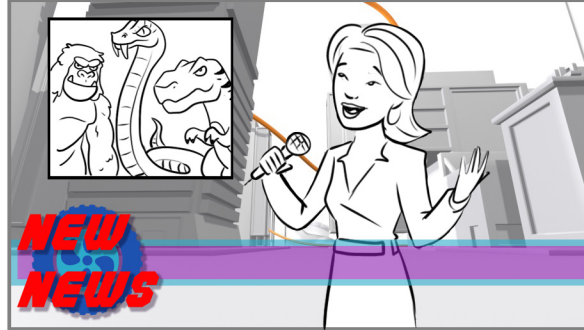
SHOT **01**PANEL **001**

ACTION

EXT. HOT WHEELS CITY STREET - CONTINUOUS
The New News ANCHORWOMAN is reporting.

DIALOGUE

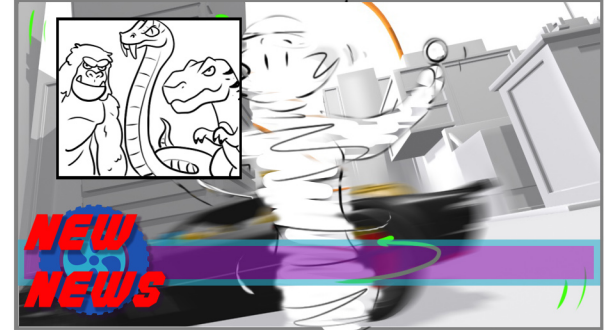
NEW NEWS ANCHOR
New News! There is no slime or
giant monsters running amuck in Hot
Wheels City.

SHOT **01**PANEL **002**

ACTION

DIALOGUE

NEW NEWS ANCHOR (CONT'D)
(beat)
I guess that's not technically
news.

SHOT **01**PANEL **003**

ACTION

DIALOGUE

Chase and Elliot's cars <RACE> past the New News anchorwoman
so fast they spin her in place.

SHOT **01**PANEL **004**

ACTION

DIALOGUE

SHOT **01**PANEL **005**

ACTION

DIALOGUE

She's a bit dizzy, but gathers herself.

SHOT **01**PANEL **006**

ACTION

DIALOGUE

NEW NEWS ANCHOR (CONT'D)
Oh, and local heroes Chase and
Eliot have jobs delivering
hamburgers for Burger Dash.

SHOT **01** PANEL **007**

ACTION

DIALOGUE

NEW NEWS ANCHOR (CONT'D)
(beat)
Which, again, is not really news.
But, on the plus side... still no
slime or monsters!

SHOT PANEL



ACTION

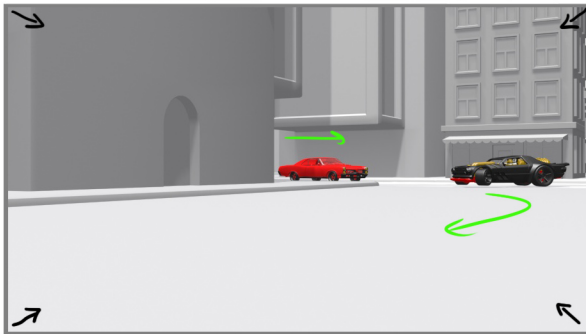
DIALOGUE

SHOT **02** PANEL **001**

ACTION

DIALOGUE

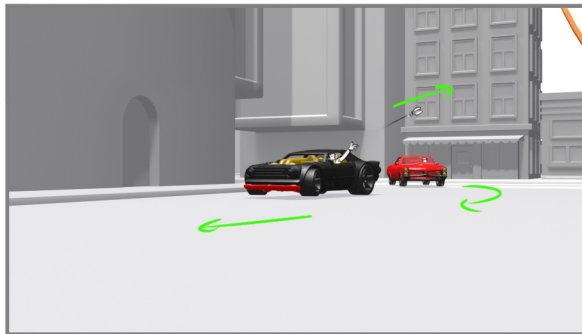
EXT. HOT WHEELS CITY - OTHER LOCATION - CONTINUOUS
CHASE and ELIOT <RACE> through the city, delivering burgers
with various <DAREDAVEIL MANEUVERS>.
Chase comes zooming in, drifting the corner...

SHOT **02** PANEL **002**

ACTION

DIALOGUE

Right behind him, Elliot zooms in

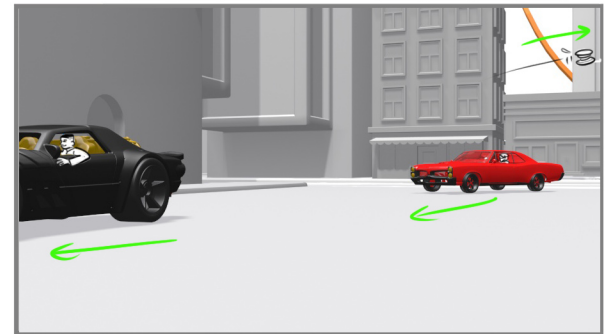
SHOT **02** PANEL **003**

ACTION

DIALOGUE

As Elliot is drifting the corner, Chase is throwing burgers
out his window

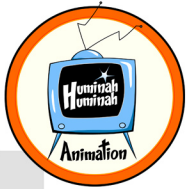
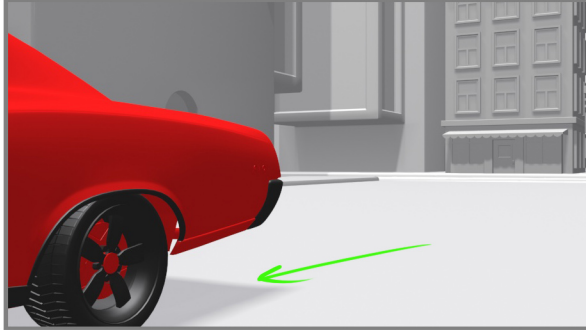
CHASE
You get a burger...

SHOT **02** PANEL **004**

ACTION

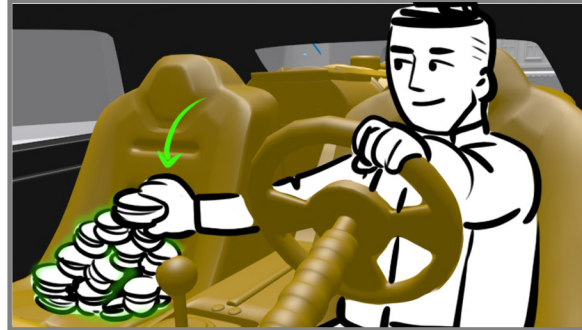
DIALOGUE

Both speed off screen left...

SHOT **02** PANEL **005**

ACTION

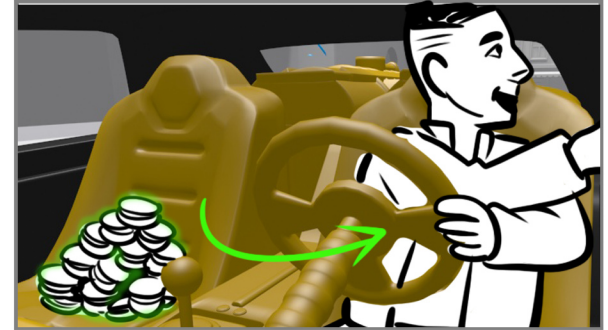
DIALOGUE

SHOT **03** PANEL **001**

ACTION

DIALOGUE

ON: INTERIOR - Chase's car. There are a stack of BURGERS next to him. The burgers have a GREENISH GLOW.

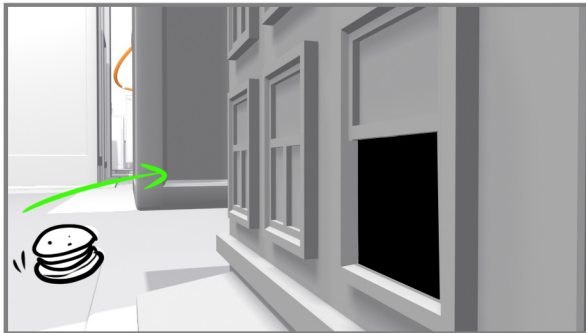
SHOT **03** PANEL **002**

ACTION

DIALOGUE

Chase Tosses burger out driver's side window.

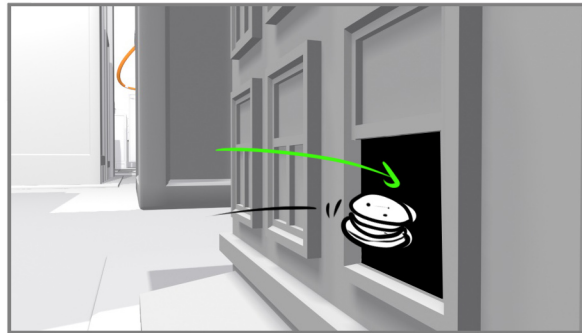
CHASE
And you get a burger...

SHOT **04** PANEL **001**

ACTION

DIALOGUE

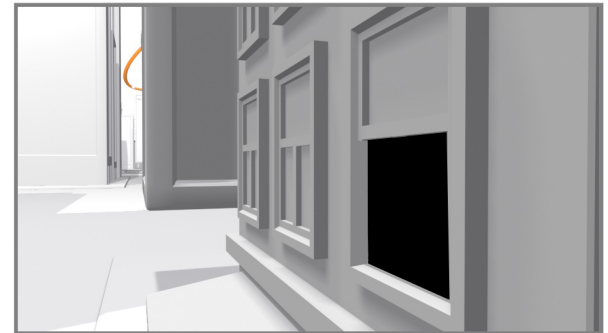
It sails through the air...

SHOT **04** PANEL **002**

ACTION

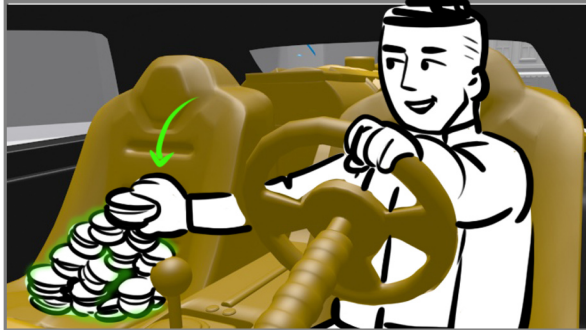
DIALOGUE

Through an open window!

SHOT **04** PANEL **003**

ACTION

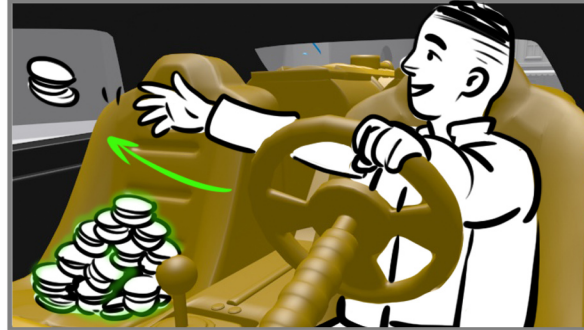
DIALOGUE

SHOT **05** PANEL **001**

ACTION

Chase grabs another burger

DIALOGUE

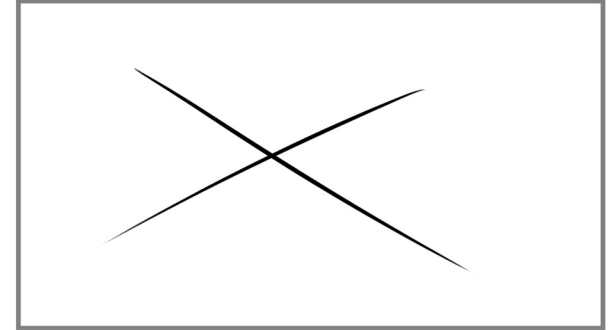
SHOT **05** PANEL **002**

ACTION

CHASE (CONT)
... and you get a burger!.

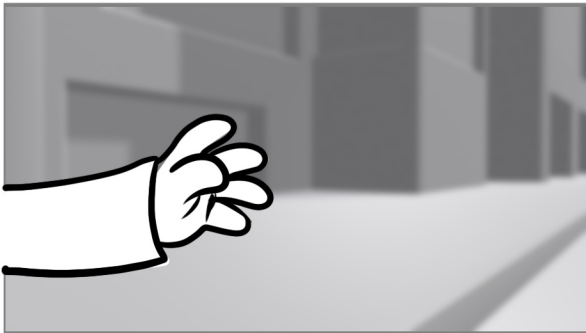
DIALOGUE

SHOT PANEL



ACTION

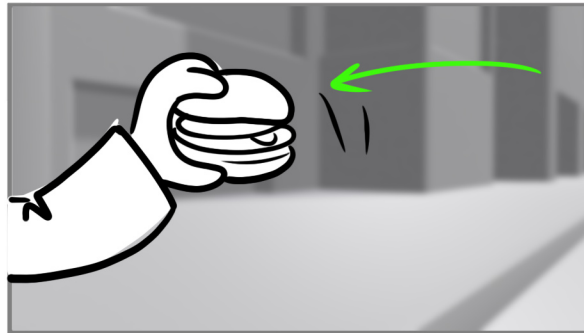
DIALOGUE

SHOT **06** PANEL **001**

ACTION

Pedestrian's hand extended

DIALOGUE

SHOT **06** PANEL **002**

ACTION

The burger lands perfectly into it!

DIALOGUE

SHOT **07** PANEL **001**

ACTION

CHASE (CONT'D)
370. That's a record, 'lil bro!

DIALOGUE

SHOT **08** PANEL **001**

ACTION

ON: INTERIOR - Eliot's car. He reaches down towards the passenger seat.

DIALOGUE

SHOT **08** PANEL **002**

ACTION

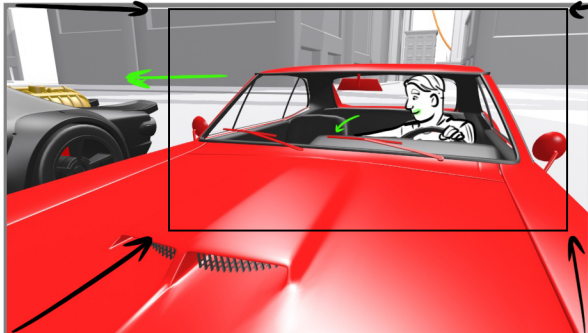
DIALOGUE

SHOT **08** PANEL **003**

ACTION

DIALOGUE

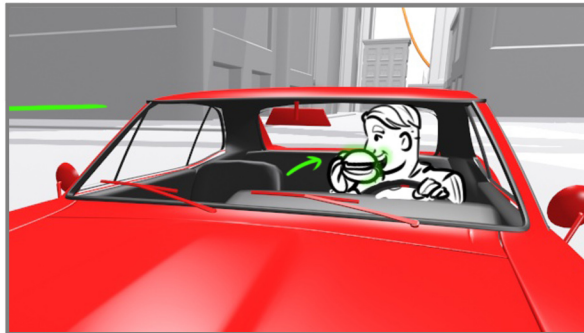
He's tossing green glowing burgers...

SHOT **08** PANEL **004**

ACTION

Eliot reaches for another burger...
Camera pushes in on him.

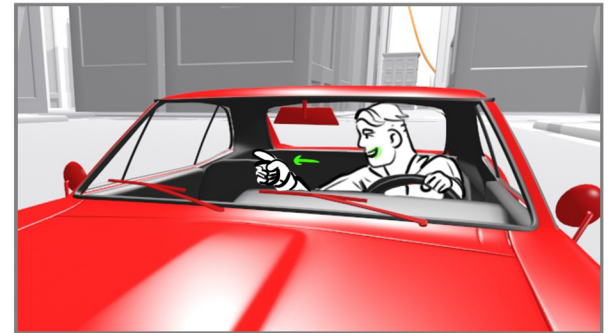
DIALOGUE

SHOT **08** PANEL **005**

ACTION

DIALOGUE

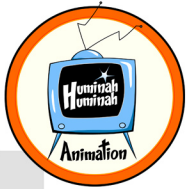
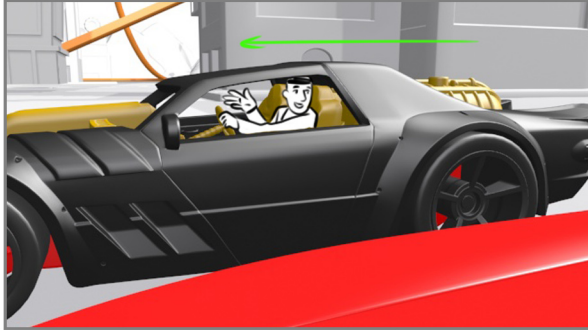
...and also <EATING> them. His mouth is <GLOWING GREEN>.

SHOT **08** PANEL **006**

ACTION

DIALOGUE

ELIOT
Ha! 369! Gunnin' for your crown, Chase!

SHOT **09** PANEL **001**

ACTION

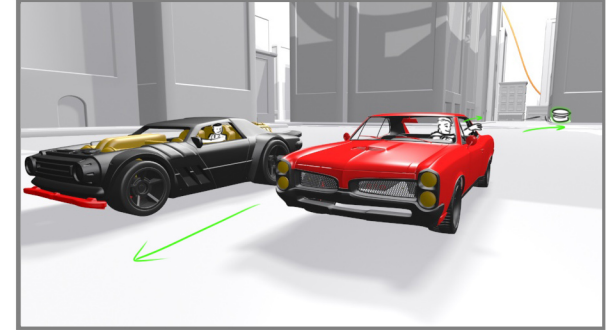
DIALOGUE

CHASE (V.O.)
You best not miss when you come at
the king!

SHOT **10** PANEL **001**

ACTION

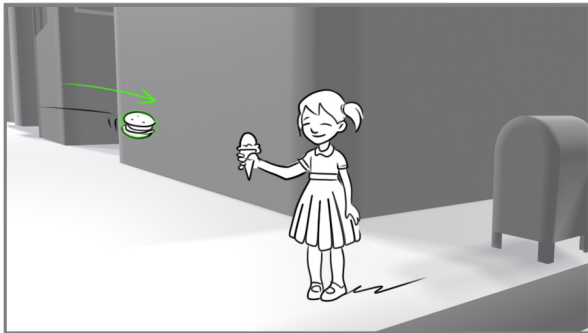
DIALOGUE

SHOT **10** PANEL **002**

ACTION

DIALOGUE

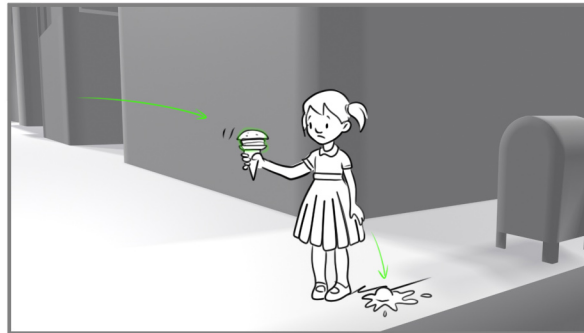
ON: A burger <FLIES> from Eliot's car...

SHOT **11** PANEL **001**

ACTION

DIALOGUE

at ICE CREAM KID...

SHOT **11** PANEL **002**

ACTION

DIALOGUE

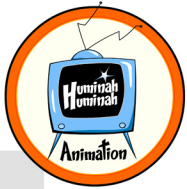
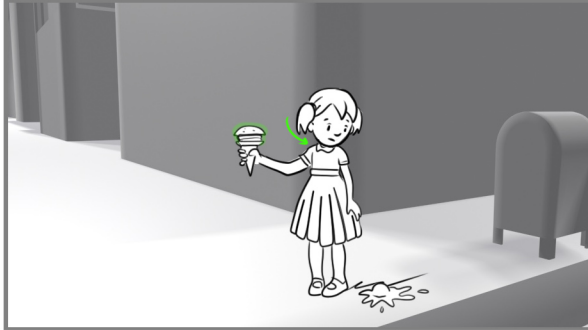
knocks the ice cream off her cone, replacing it with the
burger. Ice Cream Kid stares at it...

SHOT **12** PANEL **001**

ACTION

DIALOGUE

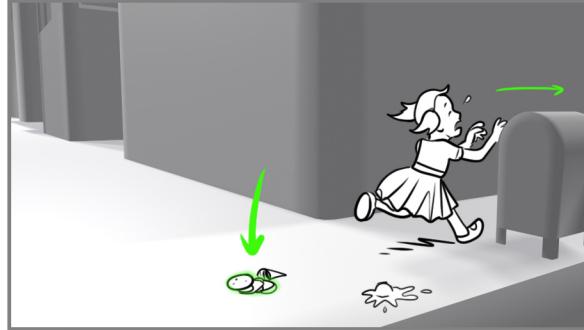
INSERT on Burger cone.

SHOT **13** PANEL **001**

ACTION

....Looks down at Ice cream.
(BEAT)

DIALOGUE

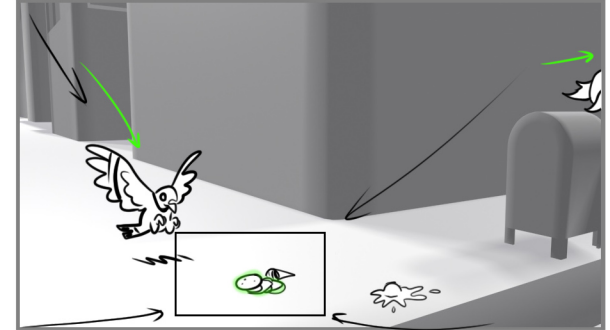
SHOT **13** PANEL **002**

ACTION

<CRIES - WAAAH!> drops it, runs away.

DIALOGUE

CHASE (V.O.)
That didn't count!

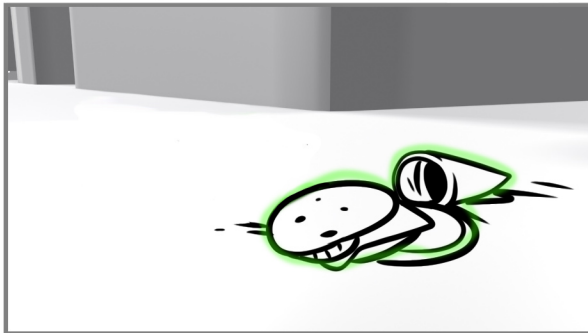
SHOT **13** PANEL **003**

ACTION

Pigeon swoops in as girl exits frame.

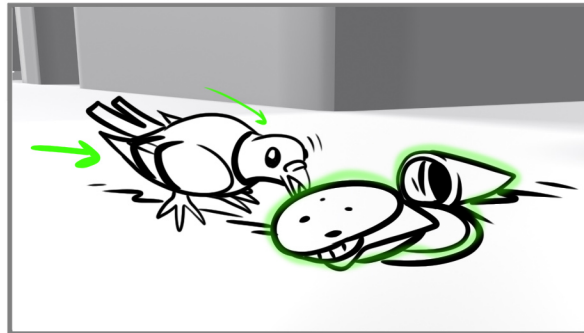
Camera pushes in on burger.

DIALOGUE

SHOT **13** PANEL **004**

ACTION

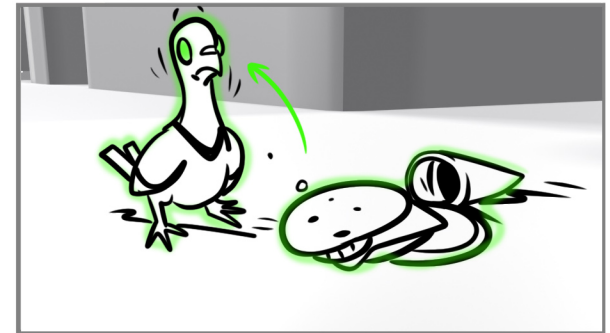
DIALOGUE

SHOT **13** PANEL **005**

ACTION

ON: A PIGEON eats the burger...

DIALOGUE

SHOT **13** PANEL **006**

ACTION

begins to <TWITCH>.....

DIALOGUE

SHOT **13** PANEL **007**

ACTION

...and <GLOW GREEN> as it begins to grow!

DIALOGUE

SHOT **13** PANEL **008**

ACTION

...even LARGER!!

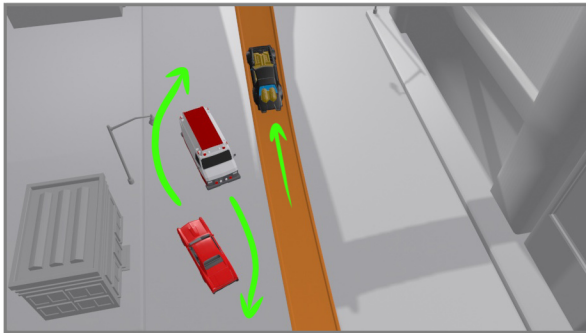
DIALOGUE

SHOT **14** PANEL **001**

ACTION

.EXT. HOT WHEELS CITY - OTHER LOCATION - CONTINUOUS

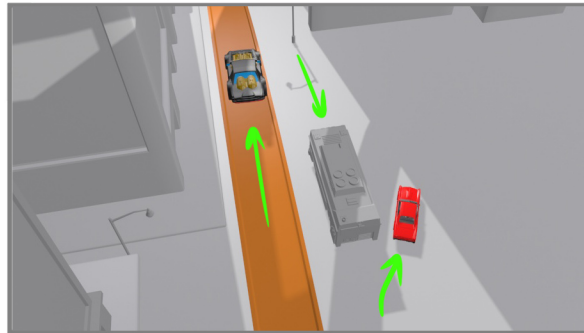
DIALOGUE

SHOT **14** PANEL **002**

ACTION

Chase zooms up a ramp, while Eliot zigzags around below. Almost hitting a vehicle - they avoid each other..

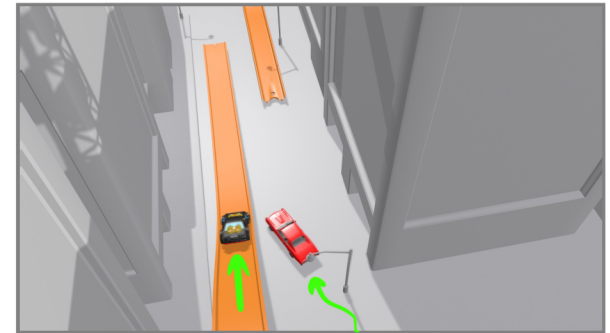
DIALOGUE

SHOT **14** PANEL **003**

ACTION

Eliot swerves under the ramp to the other side of the road, narrowly avoiding colliding with a bus!

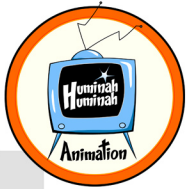
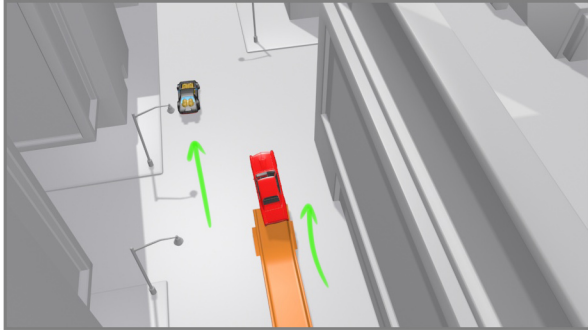
DIALOGUE

SHOT **14** PANEL **004**

ACTION

Swerves back on course, dodging a lamp post, then heads towards a ramp

DIALOGUE

SHOT **14** PANEL **005**

ACTION

Eliot launches off the ramp but doesn't go down it cleanly.

DIALOGUE

CHASE (V.O.)
Whoah, Eliot, you're a smidge over
the line there, bud...

SHOT **15** PANEL **001**

ACTION

DIALOGUE

SHOT **15** PANEL **002**

ACTION

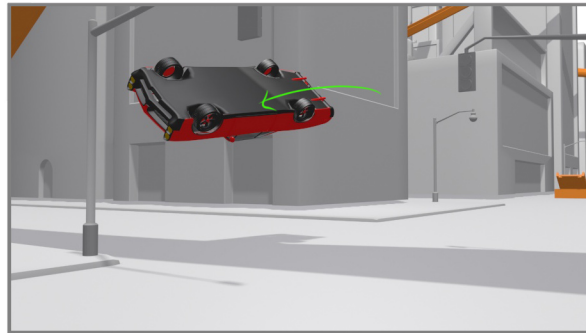
He goes into a barrel roll behind Chase.

DIALOGUE

SHOT **15** PANEL **003**

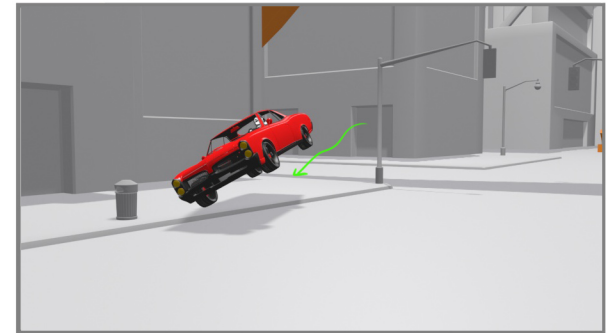
ACTION

DIALOGUE

SHOT **15** PANEL **004**

ACTION

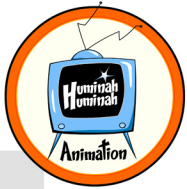
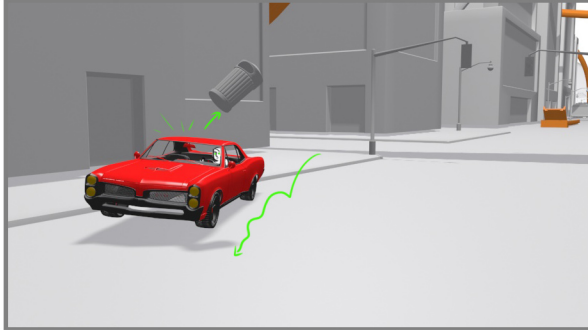
DIALOGUE

SHOT **15** PANEL **005**

ACTION

DIALOGUE

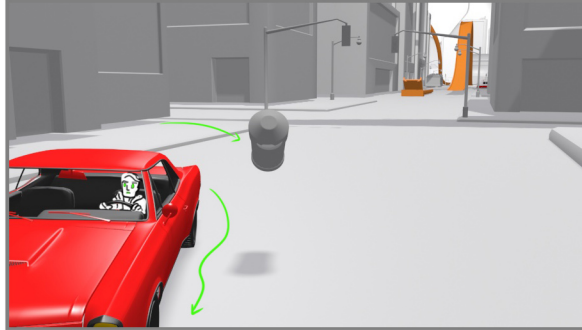
He lands a bit messy and pops the curb slightly...

SHOT **15** PANEL **006**

ACTION

.... banging into a trash can.

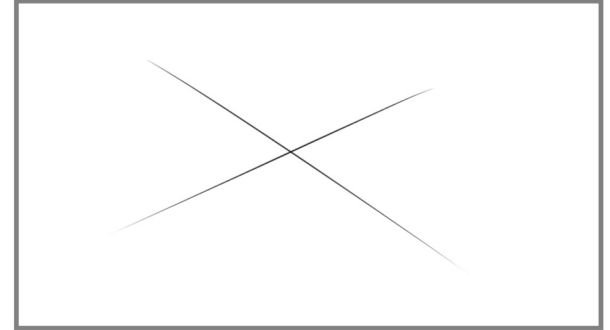
DIALOGUE

SHOT **15** PANEL **007**

ACTION

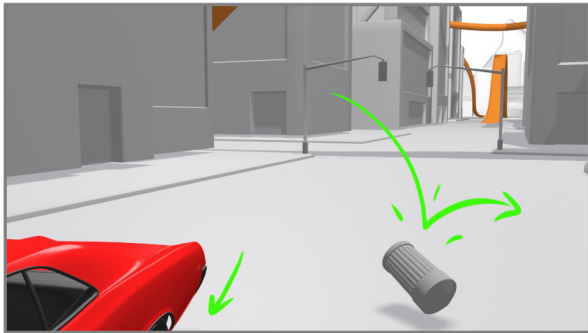
.It gets launched as Eliot rights the car.

DIALOGUE

SHOT **15** PANEL **004**

ACTION

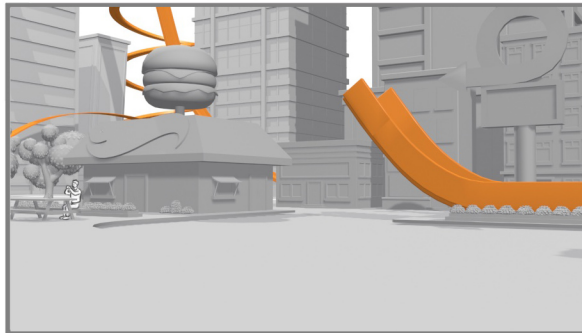
DIALOGUE

SHOT **15** PANEL **008**

ACTION

Trash can flies across the street as Eliot exits frame

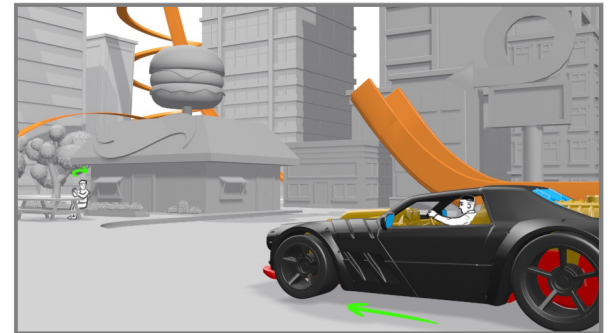
DIALOGUE

SHOT **16** PANEL **001**

ACTION

EXT. BURGER DASH - MOMENTS LATER
Citizen sitting at picnic table eating a burger.

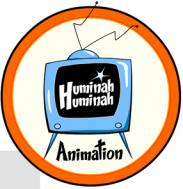
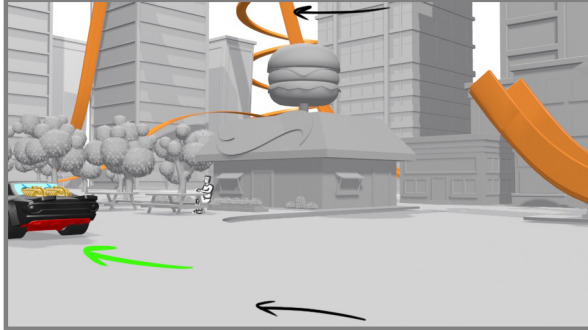
DIALOGUE

SHOT **16** PANEL **002**

ACTION

Chase zooms in.
Citizen turns to watch.

DIALOGUE

SHOT **16** PANEL **003**

ACTION

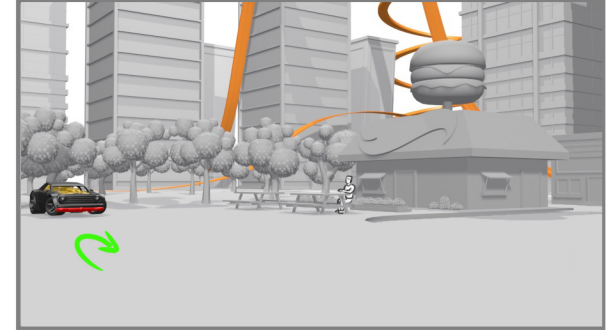
.Camera rotates to follow Chase...

DIALOGUE

SHOT **16** PANEL **004**

ACTION

DIALOGUE

SHOT **16** PANEL **005**

ACTION

as he skids to a stop
CLOCKWISE

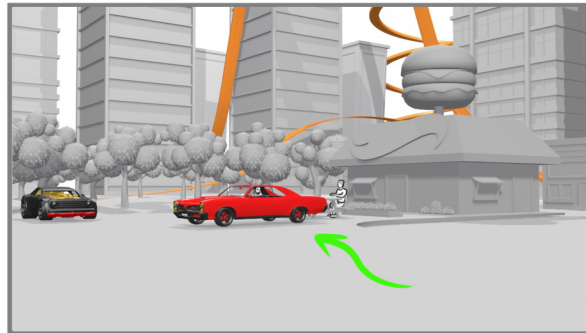
DIALOGUE

SHOT **16** PANEL **006**

ACTION

Eliot zooms in a little more crazily

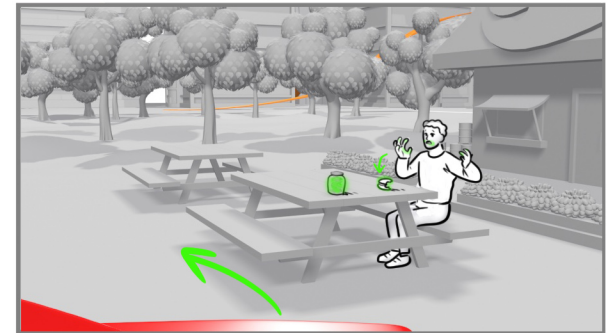
DIALOGUE

SHOT **16** PANEL **007**

ACTION

He slides his car COUNTER-CLOCKWISE...

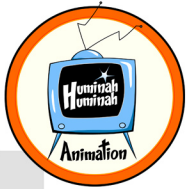
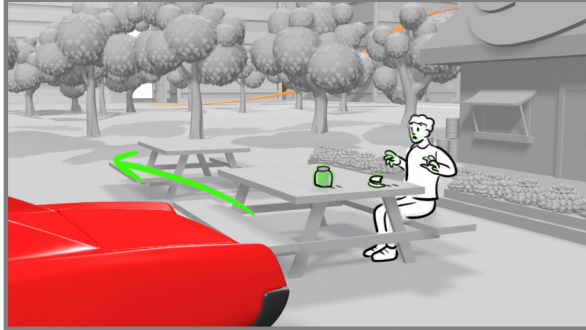
DIALOGUE

SHOT **17** PANEL **001**

ACTION

.....his tail swings in close to the picnic table.
Citizen, who is eating glowing burger, drops it in shock.
Jump cut, with overlapping action on the slide.

DIALOGUE

SHOT **17** PANEL **002**

ACTION

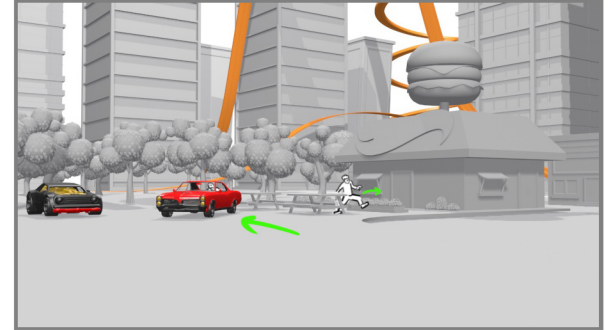
DIALOGUE

SHOT **17** PANEL **003**

ACTION

DIALOGUE

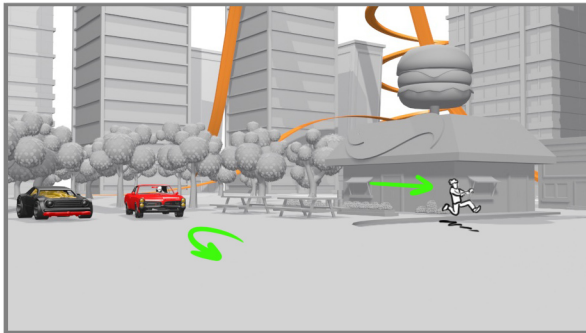
Just before it slides out of frame, we cut to ...

SHOT **18** PANEL **001**

ACTION

DIALOGUE

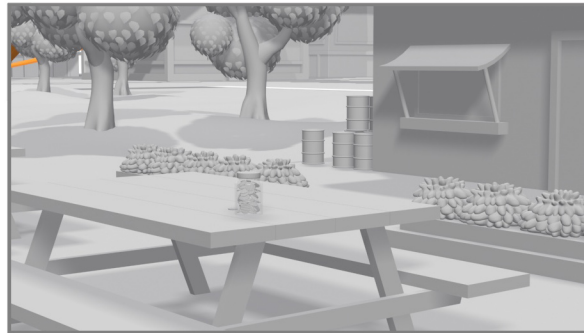
Wide shot (overlapping action again). Citizen jumps up from table...

SHOT **18** PANEL **002**

ACTION

DIALOGUE

...and he flees!

SHOT **19** PANEL **001**

ACTION

DIALOGUE

Cut to picnic table. We hear the car doors slam, and walking...

SHOT **19** PANEL **002**

ACTION

DIALOGUE

Chase and Eliot enter frame LEFT - BOTH have burgers in hand. Chase's does NOT have glowing pickles on his.

SHOT **19** PANEL **003**

ACTION

DIALOGUE

ELIOT
I could use a burger!

SHOT **19** PANEL **004**

ACTION

DIALOGUE

They both stop by the picnic table. Chase turns around as Eliot grabs for the bottle of pickles left by the citizen.

SHOT **19** PANEL **005**

ACTION

DIALOGUE

..Eliot dumps an entire nearby barrel of GREEN GLOWING PICKLES on his.

ELIOT (CONT'D)
Love me some pickles!

SHOT **20** PANEL **001**

ACTION

DIALOGUE

CHASE
Not my jam. More of a melted cheese man.

SHOT **21** PANEL **001**

ACTION

DIALOGUE

Eliot <BURPS> loudly and ...

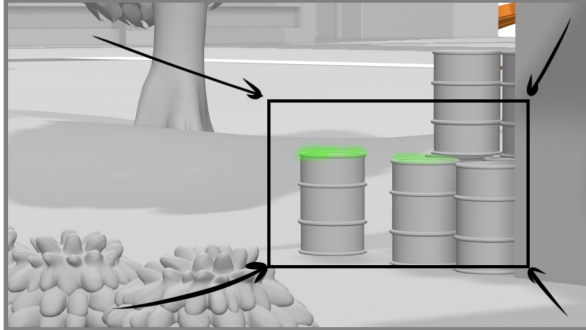
SHOT **21** PANEL **002**

ACTION

DIALOGUE

... wipes his <GLOWING GREEN> mouth.

Chase leans forward, looking at the barrels behind Eliot.
Camera pushes past Eliot.

SHOT **21** PANEL **003**

Zoom in on barrels behind Burger Dash.

SHOT **21** PANEL **004**

Some have PICKLE ICONS, but others have SLIME! (*The * labels look similar except for the skull-and-crossbones on the slime barrels).

SHOT **21B** PANEL **001**

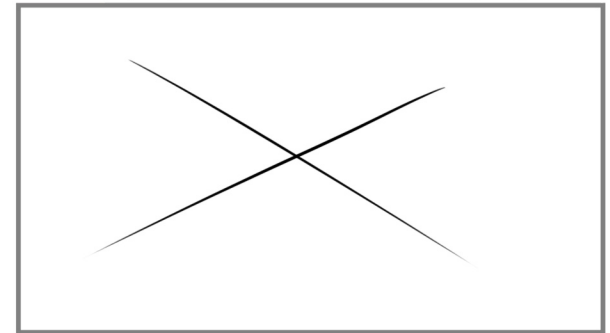
Chase looks at the pickle jar as Eliot puts it down, then at the burger....

SHOT **21B** PANEL **002**Then as he realizes, he quickly turns to look at the cars...
Whip pan/zoom screen LEFT toSHOT **22** PANEL **001**

....camera lands on Eliot's car. Slow push in on the glowing pickle burgers on the front seat.

CHASE (CONT'D)
Uh-oh...

SHOT PANEL



SHOT **22B** PANEL **001**

ACTION

ON: Eliot begins to <TWITCH> like the pigeon. .

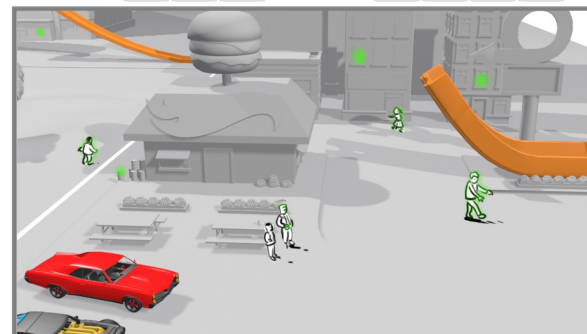
DIALOGUE

SHOT **23** PANEL **001**

ACTION

Chase turns back to view the city around them...

DIALOGUE

SHOT **24** PANEL **001**

ACTION

...which is starting to sprout <GLOWING GREEN DOTS>.

A couple glowing zombie citizens stumble around.

DIALOGUE

CHASE (CONT'D)
Uh-oh...SHOT **25** PANEL **001**

ACTION

EXT. HOT WHEELS CITY - JUMBOTRON - STREET - CONTINUOUS
View of cityscape on Jumbotron.

DIALOGUE

SHOT **25** PANEL **002**

ACTION

Giant head of pigeon pops up behind the treetops.

DIALOGUE

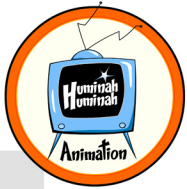
SHOT **25** PANEL **003**

ACTION

Pigeon spreads his wings and coos - but it's deep and loud!!
He's the size of a pterodactyl!!

DIALOGUE

PIGEON
COO!!!!

SHOT **25** PANEL **004**

ACTION

Pigeon lifts off carrying a car!

DIALOGUE

SHOT **25** PANEL **005**

ACTION

Camera pulls out as...

DIALOGUE

SHOT **25** PANEL **006**

ACTION

..the giant pigeon we just saw on the Jumbotron flies overhead...

DIALOGUE

... We got 'em!

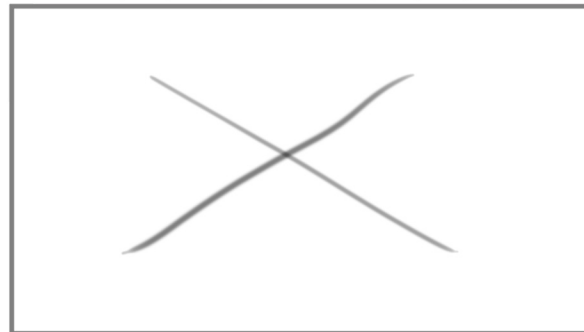
SHOT **25** PANEL **007**

ACTION

..and off screen RIGHT.

DIALOGUE

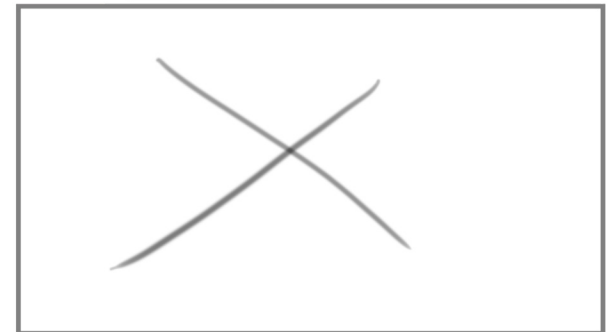
SHOT PANEL



ACTION

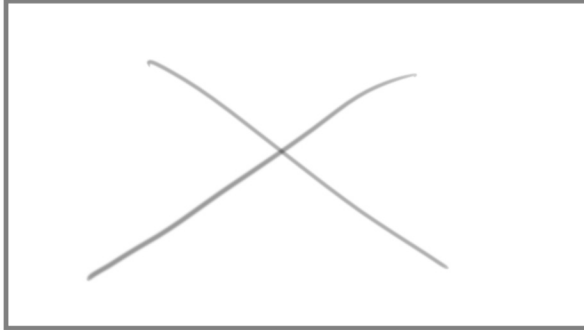
DIALOGUE

SHOT PANEL



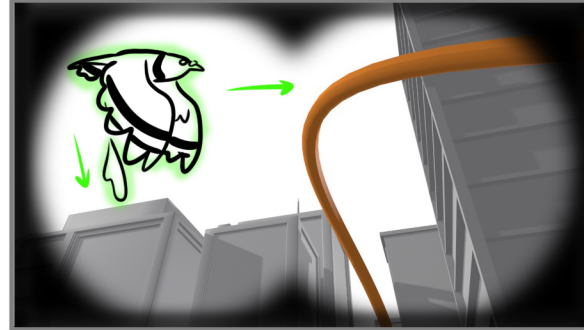
ACTION

DIALOGUE

SHOT PANEL 

ACTION

DIALOGUE

SHOT **26** PANEL **001** 

ACTION

DIALOGUE

EXT. POLICE STATION - LATER

BINOCULAR POV: Monster pigeon <POOPING> (have poop exit on down stroke of the wings to hide it's exit).

SHOT **26** PANEL **002** 

ACTION

DIALOGUE

Camera tracks with the poop falling...

PIGEON
COO!!!!SHOT **26** PANEL **003** 

ACTION

DIALOGUE

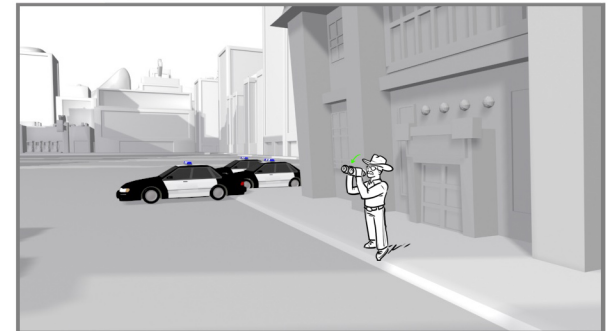
.... on a passing bus! <SPLAT>

SHOT **26** PANEL **004** 

ACTION

DIALOGUE

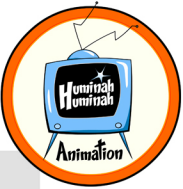
Bus stops.

SHOT **27** PANEL **001** 

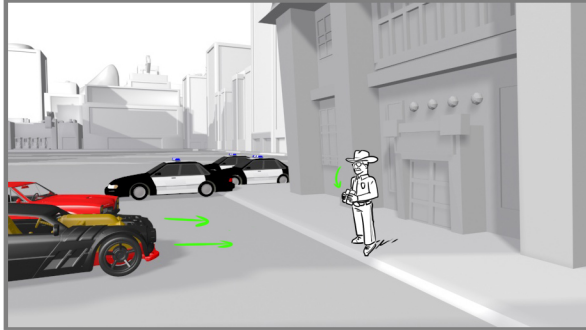
ACTION

DIALOGUE

REVEAL: The SHERIFF, watching through binoculars.



SHOT 27 PANEL 002



ACTION

Chase and Eliot roar up in their cars

Sheriff lowers his binoculars.

DIALOGUE

SHOT 27 PANEL 003



ACTION

The cars slide to a stop right in front of the sheriff.

DIALOGUE

SHOT 28 PANEL 001



ACTION

DIALOGUE

SHERIFF
You boys better take cover. We got
us a Code #2 doo-doo Alert.

SHOT 29 PANEL 001



ACTION

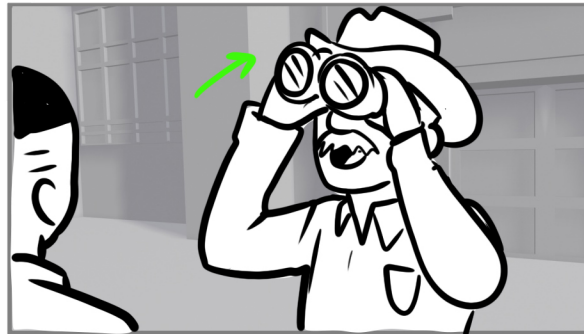
Eliot
<GLOWS GREEN, FOAMS AT THE MOUTH>

DIALOGUE

CHASE
I think I know what happened to the
pigeon, Sheriff.

ELIOT
(zombie)
Pickles!

SHOT 30 PANEL 001



ACTION

The Sheriff resumes watching the pigeon through binoculars.

DIALOGUE

SHERIFF
No, I'm pretty sure it's more than
a bad food allergy...

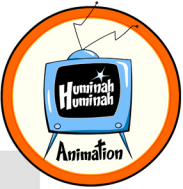
SHOT 31 PANEL 001



ACTION

DIALOGUE

CHASE
I found barrels of slime at Burger
Dash. It must have been left over
from the last time Draven slimed
the city.



SHOT **31** PANEL **002**



ACTION

DIALOGUE

CHASE (cont)
And we've been delivering burgers
with it all over the city. The pigeon
must've eaten one.

SHOT **31** PANEL **003**



ACTION

DIALOGUE

Sheriff lowers the binoculars

SHERIFF
(densely)
Wait a sec...

SHOT **32** PANEL **001**

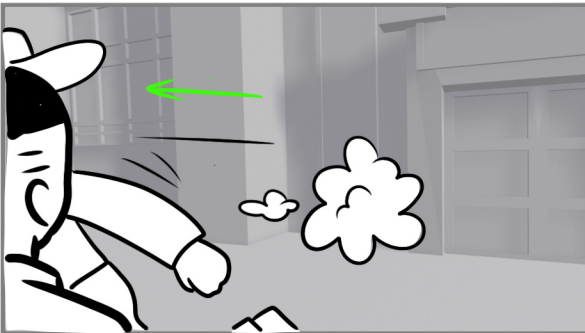


ACTION

DIALOGUE

SHERIFF (cont)
(beat)
You guys deliver? Good to know! Now
if you'll excuse me...

SHOT **32** PANEL **002**



ACTION

DIALOGUE

Sheriff zips off frame. We hear a car door slam before we cut

SHOT **33** PANEL **001**



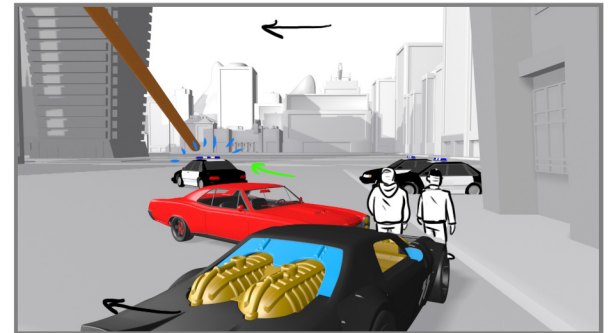
ACTION

DIALOGUE

With police lights flashing, the Sheriff takes off.

SHERIFF (cont)
I've got a really big bird to deal with.

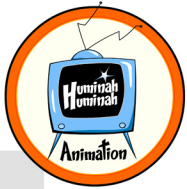
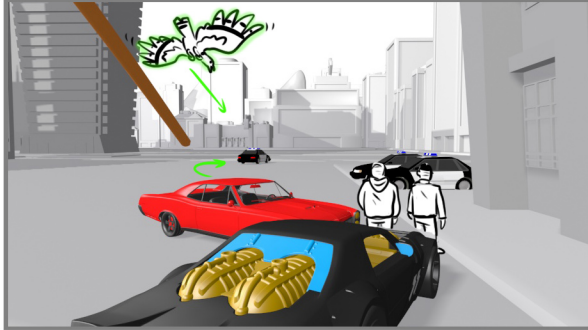
SHOT **33** PANEL **002**



ACTION

DIALOGUE

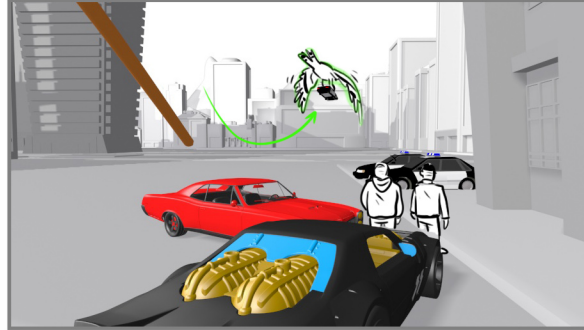
Camera rotates to follow action of police car.

SHOT **33** PANEL **003**

ACTION

The giant pigeon swoops in...

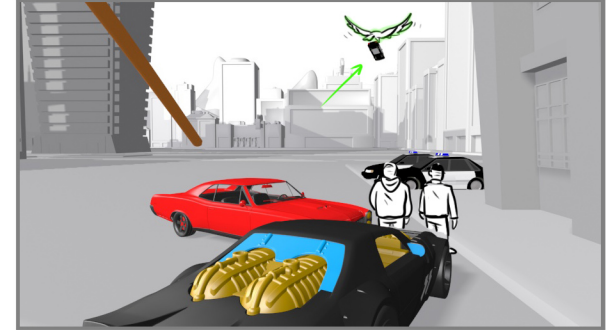
DIALOGUE

SHOT **33** PANEL **004**

ACTION

... and carries off his car!

DIALOGUE

SHOT **33** PANEL **005**

ACTION

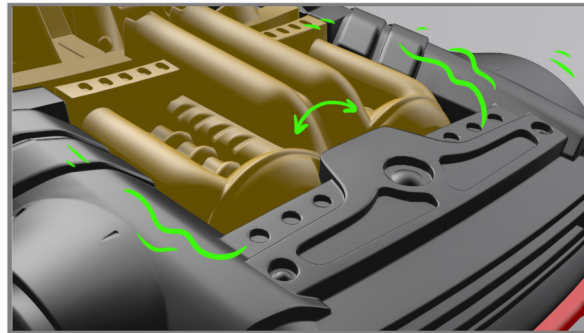
DIALOGUE

SHOT **34** PANEL **001**

ACTION

CHASE
We gotta get those burgers back
before everyone eats them!**ELIOT**
Pickles!

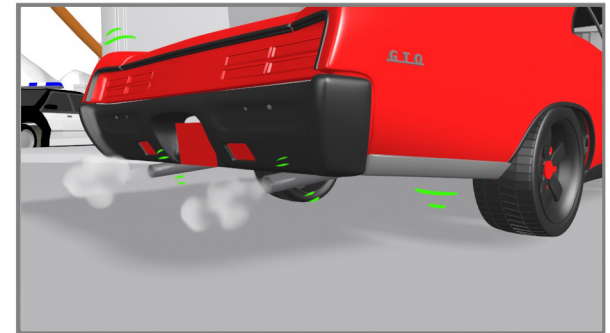
DIALOGUE

SHOT **34B** PANEL **001**

ACTION

Insert shot of Chase's engine revving. It torques on the frame,
causing the car to shake

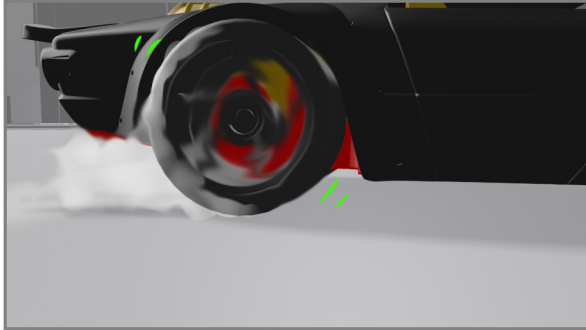
DIALOGUE

SHOT **34C** PANEL **001**

ACTION

Close on Eliot's exhaust as it fires up and shakes. The car
vibrates with horsepower.

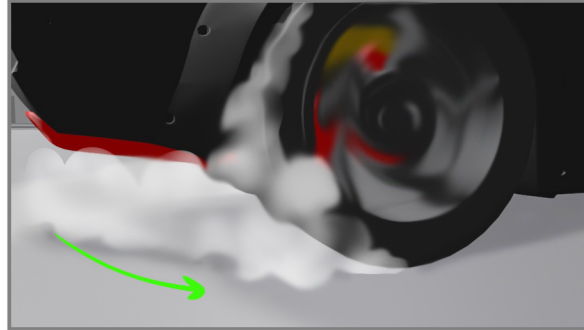
DIALOGUE

SHOT **34D** PANEL **001**

ACTION

Close on Chase's rear tire, as he starts spinning out..

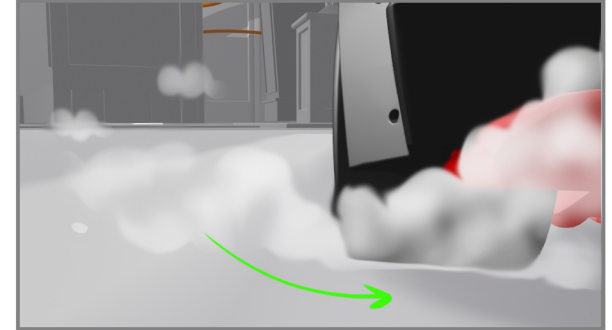
DIALOGUE

SHOT **34D** PANEL **002**

ACTION

... and drifts his car towards camera

DIALOGUE

SHOT **34D** PANEL **003**

ACTION

DIALOGUE

SHOT **34D** PANEL **004**

ACTION

He finishes the 90 degree rotation, but continues to spin the tires..

DIALOGUE

SHOT **34D** PANEL **005**

ACTION

As they both peel out!

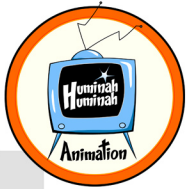
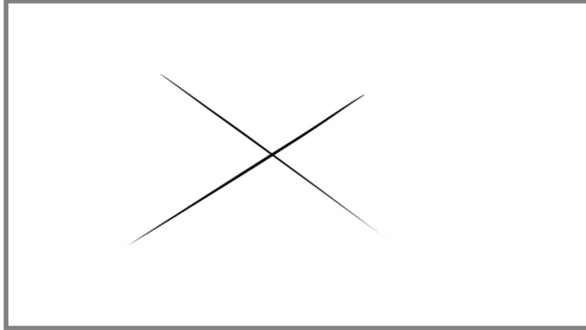
DIALOGUE

SHOT **34D** PANEL **006**

ACTION

Camera stays locked as the drive away.

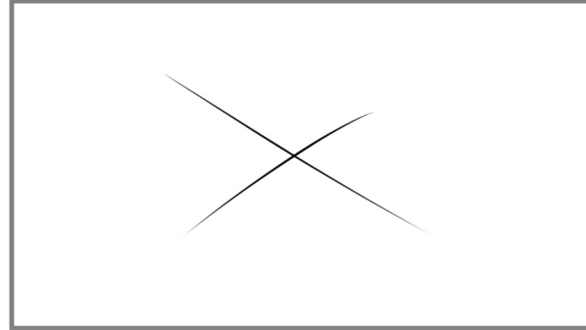
DIALOGUE

SHOT PANEL 

ACTION

The giant pigeon swoops in...

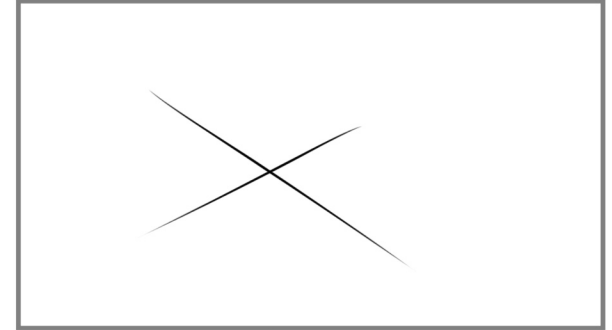
DIALOGUE

SHOT PANEL 

ACTION

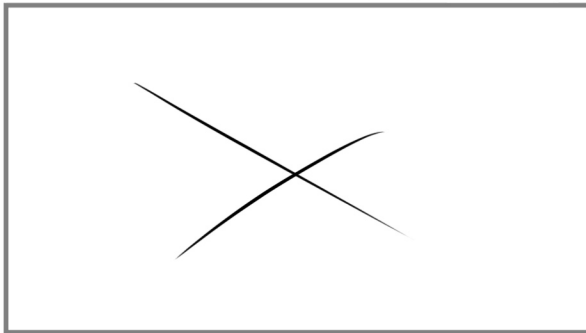
... and carries off his car!

DIALOGUE

SHOT PANEL 

ACTION

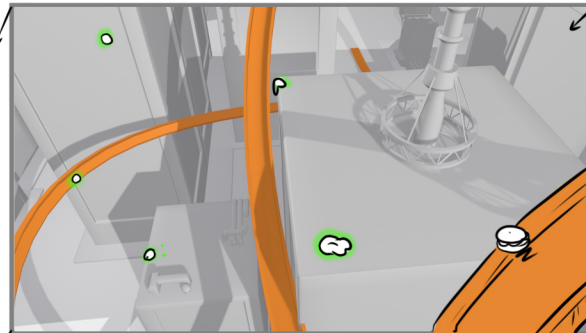
DIALOGUE

SHOT PANEL 

ACTION

CHASE
We gotta get those burgers back
before everyone eats them!ELIOT
Pickles!

DIALOGUE

SHOT **35** PANEL **001** 

ACTION

EXT. HOT WHEELS CITY - VARIOUS LOCATIONS

SUPER WIDE SHOT: of the green glowing dots in the city
<GROWING>.

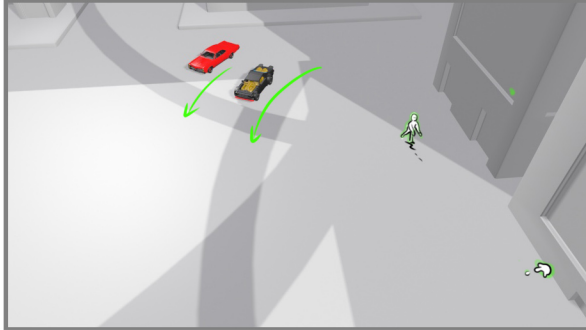
DIALOGUE

SHOT **35** PANEL **002** 

ACTION

Camera drops down to street level as Chase and Eliot come into
view.

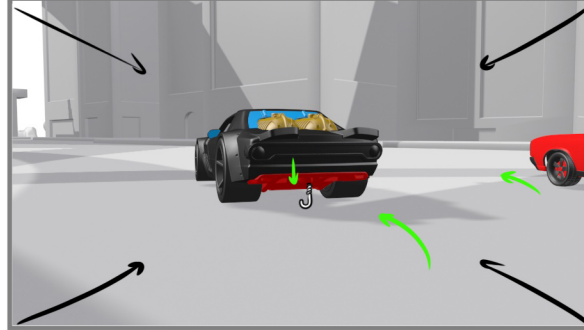
DIALOGUE

SHOT **35** PANEL **003**

ACTION

The boys round the corner.
We see Zombie citizens throughout their drive.

DIALOGUE

SHOT **36** PANEL **001**

ACTION

Camera from behind, crash zooms into rear bumper,...

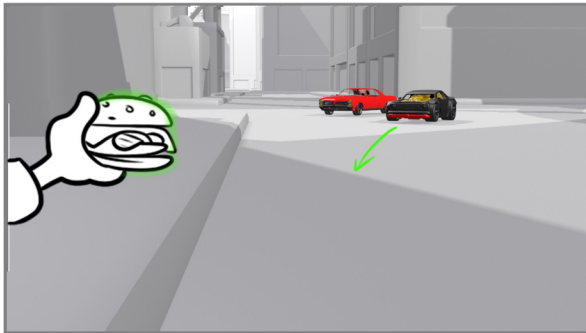
DIALOGUE

SHOT **36** PANEL **002**

ACTION

...where we see a hook on a retractable winch.

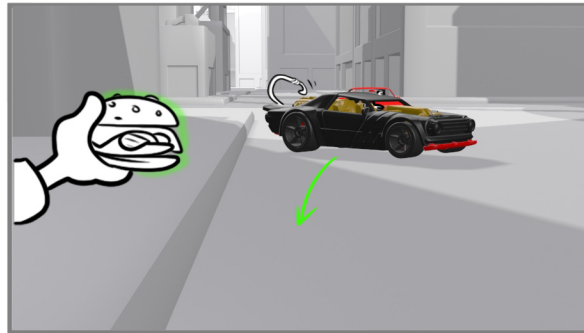
DIALOGUE

SHOT **37** PANEL **001**

ACTION

They zoom toward camera, and a citizen with a burger is in the foreground

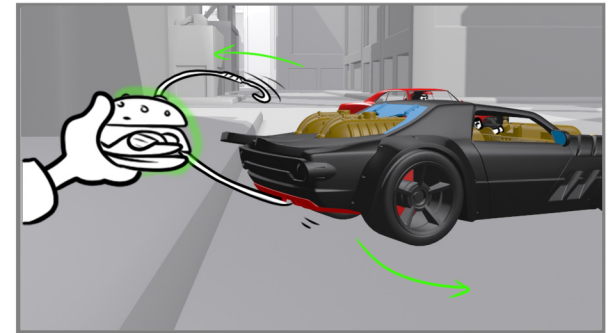
DIALOGUE

SHOT **37** PANEL **002**

ACTION

They ebrake slide 180 degrees, as Chase unspools the hook...

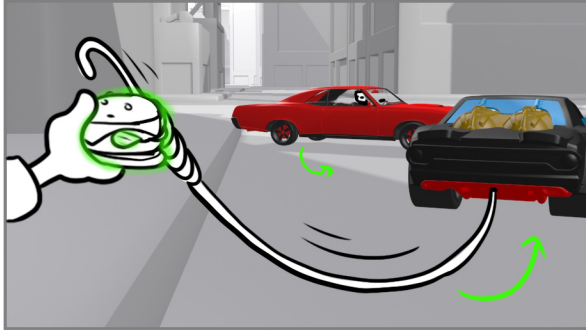
DIALOGUE

SHOT **37** PANEL **003**

ACTION

...causing a whiplash motion to happen...

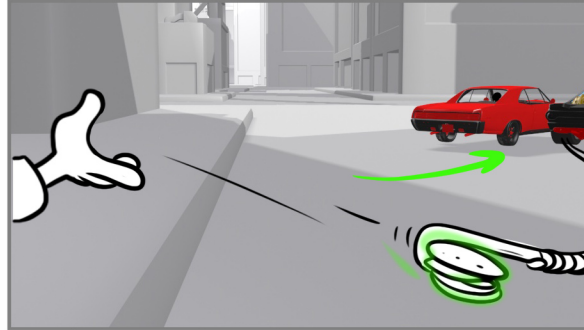
DIALOGUE

SHOT **37** PANEL **004**

ACTION

It snags the burger...

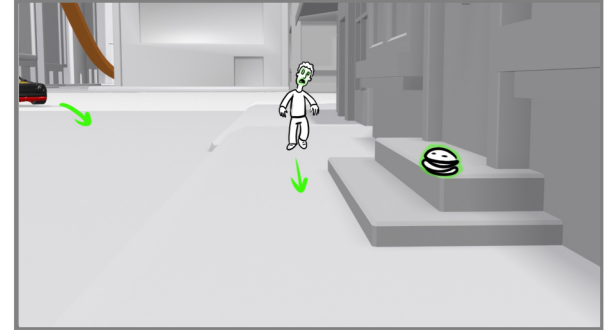
DIALOGUE

SHOT **37** PANEL **005**

ACTION

...and yanks it away, as Chase and Eliot drive off.

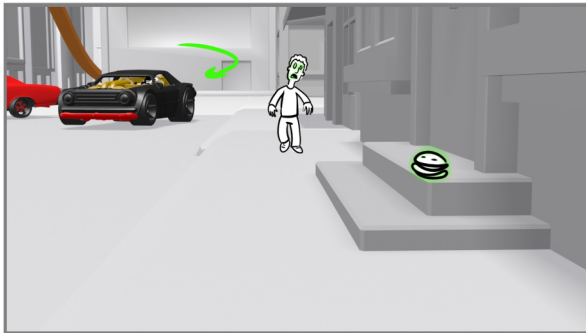
DIALOGUE

SHOT **38** PANEL **001**

ACTION

Another burger on a doorstep. A burger Zombie is walking toward camera.

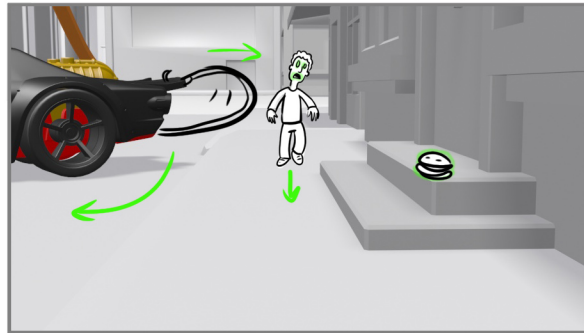
DIALOGUE

SHOT **38** PANEL **002**

ACTION

Eliot and Chase slide in...

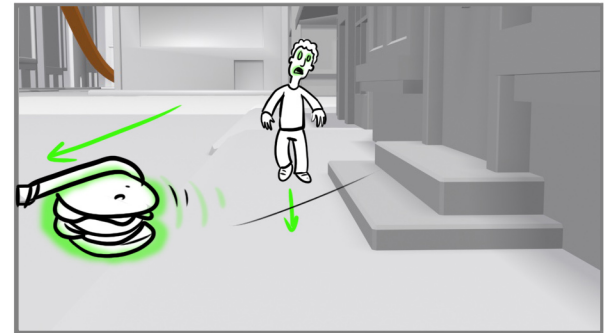
DIALOGUE

SHOT **38** PANEL **003**

ACTION

...<WHIP!!>

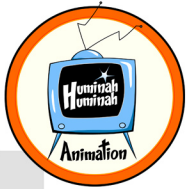
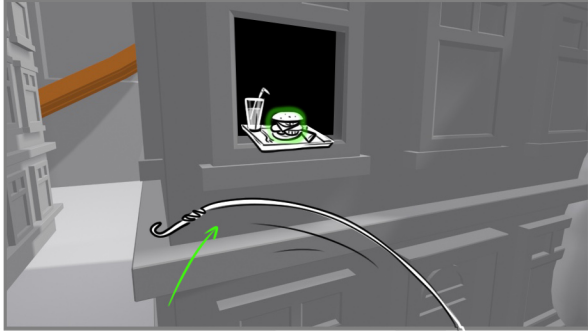
DIALOGUE

SHOT **38** PANEL **004**

ACTION

...and snag another burger.
Zombie is disappointed he didn't get to burger in time.

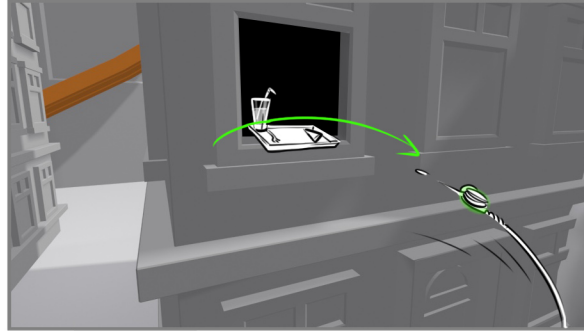
DIALOGUE

SHOT **39** PANEL **001**

ACTION

It snags the burger...

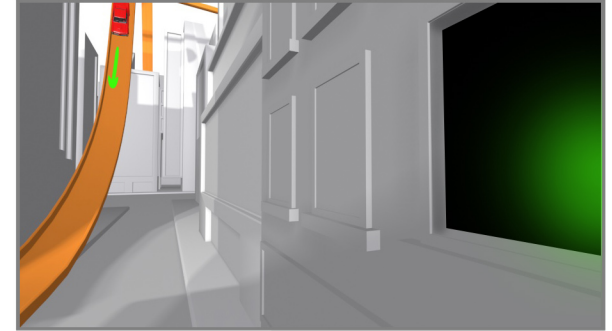
DIALOGUE

SHOT **39** PANEL **002**

ACTION

...and yanks it away, as Chase and Eliot drive off.

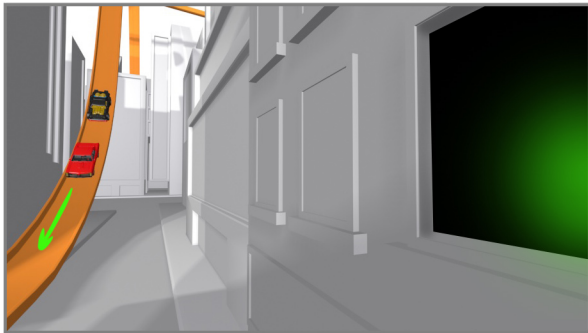
DIALOGUE

SHOT **40** PANEL **001**

ACTION

Eliot and Chase speed down a ramp. A green glow coming from inside a window.

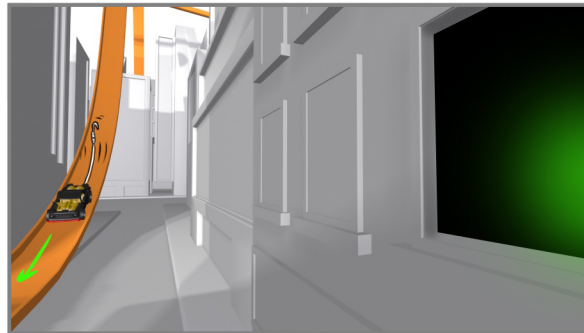
DIALOGUE

SHOT **40** PANEL **002**

ACTION

Continue along track...

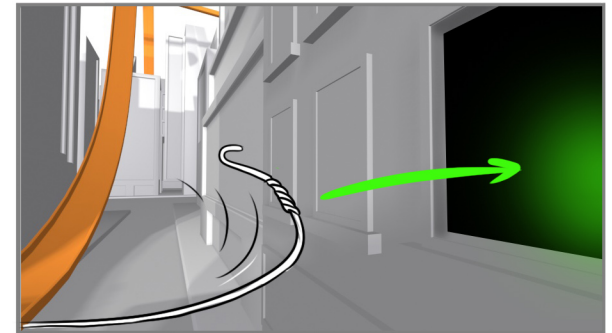
DIALOGUE

SHOT **40** PANEL **003**

ACTION

...then deploy the hook..

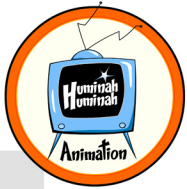
DIALOGUE

SHOT **40** PANEL **004**

ACTION

...which whips into the window, as they exit frame.

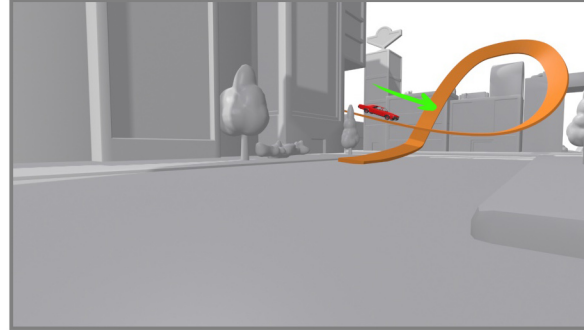
DIALOGUE

SHOT **40** PANEL **005**

ACTION

Another burger snagged!

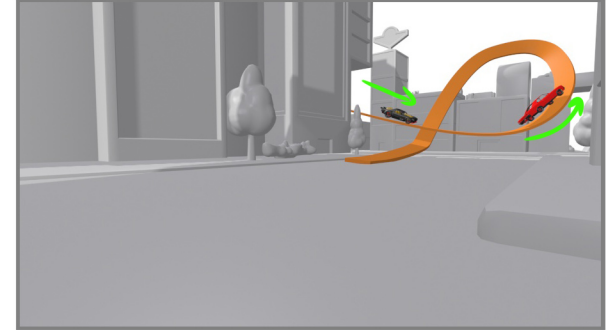
DIALOGUE

SHOT **41** PANEL **001**

ACTION

They are tearing up the city, exiting the sky tracks...

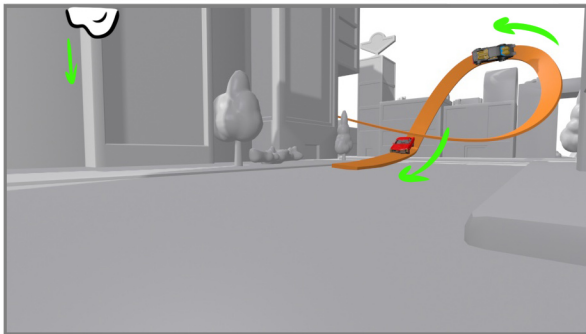
DIALOGUE

SHOT **41** PANEL **002**

ACTION

...on a loop to transition to the street.

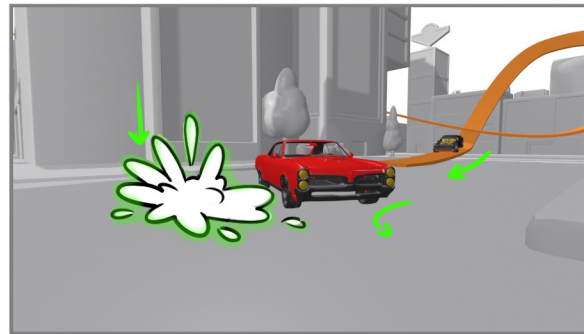
DIALOGUE

SHOT **41** PANEL **003**

ACTION

...but as they exit, a giant pigeon poo blob falls from the sky...

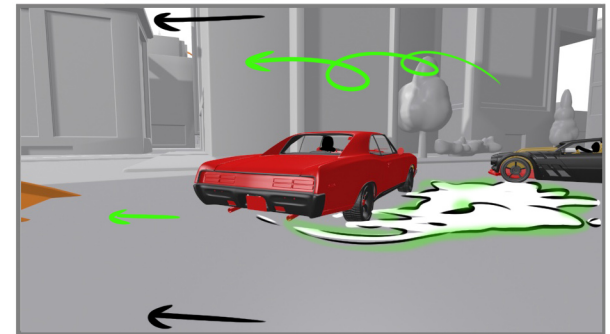
DIALOGUE

SHOT **41** PANEL **004**

ACTION

and <SPLAT!> Eliot <SWERVES> to avoid it, but...

DIALOGUE

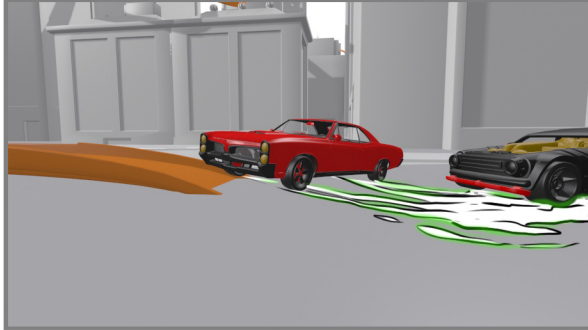
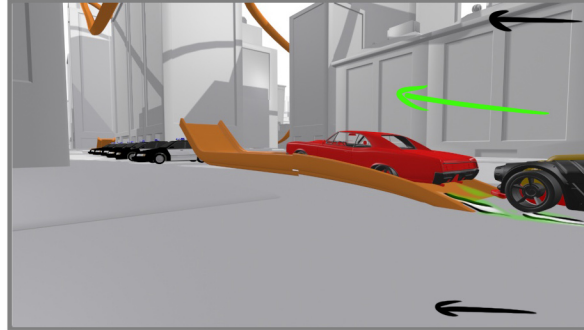
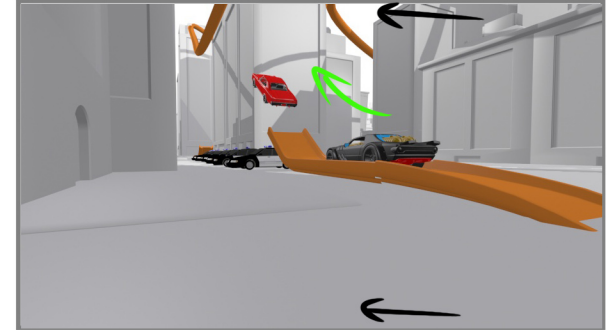
SHOT **41** PANEL **005**

ACTION

...too late. He <DONUT-SPINS> around in it, followed by Chase, who doesn't see it in time.

Camera rotates to follow the 2 cars.

DIALOGUE

SHOT **41** PANEL **006**SHOT **41** PANEL **007**SHOT **41** PANEL **008**

ACTION

DIALOGUE

ACTION

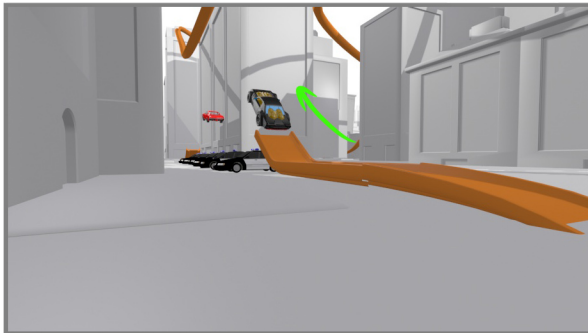
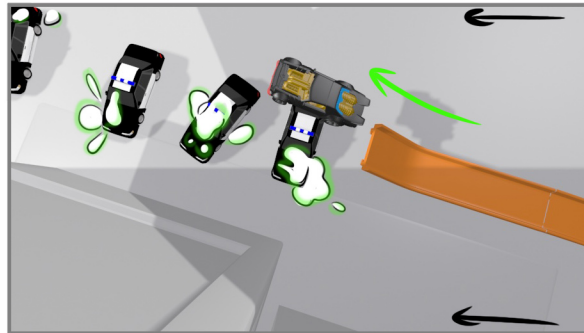
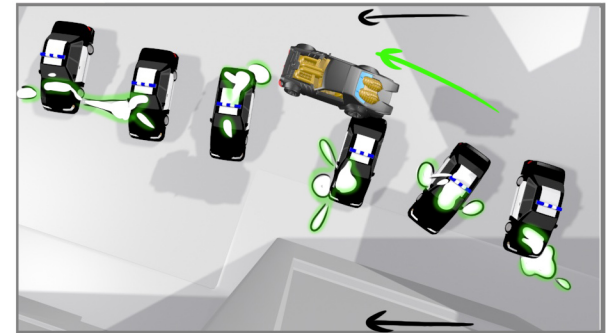
DIALOGUE

ACTION

DIALOGUE

Their cars slide up <RAMPS>

...and are airborne.

SHOT **41** PANEL **009**SHOT **42** PANEL **001**SHOT **42** PANEL **002**

ACTION

DIALOGUE

ACTION

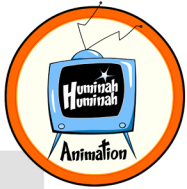
DIALOGUE

ACTION

DIALOGUE

Camera tracks from above with Chase.

ON: GROUND-BELOW POV: Below, a line of police cars are covered in poop.

SHOT **43** PANEL **001**

ACTION

ON Chase while airborne, looking down.

Camera stays with the car

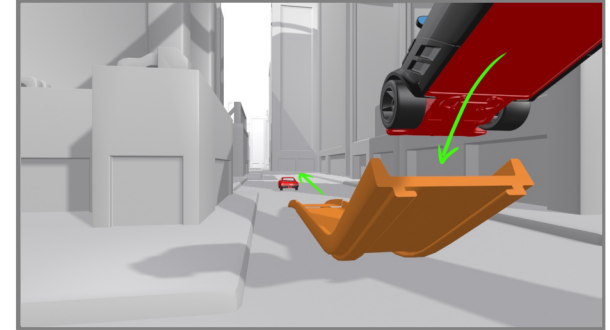
DIALOGUE

CHASE
The po-po are pooped.SHOT **43** PANEL **002**

ACTION

CHASE (cont)
We need help, and I think I know who! .

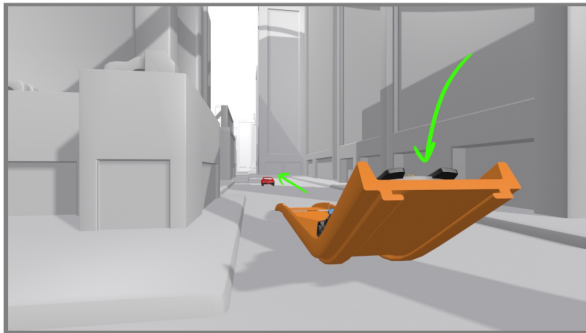
DIALOGUE

SHOT **44** PANEL **001**

ACTION

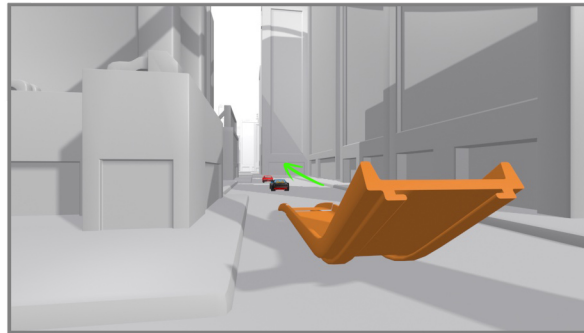
Chase comes into frame and lands perfectly on ramp

DIALOGUE

SHOT **44** PANEL **002**

ACTION

DIALOGUE

SHOT **44** PANEL **003**

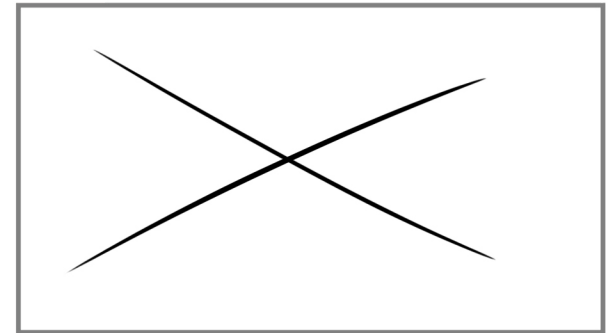
ACTION

The brothers <RACE> off.

DIALOGUE

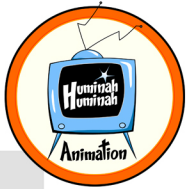
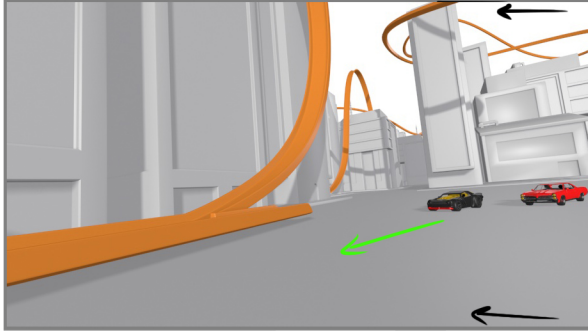
ELIOT
Pickles!

SHOT PANEL



ACTION

DIALOGUE

SHOT **45** PANEL **002**

ACTION

EXT. LOO-DE-LOOP - MOMENTS LATER
The brothers zom up to the giant Loop...
Camera rotates to track them.

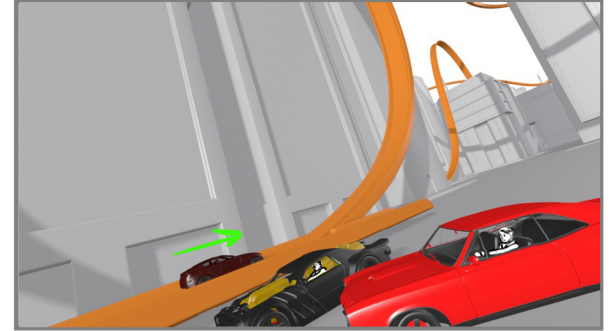
DIALOGUE

SHOT **45** PANEL **003**

ACTION

...and <SKID> to a stop outside the loop-de-loop where...

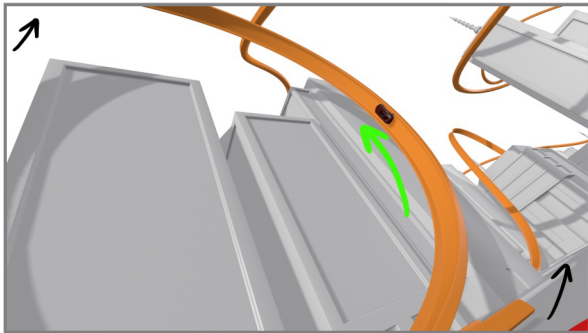
DIALOGUE

SHOT **45** PANEL **004**

ACTION

...QUINN COSMIC'S Grand Cross is spinning around.

DIALOGUE

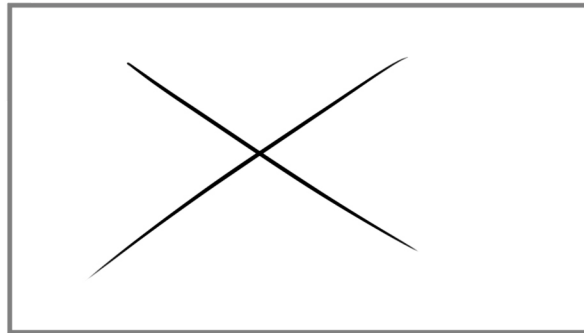
SHOT **45** PANEL **005**

ACTION

Camera now follows QUINN

DIALOGUE

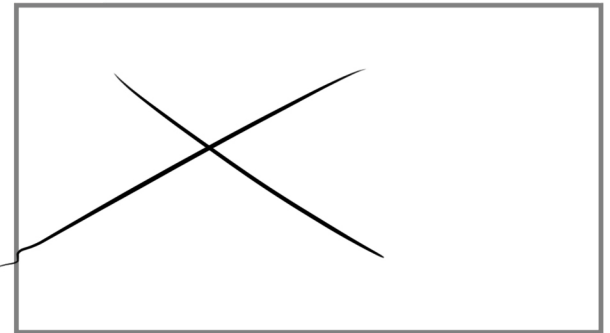
SHOT PANEL



ACTION

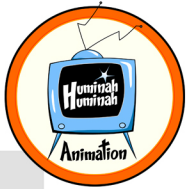
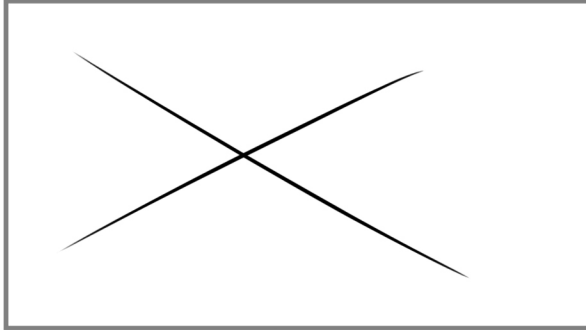
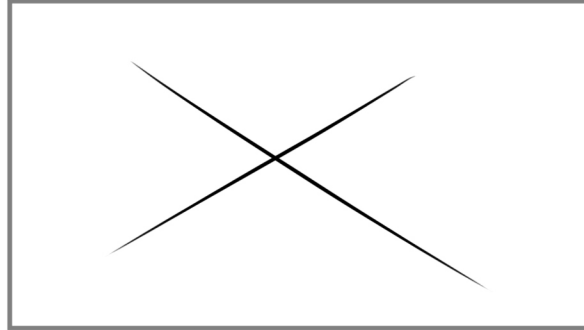
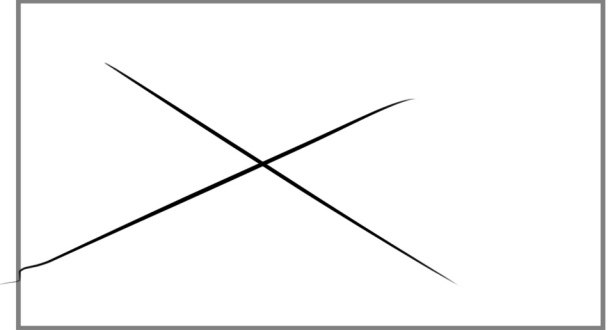
DIALOGUE

SHOT PANEL



ACTION

DIALOGUE

SHOT PANEL SHOT PANEL SHOT PANEL 

ACTION

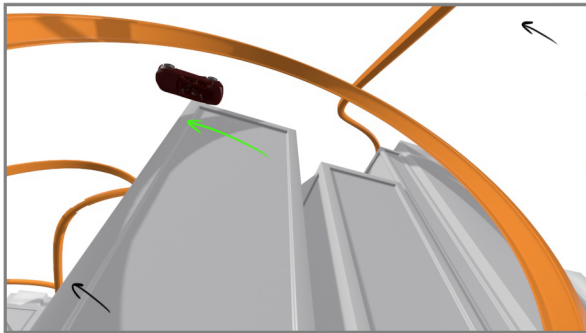
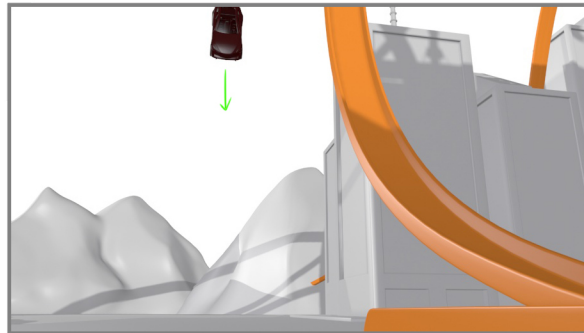
DIALOGUE

ACTION

DIALOGUE

ACTION

DIALOGUE

SHOT **45** PANEL **006** SHOT **46** PANEL **001** SHOT **46** PANEL **002** 

ACTION

DIALOGUE

The car exits the loop and...
begins to <SPIN IN MIDAIR>, without the track..

ACTION

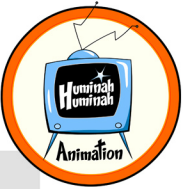
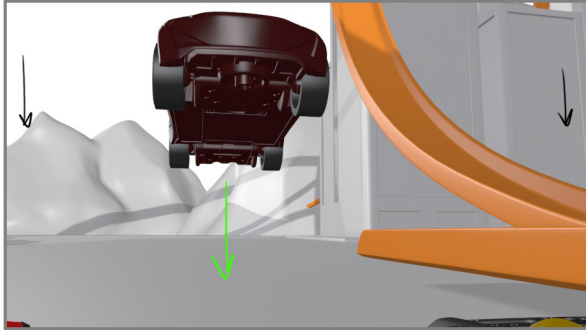
DIALOGUE

Quinn's car comes right at camer....

ACTION

DIALOGUE

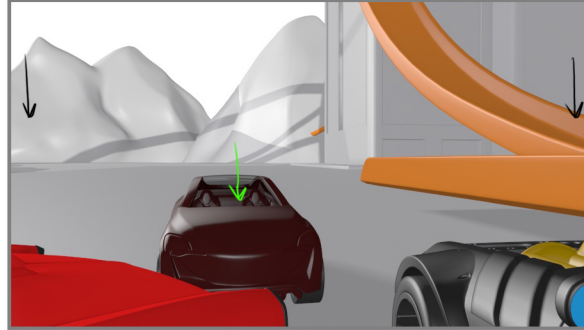
Then stops right in front of us...

SHOT **46** PANEL **003**

ACTION

The car slowly drop.
Camera tilts down with car.

DIALOGUE

SHOT **46** PANEL **004**

ACTION

The car lands

DIALOGUE

CHASE
Woah!

SHOT **47** PANEL **001**

ACTION

The brothers walk forward.

DIALOGUE

CHASE (cont)
How'd you do that, Quinn?

SHOT **48** PANEL **001**

ACTION

Quinn's is already stepping out of her car as we cut to her.

DIALOGUE

QUINN COSMIC
Bifurcation of the space-time
continuum.

SHOT **49** PANEL **001**

ACTION

CHASE
(no clue)
Oh... yeah, pretty basic stuff.
Just asking for Eliot.

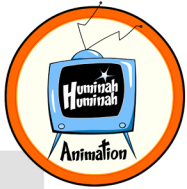
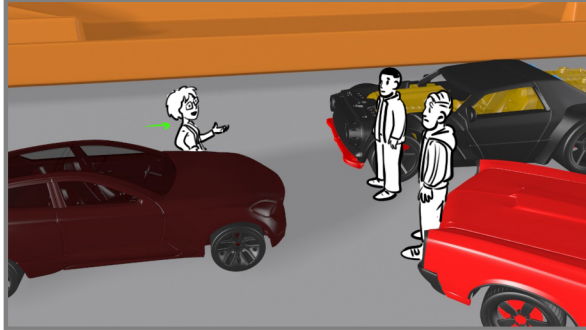
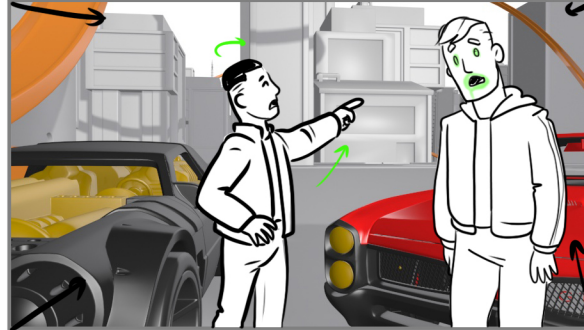
DIALOGUE

SHOT **50** PANEL **001**

ACTION

ELIOT
Pickles!

DIALOGUE

SHOT **51**PANEL **001**SHOT **52**PANEL **001**SHOT **52**PANEL **002**

ACTION

DIALOGUE

QUINN COSMIC
What's up, guys?

ACTION

DIALOGUE

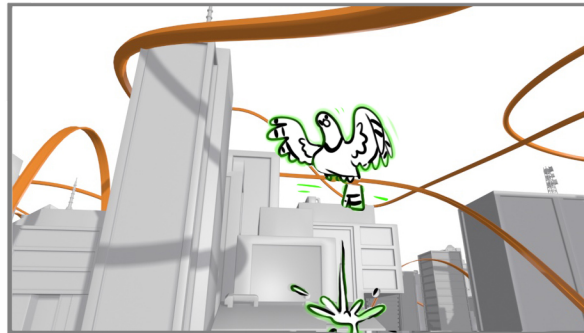
After Chase's line, the camera SNAP ZOOMS to....

CHASE
(pointing)
That.

ACTION

DIALOGUE

... Giant marauding pigeon.

SHOT **52**PANEL **003**SHOT **52**PANEL **004**

ACTION

DIALOGUE

ACTION

DIALOGUE

Pigeon lands on track, and proceeds to poop on building.

SHOT **53**PANEL **001**

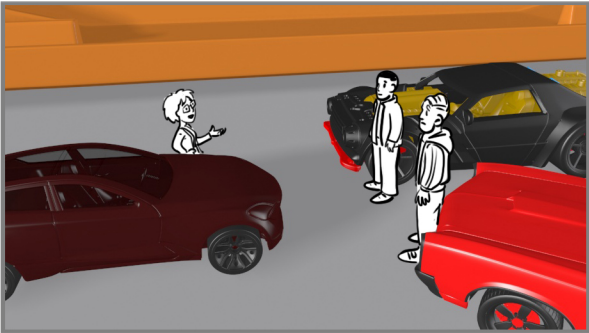
ACTION

DIALOGUE

CHASE (CONT'D)
We could really use a
brainy, pragmatic astro-engineer
right about now.



SHOT **53B** PANEL **001**

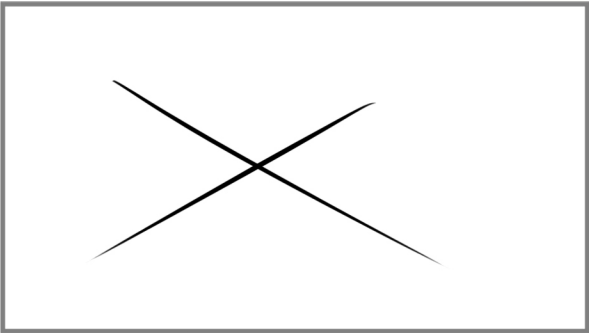


ACTION

DIALOGUE

QUINN COSMIC
First things first, we gotta catch that bird...

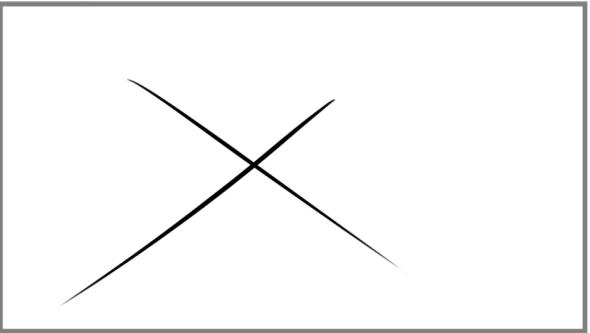
SHOT PANEL



ACTION

DIALOGUE

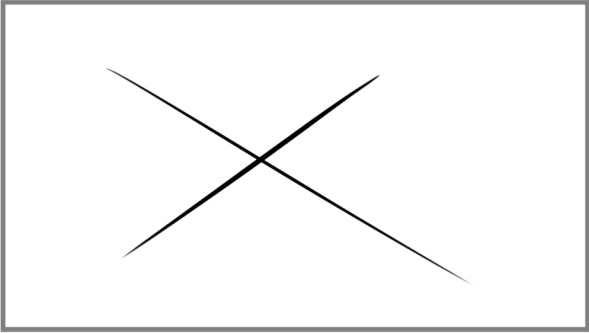
SHOT PANEL



ACTION

DIALOGUE

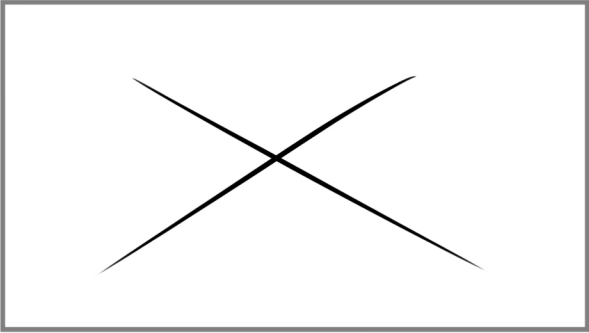
SHOT PANEL



ACTION

DIALOGUE

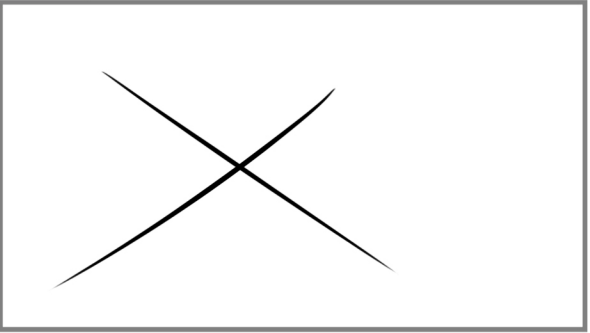
SHOT PANEL



ACTION

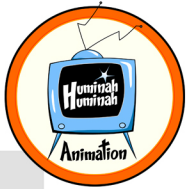
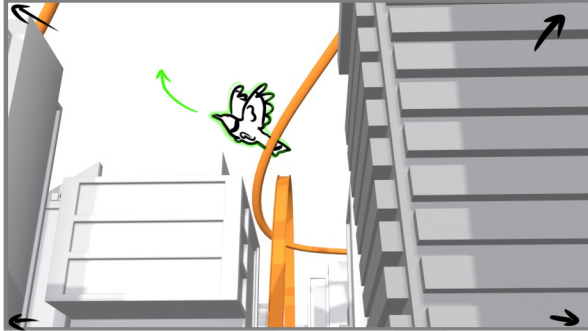
DIALOGUE

SHOT PANEL



ACTION

DIALOGUE

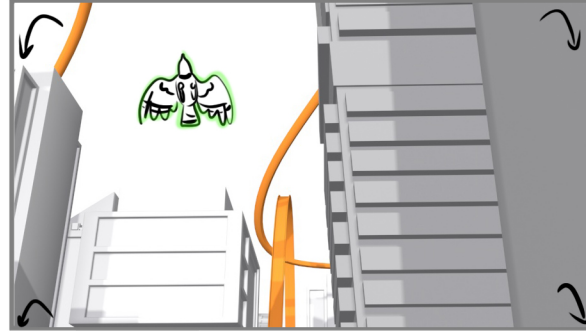
SHOT **54** PANEL **001**

ACTION

EXT. HOT WHEELS CITY - STREET - LATER
Chase, Eliot and Quinn are driving through the city.
Camera is pointed up, but travelling...

DIALOGUE

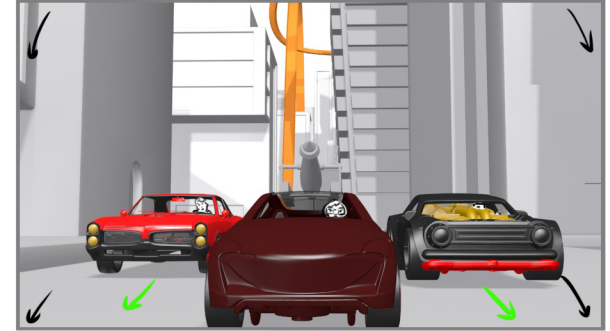
Quinn (cont)
...and I know just the thing.

SHOT **54** PANEL **002**

ACTION

Camera tilts down to reveal...

DIALOGUE

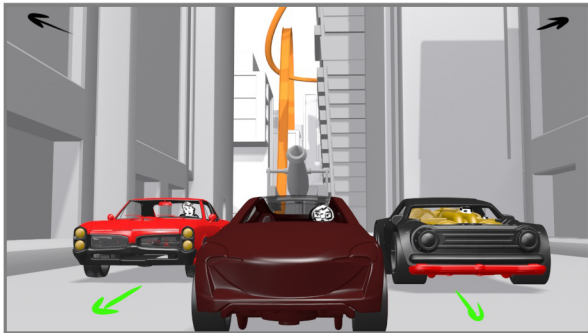
SHOT **54** PANEL **003**

ACTION

...all 3 cars travelling on road.
Camera is still moving at the speed of the cars as they drive.

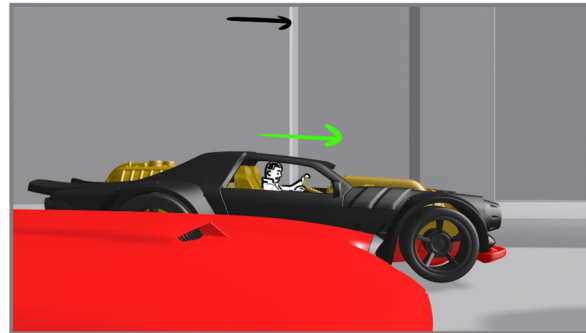
DIALOGUE

Quinn has a giant SPACE-RAY-TYPE device attached to
the back of Grand Cross, like a whaling harpoon.

SHOT **54** PANEL **004**

ACTION

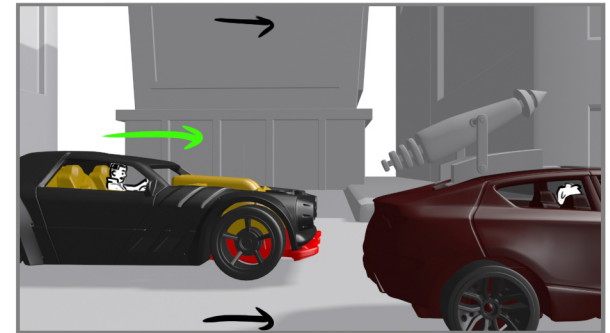
DIALOGUE

SHOT **55** PANEL **001**

ACTION

Camera is looking in at Chase, then travels with the cars...

DIALOGUE

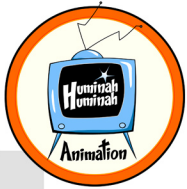
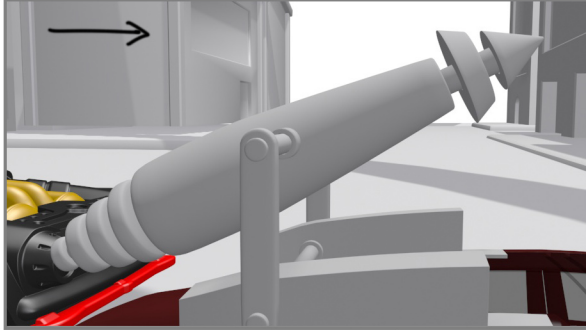
SHOT **55** PANEL **002**

ACTION

...pass the harpoon-like device on Quinn's car, to...

DIALOGUE

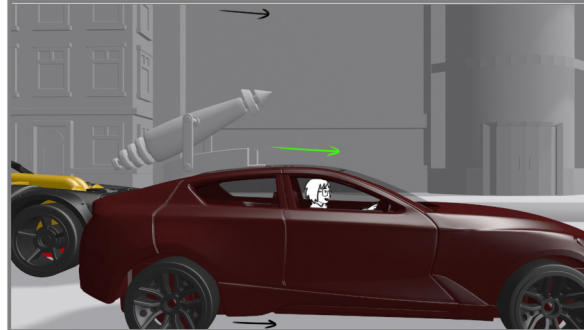
CHASE
What do you call ...

SHOT **59** PANEL **001 (cont)**

ACTION

DIALOGUE

CHASE (OS)
... that big space-ray
thingy again?

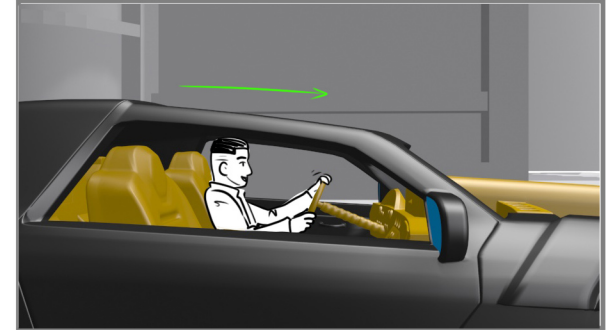
SHOT **60** PANEL **001**

ACTION

DIALOGUE

QUINN COSMIC
It's an inter-dimensional mutatedavian microsizer.

SHOT PANEL



ACTION

DIALOGUE

CHASE
Huh?! Run that by me again...

SHOT **61** PANEL **001**

ACTION

DIALOGUE

Topdown drone shot following the cars

QUINN COSMIC
Pigeon-shrinker.!

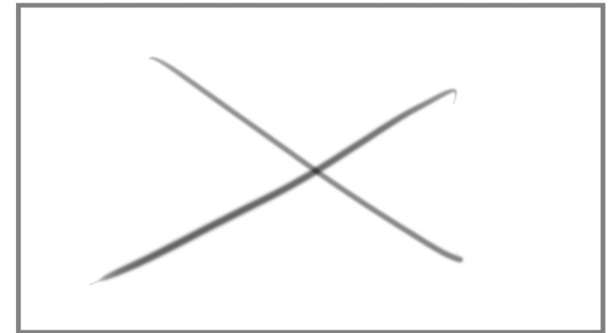
SHOT **62** PANEL **001**

ACTION

DIALOGUE

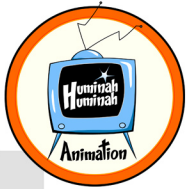
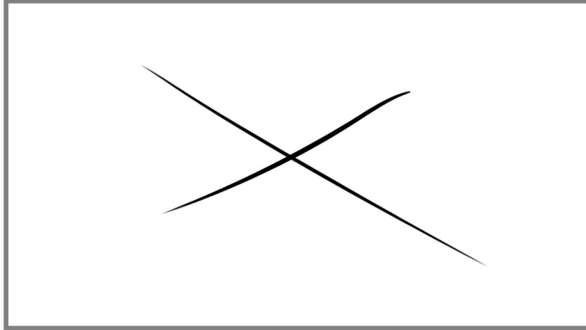
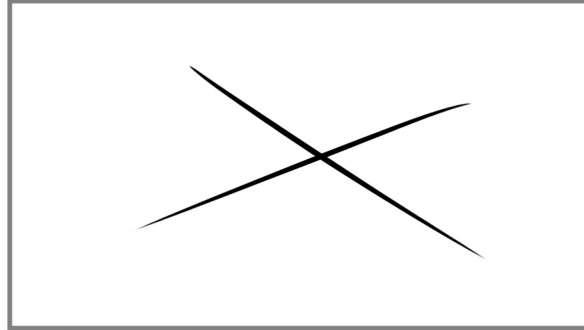
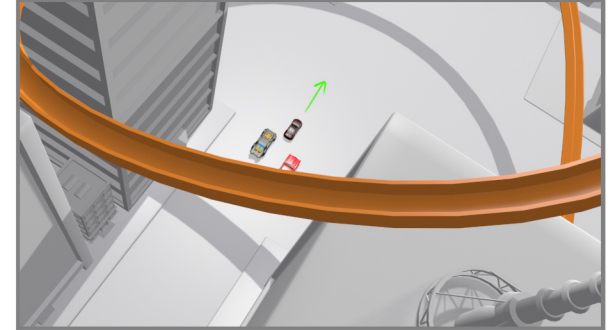
CHASE
Way catchier name. Just sayin'.

SHOT PANEL



ACTION

DIALOGUE

SHOT PANEL SHOT PANEL SHOT **63** PANEL **001** 

ACTION

DIALOGUE

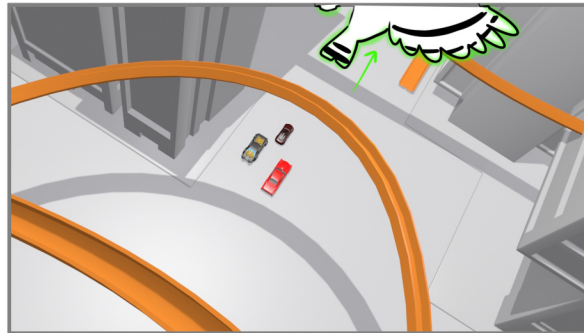
ACTION

DIALOGUE

ACTION

DIALOGUE

Topdown drone shot following the cars

SHOT **63** PANEL **002** SHOT **63** PANEL **003** 

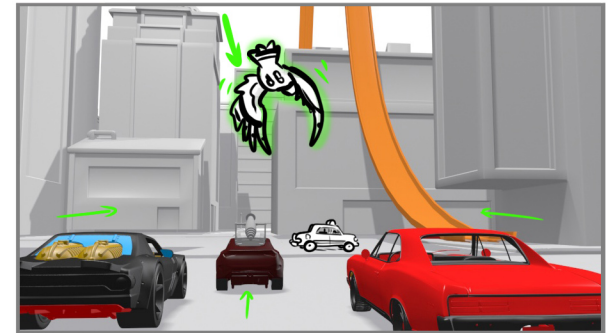
ACTION

DIALOGUE

ACTION

DIALOGUE

Pigeon flies in overtop...

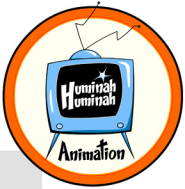
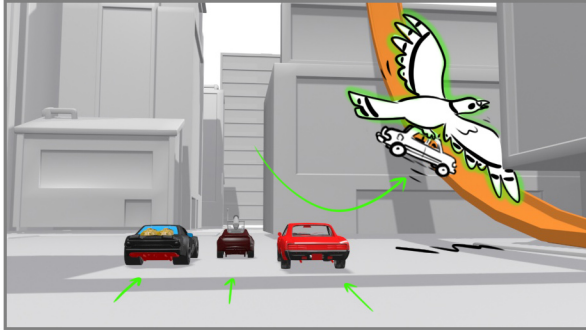
QUINN COSMIC
You guys lure the pigeon into the
open so I can get a clear shot!SHOT **64** PANEL **001** 

ACTION

DIALOGUE

Pigeon swoops down toward taxi!

CHASE
Roger, dodger!

SHOT **64** PANEL **002**

ACTION

Pigeon grabs taxi and flies off with it.

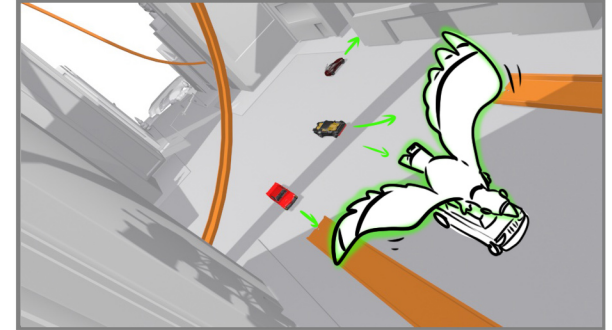
DIALOGUE

SHOT **64** PANEL **003**

ACTION

The guys spin off towards the pigeon

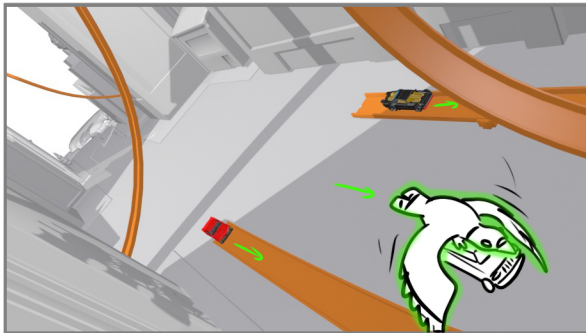
DIALOGUE

SHOT **65** PANEL **001**

ACTION

The brothers follow the Giant Pigeon. They both take ramps.

DIALOGUE

SHOT **65** PANEL **002**

ACTION

Camera moves along with pigeon

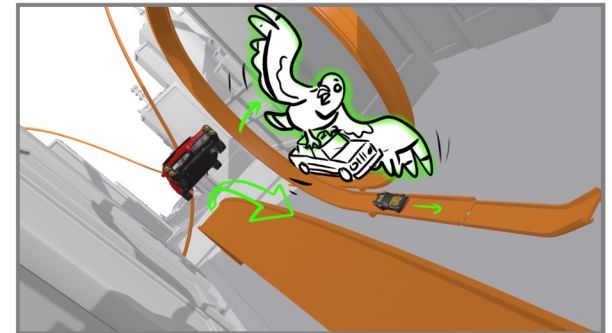
DIALOGUE

CHASE (CONT'D)
Hey! Birdbrain!SHOT **65** PANEL **003**

ACTION

rotate to see Chase in a big loop jump.

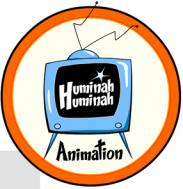
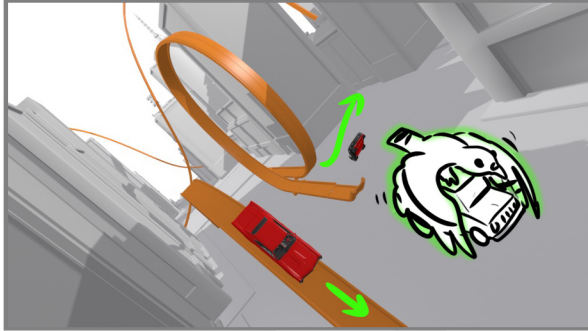
DIALOGUE

SHOT **65** PANEL **004**

ACTION

Rotate back in time to see Eliot nearly miss the pigeon on his jump. Pigeon is startled and vers away from him.

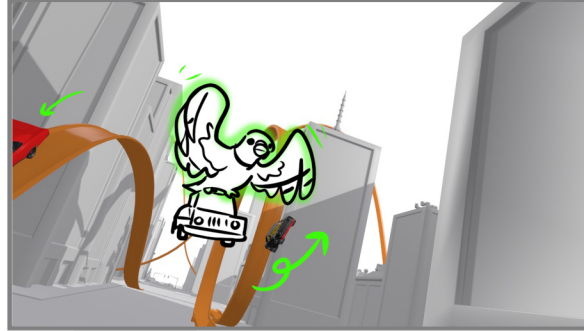
DIALOGUE

SHOT **65** PANEL **005**

ACTION

As Eliot is landing, Chase is launching from behind Pigeon.

DIALOGUE

SHOT **66** PANEL **001**

ACTION

Low angle as Chase barrel rolls (one full 360 deg) toward the pigeon and camera.

DIALOGUE

SHOT **66** PANEL **002**

ACTION

Chase's barrel roll startles the pigeon so much, it loses it's grip on the taxi..

DIALOGUE

CHASE (CONT'D)
Come get some more yummy slime!

SHOT **66** PANEL **003**

ACTION

...and drops it, as Chase continues his barrel roll toward camera.

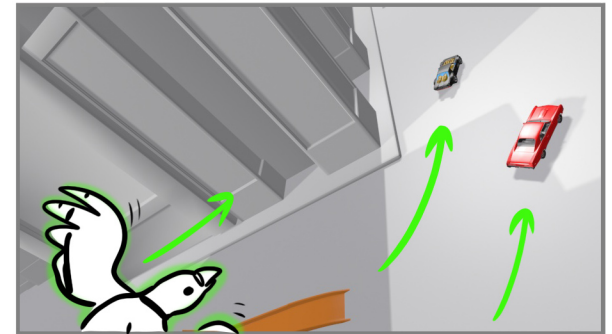
DIALOGUE

SHOT **67** PANEL **001**

ACTION

Chase and Eliot exit their ramps.
They have caught the attention of the pigeon!

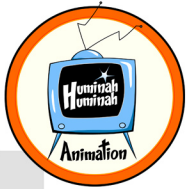
DIALOGUE

SHOT **67** PANEL **002**

ACTION

Camera rotates to follow the action. Bird is in pursuit as the brothers drift the corner.

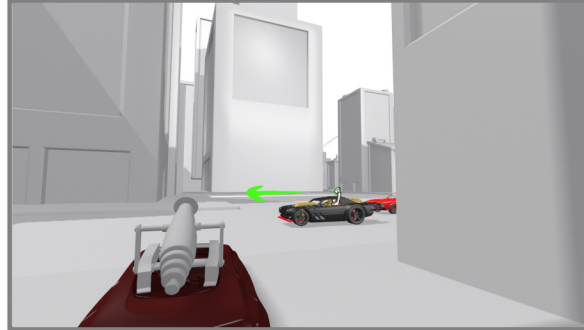
DIALOGUE

SHOT **67** PANEL **003**

ACTION

The pigeon chases them!

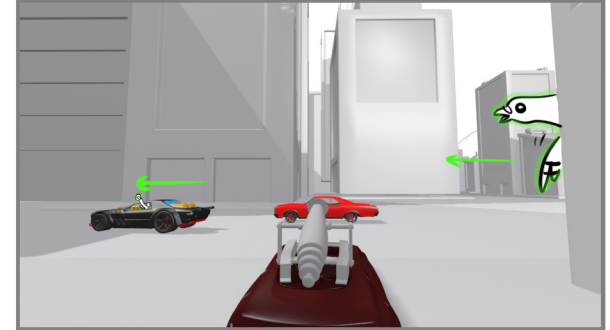
DIALOGUE

SHOT **68** PANEL **001**

ACTION

Camera behind Quinn on side street.

DIALOGUE

QUINN COSMIC
You've got to get it away from the
buildings!SHOT **68** PANEL **002**

ACTION

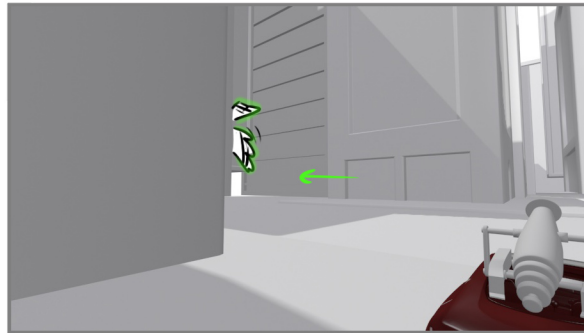
Camera pans with the action,
keeping Quinns car as the pivot.

DIALOGUE

SHOT **68** PANEL **003**

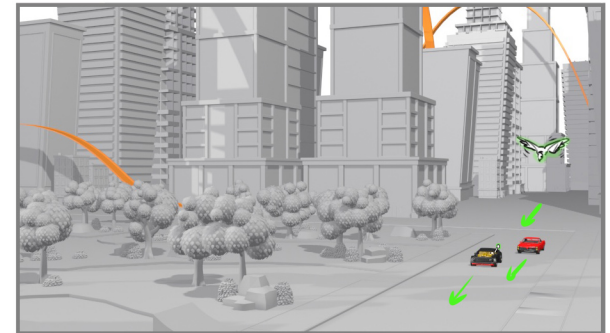
ACTION

DIALOGUE

SHOT **68** PANEL **004**

ACTION

DIALOGUE

SHOT **69** PANEL **001**

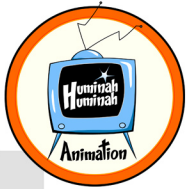
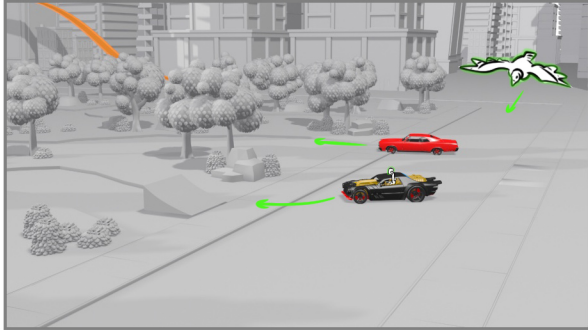
ACTION

EXT. PARK

Chase races into the PARK, with the pigeon following.

DIALOGUE

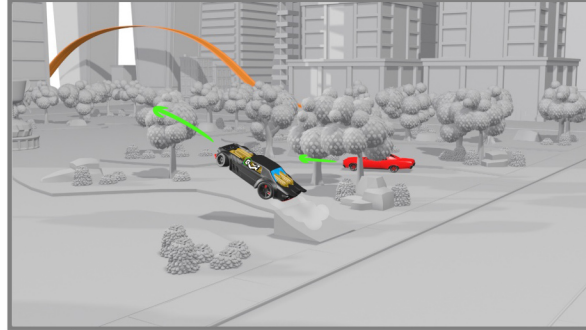
CHASE
I know exactly where to go...

SHOT **69**PANEL **002**

ACTION

The brother take a sharp turn into the park. Chase hits the ramp...

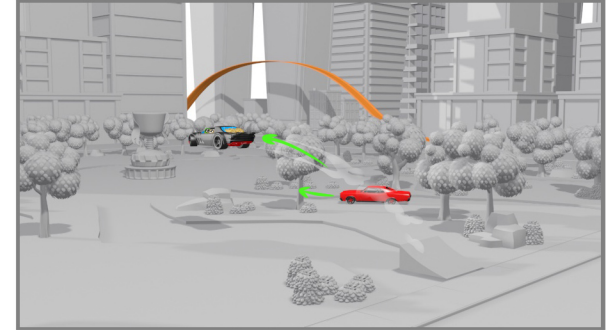
DIALOGUE

SHOT **69**PANEL **003**

ACTION

...and goes airborne!

DIALOGUE

SHOT **69**PANEL **004**

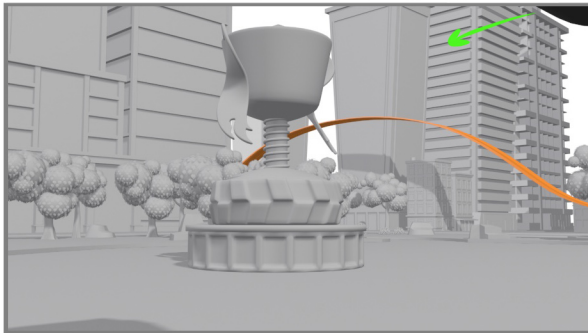
ACTION

He's flying to the centre of the park.

Camera pans with the action.

DIALOGUE

CHASE (CONT'D)
a place pigeons find irresistible!

SHOT **70**PANEL **001**

ACTION

Close on park statue.

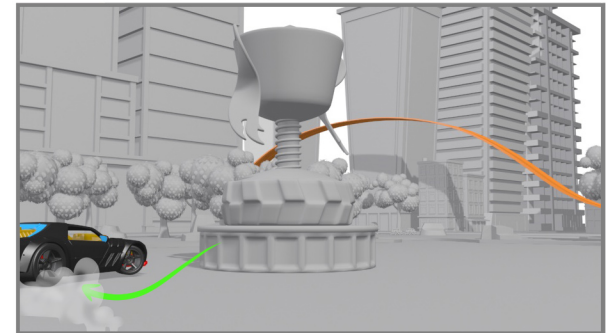
DIALOGUE

SHOT **70**PANEL **002**

ACTION

Chase lands in frame and....

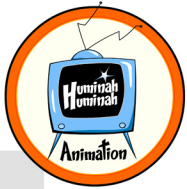
DIALOGUE

SHOT **70**PANEL **003**

ACTION

...turns it into a donut slide around the statue!

DIALOGUE

SHOT **70** PANEL **004**

ACTION

Chase entices the pigeon to the statue by doing donuts around it.

DIALOGUE

SHOT **70** PANEL **005**

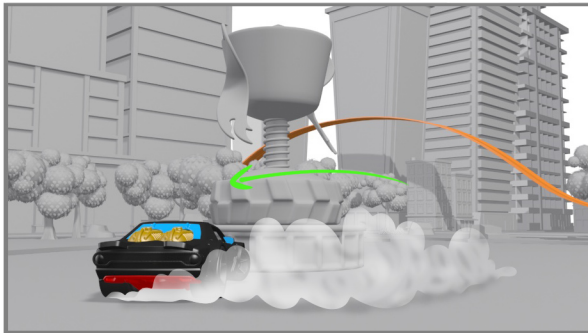
ACTION

DIALOGUE

SHOT **70** PANEL **006**

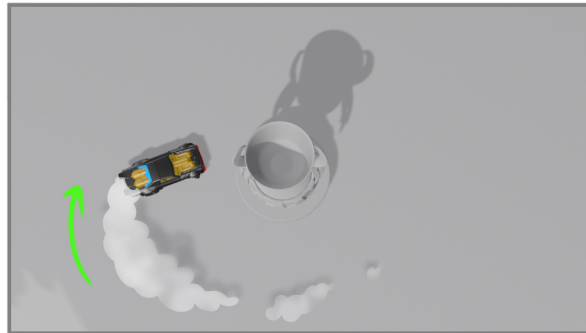
ACTION

DIALOGUE

CHASE (CONT'D)
That's right, ya' big flying rat...SHOT **70** PANEL **007**

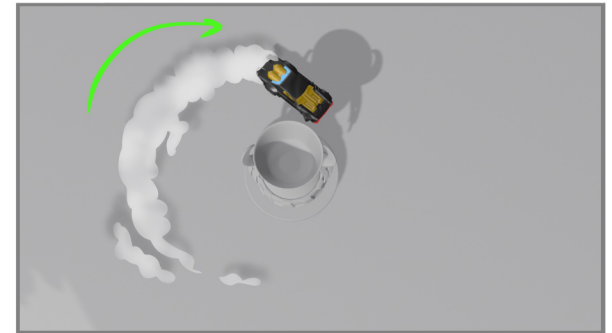
ACTION

DIALOGUE

CHASE (CONT'D)
...a nice statue...SHOT **71** PANEL **001**

ACTION

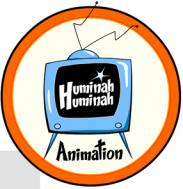
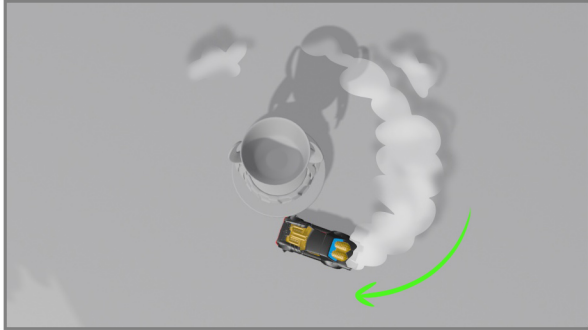
DIALOGUE

Topdown beauty shot as Chase completes another
full donut around the statue.SHOT **71** PANEL **002**

ACTION

DIALOGUE

CHASE (CONT'D)
...
You know what to do!

SHOT **71** PANEL **003**

ACTION

DIALOGUE

SHOT **72** PANEL **001**

ACTION

DIALOGUE

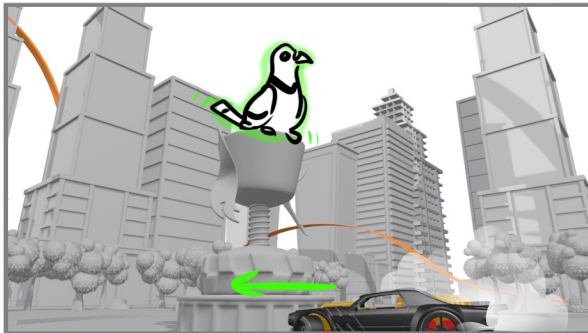
Chase still spinning, as he draws the pigeon in.

SHOT **72** PANEL **002**

ACTION

DIALOGUE

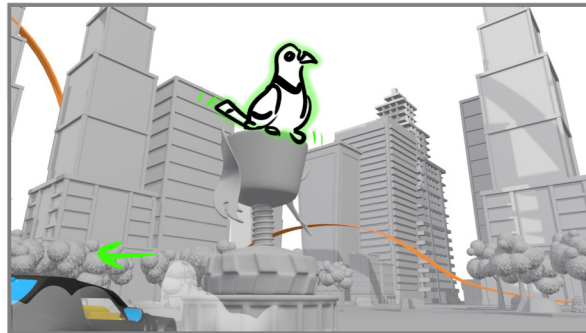
The pigeon drops in, right on the statue...

SHOT **73** PANEL **001**

ACTION

DIALOGUE

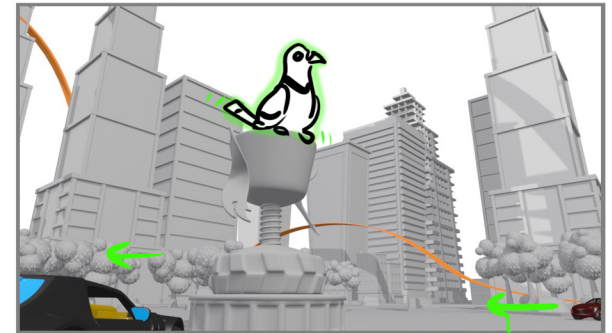
ON: The pigeon promptly sits on the statue, <COOING and POOPING>.

SHOT **73** PANEL **002**

ACTION

DIALOGUE

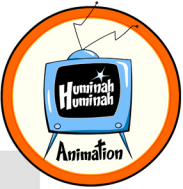
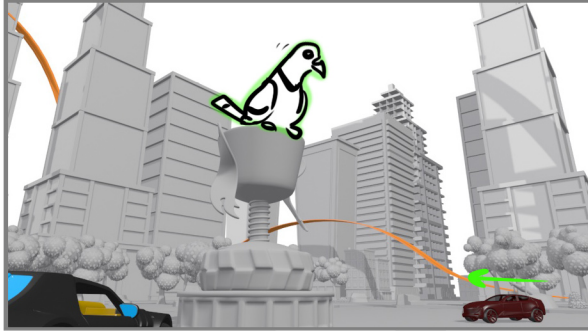
Chase stops spinning as...

SHOT **73** PANEL **003**

ACTION

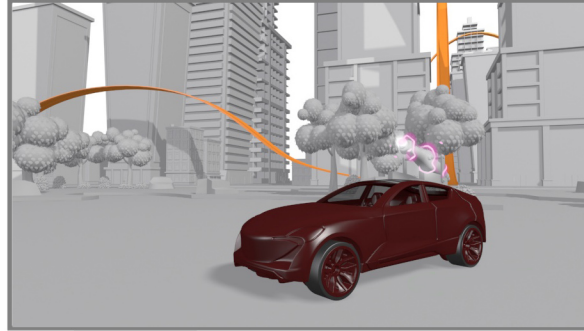
DIALOGUE

Quinn rolls in...

SHOT **73** PANEL **004**

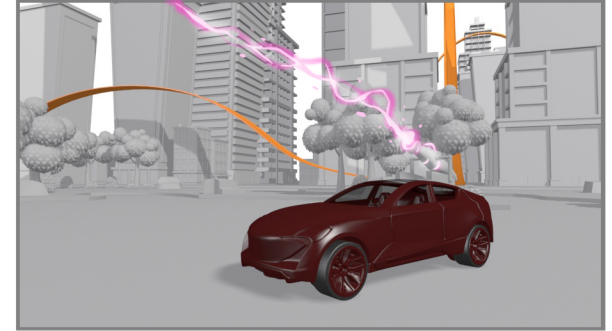
ACTION

DIALOGUE

SHOT **74** PANEL **001**

ACTION

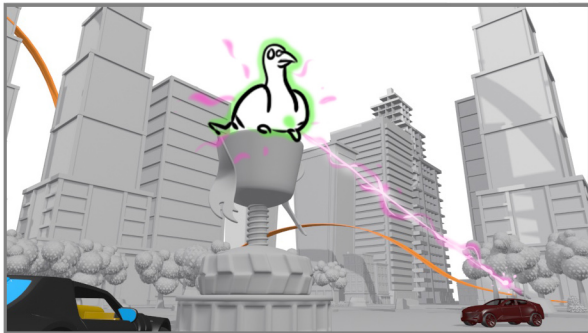
DIALOGUE

SHOT **74** PANEL **002**

ACTION

DIALOGUE

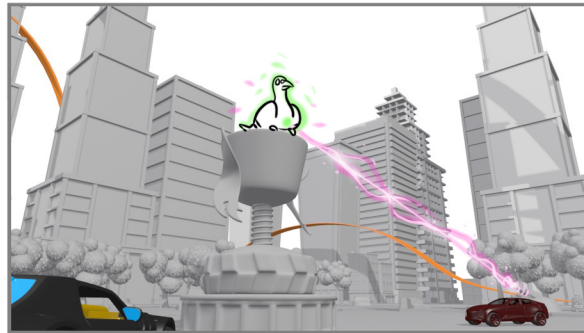
<BLASTS> the bird with her laser beam.

SHOT **75** PANEL **001**

ACTION

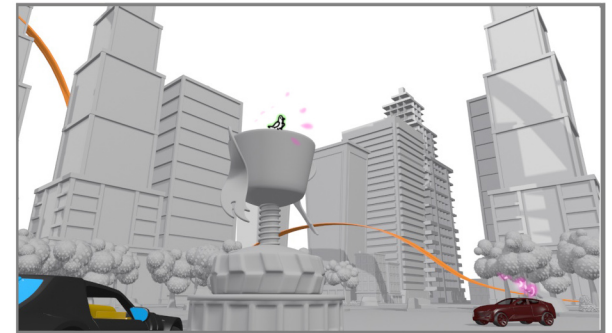
DIALOGUE

The pigeon instantly <SHRINKS!>

SHOT **75** PANEL **002**

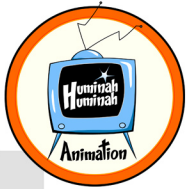
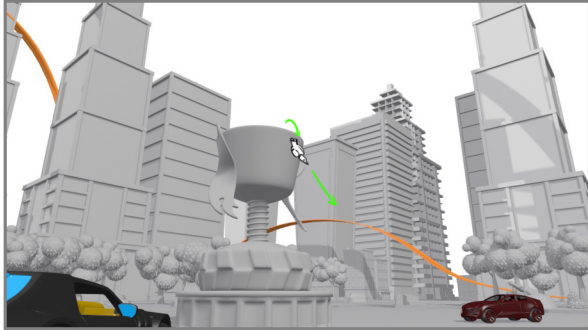
ACTION

DIALOGUE

SHOT **75** PANEL **003**

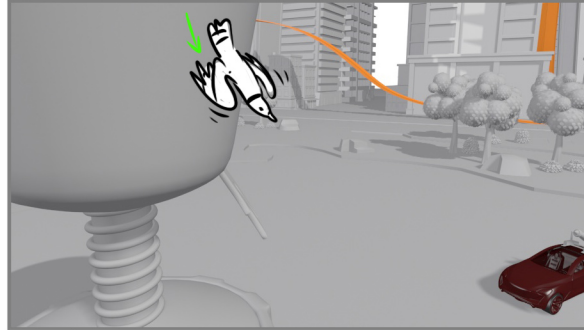
ACTION

DIALOGUE

SHOT **75** PANEL **004**

ACTION

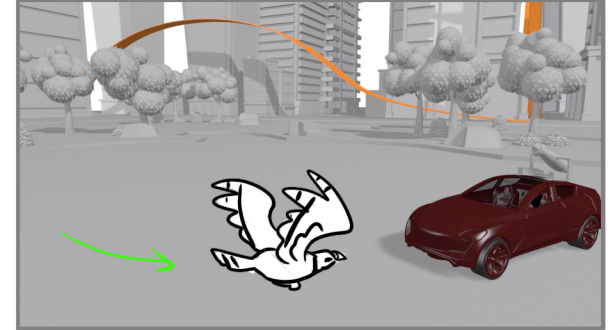
DIALOGUE

SHOT **76** PANEL **001**

ACTION

DIALOGUE

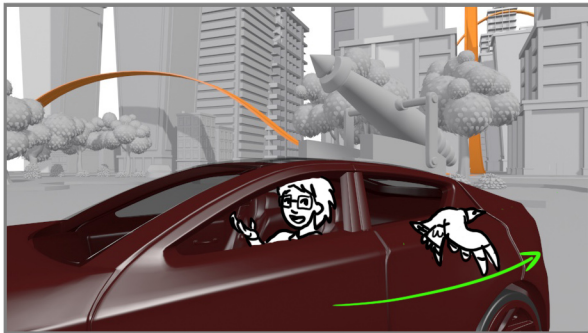
<BLASTS> the bird with her laser beam.

SHOT **76** PANEL **002**

ACTION

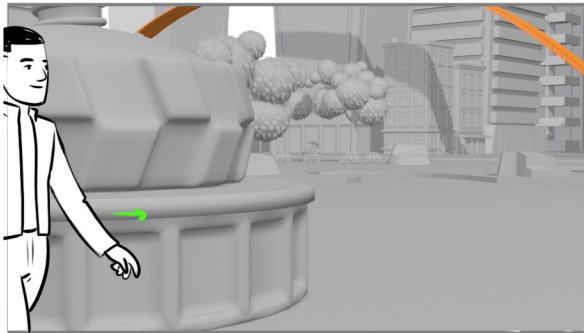
DIALOGUE

The pigeon instantly <SHRINKS!>

SHOT **76** PANEL **003**

ACTION

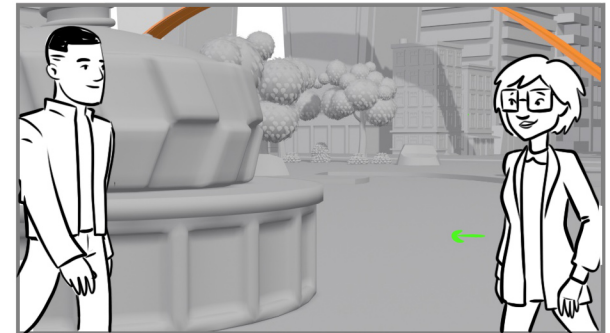
DIALOGUE

QUINN COSMIC
Small is beautiful.SHOT **77** PANEL **001**

ACTION

DIALOGUE

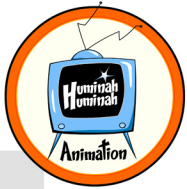
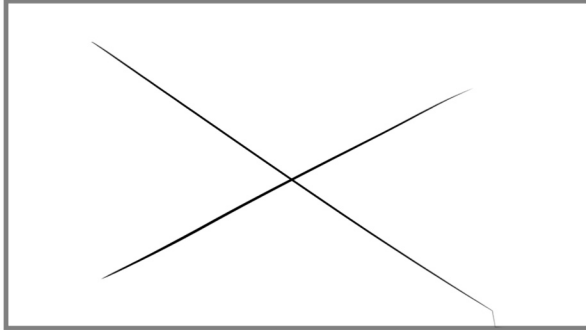
Chase walks into shot.

SHOT **77** PANEL **002**

ACTION

DIALOGUE

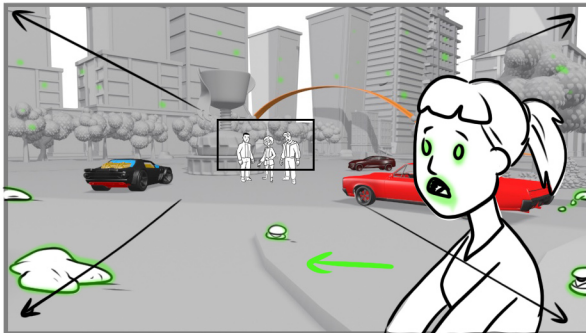
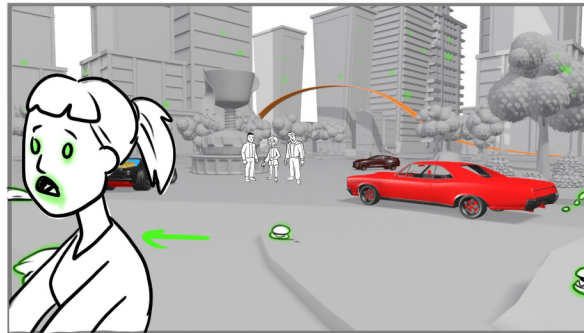
Quinn enters.

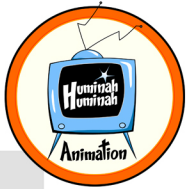
SHOT PANEL SHOT 77 PANEL 003 

<HI-FIVES>

SHOT 77 PANEL 004 

The turn as they hear a zombie OS

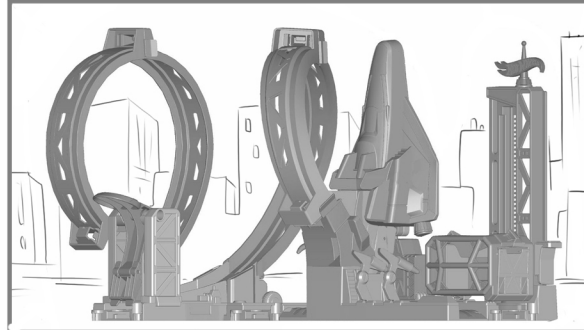
Generic Zombie
Argghh!!SHOT 77 PANEL 005 Snap zoom out.
Zombie shuffles across screen.SHOT 77 PANEL 006 CHASE
Now what're we ...SHOT 78 PANEL 001 CHASE
.. gonna do about all
the slime?ELIOT
Pickles!CHASE
And Elliot?

SHOT **79** PANEL **001**

ACTION

DIALOGUE

QUINN COSMIC
There's only person who can help
us.

SHOT **80** PANEL **001**

ACTION

DIALOGUE

INT. ZERO-G TRAINER

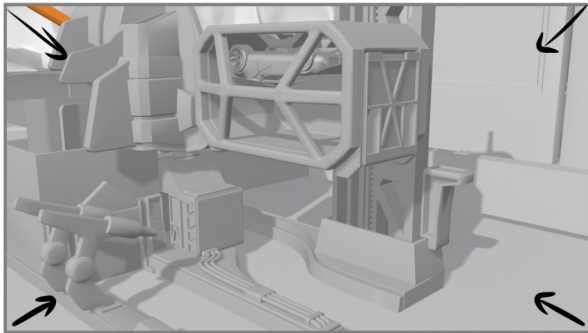
QUINN COSMIC (cont)
Someone who knows slime inside
and out.

SHOT **81** PANEL **001**

ACTION

DIALOGUE

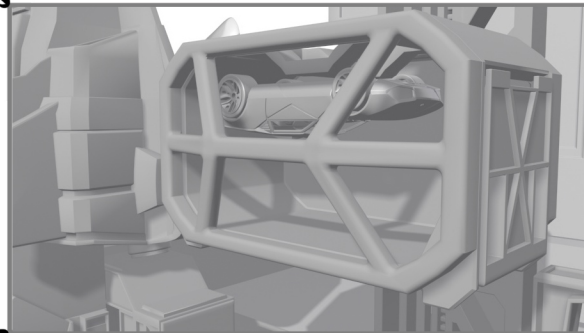
CHASE
Whoah... no. You can't be serious!

SHOT **82** PANEL **001**

ACTION

DIALOGUE

Jump cut to closer in, slow push in...

SHOT **82** PANEL **002**

ACTION

DIALOGUE

SHOT **83** PANEL **001**

ACTION

DIALOGUE

Jump cut to window of car - still pushing in.
Draven is upside-down floating in Zero-G limbo.



SHOT **83** PANEL **002**



ACTION

DIALOGUE

SHOT **83** PANEL **003**



ACTION

DIALOGUE

Hint of an evil smile?!

SHOT **83** PANEL **004**



ACTION

DIALOGUE

Fade to black.

The End.

SHOT **77** PANEL **001 (cont)**



ACTION

DIALOGUE

SHOT **77** PANEL **001 (cont)**



ACTION

DIALOGUE

SHOT **78** PANEL **001**



ACTION

DIALOGUE