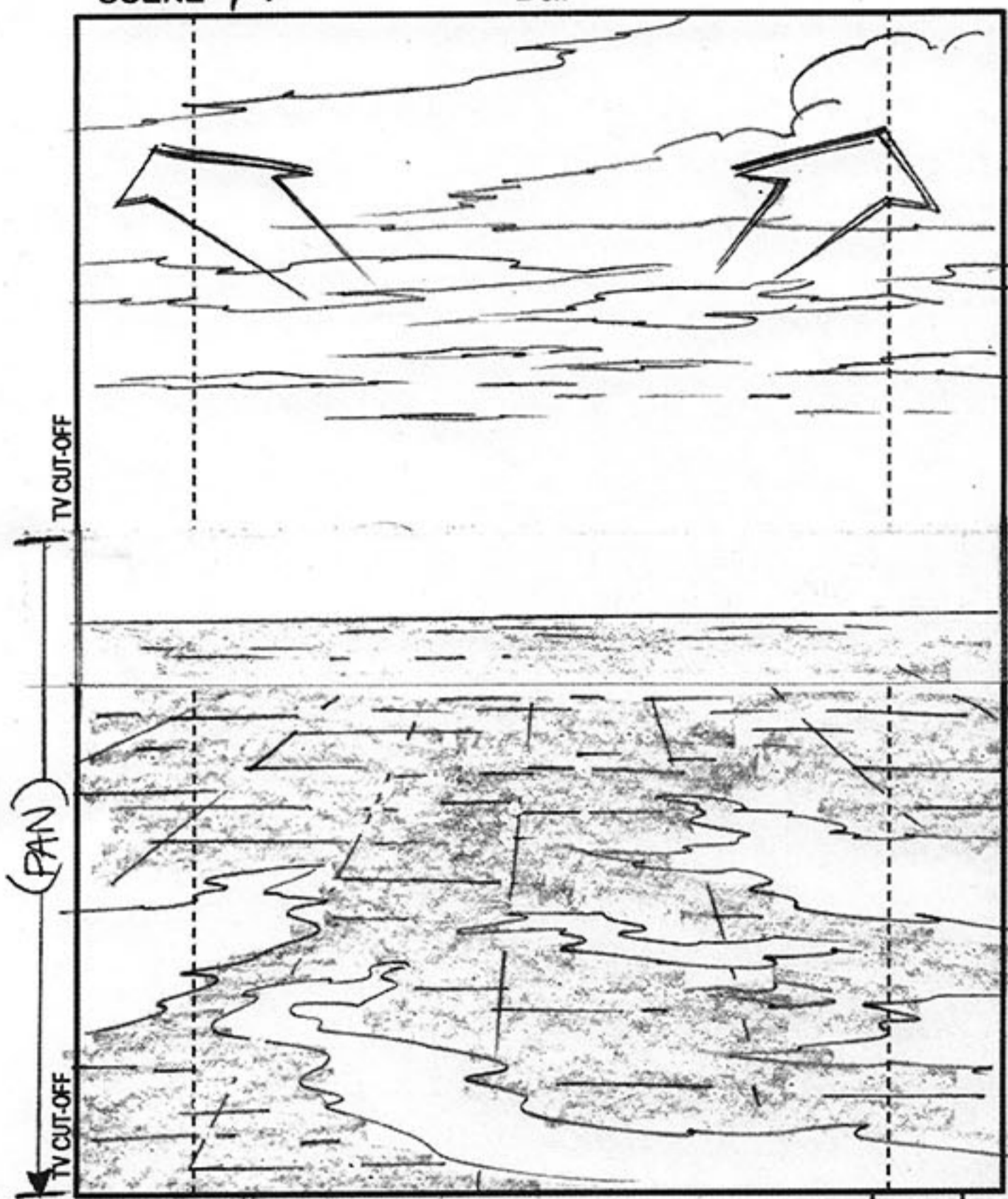


START ACT 1

Ep #: WX

SCENE A1 BG.



action
Clouds animate toward
CAM (NIGHT SKY)

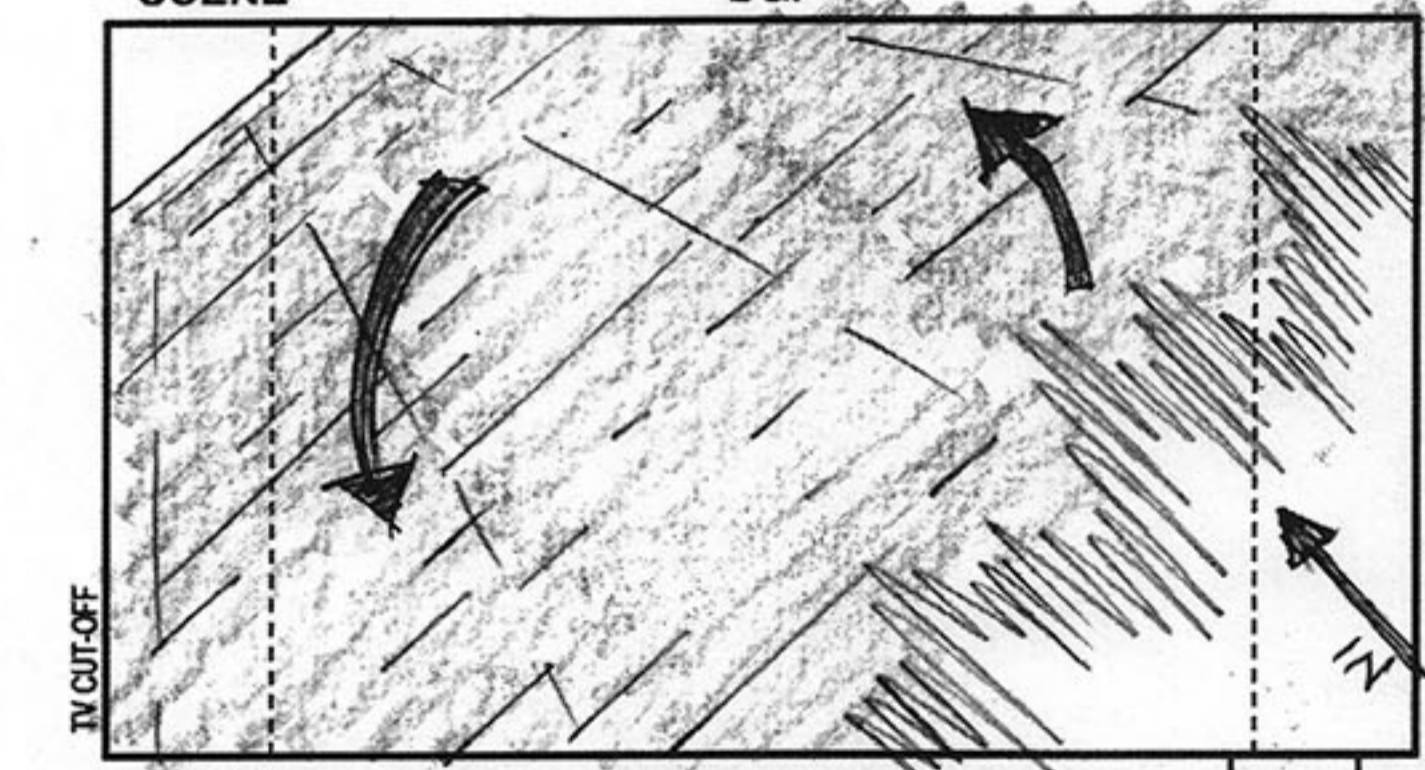
dialog

action
Pan down to see city
lights

dialog

TV CUT-OFF PANEL 1

SCENE A1 BG.

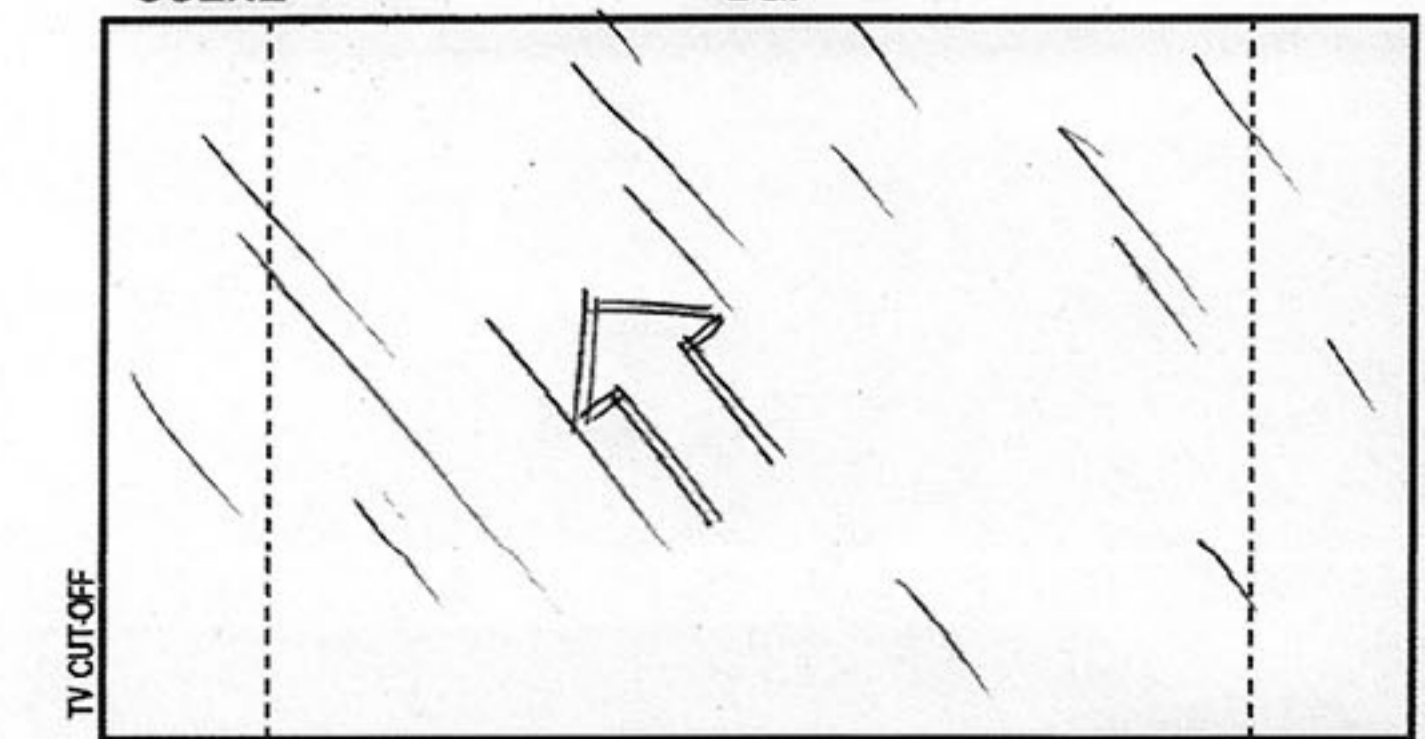


action
Horizon tilts as FG
cloud BLURS into scene

dialog

TV CUT-OFF PANEL 2

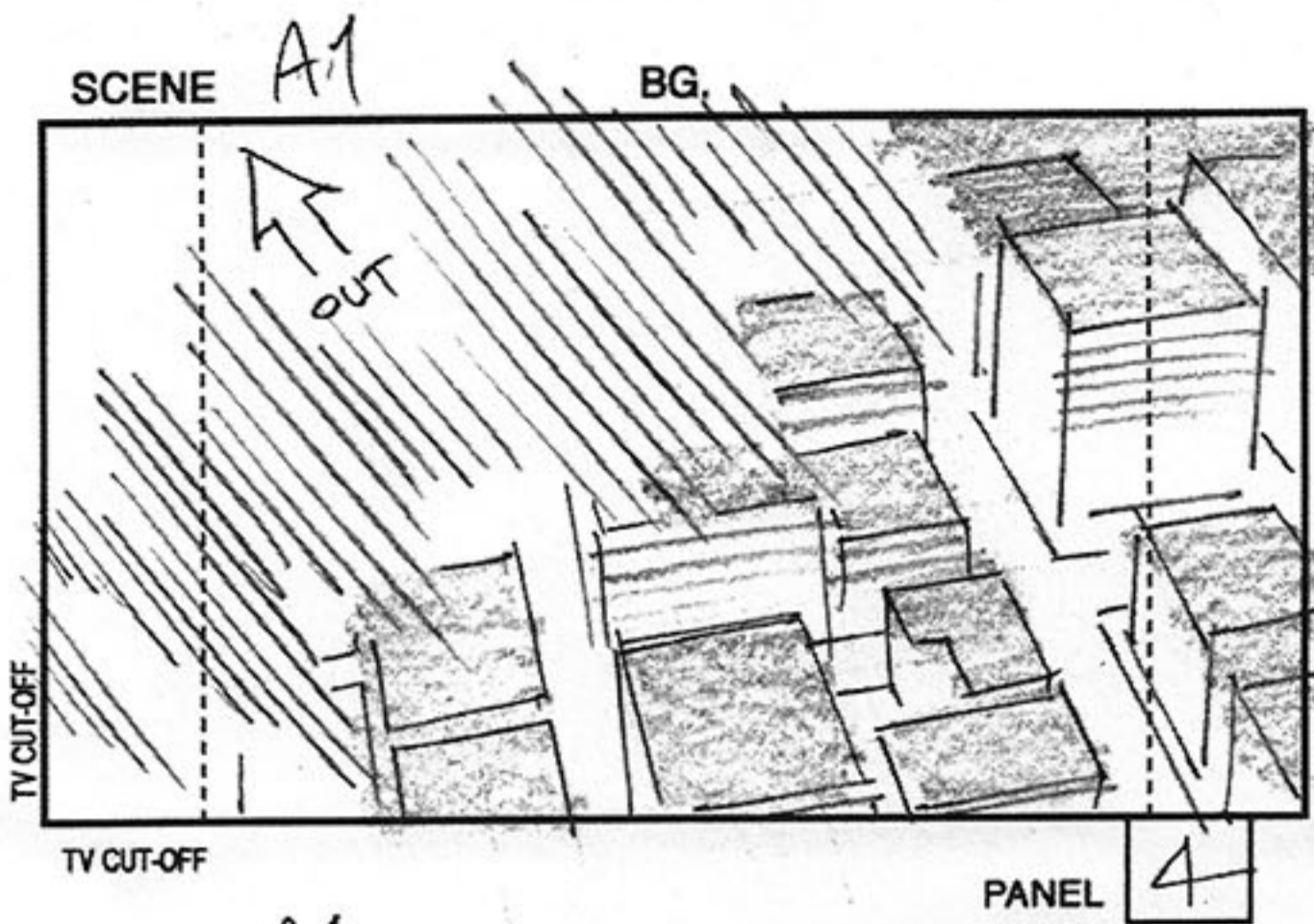
SCENE A1 BG.



action
Cloud fills frame
(we are traveling FAST)

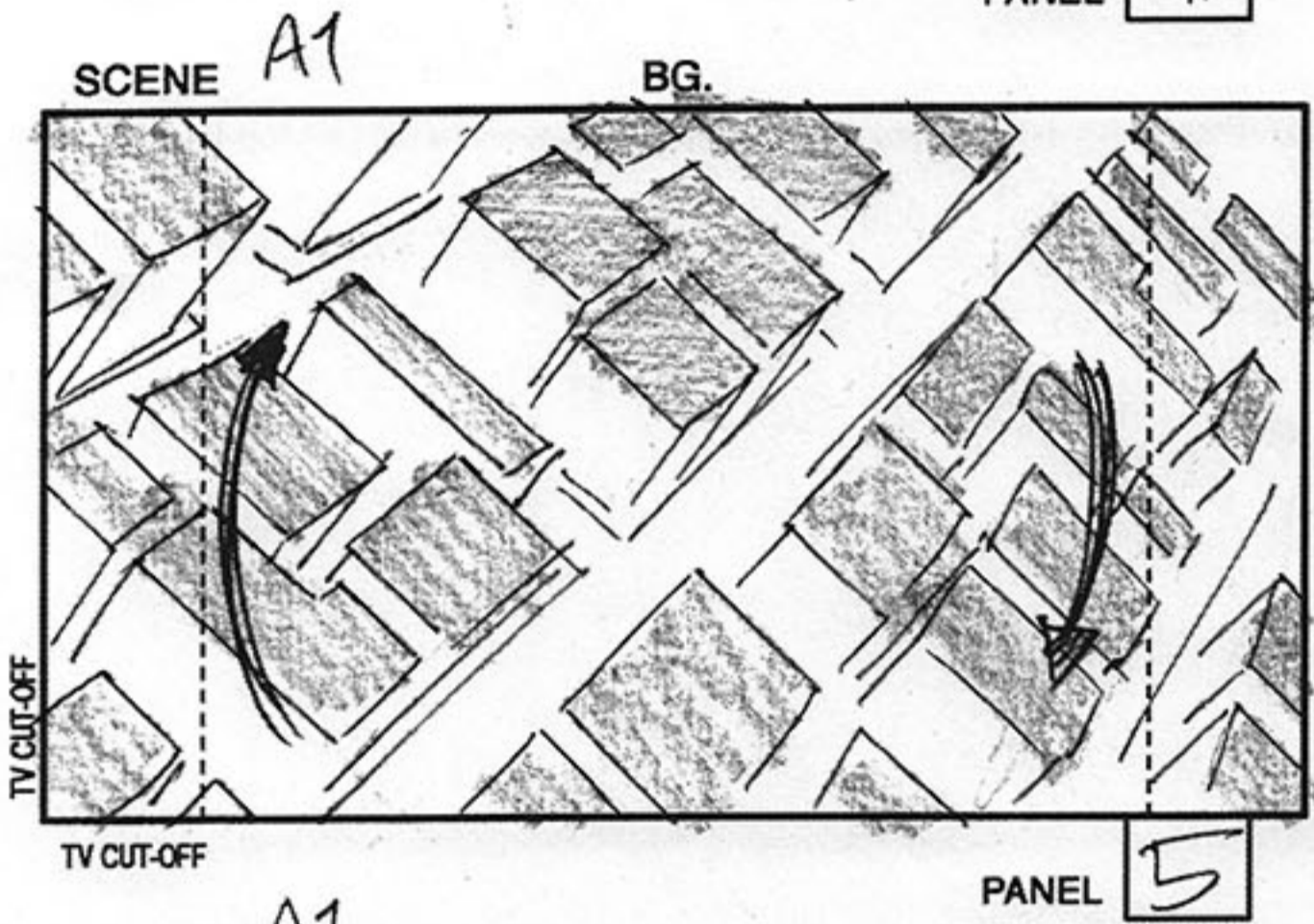
dialog

TV CUT-OFF PANEL 3



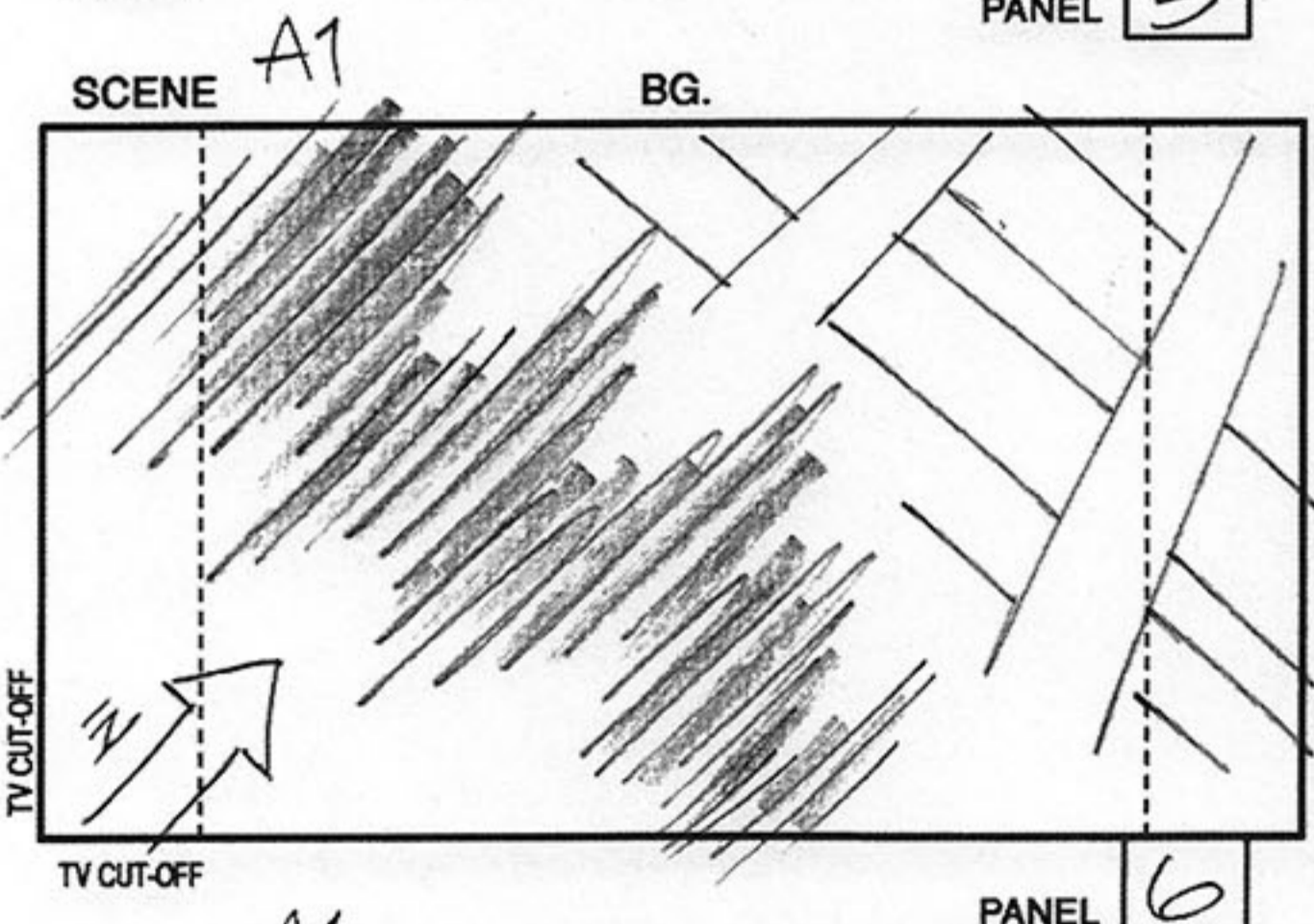
action
 Cloud swishes OS,
 revealing closer view
 of city

dialog



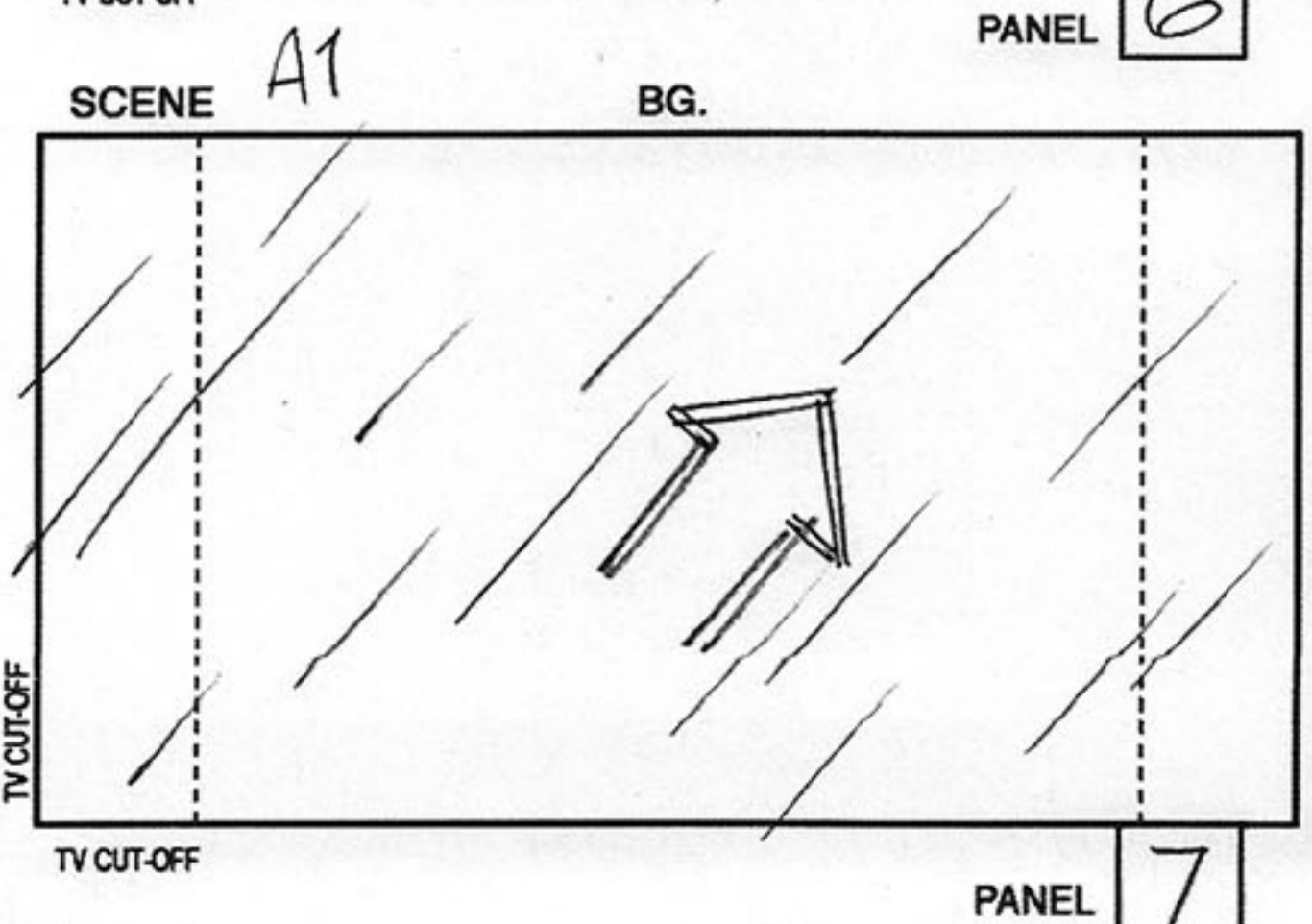
action
 View tilts again

dialog



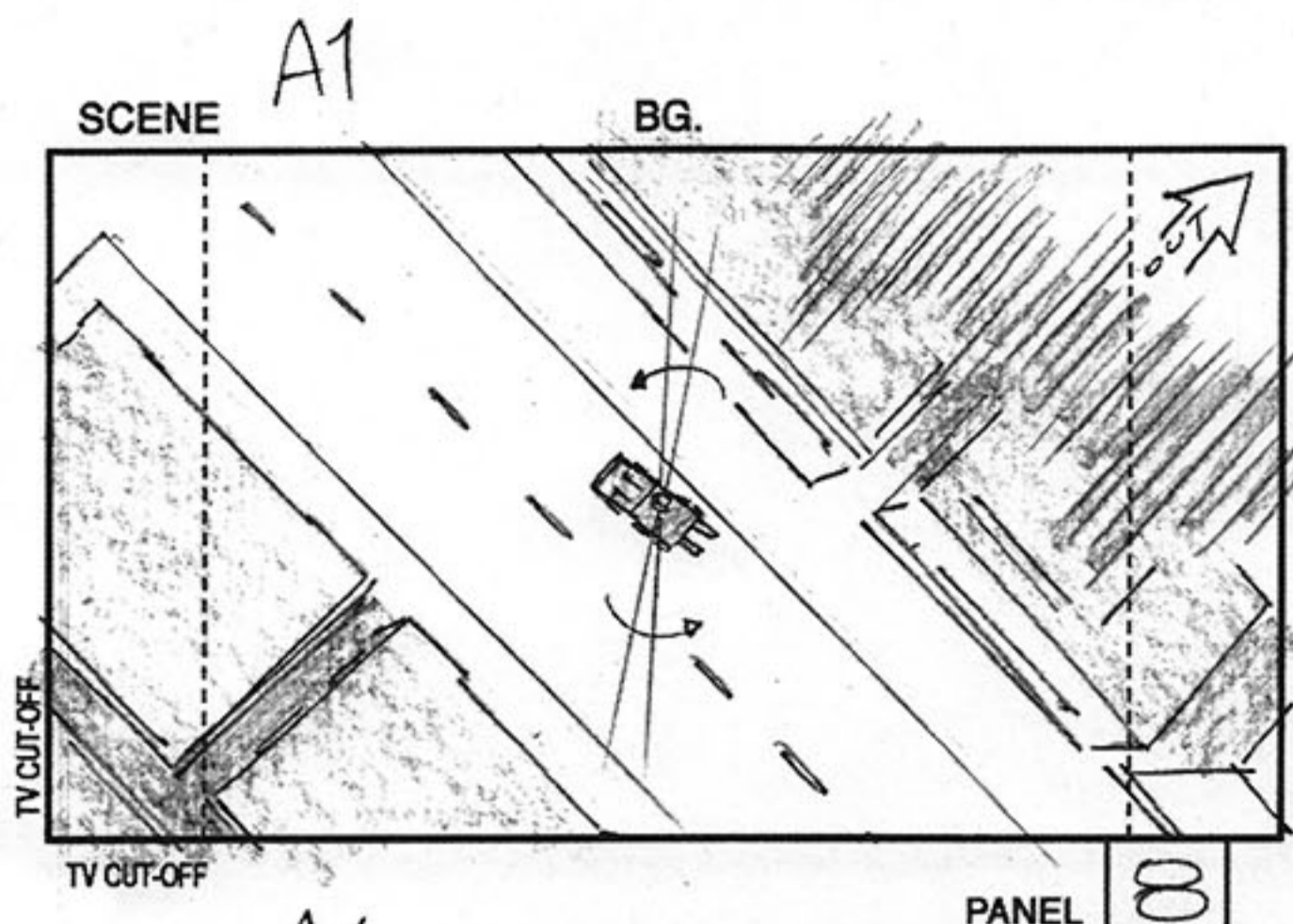
action
 Another FG cloud
 BLURS IN

dialog



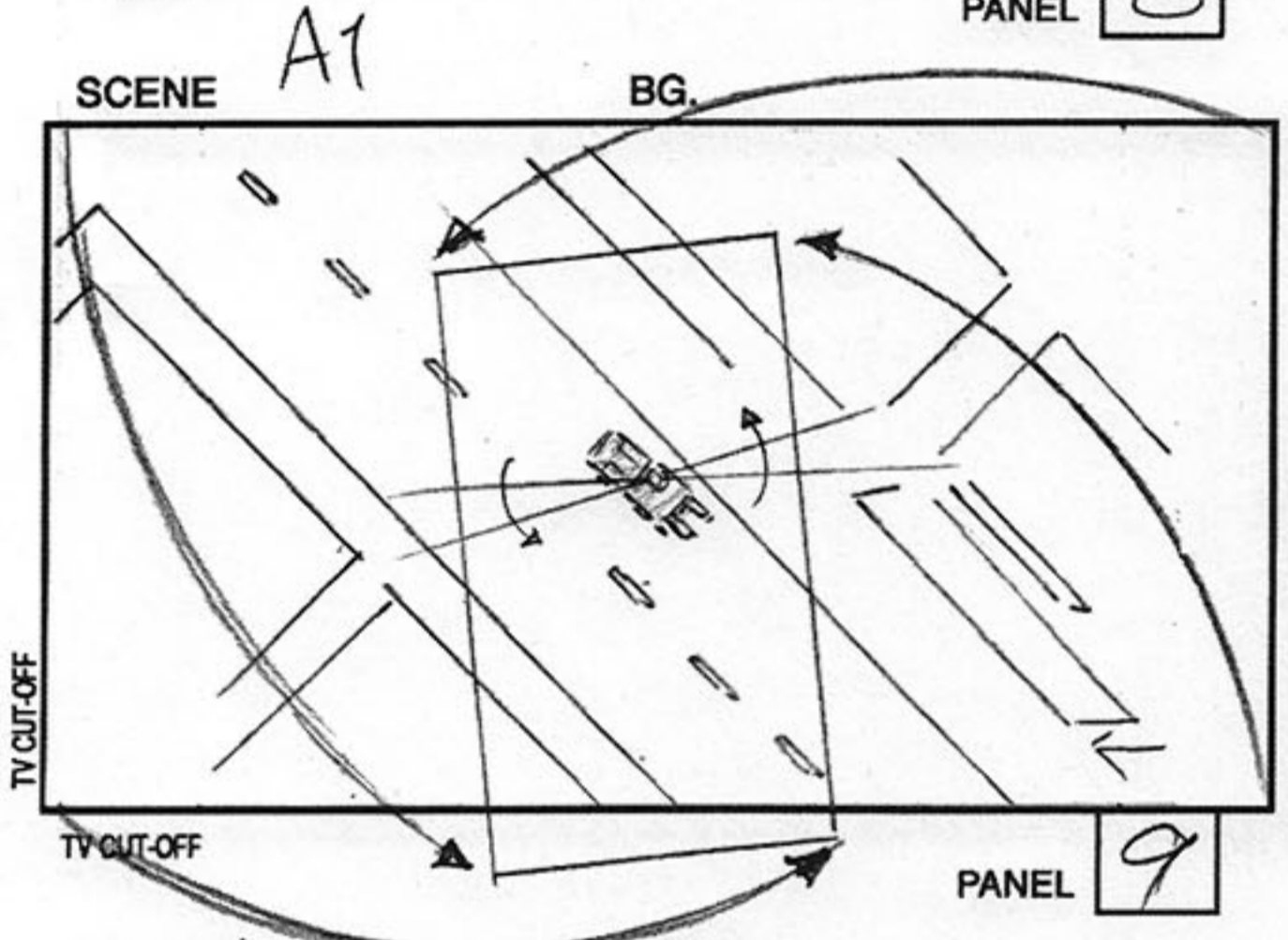
action
 Fills scene

dialog



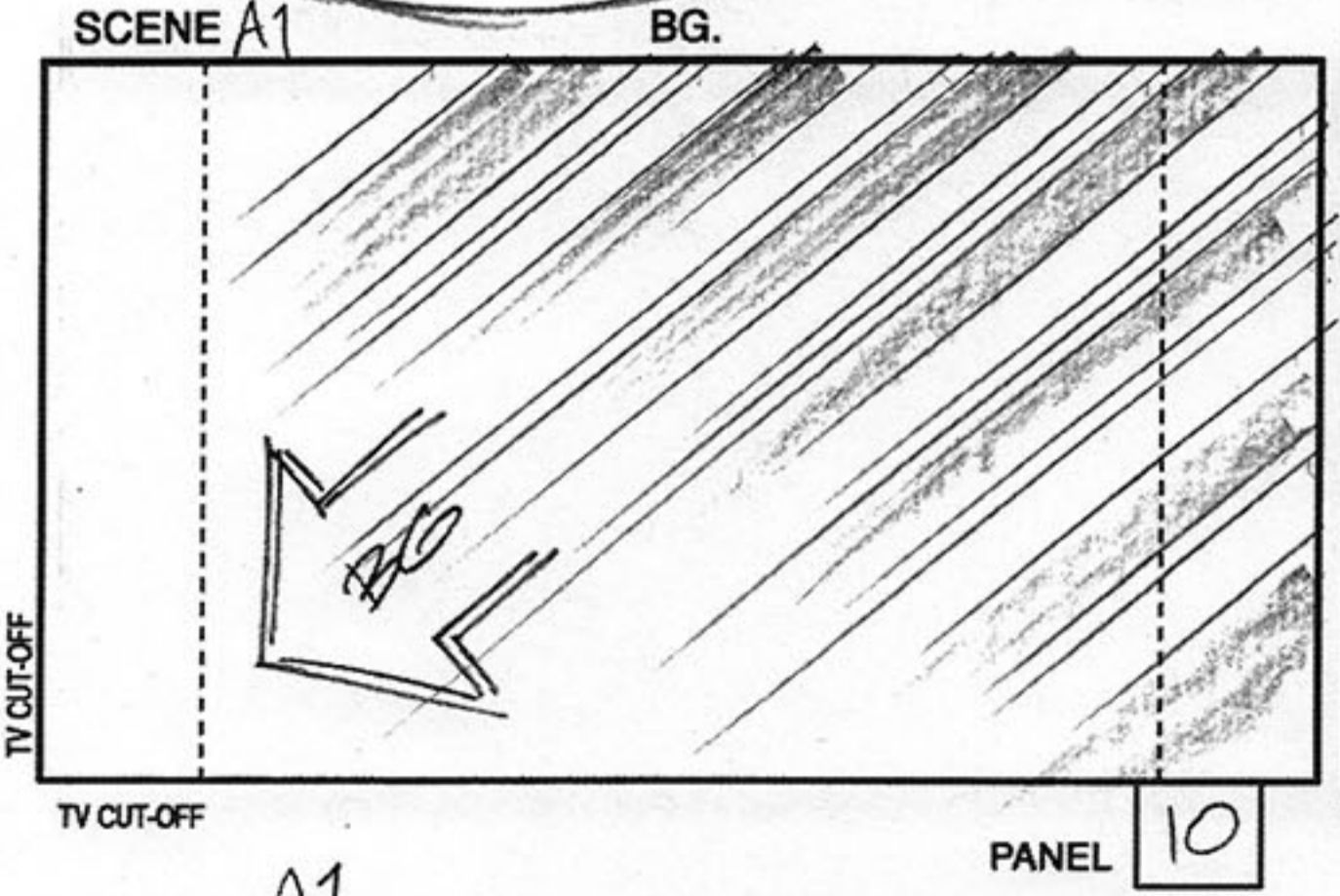
action
 -clears to reveal
 MRD vehicle in street,
 lights spinning

dialog



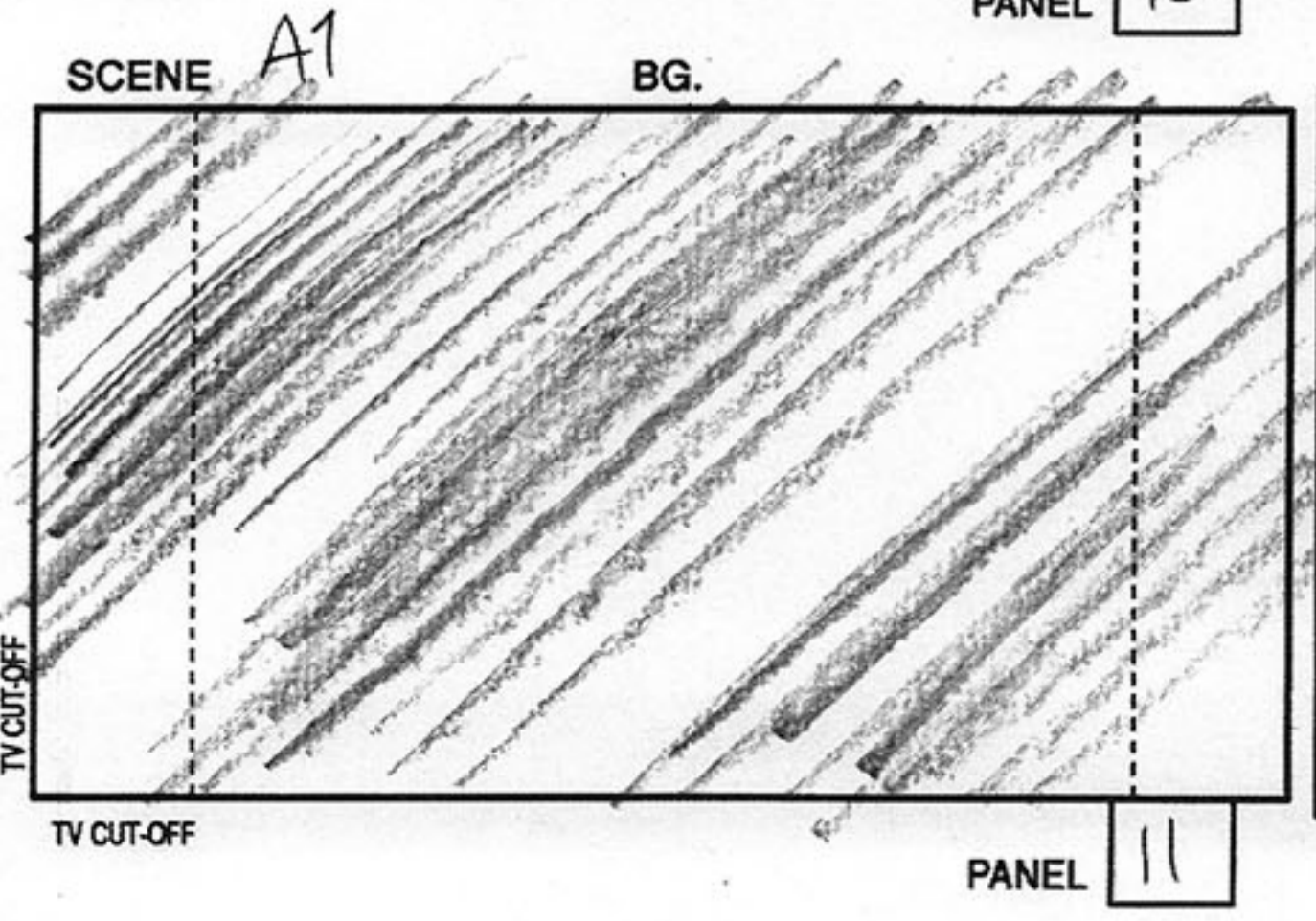
action
 Twist truck IN

dialog



action
 BG goes to SPEED
 BLUR

dialog



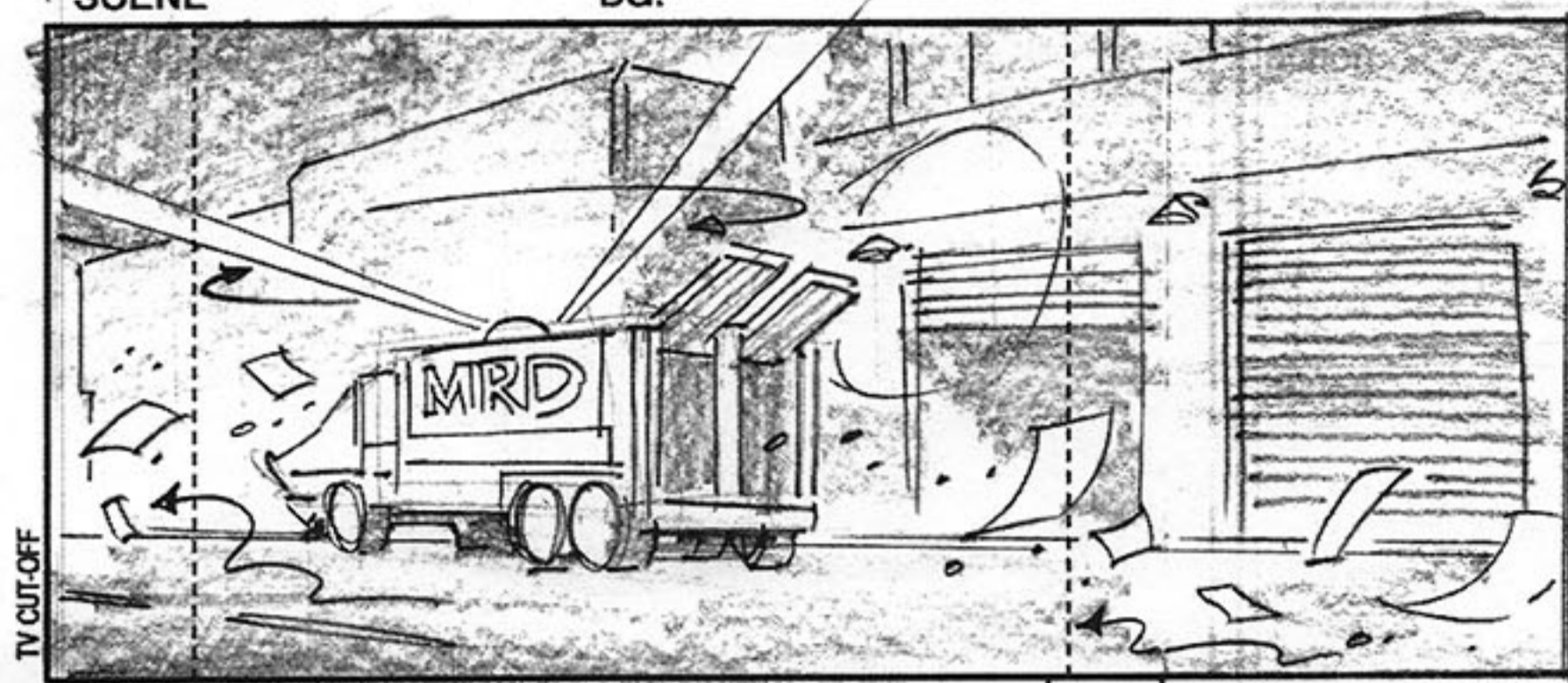
action
 - which FILLS FRAME

dialog

flashing lights
sweep face
of building

SCENE A2

BG.



Street level-pan
with blowing
garbage

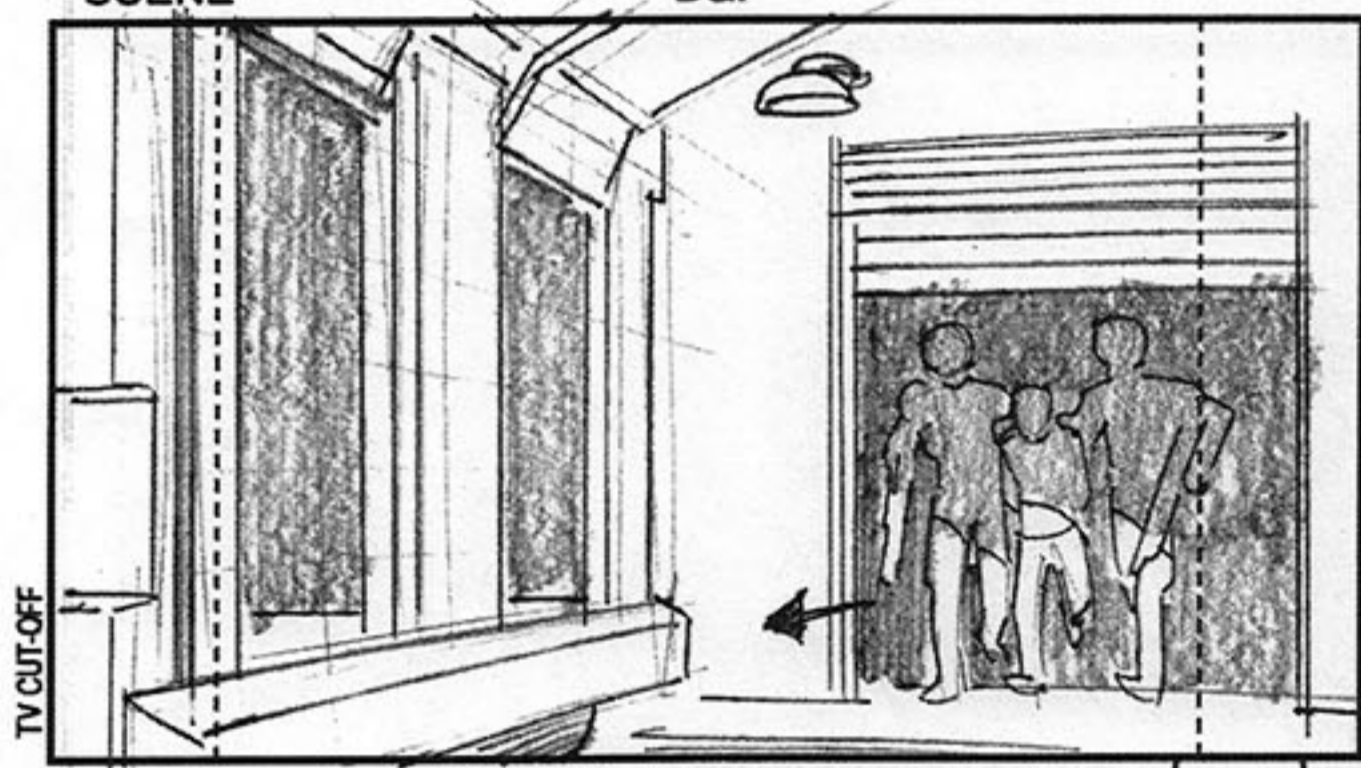
(lights spin on
MRD vehicle

TV CUT-OFF

PANEL 1 PAN

H/D SCENE A3

BG.



action
MRD vehicle in FG -
2 troopers escort teen
out of garage

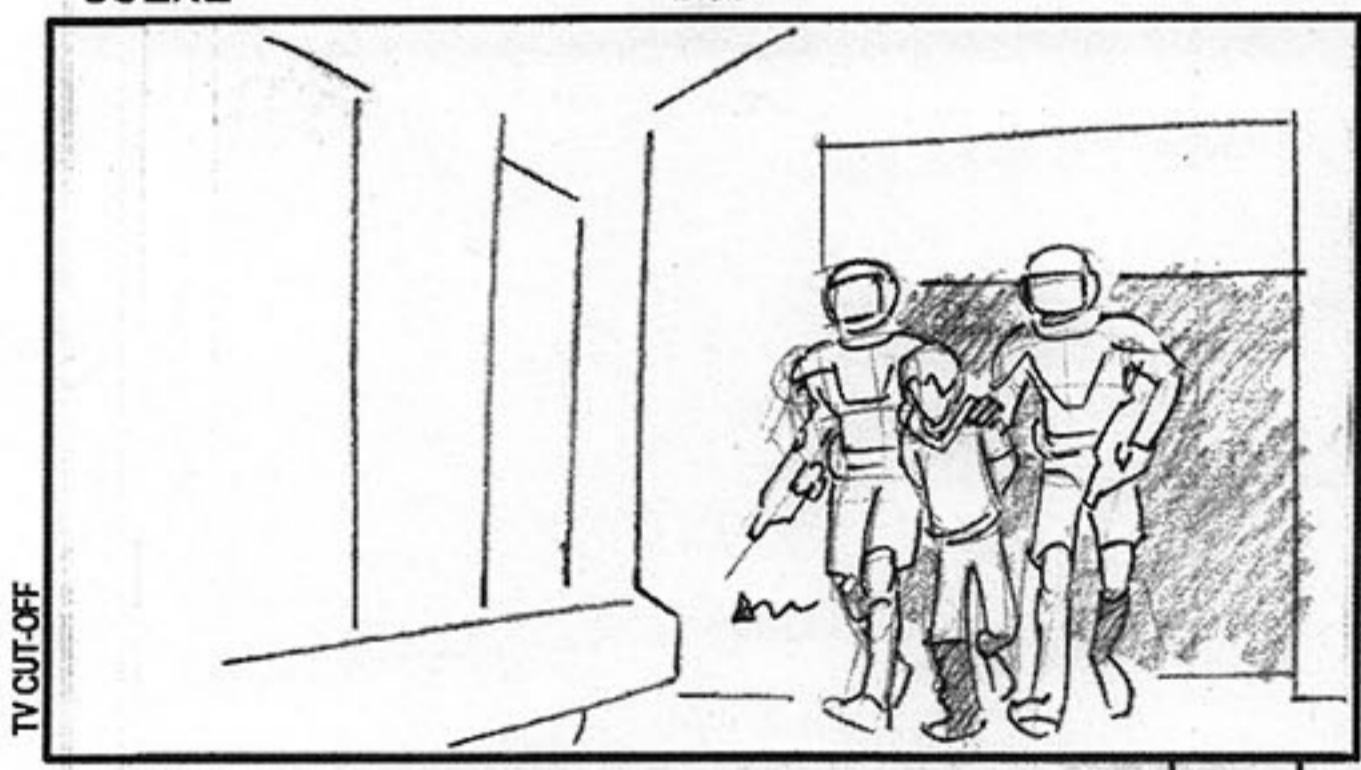
dialog

TV CUT-OFF

PANEL 1

SCENE A3

BG.



action
They emerge into
full light

dialog

TV CUT-OFF

PANEL 2

H/D SCENE A4

BG.

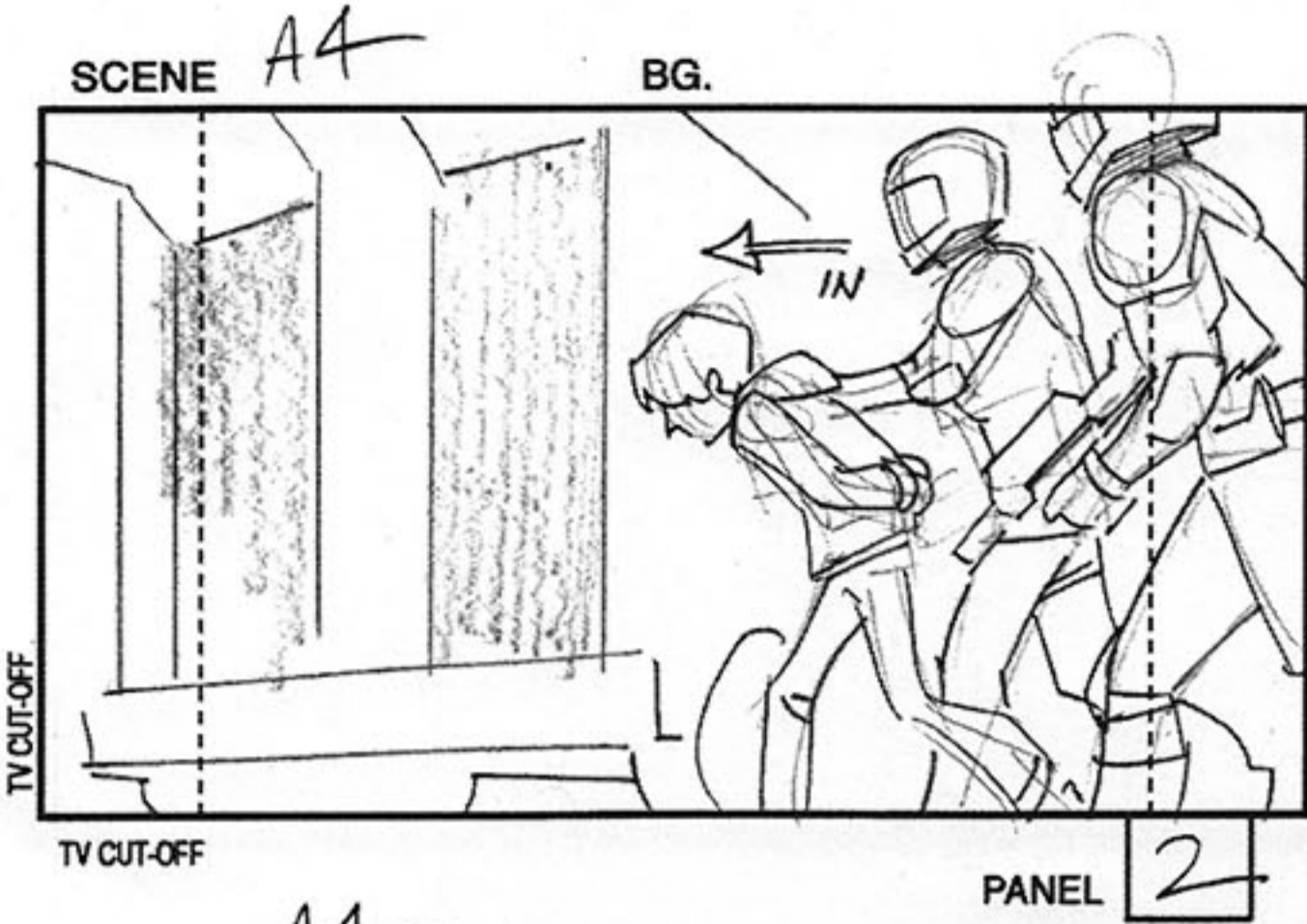


action
On MRD vehicle -
rear doors open

dialog

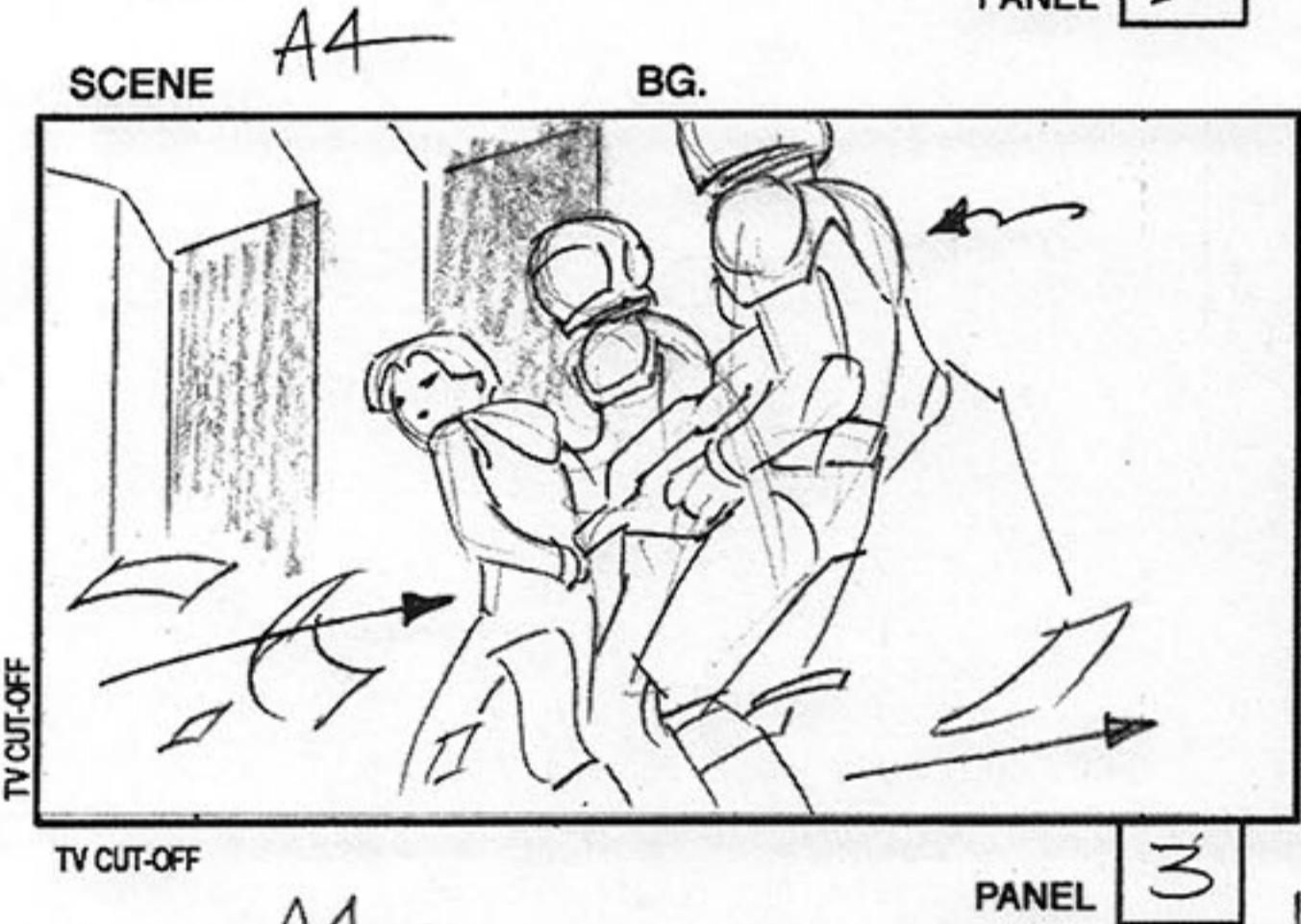
TV CUT-OFF

PANEL 1



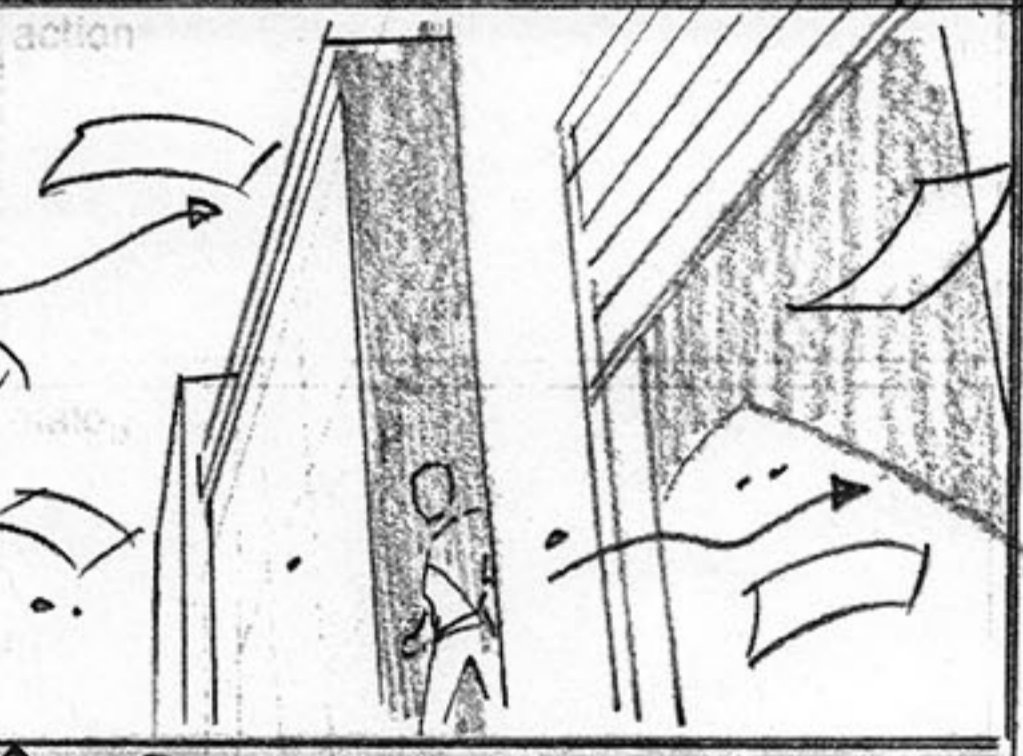
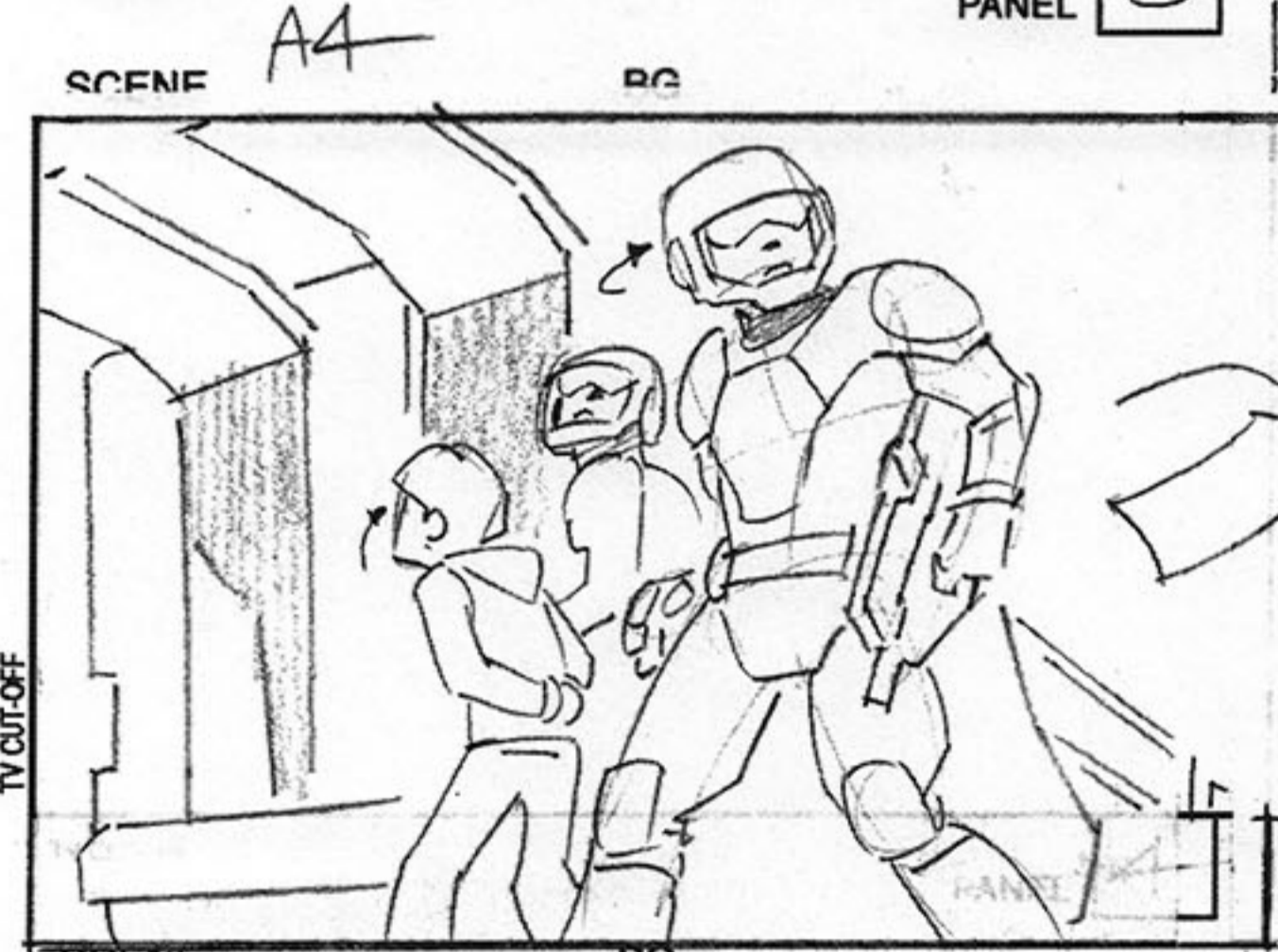
action
Teen and guards IN

dialog



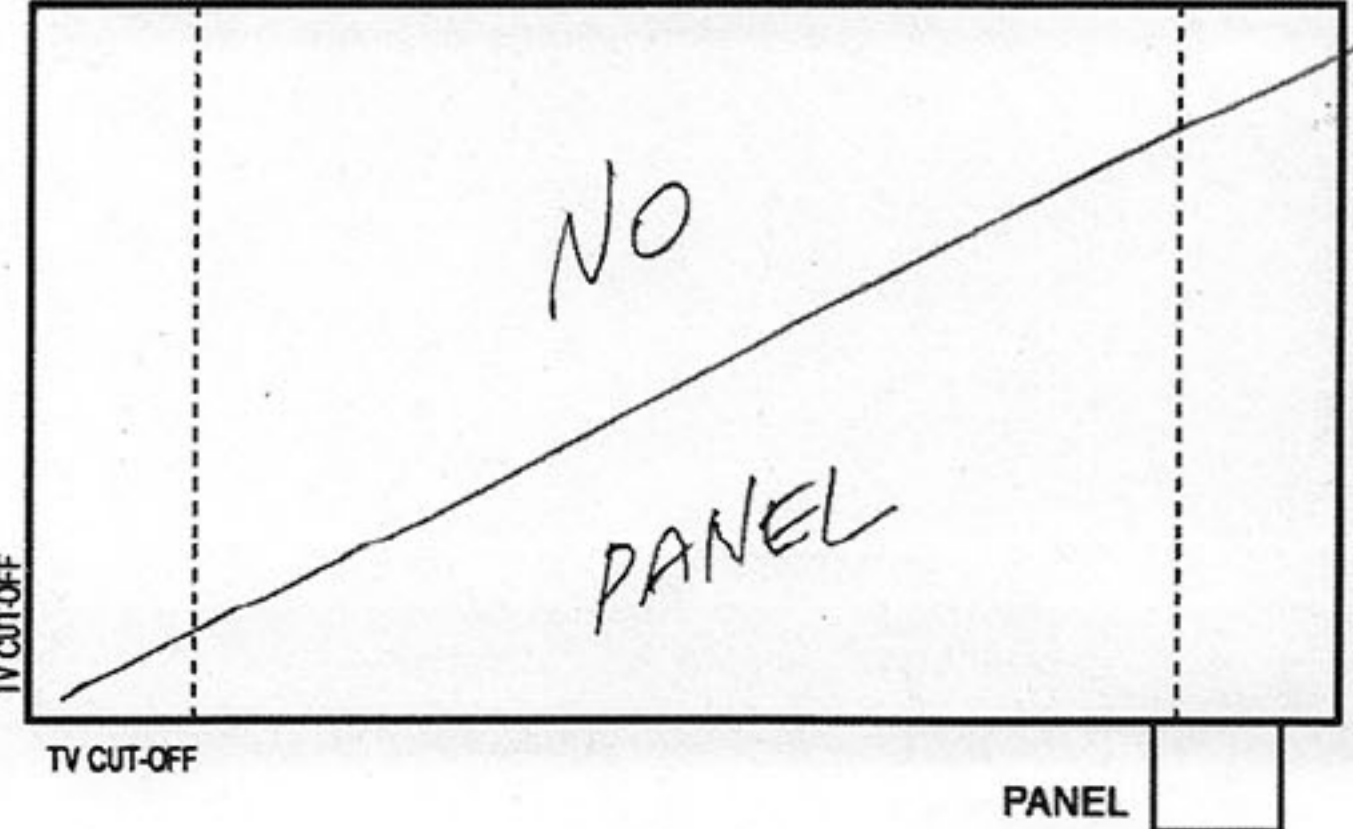
action
They stop as papers blow through

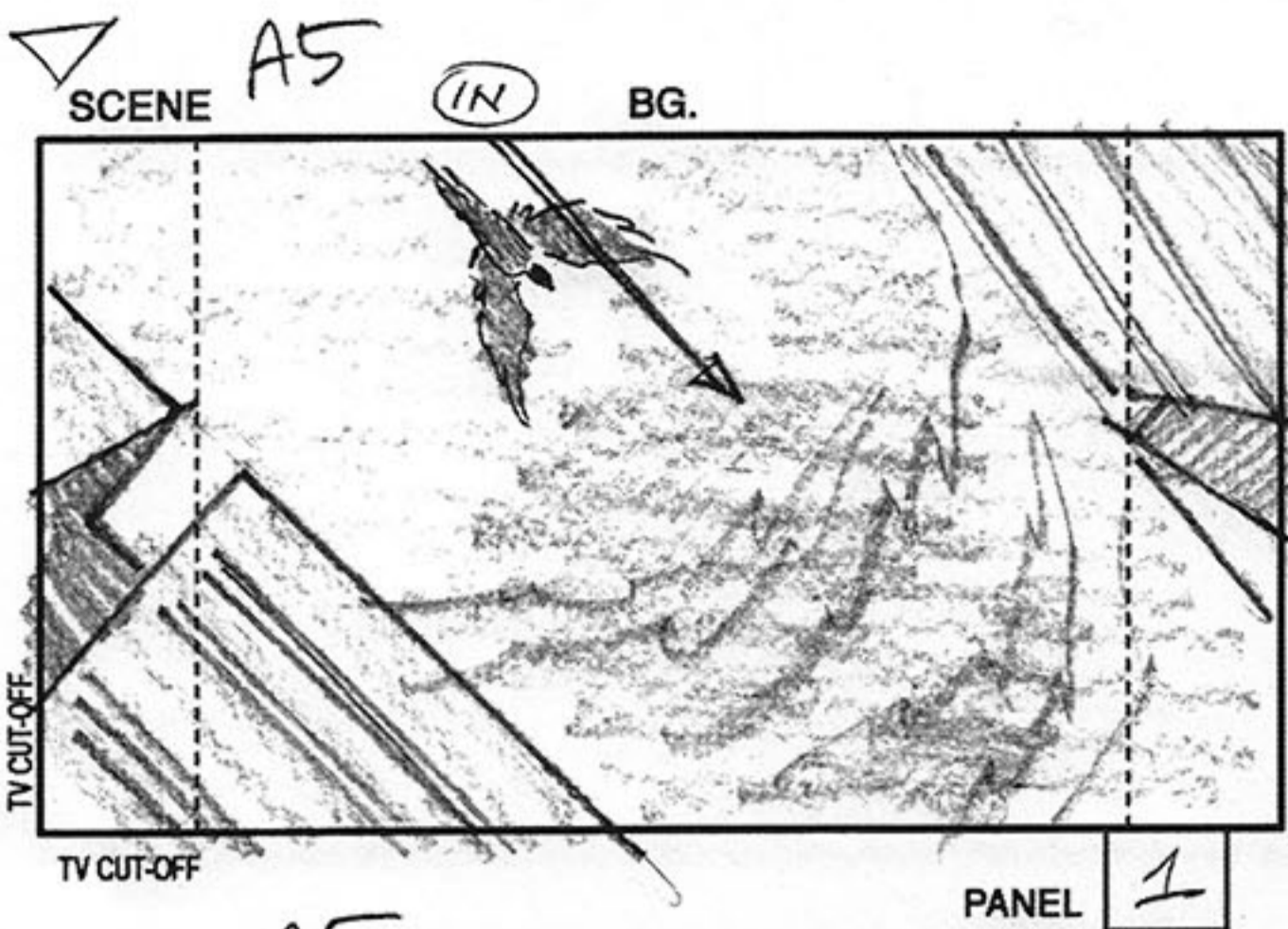
dialog



action
Pan with papers to see MOSS in alleyway

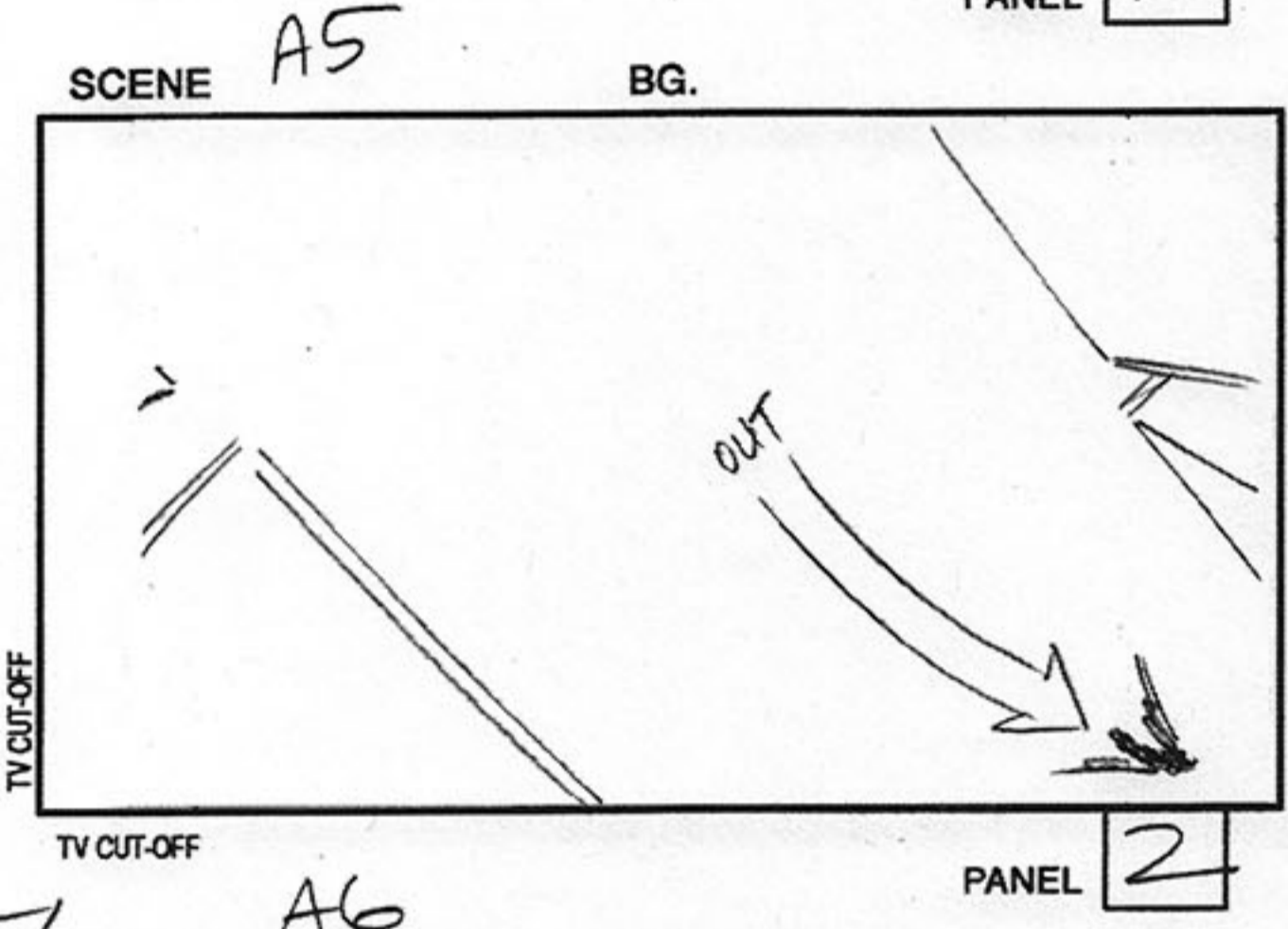
dialog





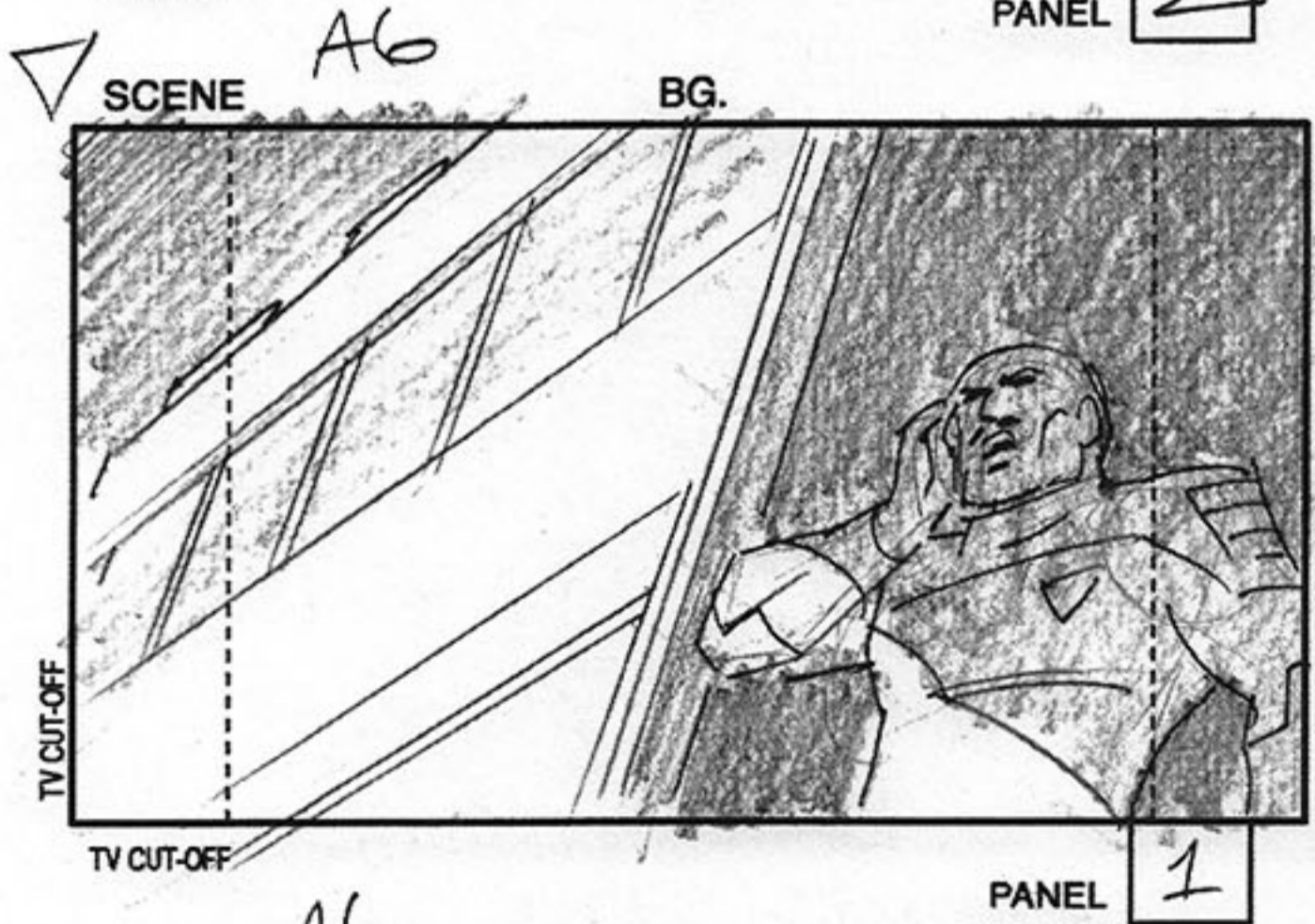
action
UPSHOT = Angel (in silo)
Flies through and OS

dialog



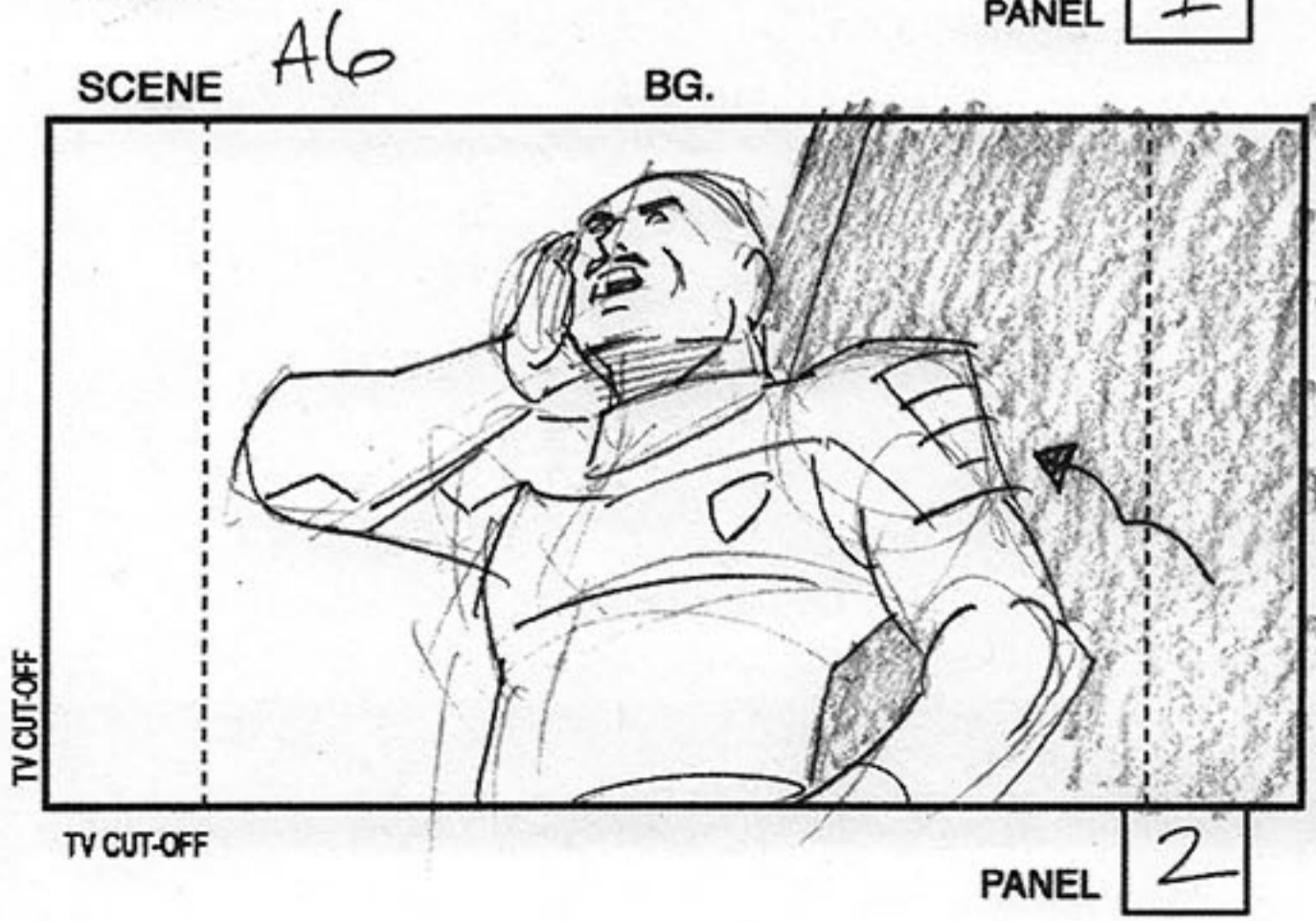
action
Continued

dialog



action
On Moss, looking up

dialog
① MOSS: That's him, gentlemen!



action
He steps out of alley

dialog
Get the mutant inside!

SCENE A6 BG.



action

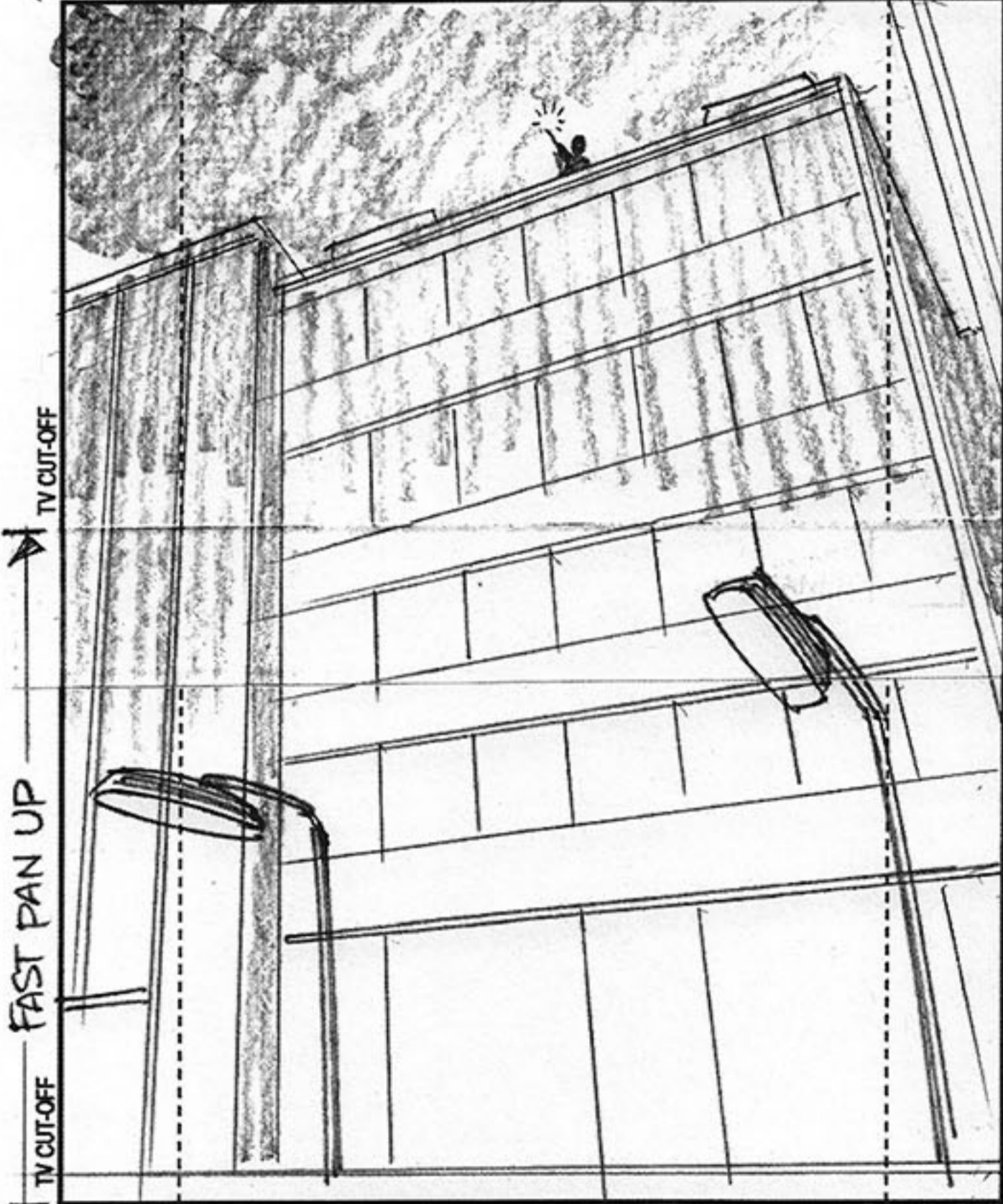
- looks up / OS

dialog

Sniper, do your job!

TV CUT-OFF PANEL 3

SCENE A7 BG.



action

Pan up building's face to see sniper on roof

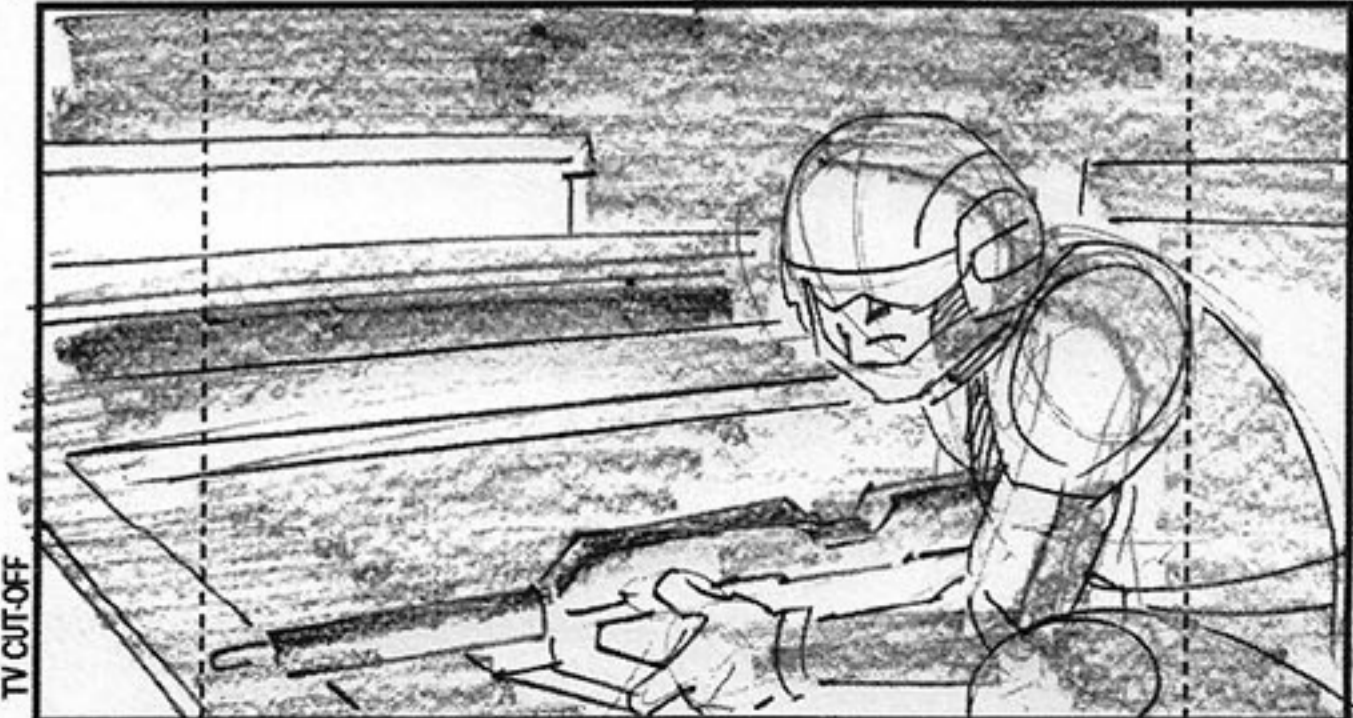
dialog

action

dialog

TV CUT-OFF PANEL 1

SCENE A8 BG.



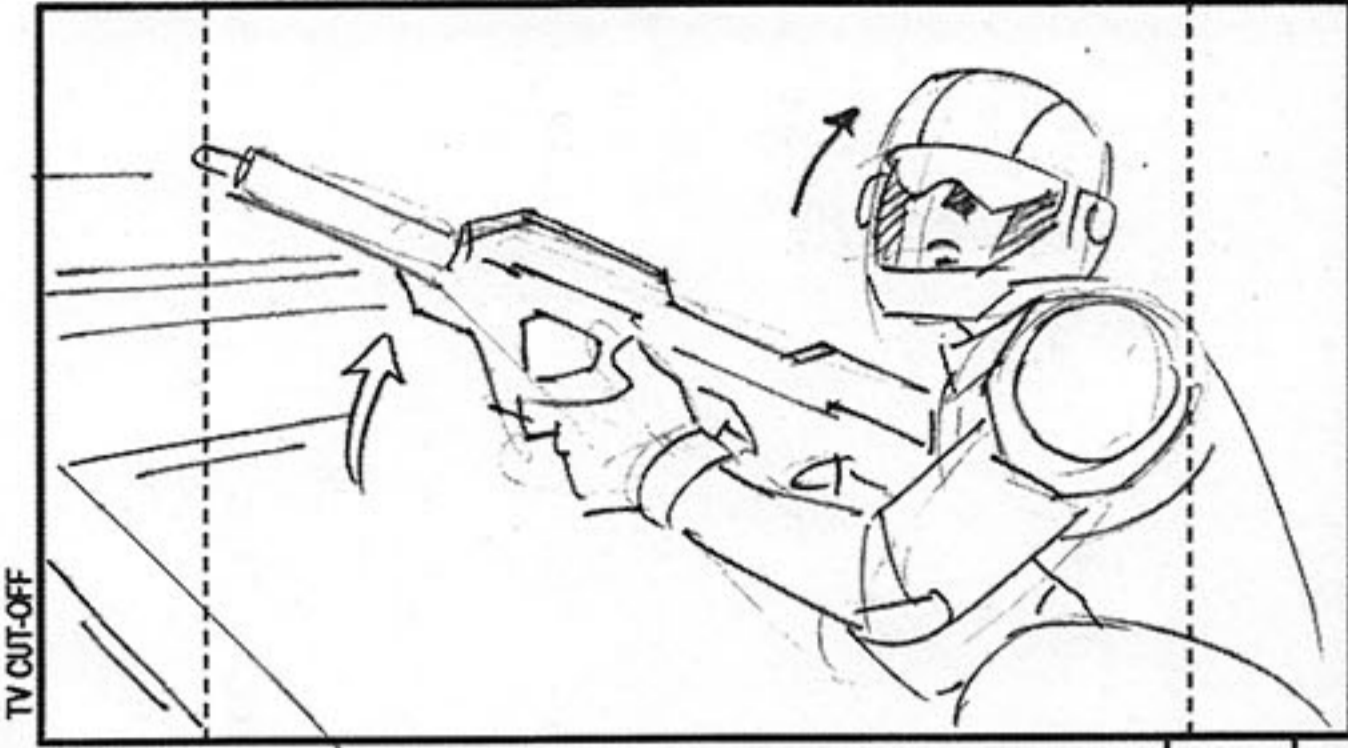
action

Closer on sniper, lit from below

dialog

TV CUT-OFF PANEL 1

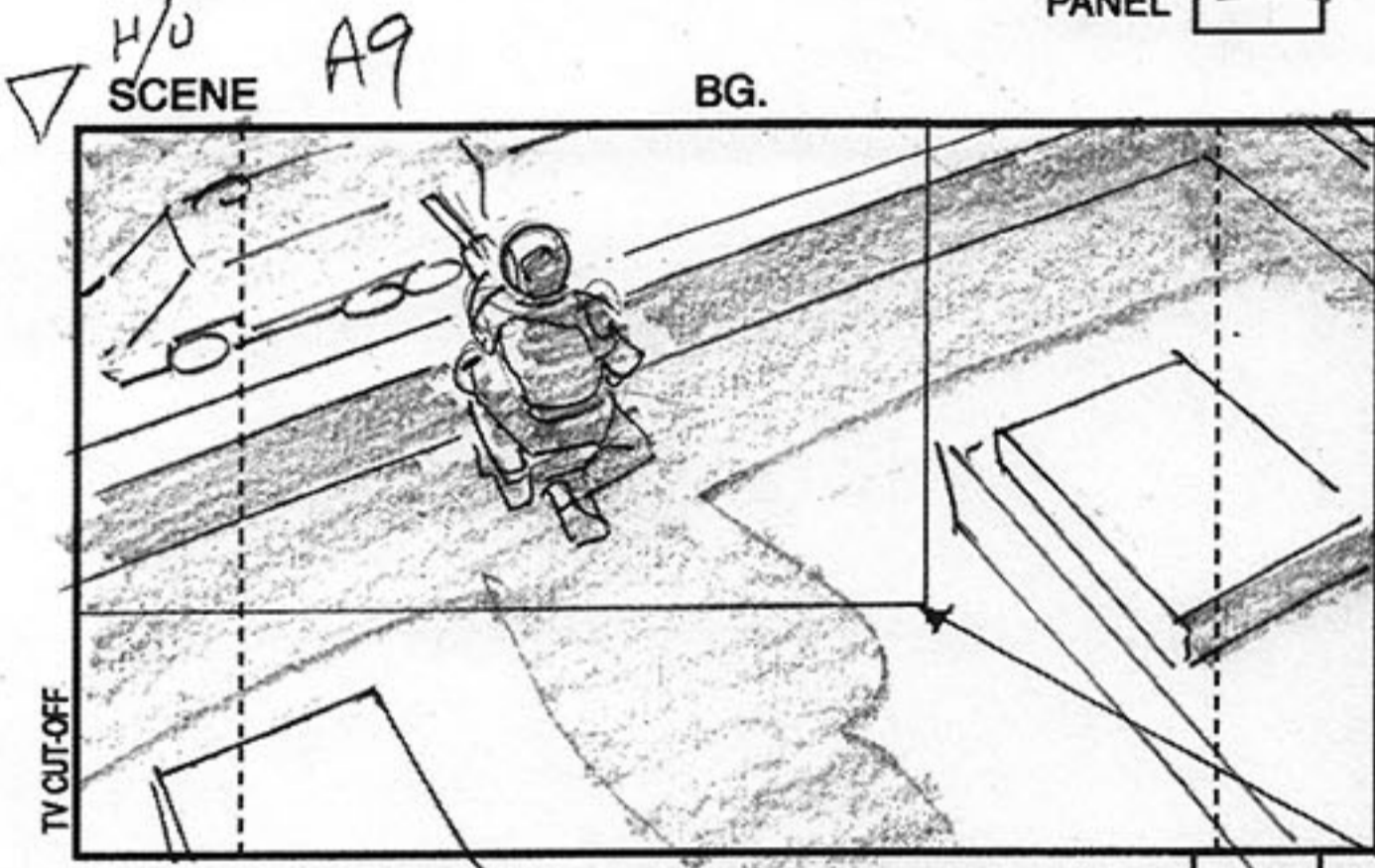
SCENE A8 BG.



action
He glances up

dialog

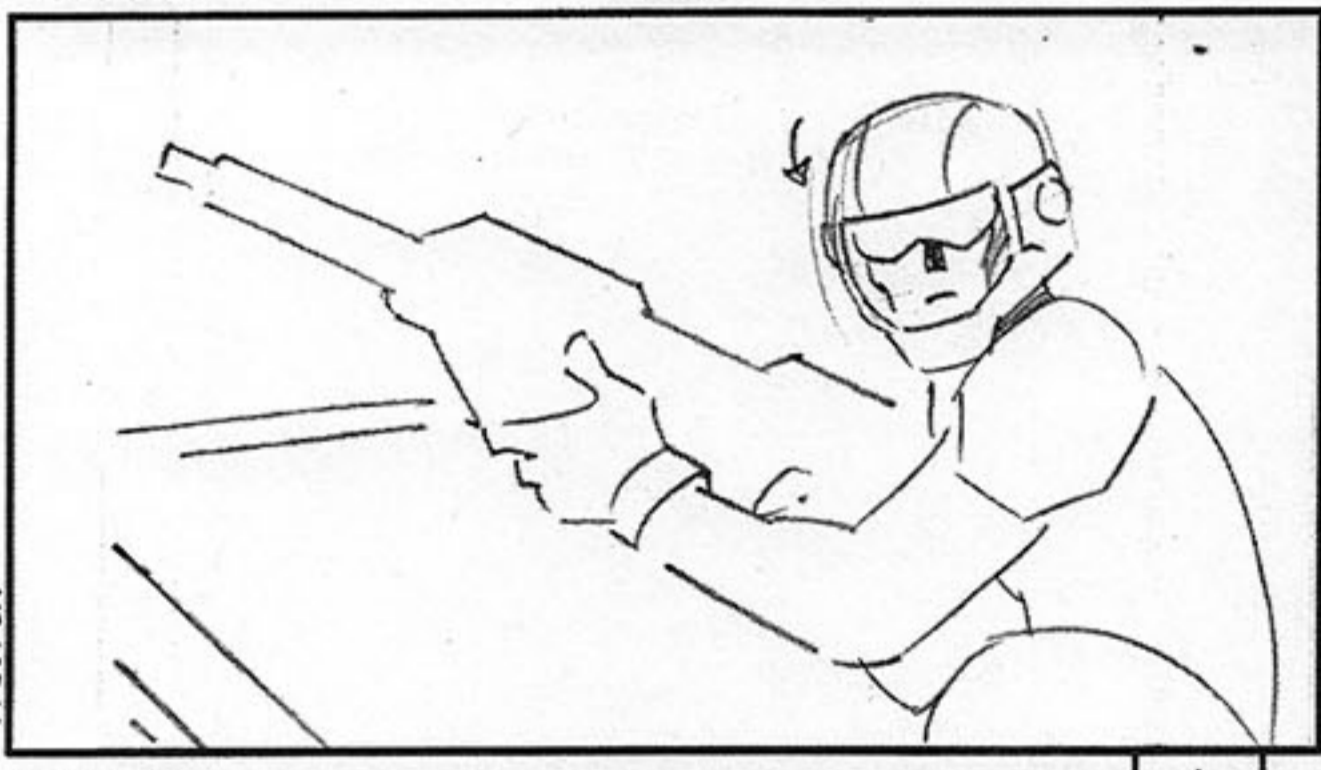
TV CUT-OFF H/U SCENE A9 BG. PANEL 2



action
From behind - truck in on sniper

dialog

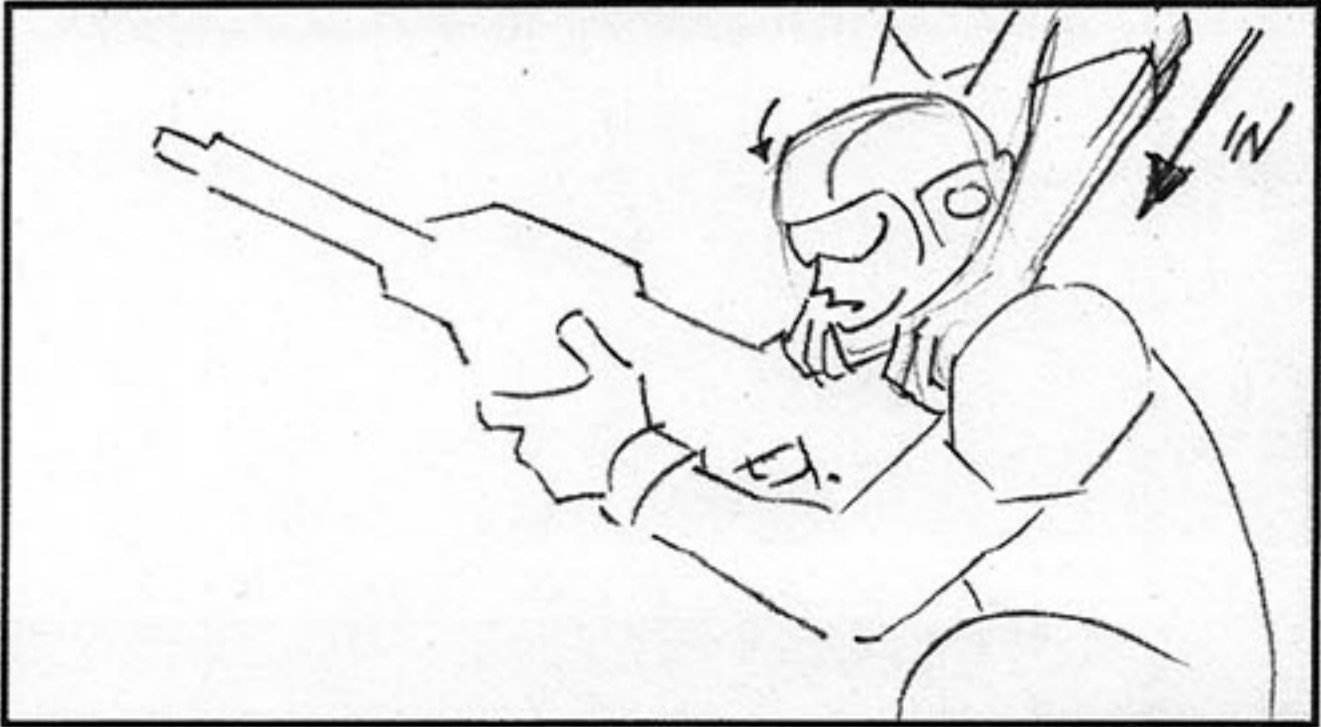
TV CUT-OFF H/U SCENE A10 (Match A8) BG. PANEL 1



action
Sniper looks into cam

dialog

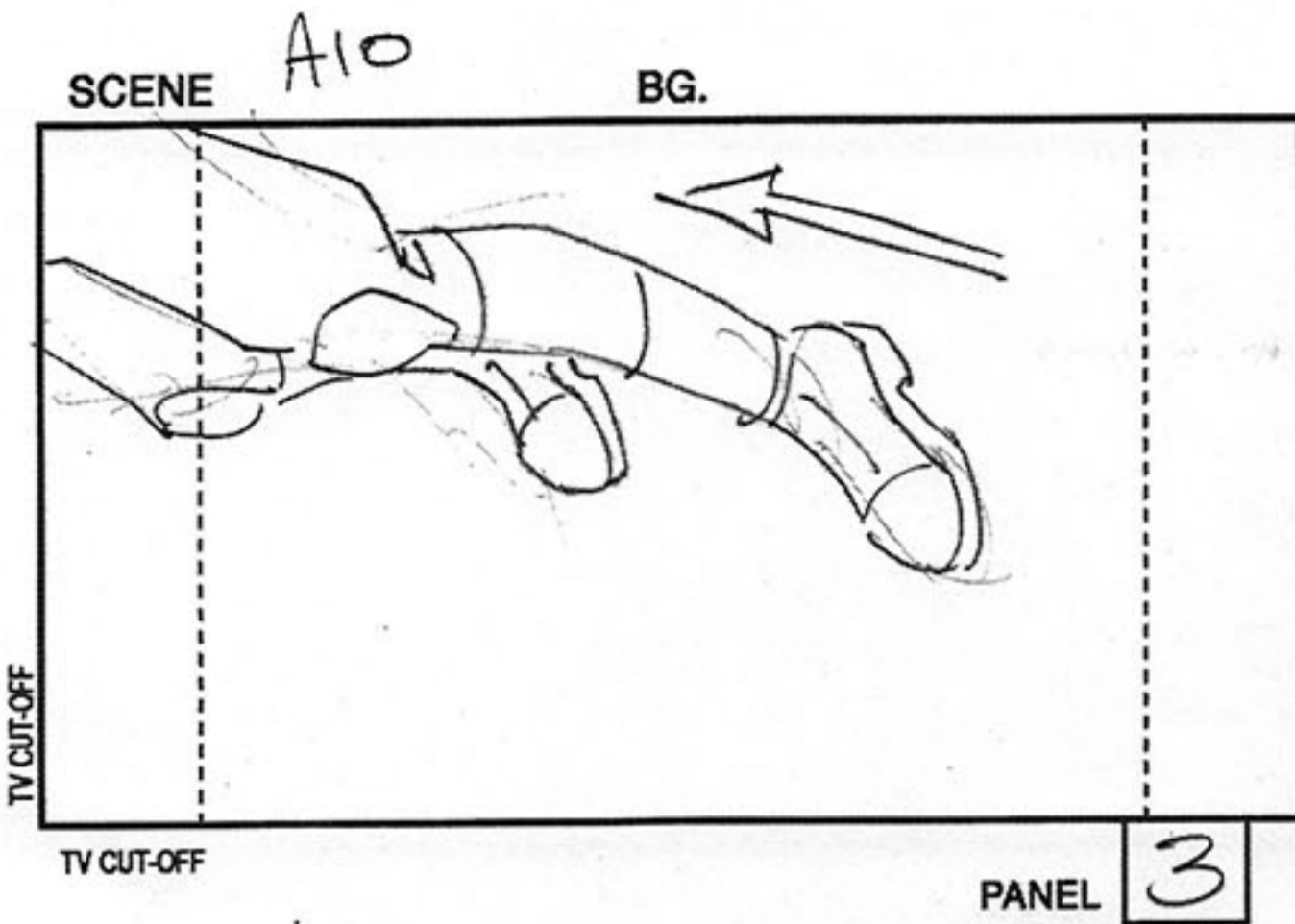
TV CUT-OFF SCENE A10 BG. PANEL 1



action
Angel's hands in - grip sniper's shoulders

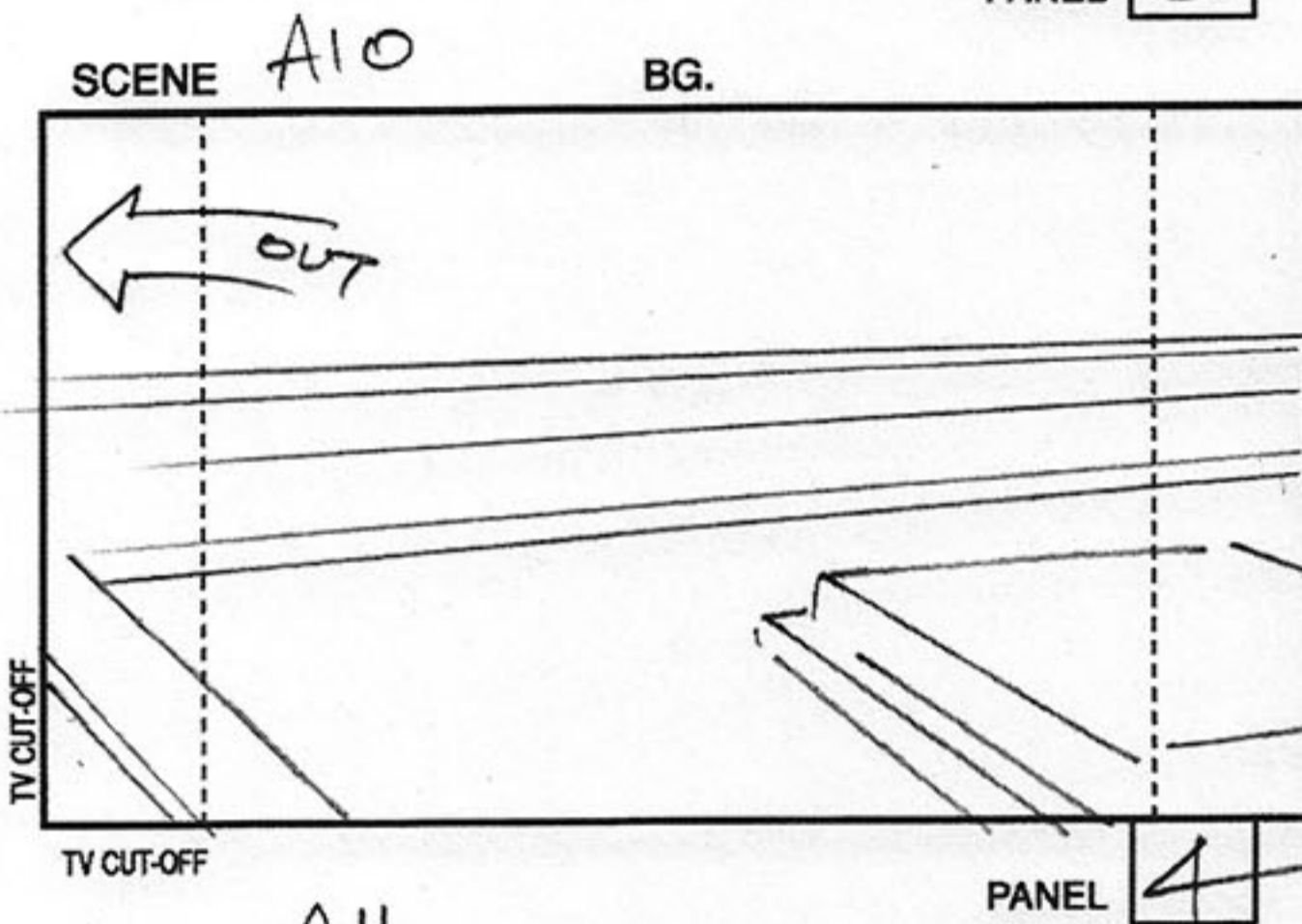
dialog

TV CUT-OFF SCENE A10 BG. PANEL 2



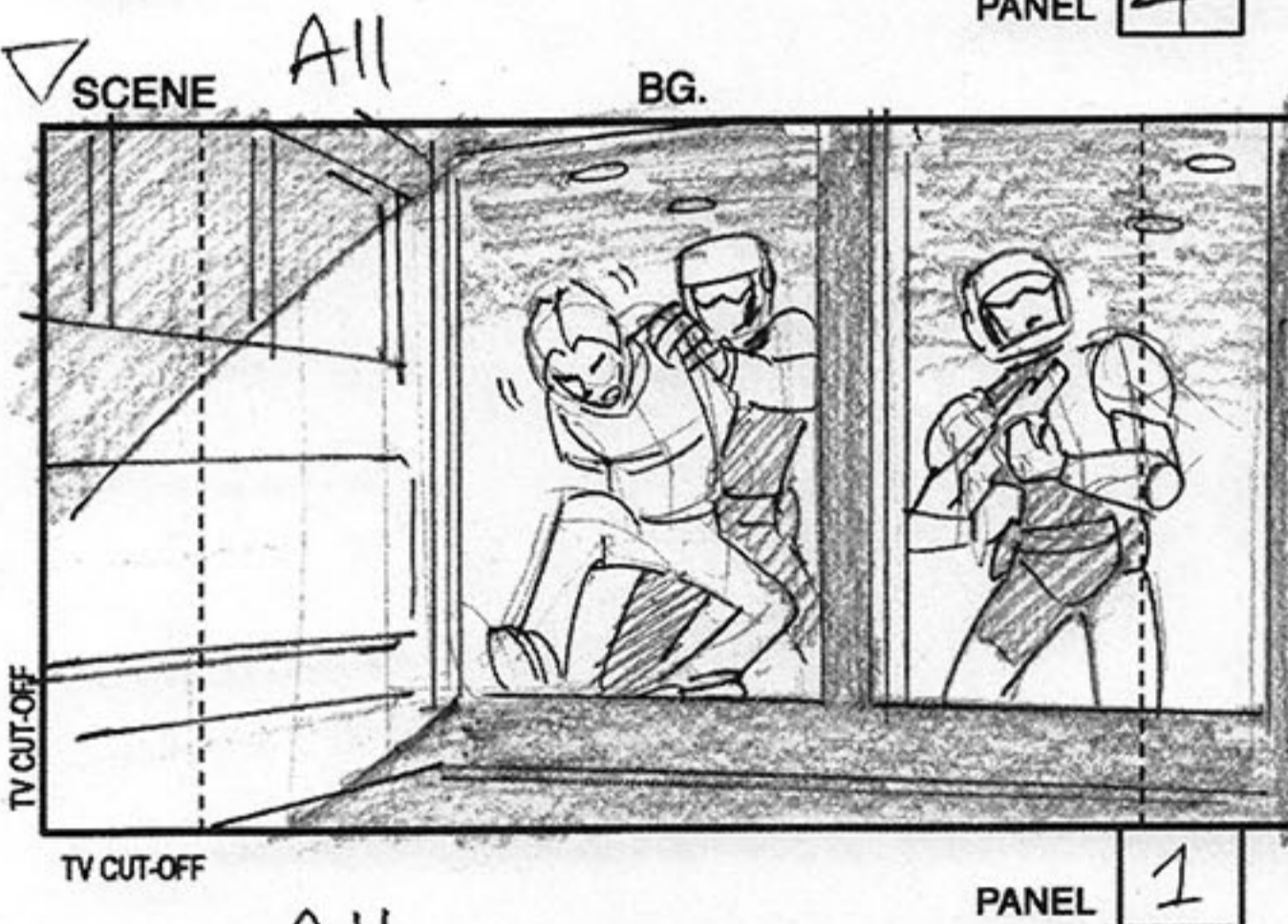
action
Angel yanks
Sniper OS

dialog



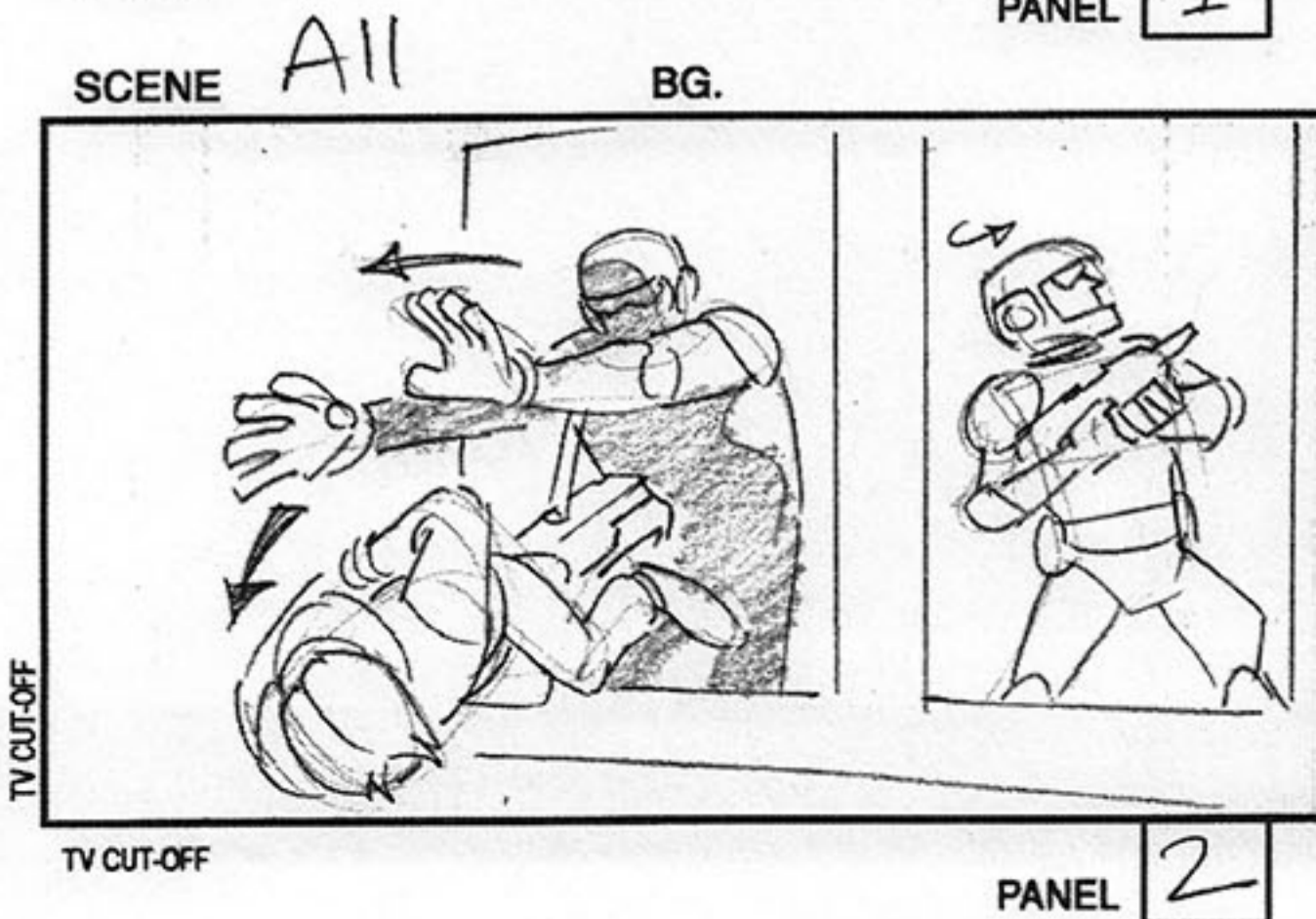
action
Continued

dialog



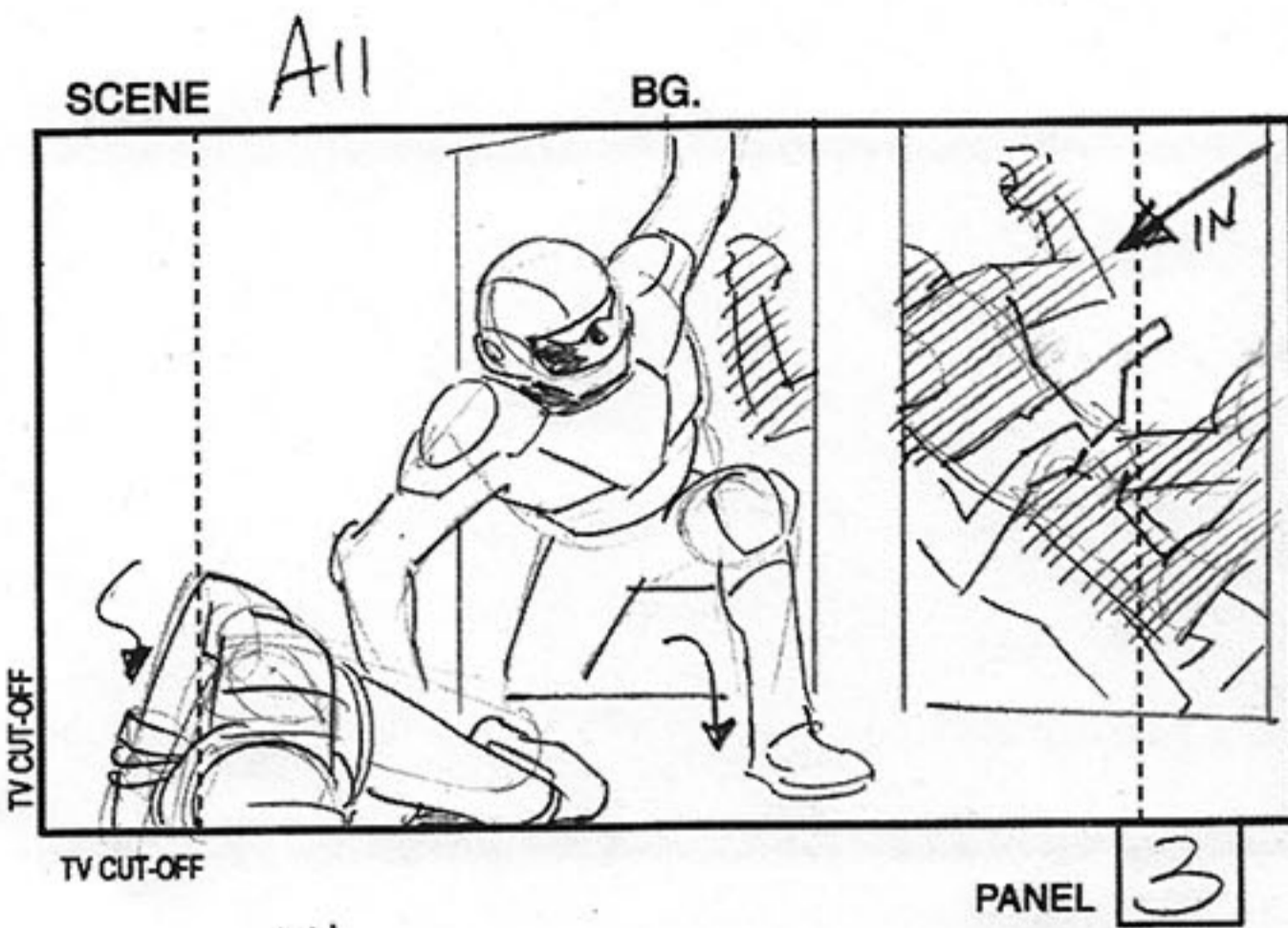
action
Troopers struggle to
push mutant teen into
MRD vehicle

dialog



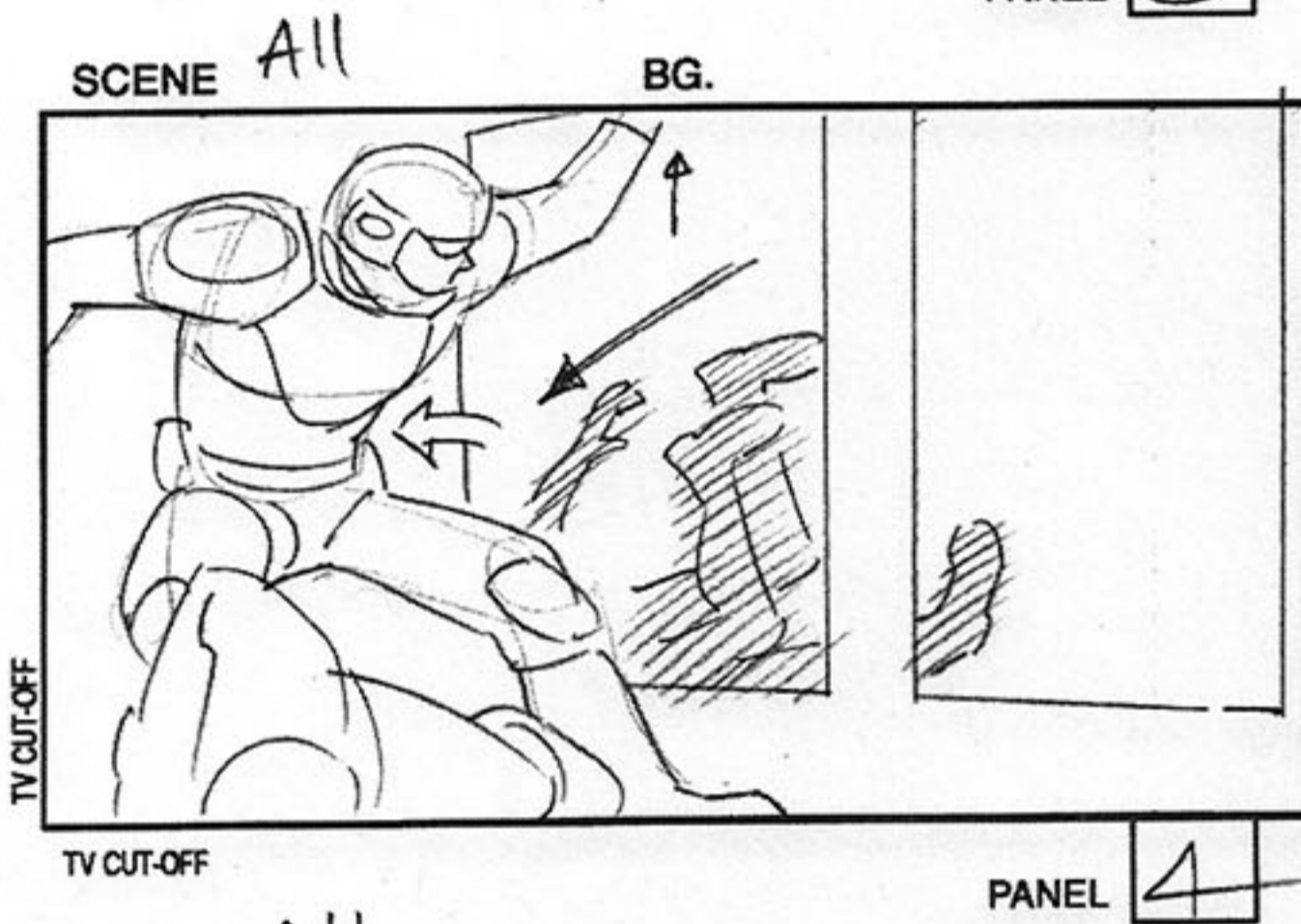
action
Trooper 1 pushes him
in - Trooper 2 reacts up

dialog



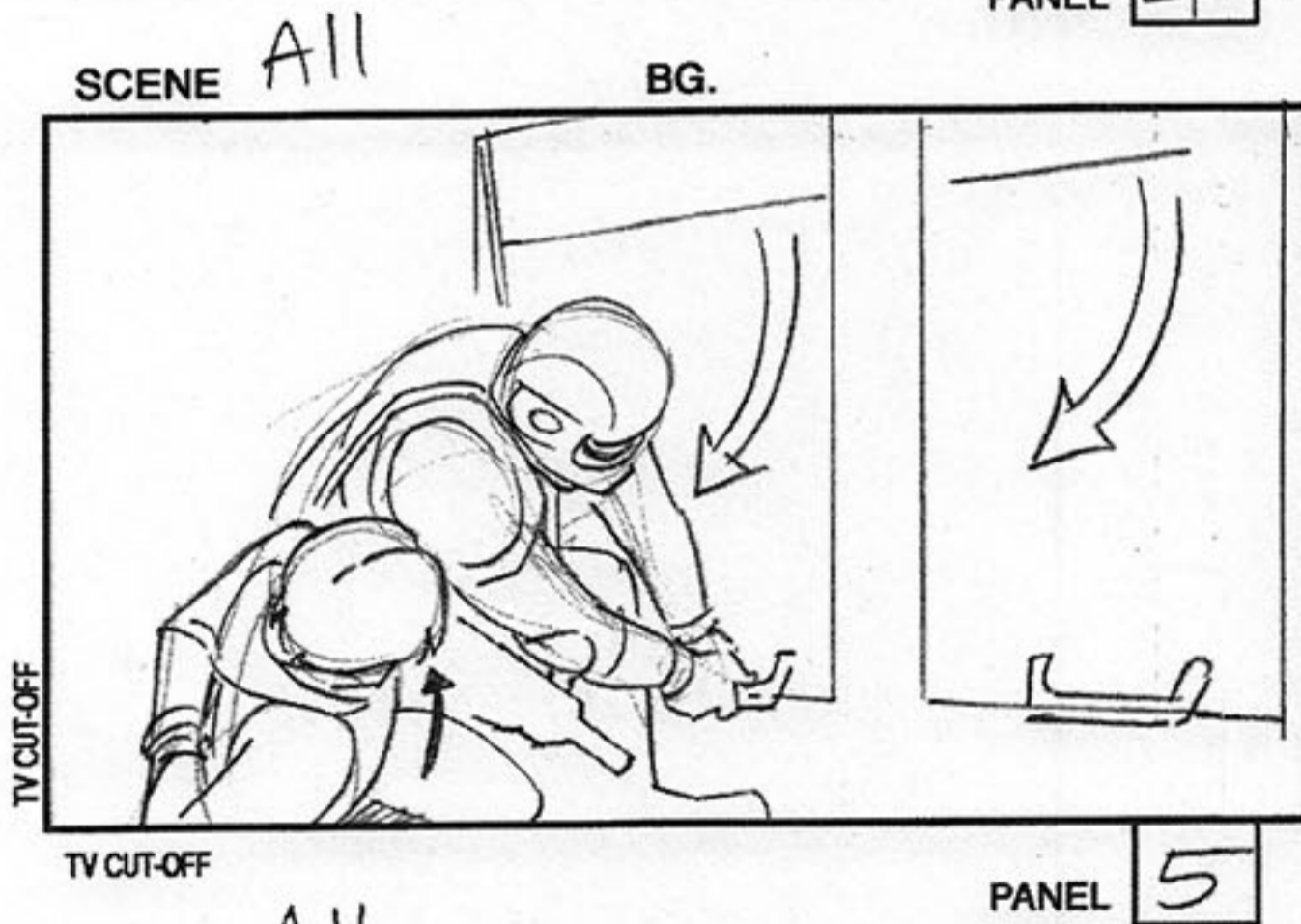
action
Sniper crashes into #2 as #1 climbs into truck

dialog



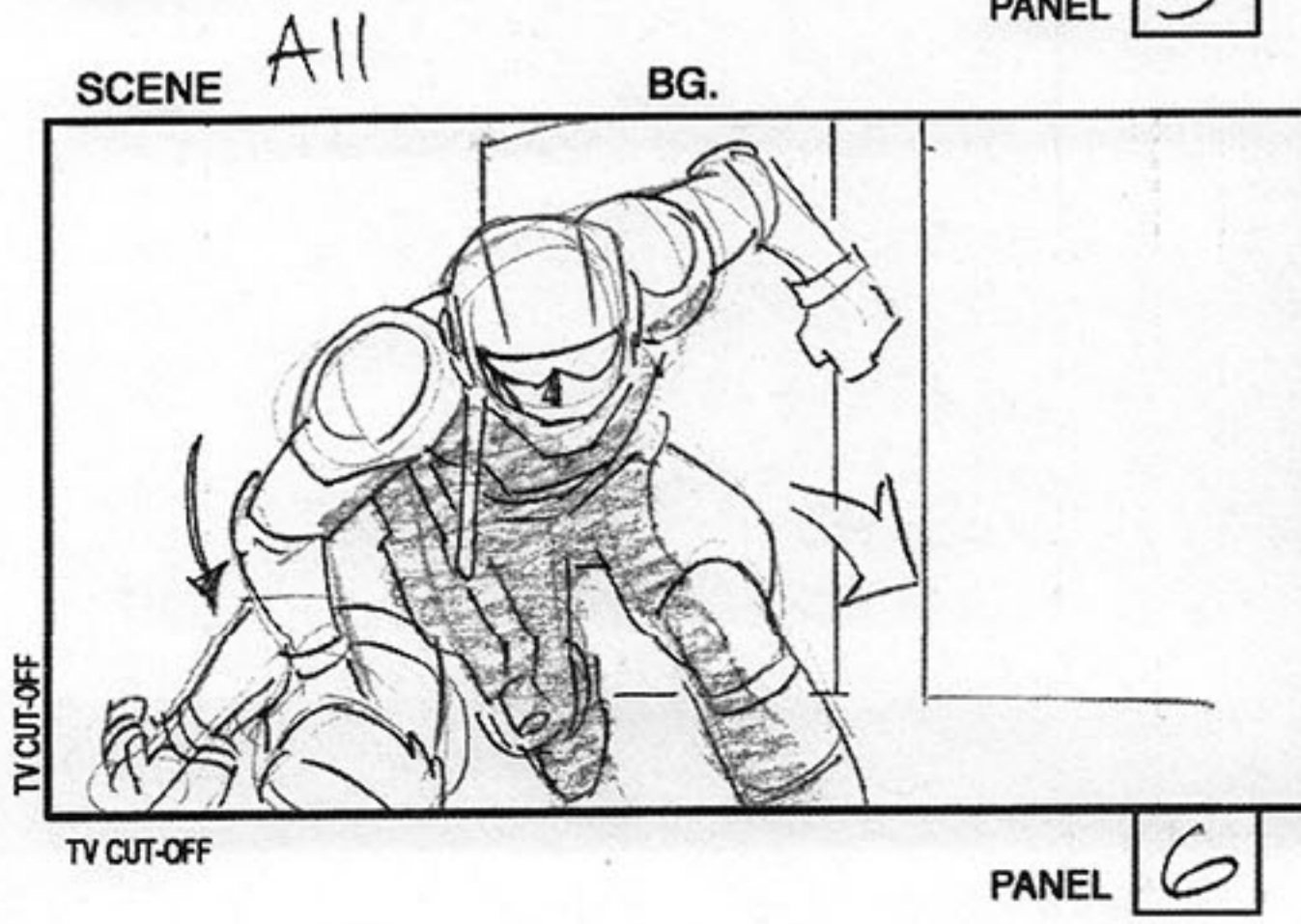
action
#1 reacts to action, reaches up

dialog



action
He pulls door down - the other comes down in tandem

dialog
← Teen tries to rise



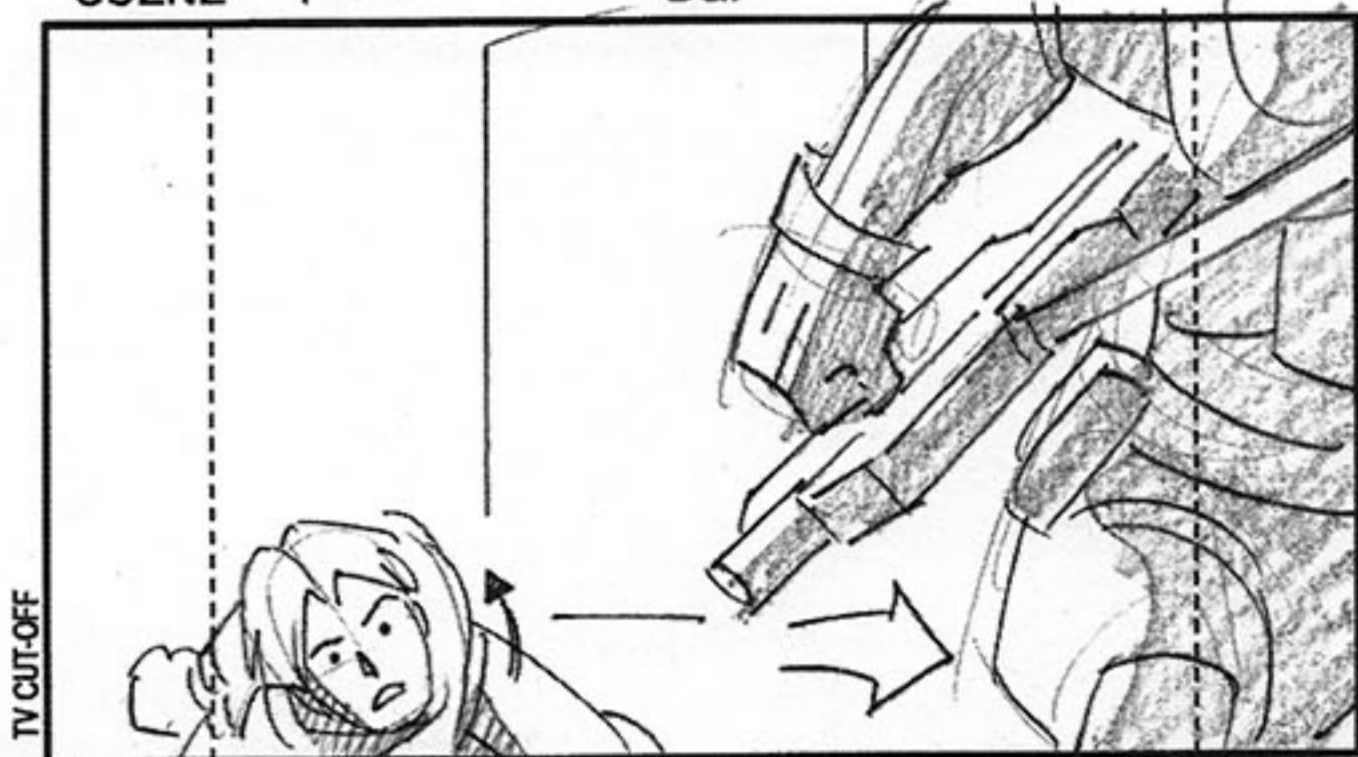
action
Trooper shoves teen back down -

dialog

SCENE

A11

BG.



action

-runs forward
(end pose shown)

dialog

TV CUT-OFF

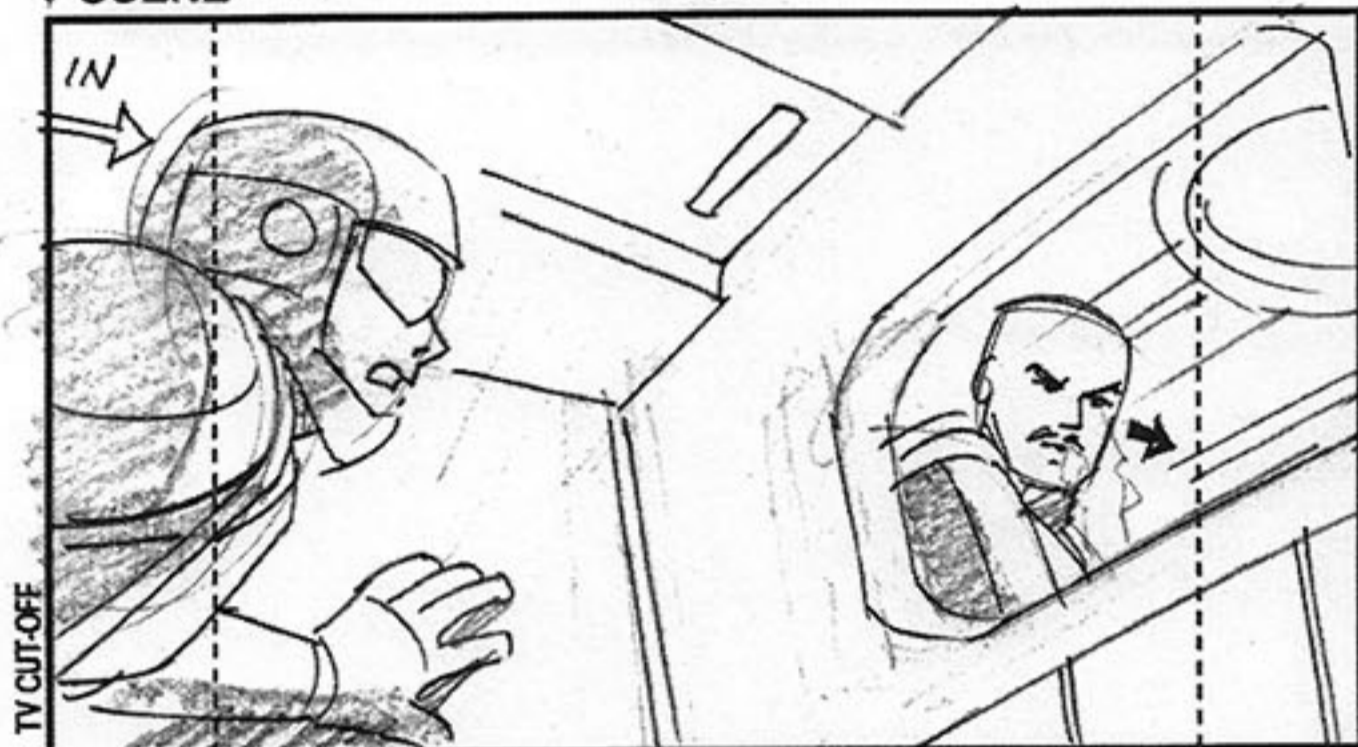
PANEL

7

SCENE

A12

BG.



action

Trooper in-toward cab
of truck. Moss moves
into driver's seat

dialog

TV CUT-OFF

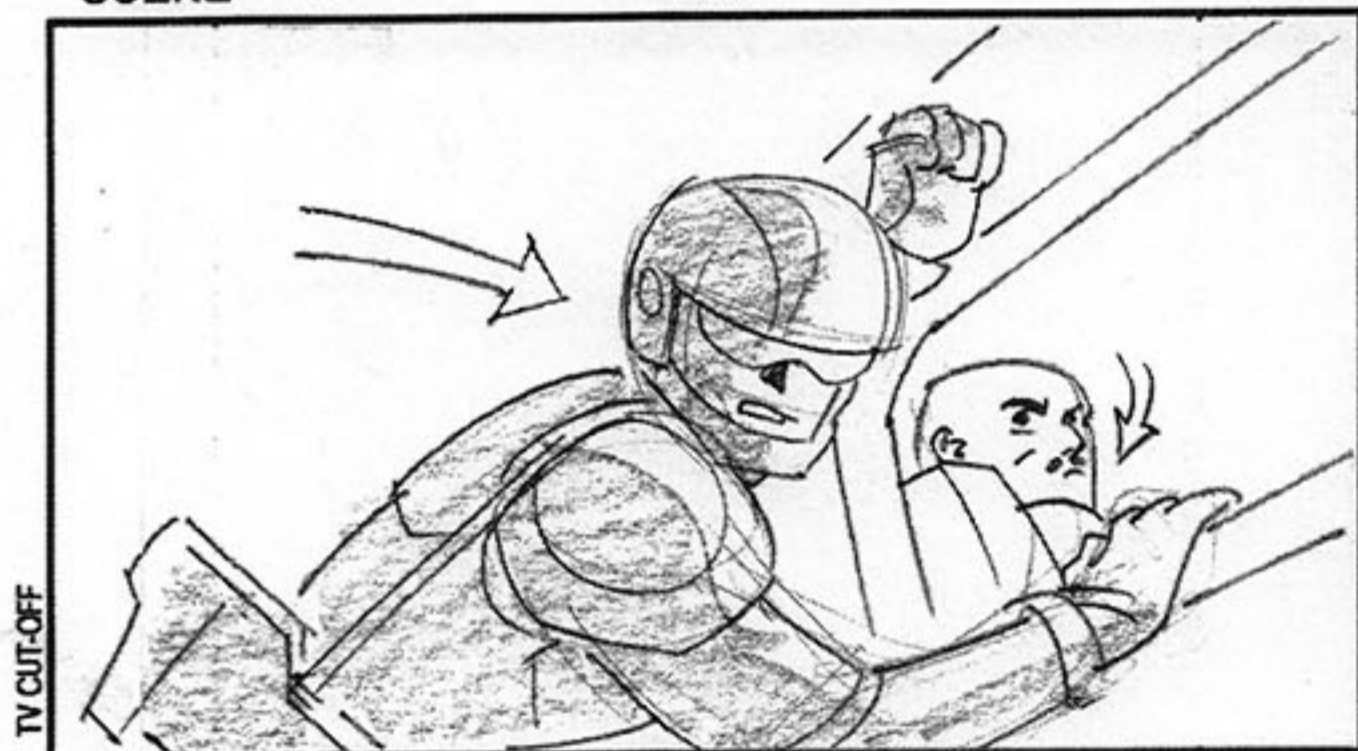
PANEL

1

SCENE

A12

BG.



action

Trooper stops at
wall

dialog

TV CUT-OFF

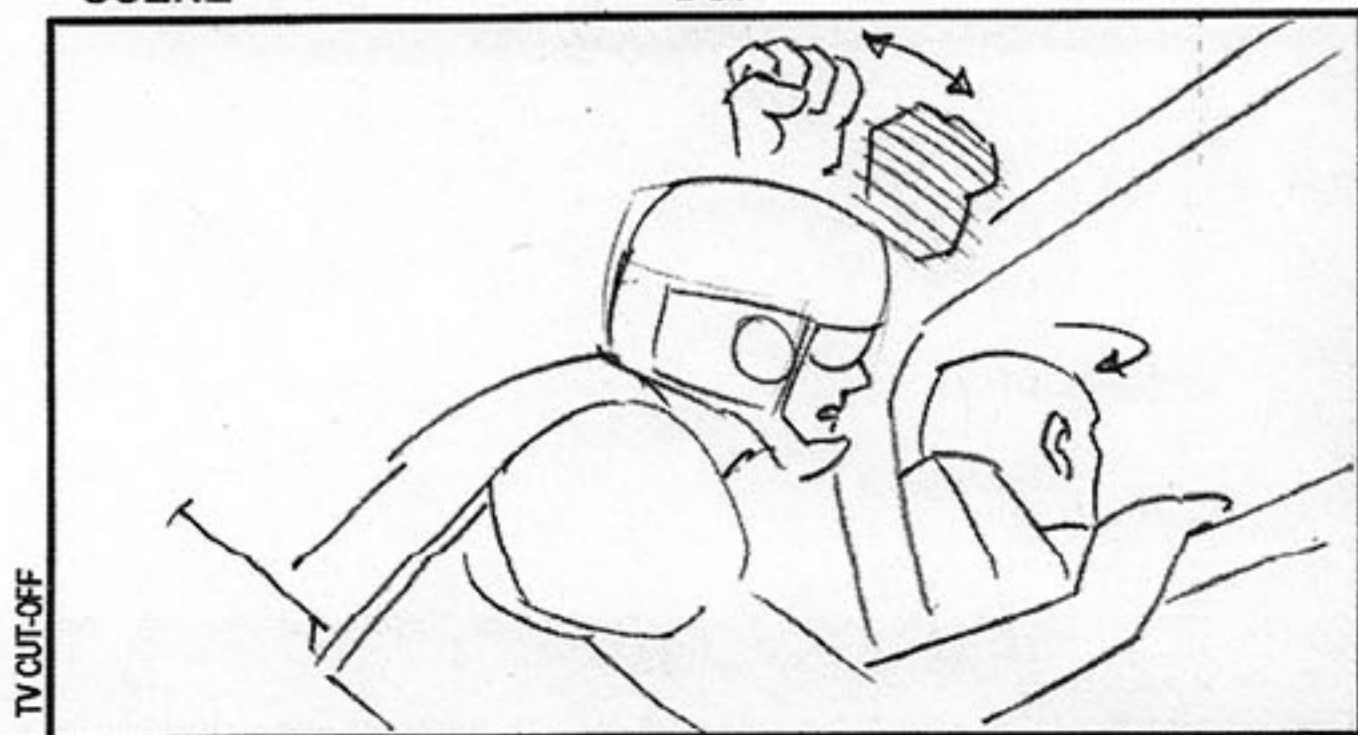
PANEL

2

SCENE

A12

BG.



action

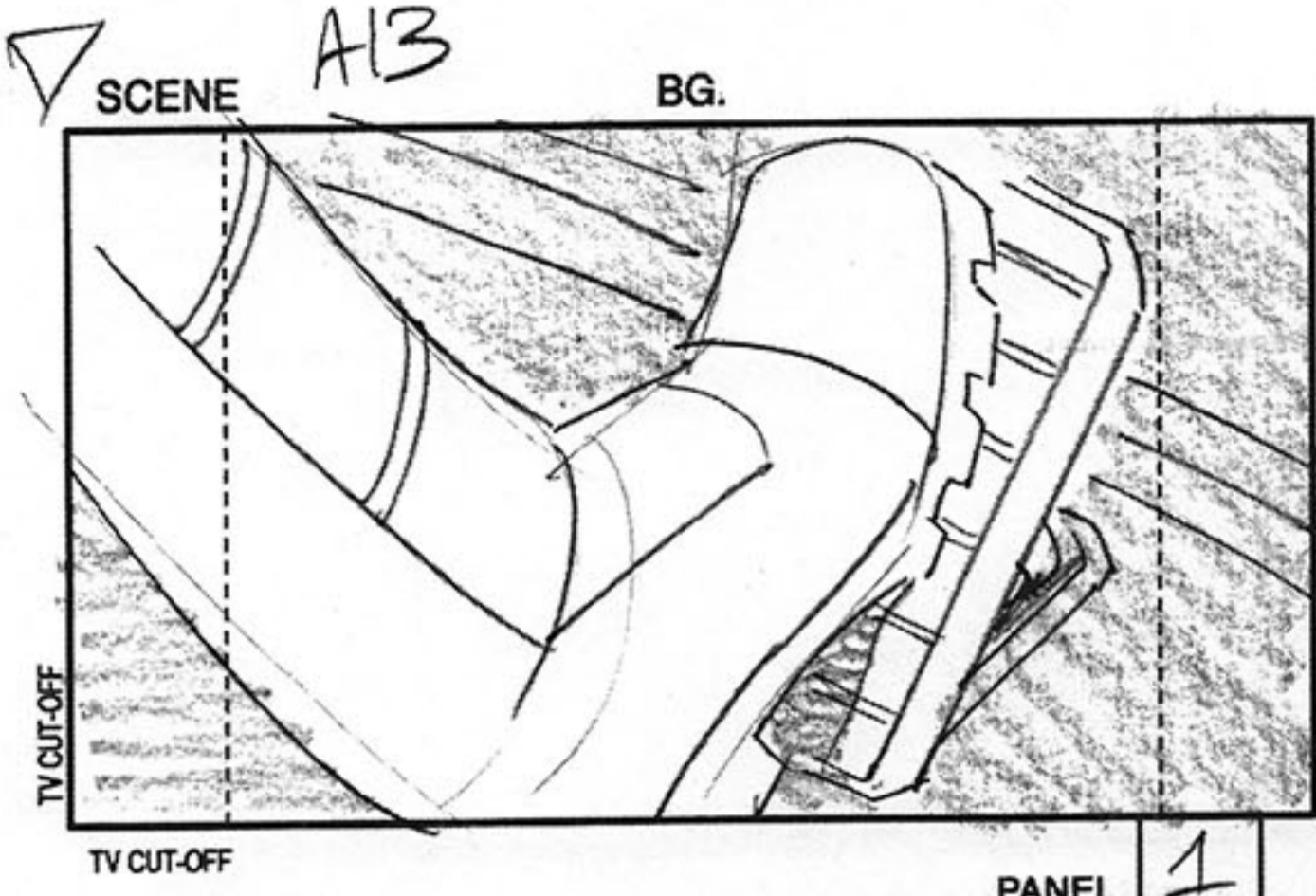
-pounds on wall
(signal to Moss)

dialog

TV CUT-OFF

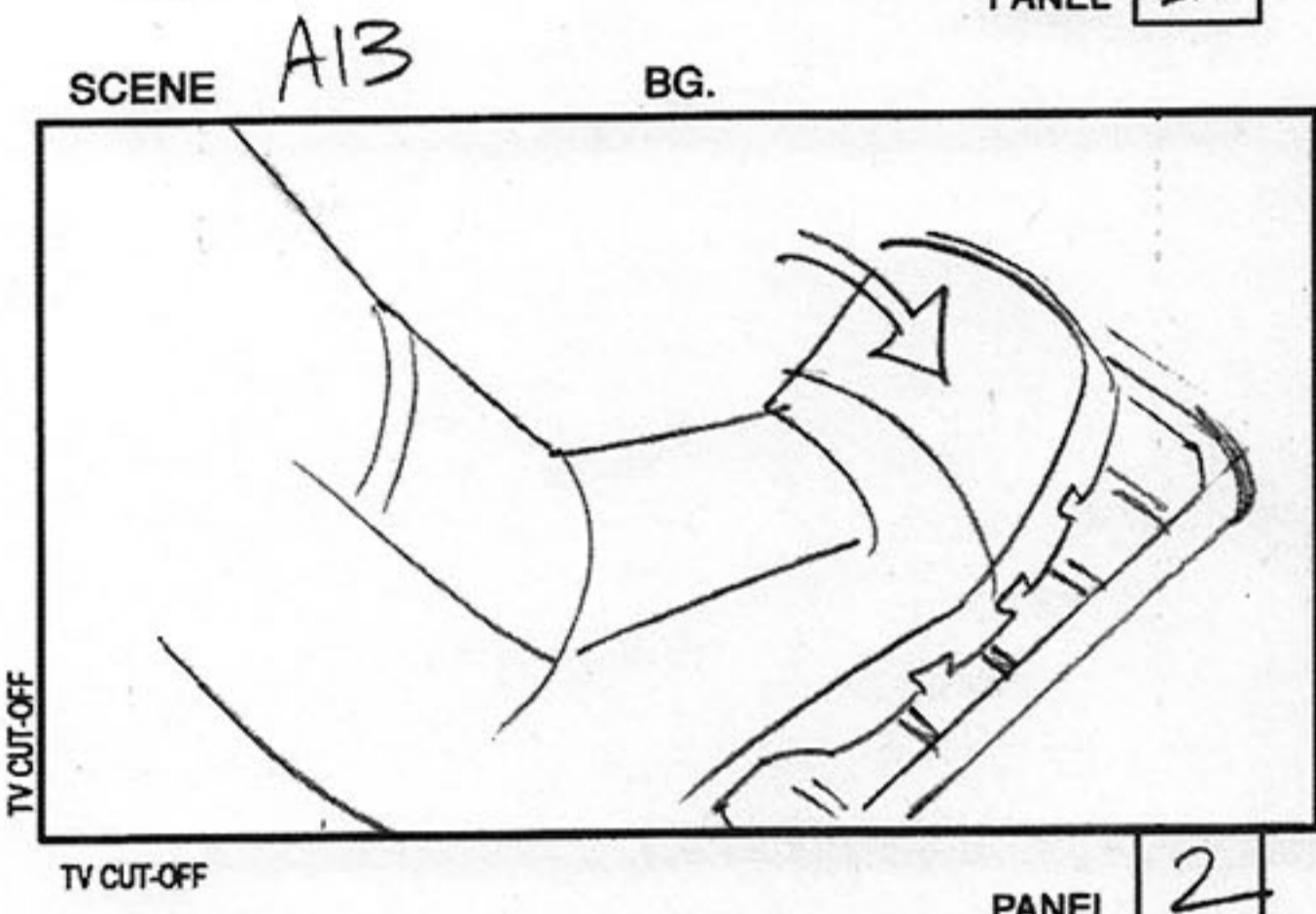
PANEL

3



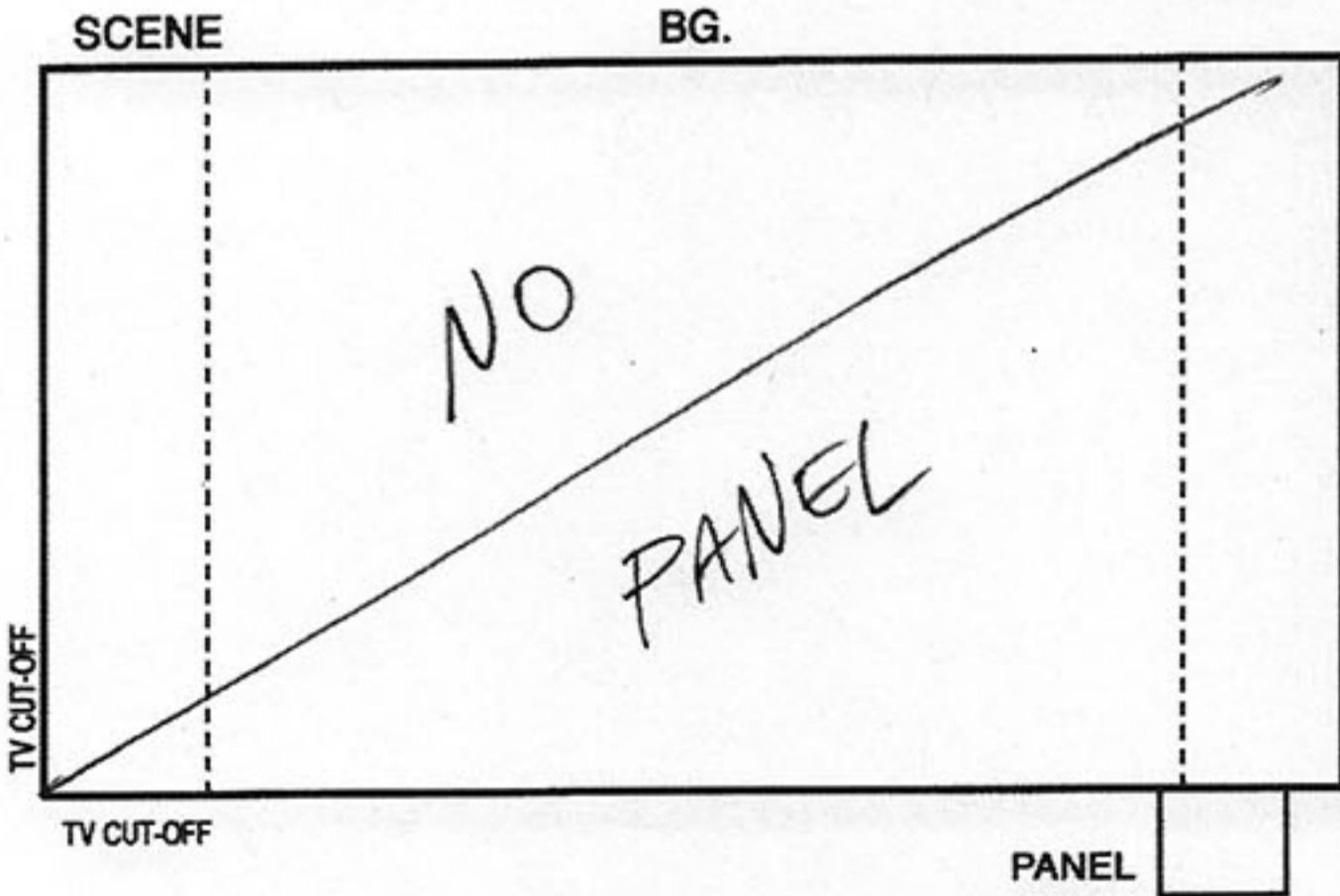
action
Moss' foot on gas pedal

dialog



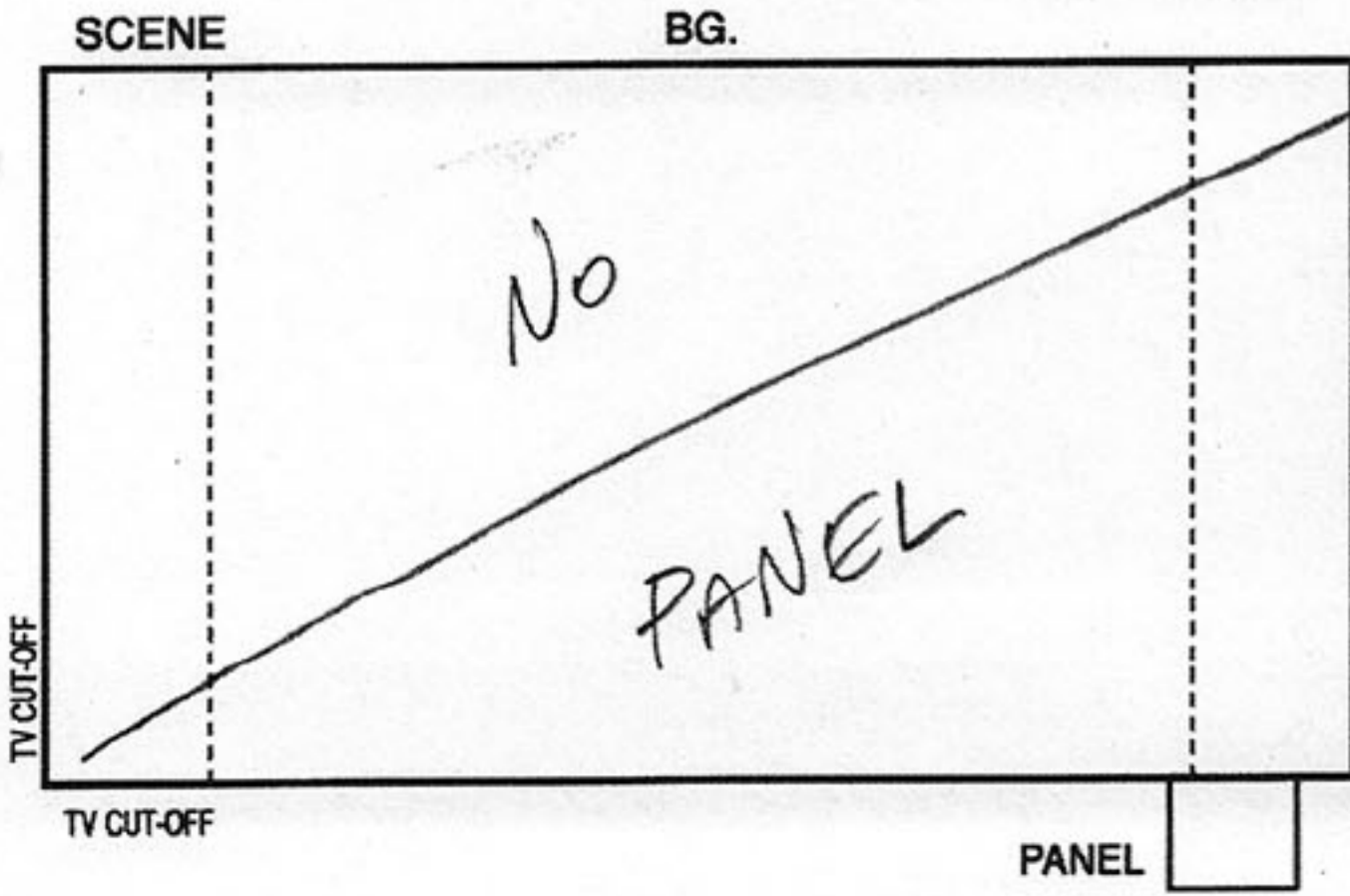
action
He pushes it down

dialog



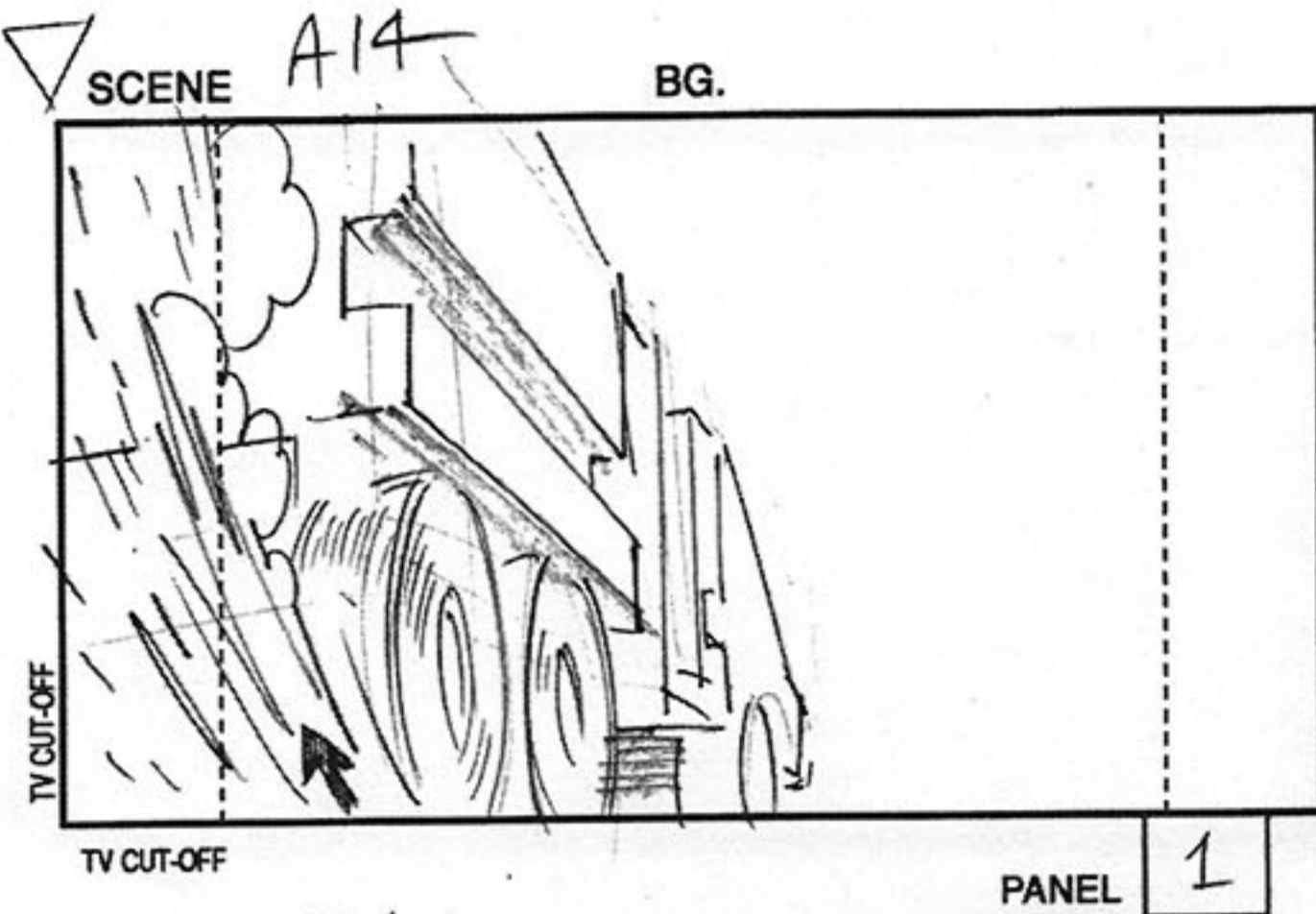
action

dialog



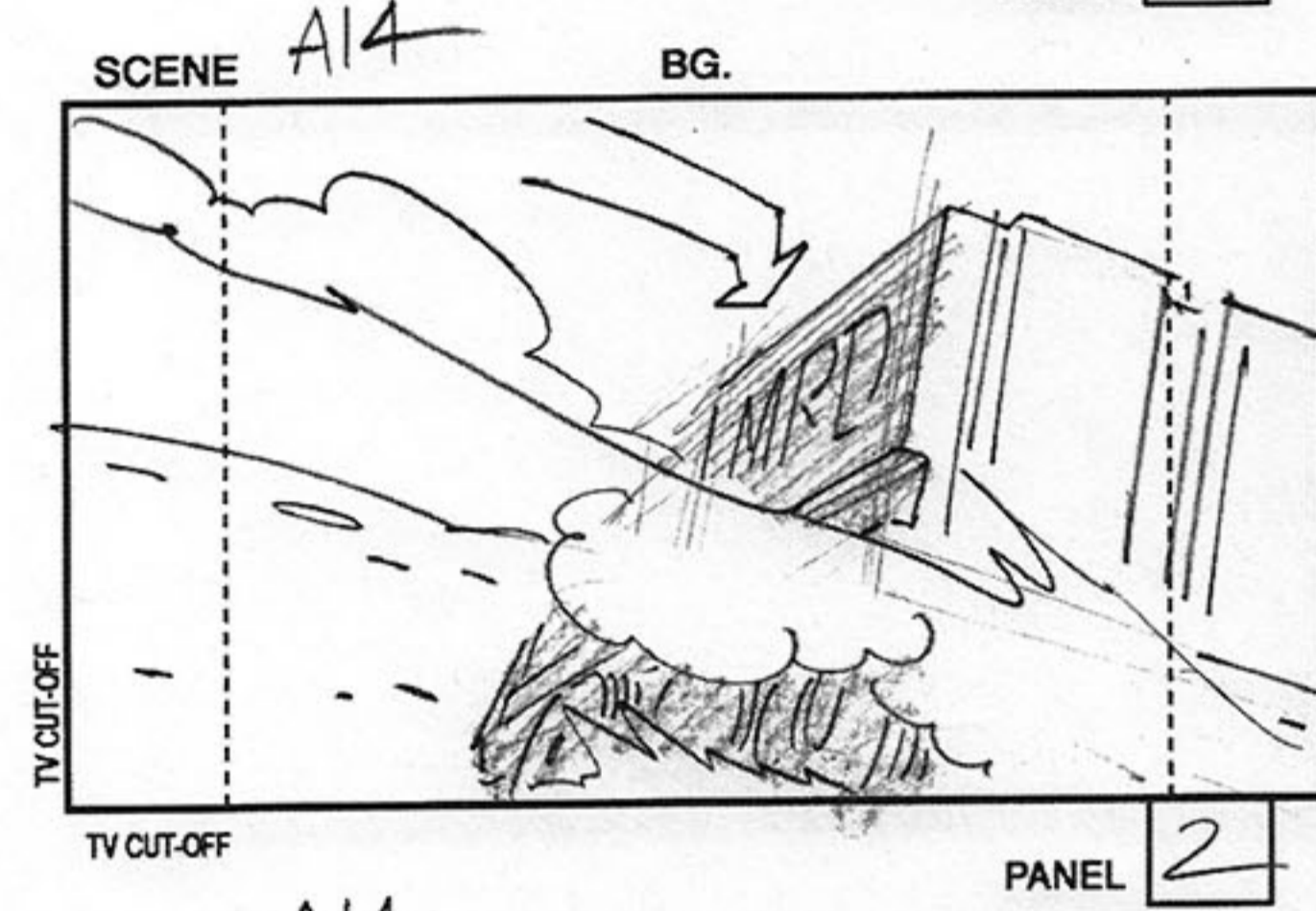
action

dialog



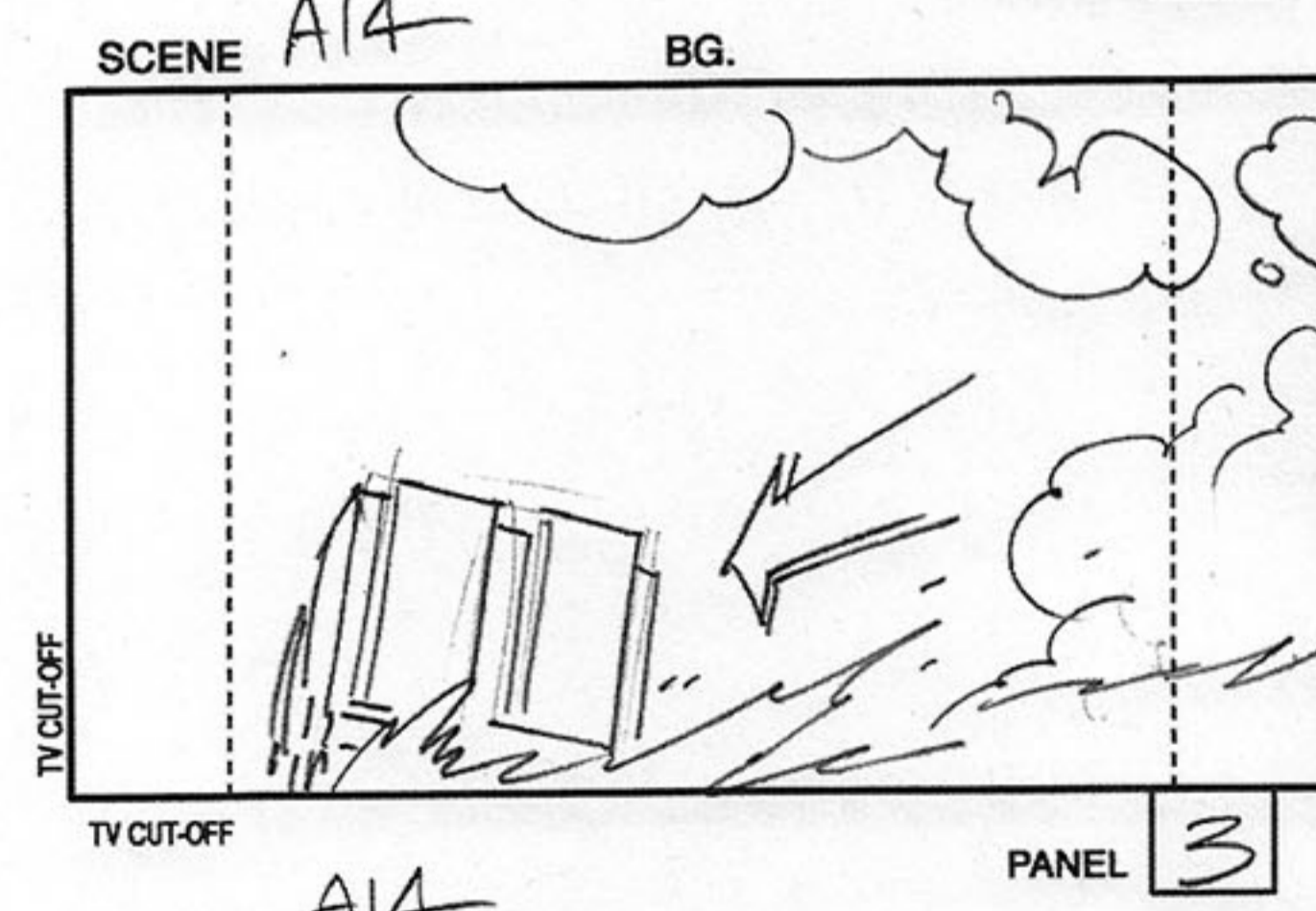
action
 Outside - wheels
 spin on pavement

dialog



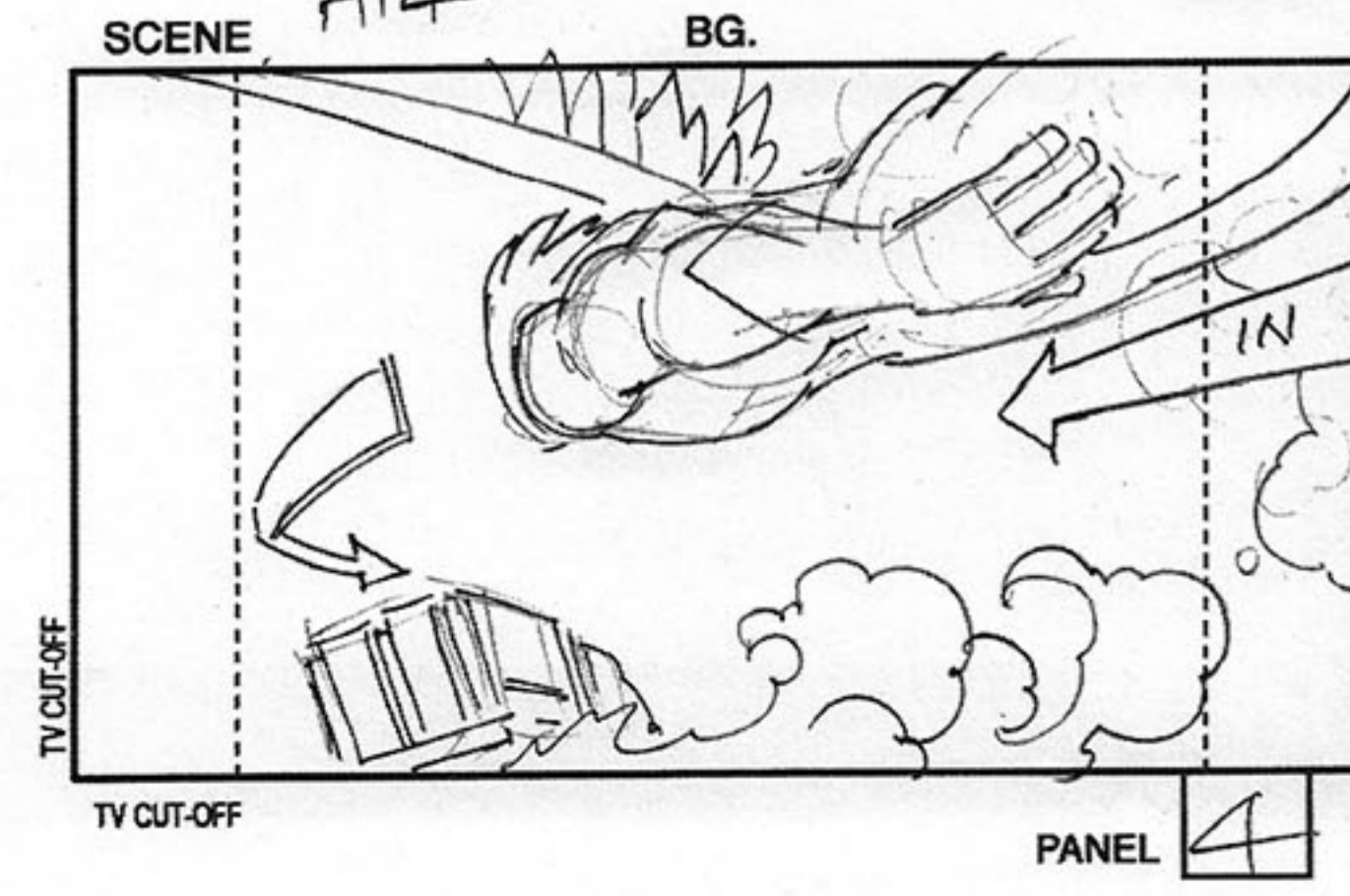
action
 Vehicle lurches forward

dialog



action
 - then accelerates

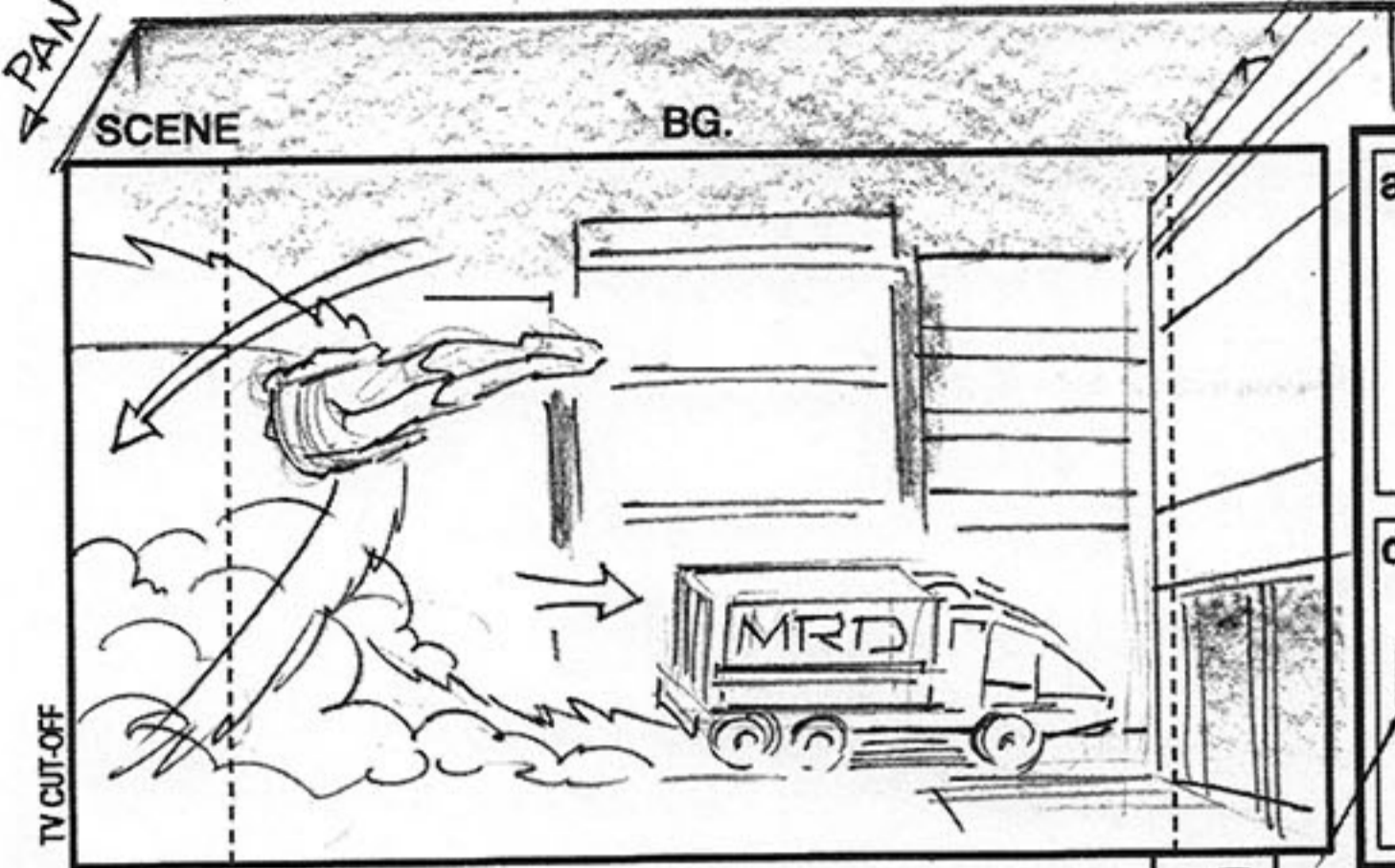
dialog



action
 Angel IN as vehicle
 swerves

dialog

A14



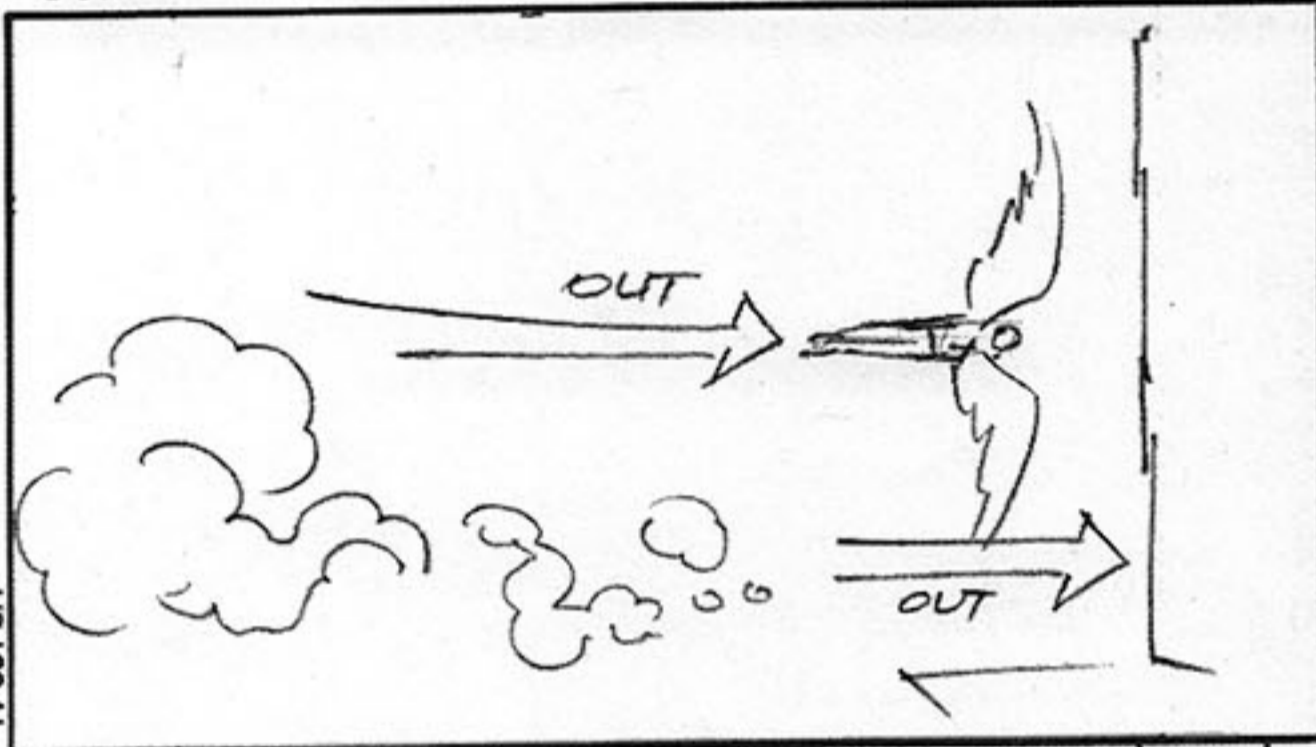
action
Pan to follow Angel -
chases vehicle

dialog

TV CUT-OFF

PANEL 5

A14



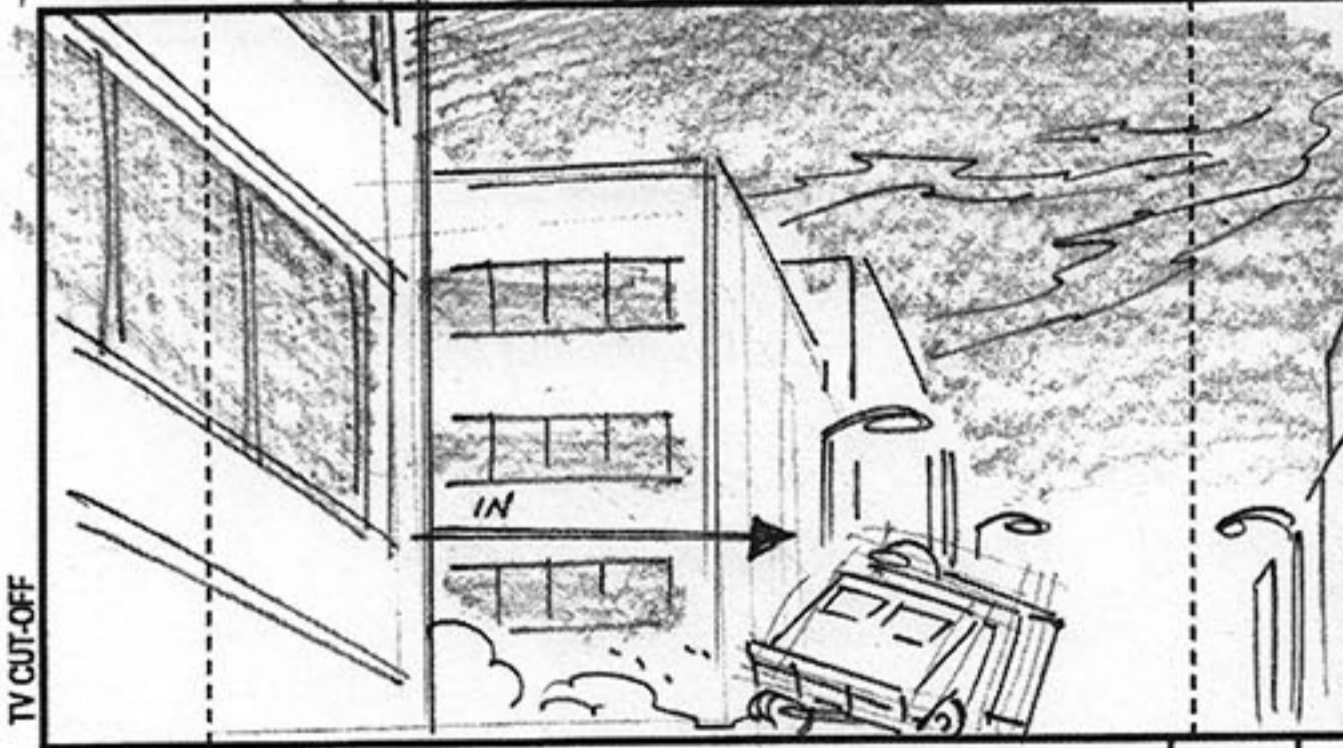
action
Both disappear
around corner

dialog

TV CUT-OFF

PANEL 6

A15



action
Vehicle skids into
scene

dialog

TV CUT-OFF

PANEL 7

A15



action
- then zooms forward
(into speed blur) as Angel
enters

dialog

TV CUT-OFF

PANEL 8

SCENE A15 BG.



action
Angel shoots forward
in pursuit

dialog

TV CUT-OFF TV CUT-OFF PANEL 3

SCENE A15 BG.

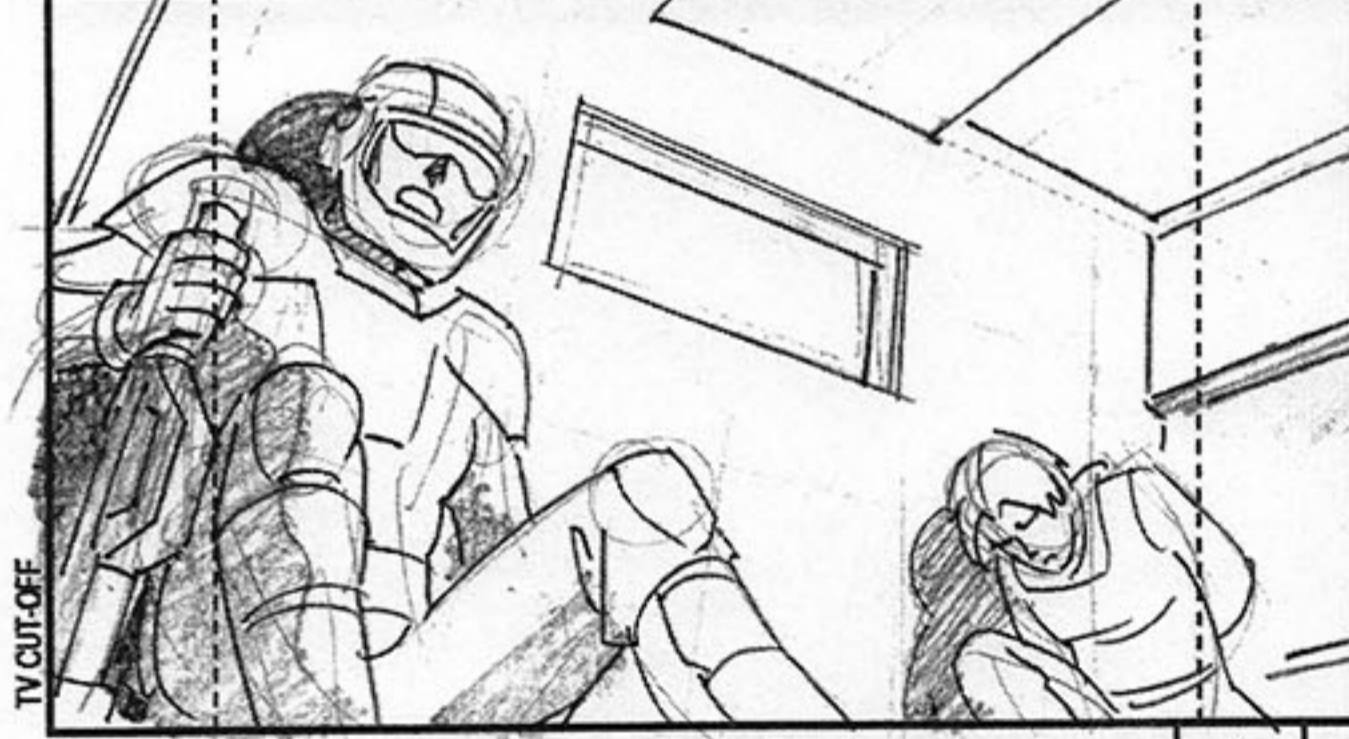


action
Downward wingbeat
scatters smoke

dialog

TV CUT-OFF TV CUT-OFF PANEL 4

SCENE A16 BG.

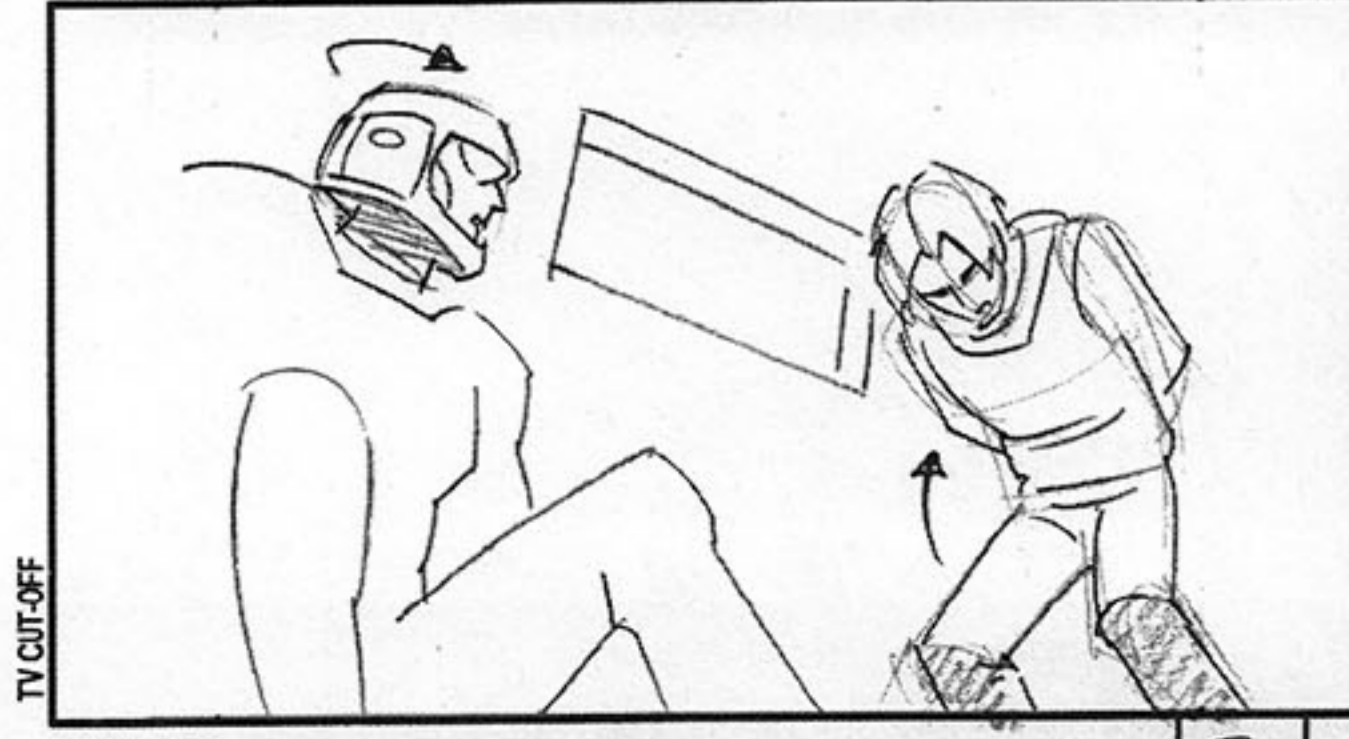


action
On Trooper & Teen
inside vehicle

dialog

TV CUT-OFF TV CUT-OFF SHAKE PANEL 1

SCENE A16 BG.

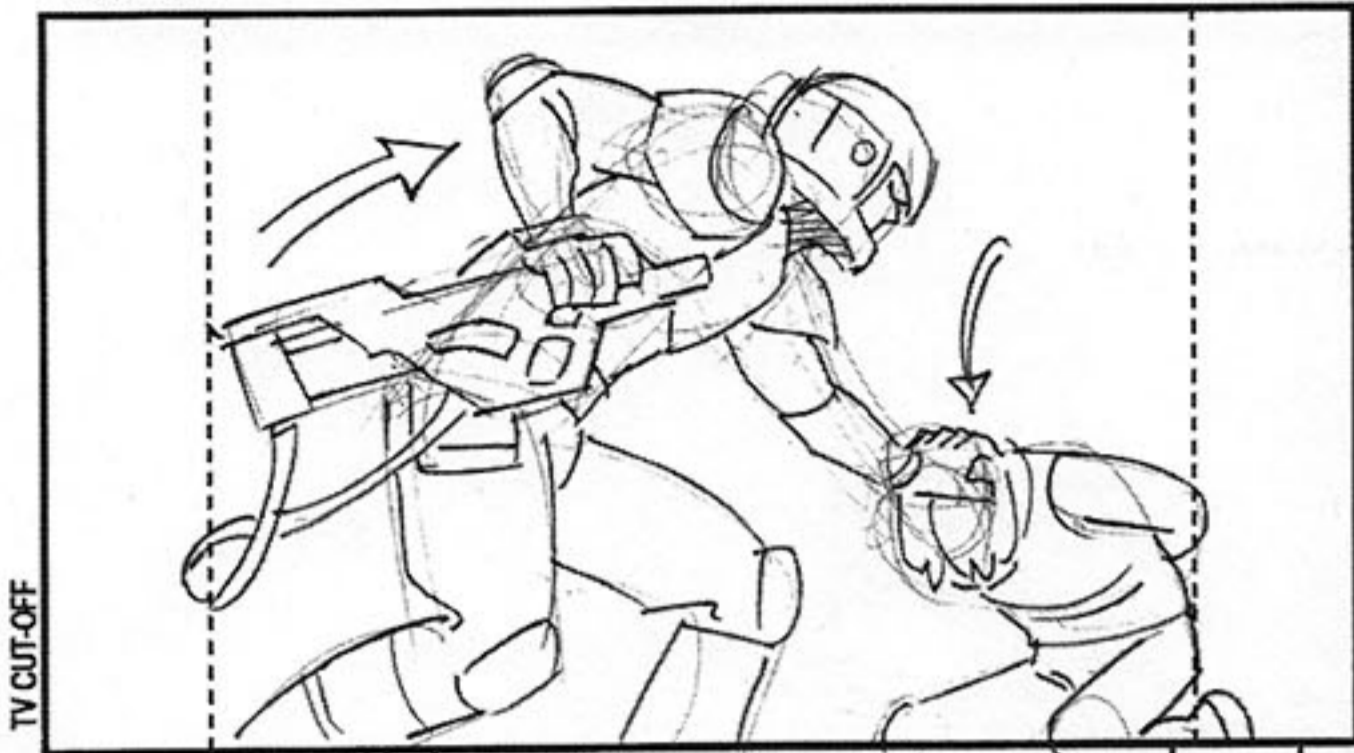


action
Teen rises to his feet

dialog

TV CUT-OFF TV CUT-OFF PANEL 2

SCENE A16 BG.

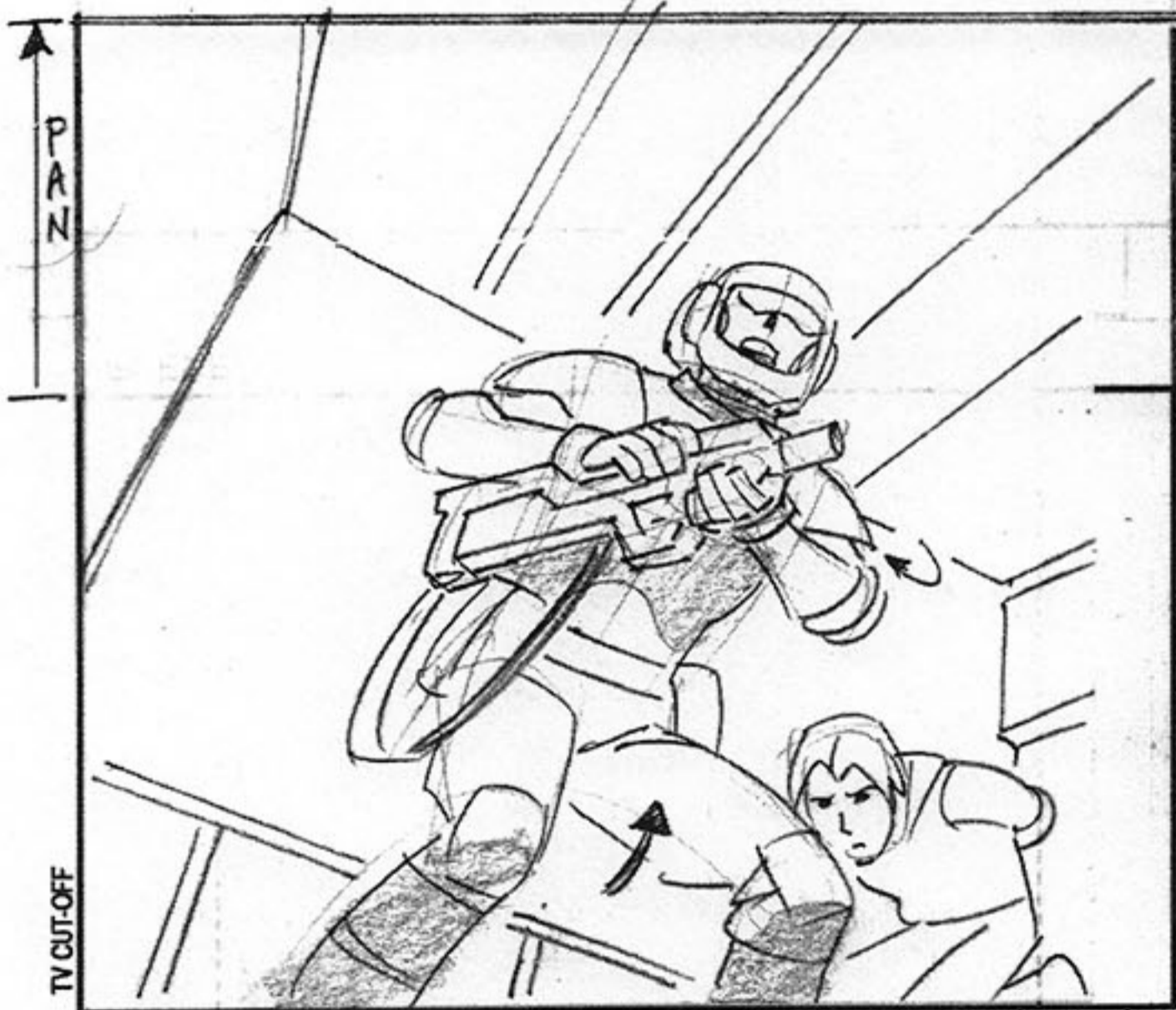


action
Trooper pushes him back down

dialog
③ OFFICER:
Don't move!

PANEL 3

A16



action

dialog
Don't even breathe!

action
Pan up as Trooper grips his gun

dialog
-Don't even breathe!

PANEL 4

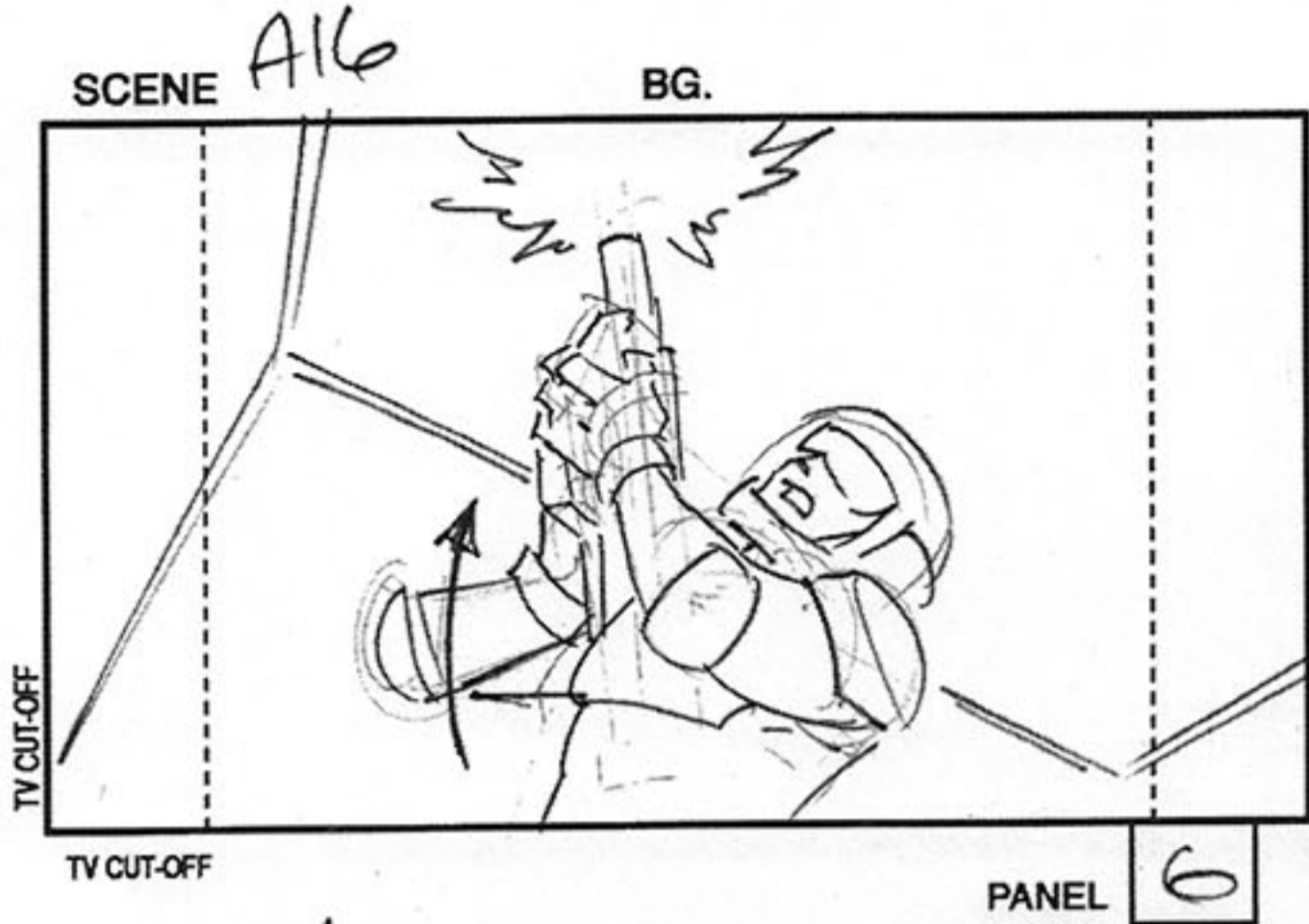
SCENE A16 BG.



action
-then reacts to SFX

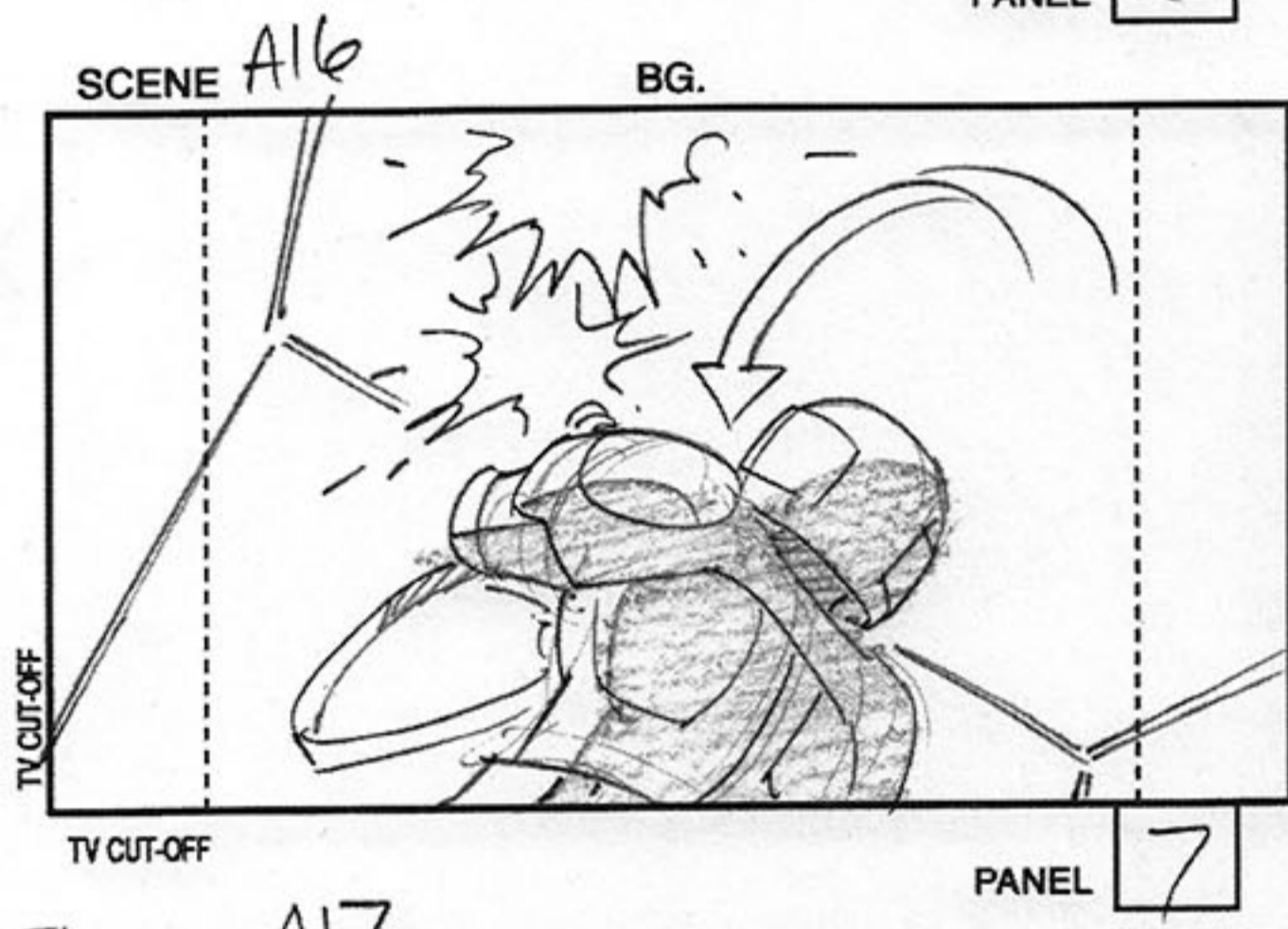
dialog
SFX: THUMP

PANEL 5



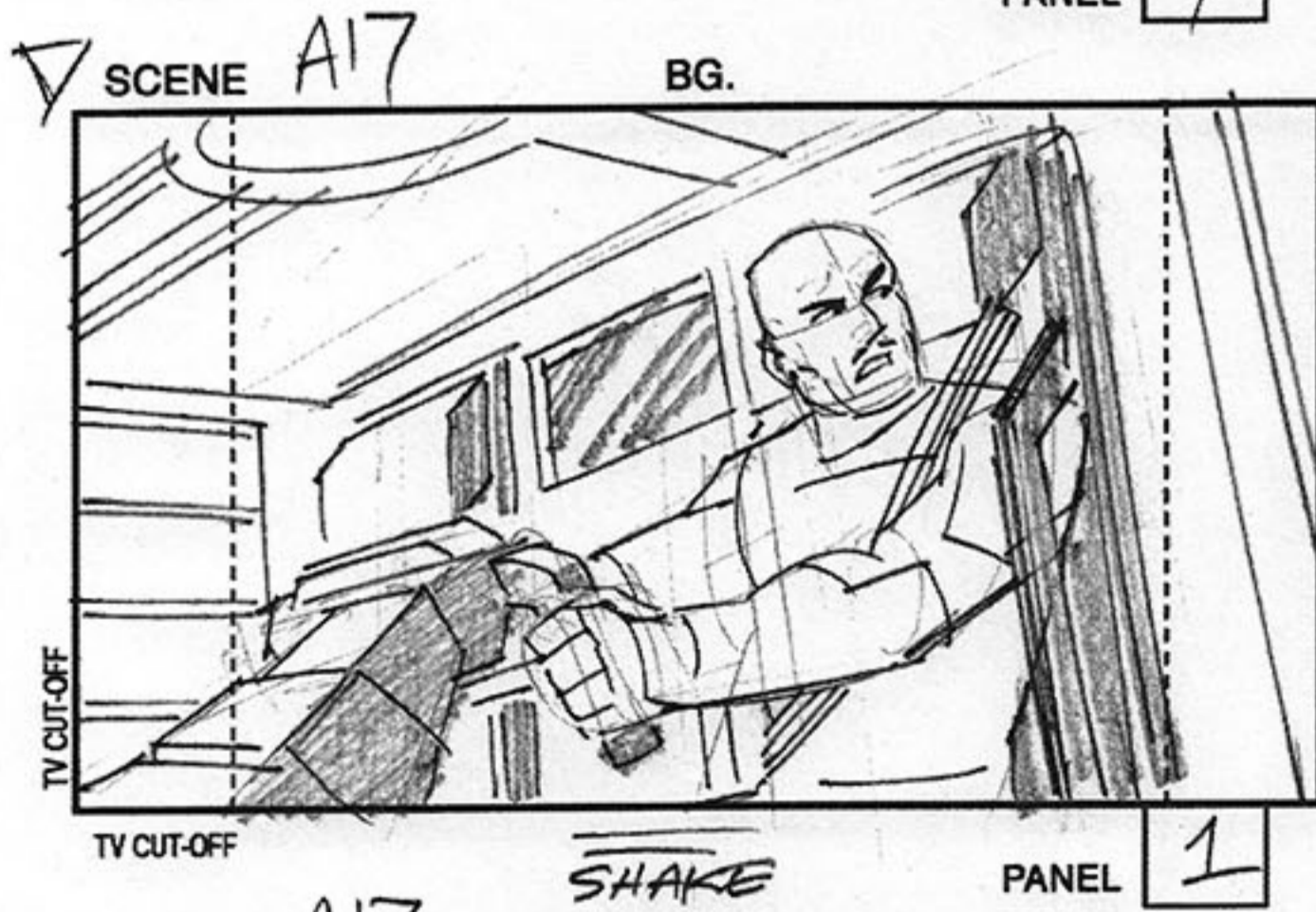
action
Trooper opens fire

dialog



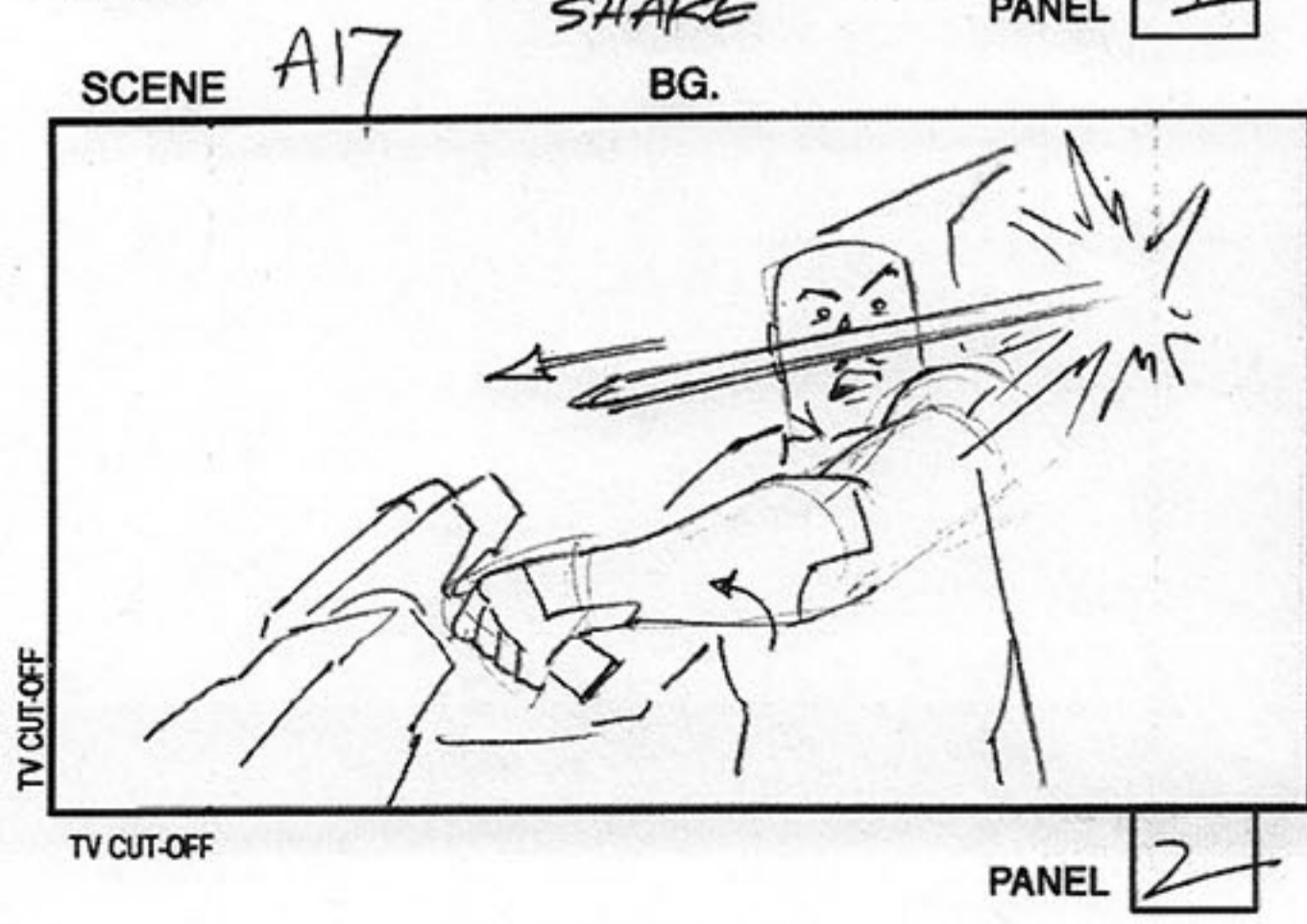
action
-sweeps forward toward cab

dialog



action
On Moss in driver's seat

dialog



action
Laser beams cut through wall close to Moss

dialog

SCENE A17 BG.



action
He reacts, turns steering mechanism

dialog

PANEL 3

SCENE A18 BG.

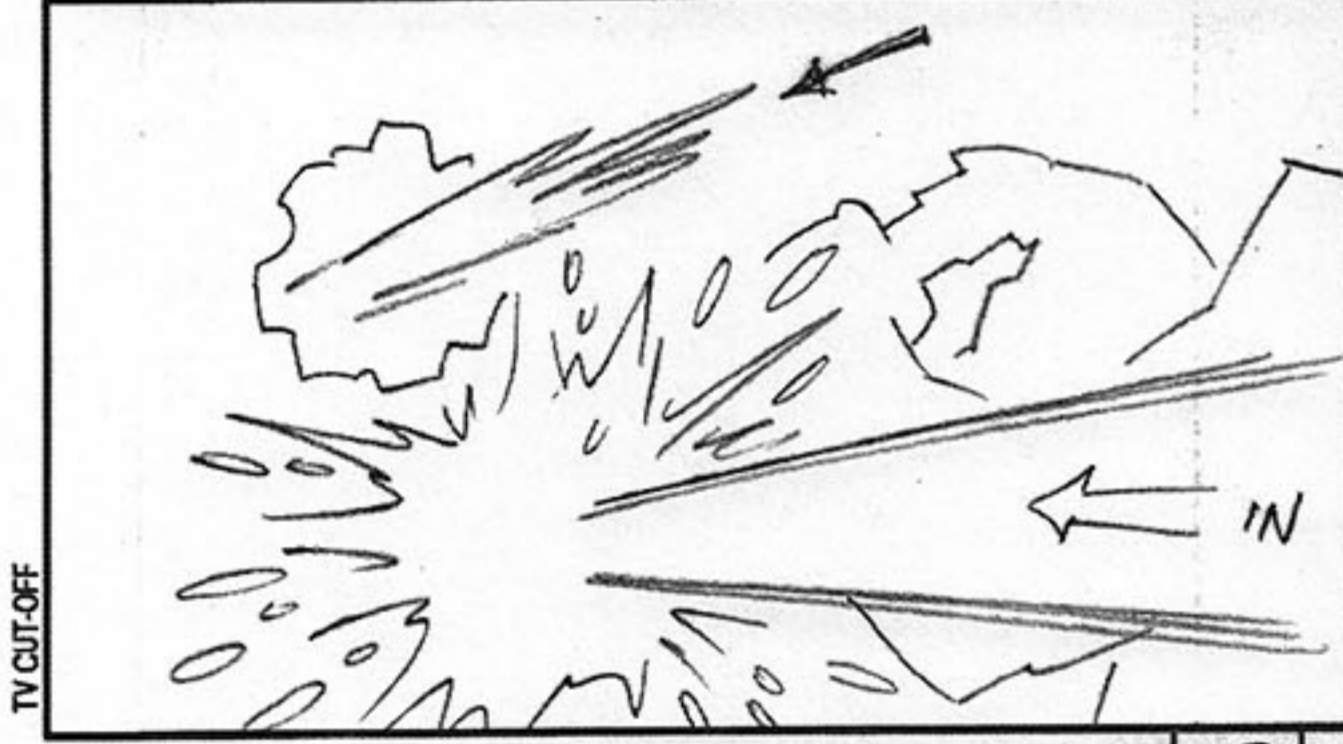


action
Beam cuts through windshield

dialog

PANEL 1

SCENE A18 BG.

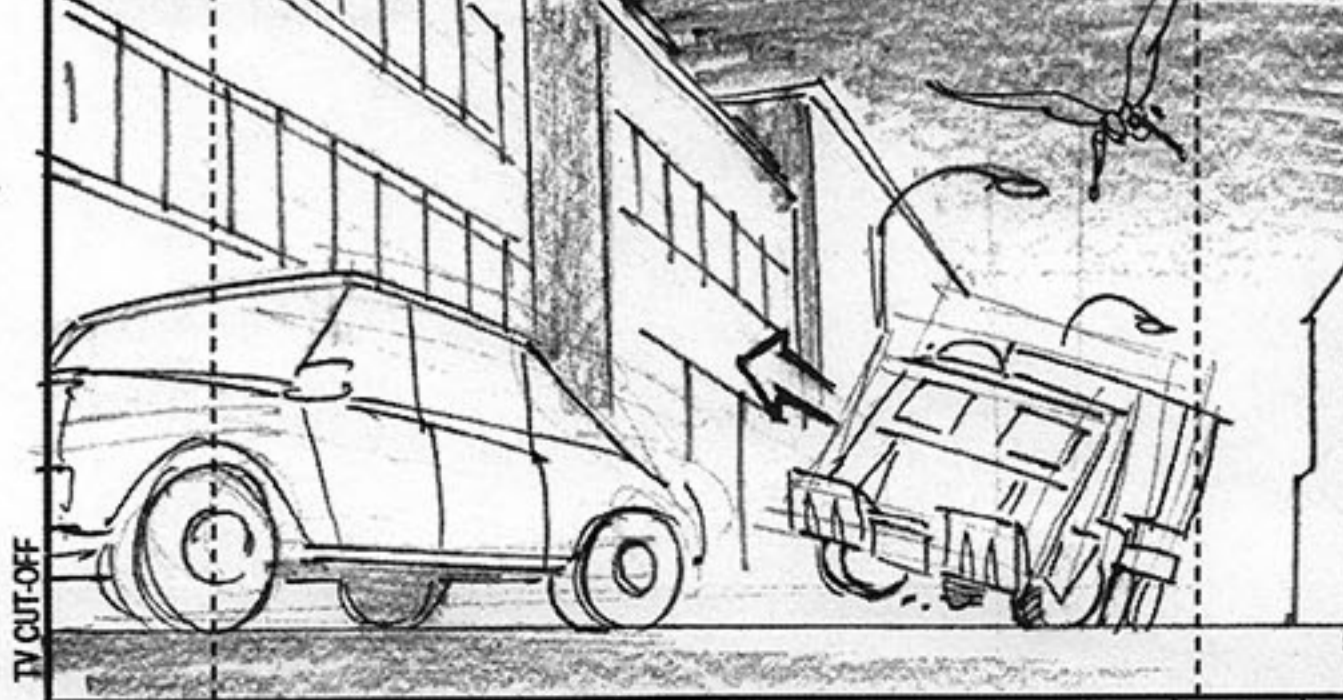


action
-then another hits dashboard

dialog

PANEL 2

SCENE A19 BG.

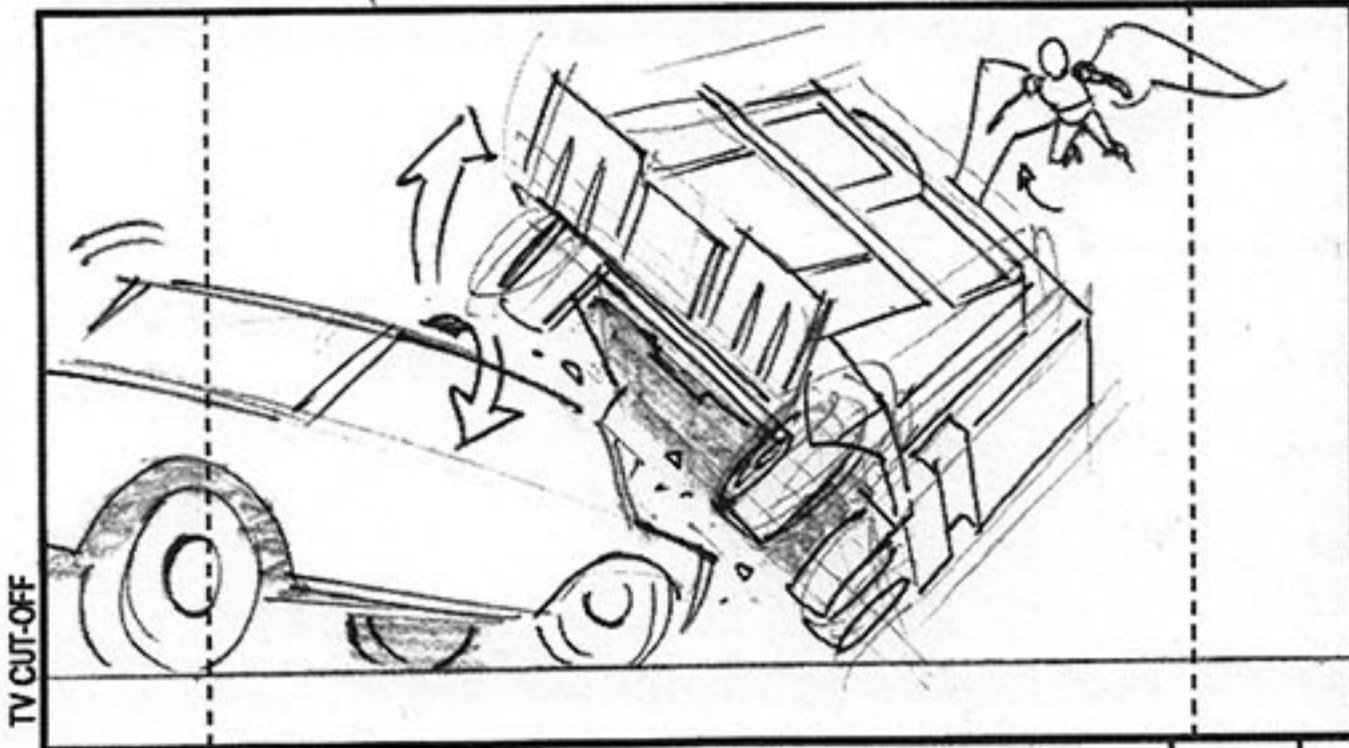


action
MRD vehicle lumbers forward, losing control

dialog

PANEL 1

SCENE A19 BG.

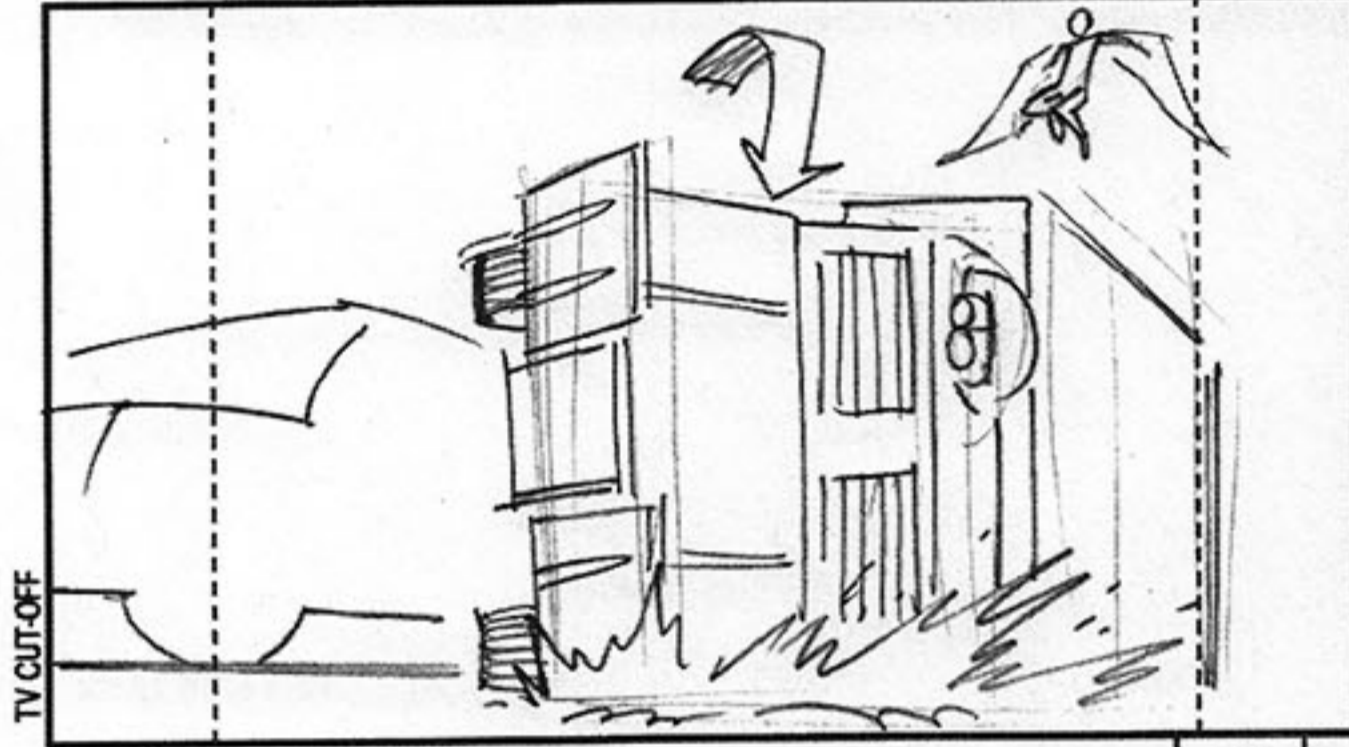


action
It climbs the trunk of a parked car

dialog

TV CUT-OFF TV CUT-OFF PANEL 2

SCENE A19 BG.

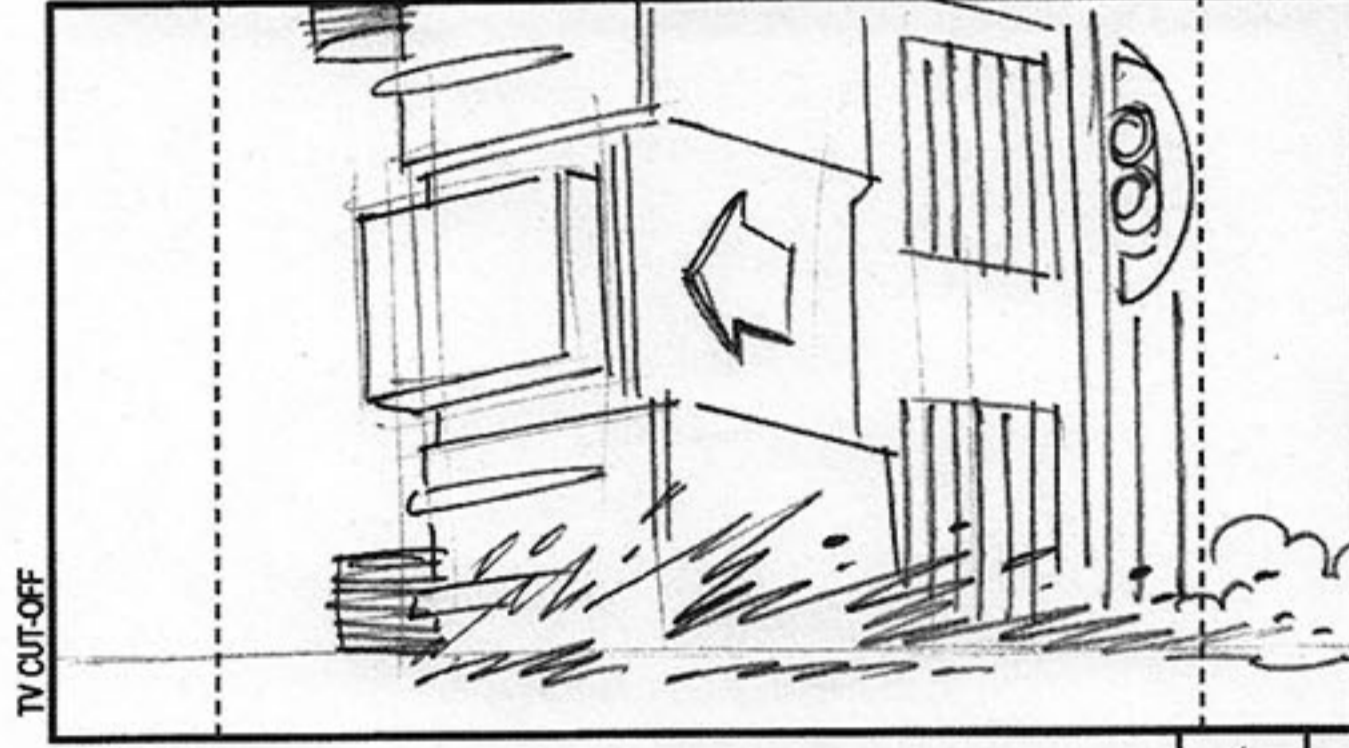


action
- flips onto its side as Angel slows/hovers

dialog

TV CUT-OFF TV CUT-OFF PANEL 3

SCENE A19 BG.



action
Vehicle skids along pavement, sparking

dialog

TV CUT-OFF TV CUT-OFF PANEL 4

SCENE A19 BG.



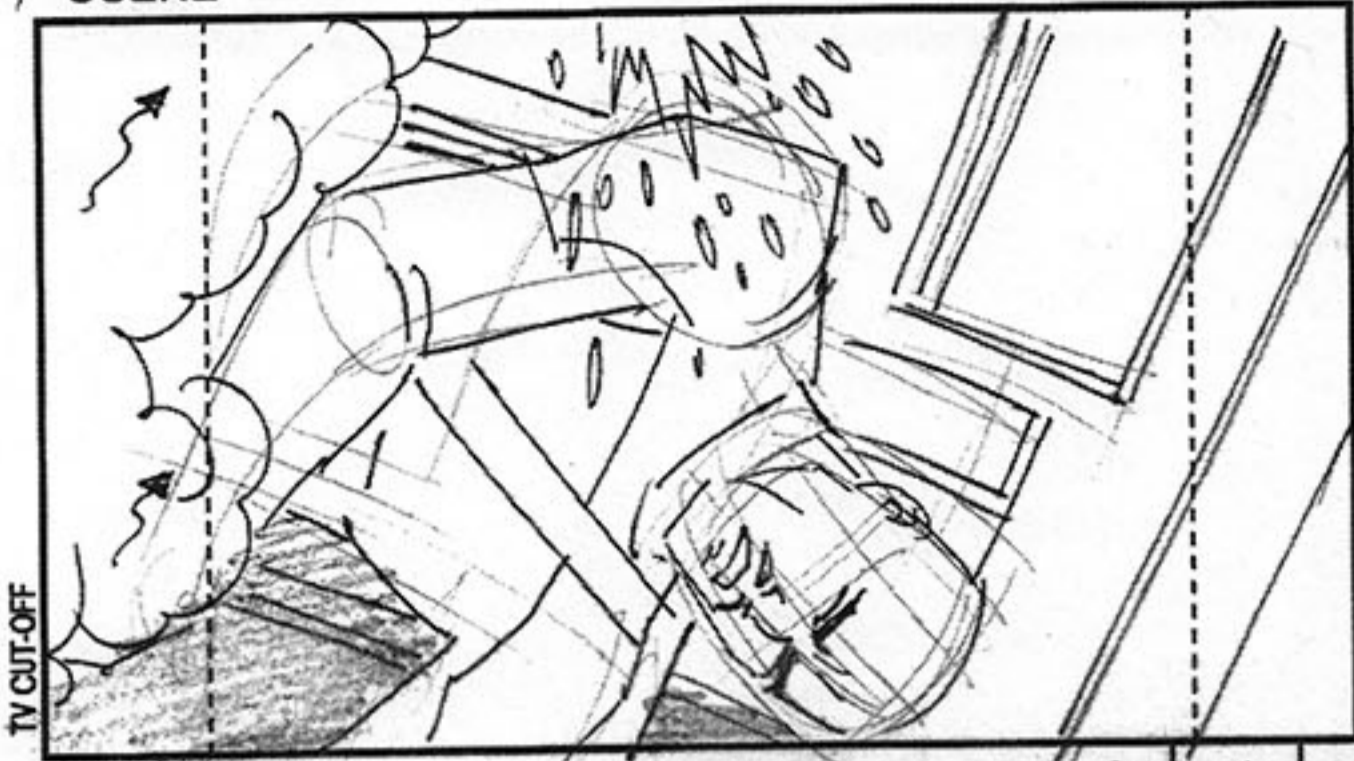
action
It slows & stops

dialog

TV CUT-OFF TV CUT-OFF PANEL 5

SCENE A20

BG.

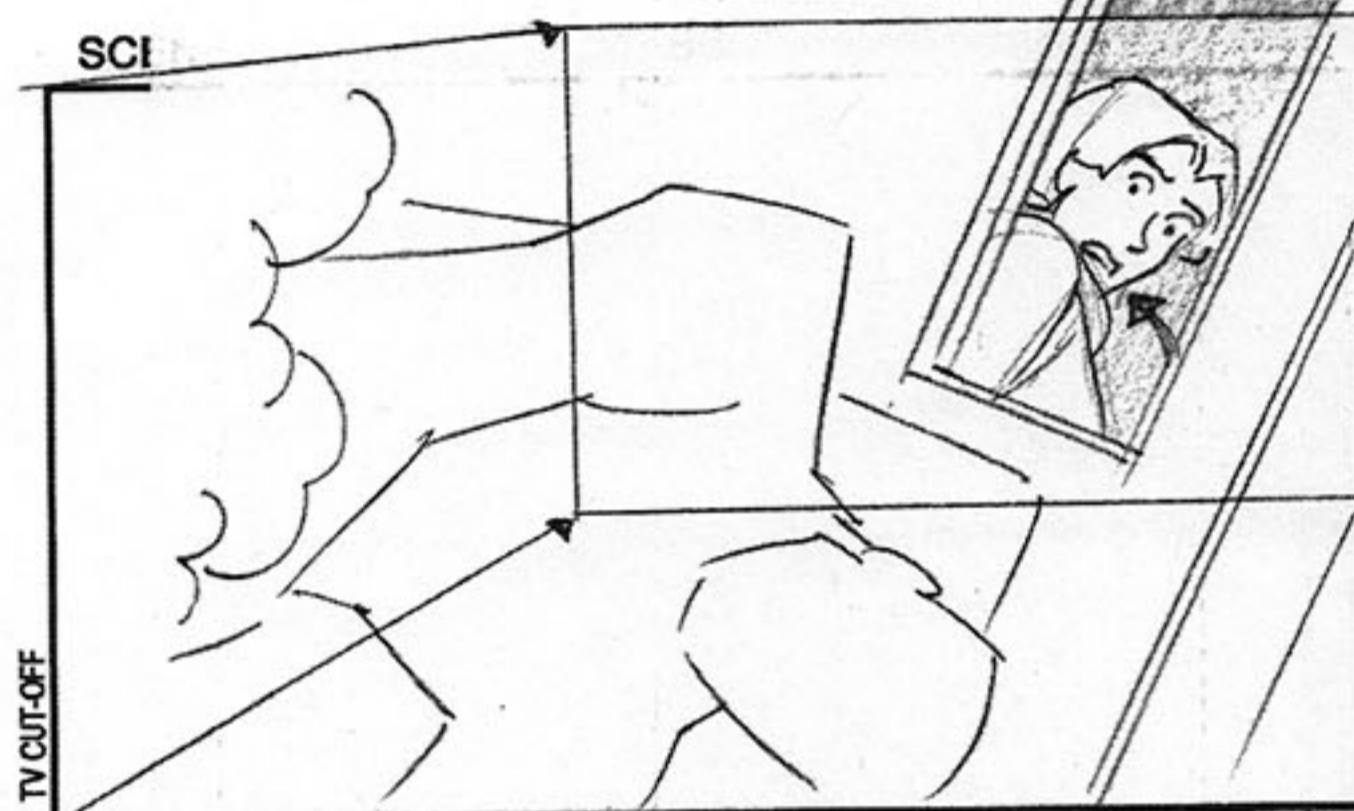


action
 On Moss, hanging from seatbelt

dialog
 (4) MOSS: Groan...

PANEL 1

SCI



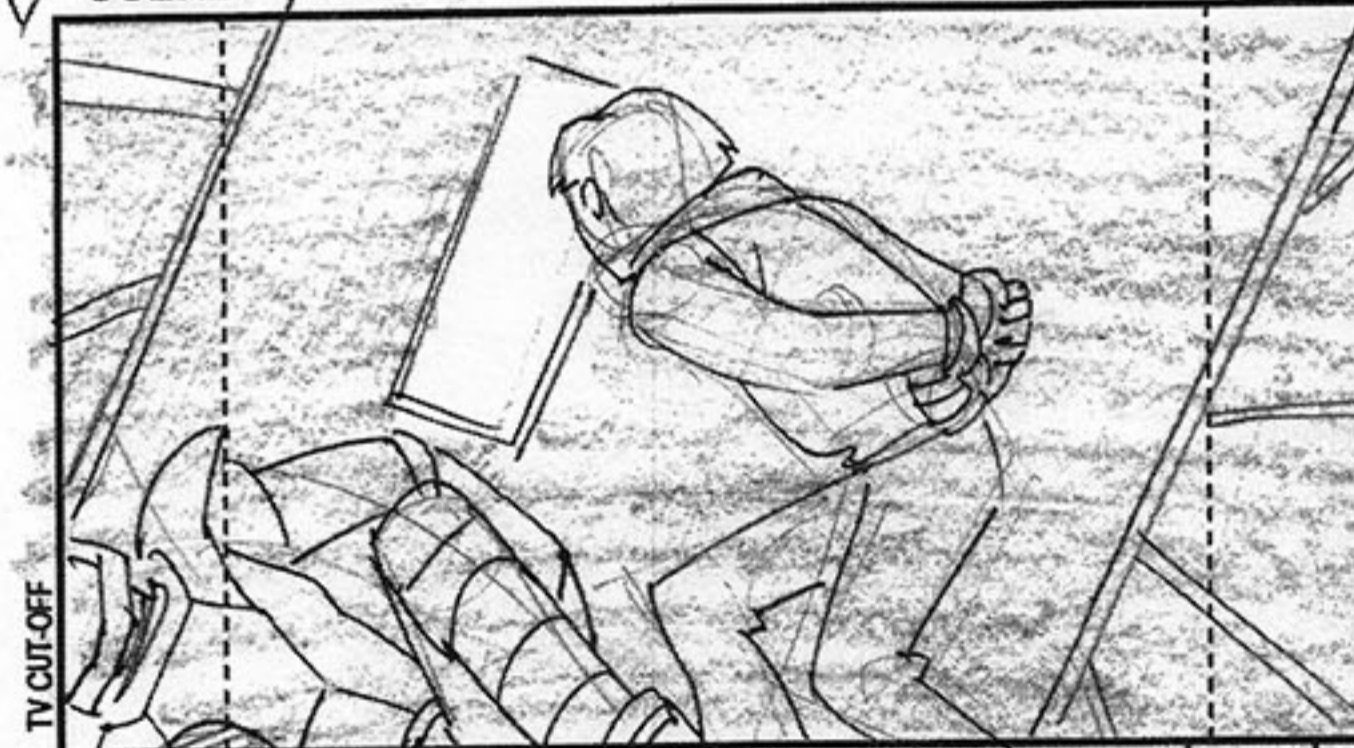
action
 Pan up as Teen rises in back of vehicle

dialog
 Mutant Kid - gasp!

PANEL 2

SCENE A21

BG.



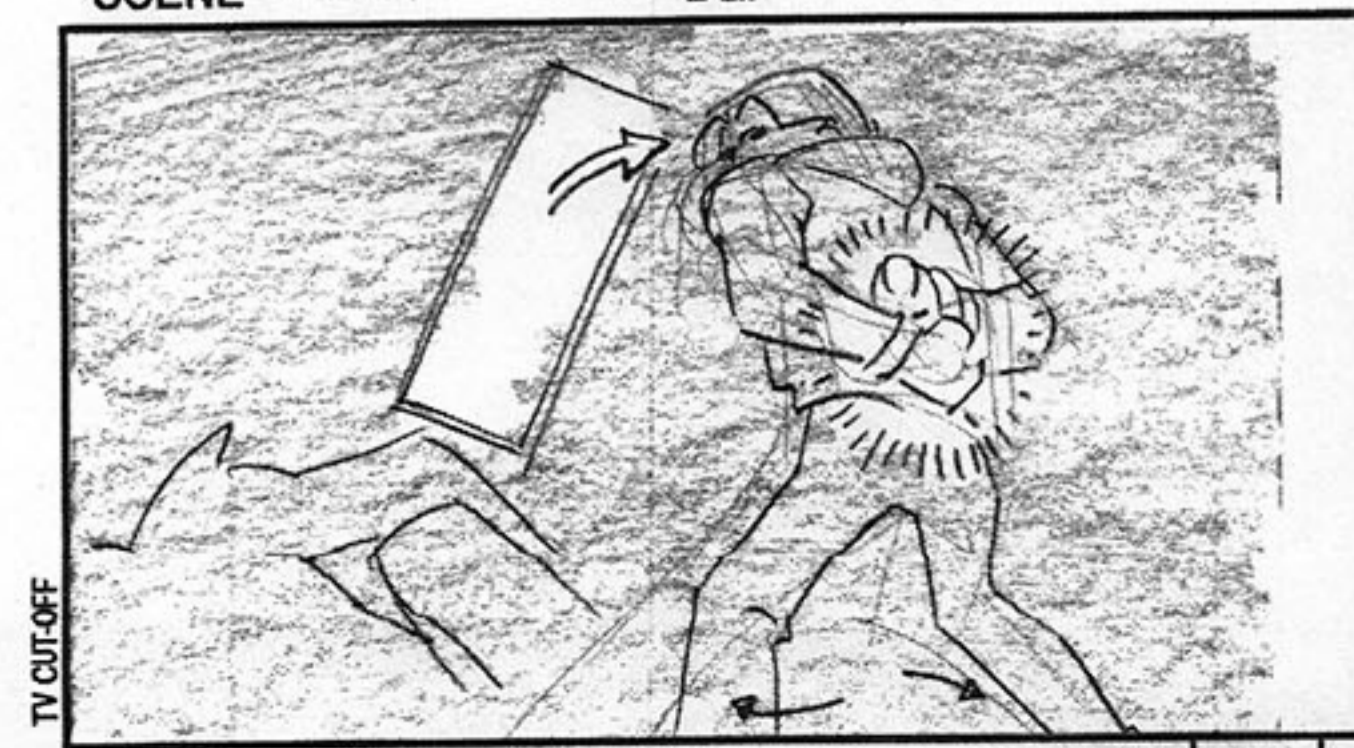
action
 On Teen looking through window

dialog

PANEL 1

SCENE A21

BG.

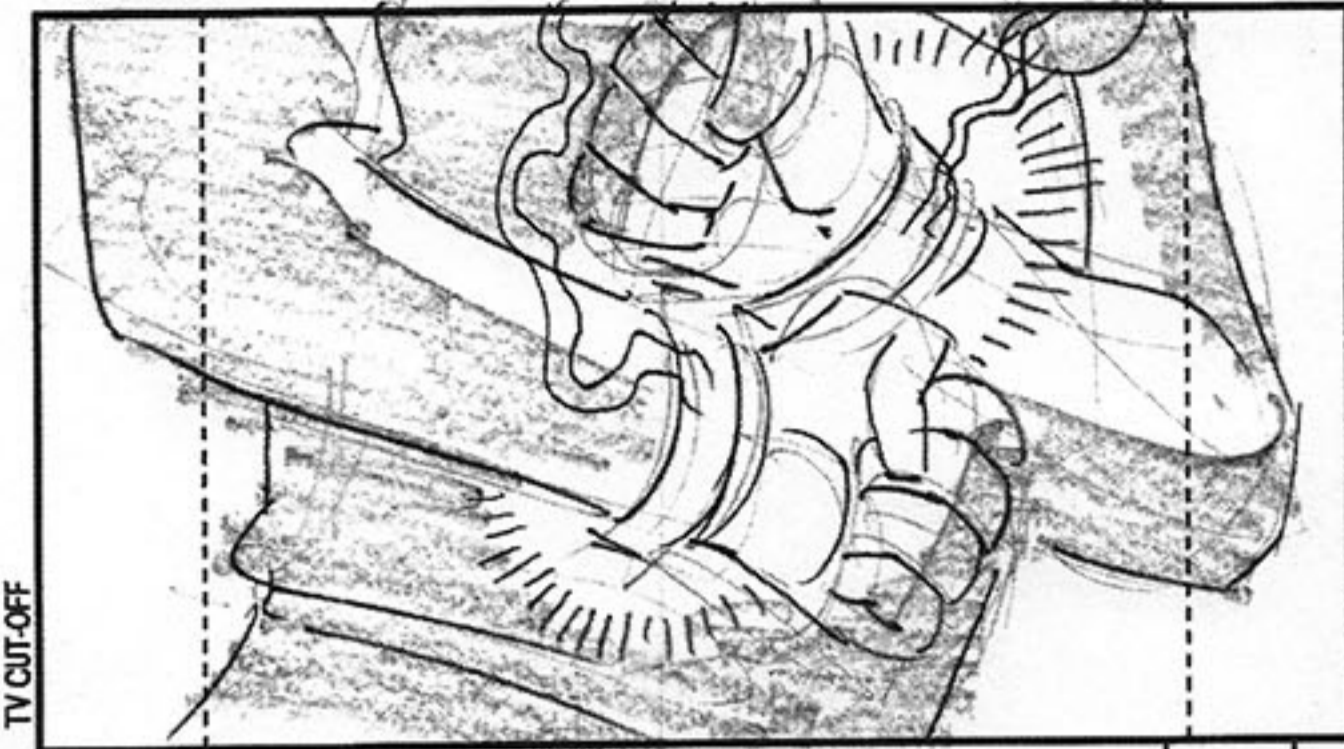


action
 He turns - hands start to glow

dialog

PANEL 2

H/U
SCENE A22



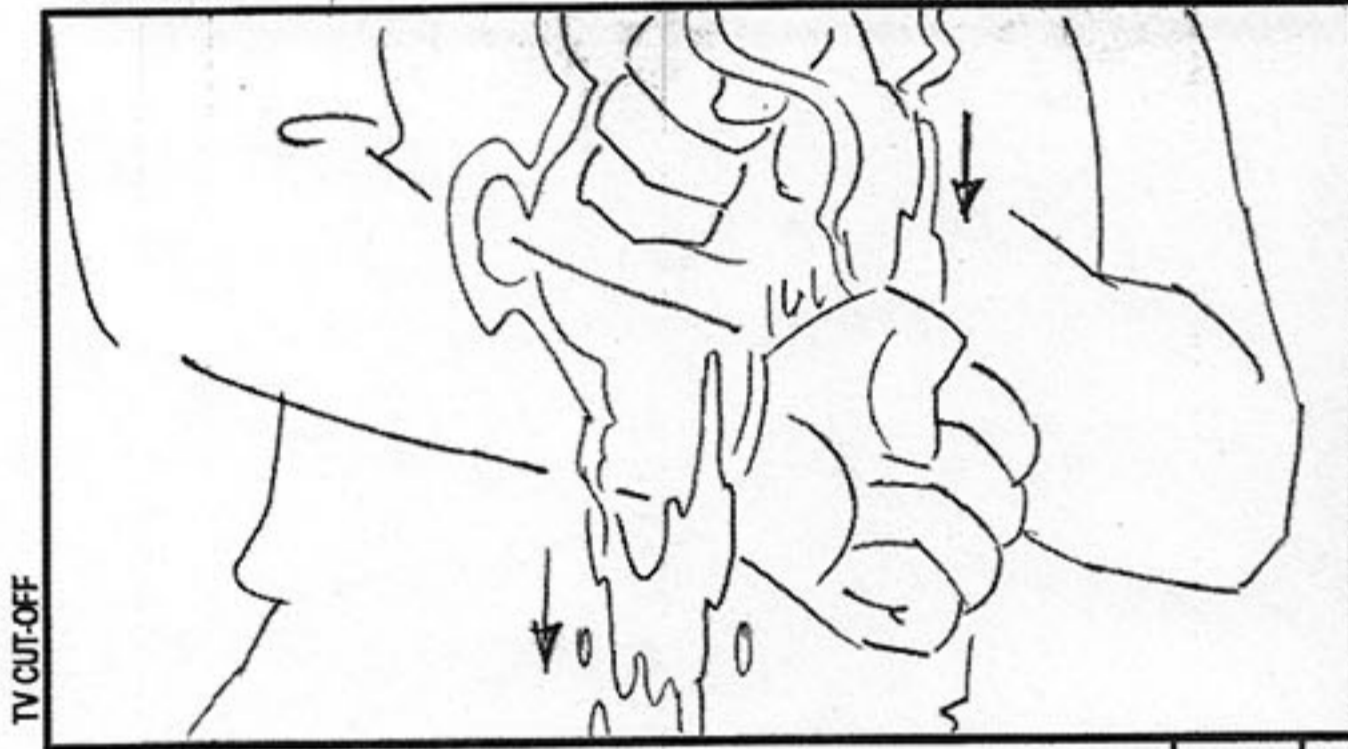
action
Handcuffs glow & smoke

dialog

TV CUT-OFF

TV CUT-OFF PANEL 1

SCENE A22 BG.



action
-then they MELT

dialog

TV CUT-OFF

TV CUT-OFF PANEL 2

SCENE A22 BG.



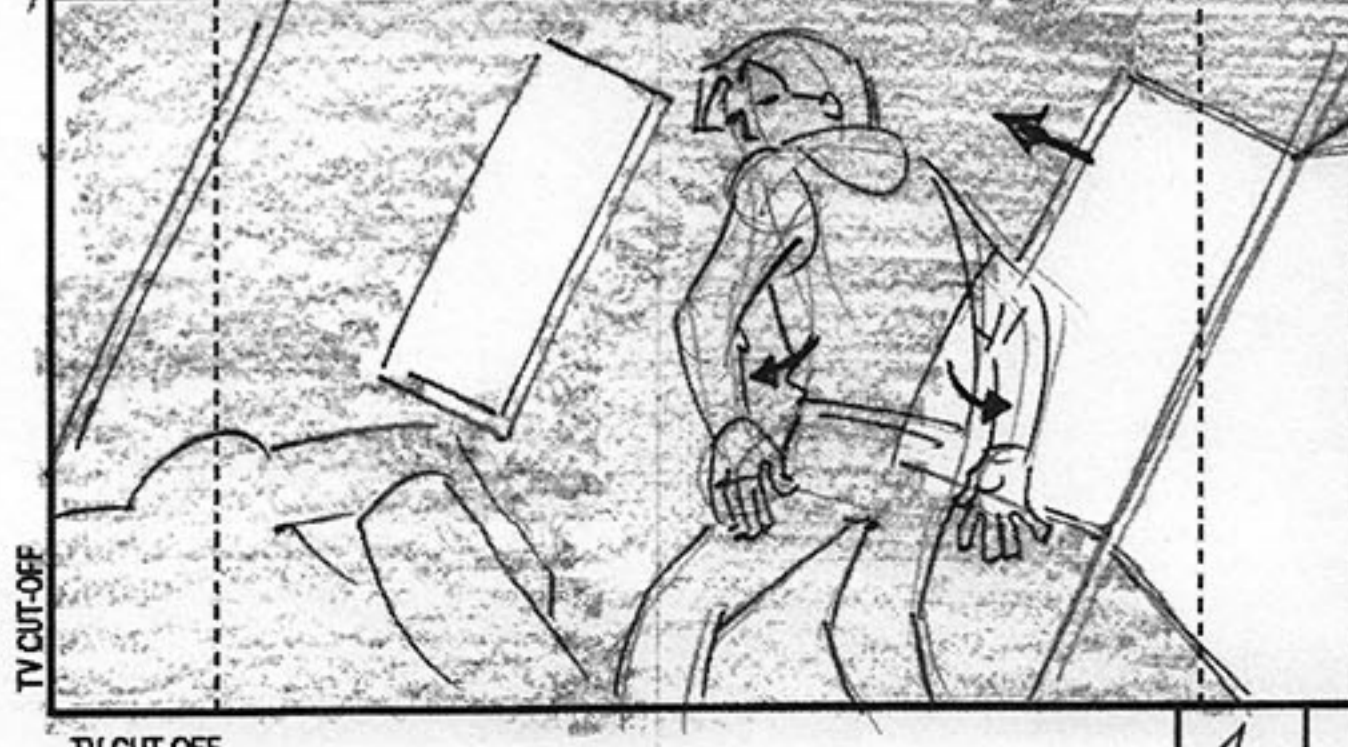
action
-freeing Teen's hands

dialog

TV CUT-OFF

TV CUT-OFF PANEL 3

H/U
SCENE A23 (Match A21) BG.



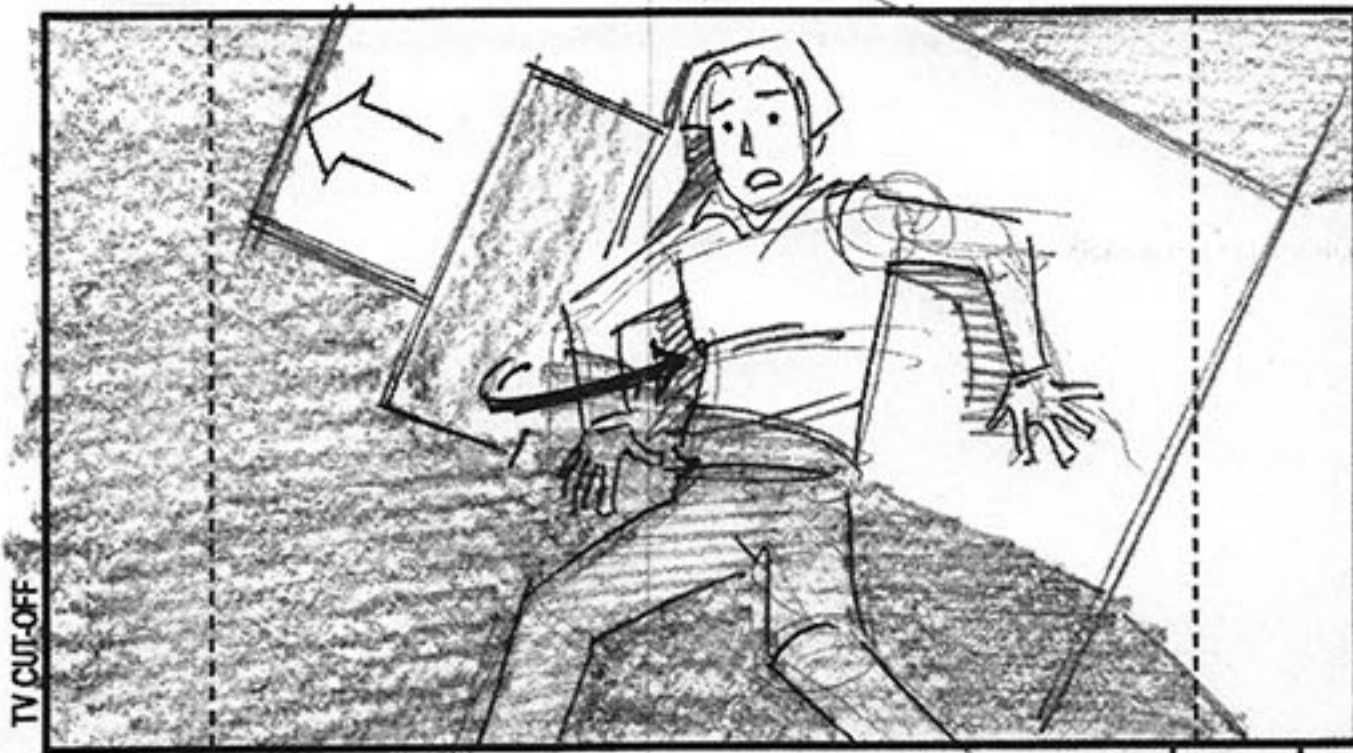
action
Teen reacts as shaft of light slides thru scene

dialog

TV CUT-OFF

TV CUT-OFF PANEL 1

SCENE A23 BG.



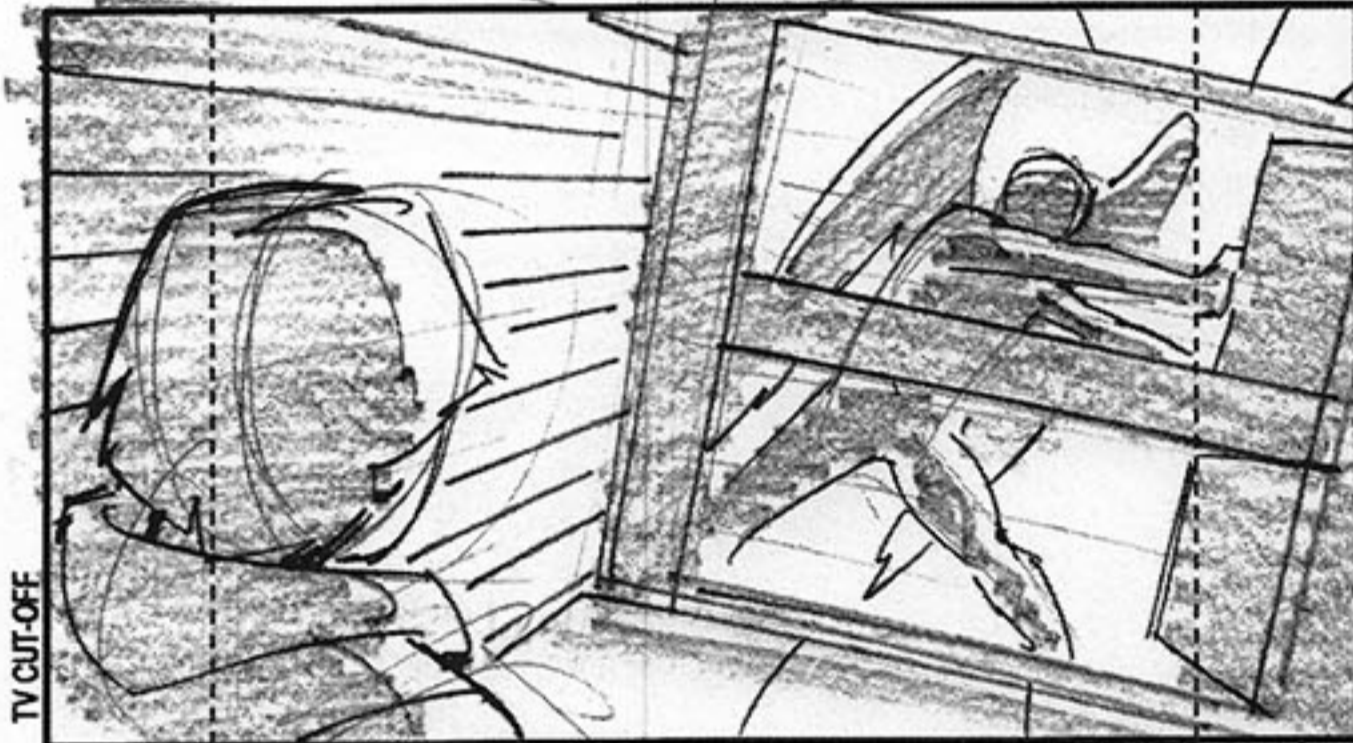
action

He flattens against the wall, scared

dialog

TV CUT-OFF TV CUT-OFF H/D SCENE A24 PANEL 2

SCENE A24 BG.



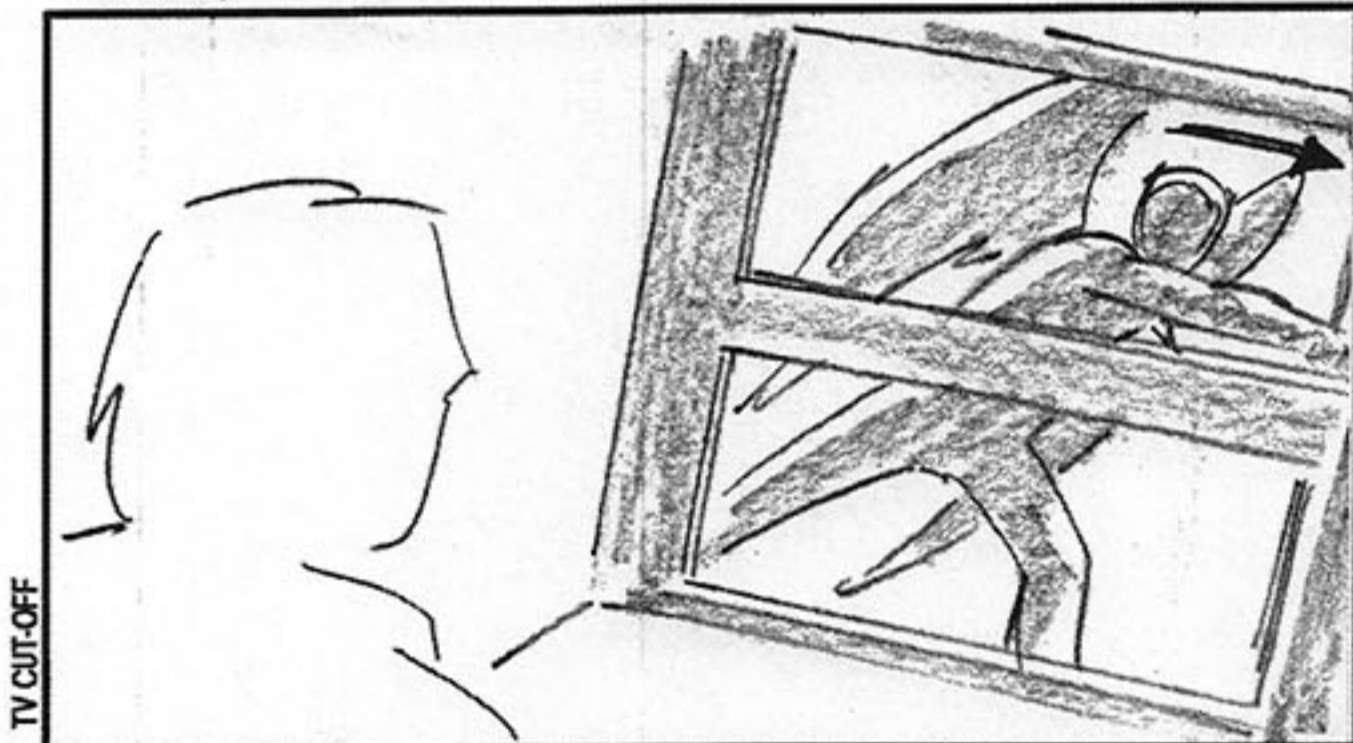
action

Angel (in silo) finishes pushing doors open

dialog

TV CUT-OFF TV CUT-OFF PANEL 1

SCENE A24 BG.



action

Continued

dialog

(5) ANGEL:
Are you all right?

TV CUT-OFF TV CUT-OFF H/D SCENE A25 PANEL 2

SCENE A25 BG.



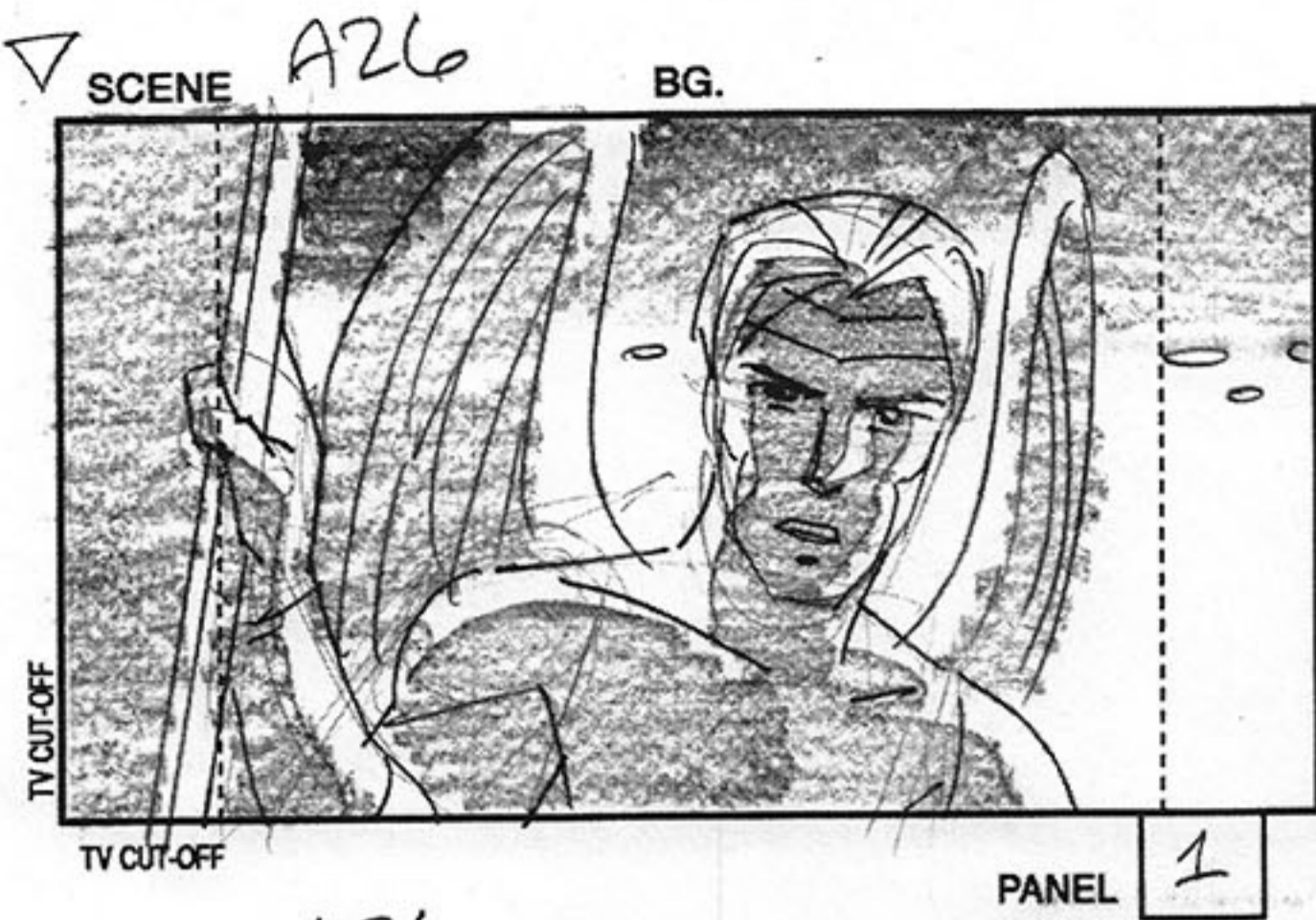
action

On Teen, relieved

dialog

(6) TEEN: Yeah.

TV CUT-OFF TV CUT-OFF PANEL 1

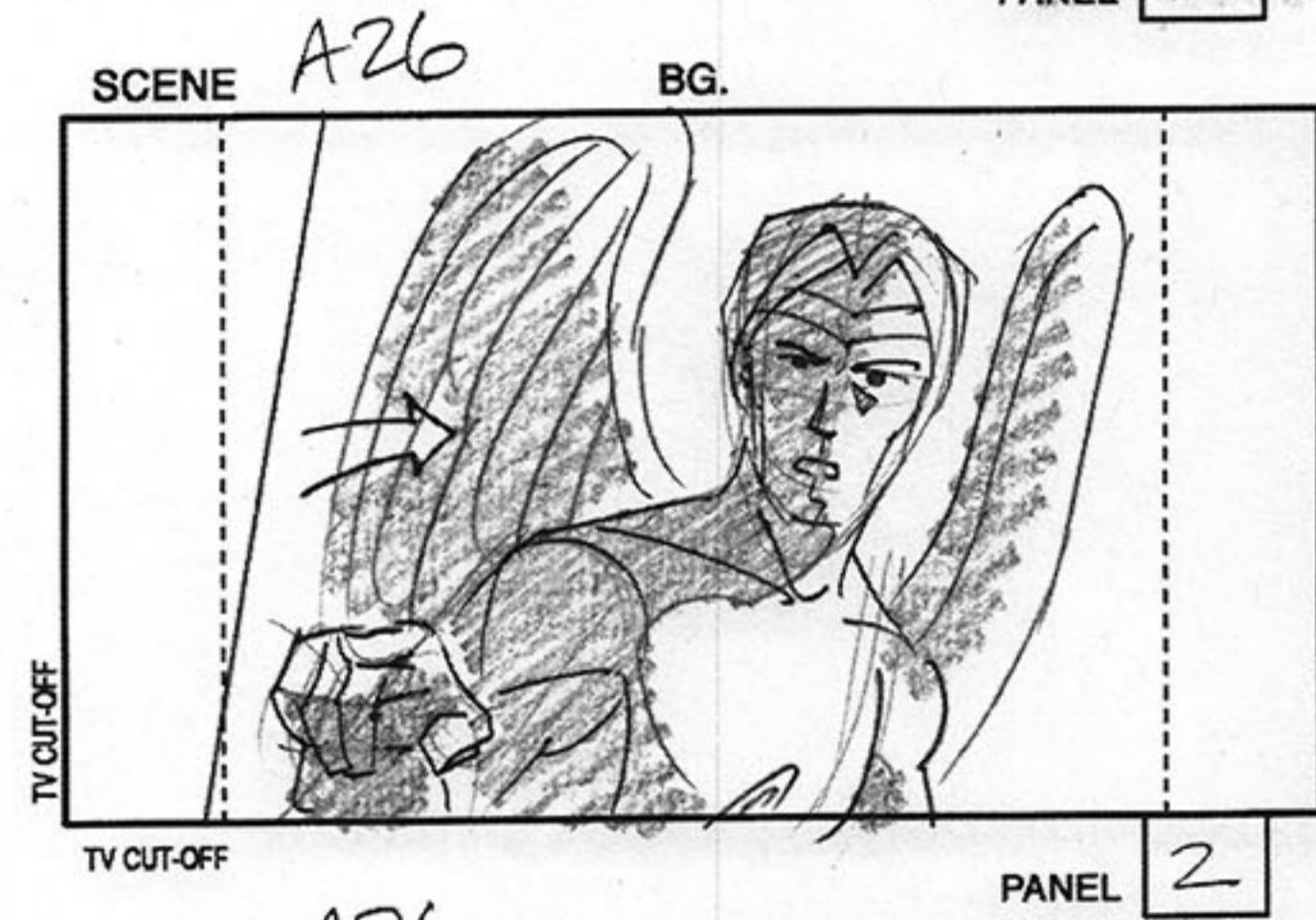


action

Close on Angel
(street lights in BG)

dialog

⑦ ANGEL: I suggest
you find a place to hide.

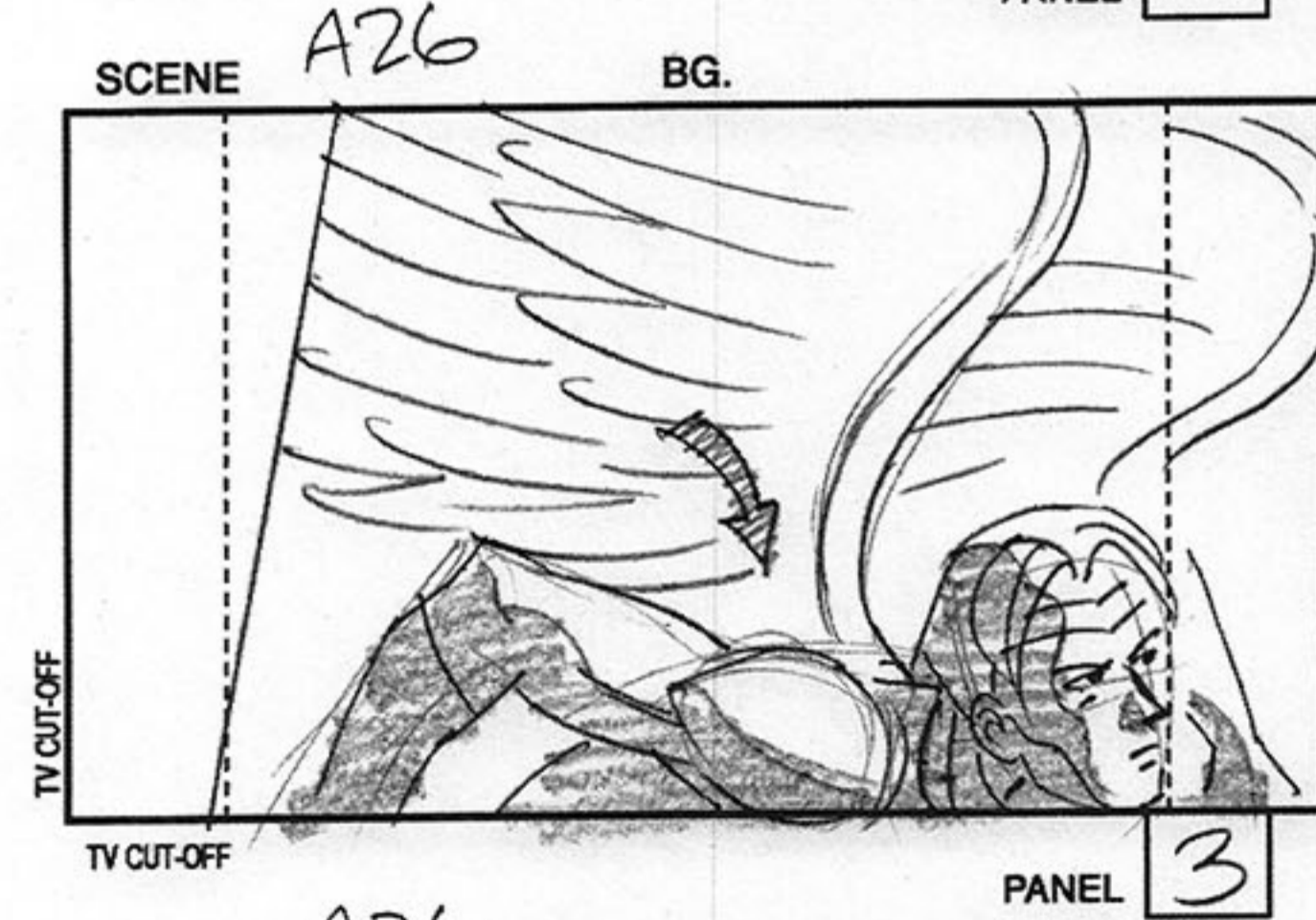


action

He steps back

dialog

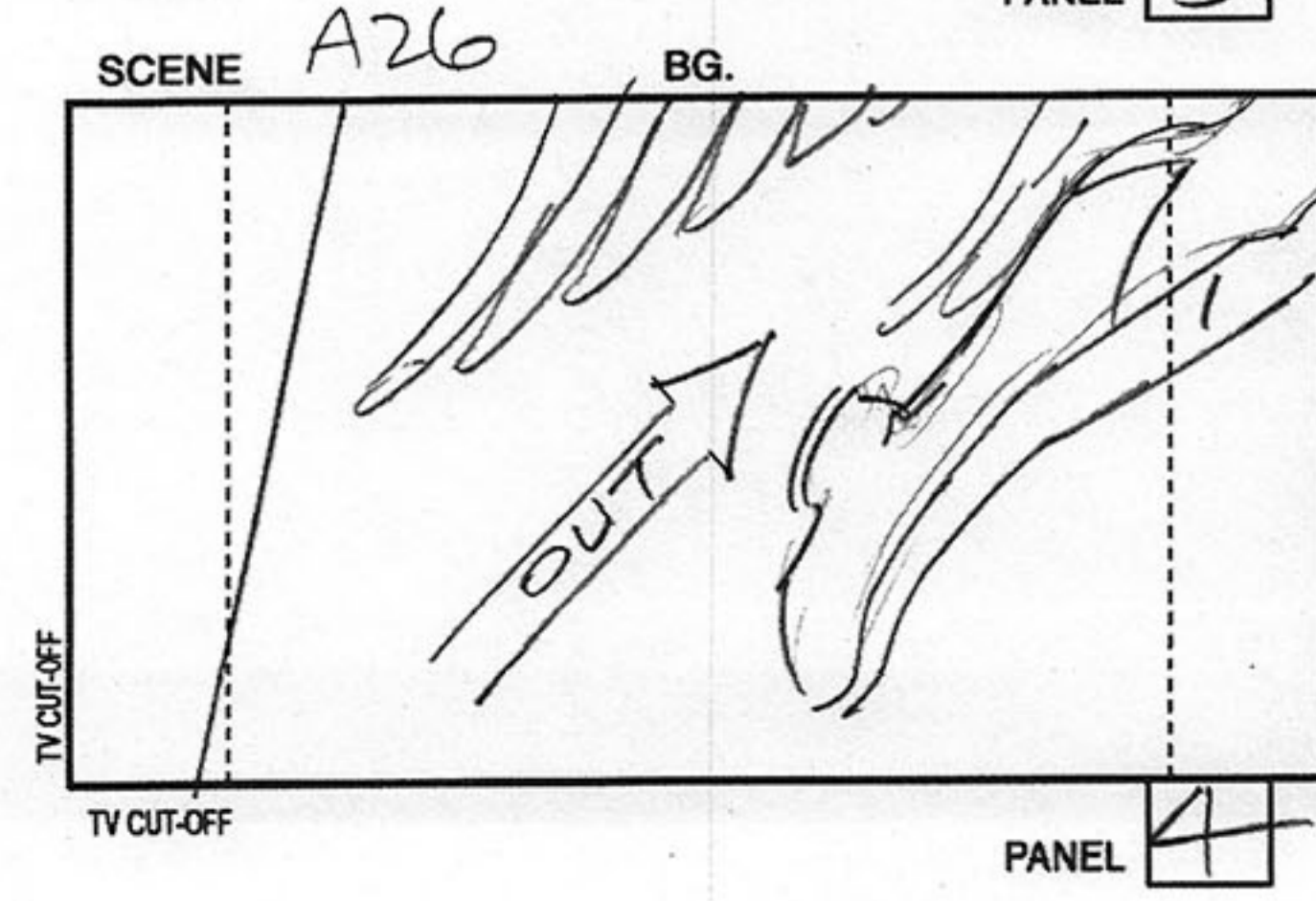
Leave the city if
you must, understand?



action

Antics down-

dialog

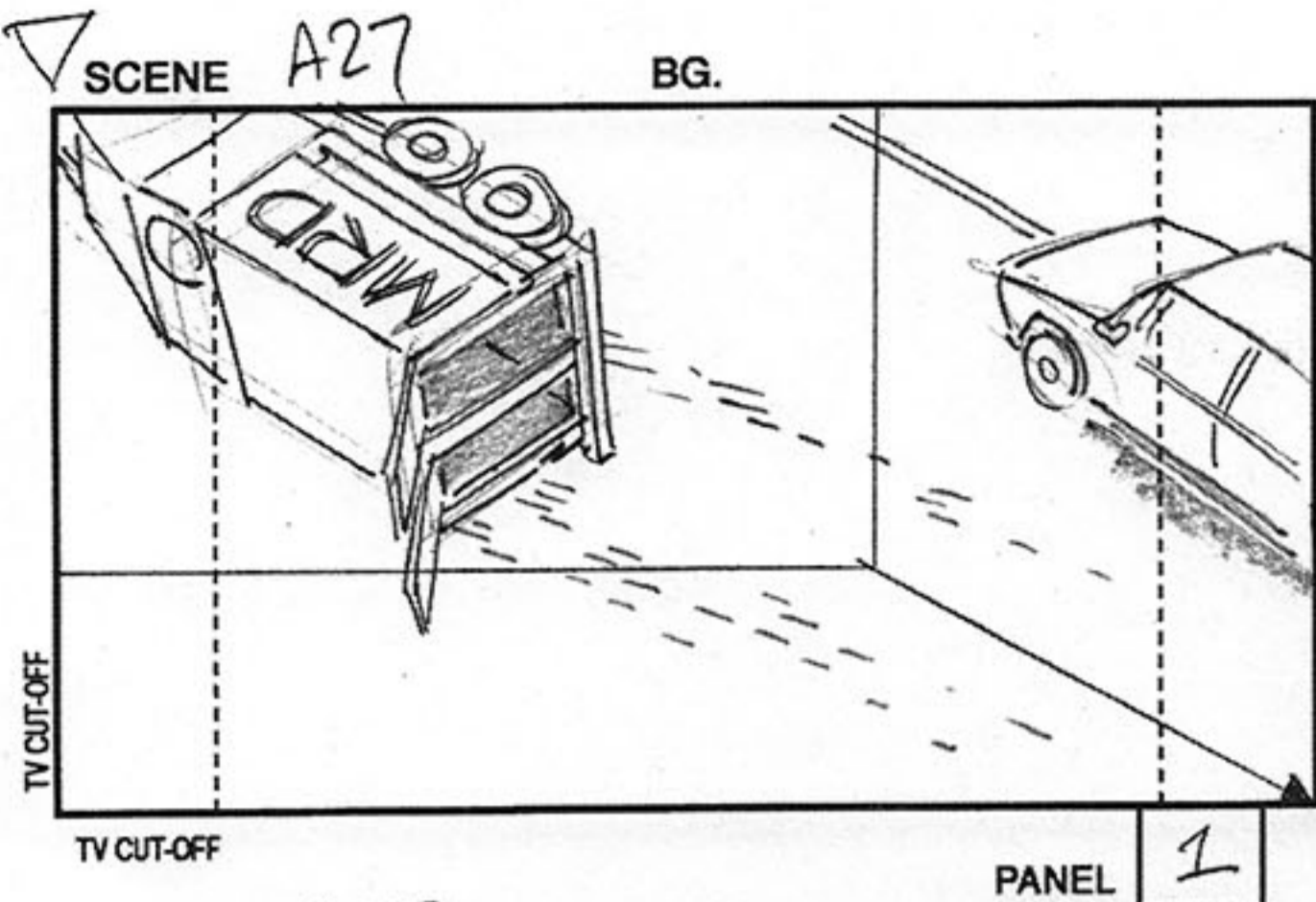


action

-and launches OS

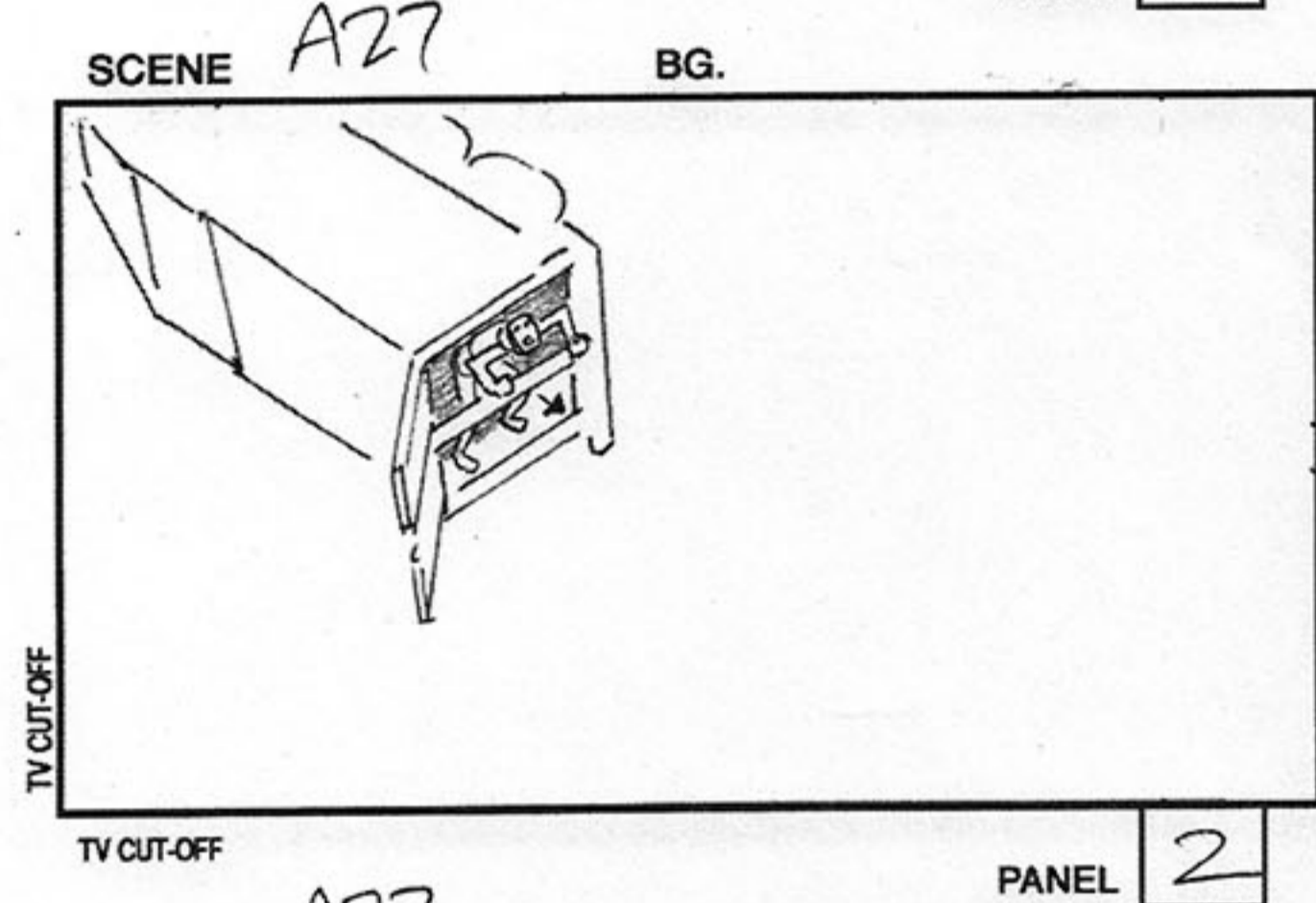
dialog

Ep #: WX



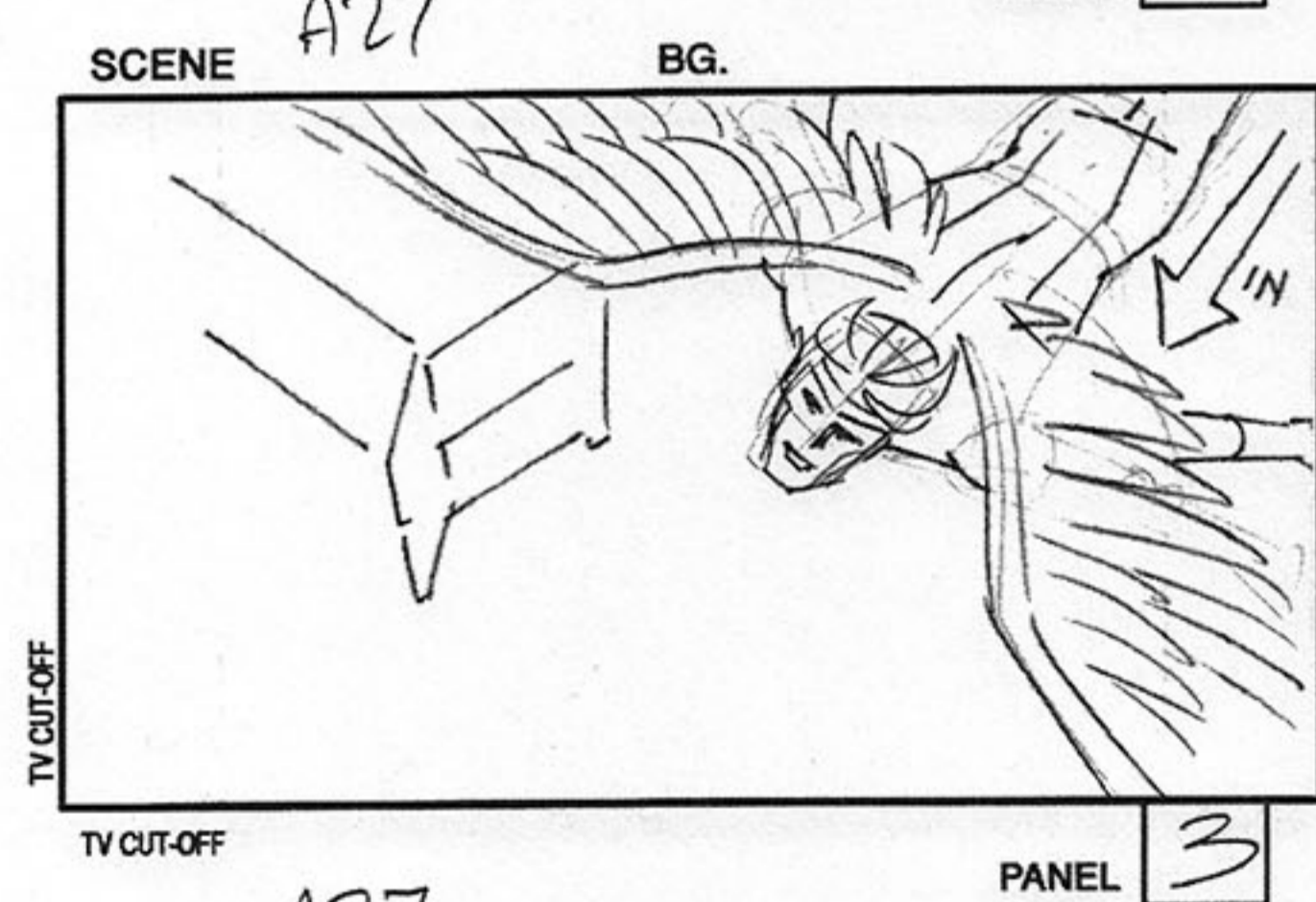
action
Truck out from MRD vehicle

dialog



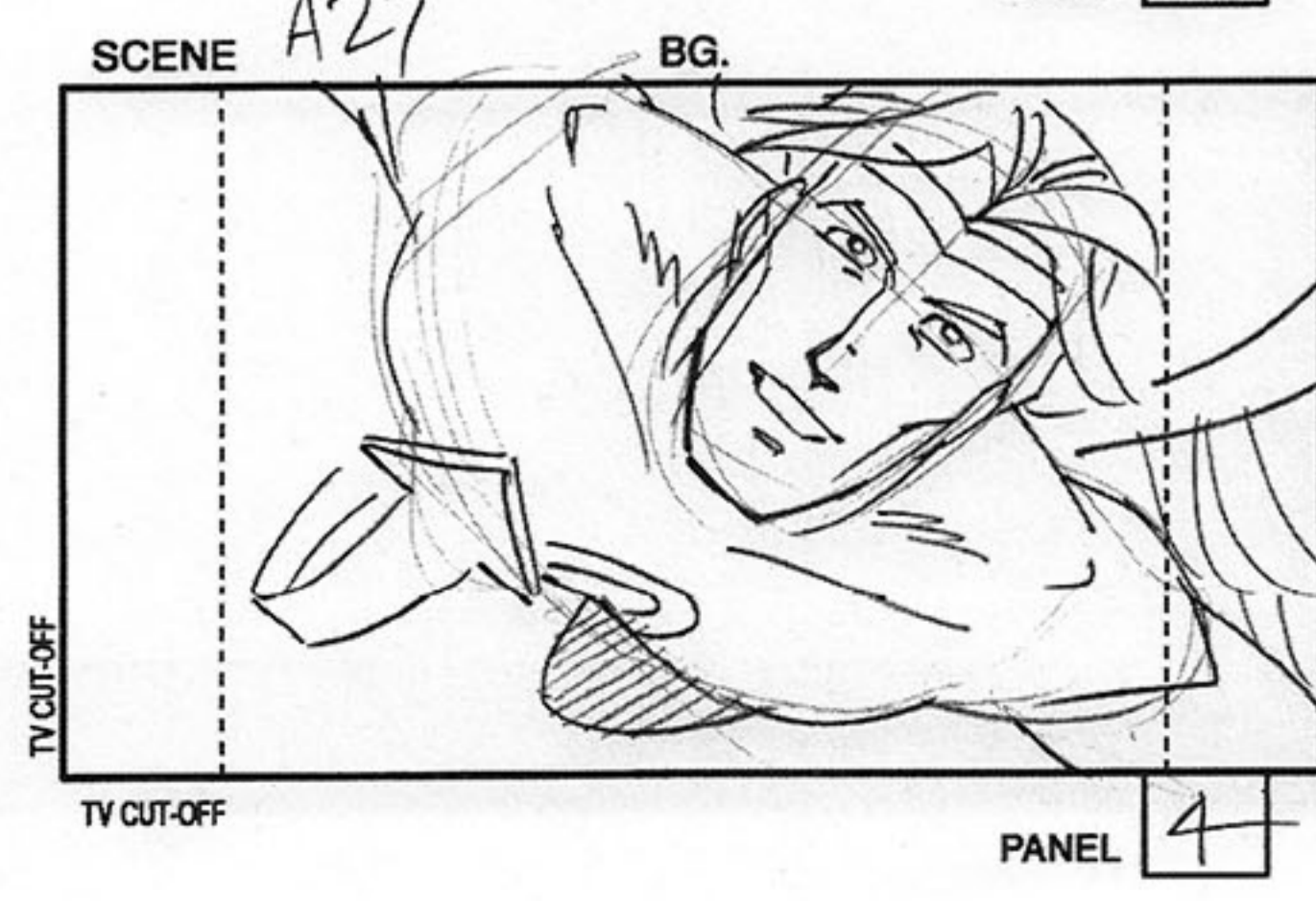
action
Teen moves into open doorway

dialog
⑧ TEEN:
Who are you?



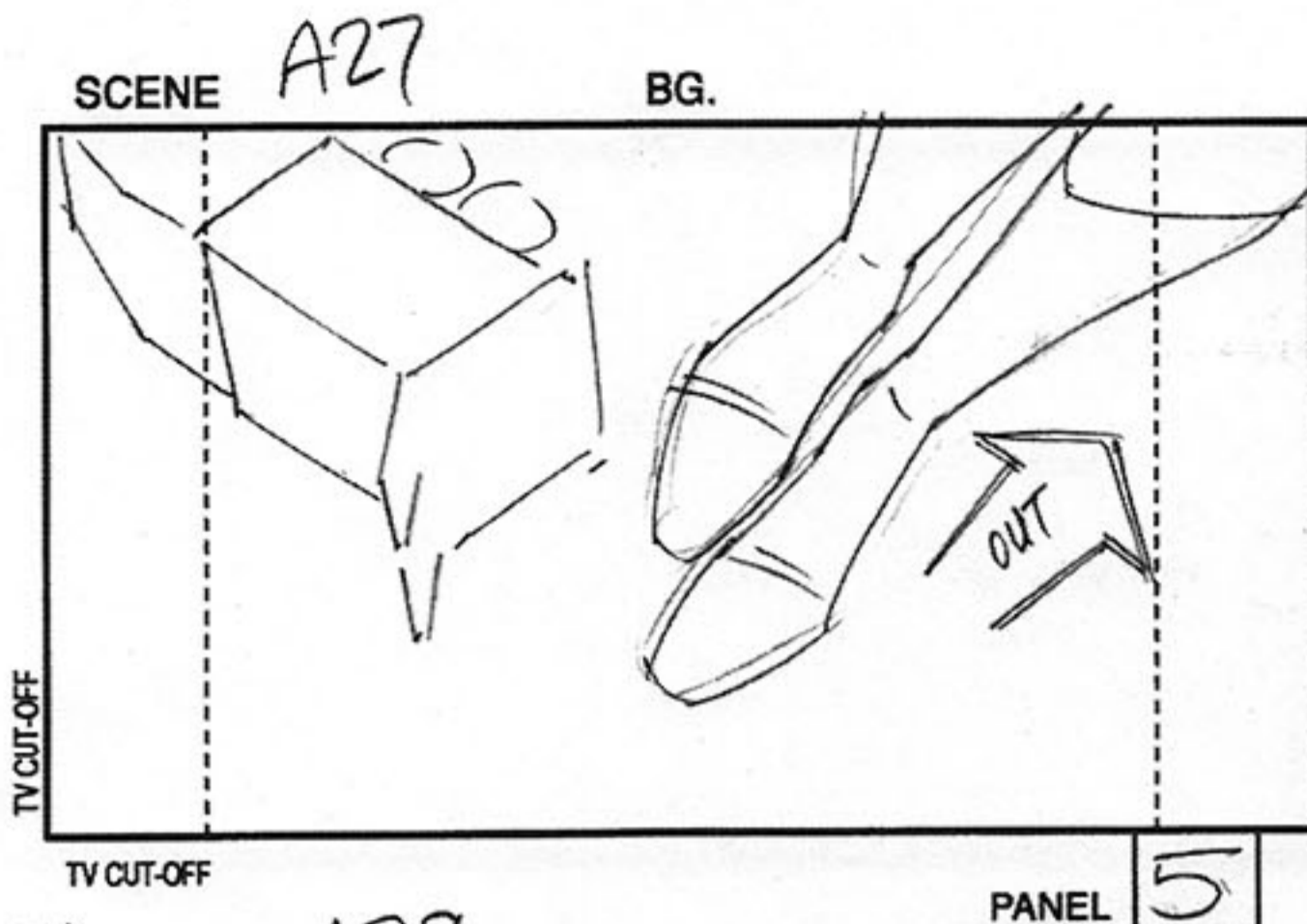
action
Angel IN

dialog



action
Ares toward cam,
smiling

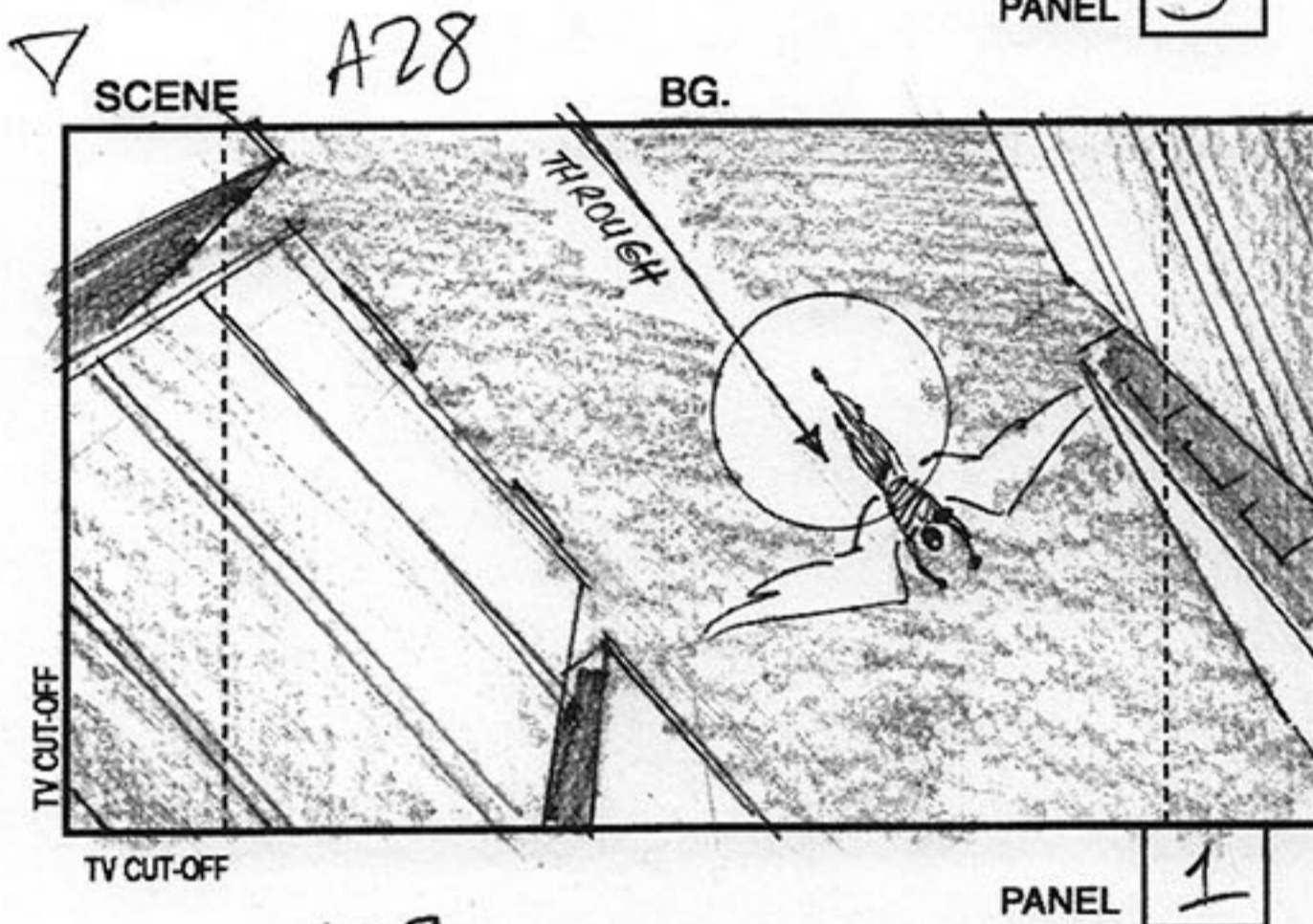
dialog



action

He flies up / OS

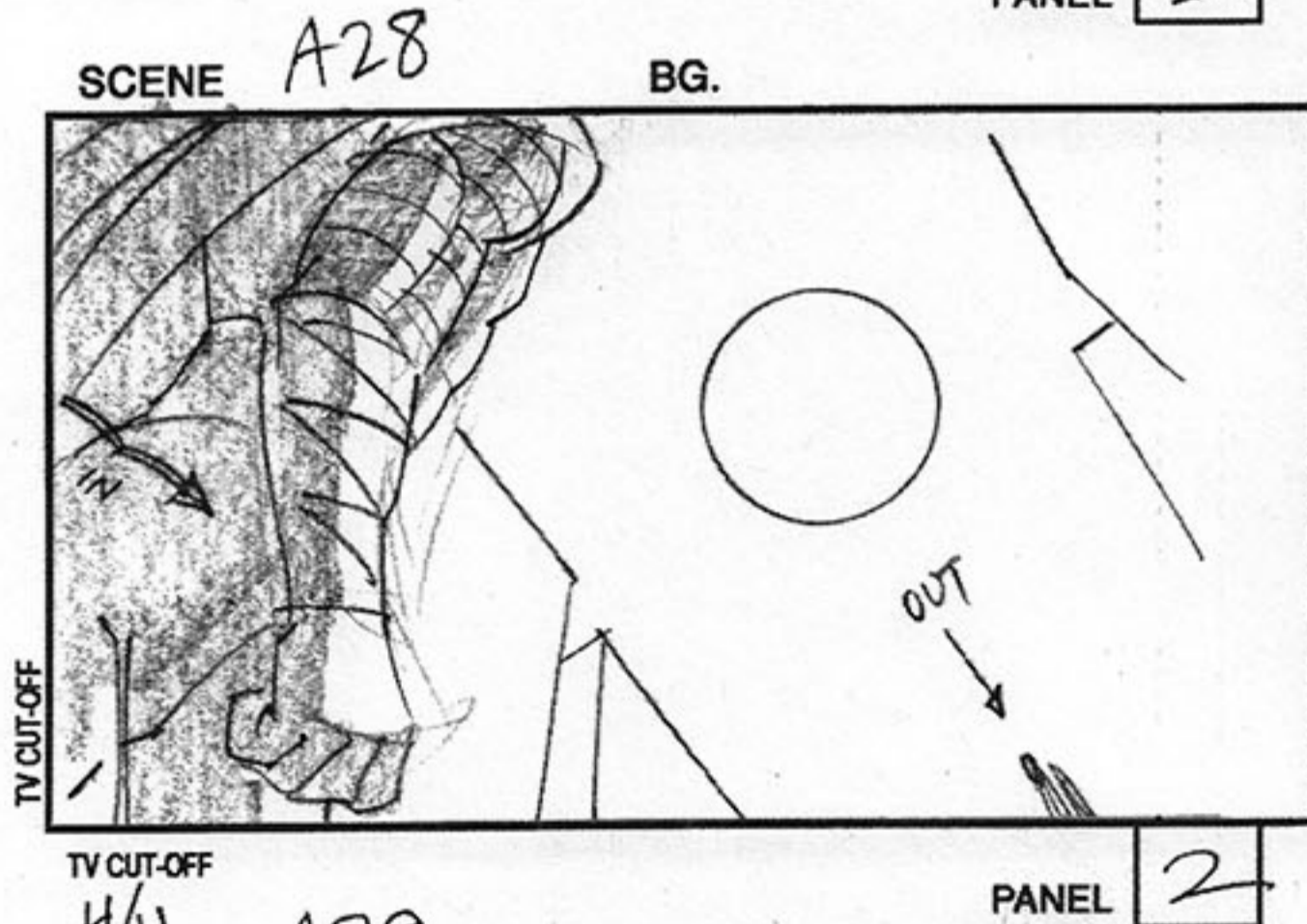
dialog



action

Angel zooms past
MOON in silo

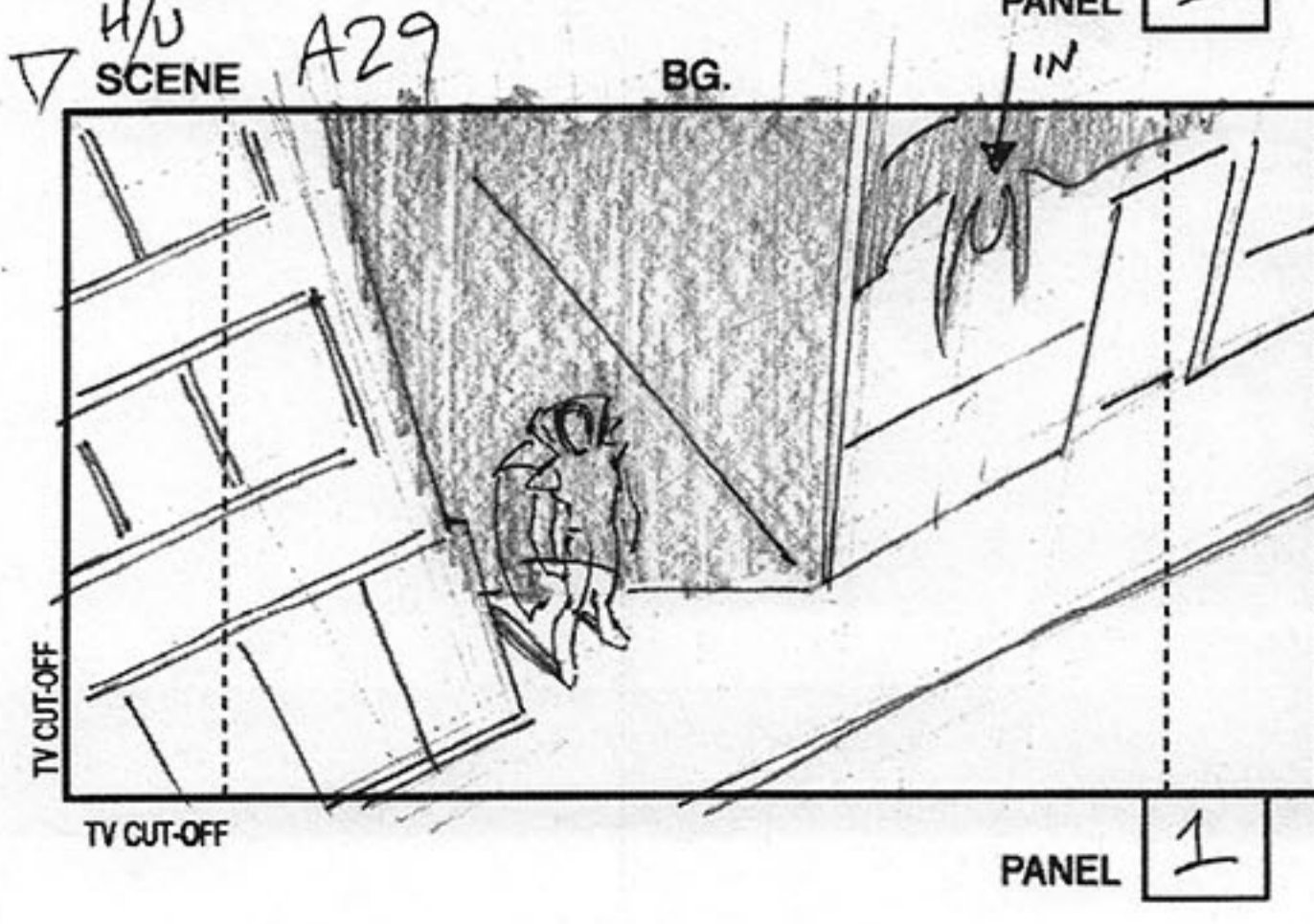
dialog



action

SINISTER steps into
FG

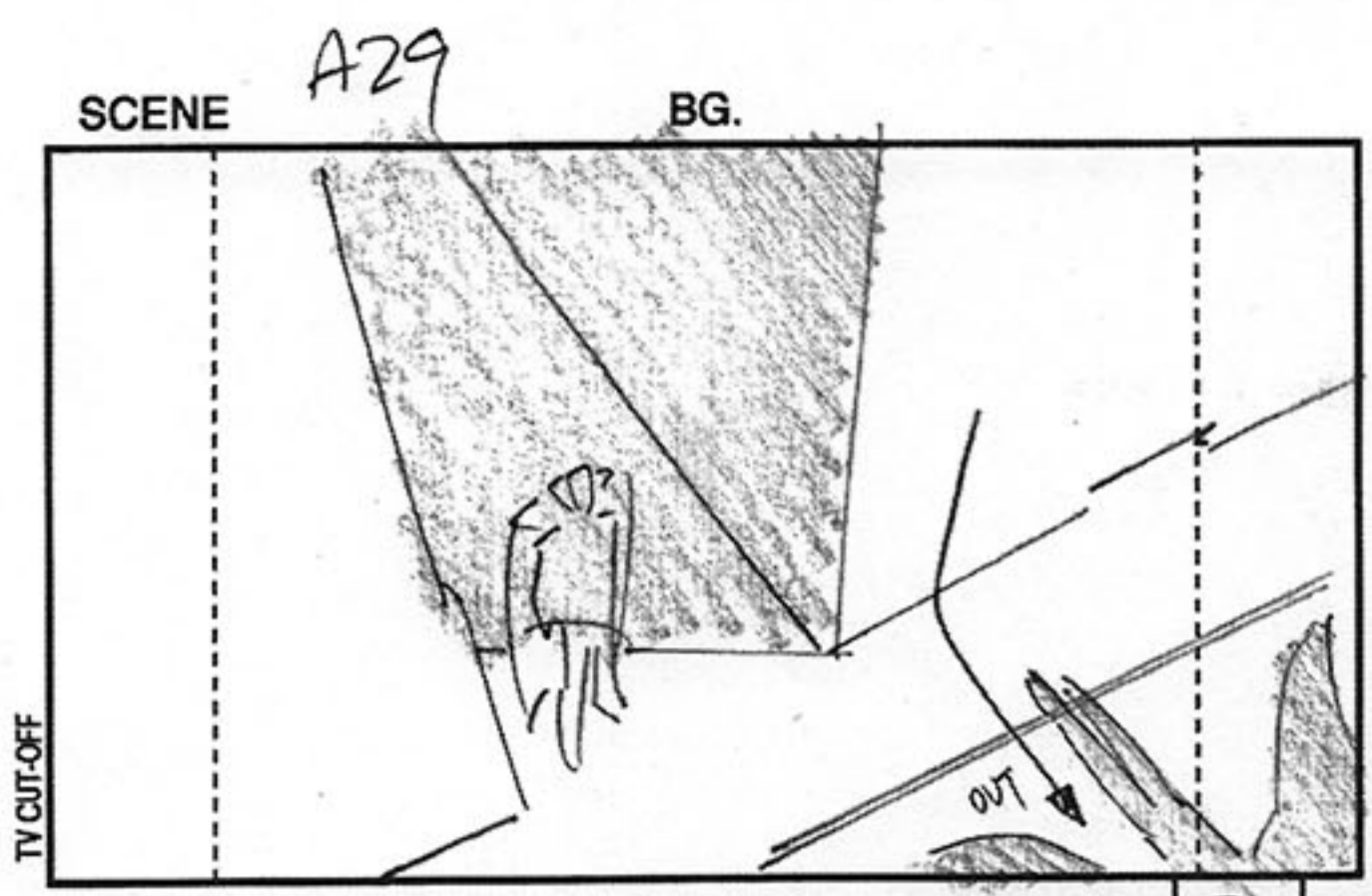
dialog



action

Sinister stands in
alley - Angel's DX
shadow shoots thru scene

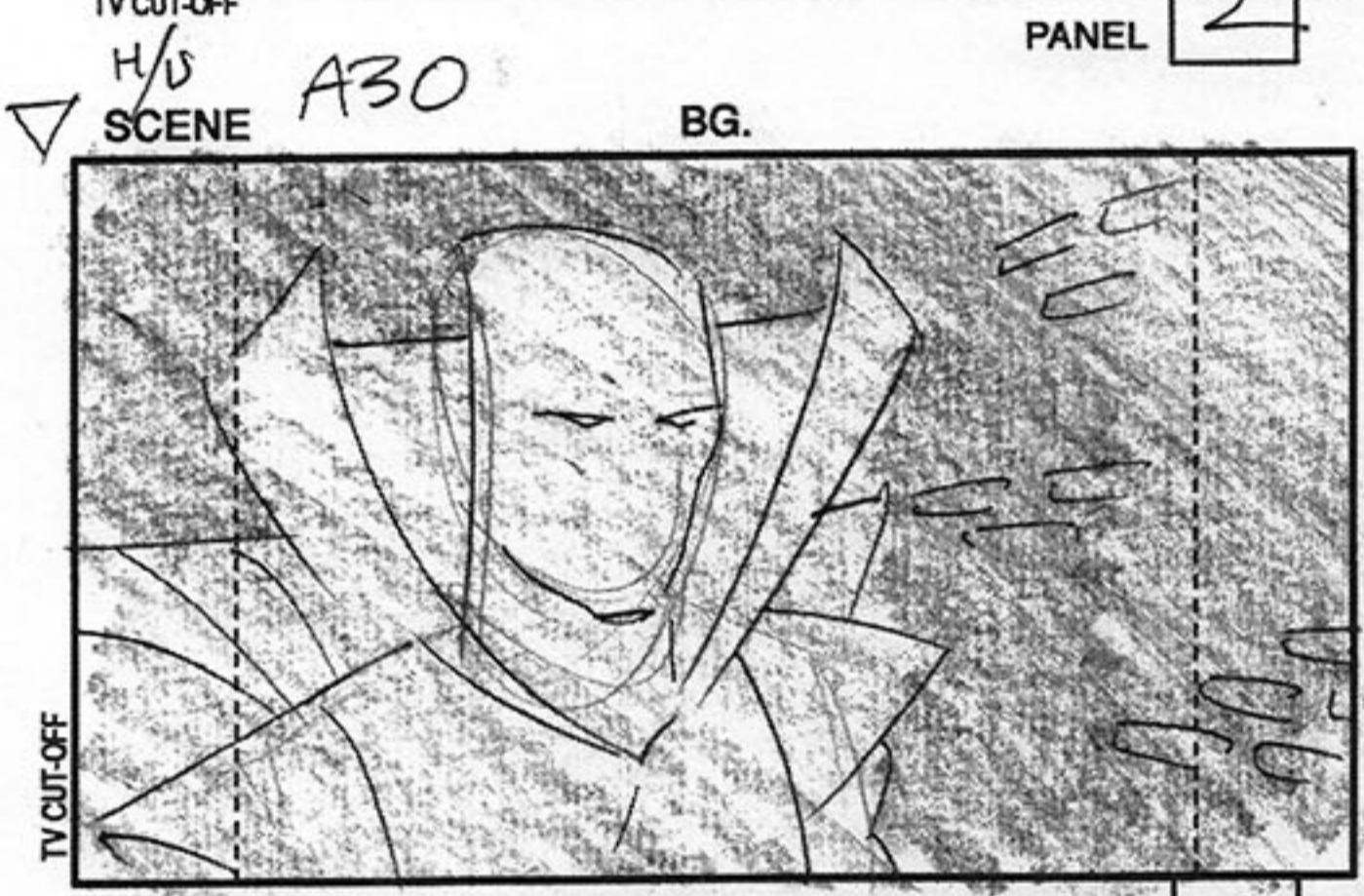
dialog



action
- and OS

dialog

PANEL 2



action
Closer on Sinister

dialog

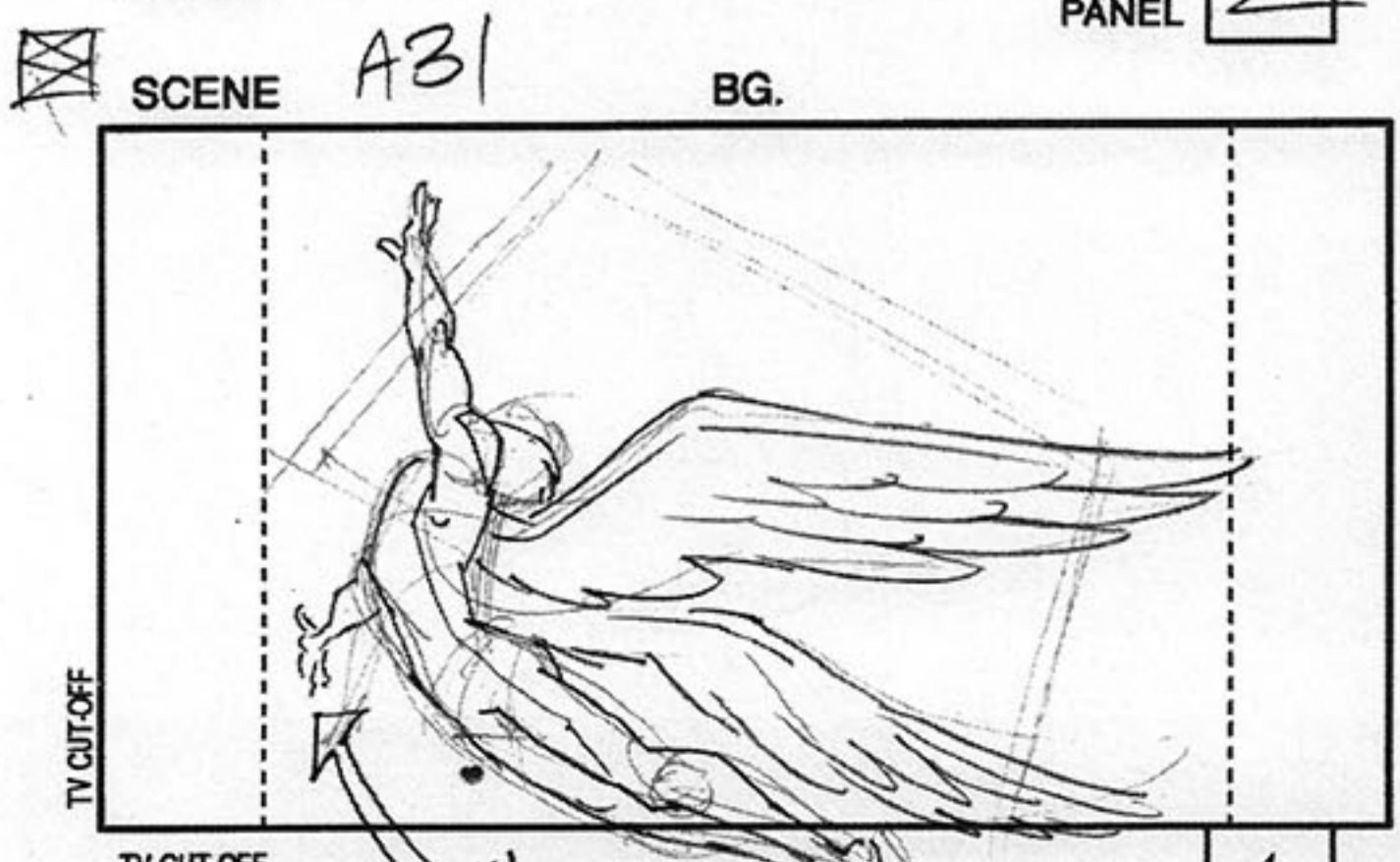
PANEL 1



action
He steps forward

dialog
⑨ SINISTER: My Angel...

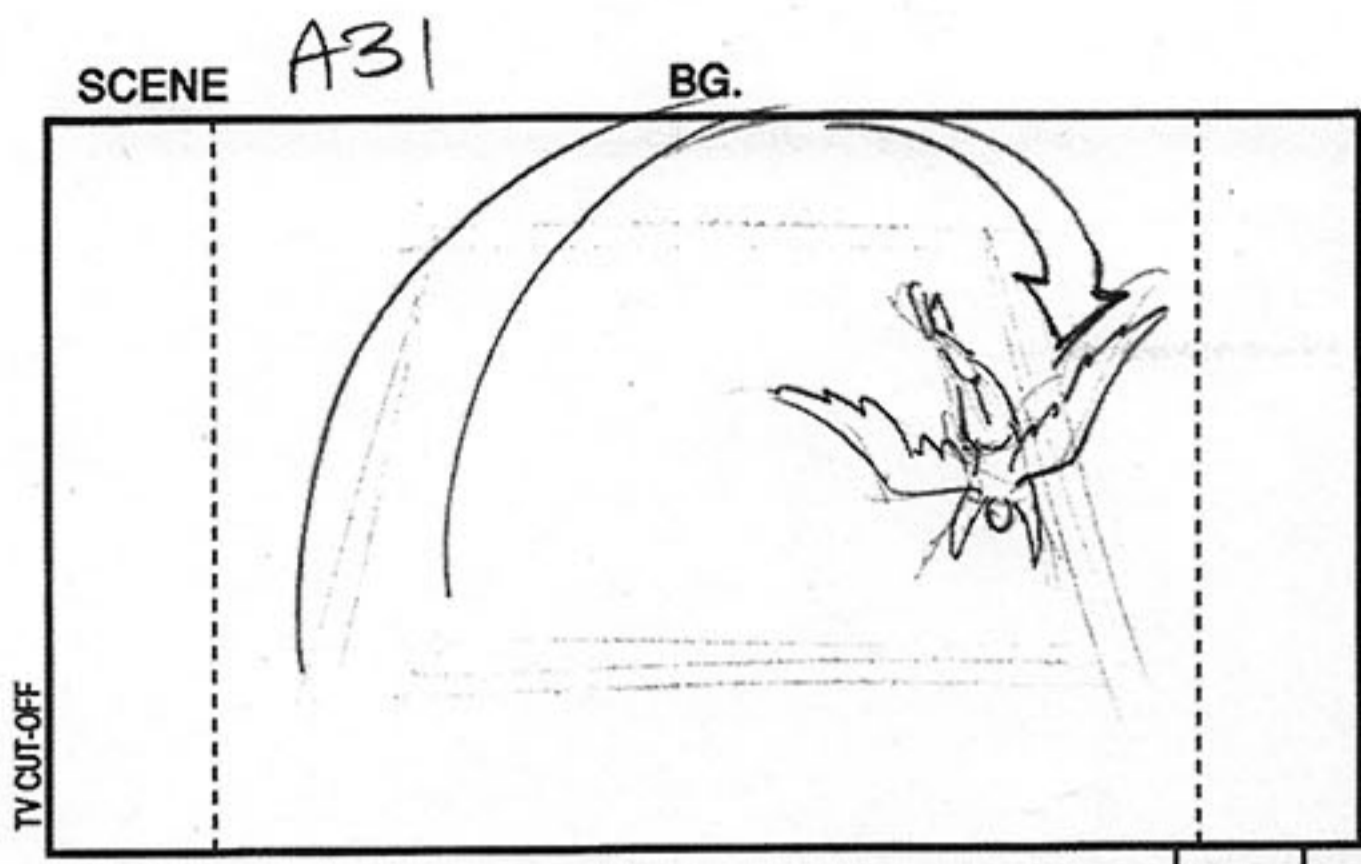
PANEL 2



action
Angel flies IN over Worthington mansion

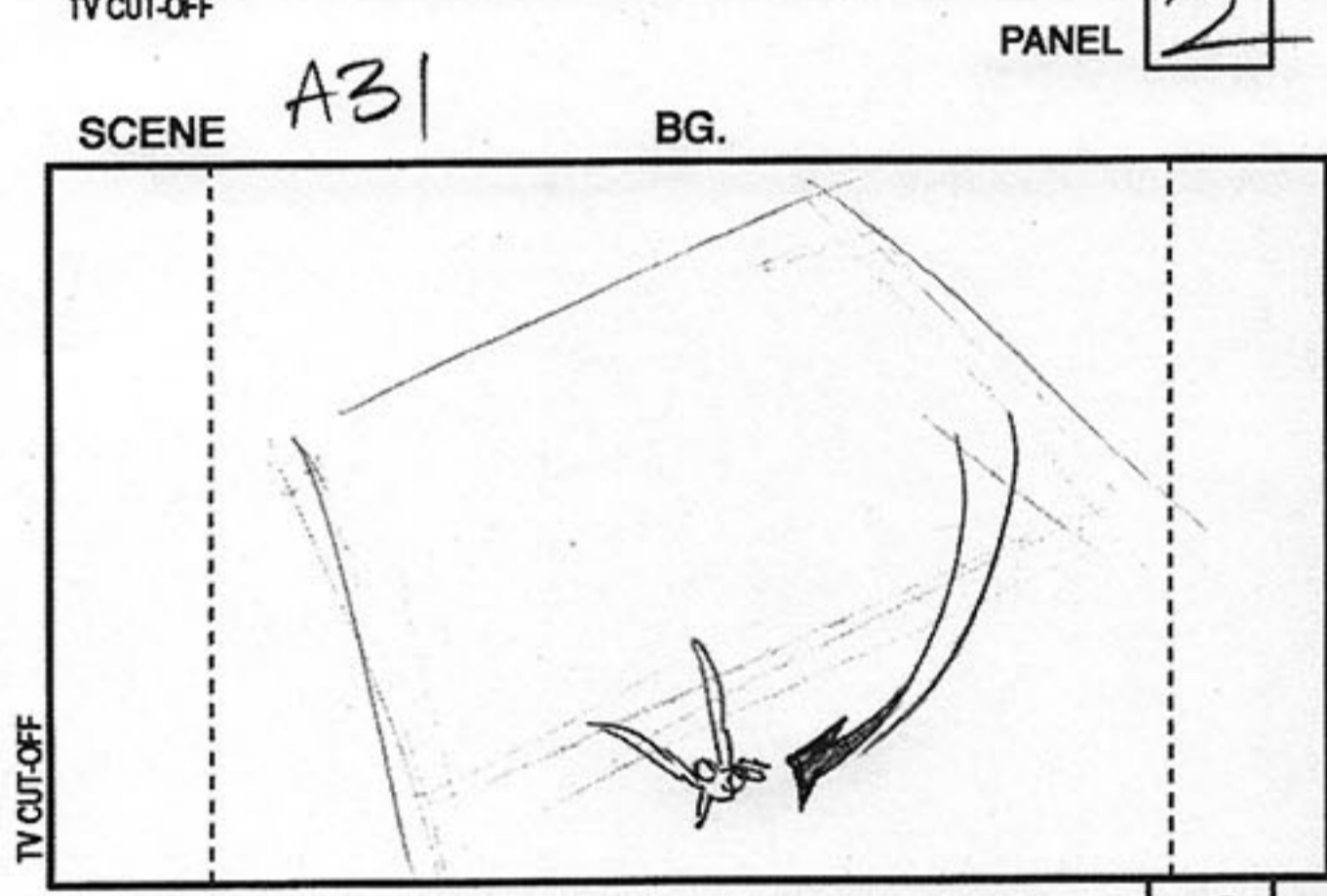
dialog

PANEL 1



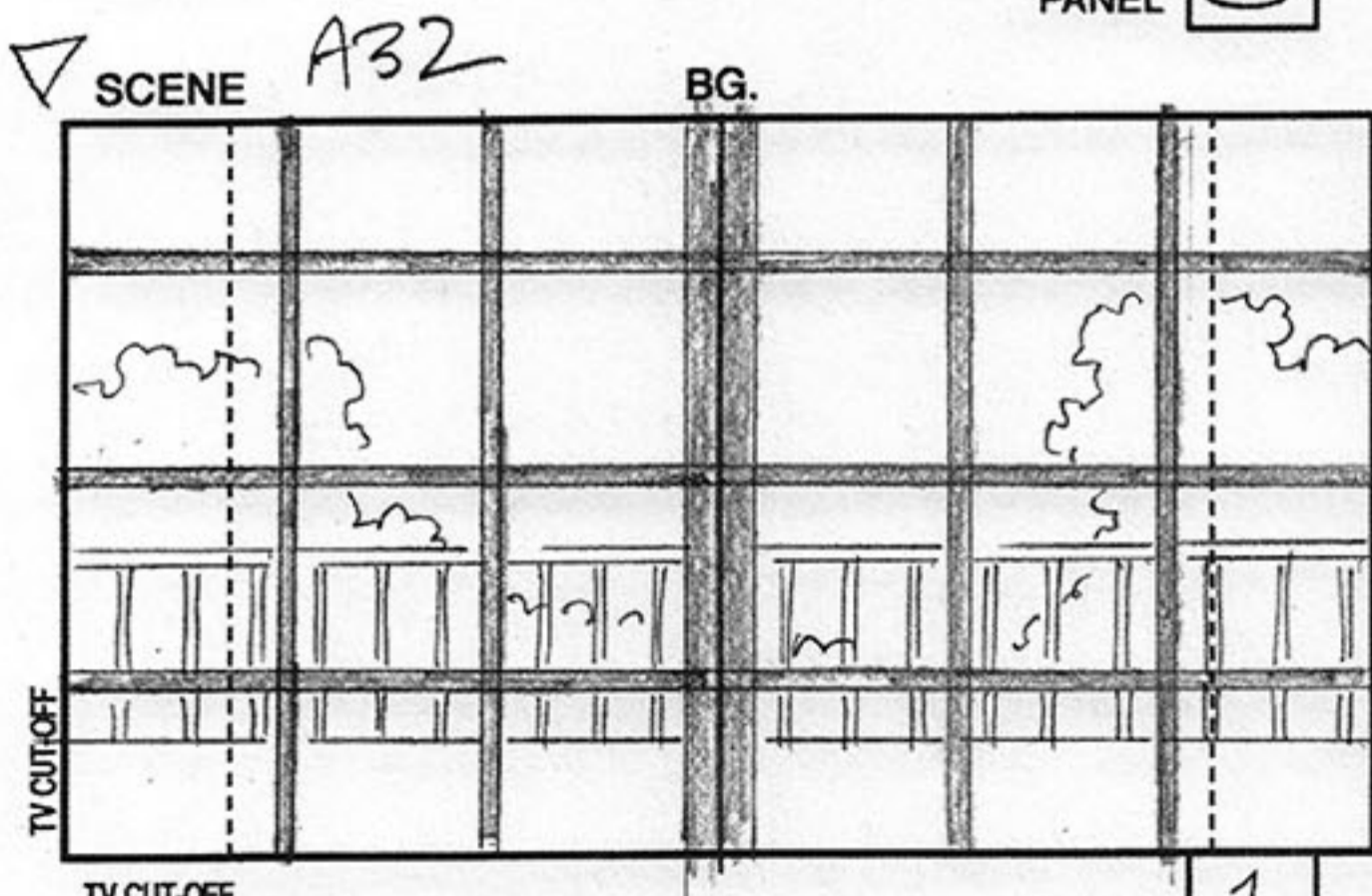
action
He spirals down as BG rotates

dialog



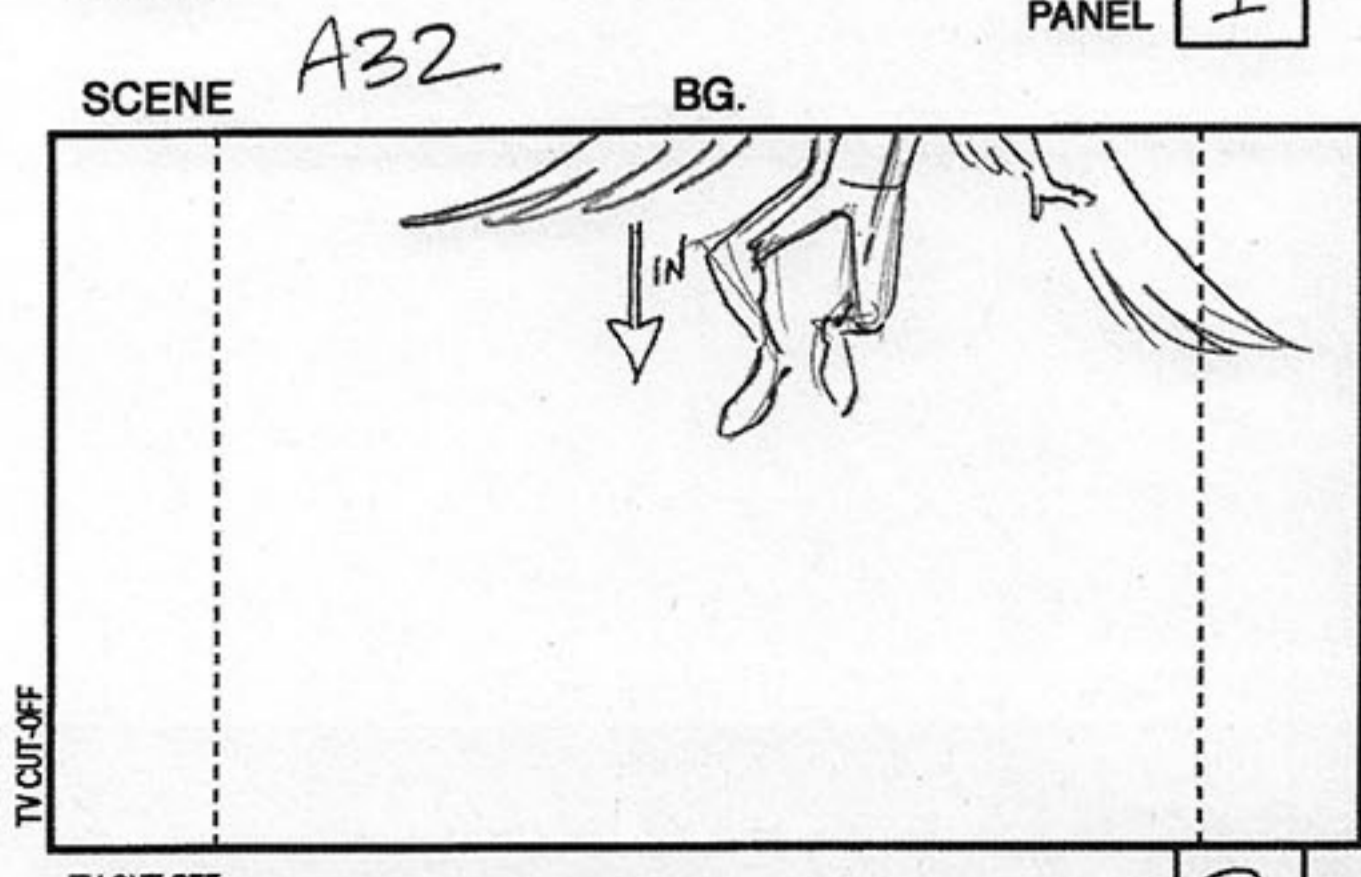
action
Continued

dialog



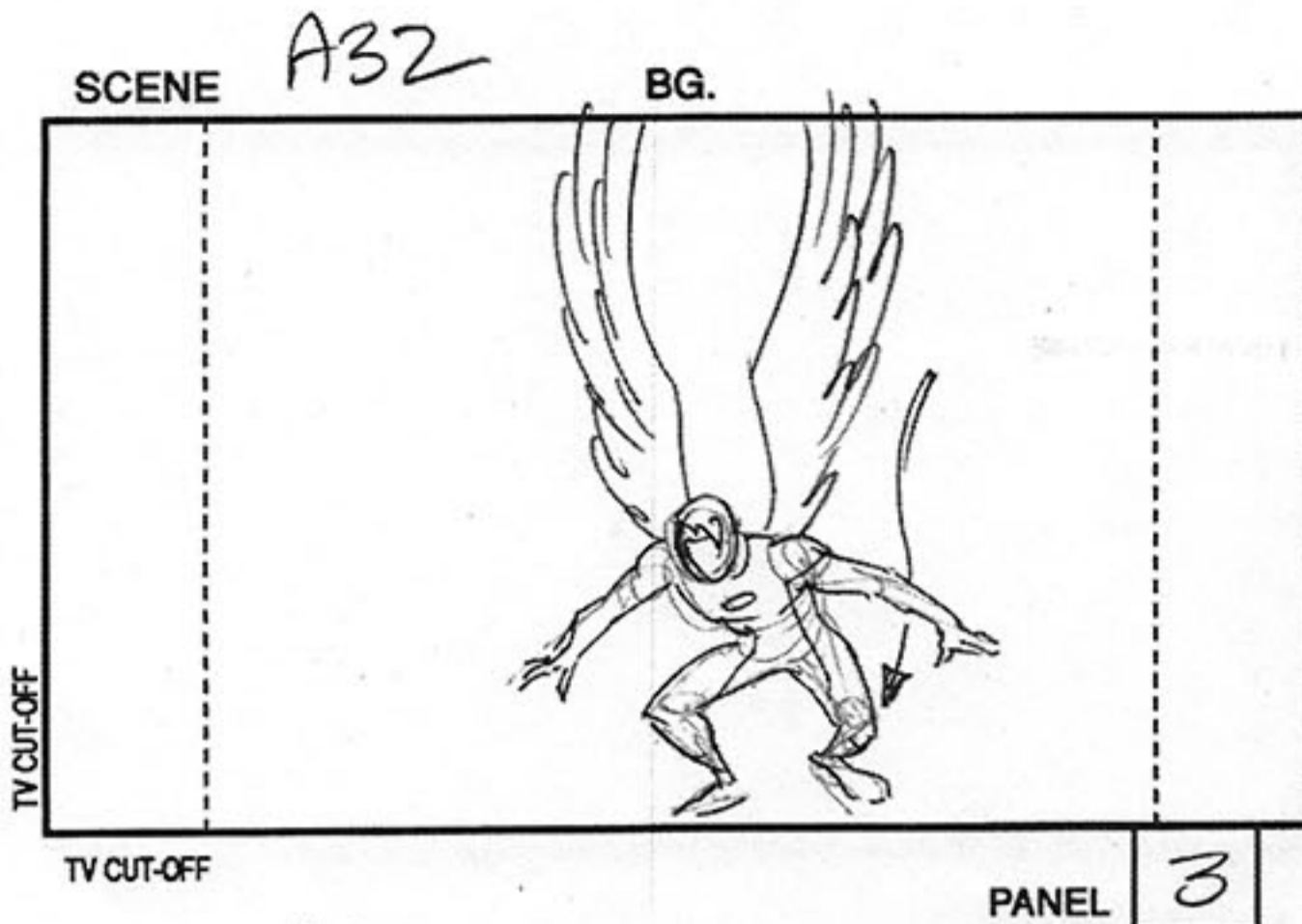
action
View out through French doors

dialog



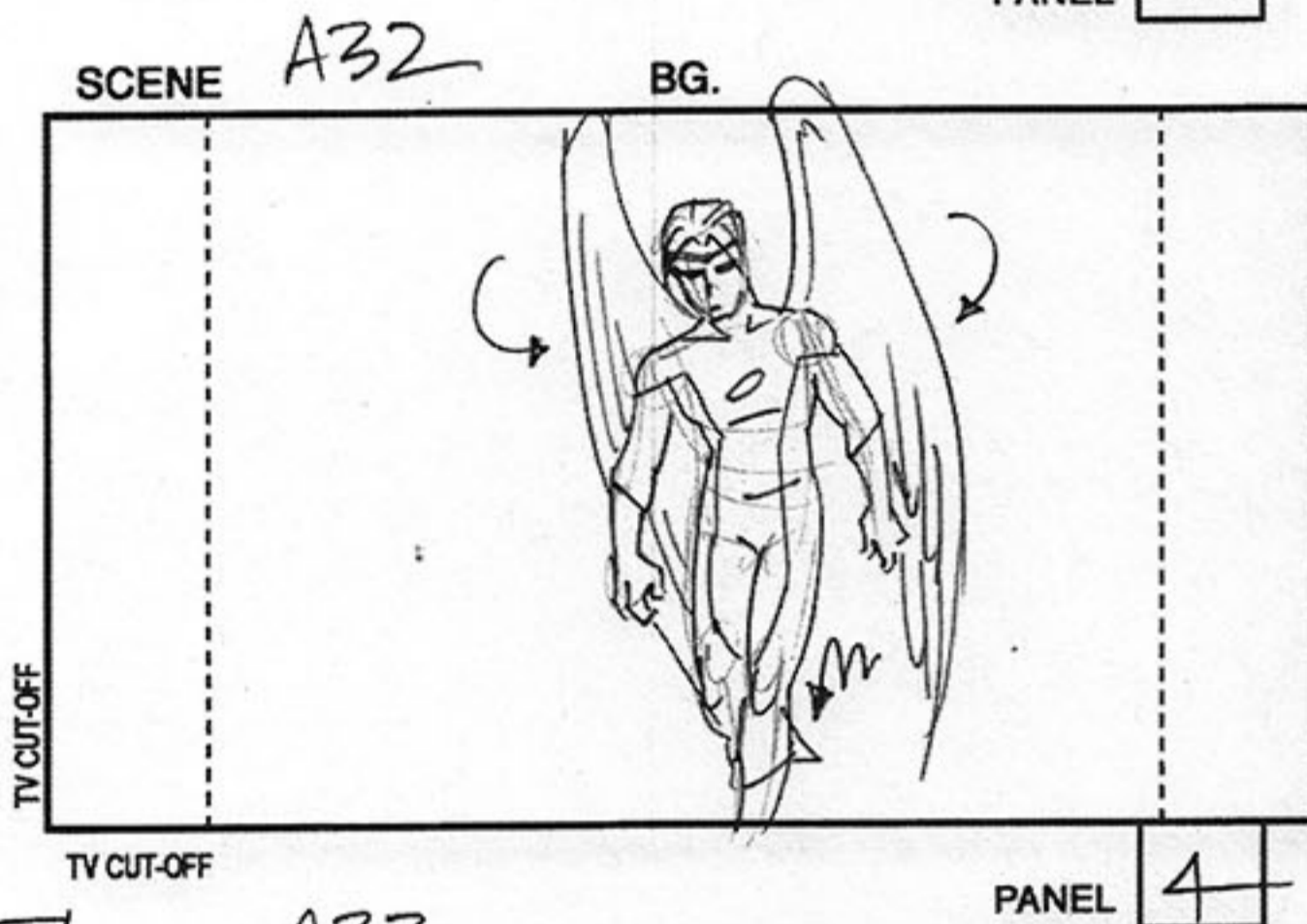
action
Angel descends in-

dialog



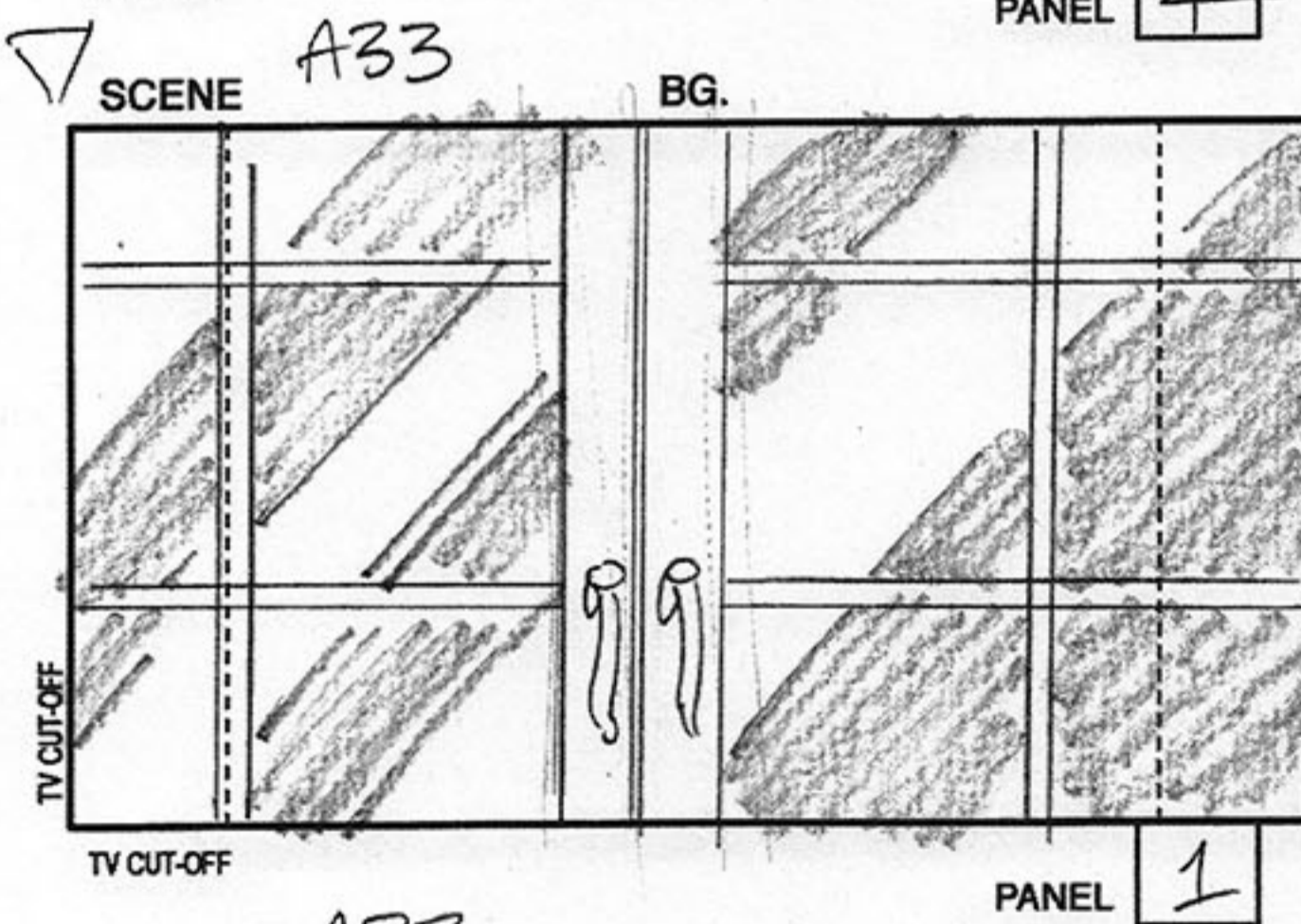
action
-lands on deck

dialog



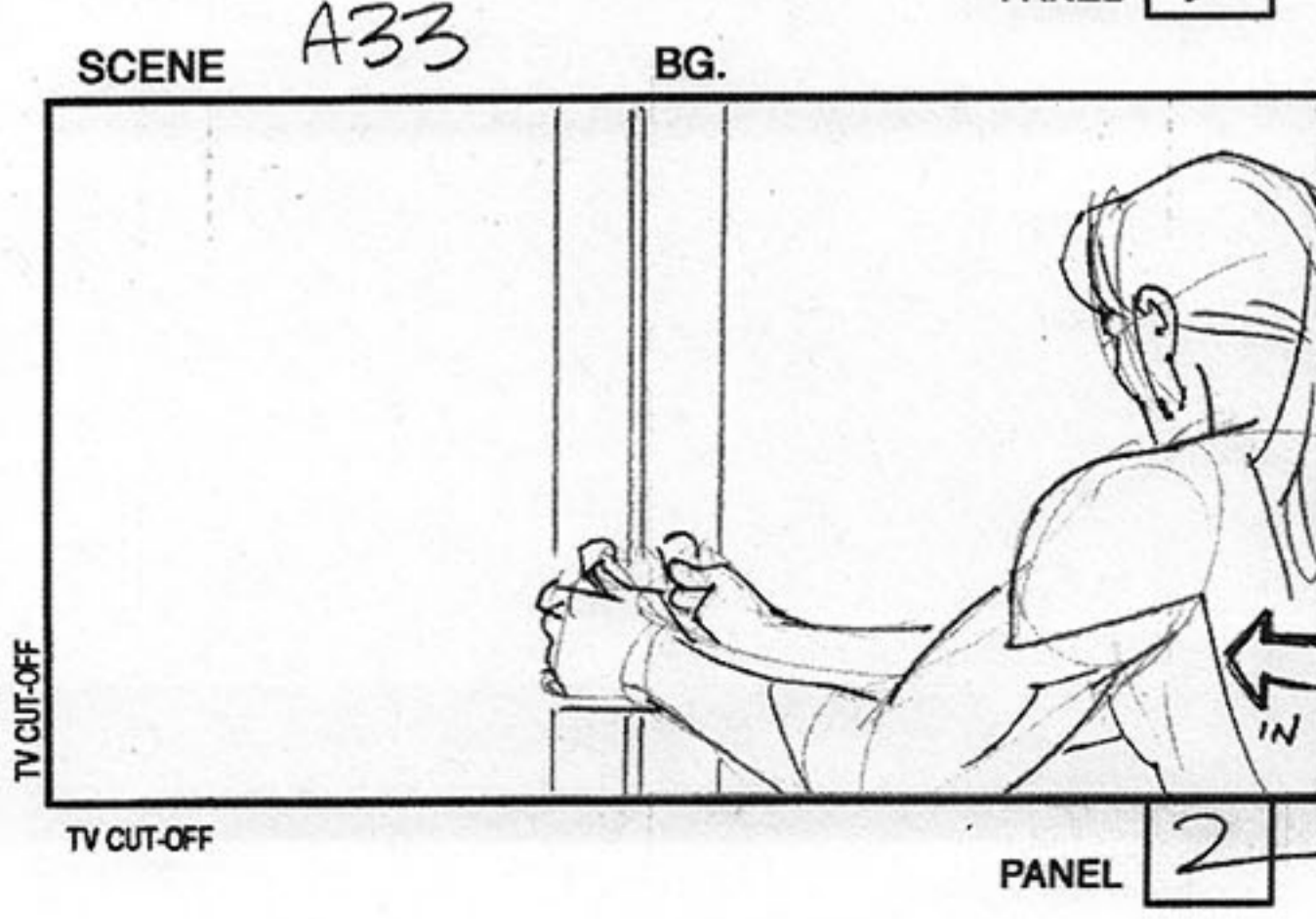
action
He rises, walks forward (end pose shown)

dialog



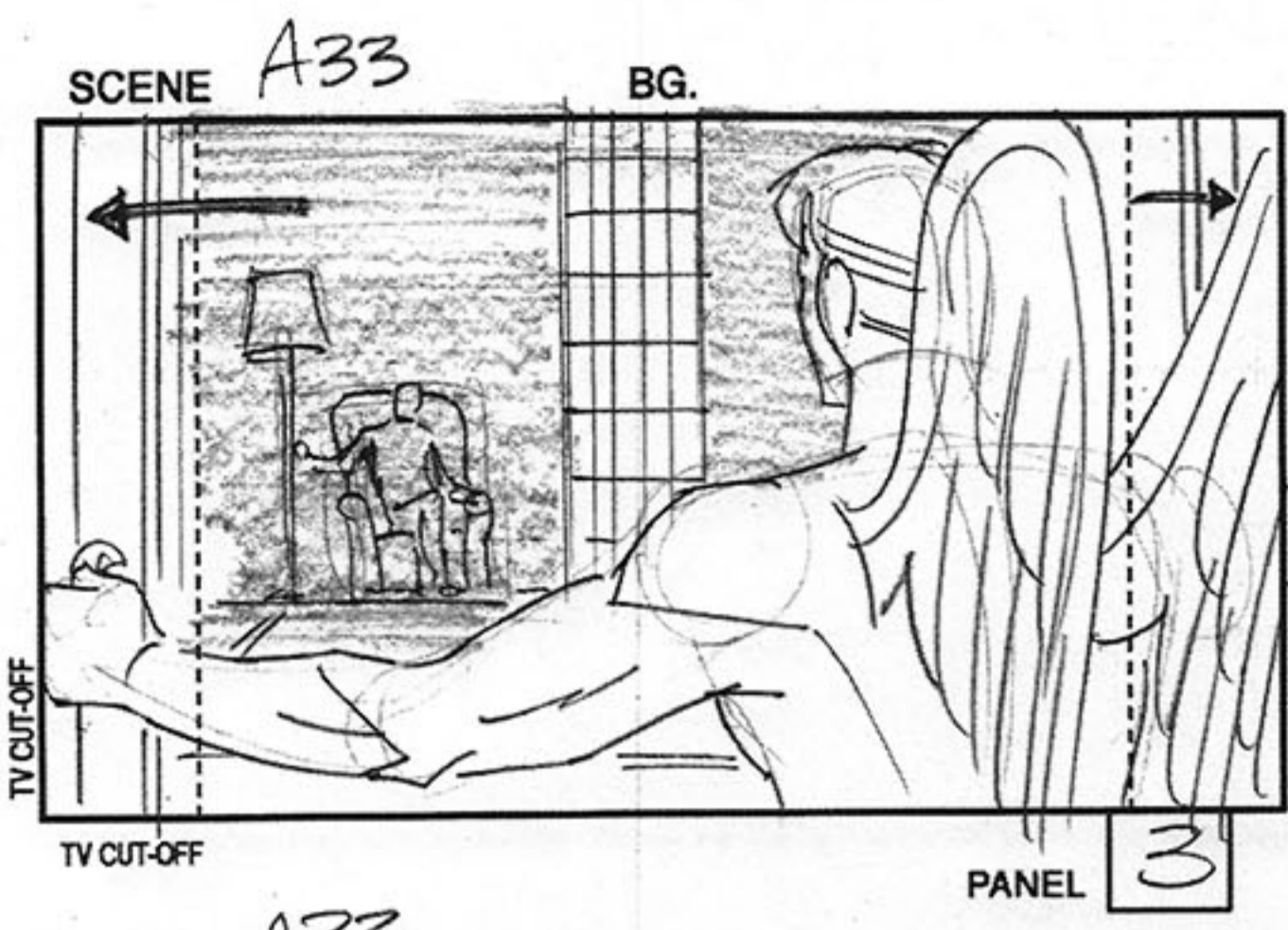
action
View of doors from outside.

dialog



action
Angel in-grabs handles

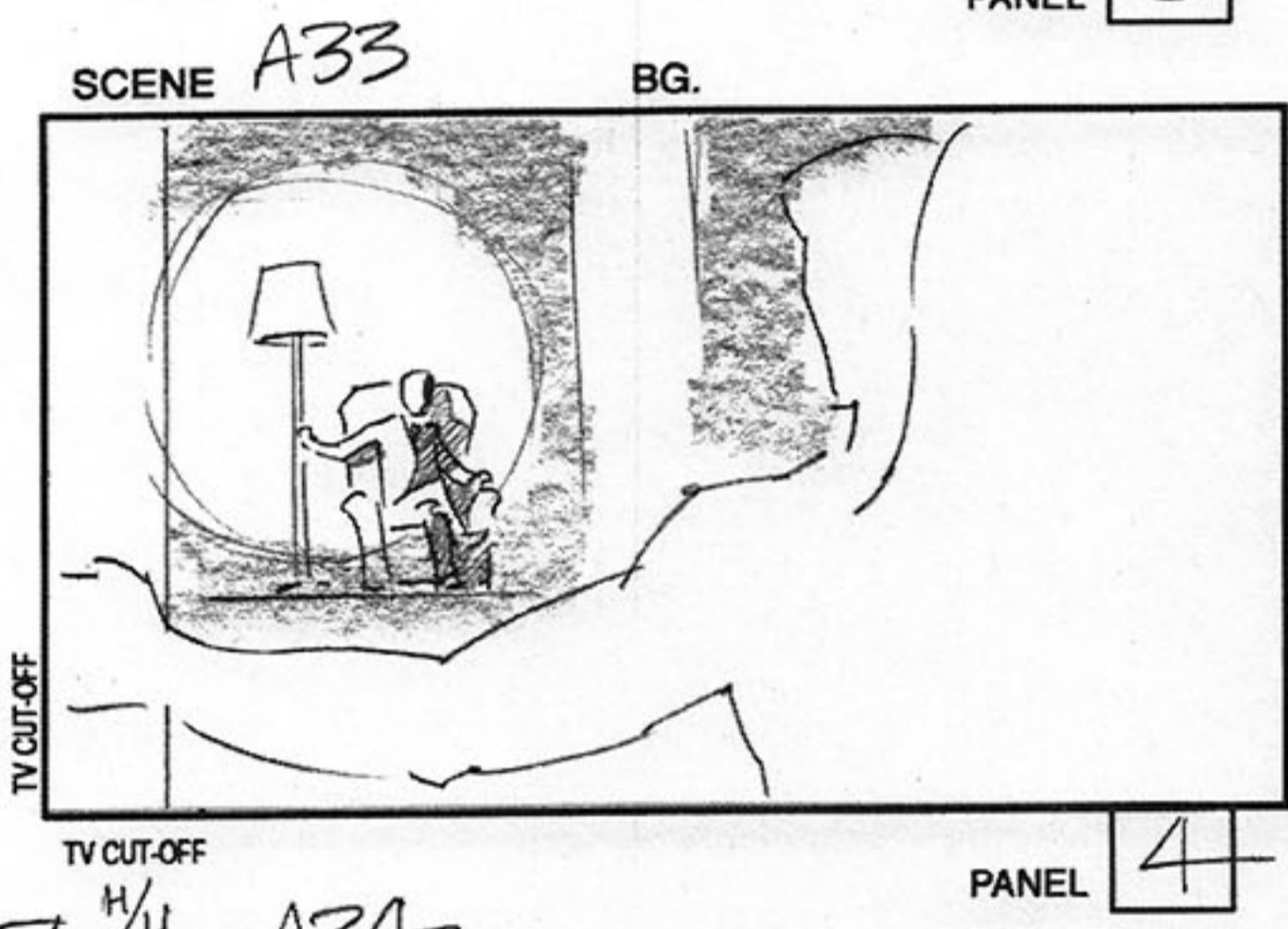
dialog



action

-opens them to reveal parlor

dialog



action

Warren Sr. (in chair) turns on lamp

dialog

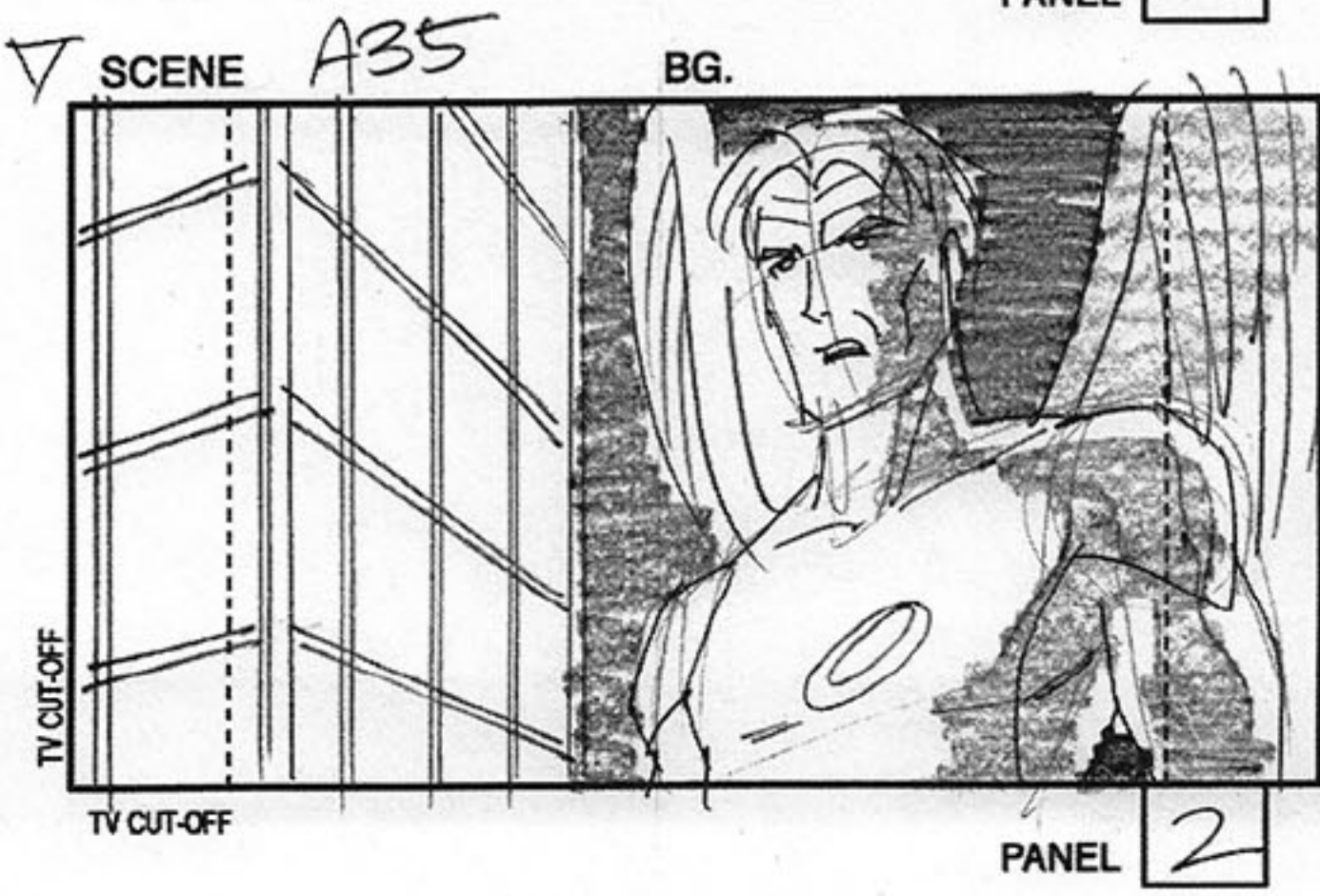


action

Close on Warren Sr., upset

dialog

(10) WARREN SR.
This has to stop.



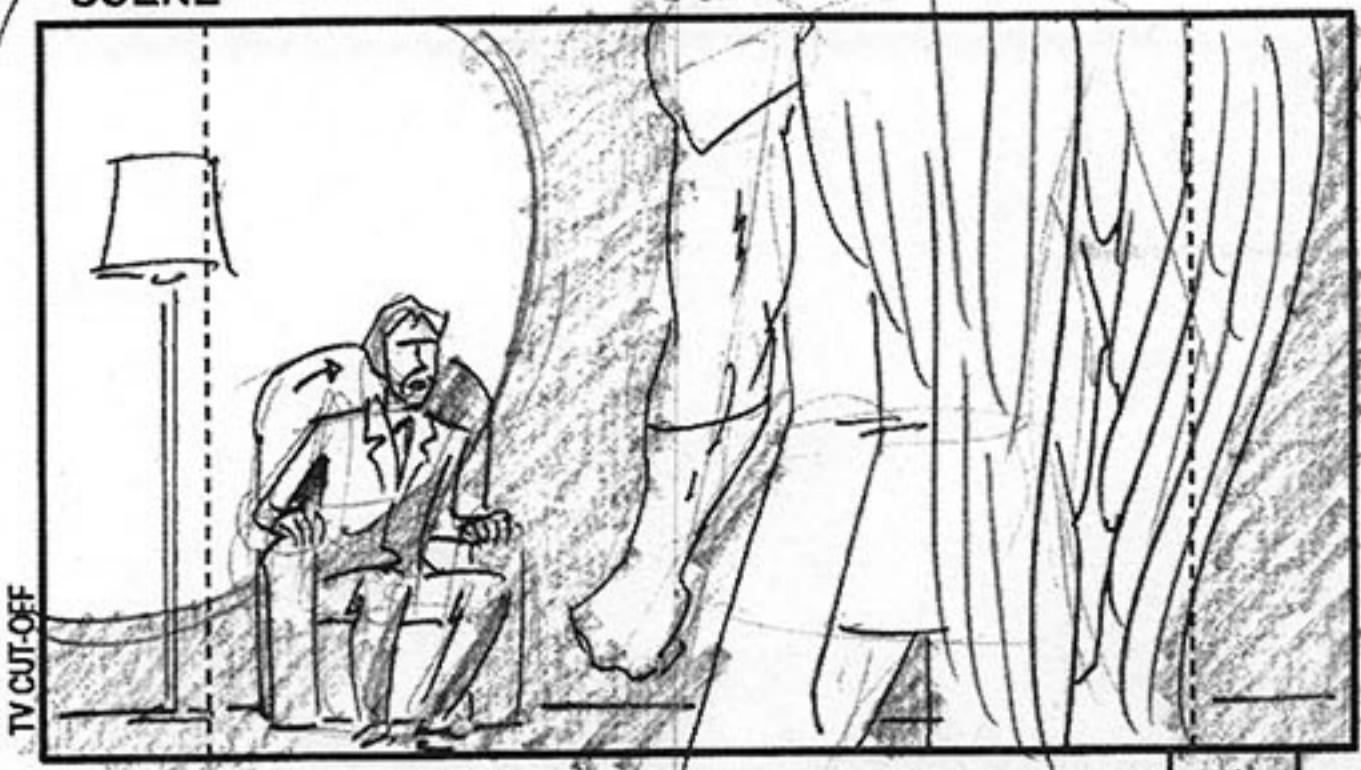
action

On Angel, angry

dialog

(11) ANGEL - I've grown really tired of this conversation.

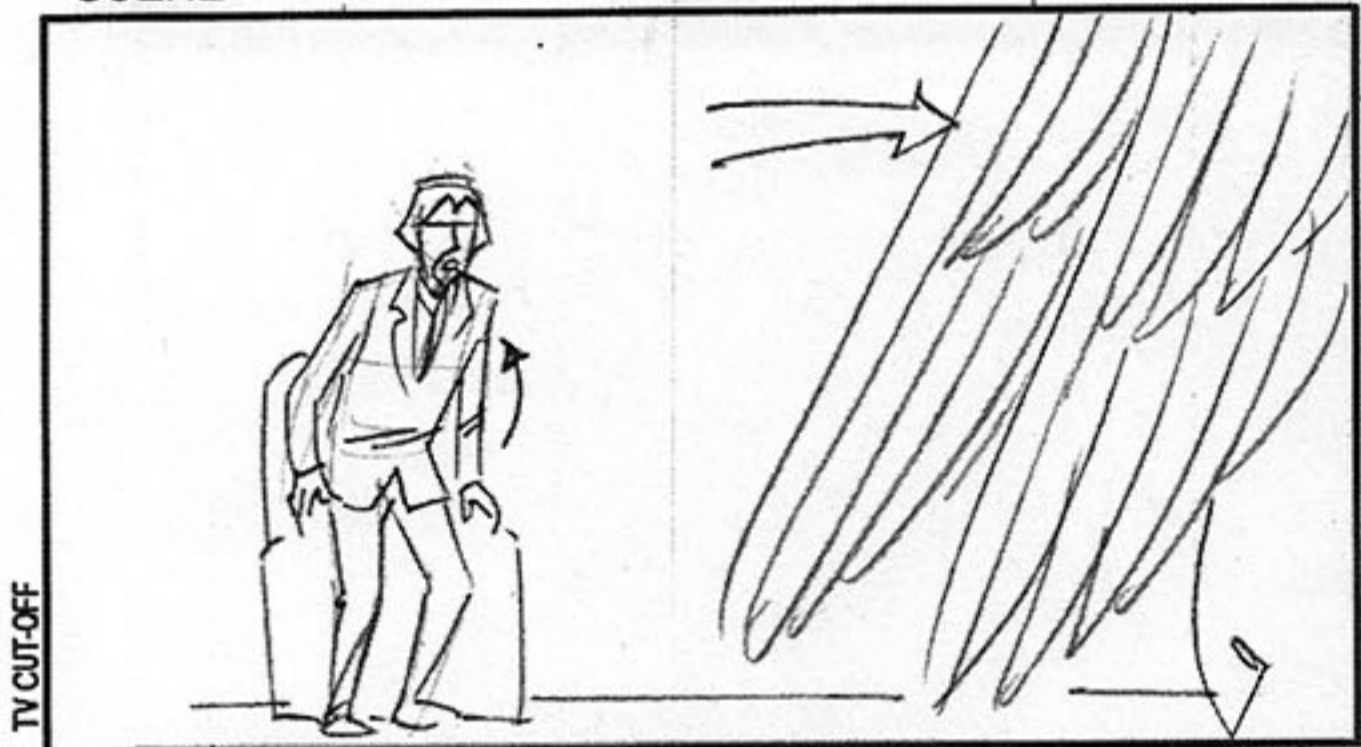
H/U SCENE A36



action
Warren Sr. sits forward

dialog
(12) Warren Sr. -
You've got the MRD -

SCENE A36 BG.



action
-rises as Angel
walks OS

dialog
-hunting some Phantom-

SCENE A36 BG.



action
Warren Sr. calls
after him

dialog
-vigilante in the skies!

H/U SCENE A37



action
Cut closer

dialog
You're gonna get yourself -

PANEL 1

SCENE A37 BG.



action
He gestures

dialog
-KILLED!

TV CUT-OFF
H/U SCENE A38 BG.



action
Angel stands in doorway

dialog
(13) ANGEL: Then that would solve all your problems-

TV CUT-OFF
H/U SCENE A39 BG.



action
-Turns to look back

dialog
-wouldn't it, father?

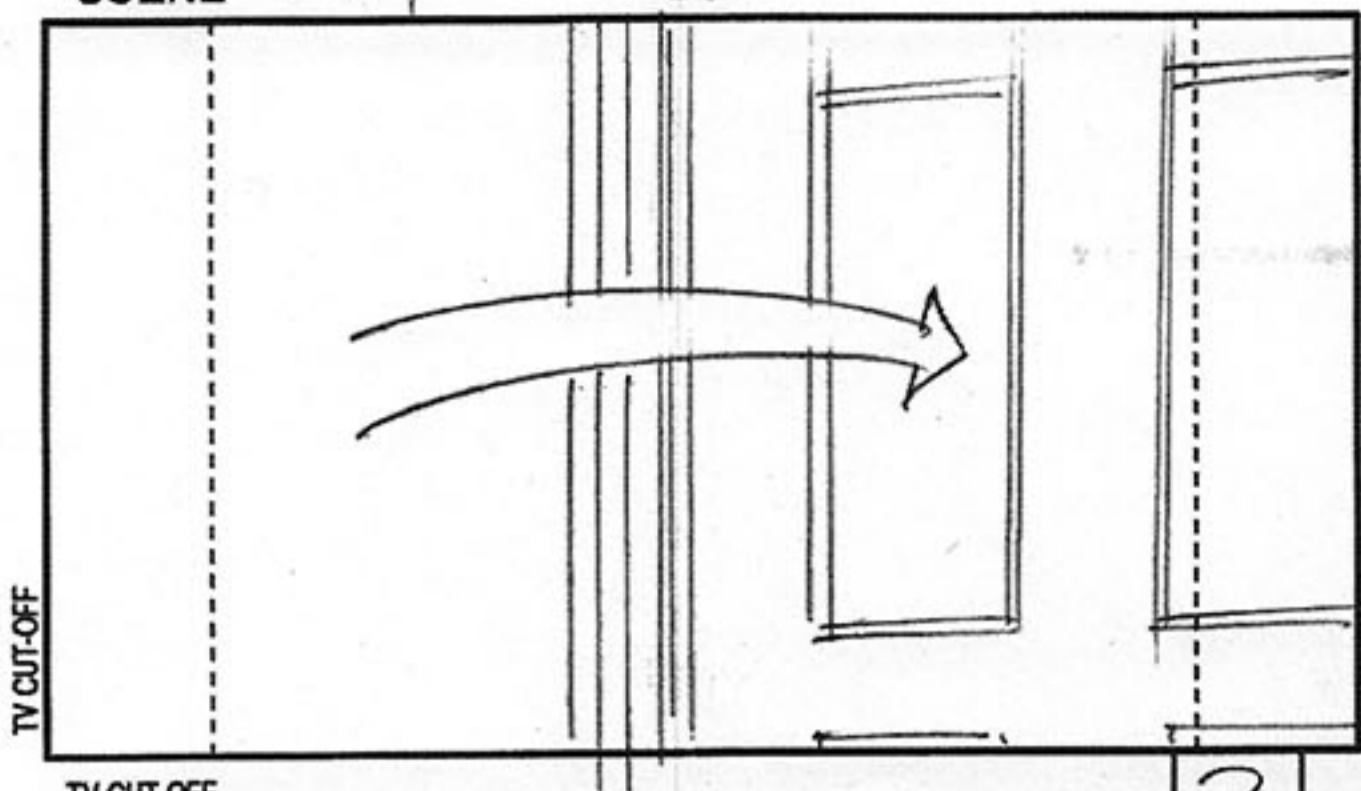
SCENE A39 BG.



action
-then walks away

dialog
(14) Warren Sr (VO):
WARREN!

SCENE A39 BG.

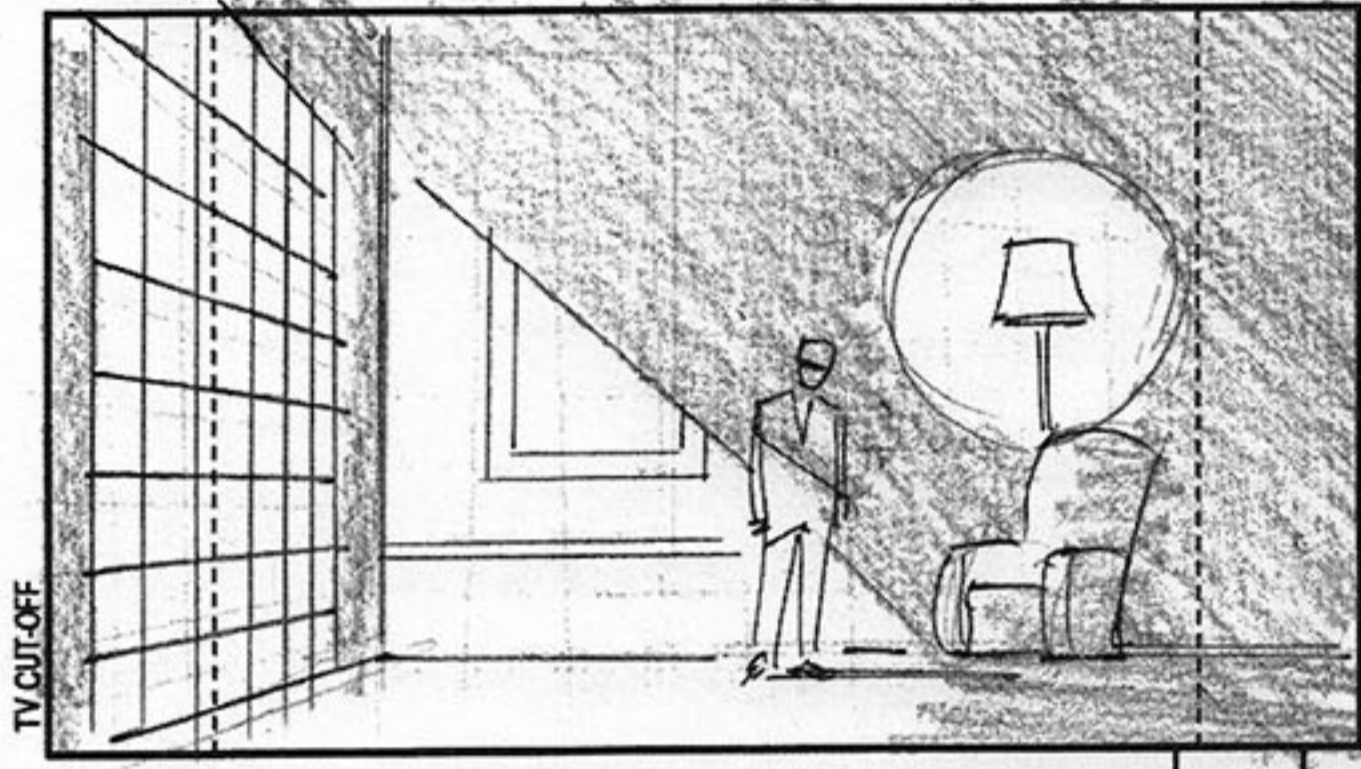


action
-pulls door shut

dialog
SFX = SLAM

PANEL 3

SCENE A40 BG.

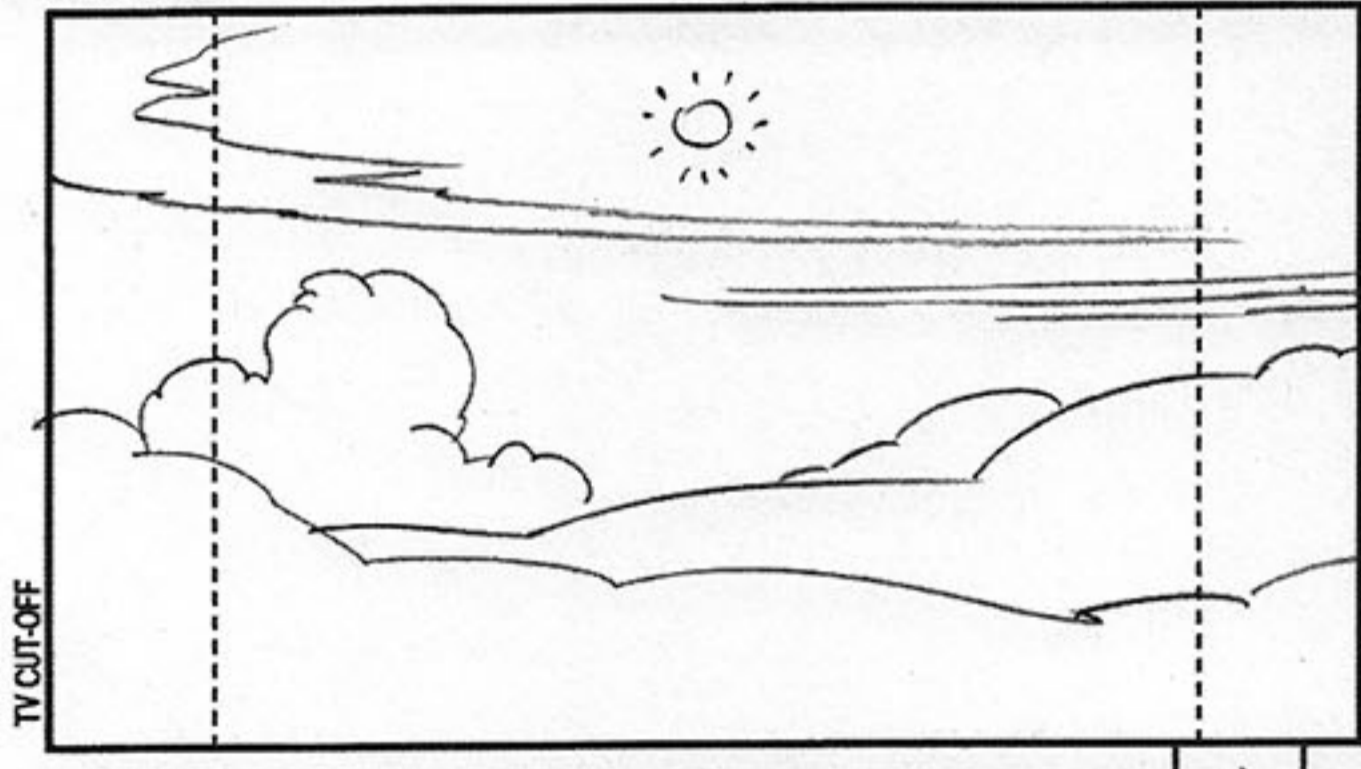


action
On Warren Sr.
brooding

dialog

PANEL 1

SCENE A41 BG.

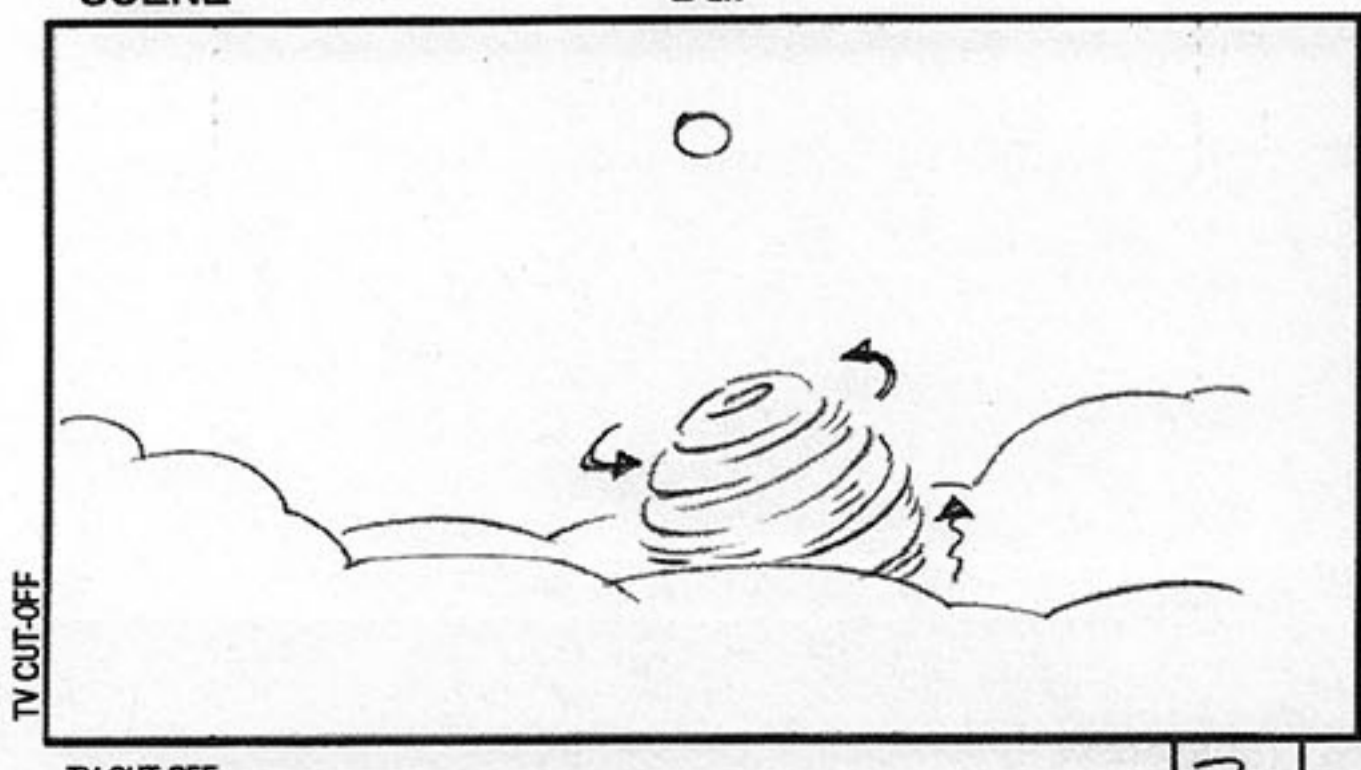


action
Morning sky-above
cloud layer

dialog

PANEL 1

SCENE A41 BG.

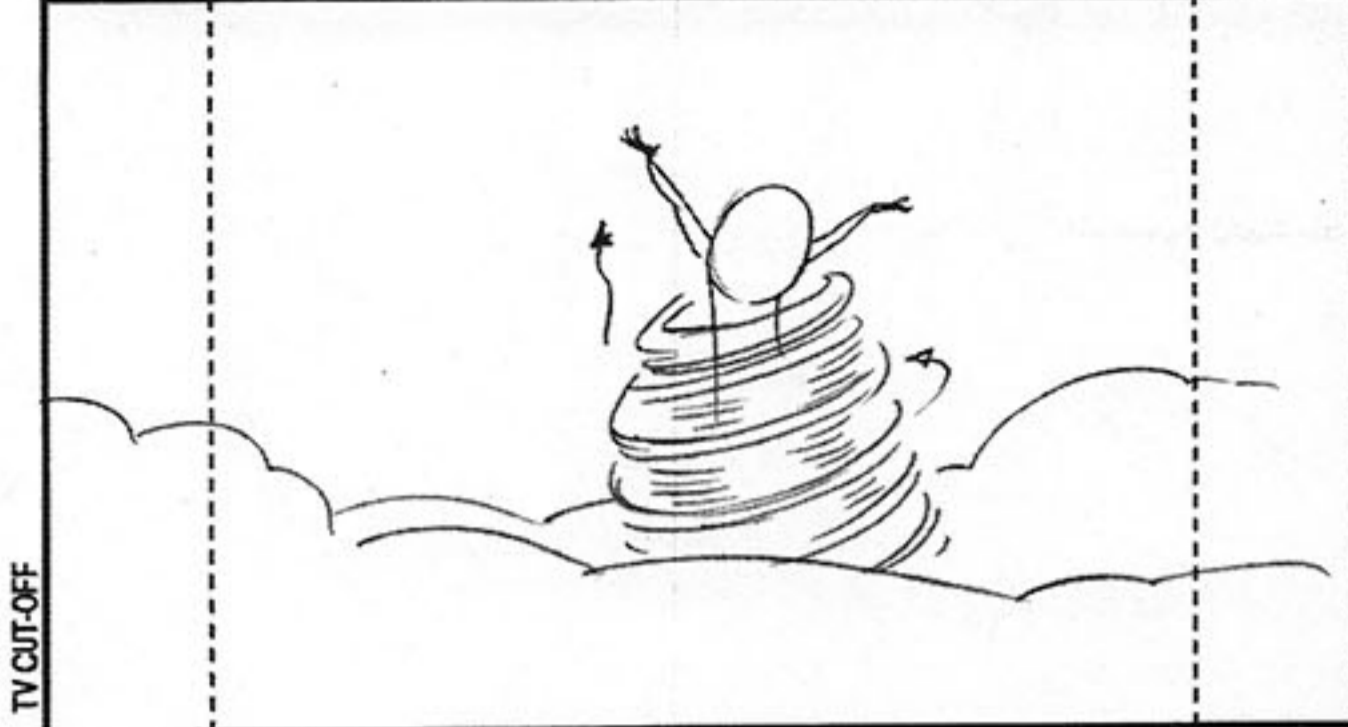


action
Clouds spin upward
in a mini-cyclone

dialog

PANEL 2

SCENE A41 BG.



action
STORM emerges

dialog

TV CUT-OFF PANEL 3

SCENE A41 BG.



action
clouds dissipate

dialog

TV CUT-OFF PANEL 4

SCENE A41 BG.



action
She hovers in the sunlight

dialog

TV CUT-OFF PANEL 5

SCENE A42 BG.



action
Close on Storm, smiling

dialog

TV CUT-OFF PANEL 1

SCENE **A42** BG.



action
She reaches up

dialog

TV CUT-OFF TV CUT-OFF PANEL **2**

SCENE **A42** BG.



action
-strokes her cheeks

dialog

TV CUT-OFF TV CUT-OFF PANEL **3**

SCENE **A42** BG.



action
Arms out

dialog

TV CUT-OFF TV CUT-OFF PANEL **4**

SCENE **A42** BG.



action
She spirals up-

dialog

TV CUT-OFF TV CUT-OFF PANEL **5**

SCENE A42 BG.



action
-and OS, trailing wisps of cloud

dialog

TV CUT-OFF TV CUT-OFF PANEL 6

SCENE A43 BG.

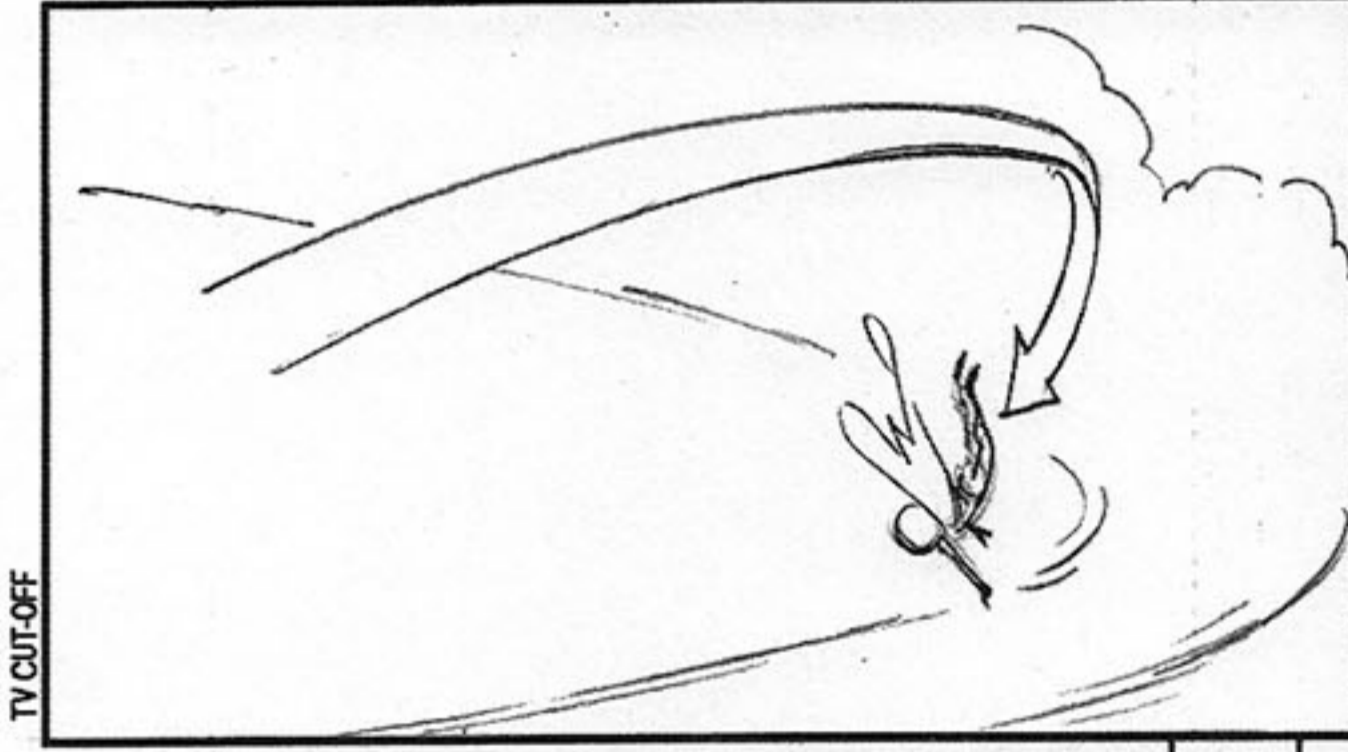


action
Storm flies IN toward cloud bank

dialog

TV CUT-OFF TV CUT-OFF PANEL 1

SCENE A43 BG.

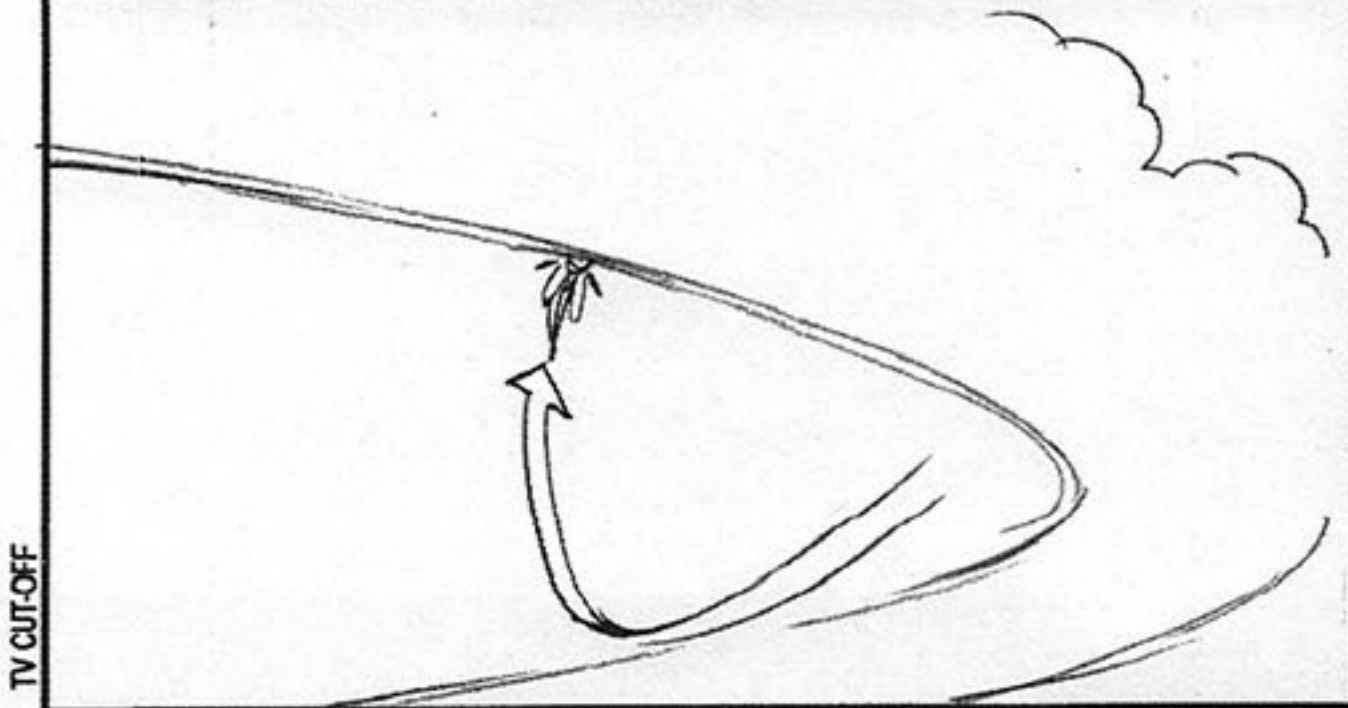


action
She arcs over

dialog

TV CUT-OFF TV CUT-OFF PANEL 2

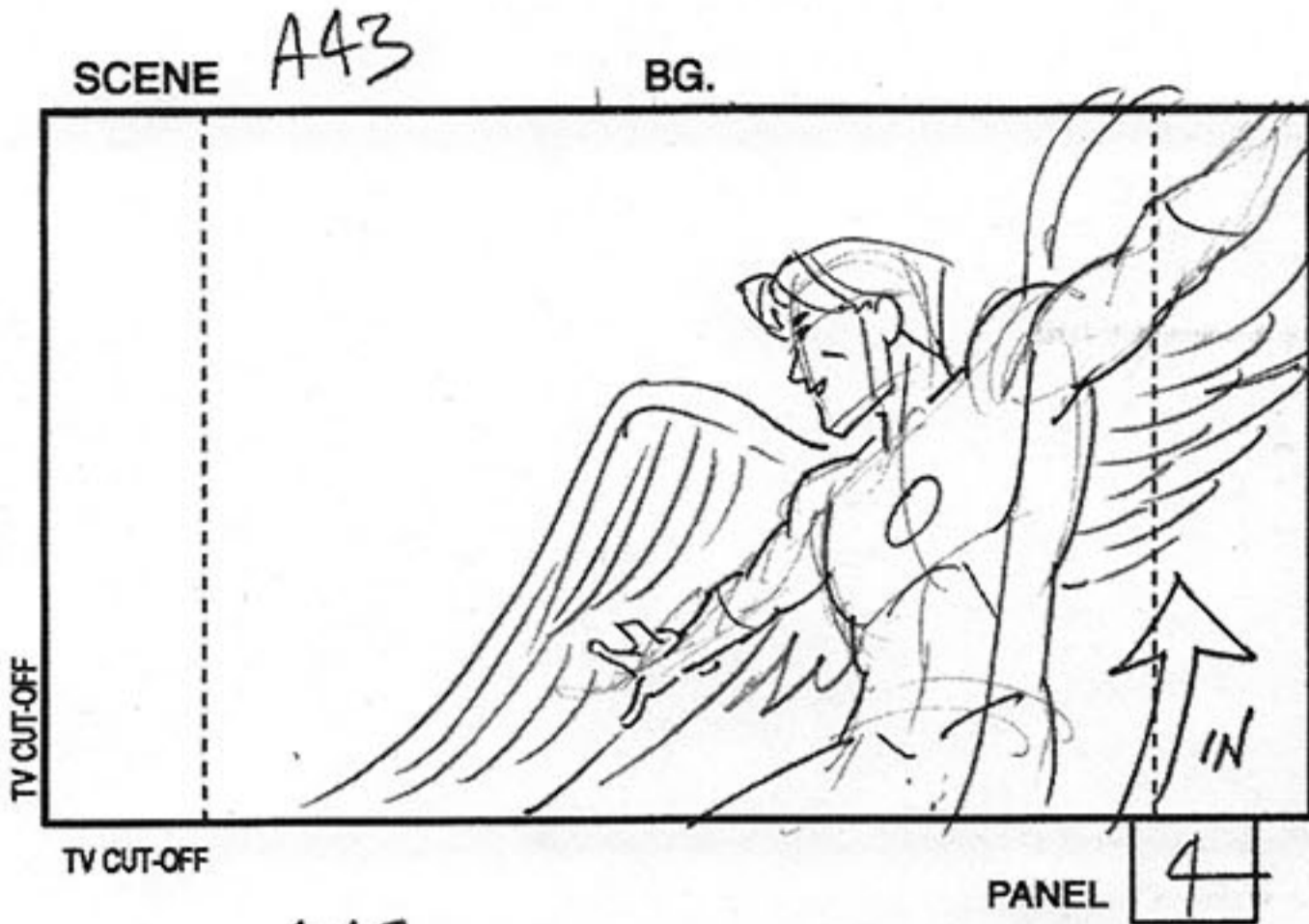
SCENE A43 BG.



action
-then up/OS

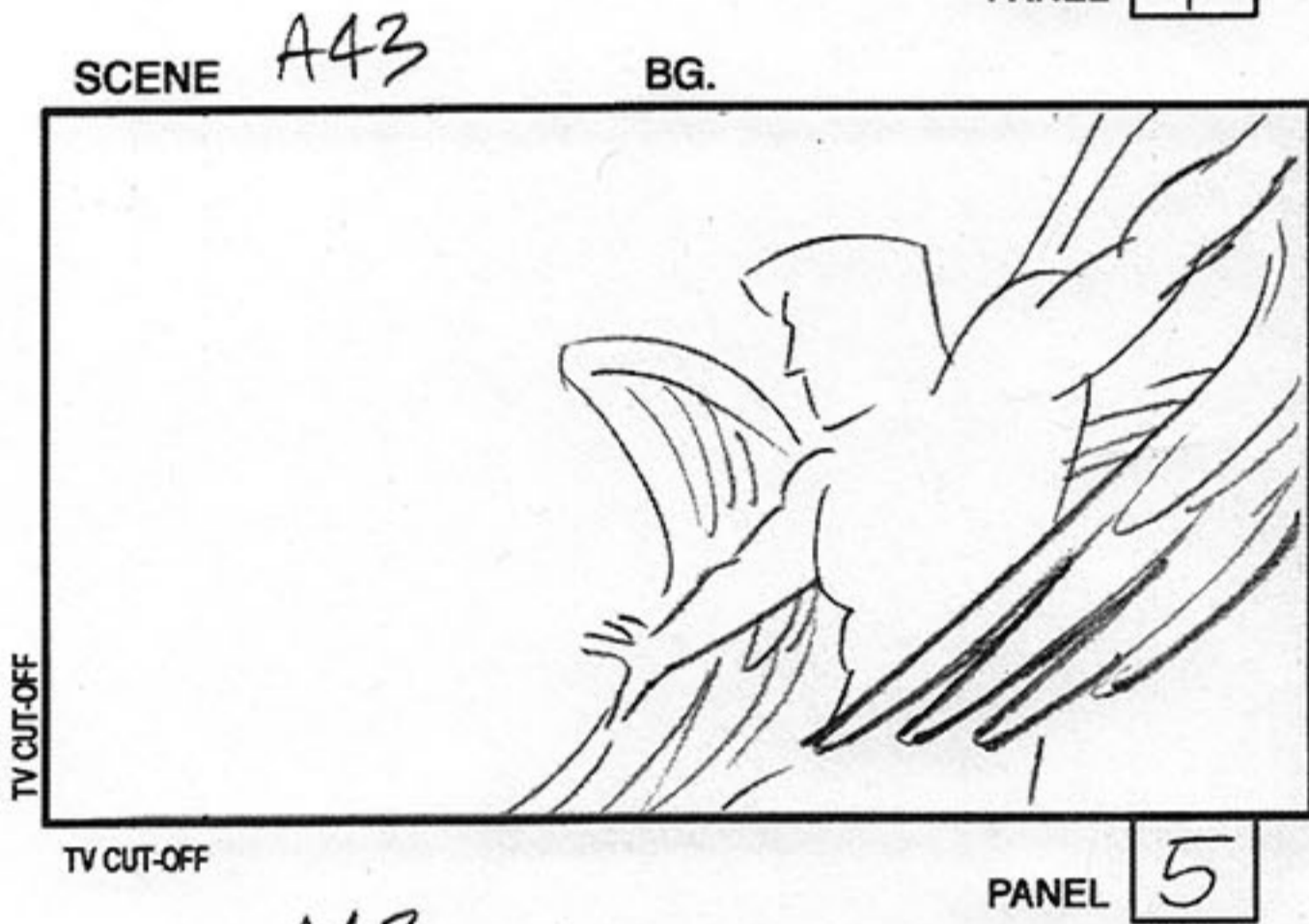
dialog

TV CUT-OFF TV CUT-OFF PANEL 3



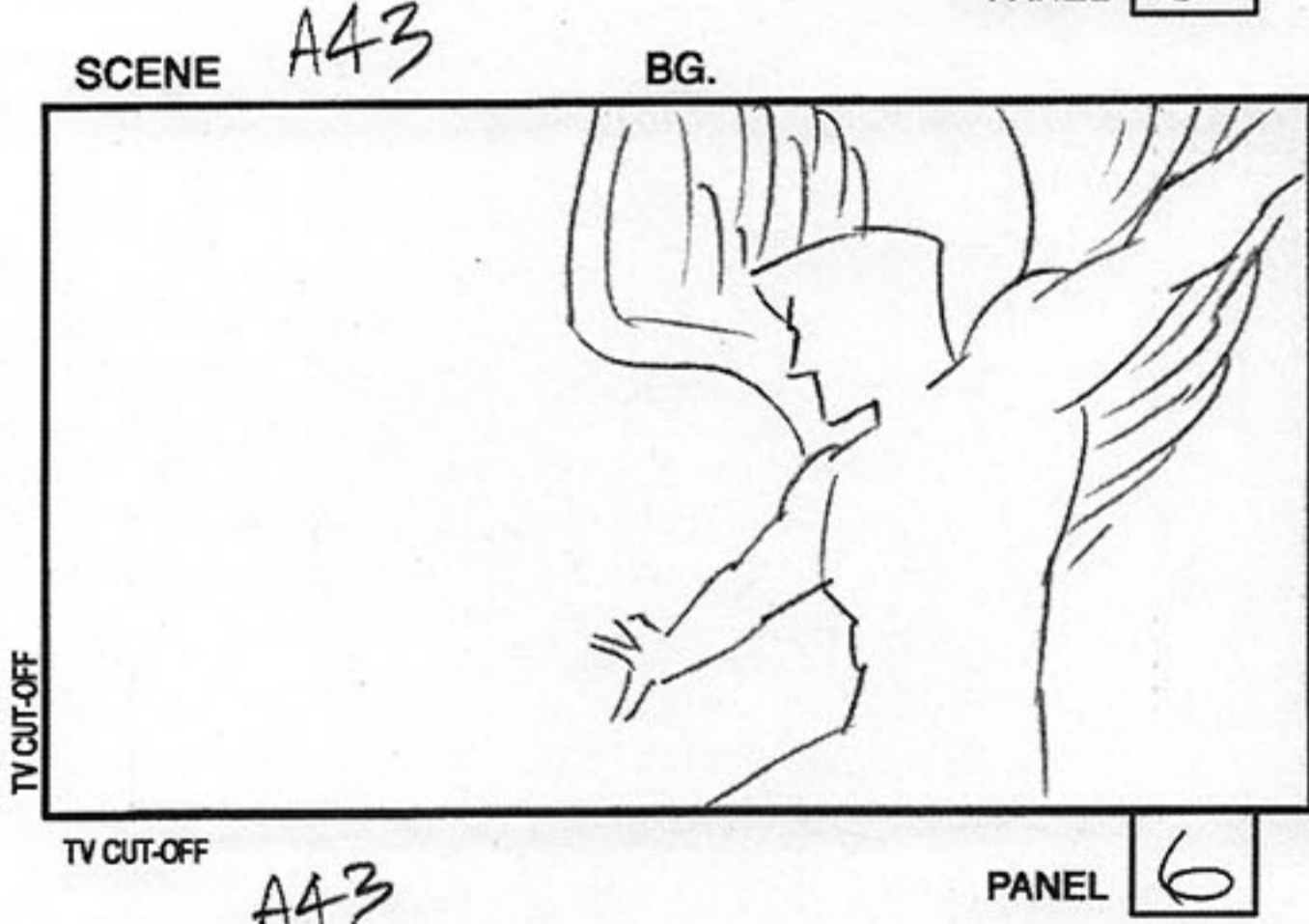
action
Angel up into FG

dialog



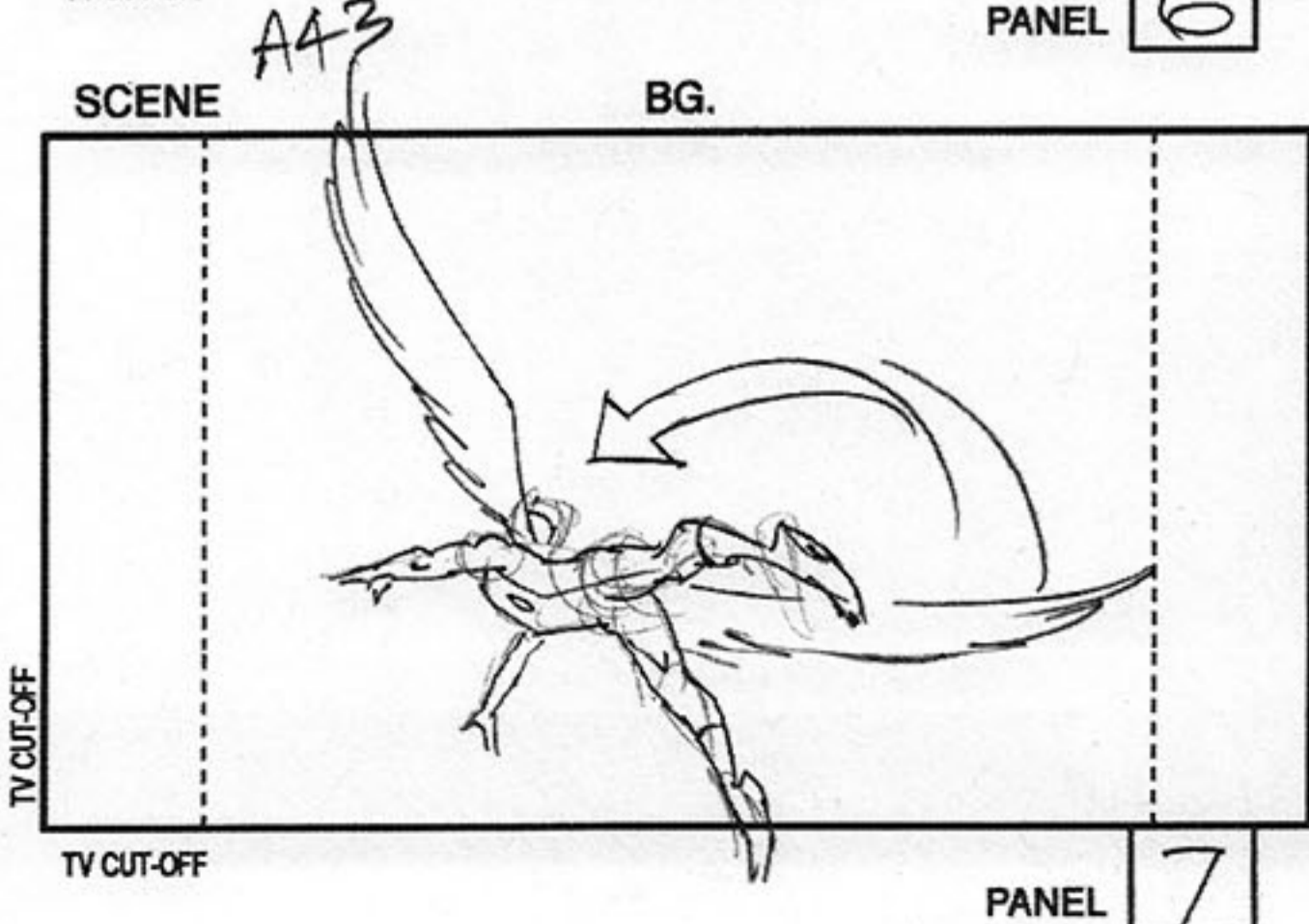
action
(A) pose for hovering

dialog



action
(B) pose for hovering
(cycle A/B)

dialog



action
He moves to follow Storm

dialog

SCENE A43 BG.

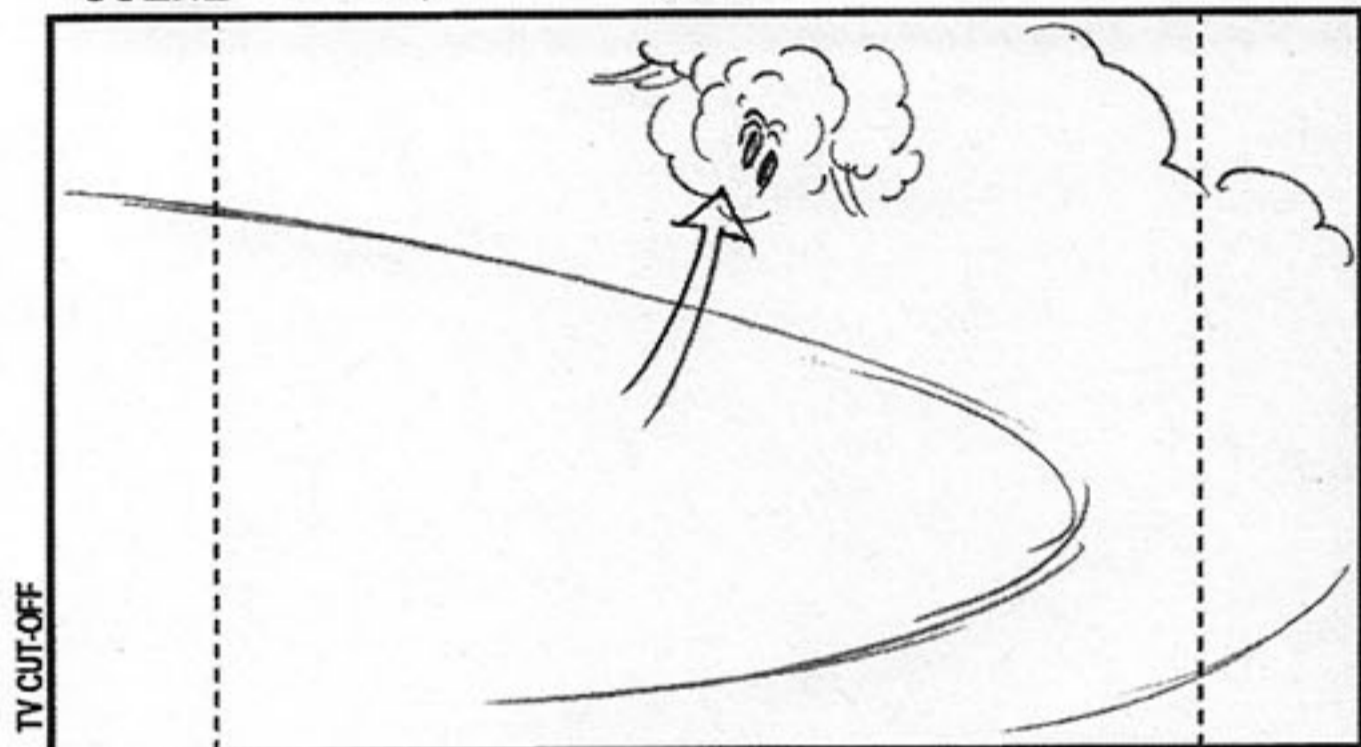


action
He launches upward

dialog

TV CUT-OFF TV CUT-OFF PANEL 8

SCENE A43 BG.

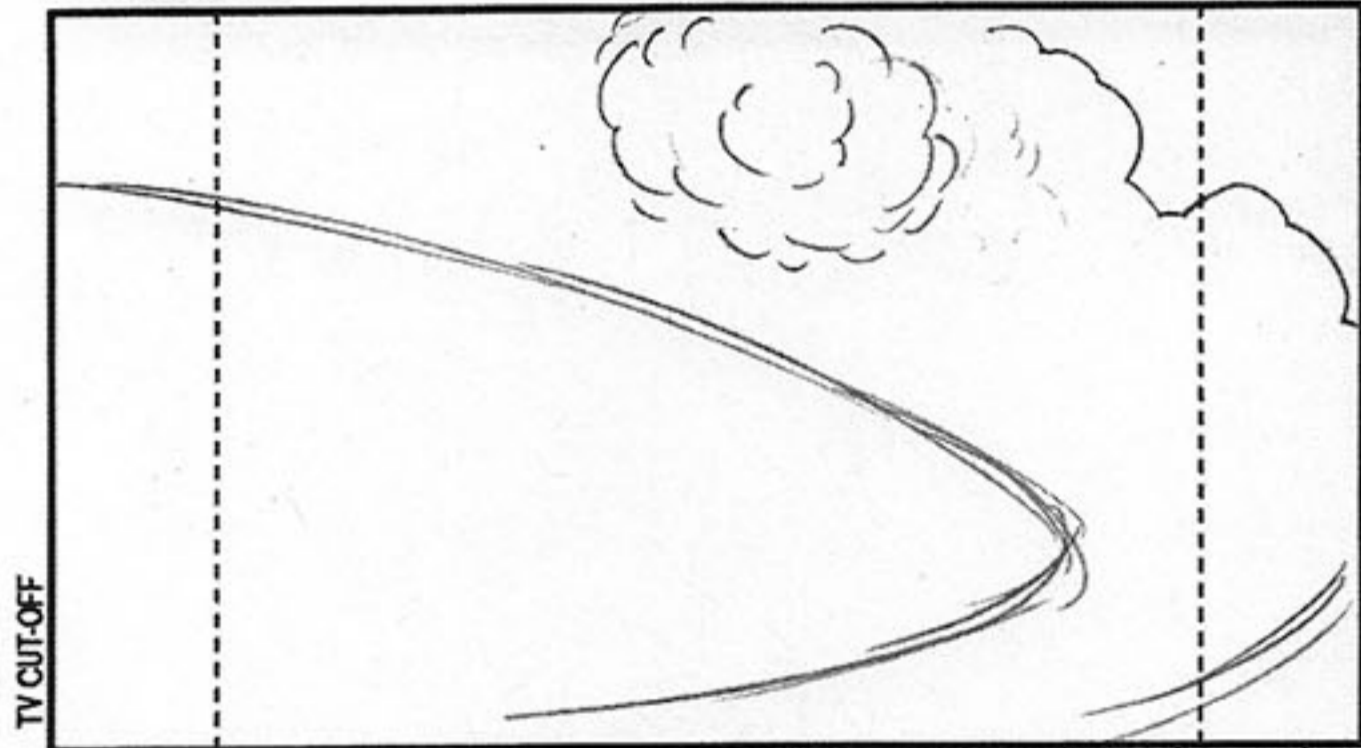


action
-dives into cloud bank

dialog

TV CUT-OFF TV CUT-OFF PANEL 9

SCENE A43 BG.



action
-disappears from view

dialog

TV CUT-OFF TV CUT-OFF PANEL 10

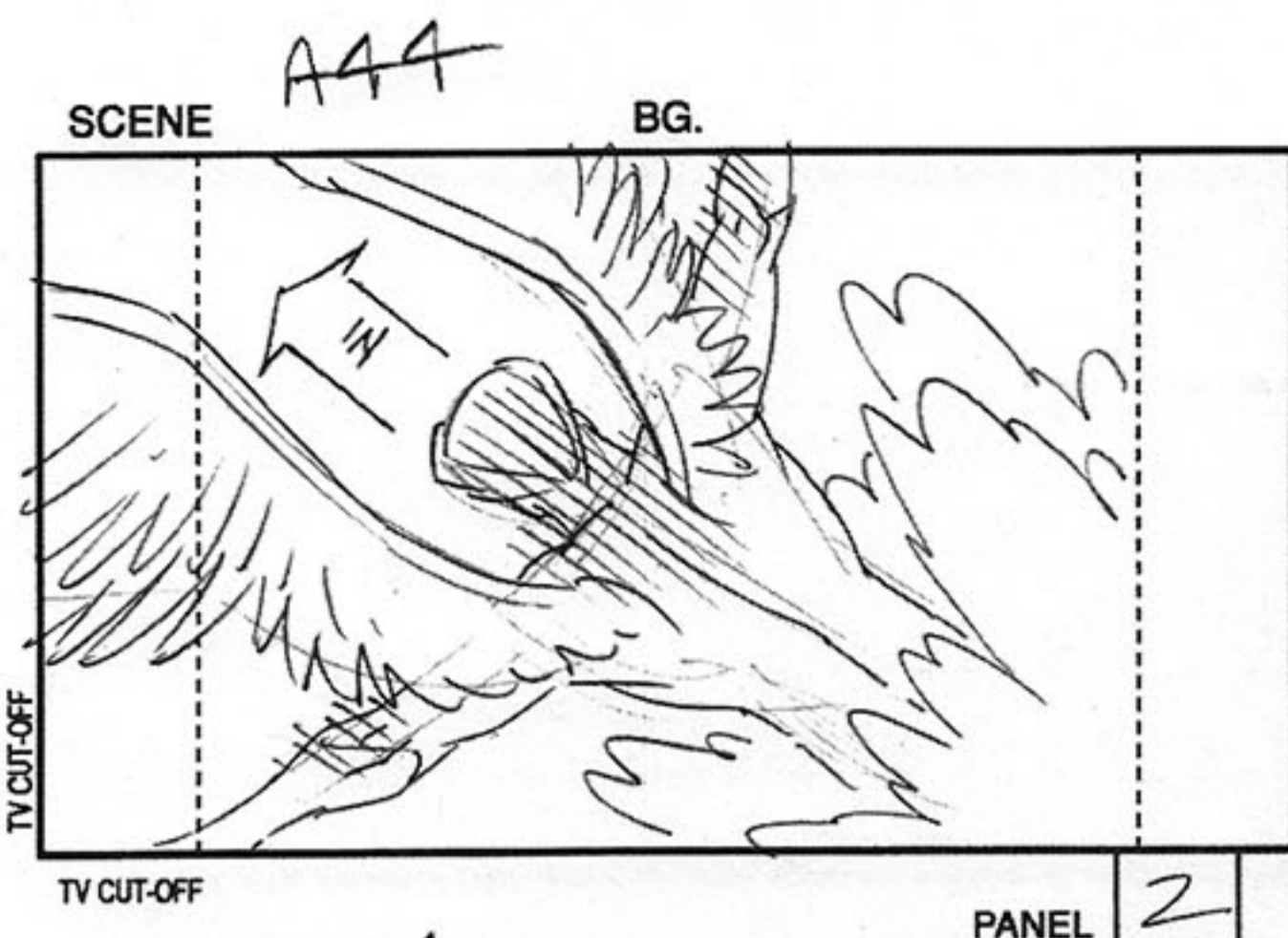
SCENE A44 BG.



action
On Storm, floating in sunbeam

dialog

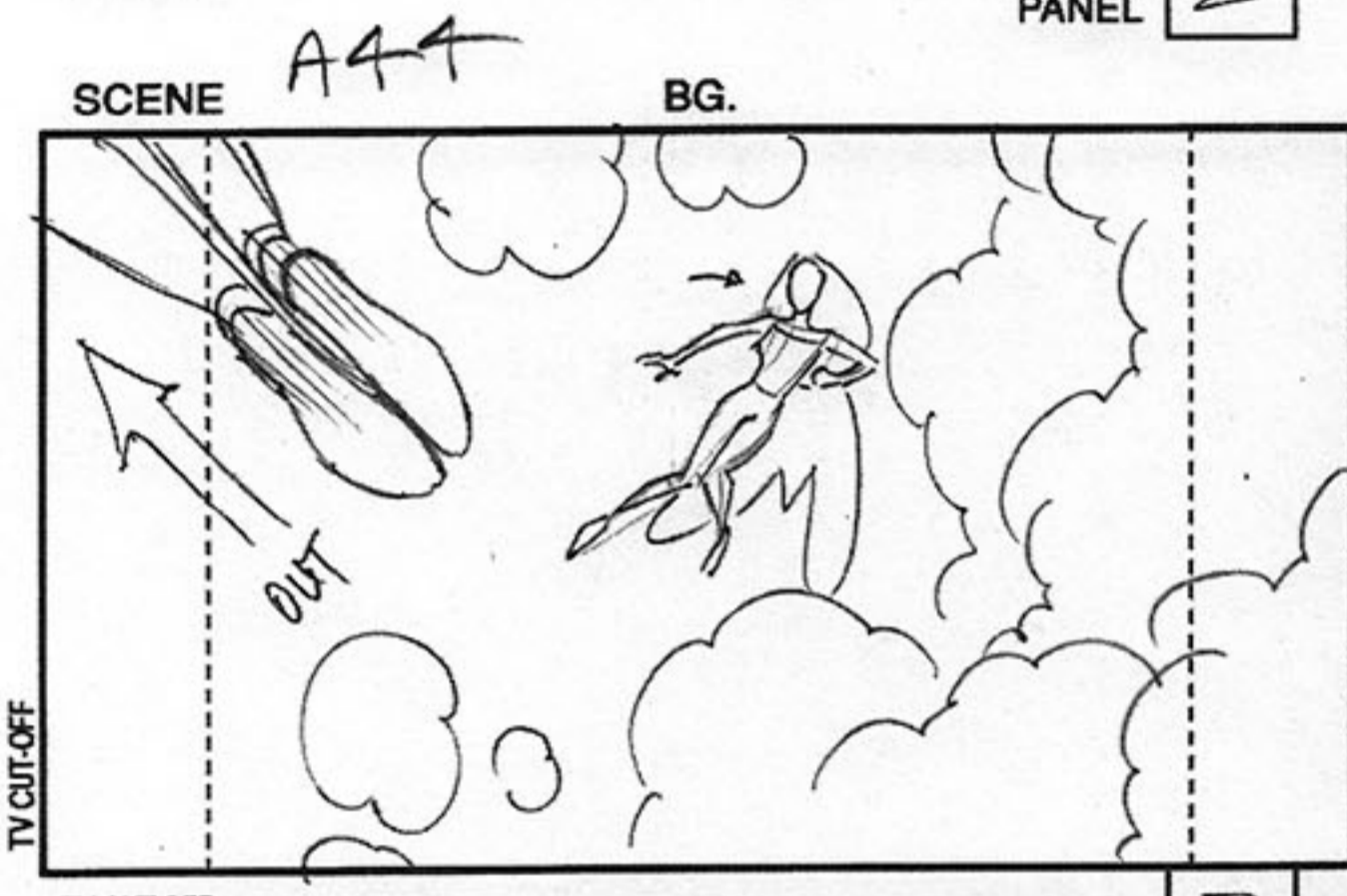
TV CUT-OFF TV CUT-OFF PANEL 1



action
Angel bursts into FG

dialog

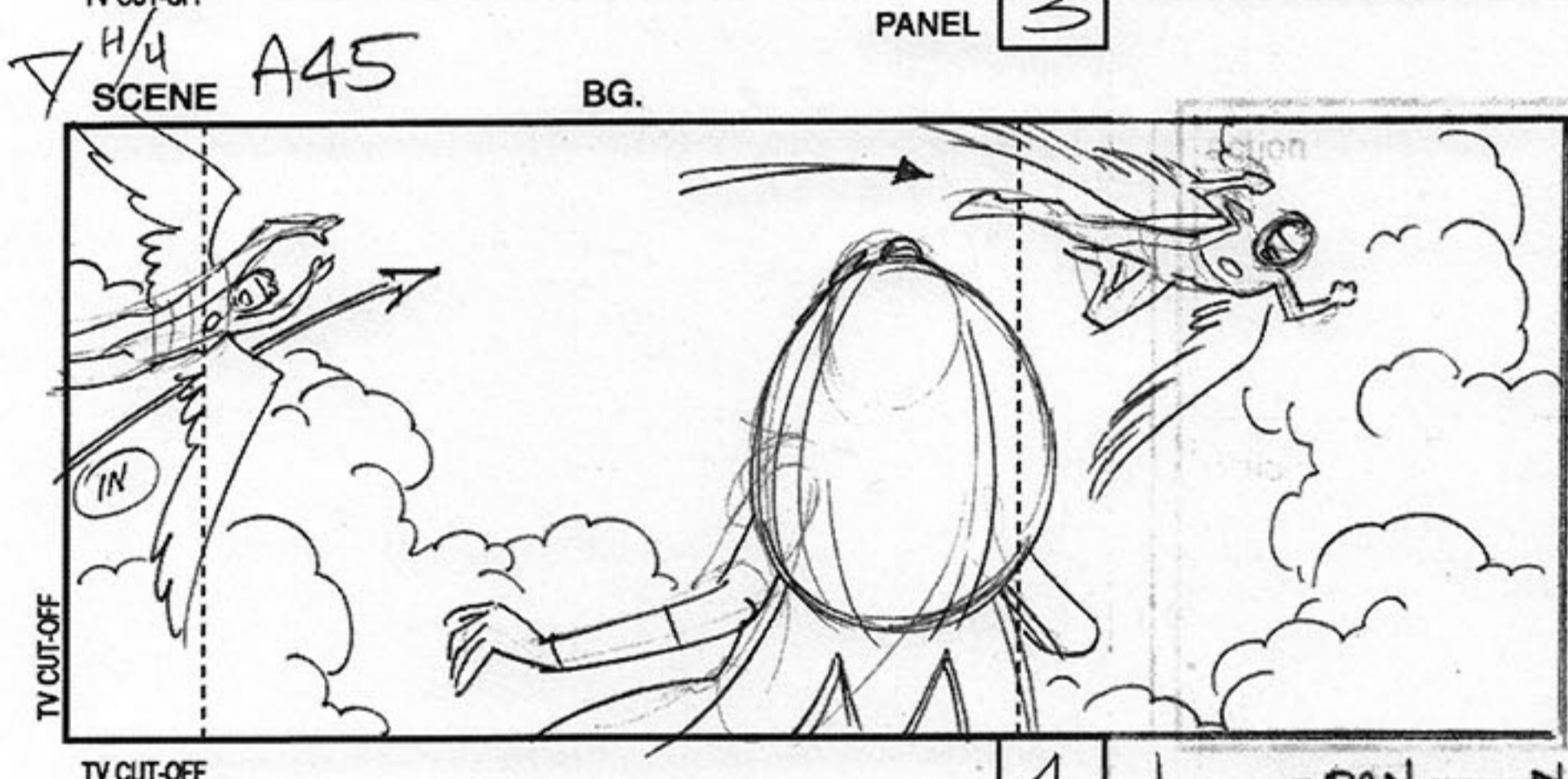
PANEL 2



action
Storm reacts

dialog
(16) STORM - Gasp!

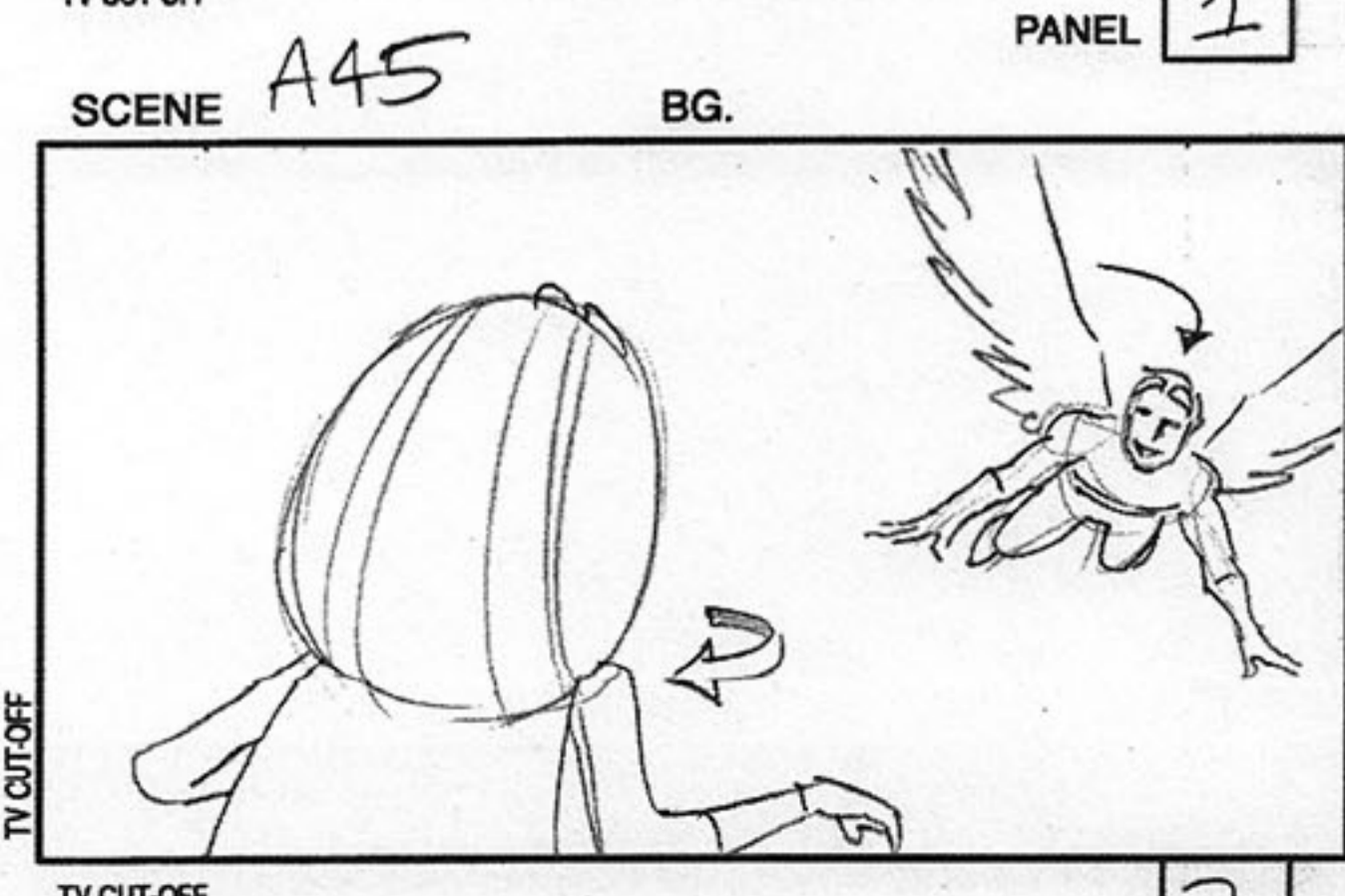
PANEL 3



Pan with Angel, teasing her

(15) ANGEL:
Just couldn't wait for me -

PANEL 1 PAN



action
He moves toward her

dialog
-huh?

PANEL 2

▽ 1/4 SCENE A46

BG.



action

On Storm,
smiling

dialog

⑩ STORM: Angel, what
took you so long?

TV CUT-OFF

PANEL 1

SCENE A46

BG.



action

He flies in, holds her
hands (A) pose for hover

dialog

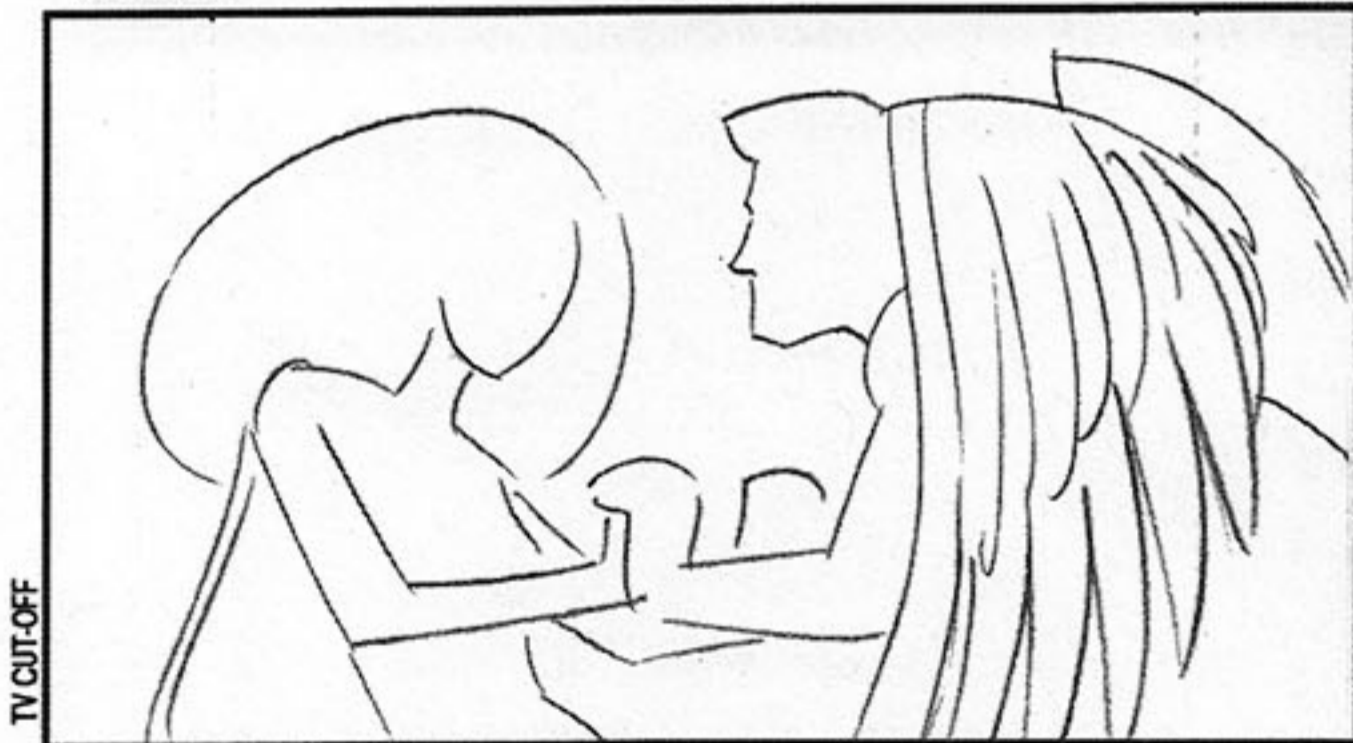
⑪ ANGEL: Sorry,
late night.

TV CUT-OFF

PANEL 2

SCENE A46

BG.



action

(B) pose for hover
(cycle A/B)

dialog

TV CUT-OFF

PANEL 3

▽ 1/4 SCENE A47

BG.



action

Wider on the two
(A) pose

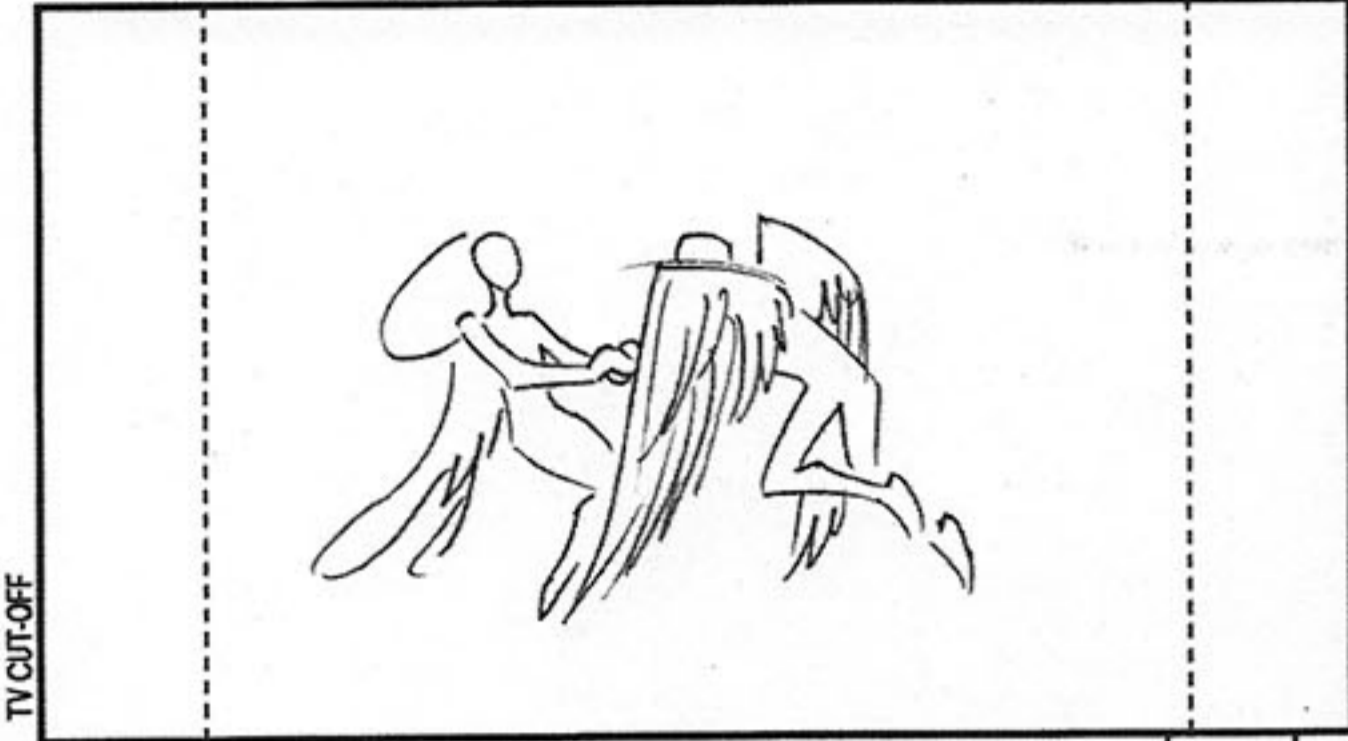
dialog

⑫ STORM: Oh, yes, so
I've been hearing.

TV CUT-OFF

PANEL 1

SCENE A47 BG.



action
ⓑ pose

dialog

TV CUT-OFF H/V SCENE A48 BG. PANEL 2



action
Close on Storm, concerned

dialog
You know, we worry about you being so-

TV CUT-OFF SCENE A48 BG. PANEL 1



action
Angel's fingers touch her lips

dialog

TV CUT-OFF H/V SCENE A49 BG. PANEL 2



action
On Angel, smiling

dialog

TV CUT-OFF PANEL 1

SCENE A49 BG.



action
He floats backward,
extends his hand

dialog

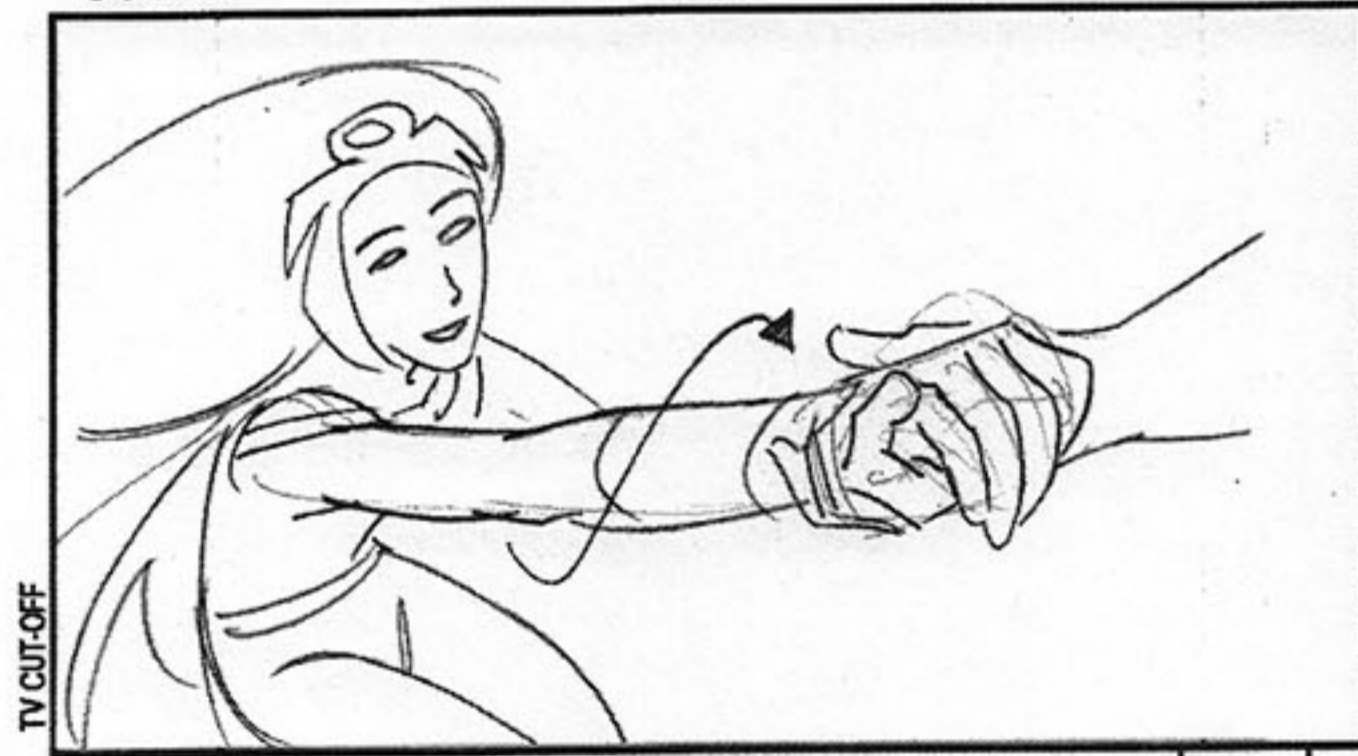
TV CUT-OFF TV CUT-OFF H/V SCENE A50 BG. PANEL 2



action
She smiles

dialog

SCENE A50 BG.

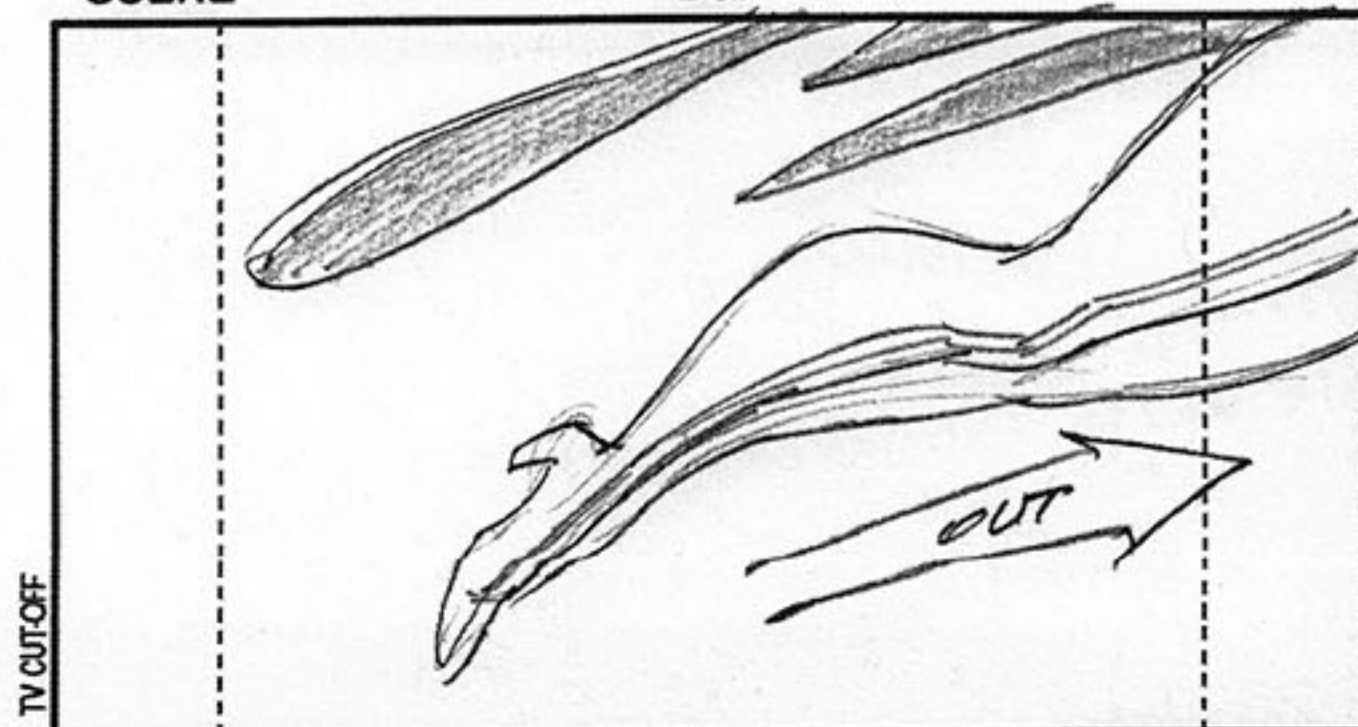


action
-grasps his hand

dialog

TV CUT-OFF TV CUT-OFF SCENE A50 BG. PANEL 2

SCENE A50 BG.

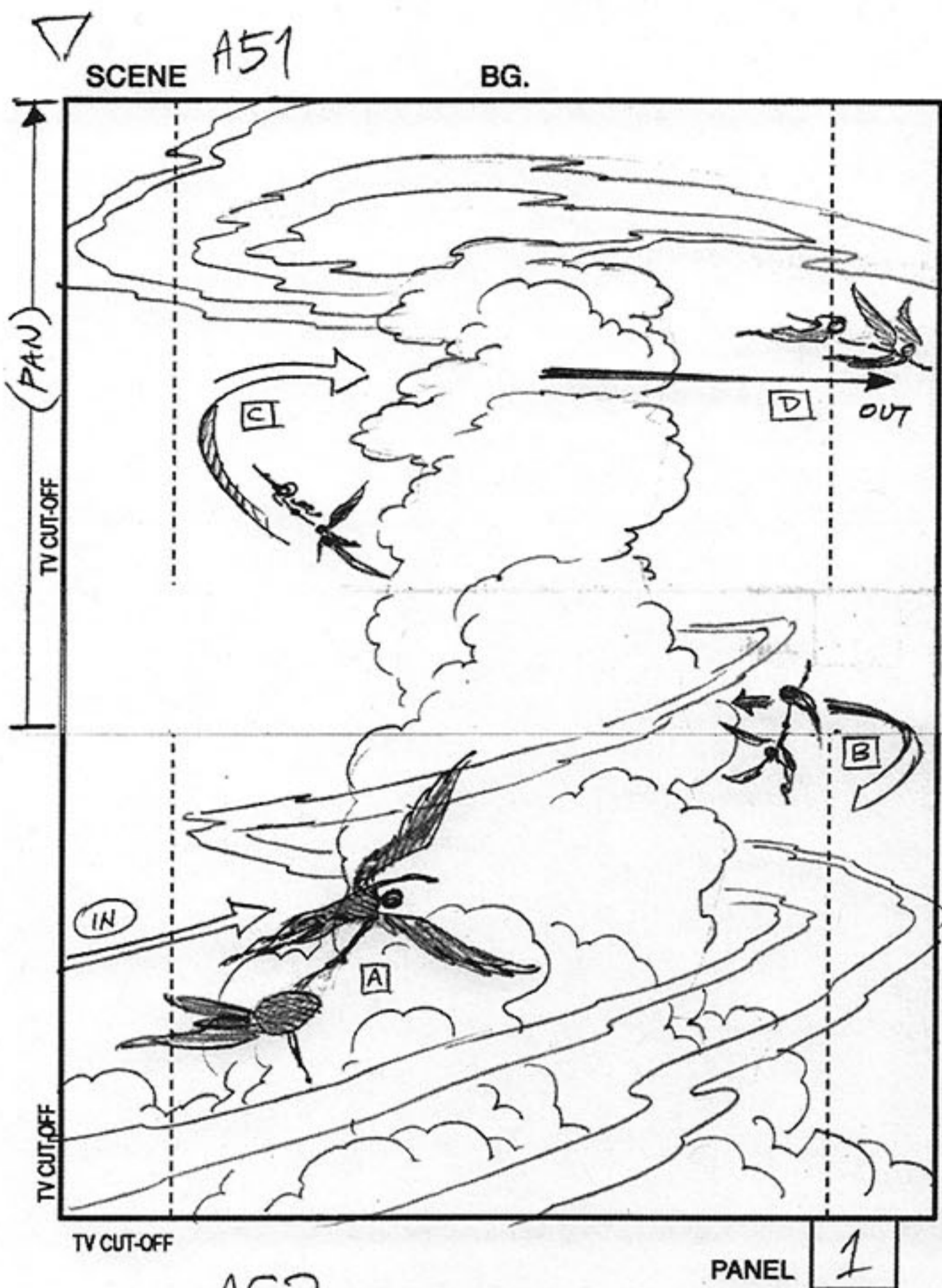


action
- and flies OS

dialog

TV CUT-OFF TV CUT-OFF PANEL 3

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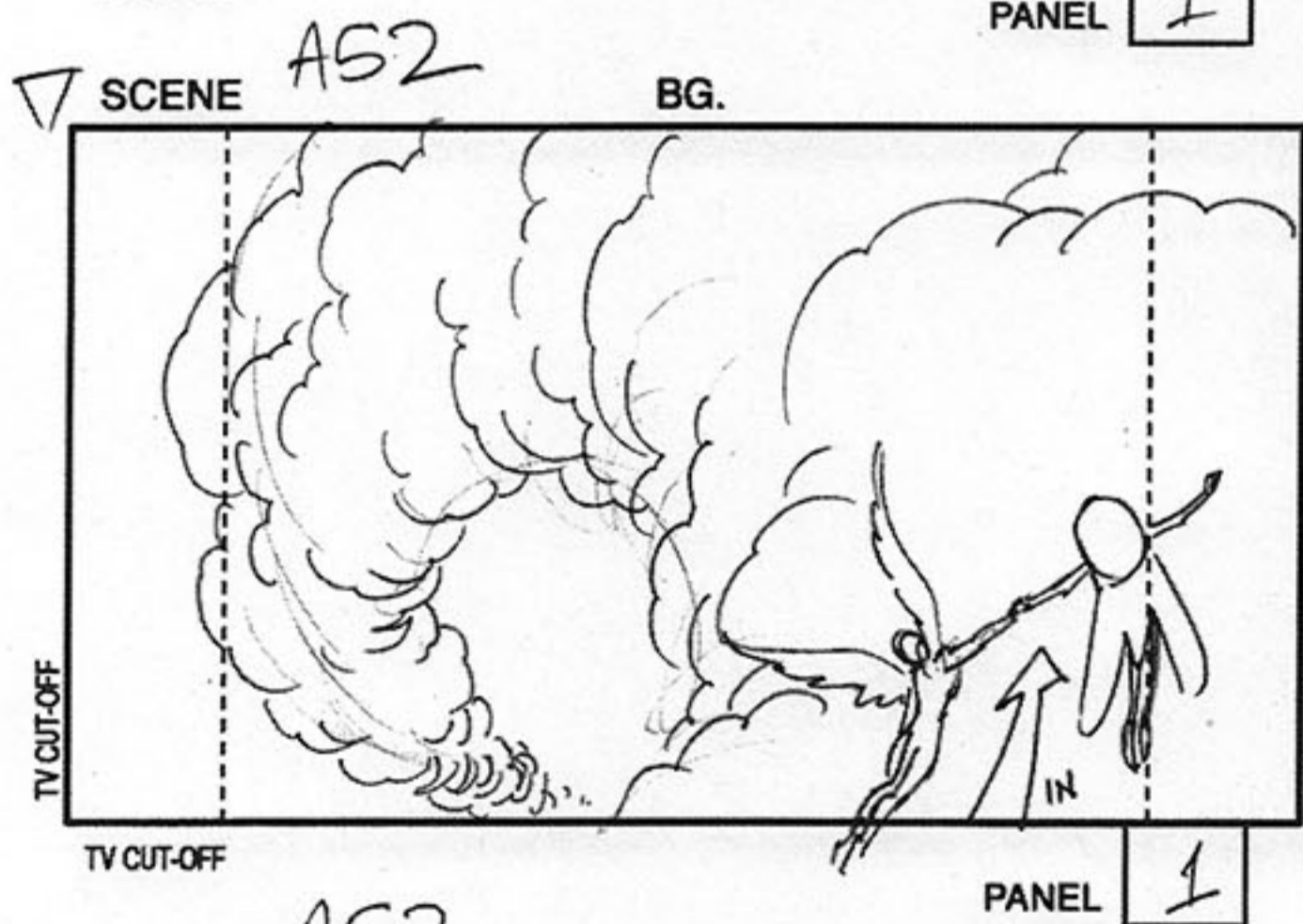


action
Pan up with them spiralling around a cloud column

dialog

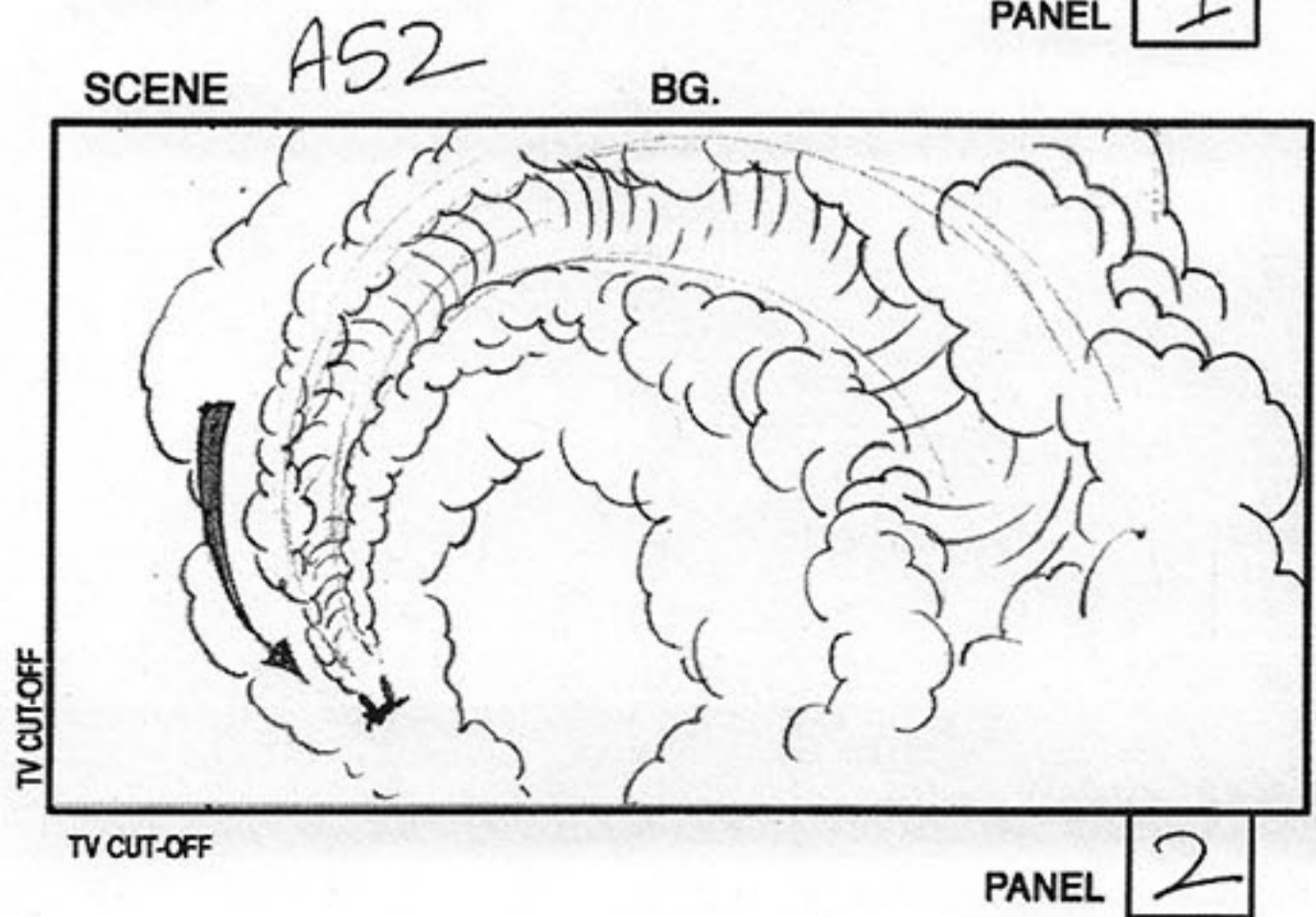
action

dialog



action
They fly in toward a descending cloud bank

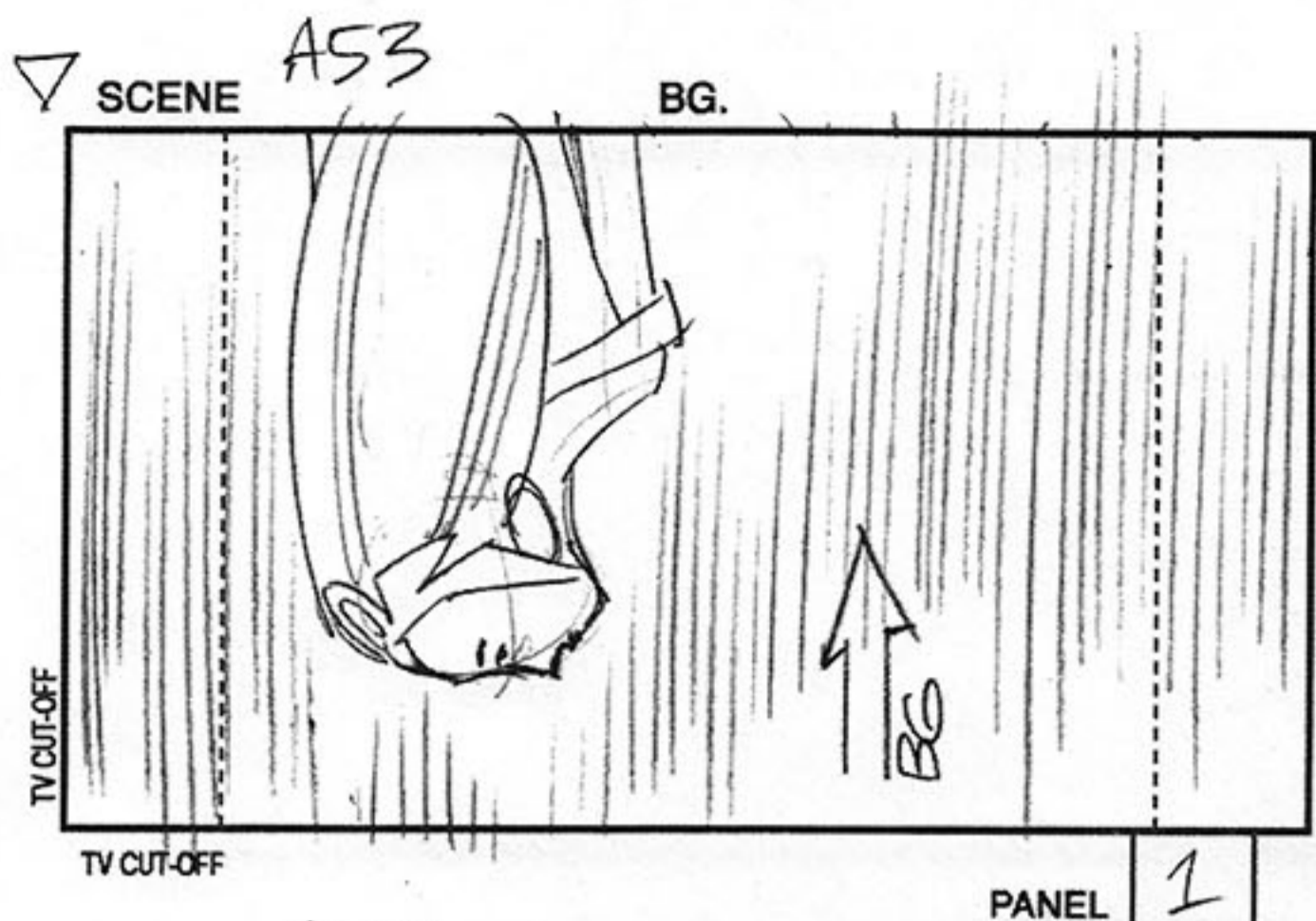
dialog



action
They strafe downward, leaving a trail

dialog

Ep #: WX



action
On Storm, flying downward inside cloud (speed blur BG)

dialog

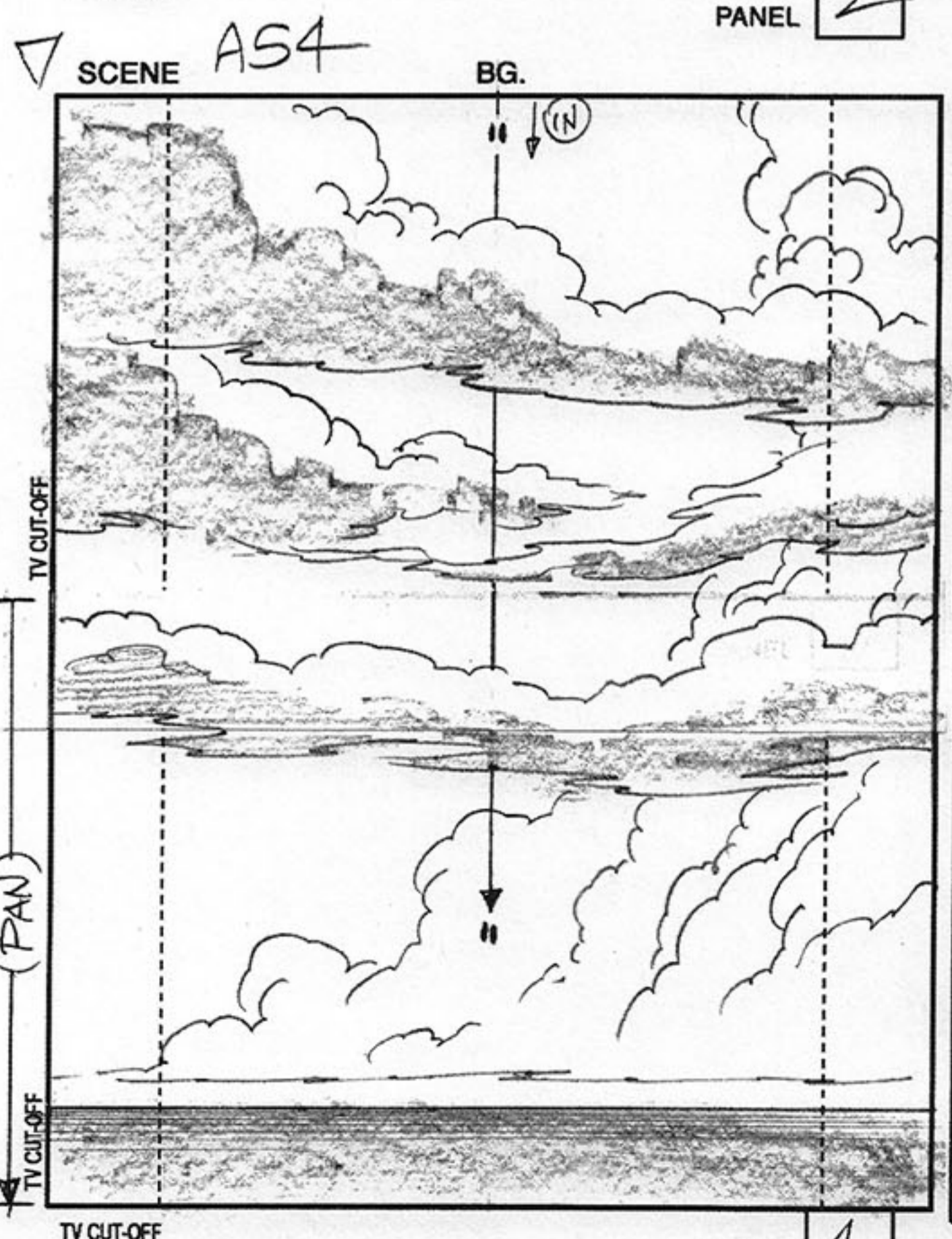
PANEL 1



action
Angel gains into FG, smiling

dialog

PANEL 2



action
Pan down with them toward ocean

dialog

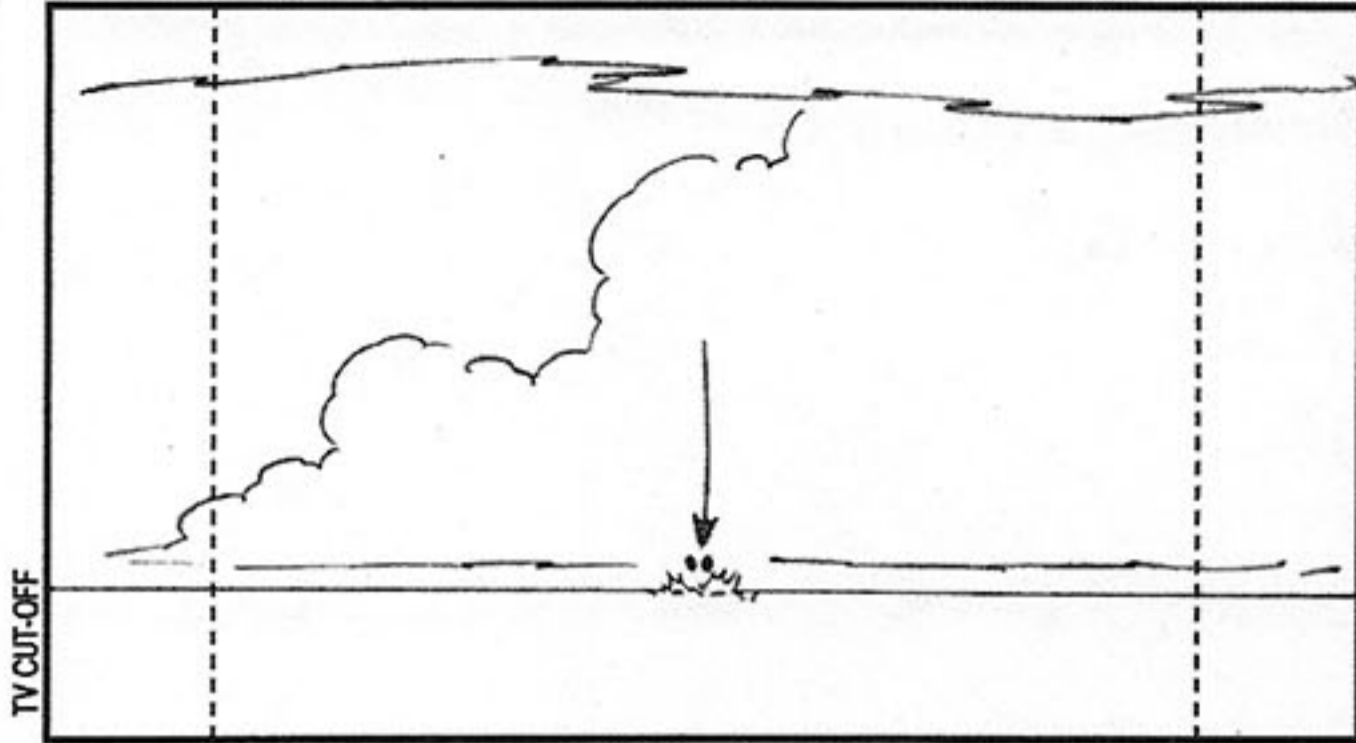
action

dialog

PANEL 1

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SCENE **A54** BG.

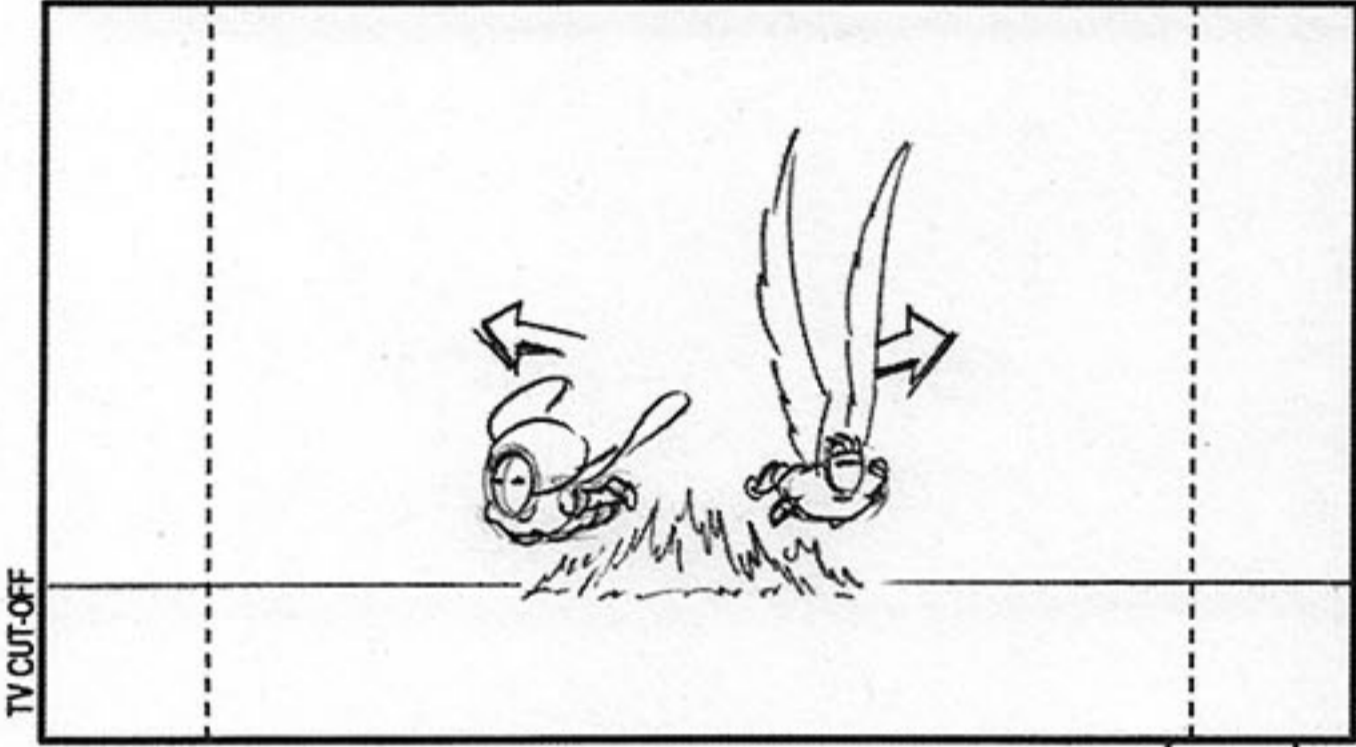


action
They slow and seem to stop at horizon

dialog

TV CUT-OFF TV CUT-OFF PANEL **2**

SCENE **A54** BG.

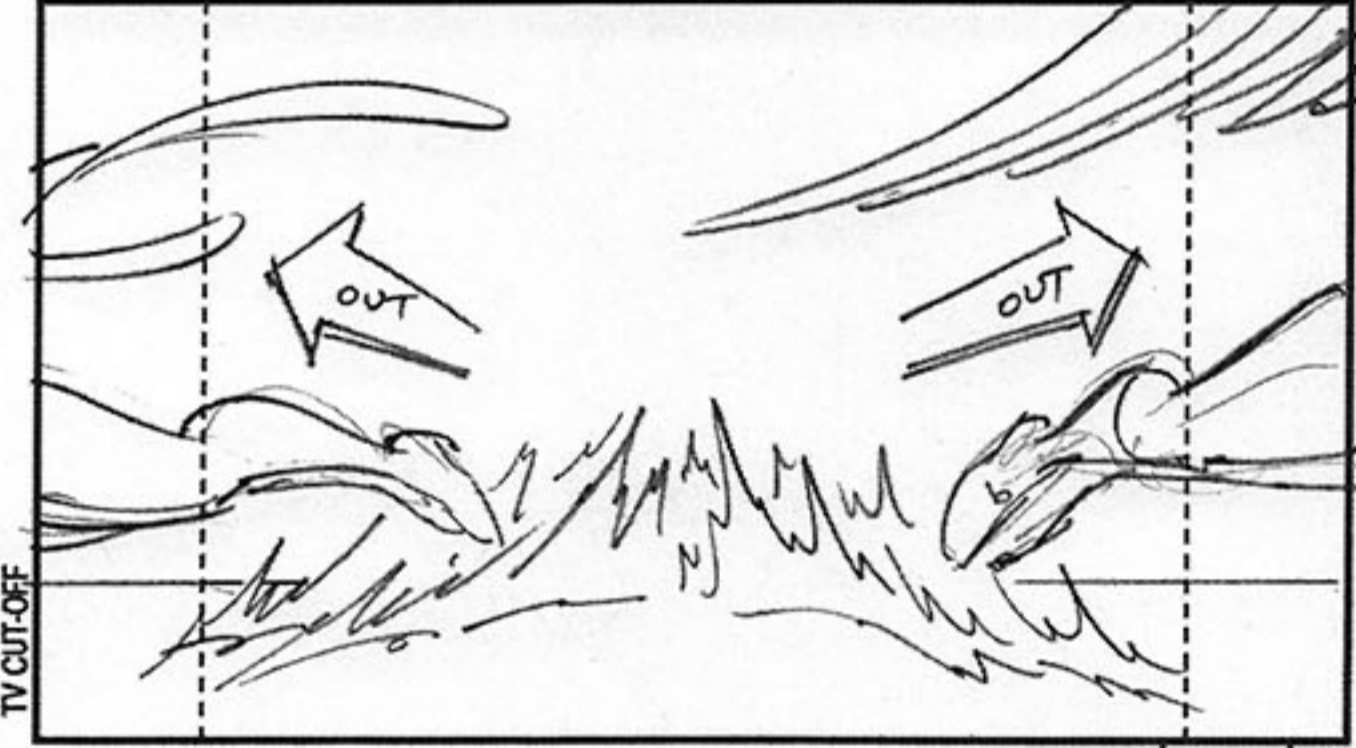


action
-then shoot toward cam at high speed

dialog

TV CUT-OFF TV CUT-OFF PANEL **3**

SCENE **A54** BG.

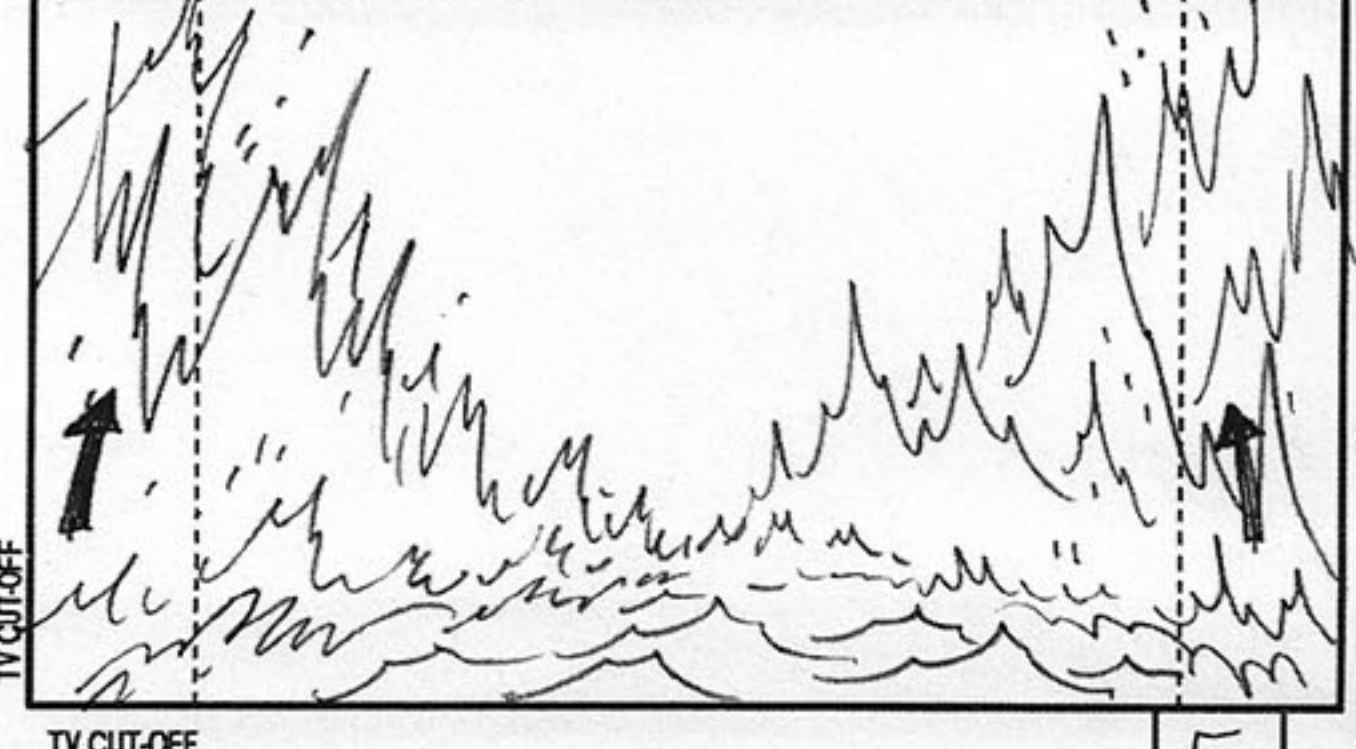


action
-kicking up waves of water in their wake

dialog

TV CUT-OFF TV CUT-OFF PANEL **4**

SCENE **A54** BG.

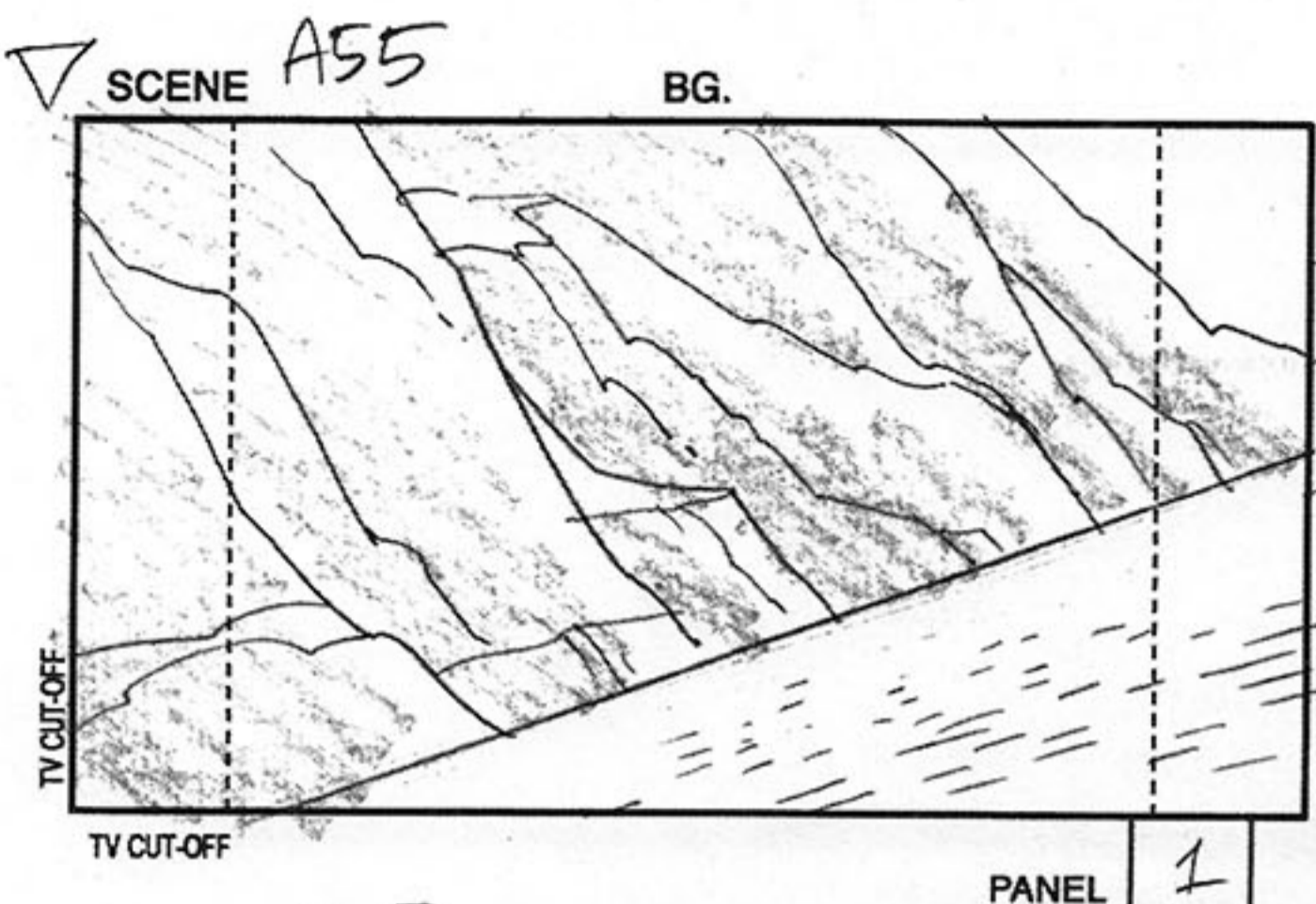


action
Water sprays upward

dialog

TV CUT-OFF TV CUT-OFF PANEL **5**

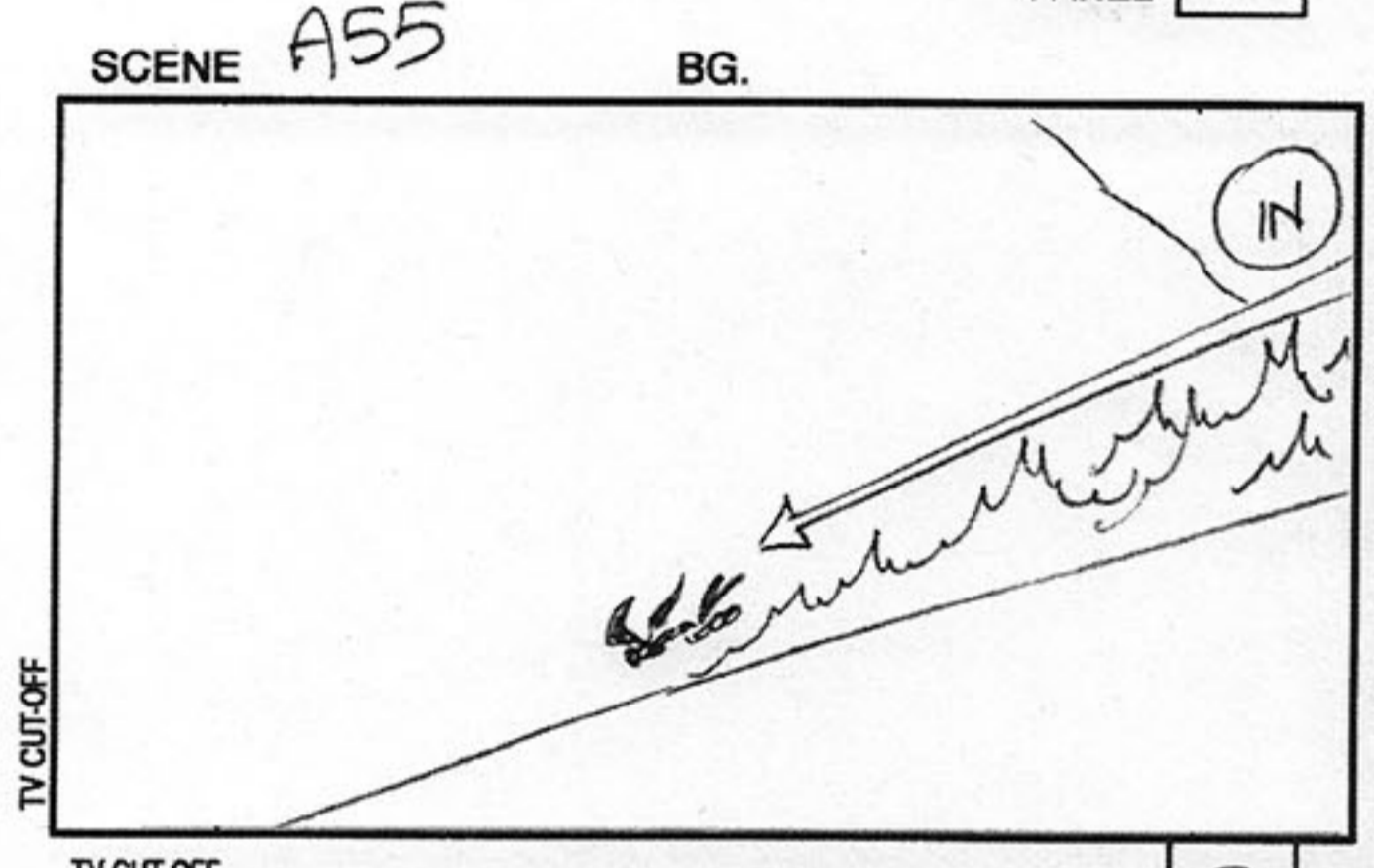
Ep #: WX



action
On cliff wall at seashore

dialog

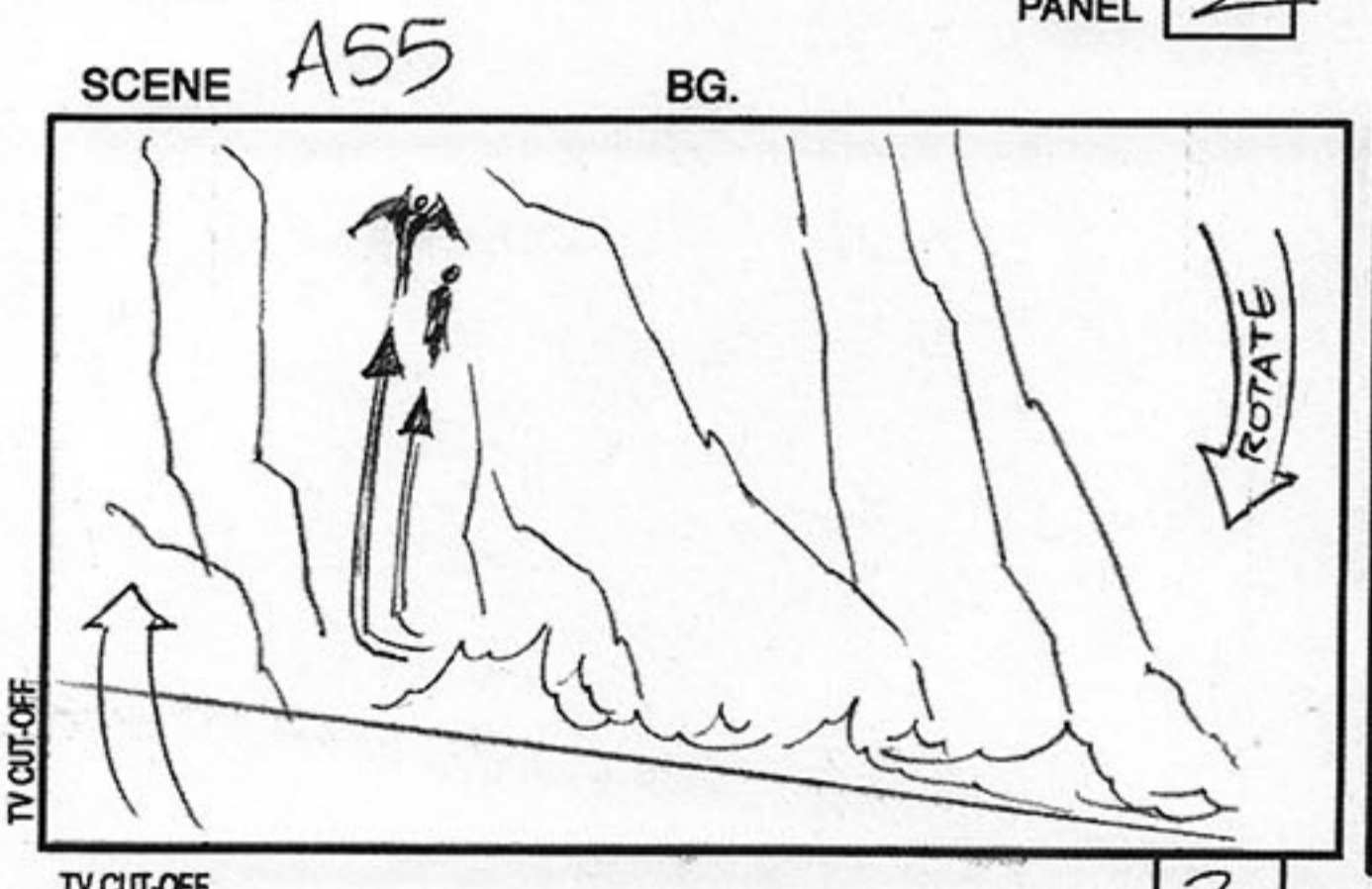
PANEL 1



action
Both zoom in toward cliff

dialog

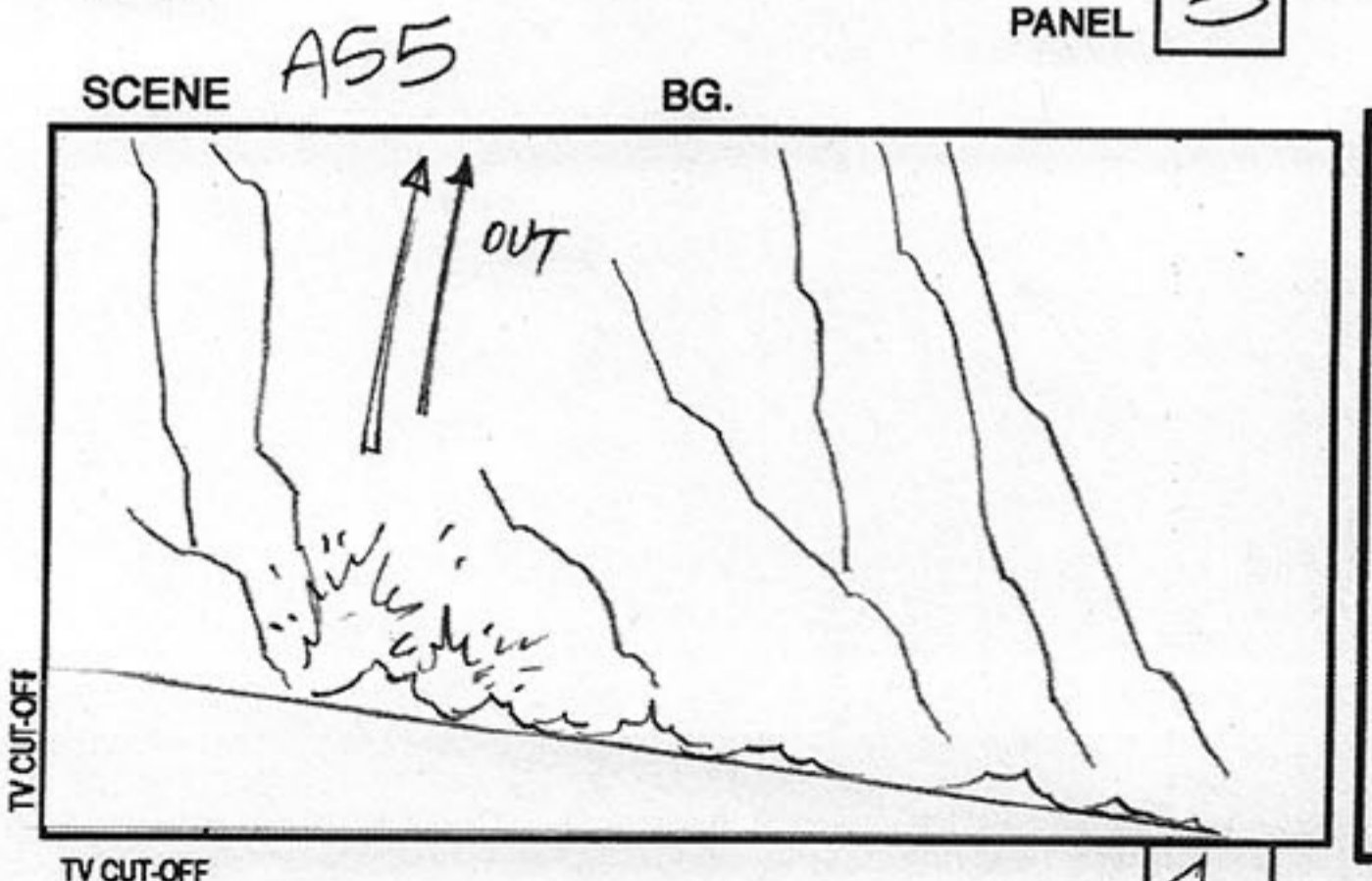
PANEL 2



action
BG rotates as they go into a power climb

dialog

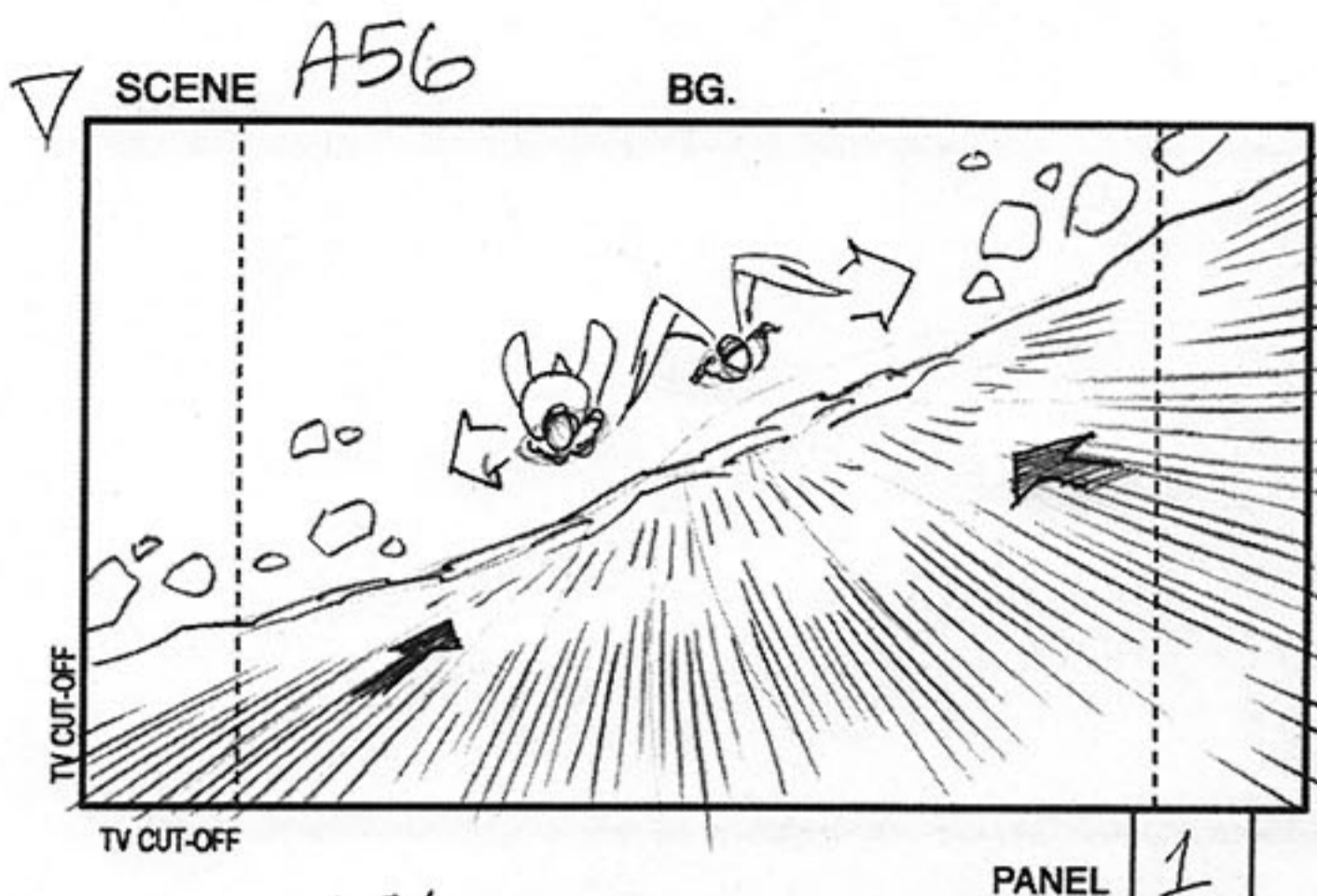
PANEL 3



action
-rise up / OS

dialog

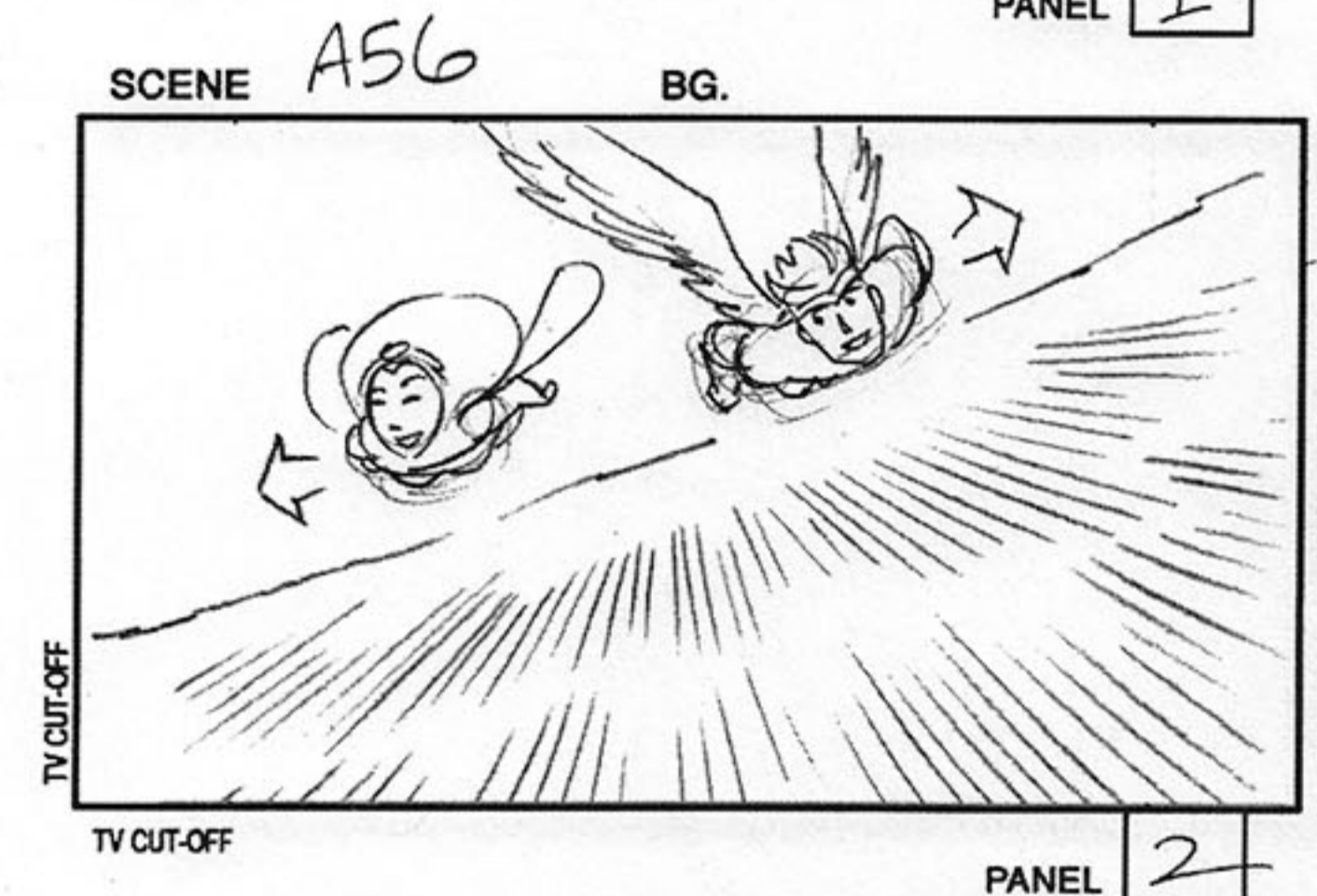
PANEL 4



action
Cliff wall **BLURS** past cam as they climb

dialog

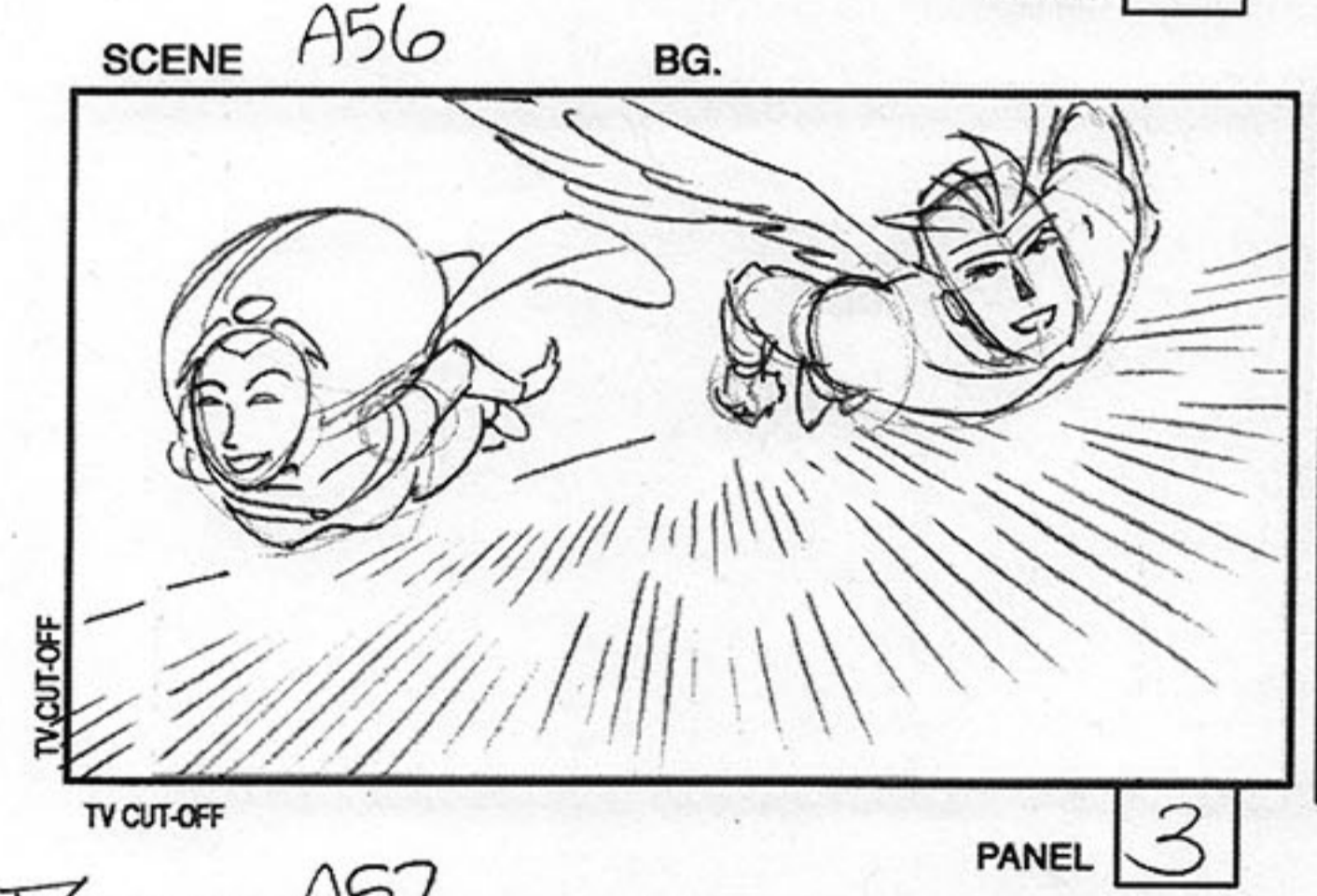
PANEL **1**



action
Both gain toward cam, racing each other

dialog

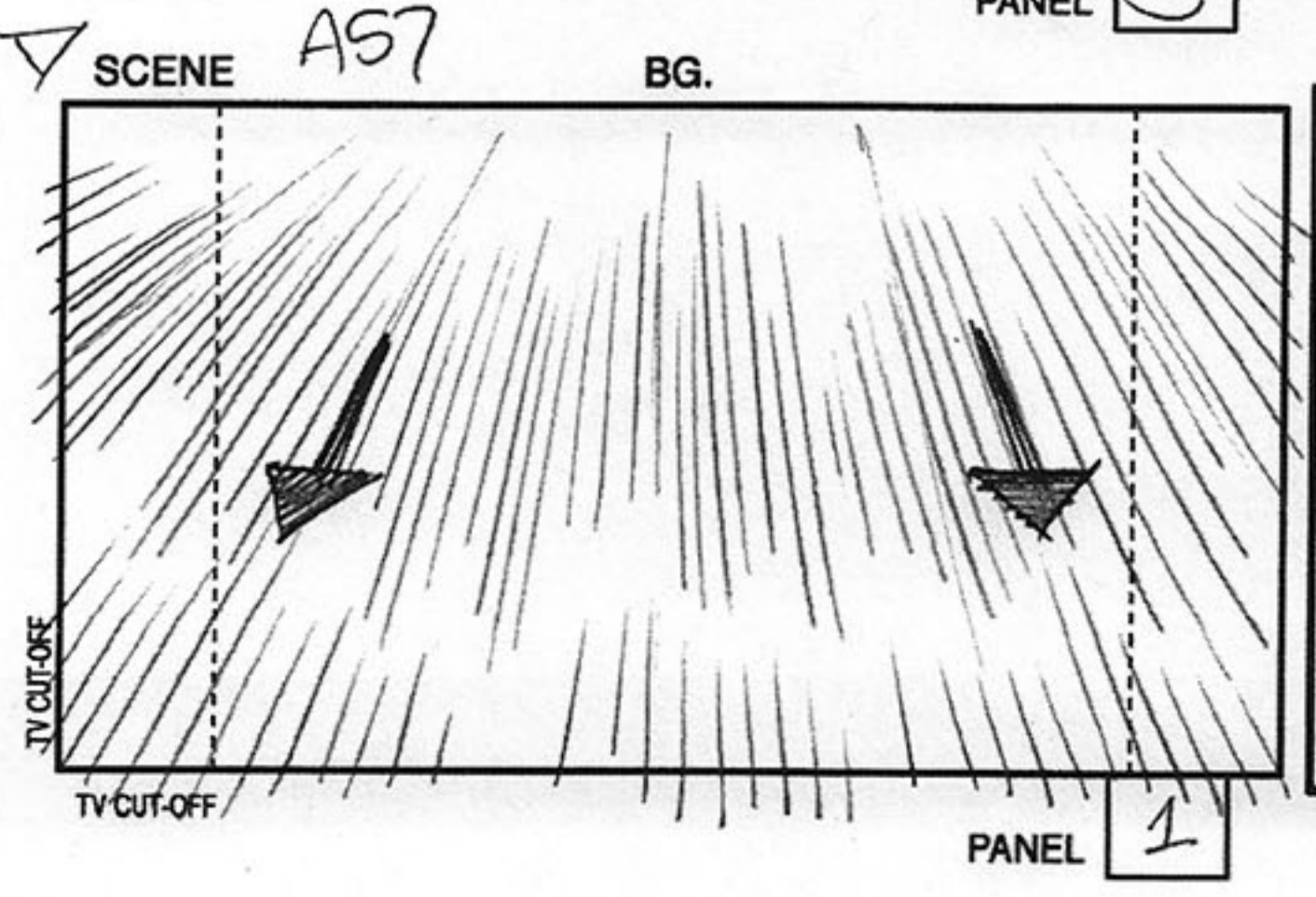
PANEL **2**



action
Continued

dialog

PANEL **3**



action
Their POV-cliff face blurs past cam

dialog

PANEL **1**

SCENE A57 BG.



action
BEAST animates into view at top of cliff

dialog

SCENE A57 BG.



action
Animates through-glasses fly off

dialog

SCENE A57 BG.



action
Continued-Angel & Storm shoot upward past cam

dialog

SCENE A57 BG.



action
STOP BG animation- Beast's hand reaches in to grab glasses

dialog