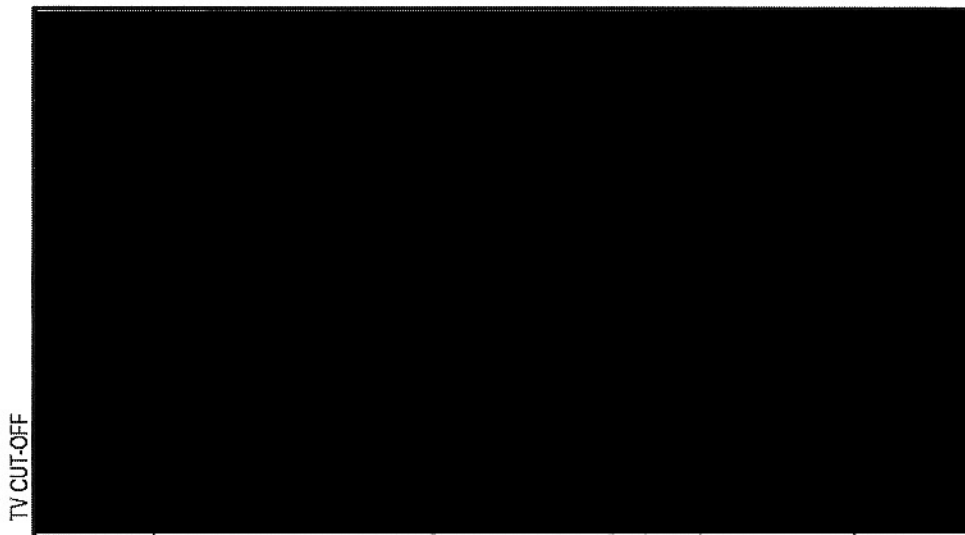


Project:

SEQ	3	PAGE	1
-----	---	------	---

SCENE 1

PANEL 1



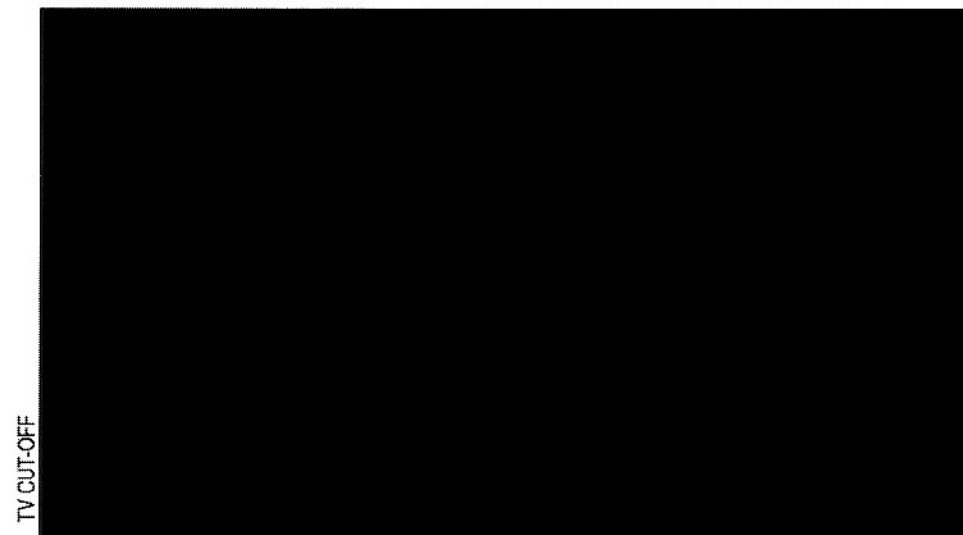
action

Int Transport Vehicle  
Screen is black

dialog

SCENE cont'd

PANEL 2



action

Dia slowly fades up

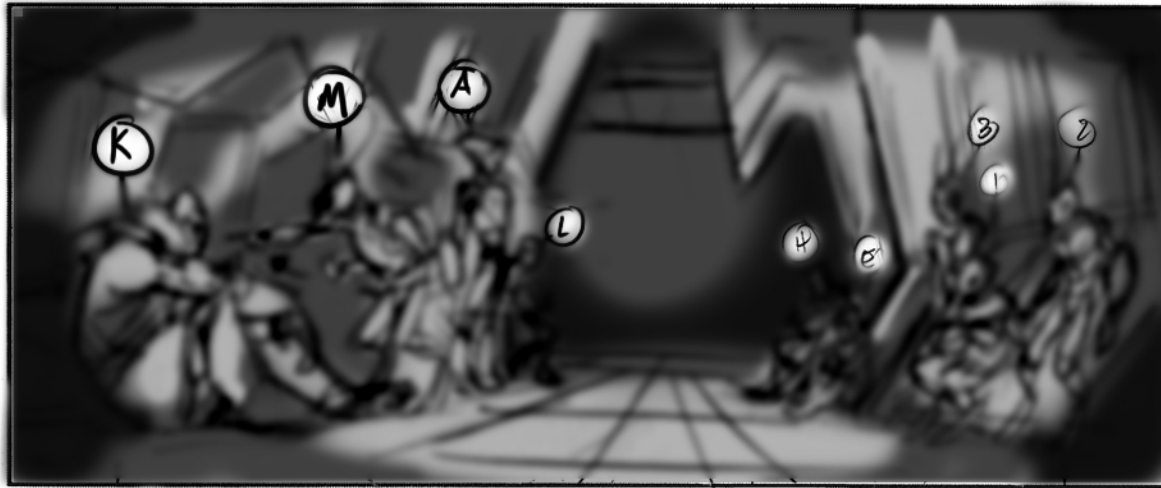
dialog

**Miek (vo):** No-no-no, Miek no good!  
Miek dies easy! Somebody break the  
door - let Miek out!!

Project:

SCENE 1 cont'd

PANEL 3



stop ← start

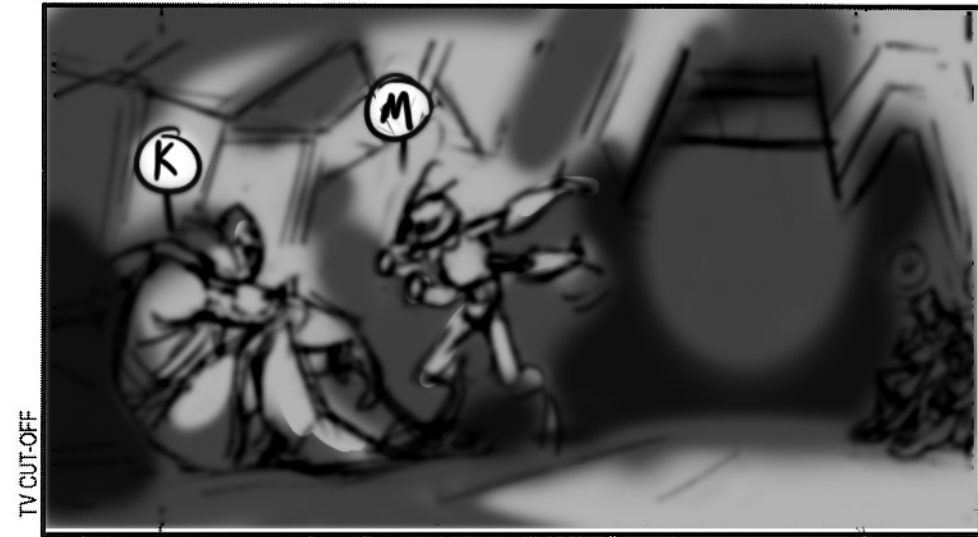
action slowly fade up to out of focus scene  
pan over as Miek points at Korg

dialog

**Miek:** You, Brick Man!

SCENE cont'd

PANEL 4



action

Miek gestures

dialog

**Miek:** Knock it open!!

Project:

SCENE 1 cont'd

PANEL 5



action

Korg shoves Miek away

dialog

Korg: Go sit down!!

SCENE cont'd

PANEL 6



action

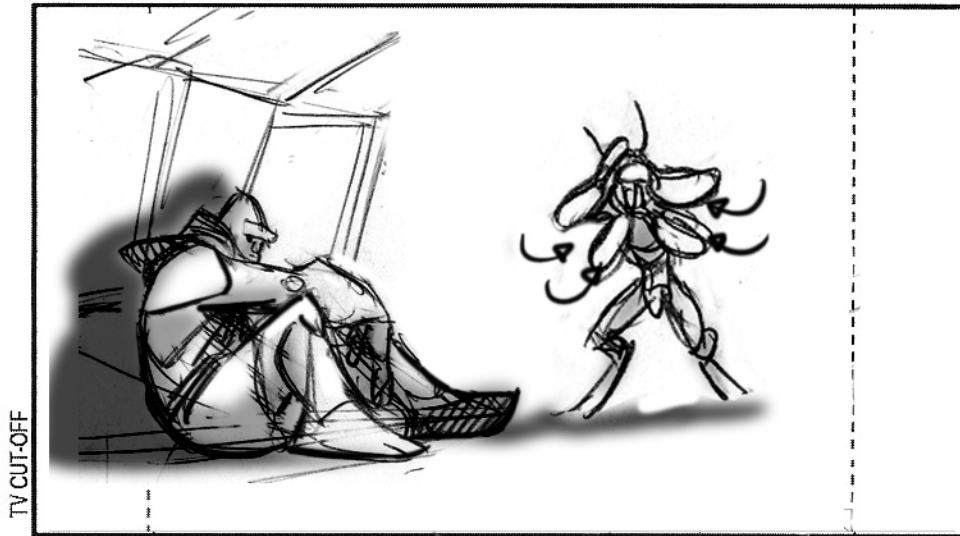
scene comes into focus

dialog

Miek: But Miek not a fighter!!

SCENE 1 cont'd

PANEL 7



action

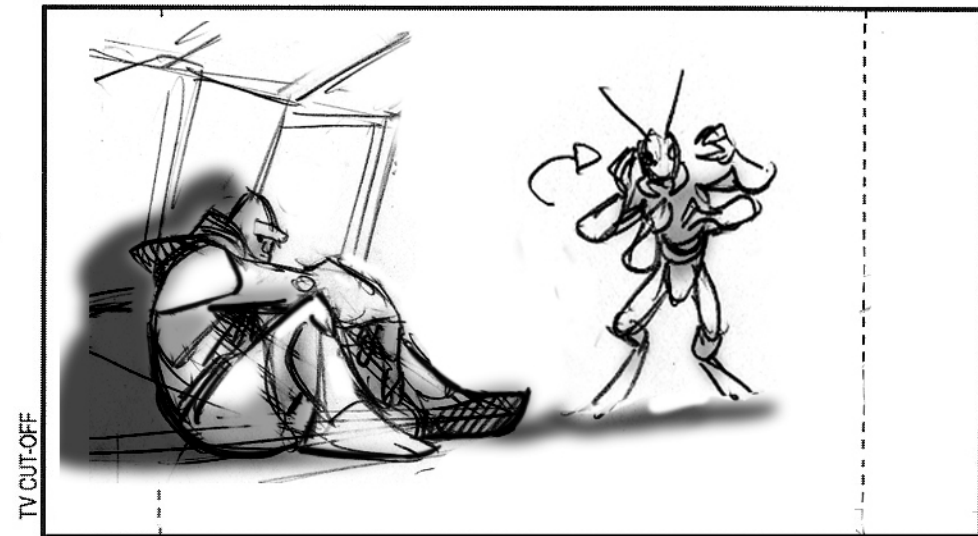
Miek hides his face

dialog

**Miek:** Miek a hider - very thin shelled...

SCENE cont'd

PANEL 8



action

Miek looks at cam

dialog

...and very...



SCENE 1 cont'd

PANEL 9



action

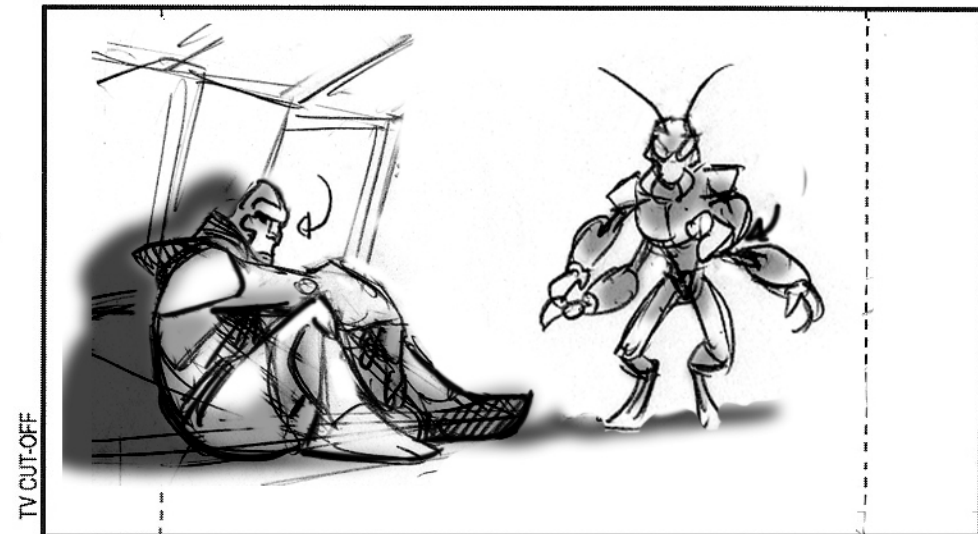
he turns back to Korg

dialog

**Miek:** Hey! Hey, hey look...

SCENE cont'd

PANEL 10



action

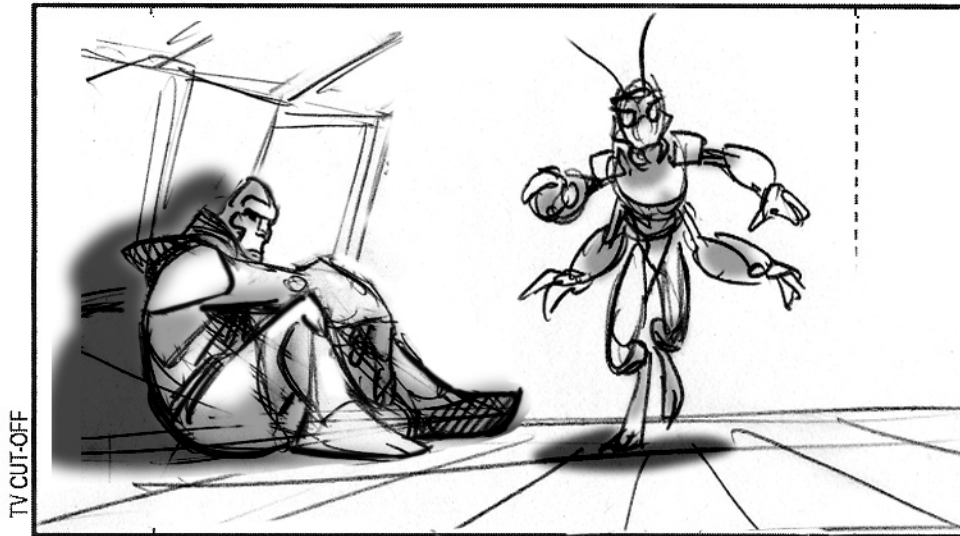
he turns back to cam and points

dialog

**Miek:** ...that one awake!!

SCENE 1 cont'd

PANEL 11



TV CUT-OFF

action

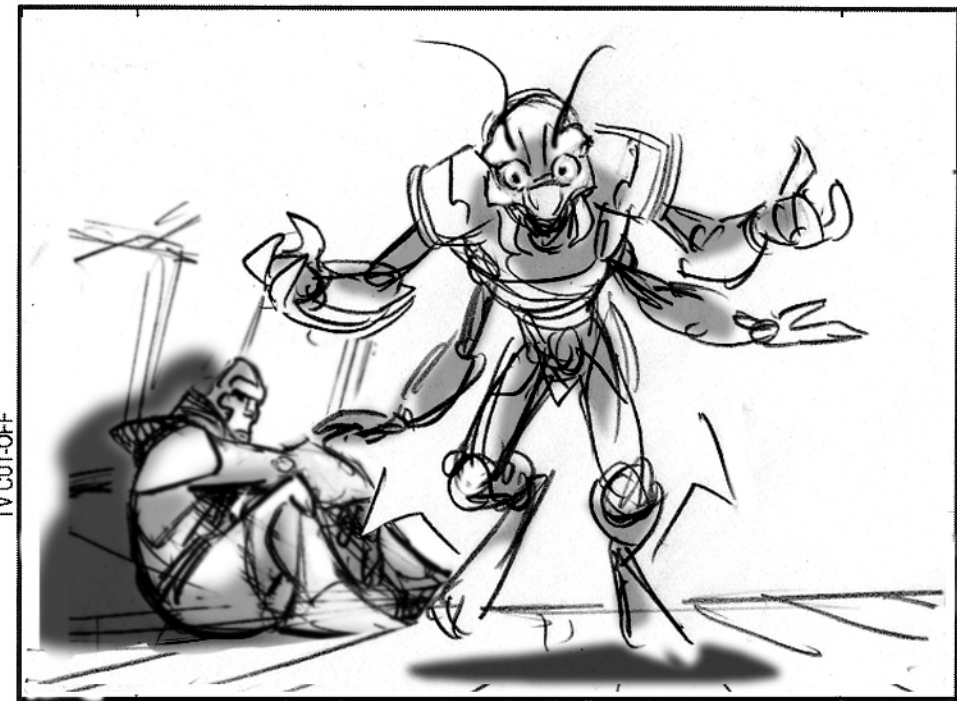
Miek starts towards cam

dialog

Miek: YOU!!

SCENE cont'd

PANEL 12



TV CUT-OFF

trk up with him as he walks to cam

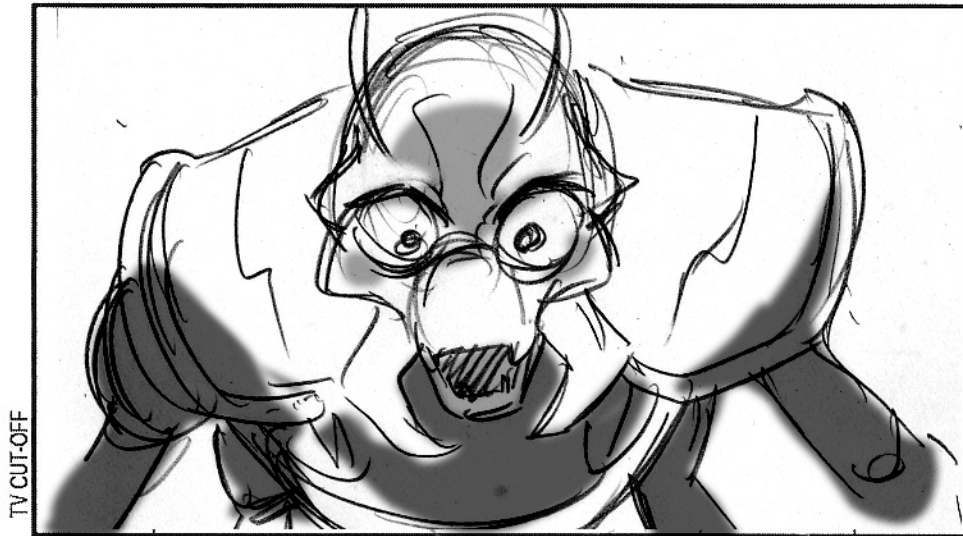
dialog

Miek: You the biggest...

Project:

SCENE 1 cont'd

PANEL 13



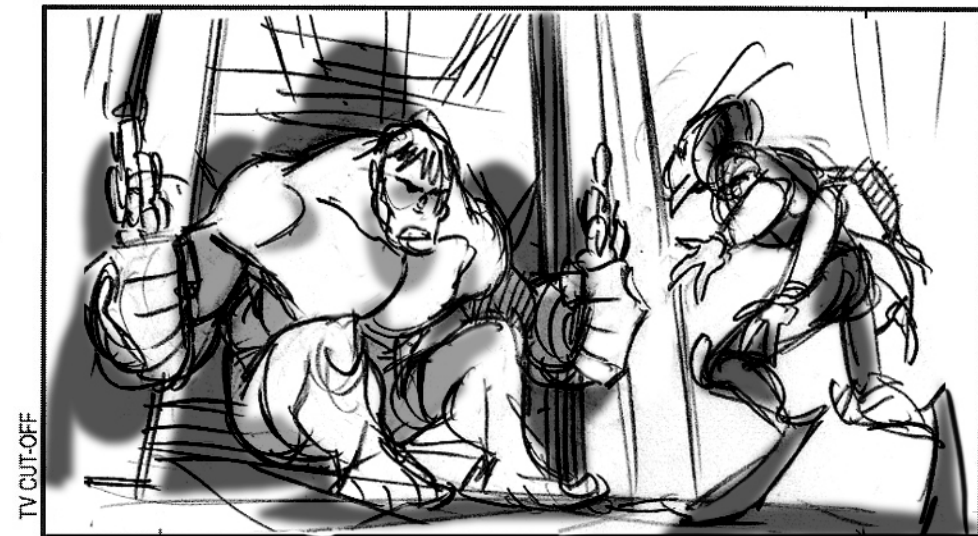
action Miek into cam - Hulk's POV

dialog

**Miek: ...slave ever!!**

SCENE 2

PANEL 1



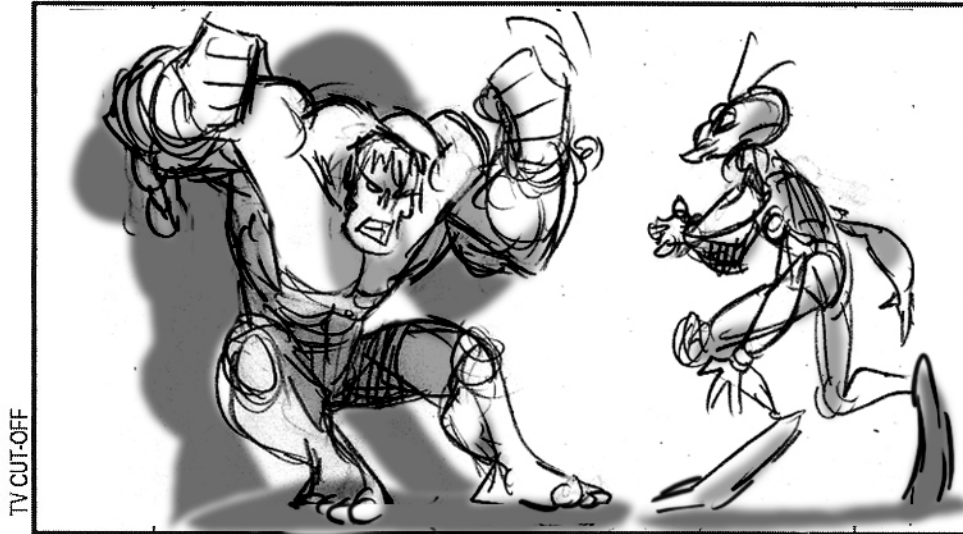
action reverse angle - Hulk is chained to wall

dialog

**Miek: Fists like boulders!!**

SCENE 2 cont'd

PANEL 2



action     Hulk pulls on his chains...

dialog

**Miek: Snap your chains!!**

SCENE cont'd

PANEL 3



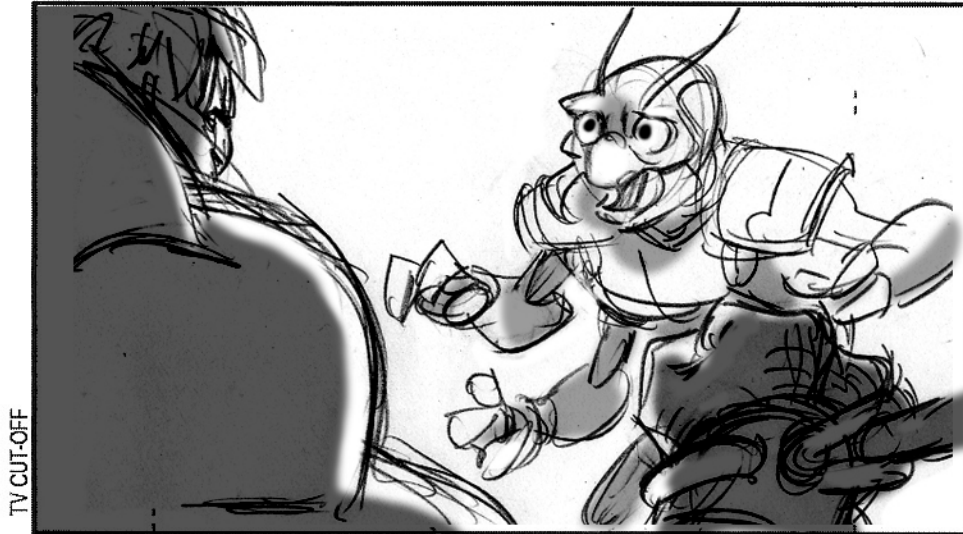
action     ...as Miek goads him on

dialog

**Miek: Good - good!!**

SCENE 3

PANEL 1



action

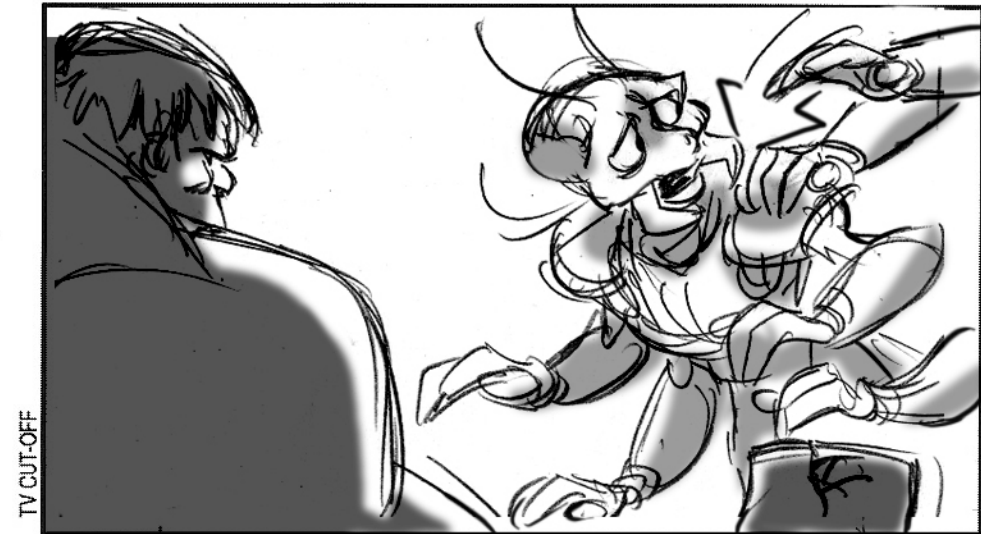
Miek gets even more excited

dialog

Miek: Free us!!

SCENE cont'd

PANEL 2



action

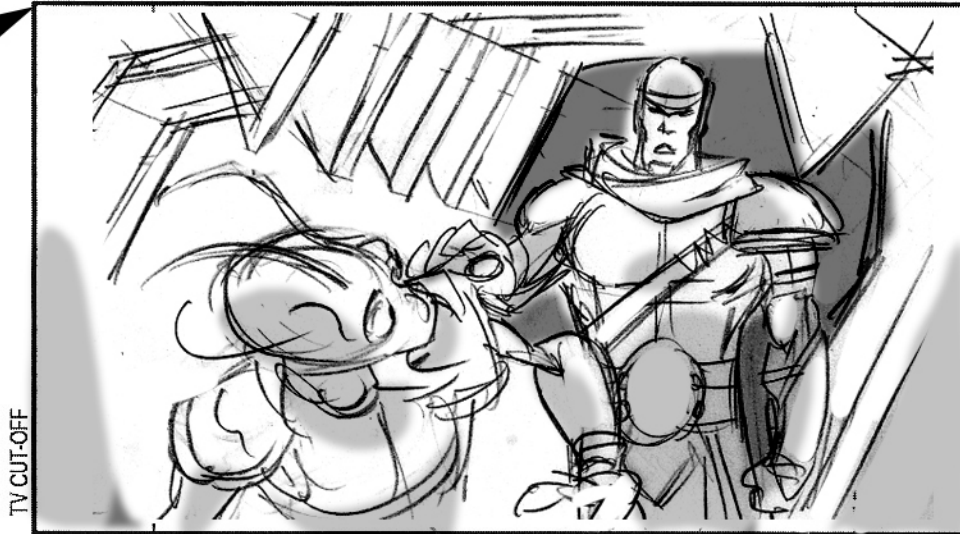
Laven grabs Miek by the shoulder

dialog

Laven (os): That's enough...

SCENE 3 cont'd

PANEL 3



action

trk up as Miek turns to reveal Laven

dialog

**Laven:** ...Miek.

SCENE cont'd

PANEL 4



action

trk up with Laven as he steps forward

dialog

**Laven:** You won't regain your strength  
for awhile.

SCENE 4

PANEL



action

dialog

**Laven:** An unfortunate effect of passing through the portal

SCENE 5

PANEL



action

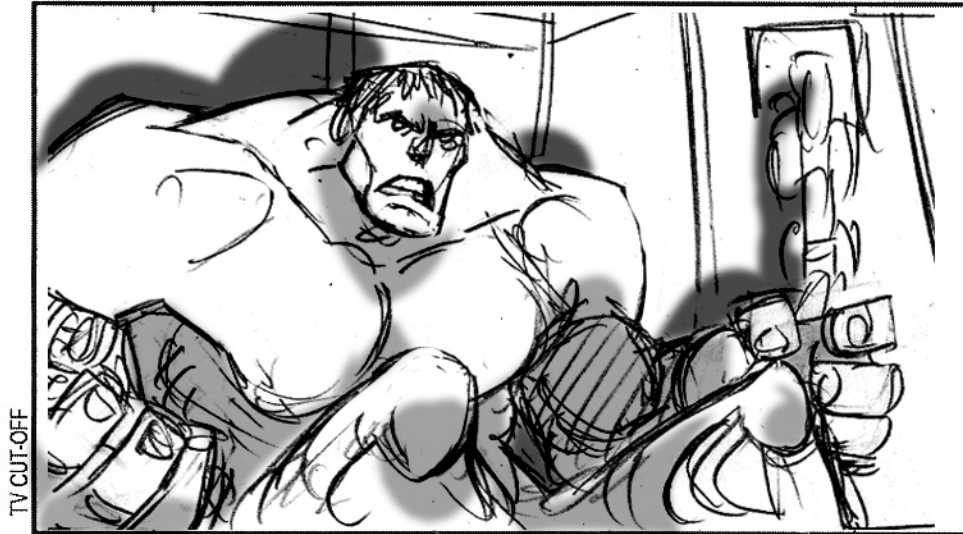
dialog

**Laven:** I am Laven



SCENE 6

PANEL 1



TV CUT-OFF

action

Hulk reacts

dialog

Hulk: Where am I?!!

SCENE cont'd

PANEL 2



TV CUT-OFF

action

dialog

Laven (os): Inside an Imperial transport



SCENE 7

PANEL 1



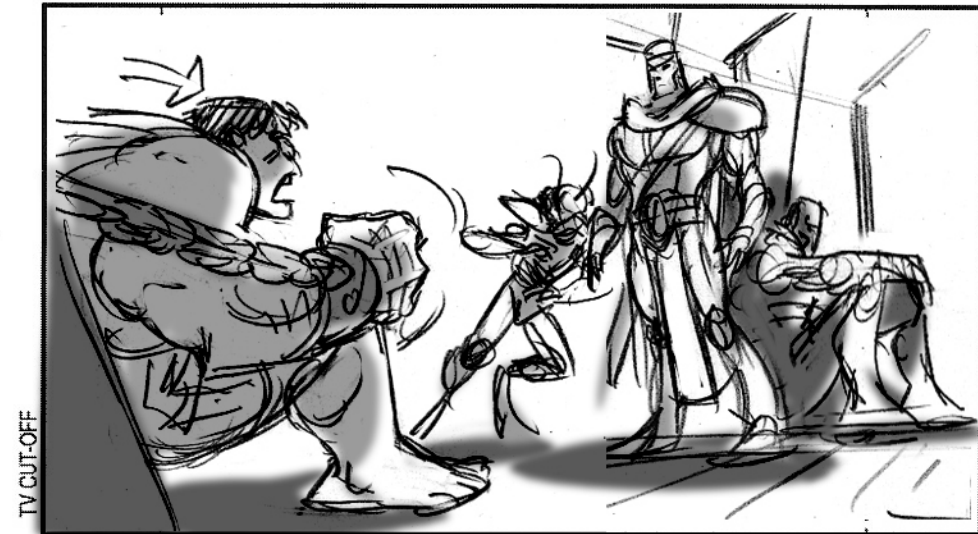
action

dialog

**Laven:** You've been sold as a slave!

SCENE cont'd

PANEL 2



action

Hulk reacts - Miek jumps back

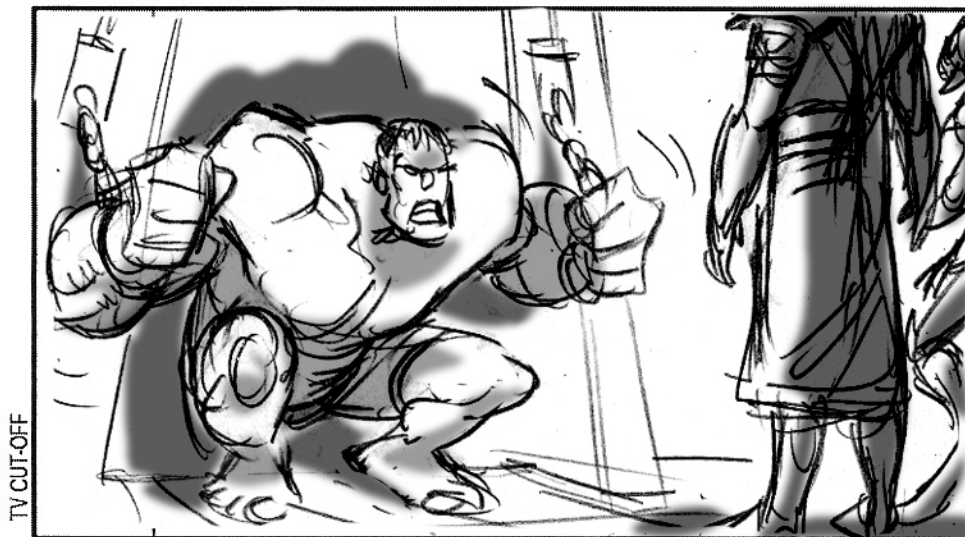
dialog

**Hulk:** The Hulk is...

Project:

SCENE 8

PANEL 1



action

dialog

**Hulk:...no one's slave!!**

SCENE cont'd

PANEL 2



action

**Hulk lunges forward**

dialog

SCENE 8 cont'd

PANEL 3



action

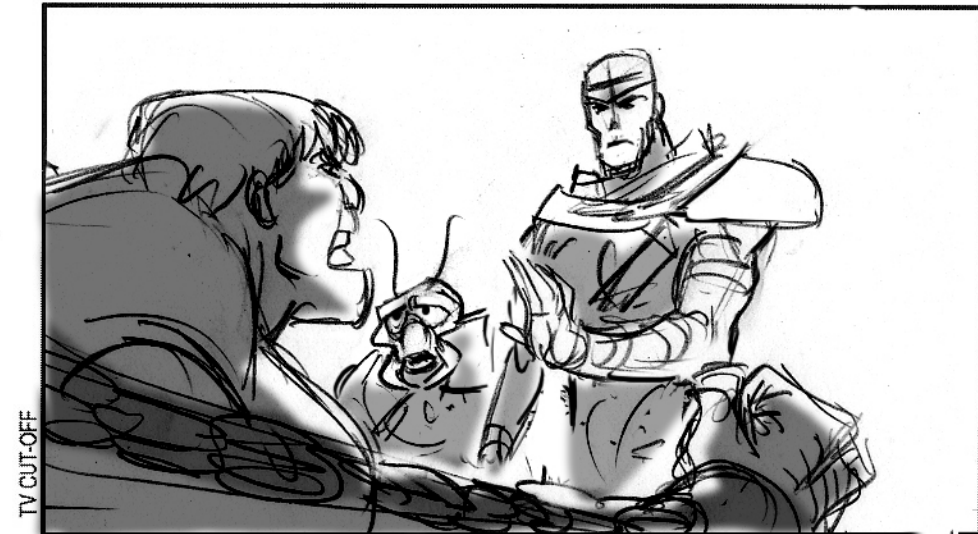
Laven holds a hand up

dialog

Laven: Easy!

SCENE 9

PANEL 1

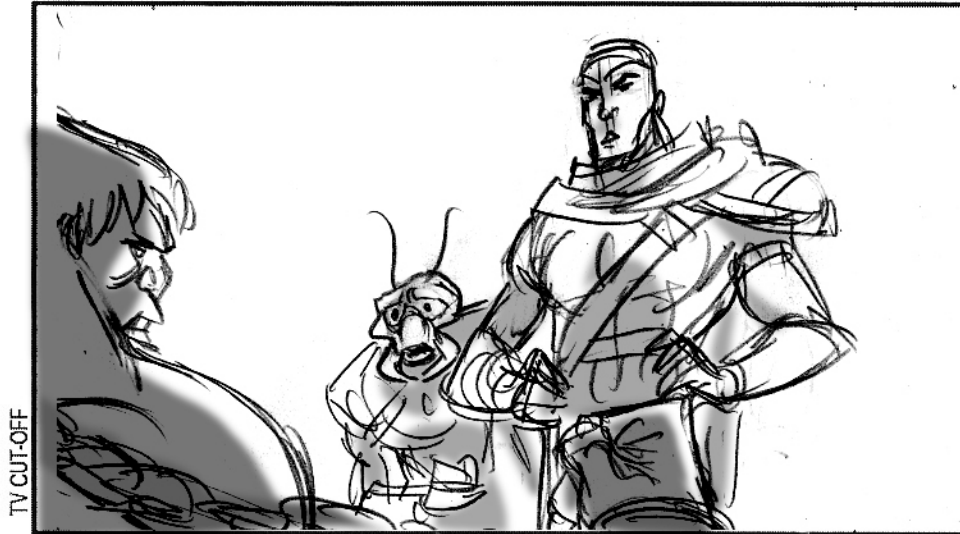


action

dialog

SCENE 9 cont'd

PANEL 2



action

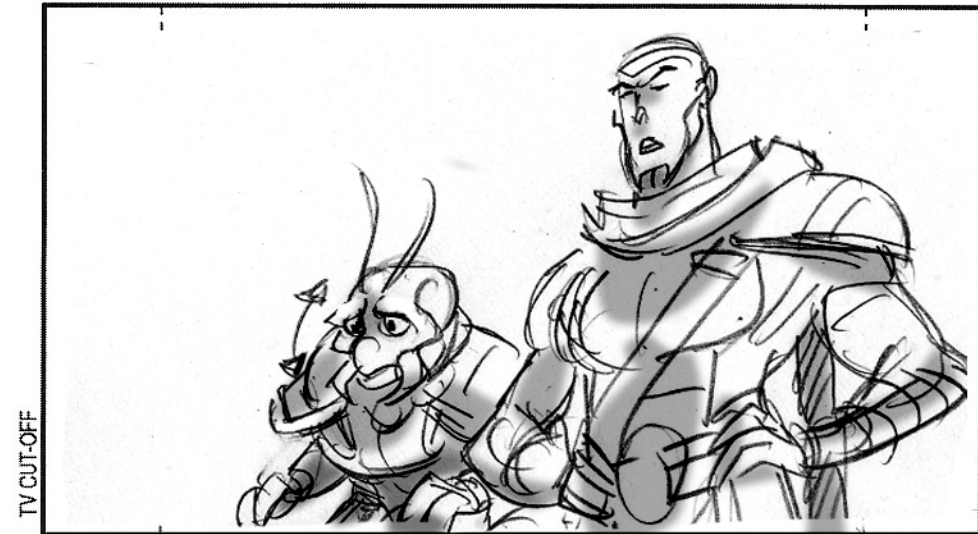
Laven puts hands on his hips

dialog

**Laven:** Hulk is it?

SCENE cont'd

PANEL 3



action

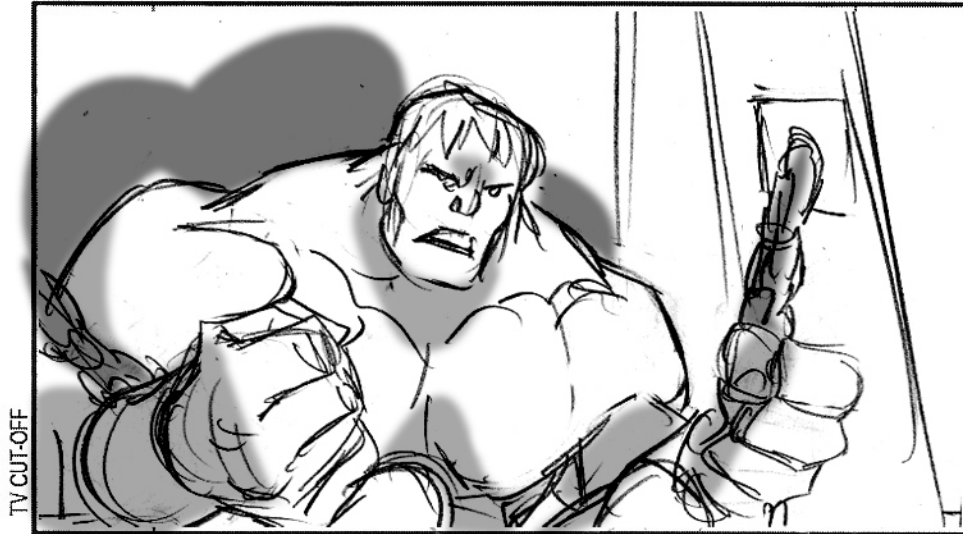
trk in -- Miek nods

dialog

**Laven:** Those chains are shadow forged --

SCENE 10

PANEL 1



action

dialog

**Laven (os):** --they're unbreakable

SCENE cont'd

PANEL 2



action

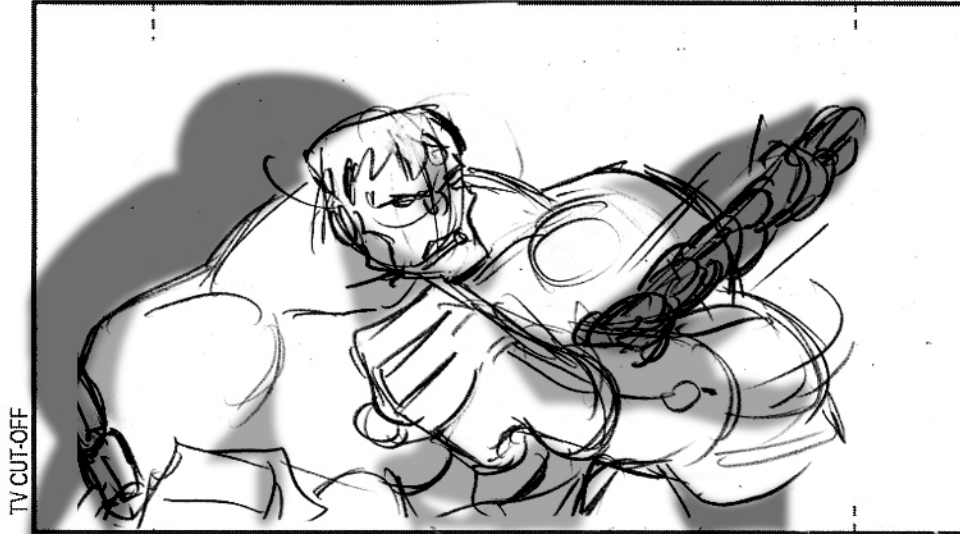
he jerks his right hand...

dialog

**Laven (os):** You need to save...

SCENE 10 cont'd

PANEL 3



action

he jerks his left hand

dialog

**Laven (os):**...your strength for the games

SCENE cont'd

PANEL 4



action

trk up as he settles

dialog

**Hulk:** What games!?

SCENE 11

PANEL 1

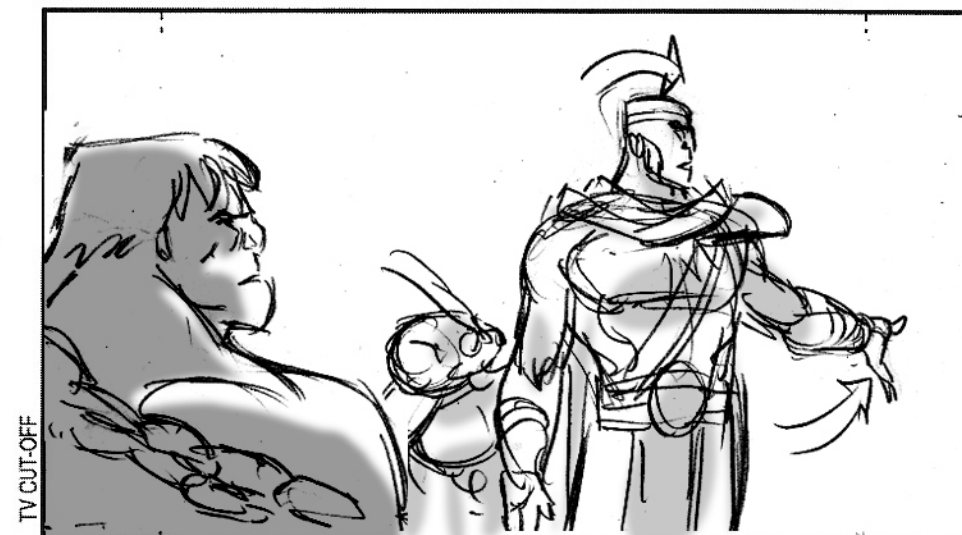


action

dialog

SCENE cont'd

PANEL 2



action

Laven turns and gestures

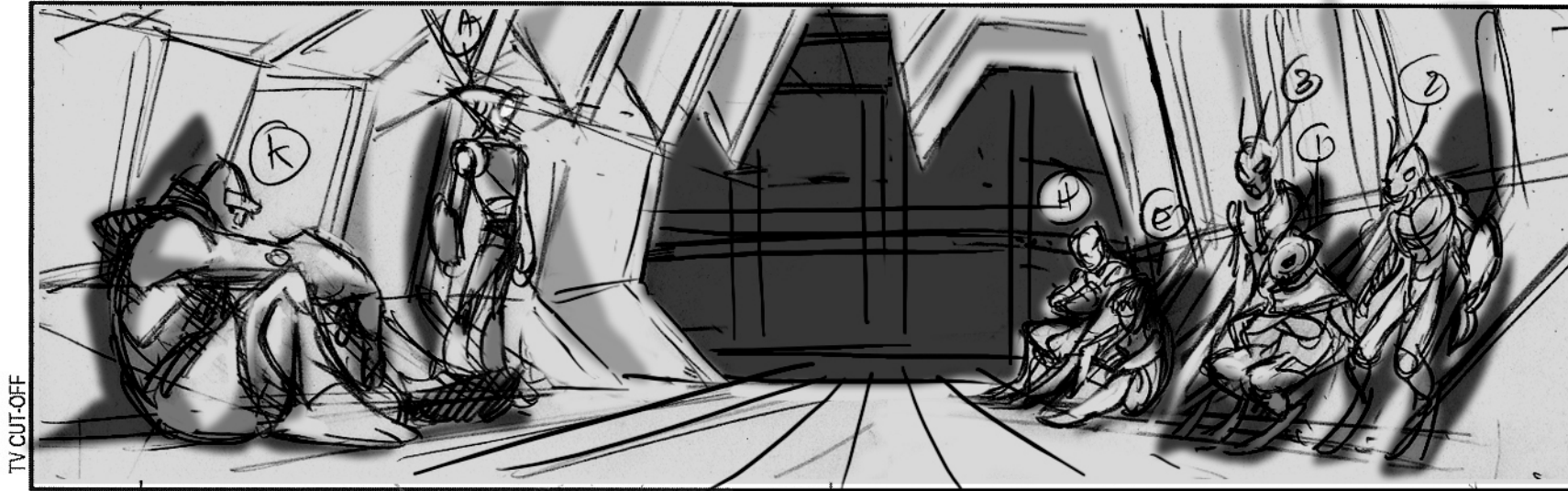
dialog

Laven: We are on route to the coliseum,...



SCENE 12

PANEL



start —————&gt; stop

action

their POV - pan across rear of transport revealing Korg, Android, Hiroim,  
Elloe and Bugs 1, 2 & 3

action

dialog

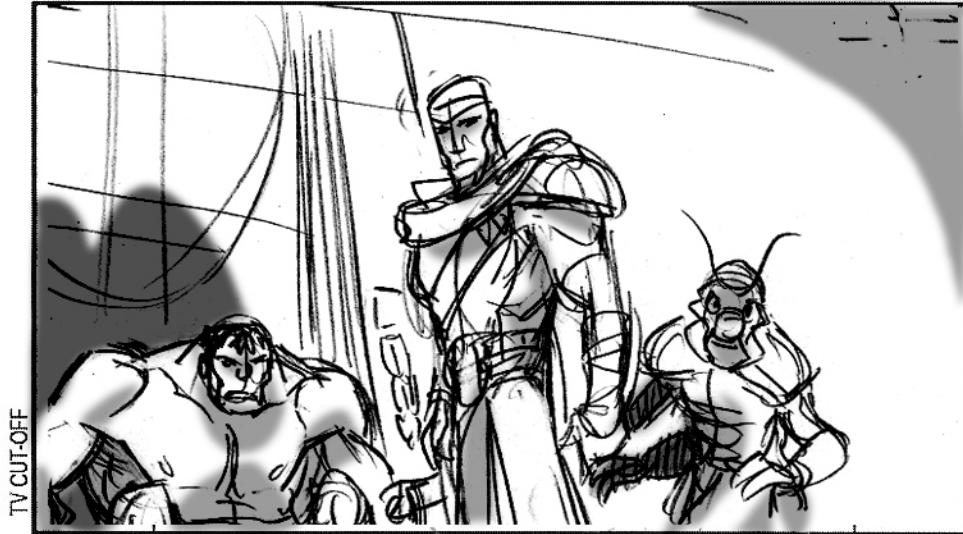
Laven (vo): ...where our deaths are scheduled for today's entertainment!

dialog



SCENE 13

PANEL 1



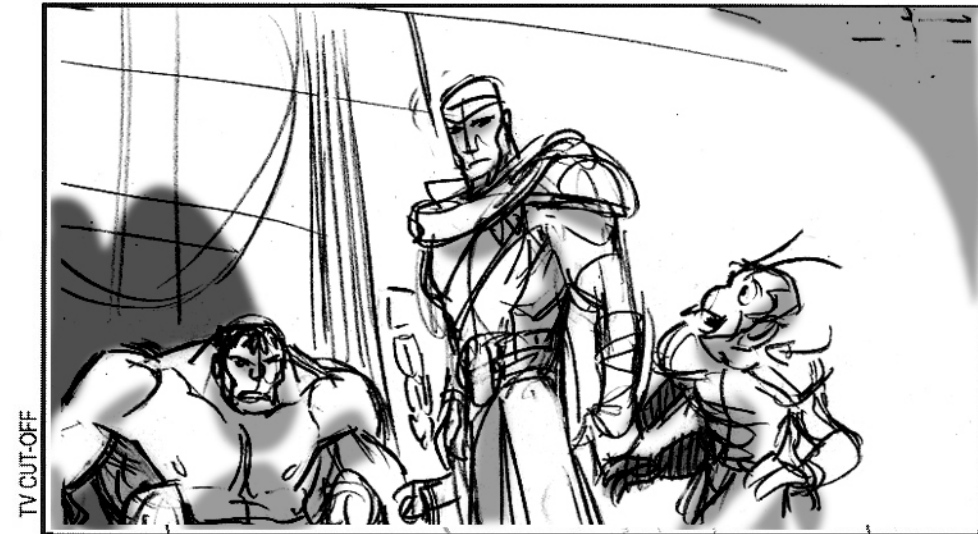
action

dialog

**Miek:** Miek a hider....

SCENE cont'd

PANEL 2



action

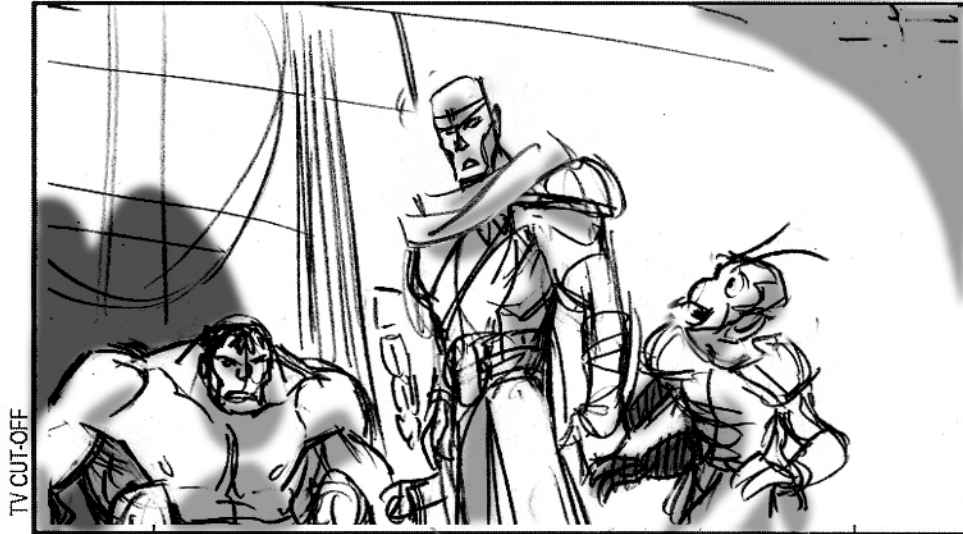
Miek turns to Laven

dialog

...not a fighter!

SCENE 13 cont'd

PANEL 3



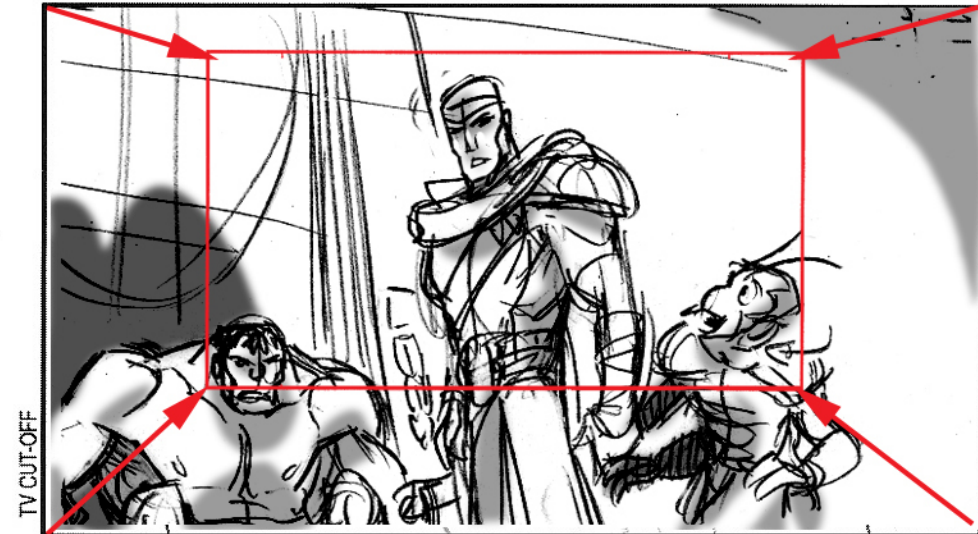
action

dialog

**Laven:** Today we're all fighters, Miek,...

SCENE cont'd

PANEL 4



action

dialog

trk in to Laven

...and we must stand together if  
we hope to survive this --

SCENE 14

PANEL 1



action

dialog

**Korg:** You have...

SCENE cont'd

PANEL 2



action

dialog

Korg looks over

...a plan?

SCENE 15

PANEL 1



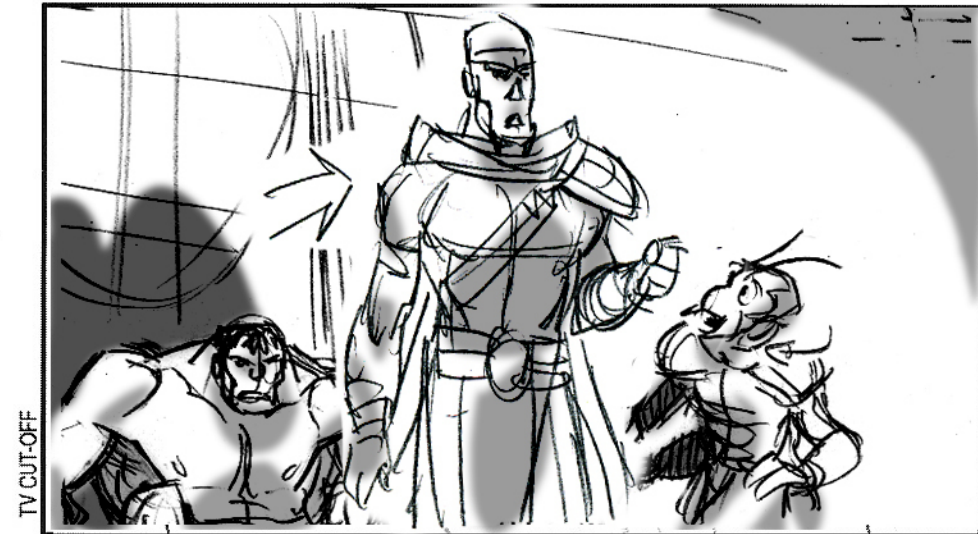
action

dialog

**Laven:** Yes, Korg, I do!

SCENE cont'd

PANEL 2



action

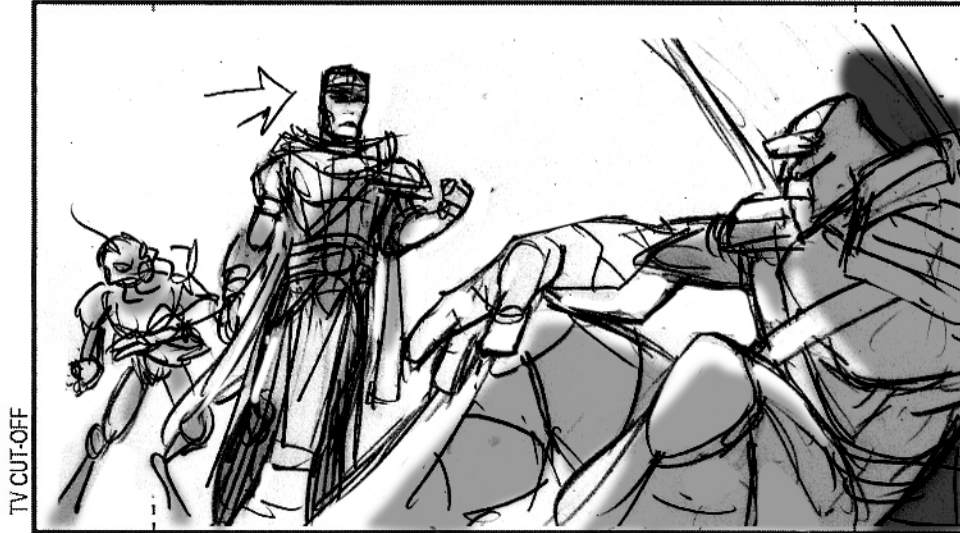
Laven walks towards cam

dialog

We'll use your strength and endurance...

SCENE 15 cont'd

PANEL 3



action

trk out as he walks towards Korg

dialog

**Laven:** ...by having you hold the front line -

SCENE 16

PANEL 1



action

Laven stops - Korg turns

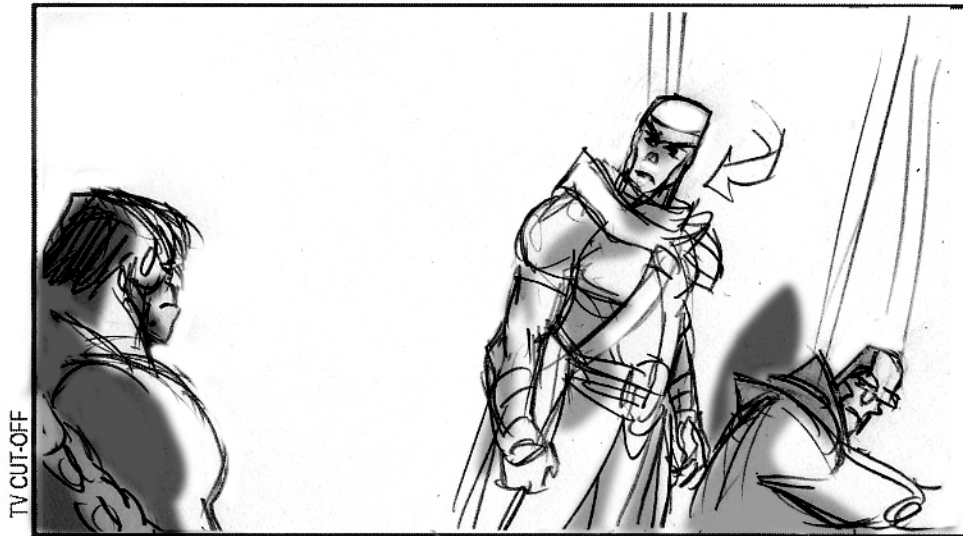
dialog

- You'll be tasked with weakening  
our opponents -



SCENE 16 cont'd

PANEL 2



action

Laven turns to Hulk - trk up

dialog

**Laven:** Hulk, we'll need you to fight along side him.

SCENE 17

PANEL 1



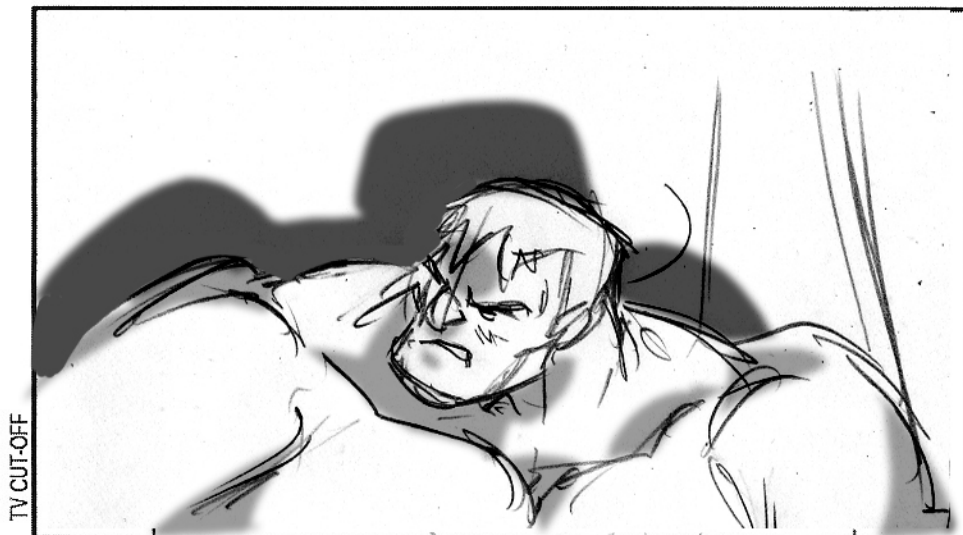
action

Hulk scowls

dialog

SCENE 17 cont'd

PANEL 2



action

Hulk turns away

dialog

Hulk: <grunt>

SCENE 18

PANEL 1



action

Laven glares os

dialog

SCENE 18 cont'd

PANEL 2



action

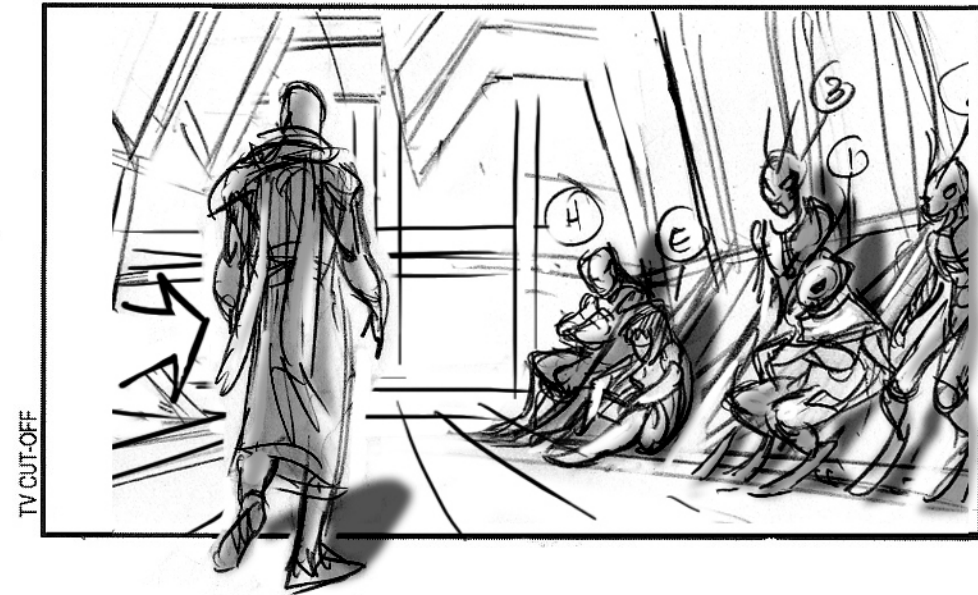
pan over as he looks os

dialog

Laven: Hiriom,...

SCENE cont'd

PANEL 3



action

trk out as he walks towards Hiriom and Elloe

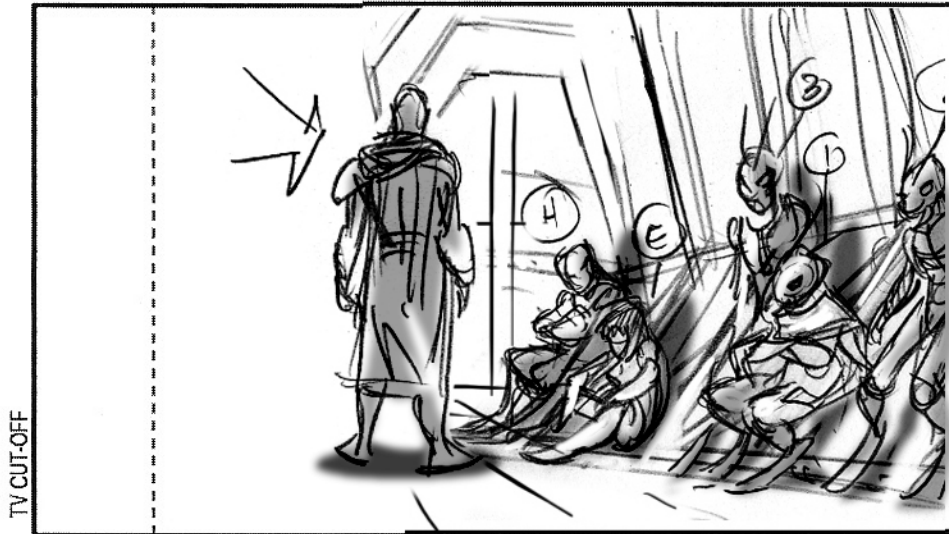
dialog

...your battles during the spike wars...



SCENE 18 cont'd

PANEL 4



action

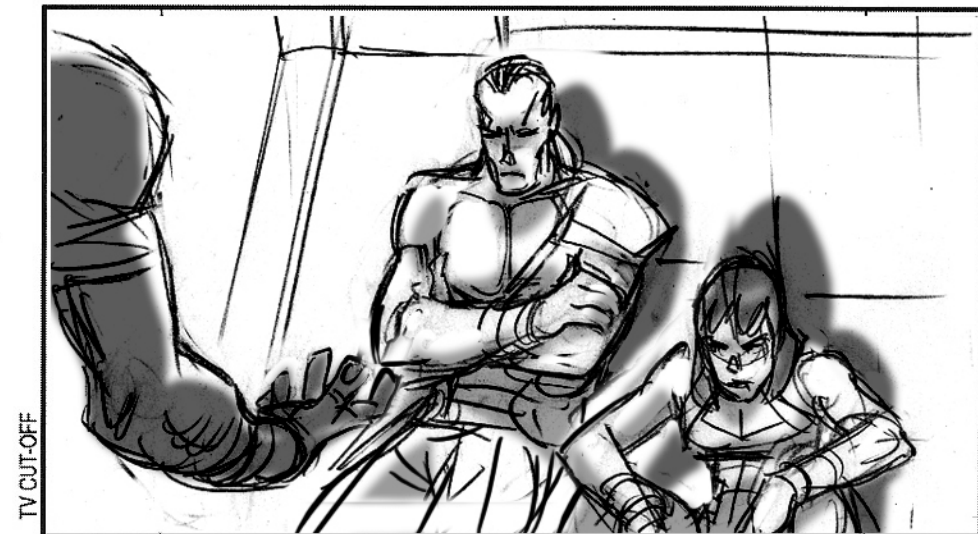
Laven stops in front of them

dialog

**Laven:** ...are legendary!

SCENE 19

PANEL 1



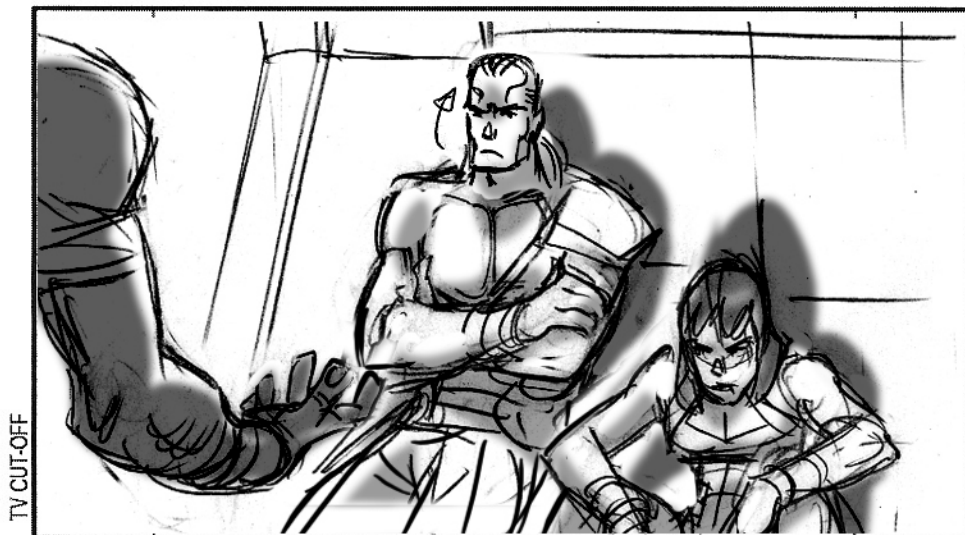
action

dialog

**Laven:** You bring obvious skill,...

SCENE 19 cont'd

PANEL 2



TV CUT-OFF

action

Hiriom looks up

dialog

Laven: ...as well as speed and agility

SCENE 20

PANEL 1



TV CUT-OFF

action

dialog

SCENE 20 cont'd

PANEL 2



action

Laven turns towards Android - pan over and trk out as walks over to him

dialog

Laven: Android,...

SCENE cont'd

PANEL 3



action

...the fact that you are here...

SCENE 20 cont'd

PANEL 4



action

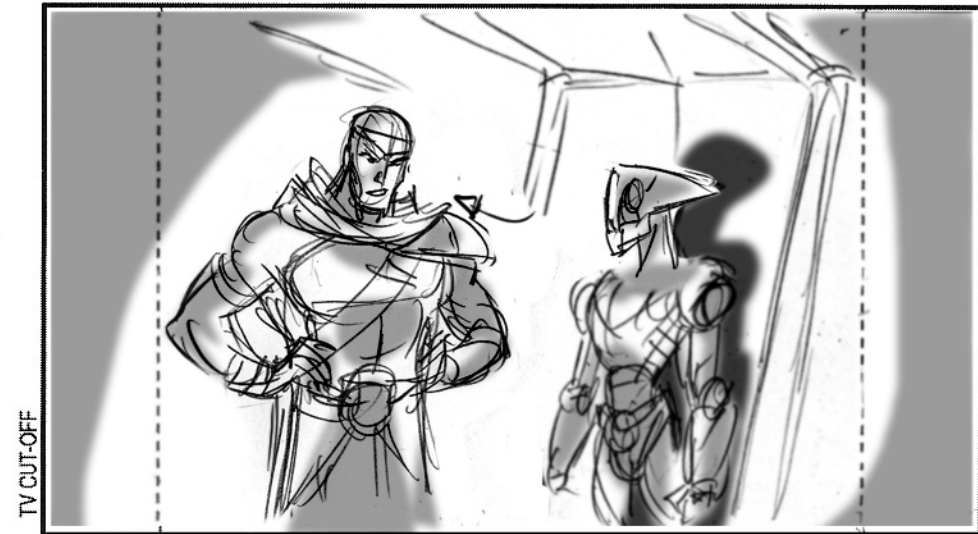
Laven walks around Android studying him

dialog

**Laven:** ...must mean some of your  
warfare programing...

SCENE cont'd

PANEL 5



action

...is still intact!

dialog

SCENE 20 cont'd

PANEL 6



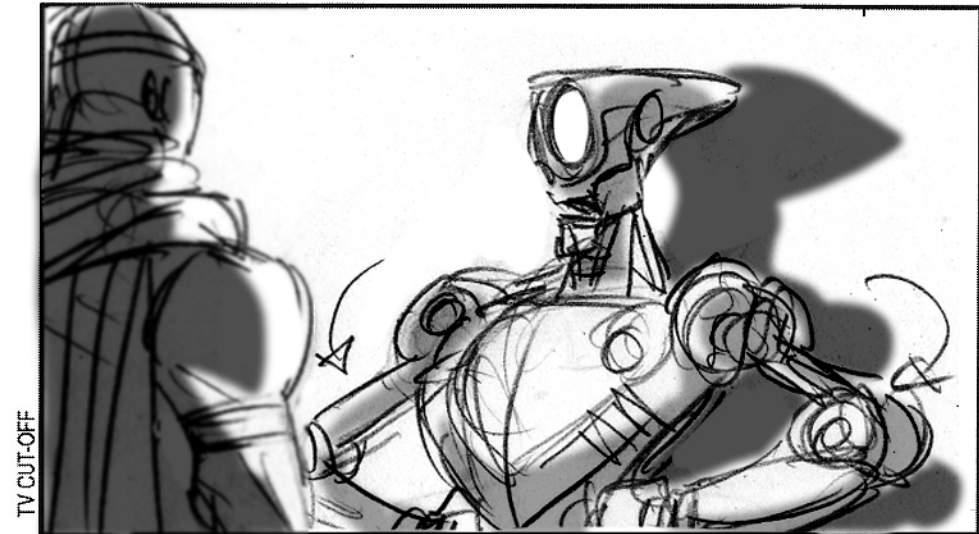
action

dialog

**Android:** I am proficient in hand  
to hand combat....

SCENE 21

PANEL 1



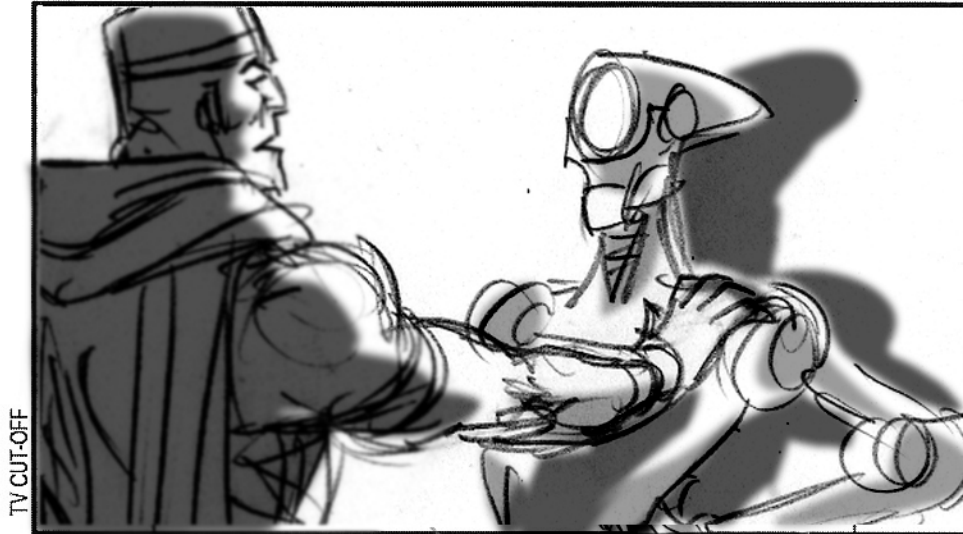
action

dialog

...I too should be on the front line!

SCENE 21 cont'd

PANEL 2



action

Laven puts hand on his shoulder

dialog

**Laven:** You'll serve best in second position...

SCENE 22

PANEL 1



action

...along with Hiriom and myself!

dialog

SCENE 22 cont'd

PANEL 2

PANEL



action

action

Pan with Laven as he walks away and to wards Miek

dialog

dialog

Laven: Miek, you and the other natives will join Elloe  
in final position...



SCENE 23

PANEL 1



action

Bug #1 reacts...

dialog

**Bug#1: No-no-no-no!!**

SCENE cont'd

PANEL 2



action

...and jumps up

dialog

**We object!!**



SCENE 23 cont'd

PANEL 3



action

Bug#2 reacts

dialog

Bug#2: We are Hive!!!

SCENE cont'd

PANEL 4



action

trk out to include Bug#3

dialog

He is outcast!!

SCENE 23 cont'd

PANEL 5



action

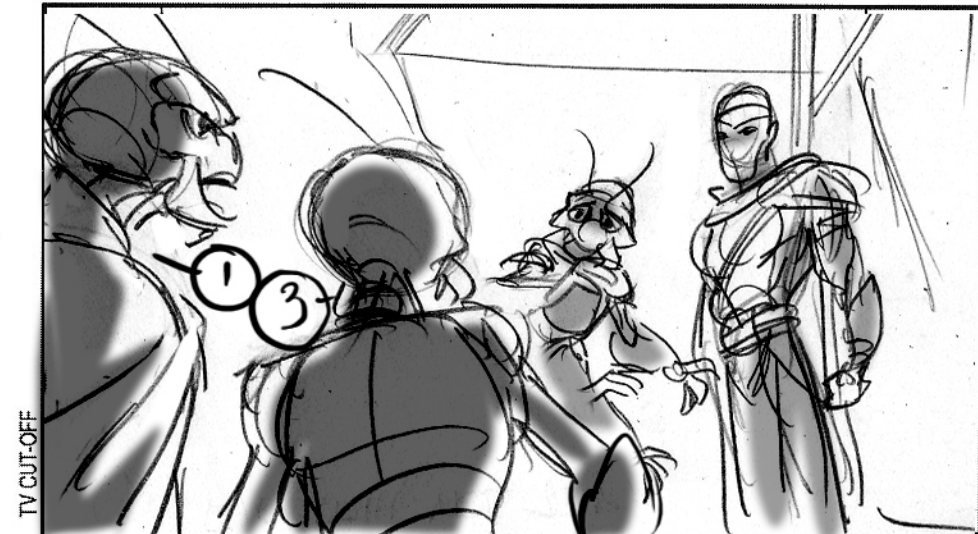
Bug#3 reacts

dialog

Bug#3: UNCLEAN!!!

SCENE 24

PANEL 1



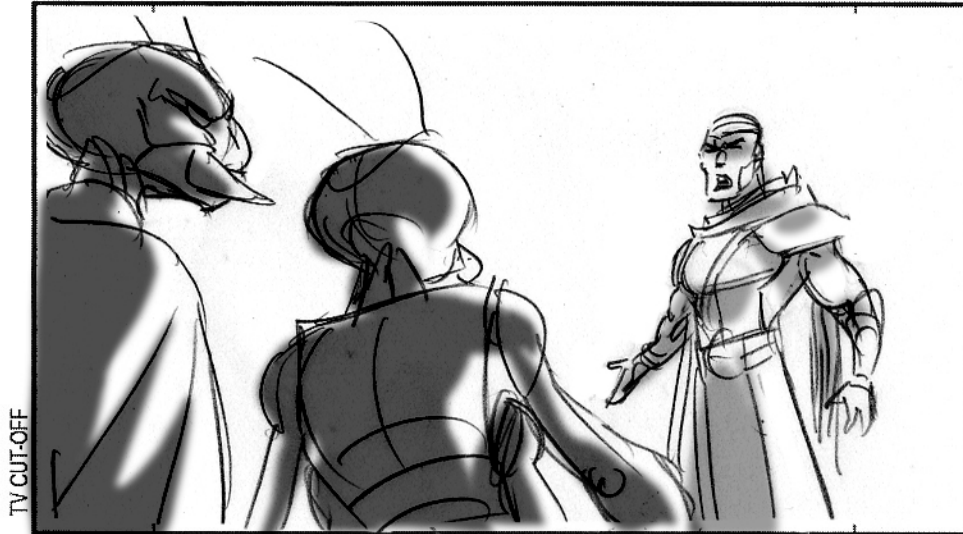
action

dialog

Bug#1: We will not join with the unhived -

SCENE 24 cont'd

PANEL 2



action

Laven reacts

dialog

**Laven:** Have you heard nothing I've said?!

SCENE 25

PANEL 1



action

We fight as a team or we die!!

SCENE 25 cont'd

PANEL 2



action

**Bug#1 reacts**

dialog

**Bug#1: You demand too much!!**

SCENE cont'd

PANEL 3



action

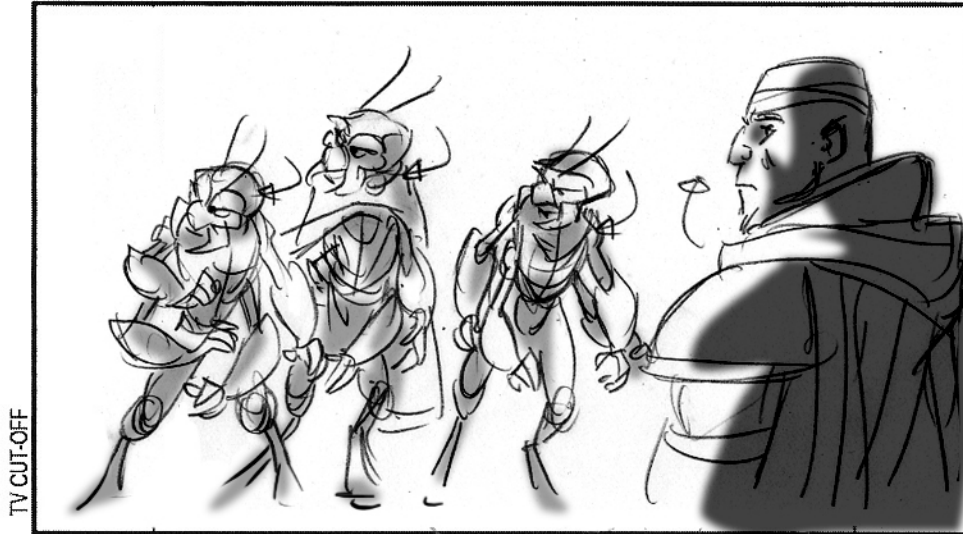
**Bug #2 points at Laven**

dialog

**Bug#2: Especially one who has  
served the Red King!!**

SCENE 25 cont'd

PANEL 4



action

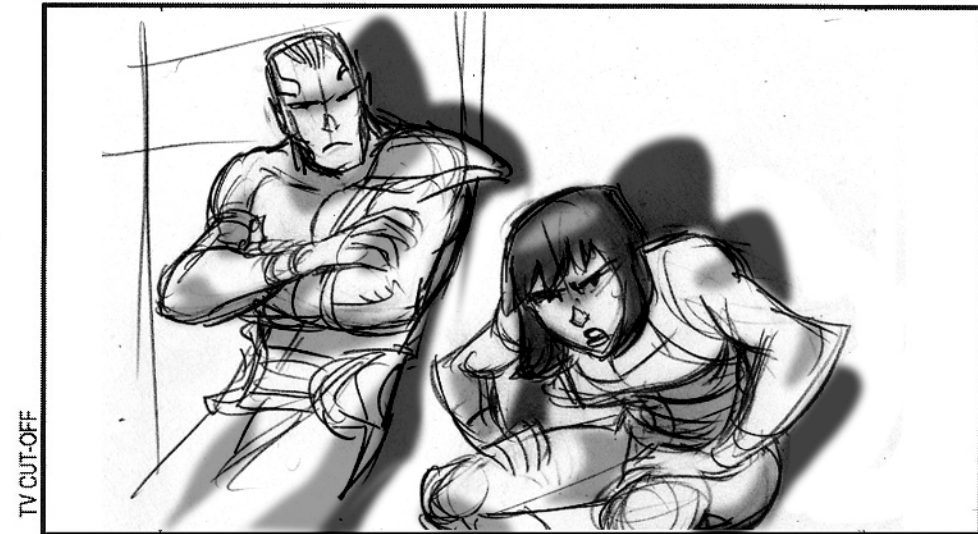
they all look over

dialog

Elloe (os): How dare you....

SCENE 26

PANEL 1



action

Elloe starts to rise

dialog

...question...

Project:

26 cont'd  
SCENE



action

trk with Elloe as she stands

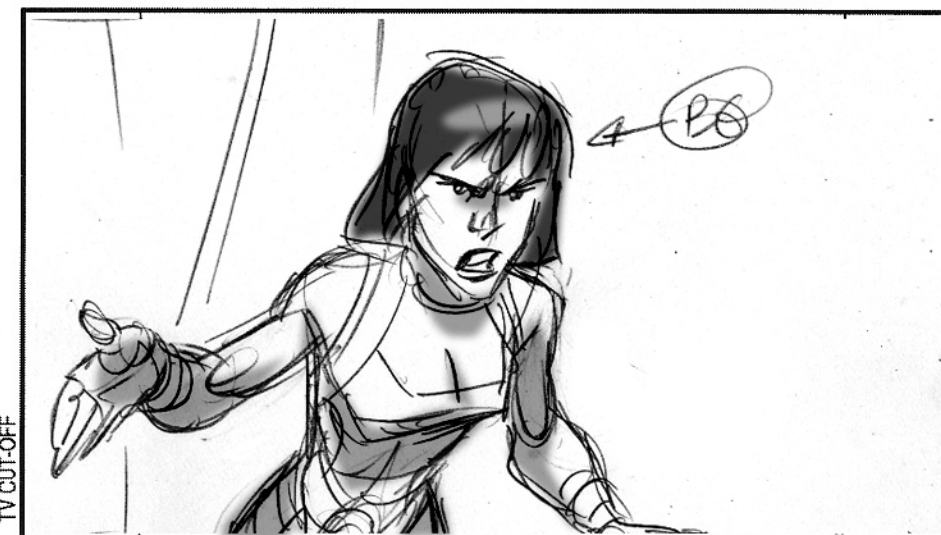
dialog

**Elloe:** ...his loyalty!!

SEQ 3 PAGE 42

cont'd  
SCENE

3  
PANEL



action

pan with her

dialog

Commander Laven is a prisoner...



SCENE 26 cont'd

PANEL 4



TV CUT-OFF

action

cam follows her to Bug#1

dialog

**Elloe:** ...because he joined the resistance  
fight against that bloody tyrant!!

SCENE cont'd

PANEL 5



TV CUT-OFF

action

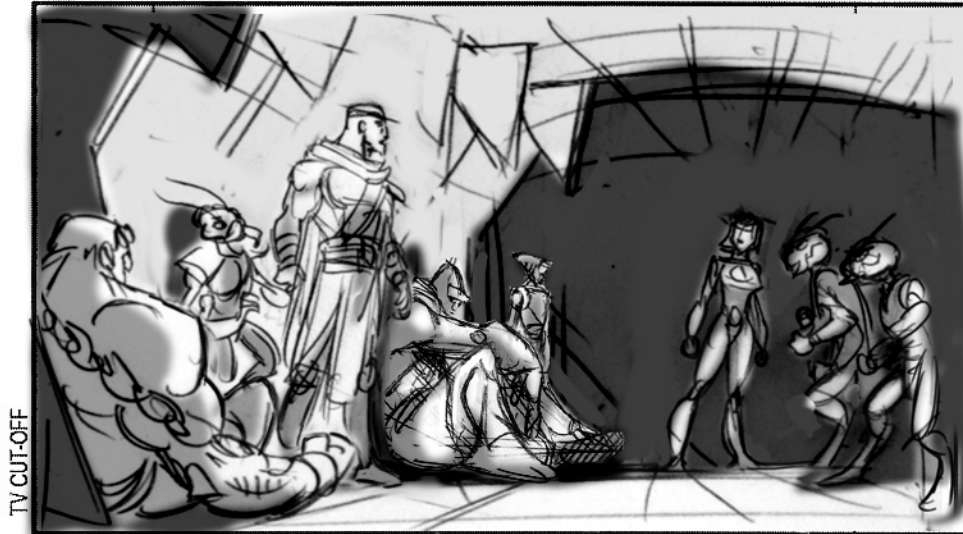
they both react

dialog

**Laven (os):** Elloe, it's alright...

SCENE 27

PANEL 1



action

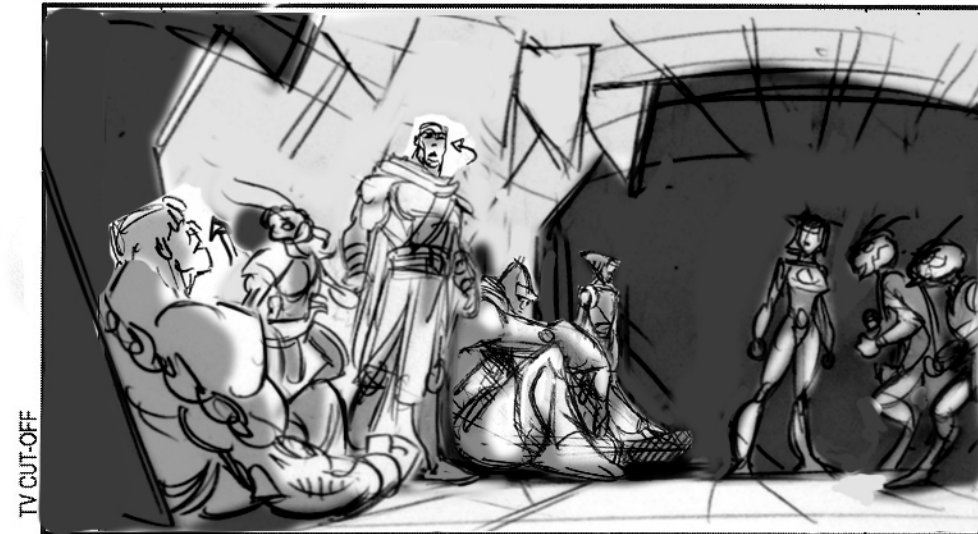
sfx: <transport stopping>

dialog

Laven: The time for talking is over...

SCENE cont'd

PANEL 2



action

adjust over as Laven turns to Hulk

Hulk looks up

dialog

... we've arrived!



SCENE 28

PANEL 1



action

Hulk looks up....

dialog

SCENE cont'd

PANEL 2



action

...and growls

dialog

Hulk: <growl>