



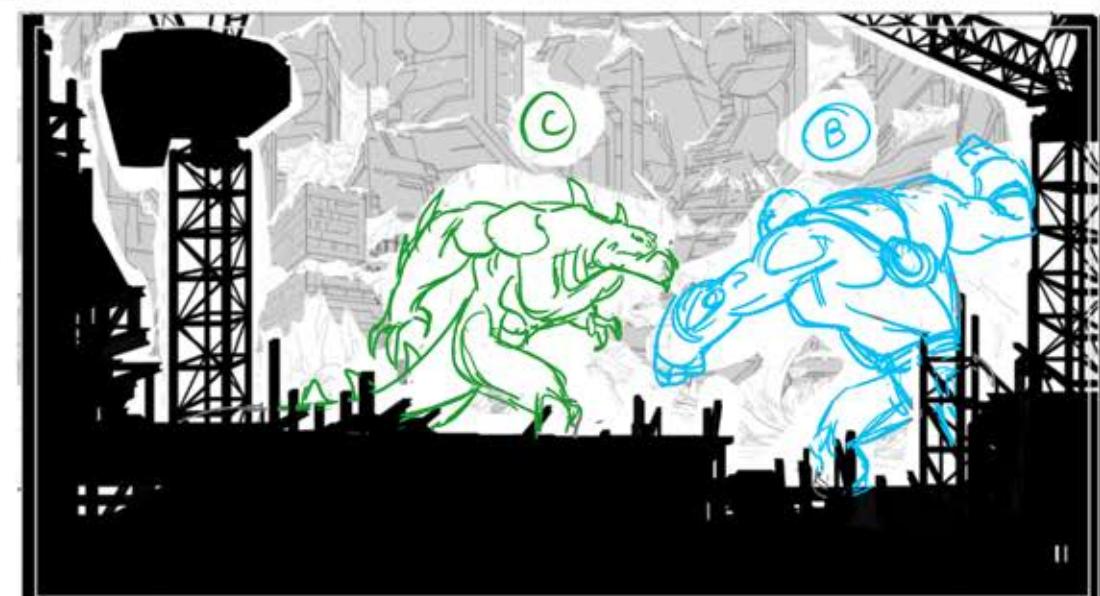
Dialog

Scene

Panel

1

1



Action Notes

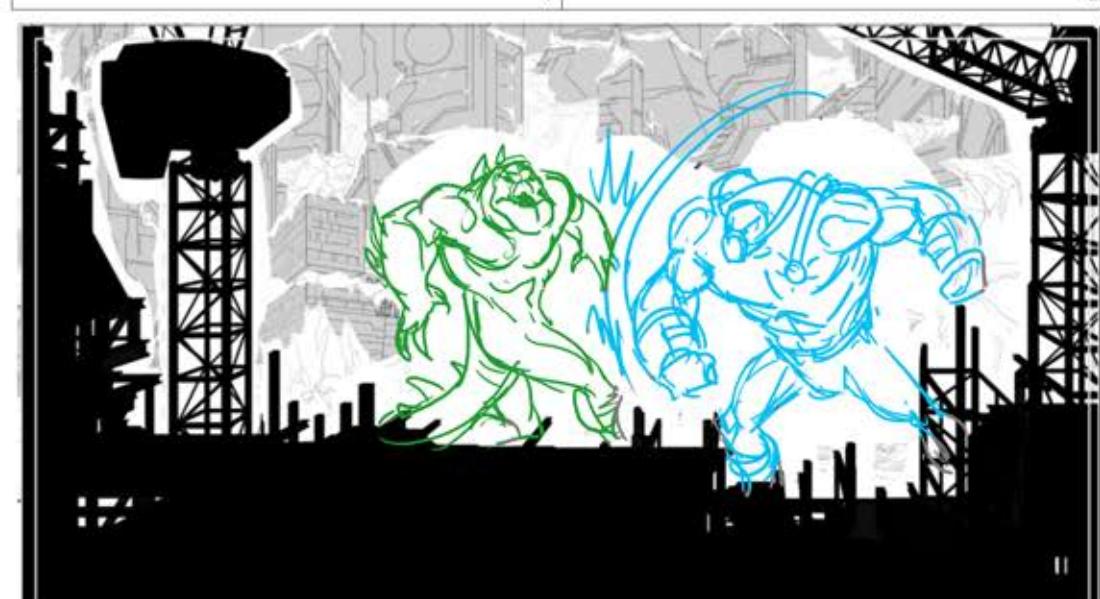
EXT. GOTHAM CITY (NIGHT)
GIANT CROCS AHO —

Dialog

Scene

1

2



Action Notes

BANE HITS CROC ...

Dialog

Scene

Panel

1

3



Action Notes

CROC STAGERS TOWARDS
CONSTRUCTION —



Dialog

Scene

Panel

1

4



Action Notes

CROC RECOVERS
& CHARGES BANE -

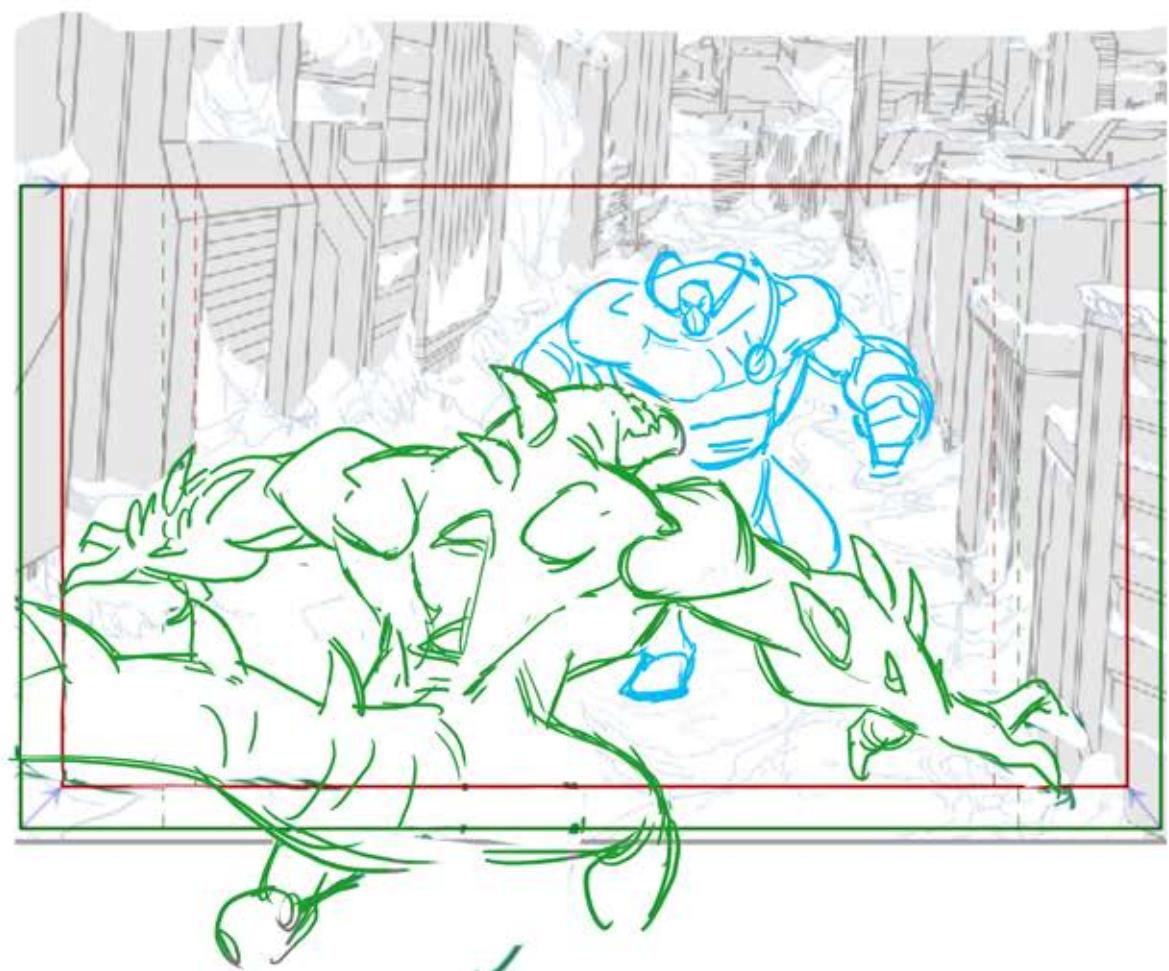
Dialog

Scene

Panel

6_J

1



Action Notes

CROC CHARGES
BANE -



Dialog

Scene

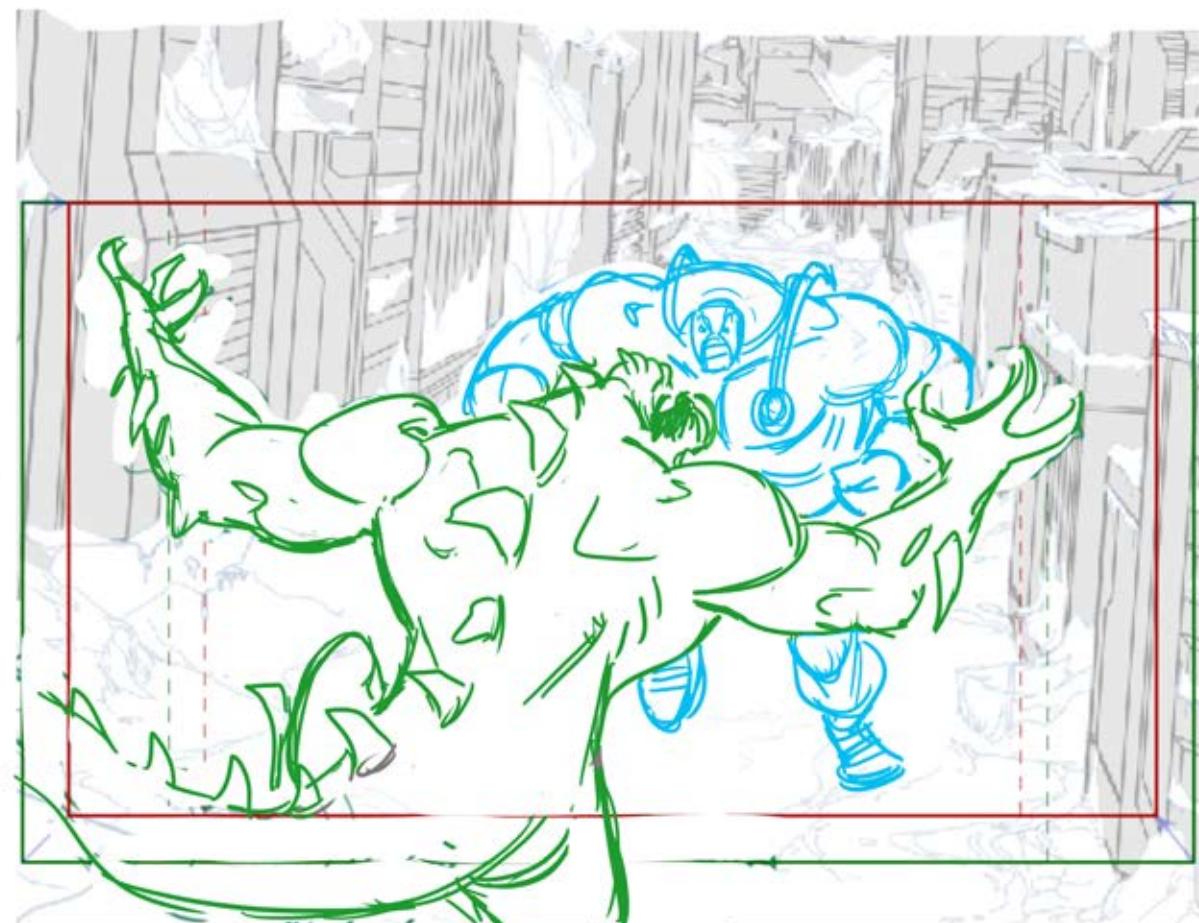
Panel

6_J

2

Action Notes

BOTH CHARACTERS -



177



Dialog

Scene

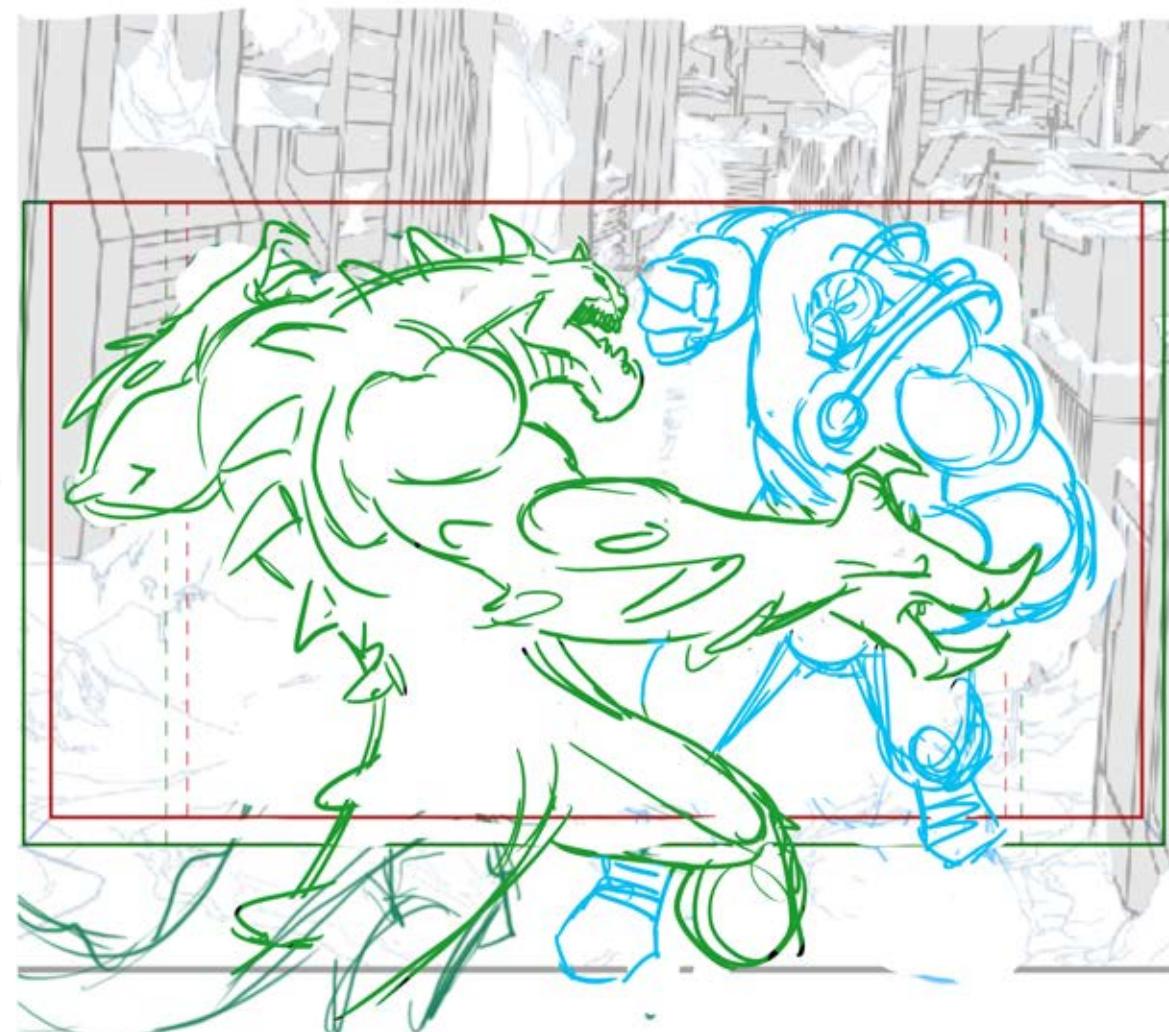
Panel

6_J

3

Action Notes

BRANE ANG.





Dialog

Scene

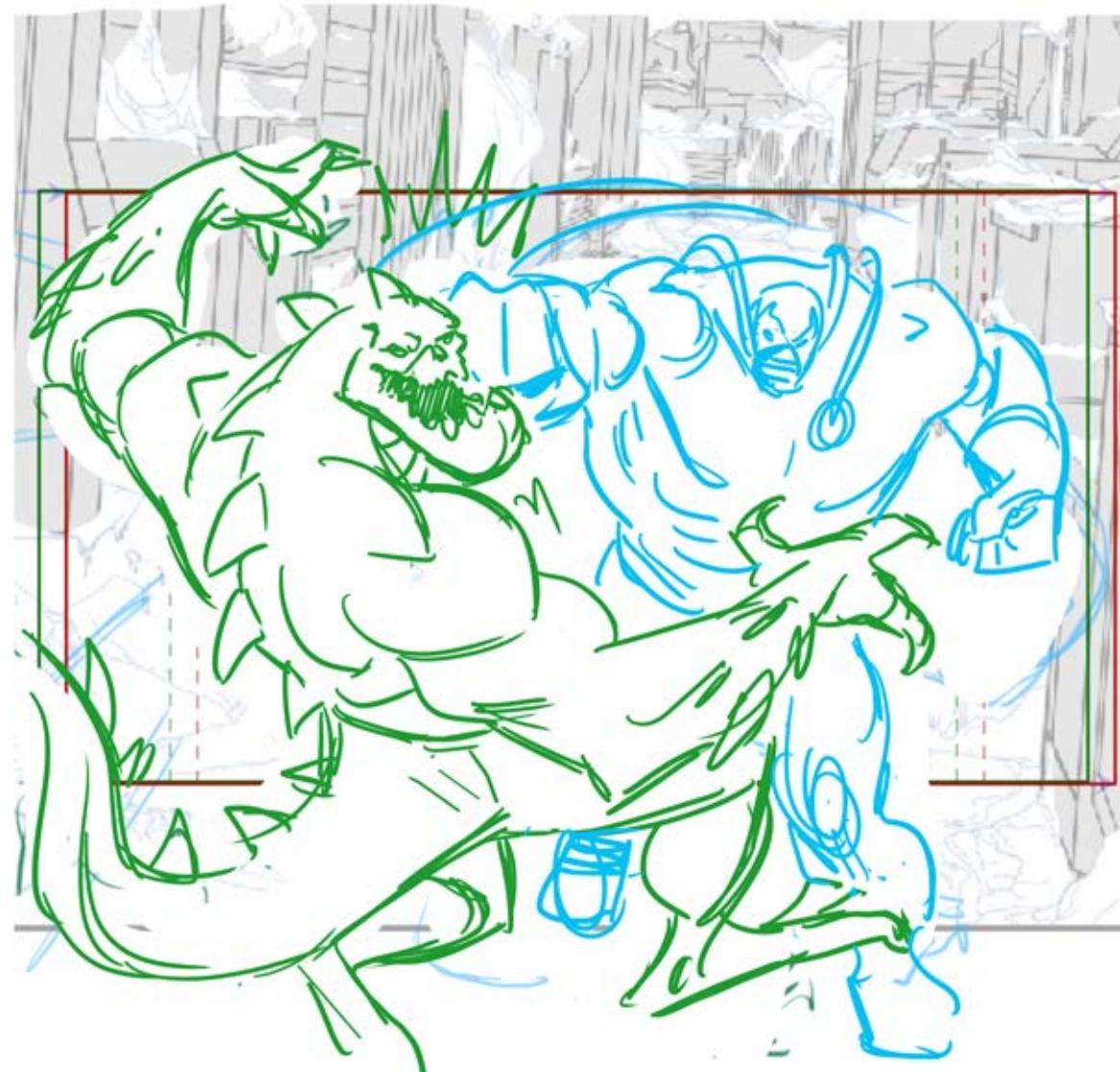
Panel

6_J

4

Action Notes

BANE HITS CROC





Dialog

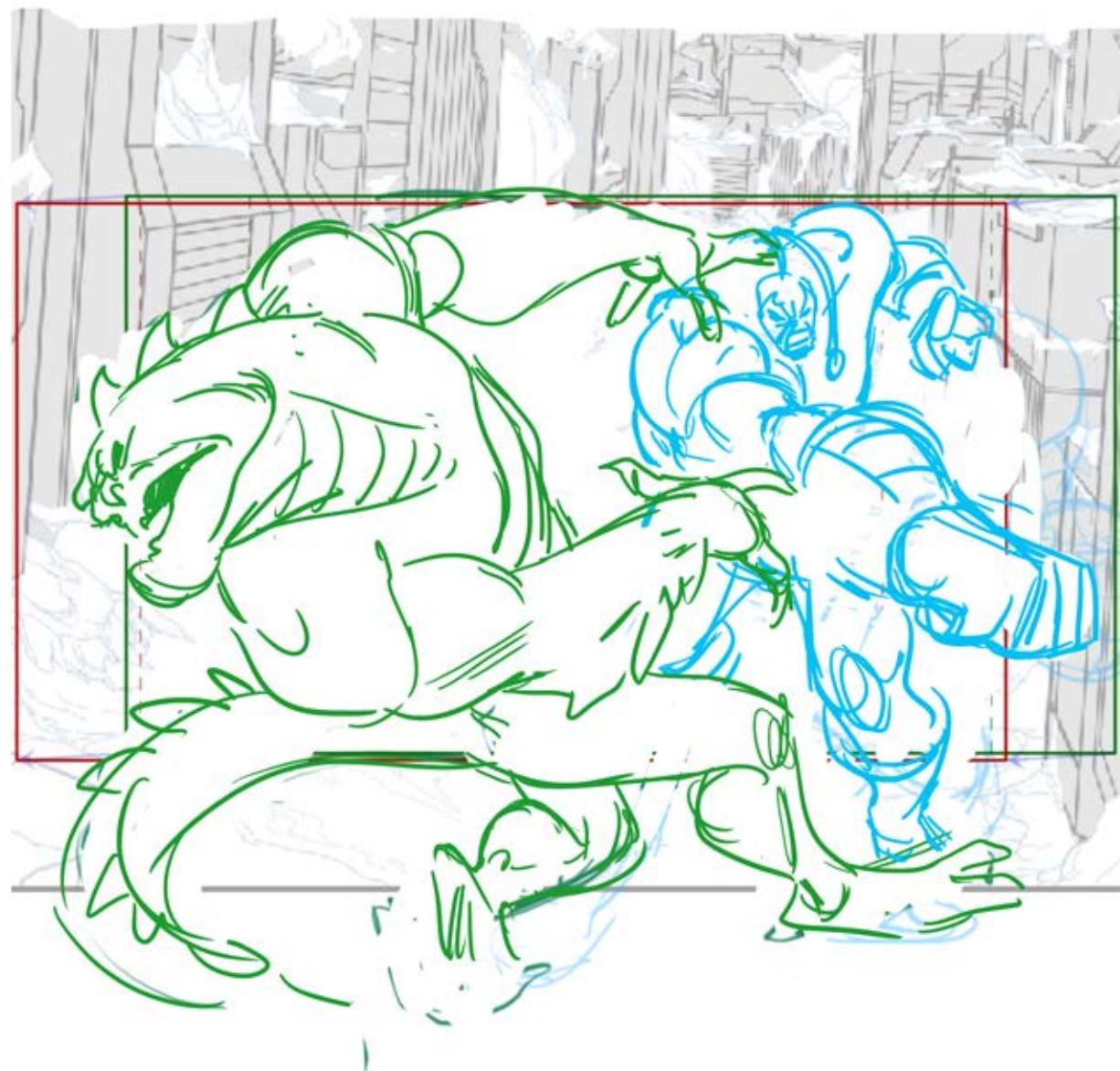
Scene

Panel

6_J

5

Action Notes





Dialog

Scene

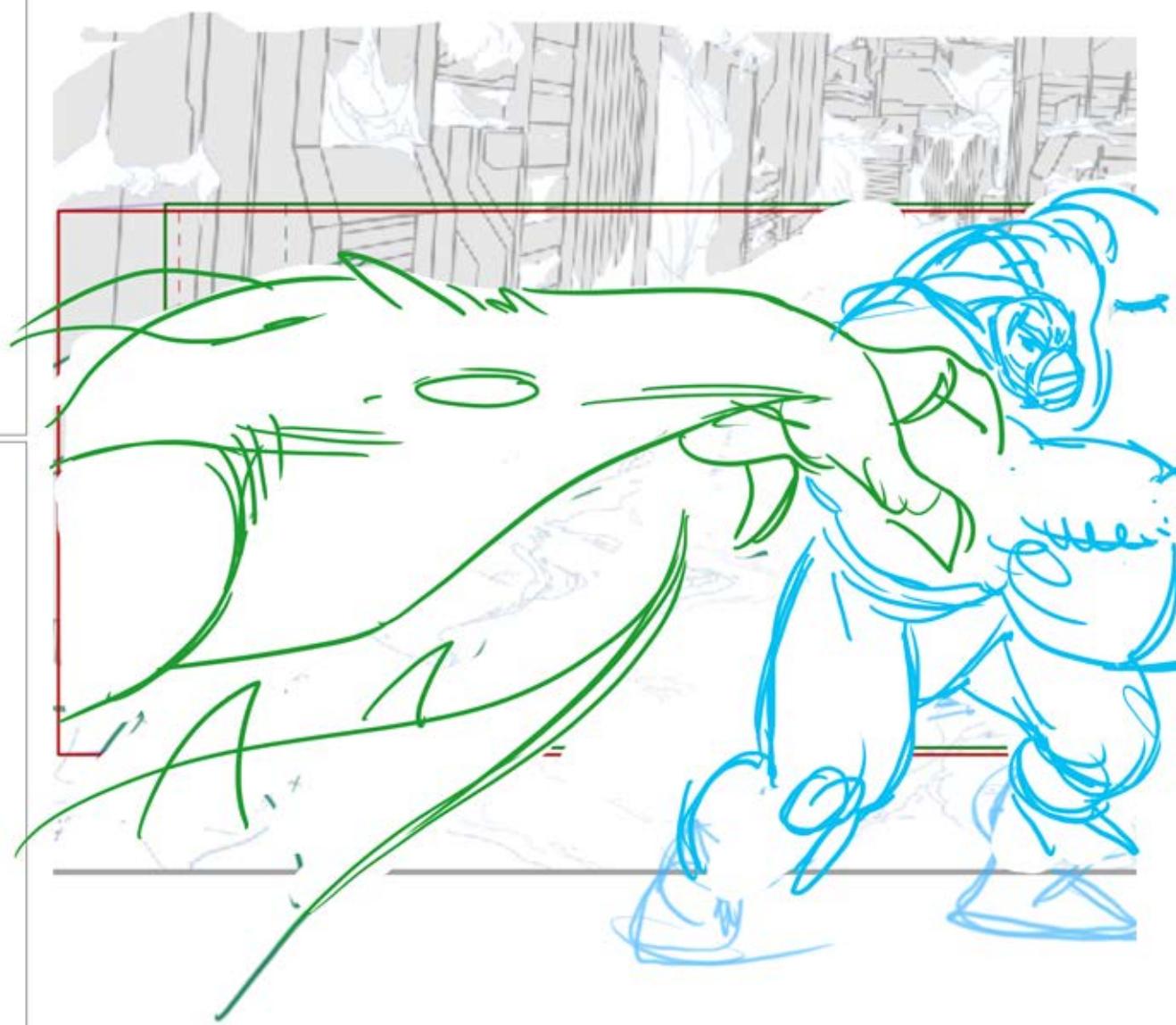
Panel

6_J

6

Action Notes

CROC FLIES
OS -





Dialog

Scene

Panel

2

1



Action Notes



Dialog

Scene

Panel

2

2



Action Notes

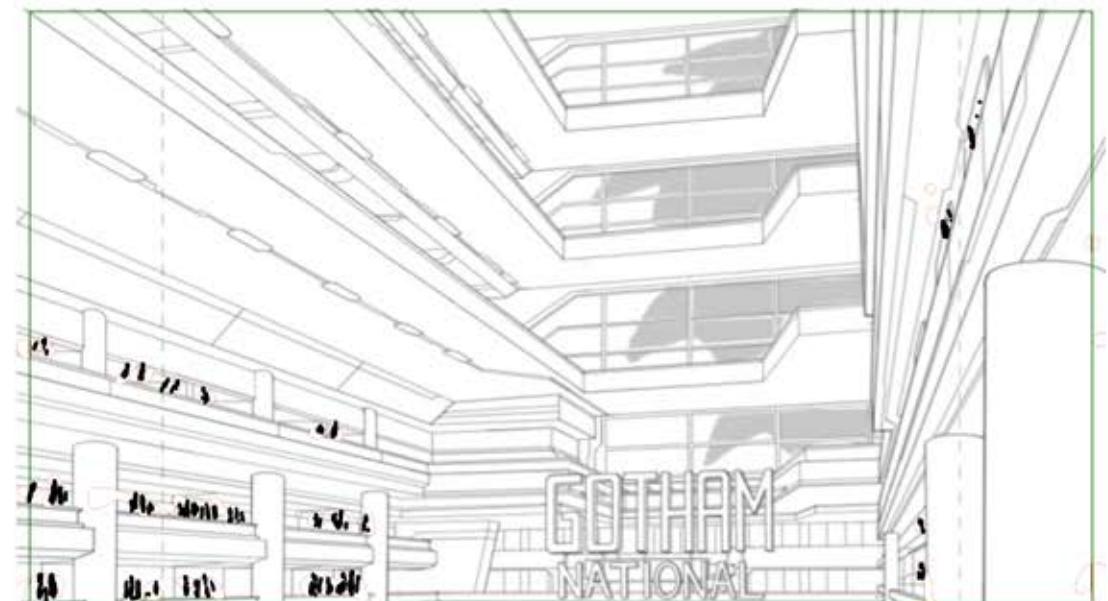
Dialog

Scene

Panel

3

1



Action Notes

INT. BANK

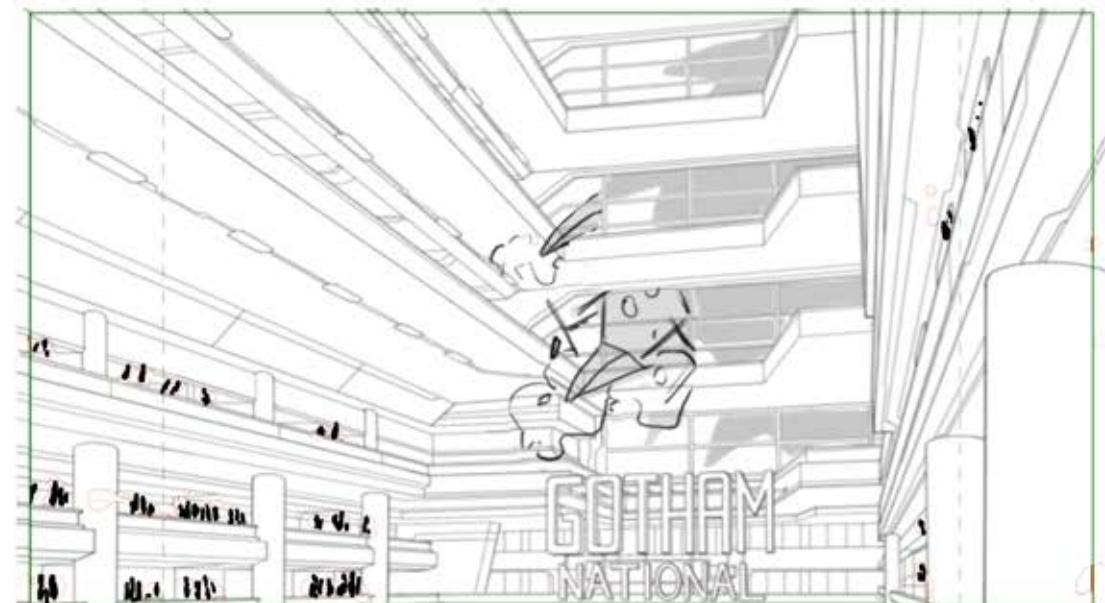


Dialog

Scene 3 Panel 2

Action Notes

croc crashes thru wall



Dialog

Scene 3 Panel 3

3

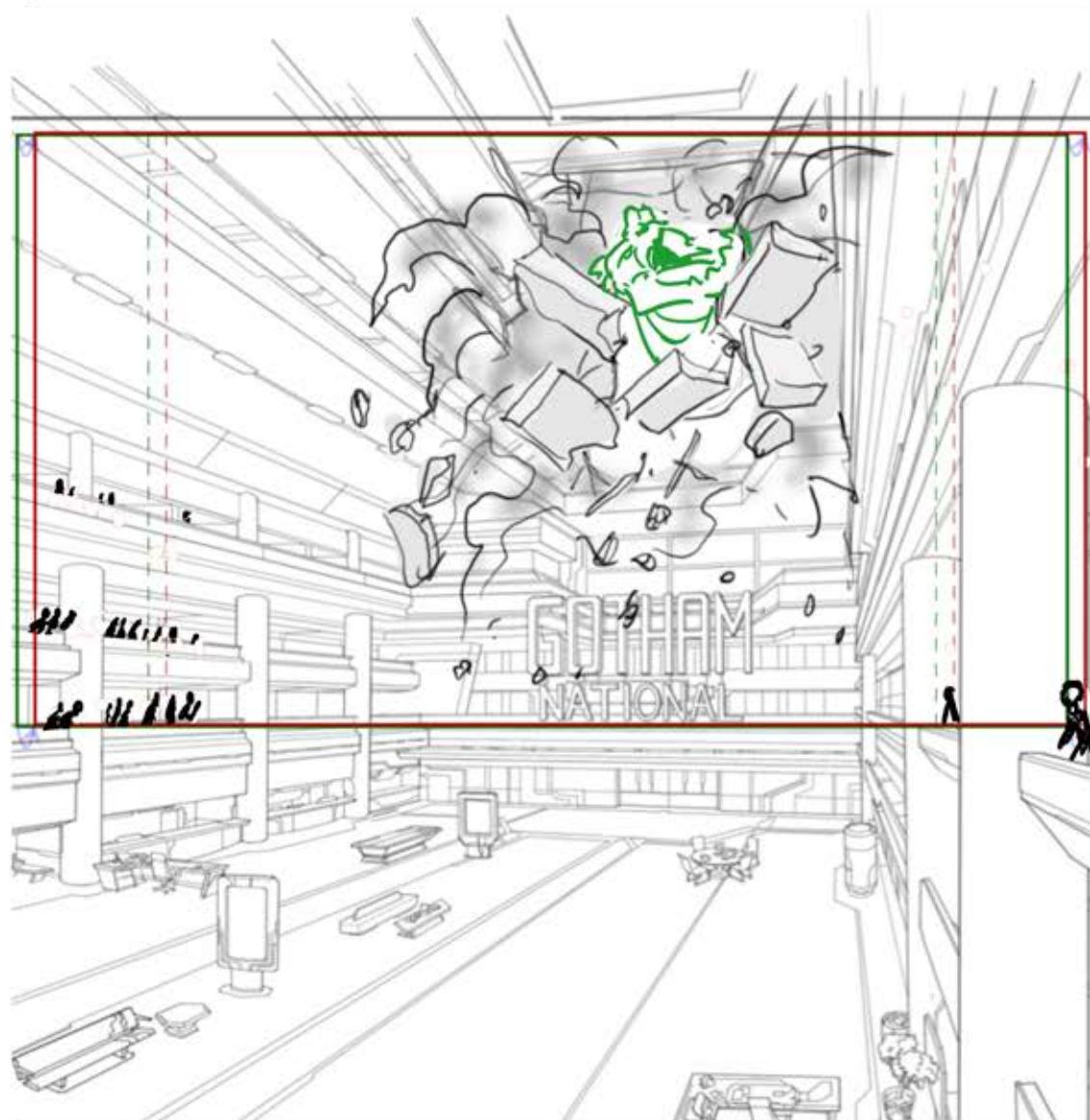
INT. GOTHAM NATIONAL BANK - REVERSE
- NIGHT

195-1

ACT: A

Notes: SHIPPED - 06/09/14.

Action Notes





Dialog

Scene

Panel

3

4

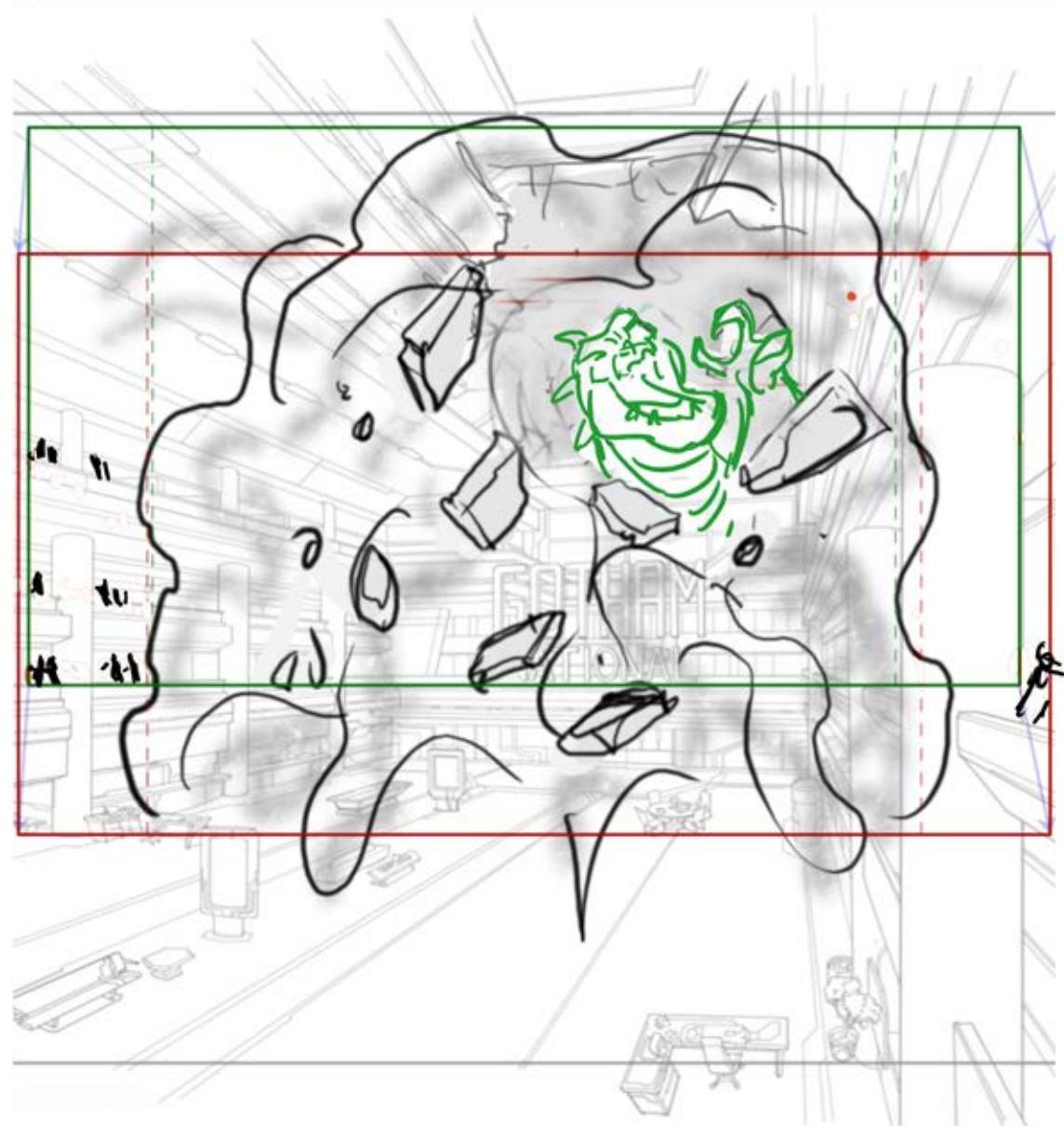
INT. GOTHAM NATIONAL BANK - REVERSE
- NIGHT

195-43

ACT: A S

Notes: SHIPPED - 06/09/14.

Action Notes





Dialog

Scene

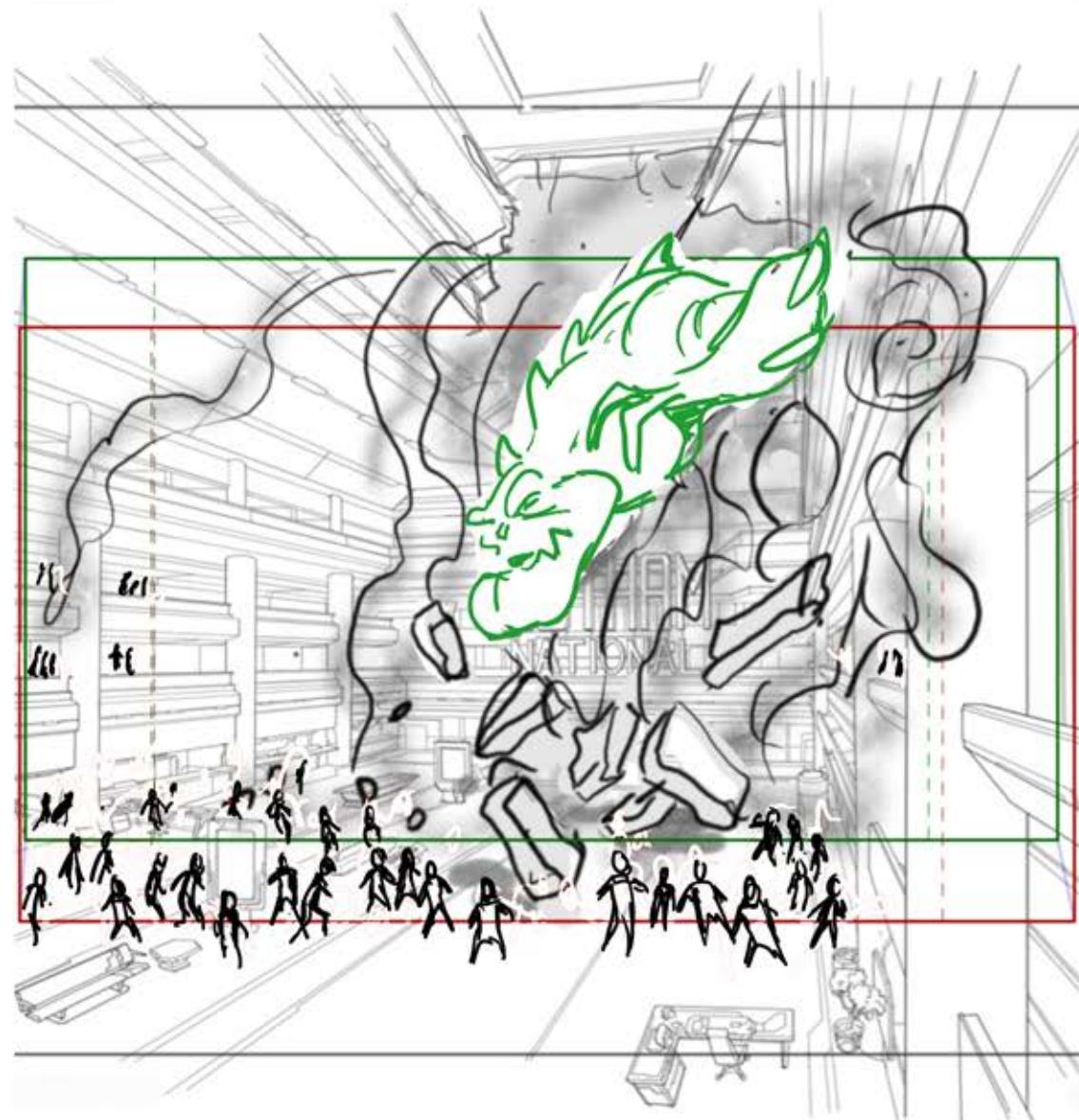
Panel

3

5

ACT: A SC

Notes: SHIPPED - 06/09/14.



Action Notes

CAM ADJUSTS
DOCKIN -
PEOPLE IN BANK
REACT -

Dialog

Scene

Panel

3

6



Action Notes



Dialog

Scene

Panel

18_1G_1F_2

1

Action Notes

PEOPLO IN
BANK RUN
TO CAM



Dialog

Scene

Panel

18_1G_1F_2

2

Action Notes



Dialog

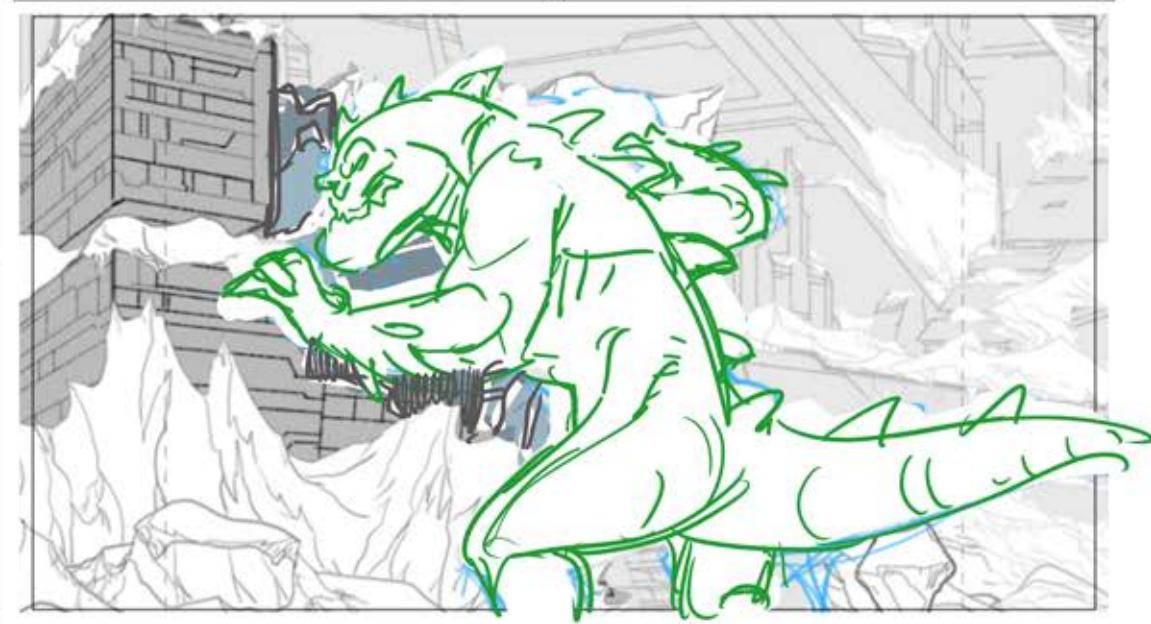
Scene

Panel

4

1

Action Notes





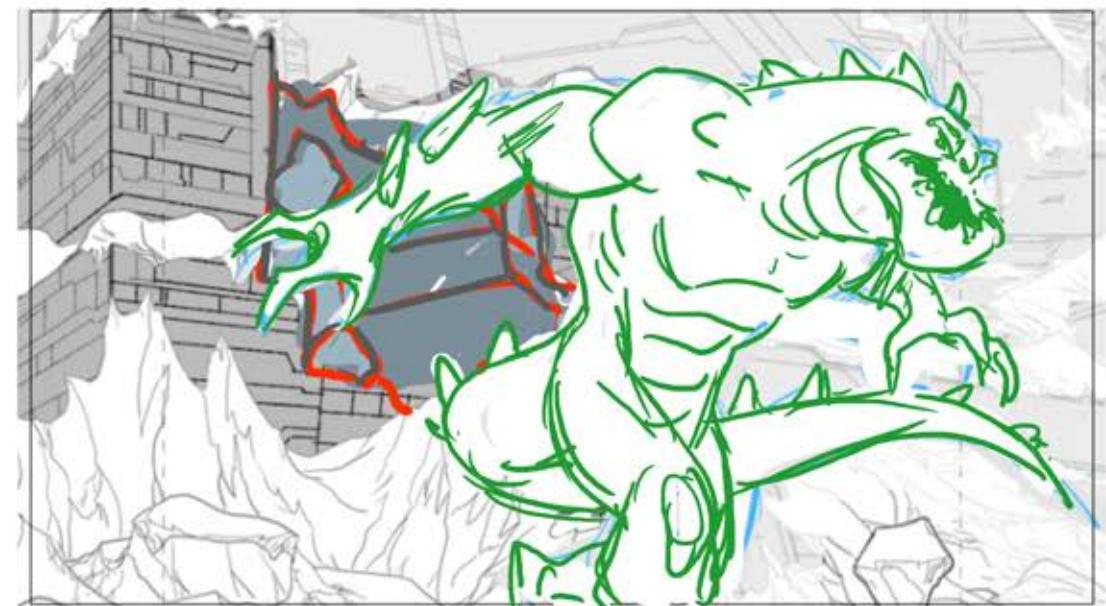
Dialog

Scene

Panel

4

2



Action Notes

CROC TURNS
& STOMPS OS.

Dialog

Scene

Panel

4

3



Action Notes

TATL HITS CROC
KNOCKING DOWN
DEBRIS—

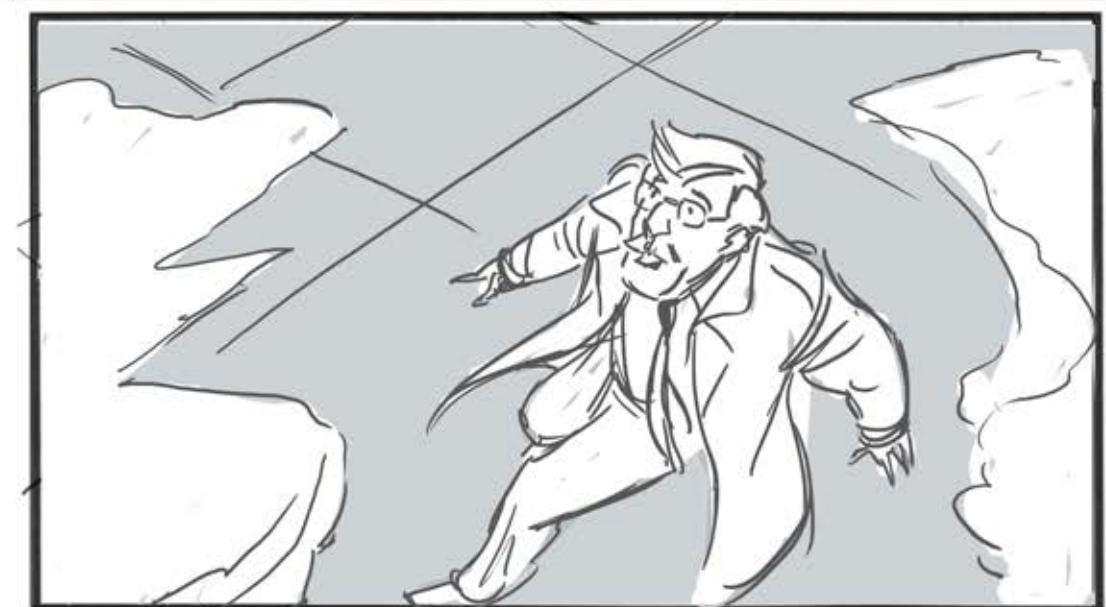
Dialog

Scene

Panel

5

1



Action Notes

GORDON REACTS—



Dialog

416 GORDON

Nightwing! Watch out!

Scene

Panel

5

2



Action Notes

CAM FOLLOWS ACTION -

Dialog

Scene

Panel

6

1



Action Notes

CU NIGHTWING

Dialog

Scene

Panel

6

2



Action Notes

He reacts -



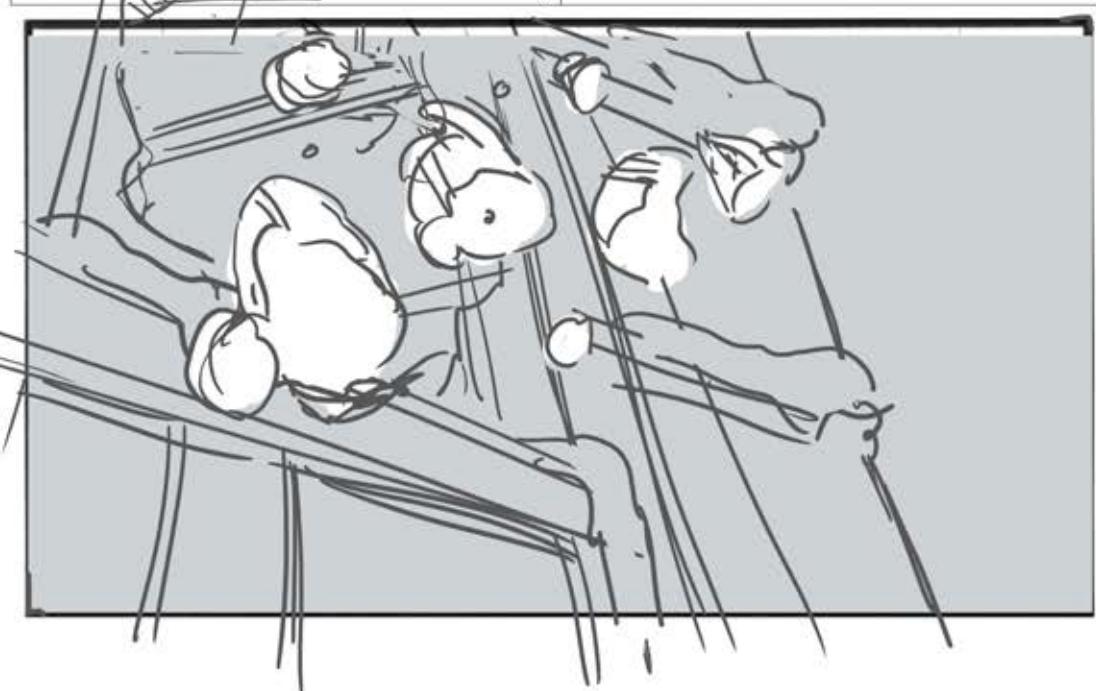
Dialog

Scene

Panel

7

1



Action Notes

NW'S POV-
DEBRIS FALLS
TO CAM.

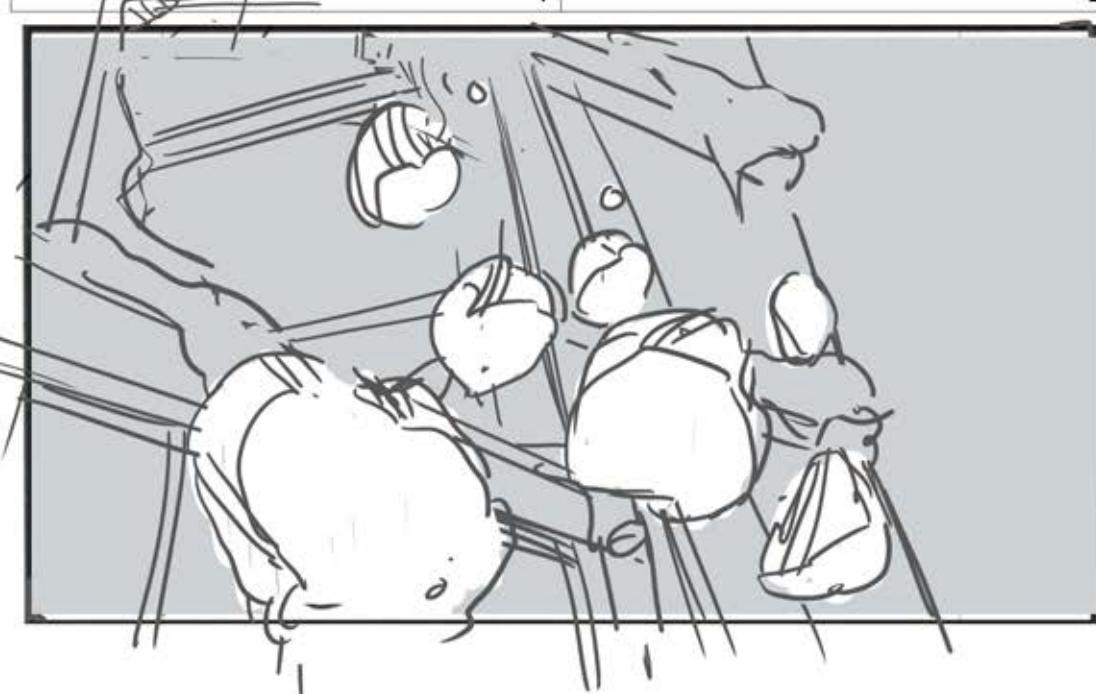
Dialog

Scene

Panel

7

2



Action Notes

Dialog

Scene

Panel

8

1



Action Notes

DOWN SHOT - NW

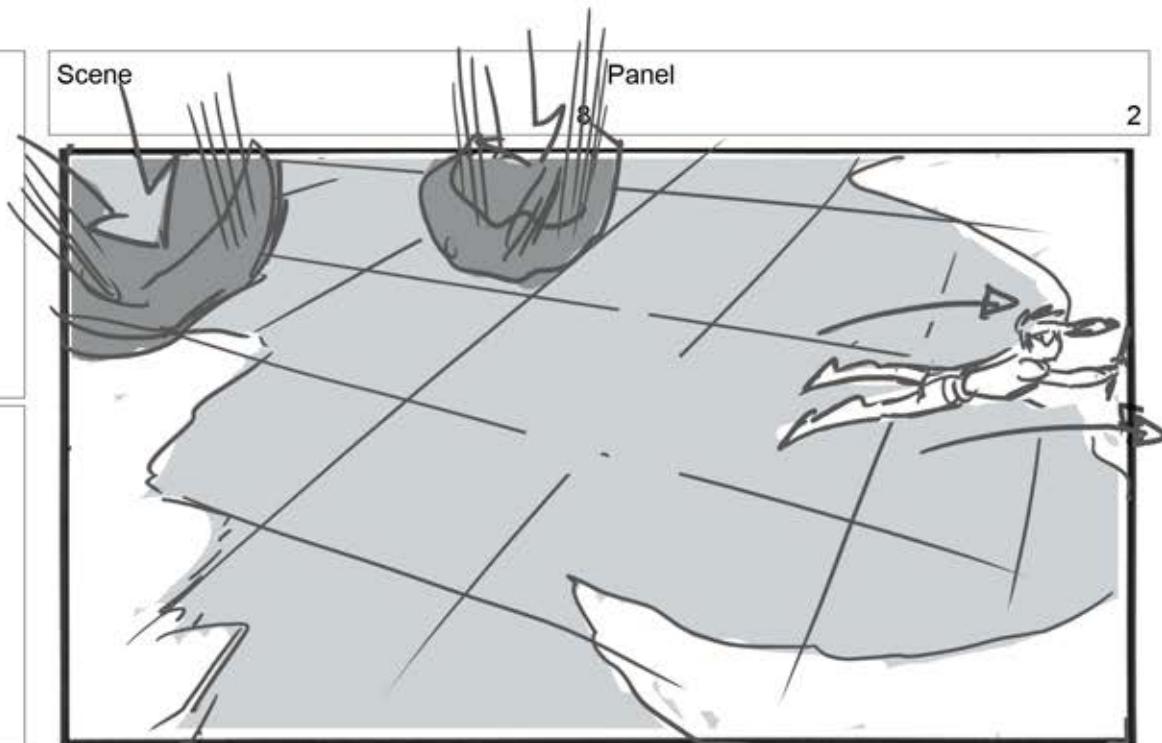


Dialog

Scene

Panel

2



Action Notes

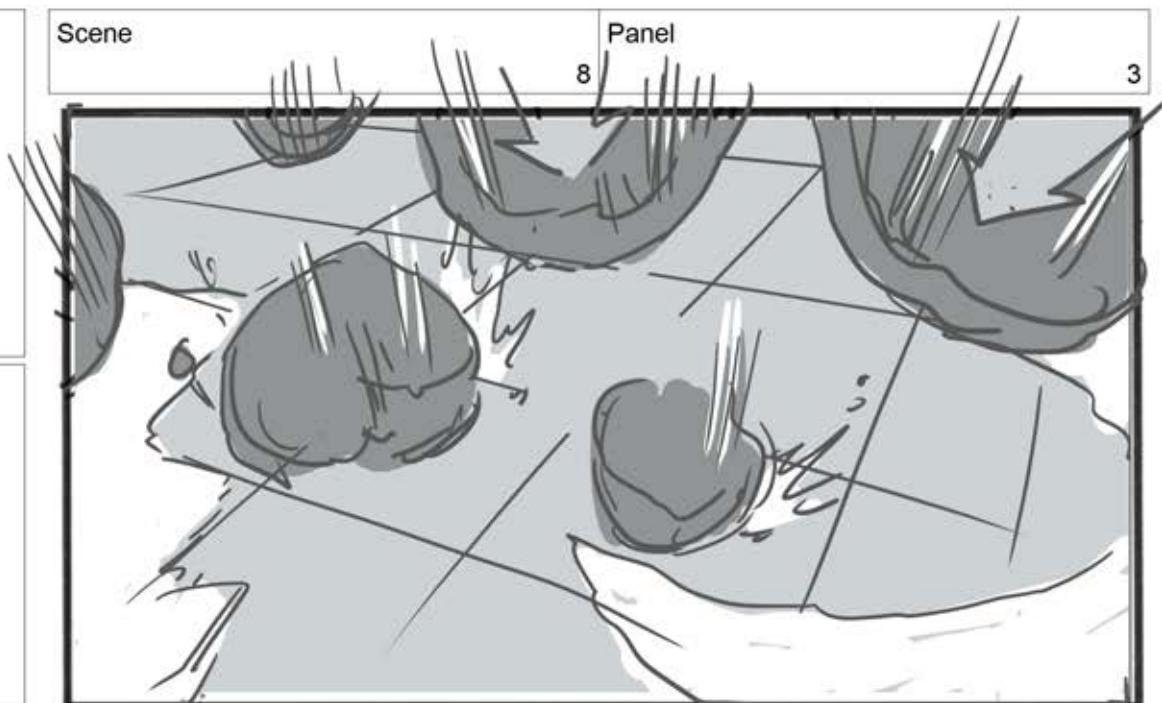
NW DIVES GS

Dialog

Scene

Panel

3



Action Notes

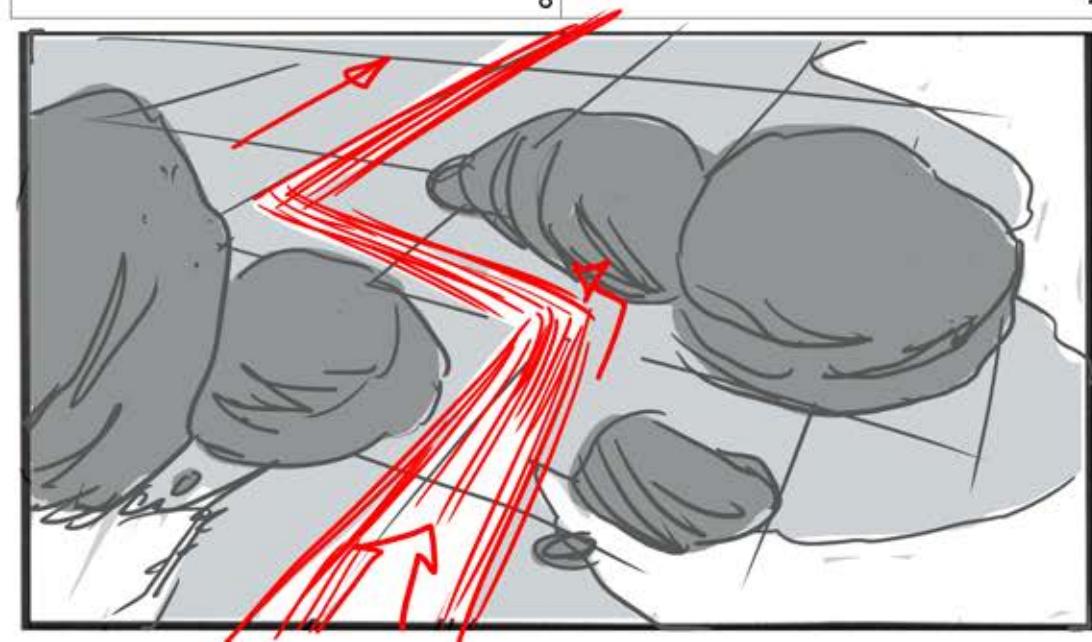
DEBRIS CANTS TO
FALL INTO SC

Dialog

Scene

Panel

4



Action Notes

FLASH 2IPS INTO SC
DODGING DEBRIS



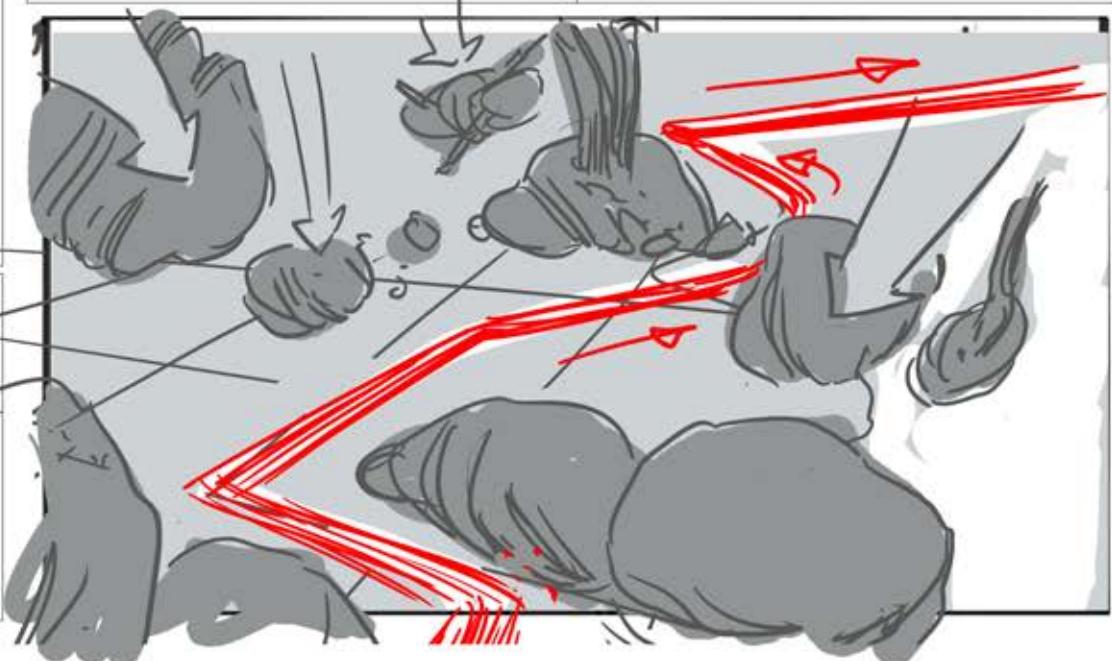
Dialog

Scene

Panel

8

5



Action Notes

CAM FOLLOWS
FLASH DODGES
DEBMS

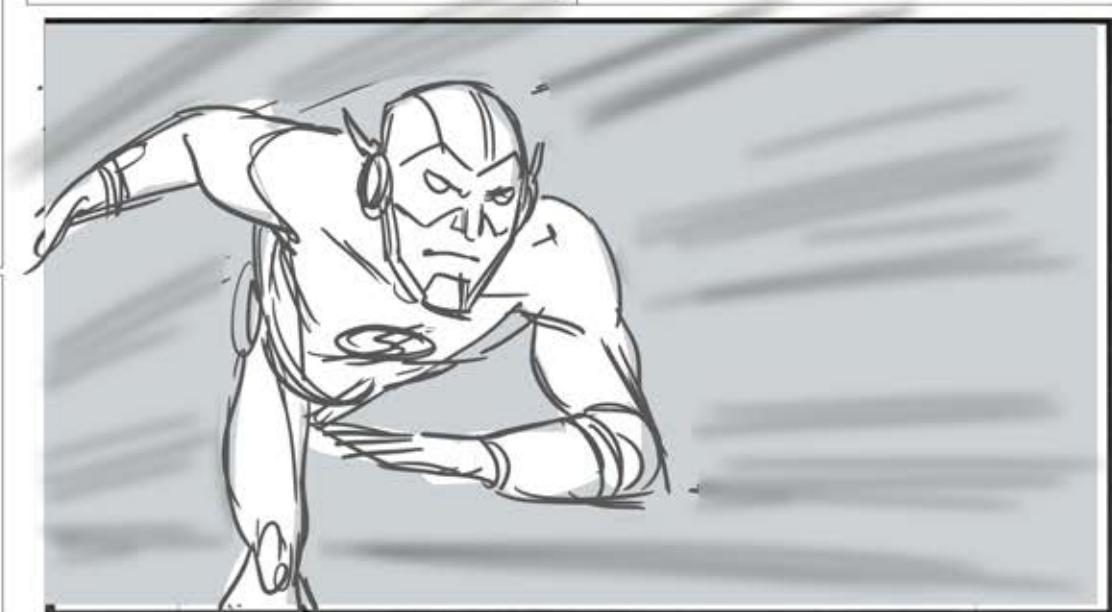
Dialog

Scene

Panel

9

1



Action Notes

PAN w/FLASH
RUNNING

Dialog

Scene

Panel

9

2



Action Notes



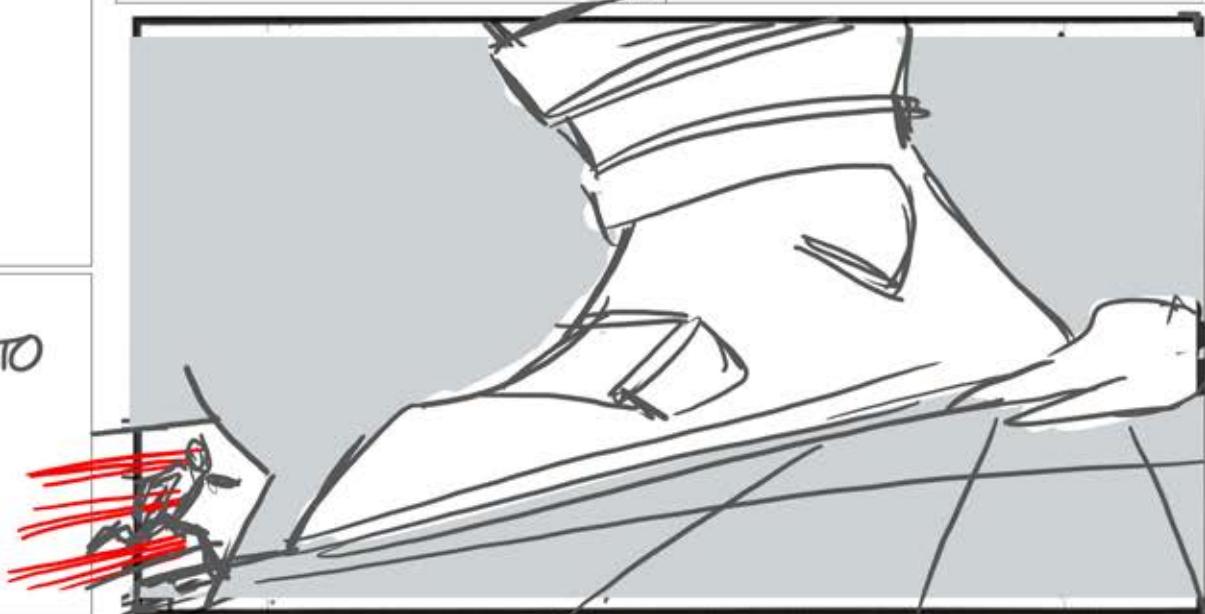
Dialog

Scene

Panel

10

1



Action Notes

FLASH ZIPS INTO
SL

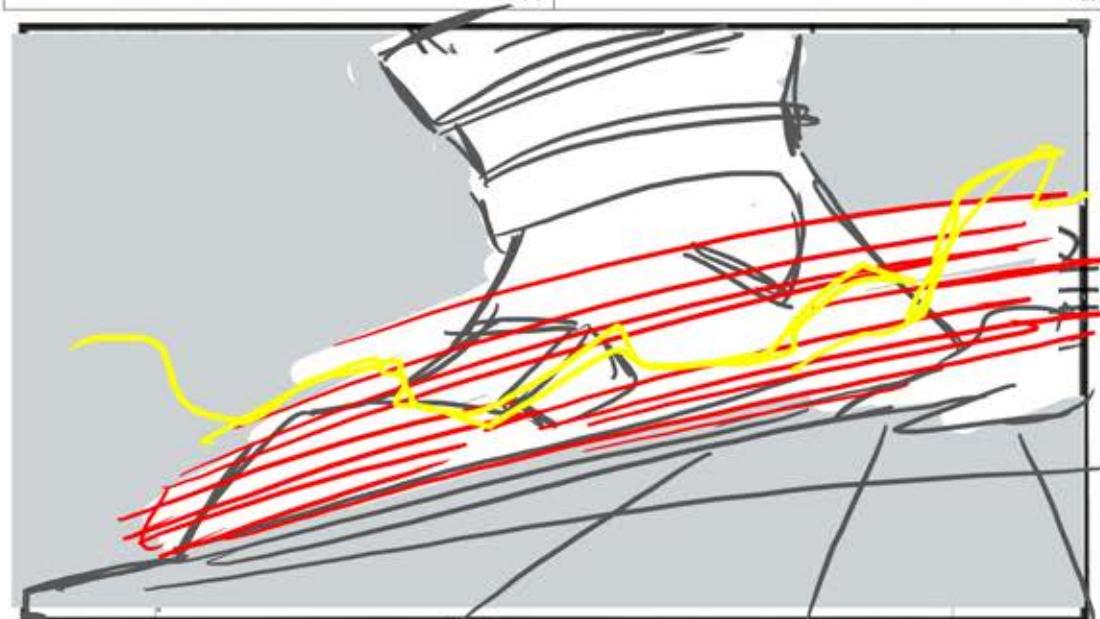
Dialog

Scene

Panel

10

2



Action Notes

- AND RUNS
AROUND BANE'S
FOOT -

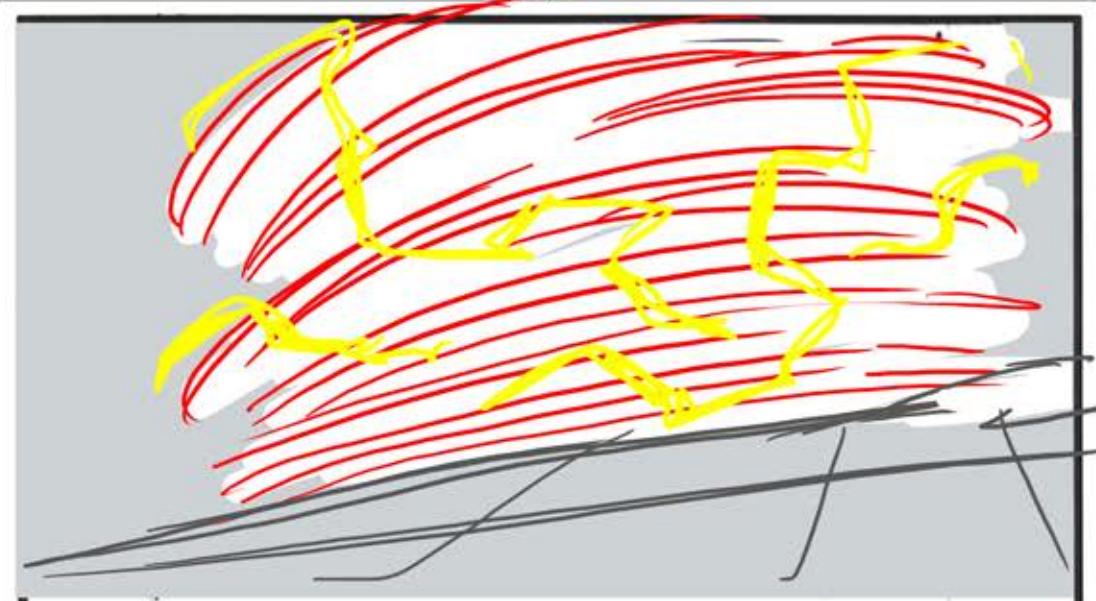
Dialog

Scene

Panel

10

3



Action Notes

A FUNNEL CLOUD
STARTS TO FORM -



Dialog

Scene

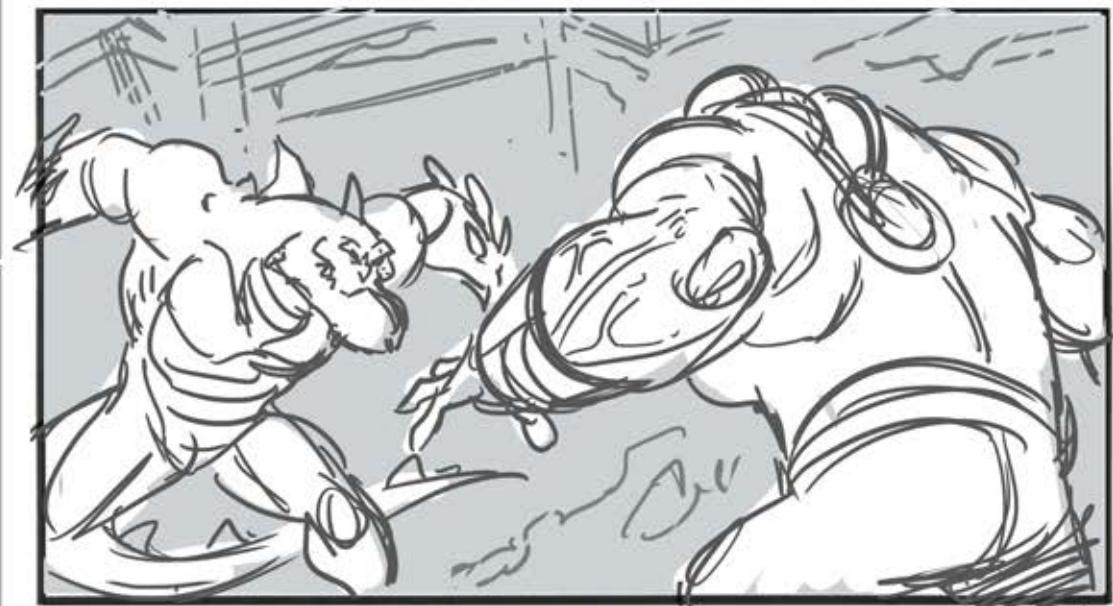
Panel

11

1

Action Notes

CROC ATTACKS
BANE!!



Dialog

Scene

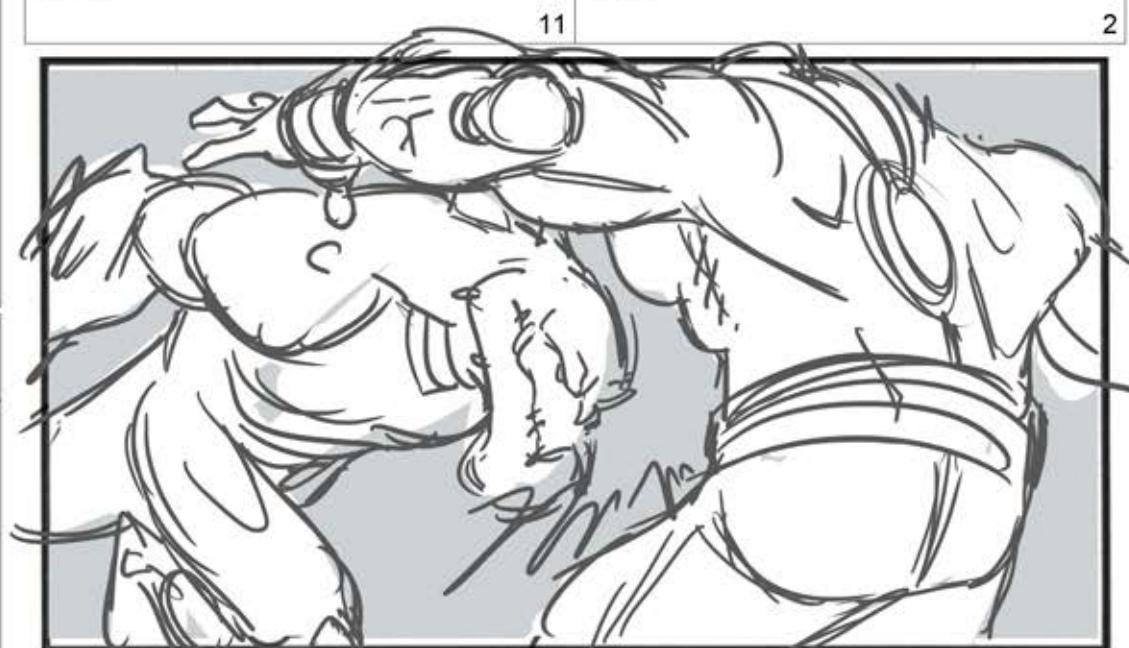
Panel

11

2

Action Notes

ITS HEAD CUTS HIM -



Dialog

417 FLASH

Let's see how you like a tornado,
Mr. Tough Guy....

Scene

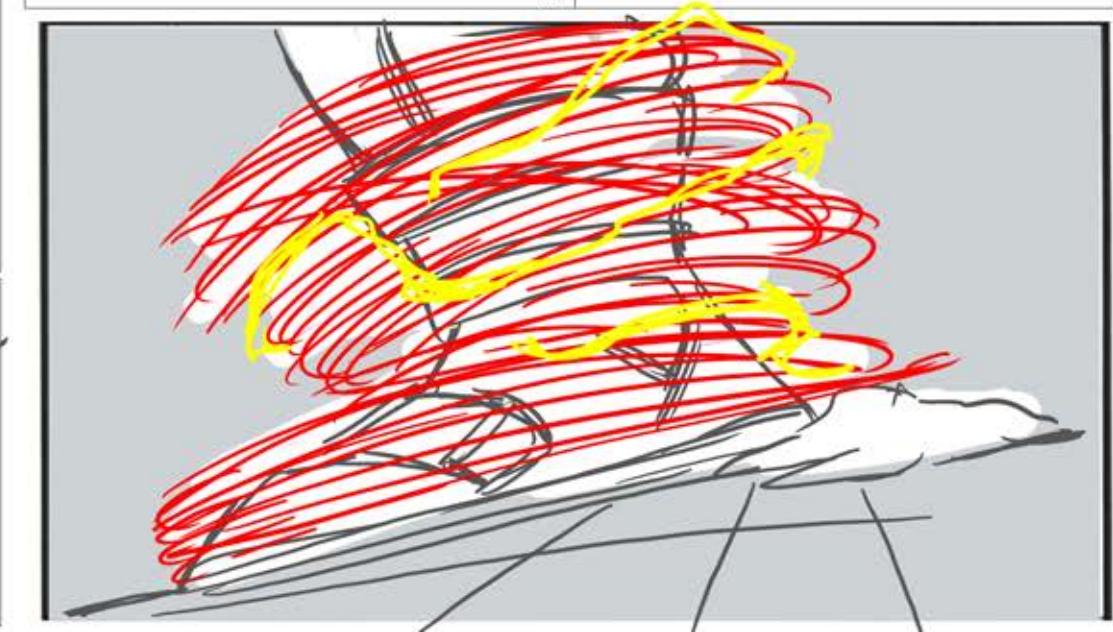
Panel

12

1

Action Notes

FLASH CREATES FUNNEL
CLOUD AROUND BANE'S
FOOT -





Dialog

417 FLASH:
<OFT>!

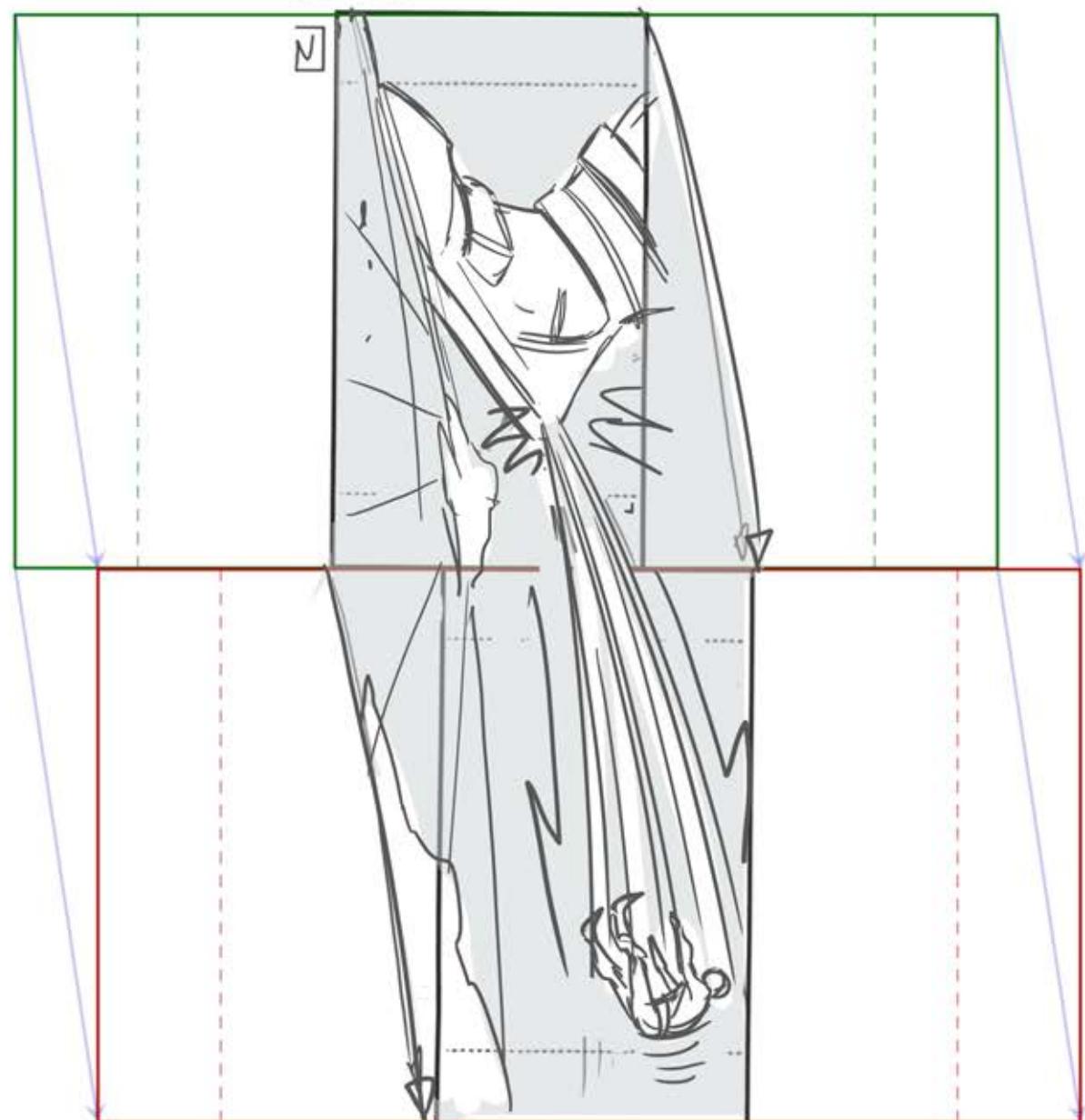
Scene

Panel

12

2

scans



Action Notes

BANG STOPS
BACK BUMPING
FLASH
-CAM FOLLOWS
FLASH

Dialog

Scene

Panel

13

1

Action Notes

FLASH FLIES
INTO SC-





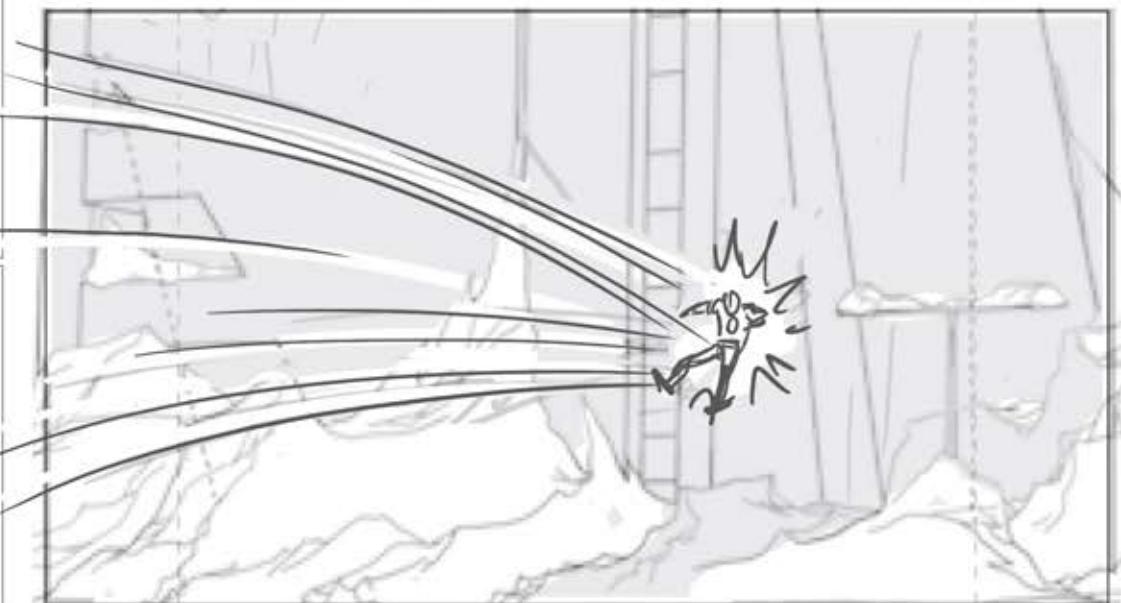
Dialog

Scene

Panel

13

2



Action Notes

He hits block -

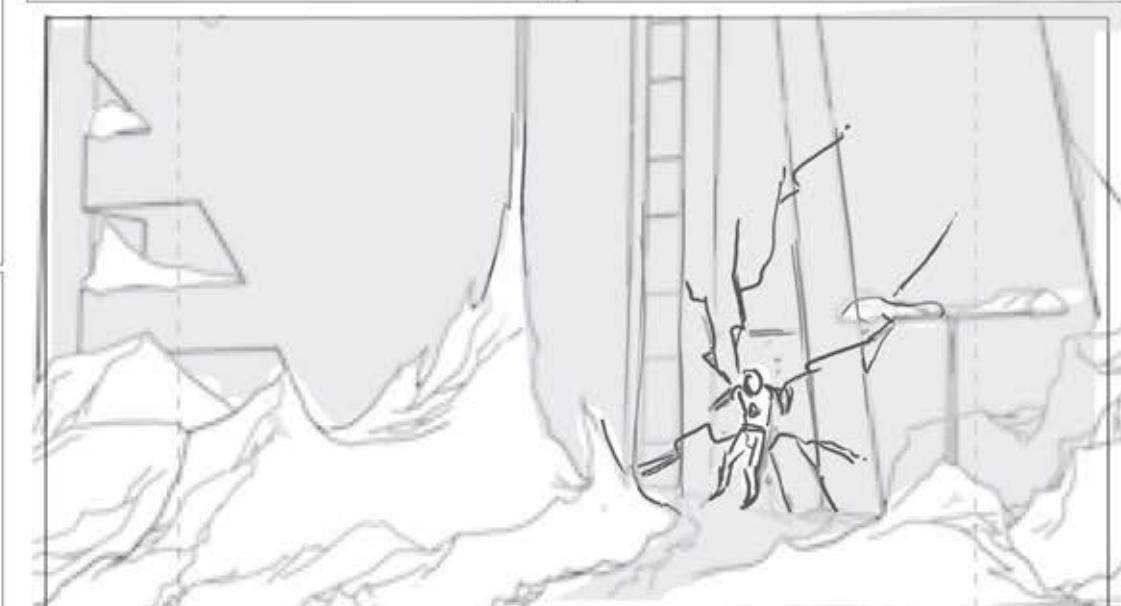
Dialog

Scene

Panel

13

3



Action Notes

AND IS EMBEDDED
INTO WALL

Dialog

Scene

Panel

14

1



Action Notes



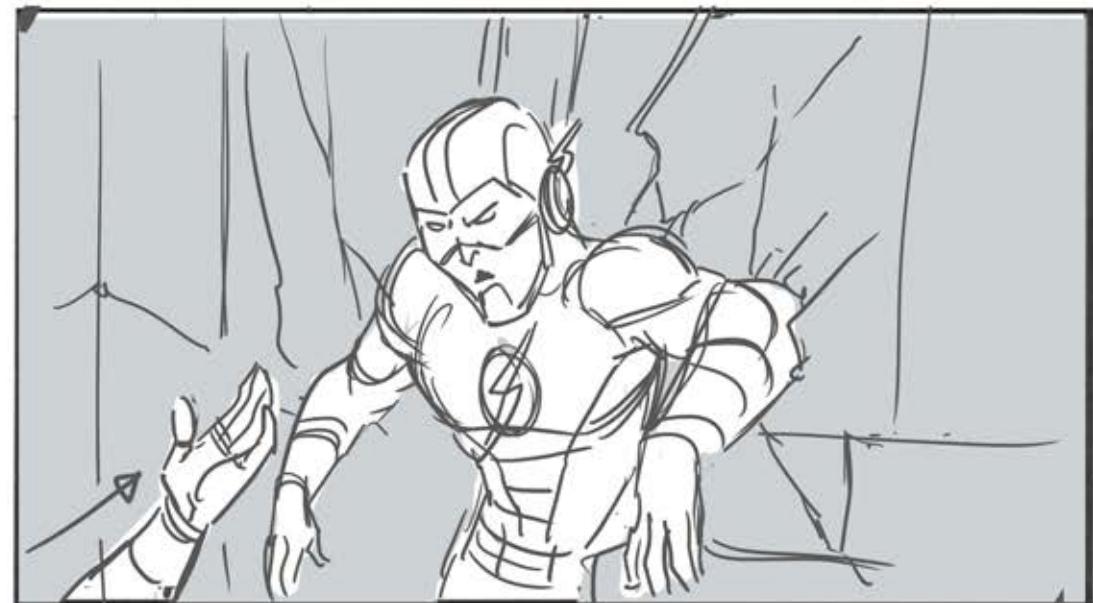
Dialog

Scene

Panel

14

2



Action Notes

NW REACTS
INTO SC

Dialog

418 FLASH:

Man...

Scene

Panel

14

3



Action Notes

FLASH GRABS HIS
HAND -

Dialog

418 FLASH:

The tornado move is one of my
best moves.

Scene

Panel

14

4



Action Notes

HE JUMPS DOWN
FROM WALL -



Dialog

418 FLASH:
What do we do now?

Scene

Panel

14

5



Action Notes

Both look at

Dialog

419 NIGHTWING:
Don't look at me.

Scene

Panel

15

1



Action Notes

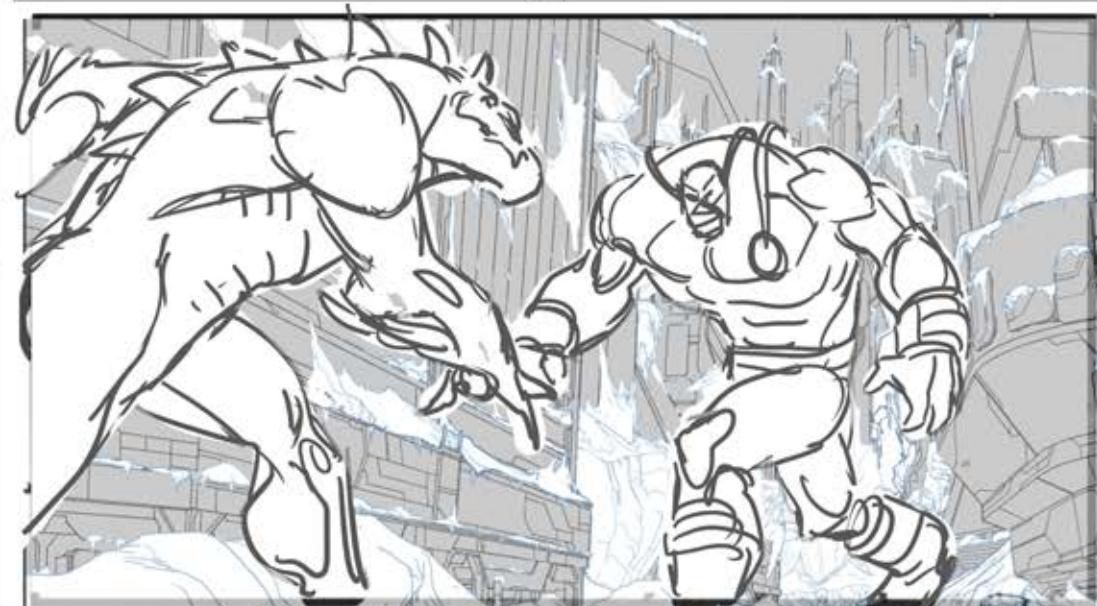
Dialog

Scene

Panel

16

1



Action Notes

BANE & CROC
FACE off



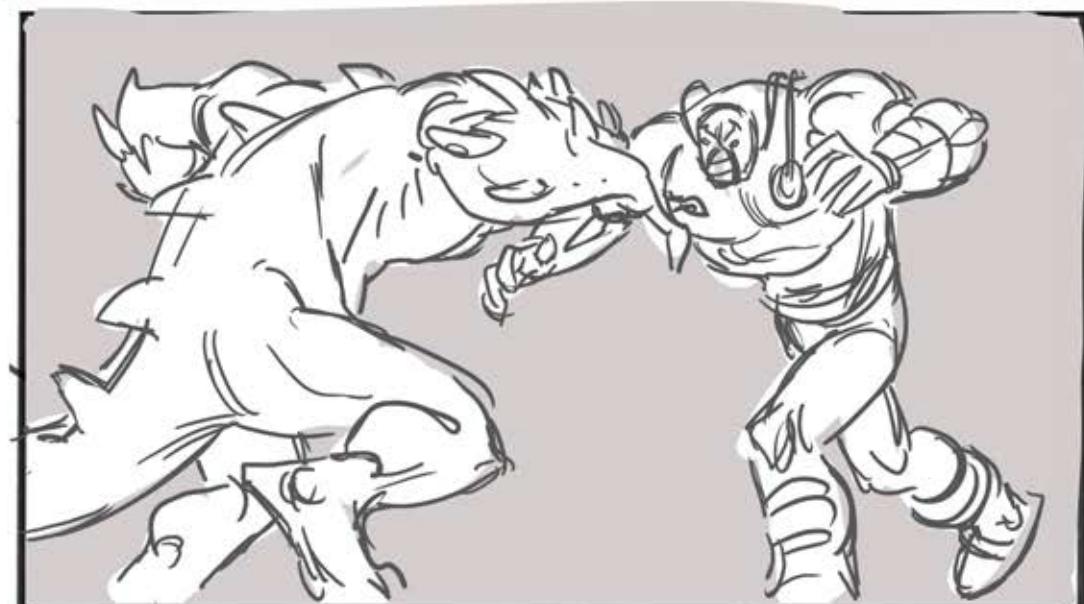
Dialog

Scene

Panel

16

2



Action Notes

CROC STARTS
TO SWING HIS
TAIL AROUND—

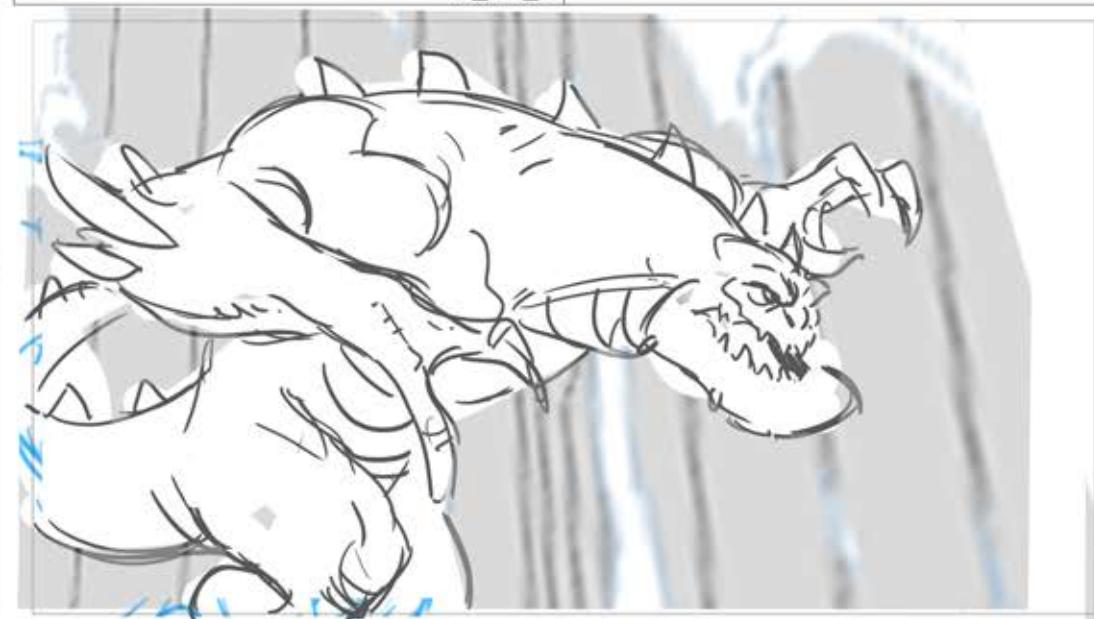
Dialog

Scene

Panel

18_1G_B

1



Action Notes

REVERSE ANGLE
—CROC SWINGS TAIL
AROUND

Dialog

Scene

Panel

18_1G_B

2



Action Notes



Dialog

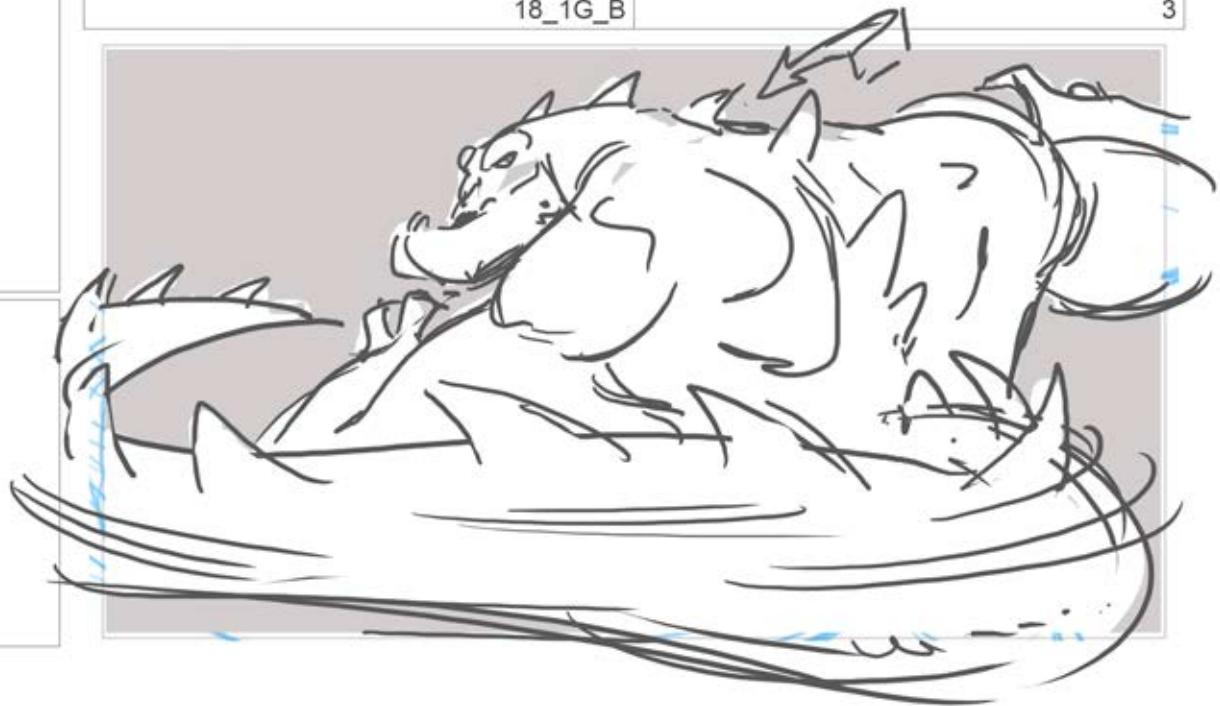
Scene

Panel

18_1G_B

3

Action Notes



Dialog

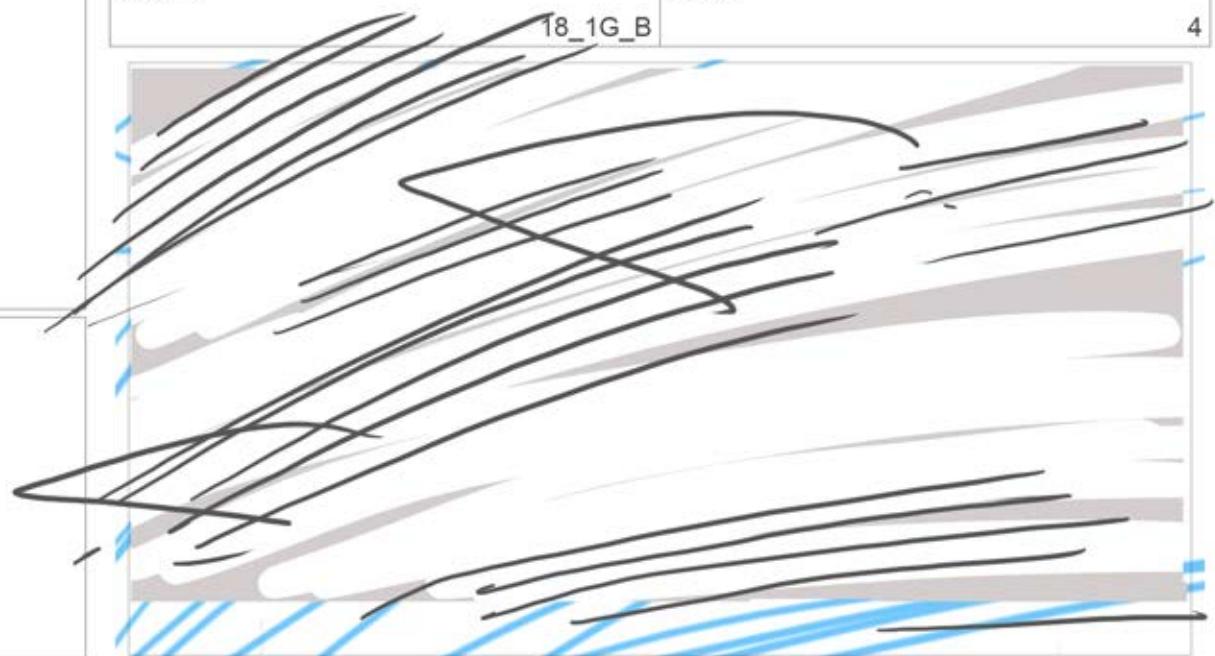
Scene

Panel

18_1G_B

4

Action Notes

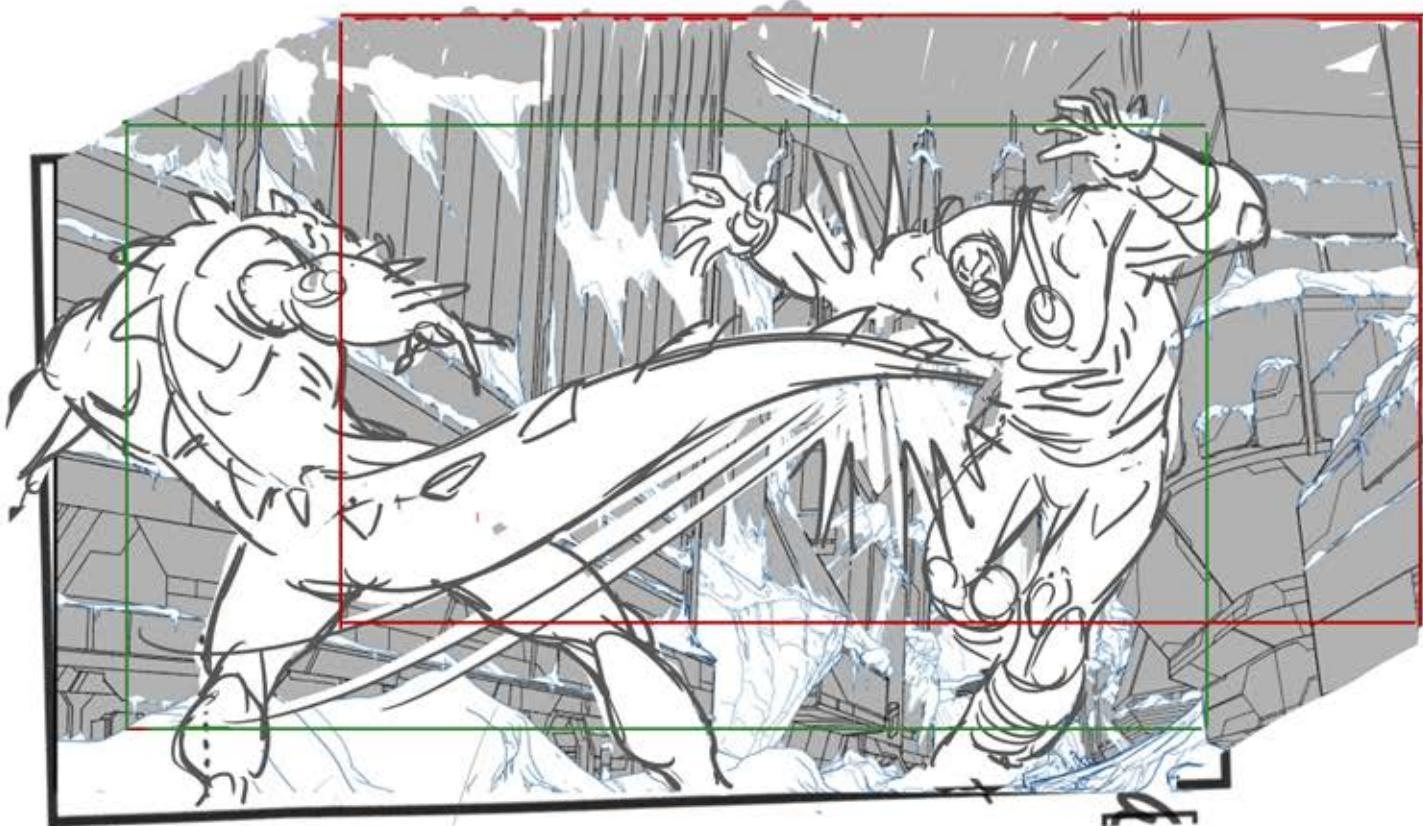


Scene

Panel

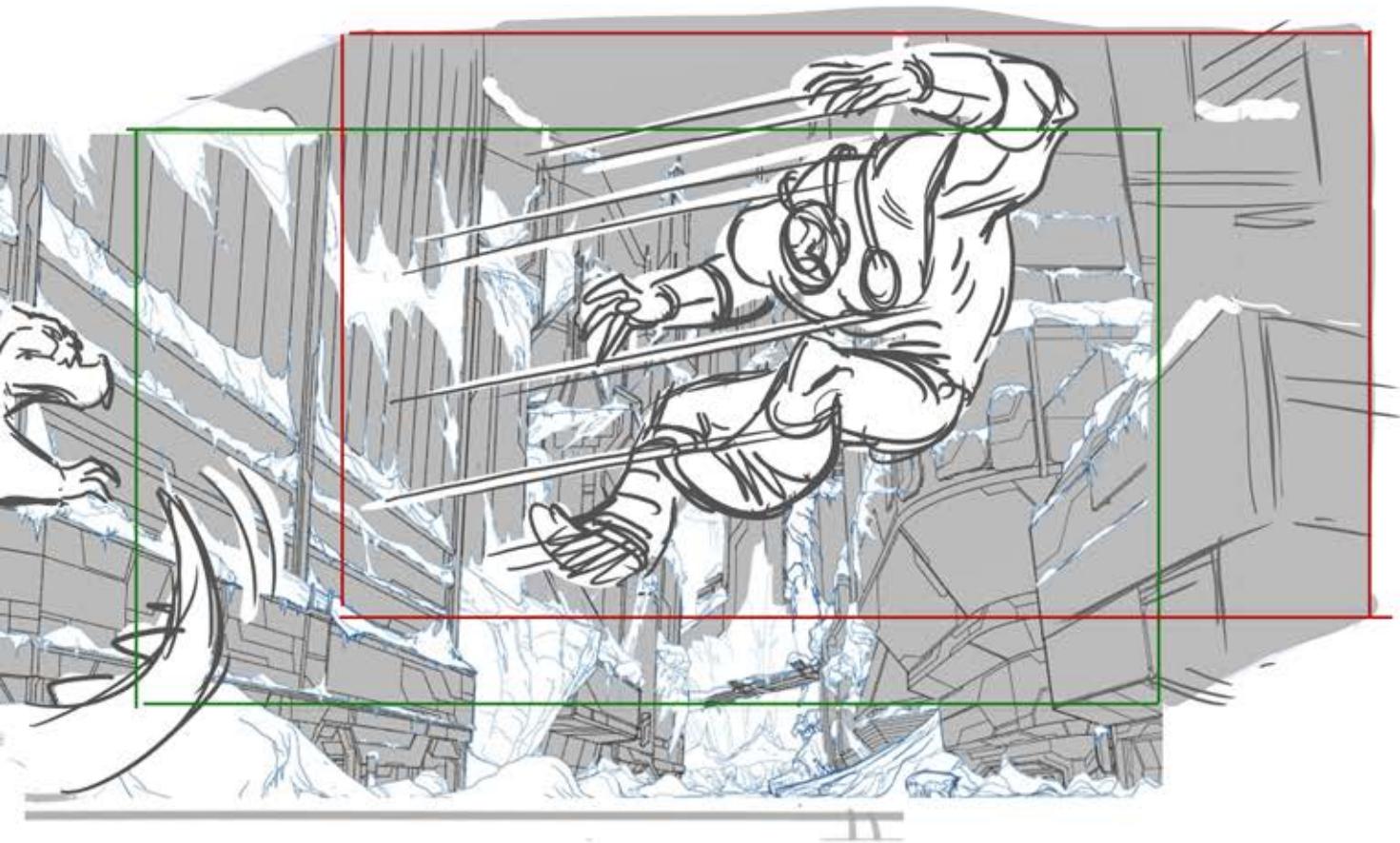
16_A

1



Dialog

Action Notes



Dialog

Action Notes



Dialog

Scene

Panel

17

1



Action Notes

Dialog

Scene

Panel

17

2



Action Notes

Dialog

Scene

Panel

17

3



Action Notes



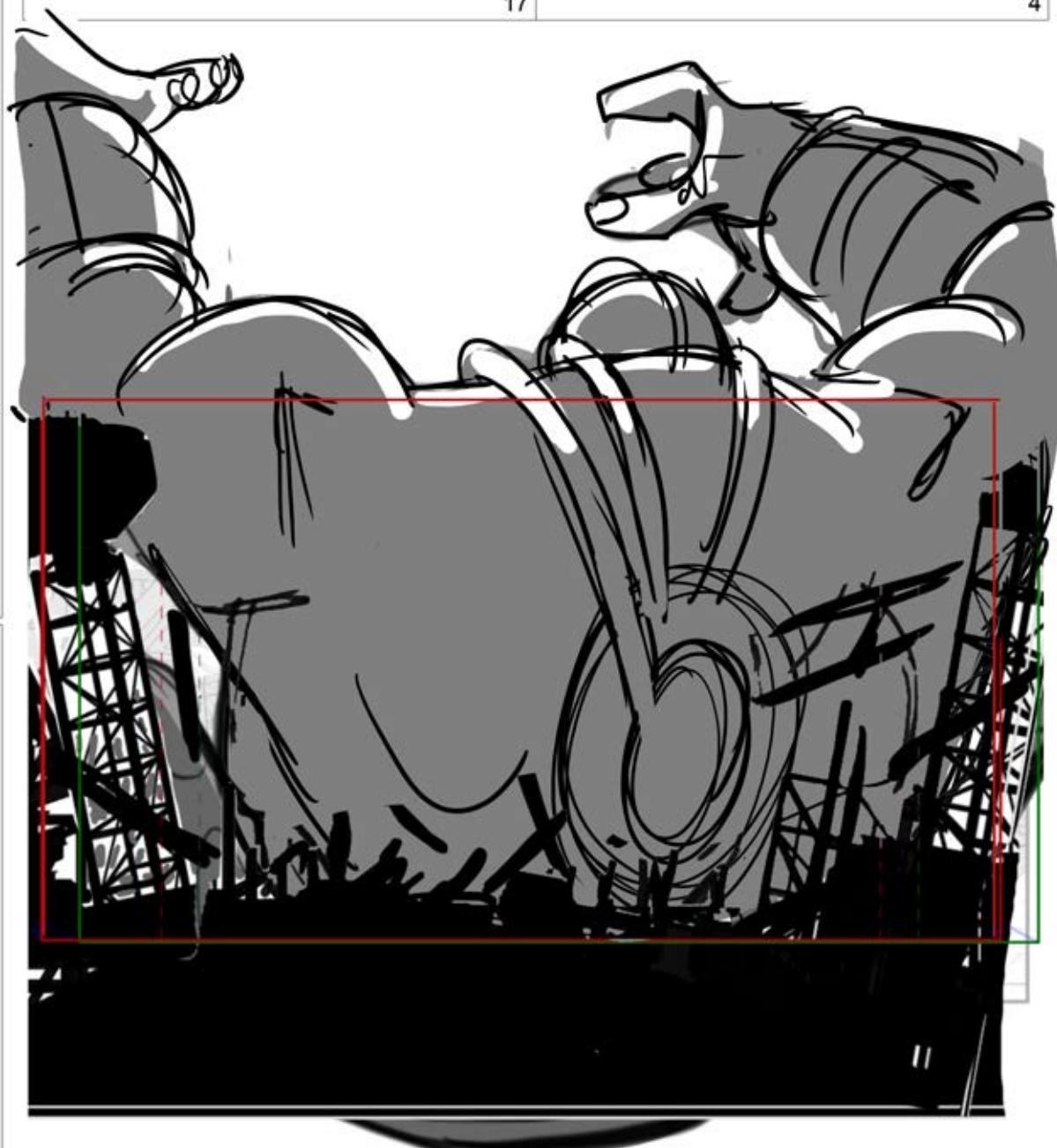
Dialog

Scene

Panel

17

4



Action Notes



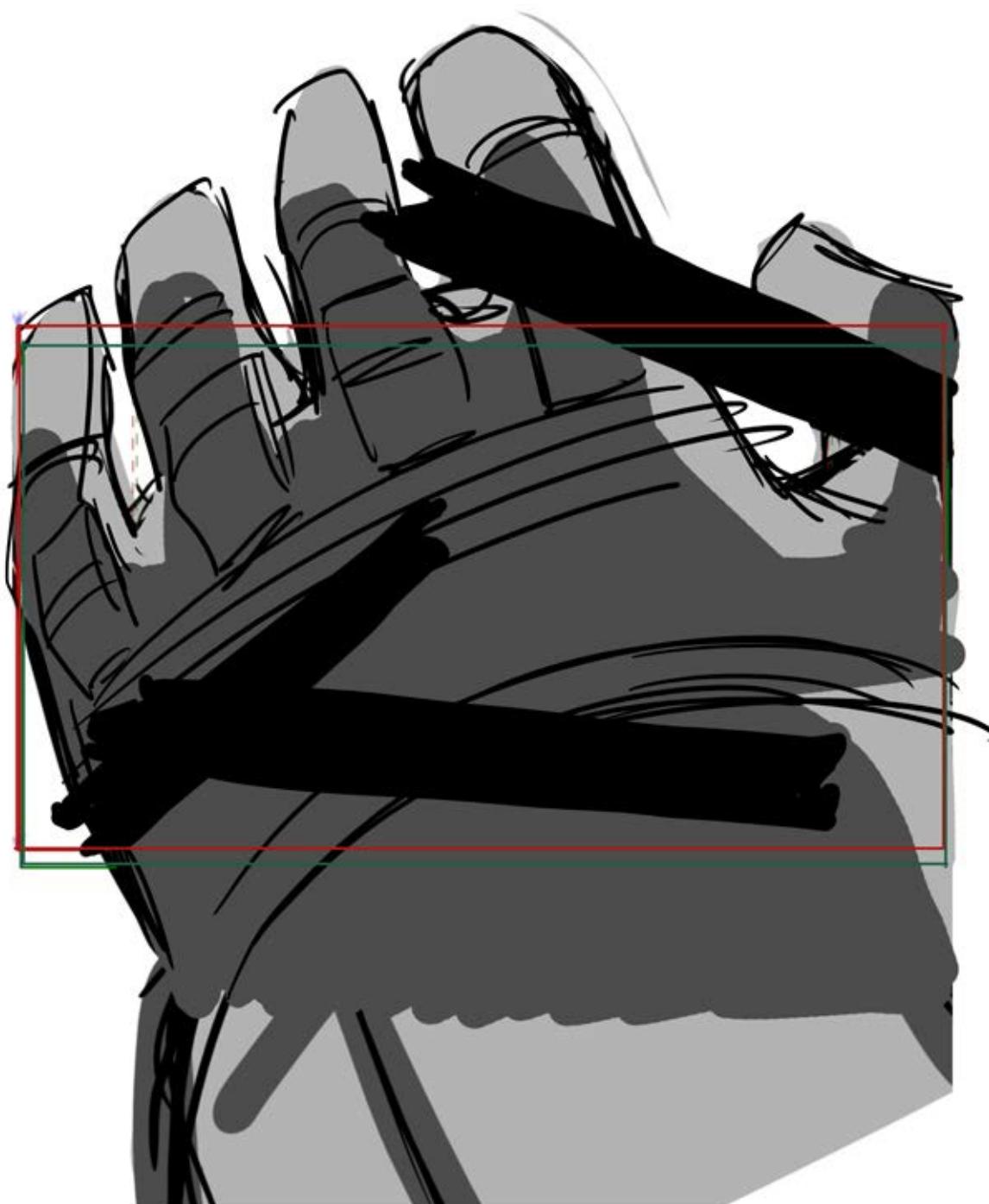
Dialog

Scene

Panel

17

5



Action Notes



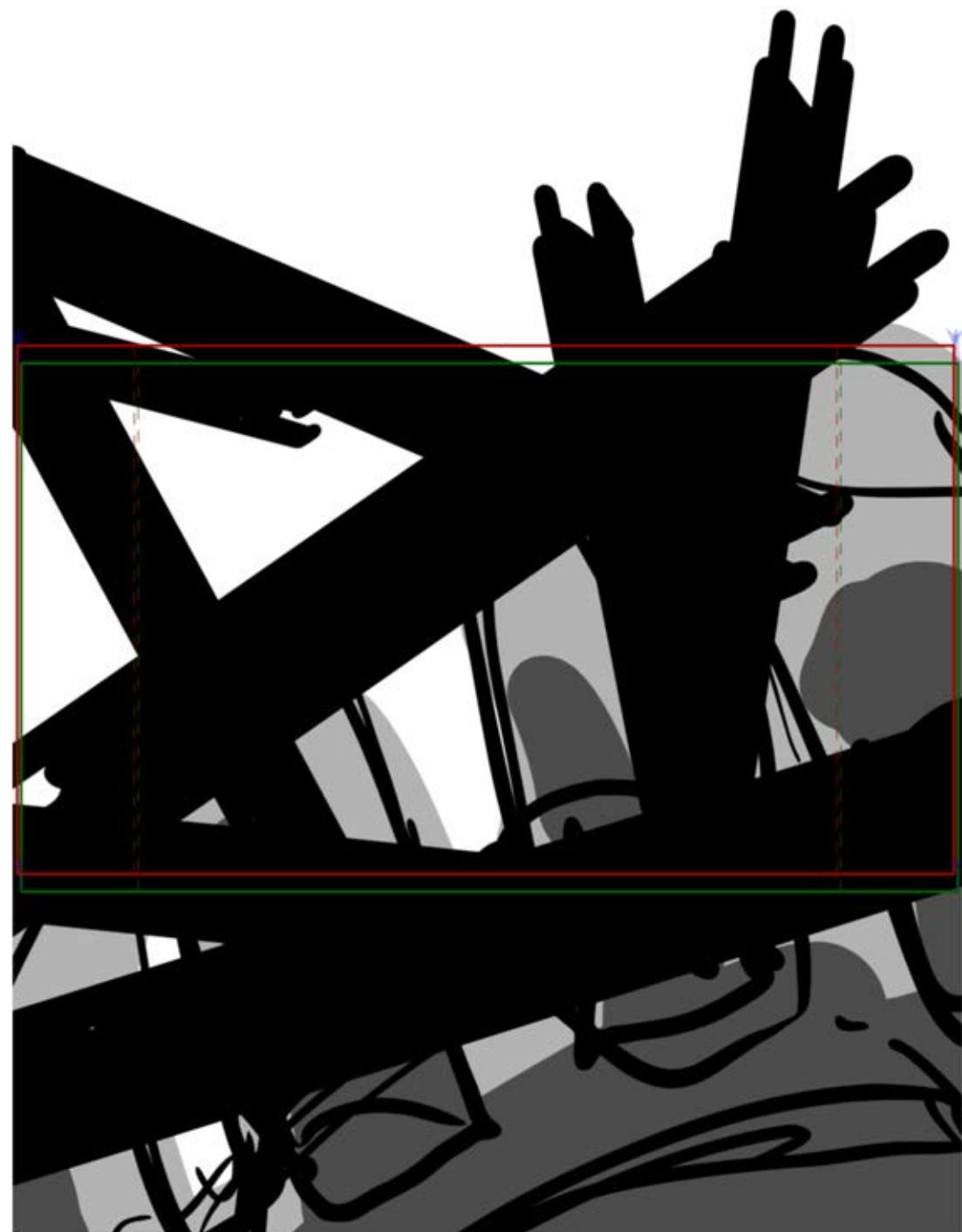
Dialog

Scene

Panel

17

6



Action Notes



Dialog

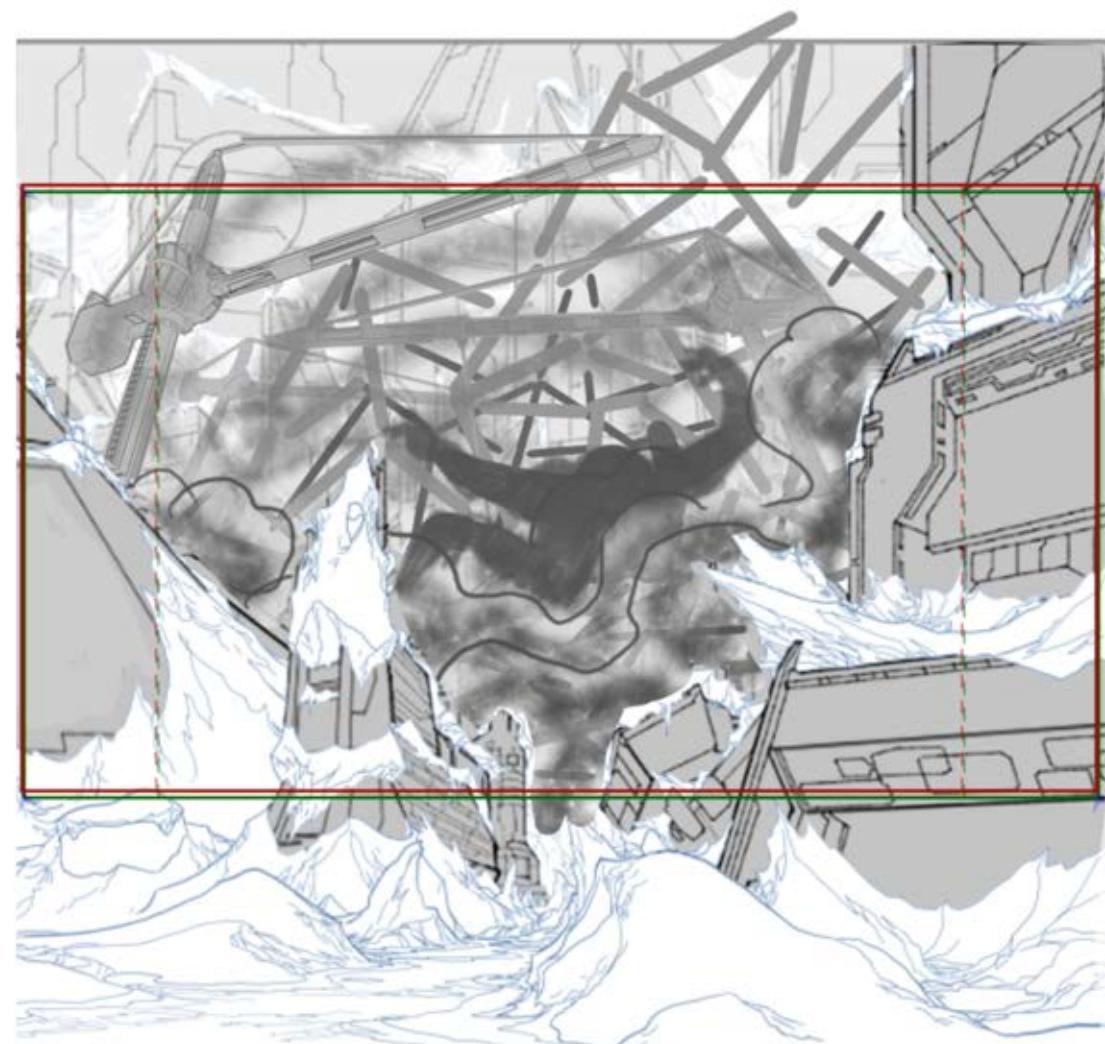
Scene

Panel

18

1

Action Notes





Dialog

a

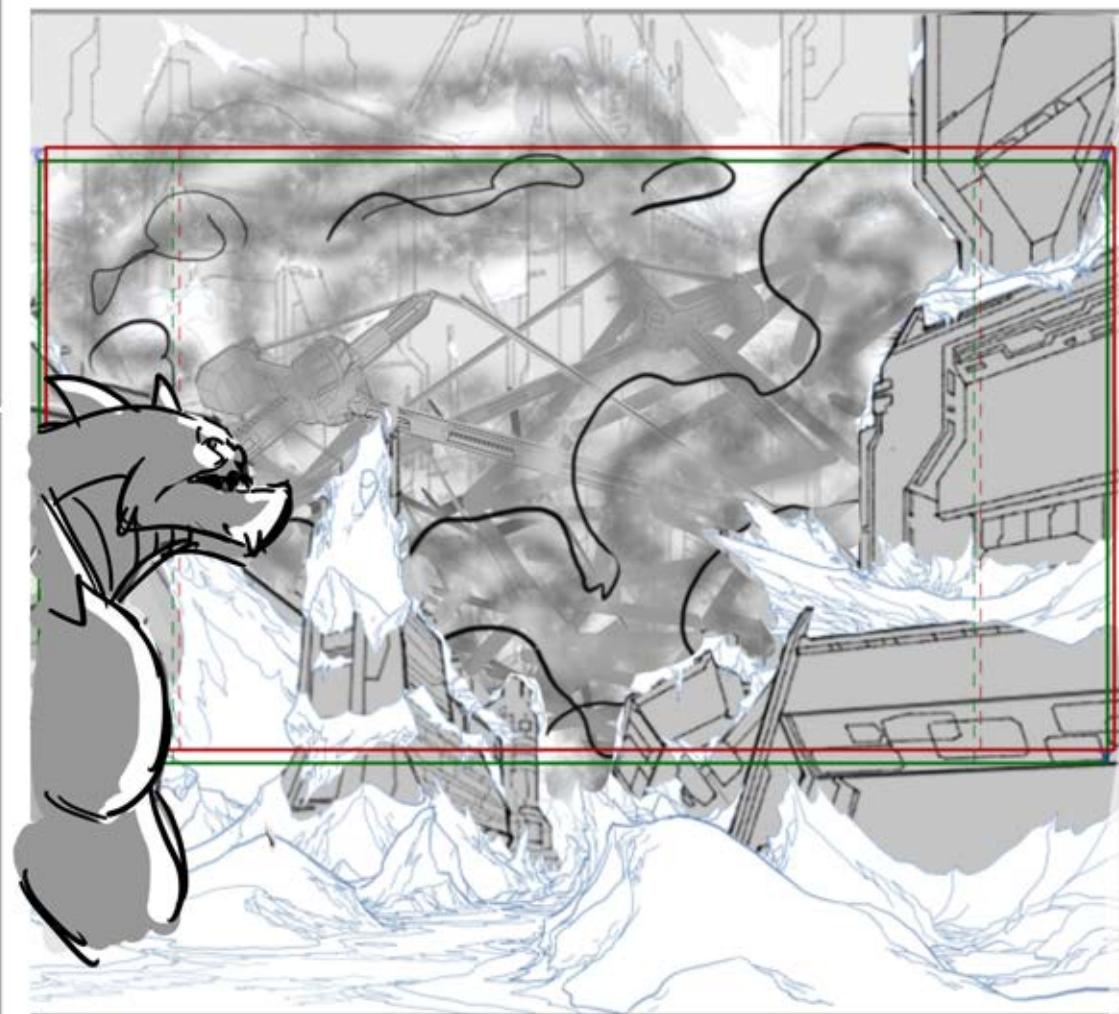
Scene

Panel

18

2

Action Notes





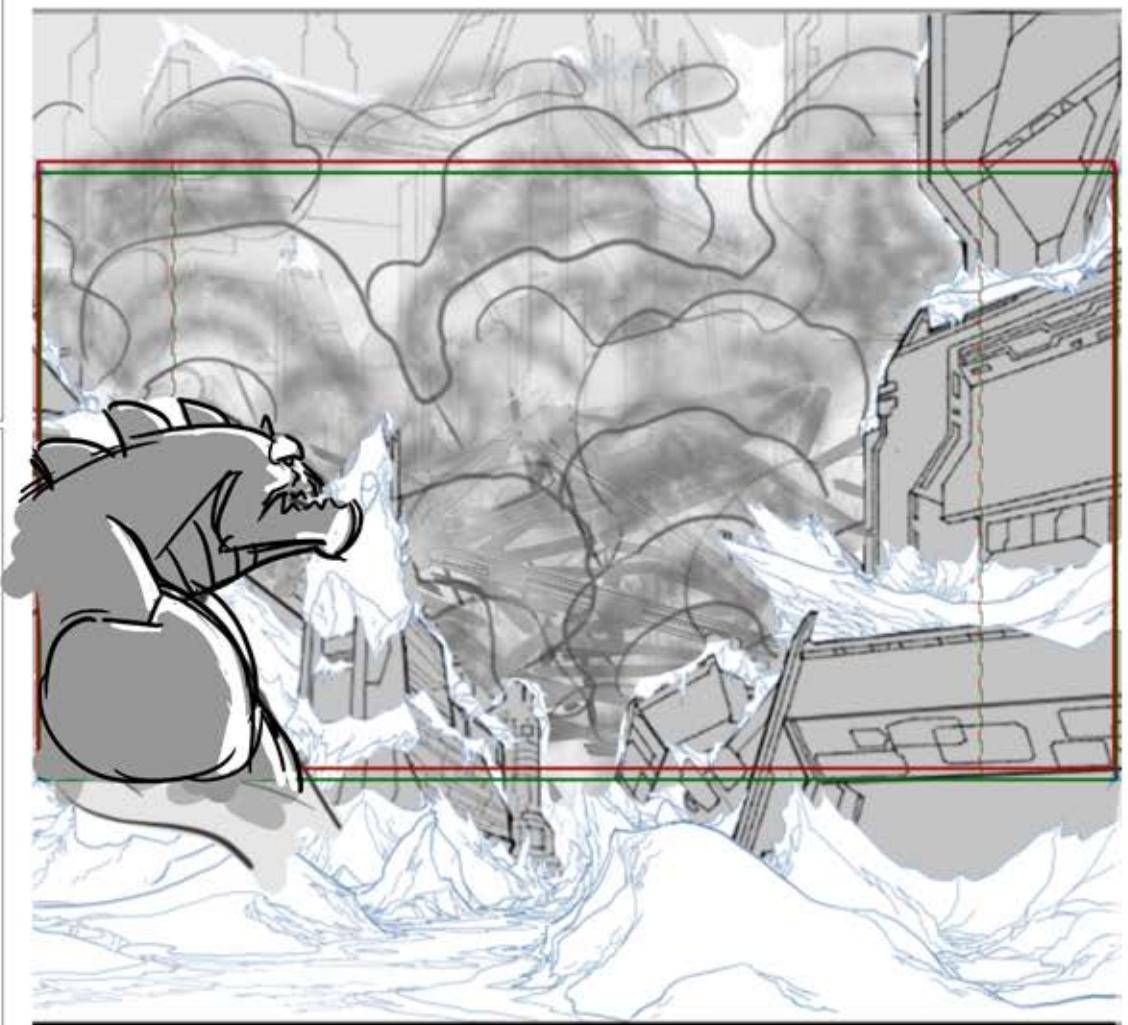
Dialog

Scene

Panel

18

3



Action Notes

Dialog

421 CROC

Masked freak: 0. Croc:
Everything. **

Scene

Panel

18

4



Action Notes



Dialog

422 NEWCASTER V)**
--confirm that the mysterious

Scene	Panel
18	5



Action Notes

Scene

Panel

18

6



Dialog

422 NEWCASTER ** --confirm that the mysterious ** freezing conditions falling over ** Gotham City are a result of an ** attack by super-villains believed ** to be connected to the sightings of ** GIANT MONSTERS roaming the streets-- **

Action Notes

This time we follow Croc as he <STOMPS> up to it and ** <SMASHES> it (like before)! **



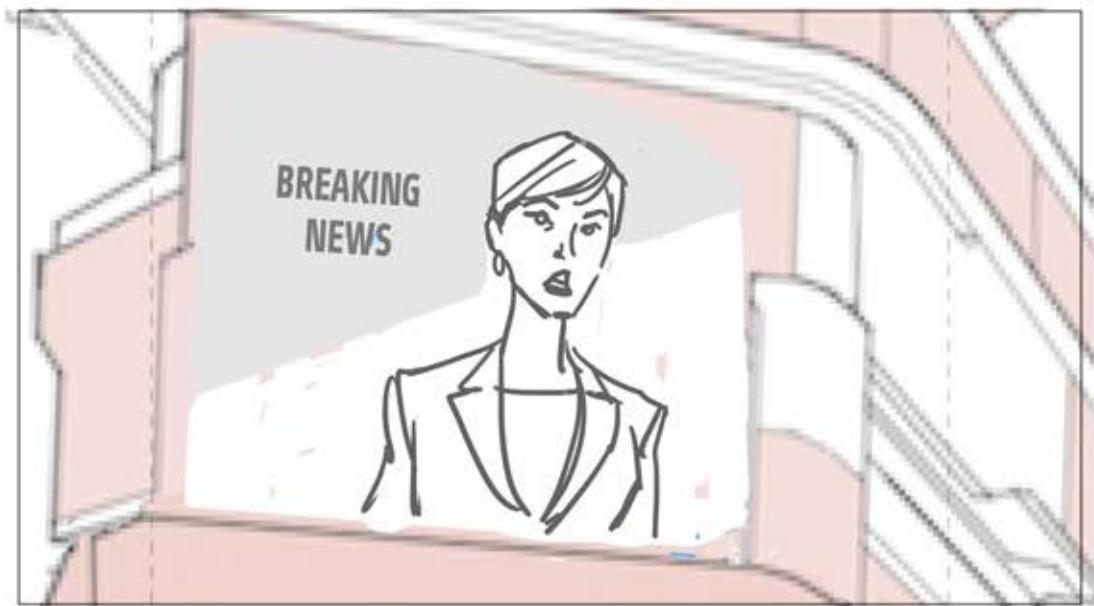
Dialog

422 NEWCASTER:

....are a result of an attack by super-villains believed to be connected to the sightings of GIANT MONSTERS roaming the streets--

Action Notes

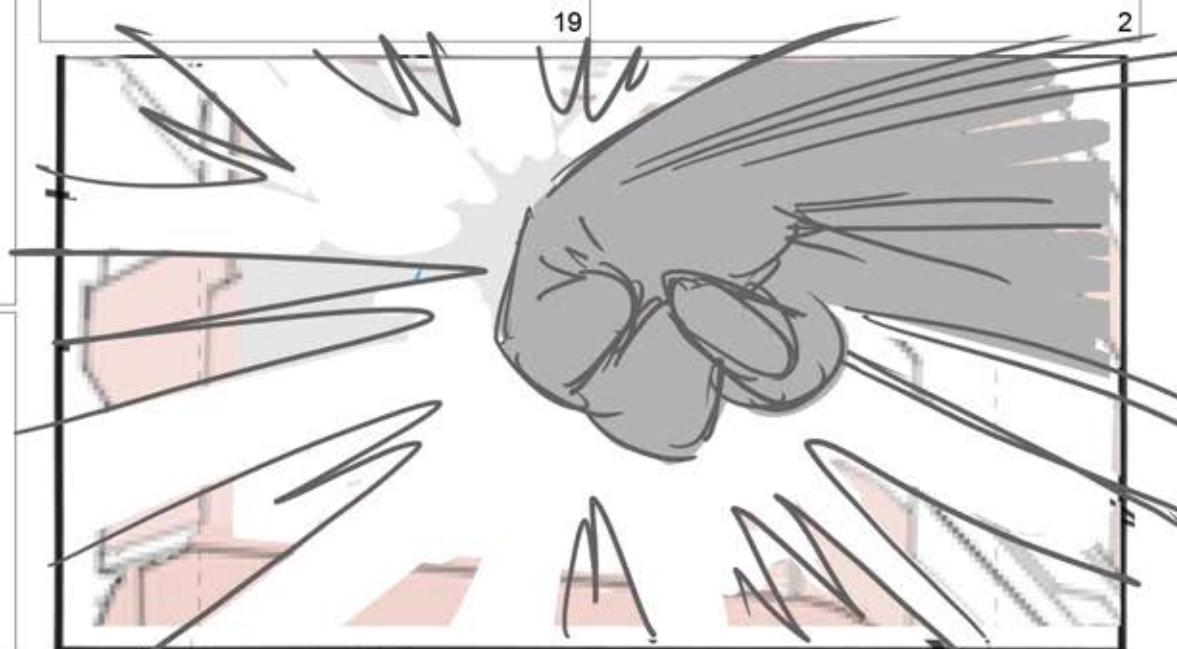
Scene	Panel	
	19	1



Dialog

Scene	Panel	
	19	2

Action Notes



Dialog

423 FLASH:

Aw, come on! That was my favorite tv!

Action Notes

Scene	Panel	
	20	1





Dialog

Scene

Panel

20

2



Action Notes

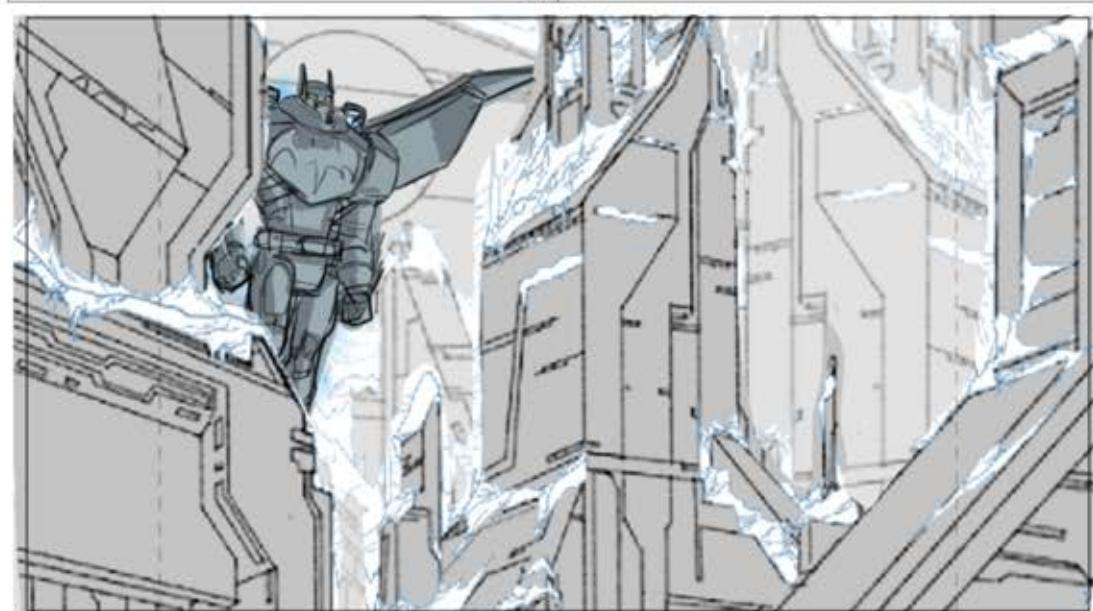
Dialog

Scene

Panel

21

1



Action Notes

CAM FOLLOWS
BAT MACH

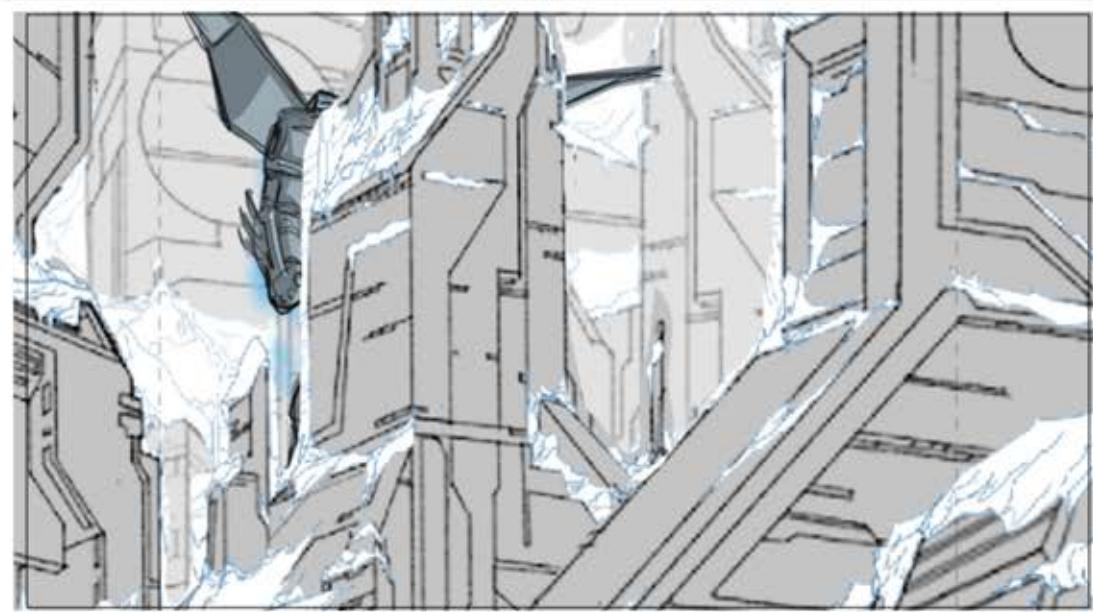
Dialog

Scene

Panel

21

2



Action Notes



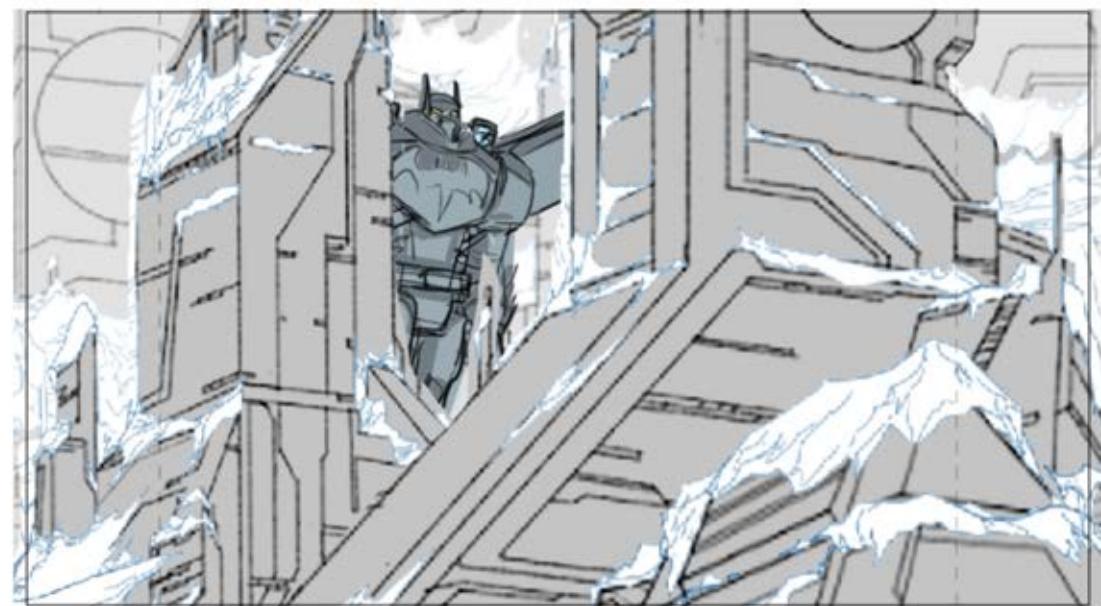
Dialog

Scene

Panel

21

3



Action Notes

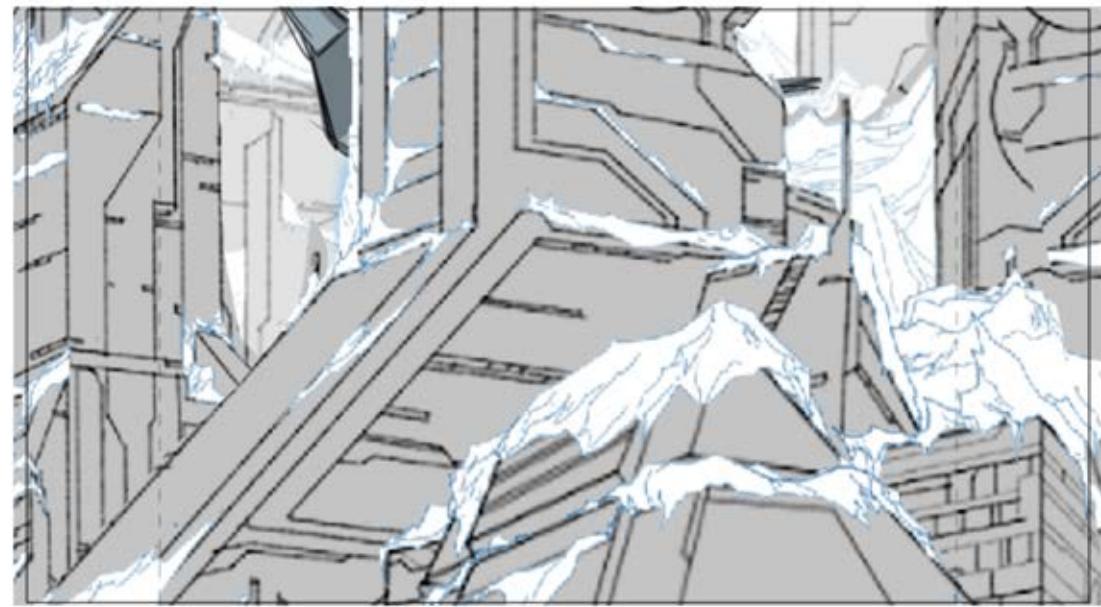
Dialog

Scene

Panel

21

4



Action Notes

Dialog

425 NIGHTWING:
Your mouth runs
faster than your
brain, speedster.

Scene

Panel

22

1



Action Notes



Dialog

425 NIGHTWING:

Who else would that be?

Scene

Panel

22

2

Action Notes



Dialog

Scene

Panel

21

1



Action Notes

DR L RIDES UP
TO CAM—

Dialog

Scene

Panel

21

2



Action Notes

He SKIDS TO A
HALT—

Dialog

Scene

Panel

21

3



Dialog

438 ROBIN

Heh.

Action Notes

Scene

Panel

22

1



Dialog

439 LANGSTROM

This vehicle travels ...

Action Notes

Scene

Panel

23

1

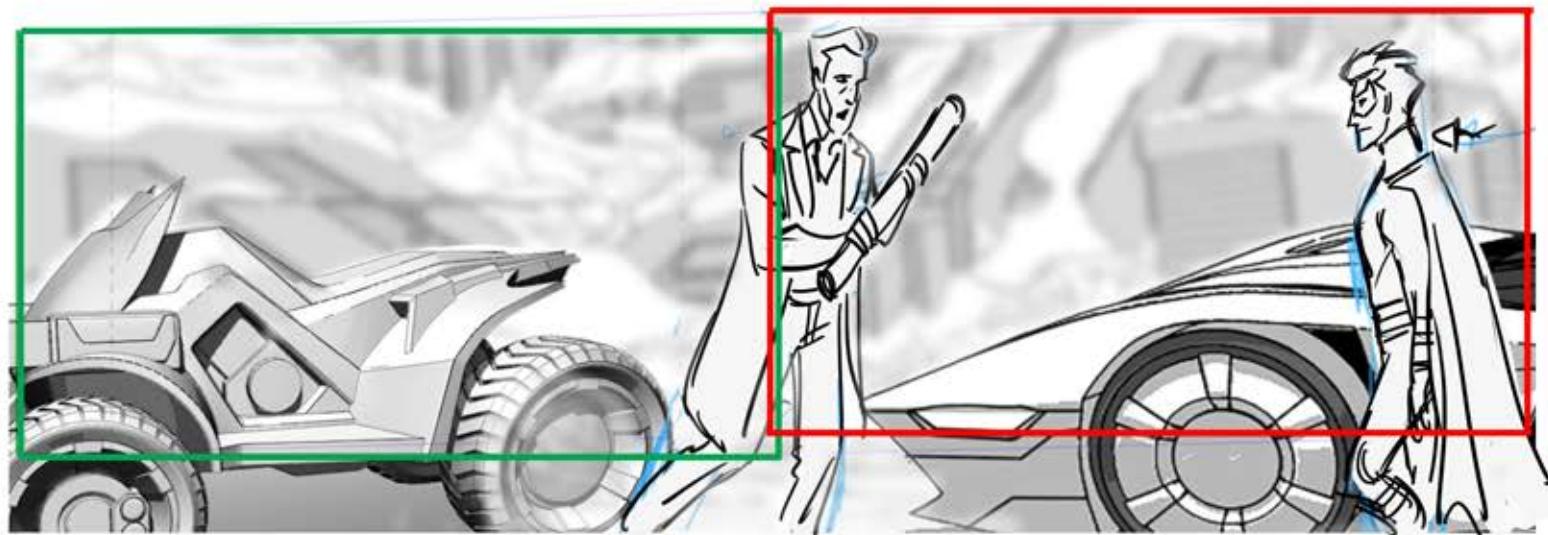


Scene

Panel

23

2



Dialog

439 LANGSTROM
.... far too fast!

Action Notes

Dialog

440 ROBIN
Yeah, it's awesome.

Scene

23

Panel

3



Dialog

440 ROBIN

What have you got?

Scene

Panel

23

4



Action Notes

Dialog

441 LANGSTROM

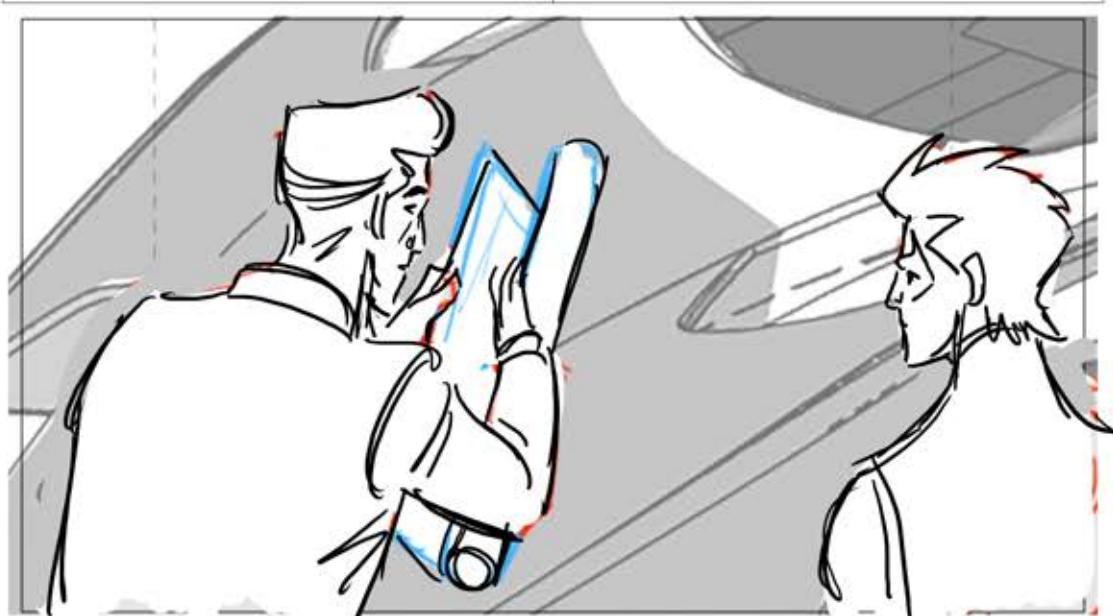
Batman has a plan....

Scene

Panel

24

1



Action Notes

Dialog

441 LANGSTROM

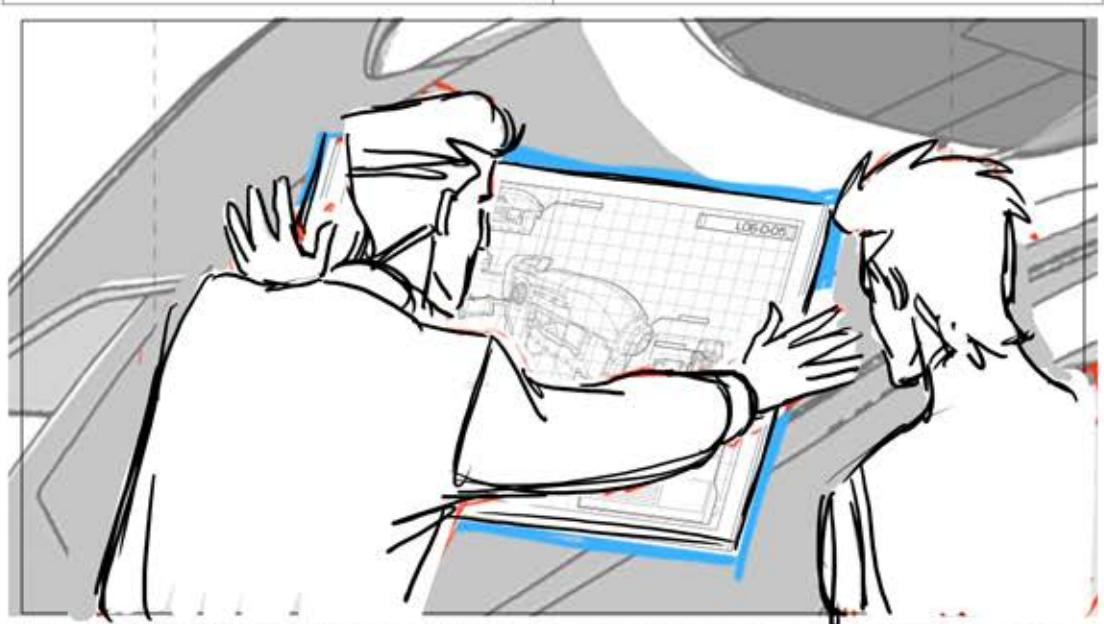
....for dealing with the lava-creature

Scene

Panel

24

2



Action Notes

Dialog

441 LANGSTROM

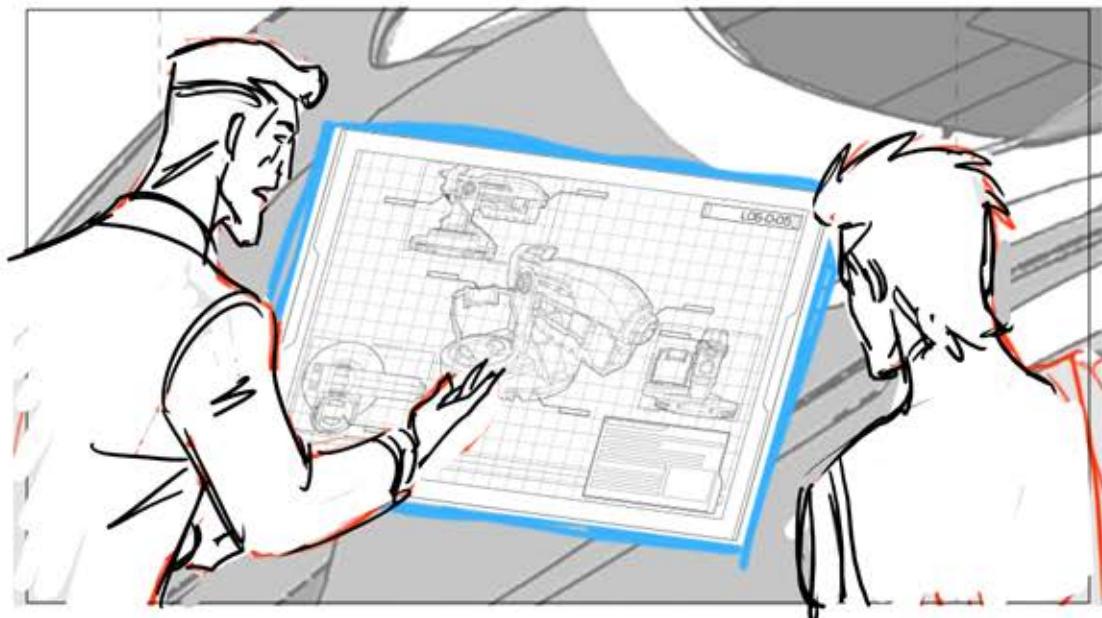
....There.

Scene

Panel

24

3



Action Notes

Dialog

441 LANGSTROM

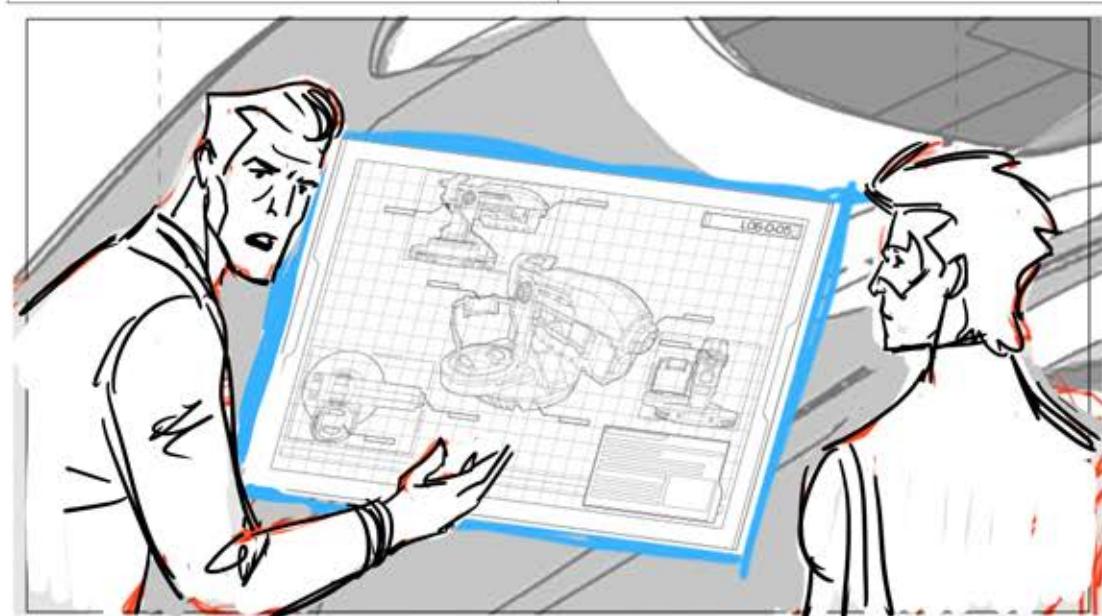
- but it's only at the design stage.

Scene

Panel

24

4



Action Notes

Dialog

Scene

Panel

25

1



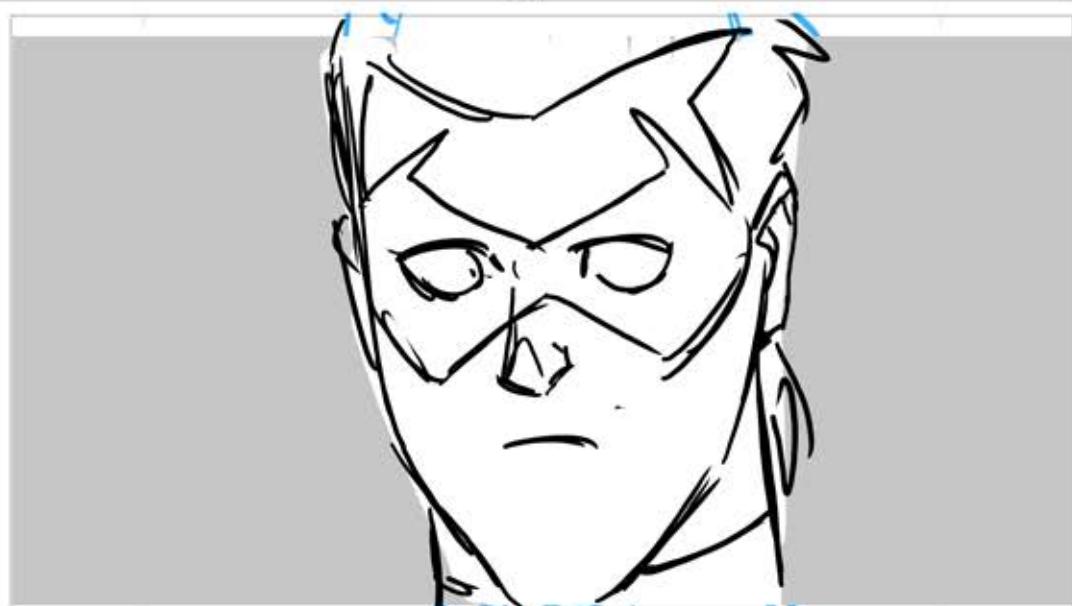
Dialog

Scene

Panel

25

2



Action Notes

Dialog

Scene

Panel

25

3



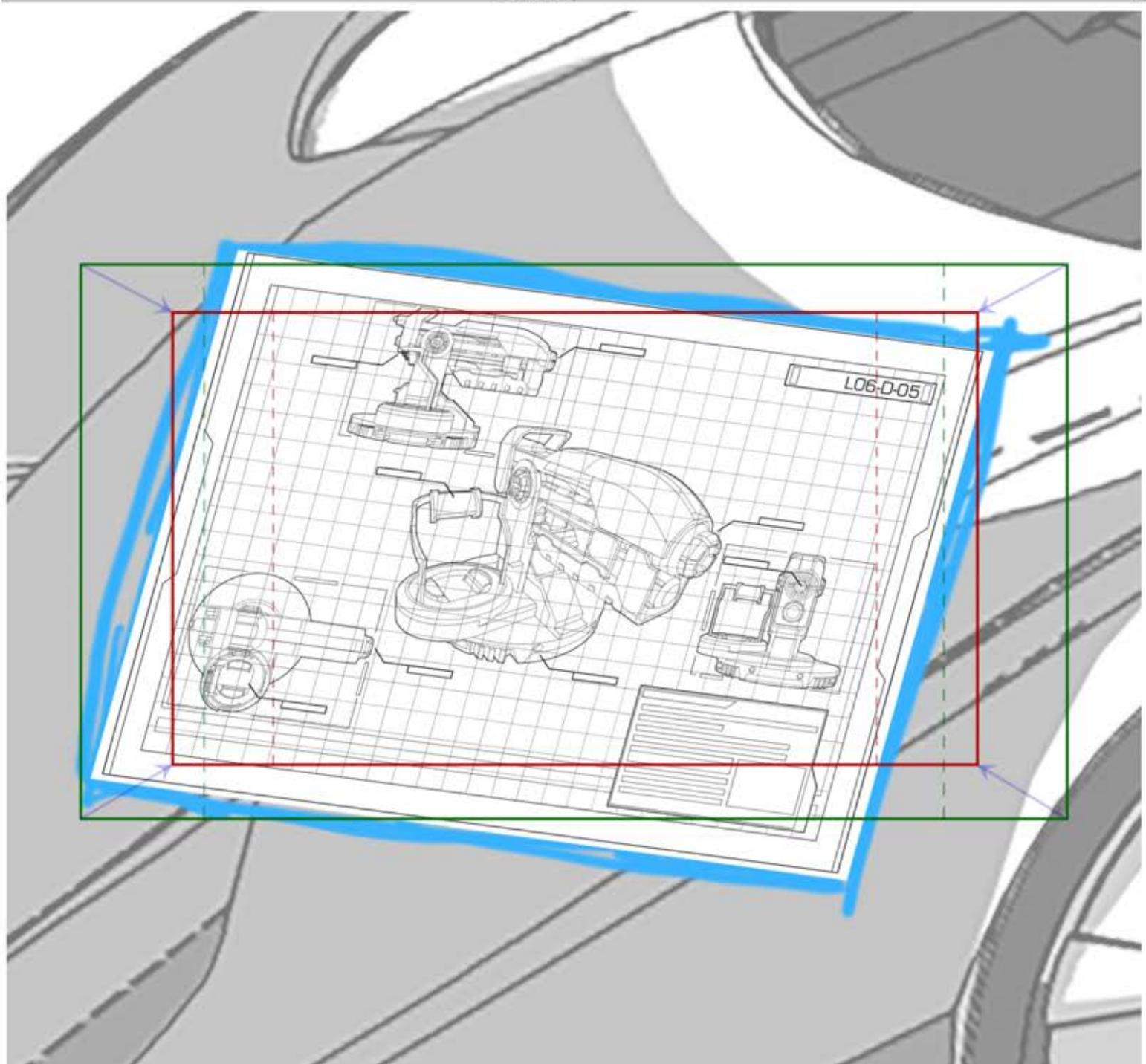
Action Notes

Scene

Panel

24_A26

1



Dialog

441 LANGSTROM

- but it's only at the design stage.

Action Notes

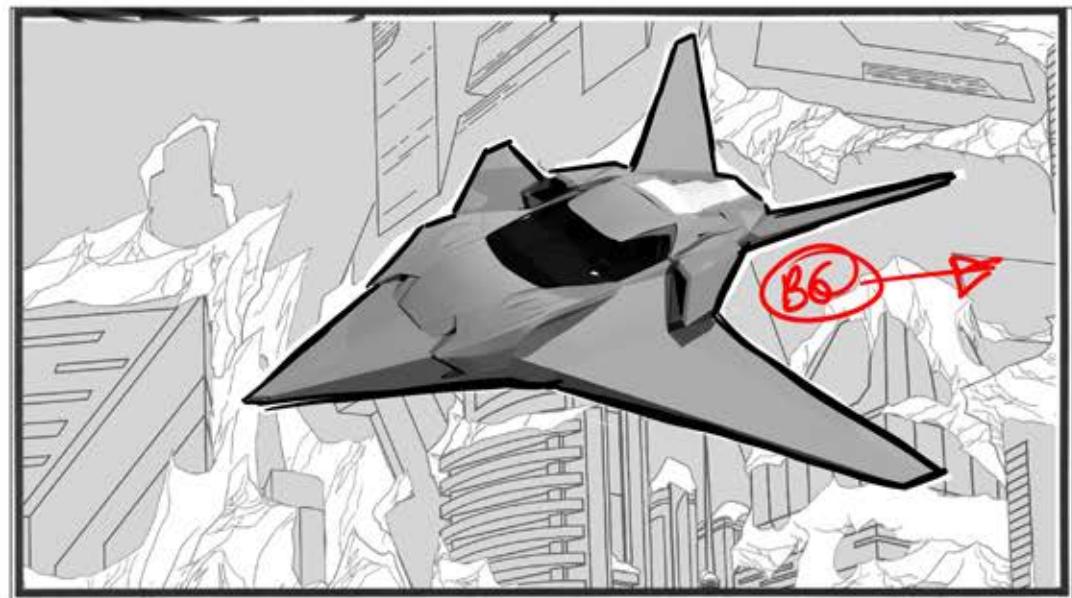
Dialog

Scene

Panel

1

1



Action Notes

EXT MIDTOWN -
CAM FOLLOWS
BATWING -

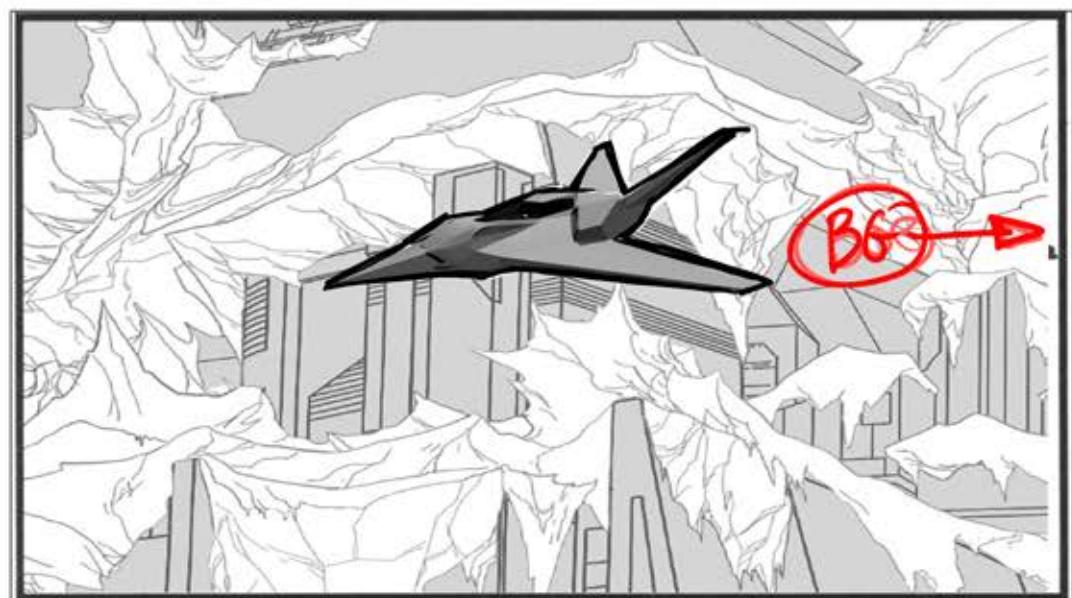
Dialog

Scene

Panel

1

2



Action Notes

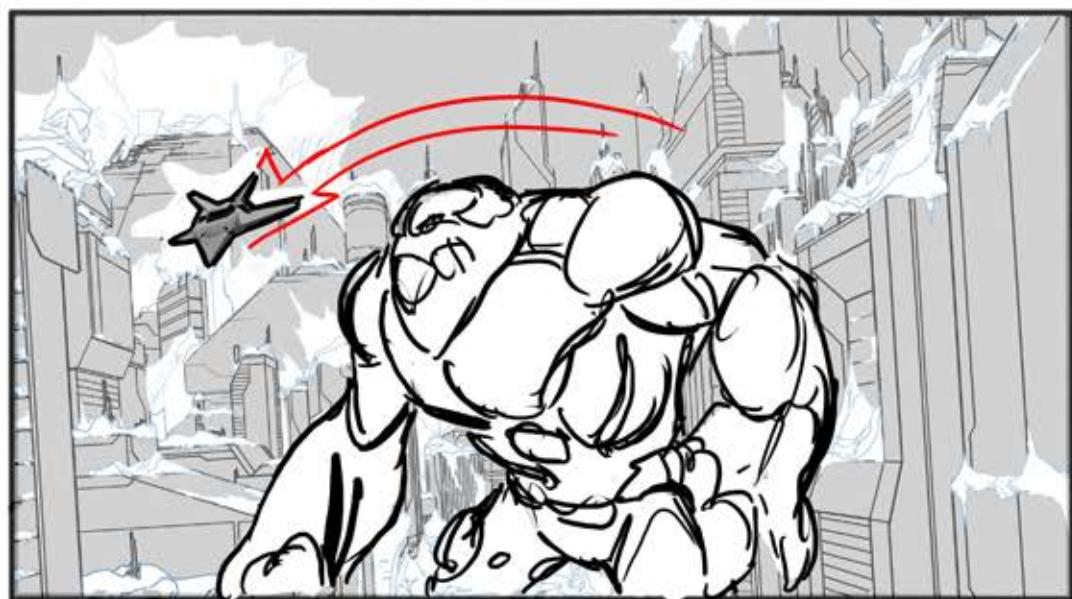
Dialog

Scene

Panel

1

3



Action Notes

BATWING CIRCLES
CLANFACE -

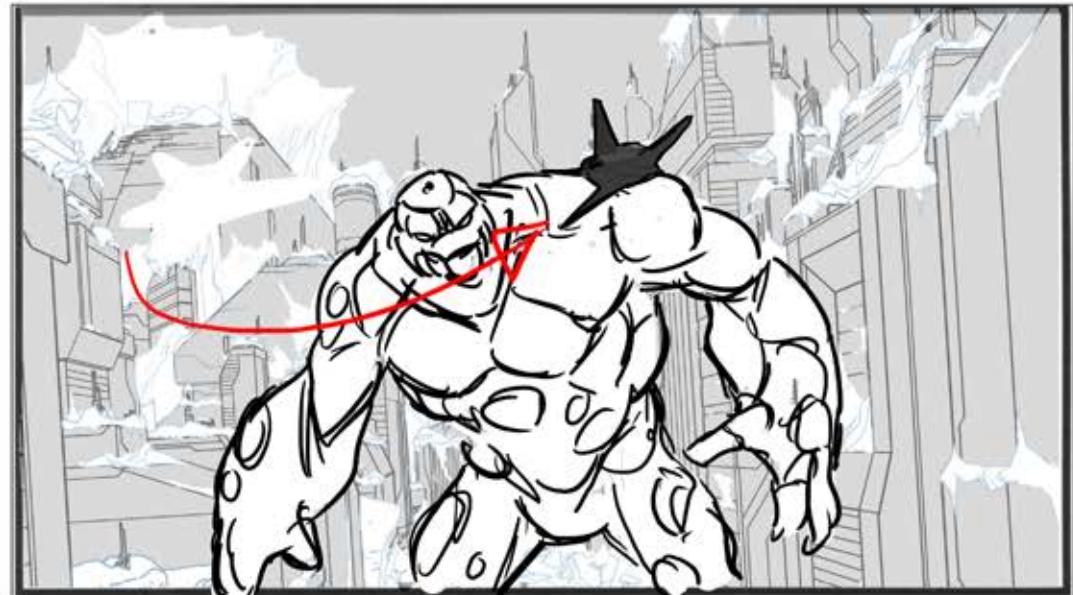
Dialog

Scene

Panel

1

4



Action Notes

CLAYFACE
WATCHES BATWING

Dialog

Scene

Panel

1

5



Action Notes

BATWING EXITS SC

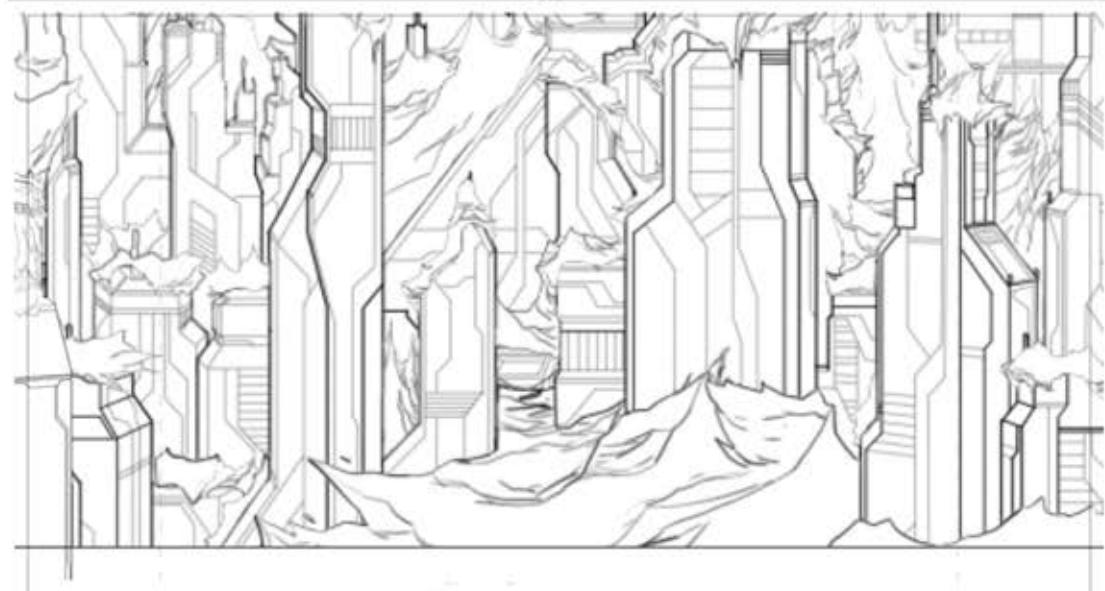
Dialog

Scene

Panel

1_1

1



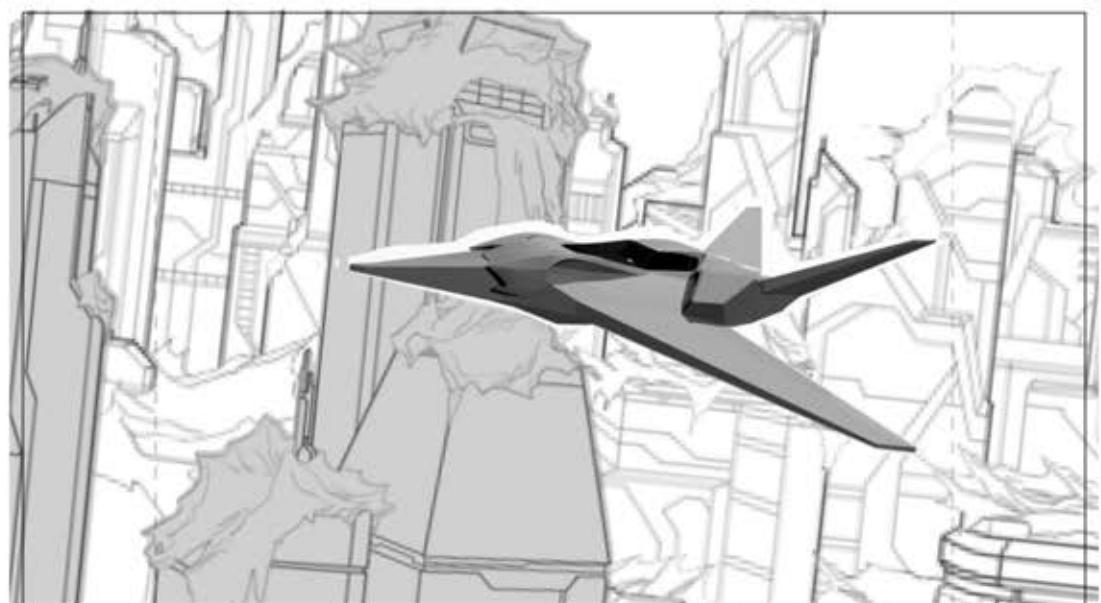
Dialog

Scene

Panel

1_A

1



Action Notes

*CAM FOLLOWS
BATWING*

Dialog

Scene

Panel

1_A

2



Action Notes

Dialog

Scene

Panel

1_A

3



Action Notes

Dialog

Scene

Panel

2

1



Action Notes

Dialog

426 ROBIN

What's this button do?

Scene

Panel

2

2



Action Notes

ROBIN looks
onto -

Dialog

Scene

Panel

2

3



Action Notes

HE REACHES
OVER -

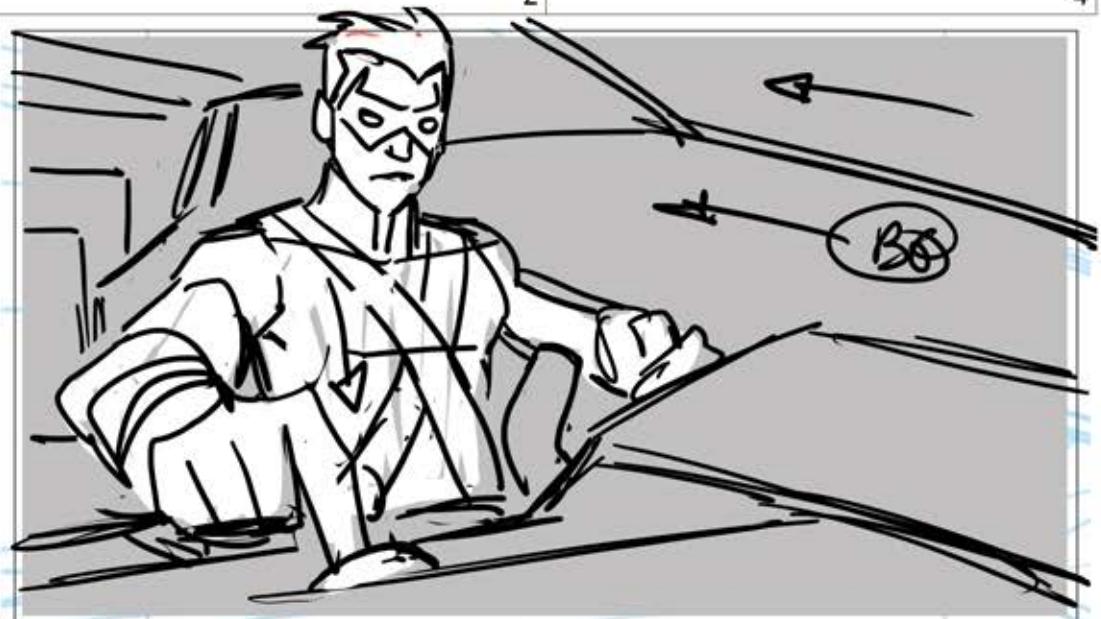
Dialog

Scene

Panel

2

4



Action Notes

HE PUSHES
BUTTON

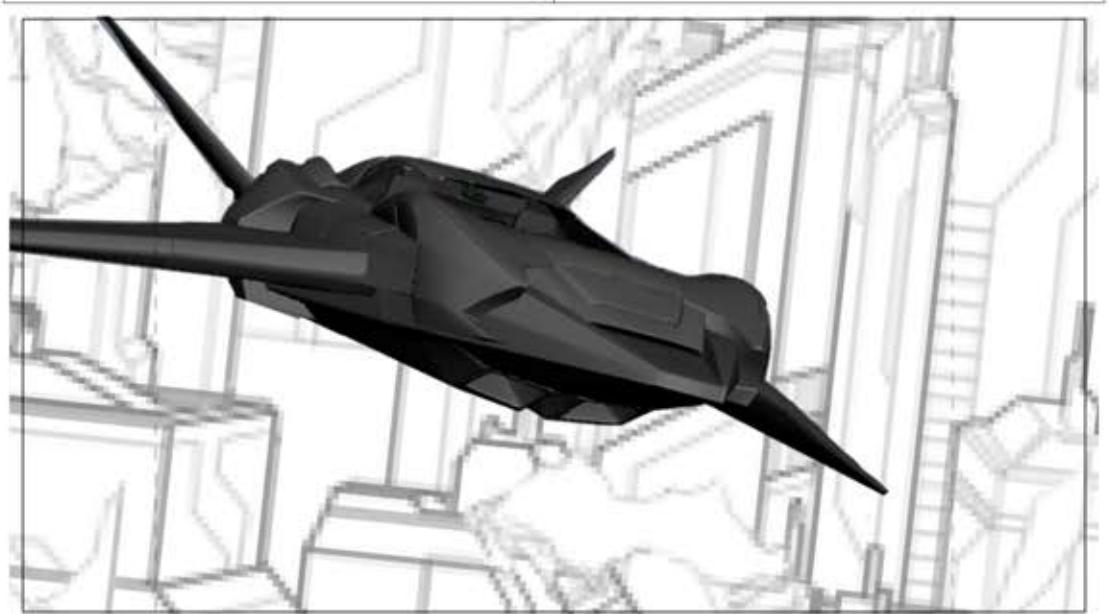
Dialog

Scene

Panel

3

1



Action Notes

CAM FOLLOWS
BATMOBILE

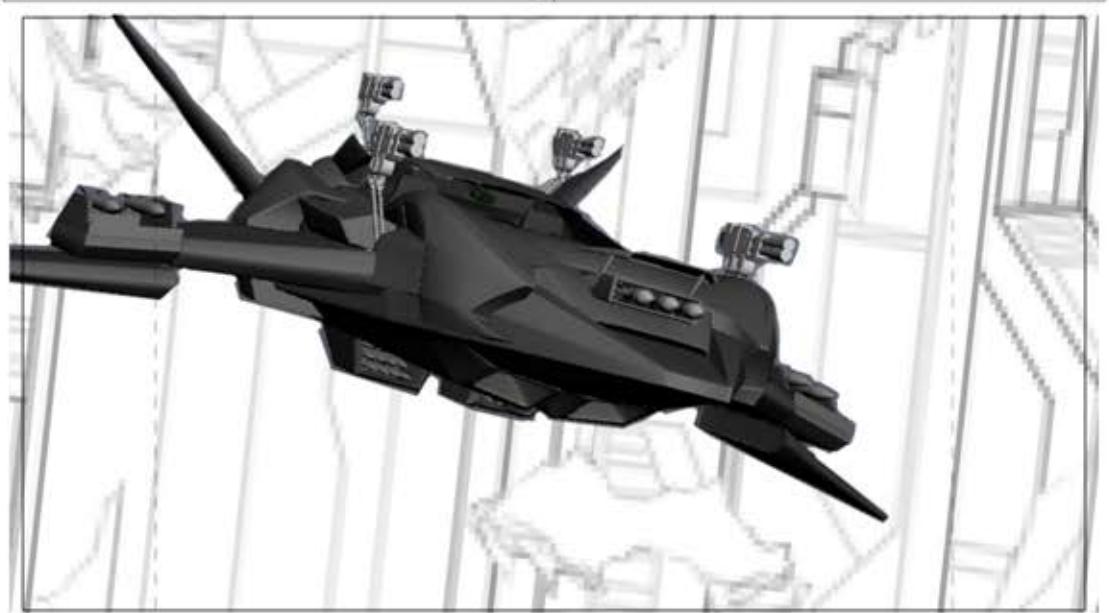
Dialog

Scene

Panel

3

2



Action Notes

MISSILES LOAD

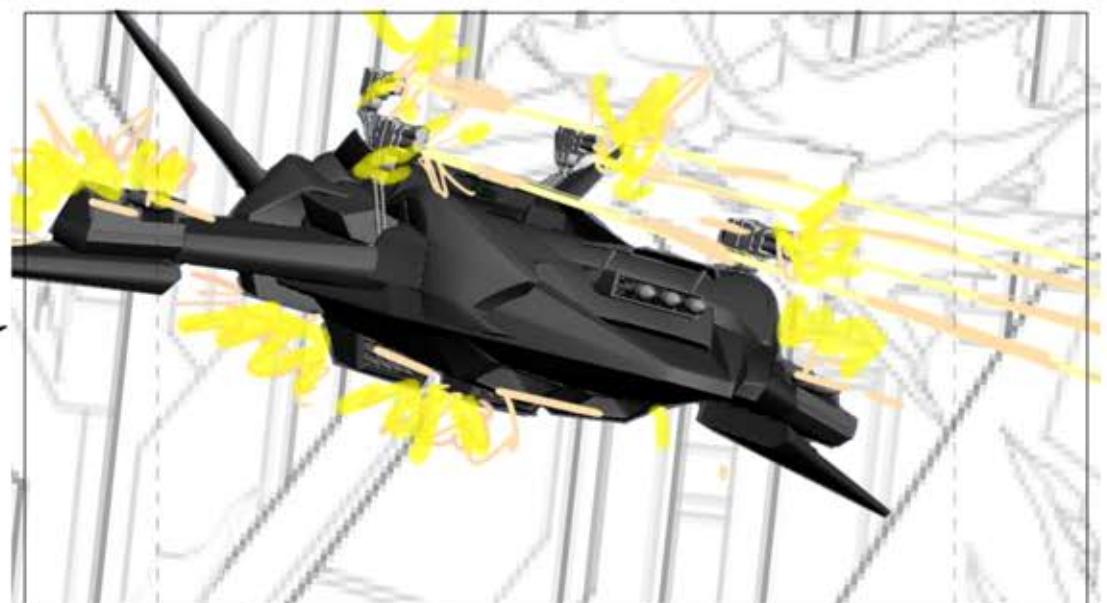
Dialog

Scene

Panel

3

3



Action Notes

MISSILES FIRE

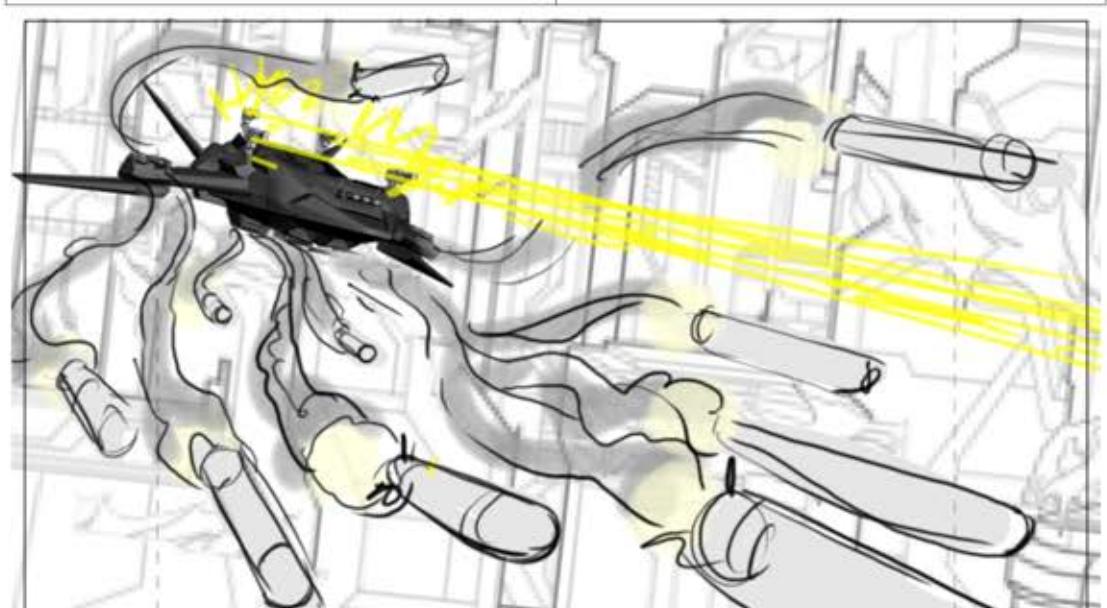
Dialog

Scene

Panel

3

4



Action Notes

CAM WIDENS AS
MISSILES FIRE
AT CAM —

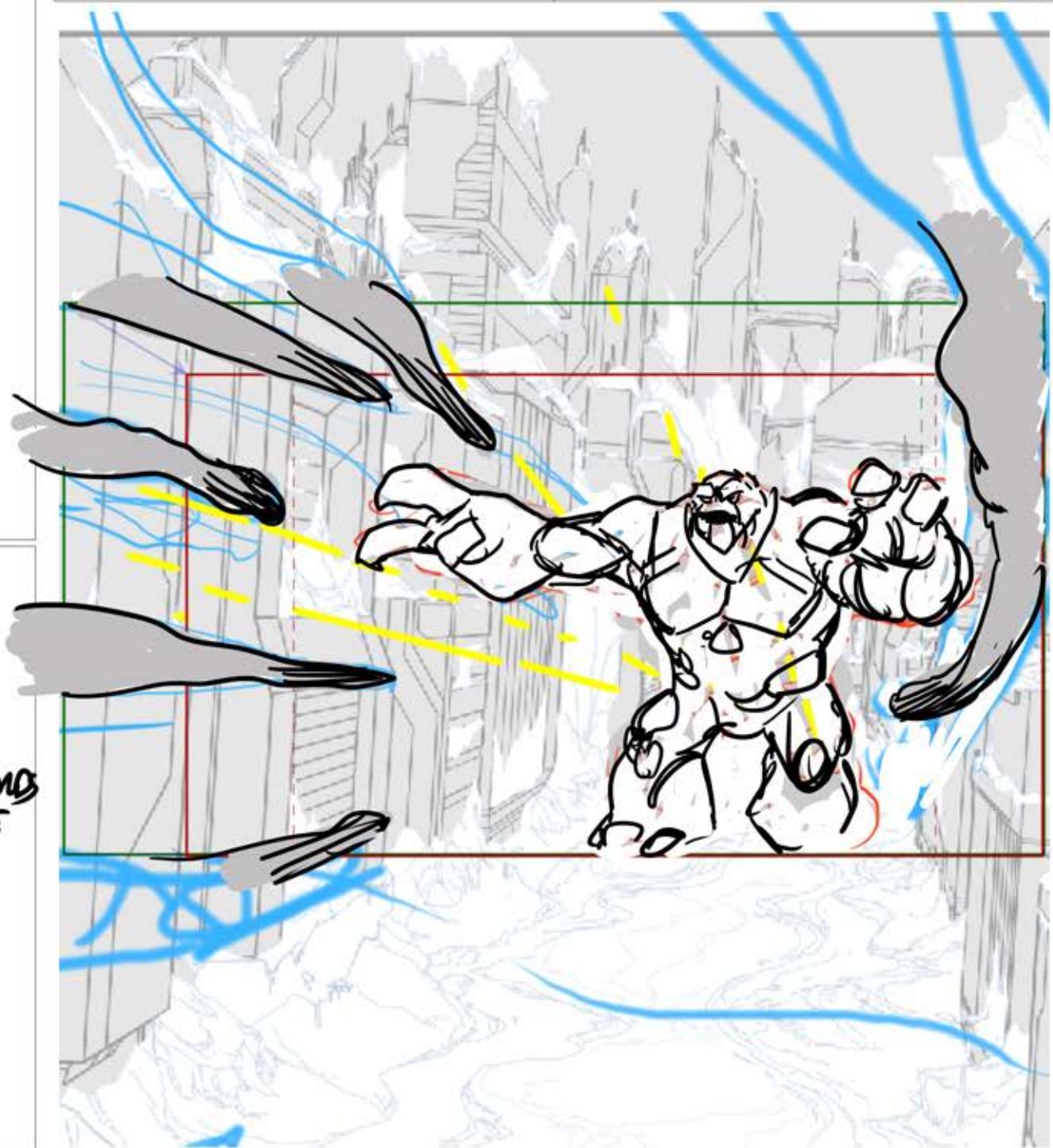
Dialog

Scene

Panel

4

1

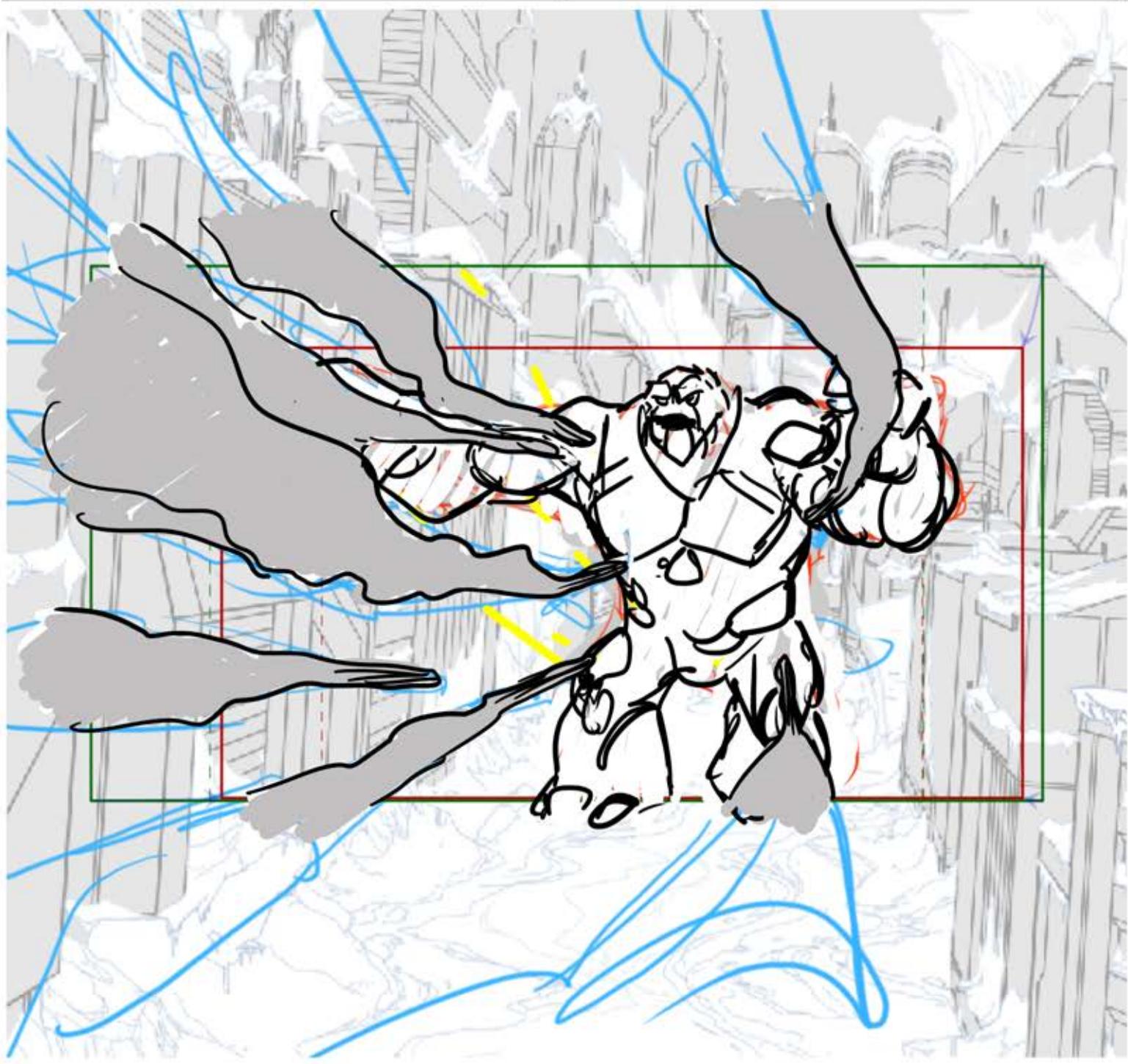


Scene

Panel

4

2



Dialog

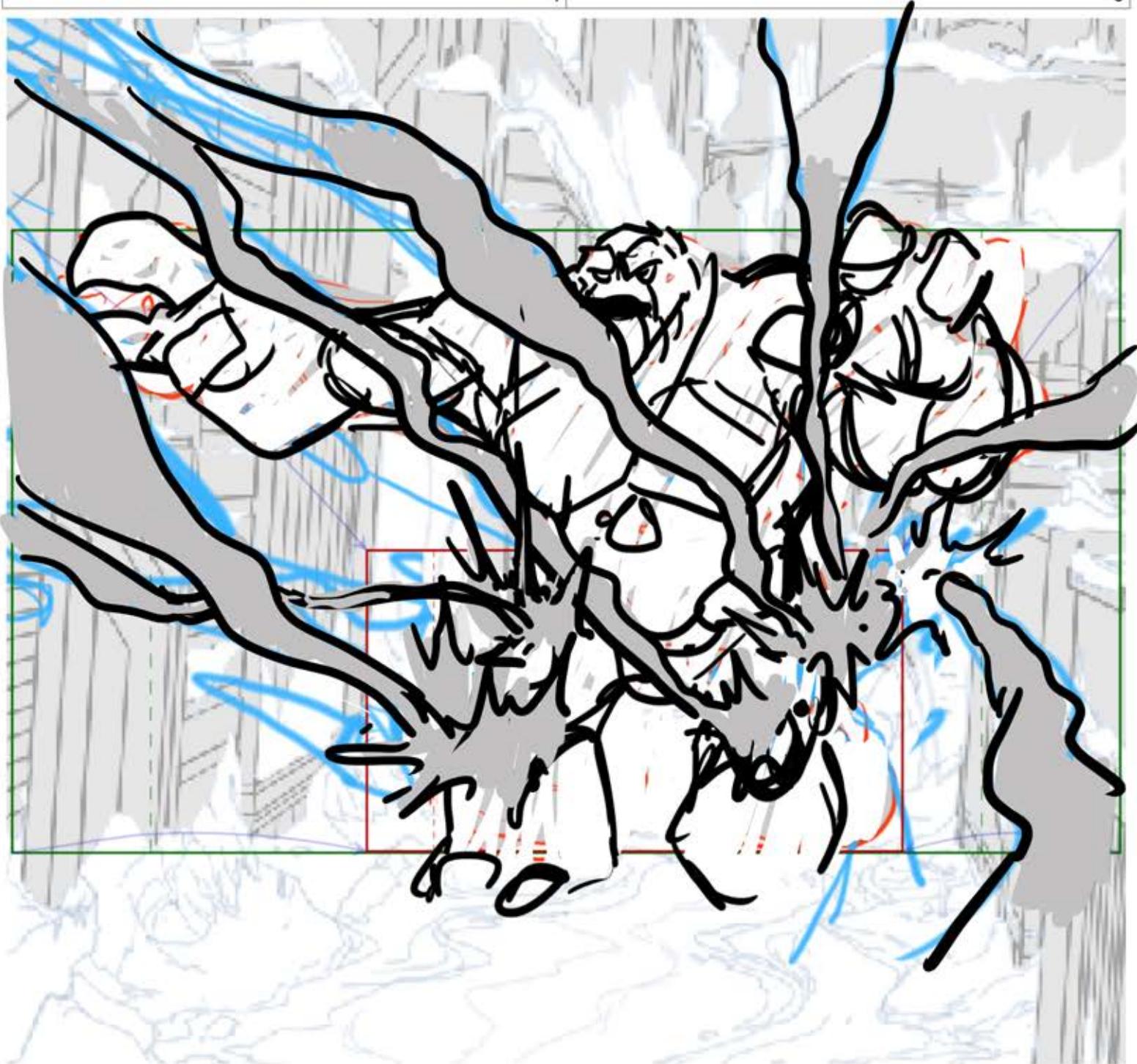
Action Notes

Scene

Panel

4

3



Dialog

Action Notes

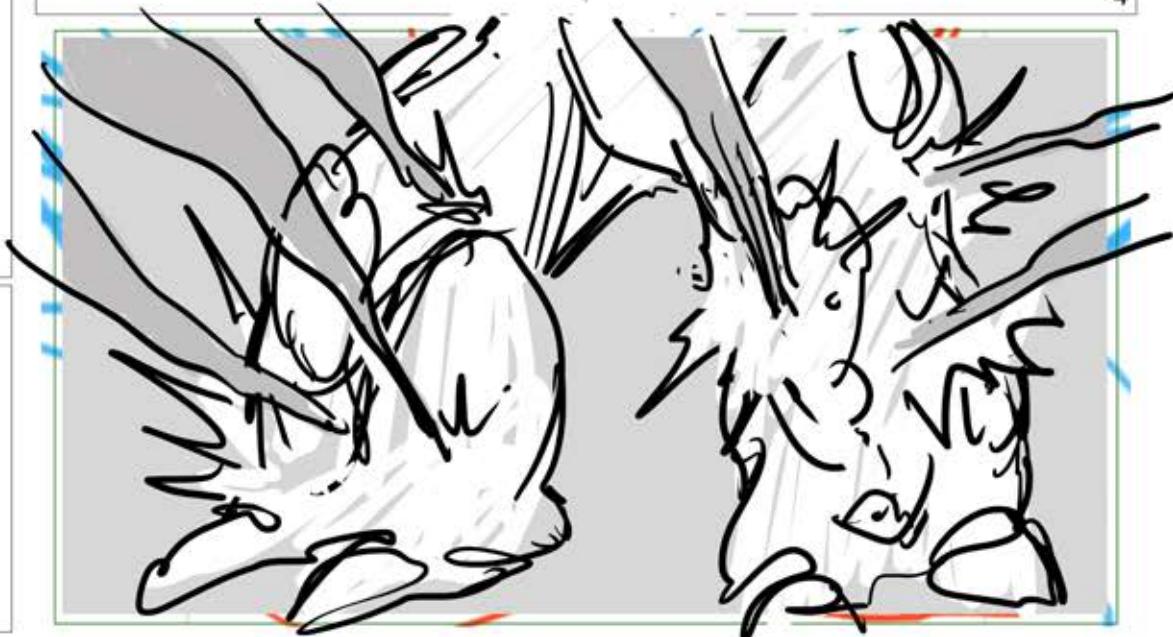
MISILES ATT CLAYFACE'S LEGS -

Dialog

Scene

Panel

4



Action Notes

MISSILES FAIL
TO HIT
CLAYFACE

Dialog

Scene

Panel

5



Action Notes

HE STARTS TO
MELT -

Dialog

Scene

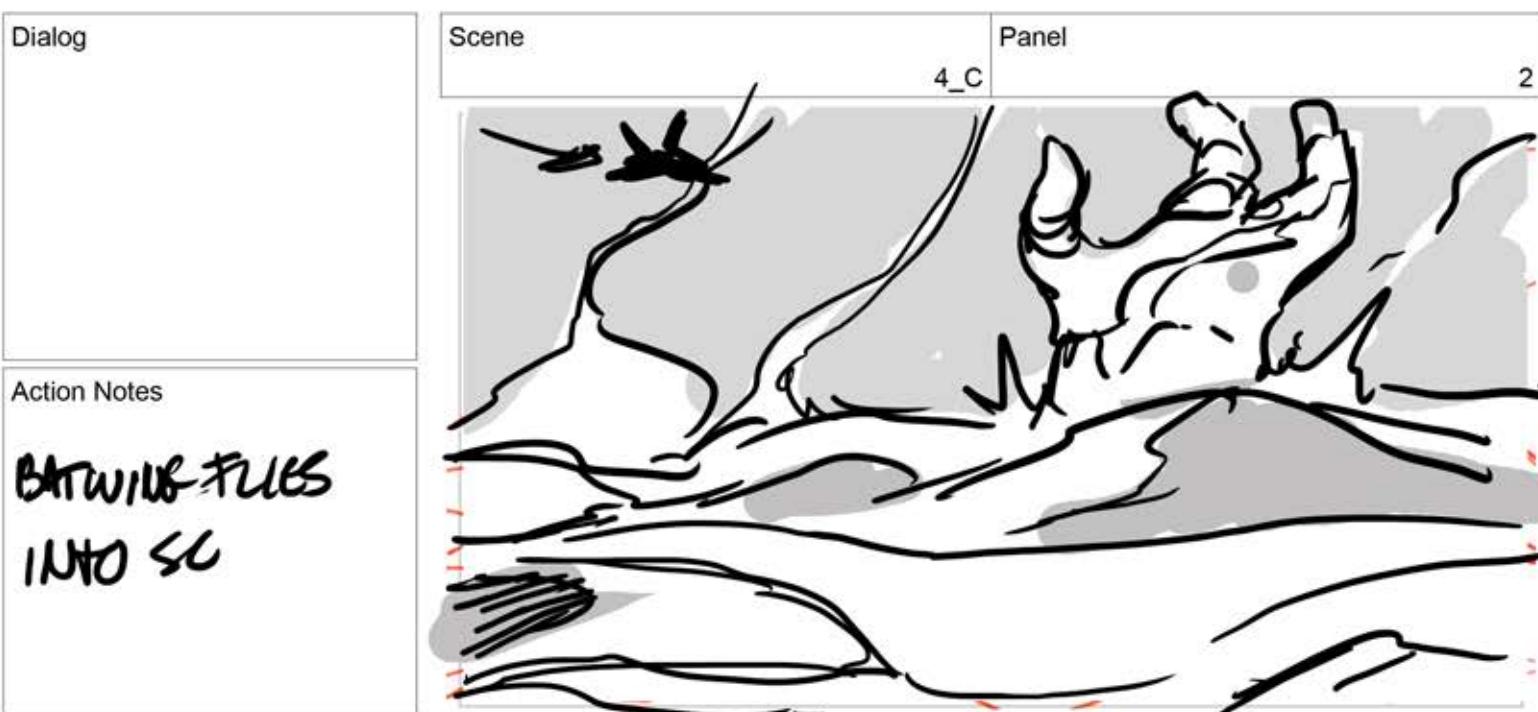
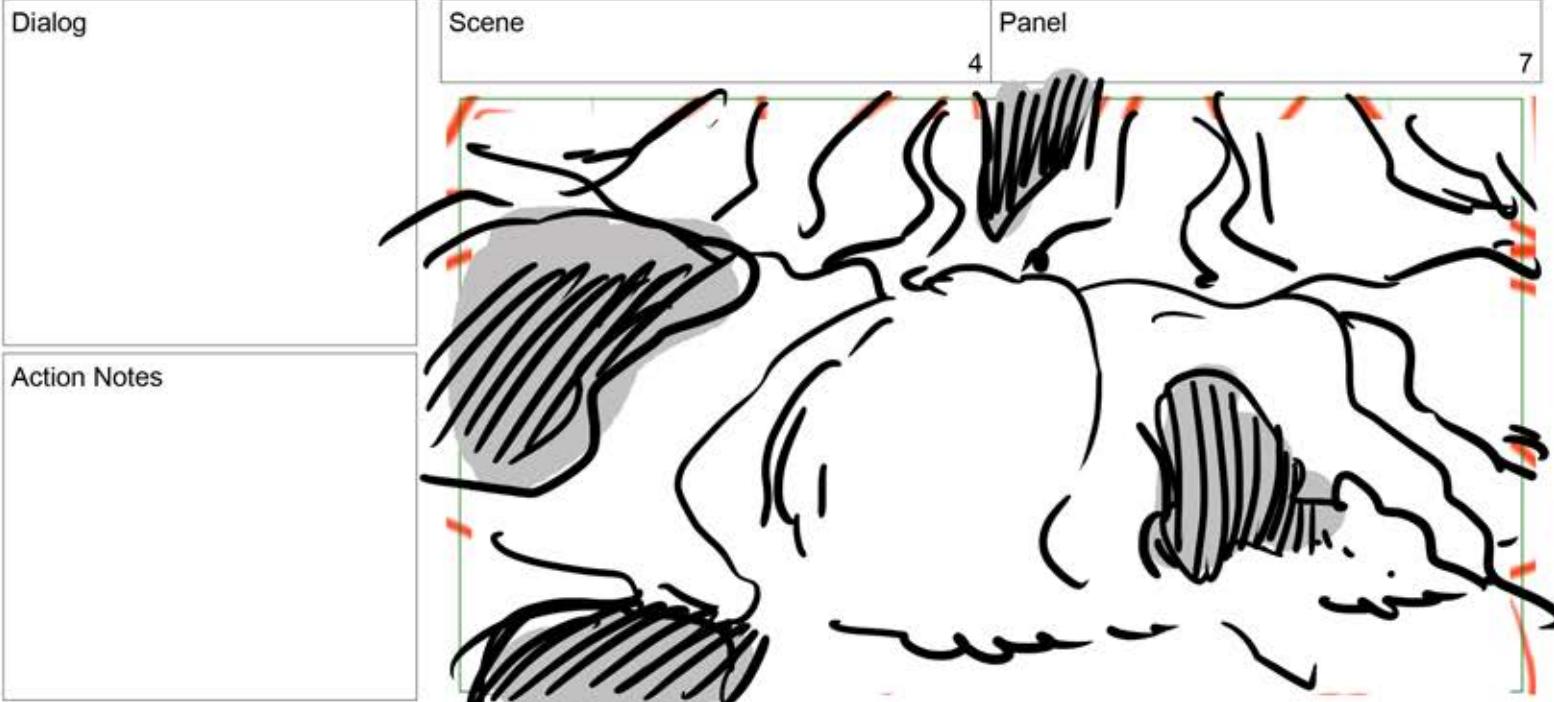
Panel

6



Action Notes

CANT PUSH IN
AS HE MELTS -

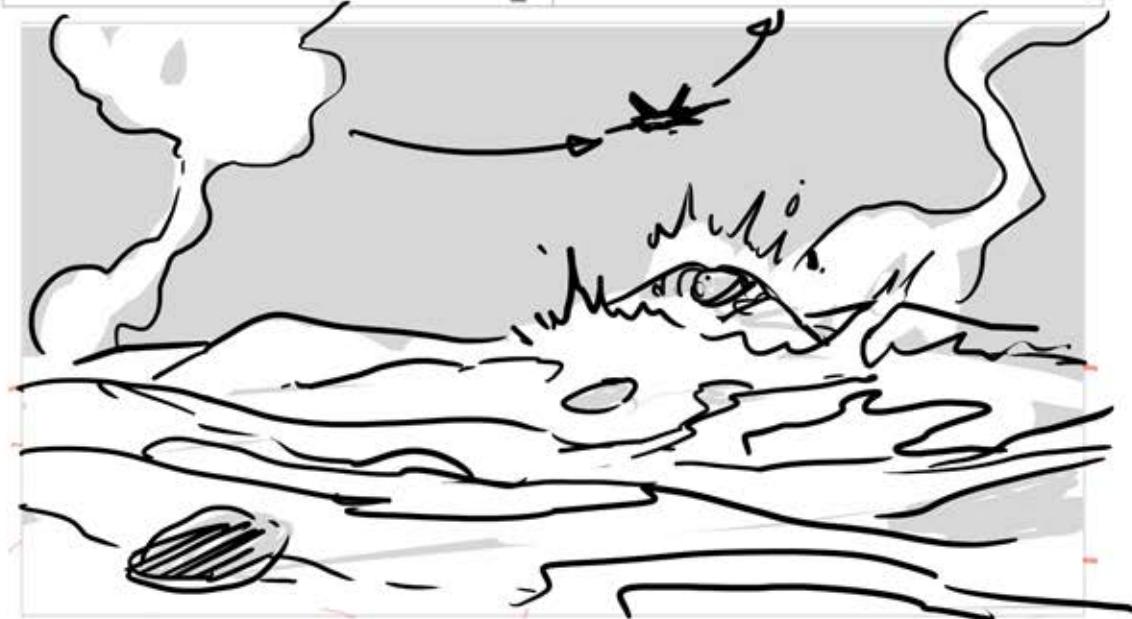


Dialog

Scene Panel

4_C

3



Action Notes

BATWING FILES THRU SC

Dialog

Scene Panel

4_B

1



Action Notes

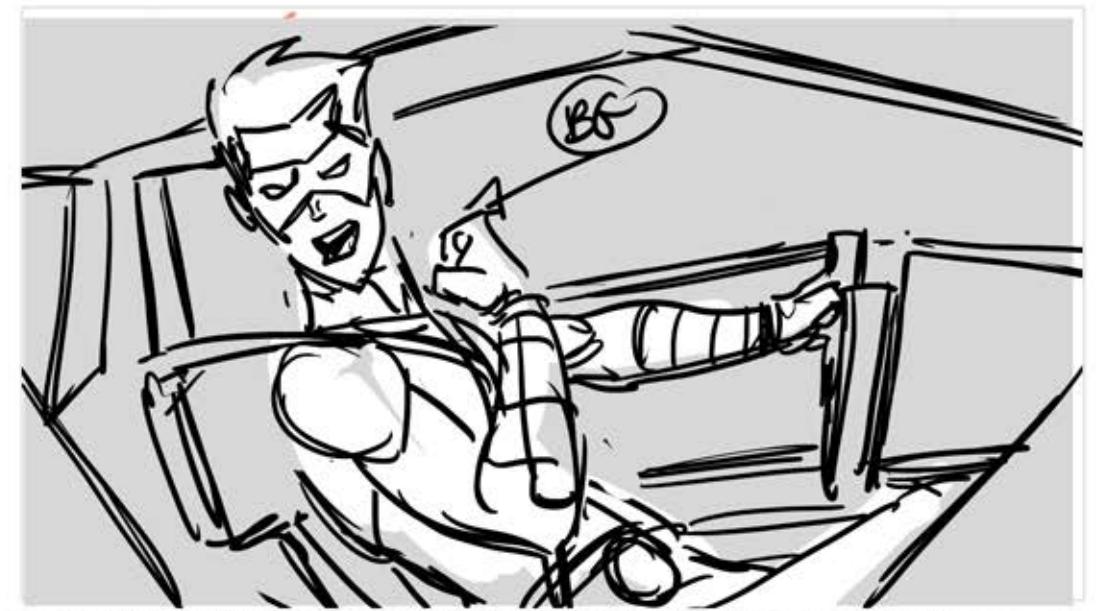
ROBIN REACTS

Dialog

Scene Panel

4_B

2



Action Notes

HE PUMPS FIST—

Dialog

Scene

Panel

4_B

3



Action Notes

Dialog

Scene

Panel

4_B

4



Action Notes

He turns wheel

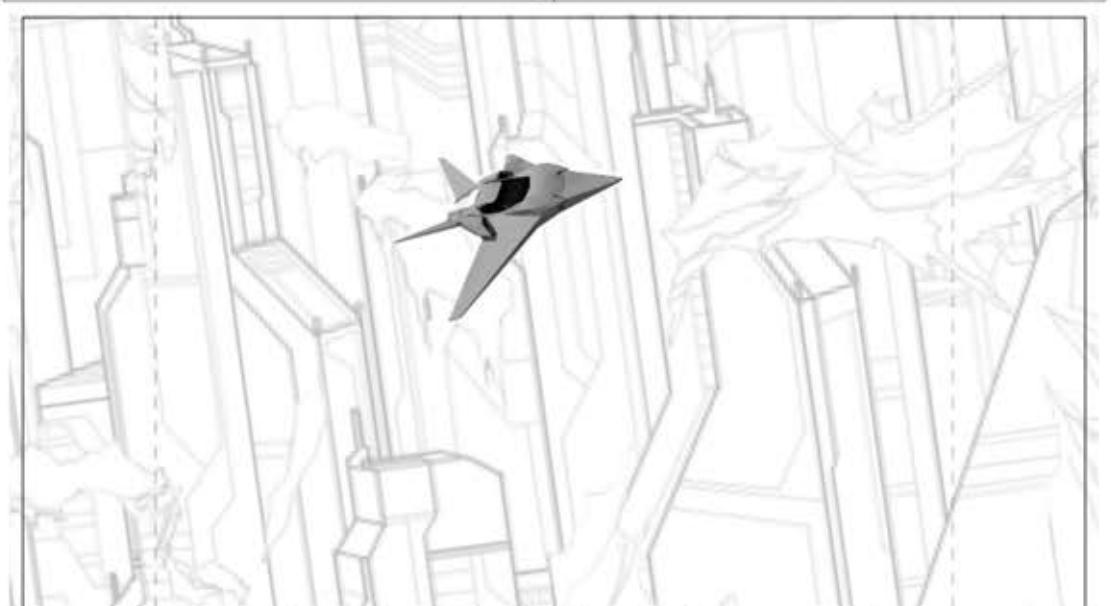
Dialog

Scene

Panel

5

1



Action Notes

CAM FOLLOWS
BATWING

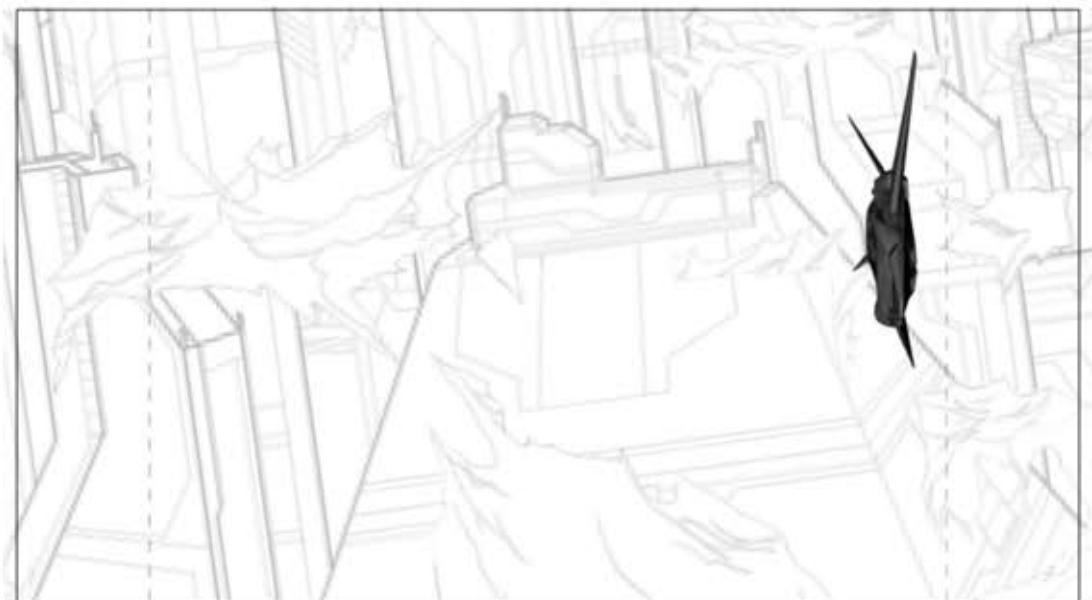
Dialog

Scene

Panel

5

2



Action Notes

BATWING BANKS TO CAM —

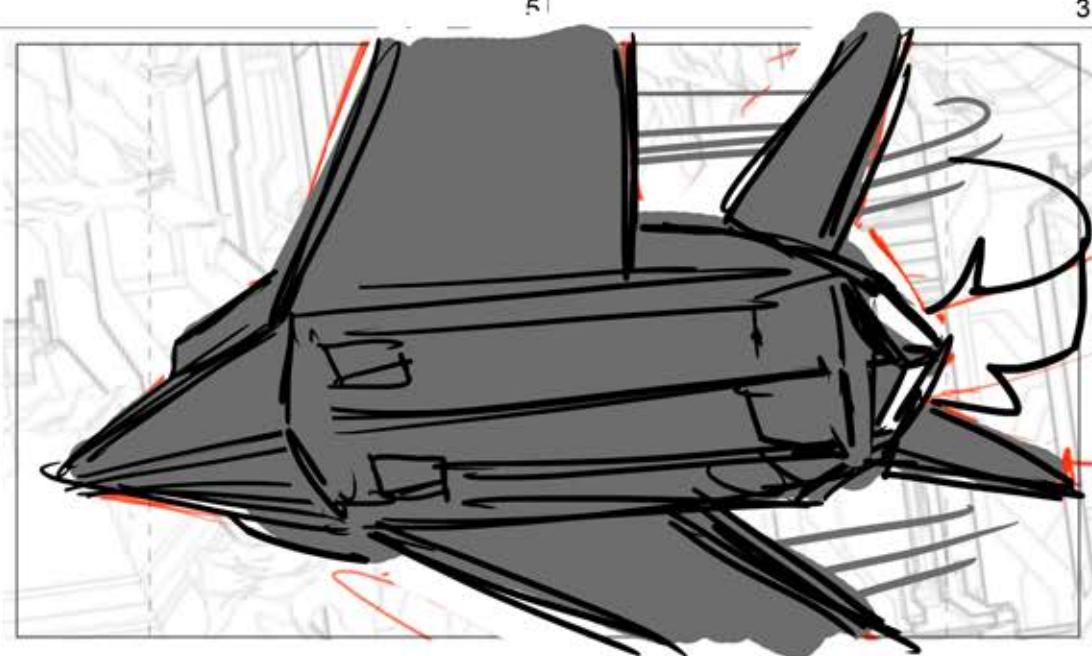
Dialog

Scene

Panel

5

3



Action Notes

CAM FOLLOWS ACTION —

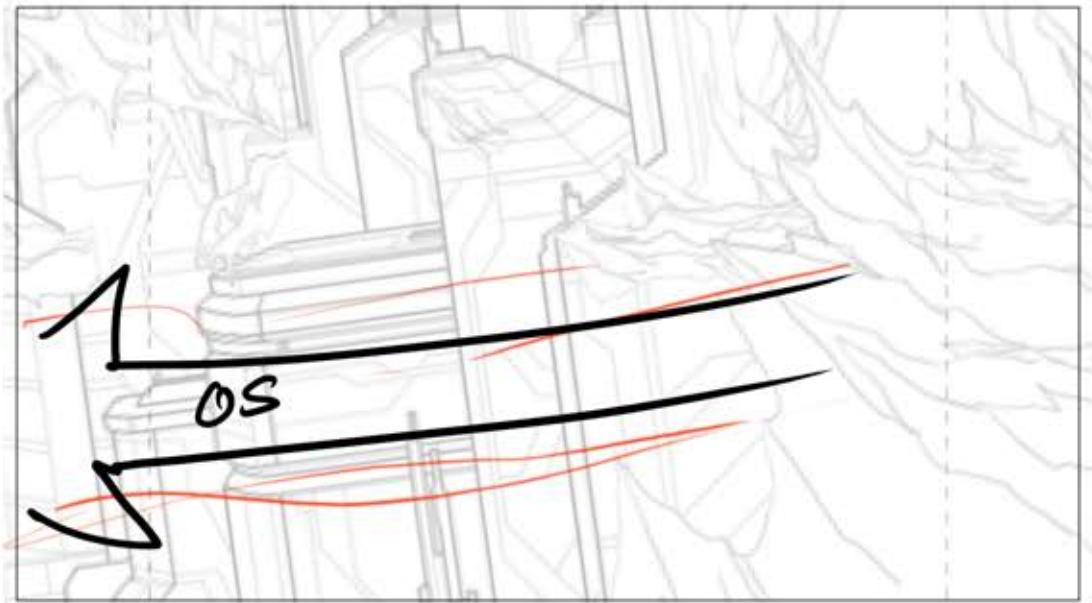
Dialog

Scene

Panel

5

4



Dialog

Scene

Panel

6

1



Action Notes

CLAYFACE
PUDDLE

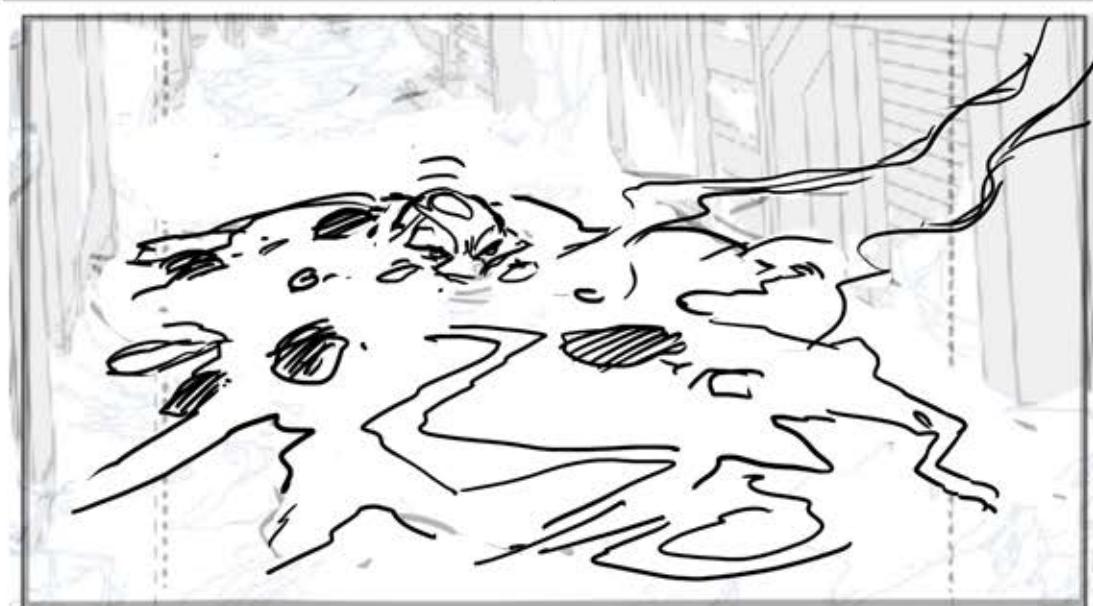
Dialog

Scene

Panel

6

2



Action Notes

PUDDLE STANDS
TO STIR -

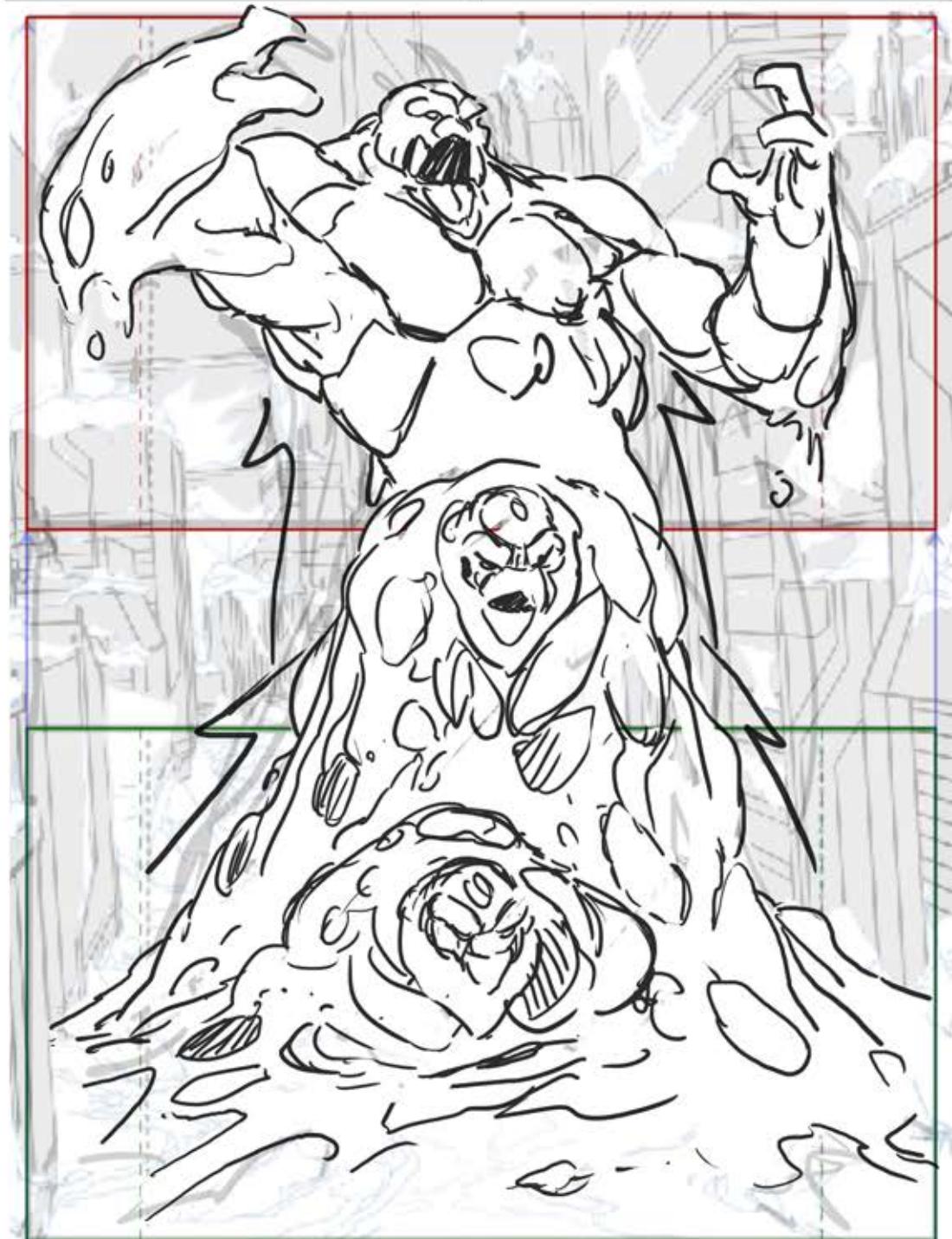
Dialog

Scene

Panel

6

3



Action Notes

CAM FOLLOWS
CLAYFACE AS
HE PERFORMS

Dialog

Scene

Panel

6

4



Action Notes

BREAKING INTO SC-

Dialog

Scene

Panel

6

5



Action Notes

CLAWFACES AHE
AS BATWING
FLIES CLOSER -

Dialog

Scene

Panel

6

6



Action Notes

HE TRIES TO
SMASH BATWING

Dialog

Scene

Panel

6

7



Action Notes

BATWING FLIES
OS -

Dialog

427 ROBIN

Nothing's stopping this

Action Notes

ROBIN REACTS

Scene

Panel

7

1



Dialog

428 CLAYFACE

I've got you,

Action Notes

CLAYFACE ANGRY

Scene

Panel

8

1



Dialog

428 CLAYFACE

... boy wonder!

Action Notes

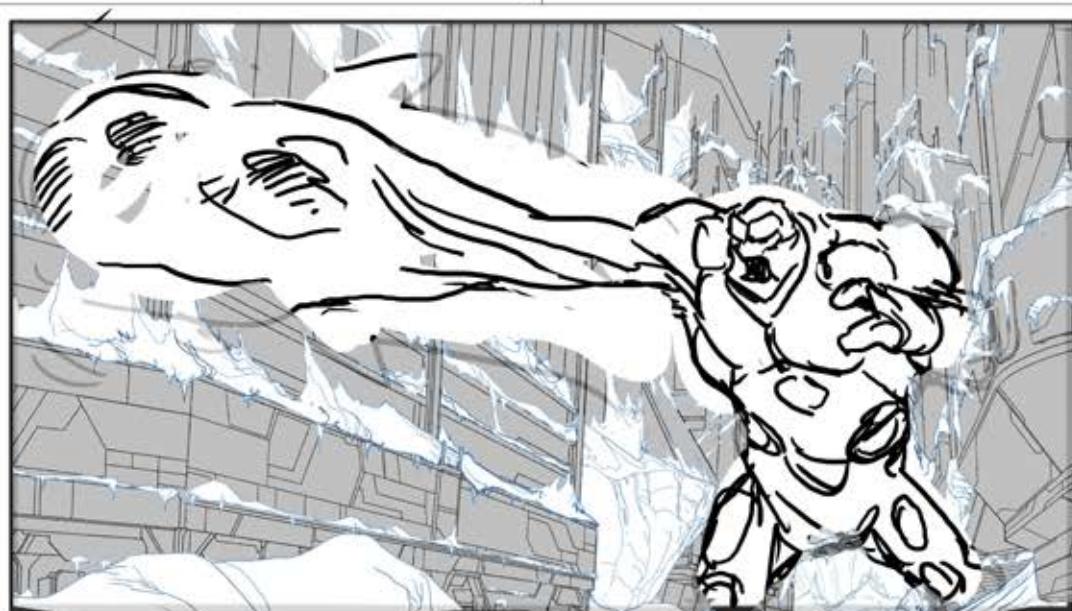
AND THROWS ARM
AT BATWING -

Scene

Panel

8

2



Dialog

429 ROBIN
It's impossible....

Action Notes

Scene

Panel

9

1



Dialog

429 ROBIN
...<EFFORT>--

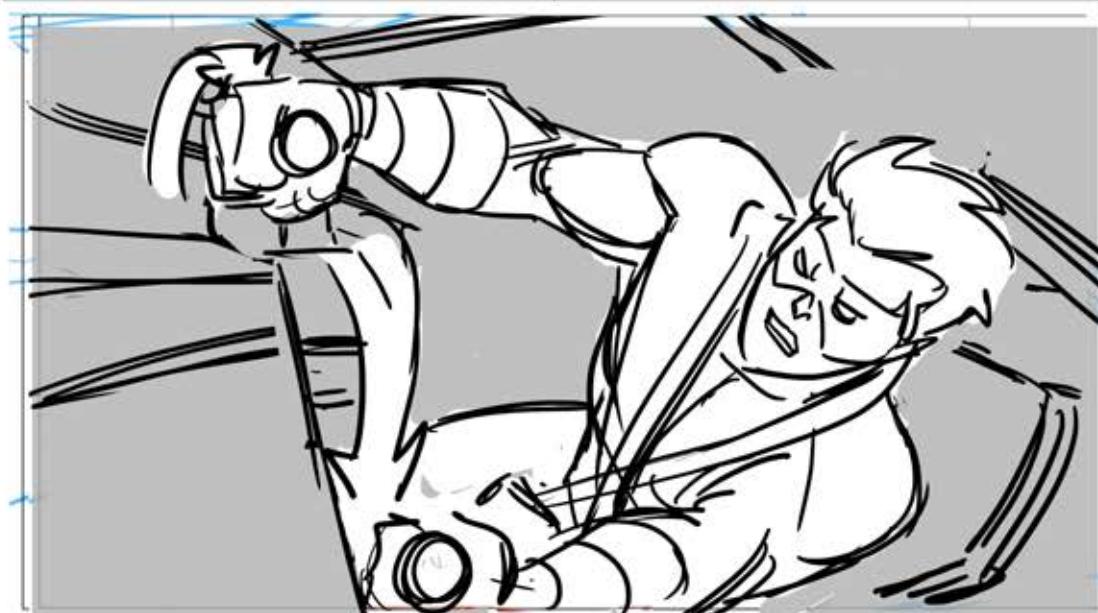
Action Notes

Scene

Panel

9

2



Dialog

429 ROBIN
...to catch me...

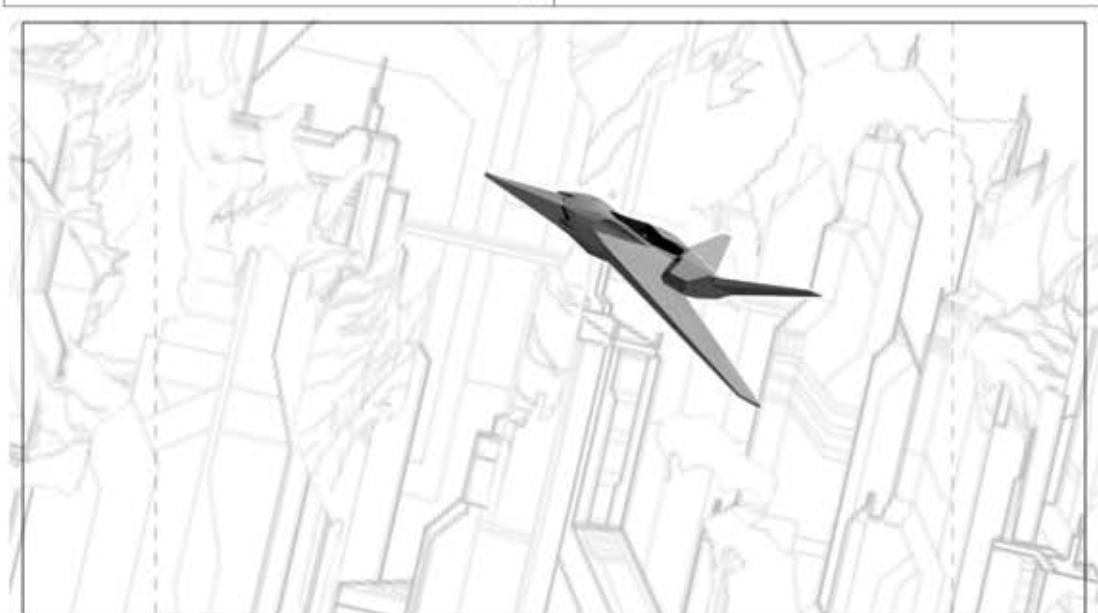
Action Notes

Scene

Panel

10

1



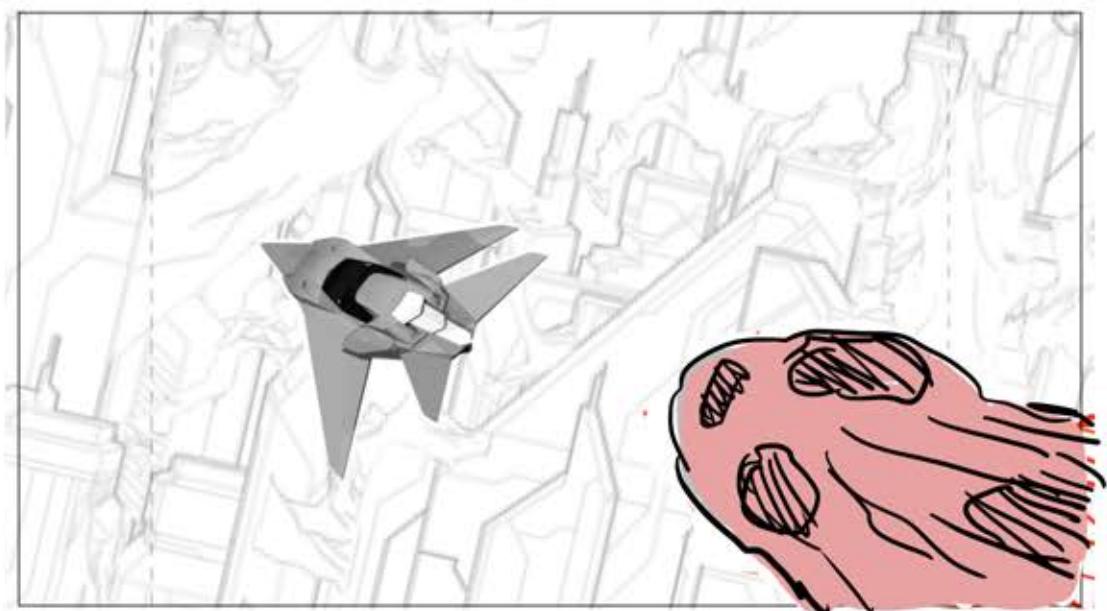
Dialog

Scene

Panel

10

2



Action Notes

Dialog

429 ROBIN
... in this thing!

Scene

Panel

10

3



Action Notes

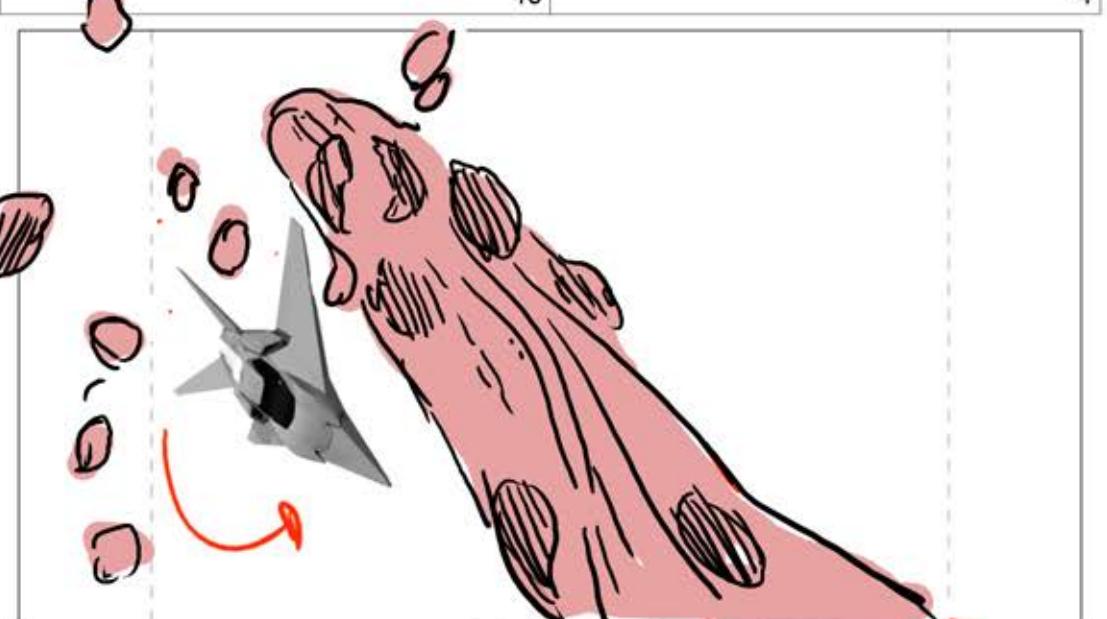
Dialog

Scene

Panel

10

4



Dialog

430 CLAYFACE
< DARK LAUGHTER >

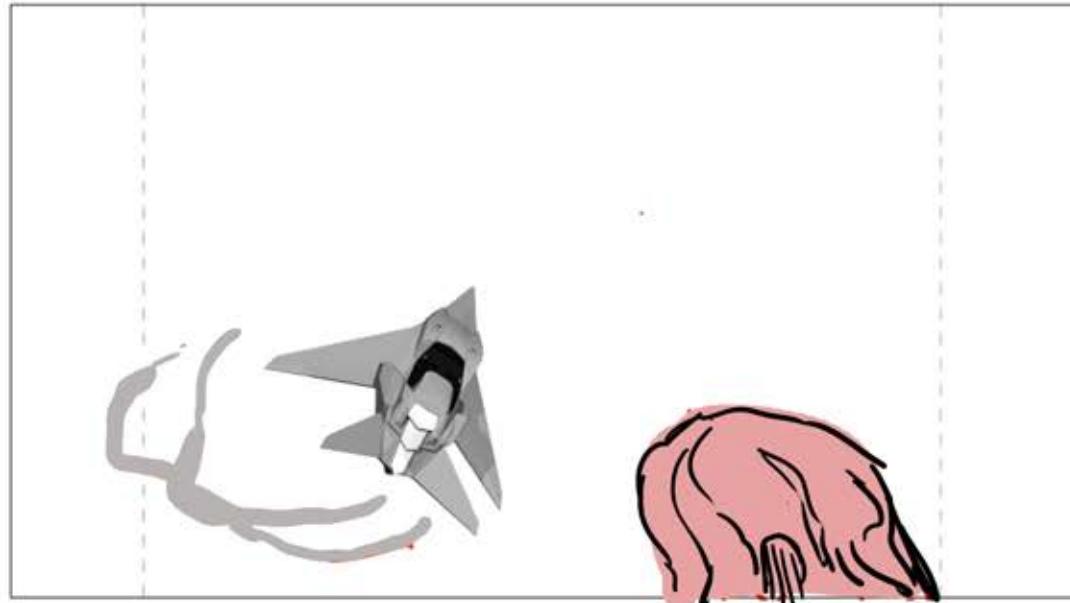
Scene

Panel

10

5

Action Notes



Dialog

430 CLAYFACE
< DARK LAUGHTER >

Scene

Panel

10

6

Action Notes



Dialog

431 ROBIN
And by "impossible",

Scene

Panel

11

1

Action Notes



Dialog

431 ROBIN
...obviously I meant...

Action Notes

Scene

Panel

11

2



Dialog

431 ROBIN
... TOTALLY POSSIBLE!

Action Notes

Scene

Panel

11

3



Dialog

432 ROBIN:
Which one was it again?!

Action Notes

Scene

Panel

11

4



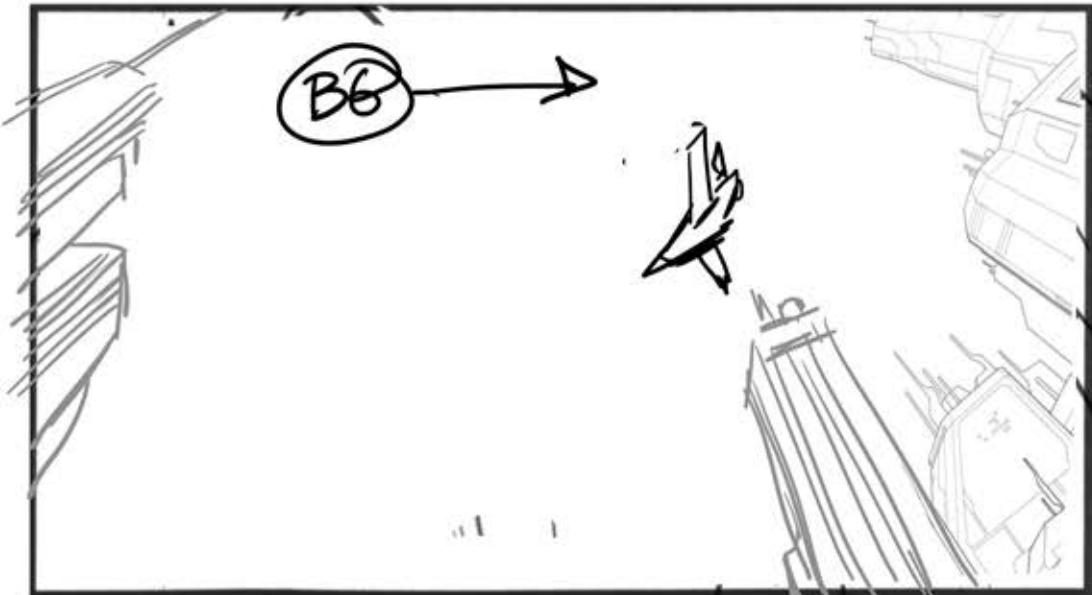
Dialog

Scene

Panel

12

1



Action Notes

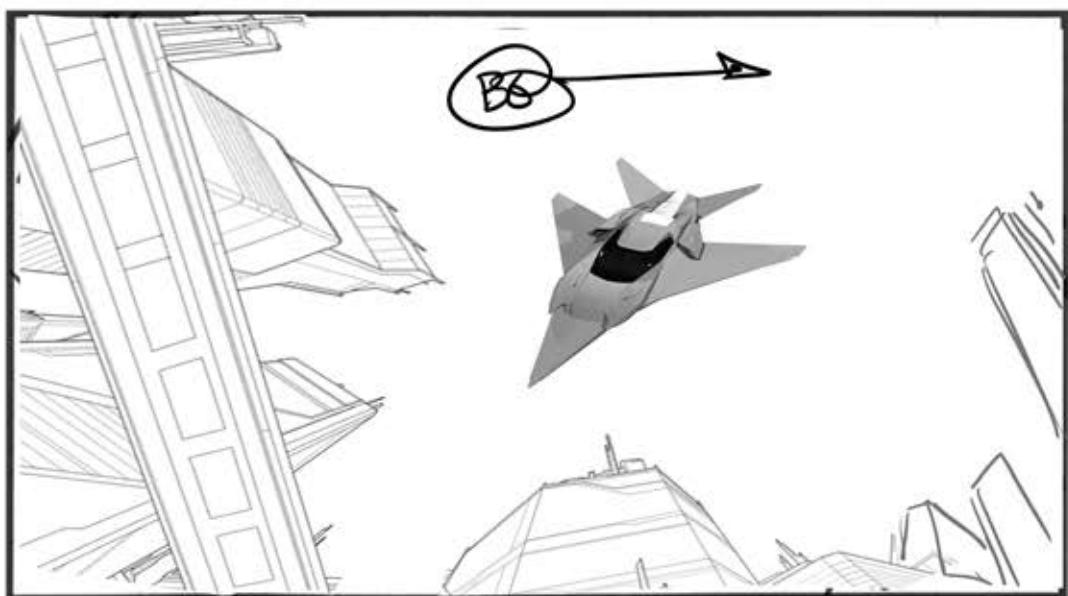
Dialog

Scene

Panel

12

2



Action Notes

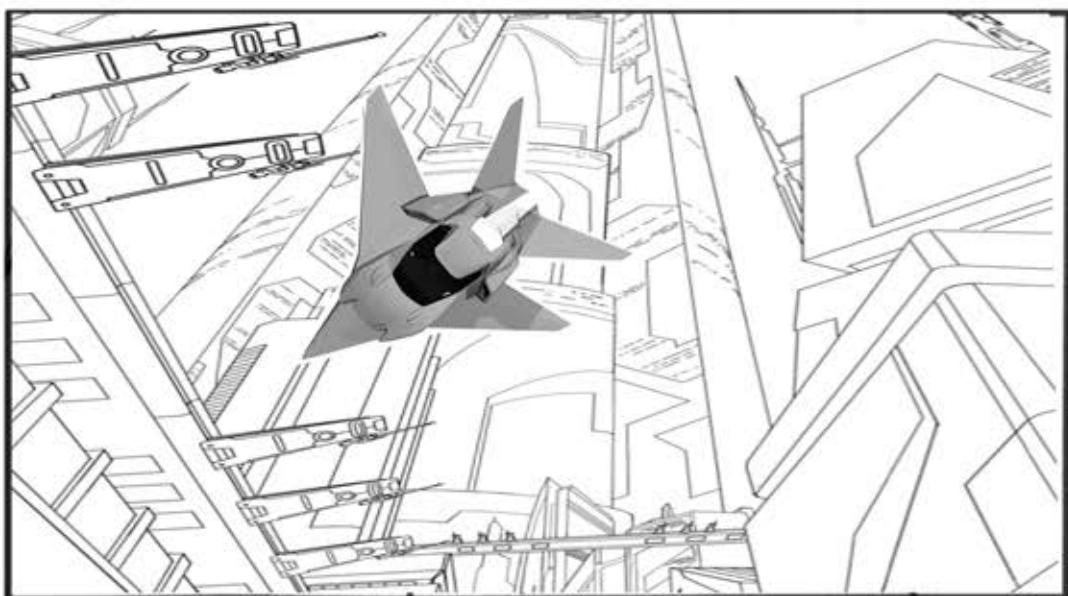
Dialog

Scene

Panel

12

3



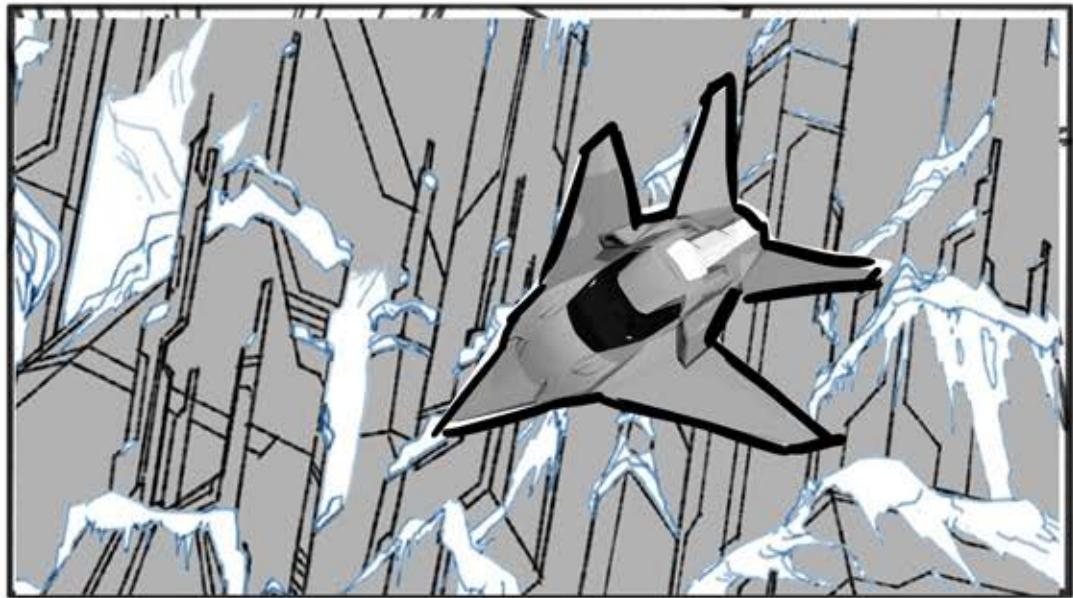
Dialog

Scene

Panel

12

4



Action Notes

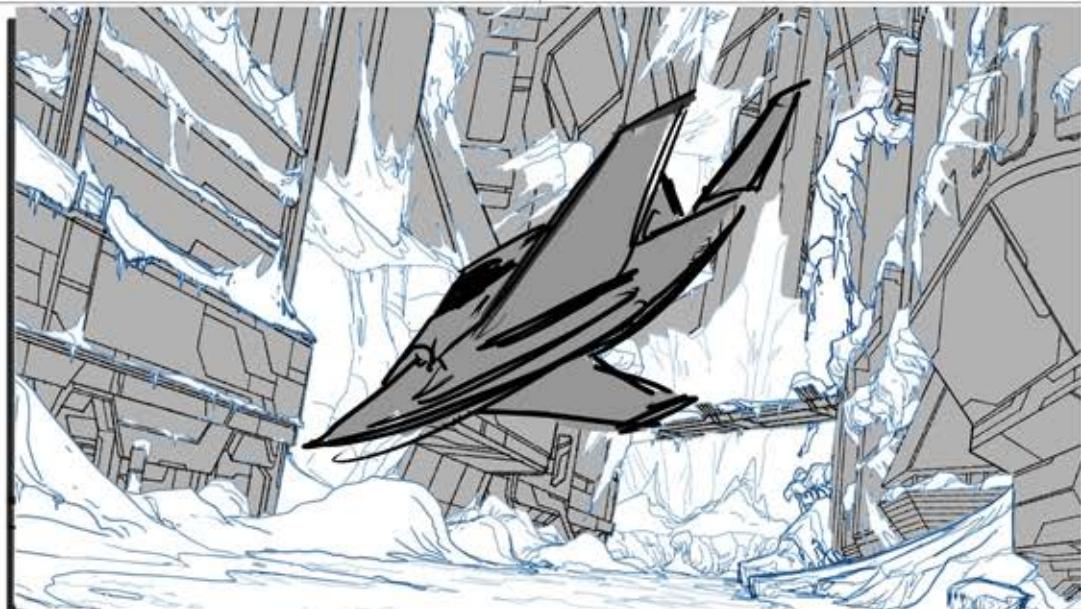
Dialog

Scene

Panel

12

5



Action Notes

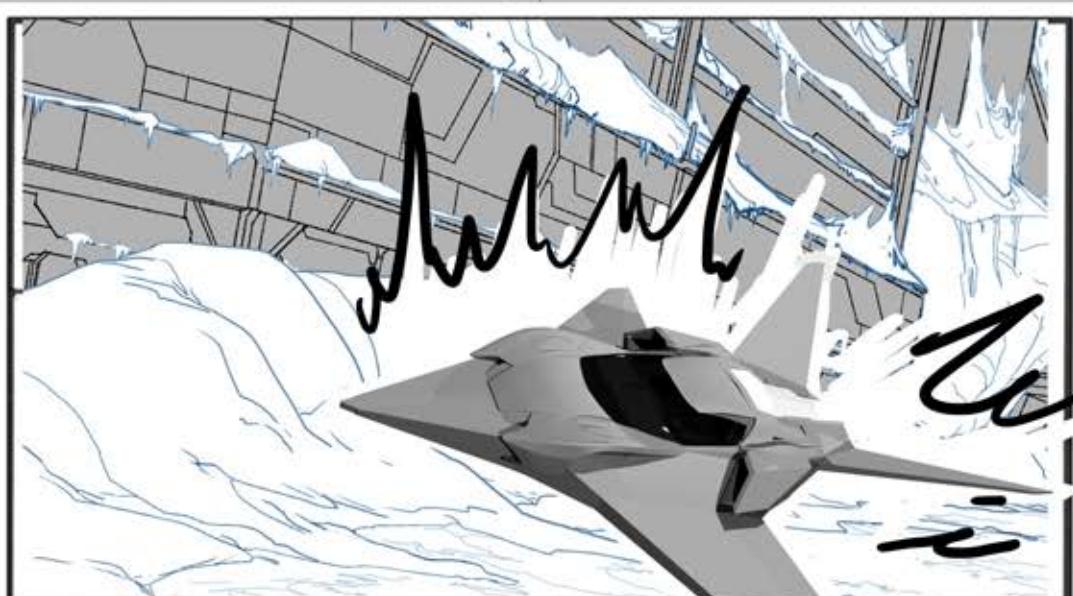
Dialog

Scene

Panel

12

6



Action Notes

BACKWING
HTB
ground —

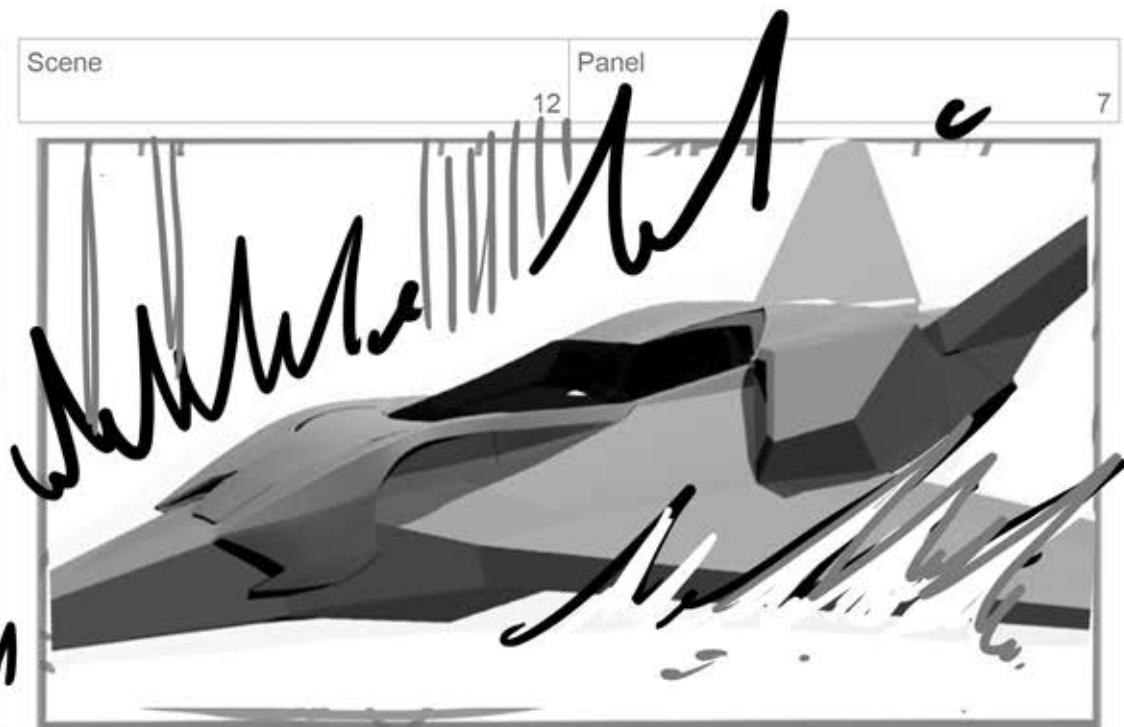
Dialog

Scene

Panel

12

7



Action Notes

BATWING
SLIDES
TOWARDS CAM

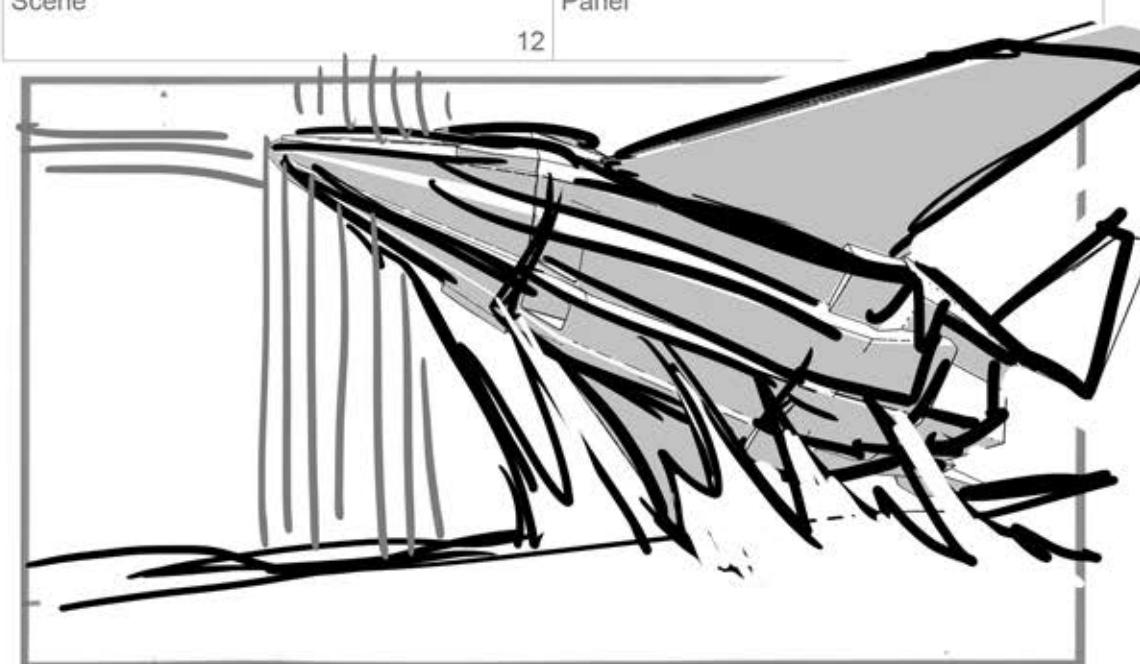
Dialog

Scene

Panel

12

7



Action Notes

IT POPS UP ..

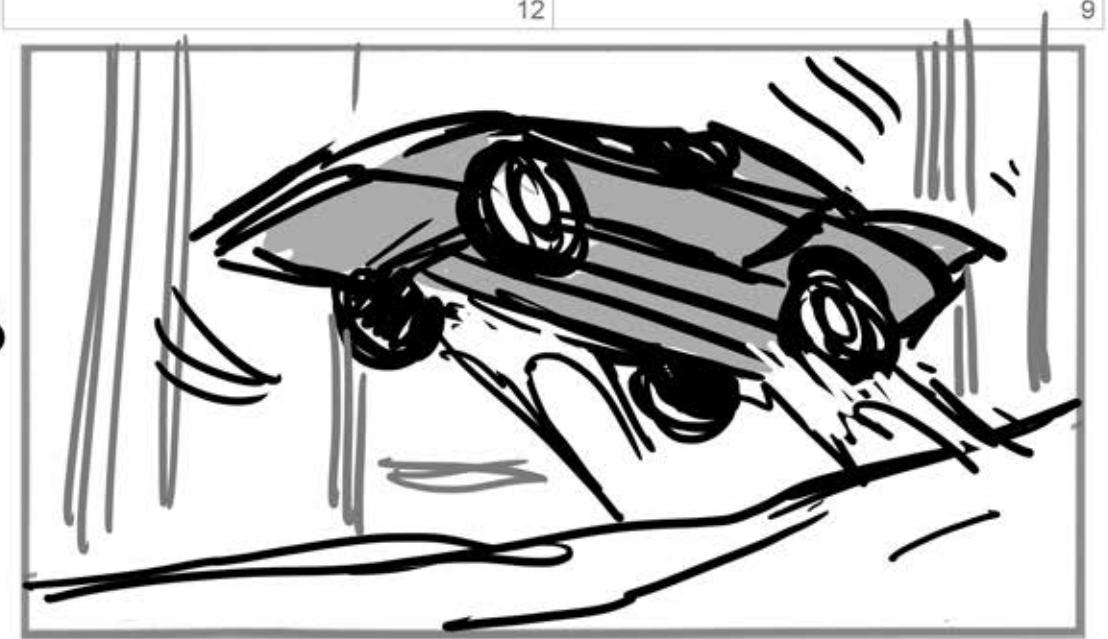
Dialog

Scene

Panel

12

9



.. AND CHANGES
INTO
BATMOBILE -

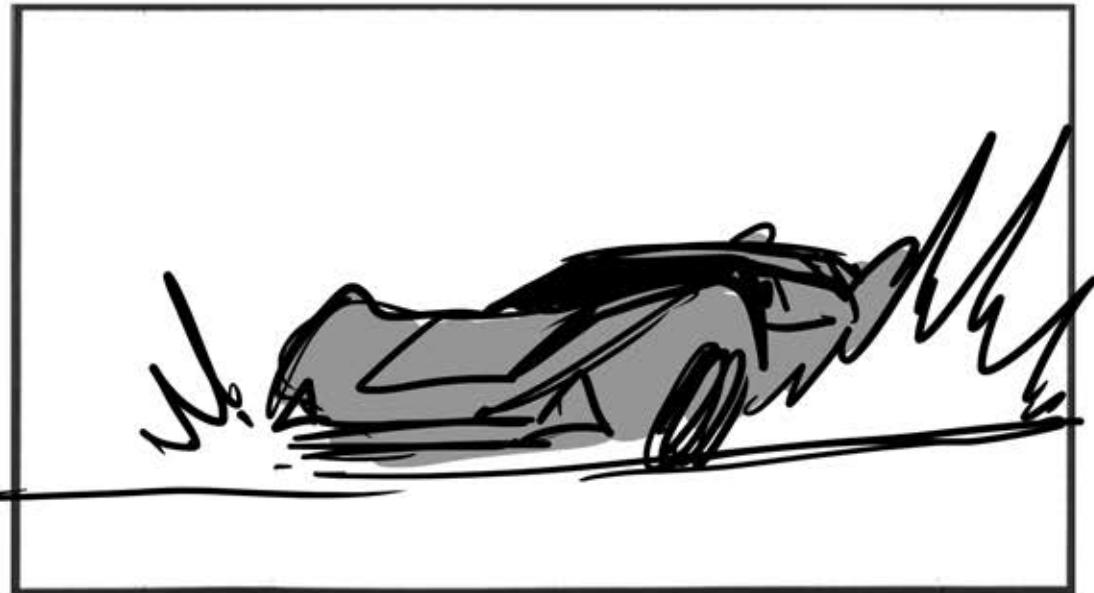
Dialog

Scene

Panel

12

10



Action Notes

Action Notes

Dialog

Scene

Panel

12

11



Action Notes

AND SPINS

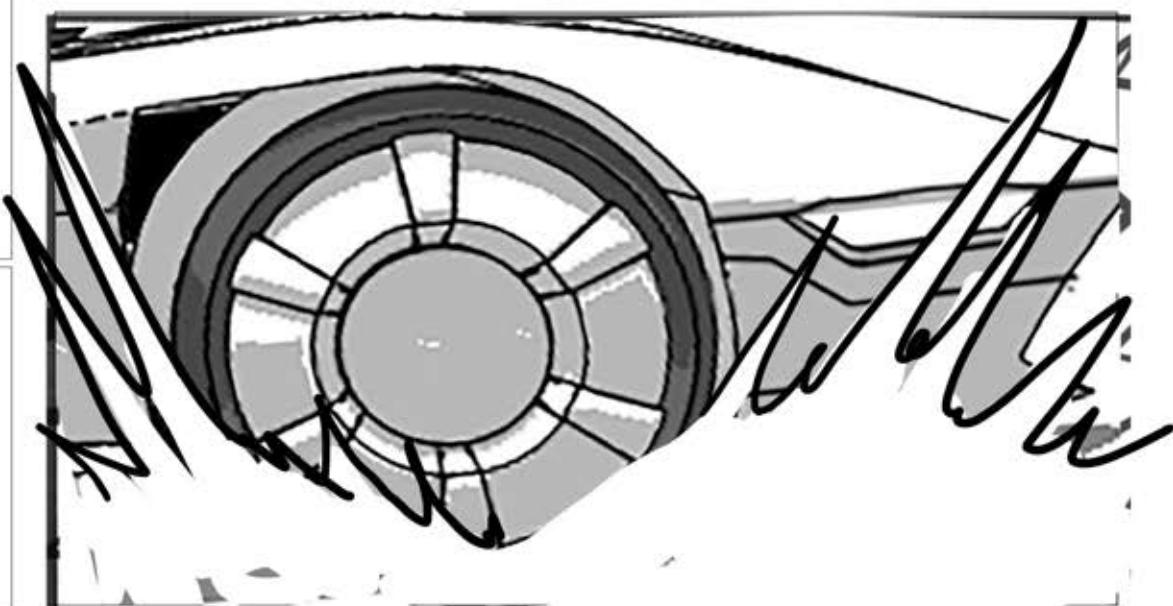
Dialog

Scene

Panel

12

12



Dialog

433 ROBIN
Had it under...

Action Notes

Scene

Panel

13

1



Dialog

433 ROBIN
...<UFF> control...

Action Notes

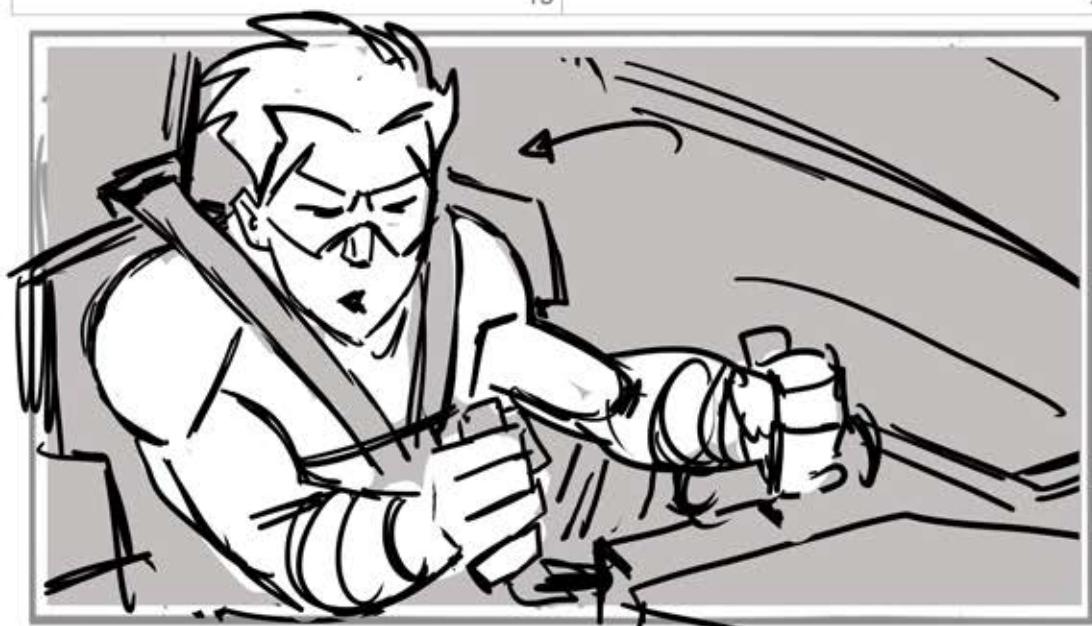
He sits back

Scene

Panel

13

2



Dialog

433 ROBIN
..<UFF> the whole time,

Action Notes

He cooks up-

Scene

Panel

13

3



Dialog

434 ROBIN (O.S.)

"Keep Clayface from

Action Notes

ROBIN'S POV—
CF INTO SC

Scene

Panel

14

1



Dialog

434 ROBIN (O.S.)

...destroying the city,

Scene

Panel

14

2



Action Notes

CF SMASHES
BRIDGE—

Dialog

434 ROBIN (O.S.)

...Batman says.

Scene

Panel

14

3



Action Notes

-AND WALKS OS

Dialog

434 ROBIN
...SURE. NO PROBLEM.

Action Notes

ROBIN reacts

Scene

Panel

15

1



Dialog

435 LANGSTROM (O.S.)
Robin - come in!

Action Notes

He looks down

Scene

Panel

15

2



Dialog

436 ROBIN
Dr. Langstrom, is that you?

Action Notes

And pushes button

Scene

Panel

15

3



Dialog

437 LANGSTROM (O.S.)

Yes. Batman sent me -

Action Notes

Scene

Panel

16

1



Dialog

437 LANGSTROM (O.S.)

I'm headed your way fast...

Action Notes

Scene

Panel

17

1



Dialog

437 LANGSTROM (O.S.)

... TOO FAST!

Action Notes

Scene

Panel

17

2



Dialog

437 LANGSTROM (O.S.)
... TOO FAST!

Scene

Panel

17

3



Action Notes

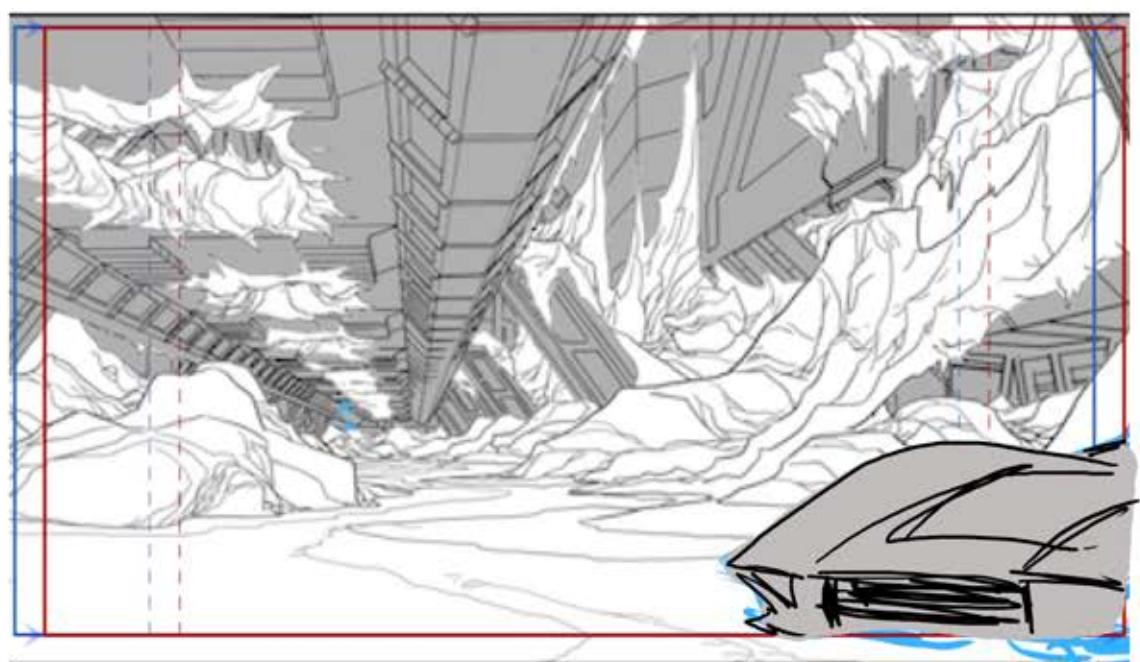
Dialog

Scene

Panel

18

1



Action Notes

Dialog

Scene

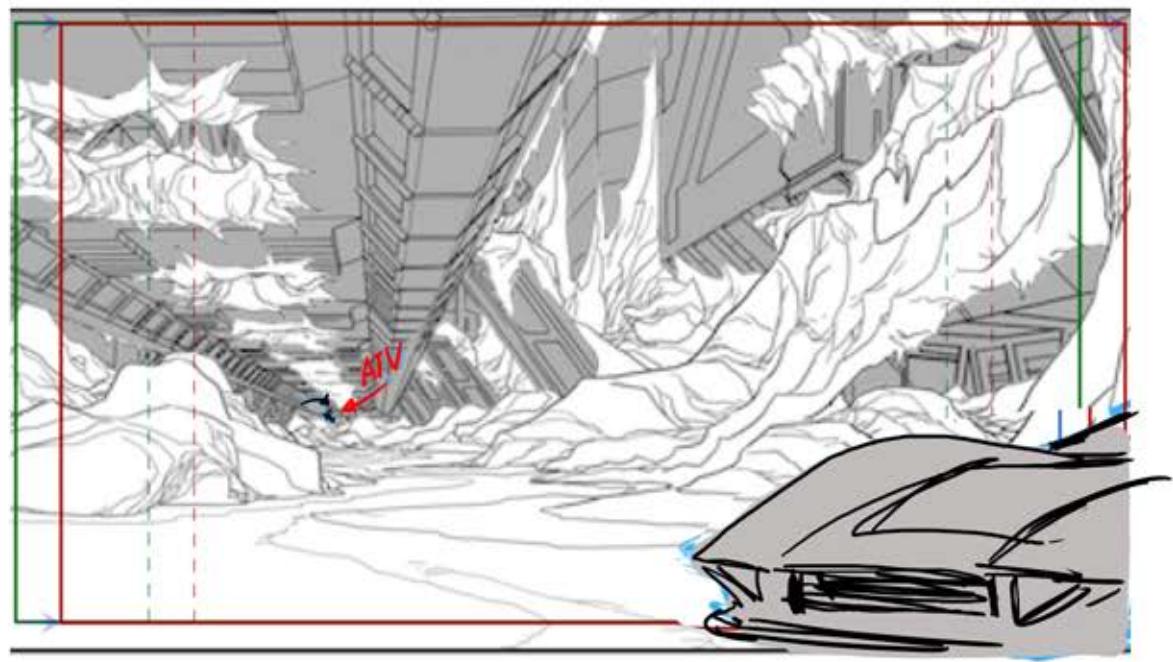
Panel

18

2

Action Notes

DR. LIVESTREAM ZOOMS
AROUND CORNER ON THE
BAT-ATV -



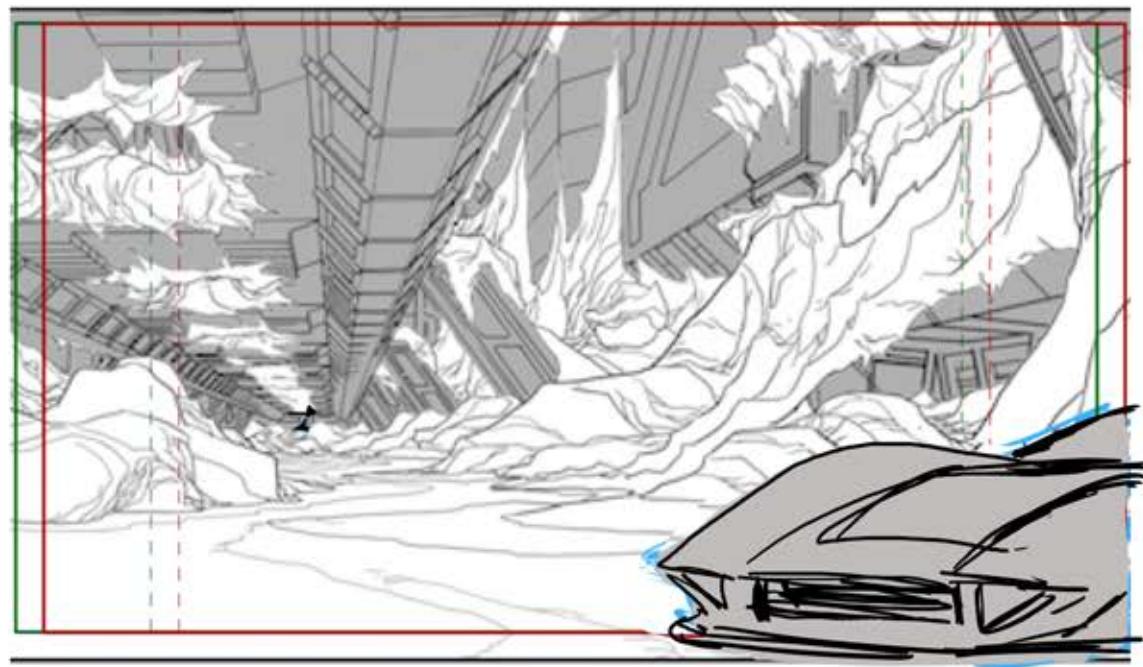
Dialog

Scene

Panel

18

3



Action Notes

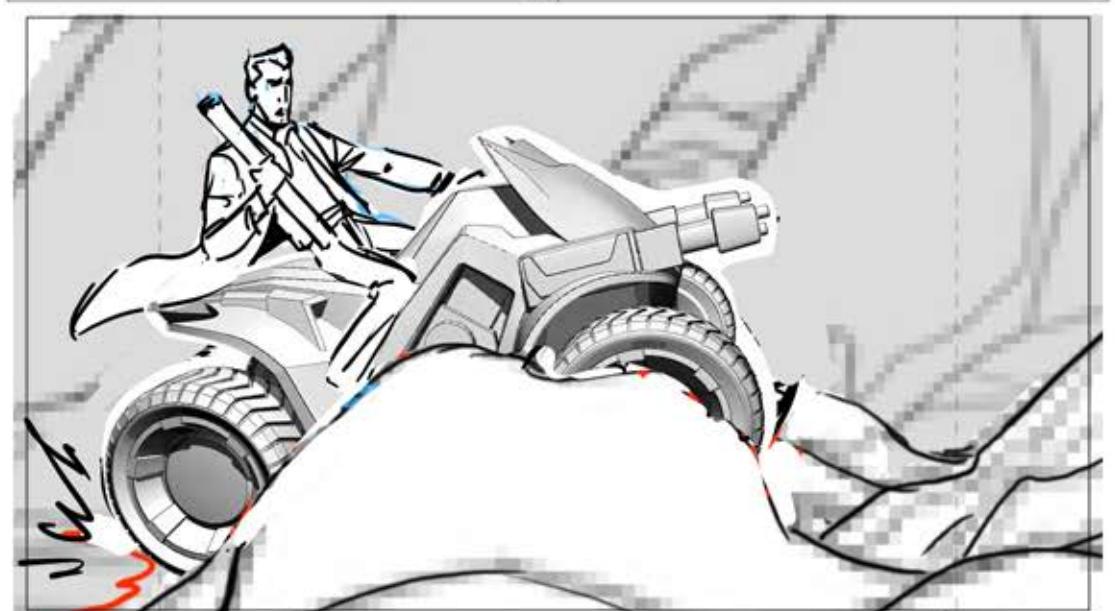
Dialog

Scene

Panel

19

1



Action Notes

CAM PAN WITH
DR LANGSTROM ~

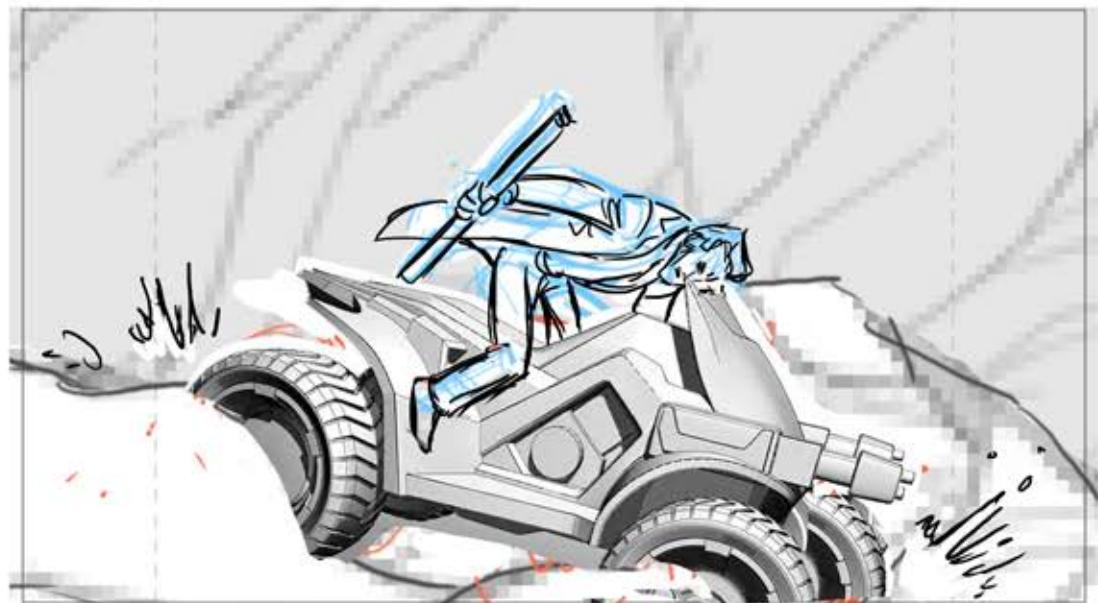
Dialog

Scene

Panel

19

2



Action Notes

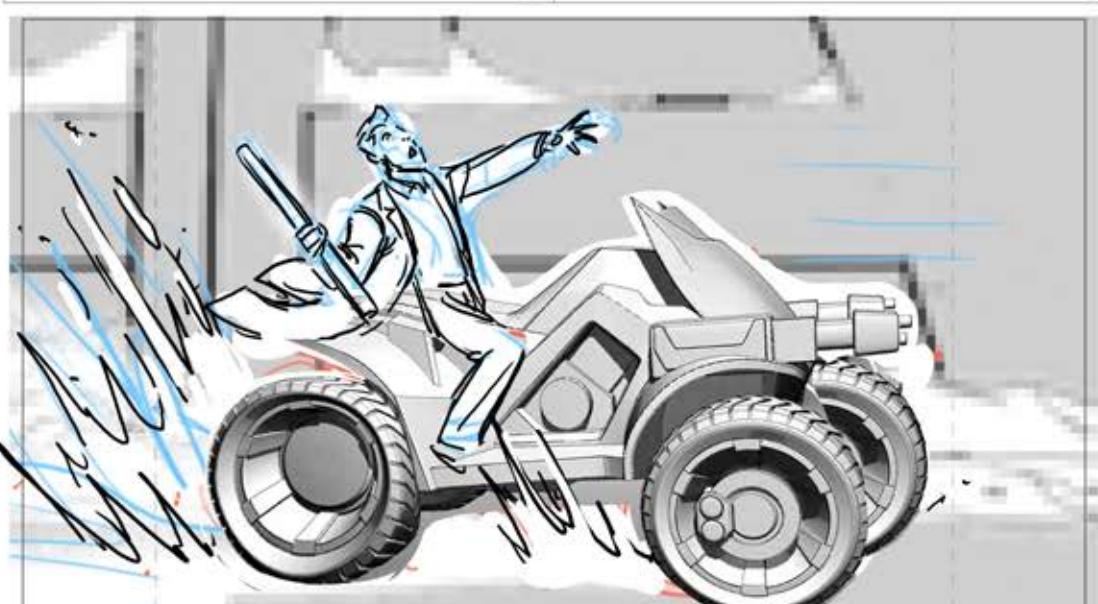
Dialog

Scene

Panel

19

3



Action Notes

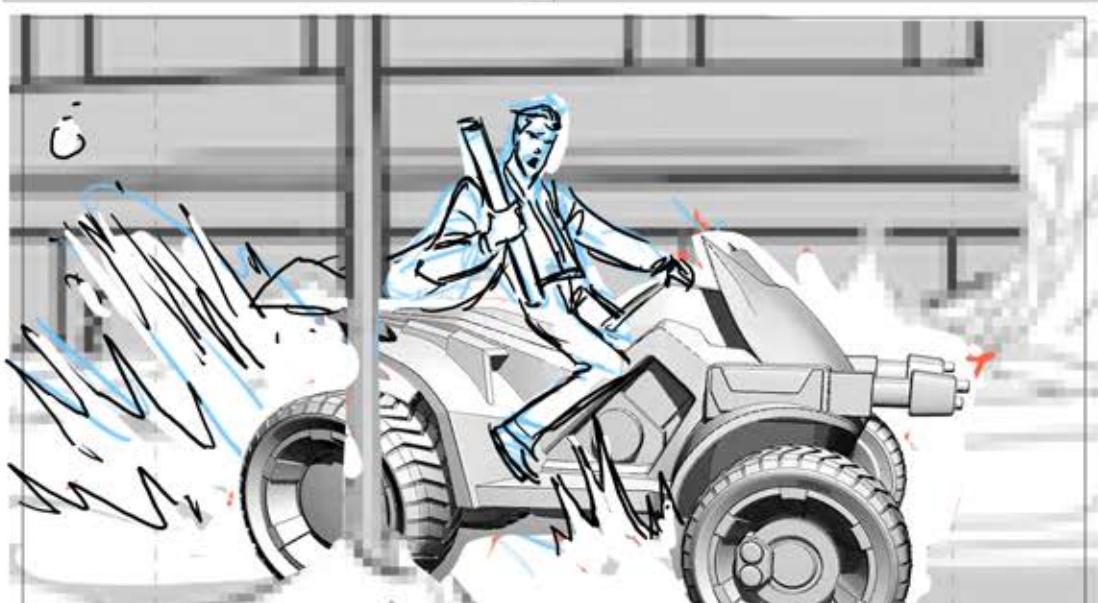
Dialog

Scene

Panel

19

4



Action Notes

Dialog

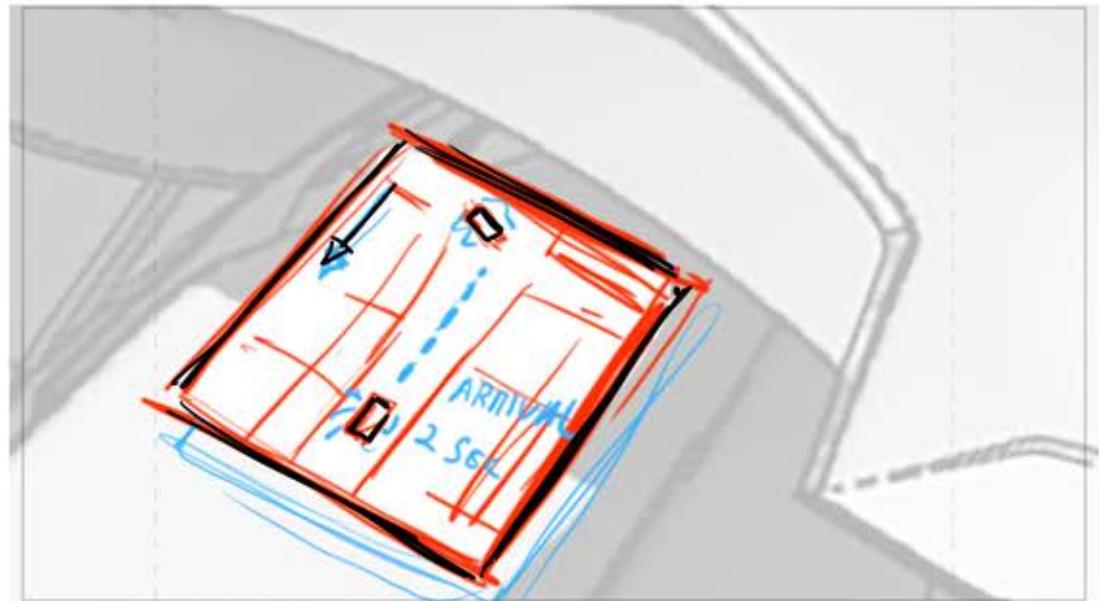
Scene

Panel

19_A

1

Action Notes

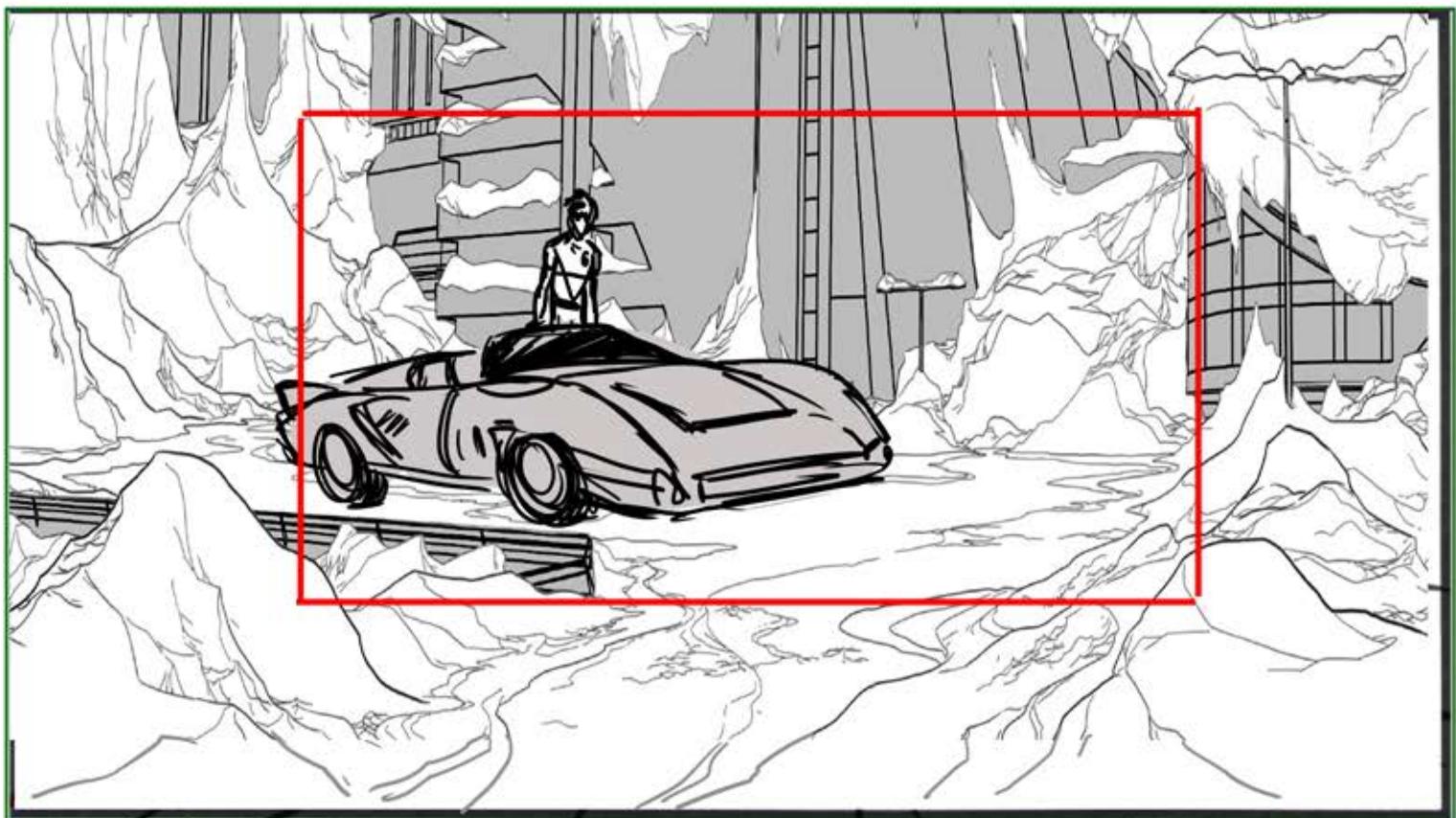


Scene

Panel

20

1



Dialog

Action Notes

POSH IN ON ROBIN AS HE WATCHES —

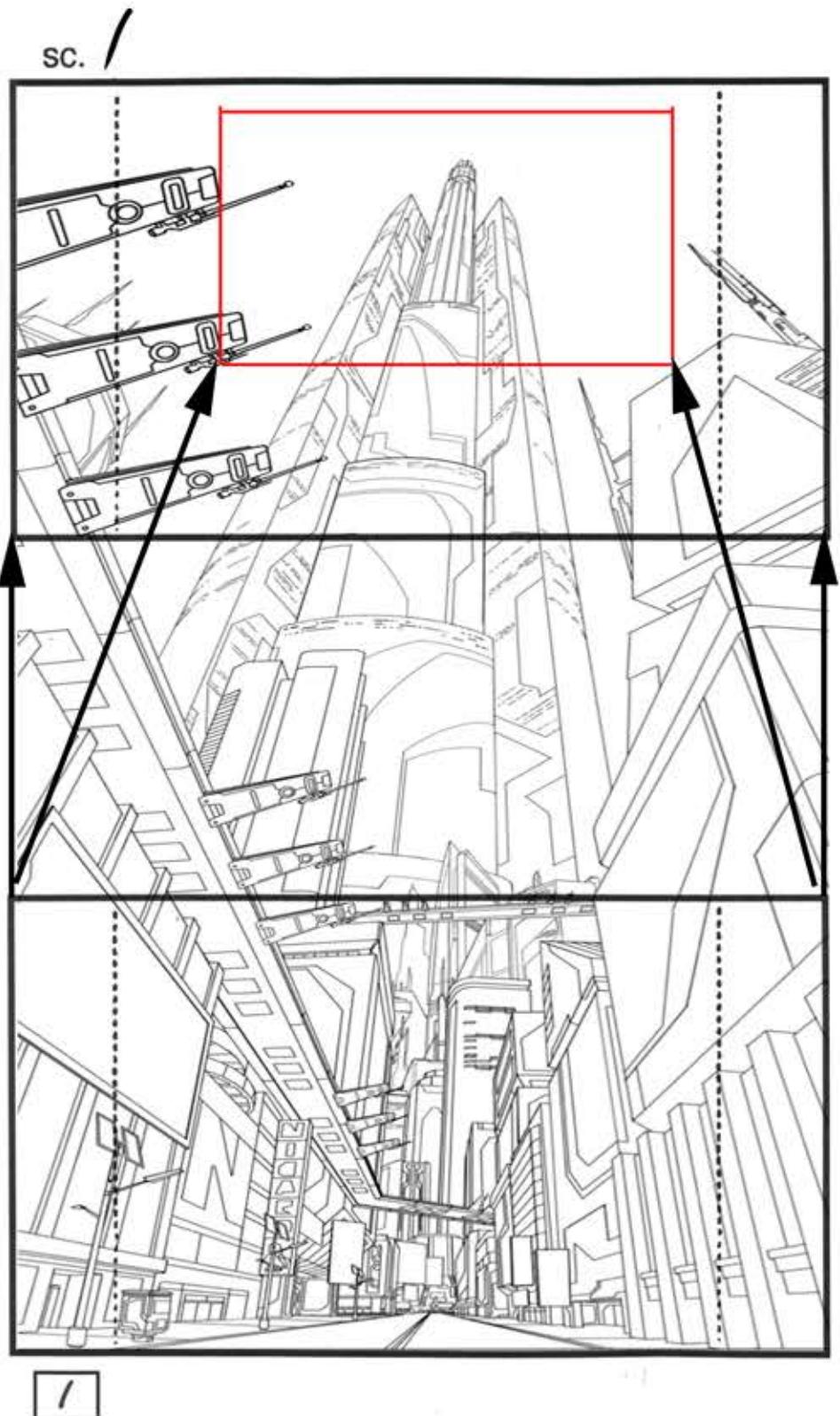
CO4



PAGE 1

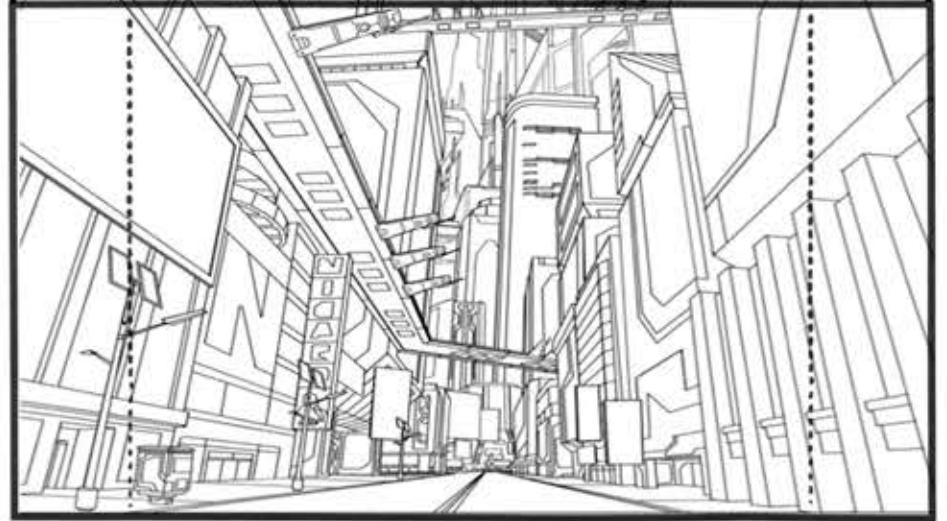
ACTION
EXT AVIARY day night
PAN UP TO
BEAUTY HOUSE
-PUSH IN-

DIAL
P(OS) (LAUGHTER)



ACTION day night

DIAL

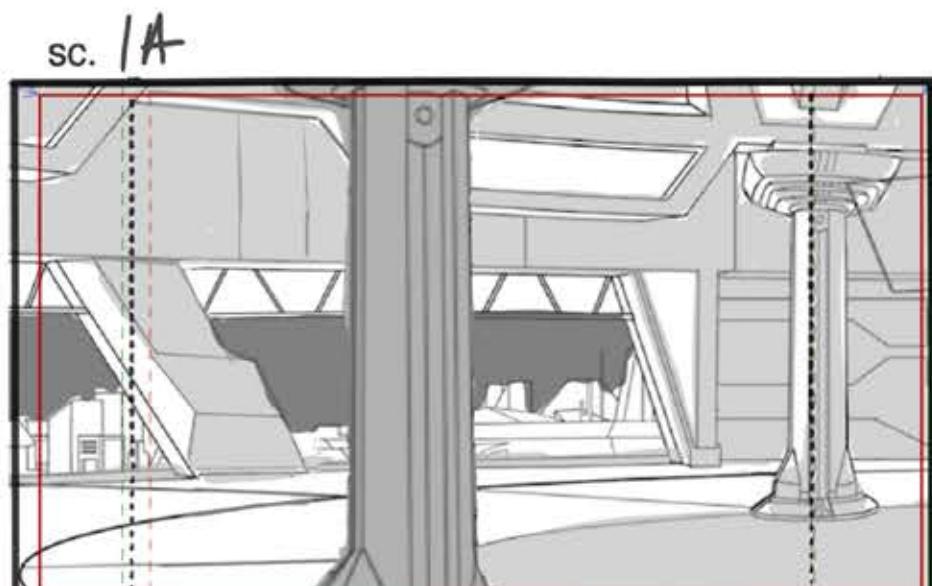


CO9



ACTION day night
INT AVIAZOR
PUSH IN

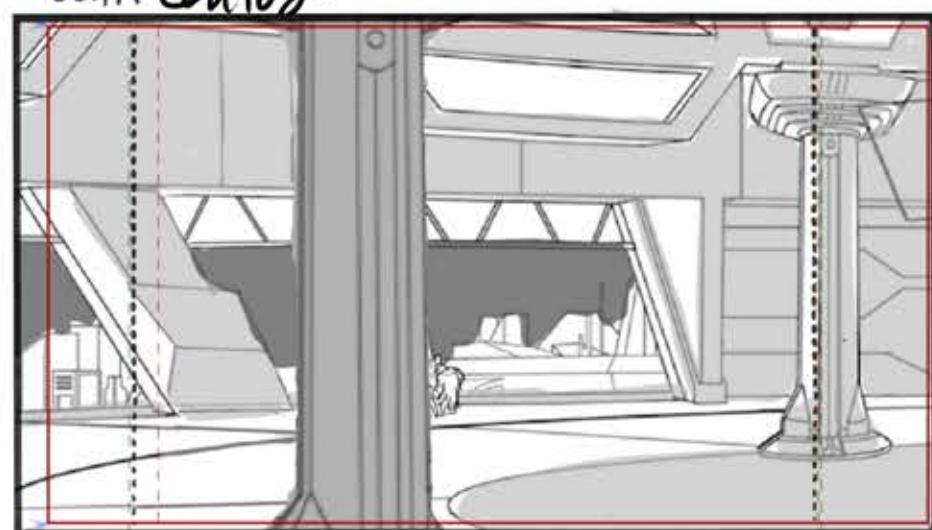
DIAL
P: (LAUGH)



1

ACTION day night
OL SLIDES LEFT
REVEALING
PENGUIN & BUZZ
LOOK OUT WINDOW
PUSH IN

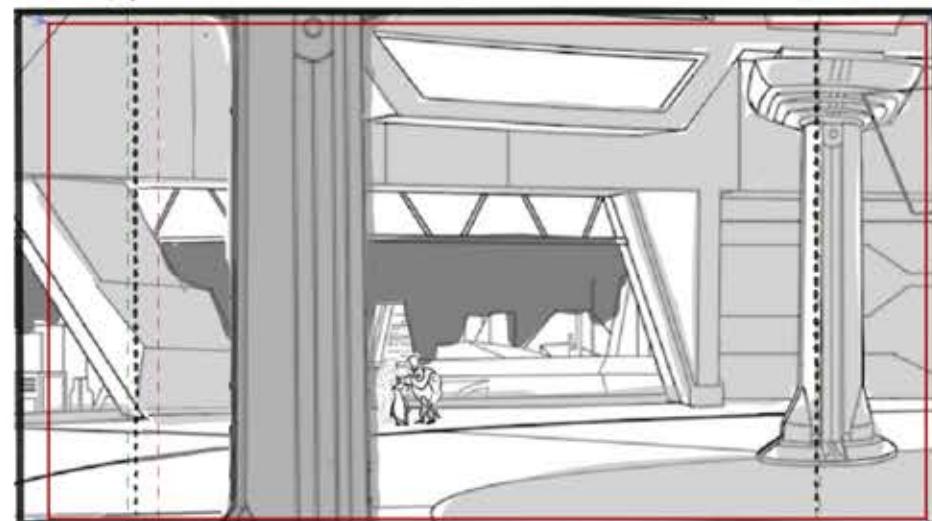
DIAL
P: WHICH BUILDING YOU
WANT, BUZZ?



2

ACTION day night

DIAL
P: WHICH BUILDING YOU
WANT, BUZZ?



3

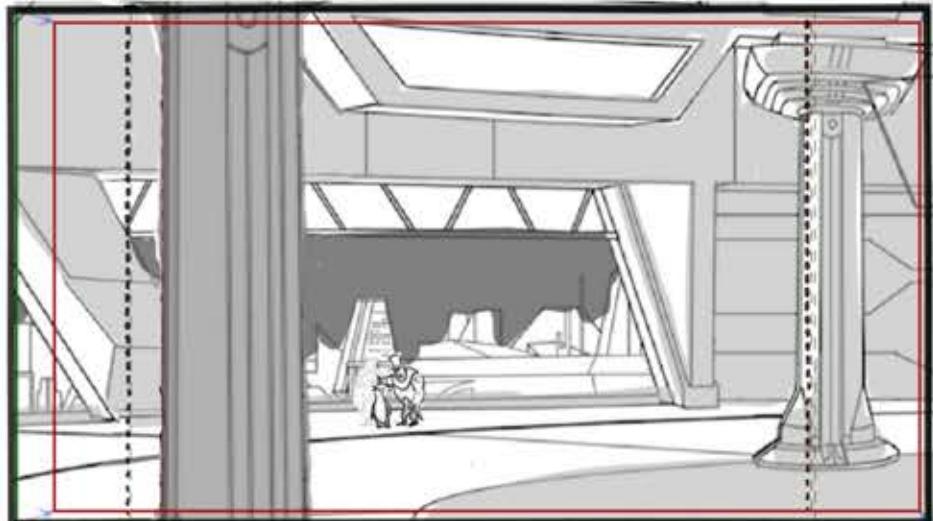
CO9



sc. 1A cont'd

ACTION
OL SLIDES LEFT ^{day} _{night}
REVEALING
PENGUIN & BUZZ
LOOKING OUT WINDOW
PUSH-IN

DIAL
P: WHICH BUILDING YOU
WANT, BUZZ?

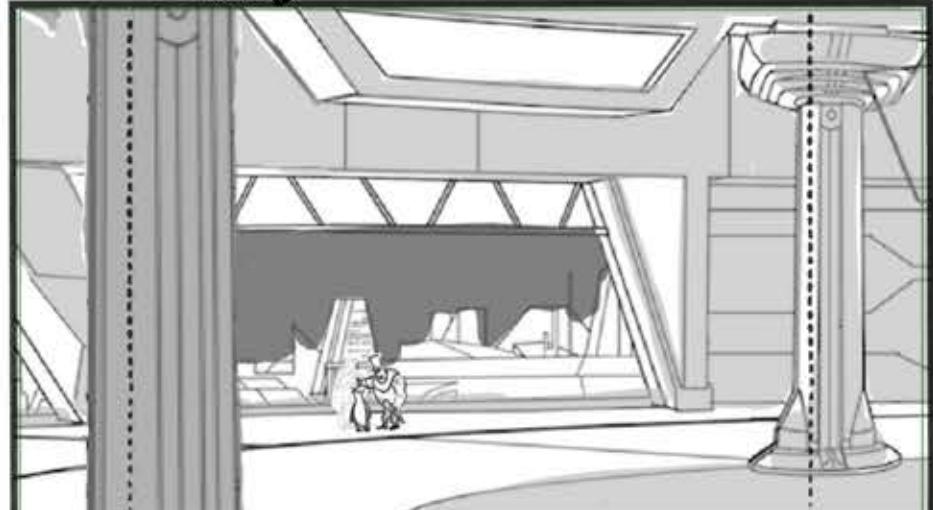


4

sc. 1A cont'd

ACTION
OL SLIDES LEFT ^{day} _{night}
REVEALING
PENGUIN & BUZZ
LOOKING OUT WINDOW
PUSH-IN

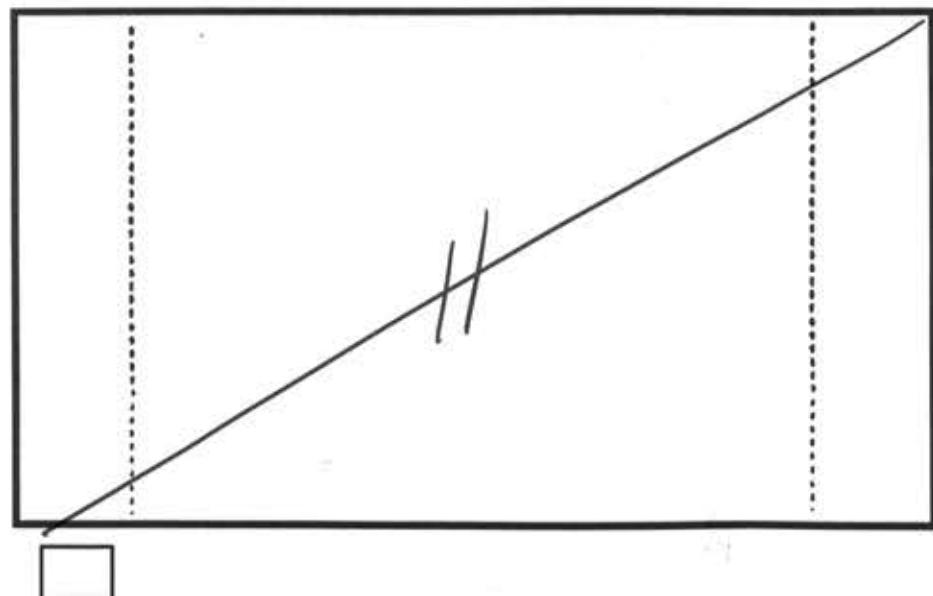
DIAL
P: WHICH BUILDING YOU
WANT, BUZZ?



5

SC.

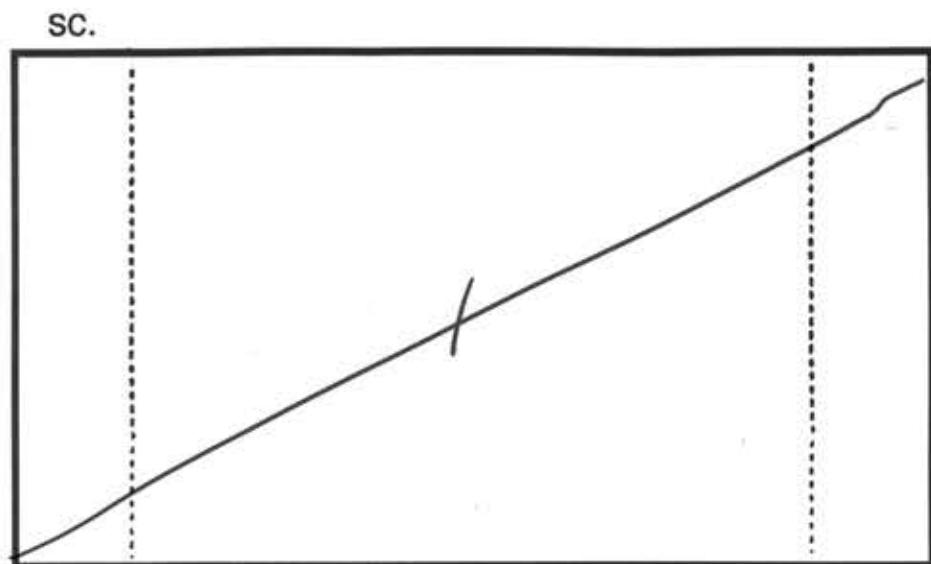
ACTION ^{day} _{night}
DIAL



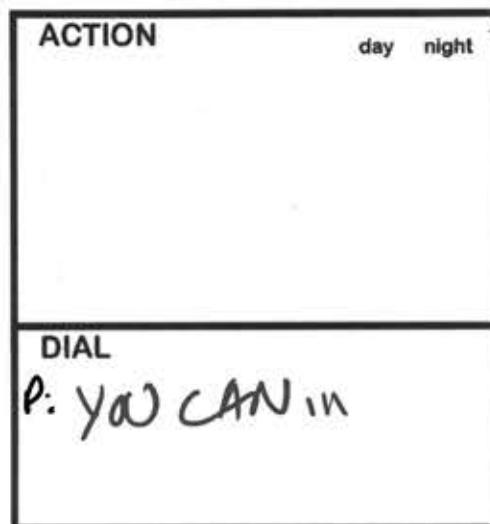
009



2



1



1



2

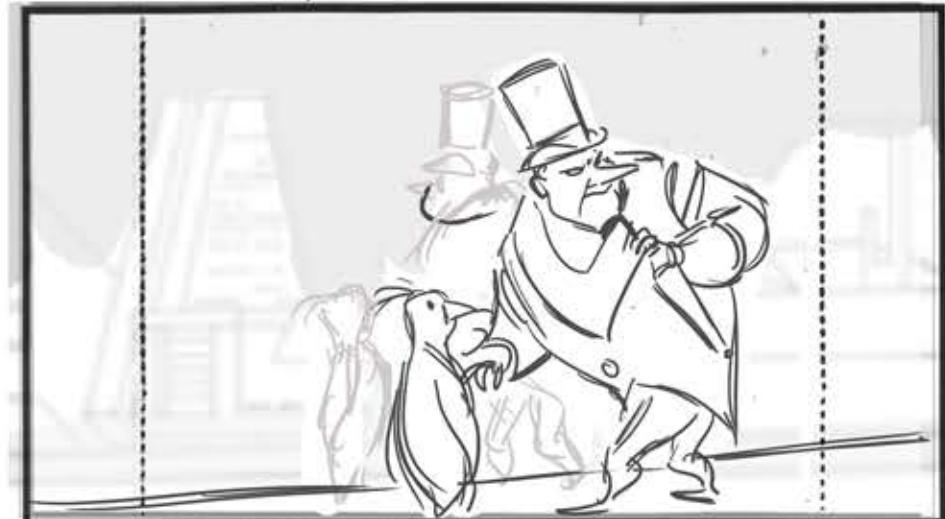
COQ



SC. 2 CONT'D

ACTION
They enter
& look at
day night

DIAL
G: Who's there?

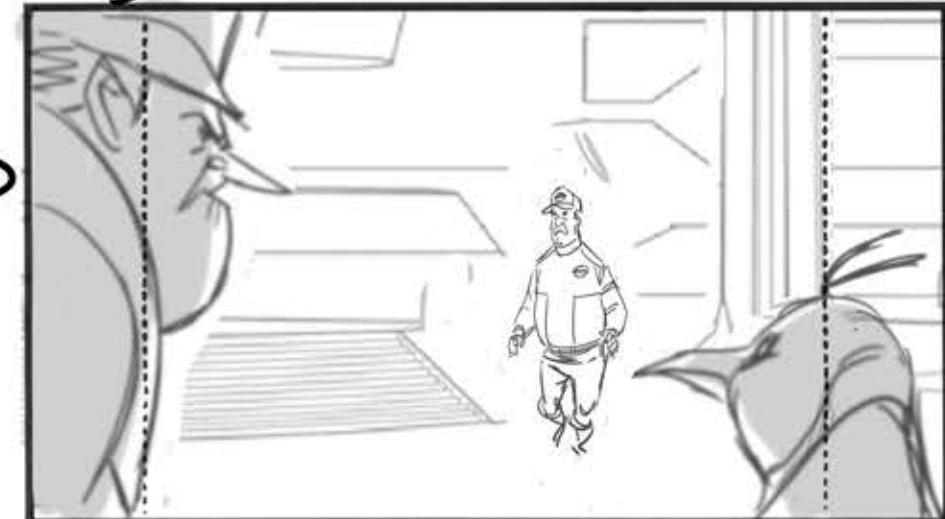


3

SC. 3

ACTION
day night
OTS TO GUARD
STEPPING FORWARD

DIAL



1

SC. 3 CONT'D

ACTION
day night
GUARD REACTS -

DIAL
G: Mr. Cobblepot.
You're back, sir.



2

C04

SC. 3 contD

ACTION

day night

DIAL
G: WE HAVEN'T SEEN
YOU FOR SOME
TIME



3

SC.

4

ACTION

day night

DIAL
P: YOU'RE GOING TO BE
SEEING A LOT OF ME
NOW...



4

SC.

4 contD

ACTION

day night

DIAL
CARE TO KNOW WHY?



4

co4

ACTION

day night

DIAL
P: BECAUSE GOTHAM...

SC. 5



ACTION

day night

DIAL
... BELONGS TO ME NOW!

SC. 5 CONT'D



ACTION

day night

DIAL
<LAUGHTER>

SC. 5 CONT'D



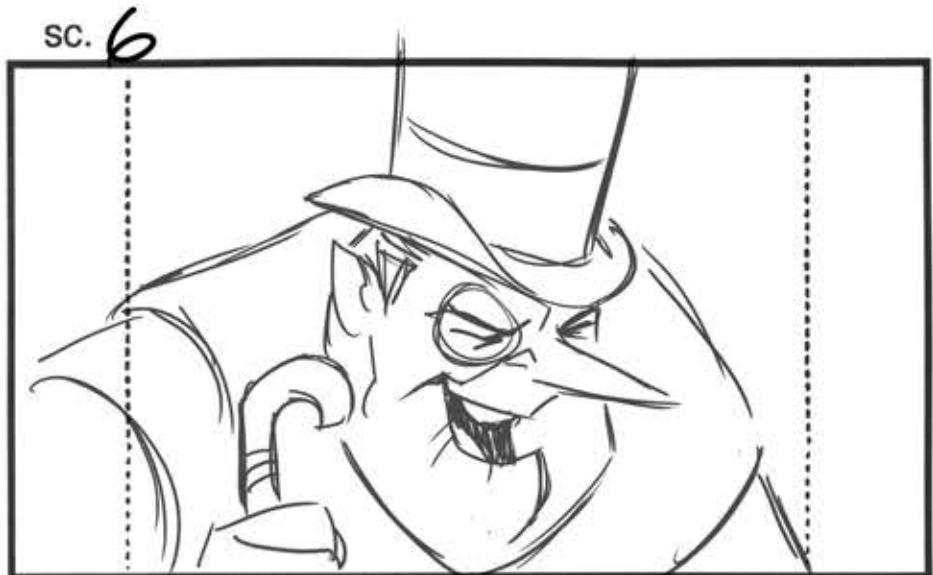
CO4



PAGE 6

ACTION day night

DIAL <CAUGHT>



ACTION day night

DIAL AND NOT EVEN
BATTMAN CAN DO
ANYTHING ABOUT IT!



ACTION day night

GUARD REACTS

DIAL <CAUGHT>



CO4



PAGE 7

SC. 7 cont'd



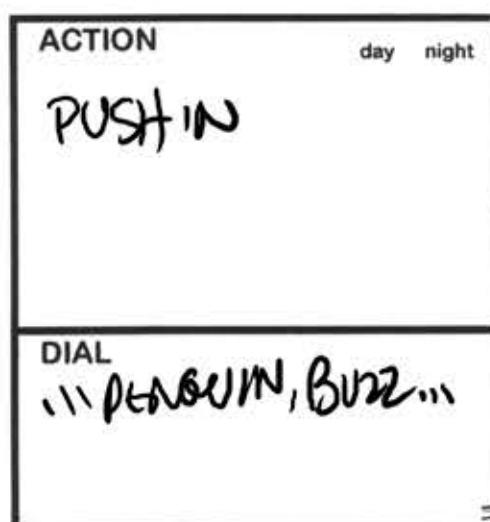
2

SC. 8



1

SC. 8 cont'd



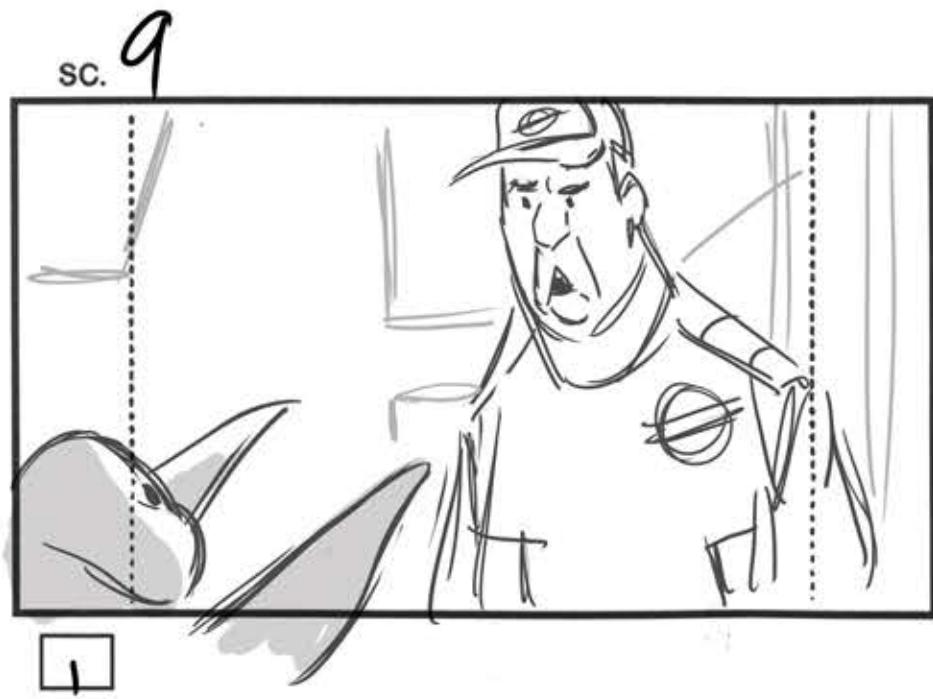
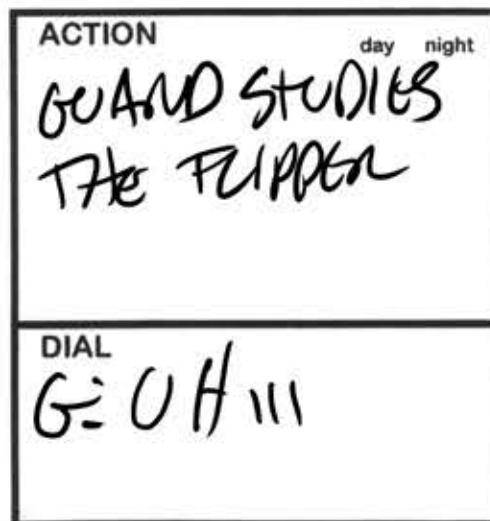
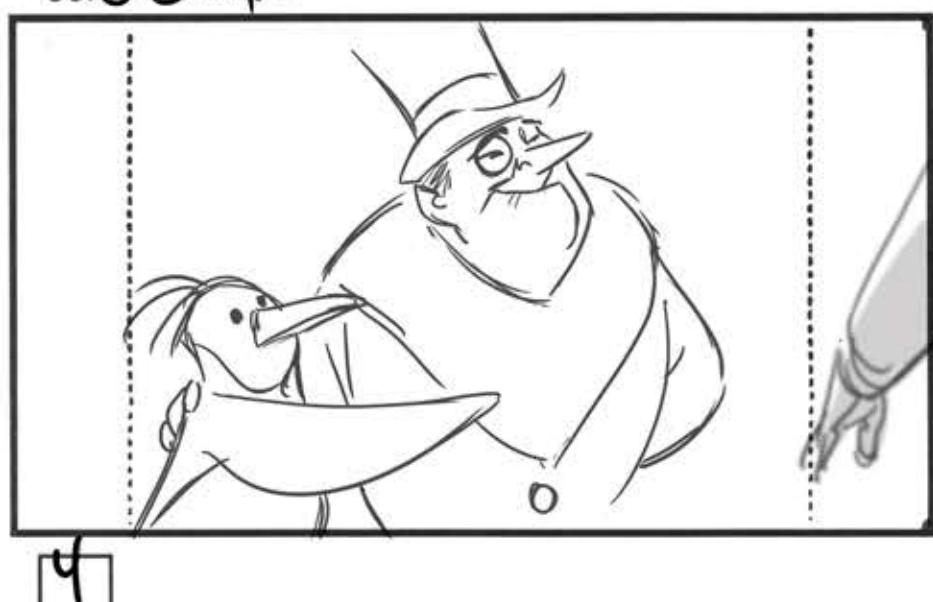
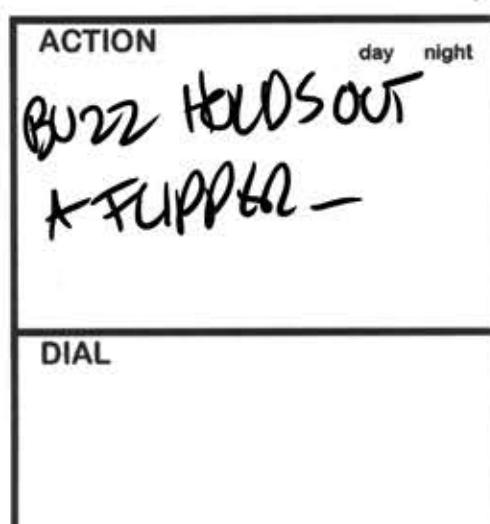
2

COY



PAGE

8



CO4



PAGE

9

ACTION

day night

He stalks
the flapper

DIAL

"NICE TO MEET
YOU."

SC. 9 cont'd



ACTION

day night

DIAL

"Boss?"

SC. 9 cont'd

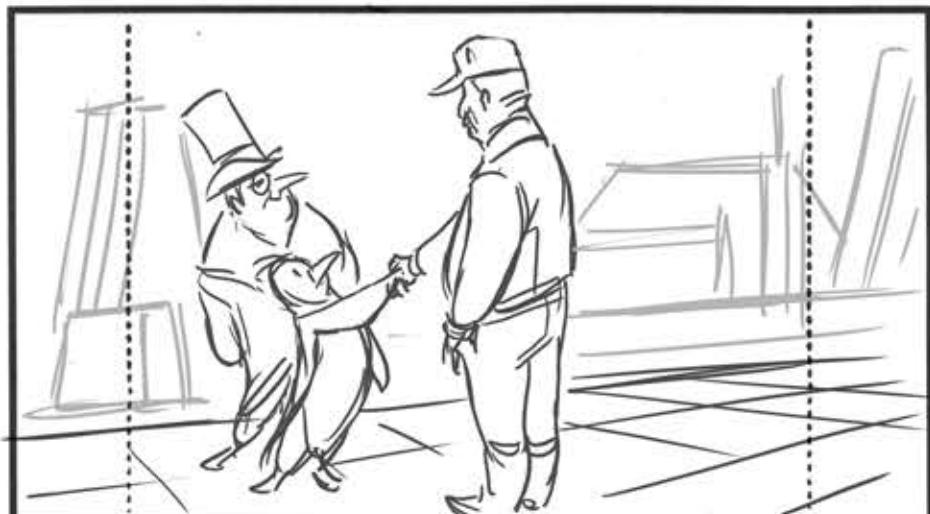


SC. 10

ACTION

day night

DIAL



CO4



PAGE 10

SC. 10 cont'd

ACTION

day night

They stop shaking

DIAL



2

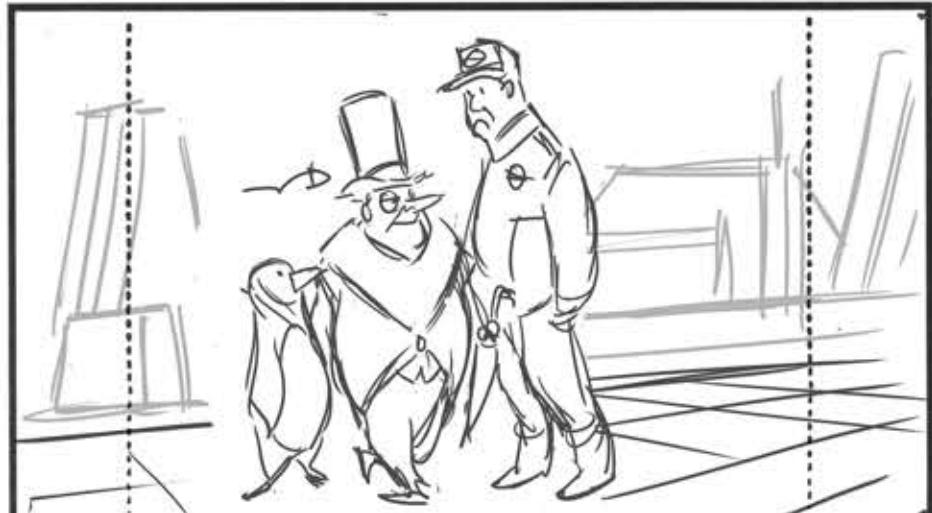
SC. 10 cont'd

ACTION

day night

PENGUIN walks
ACROSS

DIAL



3

SC. 10 cont'd

ACTION

Buzz follows - day night
CAM follows
ACTION -

DIAL



4

COY



PAGE 11

ACTION day night
**GUARD PCV -
PENGUIN &
BIZZ WADDLE**
DIAL **ARMY**



1

ACTION day night
GUARD STARES
OS
DIAL



1

ACTION day night
DIAL
O: YEAH!!



2

CO9



PAGE

12

ACTION day night
HE turns &
walks away

DIAL
"I think"

SC. 12041+2



3

SC. 12041+2

ACTION day night

DIAL
"IT'S TIME
to retire"

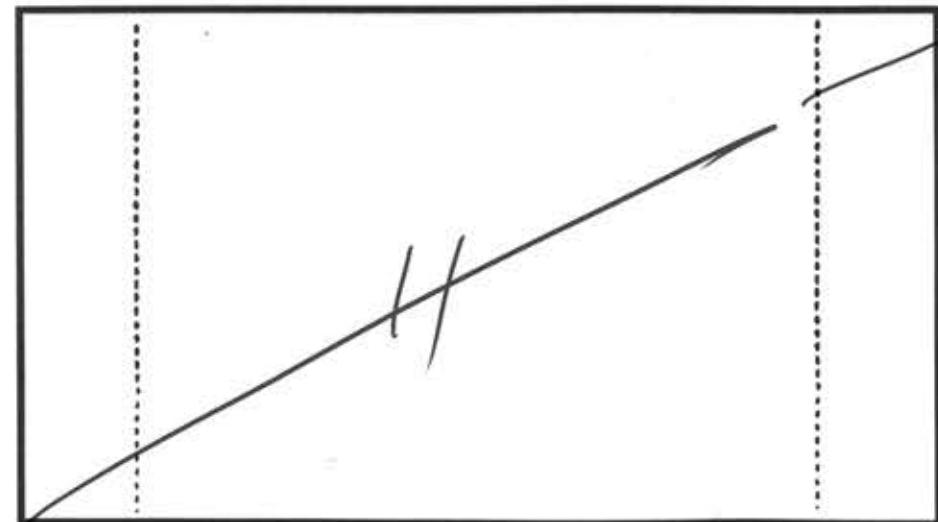


4

SC.

ACTION day night

DIAL



5