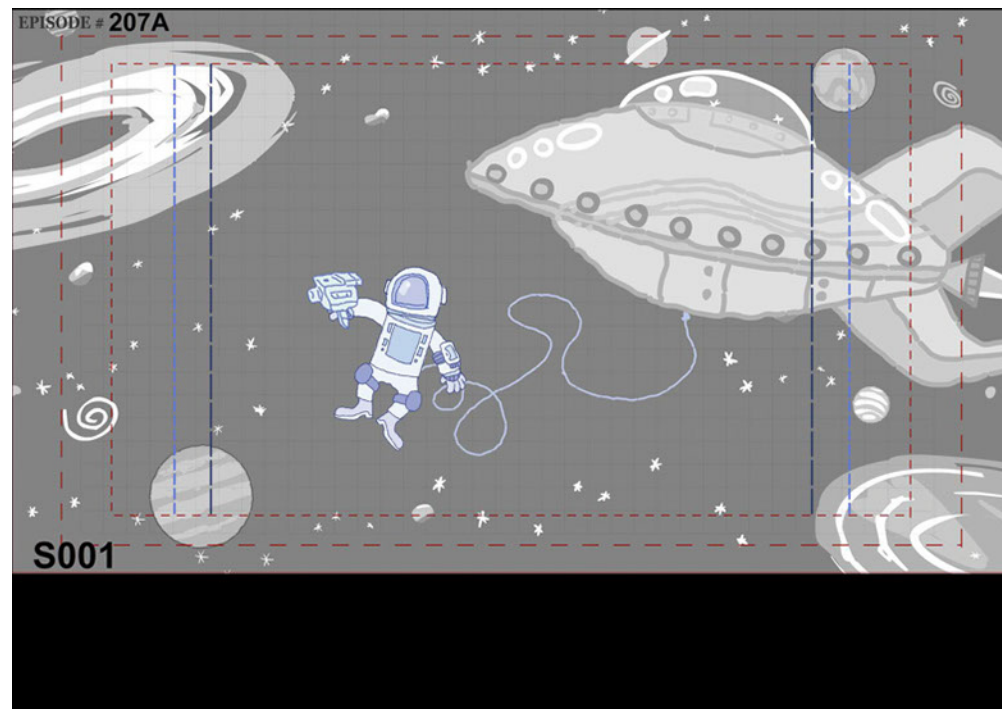




DIALOGUE:

ACTION/CAM/SOUND FX:

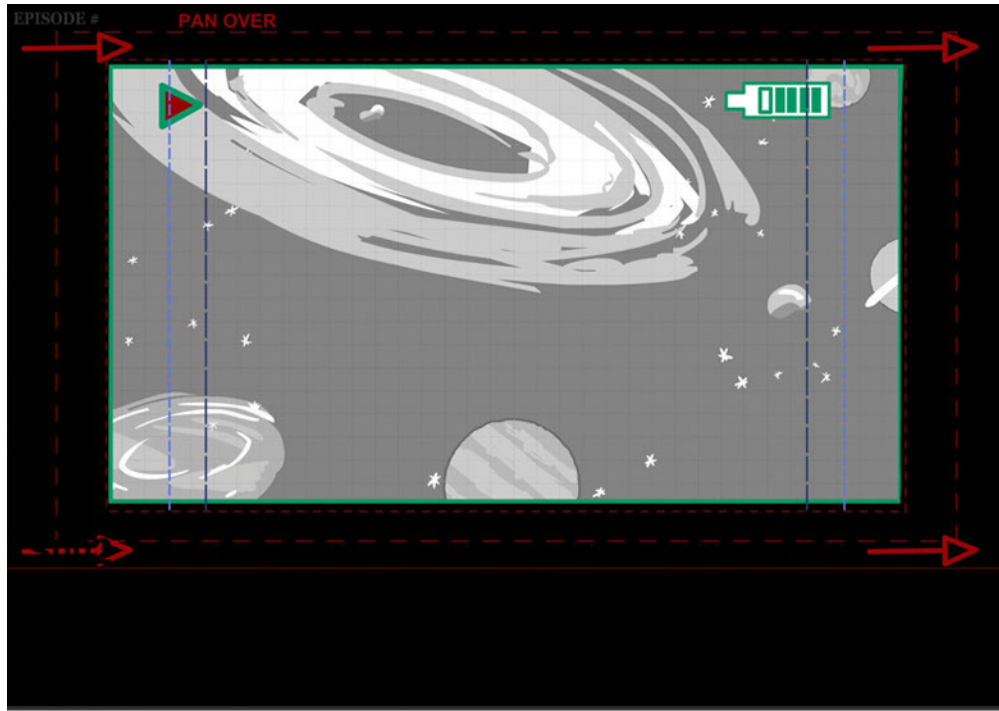


DIALOGUE:

ASTRONAUT LEW
1 I am hearing the strange sound. It has five beats.

ACTION/CAM/SOUND FX:

EXT. OUTER SPACE
Astronaut Lew is space-walking, attached to a golden rocket by a cord, holding a video camera.

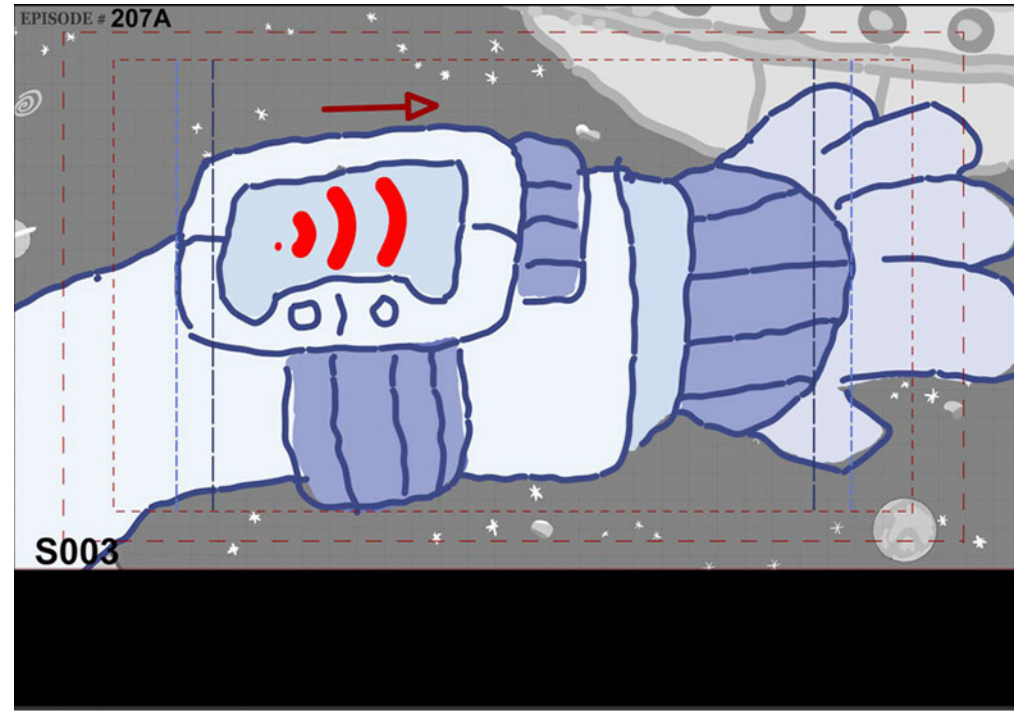


DIALOGUE:

SFX: A dull roar...in 5 beats of varied lengths: Long long short short long.

ACTION/CAM/SOUND FX:

POV CAMERA - pan space

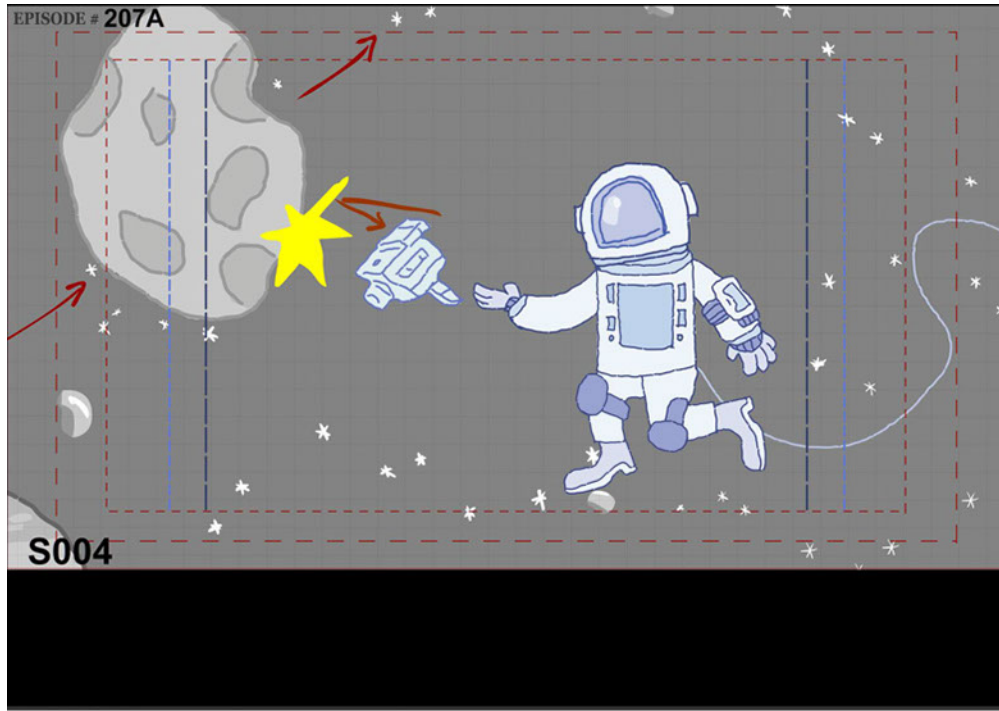


DIALOGUE:

ASTRONAUT LEW (CONT'D)
2 One two three-four five. Over.

ACTION/CAM/SOUND FX:

The series of sounds repeats more loudly.

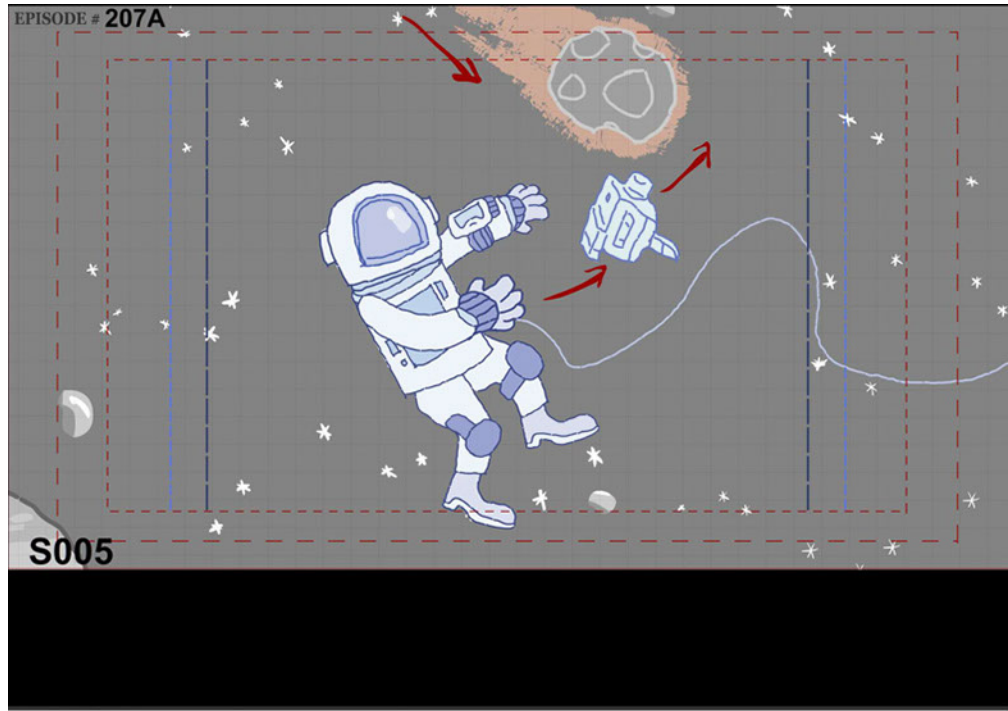


DIALOGUE:

ASTRONAUT LEW
8 Uh, well...about that....

ACTION/CAM/SOUND FX:

Camera bounces off an asteroid, back towards astronaut. He reaches for it.

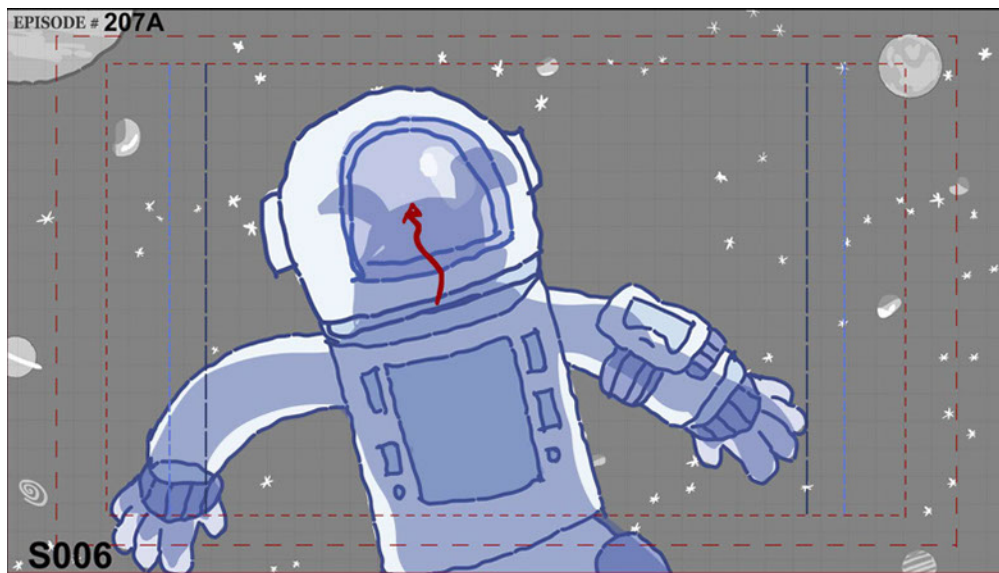


DIALOGUE:

ASTRONAUT LEW (CONT'D)
11 It will be one giant step...

ACTION/CAM/SOUND FX:

...bounces out of his glove to a flaming meteor. Camera is burnt to a crisp.

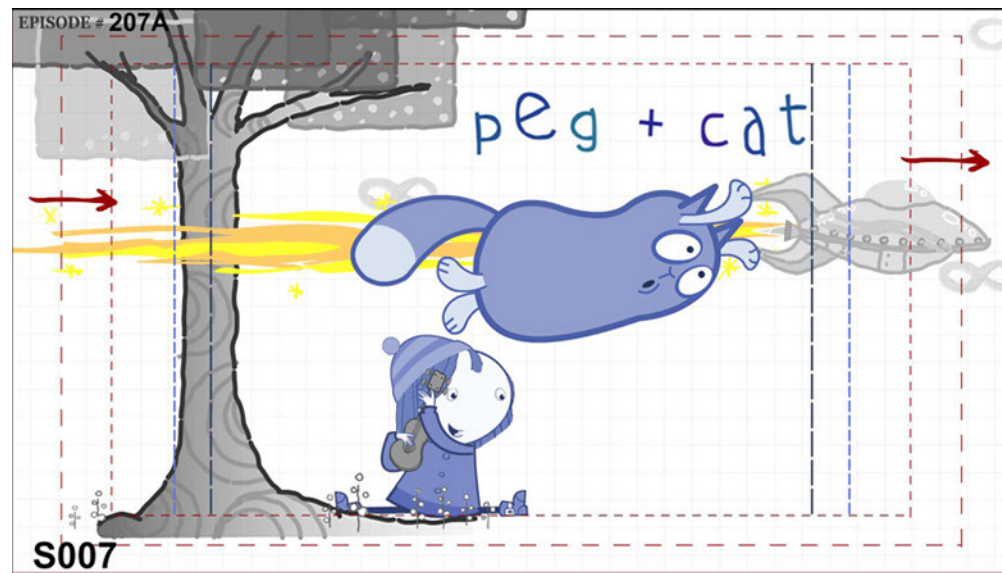


DIALOGUE:

ASTRONAUT LEW
15 I am speechless. I am in awe. I am totally freaking out.

ACTION/CAM/SOUND FX:

Something is getting closer to him. He is totally in awe.



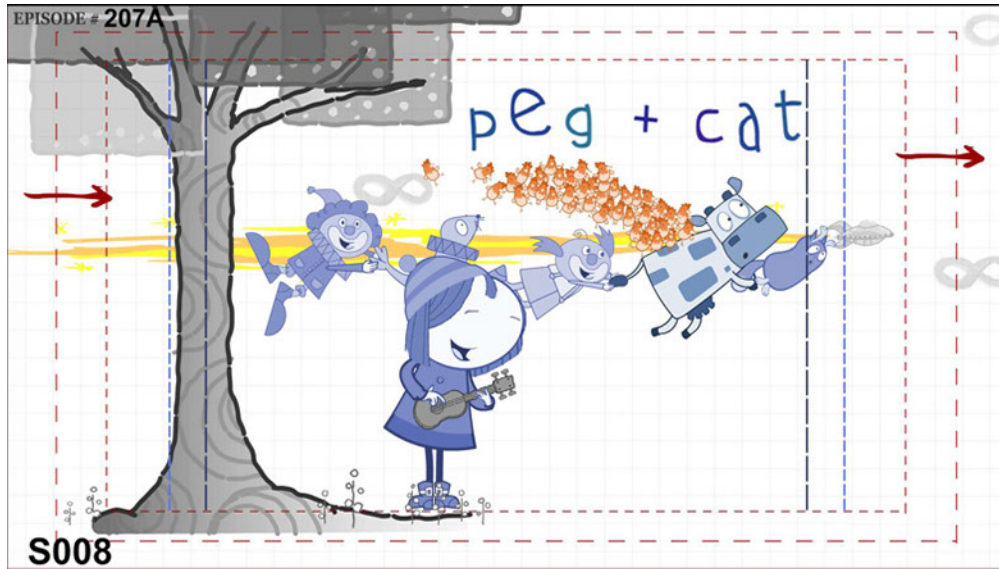
DIALOGUE:

PEG
29 You're the best!

KIDS
30 Wooo!/Yeah!

ACTION/CAM/SOUND FX:

Rocket and CAT Fly through frame in frgnd.



S008

DIALOGUE:

PEG
 31 We are two ...

ACTION/CAM/SOUND FX:

The second time
 he zips through there are (roughly) 100 Chickens and the Cow
 on his back. (ETC.)



S009

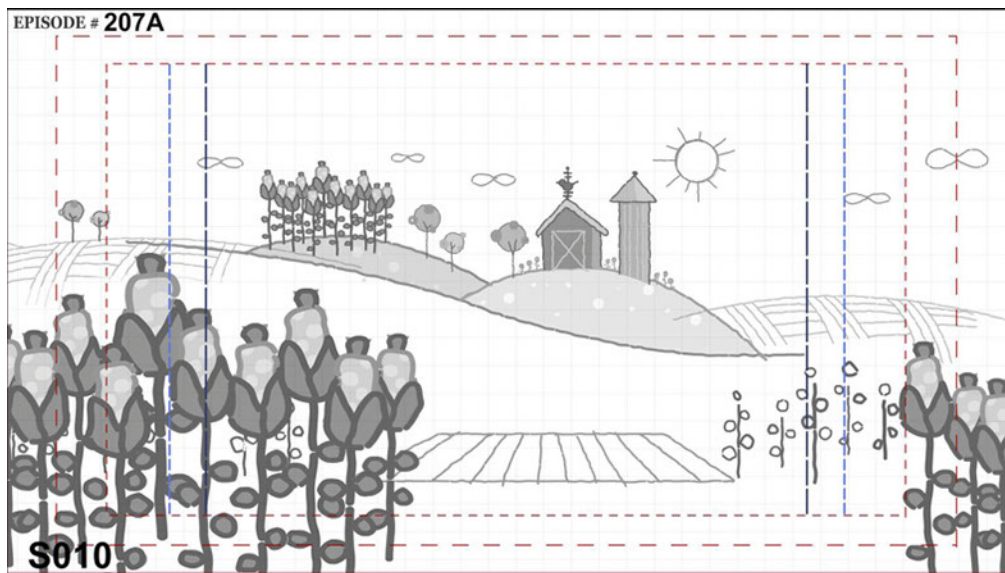
DIALOGUE:

SFX: Rumbling.

 RAMONE
 42 Peg and Cat save the world.

ACTION/CAM/SOUND FX:

Ramone flies past clouds in his pebble plane.

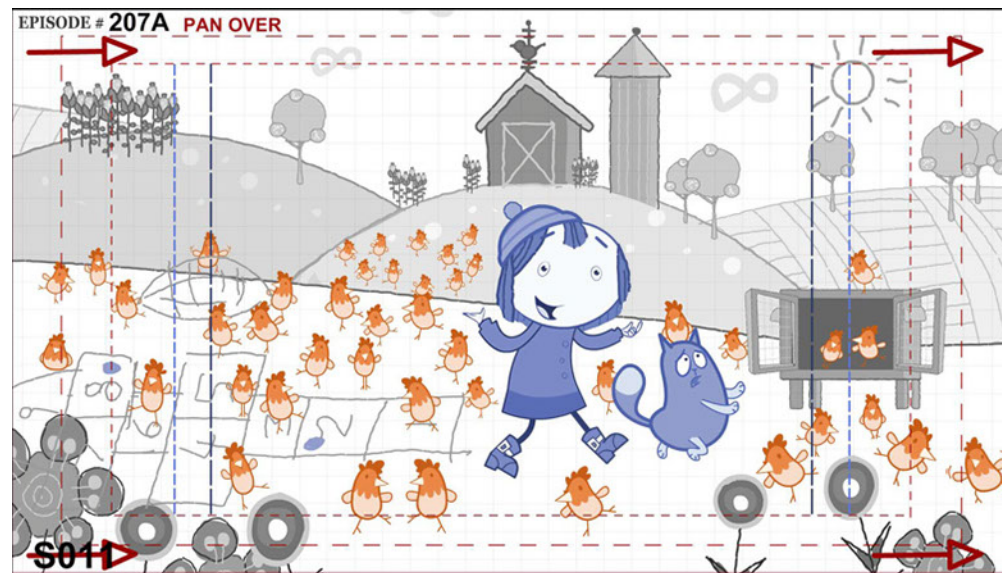


DIALOGUE:

PEG (V.O.)
44 Welcome to the farm.

ACTION/CAM/SOUND FX:

Farm est shot.

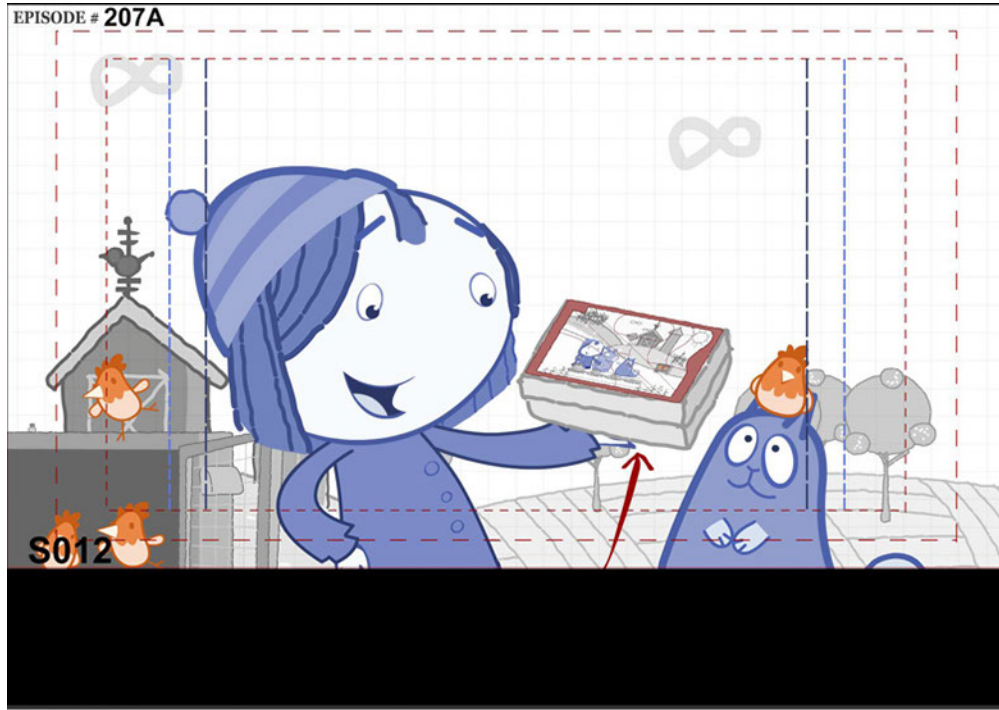


DIALOGUE:

PEG
45 The Farmer went to market, so Cat
and I are watching his one hundred
chickens.
CAT
46 Who are NOT going crazy!

ACTION/CAM/SOUND FX:

PAN w PEG and CAT through playing chickens

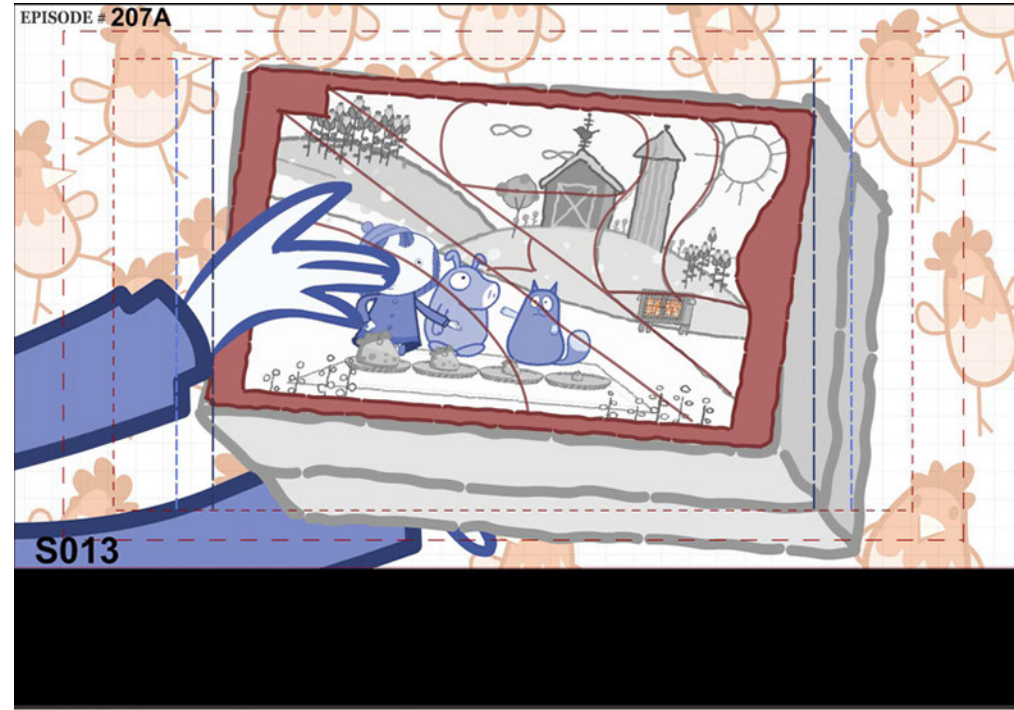


DIALOGUE:

PEG
 47 Chicken sitting has never been so
 easy! Which means Cat and I have
 time to do--

ACTION/CAM/SOUND FX:

They bring out a puzzle box, which shows an image from 101A:
 the perfect picnic with the Pig on the farm. They go into a
 raucous hip hop number, moving to the beat.

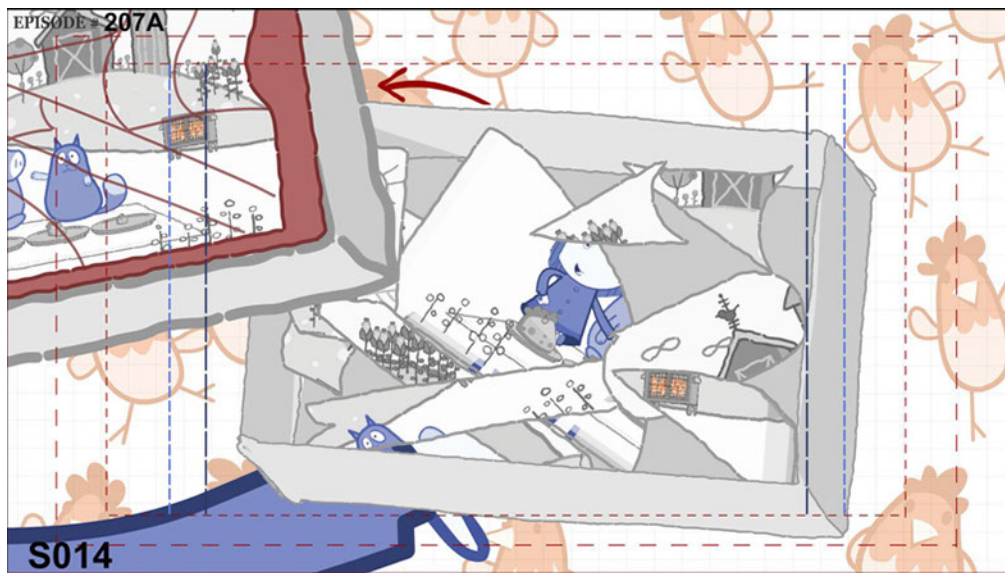


DIALOGUE:

PEG, CAT
 48 A puzzle! ...

ACTION/CAM/SOUND FX:

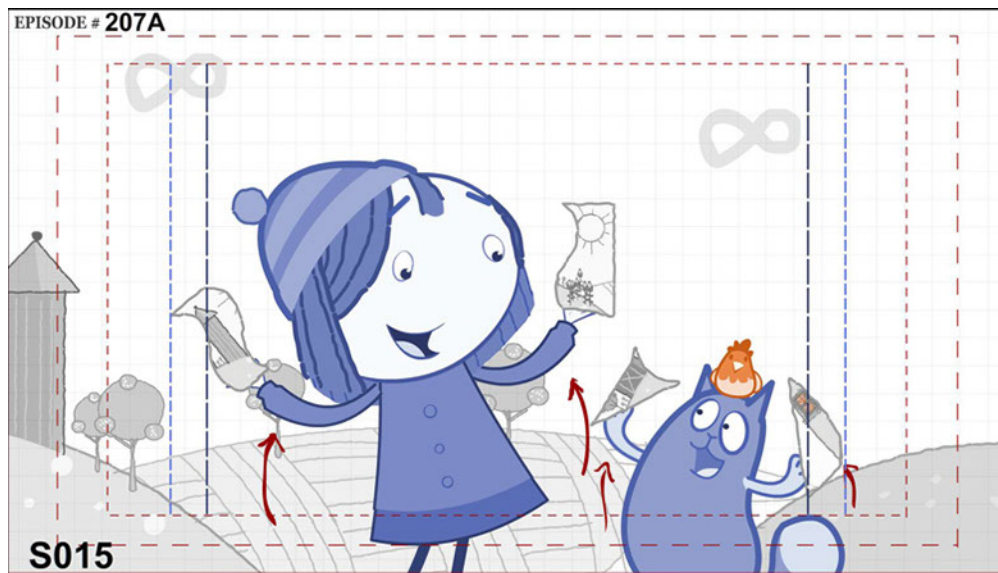
PEG opens the puzzle box



DIALOGUE:

PEG, CAT (CONT)
48 ...A puzzle!

ACTION/CAM/SOUND FX:

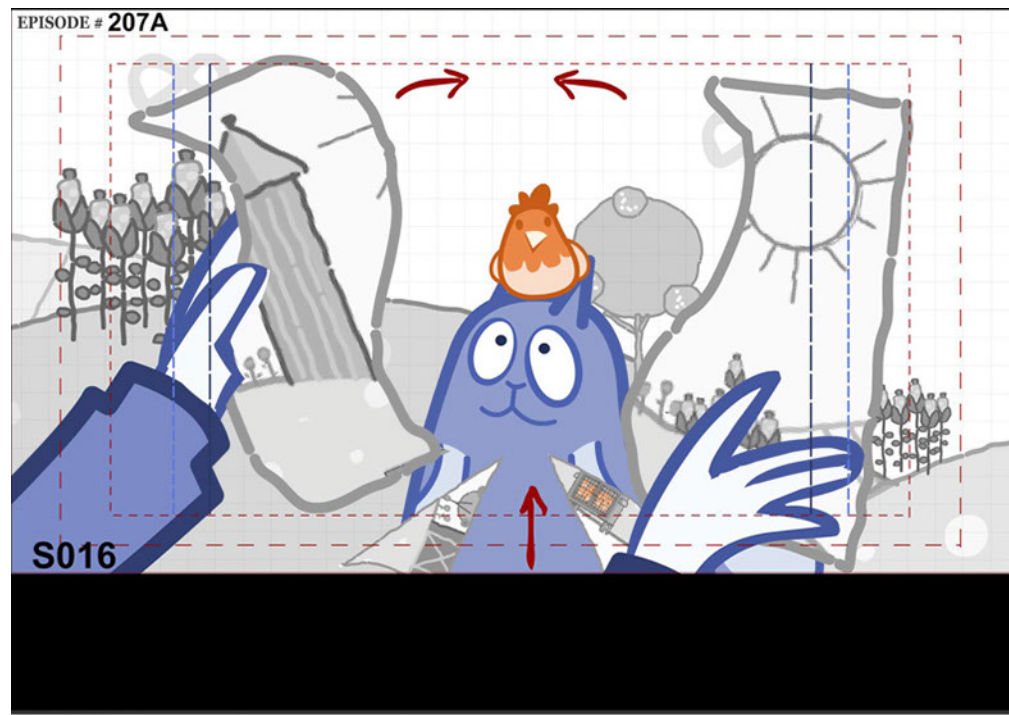


DIALOGUE:

PEG
51 The shapes give us clues
CAT
52 Where things go

ACTION/CAM/SOUND FX:

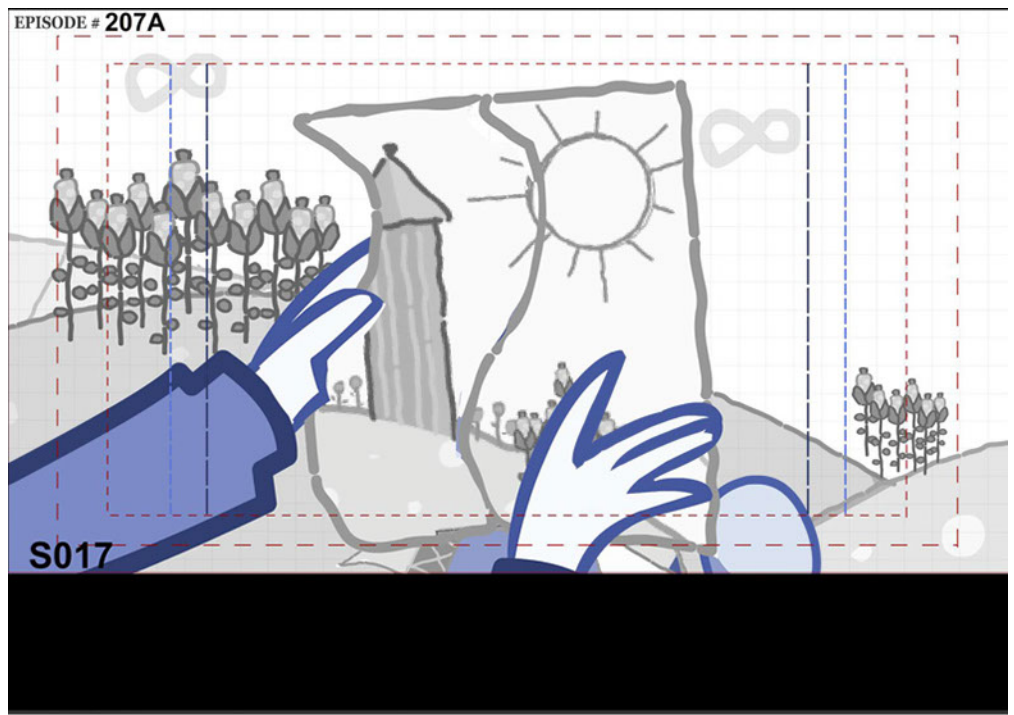
They hold up pieces.



DIALOGUE:

PEG
53 In with out

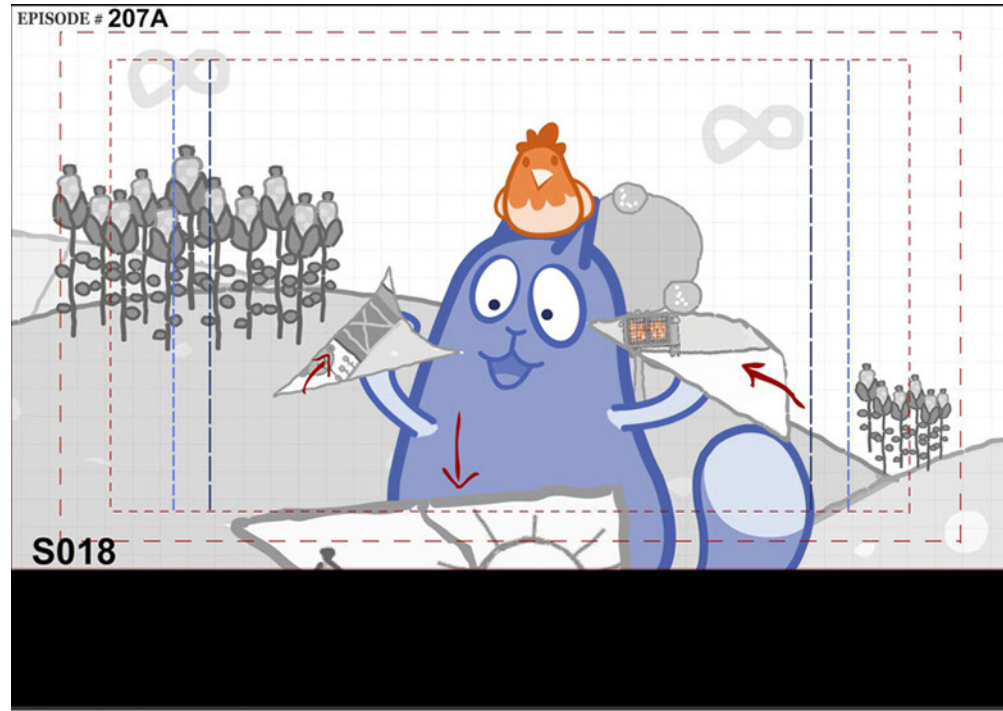
ACTION/CAM/SOUND FX:



DIALOGUE:

Peg snaps curvy in with curvy out.

ACTION/CAM/SOUND FX:

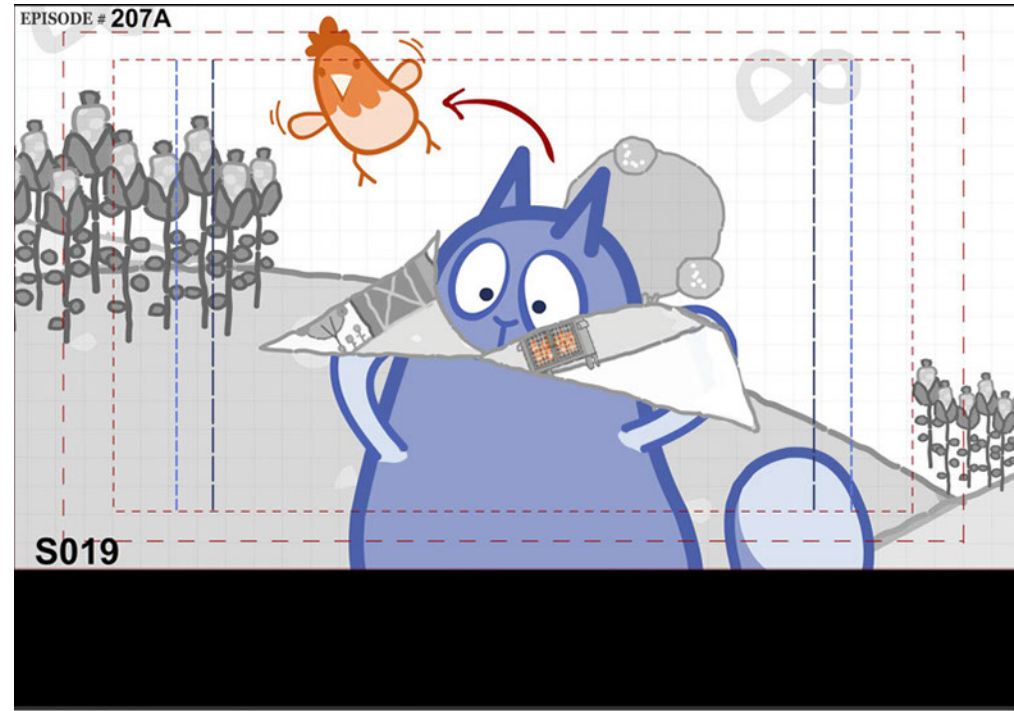


S018

DIALOGUE:

CAT
54 Out with in

ACTION/CAM/SOUND FX:

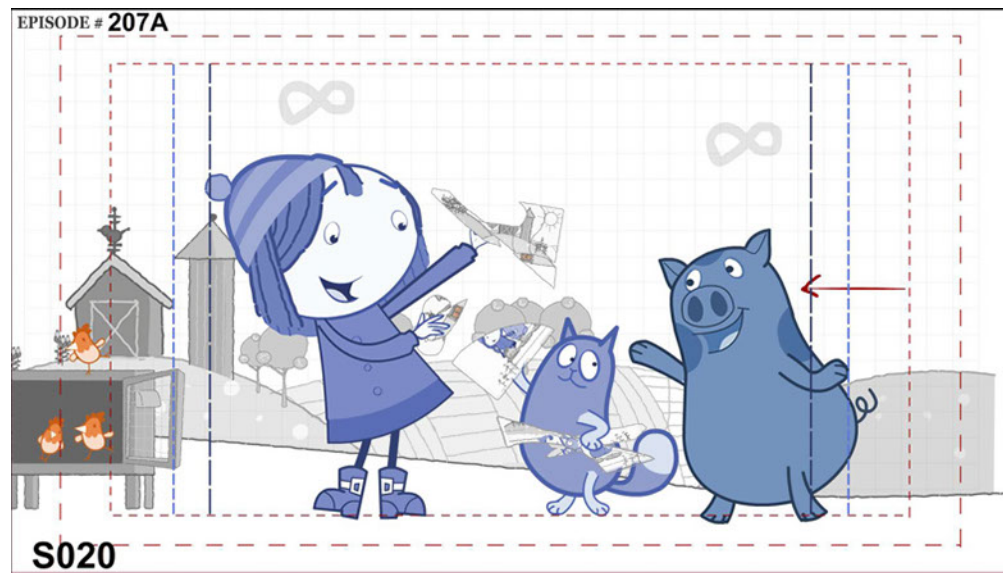


S019

DIALOGUE:

Cat snaps pointy out with pointy in.

ACTION/CAM/SOUND FX:



S020

DIALOGUE:

HOG
58 Excuse me. I wonder if that piece
might go over there?

ACTION/CAM/SOUND FX:

Hog wanders by, tries to help with the puzzle.



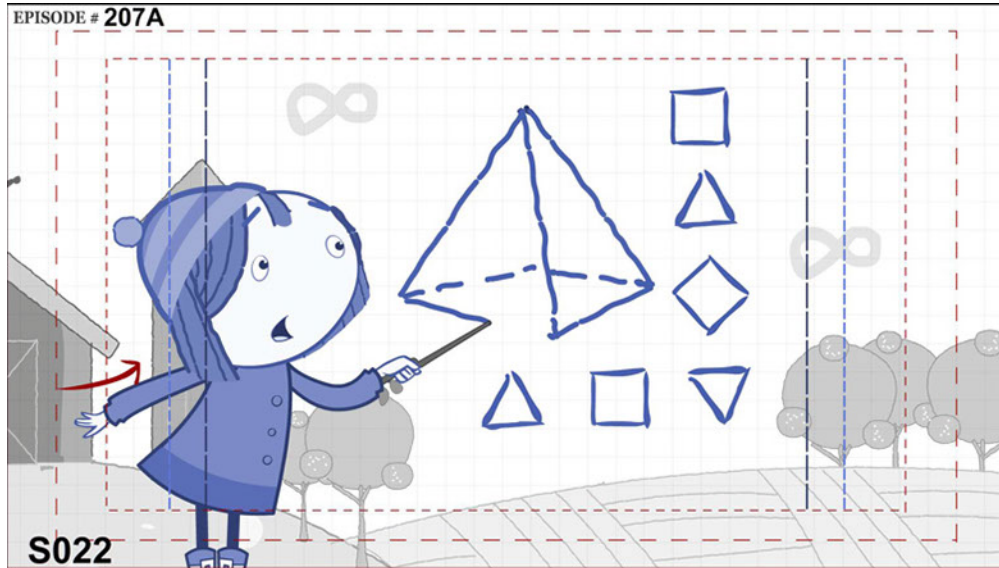
S021

DIALOGUE:

PEG (CONT'D)
69 They made a pyramid and they can't get down.

ACTION/CAM/SOUND FX:

Peg and Cat run to see: The chickens in a pyramid.



DIALOGUE:

PEG (CONT'D)

72 You can make squares or triangles, no problem. They just lie flat. But this pyramid is a tall solid shape. It has height and goes straight up!

ACTION/CAM/SOUND FX:

Peg draws squares and triangles on the graph paper.



DIALOGUE:

PEG

75 We've got a Big Problem!

SFX: BIG PROBLEM Tag.

ACTION/CAM/SOUND FX:



DIALOGUE:

PEG
82 No, Cat. I mean let's take the pyramid apart, one triangle at a time ...

ACTION/CAM/SOUND FX:

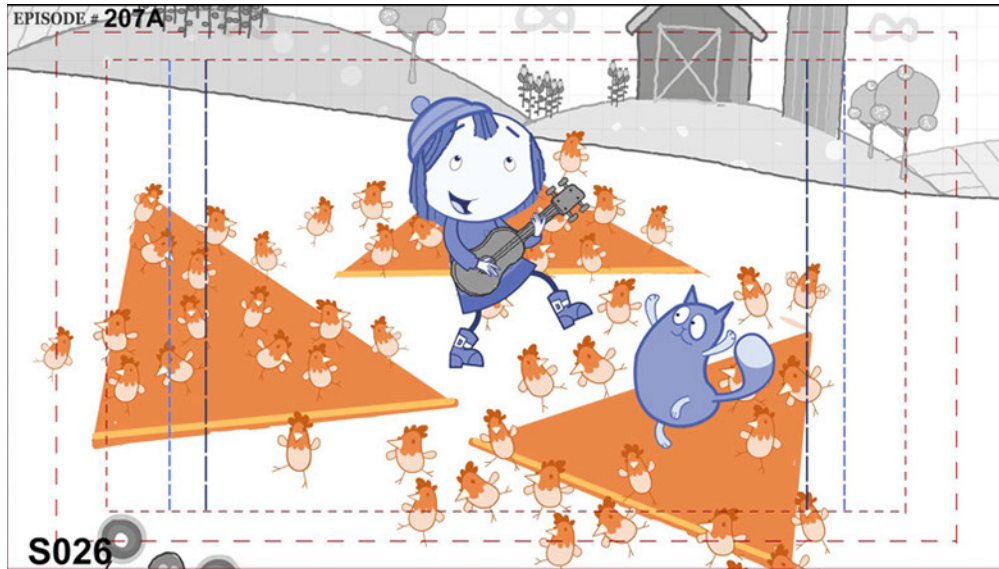
They take the sides of the chicken pyramid apart one at a time ...



DIALOGUE:

PEG and CAT set each chicken triangle down carefully
- The chicken's hop off the triangles.

ACTION/CAM/SOUND FX:



S026

DIALOGUE:

PEG, CAT
84 Problem solved!
Problem solved!
We solved the problem!
Problem solved!

ACTION/CAM/SOUND FX:



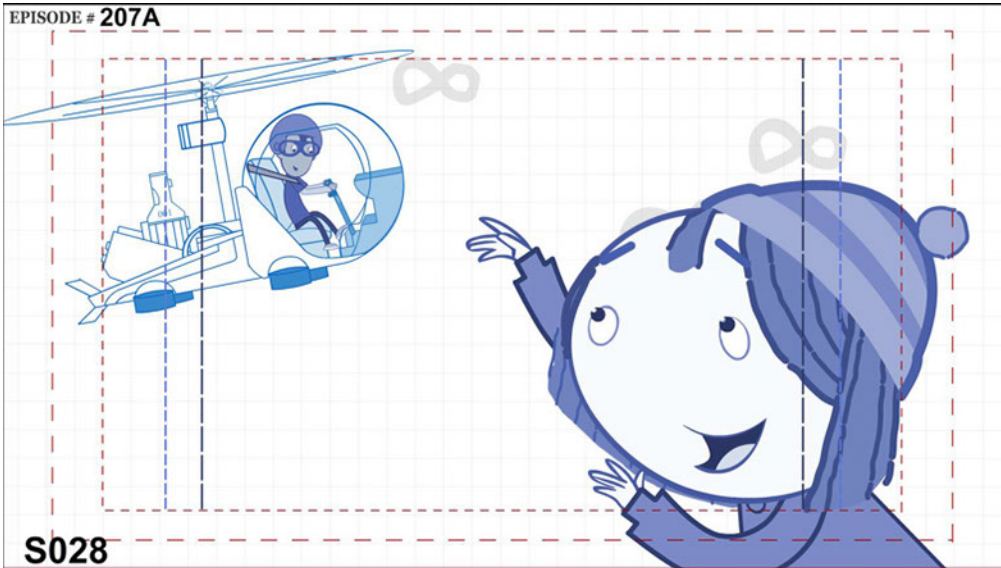
S027

DIALOGUE:

SFX: SUDDEN LOUD RUMBLING.

ACTION/CAM/SOUND FX:

Peg and Cat are startled, Cat throws pieces all over.

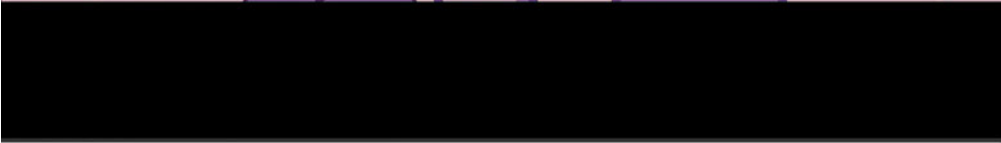
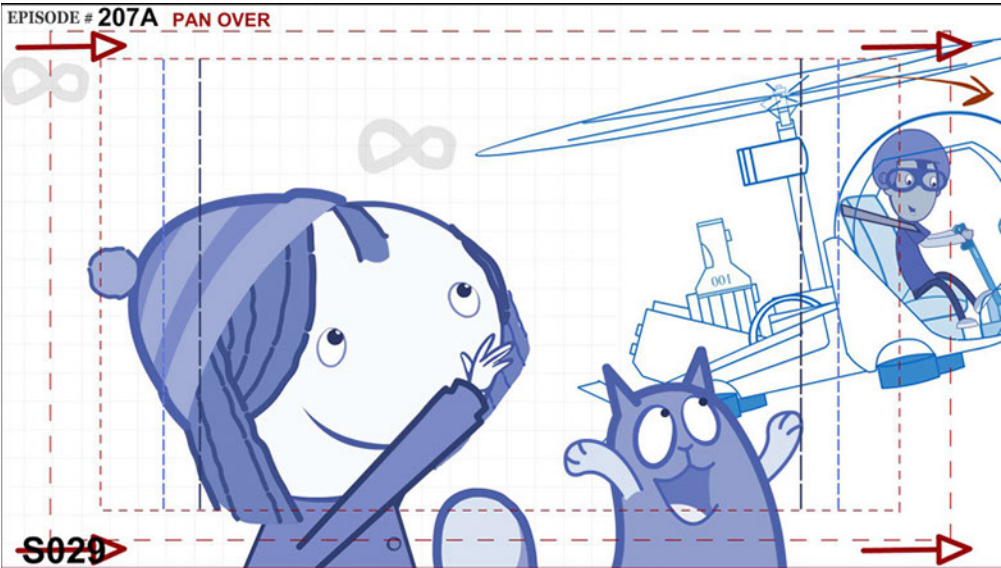


DIALOGUE:

PEG
87 Could it be?!

ACTION/CAM/SOUND FX:

Ramone's pebble plane flies by.

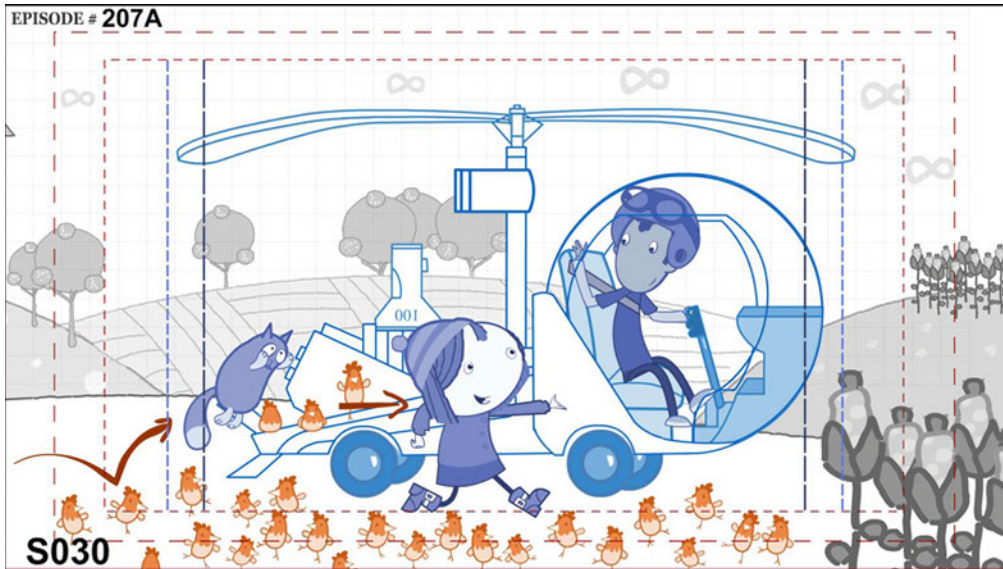


DIALOGUE:

CAT
88 It would have to be--

ACTION/CAM/SOUND FX:

Plane lands OSR

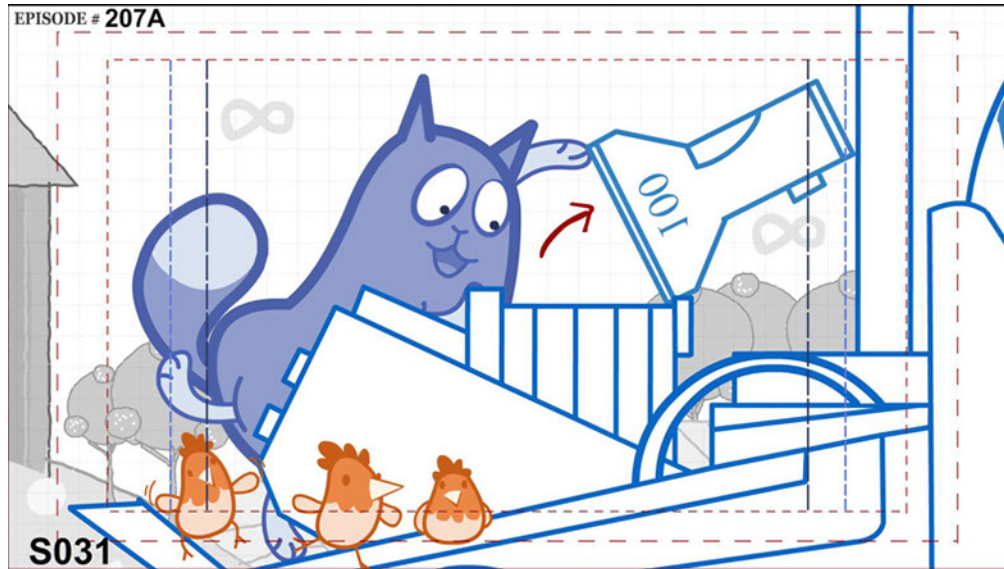


DIALOGUE:

PEG
89 Ramone! What brings you to the farm?

ACTION/CAM/SOUND FX:

Cat hops onto back of plane toward the tank. vv

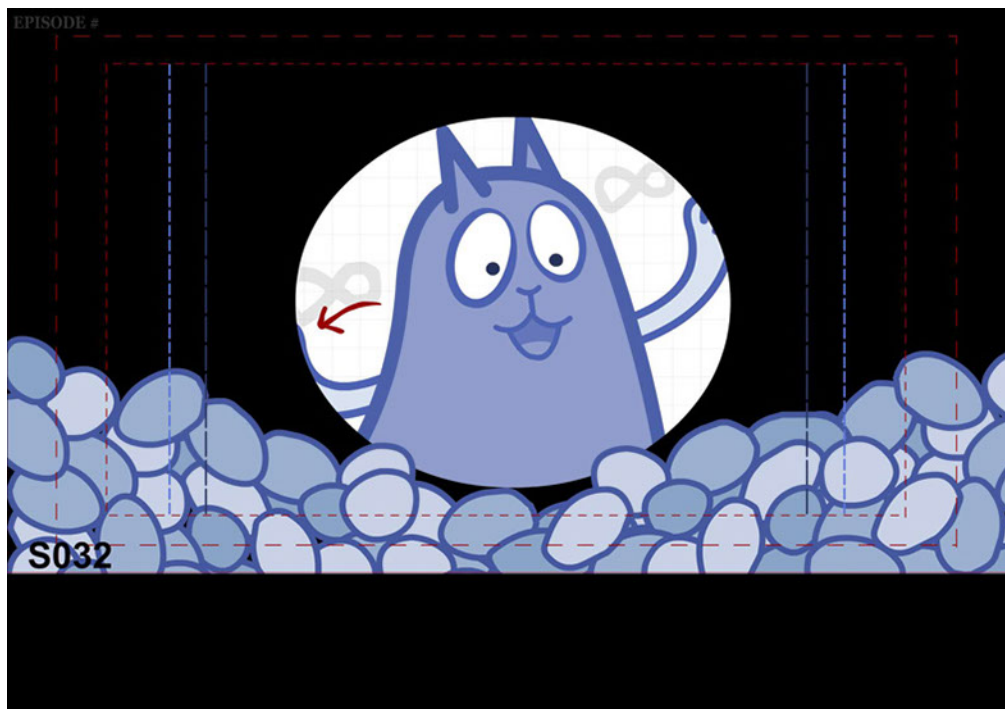


DIALOGUE:

CAT
90 In your plane which runs ...

ACTION/CAM/SOUND FX:

Cat opens the tank.

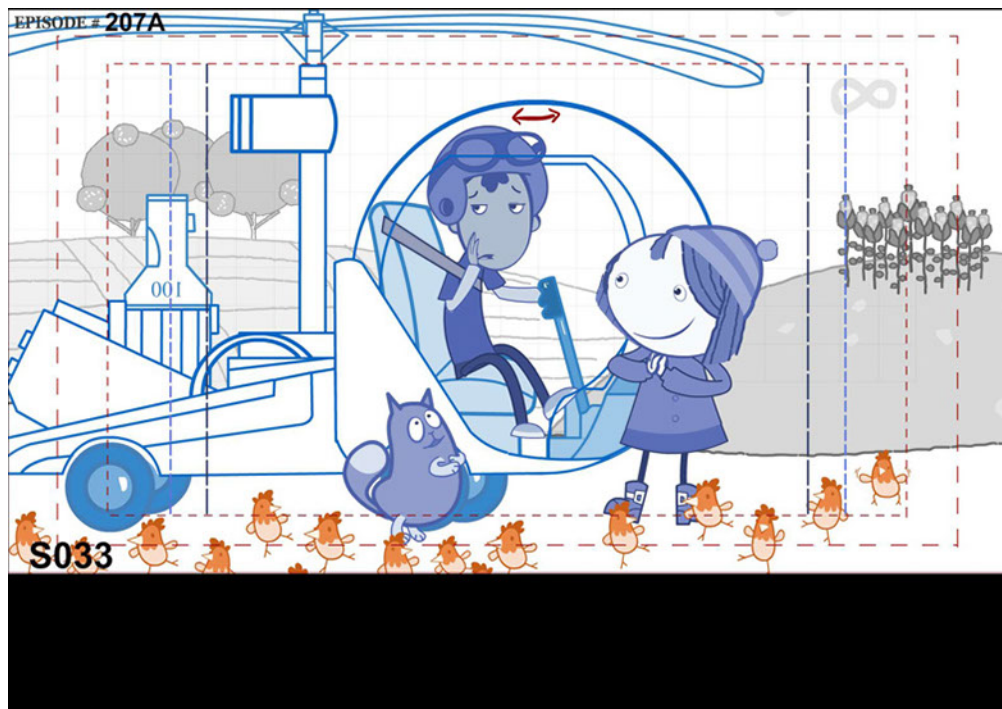


DIALOGUE:

CAT (CONT)
90 ... entirely on pebbles.

ACTION/CAM/SOUND FX:

From INSIDE the tank.

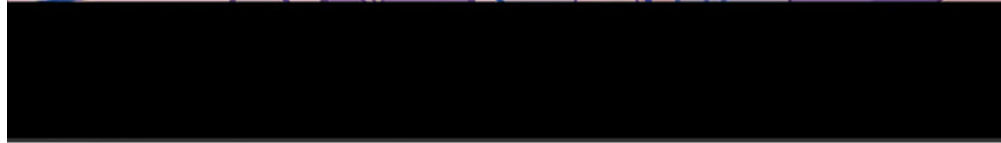
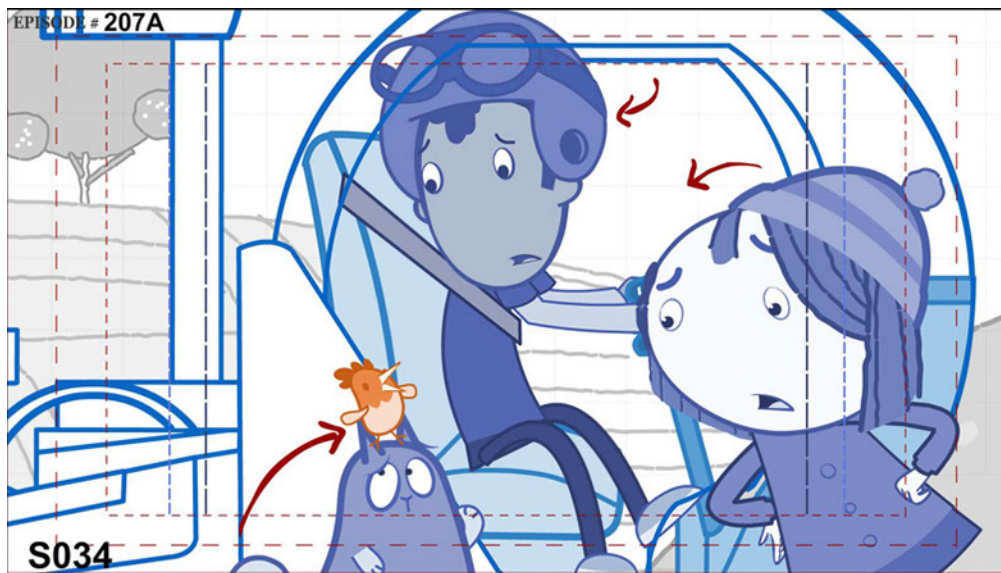


DIALOGUE:

RAMONE
95 It's top secret. But you'll find out soon enough. Because this really important person wants to meet with YOU.

ACTION/CAM/SOUND FX:

Ramone looks around. Speaks secretively:

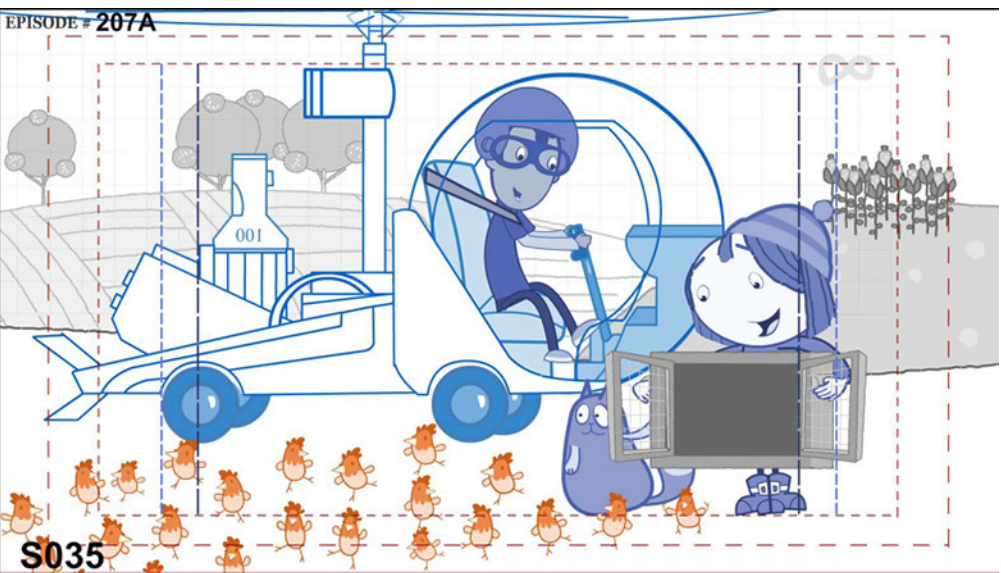


DIALOGUE:

LITTLEST CHICKEN
101 You can't just leave us here.
Unattended.

ACTION/CAM/SOUND FX:

The Littlest Chicken hops up onto Cat's head and addresses Ramone.

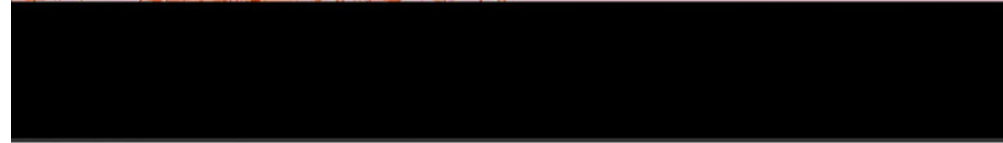
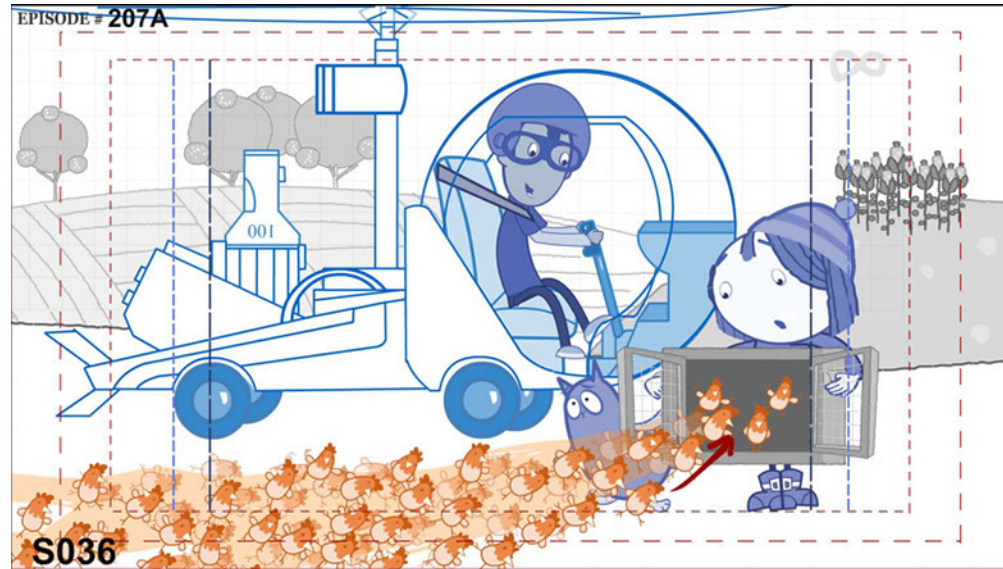


DIALOGUE:

PEG
104 Okay, chickens. Who wants to go for
a--

ACTION/CAM/SOUND FX:

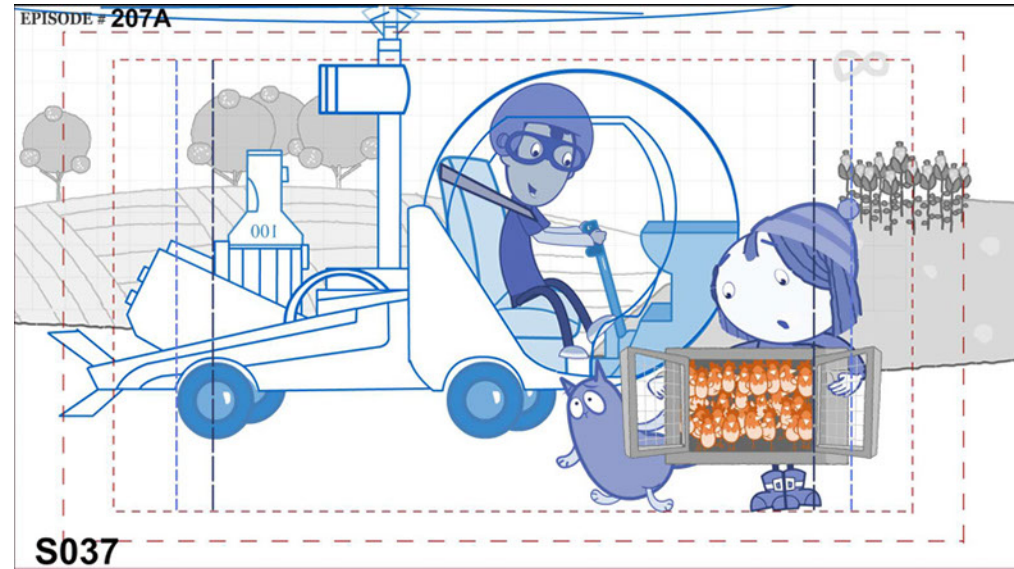
PEG and CAT hold open the coop.



DIALOGUE:

ACTION/CAM/SOUND FX:

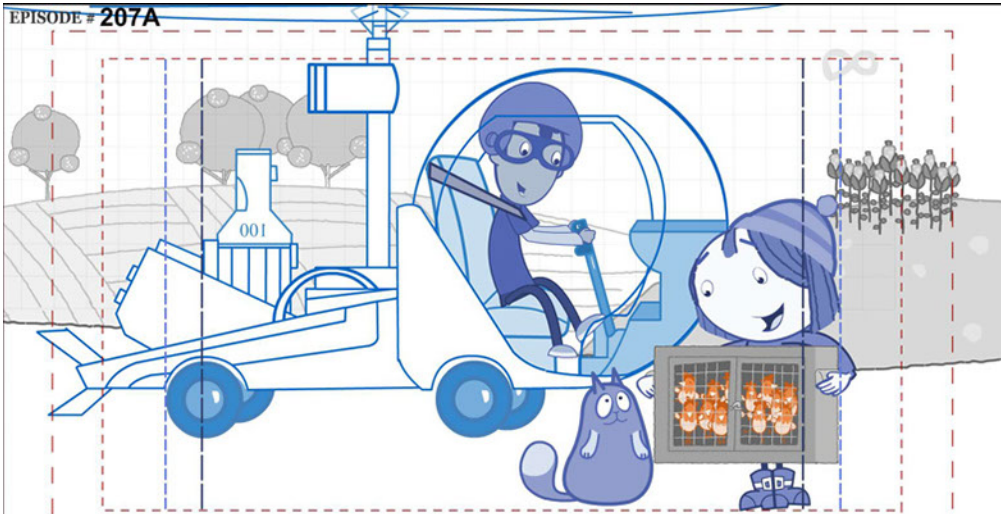
CHICKENS swarm into the coop in a flash



DIALOGUE:

ACTION/CAM/SOUND FX:

CHICKENS in coop



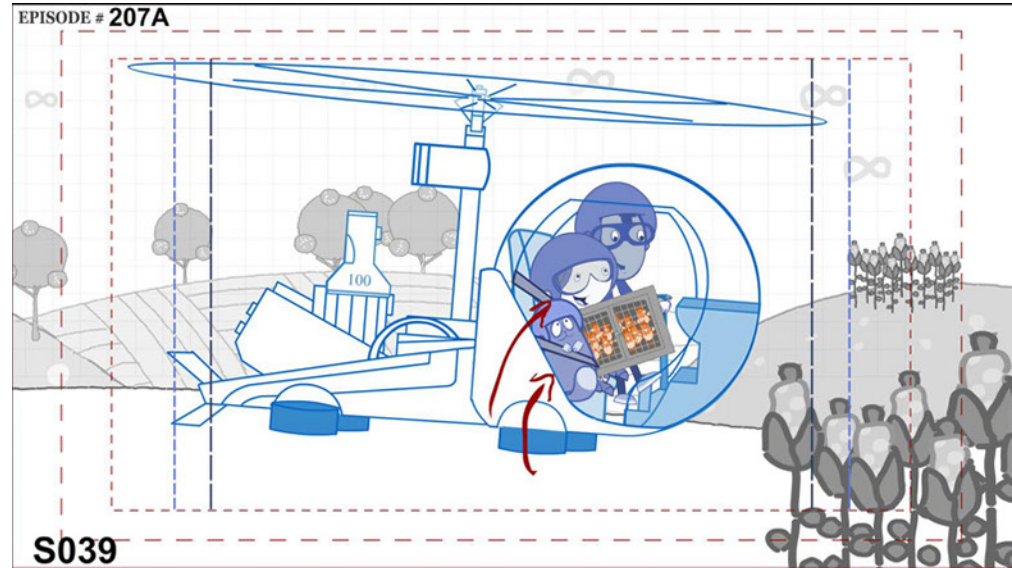
S038

DIALOGUE:

PEG (CONT'D)
105 --ride.

ACTION/CAM/SOUND FX:

Coop door closes

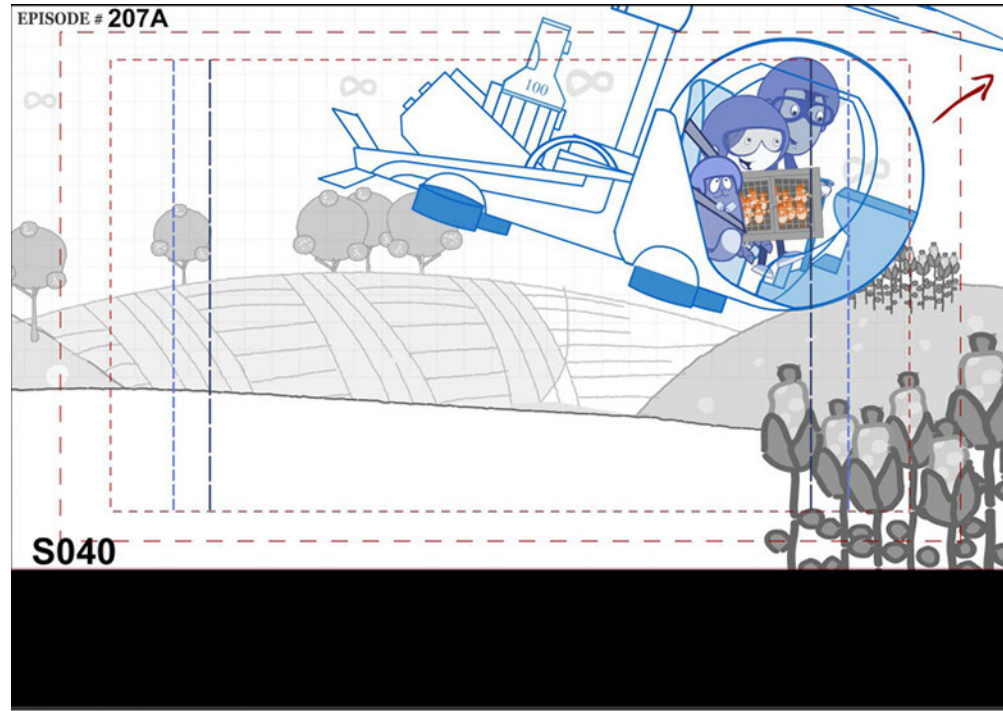


S039

DIALOGUE:

ACTION/CAM/SOUND FX:

Peg and Cat board with the coop of chickens ...

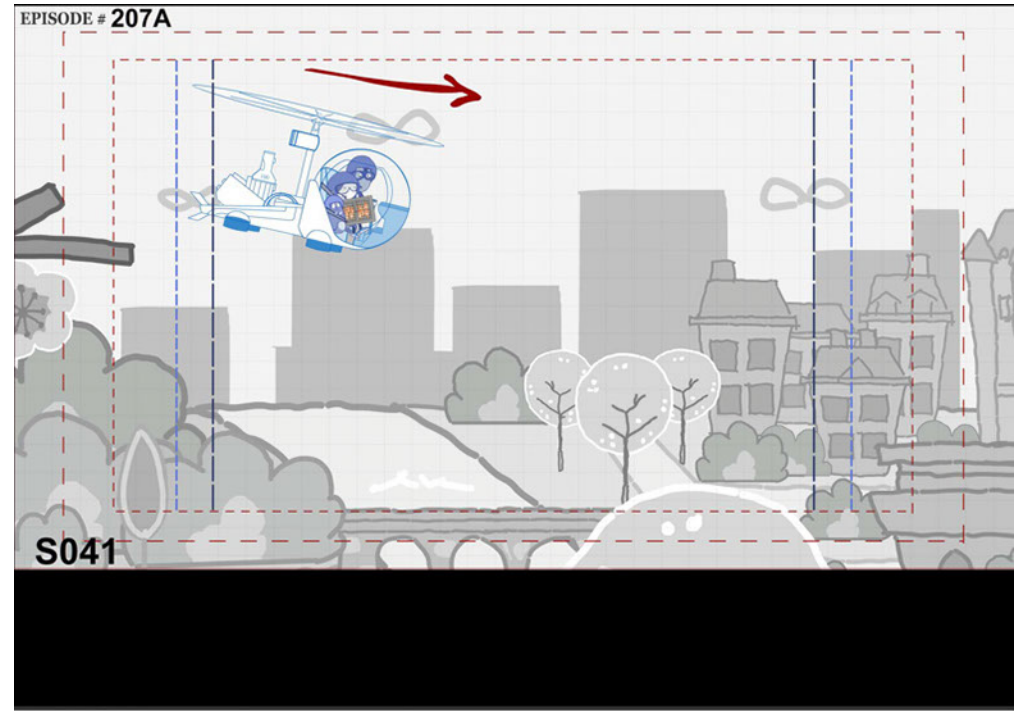


DIALOGUE:

ACTION/CAM/SOUND FX:

... and the plane takes off.

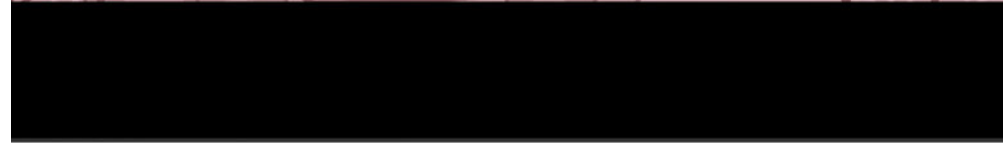
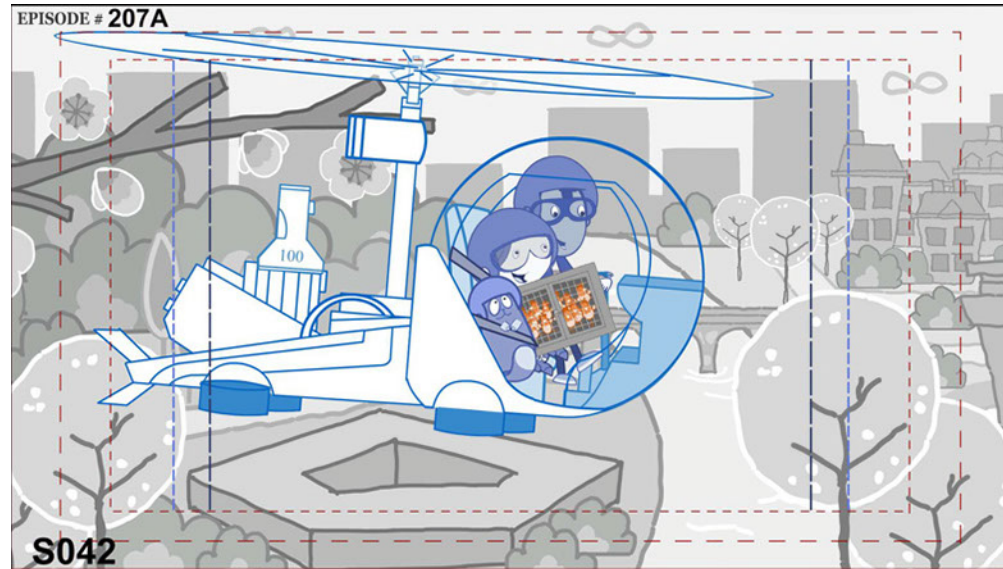
WIPE to:



DIALOGUE:

ACTION/CAM/SOUND FX:

RAMONE'S plane flies into Washington DC.

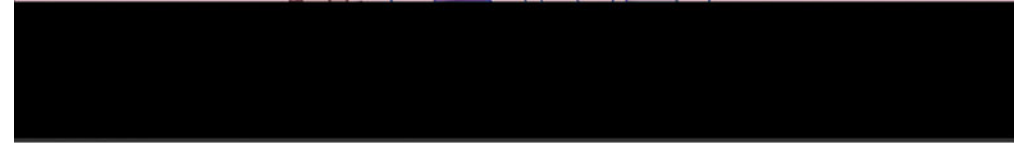
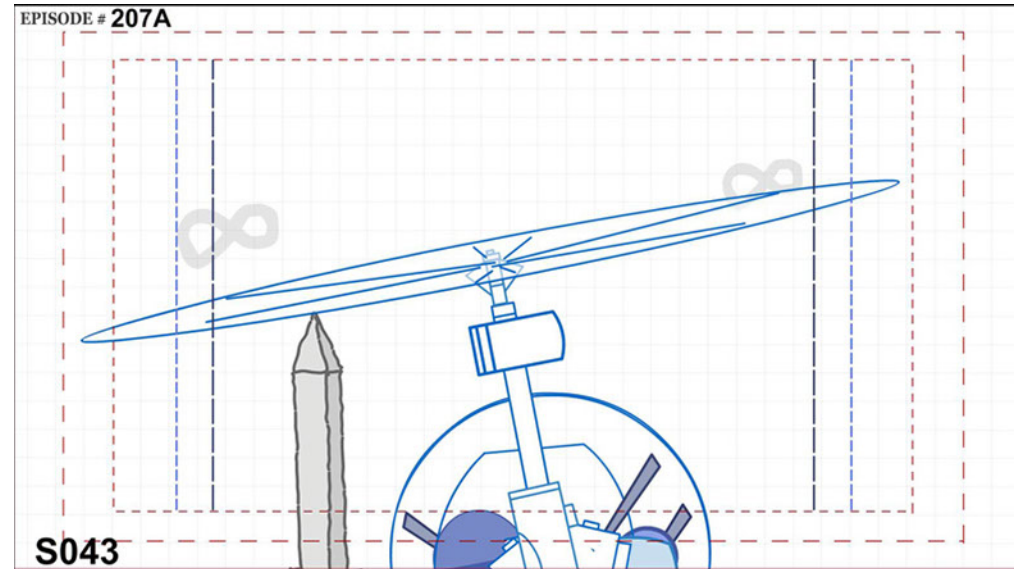


DIALOGUE:

PEG
106 This place you're taking us is packed with giant solid shapes.

ACTION/CAM/SOUND FX:

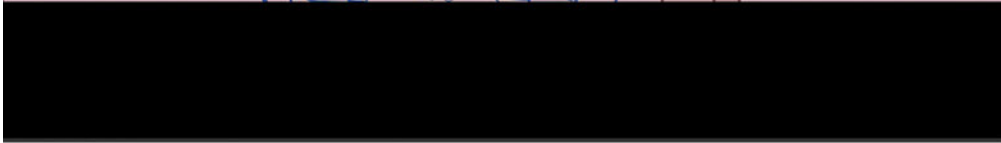
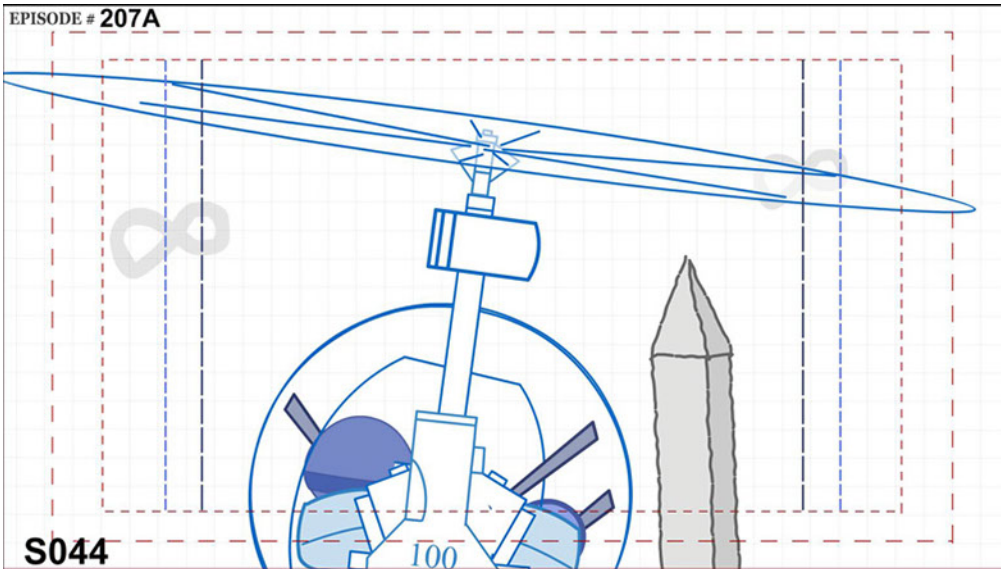
Peg and Cat look down in awe, as they fly over the Pentagon, the White House, the Capitol and the Washington Monument.



DIALOGUE:

They head towards the top of the Washington Monument.

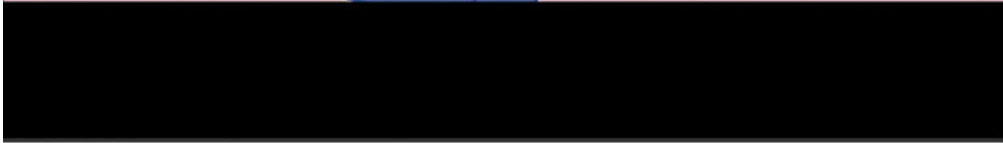
ACTION/CAM/SOUND FX:



DIALOGUE:

ACTION/CAM/SOUND FX:

They head towards the top of the Washington Monument.

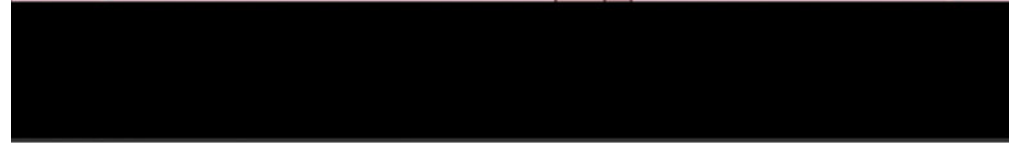
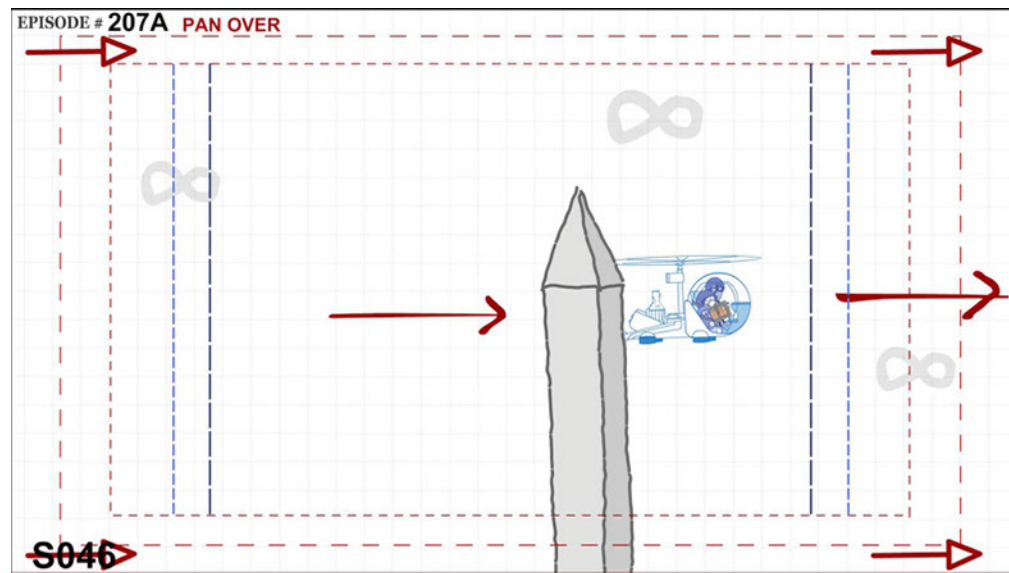


DIALOGUE:

CAT
107 Watch out for that pyramid!

ACTION/CAM/SOUND FX:

Cat points ahead, terrified!

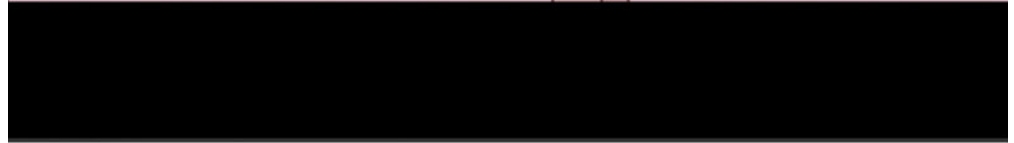
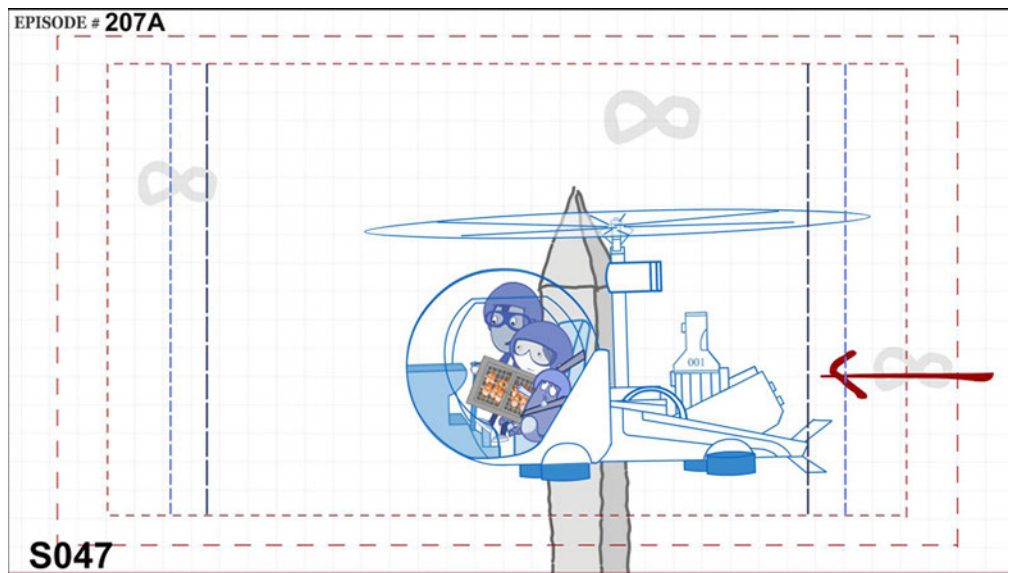


DIALOGUE:

RAMONE
108 That's the Washington Monument. One of the many historic sights ...

ACTION/CAM/SOUND FX:

They go around it.

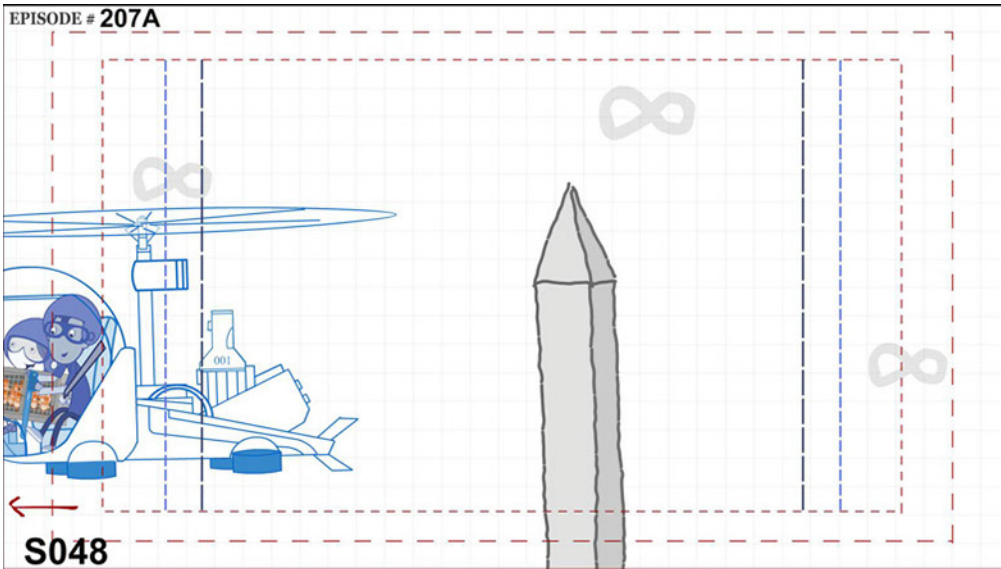


DIALOGUE:

RAMONE (CONT)
108 ... in Washington, DC, Capital of the United States.

ACTION/CAM/SOUND FX:

Plane enters larger in frgnd from SR



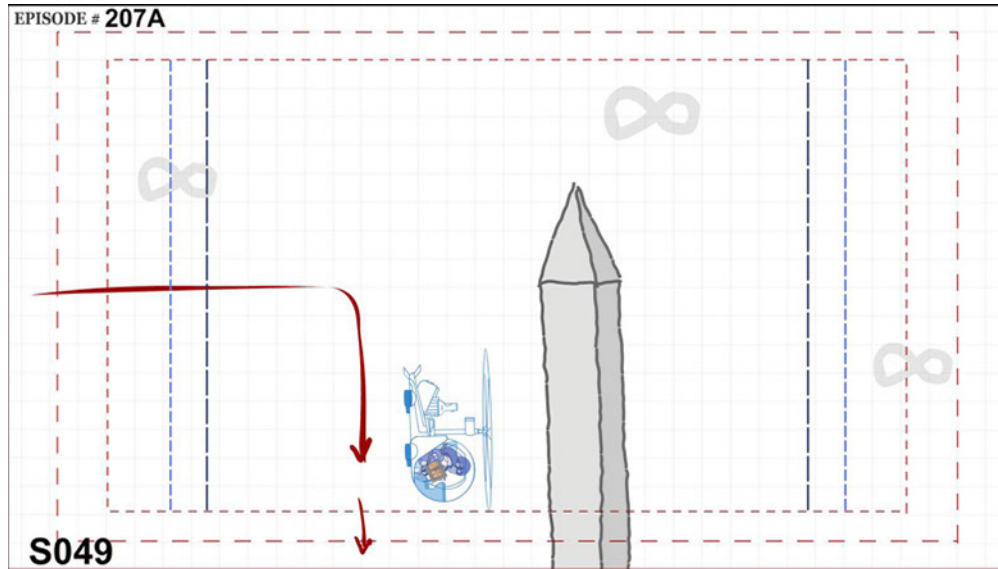
S048

DIALOGUE:

PEG
106 This place you're taking us is packed with giant solid shapes.

ACTION/CAM/SOUND FX:

Peg and Cat look down in awe, as they fly over the Pentagon, the White House, the Capitol and the Washington Monument.



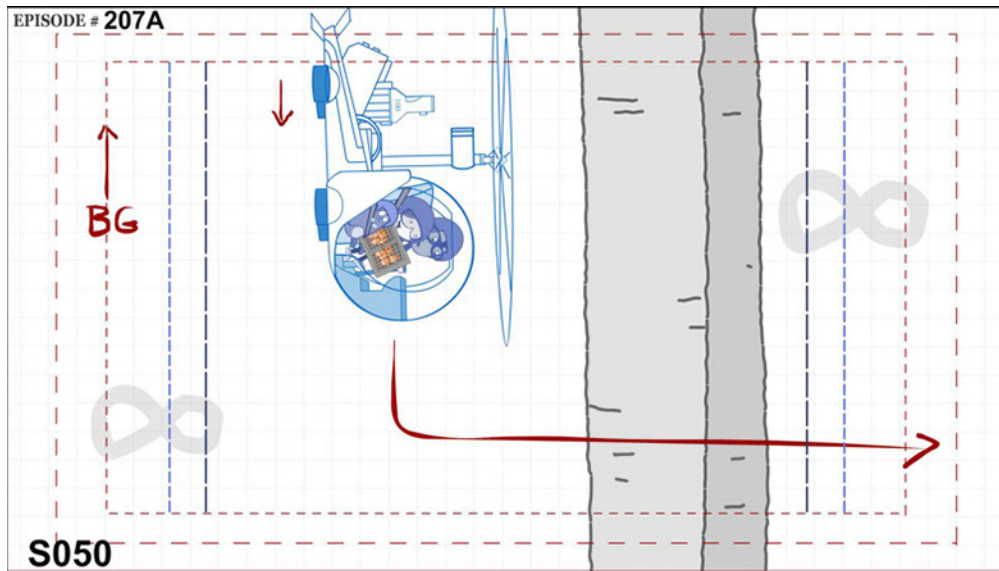
S049

DIALOGUE:

PEG
106 This place you're taking us is packed with giant solid shapes.

ACTION/CAM/SOUND FX:

Peg and Cat look down in awe, as they fly over the Pentagon, the White House, the Capitol and the Washington Monument.

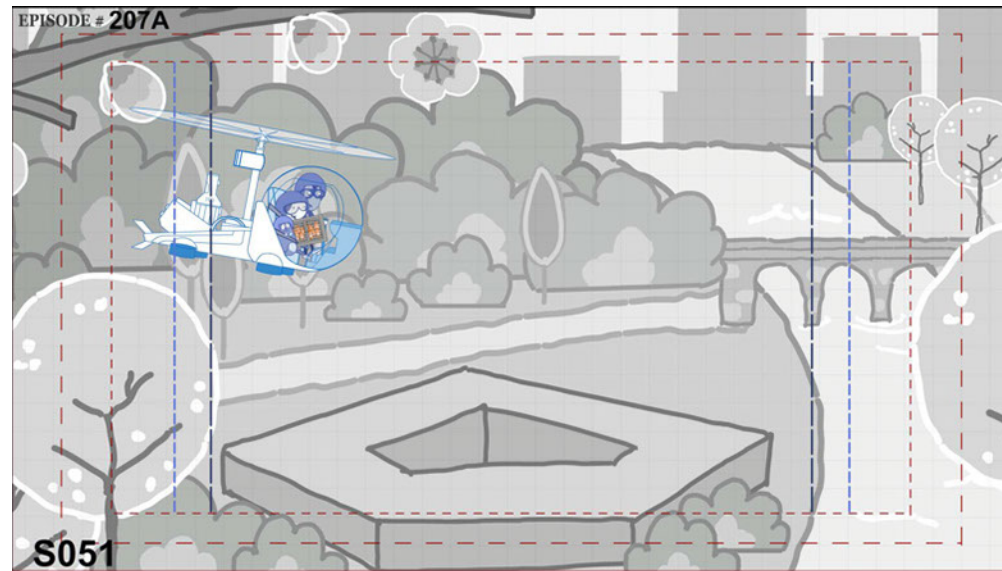


DIALOGUE:

PEG (CONT'D)
110 ...on top of a giant rectangular prism.

ACTION/CAM/SOUND FX:

They fly down along its side.

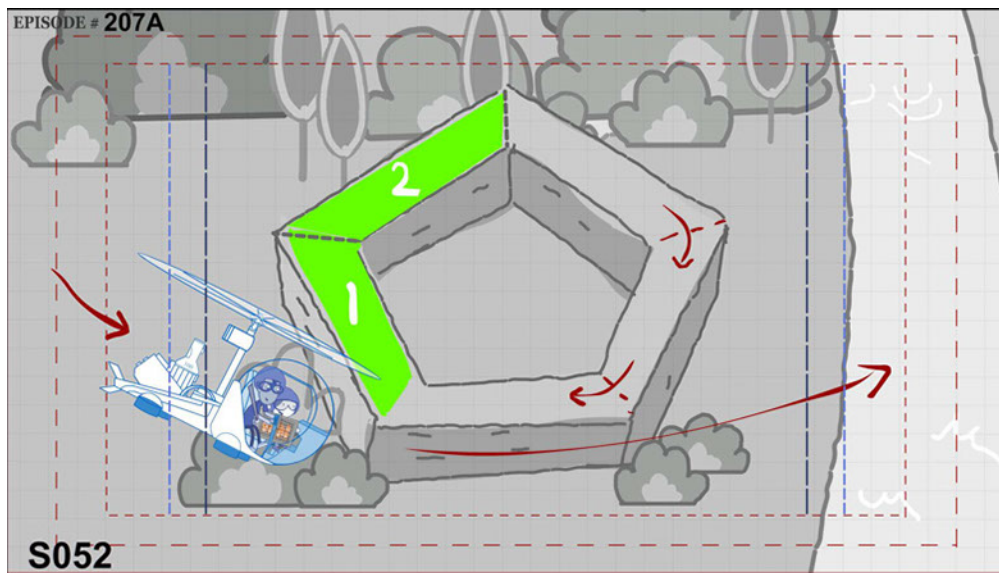


DIALOGUE:

CAT (CONT'D)
113 Hello, thing with so many sides.

ACTION/CAM/SOUND FX:

The fly over the Pentagon.

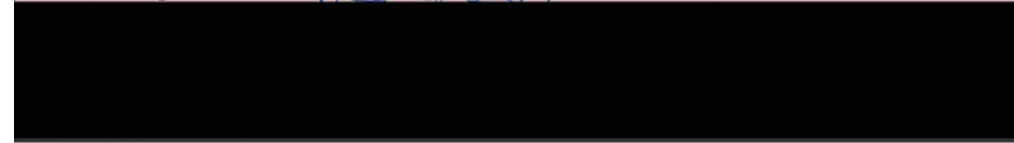
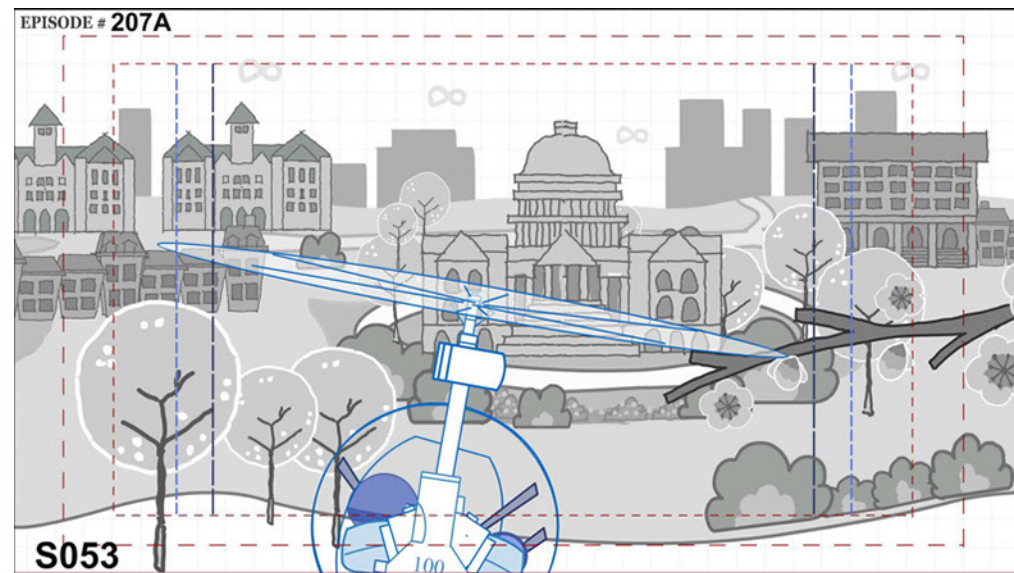


DIALOGUE:

PEG
114 One two three four five. A fivesided shape is a pentagon, right?

ACTION/CAM/SOUND FX:

As they fly around the Pentagon, Peg counts the sides.

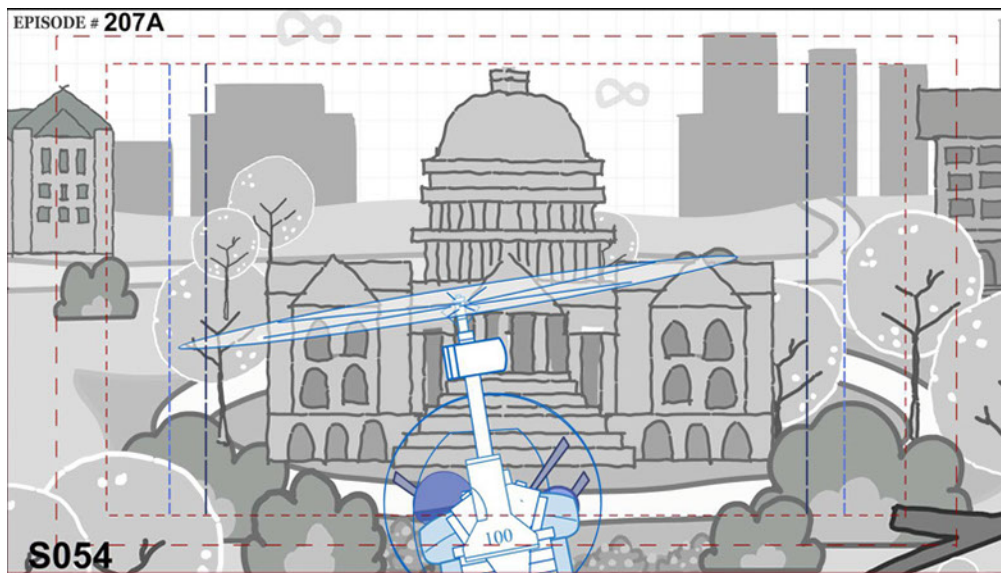


DIALOGUE:

PEG
116 What's that thing with half a sphere on top?

ACTION/CAM/SOUND FX:

They fly towards the Capitol.

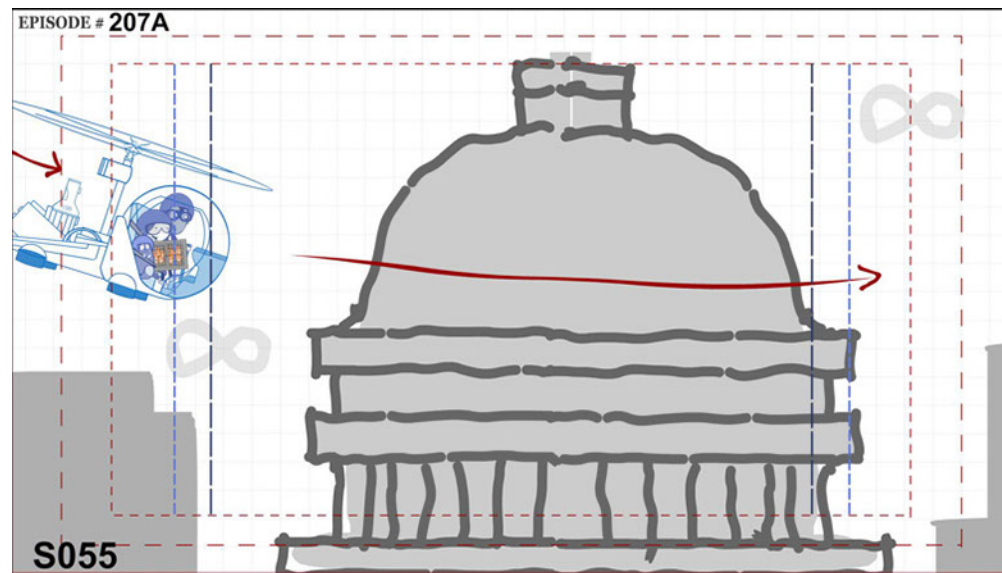


DIALOGUE:

PEG
116 What's that thing with half a
sphere on top?

ACTION/CAM/SOUND FX:

They fly towards the Capitol.

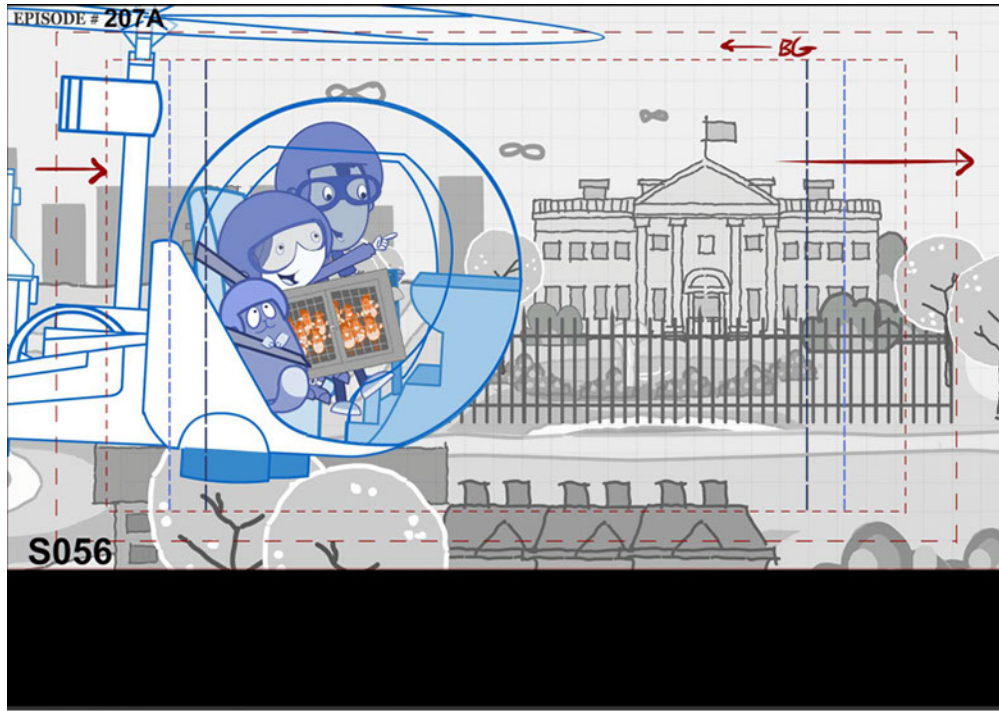


DIALOGUE:

RAMONE
117 The Capitol.
CAT
118 Nice cap, Capitol.
They fly towards the White House.

ACTION/CAM/SOUND FX:

They fly past the Capitol.

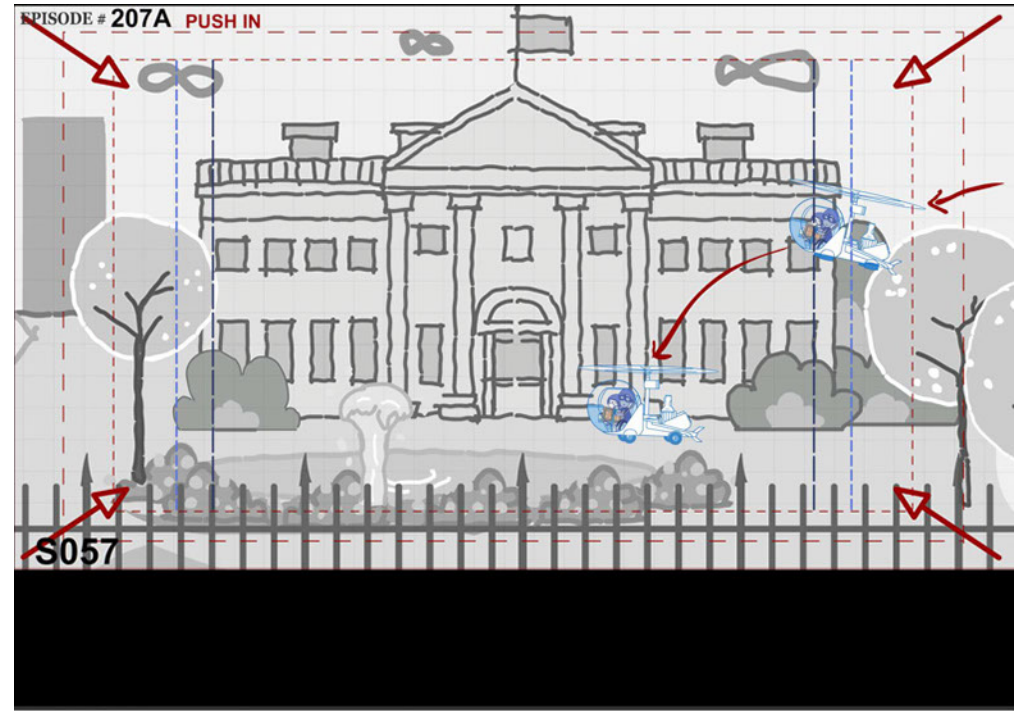


DIALOGUE:

PEG
119 Check out the big triangle on that house. It takes four super-tall cylinders to hold it up. What's that white house called, Ramone?

ACTION/CAM/SOUND FX:

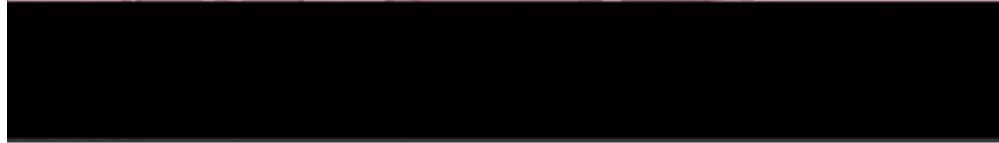
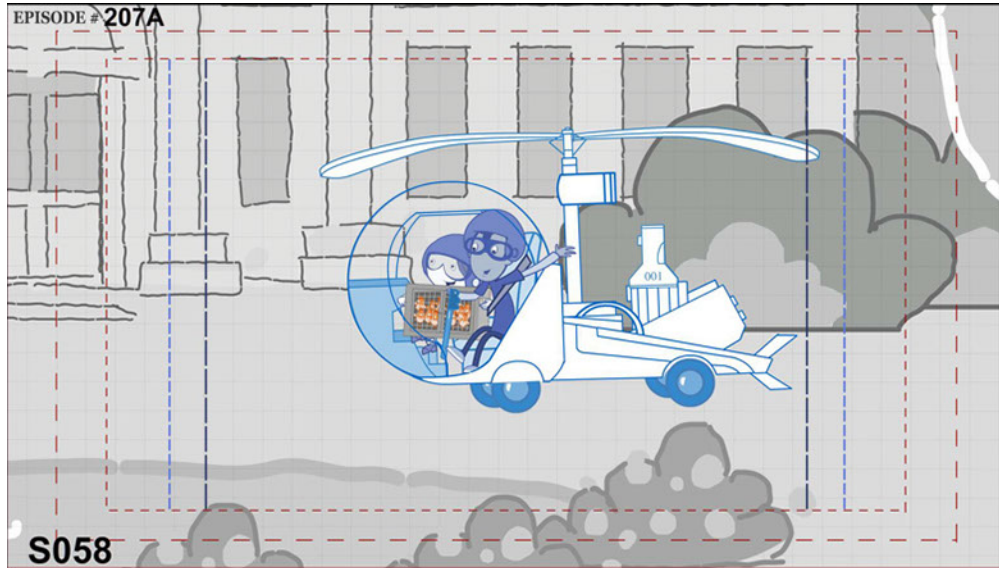
They fly through frame



DIALOGUE:

ACTION/CAM/SOUND FX:

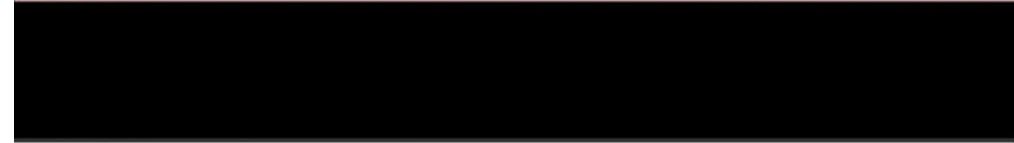
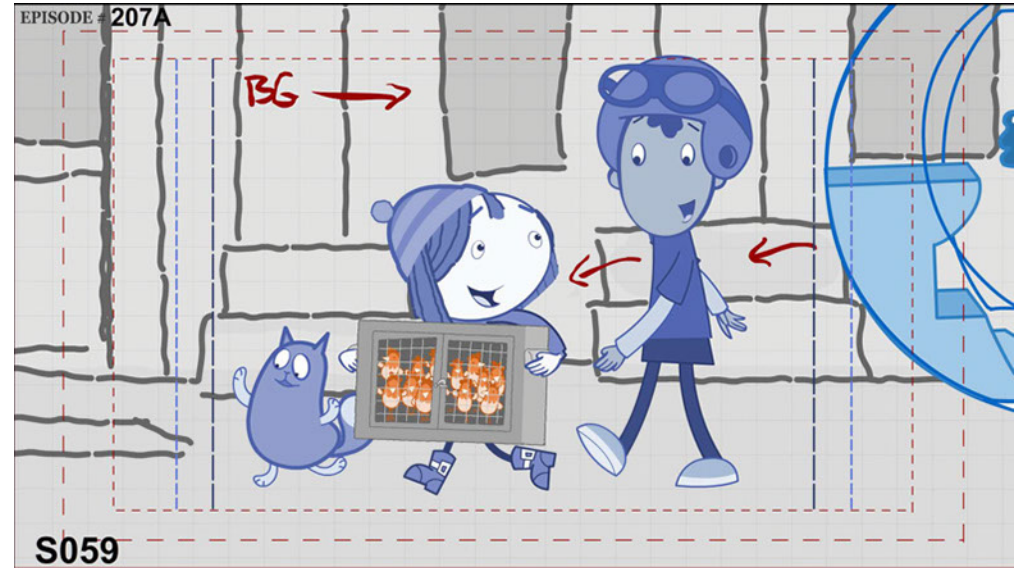
They land in front of the White House.



DIALOGUE:

RAMONE
124 Everybody out.

ACTION/CAM/SOUND FX:

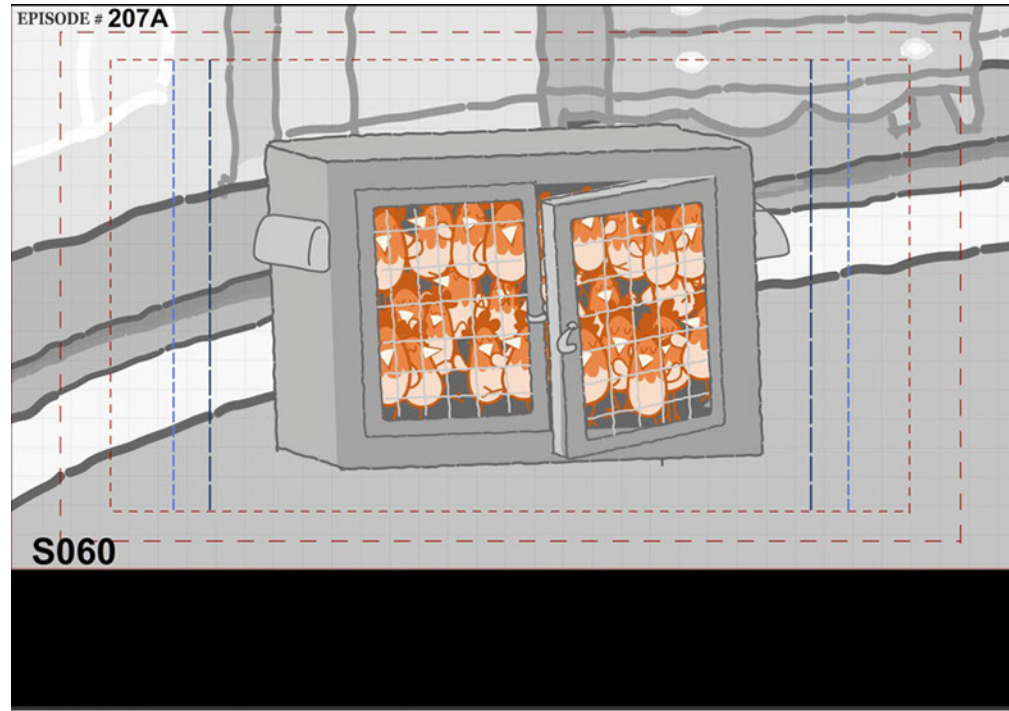


DIALOGUE:

PEG
125 Wait. Isn't the White House the
home of--

ACTION/CAM/SOUND FX:

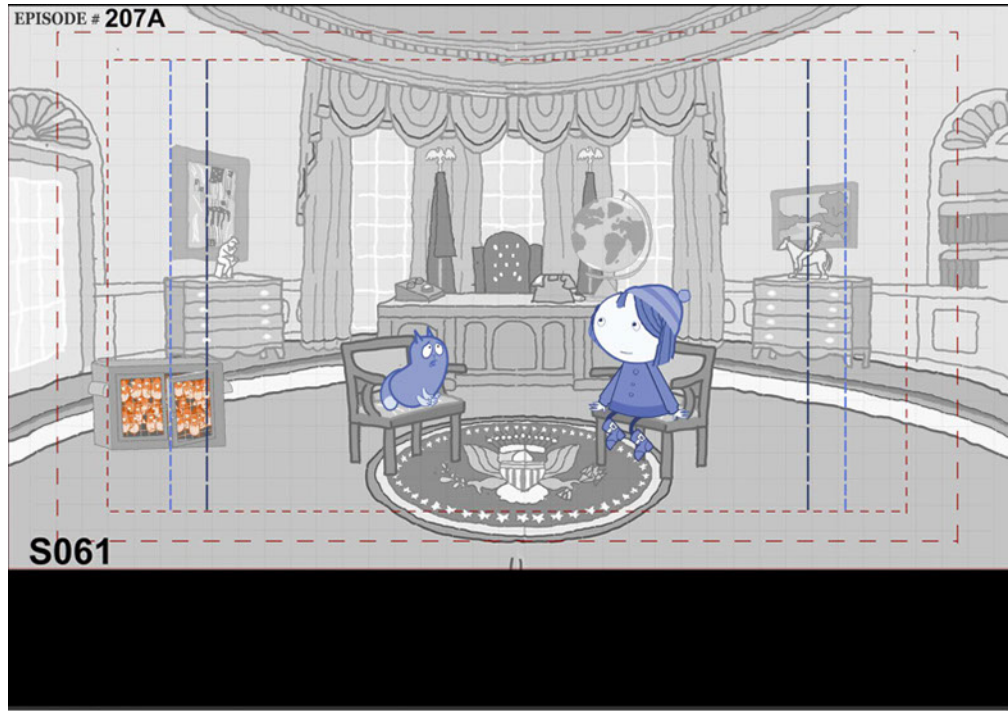
They get out of the plane, carrying the coop.



DIALOGUE:

ACTION/CAM/SOUND FX:

The chickens snooze in their coop by the door.

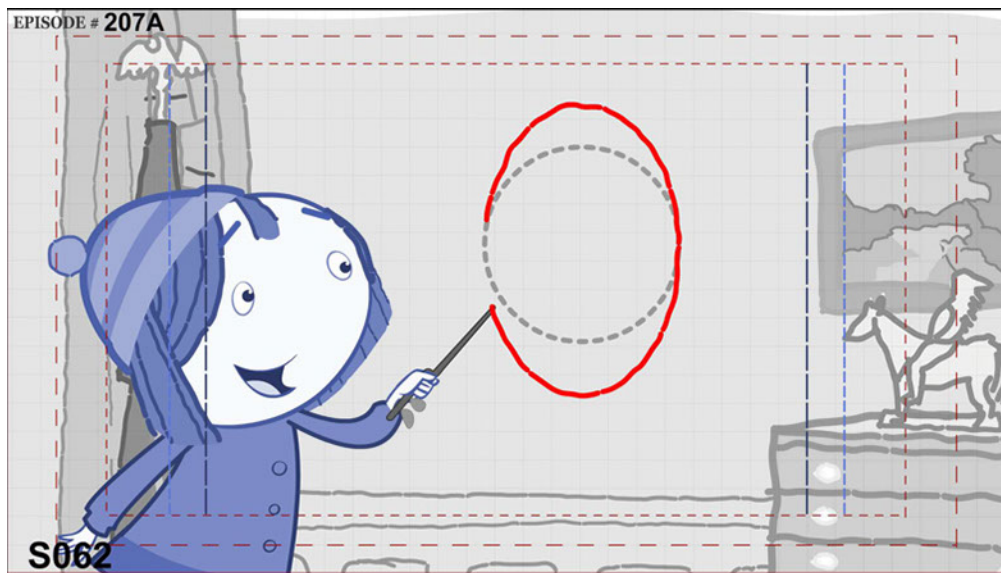


DIALOGUE:

CAT
141 Uh, Peg.
CAT (CONT'D)
142 The President's office doesn't have
any corners.

ACTION/CAM/SOUND FX:

INT. OVAL OFFICE
Peg and Cat sit in the Oval Office, waiting.

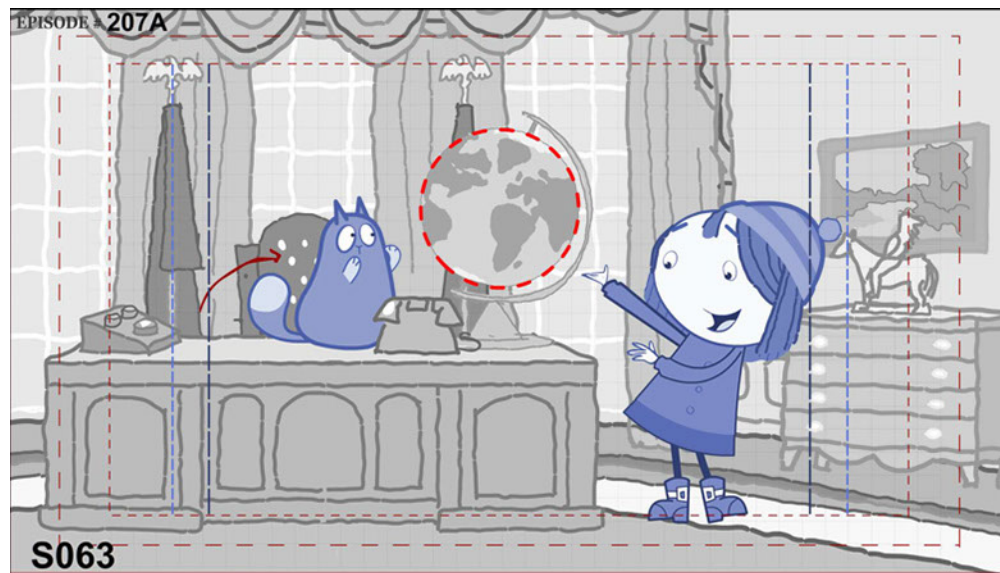


DIALOGUE:

PEG
143 This stretched-out round shape is
an oval.

ACTION/CAM/SOUND FX:

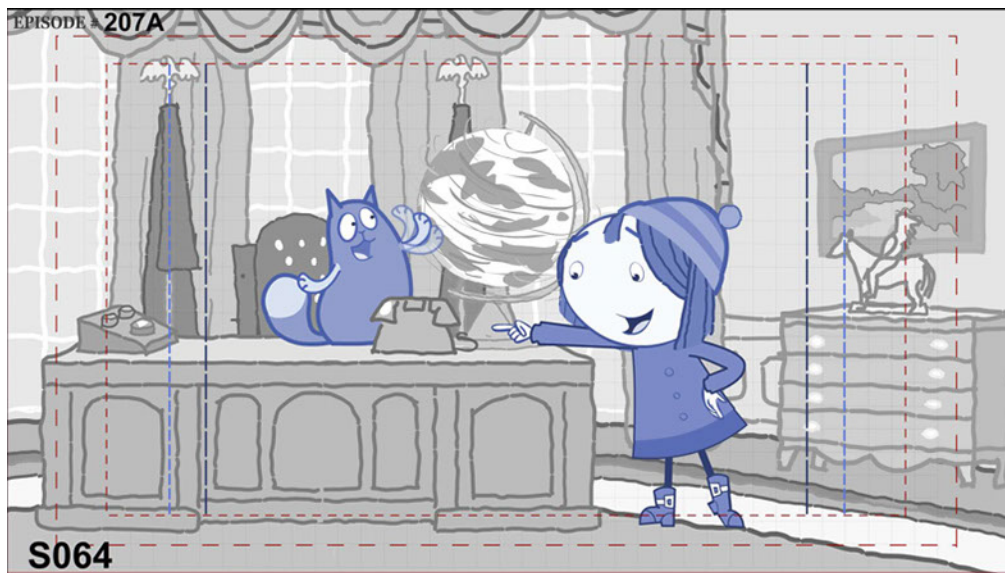
Peg draws an oval on the graph paper.



DIALOGUE:

PEG
146 That sphere is a globe. A round map
of the whole world.

ACTION/CAM/SOUND FX:



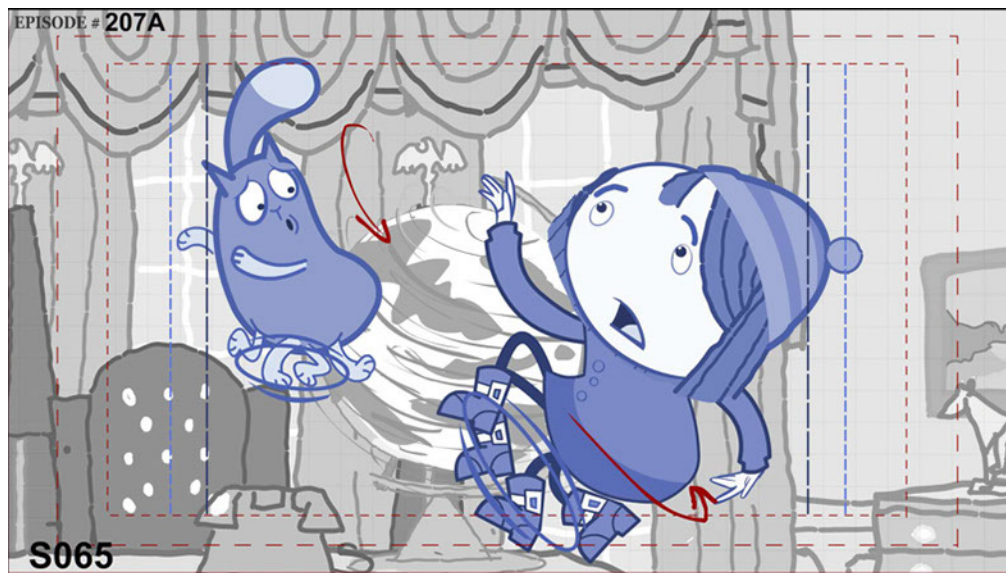
S064

DIALOGUE:

PEG (CONT'D)
147 Leaders from all around the world
call the President on this phone,
every day.

ACTION/CAM/SOUND FX:

Peg checks out a phone on the desk, Cat spins the globe.



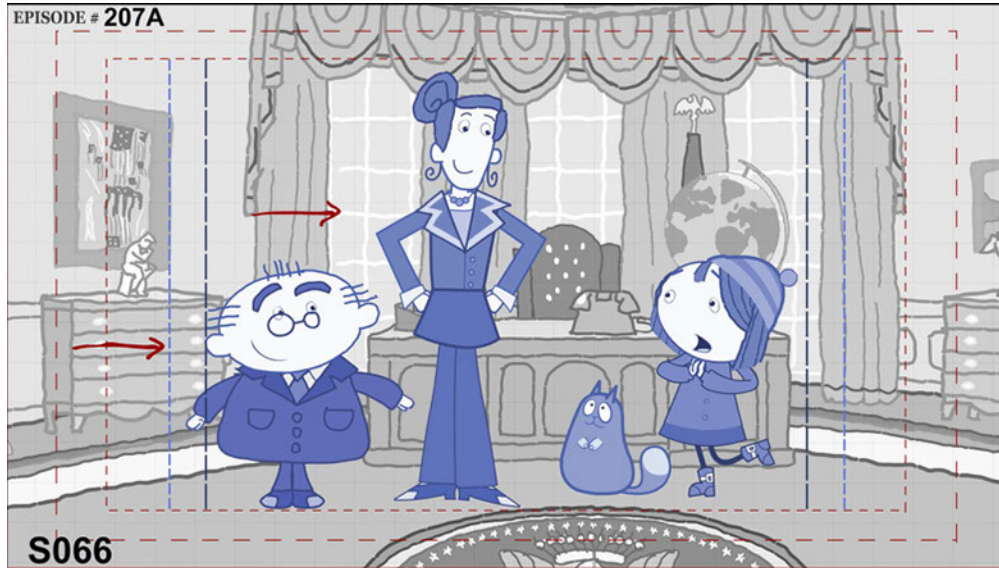
S065

DIALOGUE:

PEG AND CAT
155 AAAAA!

ACTION/CAM/SOUND FX:

They collide, land on the globe, swirl--



DIALOGUE:

PEG
156 Madame Puh-puh-puh-president!

ACTION/CAM/SOUND FX:

The President - a high-energy 40-something woman, enters with the Vice President - a low-energy 50-something man. Peg and Cat are petrified.

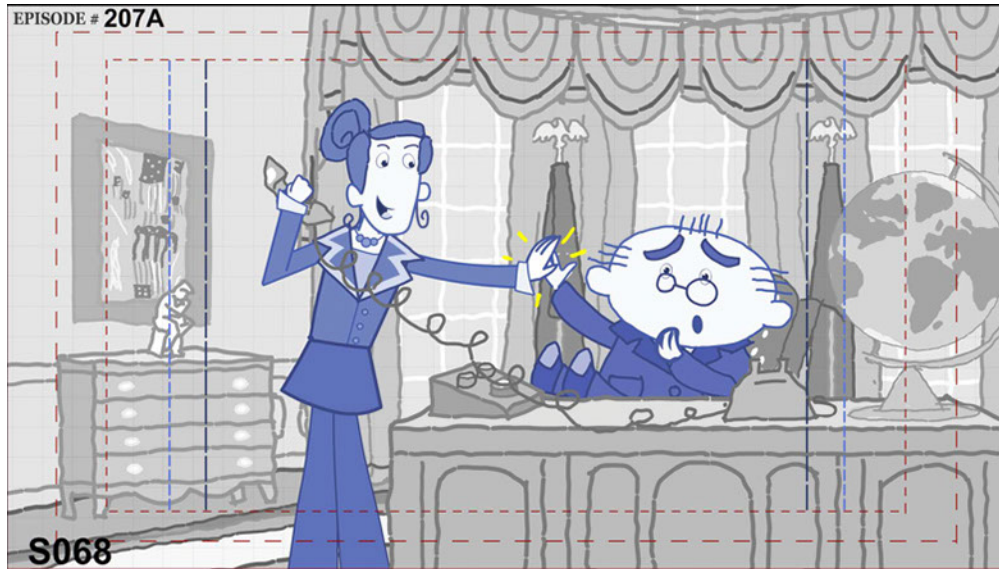


DIALOGUE:

CAT
163 The Vice President's position is more laid back.

ACTION/CAM/SOUND FX:

Vice President lays back over the chair eating a banana.

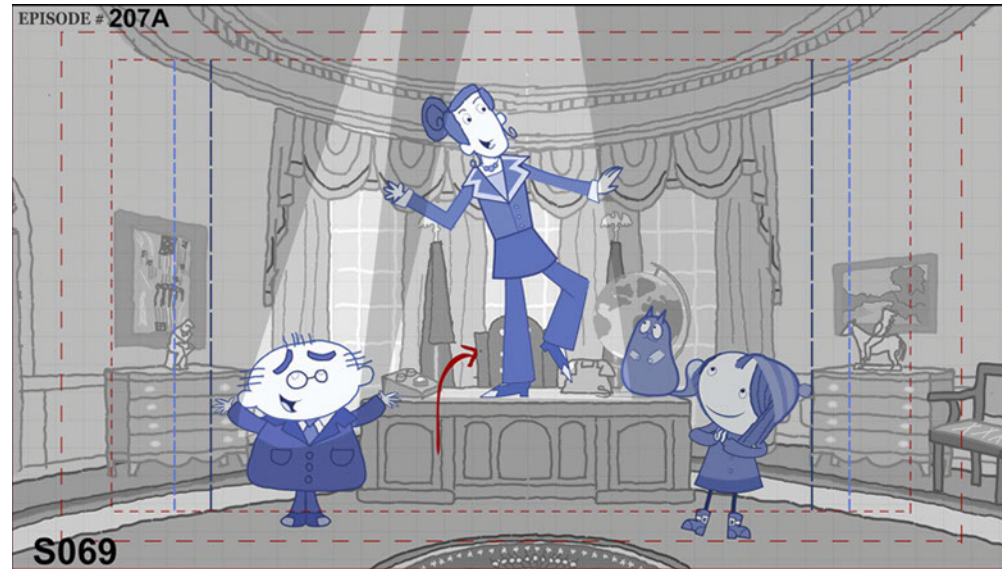


DIALOGUE:

VICE PRESIDENT
166 Huh?

ACTION/CAM/SOUND FX:

President gives Vice President high five.



DIALOGUE:

VICE PRESIDENT
174 Dum dum dum dum
Dum dum dum dum
Dum dum dum dum
PRESIDENT
175 A problem that involves more than
A friend or two or three
A problem that affects our land

ACTION/CAM/SOUND FX:

President marches around, leaps onto her desk. The office becomes her theater; she presses buttons to change lighting.

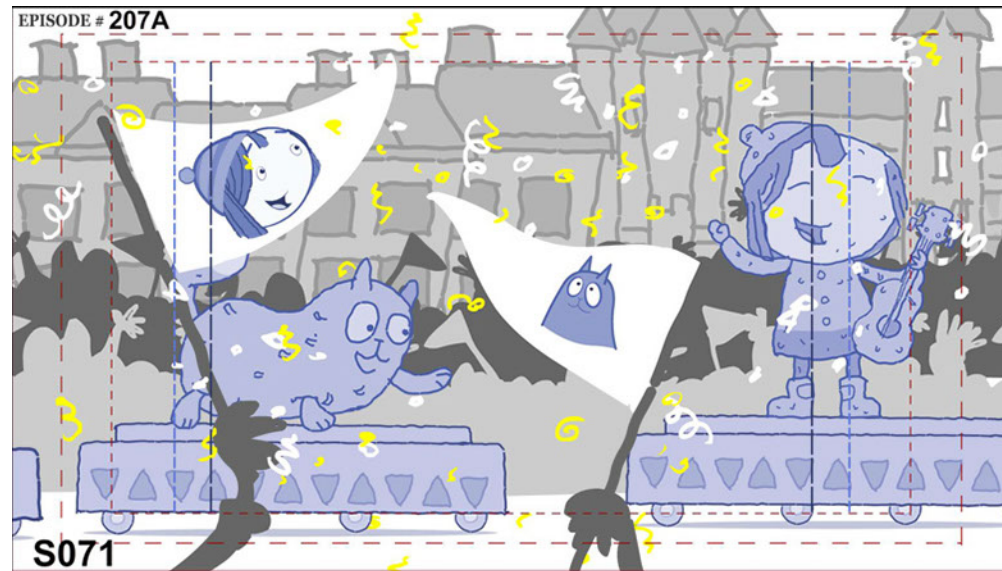


DIALOGUE:

CAT
183 Oh yeah.
PEG
184 If we save the world we'll be total heroes!

ACTION/CAM/SOUND FX:

Peg and Cat close their eyes. We see Peg's fantasy...A glorious parade.



DIALOGUE:

PEG (V.O.)
185 There'll be parades in our honor!

ACTION/CAM/SOUND FX:

A huge Peg float, followed by a Cat float.

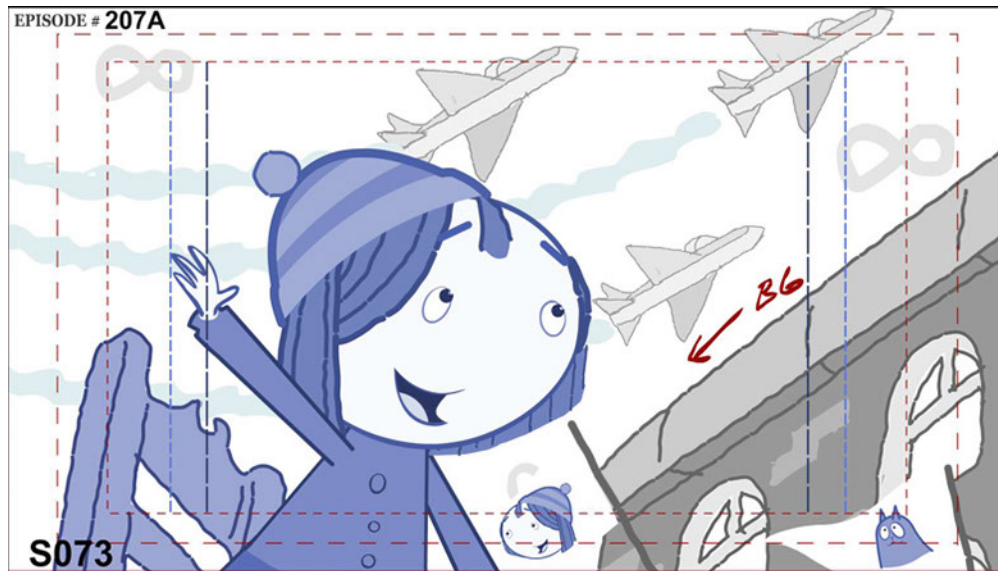


DIALOGUE:

PEG (V.O.)
190 Who's got the world in a whirl?
The national importance girl!

ACTION/CAM/SOUND FX:

It's Peg in the throne! Cat struggles up to the seat beside her.

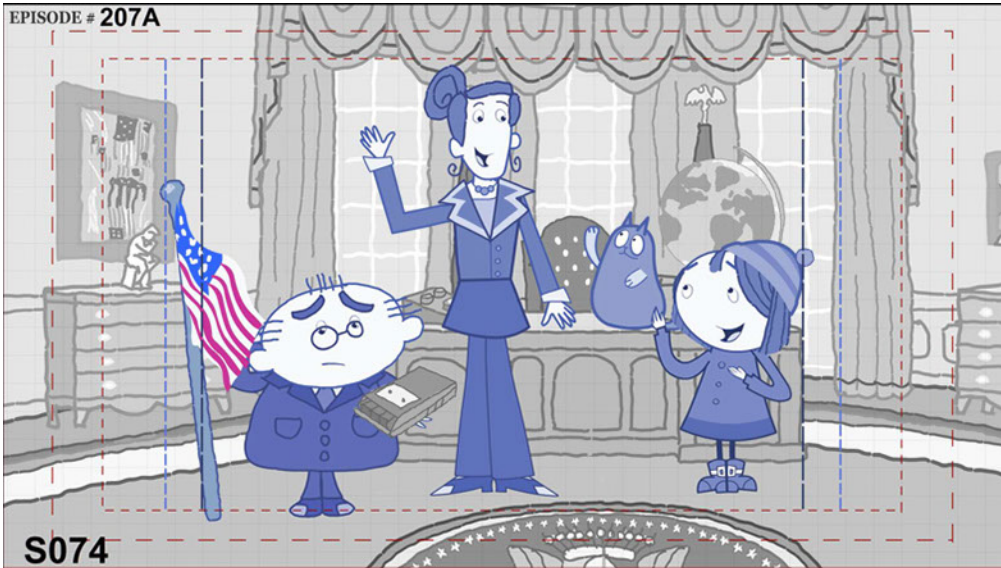


DIALOGUE:

PEG (V.O.)
187 Planes in formation
Filling up the skies!

ACTION/CAM/SOUND FX:

Airplanes overhead form Peg and Cat shapes.



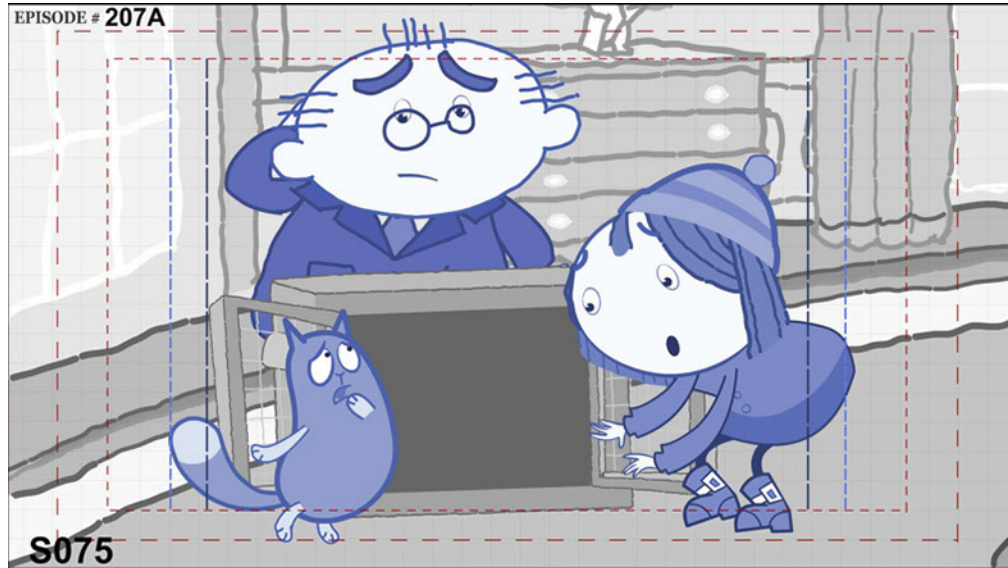
S074

DIALOGUE:

PRESIDENT (CONT'D)
 202 I will do my best...
 PEG, CAT
 203 I will do my best...

ACTION/CAM/SOUND FX:

President raises a hand, Peg and Cat raise a hand and a paw.



S075

DIALOGUE:

CAT
 212 I left the door to the coop
 slightly open wide.

ACTION/CAM/SOUND FX:

The coop is empty, the door open.