

SEQUENCE

PNL 01



ACTION

FADE IN ON DOMINION SHIP DRIFTING HIGH ABOVE
THE SKIES OF THE PLANET...

< SFX >

DIAL

PAGE

SEQUENCE

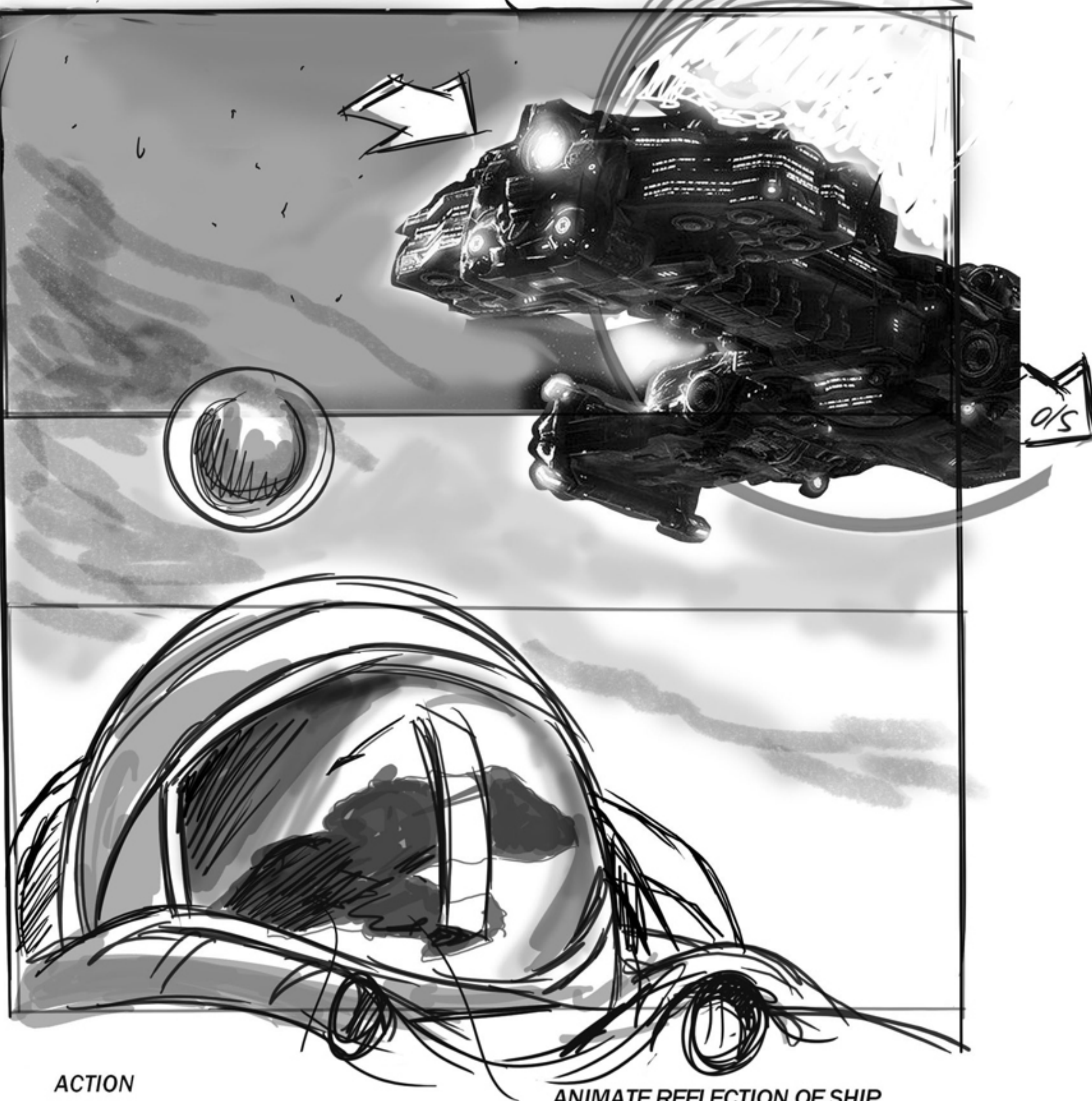
SCENE 2

PNL 2

(START)

PAN

(STOP)



ACTION

ANIMATE REFLECTION OF SHIP
ON HIS VISOR

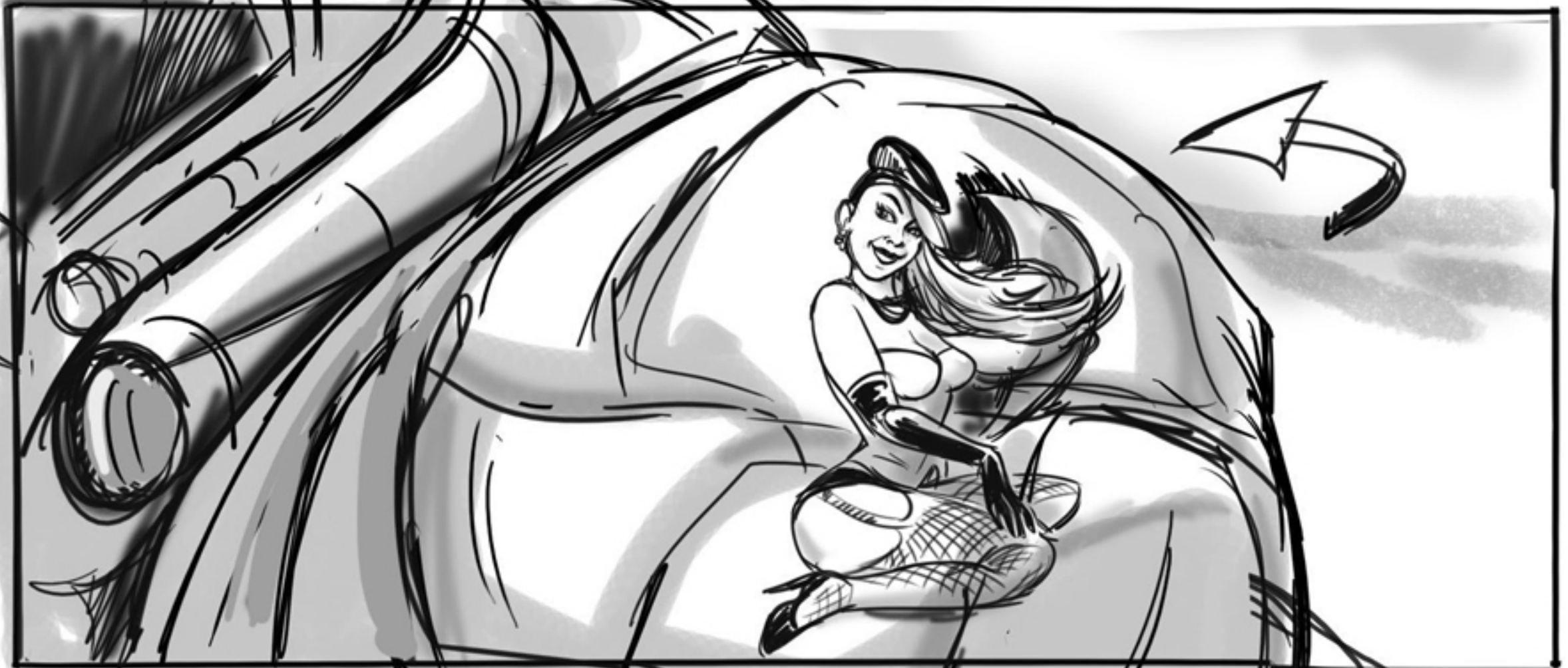
PAN DOWN TO CLOSE UP ON MARINE-VISOR UP.

DIAL ____

SEQUENCE

SCENE

PNL 3



ACTION

JIM TURNS HIS SHOULDER TOWARDS
CAM- REVEALING HIS PIN-UP ILLUSTRATION
AND STEPS PAST CAM AND O,S,

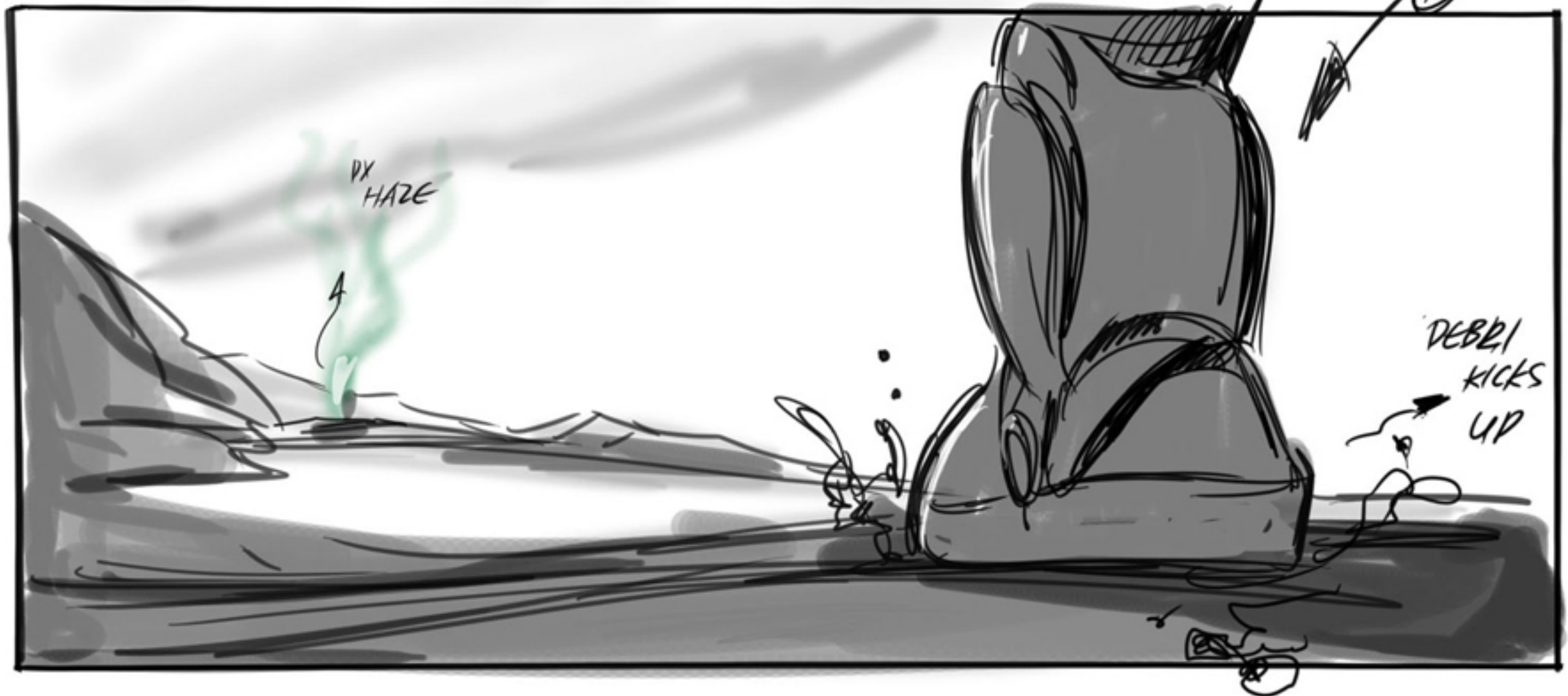
DIAL

PAGE

SEQUENCE

SCENE 2

PNL 01



ACTION

CUT TO LOW ANGLE ON GROUND AS MARINE STEPS IN THE F.G.

< SFX >

HAZE RISES IN THE DISTANCE...

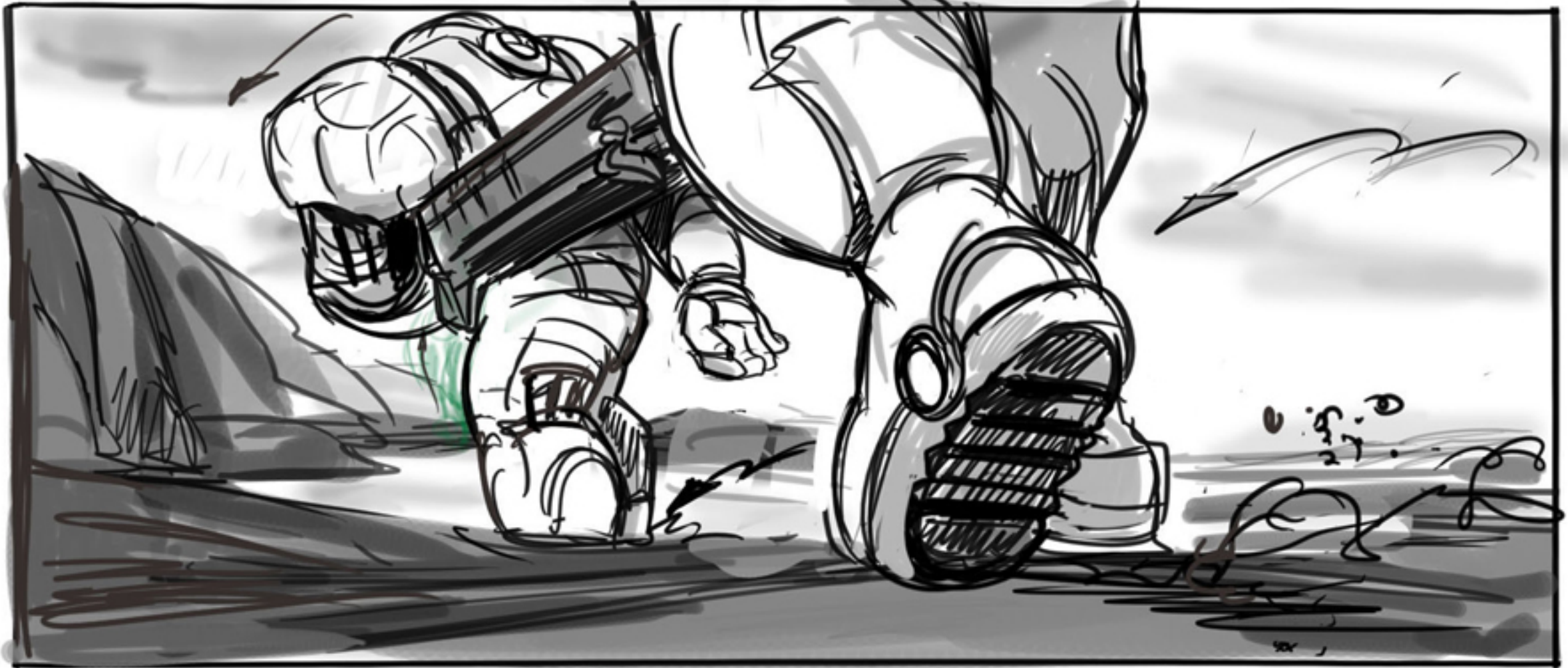
DIAL

PAGE

SEQUENCE

SCENE 2

PNL 2



ACTION

← PAN

PAN WITH ACTION AS THE MARINES STEP PAST CAM AND TOWARDS
THE DISTANT HAZE....

< SFX > FOOTPRINTS

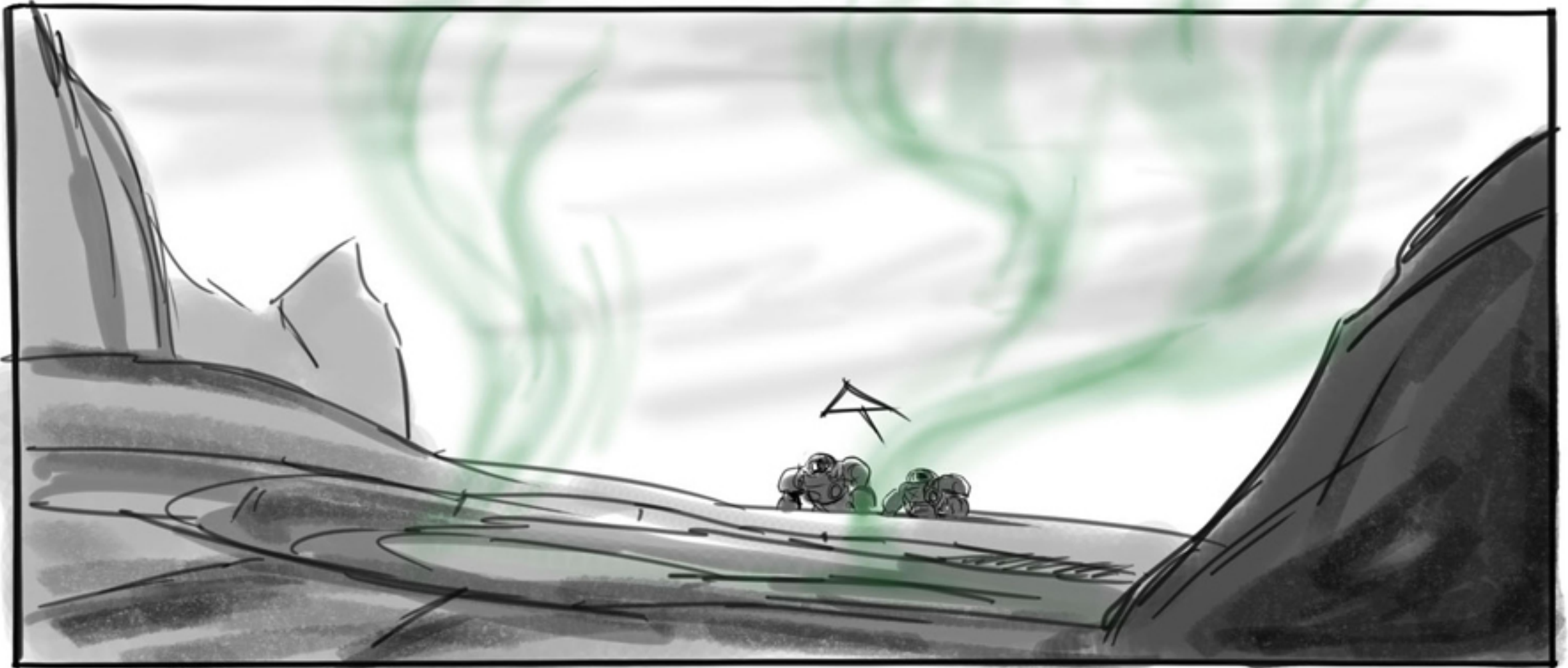
DIAL

PAGE

SEQUENCE

SCENE

PNL 01



ACTION

CUT TO LOW ANGLE ON MARINES AS THEY APPROACH THE
F.G. SPAWNING POOL....

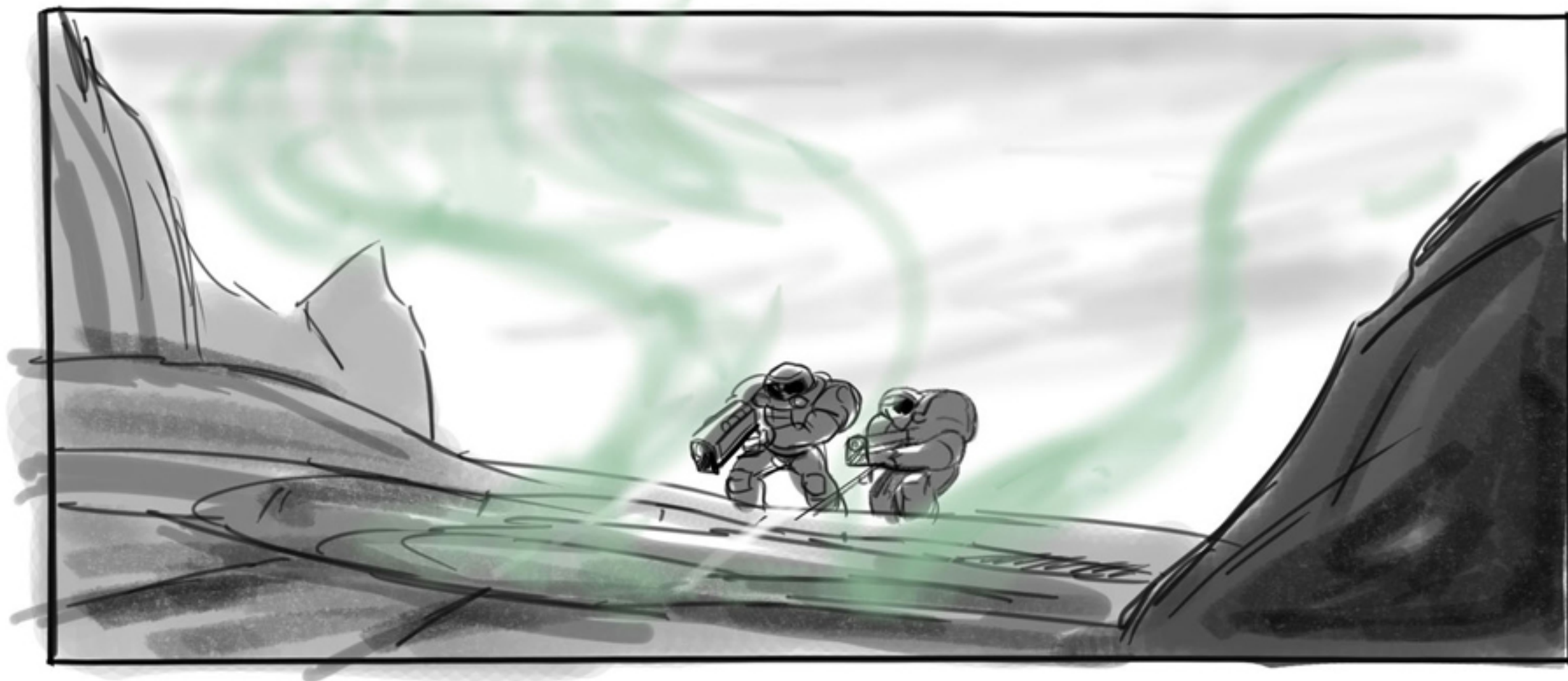
DIAL

PAGE

SEQUENCE

SCENE 3

PNL 2



ACTION

THEY CONTINUE TO PLOD TOWARDS CAM

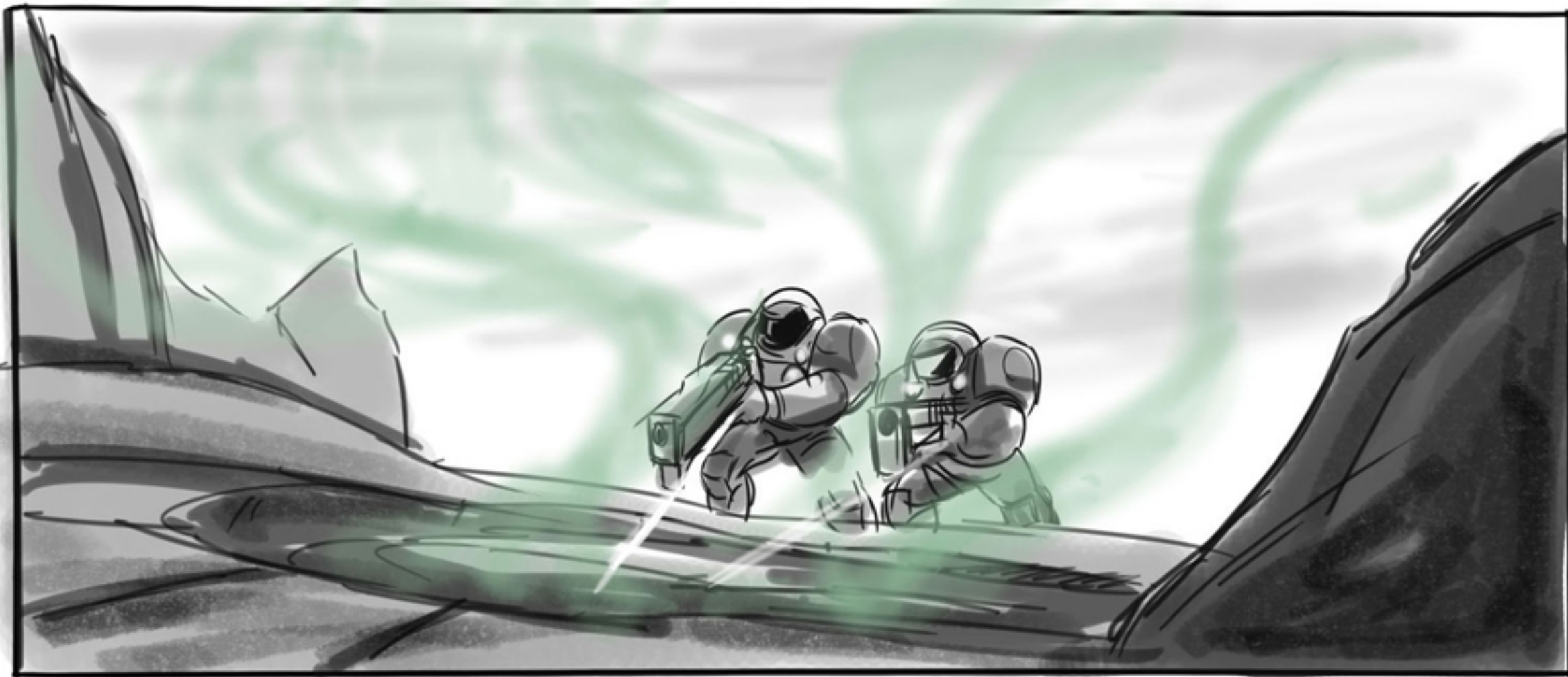
DIAL

PAGE

SEQUENCE

SCENE 3

PNL 3



ACTION

THEY CONTINUE TO PLOD TOWARDS CAM

DIAL

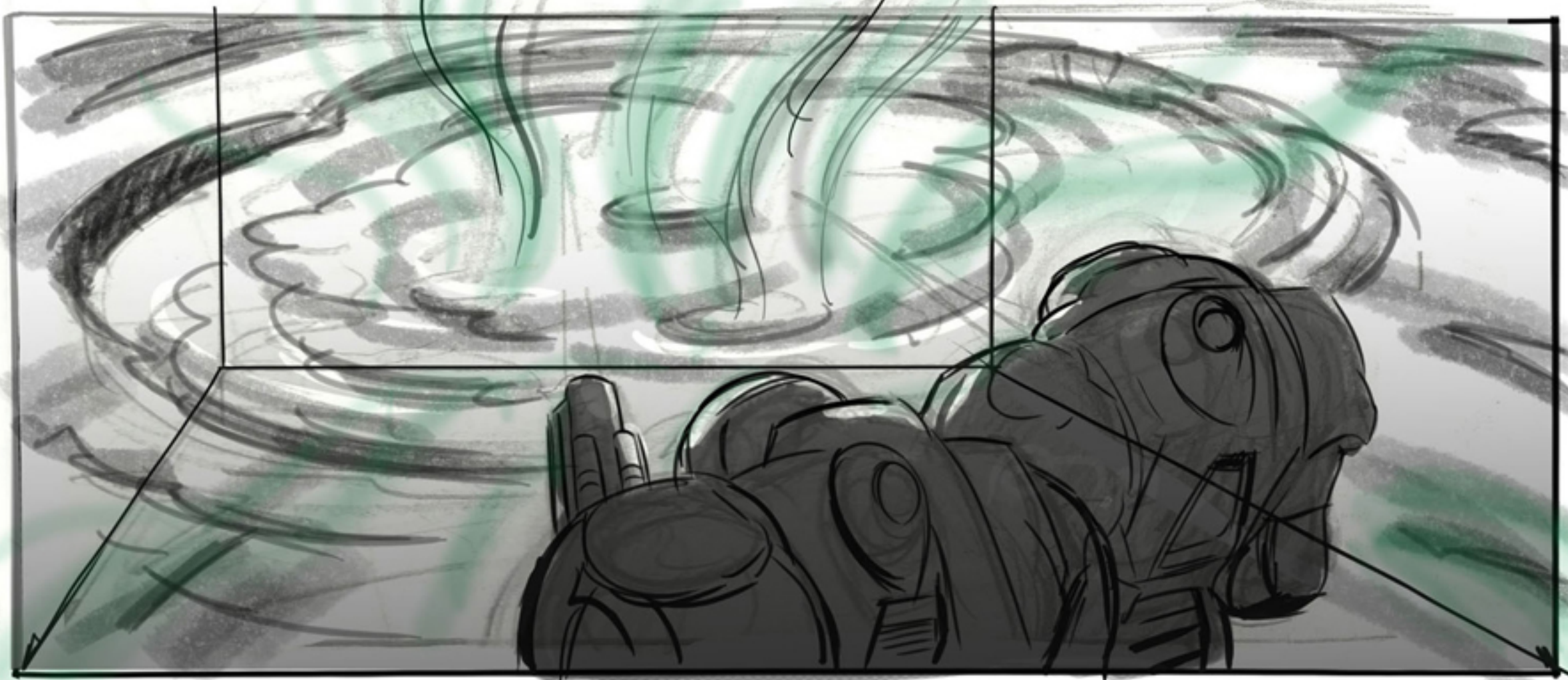
PAGE

SEQUENCE

SCENE 4

PX STEAM

PNL 01



ACTION

CUT TO CLOSE UP ON THE STEAMING SPAWNING POOL...

(TRUCK OUT) TO WIDER SHOT WITH MARINES IN THE F.G.

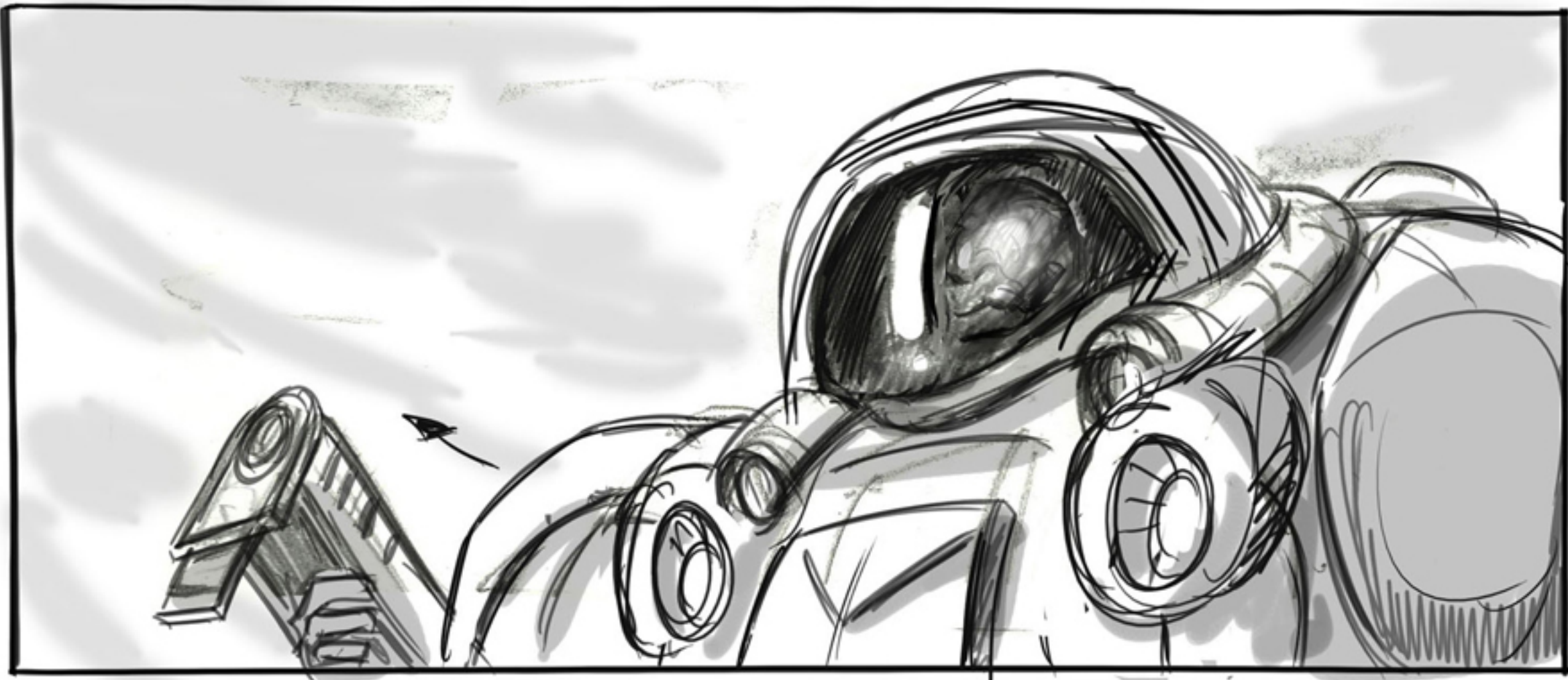
DIAL

PAGE

SEQUENCE

SCENE 5

PNL 1



ACTION

CUT TO CLOSE UP ON RAYNOR AS THE RECRUIT STEPS FORWARD.

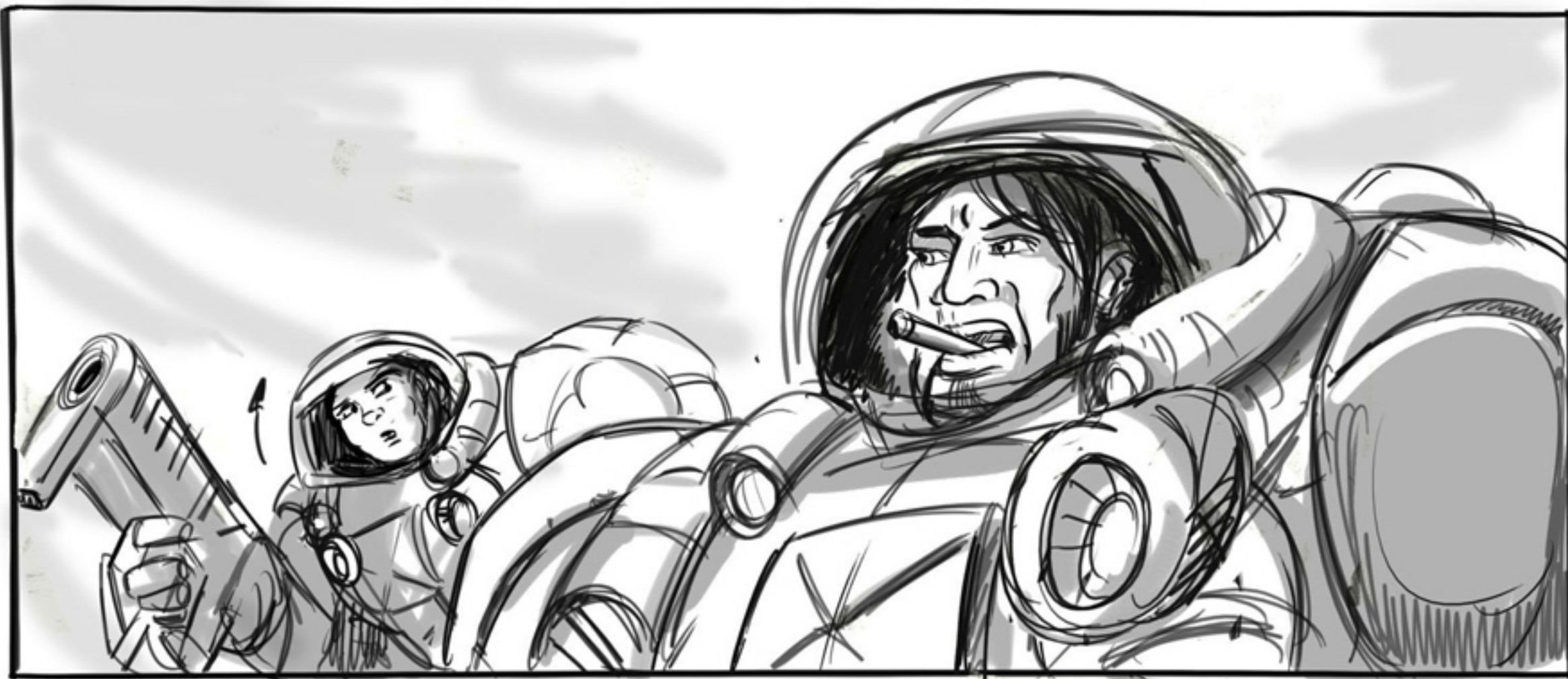
DIAL

PAGE

SEQUENCE

SCENE 5

PNL 2



ACTION

THE VISORS COME UP...

DIAL JIM RAYNOR "NOW, PAY ATTENTION..."

PAGE

SEQUENCE

SCENE 5

PNL 3



ACTION

SFX < MATCH LITE >

DIAL

JIM RAYNOR

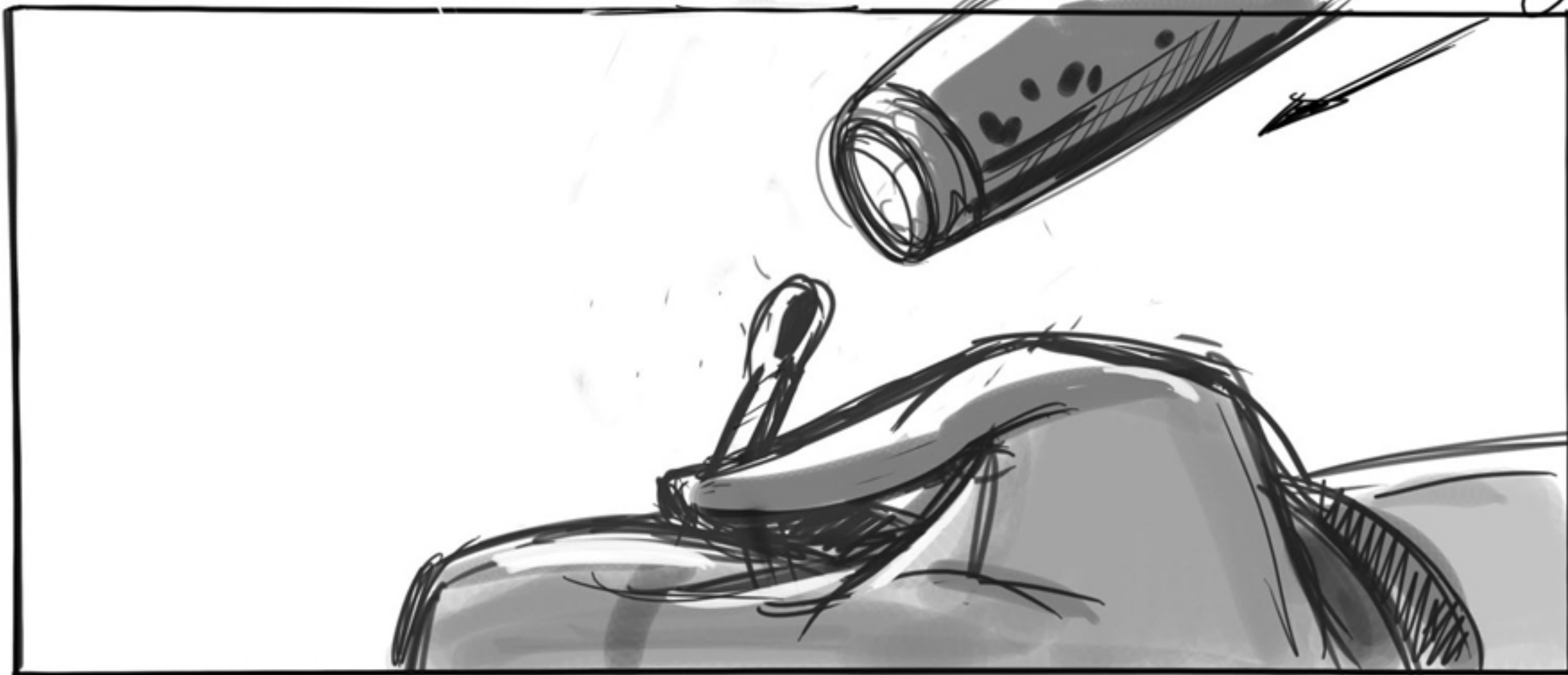
"NOW, PAY ATTENTION..."

PAGE

SEQUENCE

SCENE 6

PNL 01 (N)



ACTION

CUT TO CLOSE UP ON RAYNOR'S HAND.

DIAL

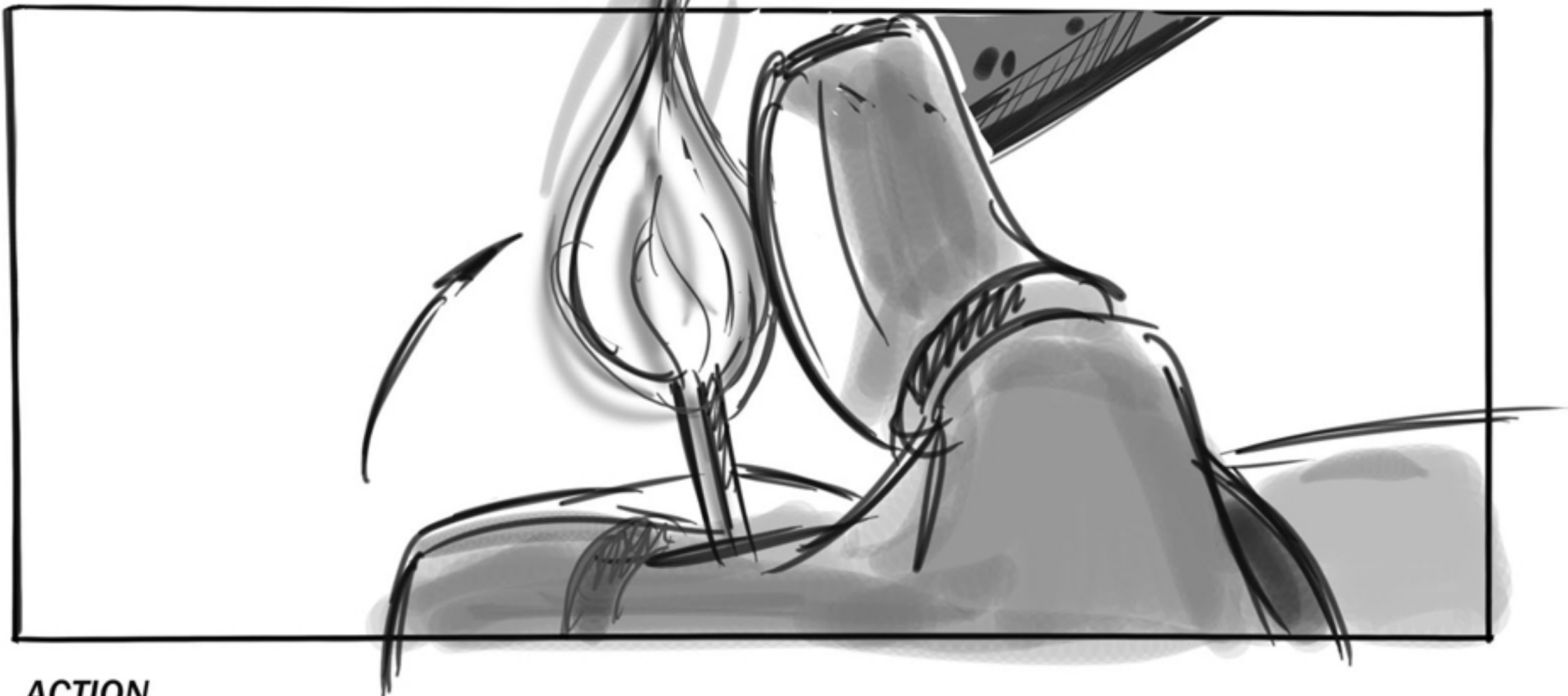
PAGE

SEQUENCE

SCENE

6 (CONT)

PNL 02



ACTION

HE LIGHTS IT...

DIAL

< SFX >

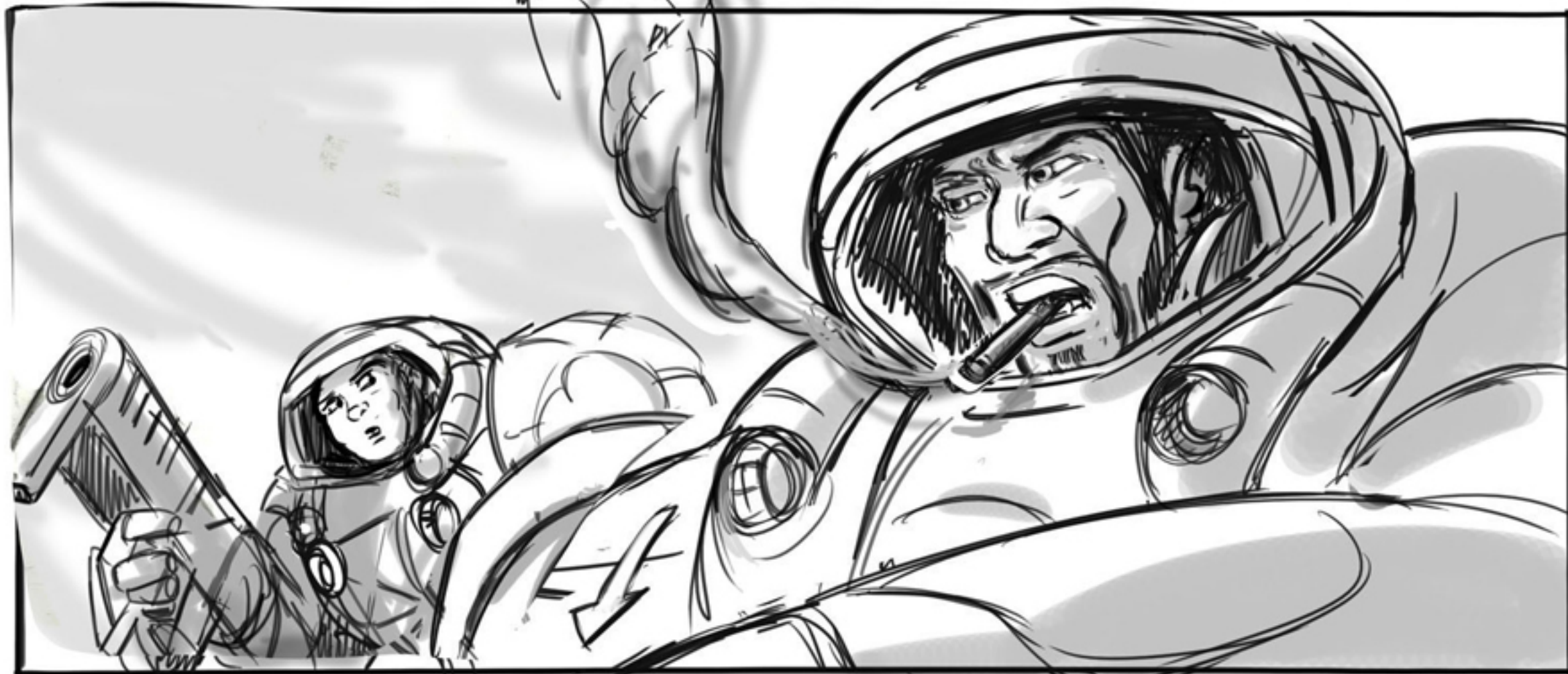
PAGE

SEQUENCE

SCENE

7

PNL 01



ACTION

JIM LOWERS HIS ARM O.S.

DIAL

JIM RAYNOR "THE TRICK HEAR IS...."

PAGE

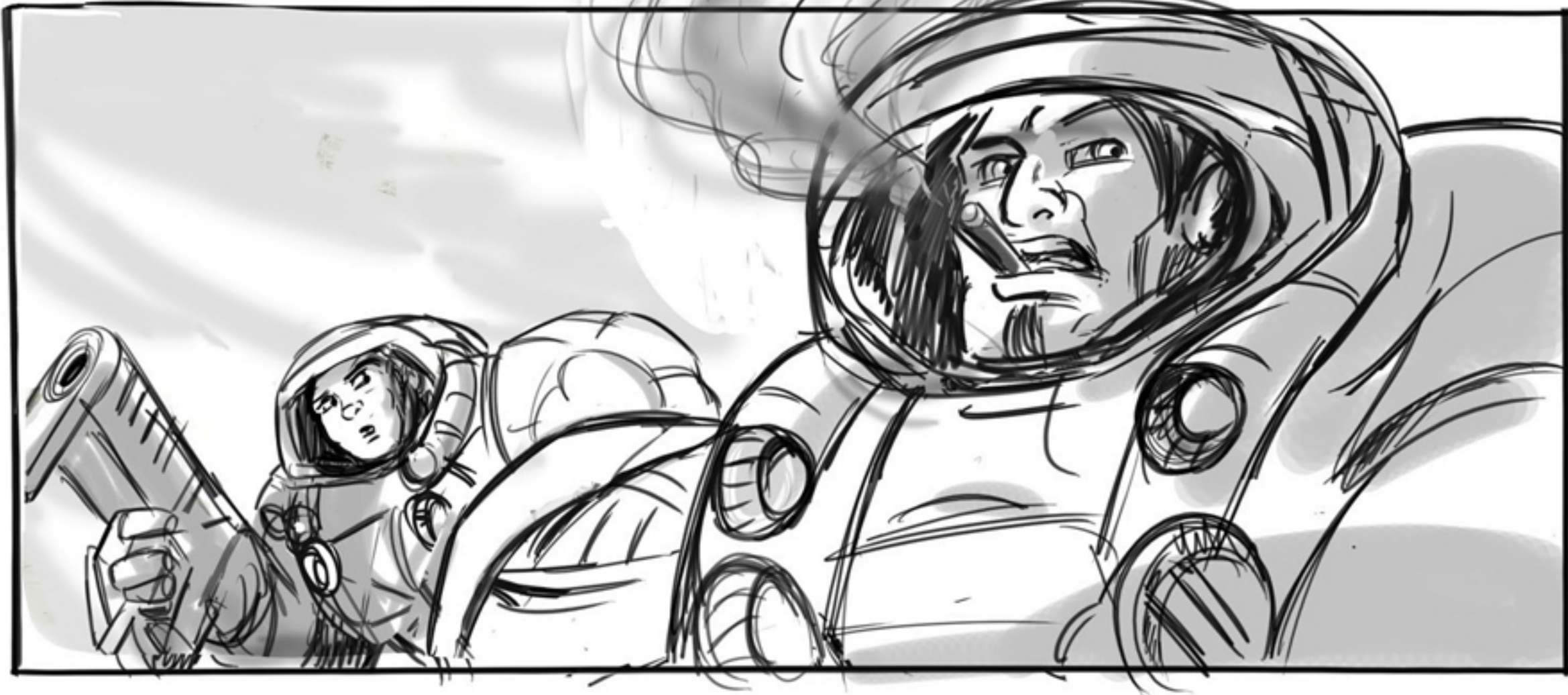
SEQUENCE

SCENE

7

DX SMOKE
O/S

PNL 2



ACTION

JIM (CONTD) ...TO MAINTAIN EVEN COVERAGE.

DIAL

PAGE

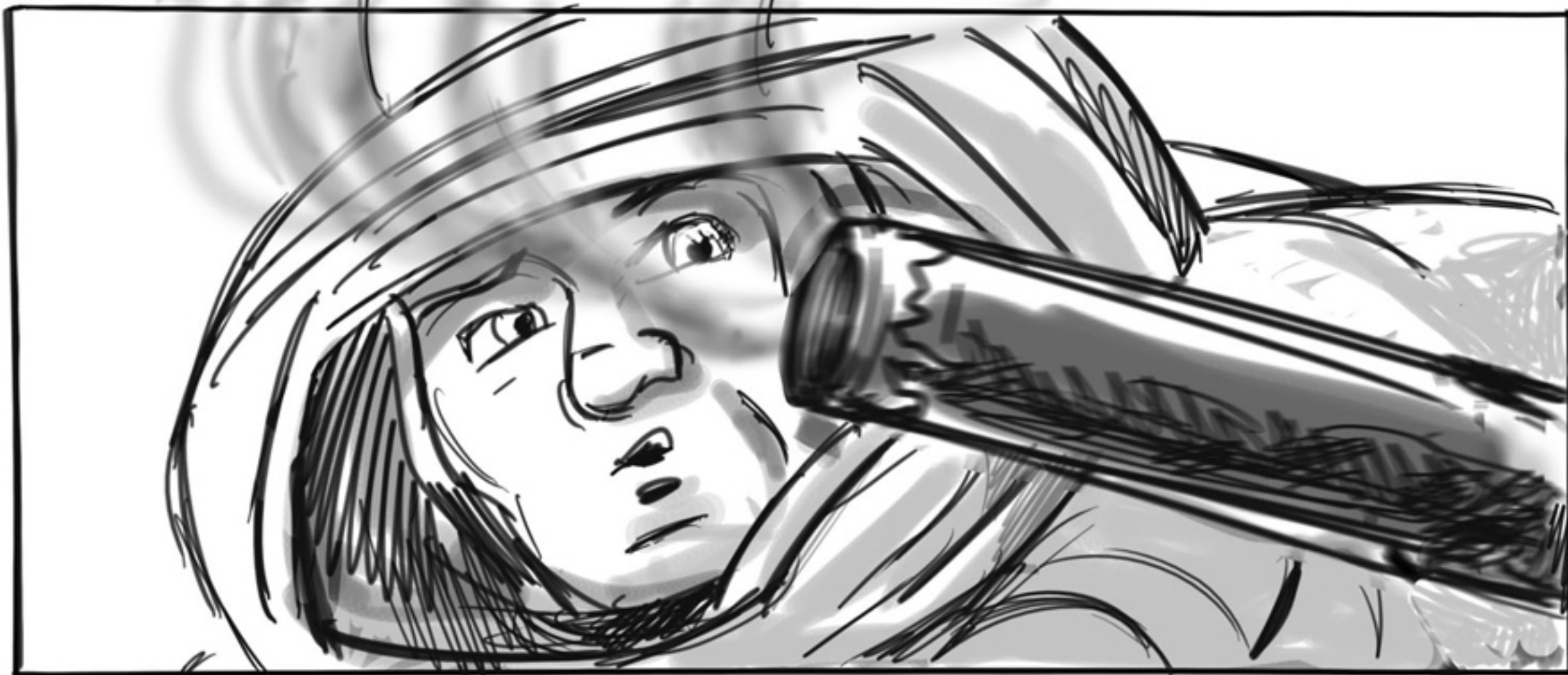
SEQUENCE

SCENE

8

DX SMOKE

PNL 1



ACTION

CUT TO CLOSE UP ON JIM'S CIGAR IN THE F.G.,

AS THE RECRUIT WATCHES EM' TAKE A PUFF AND LISTENS.

DIAL

JIM (CONTD) THINK OF IT LIKE...

PAGE

SEQUENCE

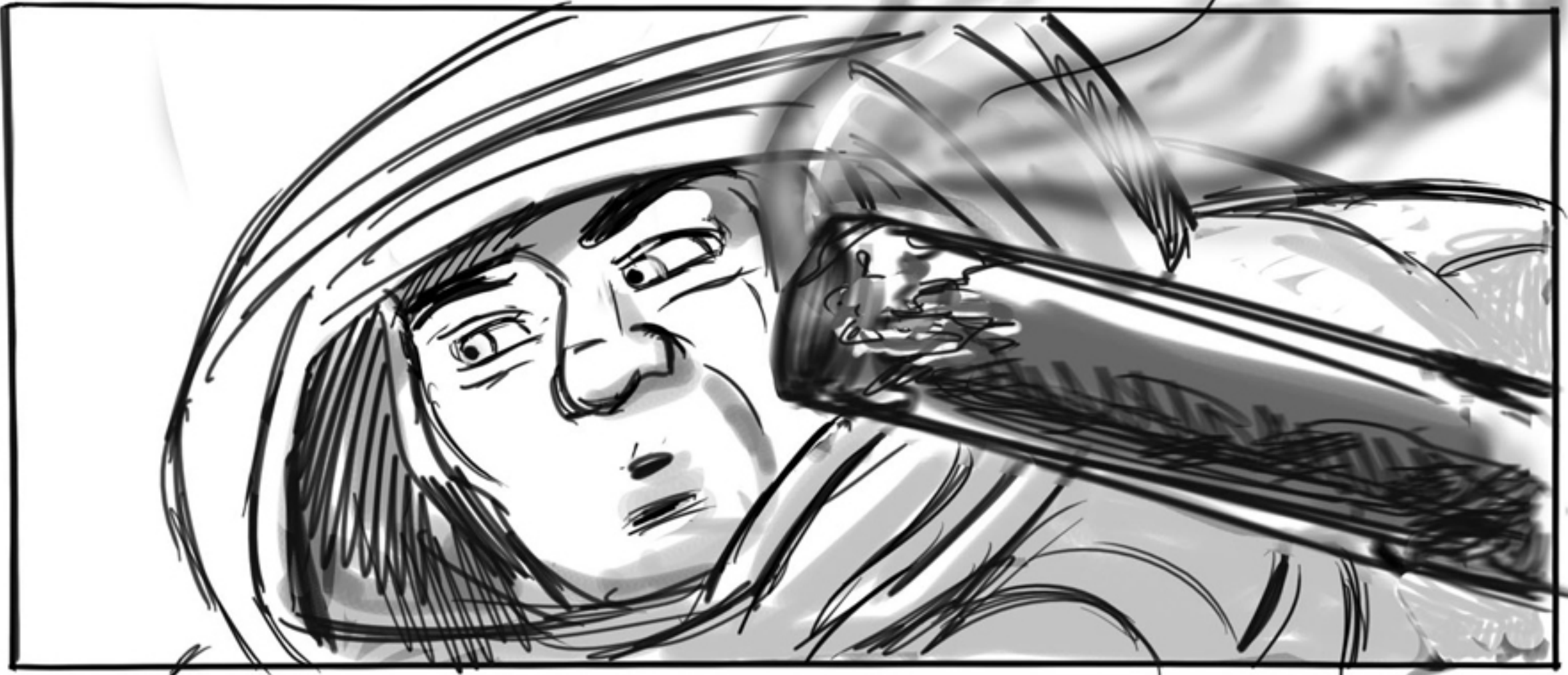
SCENE

8

DX
SMOKE

PNL

1



ACTION

JIM PUFFS ON HIS CIGAR...

JIM (CONTD)

WATERING A GARDEN.

DIAL

PAGE

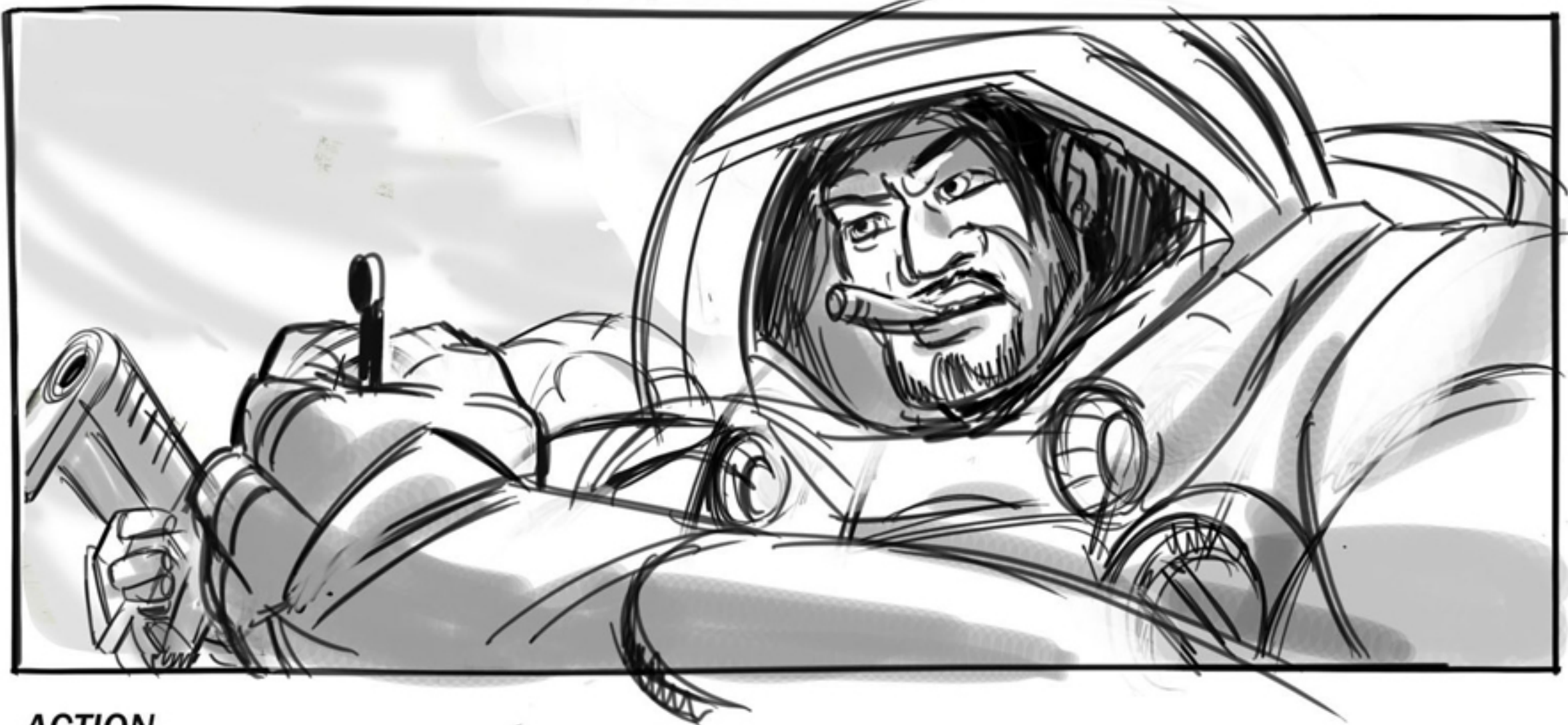
SEQUENCE

SCENE

7

DX SMOKE

PNL 2



ACTION

JIM (CONTD) ...TO MAINTAIN EVEN COVERAGE.

DIAL

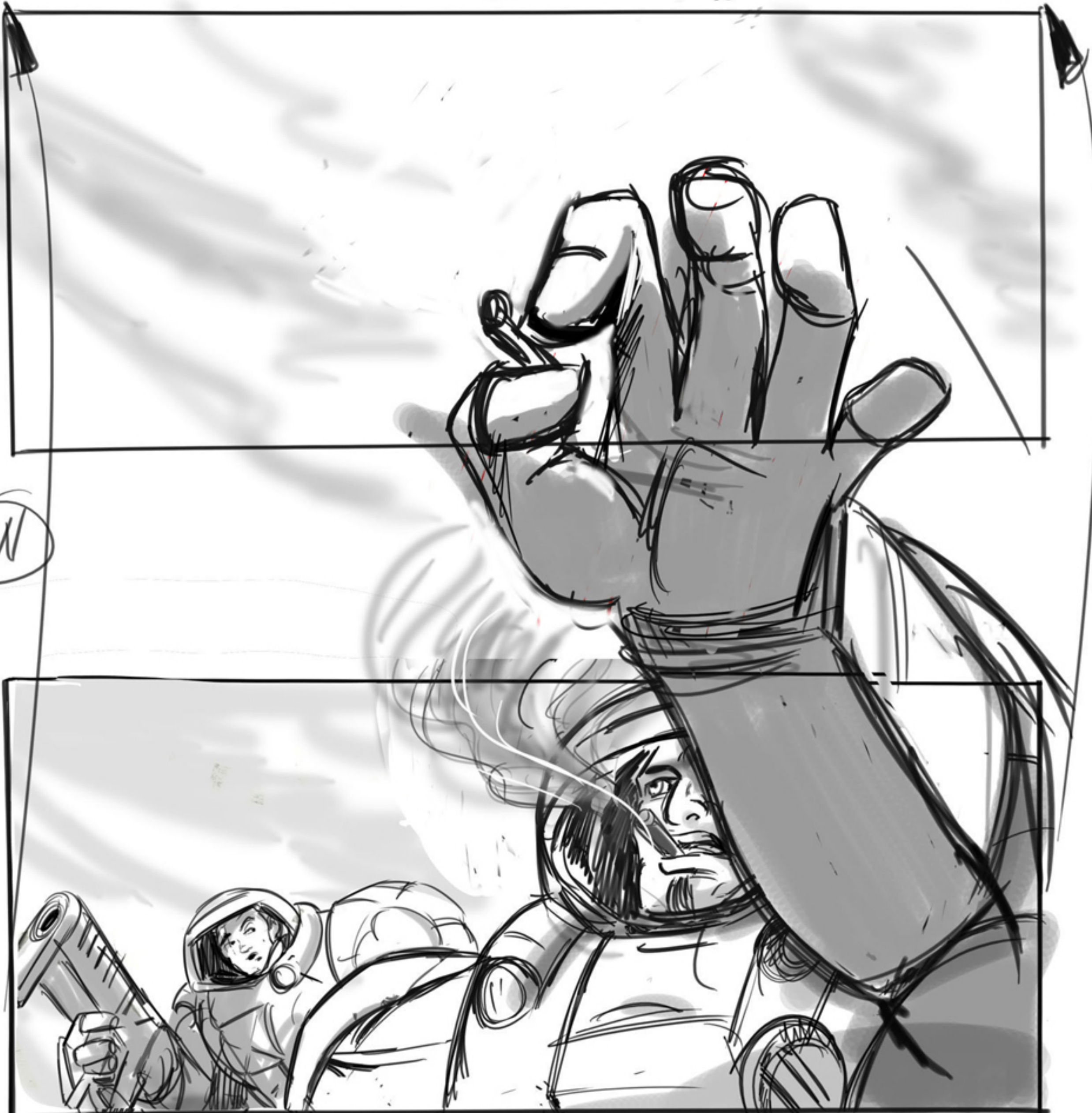
PAGE

SEQUENCE

SCENE

9

NO STOP



ACTION

TRACK WITH ACTION AS JIM TOSSES THE MATCH...

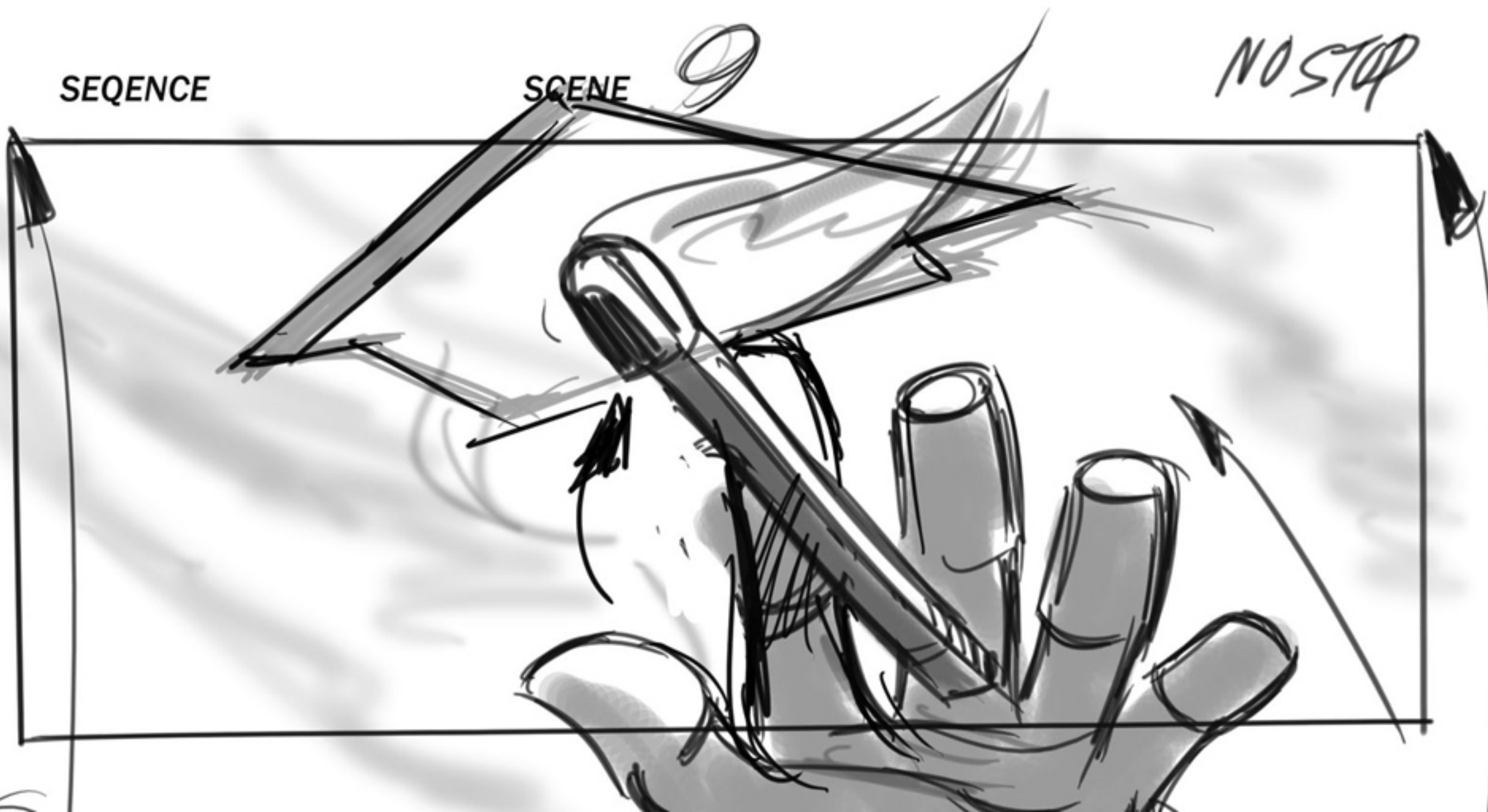
DIAL

PAGE

SEQUENCE

SCENE

NO STOP

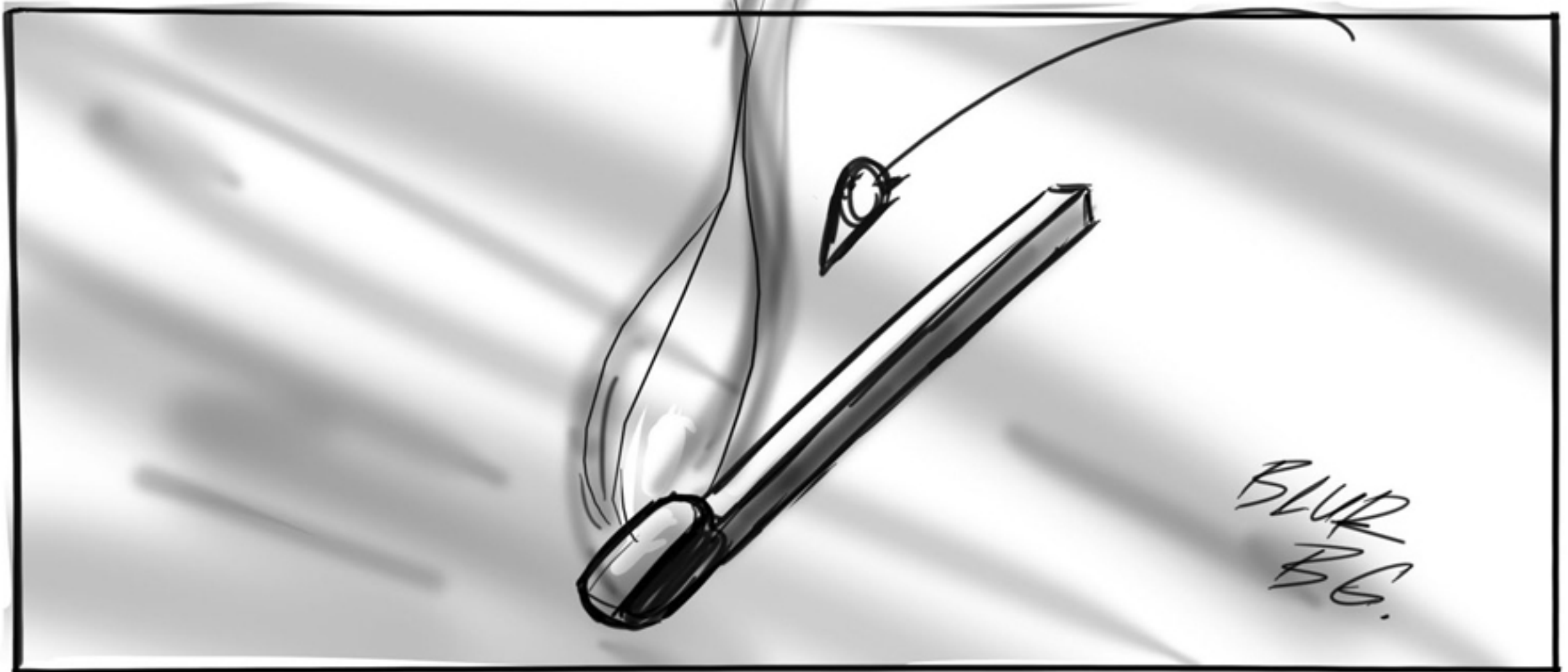


SEQUENCE

SCENE

9 (CONT)

PNL 01



ACTION

TRACK WITH ACTION AS THE MATCH FLIES THRU THE AIR...

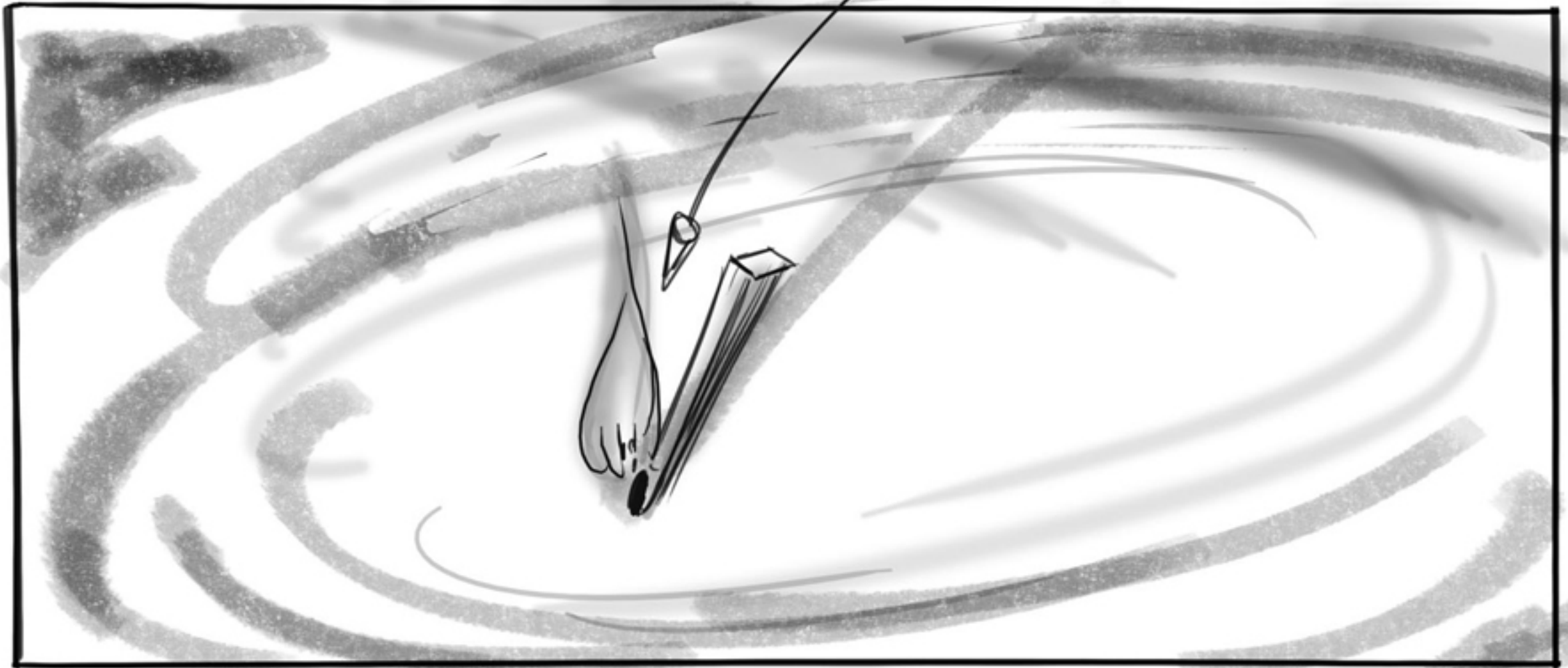
DIAL

PAGE

SEQUENCE

SCENE 9 CONTD

PNL 4



ACTION

TRACK WITH ACTION AS THE MATCH FLIES THRU THE AIR...
AND TOWARDS THE SPAWNING POOL...

DIAL

PAGE

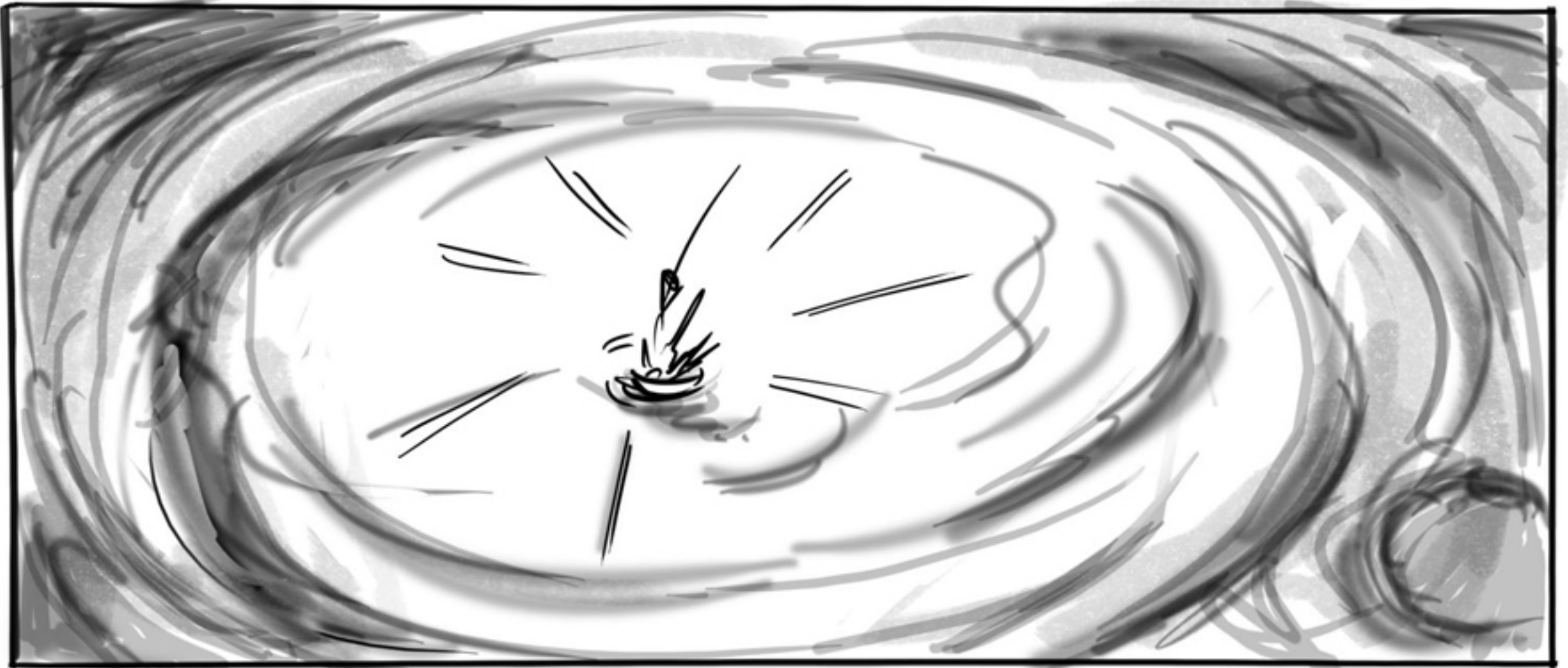
SEQUENCE

SCENE

9 CONTD

PNL

5



ACTION

TRACK WITH ACTION AS THE MATCH FLIES THRU THE AIR...
AND TOWARDS THE SPAWNING POOL...

DIAL

PAGE

SEQUENCE

SCENE 10

PNL 01



ACTION

CUT TO THRU POOL P.O.V ON THE MARINES...

DIAL

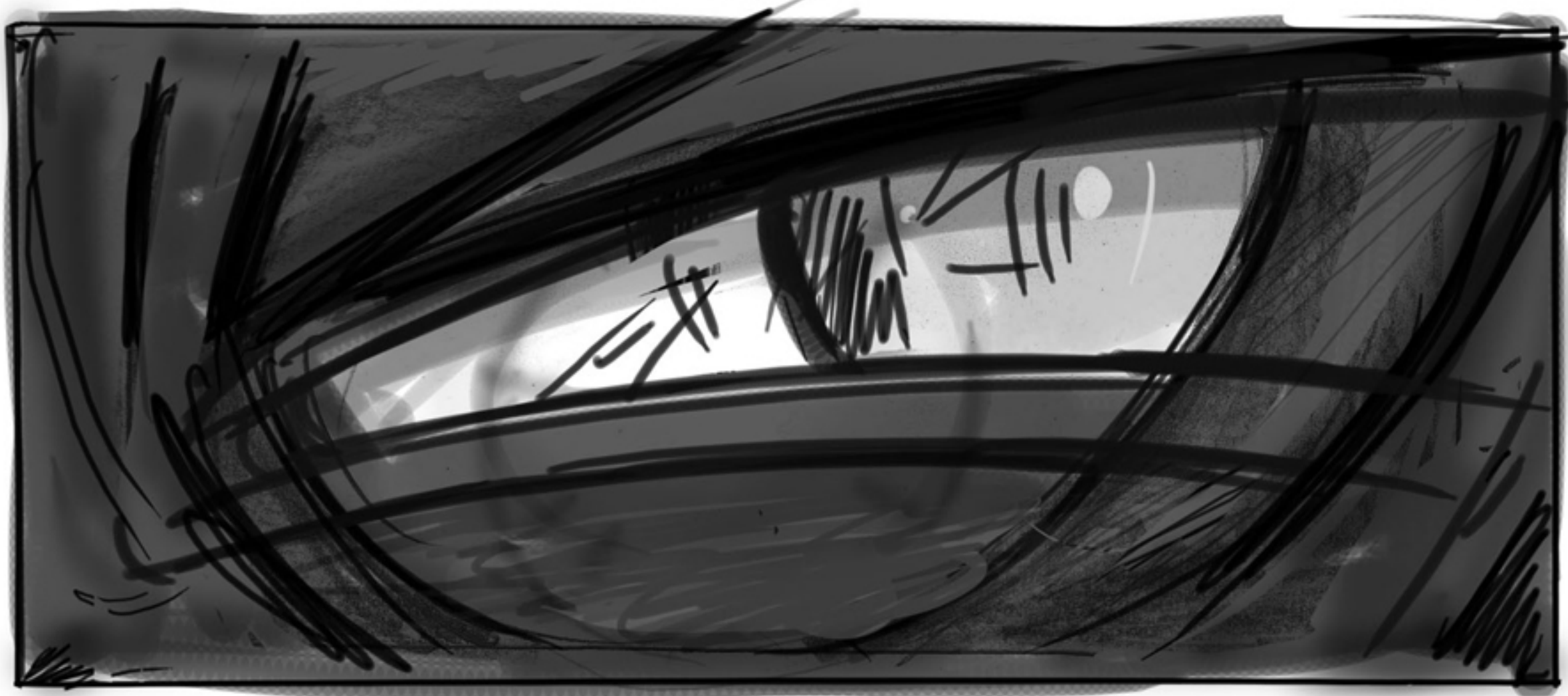
PAGE

SEQUENCE

SCENE

22

PNL 2



ACTION

EYE SQUINTS...

DIAL

PAGE

SEQUENCE

SCENE

12

PNL 01



ACTION

CUT TO CLOSE UP ON ZERGLING EYE...

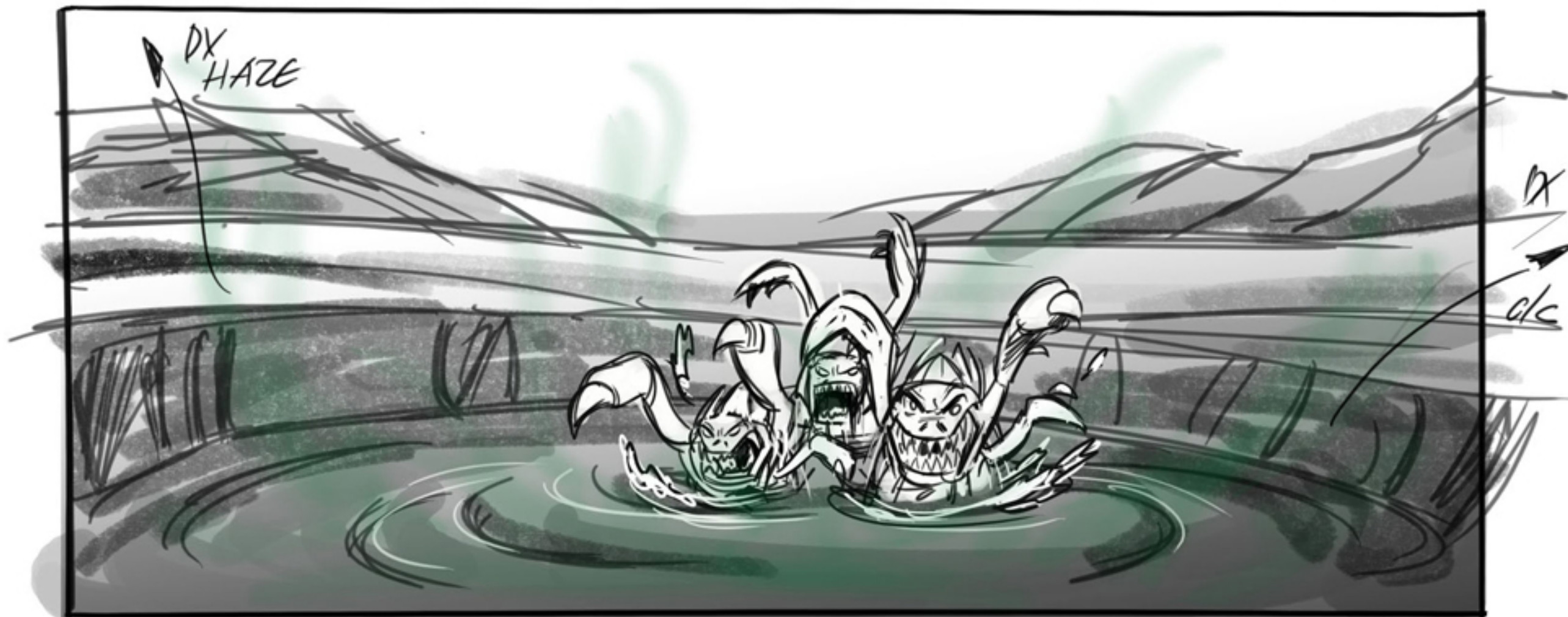
DIAL

PAGE

SEQUENCE

SCENE 12

PNL 01



ACTION

CUT ON THE SPAWNING POOL AS THE ZERGLINGS POP OUT!

< SFX >

DIAL

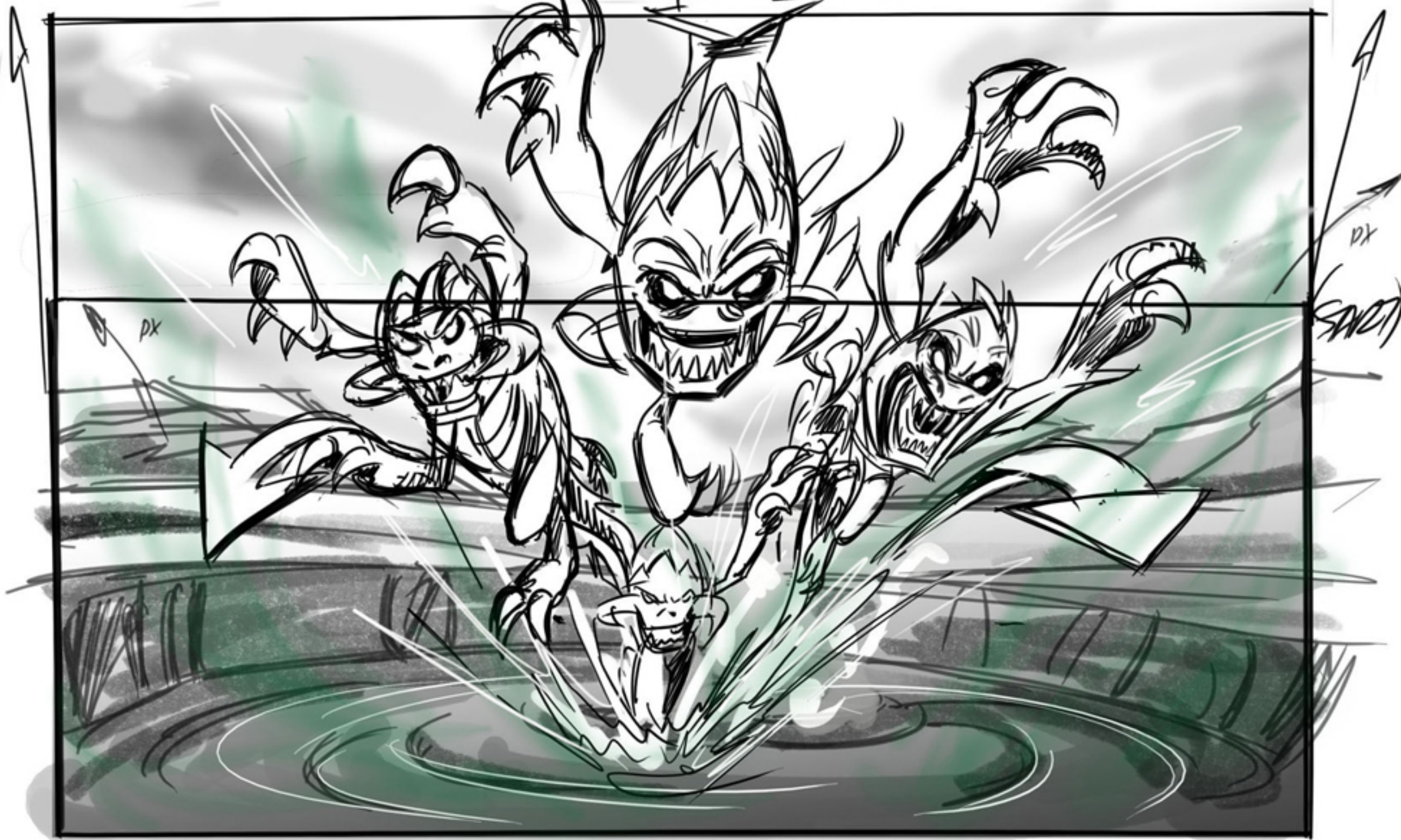
PAGE

SEQUENCE

SCENE

12

AVL 2 PAN/NO STOP



ACTION

THEY LEAP OUT OF THE POOL AND INTO CAM!

< SFX >

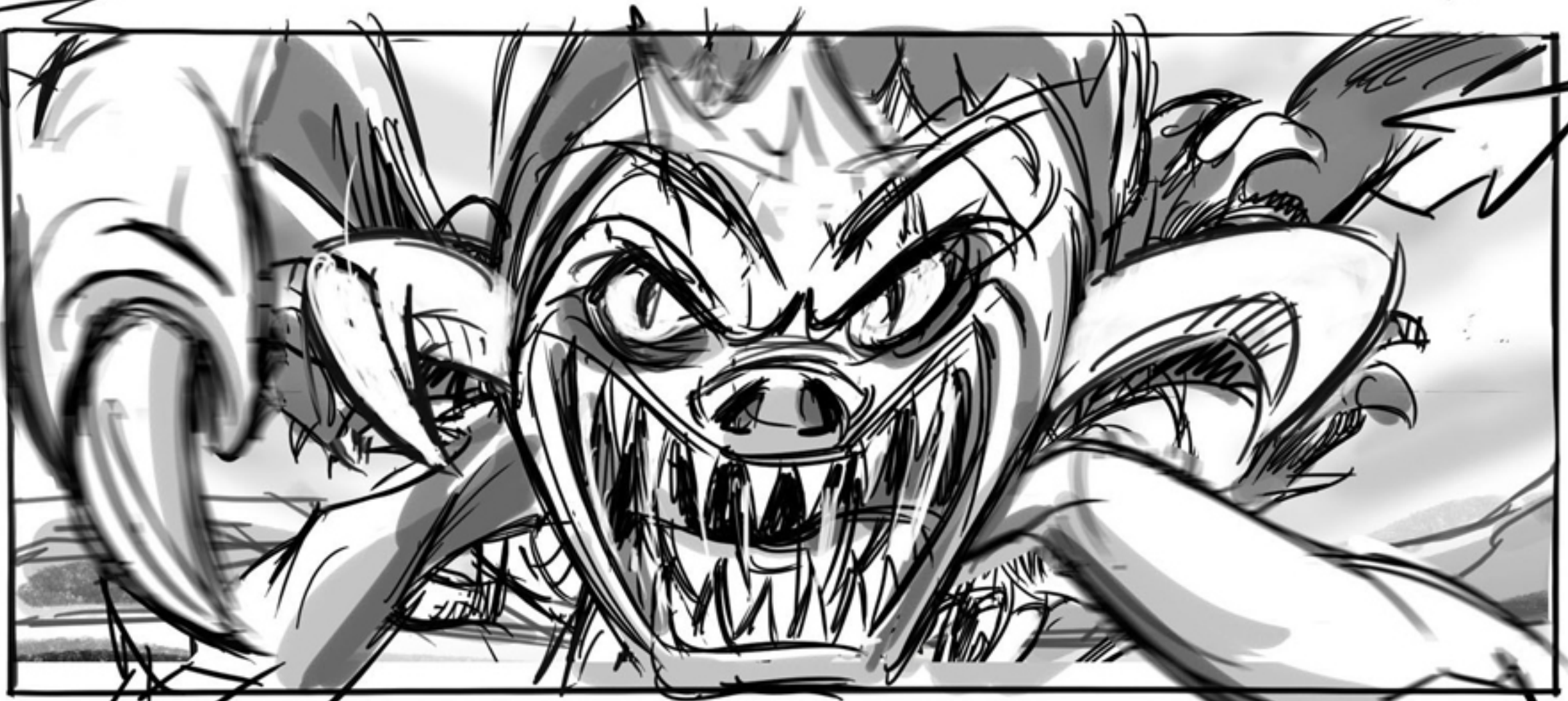
DIAL

PAGE

SEQUENCE

SCENE 12

PNL 3



ACTION

THE ZERGLING LEAPS RIGHT INTO CAM!

DIAL

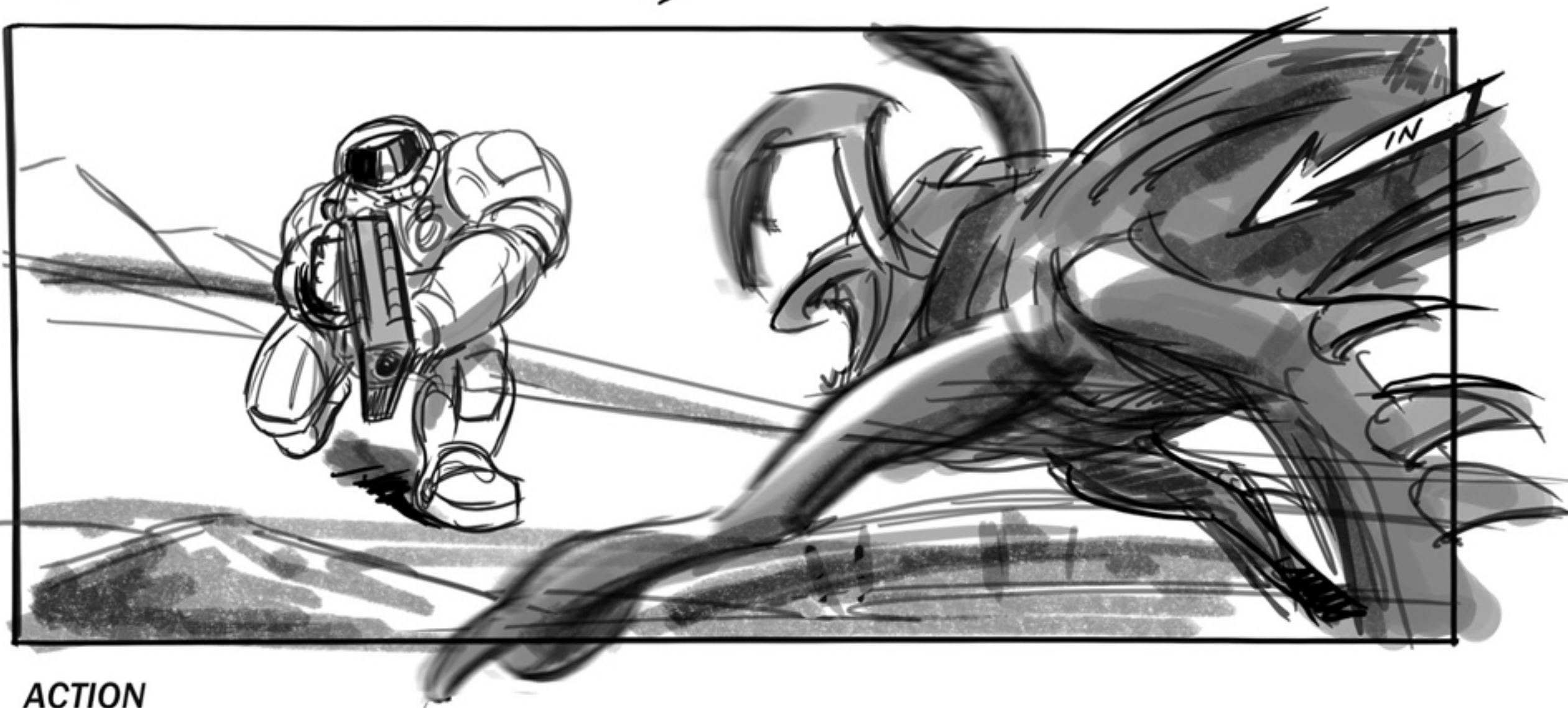
< SFX > SNAAARLL!

PAGE

SEQUENCE

SCENE 13

PNL 01



ACTION

CUT TO LOW ANGLE ON THE RECRUIT AS A ZERGLING ADVANCES
INTO FRAME...

DIAL

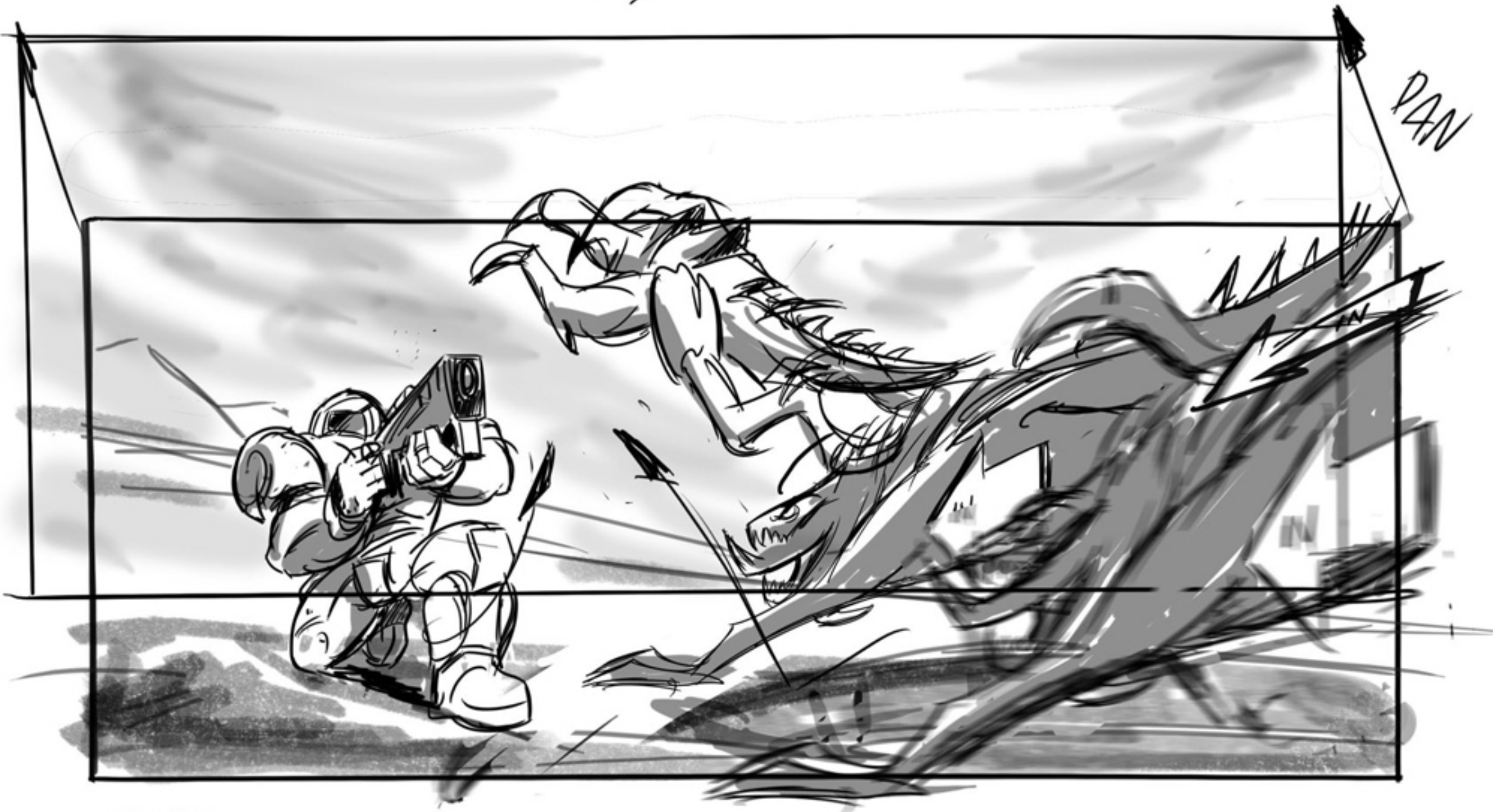
PAGE

SEQUENCE

SCENE

13

PNL 2



ACTION

MARINE QUICKLY TURNS HIS PLASMA GUN TOWARDS
THE IN -COMING ZERGLINGS...

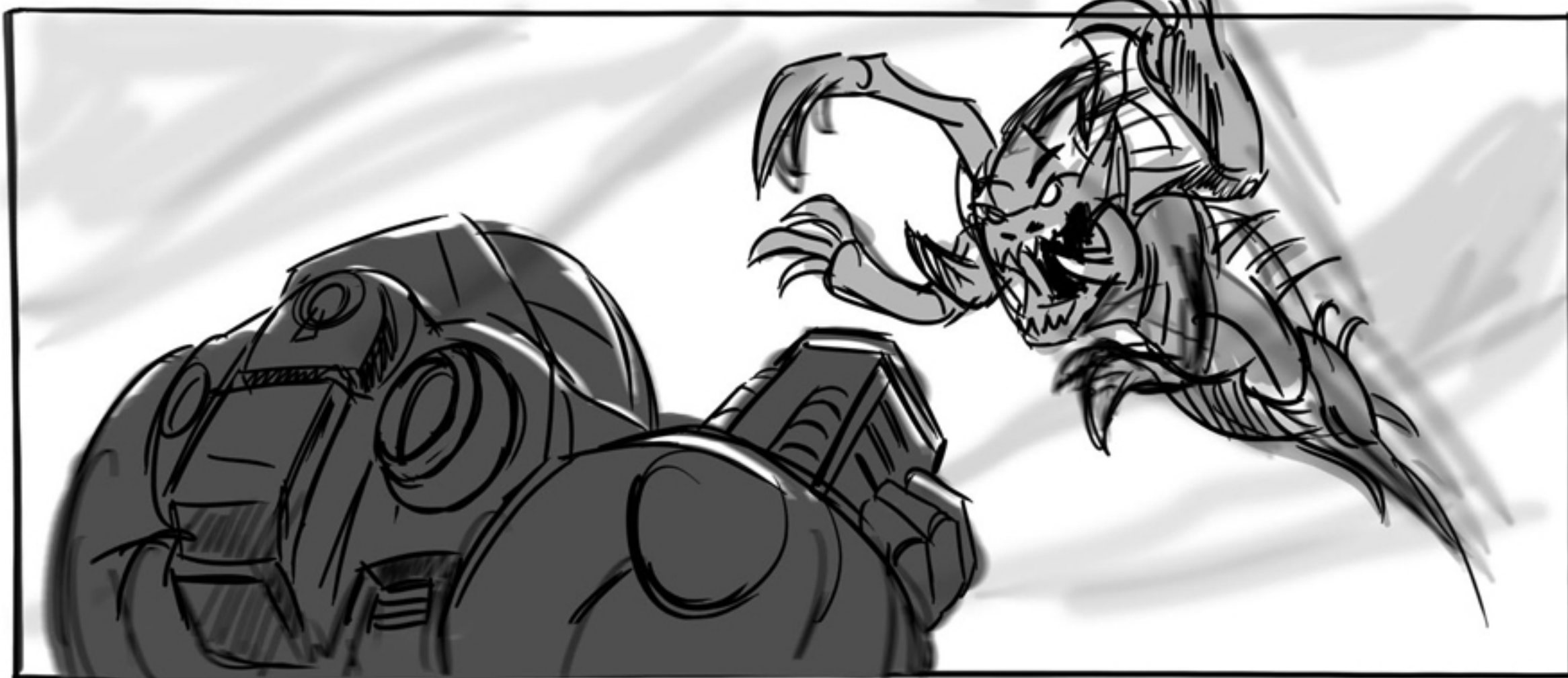
DIAL

PAGE

SEQUENCE

SCENE 14

PNL 1



ACTION

CUTTO OTS SHOT ON THE IN-COMING ZERGLING

, SFX > SNAAAARRRRLLLLLL!

DIAL

PAGE

SEQUENCE

SCENE 14

PNL 1



ACTION

CUTTO OTS SHOT ON THE IN-COMING ZERGLING

, SFX > SNAAAARRRRLLLLLL!

DIAL

PAGE

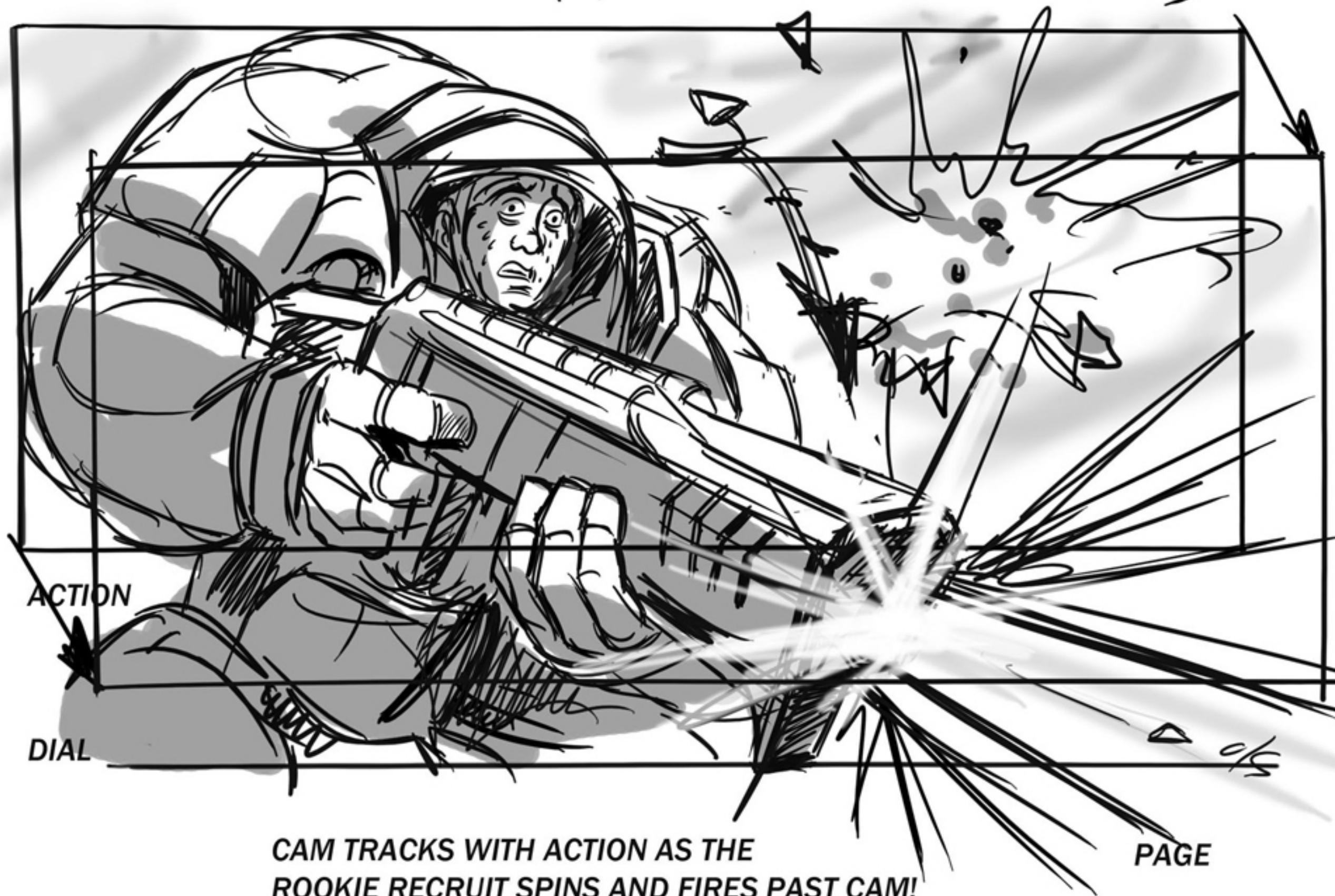
SEQUENCE

SCENE

14

PNL

3



CAM TRACKS WITH ACTION AS THE
ROOKIE RECRUIT SPINS AND FIRES PAST CAM!

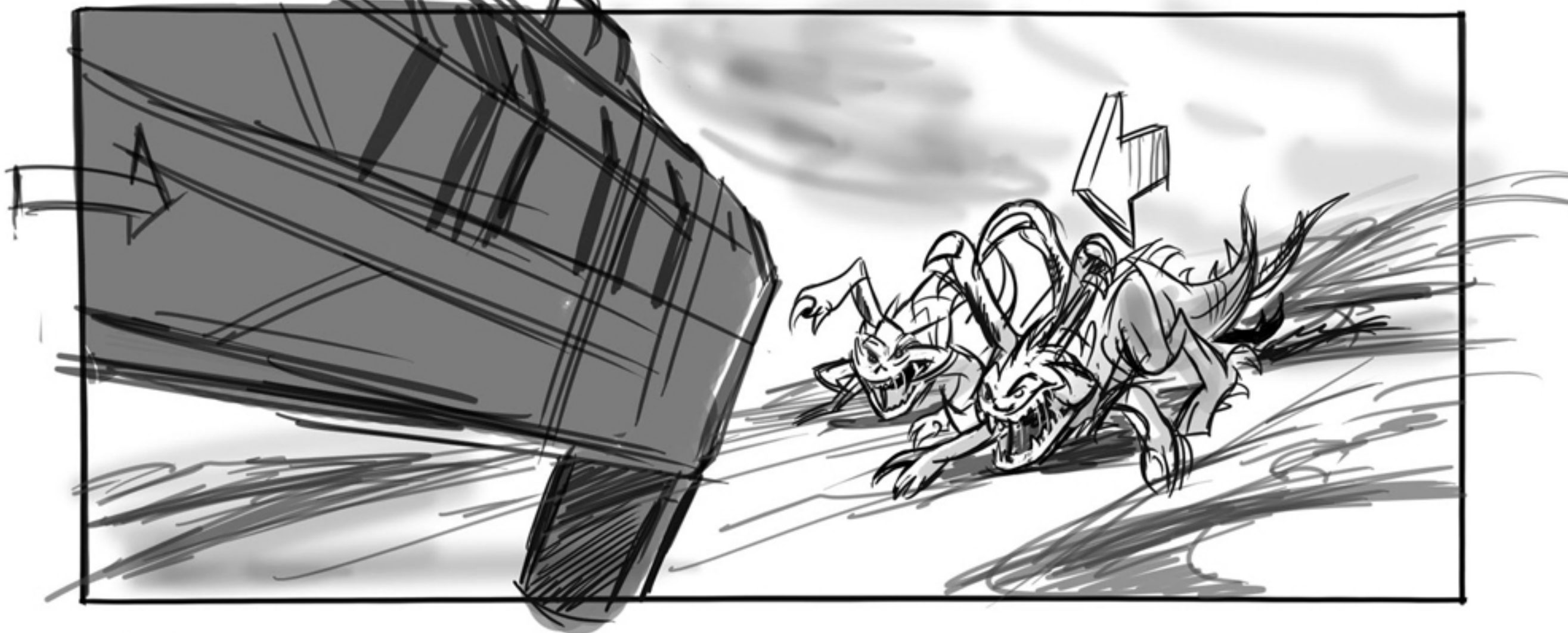
< SFX > BABABABABABABABABABABABABABABABABAAAA!!!!!!

SEQUENCE

SCENE

15

PNL 01



ACTION

CUT TO POV SHOT ON IN-COMING ZERGLINGS-
RECRUIT'S PLASMA GUN BARREL IN THE F.G.

< SFX > SNARRRRRLING....

DIAL

PAGE

SEQUENCE

SCENE

15

PAGE 01



ACTION

CUT TO POV SHOT ON IN-COMING ZERGLINGS-
RECRUIT'S PLASMA GUN BARREL IN THE F.G.

< SFX > SNARRRRRLING....

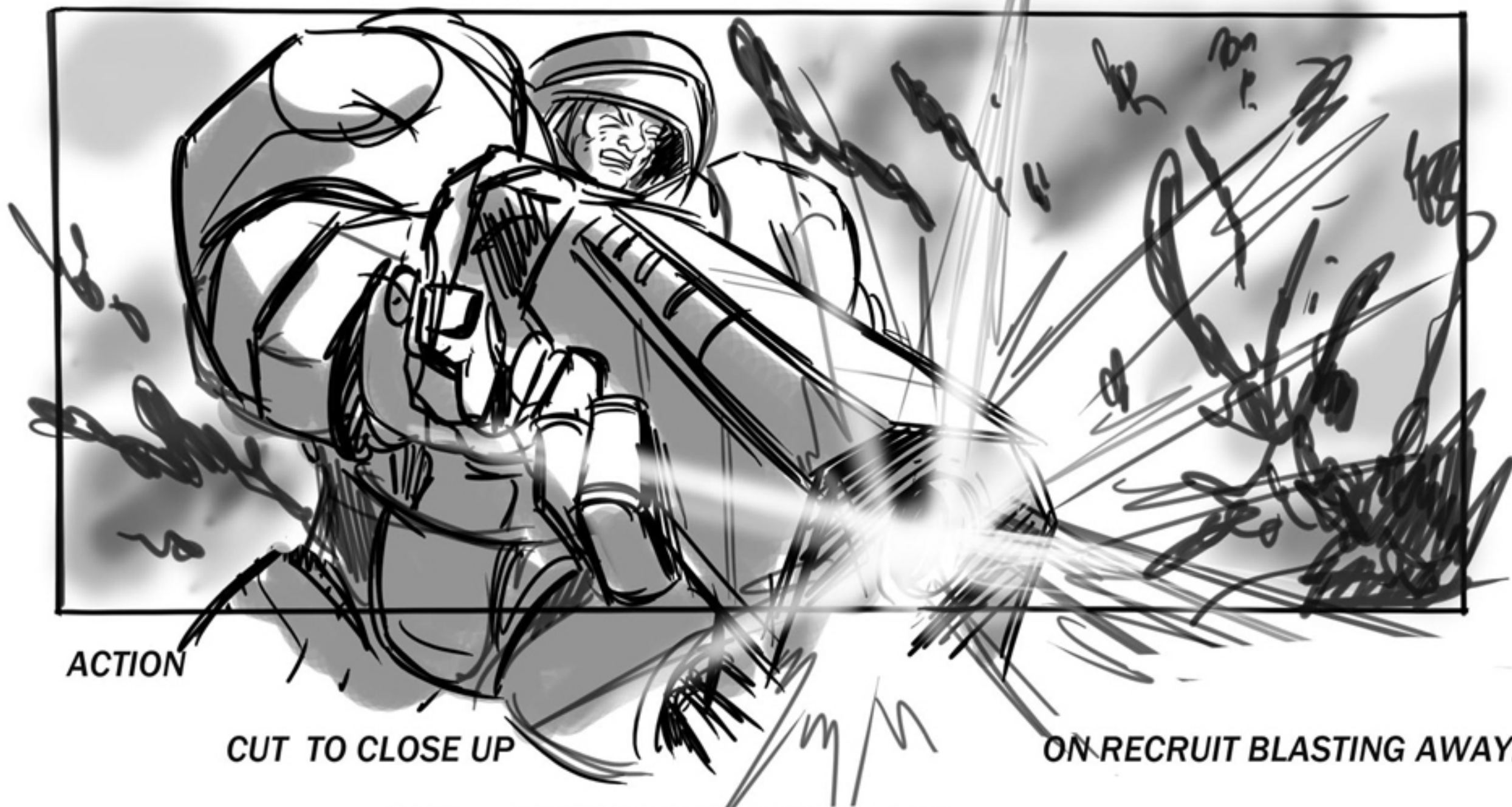
DIAL

PAGE

SEQUENCE

SCENE 16

PNL 01



ACTION

CUT TO CLOSE UP

ON RECRUIT BLASTING AWAY!

DIAL

, SFX > BATATATATATATATA, BLAST!

PAGE

SEQUENCE

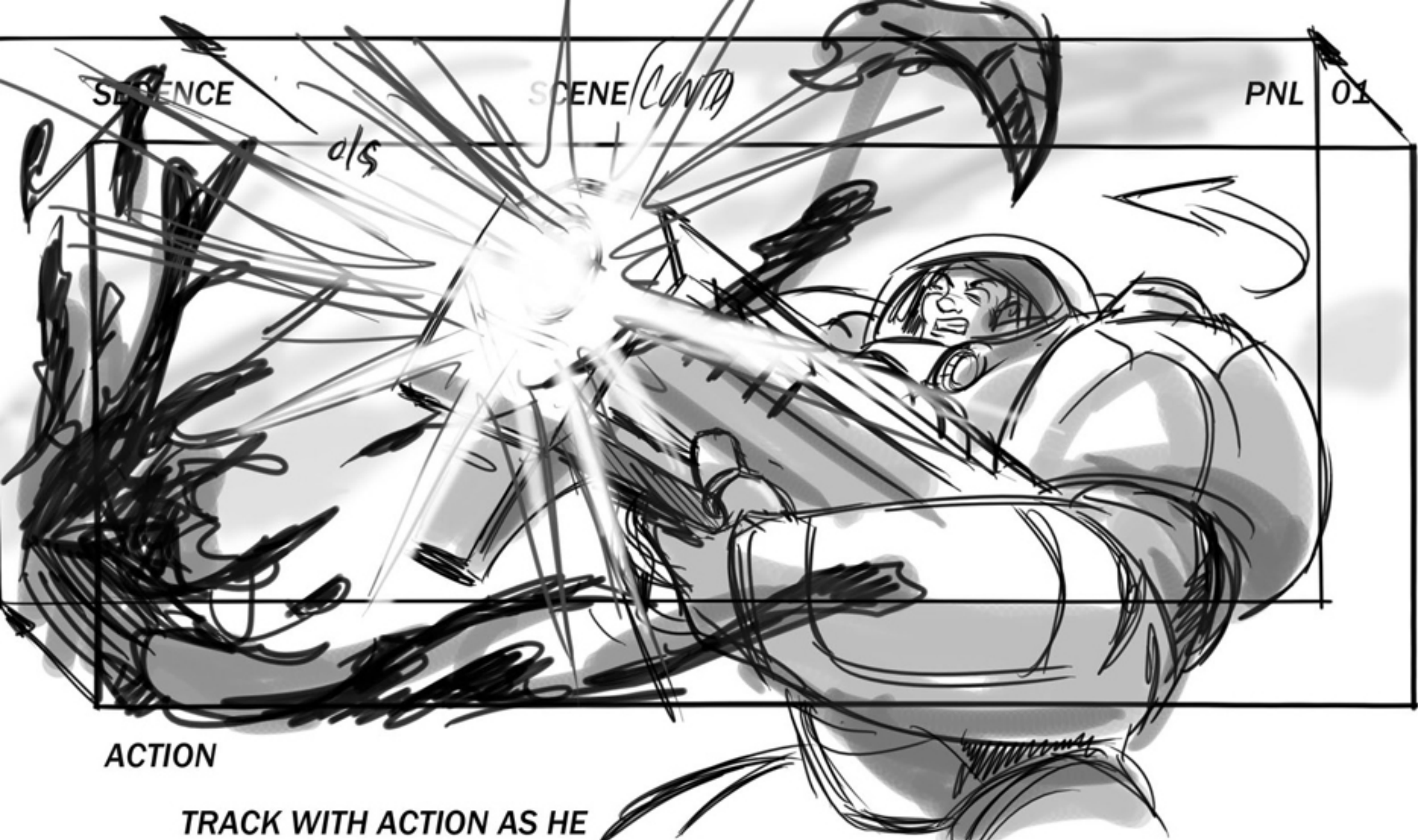
SCENE

CONTD

PNL

01

0/5



ACTION

TRACK WITH ACTION AS HE
SPINS IN THE OPPOSITE DIRECTION, BLASTING AWAY...

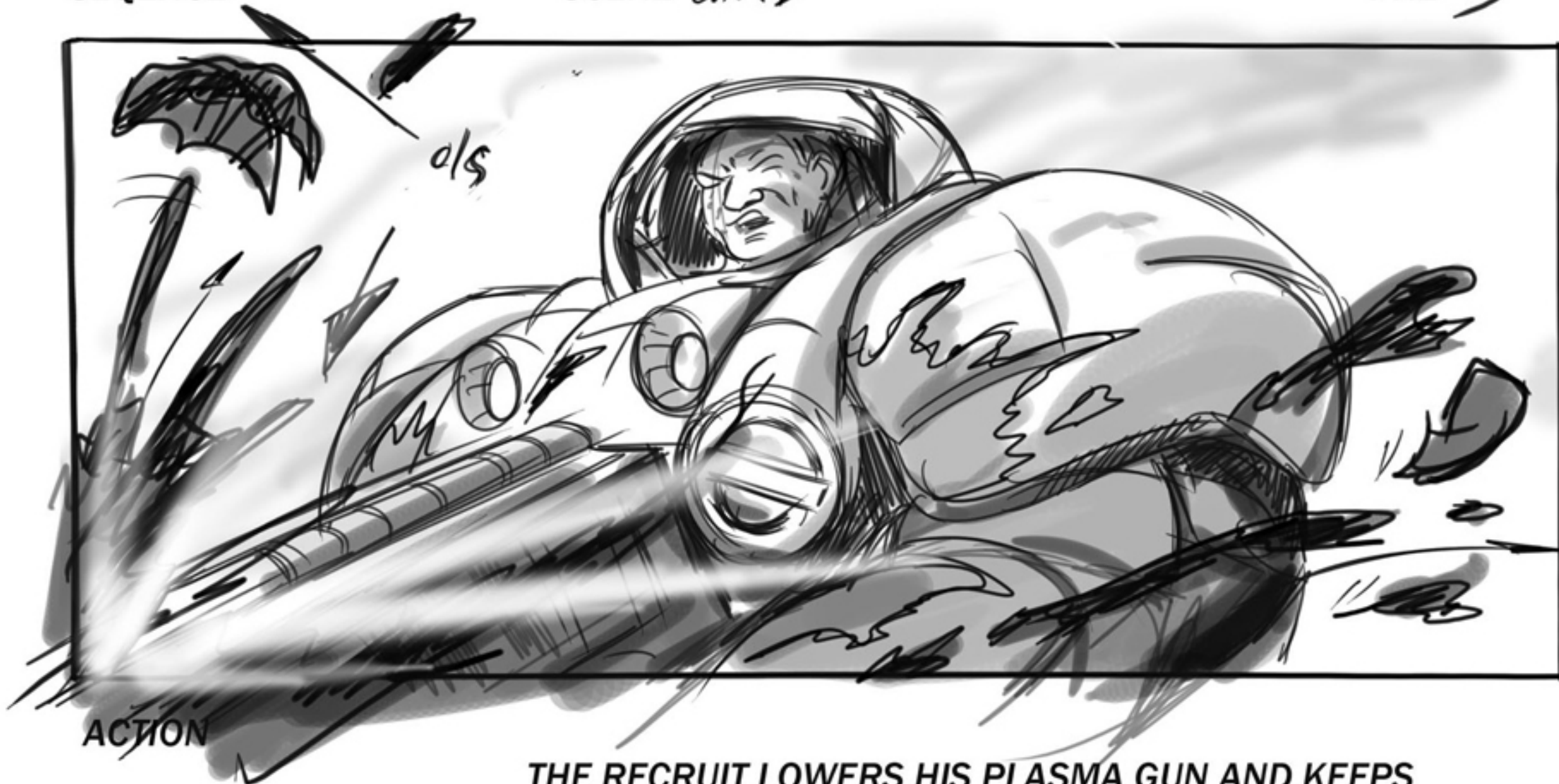
DIAL

PAGE

SEQUENCE

SCENE *CONTD*

PNL *3*



ACTION

THE RECRUIT LOWERS HIS PLASMA GUN AND KEEPS
FIRING — SPLATTING O.S. ZERGLINGS!

DIAL

< SFX > BLAST.....BLAST!...BLAST!

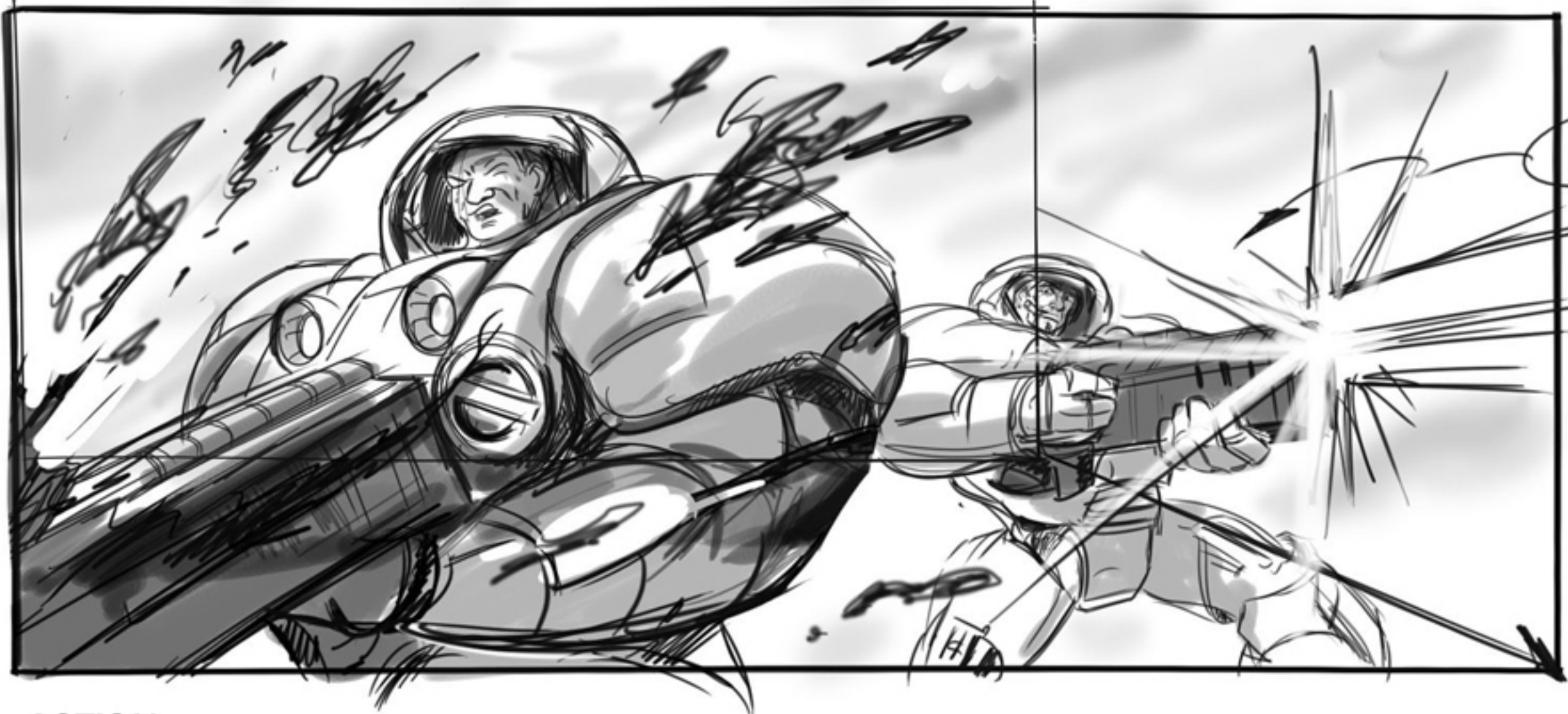
PAGE

SEQUENCE

SCENE

CONT'D

PNL 4



ACTION

(TRUCK OUT) TO WIDERSHOT AS JIM RAYNOR BACKS UP INTO SCENE..

< SFX > BAM,BAM,BAM,BAM!.....

DIAL

PAGE

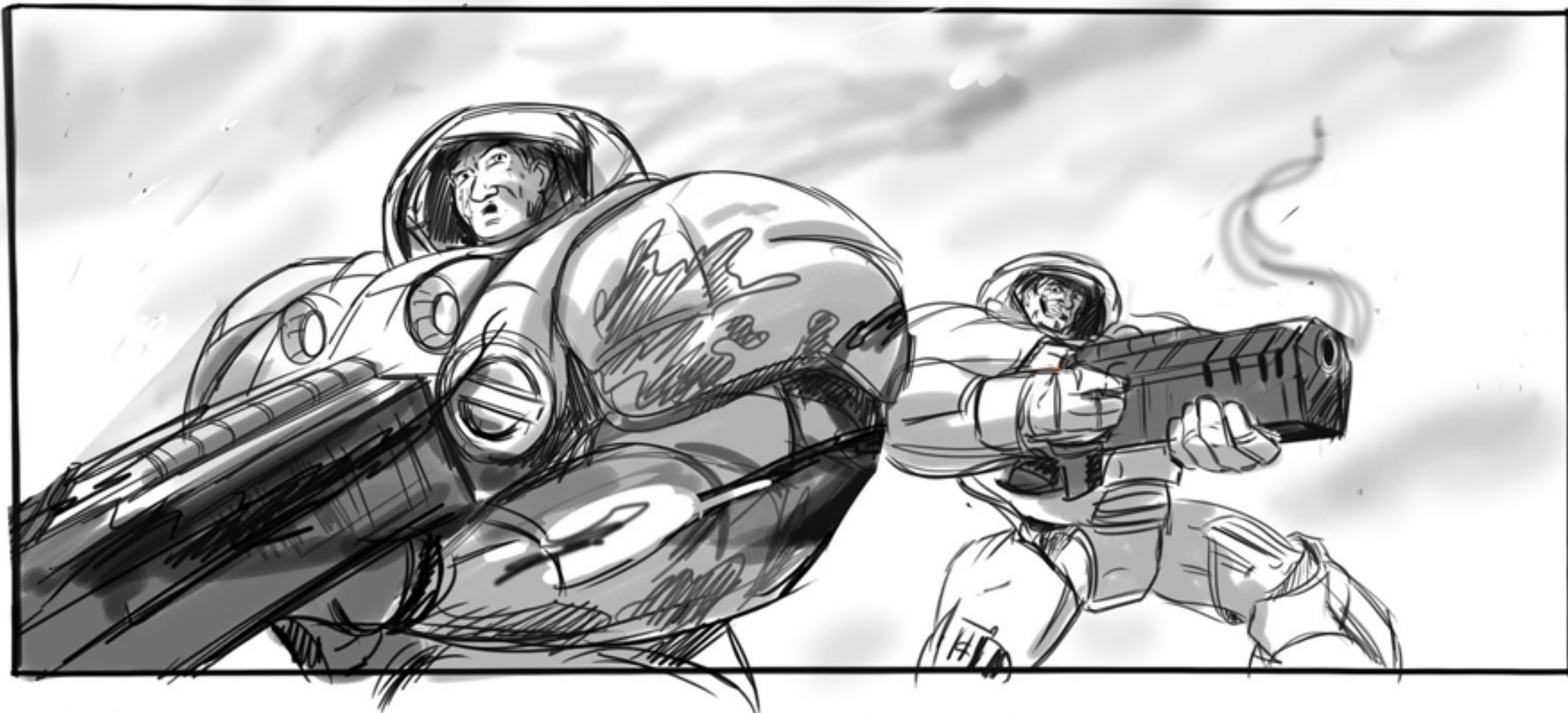
SEQUENCE

SCENE

Contd

PNL

5



ACTION

THEY MOMENTARILY STOP FIRING...

DIAL

JIM "EASY KID, EASY."

PAGE

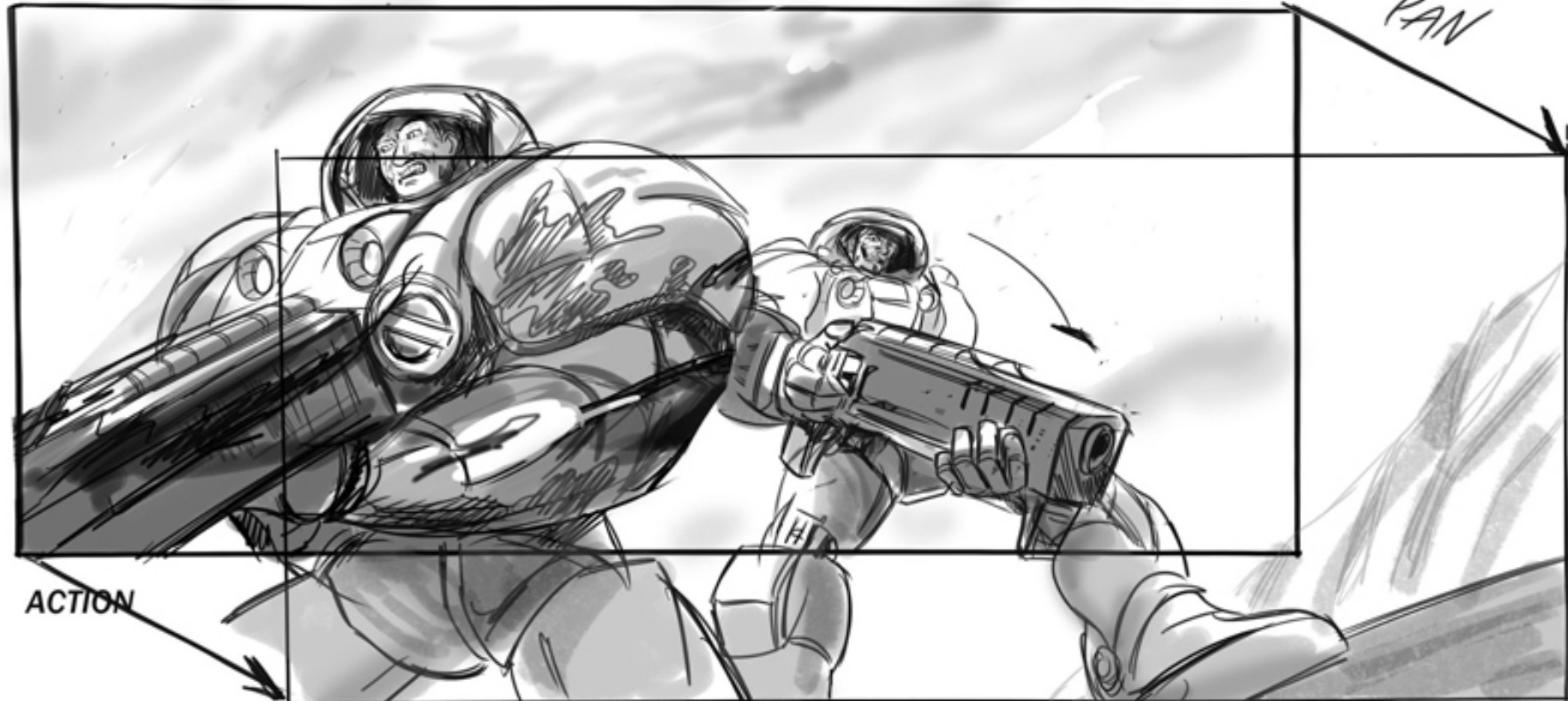
SEQUENCE

SCENE

CONT

PNL

6



ACTION

DIAL

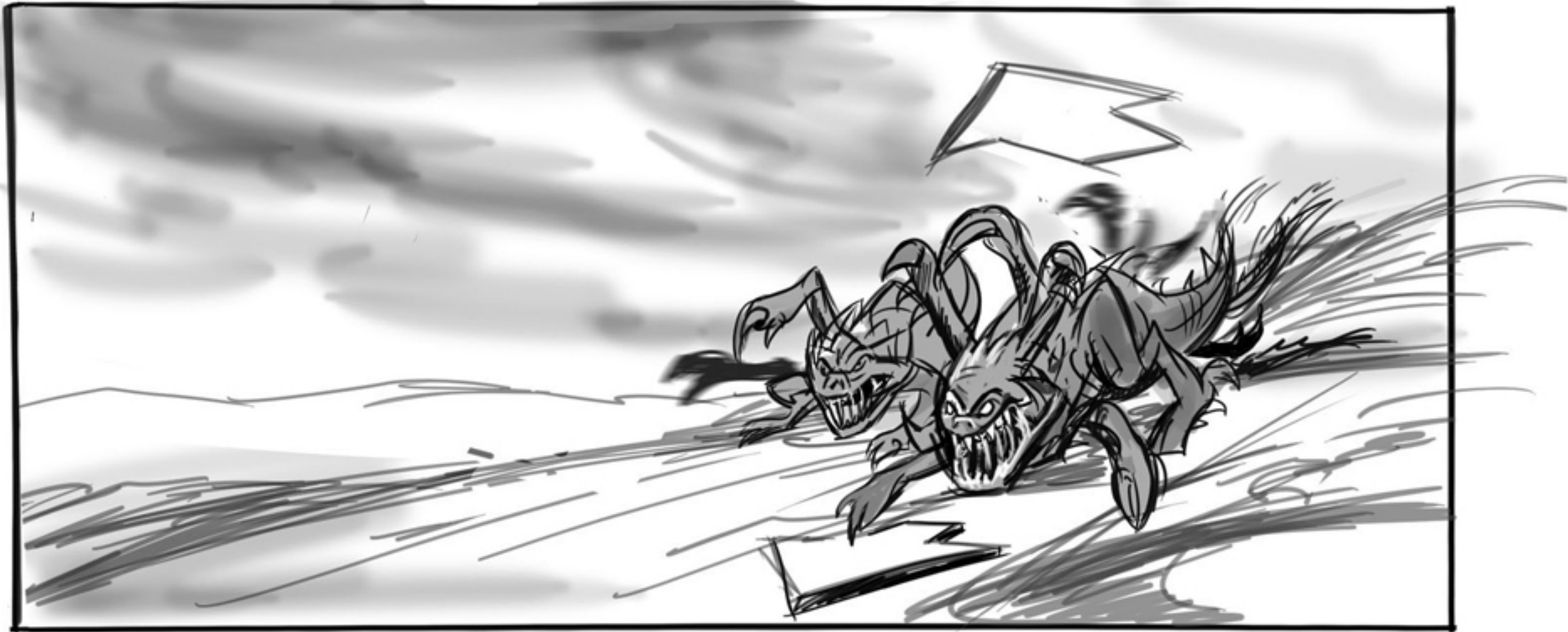
QUICK PAN WITH ACTION AS JIM LOWERS HIS PLASMA GUN...

PAGE

SEQUENCE

SCENE 17

PNL 01



ACTION

CUT TO POV SHOT ON IN-COMING ZERGLINGS-

< SFX > SNARRRRRLING....

DIAL

JIM " COME.....

PAGE

SEQUENCE

SCENE

17

PNL 2



ACTION

< SFX > SNARRRRRLING....

DIAL

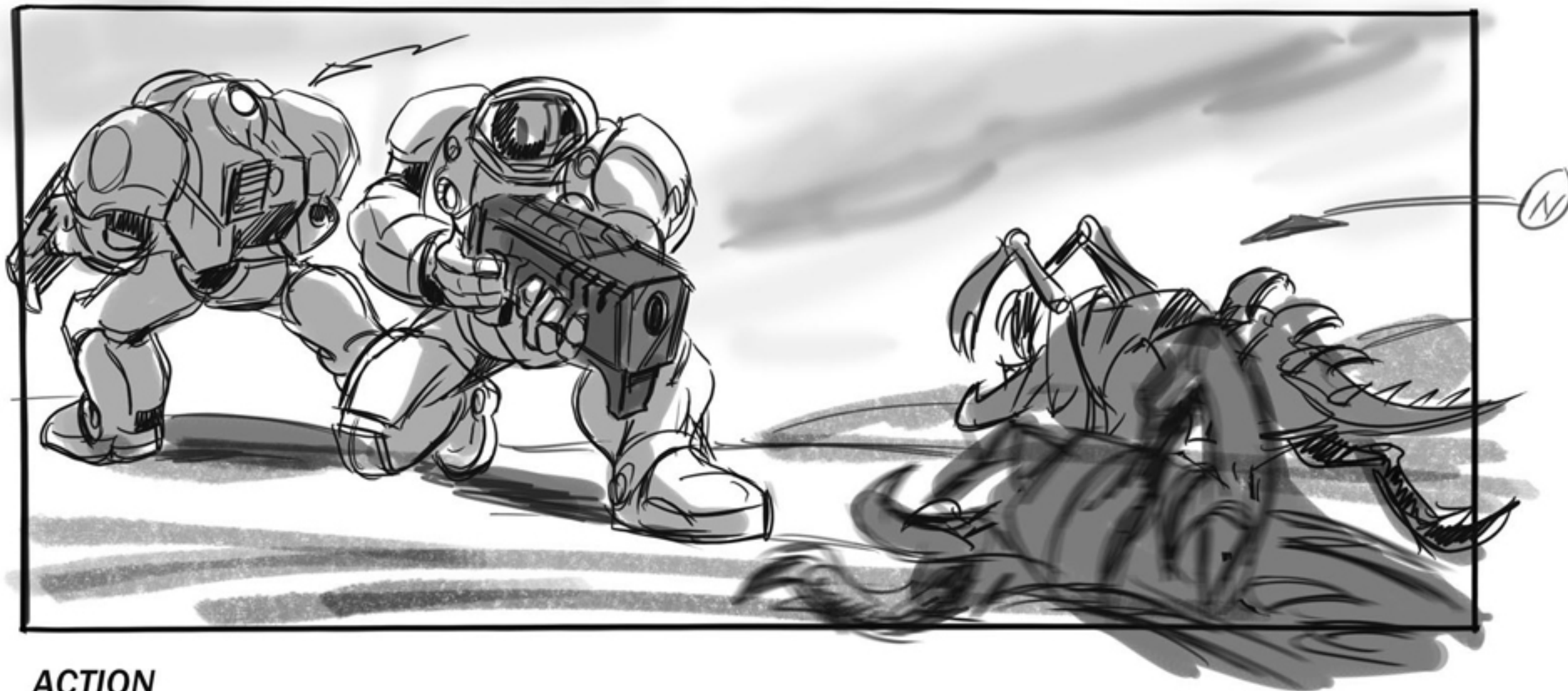
JIM ...TO PAPA. "

PAGE

SEQUENCE

SCENE 18

PNL 01



ACTION

CUT TO WIDERSHOT ON THE MARINES AS ZERGLINGS
ADVANCE IN THE F.G.

DIAL

PAGE

SEQUENCE

SCENE 18

PNL 01



ACTION

CUT TO WIDERSHOT ON THE MARINES AS ZERGLINGS
ADVANCE IN THE F.G.

DIAL

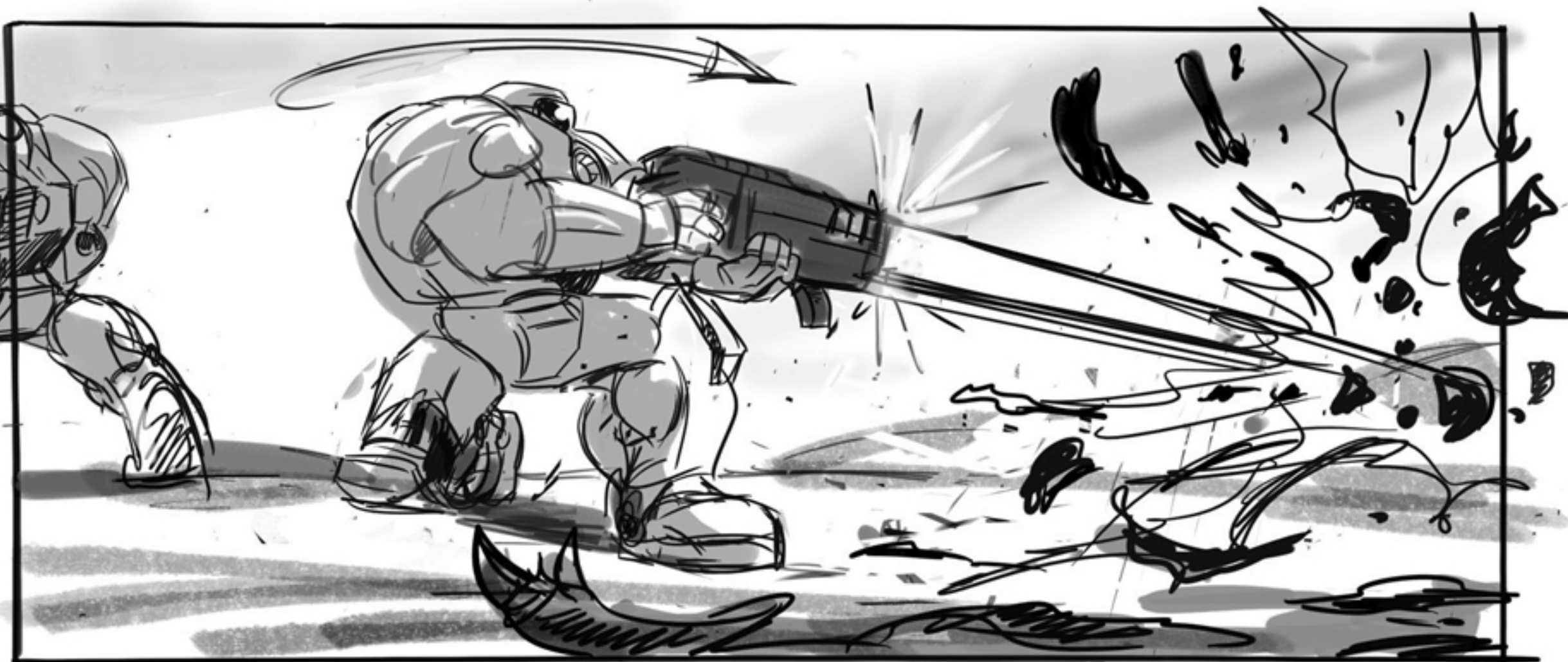
SFX KA-BAM!!!!

PAGE

SEQUENCE

SCENE 18

PNL 3



ACTION

CUT TO WIDERSHOT ON THE MARINES AS ZERGLINGS
ADVANCE IN THE F.G.

< SFX > BLAST!...BLAST!

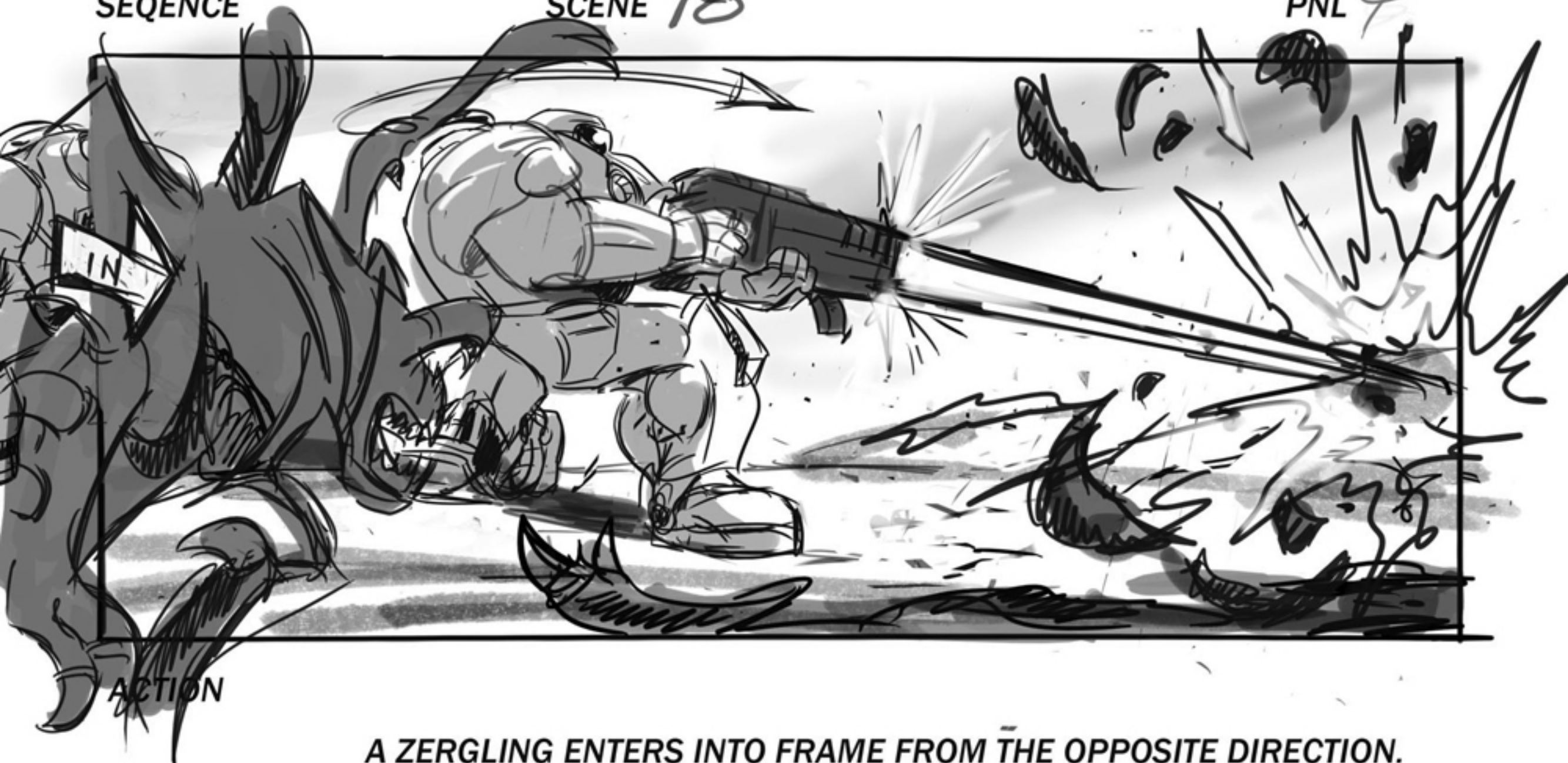
DIAL

PAGE

SEQUENCE

SCENE 18

PNL 4



ACTION

A ZERGLING ENTERS INTO FRAME FROM THE OPPOSITE DIRECTION.

DIAL

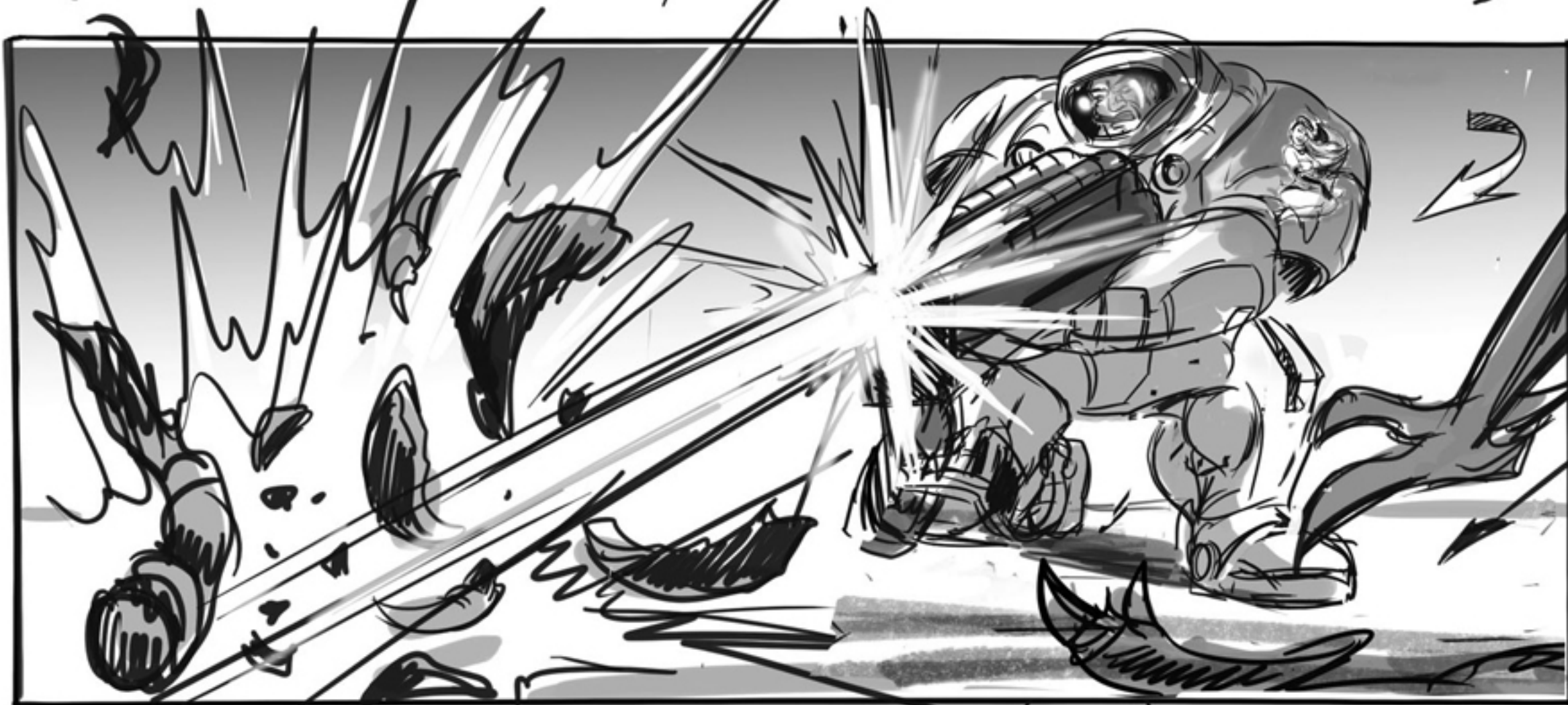
< SFX > BLAST!...BLAST!

PAGE

SEQUENCE

SCENE 18

PNL 5



ACTION

STOP ← FAIN ————— (START) →

QUICK PAN WITH ACTION AS JIM TURNS TOWARDS THE IN-COMING
ZERGLING AND FIRES!

DIAL

< SFX > BLAST!,BLAST! BLAST!

PAGE

SEQUENCE

SCENE

PNL 61



ACTION

JIM BLASTS ZERGLINGS INTO CAM!!!

< SFX > BLAST!

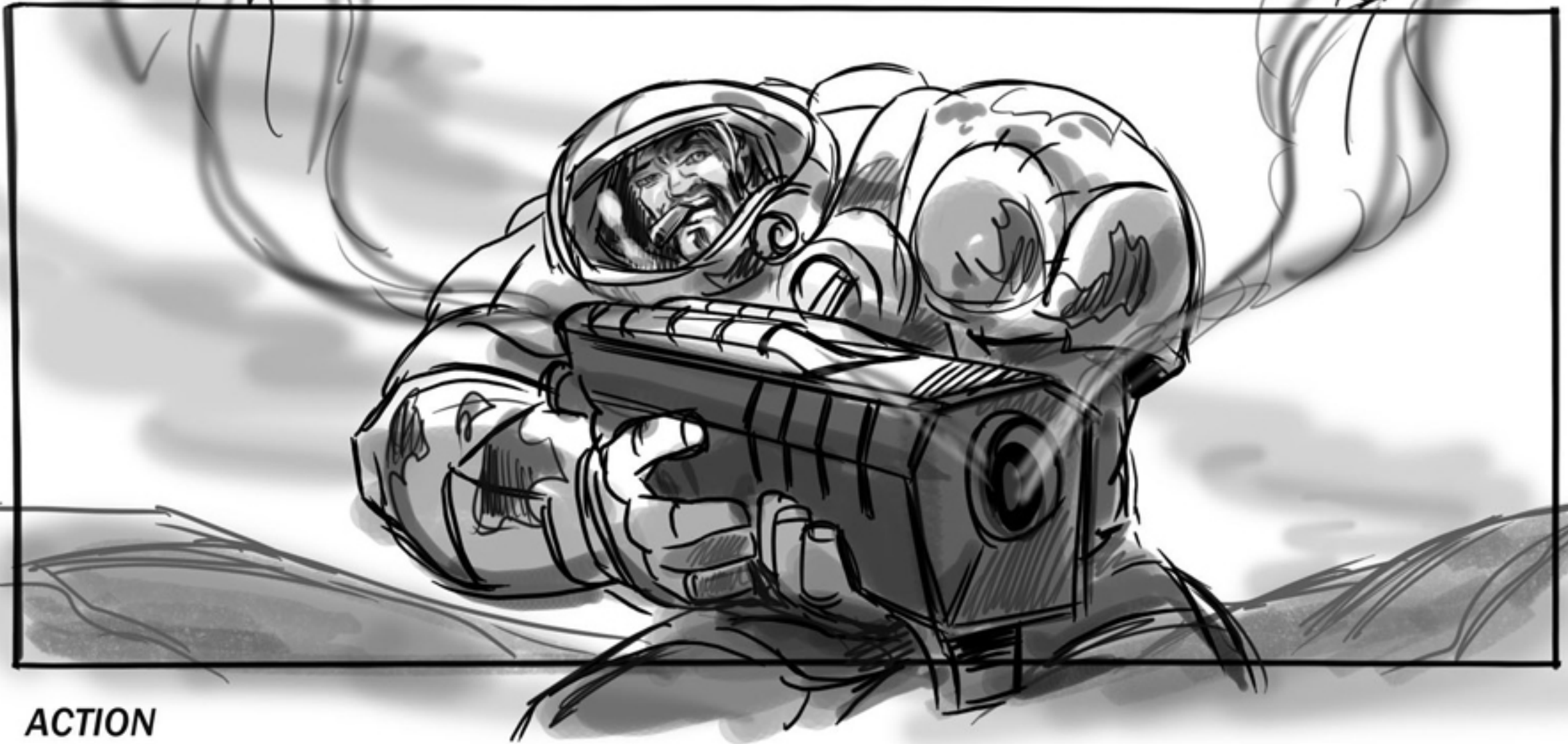
DIAL

PAGE

SEQUENCE

SCENE 19

PNL 01



ACTION

CUT TO CLOSE UP ON JIM -WITH HIS SMOKIN BARREL.

DIAL

JIM "JUST LIKE I SAID...."

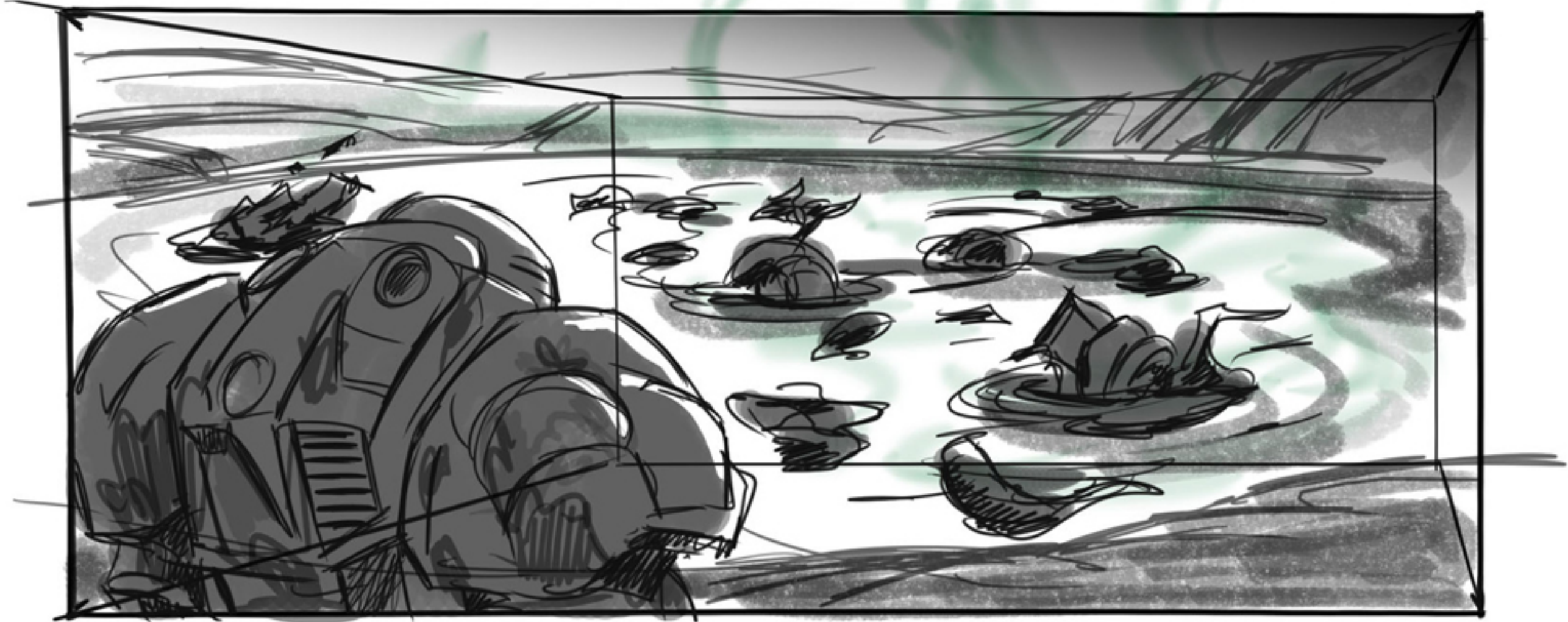
PAGE

SEQUENCE

SCENE

20

PNL 01



ACTION

CUT TO CLOSE UP ON THE SPAWNING POOL WITH BLASTED, DEAD
ZERGLINGS...

(TRUCK OUT) TO WIDER OTS. SHOT-JIM IN THE F.G.

DIAL

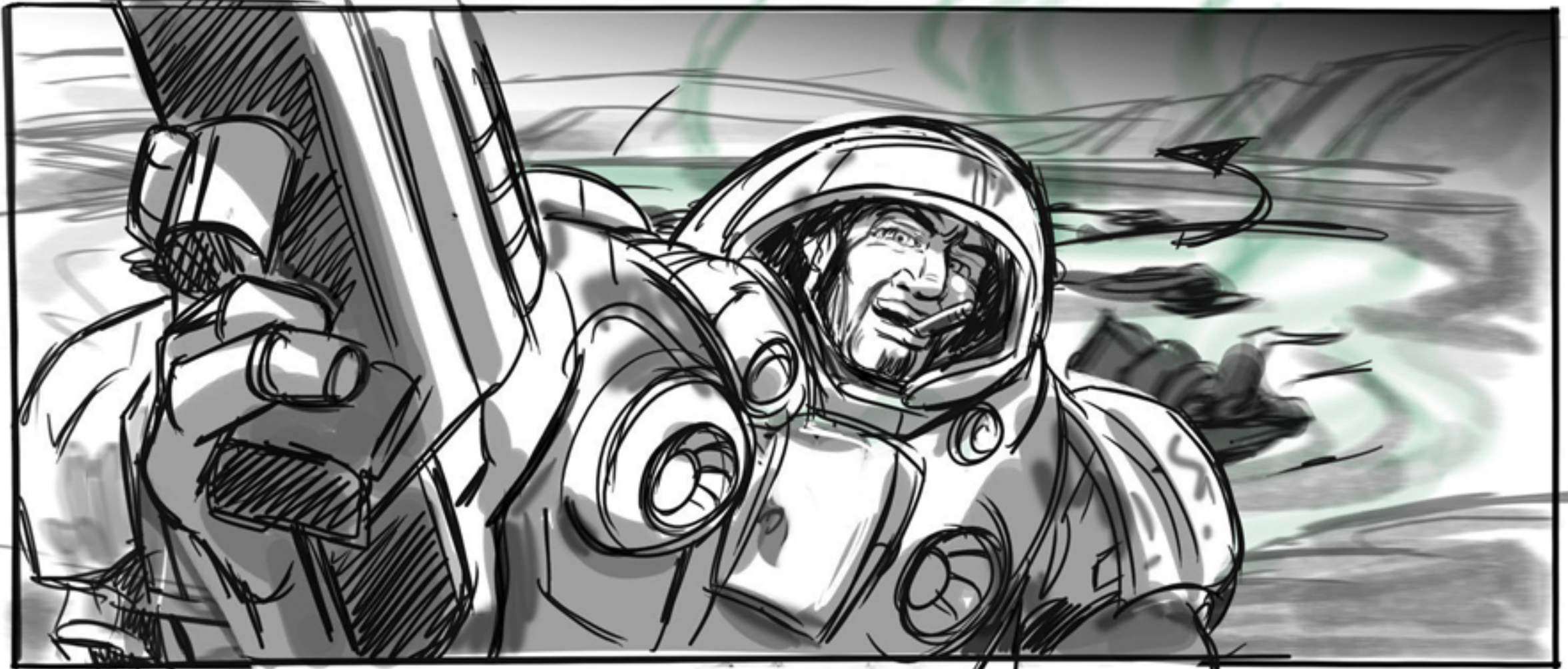
JIMWATERING A GARDEN."

PAGE

SEQUENCE

SCENE

PNL 02



ACTION

JIM TURNS TWARDS CAM

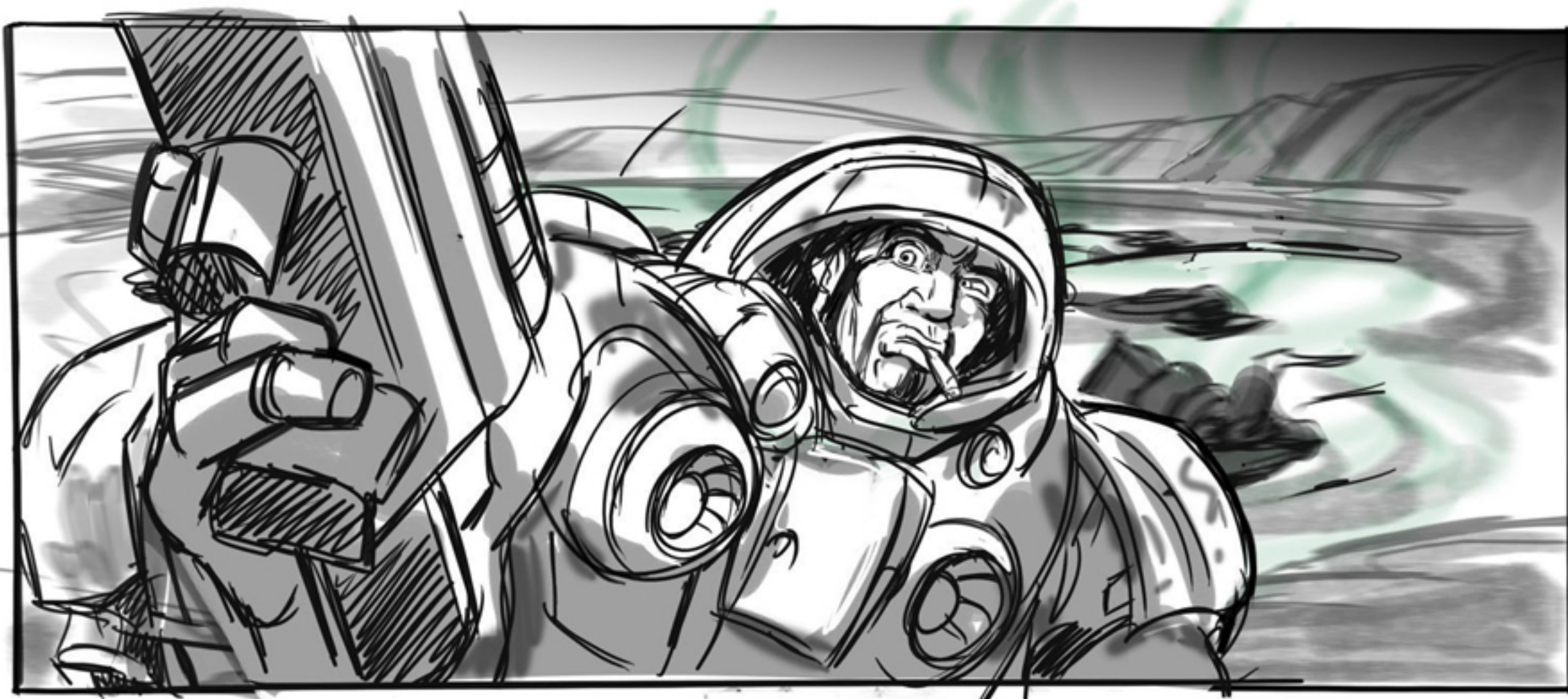
DIAL

PAGE

SEQUENCE

SCENE 20

PNL 3



ACTION

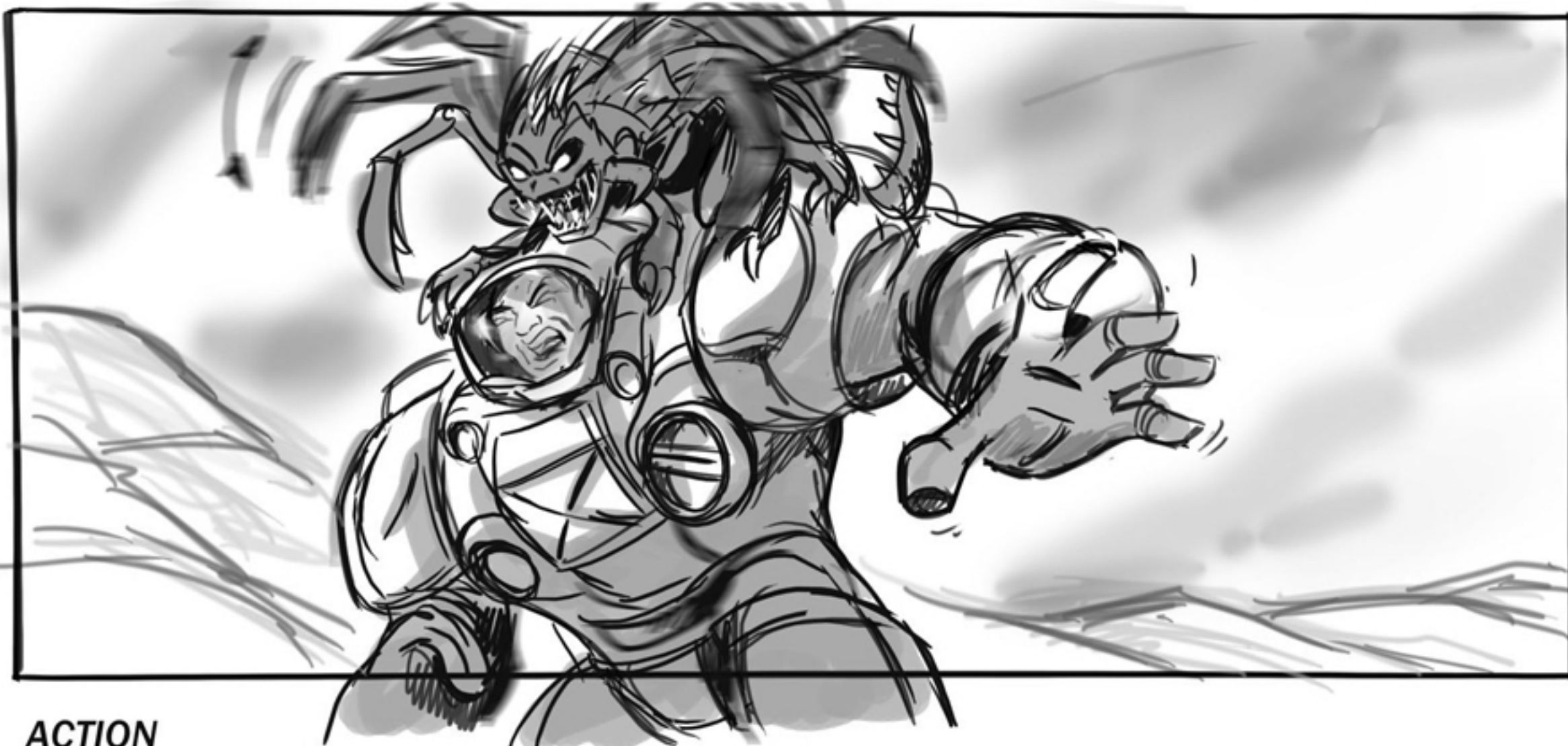
JIM REACTS TO O.S. SFX

DIAL

< SFX >

RECRUIT " HELP!"

PAGE



ACTION

CUT TO CLOSE UP ON THE RECRUIT WITH A ZERGLING
CLAWING AT HIS BACK...

< SFX > SNAAARLLLLLLL!!!!

DIAL

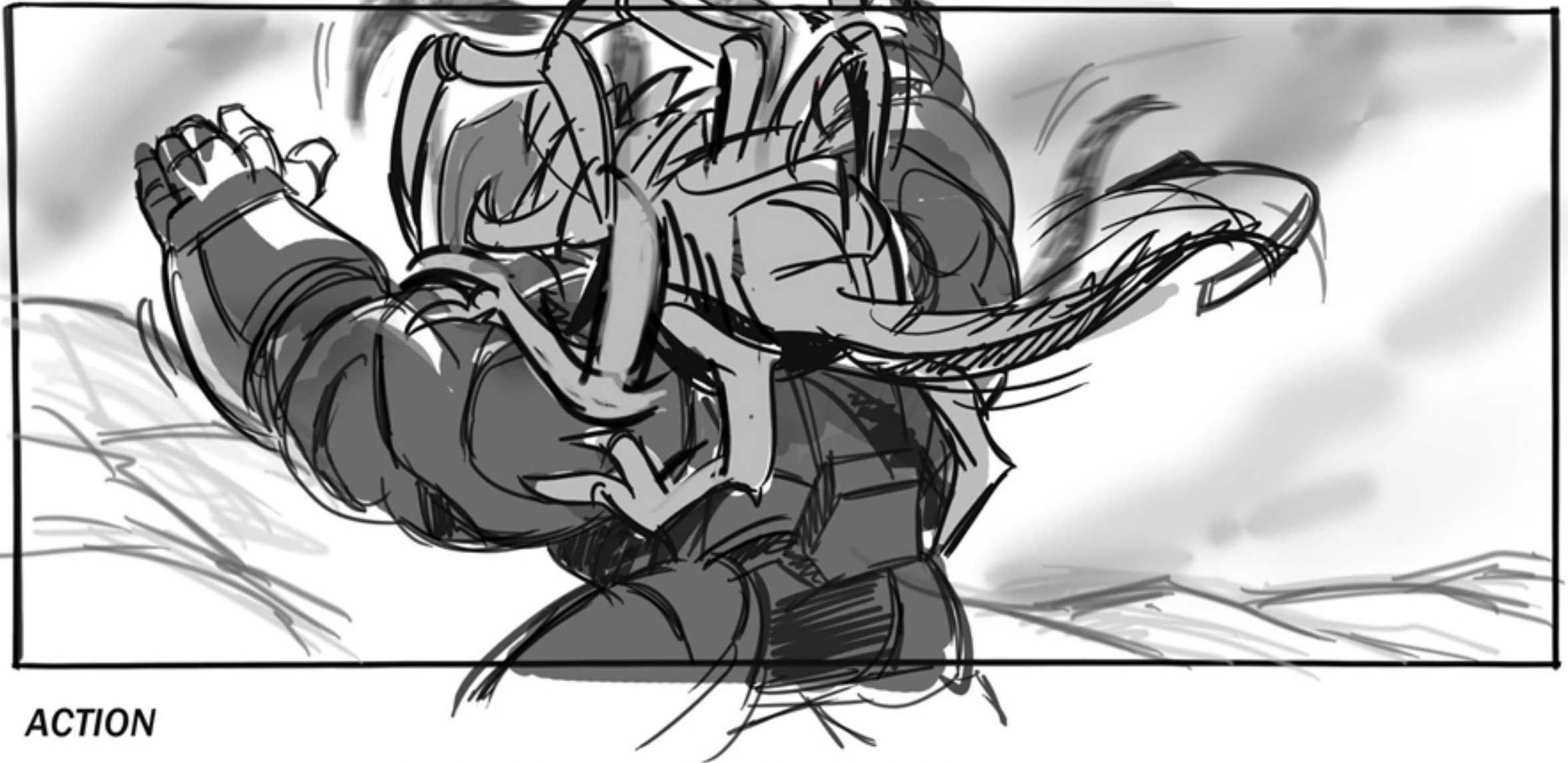
RECRUIT "HELP!"

SEQUENCE

SCENE

21

PNL 2



ACTION

HE SPINS AROUND BACK TO CAM...

< SFX > SNAAARLLLLLLL!!!!

DIAL

RECRUIT "HELP!"

PAGE

SEQUENCE

SCENE

22

PNL 01



ACTION

CUT TO CLOSE UP ON THE NERVOUS RECRUIT WITH THE
ZERGLING CLAWING AT EM'.

DIAL

< SFX> CLAWING....SNAAARRRRL!

PAGE

SEQUENCE

SCENE

22

PNL

2



ACTION

THE CLAWS ARE PULLED OFF BY O.S. JIM.

DIAL

PAGE

SEQUENCE

SCENE 23

PNL 01

ACTION

DIAL

PAGE

CUT TO CLOSE UP ON JIM RAISING THE BABY ZERGLING INFRONT OF HIS FACE.

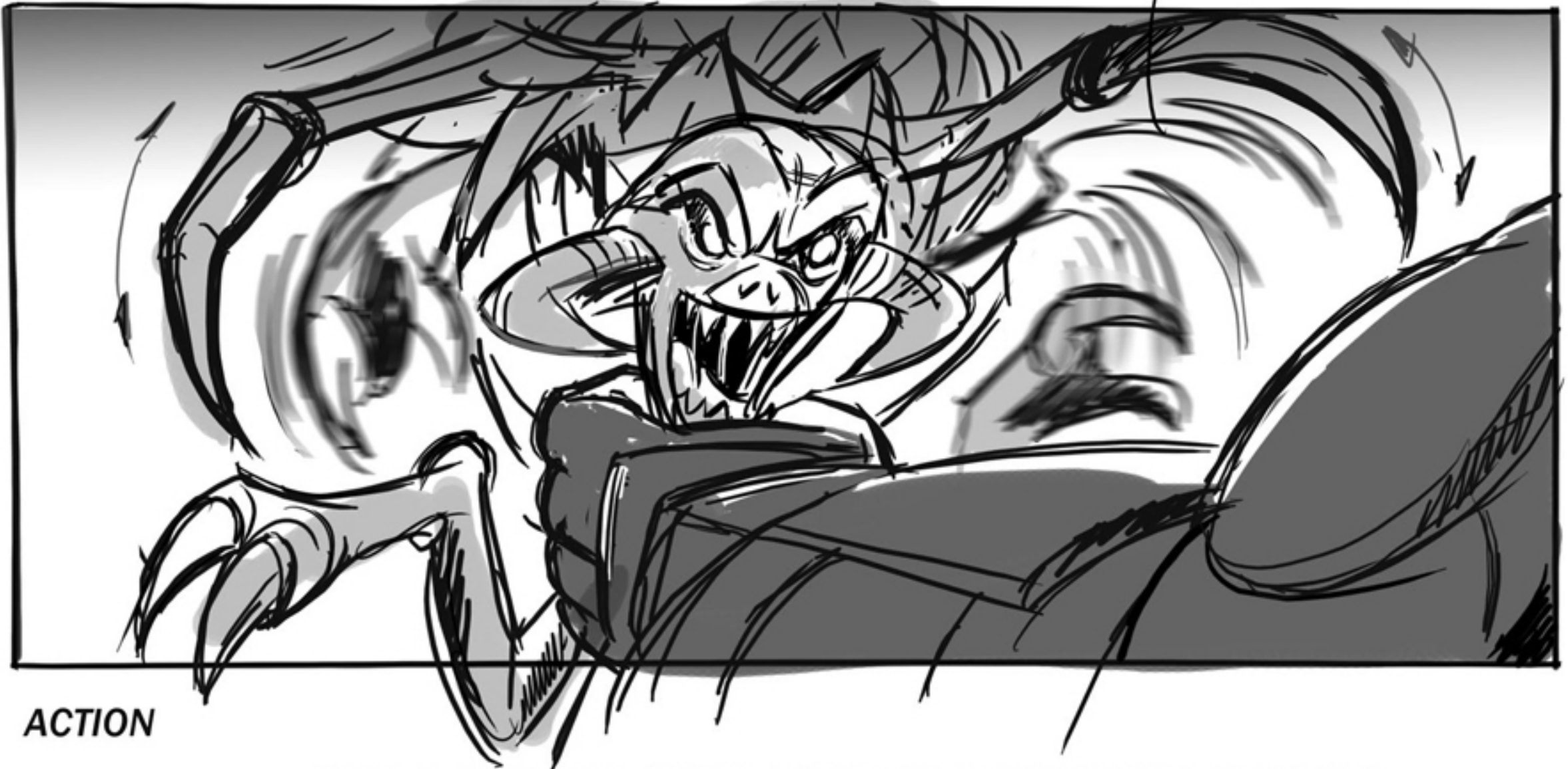
SEQUENCE

SCENE

24

CLAWS
RAILING

PNL 01



ACTION

CUT TO CLOSE UP ON JIM HOLDING THE SNARLING ZERGLING
BY THE NECK...

DIAL

PAGE

SEQUENCE

SCENE

25

PNL 01



ACTION

CUT TO EXTREME CLOSE UP ON JIM.....VISOR UP

DIAL

PAGE

SEQUENCE

DX
SNAKE

SCENE

25

PNL 2



ACTION

VISOR DOWN...

DIAL

PAGE

SEQUENCE

SCENE

25

0/5

PNL

3



ACTION

JIM TAKES A PUFF.....

< SFX >

DIAL

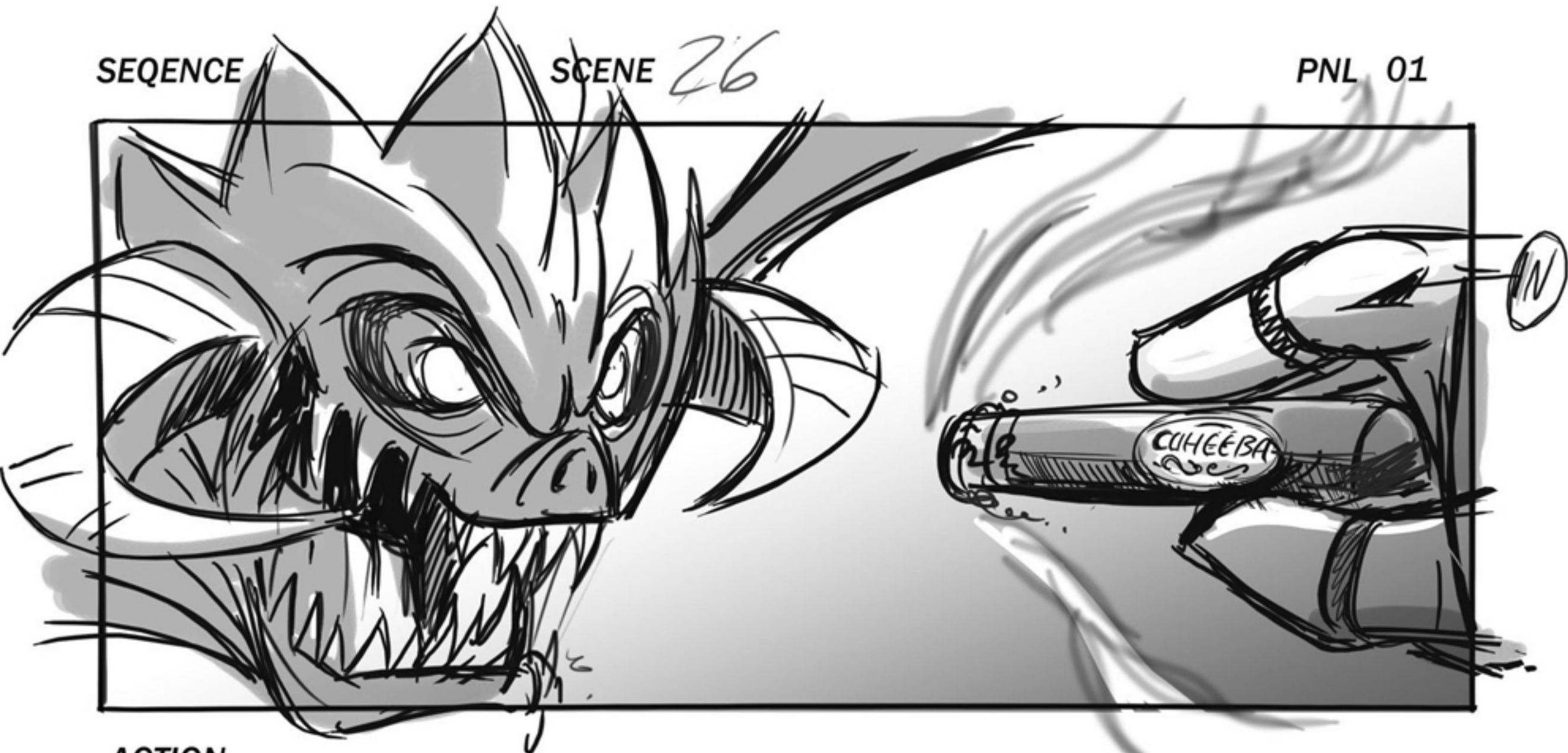
PAGE

SEQUENCE

SCENE

26

PNL 01



ACTION

CUT TO CLOSE UP ON THE DROOLING, SNARRLING ZERGLING
AS JIM REACHES INTO FRAME WITH HIS SMOKIN' CIGAR.

DIAL

< SFX > SSSSSSSSSS.,.

PAGE

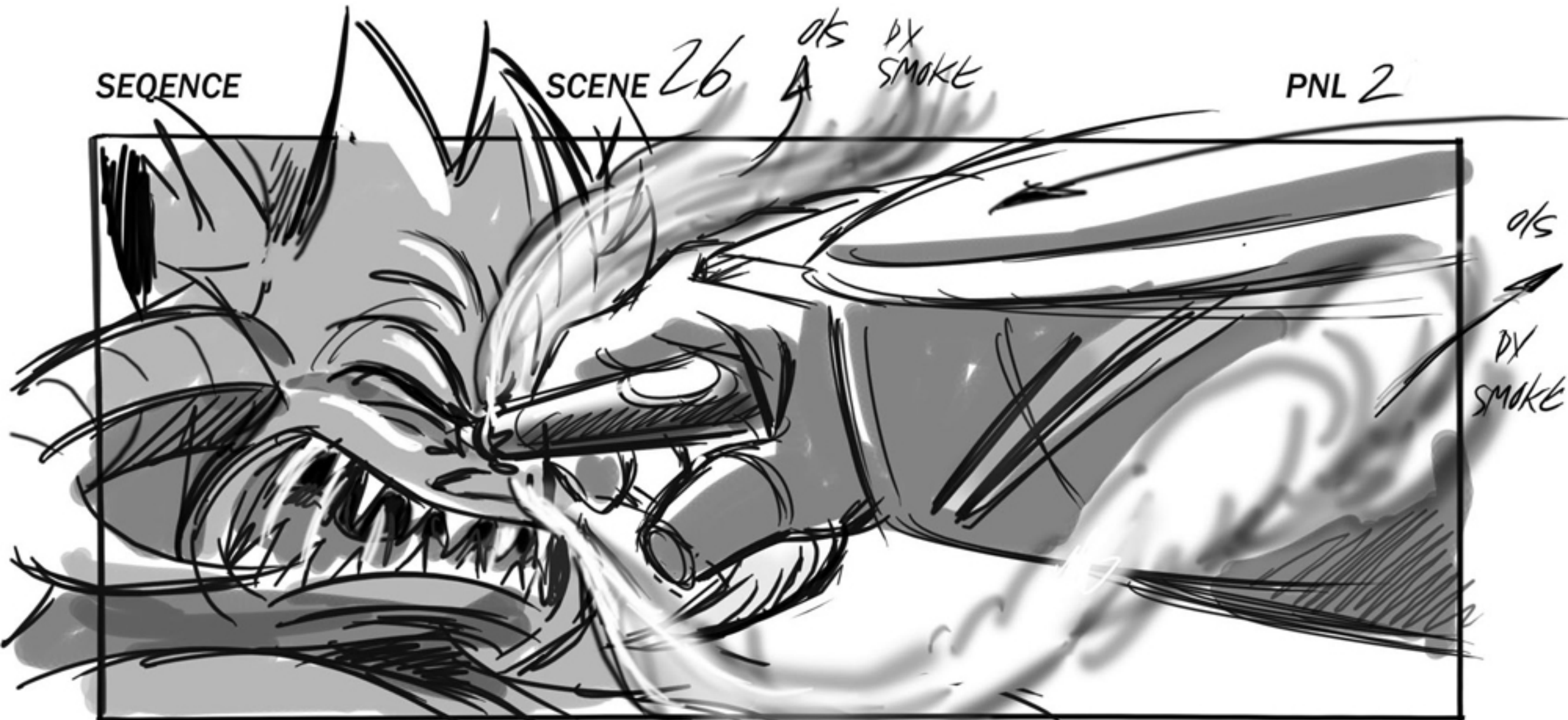
SEQUENCE

SCENE

26

OK
PX
SMOKE

PNL 2



ACTION

JIM PUTS HIS CIGAR OUT BETWEEN THE ZERGLING'S EYES.

< SFX > SSSSSSSSSS.....

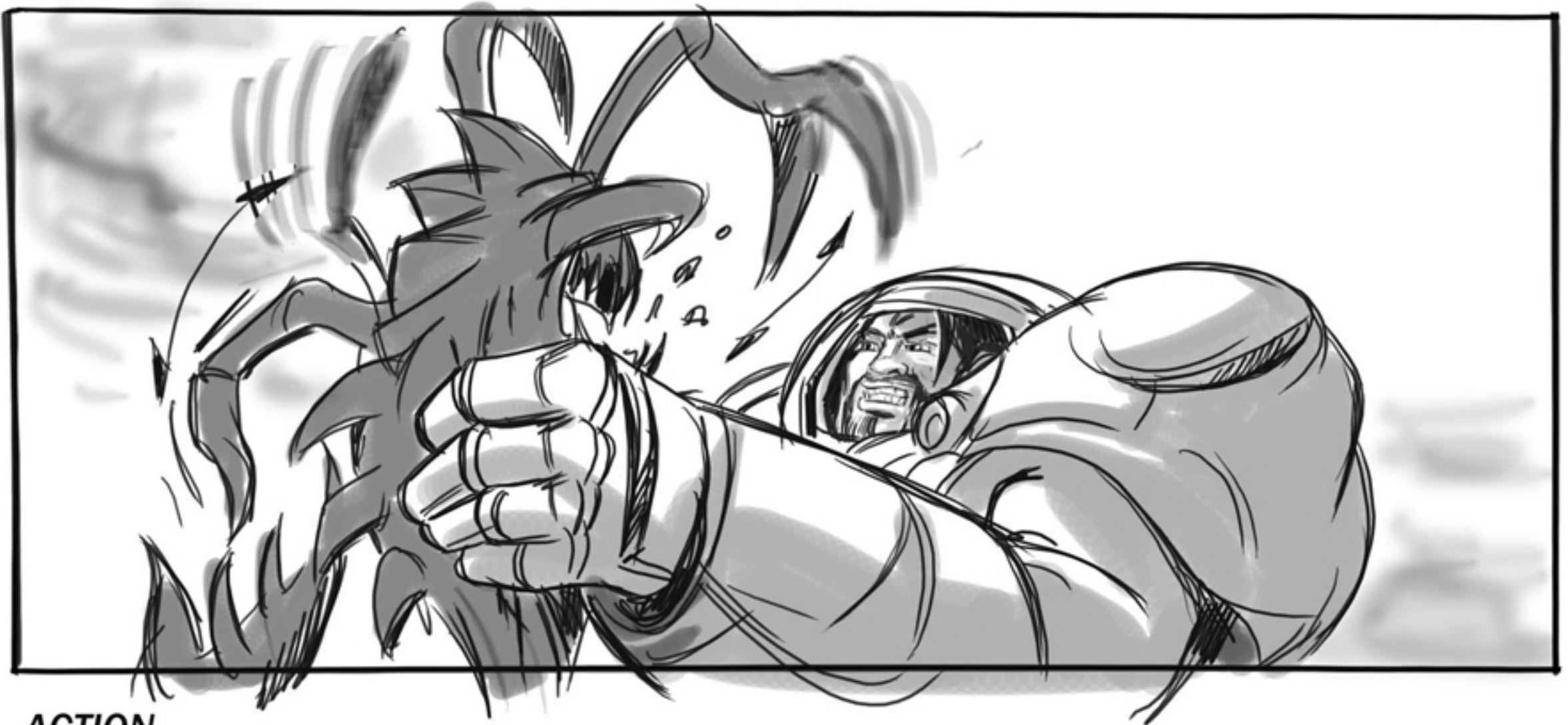
DIAL

PAGE

SEQUENCE

SCENE 27

PNL 01



ACTION

CUT TO SHOT ON JIM HOLDING THE ZERGLING BY THE NECK...
START POSE

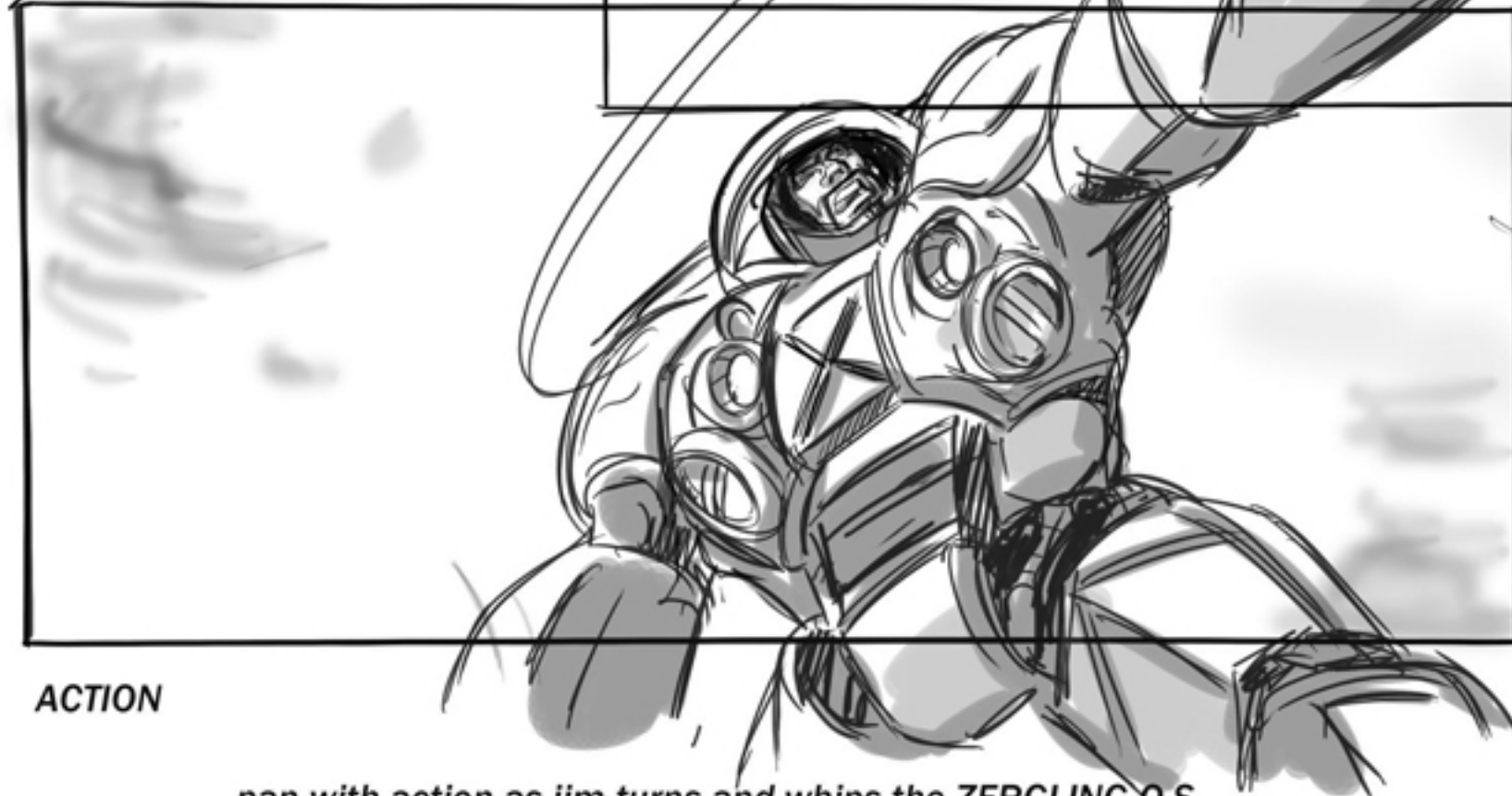
DIAL

PAGE

SEQUENCE

SCENE 27

PNL 2



(START)

NO
(STOP)

PAN

ACTION

pan with action as jim turns and whips the ZERGLING O.S.

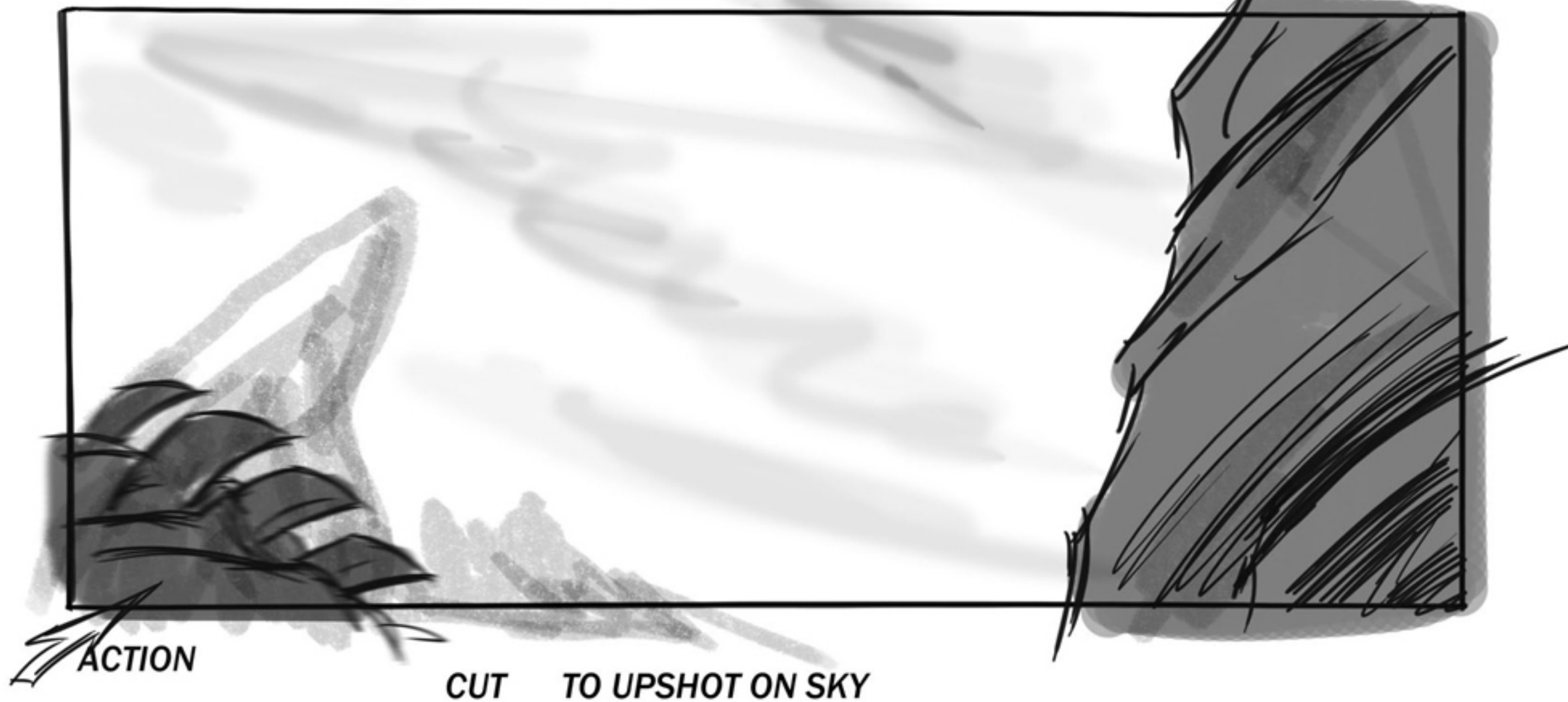
DIAL < SFX >

PAGE

SEQUENCE

SCENE 28

PNL 1



ACTION

CUT TO UPSHOT ON SKY

AS THE ZERGLING ENTRERS...

DIAL

PAGE

SEQUENCE

SCENE 28

PNL 2



ACTION

THE ZERGLING FLIES CENTER FRAME...

DIAL

PAGE

SEQUENCE

SCENE

28

PNL

3



ACTION

THE ZERGLING FLIES CENTER FRAME...

< SFX > KA-BAM!

DIAL

PAGE

SEQUENCE

SCENE

29

PNL 01



ACTION

CUT TO CLOSE UP ON JIM

JIM " SEE.....

DIAL

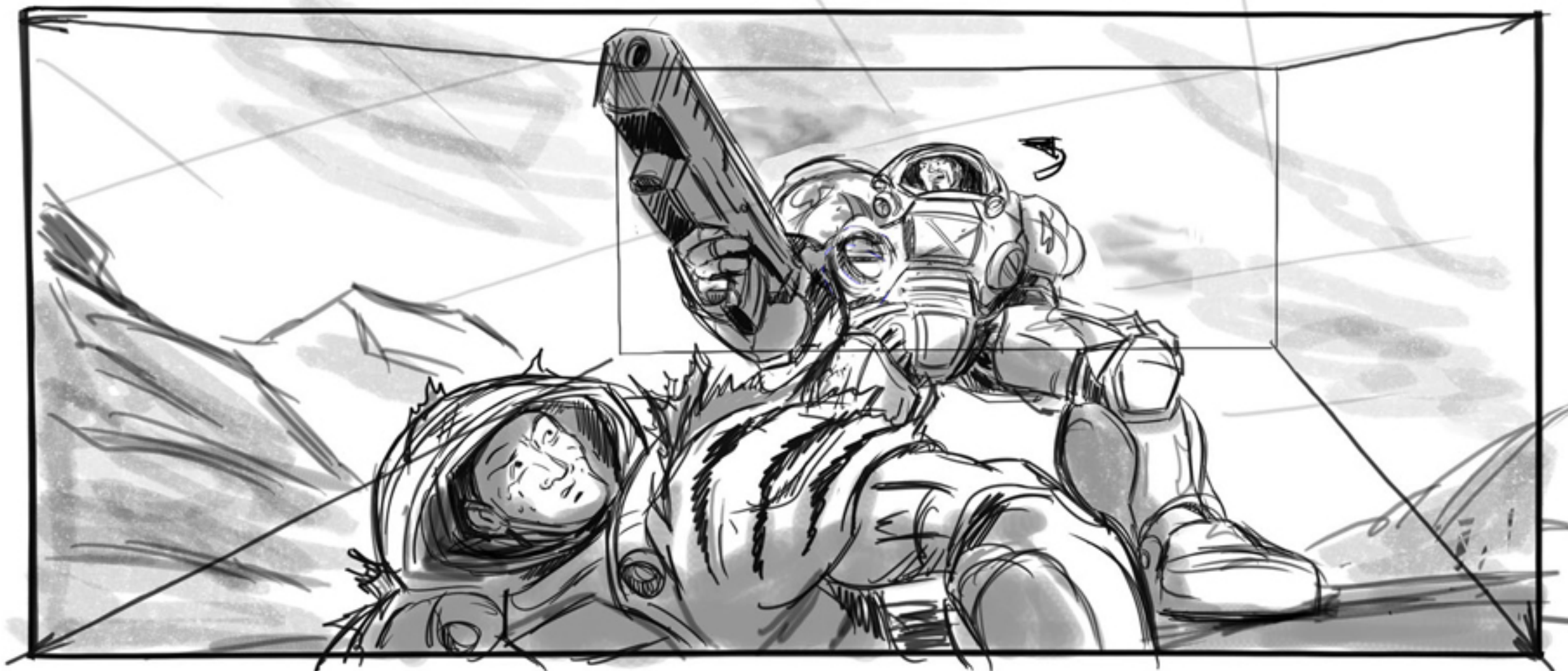
PAGE

SEQUENCE

SCENE

29

PNL 2



ACTION

JIM TURNS TO CAM...
(TRUCK OUT) TO WIDERSHOT WITH TRE RECRUIT IN THE F.G.

DIAL

JIM (contd) ...YA GOTTA SHOW EM' , WHO'S BOSS."

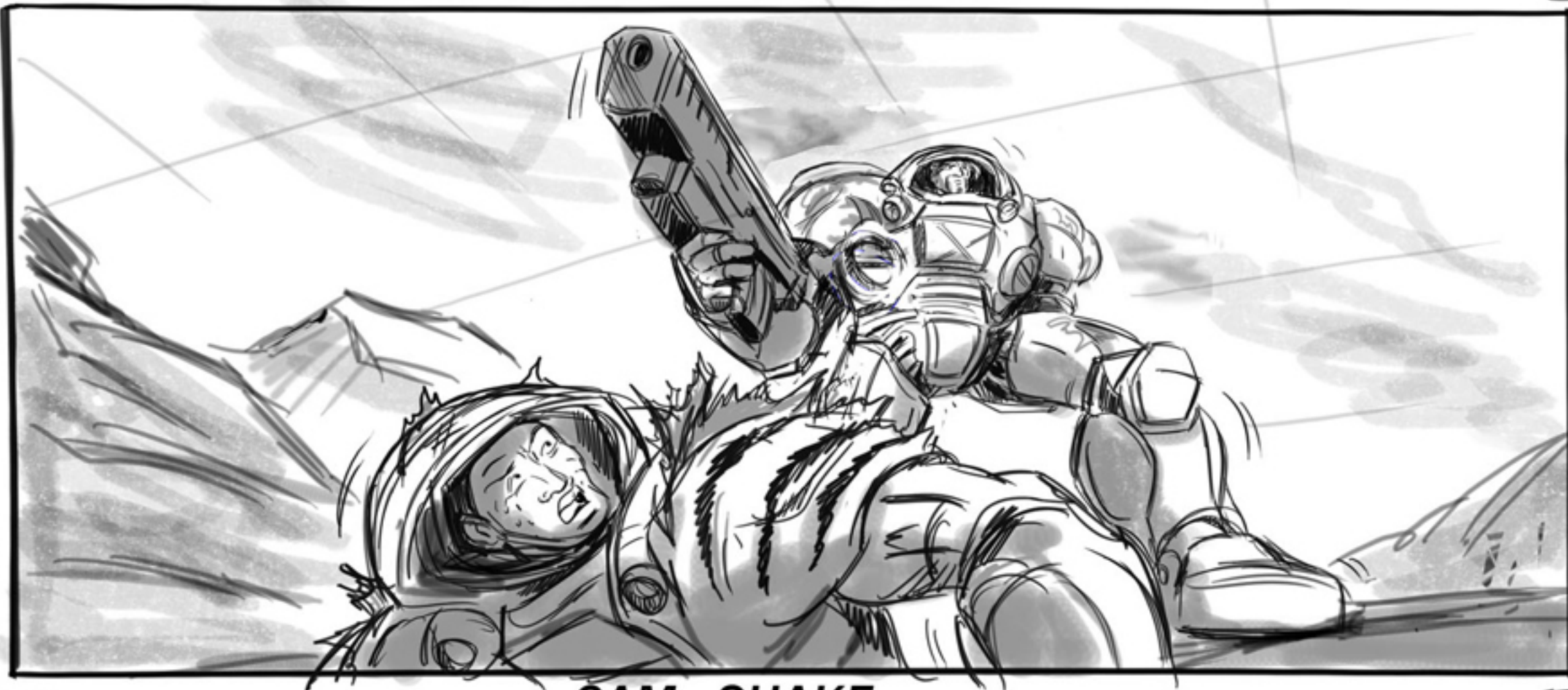
PAGE

SEQUENCE

SCENE

29

PNL 3



ACTION

CAM SHAKE

THEY REACT TO OS. SFX

< SFX > RUMBLING.....

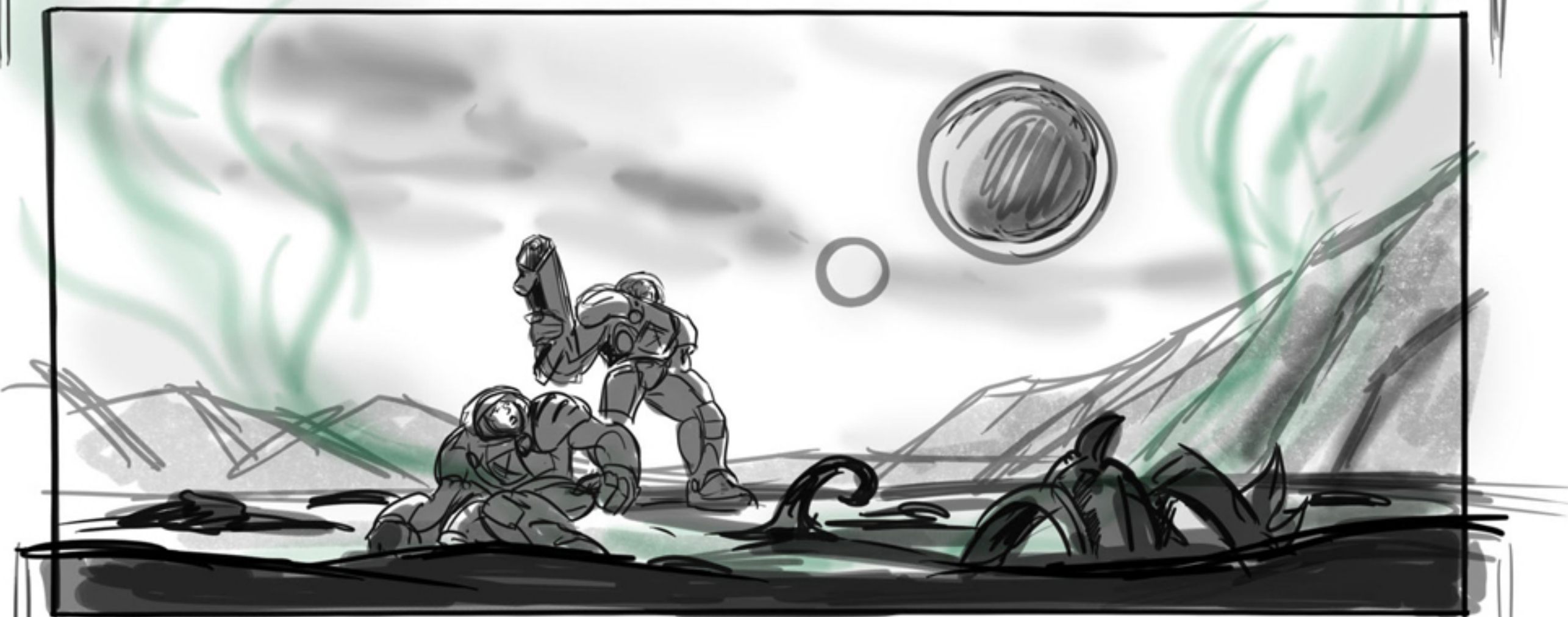
DIAL

PAGE

SEQUENCE

SCENE 30

PNL 01



ACTION

CUT TO WIDESHOT ON THE MARINES AT THE SPAWNING POOL...

CAM SHAKE

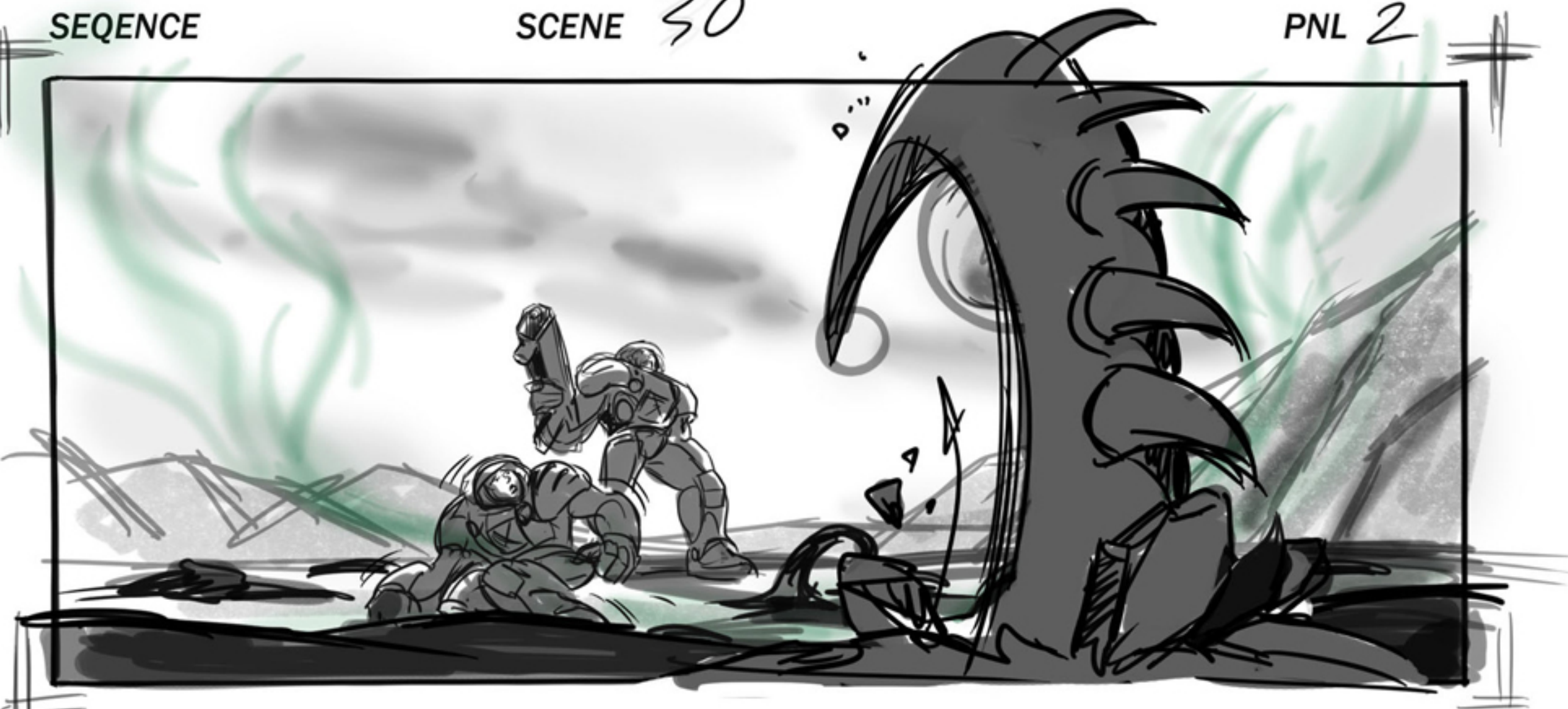
DIAL

PAGE

SEQUENCE

SCENE 30

PNL 2



ACTION

CAM SHAKE

AS A HUMONGOUS PRONG BREAKS THRU IN THE F.G.

DIAL

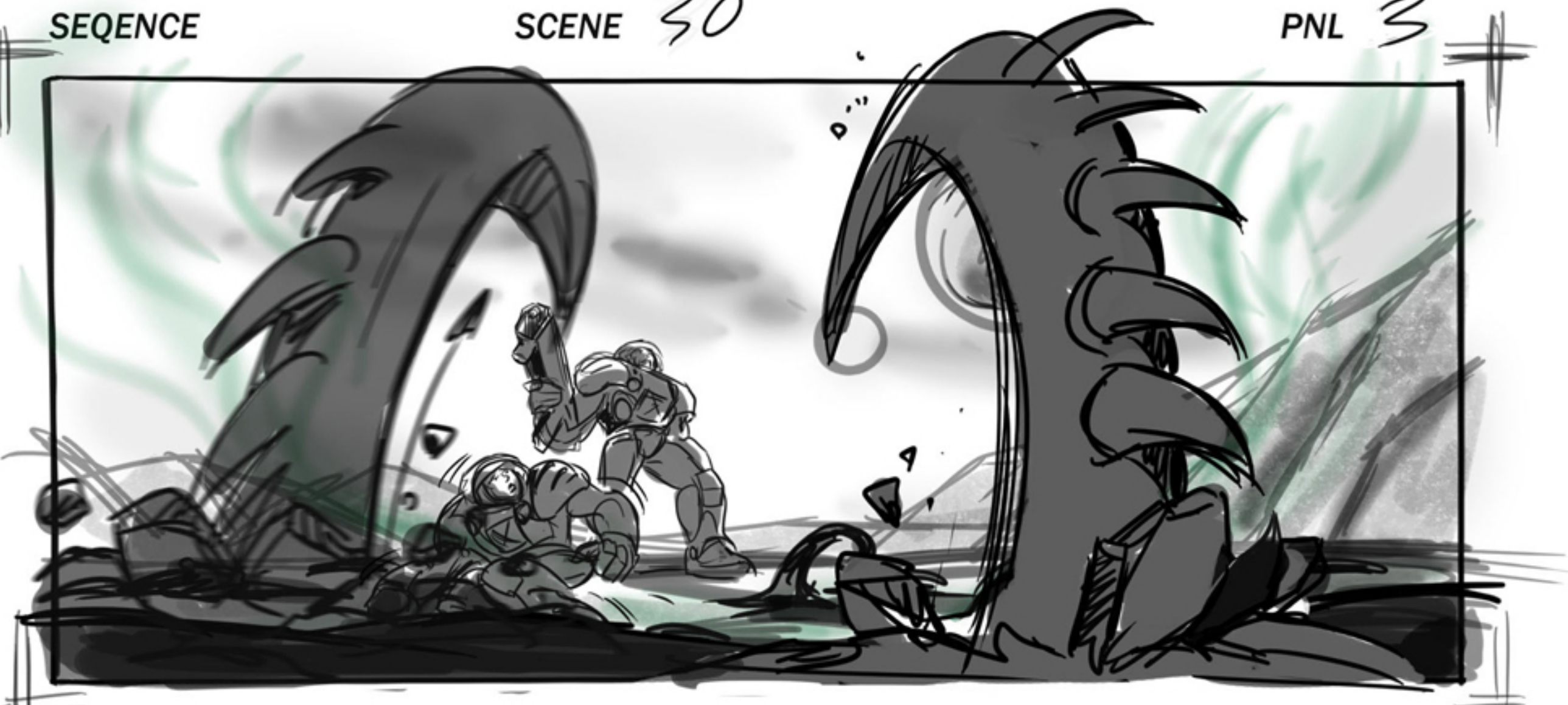
< SFX > CRASH!

PAGE

SEQUENCE

SCENE 30

PNL 3



ACTION

CAM SHAKE

FOLLOWED BY ANOTHER TENTACLE...

DIAL

< SFX > CRASH!

PAGE

SEQUENCE

SCENE

30

PNL

4



ACTION

CAM SHAKE

FOLLOWED BY ANOTHER TENTACLE... IN THE F.G.....

DIAL

< SFX > CRASH!

PAGE

SEQUENCE

SCENE 1

PNL 01



ACTION *SHADOW*

CUT TO DOWNSHOT ON JIM AS HE REACTS TO OS. SITE...

DIAL

JIM " LET ME GUESS...

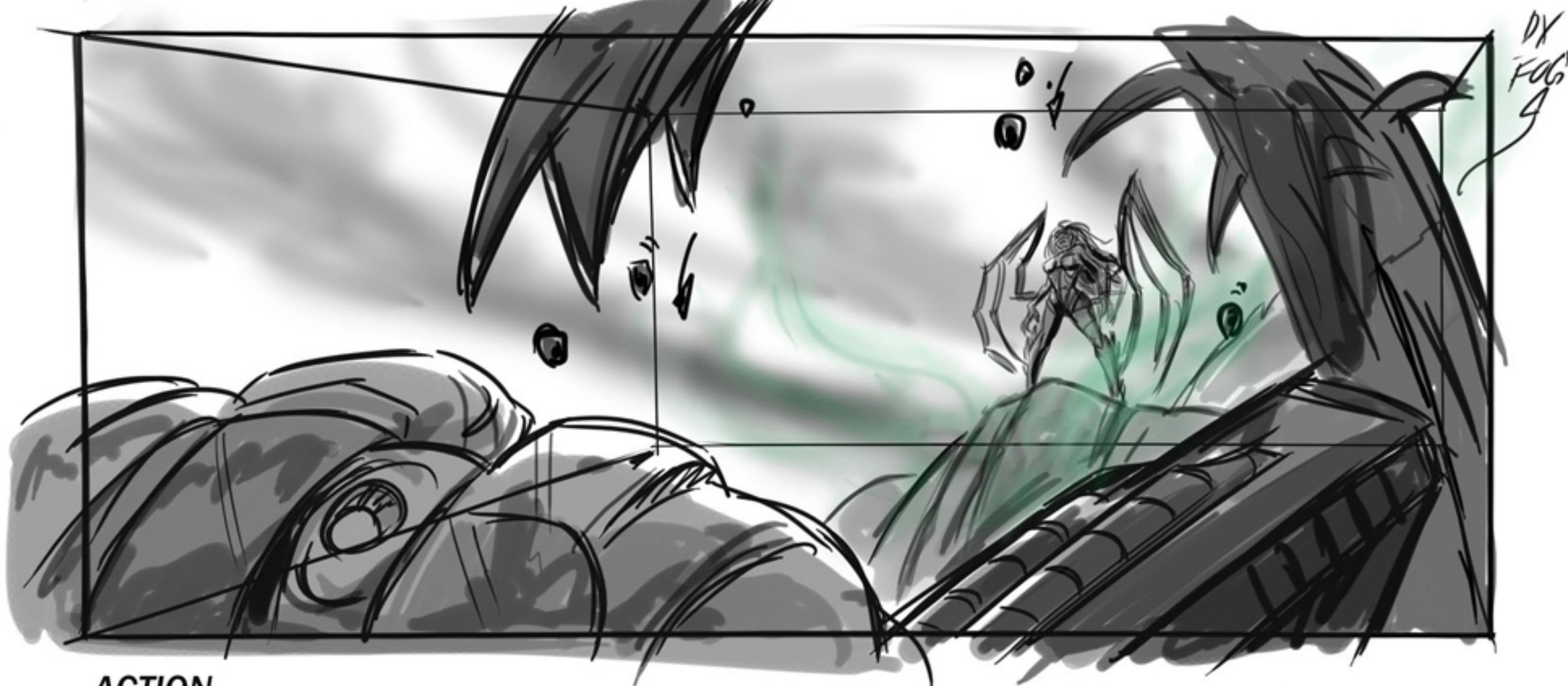
PAGE

SEQUENCE

SCENE

32

PNL 01



ACTION

CUT TO WIDER OTS SHOT (TRUCK IN) TIGHTER ON THE
QUEEN OF THE BLADES.

DIAL

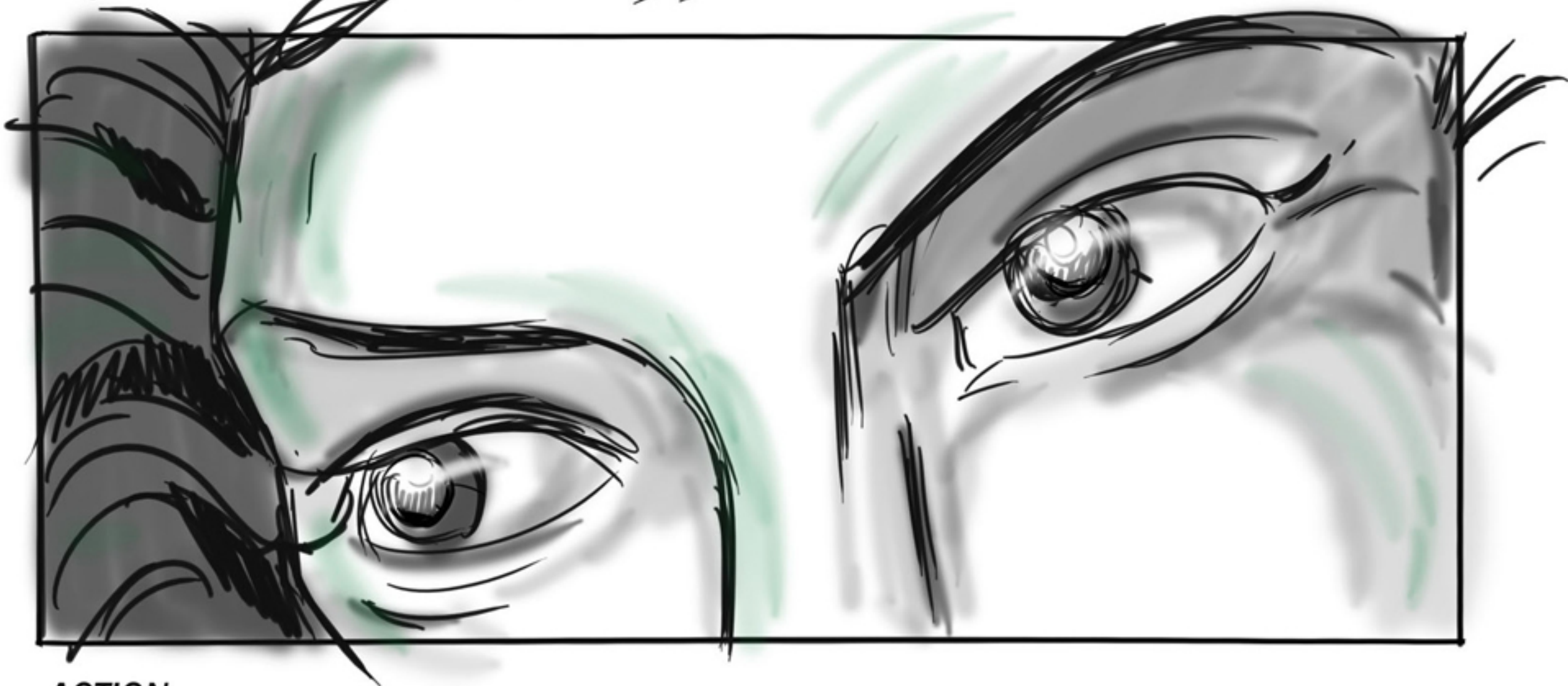
JIM "MAMA'S HOME."

PAGE

SEQUENCE

SCENE 33

PNL 01



ACTION

CUT TO EXTREME CLOSE UP ON THE QUEEN'S EYES...

DIAL

PAGE

SEQUENCE

SCENE 33

PNL 2



ACTION

SHE SQUINTS...

DIAL

PAGE

SEQUENCE

SCENE

34

PNL 2

DX
A
FOG



DX
A
FOG

ACTION

CUT TO CLOSE UP ON THE QUEEN TENSING UP...

DIAL

PAGE

SEQUENCE

SCENE

34

PNL

2

DX

FX

FOG

DX

FOG

ACTION

SHE LEAPS INTO CAM!

SNAAAAARRRLLL!

DIAL

PAGE

SEQUENCE

SCENE

34

PNL 3



ACTION

FADE TO BLACK

DIAL

PAGE