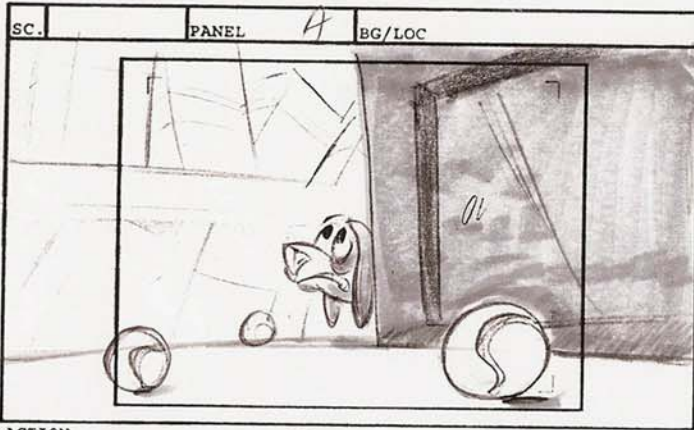
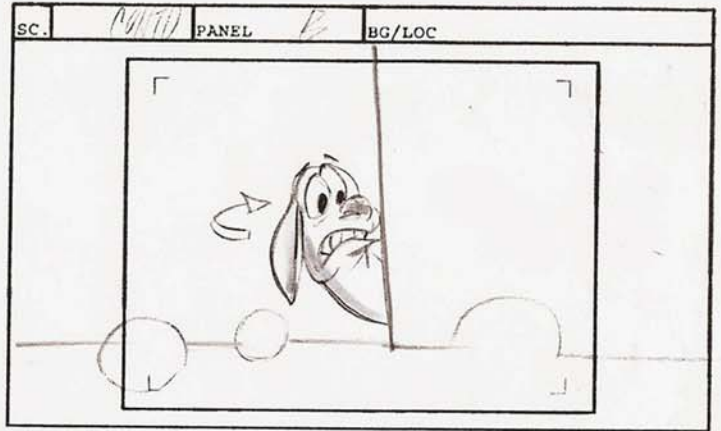




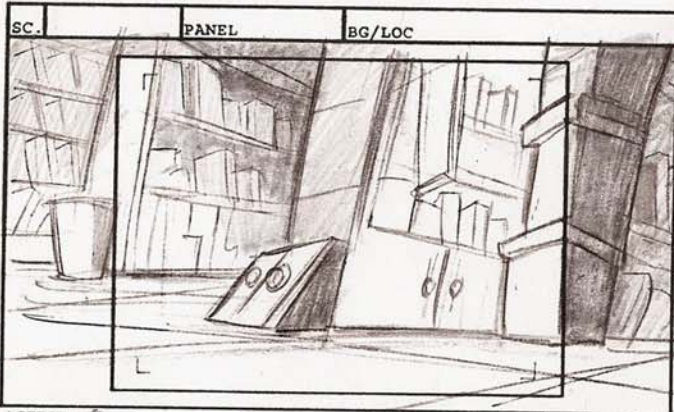
ACTION
CUT TO LOW ANGLE ON GOOSER'S
PEERING AROUND CORNER

DIAL



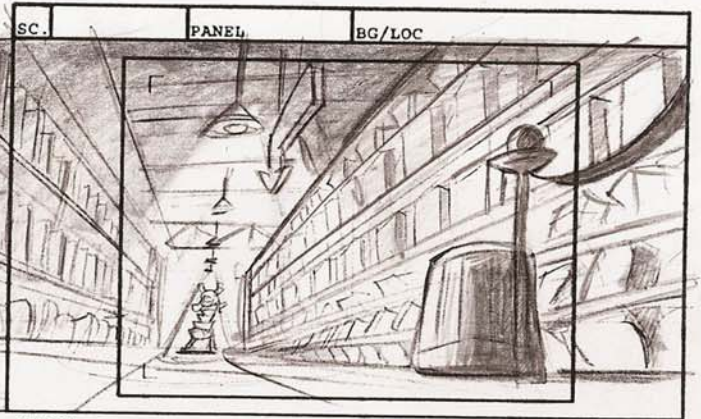
ACTION
HE LOOKS OVER THE WALL

DIAL



ACTION
CUT TO LOW ANGLE
(START) TO GOOSER'S P.O.V. ON INT. STORE

DIAL



ACTION
PAN OVER PARTISLES

DIAL

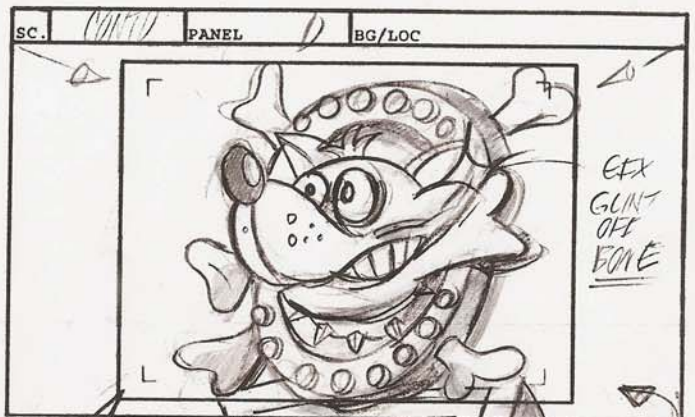


ACTION
THE CAN QUICKLY
DASHES IN ON THE
DISPLAY

DIAL

FX: MUSIC STING!
SFX:
DIRECTOR'S NOTES

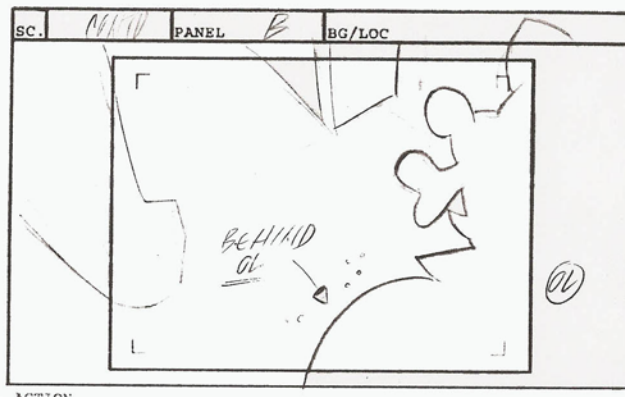
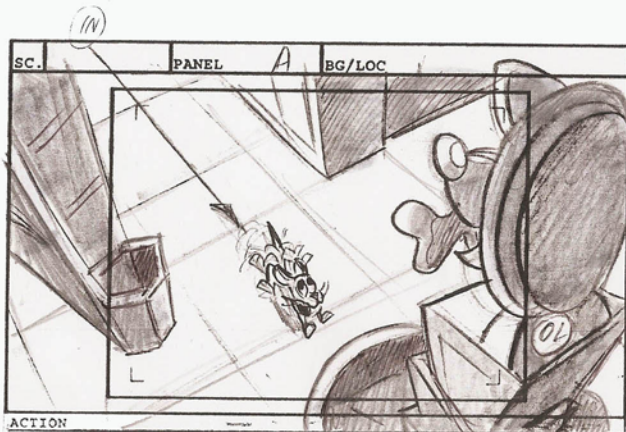
SLUG NOTES



ACTION
DIAL

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES



DIAL: GOOSER RACES IN TOWARD THE PC DISPLAY
WHOOOSH!

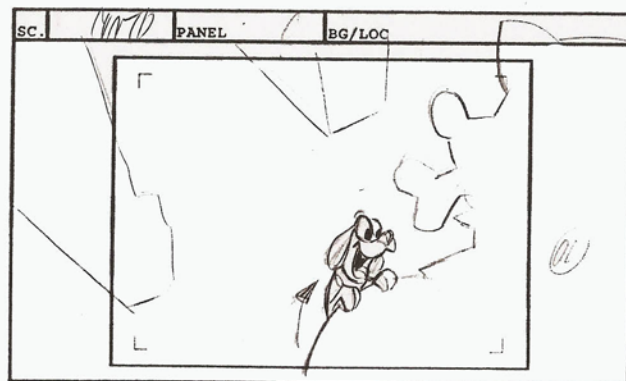
FX:
SFX:

DIRECTOR'S NOTES

DIAL: AND UNDER THE DISPLAY!

FX:
SFX:

DIRECTOR'S NOTES



DIAL: HE PICKS UP, GRABS THE DISPLAY

GOOSER

SFX: PANTING

GOOSER RANS BACK

DIAL:

SFX: STING!

TRANSITION



DIAL: GOOSER LEANS IN.

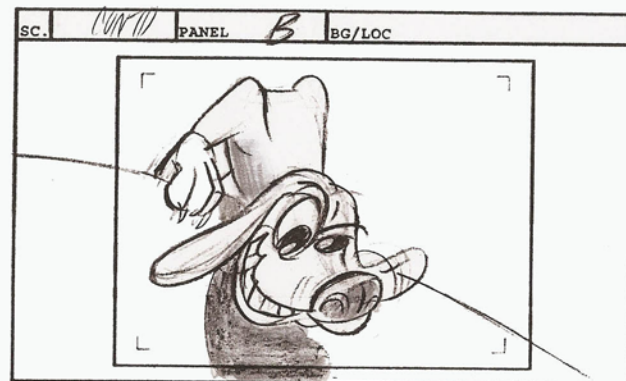
TO CLOSE UP

SFX: GOOSER PANTING!

DIAL:

im

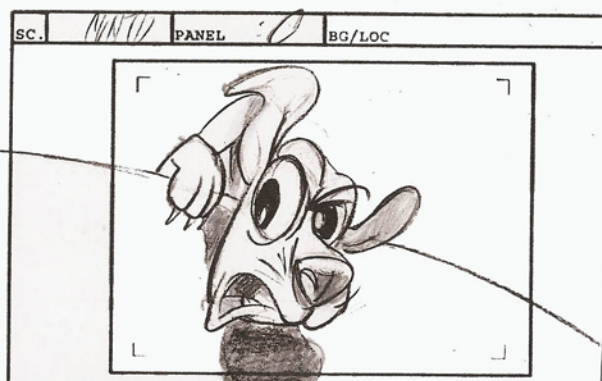
DAN KUBAT
artbydano1@yahoo.com



DIAL: AND STARTS TO CHIEF...

GOOSER

FX:



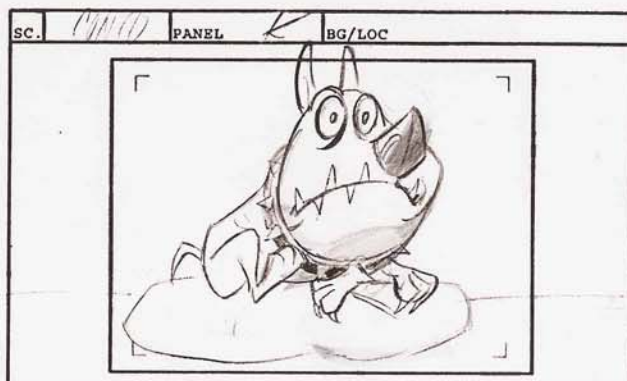
DIAL: HE NOTICES SOMETHING OK.

FX:



ACTION
BEAT / HE OPENS HIS OTHER EYE.

DIAL



ACTION
RIPPER REACTS - HOLDS HIS HEAD UP.

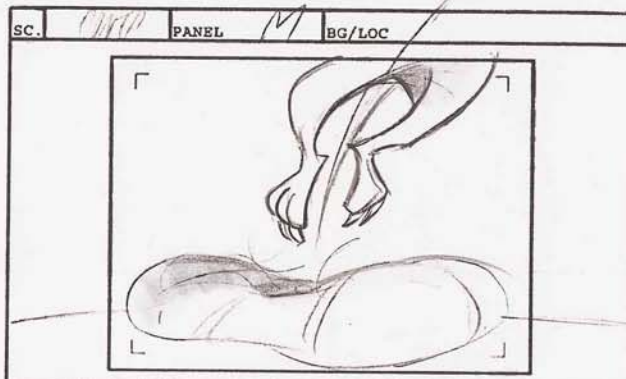
DIAL



ACTION
HE HUNKERS & GROWLS

DIAL

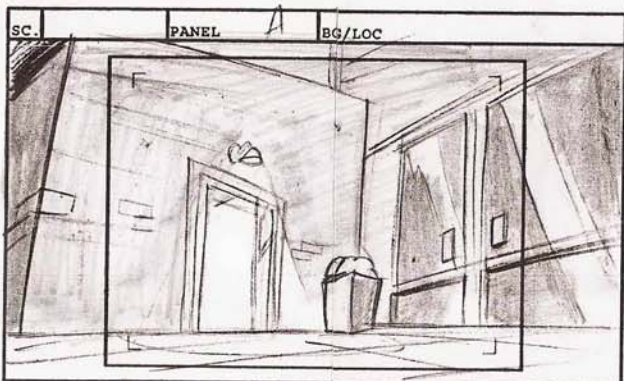
GRRRRRRRRRRR!



ACTION
RIPPER LEAPS OFF SCREEN

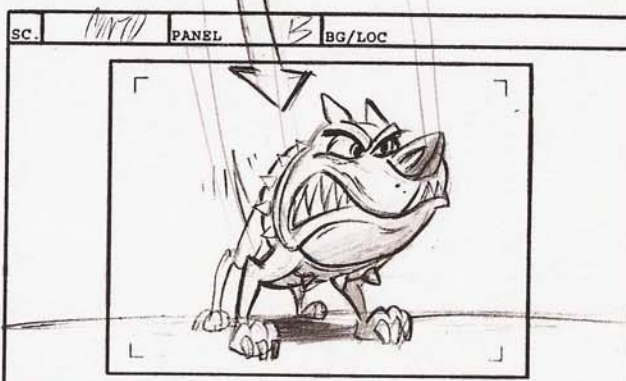
DIAL

"RAH!"



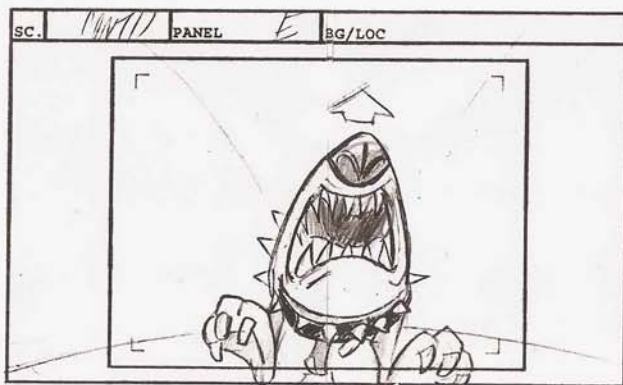
ACTION
CUT TO LOW ANGLE ON STAKE FLOOR

DIAL



ACTION
AS RIPPER LANDS IN THE
E.G. IN READY STANCE
SFX: THUD!

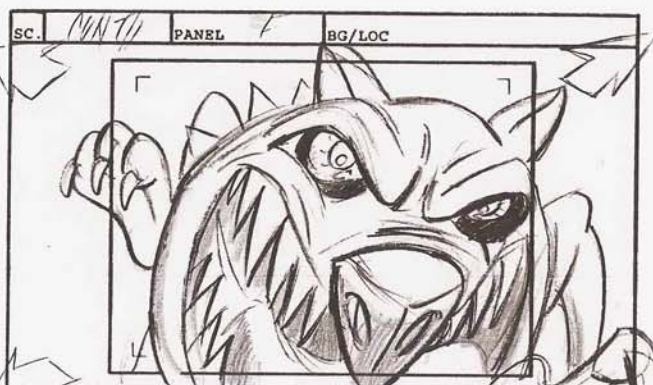
DIAL



ACTION

so QUICKLY

DIAL

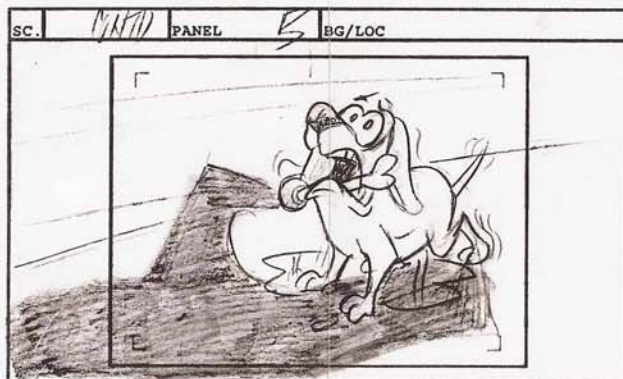


ACTION

RIGHT INTO CAN

SFX: GRRRRAP!

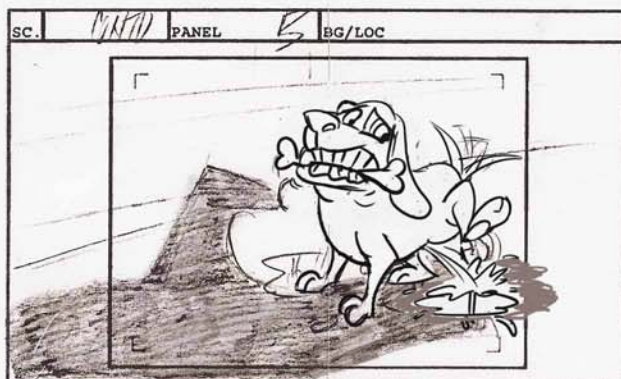
DIAL



ACTION

GOUSER REPLIES WITH
A MEERLY GROWL
GOUSER
"MERRRP?"

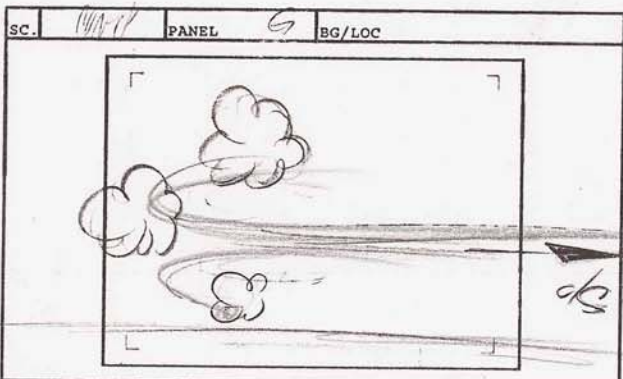
DIAL



ACTION

TO RELEASE SHOT ON RIPPER
REACTING TO GOUSERS MERRP.
SFX PID

DIAL



ACTION

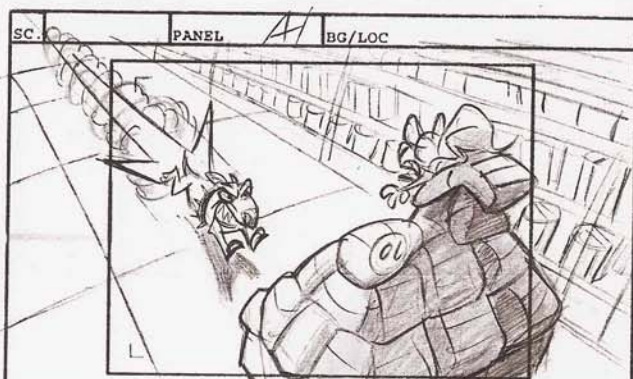
RIPPER ZIPS OFF SCREEN

DIAL

SFX
WHOOOSH!

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES



ACTION

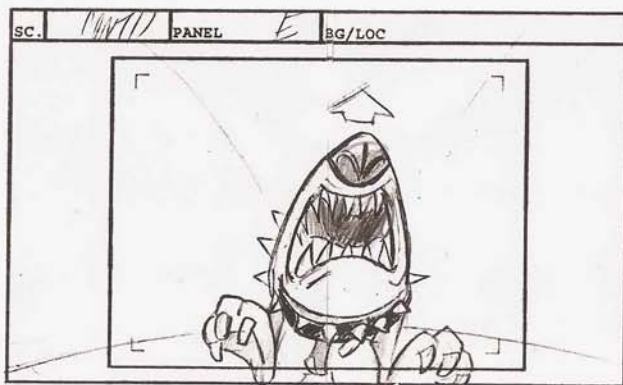
TO DOWNSTAY
ON DOGFOD
DISPLAY

DIAL

SFX: GRRRR/BARKING...

FX:
SFX:
DIRECTOR'S NOTES

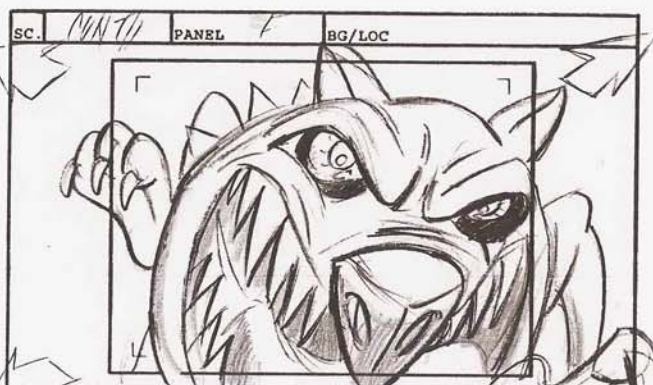
SLUG NOTES



ACTION

so QUICKLY

DIAL

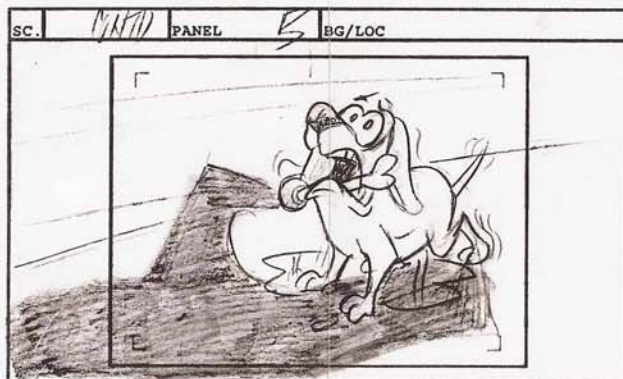


ACTION

RIGHT INTO CAN

SFX: GRRRRAP!

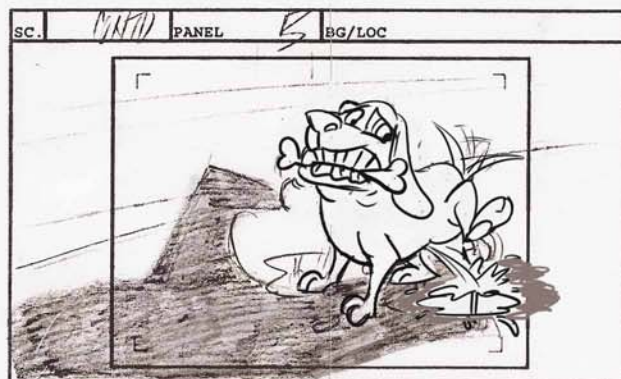
DIAL



ACTION

GOOSER REPLIES WITH
A MEERLY GROWL
GOOSER
"MERRRP?"

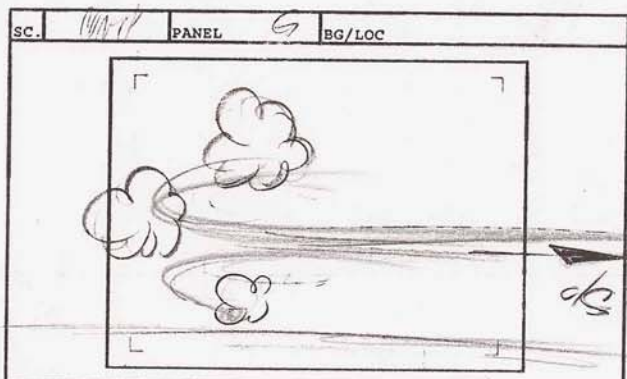
DIAL



ACTION

TO RELEASE SHOT ON RIPPER
REACTING TO GOOSERS MERRP.
SFX PID

DIAL



ACTION

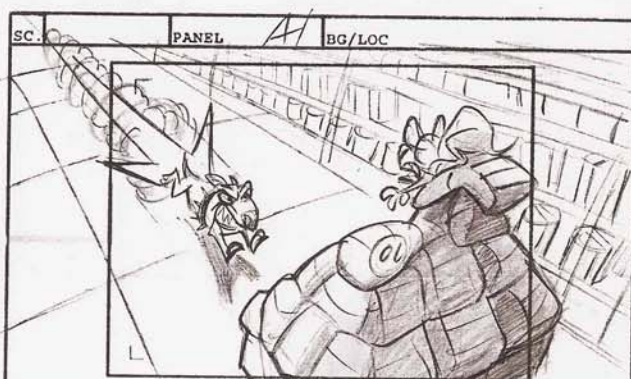
RIPPER ZIPS OFF SCREEN

DIAL

SFX
WHOOOSH!

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES



ACTION

TO DOWNSTAY
ON DOGFOD
DISPLAY

DIAL

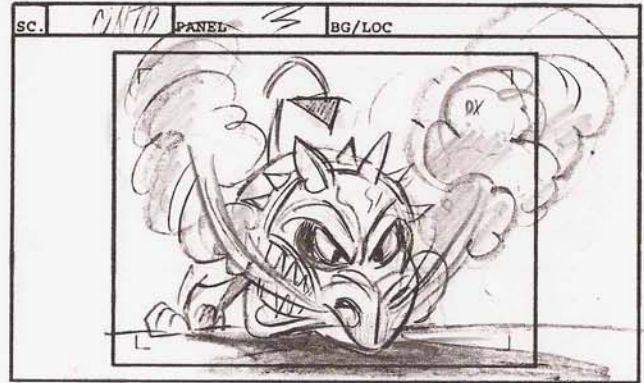
SFX: GRRRR/BARKING...

FX:
SFX:
DIRECTOR'S NOTES

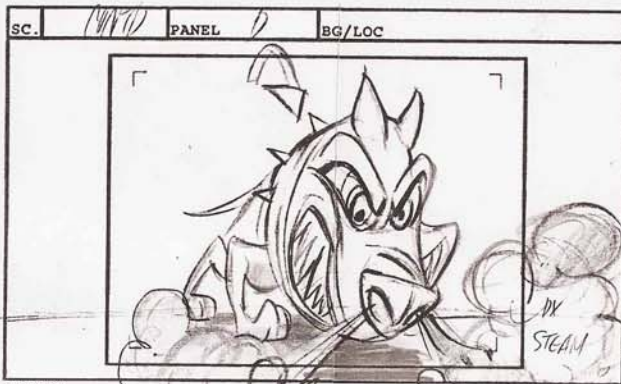
SLUG NOTES



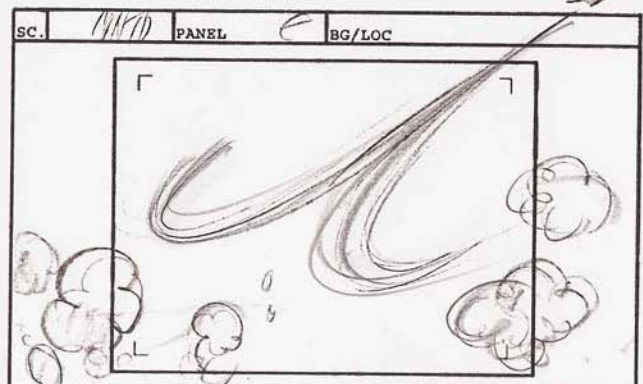
ACTION
RIPPER OPENS HIS YAP
RIPPER



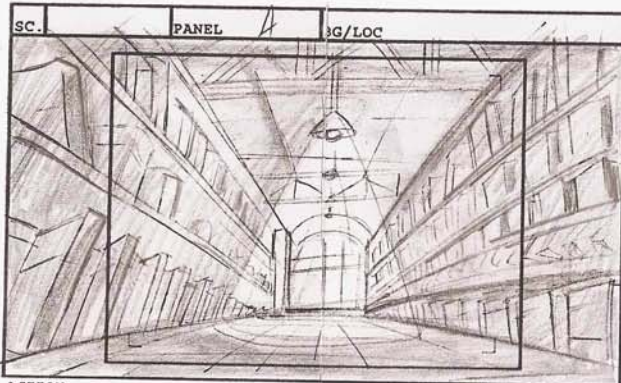
ACTION
AND HUNKERS DOWN
- STEAM COMES OUT OF
HIS NOSTRILS.



ACTION
RIPPER
GUTTERAL GROWL!
DIAL
RIPPER
GUTTERAL GROWL!
RIPPER BLOWS STEAM
OUT OF HIS NOSTRILS



ACTION
HE ZIPS BY
SFX: WHOOSH!

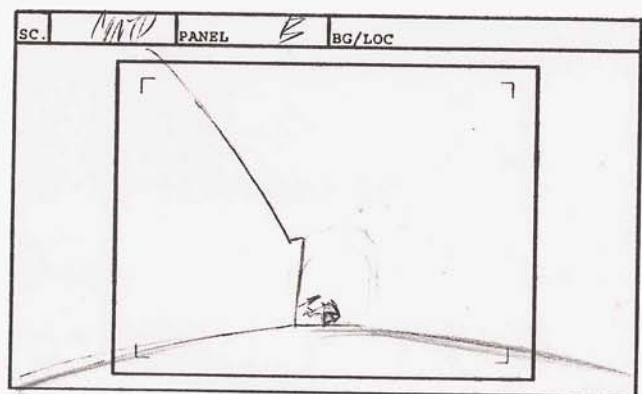


ACTION
TO LOW ANGLE ON ISLE.
GOOSE'S P.O.V.

DIAL
OK FOOTSTEPS... (Muffled)

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES

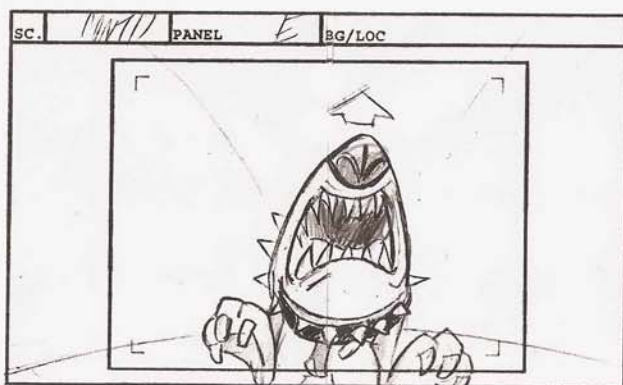


ACTION
GOOSE COMES RUNNING
AROUND THE CORNER.
FOOTSTEPS
LOUDER & LOUDER

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES

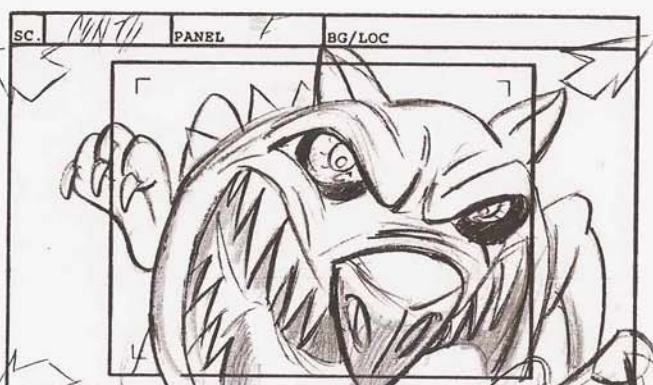
FINAL
PROD #



ACTION

so QUICKLY

DIAL

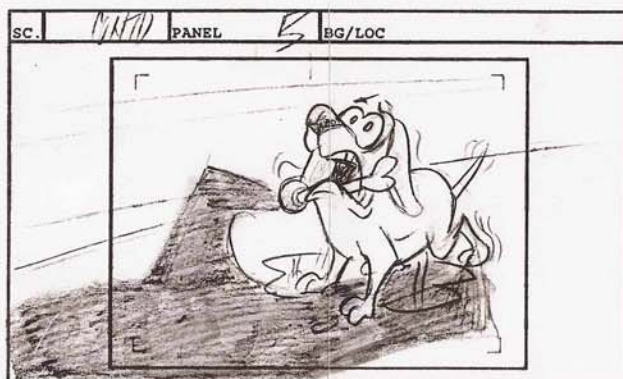


ACTION

RIGHT INTO CAN

SFX: GRRRRAP!

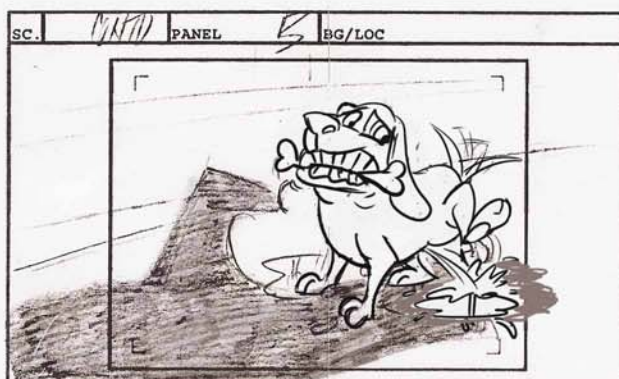
DIAL



ACTION

GOUSER REPLIES WITH
A MEERLY GROWL
GOUSER
"MERRRP?"

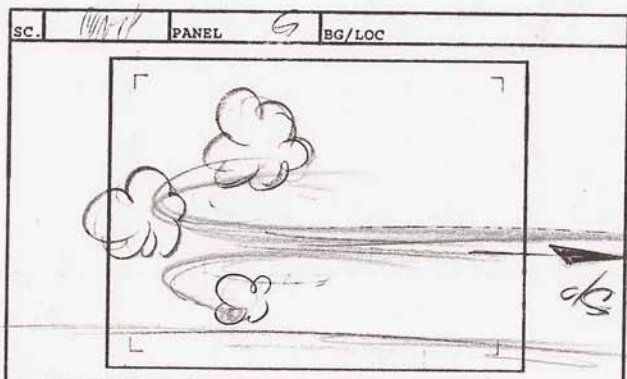
DIAL



ACTION

TO RELEASE SHOT ON RIPPER
REACTING TO GOUSERS MERRP.
SFX PID

DIAL



ACTION

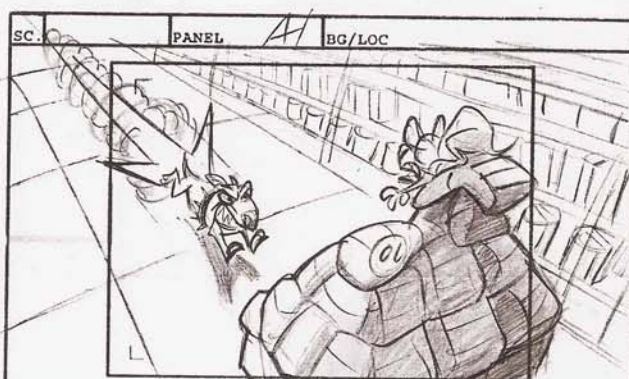
RIPPER ZIPS OFF-SCREEN

DIAL

SFX
WHOOOSH!

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES



ACTION

TO DOWNSTAY
ON DOGFOD
DISPLAY

DIAL

SFX: GRRRR/BARKING...

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES

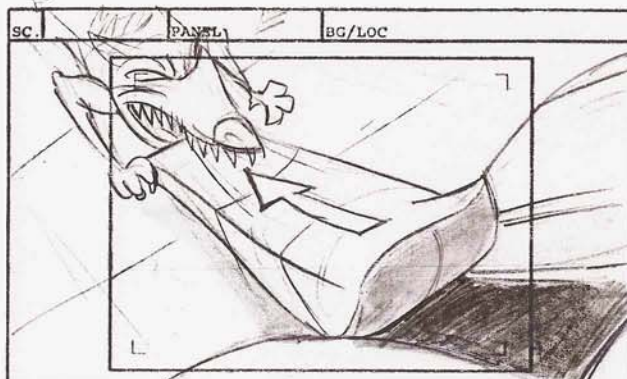


ACTION

ACTION
NOT
TO GORSEK: P.O. 511
PICKER 11/15/64

DIAL

DIAL *17242*



ACTION

ACTION 21/1/62 PHILIP T. C. SMC JS

DIAL

DIAL *Ch. 8*

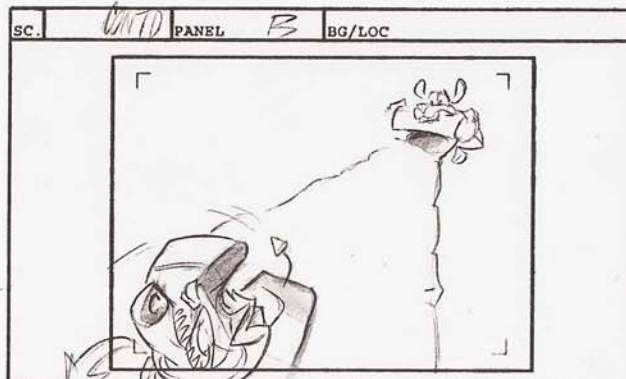
ACTION

ACTION

TO DRAMATIC UPSIDE ON RIVER
PULLING A SACK OUT OF THE PILE.

DIAL

DIAL



1010

ACTION *015*

DIAL

DIAL SEX: female



ACTION

ACTION

DIAL

DIAL

SFX.

FX:
SPX:
DIRECTOR'S NOTES

SLUG NOTES



1. **NAME**

ACTION - HE ACCELERATES INTO A
WINDMILL

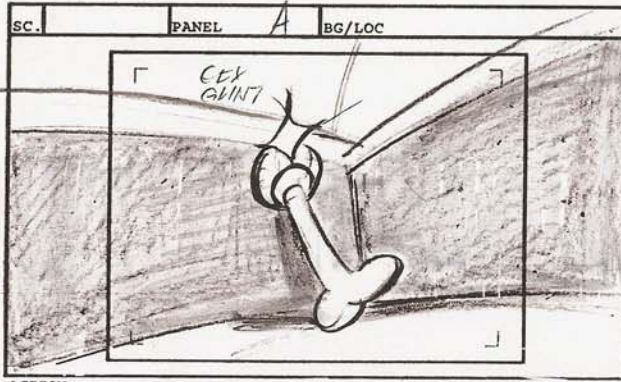
DYA

DIAL

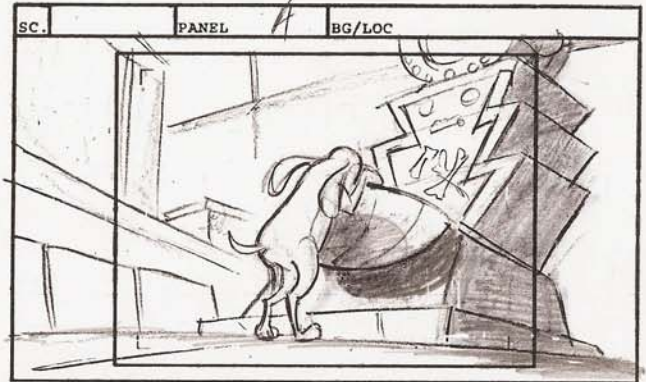
SEX /
WRRKZ

FX:
SFX:
DIRECTOR'S NOTES

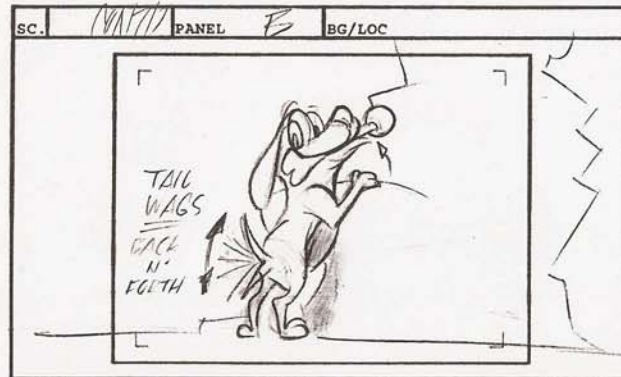
SLUG NOTES



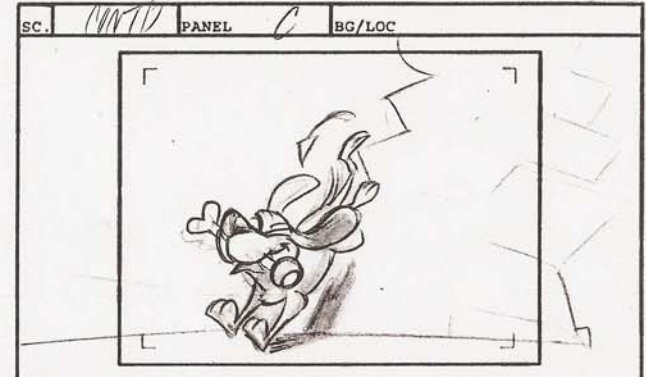
ACTION
CUT TO GOOSER'S P.O.V. ON
THE LAST TONE SQUEAK TOY.
DIAL
MUSICAL STING!



ACTION
CUT TO REVERSE LOW ANGLE ON
THE BASE OF THE DISPLAY - AS
DIAL
GOOSER REACHES INSIDE.



ACTION
AND RAISES HIS TAIL WITH
THE SQUEAK TOY IN HIS JAWS.
DIAL



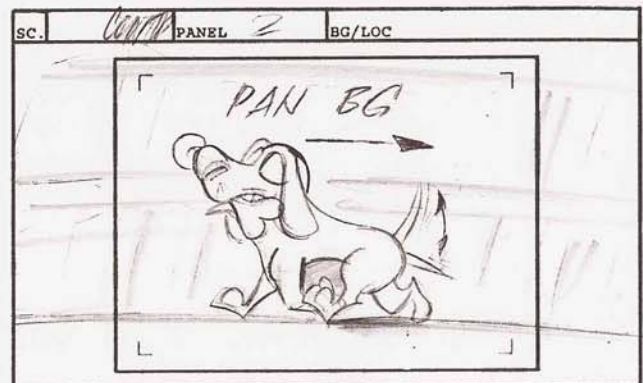
ACTION
HE LEANS BACK DOWN.
DIAL



ACTION
CUT TO CLOSE UP ON GOOSER
STRAUTING THRU THE ISLE
DIAL
X CASUAL, MOBY MUSICAL...
WHISTLING

FX:
SPX:
DIRECTOR'S NOTES

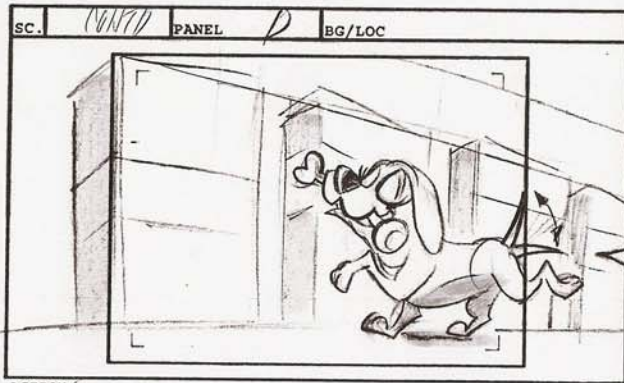
SLUG NOTES



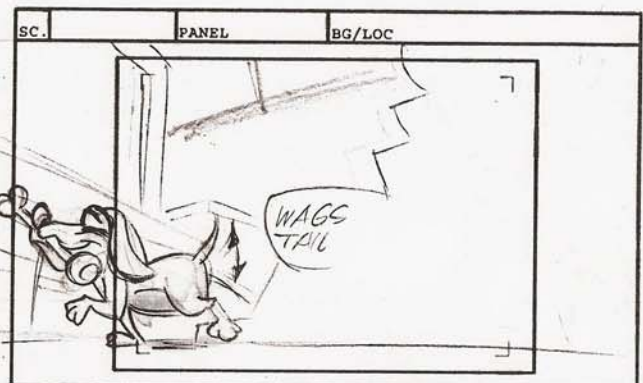
ACTION
CYCLE PHIL 1 & 2
GOOSER
DIAL
WHISTLING...

FX:
SPX:
DIRECTOR'S NOTES

SLUG NOTES



ACTION
(NO STOP)
DIAL



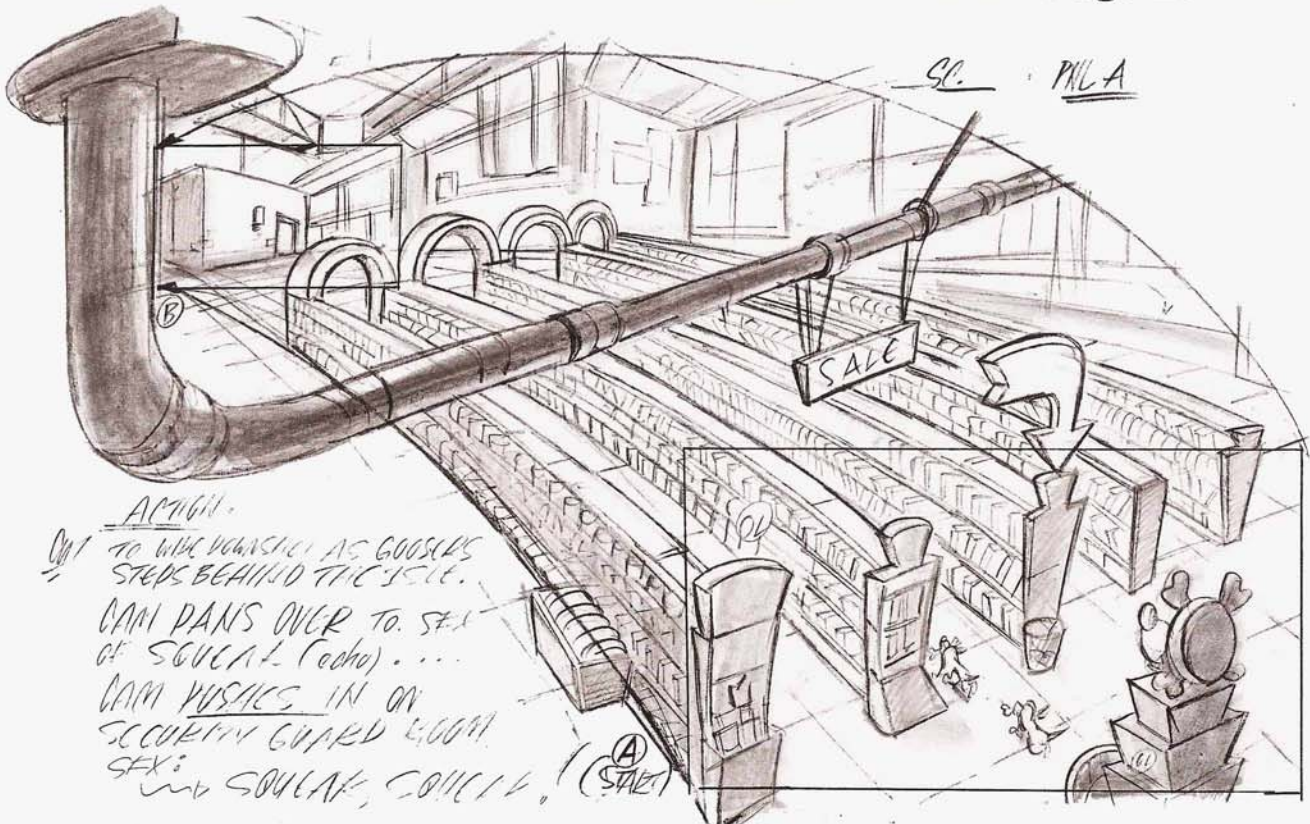
ACTION (START)
DIAL PAN WITH ACTION AS GOUSER CONFIDENTLY STRUTS WITH THE TOY IN HIS JAWS.

FX:
SFX:
DIRECTOR'S NOTES

FX:
SFX:
DIRECTOR'S NOTES

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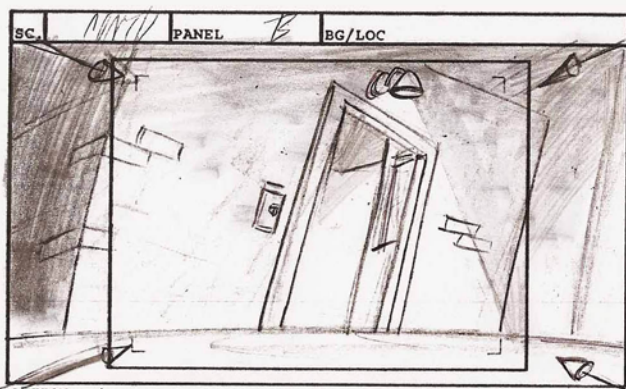


Mike Young
Illustrations

Twisted
Whiskers

14

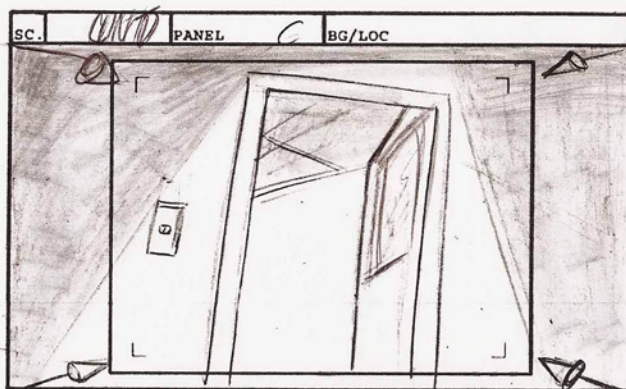
PAGE



ACTION

CAM ROTATES IN ON
THE GUARD LOOKING

DIAL

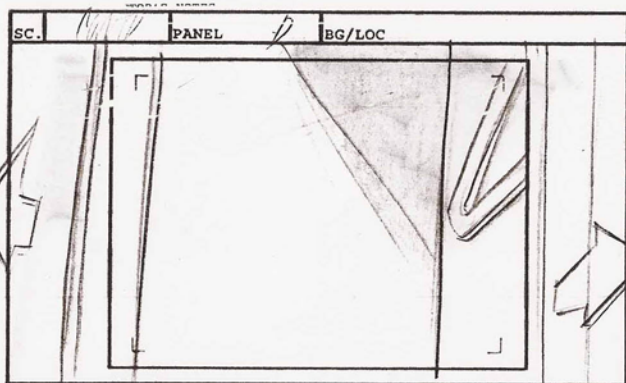


ACTION

CAM ROTATES THRU ENTRANCE

DIAL

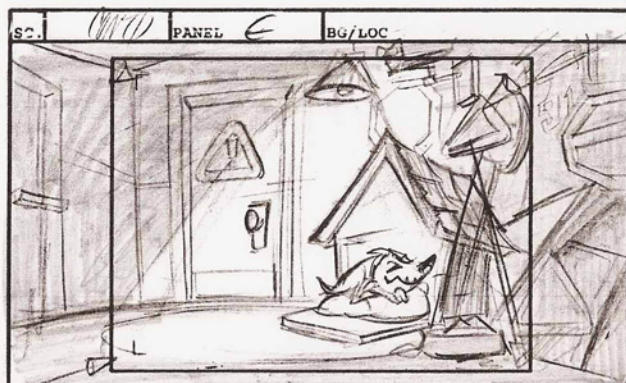
FX:
SPX:



ACTION

CAM PUSHES THRU THE

FX:



ACTION

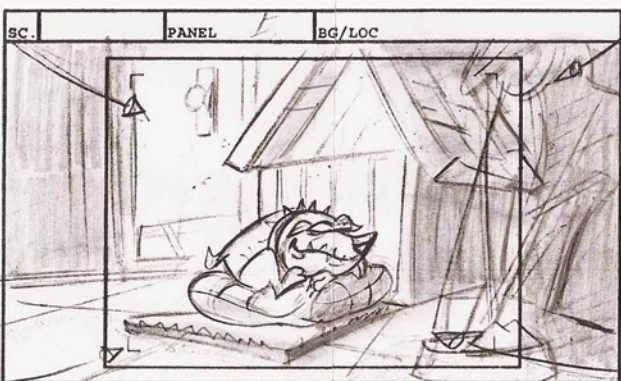
AND INSIDE THE GUARD

Mike Young
Illustrations

Twisted
Whiskers

16

PAGE



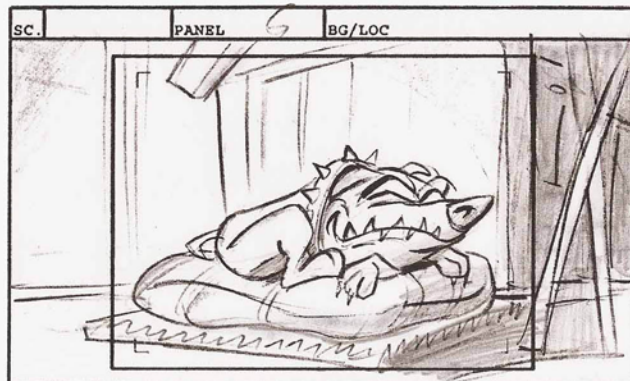
ACTION

DIAL

RIPPER.
SNORE, SNOORE

FX:
SPX:
DIRECTOR'S NOTES

SLUG NOTES



ACTION

CAM ROTATES IN TIGHT ON RIPPER.

DIAL

RIPPER GRRR + rrrr!

FX:
SPX:
DIRECTOR'S NOTES

SLUG NOTES