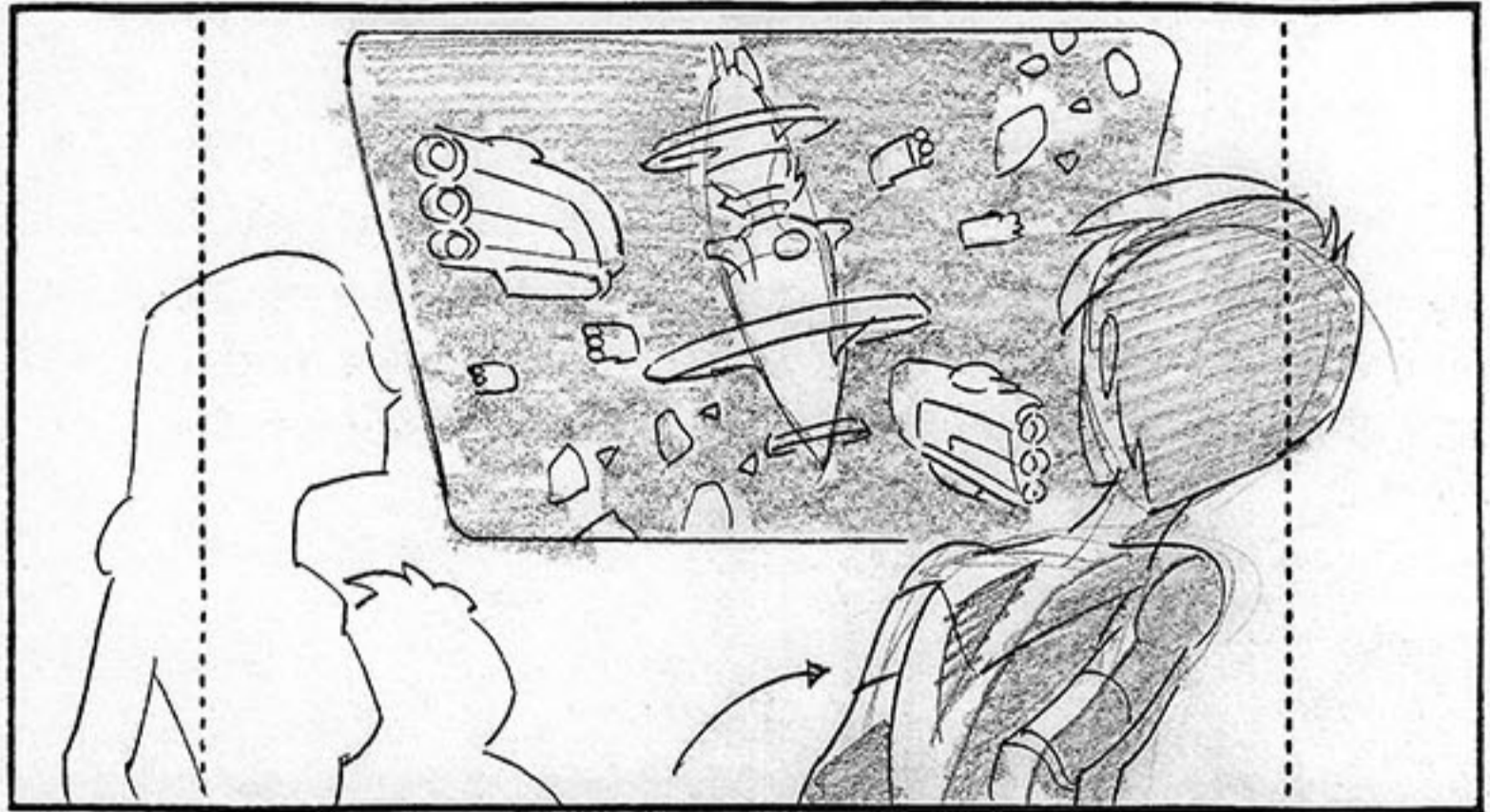
4x

SC. C193 CONT

ACTION day night

Image of space station & transport ship dissolves on as B5 rises

DIAL (226) LIGHTNING LAD: Transports are coming to take everyone home.



3

→ PM 226

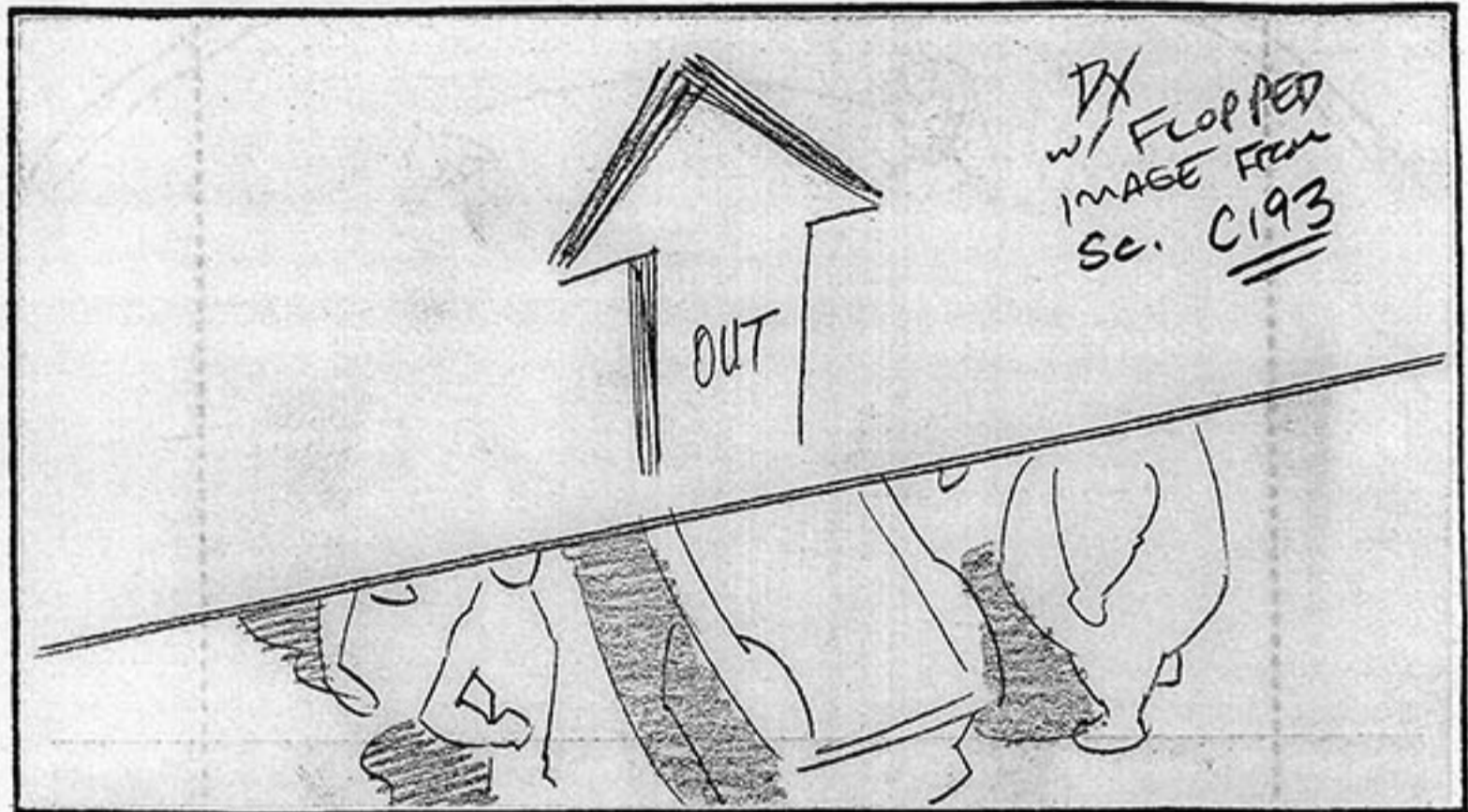
6x

SC. C194

ACTION day night

Screen in FG - It rises O.S. to reveal group (start position shown)

DIAL (227) BRAINIAC 5: It appears the -



C194

H/U 1

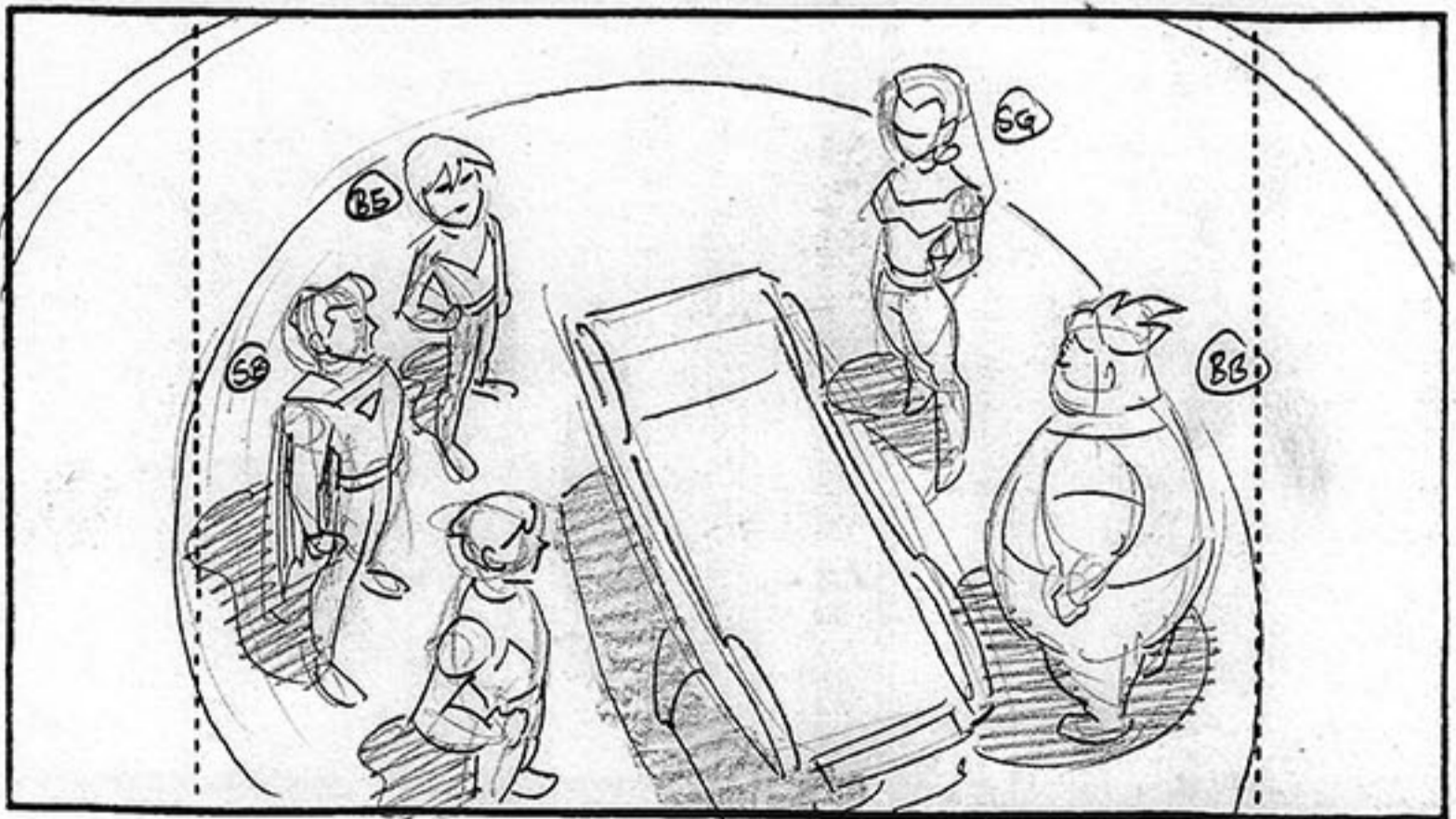
9x PM 227

SC. CONT

ACTION day night

On the group, gathered around the table

DIAL B5 (cont): - sform has passed.  
(228) SATURN GIRL: For good.



2

COM DIM 228

6x PM 228

6x

345-394

# LEGION OF SUPER-HEROES



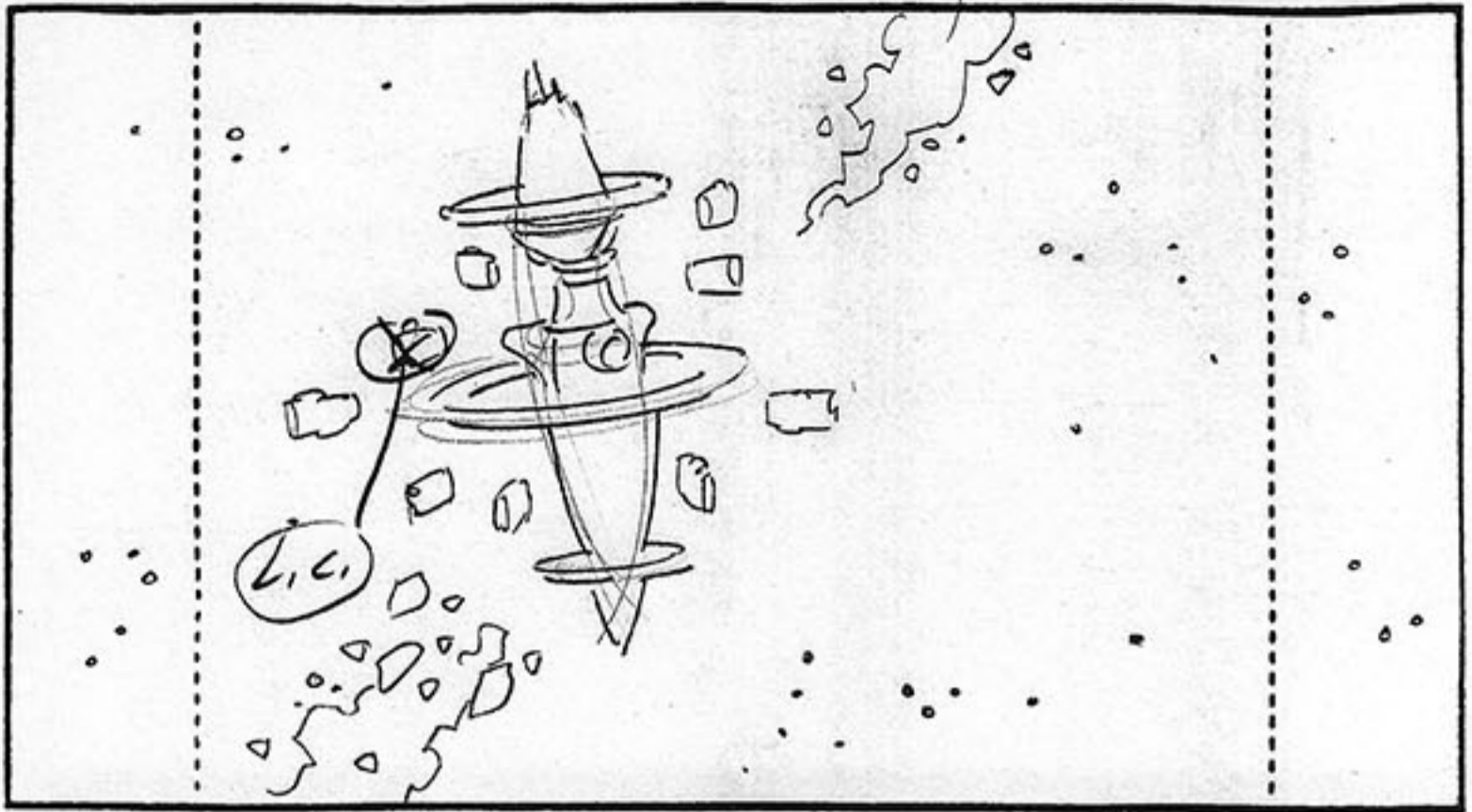
SC. C195

Rocks/  
DEBRIS  
SLOW A

ACTION day night  
 On Space Station  
 & transport  
 ships

---

DIAL  
 C195 10



BG

1

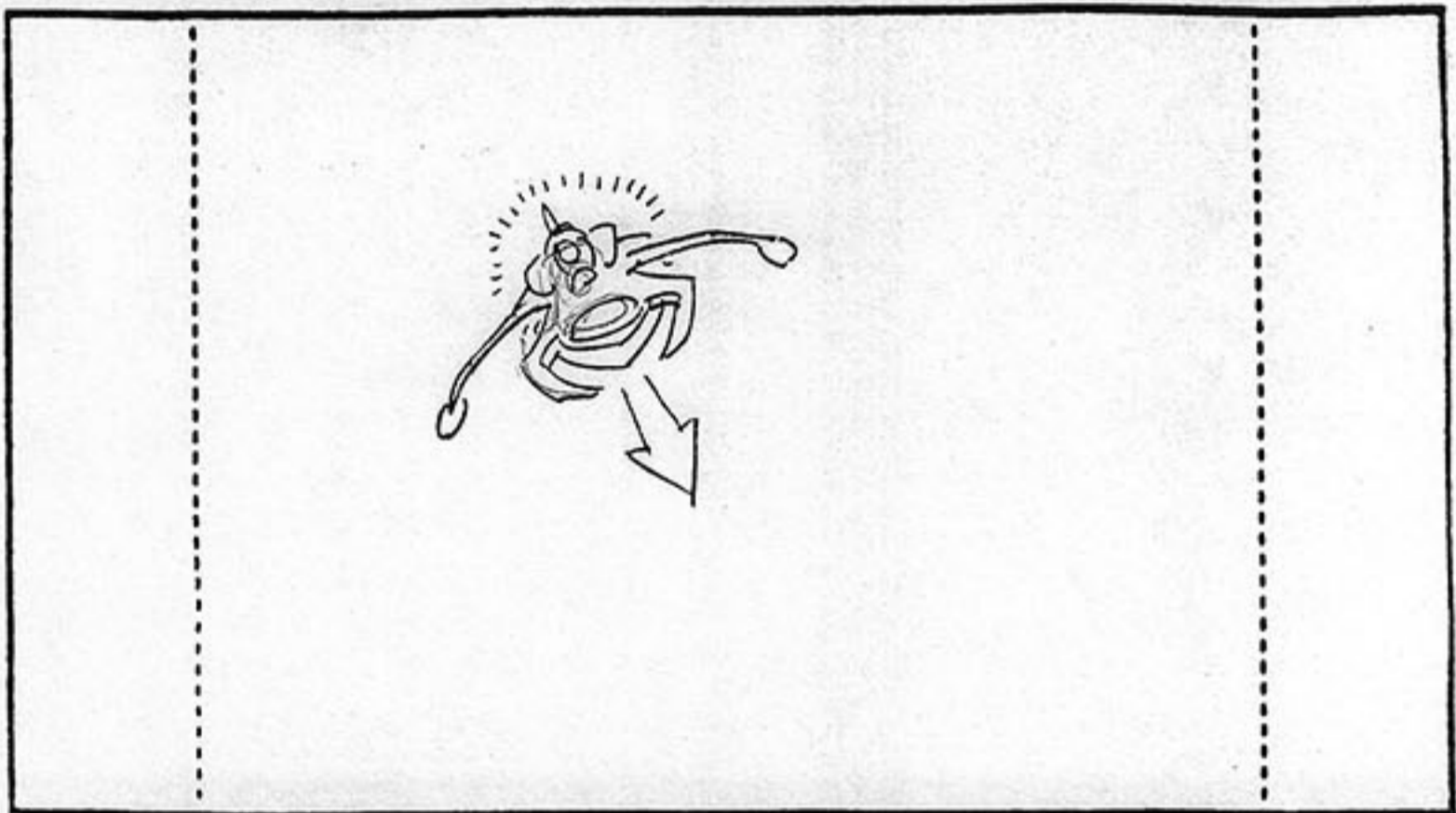
38

SC. CONT

ACTION day night  
 Legion Cruiser  
 flies forward...

---

DIAL  
 14



1

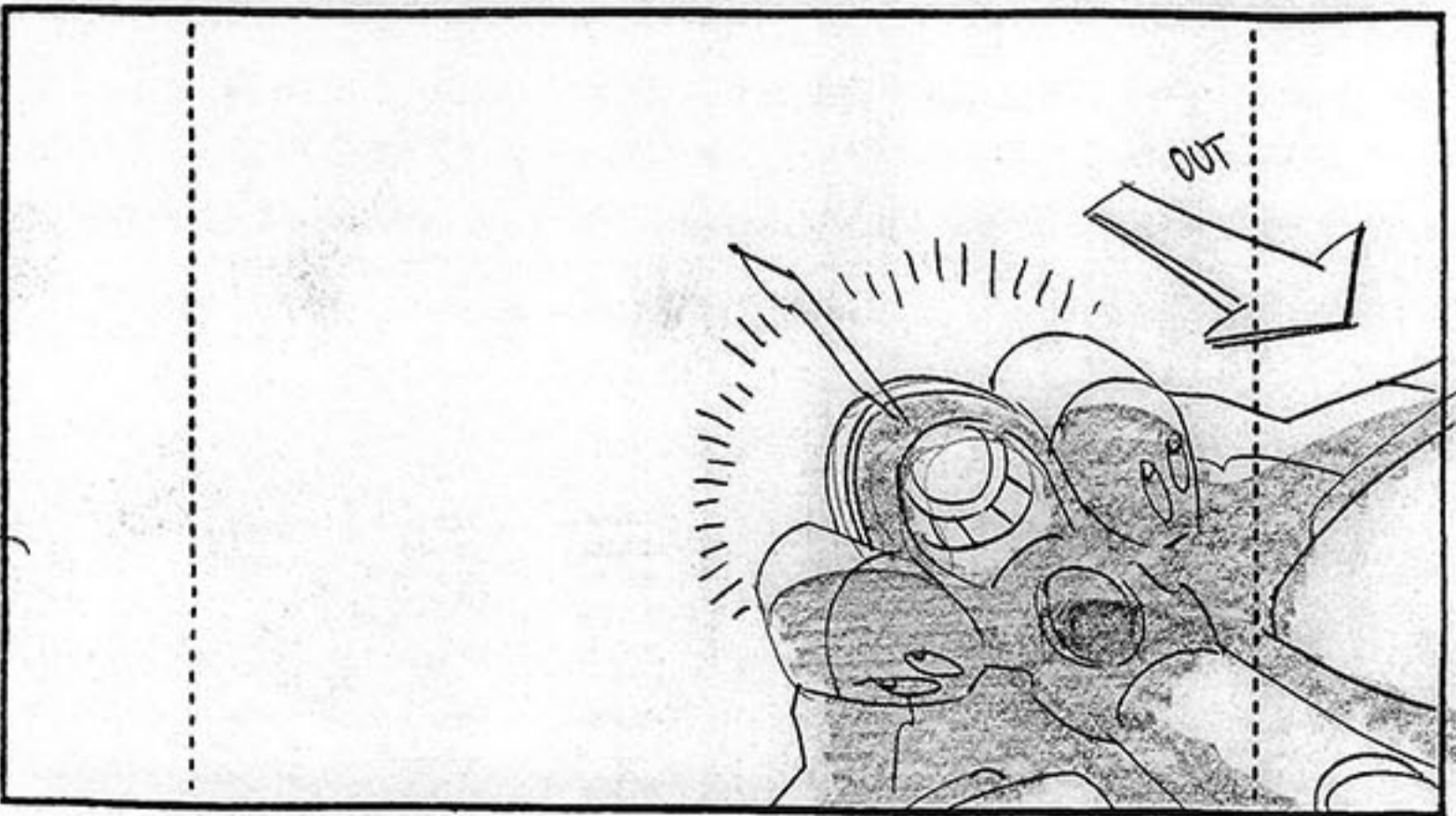
STD. LEGION CRUISER JET EFX

SC. CONT

ACTION day night  
 ... and O.S.

---

DIAL  
 12x / 05  
 14



2

SC. C196

ACTION day night

Superboy sits in his cabin, staring at a photograph

DIAL

C196 124



1

20

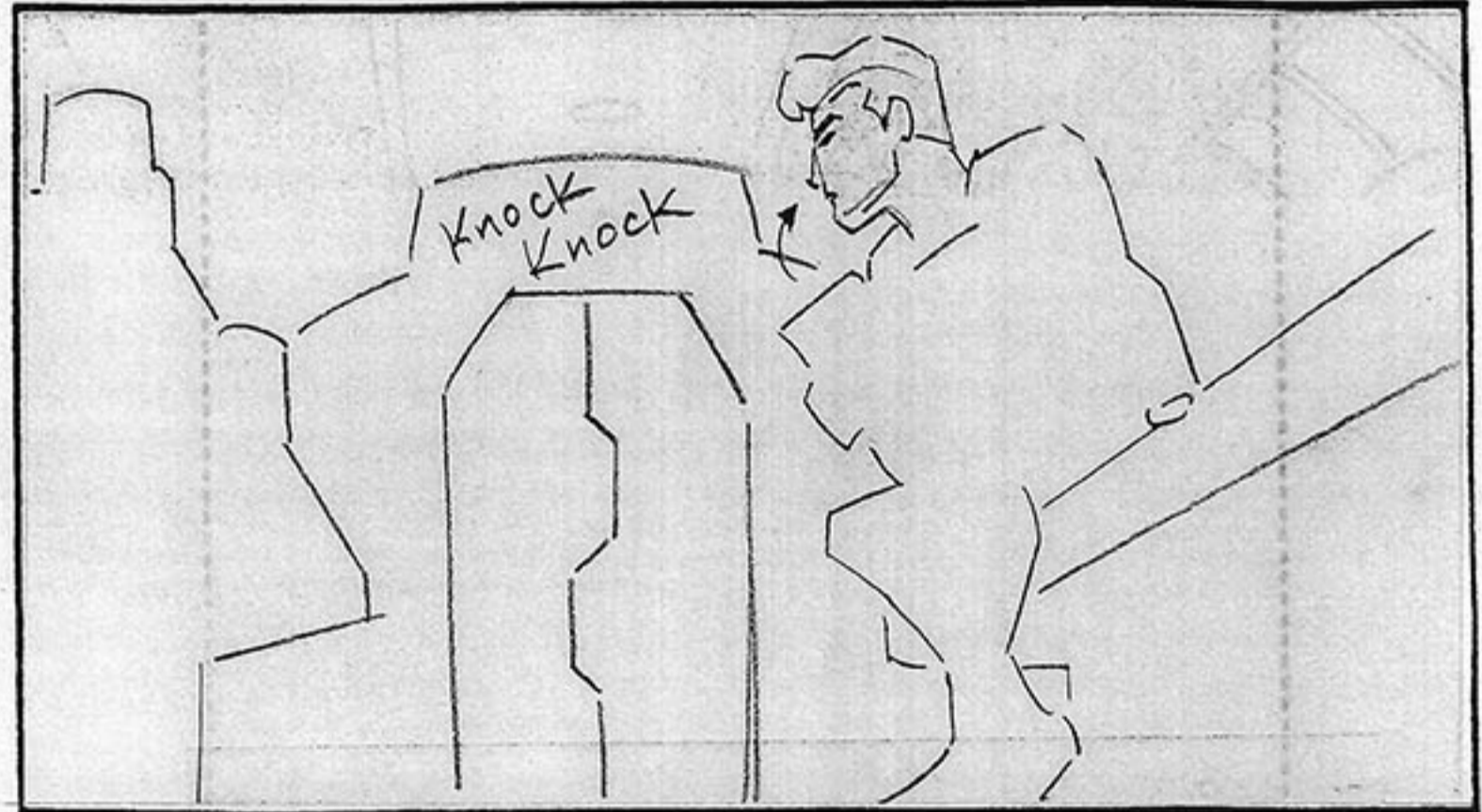
SC. CONT

ACTION day night

He looks up, reacting to a knock at the door

DIAL

14



2

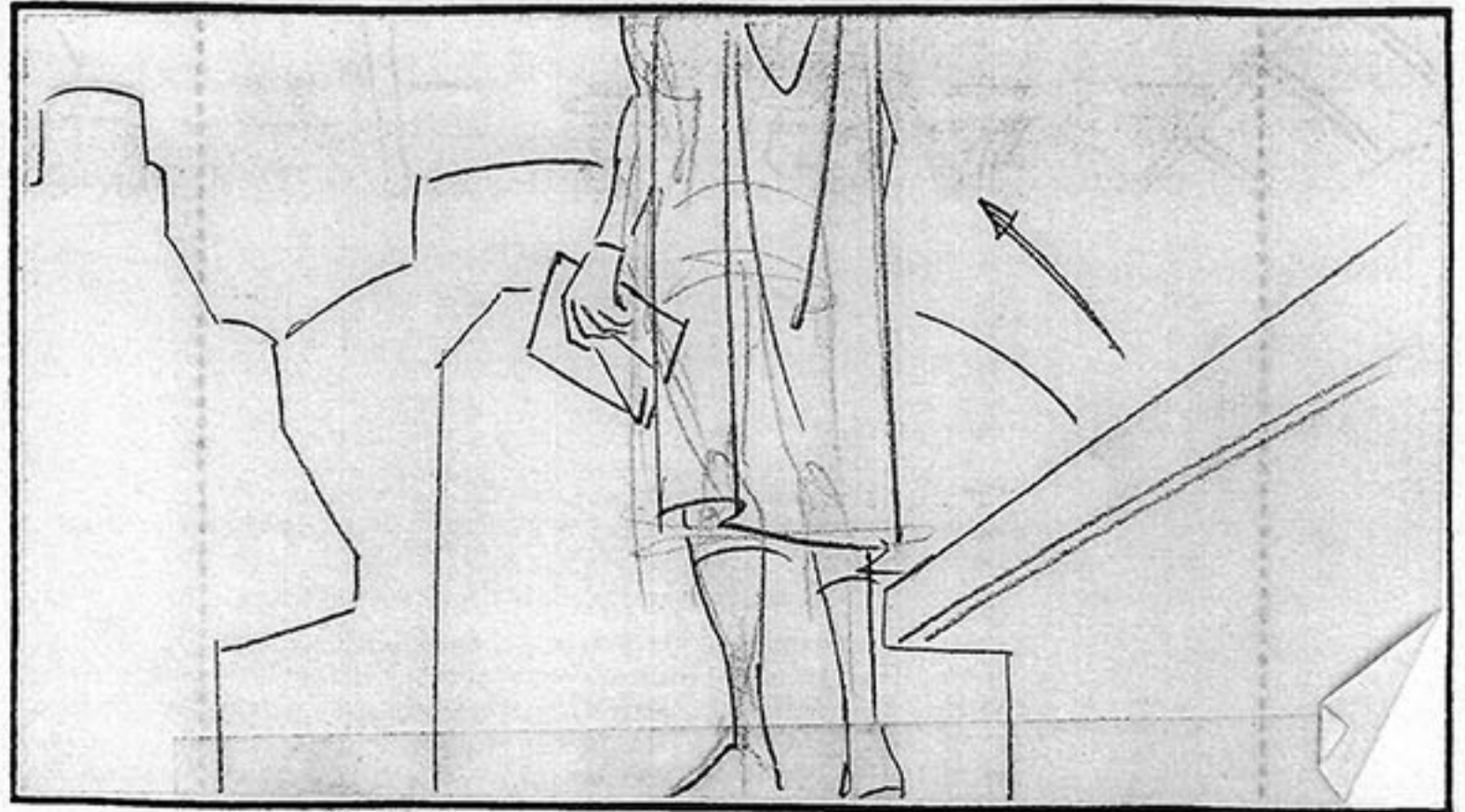
SC. CONT

ACTION day night

He stands

DIAL

229 SUPERBOY: They're...



3

DIAL 229



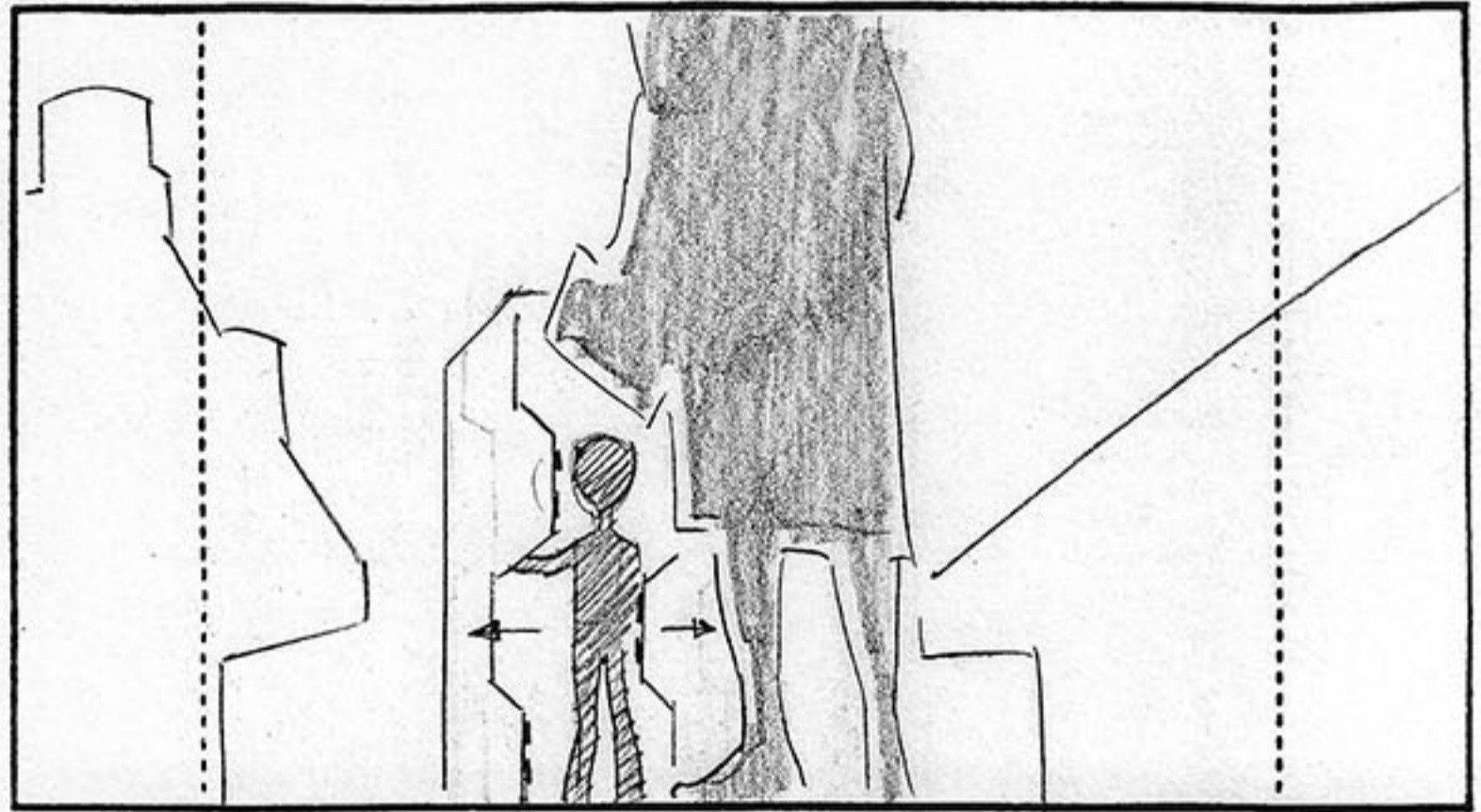
SC. C196 CONT

**ACTION** day night

The door opens -  
Backlit white BG  
behind silo of  
Brainiac 5.

---

**DIAL**



4

1 → 2

SC. C197

**ACTION** day night

Close on B5 -  
door finishes  
opening

---

**DIAL**

B5: You wanted  
to see me?



H/V 1

C197

1 → 1/2

SC. C198

**ACTION** day night

B5 walks into  
scene and stops

---

**DIAL**

(231) SUPERBOY: About  
what happened back there...

(232) B5: I knew -



1

C198  
4x ADMIN 230

4x ADMIN 232

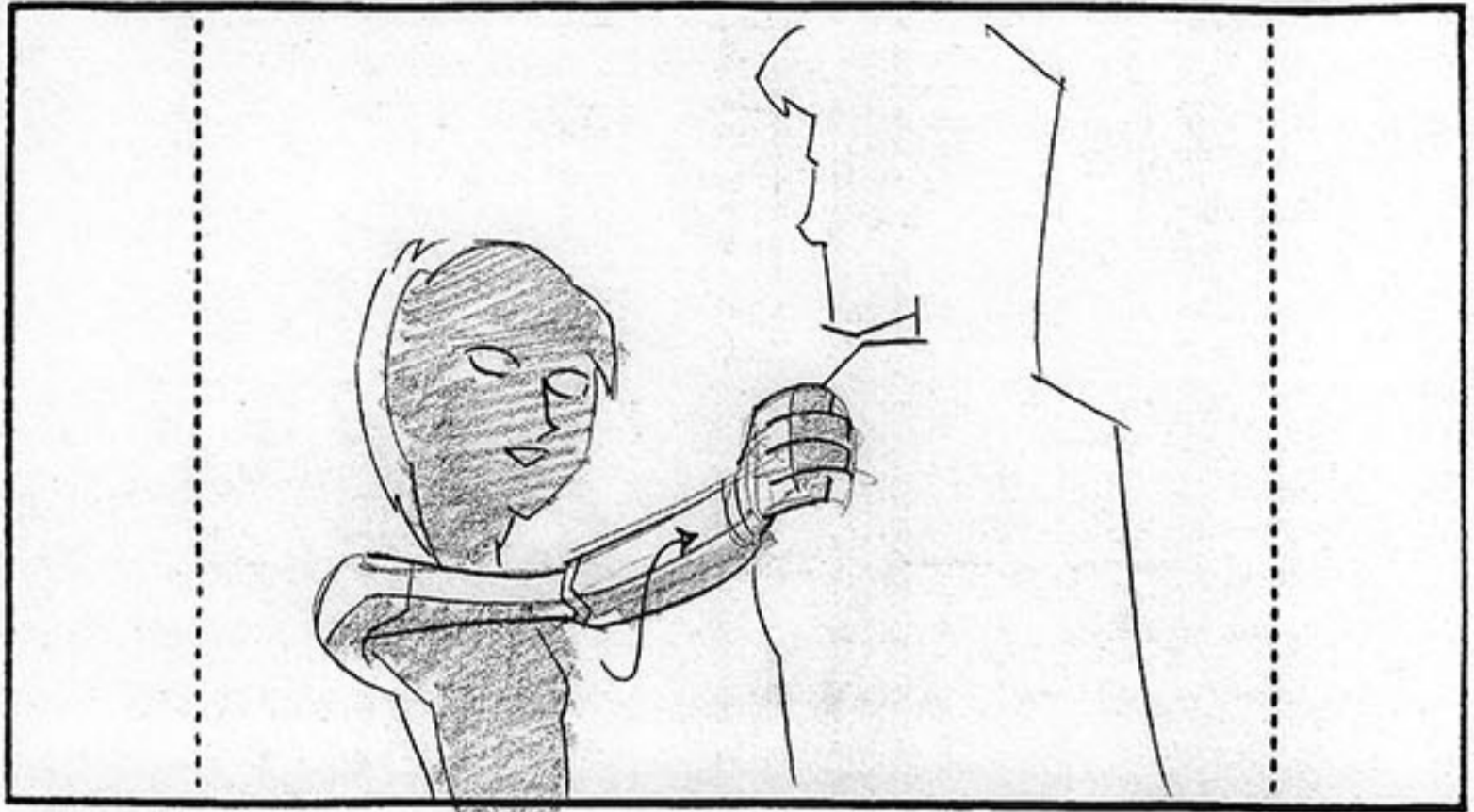
SC. C198 CONT

ACTION day night

B5 places his hand on SB's shoulder

---

DIAL B5 (cont):  
you'd make the logical choice.



2

CONTIN 232

SC. C199

ACTION day night

Superboy turns his shoulder away from B5's hand

---

DIAL  
233 SUPERBOY:  
Forget logic!



H/U 1

C199

4x DIAL 233

SC. CONT

ACTION day night

He leans forward

---

DIAL  
Why didn't you tell me that was a backup disc?



2

CONTIN 233

6x

SC. C200

ACTION day night

B5 speaks calmly

---

DIAL (234) B5: If I hadn't told you, you wouldn't have faced your fear.



C200

H/4 1

6x

4x from 234

SC. C201

ACTION day night

Superboy pauses, uncertain

---

DIAL

C201



1

12x

SC. CONT

ACTION day night

He looks down-

---

DIAL (235) SUPERBOY: I thought I wasn't afraid of anything.



2

7 DIAL 235

SC. C201 CONT

ACTION day night

-then looks aside

---

DIAL SUPER BOY (cont)

-But I am.



3

CONTIN 235

SC. C202

ACTION day night

B5 looks down at photo in SB's hand

---

DIAL SUPERBOY (V)

-I'm afraid of losing the people I care for.



1

C202

BOTLIT WHITE B5

CONTIN 234

SC. CONT

ACTION day night

He looks up and points O.S.

---

DIAL (236) B5: And I'm afraid of what's lurking in the lounge.



2

1x CONTIN 235

6A

SC. C203

**ACTION** day night

Superboy looks up from previous pose, concerned.

---

**DIAL**

C203 12x



1

14

**ACTION** day night

TRUCK OUT and slide B5 into FG

---

**DIAL** (237) B5:  
Bouncing Boy has been threatening us  
10 with-



2

7.0. →

8x

DIAL 237

**ACTION** day night

B5 looks at SUPERBOY,

---

**DIAL** B5 (cont):  
-another ancient classic.



3

CONT DIAL 237

SC. C204

BOTTLIT WHITE BG

ACTION day night

B5 looks at Superboy

---

DIAL B5 :  
Something called a "Musical Comedy."



C204

H/u 1

CONTINUA 237

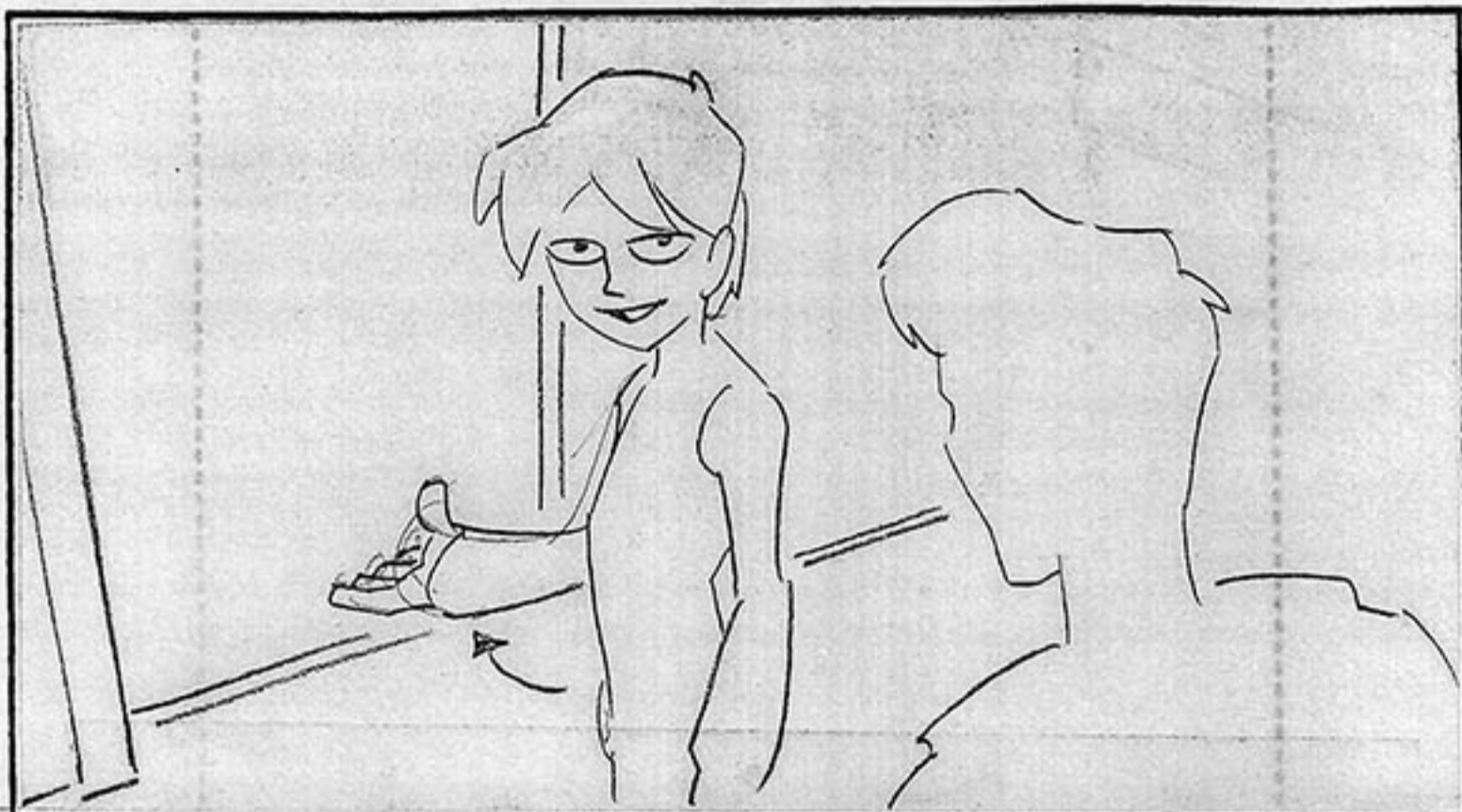
SC. CONT

ACTION day night

- then gestures toward door

---

DIAL B5 (CONT.) :  
You coming?



2

CONTINUA 237

~~C6~~

SC. C205

ACTION day night

Superboy smiles, relieved

---

DIAL (238) SUPERBOY :  
I Wouldn't miss it.

C205

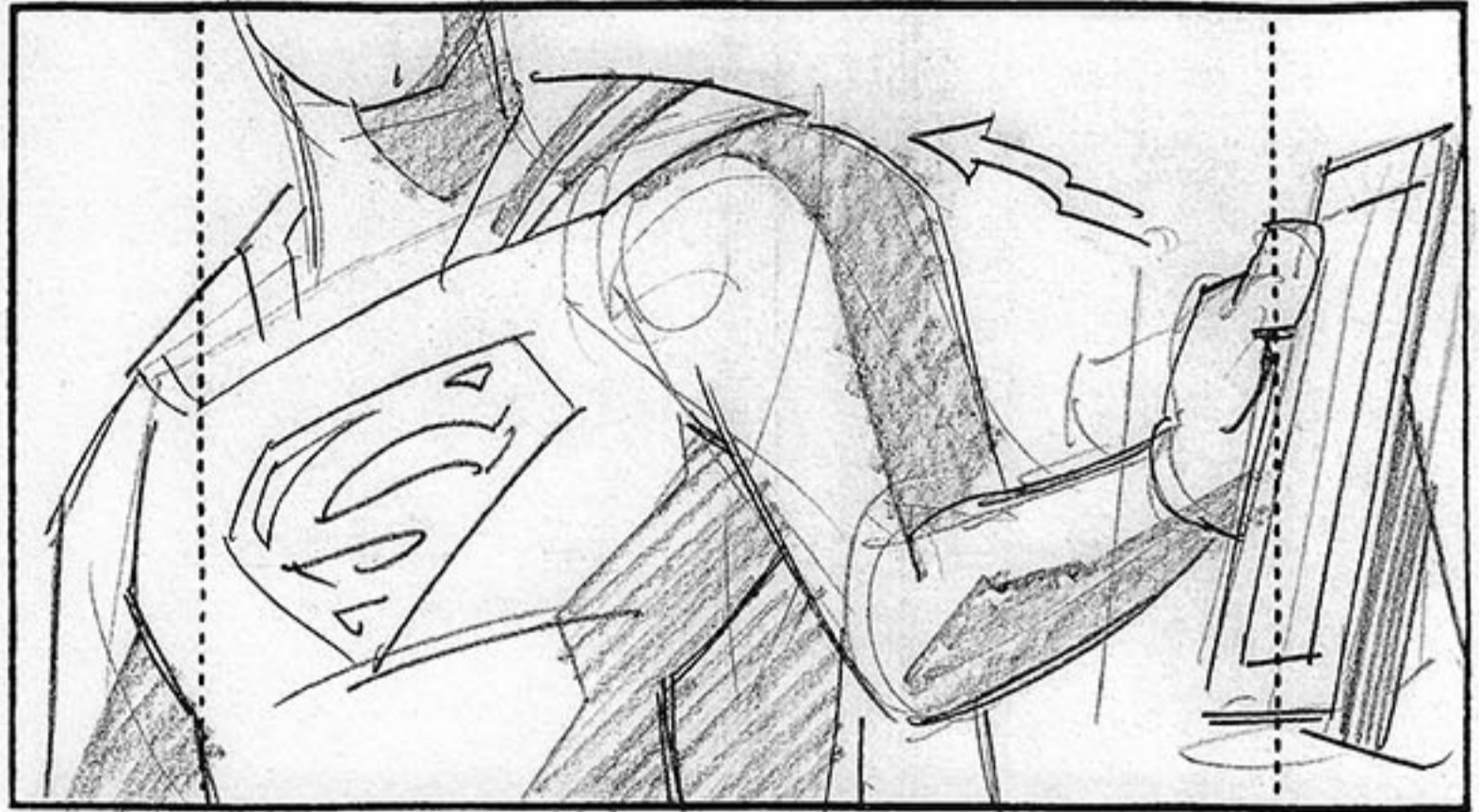


H/u 1

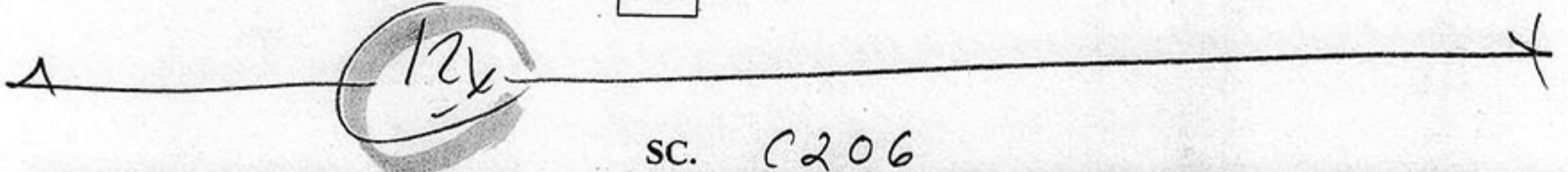
DIA 238

SC. C205 CONT

<b>ACTION</b>	day	night
He steps forward, lifts photograph		
<b>DIAL</b>		

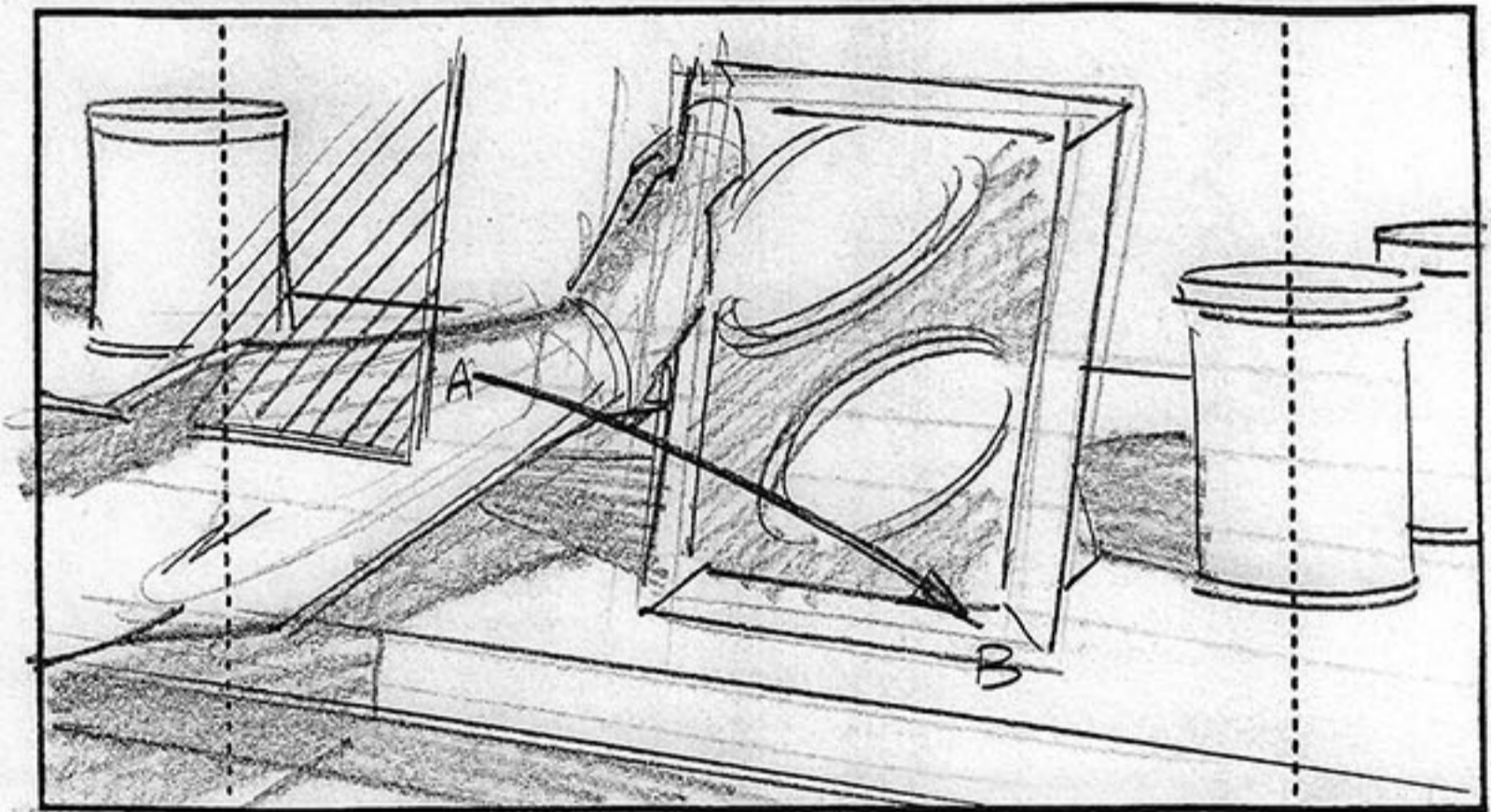


2

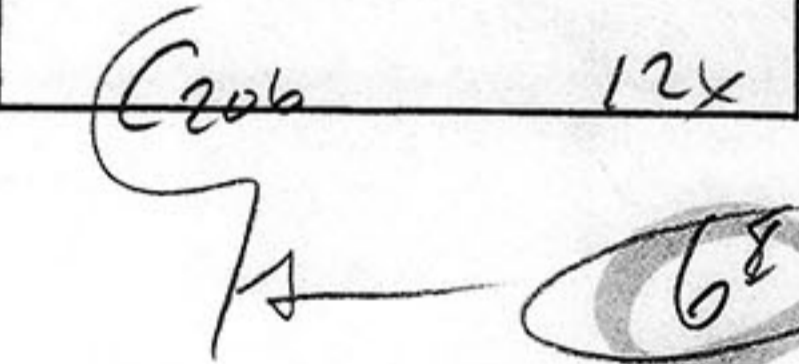


SC. C206

<b>ACTION</b>	day	night
SB places photo on desk - glass surface reflects room lights		
<b>DIAL</b>		

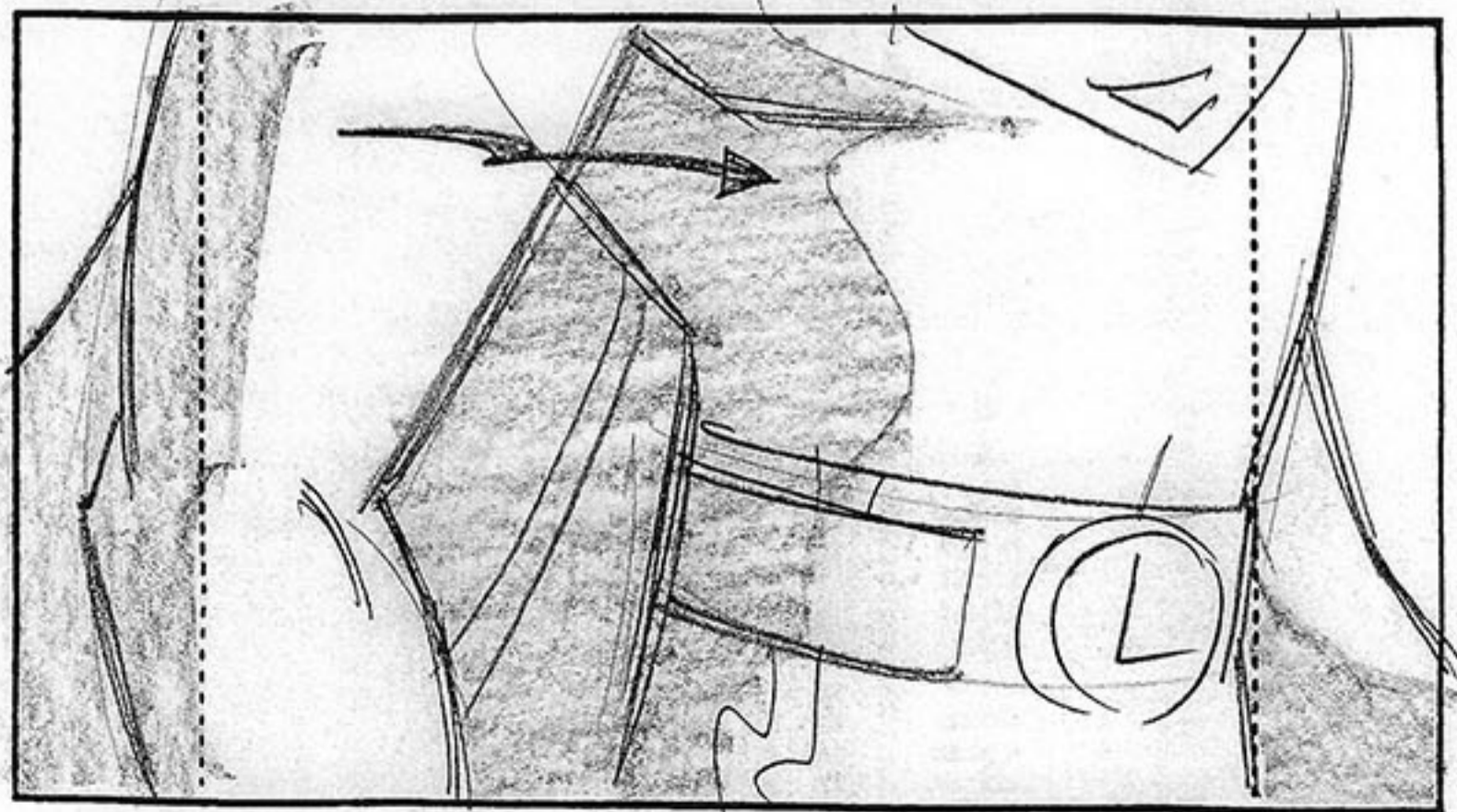


1



SC. CONT

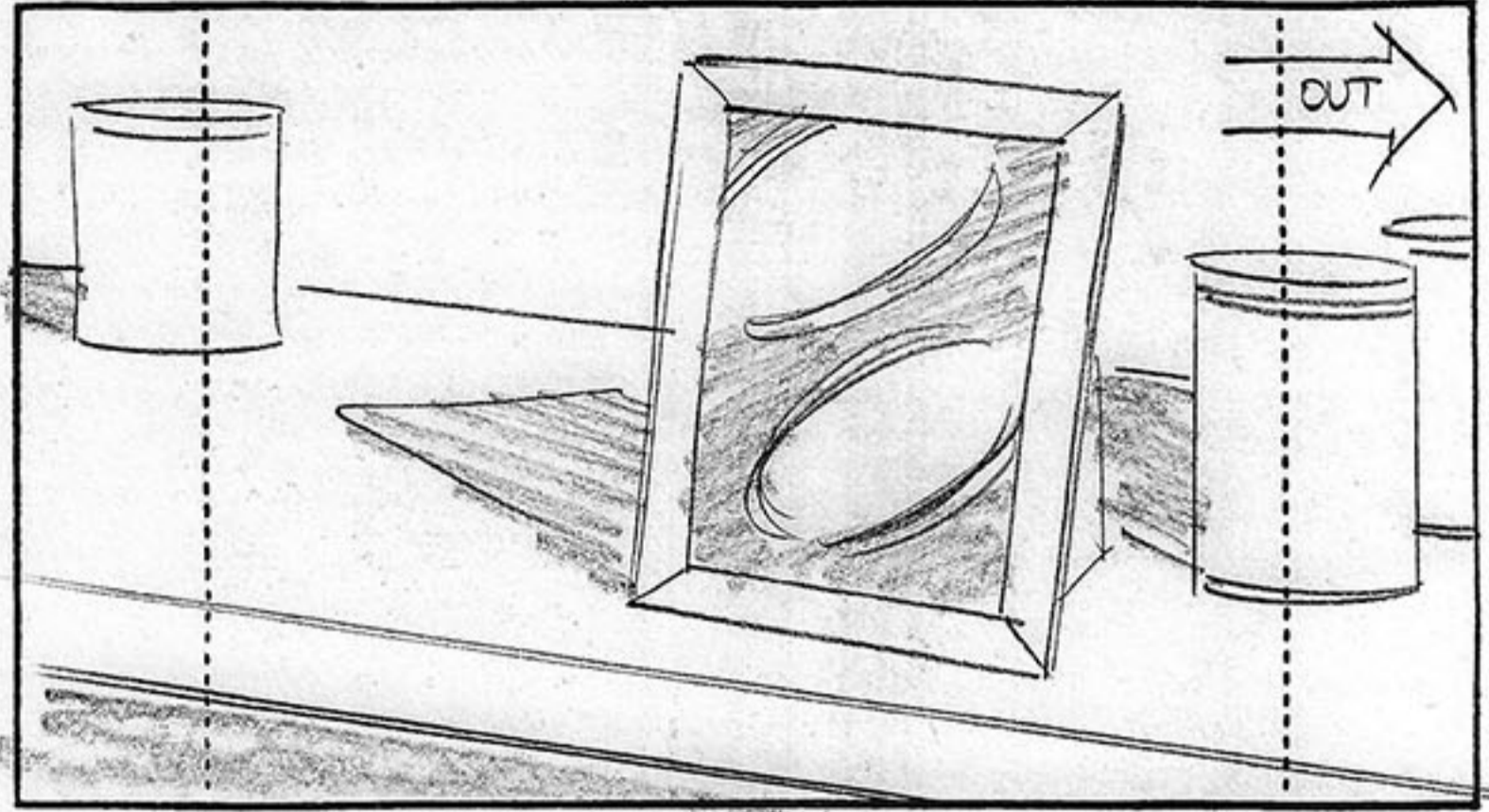
<b>ACTION</b>	day	night
SB walks through scene		
<b>DIAL</b>		



2

SC. C206 CONT

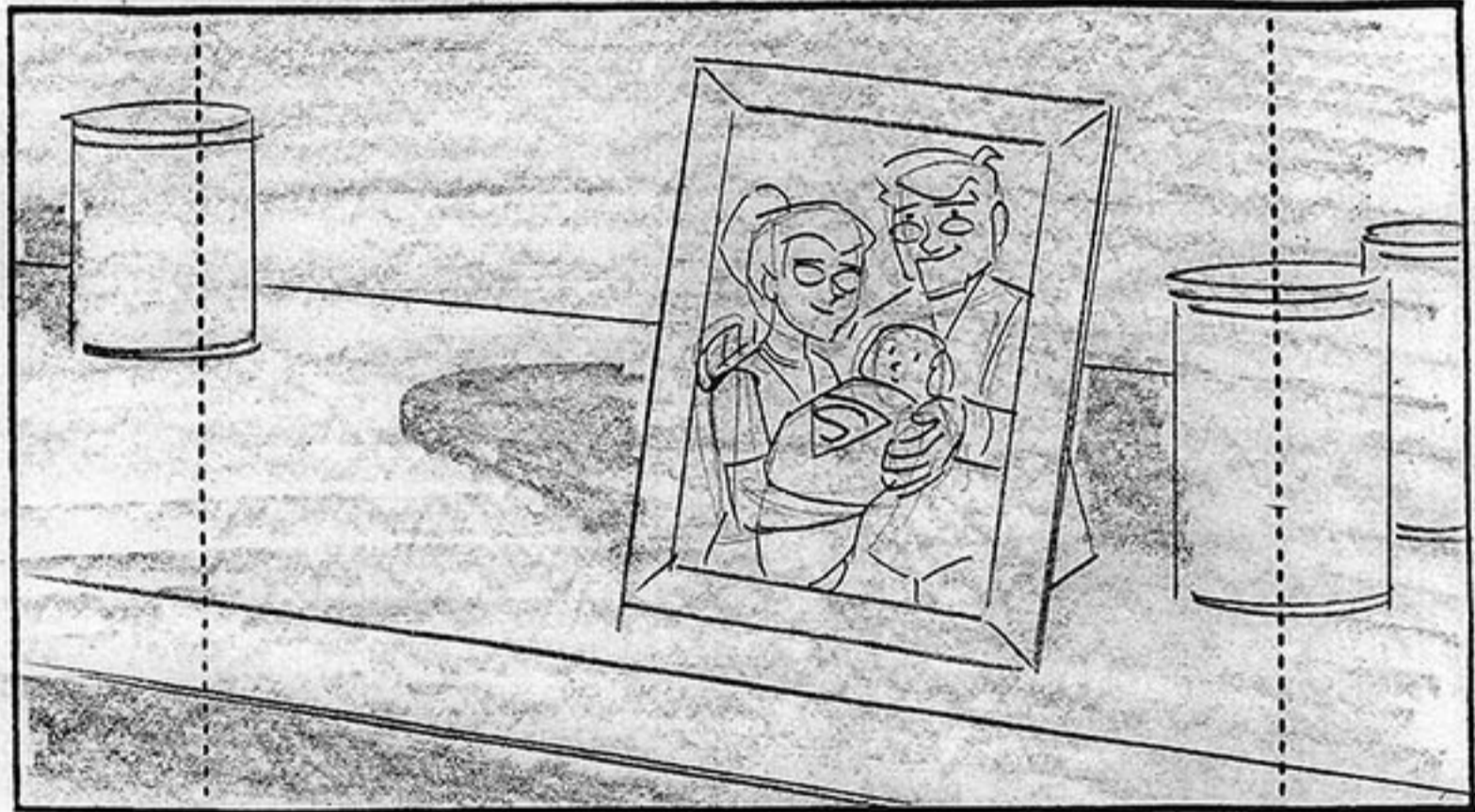
ACTION	day	night
-and O.S. Pause for door SFX		
DIAL	18	



3

SC. CONT

ACTION	day	night
Room lights dim, revealing image on photograph.		
DIAL	(3)	



4

SC.

ACTION	day	night
DIAL		

