

**STOCK FOOTAGE/IMAGES:**

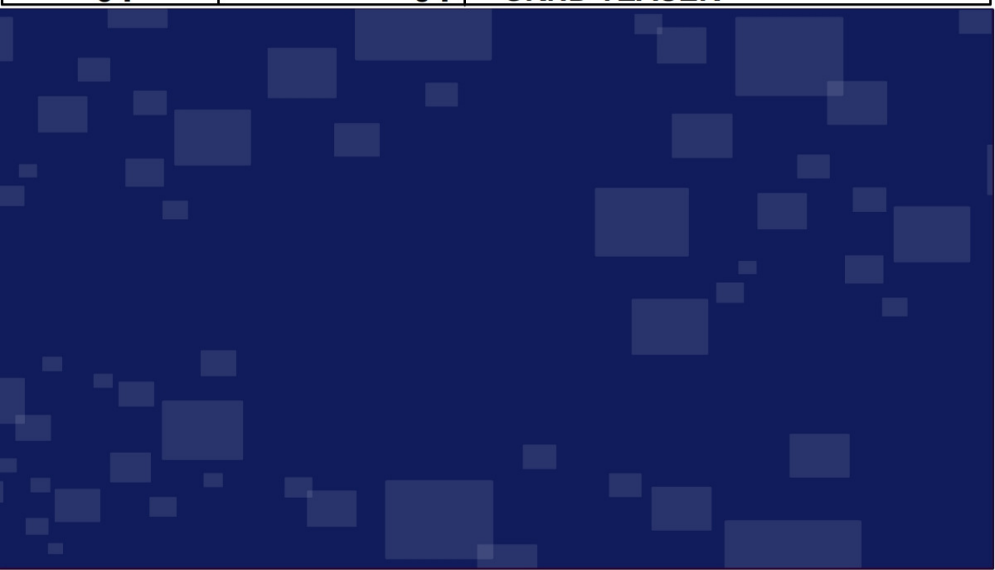
**DIALOGUE:**

**X**

**DIRECTION/CAMERA/ACTION:**

**FADE IN FROM BLACK [edit]**

**--to an ambiguous background with a suggestion of floating objects.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

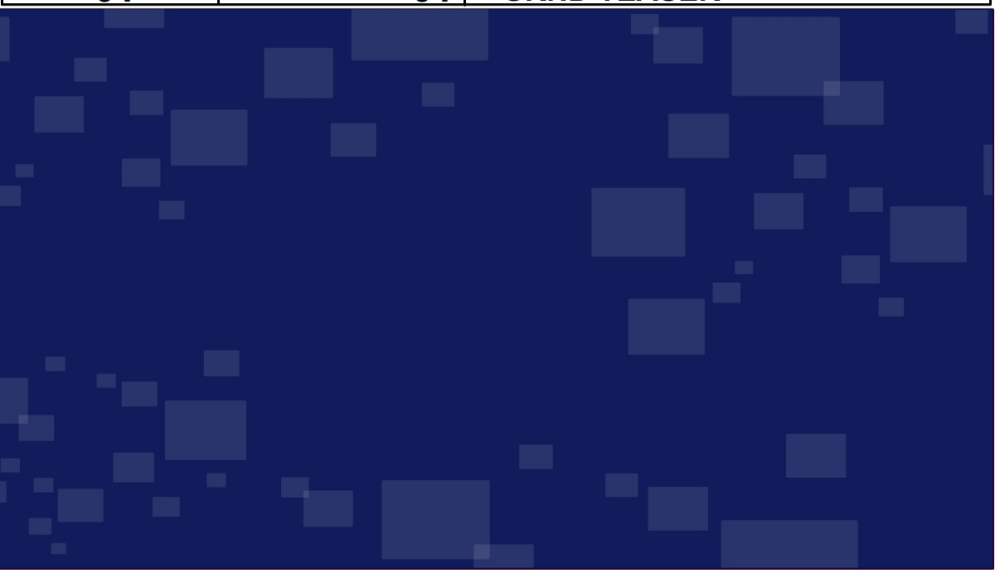
**X**

**DIRECTION/CAMERA/ACTION:**

**FADE IN FROM BLACK [edit]**

**--to an ambiguous background with a suggestion of floating objects.**





**STOCK FOOTAGE/IMAGES:**

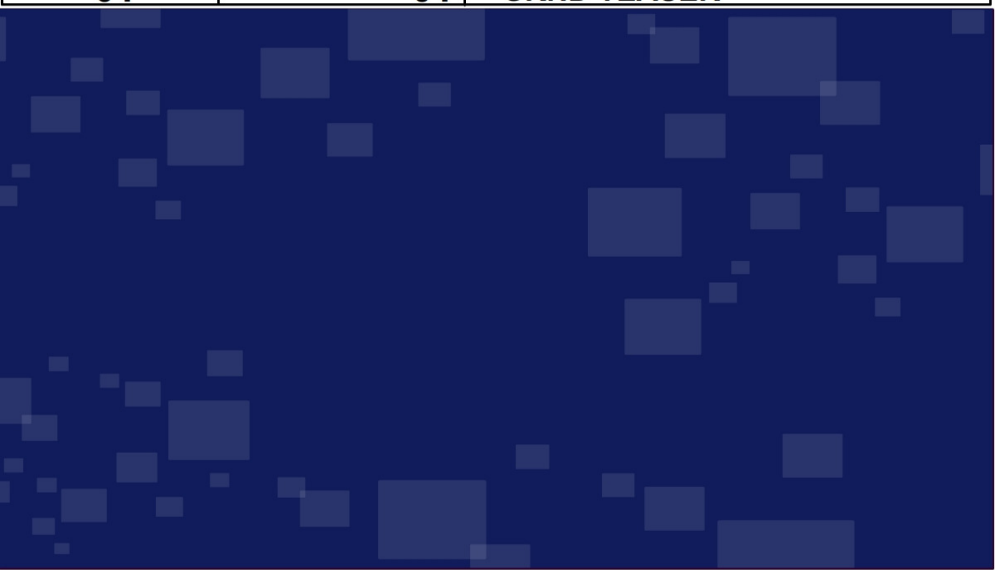
**DIALOGUE:**

**X**

**DIRECTION/CAMERA/ACTION:**

**FADE IN FROM BLACK [edit]**

**--to an ambiguous background with a suggestion of floating objects.**



**STOCK FOOTAGE/IMAGES:**

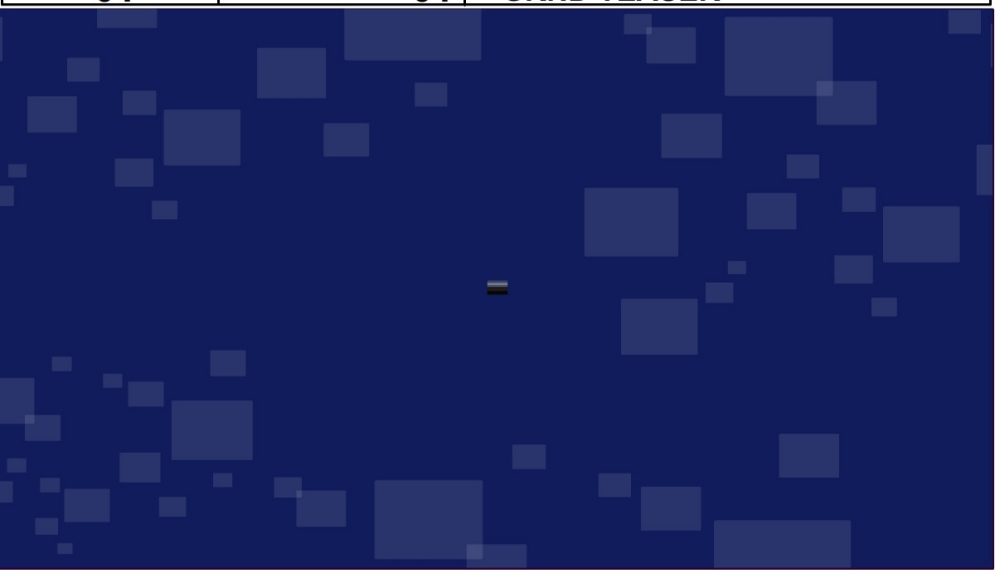
**DIALOGUE:**

**X**

**DIRECTION/CAMERA/ACTION:**

**FADE IN FROM BLACK [edit]**

**--to an ambiguous background with a suggestion of floating objects.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**X**

**DIRECTION/CAMERA/ACTION:**

**A SCREEN materializes (growing into field.)**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**X**

**DIRECTION/CAMERA/ACTION:**

**A SCREEN materializes (growing into field.)**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**X**

**DIRECTION/CAMERA/ACTION:**

**A SCREEN materializes (growing into field.)**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**X**

**DIRECTION/CAMERA/ACTION:**

**A SCREEN materializes (growing into field.)**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

**Earth.**

**DIRECTION/CAMERA/ACTION:**

**It shows the EARTH, rotating in space. The view drifts in as Numbuh 1 narrates in VO.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

**Earth.**

**DIRECTION/CAMERA/ACTION:**

**It shows the EARTH, rotating in space. The view drifts in as Numbuh 1 narrates in VO.**





**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

**Earth.**

**DIRECTION/CAMERA/ACTION:**

**It shows the EARTH, rotating in space. The view drifts in as Numbuh 1 narrates in VO.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

**Earth.**

**DIRECTION/CAMERA/ACTION:**

**It shows the EARTH, rotating in space. The view drifts in as Numbuh 1 narrates in VO.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

**Earth.**

**DIRECTION/CAMERA/ACTION:**

**It shows the EARTH, rotating in space. The view drifts in as Numbuh 1 narrates in VO.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

**A class G planet. The only one in its locality capable of sustaining carbon-based life**

**DIRECTION/CAMERA/ACTION:**

**It shows the EARTH, rotating in space. The view drifts in as Numbuh 1 narrates in VO.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

**A class G planet. The only one in its locality capable of sustaining carbon-based life**

**DIRECTION/CAMERA/ACTION:**

**It shows the EARTH, rotating in space. The view drifts in as Numbuh 1 narrates in VO.**





**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

**A class G planet. The only one in its locality capable of sustaining carbon-based life**

**DIRECTION/CAMERA/ACTION:**

**It shows the EARTH, rotating in space. The view drifts in as Numbuh 1 narrates in VO.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

**A class G planet. The only one in its locality capable of sustaining carbon-based life**

**DIRECTION/CAMERA/ACTION:**

**It shows the EARTH, rotating in space. The view drifts in as Numbuh 1 narrates in VO.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

**A class G planet. The only one in its locality capable of sustaining carbon-based life**

**DIRECTION/CAMERA/ACTION:**

**It shows the EARTH, rotating in space. The view drifts in as Numbuh 1 narrates in VO.**





**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

**A class G planet. The only one in its locality capable of sustaining carbon-based life**

**DIRECTION/CAMERA/ACTION:**

**It shows the EARTH, rotating in space. The view drifts in as Numbuh 1 narrates in VO.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

**A class G planet. The only one in its locality capable of sustaining carbon-based life**

**DIRECTION/CAMERA/ACTION:**

**It shows the EARTH, rotating in space. The view drifts in as Numbuh 1 narrates in VO.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

**A class G planet. The only one in its locality capable of sustaining carbon-based life**

**DIRECTION/CAMERA/ACTION:**

**It shows the EARTH, rotating in space. The view drifts in as Numbuh 1 narrates in VO.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

**A class G planet. The only one in its locality capable of sustaining carbon-based life**

**DIRECTION/CAMERA/ACTION:**

**It shows the EARTH, rotating in space. The view drifts in as Numbuh 1 narrates in VO.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

**A class G planet. The only one in its locality capable of sustaining carbon-based life**

**DIRECTION/CAMERA/ACTION:**

**It shows the EARTH, rotating in space. The view drifts in as Numbuh 1 narrates in VO.**





**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

**A class G planet. The only one in its locality capable of sustaining carbon-based life**

**DIRECTION/CAMERA/ACTION:**

**It shows the EARTH, rotating in space. The view drifts in as Numbuh 1 narrates in VO.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

**A class G planet. The only one in its locality capable of sustaining carbon-based life**

**DIRECTION/CAMERA/ACTION:**

**It shows the EARTH, rotating in space. The view drifts in as Numbuh 1 narrates in VO.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

due to its abundance of water and atmosphere.

**DIRECTION/CAMERA/ACTION:**

Water and atmosphere graphics appear.





**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

due to its abundance of water and atmosphere.

**DIRECTION/CAMERA/ACTION:**

Water and atmosphere graphics appear.



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

**due to its abundance of water and atmosphere.**

**DIRECTION/CAMERA/ACTION:**

**Water and atmosphere graphics appear.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

**due to its abundance of water and atmosphere.**

**DIRECTION/CAMERA/ACTION:**

**Water and atmosphere graphics appear.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

**due to its abundance of water and atmosphere.**

**DIRECTION/CAMERA/ACTION:**

**Water and atmosphere graphics appear.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

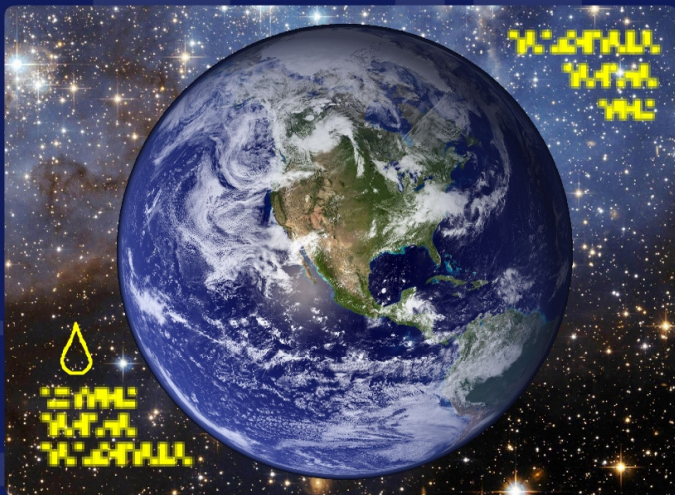
**NUMBUH ONE (VO)**

due to its abundance of water and atmosphere.

**DIRECTION/CAMERA/ACTION:**

Water and atmosphere graphics appear.





**STOCK FOOTAGE/IMAGES:**

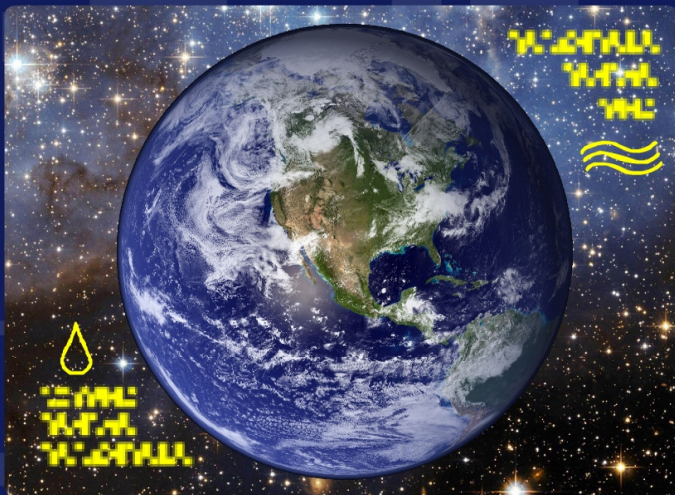
**DIALOGUE:**

**NUMBUH ONE (VO)**

due to its abundance of water and atmosphere.

**DIRECTION/CAMERA/ACTION:**

Water and atmosphere graphics appear.



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

due to its abundance of water and atmosphere.

**DIRECTION/CAMERA/ACTION:**

Water and atmosphere graphics appear.



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

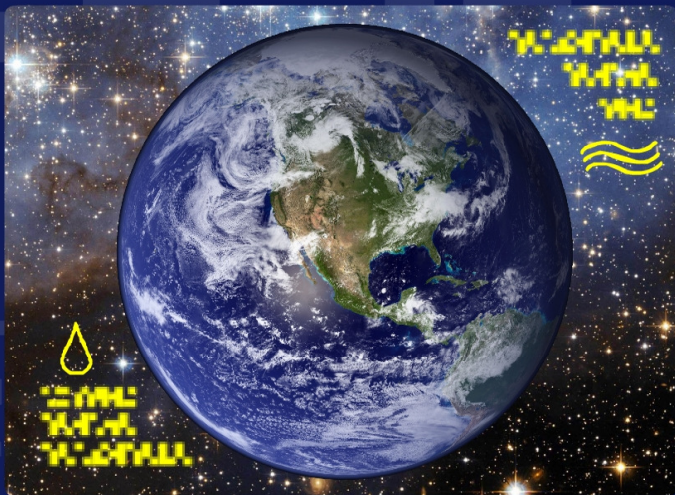
**NUMBUH ONE (VO)**

due to its abundance of water and atmosphere.

**DIRECTION/CAMERA/ACTION:**

Water and atmosphere graphics appear.





**STOCK FOOTAGE/IMAGES:**

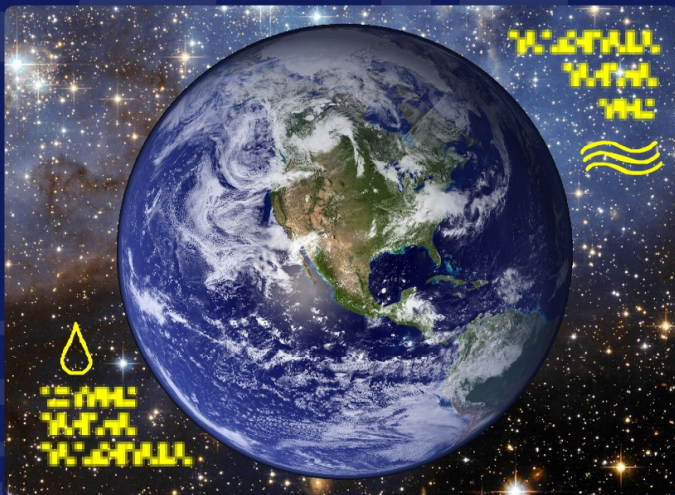
**DIALOGUE:**

**NUMBUH ONE (VO)**

due to its abundance of water and atmosphere.

**DIRECTION/CAMERA/ACTION:**

Water and atmosphere graphics appear.



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

due to its abundance of water and atmosphere.

**DIRECTION/CAMERA/ACTION:**

**Water and atmosphere graphics appear.**



**STOCK FOOTAGE/IMAGES:**

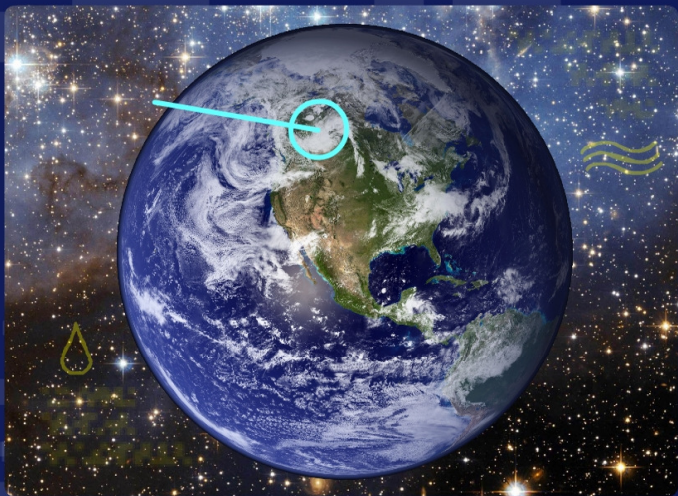
**DIALOGUE:**

**NUMBUH ONE (VO)**

Home to over 8.7 million different life forms, the planet's

**DIRECTION/CAMERA/ACTION:**

**They fade.**



**STOCK FOOTAGE/IMAGES:**

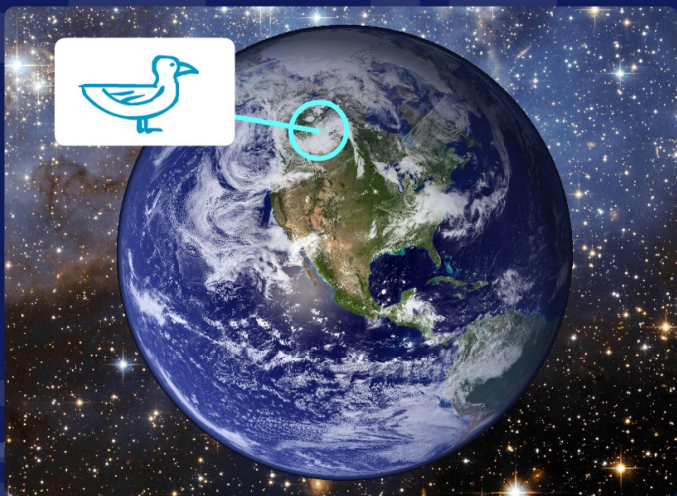
**DIALOGUE:**

**NUMBUH ONE (VO)**

**Home to over 8.7 million different life forms, the planet's**

**DIRECTION/CAMERA/ACTION:**

**New graphics appear demonstrating some of Earth's lifeforms.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

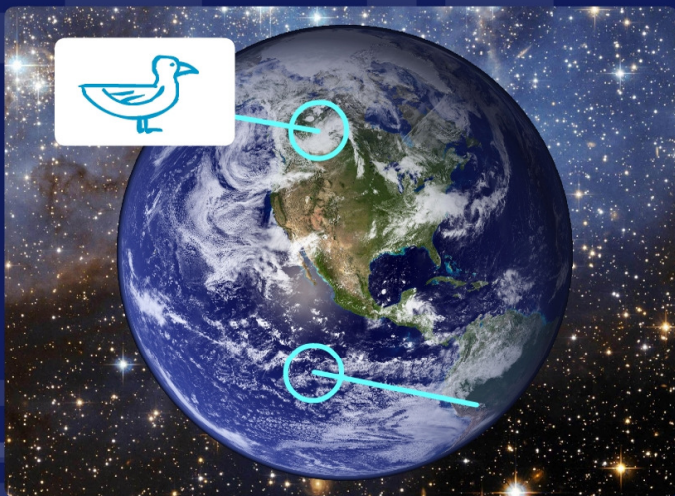
**NUMBUH ONE (VO)**

**Home to over 8.7 million different life forms, the planet's**

**DIRECTION/CAMERA/ACTION:**

**New graphics appear demonstrating some of Earth's lifeforms.**





**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

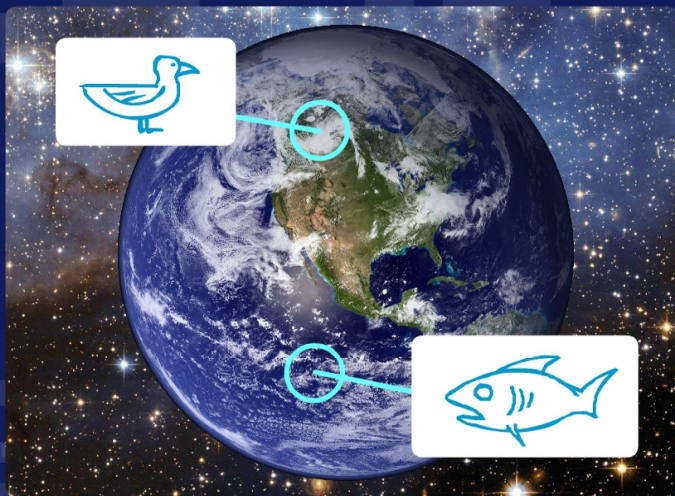
**NUMBUH ONE (VO)**

**Home to over 8.7 million different life forms, the planet's**

**DIRECTION/CAMERA/ACTION:**

**New graphics appear demonstrating some of Earth's lifeforms.**





**STOCK FOOTAGE/IMAGES:**

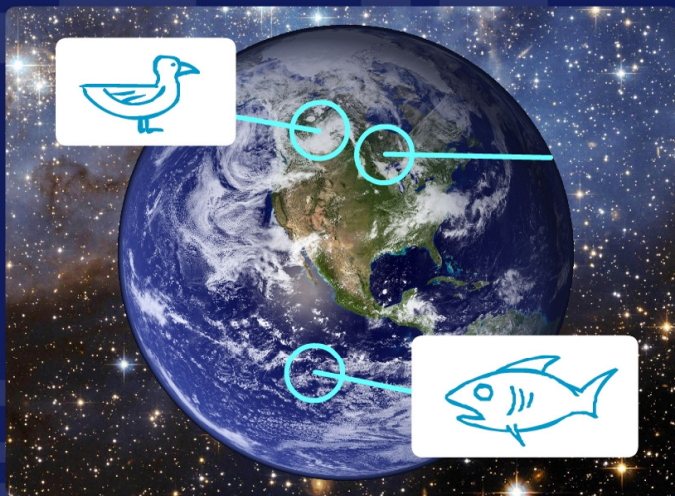
**DIALOGUE:**

**NUMBUH ONE (VO)**

**Home to over 8.7 million different life forms, the planet's**

**DIRECTION/CAMERA/ACTION:**

**New graphics appear demonstrating some of Earth's lifeforms.**



**STOCK FOOTAGE/IMAGES:**

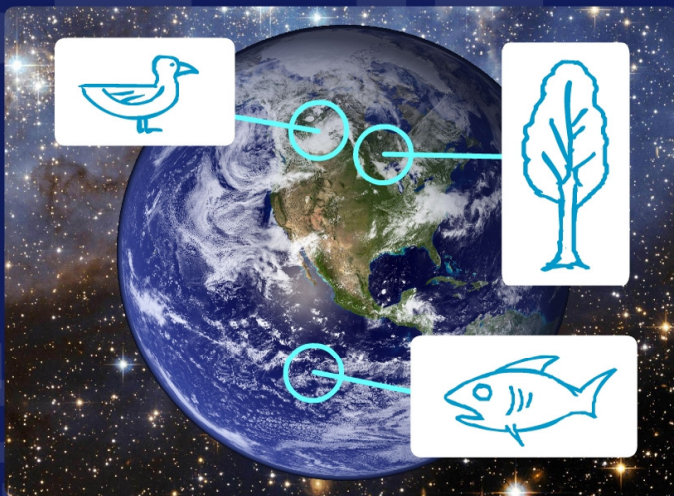
**DIALOGUE:**

**NUMBUH ONE (VO)**

**Home to over 8.7 million different life forms, the planet's**

**DIRECTION/CAMERA/ACTION:**

**New graphics appear demonstrating some of Earth's lifeforms.**



**STOCK FOOTAGE/IMAGES:**

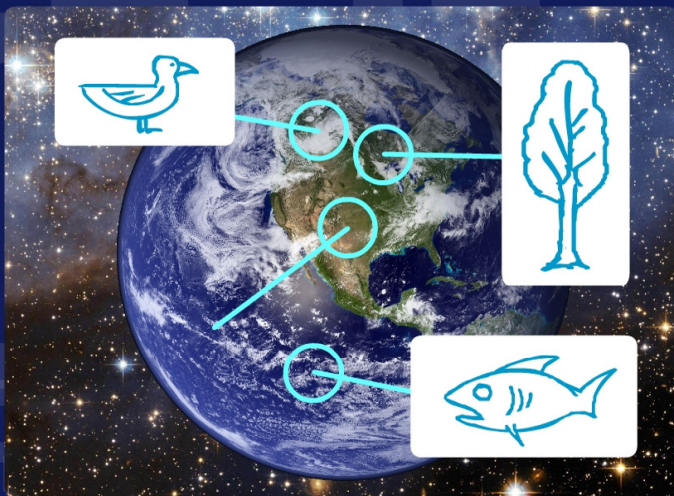
**DIALOGUE:**

**NUMBUH ONE (VO)**

**Home to over 8.7 million different life forms, the planet's**

**DIRECTION/CAMERA/ACTION:**

**New graphics appear demonstrating some of Earth's lifeforms.**



**STOCK FOOTAGE/IMAGES:**

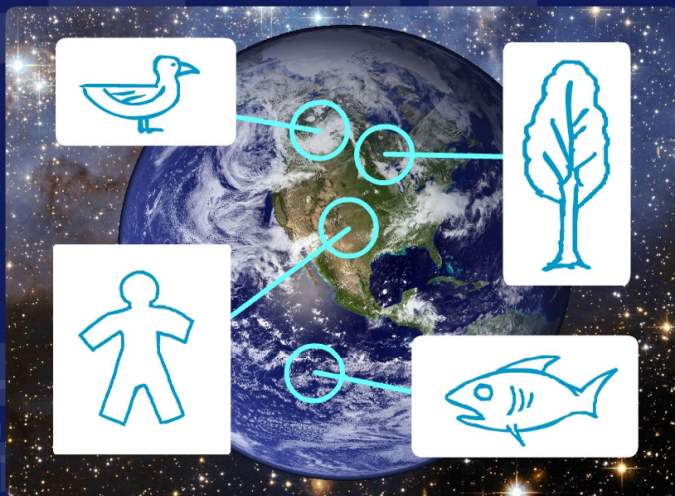
**DIALOGUE:**

**NUMBUH ONE (VO)**

**Home to over 8.7 million different life forms, the planet's**

**DIRECTION/CAMERA/ACTION:**

**New graphics appear demonstrating some of Earth's lifeforms.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

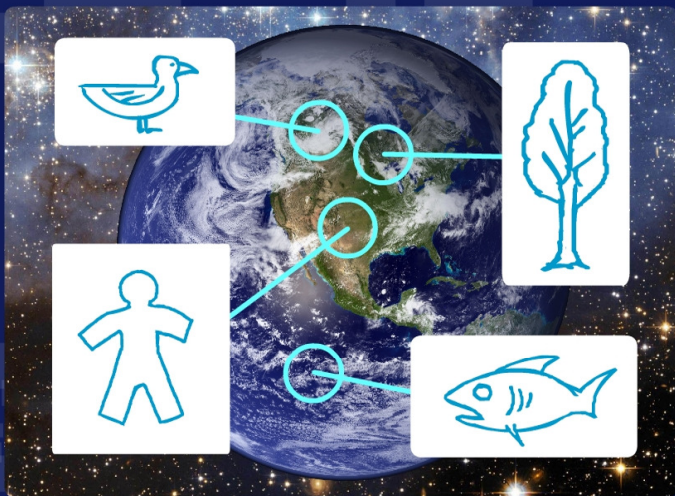
**NUMBUH ONE (VO)**

**Home to over 8.7 million different life forms, the planet's**

**DIRECTION/CAMERA/ACTION:**

**The final pictogram appearing is human.**





**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

**Home to over 8.7 million different life forms, the planet's**

**DIRECTION/CAMERA/ACTION:**

**The final pictogram appearing is human.**





**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

**dominant species is human,**

**DIRECTION/CAMERA/ACTION:**

**The human pictogram grows to dominance on the screen.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

**dominant species is human,**

**DIRECTION/CAMERA/ACTION:**

**The human pictogram grows to dominance on the screen.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

**dominant species is human,**

**DIRECTION/CAMERA/ACTION:**

**The human pictogram grows to dominance on the screen.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

**dominant species is human,**

**DIRECTION/CAMERA/ACTION:**

**The human pictogram grows to dominance on the screen.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

**dominant species is human,**

**DIRECTION/CAMERA/ACTION:**

**The human pictogram grows to dominance on the screen.**





**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

**dominant species is human,**

**DIRECTION/CAMERA/ACTION:**

**The human pictogram grows to dominance on the screen.**





**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

**dominant species is human,**

**DIRECTION/CAMERA/ACTION:**

**The human pictogram grows to dominance on the screen.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

**of which there are approximately 7 billion.**

**DIRECTION/CAMERA/ACTION:**

**The overlay window containing the human pictogram widens, and the figure shrinks and multiplies, filling the screen.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

**of which there are approximately 7 billion.**

**DIRECTION/CAMERA/ACTION:**

**The overlay window containing the human pictogram widens, and the figure shrinks and multiplies, filling the screen.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

**of which there are approximately 7 billion.**

**DIRECTION/CAMERA/ACTION:**

**The overlay window containing the human pictogram widens, and the figure shrinks and multiplies, filling the screen.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

**of which there are approximately 7 billion.**

**DIRECTION/CAMERA/ACTION:**

**The overlay window containing the human pictogram widens, and the figure shrinks and multiplies, filling the screen.**





**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

**of which there are approximately 7 billion.**

**DIRECTION/CAMERA/ACTION:**

**The overlay window containing the human pictogram widens, and the figure shrinks and multiplies, filling the screen.**





**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

**of which there are approximately 7 billion.**

**DIRECTION/CAMERA/ACTION:**

**The overlay window containing the human pictogram widens, and the figure shrinks and multiplies, filling the screen.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

**of which there are approximately 7 billion.**

**DIRECTION/CAMERA/ACTION:**

**The overlay window containing the human pictogram widens, and the figure shrinks and multiplies, filling the screen.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

**of which there are approximately 7 billion.**

**DIRECTION/CAMERA/ACTION:**

**The overlay window containing the human pictogram widens, and the figure shrinks and multiplies, filling the screen.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

**of which there are approximately 7 billion.**

**DIRECTION/CAMERA/ACTION:**

**The overlay window containing the human pictogram widens, and the figure shrinks and multiplies, filling the screen.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

**of which there are approximately 7 billion.**

**DIRECTION/CAMERA/ACTION:**

**The overlay window containing the human pictogram widens, and the figure shrinks and multiplies, filling the screen.**





**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

**of which there are approximately 7 billion.**

**DIRECTION/CAMERA/ACTION:**

**The overlay window containing the human pictogram widens, and the figure shrinks and multiplies, filling the screen.**





**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

**of which there are approximately 7 billion.**

**DIRECTION/CAMERA/ACTION:**

**The overlay window containing the human pictogram widens, and the figure shrinks and multiplies, filling the screen.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

**Of that number, more than**

**DIRECTION/CAMERA/ACTION:**

**The majority of the human pictographs displayed are larger  
(representing adults).**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

**Of that number, more than**

**DIRECTION/CAMERA/ACTION:**

**The majority of the human pictographs displayed are larger  
(representing adults).**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

**Of that number, more than**

**DIRECTION/CAMERA/ACTION:**

**The majority of the human pictographs displayed are larger  
(representing adults).**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

**Of that number, more than**

**DIRECTION/CAMERA/ACTION:**

**The majority of the human pictographs displayed are larger (representing adults).**





**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

**Of that number, more than**

**DIRECTION/CAMERA/ACTION:**

**The majority of the human pictographs displayed are larger (representing adults).**





**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

**Of that number, more than**

**DIRECTION/CAMERA/ACTION:**

**The majority of the human pictographs displayed are larger (representing adults).**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

**Of that number, more than**

**DIRECTION/CAMERA/ACTION:**

**The majority of the human pictographs displayed are larger  
(representing adults).**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

three quarters are over the age of 13.

**DIRECTION/CAMERA/ACTION:**

The adult figures flash red...



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

**three quarters are over the age of 13.**

**DIRECTION/CAMERA/ACTION:**

**The adult figures flash red...**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

three quarters are over the age of 13.

**DIRECTION/CAMERA/ACTION:**

The adult figures flash red...





**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

**three quarters are over the age of 13.**

**DIRECTION/CAMERA/ACTION:**

**The adult figures flash red...**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

three quarters are over the age of 13.

**DIRECTION/CAMERA/ACTION:**

The adult figures flash red...



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

three quarters are over the age of 13.

**DIRECTION/CAMERA/ACTION:**

The adult figures flash red...



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

three quarters are over the age of 13.

**DIRECTION/CAMERA/ACTION:**

The adult figures flash red...



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

**In other words,**

**DIRECTION/CAMERA/ACTION:**

**The adult figures flash red...**





**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

**In other words,**

**DIRECTION/CAMERA/ACTION:**

**The adult figures flash red...**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (VO)**

**In other words,**

**DIRECTION/CAMERA/ACTION:**

**The adult figures flash red...**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**  
**NUMBUH ONE (VO)**  
**adults.**

**DIRECTION/CAMERA/ACTION:**  
**...then are crossed out by an overlay.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**  
**NUMBUH ONE (VO)**  
**adults.**

**DIRECTION/CAMERA/ACTION:**  
**...then are crossed out by an overlay.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**  
**NUMBUH ONE (VO)**  
**adults.**

**DIRECTION/CAMERA/ACTION:**  
**...then are crossed out by an overlay.**





**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**  
**NUMBUH ONE (VO)**  
**adults.**

**DIRECTION/CAMERA/ACTION:**  
**...then are crossed out by an overlay.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**  
**NUMBUH ONE (VO)**  
**adults.**

**DIRECTION/CAMERA/ACTION:**  
**...then are crossed out by an overlay.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE**

That's why I have

**DIRECTION/CAMERA/ACTION:**

**On SILHOUETTE Numbuh One. We can't see any details except for a reflection or glow about where his sunglasses used to be.**



head shake  
"no"

**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE**

no choice

**DIRECTION/CAMERA/ACTION:**

**On SILHOUETTE Numbuh One. We can't see any details except for a reflection or glow about where his sunglasses used to be.**



head shake  
"no"

**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE**

no choice

**DIRECTION/CAMERA/ACTION:**

**On SILHOUETTE Numbuh One. We can't see any details except for a reflection or glow about where his sunglasses used to be.**





**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE**

no choice

**DIRECTION/CAMERA/ACTION:**

**On SILHOUETTE Numbuh One. We can't see any details except for a reflection or glow about where his sunglasses used to be.**



**STOCK FOOTAGE/IMAGES:**

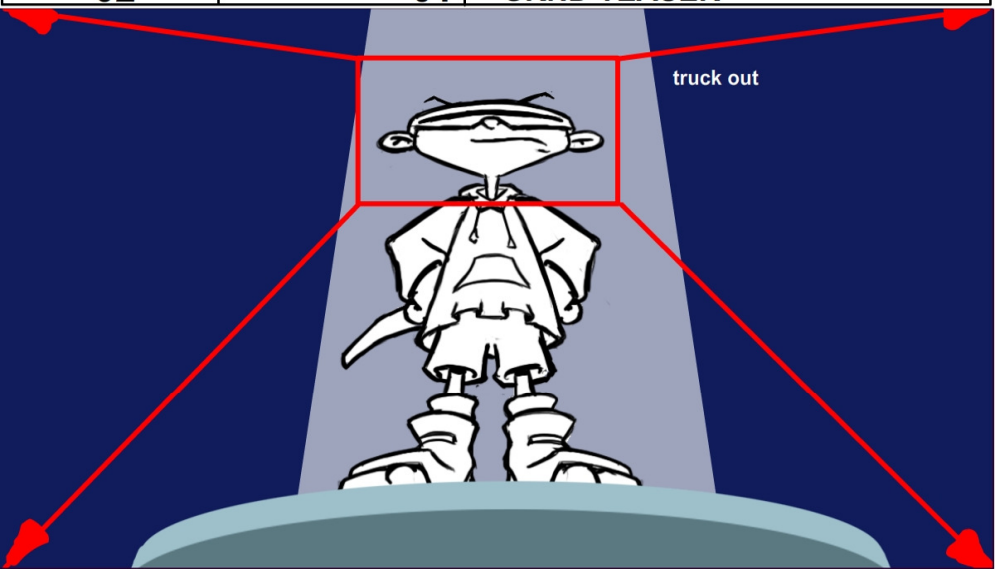
**DIALOGUE:**

**NUMBUH ONE**

but to do...

**DIRECTION/CAMERA/ACTION:**

**On SILHOUETTE Numbuh One. We can't see any details except for a reflection or glow about where his sunglasses used to be.**



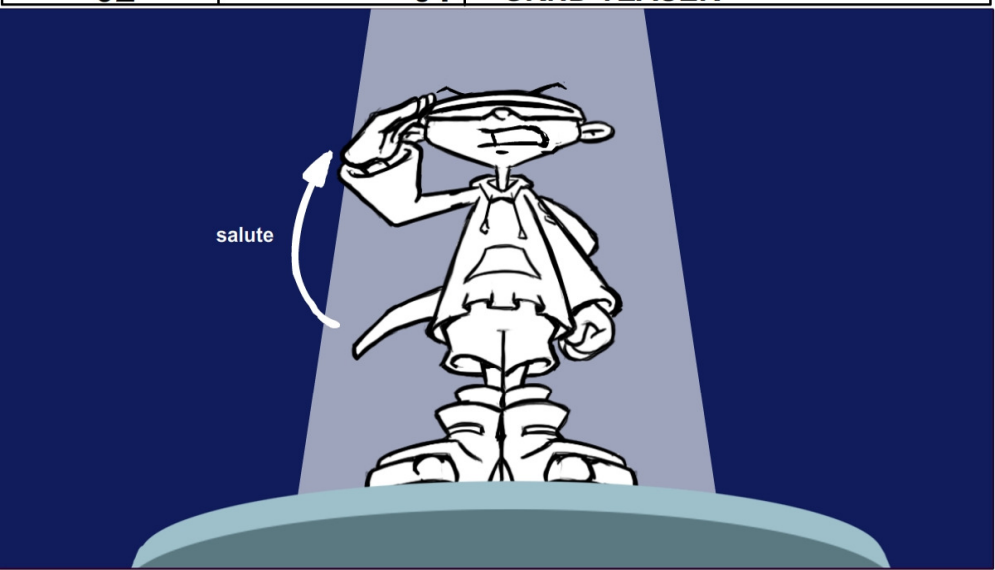
**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**X**

**DIRECTION/CAMERA/ACTION:**

**QUICK TRUCK OUT** and **SPOTLIGHT** snaps on, as Numbuh One strikes a salute pose. The spotlight reveals that he is standing on a small platform, and wearing an unfamiliar costume: military-style, digital camouflage poncho, cropped cargo pants and heavy, toeless boots.



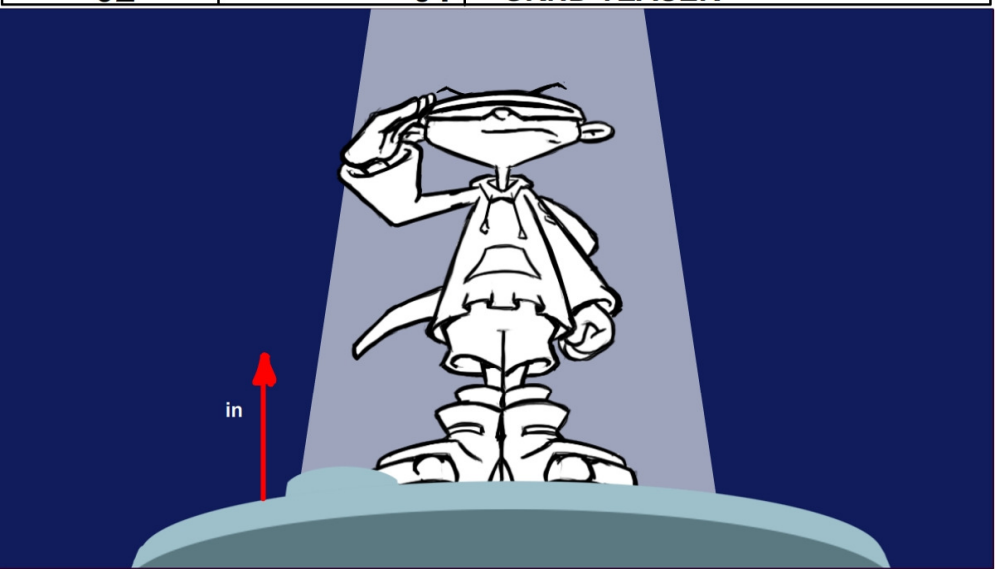
**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE**  
**...THIS.**

**DIRECTION/CAMERA/ACTION:**

**QUICK TRUCK OUT** and **SPOTLIGHT** snaps on, as Numbuh One strikes a salute pose. The spotlight reveals that he is standing on a small platform, and wearing an unfamiliar costume: military-style, digital camouflage poncho, cropped cargo pants and heavy, toeless boots.

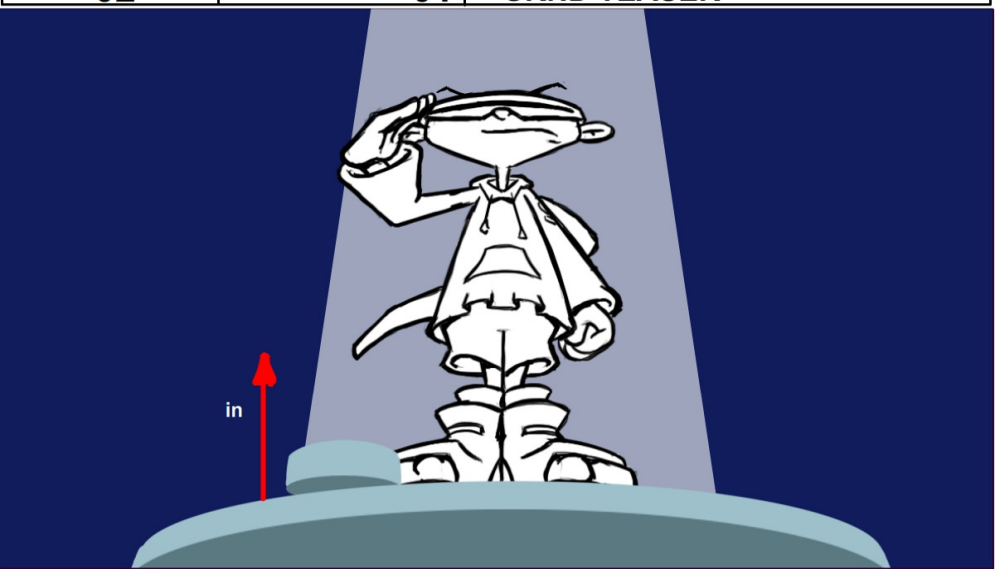


**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**  
**<WHIRR>**

**DIRECTION/CAMERA/ACTION:**  
**A control console rises from the platform in front of him as he holds the salute.**

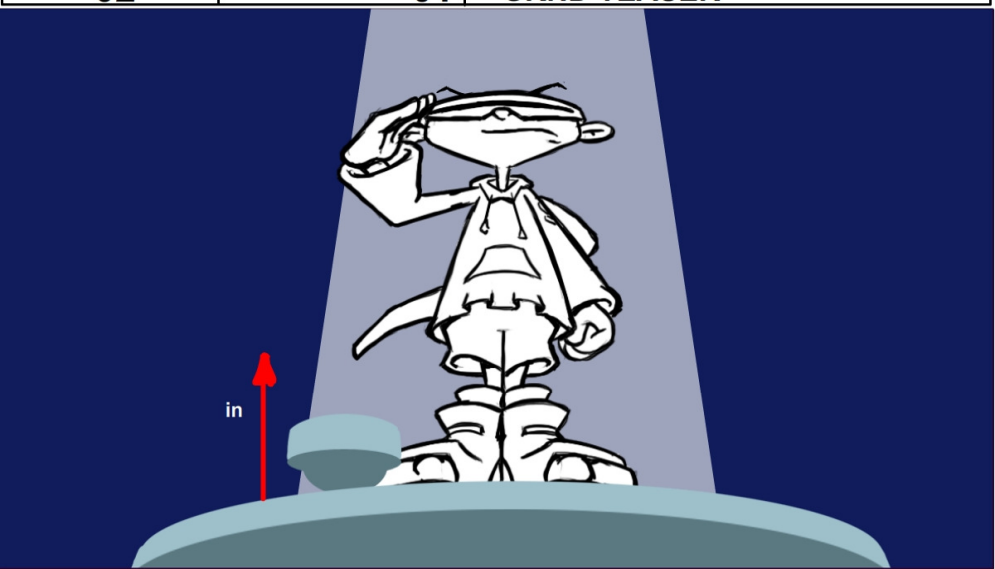




**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**  
**<WHIRR>**

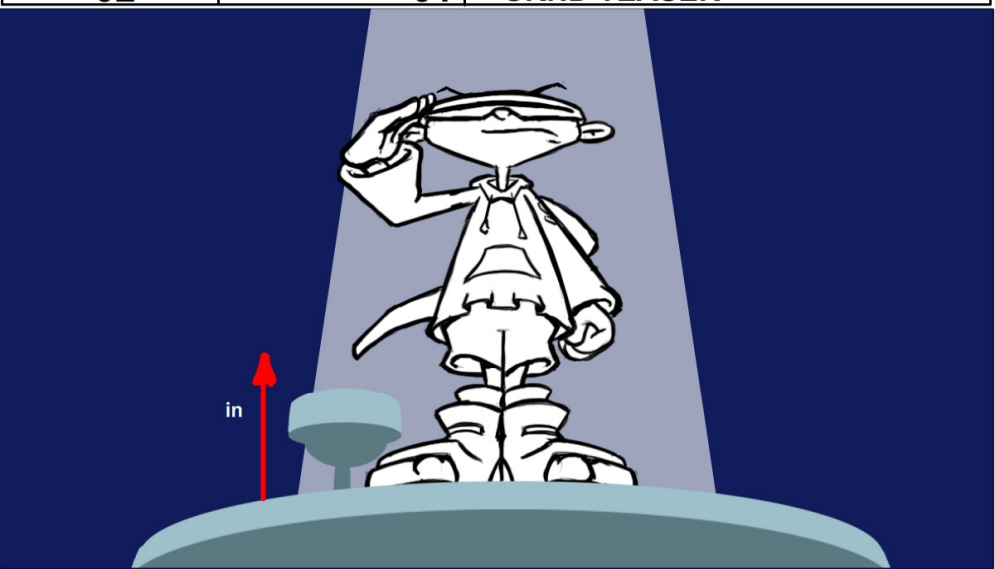
**DIRECTION/CAMERA/ACTION:**  
**A control console rises from the platform in front of him as he holds the salute.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**  
**<WHIRR>**

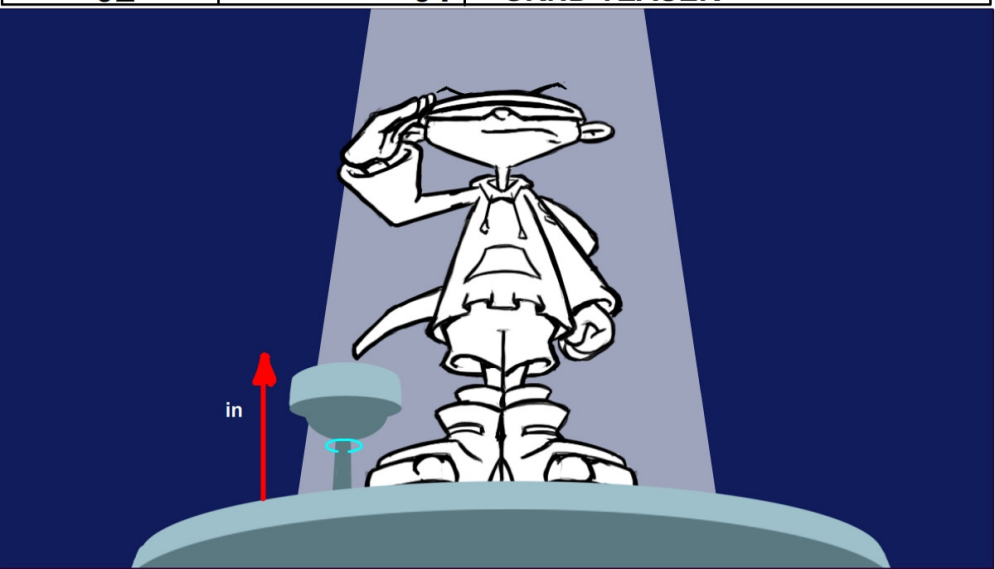
**DIRECTION/CAMERA/ACTION:**  
**A control console rises from the platform in front of him as he holds the salute.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**  
**<WHIRR>**

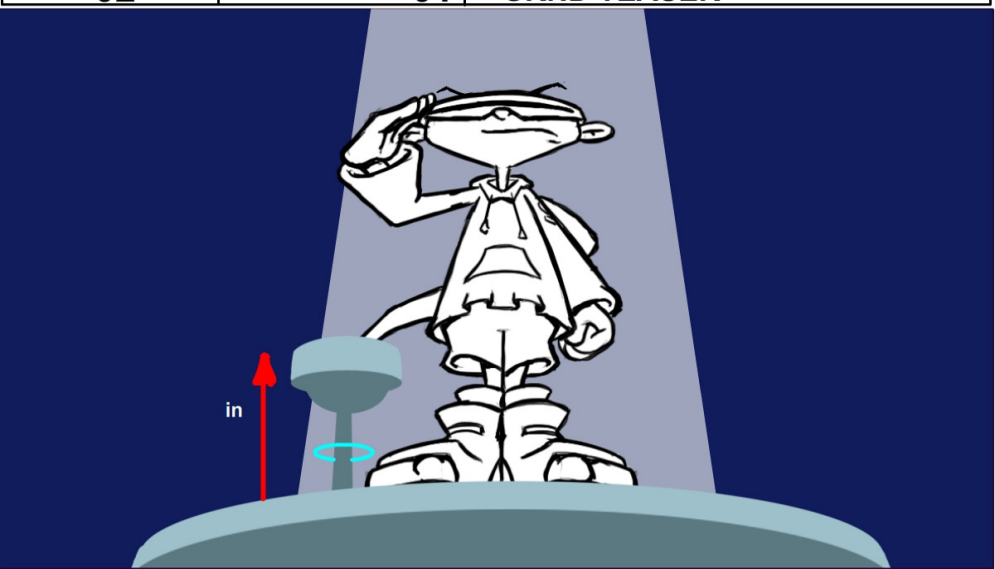
**DIRECTION/CAMERA/ACTION:**  
**A control console rises from the platform in front of him as he holds the salute.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**  
**<WHIRR>**

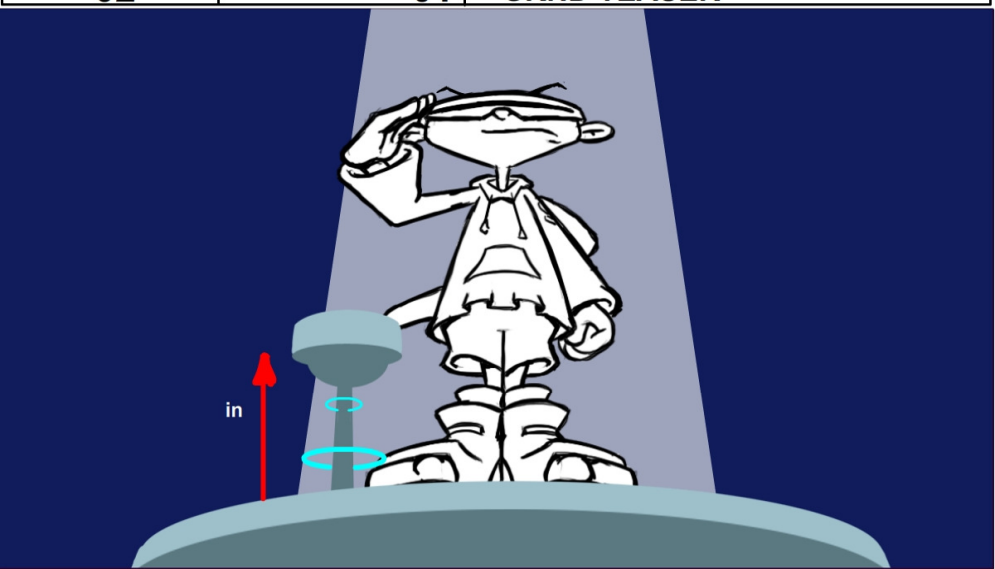
**DIRECTION/CAMERA/ACTION:**  
**A control console rises from the platform in front of him as he holds the salute.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**  
**<WHIRR>**

**DIRECTION/CAMERA/ACTION:**  
**A control console rises from the platform in front of him as he holds the salute.**

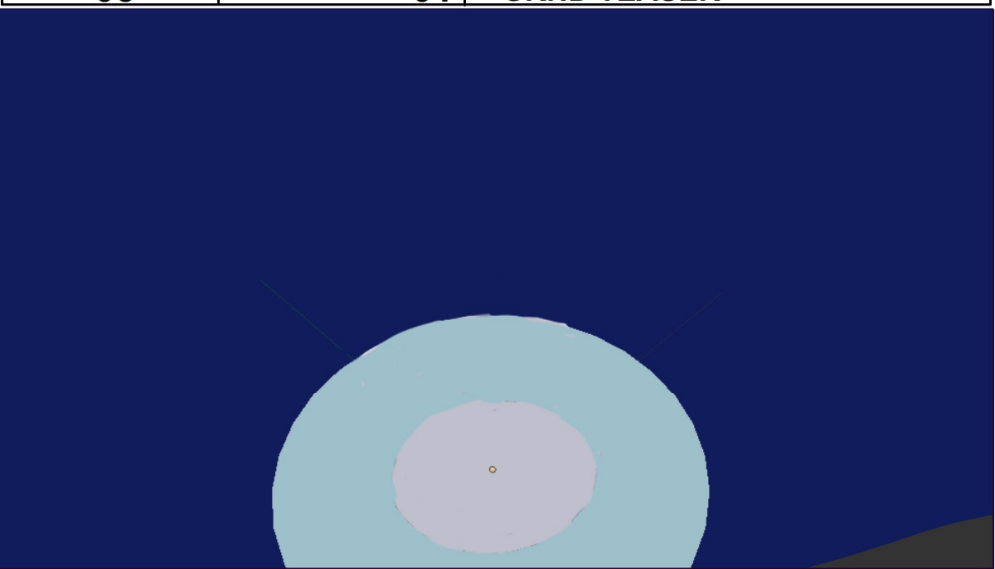


**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**  
**<WHIRR>**

**DIRECTION/CAMERA/ACTION:**  
**A control console rises from the platform in front of him as he holds the salute.**

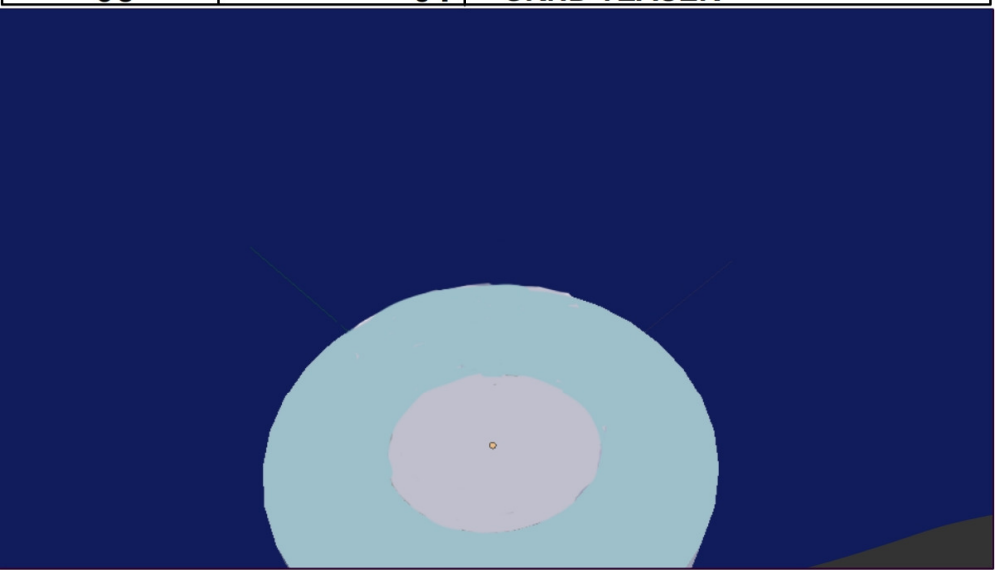




**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**  
**<WHIRR>**

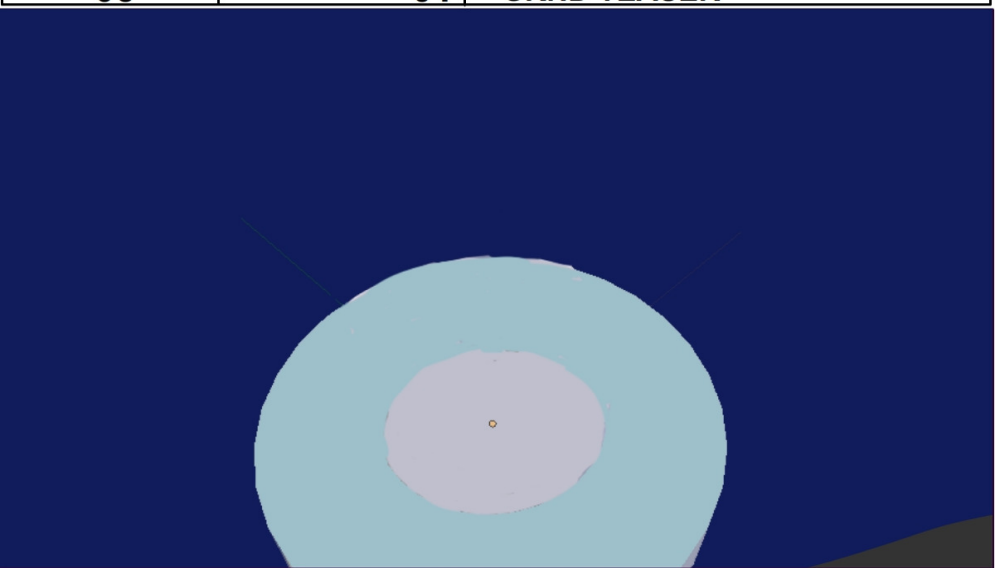
**DIRECTION/CAMERA/ACTION:**  
**Angle on the rising console.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**  
**<WHIRR>**

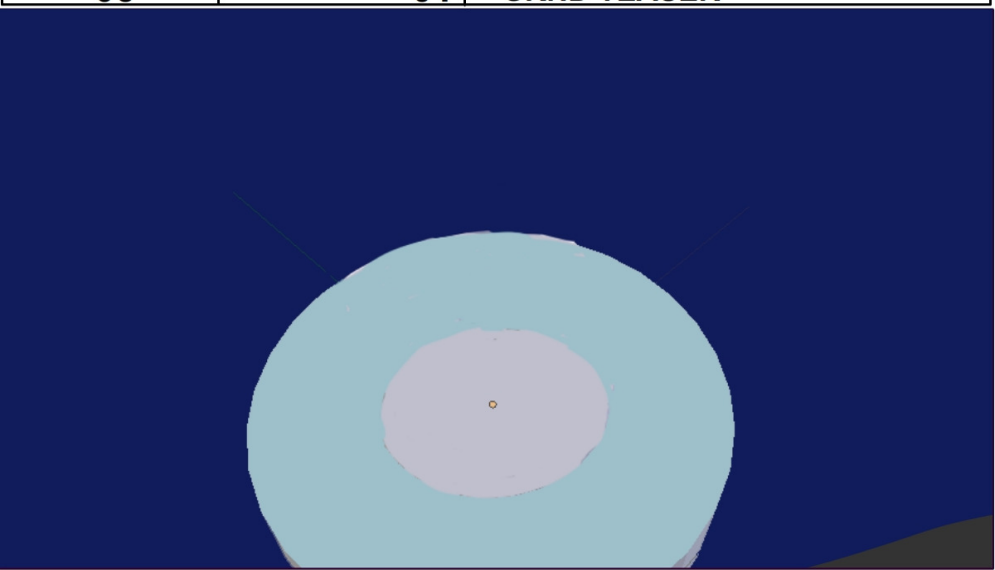
**DIRECTION/CAMERA/ACTION:**  
**Angle on the rising console.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**  
**<WHIRR>**

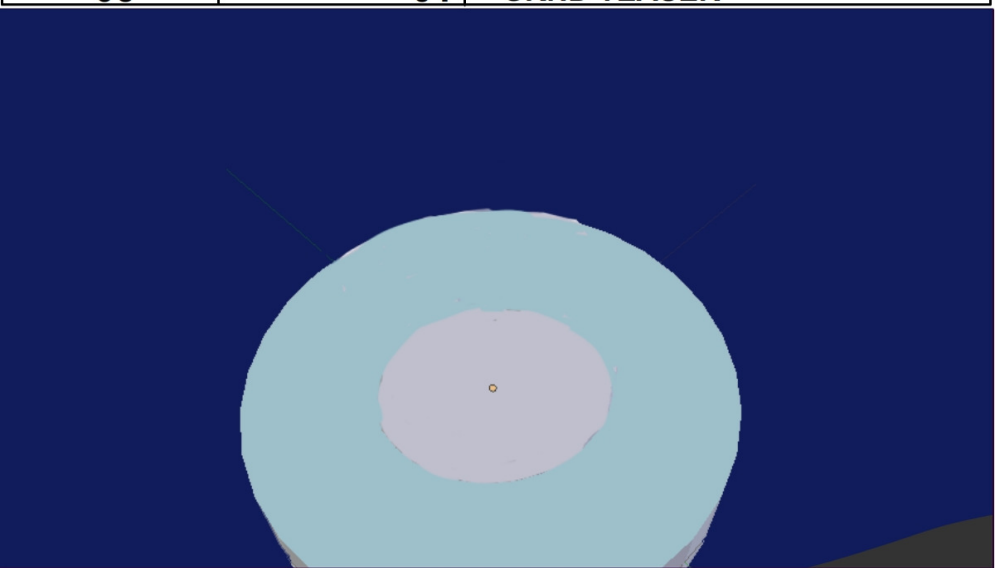
**DIRECTION/CAMERA/ACTION:**  
**Angle on the rising console.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**  
**<WHIRR>**

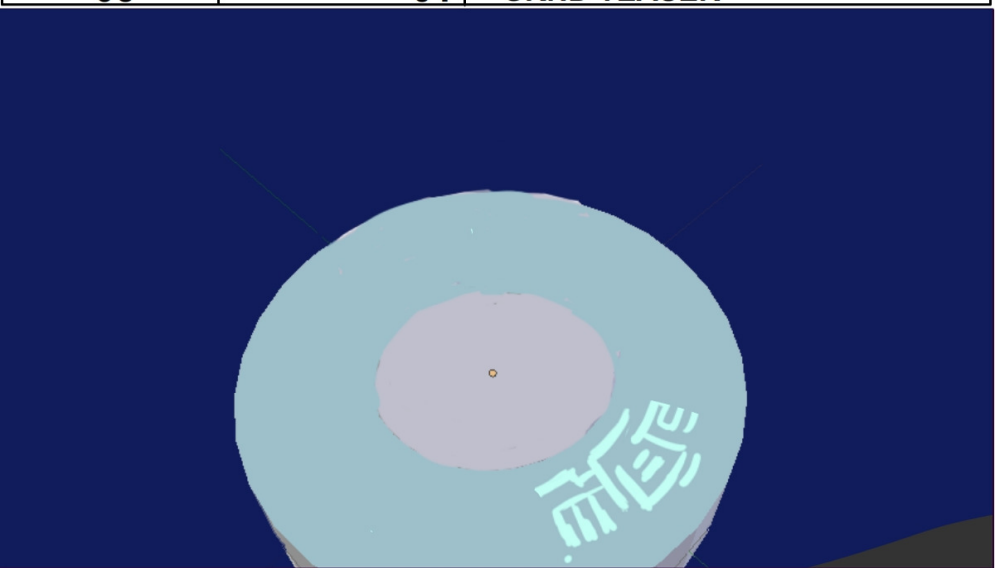
**DIRECTION/CAMERA/ACTION:**  
**Angle on the rising console.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**  
**<WHIRR>**

**DIRECTION/CAMERA/ACTION:**  
**Angle on the rising console.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

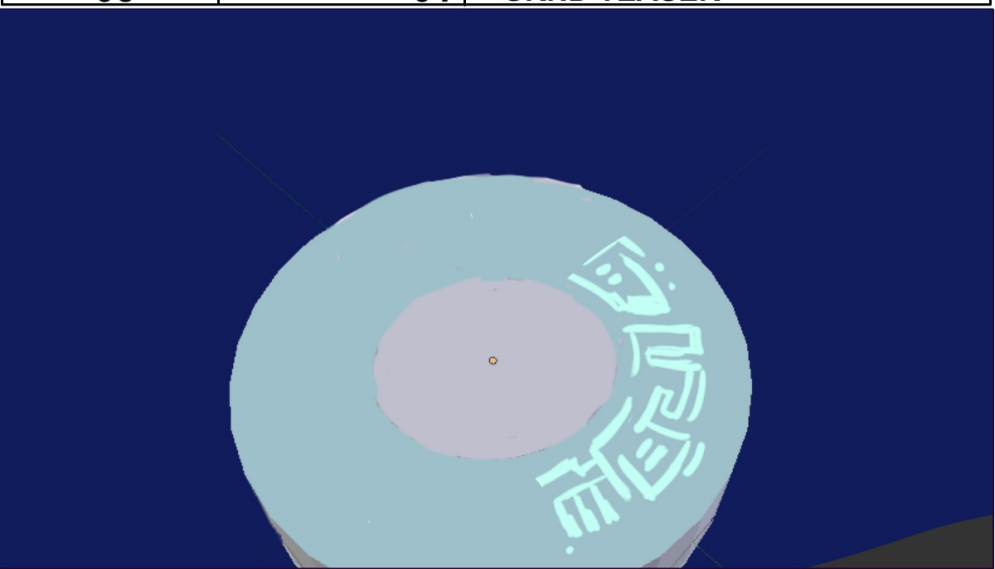
**<WHIRR>**

**<ENERGY SFX>**

**DIRECTION/CAMERA/ACTION:**

**It activates--**





**STOCK FOOTAGE/IMAGES:**

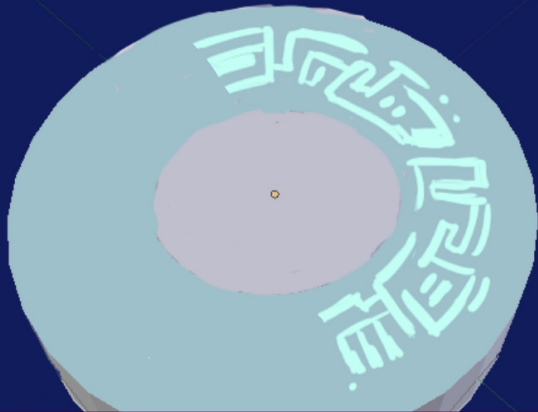
**DIALOGUE:**

**<WHIRR>**

**<ENERGY SFX>**

**DIRECTION/CAMERA/ACTION:**

**It activates--**



**STOCK FOOTAGE/IMAGES:**

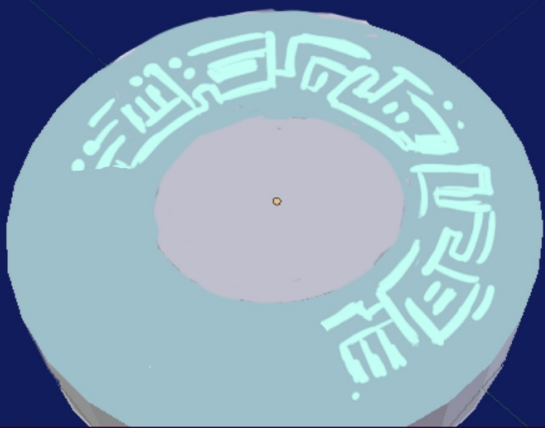
**DIALOGUE:**

**<WHIRR>**

**<ENERGY SFX>**

**DIRECTION/CAMERA/ACTION:**

**It activates--**



**STOCK FOOTAGE/IMAGES:**

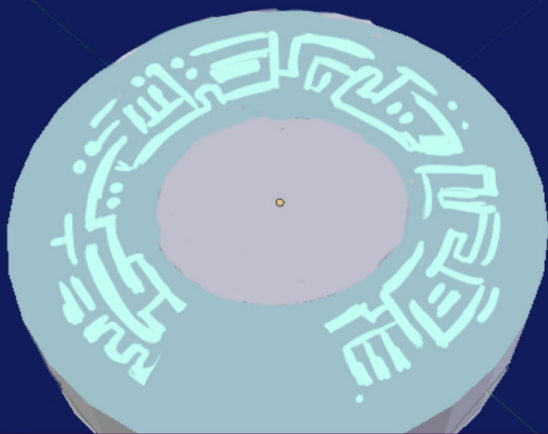
**DIALOGUE:**

**<WHIRR>**

**<ENERGY SFX>**

**DIRECTION/CAMERA/ACTION:**

**It activates--**



**STOCK FOOTAGE/IMAGES:**

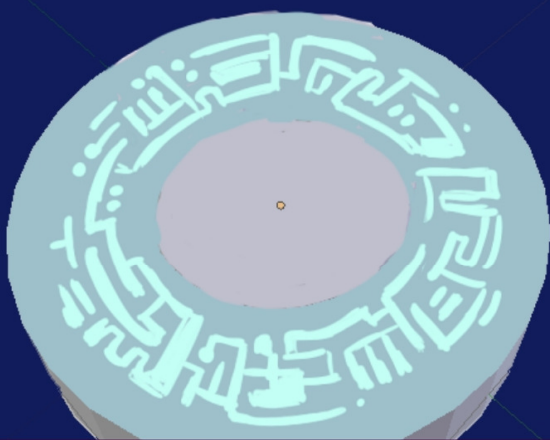
**DIALOGUE:**

**<WHIRR>**

**<ENERGY SFX>**

**DIRECTION/CAMERA/ACTION:**

**It activates--**



**STOCK FOOTAGE/IMAGES:**

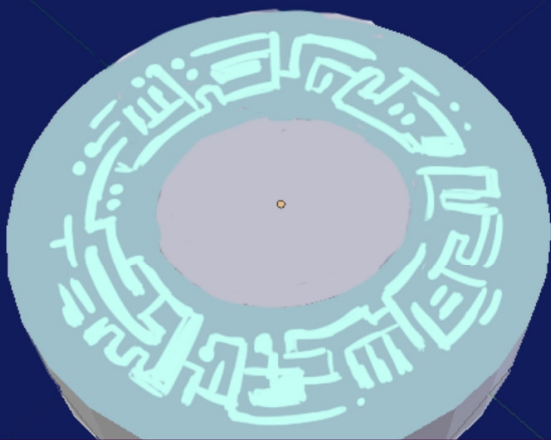
**DIALOGUE:**

**<WHIRR>**

**<ENERGY SFX>**

**DIRECTION/CAMERA/ACTION:**

**It activates--**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

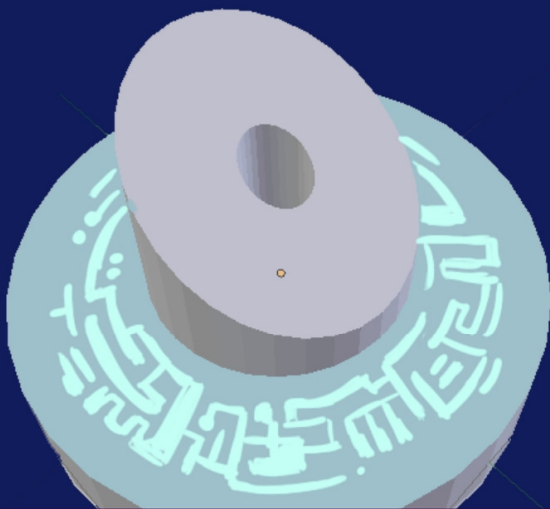
**<WHIRR>**

**<ENERGY SFX>**

**DIRECTION/CAMERA/ACTION:**

**It activates--**

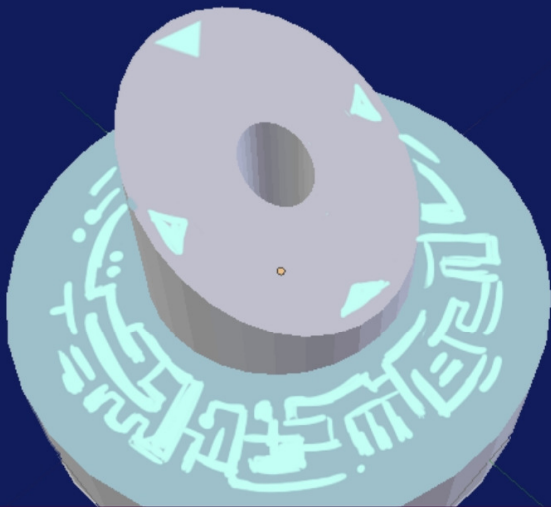




**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**  
**<KACHAK>**

**DIRECTION/CAMERA/ACTION:**  
**--and sprouts a target slot.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**X**

**DIRECTION/CAMERA/ACTION:**

**--and sprouts a target slot.**



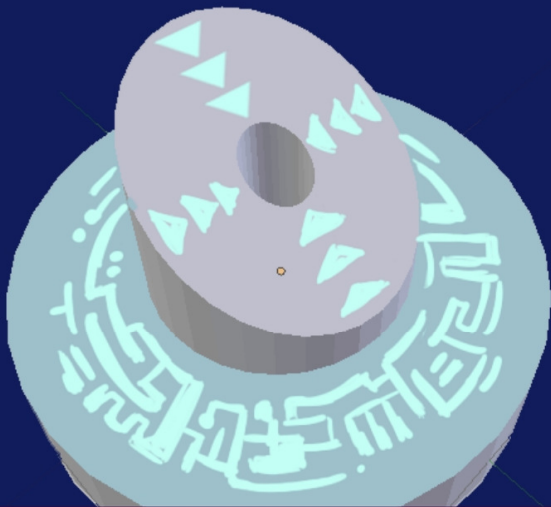
**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**X**

**DIRECTION/CAMERA/ACTION:**

**--and sprouts a target slot.**



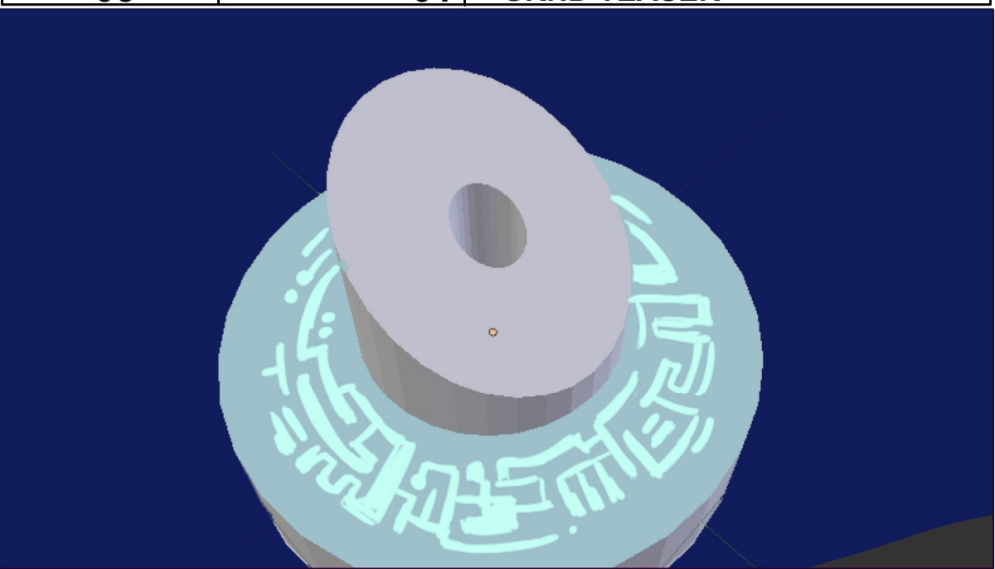
**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**X**

**DIRECTION/CAMERA/ACTION:**

**--and sprouts a target slot.**



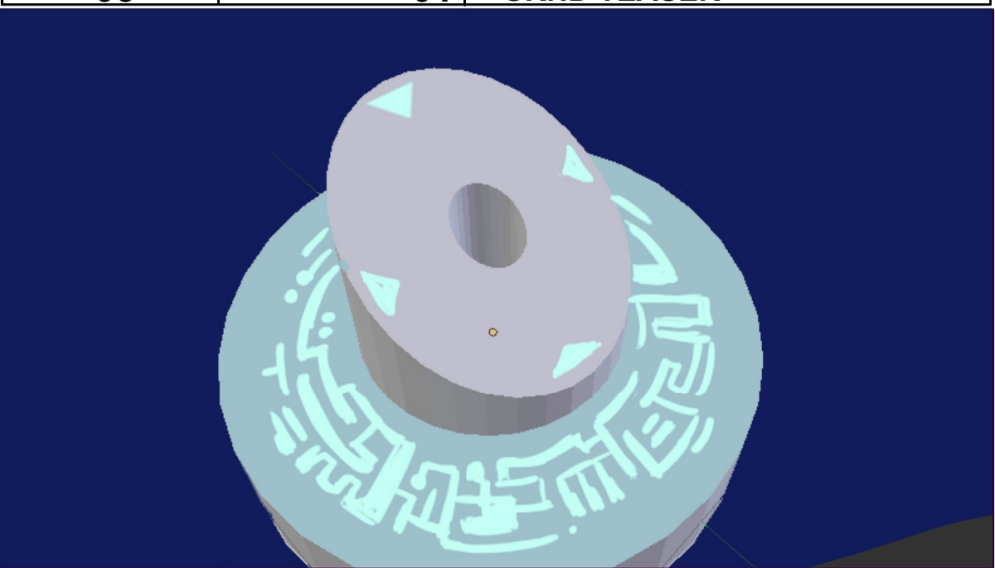
**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**X**

**DIRECTION/CAMERA/ACTION:**

**--and sprouts a target slot.**



**STOCK FOOTAGE/IMAGES:**

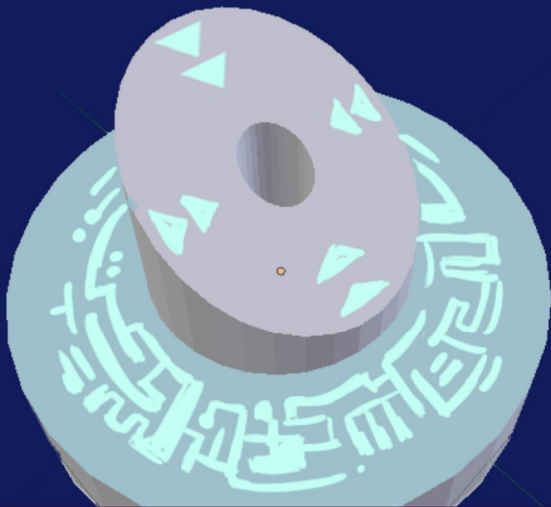
**DIALOGUE:**

**X**

**DIRECTION/CAMERA/ACTION:**

**--and sprouts a target slot.**





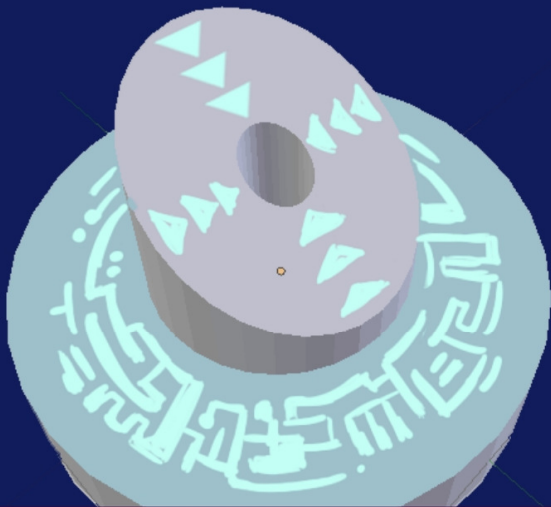
**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**X**

**DIRECTION/CAMERA/ACTION:**

**--and sprouts a target slot.**



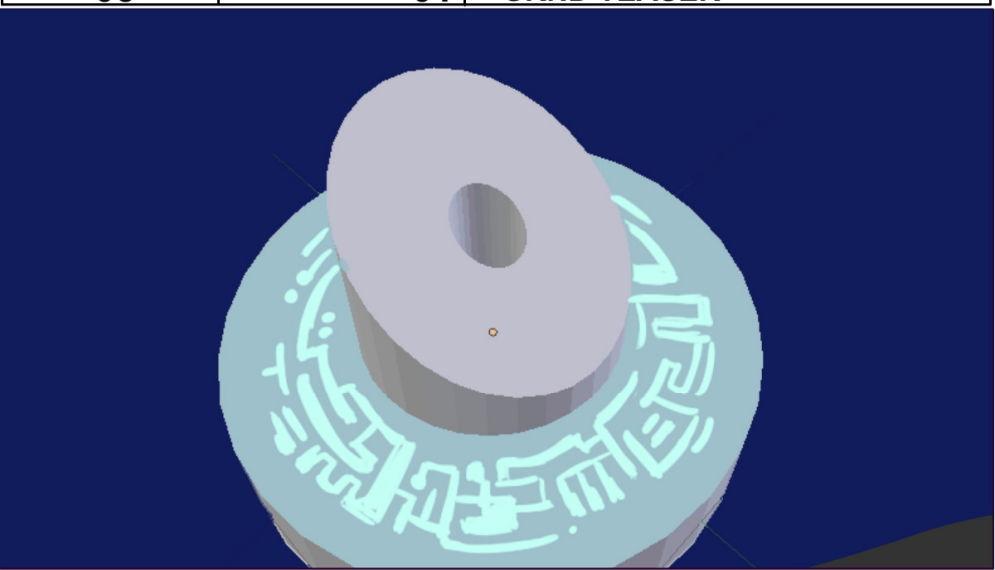
**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**X**

**DIRECTION/CAMERA/ACTION:**

**--and sprouts a target slot.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**X**

**DIRECTION/CAMERA/ACTION:**

**--and sprouts a target slot.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**X**

**DIRECTION/CAMERA/ACTION:**

**On Numbuh One, still at attention.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

X

**DIRECTION/CAMERA/ACTION:**

**He does the KND Booger Salute--**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**X**

**DIRECTION/CAMERA/ACTION:**

**He does the KND Booger Salute--**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

X

**DIRECTION/CAMERA/ACTION:**

**He does the KND Booger Salute--**





**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**X**

**DIRECTION/CAMERA/ACTION:**

**--plunging his finger into his nose--**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

X

**DIRECTION/CAMERA/ACTION:**

-- and withdrawing a booger.



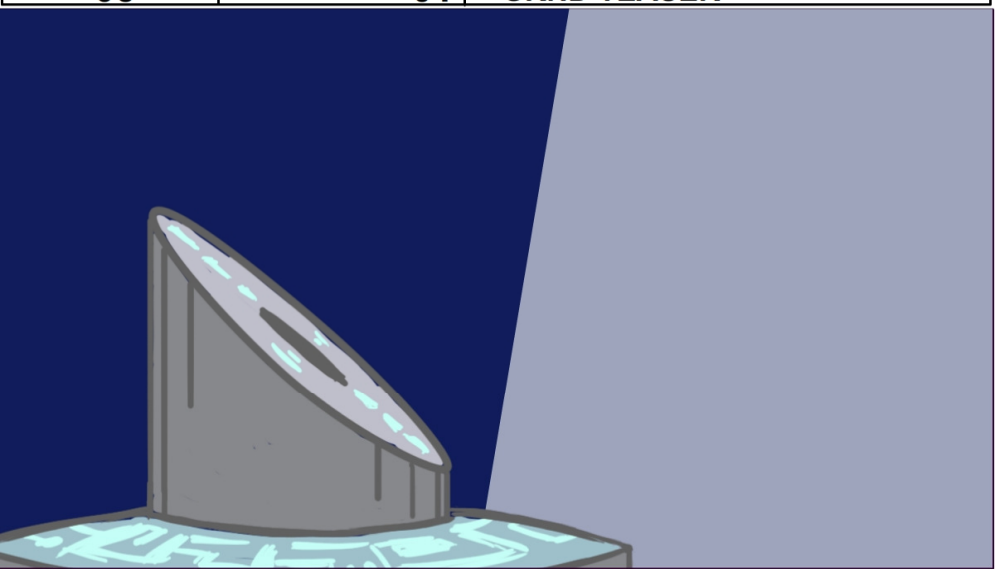
**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**X**

**DIRECTION/CAMERA/ACTION:**

**He anticipates inserting the booger into the control console.**



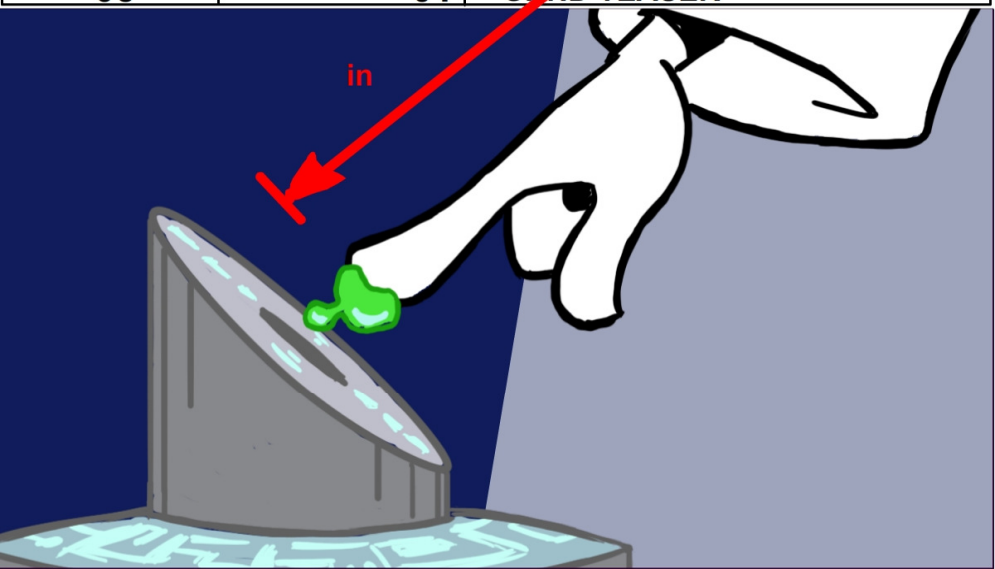
**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**X**

**DIRECTION/CAMERA/ACTION:**

**On the console.**



**STOCK FOOTAGE/IMAGES:**

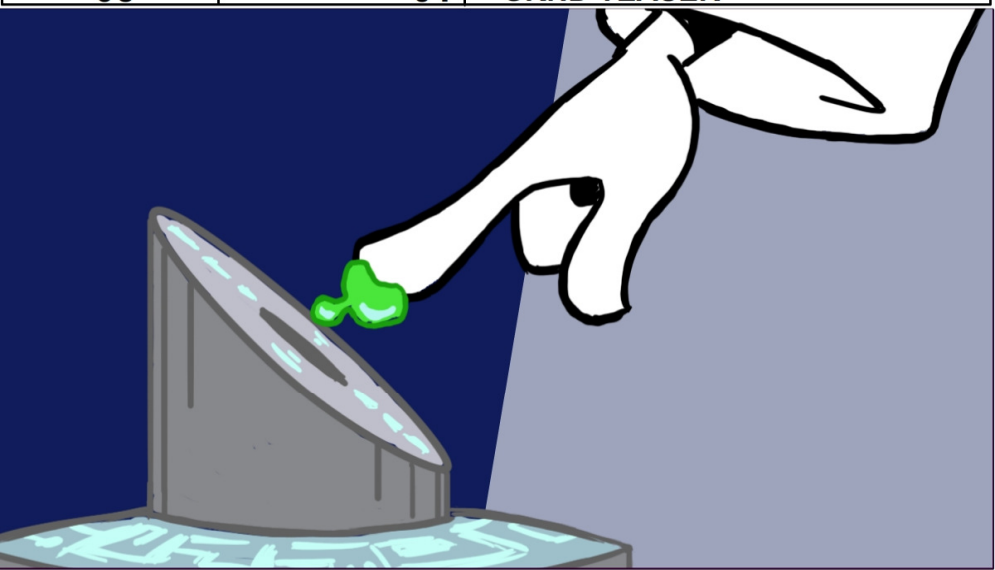
**DIALOGUE:**

**NUMBUH 274 (OS)**

**NO!!**

**DIRECTION/CAMERA/ACTION:**

**Numbuh One's hand enters field, driving towards the control slot, but stops just short of contact when a cry erupts from off-screen.**



**STOCK FOOTAGE/IMAGES:**

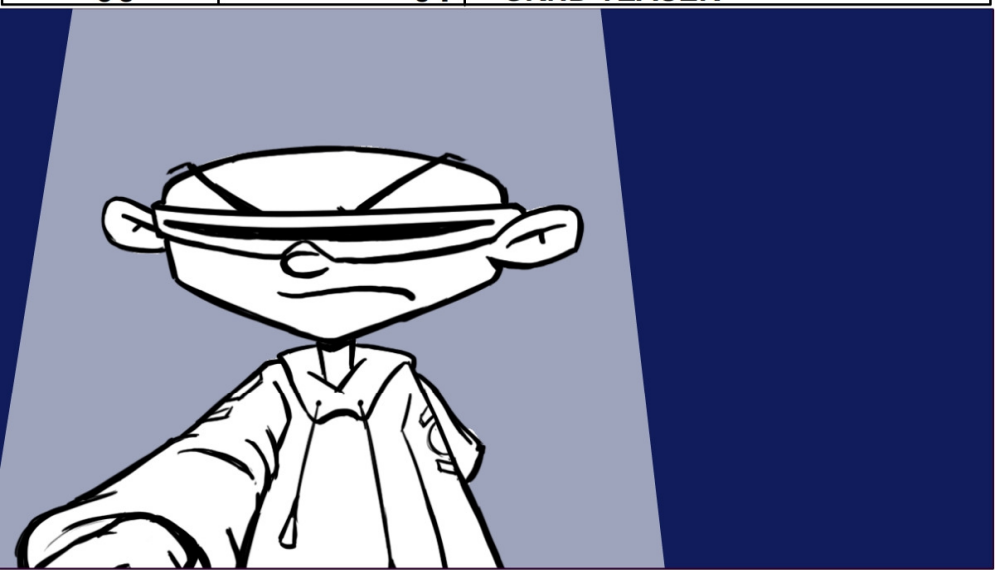
**DIALOGUE:**

**NUMBUH 274 (OS)**

**NO!!**

**DIRECTION/CAMERA/ACTION:**

**Numbuh One's hand enters field, driving towards the control slot, but stops just short of contact when a cry erupts from off-screen.**



**STOCK FOOTAGE/IMAGES:**

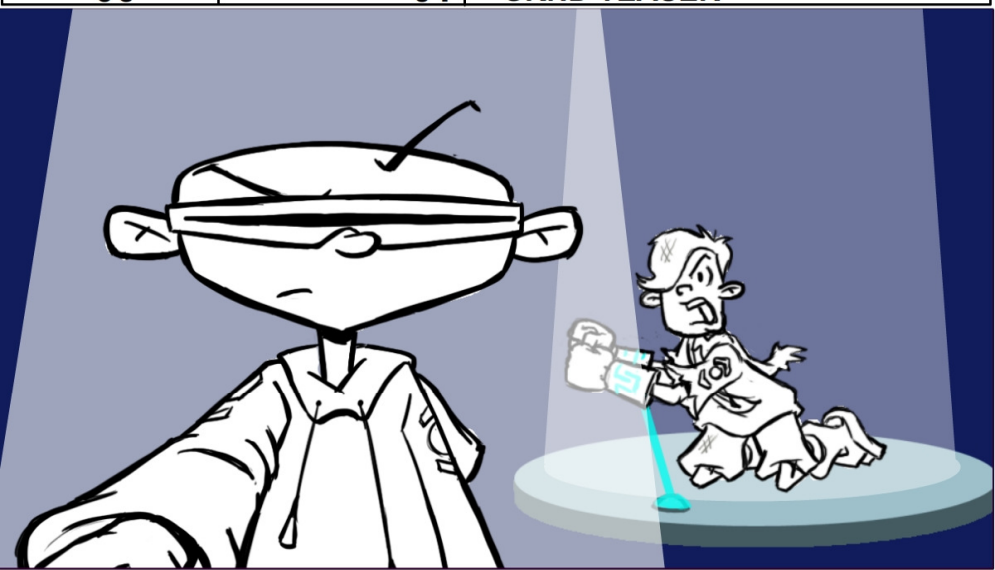
**DIALOGUE:**

**X**

**DIRECTION/CAMERA/ACTION:**

**Angle on Numbuh One.**





**STOCK FOOTAGE/IMAGES:**

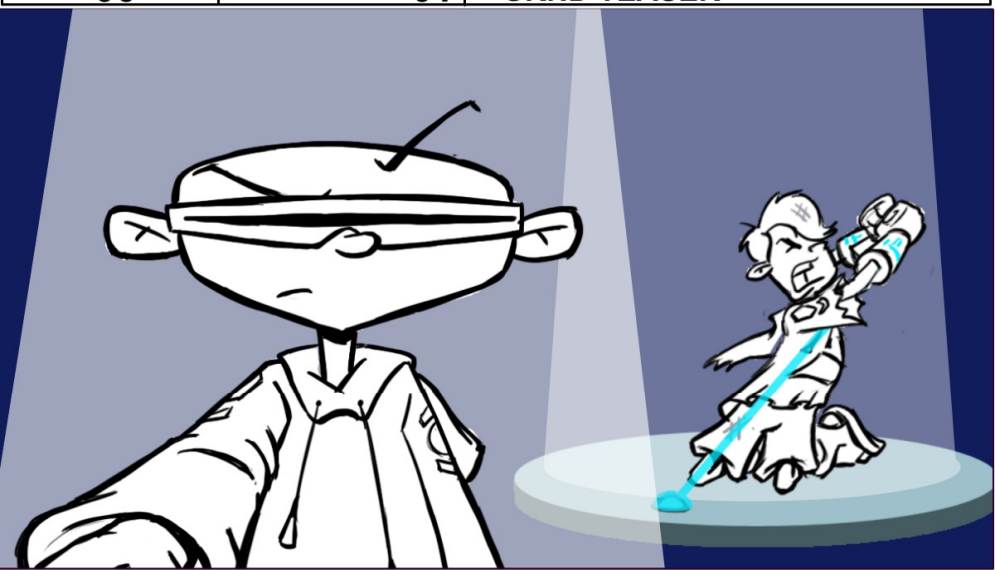
**DIALOGUE:**

**NUMBUH 274**

**My family is there!**

**DIRECTION/CAMERA/ACTION:**

**Another SPOTLIGHT snaps on behind him, illuminating a second platform. NUMBUH 274 (Chad), Earth's former greatest KND operative, is kneeling on it. He is wearing a similar outfit as Numbuh One, but his is in tatters, and his wrists are bound by alien manacles that tether him to the platform.**



**STOCK FOOTAGE/IMAGES:**

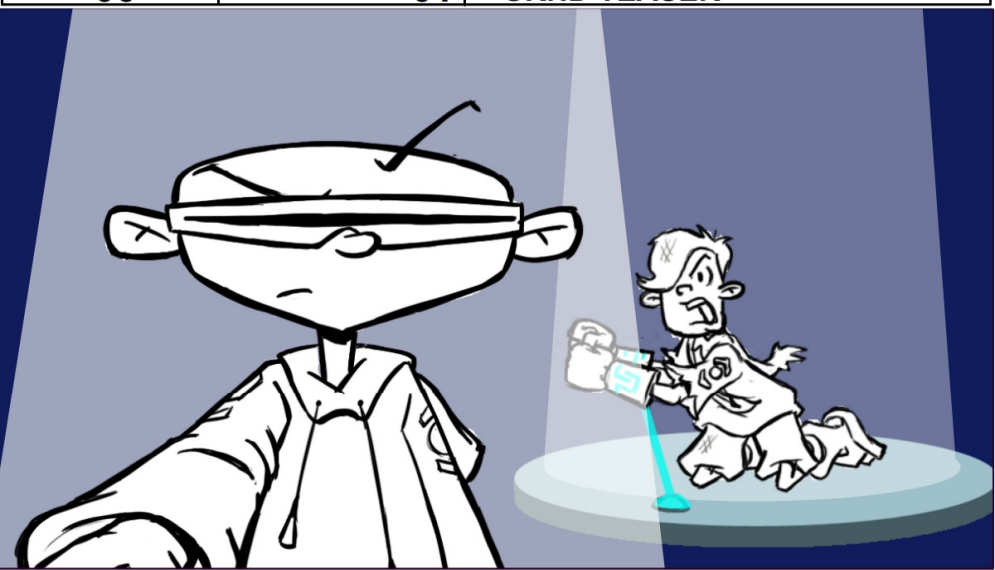
**DIALOGUE:**

**NUMBUH 274**

**YOUR family!**

**DIRECTION/CAMERA/ACTION:**

**274 rages against his bindings as he yells. Numbuh One listens, but does not turn.**



**STOCK FOOTAGE/IMAGES:**

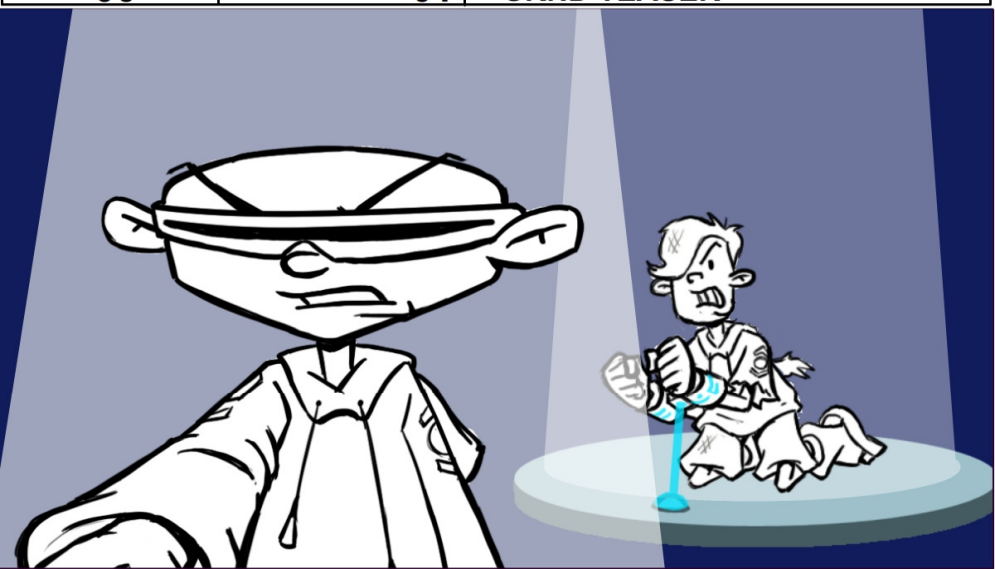
**DIALOGUE:**

**NUMBUH 274**

**Our FRIENDS!**

**DIRECTION/CAMERA/ACTION:**

**274 rages against his bindings as he yells. Numbuh One listens, but does not turn.**



**STOCK FOOTAGE/IMAGES:**

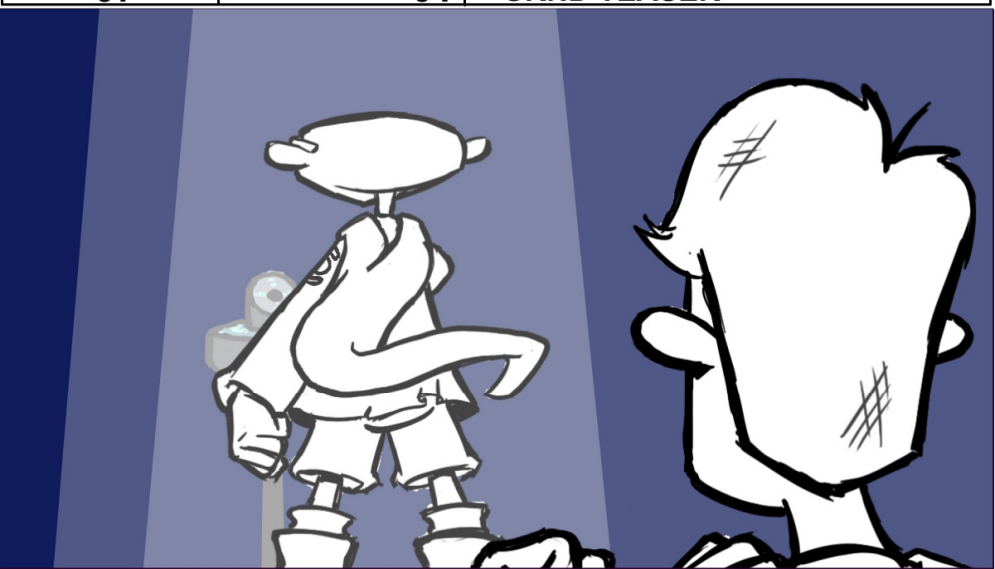
**DIALOGUE:**

**NUMBUH ONE**

**It's ruled by adults. Infested.**

**DIRECTION/CAMERA/ACTION:**

**Numbuh One replies coolly.**



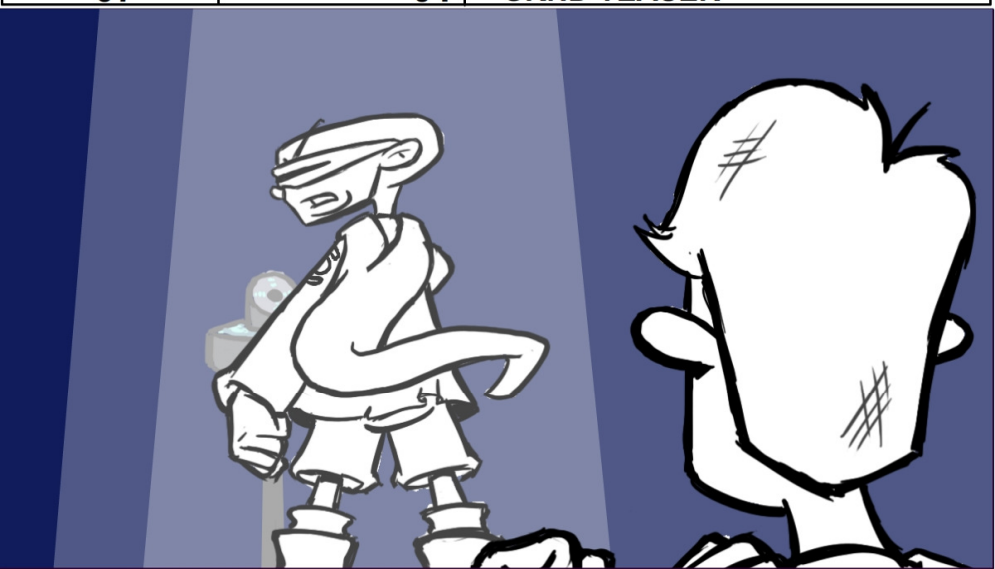
**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**X**

**DIRECTION/CAMERA/ACTION:**

**Angle OTS 274 on Numbuh One.**



**STOCK FOOTAGE/IMAGES:**

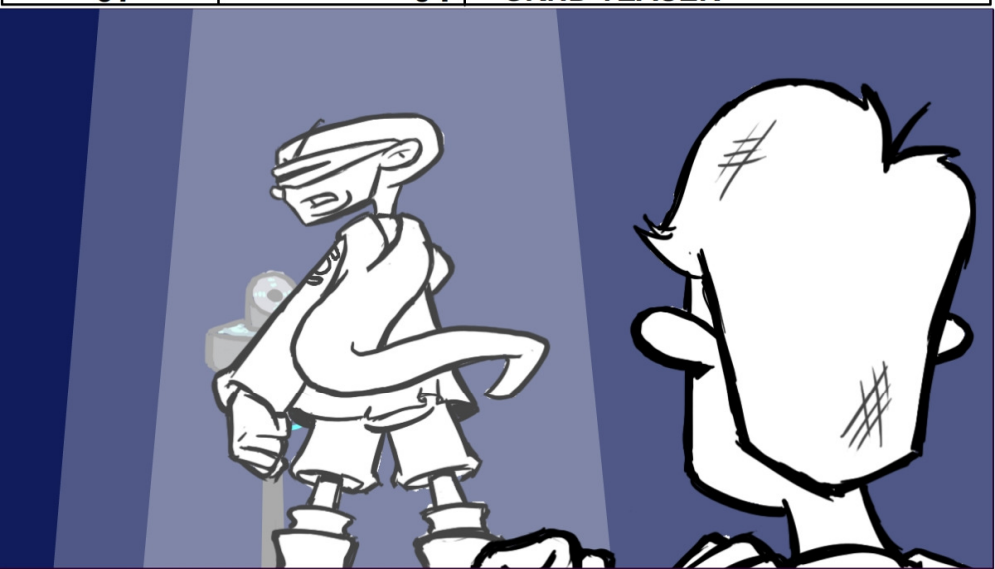
**DIALOGUE:**

**NUMBUH ONE**

Too far gone.

**DIRECTION/CAMERA/ACTION:**

**He tosses a final comment over his shoulder, still without turning.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

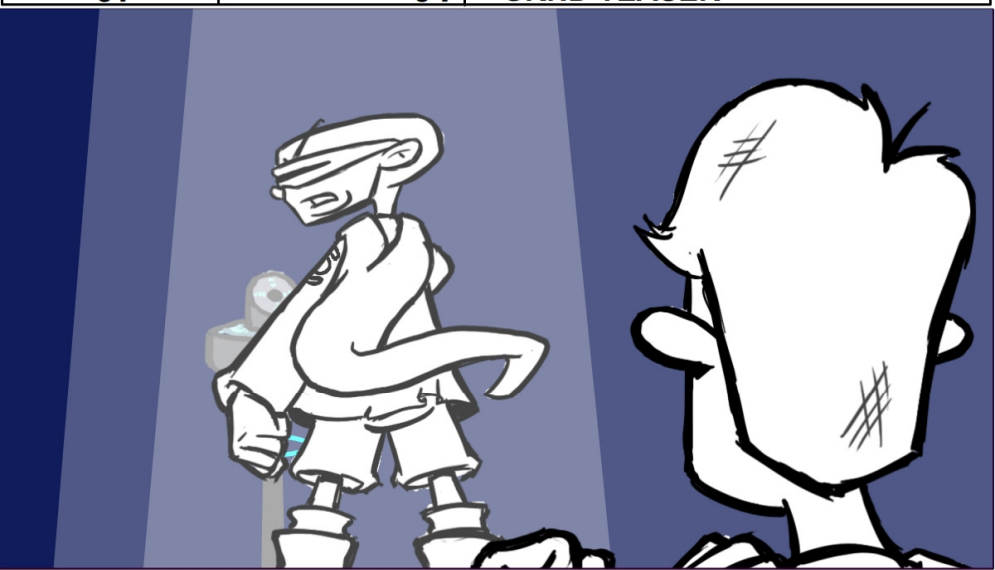
**NUMBUH ONE**

Too far gone.

**DIRECTION/CAMERA/ACTION:**

**He tosses a final comment over his shoulder, still without turning.**





**STOCK FOOTAGE/IMAGES:**

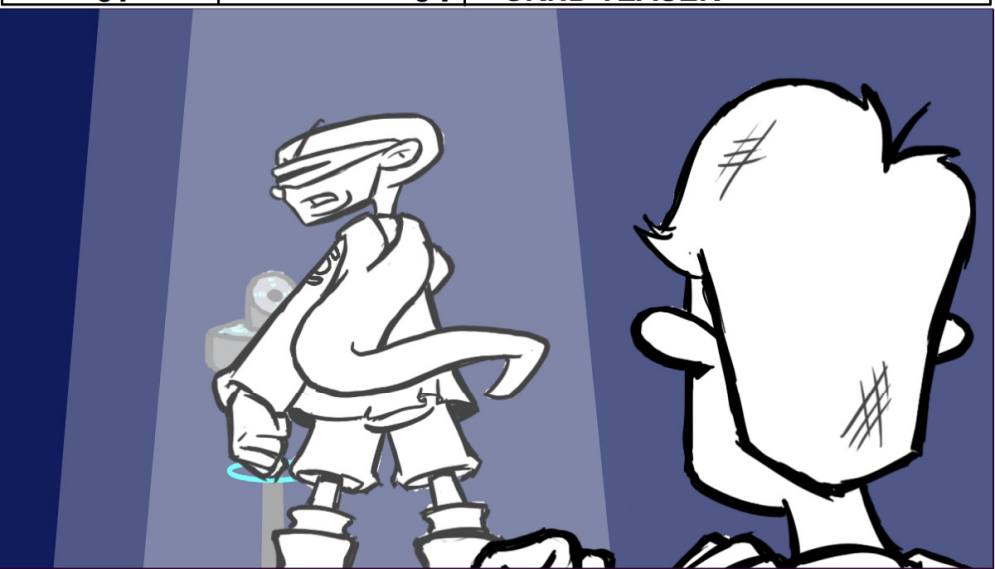
**DIALOGUE:**

**NUMBUH ONE**

Too far gone.

**DIRECTION/CAMERA/ACTION:**

**He tosses a final comment over his shoulder, still without turning.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE**

Too far gone.

**DIRECTION/CAMERA/ACTION:**

**He tosses a final comment over his shoulder, still without turning.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE**

Too far gone.

**DIRECTION/CAMERA/ACTION:**

**He tosses a final comment over his shoulder, still without turning.**



**STOCK FOOTAGE/IMAGES:**

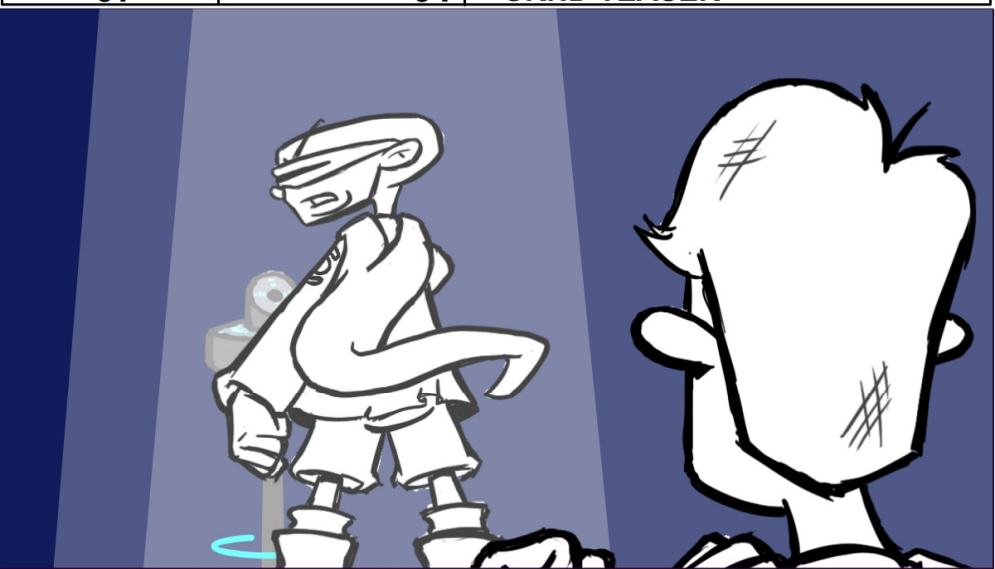
**DIALOGUE:**

**NUMBUH ONE**

Too far gone.

**DIRECTION/CAMERA/ACTION:**

**He tosses a final comment over his shoulder, still without turning.**



**STOCK FOOTAGE/IMAGES:**

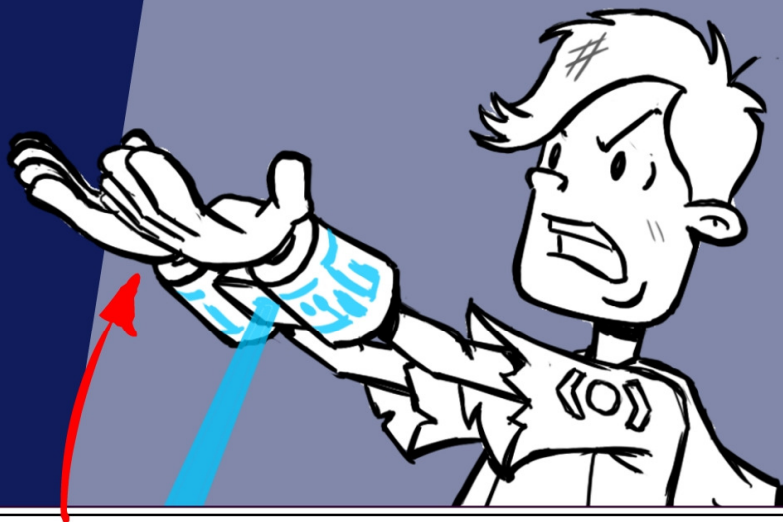
**DIALOGUE:**

**NUMBUH ONE**

Too far gone.

**DIRECTION/CAMERA/ACTION:**

**He tosses a final comment over his shoulder, still without turning.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH 274**

**What about Sector V!**

**DIRECTION/CAMERA/ACTION:**

**On 274. He keeps yelling at Numbuh 1, trying to reason with him.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

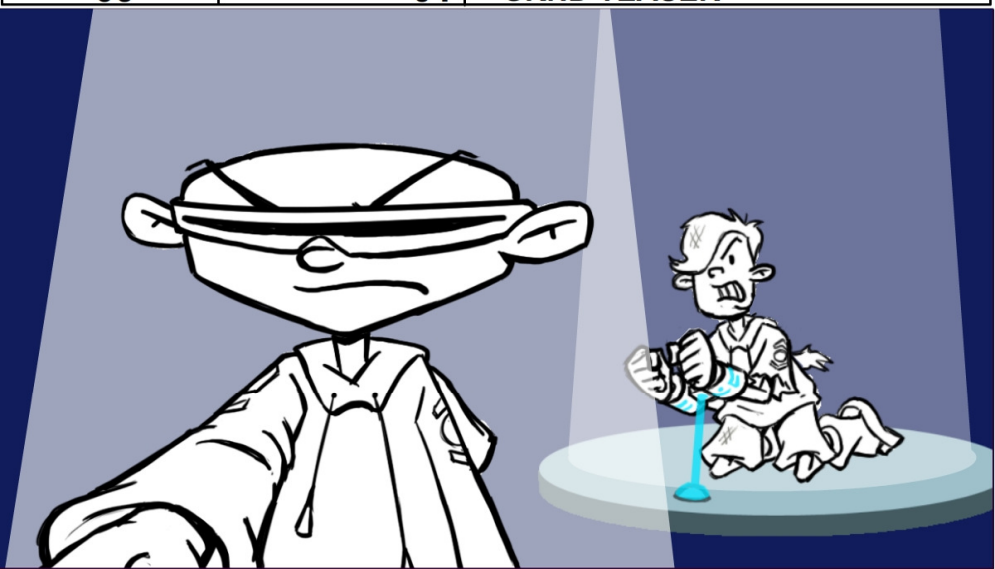
**NUMBUH 274**

**Hoagie! Kuki. Wallabee. And Abigail.**

**DIRECTION/CAMERA/ACTION:**

**On 274. He keeps yelling at Numbuh 1, trying to reason with him.**





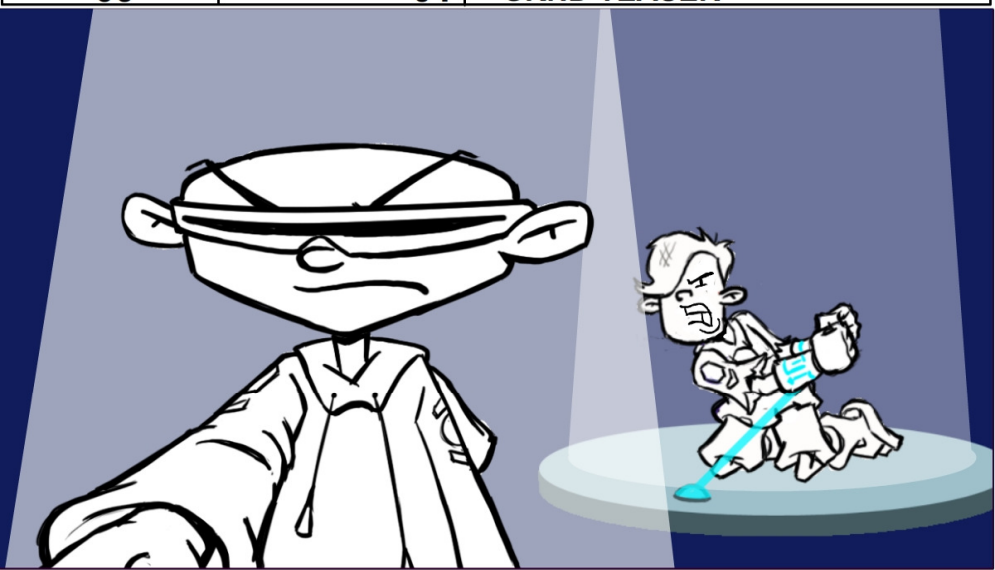
**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

X

**DIRECTION/CAMERA/ACTION:**

**Angle on Numbuh One still listening.**



**STOCK FOOTAGE/IMAGES:**

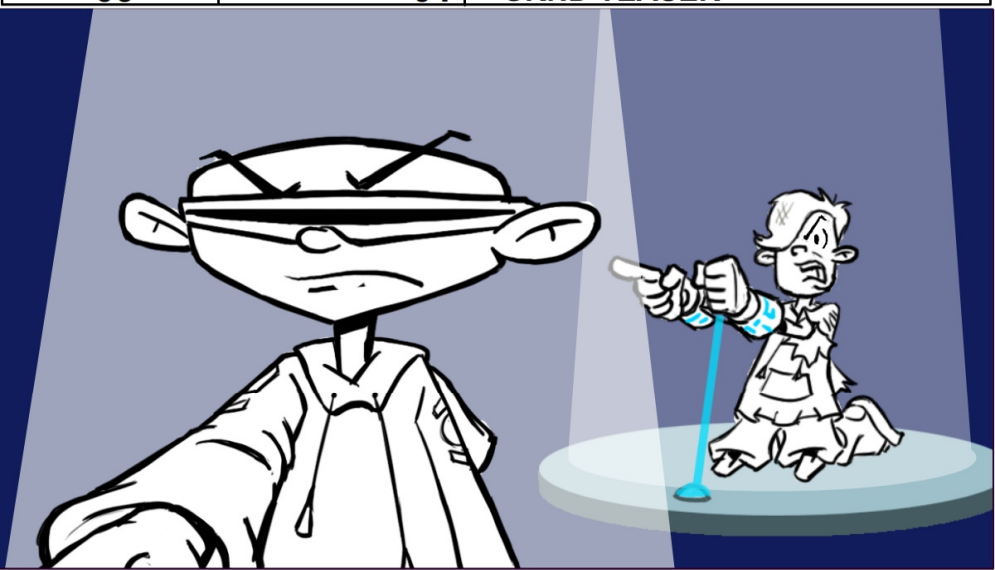
**DIALOGUE:**

**NUMBUH 274**

**Abby would**

**DIRECTION/CAMERA/ACTION:**

**Numbuh 274 takes another dig at him.**



**STOCK FOOTAGE/IMAGES:**

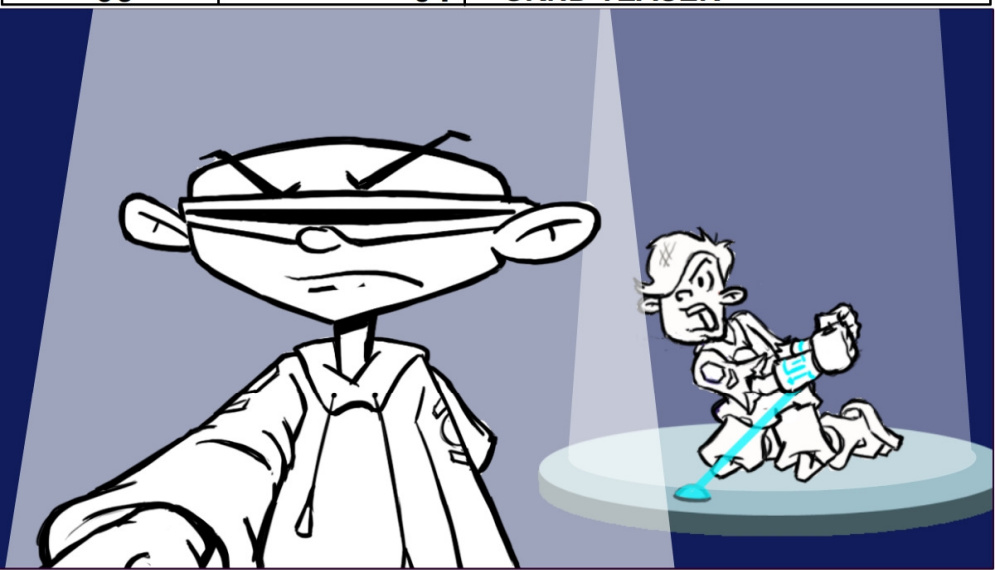
**DIALOGUE:**

**NUMBUH 274**

**never let you**

**DIRECTION/CAMERA/ACTION:**

**Numbuh 274 takes another dig at him.**



**STOCK FOOTAGE/IMAGES:**

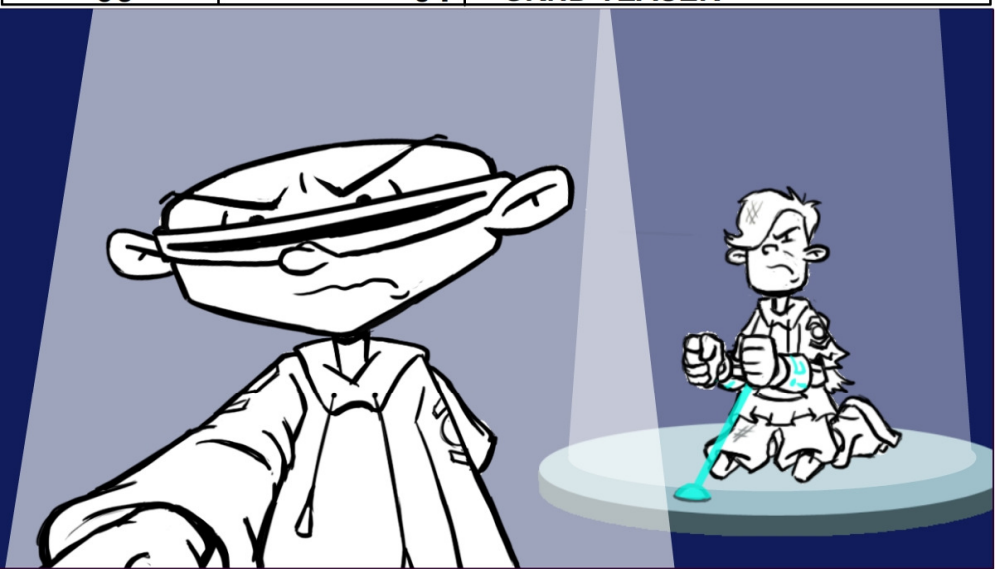
**DIALOGUE:**

**NUMBUH 274**

**do this.**

**DIRECTION/CAMERA/ACTION:**

**At the mention of Abby's name, Numbuh One reacts for the first time.**



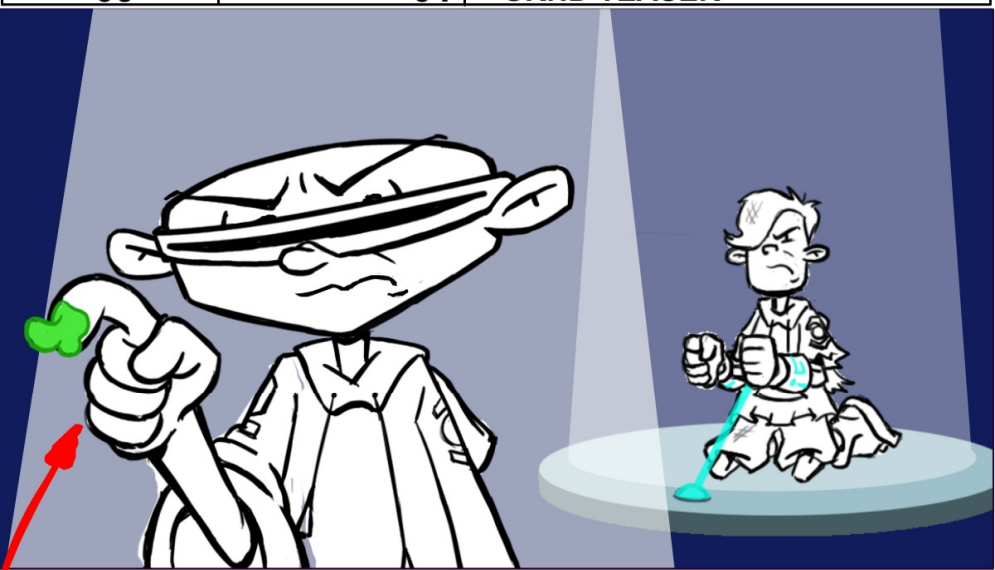
**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

X

**DIRECTION/CAMERA/ACTION:**

**He scowls at the console--**



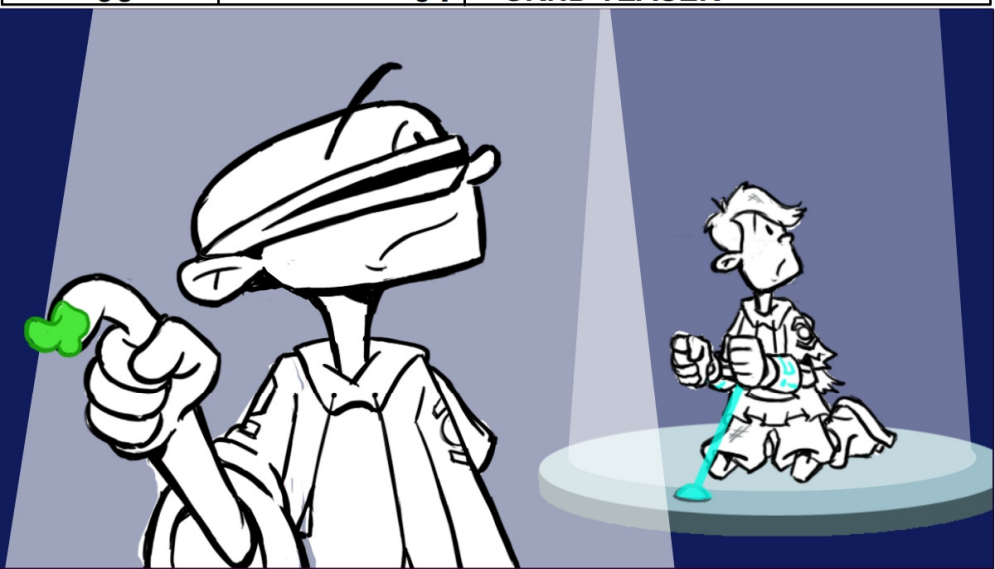
STOCK FOOTAGE/IMAGES:

DIALOGUE:

X

DIRECTION/CAMERA/ACTION:

-- and lifts his finger away from it, momentarily unsure.



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

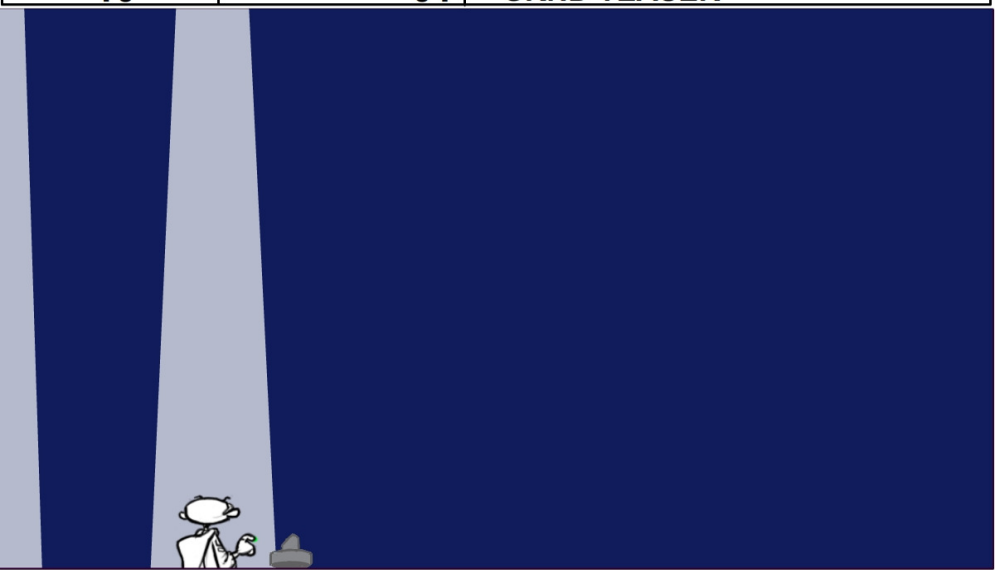
**NUMBUH NOMINAL (OS)**

There.

**DIRECTION/CAMERA/ACTION:**

**A booming voice from OS interrupts the scene. Numbuh One and 274 look up.**





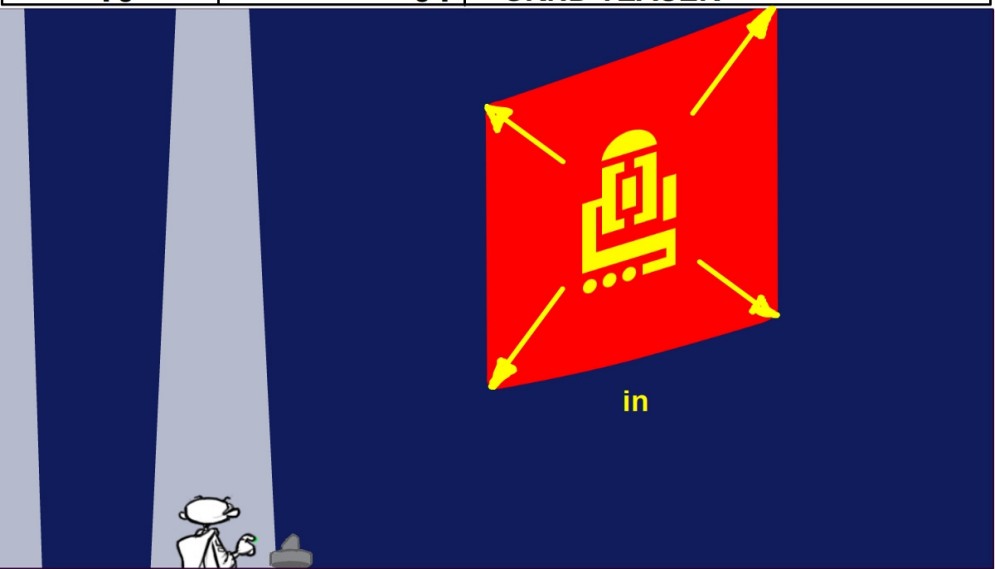
**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**X**

**DIRECTION/CAMERA/ACTION:**

**Angle on the space, showing Numbuh One in his spotlight.**



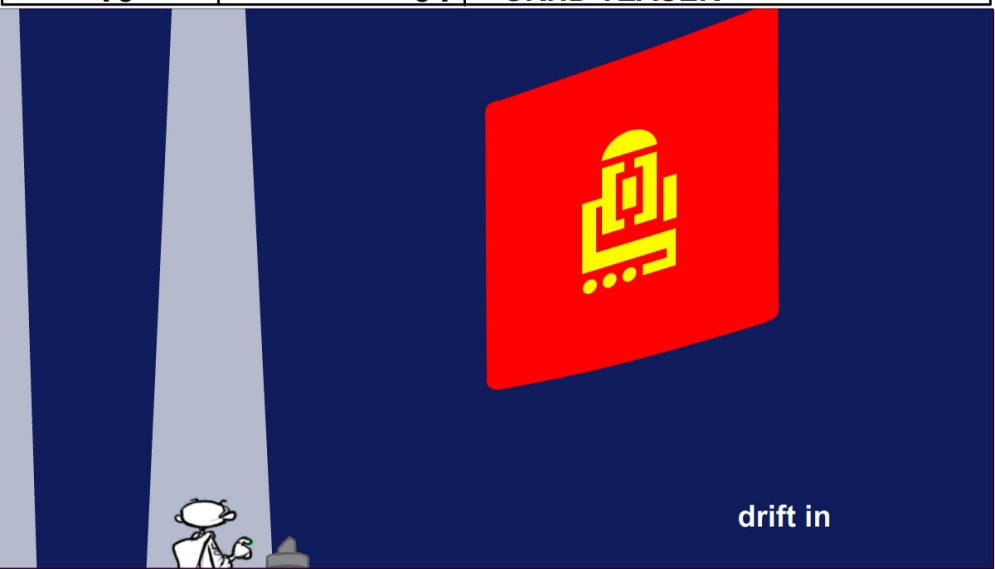
**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**X**

**DIRECTION/CAMERA/ACTION:**

**Beyond and above him, an enormous video screen flares to life. A strange symbol fills the screen.**



**STOCK FOOTAGE/IMAGES:**

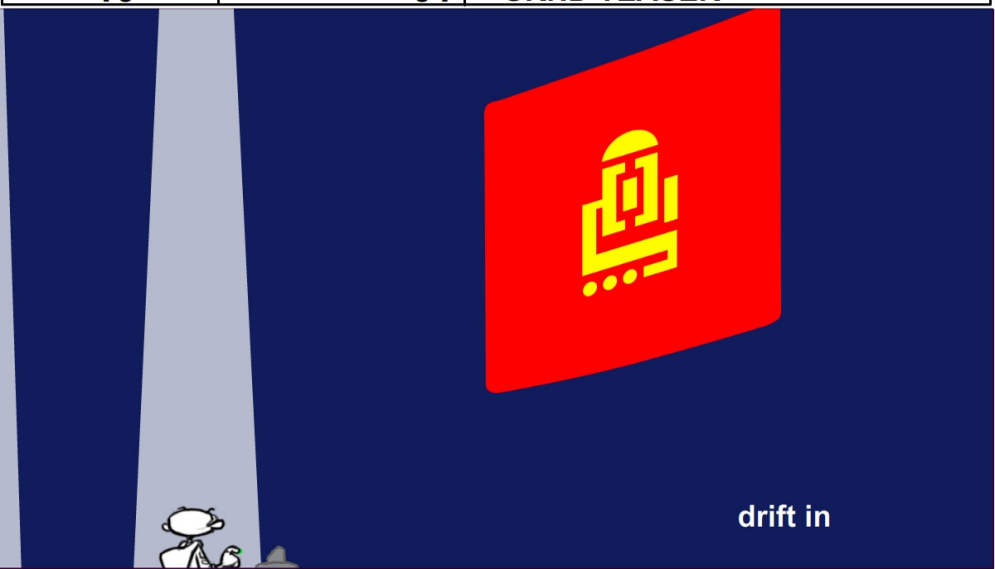
**DIALOGUE:**

**NUMBUH NOMINAL**

**Do we need more proof of where this one's allegiance lies?**

**DIRECTION/CAMERA/ACTION:**

**DRIFT IN** on the screen, as the booming voice speaks.



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH NOMINAL**

**Do we need more proof of where this one's allegiance lies?**

**DIRECTION/CAMERA/ACTION:**

**DRIFT IN** on the screen, as the booming voice speaks.



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH NOMINAL**

**Do we need more proof of where this one's allegiance lies?**

**DIRECTION/CAMERA/ACTION:**

**DRIFT IN** on the screen, as the booming voice speaks.



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH NOMINAL**

**Do we need more proof of where this one's allegiance lies?**

**DIRECTION/CAMERA/ACTION:**

**DRIFT IN** on the screen, as the booming voice speaks.



drift in

**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH NOMINAL**

**Do we need more proof of where this one's allegiance lies?**

**DIRECTION/CAMERA/ACTION:**

**DRIFT IN** on the screen, as the booming voice speaks.



drift in

**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH NOMINAL**

**Do we need more proof of where this one's allegiance lies?**

**DIRECTION/CAMERA/ACTION:**

**DRIFT IN** on the screen, as the booming voice speaks.





drift in

**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH NOMINAL**

**Do we need more proof of where this one's allegiance lies?**

**DIRECTION/CAMERA/ACTION:**

**DRIFT IN** on the screen, as the booming voice speaks.



drift in

**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH NOMINAL**

**Do we need more proof of where this one's allegiance lies?**

**DIRECTION/CAMERA/ACTION:**

**DRIFT IN** on the screen, as the booming voice speaks.



drift in

**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH NOMINAL**

**Do we need more proof of where this one's allegiance lies?**

**DIRECTION/CAMERA/ACTION:**

**DRIFT IN** on the screen, as the booming voice speaks.



drift in

**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH NOMINAL**

**Do we need more proof of where this one's allegiance lies?**

**DIRECTION/CAMERA/ACTION:**

**DRIFT IN** on the screen, as the booming voice speaks.



drift in

**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH NOMINAL**

**Do we need more proof of where this one's allegiance lies?**

**DIRECTION/CAMERA/ACTION:**

**DRIFT IN** on the screen, as the booming voice speaks.



drift in

**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH NOMINAL**

**Do we need more proof of where this one's allegiance lies?**

**DIRECTION/CAMERA/ACTION:**

**DRIFT IN** on the screen, as the booming voice speaks.



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH NOMINAL**

**Do we need more proof of where this one's allegiance lies?**

**DIRECTION/CAMERA/ACTION:**

**DRIFT IN** on the screen, as the booming voice speaks.



in



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

X

**DIRECTION/CAMERA/ACTION:**

**A second screen pops on, not quite as big as the first. It bears a different symbol.**





**STOCK FOOTAGE/IMAGES:**

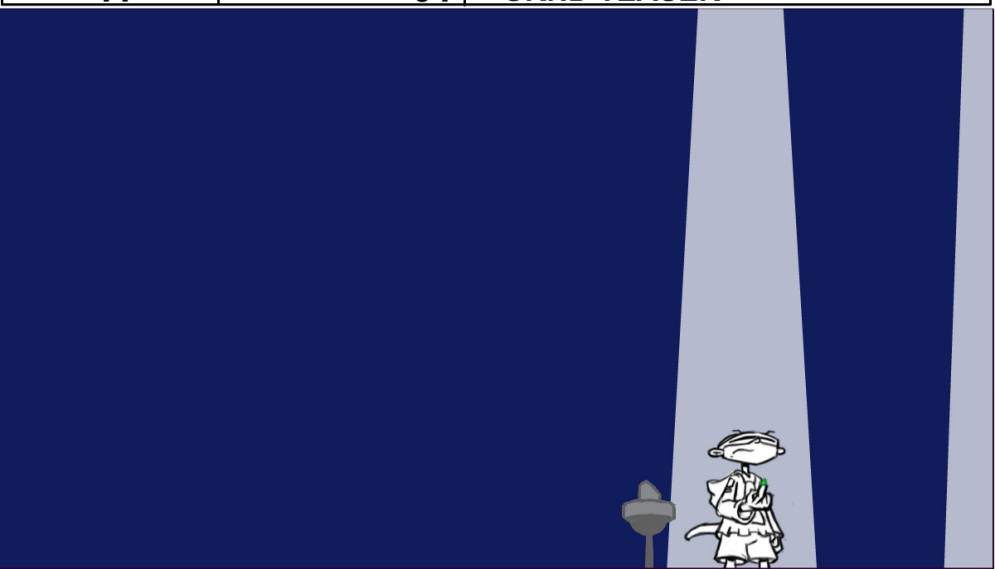
**DIALOGUE:**

**BETH NUMBUH (disgust)**

**Species. Indicative.**

**DIRECTION/CAMERA/ACTION:**

**A different voice speaks from it.**



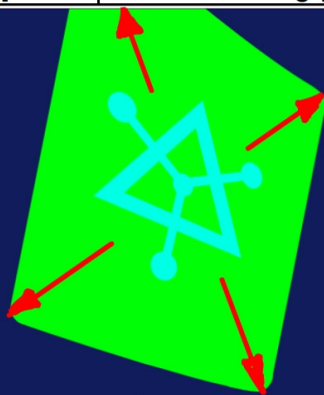
**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**X**

**DIRECTION/CAMERA/ACTION:**

**CUT to a different angle on the space, as Numbuh One listens to the first two screens.**



in



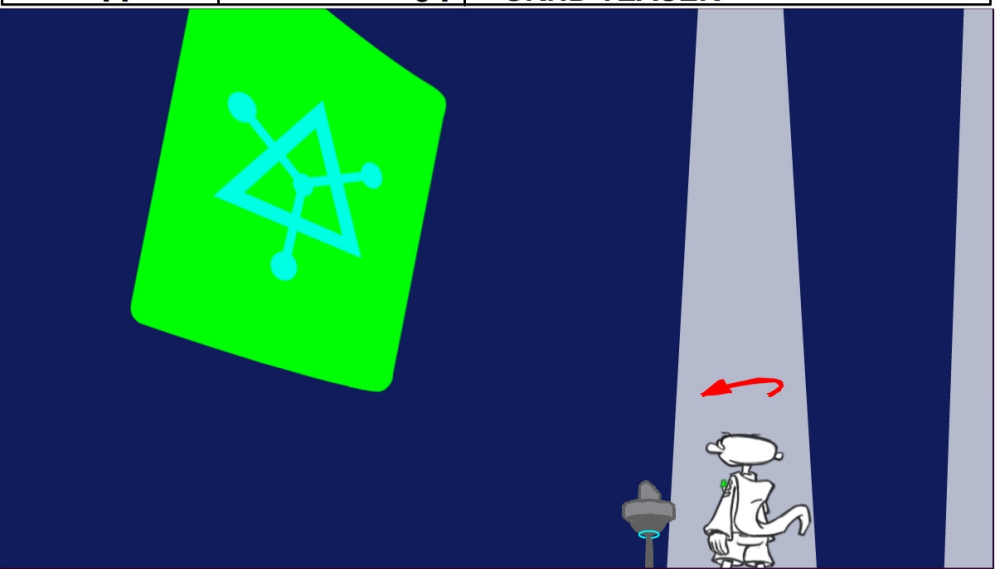
**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**X**

**DIRECTION/CAMERA/ACTION:**

**A third screen, sized somewhere between the others, pops on behind him.**



**STOCK FOOTAGE/IMAGES:**

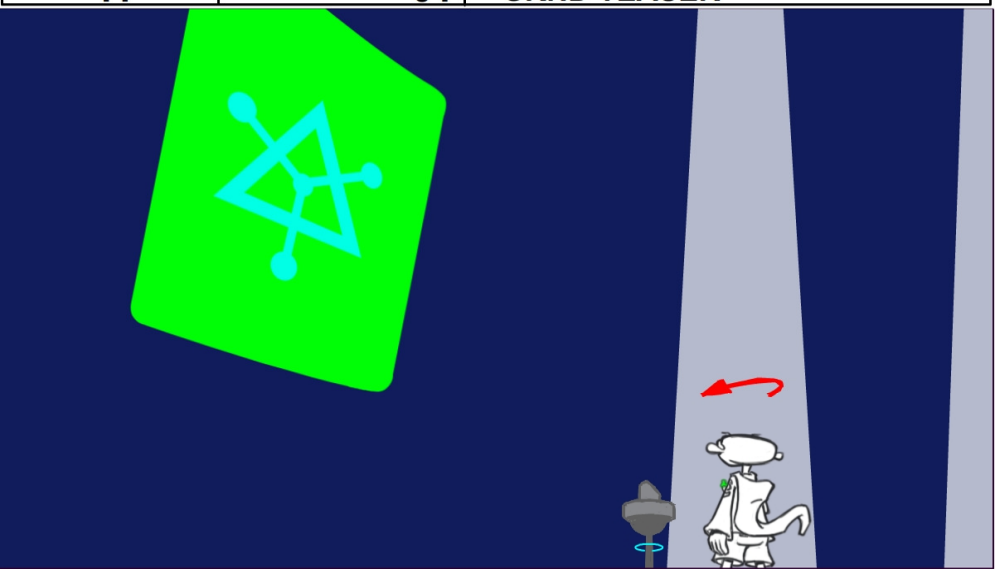
**DIALOGUE:**

**NUMBUH ORDINAL**

**This human noth-noth a Galactic Level Operative noth.**

**DIRECTION/CAMERA/ACTION:**

**He turns to look at it as it speaks.**



**STOCK FOOTAGE/IMAGES:**

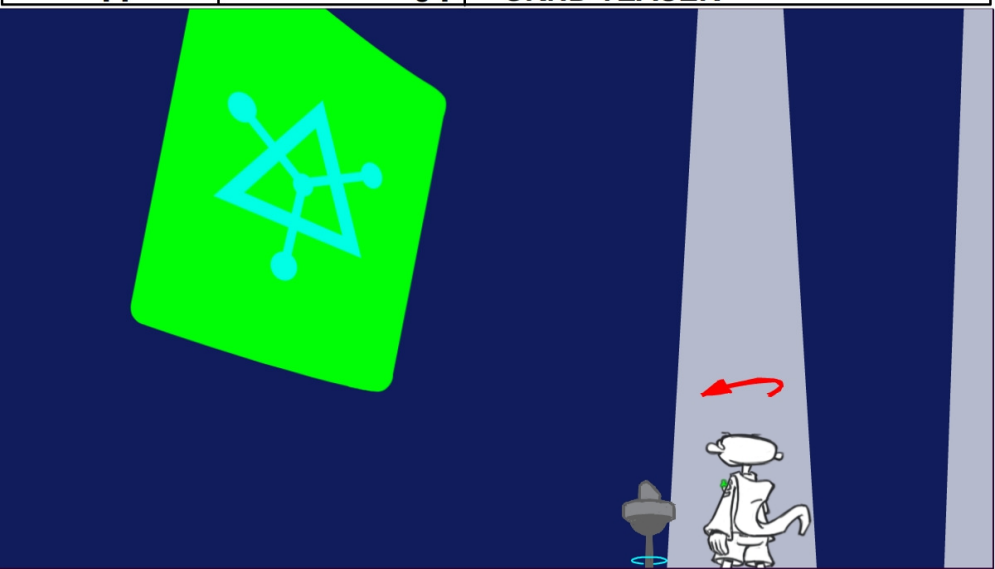
**DIALOGUE:**

**NUMBUH ORDINAL**

**This human noth-noth a Galactic Level Operative noth.**

**DIRECTION/CAMERA/ACTION:**

**He turns to look at it as it speaks.**



**STOCK FOOTAGE/IMAGES:**

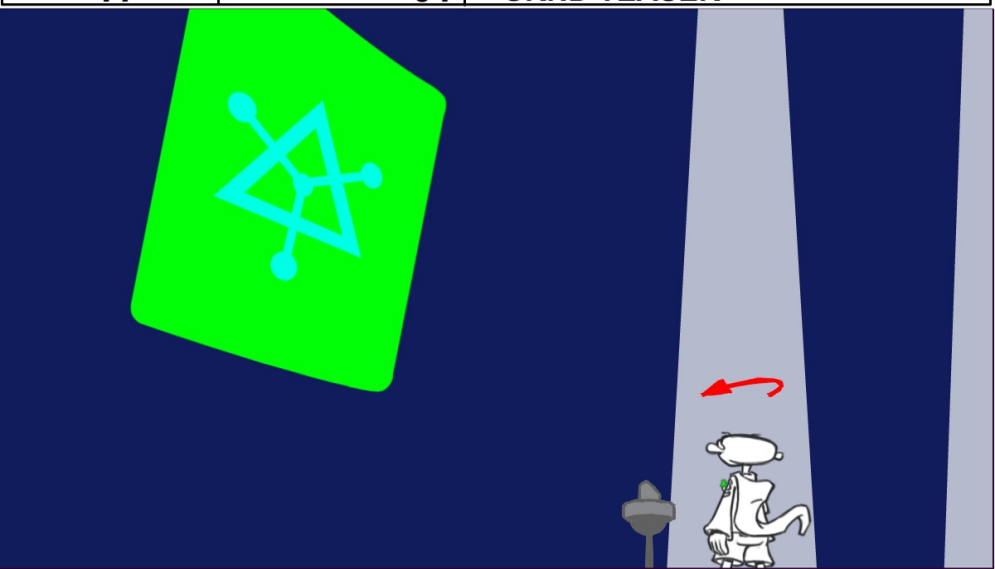
**DIALOGUE:**

**NUMBUH ORDINAL**

**This human noth-noth a Galactic Level Operative noth.**

**DIRECTION/CAMERA/ACTION:**

**He turns to look at it as it speaks.**



**STOCK FOOTAGE/IMAGES:**

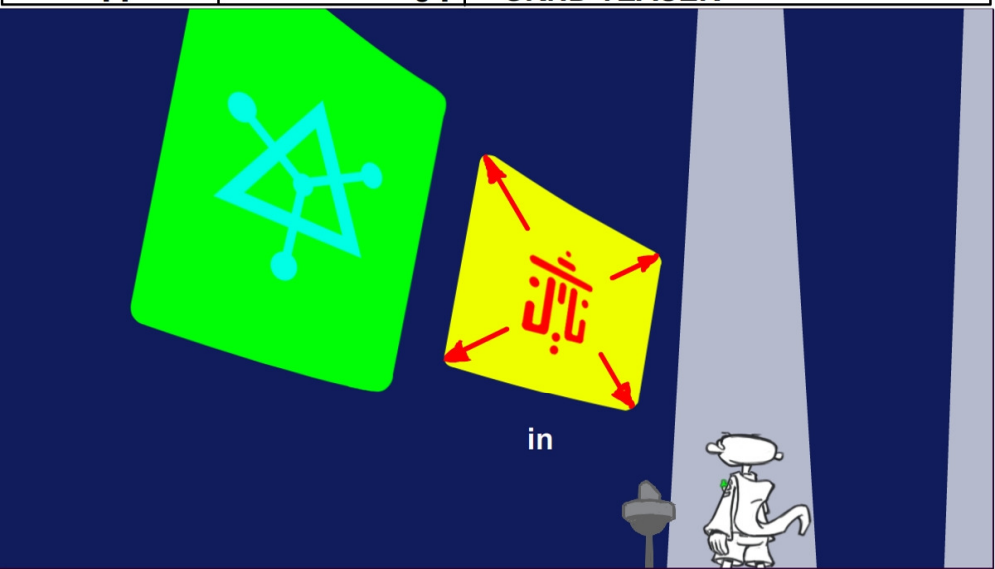
**DIALOGUE:**

**NUMBUH ORDINAL**

**This human noth-noth a Galactic Level Operative noth.**

**DIRECTION/CAMERA/ACTION:**

**He turns to look at it as it speaks.**



**STOCK FOOTAGE/IMAGES:**

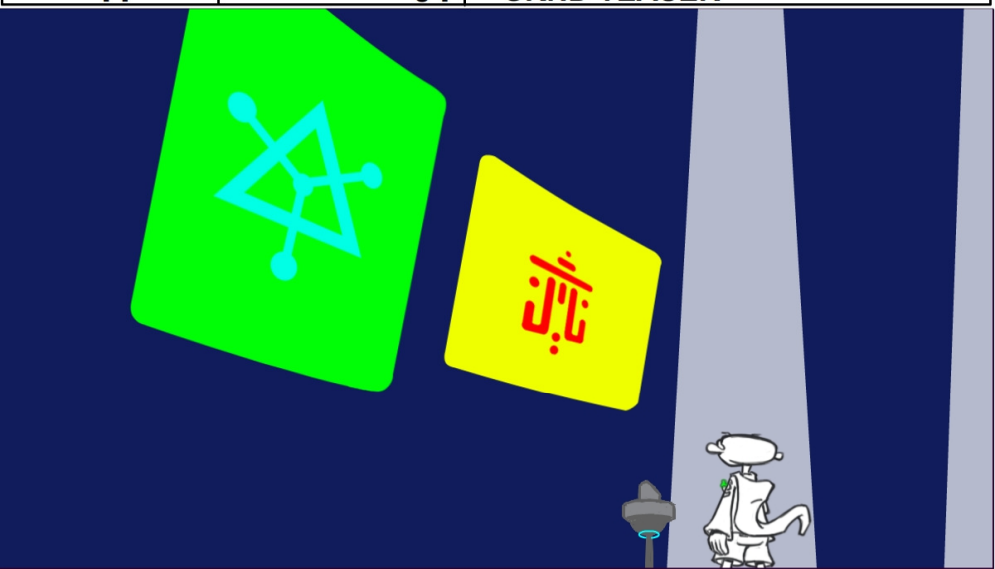
**DIALOGUE:**

**X**

**DIRECTION/CAMERA/ACTION:**

**A fourth screen appears next to it.**





**STOCK FOOTAGE/IMAGES:**

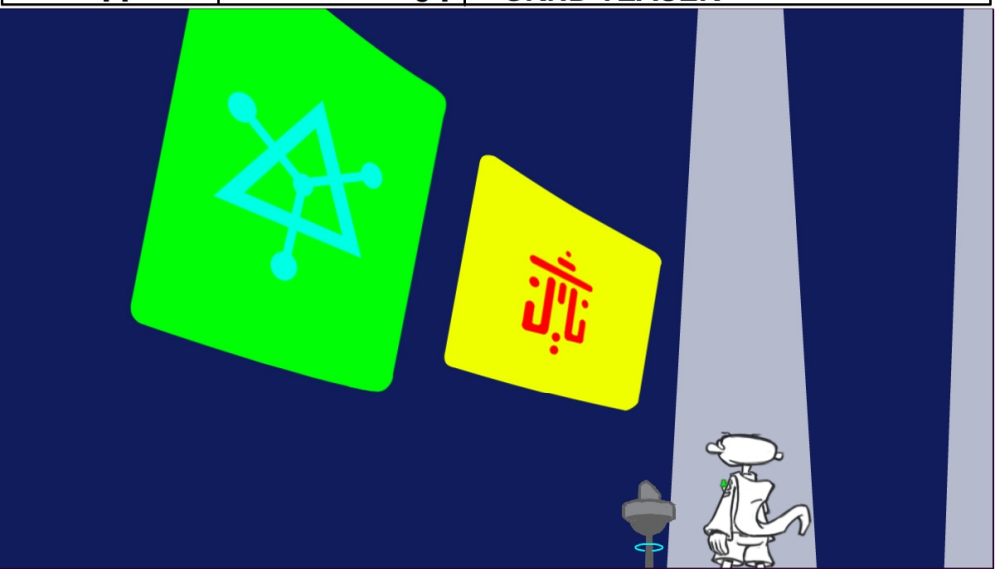
**DIALOGUE:**

**NUMBUH NEGATIVE UMPTEEN**

**BAH! There ARE no human Galactic Level Operatives!**

**DIRECTION/CAMERA/ACTION:**

**It comments as well.**



**STOCK FOOTAGE/IMAGES:**

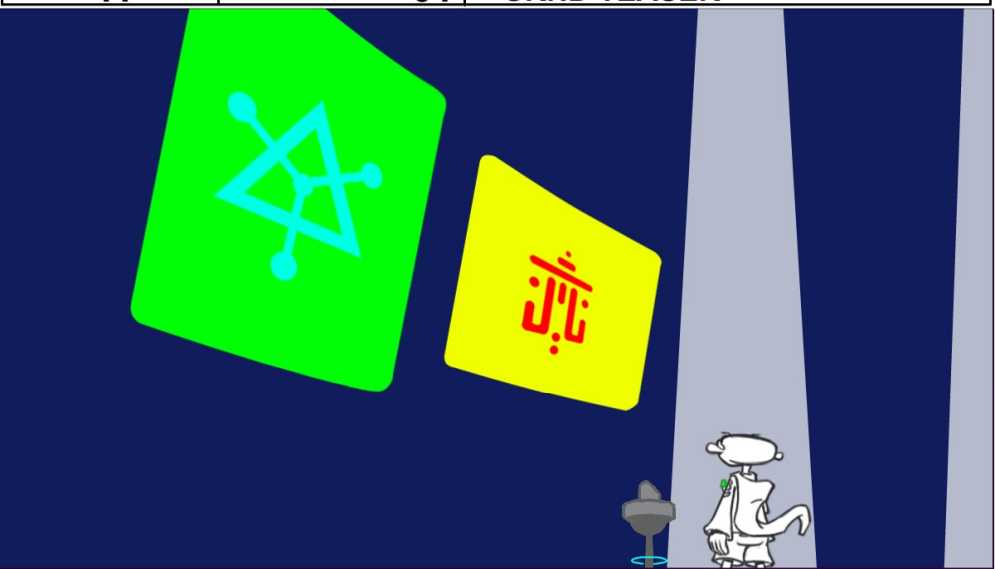
**DIALOGUE:**

**NUMBUH NEGATIVE UMPTEEN**

**BAH! There ARE no human Galactic Level Operatives!**

**DIRECTION/CAMERA/ACTION:**

**It comments as well.**



**STOCK FOOTAGE/IMAGES:**

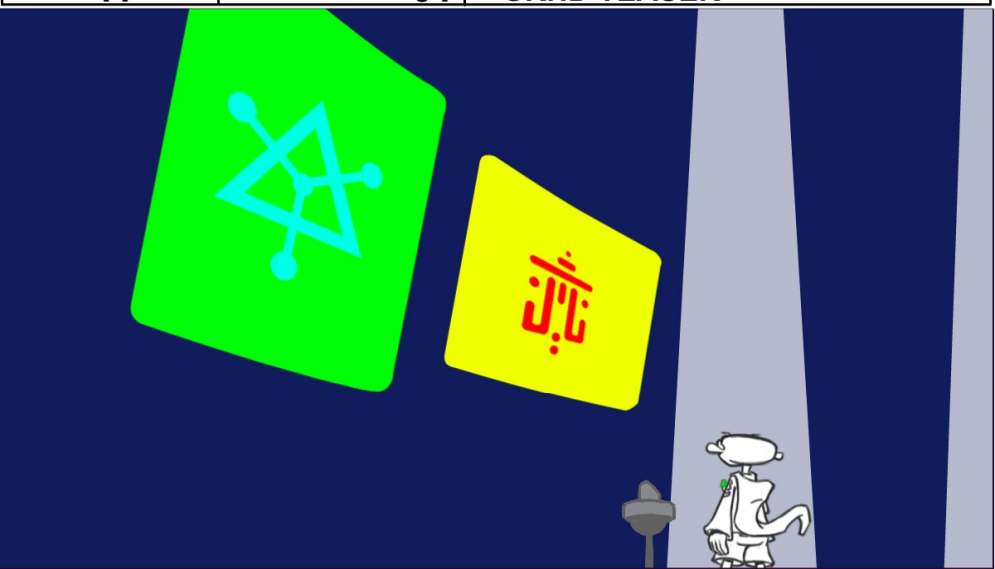
**DIALOGUE:**

**NUMBUH NEGATIVE UMPTEEN**

**BAH! There ARE no human Galactic Level Operatives!**

**DIRECTION/CAMERA/ACTION:**

**It comments as well.**



**STOCK FOOTAGE/IMAGES:**

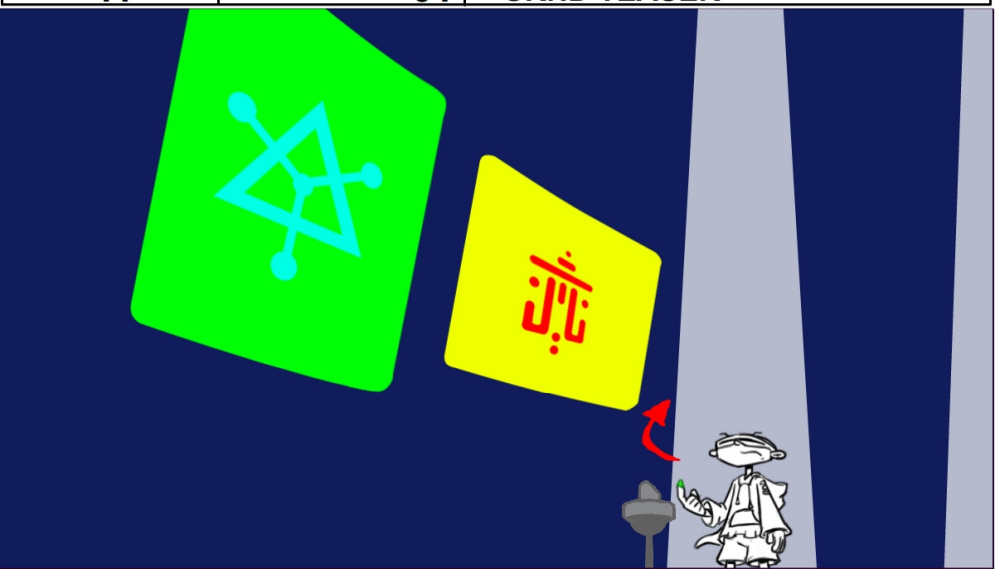
**DIALOGUE:**

**NUMBUH NEGATIVE UMPTEEN**

**BAH! There ARE no human Galactic Level Operatives!**

**DIRECTION/CAMERA/ACTION:**

**It comments as well.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**ALIEN (OS)**

Actually, that's not

**DIRECTION/CAMERA/ACTION:**

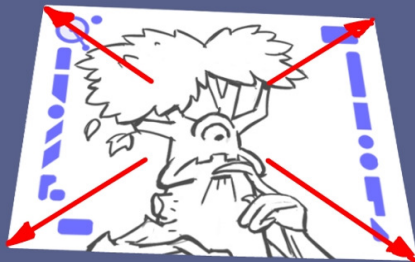
**A familiar-sounding voice from offstage interrupts this exchange. Numbuh One turns to look.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**  
**ALIEN (OS)**  
**true!**

**DIRECTION/CAMERA/ACTION:**  
**OTS Numbuh One.**



in



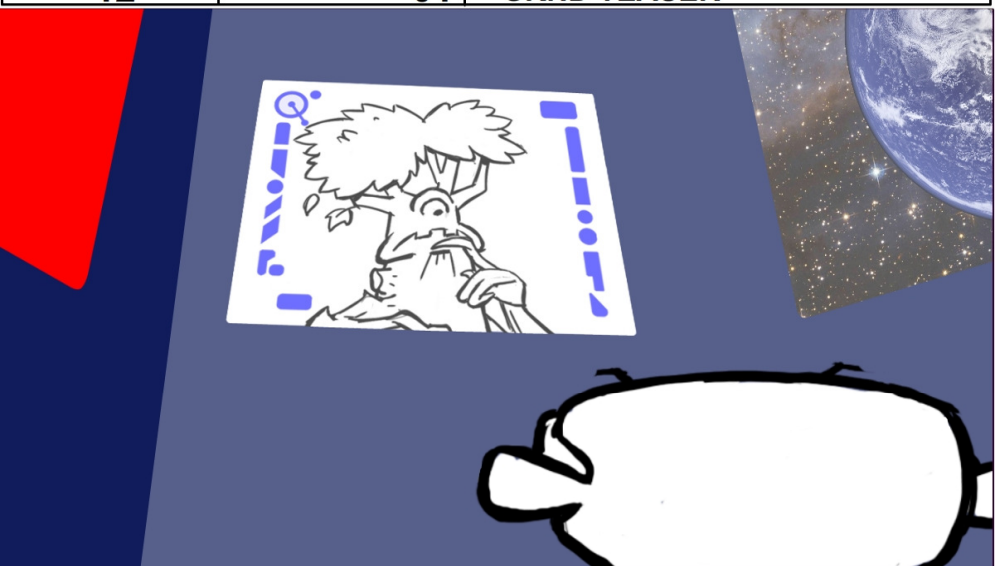
**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

X

**DIRECTION/CAMERA/ACTION:**

**Yet another screen springs to life. This one shows a creepy-looking ALIEN, instead of a symbol. (Smaller control symbols are dotted around the edges of the screen, like an HUD.)**



**STOCK FOOTAGE/IMAGES:**

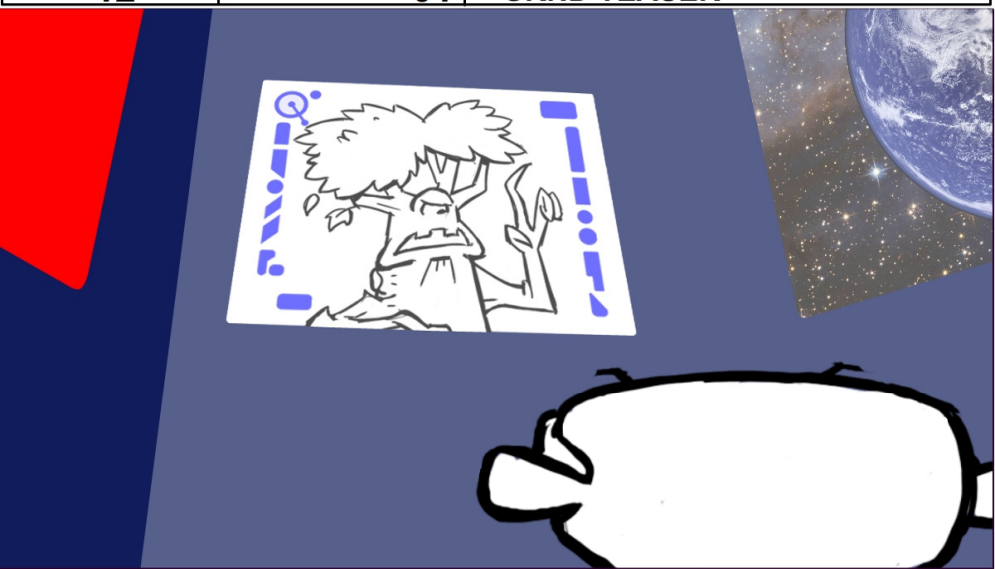
**DIALOGUE:**

**X**

**DIRECTION/CAMERA/ACTION:**

**Yet another screen springs to life. This one shows a creepy-looking ALIEN, instead of a symbol. (Smaller control symbols are dotted around the edges of the screen, like an HUD.)**





**STOCK FOOTAGE/IMAGES:**

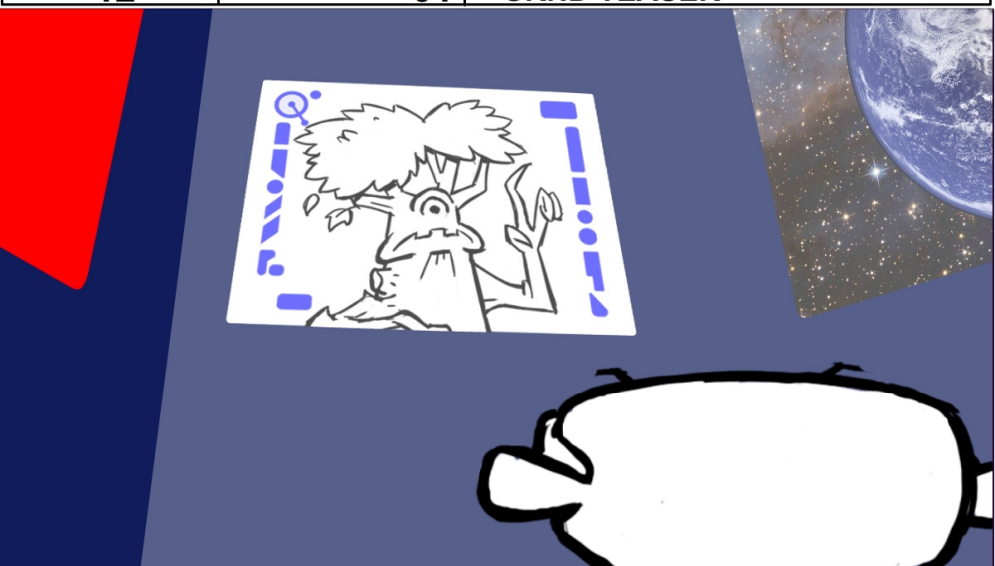
**DIALOGUE:**

**ALIEN**

There was...

**DIRECTION/CAMERA/ACTION:**

The alien speaks--



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**ALIEN**

**[beat]**

**DIRECTION/CAMERA/ACTION:**

**-- then freezes, as he realizes he's on screen instead of his symbol.**



**STOCK FOOTAGE/IMAGES:**

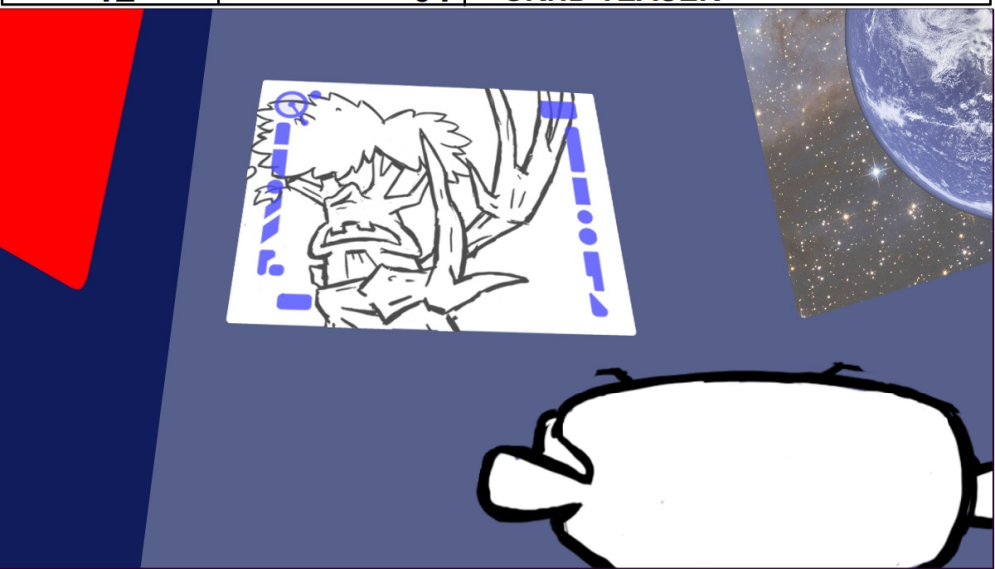
**DIALOGUE:**

**ALIEN**

Oh for the love of...

**DIRECTION/CAMERA/ACTION:**

He reacts.



**STOCK FOOTAGE/IMAGES:**

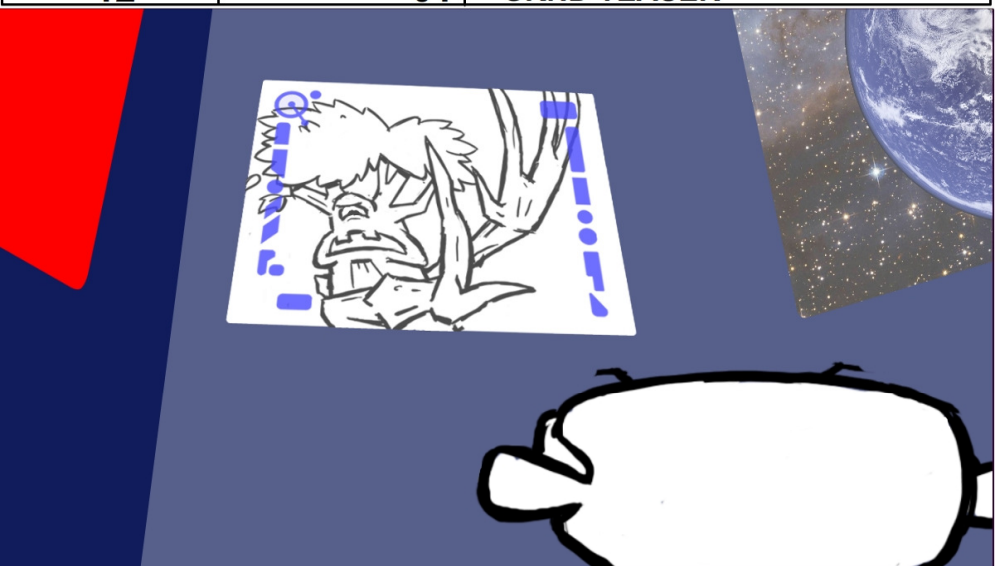
**DIALOGUE:**

**ALIEN**

Oh for the love of...

**DIRECTION/CAMERA/ACTION:**

He reacts.



**STOCK FOOTAGE/IMAGES:**

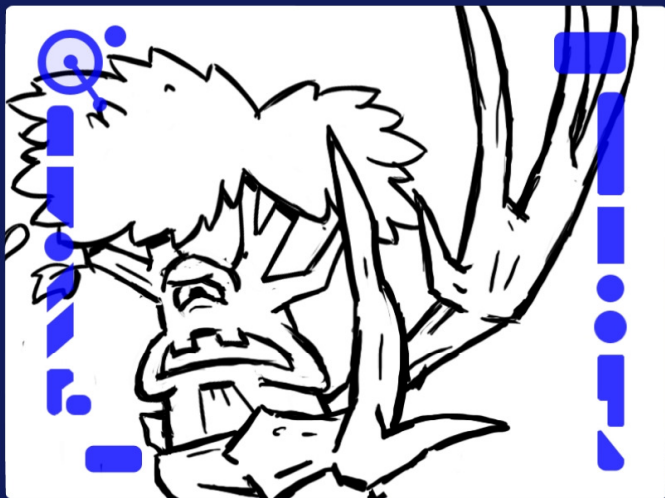
**DIALOGUE:**

**ALIEN**

Oh for the love of...

**DIRECTION/CAMERA/ACTION:**

He reacts.



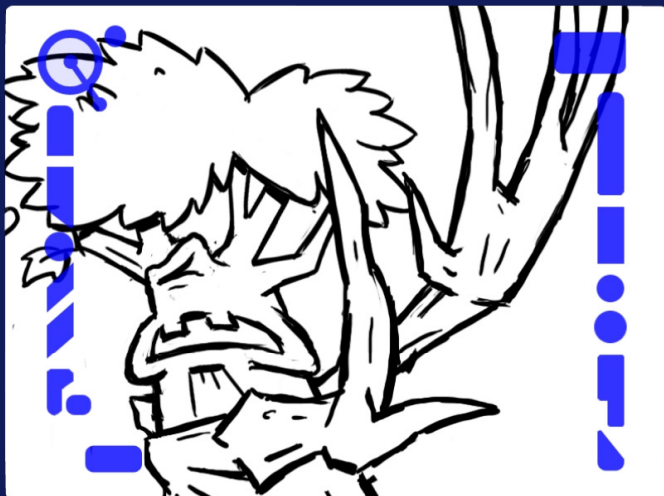
**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

X

**DIRECTION/CAMERA/ACTION:**

**CUT tight on the screen.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

X

**DIRECTION/CAMERA/ACTION:**

**CUT tight on the screen.**



STOCK FOOTAGE/IMAGES:

DIALOGUE:

ALIEN

[sigh]

DIRECTION/CAMERA/ACTION:

X





**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**ALIEN**

[sigh]

**DIRECTION/CAMERA/ACTION:**

**X**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**ALIEN**

I can never figure out the privacy features on these planetary conference calls!

**DIRECTION/CAMERA/ACTION:**

The alien starts pressing the HUD controls, trying to turn off the camera feed.



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**ALIEN**

I can never figure out the privacy features on these planetary conference calls!

**DIRECTION/CAMERA/ACTION:**

The alien starts pressing the HUD controls, trying to turn off the camera feed.



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**ALIEN**

I can never figure out the privacy features on these planetary conference calls!

**DIRECTION/CAMERA/ACTION:**

The alien starts pressing the HUD controls, trying to turn off the camera feed.



**STOCK FOOTAGE/IMAGES:**

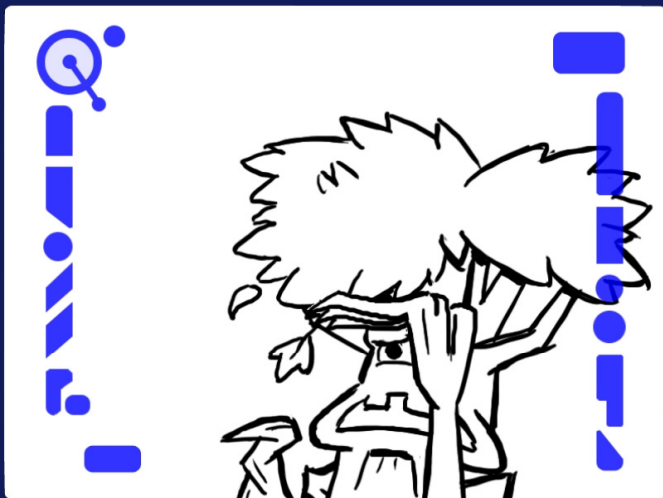
**DIALOGUE:**

**ALIEN**

I can never figure out the privacy features on these planetary conference calls!

**DIRECTION/CAMERA/ACTION:**

The alien starts pressing the HUD controls, trying to turn off the camera feed.



**STOCK FOOTAGE/IMAGES:**

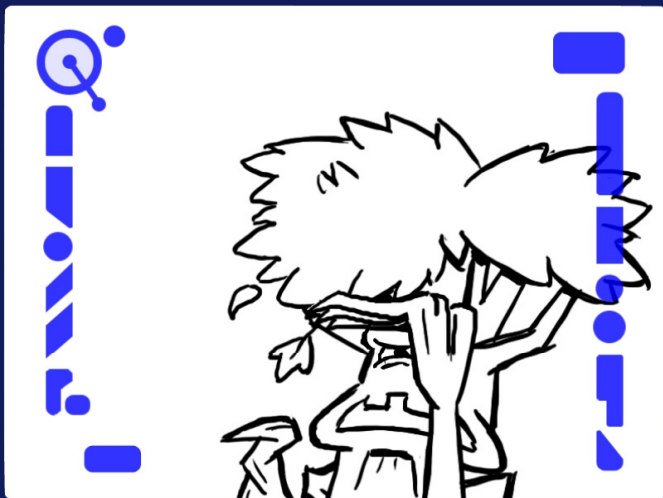
**DIALOGUE:**

**ALIEN**

I can never figure out the privacy features on these planetary conference calls!

**DIRECTION/CAMERA/ACTION:**

The alien starts pressing the HUD controls, trying to turn off the camera feed.



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**ALIEN**

I can never figure out the privacy features on these planetary conference calls!

**DIRECTION/CAMERA/ACTION:**

The alien starts pressing the HUD controls, trying to turn off the camera feed.



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

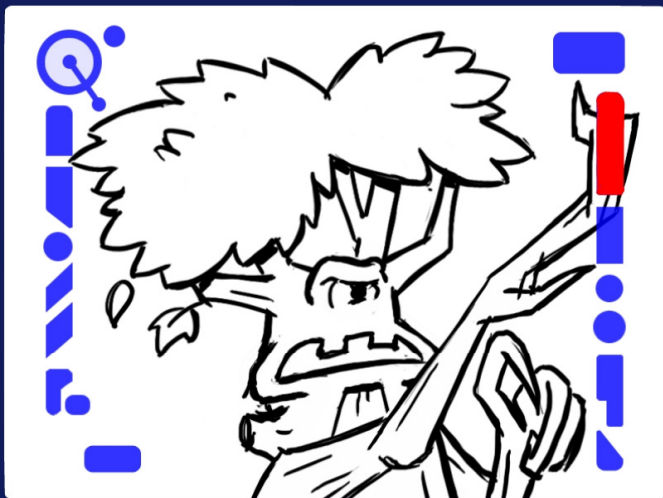
**ALIEN**

I can never figure out the privacy features on these planetary conference calls!

**DIRECTION/CAMERA/ACTION:**

The alien starts pressing the HUD controls, trying to turn off the camera feed.





**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**ALIEN**

I can never figure out the privacy features on these planetary conference calls!

**DIRECTION/CAMERA/ACTION:**

The alien starts pressing the HUD controls, trying to turn off the camera feed.



**STOCK FOOTAGE/IMAGES:**

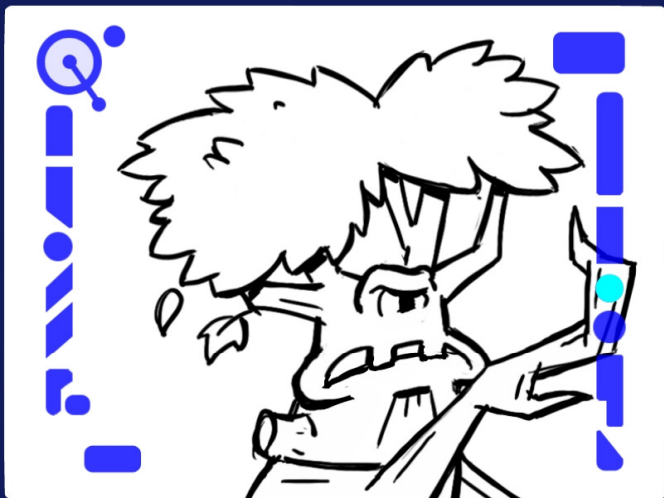
**DIALOGUE:**

**ALIEN**

I can never figure out the privacy features on these planetary conference calls!

**DIRECTION/CAMERA/ACTION:**

The alien starts pressing the HUD controls, trying to turn off the camera feed.



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**ALIEN**

I can never figure out the privacy features on these planetary conference calls!

**DIRECTION/CAMERA/ACTION:**

The alien starts pressing the HUD controls, trying to turn off the camera feed.



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**<FZZZZZZT>**

**DIRECTION/CAMERA/ACTION:**

**Suddenly, his alien visage fuzzes out like bad TV reception--**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**<FZZZZZZT>**

**DIRECTION/CAMERA/ACTION:**

**Suddenly, his alien visage fuzzes out like bad TV reception--**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**<FZZZZZZT>**

**DIRECTION/CAMERA/ACTION:**

**Suddenly, his alien visage fuzzes out like bad TV reception--**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**<FZZZZZZT>**

**DIRECTION/CAMERA/ACTION:**

**Suddenly, his alien visage fuzzes out like bad TV reception--**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**<FZZZZZZT>**

**DIRECTION/CAMERA/ACTION:**

**-- and reforms as Numbuh 74.239!**





STOCK FOOTAGE/IMAGES:

DIALOGUE:

<FZZZZZZT>

DIRECTION/CAMERA/ACTION:

-- and reforms as Numbuh 74.239!



STOCK FOOTAGE/IMAGES:

DIALOGUE:

<FZZZZZZT>

DIRECTION/CAMERA/ACTION:

-- and reforms as Numbuh 74.239!



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

X

**DIRECTION/CAMERA/ACTION:**

-- and reforms as Numbuh 74.239!



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

X

**DIRECTION/CAMERA/ACTION:**

**BEAT, as he notices.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH 74.239**

**GAH!!**

**DIRECTION/CAMERA/ACTION:**

**He reacts.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH 74.239**

**And now my human disguise is acting up?**

**DIRECTION/CAMERA/ACTION:**

**He reacts.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH 74.239**

**Who was running your Tech department while I was on Earth?**

**DIRECTION/CAMERA/ACTION:**

**He reacts.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH 74.239**

**Numbuh Moron??**

**DIRECTION/CAMERA/ACTION:**

**He reacts.**





**STOCK FOOTAGE/IMAGES:**

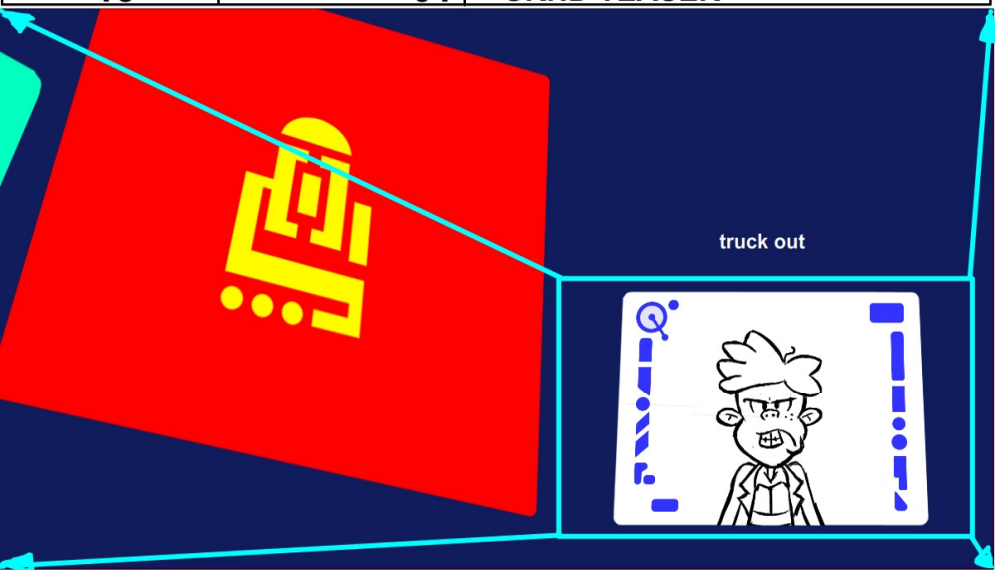
**DIALOGUE:**

**NUMBUH 74.239**

**Numbuh Moron??**

**DIRECTION/CAMERA/ACTION:**

**He reacts.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH NOMINAL**

**Who are you calling**

**DIRECTION/CAMERA/ACTION:**

**TRUCK OUT** to reveal Numbuh Nominal's screen, as Nominal responds to 74.239.



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH NOMINAL (cont.)**

**MORON?**

**DIRECTION/CAMERA/ACTION:**

**X**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH NOMINAL**

**You've been on Earth so long, you smell like an**

**DIRECTION/CAMERA/ACTION:**

**Nominal insults him.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH NOMINAL (cont)**

**ADULT!**

**DIRECTION/CAMERA/ACTION:**

**Nominal insults him.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH NOMINAL (OS)**

**Just like THAT one!**

**DIRECTION/CAMERA/ACTION:**

**CUT to downshot on Numbuh One, listening. Numbuh Nominal insults him, too.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH NOMINAL (OS)**

**Just like THAT one!**

**DIRECTION/CAMERA/ACTION:**

**CUT to downshot on Numbuh One, listening. Numbuh Nominal insults him, too.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH NOMINAL (OS)**

**Just like THAT one!**

**DIRECTION/CAMERA/ACTION:**

**CUT to downshot on Numbuh One, listening. Numbuh Nominal insults him, too.**





**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH NOMINAL (OS)**

**Just like THAT one!**

**DIRECTION/CAMERA/ACTION:**

**CUT to downshot on Numbuh One, listening. Numbuh Nominal insults him, too.**



**STOCK FOOTAGE/IMAGES:**

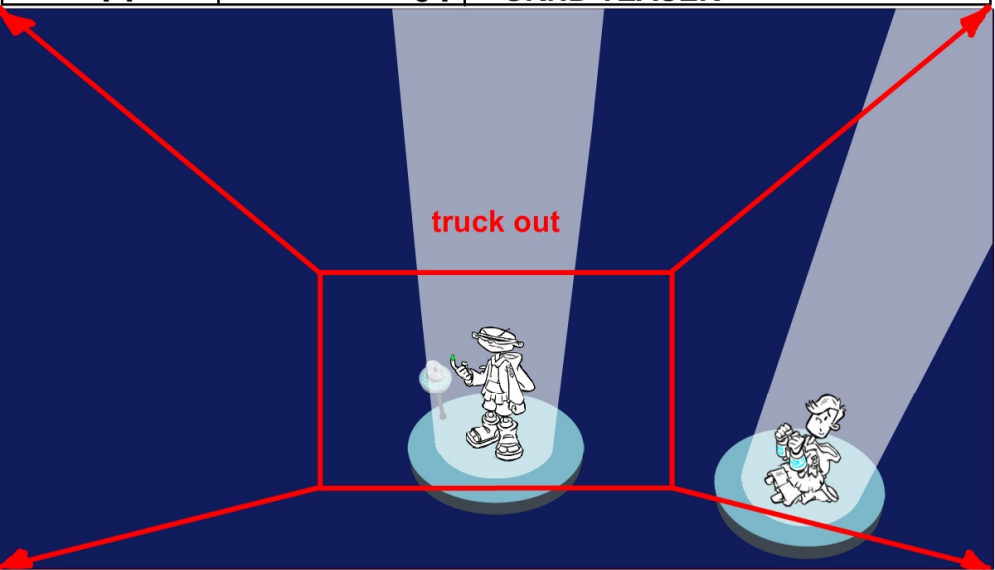
**DIALOGUE:**

**NUMBUH NOMINAL (OS)**

**Just like THAT one!**

**DIRECTION/CAMERA/ACTION:**

**CUT to downshot on Numbuh One, listening. Numbuh Nominal insults him, too.**



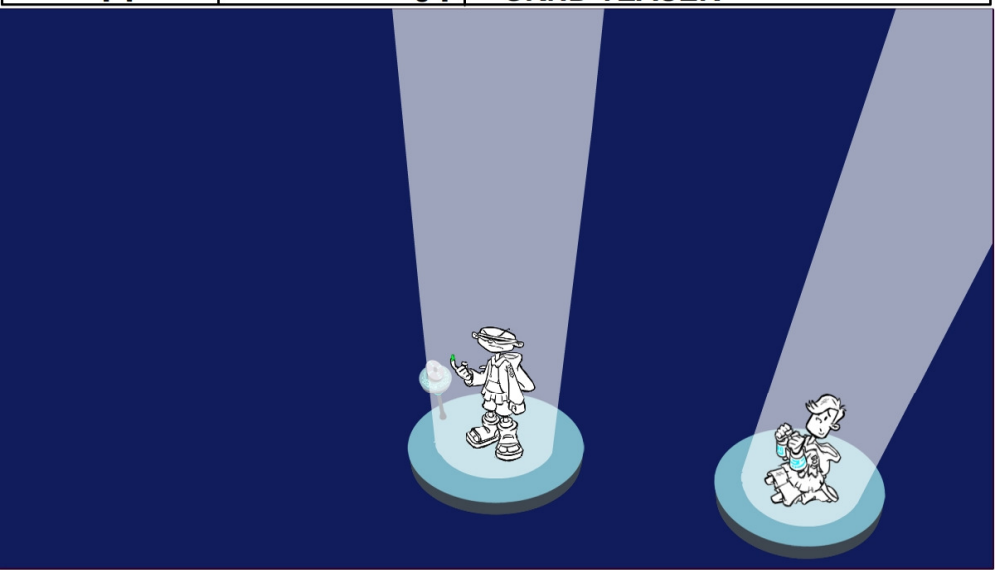
**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**<RISING CLAMOR>**

**DIRECTION/CAMERA/ACTION:**

**TRUCK OUT** to show more of the space, as a clamor of angry alien voices begins.



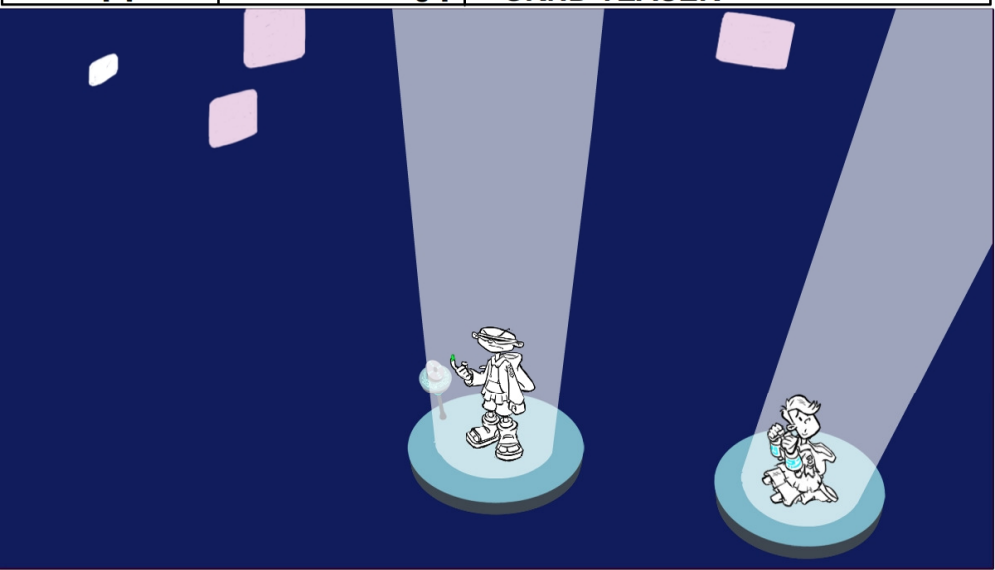
**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**<RISING CLAMOR>**

**DIRECTION/CAMERA/ACTION:**

**TRUCK OUT** to show more of the space, as a clamor of angry alien voices begins.



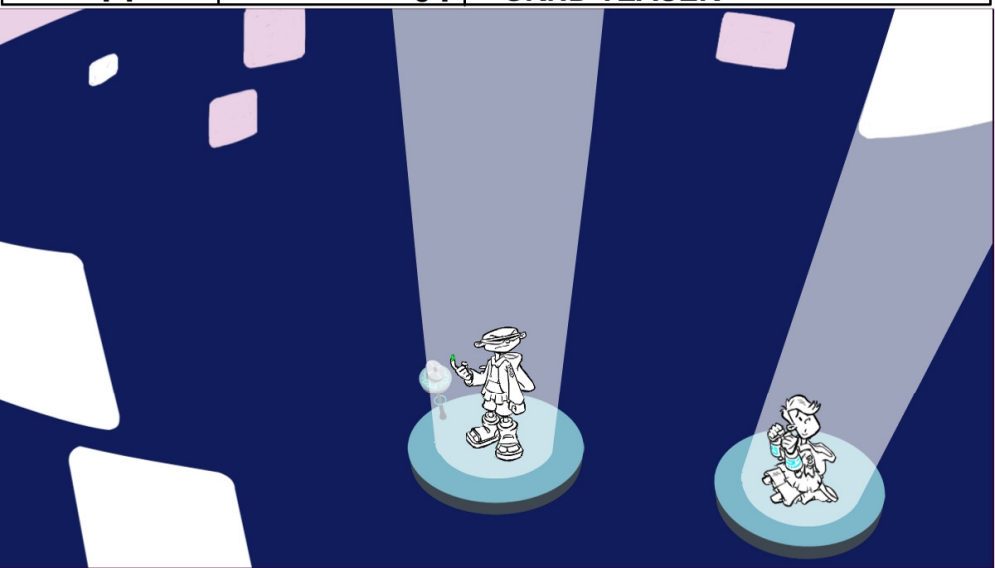
**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**<RISING CLAMOR>**

**DIRECTION/CAMERA/ACTION:**

**OTHER TINY SCREENS** with symbols start flickering to life all around.



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**<RISING CLAMOR>**

**DIRECTION/CAMERA/ACTION:**

**OTHER TINY SCREENS** with symbols start flickering to life all around.



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**<RISING CLAMOR>**

**DIRECTION/CAMERA/ACTION:**

**Angle on the space OTS Numbuh One, and DRIFT UP, as the furor continues. More and more screens rezz.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**<RISING CLAMOR>**

**DIRECTION/CAMERA/ACTION:**

**Angle on the space OTS Numbuh One, and DRIFT UP, as the furor continues. More and more screens rezz.**





**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**<RISING CLAMOR>**

**DIRECTION/CAMERA/ACTION:**

**Angle on the space OTS Numbuh One, and DRIFT UP, as the furor continues. More and more screens rezz.**



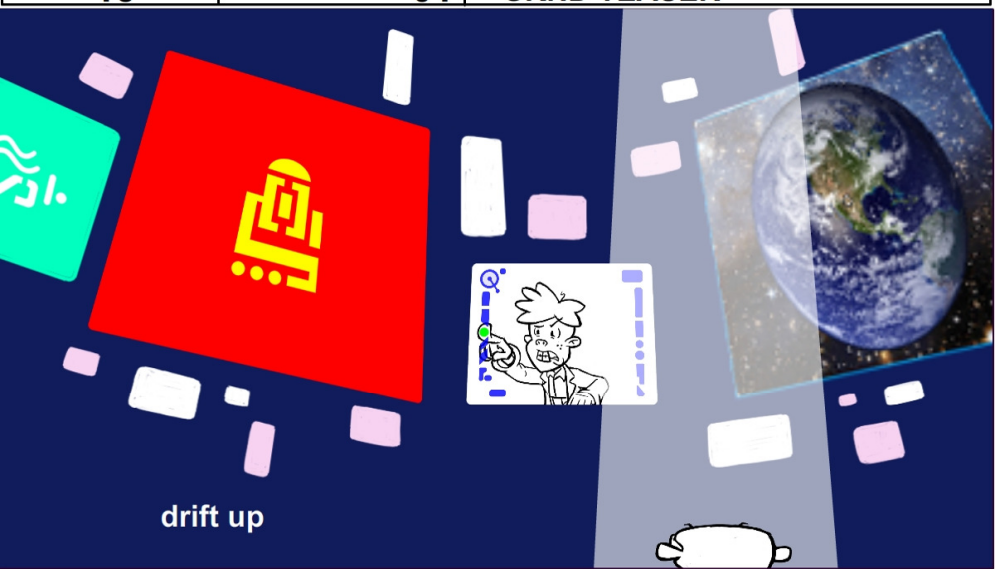
**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**<RISING CLAMOR>**

**DIRECTION/CAMERA/ACTION:**

**Angle on the space OTS Numbuh One, and DRIFT UP, as the furor continues. More and more screens rezz.**



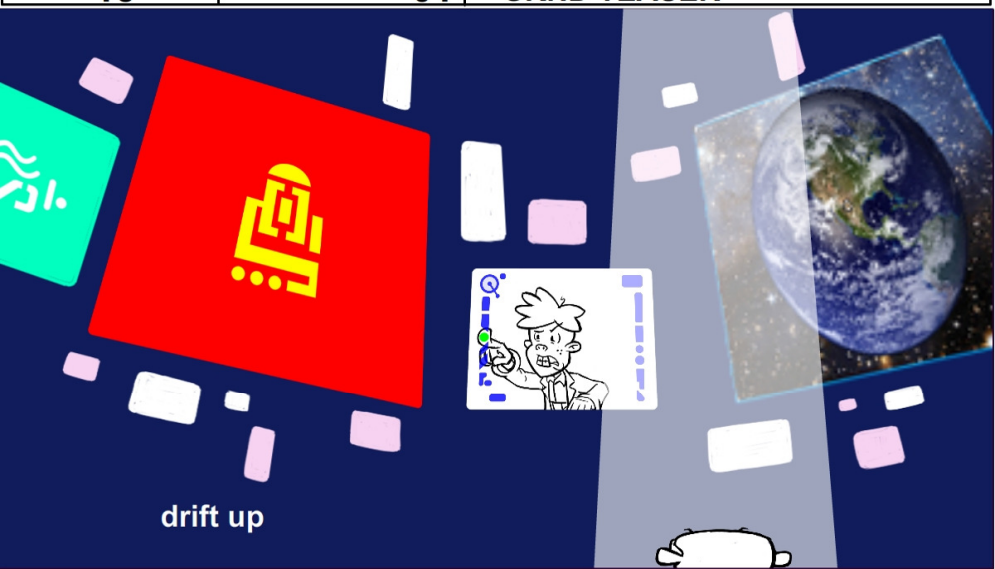
**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**<RISING CLAMOR>**

**DIRECTION/CAMERA/ACTION:**

**Angle on the space OTS Numbuh One, and DRIFT UP, as the furor continues. More and more screens rezz.**



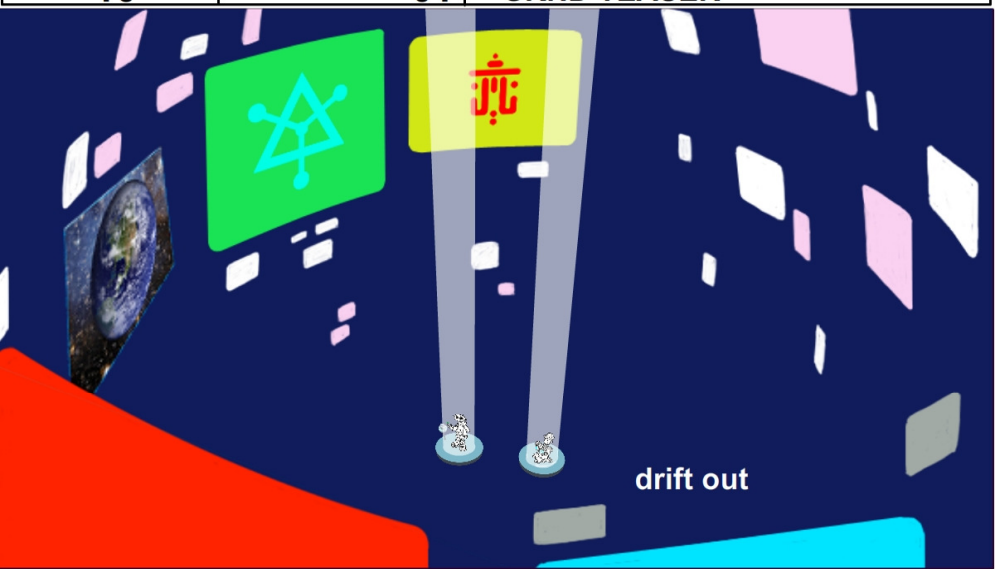
**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**<RISING CLAMOR>**

**DIRECTION/CAMERA/ACTION:**

**Angle on the space OTS Numbuh One, and DRIFT UP, as the furor continues. More and more screens rezz.**



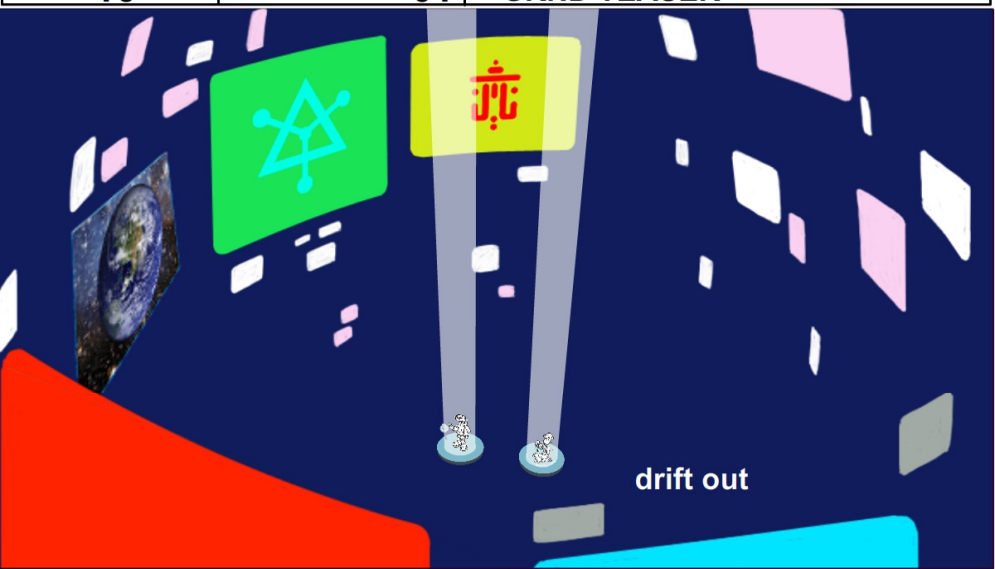
**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**<RISING CLAMOR>**

**DIRECTION/CAMERA/ACTION:**

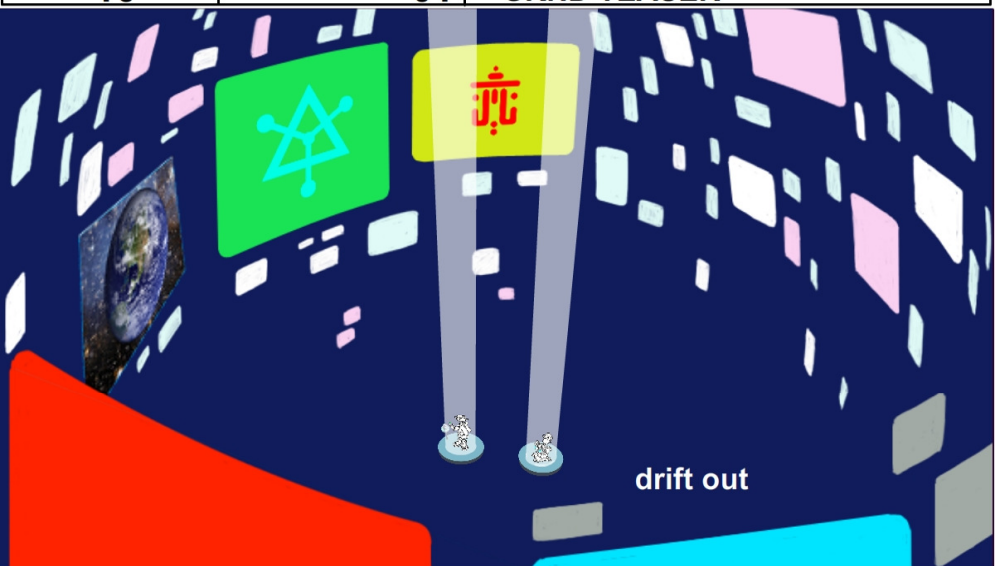
**Wide on the ENTIRE SPACE, and DRIFT OUT. The room is filled with THOUSANDS of screens, all yelling at each other and Numbuh One.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**  
**<RISING CLAMOR>**

**DIRECTION/CAMERA/ACTION:**  
**Wide on the ENTIRE SPACE, and DRIFT OUT. The room is filled with THOUSANDS of screens, all yelling at each other and Numbuh One.**



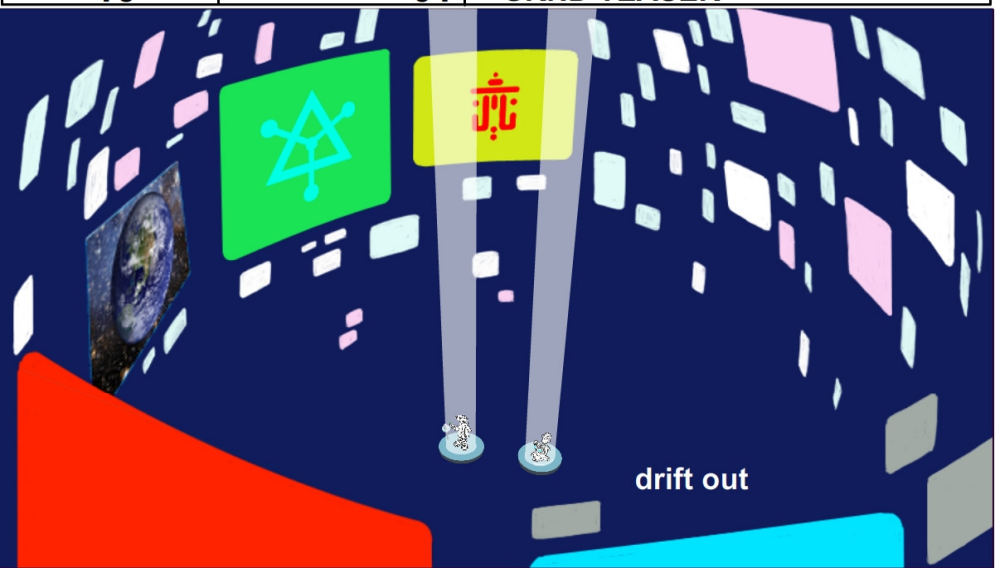
**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**<RISING CLAMOR>**

**DIRECTION/CAMERA/ACTION:**

**Wide on the ENTIRE SPACE, and DRIFT OUT. The room is filled with THOUSANDS of screens, all yelling at each other and Numbuh One.**



**STOCK FOOTAGE/IMAGES:**

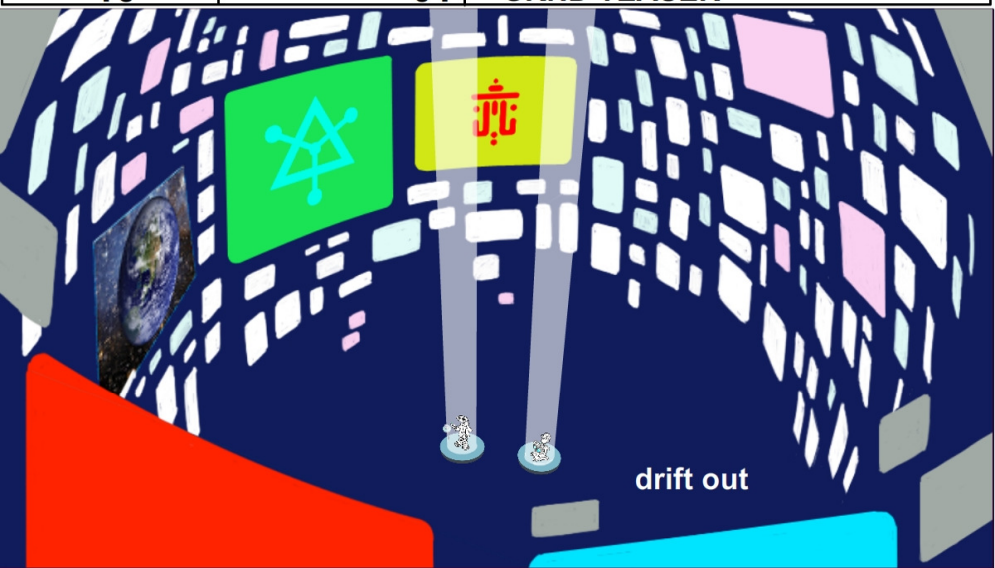
**DIALOGUE:**

**<RISING CLAMOR>**

**DIRECTION/CAMERA/ACTION:**

**Wide on the ENTIRE SPACE, and DRIFT OUT. The room is filled with THOUSANDS of screens, all yelling at each other and Numbuh One.**





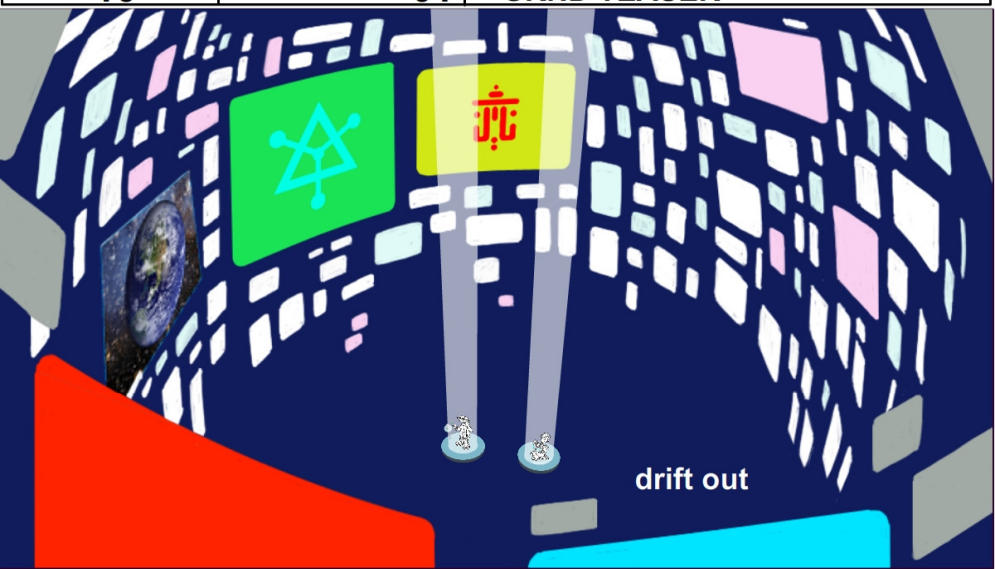
**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**<RISING CLAMOR>**

**DIRECTION/CAMERA/ACTION:**

**Wide on the ENTIRE SPACE, and DRIFT OUT. The room is filled with THOUSANDS of screens, all yelling at each other and Numbuh One.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**<RISING CLAMOR>**

**DIRECTION/CAMERA/ACTION:**

**Wide on the ENTIRE SPACE, and DRIFT OUT. The room is filled with THOUSANDS of screens, all yelling at each other and Numbuh One.**



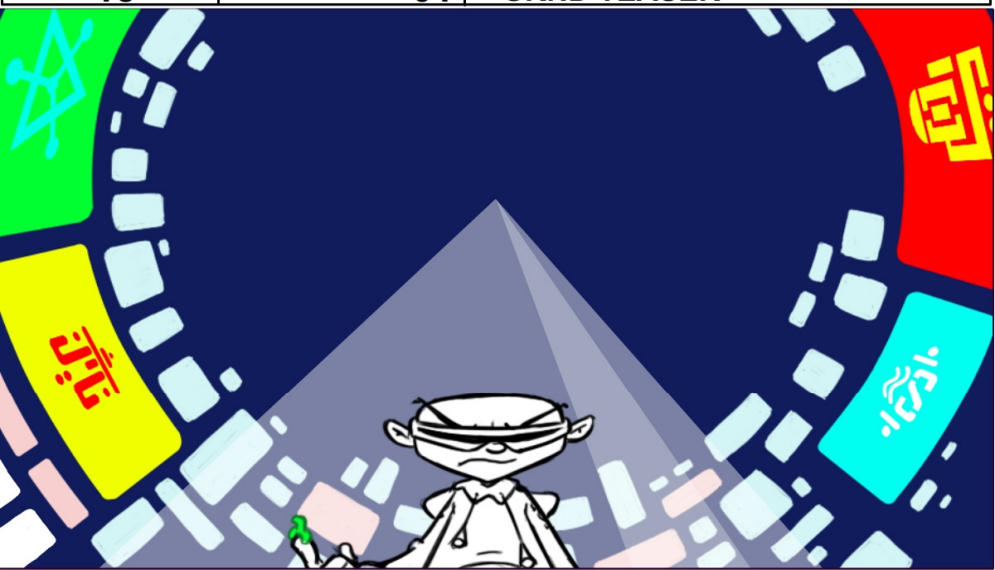
**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**<CLAMOR>**

**DIRECTION/CAMERA/ACTION:**

**On Numbuh One. He hangs his head, but remains stoic.**



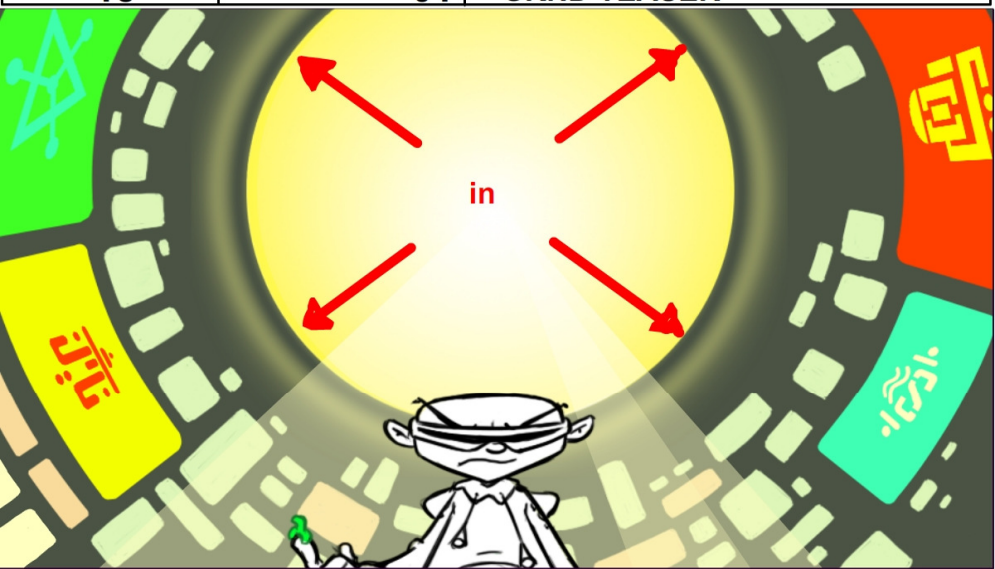
**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**<CLAMOR>**

**DIRECTION/CAMERA/ACTION:**

**CUT to an upshot of the room. The wide space at its very top is still empty of screens.**



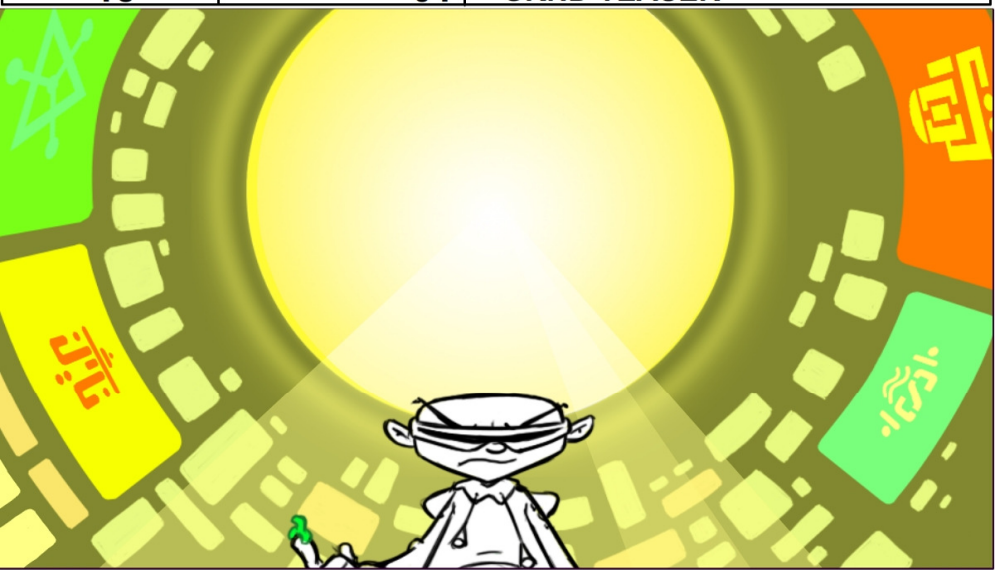
STOCK FOOTAGE/IMAGES:

DIALOGUE:

<CLAMOR>

DIRECTION/CAMERA/ACTION:

A screen that dwarfs the others flares to life, stopping the clamor of the other screens instantly. A soothing, god-like voice (actually many voices speaking in loose rhythm) echoes through the chamber.



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ALEPH ZERO**

Peace, KND.

**DIRECTION/CAMERA/ACTION:**

**A screen that dwarfs the others flares to life, stopping the clamor of the other screens instantly. A soothing, god-like voice (actually many voices speaking in loose rhythm) echoes through the chamber.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

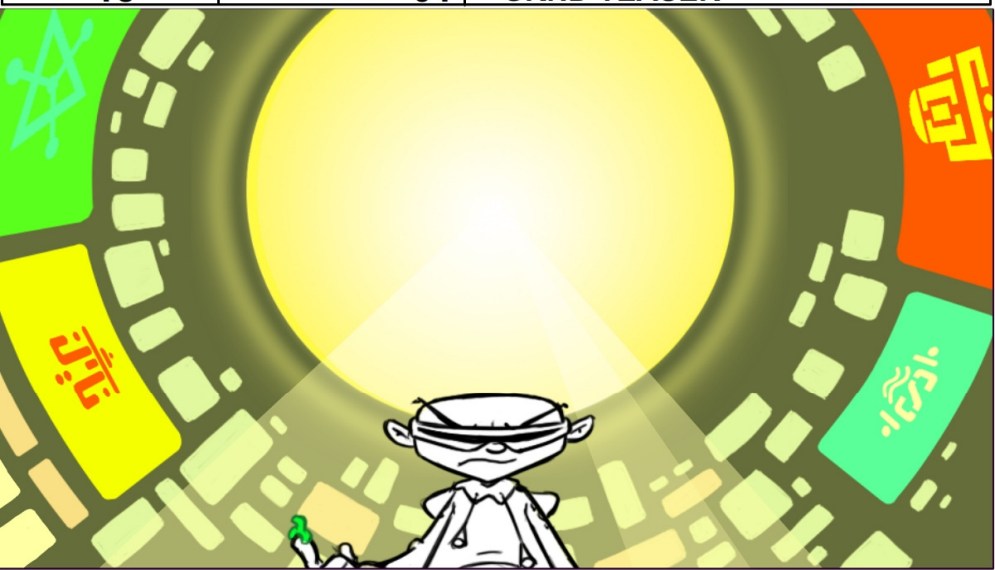
**NUMBUH ALEPH ZERO**

Peace, KND.

**DIRECTION/CAMERA/ACTION:**

**A screen that dwarfs the others flares to life, stopping the clamor of the other screens instantly. A soothing, god-like voice (actually many voices speaking in loose rhythm) echoes through the chamber.**





**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

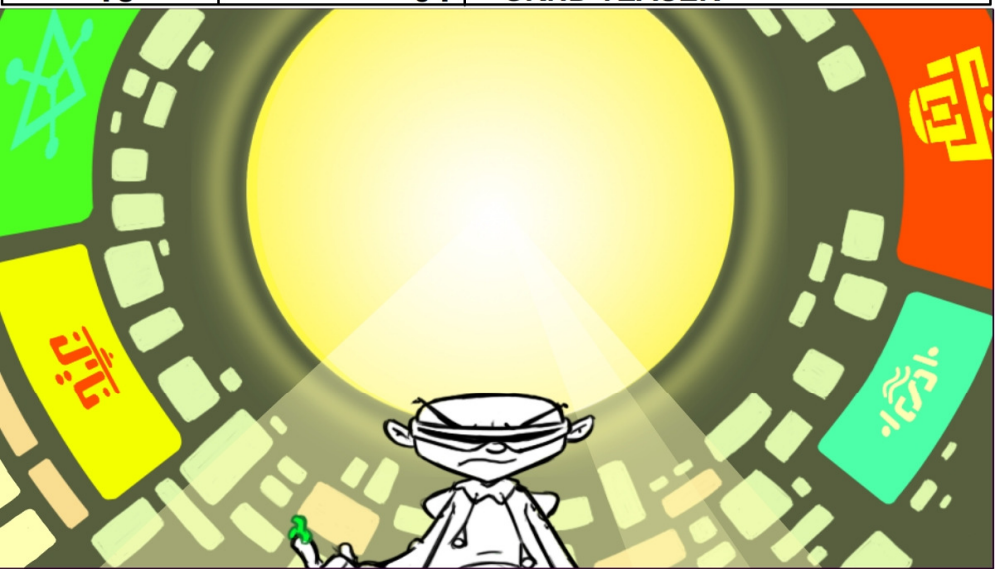
**NUMBUH ALEPH ZERO**

Peace, KND.

**DIRECTION/CAMERA/ACTION:**

**A screen that dwarfs the others flares to life, stopping the clamor of the other screens instantly. A soothing, god-like voice (actually many voices speaking in loose rhythm) echoes through the chamber.**





**STOCK FOOTAGE/IMAGES:**

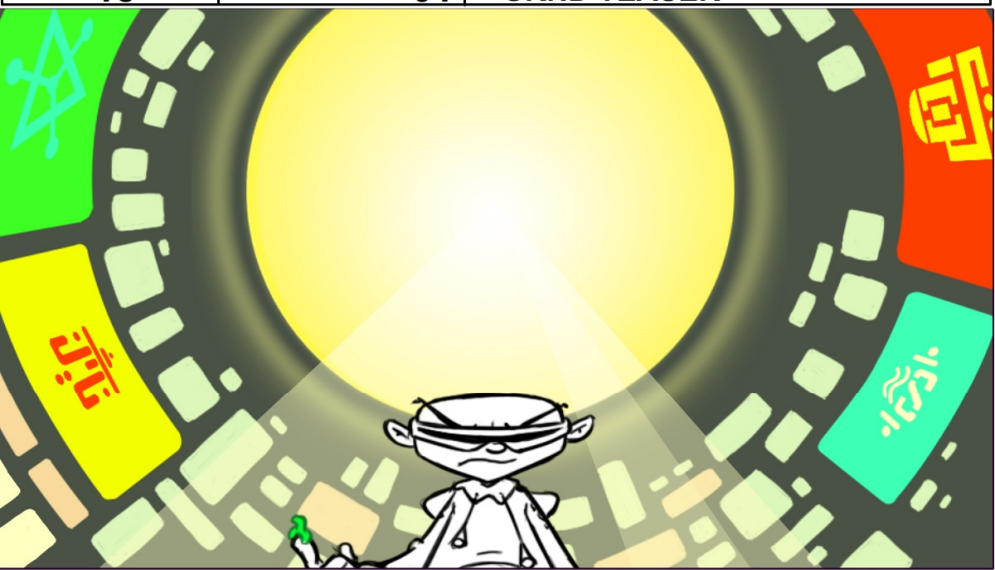
**DIALOGUE:**

**NUMBUH ALEPH ZERO**

Peace, KND.

**DIRECTION/CAMERA/ACTION:**

**A screen that dwarfs the others flares to life, stopping the clamor of the other screens instantly. A soothing, god-like voice (actually many voices speaking in loose rhythm) echoes through the chamber.**



**STOCK FOOTAGE/IMAGES:**

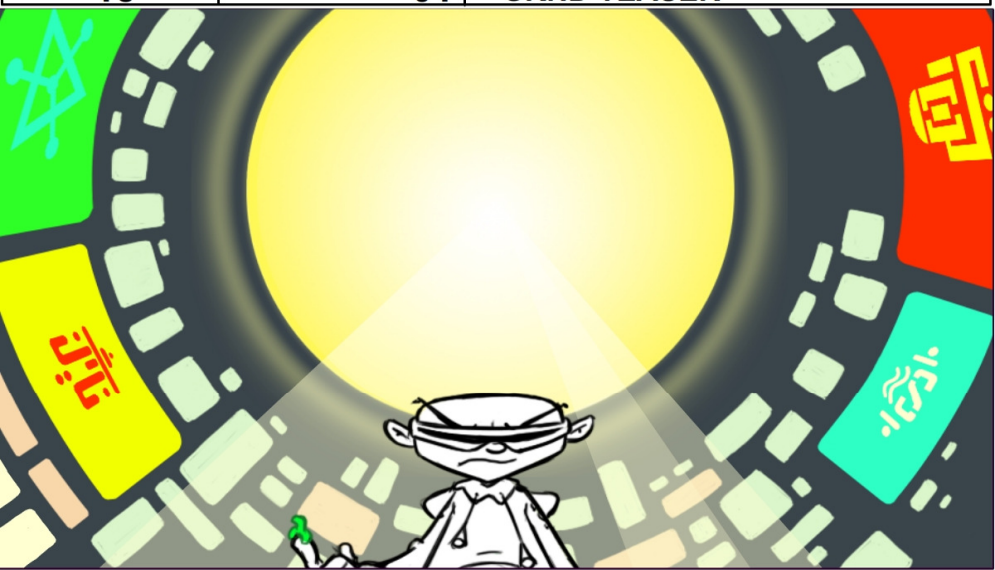
**DIALOGUE:**

**NUMBUH ALEPH ZERO**

Peace, KND.

**DIRECTION/CAMERA/ACTION:**

**A screen that dwarfs the others flares to life, stopping the clamor of the other screens instantly. A soothing, god-like voice (actually many voices speaking in loose rhythm) echoes through the chamber.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ALEPH ZERO**

Peace, KND.

**DIRECTION/CAMERA/ACTION:**

**A screen that dwarfs the others flares to life, stopping the clamor of the other screens instantly. A soothing, god-like voice (actually many voices speaking in loose rhythm) echoes through the chamber.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ALEPH ZERO**

Peace, KND.

**DIRECTION/CAMERA/ACTION:**

**A screen that dwarfs the others flares to life, stopping the clamor of the other screens instantly. A soothing, god-like voice (actually many voices speaking in loose rhythm) echoes through the chamber.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ALEPH ZERO**

Peace, KND.

**DIRECTION/CAMERA/ACTION:**

**A screen that dwarfs the others flares to life, stopping the clamor of the other screens instantly. A soothing, god-like voice (actually many voices speaking in loose rhythm) echoes through the chamber.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ALEPH ZERO**

Peace, KND.

**DIRECTION/CAMERA/ACTION:**

**A screen that dwarfs the others flares to life, stopping the clamor of the other screens instantly. A soothing, god-like voice (actually many voices speaking in loose rhythm) echoes through the chamber.**





**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ALEPH ZERO**

The decision does not come lightly. The

**DIRECTION/CAMERA/ACTION:**

A screen that dwarfs the others flares to life, its light swallowing all others. A soothing, god-like voice (actually many voices speaking in loose rhythm) echoes through the chamber.



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ALEPH ZERO (OS)**

**decision is**

**DIRECTION/CAMERA/ACTION:**

**On Numbuhs One and 274 listening to Aleph Zero.**





**STOCK FOOTAGE/IMAGES:**

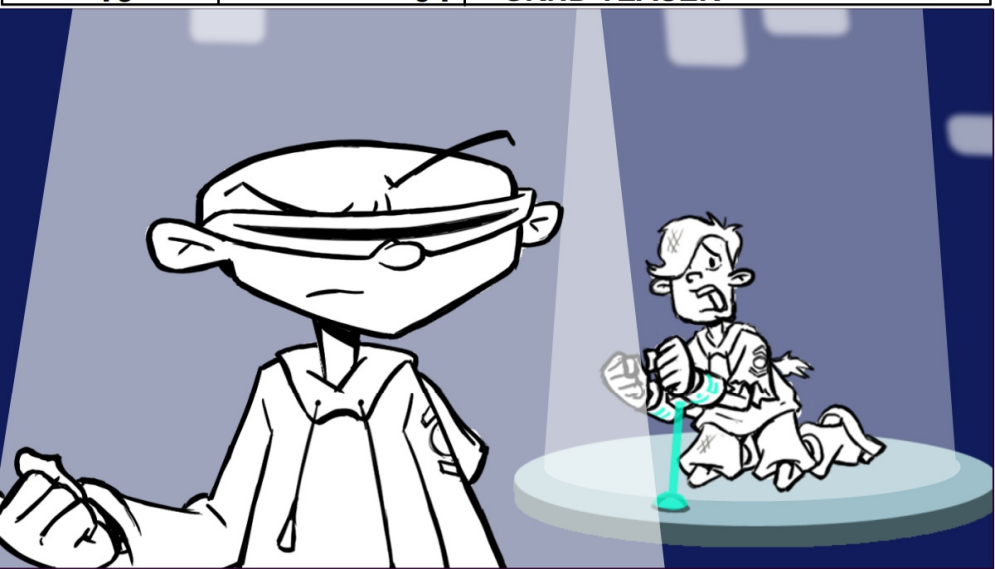
**DIALOGUE:**

**NUMBUH ALEPH ZERO (OS)**

**Nigel Uno's.**

**DIRECTION/CAMERA/ACTION:**

**On Numbuhs One and 274 listening to Aleph Zero.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH 274**

**DON'T DO IT, NIGEL!**

**DIRECTION/CAMERA/ACTION:**

**Numbuh 274 yells to Numbuh One, trying to sway his decision.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH 274**

**THIS ISN'T WHAT THE**

**DIRECTION/CAMERA/ACTION:**

**Numbuh 274 yells to Numbuh One, trying to sway his decision.**



**STOCK FOOTAGE/IMAGES:**

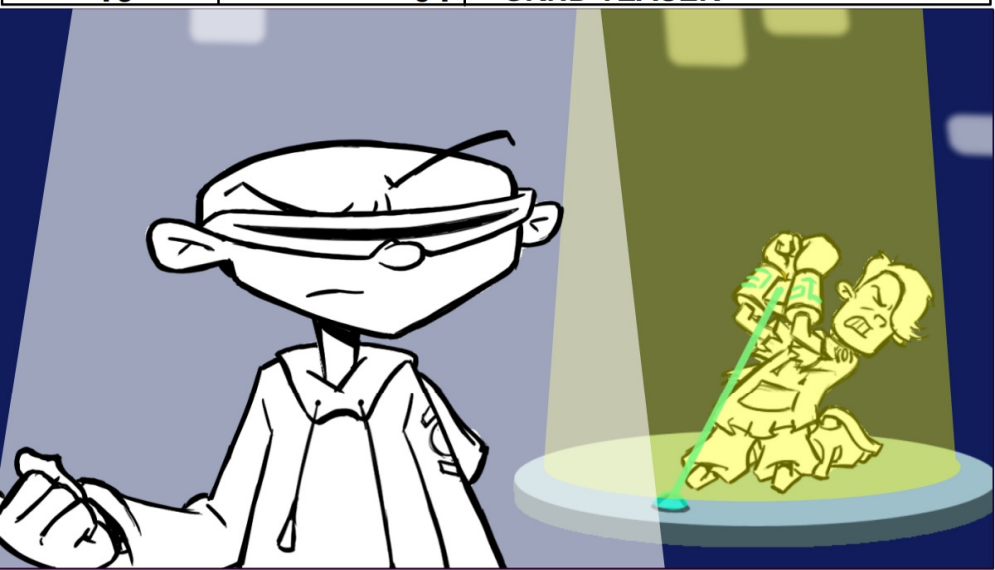
**DIALOGUE:**

**NUMBUH 274**

**KIDS NEXT DOOR IS**

**DIRECTION/CAMERA/ACTION:**

**Numbuh 274 yells to Numbuh One, trying to sway his decision.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH 274**

**ABO--**

**NUMBUH ALEPH ZERO (OS)**

**SUPPRESS!**

**DIRECTION/CAMERA/ACTION:**

**The room shakes with Aleph Zero's booming voice--**



STOCK FOOTAGE/IMAGES:

DIALOGUE:

X

DIRECTION/CAMERA/ACTION:

--and 274's spotlight snaps out.



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ALEPH ZERO**

The decision... is

**DIRECTION/CAMERA/ACTION:**

**Aleph's Zero's voice returns to his/her normal, soothing timbre.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ALEPH ZERO (cont.) (OS)**

**Nigel Uno's.**

**DIRECTION/CAMERA/ACTION:**

**On Numbuh One.**



track with action



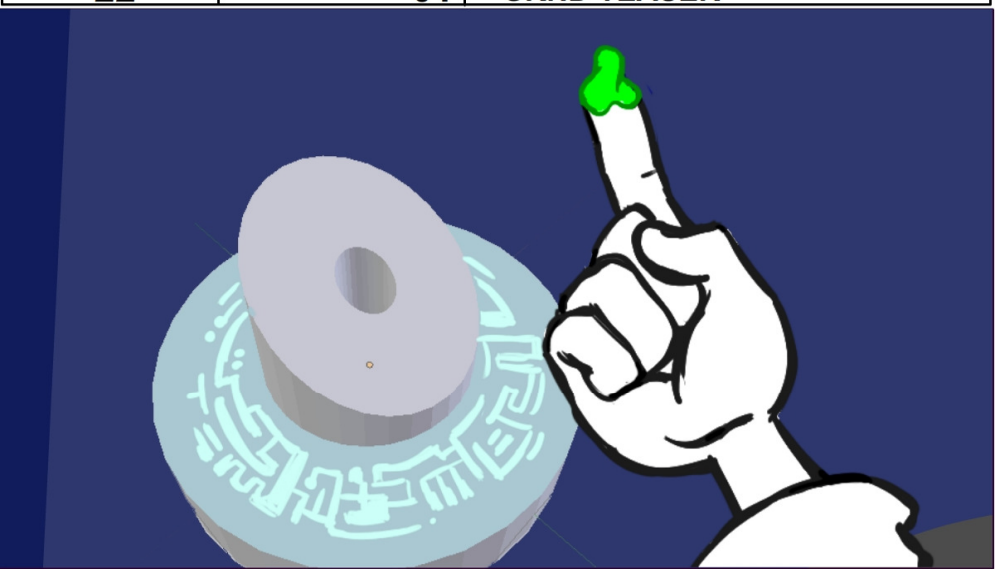
STOCK FOOTAGE/IMAGES:

DIALOGUE:

X

DIRECTION/CAMERA/ACTION:

He looks down at the control console.



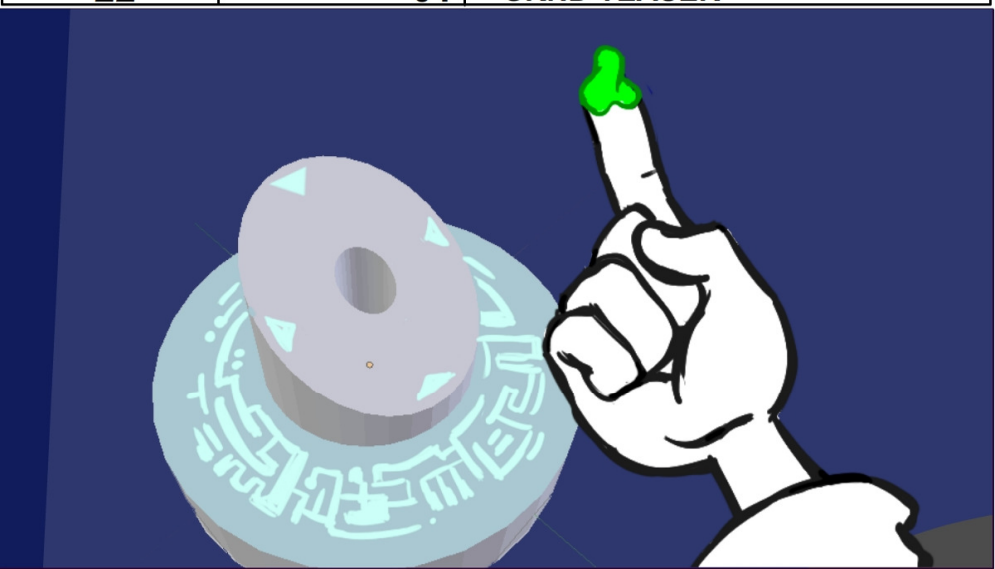
**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**X**

**DIRECTION/CAMERA/ACTION:**

**On Numbuh One's POV, the booger on his finger, the blinking control slot waiting.**



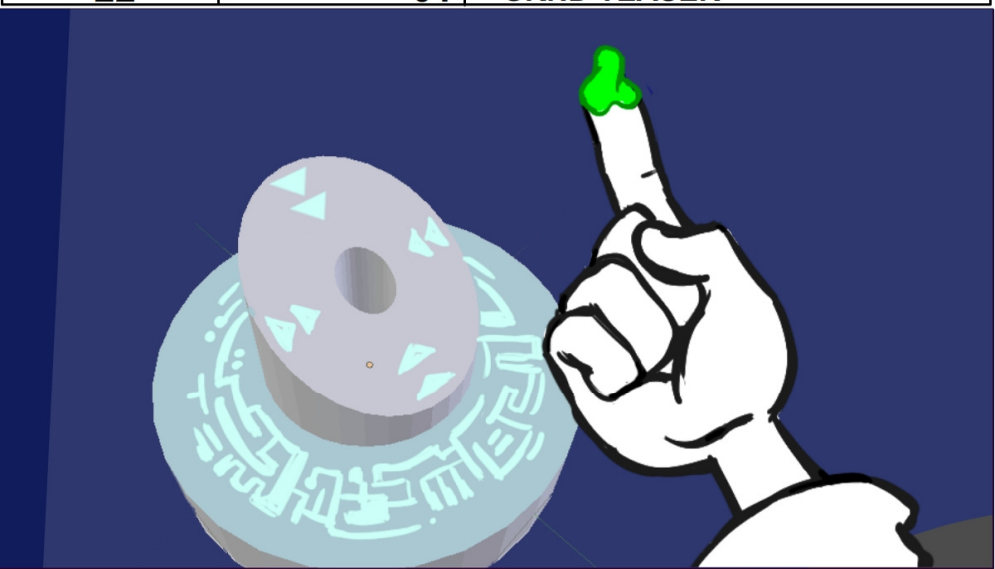
**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**X**

**DIRECTION/CAMERA/ACTION:**

**On Numbuh One's POV, the booger on his finger, the blinking control slot waiting.**



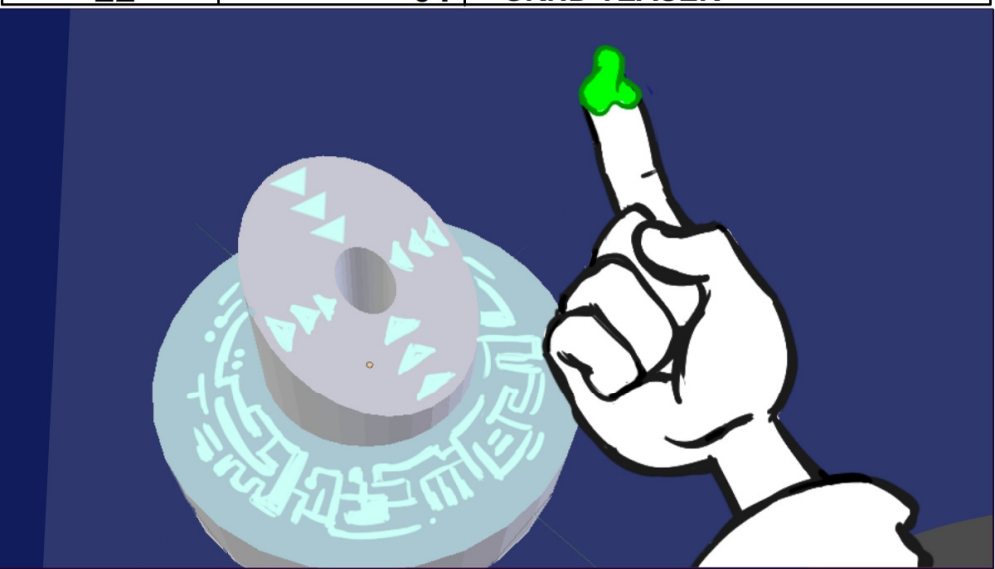
**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**X**

**DIRECTION/CAMERA/ACTION:**

**On Numbuh One's POV, the booger on his finger, the blinking control slot waiting.**



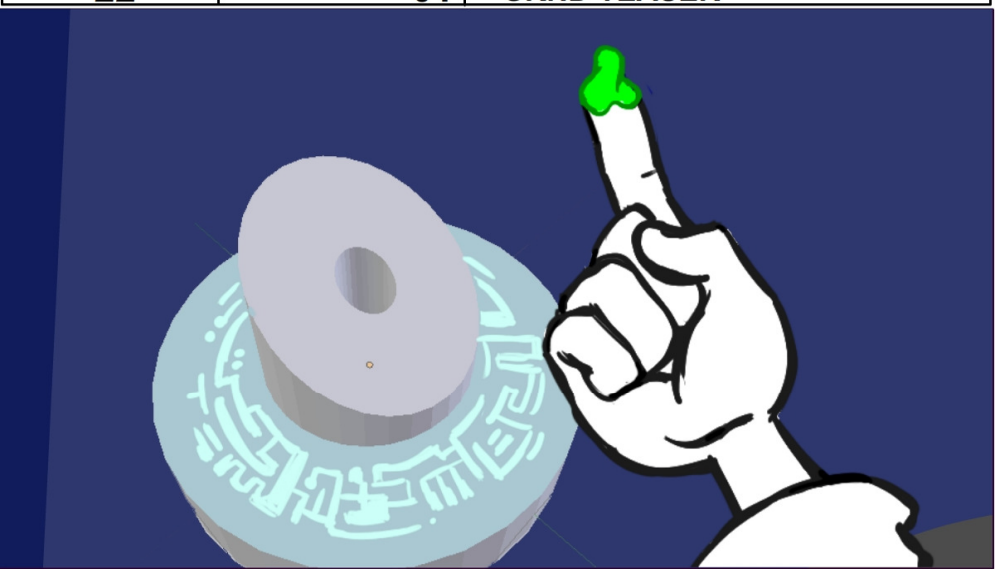
**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**X**

**DIRECTION/CAMERA/ACTION:**

**On Numbuh One's POV, the booger on his finger, the blinking control slot waiting.**



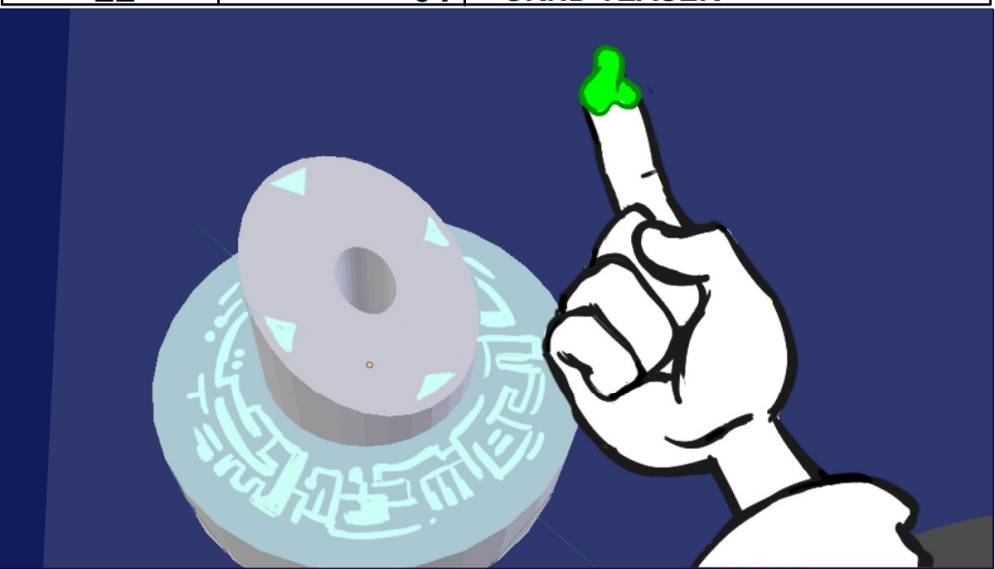
**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**X**

**DIRECTION/CAMERA/ACTION:**

**On Numbuh One's POV, the booger on his finger, the blinking control slot waiting.**



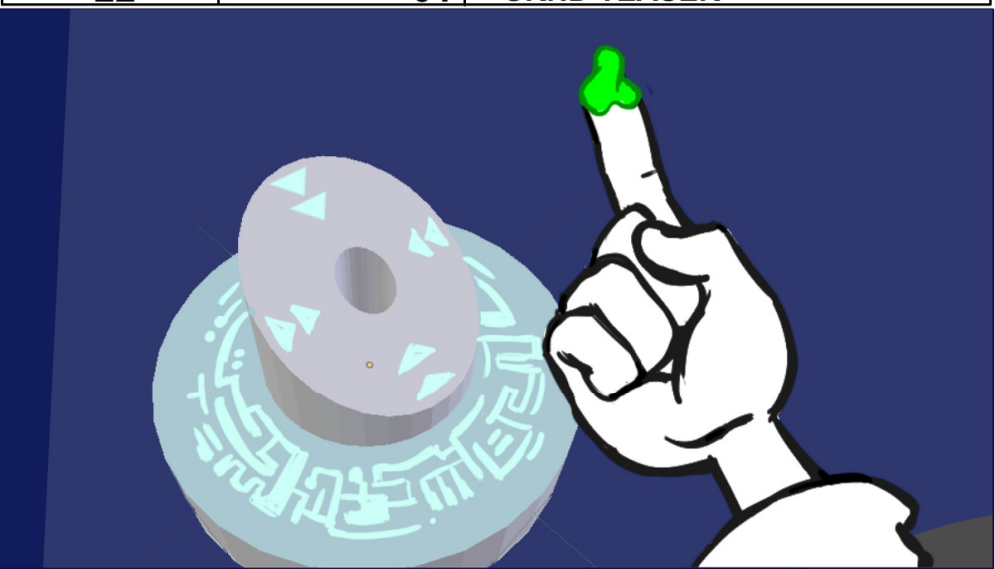
**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**X**

**DIRECTION/CAMERA/ACTION:**

**On Numbuh One's POV, the booger on his finger, the blinking control slot waiting.**



**STOCK FOOTAGE/IMAGES:**

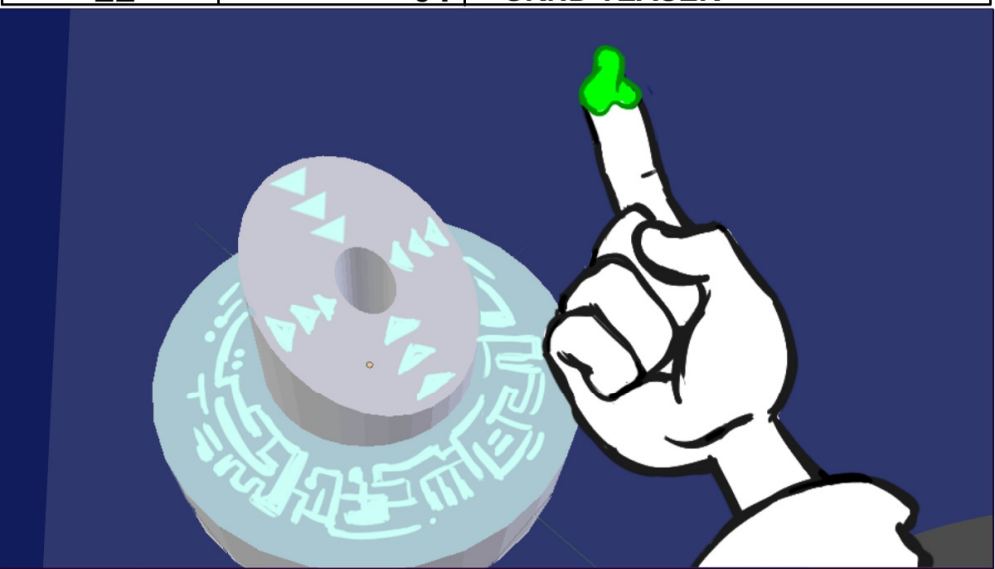
**DIALOGUE:**

**X**

**DIRECTION/CAMERA/ACTION:**

**On Numbuh One's POV, the booger on his finger, the blinking control slot waiting.**





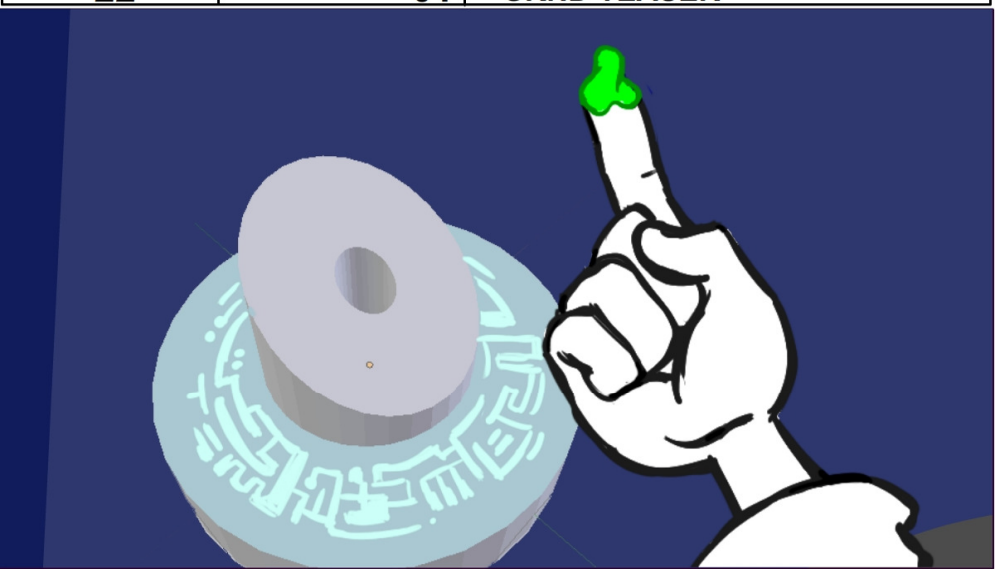
**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**X**

**DIRECTION/CAMERA/ACTION:**

**On Numbuh One's POV, the booger on his finger, the blinking control slot waiting.**



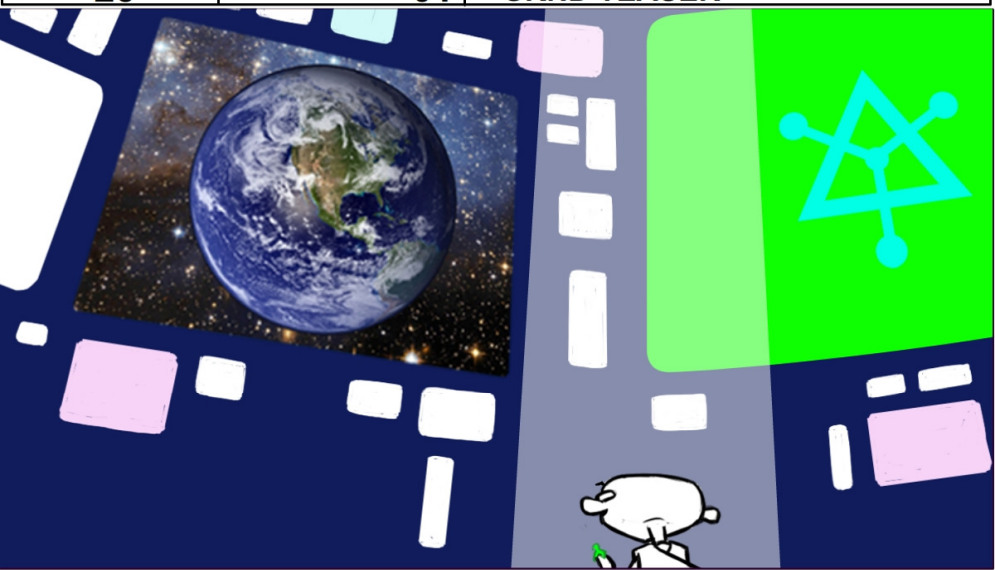
**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**X**

**DIRECTION/CAMERA/ACTION:**

**On Numbuh One's POV, the booger on his finger, the blinking control slot waiting.**



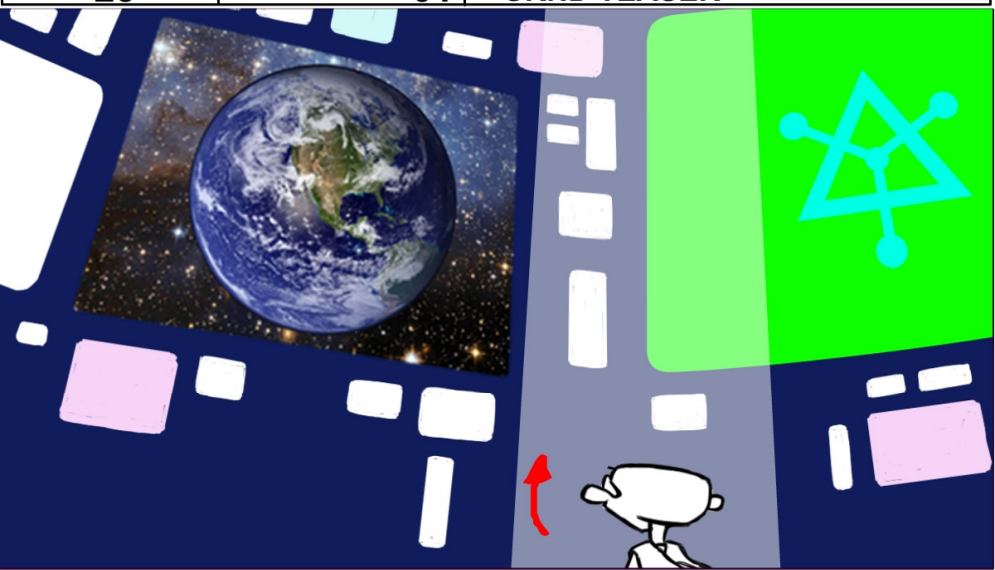
**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**X**

**DIRECTION/CAMERA/ACTION:**

**On the screen showing the Earth.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**X**

**DIRECTION/CAMERA/ACTION:**

**He looks up at it--**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**X**

**DIRECTION/CAMERA/ACTION:**

**-- then shifts focus, to the hundreds of screens surrounding him.**



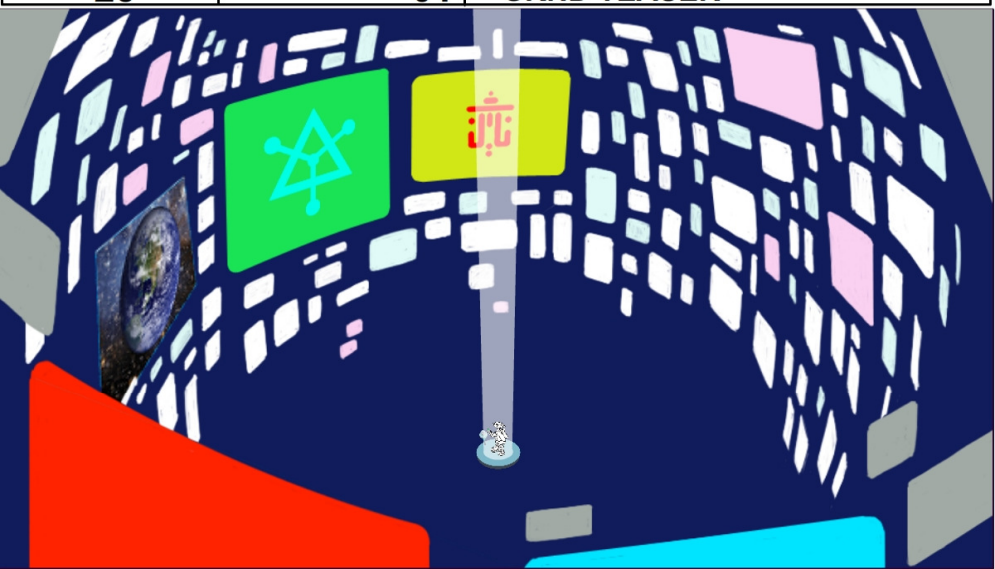
**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**X**

**DIRECTION/CAMERA/ACTION:**

**-- then shifts focus, to the hundreds of screens surrounding him.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**X**

**DIRECTION/CAMERA/ACTION:**

**Wide on the space, as the screens all observe silently.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

X

**DIRECTION/CAMERA/ACTION:**

**On Numbuh One.**





**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

X

**DIRECTION/CAMERA/ACTION:**

**He snaps to attention and stands stock still for a long, uncomfortable beat, as a single tear slips from beneath his sunglasses.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

X

**DIRECTION/CAMERA/ACTION:**

**He snaps to attention and stands stock still for a long, uncomfortable beat, as a single tear slips from beneath his sunglasses.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

X

**DIRECTION/CAMERA/ACTION:**

He snaps to attention and stands stock still for a long, uncomfortable beat, as a single tear slips from beneath his sunglasses.



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

X

**DIRECTION/CAMERA/ACTION:**

**He snaps to attention and stands stock still for a long, uncomfortable beat, as a single tear slips from beneath his sunglasses.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

X

**DIRECTION/CAMERA/ACTION:**

**He snaps to attention and stands stock still for a long, uncomfortable beat, as a single tear slips from beneath his sunglasses.**



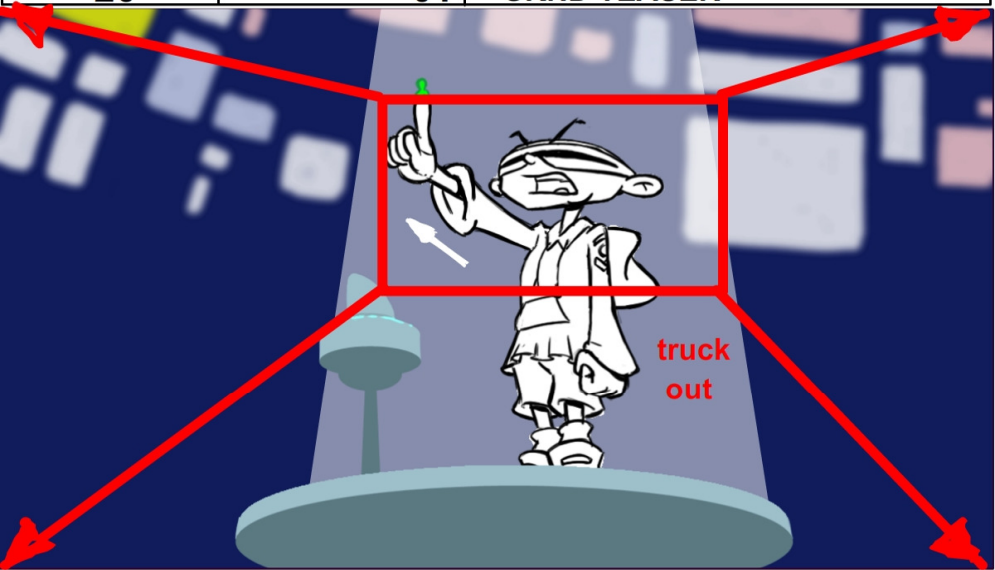
**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

X

**DIRECTION/CAMERA/ACTION:**

**He snaps to attention and stands stock still for a long, uncomfortable beat, as a single tear slips from beneath his sunglasses.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**  
**NUMBUH ONE**  
**GALACTIC KIDS NEXT DOOR**

**DIRECTION/CAMERA/ACTION:**  
**TRUCK OUT as he shouts aloud.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE  
GALACTIC KIDS NEXT DOOR**

**DIRECTION/CAMERA/ACTION:**

**TRUCK OUT as he shouts aloud.**





**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**NUMBUH ONE (cont.)**

**RULES!!**

**DIRECTION/CAMERA/ACTION:**

**TRUCK OUT as he shouts aloud.**



**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**X**

**DIRECTION/CAMERA/ACTION:**

**He thrusts his finger at the console, and--**

**STOCK FOOTAGE/IMAGES:**

**DIALOGUE:**

**X**

**DIRECTION/CAMERA/ACTION:**

**--HARD CUT TO BLACK.**