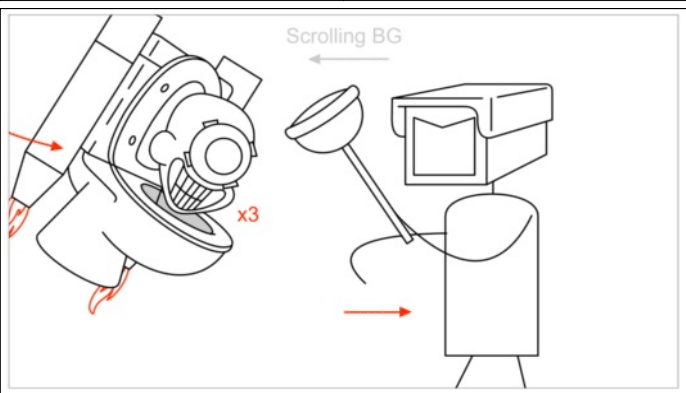


SK E38 SB

Scene	Panel
1	1 / 2

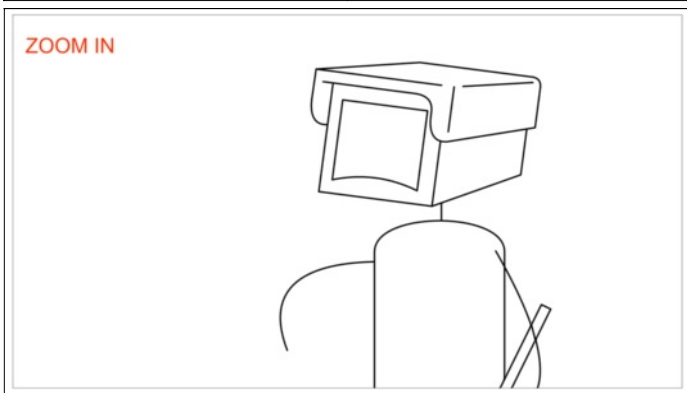


Action Notes

EXT. CITY STREETS, PRESENT DAY.

On the city streets, our hero Cameraman "Cam" back peddles as he fends off several Dark Skibidis

Scene	Panel
1	2 / 2



Dialog

CAM (1)

What the-?! Where are all of these coming from?!

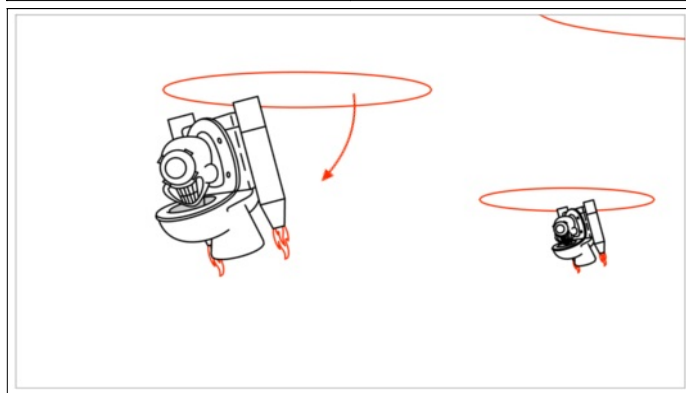
(then)

Huh?

Action Notes

He looks up and sees -

Scene	Panel
2	1 / 6

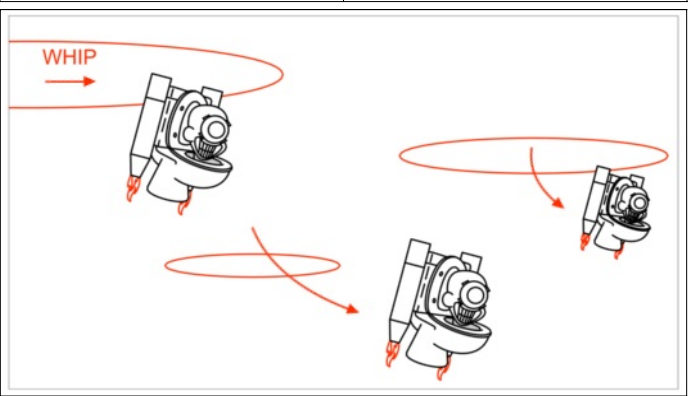


Action Notes

Purple and black time portals have opened up in the sky high above the city.



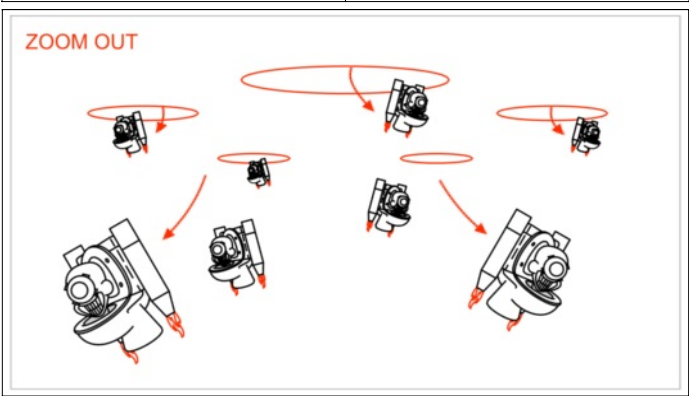
Scene	Panel
2	2 / 6



Action Notes

Legions of DARK SKIBIDI TOILETS are pouring out from the portals.

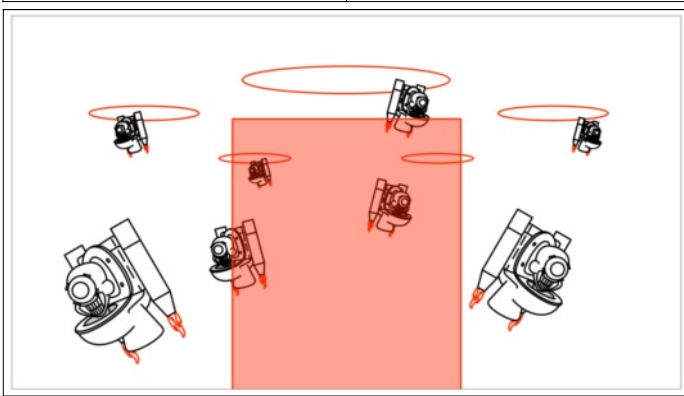
Scene	Panel
2	3 / 6



Action Notes

They swarm into the city

Scene	Panel
2	4 / 6

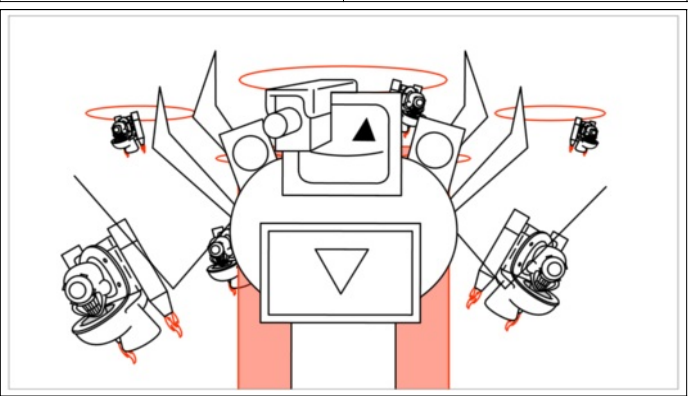


Action Notes

A Titan-sized red door portal opens up.



Scene	Panel
2	5 / 6



Dialog

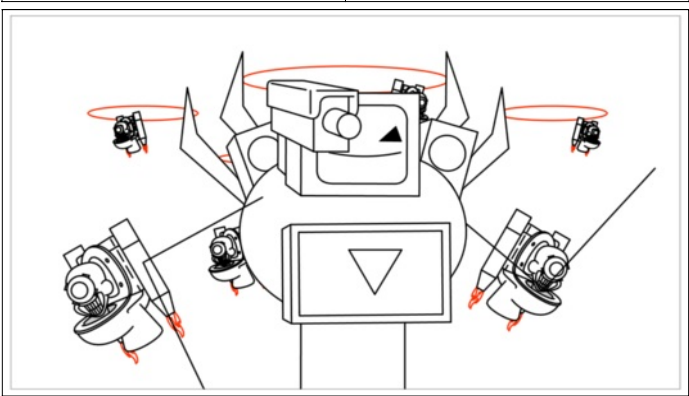
DARK TITAN (1)

Yes, my Dark Skibidis! Go forth and locate the Clock Gems!

Action Notes

And out steps the DARK TITAN.

Scene	Panel
2	6 / 6

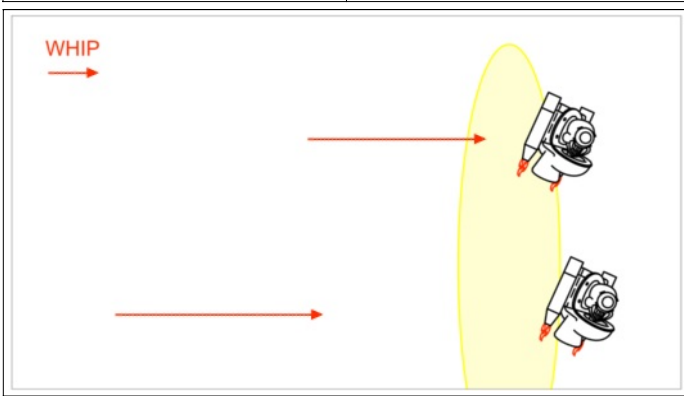


Dialog

DARK TITAN (1) cont

With them, I will rule the Skibiverse!

Scene	Panel
3	1 / 2

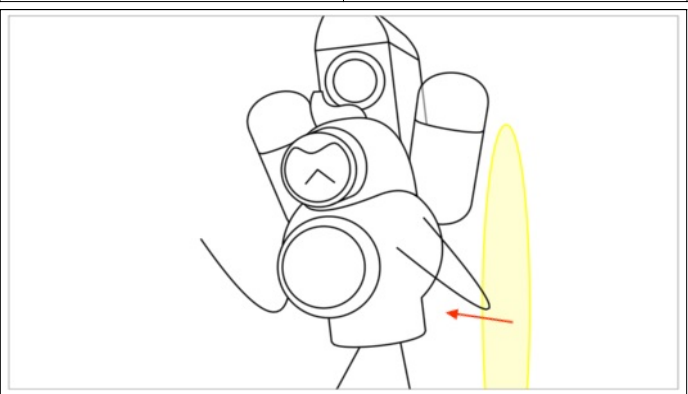


Action Notes

As Dark Skibidis zoom past, a time portal opens up opposite of the Dark Titan, this one white and gold in color.



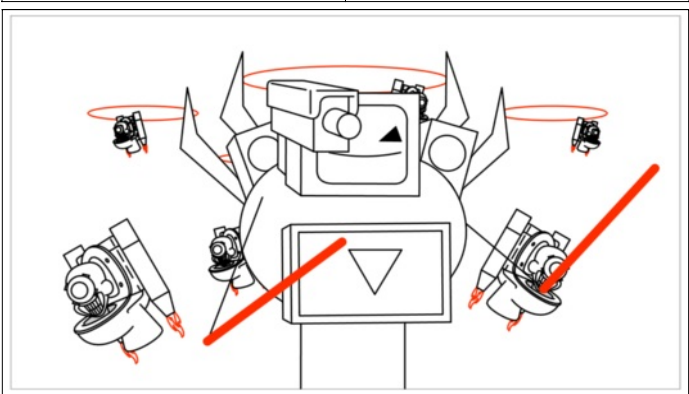
Scene	Panel
3	2 / 2



Dialog
TITAN CLOCKMAN (1) Dark Titan! You have interfered with the multiverse for long enough! It ends now!

Action Notes
Out from it steps the TITAN CLOCKMAN!

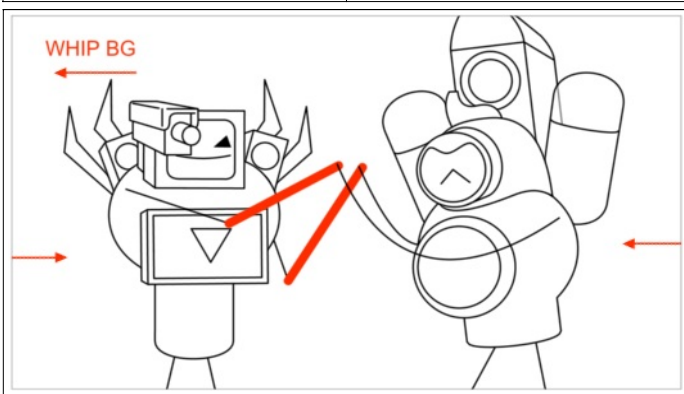
Scene	Panel
4	1 / 2



Dialog
DARK TITAN (2) We'll see about that!

Action Notes
The Dark Titan activates his energy swords

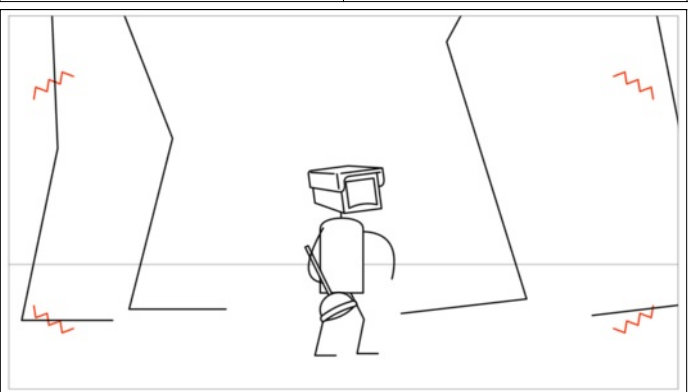
Scene	Panel
4	2 / 2



Action Notes
He charges the Titan Clockman!



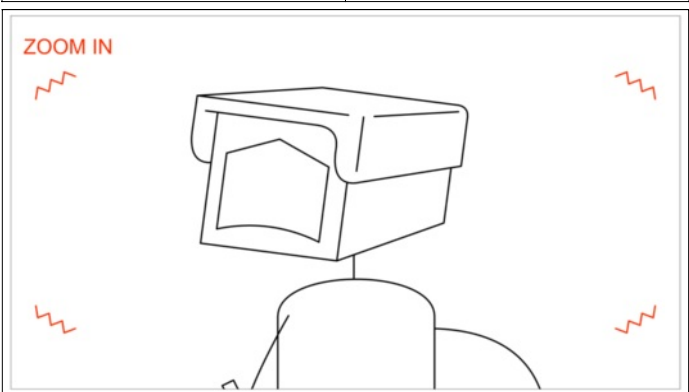
Scene	Panel
5	1 / 2



Action Notes

Down on the streets below, Cam is caught between two colossal titans! He tries his best to avoid their rampaging feet.

Scene	Panel
5	2 / 2

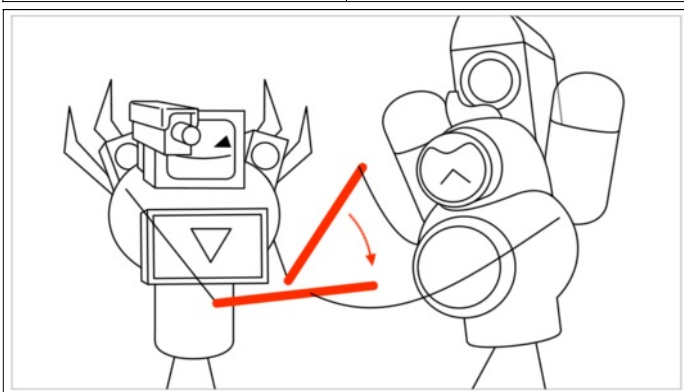


Dialog

CAM (2)

Gah! This isn't good! If this keeps up for much longer, I'm gonna be roadkill!

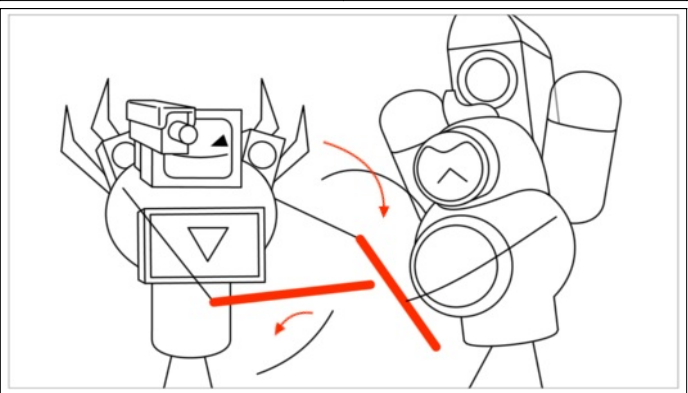
Scene	Panel
6	1 / 4



Action Notes

Dark Titan swings his blade but Titan Clockman catches his arm

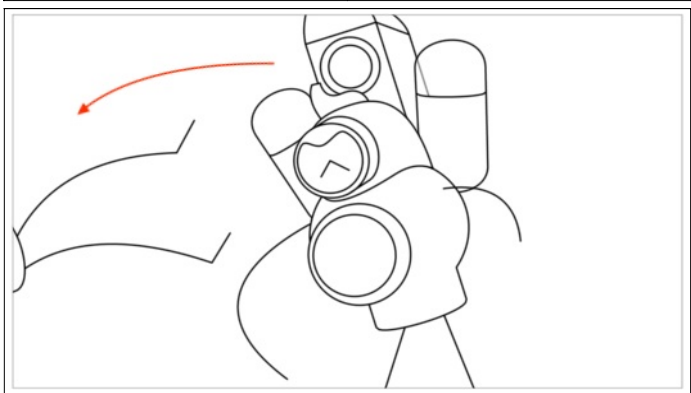
Scene	Panel
6	2 / 4



Dialog
TITAN CLOCKMAN (2) GRAAAAGH!!!

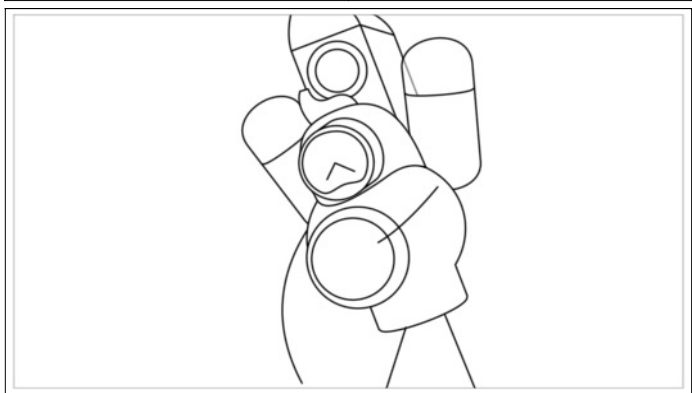
Action Notes
Dark Titan Slices through Clockman's forearm with his other blade

Scene	Panel
6	3 / 4



Action Notes
Clockman headbutts him with the last of his energy

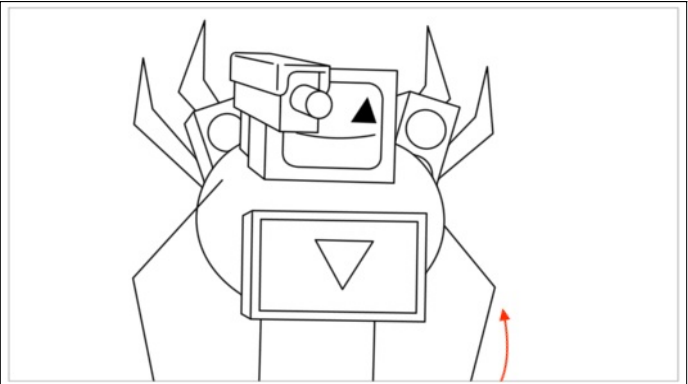
Scene	Panel
6	4 / 4



Action Notes
The Titan Clockman slouches over, looking at his missing arm. He's drained of his might.



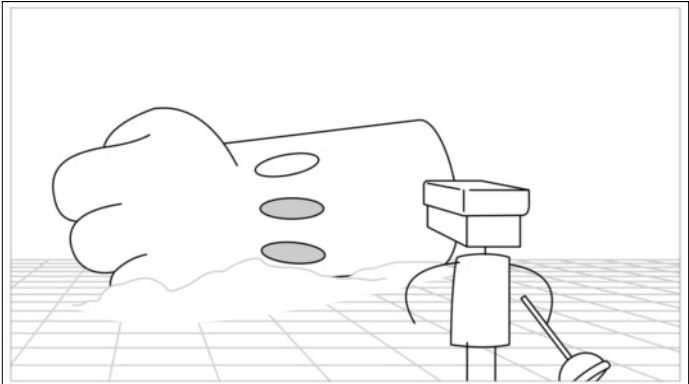
Scene	Panel
7	1 / 1



Dialog
DARK TITAN (3) Time's up! Hahaha!

Action Notes
Dark Titan leaps to his feet

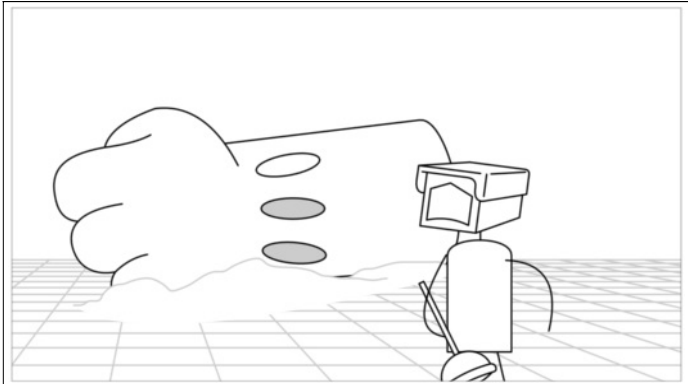
Scene	Panel
8	1 / 2



Dialog
CAM (3) Agh! Wait, does that mean?

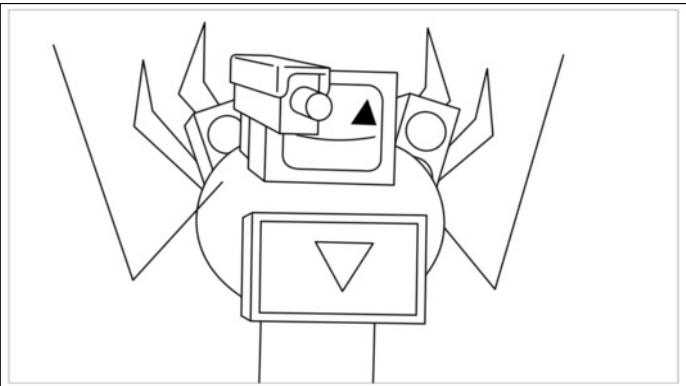
Action Notes
Cam stands near the giant gauntlet, which has lodged itself into the pavement

Scene	Panel
8	2 / 2



Dialog
CAM (3) cont Oh no!

Scene	Panel
9	1 / 1



Dialog

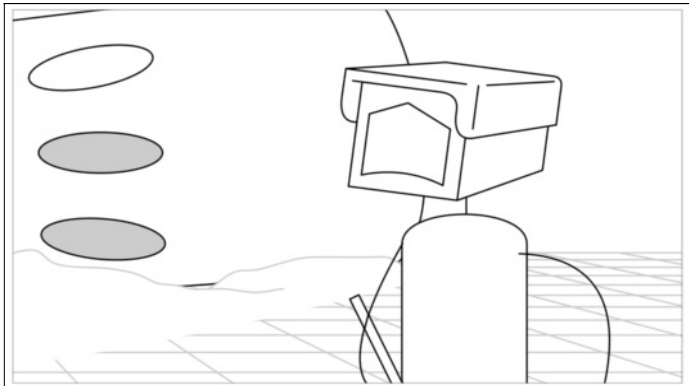
DARK TITAN (4)

Hehehehe, oh yes! Another Clock Gem is mine!

Action Notes

The Dark Titan gloats.

Scene	Panel
10	1 / 2

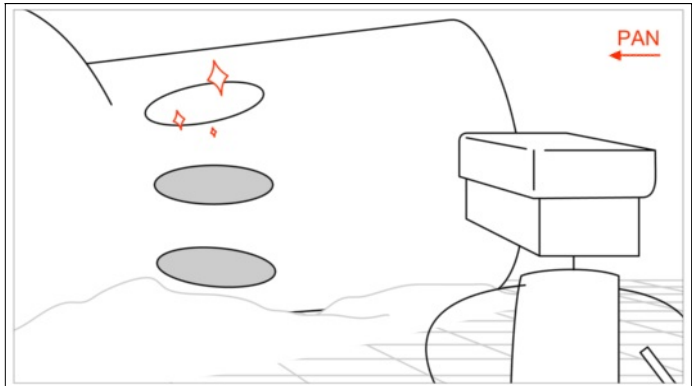


Dialog

CAM (4)

"Clock Gem"?

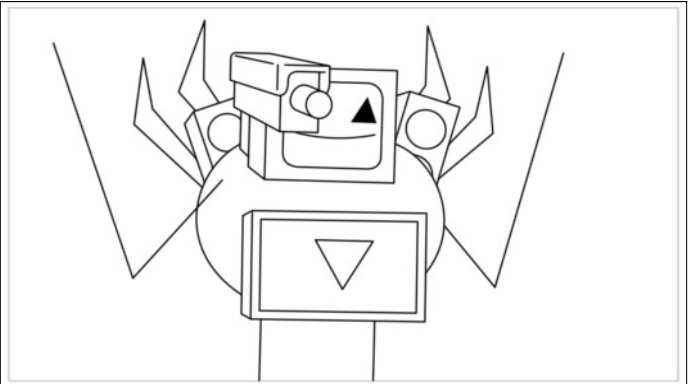
Scene	Panel
10	2 / 2



Action Notes

Cam notices a glowing colored gem embedded in Titan Clockman's forearm. SHING!

Scene	Panel
11	1 / 1



Dialog

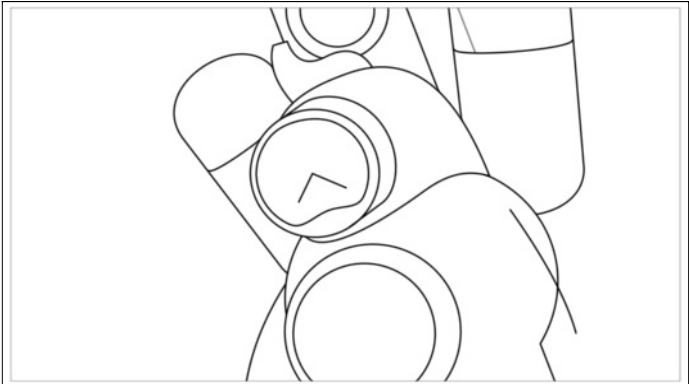
DARK TITAN (5)

The Clock Gems. Once I gather them all, the skibidiverse will bow down to me! Every single being from all dimensions, all timelines, everyone - will know me as their ruler! Hahahahaha!

Action Notes

Up above, the Dark Titan gloats.

Scene	Panel
12	1 / 1



Dialog

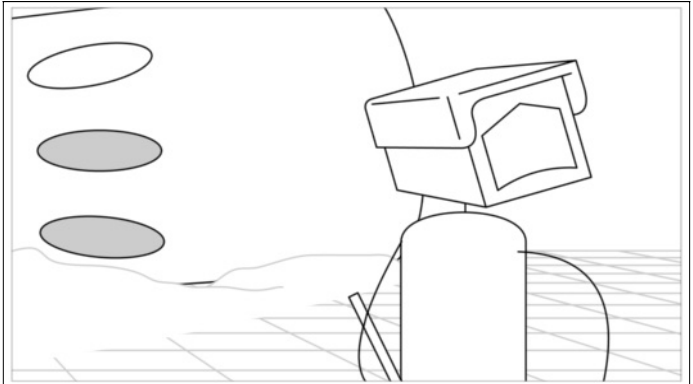
TITAN CLOCKMAN (3)

You... you must stop him... take my Gem. Gather the others. Save the Skibidiverse...

Action Notes

Titan Clockman speaks to Cam down below.

Scene	Panel
13	1 / 1



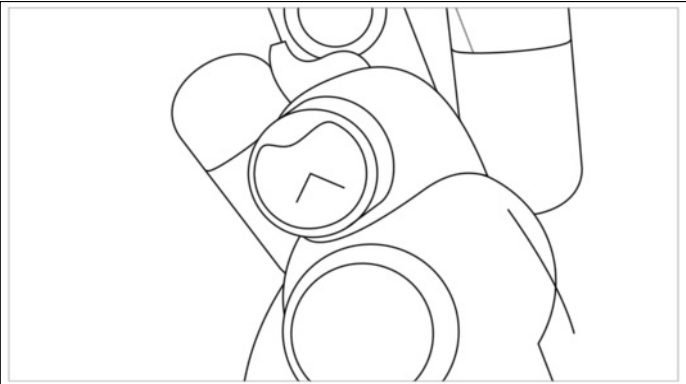
Dialog

CAM (5)

Me? But, how?!

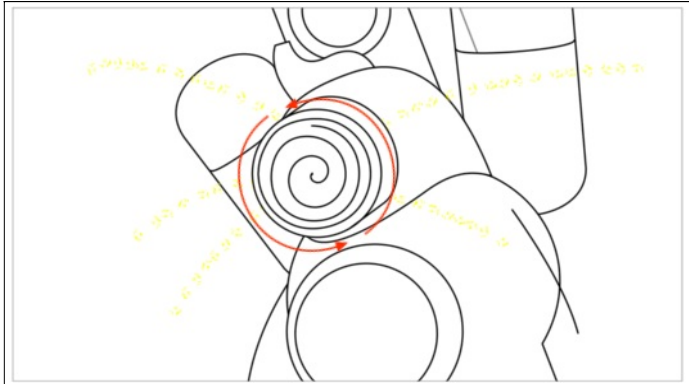


Scene	Panel
14	1 / 2



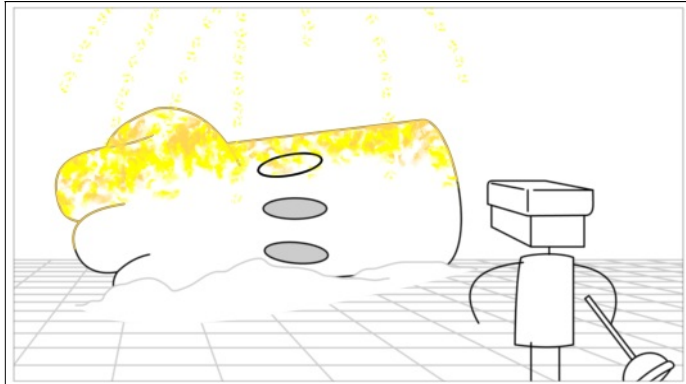
Dialog
TITAN CLOCKMAN (4) My gauntlet... take it!

Scene	Panel
14	2 / 2



Action Notes
Titan Clockman's clockface spins rapidly, sparks of gold whiz and stream from his helmet

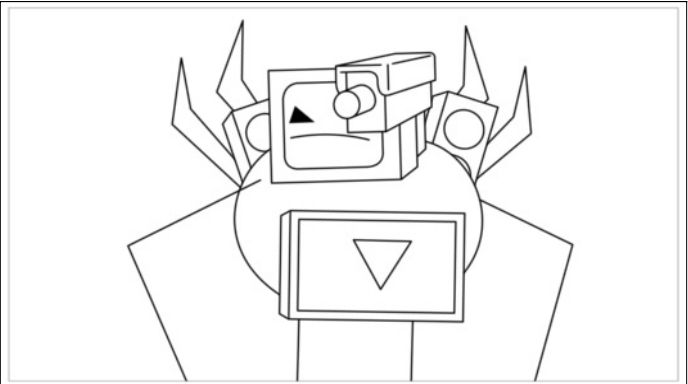
Scene	Panel
15	1 / 4



Action Notes
Cam watches as the giant gauntlet is coated in a golden shine



Scene	Panel
16	1 / 1

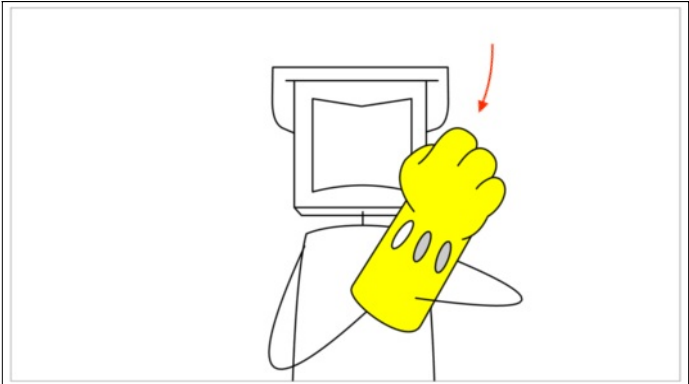


Dialog

DARK TITAN (6)

Hahahaha- wait, what do you think you're doing?!

Scene	Panel
17	1 / 2



Dialog

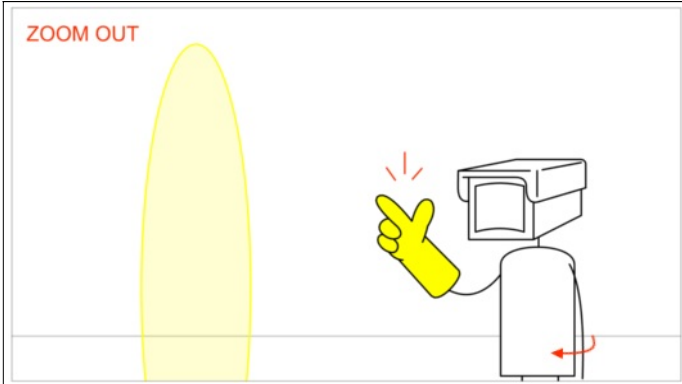
CAM (6)

Now how does this thing work?

Action Notes

Cam equips the gauntlet like a glove, a flash of gold light washes over him

Scene	Panel
17	2 / 2



Dialog

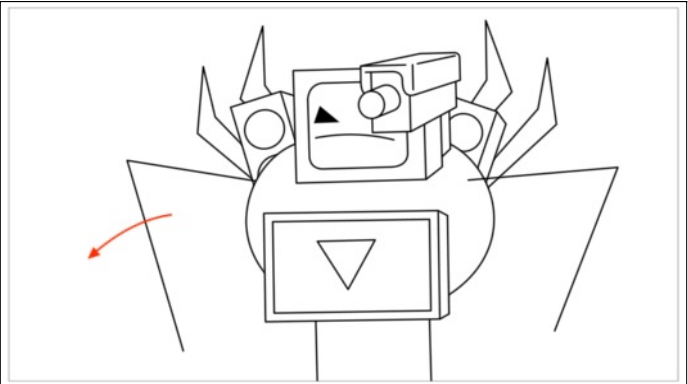
CAM (7)

There we go!

Action Notes

Cam snaps his fingers and a time portal opens up beside him.

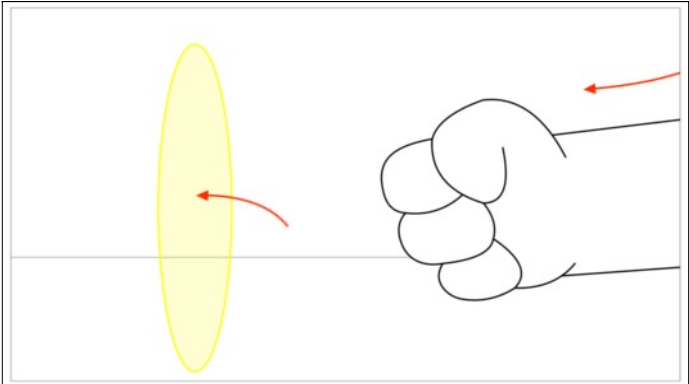
Scene	Panel
18	1 / 1



Dialog DARK TITAN (7) STOP! I WILL DESTROY YOU!
--

Action Notes Dark Titan dives down to grab Cam
--

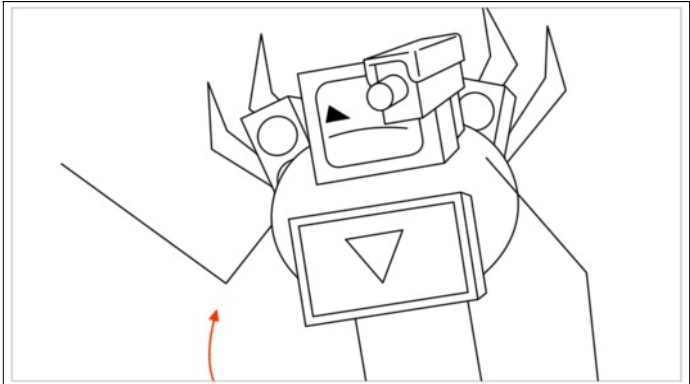
Scene	Panel
19	1 / 1



Dialog CAM (8) Uh oh! Catch ya next time!
--

Action Notes Cam jumps through the portal right as the Dark Titan's fist clenches the air he was standing in.

Scene	Panel
20	1 / 2

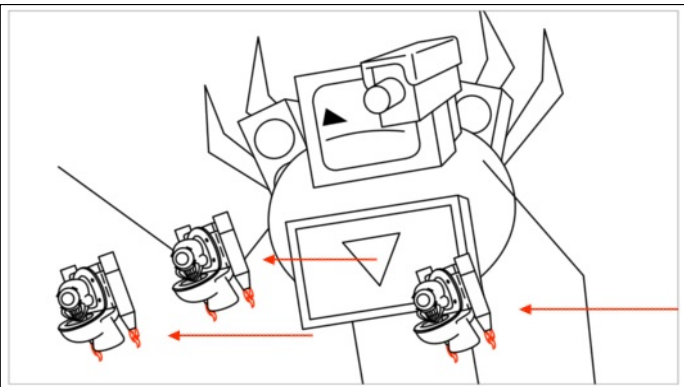


Dialog DARK TITAN (8) GRAAAH! DARK SKIBIDIS, AFTER HIM!
--

Action Notes He climbs back to his feet

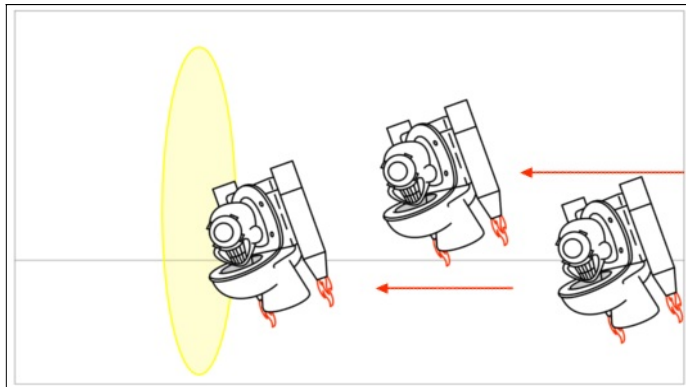


Scene	Panel
20	2 / 2

**Action Notes**

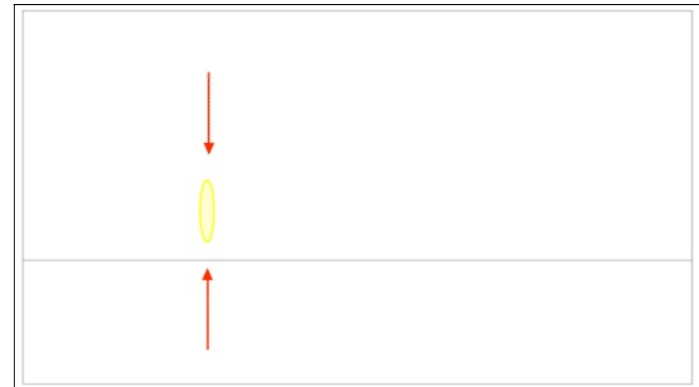
A gaggle of DARK SKIBIDIS soar past him

Scene	Panel
21	1 / 2

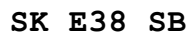
**Action Notes**

and funnel into the portal

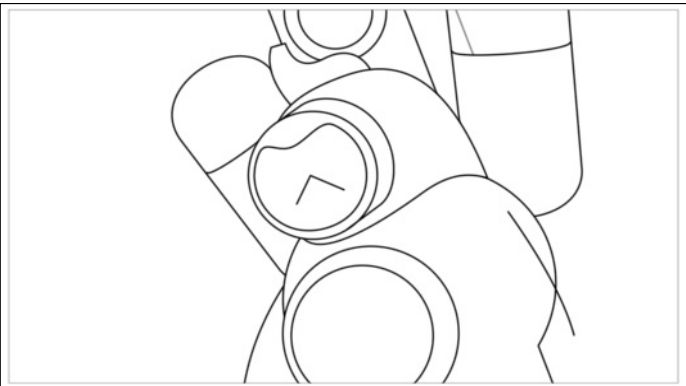
Scene	Panel
21	2 / 2

**Action Notes**

before it closes. ZIP!



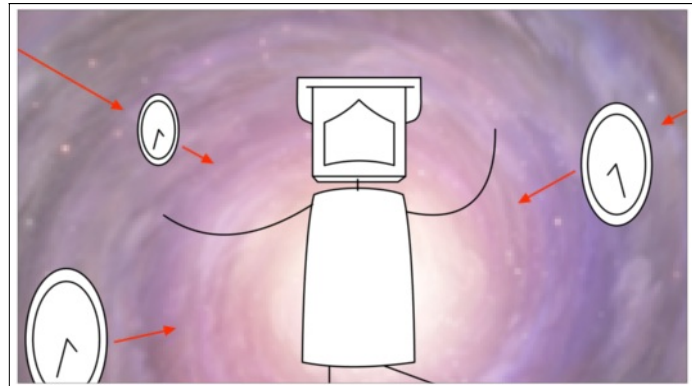
Scene	Panel
22	1 / 1



Dialog

TITAN CLOCKMAN (5)
Good luck, Cam...

Scene	Panel
23	1 / 6



Dialog

CAM (9)
(falling)
Aaaaaagghghhhh!!!

Action Notes

INT. TIME VORTEX.

Cam (still wearing the gauntlet) is spiraling through space and time. Many different clocks fly past him

Scene	Panel
23	2 / 6



Dialog

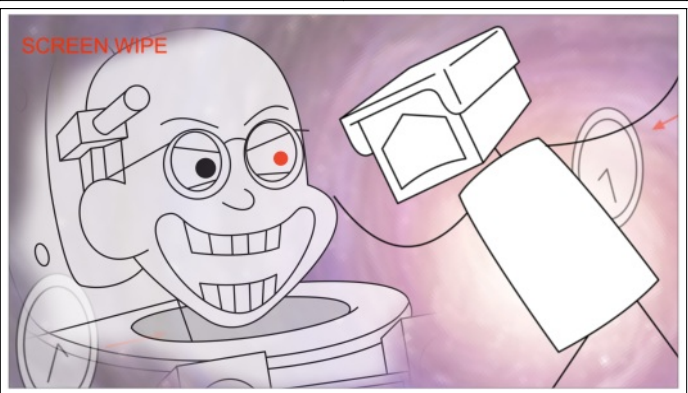
CAM (9)
(falling)
Aaaaaagghghhhh!!!

Action Notes

A black blur wipes the screen,
transitioning us to different close-ups.
Images of past skibidis flash in the void
like lightning.



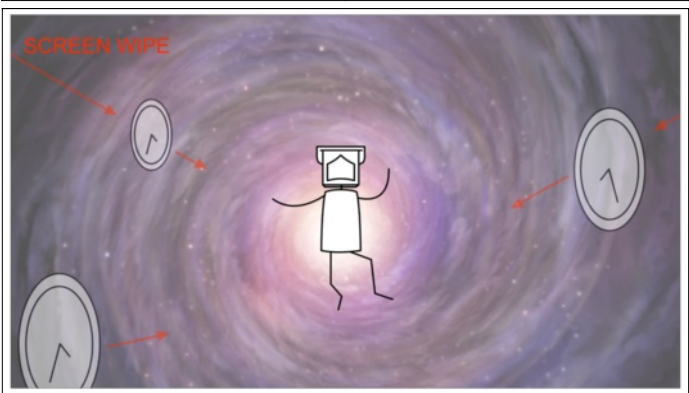
Scene	Panel
23	3 / 6



Dialog
CAM (9) (falling) Aaaaaagghghhhh!!!

Action Notes
Their evil grins appear in the clouds and taunt him ala Willy Wonka's chocolate riverboat ride.

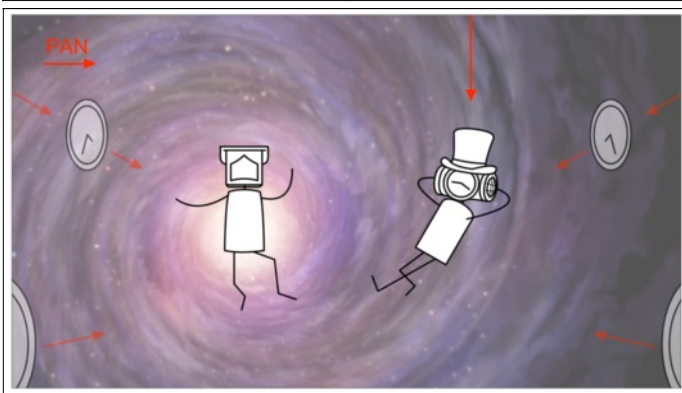
Scene	Panel
23	4 / 6



Dialog
CAM (10) W-where am I?! What's happeninnnnng!?!

Action Notes
CAM is completely disoriented and flapping his arms like mad.

Scene	Panel
23	5 / 6

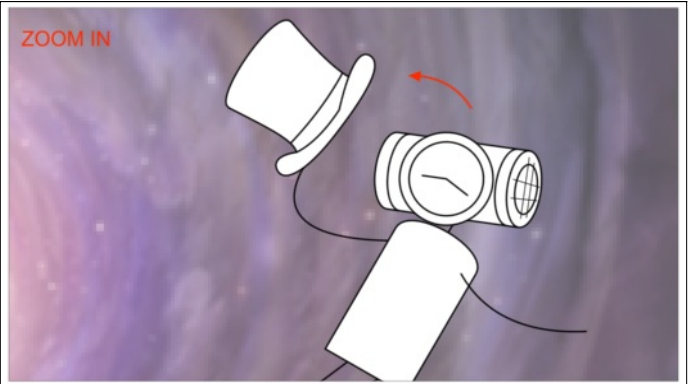


Dialog
CLOCK WOMAN (1) Ah, you must be Cam, right? Pleasure to make your acquaintance,

Action Notes
CLOCK WOMAN floats down nonchalantly in front of him in a relaxed pose, she's clearly been in a timestream before.



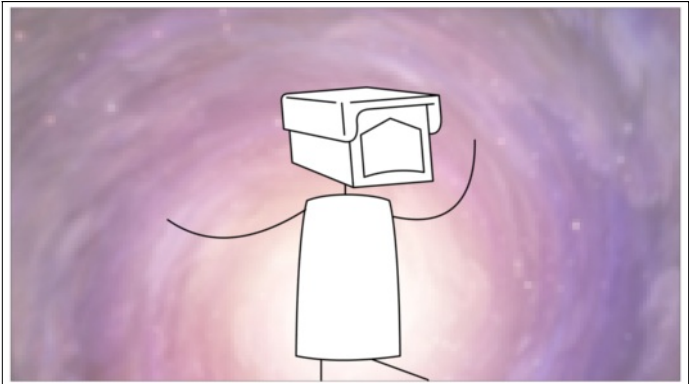
Scene	Panel
23	6 / 6



Dialog
CLOCK WOMAN (1) cont I'm Clock Woman.

Action Notes
She tips her hat

Scene	Panel
24	1 / 3



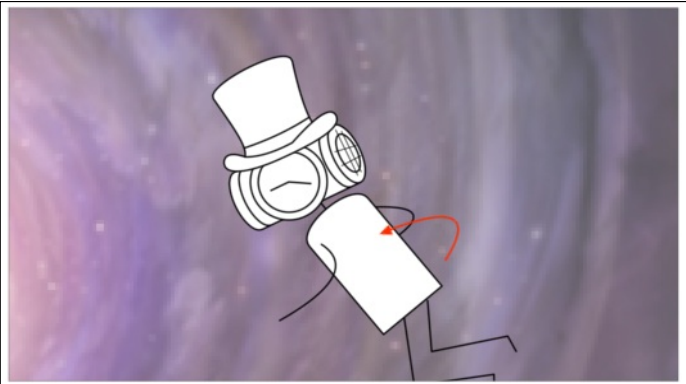
Dialog
CAM (11) Uh huh! Sorry if I'm a bit distracted right now "Clock Woman", but I'm currently HURLING THROUGH TIME AND SPACE!

Scene	Panel
24	2 / 3



Dialog
CLOCK WOMAN (2) First time, eh? Just focus on my voice. Now, Titan Clockman charged me with guiding you through the Skibiverse and gathering the Clock Gems.

Scene	Panel
24	3 / 3



Dialog

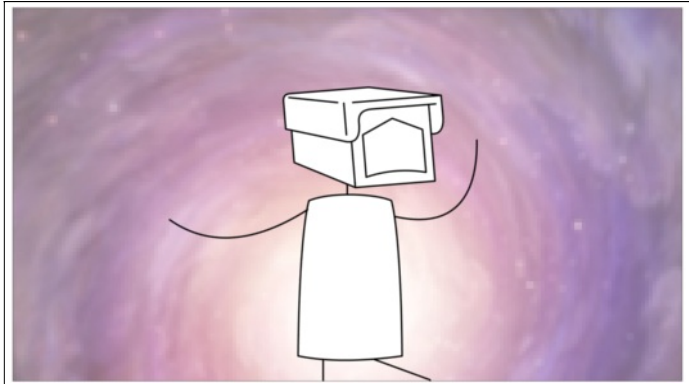
CLOCK WOMAN (2) cont

To that end, I'm gonna need you to nose dive in three...

Action Notes

Clock Woman turns around and positions herself to go head first into the vortex

Scene	Panel
25	1 / 1



Dialog

CAM (12)

Wait-!

Scene	Panel
26	1 / 4

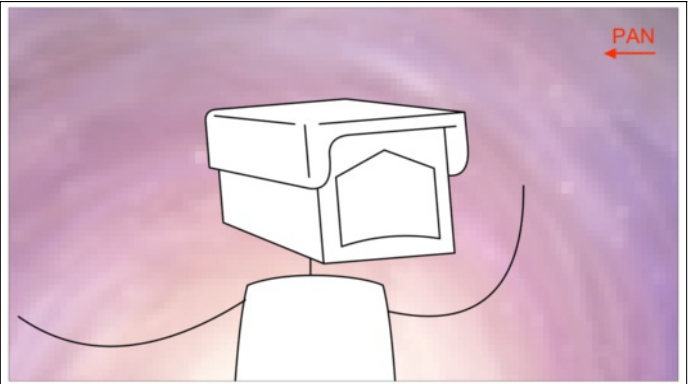


Dialog

CLOCK WOMAN (3)

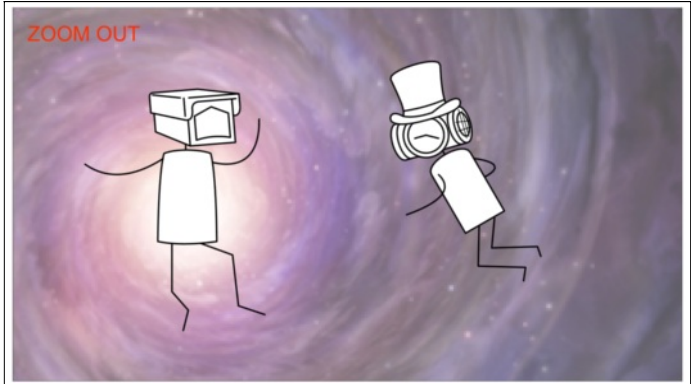
Two!

Scene	Panel
26	2 / 4



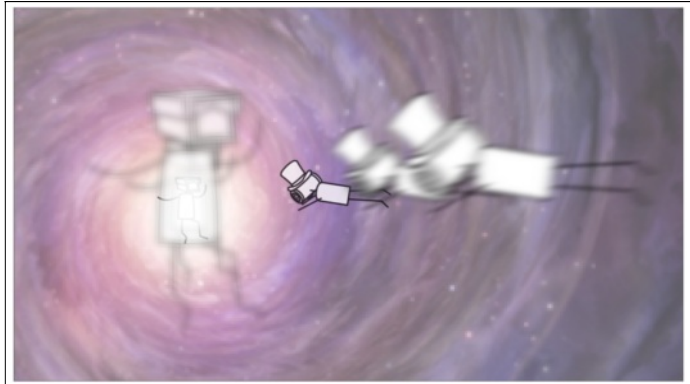
Dialog
CAM (13) No!

Scene	Panel
26	3 / 4



Dialog
CLOCK WOMAN (4) One!

Scene	Panel
26	4 / 4



Dialog
CAM (14) Yaaaaarrrrghh!!!
Action Notes
Cam and Clock Woman are sucked through the center of the wormhole. ZOOP!

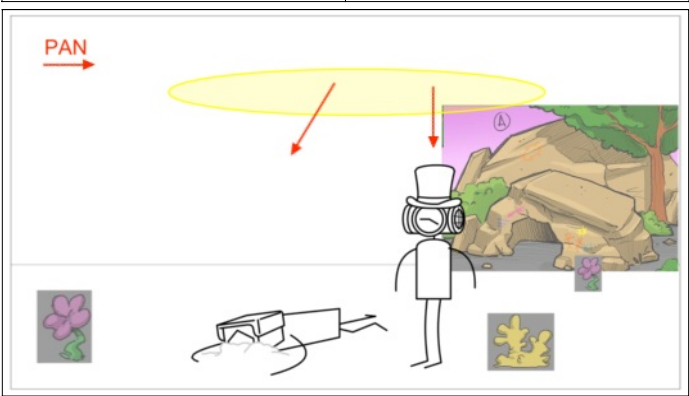


Scene	Panel
27	1 / 2



Action Notes
EXT. CAVEMAN TIMES. DAY. PRE-HISTORIC PLAINS.

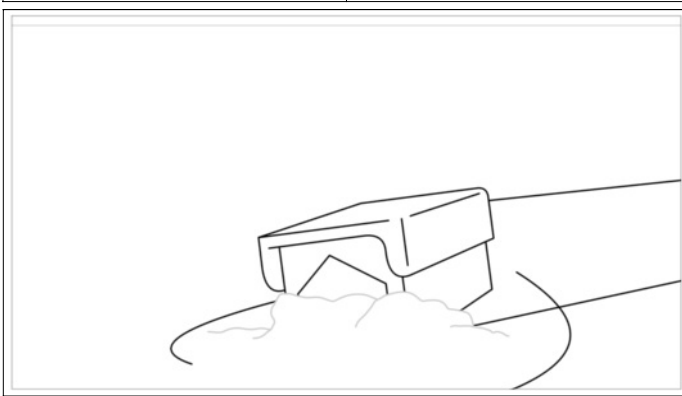
Scene	Panel
27	2 / 2



Dialog
CAM (15) Agh! Oof!
CLOCK WOMAN (5) (lands peacefully) Hyup!

Action Notes
A time portal opens up about 10 feet off the ground, CAM and CLOCK WOMAN fall through it, with Clock Woman landing on her feet and Cam on his head. Vibrant plants and colorful stones surround them. No city in sight apart from a small prehistoric village.

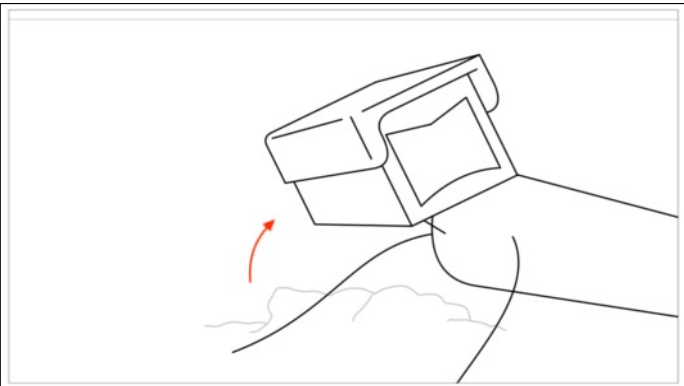
Scene	Panel
28	1 / 4



Dialog
CAM (16) (muffled because his mouth is on the dirt) ...okay, Clock Woman.

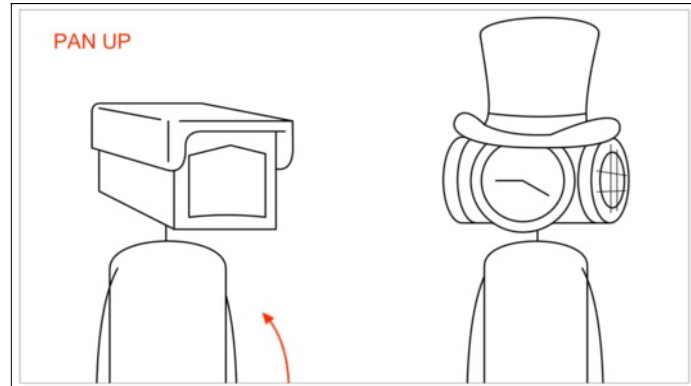


Scene	Panel
28	2 / 4

**Dialog**

CAM (16) cont
(and then popping out)
Where to now?

Scene	Panel
28	3 / 4

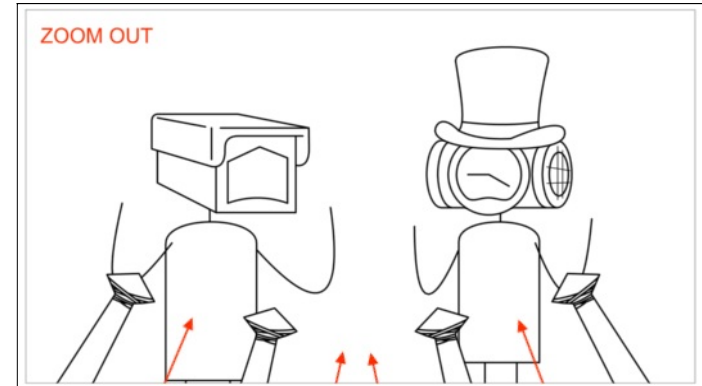
**Dialog**

CLOCK WOMAN (6)
Well, the Time Vortex was calibrated
to seek out other Clock Gems, so we should
be right where we need to be!

Action Notes

Cam climbs to his feet

Scene	Panel
28	4 / 4

**Dialog**

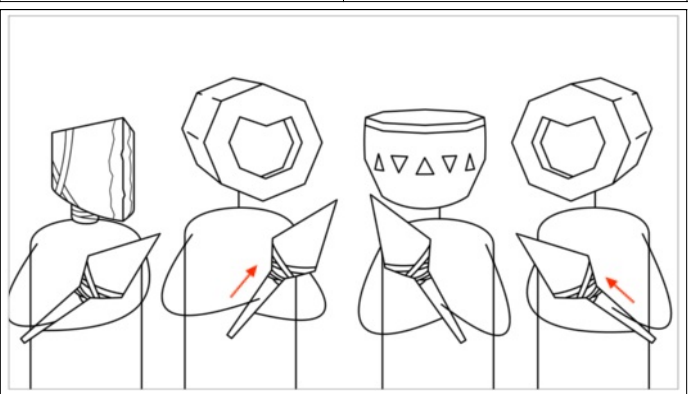
BOULDERMAN (O.S.) (1)
RGH! UGHRH!!!

Action Notes

An army of pointy spears are poked
directly in Cam and Clock Woman's faces.



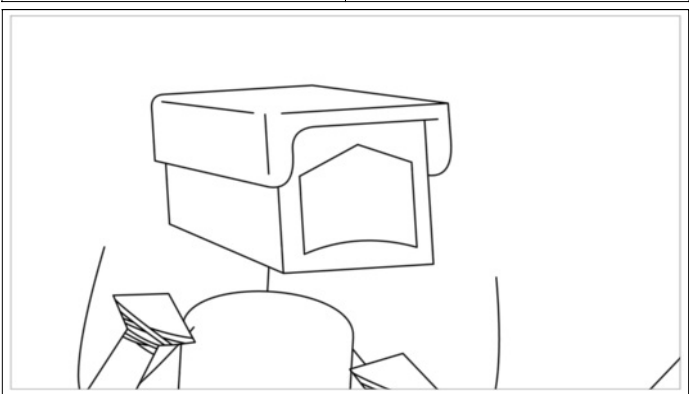
Scene	Panel
29	1 / 1



Action Notes

The reverse shot reveals them to be held by the BOULDERMEN, prehistoric men with stone heads. They jab their spears threateningly.

Scene	Panel
30	1 / 2



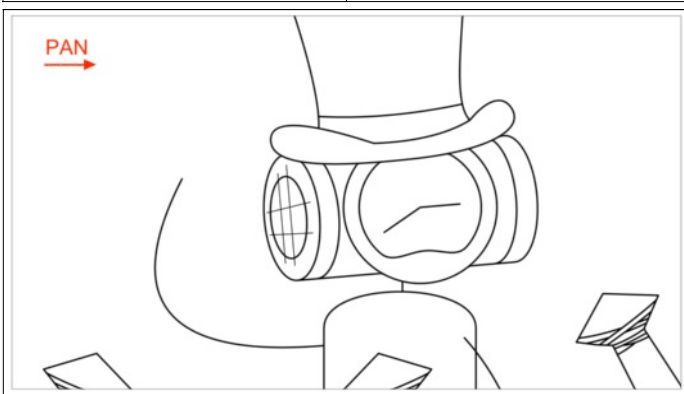
Dialog

CAM (17)

(side mouth)

You sure about that?

Scene	Panel
30	2 / 2



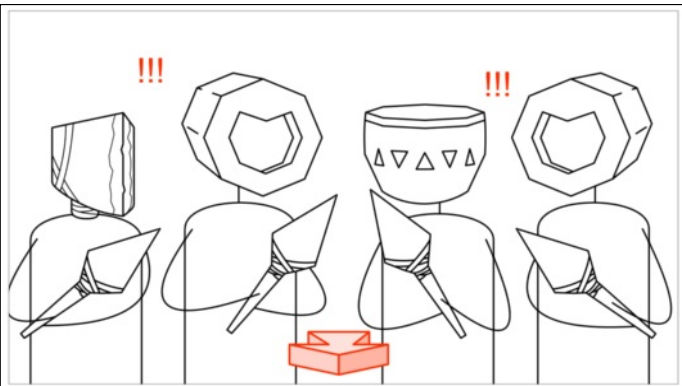
Dialog

CLOCK WOMAN (7)

nervous chuckle Um, hello natives! I am Clock Woman! This is Cam, and we come from the future with a warning of grave danger!



Scene	Panel
31	1 / 1

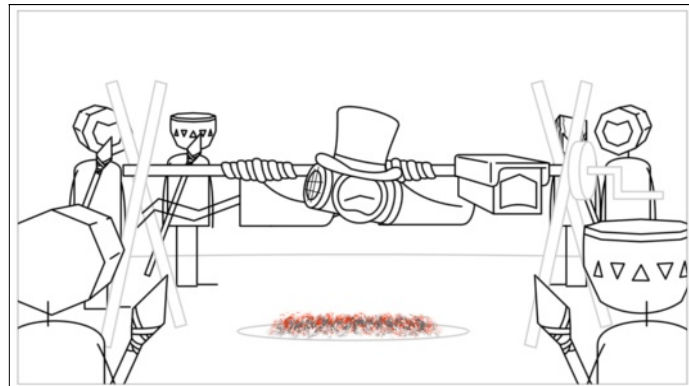
**Dialog**

BOULDERMAN (2)
RGH!!

Action Notes

The bouldermen cast each other side glances of doubt. They then pounce onto the heroes.

Scene	Panel
32	1 / 1

**Dialog**

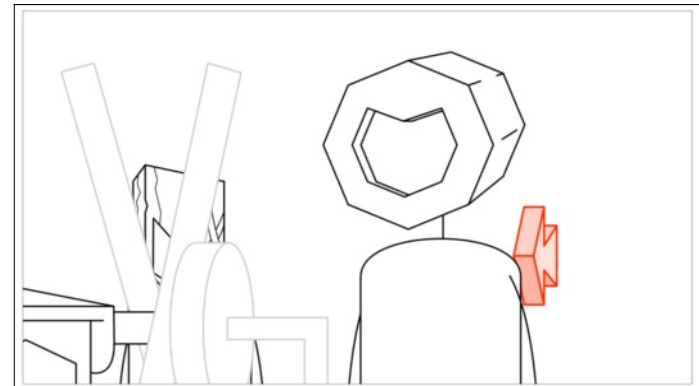
CLOCK WOMAN (8)
I'm telling you-- the TOILETS are coming for you ALL!

Action Notes

EXT. NIGHT. CAVEMAN CAMPFIRE.

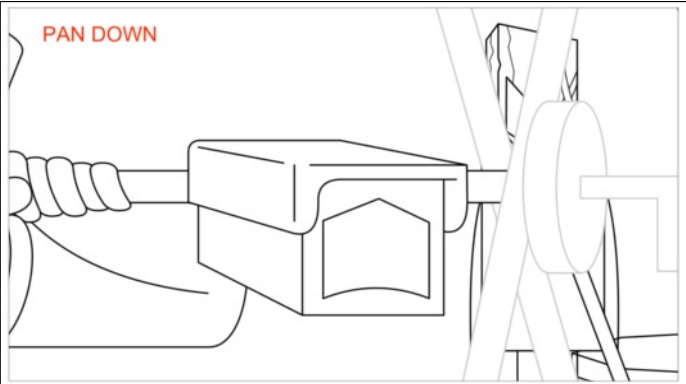
CLOCK WOMAN and CAM are tied to sticks propped up above a lightly smoldering fire pit

Scene	Panel
33	1 / 3

**Dialog**

BOULDERMAN (3)
Heheh...

Scene	Panel
33	2 / 3

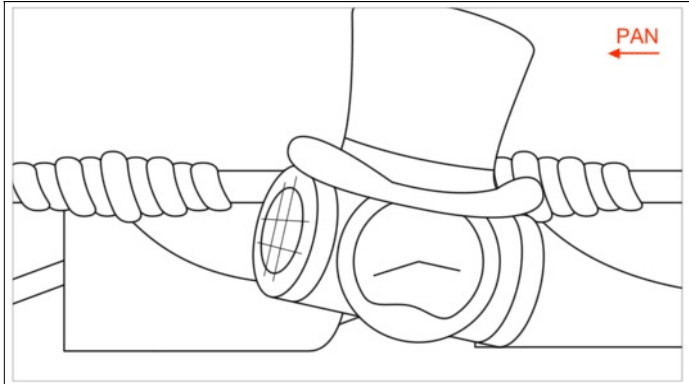


Dialog

CAM (18)

I don't think they speak the Queen's English!

Scene	Panel
33	3 / 3

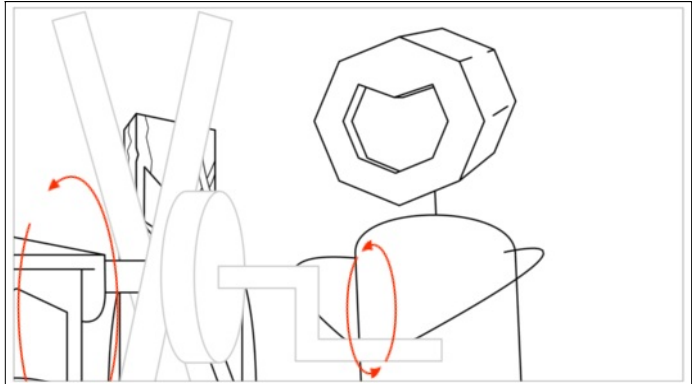


Dialog

CLOCK WOMAN (9)

Funny man, very funny! We have to get out of here or else we're going to be their dinner!

Scene	Panel
34	1 / 3

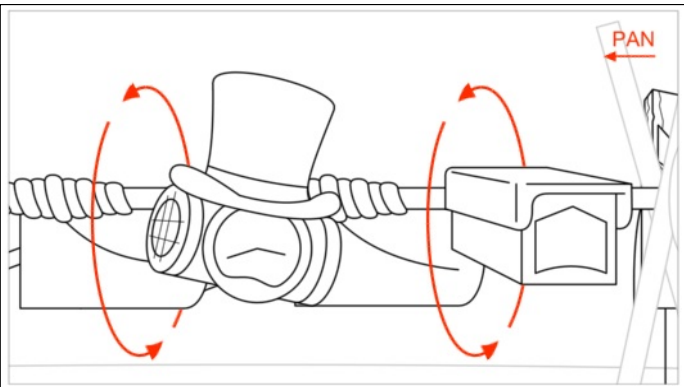


Action Notes

The bouldermand begins to slowly rotate the handle on the rotisserie



Scene	Panel
34	2 / 3

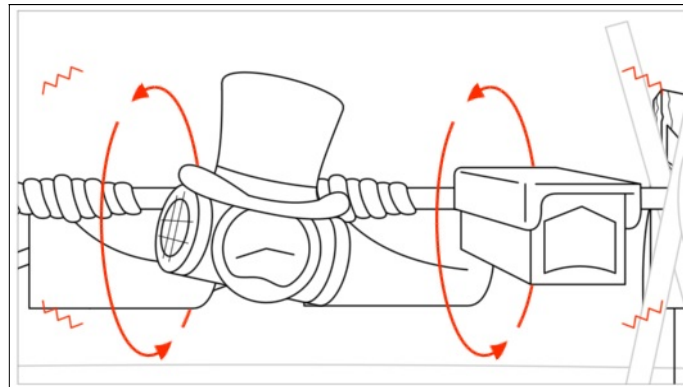
**Dialog**

CAM (19)
Could this get any worse?

Action Notes

As they rotate over the fire

Scene	Panel
34	3 / 3

**Action Notes**

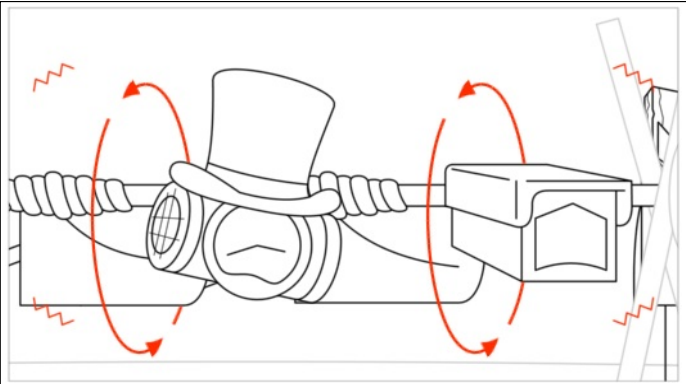
A loud grinding sound is heard as the
Earth begins to shake violently

Scene	Panel
35	1 / 1

**Action Notes**

A large stone door trembles as it slowly
rolls away, beginning to reveal a large
dark dwelling

Scene	Panel
36	1 / 1



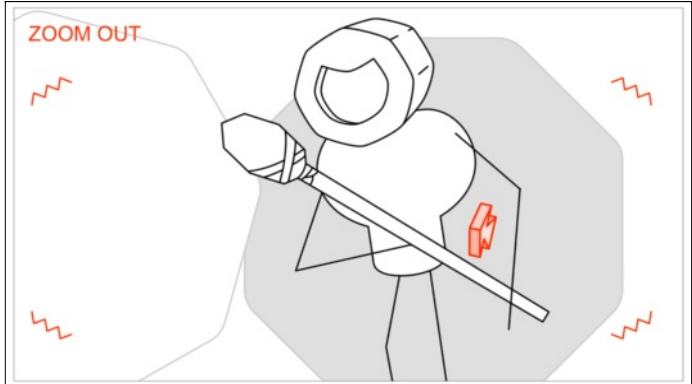
Dialog
CLOCK WOMAN (10) You just had to say something.

Scene	Panel
37	1 / 3



Action Notes
A large shadowed figure lurks out of the darkness

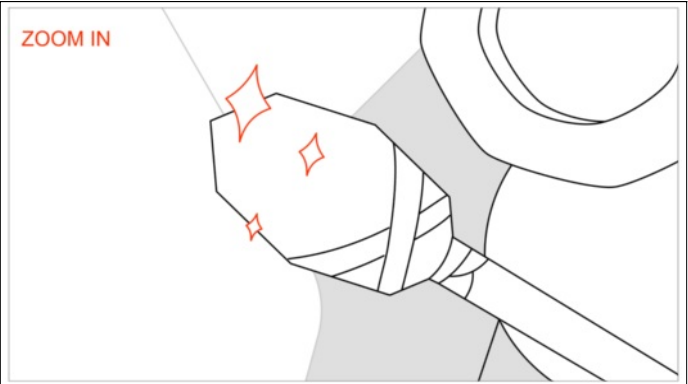
Scene	Panel
37	2 / 3



Action Notes
It's the ALPHA BOULDERMAN carrying a spear.



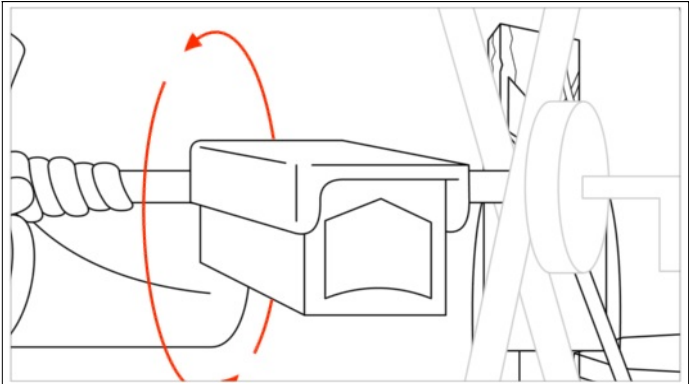
Scene	Panel
37	3 / 3



Action Notes

The spearhead is made from a Clock Gem!
SHING!

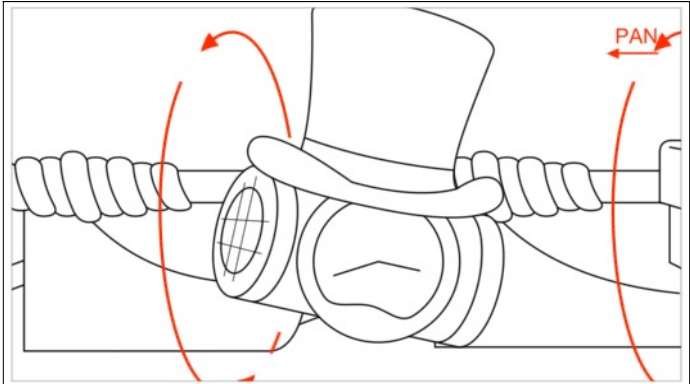
Scene	Panel
38	1 / 2



Dialog

CAM (20)
Look, Clock Woman! His spear!

Scene	Panel
38	2 / 2

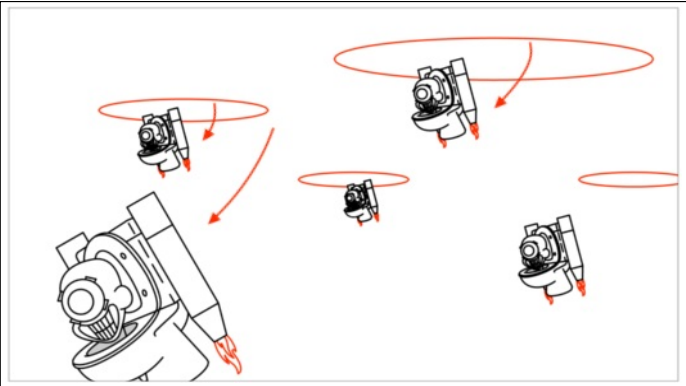


Dialog

CLOCK WOMAN (11)
It's a Clock Gem! Okay, we have our target. Now we just need a diversion!



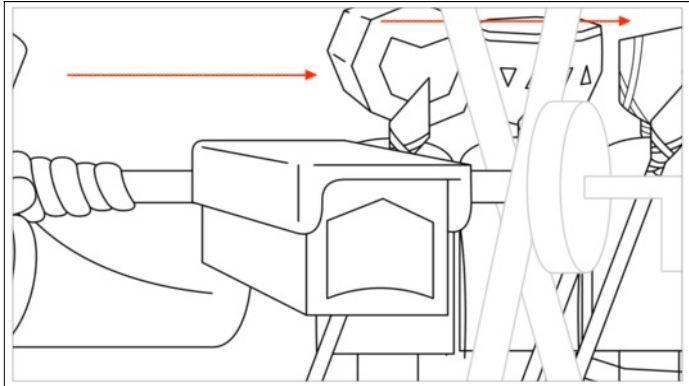
Scene	Panel
39	1 / 1



Action Notes

The sky is suddenly littered with time portals! DARK SKIBIDIs pour down from the heavens.

Scene	Panel
40	1 / 1



Dialog

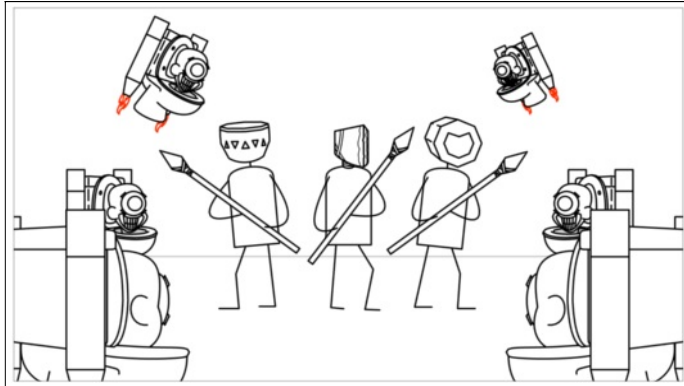
CAM (21)

The Skibidis found us!

Action Notes

The Boulder men rush into battle, leaving Cam and Clock Woman no longer spinning

Scene	Panel
41	1 / 3

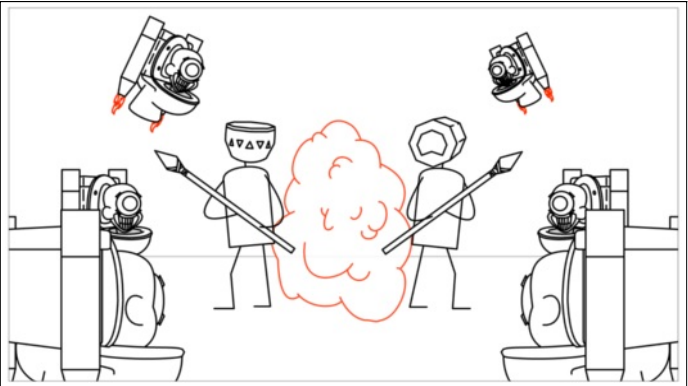


Action Notes

Boulder men stand up to the Dark Skibidi forces,



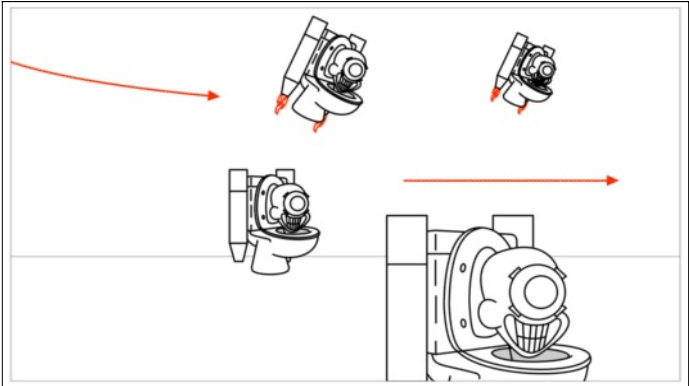
Scene	Panel
41	2 / 3



Action Notes

but they're put in there place immediately.

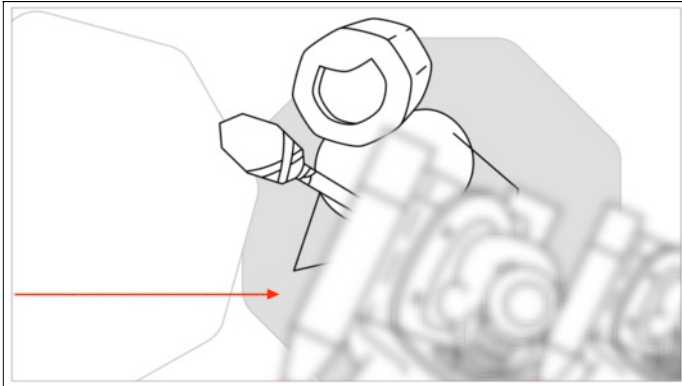
Scene	Panel
41	3 / 3



Action Notes

The survivors retreat as the Dark Skibidi's chase after them

Scene	Panel
42	1 / 5

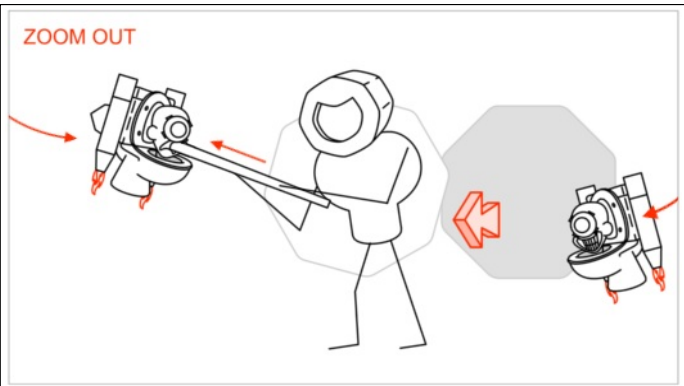


Action Notes

Dark skibidis fly past ALPHA BOULDERMAN

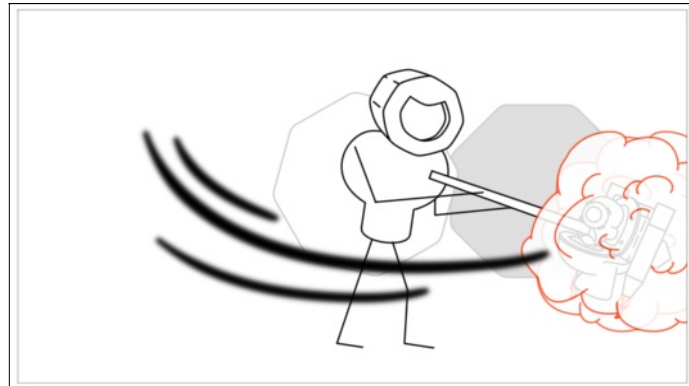


Scene	Panel
42	2 / 5

**Action Notes**

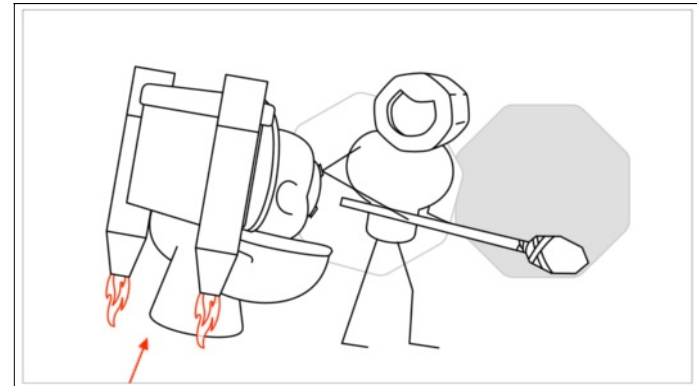
He steps into the fray and skewers several passing DARK SKIBIDIs with his CLOCK GEM SPEAR, using it like a very effective warrior. SLASH!

Scene	Panel
42	3 / 5

**Action Notes**

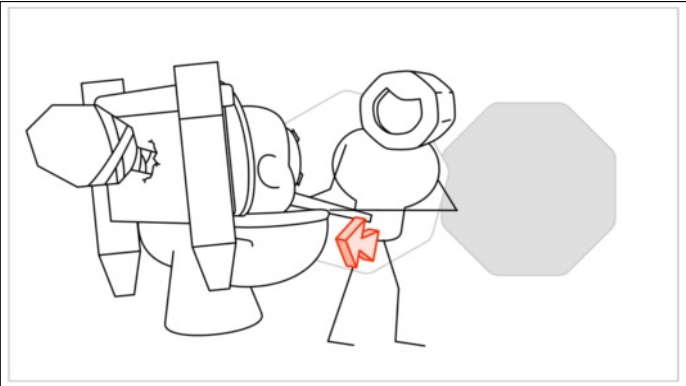
SLASH! He whips his spear around, using the Dark Skibidi like a massive club

Scene	Panel
42	4 / 5

**Action Notes**

One faces up across from him,

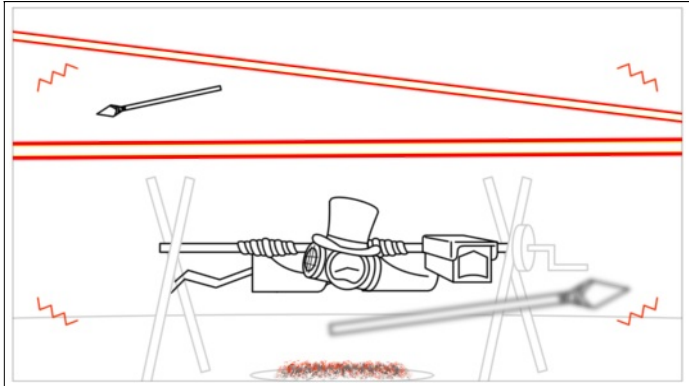
Scene42Panel5 / 5



Action Notes

SHINK! He's pierced without hesitation!

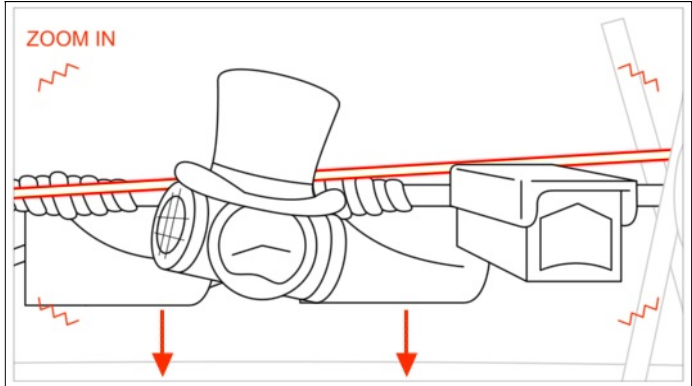
Scene43Panel1 / 2



Action Notes

Lasers and spears fly in every direction from above,

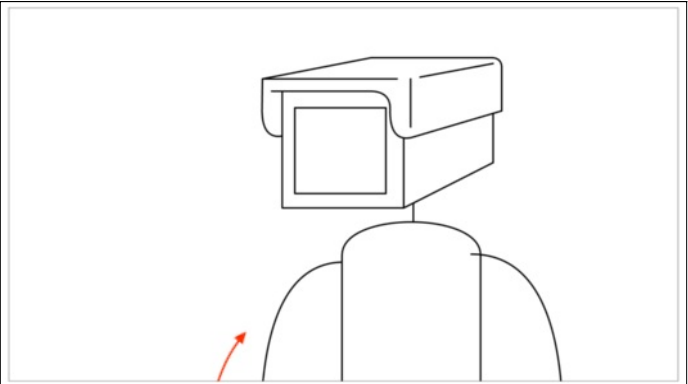
Scene43Panel2 / 2



Action Notes

A stray laser blast from a DARK SKIBIDI undoes Cam and Clock Woman's bindings. They plop to the ground

Scene	Panel
44	1 / 3



Dialog

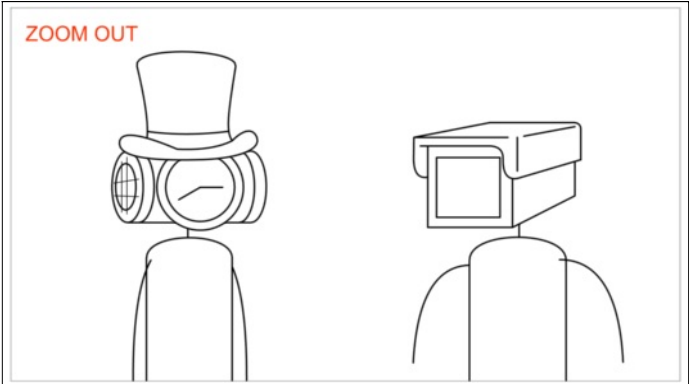
CAM (22)

 We're free! Let's nab the spear while he's not looking and get out of here!

Action Notes

They hop to their feet beside the fire

Scene	Panel
44	2 / 3

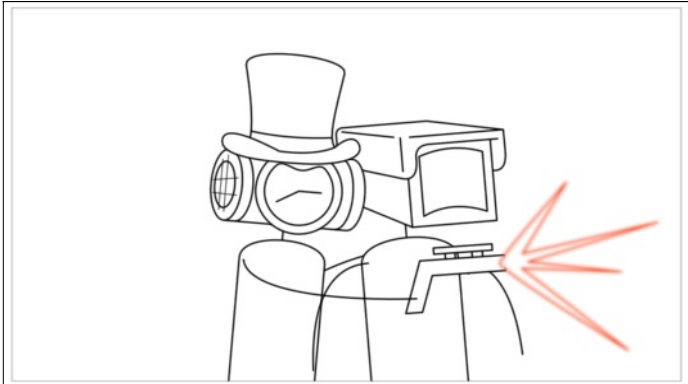


Dialog

CLOCK WOMAN (12)

 Cam! We're tasked with saving the entire Skibiverse! That means this one too! Now come on!

Scene	Panel
44	3 / 3

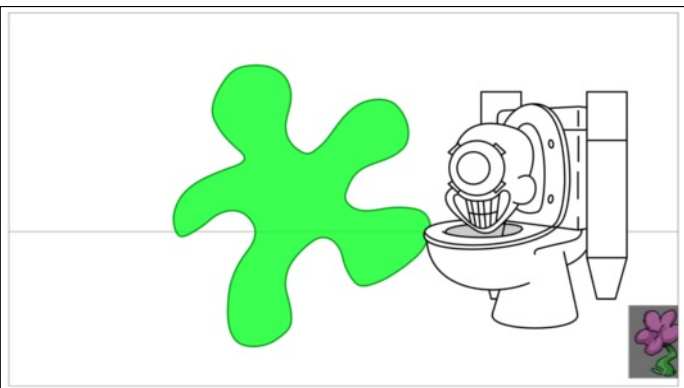


Action Notes

Clock Woman takes out her flintlock pistol and begins going ham on Skibidis. POP! POP! POP!

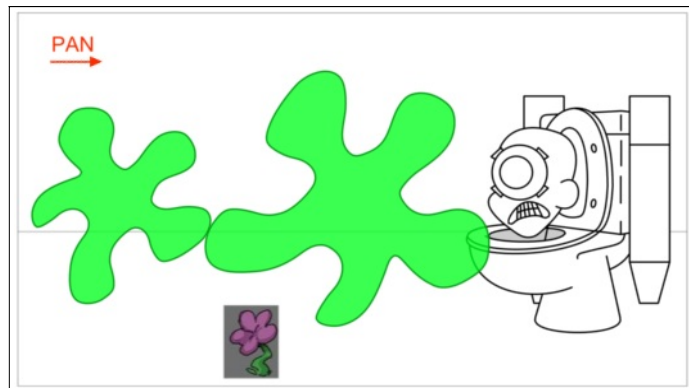


Scene	Panel
45	1 / 3

**Action Notes**

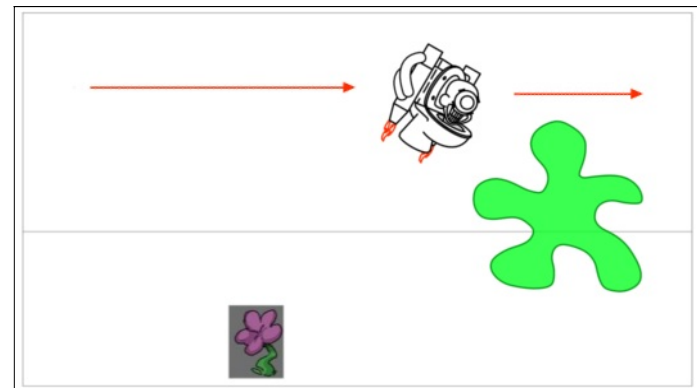
The camera pans across several Dark Skibidis

Scene	Panel
45	2 / 3

**Action Notes**

as bullets splatter them like rotten eggs

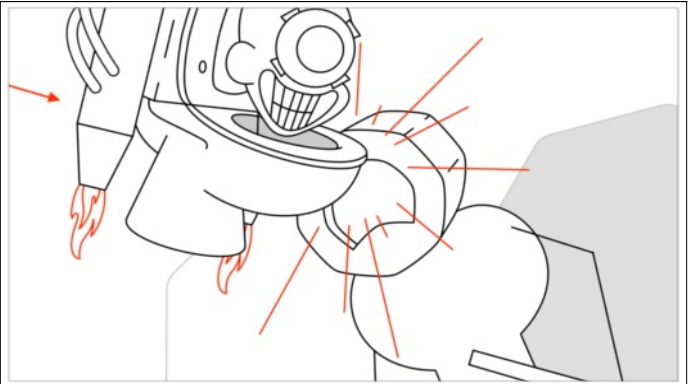
Scene	Panel
45	3 / 3

**Action Notes**

a LARGE dark Skibidi soars past in the background

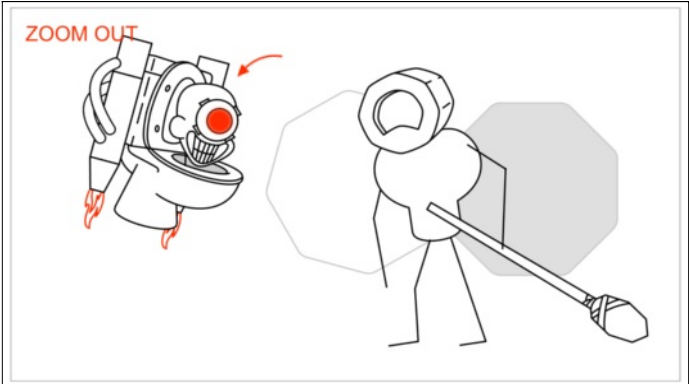


Scene	Panel
46	1 / 2



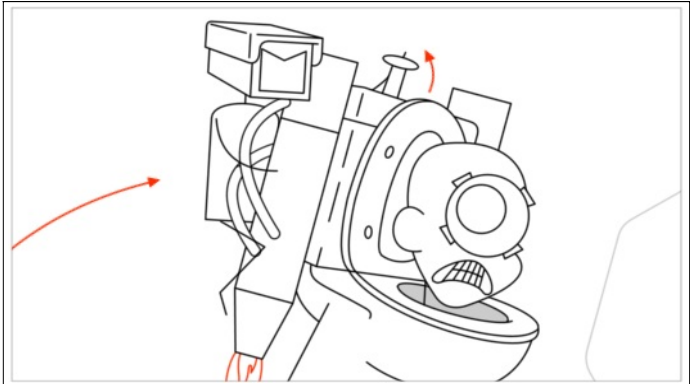
Action Notes
The LARGE DARK SKIBIDI gets the drop on the ALPHA BOULDERMAN, clonking him on the head

Scene	Panel
46	2 / 2



Action Notes
As it charges up a laser blast

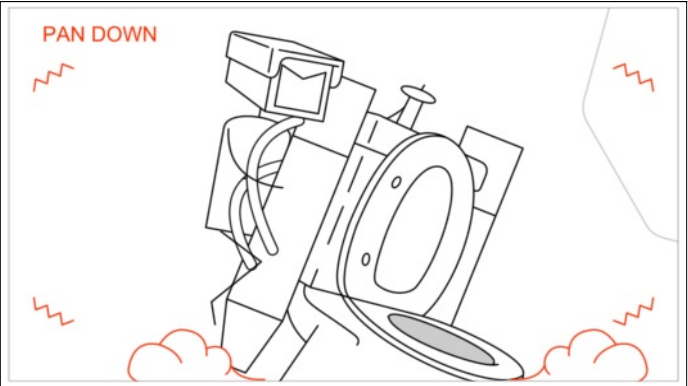
Scene	Panel
47	1 / 3



Action Notes
CAM leaps onto the creatures back and pulls its flusher!

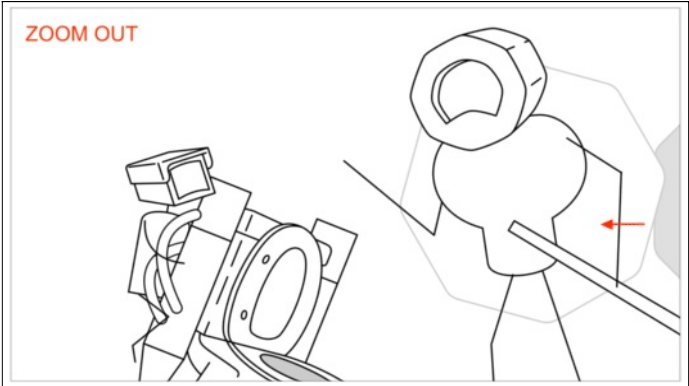


Scene	Panel
47	2 / 3



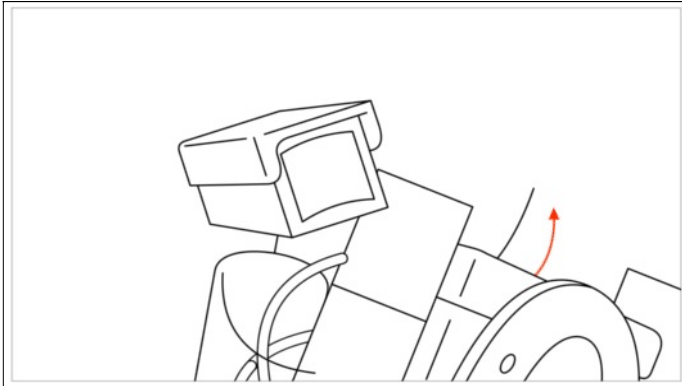
Action Notes
He rides it to the ground, THUD

Scene	Panel
47	3 / 3



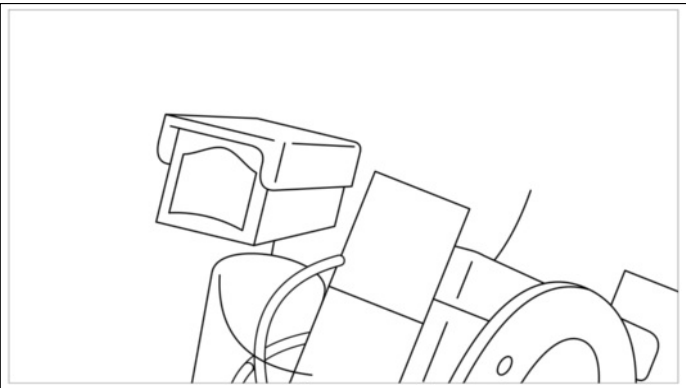
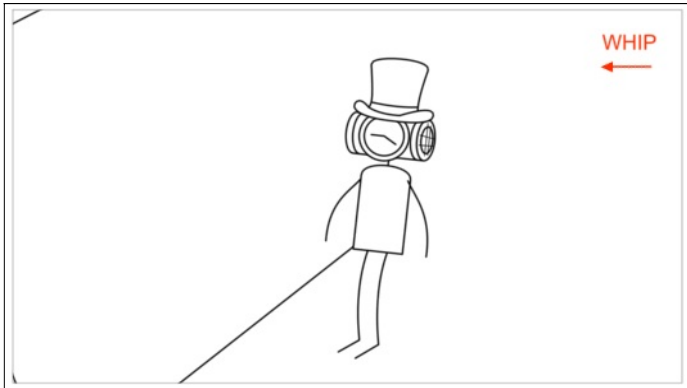
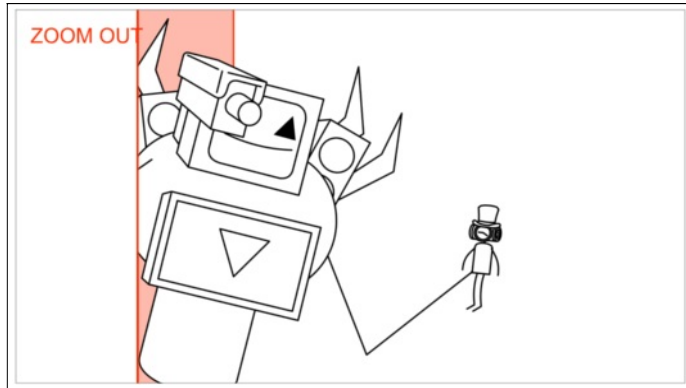
Action Notes
He looks up to see Alpha Boulder man giving him a thumbs up

Scene	Panel
48	1 / 2

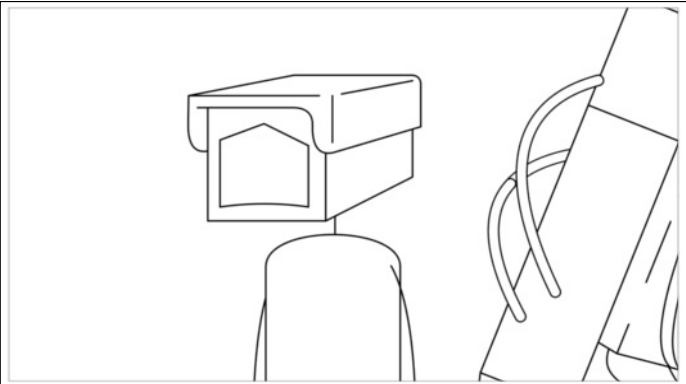


Dialog
CAM (23) Guess something's never change.

Action Notes
Cam returns the thumbs up

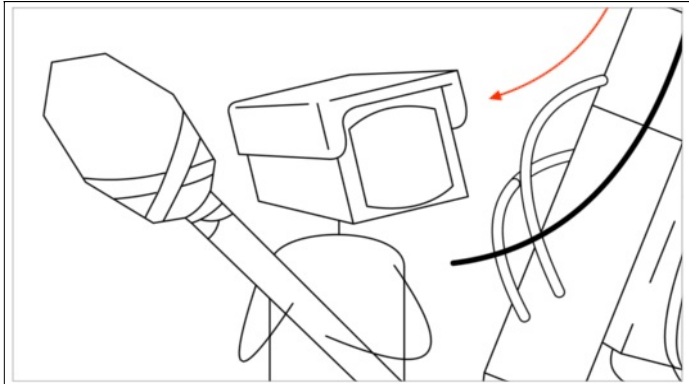
 SK E38 SB		Page 36/70	
Scene 48	Panel 2 / 2	Scene 49	Panel 1 / 2
			
Dialog CLOCK WOMAN (O.S.) (13) CAM!!		Dialog CLOCK WOMAN (14) Let me go!	
Action Notes Cam turns to see		Action Notes Clock Woman in the clutches of the DARK TITAN!	
			
		Dialog DARK TITAN (9) Hahaha!	
		Action Notes He has appeared through a time portal and is dragging the Clock Woman in!	

Scene	Panel
50	1 / 3



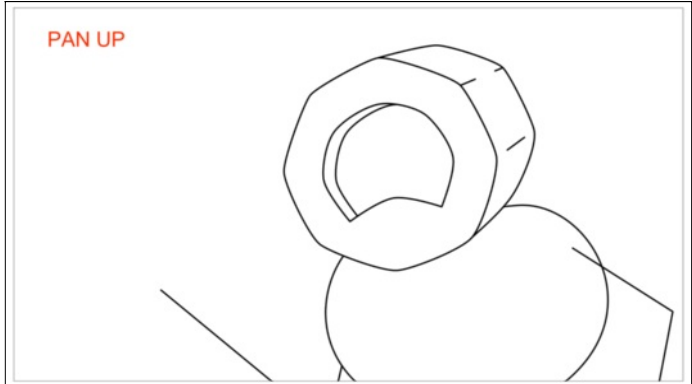
Dialog
CAM (24) Clock Woman! What do I do?!

Scene	Panel
50	2 / 3



Action Notes
The ALPHA BOULDERMAN taps Cam on the shoulder and hands him the spear.

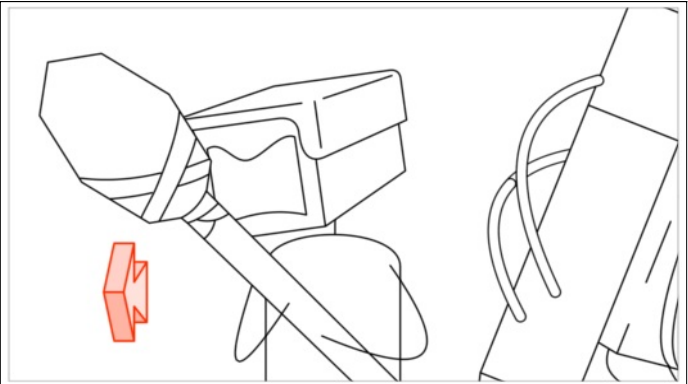
Scene	Panel
50	3 / 3



Dialog
ALPHA BOULDERMAN (1) Ugh! RGH GUH UGH!



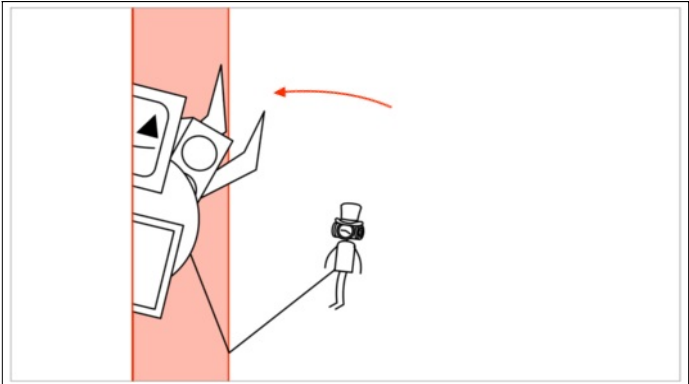
Scene	Panel
51	1 / 1



Dialog
CAM (25) Thank you! YARRRRGH!!!

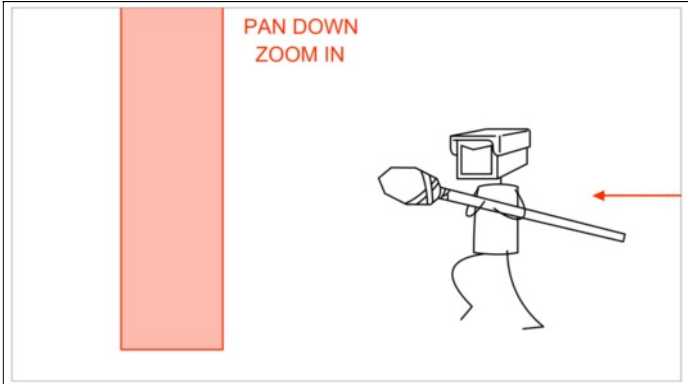
Action Notes
Cam charges with the spear

Scene	Panel
52	1 / 2



Action Notes
just as the Dark Titan pulls Clock Woman in.

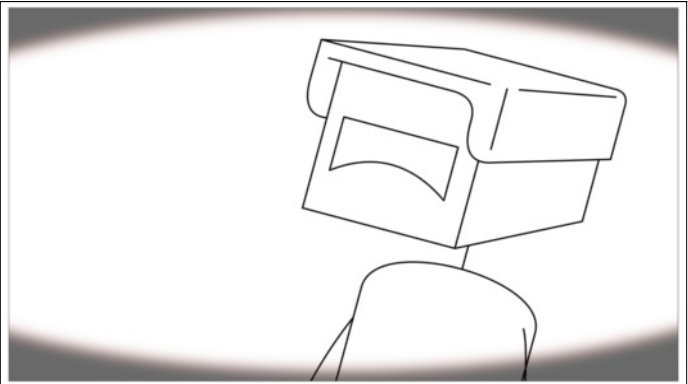
Scene	Panel
52	2 / 2



Action Notes
Cam ventures in after them!

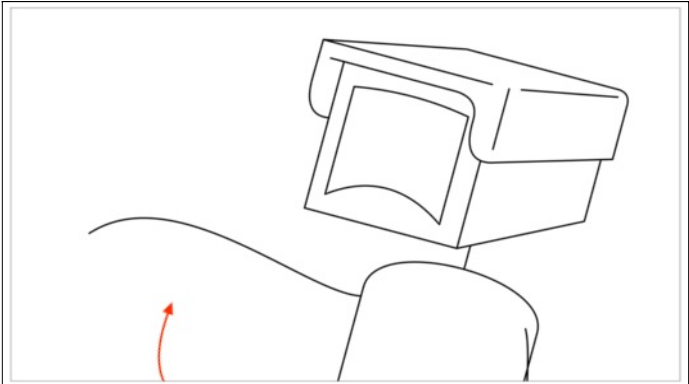


Scene	Panel
53	1 / 3



Action Notes EXT. SHORES OF SKIBANDY. (STORMING OF NORMANDY STYLE) Cam groggily wakes up

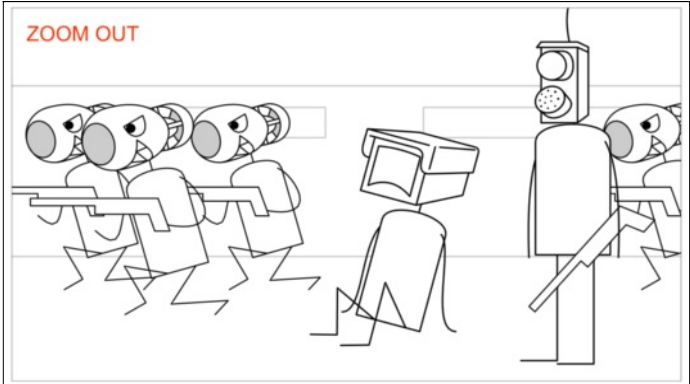
Scene	Panel
53	2 / 3



Dialog CAM (26) Huh? Wh-what happened?

Action Notes and sees that his gauntlet now has two gems in it.

Scene	Panel
53	3 / 3

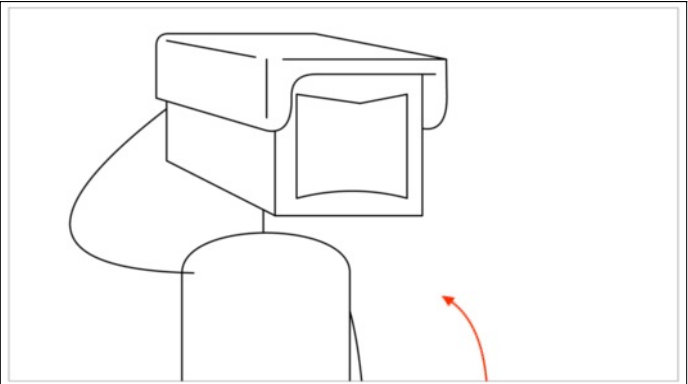


Dialog COMMANDER WALKIEMAN (1) Good, you're finally awake!

Action Notes Cam sees that he's in a boat surrounded by BOMBMEN and right next to a commander WALKIEMAN!
--



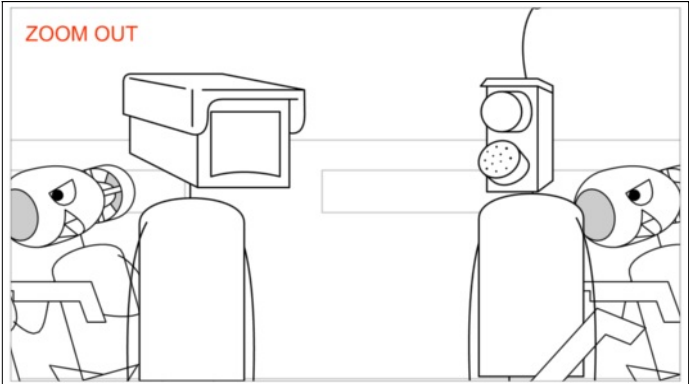
Scene	Panel
54	1 / 3



Dialog
CAM (27) Wait, where am I now?! Where's Clock Woman?!

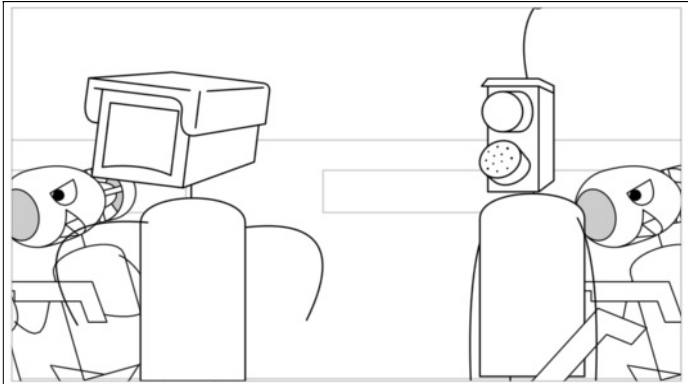
Action Notes
Cam hops up

Scene	Panel
54	2 / 3



Dialog
COMMANDER WALKIEMAN (2) Son, you must have hit your head hard! We're on the front!

Scene	Panel
54	3 / 3

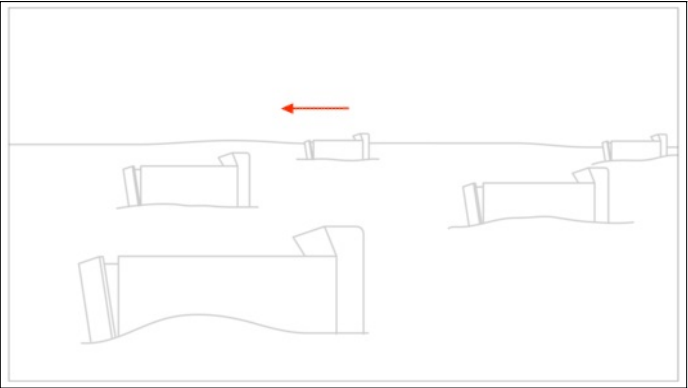


Dialog
CAM (28) The... the front!?

Action Notes
Cam looks around



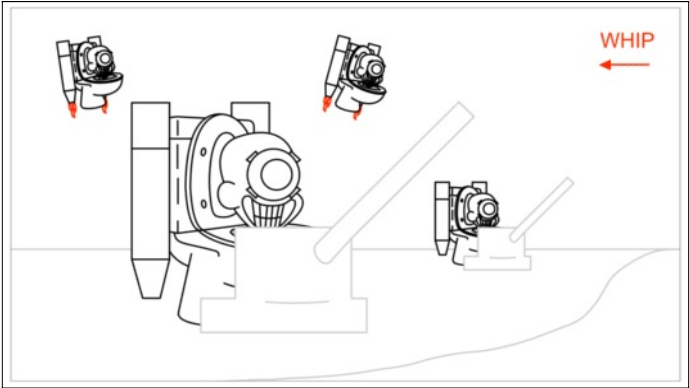
Scene	Panel
55	1 / 1



Action Notes

We see he's on one of many walkie-shaped boats heading to the shoreline.

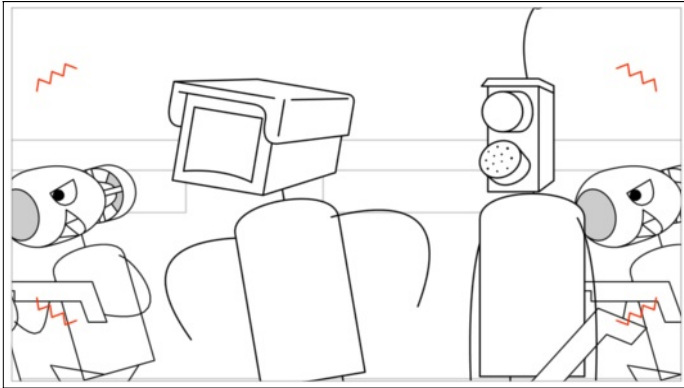
Scene	Panel
56	1 / 1



Action Notes

DARK SKIBIDIIs line the beach, taking cover in bunkers and manning AA guns!

Scene	Panel
57	1 / 2

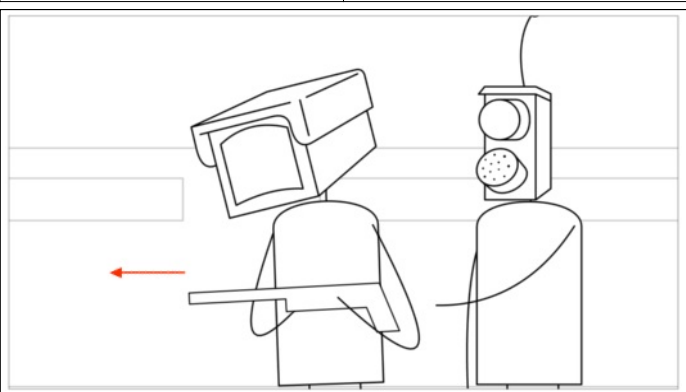


Action Notes

Their boat shakes for a moment as it climbs ashore, Cam tries to maintain his balance



Scene	Panel
57	2 / 2



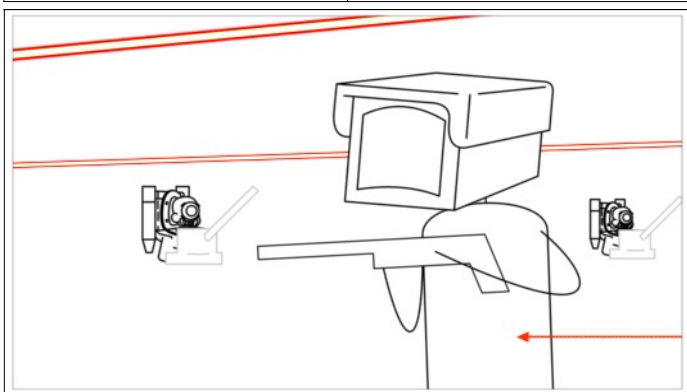
Dialog

COMMANDER WALKIEMAN (3)
Take this, private! NOW
CHAAAARGE!!!

Action Notes

Commander Walkieman hands Cam an M1 Garand-like rifle as the bombmen charge past him.

Scene	Panel
58	1 / 1



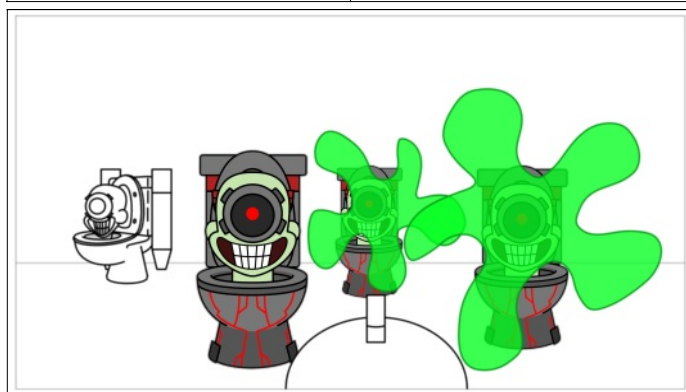
Dialog

CAM (29)
This is insane!

Action Notes

Cam runs out onto the beach. POP! POP! PEW! He trades shots with the Skibidi forces. (He's now covered in muck and grime for the rest of the episode.)

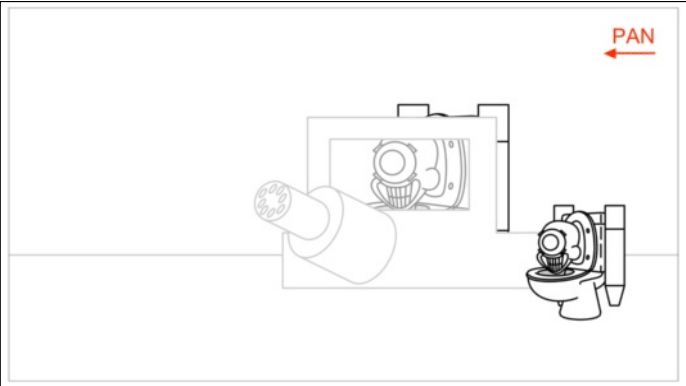
Scene	Panel
59	1 / 2



Action Notes

He is able to take some out. POP! POP!

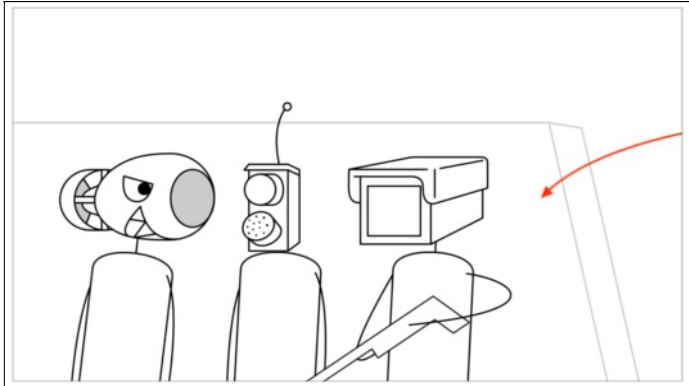
Scene	Panel
59	2 / 2



Action Notes

A Gatling bunker fires shots from across the battlegrounds

Scene	Panel
60	1 / 2



Dialog

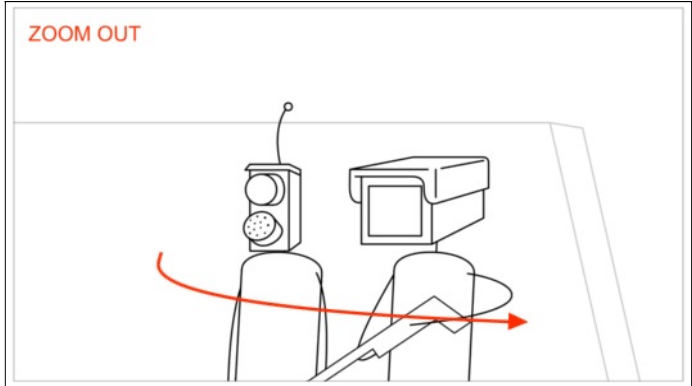
COMMANDER WALKIEMAN (4)
You, Bombman! Take out that bunker!

BOMBMAN (1)
Sir, yes sir!

Action Notes

He reloads as he takes cover beside Commander Walkieman and Bombman.

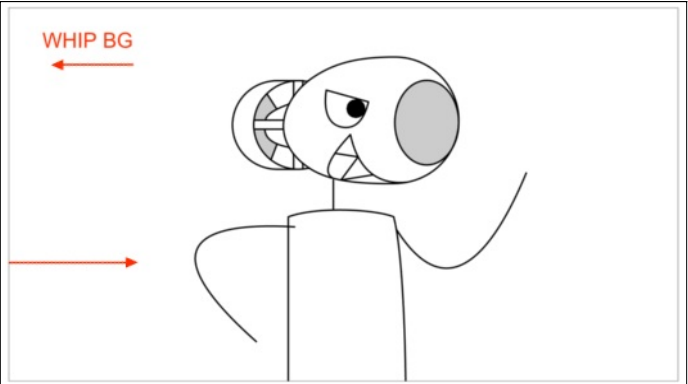
Scene	Panel
60	2 / 2



Action Notes

The Bombman leaps up takes off running!

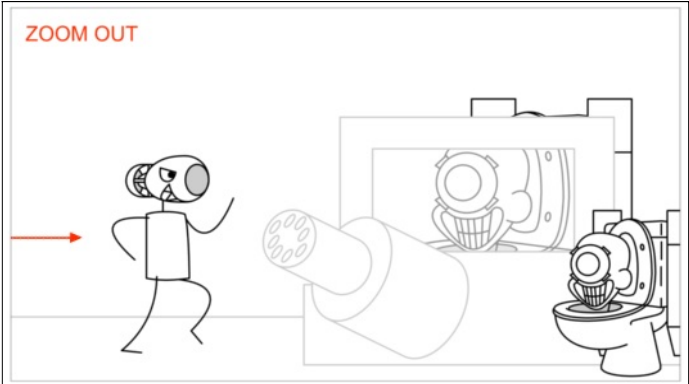
Scene	Panel
61	1 / 3



Dialog
BOMBMAN (2) FOR MRS. BOMBMAN!!!!

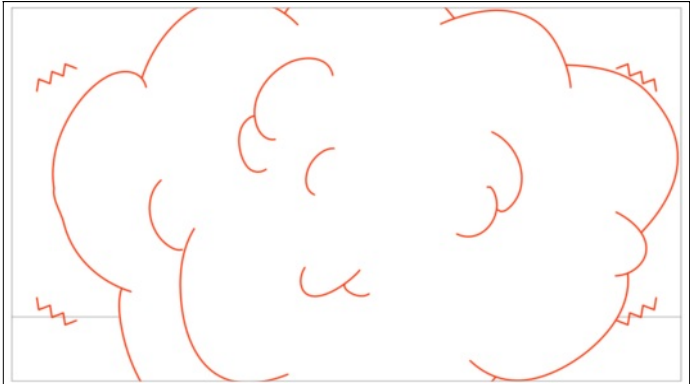
Action Notes
Bombman runs head first

Scene	Panel
61	2 / 3



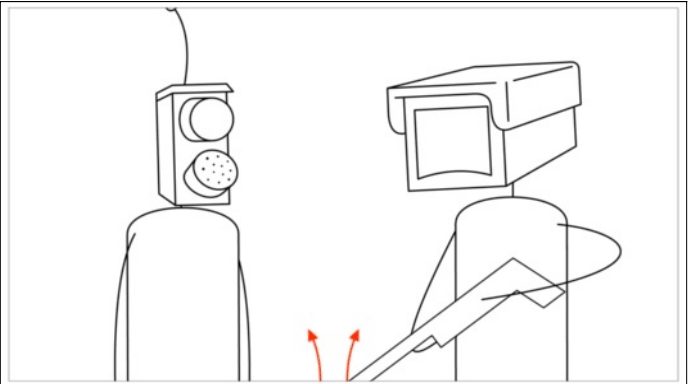
Action Notes
into the bunker full of skibidis and blows it sky high

Scene	Panel
61	3 / 3



Action Notes
BOOM!

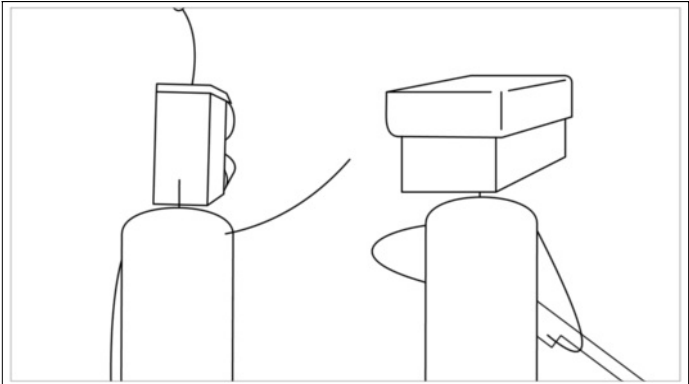
Scene	Panel
62	1 / 2



Dialog
COMMANDER WALKIEMAN (5) Bombman cleared us a path! Let's go, private!
CAM (30) But WHERE are we going?!

Action Notes
They both climb to their feet

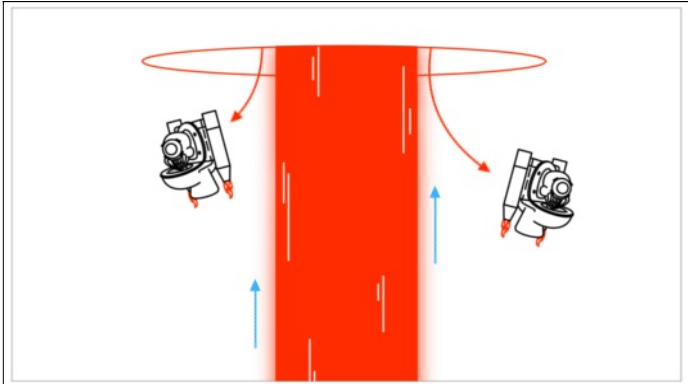
Scene	Panel
62	2 / 2



Dialog
COMMANDER WALKIEMAN (6) There!

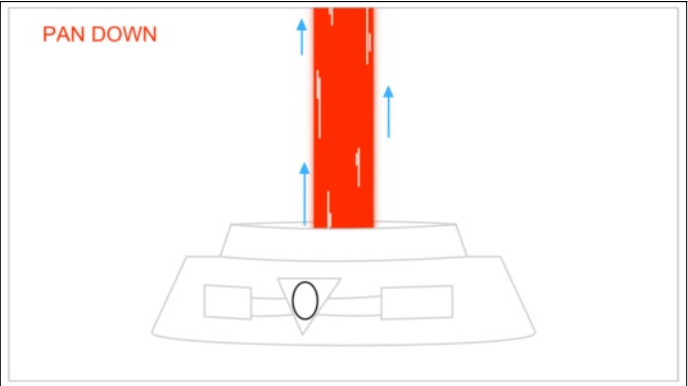
Action Notes
Commander Walkieman points up the hill

Scene	Panel
63	1 / 3



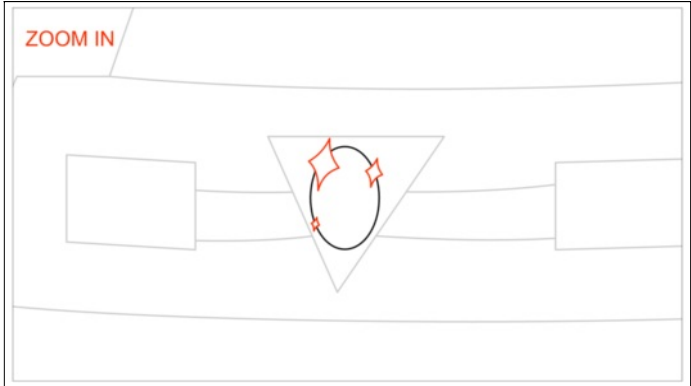
Action Notes
at a portal from which Dark Skibidis continue to pour.

Scene	Panel
63	2 / 3



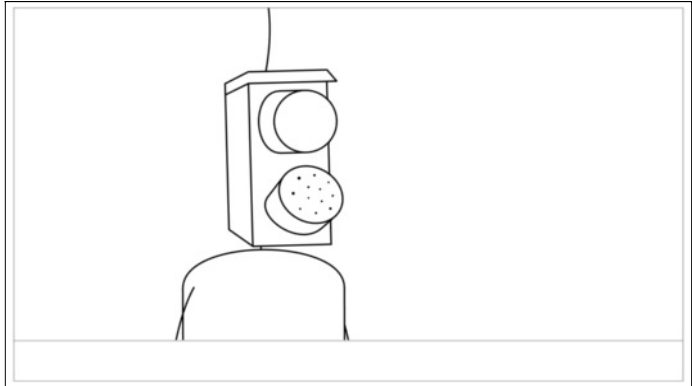
Action Notes It's coming from a giant contraption, which is generating a beam of light into the sky. (This contraption should fit the aesthetic of the Dark City)

Scene	Panel
63	3 / 3



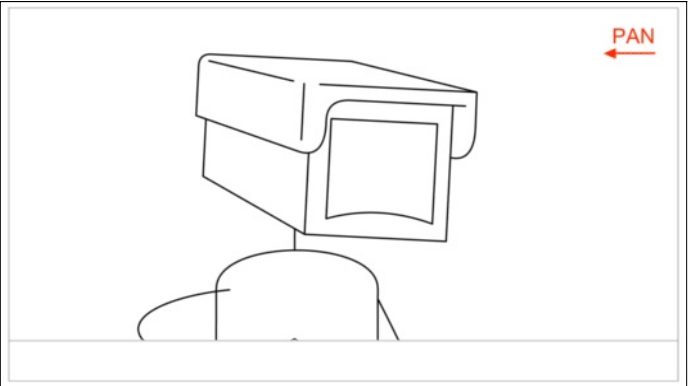
Dialog CAM (O.S.) (31) A Clock Gem! It's fueling the portal!
Action Notes A glowing Clock Gem powers the machine. SHING!

Scene	Panel
64	1 / 5



Dialog COMMANDER WALKIEMAN (7) That contraption is how the enemy is reinforcing their numbers! We've gotta take it out!
--

Scene	Panel
64	2 / 5

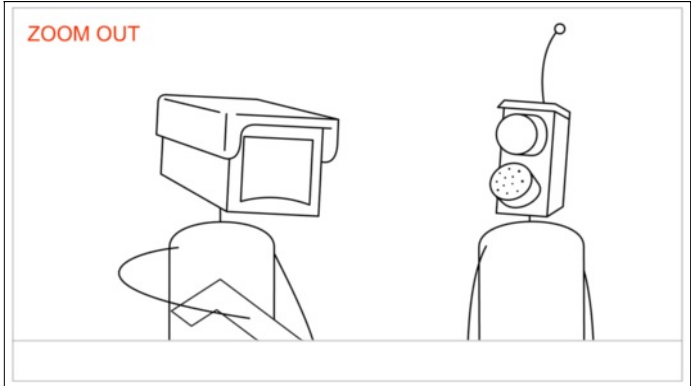


Dialog

CAM (32)

How are we gonna get there?! There's a hundred toilets in our way!

Scene	Panel
64	3 / 5

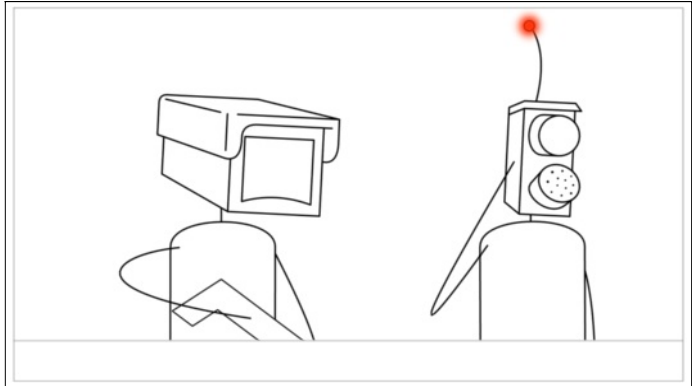


Dialog

COMMANDER WALKIEMAN (8)

I'm glad you asked!

Scene	Panel
64	4 / 5



Dialog

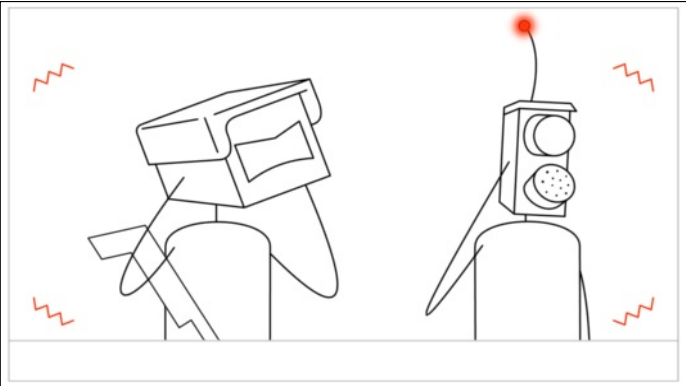
COMMANDER WALKIEMAN (9)

Alright, boys, clear the site, let the big man do his job!!

Action Notes

Commander Walkieman places his hand on his head and activates his receiver.

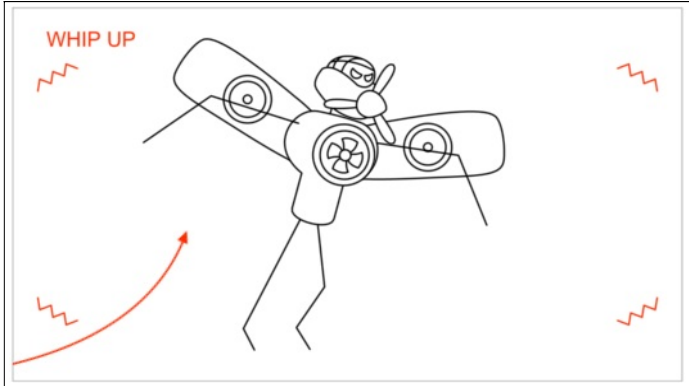
Scene	Panel
64	5 / 5



Action Notes

A jet engine is heard. Cam covers his "ears" and looks up

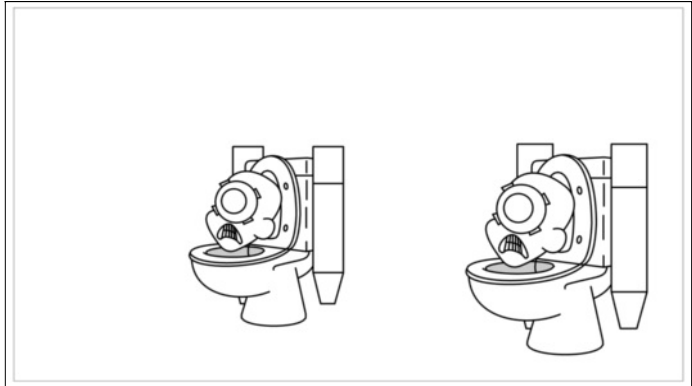
Scene	Panel
65	1 / 1



Action Notes

From the sky swoops in the TITAN PROPELLERMAN!

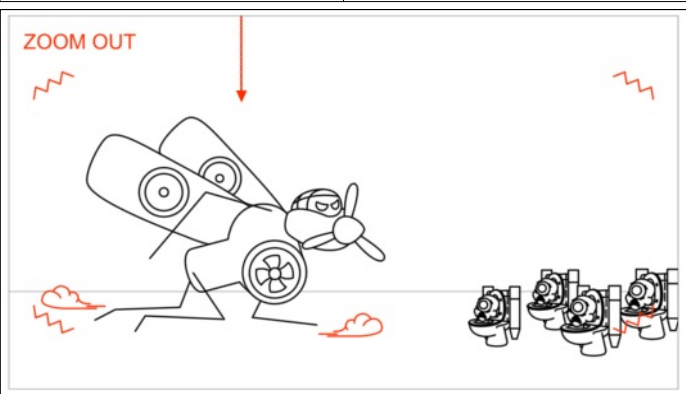
Scene	Panel
66	1 / 3



Action Notes

The Dark Skibidis on the ground look scared

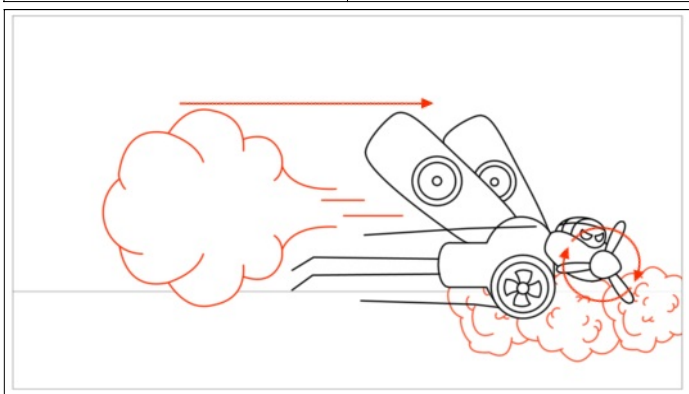
Scene	Panel
66	2 / 3



Action Notes

as TITAN PROPELLERMAN lands in a runner's pose and activates his propeller.

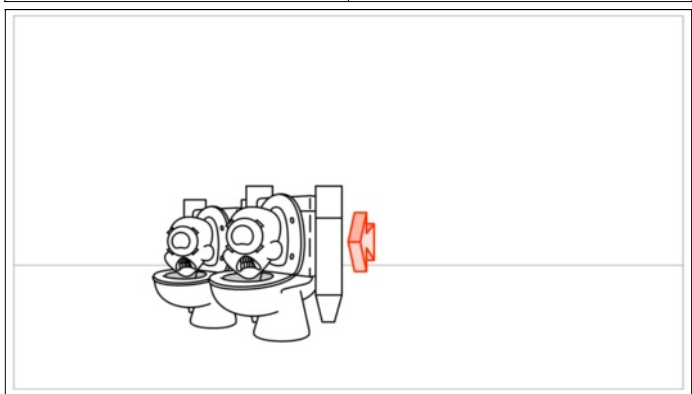
Scene	Panel
66	3 / 3



Action Notes

WOOSH! He thrusts himself forward, mowing through the retreating skibidis like a jet plane

Scene	Panel
67	1 / 3

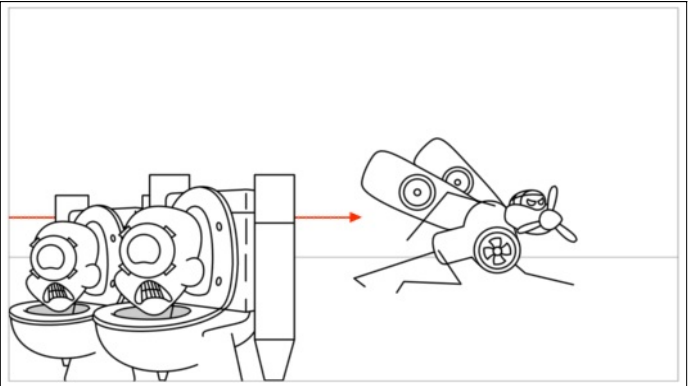


Action Notes

Skibidis run in every direction



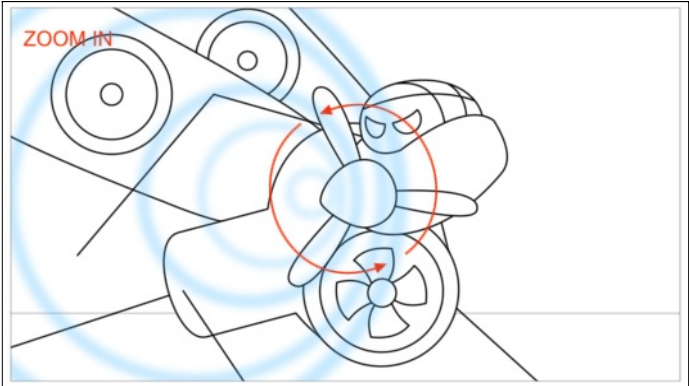
Scene	Panel
67	2 / 3



Action Notes

TITAN PROPELLERMAN slides to a halt in the background

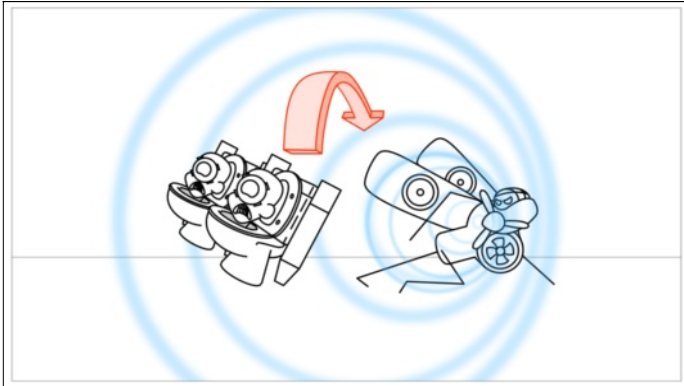
Scene	Panel
67	3 / 3



Action Notes

He activates a switch which reverses his fans direction, causing a suction effect.

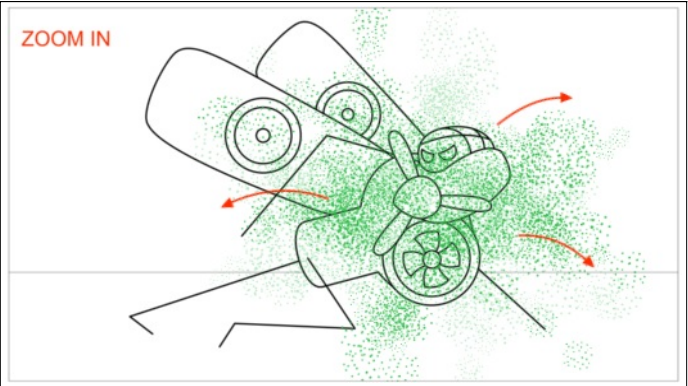
Scene	Panel
68	1 / 2



Action Notes

The Skibidis are lifted and go flying towards his propeller!

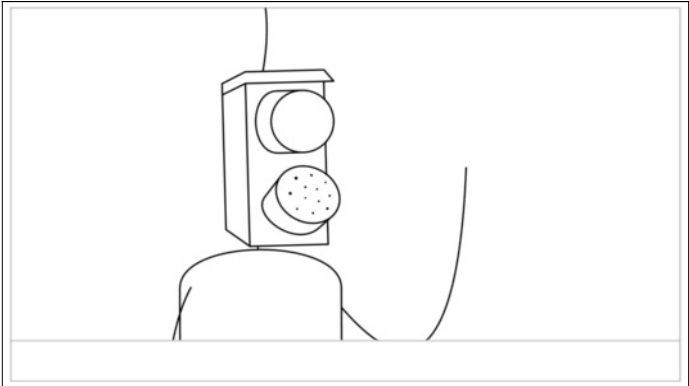
Scene	Panel
68	2 / 2



Action Notes

A green mist shoots out each time a skibidi is vaporized.

Scene	Panel
69	1 / 2



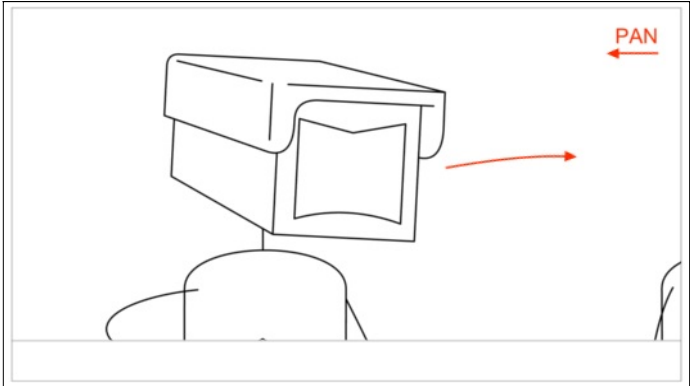
Dialog

COMMANDER WALKIEMAN (10)

HAHA! That's what I'm talking about!

You're up, private!

Scene	Panel
69	2 / 2



Dialog

CAM (33)

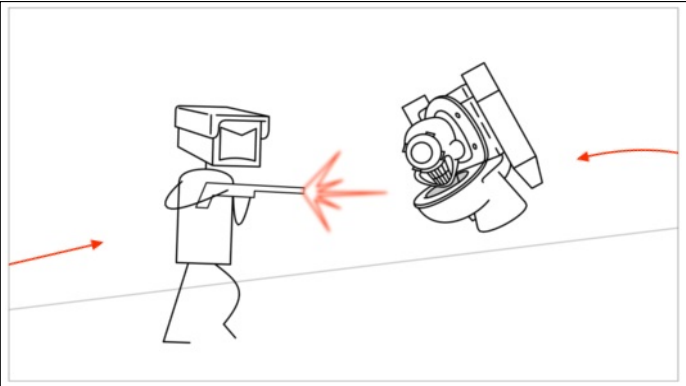
On it!

Action Notes

He runs off



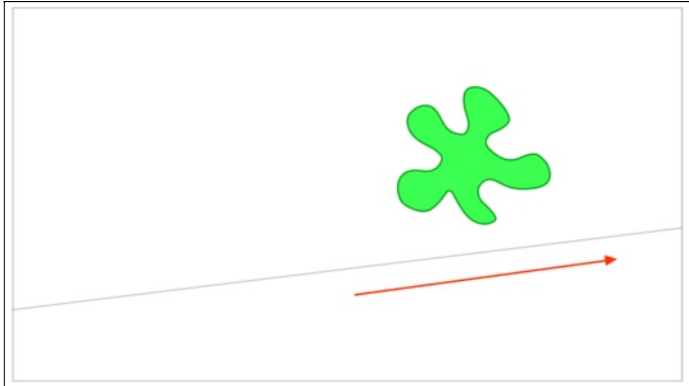
Scene	Panel
70	1 / 2



Action Notes

Advancing on the hill, he takes out a a few Skibidis along the way.

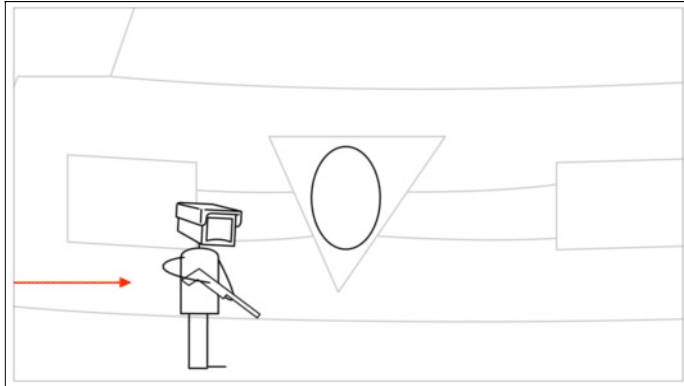
Scene	Panel
70	2 / 2



Action Notes

Cam runs up the hill

Scene	Panel
71	1 / 5

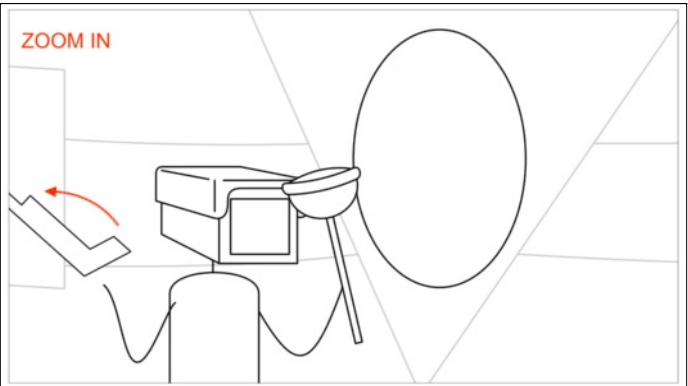


Action Notes

He reaches the Clock Gem



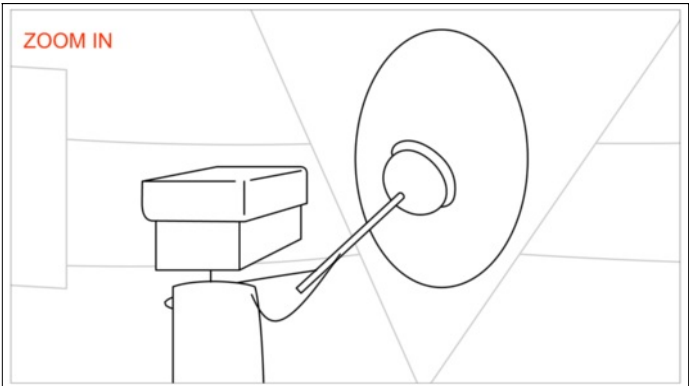
Scene	Panel
71	2 / 5



Dialog
CAM (34) Here goes nothing!

Action Notes
and ditches his gun for his plunger.

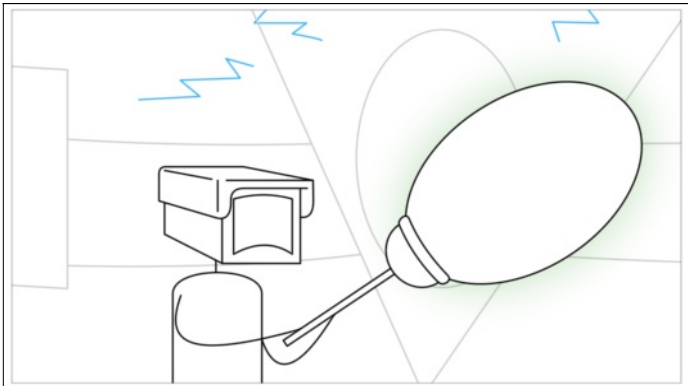
Scene	Panel
71	3 / 5



Dialog
CAM (34) cont Come on! Come loose you stupid thing!!!

Action Notes
He suctions the Clock Gem!

Scene	Panel
71	4 / 5

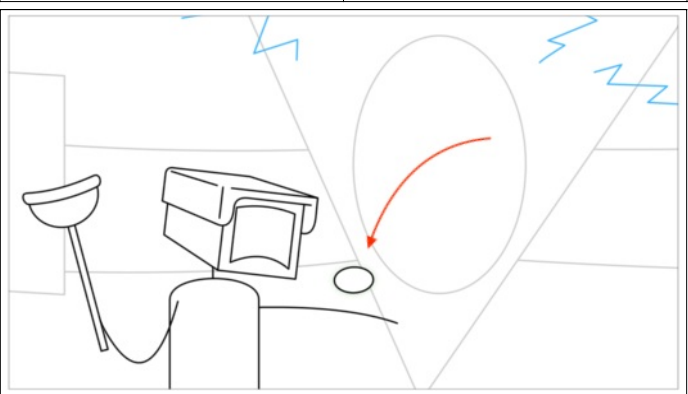


Dialog
CAM (34) cont HYAH! GOT IT!

Action Notes
The Clock Gem is dislodged and the machine begins to spark

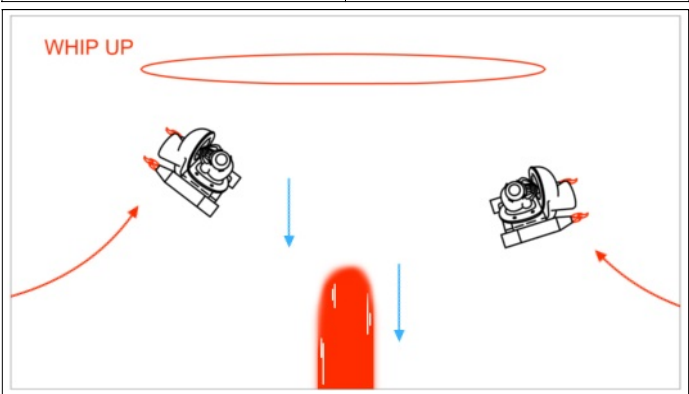


Scene	Panel
71	5 / 5



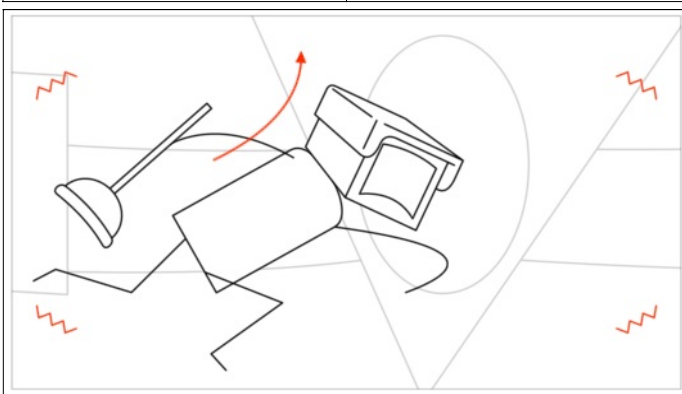
Action Notes
it places itself into Cam's gauntlet.

Scene	Panel
72	1 / 1



Action Notes
The beam retracts and the portal grows unstable! It begins to suck Skibidis back into it!

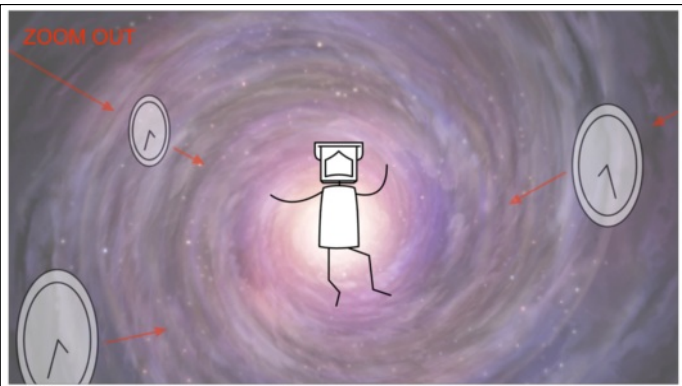
Scene	Panel
73	1 / 1



Dialog
CAM (35) Wait! NO NO AGHH!!
Action Notes
Cam is caught up in the force of the portal and is pulled off the ground

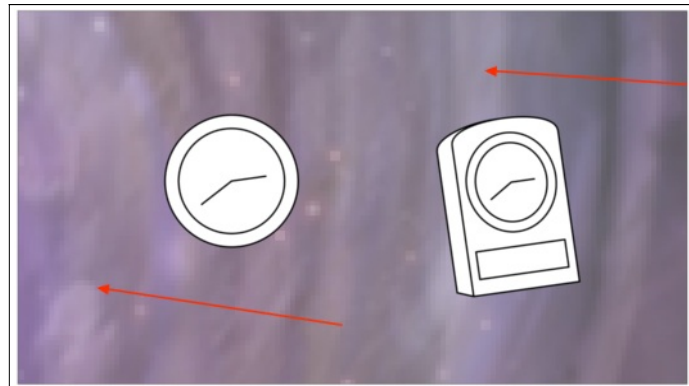


Scene	Panel
75	2 / 2

**Action Notes**

Clocks begin to fly past him.

Scene	Panel
76	1 / 1

**Dialog**

CAM (O.S.) (37)

Wait, what's with those clocks?
They're counting... up?!

Action Notes

They're all counting up instead of down

Scene	Panel
77	1 / 1

**Dialog**

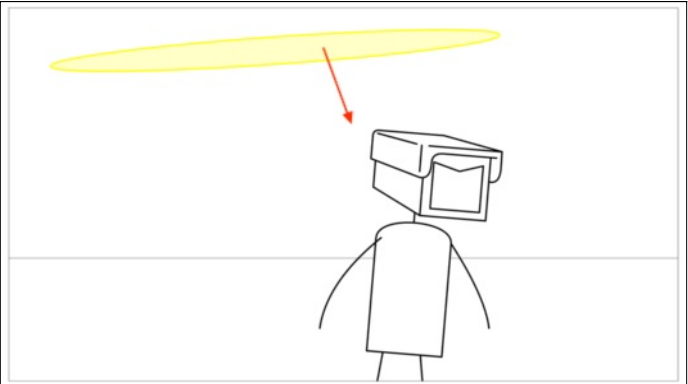
CAM (37) cont

Oh no, don't tell me!
WOOOOOOOAAAAAHHHH!!!!!!

Action Notes

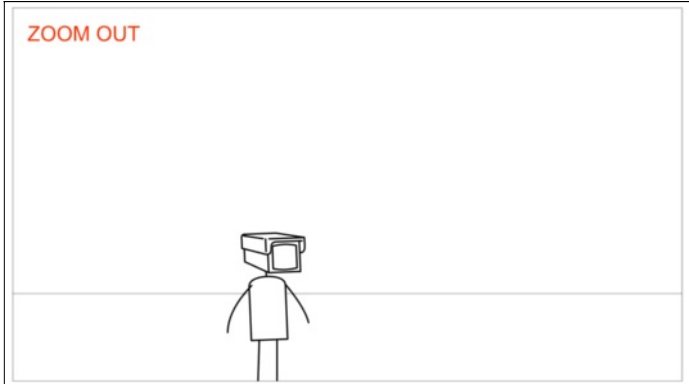
Cam is sucked into the center again.

Scene	Panel
78	1 / 2



Action Notes EXT. NEW SKIBIDI CITY. Cam is once again ejected from a time portal, but this time he's able to land on his feet, balancing himself with his arms.
--

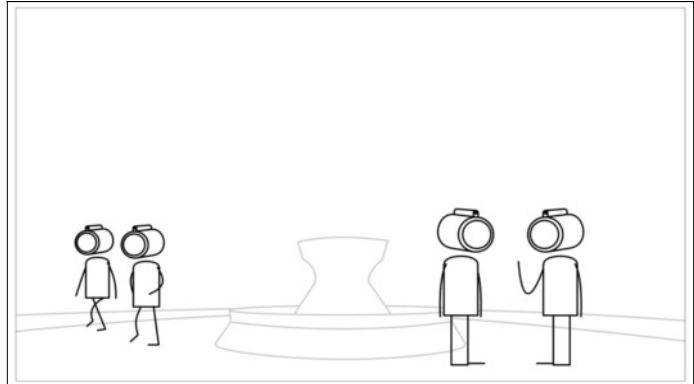
Scene	Panel
78	2 / 2



Dialog CAM (38) Great, where am I now? Huh... woah...!

Action Notes Cam looks around and sees that he's in a beautiful pristine futuristic city!

Scene	Panel
79	1 / 2

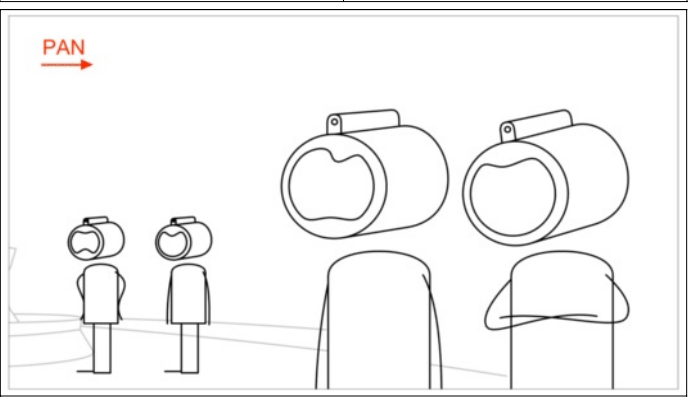


Dialog CAM (O.S.) (39) This is beautiful! This is our future?
--

Action Notes He looks around at all the futuristic buildings and camera citizens.

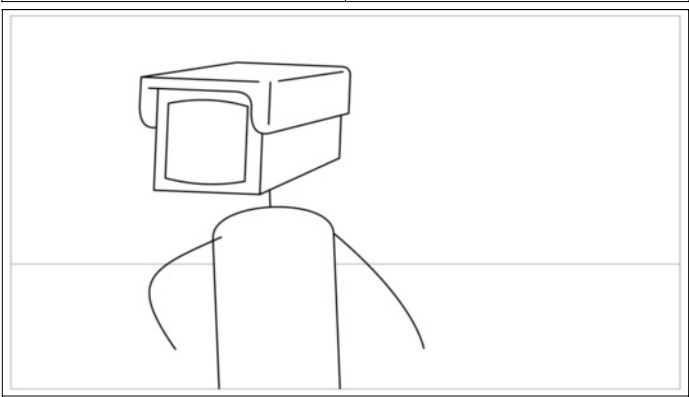


Scene	Panel
79	2 / 2



Action Notes They scoff at his grimy and disheveled appearance.

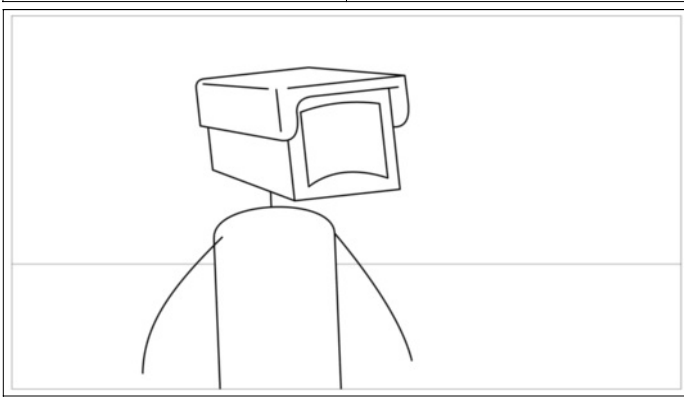
Scene	Panel
80	1 / 2



Dialog CAM (40) So advanced... their tech must be amazing.

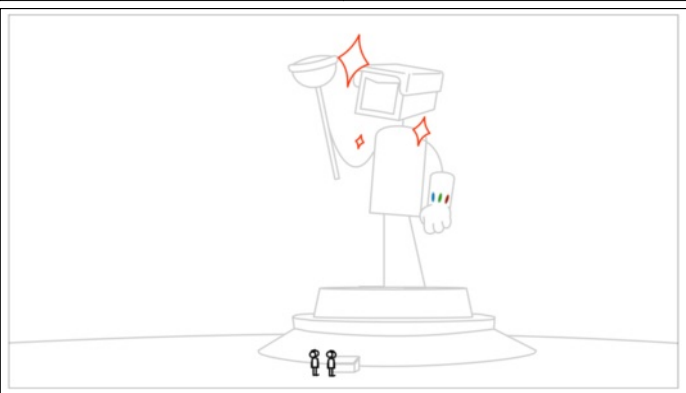
Action Notes Cam is oblivious to their scorning.
--

Scene	Panel
80	2 / 2



Dialog CAM (40) cont Wait a minute, is that...?
--

Scene81Panel1 / 2



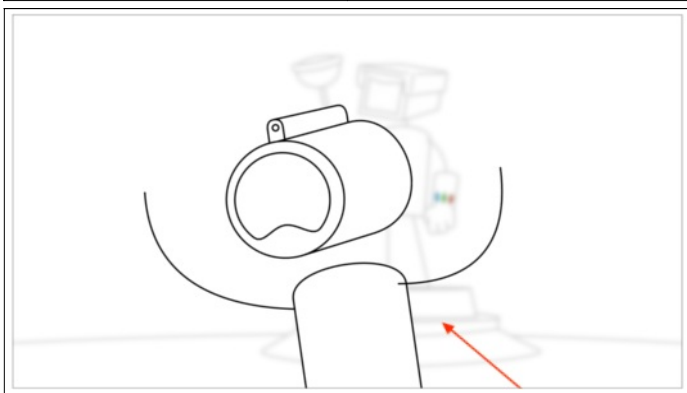
Dialog

CAM (O.S.) (41)
That... that's me! But how?

Action Notes

He looks ahead and sees a giant heroic looking marble statue of him wearing the gauntlet loaded with Clock Gems and a plunger at the ready.

Scene81Panel2 / 2



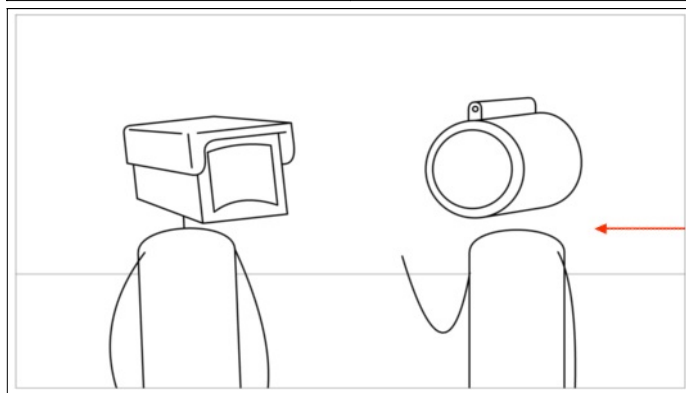
Dialog

ADVANCED CAMERAMAN (1)
Impressive, isn't it?

Action Notes

An ADVANCED CAMERAMAN pops up.

Scene82Panel1 / 3



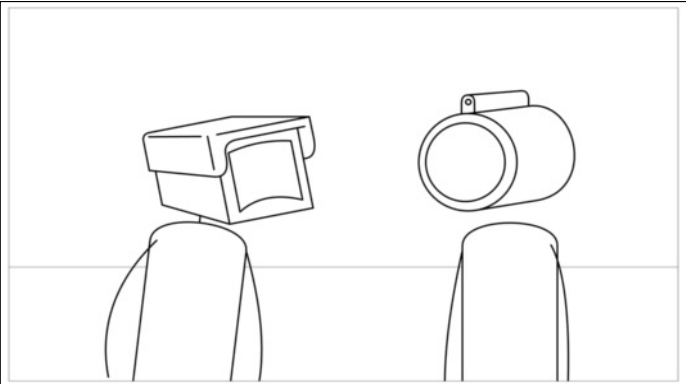
Dialog

ADVANCED CAMERAMAN (1) cont
That's the hero who saved the entire Skibidiverse from the Dark Titan over a thousand years ago. Hey, he kind of looks like you.

Action Notes

The Advanced cameraman walks up beside Cam

Scene	Panel
82	2 / 3

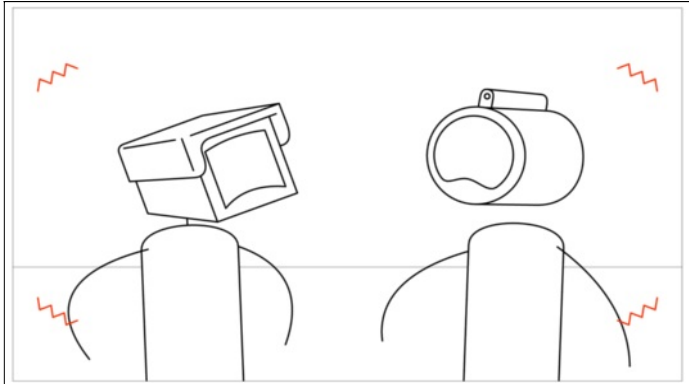


Dialog

CAM (42)

That's because it IS me. But I didn't save anyone yet! I don't understand!

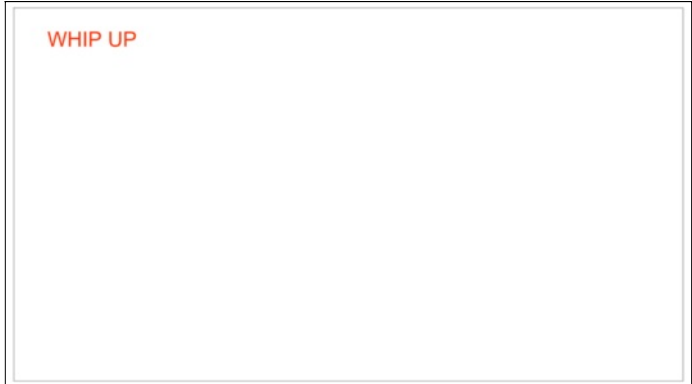
Scene	Panel
82	3 / 3



Action Notes

Suddenly, the ground begins to shake.

Scene	Panel
83	1 / 2

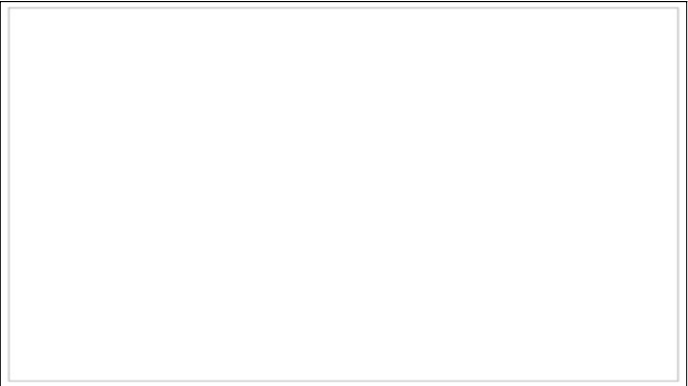


Action Notes

The perfect blue sky turns a violent shade of red. The pristine white buildings twist into gray dystopian slabs.



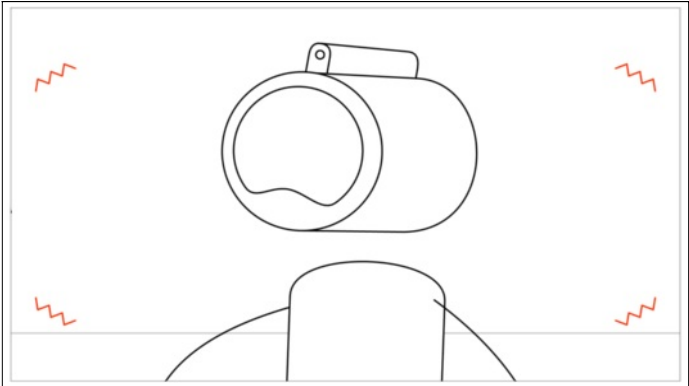
Scene	Panel
83	2 / 2



Action Notes

The time portals opens up and Dark Skibidis rain in from the skies!

Scene	Panel
84	1 / 2

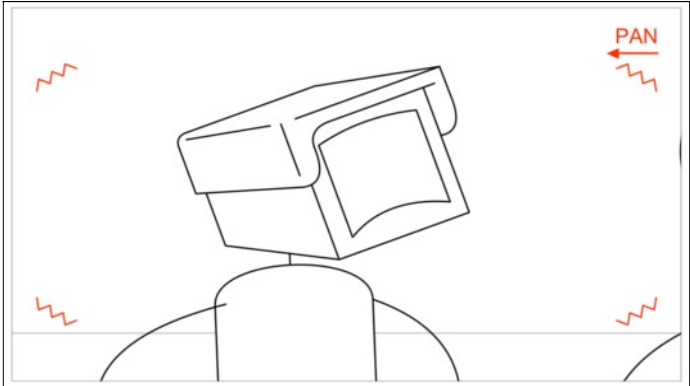


Dialog

ADVANCED CAMERAMAN (2)

What in the world?! What's happening?
Are you doing this somehow?!

Scene	Panel
84	2 / 2



Dialog

CAM (43)

I have no idea!



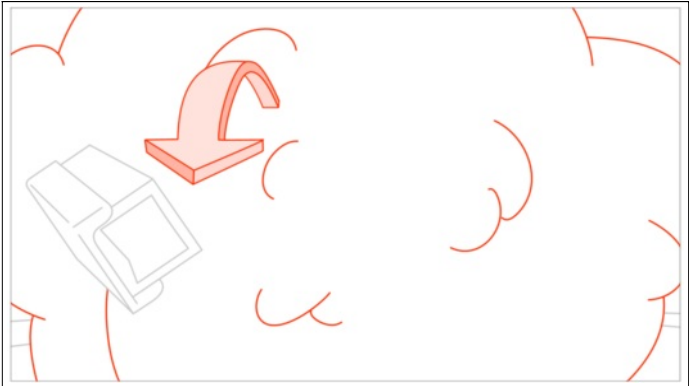
Scene	Panel
85	1 / 2



Action Notes

The Cam Statue is suddenly blown to bits by an explosion

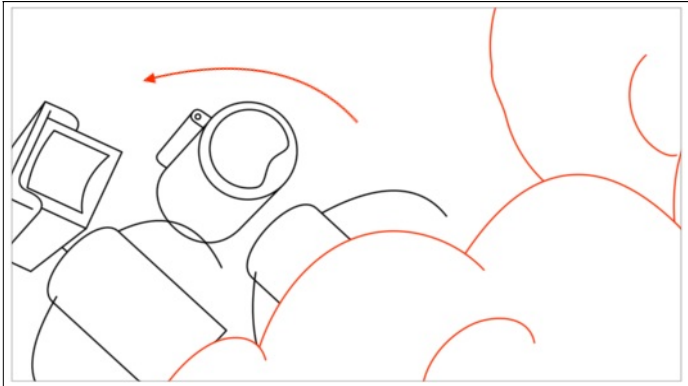
Scene	Panel
85	2 / 2



Action Notes

BOOM!

Scene	Panel
86	1 / 1



Dialog

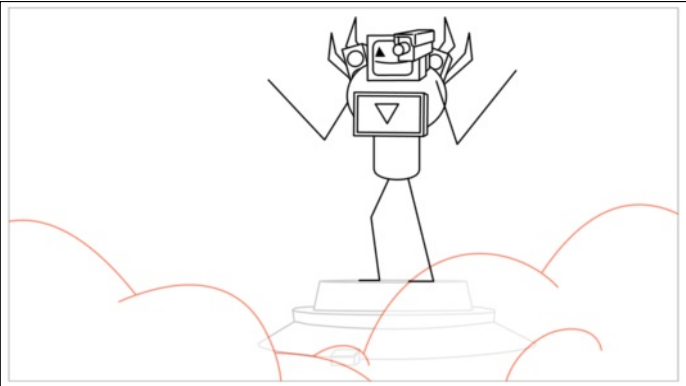
CAM (44)
Gah!!!

ADVANCED CAMERAMAN (3)
Gah!!!

Action Notes

catapulting Cam and the Advanced Cameraman!

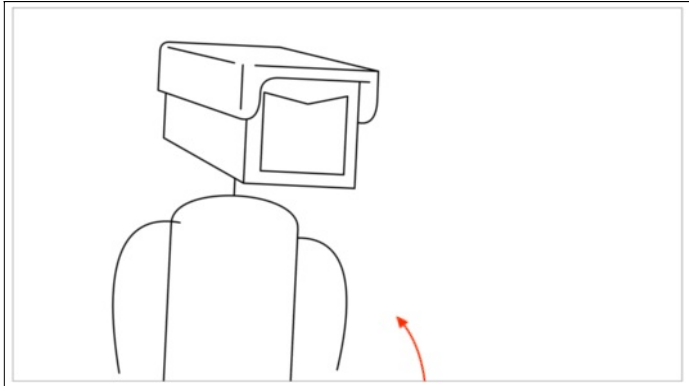
Scene	Panel
87	1 / 1



Dialog
DARK TITAN (10) Hahaha! Isn't the future amazing?! I'm going to enjoy ruling it all!

Action Notes
The dust settles and in the statue's place stands the DARK TITAN.

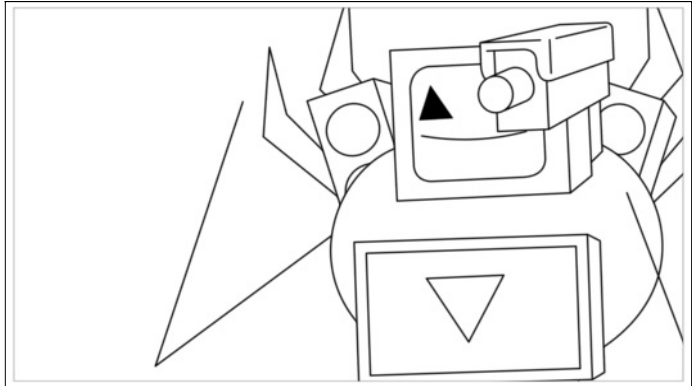
Scene	Panel
88	1 / 1



Dialog
CAM (45) Where's Clock Woman?!

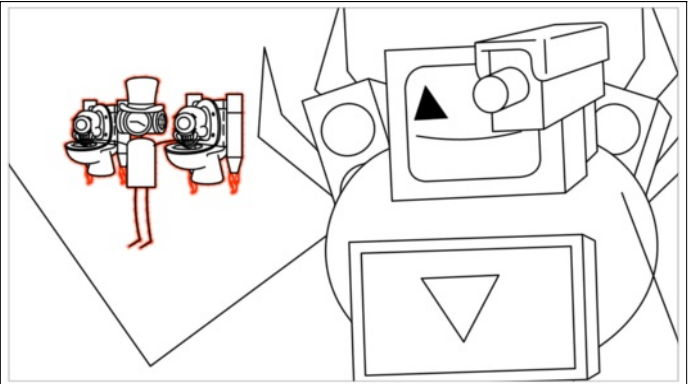
Action Notes
Cam hops to his feet

Scene	Panel
89	1 / 3



Action Notes
Dark Titan waves his hand.

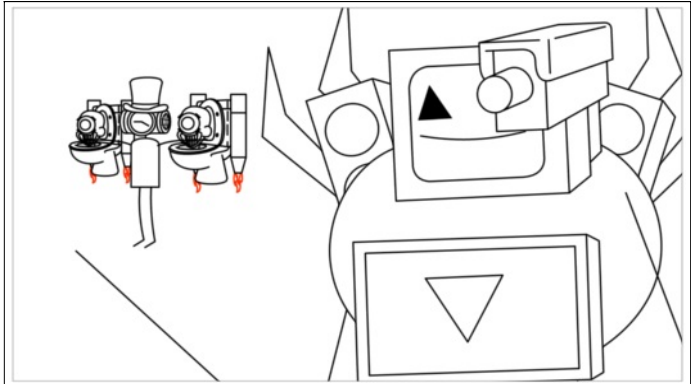
Scene	Panel
89	2 / 3



Dialog
CLOCK WOMAN (15) Cam!

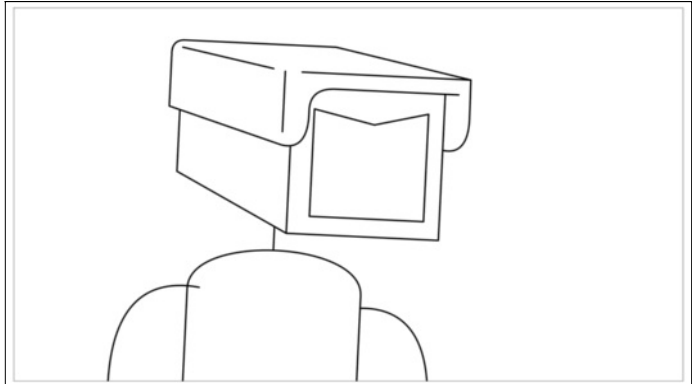
Action Notes
A pair of Dark Skibidis appear holding Clock Woman by her arms.

Scene	Panel
89	3 / 3



Dialog
DARK TITAN (11) She's my prisoner. Soon to be executed unless you hand over the CLOCK GEMS!

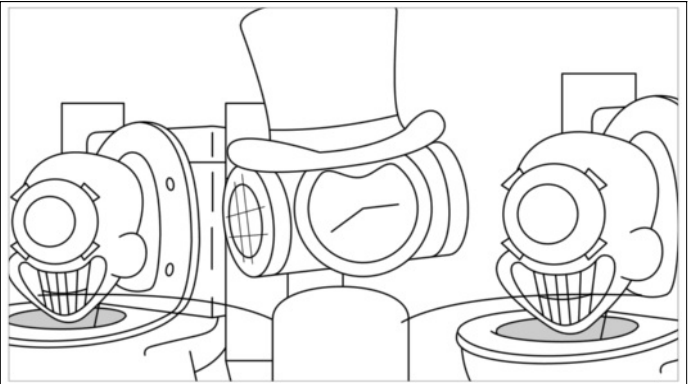
Scene	Panel
90	1 / 1



Dialog
CAM (46) Never! She taught me that we're fighting for the whole Skibidiverse! Not just our own!

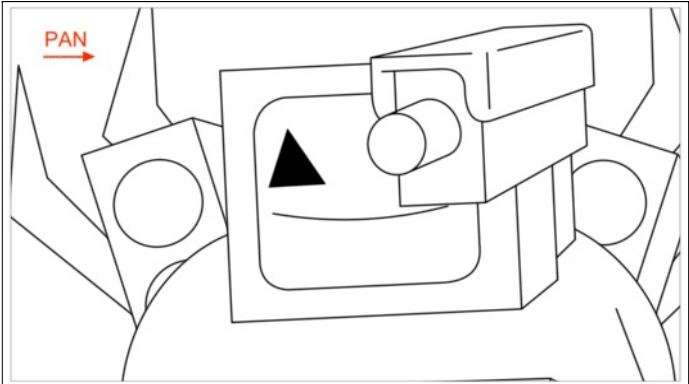


Scene	Panel
91	1 / 2



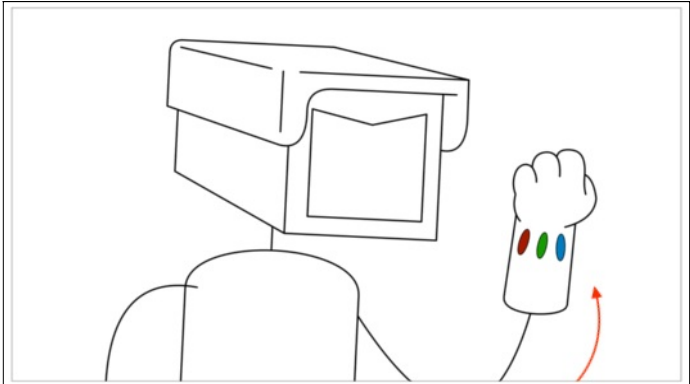
Dialog
CLOCK WOMAN (16) You're right! You failed, Dark Titan!

Scene	Panel
91	2 / 2



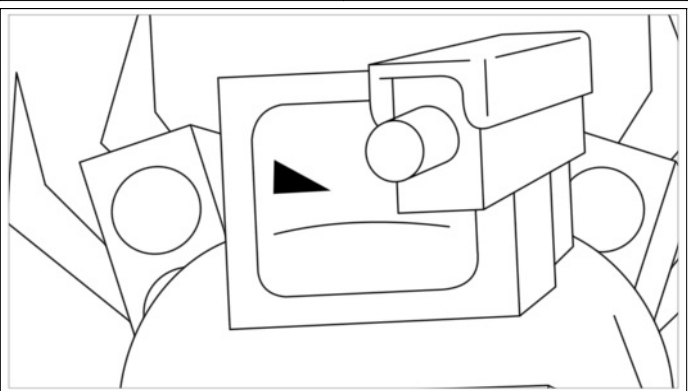
Dialog
DARK TITAN (12) How touching. Fine, then I'll simply take them from you!

Scene	Panel
92	1 / 1



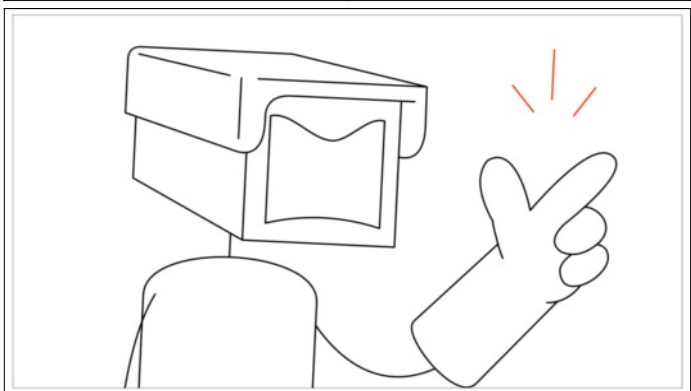
Dialog
CAM (47) I don't think so.
Action Notes
Cam raises his gauntlet, equipped with the three gems.

Scene	Panel
93	1 / 1



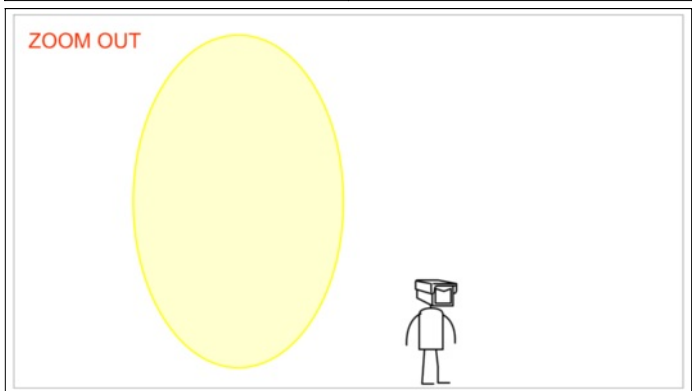
Dialog
DARK TITAN (13) WHAT DID YOU SAY?!

Scene	Panel
94	1 / 3



Action Notes
Cam snaps his fingers.

Scene	Panel
94	2 / 3



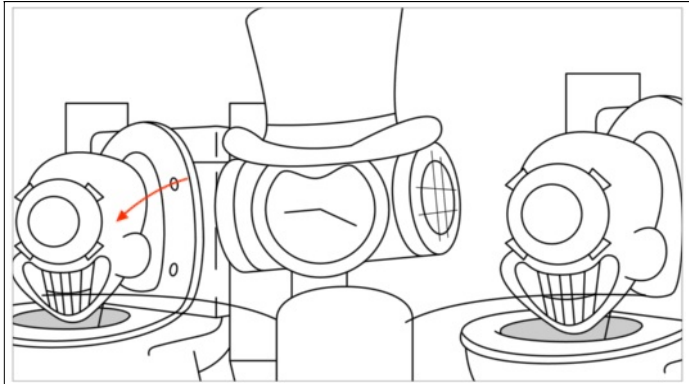
Action Notes
Time portals begin to open up behind him!

Scene	Panel
94	3 / 3



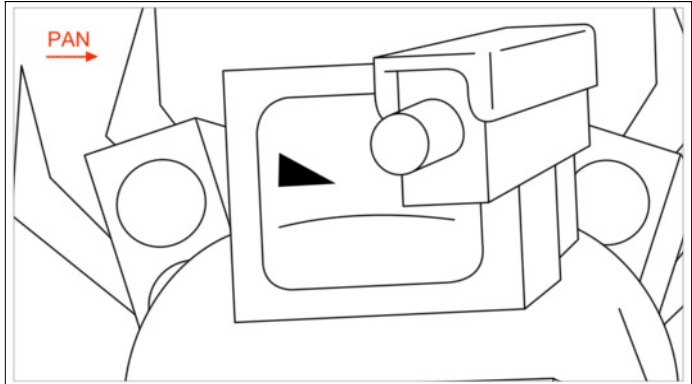
Action Notes
All the characters he met, including Alpha Boulderman, Titan Propellerman, Titan Clockman, etc. all step through the portals. They look like a true Alliance all lined up.

Scene	Panel
95	1 / 2



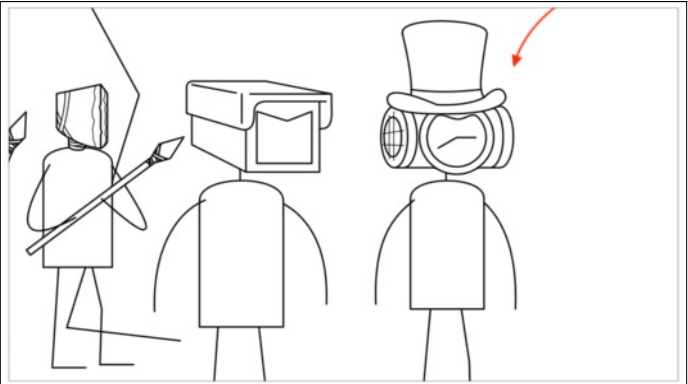
Action Notes
Clock Woman is able to wrestle herself free from the Dark Skibidis

Scene	Panel
95	2 / 2



Dialog
DARK TITAN (14) What the-?! NO! This can't be!

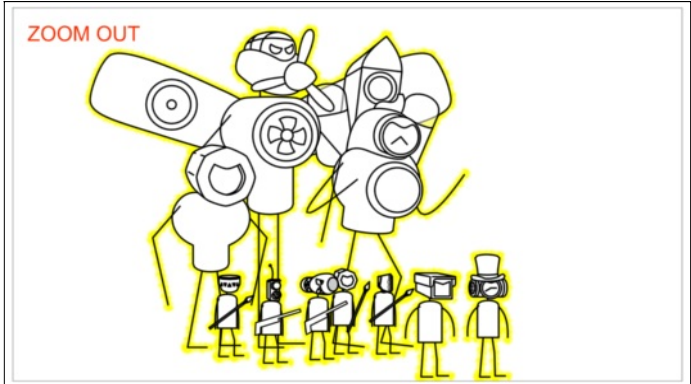
Scene	Panel
96	1 / 3



Dialog
CLOCK WOMAN (17) Time's up.

Action Notes
She lands by Cam's side.

Scene	Panel
96	2 / 3



Action Notes
All of our heroes combine their might

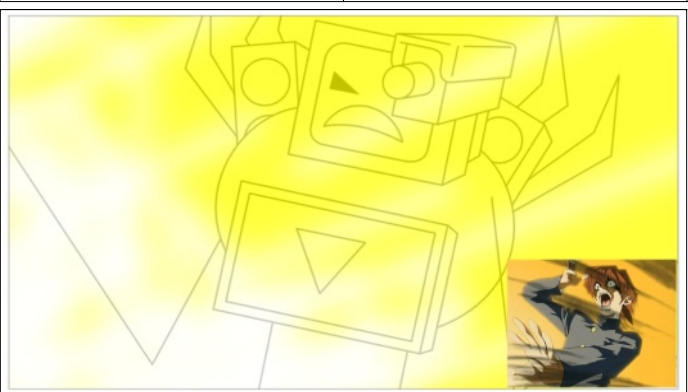
Scene	Panel
96	3 / 3



Action Notes
generating a huge beam of energy.

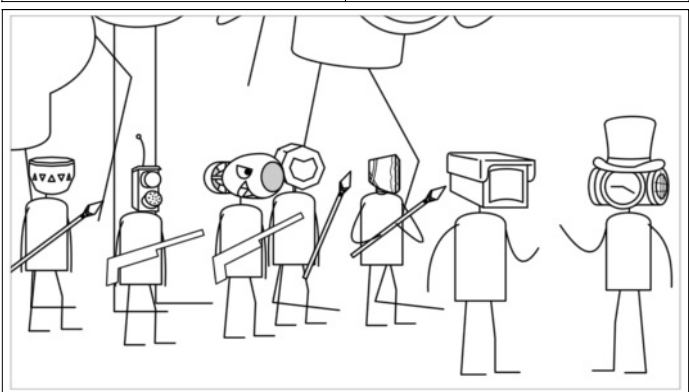


Scene	Panel
97	1 / 1



Dialog
DARK TITAN (15) NOOOOOOOOOO!!!!

Scene	Panel
98	1 / 4



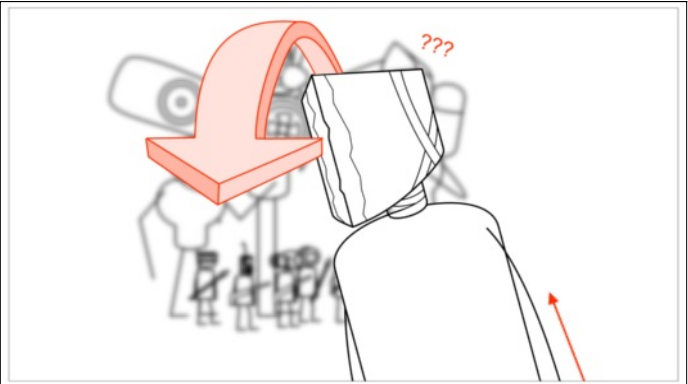
Action Notes
Cam and all his new friends cheer and exchange thumbs-ups

Scene	Panel
98	2 / 4



Action Notes
as the camera slowly zooms out

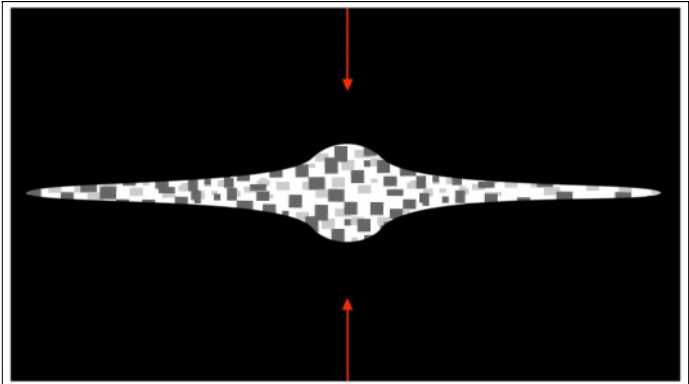
Scene	Panel
98	3 / 4



Action Notes

An axe-headed boulderman pops out and smashes the camera!

Scene	Panel
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Action Notes

The screen goes static and blips to black.

The End.

NO PANEL

