

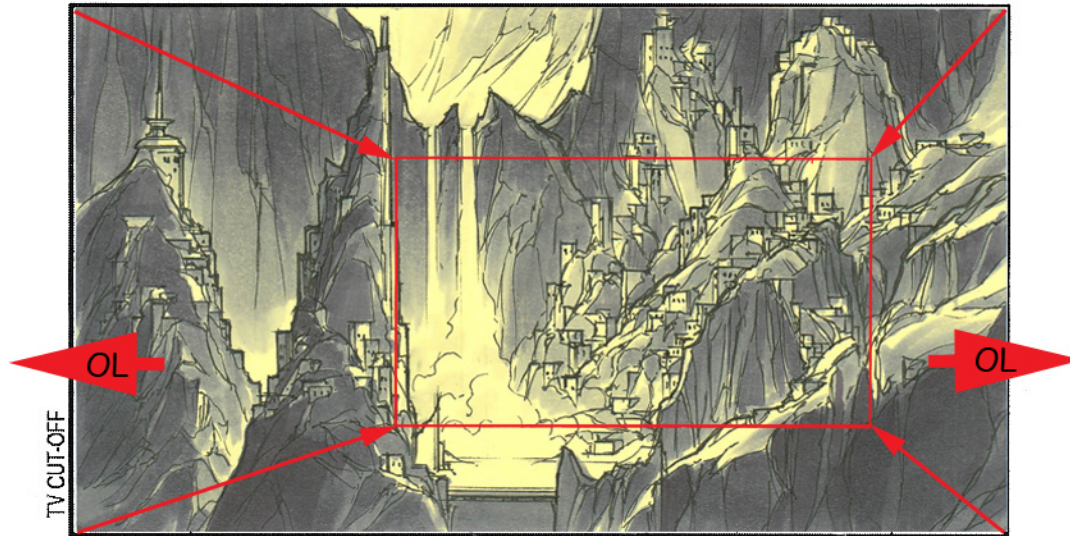
Project:

SEQ 25

PAGE 1

SCENE 1

PANEL



action

Ext An-Sara Village (night)  
trk in (OLs slide)

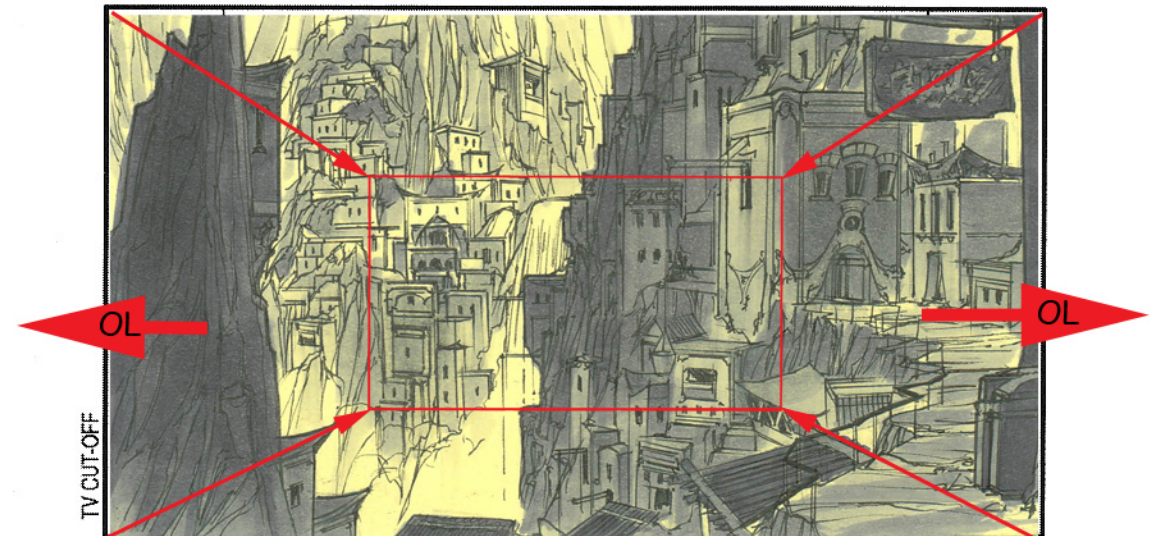
dialog



X-Diss

SCENE 2

PANEL



action

Ext An-Sara Village (night)  
trk in towards Official Bldg  
(OLs slide)

dialog

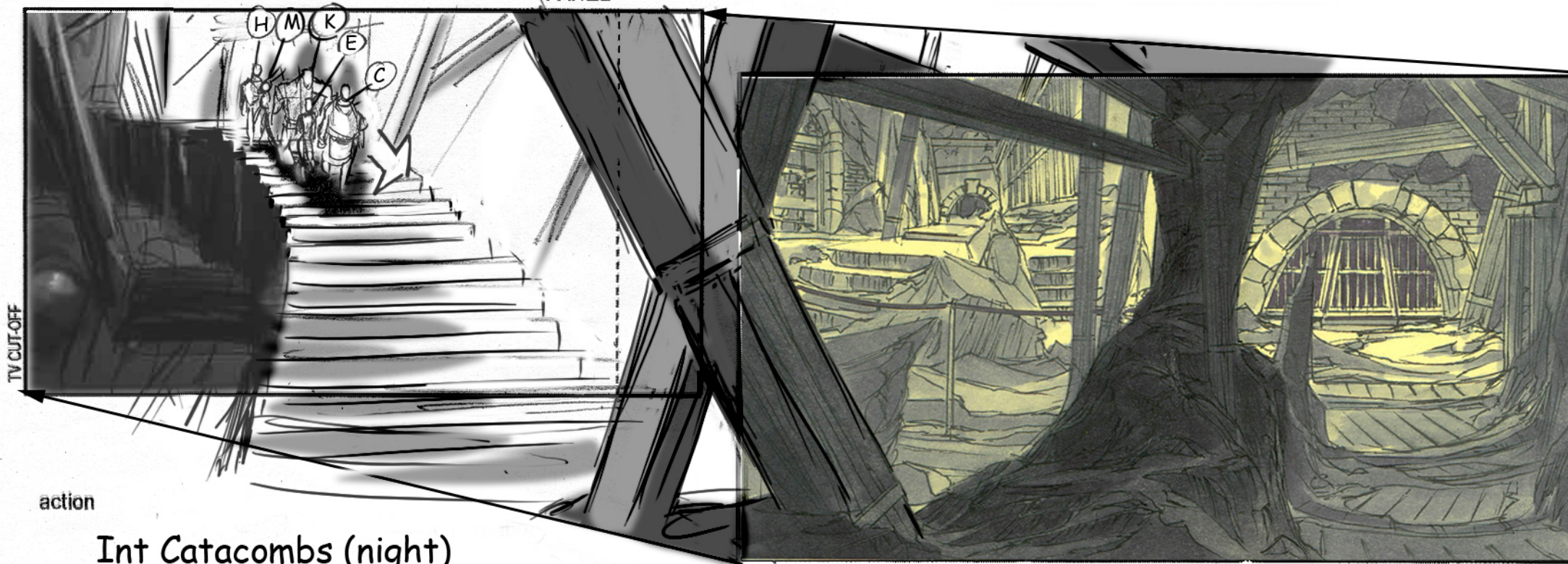


X-Diss



SCENE 3

PANEL



X-Diss

action

Int Catacombs (night)

trk through Catacombs to Churik walking down stairs  
followed by Elloe, Korg, Miek and Hirom

dialog

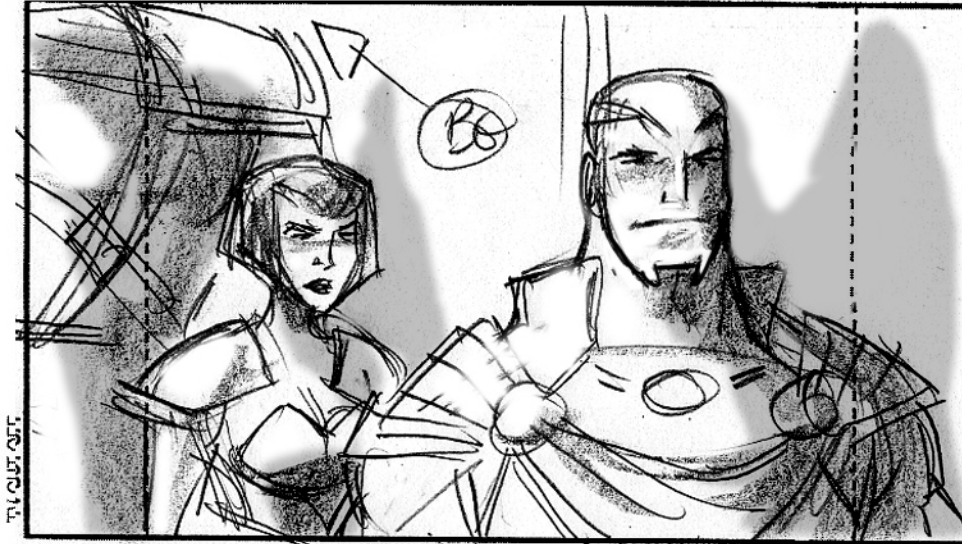
dialog

Elloe: They've been so many... (cont)

(cont)...attacks on our safe  
houses and the underground...

SCENE 4

PANEL 1



action pan w/Gen. Churik and Elloe  
as they cont down stairs

dialog **Elloe:** I was worried they'd gotten  
to you too.

SCENE cont'd

PANEL 2



action he turns to look at her

dialog **Churik:** Well, when you've been  
in the fight this long...



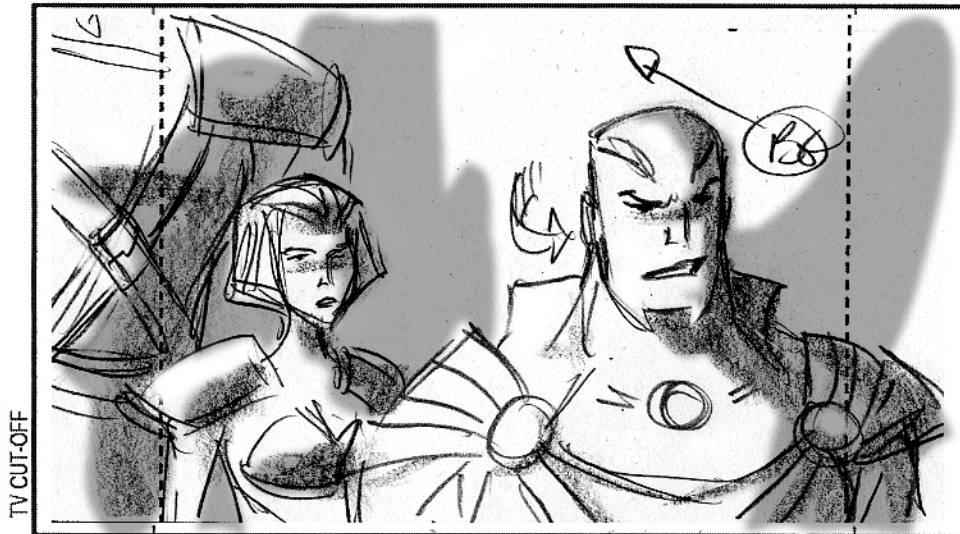
Project:

SEQ 25

PAGE 4

SCENE 4 cont'd

PANEL 3



action

cont panning w/them -  
- Churik turns forward

dialog

Churik: ...you learn how to survive.

SCENE cont'd

PANEL 4



action

dialog

trk up past Korg to Miek



SCENE 4 cont'd

PANEL 5



action

cont panning w/group  
trk into Miek - he looks around  
his antenna twitching

dialog

SCENE cont'd

PANEL 6



action

Miek looks back at Hirom

dialog

**Miek (suggested dia):**...I sense that  
there are natives slaves being kept here

SCENE 4 cont'd

PANEL 7



action Miek gains OS as Hirom gains into sc

dialog  
Hirom: This isn't the time, Miek,...

SCENE cont'd

PANEL 8



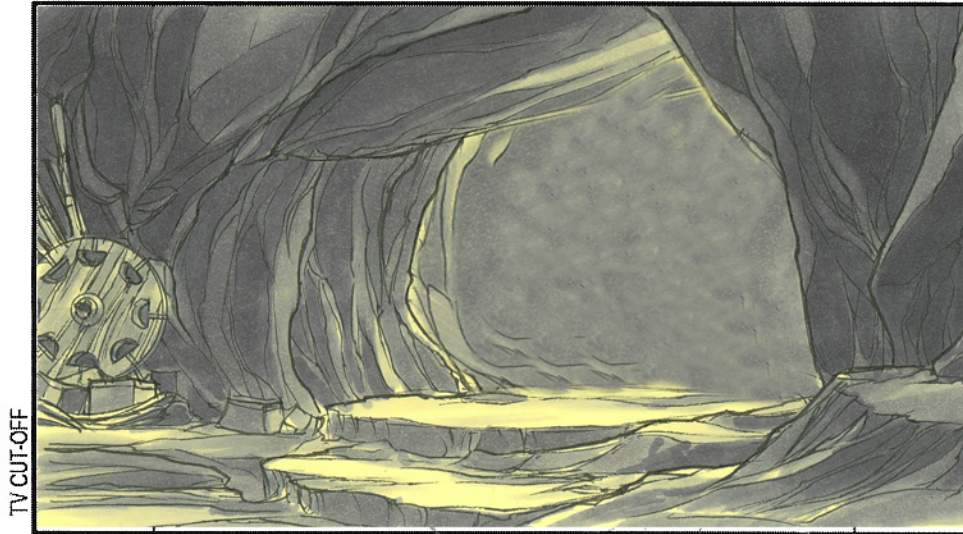
action He gains OS

dialog  
...just keep moving



SCENE 5

PANEL 1



TV CUT-OFF

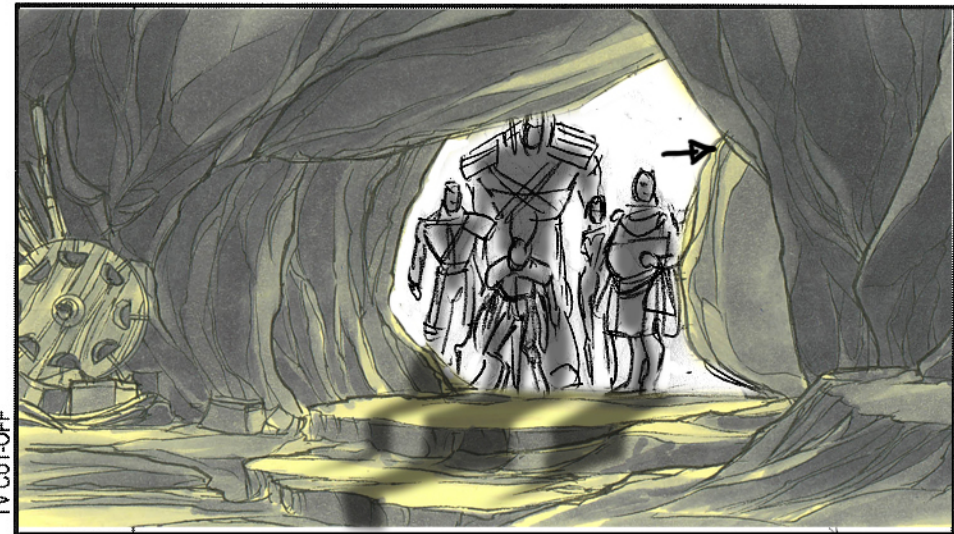
action

Int Hidden Room - wheel/door is closed

dialog

SCENE cont'd

PANEL 2



TV CUT-OFF

action

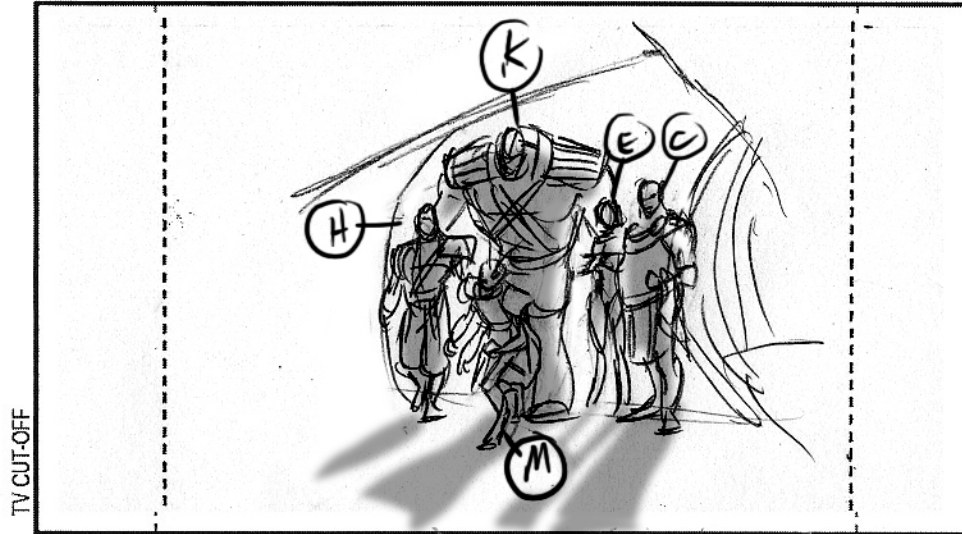
wheel is rolled aside revealing  
Churik and others

dialog

**Churik:** I wish it were more comfortable...

SCENE 5 cont'd

PANEL 3



action

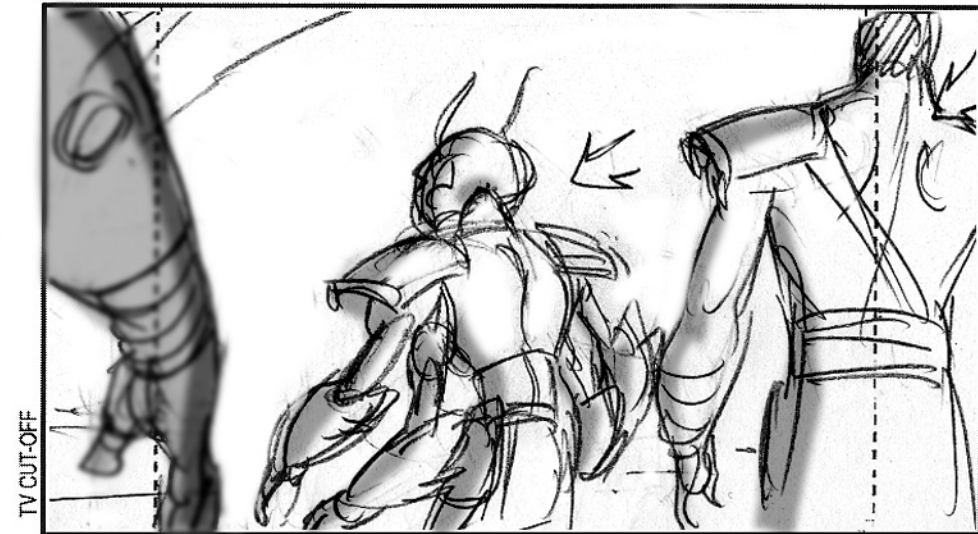
group enters room -  
Elloe and Churik stay by entry

dialog

**Churik:** ...but at least you'll be safe here.

SCENE 6

PANEL 1

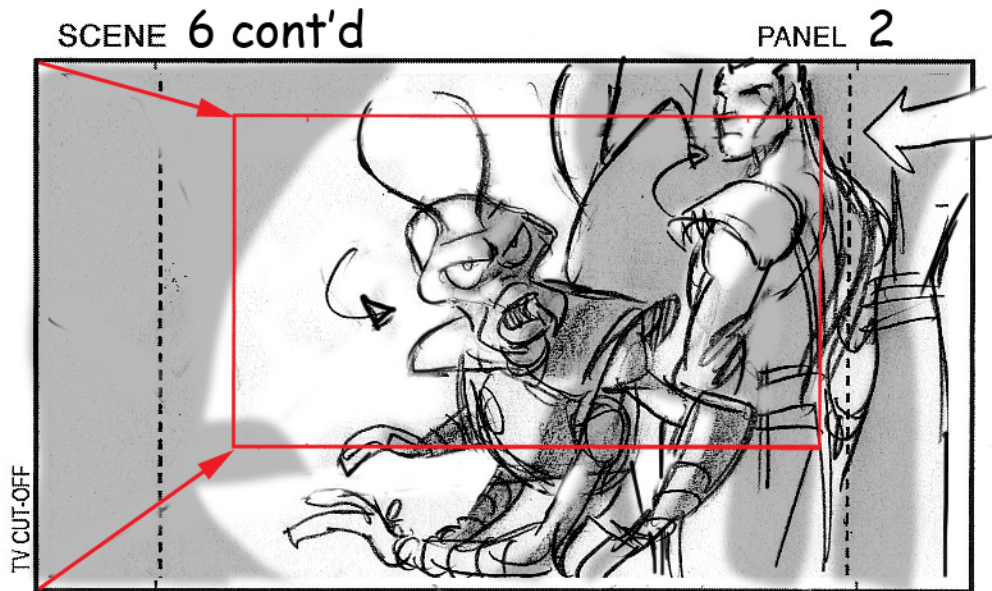


action

reverse angle - Miek and Hirom  
walk into cave

dialog



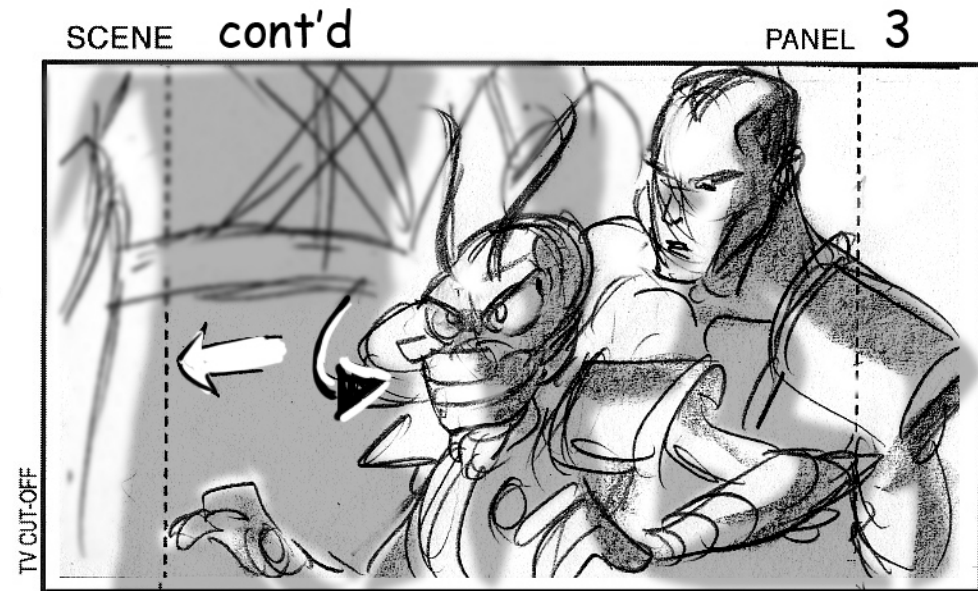


action trk in as Miek turns to cam  
Hirom reacts

Korg walks past them and OS

dialog

Miek (suggested dia): Whay are you  
keeping native sl...



action Hirom quickly covers Miek's mouth

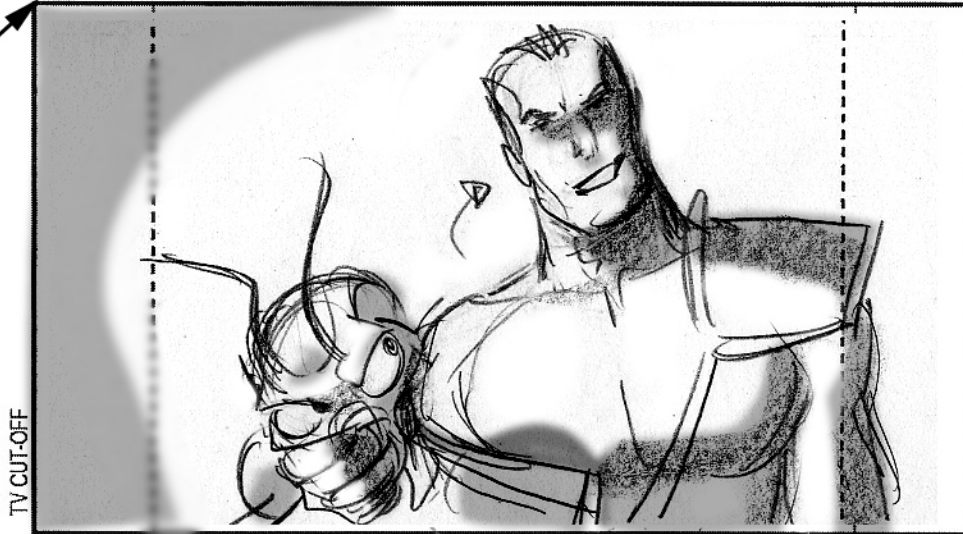
dialog

...mmmmfff..

Project:

SCENE 6 cont'd

PANEL 4



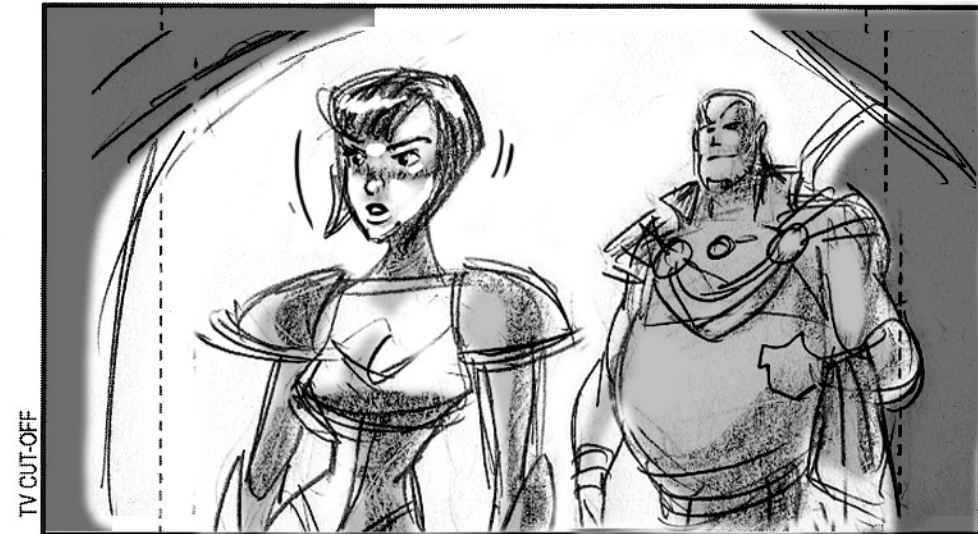
action

trk up to Hirium as he smiles

dialog

SCENE 7

PANEL 1



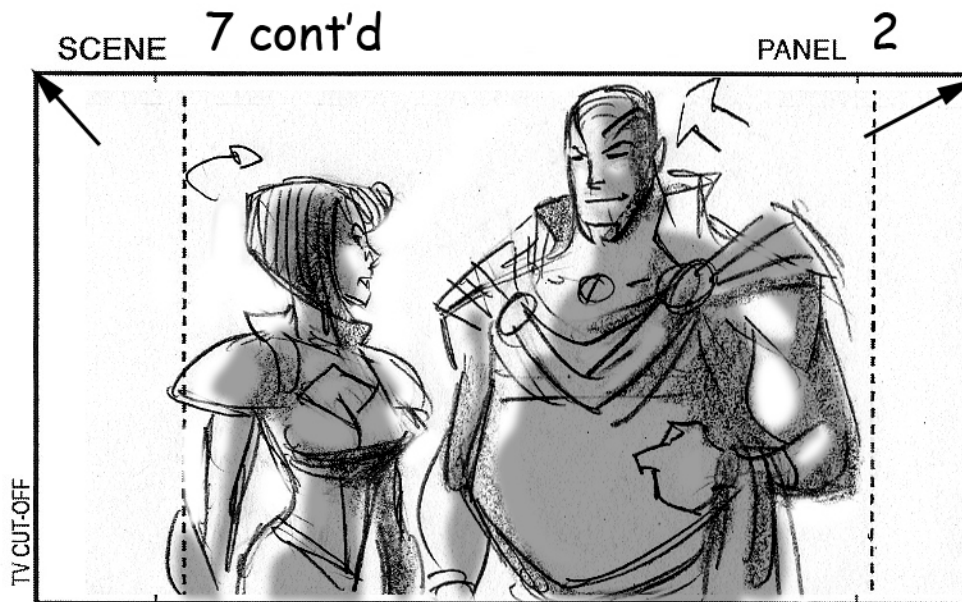
action

Elloe looks a little shocked

dialog

Elloe: Yes,...





action

Churik steps forward and Elloe turns  
trk out with action

dialog

**Elloe:** ...thank you...



action

she finishes turning to Churik

dialog

...I know you're risking a lot to do this

SCENE 8 cont'd

PANEL 2



adjust ←

action

Churik puts his hand on her shoulder  
adjust over slightly

dialog

**Churik:** Not as much as you.

SCENE 9

PANEL 1



action

dialog

**Churik:** Your father would be very  
proud of you, Elloe.



SCENE 10

PANEL 1



action

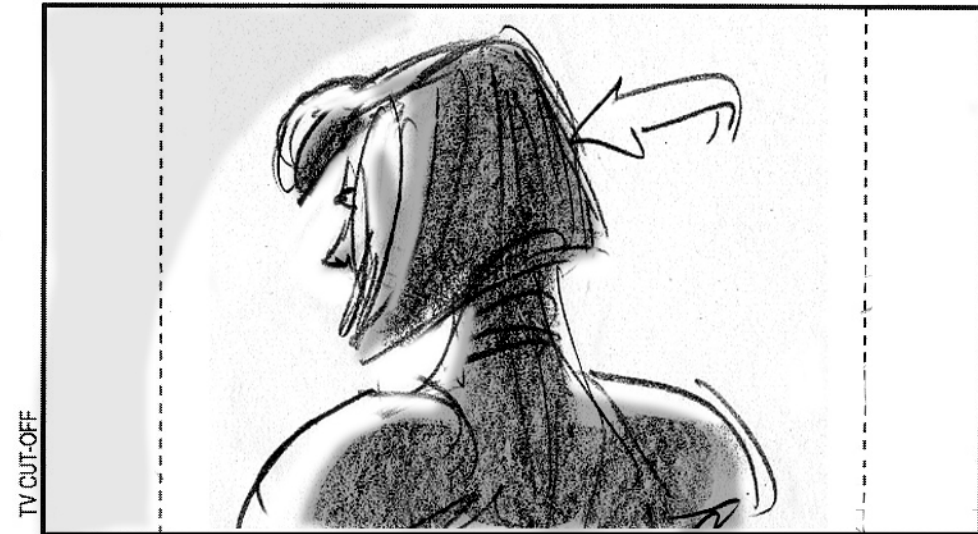
she smiles sadly

dialog

Elloe: Thank you...

SCENE cont'd

PANEL 2



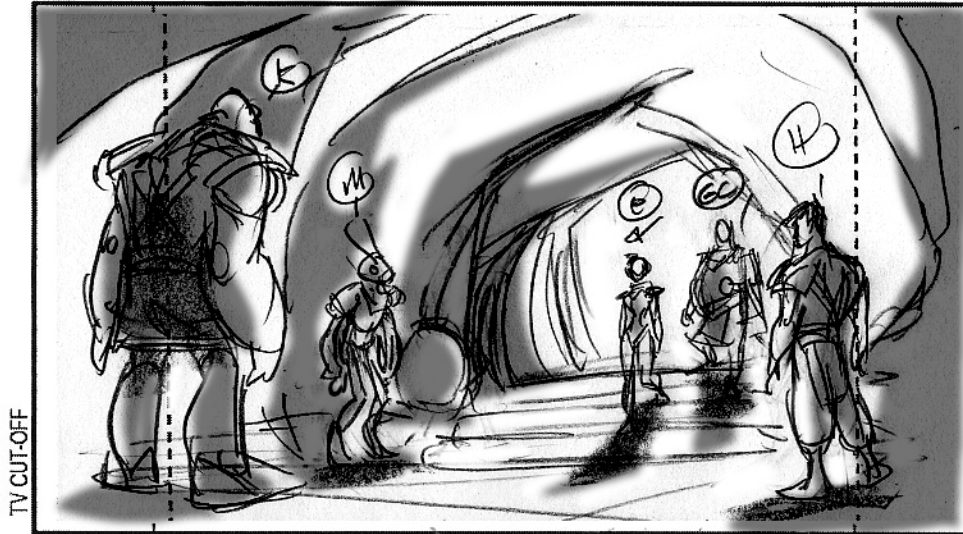
action

pan w/her as she turns and walks  
into room

dialog

SCENE 11 cont'd

PANEL 1



action

Elloe walks further into cave

dialog

SCENE cont'd

PANEL 2



action

trk out as they all look around  
Churik turns and exits

dialog

SCENE 12

PANEL 1



action

CU Miek looking into cave...

dialog

SCENE cont'd

PANEL 2



→ adjust

action

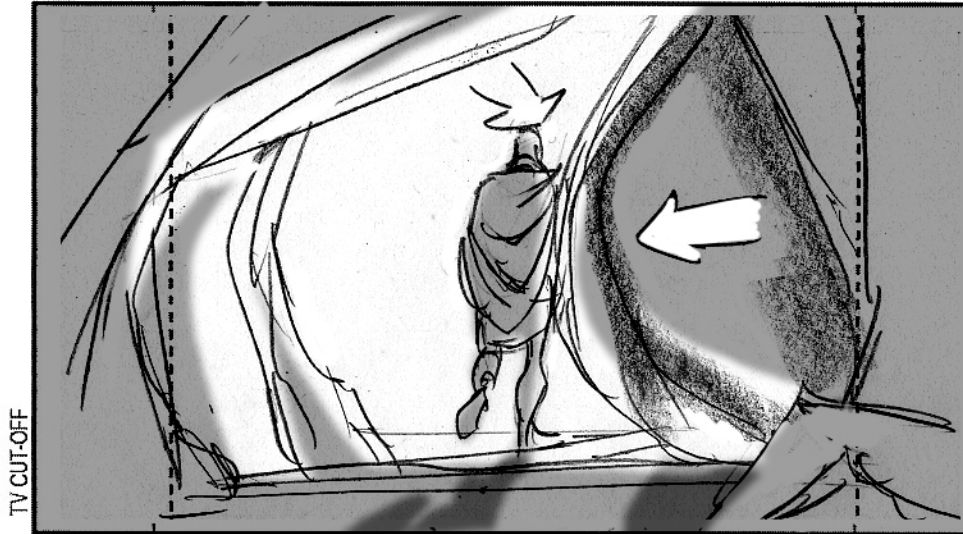
...he turns to cam - adjust slightly

dialog



SCENE 13

PANEL 1



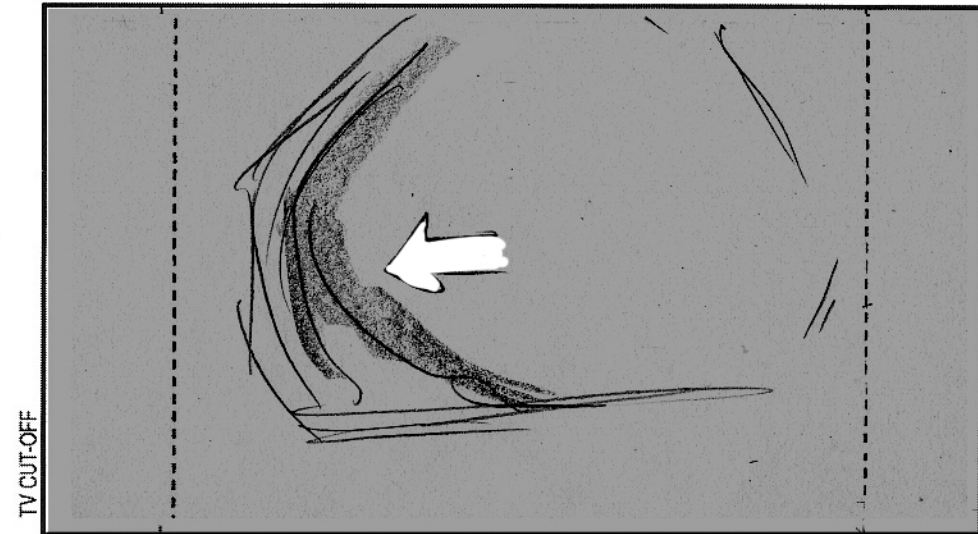
action

Churik walks away from cam as rock closes over opening

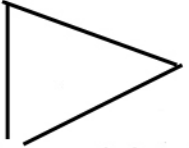
dialog

SCENE cont'd

PANEL 2



action

  
fade to black

dialog