



SCENE

BG#



DAY NIGHT

PANEL

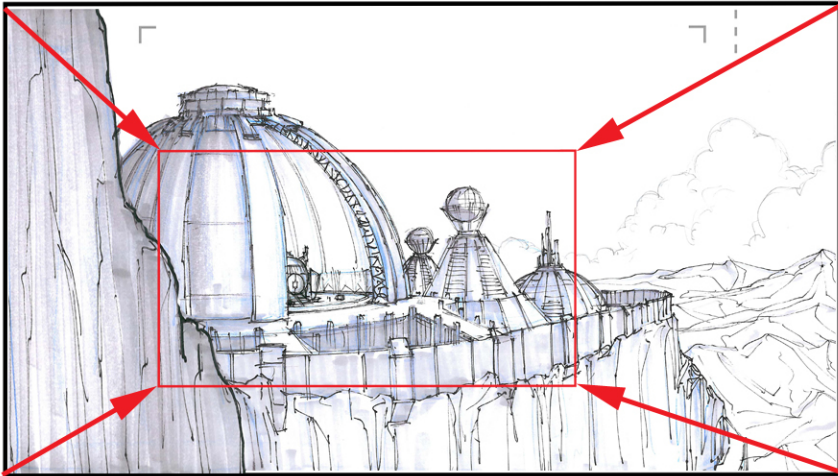
ACTION

DIAL

SLUG

SCENE 1

BG#



DAY NIGHT

PANEL 1

CUT

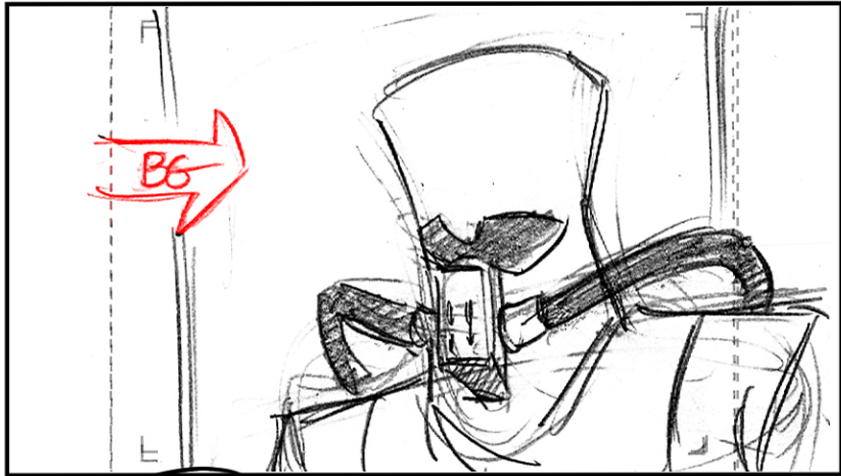
EXT SECRET AIM BASE HANGAR

TRK IN-

SFX: SHRIEKING-----

SCENE 2

BG#



DAY NIGHT

PANEL 1

INT SECRET AIM HANGAR

CU DRONE LISTENS NERVOUSLY

TO OS SHRIEKING AND BANGING

CAM PANS W/DRONE

ACT: ① 1 2 3

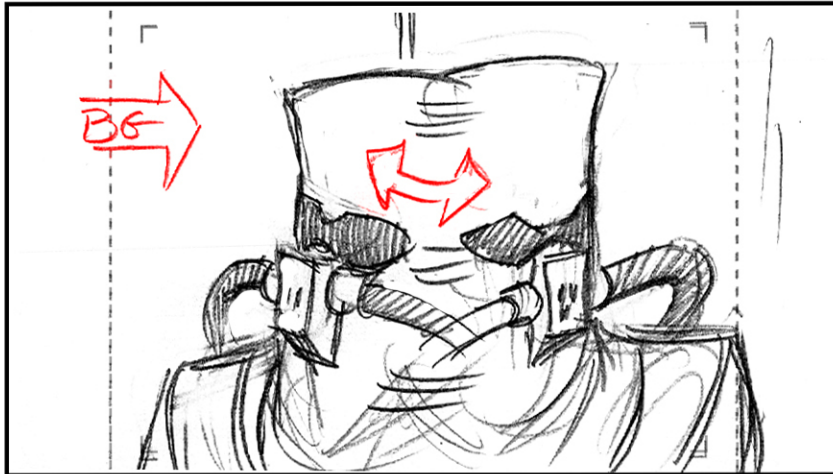
EP. #: 28



PAGE: 2

SCENE 2 CONT'D

BG#

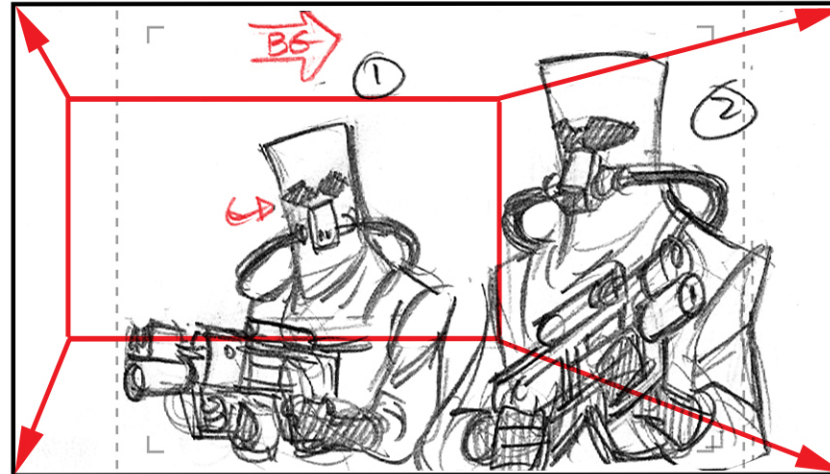


DAY NIGHT

PANEL 2

SCENE 2 CONT'D

BG#

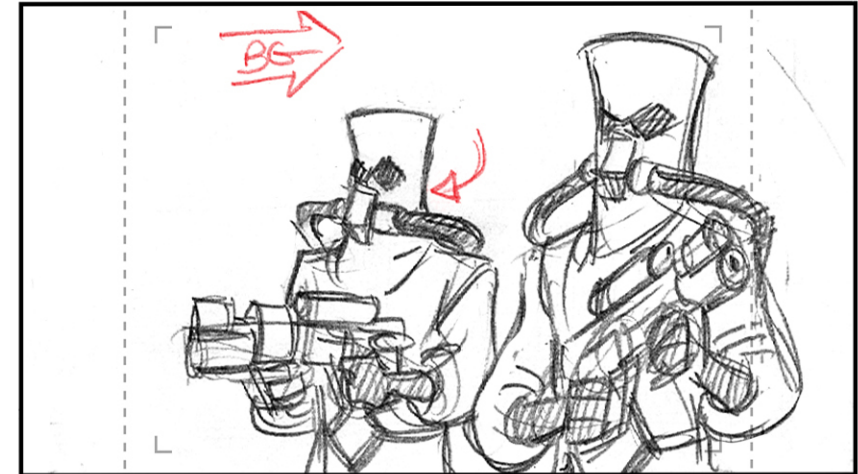


DAY NIGHT

PANEL 3

SCENE 2 CONT'D

BG#



DAY NIGHT

PANEL 4 CUT

ACTION

HE SHAKES HIS HEAD SLOWLY

CAM TRKS OUT TO REVEAL
DRONE 2 - CAM CONT'S TO PAN
WITH THEM

DIAL *DRONE 1*: I DON'T LIKE THIS.

BAD ENOUGH HYDRA NEARLY WIPED
US OUT, ...

...BUT THIS THING...
...WHAT IS IT?

SLUG

ACT: **T** 1 2 3

EP. #: **28**



PAGE: **3**

SCENE **3**

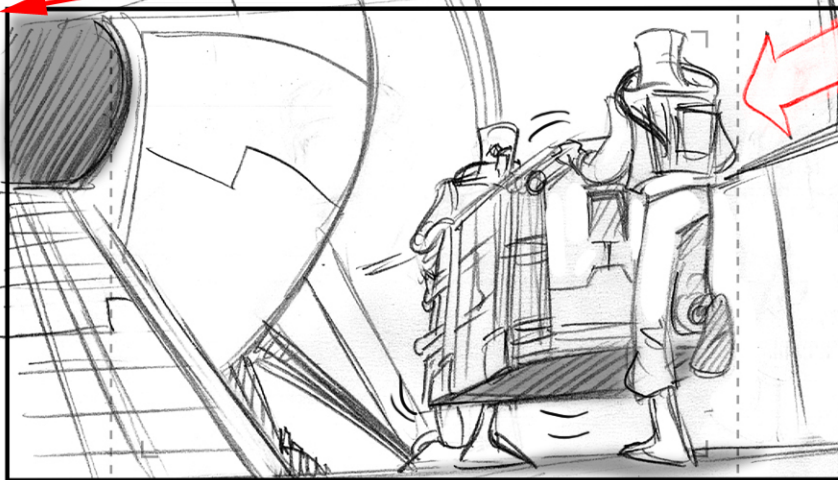
BG#

SCENE

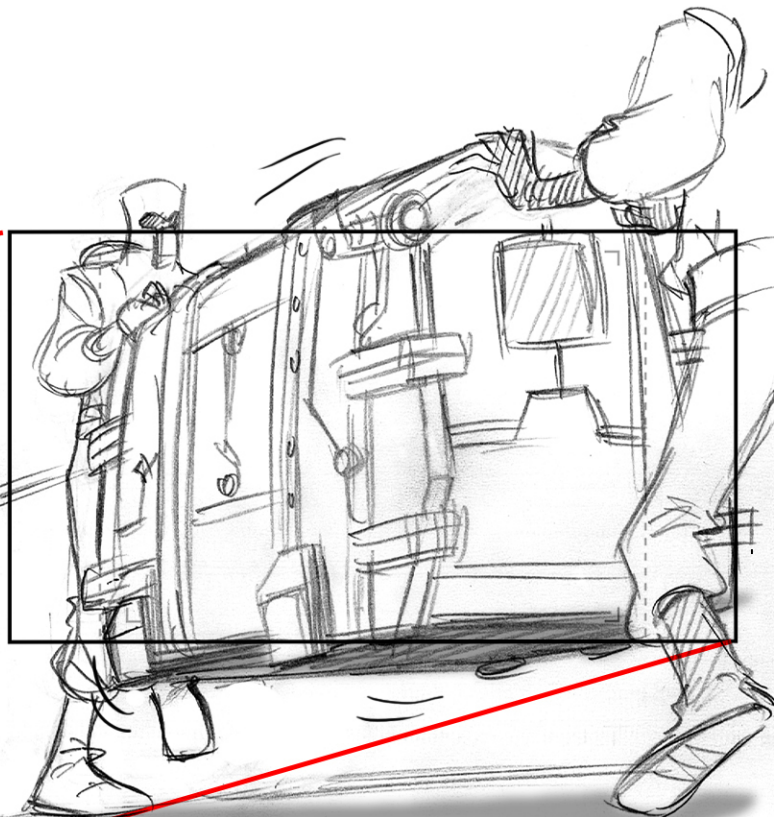
BG#

CAM STARTS CU OF CONTAINER
TRK OUT/PAN AS DRONES CARRY
CONTAINER TO TRANSPORT

CONTAINER SHAKES



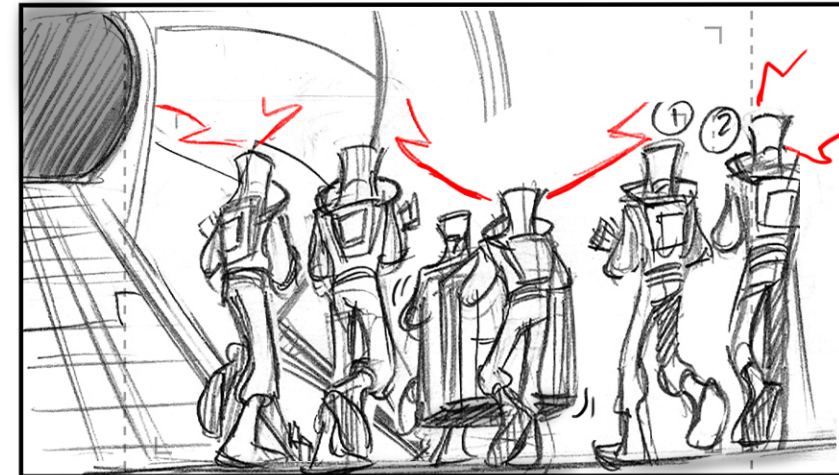
PANEL **2**



PANEL **1**

SCENE **3 CONT'D**

BG#



DAY

NIGHT

PANEL **3**

CUT

THEY ARE SURROUNDED BY
4 DRONES WITH WEAPONS

SLUG

DRONE 2: I HEARD IT WAS SOMETHING THAT ESCAPED...

...THE VAULT THE SAME TIME...

ACT: T 1 2 3

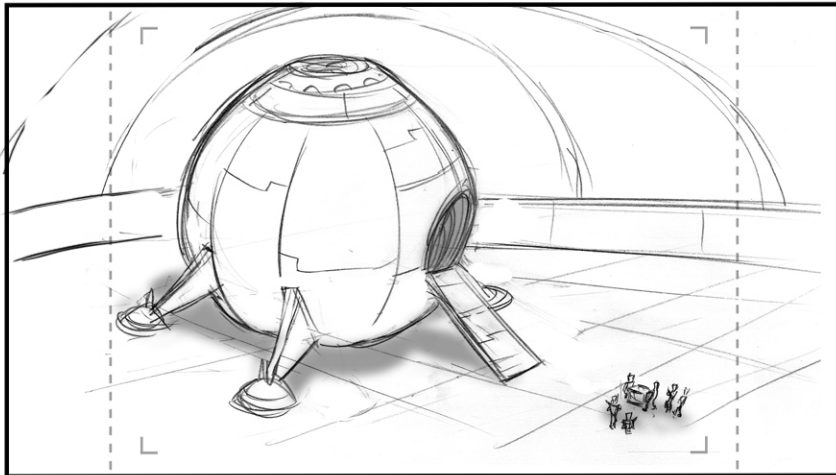
EP. #: 28



PAGE: 4

SCENE 4

BG#



DAY NIGHT

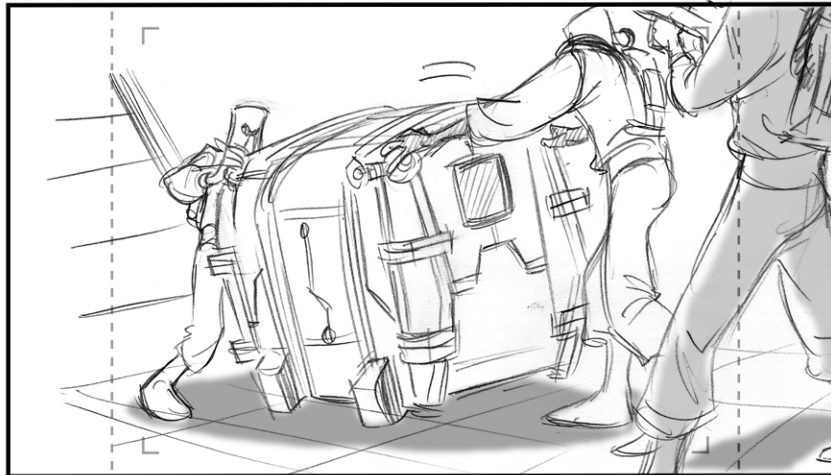
PANEL 1

CUT

ACTION WIDE SHOT DRONES CARRY
CONTAINER TO TRANSPORT

SCENE 5

BG#



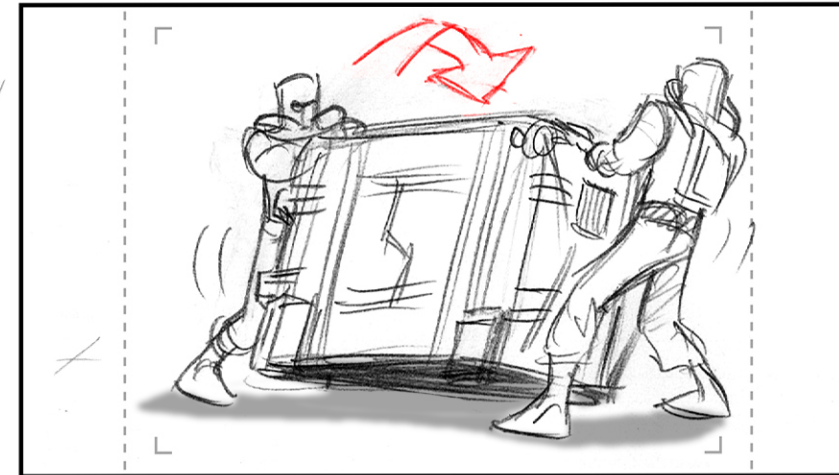
DAY NIGHT

PANEL 1

CONTAINER CONTS TO SHAKE VIOLENTLY AND THE DRONES STRUGGLE
TO CONTROL IT

SCENE 5 CONT'D

BG#



DAY NIGHT

PANEL 2

DIAL **DRONE 2:** ...MORDOC DID,
DURING THE BREAKOUT

DRONE 2: WHATEVER IT IS...

...IT WANTS OUT!

SLUG

ACT: T 1 2 3

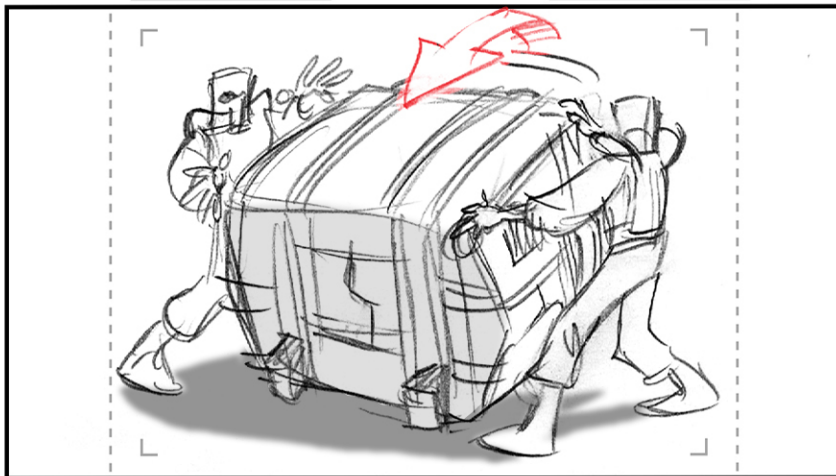
EP. #: 28



PAGE: 5

SCENE 5 CONT'D

BG#

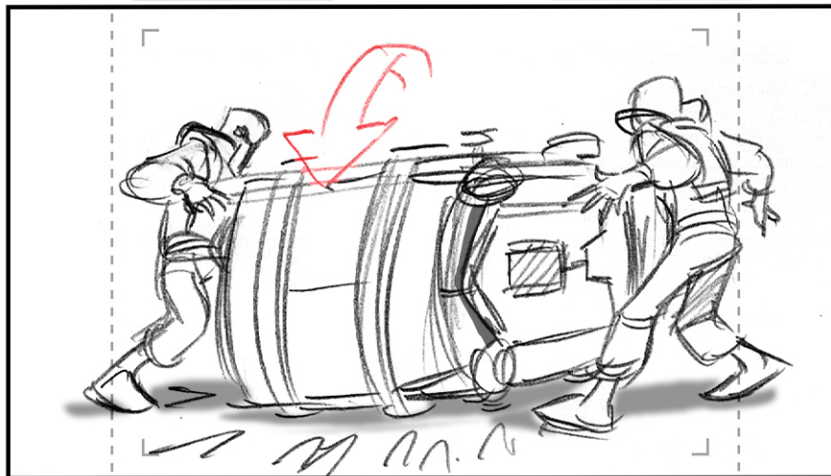


DAY NIGHT

PANEL 3

SCENE 5 CONT'D

BG#



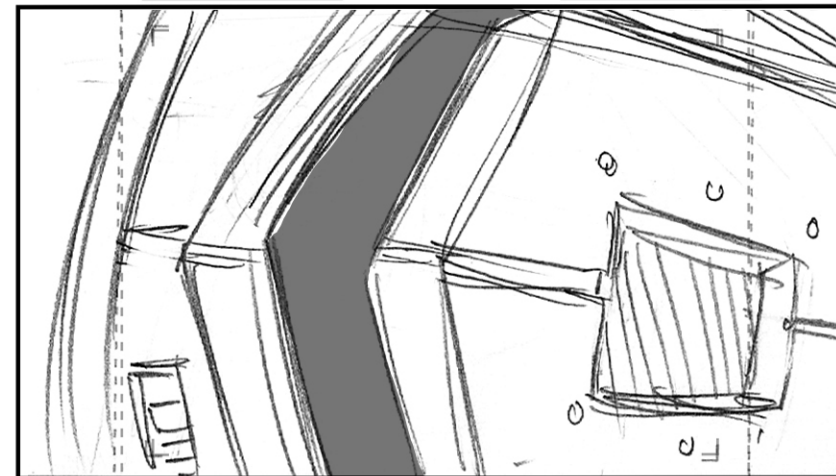
DAY NIGHT

PANEL 4

CUT

SCENE 6

BG#



DAY NIGHT

PANEL 1

ACTION

CONTAINER SUDDENLY LURCHES

AND FALLS ON ITS SIDE
CAUSING THE DOOR TO OPEN

CU - DOOR IS AJAR

DIAL

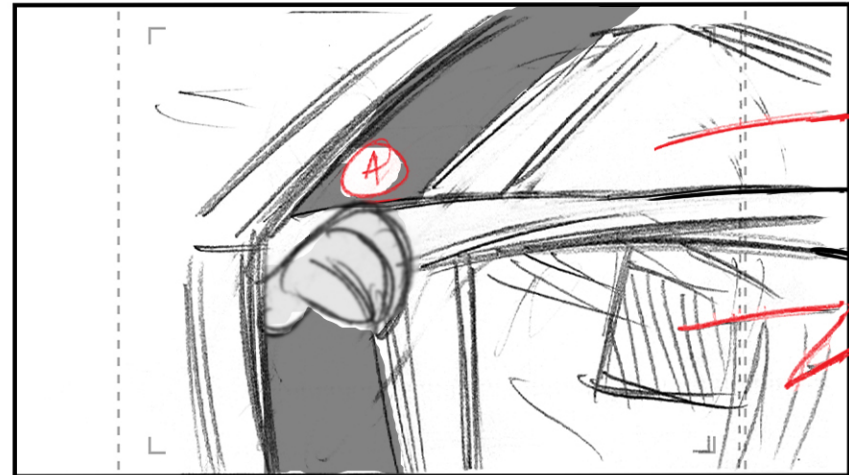
DRONE 1: WATCH OUT!!
SFX: <THOOM>

SLUG



SCENE 6 CONT'D

BG#

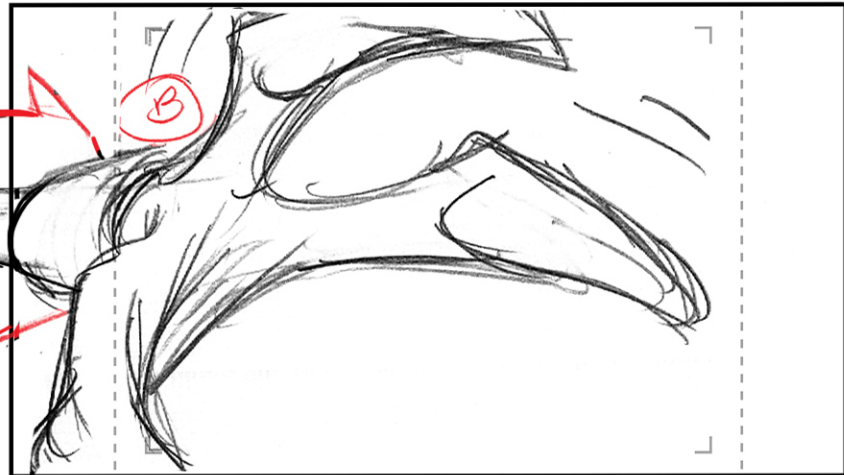


DAY NIGHT

PANEL 2

SCENE

BG#

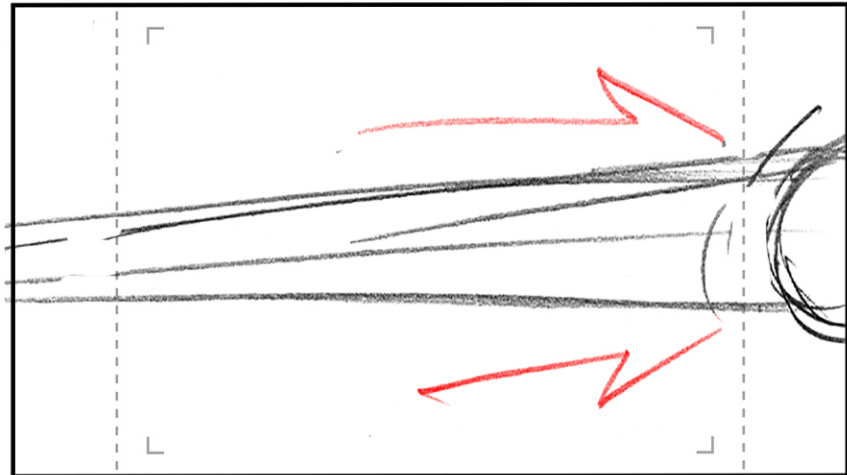


DAY NIGHT

PANEL

SCENE 6 CONT'D

BG#



DAY NIGHT

PANEL 3

ACTION

A TENTACLE SHOOTS OUT OF OPENING TOWARDS CAM...
CAM PANS W/ACTION

...AND CONTS OS

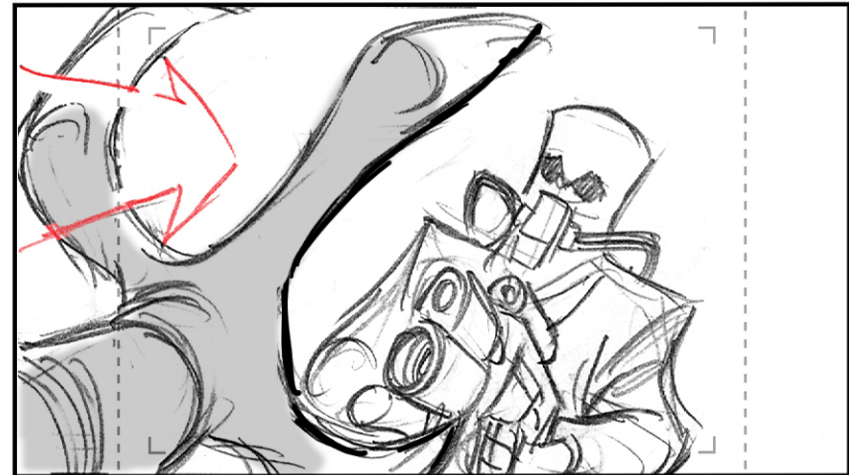
DIAL

SLUG



SCENE 7

BG#

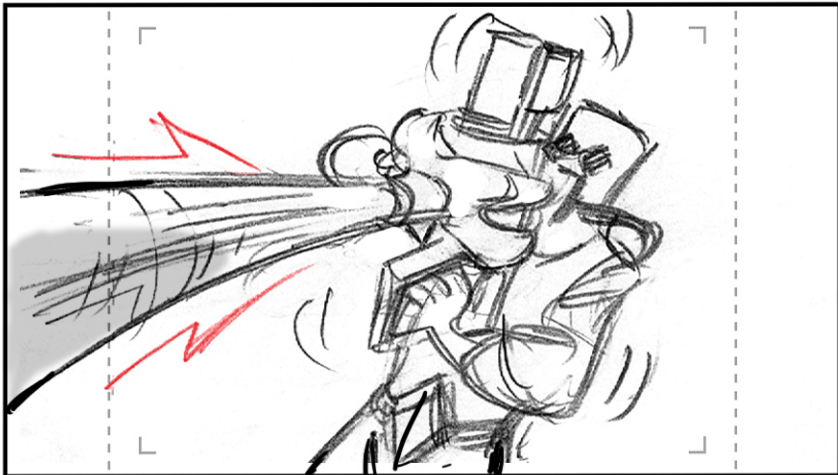


DAY NIGHT

PANEL 1

SCENE 7 CONT'D

BG#

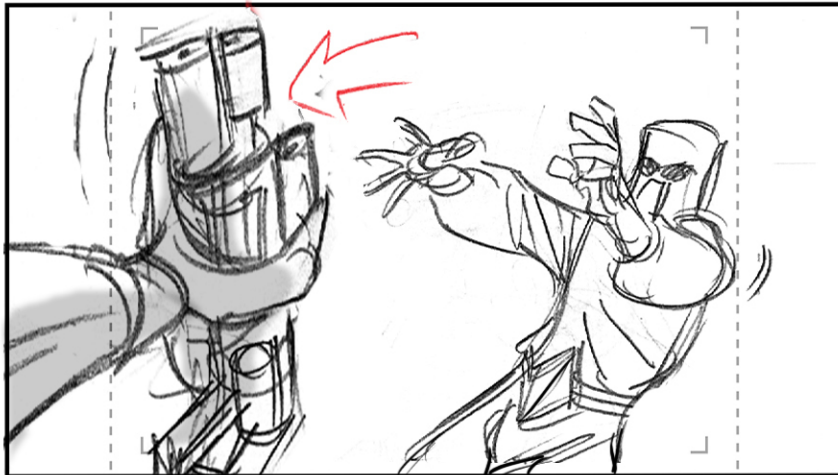


DAY NIGHT

PANEL 2

SCENE 7 CONT'D

BG#



DAY NIGHT

PANEL 3

ACTION

TENTACLE SHOOTS INTO SCENE...

...AND GRABS GUN...

...AND PULLS GUN OS

DIAL

SLUG



SCENE 7 CONT'D

BG#

DAY NIGHT

PANEL 4

CLUT

ACTION DRONE STAGGERS BACK
AS GUN IS PULLED OS

SCENE 8

BG#

DAY NIGHT

PANEL 1

CAM PANS WITH TENTACLE AS IT PULLS IT TOWARDS CONTAINER

SCENE

BG#

DAY NIGHT

PANEL

DIAL

SLUG

ACT: T 1 2 3

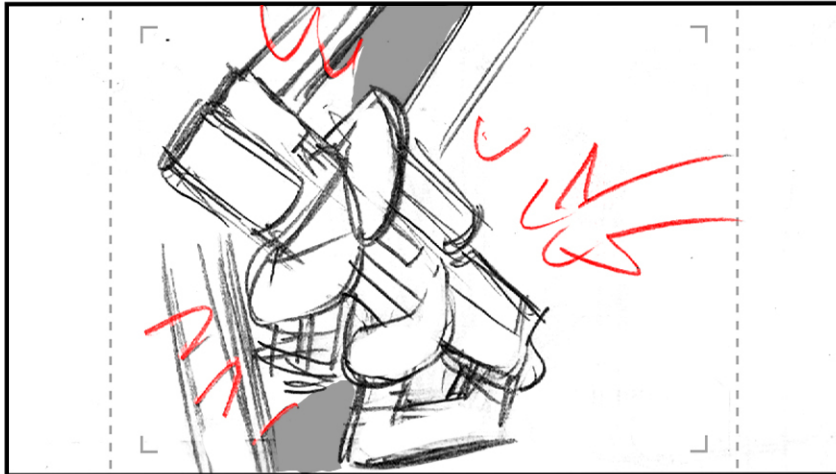
EP. #: 28



PAGE: 9

SCENE 8 CONT'D

BG#

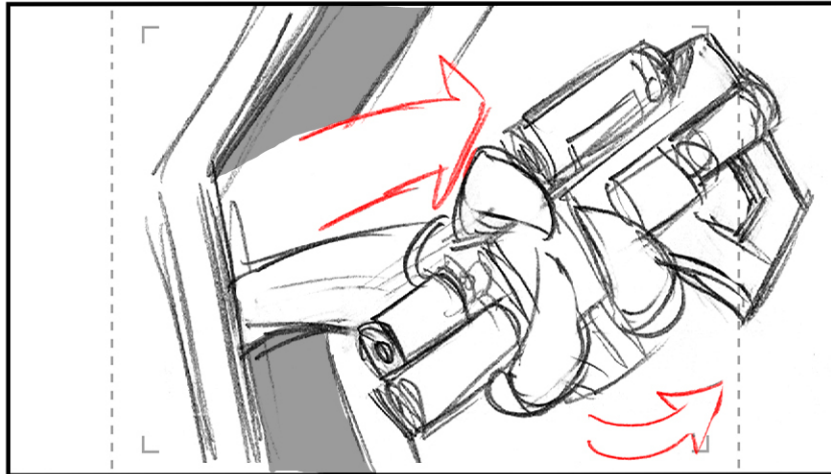


DAY NIGHT

PANEL 2

SCENE 8 CONT'D

BG#

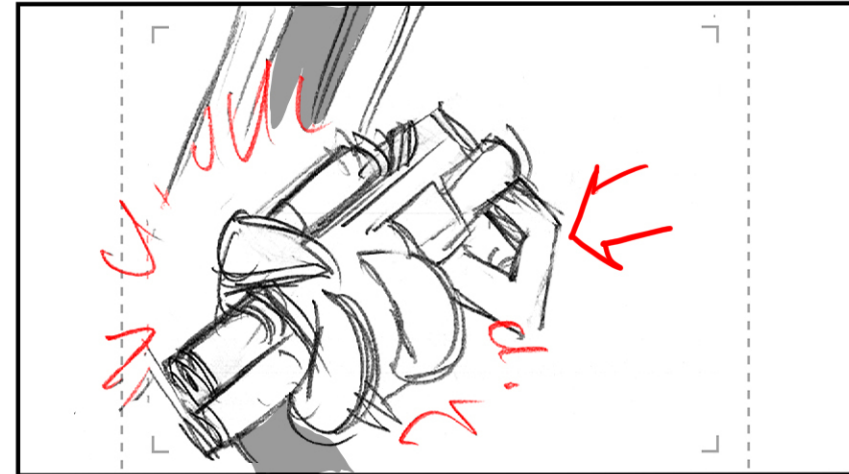


DAY NIGHT

PANEL 3

SCENE 8 CONT'D

BG#



DAY NIGHT

PANEL 4

ACTION

GUN WON'T FIT THRU OPENING...

...TENTACLE ROTATES GUN AS IT
ANTICS...

...AND TRIES TO PULL IT
IN AGAIN...

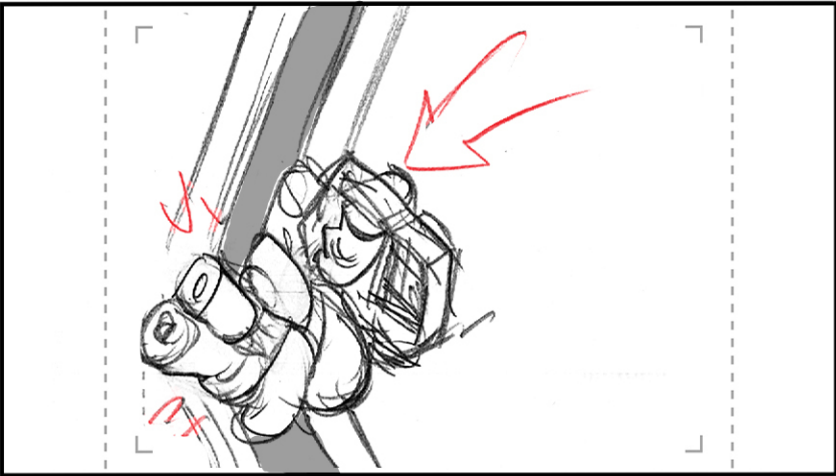
DIAL *SFX:* <CLUNK>

SFX: <CLUNK>

SLUG

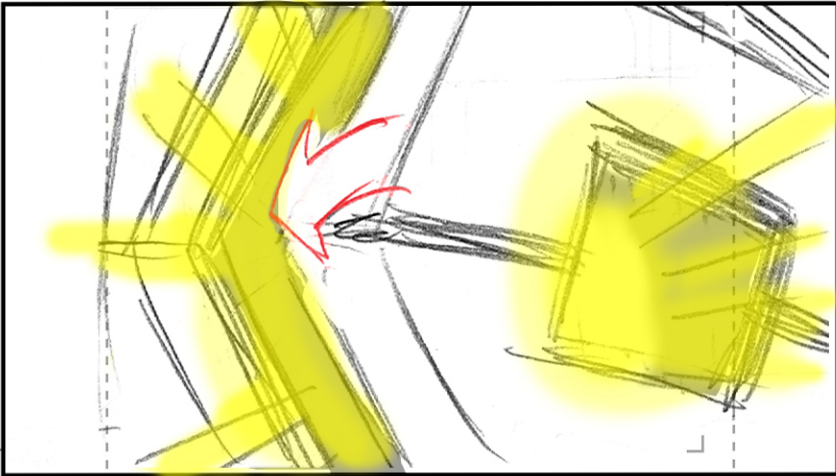


SCENE 8 CONT'D BG#



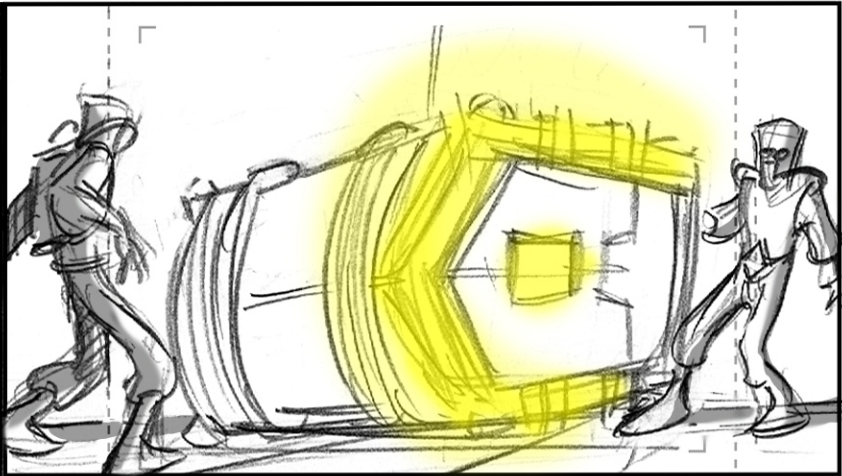
DAY NIGHT PANEL 5

SCENE 8 CONT'D BG#



DAY NIGHT PANEL 6 CUT

SCENE 9 BG#



DAY NIGHT PANEL 1

ACTION

GUN IS CRUSHED AS IT IS DRAGGED INTO CONTAINER - INT STARTS TO GLOW-----

DIAL

SLUG

ACT: T 1 2 3

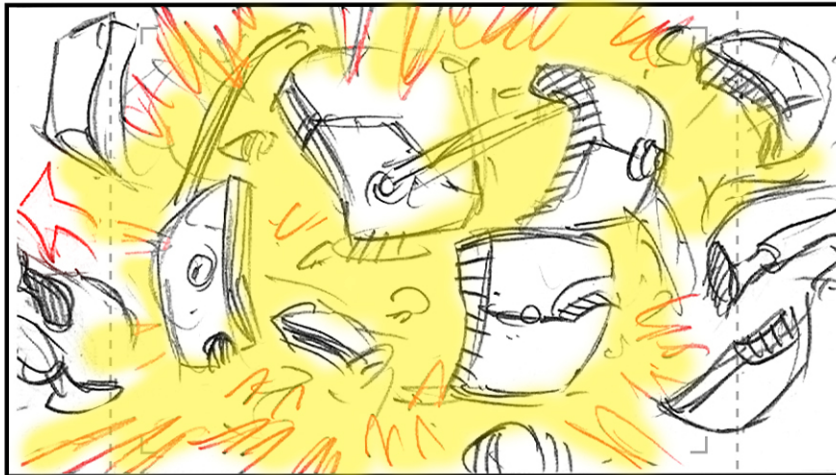
EP. #: 28



PAGE: 11

SCENE 9 CONT'D

BG#



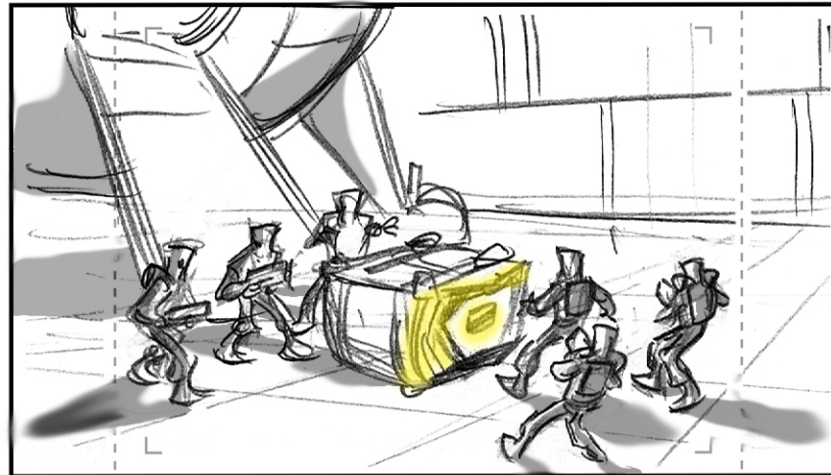
DAY NIGHT

PANEL 2

CUT

SCENE 10

BG#

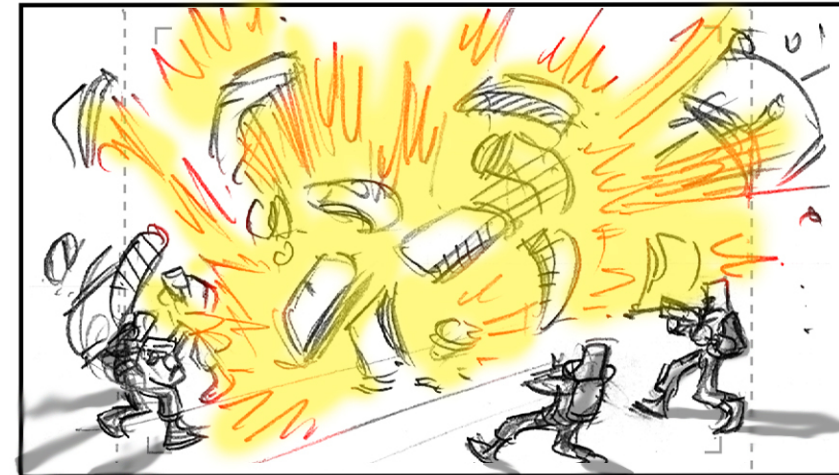


DAY NIGHT

PANEL 1

SCENE 10 CONT'D

BG#



DAY NIGHT

PANEL 2

ACTION

CONTAINER BLOWS APART WITH
AN ENERGY BLAST

DOUBLE CUT - WIDER AS CONTAINER BLOWS APART - CAM SHAKES

DIAL

SLUG

ACT: T 1 2 3

EP. #: 28



PAGE: 12

SCENE 10 CONT'D

BG#



DAY NIGHT

PANEL 3

SCENE 10 CONT'D

BG#



DAY NIGHT

PANEL 4

SCENE 10 CONT'D

BG#



DAY NIGHT

PANEL 5 CUT

ACTION

SMOKE AND EBRIS FILL THE SCENE

LIGHTS FLICKER OFF AND ON AS DRONES LOOK AROUND

DIAL

SLUG



SCENE 11

BG#



DAY NIGHT

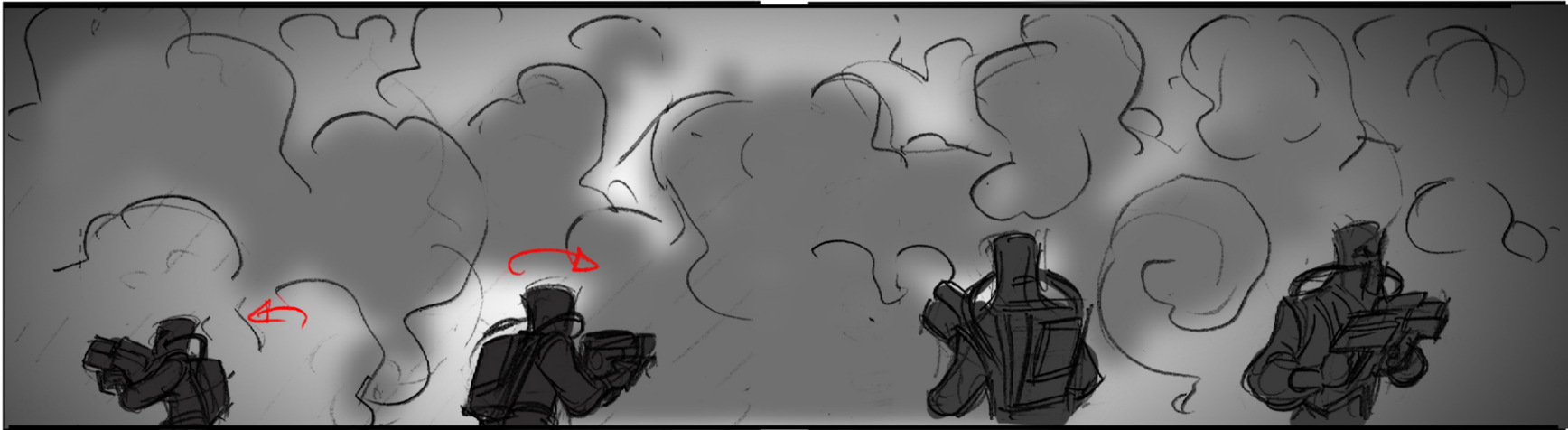
PANEL 1

SCENE 11 CONT'D

BG#

SCENE

BG#



DAY NIGHT

PANEL 2

DAY NIGHT

PANEL 3

ACTION

UPSHOT - LIGHTS FLICKER AS DRONES CONT TO LOOK AROUND - PAN RT TO LFT TO OTHER DRONES
LOOKING AROUND

DIAL

SFX: <SHRIEKS> <SCUTTLE CREATURE MOVEMENT>-----

SLUG

ACT: T 1 2 3

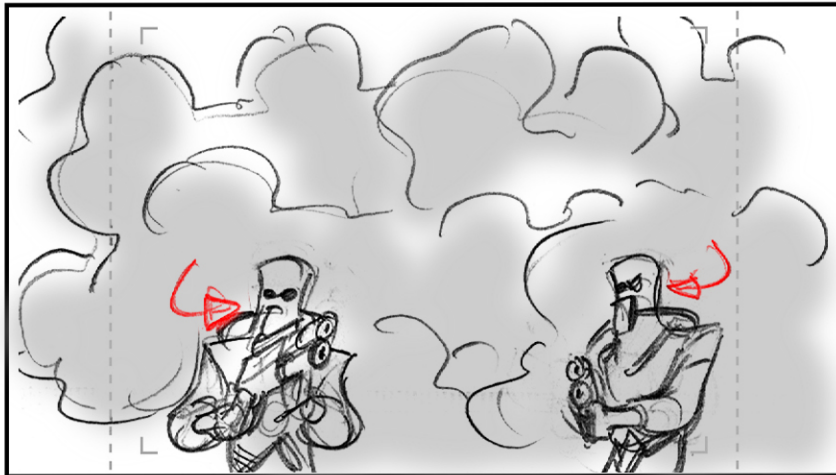
EP. #: 28



PAGE: 14

SCENE 11 CONT'D

BG#



DAY NIGHT

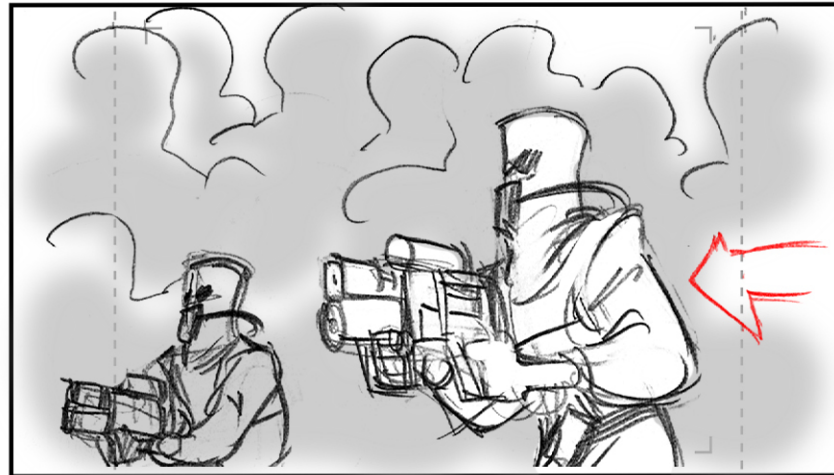
PANEL 4

ACTION

THEY REACT TO OS SCREAMING

SCENE 11 CONT'D

BG#



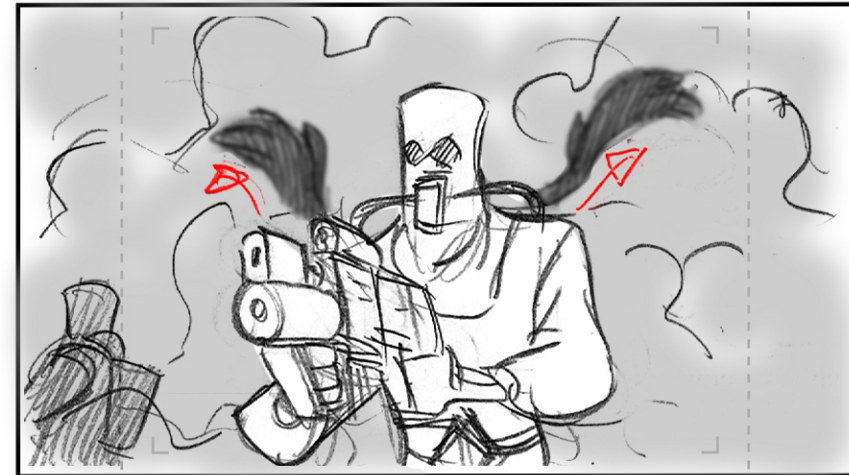
DAY NIGHT

PANEL 5

DRONE 2 RUNS INTO SCENE

SCENE 11 CONT'D

BG#



DAY NIGHT

PANEL 6

CAM PIVOTS TO HIM AS TENTACLES
REACH OUT OF SMOKE

DIAL

DRONE (OS): <SCREAMING>

DRONE 2: SOMEONE, REPORT!

I NEED A VISUAL ON THE...

SLUG

ACT: T 1 2 3

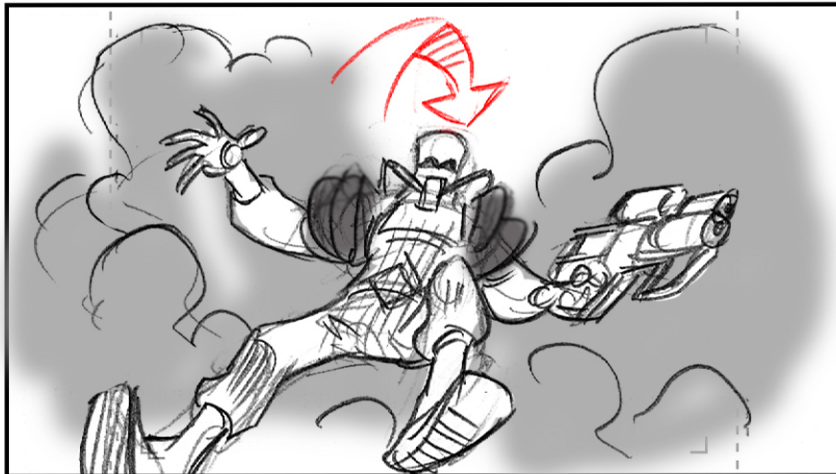
EP. #: 28



PAGE: 15

SCENE 11 CONT'D

BG#

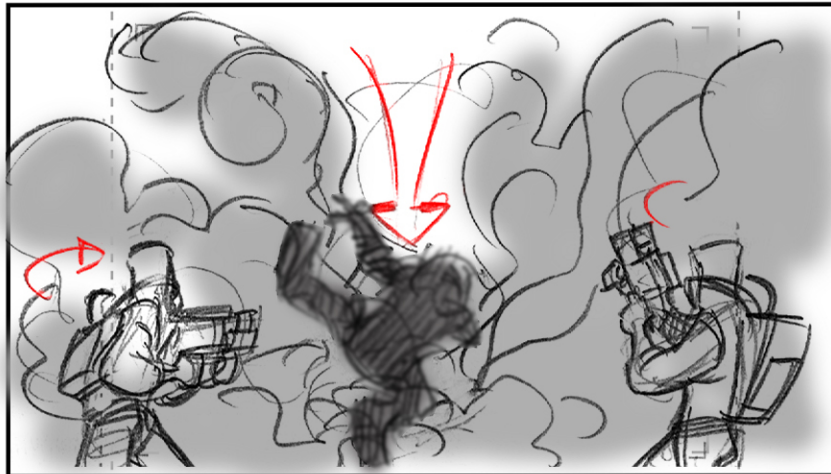


DAY NIGHT

PANEL 8

SCENE 11 CONT'D

BG#



DAY NIGHT

PANEL 9

SCENE 11 CONT'D

BG#



DAY NIGHT

PANEL 10

CUT

ACTION

TENTACLES PULL HIM INTO THE SMOKE... ...OTHER DRONES BACK AWAY AND START BLASTING ALL OVER

DIAL

DRONE 2: AIIIIIEEEE!!!

SLUG

ACT: T 1 2 3

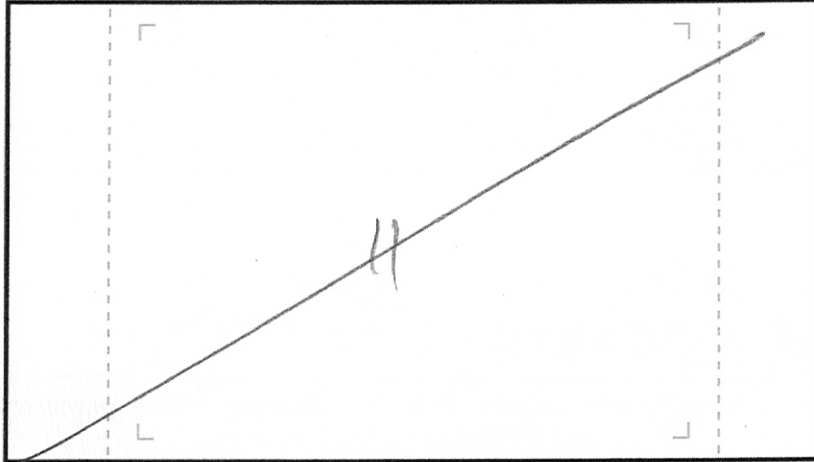
EP. #: 28



PAGE: 16

SCENE 9 cont

BG#

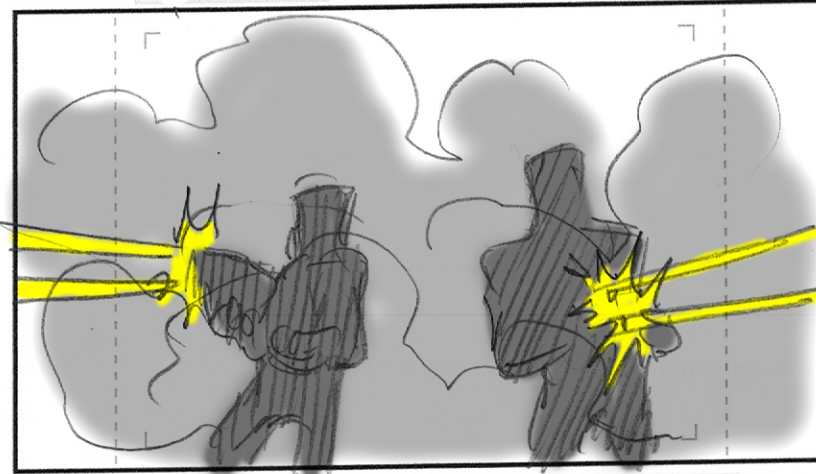


DAY NIGHT

PANEL 2

SCENE 12

BG#

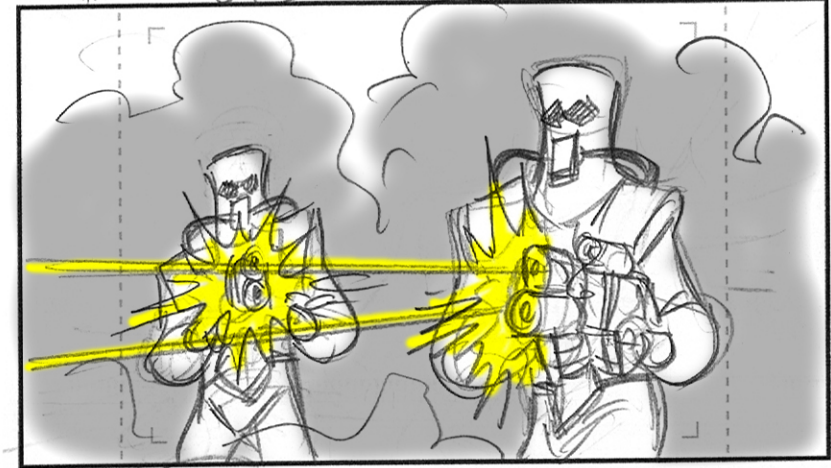


DAY NIGHT

PANEL 1

SCENE 12 CONT'D

BG#



DAY NIGHT

PANEL 2

ACTION

DRONES DEEP IN SMOKE FIRING OS

THEY STEP FORWARD
OUT OF SMOKE STILL
FIRING

DIAL

SLUG

ACT: T 1 2 3

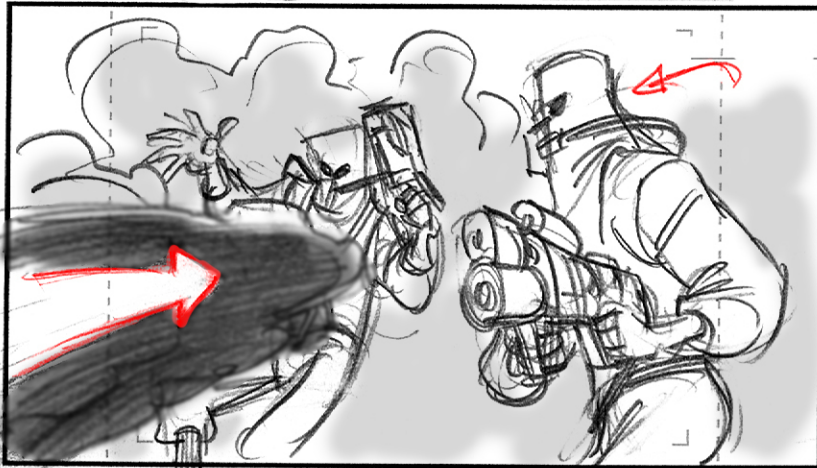
EP. #: 28



PAGE: 17

SCENE 12 CONT'D

BG#



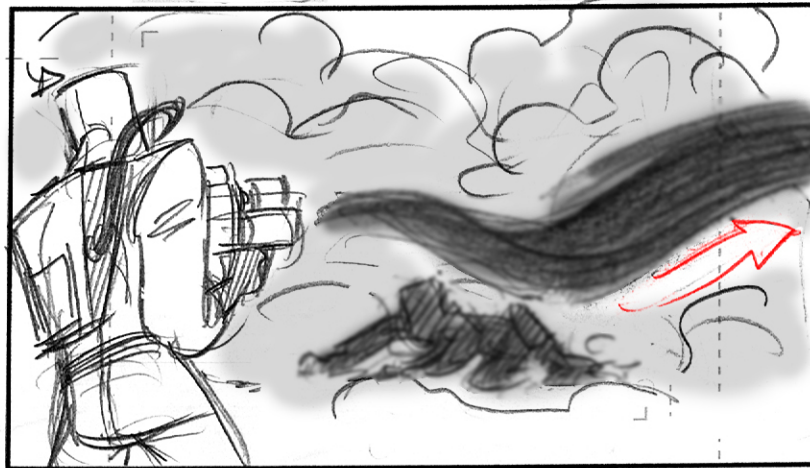
DAY NIGHT

PANEL

3

SCENE 12 CONT'D

BG#



DAY NIGHT

PANEL

4

CUT

SCENE 13

BG#



DAY NIGHT

PANEL

1

ACTION

SHADOW/BLUR TACKLES
ANOTHER DRONE

KNOCKING HIM INTO SMOKE
- PAN OVER W/ACTION-
SHADOW/BLUR CONTS OS

DRONE IN SMOKE ON GROUND
LOOKING AROUND IN FEAR

DIAL

SLUG

ACT: T 1 2 3

EP. #: 28



PAGE: 18

SCENE 13 CONT'D

BG#



DAY NIGHT

PANEL 2

ACTION

HE TURNS AROUND
- SHADOW MOVES IN BEHIND HIM

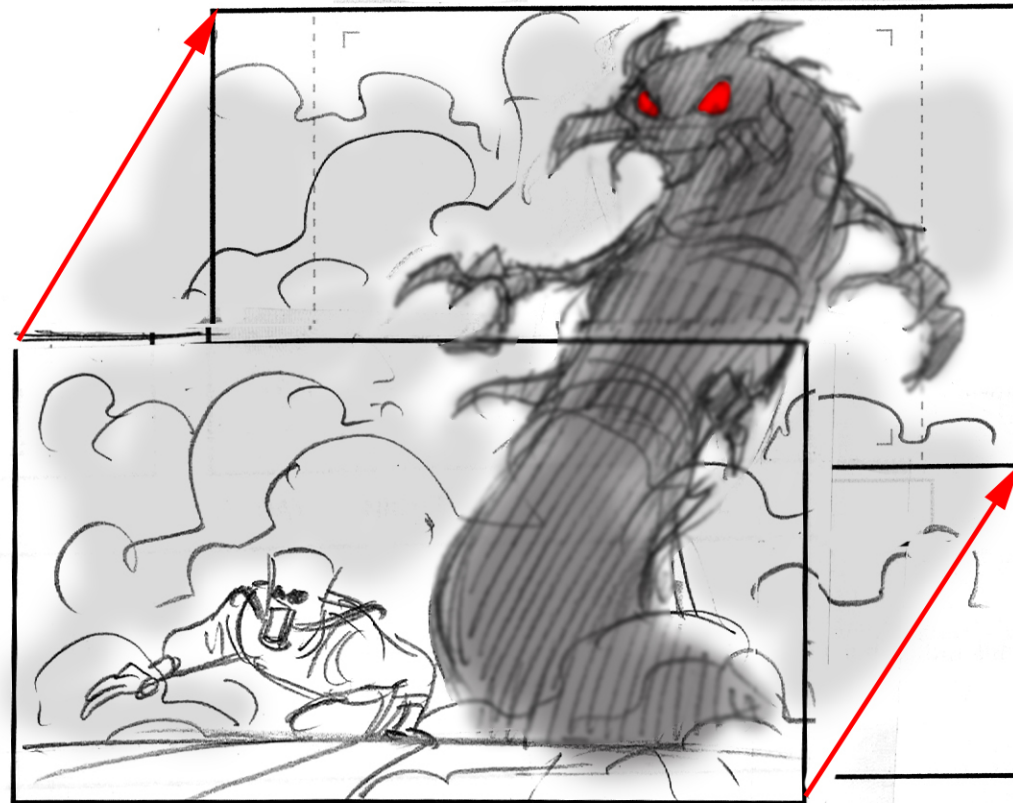
TRK OUT AS DRONE
STARTS TO CRAWL AWAY
-TRK UP TO SHADOW
LOOMING ABOVE HIM

DIAL

SLUG

SCENE 13 CONT'D

BG#



PANEL 3

CUT

ACT: T 1 2 3

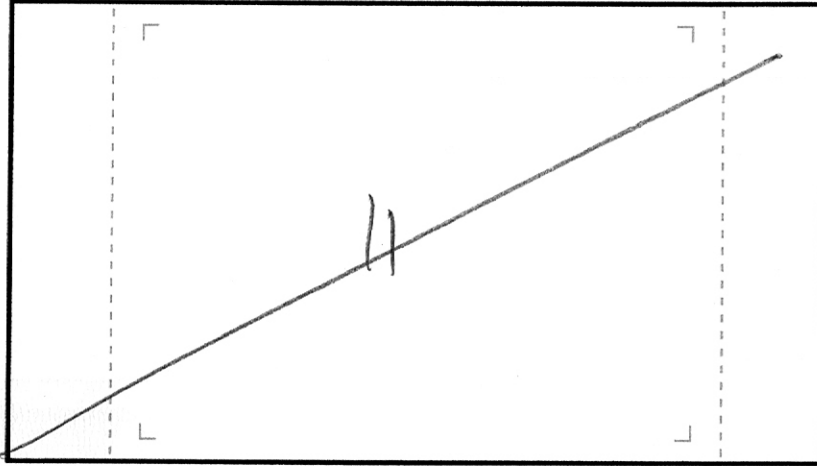
EP. #: 28



PAGE: 19

SCENE

BG#



DAY NIGHT

PANEL

SCENE

BG#

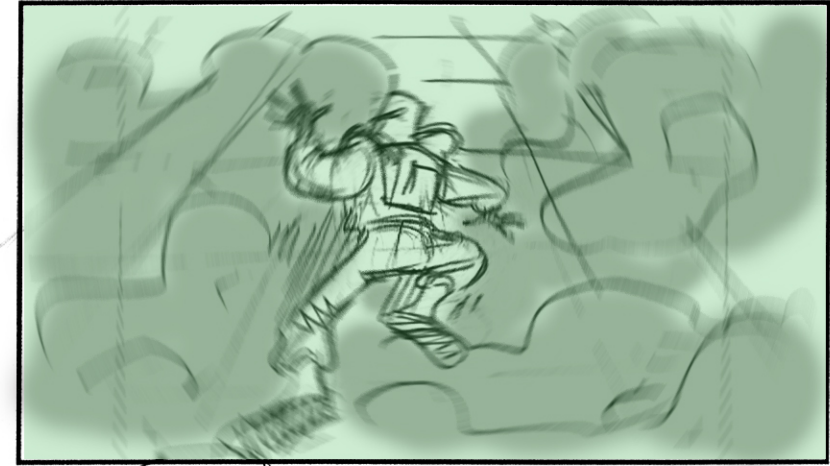


DAY NIGHT

PANEL

SCENE 14

BG#



DAY NIGHT

PANEL

1

ACTION

POV OF TECHNOVORE -
DRONE CRAWLS AWAY

<SPECIAL LENS/COLOR TREATMENT>

DIAL

SLUG

ACT: T 1 2 3

EP. #: 28



PAGE: 20

SCENE 14 CONT'D

BG#



DAY NIGHT

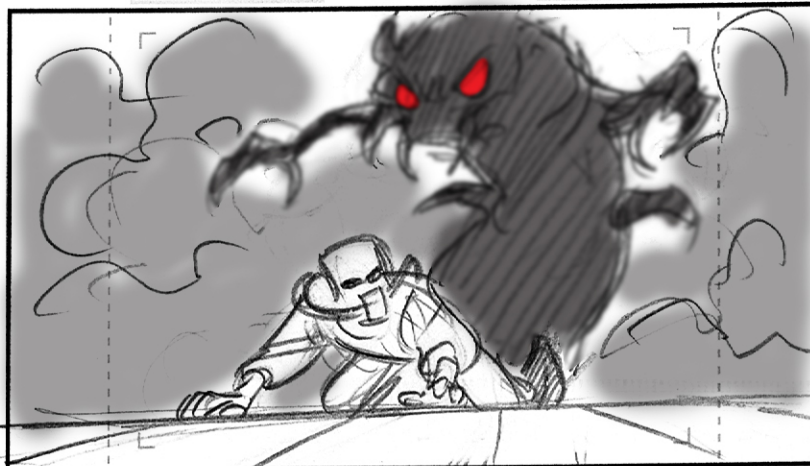
PANEL

2

CLT

SCENE 15

BG#



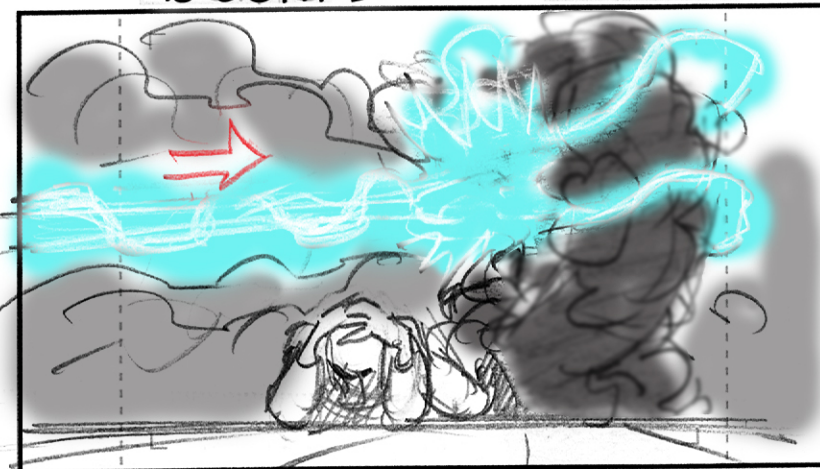
DAY NIGHT

PANEL

1

SCENE 15 CONT'D

BG#



DAY NIGHT

PANEL

2

ACTION

TRK IN AS TECHNOVORE
MOVES CLOSER

TECHNOVORE SHADOW
GETS READY TO ATTACK

BLAST FIRES INTO SC
FROM OS HITTING
CREATURE

DIAL

SFX: <SHRAM>

SLUG

ACT: T 1 2 3

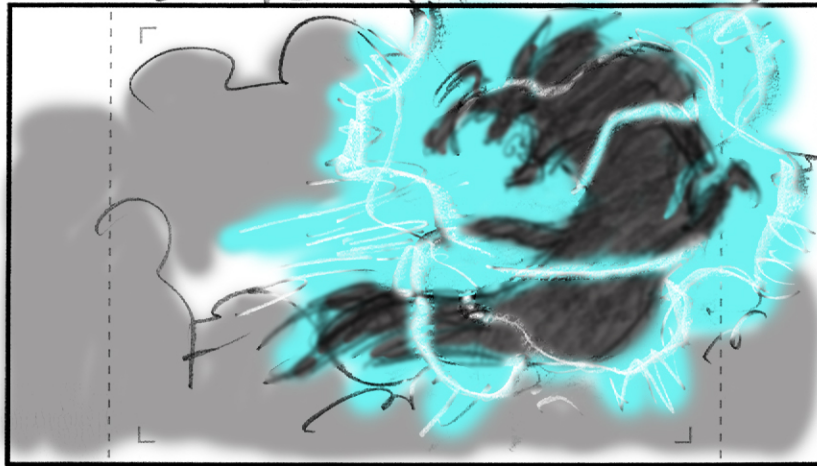
EP. #: 28



PAGE: 21

SCENE 15 CONT'D

BG#



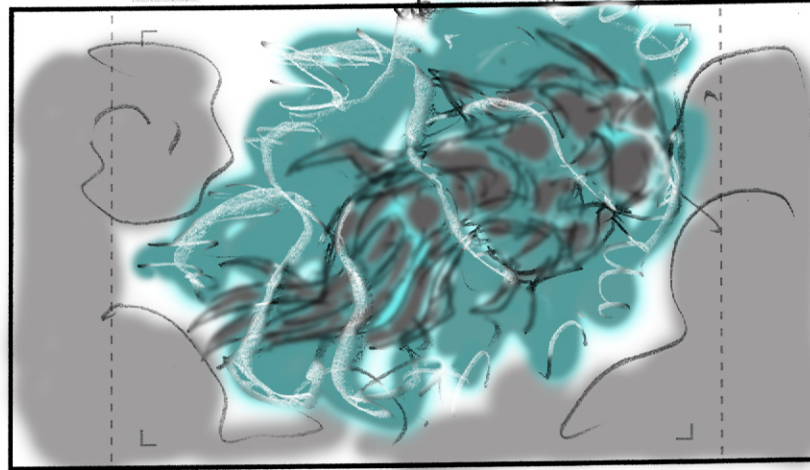
DAY NIGHT

PANEL

3

SCENE 15 CONT'D

BG#



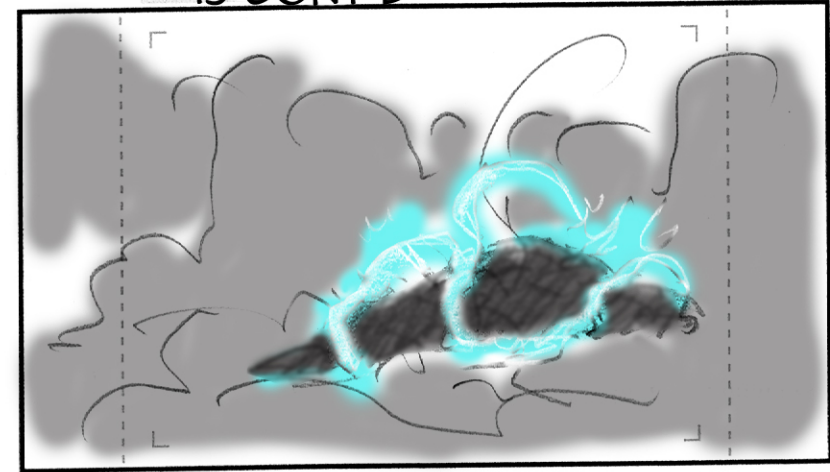
DAY NIGHT

PANEL

4

SCENE 15 CONT'D

BG#



DAY NIGHT

PANEL

5

CUT

ACTION THE CREATURE FLASHES NEGATIVE AND POSITIVE AS IT FLIES BACKWARDS INTO THE SMOKE
CAM TRACKS W/ACTION

DIAL

SLUG

ACT: T 1 2 3

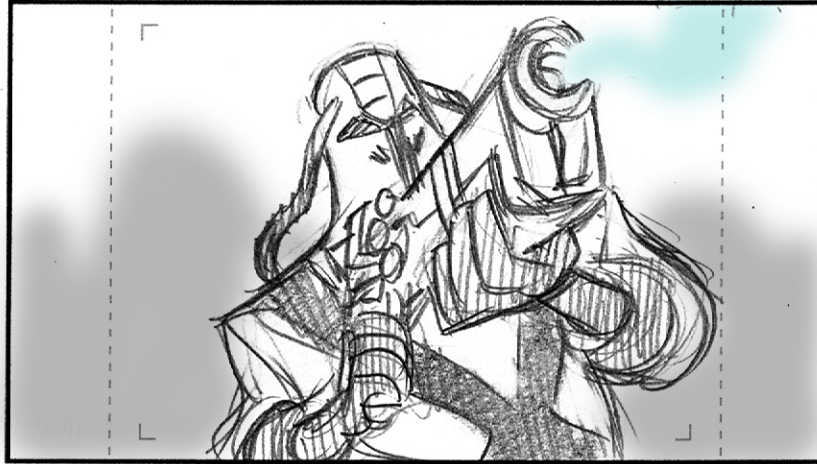
EP. #: 28



PAGE: 22

SCENE 16

BG#

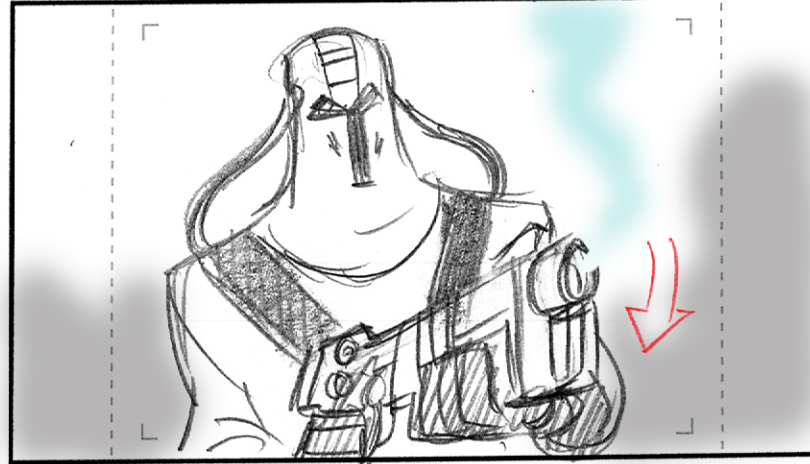


DAY NIGHT

PANEL 1

SCENE 16 CONT'D

BG#

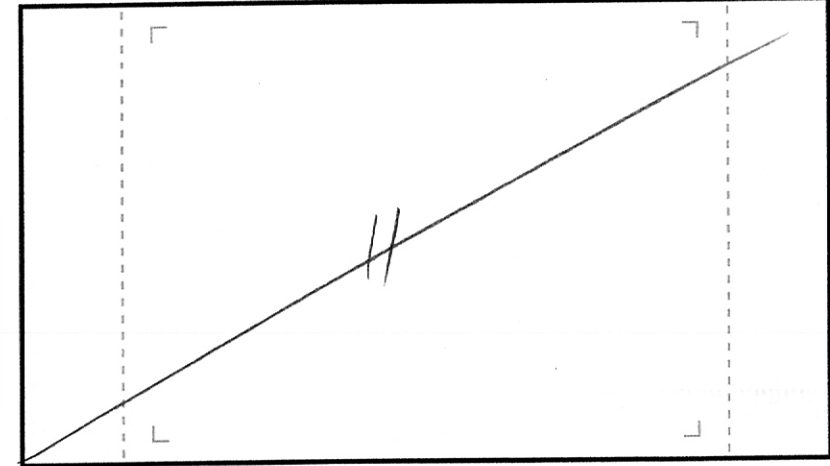


DAY NIGHT

PANEL 2 CUT

SCENE

BG#



DAY NIGHT

PANEL

ACTION UPSHOT - SCIENTIST SUPREME LOWERS CANNON

DIAL

SLUG

ACT: T 1 2 3

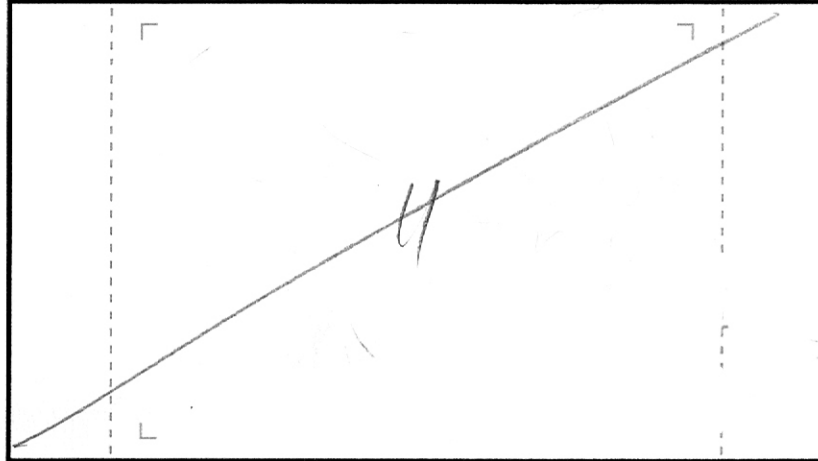
EP. #: 28



PAGE: 23

SCENE

BG#



DAY NIGHT

PANEL

SCENE 17

BG#

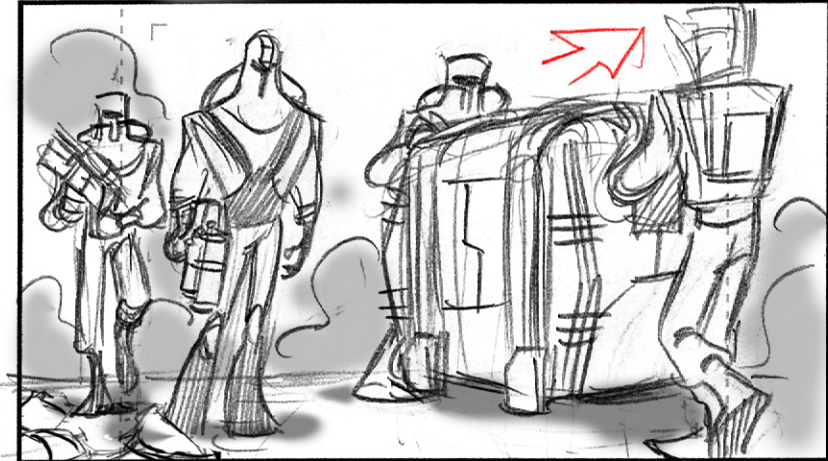


DAY NIGHT

PANEL 1

SCENE 17 CONT'D

BG#



DAY NIGHT

PANEL 2 CUT

ACTION

2 DRONES CARRY A NEW CONTAINER TOWARDS CAM

CAM ADJUST LFT TO RT

DIAL

SUPREME: CONTAIN THE CREATURE!

QUICKLY!!

SLUG

ACT: T 1 2 3

EP. #: 28



PAGE: 24

SCENE 18

BG#



DAY NIGHT

PANEL

1

CUT

SCENE 19

BG#



DAY NIGHT

PANEL

1

SCENE 19 CONT'D

BG#



DAY NIGHT

PANEL

2

ACTION

DRONE 1 STEPS UP TO
SUPREME

DRONES SHOVE CREATURE INTO CONTAINER

DIAL

DRONE 1: SUPREME - IS THIS
WORTH THE RISK?

SLUG

ACT: T 1 2 3

EP. #: 28



PAGE: 25

SCENE 19 CONT'D

BG#

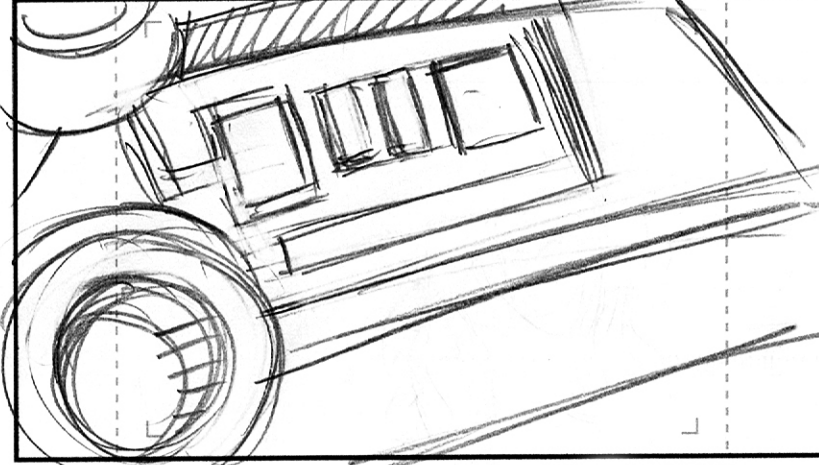


DAY NIGHT

PANEL 3 CUT

SCENE 20

BG#



DAY NIGHT

PANEL 1

SCENE 20 CONT'D

BG#



DAY NIGHT

PANEL 2

ACTION

THEY FINISH PUTTING CREATURE
INTO CONTAINER

CU CONTROL PANEL

DRONE REACHES INTO SC
AND PUSHES A BUTTON

DIAL

SLUG

ACT: T 1 2 3

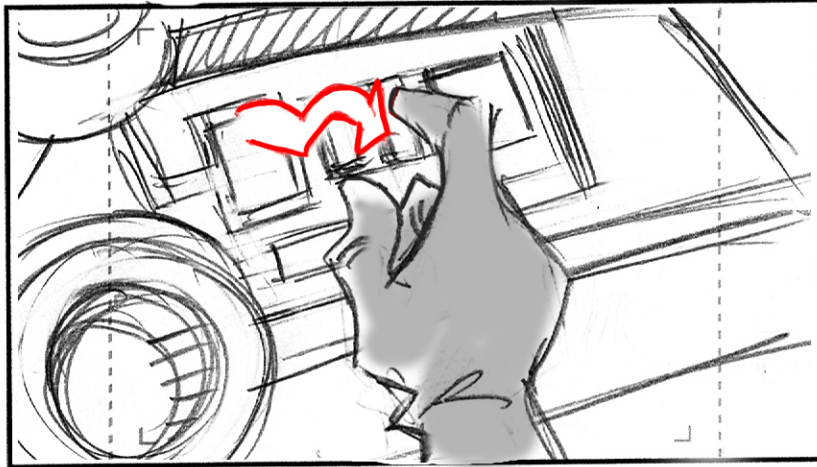
EP. #: 28



PAGE: 26

SCENE 20 CONT'D

BG#



DAY NIGHT

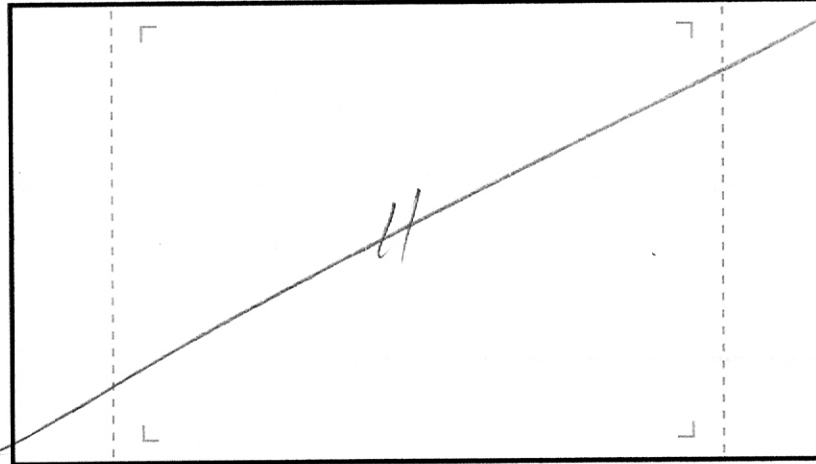
PANEL

3

CUT

SCENE

BG#

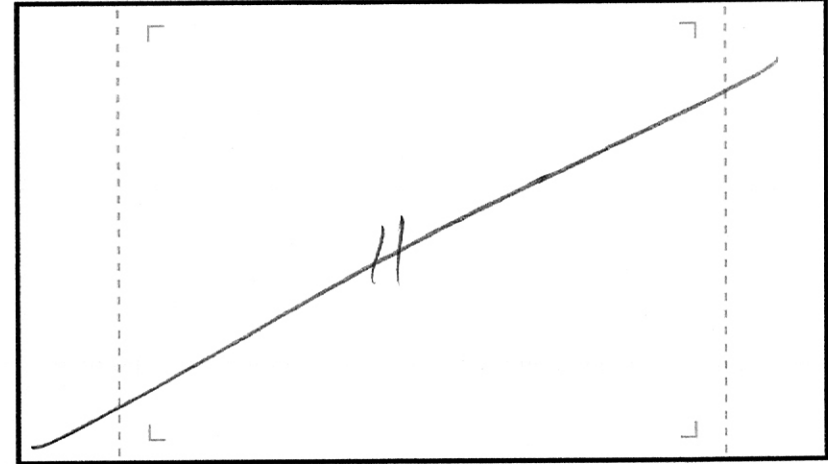


DAY NIGHT

PANEL

SCENE

BG#



DAY NIGHT

PANEL

ACTION

HE PUNCHES ANOTHER
BUTTON

DIAL

SLUG

ACT: T 1 2 3

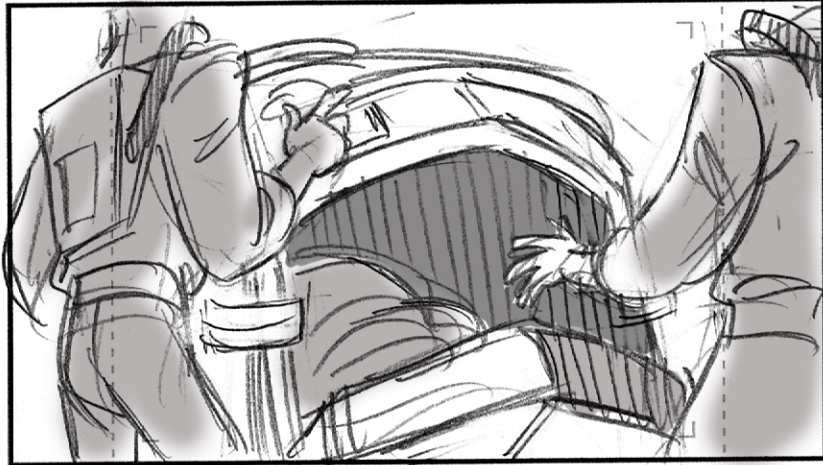
EP. #: 28



PAGE: 27

SCENE 21

BG#

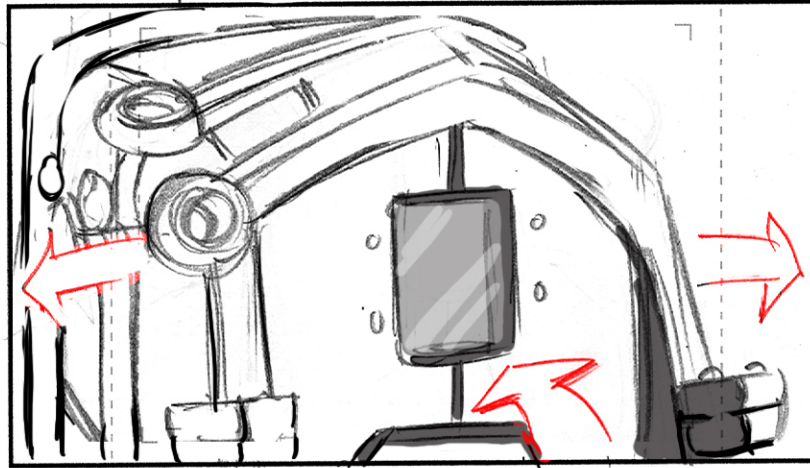


DAY NIGHT

PANEL 1

SCENE 21 CONT'D

BG#

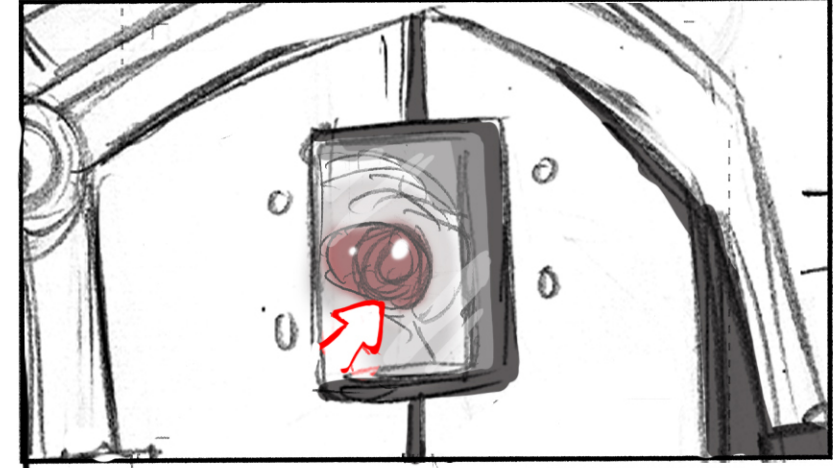


DAY NIGHT

PANEL 2

SCENE 21 CONT'D

BG#



DAY NIGHT

PANEL 3

CLUT

ACTION

DRONES STEP AWAY FROM
CONTAINER AS DOOR LIFTS UP

DOOR CLOSES AND LOCKS

CREATURE LIFTS UP INTO
WINDOW - CAM DRIFTS IN

DI/A'

SFX: <DOOR JISSES>

SFX: <CHUNK>

CREATURE: <SCREECHES>

SLUG

ACT: T 1 2 3

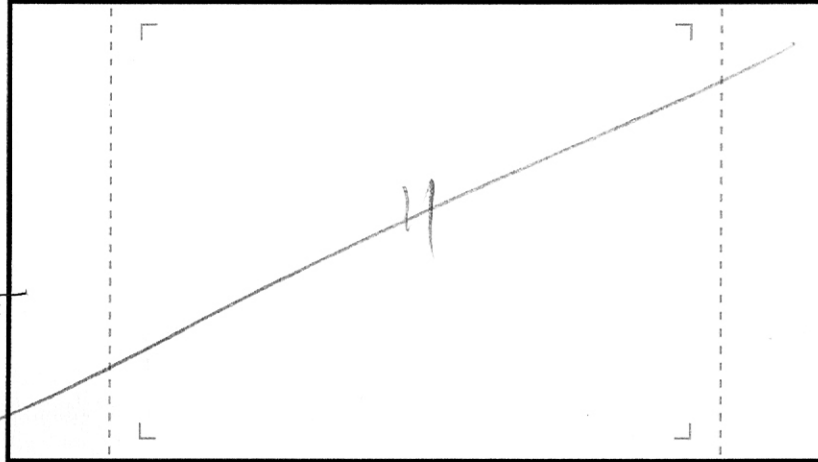
EP. #: 28



PAGE: 28

SCENE 22

BG#



DAY NIGHT

PANEL 2

ACTION

SCENE 22

BG#



DAY NIGHT

PANEL 1

INT. CONTAINER (THRU WINDOW)
- SUPREME STEPS UP TO WINDOW

SCENE 22 CONT'D

BG#



DAY NIGHT

PANEL 2

CLT

HE LEANS DOWN AND LOOKS IN

DIAL

SUPREME: LOAD THE CONTAINER-

SLUG

ACT: T 1 2 3

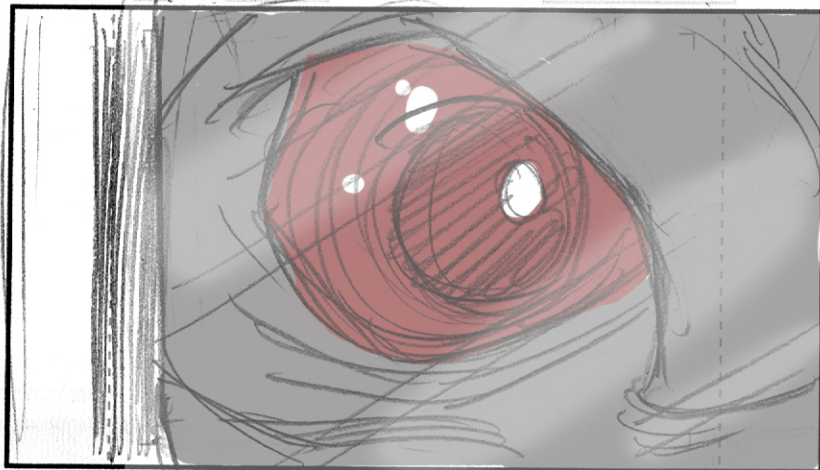
EP. #: 28



PAGE: 29

SCENE 23

BG#

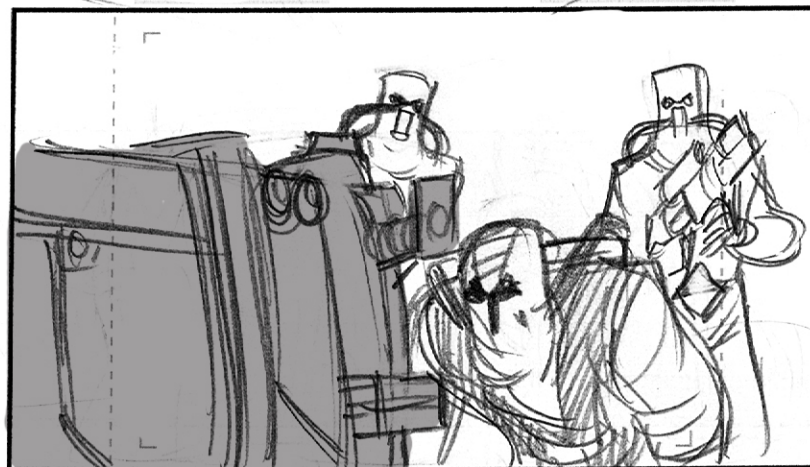


DAY NIGHT

PANEL 1

SCENE 24

BG#

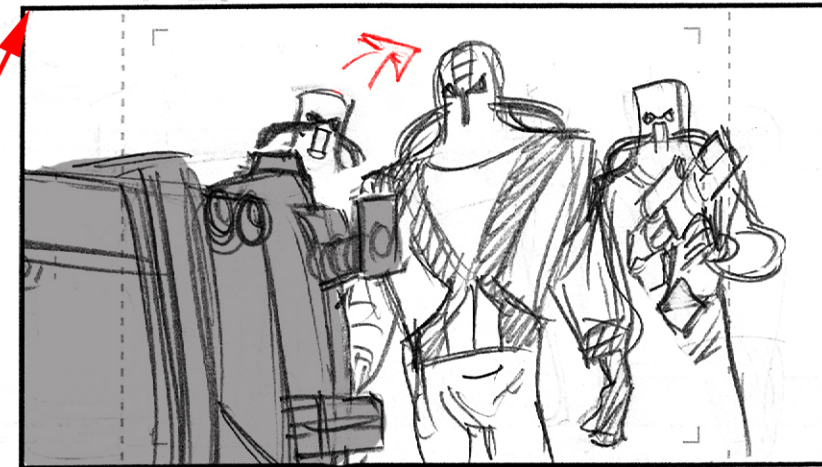


DAY NIGHT

PANEL 1

SCENE 24 CONT'D

BG#



DAY NIGHT

PANEL 2

CUT

ACTION SUPREME'S POV THRU WINDOW-
THE TECHNOVORE'S EYE

SUPREME BENT OVER LOOKING
INTO CONTAINER

CAM TRACKS AS HE STRAIGHTENS

DIAL

SUPREME: I WANT...

*...TO BE AT STARK INDUSTRIES
IN ONE HOUR!*

SLUG

ACT: T 1 2 3

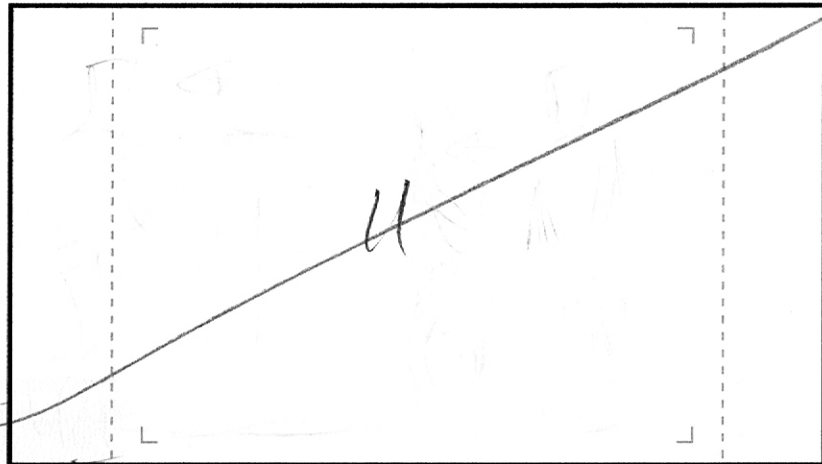
EP. #: 28



PAGE: 30

SCENE 17

BG#

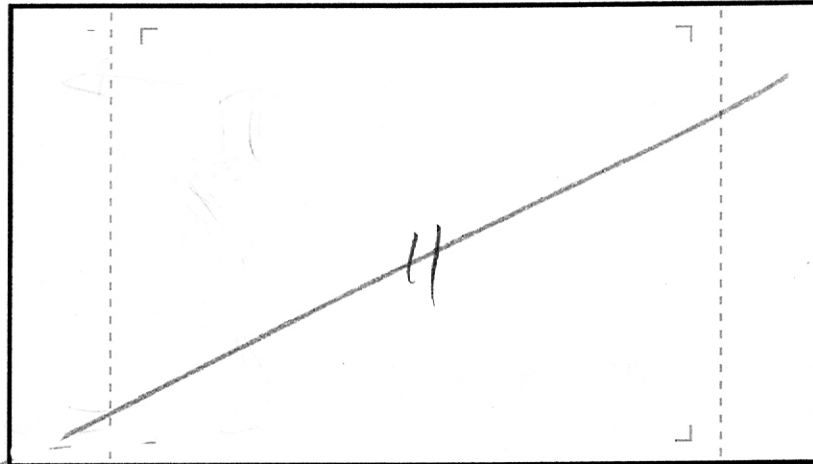


DAY NIGHT

PANEL

SCENE 18

BG#

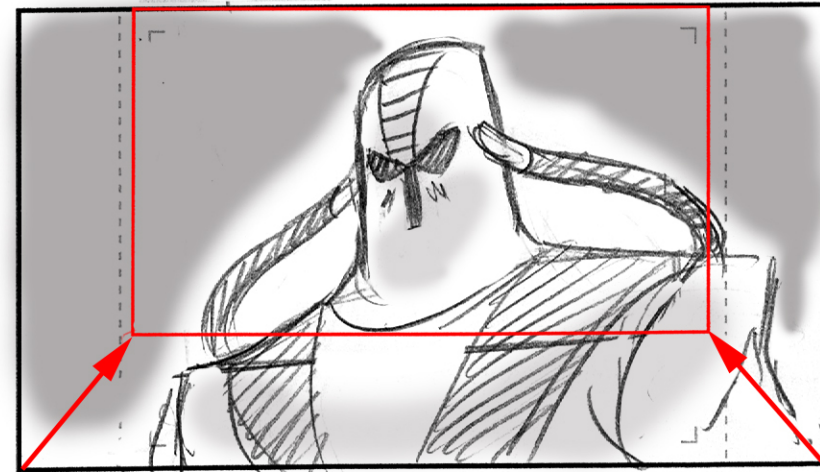


DAY NIGHT

PANEL

SCENE 25

BG#



DAY NIGHT

PANEL 1

ACTION

TRK IN TO SUPREME
SCIENTIST

SMASH
CLUT
TO
TITLES

DIAL

SUPREME: AIM WILL HAVE
ITS REVENGE!!

SLUG