

808988



SC. I1

FLASHES
BOT. LIT
RED

ACTION day night
 INT. GOV. FACILITY -
 SECURITY ROOM -
 (BOT. LIT RED)
 LIGHT FLASHES - 8X ON 4X OFF
 GUARD CURNS REACTS

DIAL

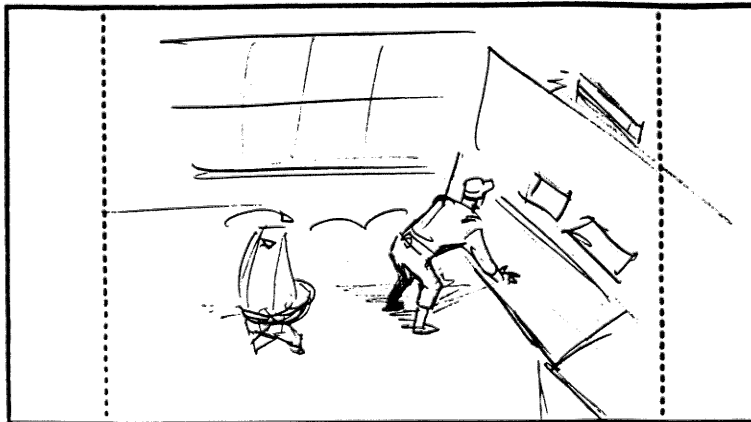


SEE MODEL FOR MONITOR SCREENS (B&W)

SC. CONT

ACTION day night
 AND GOES OVER TO MONITOR

DIAL

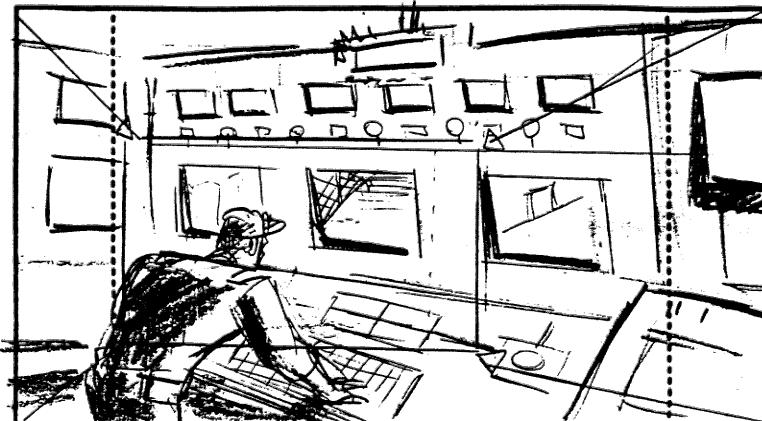


2

SC. I2

ACTION day night
 TRUCK IN ON GUARD LOOKING AT MONITOR -
 MONITORS ARE BLACK & WHITE

DIAL
 LIGHTS FLASHES
 BOT. LIT RED
 DIFFUSED



30

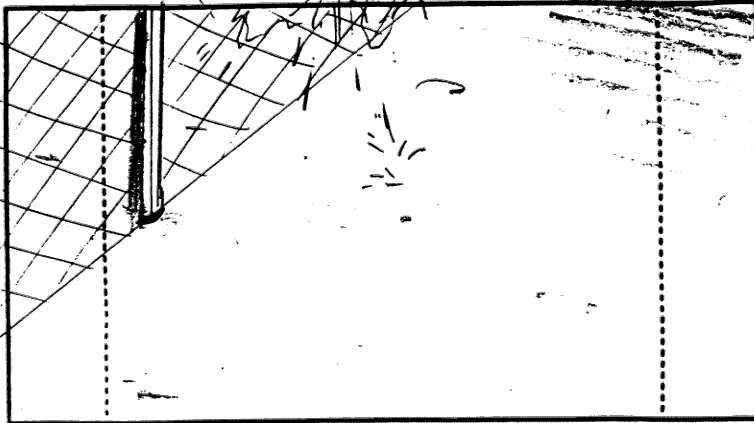
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SC. 13

ACTION day night
 CUT TO -
 MONITOR VIEW
 BLACK & WHITE ELECTRIC FENCE
 SPARKS
 SPARKS BOT. LIT WHITE
 DIFFUSED

DIAL



1

SC. CONT

ACTION day night
 AMAZO'S FEET DROP INTO
 SC

DIAL

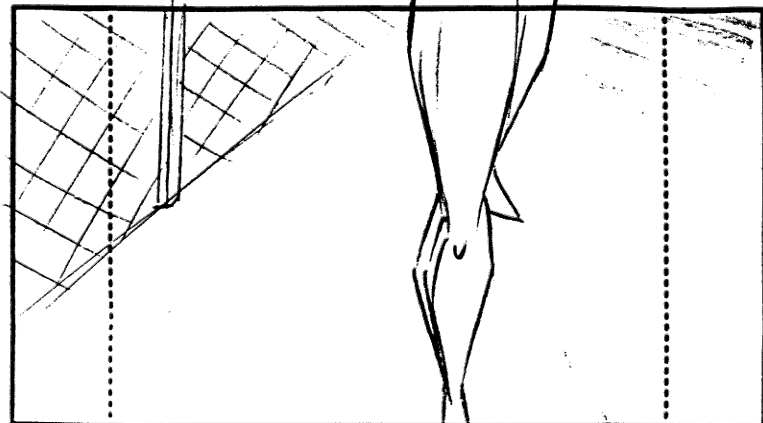


2

SC. CONT

ACTION day night
 AMAZO WALKS FORWARD
 IN SC
 AMAZO HAS SLOW WALK CYCLE
 (MUNSTER STYLE) 16 + 8 PAUSE
 STOP

DIAL



3



SC. I3 /CONT

ACTION day night
 AMAZO WALKS
 THRU (SC)

DIAL



4

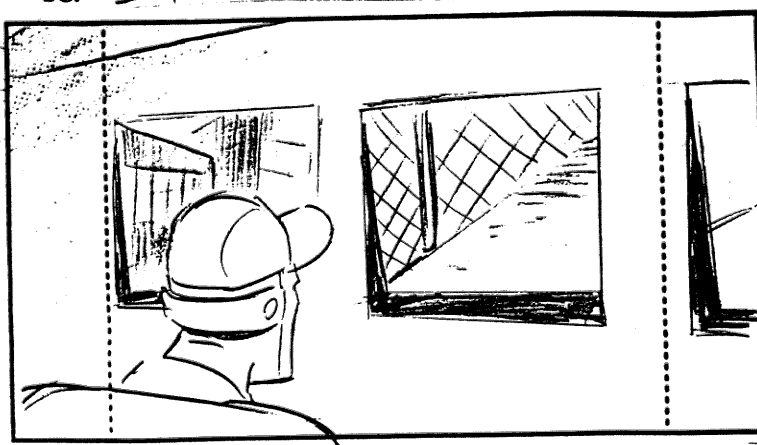
SC. I4

CUT

ACTION day night
 CUT BACK TO
 GUARD #4 WATCHING
 MONITOR

MONITORS - B & W

DIAL

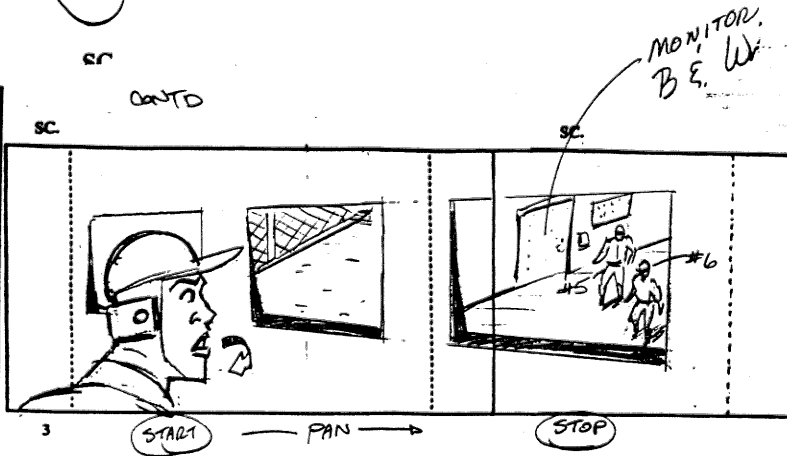


1

SC. CONTD

ACTION day night
 PAN TO OTHER SCREEN
 AS HE TURNS

DIAL



2



SC. 15

ACTION day night
 CUT TO DOOR
 TWO GUARDS WATCH
 AMAZO APPROACH THEY
 RAISE THEIR WEAPONS

DIAL



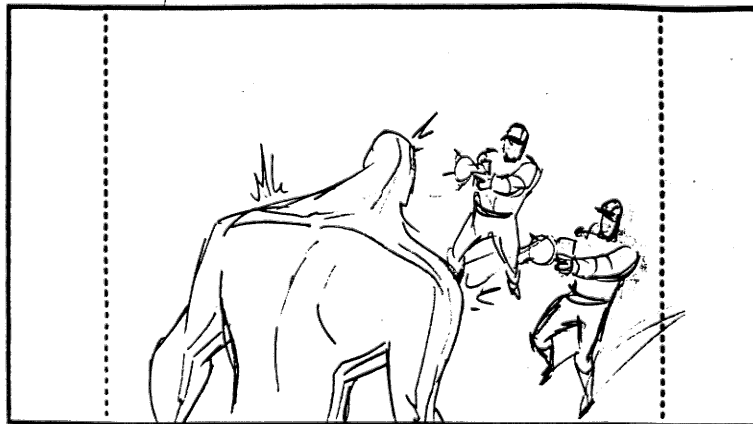
1

DX SHADOW

SC. CONT.

ACTION day night
 THEY BEGIN TO FIRE -
 THE BULLETS HAVE NO
 IMPACT - GUNFIRE (BOX LT
 WHITE)
 HITS (BOX LT
 YELLOW)

DIAL



2

SC. CONT.

ACTION day night
 AMAZO REACHES
 FOR ONE OF THE GUARDS

DIAL



3

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JUSTICE LEAGUE

PAGE

15



SC. I.5.-/CONT

ACTION	day	night
AND FLINGS HIM TO (OS)		
DIAL		



4

SC. CONT

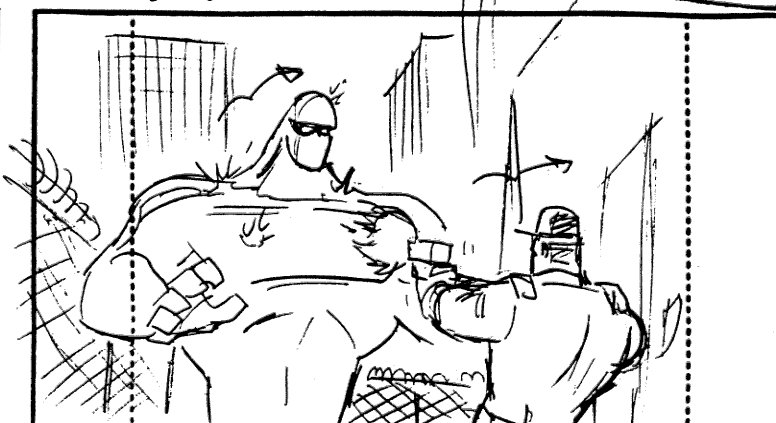
ACTION	day	night
... HE TURNS TO OTHER GUARD, GUARD STEPS BACK FIRING		
DIAL		



5

SC. I 6.

ACTION	day	night
AMAZO APPROACHES GUARD #5 AS HE FIRES		
GUNFIRE BOT,LIT WHITE		
DIAL	HITS BOT,LIT YELLOW	



6

#5



SC. 16 cont

ACTION day night
 AMAZO REACHES FWD
 THE GUARD TURNS TO RUN

DIAL



2

SC. CONT

ACTION day night
 AMAZO GRABS
 GUARD AND LIFTS HIM
 UP.

DIAL



3

SC. CONT

ACTION day night
 AND THROWS HIM
 TO OS

DIAL



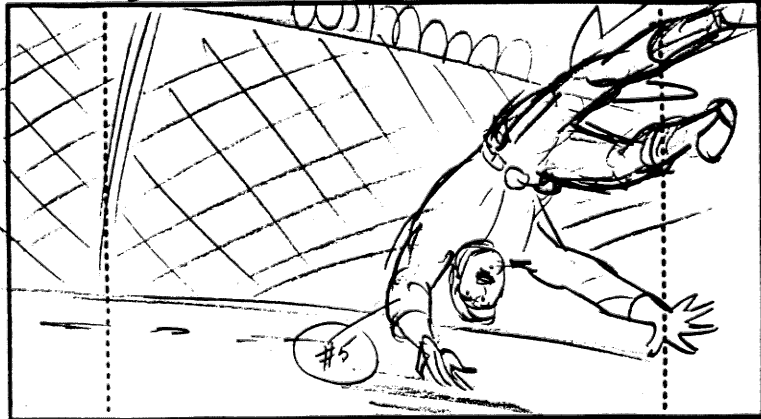
4



SC. I7

(COT)

ACTION	day night
#5 GUARD FALLS INTO (SC)	
DIAL	

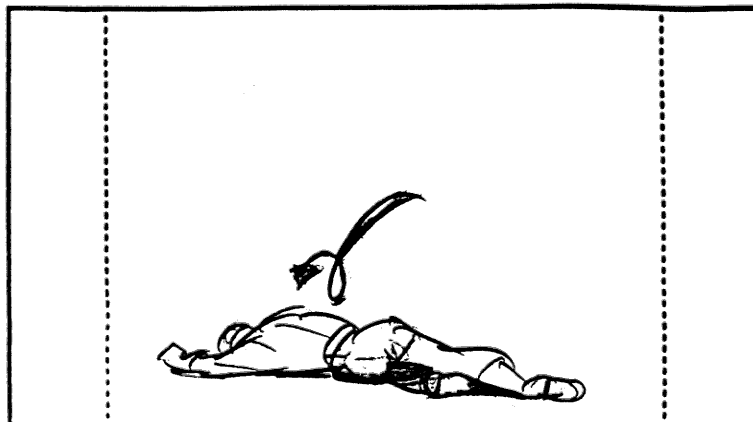


1

#5

SC. CONT-

ACTION	day night
HE HITS GROUND AND TUMBLES TO STOP.	
DIAL	



2

SC. I8

ACTION	day night
AMAZO ANKLES AT DOOR	
DIAL	

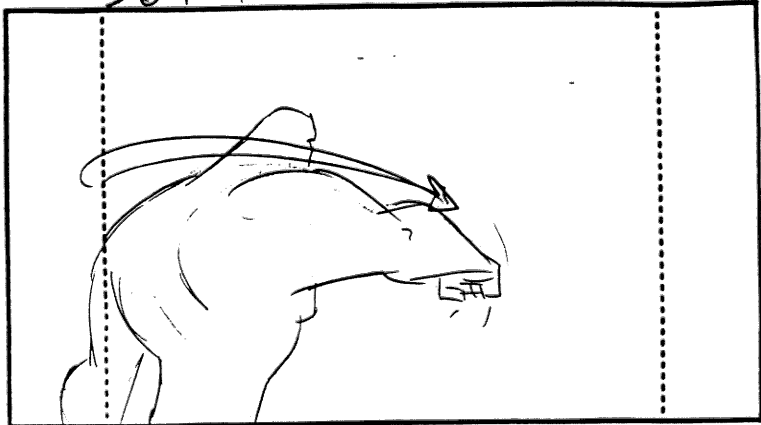


(3)



SC. I8 CONT

ACTION	day night
HE PUNCHES DOOR	
DIAL	



2

SC. CONT

ACTION	day night
ANTICS WITH OTHER ARM	
DIAL	



3

SC. CONT

ACTION	day night
,,AND PUNCHES AGAIN BUT DOES NOT HAVE THE STRENGTH TO BREAK IN	
DIAL	



4



SC. I 8 / CONT

ACTION	day night
HE LOOKS AT FINGERPRINT SECURITY LOCK	
DIAL	

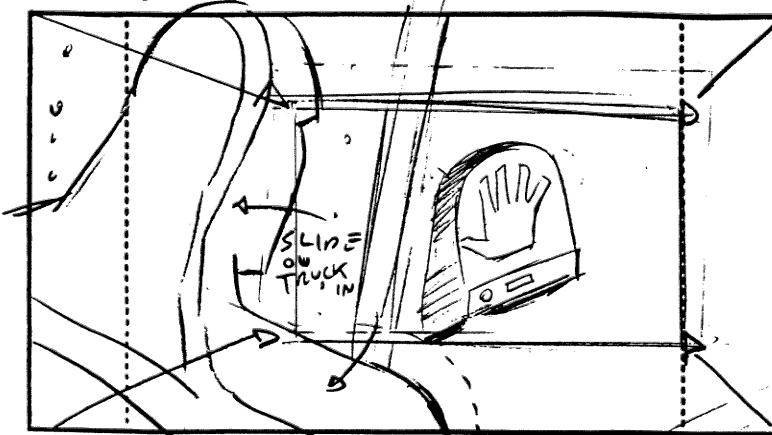


5

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SC. I 9

ACTION	day night
TRUCK IN ON SECURITY LOCK	
DIAL	



SC. I 10

CH

ACTION	day night
AMAZO LOOKS AT HANDPRINT LOCK	
DIAL	





SC. I 10 / CONT

ACTION day night

EYES FLASH
BOT. LIT
WHITE DIFFUSED

DIAL



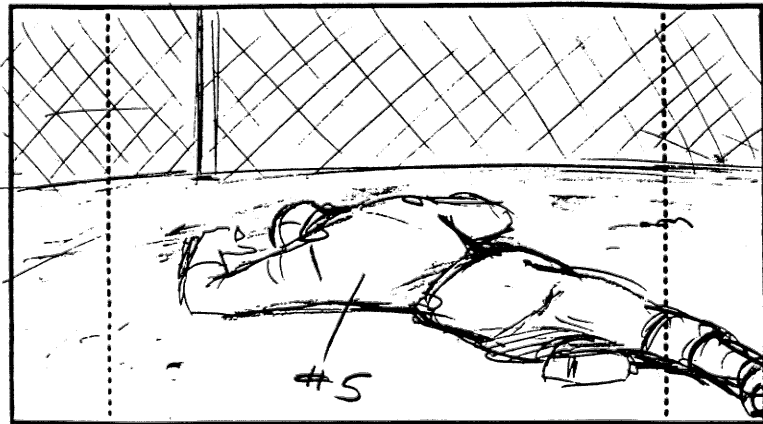
1

SC. I 11

ACTION day night

GUARD #

DIAL

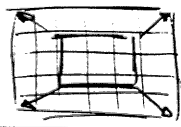


2

SC. CONT

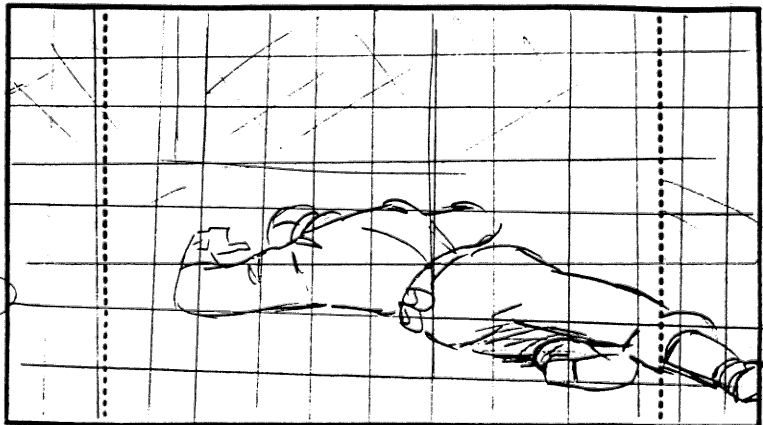
ACTION day night

BI PACK GRID LINES
FADE UP & TRACK OUT GRID



DIAL

DX GRID LINES



3

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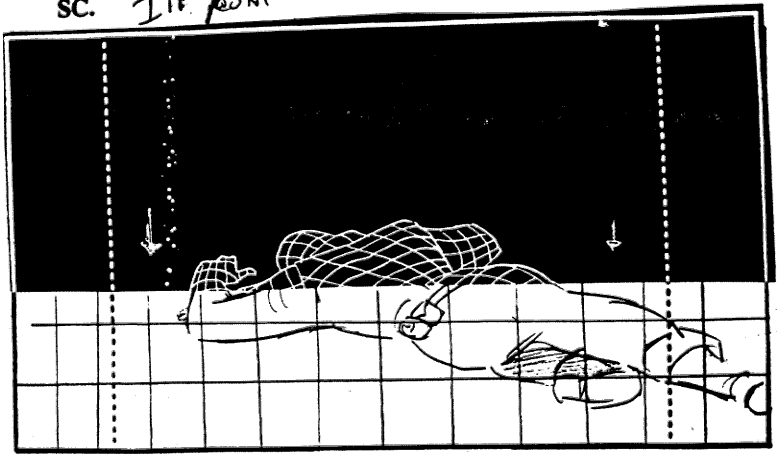
JUSTICE LEAGUE

PAGE
I 11



SC. I 11 CONT

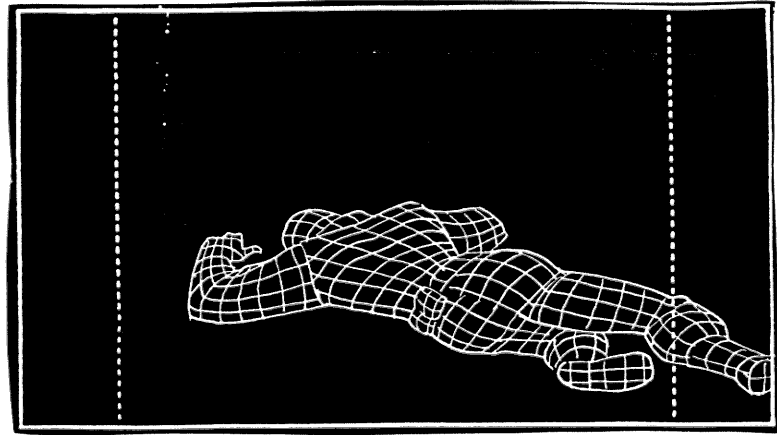
ACTION	day night
THE BLACK SCREEN WIPE DOWN OVER GRIDDED SCENE. THE WIRE FRAME GRAPHIC REPRESENTATION OF GUARD REMAINS ON SCREEN	
DIAL	



3

SC. CONT

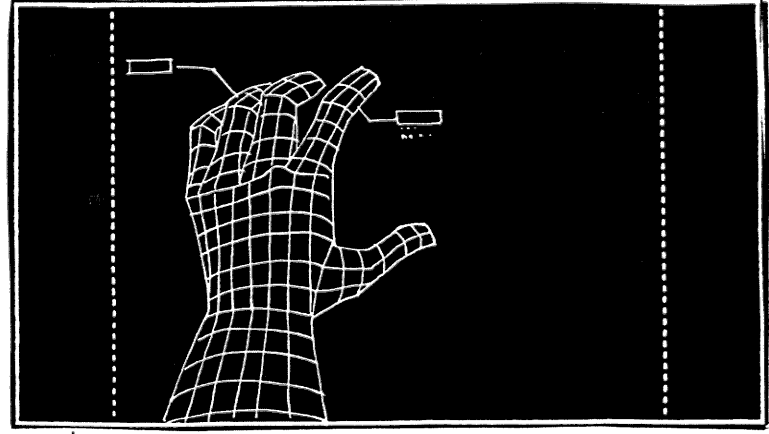
ACTION	day night
DIAL	



4

SC. I 12

ACTION	day night
CUT TO TIGHT "WIRE FRAME" GRAPHIC OF GUARD'S HAND. SCHEMATIC GRAPHICS POP ON SCREEN.	
DIAL	



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SC. I13

ACTION day night
 AMAZO LOOKS AT OS GUARD HIS EYE GLOW (BUT NOT WHITE) AT HEAD OF SCENE THEN GO NORMAL

DIAL



1

SC. CONT

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ACTION day night
 AMAZO LOOKS AT HIS HAND.

DIAL

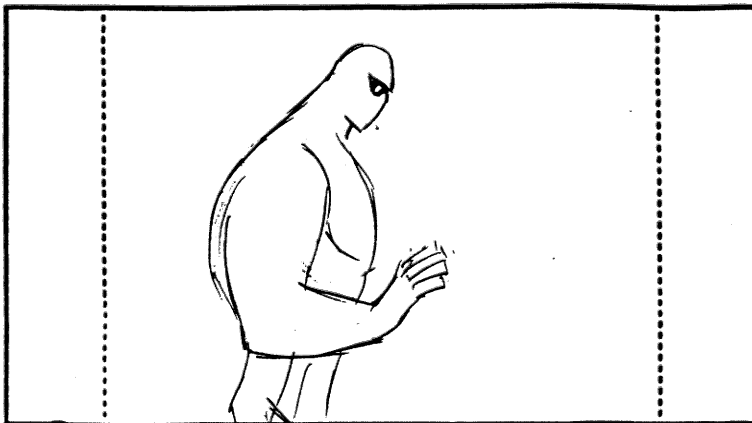


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SC. CONT

ACTION day night
 HE LOWERS HIS HAND TO LOCK

DIAL



3

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JUSTICE LEAGUE

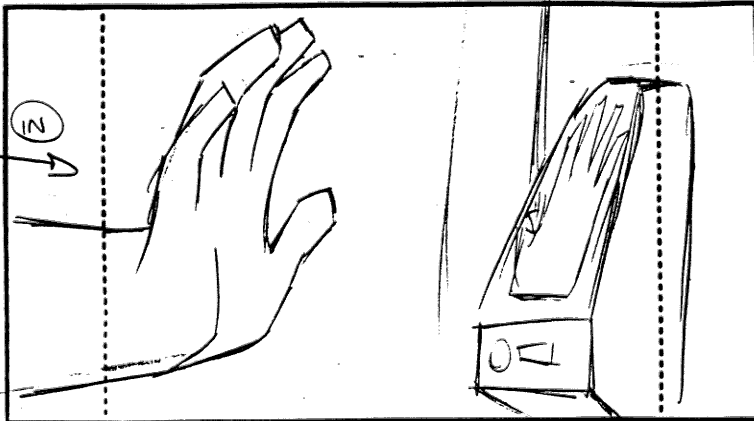
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SC. I 14

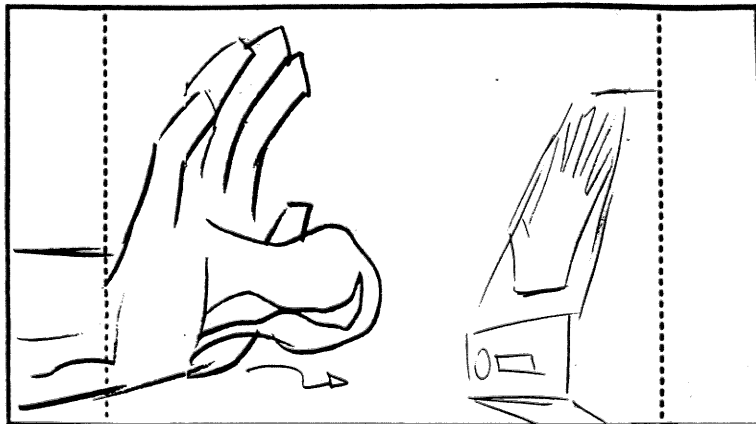
ACTION	day night
CLOSE ON LOCK AMAZO'S HAND ENTERS SC	
DIAL	



1

SC. CONT -

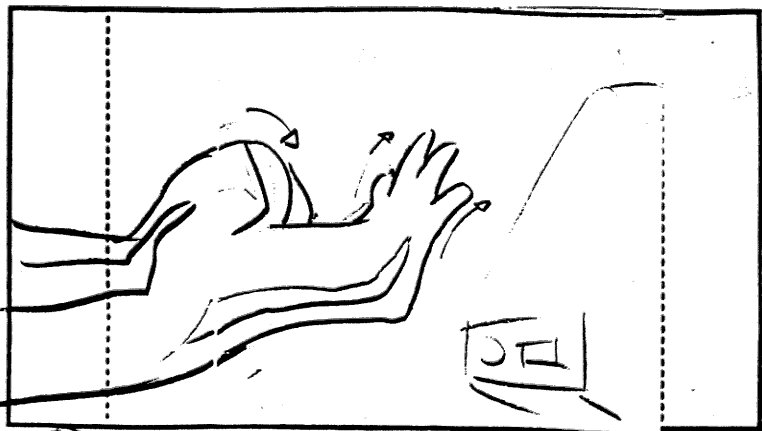
ACTION	day night
A BLOB COMES OUT OF AMAZO'S HAND	
DIAL	



2

SC. CONT -

ACTION	day night
IT FORMS INTO A SMALLER HUMAN SIZED HAND	
DIAL	



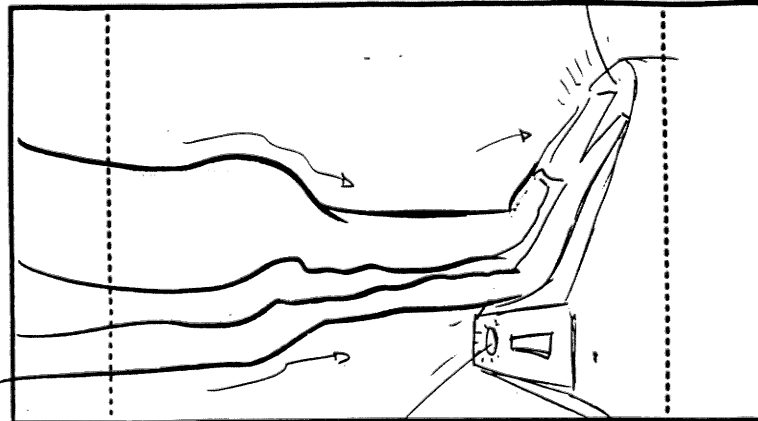
3



SC. I 14 / CONT

LOCK LIGHT
BOT. LIT. BLUE
DIFFUSED

ACTION	day night
... HAND PASSES ON LOCK, LOCK LIGHTS UP (WHITE) SMALL ROUND RED LIGHT FLASHES ON & OFF	
DIAL	

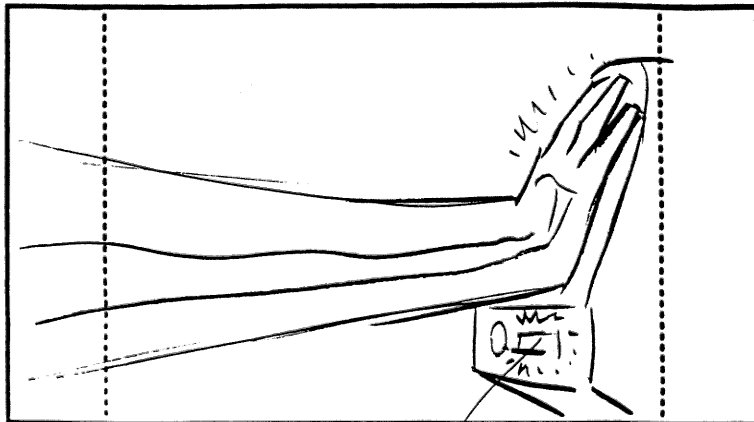


4

BOT. LIT RED
DIFFUSED

SC. CONT

ACTION	day night
RED LIGHT STOPS GREEN LIGHT TURNS ON THEN THE LOCK LIGHT TURNS OFF	
DIAL	

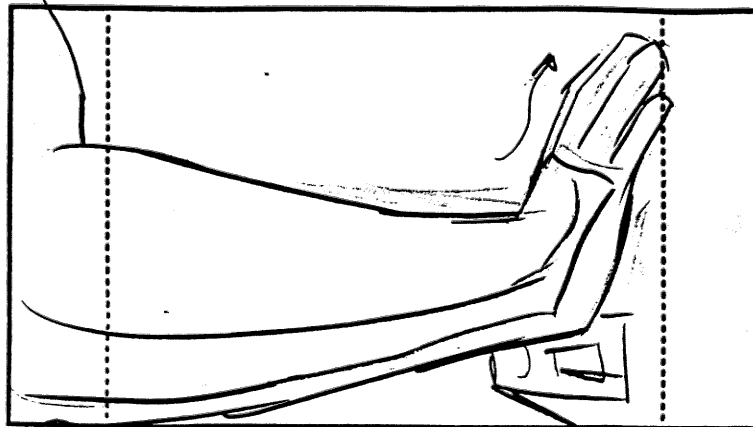


5

BOT. LIT GREEN
DIFFUSED

SC. CONT

ACTION	day night
AMAZO'S HAND QUICKLY GROWS BACK TO NORMAL	
DIAL	



6

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JUSTICE LEAGUE

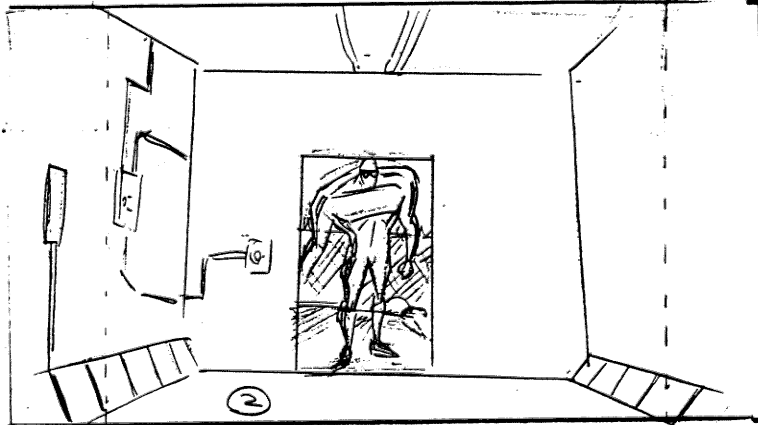
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SC. I 15

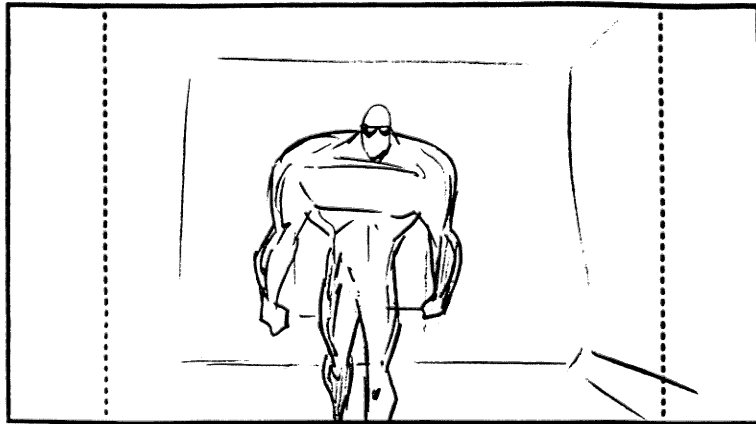
ACTION INT. GOV. FACILITY DOOR OPENS	day night
	
DIAL	



1 (1)

SC. CONT

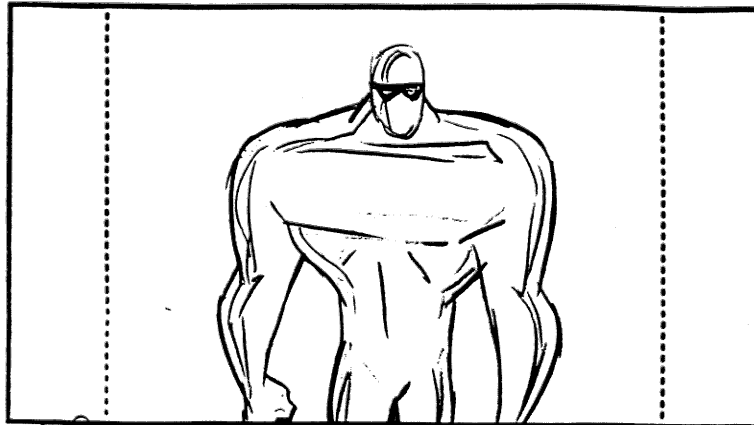
ACTION AMAZO STEPS FWD	day night
DIAL	



2

SC. CONT

ACTION GETTING CLOSER.	day night
DIAL	



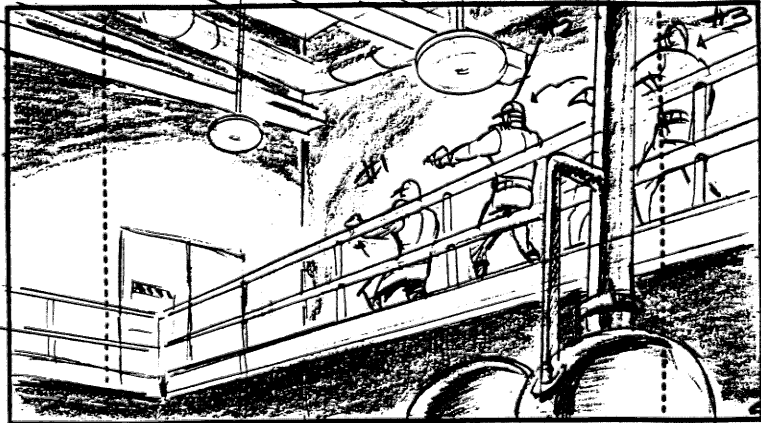
3



SC. I 16

ACTION #1, 2, 3 day night
GUARDS INSIDE AWAIT
AMAZO

DIAL

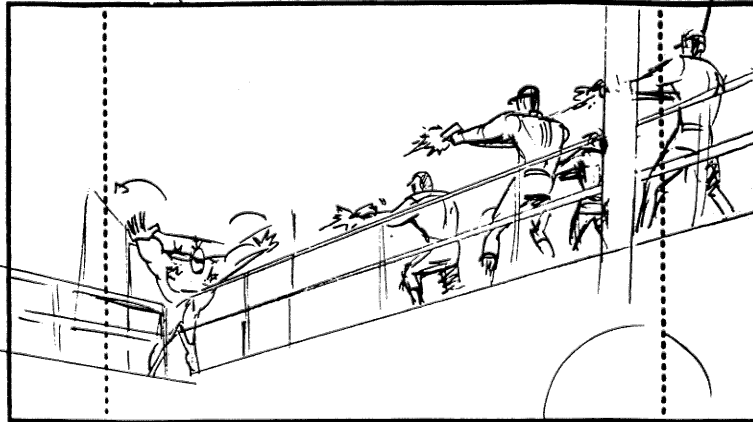


1

SC. CONT-

ACTION day night
DOORS FLING OPEN
THEY BEGIN TO FIRE,
BULLETS BOUNCE OFF.
GUN-FIRE (BOT LT/WHITE)
HITS (BOT LT/YELLOW)

DIAL



2

SC. CONT-

ACTION day night
AMAZO WALKS FWD
GUARDS' KEEP FIRING
AS THEY RETREAT

DIAL



3

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JUSTICE LEAGUE

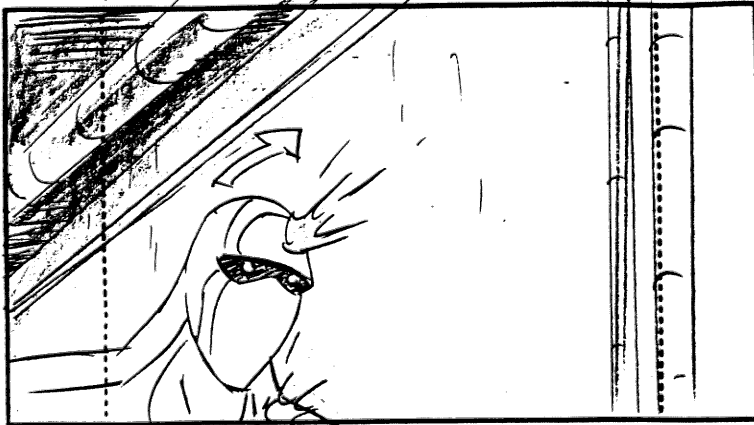
PAGE

I 17



SC. I 17

ACTION	day night
AMAZO WALKS THRU SC AS HE DEFLECTS BULLETS (HITS-BUT NOT YELLOW)	
DIAL	



1

ACTION	day night
DIAL	

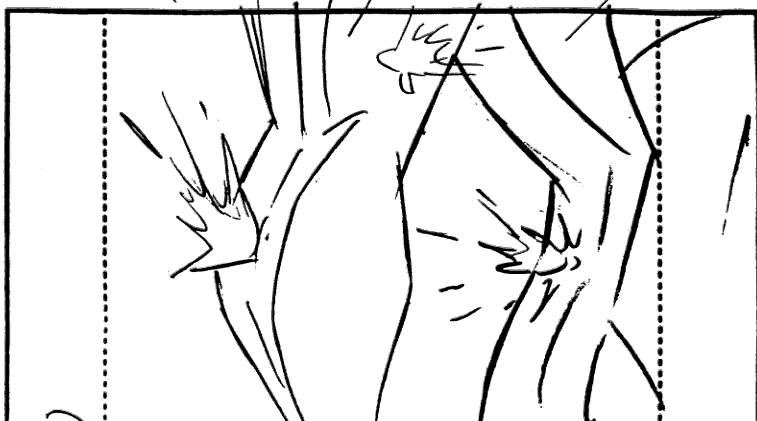
SC. CONT



2

ACTION	day night
DIAL	

SC. CONT.



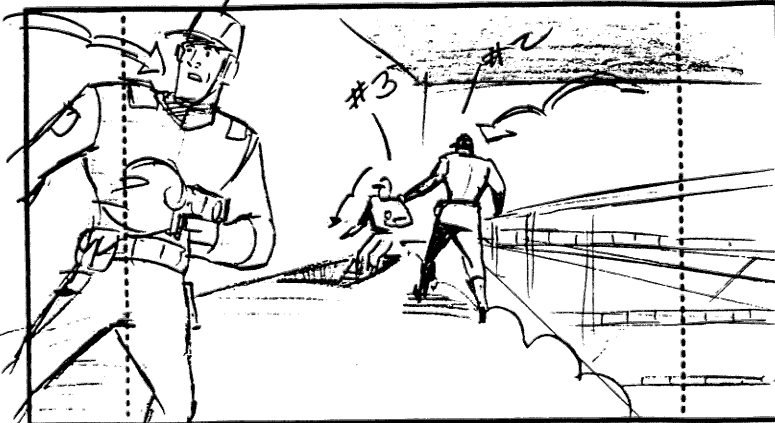
3



SC. I 18

ACTION day night
 GUARDS RETREAT, RUN
 DOWN STAIRS,
 GUARD ENTERS SCENE
 FIRING

DIAL
 GUN FIRE BOT. LIT
 WHITE DIFFUSED

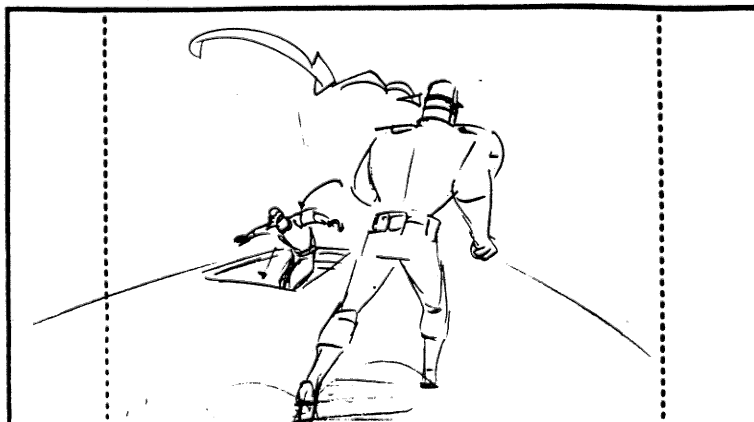


1

SC. CONT-

ACTION day night
 (FG) GUARD TURNS TO
 RUN

DIAL

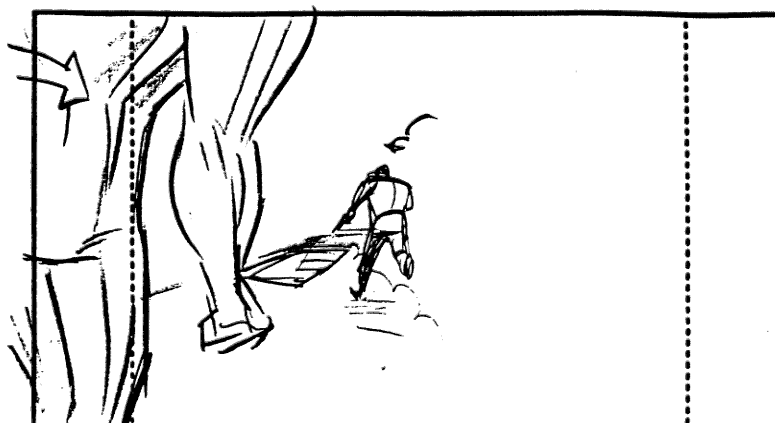


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SC. CONT-

ACTION day night
 AMAZO ENTER SC

DIAL



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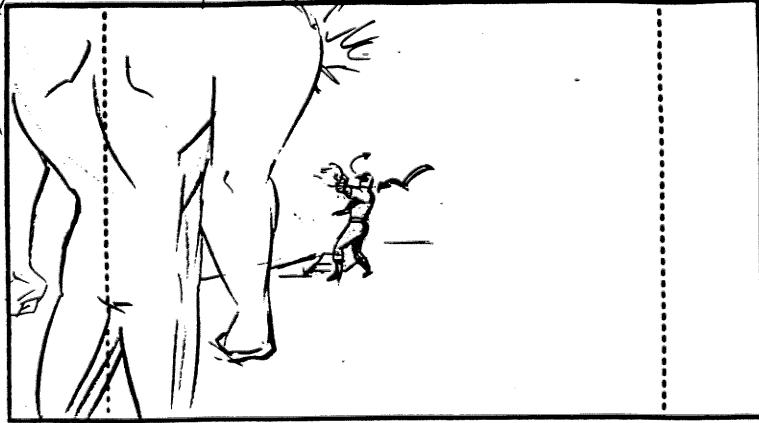


SC. I 19

QJK

ACTION day night
 GUARD FIRES AGAIN
 THEN JUMPS DOWN
 STAIRS.

DIAL



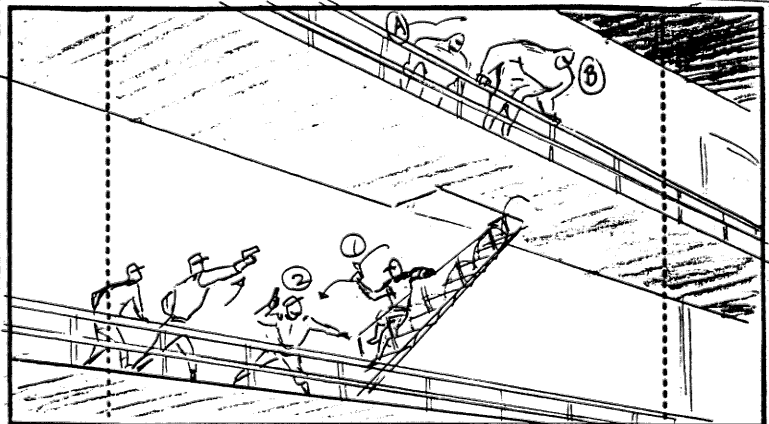
4

SC. I 19

QJK

ACTION day night
 GUARD RUNS DOWN
 STAIRS HE STOPS & LOOKS
 UP, OTHER GUARD RAISES
 WEAPON, AMAZO STEPS
 OVER TO EDGE

DIAL



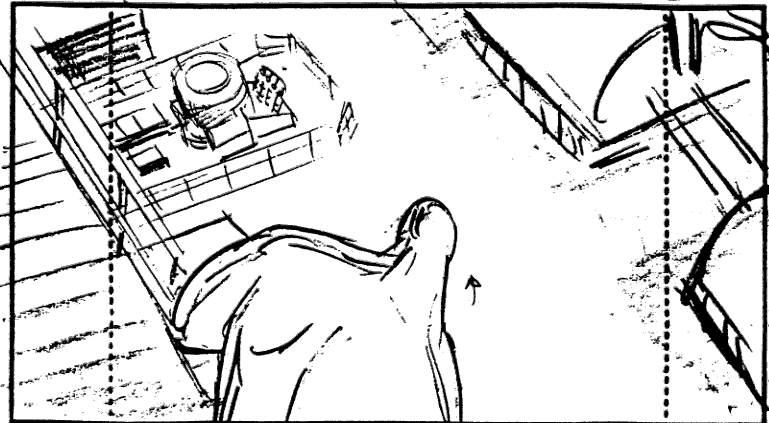
HU. SC I 19

SC. I 20

QJK

ACTION day night
 AMAZO LOOKS DOWN
 ON REACTOR FLOOR

DIAL



1

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JUSTICE LEAGUE

PAGE I 20
I 20



SC. I 20 / CONT

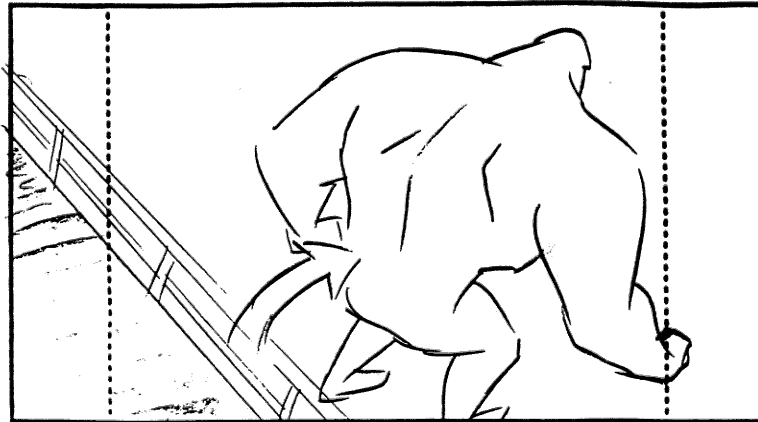
ACTION	day night
HE STANDS UP ON RAIL (ONE FOOT)	
DIAL	



2

SC. CONT-

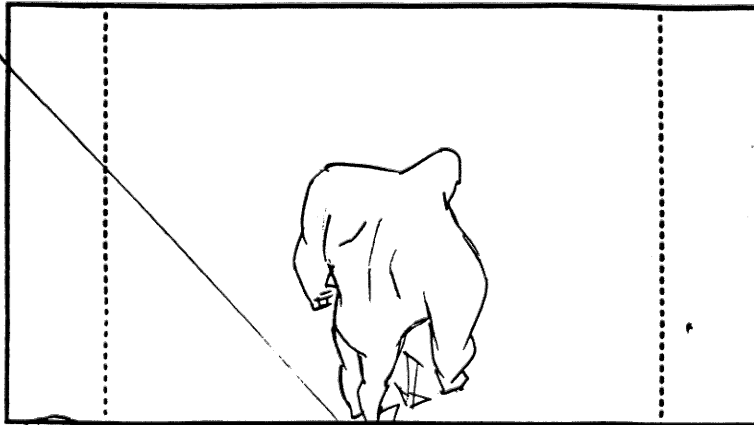
ACTION	day night
THEN LEAPS OVER RAIL,	
DIAL	



3

SC. CONT-

ACTION	day night
AND FALLS	
DIAL	



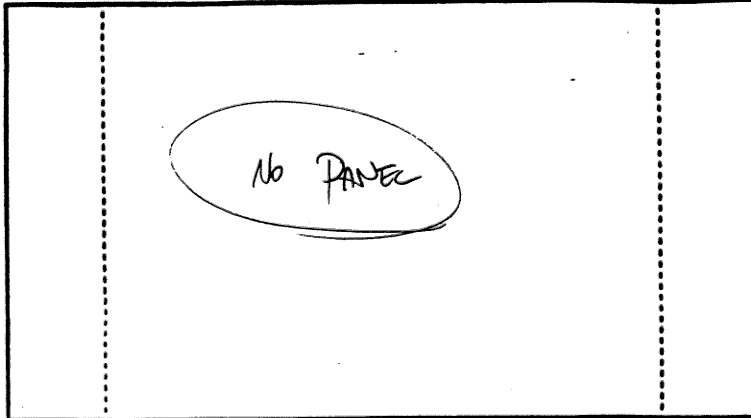
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SC.

ACTION	day night
DIAL	

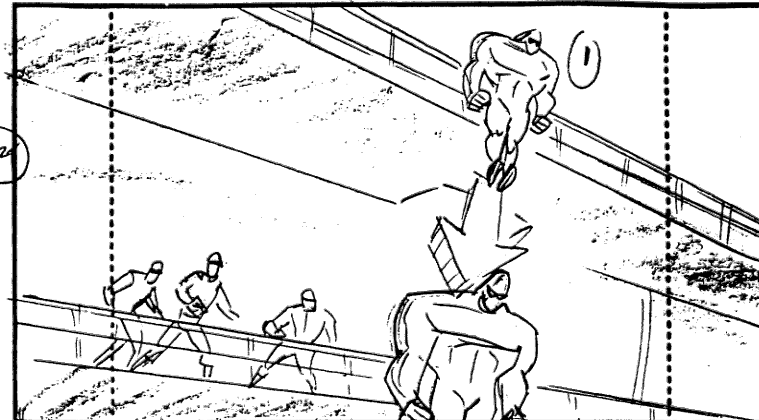


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SC. I 21

ACTION	day night
PAN ↓ WITH ACTION	
AMAZO FALLS	
DIAL	

HU GUARD I 18

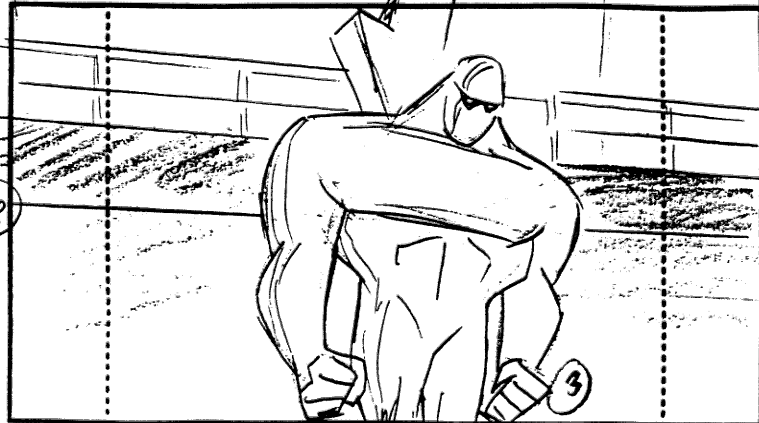


PAN ↓

SC.

ACTION	day night
THRU SCENE	
to (OS)	
DIAL	

FLIP



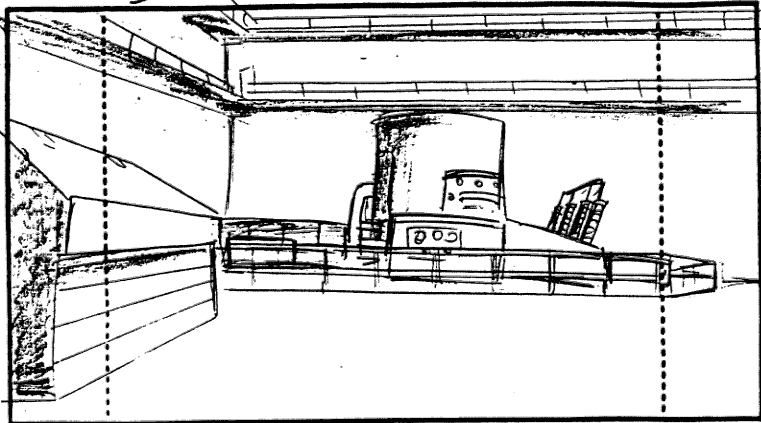
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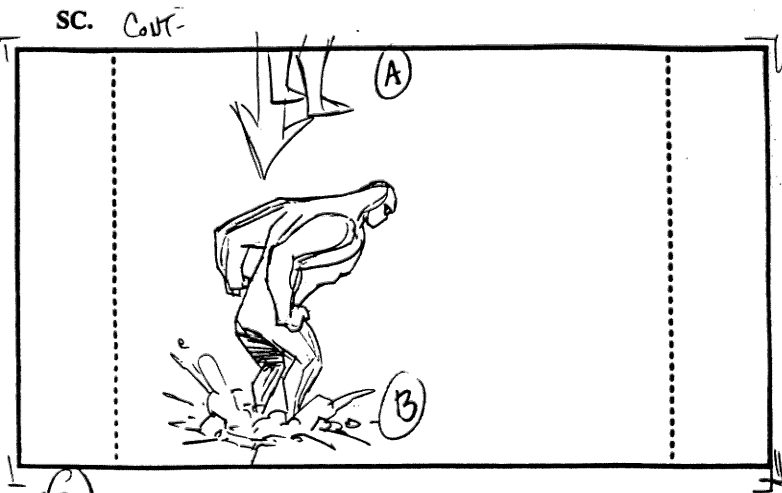
SC. I 22

ACTION	day night
REACTOR FLOOR	
DIAL	



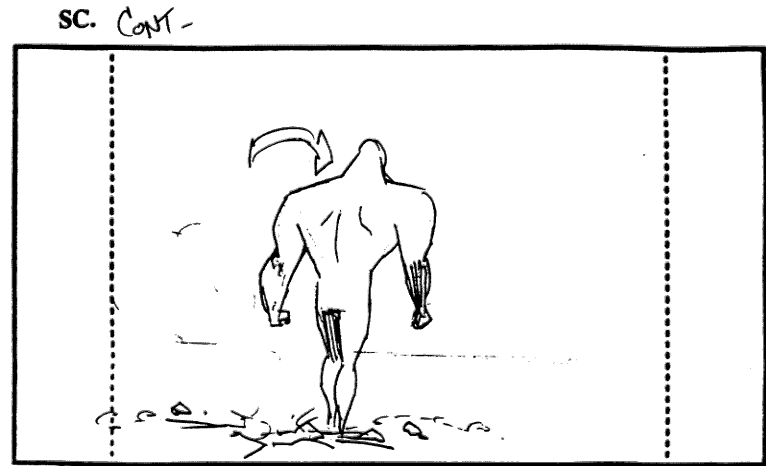
1

ACTION	day night
AMAZO LANDS AND IMPACTS GROUND. <u>HARD</u> FLOOR CRACKS	
DIAL	



CAMERA 2 SHAKE

ACTION	day night
AMAZO RECOVERS & TURNS TO REACTOR	
DIAL	



3

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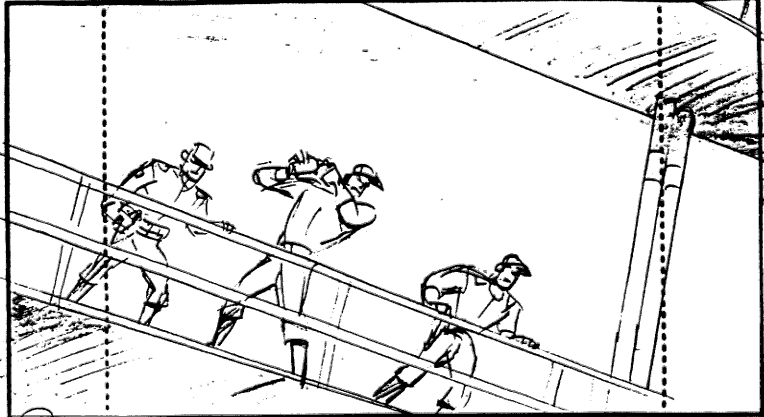
JUSTICE LEAGUE

PAGE
I 23 I 23



SC. I 23

ACTION	day night
GUARDS ON UPPER FLOOR, ONE GUARD PULLS PIN ON TEAR GAS CAN	
DIAL	

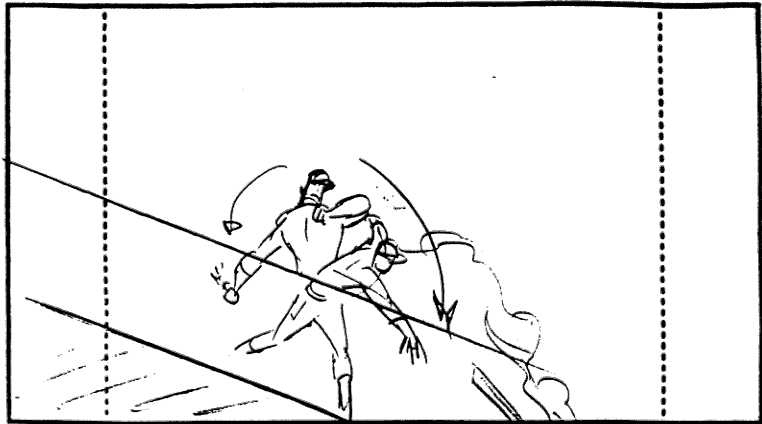


HV
I 21

1

SC. CONT.

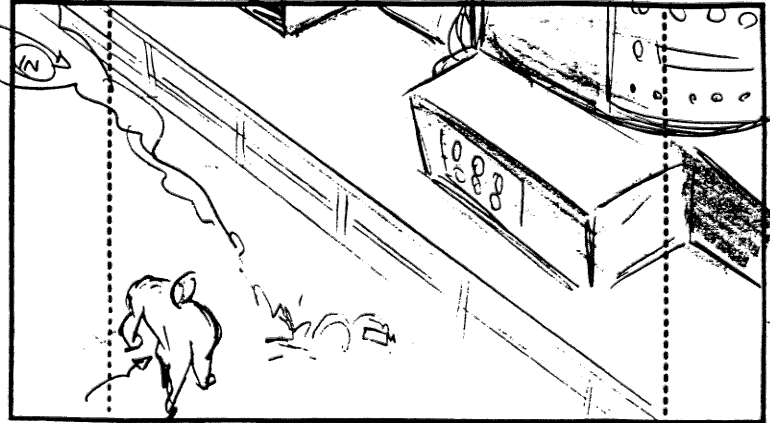
ACTION	day night
HE ANTICS AND THROWS IT DOWN (OPAQUE GAS)	
DIAL	



2

SC. I 24

ACTION	day night
DOWNSHOT - CAN IT FALLS INTO SC BOUNCES & ROLLS OPAQUE SMOKE	
DIAL	



3



SC. I 24 CONT

ACTION day night
 AND BLOWS UP INTO A BIG GAS CLOUD.
 (NO PORT LIT FX)

DIAL
 OPAQUE GAS CLOUD

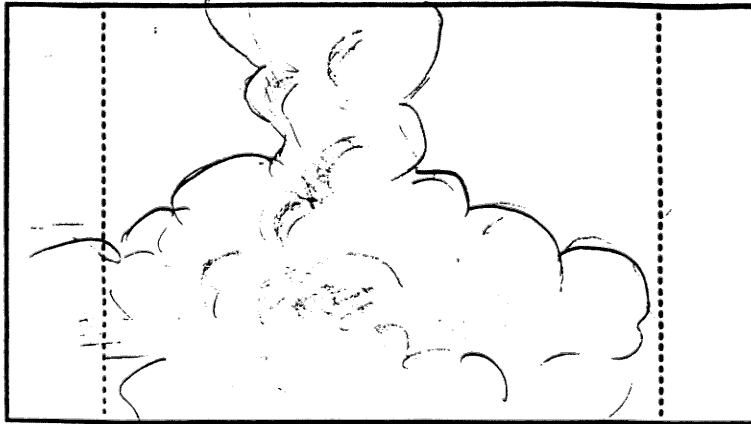


2

SC. CONT

ACTION day night
 CLOUD SLOWS

DIAL



3

SC. I 25

CUT

ACTION day night
 CLOSE ON GAS AT FLOOR LEVEL
 GAS DIFFUSE DX TOP LEVEL OF GAS WITH DIFFUSION

DIAL



4

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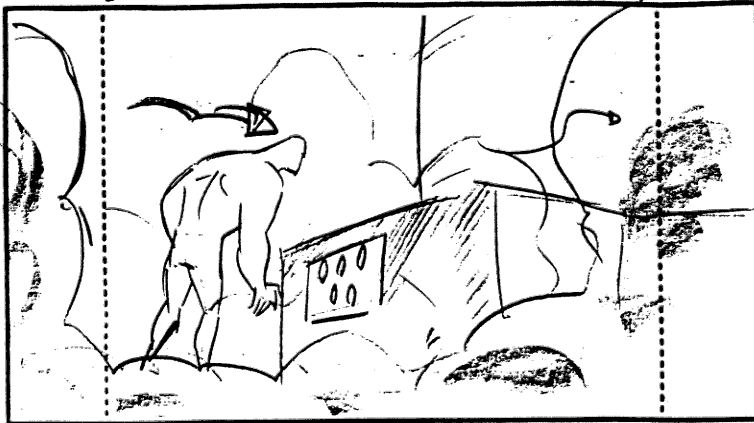
JUSTICE LEAGUE

PAGE I 25
I 25



SC. I 25 CONT

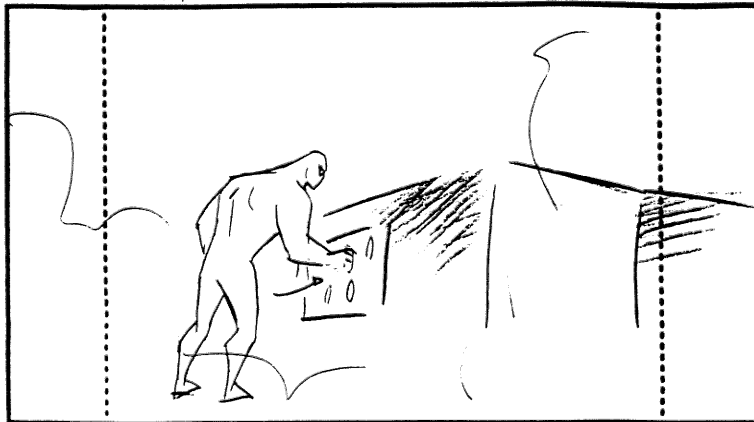
ACTION	day night
(F6) CLOUD DISSIPATES A BIT REVEALING, DX DIFFUSED SMOKE. AMAZO WALKS TO REACTOR	
DIAL	



2

SC. CONT

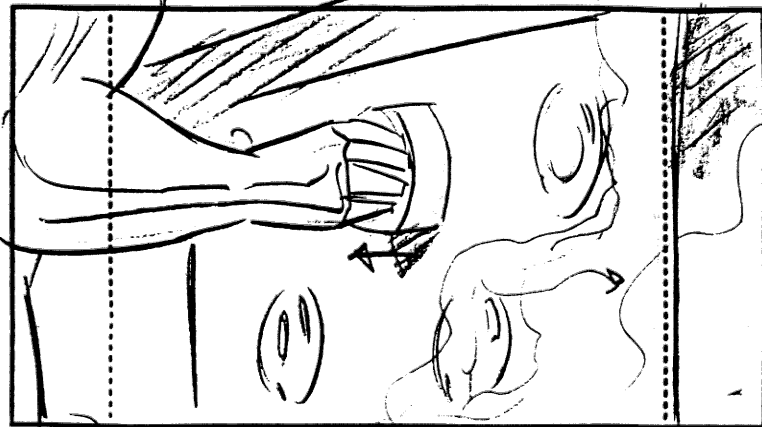
ACTION	day night
HE REACHES TO REACTOR PULLS OUT A FUEL CELL	
DIAL	



3

SC. I 26

ACTION	day night
CLOSE UP HE PULLS OUT FUEL CELL DX GAS DISSIPATES	
DIAL	



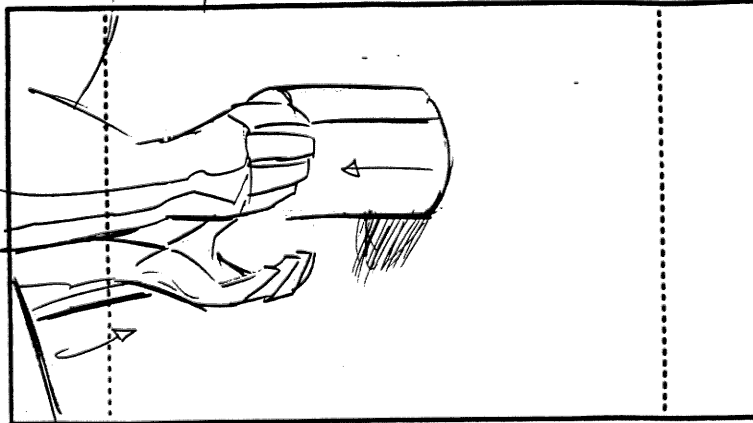
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SC. I 26 / CONT -

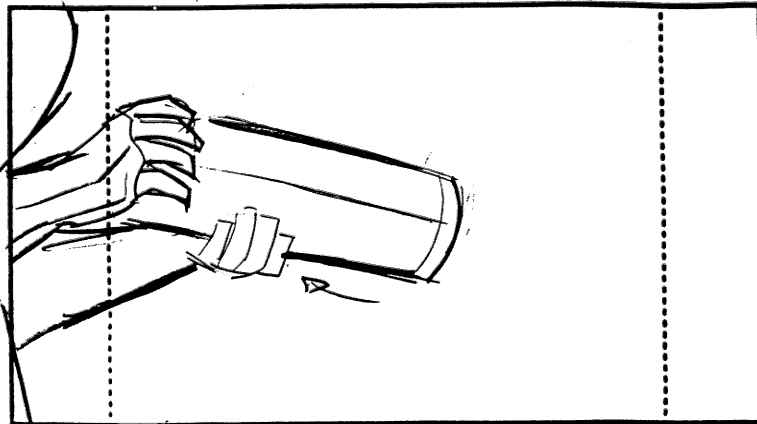
ACTION	day night
DIAL	



2

SC. CONT

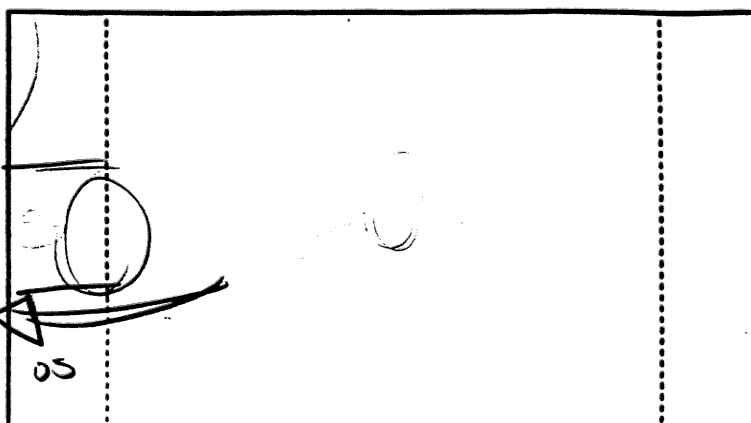
ACTION	day night
HE GRABS FUEL CELL	
DIAL	



3

SC. CONT -

ACTION	day night
↓ GOES OS	
DIAL	



4



SC. I27

ACTION day night
 GUARD FIRES DOWN AT OS AMAZO 3 TIMES
 GUNFIRE BOT. LIT WHITE DIFFUSED

DIAL

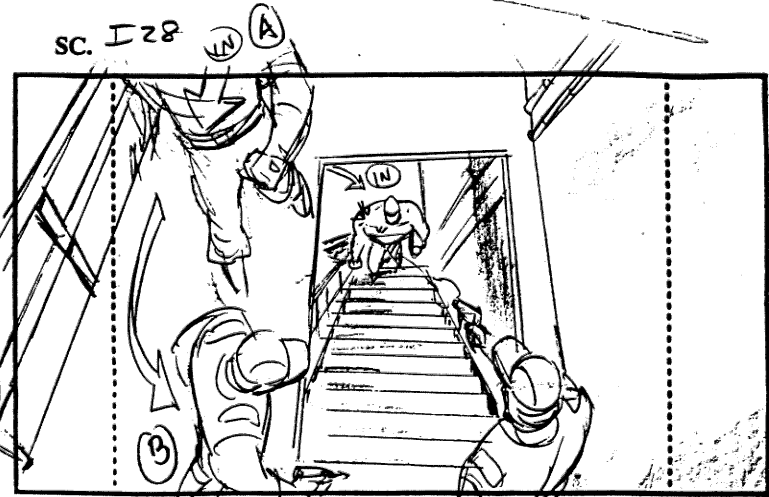


GUARDS HU I27

SC. I28

ACTION day night
 GUARD ENTERS SC LOOKS DOWN STAIRS, AMAZO ENTER SC CLIMBS STEPS, OTHER GUARD FIRES, TO NO AVAIL

DIAL GUNFIRE BOT. LIT WHITE DIFFUSED
 HITE BOT LIT YELLOW DIFFUSED

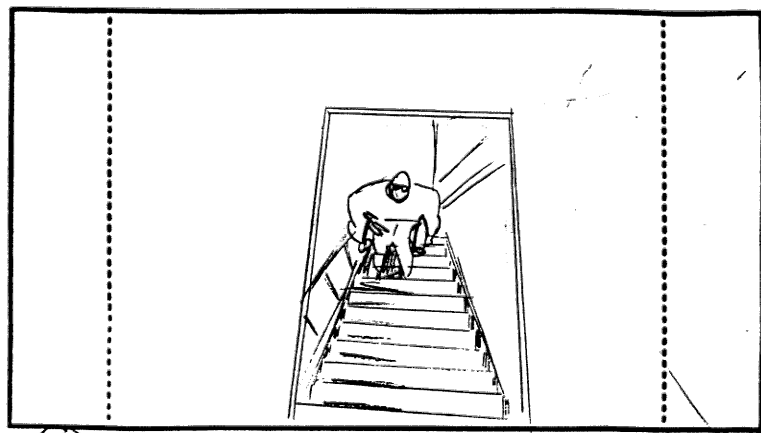


GUARDS HU I27

SC. CONT

ACTION day night
 GUARDS RUN TO OS AS AMAZO WALKS UP STEPS

DIAL

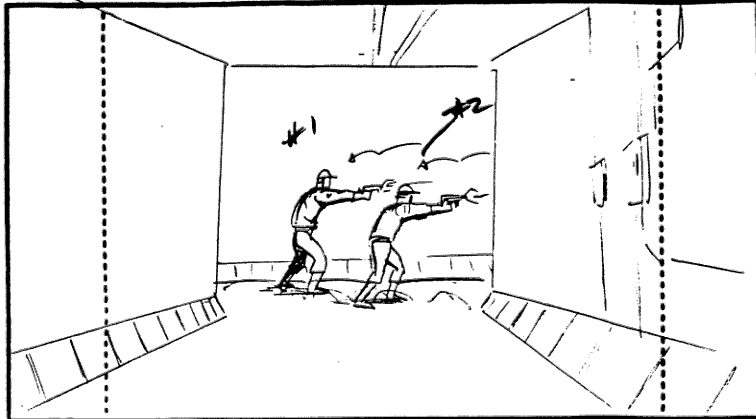




SC. I 290

ACTION day night
 GUARDS IN HALL
 FIRING AS THEY WALK
 BACKWARDS INTO SC

DIAL
 GUN FIRE - BOT. LIT
 WHITE DIFFUSED

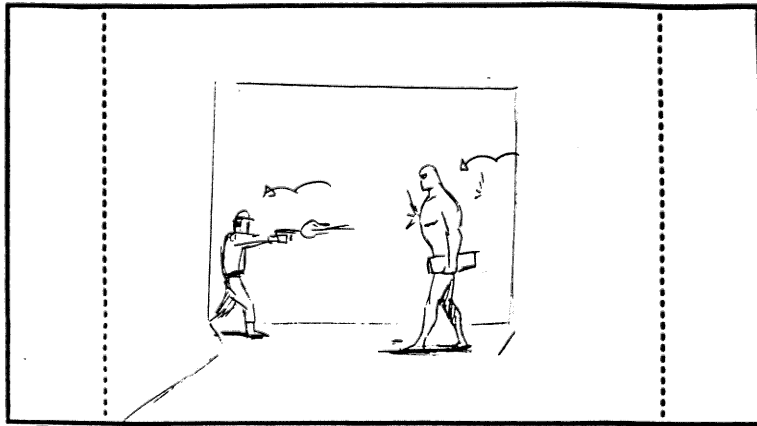


1

SC. CONT

ACTION day night
 AMAZO WALKS IN
 BULLETS BOUNCE OFF

DIAL
 HITS BOT. LIT
 YELLOW DIFFUSED

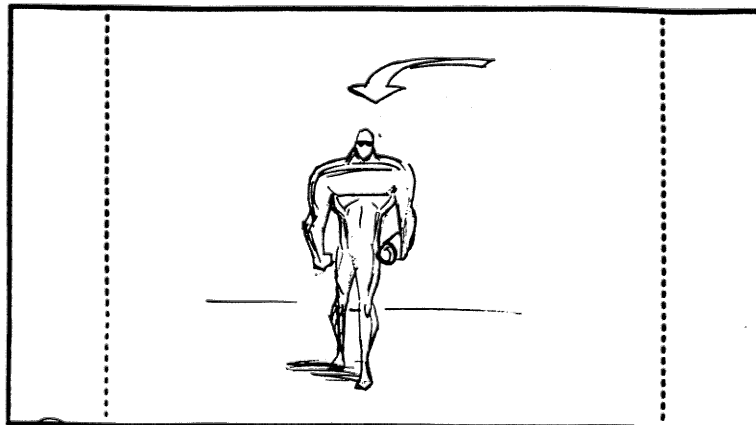


2

SC. CONT

ACTION day night
 AMAZO TURNS
 TO CAM.

DIAL



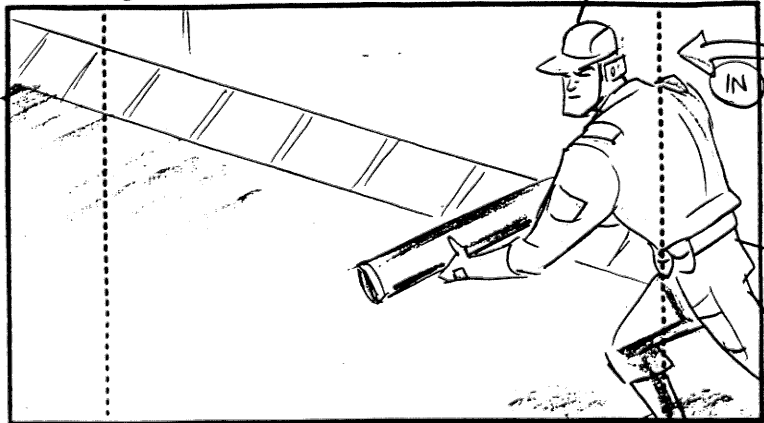
3



SC. I30

#3

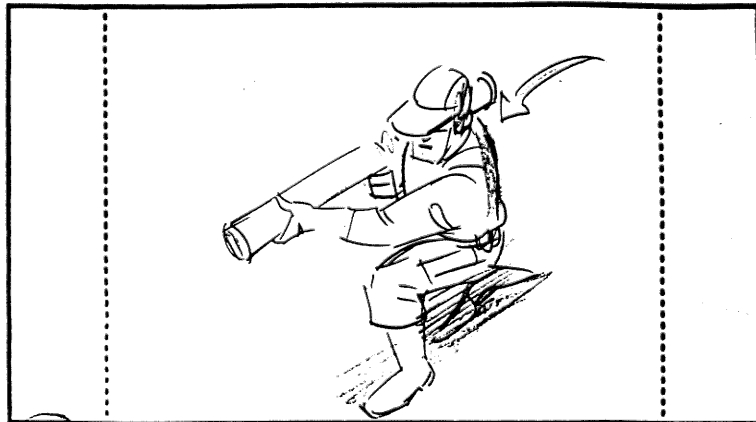
ACTION day night
 GUARD RUNS INTO SC WITH BAZOOKA.
 DIAL



1

SC. CONT

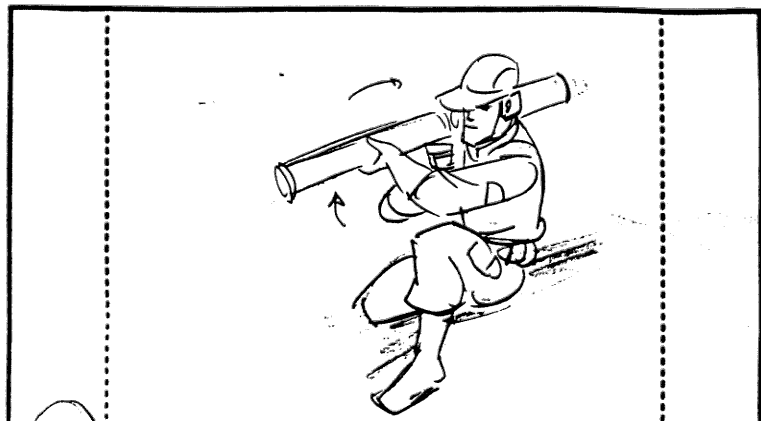
ACTION day night
 HE CROUCHES DOWN
 DIAL



2

SC. CONT

ACTION day night
 HE RAISES & AIMS GUN
 DIAL



3

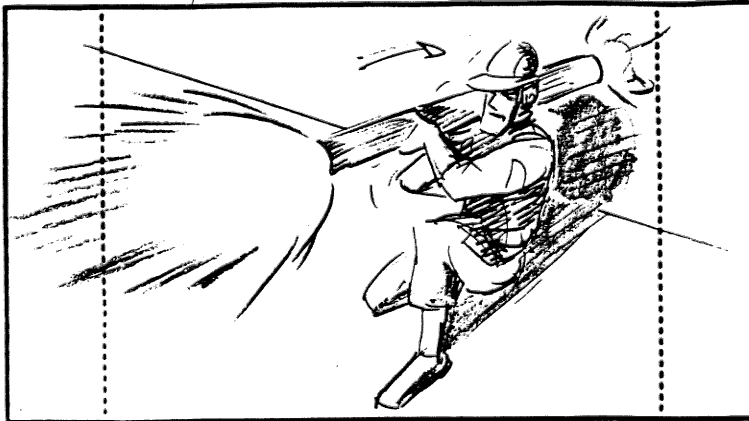


SC. I 30, CONT

ACTION day night

HE FIRES
ROCKET
BOT. LIT
RED/ORANGE
DIFFUSED

DIAL



4

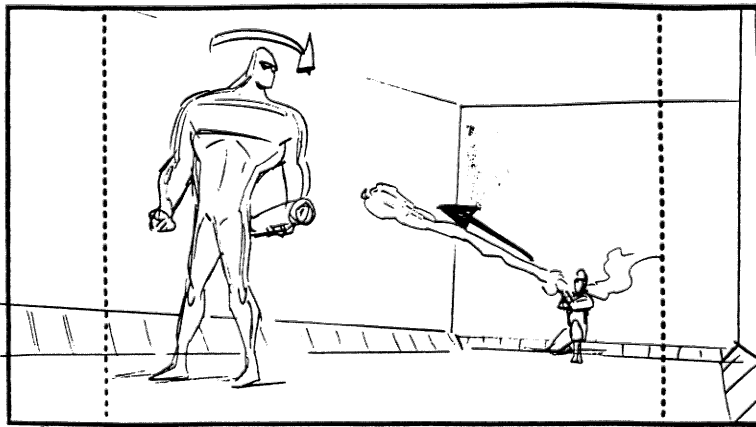
SC. I 30A

ACTION day night

WIDER - AMAZO TURNS
AS ROCKET FLIES TOWARDS
HIM. THE ROCKET MISSES
HIM AS AMAZO TURNS

DIAL

ROCKET EFX BOT. LIT
RED/ORANGE
DIFFUSED



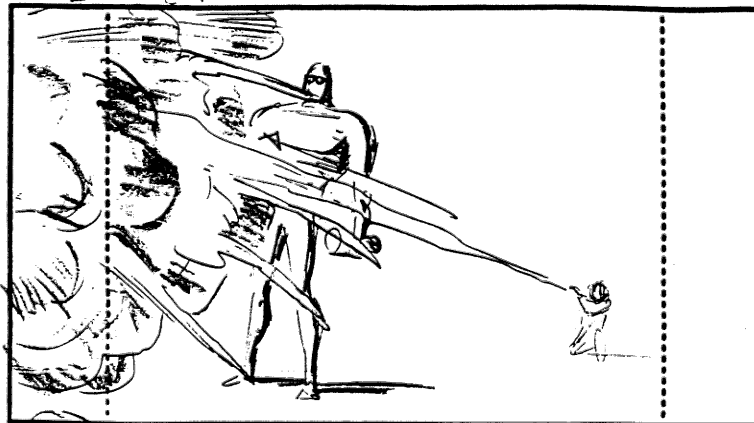
1

SC. CONT

ACTION day night

THE ROCKET BLOWS
UP OFF CAM.
OPAQUE SMOKE

DIAL



2