

ACT: T 1 2 3

EP. #:

28



PAGE:

1



SCENE 1 PANEL 1

BG#

ACTION
EXT STARK IND. -
EVENING - PAN/TRK
TO TOP OF BUILDING

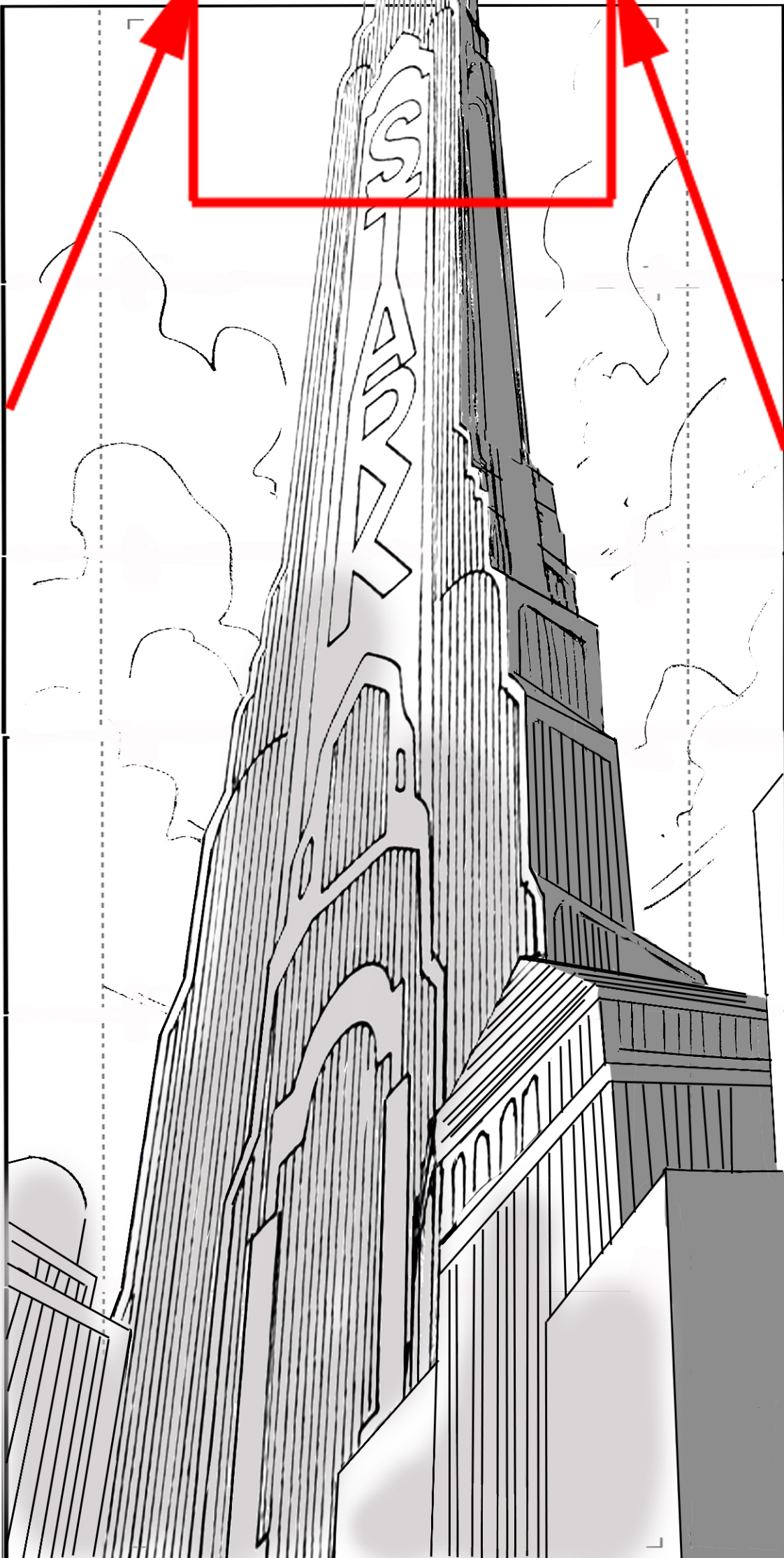
DAY NIGHT

DIAL
EXEC 1: AS YOU
KNOW WE
EXPERIENCED...

SLUG

STOP

START



ACT: T ① 2 3

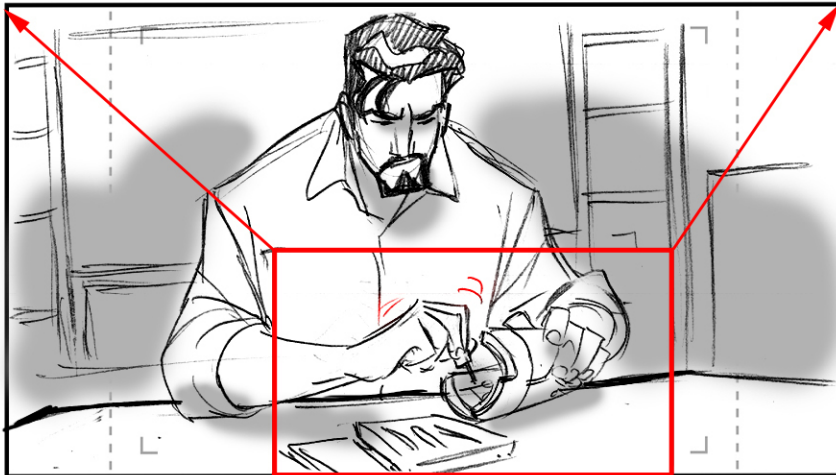
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SCENE 2

BG#



DAY NIGHT

PANEL 1

SCENE 2 CONT'D

BG#



DAY NIGHT

PANEL 2

SCENE 2 CONT'D

BG#



DAY NIGHT

PANEL 3

ACTION INT STARK BOARDROOM
TONY WORKS ON HI-TECH BRACELET

HE GRABS A NEW TOOL

DIAL *EXEC 1 (OS)*:...AN EIGHTY PERCENT
DROP IN THE VALUE OF STARK
INDUSTRIES STOCK...

...AFTER YOU ANNOUNCED
THE CLOSURE OF THE COMPANY'S WEAPON MAKING OPERATIONS...

SLUG

ACT: T ① 2 3

EP. #: 28



PAGE: 3

SCENE 2 CONT'D

BG#



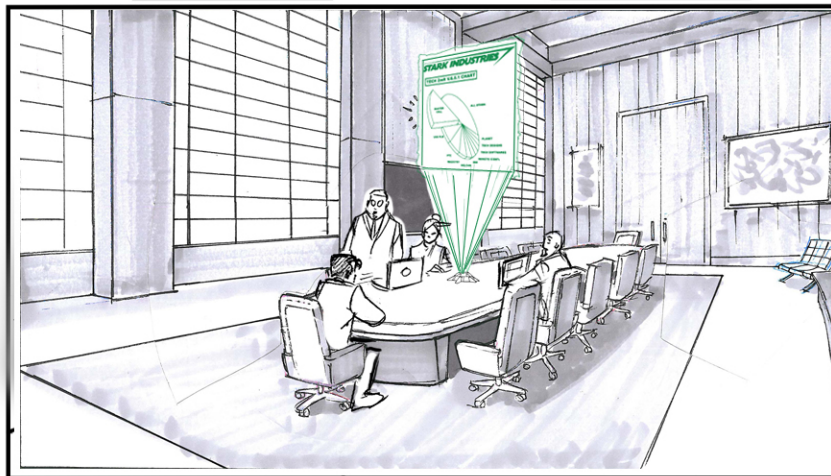
DAY NIGHT

PANEL 4

CUT

SCENE 3

BG#

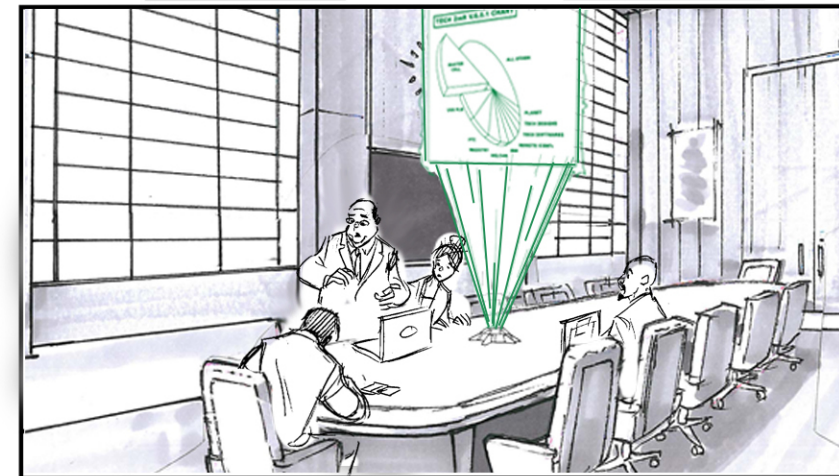


DAY NIGHT

PANEL 1

SCENE 3 CONT'D

BG#



DAY NIGHT

PANEL 2

ACTION

HE STARTS TO USE THE NEW TOOL

3 EXECS STARE BLANKLY AT TONY

EXEC 1 REACTS

DIAL

TONY: UH-HUH...

EXEC 1: AND, UMMM...

SLUG

ACT: T ① 2 3

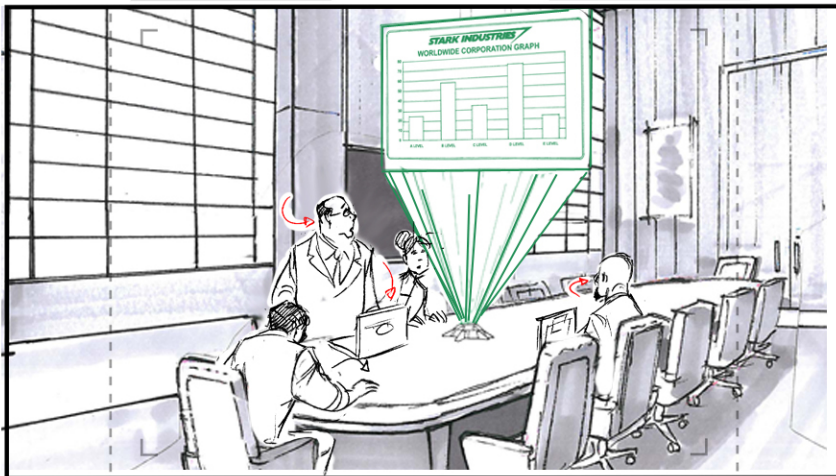
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SCENE 3 CONT'D

BG#

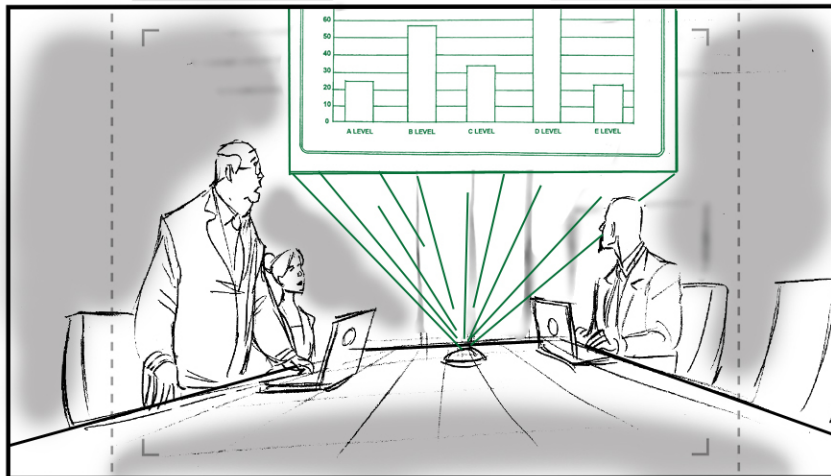


DAY NIGHT

PANEL 3

SCENE 4

BG#

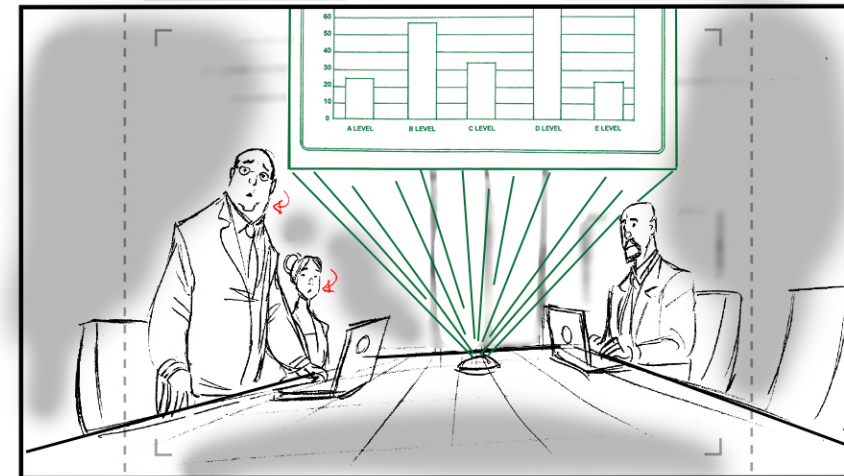


DAY NIGHT

PANEL 1

SCENE 4 CONT'D

BG#



DAY NIGHT

PANEL 2 CUT

ACTION

EXEC 1 PUSHES KEY ON LAPTOP
AND HOLO CAHNGES - ALL LOOK
EXCEPT TONY

THEY ALL TURN AND STARE
AT TONY

DIAL **EXEC 1:** ...WHILE WE'VE BEEN
FOCUSING ON OUR AEROSPACE
AND MEDICAL TECHNOLOGY
DIVISIONS...

...OUR REVENUE STEAMS ARE STILL...

TONY (OS): LH, HLH.

SLUG



SCENE 5

BG#



DAY NIGHT

PANEL 1

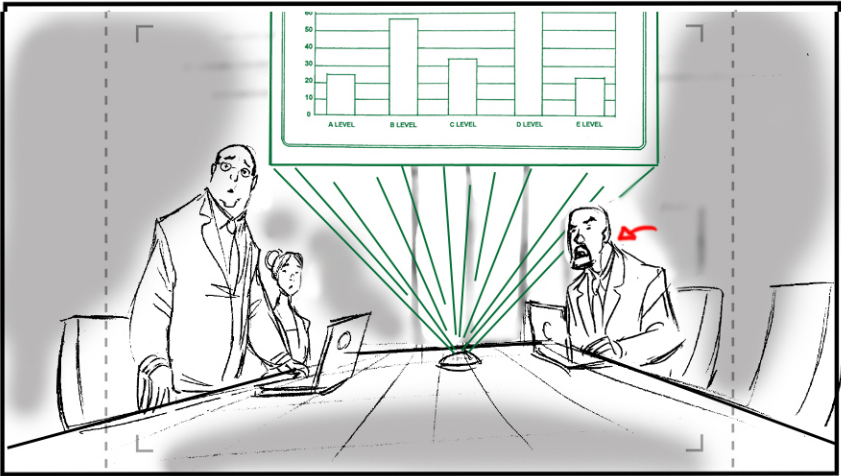
CUT

ACTION

CL TONY CONTS TO WORK

SCENE 6

BG#



DAY NIGHT

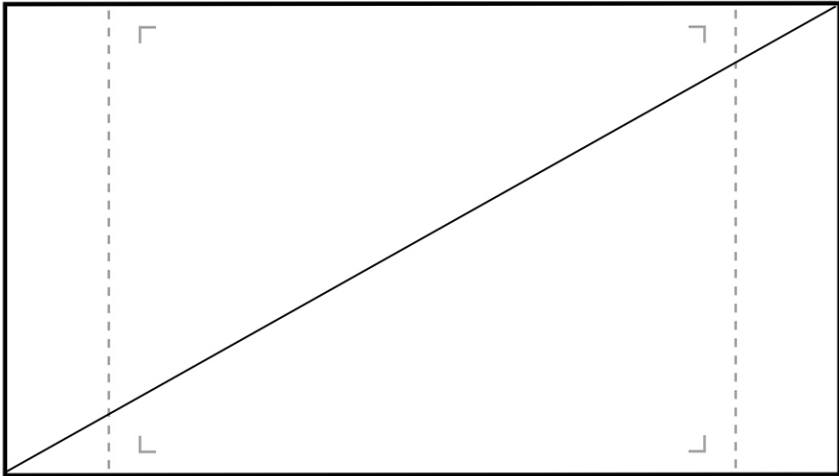
PANEL 1

CUT

EXEC 2 LEANS FORWARD

SCENE

BG#



DAY NIGHT

PANEL

DIAL

EXEC 2: MISTER STARK...ARE YOU
EVEN PAYING ATTENTION?

SLUG

ACT: T ① 2 3

EP. #: 28



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SCENE 7

BG#

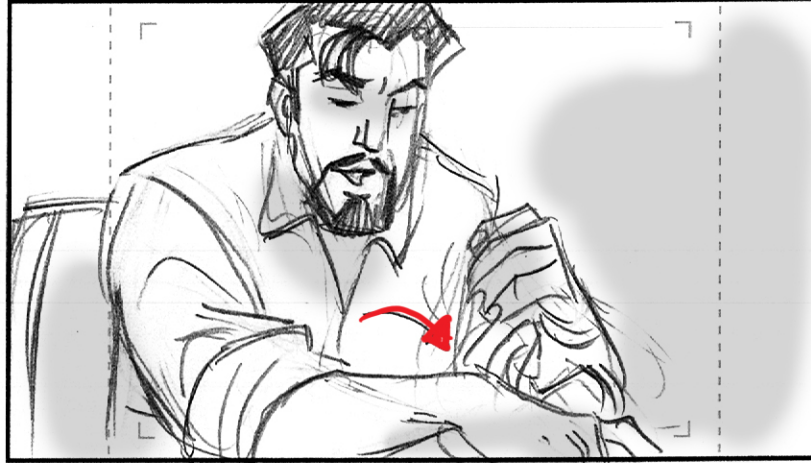


DAY NIGHT

PANEL 1

SCENE 7 CONT'D

BG#



DAY NIGHT

PANEL 2

SCENE 7 CONT'D

BG#



DAY NIGHT

PANEL 3

ACTION

TONY CONTS TO WORK

HE STOPS AND PUTS
THE TOOL DOWN

AND PUTS ON THE BRACELE

DIAL

TONY: NO...

...I'M PAYING ATTENTION...

SLUG

ACT: T ① 2 3

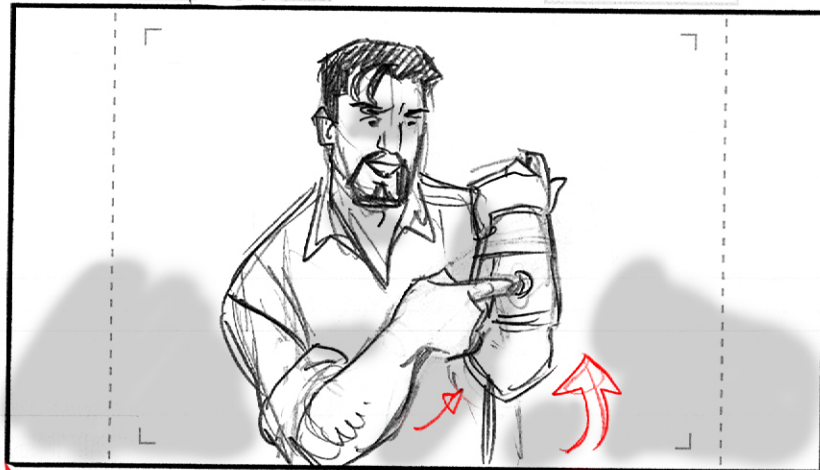
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SCENE 7 CONT'D

BG#



DAY NIGHT

PANEL 4

SCENE 7 CONT'D

BG#



DAY NIGHT

PANEL 5

SCENE 7 CONT'D

BG#



DAY NIGHT

PANEL 6

ACTION

TRK OUT AND UP AS HE STANDS
AND PRESSES A BUTTON

LIGHT EMERGES FROM BRACELET

AND WIPES AROUND CLOCKWISE

DIAL

TONY: ...TO THIS!

SFX: <VMMMM!>

SLUG

ACT: T ① 2 3
EP. #: 28



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SCENE 7 CONT'D

BG#

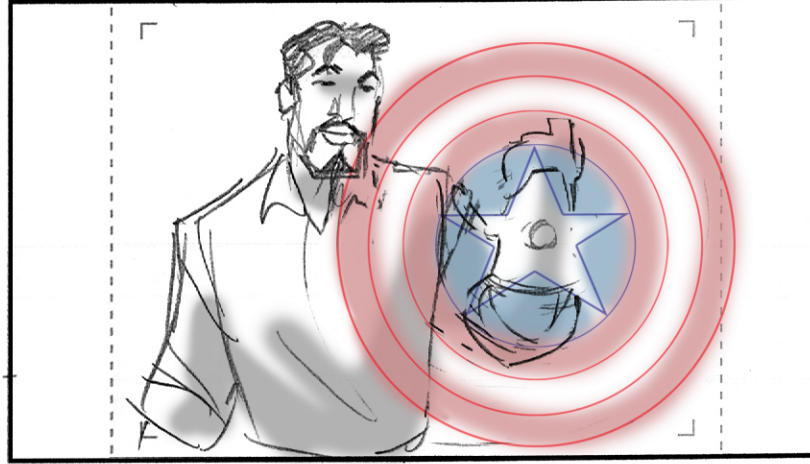


DAY NIGHT

PANEL 7

SCENE 7 CONT'D

BG#

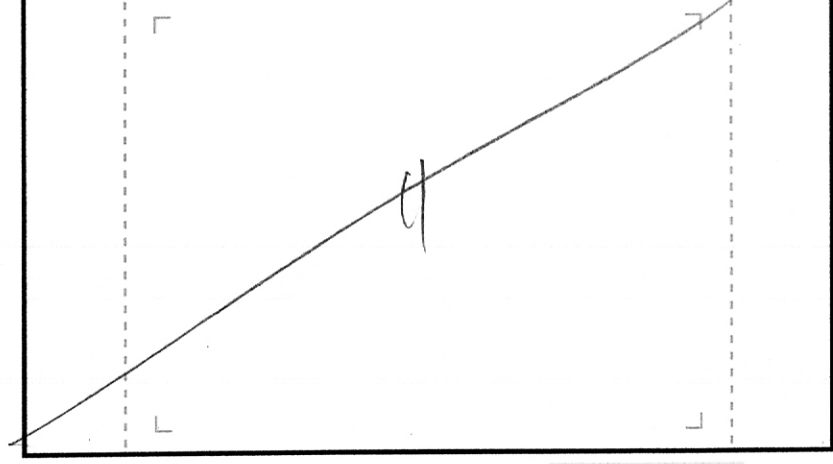


DAY NIGHT

PANEL 8

SCENE

BG#



DAY NIGHT

PANEL

ACTION

TONY SMILES AS SHIELD FINISHES FORMING

DIAL

SLUG

ACT: T 1 2 3

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SCENE 7 CONT'D

BG#



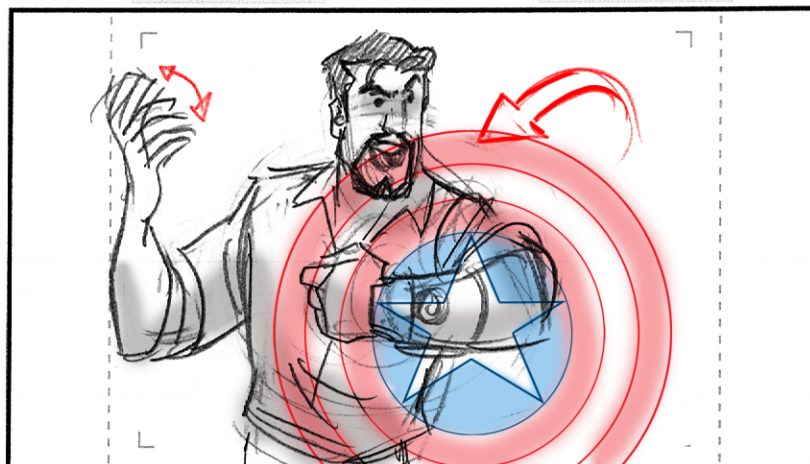
DAY NIGHT

PANEL

9

SCENE 7 CONT'D

BG#



DAY NIGHT

PANEL

10

SCENE 7 CONT'D

BG#



DAY NIGHT

PANEL

11

ACTION HE LOOKS AT THE EXECS AND
POINTS AT THE SHIELD

HE HOLDS SHIELD IN
FRONT OF HIM

HE WAITS A BEAT BEHIND
SHIELD

DIAL TONY: EH, NICE RIGHT?

OKAY,,,SOMEONE THROW
SOMETHING AT ME...

SLUG

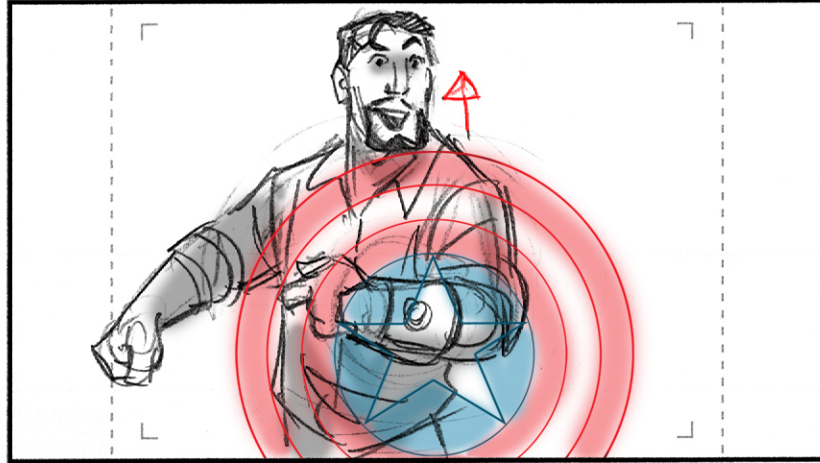
ACT: T ① 2 3
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SCENE 7 CONT'D

BG#



DAY NIGHT

PANEL 12

SCENE 7 CONT'D

BG#



DAY NIGHT

PANEL 13 CUT

SCENE 8

BG#



DAY NIGHT

PANEL 1

ACTION

HE LIFTS HIS HEAD UP

HE DUCKS BEHIND SHIELD AGAIN

THE EXECS STARE AT TONY

DIAL *TONY: ANYONE?*

C'MON, WHO'S GOT A PEN?

PEPPER (OS): EXCUSE ME...

SLUG

ACT: T 1 2 3

EP. #: 28



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SCENE 8 CONT'D

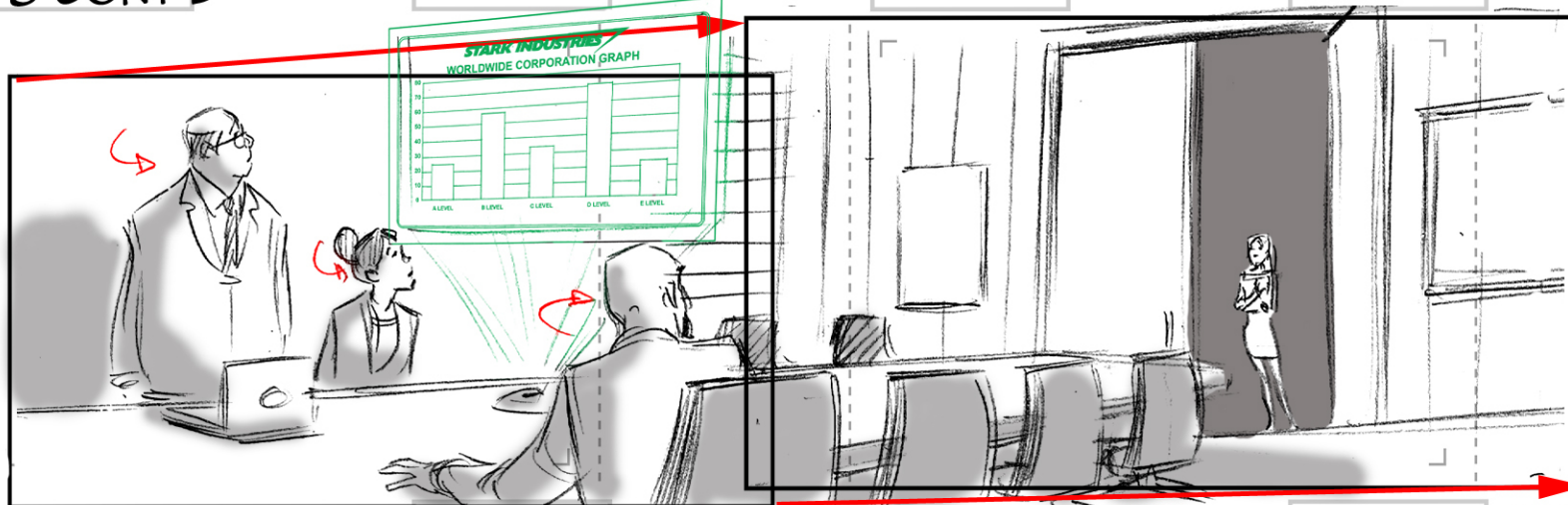
BG#

SCENE

BG#

SCENE 9

BG#



DAY NIGHT

PANEL 2

DAY NIGHT

PANEL 3

CUT



DAY NIGHT

PANEL 1

ACTION

EXECS ALL LOOK OS...PAN/TRK OVER TO PEPPER IN DOORWAY

PEPPER WALKS INTO ROOM

DIAL

PEPPER (OS): ...MR STARK...

...YOUR SEVEN O'CLOCK
APPOINTMENT IS HERE.

TONY: PEPPER...

SLUG

ACT: T ① 2 3

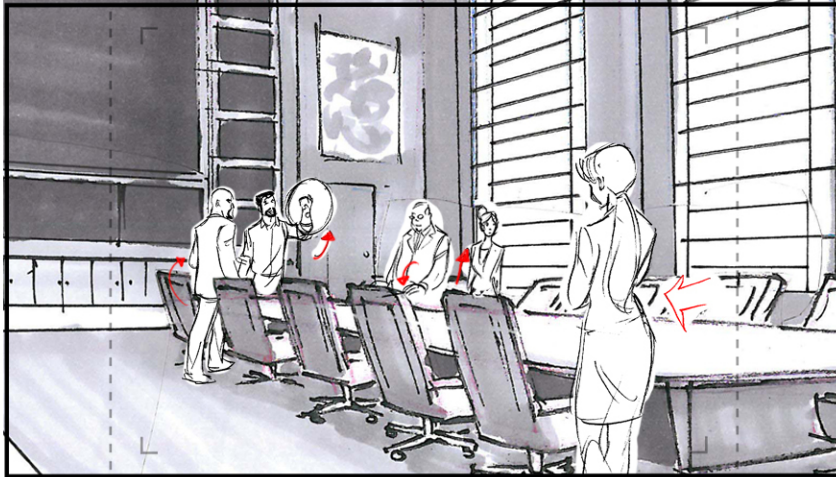
EP. #: 28



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SCENE 9 CONT'D

BG#



DAY NIGHT

PANEL 2

SCENE 10

BG#

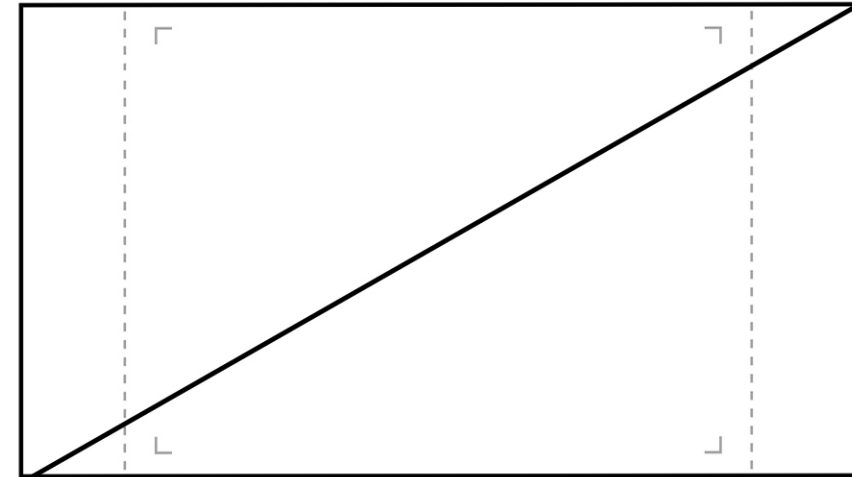


DAY NIGHT

PANEL 1

SCENE

BG#



DAY NIGHT

PANEL

ACTION

TRK IN WITH PEPPER AS SHE
CONTS INTO ROOM - TONY LIFTS
SHIELD UP - EXEC 1 CLOSSES LAPTOP

PEPPER COMES TO A STOP
AS EXECS WALK PAST HER

DIAL

TONY:...THROW YOUR SHOES
AT ME!

PEPPER: NO...

SLUG

ACT: T ① 2 3

EP. #: 28



PAGE: 13

SCENE 10 CONT'D

BG#



DAY NIGHT

PANEL 2

SCENE 10 CONT'D

BG#



DAY NIGHT

PANEL 3

SCENE 10 CONT'D

BG#



DAY NIGHT

PANEL 4 CUT

ACTION

EXECS CONT OS

DIAL **PEPPER:** TONY, YOU NEED TO
TAKE THESE STATUS MEETINGS
SERIOUSLY.

THE BOARD IS VOICING A LOT
OF CONCERNS

CONCERNS ABOUT HOW MUCH
TIME YOUR SPENDING WITH
THE AVENGERS

SLUG

ACT: T ① 2 3

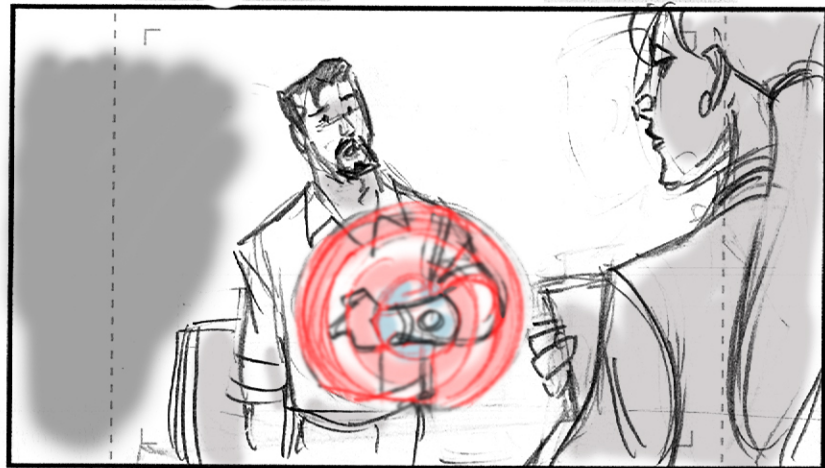
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SCENE 11

BG#



DAY NIGHT

PANEL 1

SCENE 11 CONT'D

BG#



DAY NIGHT

PANEL 2

SCENE 11 CONT'D

BG#



DAY NIGHT

PANEL 3

ACTION TONY REACTS

HE TURNS OFF SHIELD
TRK IN

CAM FOLLOWS AS HE
SITS DOWN

DIAL TONY: REALLY?

SO THEY'RE CONCERNED
THAT I'VE HELPED SAVE
THE WORLD...

..LIKE WHAT?

SLUG

ACT: T ① 2 3
EP. #: 28



PAGE: 15

SCENE 11 CONT'D

BG#



DAY NIGHT

PANEL

4

CLUT

SCENE 12

BG#



DAY NIGHT

PANEL

1

SCENE 12 CONT'D

BG#



DAY NIGHT

PANEL

2

CLUT

ACTION

PEPPER GLARES AT HIM

DIAL *TONY: SEVEN TIMES NOW?*

PEPPER: THEY'RE NOT WRONG, TONY

SLUG

ACT: T ① 2 3

EP. #: 28



PAGE: 16

SCENE 13

BG#



DAY NIGHT

PANEL 1

SCENE 13 CONT'D

BG#



DAY NIGHT

PANEL 2 CUT

SCENE 14

BG#



DAY NIGHT

PANEL 1

ACTION TONY LISTENS ANNOYED

PEPPER INHALES

DIA1 PEPPER: YOU'VE BARELY BEEN
AT THE OFFICES SINCE THIS
WHOLE THING STARTED...

...AND ONCE YOU FORMED
THE AVENGERS...

<INHALE>

SLUG

ACT: T ① 2 3

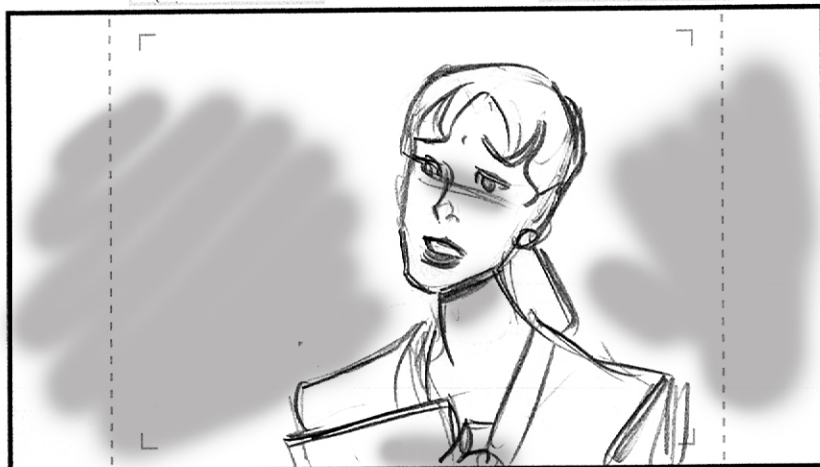
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PAGE: 17

SCENE 14 CONT'D

BG#



DAY NIGHT

PANEL

2

CUT

SCENE 15

BG#



DAY NIGHT

PANEL

1

SCENE 15 CONT'D

BG#



DAY NIGHT

PANEL

2

ACTION

TONY SMIRKS...

...AND STANDS UP
CAM FOLLOWS ACTION

DIAL *PEPPER: ...EVEN LESS.*

SLUG

ACT: T ① 2 3

EP. #: 28



PAGE: 18

SCENE 15 CONT'D

BG#



DAY NIGHT

PANEL 3

SCENE 15 CONT'D

BG#

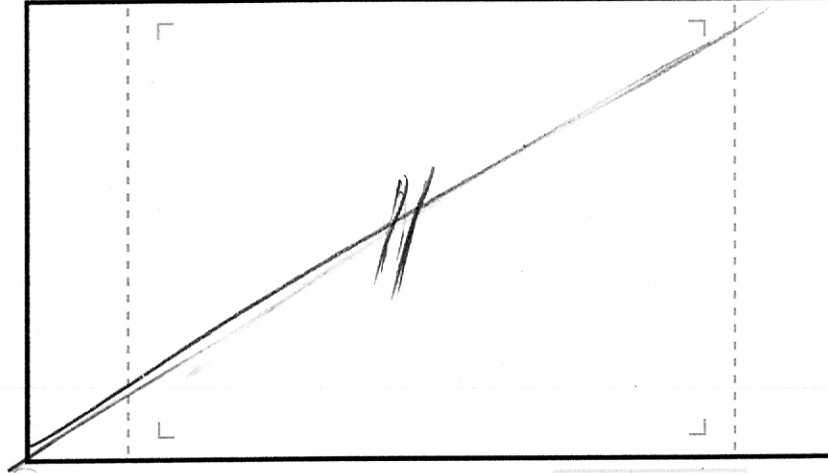


DAY NIGHT

PANEL 4

SCENE

BG#



DAY NIGHT

PANEL

ACTION TONY STARTS TO WALK PAST PEPPER

CAM FOLLOWS ACTION PAN/TRK OUT TO INCLUDE PEPPER

DIAL PEPPER: NOT TO MENTION...

SLUG

ACT: T ① 2 3
EP. #: 28



PAGE: 19

SCENE 15 CONT'D

BG#



DAY NIGHT

PANEL

5

CUT

SCENE 16

BG#



DAY NIGHT

PANEL

1

SCENE 16 CONT'D

BG#



DAY NIGHT

PANEL

2

ACTION

PEPPER STEPS IN FRONT
OF HIM

DIAL **PEPPER:**...THAT YOU'RE PAYING
FOR THE AVENGERS...

...OUT OF YOUR OWN POCKET!

IF STARK INDUSTRIES FAIL...

SLUG

ACT: T ① 2 3

EP. #: 28



PAGE: 20

SCENE 17

BG#



DAY NIGHT

PANEL 1

SCENE 17 CONT'D

BG#



DAY NIGHT

PANEL 2

CUT

SCENE 18

BG#



DAY NIGHT

PANEL 1

ACTION

SHE TOUCHES HIS CHEST

TONY REACTS

DIAL *PEPPER: ...THEY WILL TOO!*

*TONY: WHAT DO YOU WANT ME
TO DO PEPPER?*

*PEPPER: YOUR LIFE HAS BECOME
IRON MAN TWENTY FOUR SEVEN*

SLUG

ACT: T ① 2 3
EP. #: 28



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SCENE 18 CONT'D

BG#



DAY NIGHT

PANEL 2

SCENE 18 CONT'D

BG#

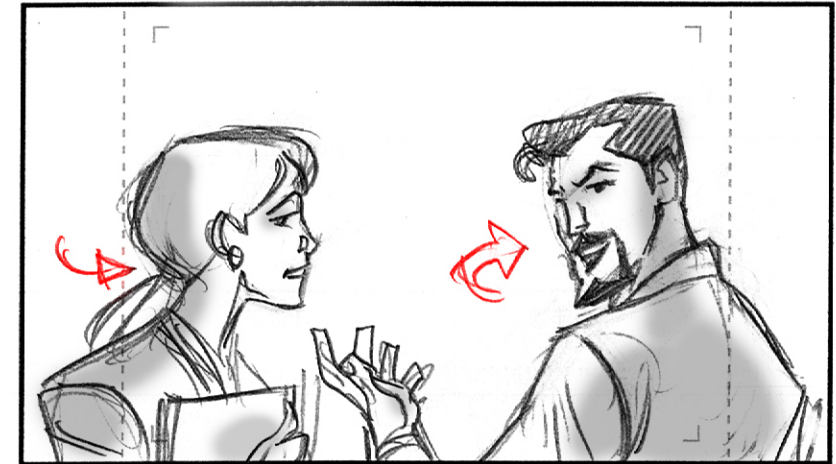


DAY NIGHT

PANEL 3

SCENE 18 CONT'D

BG#



DAY NIGHT

PANEL 4

ACTION

CAM FOLLOWS TONY AS HE WALKS PAST PEPPER....

...HE TURNS BACK TO HER

DIAL TONY: THAT IS NOT TRUE!

I'M IN THE OFFICE NOW, RIGHT?

NO IRON MAN...

SLUG

ACT: T ① 2 3

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PAGE: 22

SCENE 18 CONT'D

BG#



DAY NIGHT

PANEL 5

SCENE 18 CONT'D

BG#

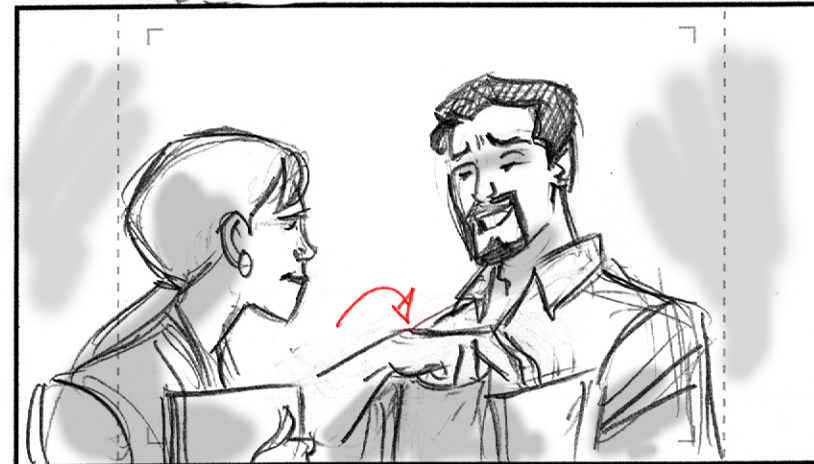


DAY NIGHT

PANEL 6

SCENE 18 CONT'D

BG#



DAY NIGHT

PANEL 7

ACTION

HE REACTS TO ID CARD

CAM ADJUSTS →

HE LOOKS AT PEPPER
SHEEPISHLY AS HE REACHES
FOR CARD

DIAL TONY:...NO AVENGERS!!

SFX: <BEEP! BEEP!>

SLUG

ACT: T ① 2 3

EP. #: 28



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SCENE 18 CONT'D

BG#



DAY NIGHT

PANEL

8

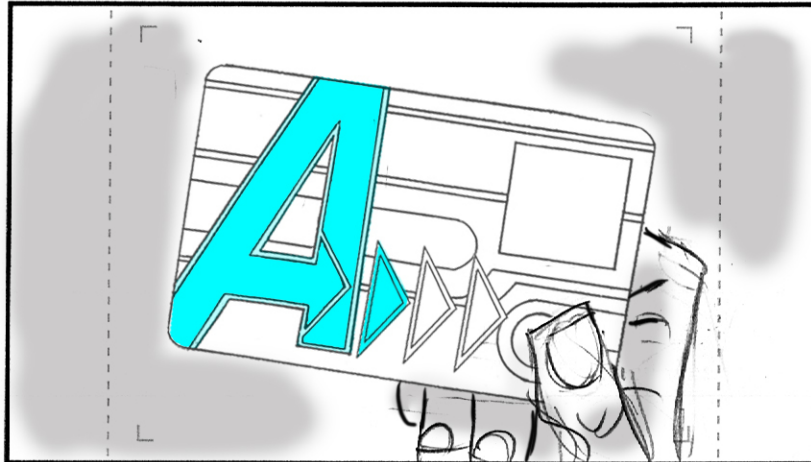
CUT

ACTION

HE TAKES OUT CARD
AND SMILES SHEEPISHLY

SCENE 19

BG#



DAY NIGHT

PANEL

1

TONY'S POV - CARD
ARROWS ANIMATE ACROSS

SCENE 19 CONT'D

BG#



DAY NIGHT

PANEL

2

CUT

CAP'S IMAGE APPEARS

DIAL

SLUG

CAP: TONY, WE'RE READY TO
MOVE THE REMAINING ARMOR
FROM YOUR ARMORY TO THE
MANSION...

ACT: T ① 2 3

EP. #: 28



PAGE: (24)

SCENE

BG#

CUT TO CAP

DAY NIGHT

PANEL

SCENE

BG#

DAY NIGHT

PANEL

SCENE

BG#



DAY NIGHT

PANEL

1

ACTION

INT BOARDROOM - STARK INDUSTRIES
PEPPER STARES AT TONY

DIAL

SLUG

ACT: T ① 2 3

EP. #: 28



PAGE: (25)

SCENE CONT'D

BG#



DAY NIGHT

PANEL 2

SCENE CONT'D

BG#



DAY NIGHT

PANEL 3 CUT

SCENE

BG#



DAY NIGHT

PANEL 1

ACTION

SHE COCKS AN EYEBROW
AS TONY PUTS CARD AWAY

SHE STEPS CLOSER

DIAL **PEPPER:** ARE THE AVENGERS
IN THE BUILDING RIGHT NOW MOVING SUITS OF IRON MAN ARMOR?

PEPPER: IS THAT WHAT YOU MEAN
BY "NO IRON MAN, NO AVENGERS"?

SLUG



SCENE CONT'D BG#



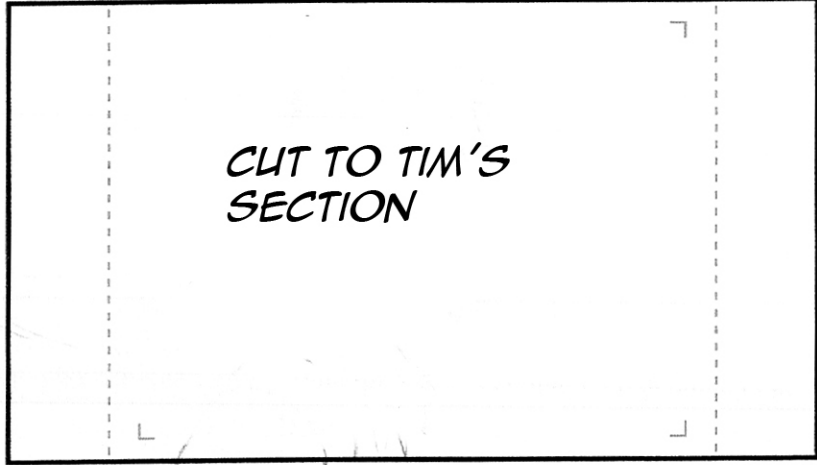
DAY NIGHT PANEL 2

SCENE CONT'D BG#



DAY NIGHT PANEL 3 CUT

SCENE BG#



DAY NIGHT PANEL

ACTION

DIAL TONY: LOOK...
...I'M MOVING THE ARMOR
TO PROTECT STARK INDUSTRIES!

SLUG

ACT: T ① 2 3

EP. #: 28



PAGE: (27)

SCENE

BG#



DAY NIGHT

PANEL

1

SCENE

CONT'D

BG#



DAY NIGHT

PANEL

2

SCENE

CONT'D

BG#



DAY NIGHT

PANEL

3

CUT

ACTION INT BOARDROOM STARK IND

PEPPER LOOKS AT TONY

DIAL

PEPPER: I'M ONLY DELIVERING
THE CONCERNS OF THE BOARD

TONY: TELL ME...

SLUG

ACT: T ① 2 3

EP. #: 28



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SCENE

BG#



DAY NIGHT

PANEL 1

SCENE CONT'D

BG#

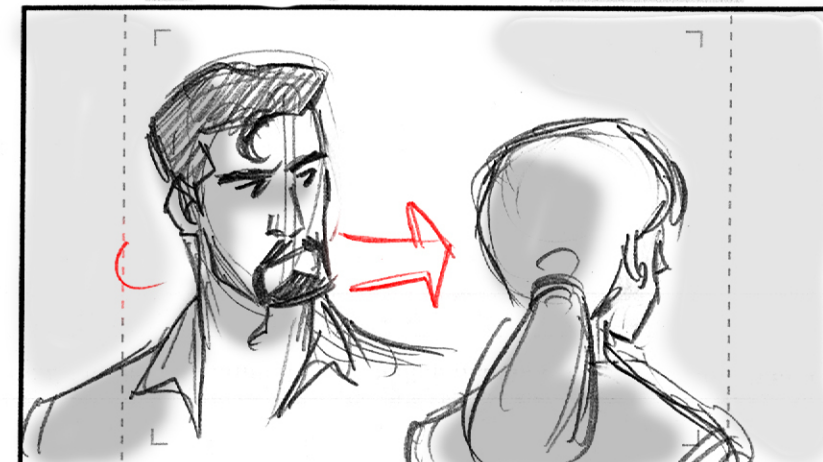


DAY NIGHT

PANEL 2

SCENE CONT'D

BG#



DAY NIGHT

PANEL 3

ACTION

SHE WALKS PAST HIM
CAM PANS W/HER



DIAL **TONY:** ...DO YOU THINK THEY'RE
RIGHT?

PEPPER: IT DOESN'T MATTER
WHAT I THINK.

BUT YOUR SEVEN O'CLOCK
APPOINTMENT'S OPINION...

SLUG

ACT: T ① 2 3

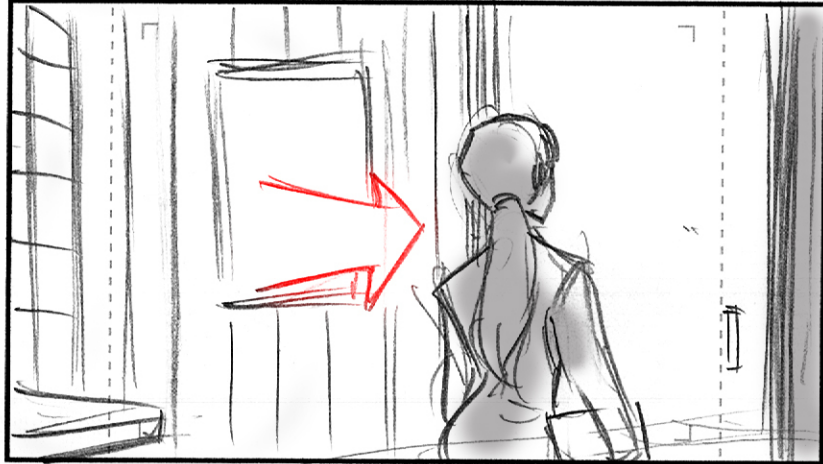
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SCENE CONT'D

BG#



DAY NIGHT

PANEL

4

CUT

SCENE

BG#



DAY NIGHT

PANEL

1

SCENE CONT'D

BG#



DAY NIGHT

PANEL

2

CUT

ACTION

PAN W/PEPPER UNTIL
SHE EXITS SCENE

CU TONY FROWNS

HE FOLLOWS HER
<PAN W/HIM>

DIAL

PEPPER: ...HOLDS MORE
WEIGHT THAN MINE

TONY: WAIT...

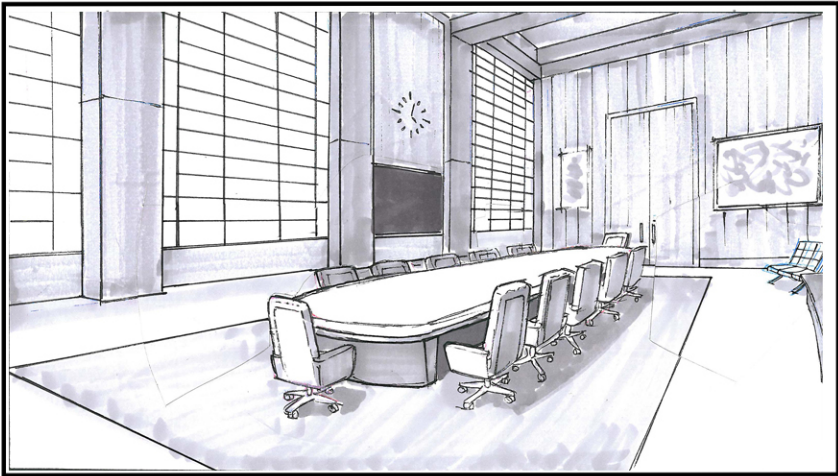
...WHO'S THE APPOINTMENT?

SLUG



SCENE

BG#



DAY

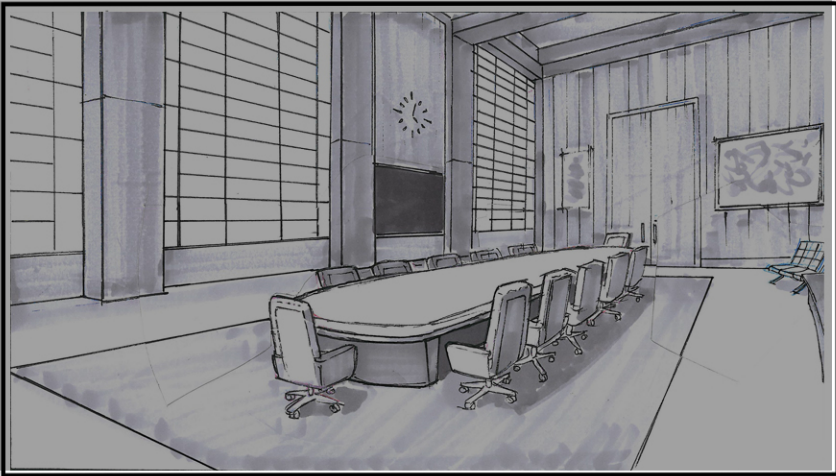
NIGHT

PANEL

1

SCENE

BG#



DAY

NIGHT

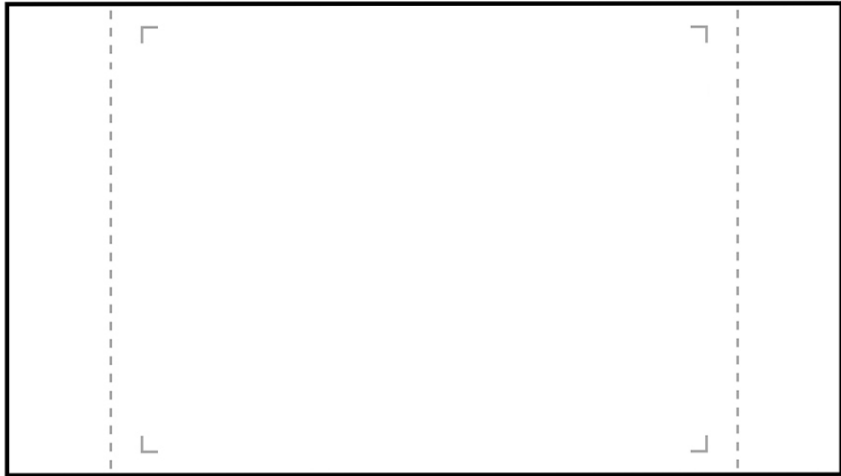
PANEL

2

CUT

SCENE

BG#



DAY

NIGHT

PANEL

ACTION

INT BOARDROOM STARK INDUSTRIES

LIGHTS GO OUT SUDDENLY

DIAL

SLUG