

Scene # Panel # 1

Action

daynight

WIDESHOT
HUDDLES —

Dial



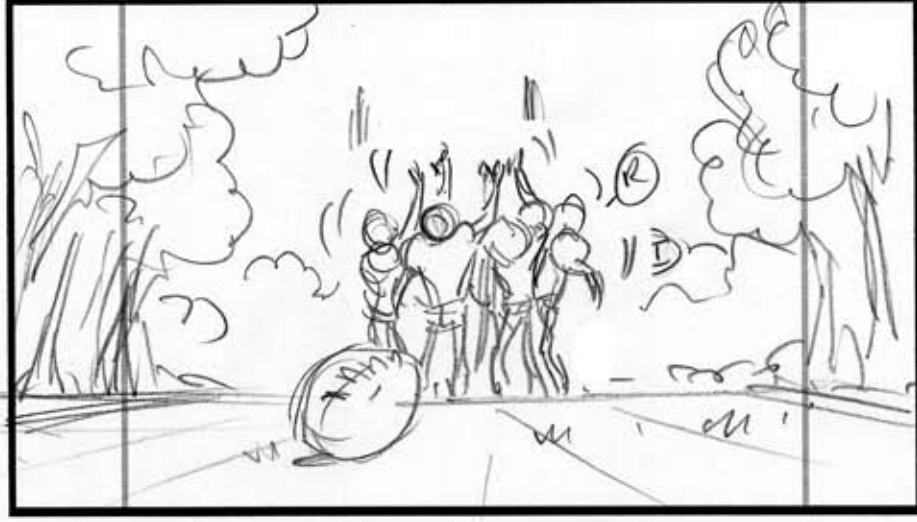
Scene # Panel # 2

Action

daynight

HUDDLES PRELUDES

Dial



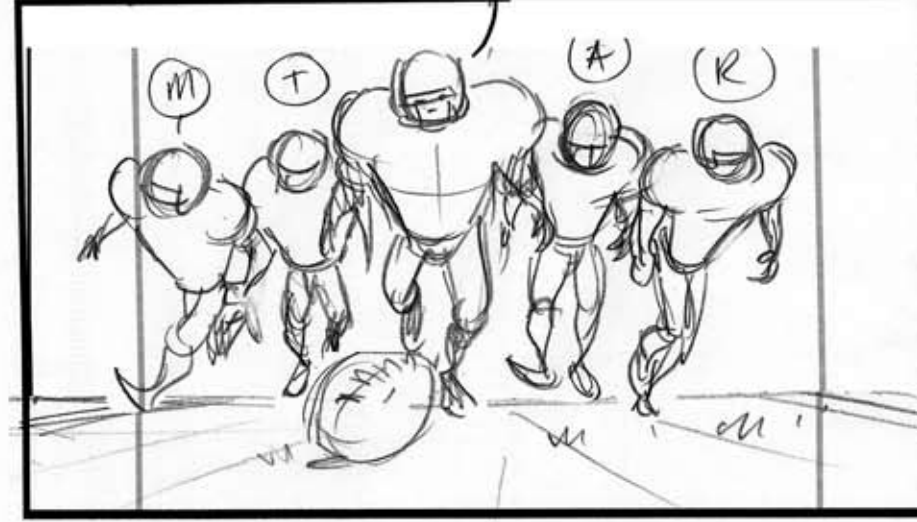
Scene # Panel # 3

Action

daynight

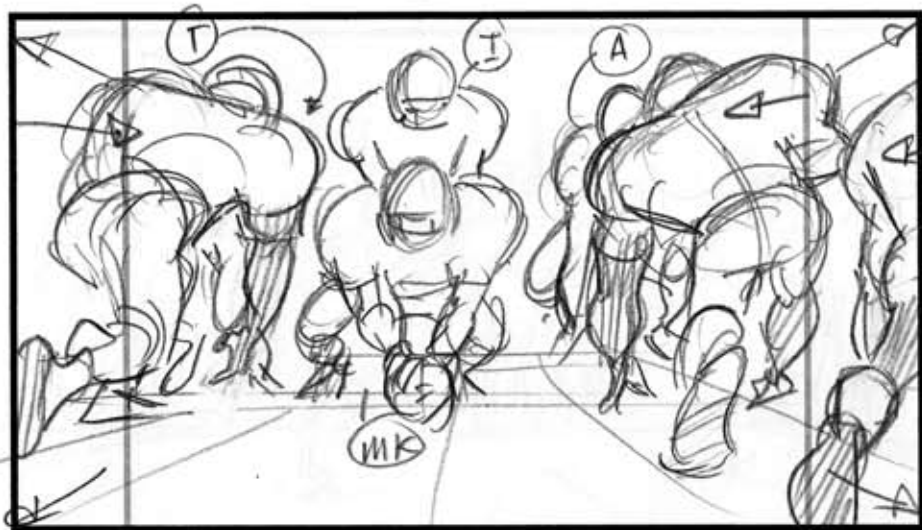
THEY RUN UP TO
SEMMAGE'S LINE

Dial



Scene # OUT Panel # 4

| | | |
|---|-----|-------|
| Action | day | night |
| THEN TAKE THEIR POSITIONS ON THE LINE - PULL OUT & SLIDE OTHER TEAM IN | | |
| Dial | | |



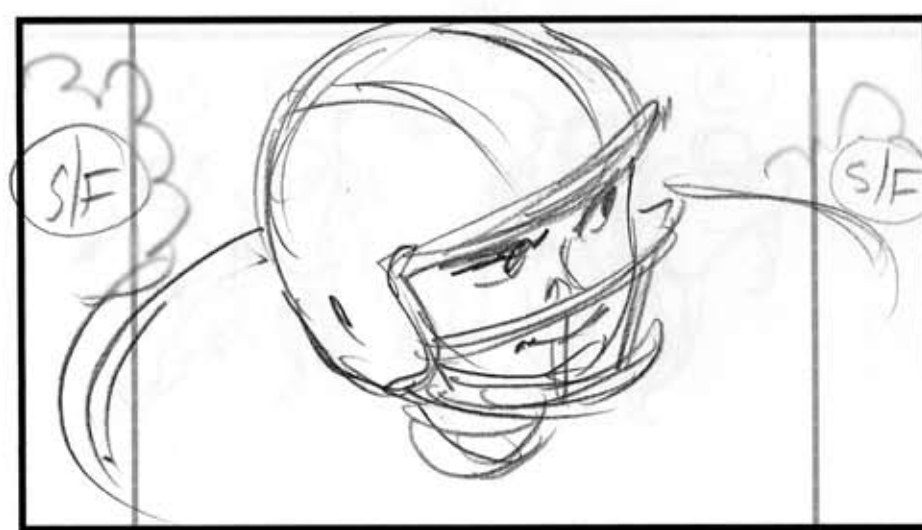
Scene # Panel # 1

| | | |
|----------------------------|-----|-------|
| Action | day | night |
| (faint sketch of a player) | | |
| Dial | | |



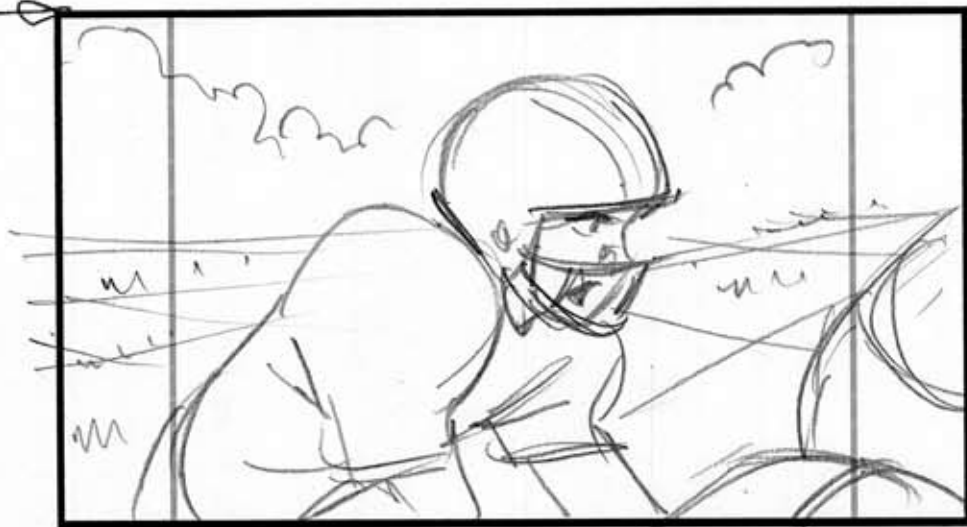
Scene # Panel # 1

| | | |
|--|-----|-------|
| Action | day | night |
| "They looks" OS, | | |
| Dial 26 <u>ISH(AS)</u> : TWENTY- FOUR... | | |



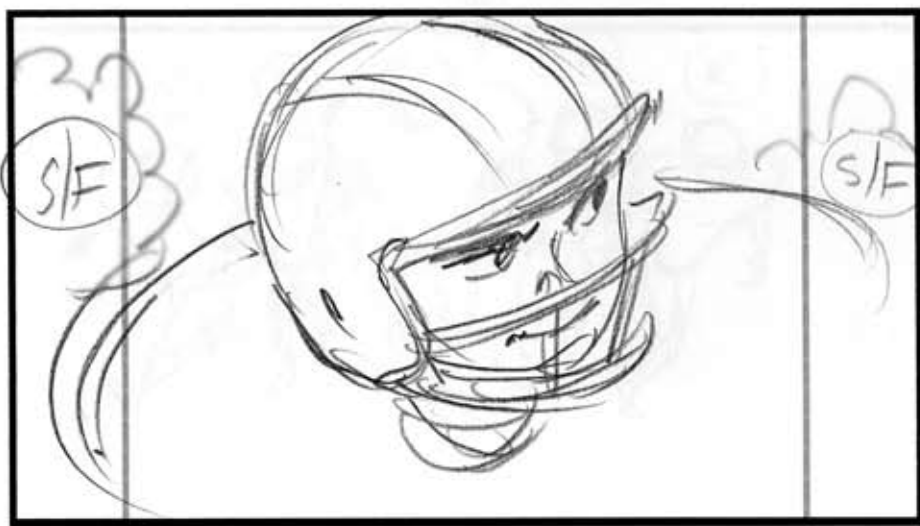
Scene # CONT Panel # 2

| | | | |
|--------------------|----------------|-----|-------|
| Action | 2IP | day | night |
| PAN OVER TO ISH | | | |
| Dial | ISH: Forty-six | | |



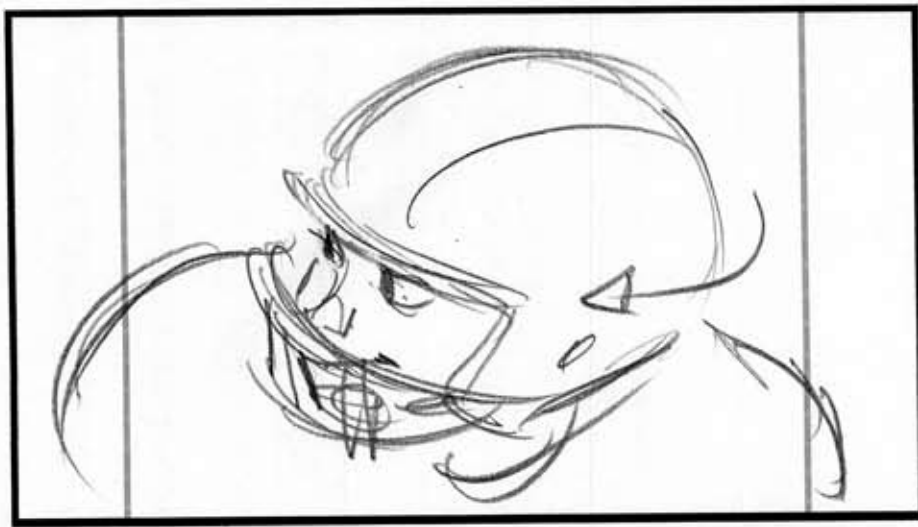
Scene # 1 Panel # 1

| | | |
|----------------------------------|-----|-------|
| Action | day | night |
| CU - Troy looking OS @ ISH | | |
| Dial | | |



Scene # CONT Panel # 2

| | | |
|------------------------------|---------------------------|-------|
| Action | day | night |
| He turns to look AT MARTY | | |
| Dial | ISH(as): Green Sixty - | |



Scene # Panel #

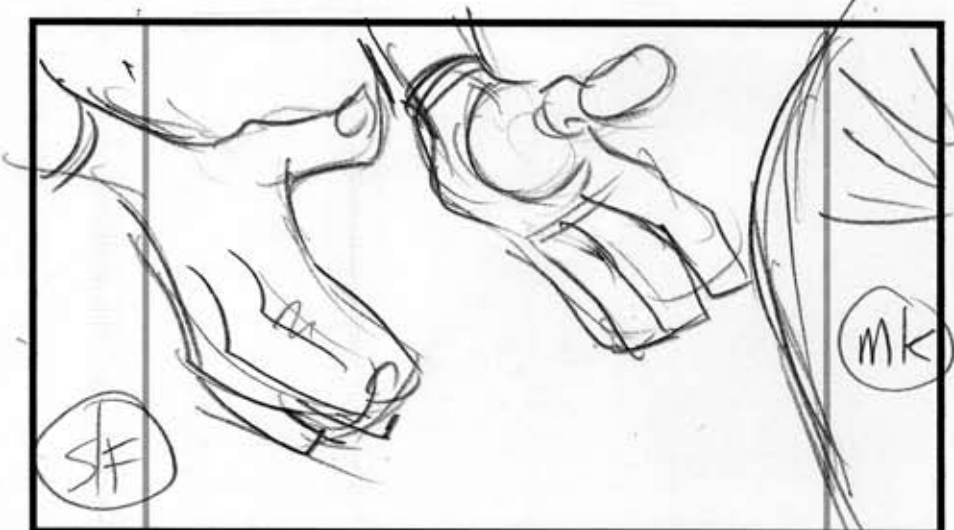
| | | |
|--------------------------------|-----|-------|
| Action | day | night |
| MIKA HOLDS BALL - DRIFT CAM | | |
| Dial | | |
| - HUT - | | |



← PAN

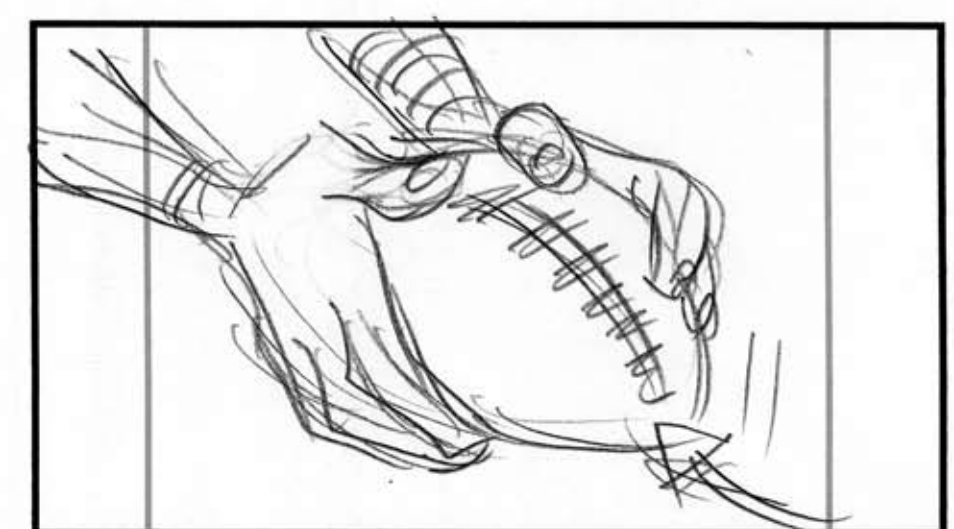
Scene # Panel #

| | | |
|------------------|-----|-------|
| Action | day | night |
| CO-ISH'S HANDS | | |
| Dial | | |
| ISH(OS): - Hike! | | |



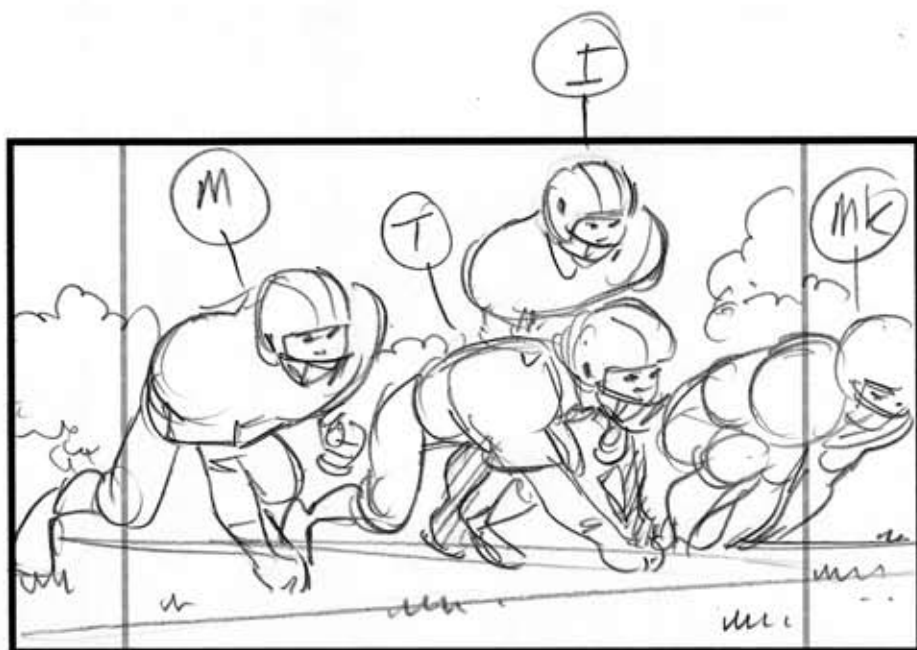
Scene # Panel #

| | | |
|----------------------|-----|-------|
| Action | day | night |
| FOOTBALL IS SWAPED - | | |
| Dial | | |



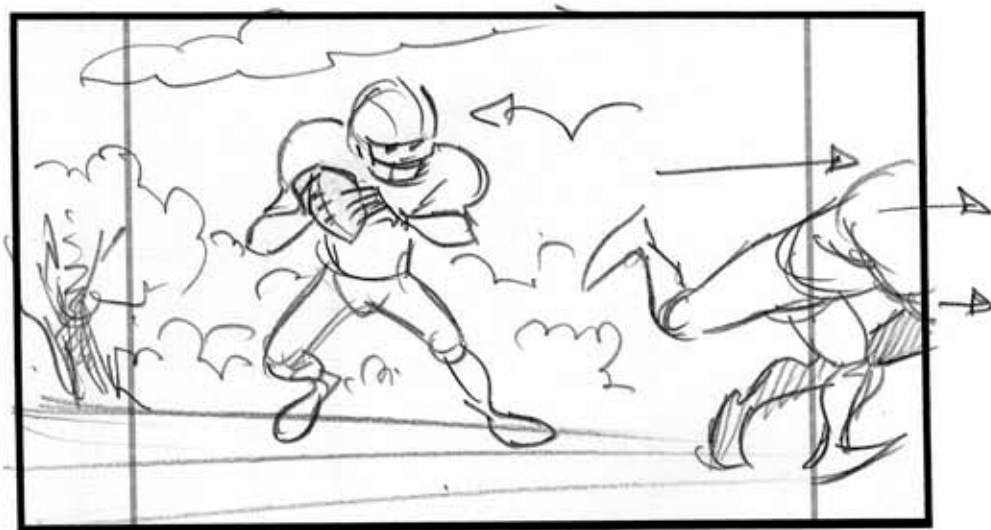
Scene # Panel #

| | | | |
|-----------------------|------|-----|-------|
| Action | Mika | day | night |
| MANTA & TROY LEWIS | | | |
| Dial | | | |



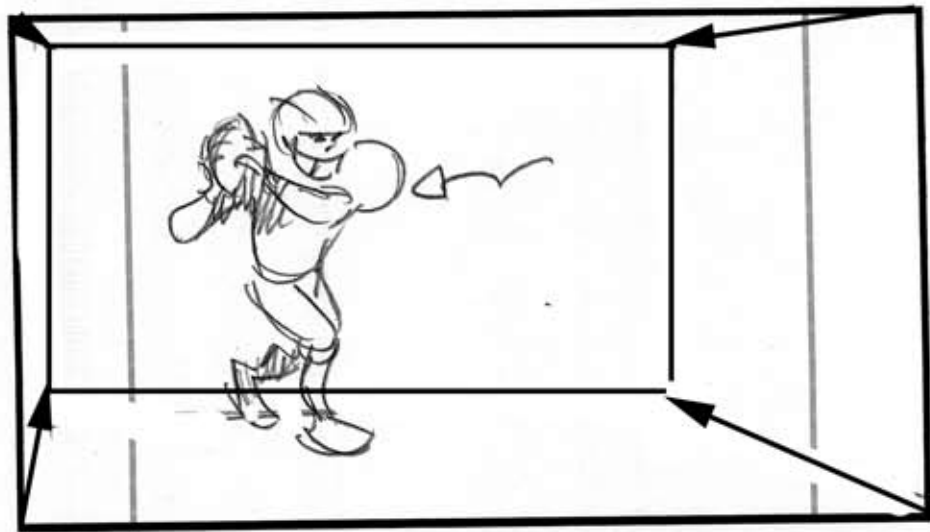
Scene # CONTD Panel #

| | | |
|-----------------------------|-----|-------|
| Action | day | night |
| AS ISA FALLS BACK W/BALL | | |
| Dial | | |



Scene # CONTD Panel #

| | | |
|--------------------------------|-----|-------|
| Action | day | night |
| CAM FOLLOWS ISA -TRK IN- | | |
| Dial | | |



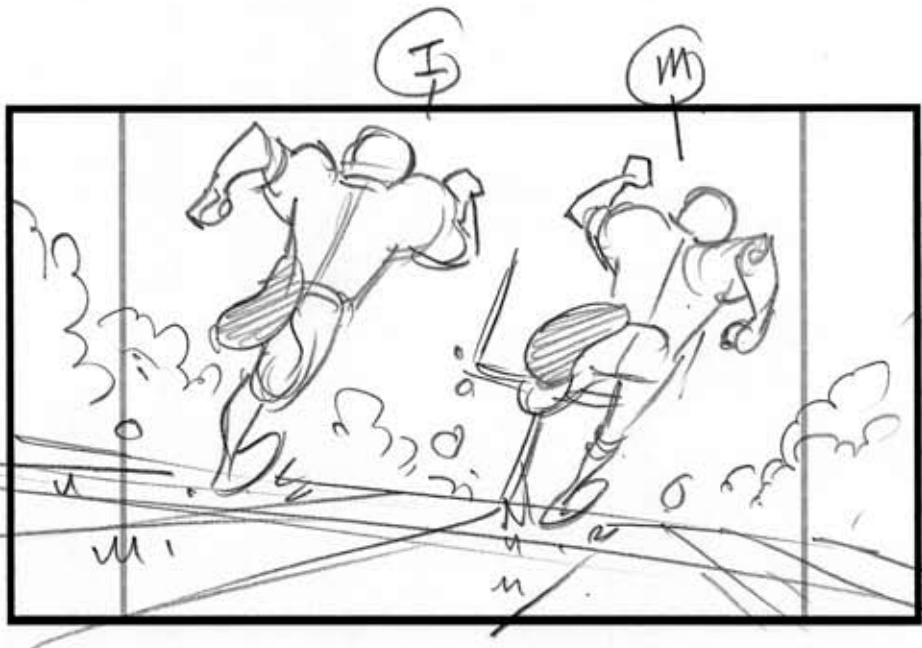
Scene # Panel # 1

Action

daynight

ISH'S POV -
MARTIN & TROY
RUN DOWN THE
FIELD

Dial



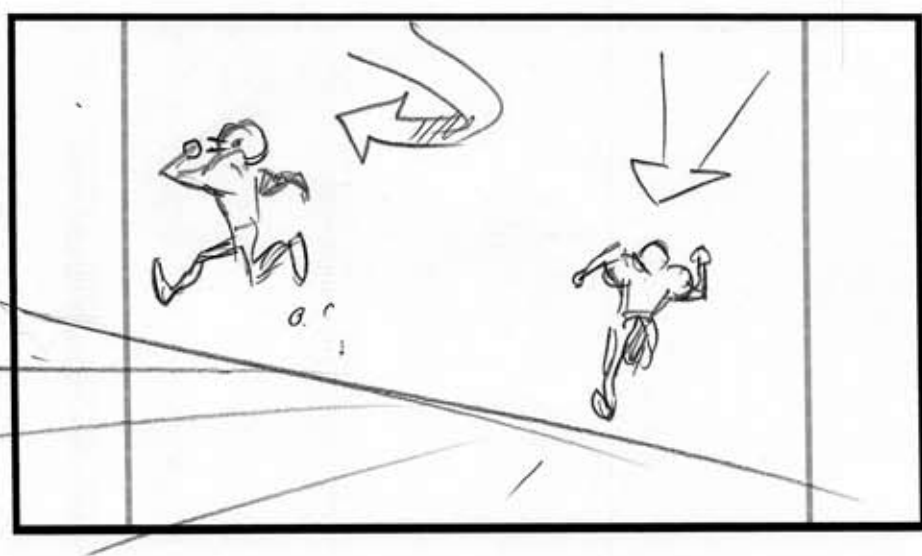
Scene # CONT'D Panel # 2

Action

daynight

MARTIN GOES DEEP
AS TROY BREAKS
SCREEN LFT

Dial



Scene # Panel # 1

Action

daynight

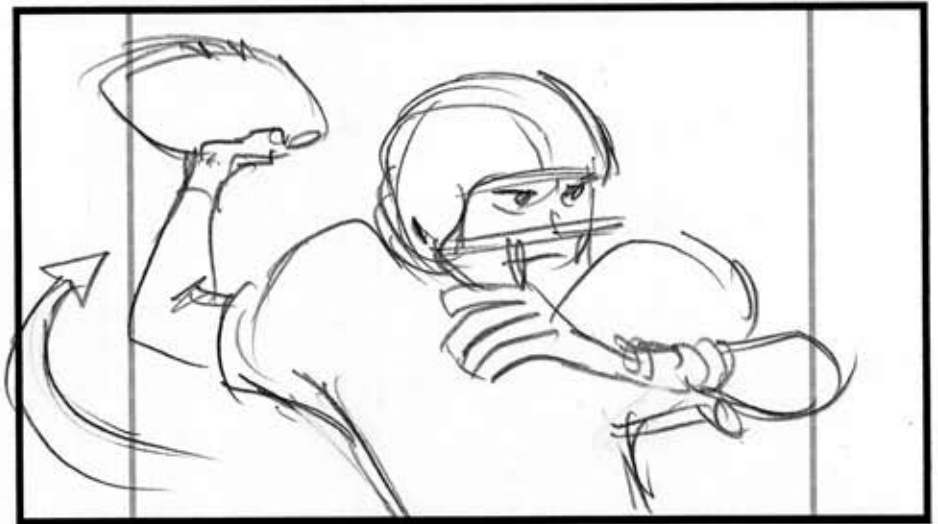
ISH LOOKS
DOWNFIELD -

Dial



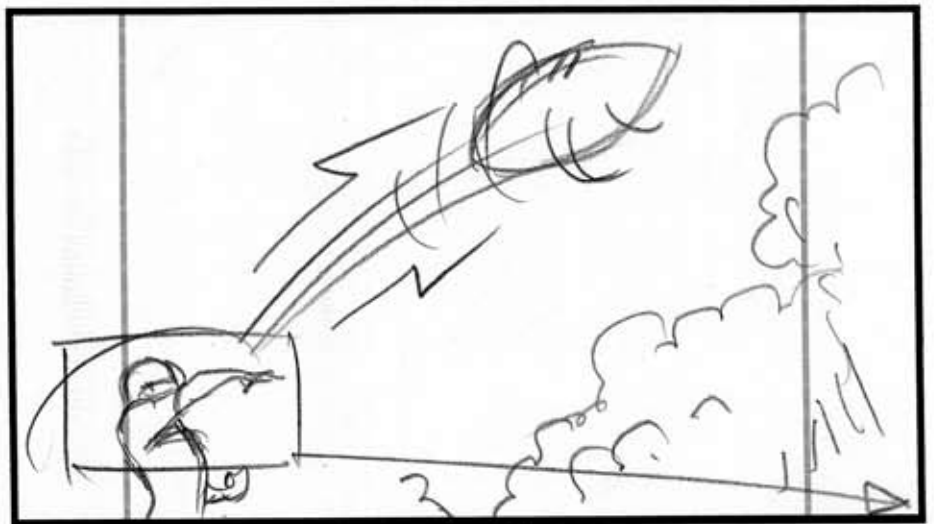
Scene # CONT Panel # 2

| | | |
|-----------------|-----|-------|
| Action | day | night |
| He Antic w/BALL | | |
| Dial | | |



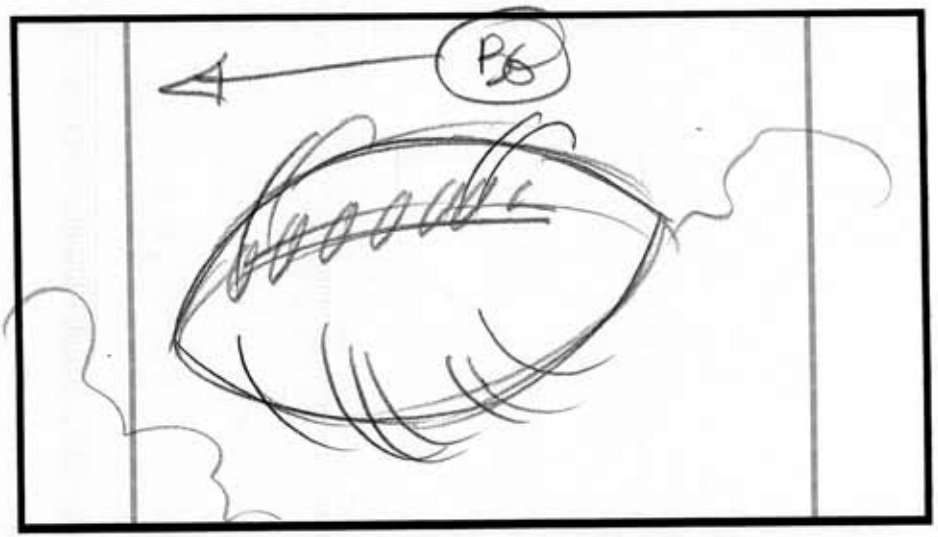
Scene # CONT Panel # 3

| | | |
|---------------------------------|-----|-------|
| Action | day | night |
| CAM ROLLS OUT AS HE THROWS BALL | | |
| Dial | | |



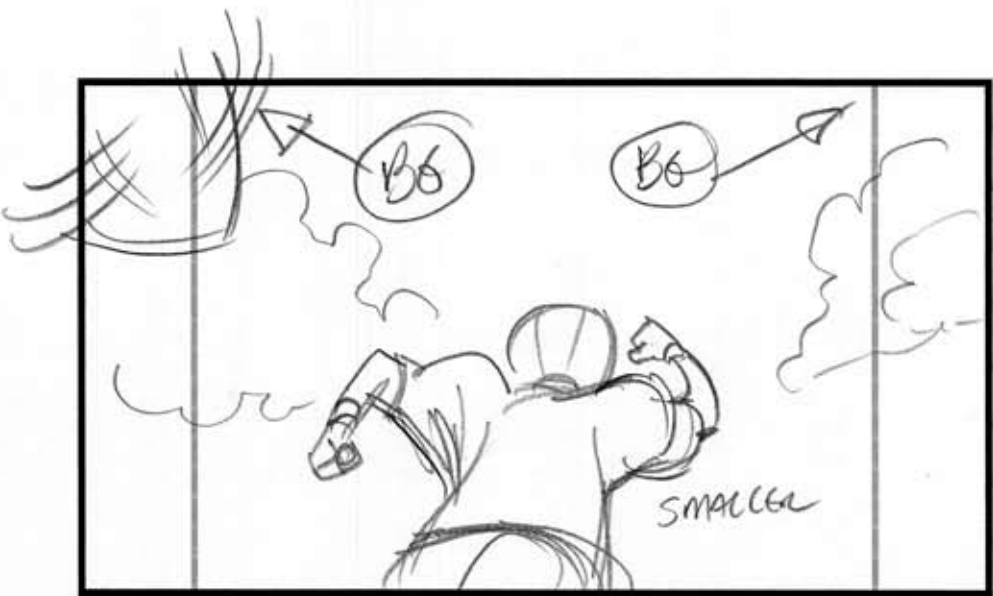
Scene # 1 Panel # 1

| | | |
|------------------------------|-----|-------|
| Action | day | night |
| PAN w/FOOTBALL AS IT SPIRALS | | |
| Dial | | |



Scene # Panel #

Action day night
Paw w/MARTIN
AS HE RUNS
AWAY FROM CAM
(BLADE SETUP)
Dial FOLLOW BALL



UPSHOT

Scene # Panel #

Action day night
HE TURNS
TO REACH FOR
BALL-
Dial



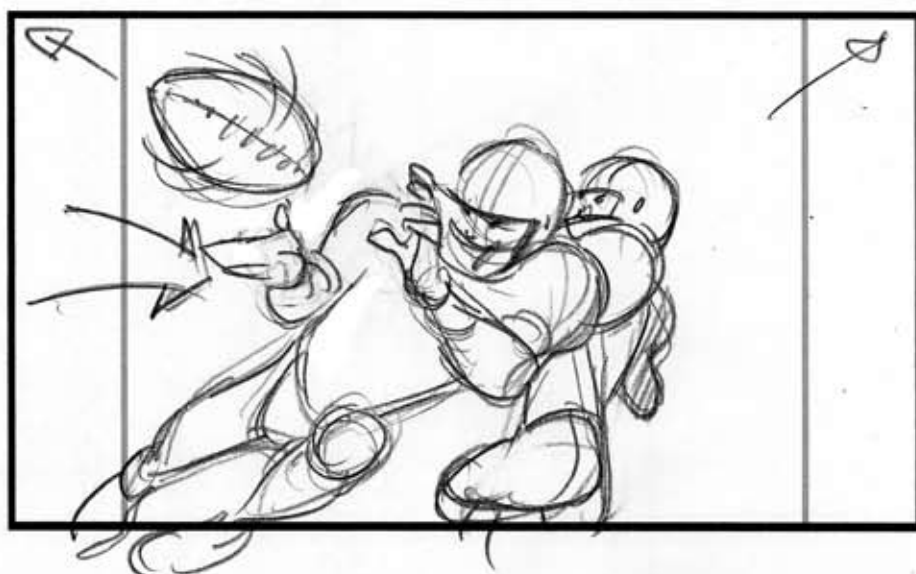
Scene # Panel #

Action day night
TROY JUMP INTO
SC AS BALL
GAINS INTO SC
Dial



Scene # Conto Panel # 4

| | | |
|---|-----|-------|
| Action | day | night |
| IN SLO-MO TROY BLOCKS MARTIN AS BALL GAINS INTO SC | | |
| Dial | | |



Scene # Conto Panel # 5

| | | |
|---|-----|-------|
| Action | day | night |
| BALL HITS TROY IN CHEST AS HE BLOCKS MARTIN | | |
| Dial | | |



Scene # Conto Panel # 6

| | | |
|---|-----|-------|
| Action | day | night |
| — BALL POPS OUT TOWARDS CAM AT REG. SPEED — | | |
| Dial | | |



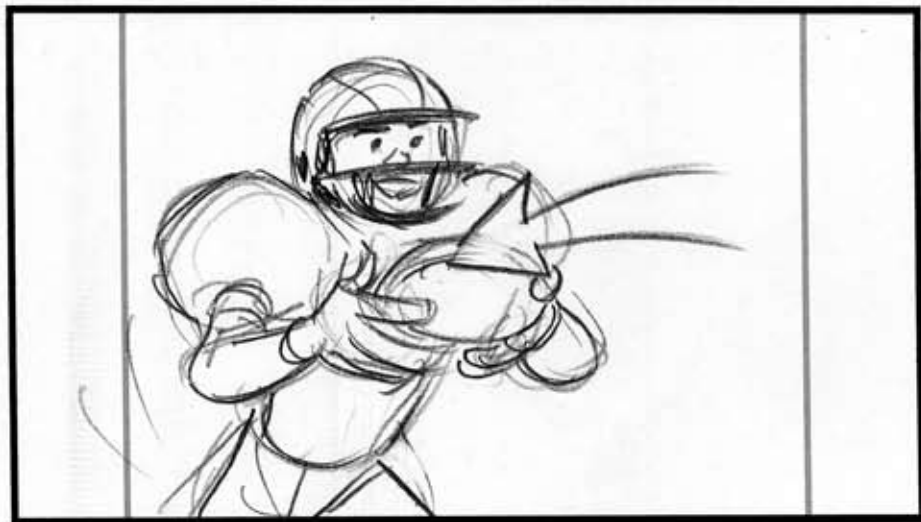
Scene # Panel # 1

| | | |
|---|-----|-------|
| Action | day | night |
| PAN W/BALL AS IT FLIES TOWARD PB D-BACK | | |
| Dial | | |



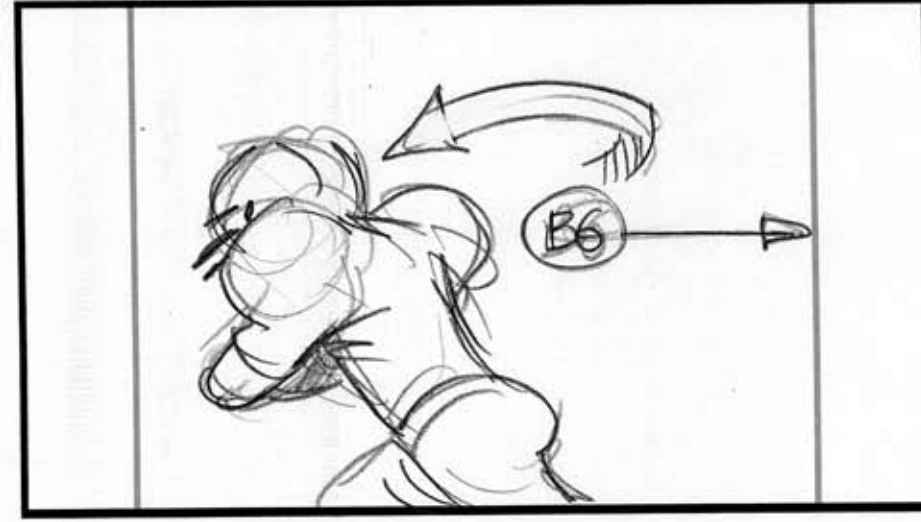
Scene # CONT Panel # 2

| | | |
|-----------------------------------|-----|-------|
| Action | day | night |
| POLAR BEAR D-BACK CATCHES BALL | | |
| Dial | | |



Scene # CONT Panel # 3

| | | |
|---------------------------------|-----|-------|
| Action | day | night |
| HE TURNS & RUNS PAN W/HIM | | |
| Dial | | |



Scene # Panel #

| | | |
|--------------------|-----|-------|
| Action | day | night |
| ISH LEAVES STUNNED | | |
| Dial | | |



Scene # CONTD Panel #

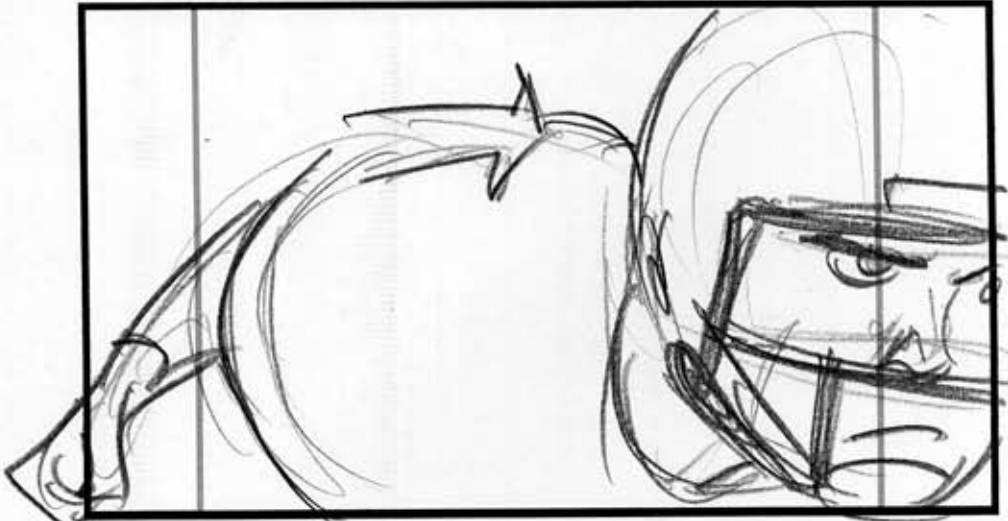
| | | |
|------------------------|-----|-------|
| Action | day | night |
| HE LOOKS DETERMINED... | | |
| Dial | | |

29 ISH: NOT ON MY WATCH!



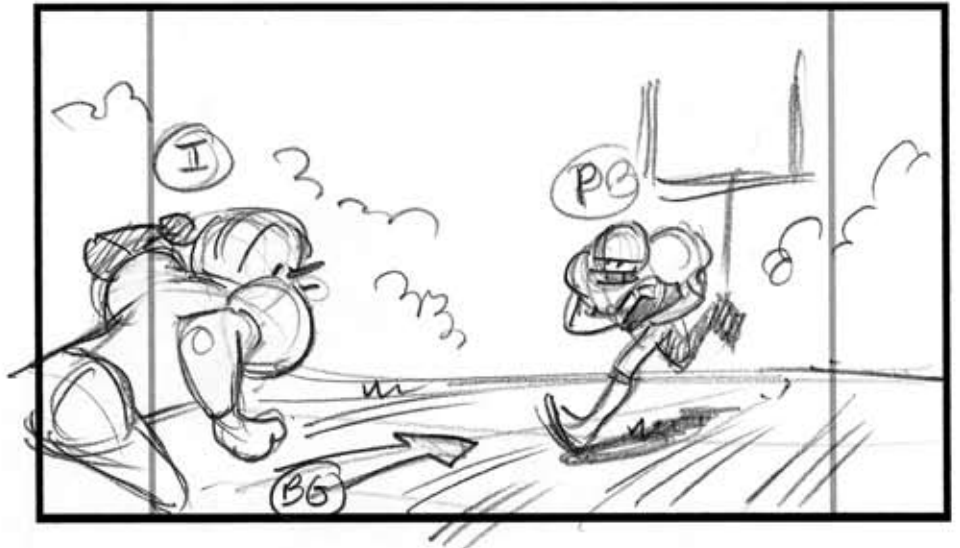
Scene # CONTD Panel #

| | | |
|-----------------|-----|-------|
| Action | day | night |
| ...AND RUNS OS. | | |
| Dial | | |



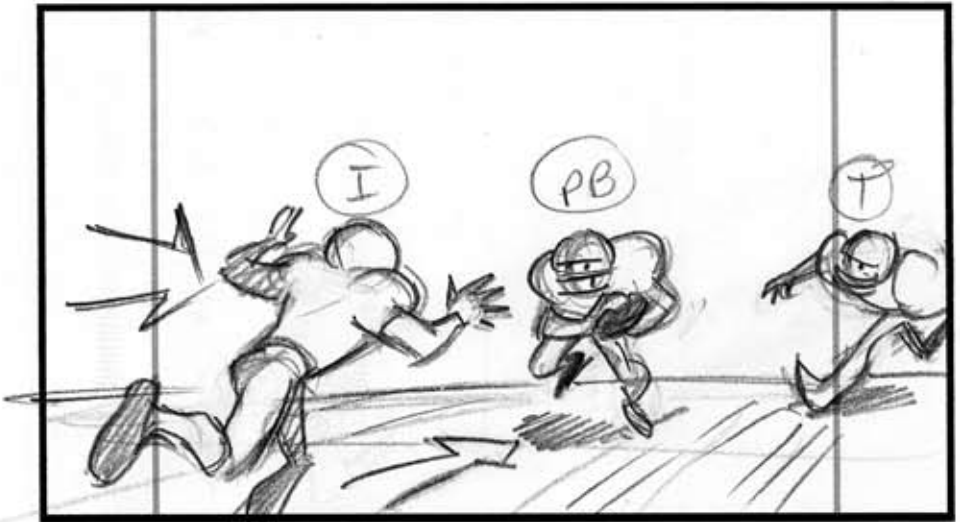
Scene # Panel #

Action day night
 1st runs towards
 PB D. Back.
 <ANIMATE GROUND>
 Dial



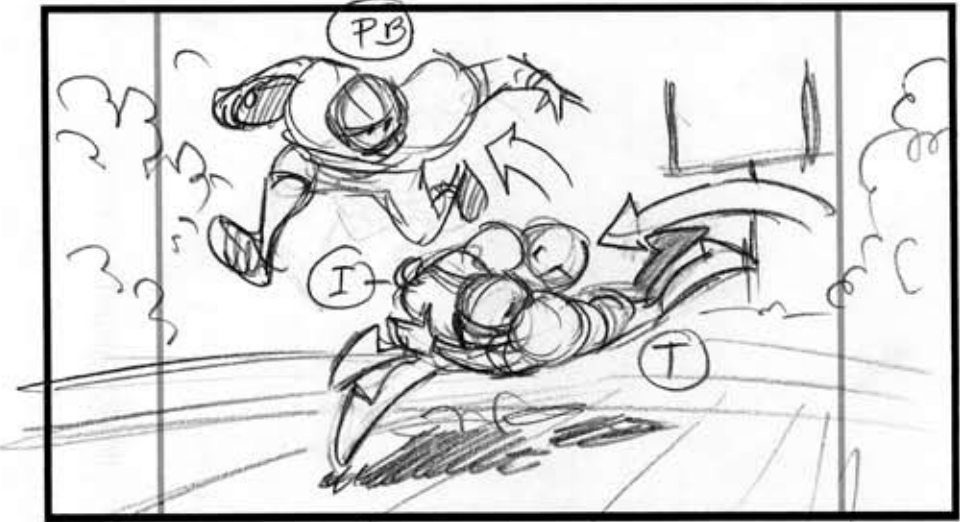
Scene # CONT'D Panel #

Action day night
 1st is just about
 to tackle PB
 — Troy into sc—
 Dial



Scene # CONT'D Panel #

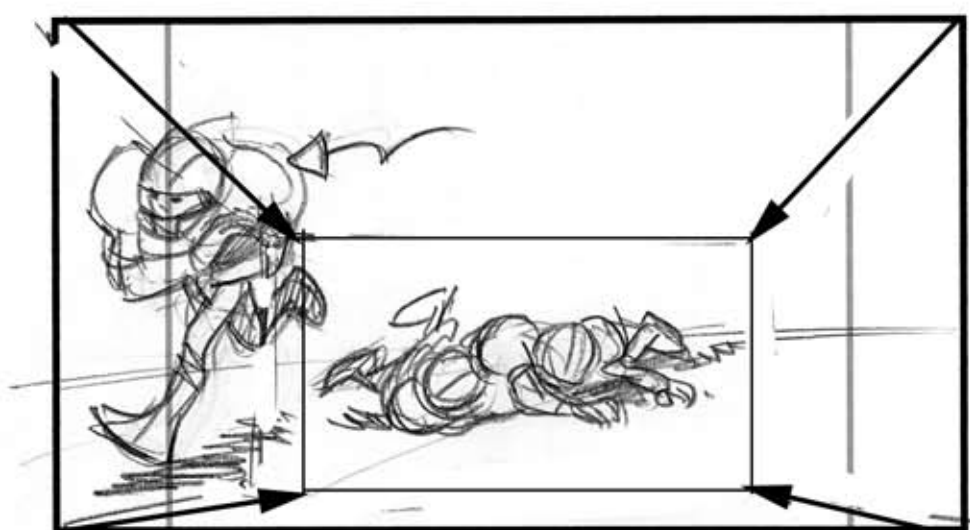
Action day night
 Troy hits 1st
 as PB jumps
 over them—
 Dial
 28. 1st/Troy <GROUNTS>



Scene # Conto Panel # 4

Action day night
PB D-BACK CATCHES
TO CAM —
TRUCK INTO TROU/ISH

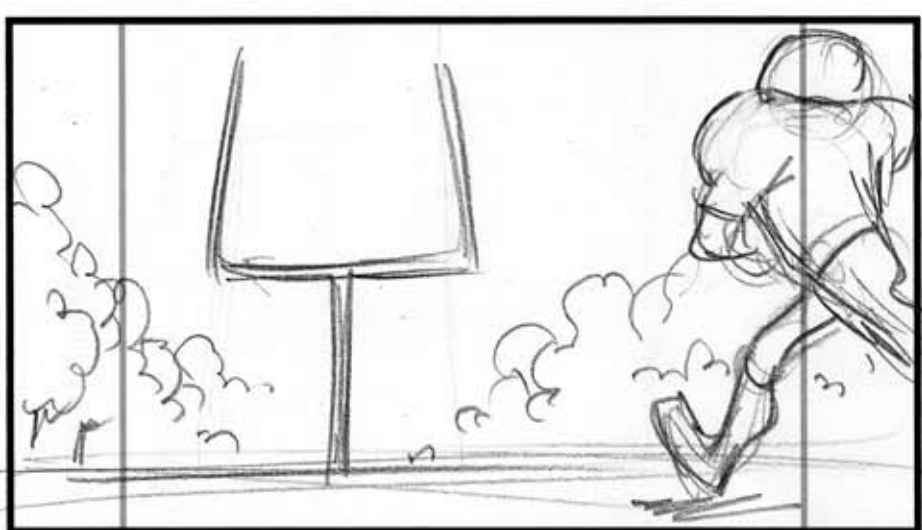
Dial



Scene # 1 Panel # 1

Action day night
PB D-BACK RUNS
TO GOAL

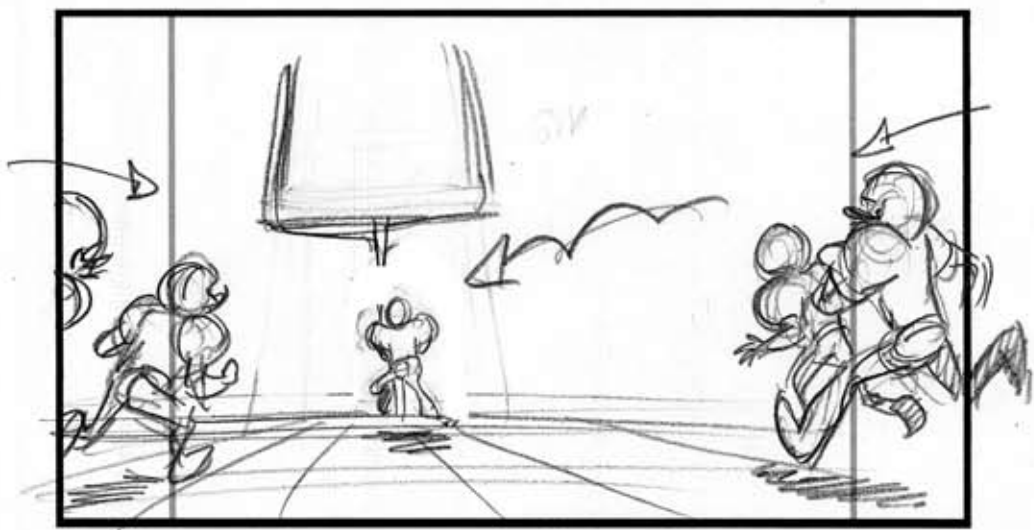
Dial



Scene # Conto Panel # 2

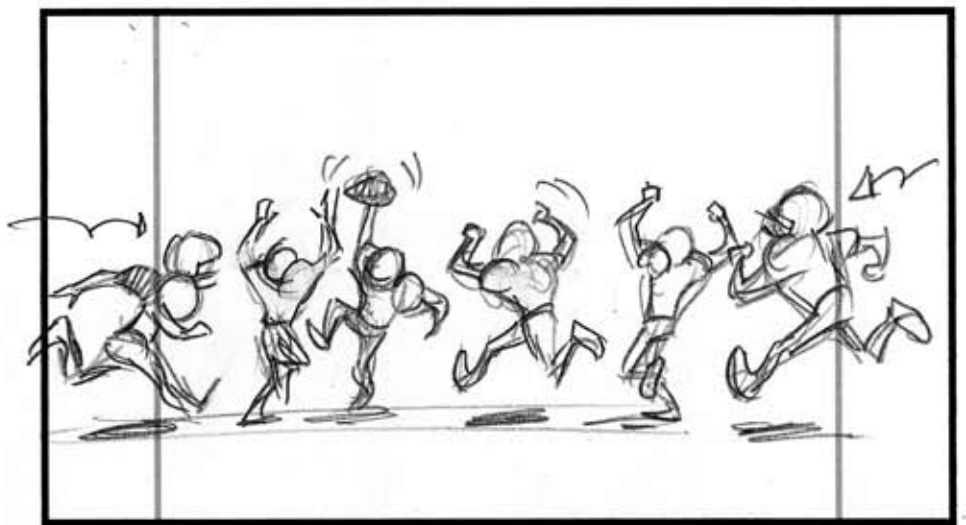
Action day night
HE CROSSES THE
GOAL
— FOLLOWED BY
HIS TEAM —

Dial



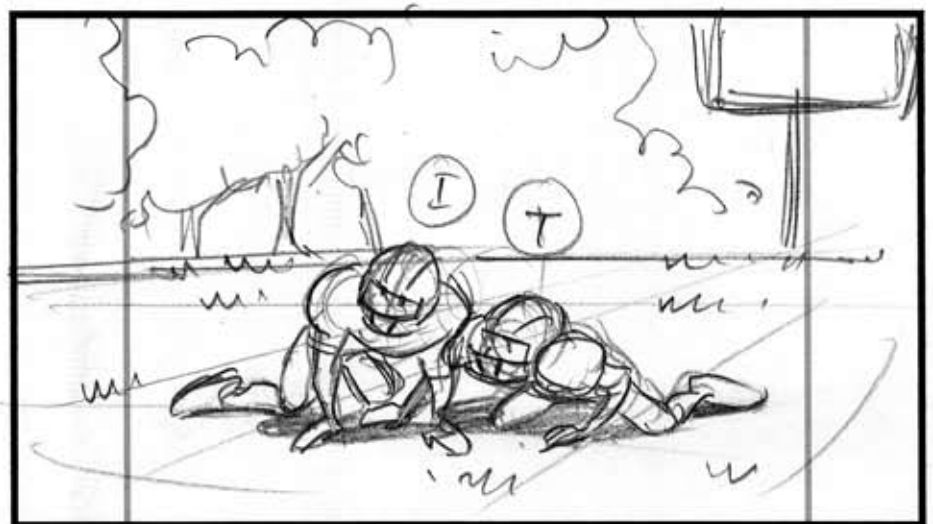
Scene # Conto Panel # 3

| | | |
|-------------|-----|-------|
| Action | day | night |
| PB'S CHEER- | | |
| Dial | | |



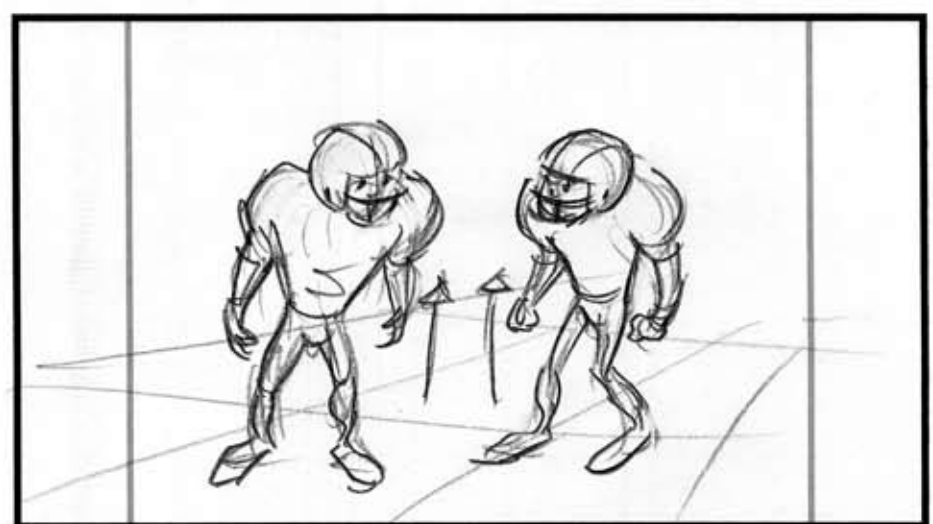
Scene # 1 Panel # 1

| | | |
|--|-----|-------|
| Action | day | night |
| KH & TROY START TO GET UP- GLARING @ EACH OTHER | | |
| Dial | | |



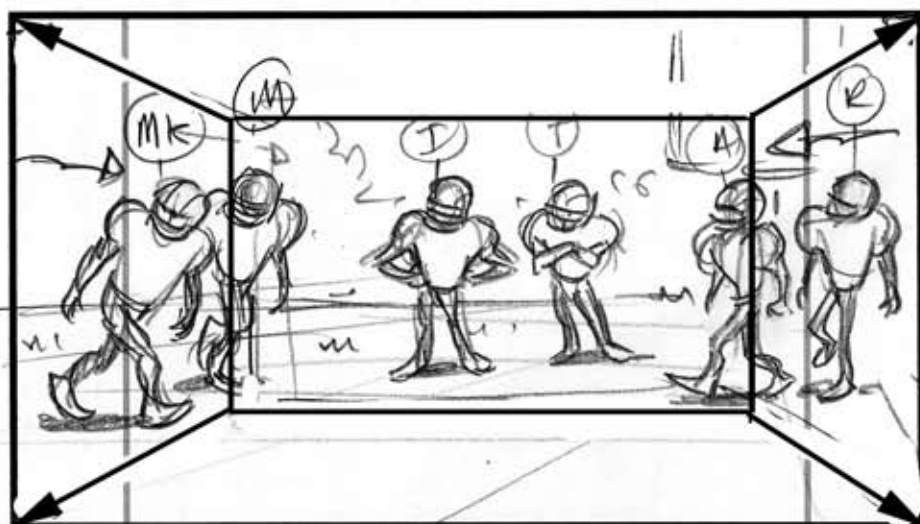
Scene # Conto Panel # 2

| | | |
|--|-----|-------|
| Action | day | night |
| KH & TROY START TO GET UP- GLARING @ EACH OTHER | | |
| Dial | | |



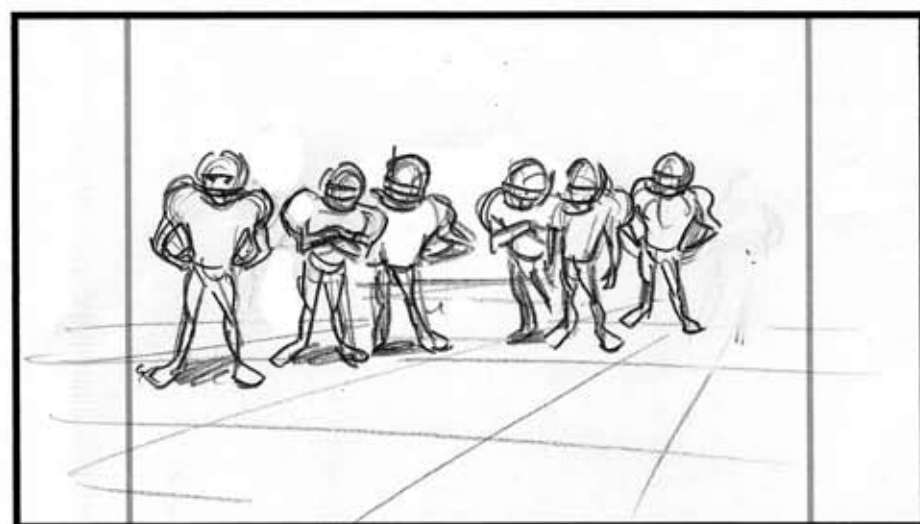
Scene # CONTD Panel # 3

| | | |
|---|-----|-------|
| Action | day | night |
| pull as the rest of team joins them cooking | | |
| Dial | | |



Scene # CONTD Panel # 4

| | | |
|--------|-----|-------|
| Action | day | night |
| | | |
| Dial | | |



Scene # Panel # 1

| | | |
|----------------------------------|-----|-------|
| Action | day | night |
| INT. WILDCARD'S LAIR - CO. SIGN. | | |
| Dial | | |



Scene # CONT'D Panel # 2

Action

day

night

PULL OUT TO REVEAL
WC CARVING HIS
NAME ONTO SIGN

Dial

... BUT THERE IS
AN...
CARD!



Scene # CONT'D Panel # 3

Action

day

night

HE SCATCHES

Dial

"I" IN WILD
CARD!



Scene # 1 Panel # 1

Action

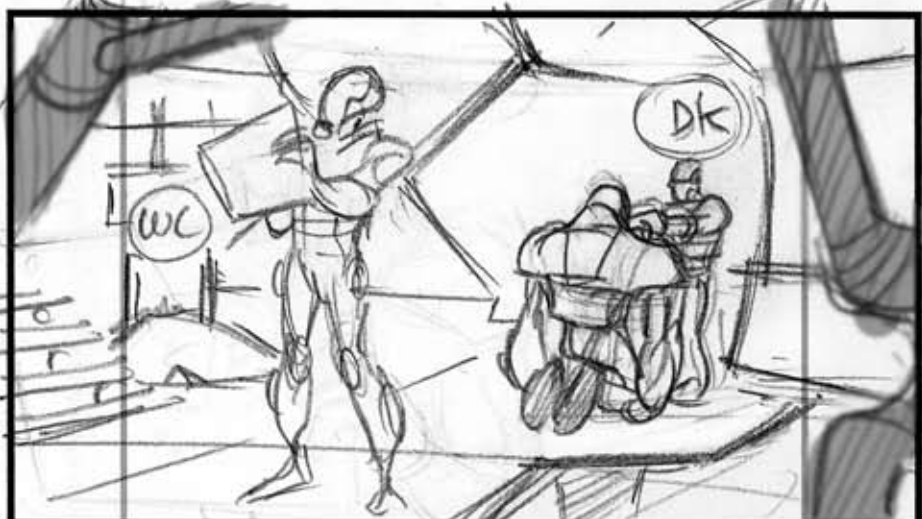
day

night

WILD CARD CONTS
TO SCATCH ON
SIGN AS DROPKICK
WORKS ON A BOX

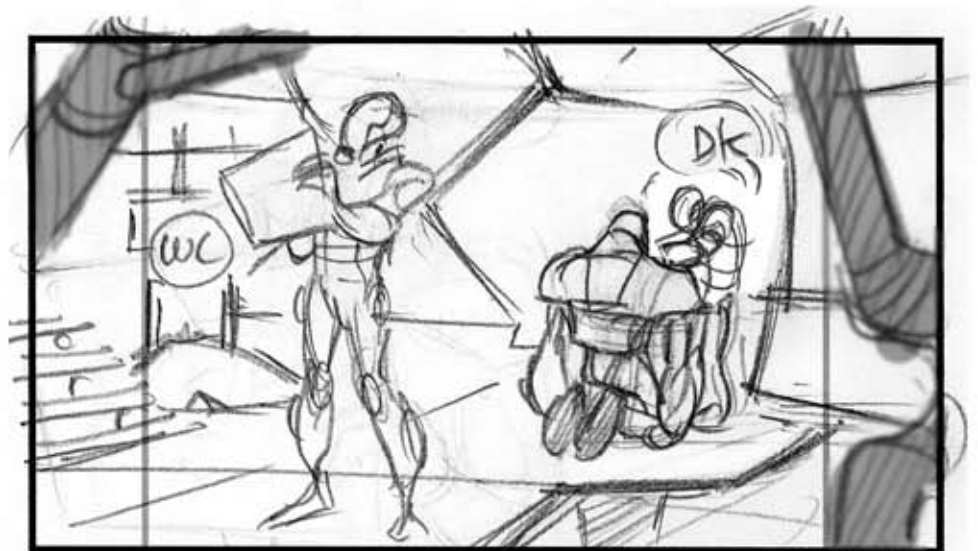
Dial

30DK: YES...



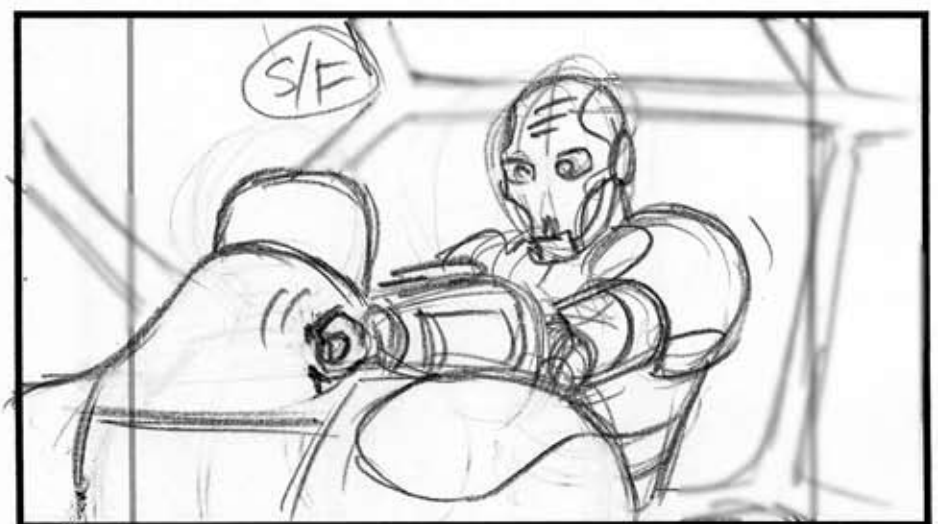
Scene # CONT'D Panel # 2

| | | |
|--------------------|---------------|-------|
| Action | day | night |
| DK COMING FROM SFX | | |
| Dial | SFX: <SCATCH> | |



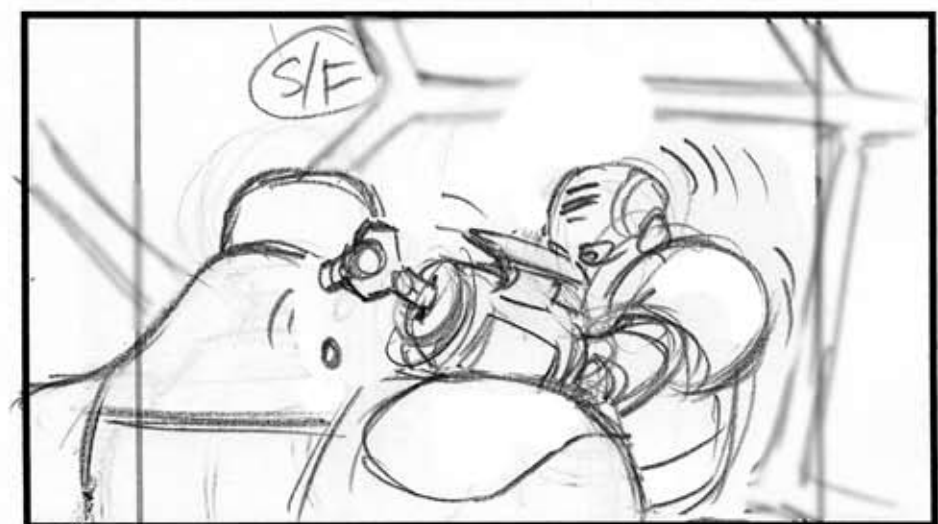
Scene # CONT'D Panel # 1

| | | |
|--------------|-----------------------|-------|
| Action | day | night |
| DK COMING ON | | |
| Dial | DK: P-LEASE STO-P! | |



Scene # CONT'D Panel # 2

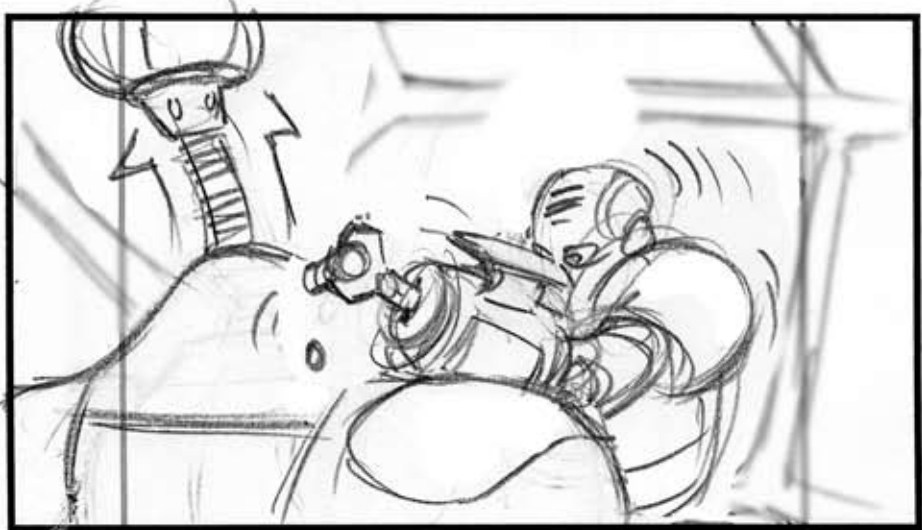
| | | |
|----------------------------------|----------------------------|-------|
| Action | day | night |
| HE COMING AGAIN & PULLS BOLT OUT | | |
| Dial | SFX: <SCATCH> DK: THAT! | |



Scene # Conto Panel # 3

Action day night
BOTZ HEAD POPS
OFF ON SPRING

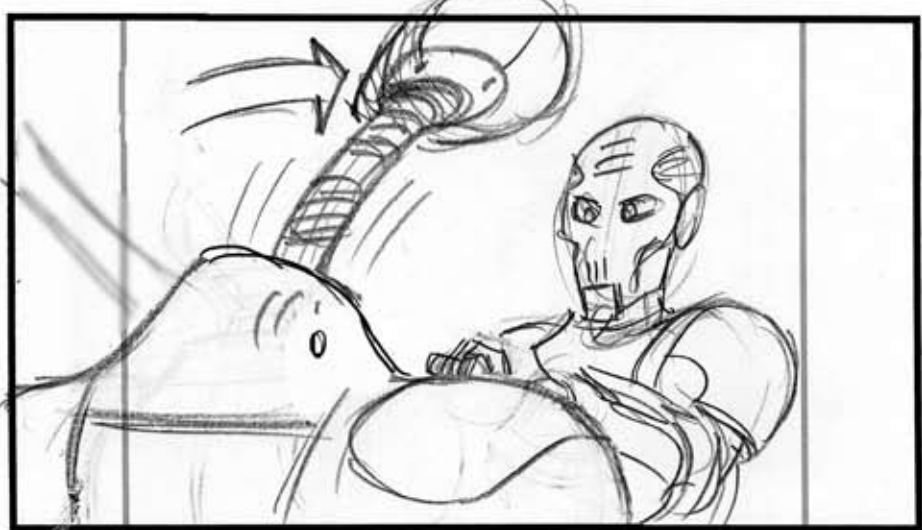
Dial



Scene # Conto Panel # 4

Action day night
HEAD BOUNCES
AROUND ON SPRING

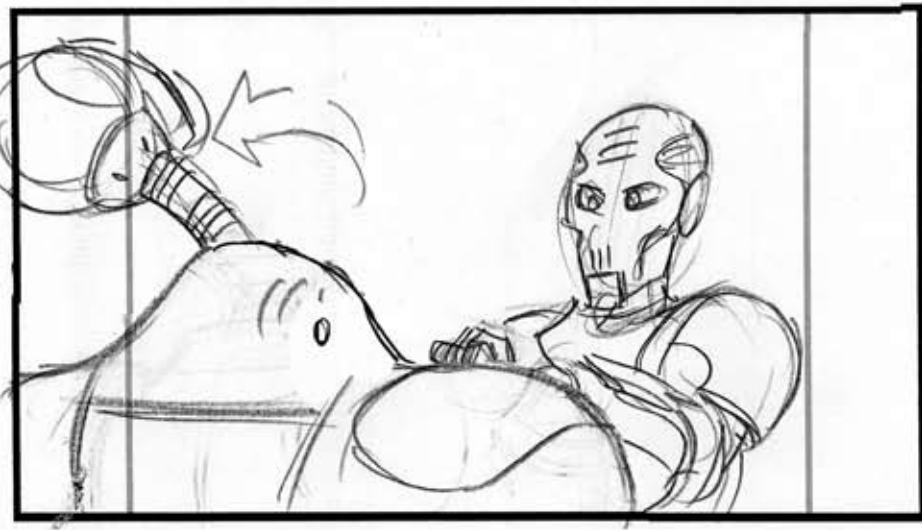
Dial
DK: IT'S HURTING...



Scene # Conto Panel # 5

Action day night

Dial
... MY TRANSDUCER



Scene #

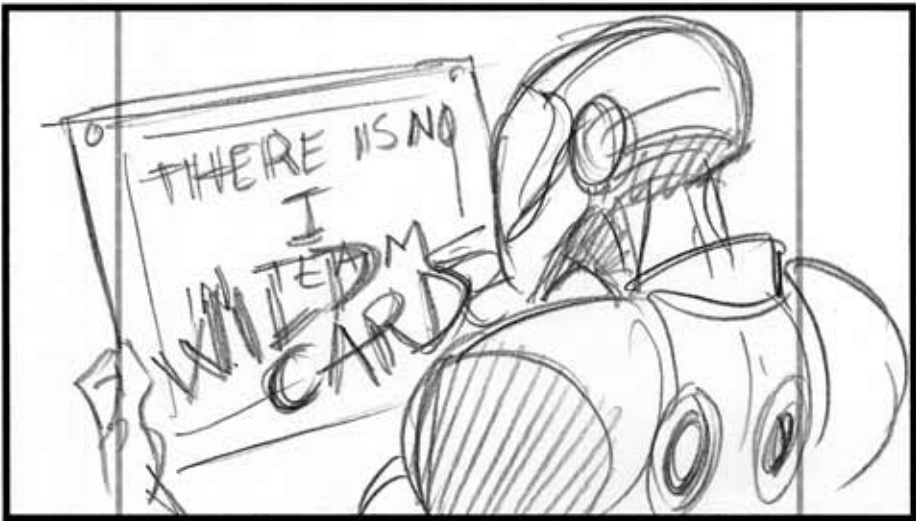
Panel #

Action

day

night

Dial



Scene #

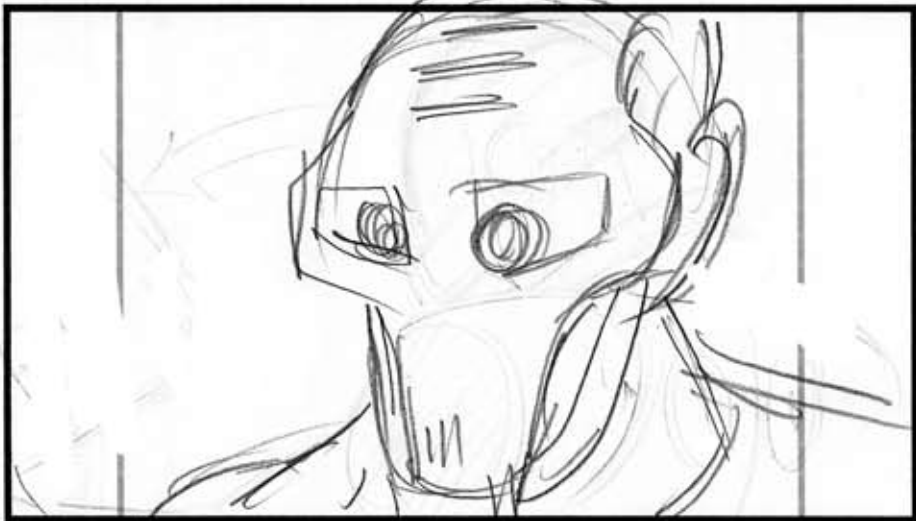
Panel #

Action

day

night

Dial



Scene #

Panel #

Action

day

night

Dial



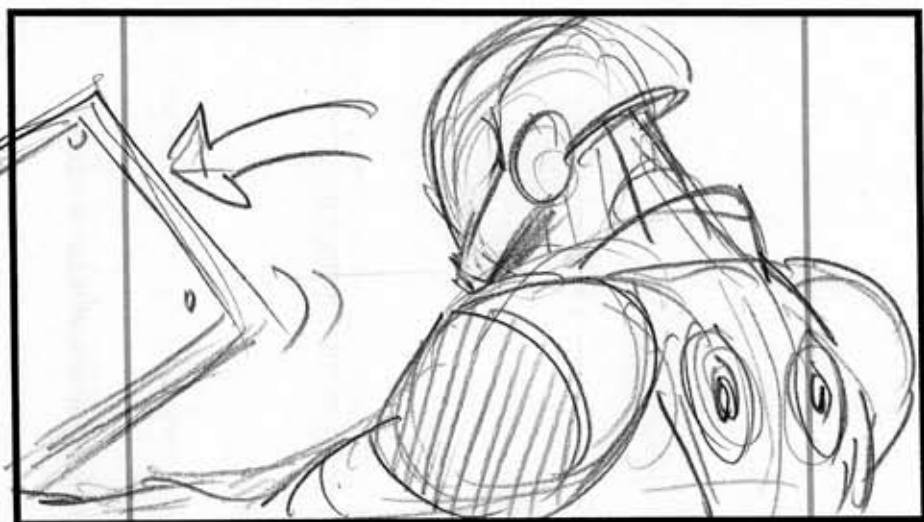
Scene # Panel #

| | | |
|------------------------|-----|-------|
| Action | day | night |
| THE TUNNELS THE DEN | | |
| Dial | | |
| WC: I'M IN !!! | | |



Scene # cont'd Panel #

| | | |
|--------------------------|-----|-------|
| Action | day | night |
| He tosses sign OS. | | |
| Dial | | |
| WC: ... A MOOD, MOOD! | | |



Scene # cont'd Panel #

| | | |
|---|-----|-------|
| Action | day | night |
| He turns and stands - cam follows | | |
| Dial | | |
| I DESERVE SOME STRESS RELIEF, AFTER YOU HAVE PROVEN INCAPABLE OF | | |



DEFEATING THE
GUARDIANS.

Scene # CONTD Panel # 4

| Action | day | night |
|----------------------------|-----|-------|
| He LEANS INTO CAM - | | |
| Dial "DON'T YOU THINK?" | | |



Scene # CONTD Panel # 1

| Action | day | night |
|--|-----|-------|
| DK STARTS TO RESPOND AS HE PUSHES BOTZ HEAD DOWN | | |
| Dial (ADD DIA - DK: UMM -) | | |



Scene # CONTD Panel # 2

| Action | day | night |
|---|-----|-------|
| WC INTO SC QUICKLY CUTTING OFF DK. | | |
| Dial 32 WC: THAT WAS A RHETORICAL QUESTION DROPTALK! | | |



Scene # Panel #

| | | |
|--------------------------------|-----|-------|
| Action | day | night |
| Dial WC: "DON'T YOU THINK?" | | |



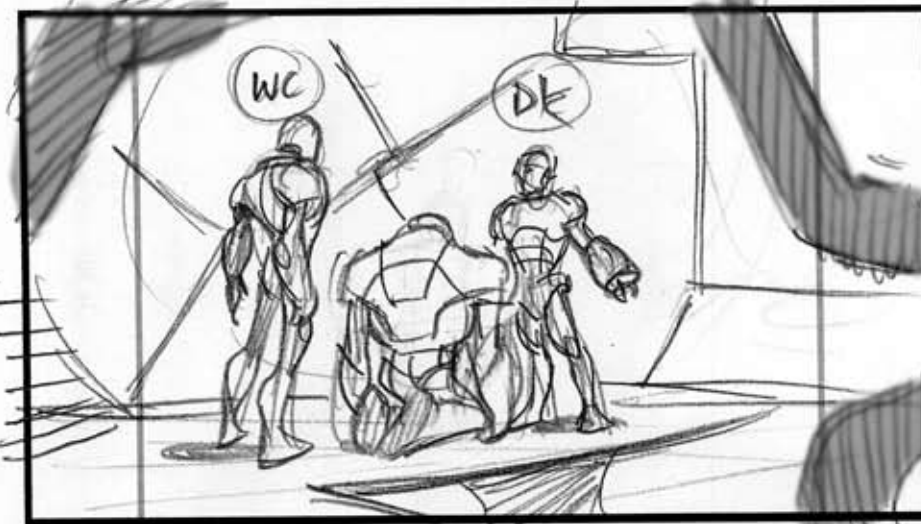
Scene # cont'd Panel #

| | | |
|-----------------------------------|-----|-------|
| Action | day | night |
| WC LEANS BACK BACK FOCUS TO DK | | |
| Dial 33. DK: YES, OF COURSE, | | |



Scene # Panel #

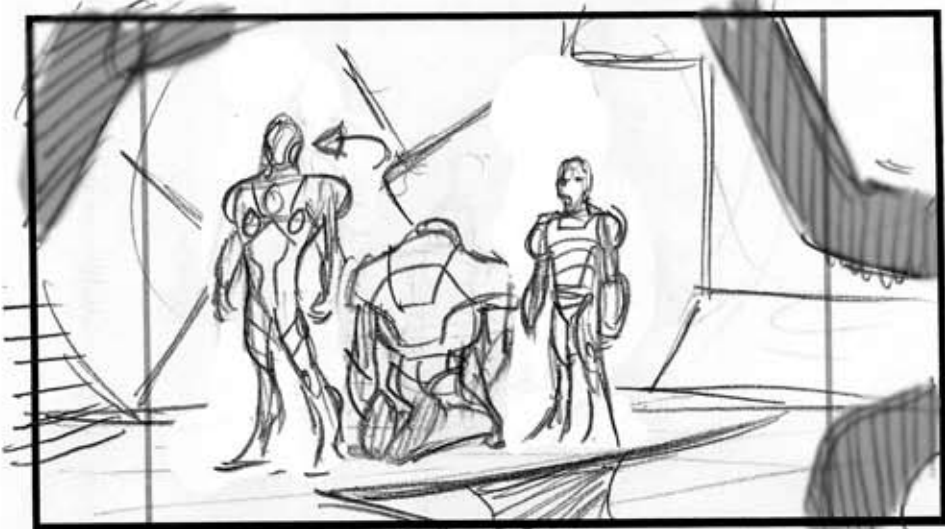
| | | |
|--|-----|-------|
| Action | day | night |
| Dial "BUT YOU ARE AWAKE, SIR, THAT I AM DESIGNED TO DO MORE THAN JUST BUILD BOTS, CORRECT?" | | |



Scene # Canto Panel # 2

Action day night
WC turns away
from DK

Dial
34. WC: NOT NOW,
DROP KICK



Scene # Panel # 1

Action day night

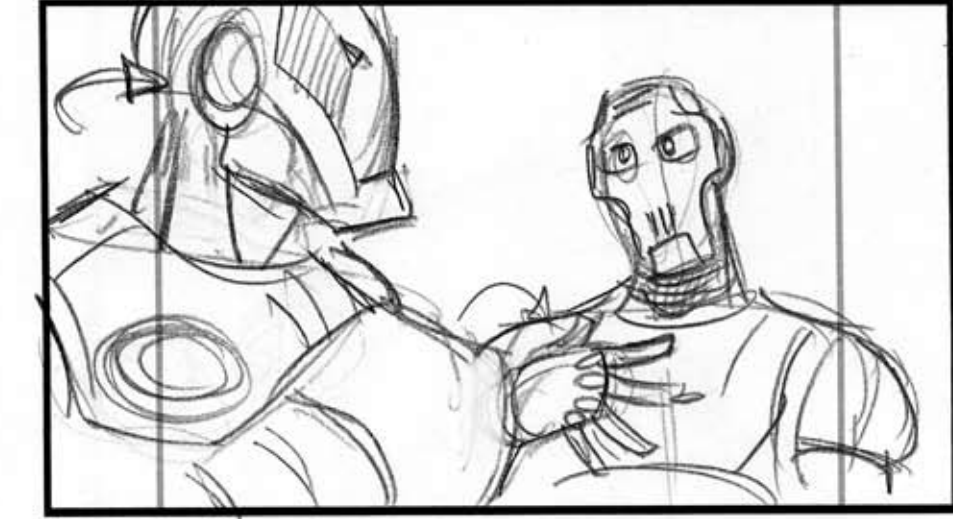
Dial
35. DK: I'M SURE YOU
ARE WELL AWARE OF
MY ORIGIN, ILL



Scene # Canto Panel # 2

Action day night
WC turns
back to DK

Dial
ILL AND THE FACT
THAT I WAS CREATED
BY ILL



Scene # CONT'D Panel # 3

Action day night
WC REACTS &
TURNS

Dial
36. WC! DON'T!



Scene # CONT'D Panel # 4

Action day night
DK CONTINUES

Dial
37 DK! - BY A VERY
TALENTED --



Scene # CONT'D Panel # 1

Action day night

Dial
38. WC! ENOUGH!



Scene # Conto Panel # 2

Action

day

night

WC STEPS CLOSER TO DK
CAM FOLLOWS.

Dial

YOU ARE NEVER TO MENTION THAT, HIM, ANY OF IT! EV--



Scene # Conto Panel # 3

Action

day

night

BOTH REACT TO OS ALARM

Dial

SFX: <ALARM>



Scene # Conto Panel # 4

Action

day

night

WC TURNS BACK TO DK

Dial

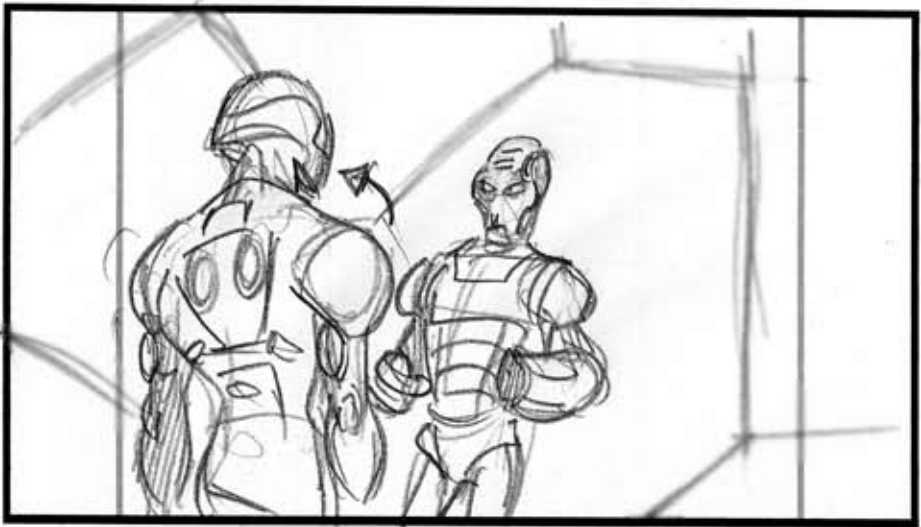
34. WC: YOU'RE LUCKY I HAVE REAL ISSUES TO DEAL WITH,



Scene # Panel #

Action day night
WC gives DK an
ORDER -

Dial
WC: ON SCREEN!



Scene # Conto Panel #

Action day night
DK turns (HAND
EMERGES FROM CUBE)
'TYPES' ON VIRTUAL
KEY BOARD

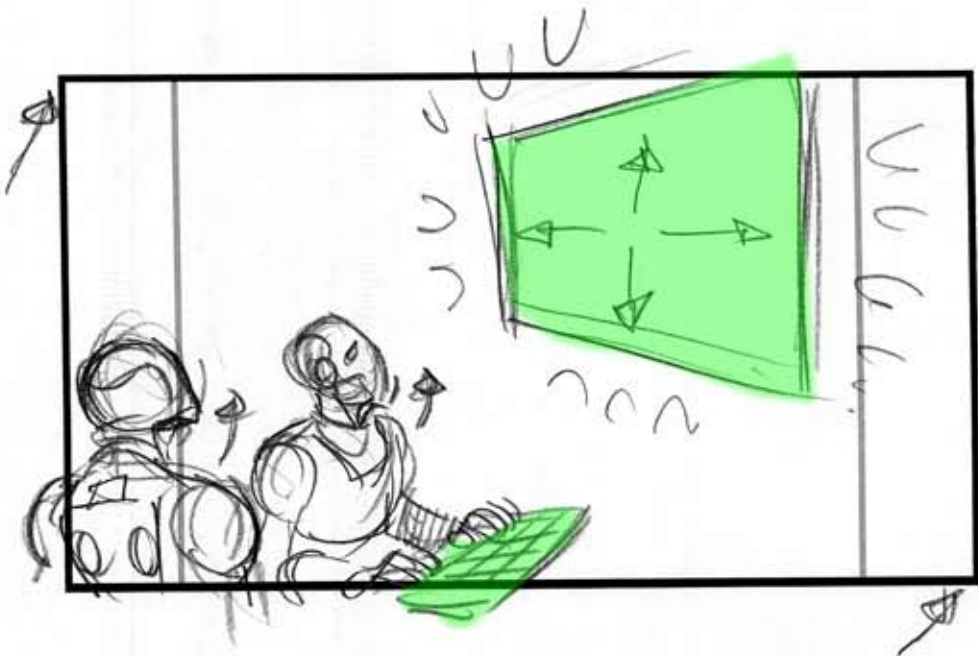
Dial



Scene # Conto Panel #

Action day night
BOTH LOOK UP
AS HOLO SCREEN
OPENS

Dial



✓

Scene #

Panel #

1

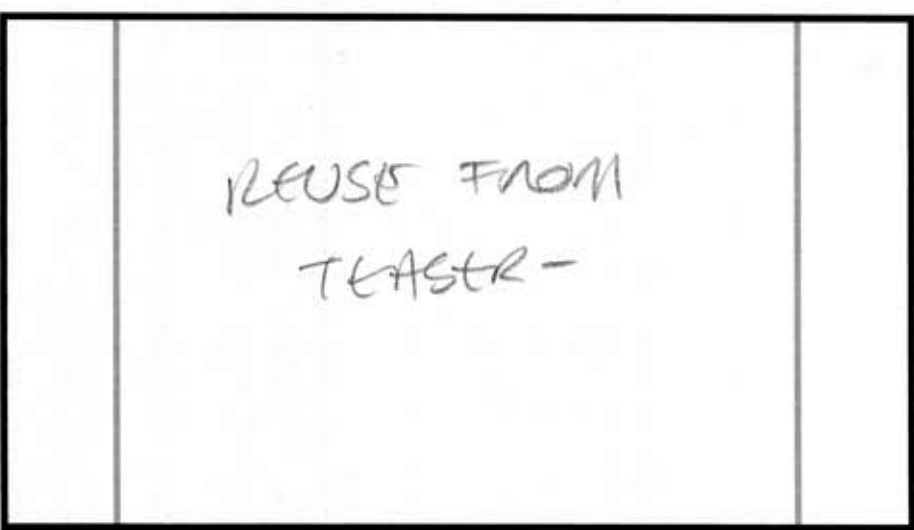
Action

day

night

CU-HOLOSCREEN

Dial



Scene #

Contd

Panel #

2

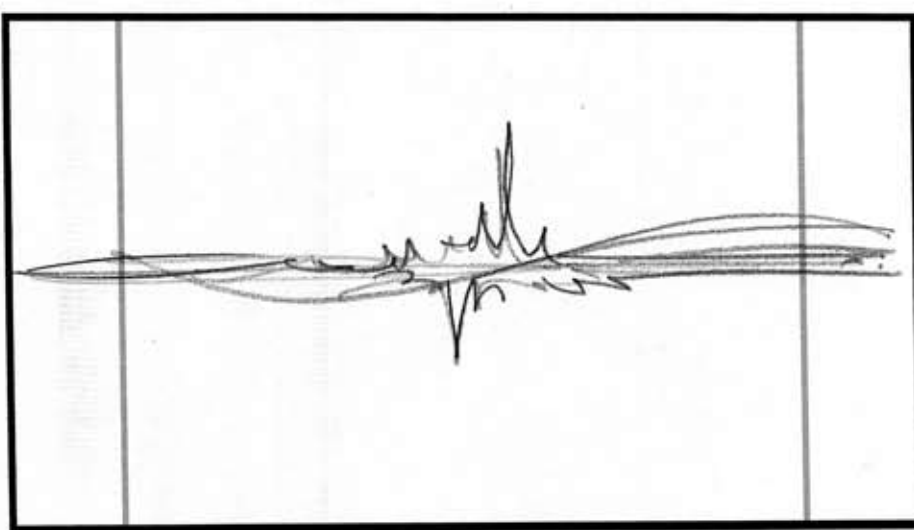
Action

day

night

IMAGE FIZZLES OUT

DialCO-DK(OS): WE'VE LOST TRANSMISSION



✓

Scene #

Panel #

1

Action

day

night

DialDK: POOR FELLOW,



Scene #

Panel #

Action

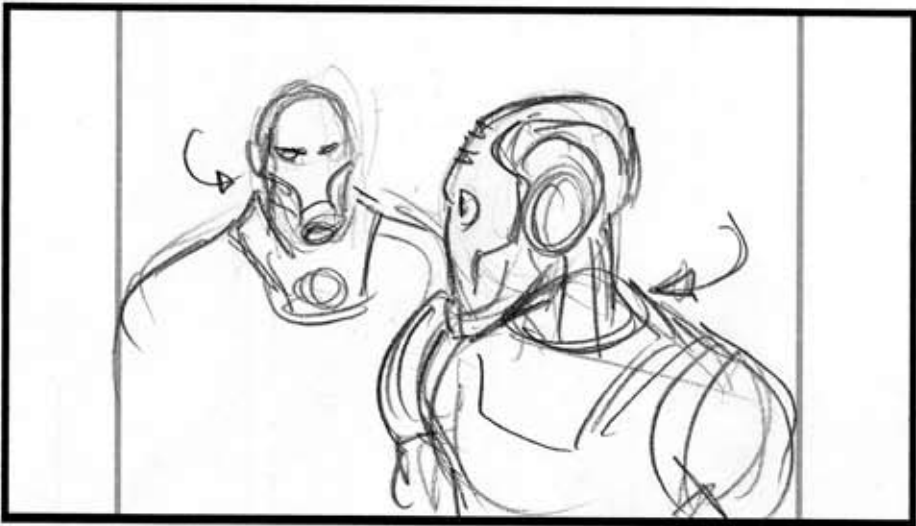
day

night

Dk turns
to WC

Dial

41 WC: BOTZ ARE
REPLACEABLE, I
BOT WHA I NEEDED,



Scene #

Panel #

Action

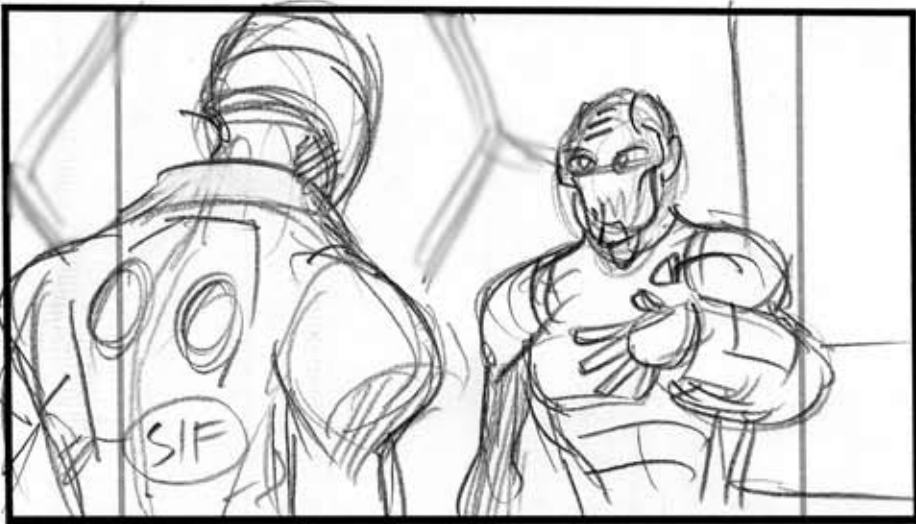
day

night

Dk GESTURES TO
SELF-

Dial

42 Dk: SURELY, NOT ALL
BOTZ ARE
REPLACEABLE?



Scene #

Panel #

Action

day

night

ECU WC
'GRINNING' TULLY

Dial

43 WC: PROVE IT!



Scene # CONT'D Panel # 2

Action day night
WC TURNS AROUND

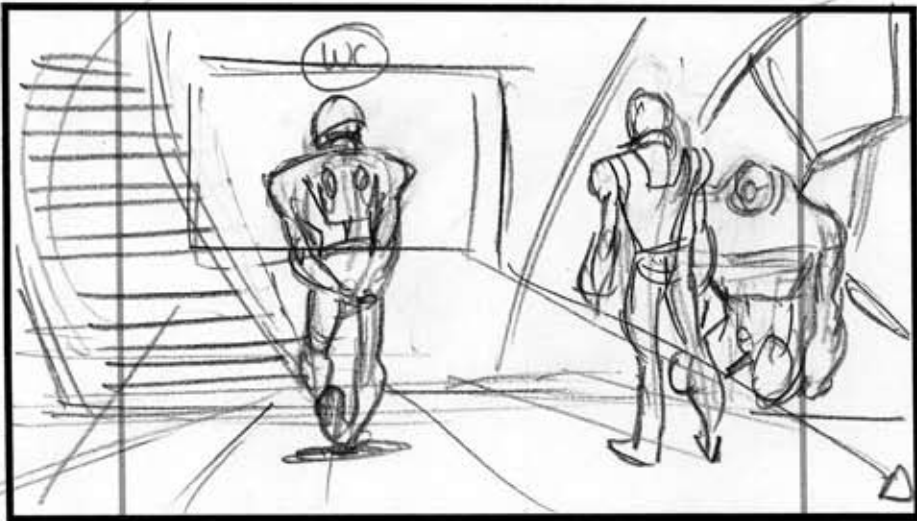
Dial
WC: GET ME THE !!!



Scene # CONT'D Panel # 3

Action day night
PULL OUT AS HE WALKS AWAY

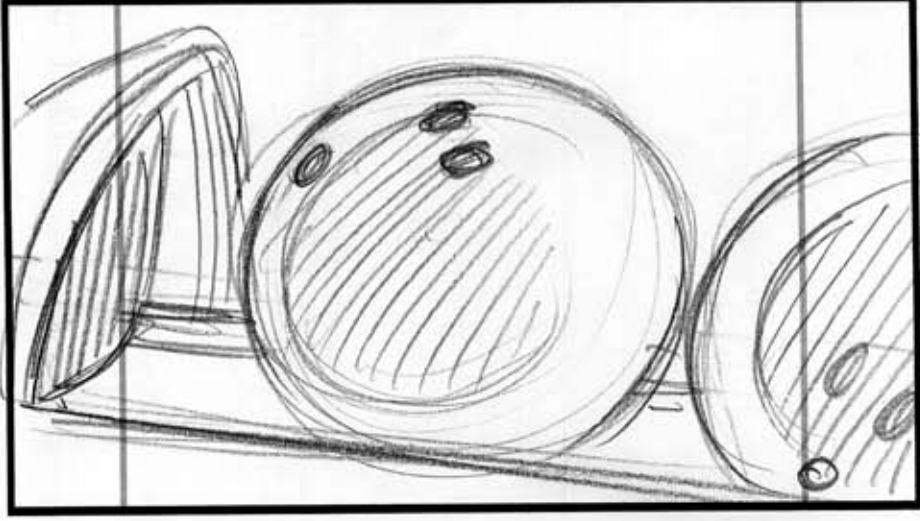
Dial
!!! NEW ORLEANS SAINTS POWER CORE.



Scene # 1 Panel # 1

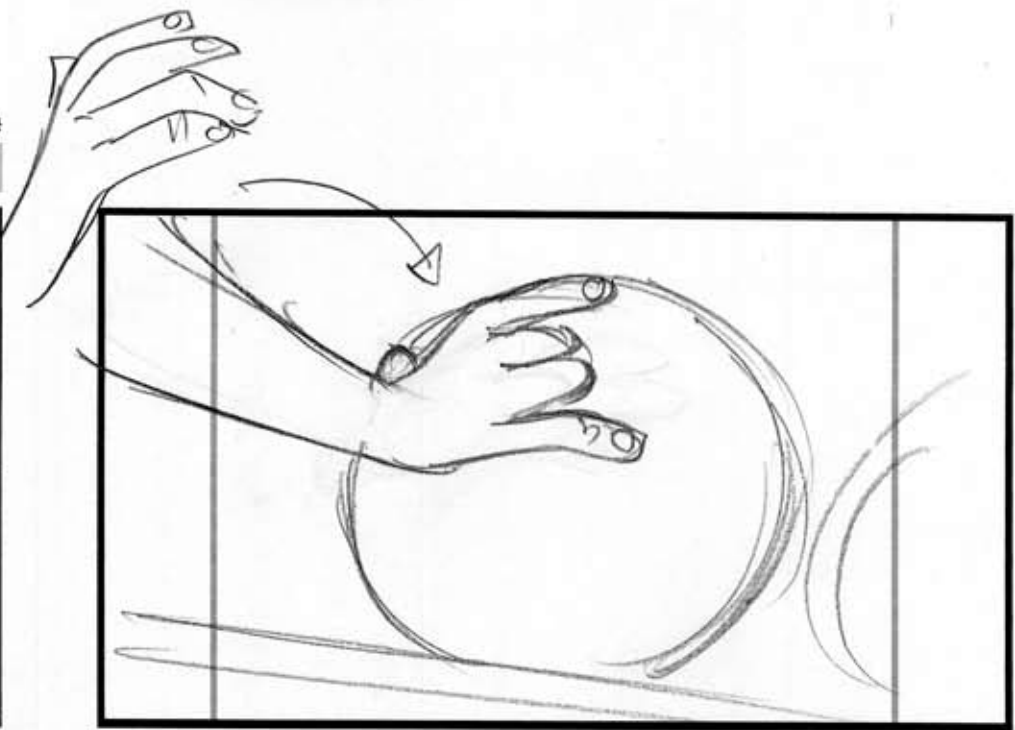
Action day night
INT. BOWLING ALLEY
CONT'D CU-
CU. MARTIN'S BALL

Dial



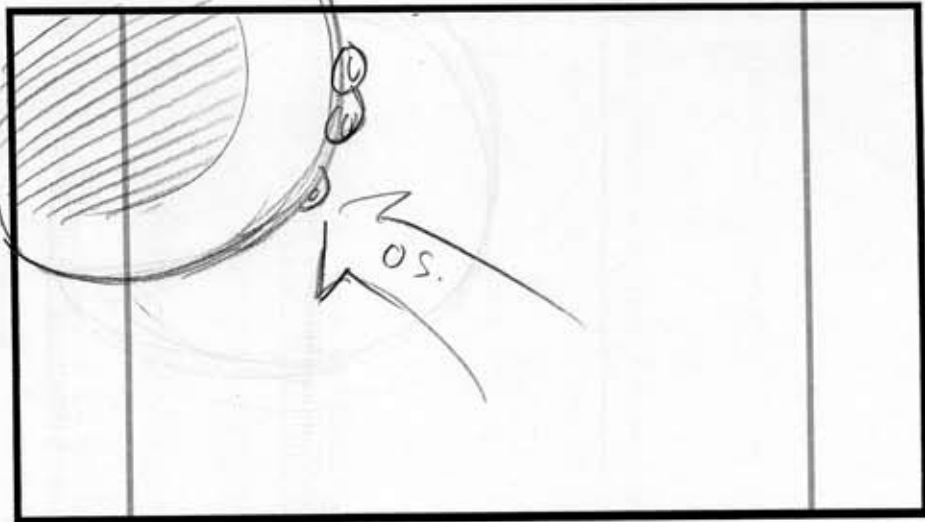
Scene # CONT'D Panel # 2

| | | |
|------------------|-----|-------|
| Action | day | night |
| MARTY GRABS BALL | | |
| Dial | | |



Scene # CONT'D Panel # 3

| | | |
|-----------------|-----|-------|
| Action | day | night |
| HE LIFTS BALLS. | | |
| Dial | | |



Scene # CONT'D Panel # 1

| | | |
|--|-----|-------|
| Action | day | night |
| MARTY AIMS AS ASH SITS BEHIND SCORE BOARD | | |
| Dial 44. ASH: I LOVE THE FACT THAT THIS PLACE IS NAMED AFTER OUR TEAM. | | |



Scene # CONT'D Panel # 2

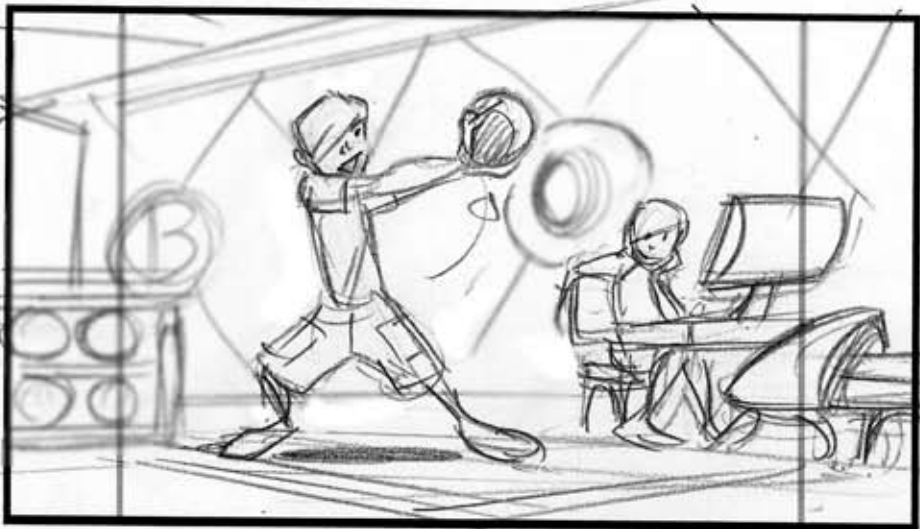
Action

daynight

PULL OUT AS MARTY
STARTS TO WINDING
UP -

Dial

VS: MARTY: IT WAS
NAMED AFTER THE
ORIGINAL!!!



Scene # CONT'D Panel # 3

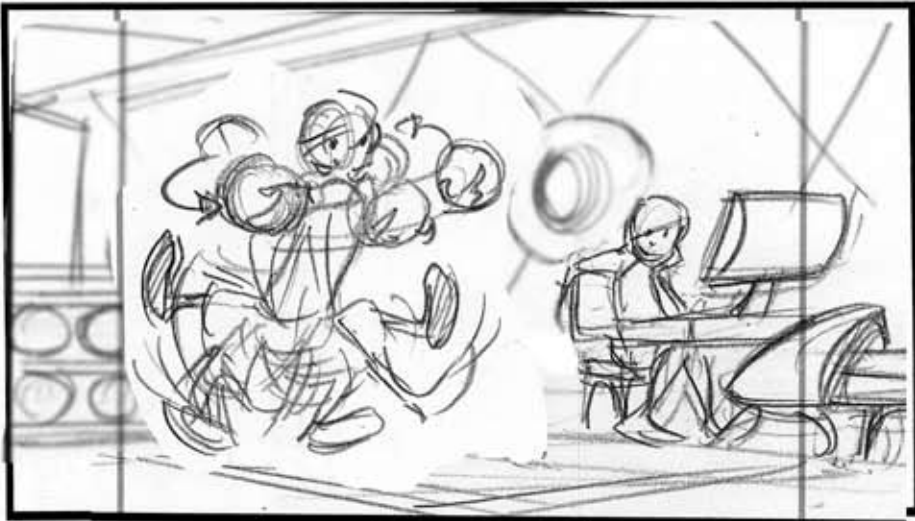
Action

daynight

HE SPINS AROUND

Dial

!!! CANTON BULLDOGS



Scene # CONT'D Panel # 4

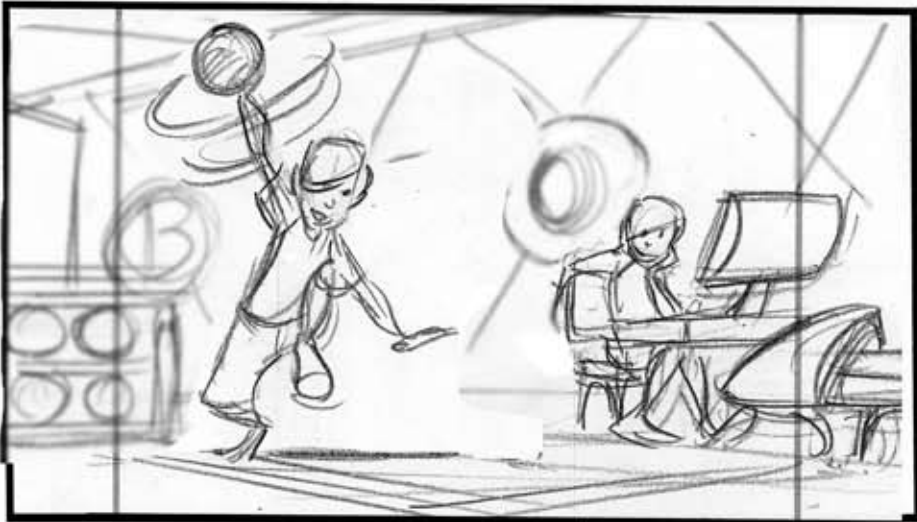
Action

daynight

HE WINDS UP
IN AUNTIE

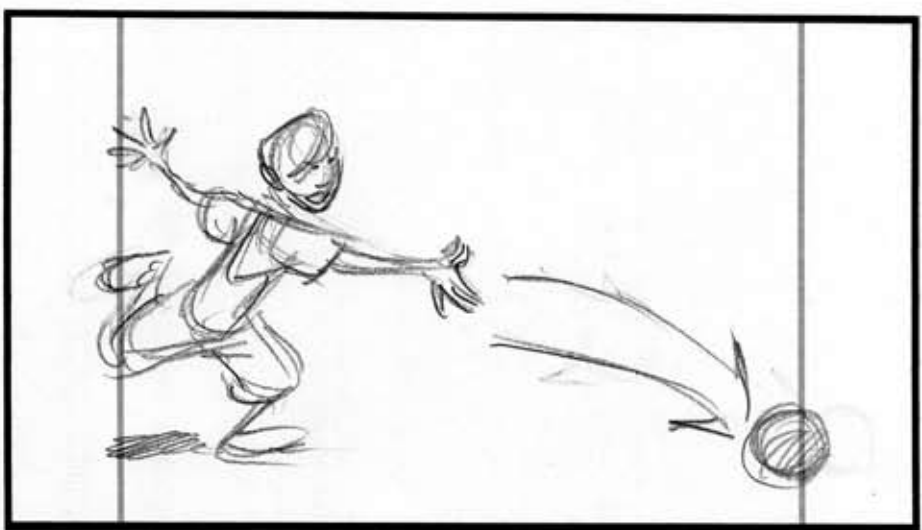
Dial

!!! ONE OF THE
FIRST PRO TEAMS -



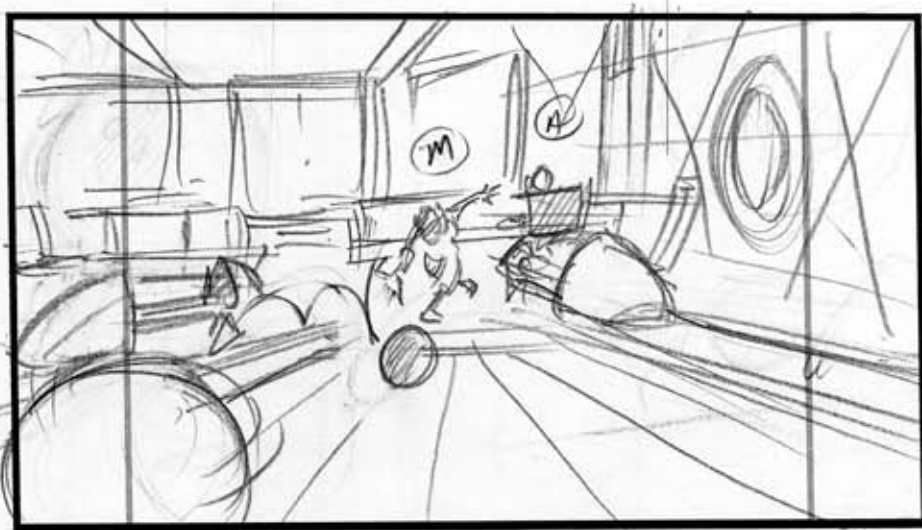
Scene # cento Panel # 5

Action day night
He throws the
ball down
allen-
Dial
-- LONG GONE!



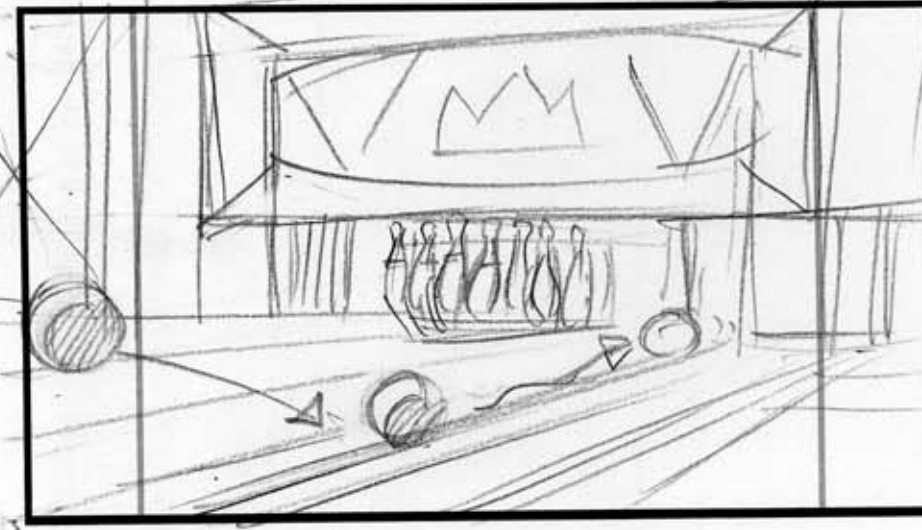
Scene # 1 Panel # 1

Action day night
BALL BOUNCES
TOWARDS CAM
DOWN ALLEN-
Dial



Scene # cento Panel # 1

Action day night
CAM FOLLOWING
BALL AS IT JUMPS
INTO GUTTER &
ROLLS BS.
Dial



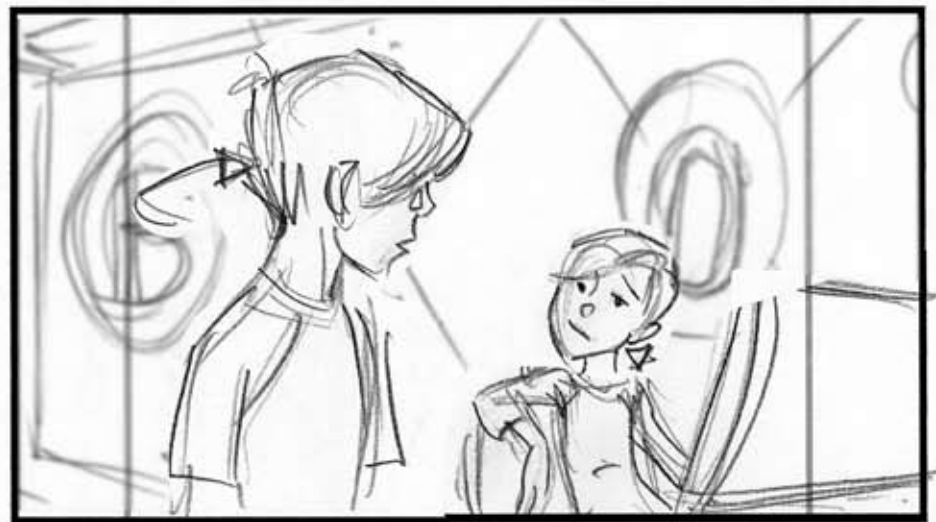
Scene # Panel #

| | | |
|---------------------|---------------|-------|
| Action | day | night |
| MARTIN & ASH REACT. | | |
| Dial | 46 ASH: OUCH. | |



Scene # Panel #

| | | |
|---------------------|---|-------|
| Action | day | night |
| MARTIN TURNS TO ASH | | |
| Dial | UH HA - YI M: GUTTERBALLS DON'T COUNT, RIGHT? | |



Scene # Panel #

| | | |
|--------------------------|-------------------------------|-------|
| Action | day | night |
| ASH SHAKES HER HEAD 'NO' | | |
| Dial | UH WHAT?!! WOULD ANYONE... | |



Scene # cont'd Panel # 4

Action day night

THEN REACT
& LOOK OS.
PAN OUT!!

Dial

WAITRESS: WOULD
ANYONE...



Scene # cont'd Panel # 5

Action day night

IN TO WAITRESS AT
TABLE WITH MIKA,
ISH & TROY

Dial

... LIKE ANYTHING
ELSE?



Scene # Panel # 1

Action day night

MIKA

Dial

MI: I'D LIKE ANOTHER
SLICE OF SAUSAGE
PLEASE!



Scene # Canto Panel # 2

Action day night
PAN OVER TO TROY
AS ISH ELANES
AT HIM.

Dial
50. ISH: I'D LIKE A
TIGHT END I CAN
TRUST!



Scene # Canto Panel # 3

Action day night
TROY REACTS -

Dial
51. TROY: I'D LIKE A QB
THAT KNOWS WHERE TO
PASS THE MONEY BALL
WHEN IT COUNTS!



Scene # Canto Panel # 4

Action day night
ISH STANDS STARKING
DOWN TROY
CAM FOLLOWS

Dial
52. ISH: BUTTERFINGERS!



Scene #

Panel #

cont'd

5

Action

day

night

TROY STANDS

Dial

53. TROY: UNDER THROWER!



Scene #

Panel #

cont'd

6

Action

day

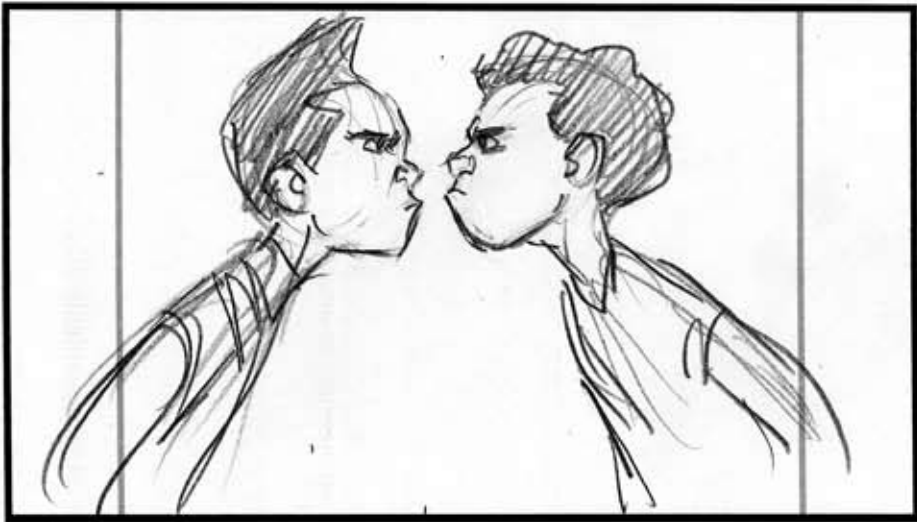
night

THEY STARE EACH OTHER DOWN.

Dial

(OS)

54. ASH: COME ON GUYS!!!



Scene #

Panel #

1

Action

day

night

ASH SITTING AT SCORER DESK.

Dial

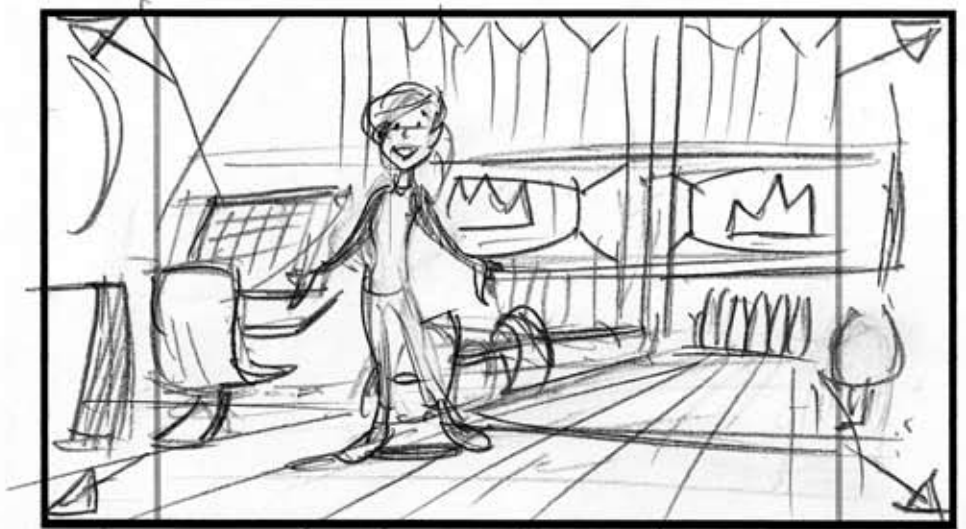
!!! LET'S SETTLE!!!



Scene # Canto Panel # 2

Action day night
PULL OUT AS
SHE STANDS UP IN
FRONT OF ALLEN

Dial
"THIS ON THE
LINES -"



Scene # FLIP TO: Panel # 1

Action day night
PAN ACROSS GROUP
MARTY DOES
ANNOUNCE

Dial
"SS MARTY: IT'S DOWN
TO THE LAST FRAME
HERE AT -"



START →

Scene # Canto Panel # 2

Action day night
PAN OVER TO
TROY AT ALLEN

Dial
"CANTON'S FAMOUS
BOULDOG LINES -"

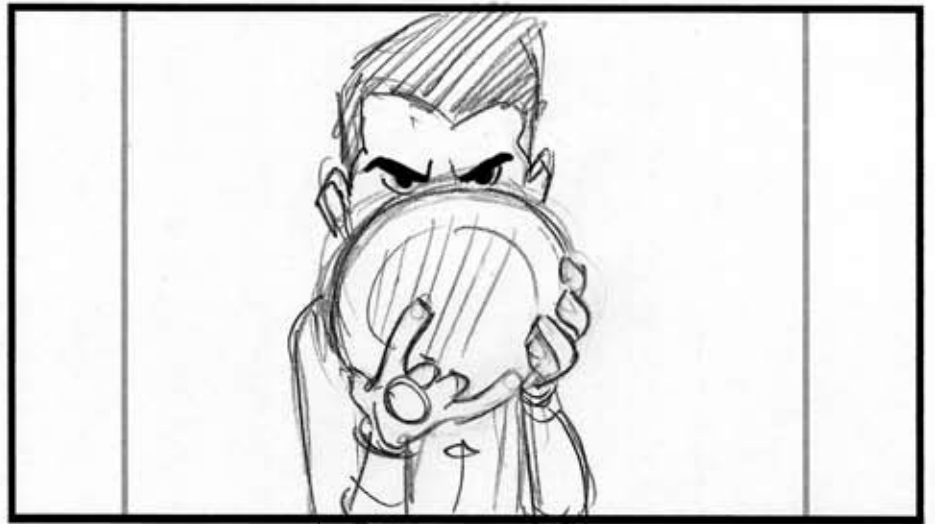


→ STOP
START

Scene # Canto Panel # 3

Action day night
RUEK FOCUS TO
TROY AS HE LIFTS
BALL -

Dial
(OS) STRAIGHT SHOT
TROY 'TK' KANG LIFTS
HIS BALL - -



Scene # Canto Panel # 4

Action day night
TROY GETS
ANNOYED.

Dial
(OS) -- HE AIMS -
56. TROY: CUT IT OUT,
MARTY!



Scene # Panel # 1

Action day night
MARTY REACTS

Dial



Scene # Canto Panel # 2

Action day night

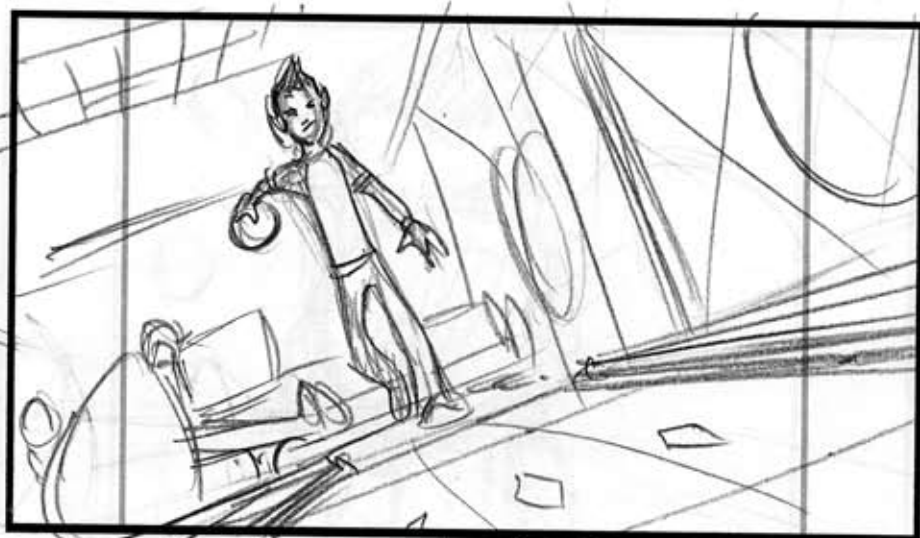
MARTY CONTINUES

Dial
ST. MARTY: OVERLY
SENSITIVE, TROY
MAKES HIS MOVE-Scene # Canto Panel # 1

Action day night

TROY ANTICIPA

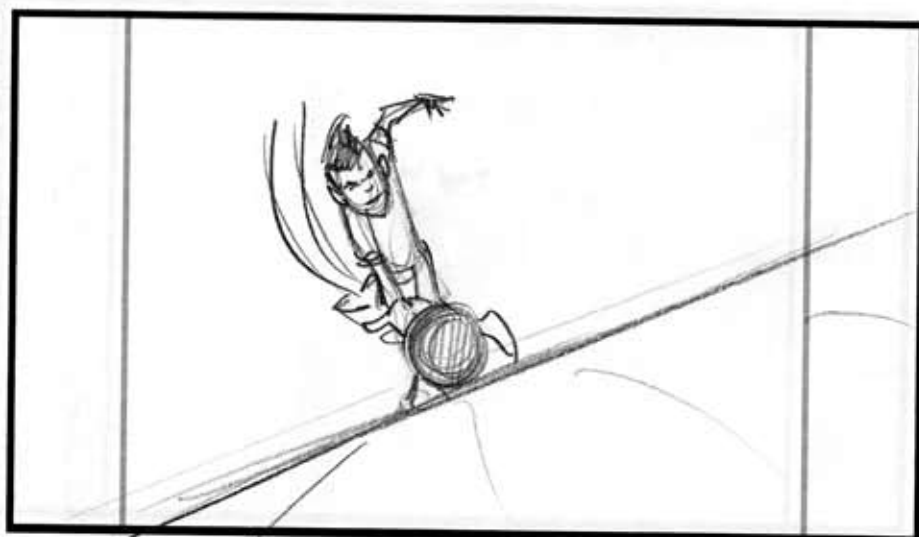
Dial

Scene # Canto Panel # 2

Action day night

AND RELEASES
THE BALL

Dial



Scene # *Conto* Panel # *3*

| | | |
|-------------------|-----|-------|
| Action | day | night |
| BALL ROLLS TO CAM | | |
| Dial | | |



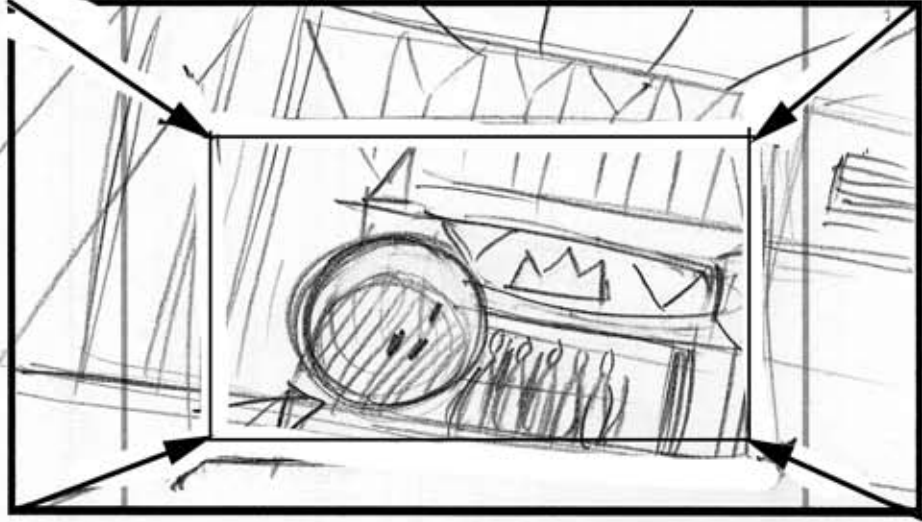
Scene # Panel # *1*

| | | |
|---------------------------------|-----|-------|
| Action | day | night |
| REVERSE ANGLE BALL FALLS CAM | | |
| Dial | | |



Scene # *Conto* Panel # *2*

| | | |
|---|-----|-------|
| Action | day | night |
| BALL HEADS DOWN ALLEY TOWARDS PINS TICK IN | | |
| Dial | | |



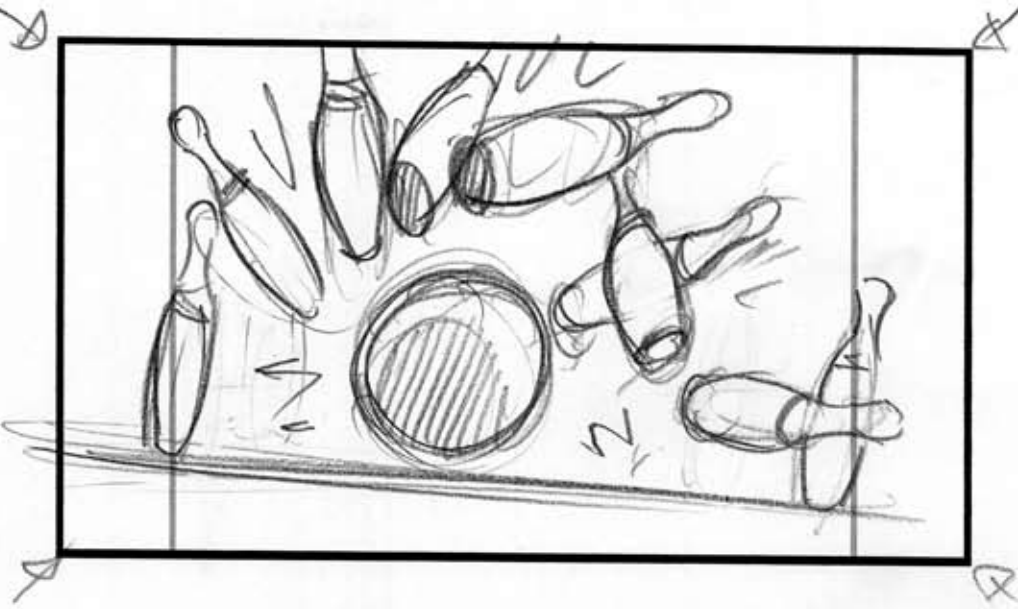
Scene # can to Panel # 3

Action

daynight

BALL HITS PINS
cant take in-

Dial



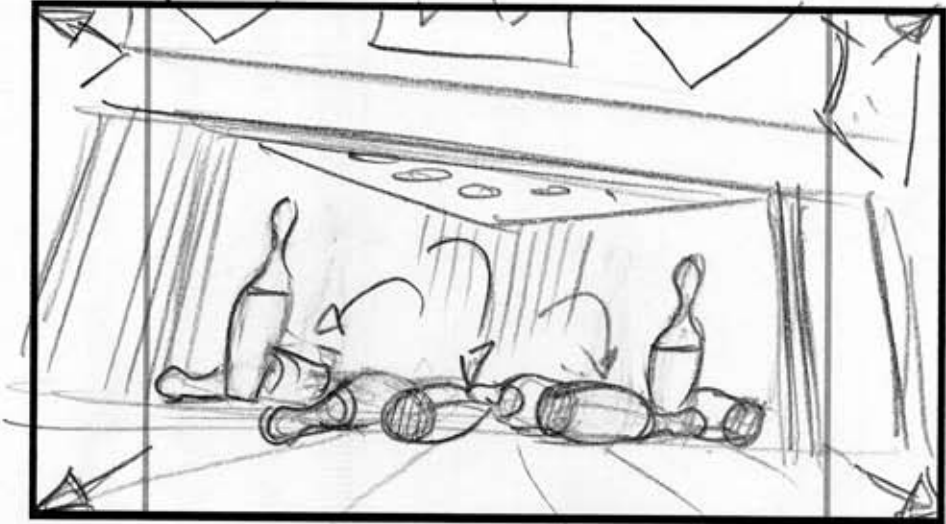
Scene # can to Panel # 4

Action

daynight

8 PINS ARE DOWN
AS BALL MOVES
OS - 2 PINS ARE
STILL UP

DialCAMPULLS OUT A
BIT AFTER
IMPACT



Scene # Panel # 1

Action

daynight

GROUP CHEERS
EXCITED ISH

DialSB, MARTY: EIGHT
PINS OUT -

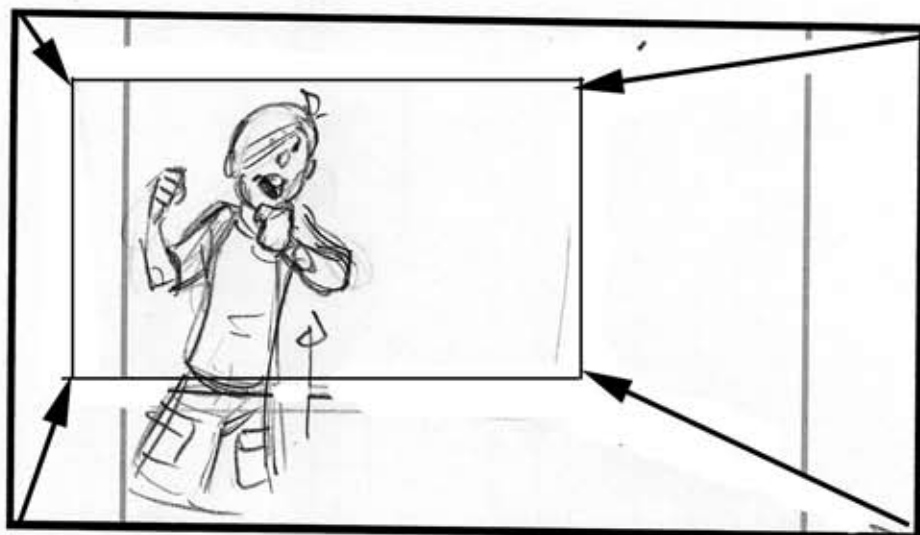


Scene # Conto Panel # 2

Action day night

MARTIN STANDS
TRUCK IN -

Dial

- HE'S LEFT HIMSELF
A TOUGH SHOT FOR
A SPARE!Scene # 1 Panel # 1

Action day night

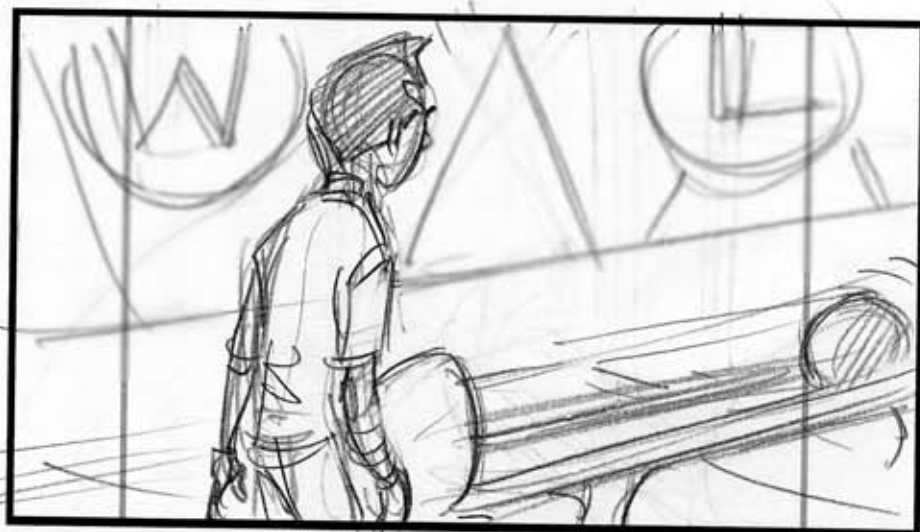
CU ISH

Dial MORE LIKE
59 ISH: IMPOSSIBLE
- I'D SAY.Scene # 1 Panel # 1

Action day night

TK WATCHES
BALL ROLL IN

Dial



Scene # Conto Panel # 2

| | | |
|-------------------------|-----|-------|
| Action | day | night |
| He turns & looks OS. | | |
| Dial | | |



Scene # 1 Panel # 1

| | | |
|----------------------------------|-----|-------|
| Action | day | night |
| MARTY REACTS ZIP TRUCK IN | | |
| Dial OO, <u>MARTY</u> : WHAT? | | |



Scene # Conto Panel # 2

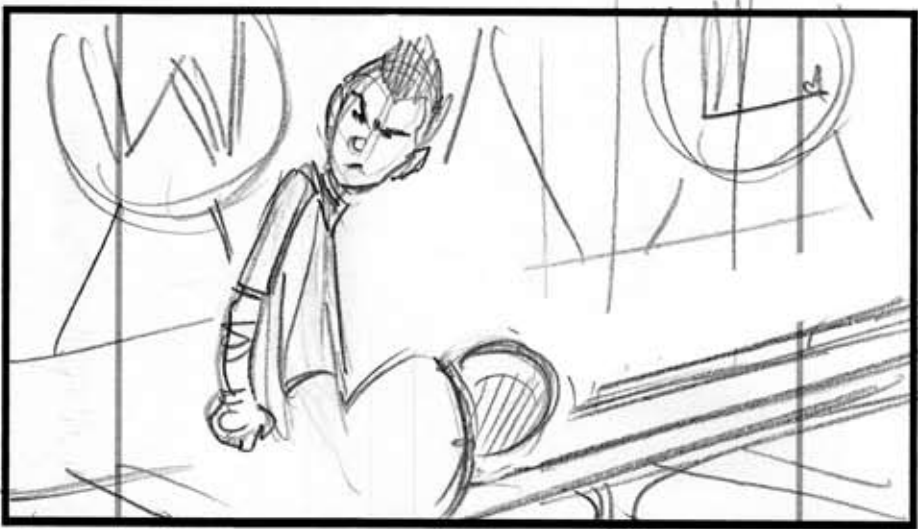
| | | |
|---------------------------------|-----|-------|
| Action | day | night |
| Dial WHAT'D I DO! A THING | | |



Scene # Panel #

Action day night
TIE STILL LOOKING
BACK -

Dial



Scene # CONT'D Panel #

Action day night
HE GRABS THE
BALL -

Dial



Scene # CONT'D Panel #

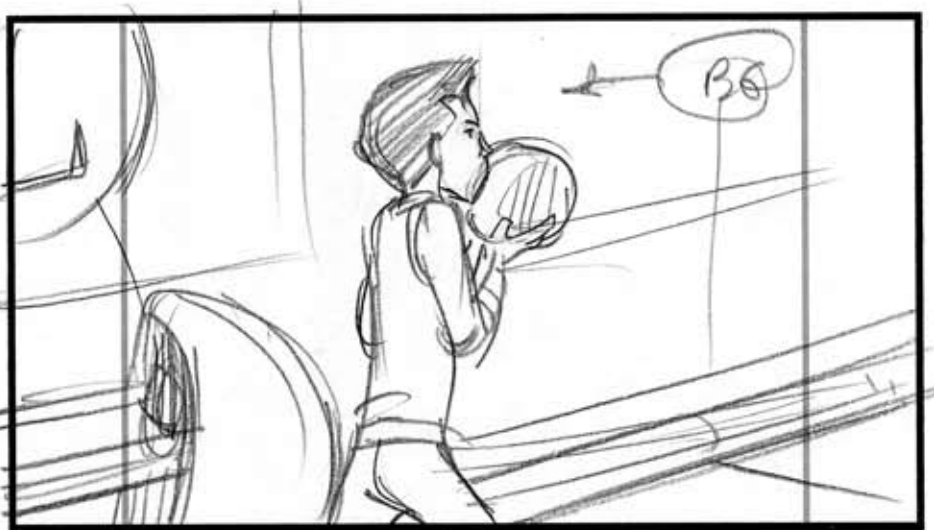
Action day night
HE LIFTS UP BALL
& TURNS AWAY

Dial



Scene # CONTD Panel # 1

| Action | day | night |
|---|-----|-------|
| CAM FOLLOWS TK AS HE WALKS UP TO ALLEN- | | |
| Dial | | |



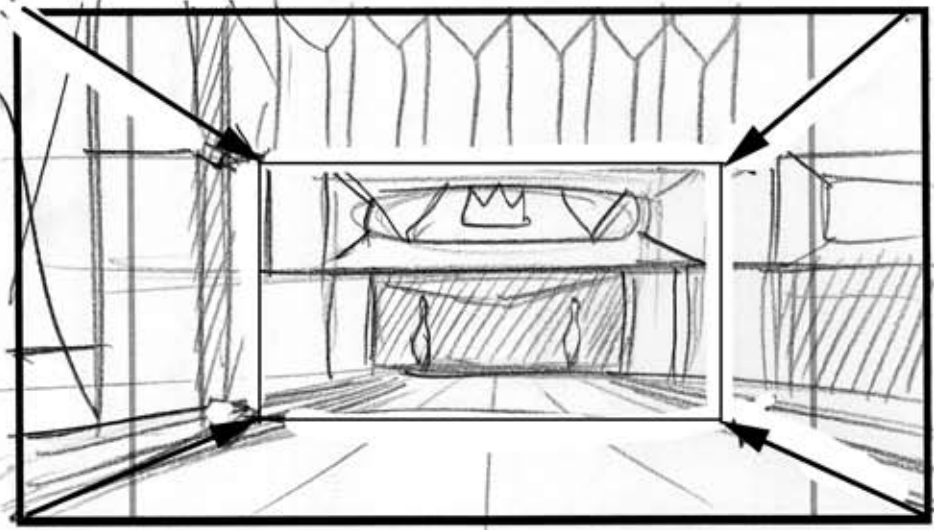
Scene # Panel # 1

| Action | day | night |
|-------------------------------------|-----|-------|
| CU TK LOOKS OVER TOP OF BALL- | | |
| Dial | | |



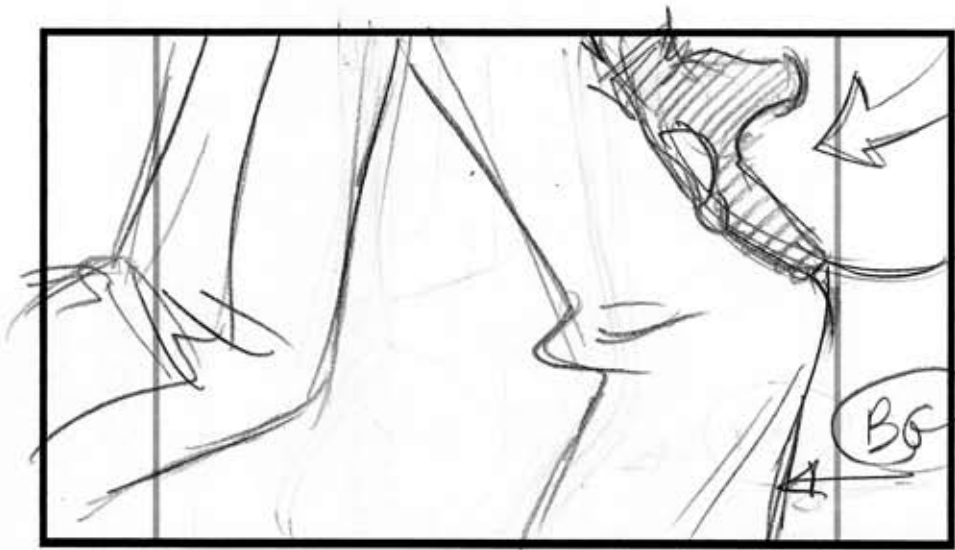
Scene # Panel # 1

| Action | day | night |
|--|-----|-------|
| HS POV OF THE SPLIT PIDS - PUSH IN - | | |
| Dial | | |



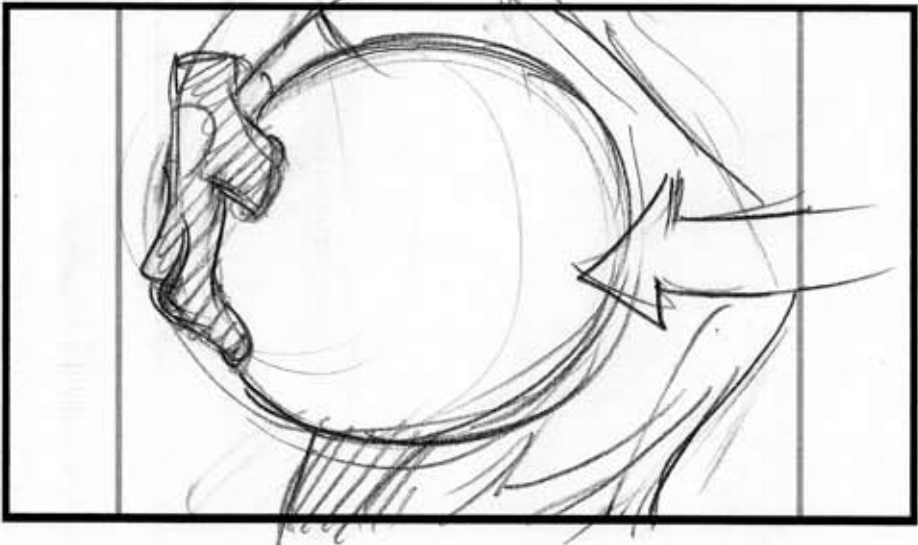
Scene # Panel #

| | | |
|-------------------------------------|-----|-------|
| Action | day | night |
| CU BALL SWINGS INTO SC - (PAN W/TR) | | |
| Dial | | |



Scene # Panel #

| | | |
|--------|-----|-------|
| Action | day | night |
| CU TO | | |
| Dial | | |



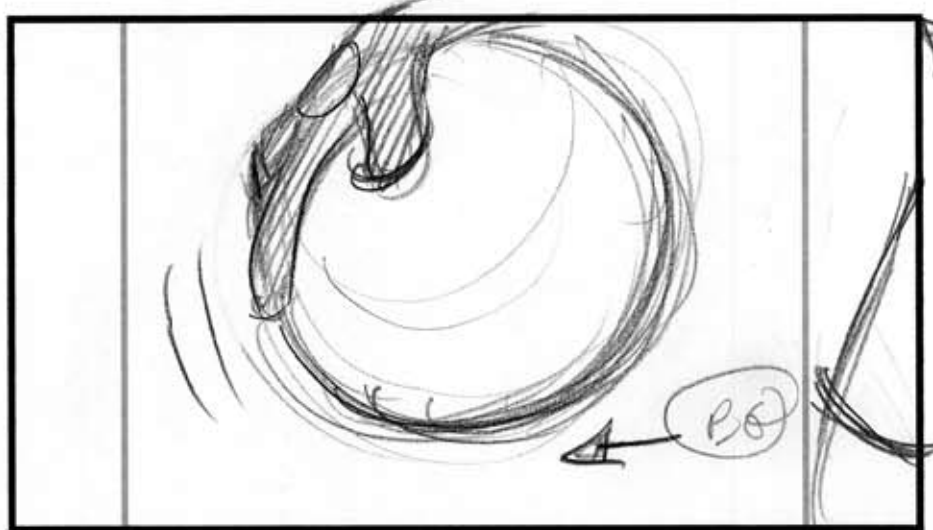
Scene # Panel #

| | | |
|--------|-----|-------|
| Action | day | night |
| CU TO | | |
| Dial | | |



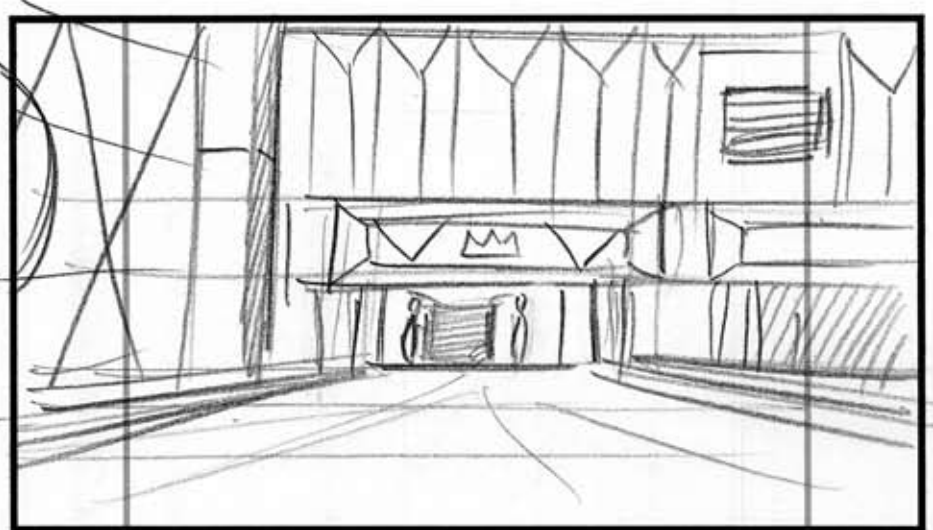
Scene # Conto Panel # 4

| | | |
|--------------------------------|-----|-------|
| Action | day | night |
| CAM FOLLOWS BALL (CONT PAN) | | |
| Dial | | |



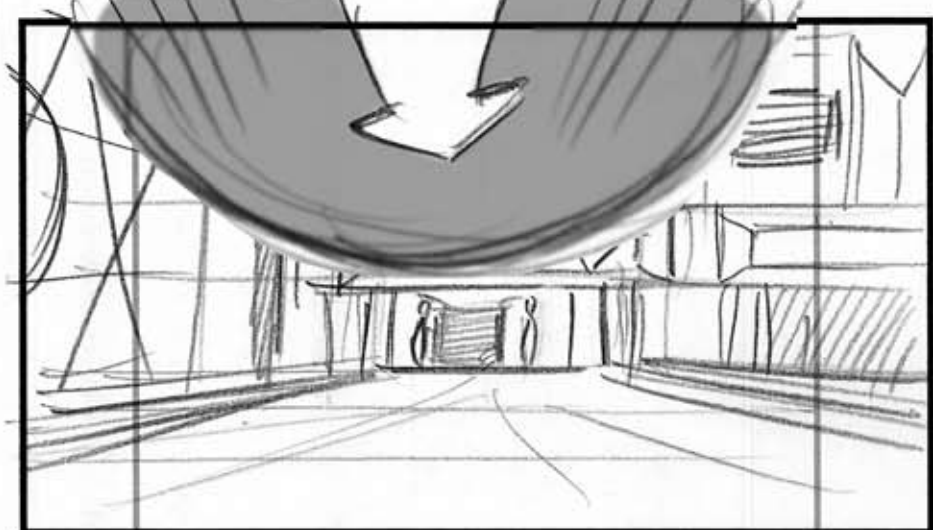
Scene # Panel #

| | | |
|-----------|-----|-------|
| Action | day | night |
| HIS POV - | | |
| Dial | | |



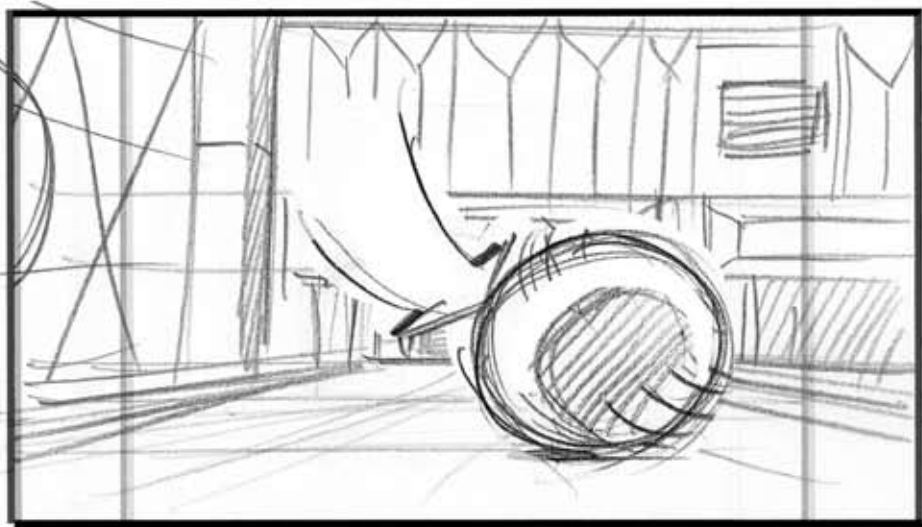
Scene # Conto Panel # 2

| | | |
|-------------------------------|-----|-------|
| Action | day | night |
| BALL INTO SC (BIPAE SETUP) | | |
| Dial | | |



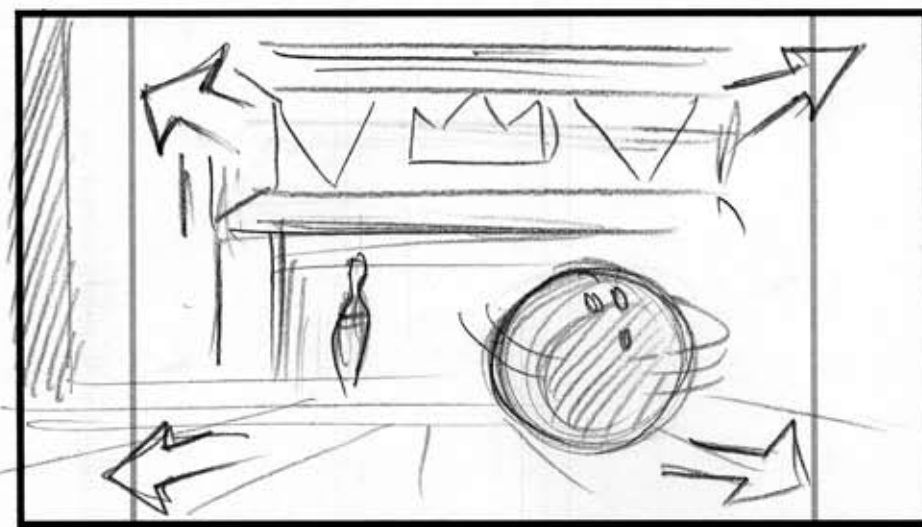
Scene # CONT'D Panel # 3

| | | |
|----------------------|-----|-------|
| Action | day | night |
| BALL ROLLS INTO SL - | | |
| Dial | | |



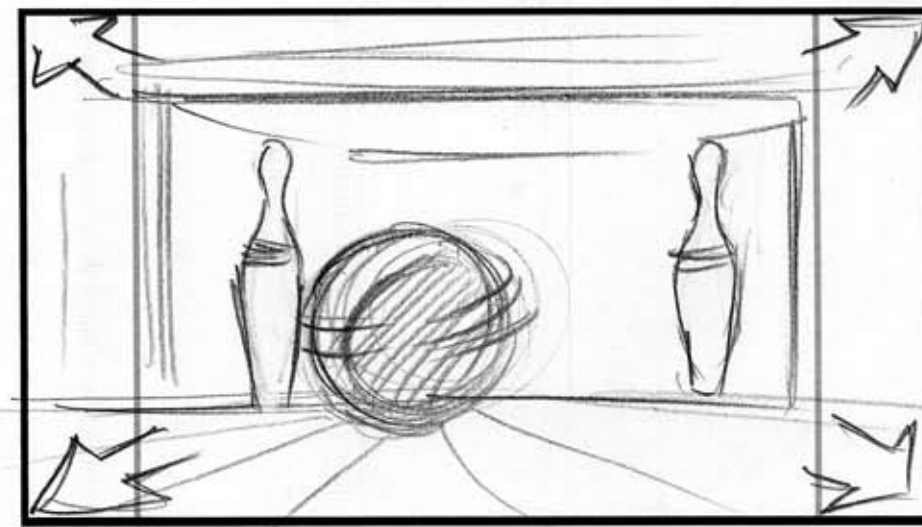
Scene # CONT'D Panel # 4

| | | |
|--|-----|-------|
| Action | day | night |
| BG STARTS TO MOVE TOWARDS CAM AS CAM TRACKS W/BALL | | |
| Dial | | |



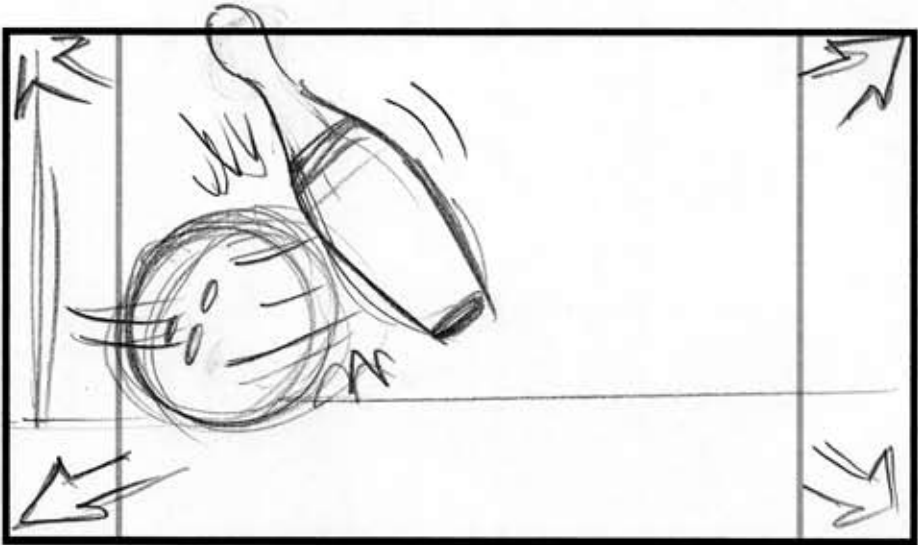
Scene # CONT'D Panel # 5

| | | |
|------------------------|-----|-------|
| Action | day | night |
| BALL HITS TO LET PIN - | | |
| Dial | | |



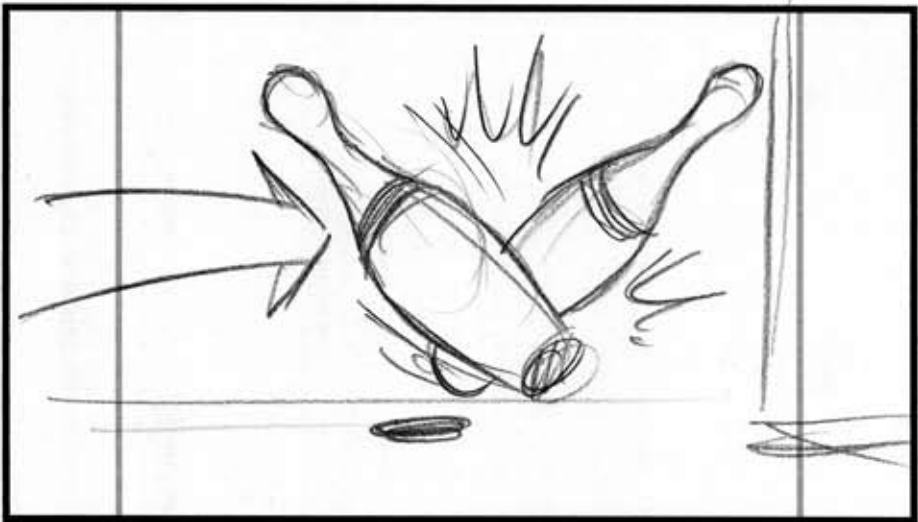
Scene # Panel # 6

| | | | |
|--------|-----|-------|--------------------|
| Action | day | night | BALL HITS LEFT PIN |
| Dial | | | |



Scene # CONT'D Panel # 7

| | | | |
|--------|-----|-------|---|
| Action | day | night | PIN FLIES OVER AND HITS RT PIN <CAM FOLLOWS> |
| Dial | | | |



—————▶ STOP

Scene # Panel # 1

| | | | |
|---------------------------------------|-----|-------|--------------|
| Action | day | night | MARTY REACTS |
| Dial G.C. MARTY: TK SAVES A SPARE! | | | |



Scene # CONTD Panel # 2

Action day night
Returns -

Dial
- NOW ACCORDING -



START →

Scene # CONTD Panel # 3

Action day night
- PAN OVER TO
ISH

Dial
- TO OUR OFFICIAL
SCORING, ISH TAYLOR
NEEDS A STRIKE



→ STOP

Scene # CONTD Panel # 4

Action day night
CAM FOLLOWS ISH
AS HE STAND

Dial
- NEEDS A STRIKE -



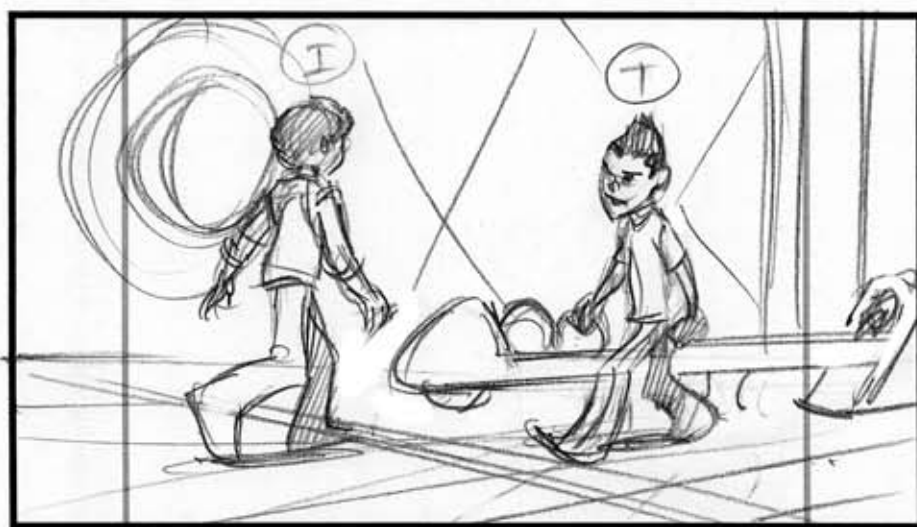
Scene # CONT'D Panel # 5

| | | |
|------------------|-----------|-------|
| Action | day | night |
| HE WALKS TO CAM- | | |
| Dial | - TO WIN. | |



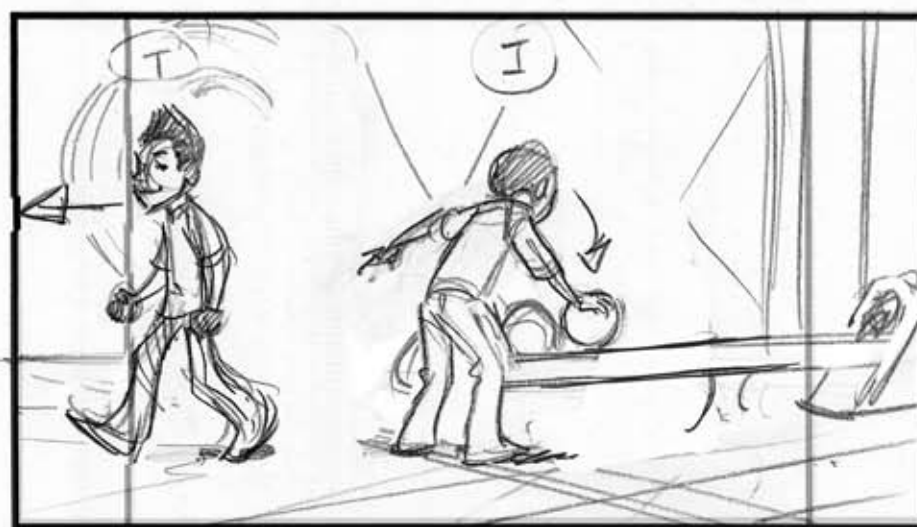
Scene # 1 Panel # 1

| | | |
|--|-----|-------|
| Action | day | night |
| ISH WALKS UP TO BALL RETURN AS TROY WALKS AWAY | | |
| Dial | | |



Scene # CONT'D Panel # 2

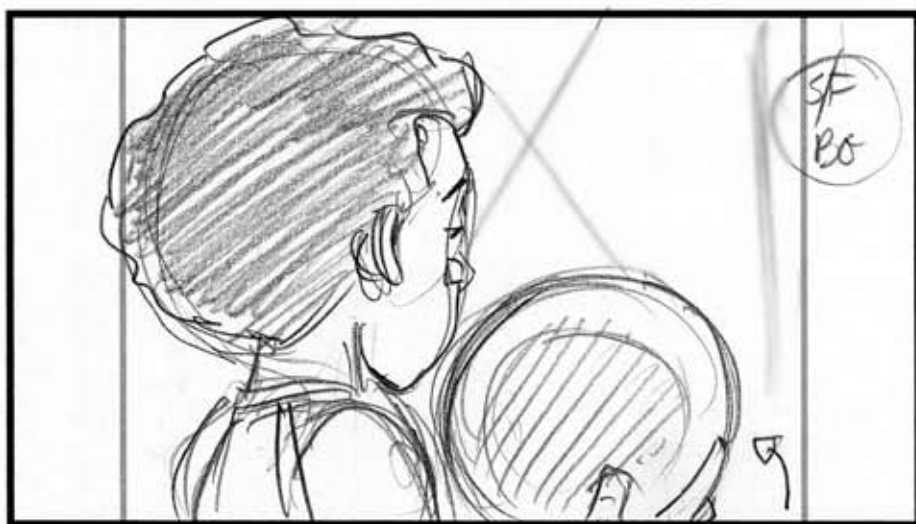
| | | |
|------------------------------|-----|-------|
| Action | day | night |
| ISH GRABS BALL TROY EXITS OS | | |
| Dial | | |



Scene # Panel # 1

Action day night
ISH CLETS
BALL UP

Dial
02 MARTY(OS): TAYLOR
STARTS HIS MOVE..



Scene # Panel # 2

Action day night
ISH GRABES OVER
HIS SHOULDER AT
MARTY-

Dial
03. ISH:-MARTY --



Scene # Panel # 1

Action day night
MARTY REACTS-

Dial
04. MARTY: I'M SORRY-



Scene # Conto Panel # 2

| | | |
|-----------------------------------|---|-------|
| Action | day | night |
| He goes back into ANNOUNER mode - | | |
| Dial | - the tension, the thrills, the excitement of BOWLING is just TOO MUCH FOR YOUR ANNOUNER! | |



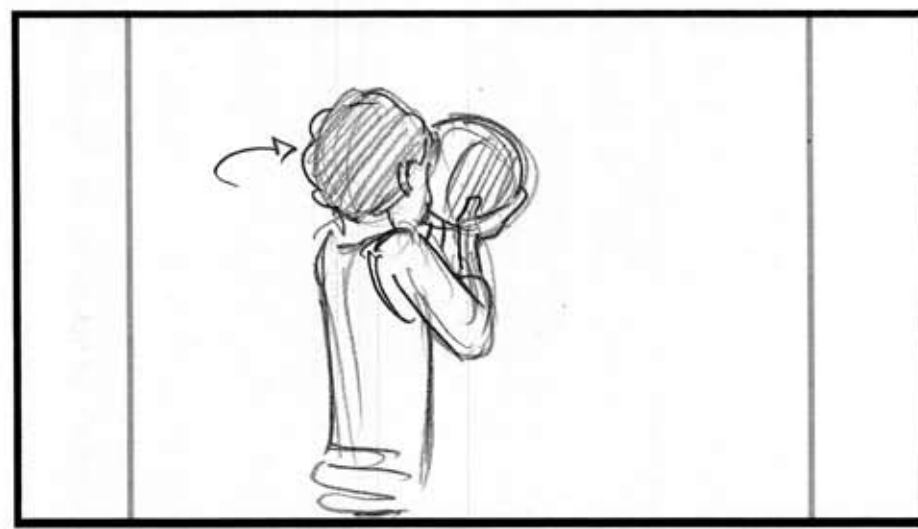
Scene # Panel # 1

| | | |
|------------------------|-----|-------|
| Action | day | night |
| ISH looking back still | | |
| Dial | | |



Scene # Conto Panel # 2

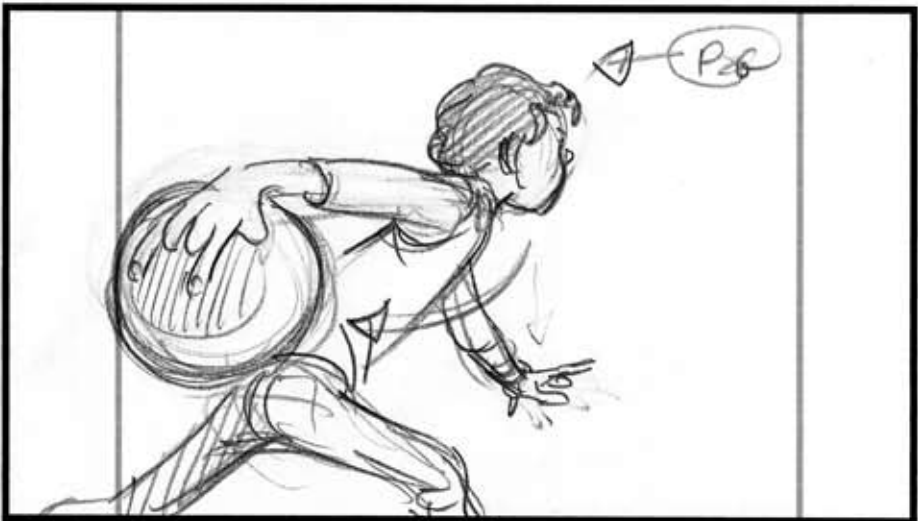
| | | |
|---------------------------|-----|-------|
| Action | day | night |
| He turns back and AILLS - | | |
| Dial | | |



Scene # Canto Panel # 3

Action day night
He ANGLE
(CAM ADJUSTS)
AS HE STARTS
FORWARD

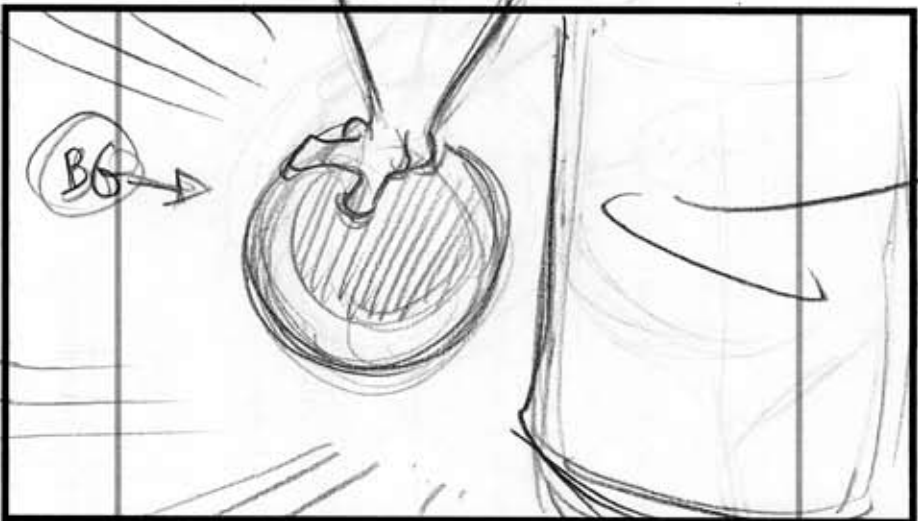
Dial



Scene # Panel # 1

Action day night
CU BALL &
ISH'S HAND
(BI-PACK SC)

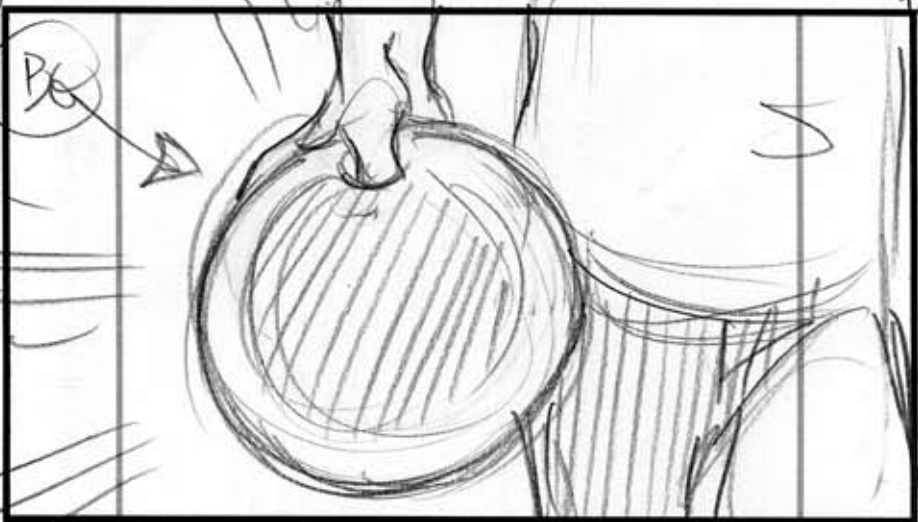
Dial



Scene # Canto Panel # 2

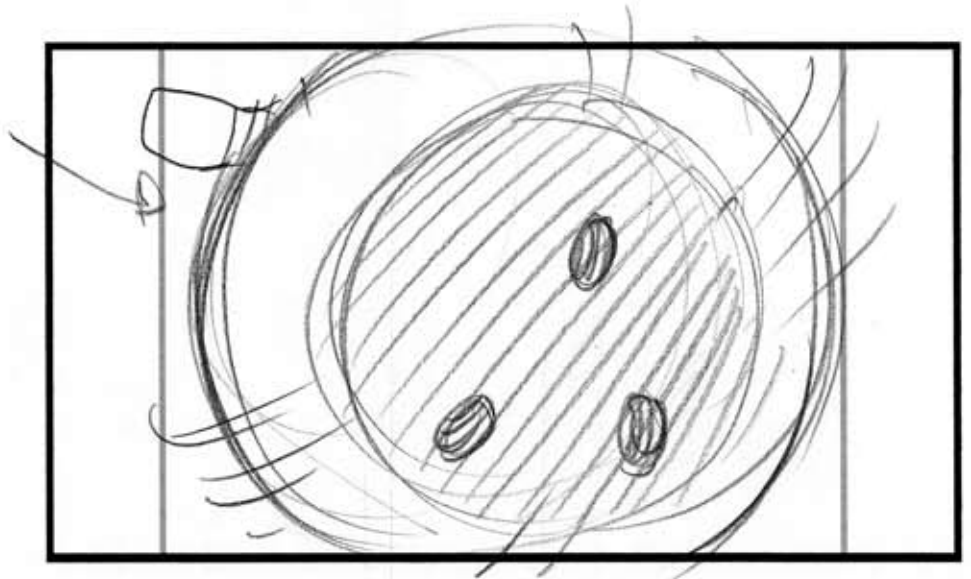
Action day night
BALL SWINGS
TOWARDS CAM
(CAM FOLLOWS)

Dial



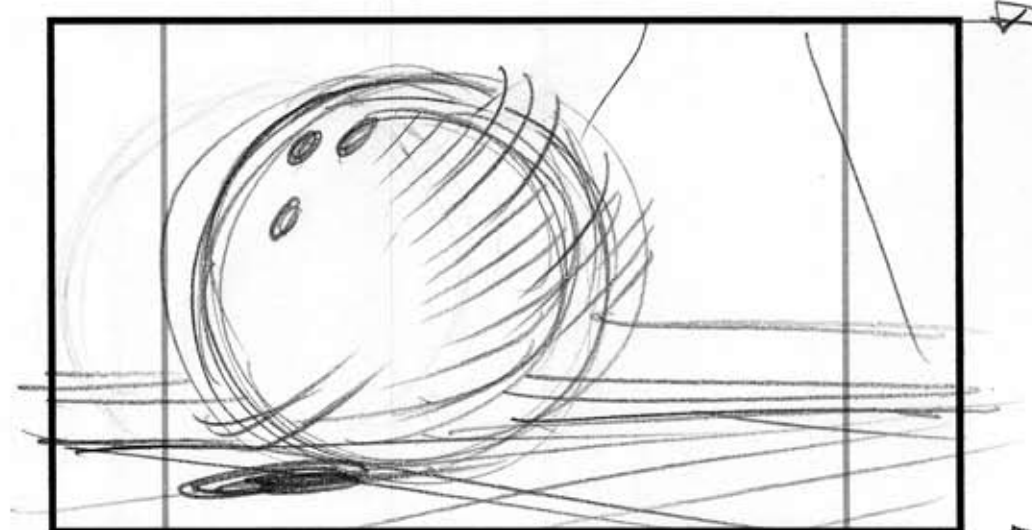
Scene # CONT'D Panel # 3

| Action | day | night |
|--|-----|-------|
| BALL FILLS SCREEN AS ISH LETS GO OF IT - | | |
| Dial | | |



Scene # CONT'D Panel # 1

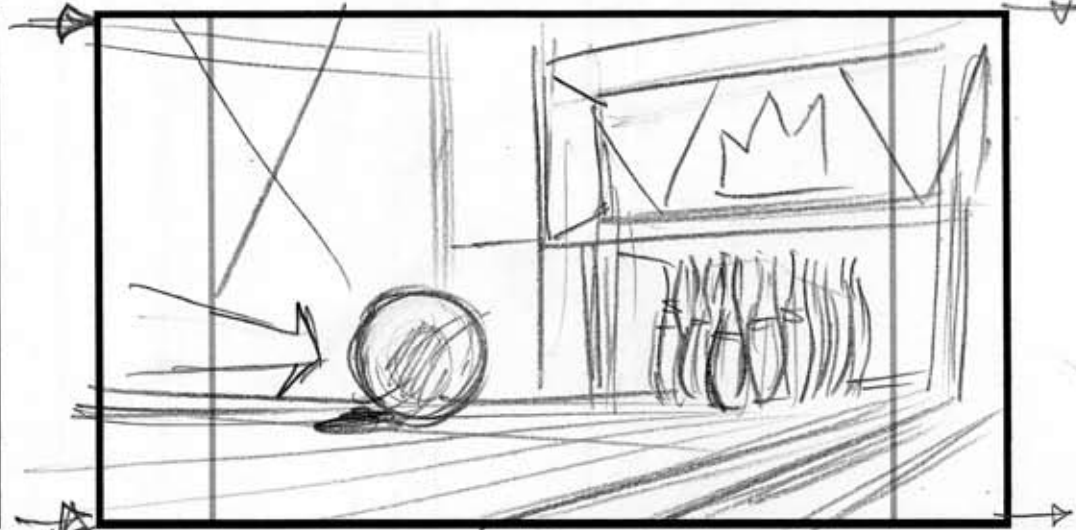
| Action | day | night |
|--|-----|-------|
| REVERSE ANGLE OF BALL AS IT ROLLS DOWN ALLEY | | |
| Dial | | |



START →

Scene # CONT'D Panel # 2

| Action | day | night |
|--------------------------------------|-----|-------|
| CAM FOLLOWS BALL AS IT ROLLS TO PINS | | |
| Dial | | |



CONT PAN

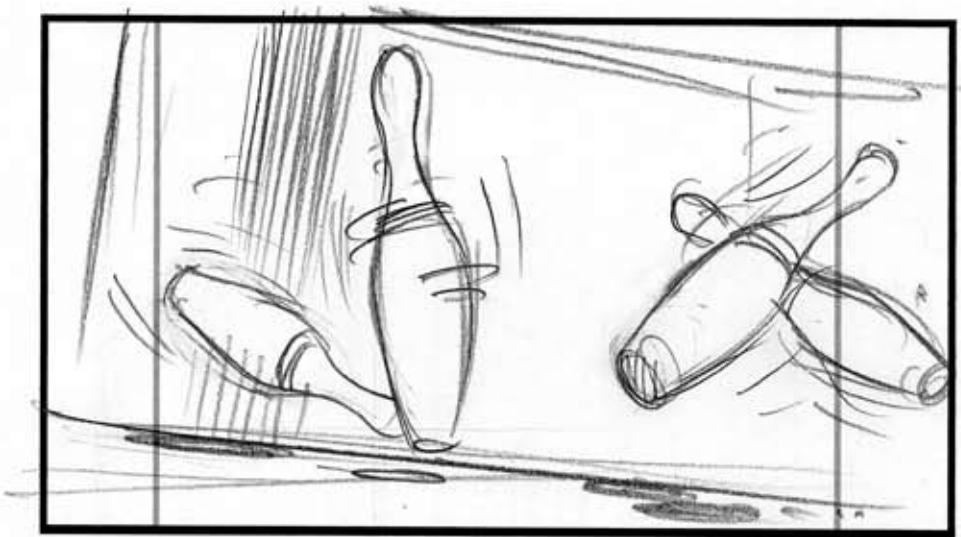
Scene # CONT'D Panel # 9

| | | |
|----------------|-----|-------|
| Action | day | night |
| BALL HITS PINS | | |
| Dial | | |



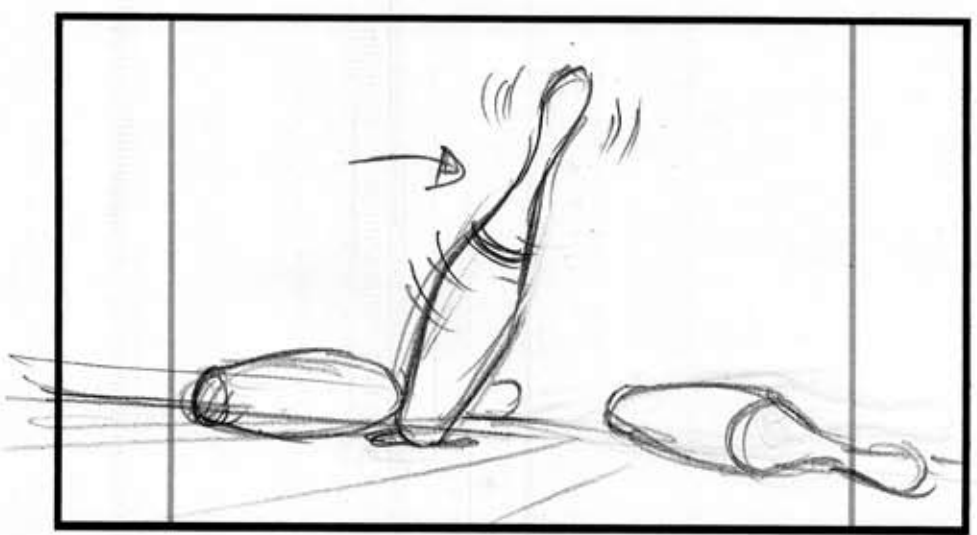
Scene # Panel # 1

| | | |
|-------------------------------------|-----|-------|
| Action | day | night |
| PIN RETERS AS OTHER PINS FALL | | |
| Dial | | |



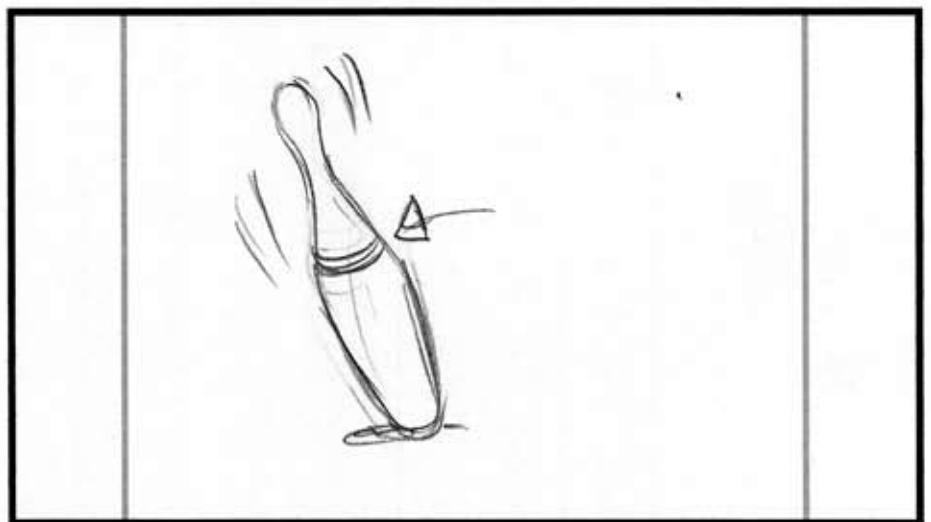
Scene # CONT'D Panel # 2

| | | |
|----------------|-----|-------|
| Action | day | night |
| IT TILTS RT... | | |
| Dial | | |



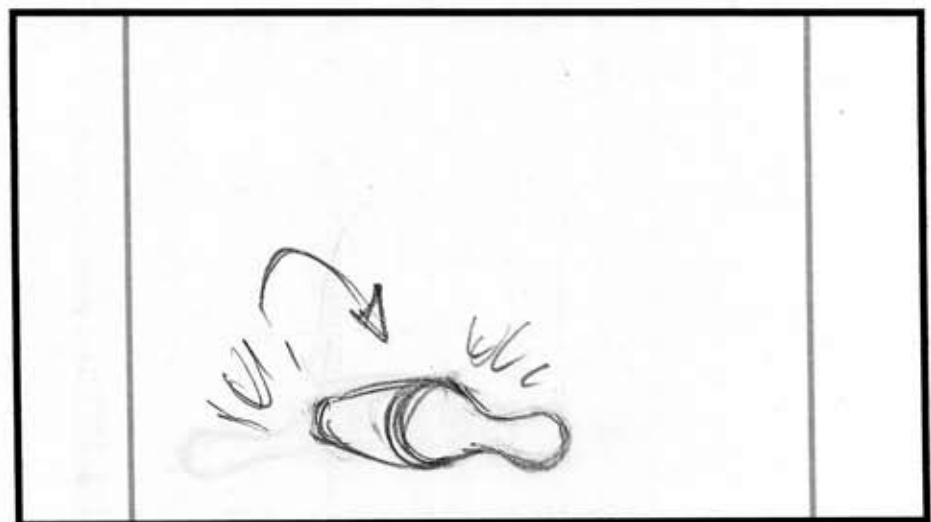
Scene # Conto Panel # 3

| | | |
|-------------------------------|-----|-------|
| Action | day | night |
| PIN TILTS THE OTHER DIRECTION | | |
| Dial | | |



Scene # Conto Panel # 4

| | | |
|-------------------|-----|-------|
| Action | day | night |
| PIN FINALLY FALLS | | |
| Dial | | |



Scene # Conto Panel # 1

| | | |
|--|-----|-------|
| Action | day | night |
| BULLDOG SIGN FLASHES | | |
| Dial G.S. MARTY (OS): STRIKE!! SFX: (BUZZERS) | | |



Scene # Panel # 1

Action

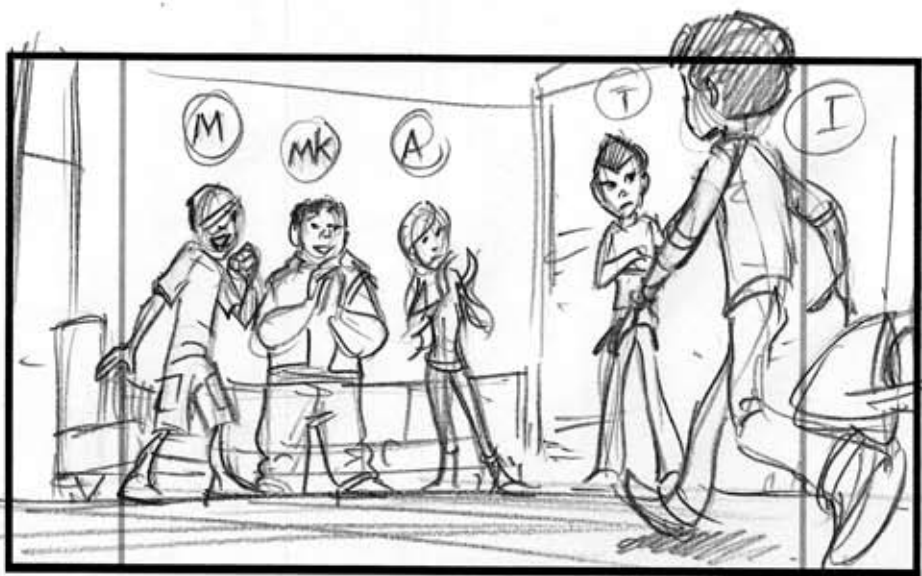
day

night

ISH walks to OTHERS

Dial

M: ITS A STRIKE!



Scene # CONTD Panel # 2

Action

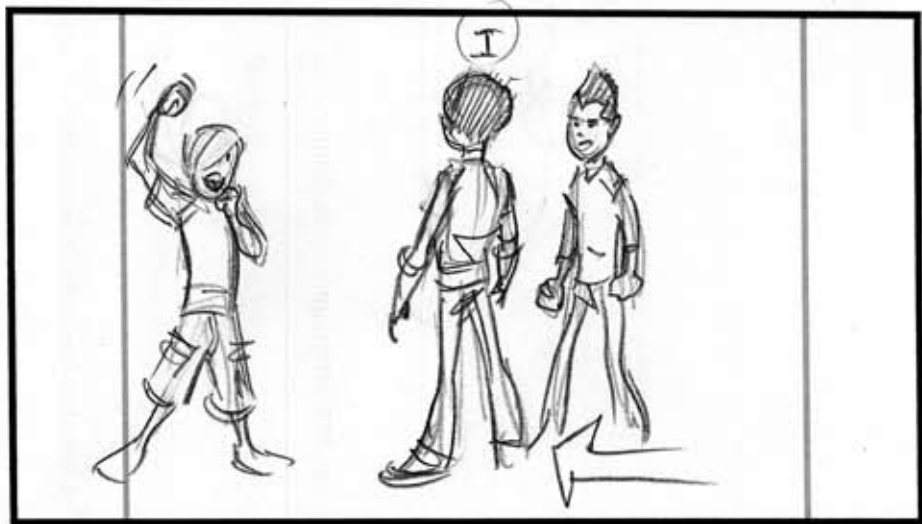
day

night

ISA STOPS

Dial

TAYLOR PULLS IT OFF FOR THE WIN! PRO BOWLERS WATCH OUT



Scene # Panel # 1

Action

day

night

ISH CROSSES HIS ARMS

Dial

M(OS): TEN PIN. TAYLOR IS ON THE MOVE.



Scene # CONT'D Panel # 2

| | | |
|-------------------------------|-----|-------|
| Action | day | night |
| TROY LEANS INTO ISH | | |
| Dial | | |
| O6: TROY! I DEMAND A REMATCH! | | |



Scene # CONT'D Panel # 1

| | | |
|-----------|-----|-------|
| Action | day | night |
| ASH CLAPS | | |
| Dial | | |



Scene # CONT'D Panel # 2

| | | |
|---------------------------------|-----|-------|
| Action | day | night |
| HEEL WATCH FLASHES & SHE REACTS | | |
| Dial | | |



Scene #

Panel #

CONT'D

9

Action

day

night

SHE LOOKS UP

Dial

67. ASH: OH, ISH?



Scene #

Panel #

1

Action

day

night

ISH'S WATCH FLASHES

Dial

68. ISH: 'YEAH, I KNOW.



Scene #

Panel #

CONT'D

2

Action

day

night

CAM FOLLOWS ISH AS HE WALKS PAST TROY-

Dial

69. TROY: CAN'T TRUCE THE HEAT?



Scene # Panel # 1

Action day night
CAM FOLLOWS ISH

Dial
TO. ISH: gotta go, try



Scene # Panel # 2

Action day night
ISH WALKS PAST
ASH-SHE FOLLOWS
HIM -

Dial
HEY, MIKA, ...



Scene # Panel # 3

Action day night
THEY WALK PAST
MIKA
- STOP PAN -

Dial
DUNNUTS DON'T YOU
BOUL FOR ME?
MI. MIKA: ME?



Scene # CONT'D Panel # 4

Action day night
MIKEA REACTS
& WALKS TO CAM
-CAM ADJUSTS UP-

Dial
OKAY, ARE YOU
READY FOR THE
SAMOAN SMASHER?



Scene # Panel #

Action day night
EXT HALL OF FAME
TRUCK IN -

Dial



Scene # Panel #

Action day night
INT HOF
-CU ASH AND ISH
(UPSIDE)

Dial



Scene # CONT'D Panel # 2

Action day night
CAM PULLS OUT
AS THEY COOK
AT THEIR WATCHES

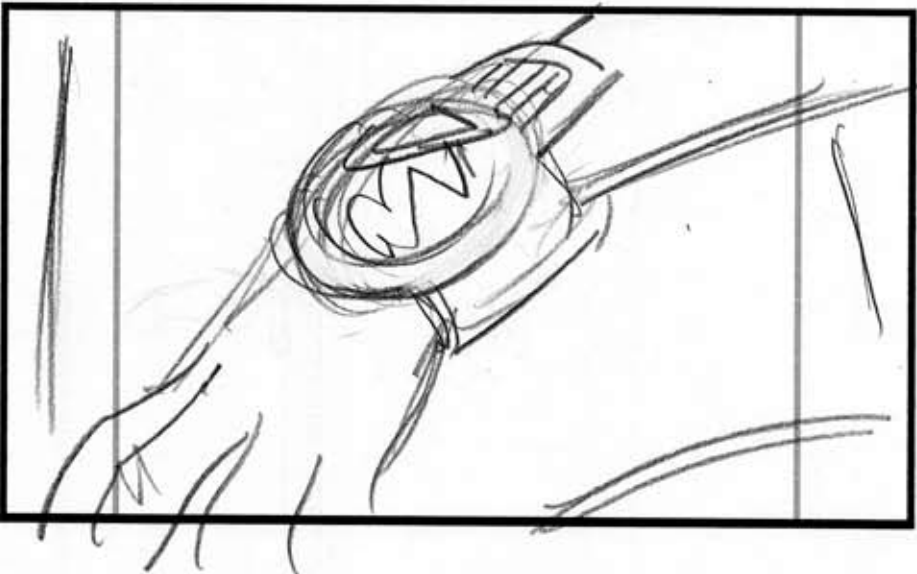
Dial ASH LIFTS HER
TO BEHIND HER
HEAD -



Scene # CONT'D Panel # 1

Action day night
CO - ISH'S
WATCH -

Dial



Scene # CONT'D Panel # CONT'D

Action day night

Dial



Scene # Panel #

Action INT. HOK day night
CO- ISH

Dial 72. ISH: THIS IS HIS FAULT, HE'S THE ONE WHO MESSED UP!



Scene # Panel #

Action PAN W/THEM AS THEY WALK ALONG day night

Dial III I CALLED A PLAY AND HE RAN A DIFFERENT PLAY-



Scene # Panel #

Action ASH REACTS day night

Dial 73. ASH: IT DIDN'T EXACTLY HELP THAT YOU BEAT HIM AT BOWLING!



Scene # Panel #

Action day night
ASH'S POV -
PAN W/ISH

Dial
74 ISH: WHAT AM I
SUPPOSED TO DO?



Scene # cont'd Panel #

Action day night
HE TURNS TO ASH

Dial
LOSE?



Scene # Panel #

Action day night
PAN W/ASH
(OTS ISH)

Dial
75 ASH: YOU'RE OUR
CAPTAIN -- YOU
NEED TO WORK IT
OUT!!!



Scene # Conto Panel # 2

| | | |
|--------------------------|------------------------------------|-------|
| Action | day | night |
| ADJUST CAM OVER TO ISH - | | |
| Dial | ASH!!! HE'S YOUR FRIEND AFTER ALL. | |



Scene # Conto Panel # 3

| | | |
|---------------------------------------|------------------|-------|
| Action | day | night |
| ISH TURNS TO CAM (CLOCK FOCUS TO ISH) | | |
| Dial | TO ISH: EXACTLY. | |



Scene # Conto Panel # 4

| | | |
|--------------------------|--------------------------------------|-------|
| Action | day | night |
| ISH STOPS - ASH GRINS OS | | |
| Dial | FRIENDS ARE SUPPOSED TO HELP FRIENDS | |



Scene # 1 Panel # 1

Action day night
ASH STOPS WALKING

Dial
77 ASH: I COULDN'T
HAVE SAID IT
MYSELF.



Scene # CONTD Panel # 2

Action day night
BOTH REACT

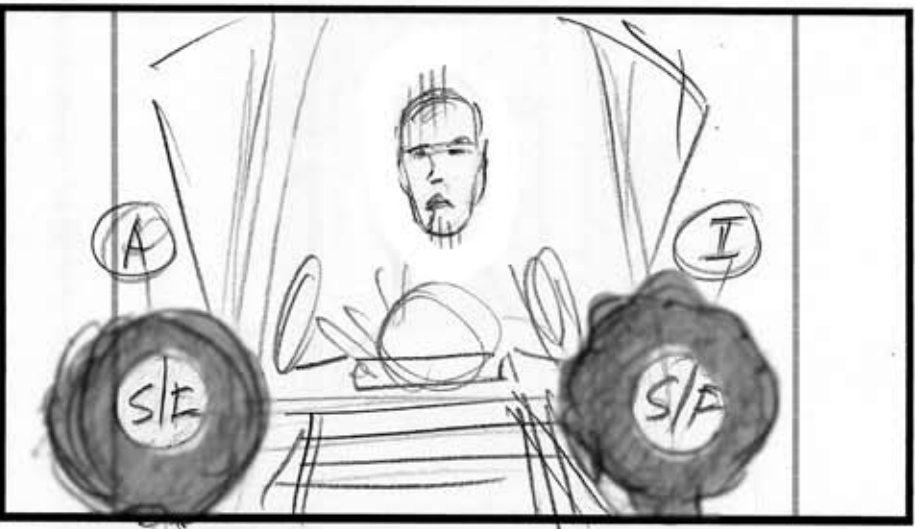
Dial
R2G.O(OS):
GUARDIANS!!!



Scene # 1 Panel # 1

Action day night
THEY RUN - R2G.O

Dial
R2G.O!!! WE HAVE
A PROBLEM, IN
NEW ORLEANS,



Scene # Panel #

Action day night
SAINTS RUSHER
STEPS FORWARD
ISH & ASH REACT -

Dial
79 SR: WE'VE HAD A
CRASH IN AT OUR
NEW POWERCORE
VAULT.



Scene # Panel #

Action day night
ISH RESPONDS

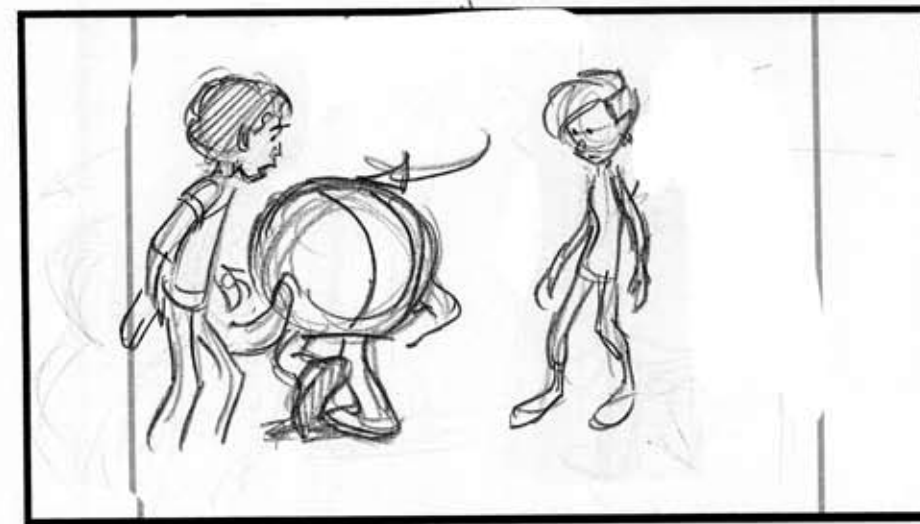
Dial
80, ISH: NO PROBLEM,
LEAD THE WAY,



Scene # Panel #

Action day night
SR TURNS AND
STARTS O.S.

Dial



Scene #

Panel #

contd

6

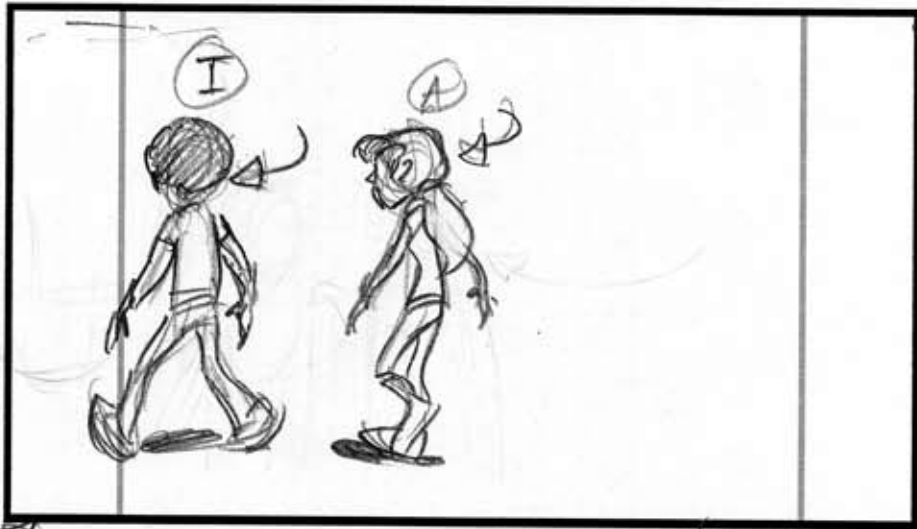
Action

day

night

THEY START TO FOLLOW SR
CAM ADJUSTS

Dial



Scene #

Panel #

contd

5

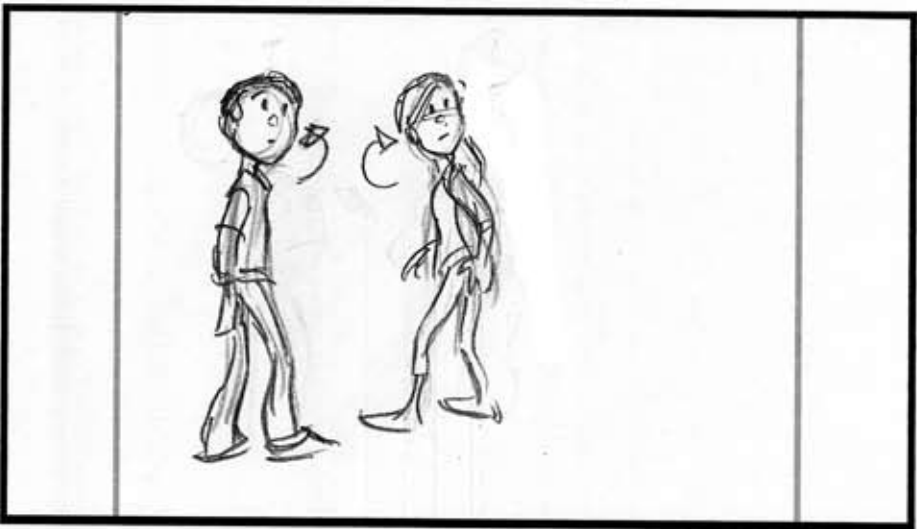
Action

day

night

THEY STOP & TURN

DialRZG.O(AS):
A-MENITAT, ISH.



Scene #

Panel #

1

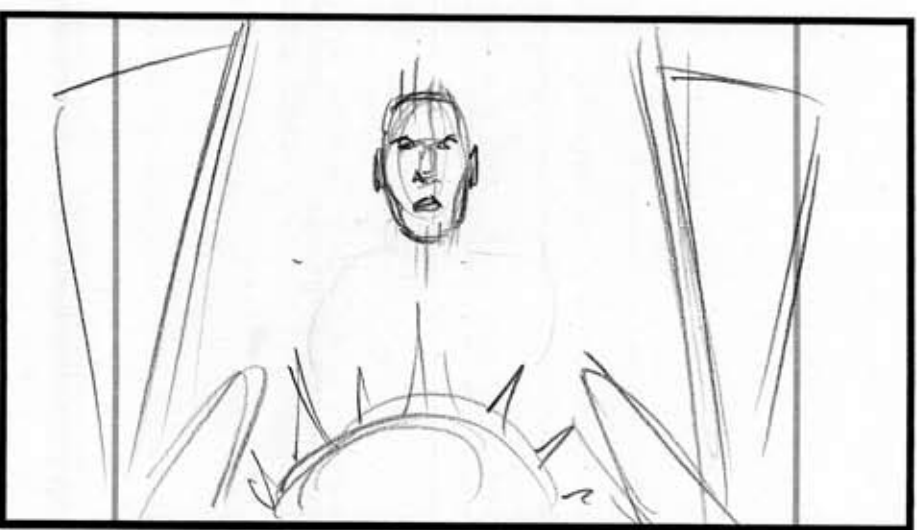
Action

day

night

THEIR POV-RZG.O

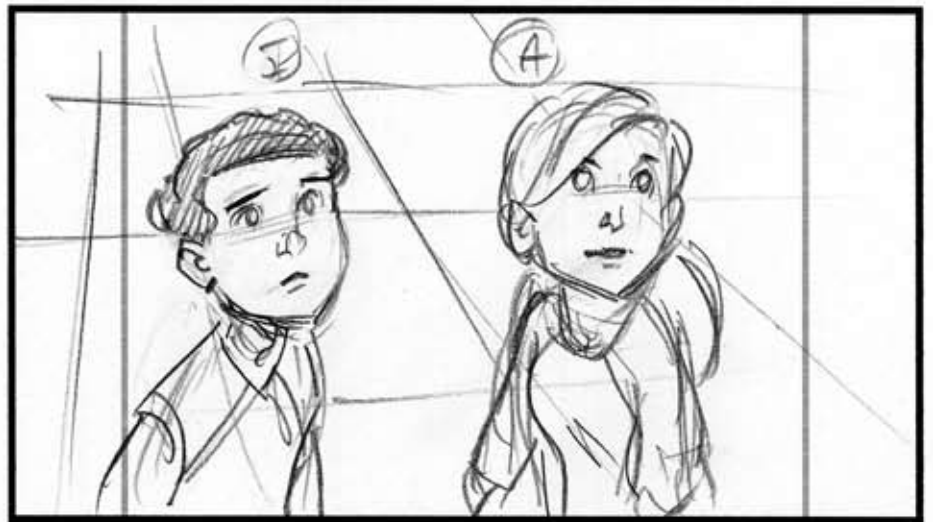
DialRZG.O: BEFORE YOU
GO, I'VE IDENTIFIED
ANOTHER GUARDIAN.



Scene # Panel #

Action day night

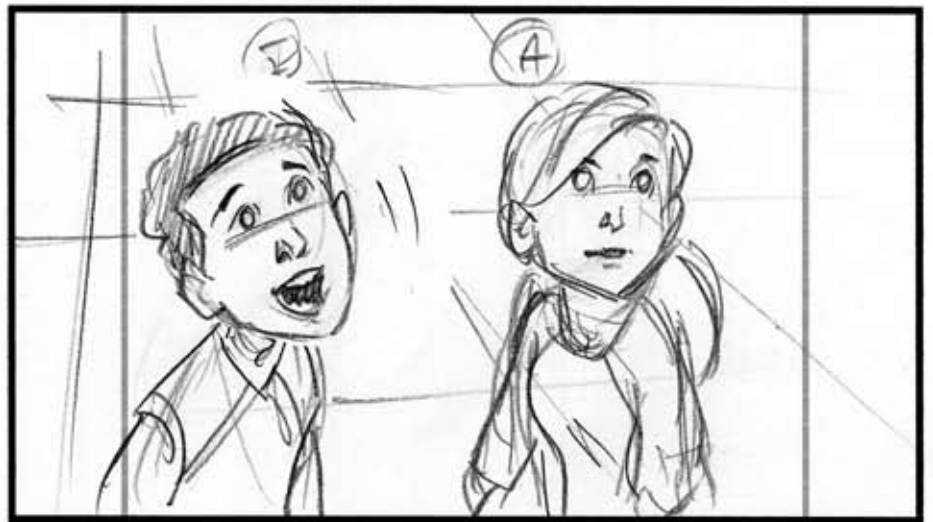
Dial
K26.0 (OS): I WANT
YOU AND ASH TO
MEET HIM!!!



Scene # Panel #

Action day night
1st REACTS

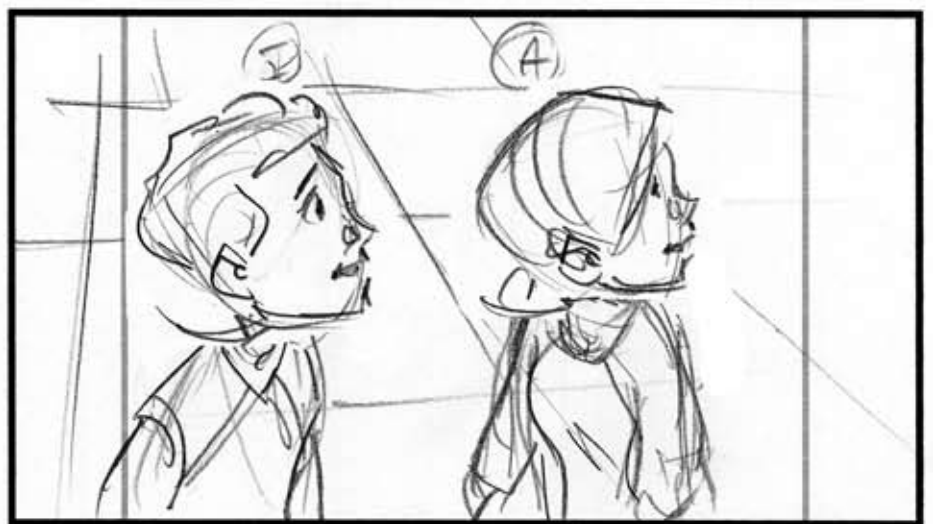
Dial
OS: GREAT, WE CAN
USE ALL THE HELP
WE CAN GET!



Scene # Panel #

Action day night
Then REACT TO OS,
SOUND FX - THEY
TURN.

Dial



Scene # Panel # 1

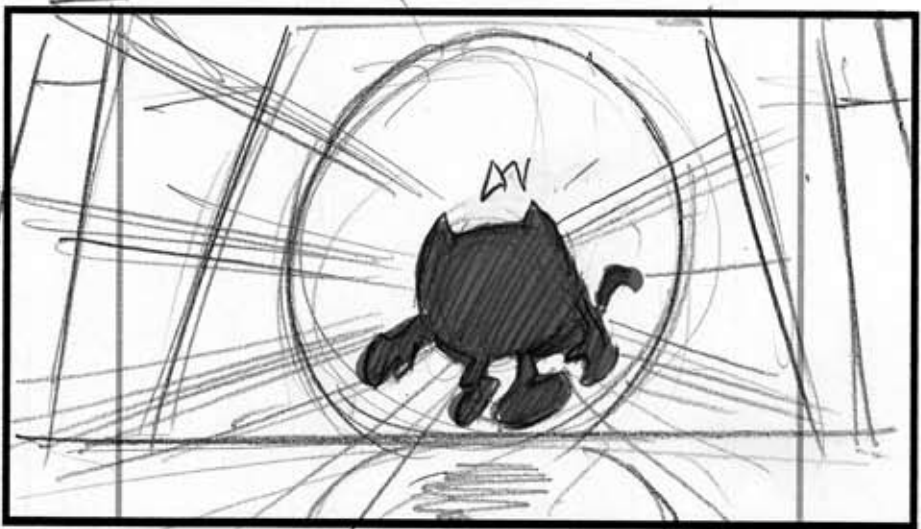
Action

daynight

THRU POV - PORTAL
SILO OF PANTHERS
RUSTER

Dial

83. 1200(US): MEET
THE NEXT GUARDIAN



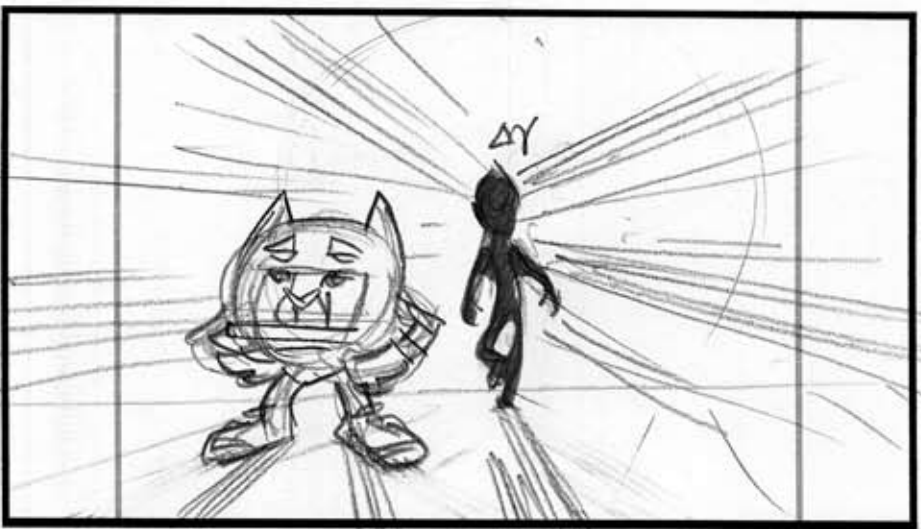
Scene # Canto Panel # 2

Action

daynight

PR STEPS INTO
LIGHT FOLLOWED
BY SILO OF TROY

Dial



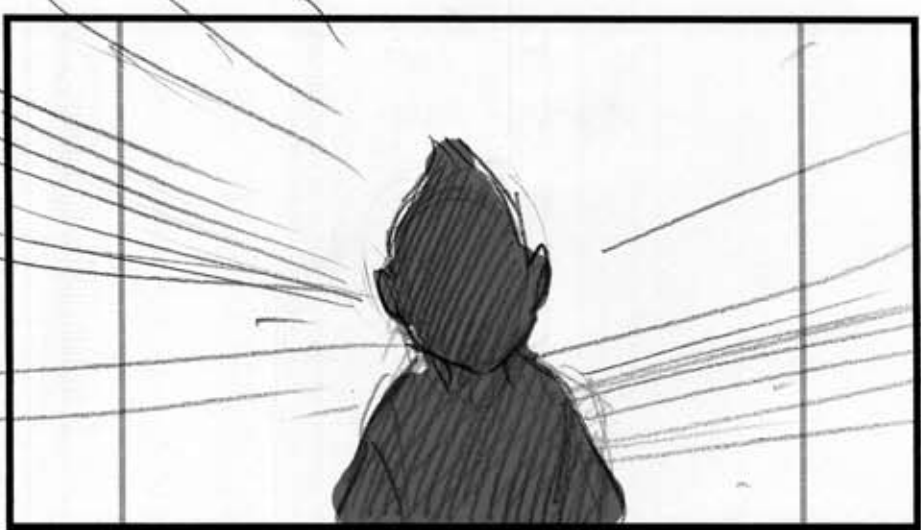
Scene # Panel # 1

Action

daynight

TIGHTER ON
TROY IN SILO

Dial



Scene # CONTD Panel # 2

| | | |
|---------------------|-----|-------|
| Action | day | night |
| HE STEPS INTO LIGHT | | |
| Dial | | |



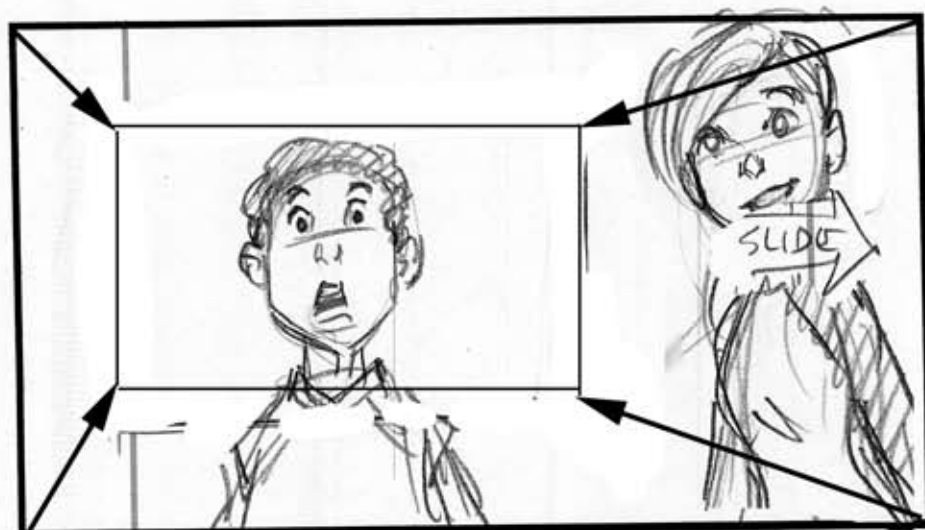
Scene # 1 Panel # 1

| | | |
|-------------|-----|-------|
| Action | day | night |
| ISH AND ASH | | |
| Dial | | |



Scene # CONTD Panel # 2

| | | |
|---------------------------|-----|-------|
| Action | day | night |
| TRC INTO ISH AS HE REACTS | | |
| Dial | | |



FADE OUT

Scene #

1

Panel #

1

Action

day

night

INT HOK

TR09 TALKS TO

R26.0 - TRICK

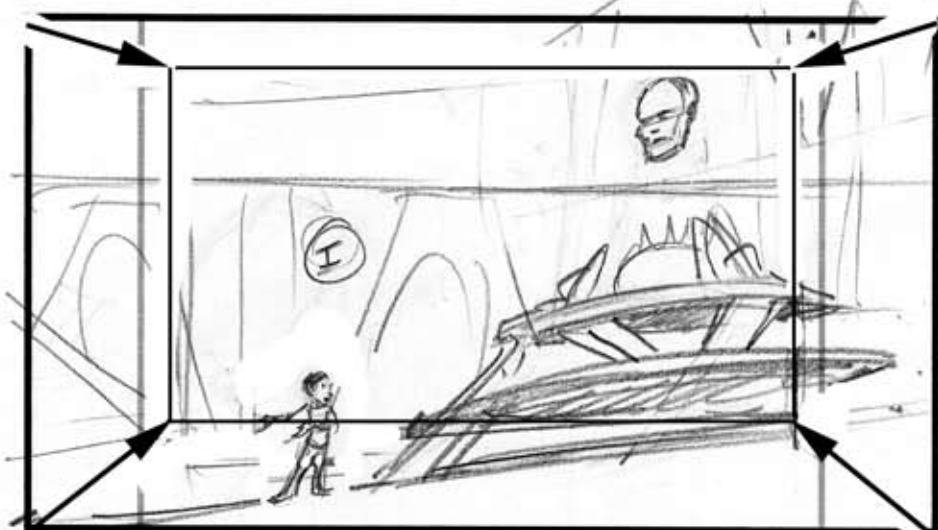
IN

Dial

84. ISH: WHY DID YOU

MAKE HIM A

GUARDIAN?



Scene #

1

CONT'D

Panel #

2

Action

day

night

R26.0 REACTS

Dial

85. R26.0: I AM

ASTONISHED BY YOUR

RESPONSE



Scene #

2

Panel #

1

Action

day

night

ISH REACTS

Dial

86. ISH: I'M JUST

NOT SURE HE'S

GUARDIAN MATERIAL

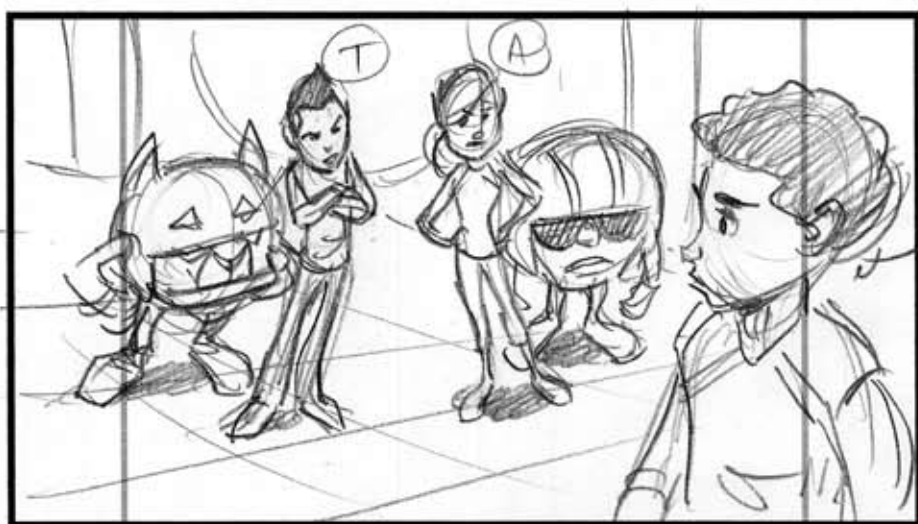
R2.11



Scene # 2 Conto Panel # 2

Action day night
PAN OUT TO INCLUDE
TROU, ASH & RUSTERS

Dial 87 TROU! I'M STANDING
RIGHT HERE, ISH!



Scene # 3 Panel # 1

Action day night
R2 IN S/F

Dial 88. R260: YOUR
BEHAVIOR!!!



Scene # 3 Conto Panel # 2

Action day night
ISH TURNS TO
R260 - RAEK
FOCUS TO R2

Dial III IS INAPPROPRIATE,
ISHITE. WE WILL NEED
TO DISCUSS THIS MATTER
FURTHER UPON YOUR
RETURN FROM NEW
ORLEANS -



Scene # 4 Panel # 1

Action day night
ISH LISTENS

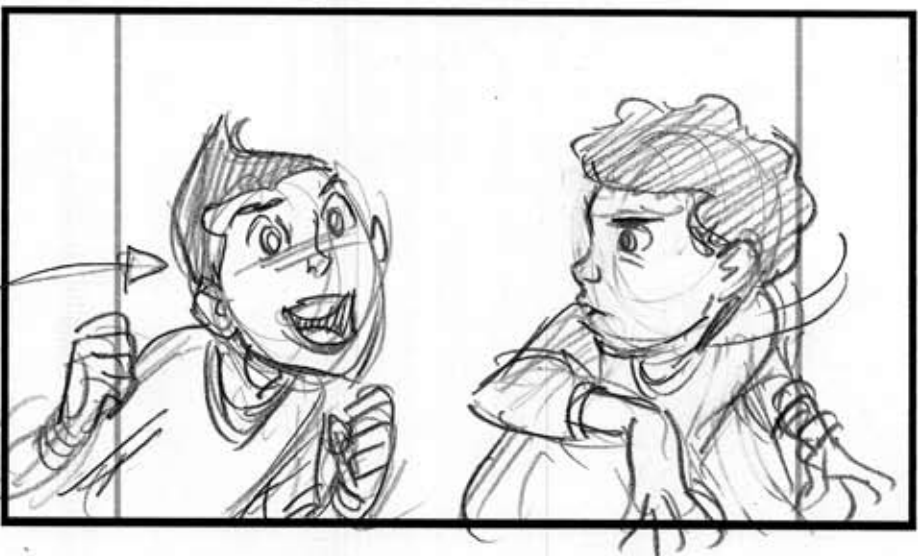
Dial RZ(05): A GUARDIAN
WUSTN'T FORGET THAT
TEAMMATES WORK
TOGETHER -



Scene # 4 Conto Panel # 2

Action day night
TROY LEANS INTO
SC

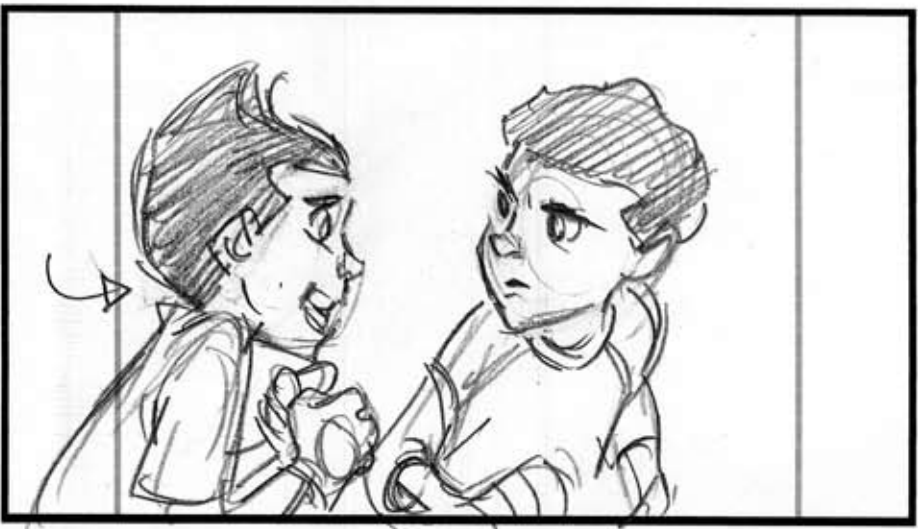
Dial 89. TROY: NEW
ORLEANS?



Scene # 4 Conto Panel # 3

Action day night
HE TURNS TO
ISH

Dial THE SAINTS ARE MY
FAVORITE TEAM



Scene # 4 Cont'd Panel # 4

Action day night
TROY TURNS BACK
TO RZ60
AS HE HEARS THE VOICE

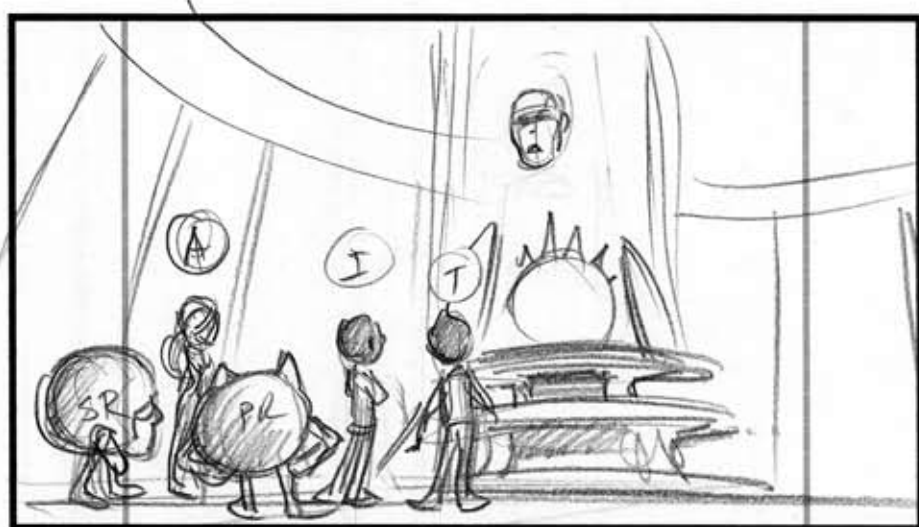
Dial
TROY: I'll GO!



Scene # 5 Panel # 1

Action day night
ISH WALKS AWAY
AS TROY LISTENS
TO RZ60

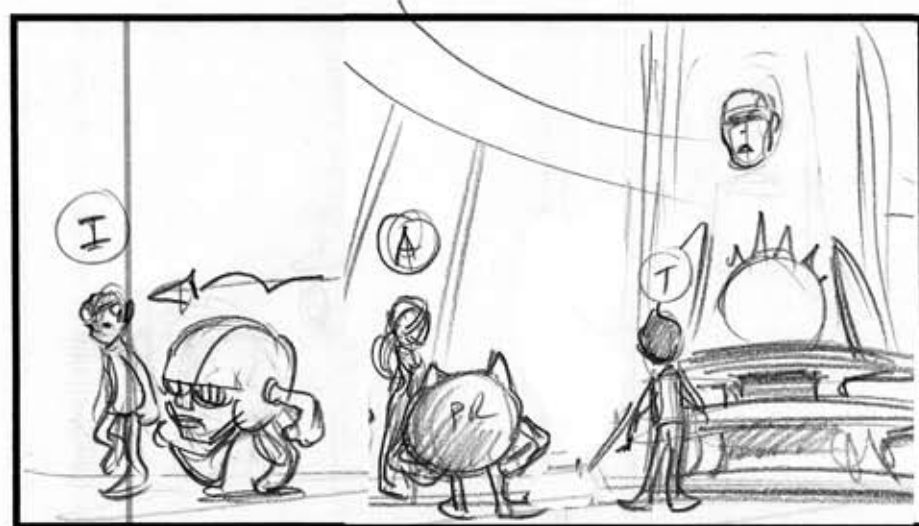
Dial RO RZ60: NO, TROY,
NOT YET, YOU ARE STILL
IN TRAINING,



Scene # 5 Cont'd Panel # 2

Action day night
CAM FOLLOWS ISH
AS HE WALKS AWAY
WITH SR.

Dial
YOU WILL STAY
BEHIND ON THIS
MISSION AND TRAIN
WITH ASH



Scene # 6 Panel # 1

Action day night
THOU NOOS
Dial



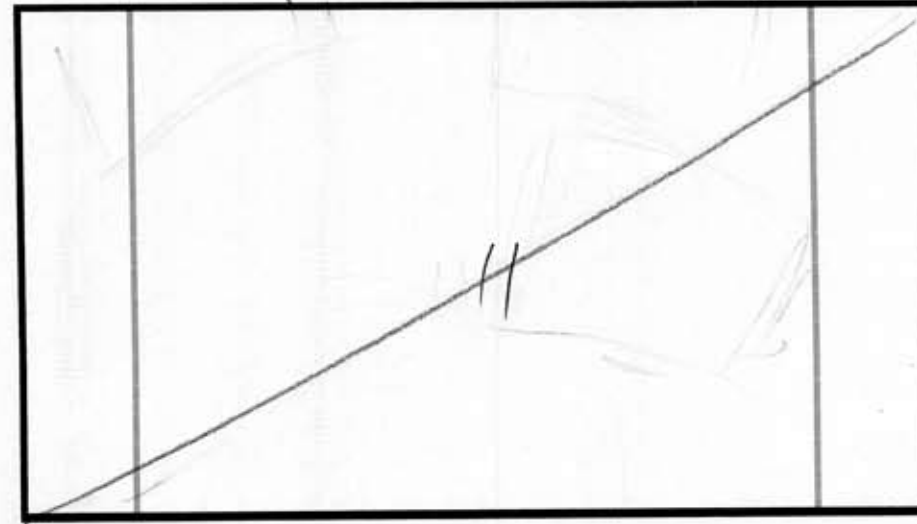
Scene # 6 Panel # 2

Action day night
He looks around -
Dial 91. THOU: wheA-



Scene # 7 Panel # 1

Action day night
THOU NOOS
Dial



Scene # 7 Panel # 3

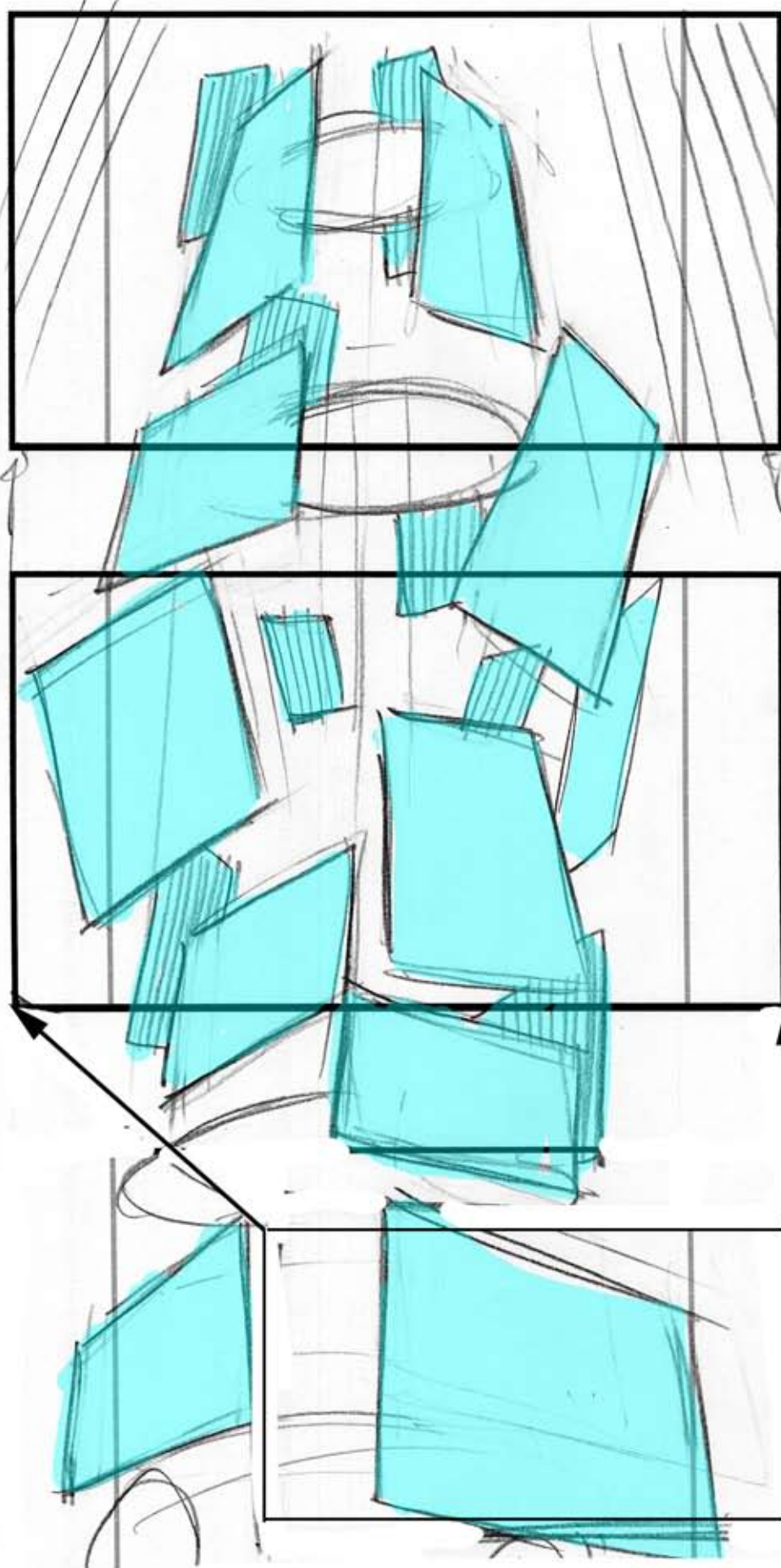
| | | |
|---|-----------------------------|-------|
| Action | day | night |
| TROY'S POV OF SCATTERS ABOVE RZ OF CLASSIC BEANS | | |
| Dial | THIS IS TOTALLY AWESOME. | |

Scene # Panel # 2

| | | |
|---------|-----|-------|
| Action | day | night |
| PLOW UP | | |
| Dial | | |

Scene # Panel # 1

| | | |
|--------|-----|-------|
| Action | day | night |
| | | |
| Dial | | |



Scene # 8 Panel # 1

Action day night
ASH STEPS UP TO
TROY

Dial
2. ASH: YES, IT IS.



Scene # 8 CONT'D Panel # 2

Action day night
TROY LOOKS AT
ASH

Dial
... YOU GET USED
TO IT, CONT ON.



Scene # 8 CONT'D Panel # 3

Action day night
SHE HANDS HIM HIS
NFL-R

Dial
FOR NOW, WE GOT
WORK TO DO.



Scene # 8 Conto Panel # 4

Action

daynight

TROY GRABS
NFL-R

Dial

93 TROY: YEAH YEAH,
WORK



Scene # 8 Conto Panel # 5

Action

daynight

HE PUTS IT
ON

Dial

TROY: SURE...



Scene # 8 Conto Panel # 6

Action

daynight

HE PRESSES A
BUTTON !!!
ASH REACTS

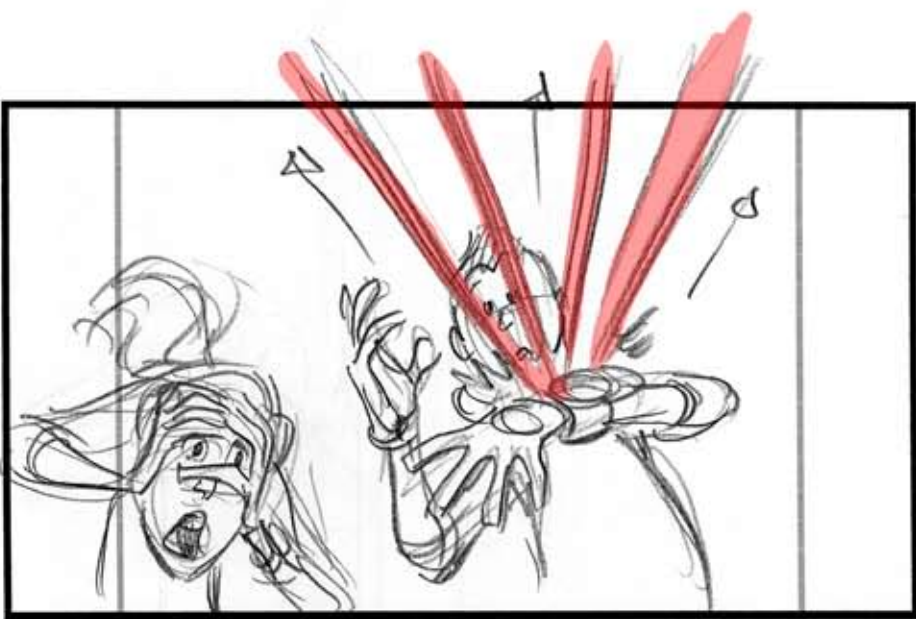
Dial

!!! WHAT DOES
THIS BUTTON DO?



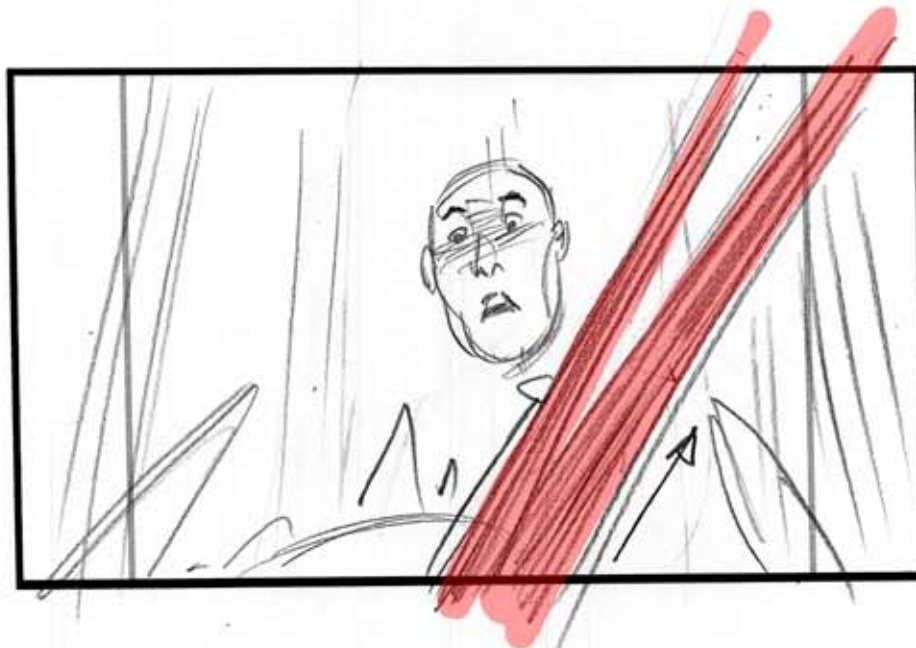
Scene # 8 Panel # 7

Action day night
ELECTION BURSTS
FIRE OS.
Dial



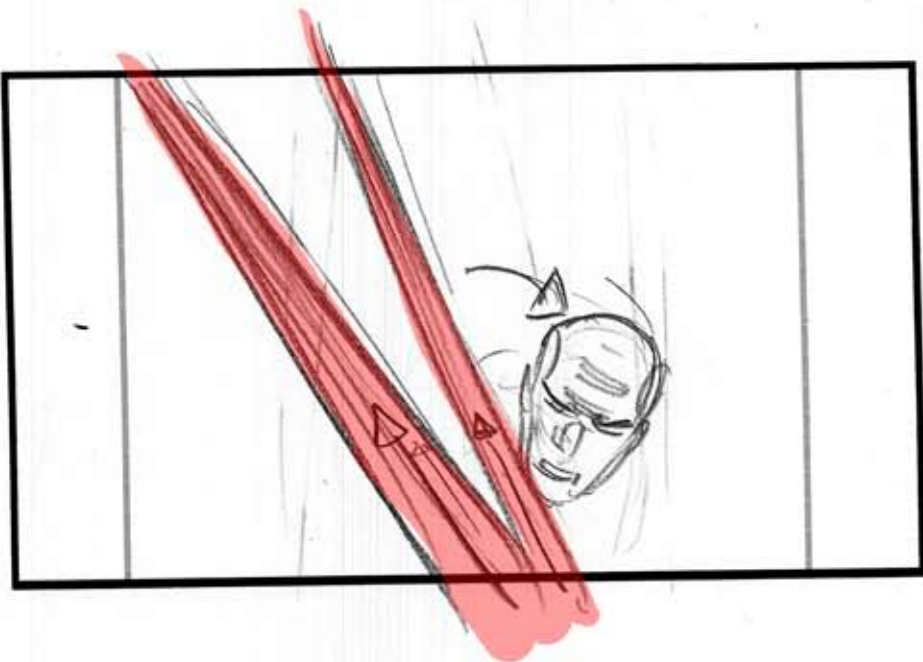
Scene # 9 Panel # 1

Action day night
ELECTION BURSTS
FIRE AT R2G.O
R2 REACTS !!!
Dial



Scene # 9 Panel # 2

Action day night
!!! AND DODGES
BLASTS.
Dial



Scene # 10 Panel # 1

Action day night
Dial
G4. TROY: oops!
sorry



Scene # 10 END Panel # 2

Action day night
THEY RECOVER
Dial
R26.0 (OS): ASH,
TROY HAS MUCH
TO LEARN.



Scene # 11 Panel # 1

Action day night
THEIR POV -
R26.0
Dial
TROY, SOME
ADVICE, AWW
AT THE BAD
GUYS



Scene # 12 Panel # 1

Action day night
TROY LOOKS
A LITTLE SHEERISH

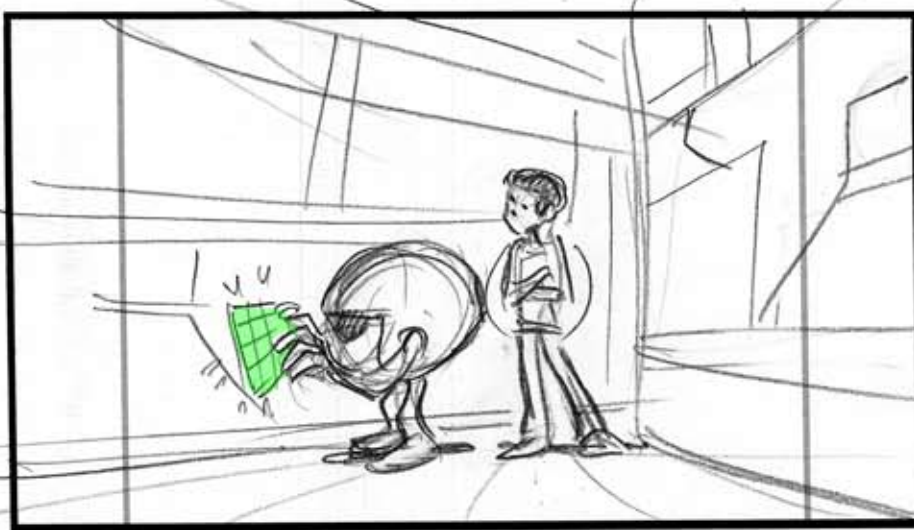
Dial



Scene # 13 Panel # 1

Action day night
INT. PASSAGE SEC/FX
ISH & SR IN PASSAGE
SR LOADS IN COORDINATES

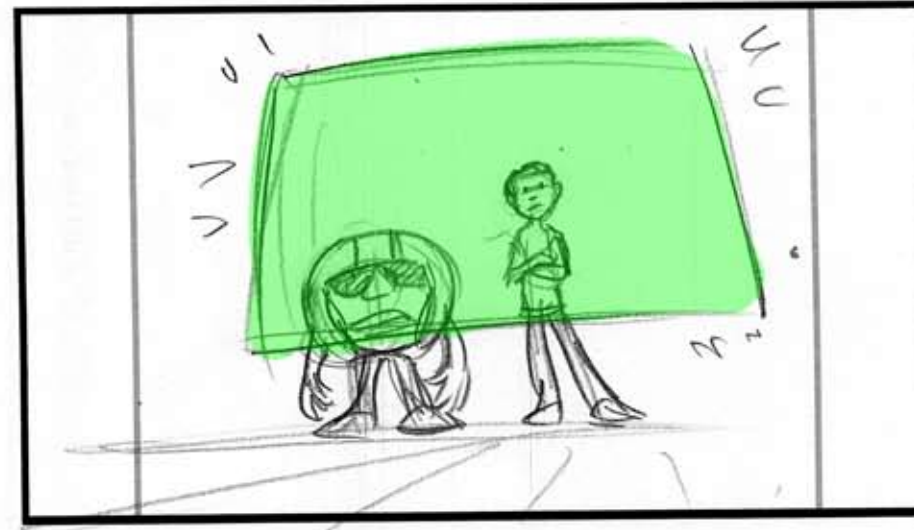
Dial



Scene # 13 (CONT) Panel # 2

Action day night
HOLD SCREEN
APPEARS IN
FRONT OF THEM

Dial
ANNOUNCER (VO):
NEW ORLEANS
SAINTS --



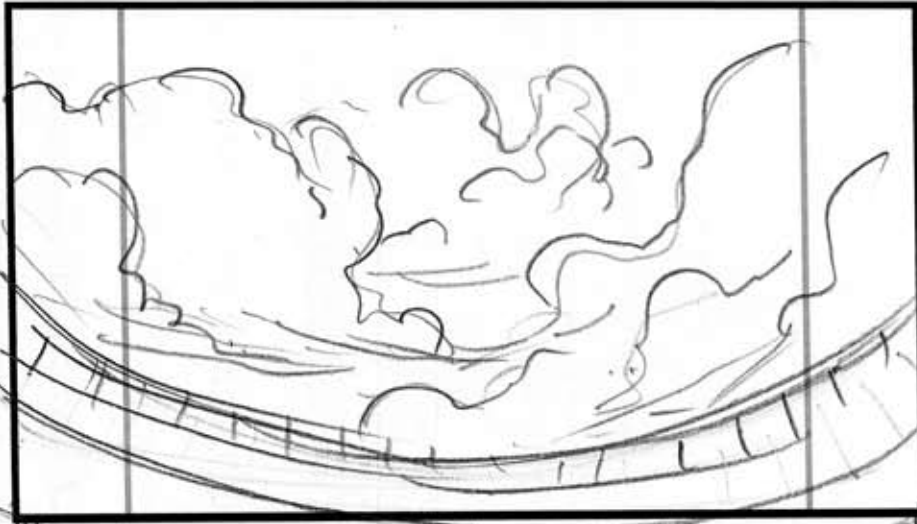
Scene # 14 Panel # 1

Action day night
THEIR POV -
NFL ARCHIVAL
FOOTAGE OF SAINTS
Dial
-- FOUNDED IN 1967
MEMBERS OF THE NFL
SOUTH, SUPERBOWL 44
CHAMPIONS IN 2009
PREPARE FOR ARRIVAL
IN LOUISIANA



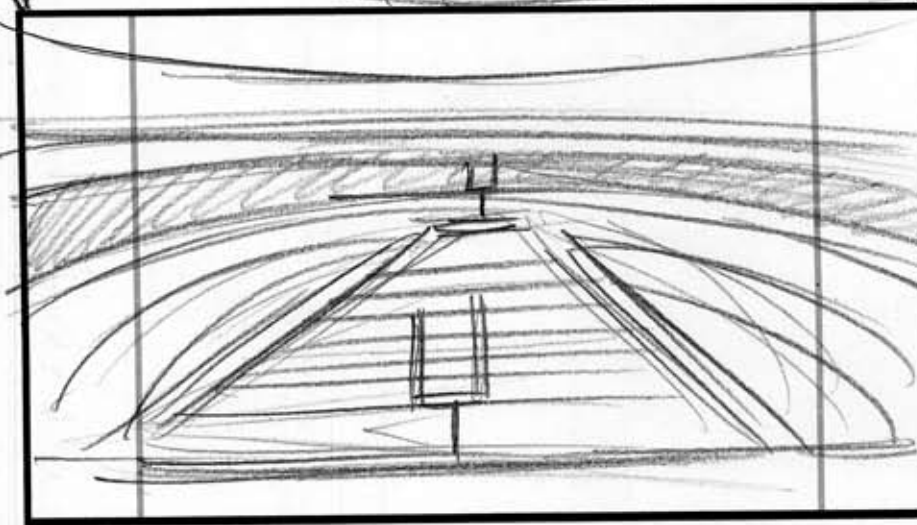
Scene # 15 Panel # 1

Action day night
INT NEW ORLEANS
SUPERDOME.
PAN FROM DARK
CLOUDS TO FIELD
Dial



Scene # Panel #

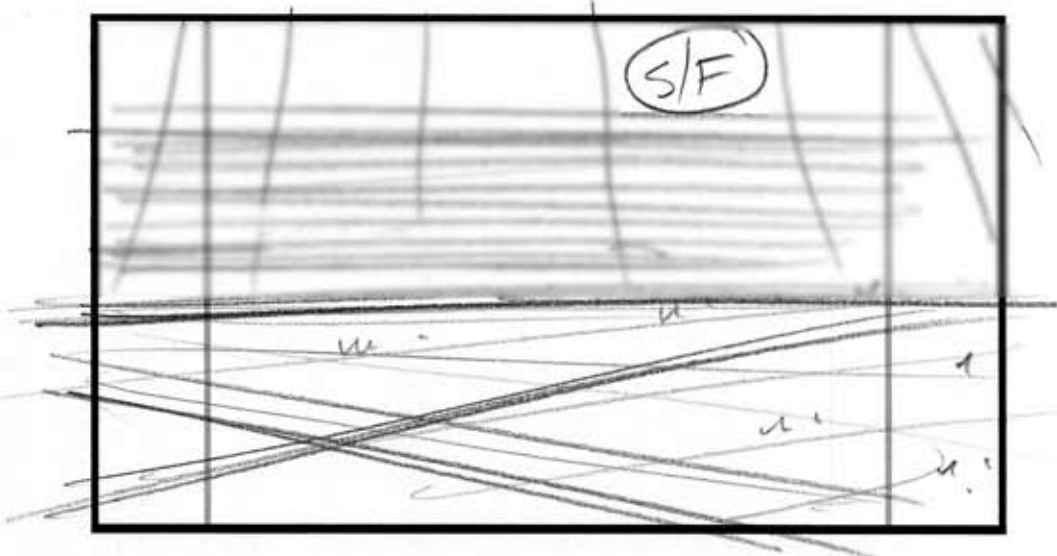
Action day night
Dial



Scene # 16 Panel # 1

Action day night
TIGHTER ON FIELD

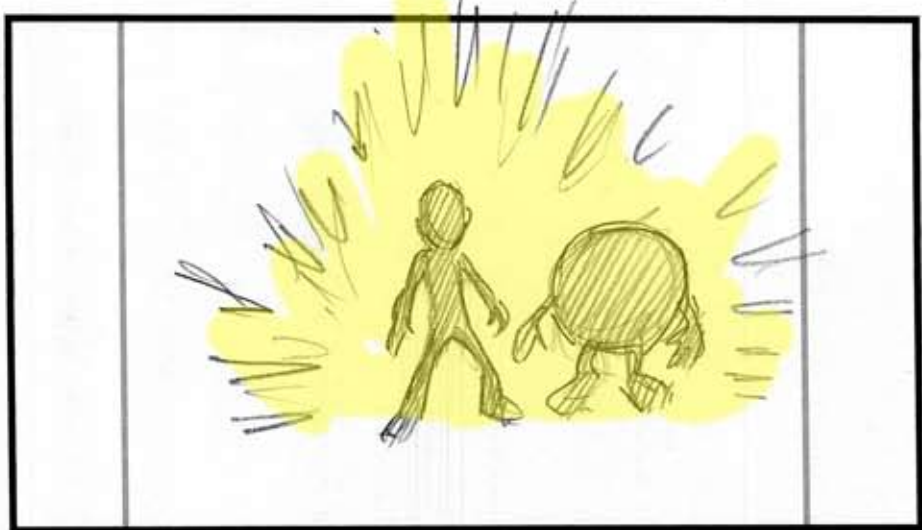
Dial



Scene # 16 Conto Panel # 2

Action SR AND day night
ISH APPEARS
(FX?)

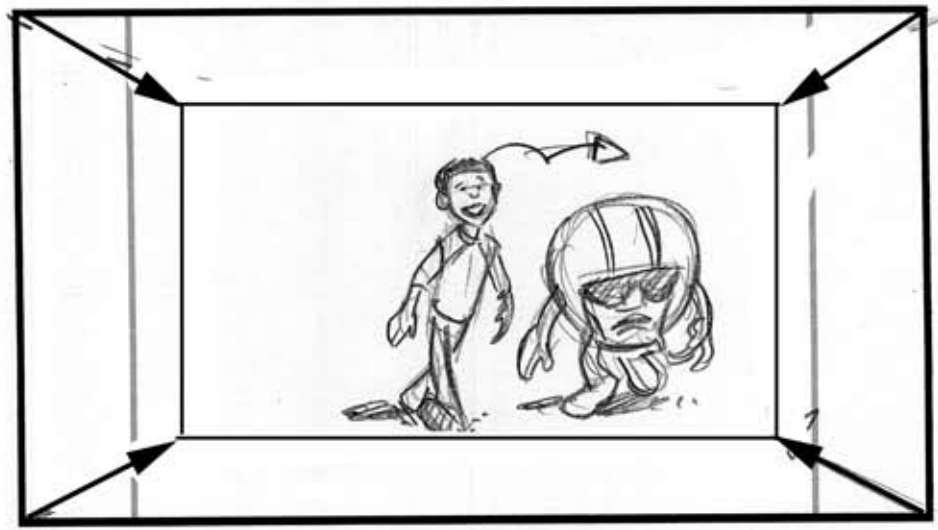
Dial



Scene # 16 Conto Panel # 3

Action SR & day night
ISH STEPS
FORWARD
TRUE IN -

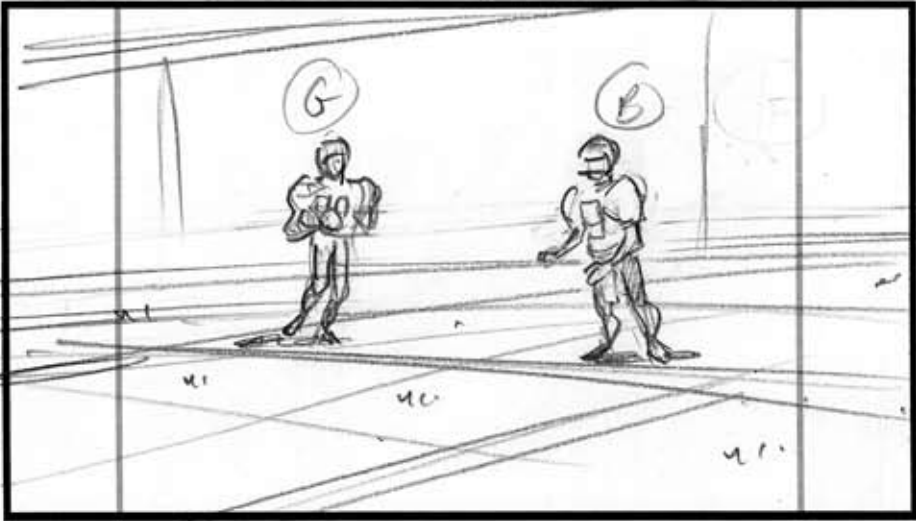
Dial



Scene # 17 Panel # 1

Action day night
GRAHAM
STEPS TOWARDS
BREES

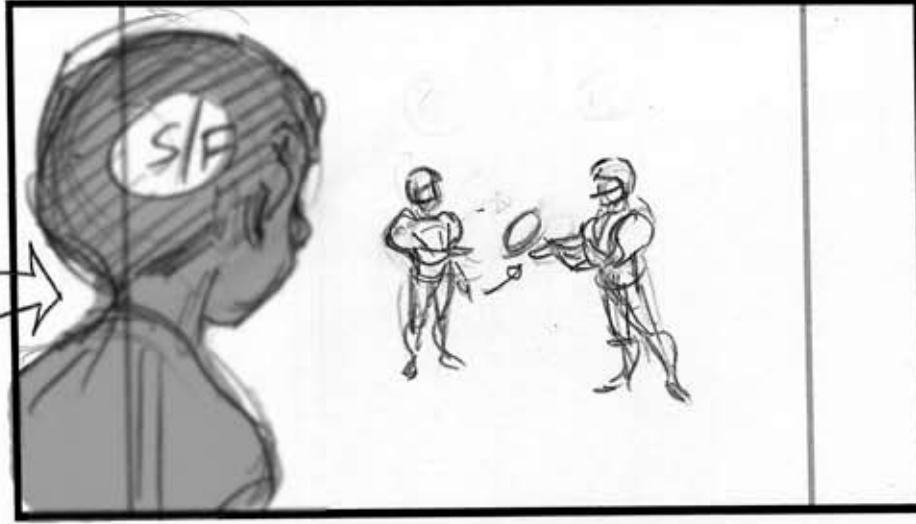
Dial



Scene # 17 CONT'D Panel # 2

Action day night
GRAHAM TOSSES
BALL TO BREES
AS ISH INTO SC

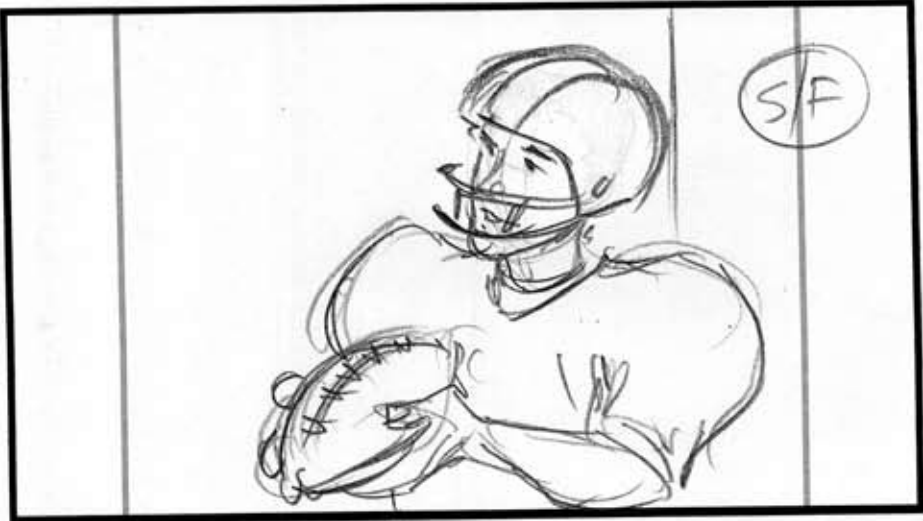
Dial
97.15H: THIS NEVER
GETS OLD!



Scene # 18 Panel # 1

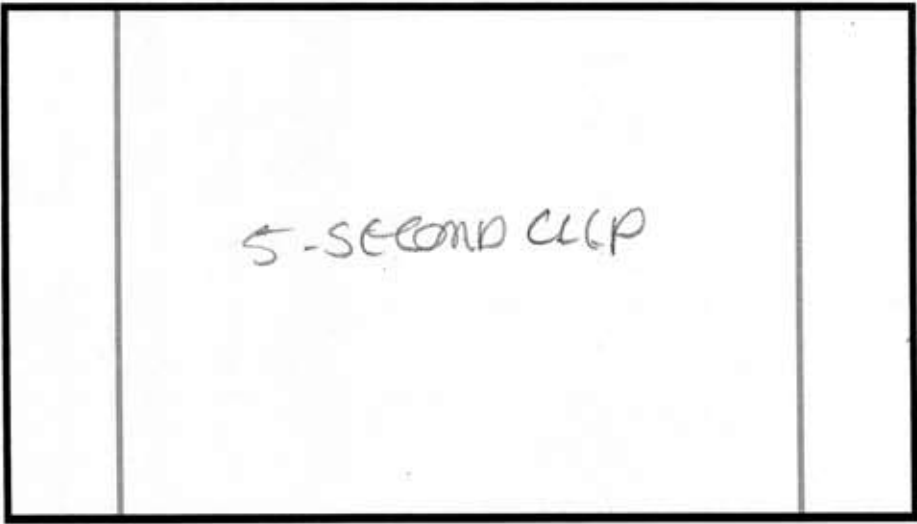
Action day night
MCU BREES
CATCHING BALL

Dial



Scene # 19 Panel # 1

Action day night
TIME-STOP
-5-SECOND CLIP of
2011 NFL FOOTAGE
Dial
QB NFL(VO): Drew
Brees, SUPERBOWL
CHAMP AND MVP, SIX
TIMES PRO BOWL



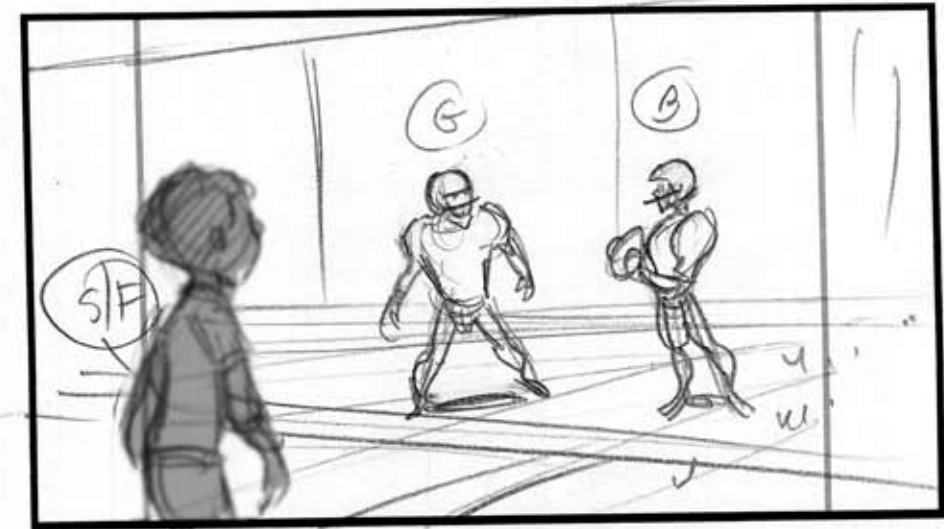
Scene # 20 Panel # 1

Action day night
STAT STREET
Drew Brees
Dial
MOST SINGLE SEASON
PASSING YARDS OF
AN NFL QB EVER.



Scene # 21 Panel # 1

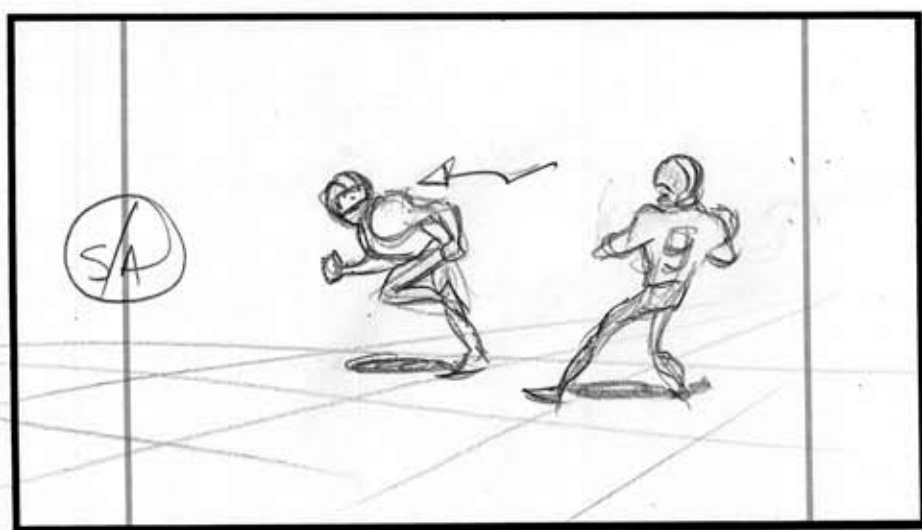
Action day night
ISH WATCHES
Brees & GRAHAM
Dial
JIMMY: I'M GOING
LONG



Scene # 21 (cut to) Panel # 2

Action day night
GRAHAM
STARTS TO RUN
AS BRILES ANTI

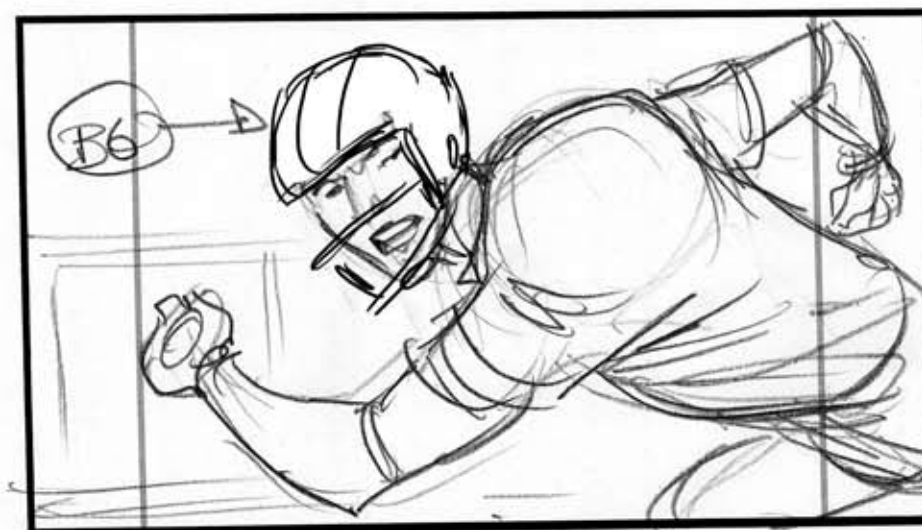
Dial



Scene # 22 Panel # 1

Action day night
CU - GRAHAM
RUNNING

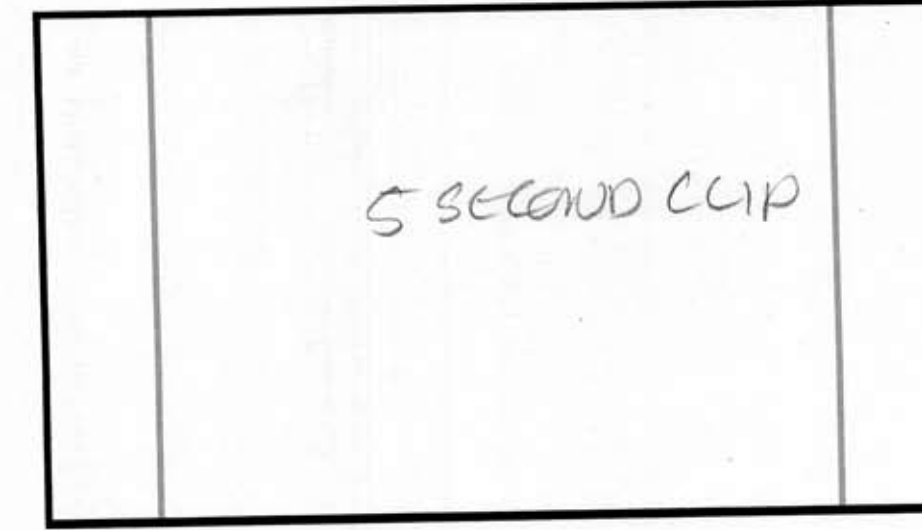
Dial



Scene # 23 Panel # 1

Action day night
5 SECOND CLIP OF
2011 NFL FOOTAGE

Dial
100 NFL (OO): JIMMY
GRAHAM. ALL PRO AND
PRO BOWL IN 2011. THE
FIRST TIGHTEND IN

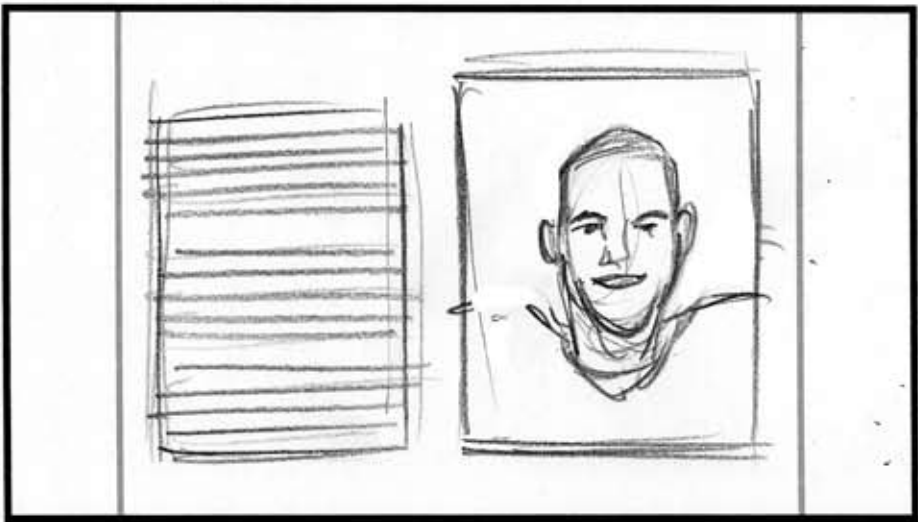


SAINTS' HISTORY!!!

Scene # 24 Panel # 1

Action day night
STAT SHEET
JIMMY GRATHAM

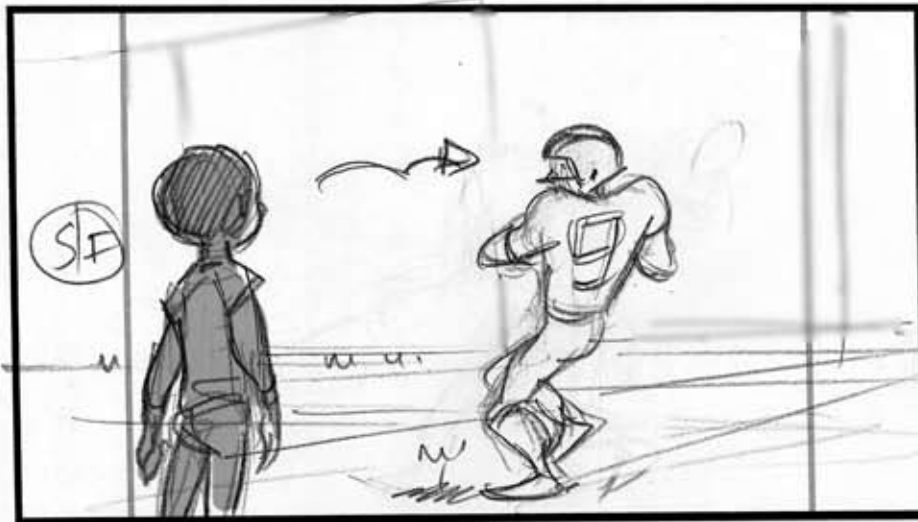
Dial
111 TO OVER 1,000
RECEIVING YARDS IN
ONE SEASON.



Scene # 25 Panel # 1

Action day night
ISH WATCHES
DREW FALLS BACK

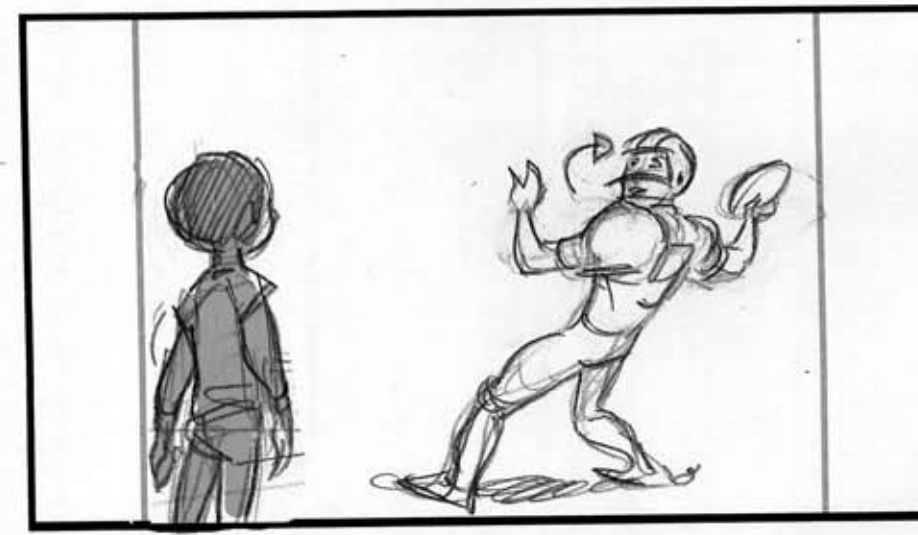
Dial
101. DREW! GET READY
TO CLIMB THE
LADDER.



Scene # 25 CONTO Panel # 2

Action day night
HE TURNS TO
ISH -

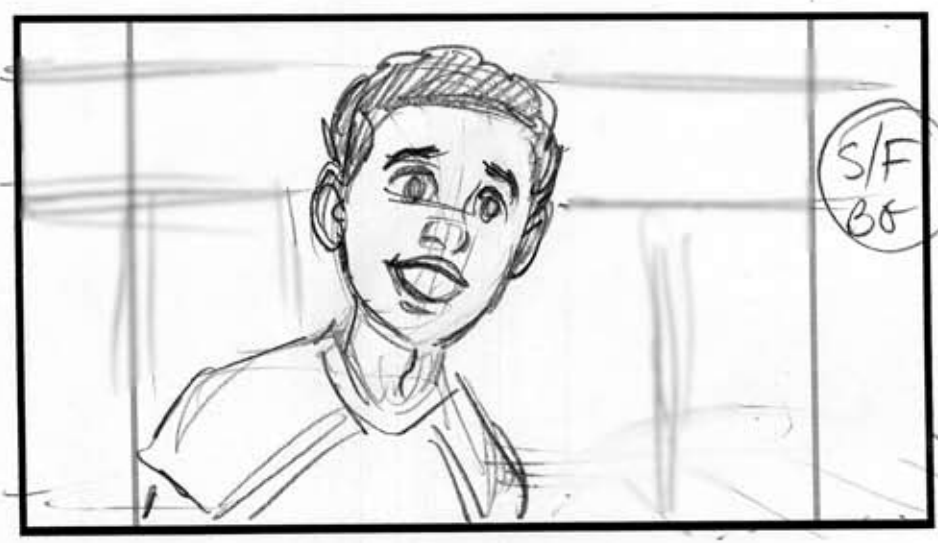
Dial
WANNA SEE A
CRAZY CIRCULAR





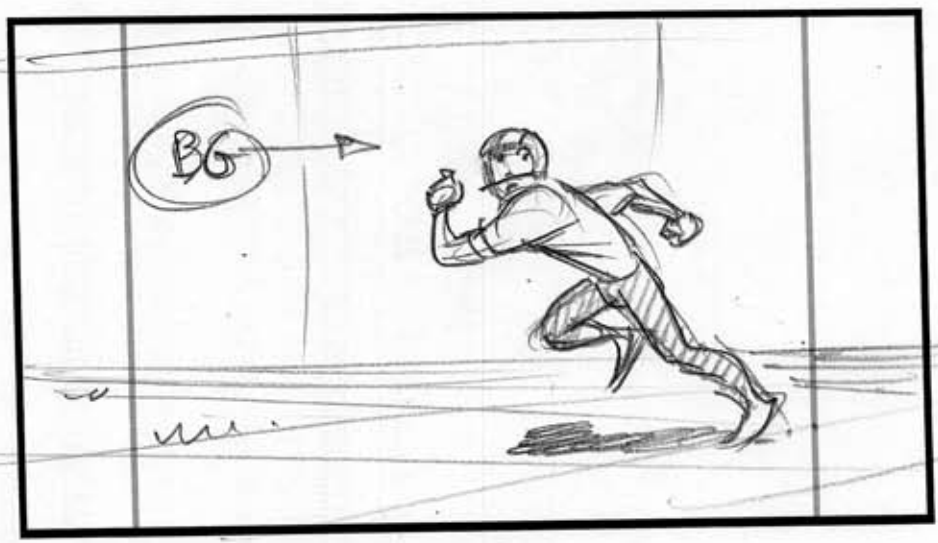
Scene # 20 Panel # 1

| | | |
|------------|-----|-------|
| Action | day | night |
| ISH SMILES | | |
| Dial | | |



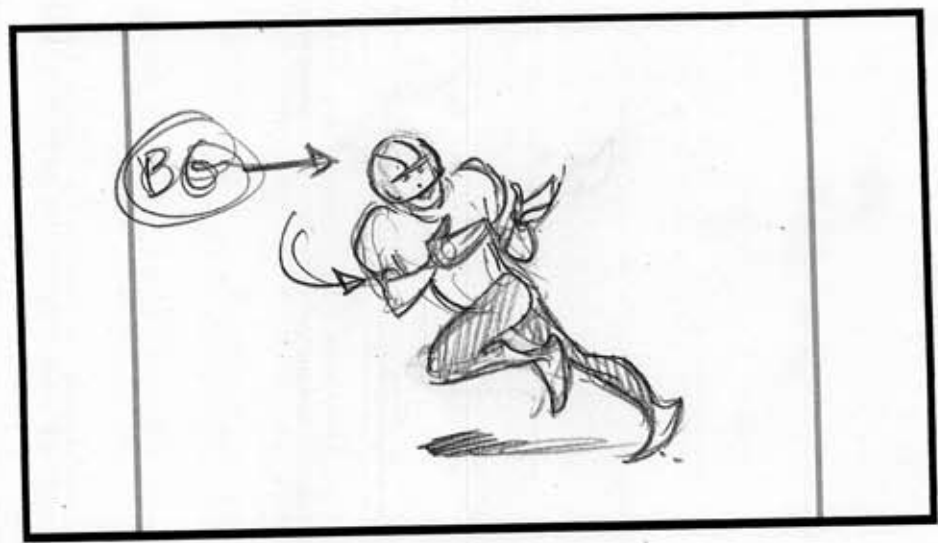
Scene # 21 Panel # 1

| | | |
|--|-----|-------|
| Action | day | night |
| JIMMY RUNS TO END ZONE - CAM FOLLOWS | | |
| Dial | | |



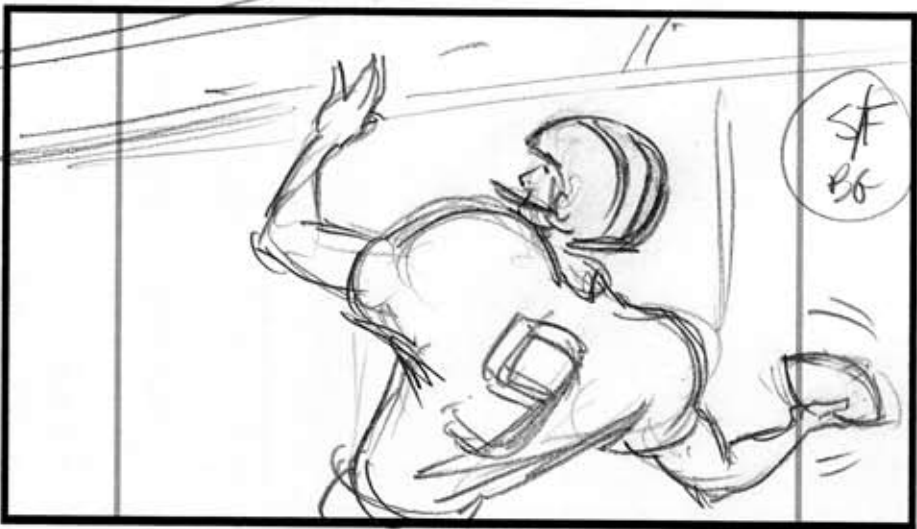
Scene # 21 (cont'd) Panel # 2

| | | |
|--------|-----|-------|
| Action | day | night |
| | | |
| Dial | | |



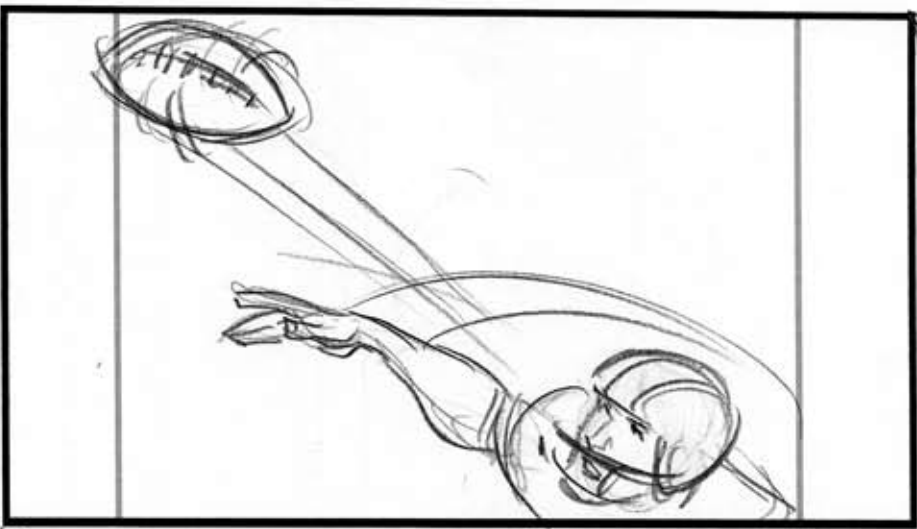
Scene # 20 Panel # 1

| | | |
|----------|-----|-------|
| Action | day | night |
| PICKS UP | | |
| Dial | | |



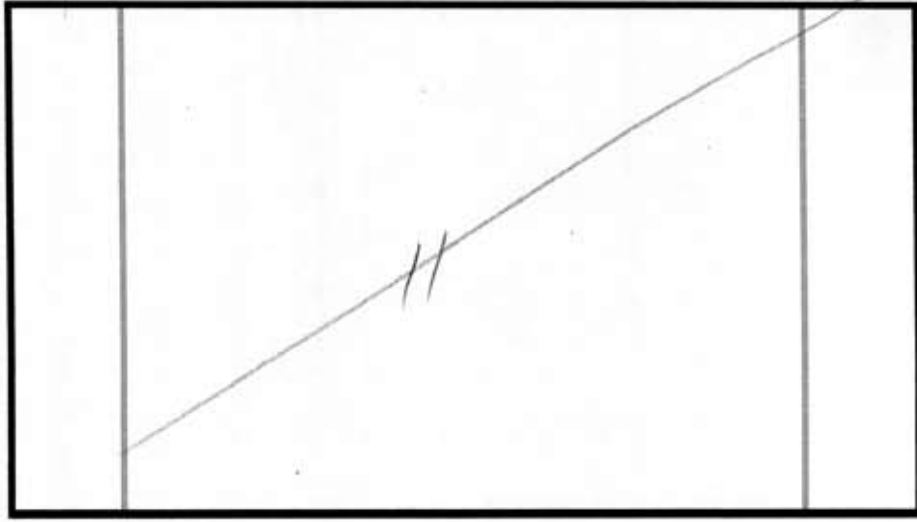
Scene # 20 Panel # 2

| | | |
|------------------------------|-----|-------|
| Action | day | night |
| HE THROWS - CAM FOLLOWS - | | |
| Dial | | |



Scene # 20 Panel # 1

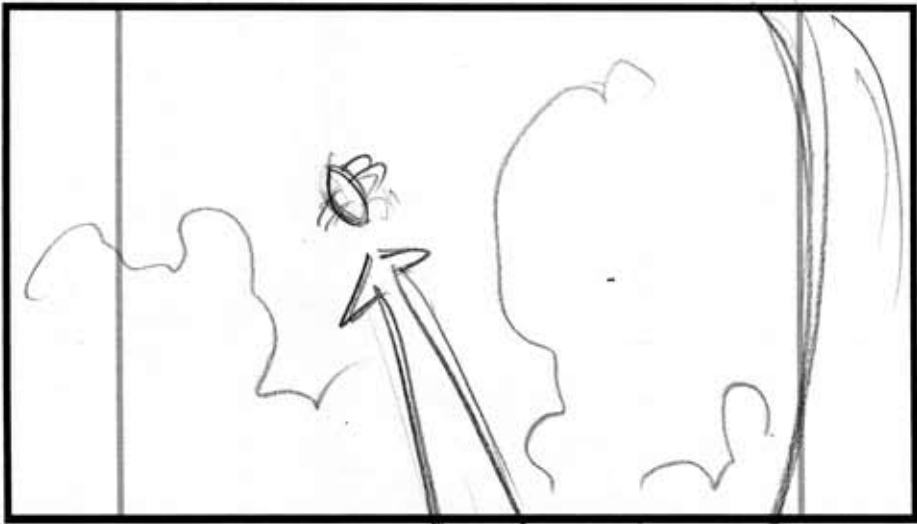
| | | |
|--------|-----|-------|
| Action | day | night |
| THROWS | | |
| Dial | | |



Scene # 29 Panel # 2

Action day night
CAM TRACKS
W/BALL

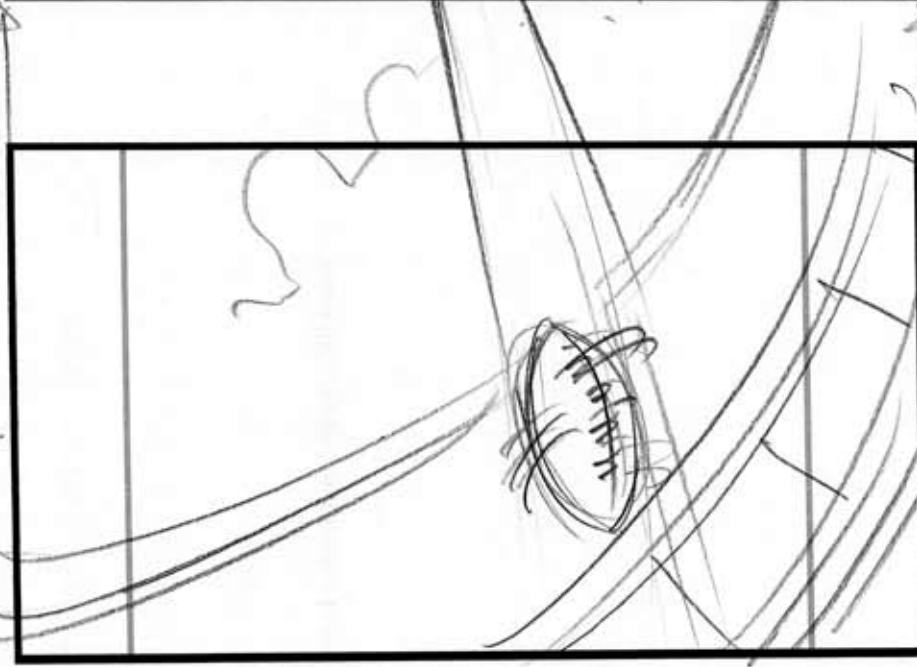
Dial



Scene # Panel #

Action day night

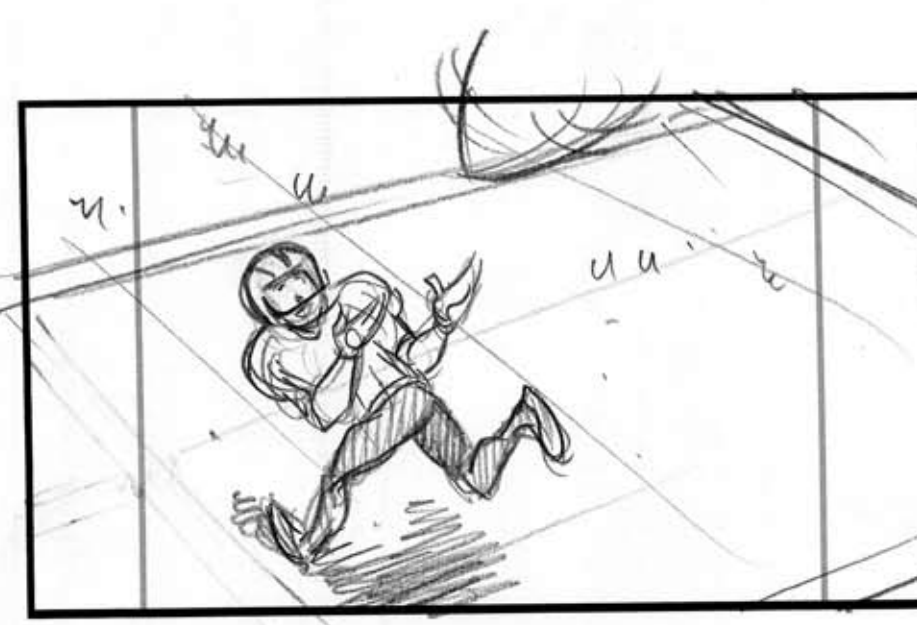
Dial



Scene # 30 Panel # 1

Action day night
PAN W/GRAHAM
AS BALL FALLS
INTO SC

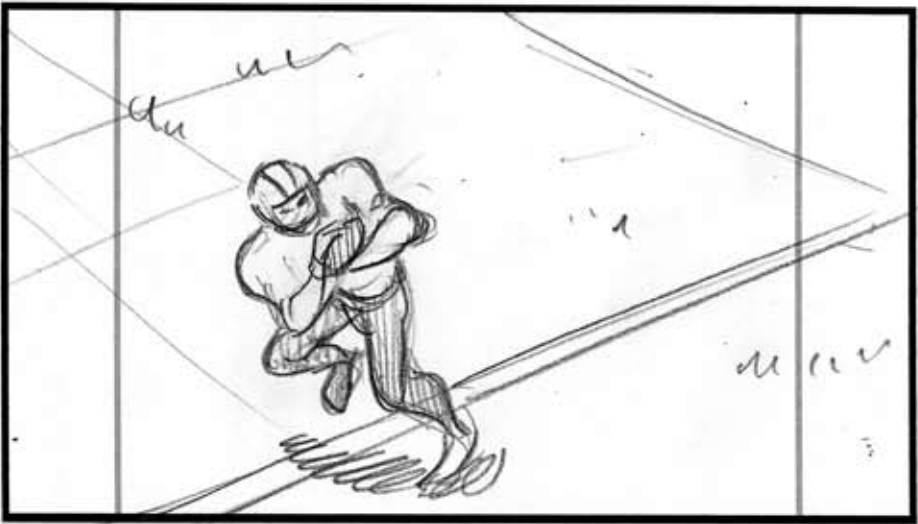
Dial



Scene # 30 Conto Panel # 2

Action day night
He catches
the ball
& cross goal

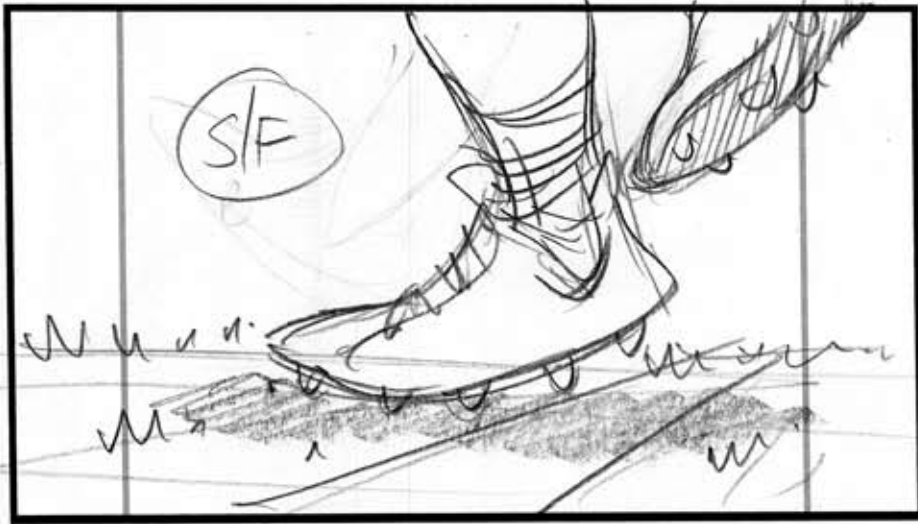
Dial



Scene # 31 Panel # 1

Action day night
CU-GRAHAM'S
FEET

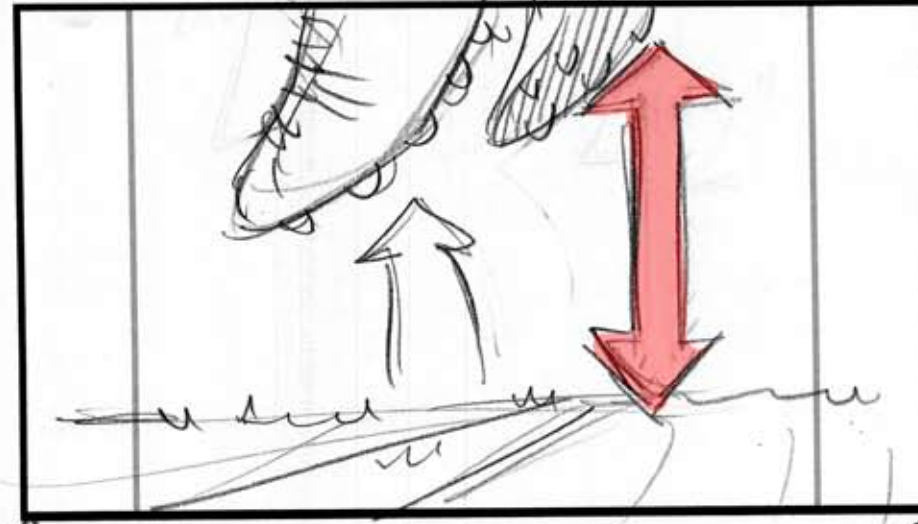
Dial



Scene # 31 Conto Panel # 2

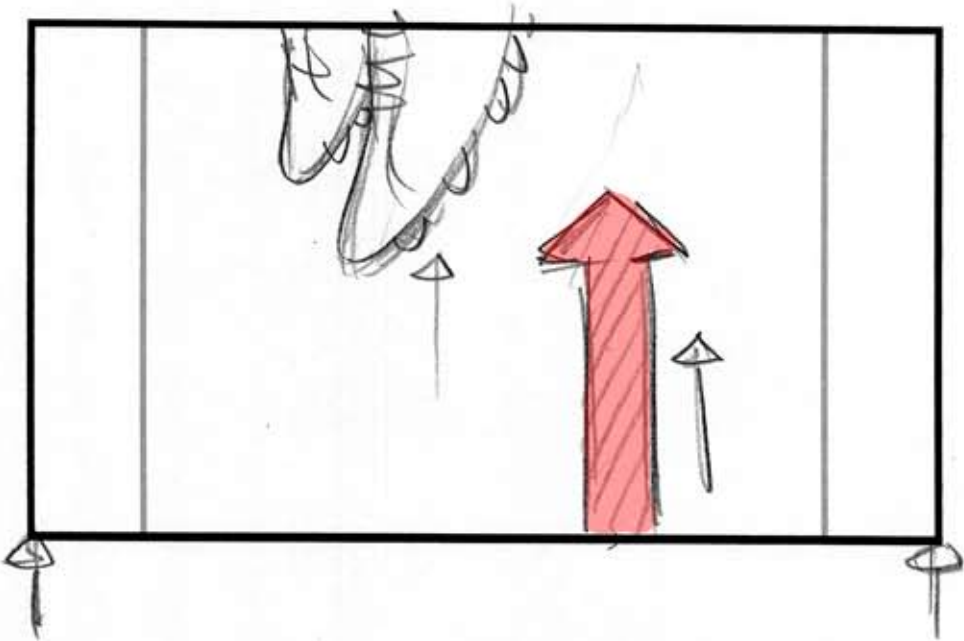
Action day night
His feet leaves
the ground
HOLD POPS ON

Dial



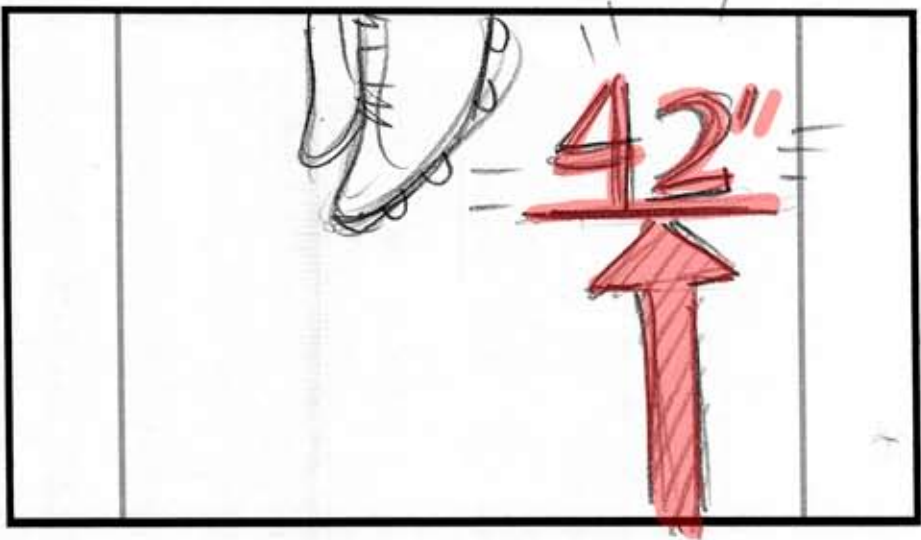
Scene # 31 CONT'D Panel # 3

| | | |
|---------------------------------------|-----|-------|
| Action | day | night |
| CAM FOLLOWS FREE - HOLO EXTENDS | | |
| Dial | | |



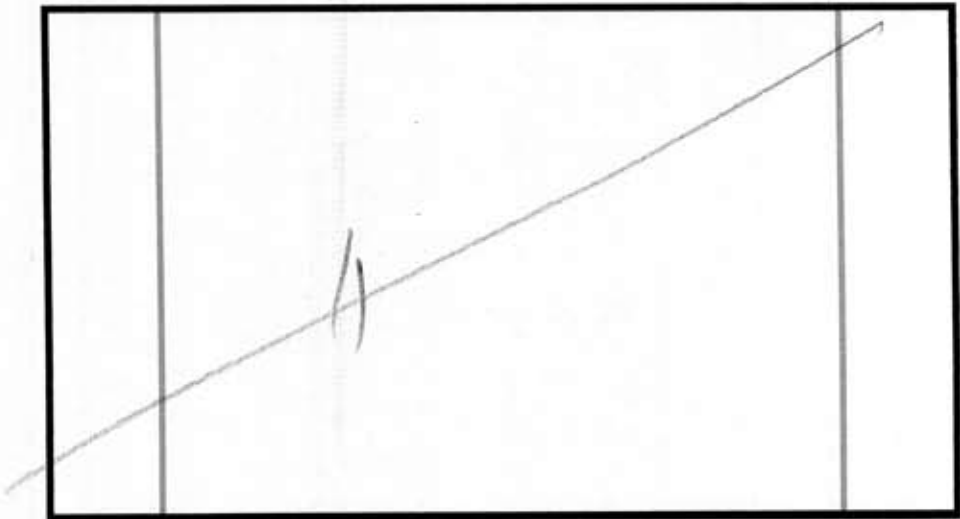
Scene # 31 CONT'D Panel # 4

| | | |
|-------------------------------------|-----|-------|
| Action | day | night |
| FEET FREE AND HOLO 42" POP ON | | |
| Dial | | |



Scene # Panel #

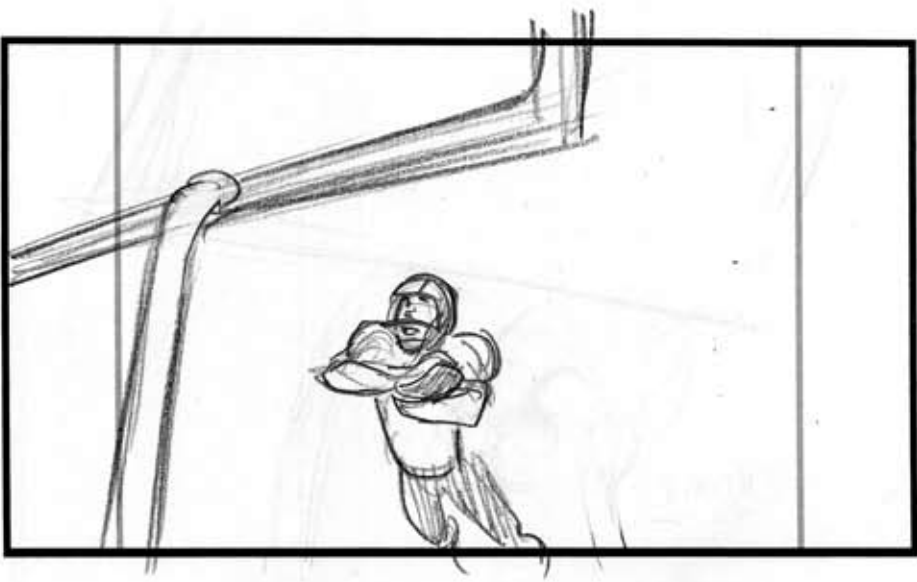
| | | |
|--------|-----|-------|
| Action | day | night |
| | | |
| Dial | | |



Scene # 32 Panel # 1

Action day night
GRAHAM JUMPS UP

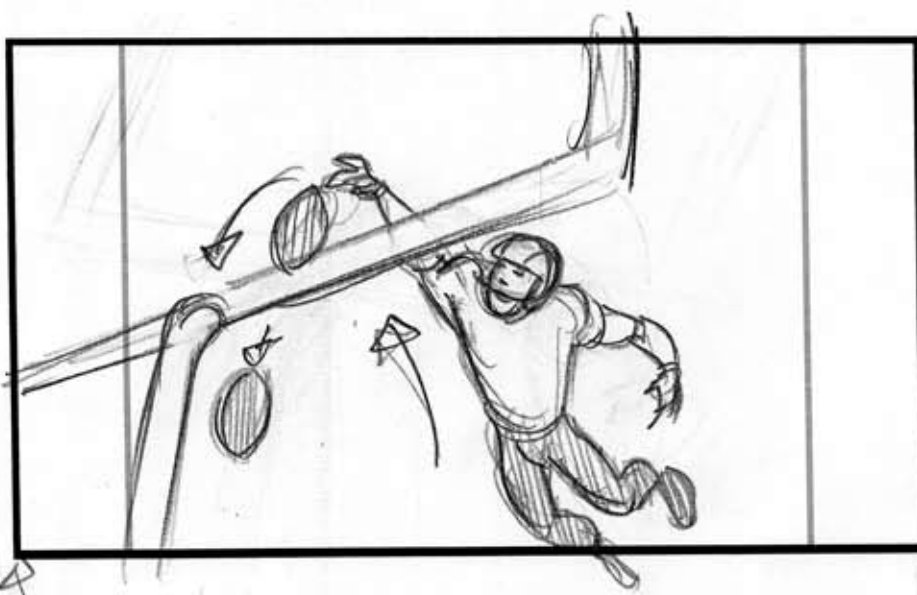
Dial



Scene # 32 (CONT) Panel # 2

Action day night
HE SCAM DUNKS THE BALL
CAM FOLLOWS-

Dial



Scene # 33 Panel # 1

Action day night
SR & ISH REACT

Dial 102 ISH: NOW THAT'S FOOTBALL!



Scene #

33

Contd

Panel #

2

Action

day

night

ISH LOOKS AT SR

Dial103.SR! NOW THAT'S TEAM WORK



Scene #

33

Contd

Panel #

3

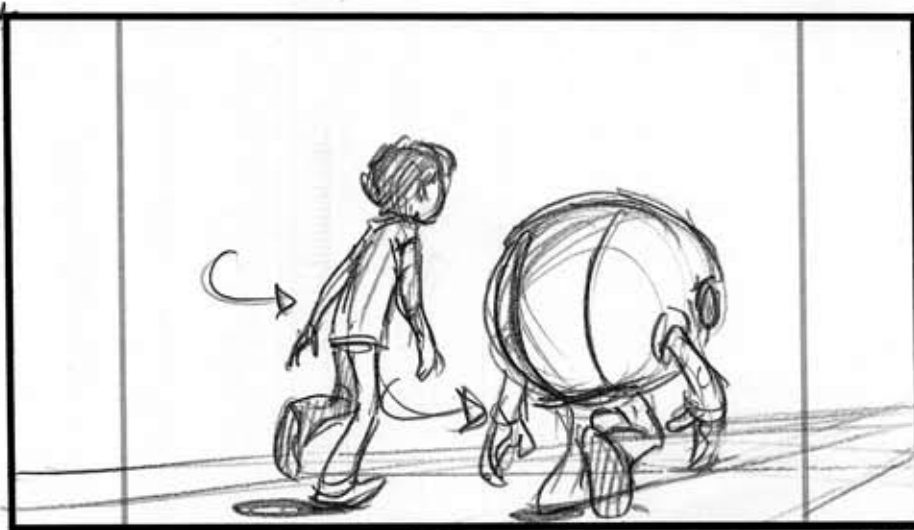
Action

day

night

SR STARTS WALKING AWAY FOLLOWED BY ISH (CAM FOLLOWS)

Dial



Scene #

34

Panel #

1

Action

day

night

THEY STEP UP TO BRICKS AS HE TAKES OFF HELMET -

Dial104.SR! ISH...



Scene # 34 (cont) Panel # 2

Action

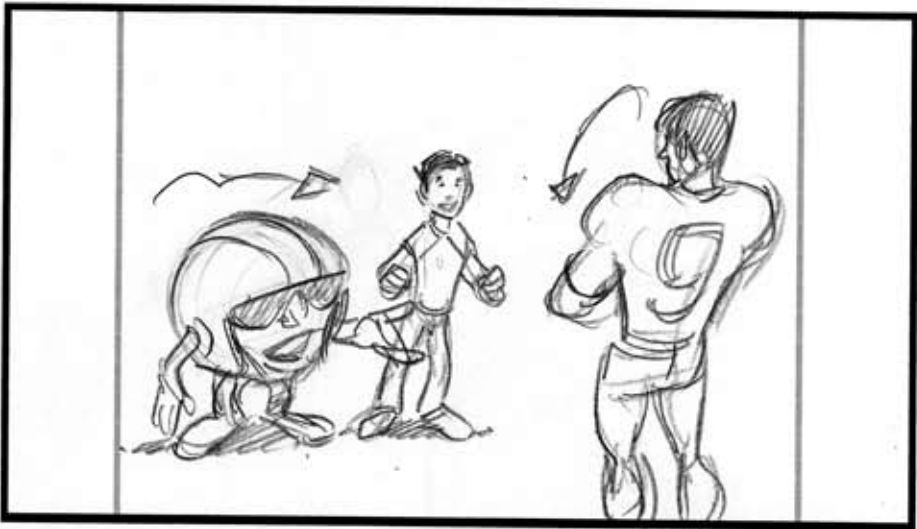
day

night

THEY STOP NEXT TO BRIAN AS HE TAKES OFF HIS HELMET -

Dial

|||| THIS IS DREW,



Scene # 35 Panel # 1

Action

day

night

ISH HYPERVENTILATES

Dial

105-ISH: BRIAN-SUPER STAR-QB-OVER 40,000 YARDS PASSING-ITS A PLEASURE TO MEET YOU!



Scene # 36 Panel # 1

Action

day

night

ISH CRIES

Dial

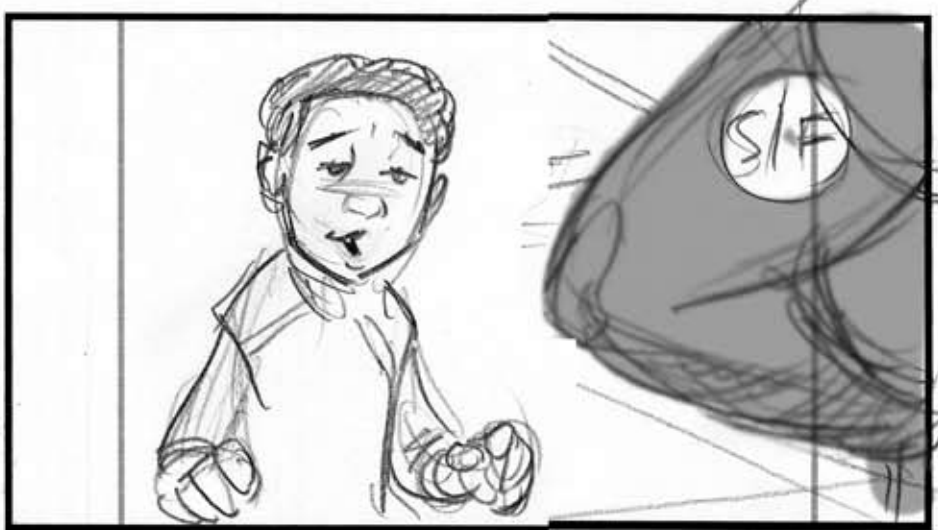
I'M ISH TAYLOR..



Scene # 36 *CUTTO* Panel # 2

Action day night
He stops holding his breath

Dial
Wheew!



Scene # 37 Panel # 1

Action day night

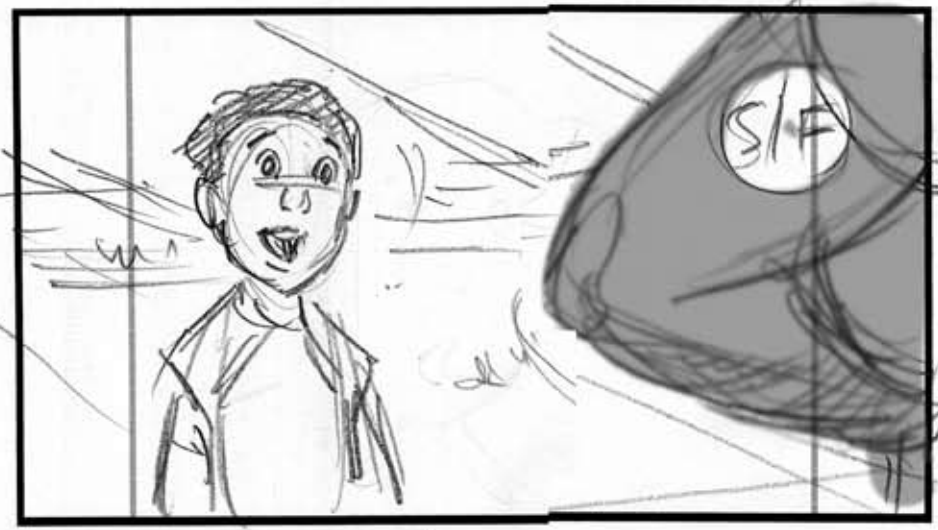
Dial
100. DUE TO: AKA GUARDIAN



Scene # 38 Panel # 1

Action day night
ISH REACTS

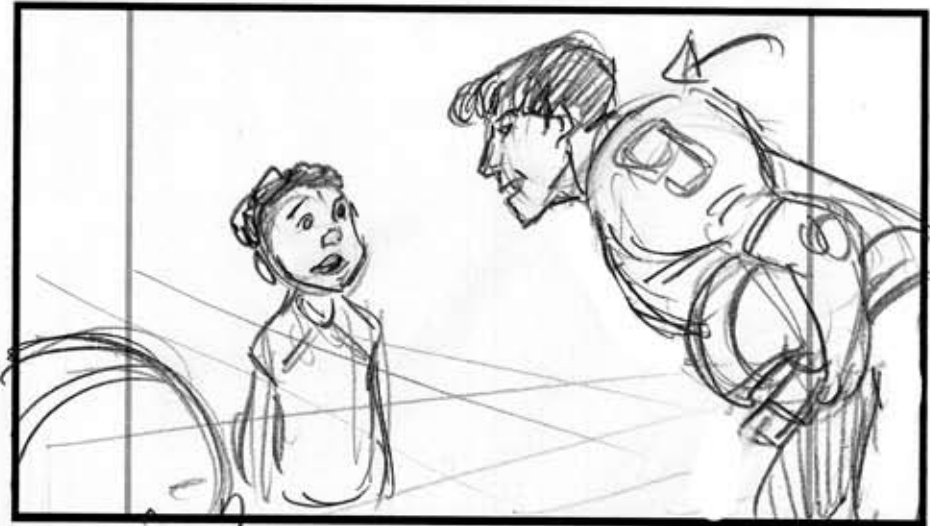
Dial
100. ISH: YOU KNOW?



Scene # 38 Contd Panel # 2

Action day night
POLL OUT AS BRATES
LEANS IN TOWARDS
ISH

Dial
108. DREW: YOUR SECRET
IS SAFE WITH ME,
PROMISE.



Scene # 39 Panel # 1

Action day night
BRATES LEANS
IN TOWARDS

Dial
I WISH THE
CIRCUMSTANCES OF
OUR MEETINGS WERE
DIFFERENT,...



Scene # 39 Contd Panel # 2

Action day night
CAM FOLLOWS AS
HE STRETCHES

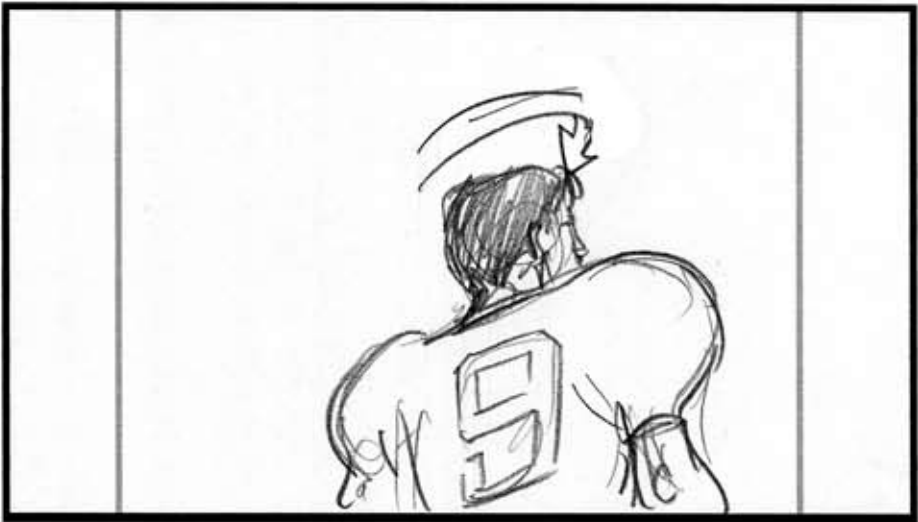
Dial
I'M THE TEAM
POINT PERSON ON ALL
THINGS POWERCORE,



Scene # 39 Conto Panel # 3

Action day night
He turns &
STARTS AWAY

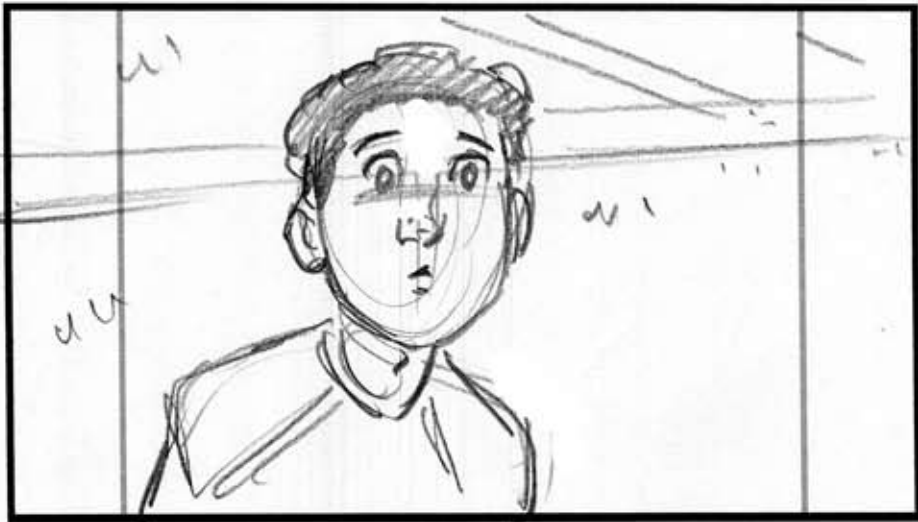
Dial
I WANT TO SHOW
YOU SOMETHING ~



Scene # 40 Panel # 1

Action day night
ISH WATCHES

Dial



Scene # 40 Conto Panel # 2

Action day night
" & FOLLOWS
CAM tracks
w/ him

Dial

