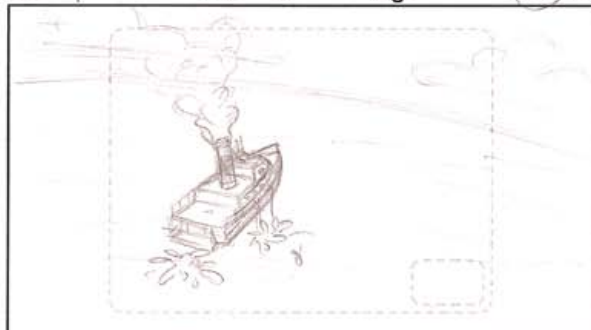




Sc. 1 Pnl. A Bg. day/night

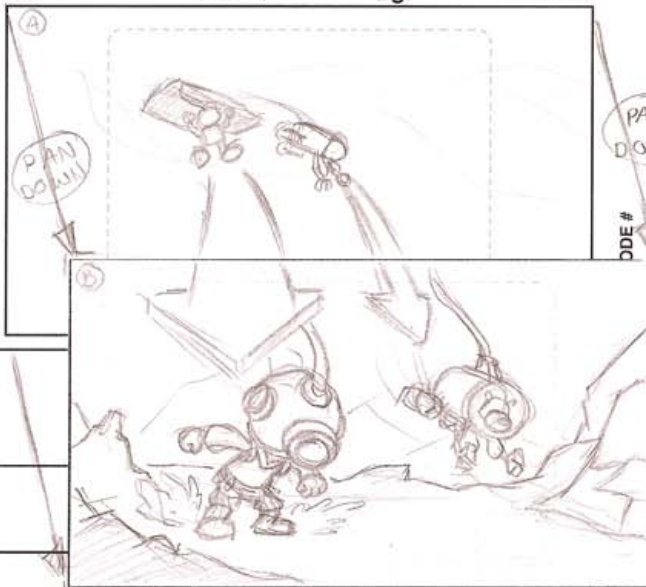


Dialog:

Action:

Timing: (still, then sound of two splashes)

Sc. 2 Pnl. A Bg. day/night

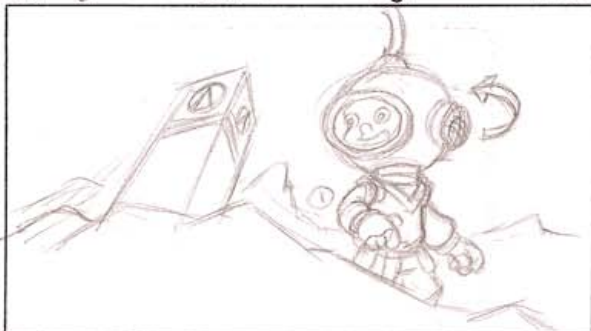


PAN DOWN!

CAMERA ADJ.

Prod

Sc. 3 Pnl. A Bg. day/night



Dialog: [ELI] (after head-turn) Amos, my boy! Look at that marker!

Action: (Eli points at marker 2 after word "boy")

Timing:

Sc. 3 Pnl. B Bg. day/night



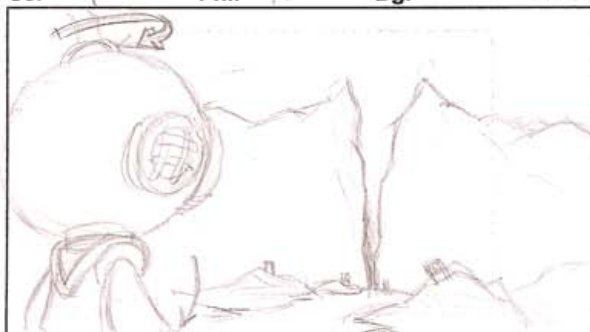
Dialog: [ELI] What luck! The lost city must be close...

EPISODE #

Production:



Sc. 4 Pnl. A Bg. day night



Dialog: [ELI] The markers seem to lead this way.

Action: (Eli lowers right hand from chin)

Timing:

Sc. 5 Pnl. A Bg. day night



Dialog: [ELI] Alright, there's no need for both of us to go through that crack.

EPISODE #

Production:

Sc. 5 Pnl. B Bg. day night



Dialog: [ELI] You find a way around, and we'll meet on the other side.
[AMOS] * BARK *

Action: (Amos' sub turns and exits screen)

Timing:

Sc. 6 Pnl. A Bg. day night



Dialog: [ELI] Now then.

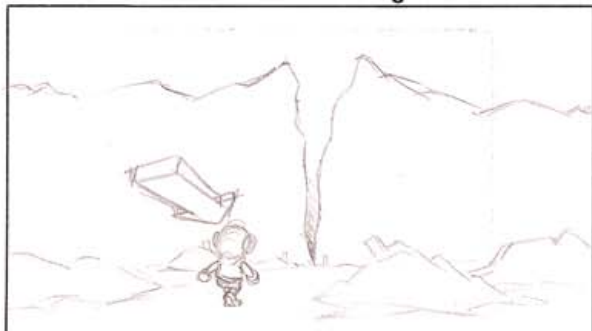
(gestures as if rolling up sleeves)

EPISODE #

Production:



Sc. 7 Pnl. A Bg. day night



Sc. 8 Pnl. A Bg. day night



Dialog:

ELI (straining) Ugh - bit of a tight squeeze...

Action:

Timing:

EPISODE #
Production:

Sc. 9 Pnl. A Bg. day night



Sc. 9 Pnl. B Bg. day night



Dialog:

ELI *grunting*

ELI Whoa.

Action:

(Eli emerges into detail from silhouette)

Timing:

EPISODE #
Production:



Sc. 10 Pnl. A Bg. day night



Dialog:

Action: (Eli climbs down to the right as the camera lingers on  (Eli glances around, turning head side to side as he moves forward)

Timing:

EPISODE #
Production:

Sc. 11 Pnl. B Bg. day night



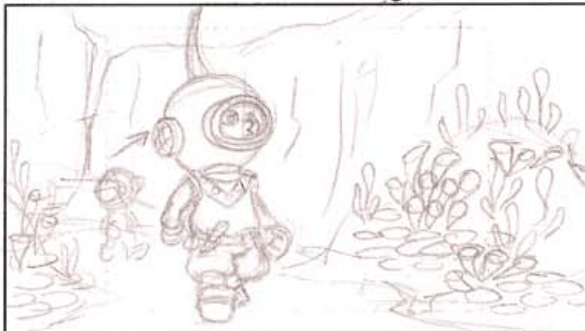
Dialog: [ELI] Huh? [ELI] (o/s) *gulp* Uh-oh.

Action: (Eli freezes & looks up as shadow passes over him) (hammerhead silhouette swims overhead into distance)

Timing:

EPISODE #
Production:

Sc. 11 Pnl. A Bg. day night





Sc. 13 Pnl. A Bg. day night



Dialog: [ELI] *grunt*

Action: (Eli darts ① behind rock ② as hammerhead shrinks into distance)

Timing:

Sc. 14 Pnl. A Bg. day night



[ELI] I — better stay out of his way.

EPISODE #

Production:

Sc. 14 Pnl. B Bg. day night



Dialog: [ELI] Oh great. Now where'd he go?

Action: (BG pans left as Eli scoots screen right to see canyon)

Timing:

Sc. 14 Pnl. C Bg. day night



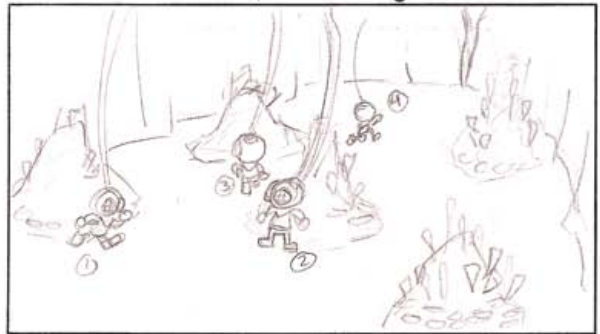
[ELI] *breathes deep* Ready, and — ... go.

EPISODE #

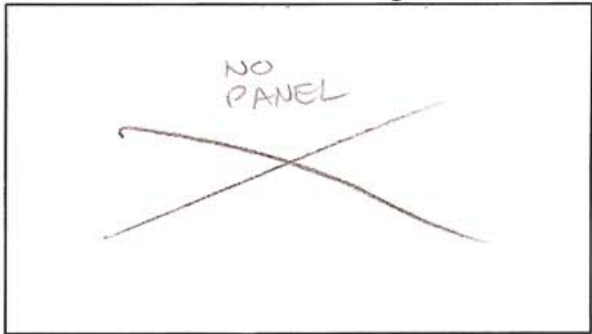
Production:



Sc. 15 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

Timing:

EPISODE #
Production:

Sc. 16 Pnl. A Bg. day night



Sc. 16 Pnl. B Bg. day night



Dialog: [ELI] *slight panting* [ELI] (worried) Oh...

Action: (Eli looks up + over shoulder as shadow passes over him, keeps running)

Timing:

EPISODE #
Production:



Sc. 17 Pnl. A Bg. day night

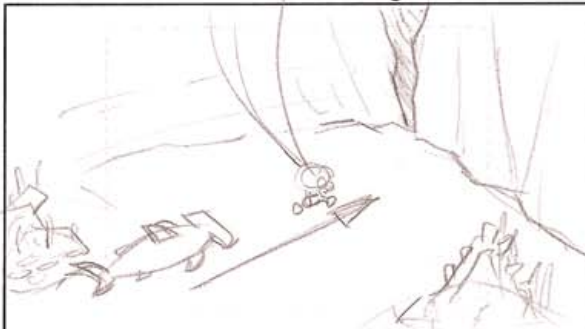


Dialog: [ELI] (o/s) (panicked) ... crud!

Action: (hammerhead silhouette ① grows close quickly ②)

Timing:

Sc. 18 Pnl. A Bg. day night



[ELI] (panicked) crud crud crud
crud crud

(hammerhead gains quickly on Eli)

EPISODE #

Production:

Sc. 19 Pnl. A Bg. day night

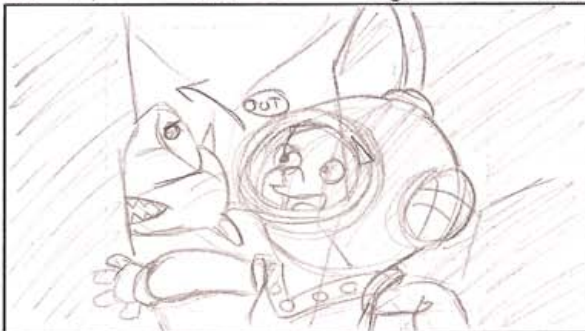


Dialog: [ELI] * huffing *

Action: (Eli and hammerhead both quickly approaching camera)

Timing:

Sc. 19 Pnl. B Bg. day night



[ELI] (thrilled) Safe!

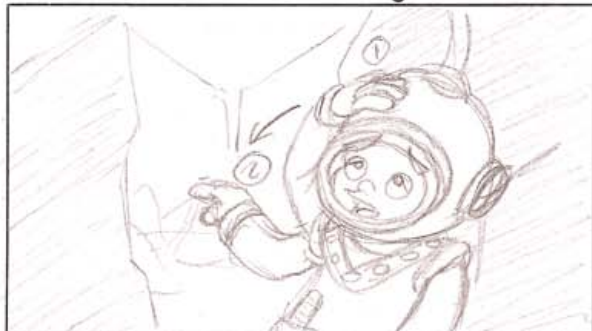
(Eli barely makes it to fissure, hammerhead exits screen left without lingering)

EPISODE #

Production:



Sc. 19 Pnl. C Bg. day night

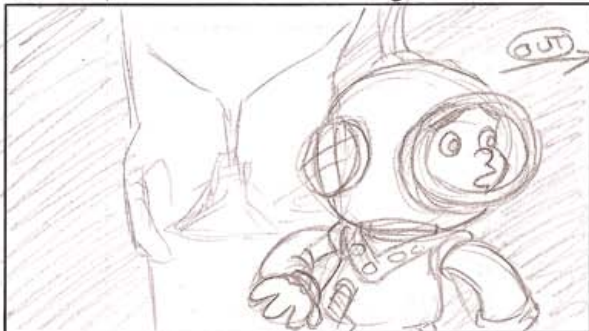


Dialog: **ELI** (relieved) Oh man, that was close.

Action: (Eli motions as though wiping sweat from brow)

Timing:

Sc. 19 Pnl. D Bg. day night



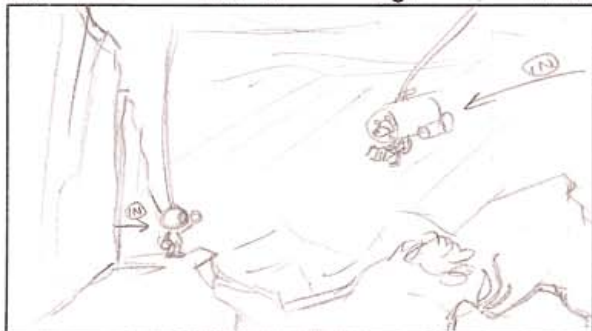
Dialog: **ELI** wish Amos hadn't had to go a separate way...

Action: (sidles out of frame while speaking)

EPISODE #

Production:

Sc. 20 Pnl. A Bg. day night

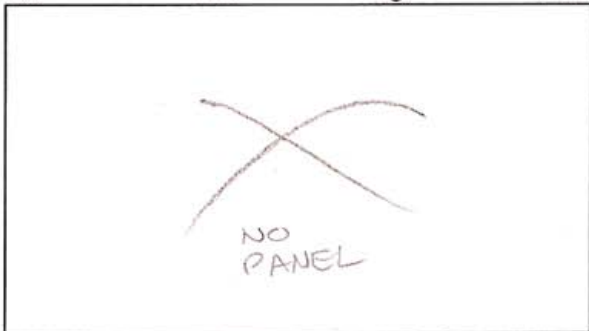


Dialog: **ELI** (excited) Amos buddy!

Action:

Timing:

Sc. Pnl. Bg. day night



EPISODE #

Production:



Sc. 21 Pnl. A Bg. day night



Dialog: **[ELI]** (excited) I almost got eaten!

Action: (points thumb at chest proudly)

Timing:

Sc. 22 Pnl. A Bg. day night



Dialog: **[AMOS]** *excited barking*

Action: (Eli lowers arm, Amos spins in a circle excitedly 1 1/2 times before stopping at 2)

Timing:

EPISODE #

Production:

Sc. 23 Pnl. A Bg. day night

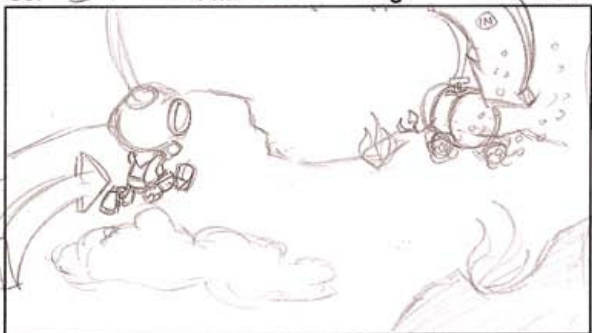


Dialog: **[ELI]** You found something? Well let's go see!

Action: (shakes fists with excitement)

Timing:

Sc. 24 Pnl. A Bg. day night



Dialog:

Action: (background shifts down as characters move forward for reveal)

Timing:

CAMERA AJT

EPISODE #

Production: