

SC 1.1 BG TIMING

SC 1.2 BG TIMING

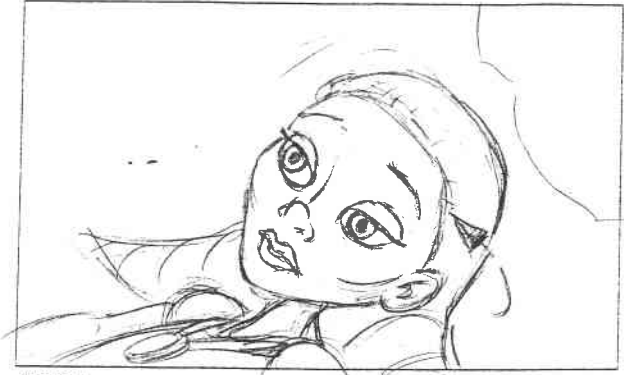
SC 1.3 BG TIMING



ACTION



ACTION



ACTION

CUT

TRK-OUT (A) TO (B)

DIALOGUE

SFX: <LASERS>

DIALOGUE

DIALOGUE

FX

FX

FX

SLUG

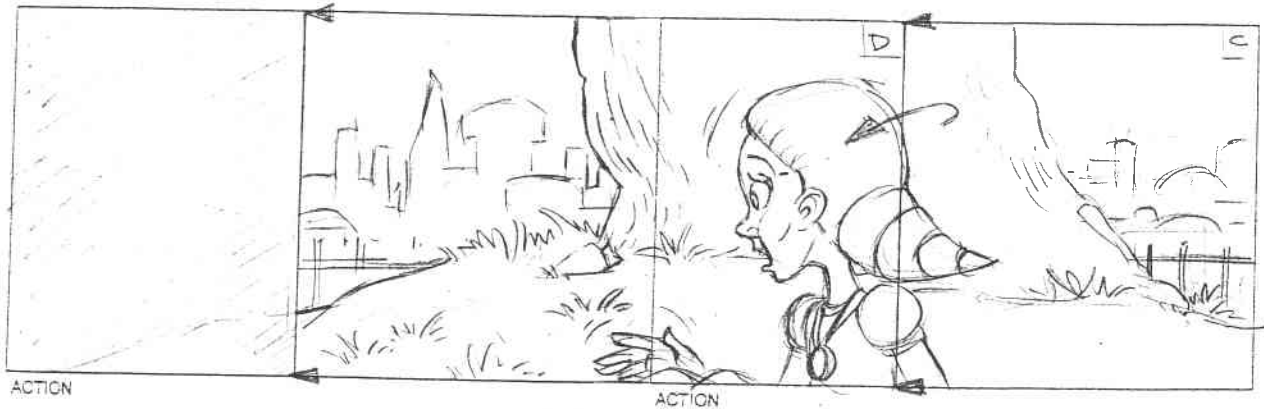
SLUG

SLUG

SC 1.4 BG TIMING

SC BG TIMING

SC 1.5 BG TIMING



TRK OUT [B] TO [C]

PAN [C] TO [D] W/ACTION AS
MARLENE TURNS

DIALOGUE
MARLENE
PINOCCHIO?

DIALOGUE

DIALOGUE

SFX: <LASERS> (CONT)

FX

FX

FX

SLUG

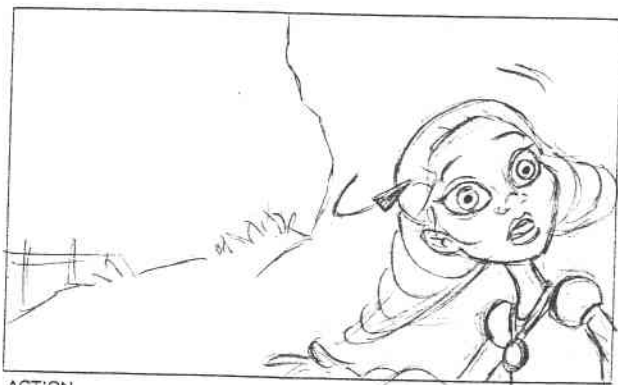
SLUG

SLUG

SC 1.6 BG TIMING

SC 2.1 BG TIMING

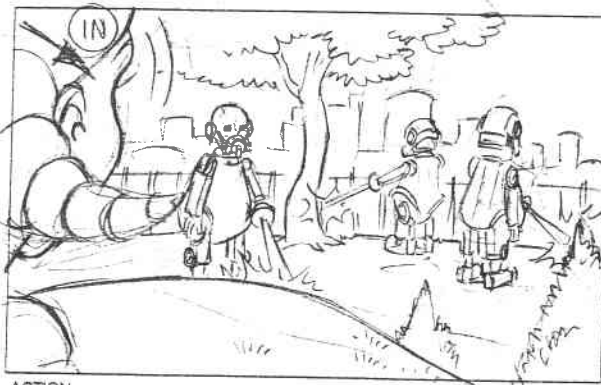
SC 3.1 BG TIMING



ACTION

turns @ sound of LASERS

DIALOGUE



ACTION

CUT

DIALOGUE



ACTION

M/C

DIALOGUE

SFX: <LASERS> (cont)

FX

FX

FX

SLUG

SLUG

SLUG

SC 4.1

BG

TIMING

SC

BG

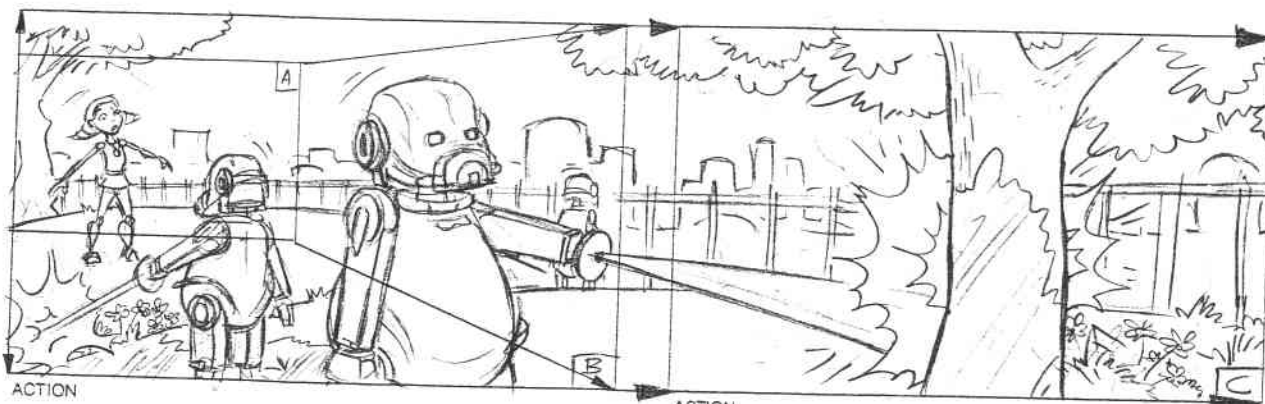
TIMING

SC

5.1

BG

TIMING



ACTION

ACTION

MIC

DIALOGUE

DIALOGUE

FX

FX

SLUG

SLUG



ACTION

CUT

DIALOGUE

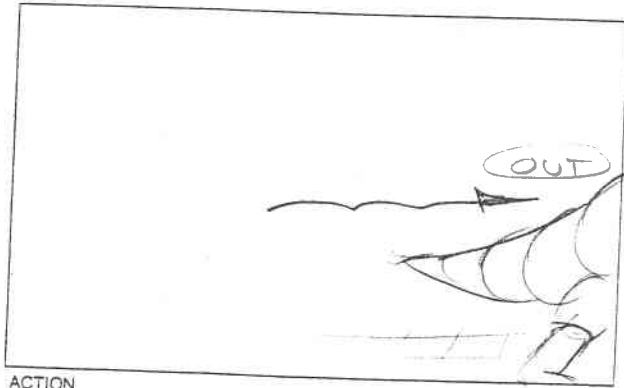
MARLENE

No! . . .

FX

SLUG

SC 5.2 BG TIMING



ACTION

DIALOGUE

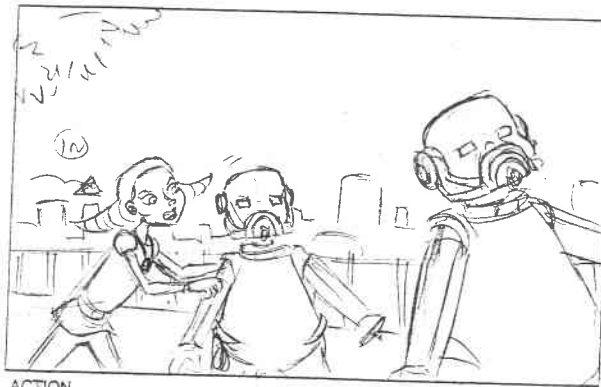
MARLENE (CONT)

STOP!

FX

SLUG

SC 6.1 BG TIMING



ACTION

CUT

DIALOGUE

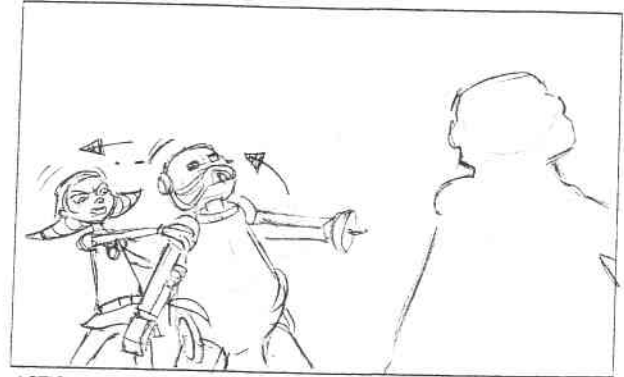
MARLENE (CONT)

YOU'RE NOT ALLOWED
IN HERE.

FX

SLUG

SC 6.2 BG TIMING



ACTION

PULLS BOT.

DIALOGUE

MARLENE (CONT)

LEAVE THOSE FLOWERS
ALONE!

FX

SLUG

SC 6.3

BG

TIMING

SC 6.4

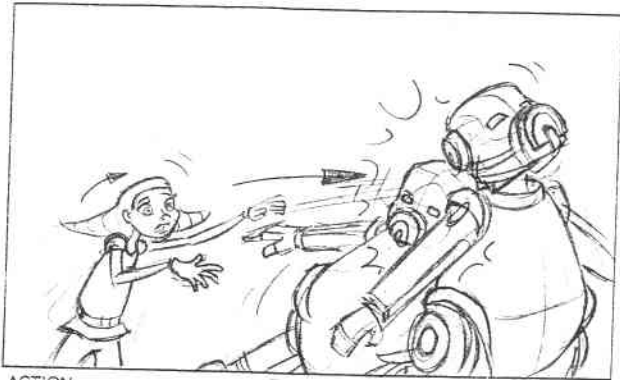
BG

TIMING

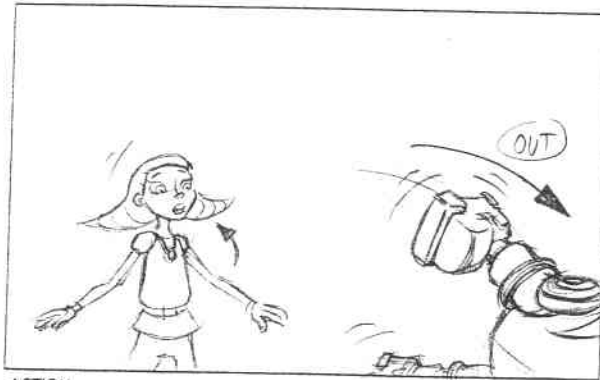
SC 7.1

BG

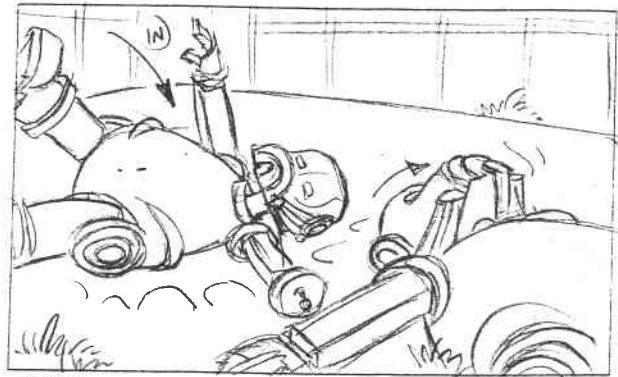
TIMING



ACTION



ACTION



ACTION

BOT TIPS + CRASHES
INTO OTHER

CUT MATCH ACTION

DIALOGUE

SFX: < THUD ! CRASH ! ... >

DIALOGUE



DIALOGUE

FX

FX

FX

SLUG

SLUG

SLUG

SC 7.2

BG

TIMING

SC 8.1

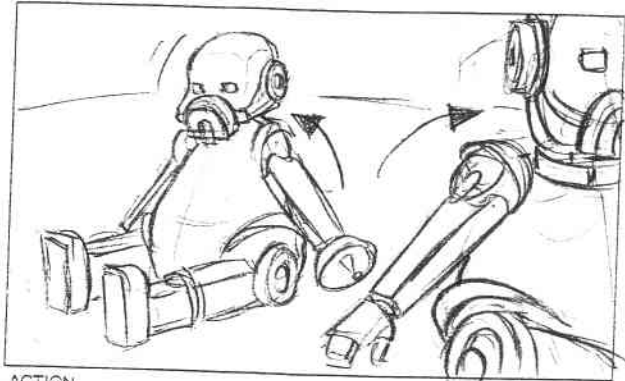
BG

TIMING

SC 8.2

BG

TIMING



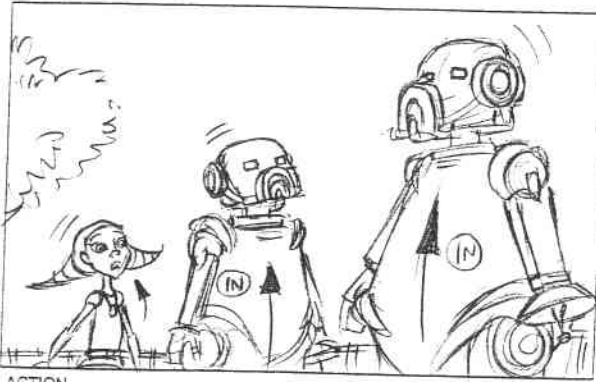
ACTION

BOTS SIT UP

DIALOGUE

FX

SLUG



ACTION

CUT MARLENE WATCHES AS
BOTS STAND UP INTO SCENE

DIALOGUE

FX

SLUG



ACTION

THEY TURN + BUMP

DIALOGUE

SFX: <CLANG!>

FX

SLUG

SC 8.3

BG

TIMING

SC 9.1

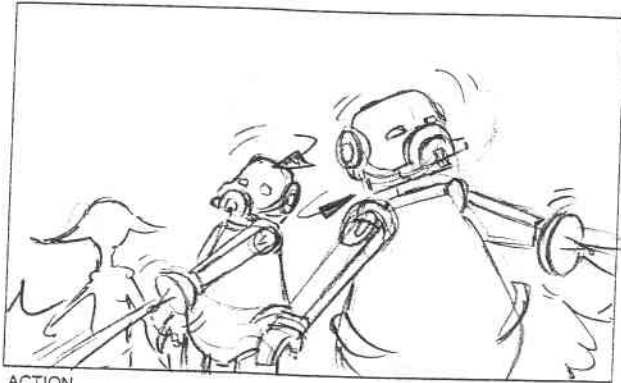
BG

TIMING

SC 9.2

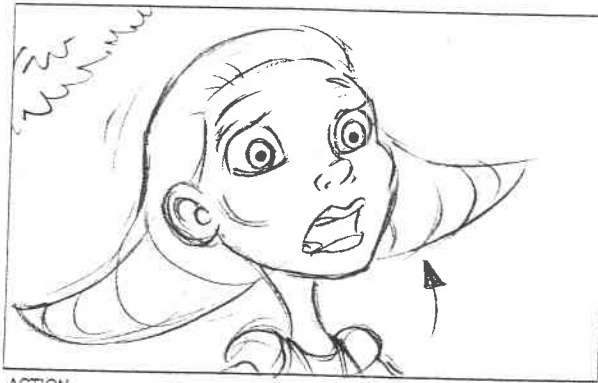
BG

TIMING



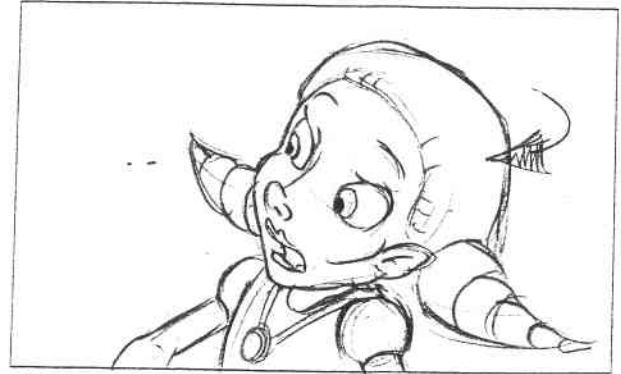
ACTION

TURN + CONTINUE
W/ LASERS



ACTION

(M/c)



ACTION

DIALOGUE

SEX: <LASERS>

DIALOGUE

DIALOGUE

PINOCCHIO (V.O.)

<LAUGHS>

FX

FX

FX

SLUG

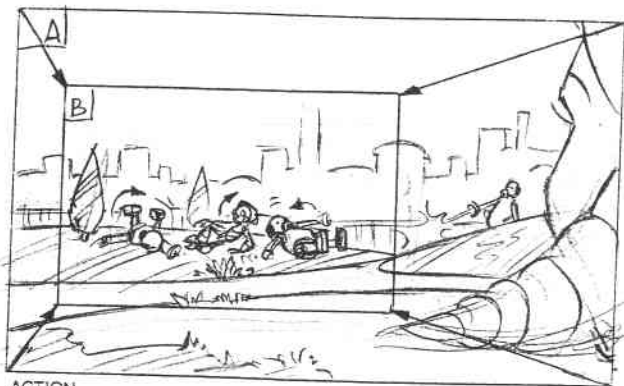
SLUG

SLUG

SC 10.1 BG TIMING

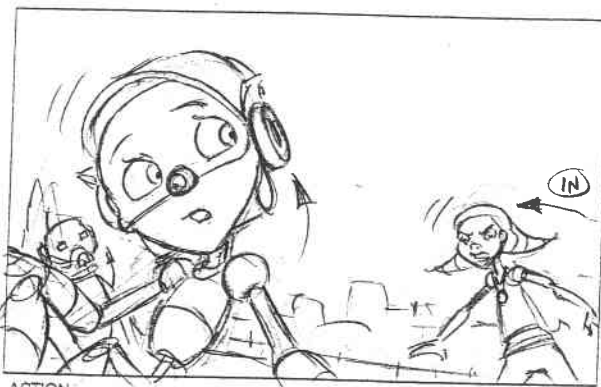
SC 11.1 BG TIMING

SC 11.2 BG TIMING



ACTION

Mic



ACTION

Mic



ACTION

PINOCCHIO TURNS TO GAZE
AROUND HIM

DIALOGUE

DIALOGUE

MARLENE

THEY'RE DESTROYING THE LAST
PIECE OF GREEN IN SCAMBOVILLE
AND YOU LAUGH?

DIALOGUE

SFX: <LASERS> (CONT)

FX

FX

FX

SLUG

SLUG

SLUG

PINOCCHIO
3001

SEQ.

PAGE: 10

SC 11.3

BG

TIMING

SC 12.1

BG

TIMING

SC 12.2

BG

TIMING



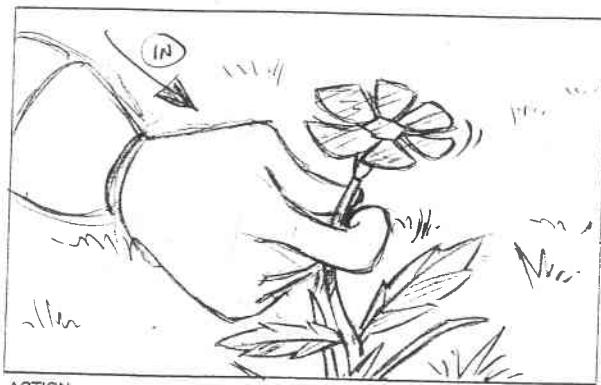
ACTION

GLANCES DOWN o/s. (E)

DIALOGUE

FX

SLUG



ACTION

(CUT) PINOCCHIO'S HAND (IN) (C)
+ GRABS METAL FLOWER

DIALOGUE

FX

SLUG



ACTION

DIALOGUE

FX

SLUG

SC 13.1

BG

TIMING

SC 13.2

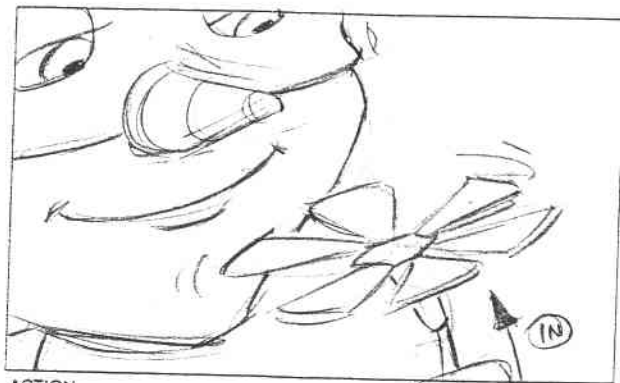
BG

TIMING

SC 13.3

BG

TIMING



ACTION



ACTION



ACTION

CUT

DIALOGUE

SFX: <SNIFF>

FX

SLUG

DIALOGUE

PINOCCHIO

AT LEAST IT DOESN'T TICKLE.

FX

SLUG

DIALOGUE

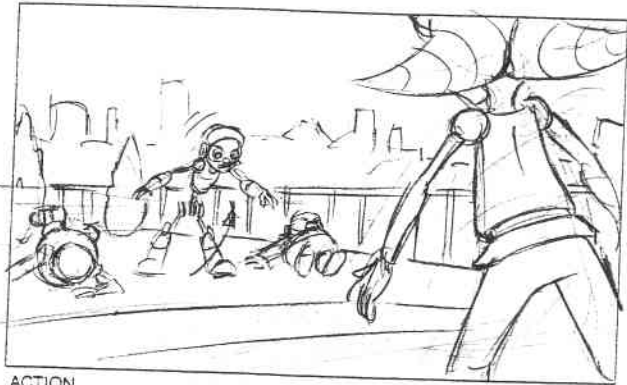
MARLENE

YOU REALLY ARE
A ROBOT.

FX

SLUG

SC 14.1 BG TIMING



ACTION

MIC

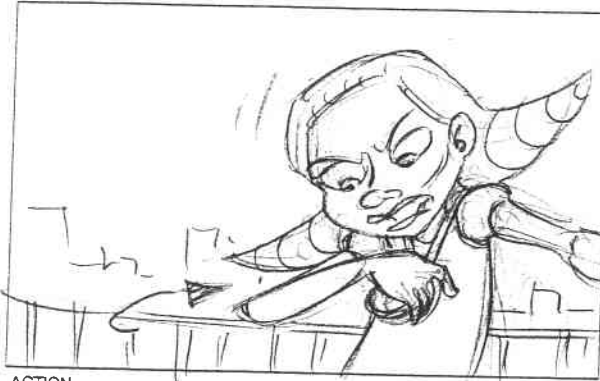
DIALOGUE

PINOCCHIO
ALRIGHT I'M A ROBOT.
I LIKE METAL.

FX

SLUG

SC 15.1 BG TIMING



ACTION

MIC GRABS MEDAL

DIALOGUE

MARLENE
YOU LIKE ...

FX

SLUG

SC 15.2 BG TIMING



ACTION

PULLS OFF MEDAL

DIALOGUE

MARLENE (CONT)
... METAL?

FX

SLUG

SC 18.1 BG TIMING



ACTION

MIC

DIALOGUE

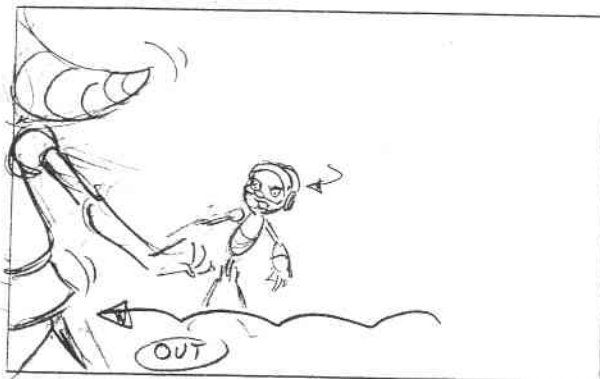
MARLENE

I DON'T NEED A CIRCUIT BOARD FOR A FRIEND.

FX

SLUG

SC 18.2 BG TIMING



ACTION

DIALOGUE

PINOCCCHIO

AND I DON'T NEED...

FX

SLUG

SC 19.1 BG TIMING



ACTION

MIC

DIALOGUE

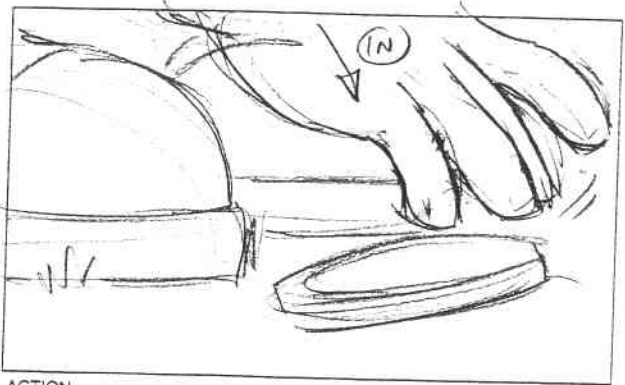
PINOCCCHIO (CONT)

...-A TREE HUGGER FOR A FRIEND.

FX

SLUG

SC 20.3 BG TIMING



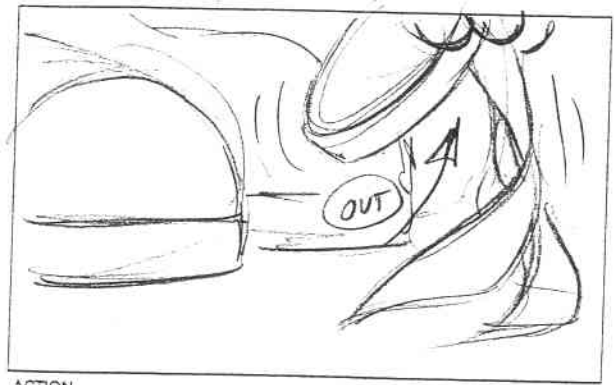
ACTION

DIALOGUE

FX

SLUG

SC 20.4 BG TIMING



ACTION

DIALOGUE

FX

SLUG

SC 21.1 BG TIMING



ACTION

CUT

DIALOGUE

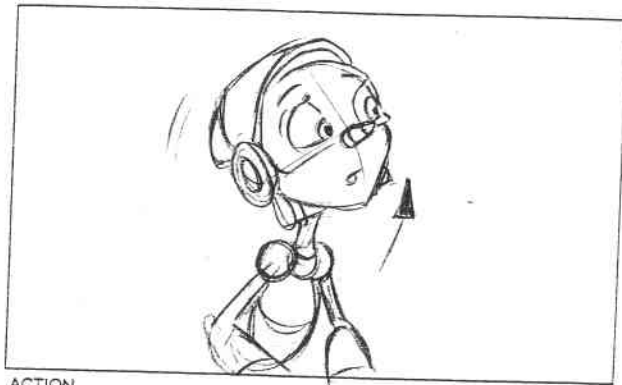
PINOCCHIO (CONT)

ROBOTS KNOW HOW TO APPRECIATE METAL.

FX

SLUG

SC 21.2 BG TIMING



ACTION

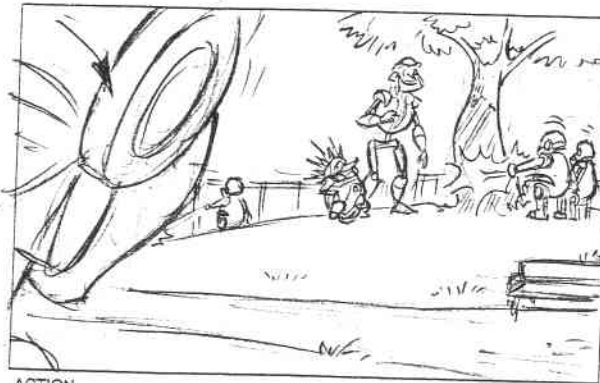
DIALOGUE

SFX (LASERS)

FX

SLUG

SC 22.1 BG TIMING



ACTION

MIC

DIALOGUE

FX

SLUG

SC 23.1 BG TIMING



ACTION

MIC

DIALOGUE

PINOCCHIO
CAB! RODO! CAN I
HELP?

FX

SLUG

SC 24.1 BG TIMING



ACTION

M/C

DIALOGUE

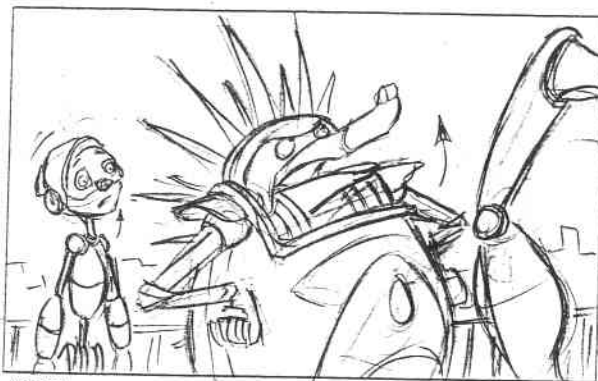
CAB

SURE! WE COULD USE
AN EXTRA HAND.

FX

SLUG

SC 25.1 BG TIMING



ACTION

M/C

PINOCCHIO REACTS
SURPRISED

DIALOGUE

RODO

DEADBOLT, WE'RE NOT
SUPPOSED TO TALK TO
HIM.

FX

SLUG

SC 26.1 BG TIMING



ACTION

M/C

DIALOGUE

PINOCCHIO

WHAT ARE YOU TALKING
ABOUT?

FX

SLUG

SC 26.2 BG TIMING



ACTION

DIALOGUE

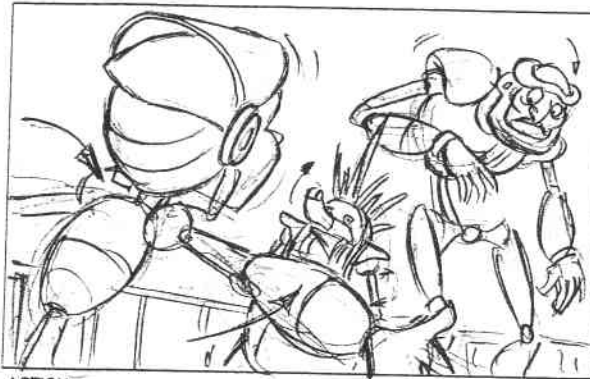
PINOCCHIO (CONT)

COME ON.

FX

SLUG

SC 27.1 BG TIMING



ACTION

(M/C)

DIALOGUE

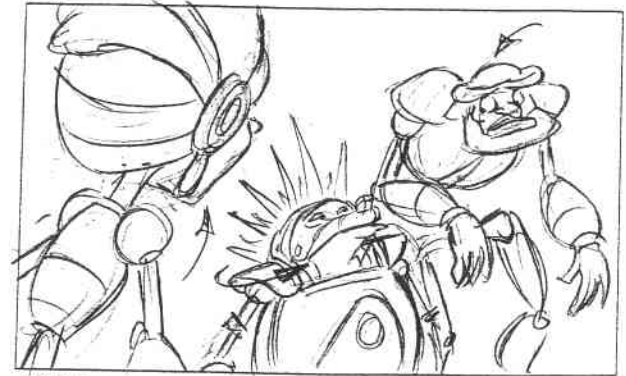
PINOCCHIO (CONT)

IT'S TIME FOR OUR
NEW SHOW. THE KIDS
MUST BE WAITING.

FX

SLUG

SC 27.2 BG TIMING



ACTION

RODO + CAB GLANCE
@ EACH OTHER

DIALOGUE

FX

SLUG

SC 27.3

BG

TIMING

SC

BG

TIMING

SC 28.1

BG

TIMING



ACTION

ACTION

PAN [A] TO [B] W/ ACTION AS RODO + CAB LOOK @
TO SEE TWO BOTS USING LASERS - HOLDING HANDS



ACTION

CUT

DIALOGUE

DIALOGUE

DIALOGUE

RODO

YOU DON'T GET IT,
DO YOU?

FX

FX

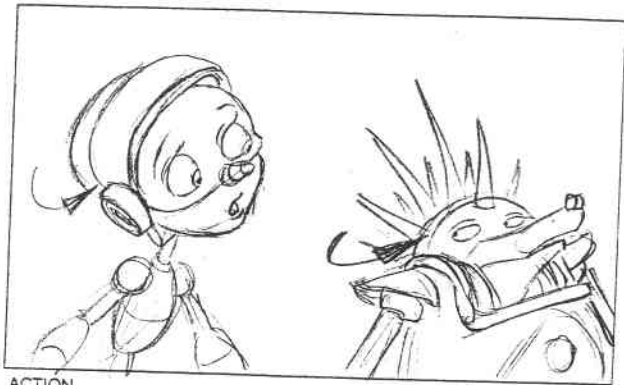
FX

SLUG

SLUG

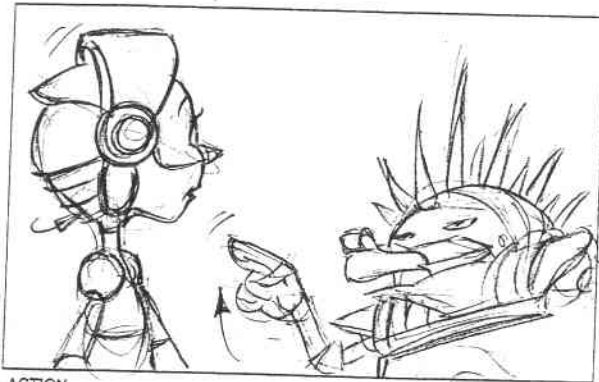
SLUG

SC 28.2 BG TIMING



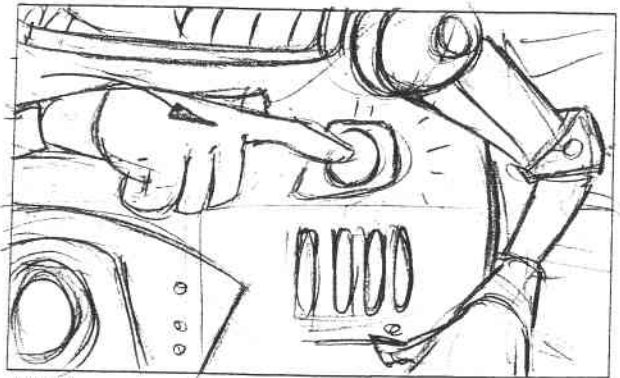
ACTION

SC 28.3 BG TIMING



ACTION

SC 29.1 BG TIMING



ACTION

(M/C) RODO PRESSES
BUTTON

DIALOGUE

PINOCCHIO

NO.

FX

SLUG

DIALOGUE

RODO

REMEMBER WHEN YOU
TOLD THE BOSS - - *

FX

SLUG

DIALOGUE

PINOCCHIO (V.O.)

LIFE WOULD BE GREAT IF
KIDS WERE MORE LIKE US.

SFX: <CLICK>

FX

SLUG

SC 29.2

BG

TIMING

SC 30.1

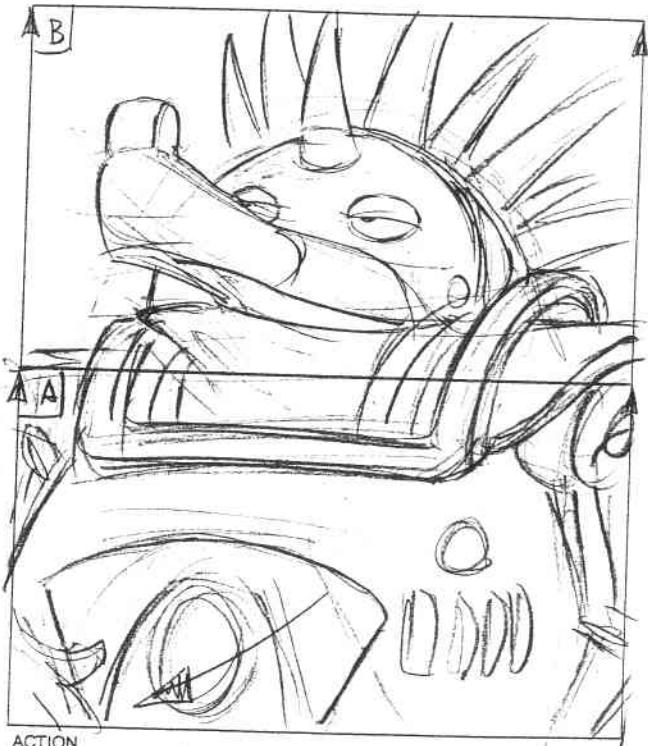
BG

TIMING

SC 31.1

BG

TIMING



ACTION

PAN (VERT) [A] TO [B]

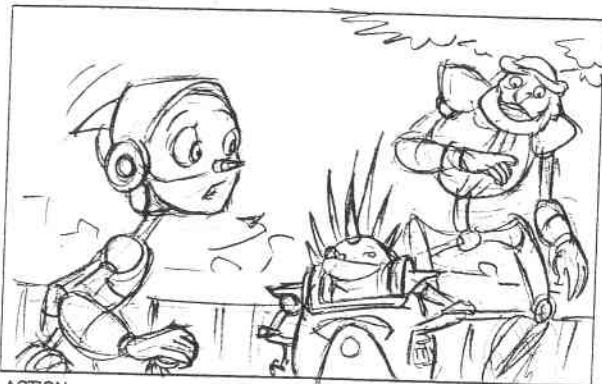
DIALOGUE

RODO

WELL I GUESS YOU GOT
YOU'RE WISH.

FX

SLUG



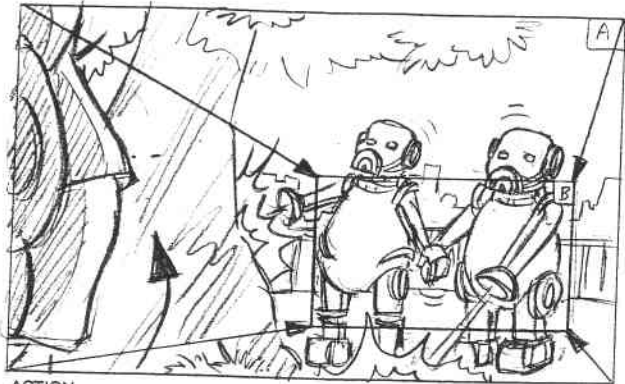
ACTION

(M/c) PINOCCHIO TURNS @
TO LOOK - ALARMED
- HOLDING MEDAL

DIALOGUE

FX

SLUG



ACTION

(M/c) QUICK
TRK-IN [A] TO [B]
TO SEE HANDS HELD
TOGETHER

DIALOGUE

FX

SLUG

SFX: <LASERS>

SC 32.1 BG TIMING



ACTION

(M/c) QUICK TRK-OUT ON
PINOCCCHIO - SHOCKED
REACTION

DIALOGUE

SFX: <LASERS> (CONT)

FX

SLUG

SC 33.1 BG TIMING



ACTION

(M/c) PINOCCCHIO BACKS UP
- STILL HOLDING MEDAL

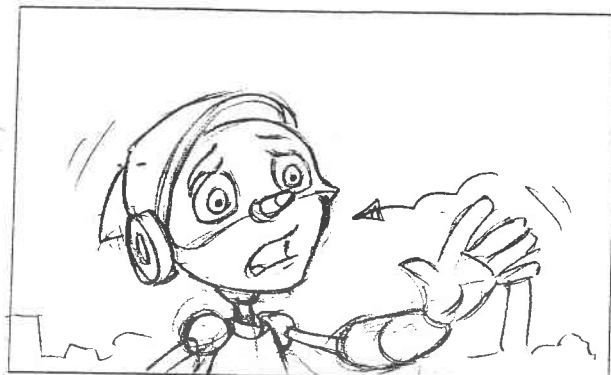
DIALOGUE

CAB
AREN'T THEY CUTE?

FX

SLUG

SC 34.1 BG TIMING



ACTION

(M/c)

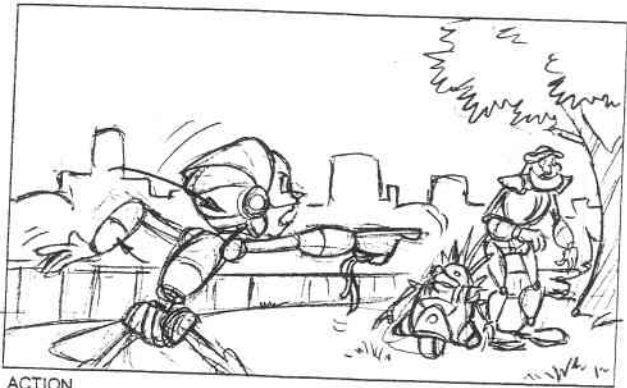
DIALOGUE

PINOCCCHIO
NO! IT CAN'T BE.

FX

SLUG

SC 35.1 BG TIMING



ACTION

(MIC) PINOCCHIO POINTS ANGRILY - HOLDIN MEDAL

DIALOGUE

PINOCCHIO (CONT)

YOU'RE LYING!

FX

SLUG

SC 35.2 BG TIMING



ACTION

DIALOGUE

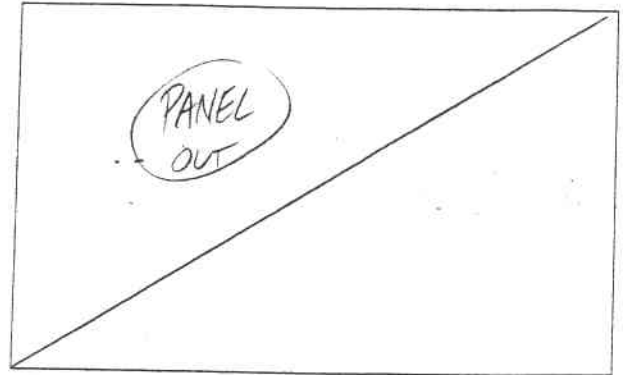
PINOCCHIO (CONT)

YOUR NOSE SHOULD BE GROWING!

FX

SLUG

SC BG TIMING



ACTION

DIALOGUE

FX

SLUG

SC 36.1

BG

TIMING

SC

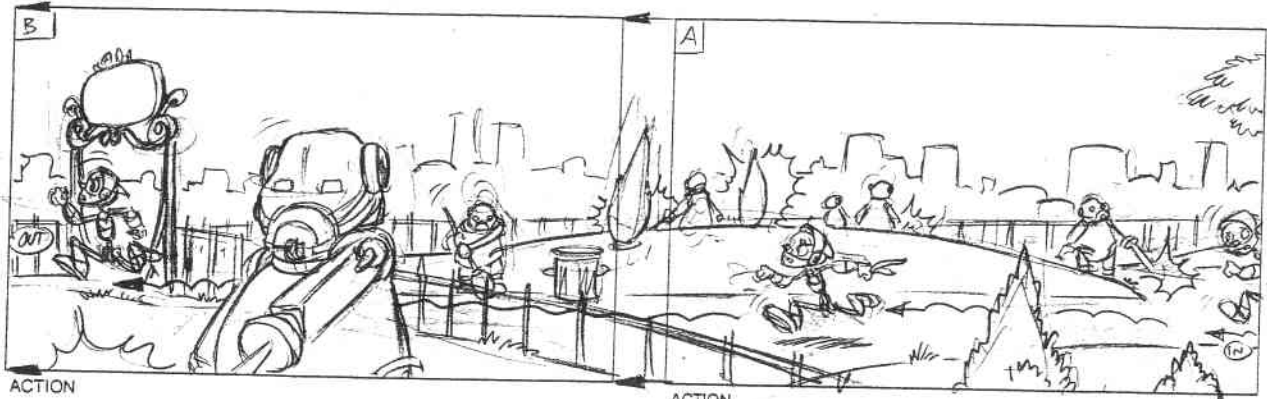
BG

TIMING

SC 37.1

BG

TIMING



(CUT) PAN W/ACTION [A] TO [B] AS PINOCCHIO RUNS THRU

DIALOGUE

PINOCCHIO

SCAMBOLI ! HOW COULD YOU ?!!

FX

SLUG

DIALOGUE

FX

SLUG



ACTION

(CUT)

DIALOGUE

FX

SLUG

SC 38.1 BG TIMING



ACTION

CUT PINOCCHIO IN R
+ LOOKS UP IN GAZEBO
- HOLDING MEDAL

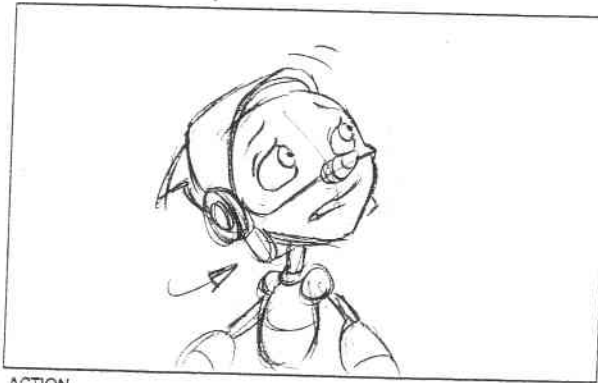
DIALOGUE

PINOCCHIO
CYBERINA! PLEASE
HELP ME!

FX

SLUG

SC 38.2 BG TIMING



ACTION

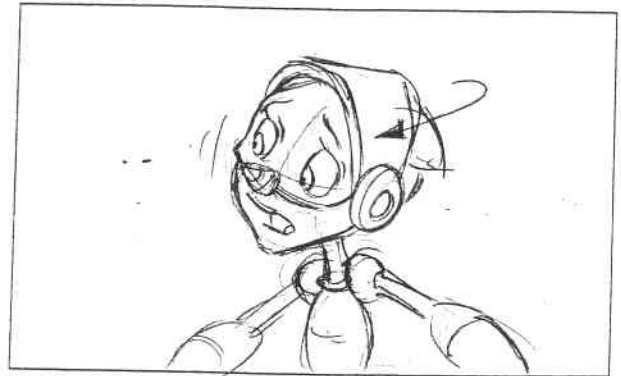
URNS EXPECTANTLY

DIALOGUE

FX

SLUG

SC 38.3 BG TIMING



ACTION

DIALOGUE PINOCCHIO (CONT)

DAD... I'VE GOT TO
FIND DAD!

FX

SLUG

SC 39.1

BG

TIMING

SC

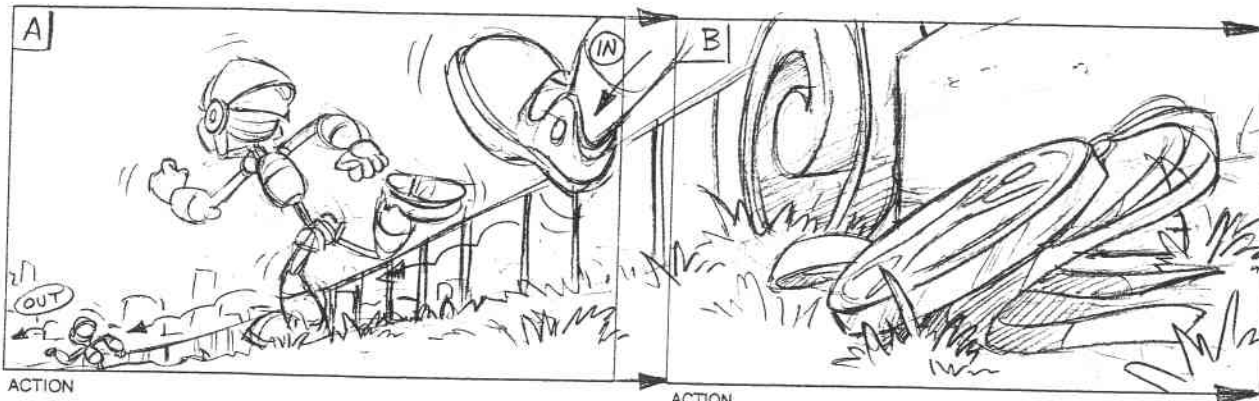
BG

TIMING

SC 40.1

BG

TIMING



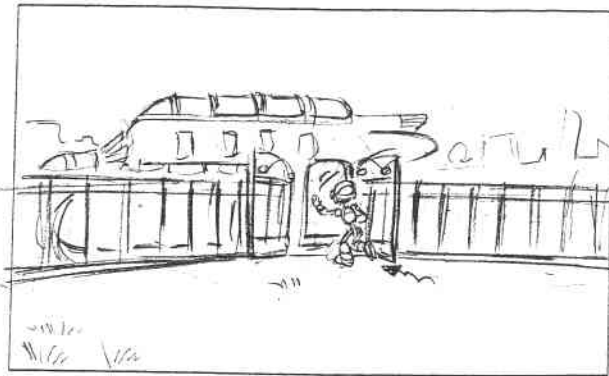
ACTION

ACTION

PINOCCHIO (IN) (L) + (OUT) (L)

PAN [A] TO [B] TO SEE DISCARDED MEDAL IN GRASS @ GAZEBO STEPS.

(CUT)



ACTION

(CUT)

PINOCCHIO RUNS INTO OPEN DOOR IN SHUTTLE

DIALOGUE

DIALOGUE

DIALOGUE

FX

FX

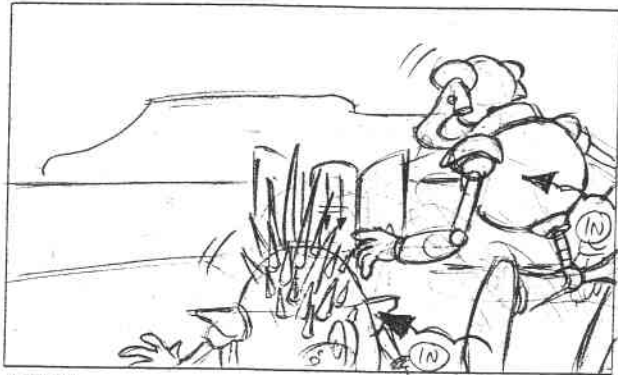
FX

SLUG

SLUG

SLUG

SC 40.2 BG TIMING



ACTION

RODO + CAB (N) (R)

DIALOGUE

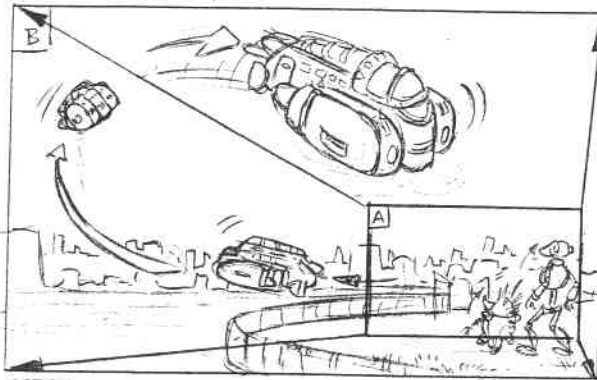
CAB

HEY! THAT'S MY SHUTTLE!

FX

SLUG

SC 40.3 BG TIMING



ACTION

TRK-OUT [A] TO [B] AS SHUTTLE RISES + TURNS TOWARDS RODO + CAB.

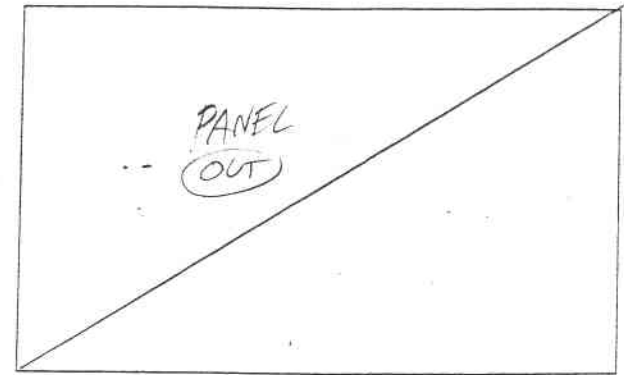
DIALOGUE

SFX: < SHUTTLE ENGINE >

FX

SLUG

SC BG TIMING



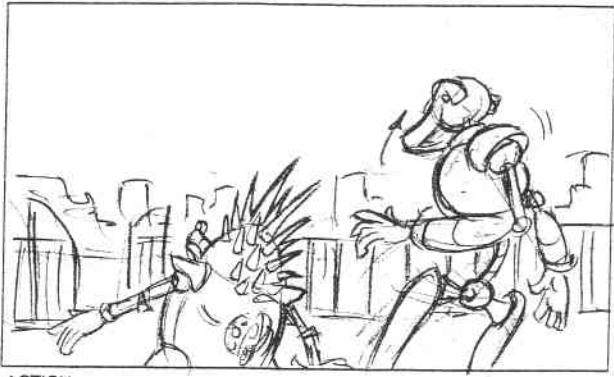
ACTION

DIALOGUE

FX

SLUG

SC 41.1 BG TIMING



ACTION

MIC RODOT + CAB LOOK UP (L)

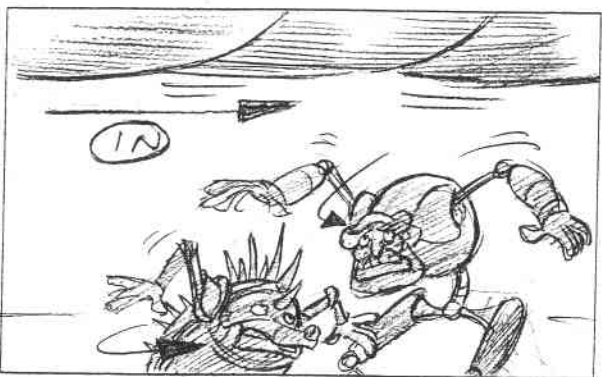
DIALOGUE

SFX: <SHUTTLE ENGINE>

FX

SLUG

SC 41.2 BG TIMING



ACTION

THEY DUCK AS SHUTTLE BUZZES THEM - FLYING (N) (L)

DIALOGUE

SFX: <ENGINE ROAR!>

FX

SLUG

SC 41.3 BG TIMING



ACTION

SHUTTLE (OUT) (R) AS RODOT + CAB ARE KNOCKED BACKWARDS BY TAILWIND.

DIALOGUE CAB/RODO

YIIII!

FX

SLUG

SC 41.4

BG

TIMING

SC 42.1

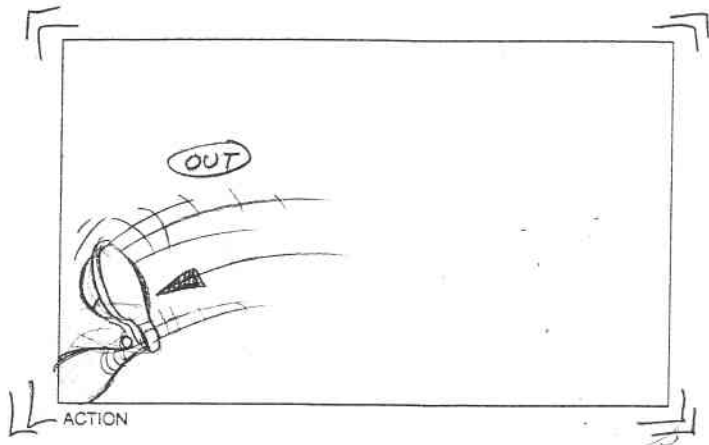
BG

TIMING

SC 42.2

BG

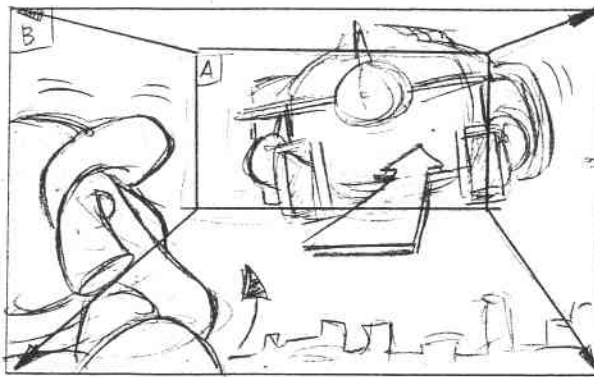
TIMING



THEY FALL OUT (L)

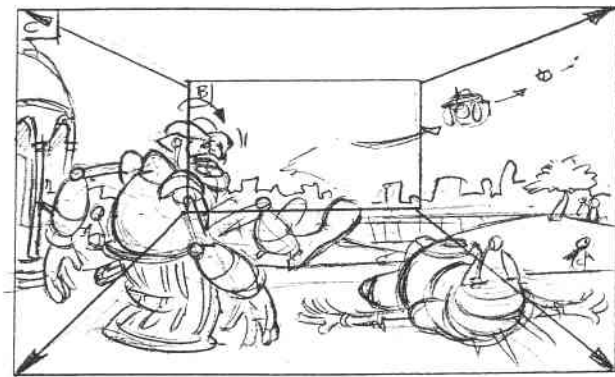
<<CAM . SHAKE >>

DIALOGUE



TRK OUT [A] TO [B]
AS CAB LOOKS UP AT
RECEDING SHUTTLE

DIALOGUE



TRK OUT [B] TO [C]
AS CAB TURNS TO LOOK @ RODO
+ SHUTTLE DISAPPEARS IN DISTANCE

DIALOGUE

SFX: <CRASH!>

SFX: <SHUTTLE ENGINE >

(FADING)

FX

FX

FX

SLUG

SLUG

SLUG