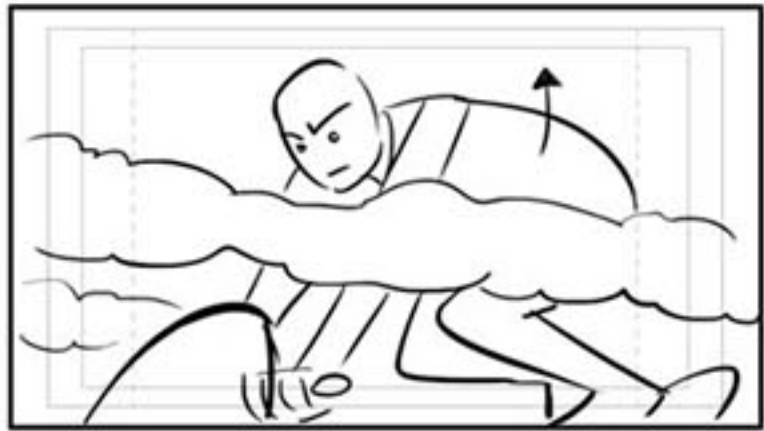




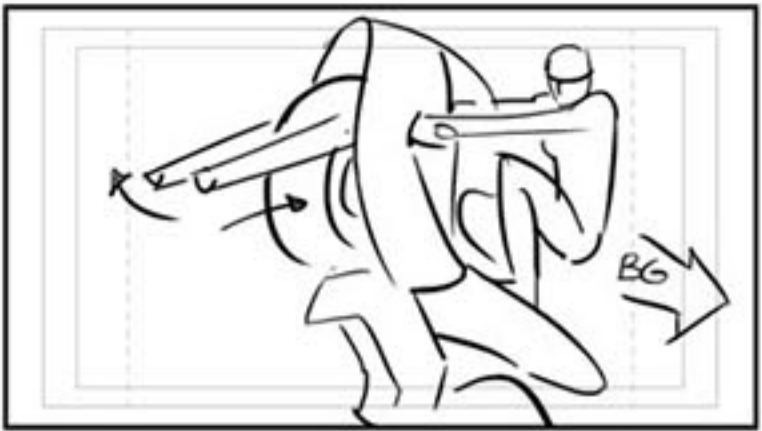
Cam tracking on suspension bridge - bike gains into sc.



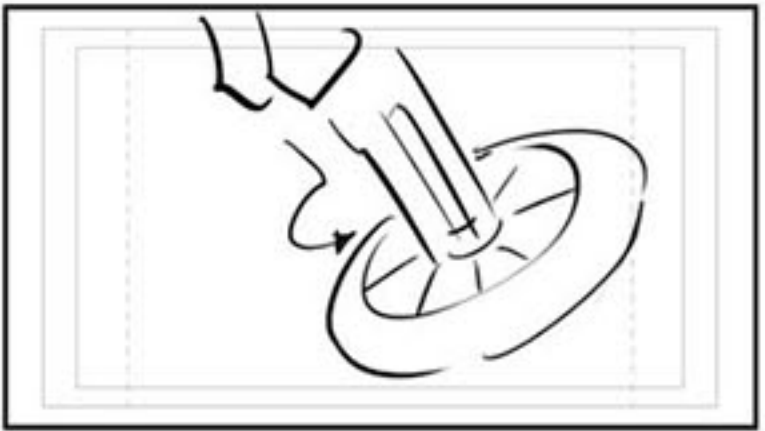
Max reacts as missiles go by



Truck out



Start transformation



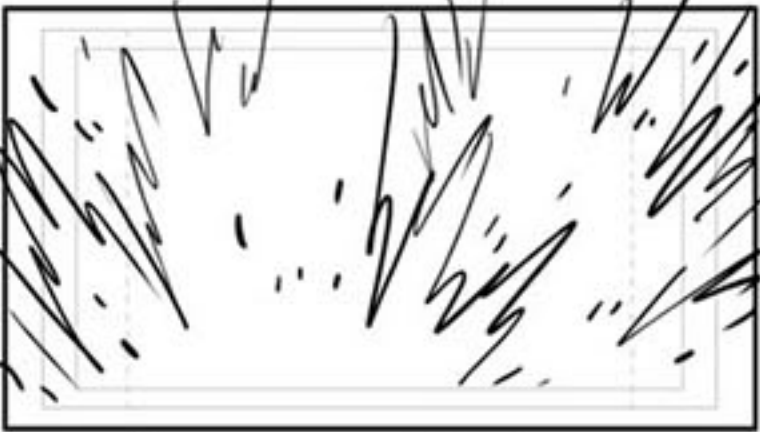
Swing cam around behind bike



Bike gains away - missiles still flying up ahead



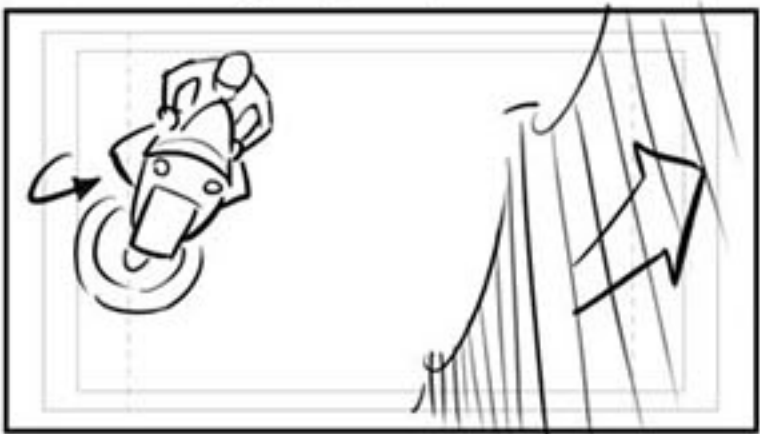
Missiles drop to road



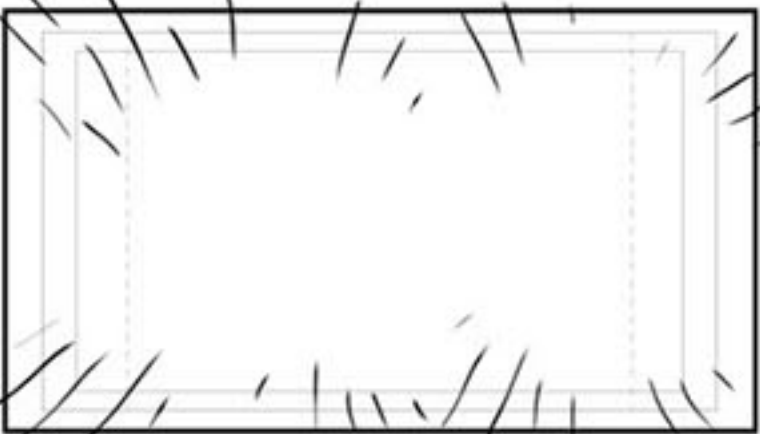
Cam continues tracking fwd - thru explosions



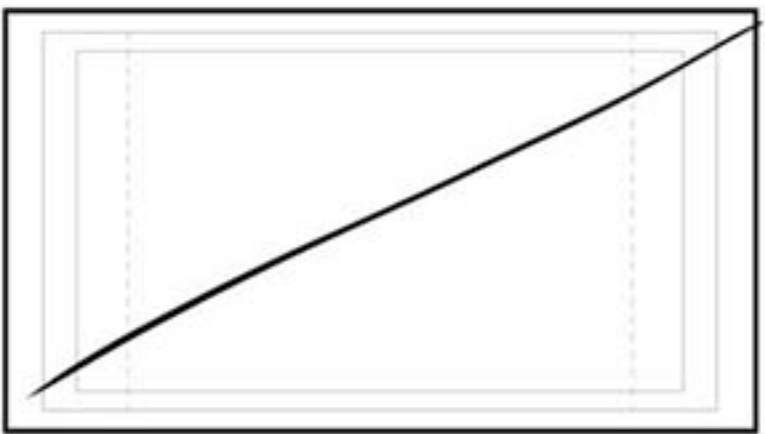
CRANE UP



Max fires into cam



Shots fill frame for WIPE





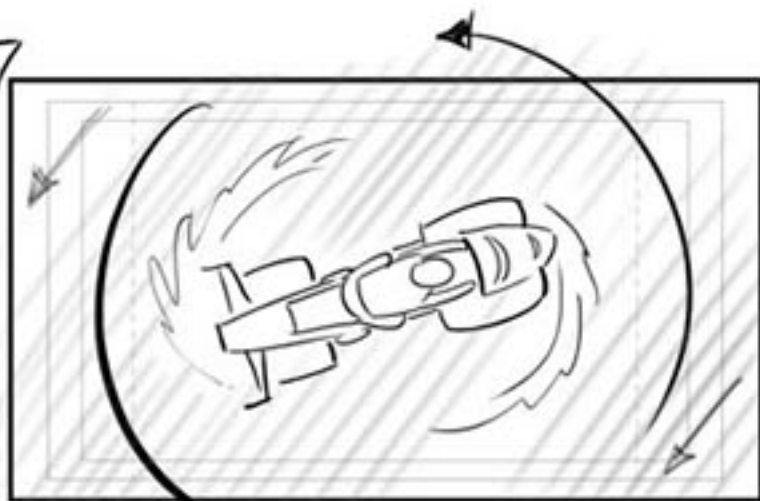
Open on hood—road
Zooming thru



Tilt up, rotate & pull back



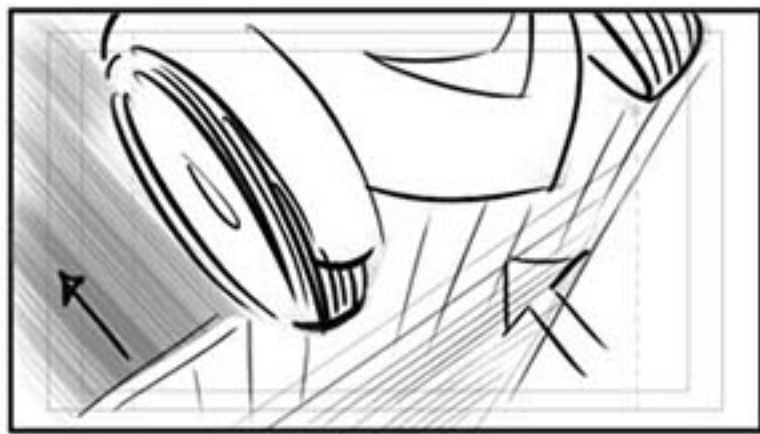
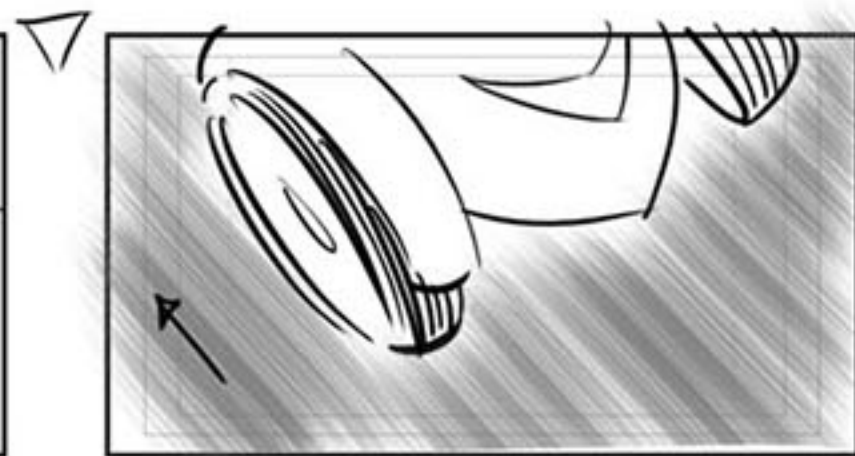
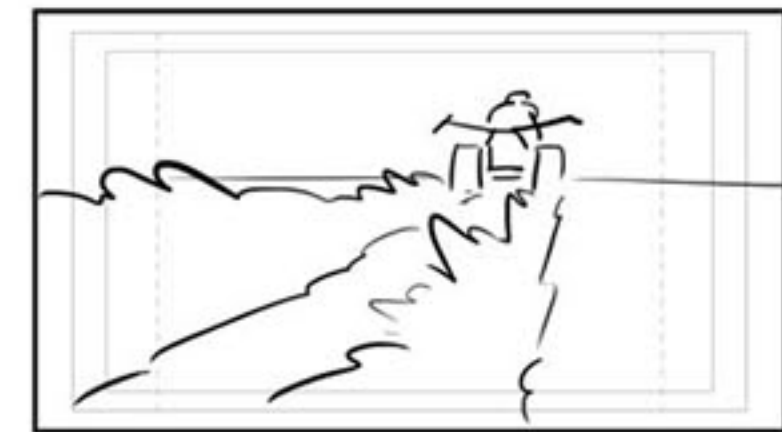
Dodge laser beams



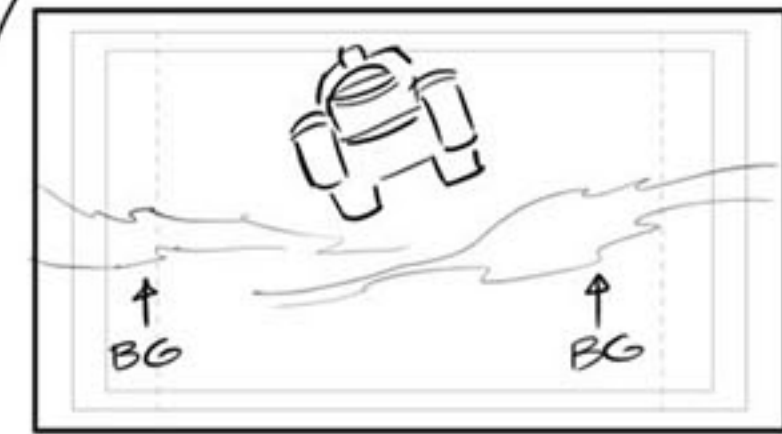
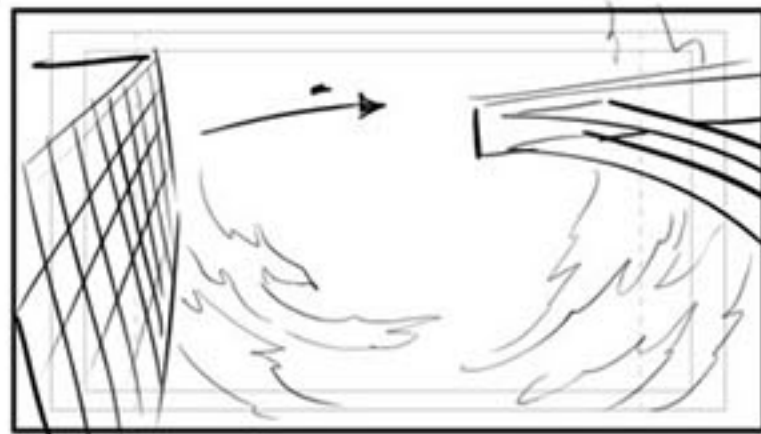
Brd's eye view—ATV spins 360° then gains traction



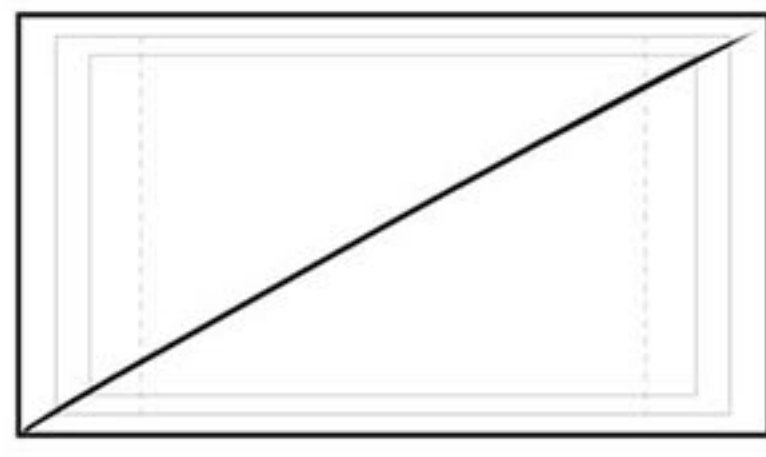
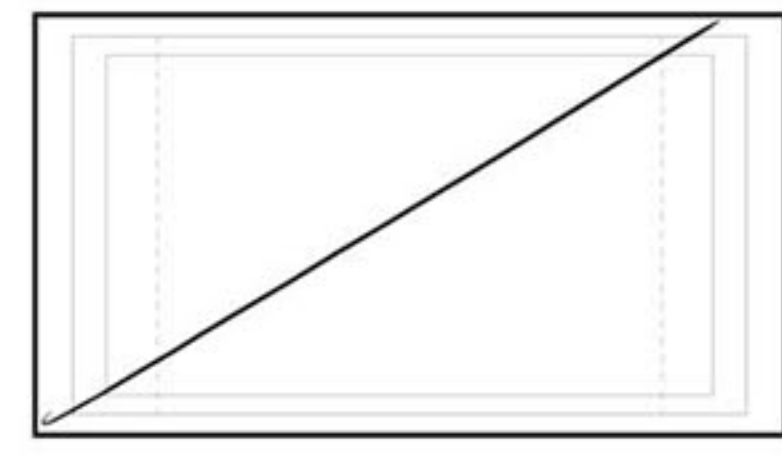
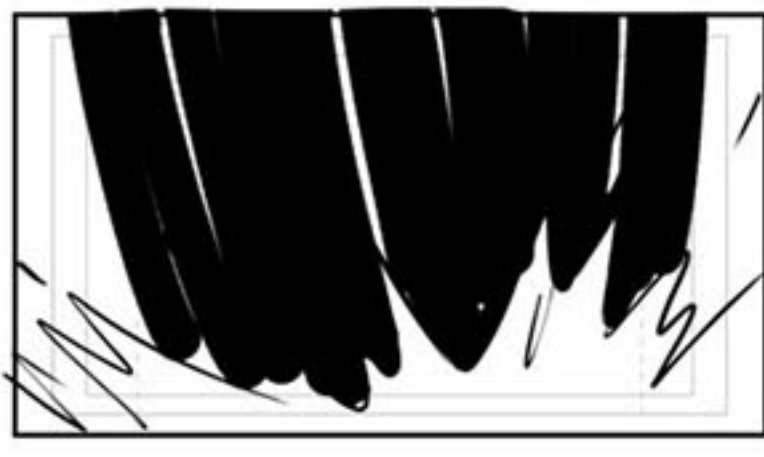
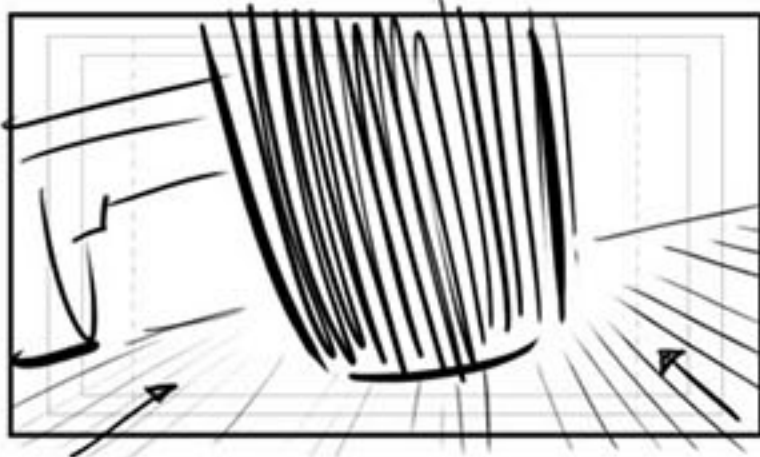
TILT UP



Truck out—ocean & rocks
below



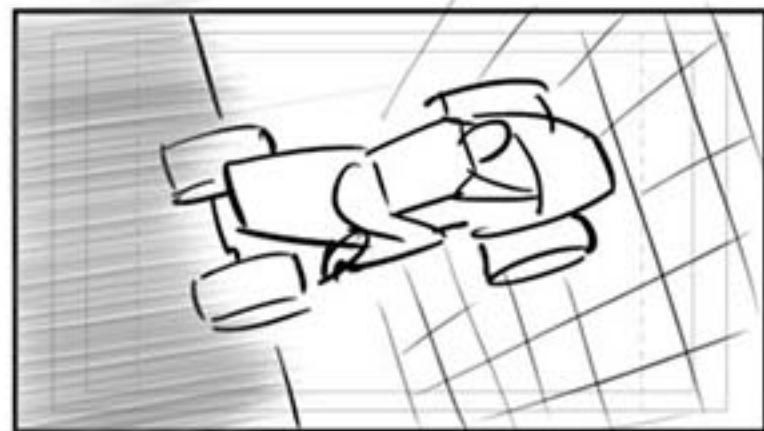
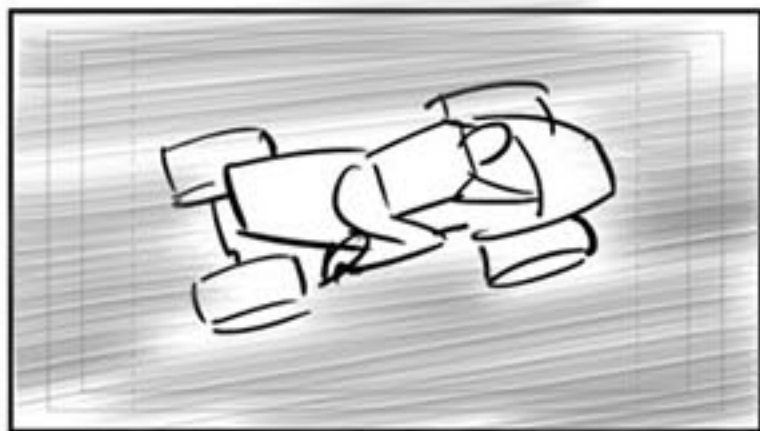
Surface IN



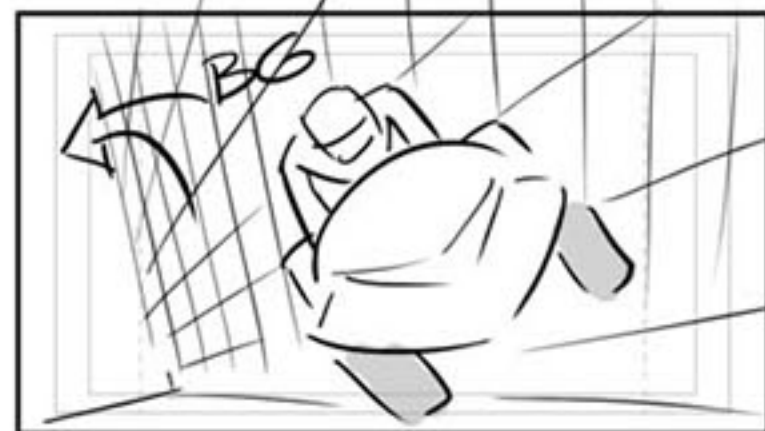
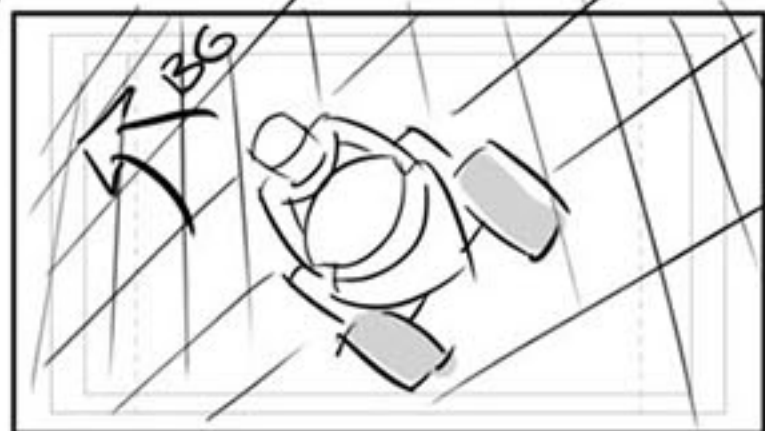
ATV
(alternate)



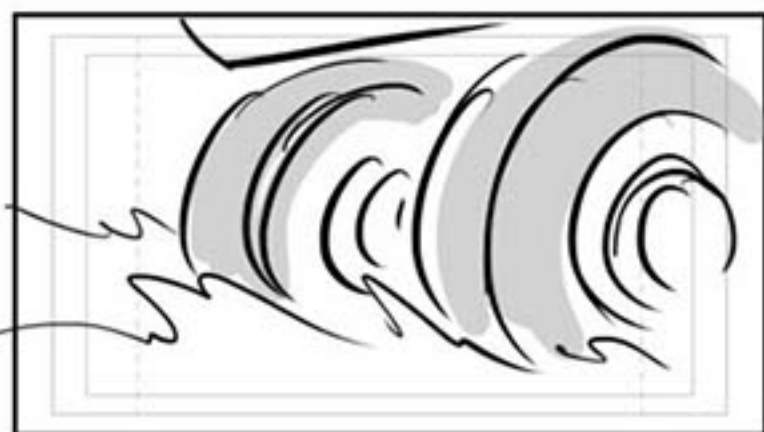
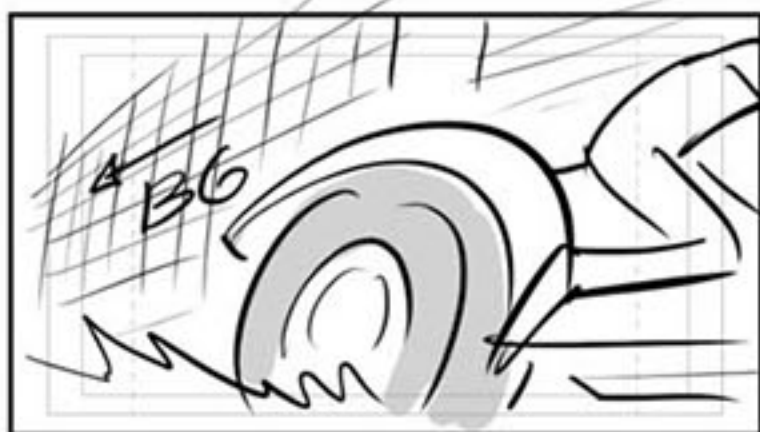
Pull cam up & away



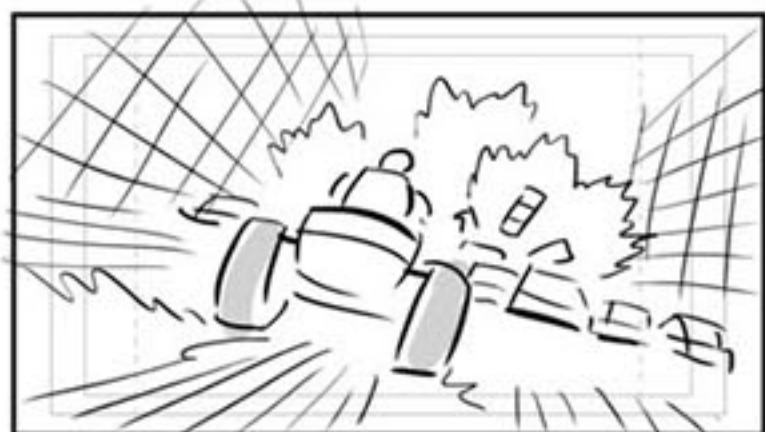
Max is riding SIDEWAYS on the face of a building - leaps across a street to next bldg



Max drops to street



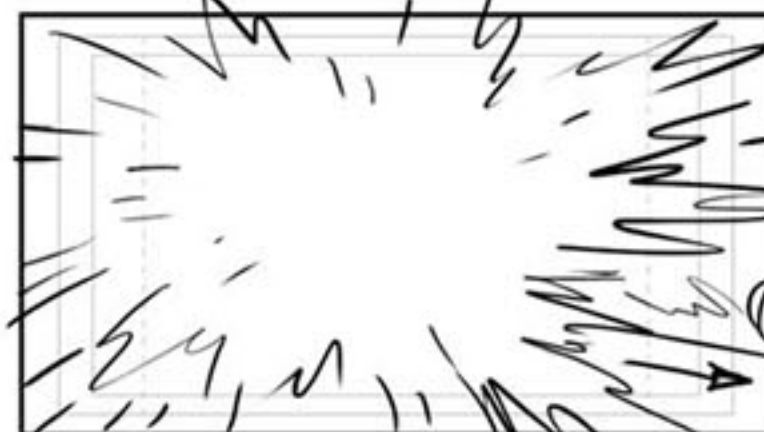
Pivot cam



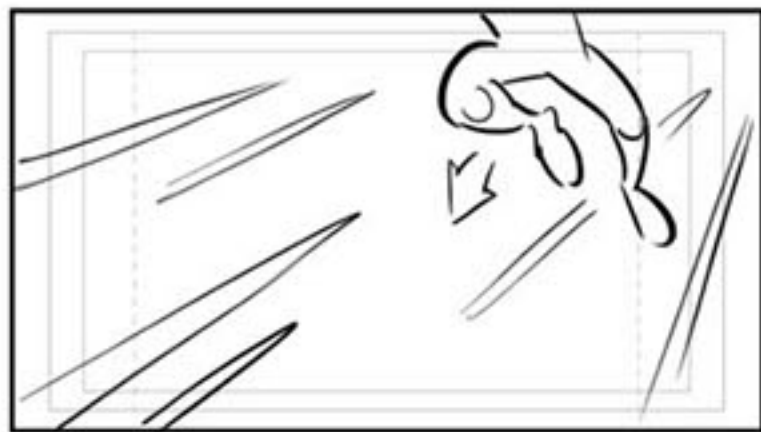
Follow Max toward line
of exploding cars



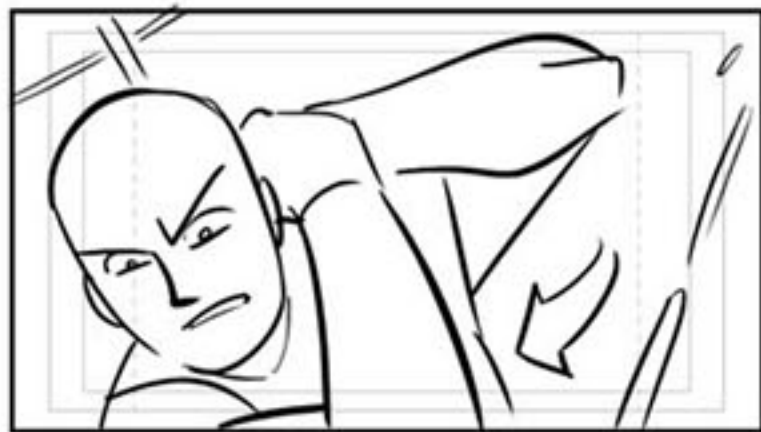
Max swerves



Max zips OS as
explosion fills frame



Max drops into hail of laser fire — spins around



— reaches back to undo the gun



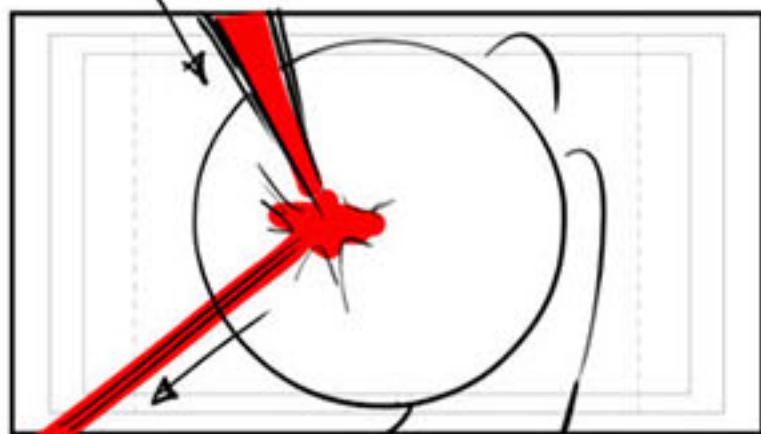
Cut to ground



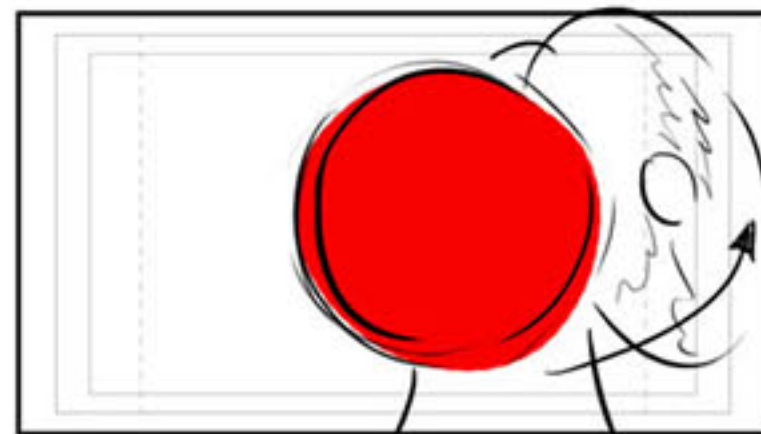
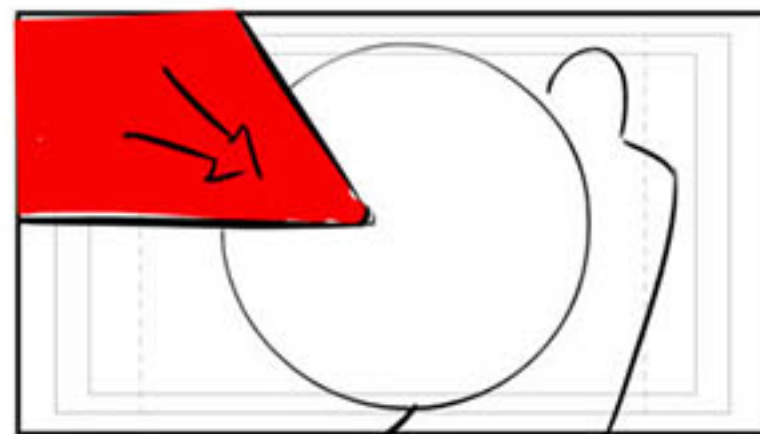
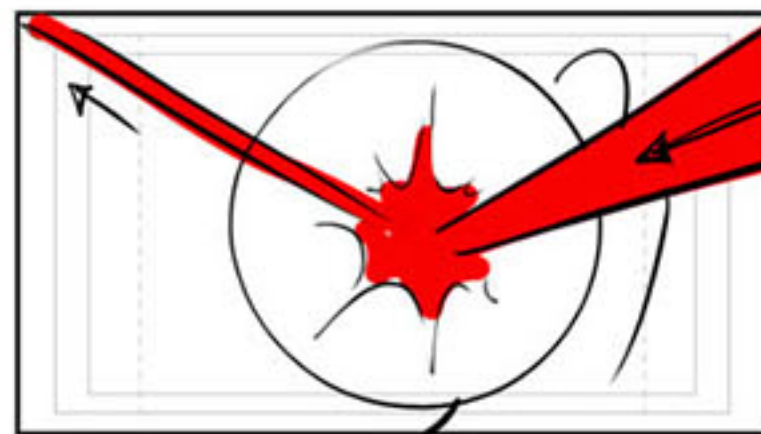
Max IN



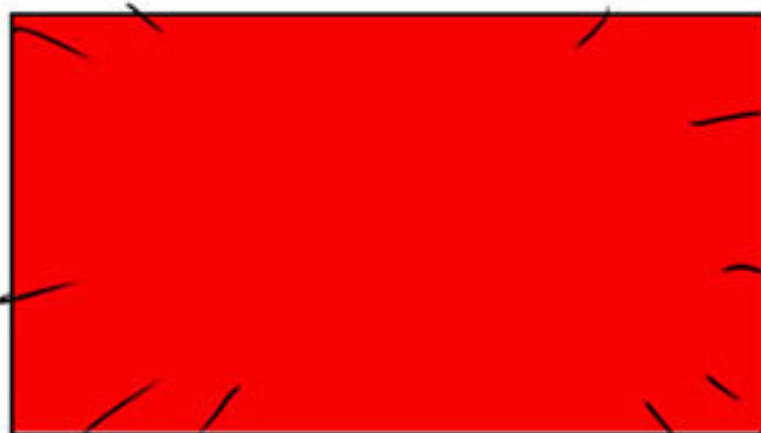
Pan up



Beams bounce off



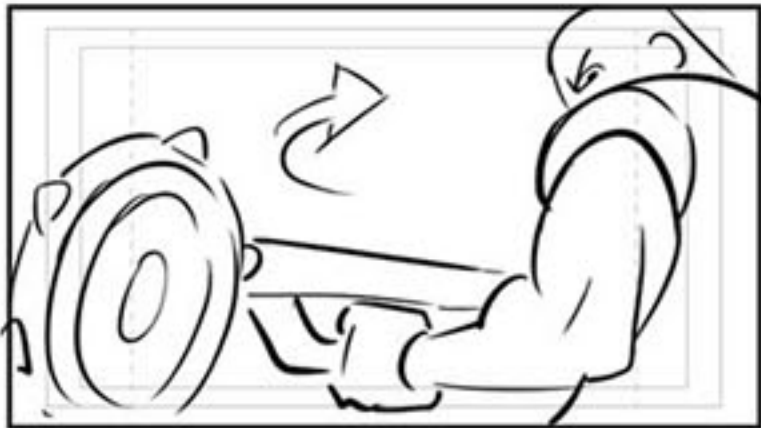
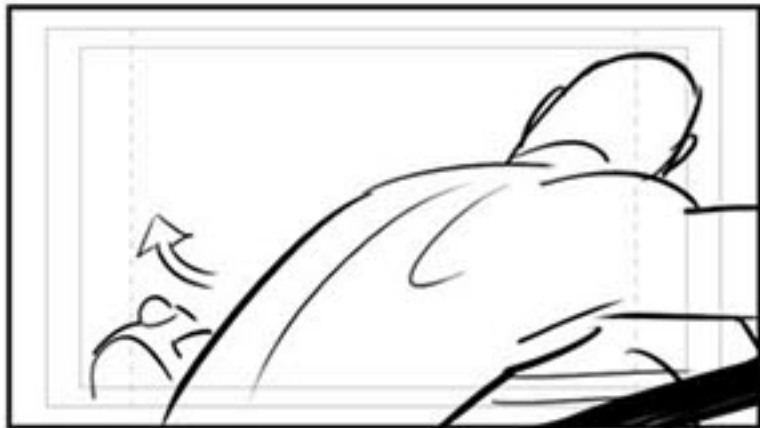
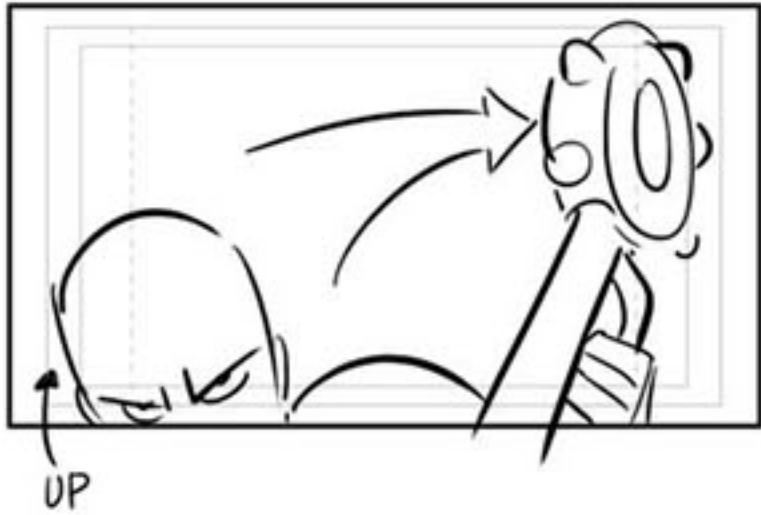
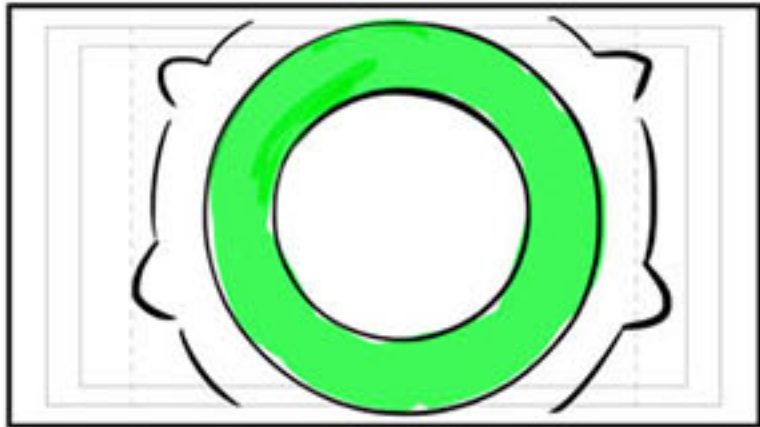
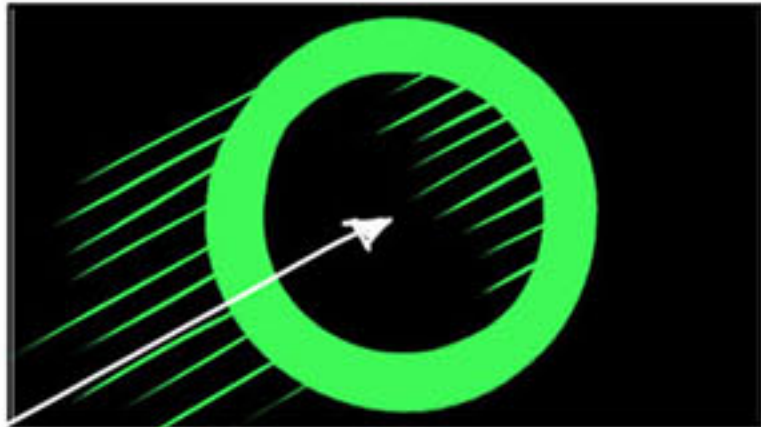
Max deflects beam into cam



Blast fills frame

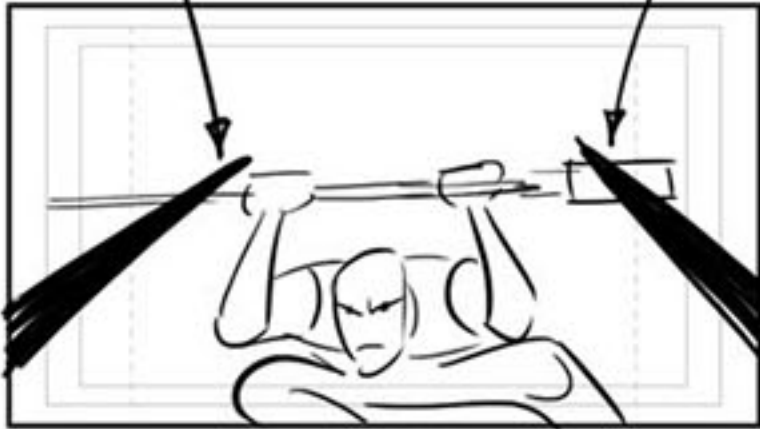
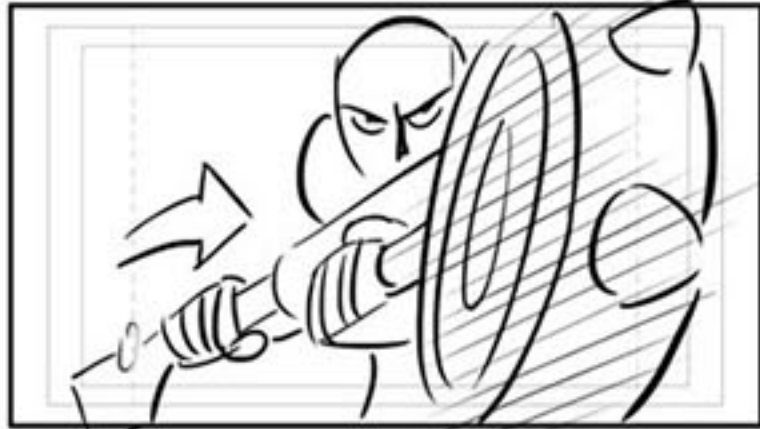


OVERLOAD



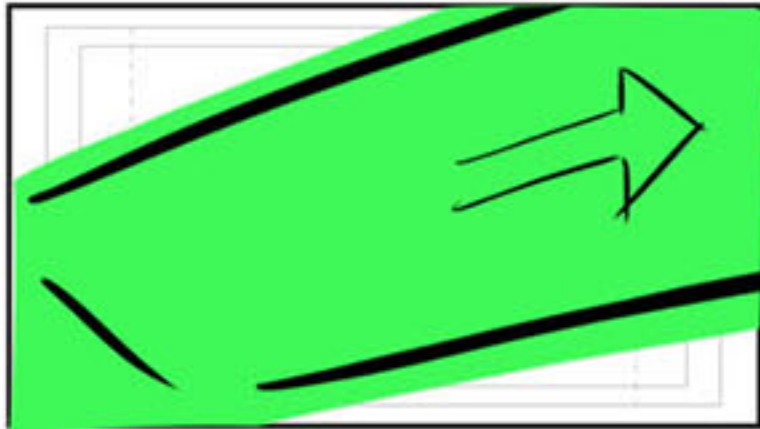
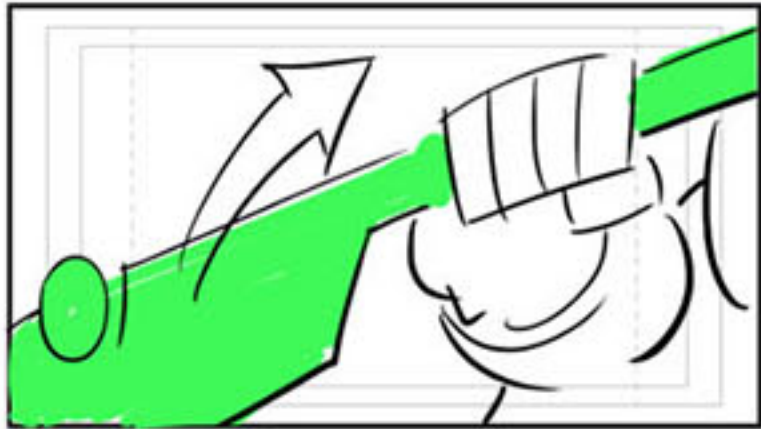
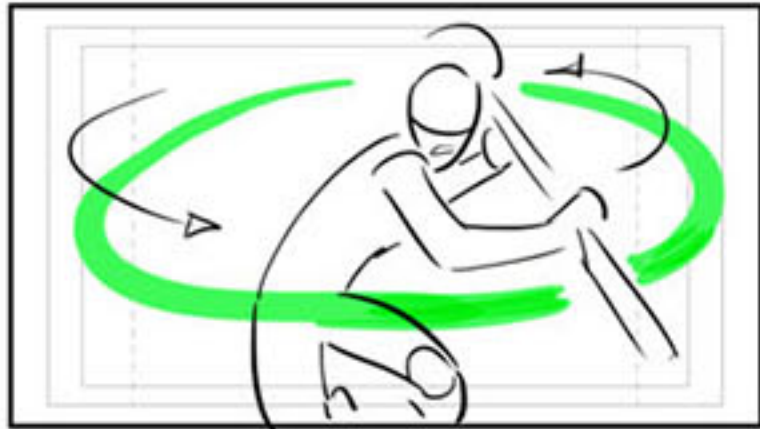
Parry

Spin



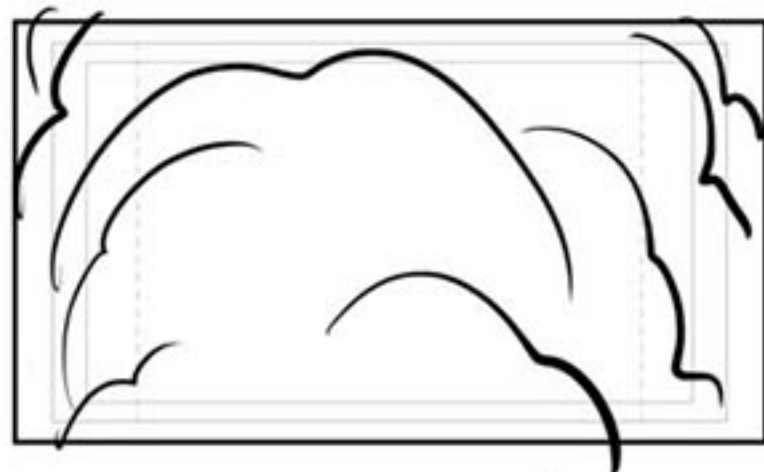
Thrust

Truck out



Spin-create streak

ACID BLAST
TOXZON



Open on smoke



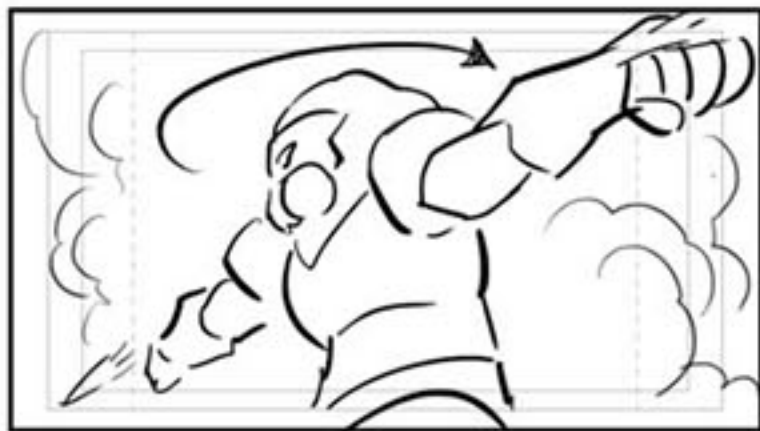
Push thru



Push up rock pile



Can't up - reveal Toxzon
rotating/firing acid globs



Can't push in



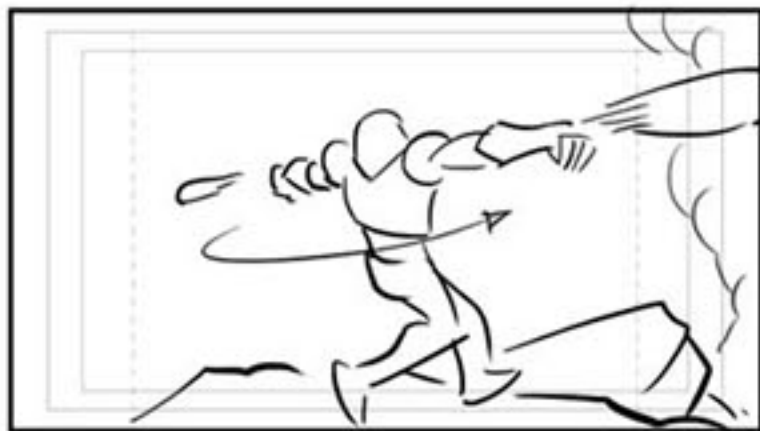
Push through past Tox



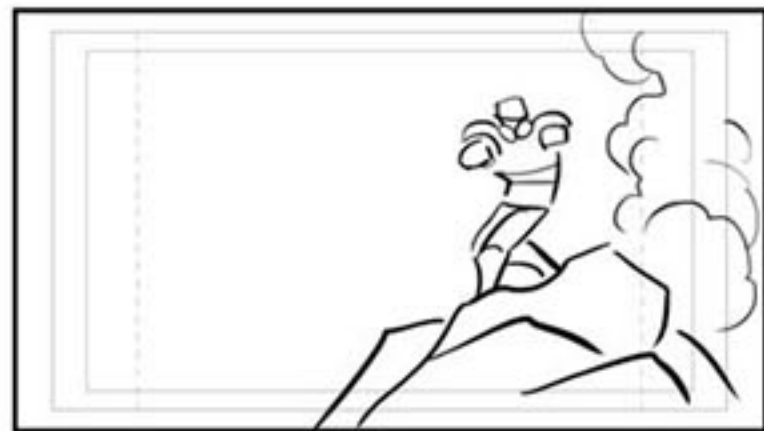
Can't FWD



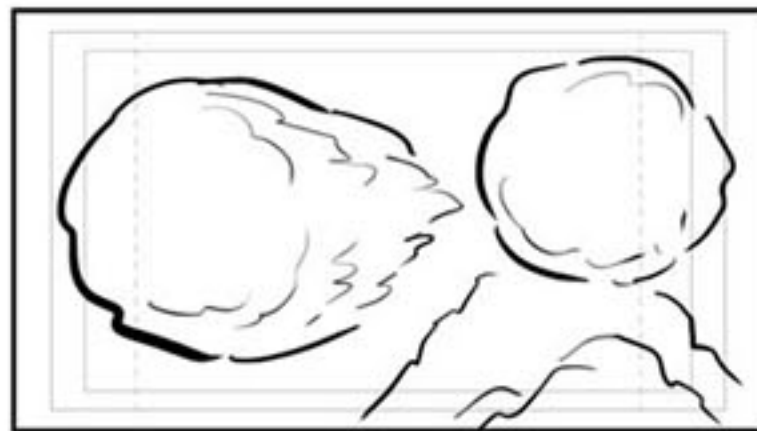
Cam rotates to look back



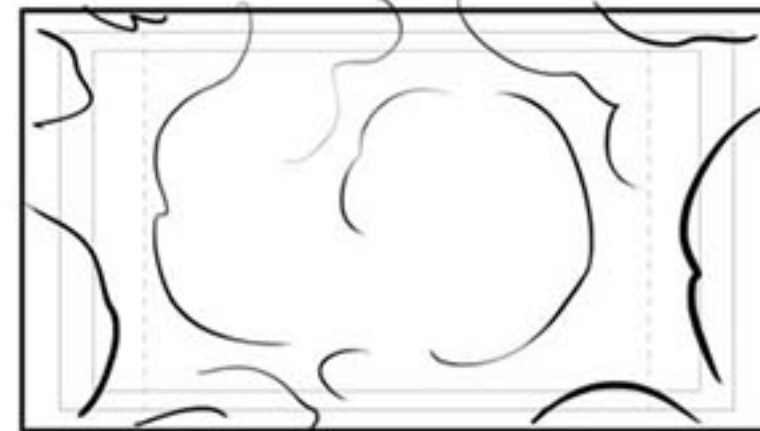
Bring Tox back into view



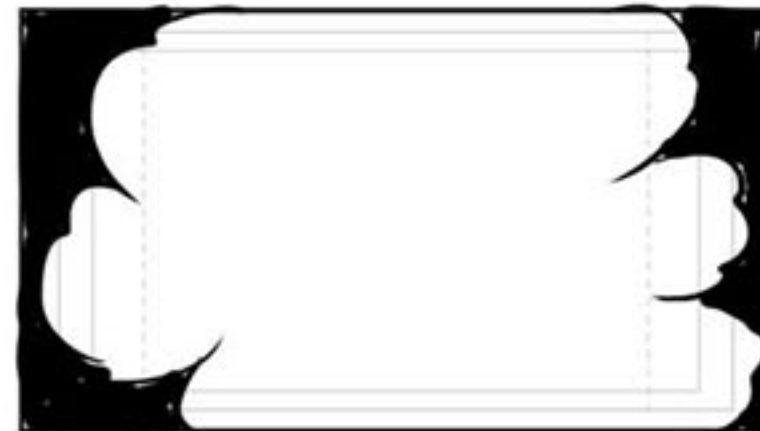
He aims into cam



Blast acid into cam



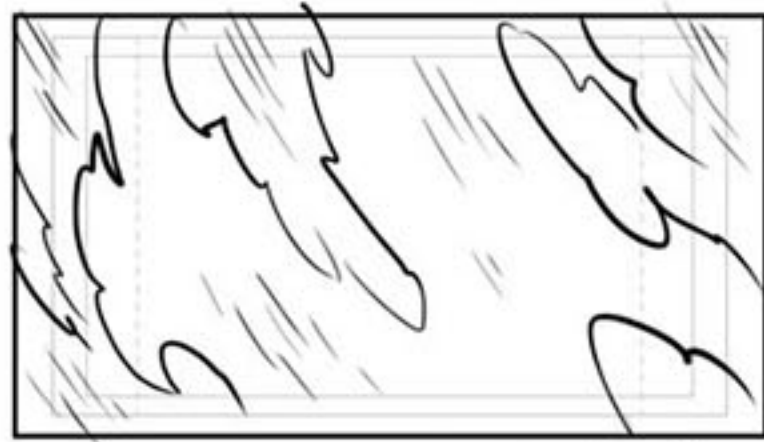
SPLAT!



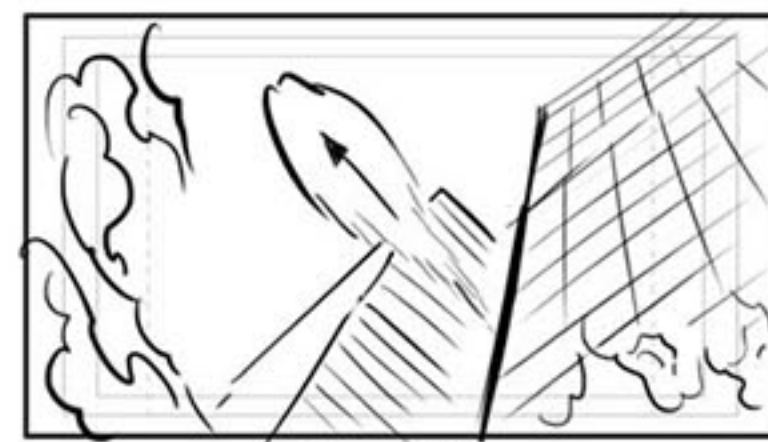
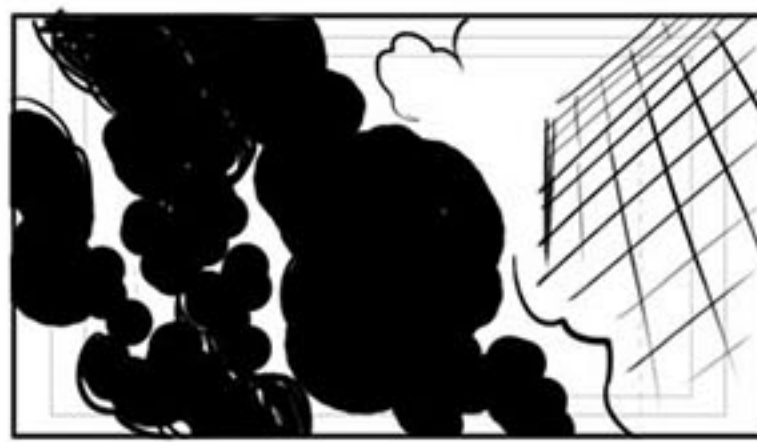
Frame burns away to
reveal next scene



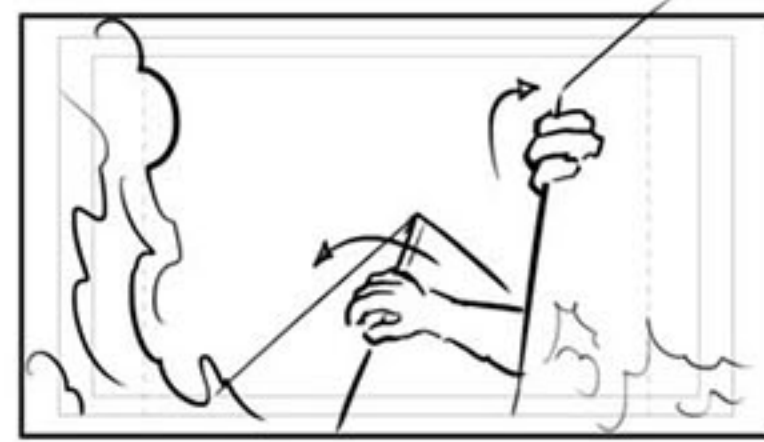
EXPLODING
MAGMA
ELEMENTOR



Open on giant blast of
flame



Magma shot fires thru
scene



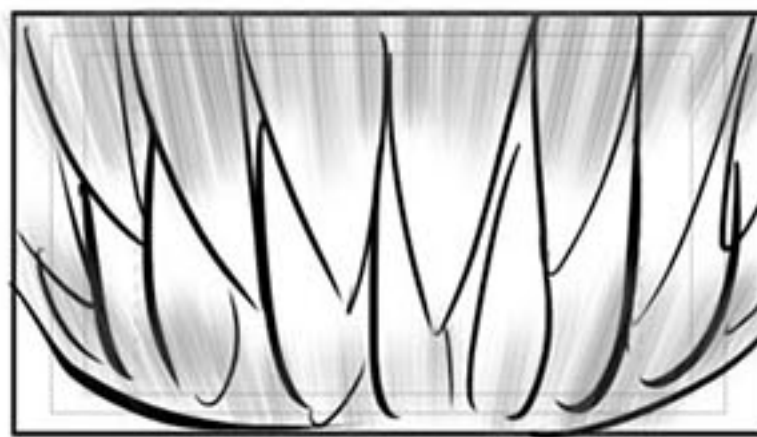
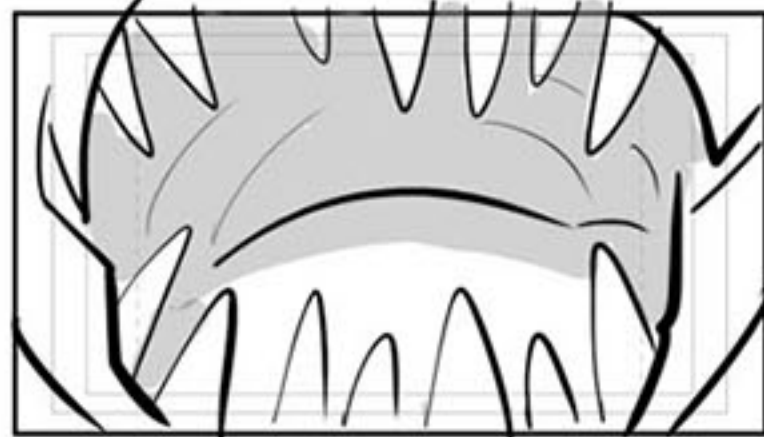
TILT UP



Elementor chases cam



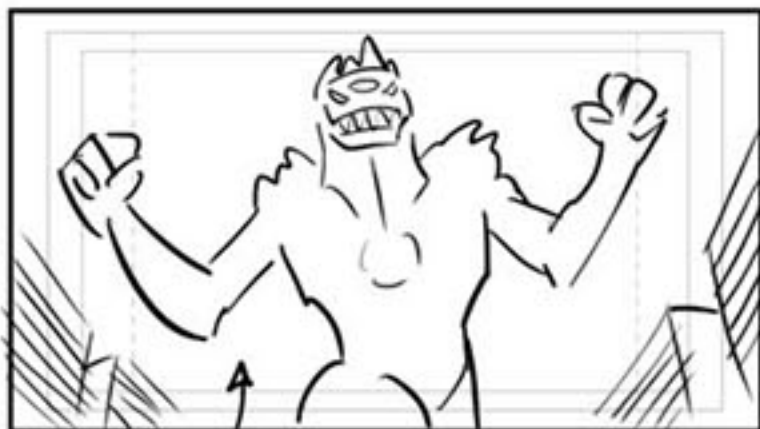
He gets closer



CHOMP!



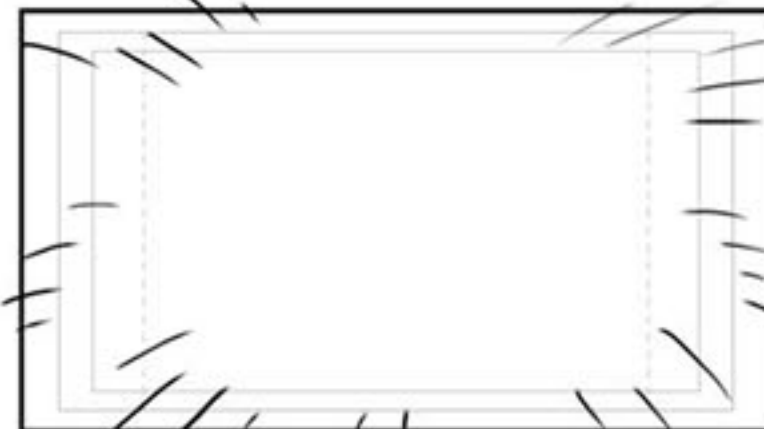
Cam gains away



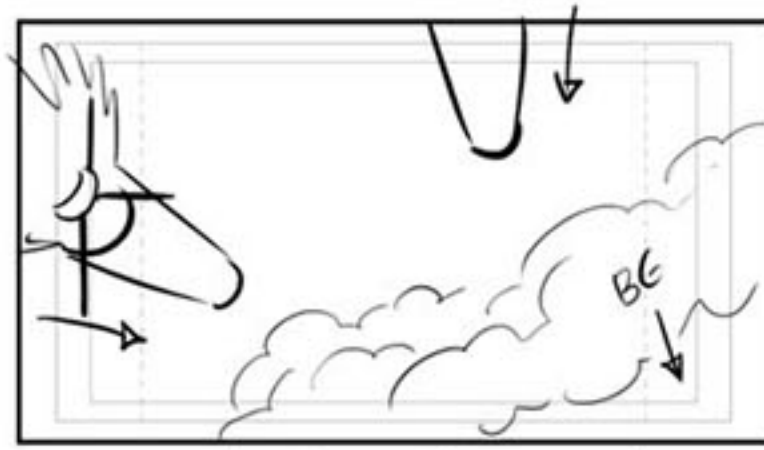
TILT UP



Fireball blasts into cam



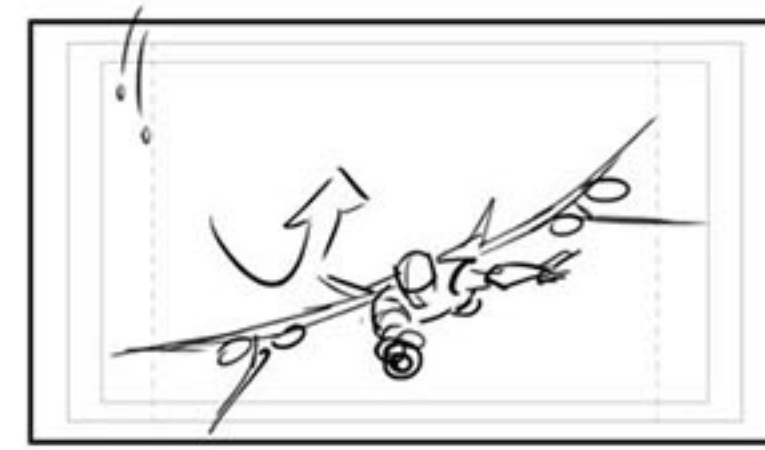
Jet Strike Makino



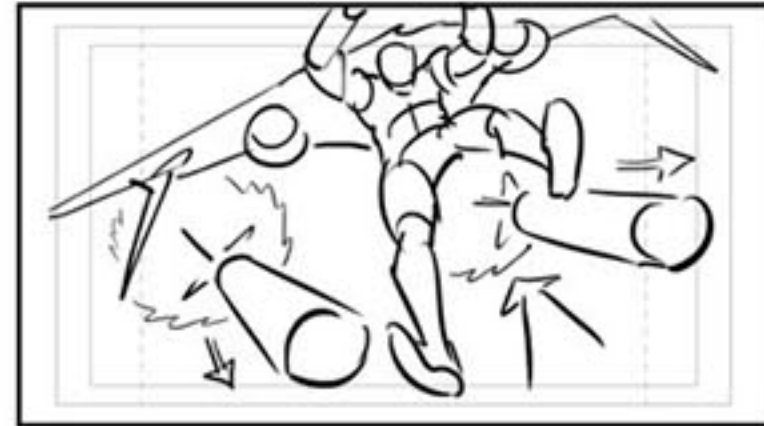
Cloud sky BG-missiles in



Makino drops in with BG
pan



Mak up into cam—
he STOPS



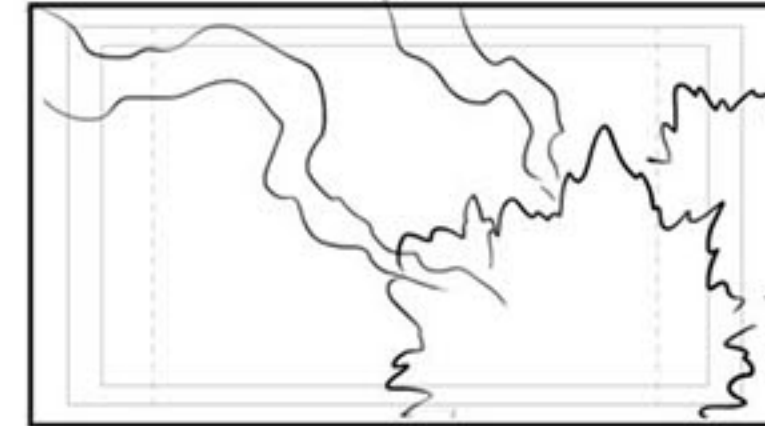
He launches into reverse,
missiles blow past him



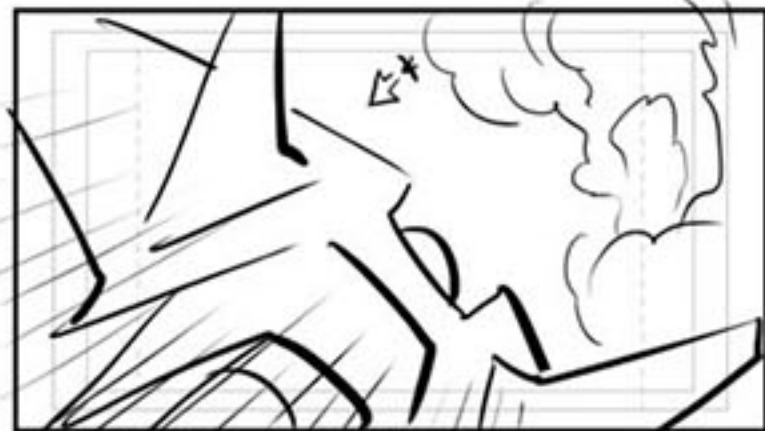
He fires machine gun



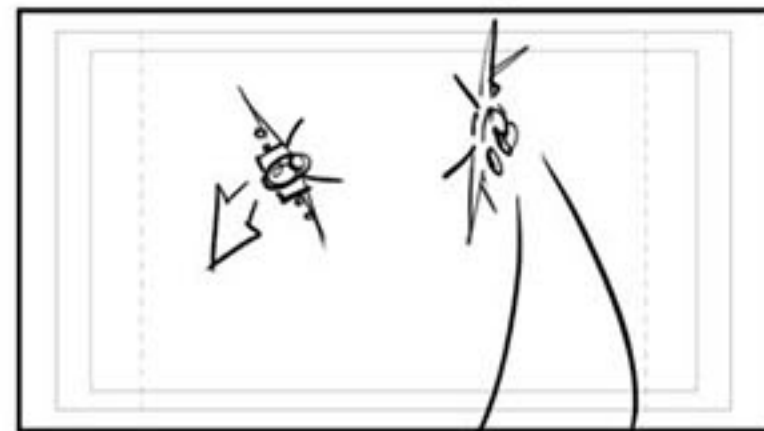
Cut to reverse



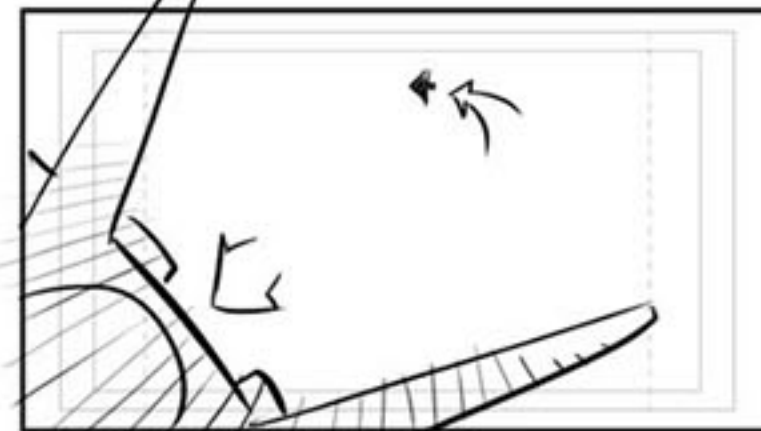
Missiles explode



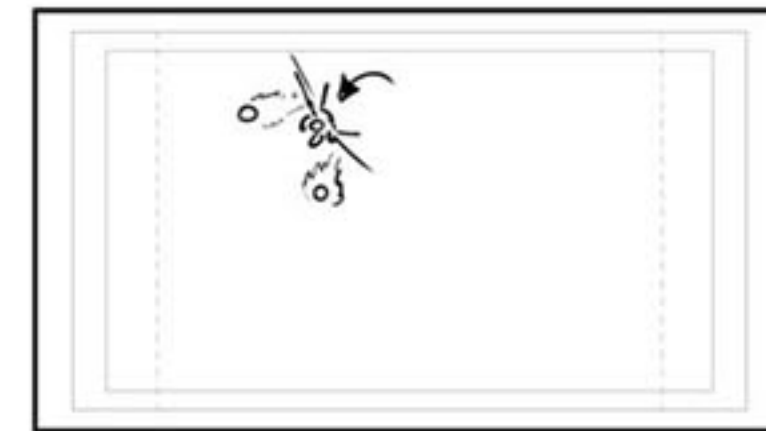
Mak flies past cam—
Jet appears in BG



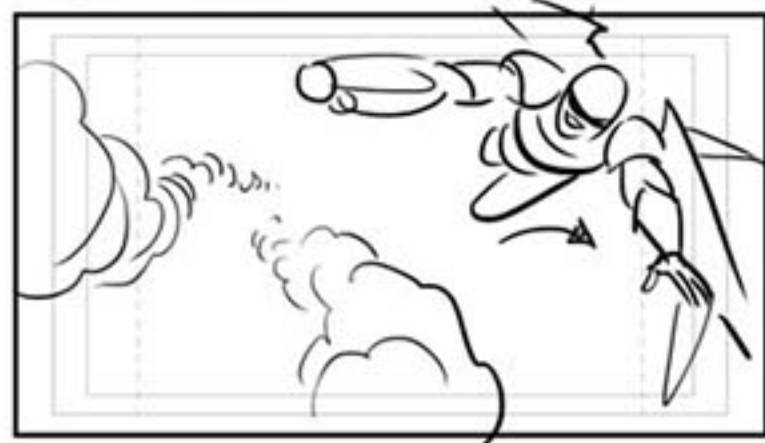
They pass each other



Mak turns



Mak launches missiles



Mak lit by OS explosion



It fills cam



Urban
Invasion
Makino



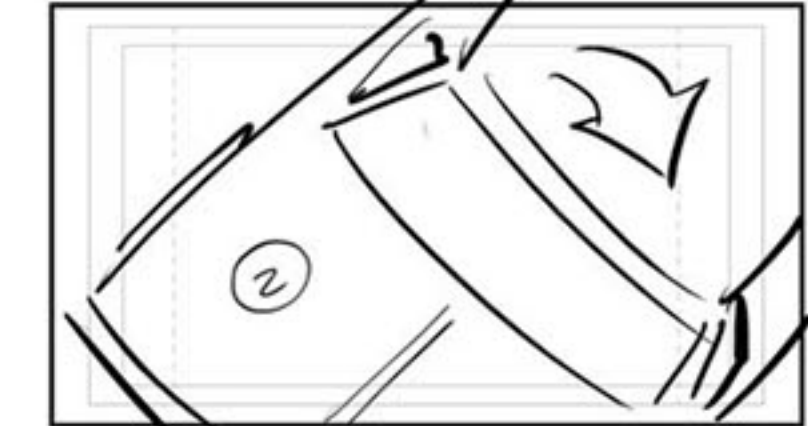
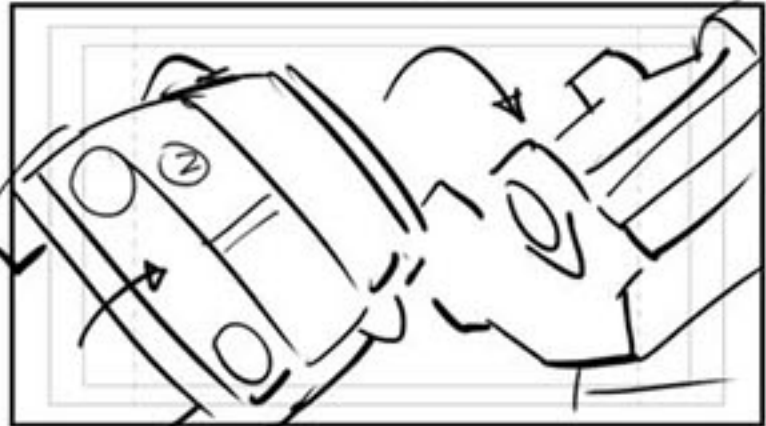
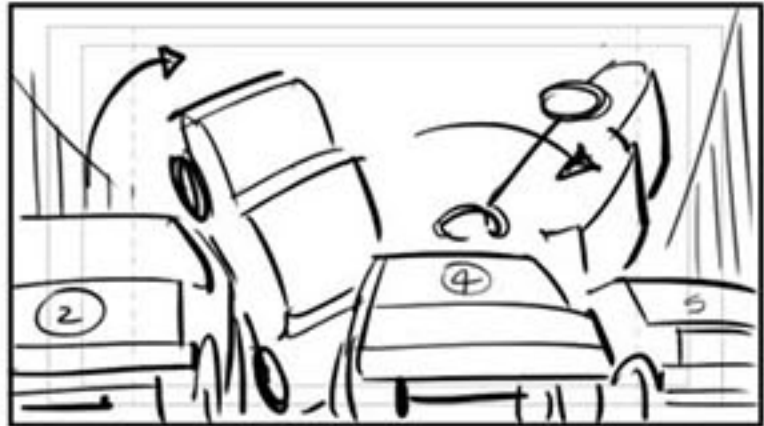
Start with blur pan-
truck shoots past cam



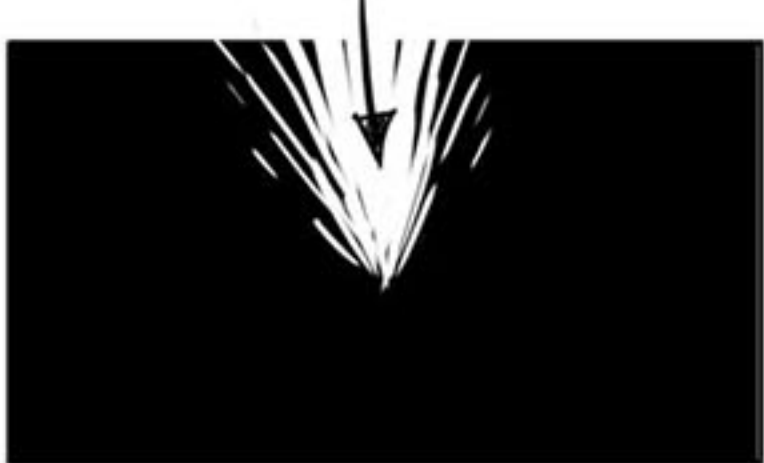
reveal a crowded city
street



Cars fly up in the distance



Car drops into XFG



Reveal Makino



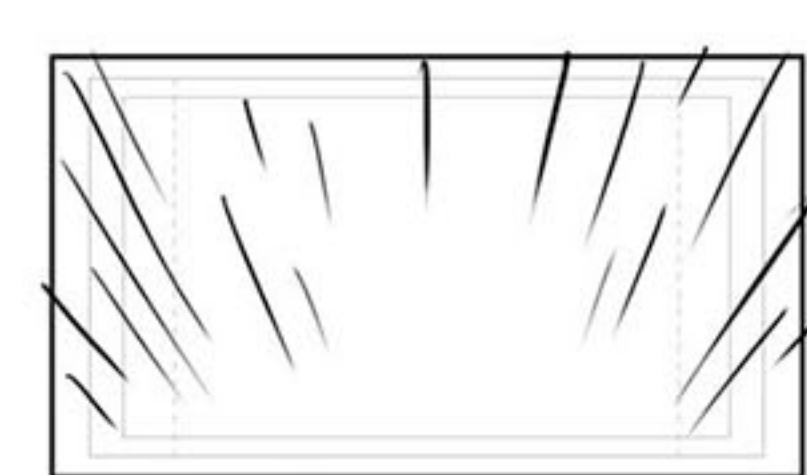
Run into cam & STOP



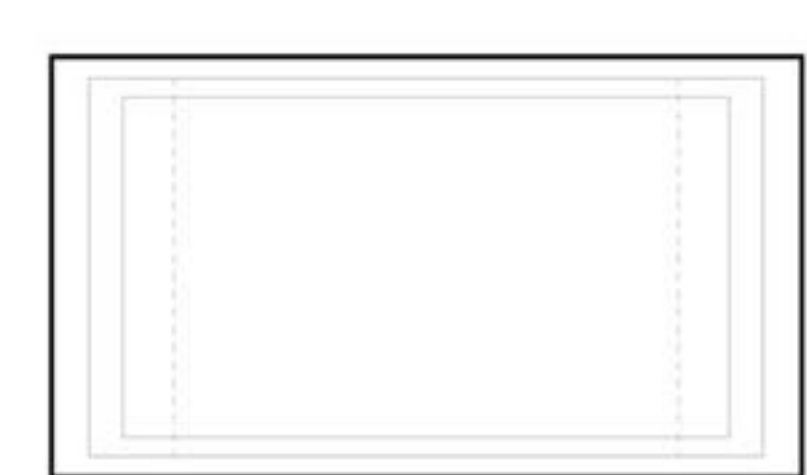
Truck out



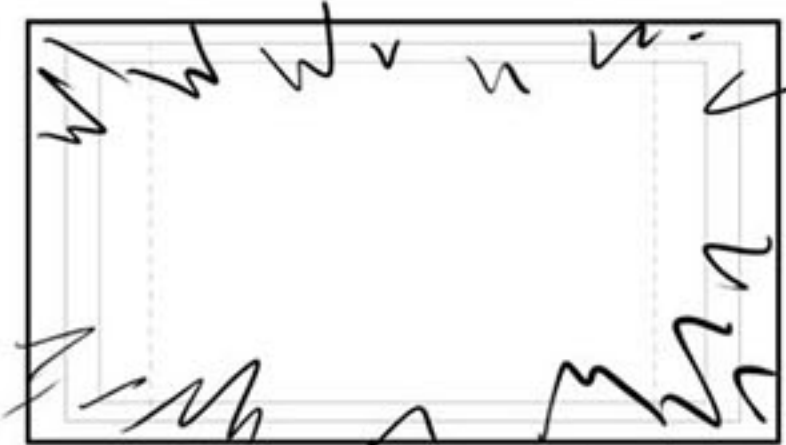
Sparks fly up



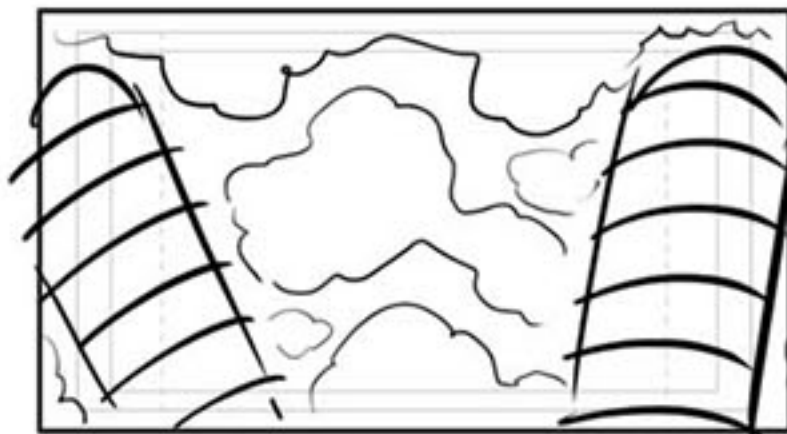
- fill frame



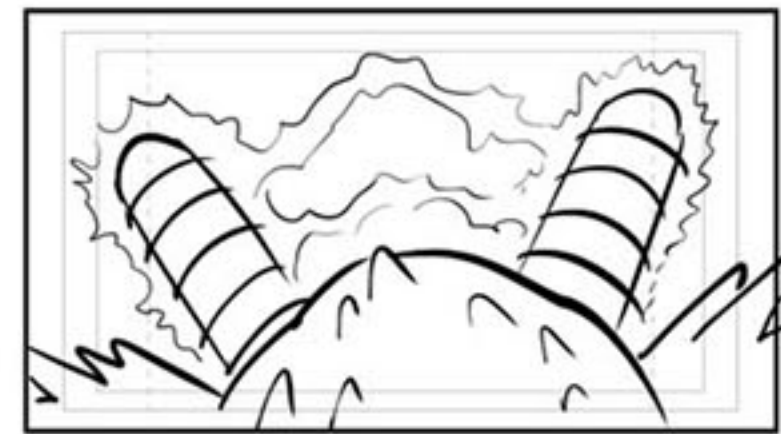
ELECTRO
SURGE
ELEMENTOR



Start on XCU of
electric arc



Truck out from arcing



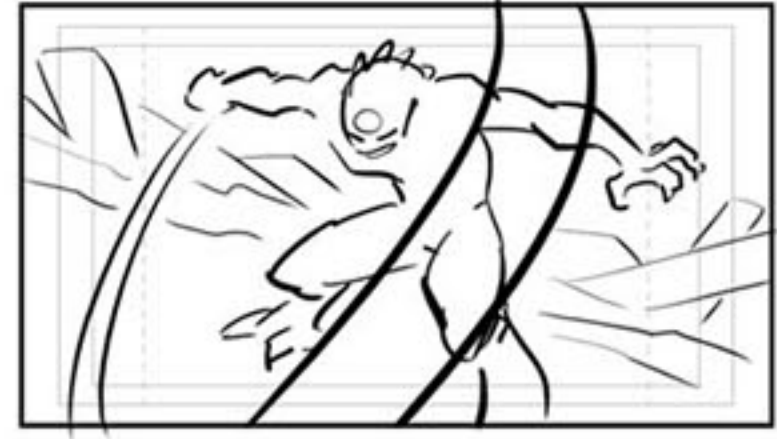
Can't truck out



Elementor's head UP



Can't to pull out



Sparks explode-
whip vanishes



Can't pulling out
(wreckage in BG)

