



CINEGROUPE.

TRIPPING THE RIFT

Episode 22 page 180

SCENE 235 timing pose 4/4



FIX
Sound

Action

CHODE PULLS ADAM
OUT C

Dialogue

my brain is gonna be lunch!

SCENE / timing pose /



FIX
Sound

Action

Dialogue

SCENE 236 timing pose 1/1



FIX
Sound

Action

ENV 0282-01 -EXT-DAY

GROUP IN R +
HURRY TO WITHIN
SIGHT OF SHIP

M/C

Dialogue

TRIPPING THE RIFT

SCENE 237 timing pose 1/2



F/X
Sound

M/C

Action

CHODE LOOKS AT
DEATHWATCH

Dialogue

186 CHODE
With two minutes to spare!

SCENE 237 timing pose 2/2



F/X
Sound

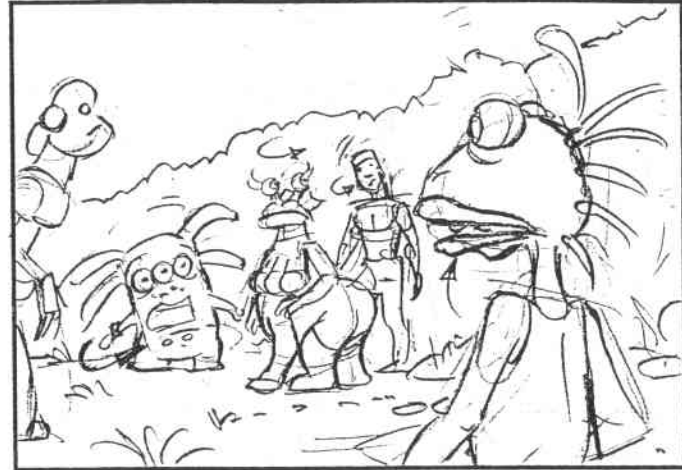
Action

GLANCES BACK (P)

Dialogue

Ya hear that Six?

SCENE 238 timing pose 1/2



F/X
Sound

M/C

Action

CHODE TURNS AROUND

Dialogue

(looking around)
Six---??

TRIPPING THE RIFT

SCENE 238 timing pose 2/2

SCENE timing pose

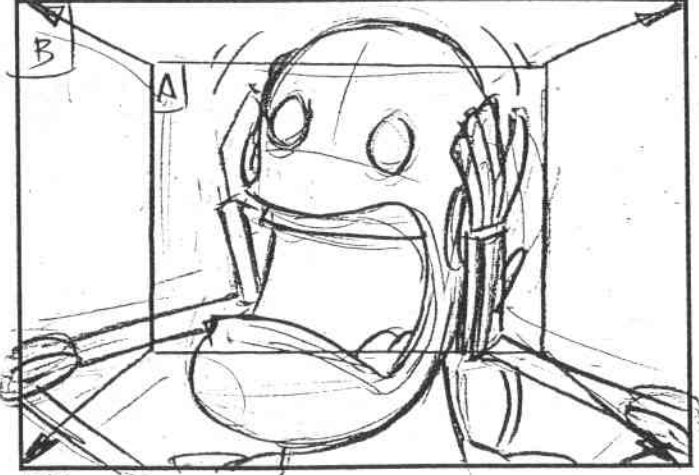
SCENE 239 timing pose 1/1



FX Sound START STOP FX Sound

Action Action

Dialogue Dialogue
(167) WHIP
She was right behind me.



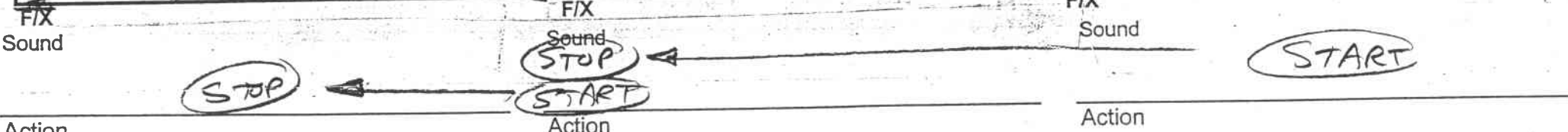
FX Sound

Action

Dialogue Dialogue
Gus lets out a girlish SCREAM.
(167) GUS
(pointing)
Oh no!...

M/C

SCENE 240 timing pose 1/1 SCENE timing pose SCENE timing pose



ZIP PAN FROM A TO B
 PAN W/ ACTION B TO C
 TO FOLLOW ANACONDA W/ BULGE
 AS IT SLITHERS INTO LAGOON

Dialogue

Dialogue The anaconda's got Six!



CINEGROUPE

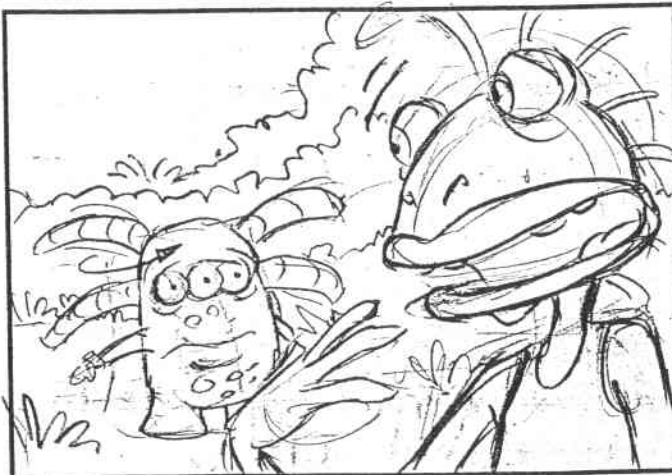
NO SC 241

TRIPPING THE RIFT

Episode 22 page 184

NEXT PAGE IS 184A

SCENE 242 timing pose 1/1



FIX
Sound

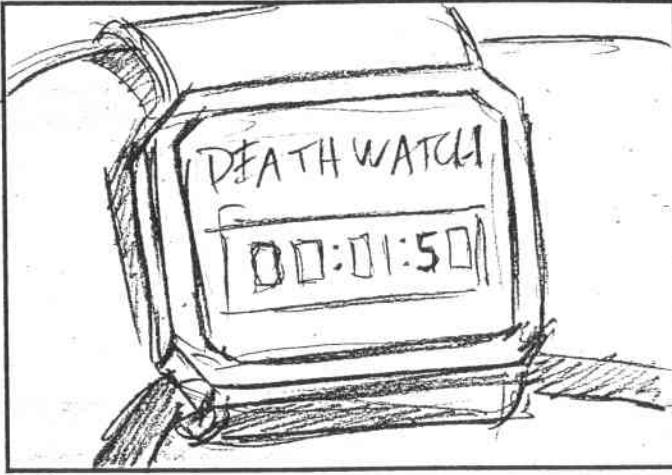
SCENE 243 timing pose 1/1



FIX
Sound

M/C

SCENE 244 timing pose 4



FIX
Sound

M/C

M/C

Action

Action

Action - CHODE'S P.O.V.
- C/U DEATH WATCH
COUNTING DOWN
FROM 00:01:50

CHODE LOOKS
DOWN AT
DEATH WATCH

Dialogue

WHIP
Uncle Chode, what're you gonna do?

Dialogue

Dialogue

TRIPPING THE RIFT

SCENE 245 timing pose 1/3



FIX
Sound

Action

CHODE LOOKS UP
- THINKING

Dialogue

SCENE 245 timing pose 2/3



FIX
Sound

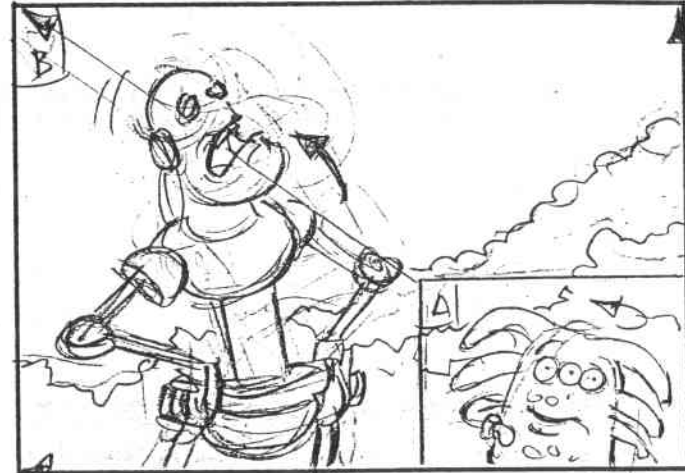
Action

DETERMINED
ATTITUDE

Dialogue

170 CHODE ...
Nancy was right. I've been a
selfish bastard my whole life.

SCENE 245 timing pose 3/3



FIX
Sound

Action

TRK-OUT [A] TO [B]
AS CHODE TURNS TO GUS
IN. F/G.

Dialogue

And--? 171 GUS

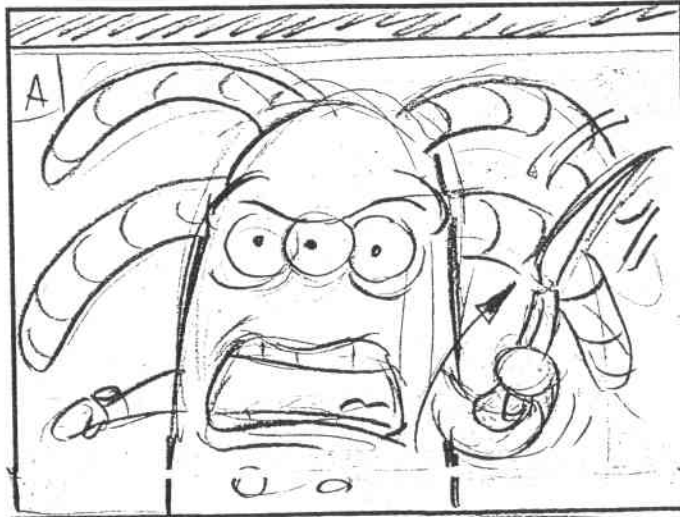
M/C

TRIPPING THE RIFT

SCENE 246 timing pose 1/2

SCENE 246 timing pose 2/2

SCENE / timing pose



Sound

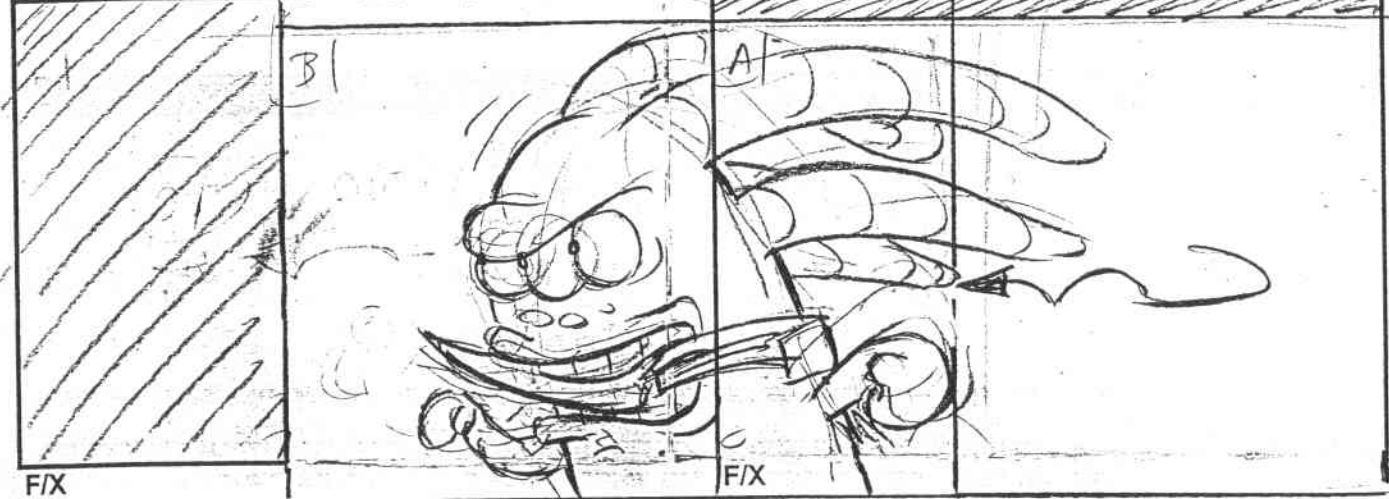
←LUCK!→ PR1082/-01

Action

CHODE FLIPS OPEN A KNIFE

Dialogue

172 CHODE
And... that's about to change. I'm going in after her!



FIX

Sound

FIX

Sound

STOP ← START

Action

PAN [A] TO [B] AS CHODE STARTS RUNNING (L) WITH KNIFE IN HIS TEETH

Dialogue

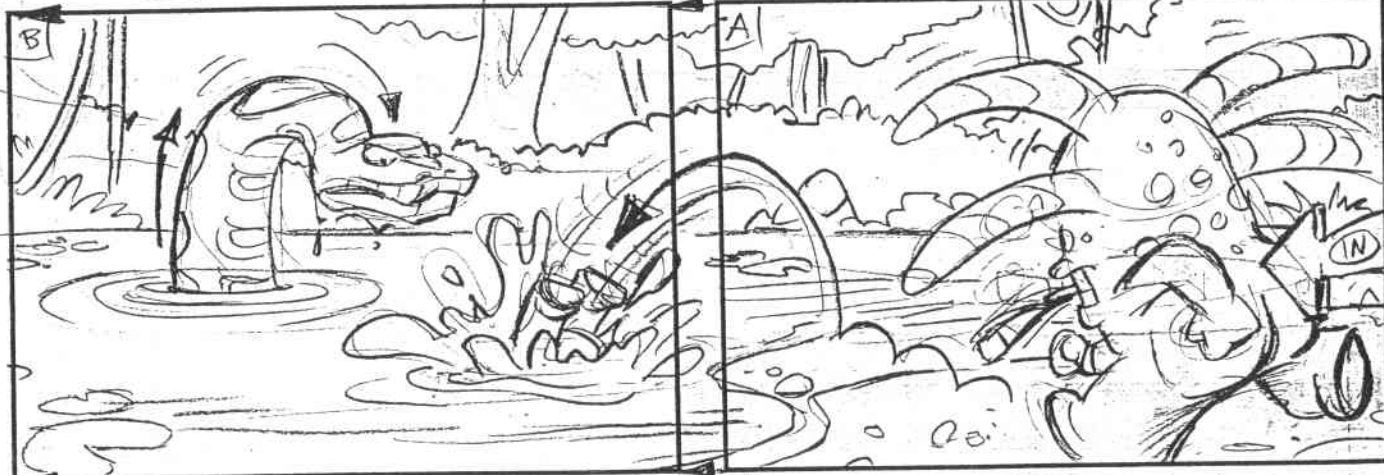
Dialogue

TRIPPING THE RIFT

SCENE 247 timing pose 1/1

SCENE timing pose

SCENE 248 timing pose 1/1



FIX
Sound

FIX
Sound

STOP ← START

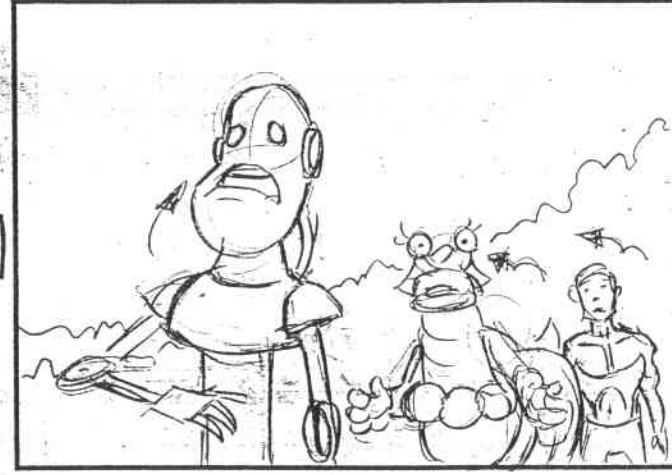
Action

Action

- PAN W/ ACTION A TO B AS
 CHOE IN B + RUNS TO DIVE
 INTO LAGOON
 - ANACONDA RISING FROM WATER

Dialogue

Dialogue



FIX
Sound

Action

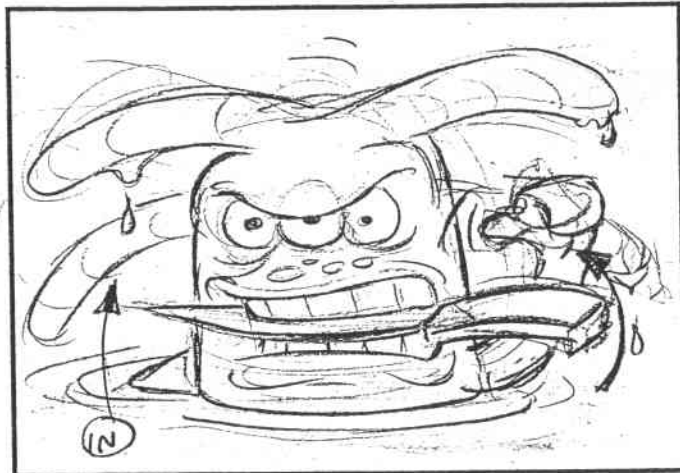
- T'NUK + ADAM APPROACH
 AS GUS LOOK O.S. L
 - AWED

Dialogue

73 GUS
 Wow. I haven't seen guts like this
 since James Brolin french kissed
 Streisand at the alter.

TRIPPING THE RIFT

SCENE **249** timing pose **1/1**



FIX
Sound

SCENE **250** timing pose **1/1**



FIX
Sound

SCENE **251** timing pose **1/1**



Sound

Action

CHODE EMERGES FROM UNDER WATER

Dialogue

174 CHODE (garbled)
Ake eee!

Action

- ANACONDA GETS QUIZZICAL EXPRESSION
- DOESN'T UNDERSTAND

Dialogue

Action

CHODE REMOVES KNIFE FROM TEETH FOR DIAL.

Dialogue

175 CHODE
I said, "Take me!"

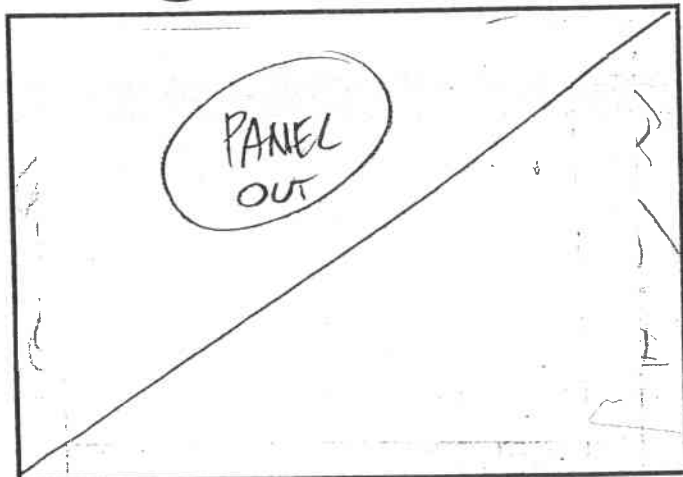
M/C

M/C

M/C

TRIPPING THE RIFT

SCENE / timing pose /



FIX
Sound

Action

Dialogue

SCENE 252 timing pose 1/4



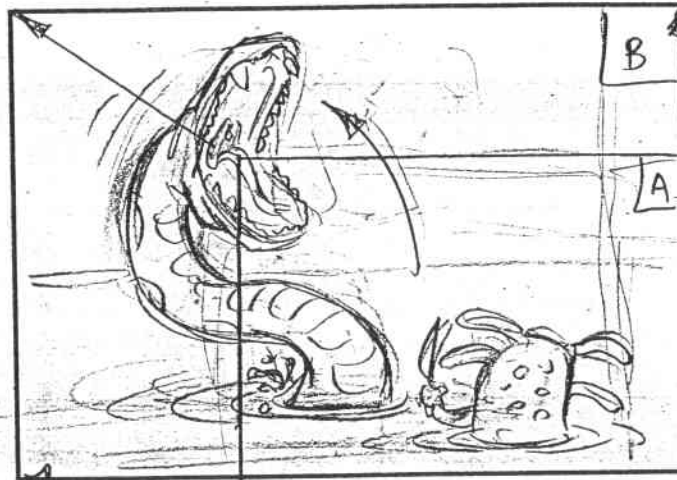
FIX
Sound

Action

SNAKE TILTS HEAD WITH "OH... I GET IT!" EXPRESSION

Dialogue

SCENE 252 timing pose 2/4



FIX
Sound

Action

TRK - OUT (A) TO (B) AS SNAKE ANTICS BACK MOUTH WIDE OPEN

Dialogue

TRIPPING THE RIFT

SCENE 252 timing pose 3/4



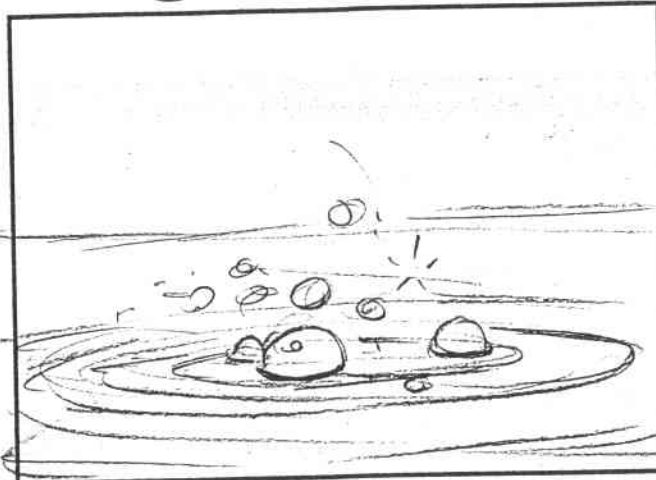
F/X
Sound

Action

SNAKE DIVES ON CHODE

Dialogue

SCENE 252 timing pose 4/4



F/X
Sound

Action

HOLD ON RIPPLES
FOR A BEAT

Dialogue

SCENE 253 timing pose 1/4



F/X
Sound

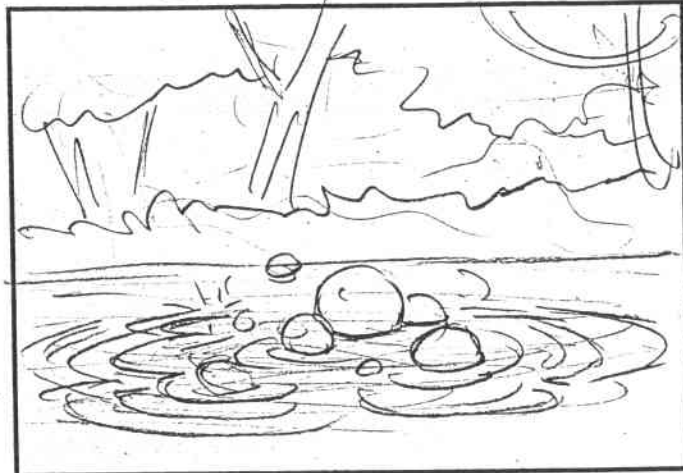
Action

GROUP LOOKS ON
IN ALARM

Dialogue

TRIPPING THE RIFT

SCENE 254 timing pose 1/4



FIX
Sound

Action

SURFACE BUBBLES

Dialogue

SCENE 254 timing pose 2/4



FIX
Sound

Action

- CHODE ON ANACONDA
- BURST OUT OF WATER

Dialogue

SCENE 254 timing pose 3/4



FIX
Sound

Action

CHODE BRANDISHES KNIFE
WHILE SNAKE'S MOUTH
PRIED OPEN...

Dialogue

176 CHODE
(yelling down the throat)
Hold on, Six... I'll get you out of
here.

TRIPPING THE RIFT

SCENE 254 timing pose 4/4



FIX
Sound

Action

CHODE + SNAKE WRITHE
IN WATER

Dialogue

SCENE 255 timing pose 1/5



FIX
Sound

Action

SIX WALKS (IN) (L)
TOWARDS GUS
GLANCING SIDEWAYS

Dialogue

SCENE 255 timing pose 2/5



FIX
Sound

Action

Dialogue

177 SIX
What's going on?

TRIPPING THE RIFT

SCENE 255 timing pose 3/5



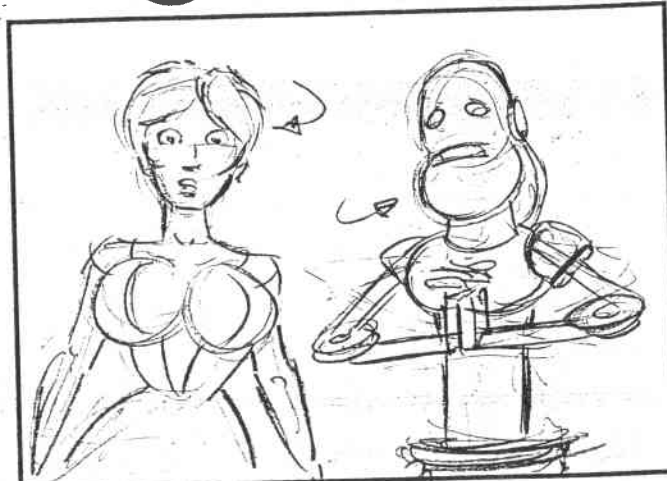
FIX
Sound

Action

Dialogue

178 GUS
Chode's inside the snake trying to

SCENE 255 timing pose 4/5



FIX
Sound

Action

Dialogue

save your life.

SIX IS CONFUSED
AS GUS TURNS BACK
TO LOOK AT O.S. SWAMP

SCENE 255 timing pose 5/5



FIX
Sound

Action

Dialogue

179 GUS
Wait. Where were you??

GUS DOES A DOUBLE-TAKE
AS HE REALIZES
SIX IS O.K.

M/C

SCENE 256 timing pose 1/2



FIX
Sound

M/C

Action

SIX IS ALARMED

Dialogue

180 SIX
Calling Nancy. She's on her way
down.

SCENE 256 timing pose 2/2



FIX
Sound

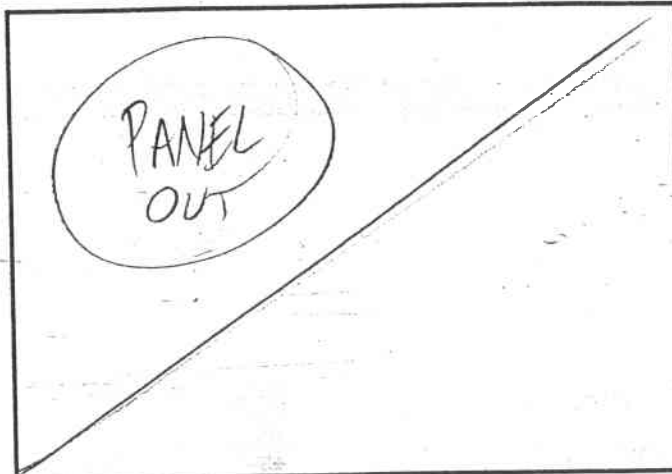
Action

GUS TURNS AS
SIX RUNS OUT L

Dialogue

I'm going in!

SCENE / timing pose /



FIX
Sound

Action

Dialogue

TRIPPING THE RIFT

SCENE 257 timing pose 1/2

SCENE / timing pose /

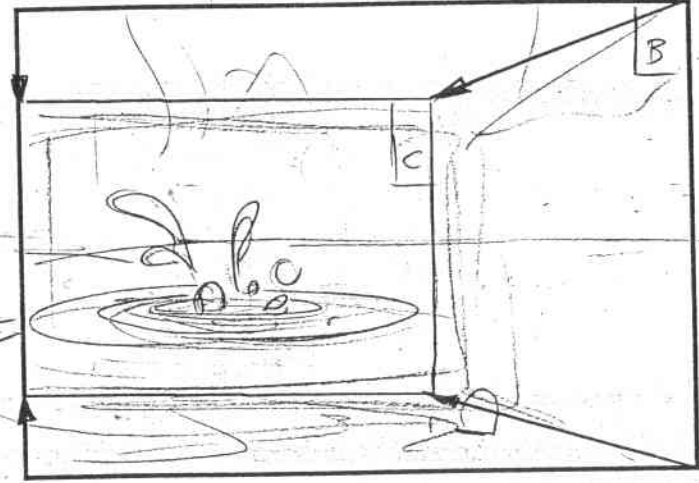
SCENE 257 timing pose 2/2



FIX
Sound



FIX
Sound



FIX
Sound

Action

SIX RUNS (IN) (P) + STOPS AT EDGE OF SWAMP
PAN (A) TO (B) AS SNAKE THRASHES + WRITHES
TTS

Dialogue

Action

Dialogue

Action

- SNAKE DIVES UNDER-WATER
- TRK. IN (B) TO (C)
ON RIPPLES
+ HOLD A BEAT

Dialogue

TRIPPING THE RIFT

SCENE 258 timing pose 1/1



F/X
Sound

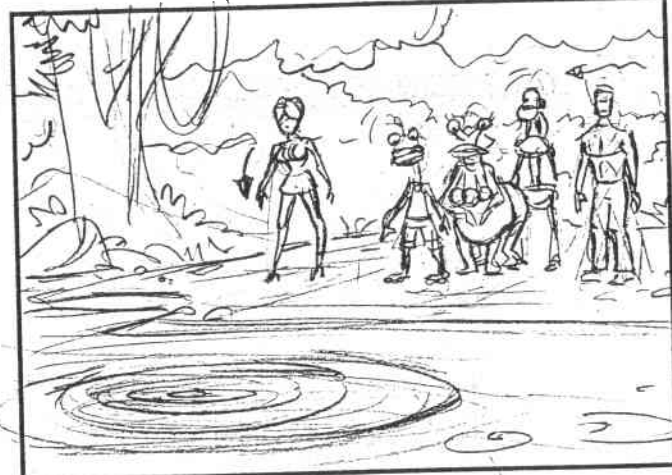
Action

C/U SIX (UPSHOT)
EXPRESSION OF
ASTONISHMENT

Dialogue

181 SIX
No. This can't be!

SCENE 259 timing pose 1/1



F/X
Sound

M/c

Action

- GROUP APPROACHES SWAMP
- NEXT TO SIX

Dialogue

182 WHIP
That's it. He's really gone.

SCENE 260 timing pose 1/3



F/X
Sound

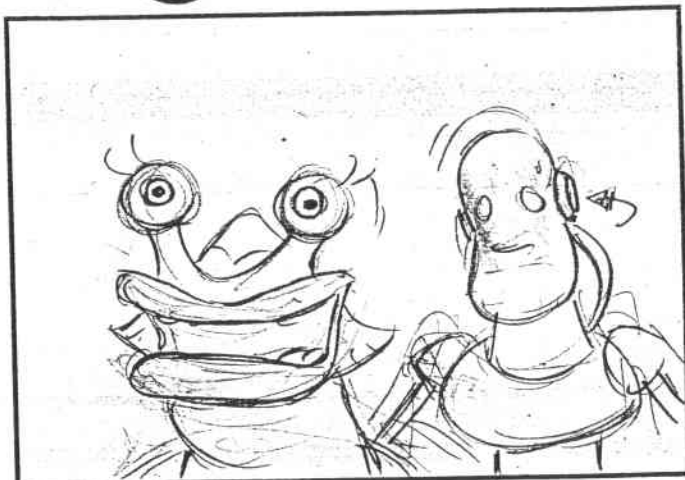
Action

Dialogue

183 T'NUK.
(tenderly)
Gee, I never thought I'd miss the
pain in the ass.

TRIPPING THE RIFT

SCENE 260 timing pose 2/3



FIX
Sound

Action

T'NUK LOOKS UP HAPPILY

Dialogue

..... (then brightly) And guess what? I was right!

SCENE 260 timing pose 3/3



FIX
Sound

Action

Dialogue

184 GUS
T'Nuk, please!

SCENE 261 timing pose 1/1



FIX
Sound

Action

Dialogue

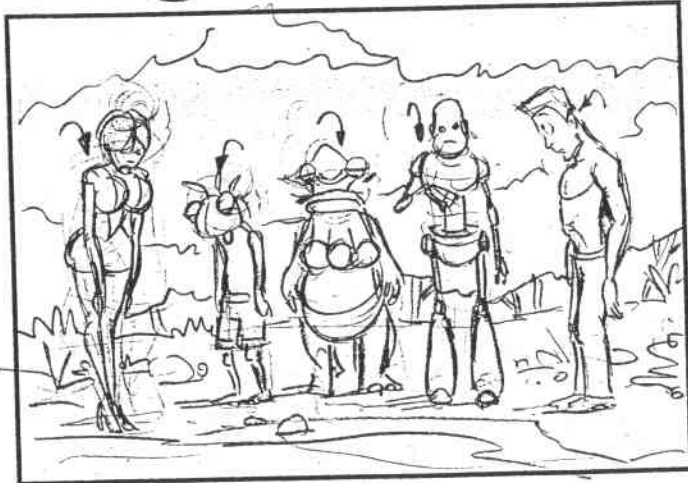
A moment of silence people.

M/c

TRIPPING THE RIFT

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SCENE 262 timing pose 1/1



FX
Sound

M/C

Action
ALL IN
GROUP BOW THEIR HEADS

Dialogue

SCENE 263 timing pose 1/2



FX
Sound

M/C

Action
WHIP W/ HALF-CLOSED
EYELIDS
- HOLD A BEAT

Dialogue

SCENE 263 timing pose 2/2



FX
Sound

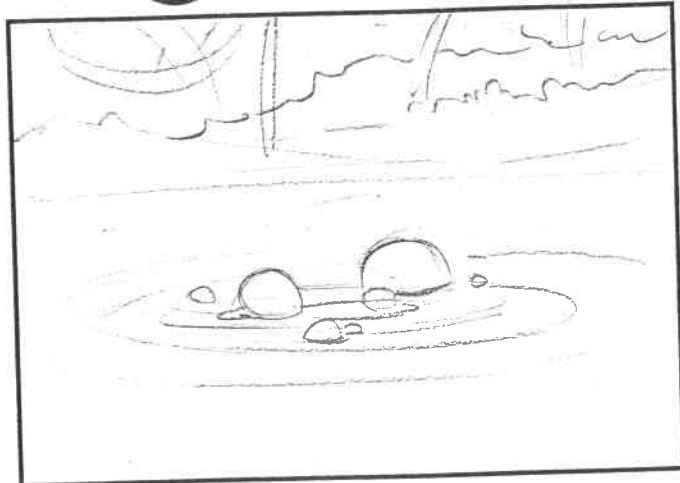
Action
THEN:
- SUDDENLY HE
REACTS IN SURPRISE
- EXCITED

Dialogue

Look-- 185 WHIP

TRIPPING THE RIFT

SCENE 264 timing pose 1/7



FIX
Sound

Action

BUBBLE TO SURFACE

Dialogue

SCENE 264 timing pose 2/7



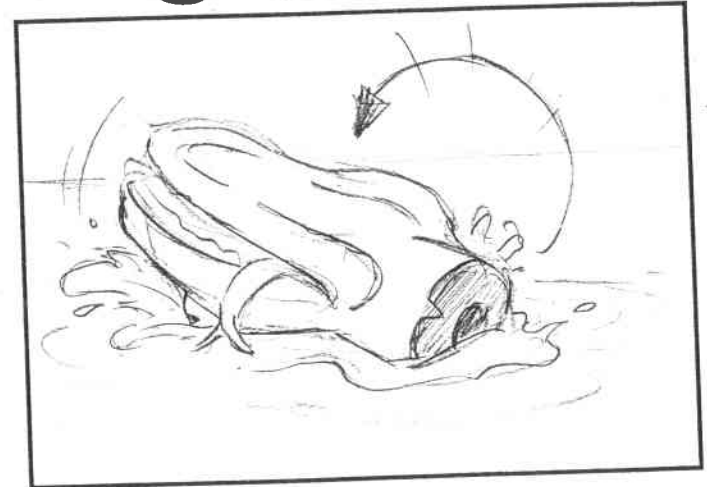
FIX
Sound

Action

SNAKE HEAD APPEARS
- MENACING LOOKING

Dialogue

SCENE 264 timing pose 3/3



FIX
Sound

Action

SUDDENLY HEAD BOBS
COMPLETELY TO THE SURFACE
FLIPPING OVER TO REVEAL
SEVERED NECK

Dialogue

SCENE 264 timing pose 4/7



FIX
Sound

CHA 0636-01

Action
SNAKE HEAD GETS KNOCKED
ASIDE AS CHODE BREAKS SURFACE
HOLDING MONSTER

Dialogue

SCENE 264 timing pose 5/7



FIX
Sound

Action

CHODE LOOKS
EXHAUSTED

Dialogue

My hero. 186 CREATURE

SCENE 264 timing pose 6/7



FIX
Sound

<SMOOTCH!>

Action

CREATURE KISSES
CHODE + HE RECOILS

Dialogue

TRIPPING THE RIFT

SCENE 264 timing pose 7/7

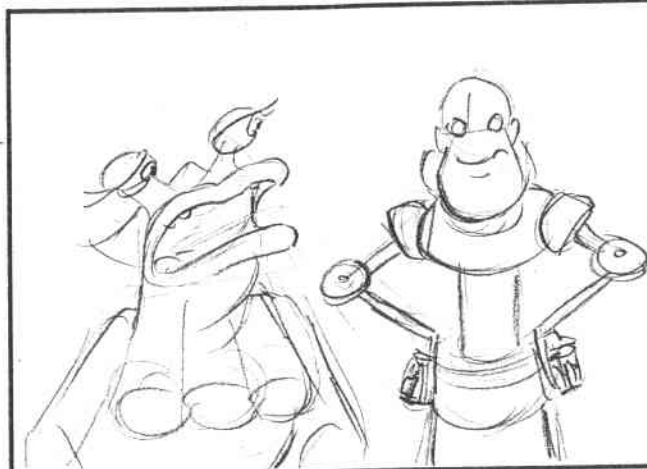


F/X
Sound

Action

Dialogue 187 CHODE /
Down boy... what died in your mouth?!

SCENE 265 timing pose 1/2



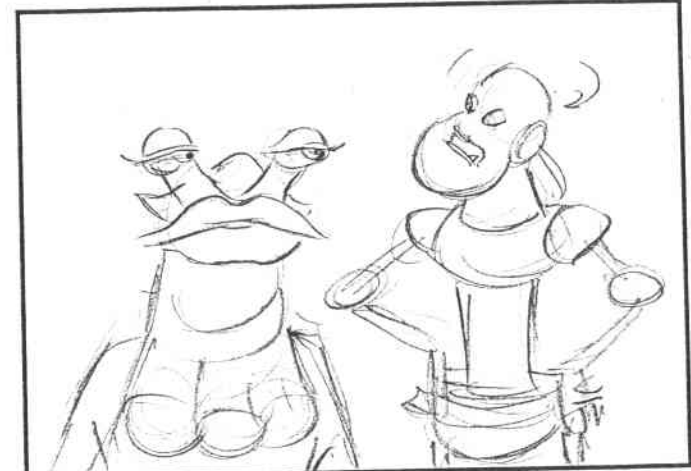
F/X
Sound

Action

T'NUK TURNS TO GUS
WHO LOOKS PEEVED

Dialogue 188 T'NUK
He's got a lot of nerve working your corner.

SCENE 265 timing pose 2/2



F/X
Sound

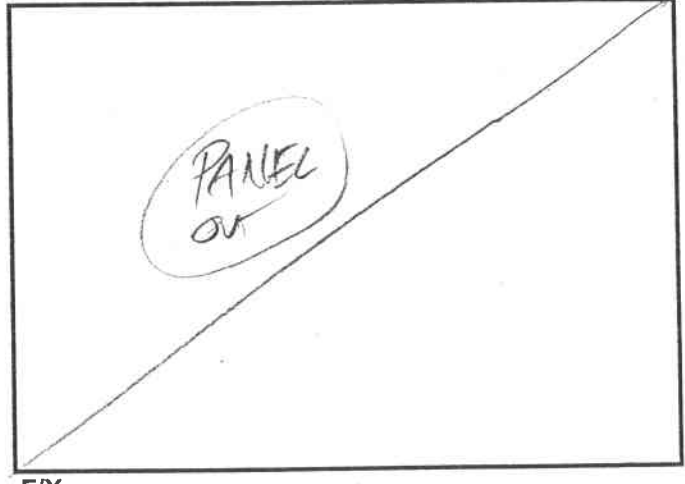
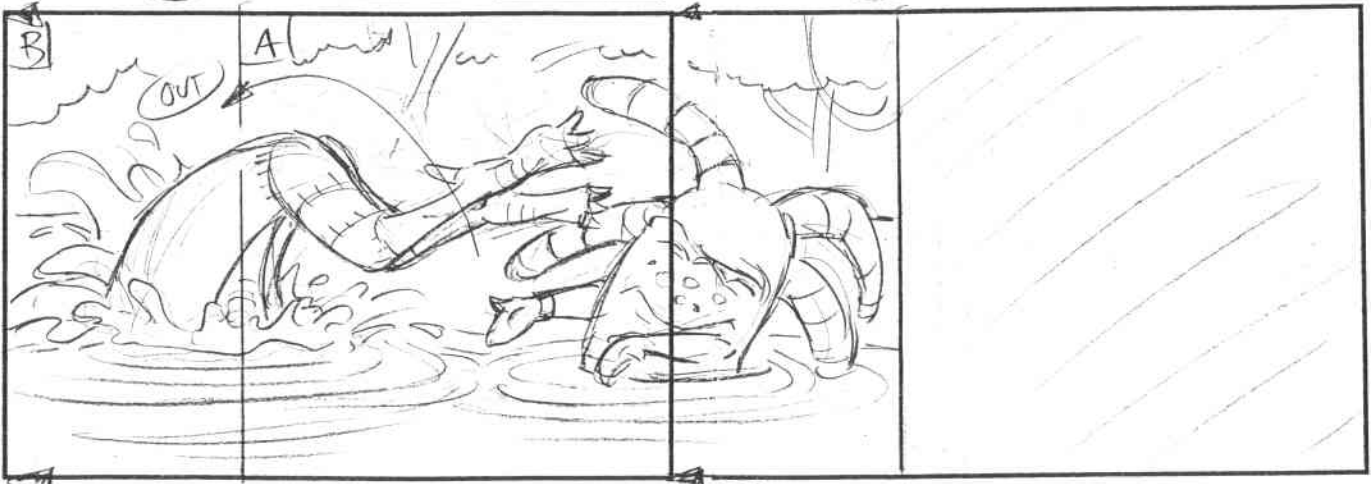
Action

Dialogue 189 GUS.
(disdainful)
I knew he was a player.

SCENE 266 timing pose 1/1

SCENE / timing pose /

SCENE / timing pose /



FIX
Sound

FIX
Sound

FIX
Sound

Action

Action

Action

ADJUST PAN [A] TO [B] AS CREATURE HOPS INTO THE WATER OUT OF CHODE'S ARMS

Dialogue

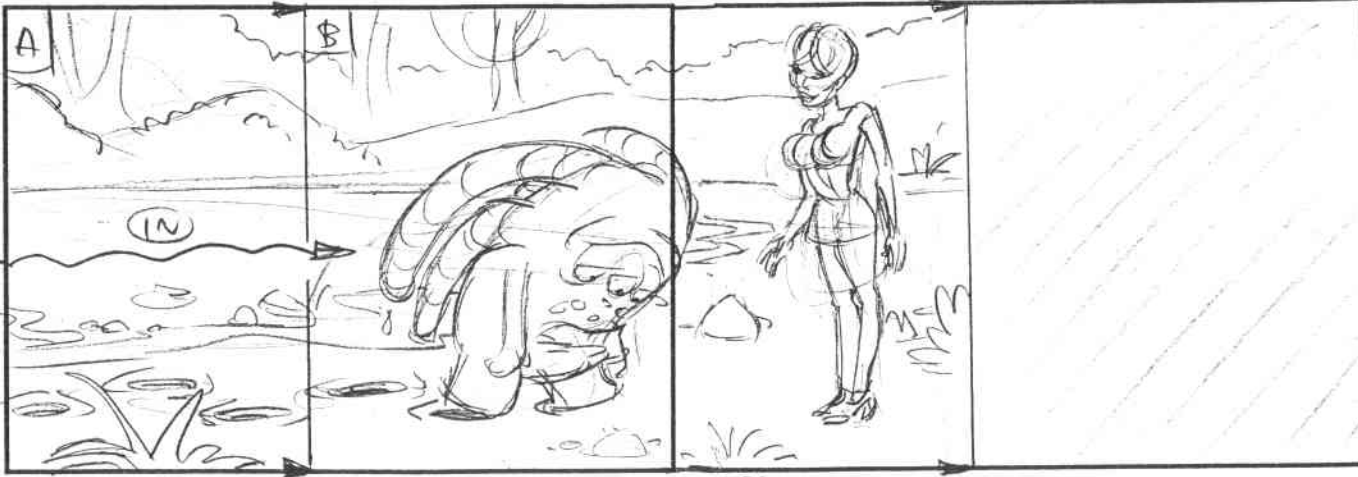
Dialogue

Dialogue

SCENE 267 timing pose 1/6

SCENE / timing pose /

SCENE 267 timing pose 2/6



FIX
Sound

FIX
Sound

Action

- PAN W/ACTION [A] TO [B]
AS CHODE WALKS (IN) (C)
DEJECTED

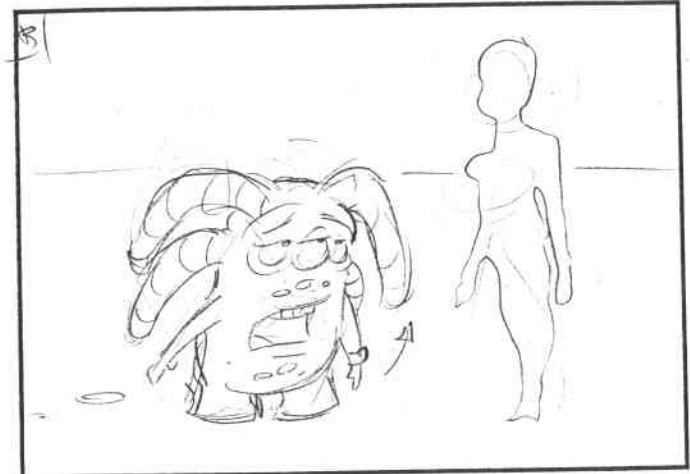
Dialogue

190 CHODE
I tried everything. But I couldn't
save her.

Chode? 191 SIX

Action

Dialogue



FIX
Sound

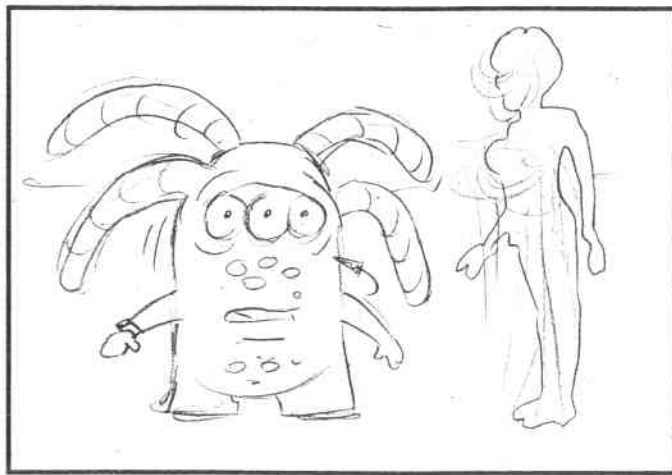
Action

- CHODE LOOKS UP
- DOESN'T NOTICE HE'S
SPEAKING TO SIX

Dialogue

192 CHODE
Sorry, Six.

SCENE 267 timing pose 3/6



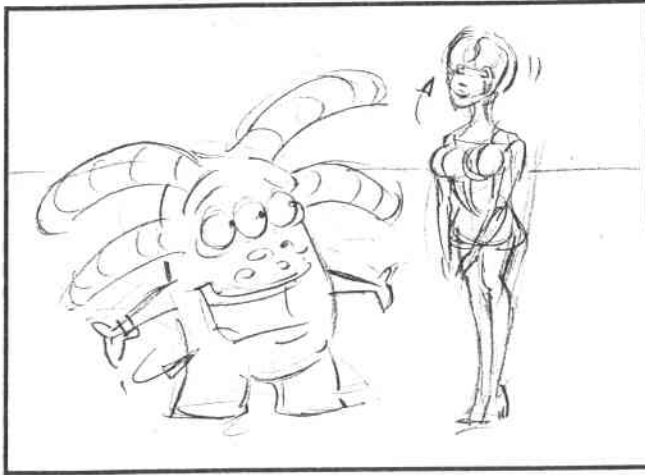
FIX
Sound

Action

CHODE DOES A SMALL TAKE

Dialogue

SCENE 267 timing pose 4/6



FIX
Sound

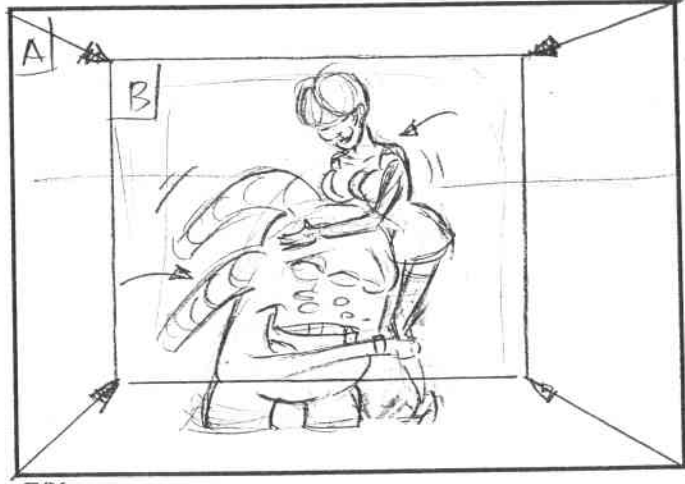
Action

- TURNS TO SIX
- THRILLED TO SEE IT'S HER

Dialogue

193 CHODE
You're alive!

SCENE 267 timing pose 5/6



FIX
Sound

Action

TRK-IN A TO B
AS THEY HUG

Dialogue

194 SIX
Chode, you really were willing to sacrifice yourself to save me.

SCENE 267 timing pose 6/6



FIX
Sound

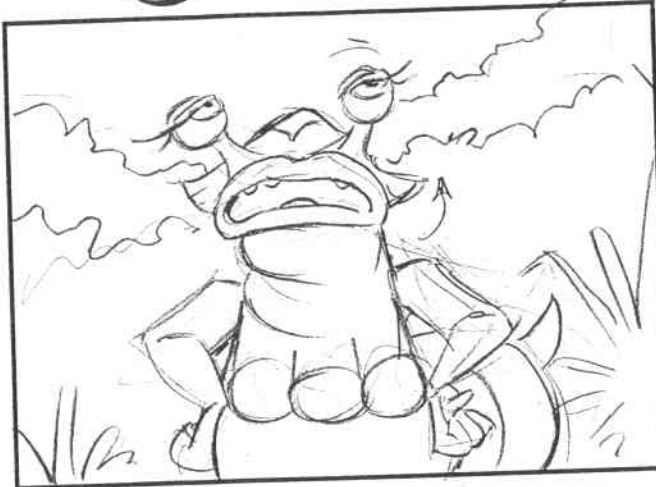
Action

CHODE LOOKS UP SELF-IMPORTANT
AS SIX STROKES
HIS TENTACLE

Dialogue

195 CHODE
What can I say... that's what I'm
made of.

SCENE 268 timing pose 1/1



FIX
Sound

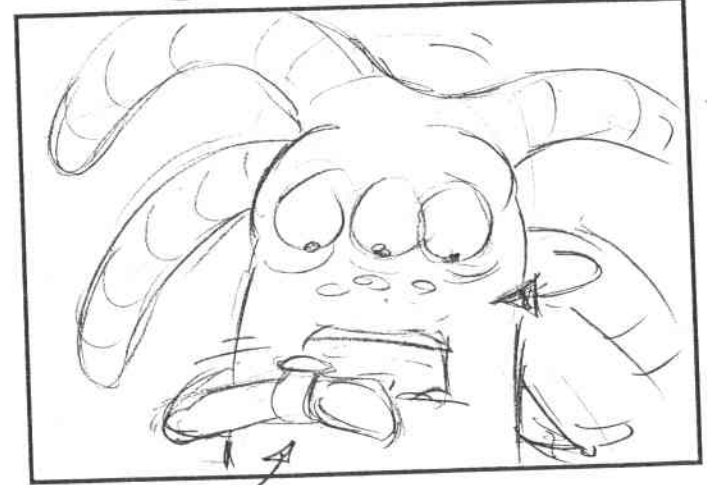
Action

T'NUK ROLLS HER EYES

Dialogue

196 T'NUK
(rolling her eyes)
That and alotta bull--

SCENE 269 timing pose 1/1



FIX
Sound

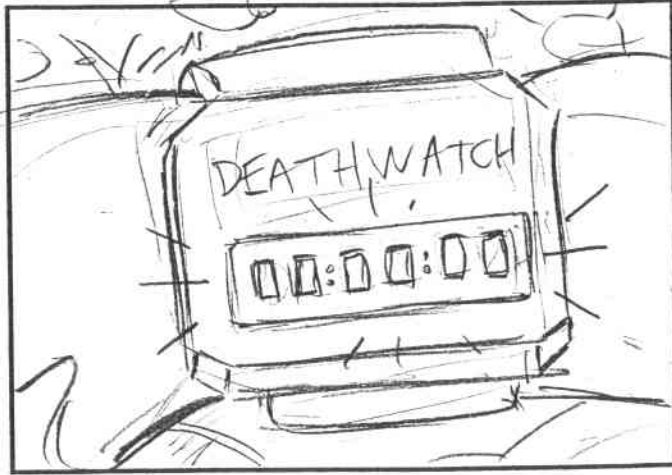
Action

CHODE LOOKS DOWN
AT WATCH AS ALARM
SOUNDS

Dialogue

M/C

SCENE 270 timing pose 1/1



FIX
Sound

SCENE 271 timing pose 1/2



FIX
Sound

SCENE 271 timing pose 2/2



FIX
Sound

M/C

<ALARM> CONT

Action
- CHODE'S P.O.V. OF DEATHWATCH
- READS 00:00:00
(+ STROBES ON / OFF)

Dialogue
That's it. 197 CHODE

M/C

Action
CHODE LOOKS UP FROM WATCH

Dialogue
I'm cooked.

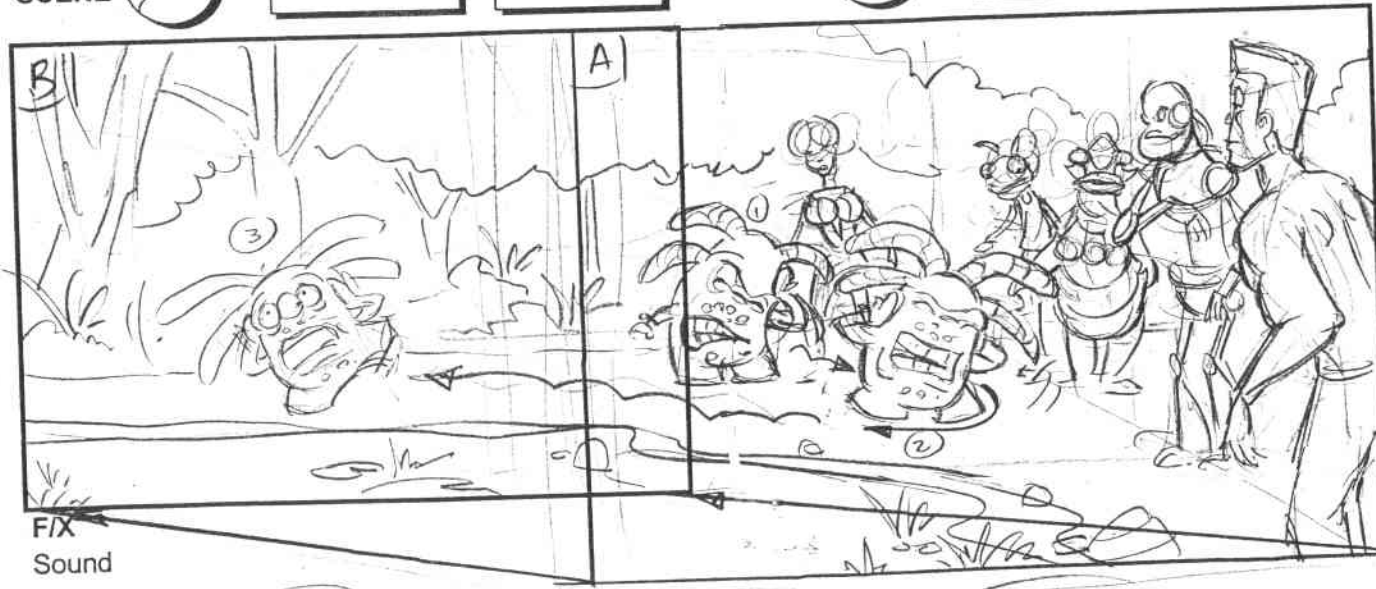
Action
LOOK UP SADLY AT SIX + TOUCHES HER ARM

Dialogue
(then to Six frightened)
It's been nice knowing you.

SCENE / timing pose /

SCENE 272 timing pose 1/2

SCENE 272 timing pose 2/2



Action

Action

Action

Dialogue

Dialogue

Dialogue

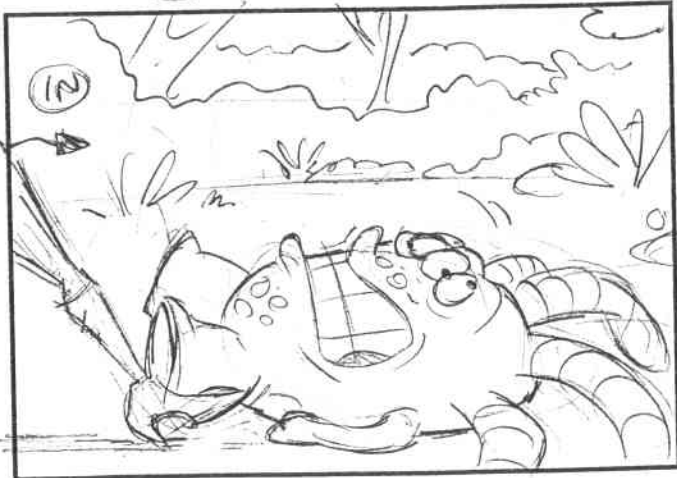
CHODE GRABS HIS HEAD
+ STEPS (R) IN PAIN
TRK-IN W/ACTION [A] TO [B] AS
CHODE STEPS (L)

(198) CHODE
Aaaah! Aaaah! Aaaaaaaah!

CHODE COLLAPSES
AS NANCY
MATERIALIZES
HOLDING

TRIPPING THE RIFT

SCENE 273 timing pose 1/2



FIX
Sound

M/C

Action

NANCY STEPS IN 2

Dialogue

SCENE 273 timing pose 2/2



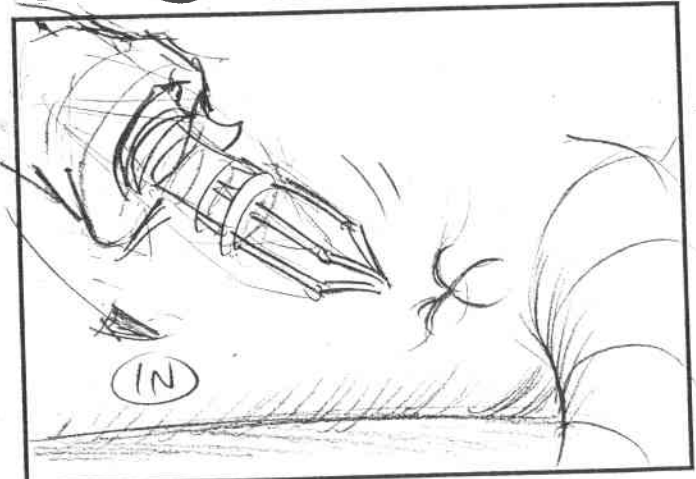
FIX
Sound

Action

NANCY KNEELS
WITH EXTRACTOR TOOL

Dialogue

SCENE 274 timing pose 1/3



FIX
Sound

M/C

PR1083-01

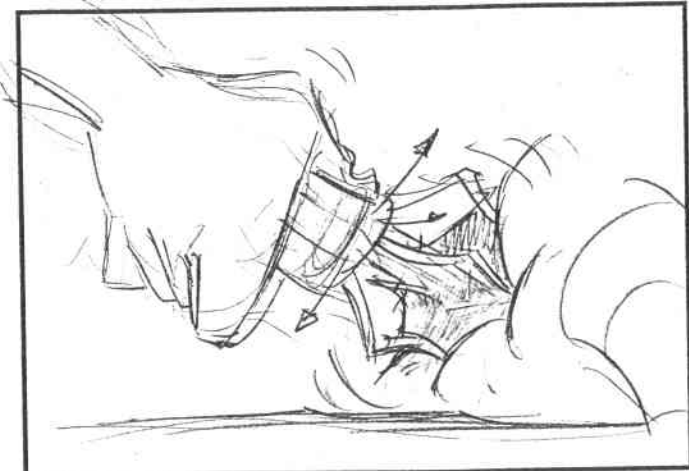
Action

TOOL IN 2
TOWARDS E.C.U.
OF CHODE'S EARHOLE

Dialogue

TRIPPING THE RIFT

SCENE 274 timing pose 2/3



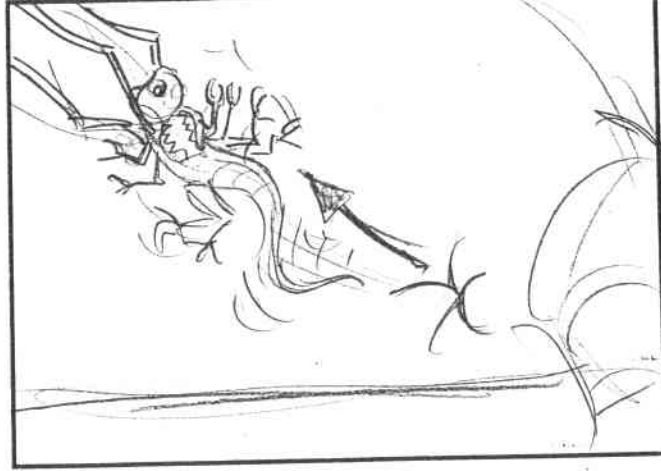
FIX
Sound

Action

INSTRUMENT OPENS
CHODE'S EARHOLE WIDE

Dialogue

SCENE 274 timing pose 3/3



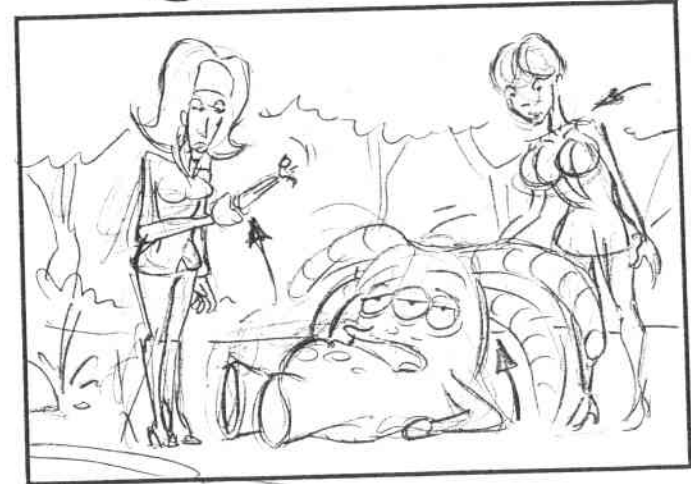
FIX
Sound

Action

- EARWIG IS EXTRACTED
- WRIGGLING

Dialogue

SCENE 275 timing pose 1/1



FIX
Sound

M/C

Action

- NANCY SETTLES UPRIGHT
AS CHODE LIFTS HEAD
FOR DIAL
- DAZED EXPRESSION

Dialogue

179 CHODE
Whoa... what a rush.

SCENE 276 timing pose 1/1



FIX
Sound

Action

SIX KNEELS + COMFORTS CHODE

Dialogue

200 SIX
Are you okay?

201 CHODE
I think so.

SCENE 277 timing pose 1/2



FIX
Sound

Action

NANCY HOLDS UP WRIGGLING BUG AS SHE WALKS (R)

Dialogue

SCENE 277 timing pose 2/2



FIX
Sound

< BOING! >

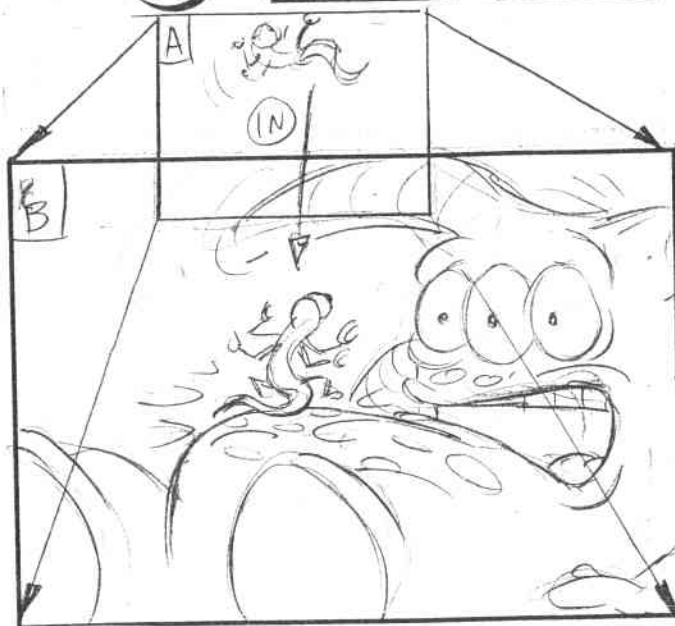
Action

NANCY WALKS (R) - PAN (A) to (B)
- BUG POPS OFF OF INSTRUMENT
- NANCY SURPRISED

Dialogue

TRIPPING THE RIFT

SCENE 276 timing pose 1/1

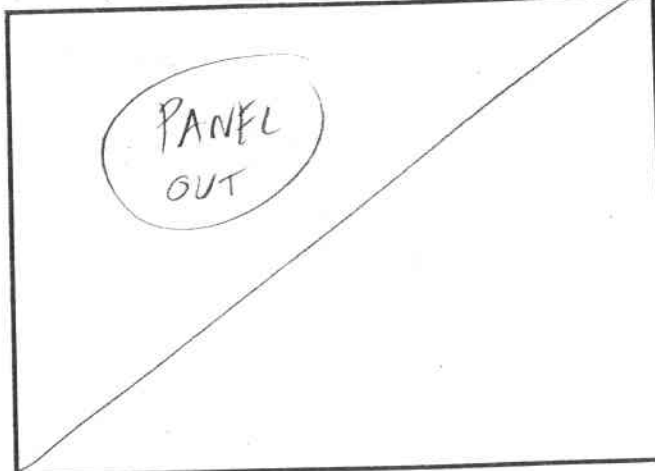


Action

- EARWIG FALLS (IN) TOP
 - TRK-OUT A TO B
 AS IT LANDS ON
 TERRIFIED CHODEL'S STOMACH

Dialogue

SCENE / timing pose /



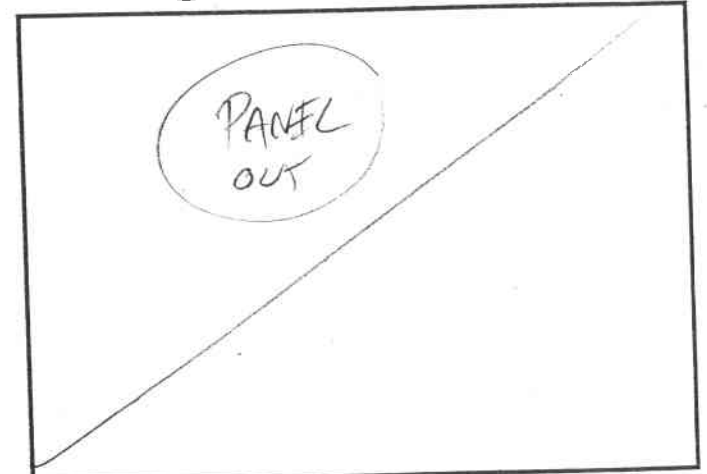
FIX
 Sound

Action

M/C

Dialogue

SCENE / timing pose /



FIX
 Sound

Action

Dialogue

TRIPPING THE RIFT

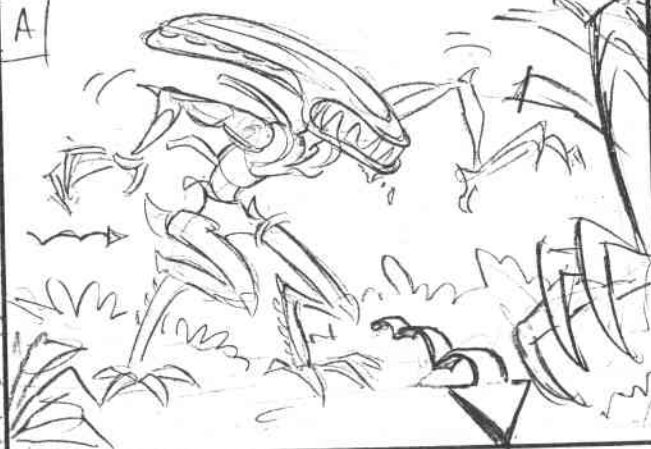
SCENE 279 timing pose 1/1

SCENE 280 timing pose 1/1

SCENE timing pose



Sound



FIX Sound



FIX Sound

< BIG ALIEN SNARL >

CHA 0637-01

M/C

Action

ALIEN (IN) (L) IN F/G
STARTLING GROUP

Action

— PAN [A] TO [B] W/ACTION
— ALIEN IS MENACING
AS IT APPROACHES

Action

Dialogue

Dialogue

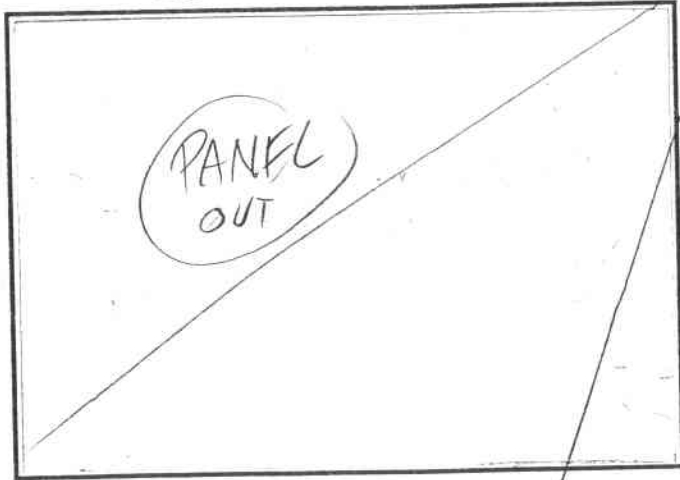
Dialogue

TRIPPING THE RIFT

SCENE timing pose

SCENE 281 timing pose 1/3

SCENE timing pose



FIX
Sound

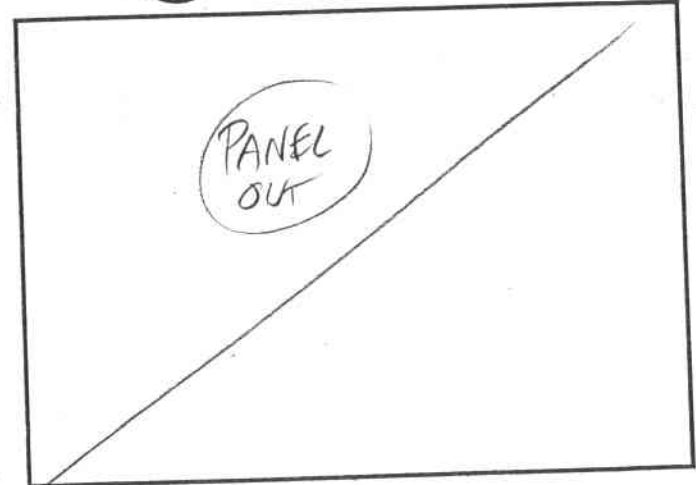
Action

Dialogue



FIX
Sound

Action

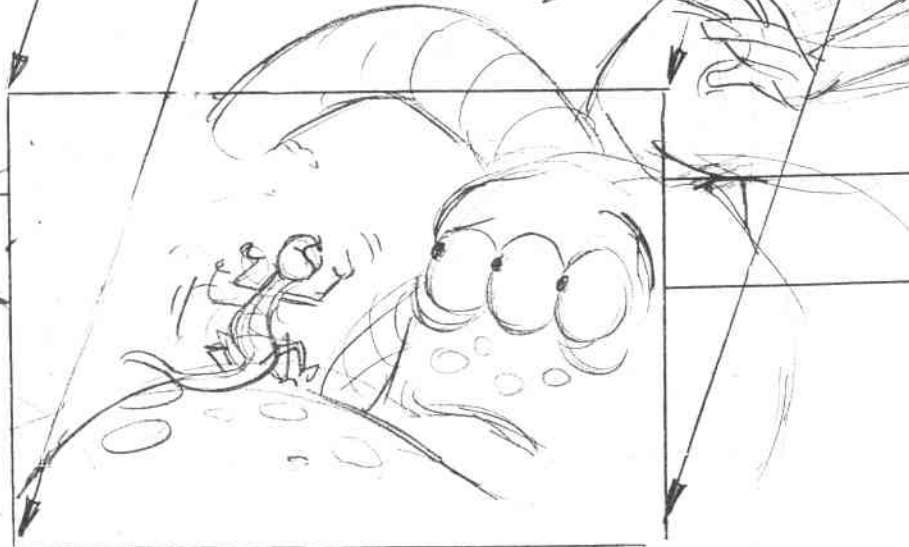


FIX
Sound

Action

Dialogue

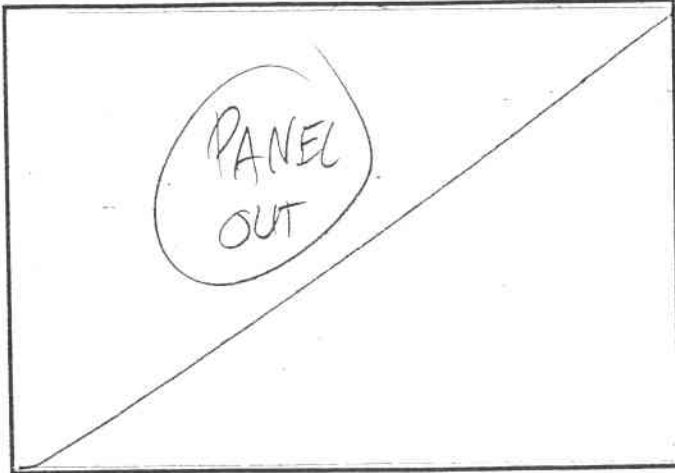
MIC



SIX TAKES - TERRIFIED
PAN A TO B
TO SEE CHADE LOOKING O.S. (L)
W/ EARWIG

TRIPPING THE RIFT

SCENE / timing pose

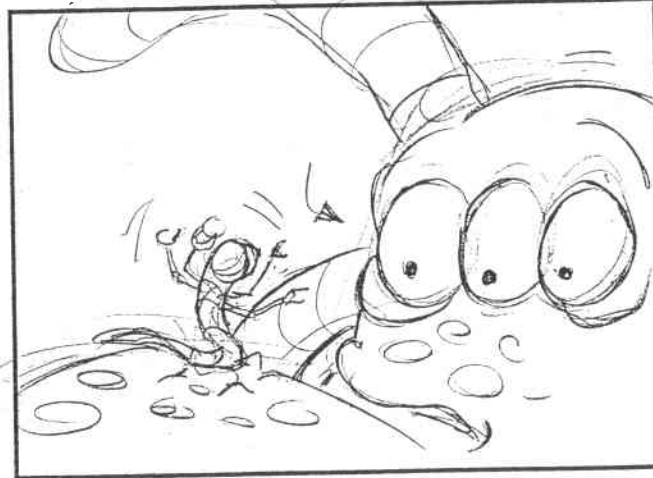


FIX
Sound

Action

Dialogue

SCENE 281 timing pose 2/3



FIX
Sound

Action

CHODE LOOKS AT
EARWIG

Dialogue

SCENE 281 timing pose 3/3



FIX
Sound

Action

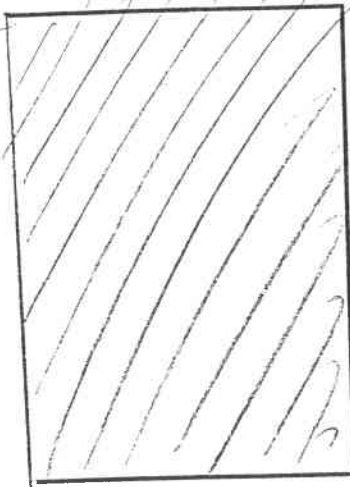
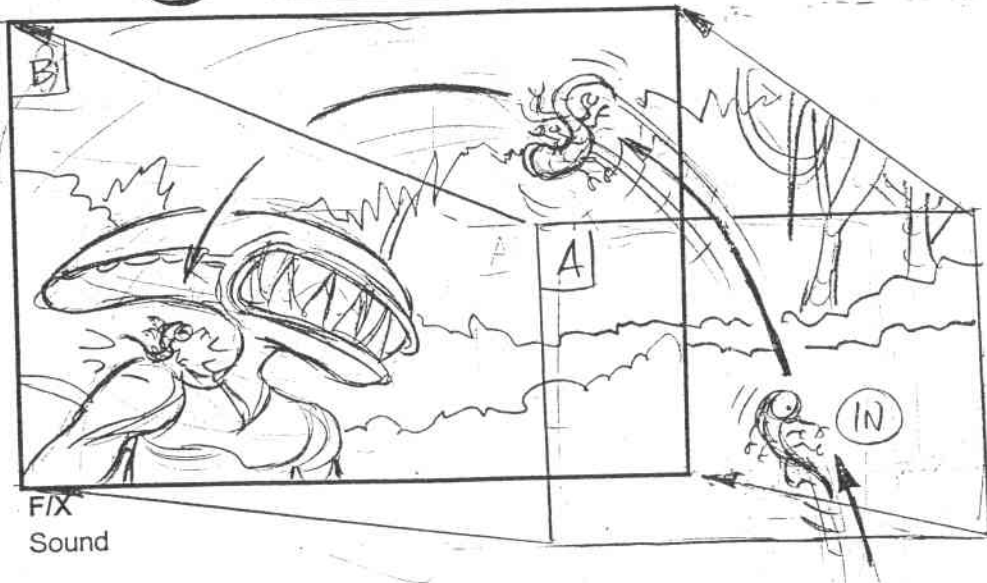
FLICKS EARWIG
O.S. (L)

Dialogue

SCENE 282 timing pose 1/1

SCENE / timing pose /

SCENE 283 timing pose 1/2



Action

- EARWIG (IN) BOTTOM (R)
 - TRK-OUT [A] TO [B] AS
 EARWIG LANDS ON
 ALIEN'S SHOULDER

Dialogue

Action

Dialogue

Action

EARWIG ON ALIEN'S
 SHOULDER LEANS
 FORWARD - MENACING
 (ECHO'S ALIEN'S PREVIOUS ACTION)

Dialogue

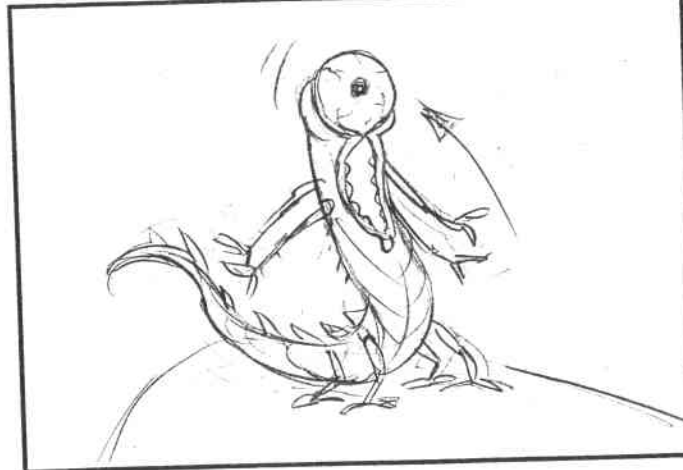
MIC

TRIPPING THE RIFT

SCENE 283 timing pose 2/2

SCENE 284 timing pose 1/2

SCENE 284 timing pose 2/2



FIX
Sound



Sound
M/C



Sound

Action **EARWIG**
- SUDDENLY STOP MENACING
- TAKES IN SURPRISE

Action
ALIEN TURNS +
LOVINGLY PICKS EARWIG UP
OFF HER SHOULDER

Action PAN W/ACTION (A) TO (B)
ALIEN WALKS OUT (C)
CUDDLING EARWIG

Dialogue 202 EARWIG
Momma?

Dialogue 203 ALIEN
Yes baby, it's me. Where

Dialogue
have you been?

SCENE 285 timing pose 1/3



FX
Sound

Action

SIX KNEELS DOWN TO HUG CHODE

Dialogue

204 SIX
(Grateful to her hero)
Oh Chode...

SCENE 285 timing pose 2/3



FX
Sound

Action

SIX ROLLS OVER ONTO CHODE

Dialogue

SCENE timing pose



FX
Sound

Action

PAN [A] TO [B] w/ ACTION AS THEY ROLL (R) (CAMERA TILTS DOWN)

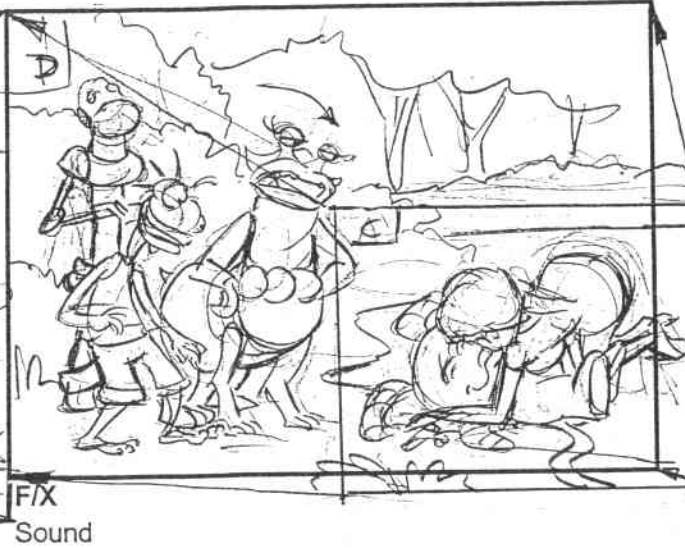
Dialogue

TRIPPING THE RIFT

SCENE / timing pose /

SCENE 285 timing pose 3/3

SCENE 286 timing pose 1/2



C D

Action CAMERA LEVELS OUT AGAIN
AT C - SIX + CHODE KISS
ON THE EDGE OF THE
SWAMP ("FROM HERE TO
ETERNITY!" - REF) -

Dialogue 205 T'NUK
Alright, you two...

Action TRK-OUT C TO D
TO SEE T'NUK, WHIP
+ GUS WATCHING

Dialogue break it up or get a room.

Action NANCY + ADAM HUG

Dialogue