

TIME

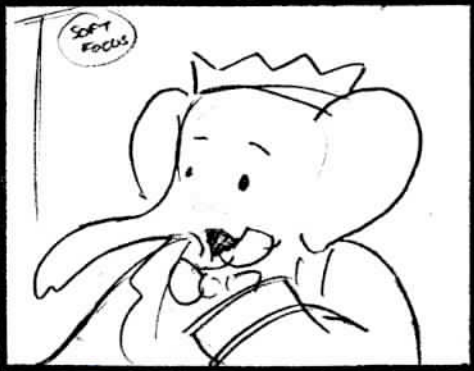
SC#



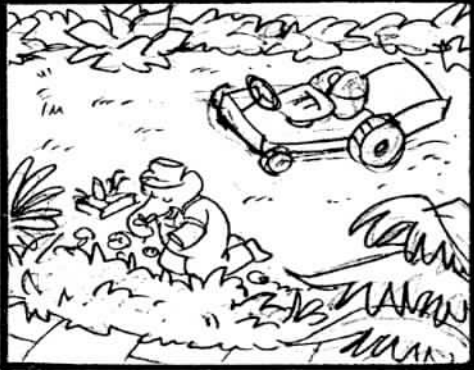
DIALOGUE:

ACTION/NOTES:

(CUT)  
 BABAR ON FRONT TERRACE OF PALACE  
 RUNS UP TO RAILING  
 REACTS O.S.



(CUT)  
 C.U. BABAR REACTING



(CUT) L.S.  
 ROYAL HANDYMAN PLANTING FLOWERS.  
 LAWNMOWER BEHIND HIM.



SFX LAWNMOWER STARTS UP


(CUT) C.U. ROYAL H-MAN.




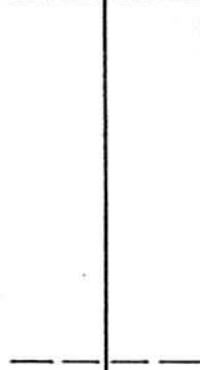
HANDYMAN REACTS TO O.S. SOUND

TIME PAGE TOTAL:


REVISION INFO:

TIME	SC# (CONT.)		DIALOGUE:	ACTION/NOTES: H-MAN LOOKS AROUND.
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			ACTION/NOTES: ...TURNS AROUND, LOOKING BEHIND HIM.  PAN TO LAWNMOWER IDLING.
--	--	--	---

				
--	--	--	--	--

		<p>BABAR OH NO!</p>	<p>(CUT) C.U. BABAR REACTS EVEN MORE</p>
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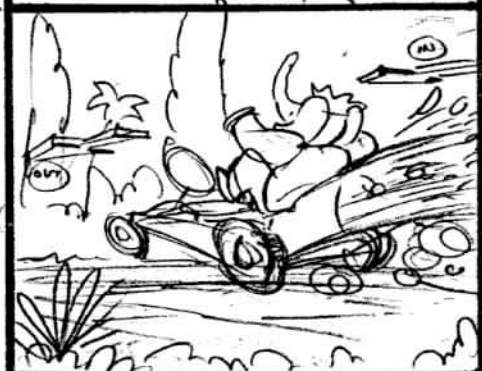
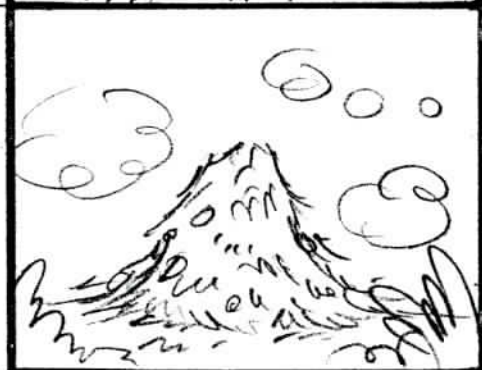

<p>TIME PAGE TOTAL:</p>			<p>RUNS O.S</p>
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REVISION INFO:

TIME	SC#	DIALOGUE:	ACTION/NOTES:
			<p>(CUT)</p> <p>BABAR RUNC DOWN STAIRS</p>
			<p>(CUT)</p> <p>HANDYMAN LOOKING AT MOWER, CONFUSED.</p>
		<p>BABAR NO...</p>	<p>BABAR ENTERS</p> <p>ANTICS.</p>
		<p>BABAR (CONT.) STOP!</p>	<p>LEAPS UP.</p>
			<p>LANDS ON MOWER.</p>

TIME  
PAGE  
TOTAL:

REVISION INFO:

TIME	SC#	DIALOGUE:	ACTION/NOTES:
			(COM) MOWER TAKES OFF
			LEAVING TRAIL OF GRASS CLIPPINGS
			<u>CUT.</u> MOWER ZOOMS OFF 3/4 THROUGH SCRN
		SFX ZOOOOW!	
			<u>CUT</u> - BACK TO ROYAL HANDYMAN COVERED (W) CLIPPINGS.
			HEAD POPS UP OUT OF PILE ...

TIME PAGE TOTAL:

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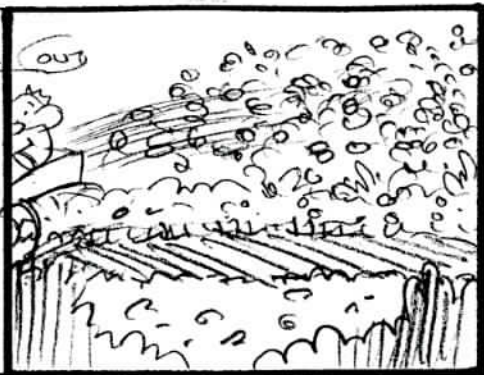
TIME	SC#	DIALOGUE:	ACTION/NOTES:
			<p>REACTS TO CAMERA</p>
			<p><u>CUT</u> TO M.C.U.                      DOWER ZOOMING ALONG.                      SWISH B.G.                      - MOWER WHEELS SPINNING ON CYCLE PLUS <u>BOUNCE CYCLE</u>.</p>
		<p><u>OLD KING</u>                      HOW DO YOU CONTROL THIS THING?</p>	<p>OLD KING X-DISS ON                      BABAR REACTS</p>
			<p><u>CUT</u> TO FLOWER BED...</p>
			<p>LAWN MOWER WITH OLD KING ZOOMS THROUGH FLOWER BED</p>

TIME PAGE TOTAL:

REVISION INFO:

TIME

SC#



DIALOGUE:

ACTION/NOTES:

(CONT.)  
 ... LEAVING TRAIL OF WHITE PETALS SPRINKLING DOWN LIKE

[Blank]

[Blank]



SEX JINGLE BELLS MUSIC

...  
 "SNOWFLAKES"

[Blank]

[Blank]

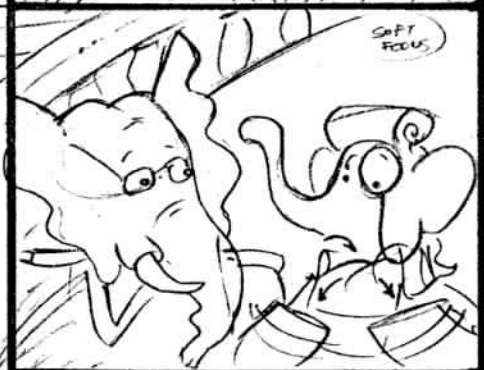


POMP: NOW WHAT IS HE DOING?

(CUT) TO TERRACE  
 CORNELIUS STANDING  
 POMP RUNS INTO FRM.

[Blank]

[Blank]



CORNY:  
 IT SEEMS HE'S TAKEN A SUDDEN INTEREST.

(CUT) M.C.U.  
 CORNY TURNS TO POMP WHO SETTLES IN.

TIME PAGE TOTAL:

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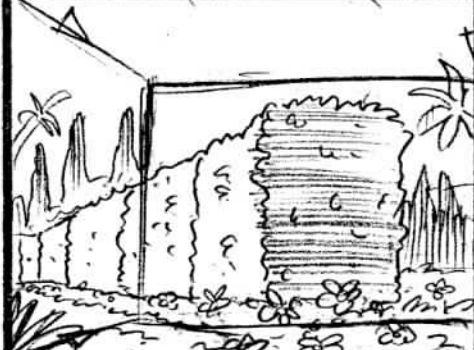



CORNY: (CONT)  
 ... IN LANDSCAPING

SEX MOWER UP.

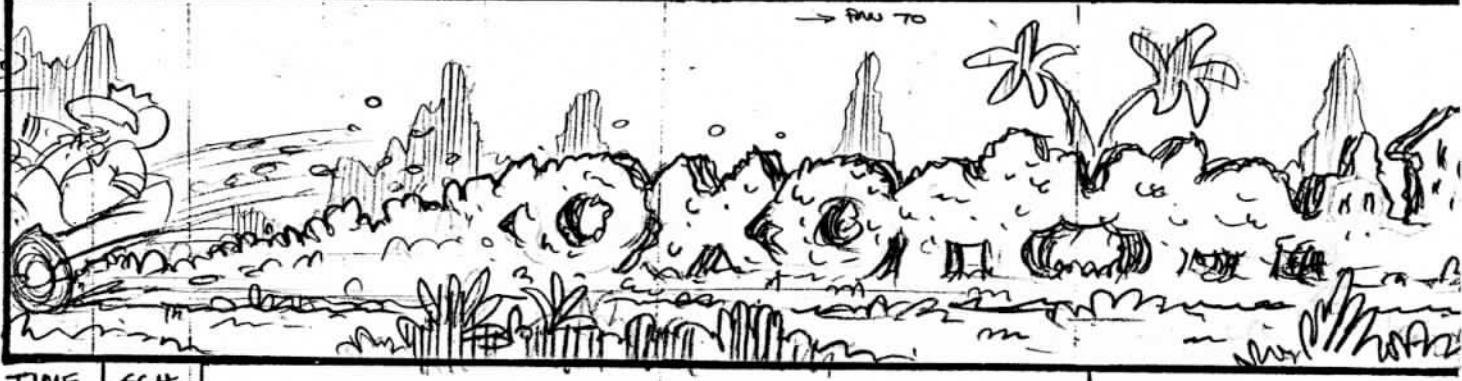
THEY BOTH REACT O.S.

REVISION INFO:


TIME	SC#	DIALOGUE:	ACTION/NOTES:	
	PAN BG  9L PAN FASTER		DIALOGUE:  ACTION/NOTES: (CUT) PAN BG/OL	
			DIALOGUE: SFX (INCREASES) URDOOOOM	ACTION/NOTES: LAWNMOWER REARS UP
			DIALOGUE: BABAR (ADD) GASP!	ACTION/NOTES: (CUT) C.U. BABAR REACTS
				ACTION/NOTES: (CUT) BABAR'S P.O.V. ZOOM IN TO HEDGE.
TIME PAGE TOTAL:			DIALOGUE: BABAR (ADD) YECW!  SFX START GRINDING CHOPPING SOUND	ACTION/NOTES: (CUT) BABAR COVERS HIS EYES IN FEAR  SLOW DOWN BG. SLIGHTLY

REVISION INFO:

TIME	SC#		DIALOGUE:	ACTION/NOTES: (CUT) BABALOW MOWER AS IT CUTS ITS WAY OVER LAST PART OF HEDGE ...
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TIME	SC#		... PAN BACK TO REVEAL "TOPIARY" (SCULPTED HEDGES)
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			DIALOGUE:	ACTION/NOTES: (CONT. PAN)
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			POMP. GROOAN!	(CUT) POMP. SLAPS HIS FOREHEAD
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TIME PAGE TOTAL:

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SC#

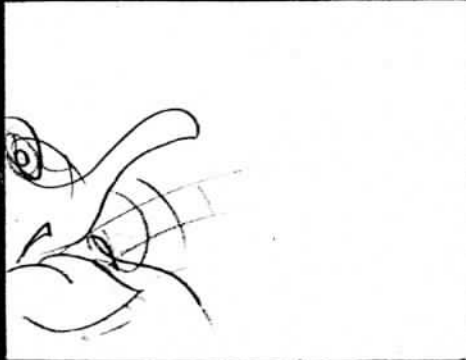
DIALOGUE:

ACTION/NOTES:

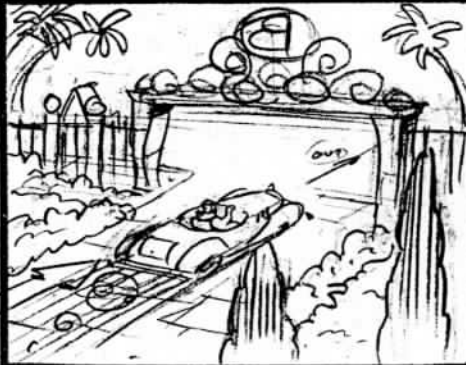


SFX BOING!

(CONT.)  
... GOES STIFF



SLUMPS O.S.



(CUT) L.S.  
FRONT GATE  
OF PALACE  
CAR ZOOMS  
OUT, O.S.



COENEIUS:  
BUT HE DOES  
HAVE HIS SEATBELT  
ON!

(CUT)  
CORNY FANNING  
POMP.








SFX SCREECH -  
SCREECH -  
ZOOM -  
ETC

(CUT) TO  
CELESTEVILLE  
STREET.

TIME  
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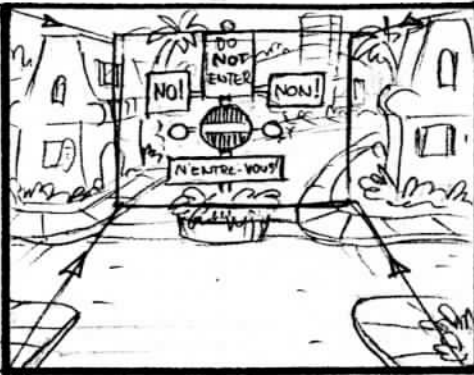
TIME	SC#	DIALOGUE:	ACTION/NOTES:
			<p>CUT M.C.U. 3/4 OF CAR..</p> <p>BABAR ALONE</p> <p>SWISH BG (FAST)</p>
			<p>OLD KING</p> <p>X-DISS INTO DRIVER'S SEAT.</p>
			<p>BABAR</p> <p>YES, BUT ITS ALSO MORE DANGEROUS IF...</p>
			<p>BABAR (CONT)</p> <p>... YOU DONT KNOW ..</p>
			<p>BABAR ... (CONT)</p> <p>WATCH OUT FOR THE...</p> <p>BABAR TAKES</p>

TIME PAGE TOTAL:

REVISION INFO:

TIME

SC#



DIALOGUE:  
BABAR (COURT AS U.O.)  
 .. ONE WAY STREET!

ACTION/NOTES:  
 (CUT)  
 BABAR'S P.O.V.

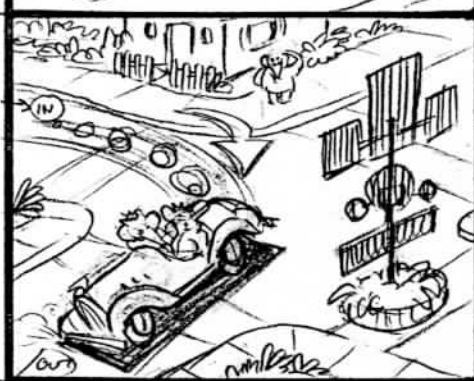


(CUT)  
 BABAR GRABS WHEEL AND..



BABAR (ADD)  
 GRUNT.  
 SFX SCREEEE →

URNS HARD



SFX car  
 EJECT!  
OLD KING  
 WHICH WAY?

(CUT)  
 CAR SCREECHES AROUND CORNER AND O.S.







BABAR.  
 NO WAY... I MEAN,  
 ONE WAY... AND WE'RE  
 GOING THE...

(CUT) M.C.U.  
 (OTHER DIRECTION)  
 KING LOOKING BACK..  
 BABAR STEERING

TIME PAGE TOTAL:

REVISION INFO:


TIME	SC#	DIALOGUE:	ACTION/NOTES:
		<p><u>BABAR</u> WRONG WAY. (AD) GRUNT!</p>	<p><u>BABAR</u> PULLS WHEEL HARD TOWARD HIM.</p>
		<p>SFY SCREEECH!!.. <u>O.KING</u> (v.o) WHAT ARE THEY DOING THERE.</p>	<p><u>CUT</u></p>  <p>TRAFFIC CIRCLE 4X ELEPHANTS 4X BENCHES. FOLIAGE: CAR ENTERS TRAFFIC CIRCLE.</p>
		<p><u>O.KING</u> JUST STANDING? LOOK KINDA PALE?</p>	<p><u>CUT</u></p> <p>BABAR DESPERATELY HANGING ONTO STEERING WHEEL...</p>
		<p><u>BABAR</u> THEY'RE NOT ALIVE... SFZ ZOOM. <u>BABAR</u> (CONT) ... THEY'RE STATUES!</p>	<p><u>CUT</u> (LAYOUT: FIELD AS)</p>  <p>CAR THROUGH FIELD.</p>  <p>SMOKE/DUST THROUGH " OTHER SIDE OF MONUMENT IN B.G.</p>
		<p><u>BABAR</u> : (CONT) THEY'RE THERE TO REMIND US OF FAST GREAT EVENTS</p>	<p><u>CUT</u></p>  <p>REPEAT PAN OF ELEPHANT MONUMENTS' BUMS.</p>

TIME  
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REVISION INFO:


TIME	SC#		<p>DIALOGUE:</p> <p>O.KING DONT NEED THOSE. THATS WHAT THIS IS FOR.</p>	<p>ACTION/NOTES:</p> <p>(COM)</p> <p>... KING POINTS TO TEMPLE ON DIAL "THATS WHAT THIS IS FOR"</p> <p>1ST POSE KING LOOKS AHEAD.</p> 
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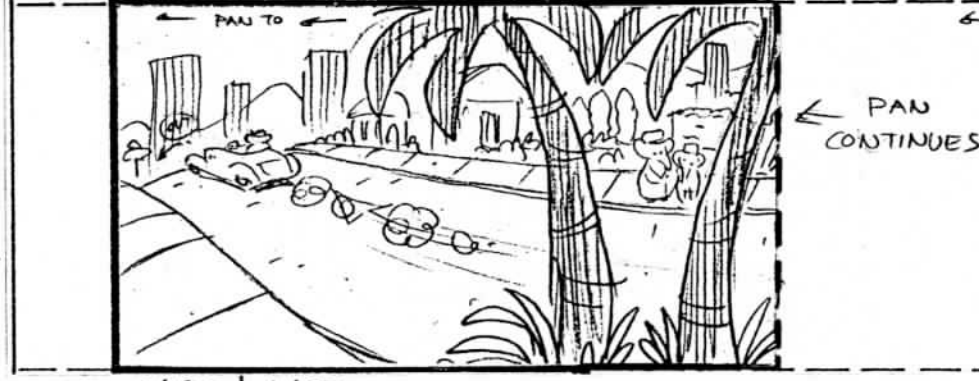
			<p>SFX SCREECH</p>	<p>(CUT)</p> <p>CAR LEAVES TRAFFIC CIRCLE.</p>
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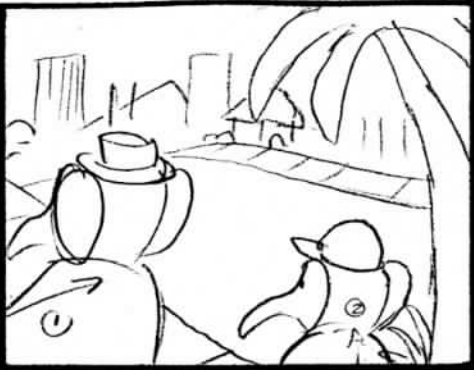




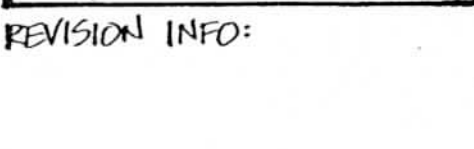
PAN CONTINUES ←

← PAN TO START PAN

	<p>NOTE: THIS PART IS REPEATED BELOW</p> 	<p>ACTION/NOTES: ↑</p> <p>(CUT) CAR ENTERS OVER HILL PAN WITH IT ALONG STREET. ONLOOKERS AMAZED (BABAR ALONE)</p>
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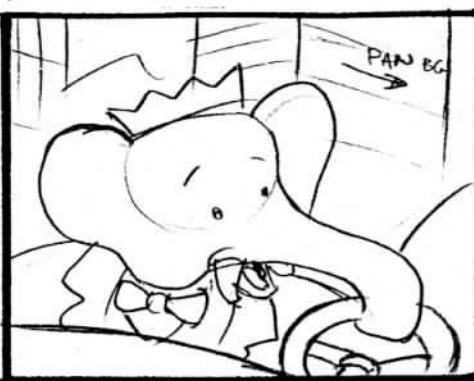


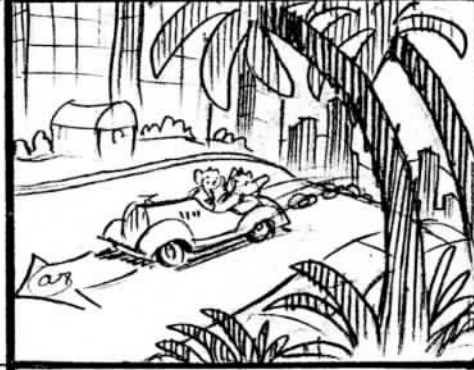
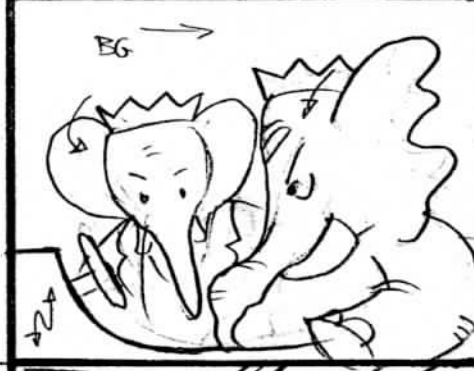
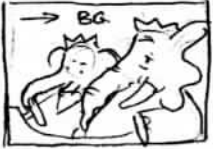

TIME PAGE TOTAL:		<p>← PAN CONTINUES.</p> <p>ACTION/NOTES:</p> <p>CONT PAN. CAR OVER HILL</p>
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REVISION INFO:

TIME	SC#	DIALOGUE:	ACTION/NOTES:
			(CONT.) TWO BYSTANDERS POP INTO FRM ① - ②
			LOOK AT EACH OTHER IN AMAZEMENT
			SFX SCREECH SCREECH SCREECH... ETC.
			<u>UT</u> BG → HILLS (NO PAN) U/L ① DISTANT BUILDINGS TREES ETC (SLOW PAN) U/L ② CLOSER BUILDINGS (PAN FASTER) CAR/ANIM ON SLOW BUMP CYCLE.
			<u>O KING</u> SO... THIS IS WHAT YOU CALL A CITY...
			<u>O KING (CONT)</u> ... HOW CAN YOU GO ANYWHERE WITH ALL THOSE BIG THINGS IN THE WAY?


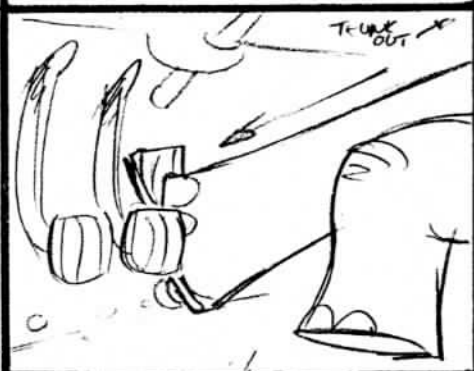


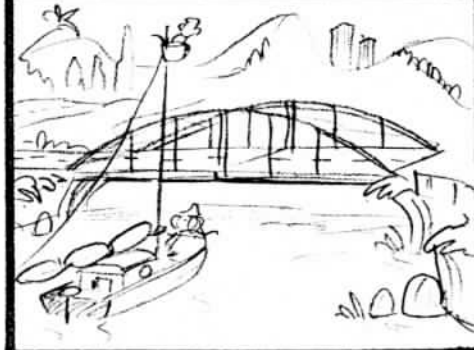
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TIME	SC#		<p>DIALOGUE:</p> <p>BABAR: THEY'RE CALLED BUILDINGS.</p>	<p>ACTION/NOTES:</p> <p>(CUT) C.U. BABAR</p>
			<p>O.KING WELL AT LEAST WITH TREES YOU CAN SEE AROUND THEM!</p>	<p>(CUT)</p>  <p>1ST POSE OLD KING LOOKING UP</p>
			<p>O.KING (V.O.) IT'S ALL TOO COMPLICATED!</p>	<p>(CUT) TO NEW SECTION OF STREET.</p> <p>REUSE CAR ANIMATION (ADD KING)</p>
			<p>BABAR SEE THOSE THINGS BY YOUR FEET</p> <p>O.KING YES.</p> <p>BABAR GOOD!</p>	<p>(CUT)</p>  <p>1ST POSE.</p>
			<p>(KING'S TRUNK)</p> <p>BABAR (CONT V.O.) ... ONE OF THEM SLOWS YOU DOWN.</p> <p>(OLD KING)</p>	<p>(CUT) CAR FLOOR</p>

TIME PAGE TOTAL:

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TIME	SC#	IMAGE	DIALOGUE:	ACTION/NOTES:
			BABAR (CONT. V.O.) ... AND THE OTHER SPEEDS YOU.	(CONT.) FOOT UP IN AN TIC
			SEY THUNK!	OLD KING SLAMS FOOT DOWN ON GAS.
			BABAR (CONT.) UUPPPP!	(OUT) BG SWISHES FAST.
				CAR GAINS O.S.
				(OUT) TO DRAWBRIDGE BOAT WITH ELEPHANT AND MONKEY IN CROWS NEST WAITING TO PASS...  SEE PANEL 2 FOR BG DETAIL

TIME PAGE TOTAL:

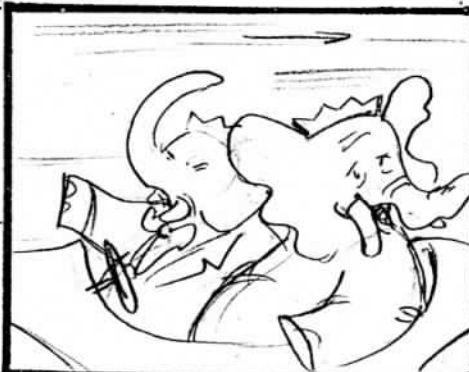
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(CONT)  
 BRIDGE STARTS  
 TO RAISE.  
 PAN ALONG  
 ROAD.  
 CAR ENTERS  
 SPEEDING.

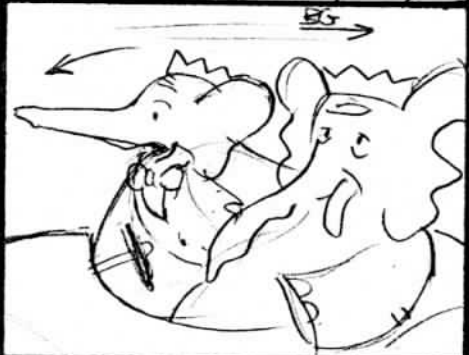


DIALOGUE:  
BABAR  
 THE LIFT  
 BRIDGE.

ACTION/NOTES:  
 (CUT)



O. KING  
 WHERE!



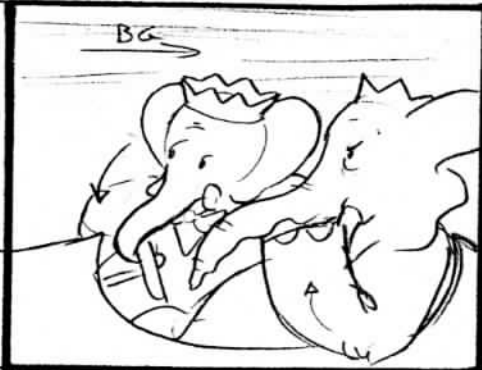
BABAR  
 THERE!

BABAR POINTS

TIME  
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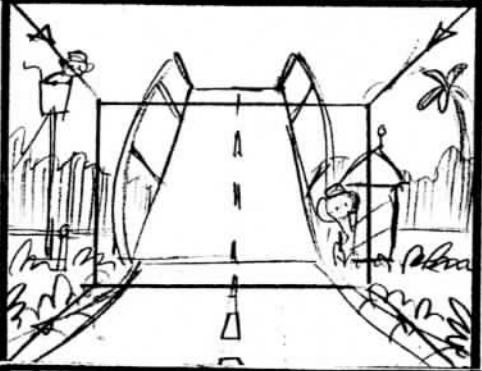
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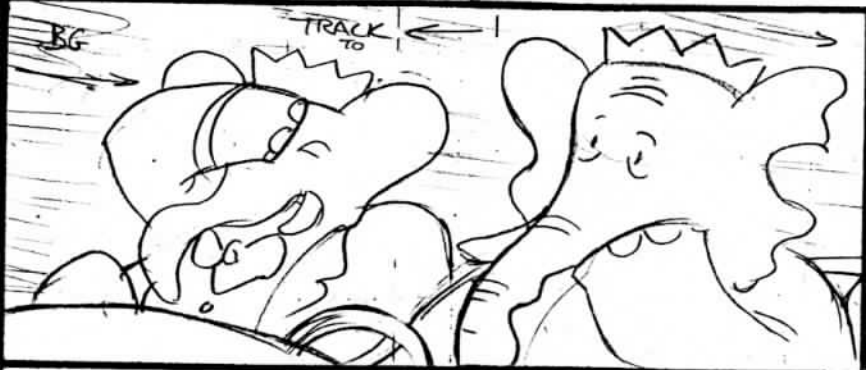


DIALOGUE:  
 O. KING  
 HOW CURIOUS.

ACTION/NOTES:  
 (CONT)  
 BABAR  
 GRABS WHEEL.



CUT  
 BABAR'S P.O.V.



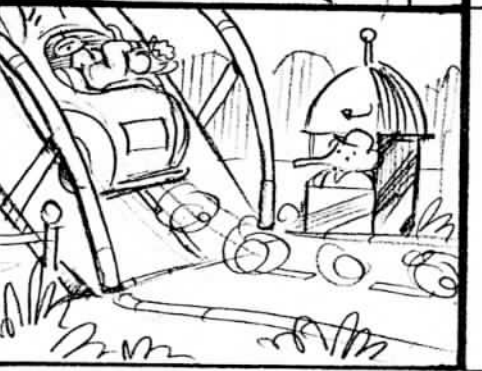
CUT  
 C.U. KING  
 PONDERING  
 DAN TO BABAR ...  
 TERRIFIED

DIALOGUE:  
 O KING: BUT  
 WHY PUT A  
 BRIDGE SOME PLACE  
 WHERE YOU HAVE  
 TO KEE...



OLD KING (CONT)  
 AS V.O.  
 ... MOVING IT OUT  
 OF THE WAY?

CUT



SFX  
 ZOOOOM!

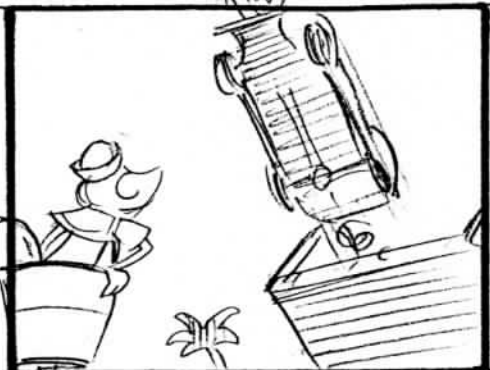
CUT  
 1ST POSE  
 OF  
 BRIDGE MAN.  
 LOOKING  
 J.S. RIGHT!

TIME PAGE TOTAL:


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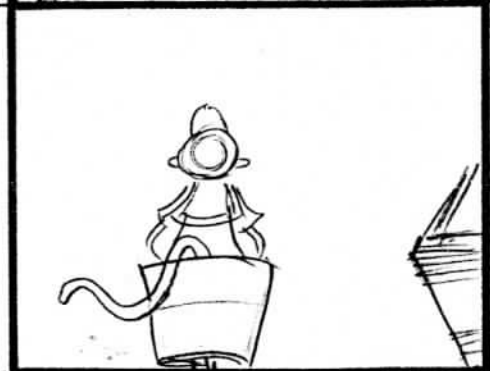
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DIALOGUE:  
SFX --- ZOOOM  
UP

ACTION/NOTES:  
CUT  
PAN MONKEY IN  
FROND A BIT  
FASTER. → PAN EG  


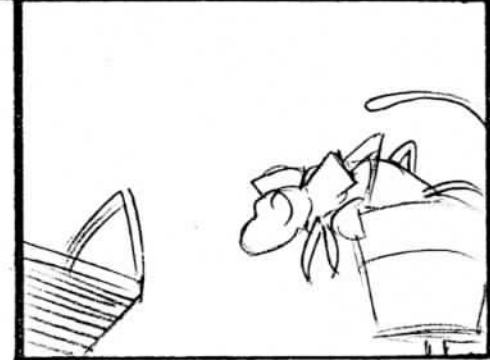
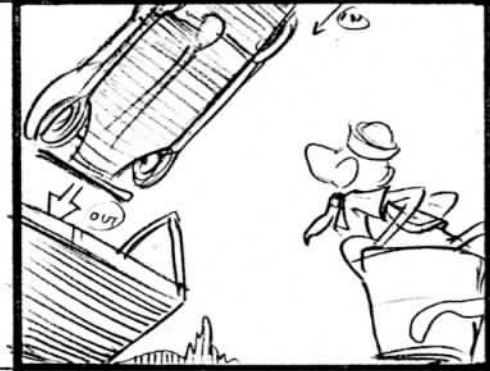


DOWN

CAR ZOOMS  
UP AND OS  
MONKEY IN  
CROWS MOST  
WATCHES


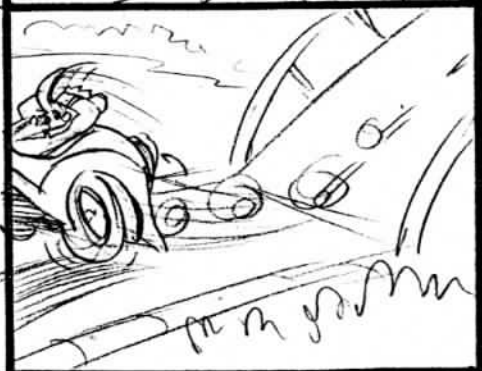





ETC.



TIME  
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REVISION INFO:

TIME	SC#	DIALOGUE:	ACTION/NOTES:
		SFX: CRASH	(CUT) TO OTHER SIDE OF BRIDGE
		SFX ZOOOOOM	
		MONKEY (ADD) WHEW	(CUT) PAN MONKEY CROWS NEST THROUGH FRM  HE WIPES HIS BROW IN RELIEF
		OLD KING: A HA! I'M GETTIN' THE HANG OF IT NOW.	(CUT) BABAR SHAKEN
			(CUT) ... BABAR OPENS HIS EYES IN DISBELIEF!

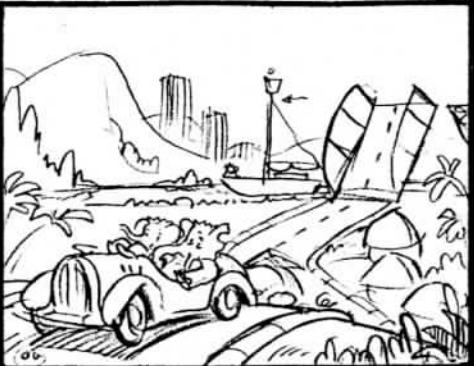
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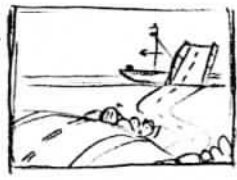
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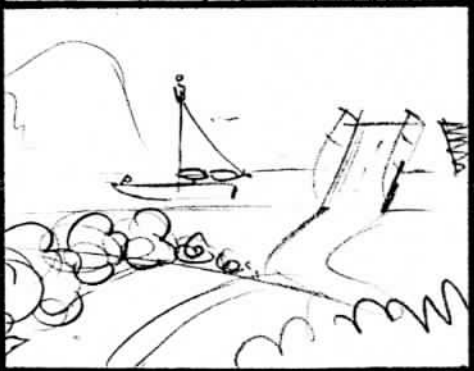
ACTION/NOTES:



CUT



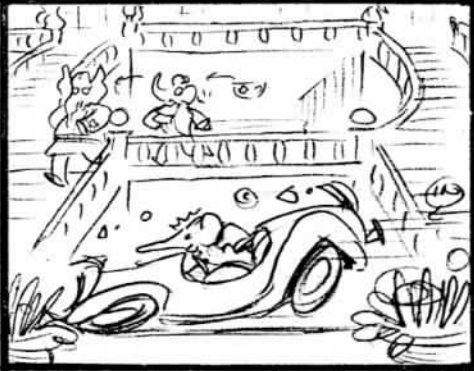
1ST POSE CAR COMES UP OVER HILL



WIPE  
WIPE TO



CAR ZOOMS BACK INTO PALACE GROUNDS.



CUT  
CAR SCREECHES TO A STOP AS CORNY AND POMP RUN ALONG TERRACE AND START DOWN STAIRS



CORN:  
ARE YOU ALRIGHT BABAR?

BABAR  
YES IM JUST FINE!

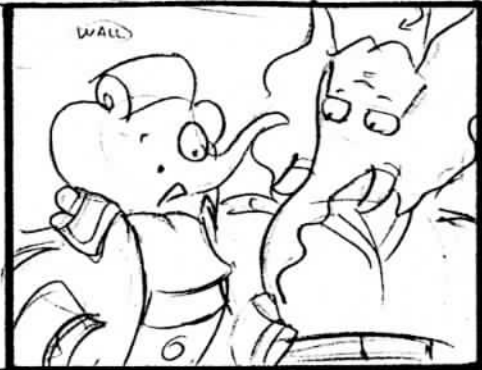
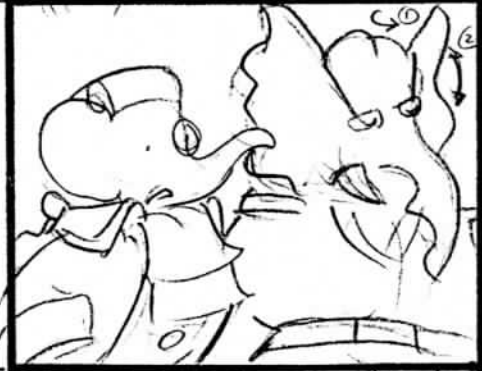
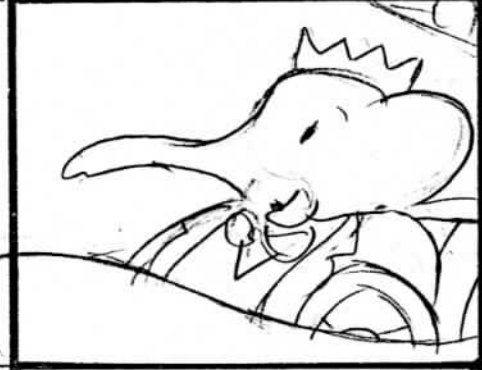
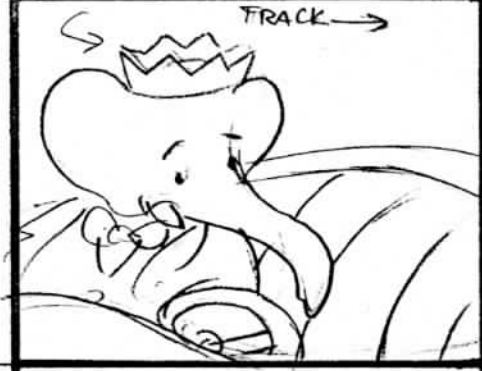

CUT  
POMP AND CORNY ENTER



2ND POSE BABAR RIGHTS HIS CROWN

TIME PAGE TOTAL:

REVISION INFO:

TIME	SC#	WALL	DIALOGUE:	ACTION/NOTES:
			<u>POMP</u> : UH SIRE, CORNELIUS AND I HAVE DISCUSSED IT..	<u>CUT</u> M.C.U.
			<u>POMP</u> (CONT) ... AND BECAUSE YOU HAVEN'T BEEN FEELING YOURSELF LATELY.	① CORNELIUS TURNS TO BABAR  ② NODS IN AGREEMENT TO DIAL "FEELING YOUR- SELF LATELY"
			<u>POMP</u> (CONT AS V.O.) ... WE THOUGHT IT MIGHT BE A GOOD IDEA IF YOU JUST ...	<u>CUT</u> C.U. BABAR LISTENING  BLINK! BLINK!
			<u>POMP</u> .. (CONT AS V.O.) ... REST IN BED FOR A FEW DAYS..	TURNS TO SEAT BESIDE HIM  TRACK OVER AS HE SEES IT'S EMPTY...
			<u>BABAR</u> BUT I HAVE A SPEECH TO WRITE!	TRACK BACK TO FIRST POSITION  BABAR SHRUGS.

TIME  
PAGE  
TOTAL:

REVISION INFO:

TIME SC#

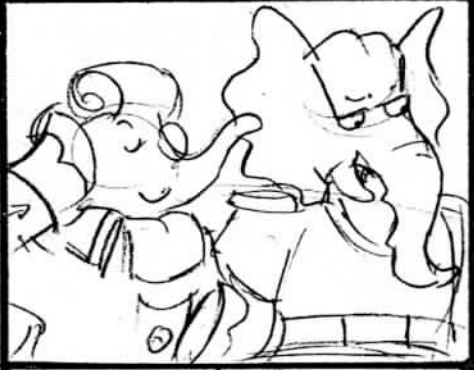


DIALOGUE:  
CORN:  
WE COULD  
WRITE IT FOR  
YOU BABAR.

ACTION/NOTES:  
CUT

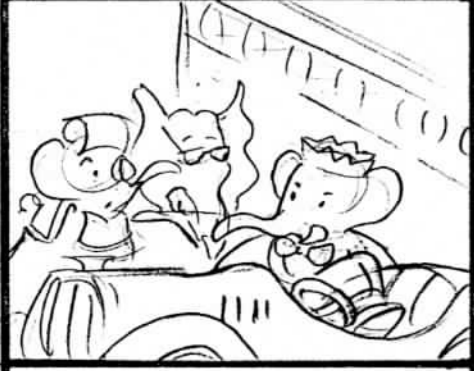


POMP  
YES.. AND I  
COULD DELIVER IT.



CORN:  
YOUR HEALTH  
MUST COME  
FIRST SIRE!

POMP PRIMPS  
HIMSELF  
PROUDLY.



BABAR  
NO! I HAVE  
A RESPONSIBILITY  
TO DELIVER  
THAT SPEECH!

CUT  
BABAR  
FINISHES  
CLIMING OUT  
OF CAR.


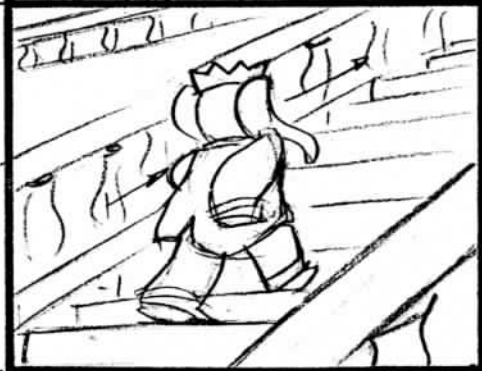
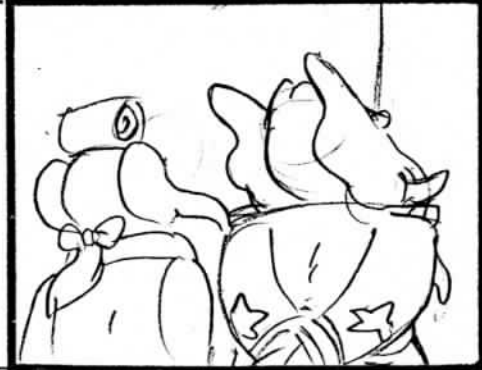
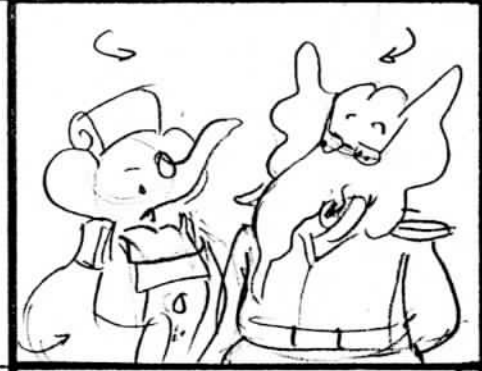
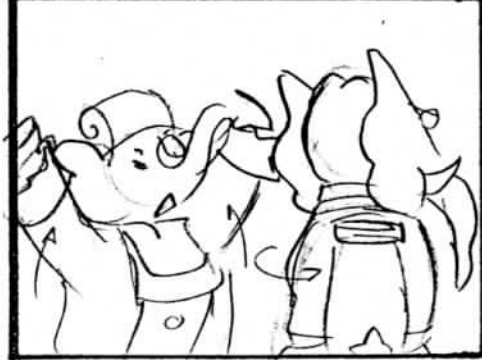


BABAR  
DONT WORRY  
CORNELIUS.. IM  
FINE...

TURNS TO  
THE TWO  
OF THEM.

TIME  
PAGE  
TOTAL:

REVISION INFO:

TIME	SC#		DIALOGUE:	ACTION/NOTES:
			BABAR (CONT... FINISH AS U.O.) ..AND DON'T WORRY POMPADOR..	BABAR TURNS AND EXITS
				(CUT) BABAR WALKS UPSTAIRS  REUSE BG.
			SFX. O.S. STEP STOP STOP STOP... DOOR OPEN/CLOSE	(CUT)
			POMP THIS IS TERRIBLE! HOW CAN WE LET BABAR DELIVER THAT SPEECH ?!	
			POMP (CONT) ... THE WAY HE'S BEEN ACTING.. HELL PROBABLY DO IT IN HIS PAJAMAS!	CORNY LOOKS BACK TOWARD BABAR.

TIME  
PAGE  
TOTAL:

REVISION INFO:



TIME SC#



DIALOGUE:

CORN  
I THINK YOU SHOULD BE MORE CONCERNED ABOUT BABAR THAN HIS SPEECH, POMPADOR.

ACTION/NOTES:

...TURNS BACK TO POMP. A BIT DUFFED.

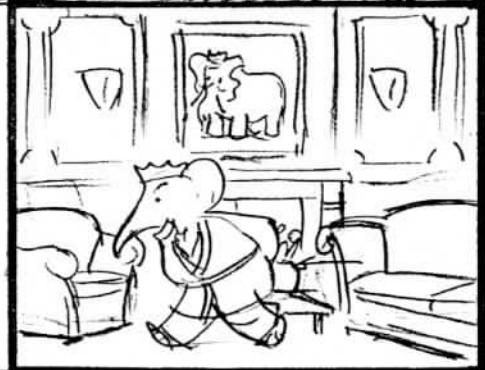


TRUCK IN TO POMPADOR AS CORNELIUS TURNS AND ENTERS POMP'S ARMS DOWN AS HE LOOKS SLIGHTLY SHEEPISH



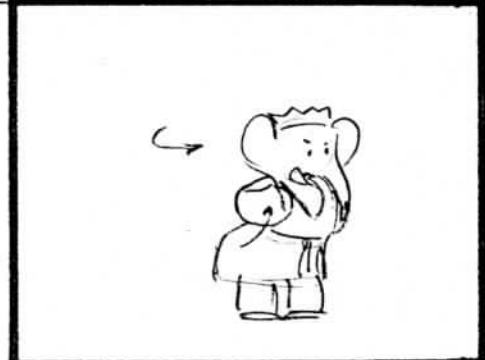
X-DISS TO PALACE AT NIGHT  
TRUCK IN ON BABAR'S STUDY WINDOW - ONLY LIGHT ON IN DARKENED PALACE.

(REUSE?)



BABAR  
WHAT IS HE DOING HERE..

CUT  
BABAR PACING IN FRONT OF MANTLE @ PORTRAIT OF OLD KING



TIME PAGE TOTAL:

REVISION INFO:

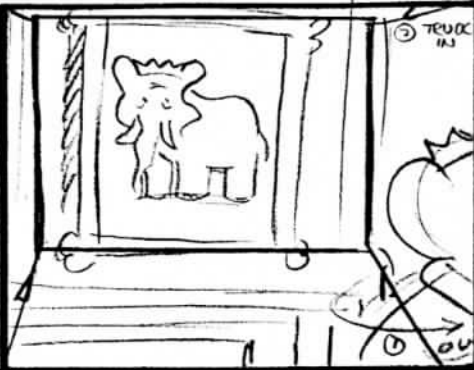
TIME	SC#	DIALOGUE:	ACTION/NOTES:
		<p><u>BABAR (cont)</u>                      WHY HAS HE COME?</p>	
		<p><u>BABAR (cont)</u>                      ... THERE MUST BE A REASON.</p>	<p>(CUT) M.C.U.                      PORTRAIT                      BABAR ENTERS</p>
		<p><u>BABAR:</u>                      ... AND I'M GOING TO FIND OUT WHAT IT IS!</p>	<p>TURNS AROUND</p>
		<p><u>SFX</u>                      O.S. FAINT TRUMPETING NOISE</p>	<p>BABAR REACTS.</p>
		<p><u>SFX</u>                      (ANOTHER) TRUMPET... (LOW OR)</p>	<p>BABAR SHIVERS WITH FRIGHT.</p>

TIME PAGE TOTAL:

REVISION INFO:

TIME

SC#



DIALOGUE:

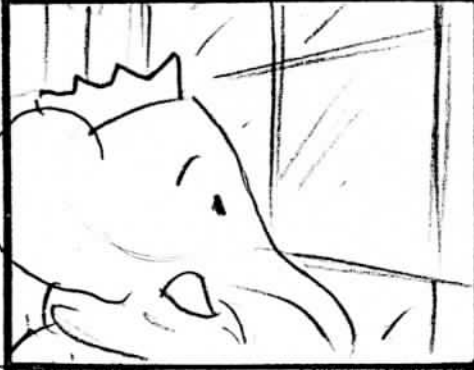
ACTION/NOTES:

(CONT)  
 BABAR EXITS TRUCK IN ON PORTRAIT  
 (HOLD A BEAT ON PORTRAIT)

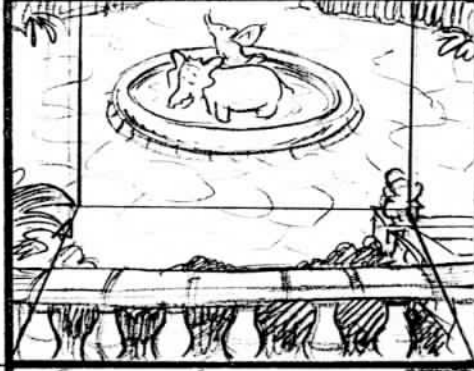


(CUT)  
 BABAR SETTLES IN AT WINDOW.

reuse.

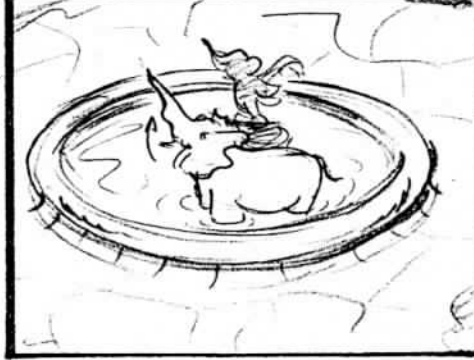


(CUT) C.U.  
 BABAR LOOKING OUT WINDOW  
 BLINK  
 BLINK



(CUT)  
 BABAR'S P.O.V.  
 OLD KING IN PALACE FOUNTAIN.

TRUCK IN AS



SEY TRUMPET.

↓  
 OLD KING TRUMPETS

TIME PAGE TOTAL:

REVISION INFO:

TIME

SC#

DIALOGUE:

ACTION/NOTES:



(CUT)  
 C.U. OLD KING  
 (HAPPILY  
 TRUMPETING)



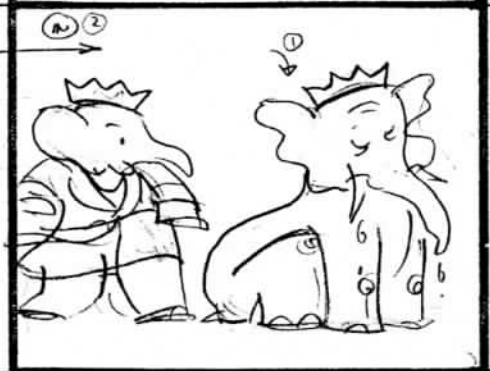
SFY  
 FOOTSTEPS  
 RUNNING

(CUT) L.S.  
 BABAR  
 RUNNING  
 DOWN STAIRS



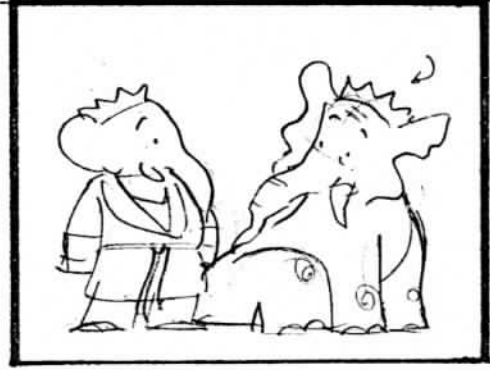
PUDDLES  
 ON BG.

PAN TO:  
 FOUNTAIN EDGE  
 OLD KING  
 (IN PROCESS OF)  
 CLIMBING OUT  
 OF FOUNTAIN  
 (OLD KING WET,  
 DRIPPING)



SKID  
 ↓






OLD KING  
 SITS DRIPPING  
  
 BABAR SKIDS  
 TO A STOP  
 ON SCRN.



O. KING.  
 HELLO BABAR!


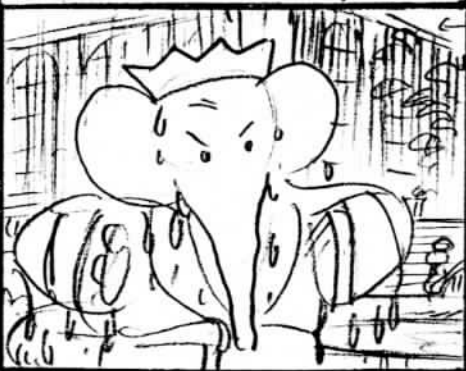

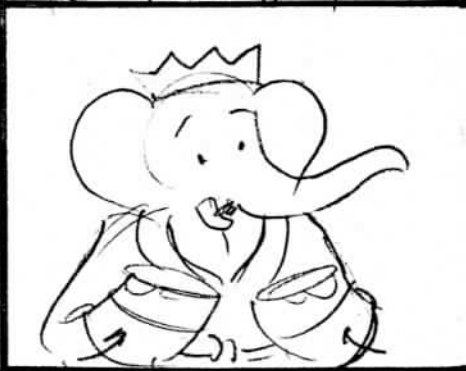
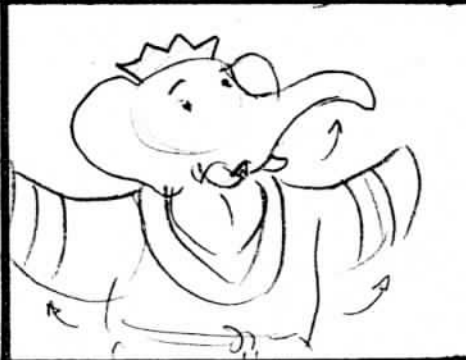
TIME  
 PAGE  
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REVISION INFO:

TIME	SC#	IMAGE	DIALOGUE:	ACTION/NOTES:
			<p>OLD KING COURT LOVELY NIGHT ISNT IT.</p>	COURT.
			<p>SHOOTING STAR</p> <p>OLD KING (COM) (V.O.) I THINK NIGHTTIME IS MY FAVOURITE PART OF THE DAY</p> <p>SEX NIGHT AMBIANCE</p>	<p>CUT</p> <p>THEIR P.O.V</p> <p>EFX - TWINKLING STARS - SHOOTING STAR</p>
			<p>BEAT</p>	<p>CUT</p> <p>OLD KING ANTICS</p>
				<p>SHAKES WATER OFF. BABAR REALTS</p>
				<p>CUT C.U.</p>


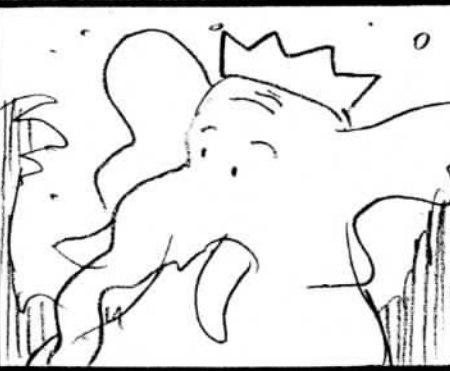
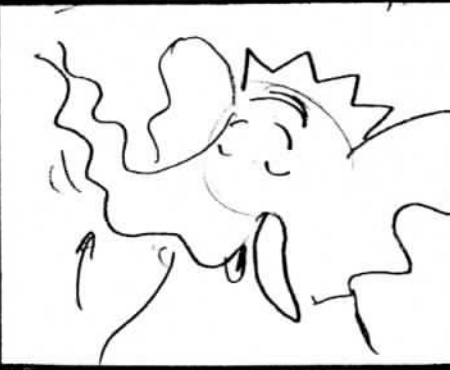
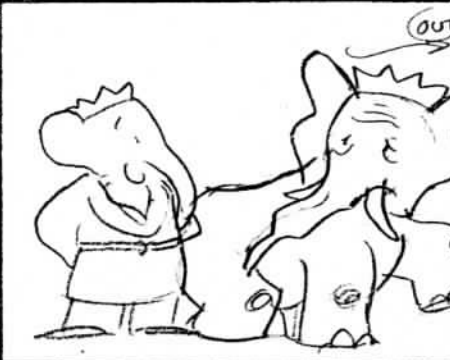
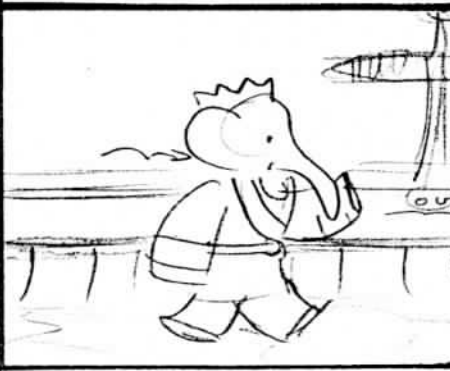
TIME PAGE TOTAL:

REVISION INFO:

TIME	SC#		DIALOGUE:	ACTION/NOTES:
				(CONT.) OLD KING LOOKS AT BABAR
				<u>CG?</u> C.U. BABAR DRIPPING.
			<u>BABAR</u> THATS OK. YOUR HIGHNESS.	
			<u>BABAR</u> (CONT) YOU'VE <u>GOT</u> TO TELL ME.. WHY HAVE YOU..	
			<u>BABAR</u> (CONT) ... COME HERE	

TIME  
PAGE  
TOTAL:

REVISION INFO:

TIME	SC#	DIALOGUE:	ACTION/NOTES:
			(SMALL BEAT)  (cont) BABAR WAITS FOR ANSWER
			(BEAT)  CUT
			O. KING SNIFF... AAHHH... JUST SMELL THAT AIR.
			O. KING (cont) ... LETS GO FOR A WALK.  CUT 2 SHOT OLD KING GETS UP AND EXITS.
			BABAR (ADD) ... BUT...  BABAR (RELUCTANTLY) FOLLOWS

TIME  
PAGE  
TOTAL:

REVISION INFO: