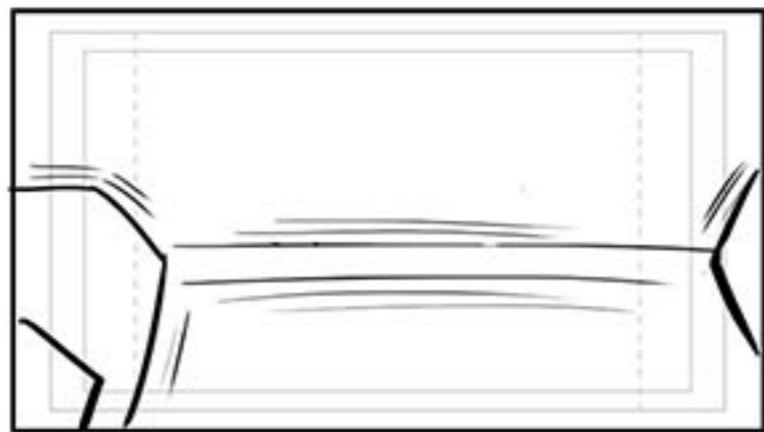
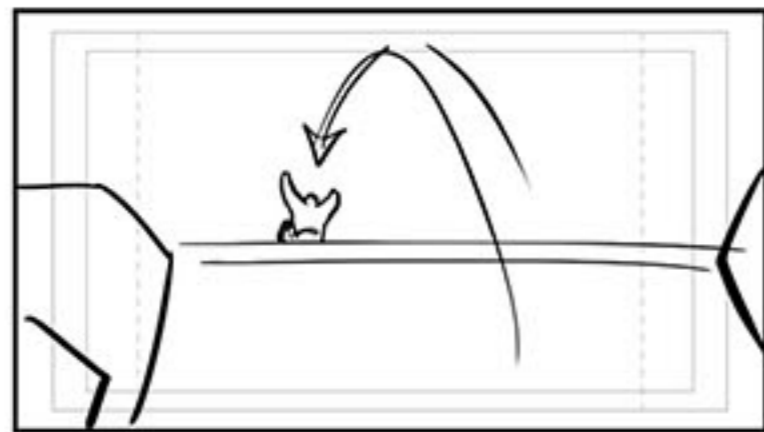
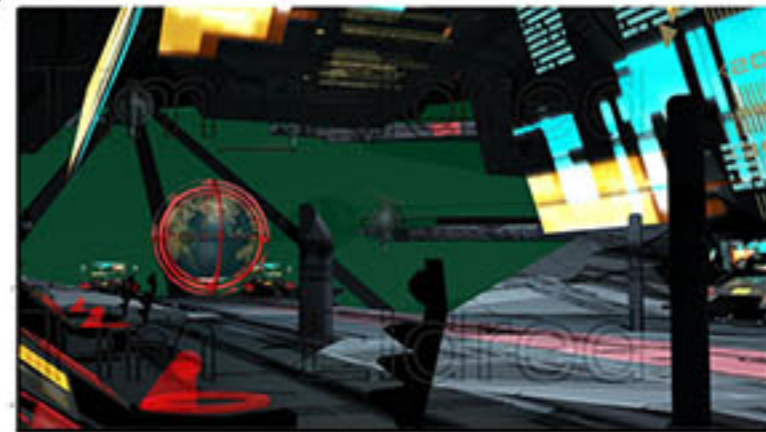




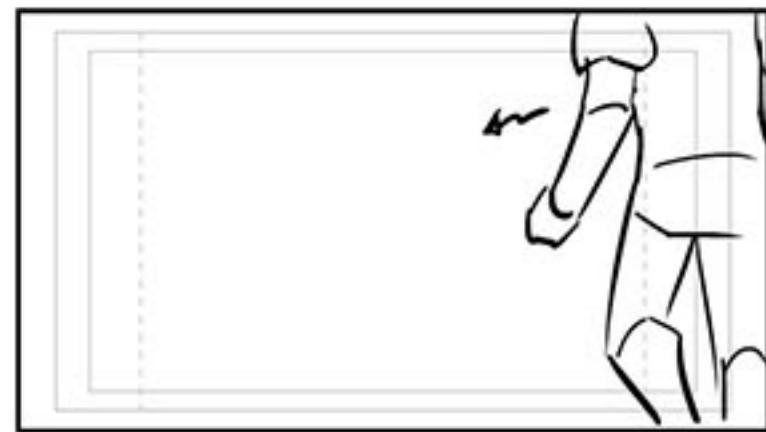
Truck out- Hulk IN



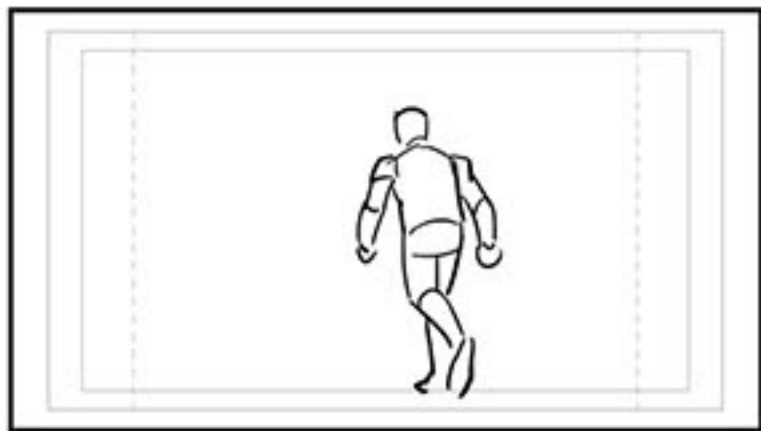
He lands on carrier-
it bounces slightly



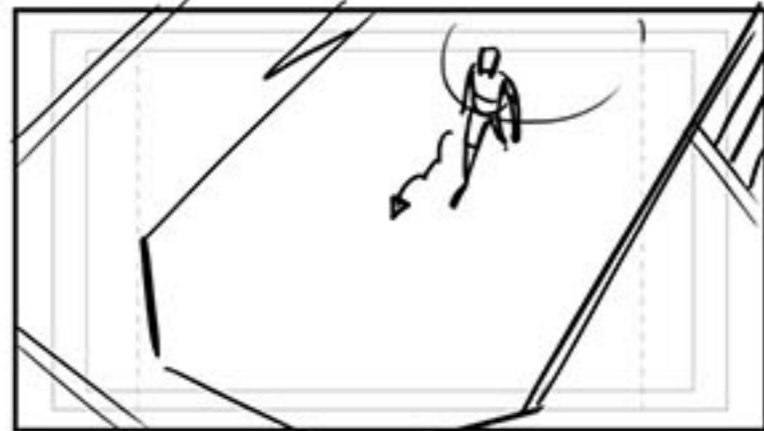
Go to command deck
Start with all screens OFF.
(NO GLOBE)



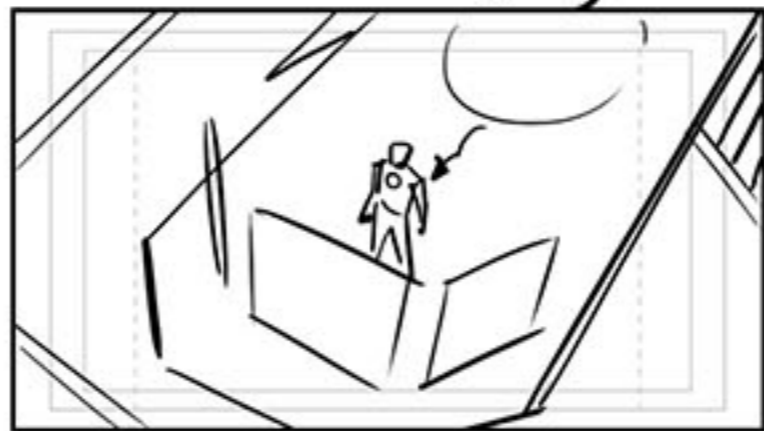
Then they ACTIVATE
196 IRON MAN
Jarvis, clear your calendar,



'cause we got a lot to do.
197 JARVIS (VIA COMPUTER)-
At your service, sir.



198 IRON MAN
First order of business. We use



SCREENS ON
the ship's arc reactor to get the
power grid back online.



POV thru map
199 IRON MAN
At least we can light up a few
thousand homes.



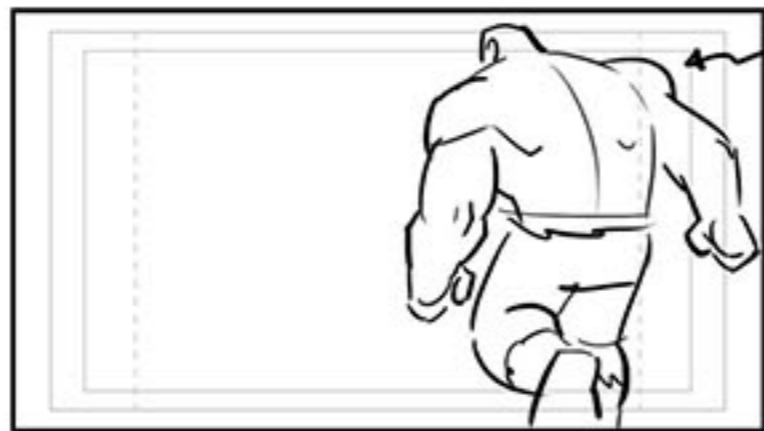
Draw line from carrier -
200 JARVIS (VIA COMPUTER)
Very good, sir. Shall I



to town, which LIGHTS UP
employ the mandroids?



201 IRON MAN
You read my mind. Have 'em



Hulk IN
salvage what they can of the core.



IM moving graphics around - startled/screens vanish
202 HULK
"Hulk is HUNGRY!" ← YELL!



202 HULK
So where's the kitchen in this
flyin' cruise ship?



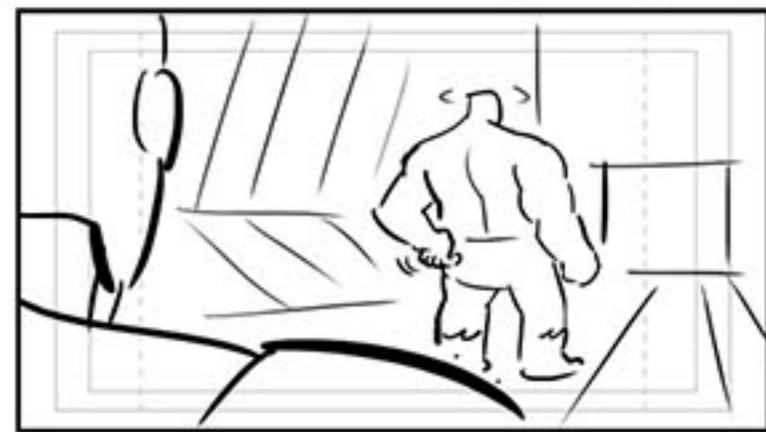
203 IRON MAN
You can have dessert



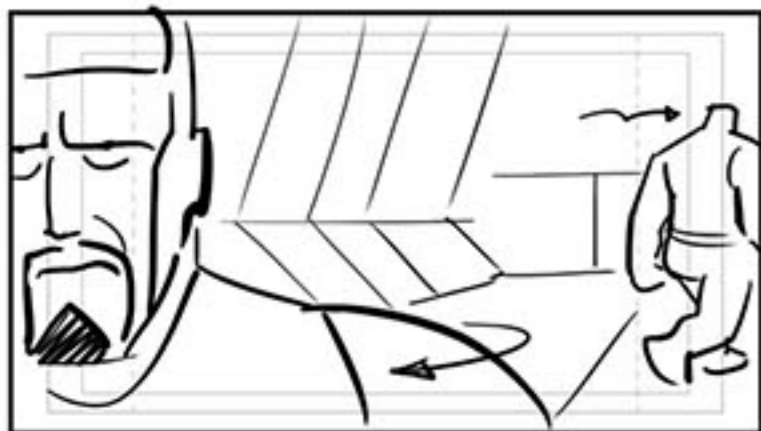
when you finish your chores.
I need you to



clear the debris down there.



BUTT SCRATCH - LOOK AROUND
204 HULK
Only thing I'm looking to clear is



the food outta your fridge.



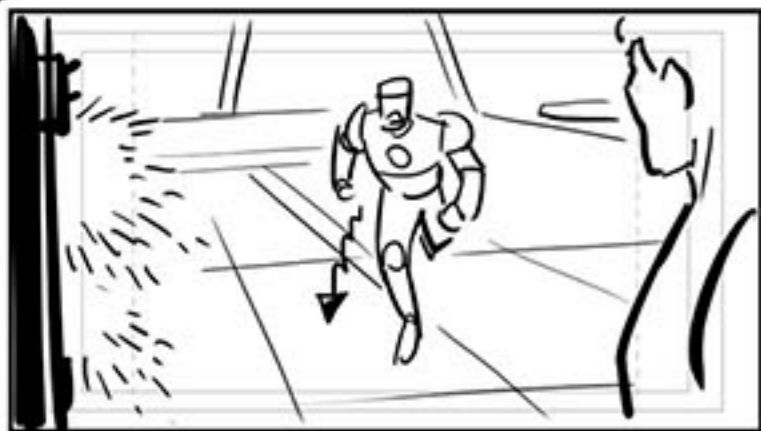
This the



fridge, right?



RIP!



205 IRON MAN
No! It WAS part of the computer



systems that handles security.



(Switch off)

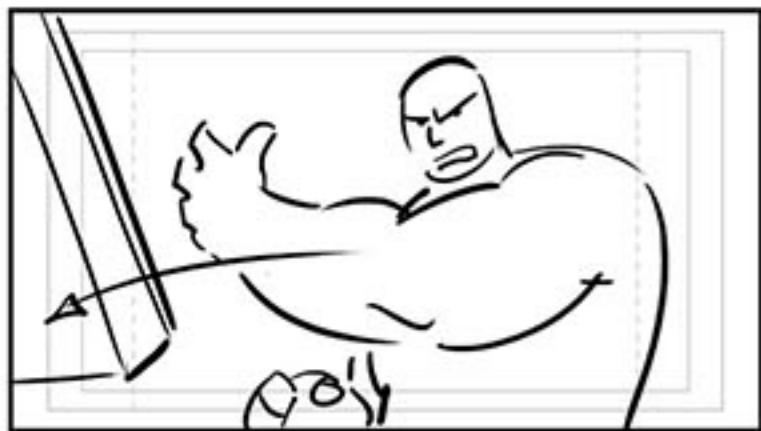
Nice, Hulk.



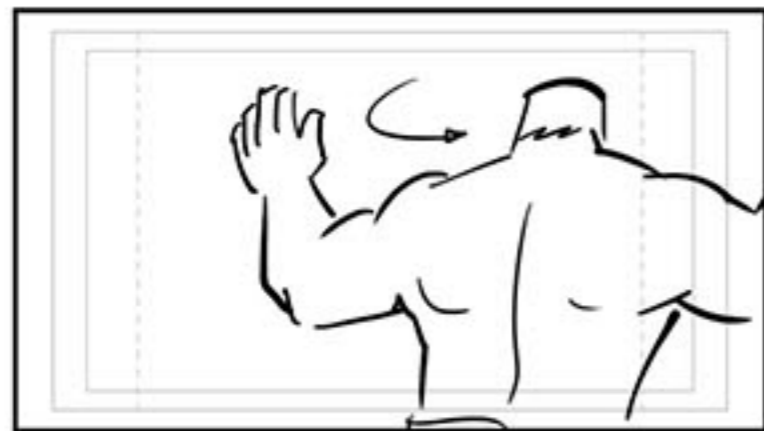
206 HULK
I can't help that



it looks like a



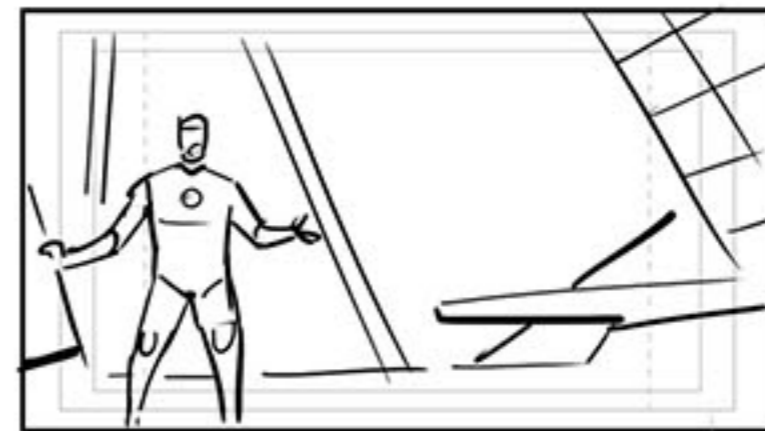
fridge.



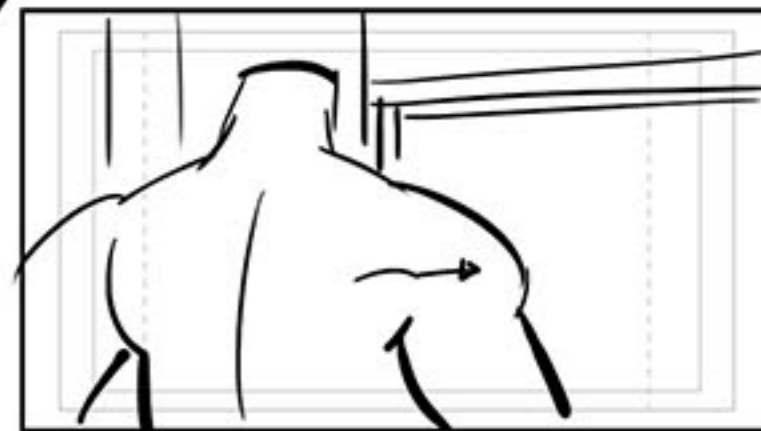
Well, guess I'm outta here.



207 IRON MAN
You're supposed to be a hero.



You can't be on the run,



alone all the time.



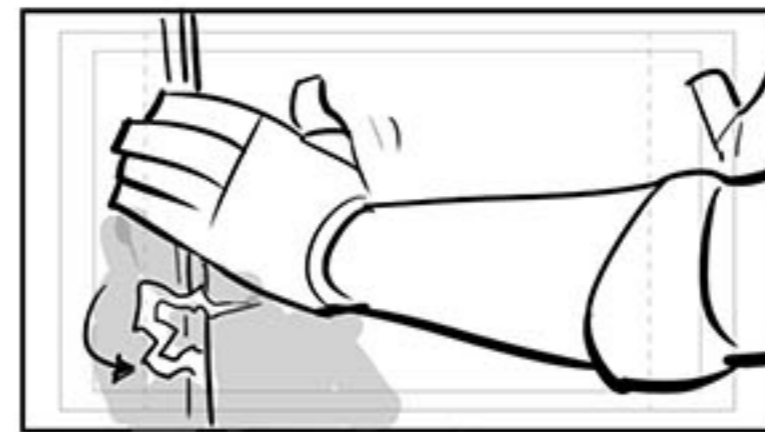
208 HULK
Better than floating up here in
your iron castle.



Alone.



Putting door back on - ZZZAXX oozes into circuitry



209 IRON MAN
Not the same thing.



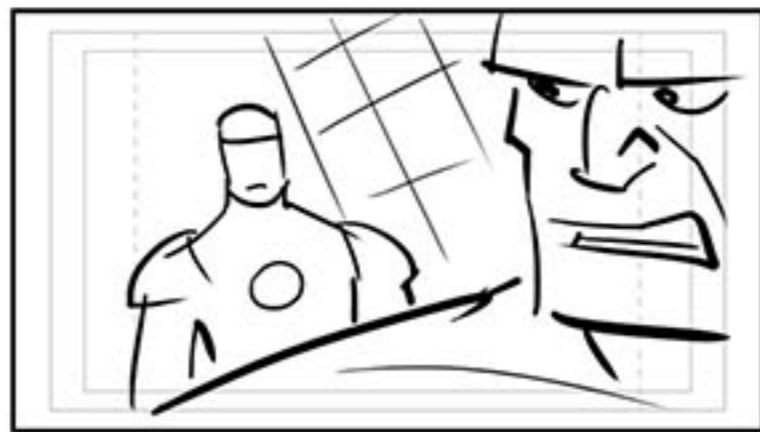
Trust me on that.



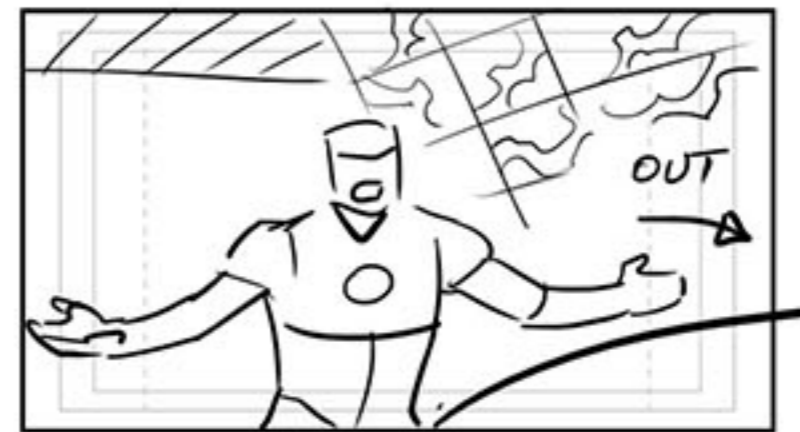
I need time alone.



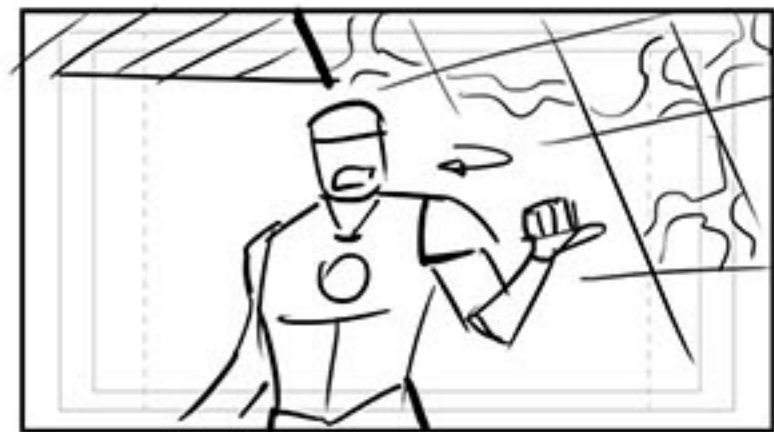
<Match prev setup w/IM in FG>
To invent. To build things.



210 HULK
Next time build a kitchen.

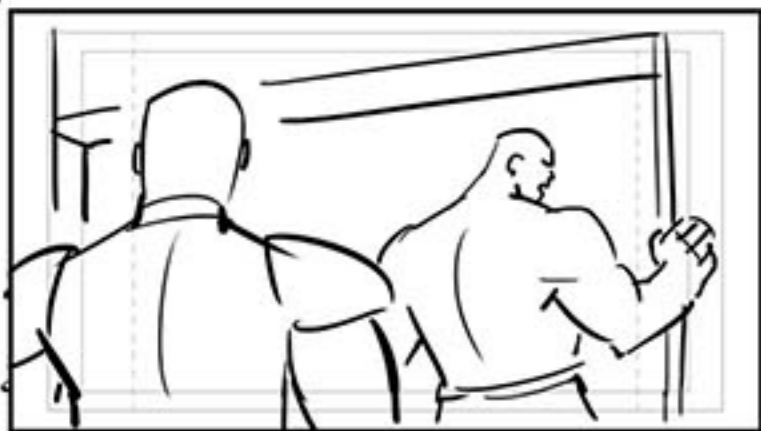


211 IRON MAN
Fine, if you're not gonna help,

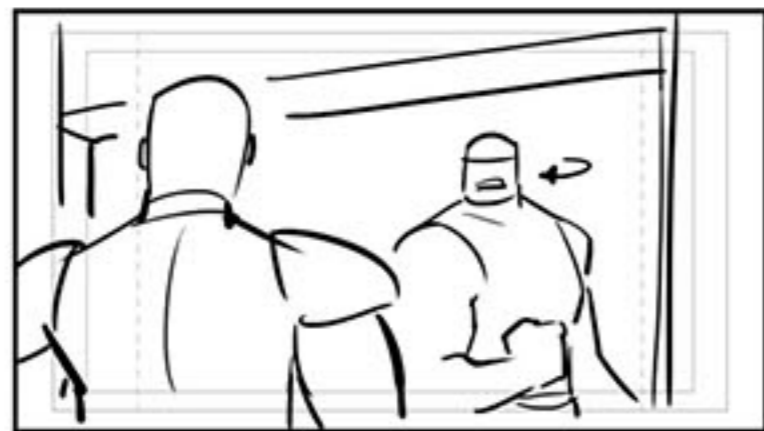


don't let the door hit you in your big purple pants on the way out.

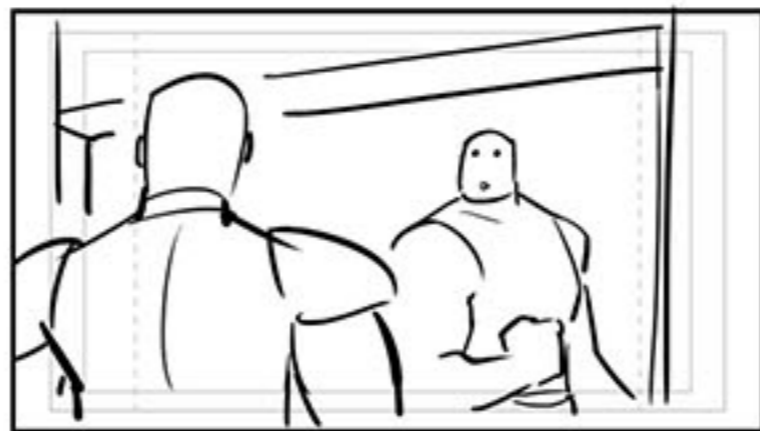
SCREENS START TO GO HAYWIRE IN BG



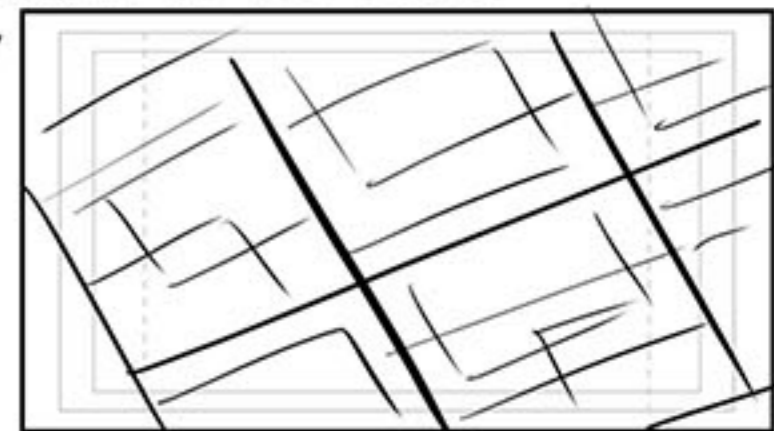
212 HULK
Have fun cleaning up...



after...



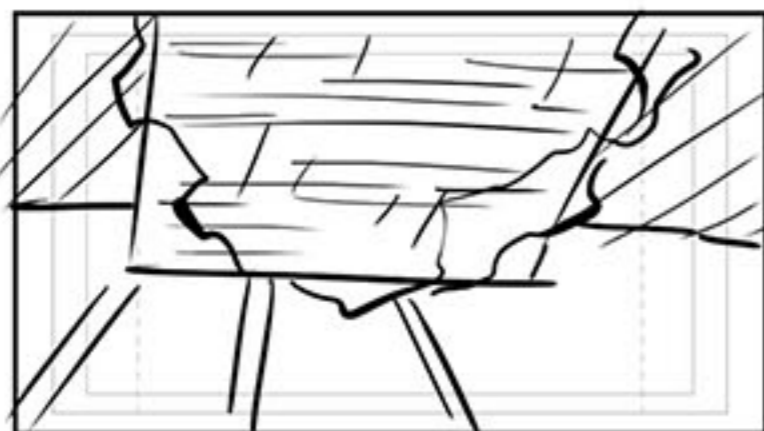
Hydra...



Screens fill with rapidly changing images



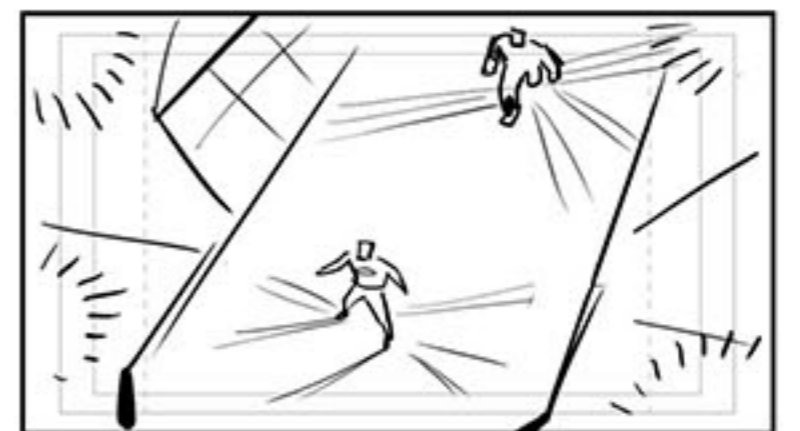
Pan



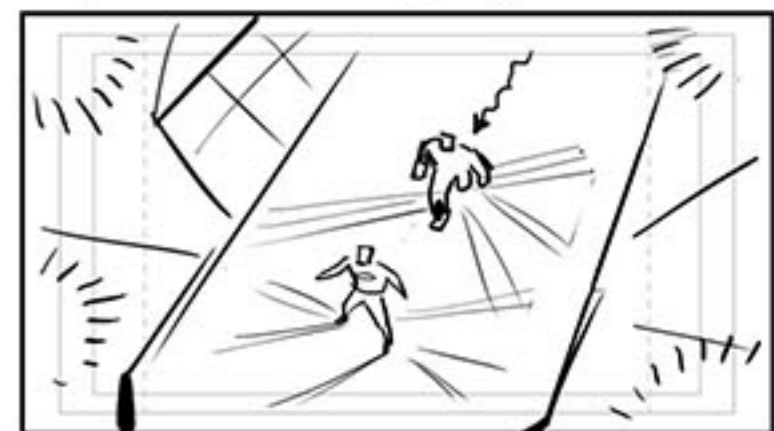
to main screen -
Z energy & flickering images



213 IRON MAN
Aww no. No!



Flashing lights, shifting shadows



214 IRON MAN
Jarvis - shut down all systems now! JARVIS!



Shut them down NOW!



Waveform represents Jarvis

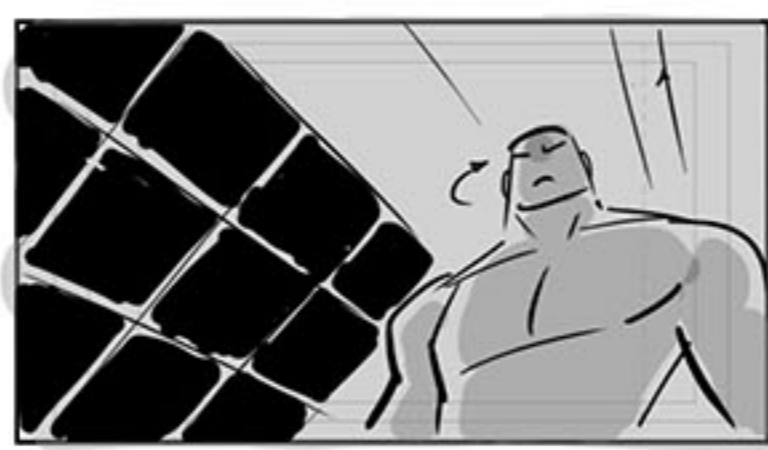


215 JARVIS
I'm sorry sirrrr... I'm afraid I caaaan't... doooooo... thaaaaaaa...!

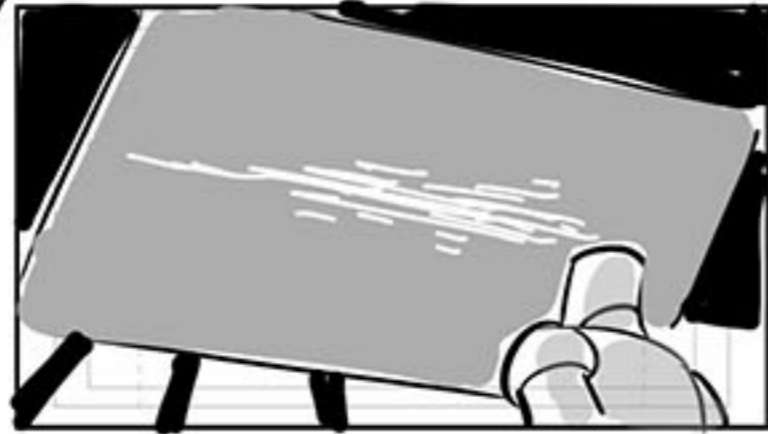




More screens go off



→ Cam drift



216 ZZZAX
Huuu...maan... creaturezzz... I... am...



ZZZAX...

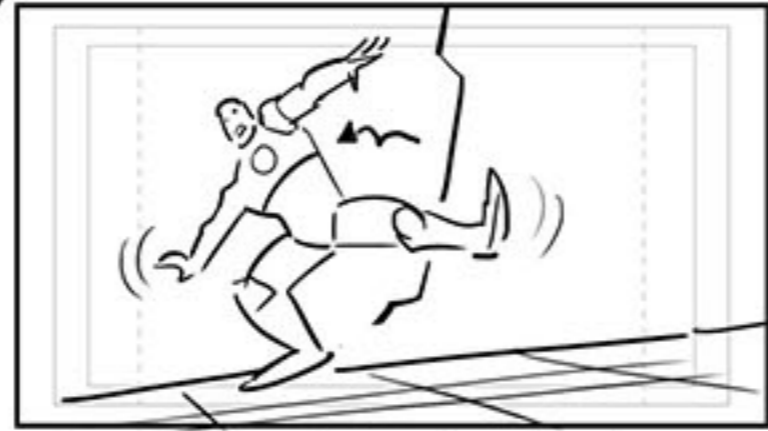


217 HULK
Nice one, bolts for brains! Ya let the spark-ball in

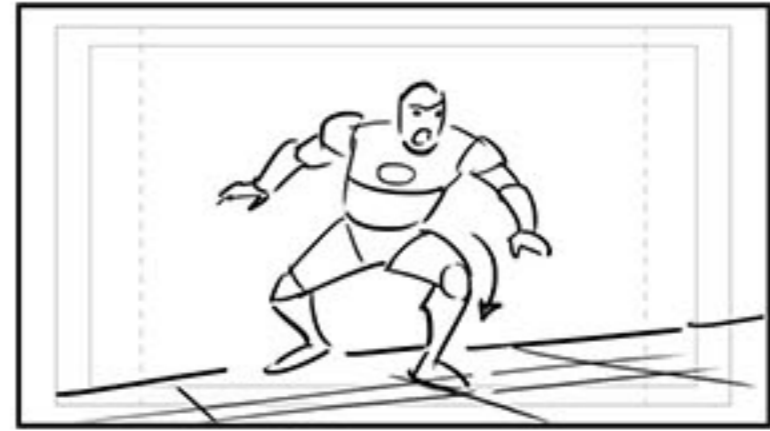


WHACK!

the machine!



IM struggles to balance



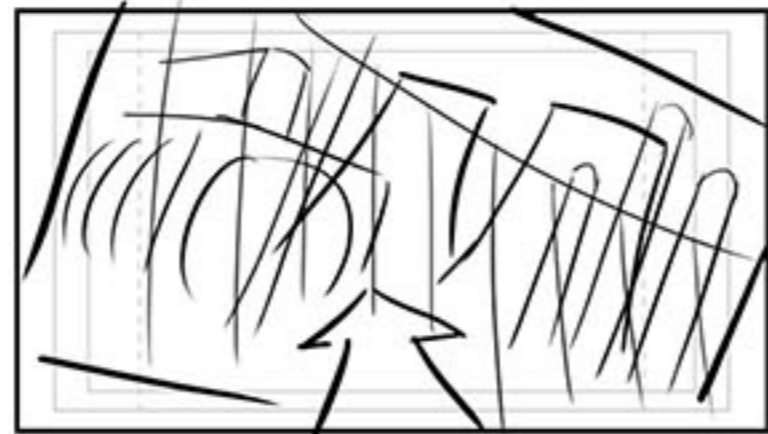
218 IRON MAN
It's not my fault! Tricky little zapper stowed away.



Now it's teaching



itself at an exponential rate...



219 ZZZAX (VIA COMPUTER)
Zzzax muzzzt feeed... on energy... allll energy....



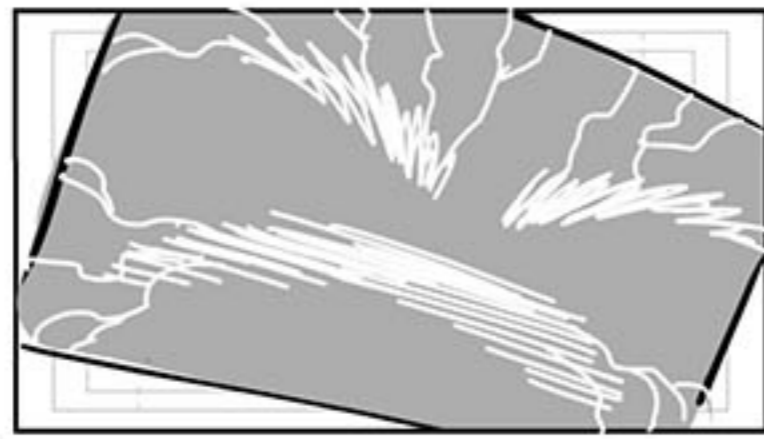
220 IRON MAN
Listen Sparky or Zzzax or whatever your name is. Humans rely on



energy too - we can't survive without it.



face forms



221 ZZZAX
Matterzzz not... Zzzax... muzzzt
conzzzzume...



Repulsors power up
222 IRON MAN (CONT'D)
Now come outta there like a good
spark and



I'll give you a couple
of 9 volt batteries to chew on.

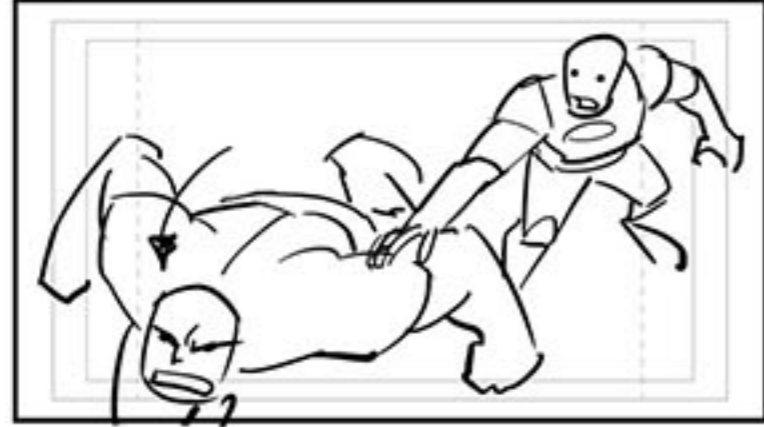


223 HULK
Less talk -

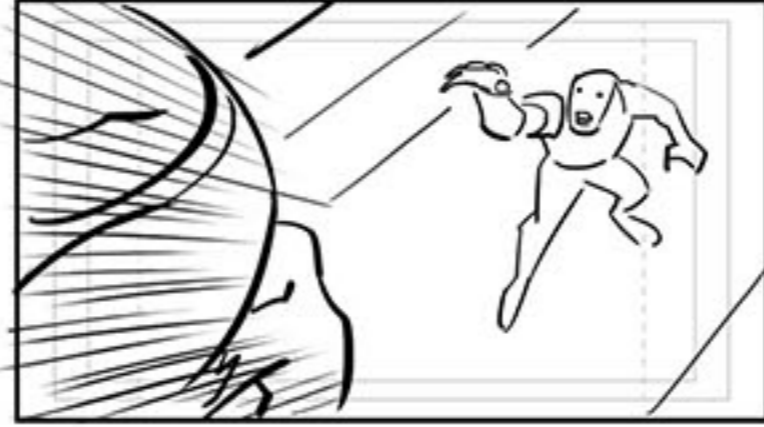


TRUCK OUT

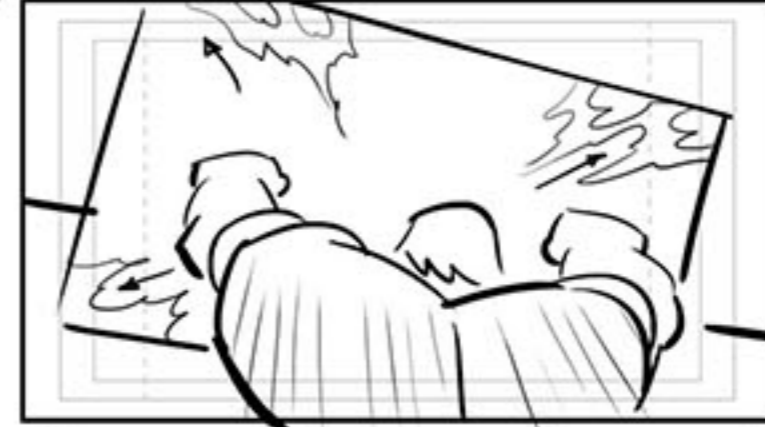
MORE SMASH!
224 IRON MAN
Hulk, WAIT!



It'll just stow away



somewhere else!
(Truck out again)



Face on screen pulls apart



z energy leaps off
screen



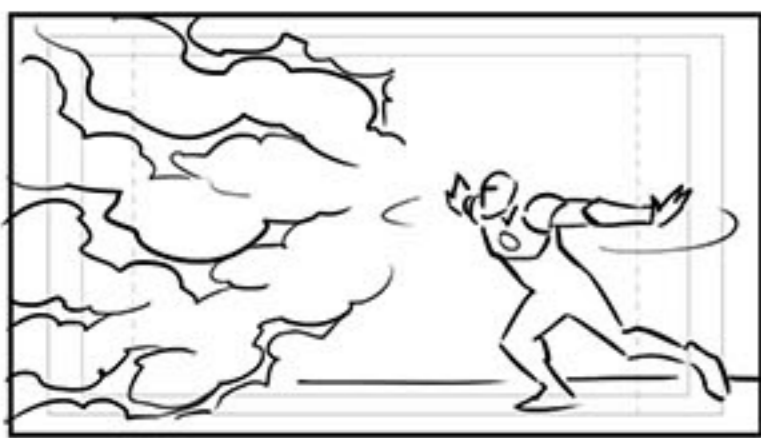
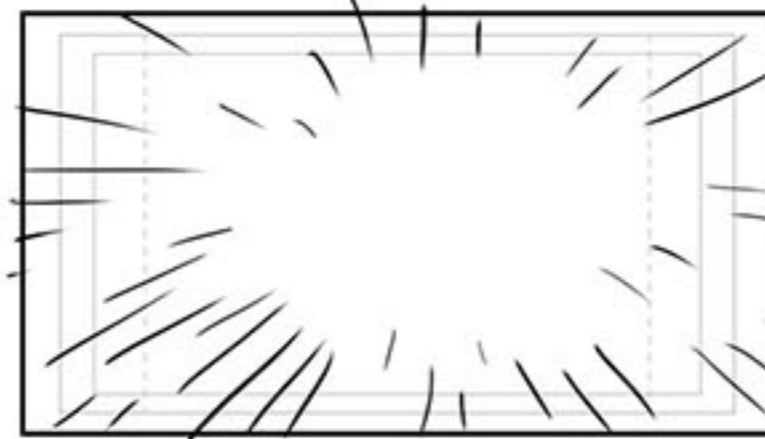
225 IRON MAN (CONT'D)
- Like my



armor!



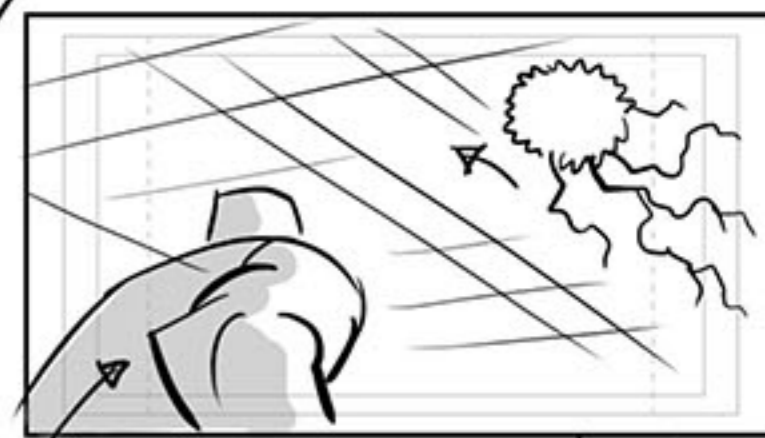
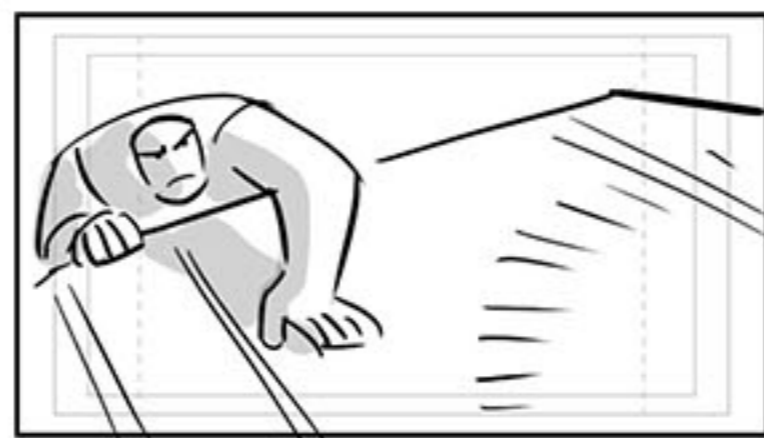
Shields up!



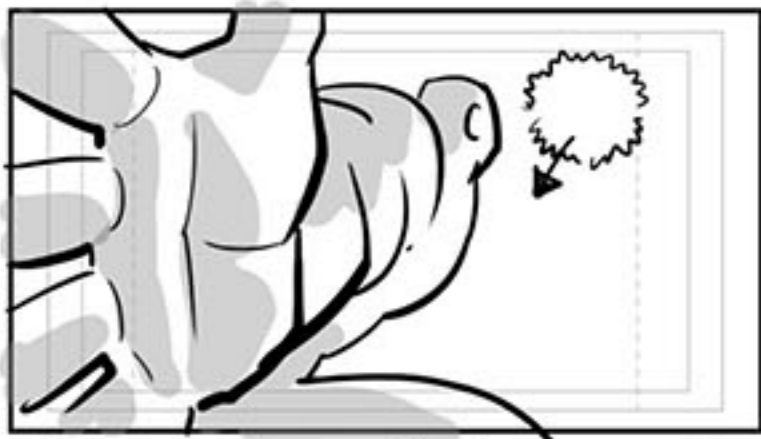
226 IRON MAN
Hulk,



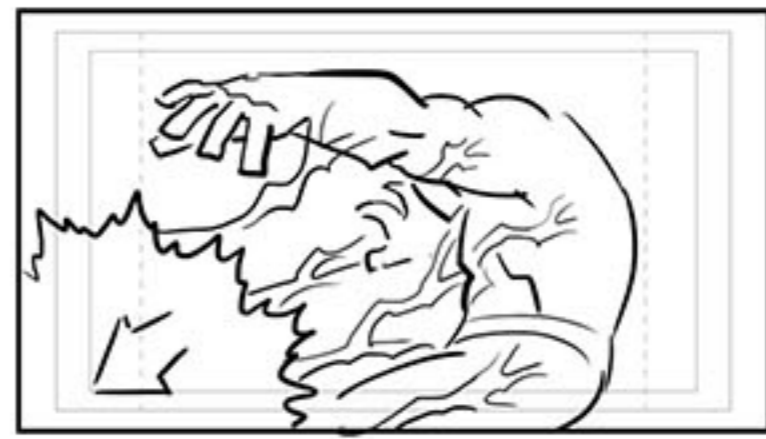
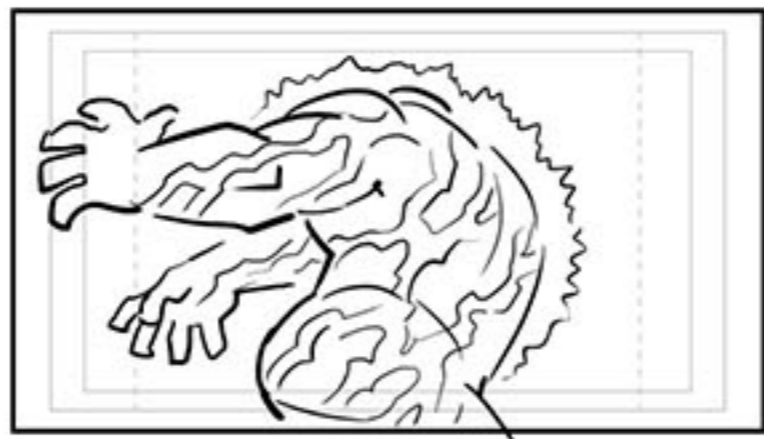
Faceplate down
it's coming your way.



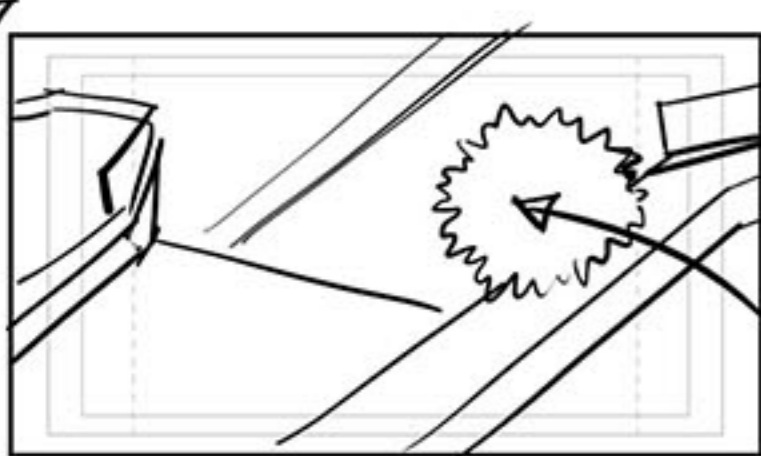
z spark retracts tendrils
as it advances



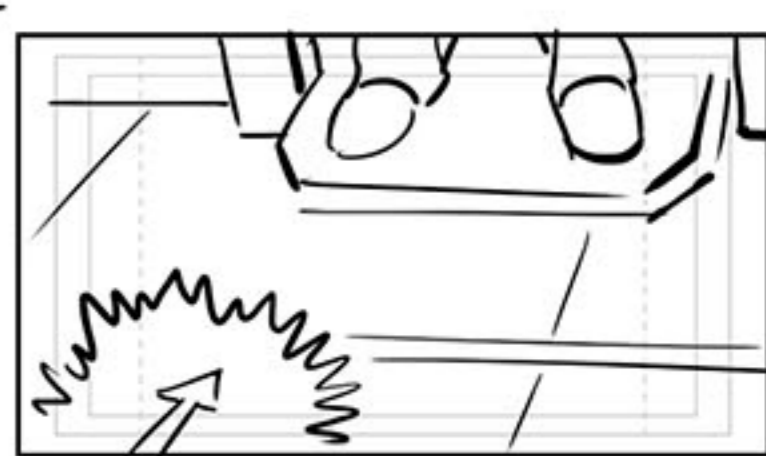
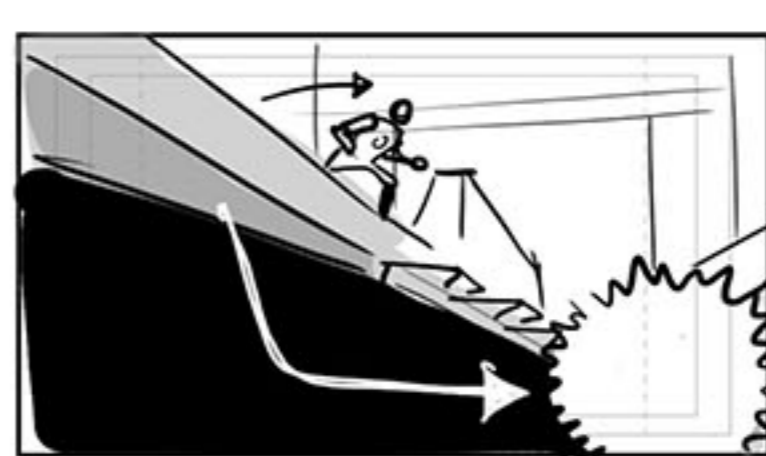
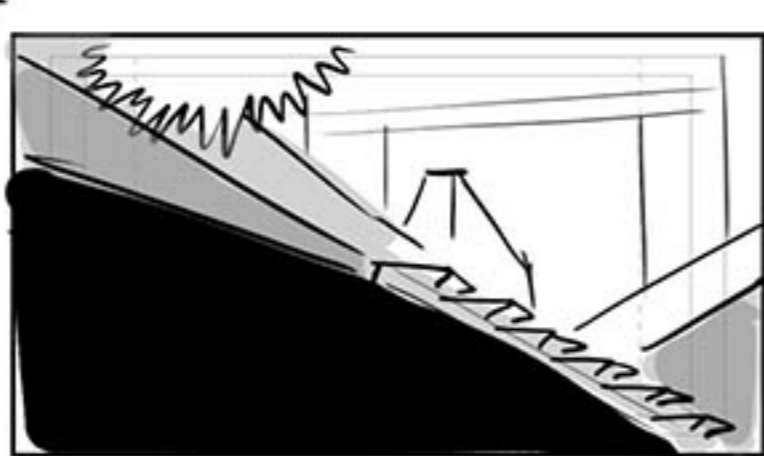
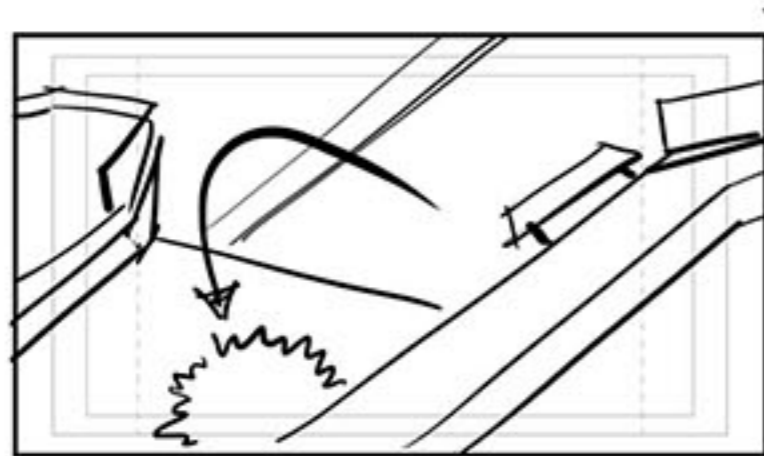
Raise hand to swat



227 HULK
Rahhhh!



LOWER DECK
UPPER PLATFORM



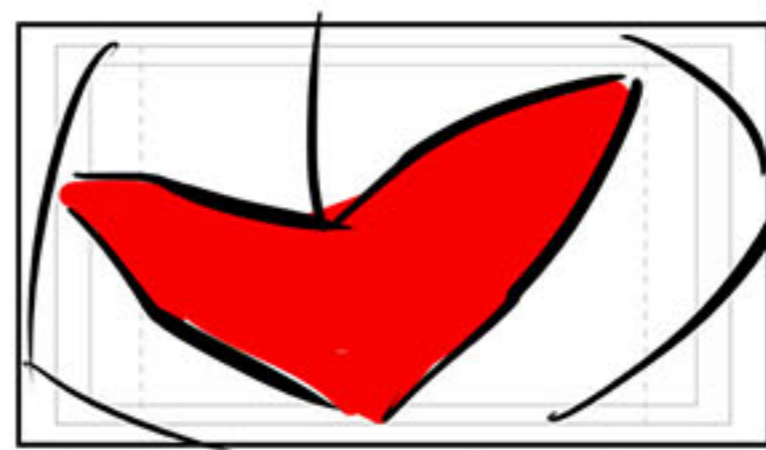
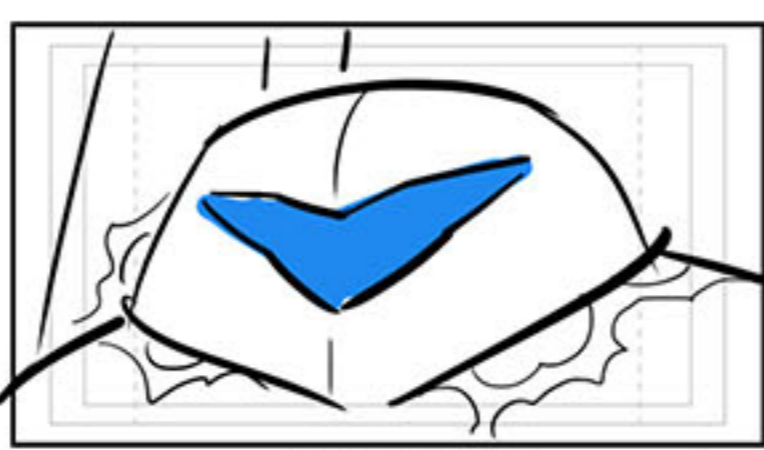
2 spark flies
toward Mandroid



Pivot up & follow



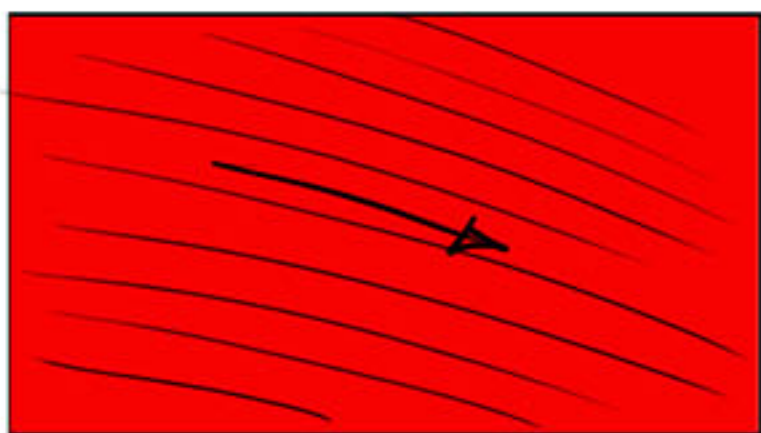
Push in — maintain an UPWARD angle
EYE activates BLUE



Tilt down into cam
as it goes RED



POV of Hulk on
platform



Whip pan



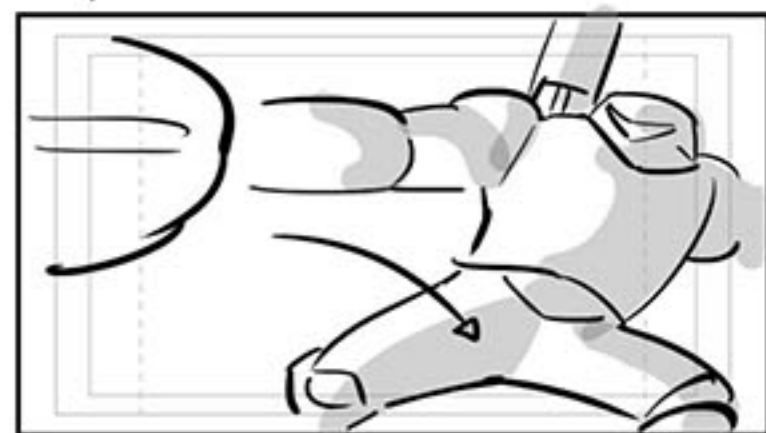
-to IM on steps



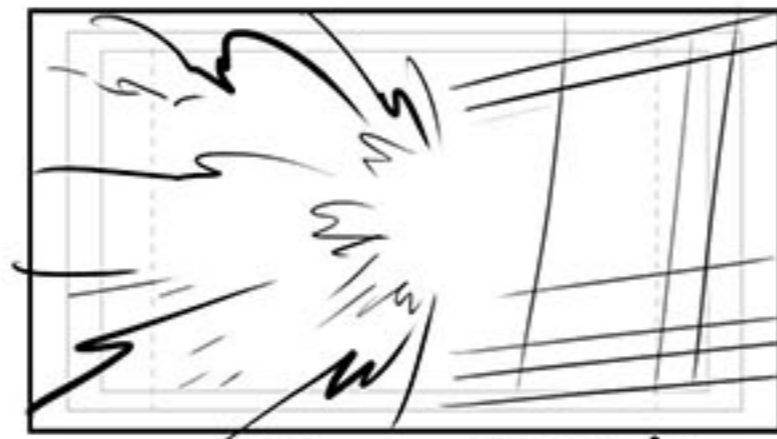
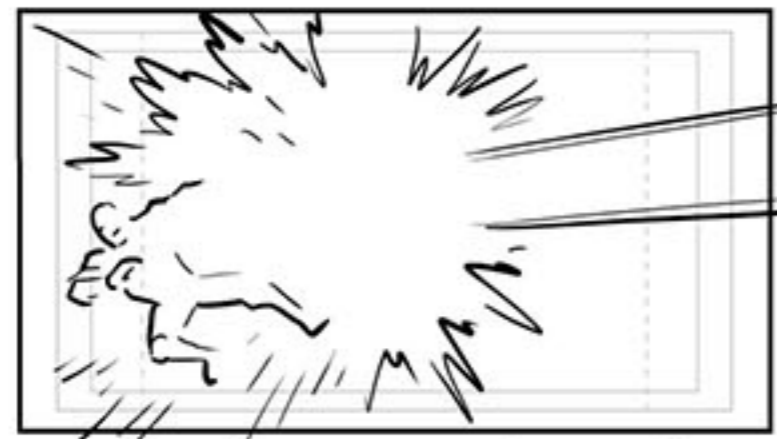
Fast ZOOM in - rockets
pop up



MD jumps out of socket -
powers up



-fires arm cannon



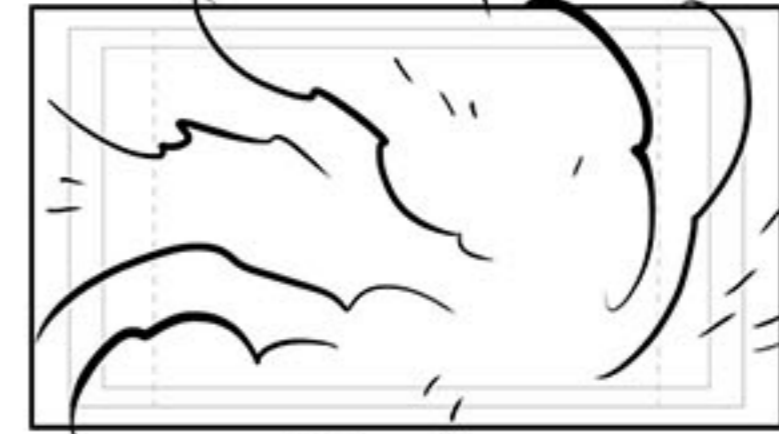
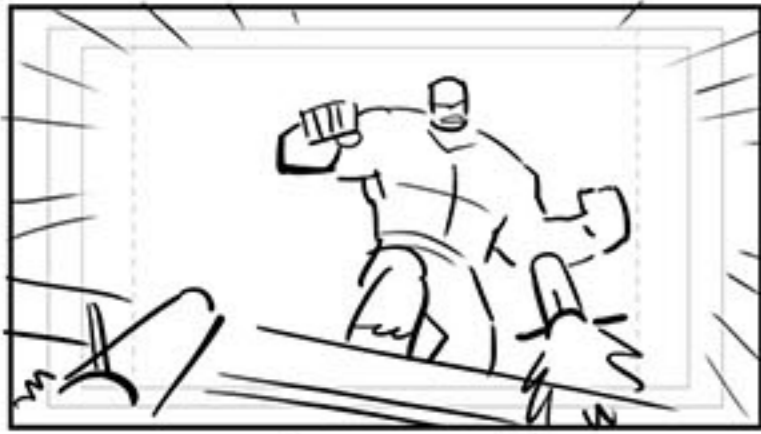
Truck out—beam intercepts rockets

229 IRON MAN
Ughhhhh!

IM thrown OS left

230 MANDROID \ ZZZAX
Neeeee... moreeee...
powerrrrrr...

Pan
MD turns—fires missiles
toward Hulk



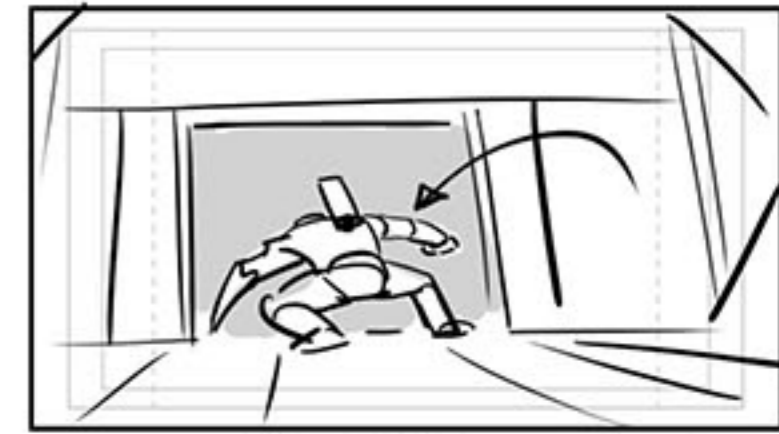
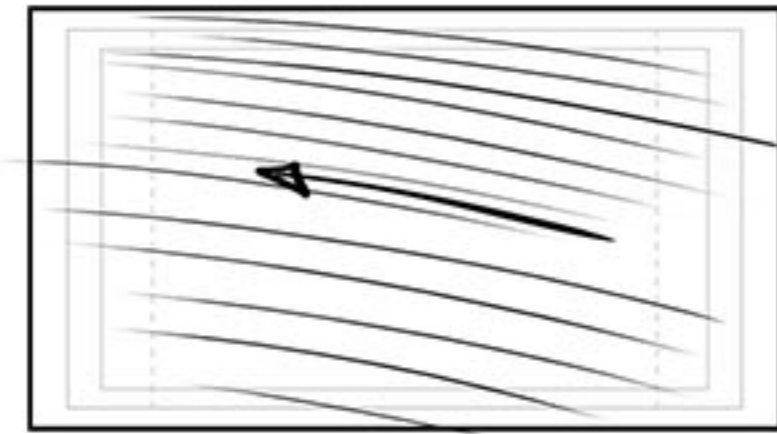
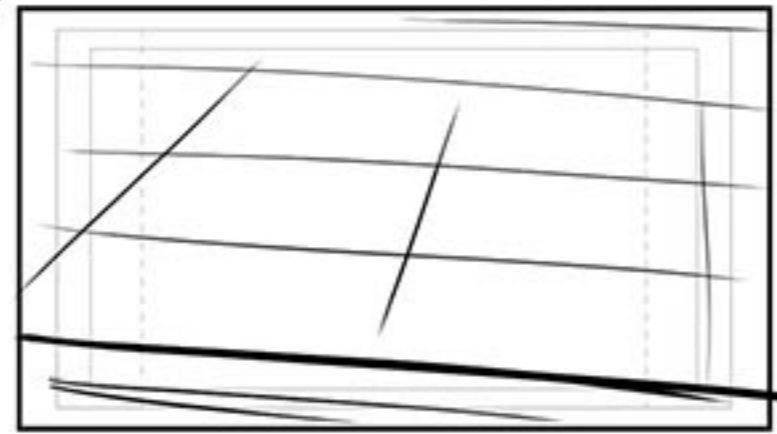
Cam flies @ Hulk

He punches first one

— then second one

FX fill frame

Hulk's face pushes thru
Smoke



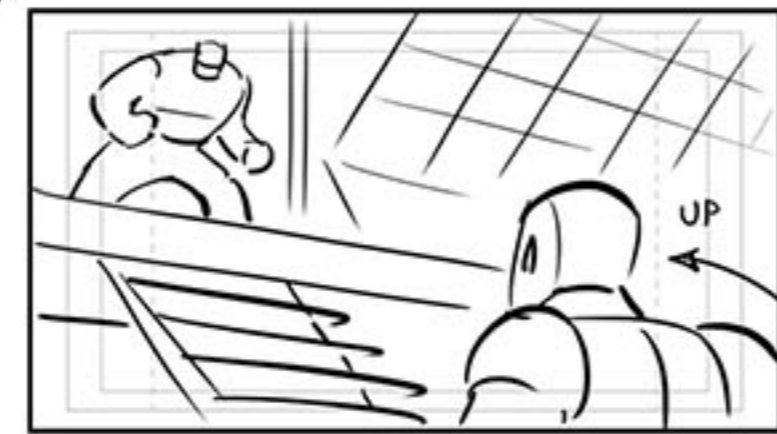
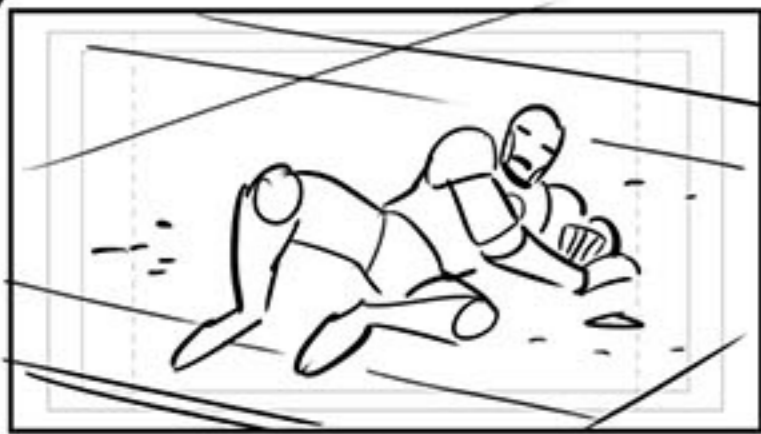
—looks down

POV down @ lower deck

Whip pan

Catch MD leaping onto
upper platform

Pan to follow landing



IM on lower deck

don't let that Mandroid escape!

231 IRON MAN

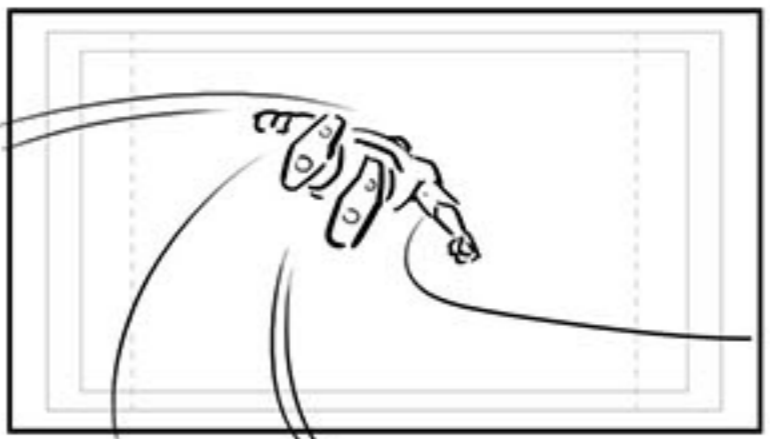
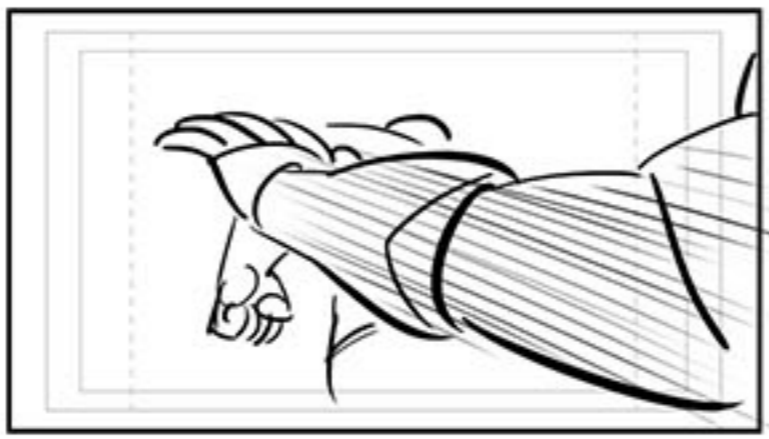
This thing gets any more power, it could end up unstoppable!

229 IRON MAN (CONT'D) Hulk -

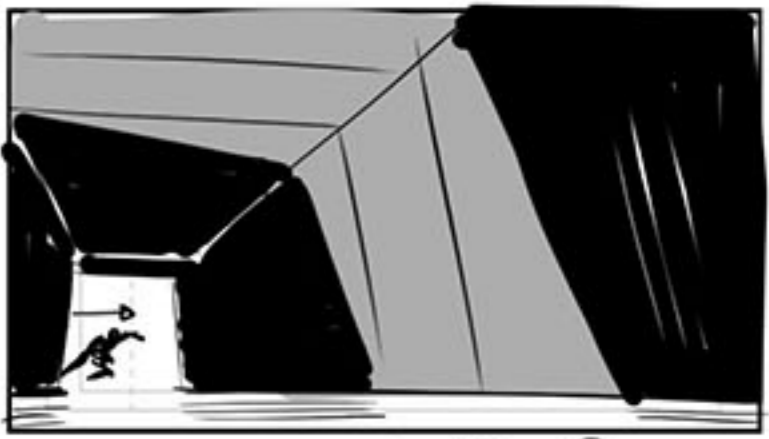
MD running away



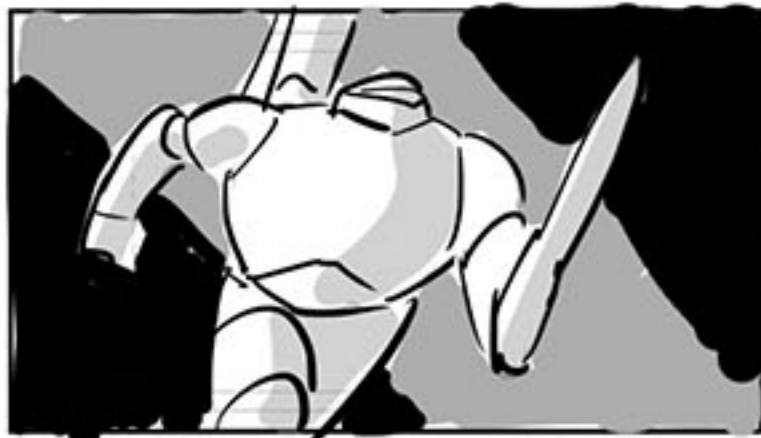
232 HULK
Only I'M allowed to be unstoppable!



Both move to pursue



MD appears @ far end of hall



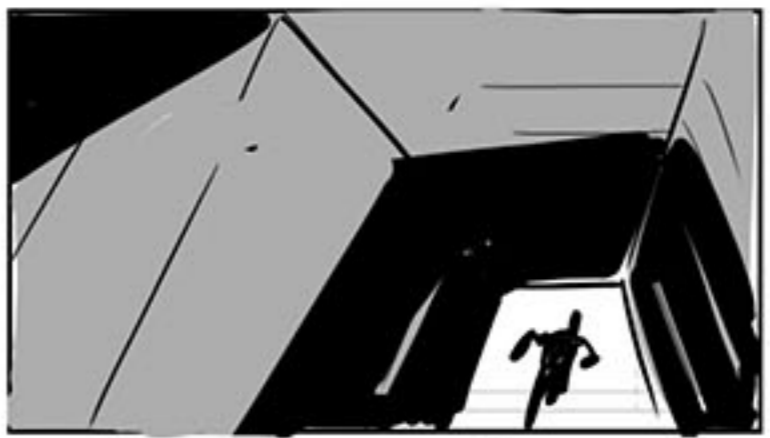
PAN UP as it runs FWD - passes thru lit area



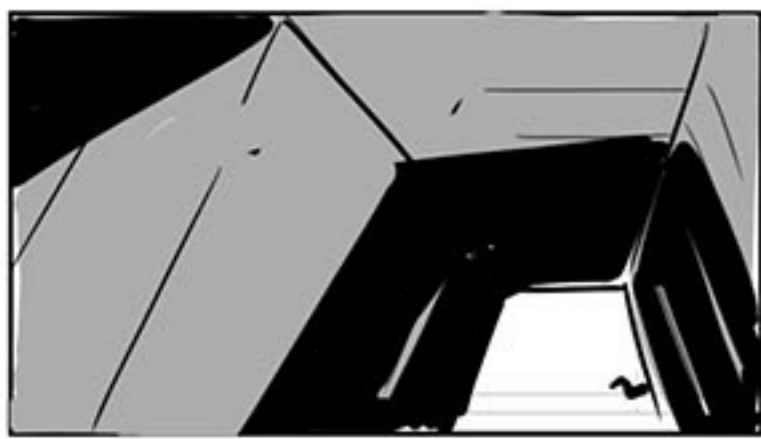
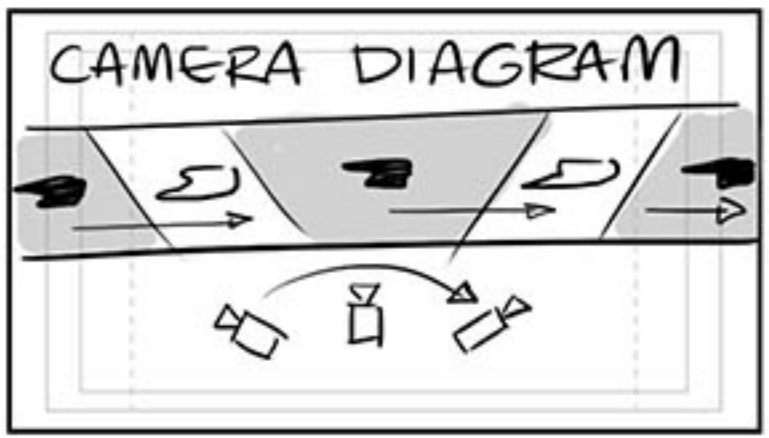
Pivot to follow



MD passes thru another light zone



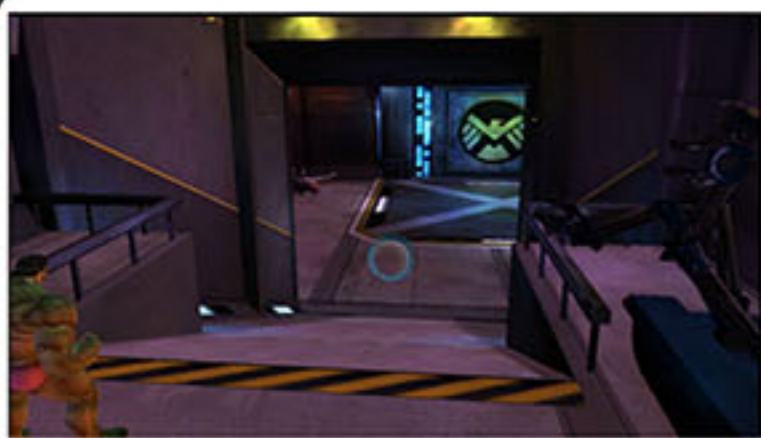
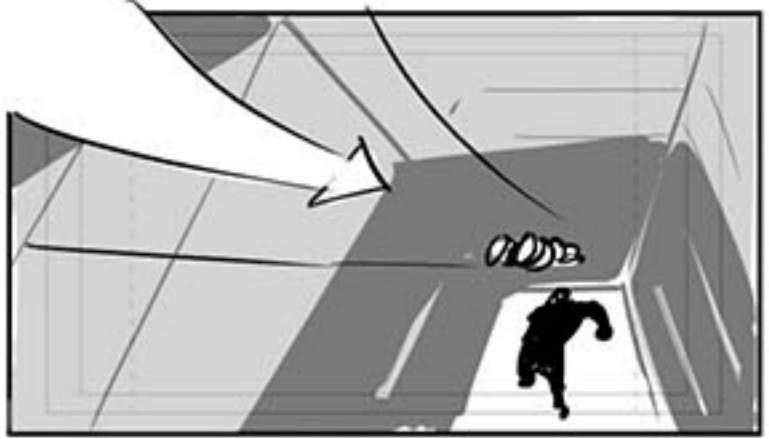
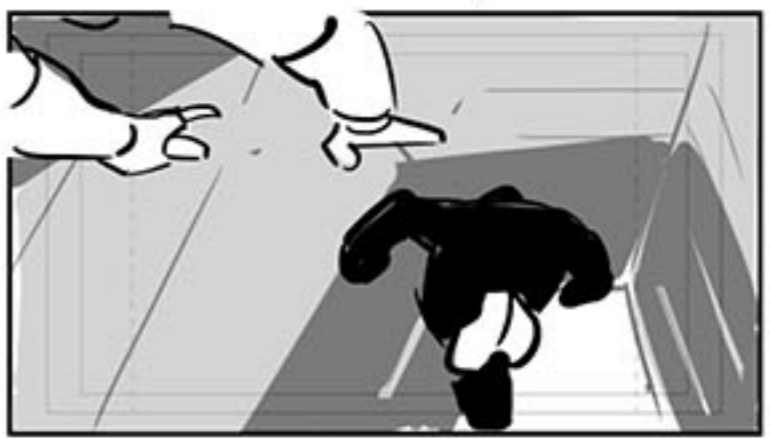
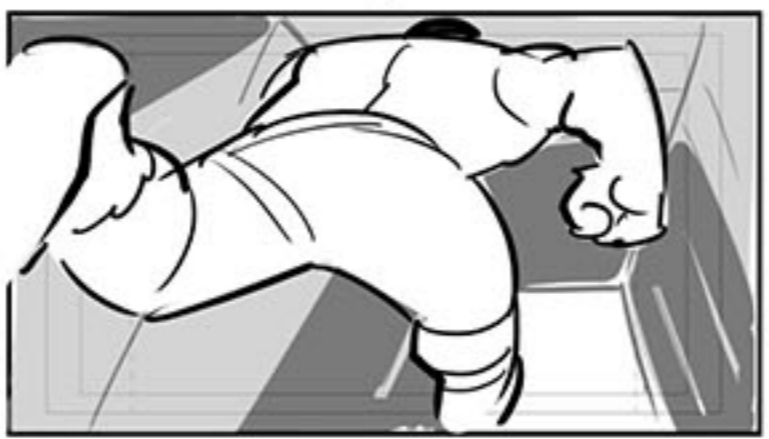
- then into silo as it runs away



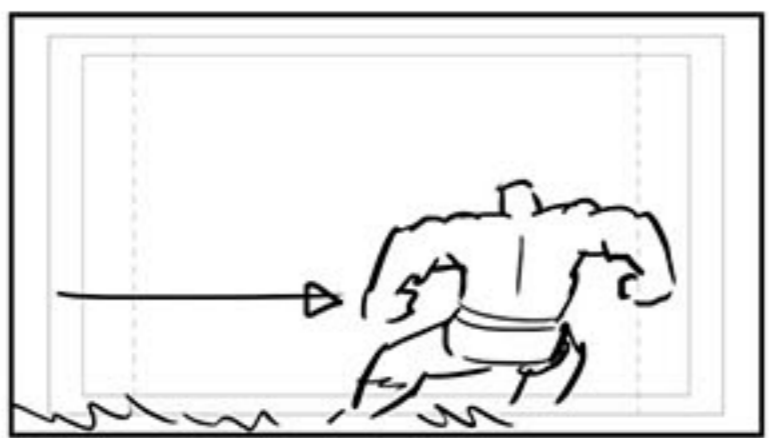
OUT



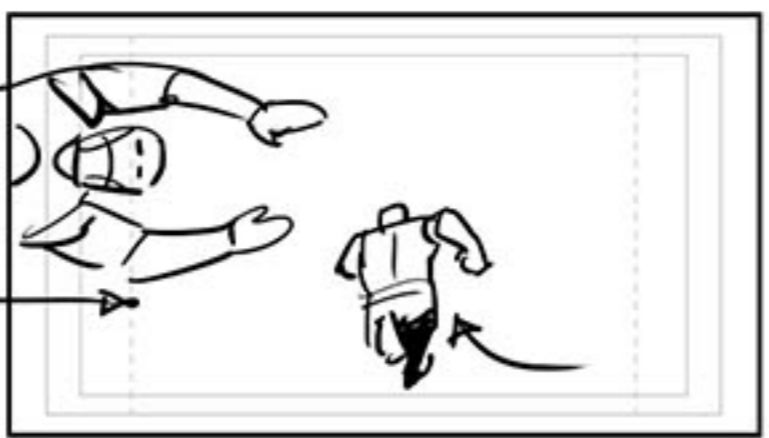
Hulk IN



Go to hangar entrance



Hulk skids in



IM flies in



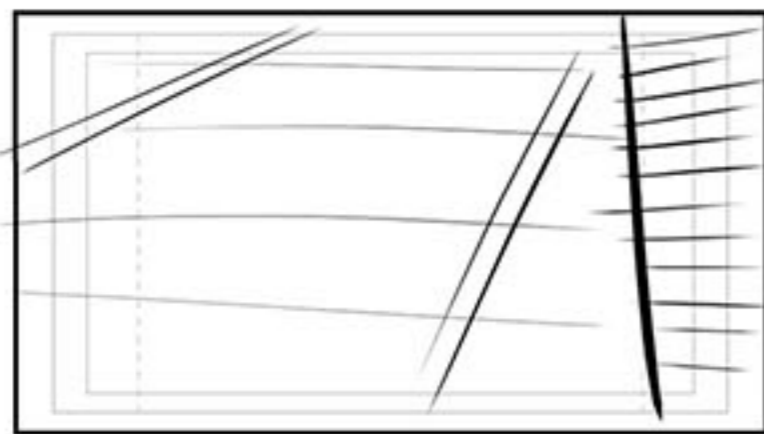
-brakes



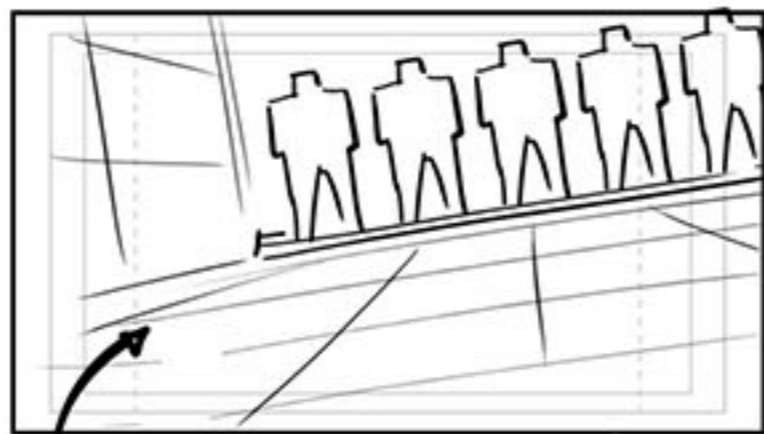
-follows Hulk



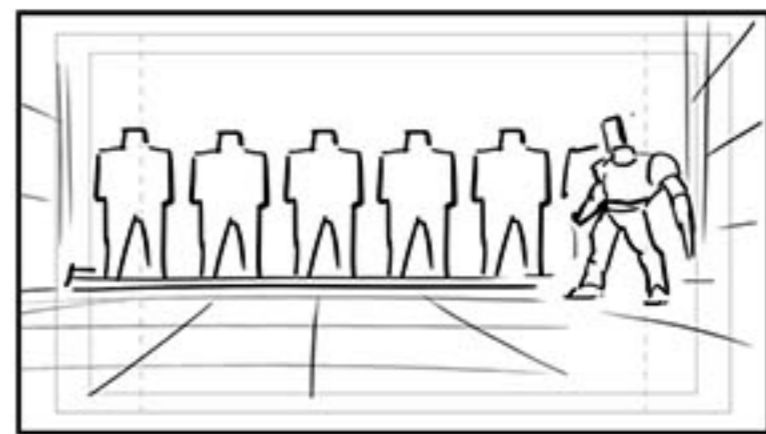
Cam tracks past side wall



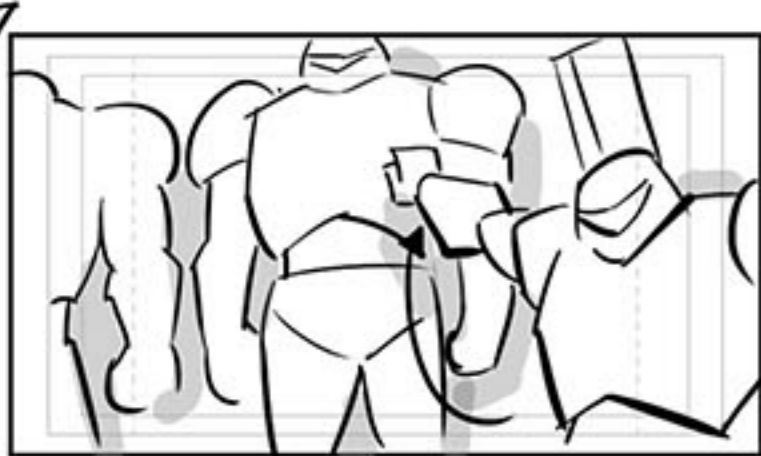
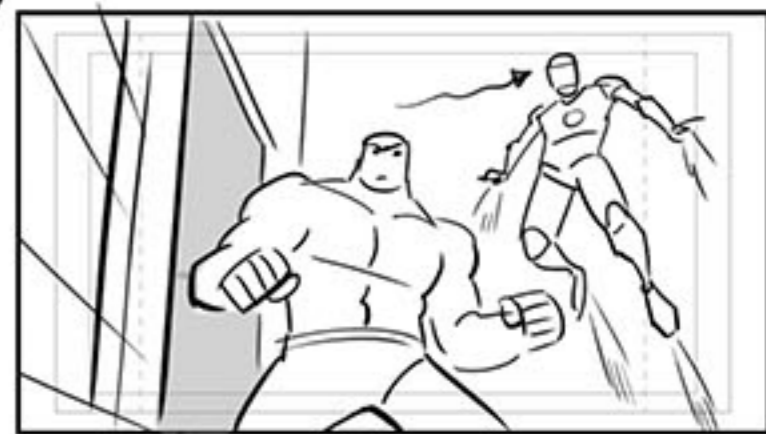
Enter hangar



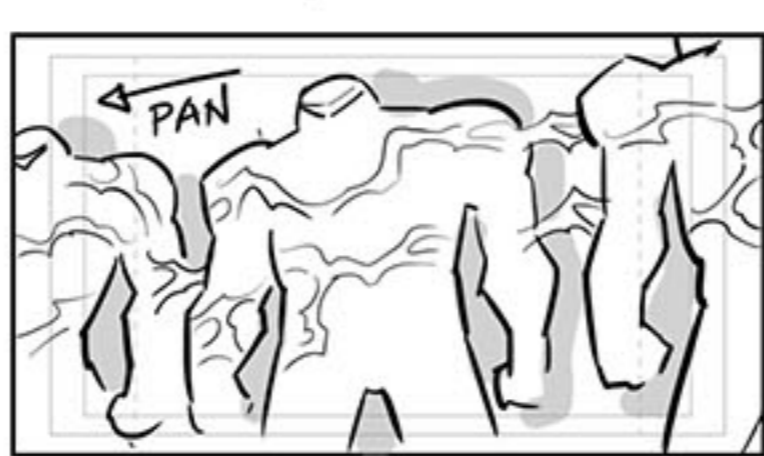
Pivot up to see row of Mandroids



Stop on full row - 1st MD @ far right



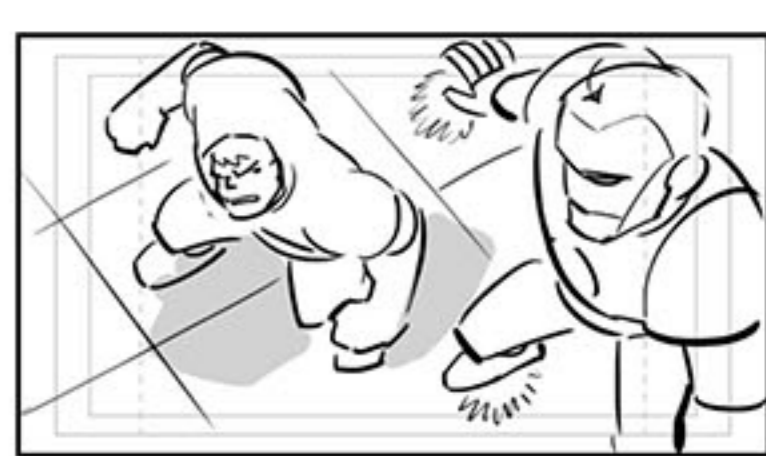
2 energy flows into MD



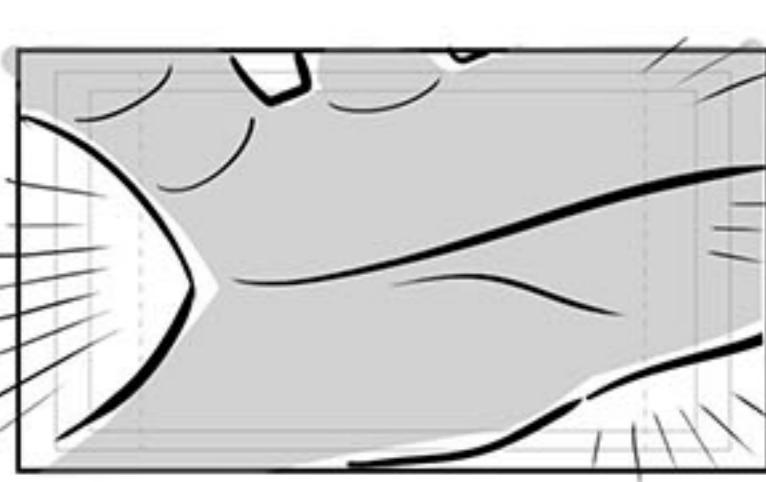
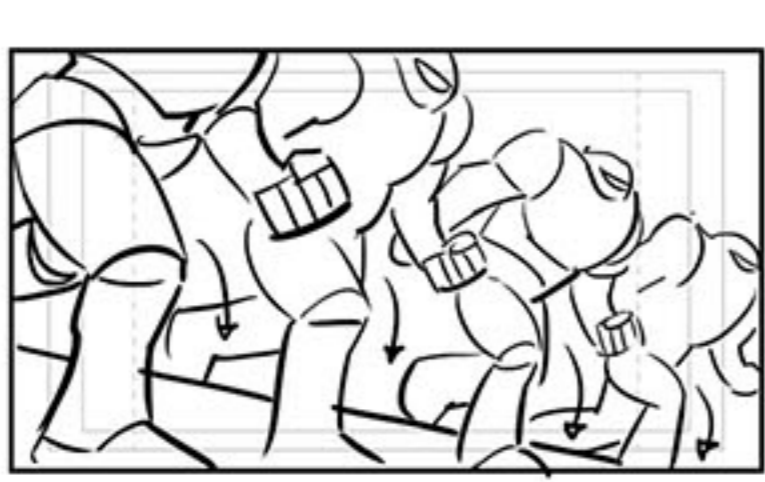
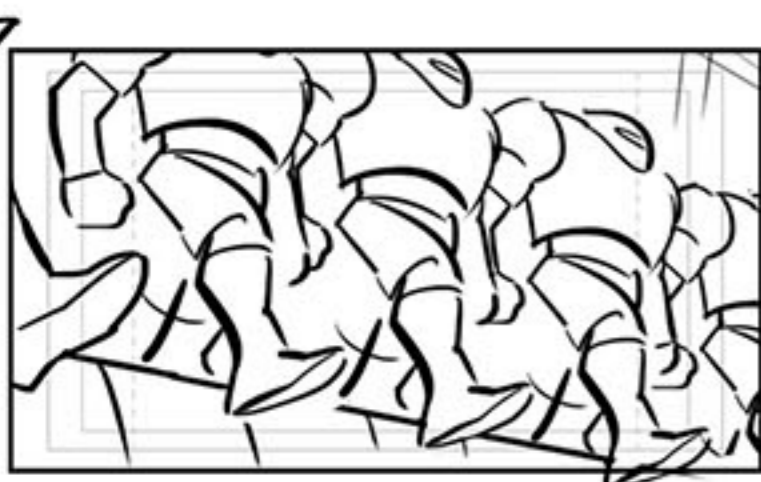
Cam tracks with energy flowing down the row - activation SFX



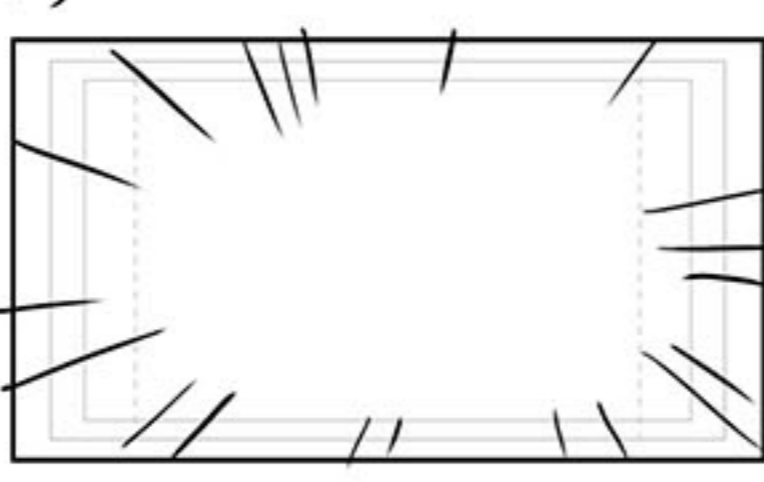
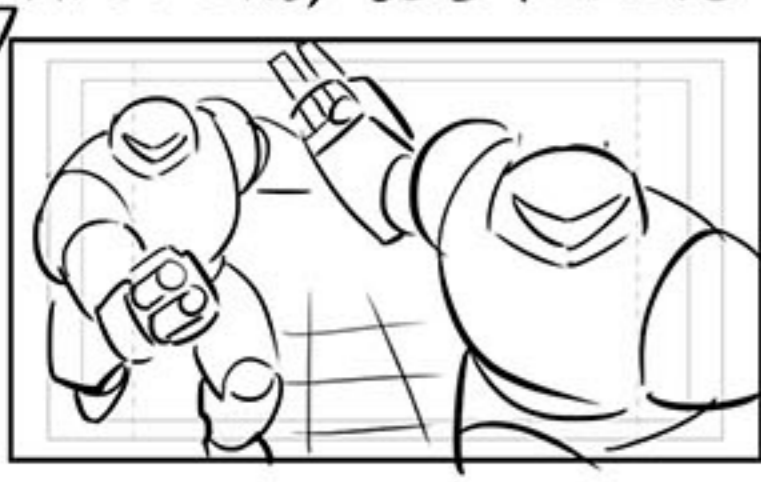
233 IRON MAN (CONT'D)
Maybe I shouldn't have built



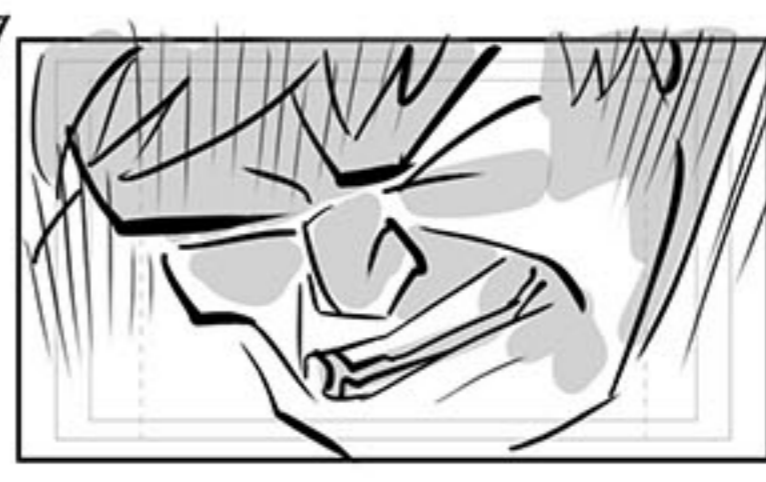
234 HULK
so many mandroids. Ya think?

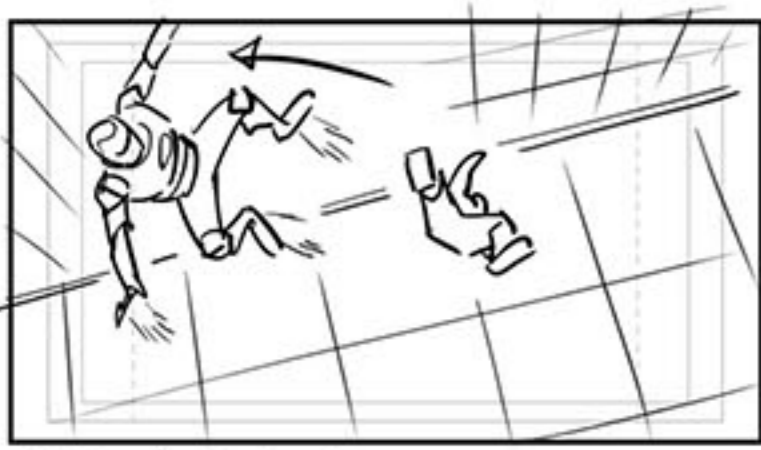


MODEL NOTE: TO DIFFERENTIATE THESE MD'S FROM THE FIRST ONE, LET'S REMOVE THE BACK WEAPON (AND RECOLOR)

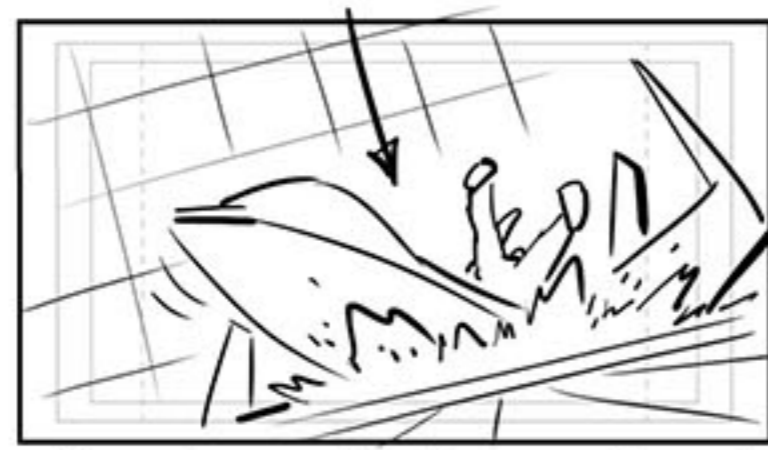


Blast into cam

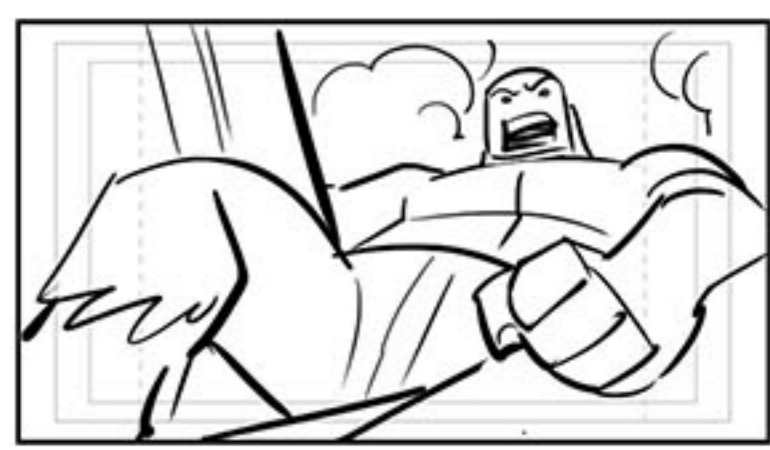




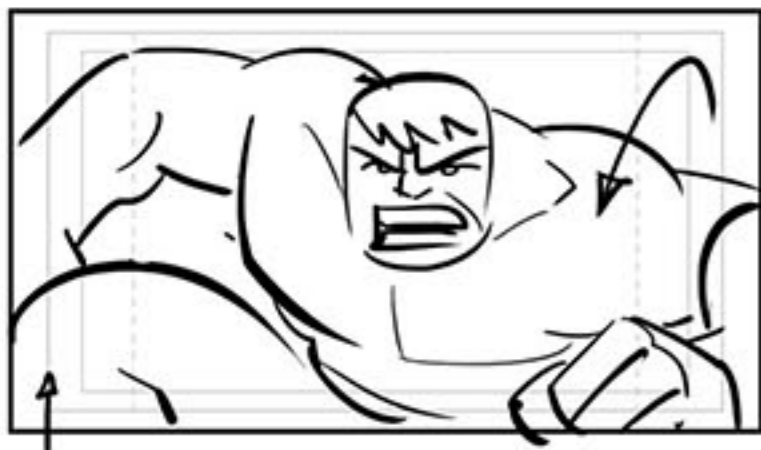
BG dissolves on
IM dodges Hulk



Pan down - H drops onto jet



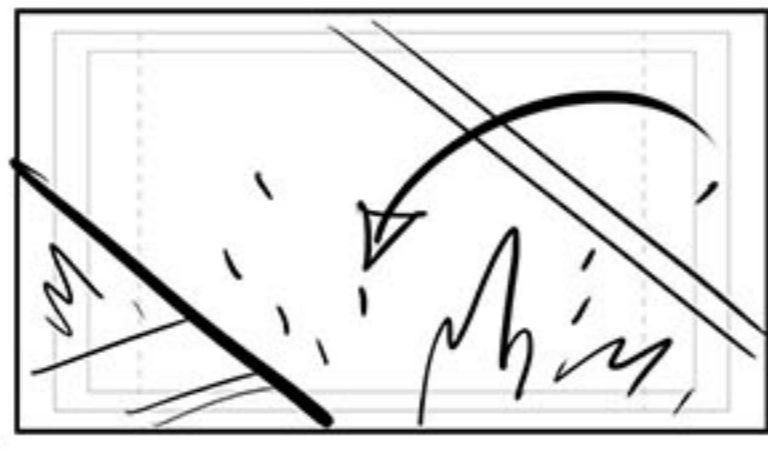
235 HULK
Stupid



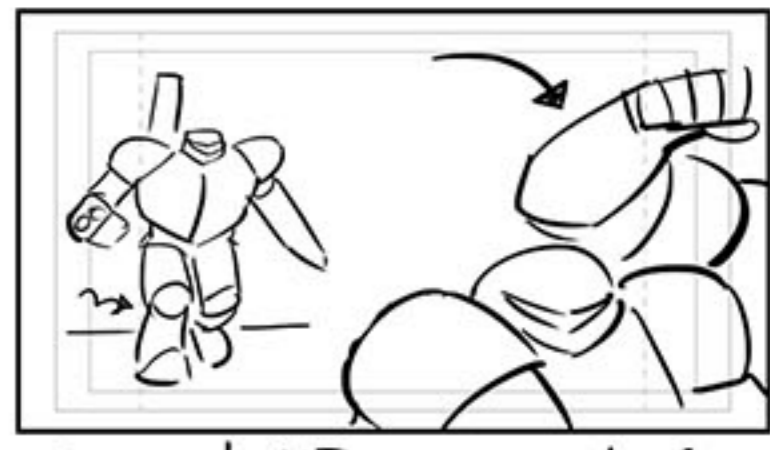
Pan
up
dome-heads!



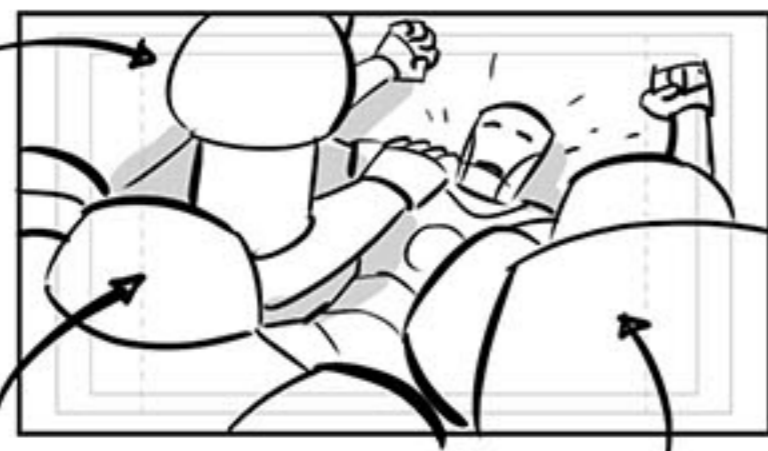
Supports collapse under him



3 MD's tackle IM

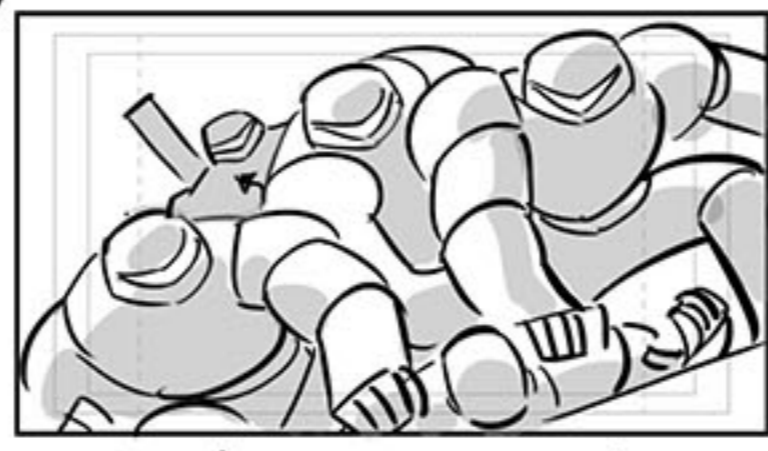


Original MD approaches

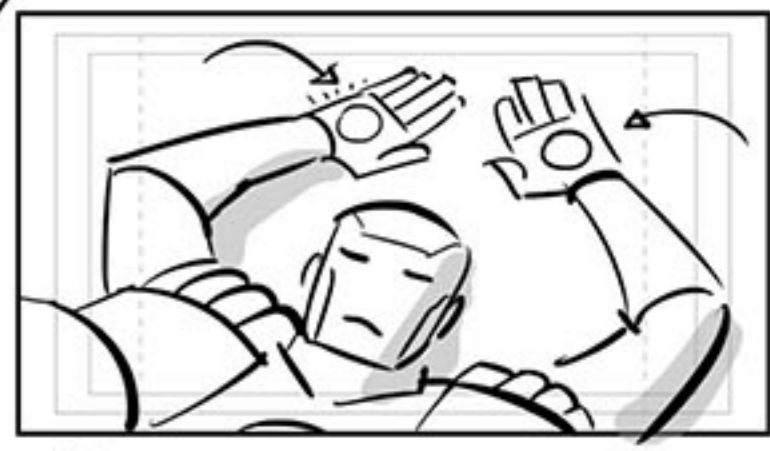
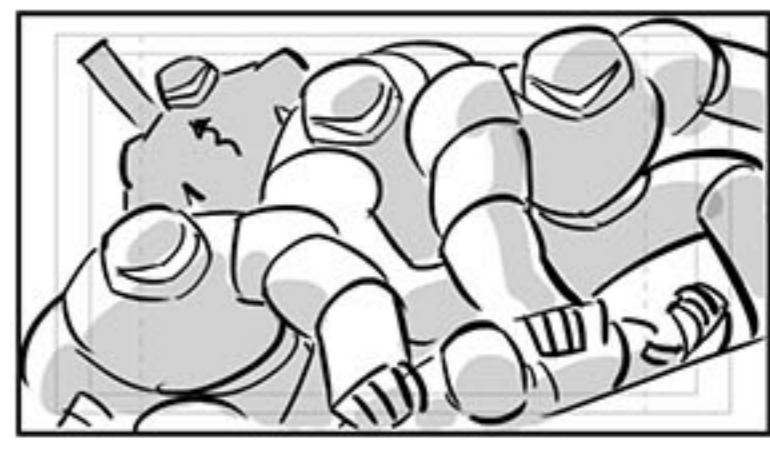


RAGHHH!

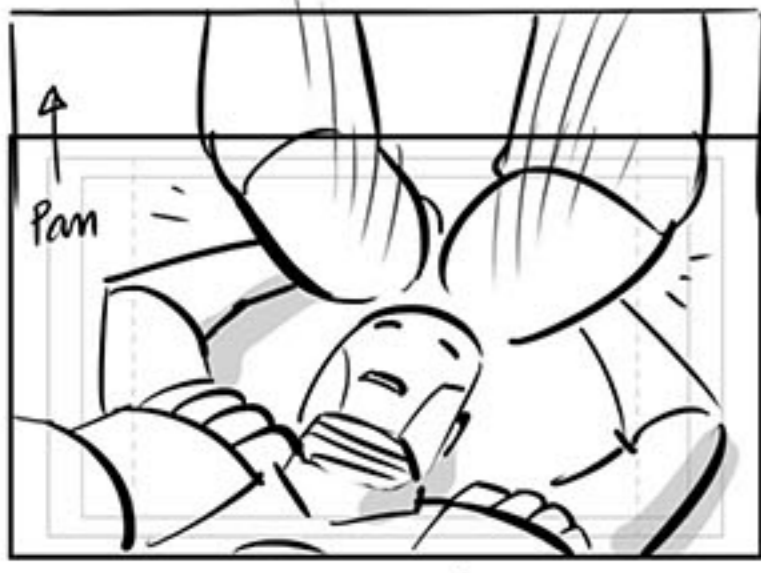
SLAM



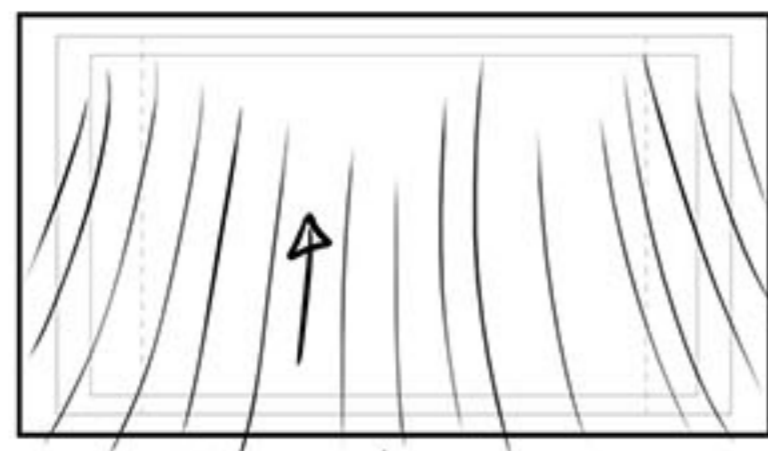
Cut to reverse angle



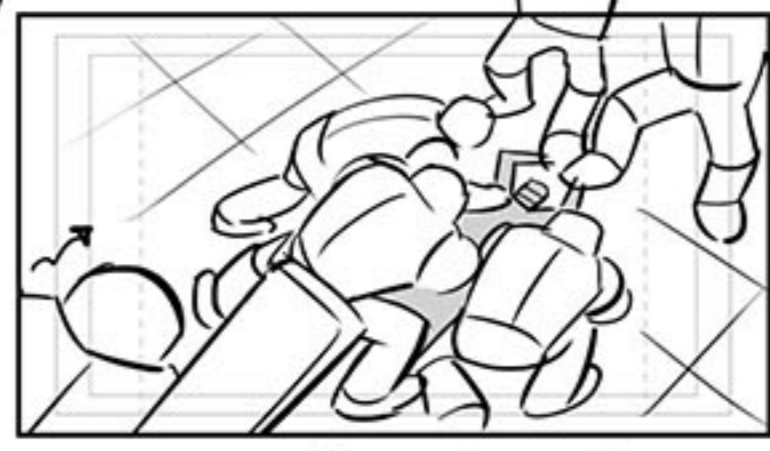
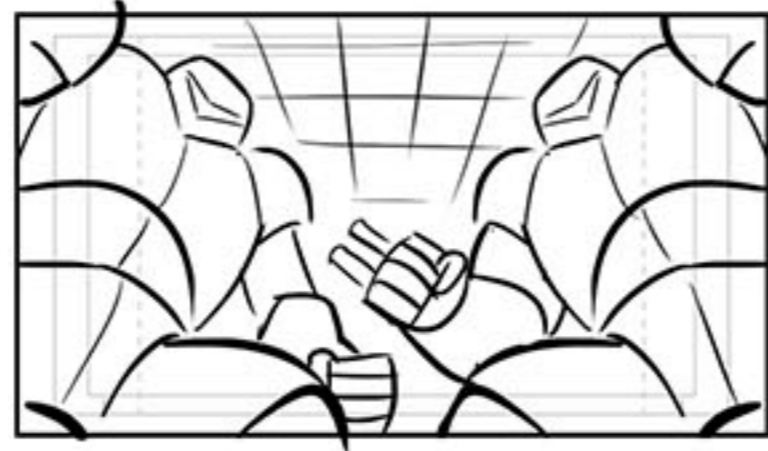
Power up repulsors



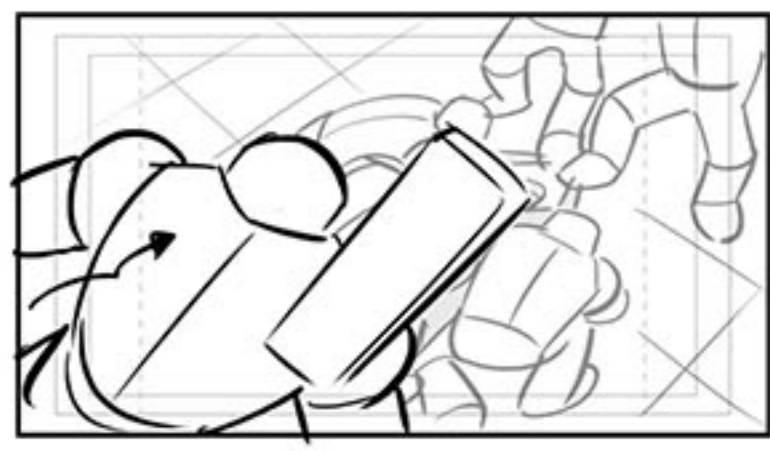
Pan
STOMP!

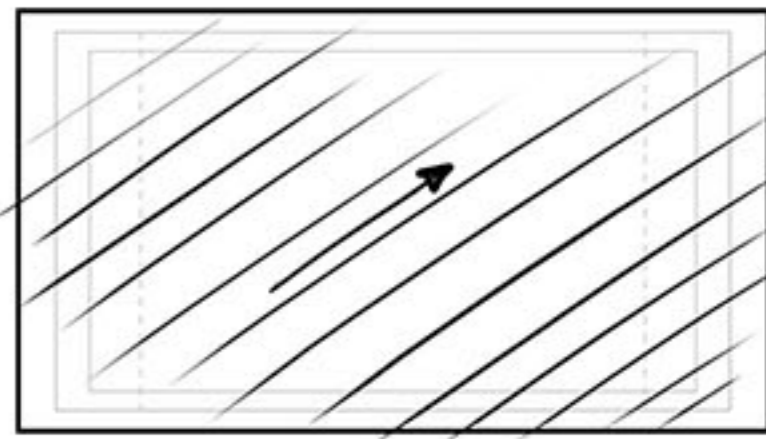
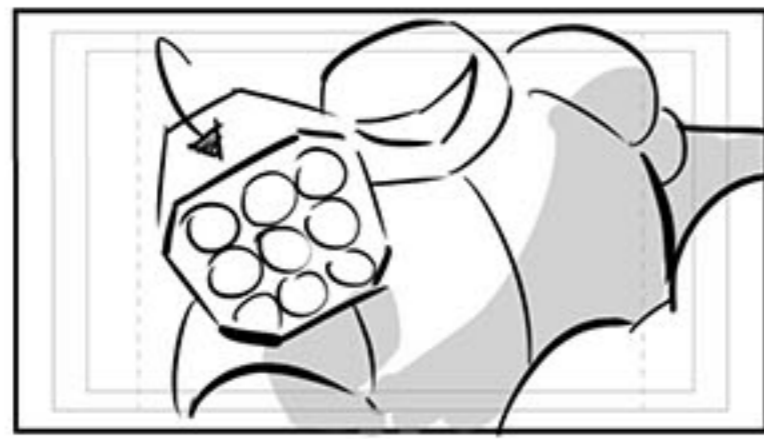
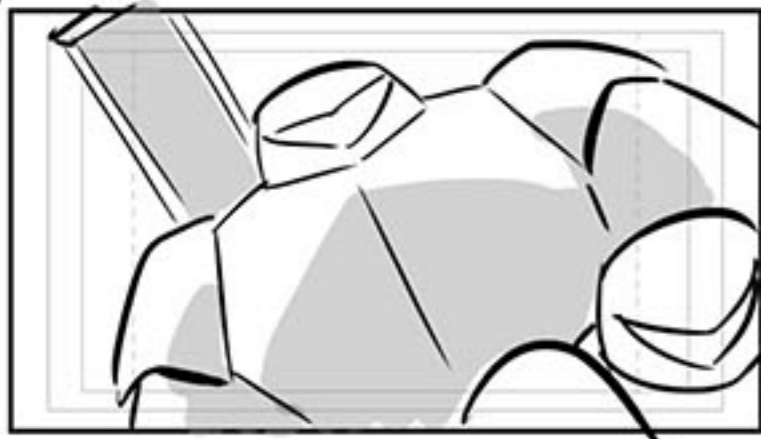


Fast pivot up



Wide angle lens to make 1st MD appear larger

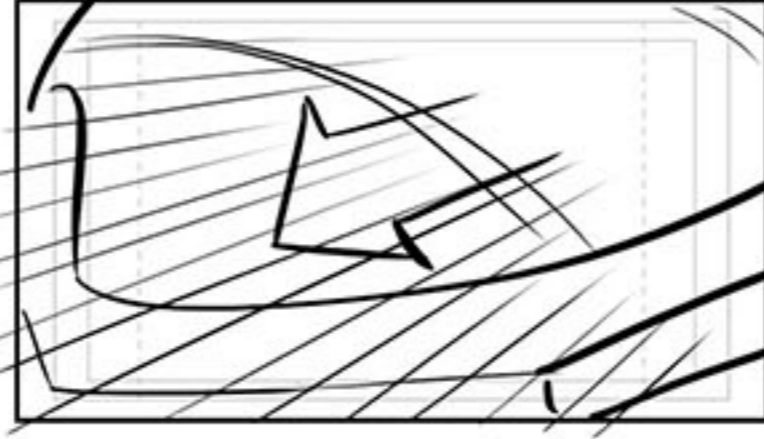
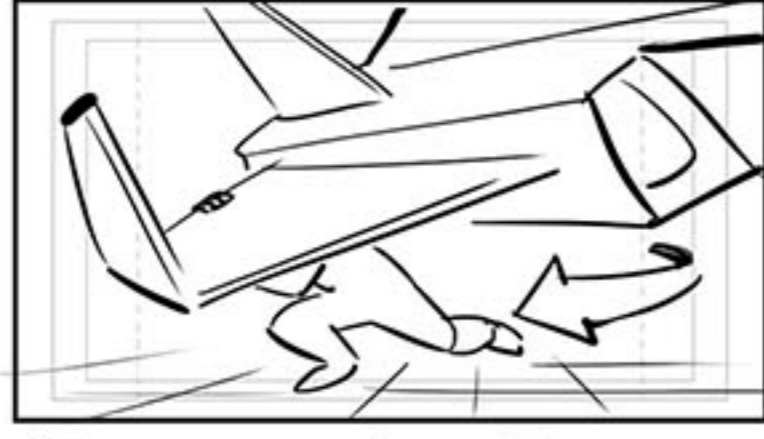




TRUCK IN
237 IRON MAN
I really could use some "Hulk Smash" about now!

238 HULK
Smash yer toys?

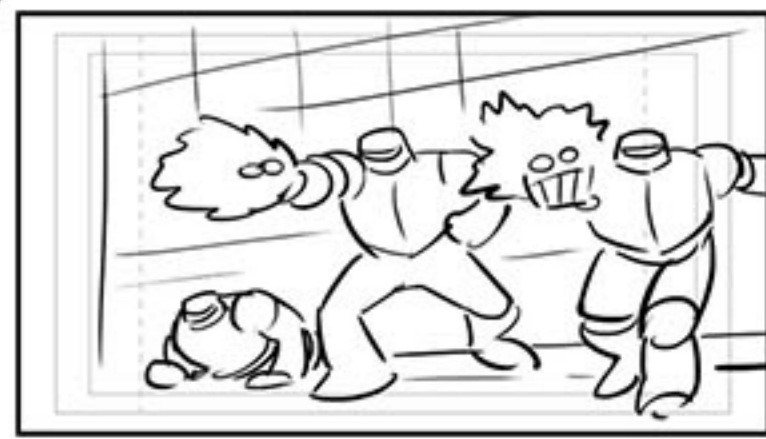
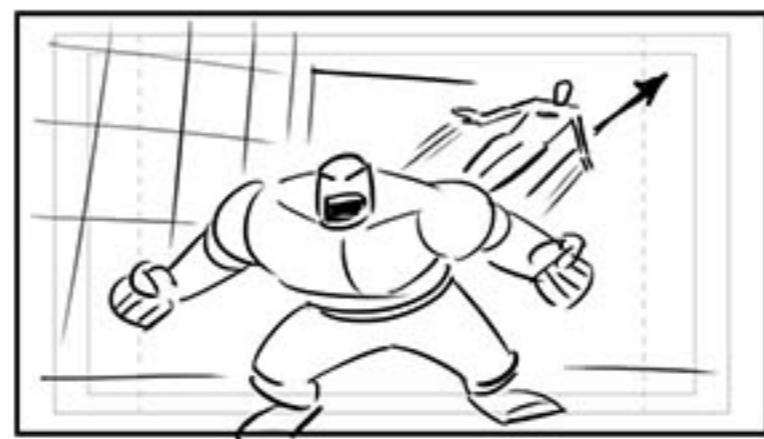
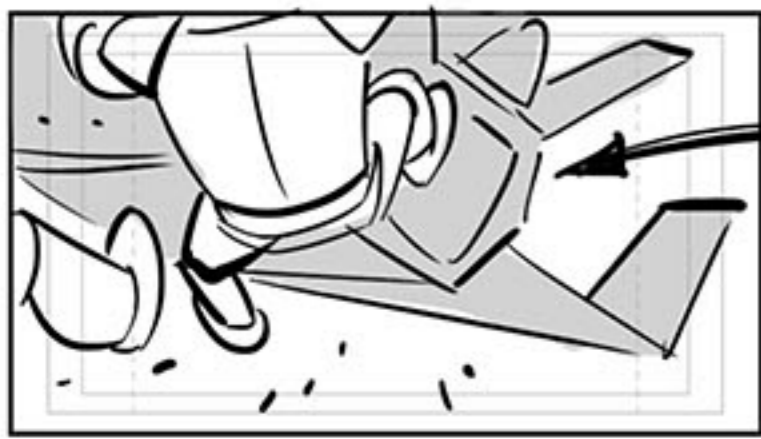
Whip pan



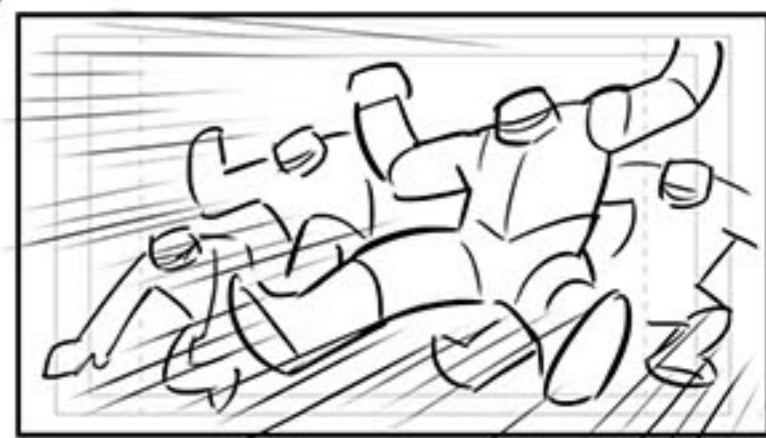
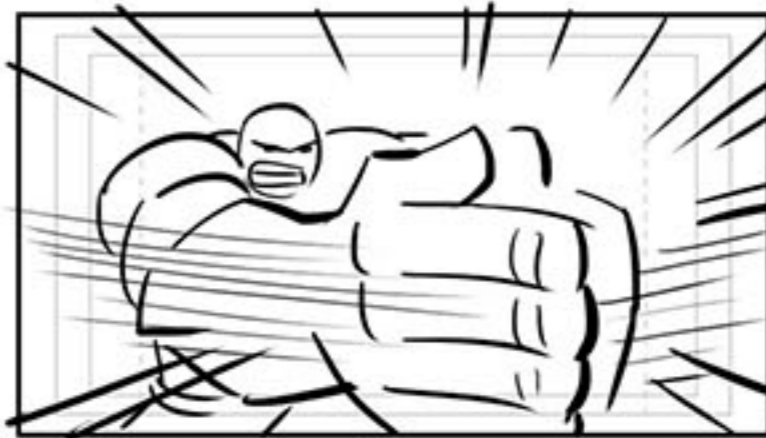
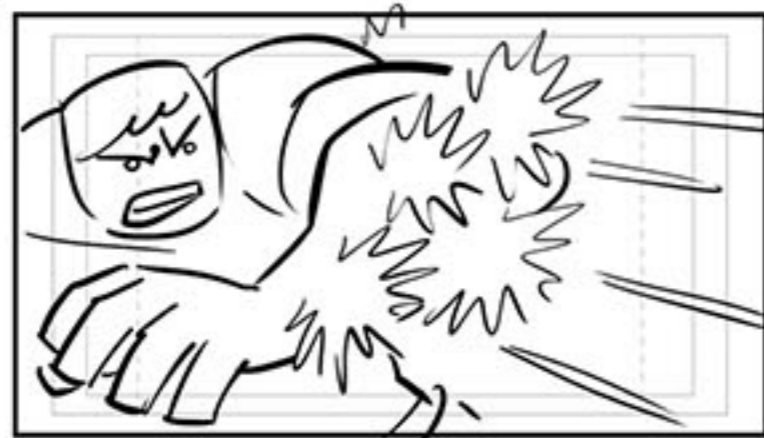
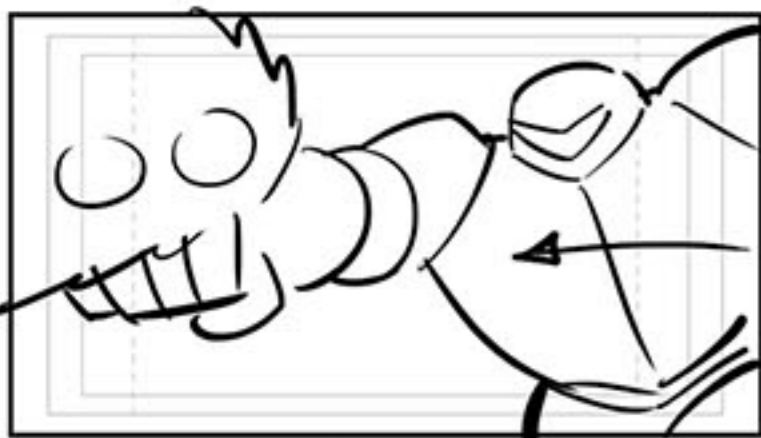
Ya don't have to tell me twice!

FAST TRUCK OUT

SLAM



ROAR!



(into FG)

239 HULK
Puny robots.

Pull back

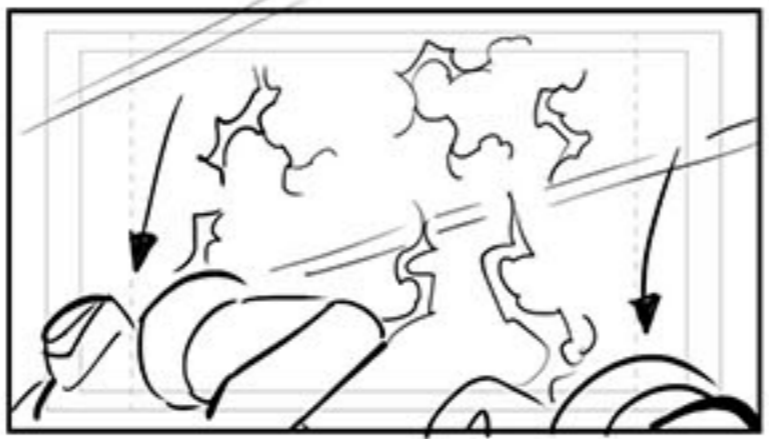
HULK SMASH!

SLAP

-SHAKE-



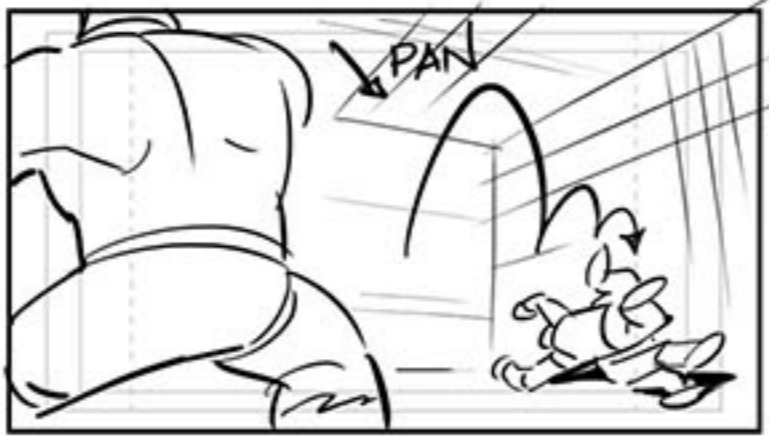
Z energy flows out from impact



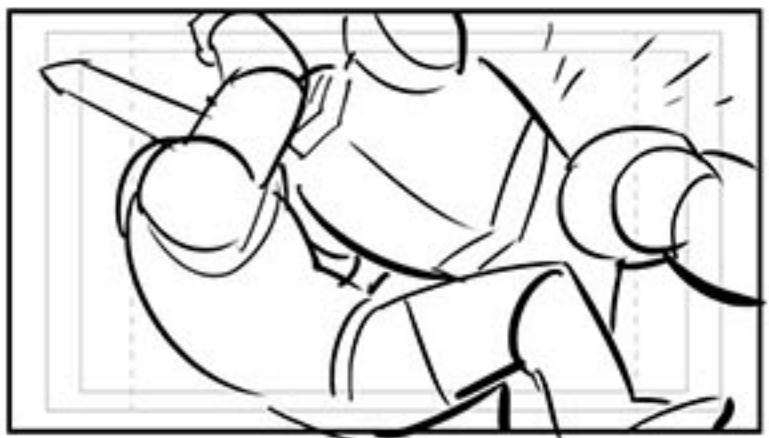
- then dissipates



follow



slide in



SLAM



Truck out - Z energy dissipates



ROAR

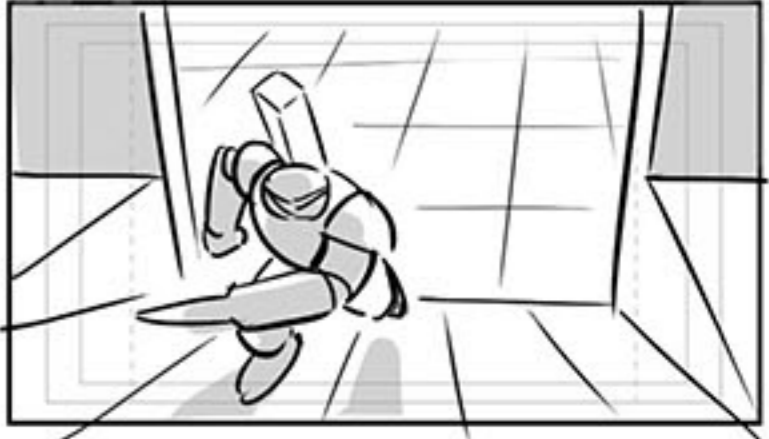


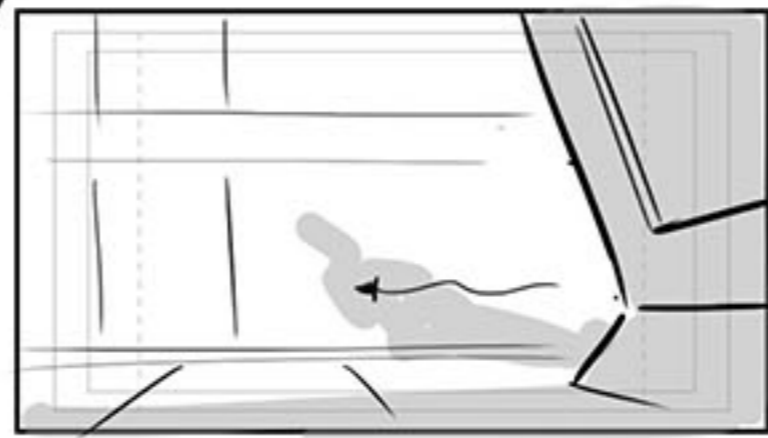
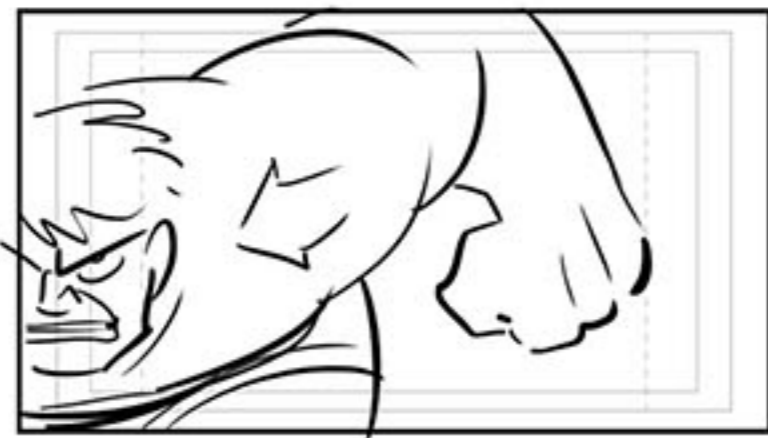
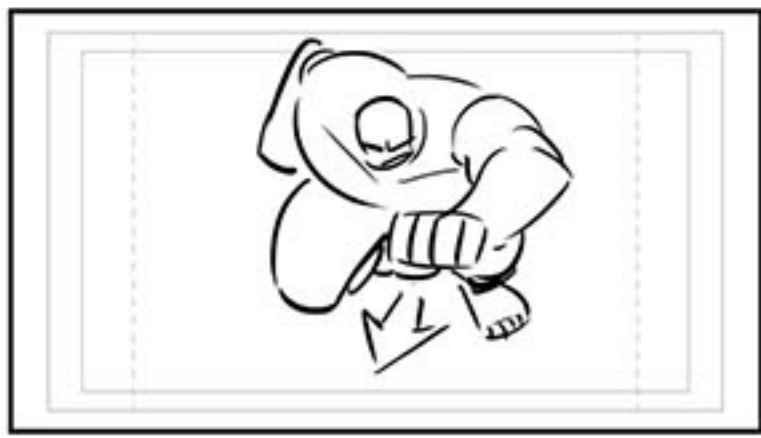
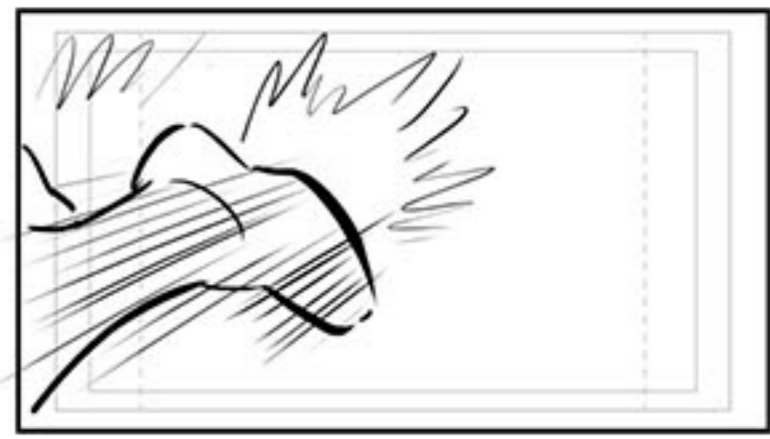
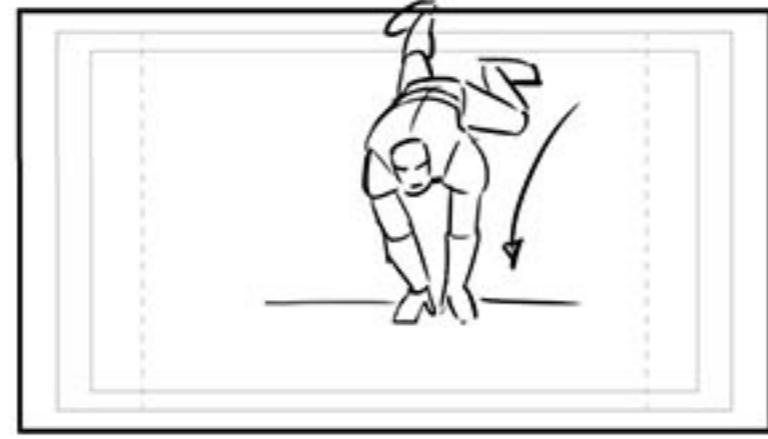
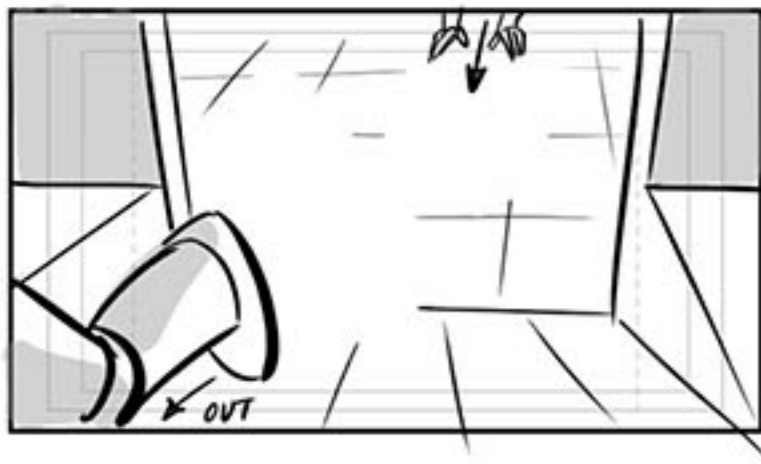
TRUCK OUT

242 IRON MAN
Stay cool, buddy!



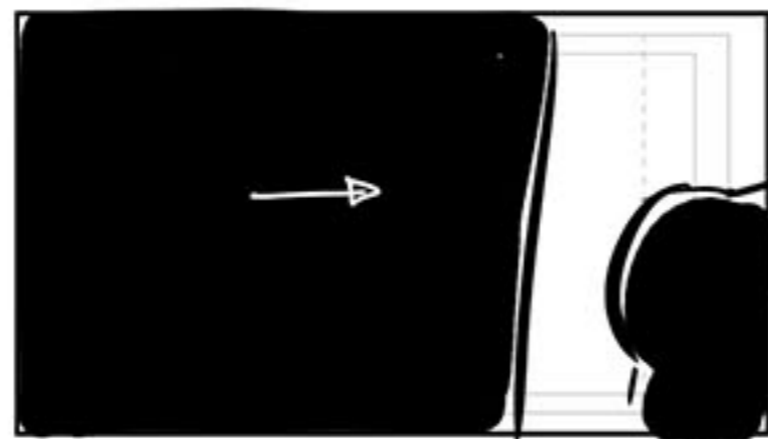
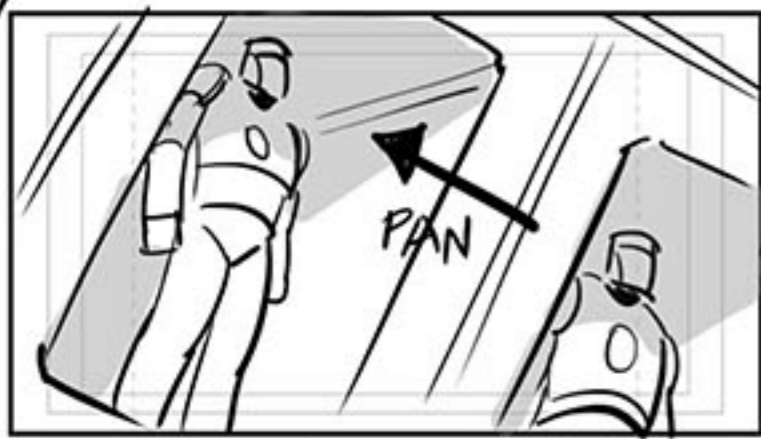
Only one left!





MD #1 skids into repair deck

Fast truck out

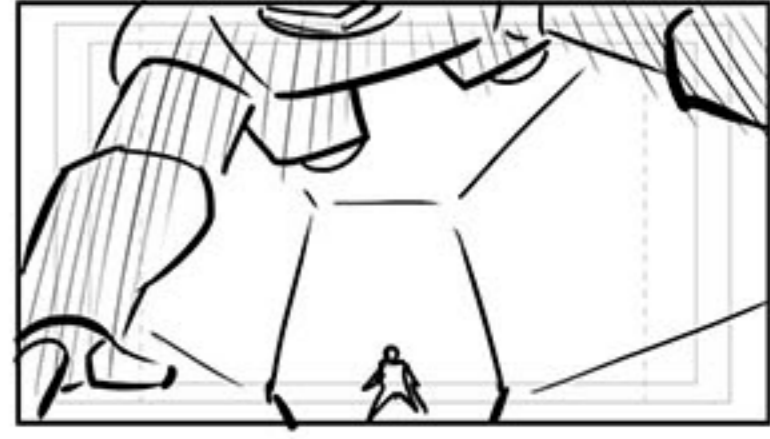
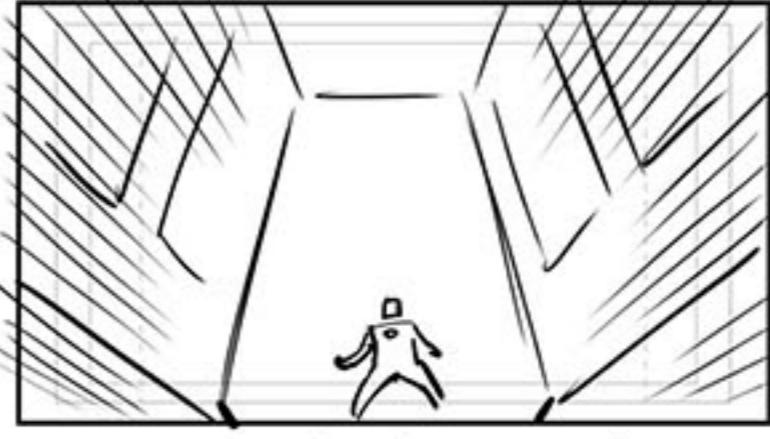


Cam trucks past other IM suits

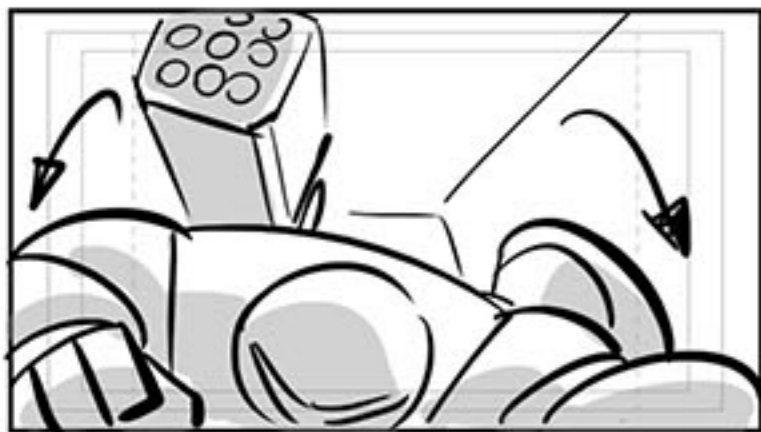
Track with MD - slowing down

dragging sword

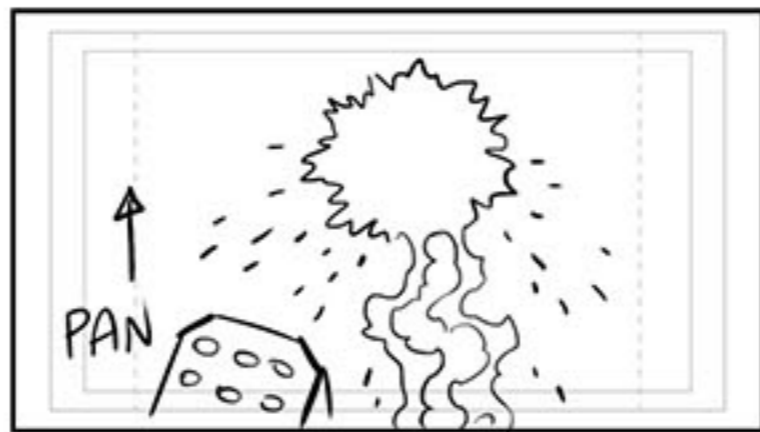
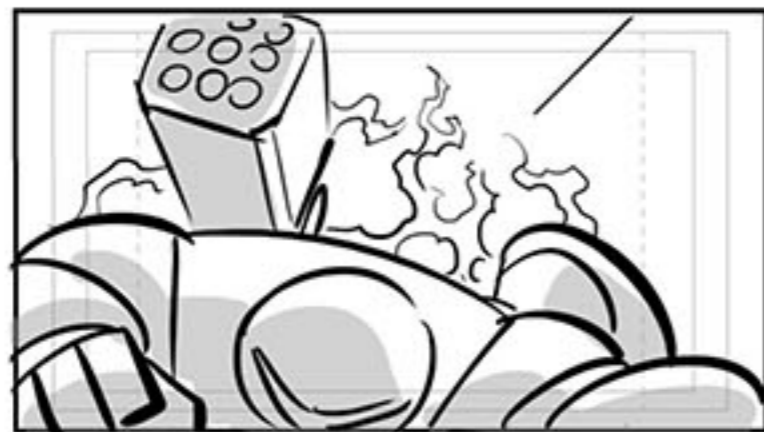
Blasted by UNI-BEAM



Fast truck out



- SHAKE -



Z SPARK RISES

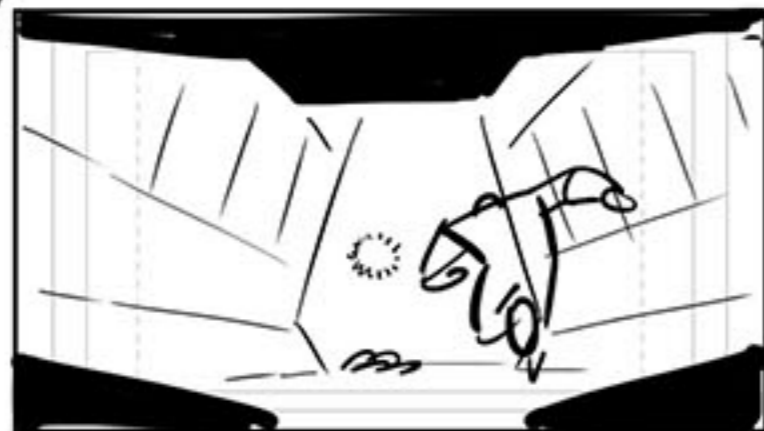
243 ZZZAX
Zzzax...must... feeed!



241 HULK
Spark is makin' me MAD! Spark won't



like me when I'm MAD!



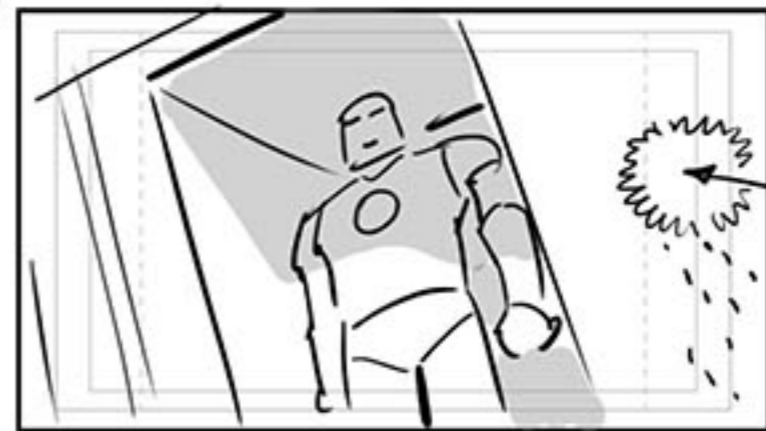
244 IRON MAN
Jarvis, you back online?!



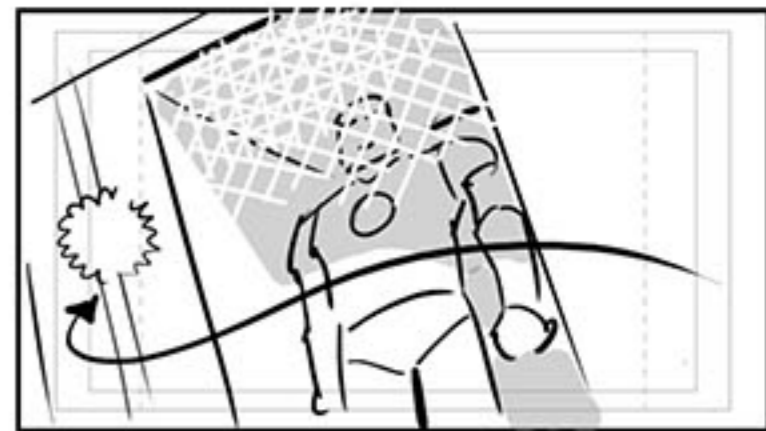
245 JARVIS (V.O.)
Bit of a jolt, sir,



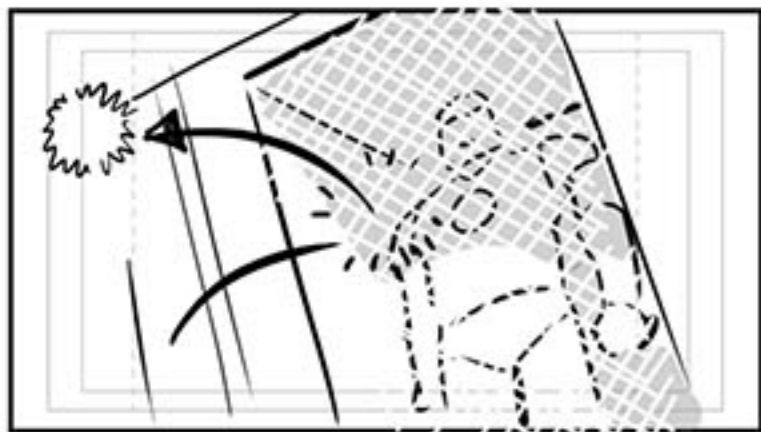
but right as rain now.
246 IRON MAN
Zzzax is trying to get to my suits.



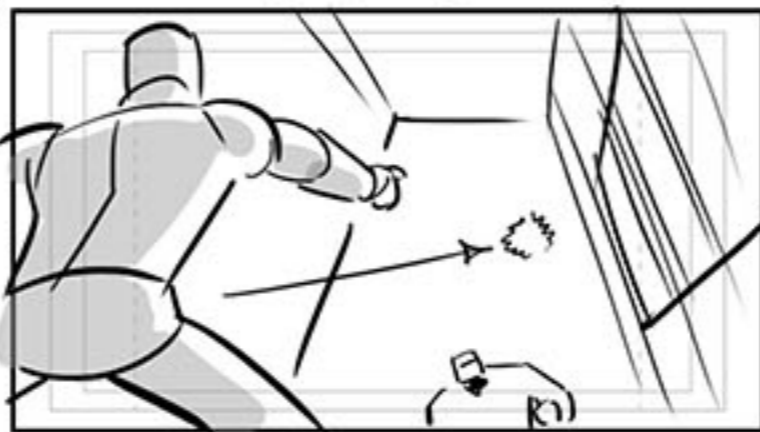
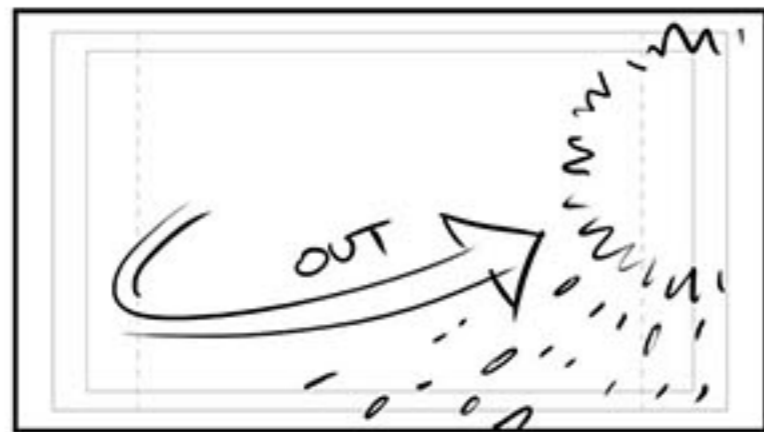
Defense mode, NOW!



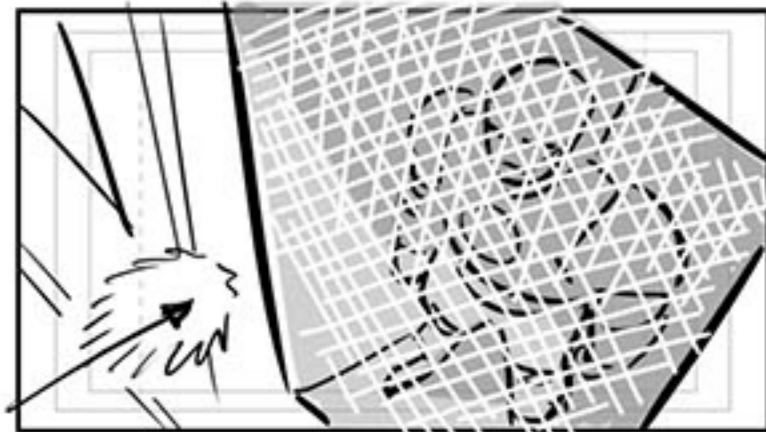
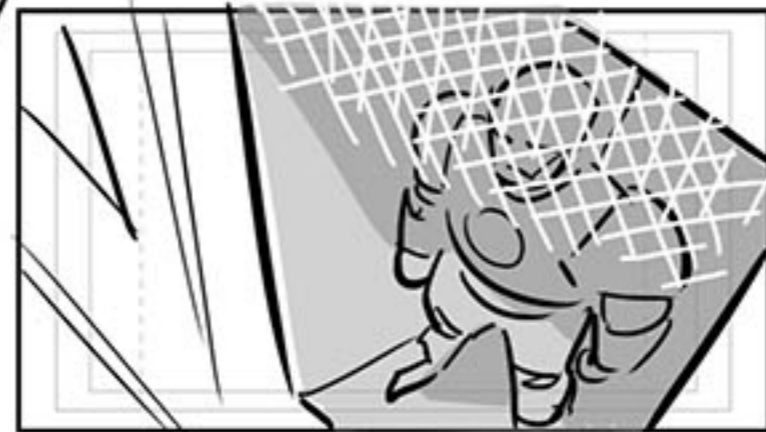
field descends like a curtain

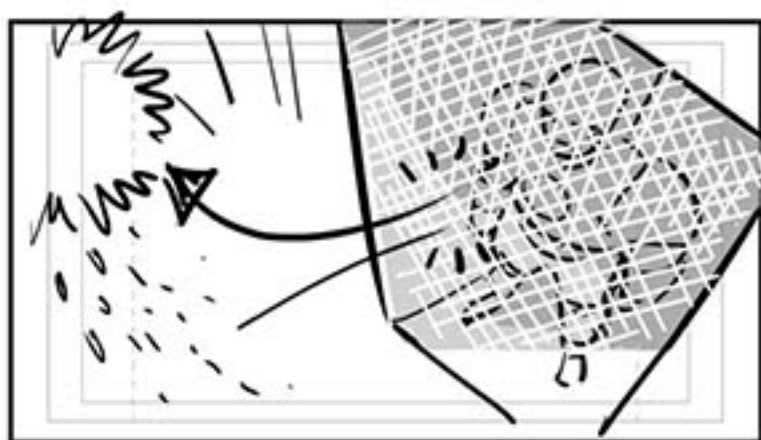


Spark bounces off

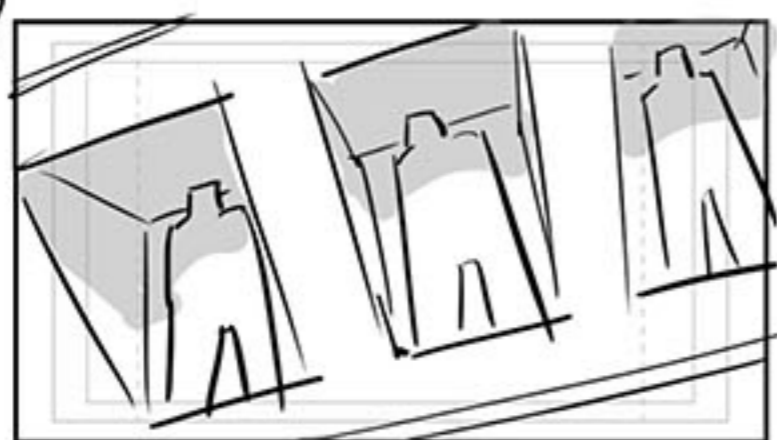


247 IRON MAN
Jarvis - the Mark 2!

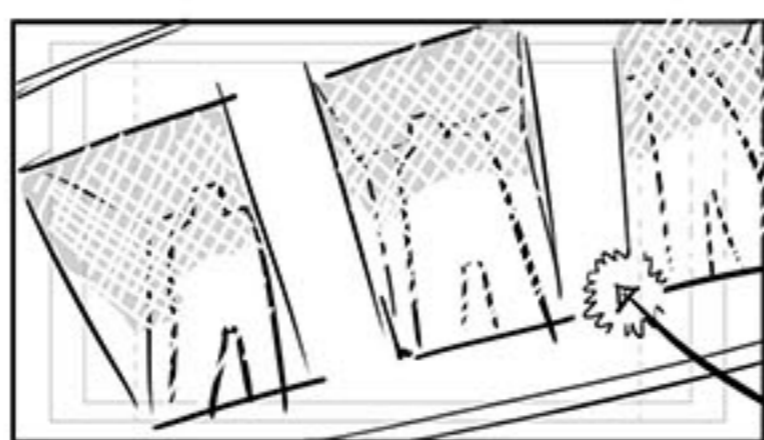




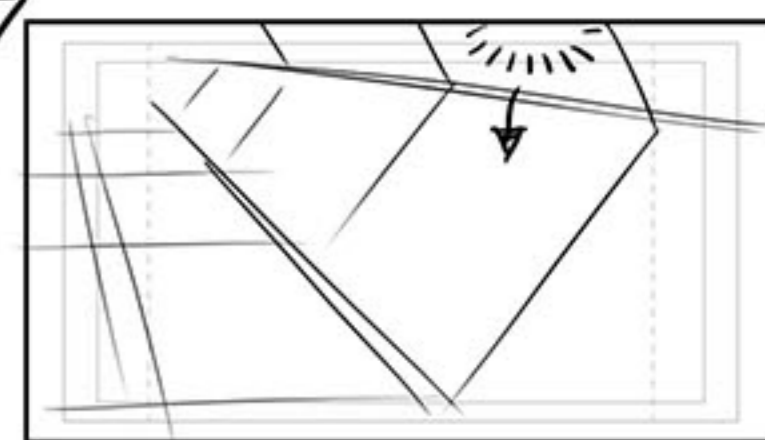
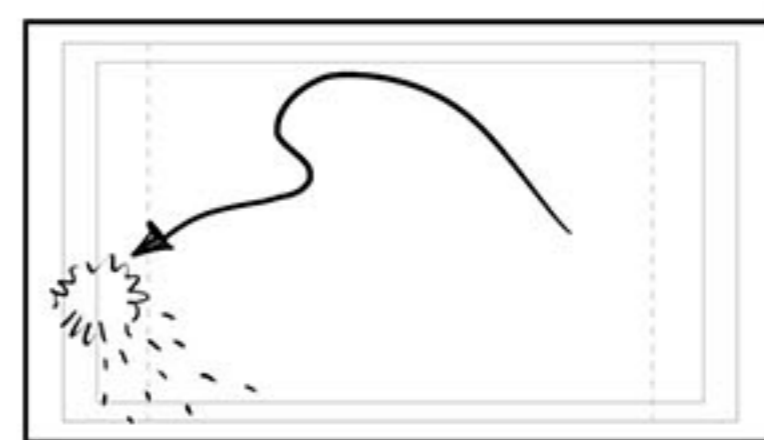
Bounce off



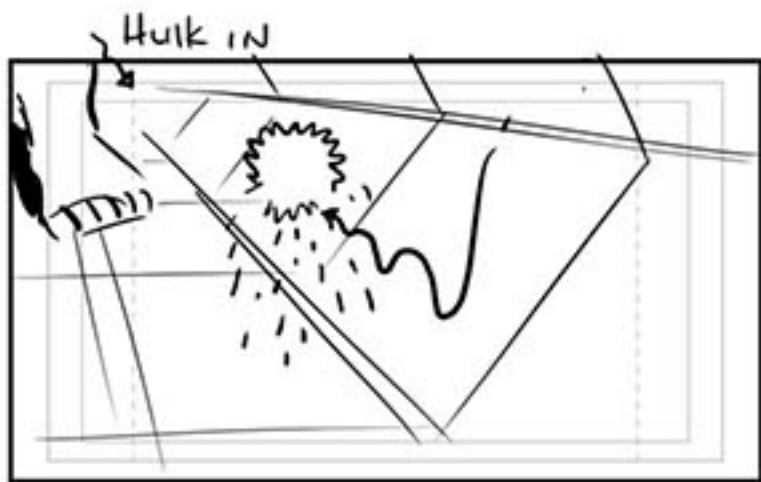
Row of 3



fields ON



Cut to angle close to floor



Spark tries to hover off the floor - getting weaker



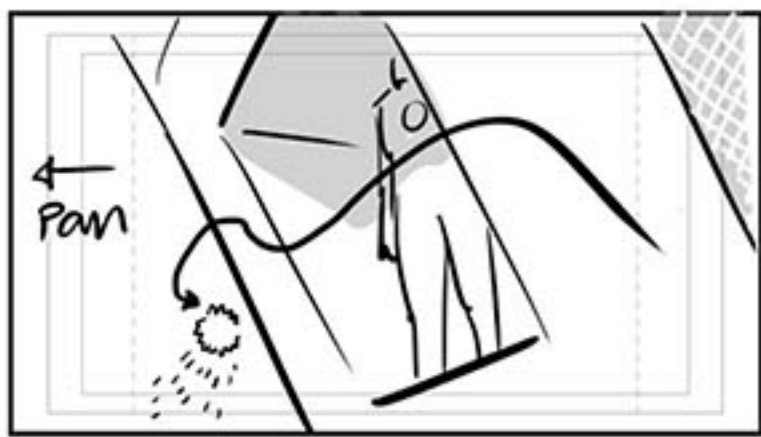
Track with spark



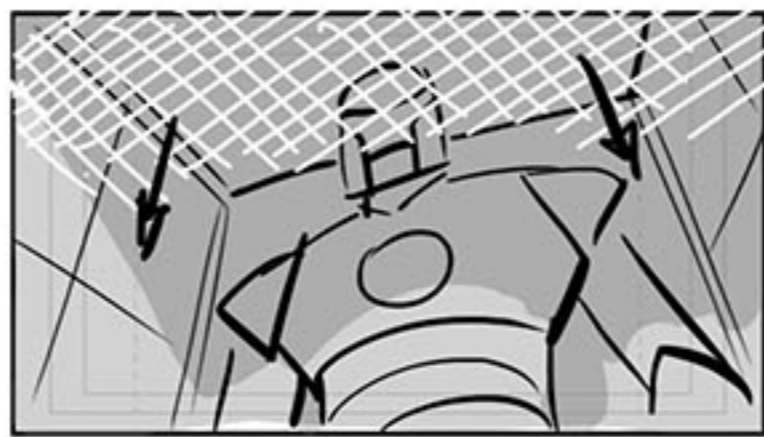
It launches up to avoid Hulk's grab



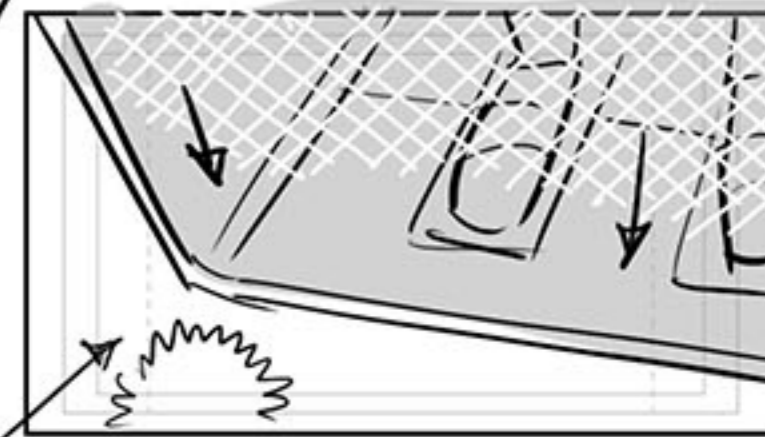
Spark flies toward nook containing Silver Centurion



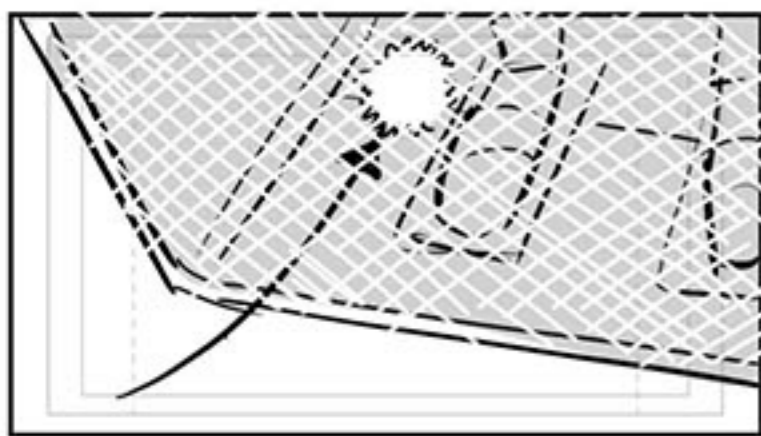
Upshot on SC



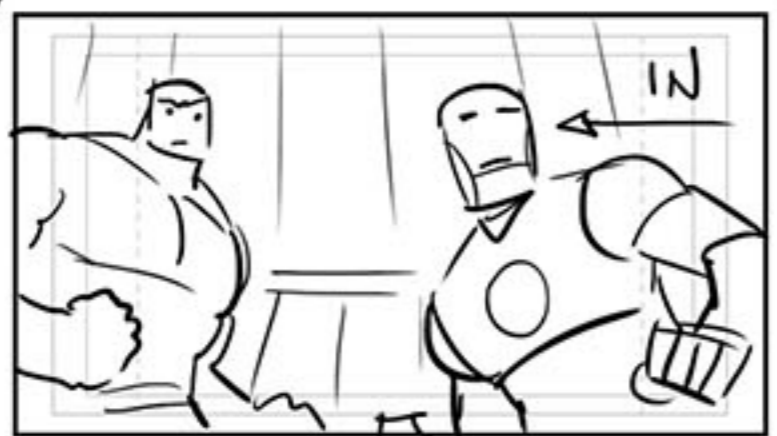
Field descends over it



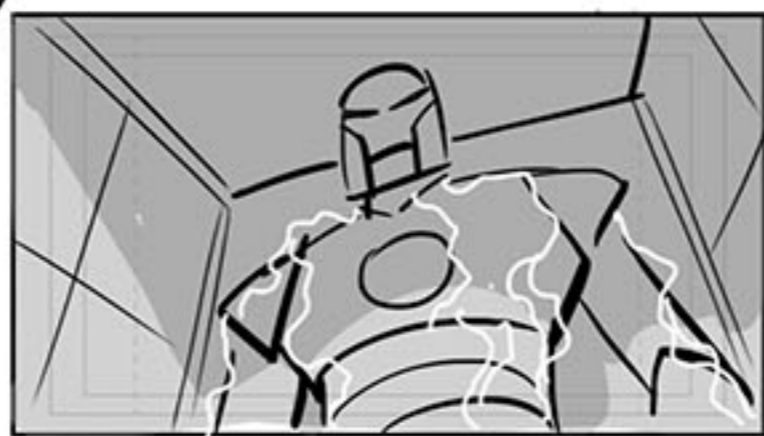
248 IRON MAN (CONT'D)
Last one -- get the last one, Jarvis!



Spark slips just under the field



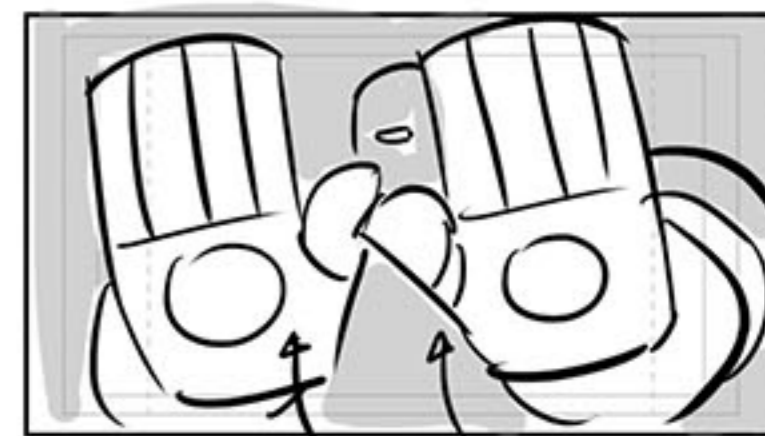
249 IRON MAN
It's in the Silver Centurion!



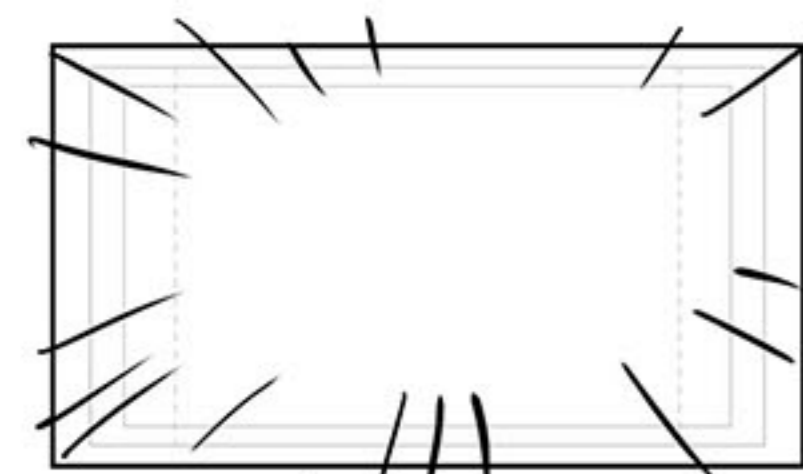
That's like my 3rd favorite suit!



Truck in as it activates



Repulsors UP



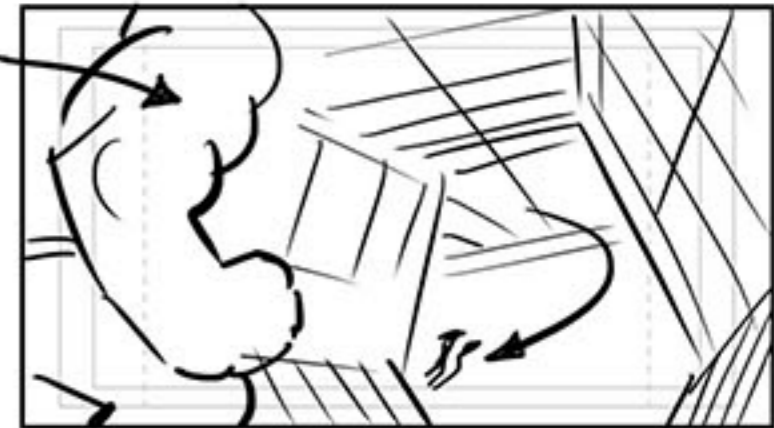
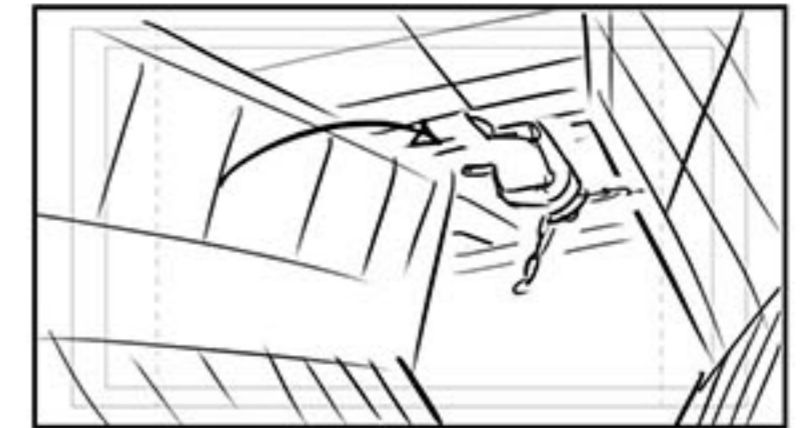
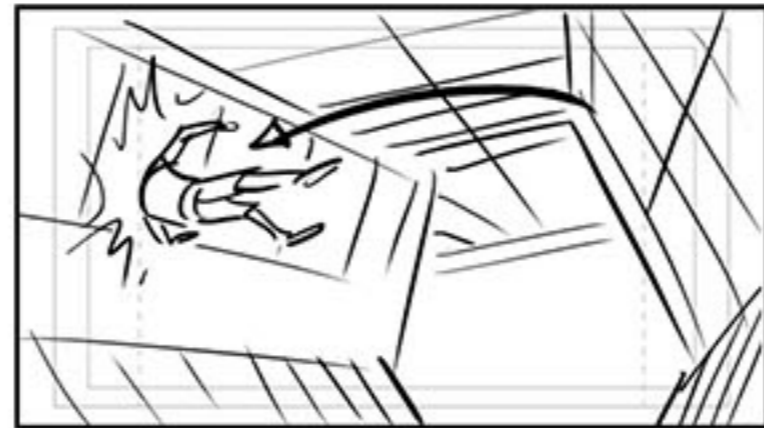
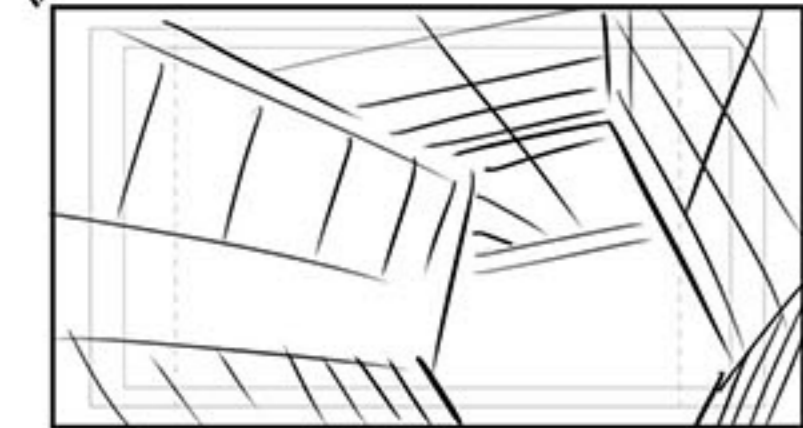
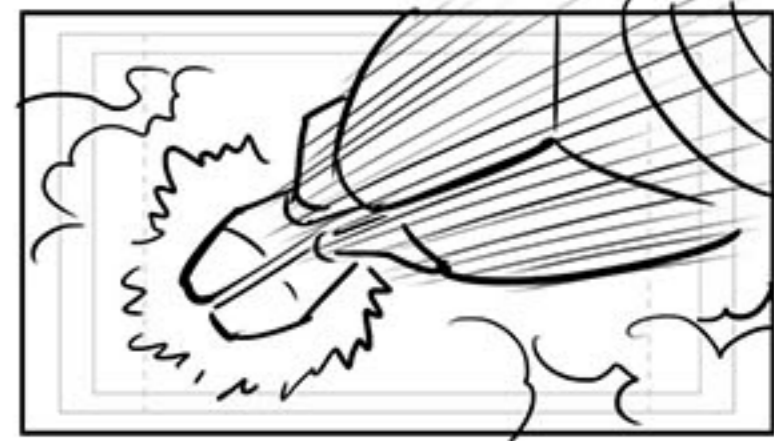
Blast into cam



Field tries to contain blast

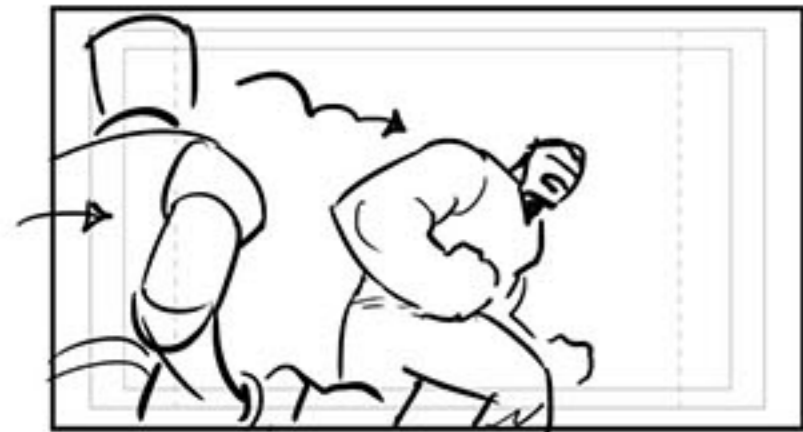


SC flies out of blast

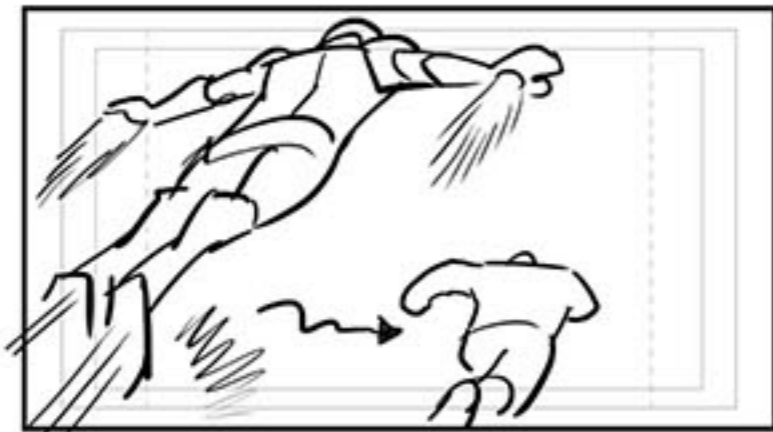


SC bounces off walls as Z takes control

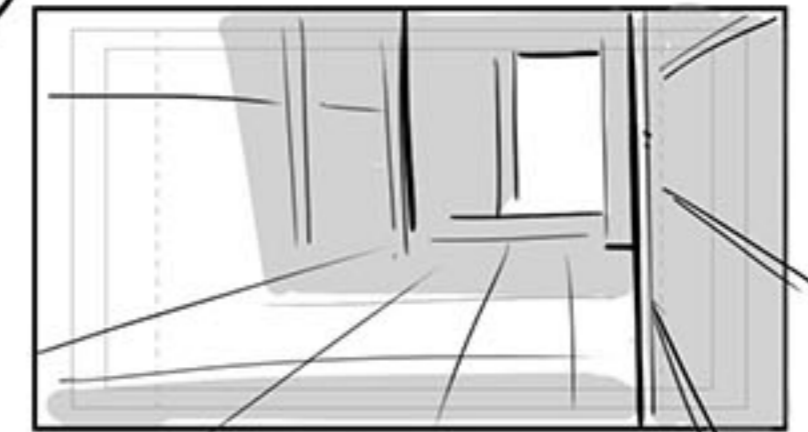
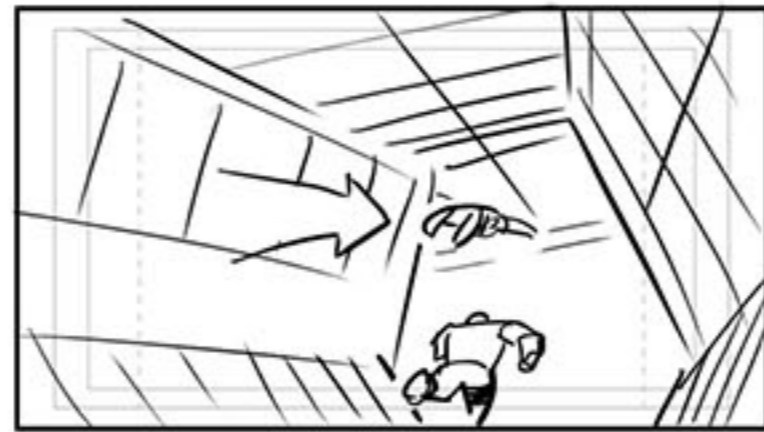
250 HULK
I dunno how many of those things



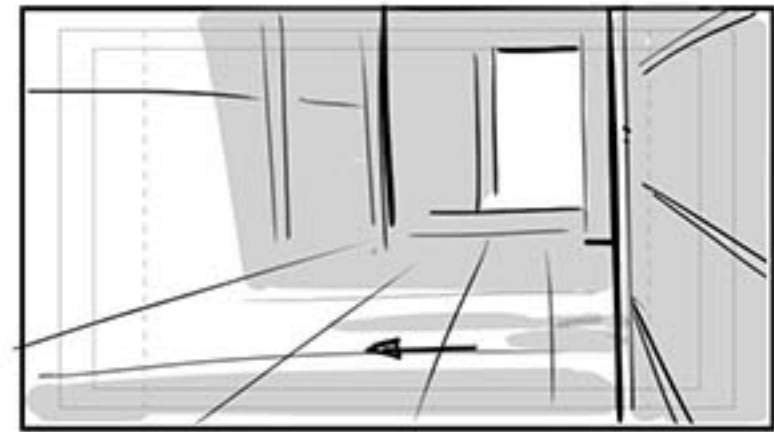
you need, but one LESS ain't gonna



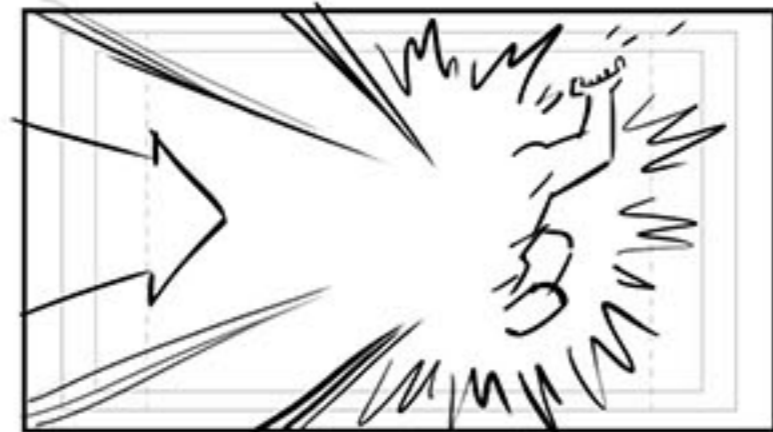
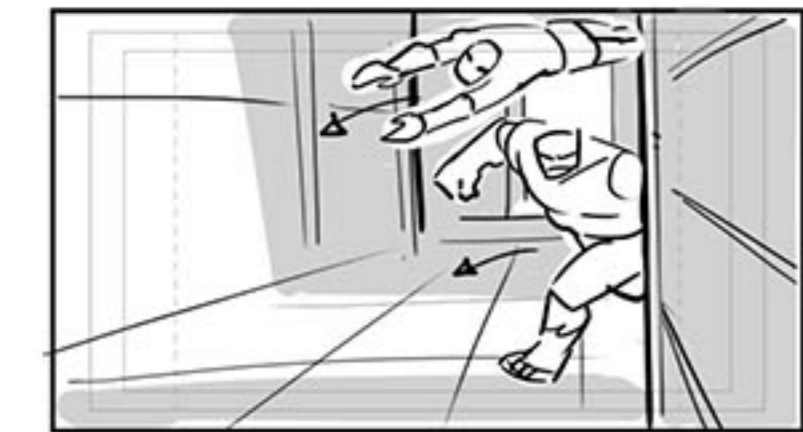
matter! <attack roar>



(end of hallway)
→ NEW SET ←



IM & Hulk's shadows
IN



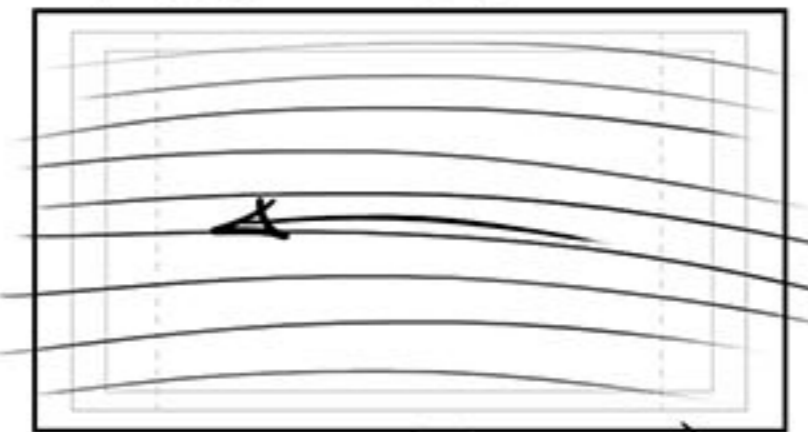
Uni-beam HITS them

251 HULK (CONT'D)
RAHHHHHHHHH!!!!



H lands on IM

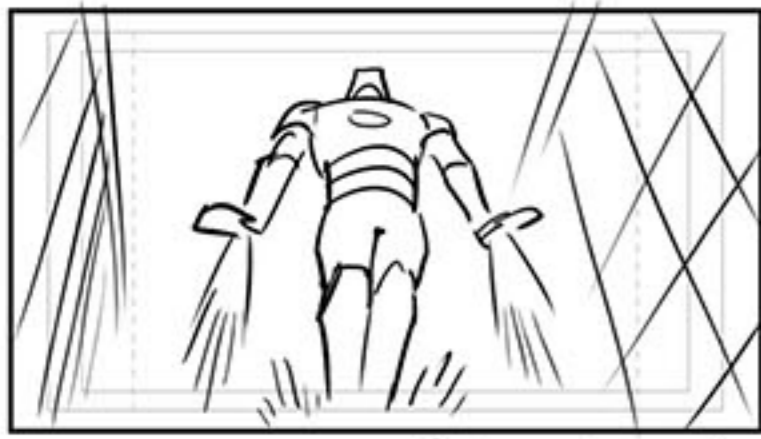
252 IRON MAN
<impact>



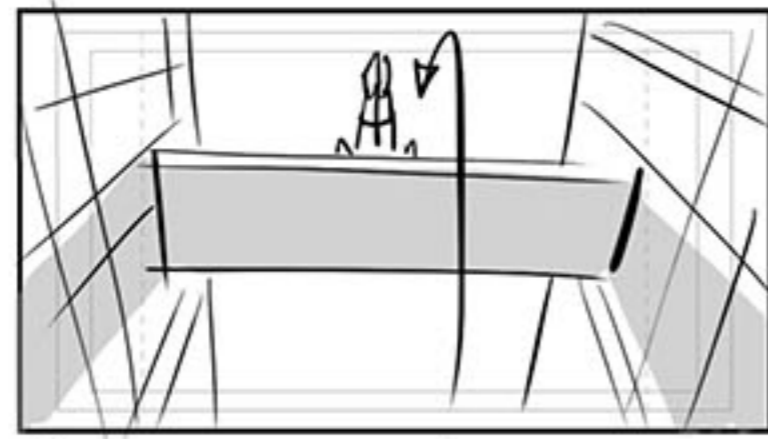
Whip pan (rotate 180°)



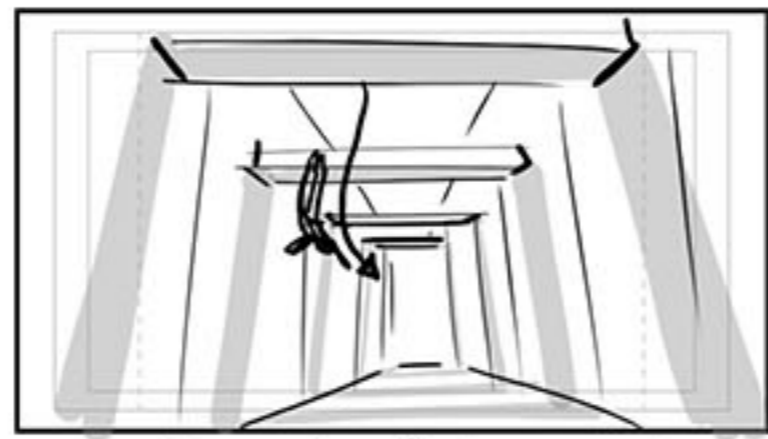
End on SC-uni-beam
powers down



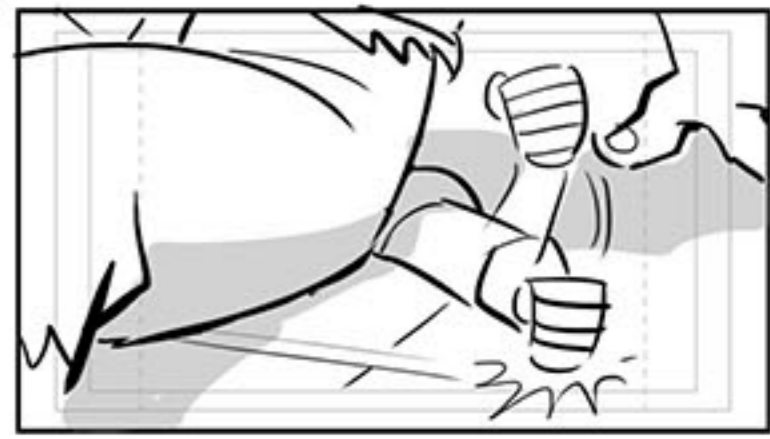
Tilt up to follow launch



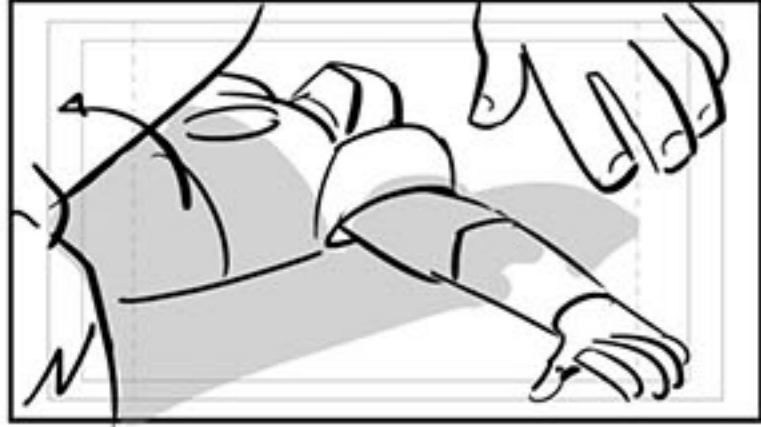
Fly over a ceiling beam



Tilt down to follow action



253 IRON MAN
Get off of me ya big green ape!



254 IRON MAN
Thanks. I think you only broke two or three ribs.



255 IRON MAN
That thing can't get enough power -



gotta be going after the reactor!



256 HULK
Can't ya shut it down?!



257 JARVIS
Shutting down



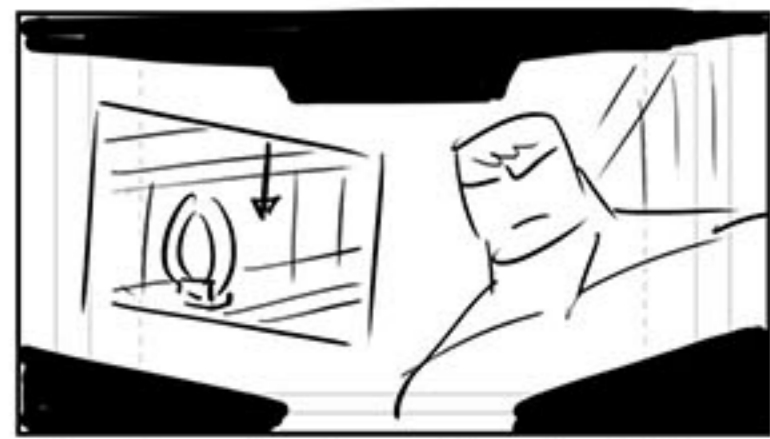
the Arc Reactor



Carrier graphic pops up
would also shut down the turbine engines, sending the entire craft



Zoom in on IM & Hulk's location



Graphic drops a few levels to Arc Reactor room
plummeting to imminent destruc--



Image pans to show SC flying toward reactor room
258 IRON MAN
Then lock it down!



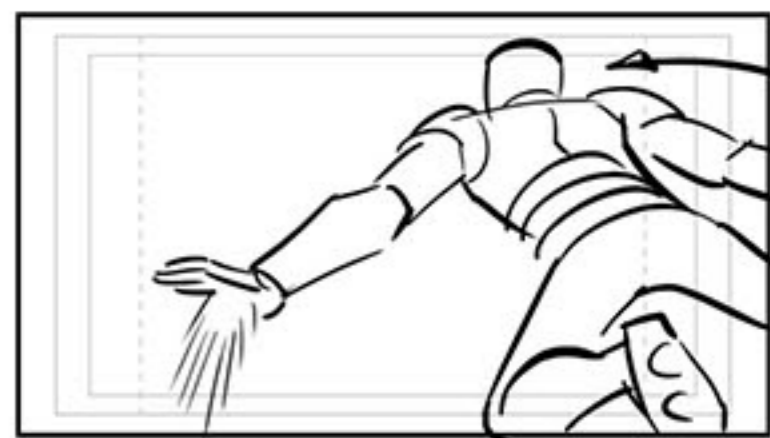
NOW!
259 JARVIS
Engaging



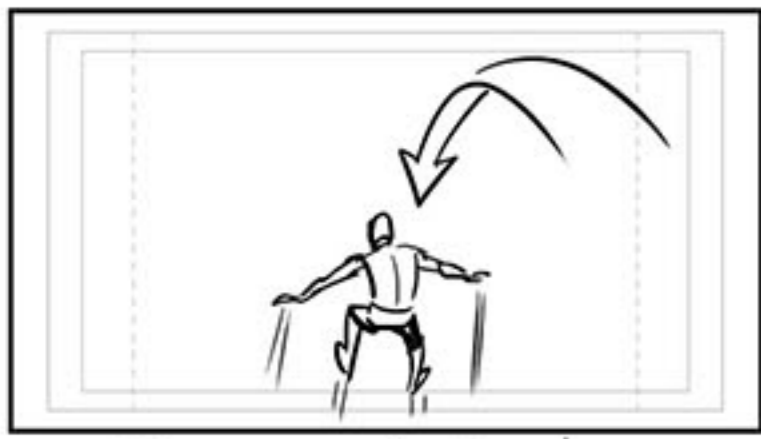
Graphic shows activation
Arc Reactor force fields.



cut to real thing - force field ON



SC flies in -



SC moves to land



IM antics to launch



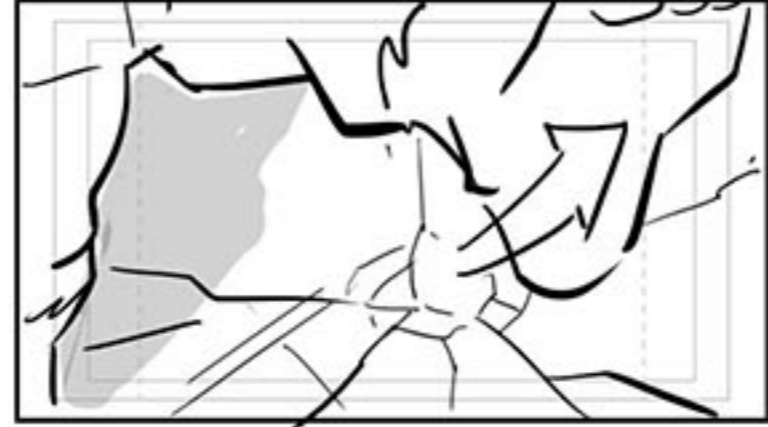
H stops him



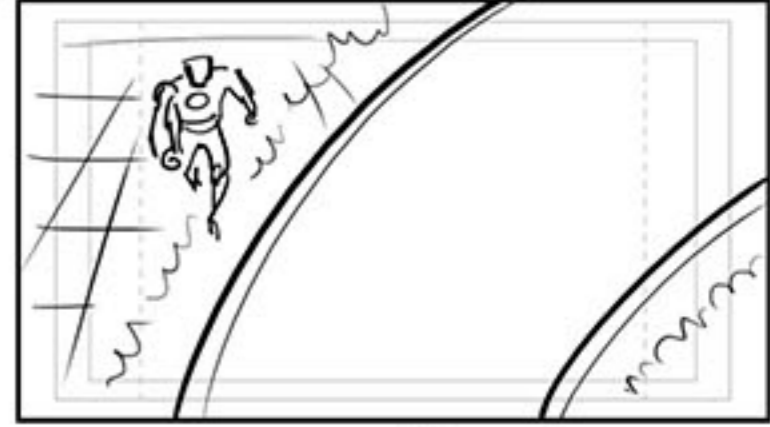
260 HULK
I'll make a SHORT-CUT!



- SHAKE -



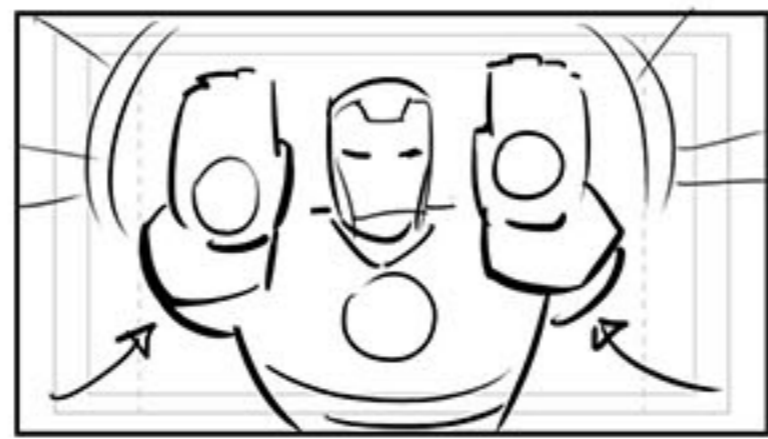
- SHAKE -



Cut to Arc Reactor room



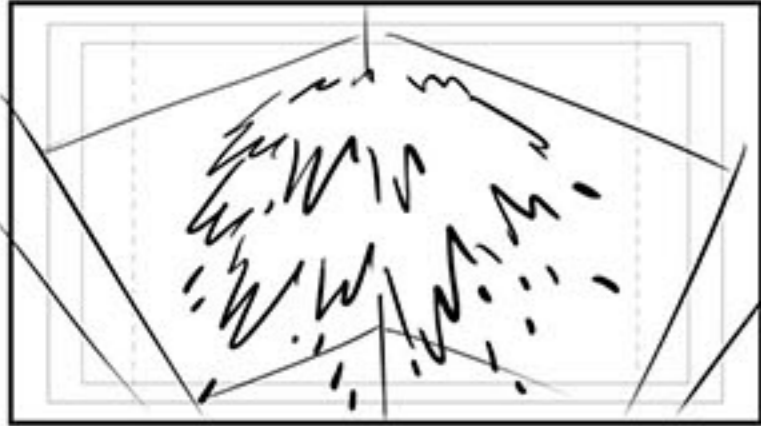
Repulsors power up



debris falls in



Truck out -
SC looks up



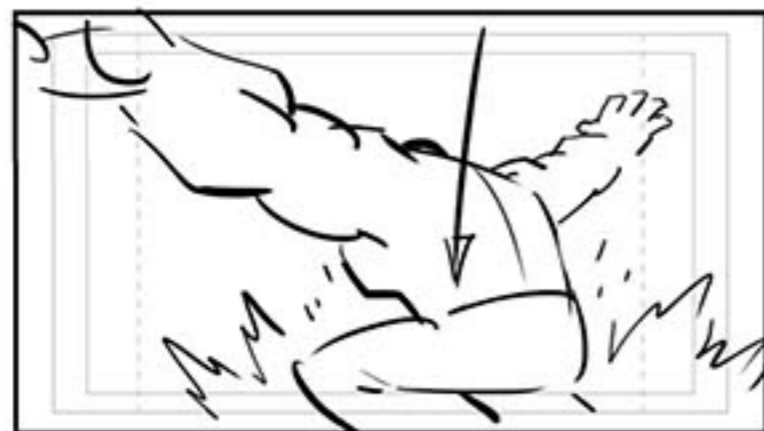
POV up



261 IRON MAN
Don't let it past us!



Track out



- SHAKE -



THRU



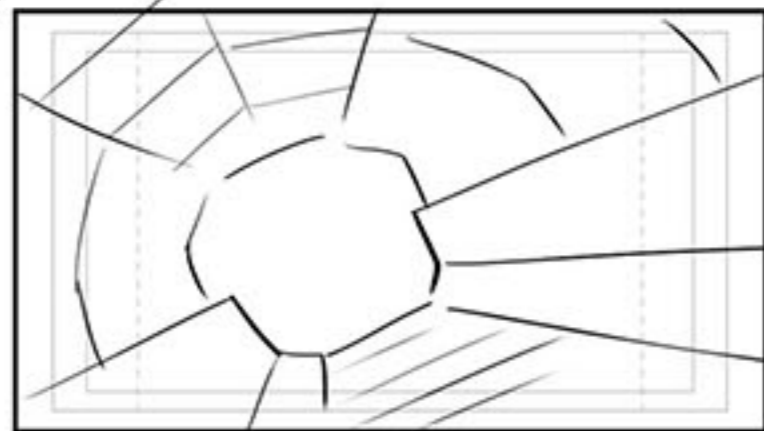
Track with IM



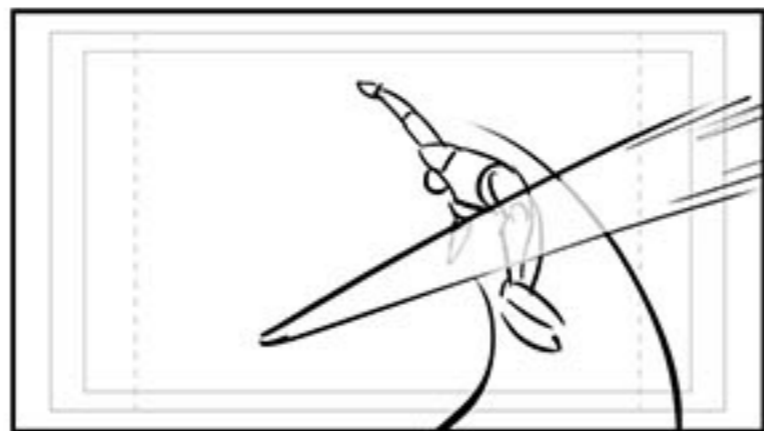
fire 1



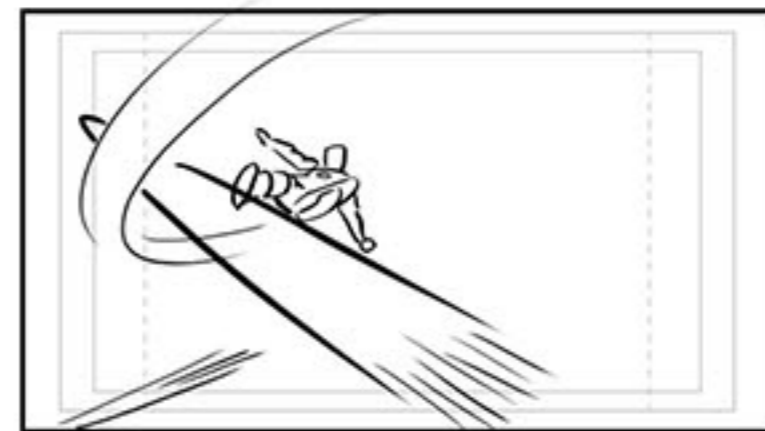
fire 2



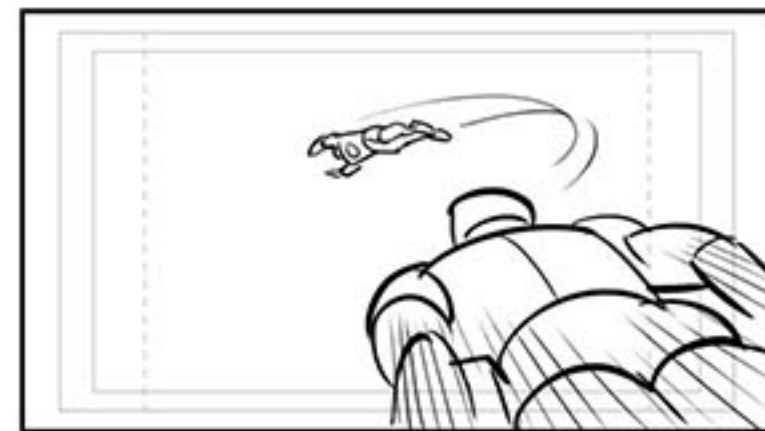
Wide on room



Dodge 1



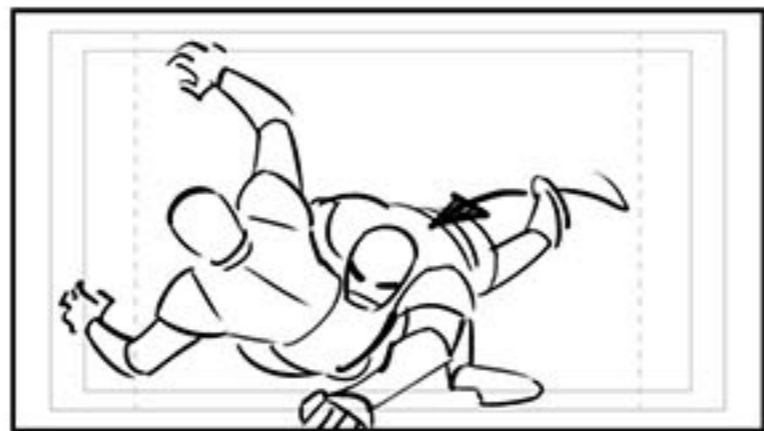
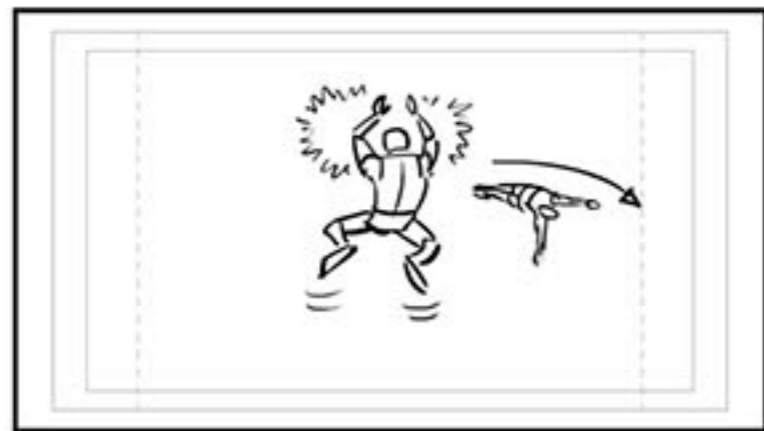
dodge 2



Rush in on Hulk



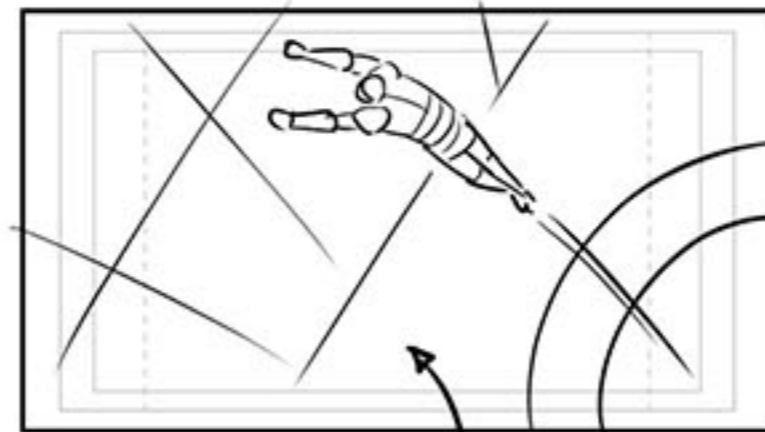
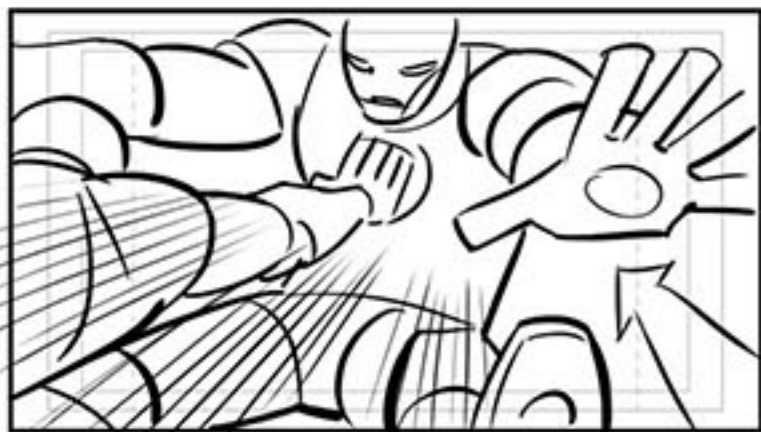
WHAM!



Then Pan to follow



Downshot on Hulk



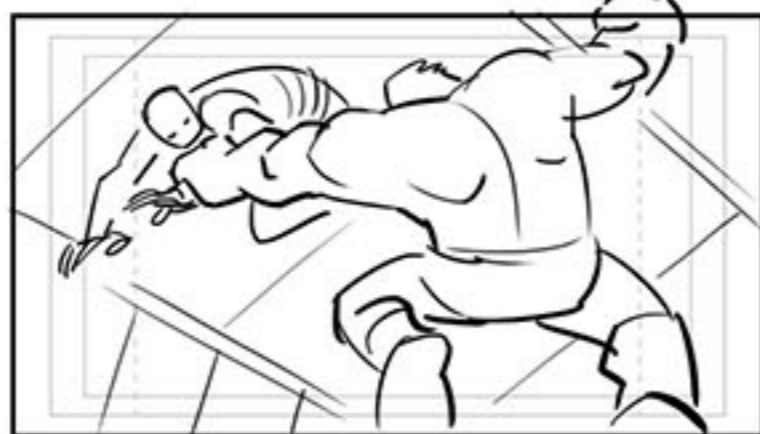


leap up into cam

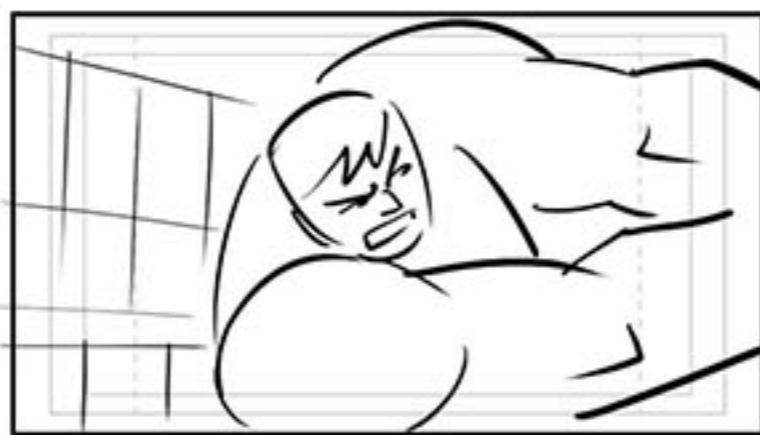
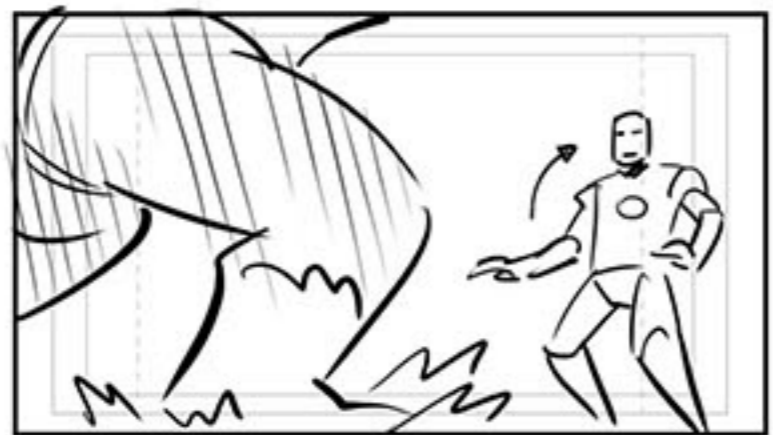
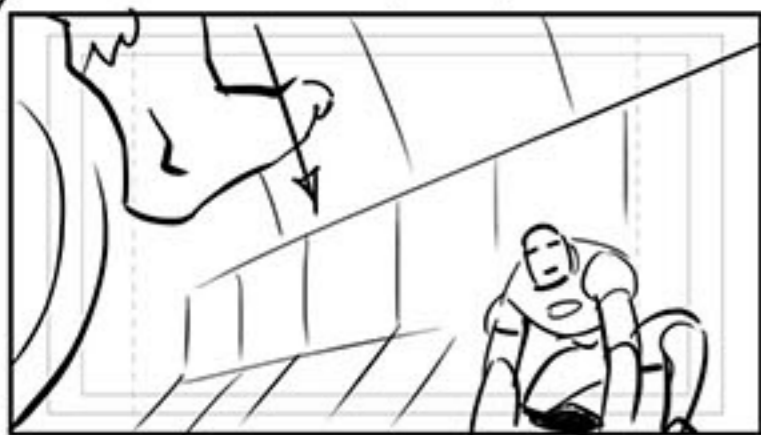
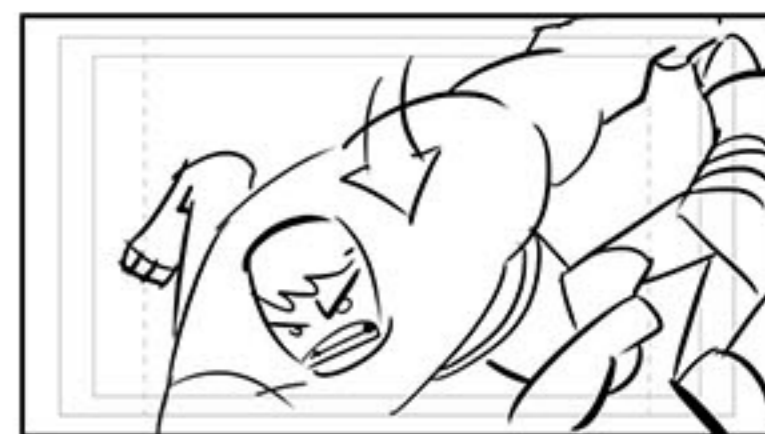
262 HULK
(ROARS)!



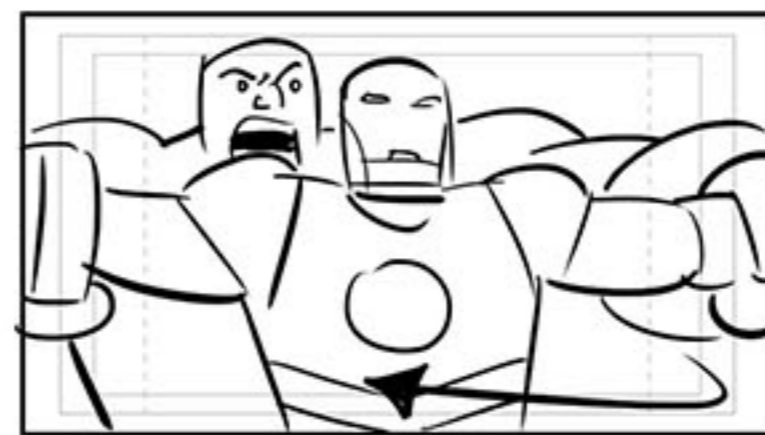
H intercepts SC



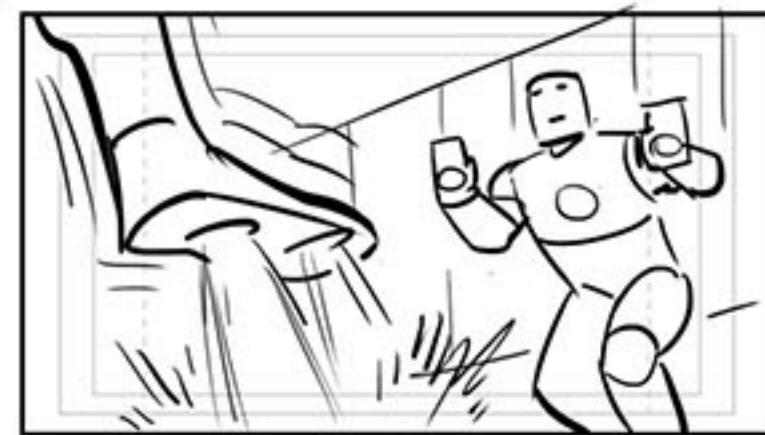
Truck out



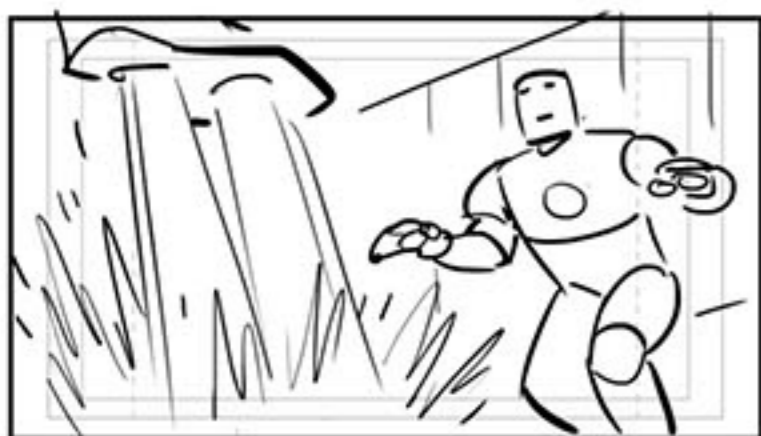
263 HULK
Iron Man -



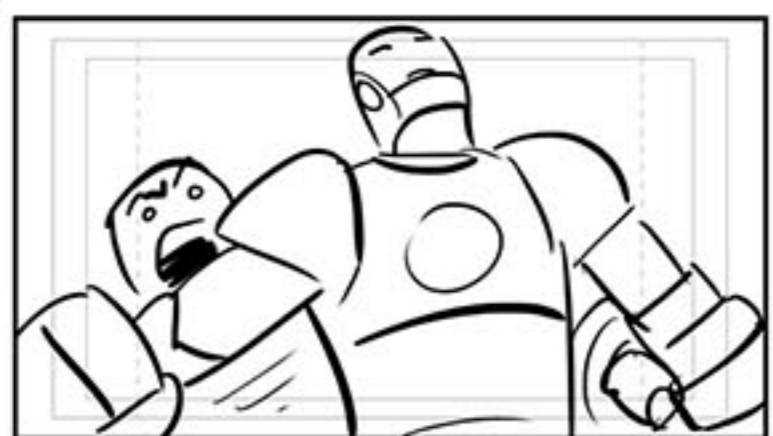
blast him!



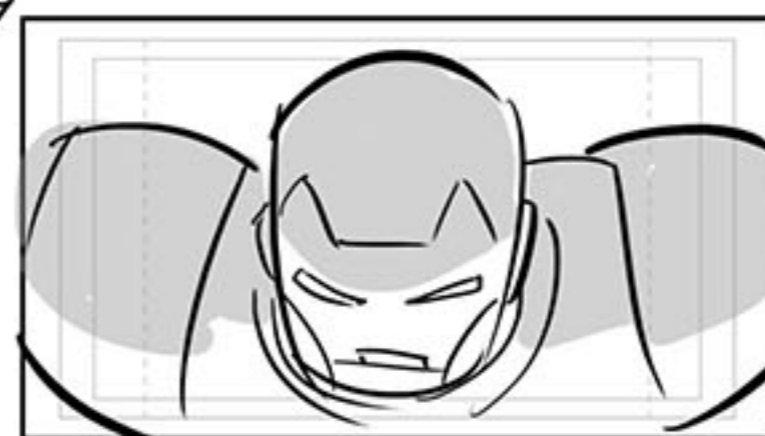
SC firing boot jets in FG
264 IRON MAN
You know, that suit's kind of a



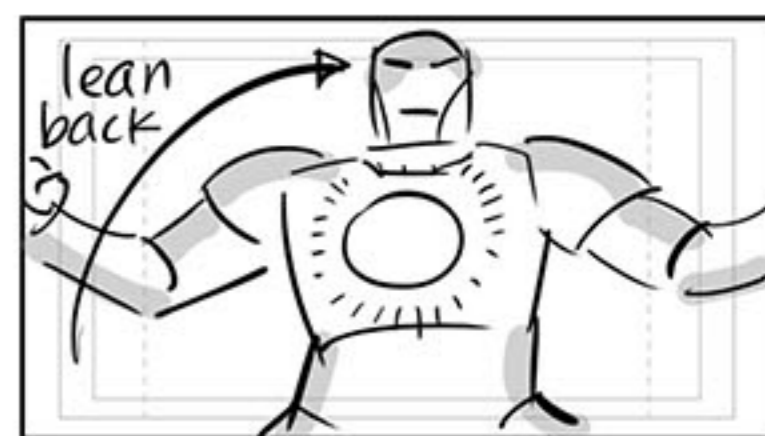
collector's item.



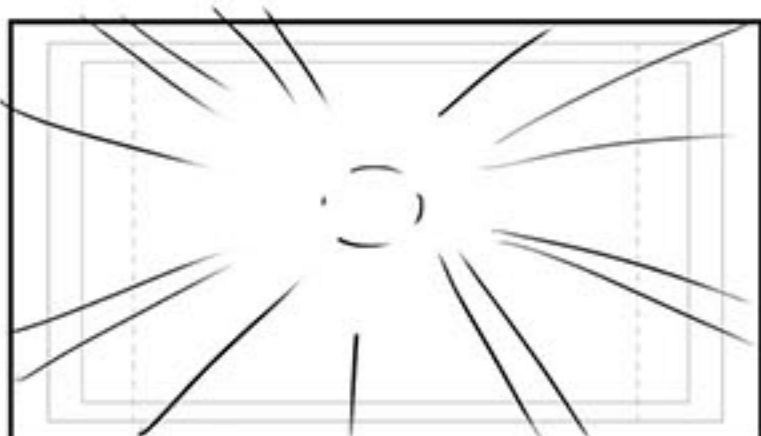
265 HULK
Shellhead!



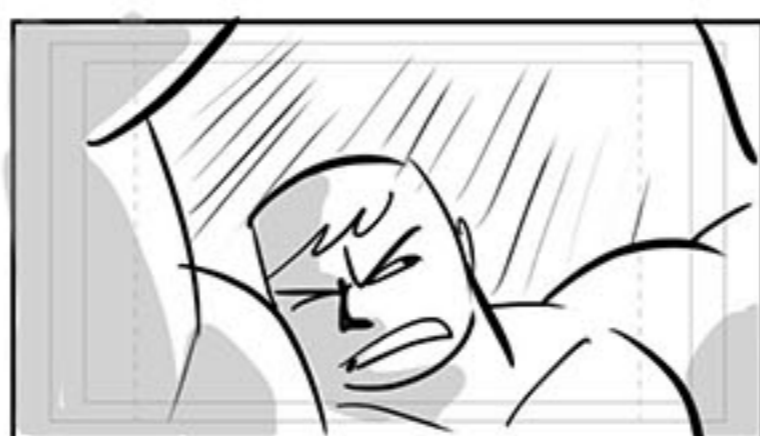
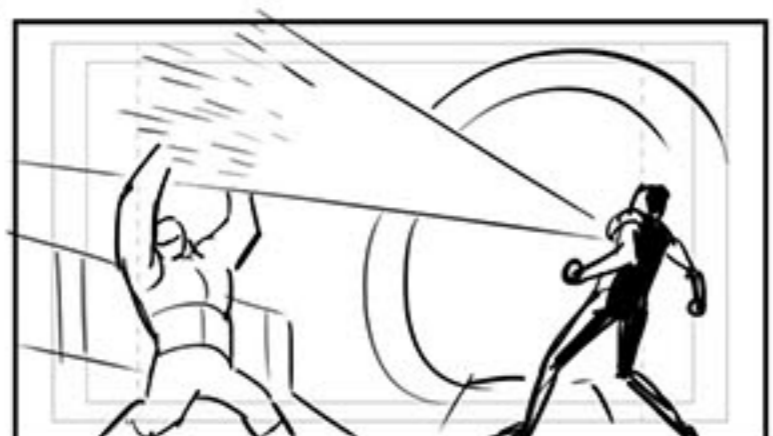
266 IRON MAN
All right,



lean back
firing Uni-Beam!



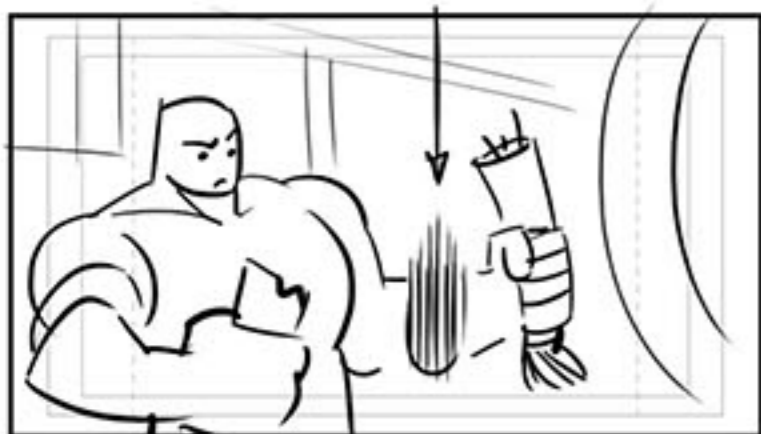
blast into cam



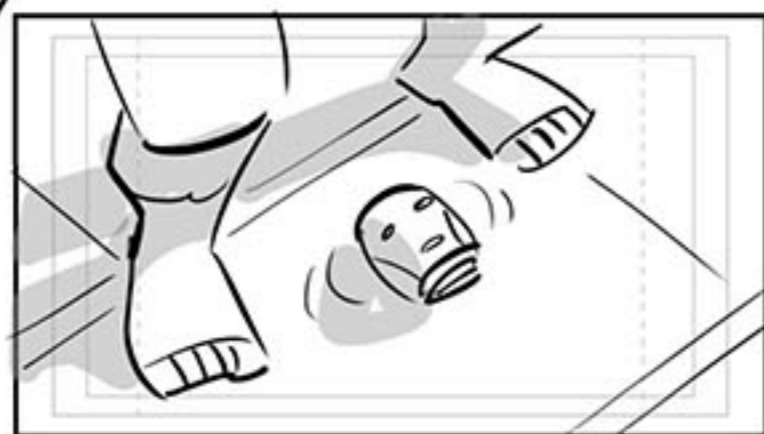
Beam OFF



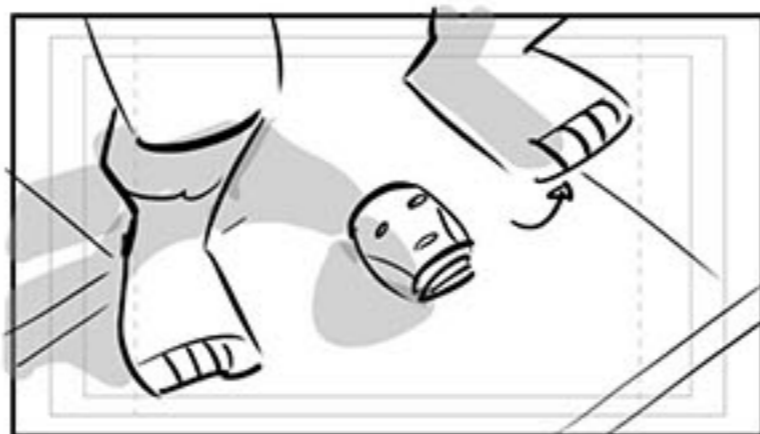
Truck out



Head falls thru & OS



head wobbles, then settles



CRUNCH!

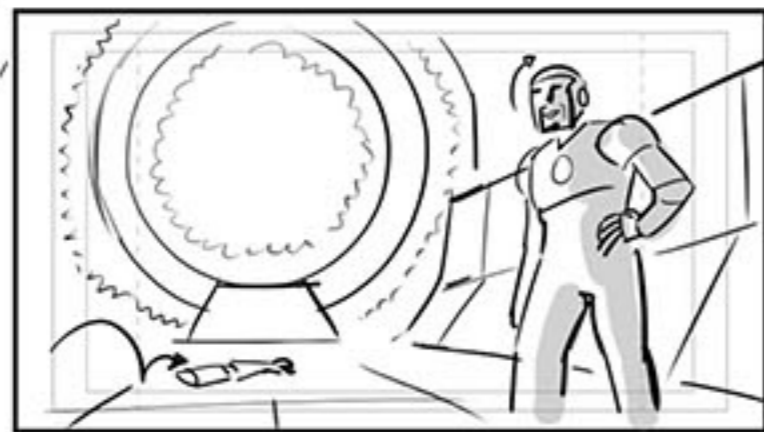


(Grinding heel)

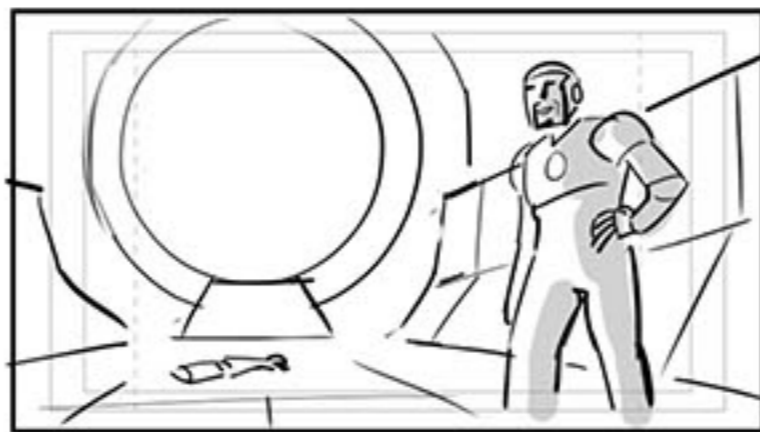
267 HULK
(Satisfied grunt)



fling arms away



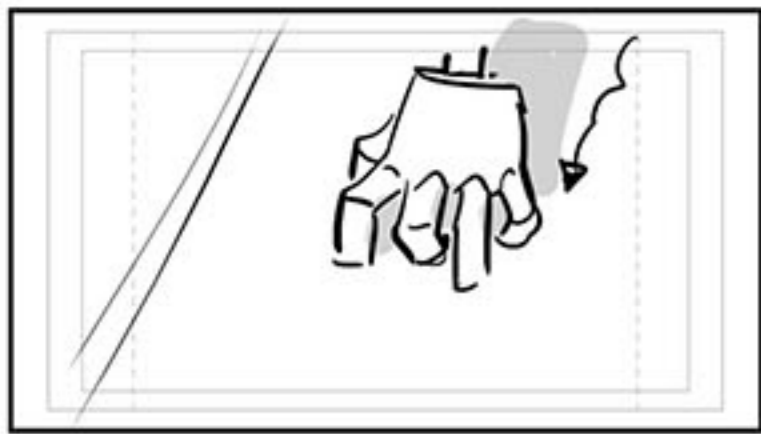
268 IRON MAN
Whew! Nice save, Hulk! If that thing would've gotten into the reactor...



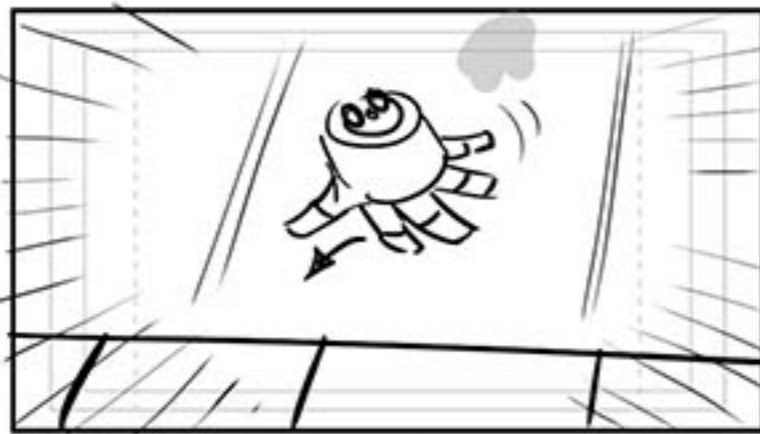
Force field OFF



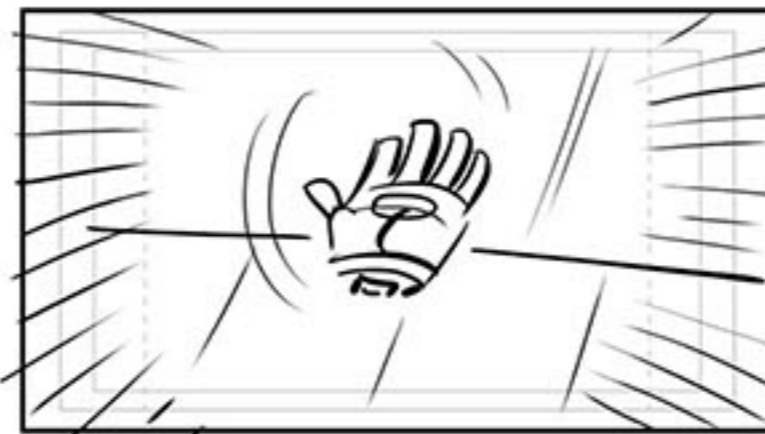
Hand separates from arm - crawls toward reactor (z spark)



Antic to leap



Cam pulls back - past base of reactor



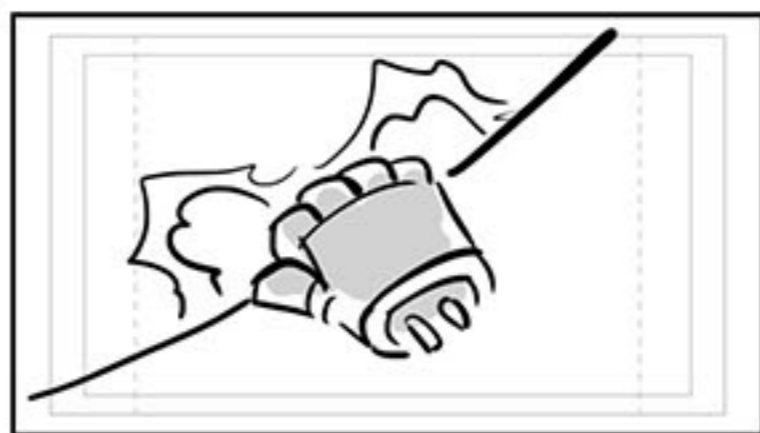
flip thru midair



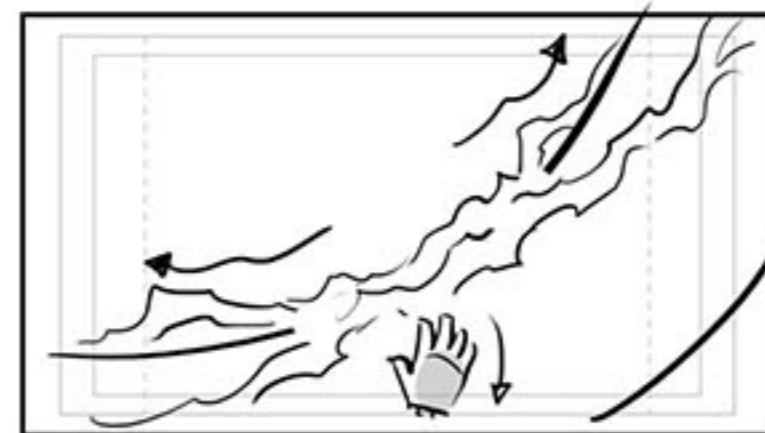
land on reactor (stop cam)



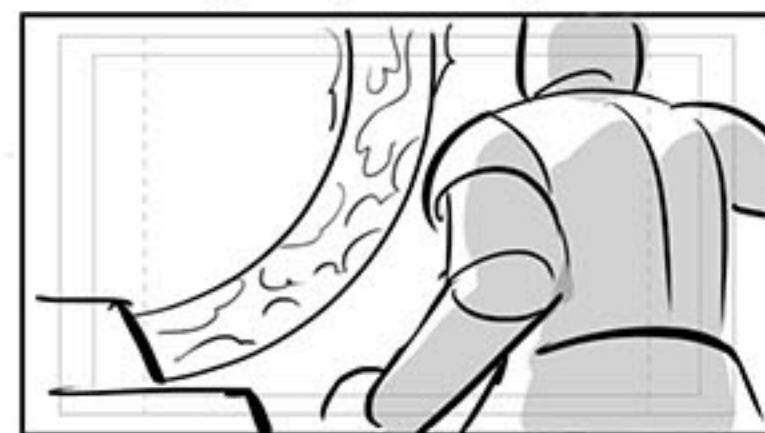
271 IRON MAN
No!!!



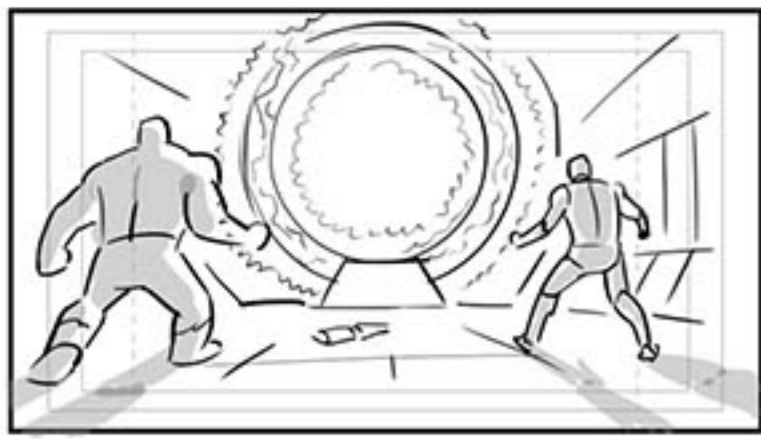
z spark jumps onto reactor



TRUCK OUT as it spreads



Can't OUT
272 IRON MAN
Jarvis!



Power down the reactor!



Big blast - IM knocked OS
<zapped groan>



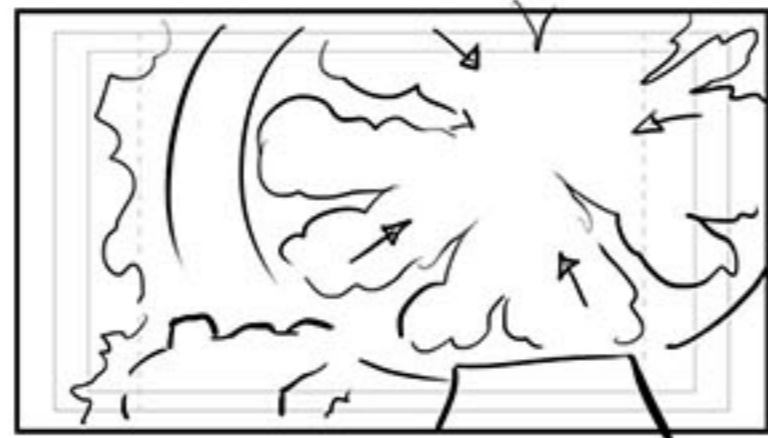
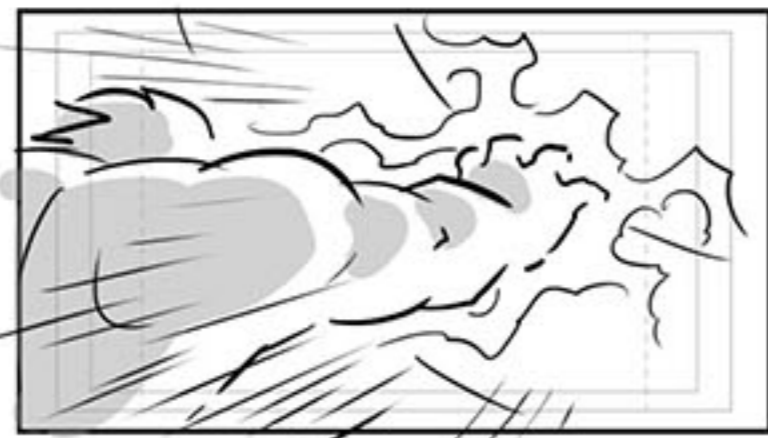
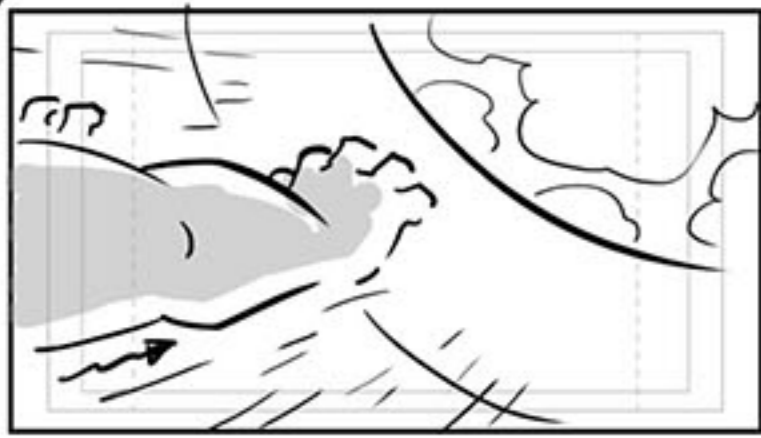
H pushes thru blast



Track with steps



273 HULK
<zapped groan>



Truck out

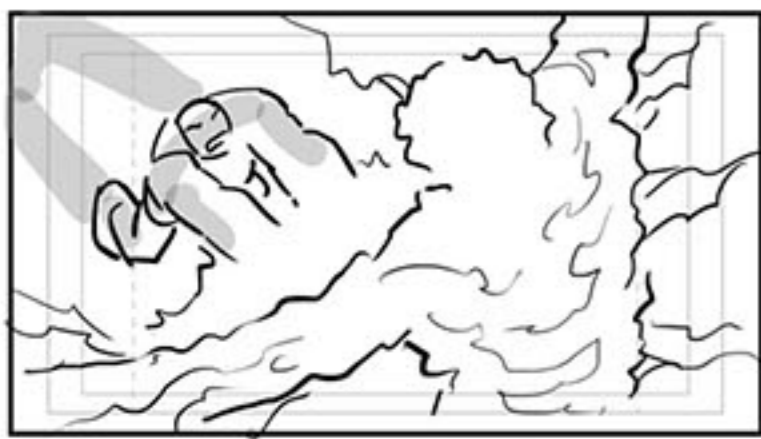


Z body starts to form

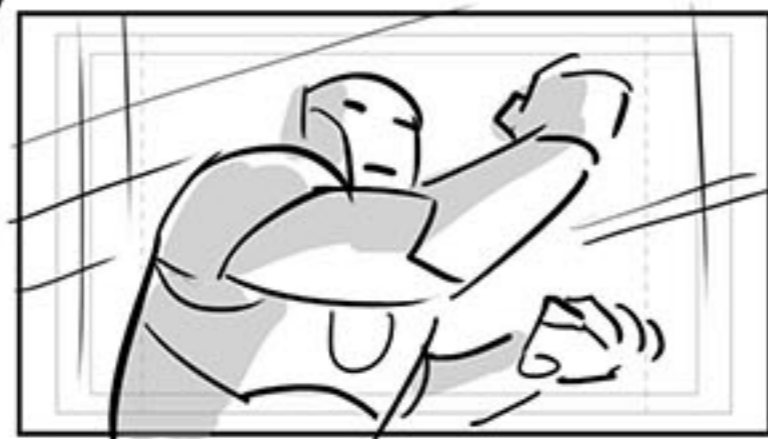


Power flows OFF Hulk's body

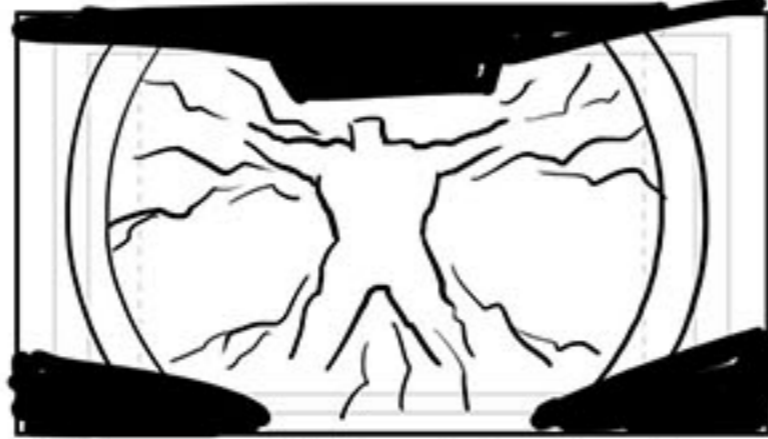
274 HULK
What's it doing now?



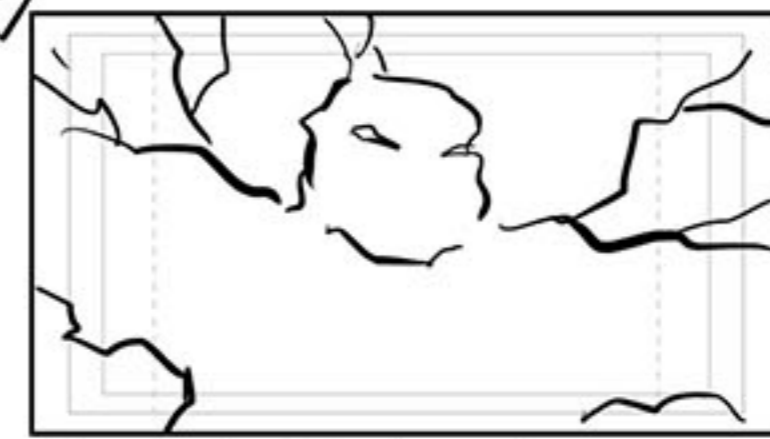
Truck out to see
Z forming



275 IRON MAN
It's evolving... copying us!



Reference 'Vitruvian Man' again
276 IRON MAN
Which means we're probably in deep trouble.



Upshot Z finishes forming



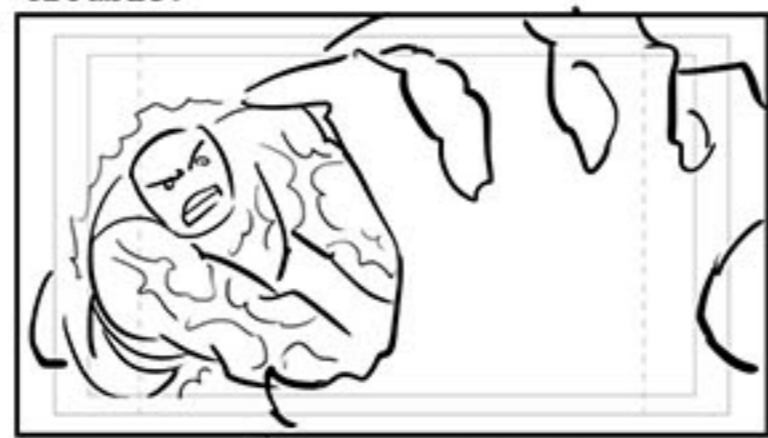
Truck out - it examines its hands



looks into cam



Truck out again



Downshot on Hulk



Hulk pulls one hand free

277 HULK
GRAHHH!



Truck out for ZAP
(hi-con blast FX)



Hulk tumbles @ cam



278 HULK
<zapped screen>



Cut to reverse



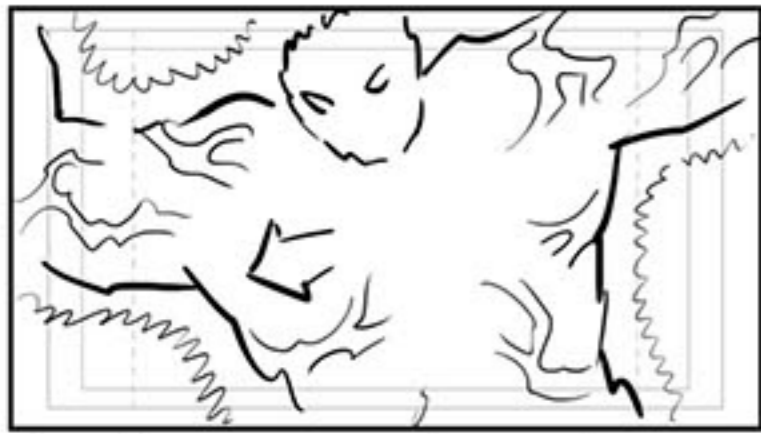
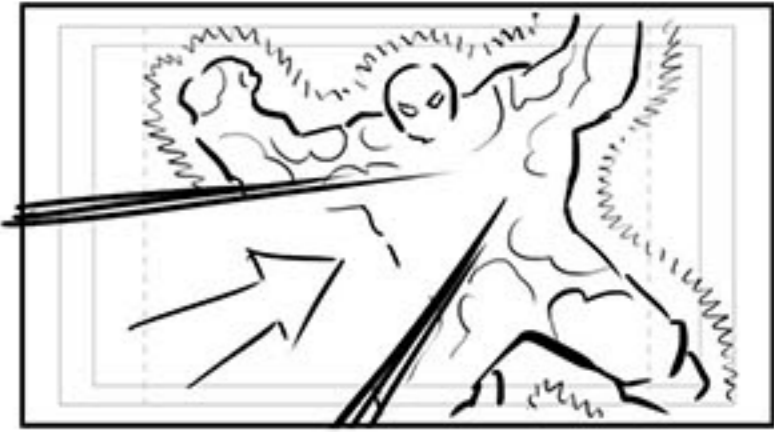
SLAM!



279 IRON MAN
Hey electric breath! Let's see what you do with repulsors!



Truck out for double blast



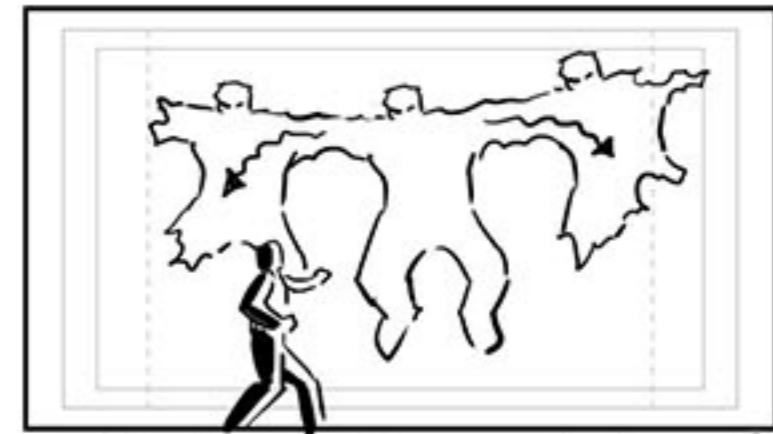
Repulsor energy dissipates over body



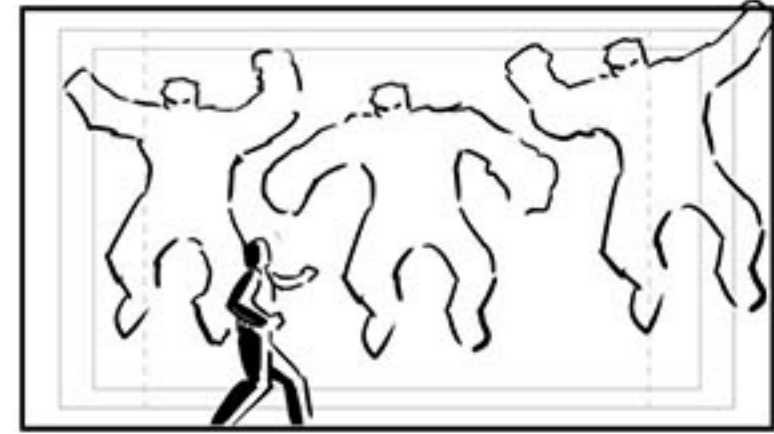
280 IRON MAN
You eat them, apparently.



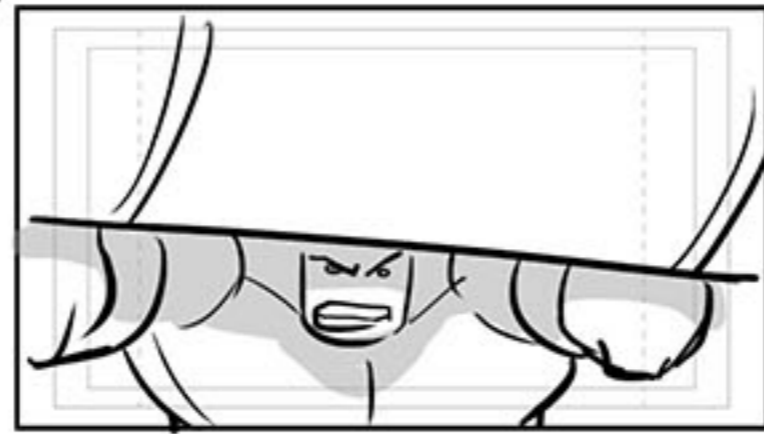
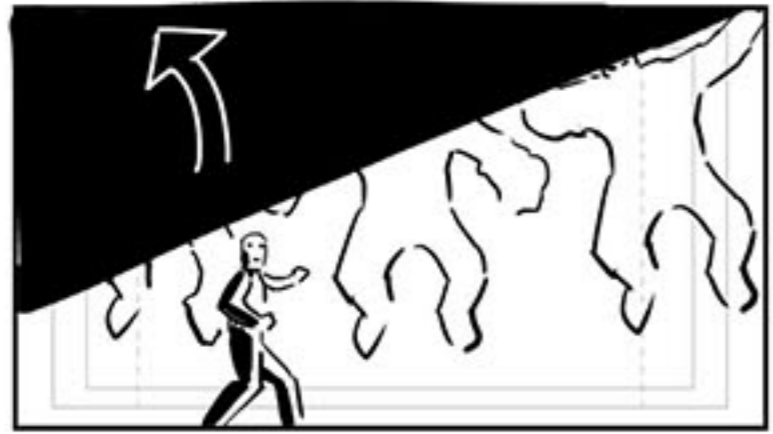
281 ZZZAX
Zzzaxxx



Truck at-2 more bodies form
DESTROYZZZ

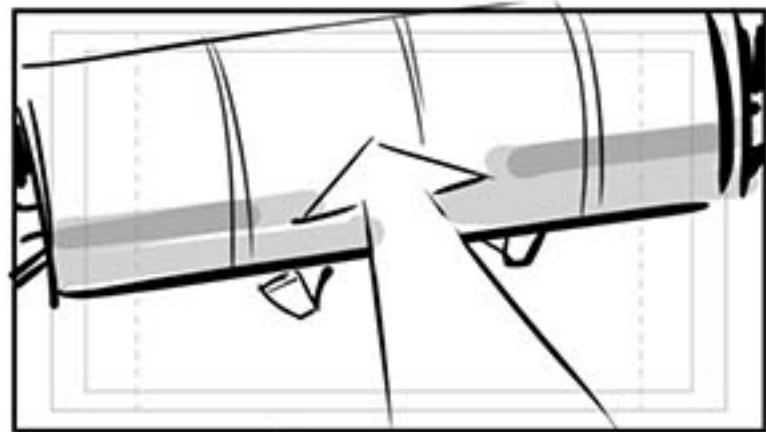
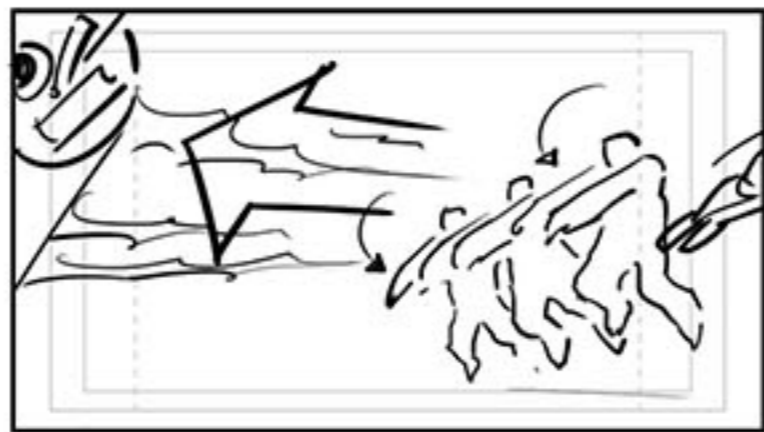
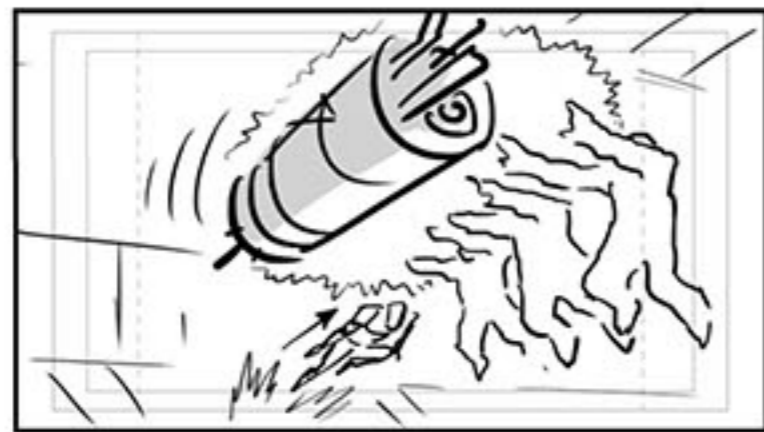
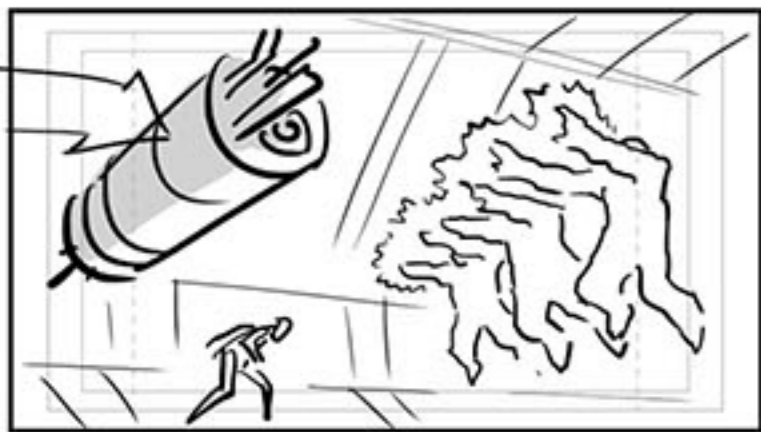


ALLLLLLL!

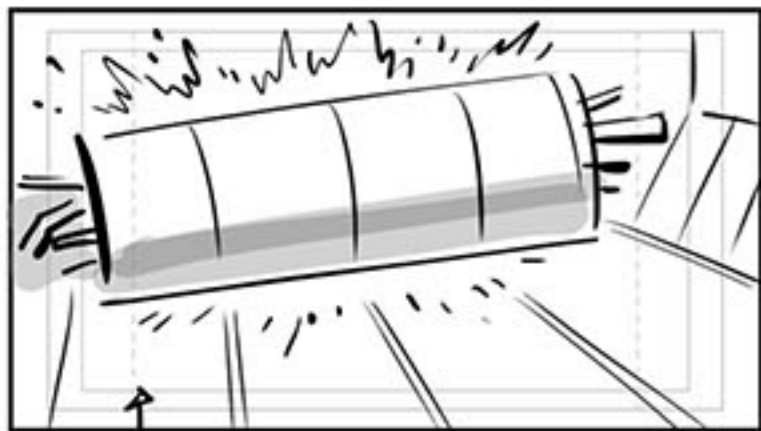


Truck out 283 HULK
ROARRRR!

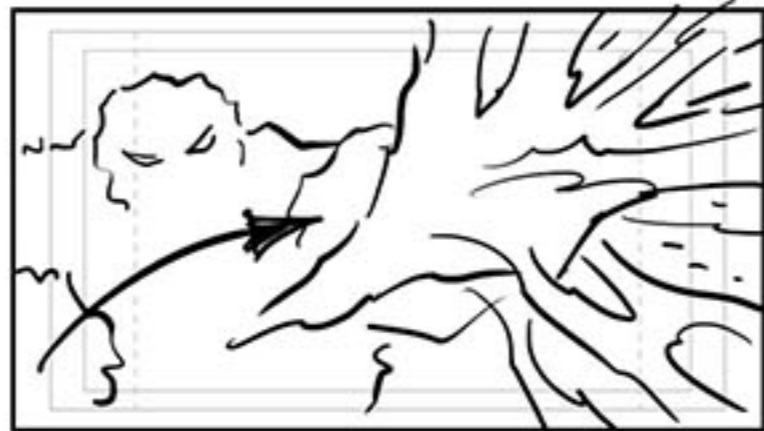




WUNGG!



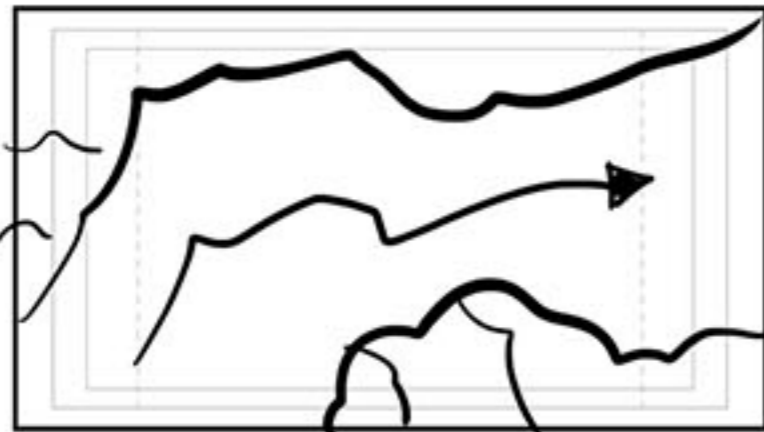
PAN
- SHAKE -



Track with IM - staying just ahead of blasts



291 IRON MAN
Jarvis, tell me you got something!



IM dodges, bolts hit ceiling
292 JARVIS (V.O.)
The creature IS pure energy. I'm afraid it has no weakness.



293 IRON MAN
It must!



Wait...



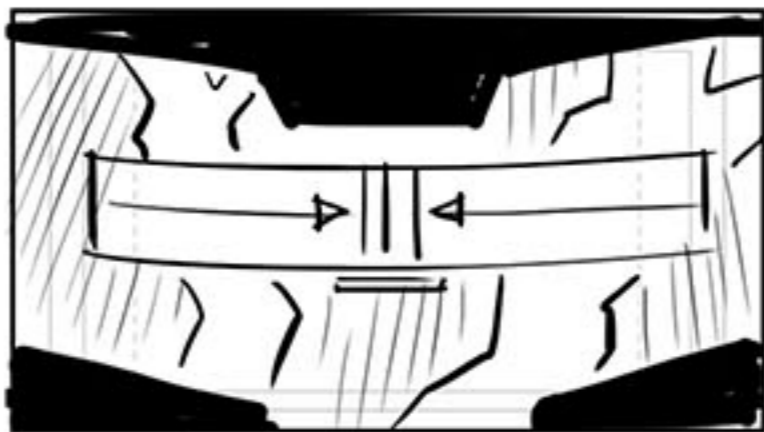
What's this thing's frequency?



294 JARVIS (V.O.)
Sir, Zzzax's



frequency is



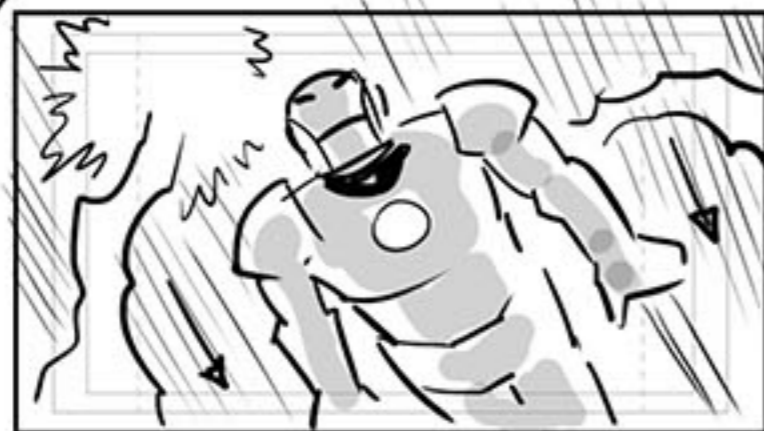
96.2 megahertz.
295 IRON MAN
I've got an idea.



Retune the repulsors to



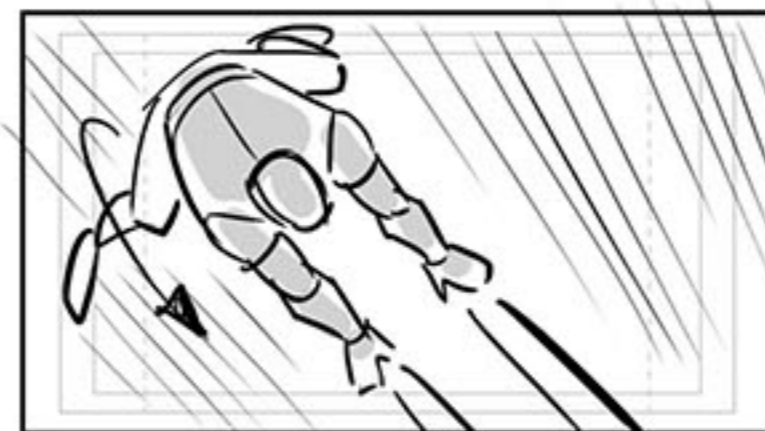
a matching modulation.



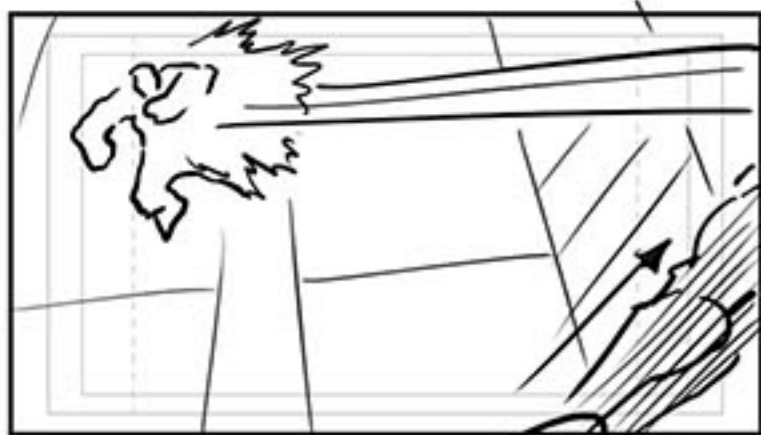
It's time we kick that creep's



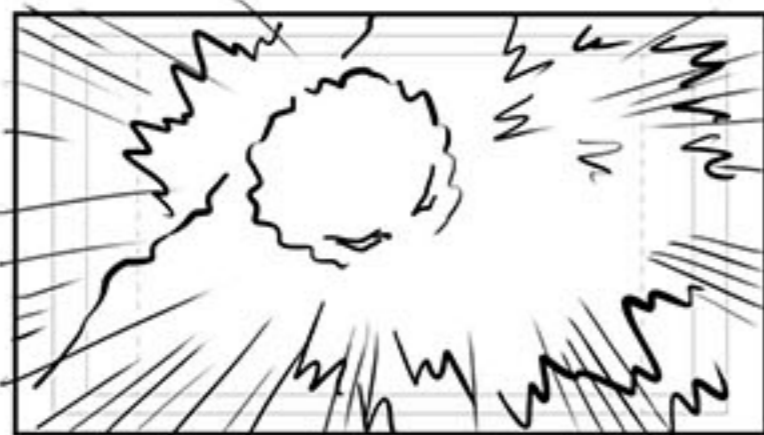
Truck out
high-voltage butt.



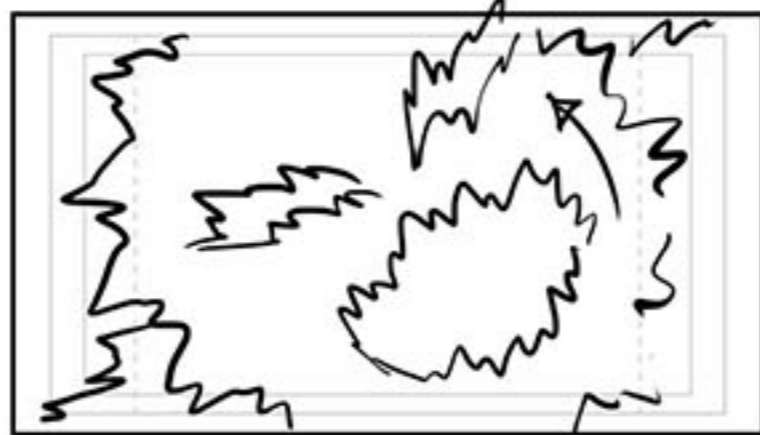
Pan down to follow
action



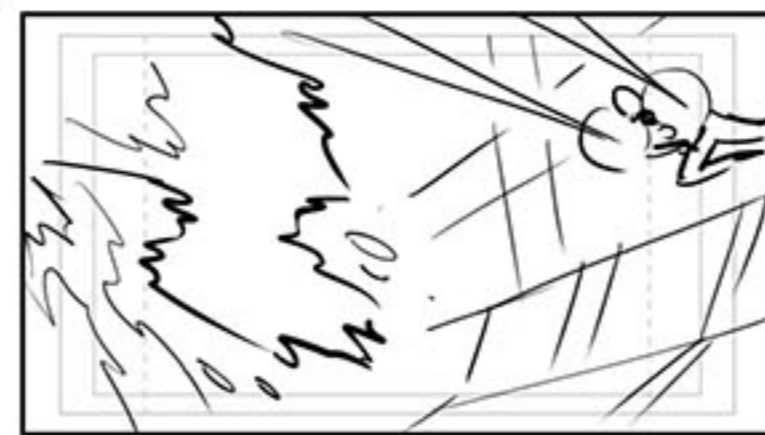
Pan
IM gains OS



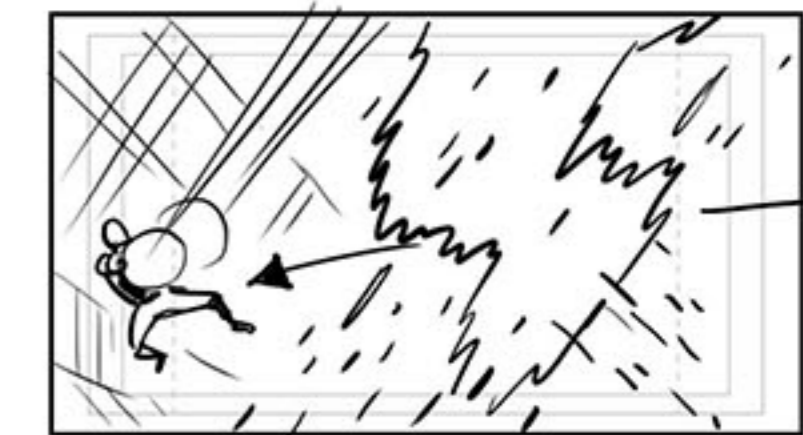
Zoom in



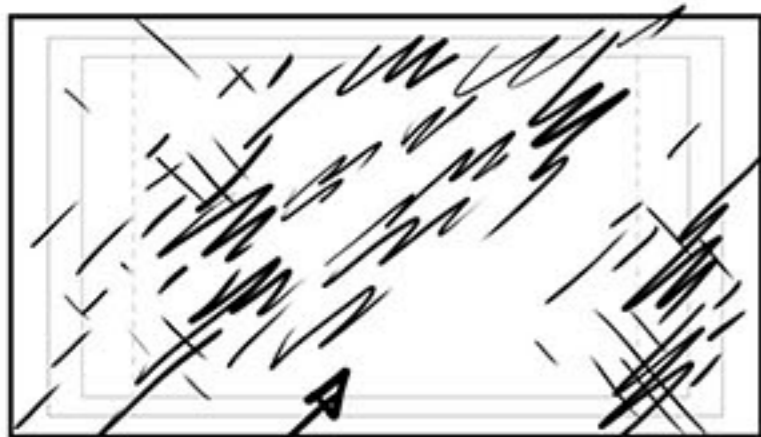
296 ZZZAX #2
Raaaahhhhhhhhh!



Pan with IM

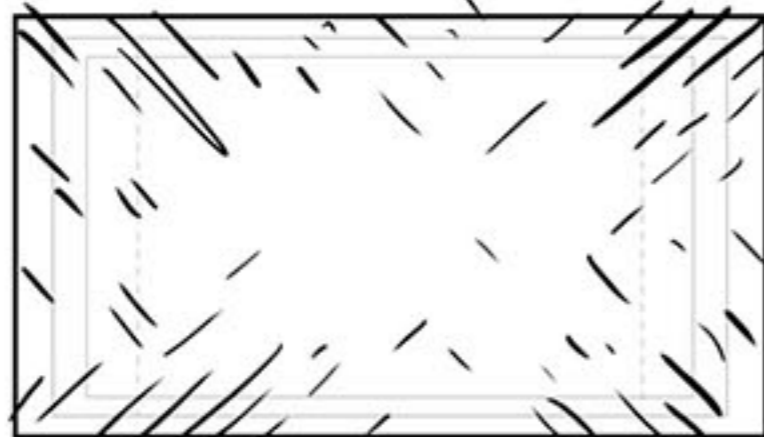


Z #2 breaking up



Pan up to face

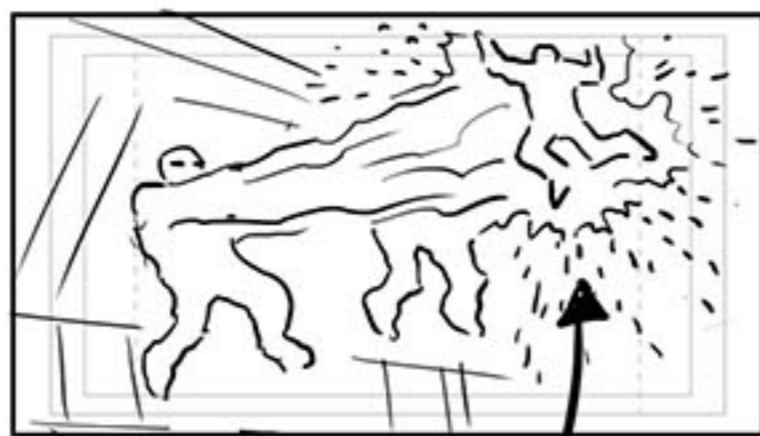
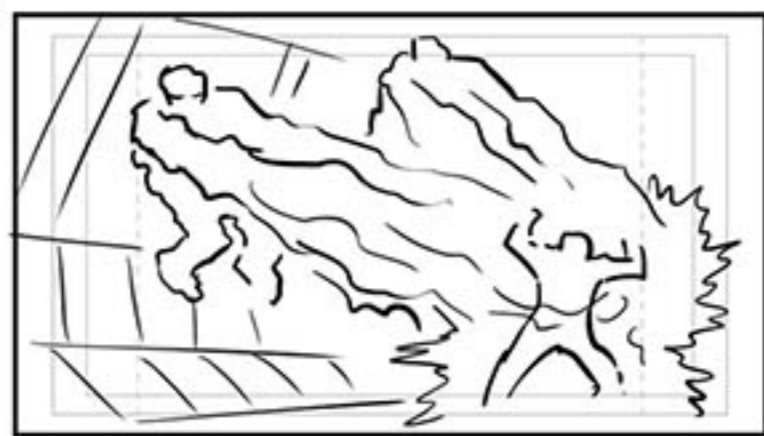
297 ZZZAX #2
ZZZZRRREEEEEEEEEEE!



Sparks dissipate



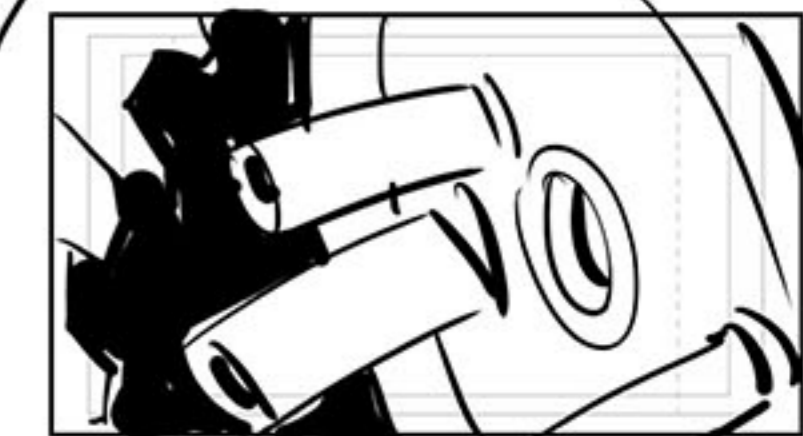
finish explosion



Pan up with IM

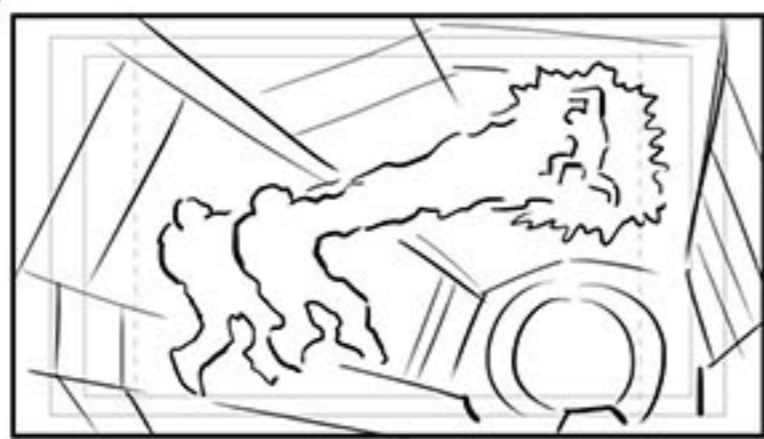


299 IRON MAN
(Pained screams)

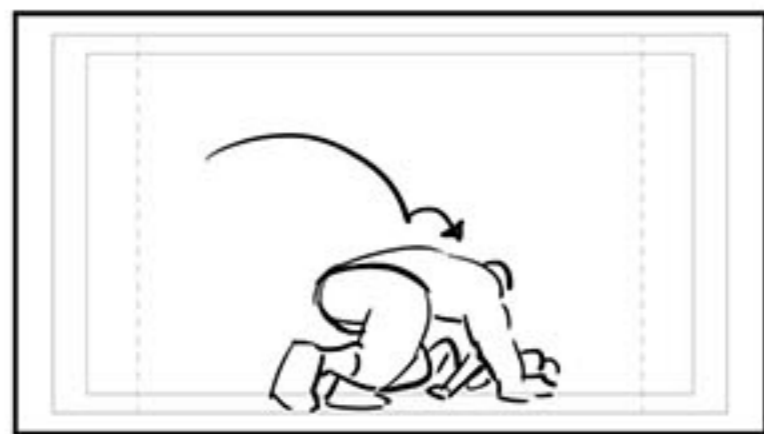
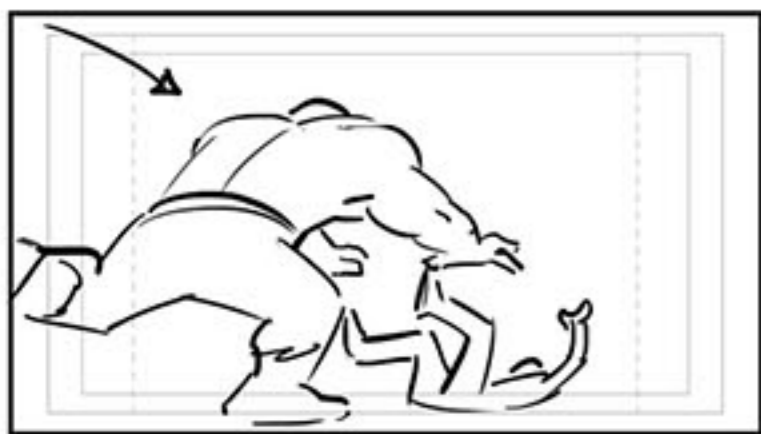
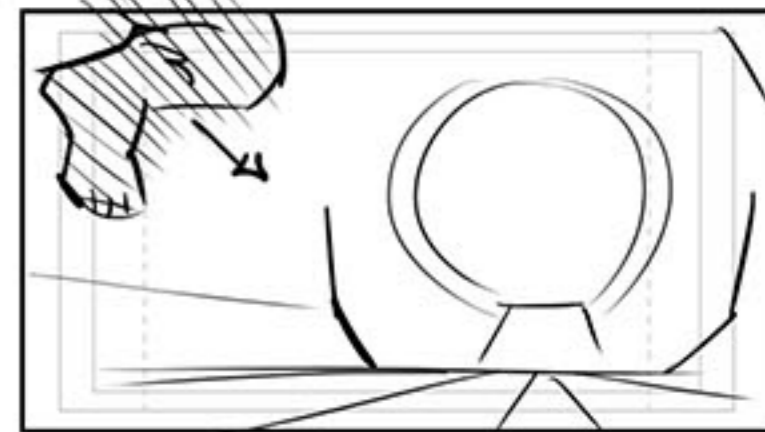
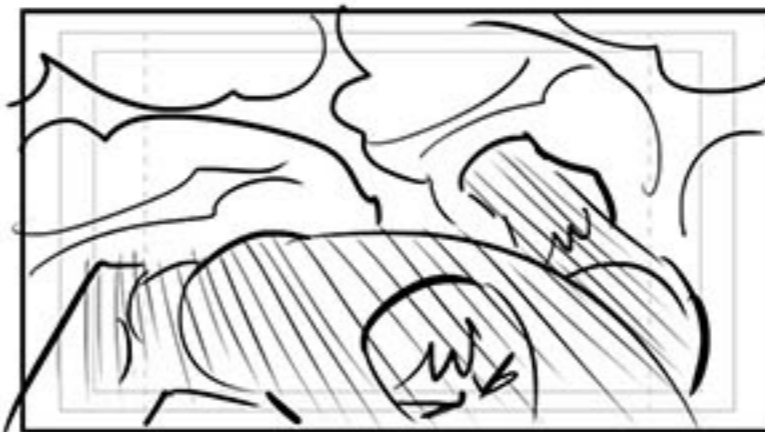
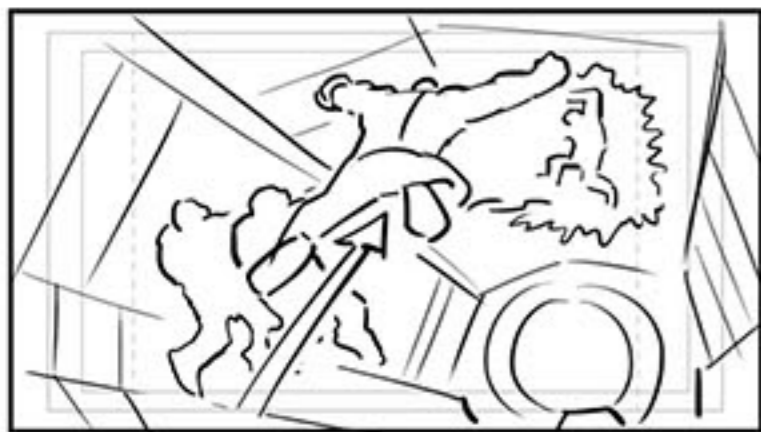
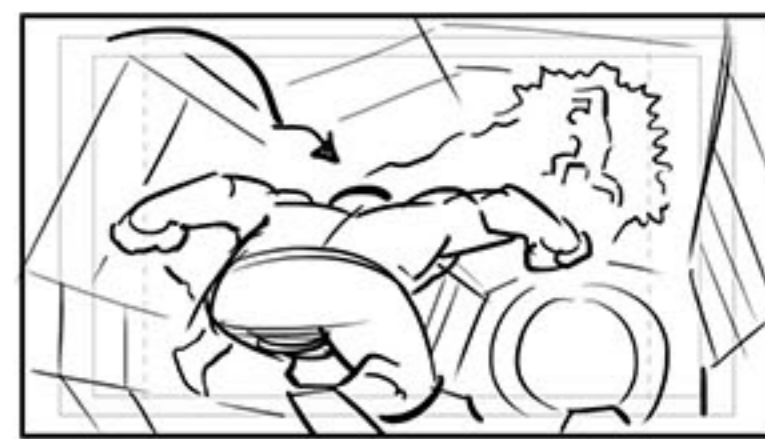




300 HULK
Iron Man!



Hulk runs in



HUD Flickering

301 IRON MAN
Ughhhhhh...



302 IRON MAN
...Jarvis...



303 JARVIS
Power at 2% sirrr. Recommend
immediate... re-charrrrge...



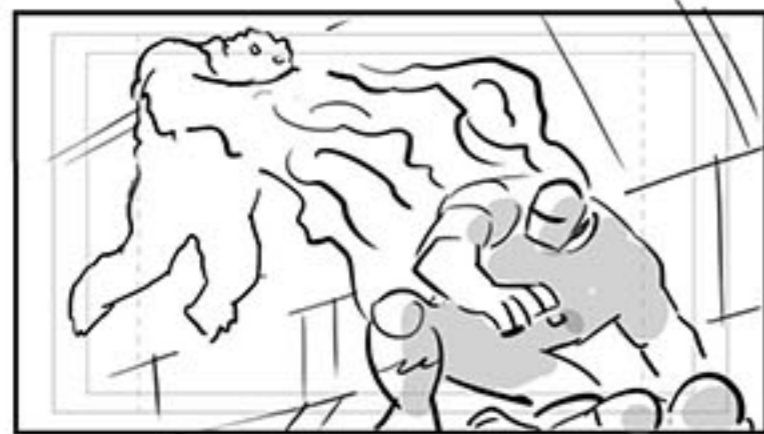
304 IRON MAN
Duly... noted... (groans)...



Angle up past Hulk — 2 z's Merge into one



305 IRON MAN
Hulk, behind you!



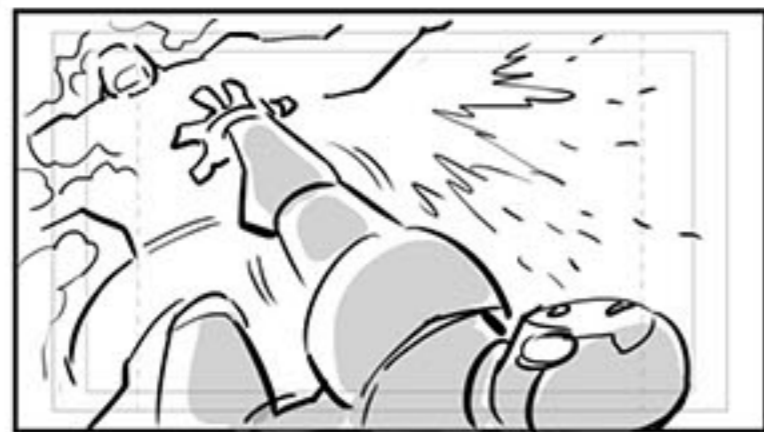
Hulk screams



IM reaches out helplessly



Eyes get zapped



306 ZZZAX
Nnnow... Zzzaxxx...

PAN UP



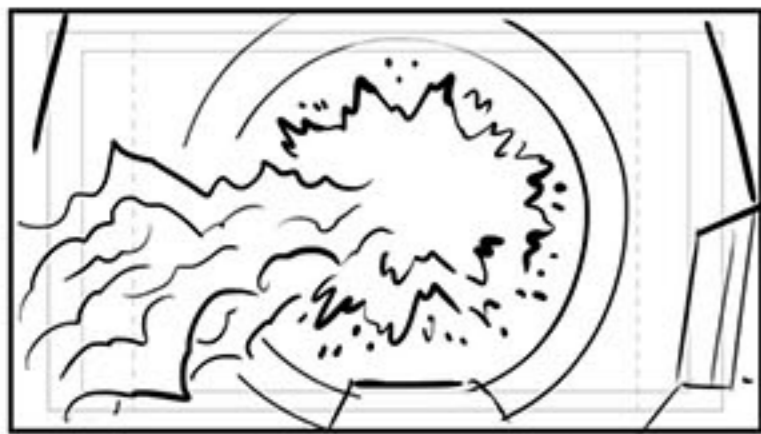
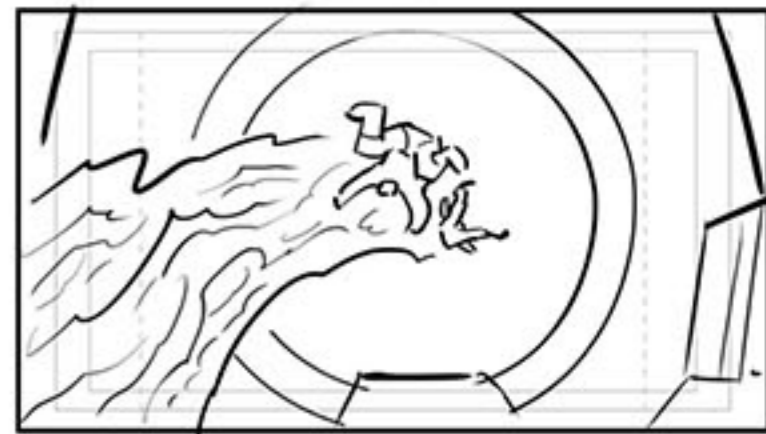
Body FWD, arms BACK

Destroyzzzz!

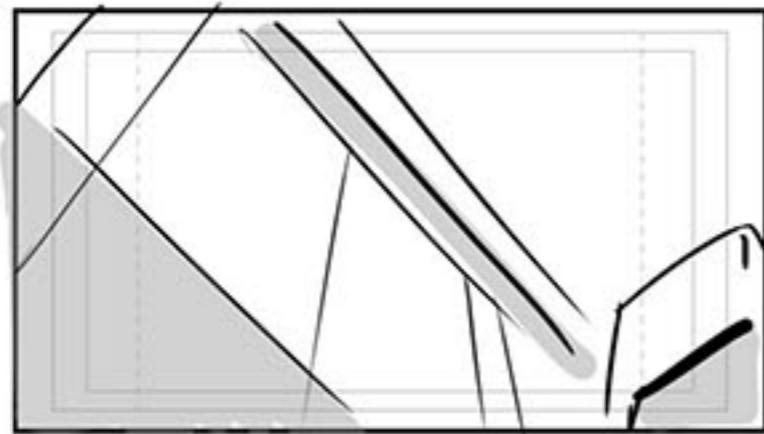


307 IRON MAN/HULK
AGHHHHHHH!!!

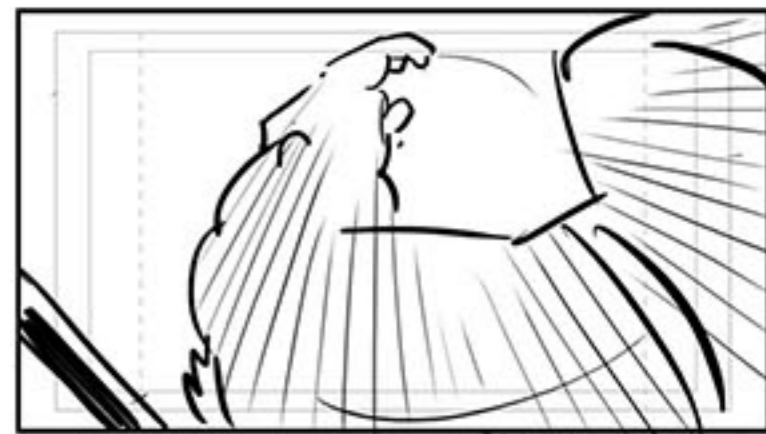
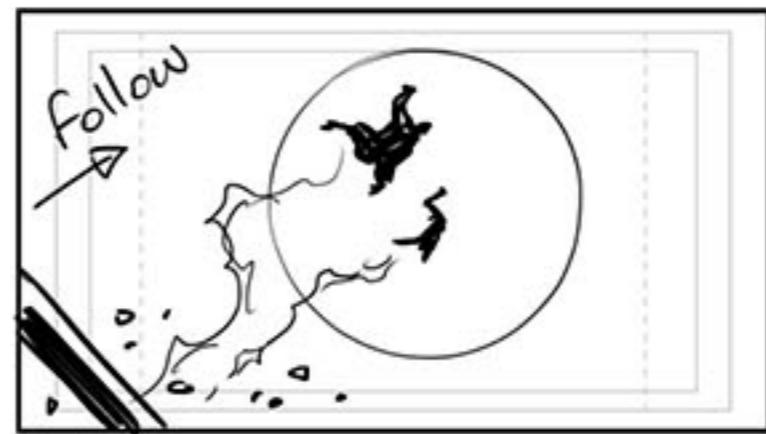
Pan up



SMASH!

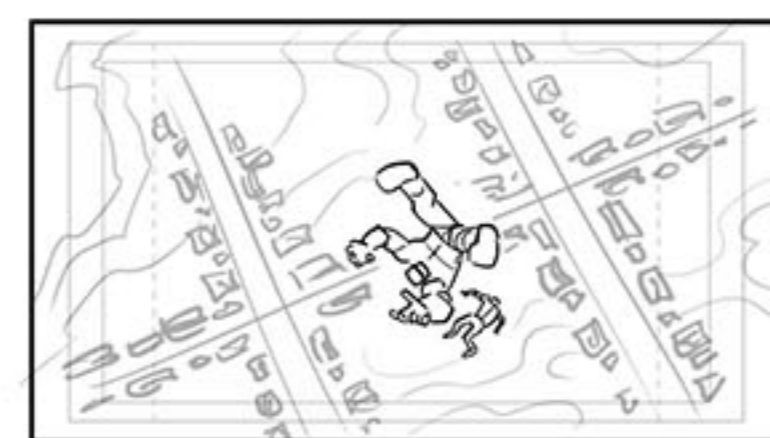
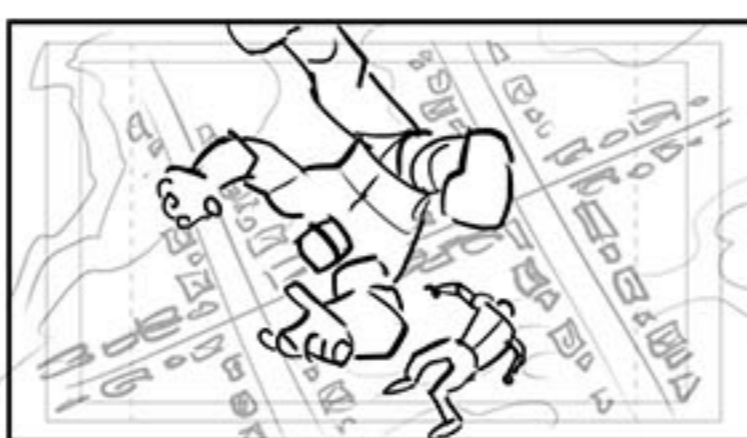
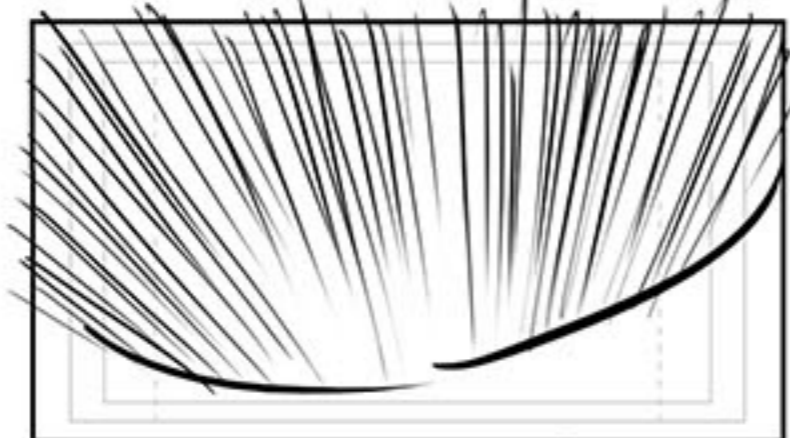
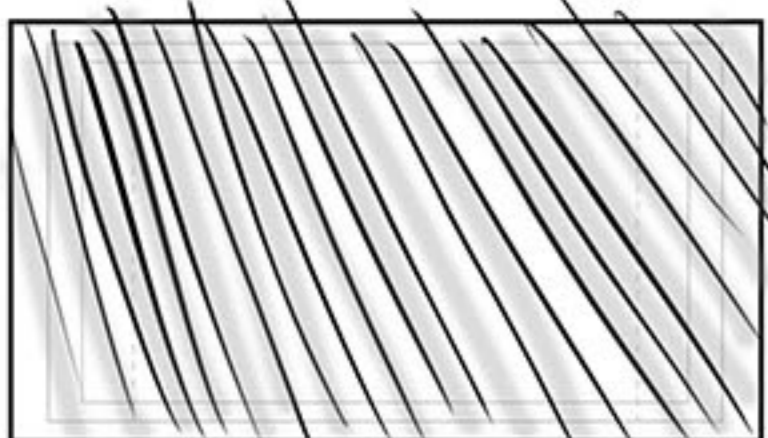


Cut to ext



Both drop into cam

308 IRON MAN/HULK
(PLUMMETING SCREAM)



Pivot down as Hulk drops past cam (fills frame for BG switch)

GO TO

CEMETERY

SEQUENCE

BY

LEO
(Script Pg 51)

