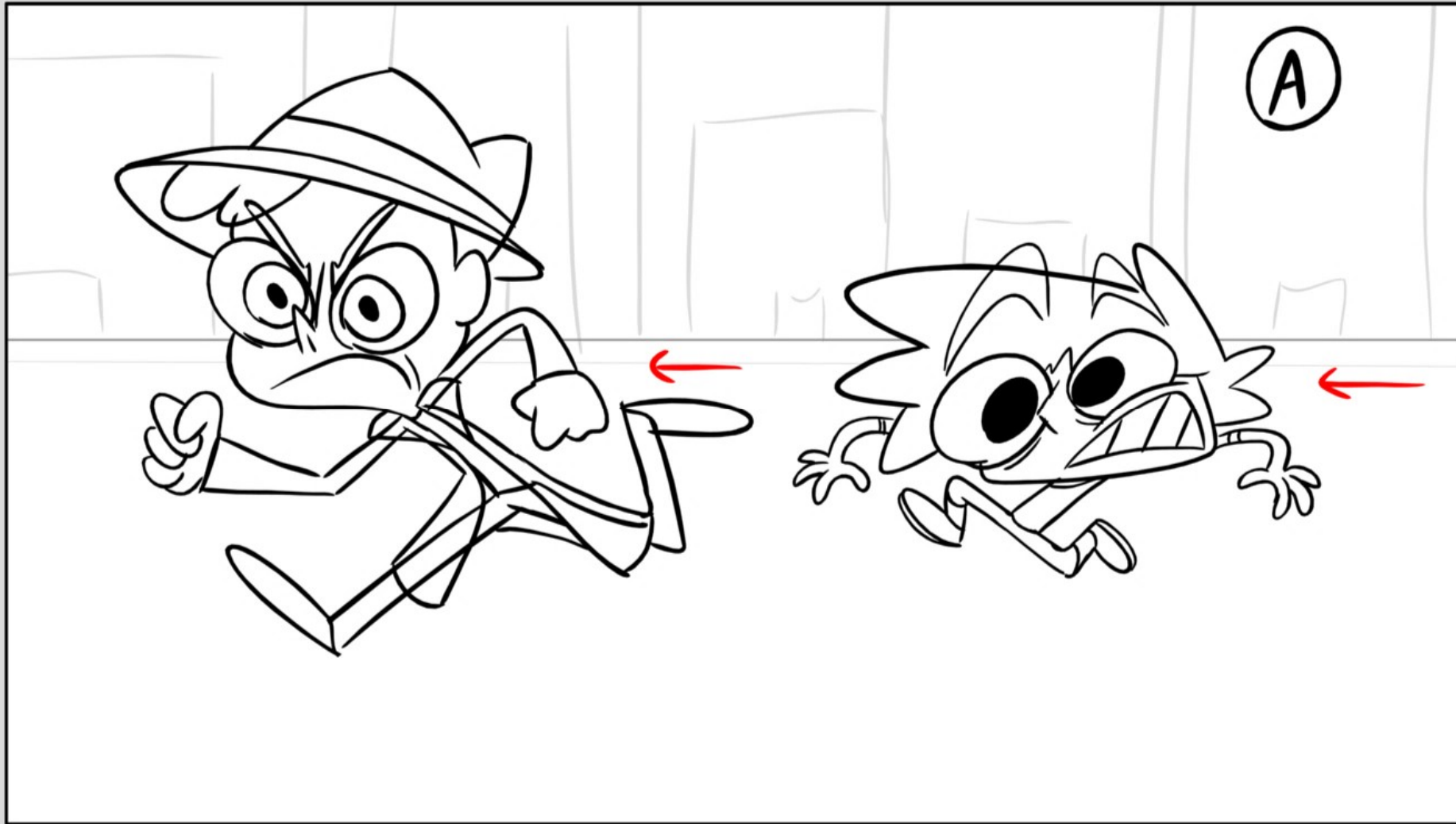


# CATCH THAT CRITTER!

Starring



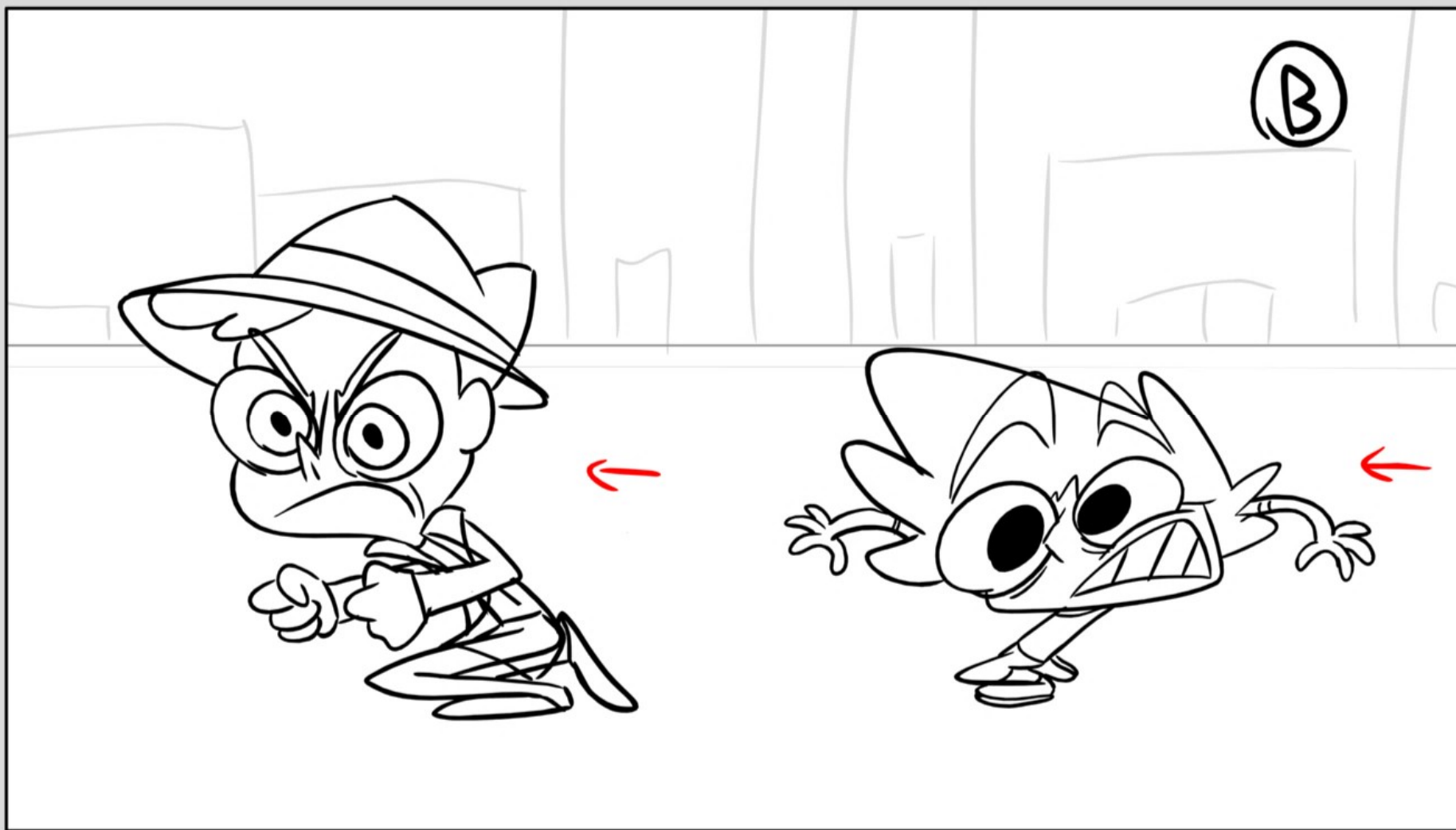
Diego and Lo



**ACTION  
NOTES**

**DIALOGUE**

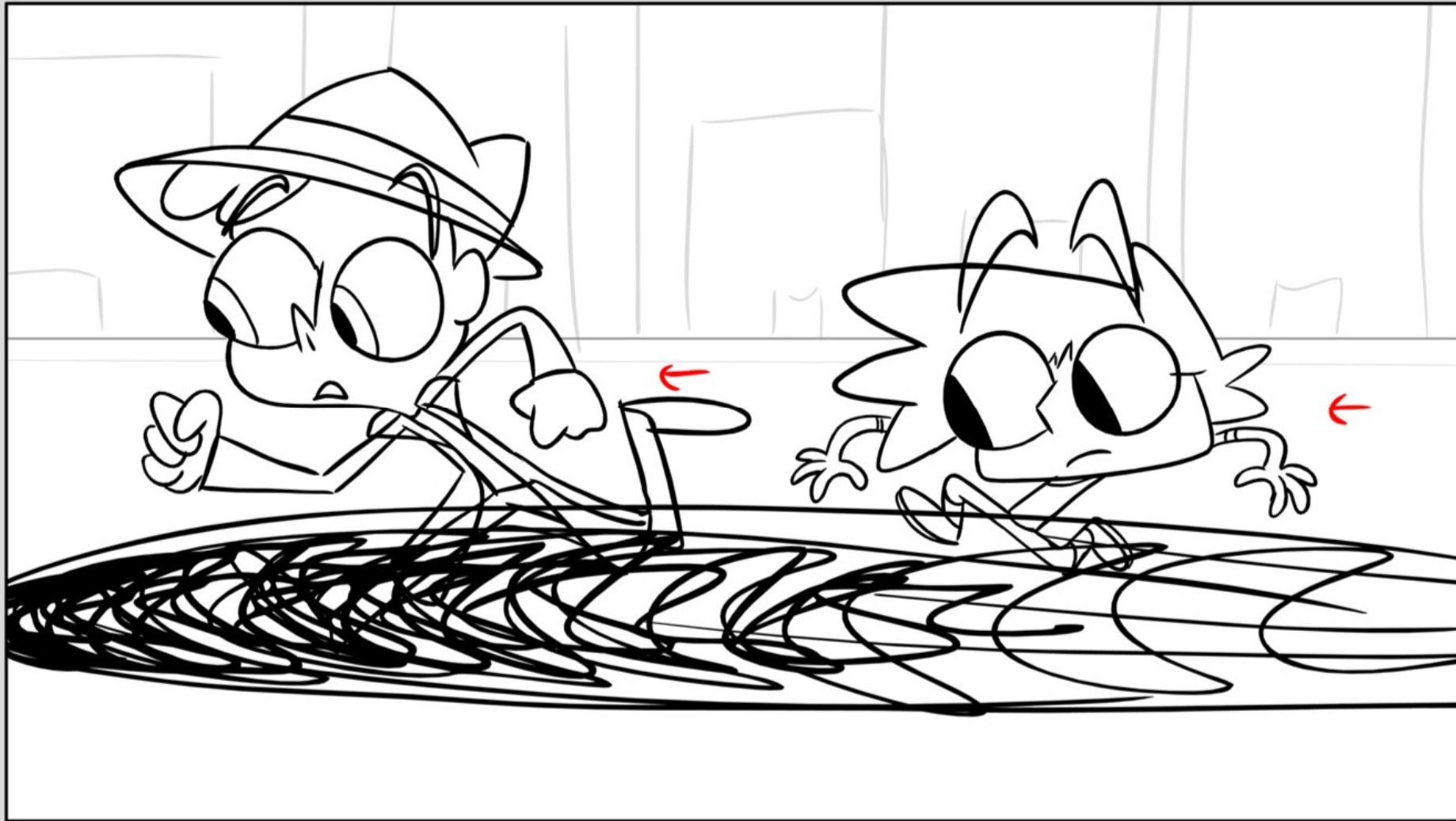
Diego and Lo run through dark noir style city streets



**ACTION  
NOTES**

**DIALOGUE**

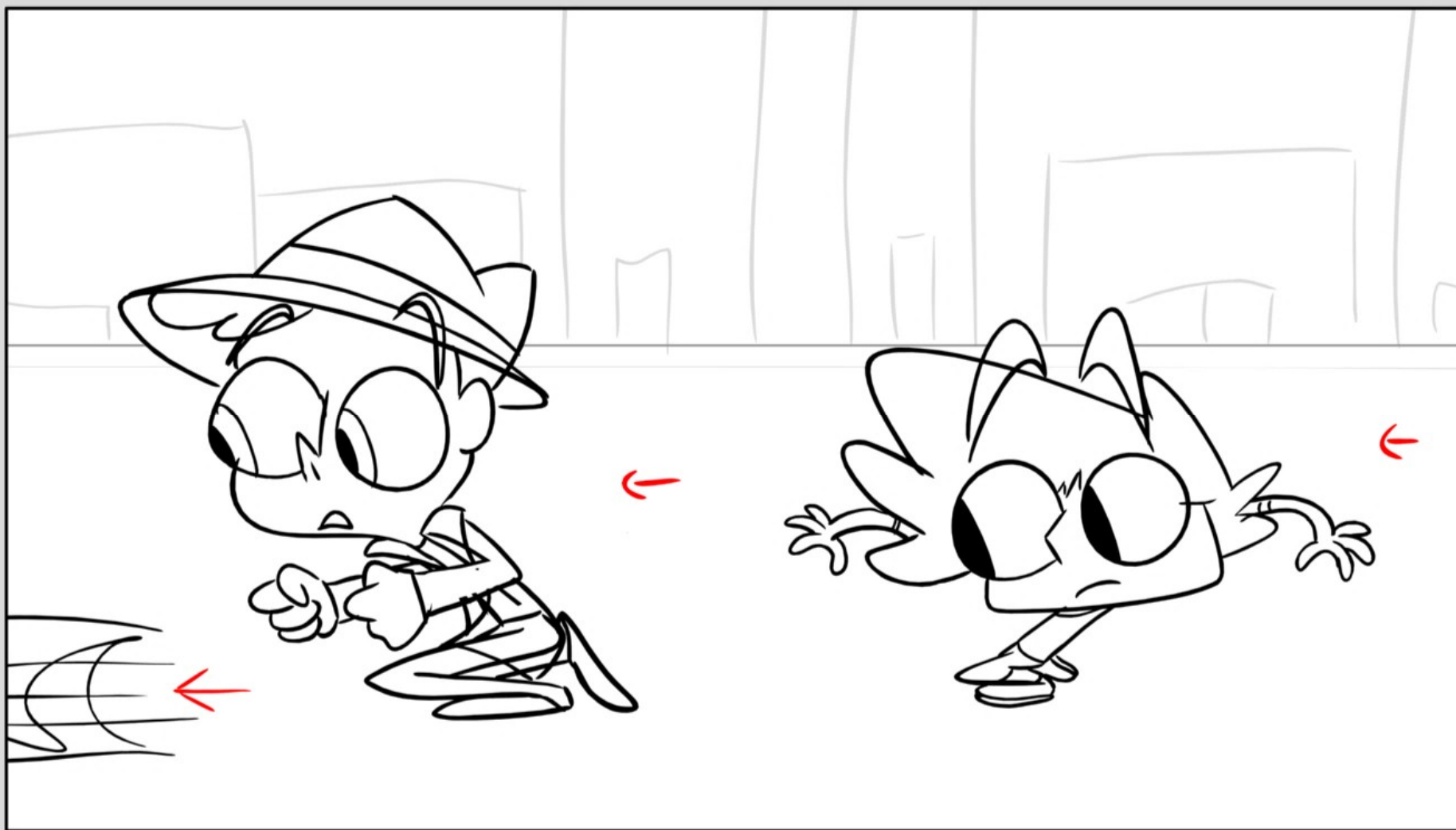
Diego and Lo run through dark noir style city streets



**ACTION  
NOTES**

**DIALOGUE**

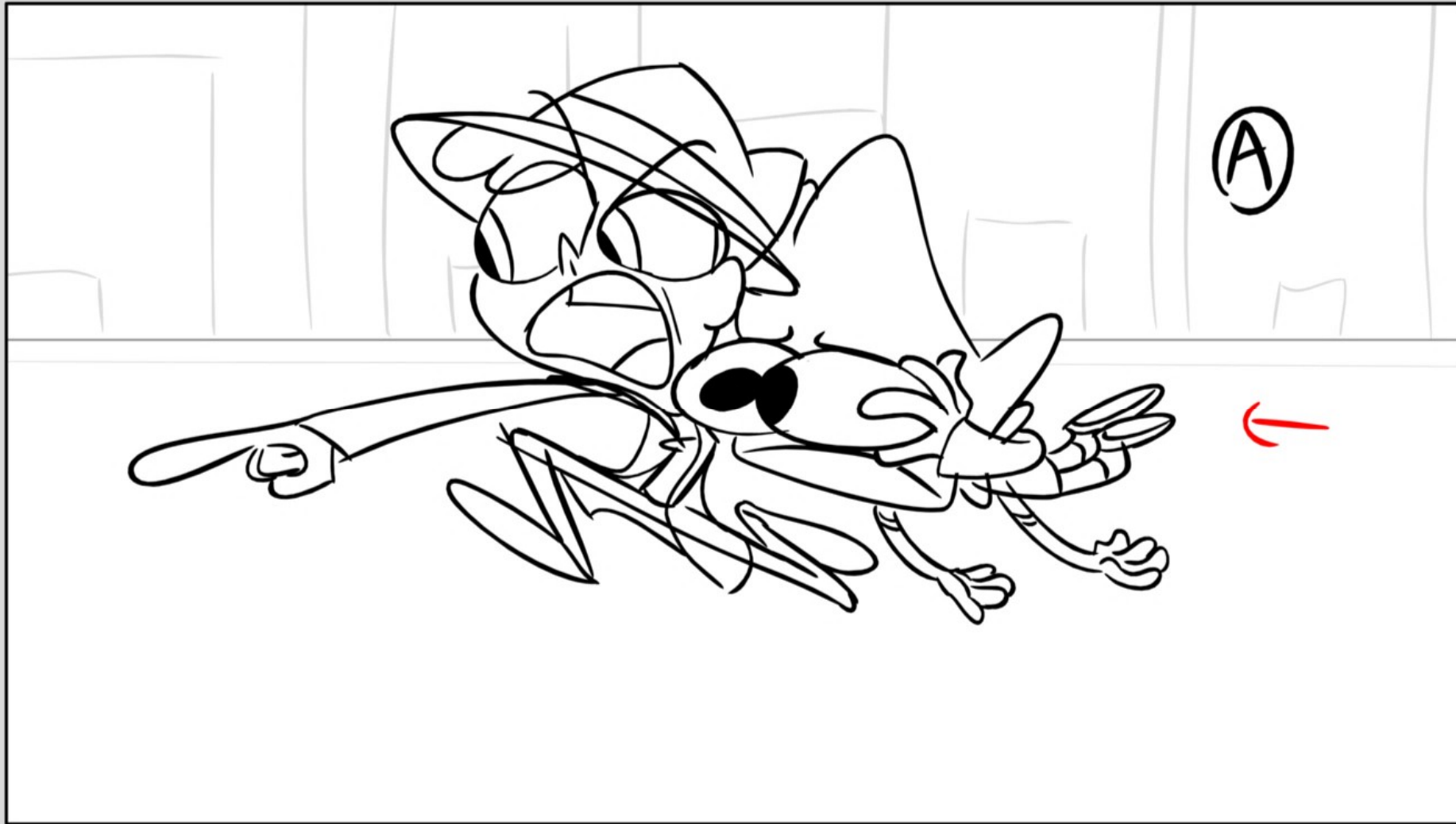
A small dark creature zooms past them



**ACTION  
NOTES**

**DIALOGUE**

A small dark creature zooms past them

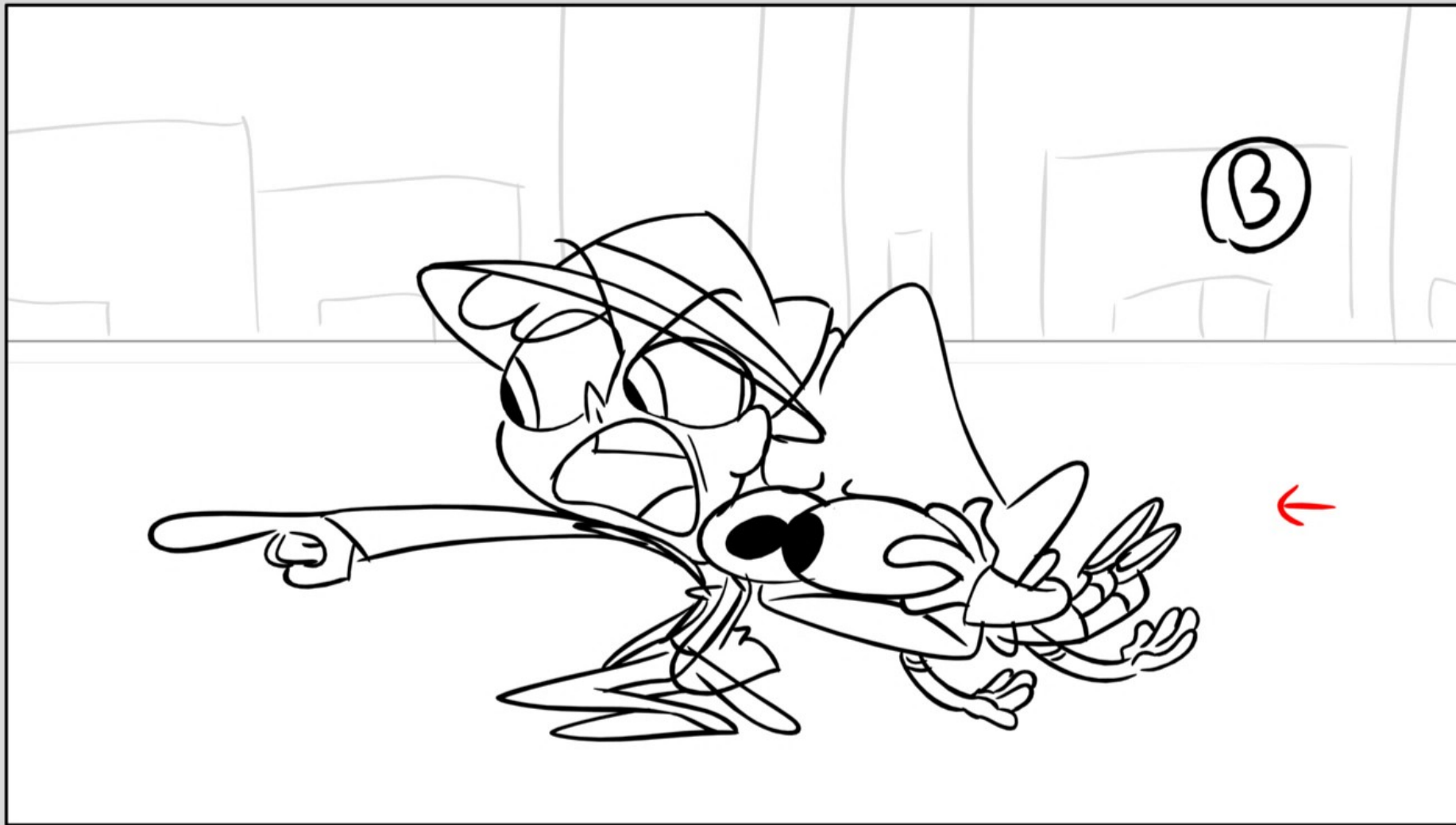


**ACTION  
NOTES**

Diego grabs Lo and points towards the creature

**DIALOGUE**

DIEGO: There it goes!

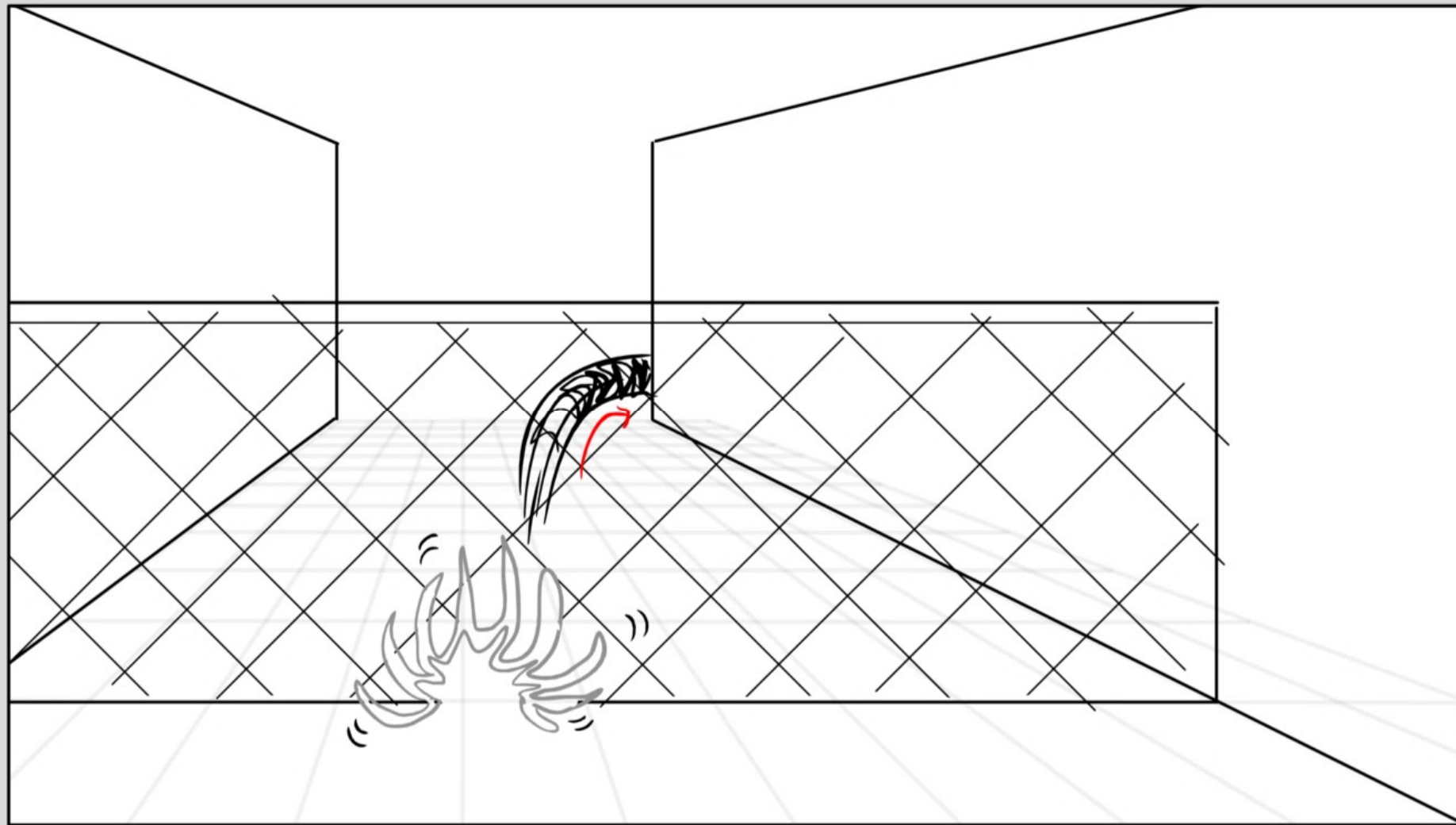


**ACTION  
NOTES**

Diego grabs Lo and points towards the creature

**DIALOGUE**

DIEGO: There it goes!



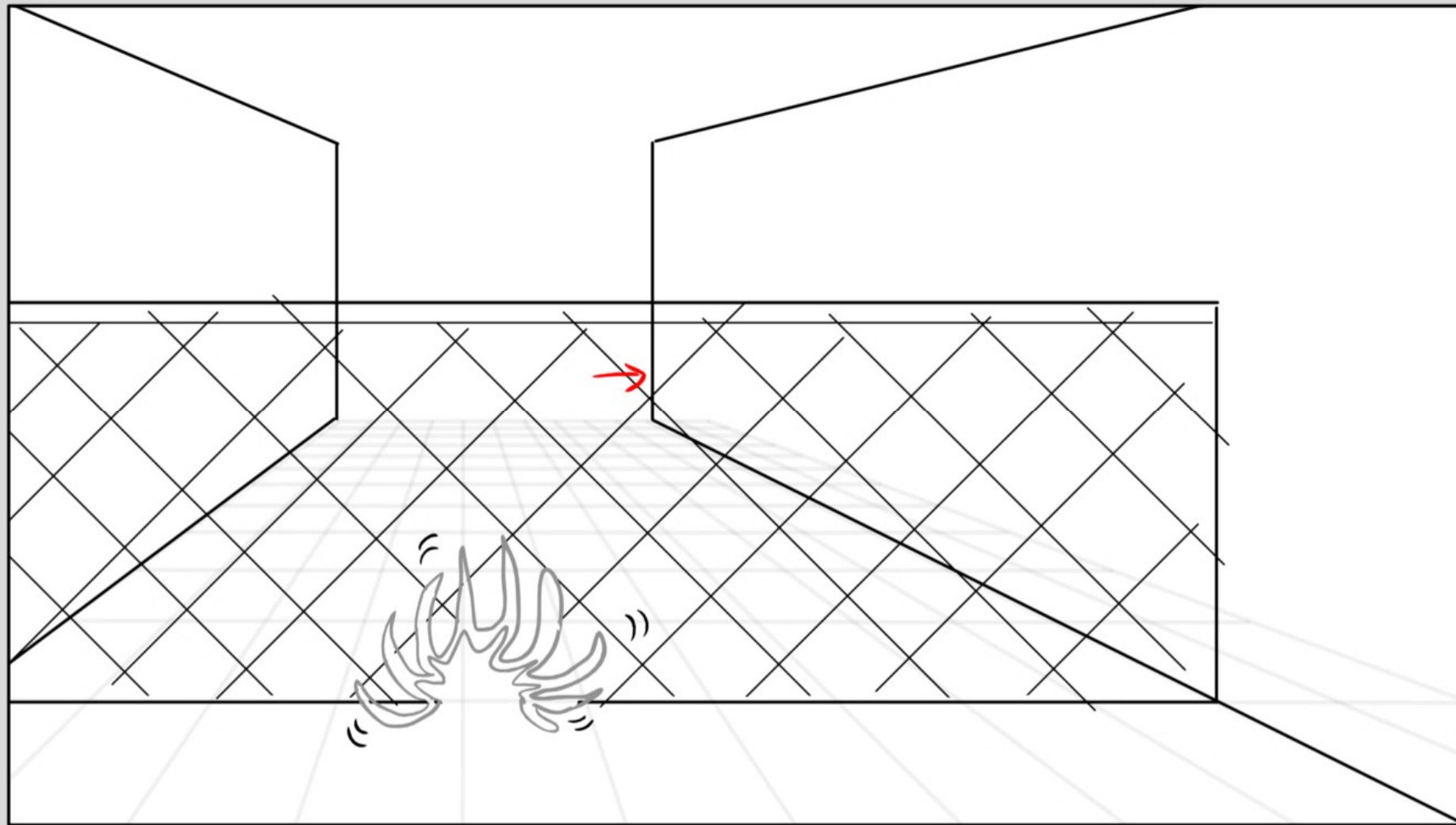
**ACTION  
NOTES**

The creature zooms around a corner, past a fence with a hole cut out of it, fence still wiggling

**DIALOGUE**



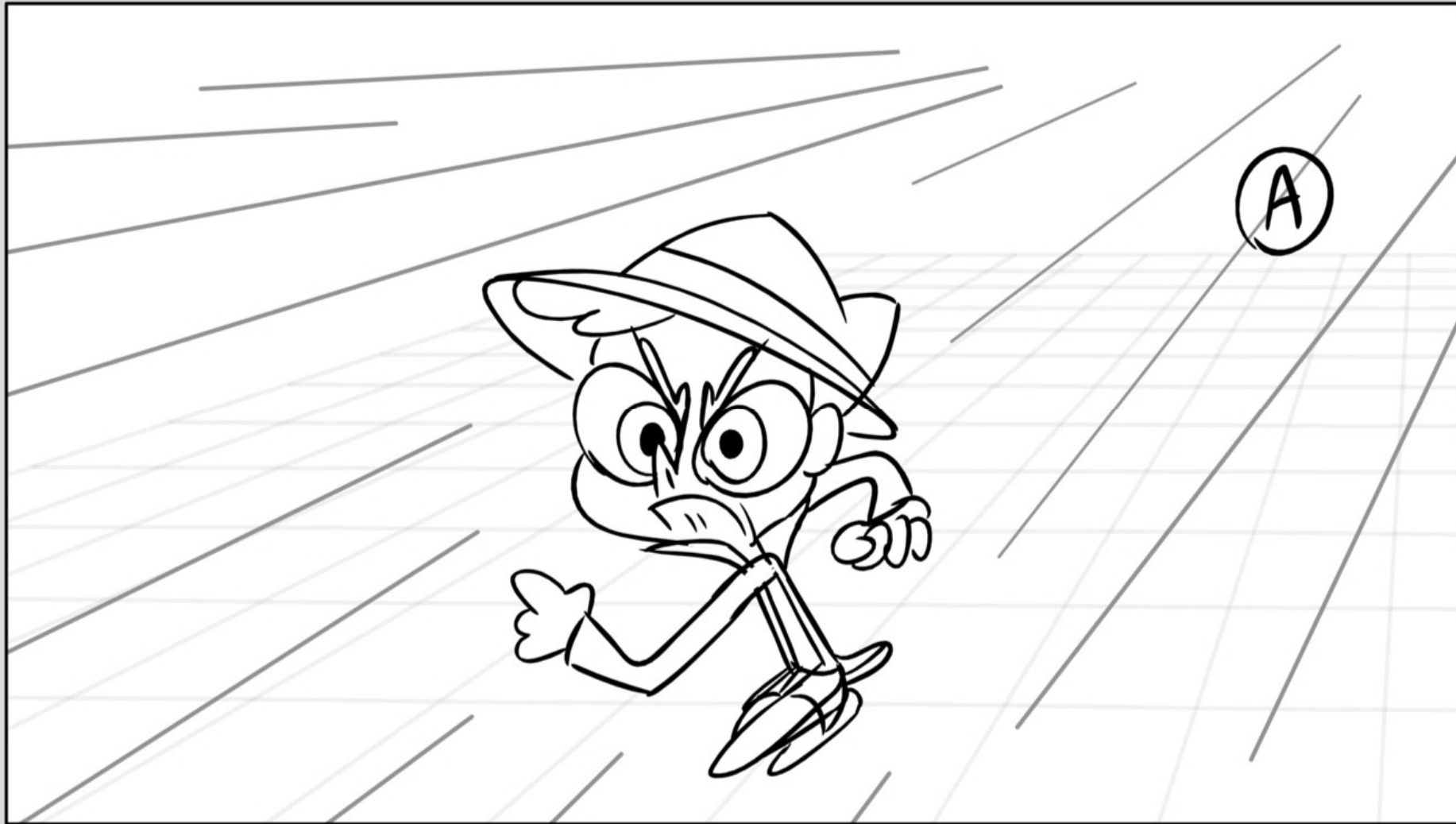
# Catch That Critter!



**ACTION  
NOTES**

The creature zooms around a corner, past a fence with a hole cut out of it, fence still wiggling

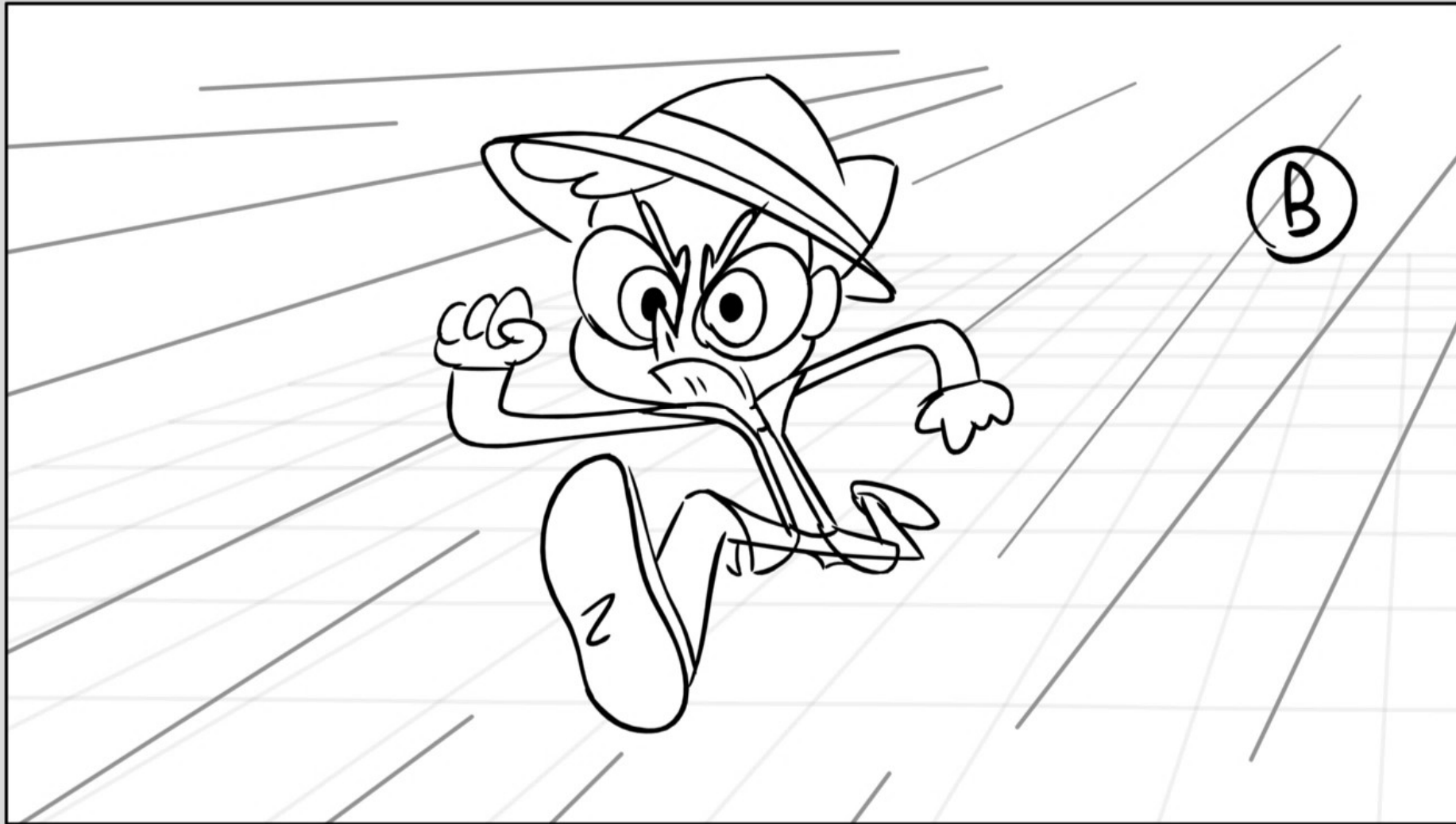
**DIALOGUE**



**ACTION  
NOTES**

Diego runs, stylized speed lines

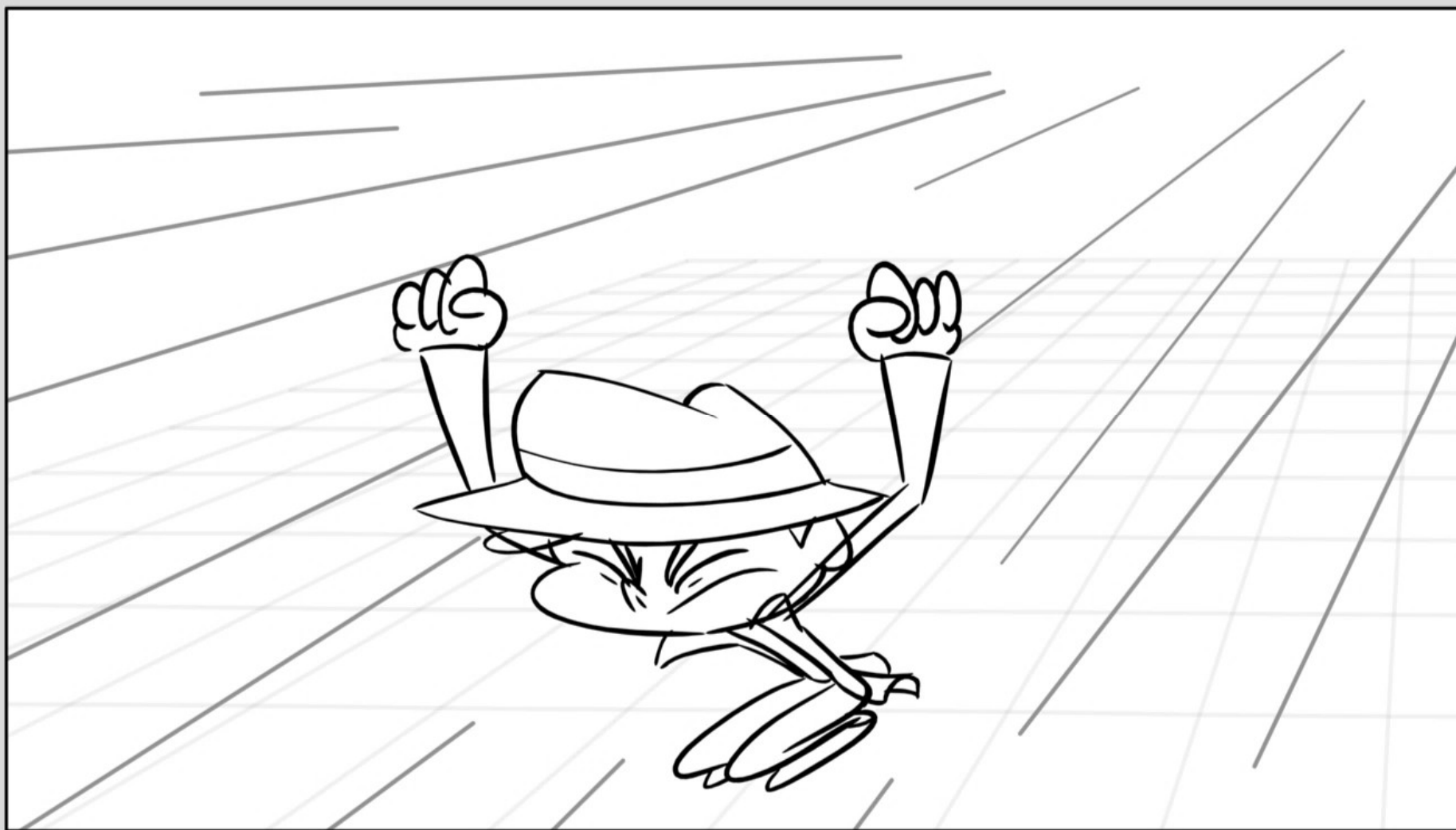
**DIALOGUE**



**ACTION  
NOTES**

Diego runs, stylized speed lines

**DIALOGUE**

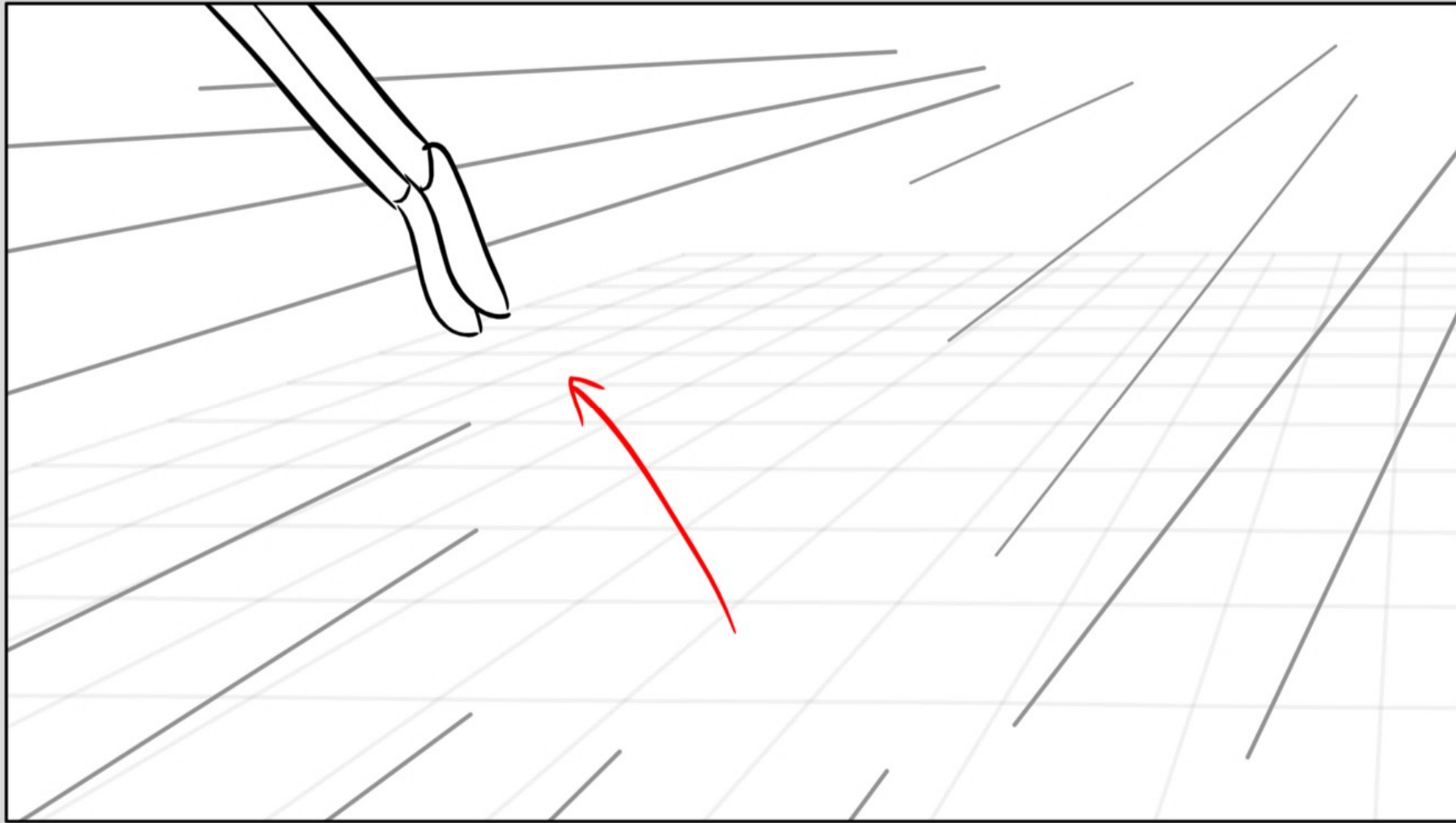


**ACTION  
NOTES**

Diego runs, stylized speed lines

**DIALOGUE**

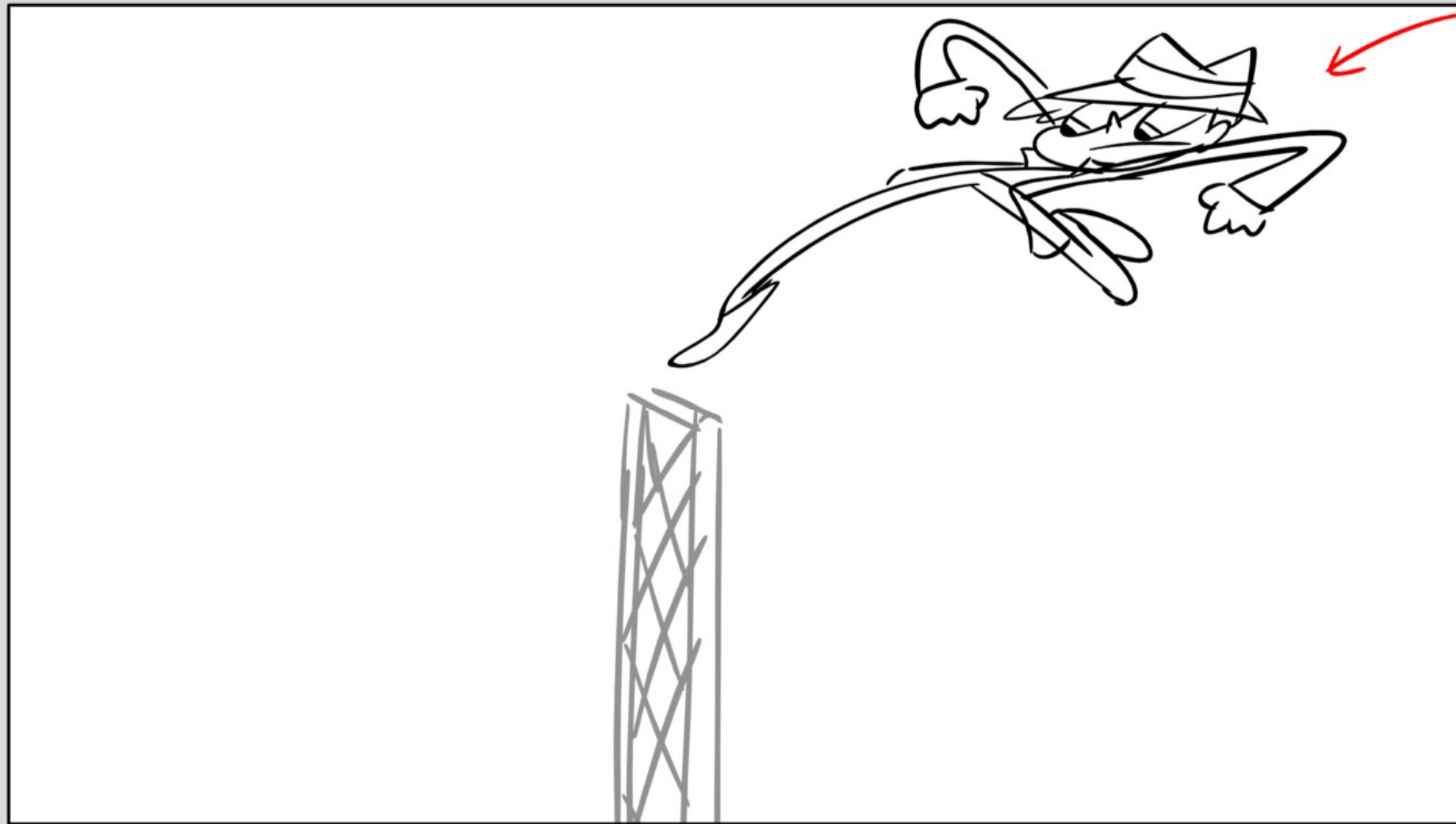
# Catch That Critter!



**ACTION  
NOTES**

Diego jumps offscreen

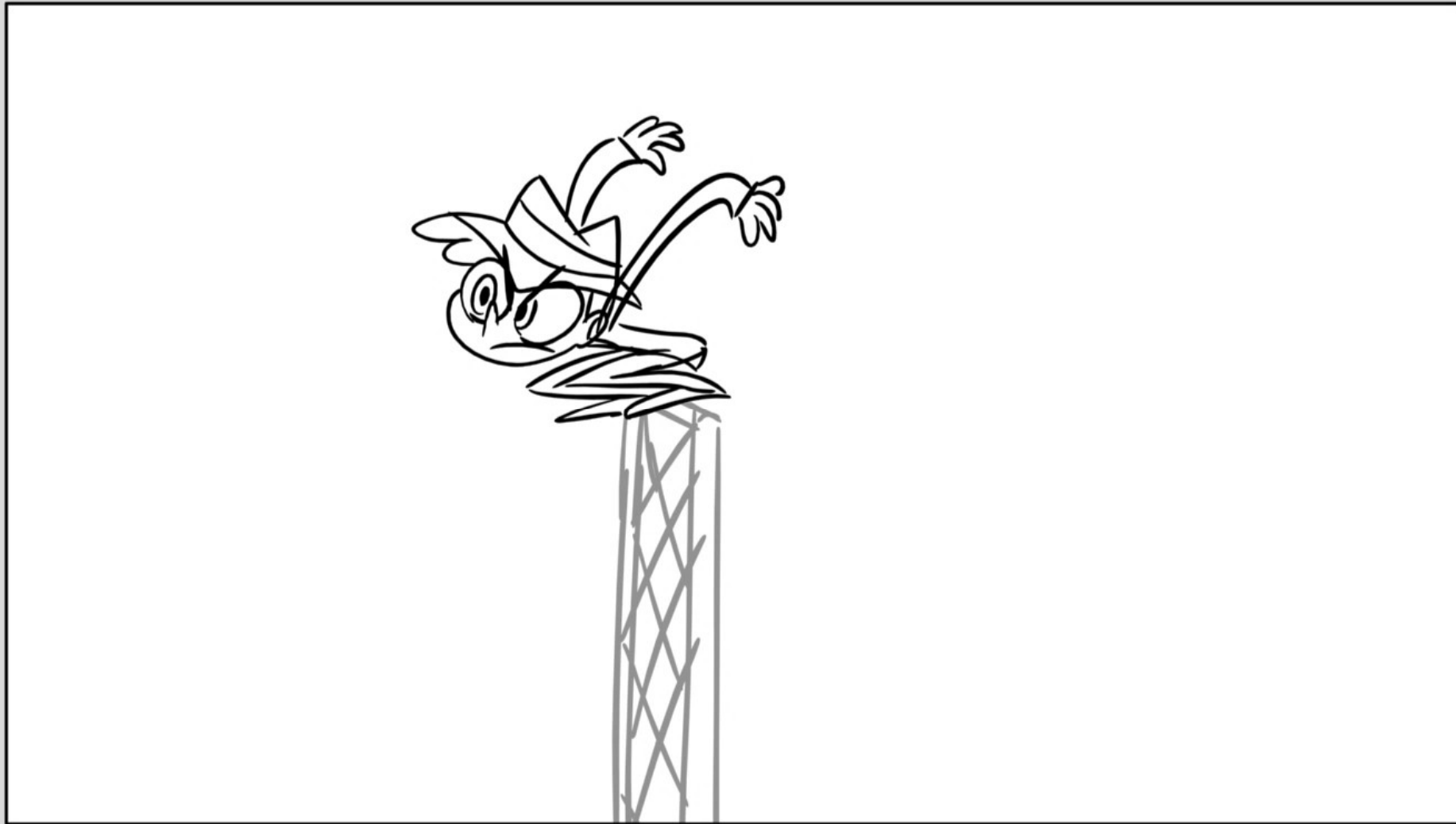
**DIALOGUE**



**ACTION  
NOTES**

Diego lands on the fence and jumps off to the other side

**DIALOGUE**

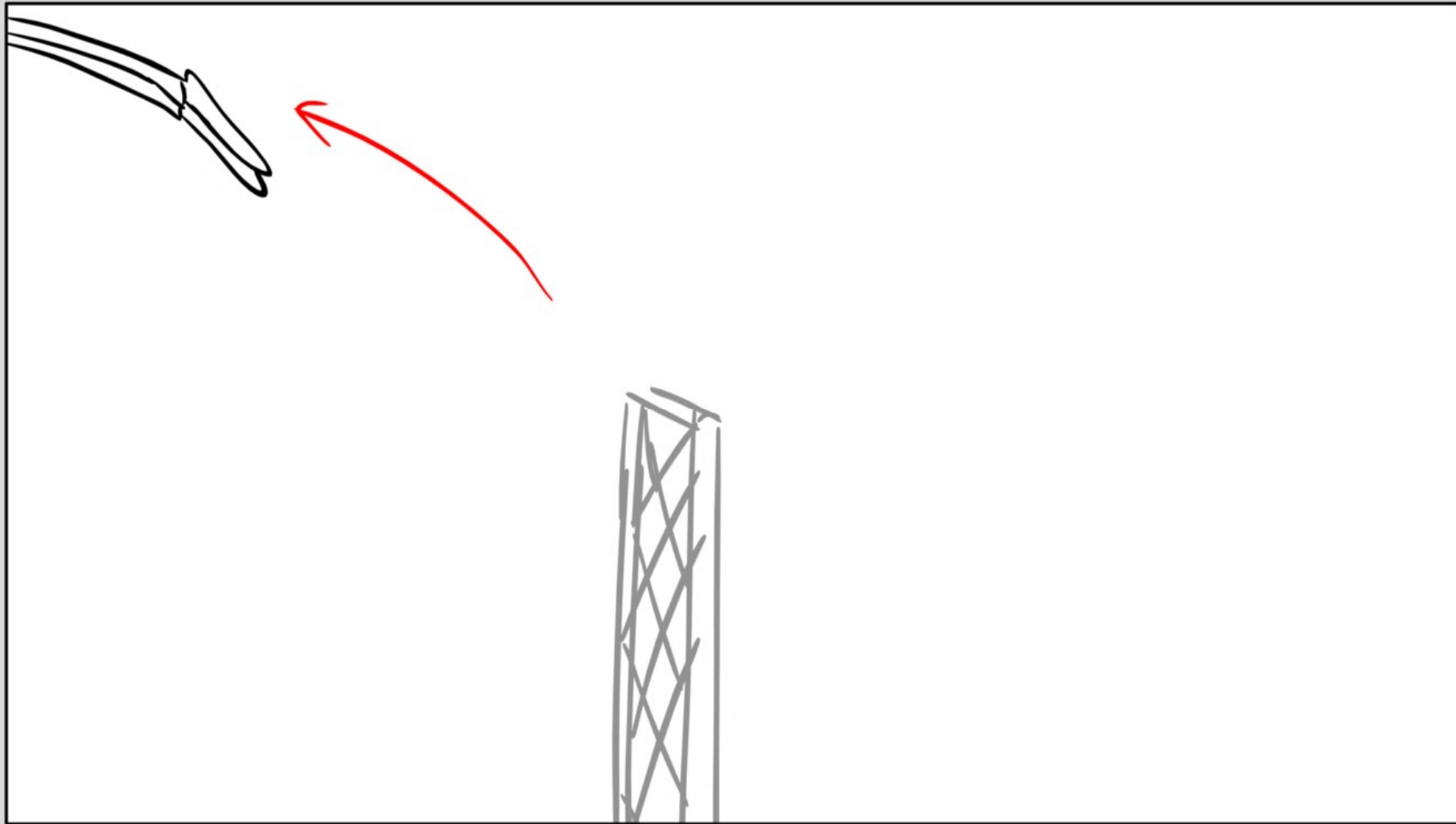


**ACTION  
NOTES**

Diego lands on the fence and jumps off to the other side

**DIALOGUE**

# Catch That Critter!

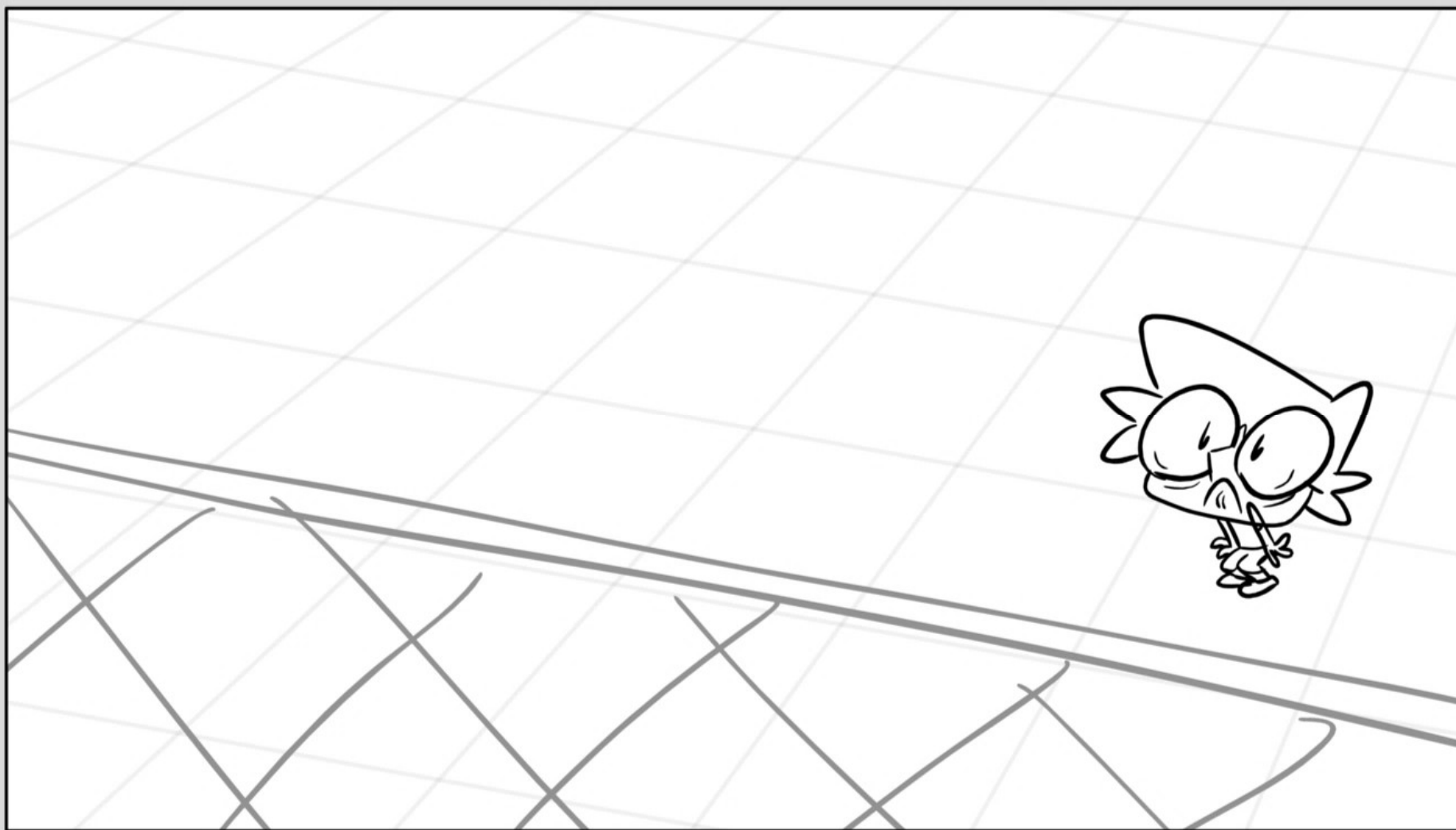


**ACTION  
NOTES**

Diego lands on the fence and jumps off to the other side

**DIALOGUE**

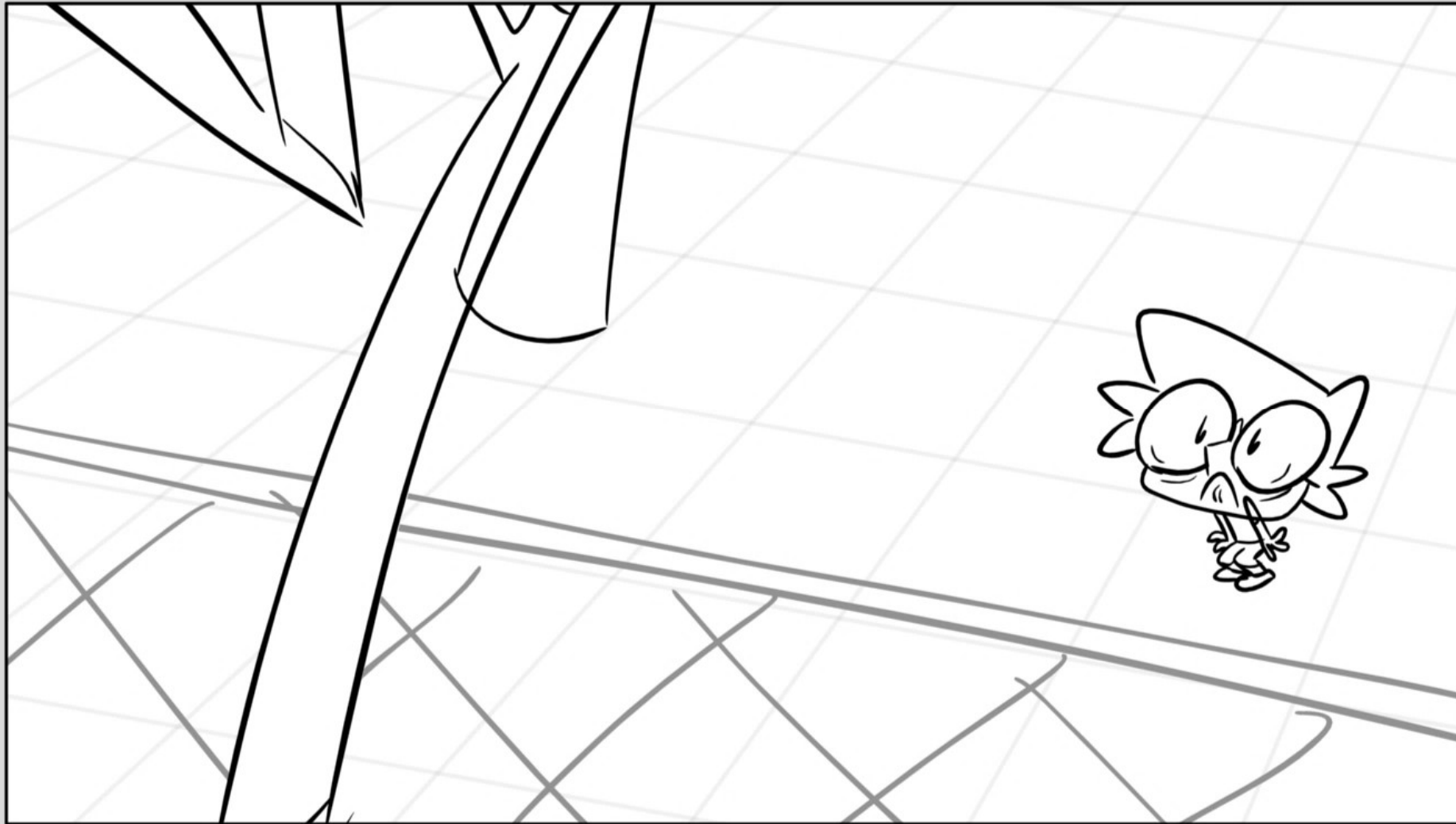




**ACTION  
NOTES**

Diego lands on the other side of the fence as Lo watches

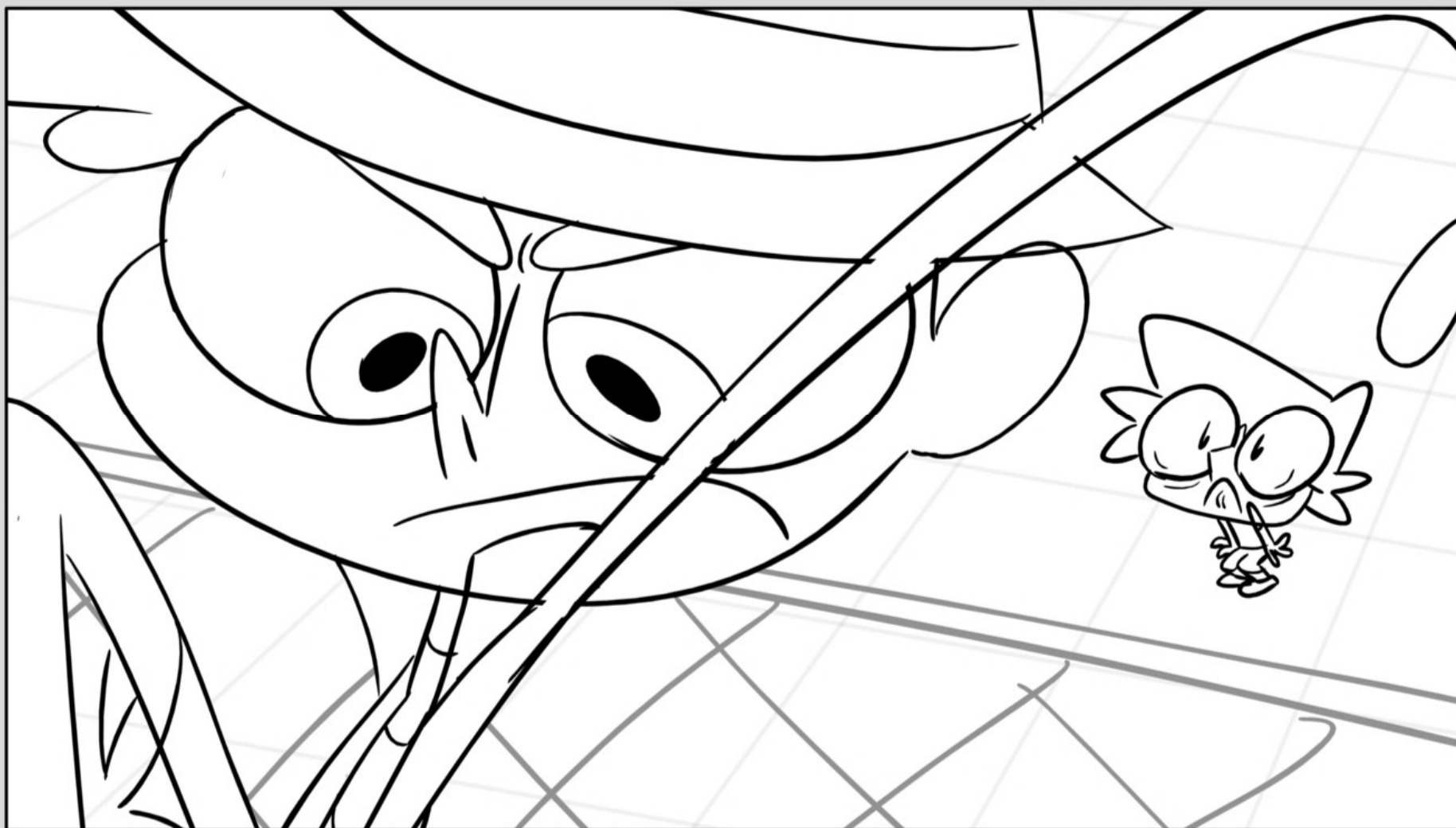
**DIALOGUE**



**ACTION  
NOTES**

Diego lands on the other side of the fence as Lo watches

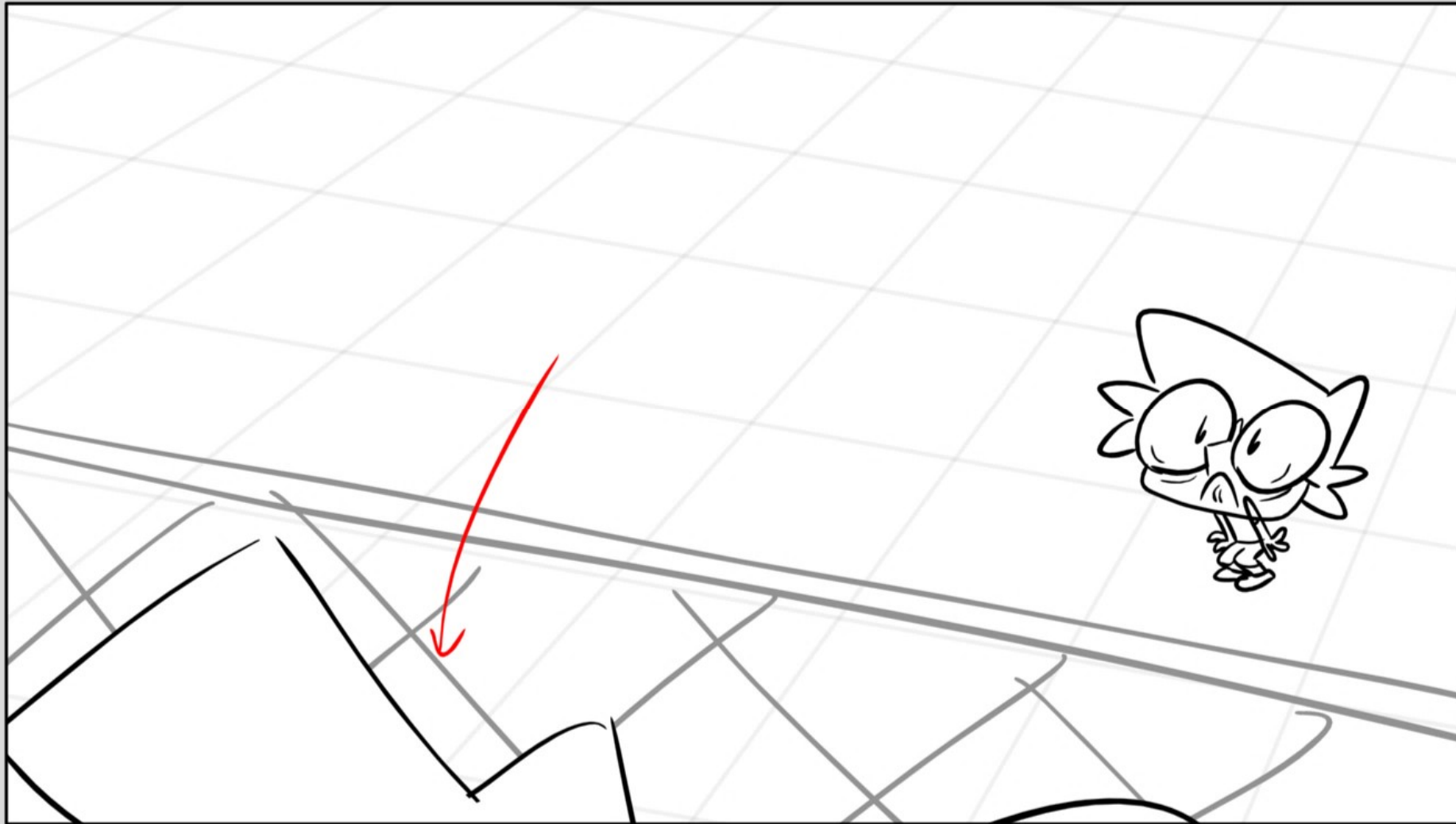
**DIALOGUE**



**ACTION  
NOTES**

Diego lands on the other side of the fence as Lo watches

**DIALOGUE**

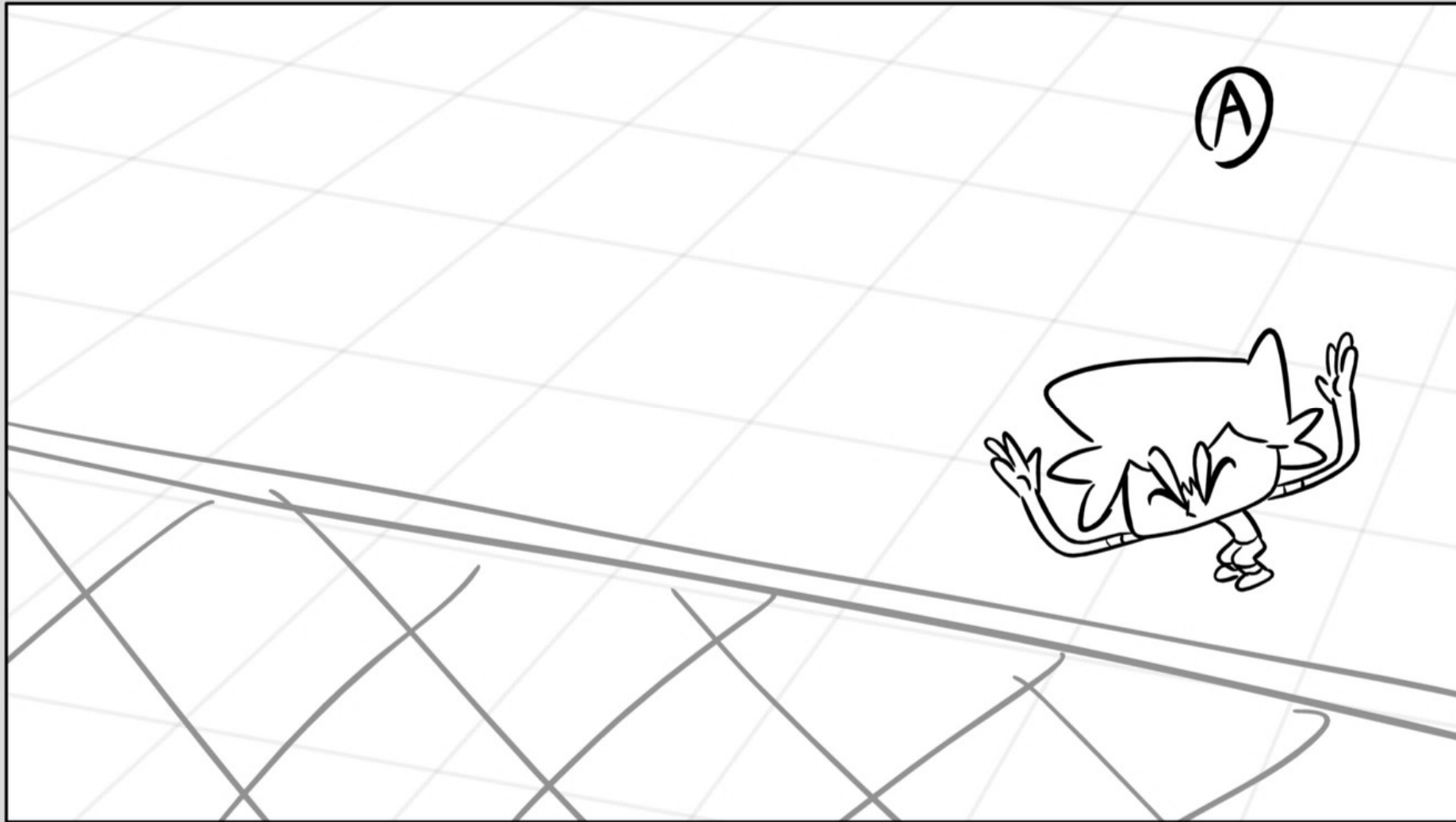


**ACTION  
NOTES**

Diego lands on the other side of the fence as Lo watches

**DIALOGUE**

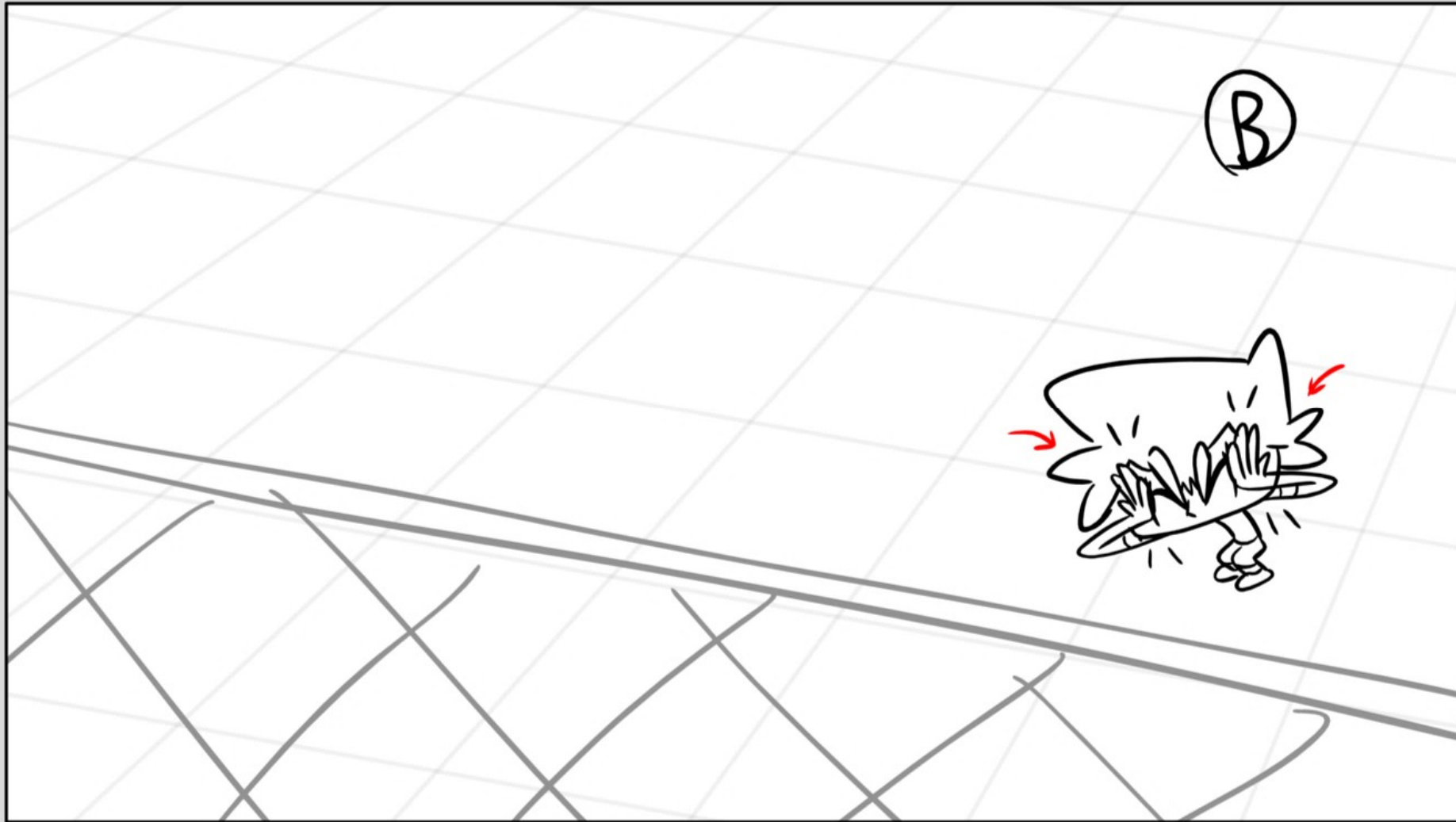
# Catch That Critter!



**ACTION  
NOTES**

Lo slaps himself to prepare to jump

**DIALOGUE**



**ACTION  
NOTES**

Lo slaps himself to prepare to jump

**DIALOGUE**



**ACTION  
NOTES**

**DIALOGUE**

Lo runs, stylized speed lines

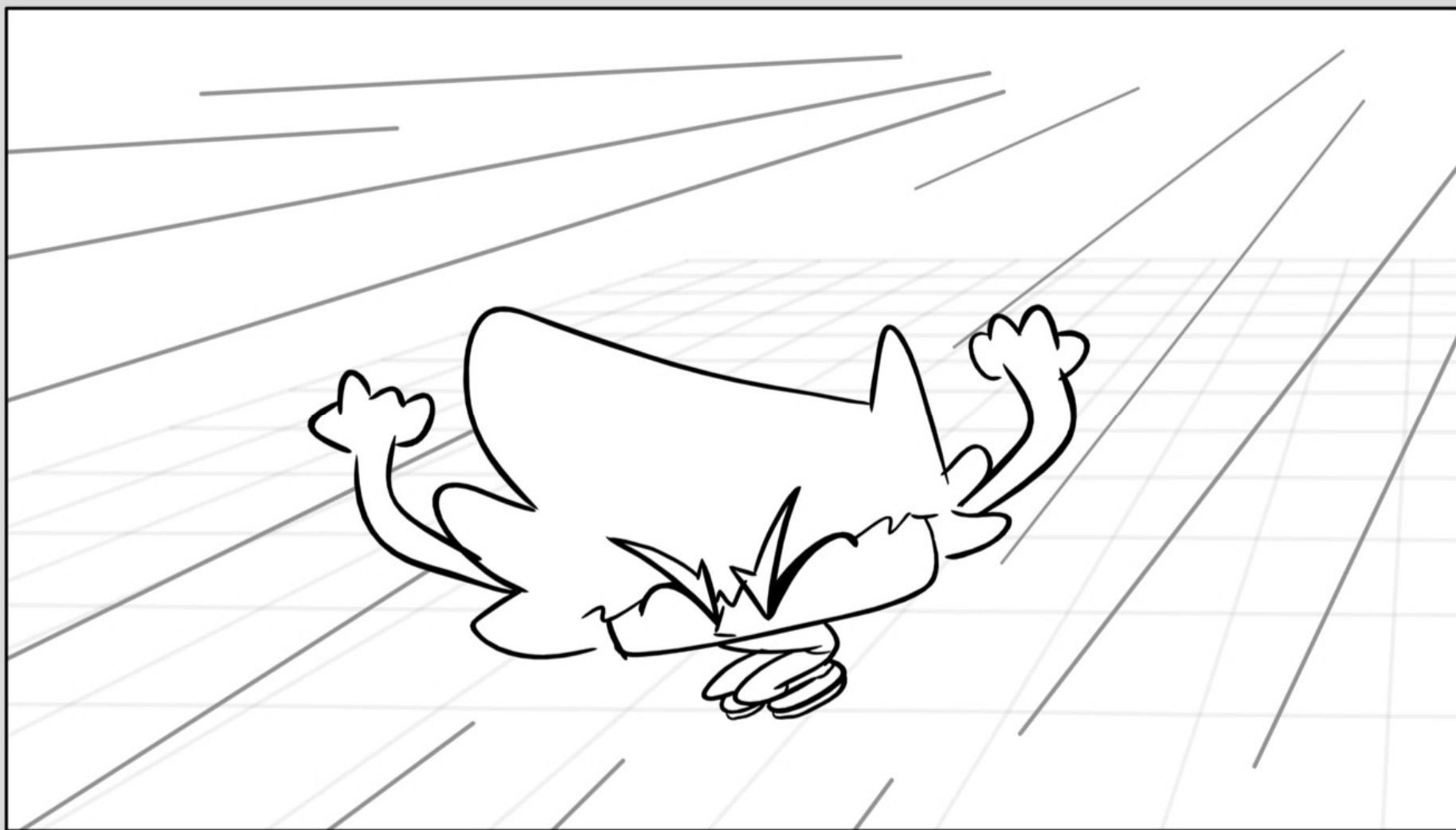


**ACTION  
NOTES**

**DIALOGUE**

Lo runs, stylized speed lines





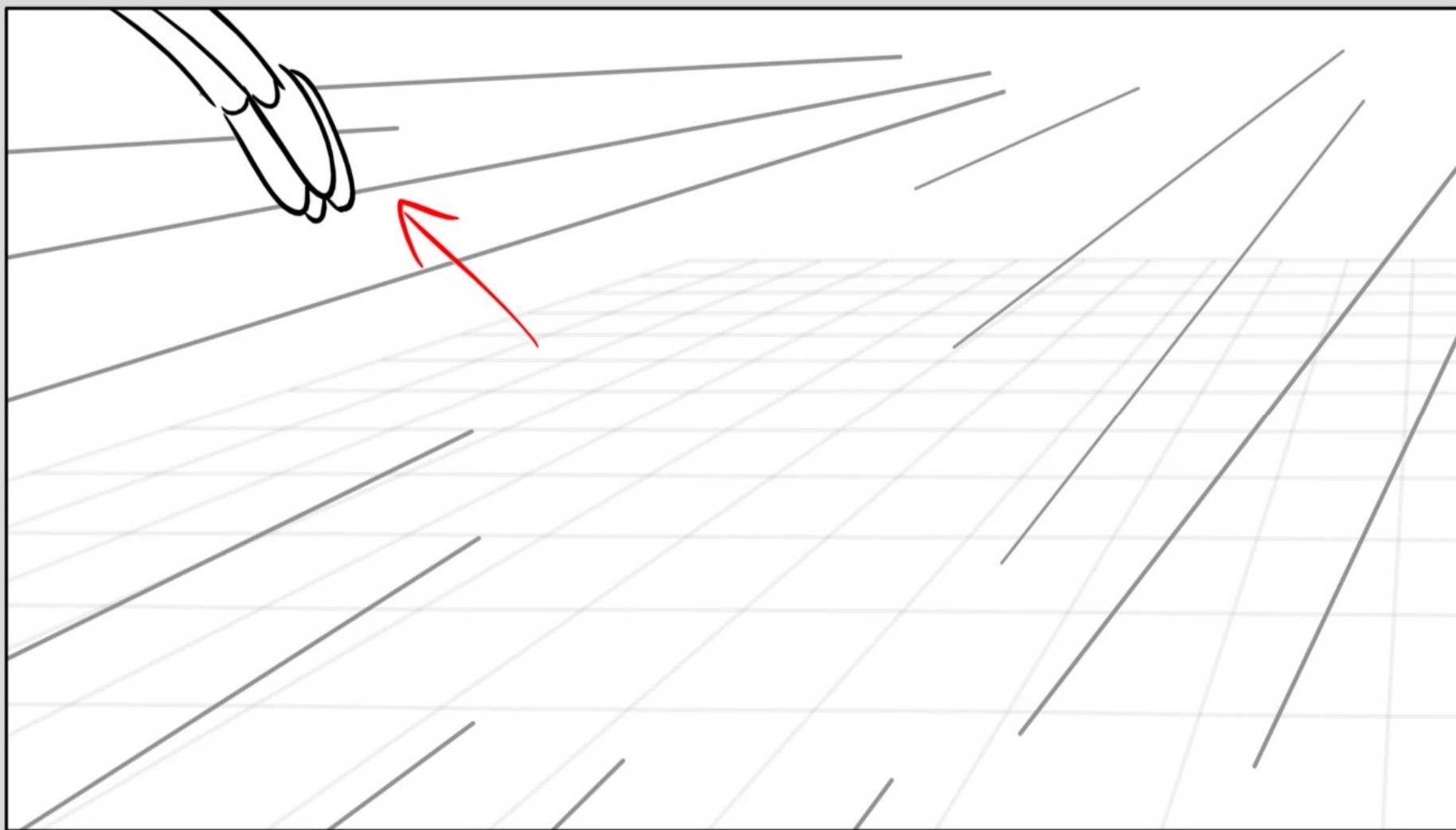
**ACTION  
NOTES**

**DIALOGUE**

Lo runs, stylized speed lines



# Catch That Critter!

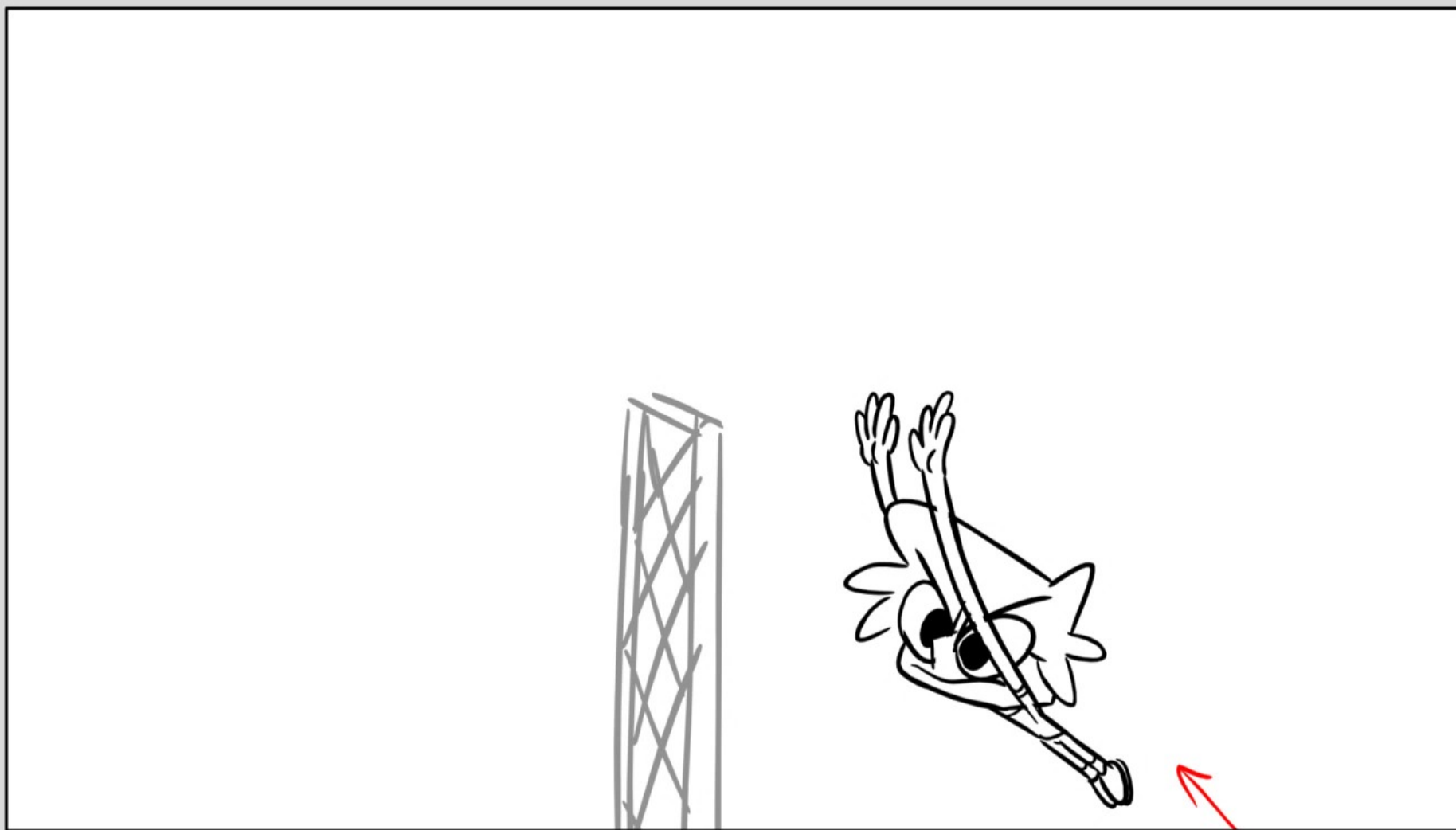


**ACTION  
NOTES**

Lo jumps offscreen

**DIALOGUE**

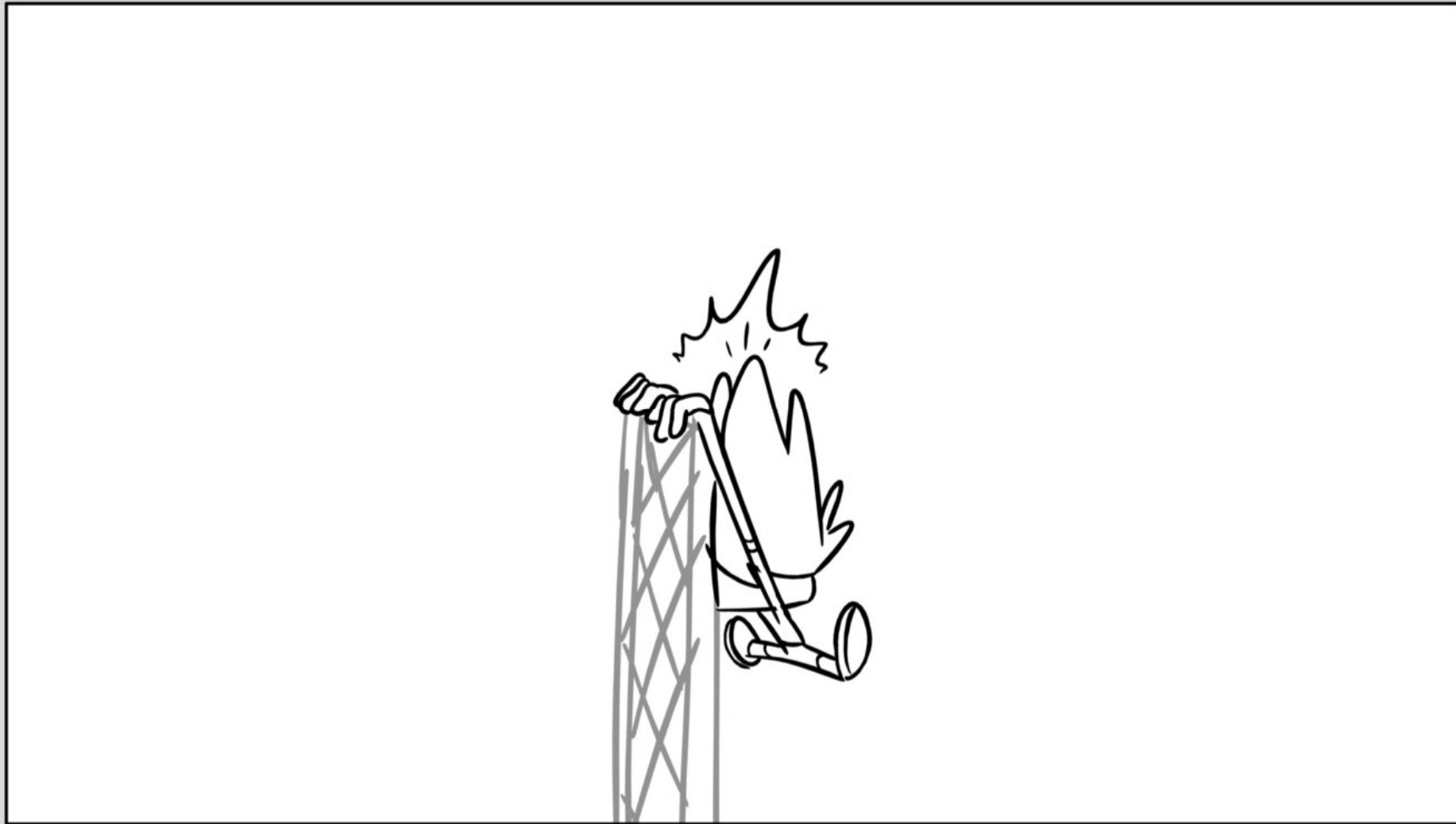
# Catch That Critter!



**ACTION  
NOTES**

Lo scrambles to get over the fence

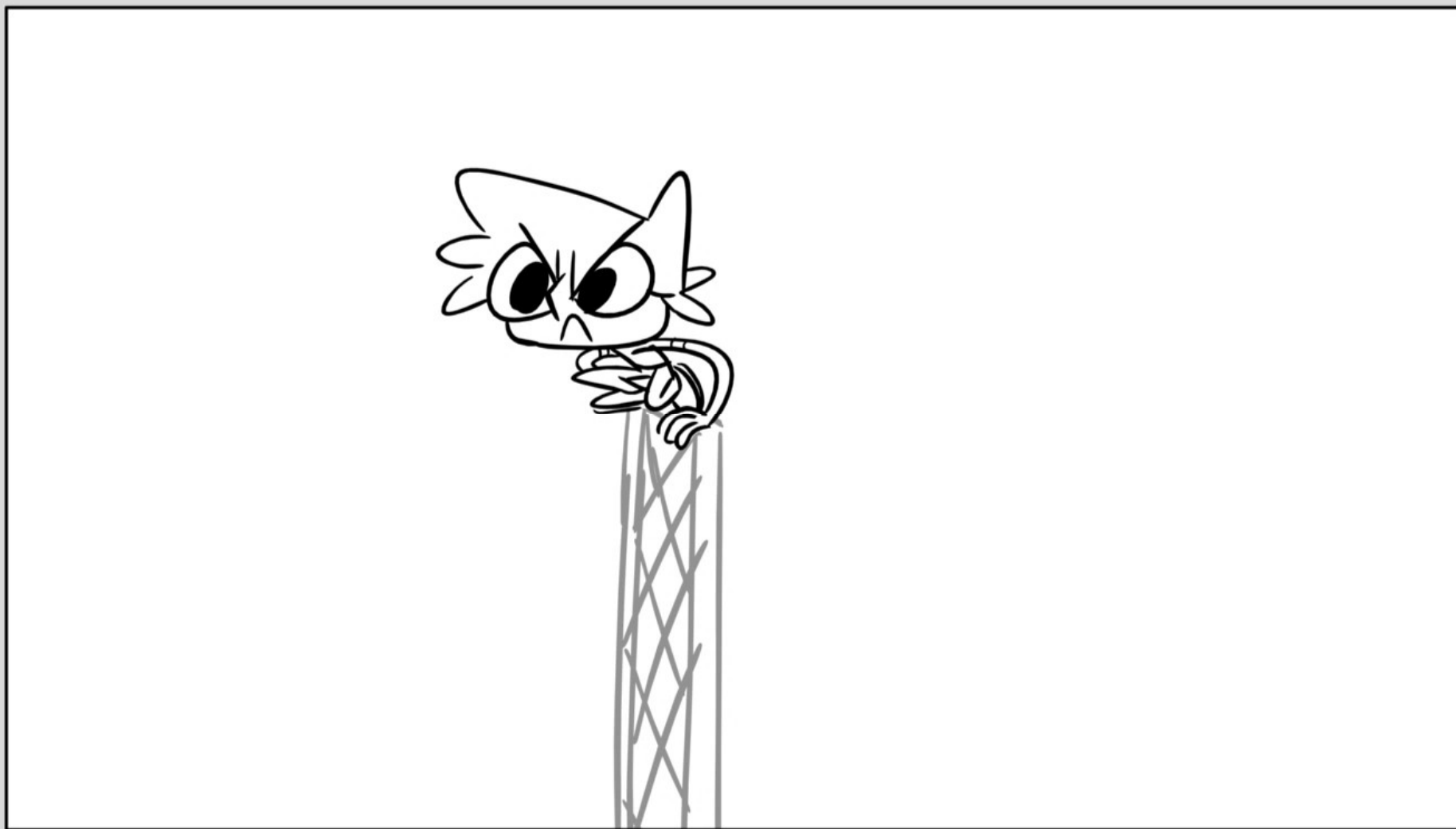
**DIALOGUE**



**ACTION  
NOTES**

Lo scrambles to get over the fence

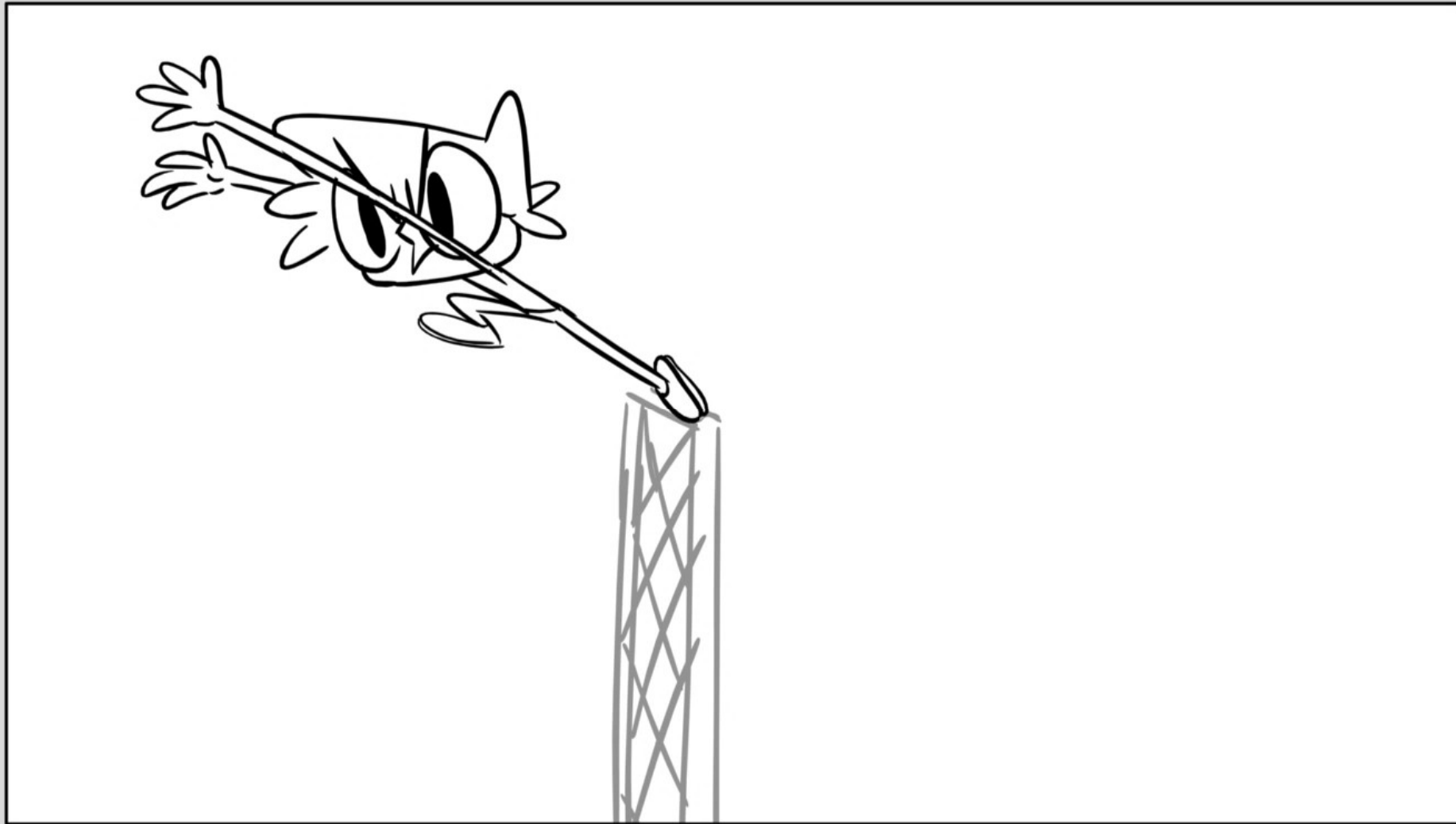
**DIALOGUE**



**ACTION  
NOTES**

Lo scrambles to get over the fence

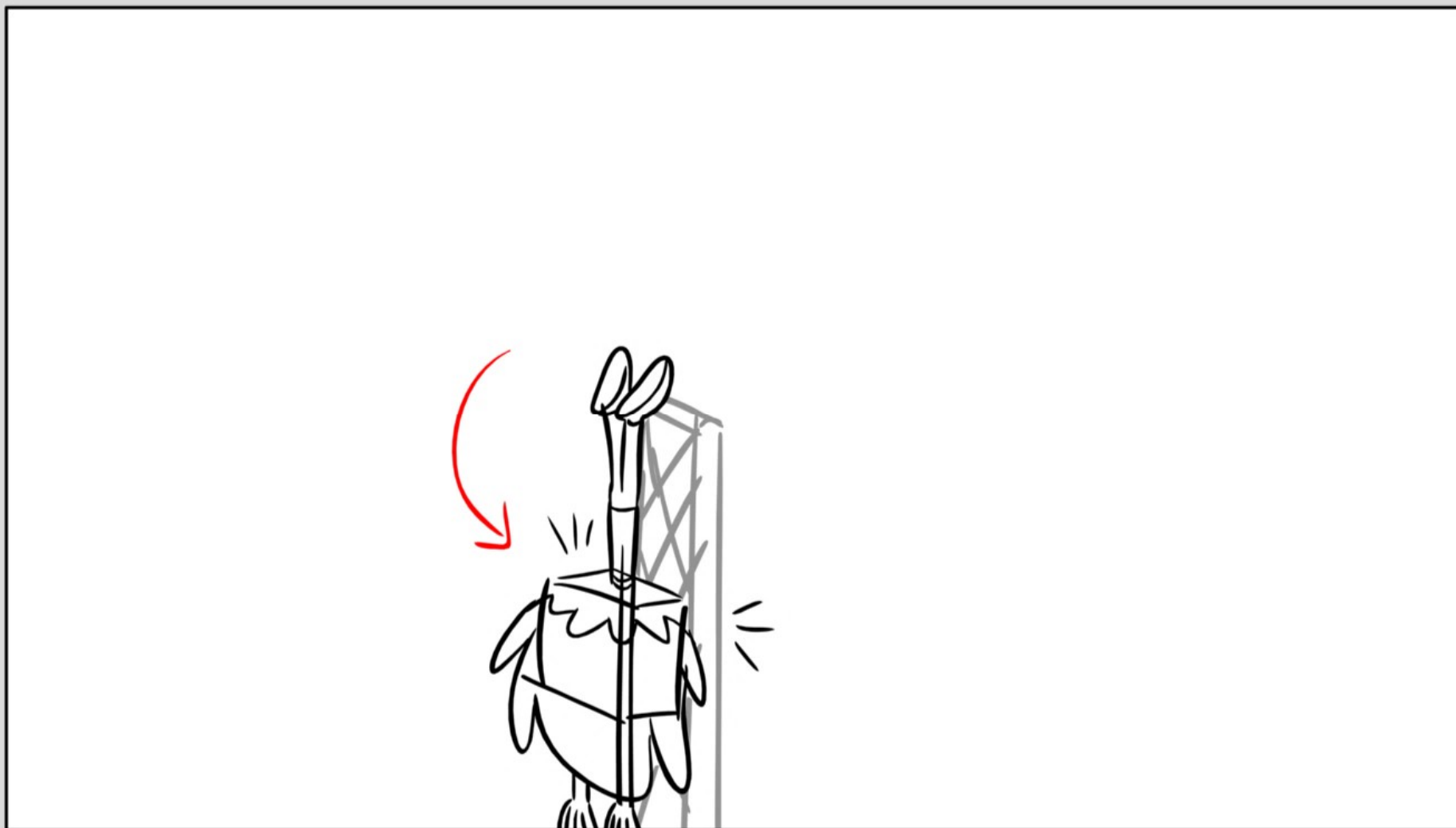
**DIALOGUE**



**ACTION  
NOTES**

Lo scrambles to get over the fence

**DIALOGUE**

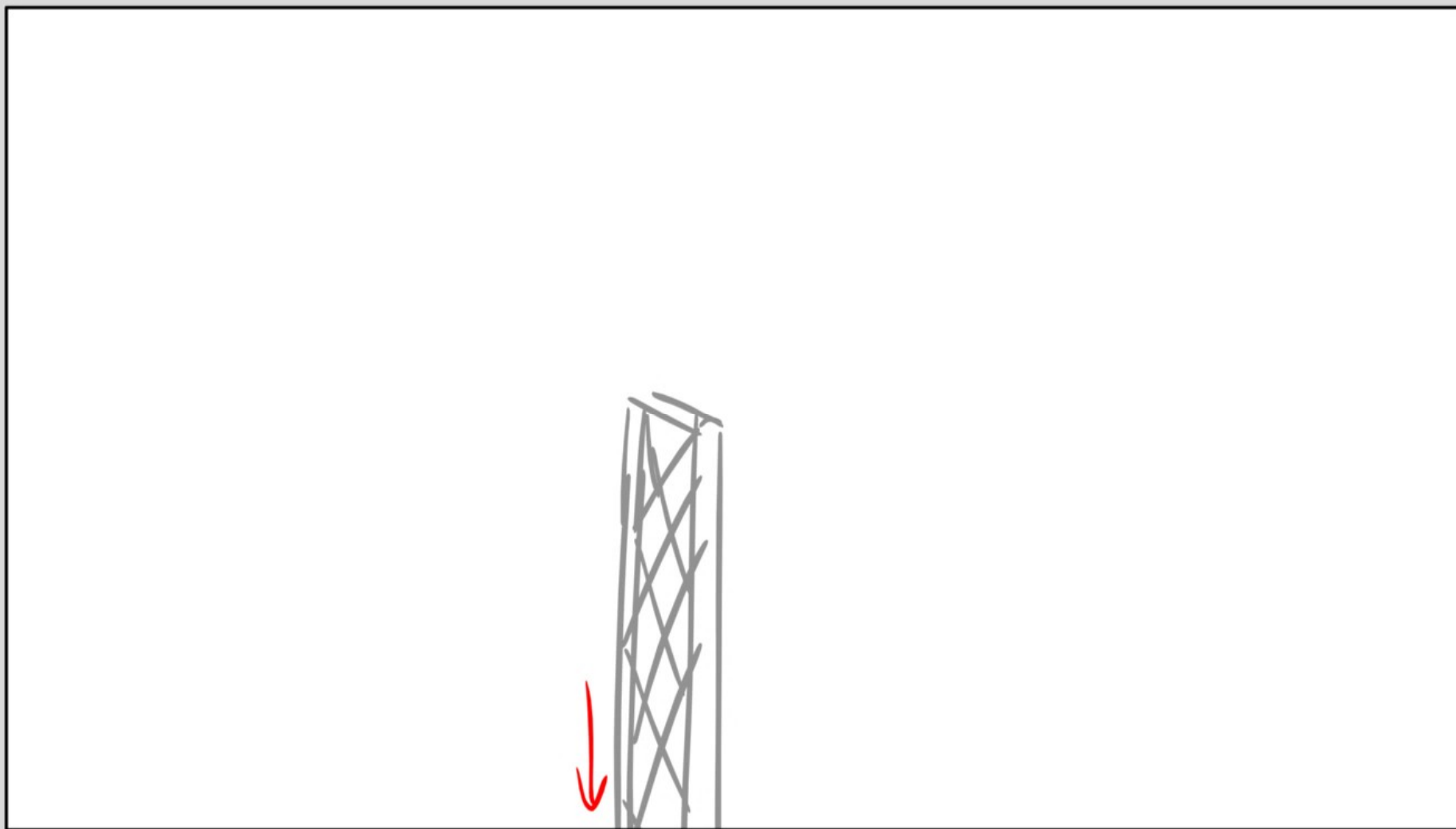


**ACTION  
NOTES**

Lo scrambles to get over the fence

**DIALOGUE**

# Catch That Critter!



**ACTION  
NOTES**

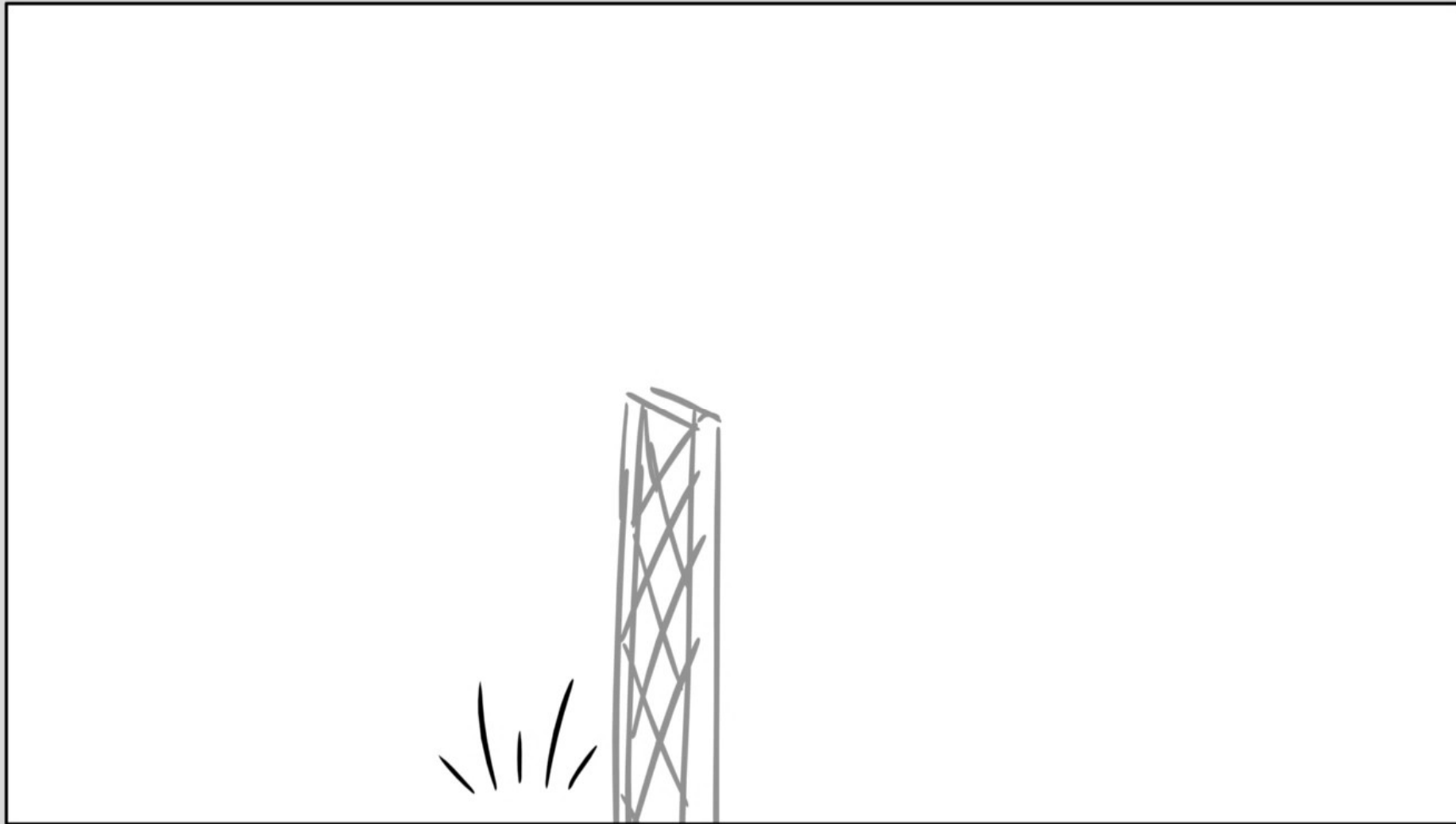
Lo scrambles to get over the fence

**DIALOGUE**



# Catch That Critter!

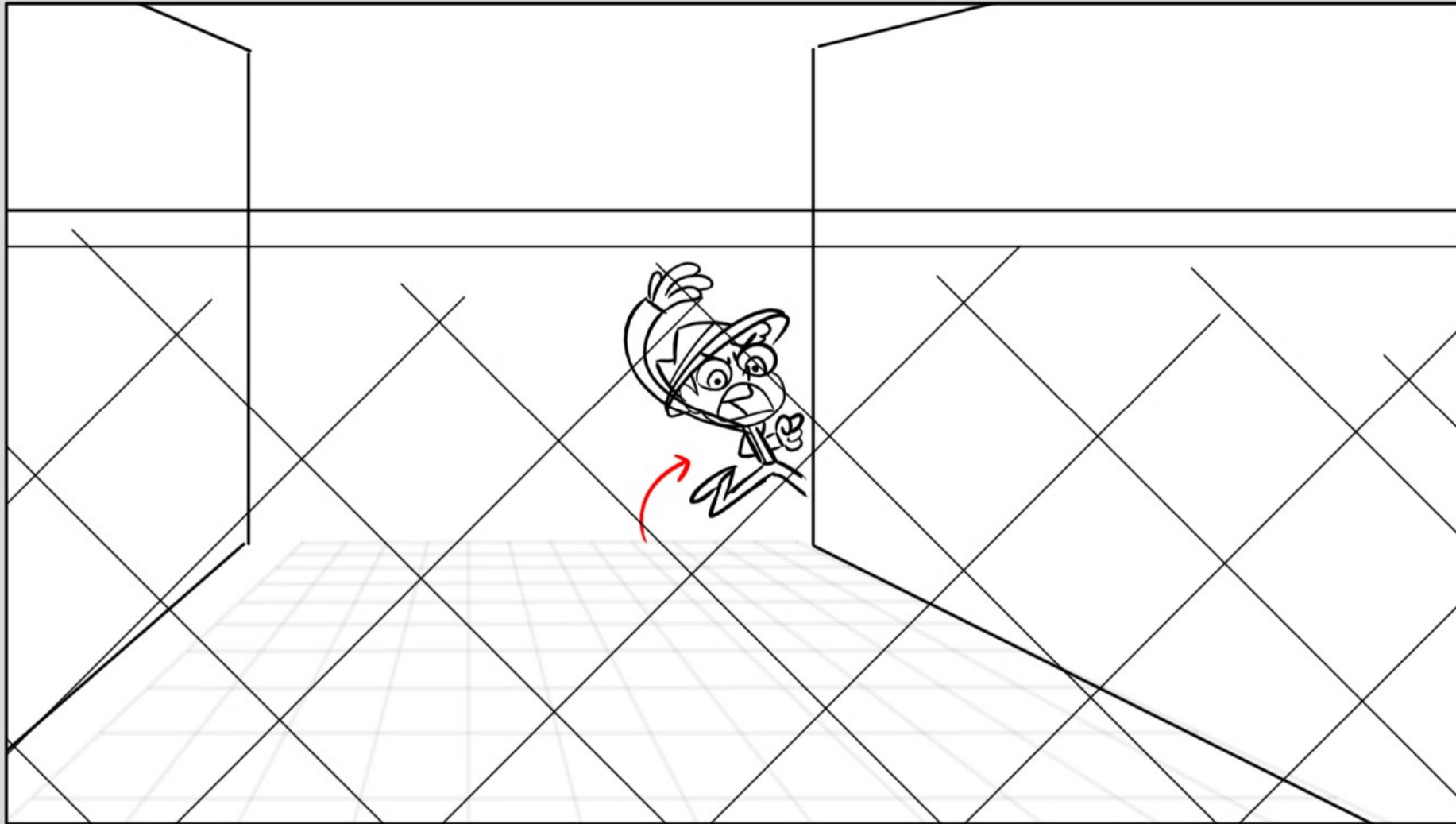
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**ACTION  
NOTES**

Lo scrambles to get over the fence

**DIALOGUE**

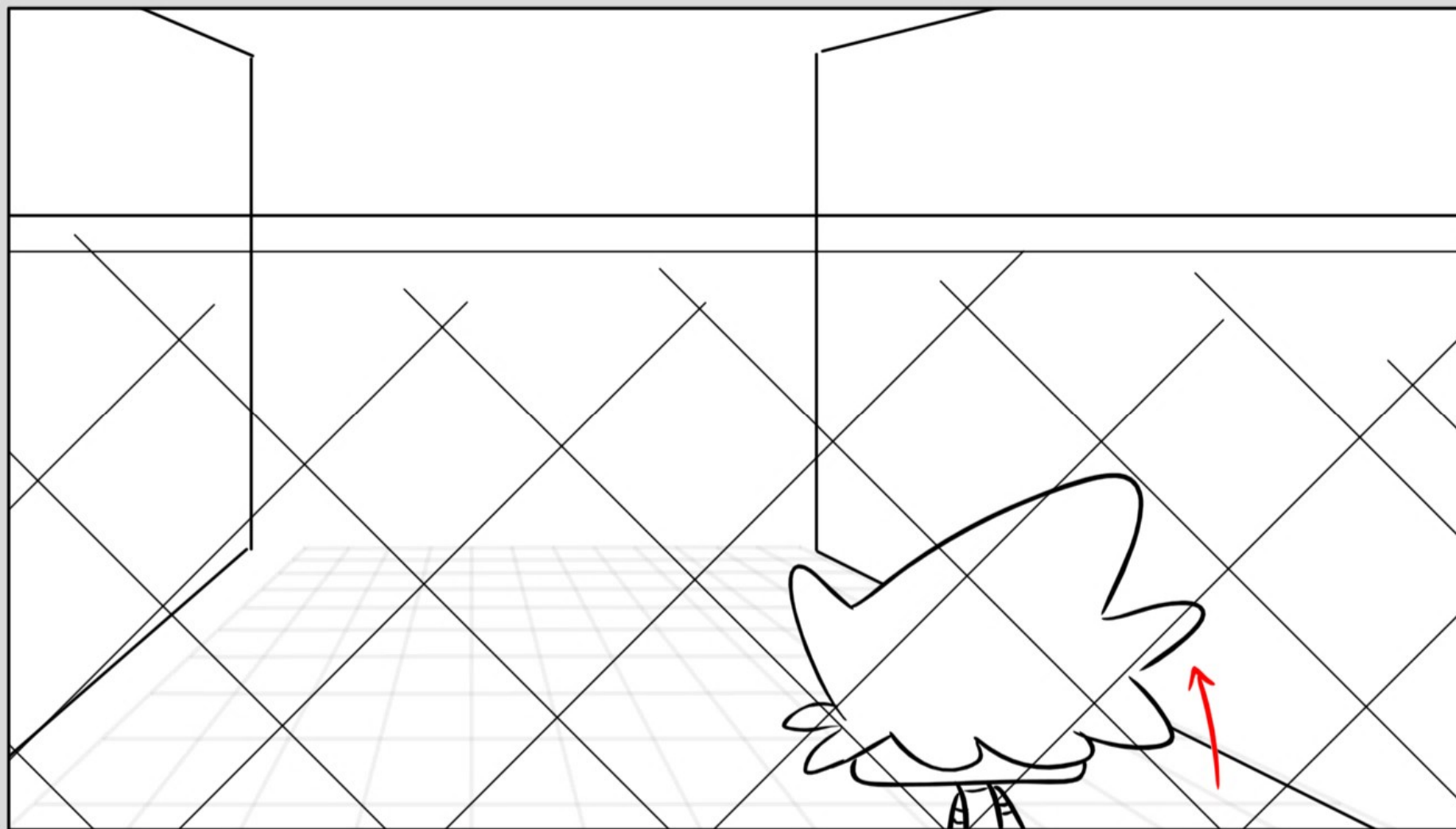


**ACTION  
NOTES**

**DIALOGUE**

Diego runs around the corner and yells at Lo

DIEGO: Come on!



**ACTION  
NOTES**

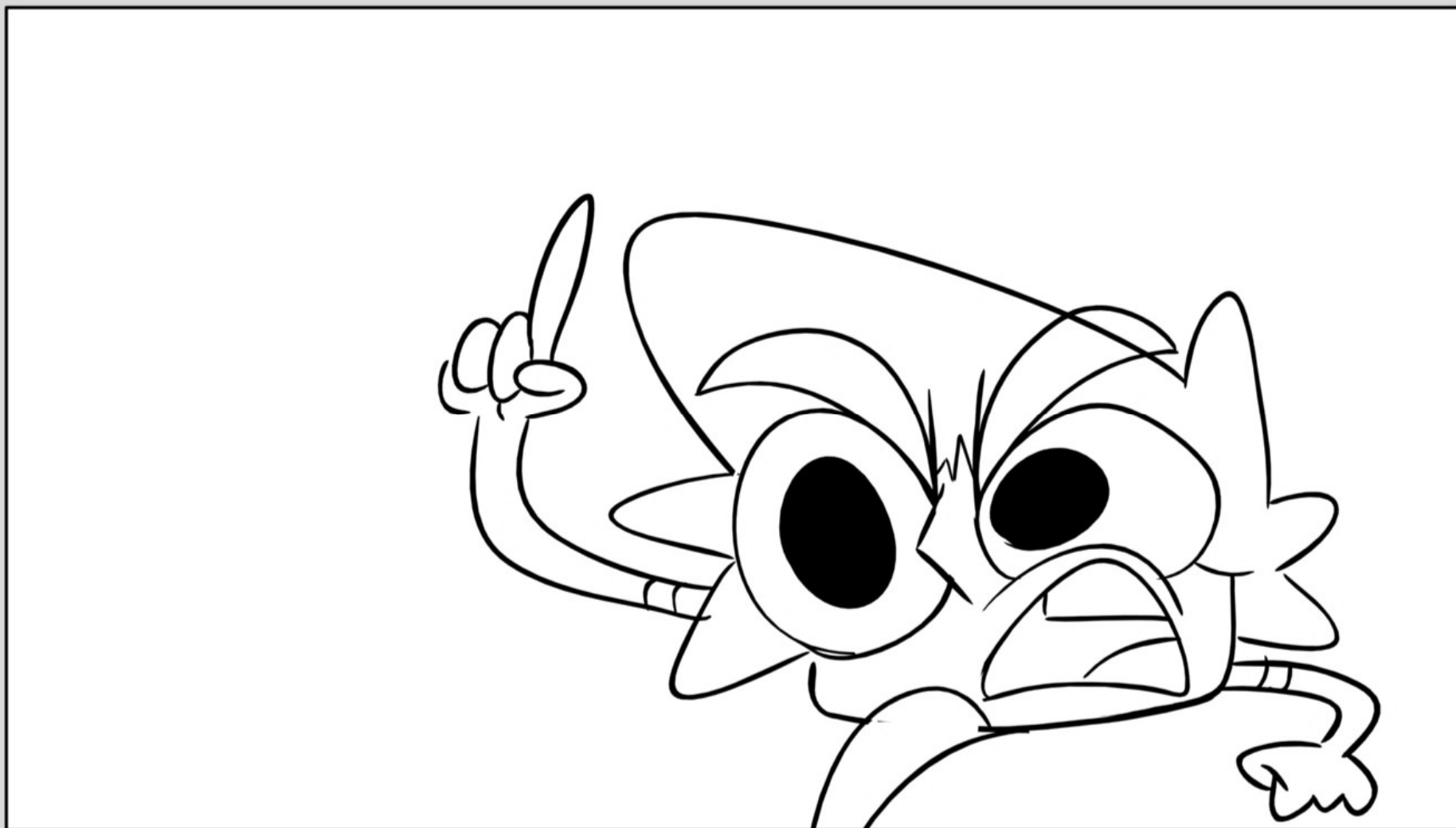
Lo gets up

**DIALOGUE**



ACTION  
NOTES

DIALOGUE



ACTION  
NOTES

DIALOGUE

LO: Right behind you!



ACTION  
NOTES

Lo makes as if he is running

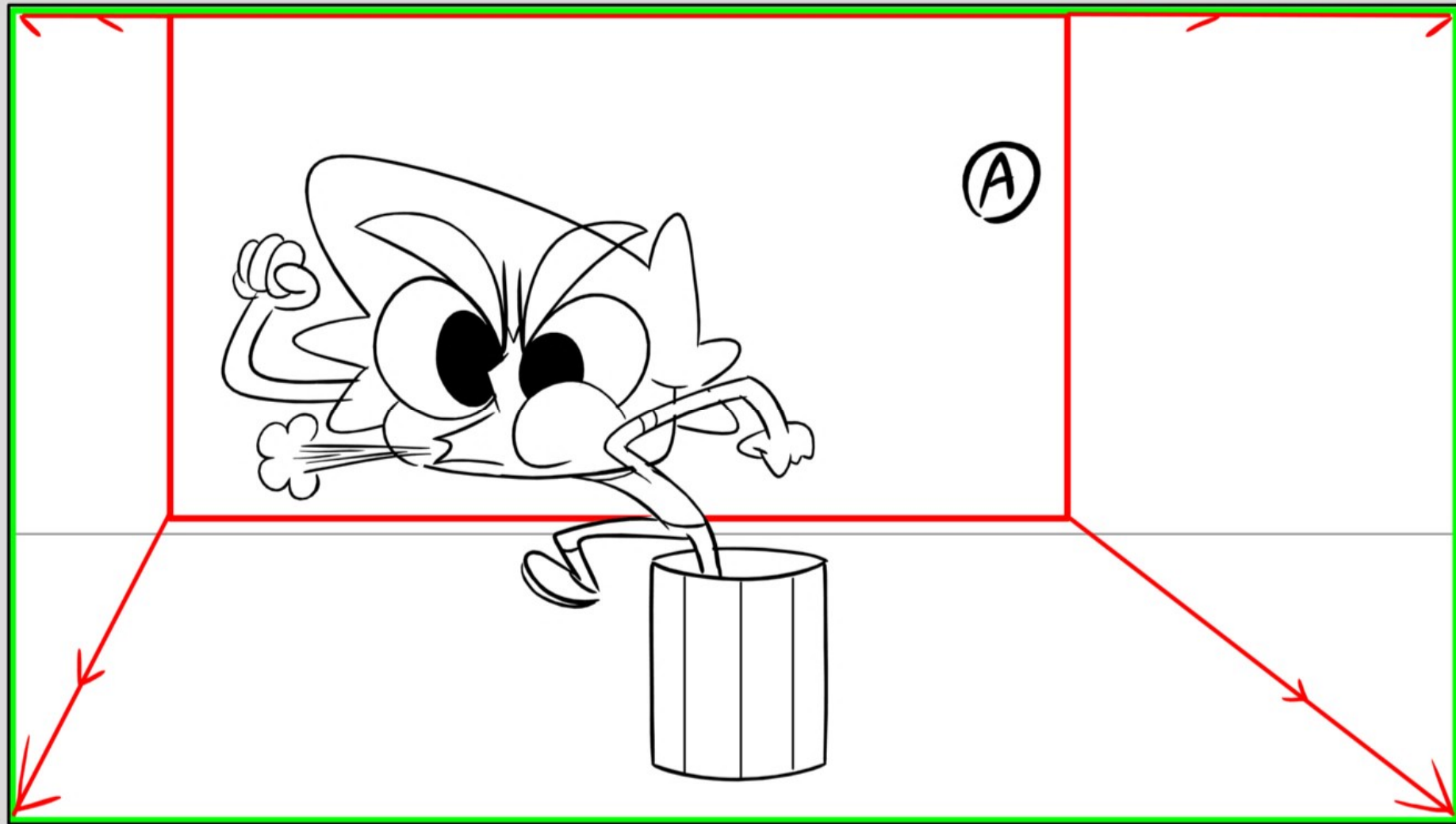
DIALOGUE



ACTION  
NOTES

Lo makes as if he is running

DIALOGUE

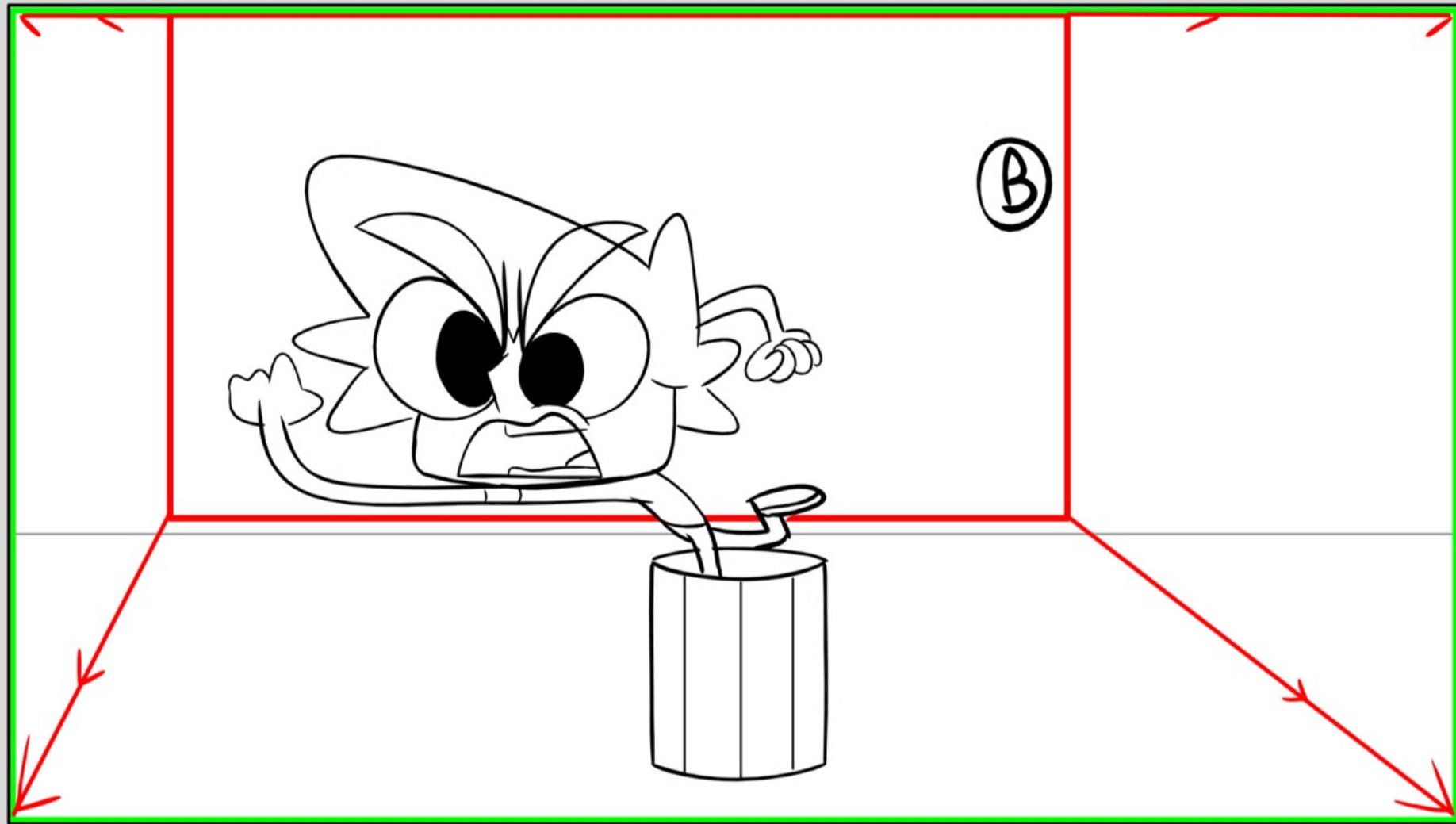


**ACTION  
NOTES**

**DIALOGUE**

(Camera zoom out)  
But it's revealed his foot is stuck in a trash can  
and he hasn't moved at all





**ACTION  
NOTES**

**DIALOGUE**

(Camera zoom out)  
But it's revealed his foot is stuck in a trash can  
and he hasn't moved at all



ACTION  
NOTES

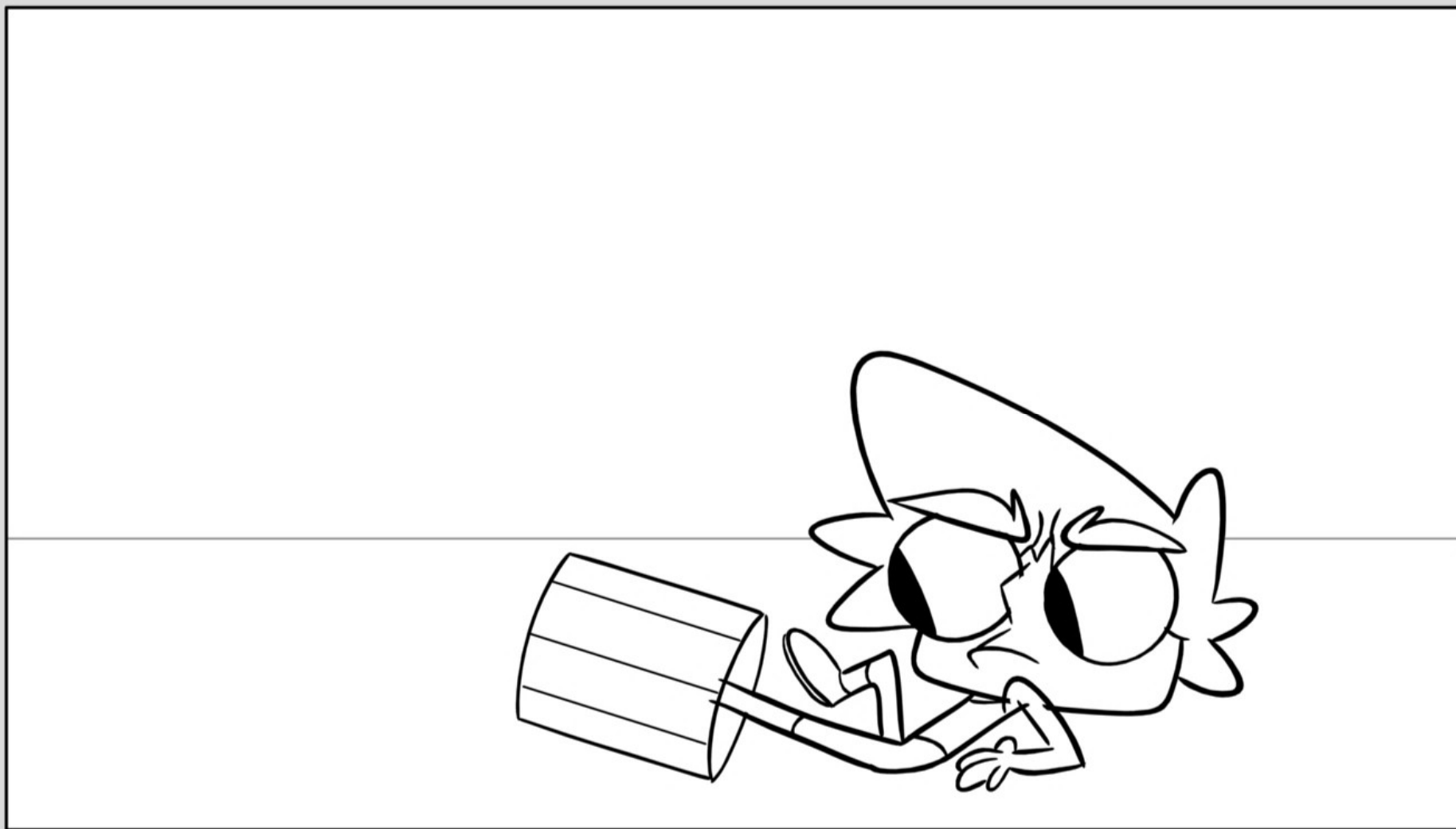
DIALOGUE





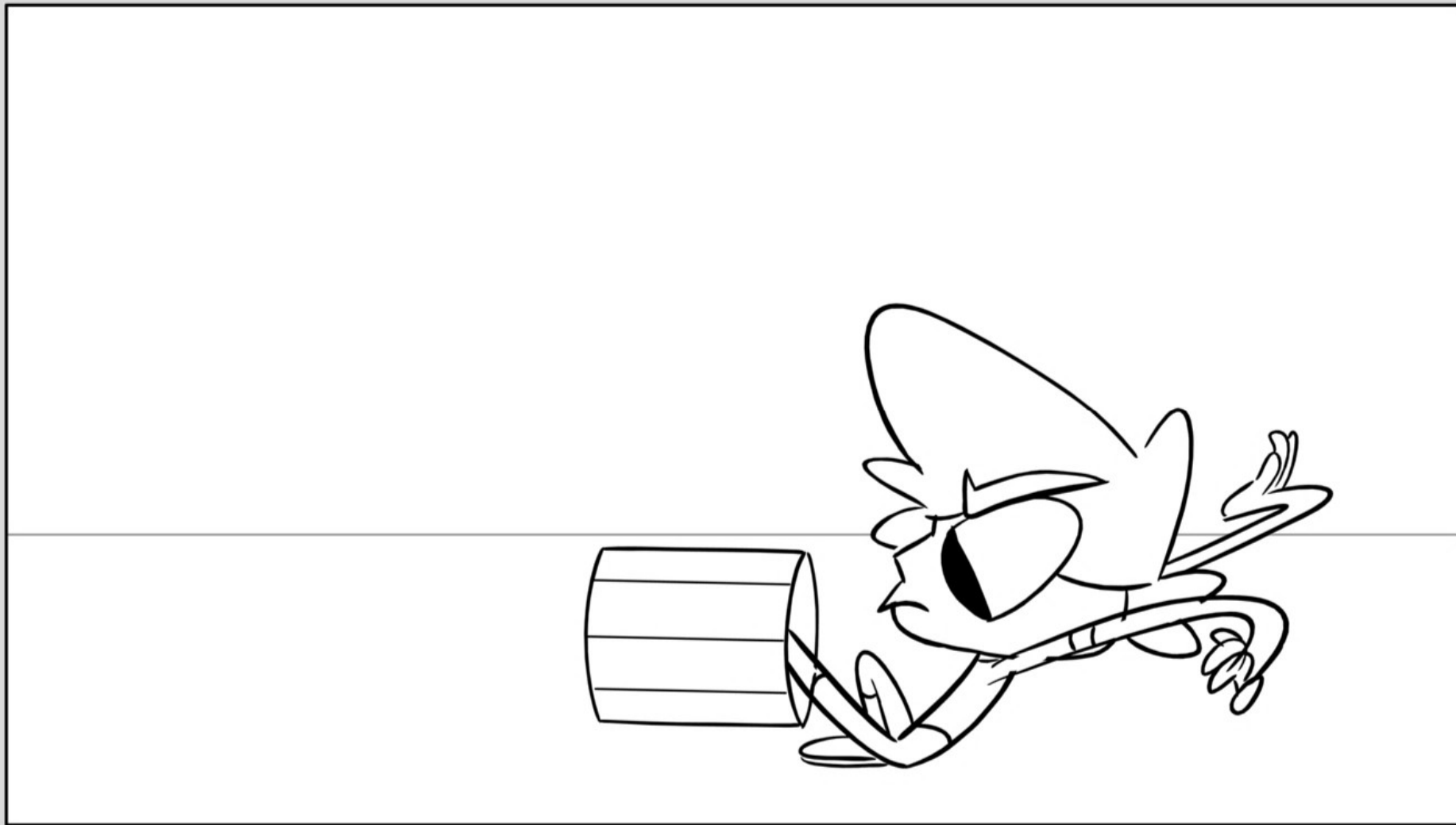
ACTION  
NOTES

DIALOGUE



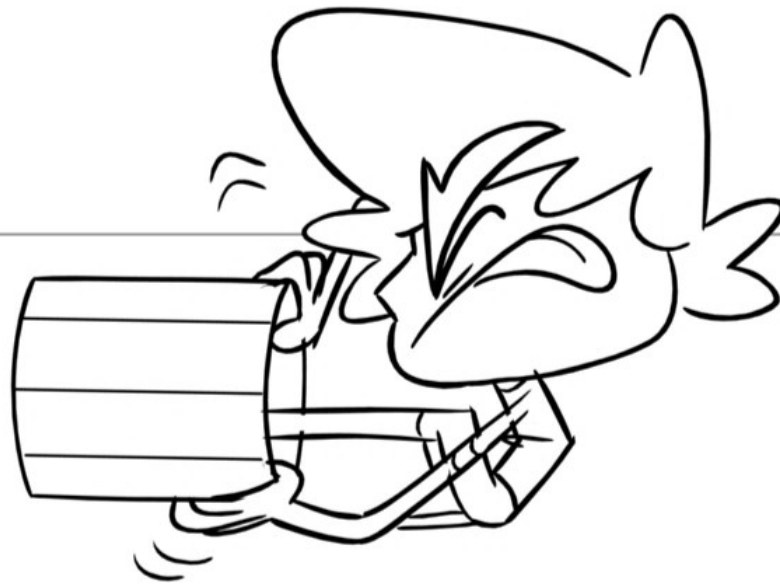
ACTION  
NOTES

DIALOGUE



ACTION  
NOTES

DIALOGUE



**ACTION  
NOTES**

Lo's arms shake as he tries to push the trash can off his leg

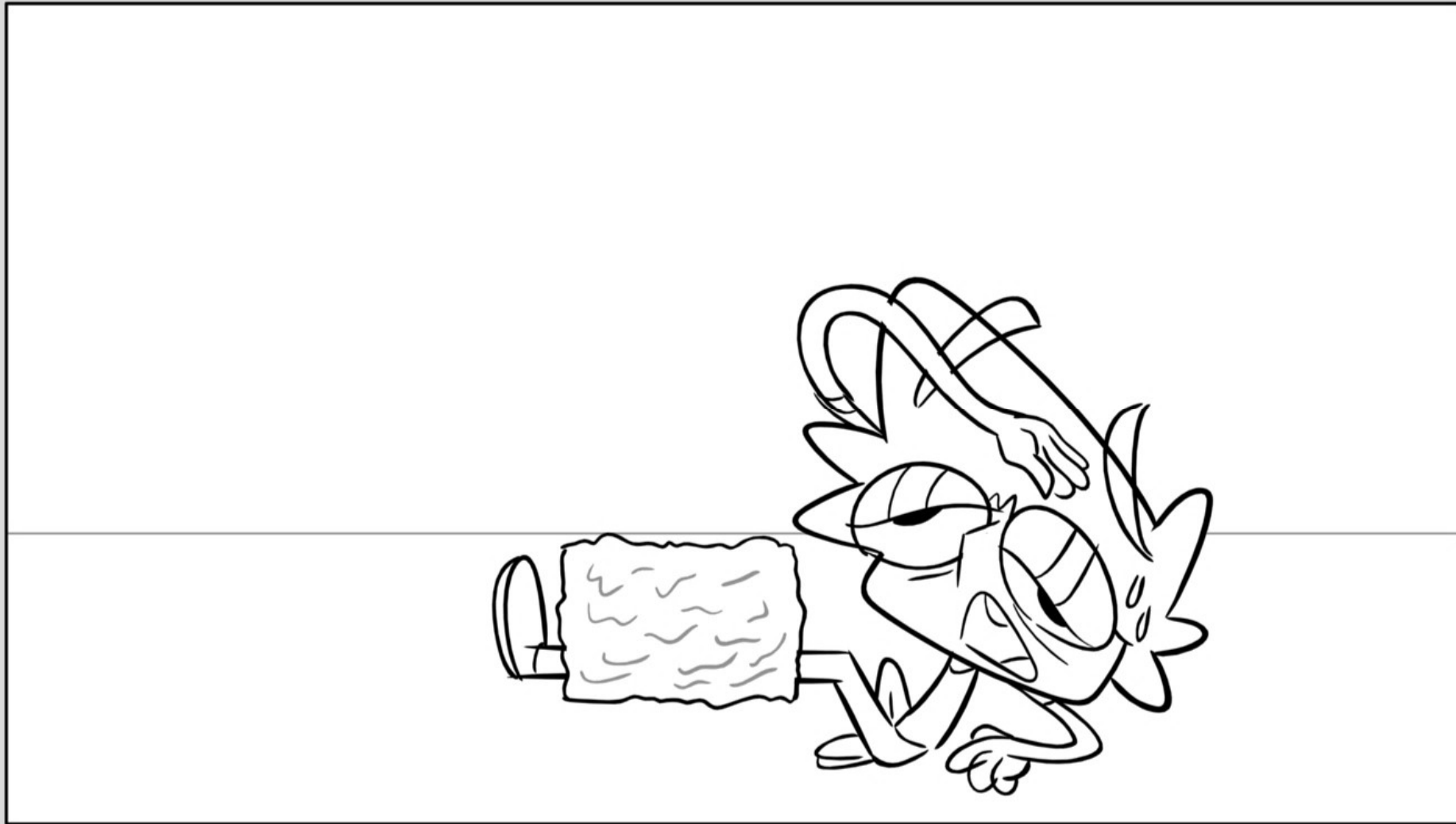
**DIALOGUE**



**ACTION  
NOTES**

**DIALOGUE**

The trash can pops off and flies offscreen,  
leaving Lo's leg covered with trash in the shape of the can

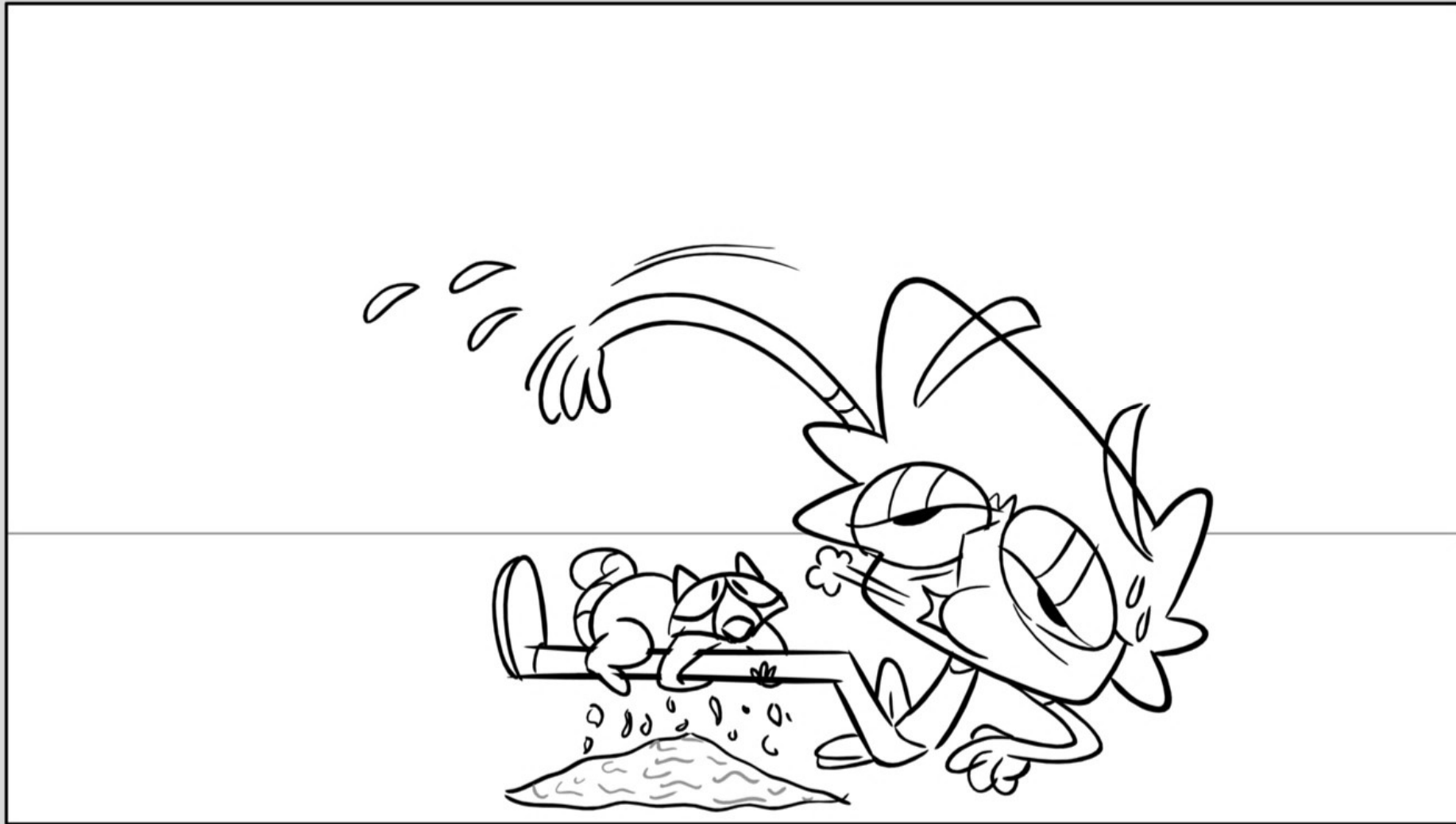


**ACTION  
NOTES**

The trash can pops off and flies offscreen,  
leaving Lo's leg covered with trash in the shape of the can

**DIALOGUE**





**ACTION  
NOTES**

Lo wipes off sweat.  
The trash crumbles off his leg onto the floor,  
revealing a raccoon grabbing onto his leg

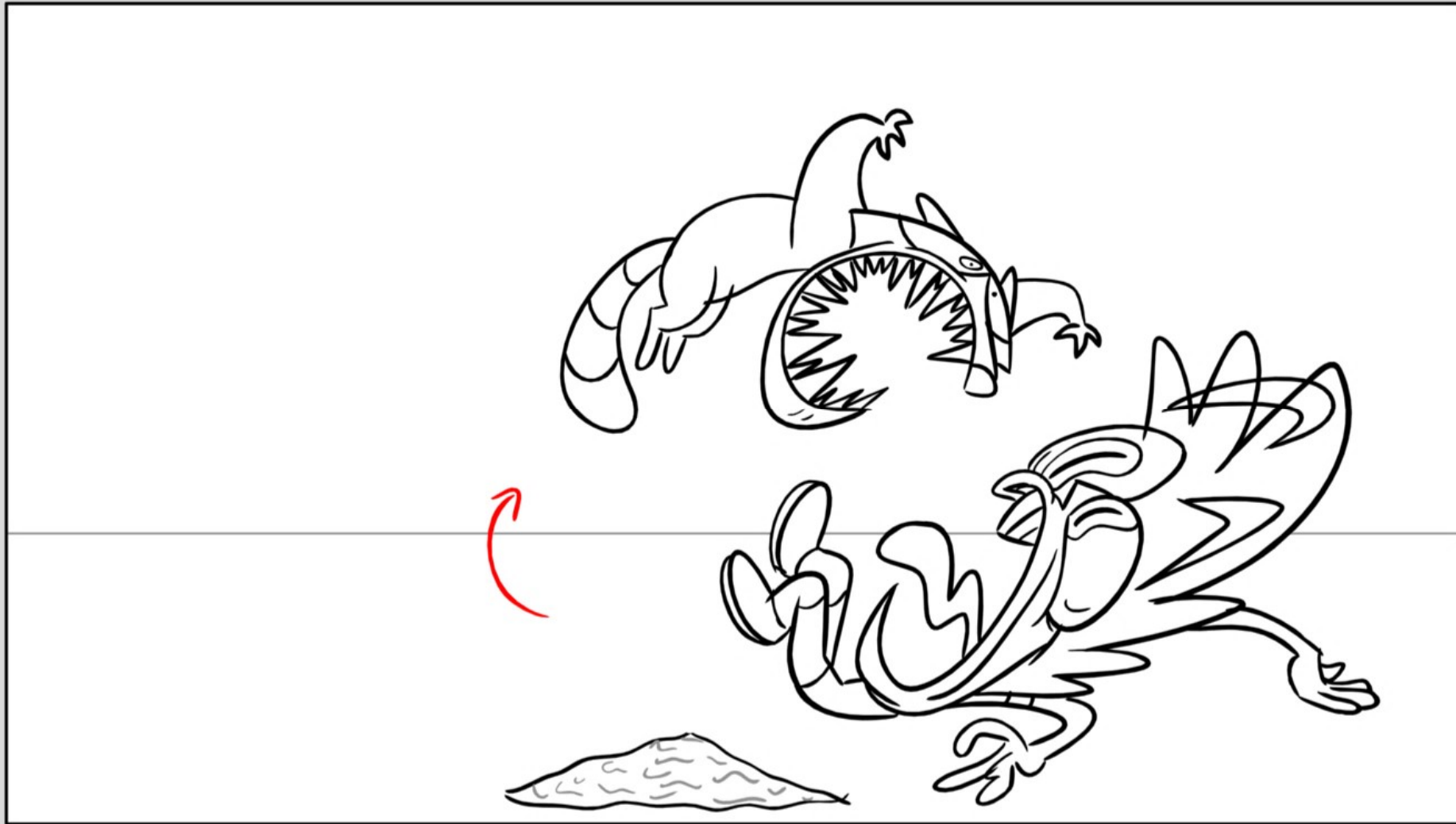
**DIALOGUE**



ACTION  
NOTES

DIALOGUE





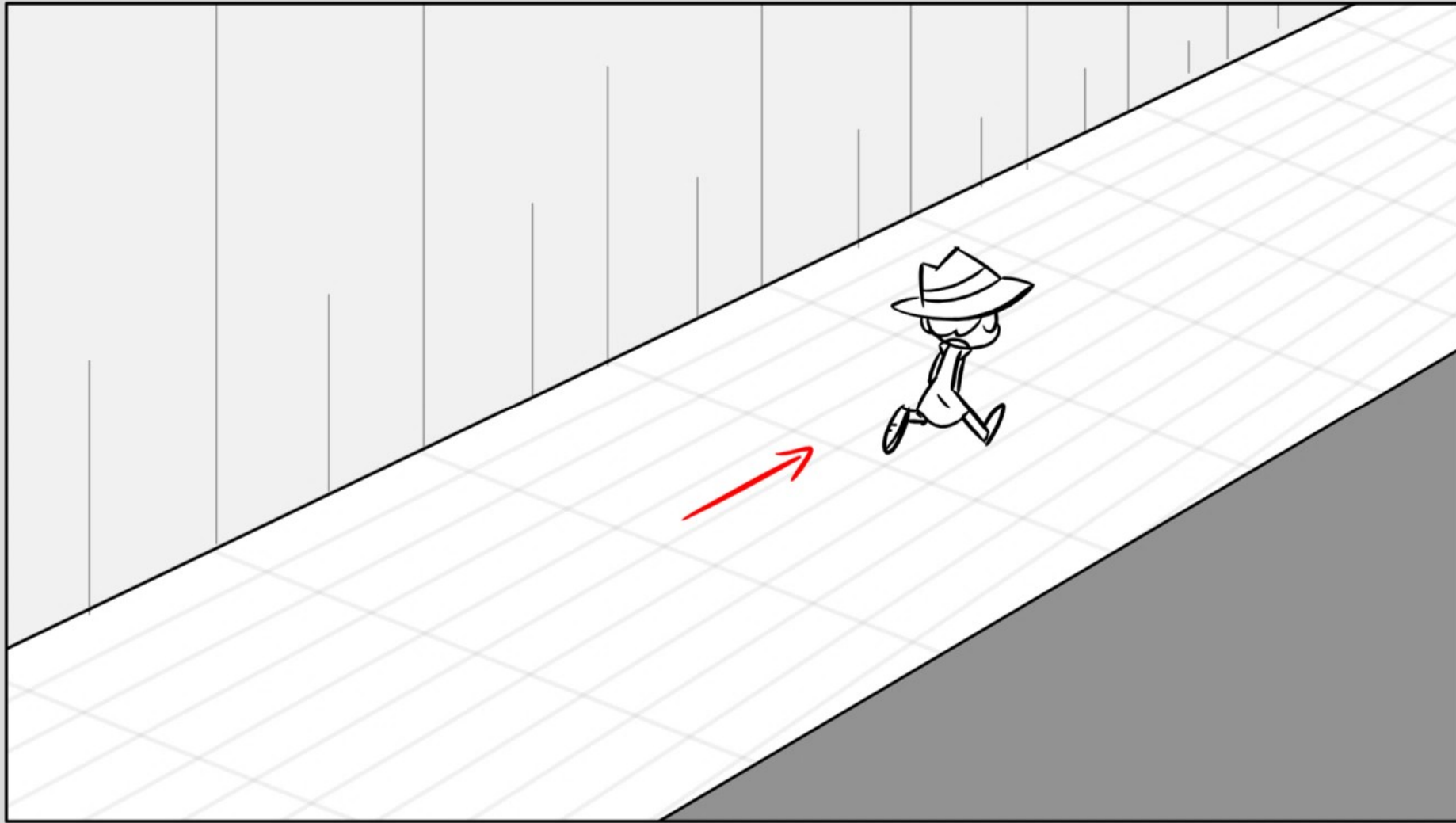
**ACTION  
NOTES**

**DIALOGUE**

The raccoon jumps in attack and Lo yells



# Catch That Critter!

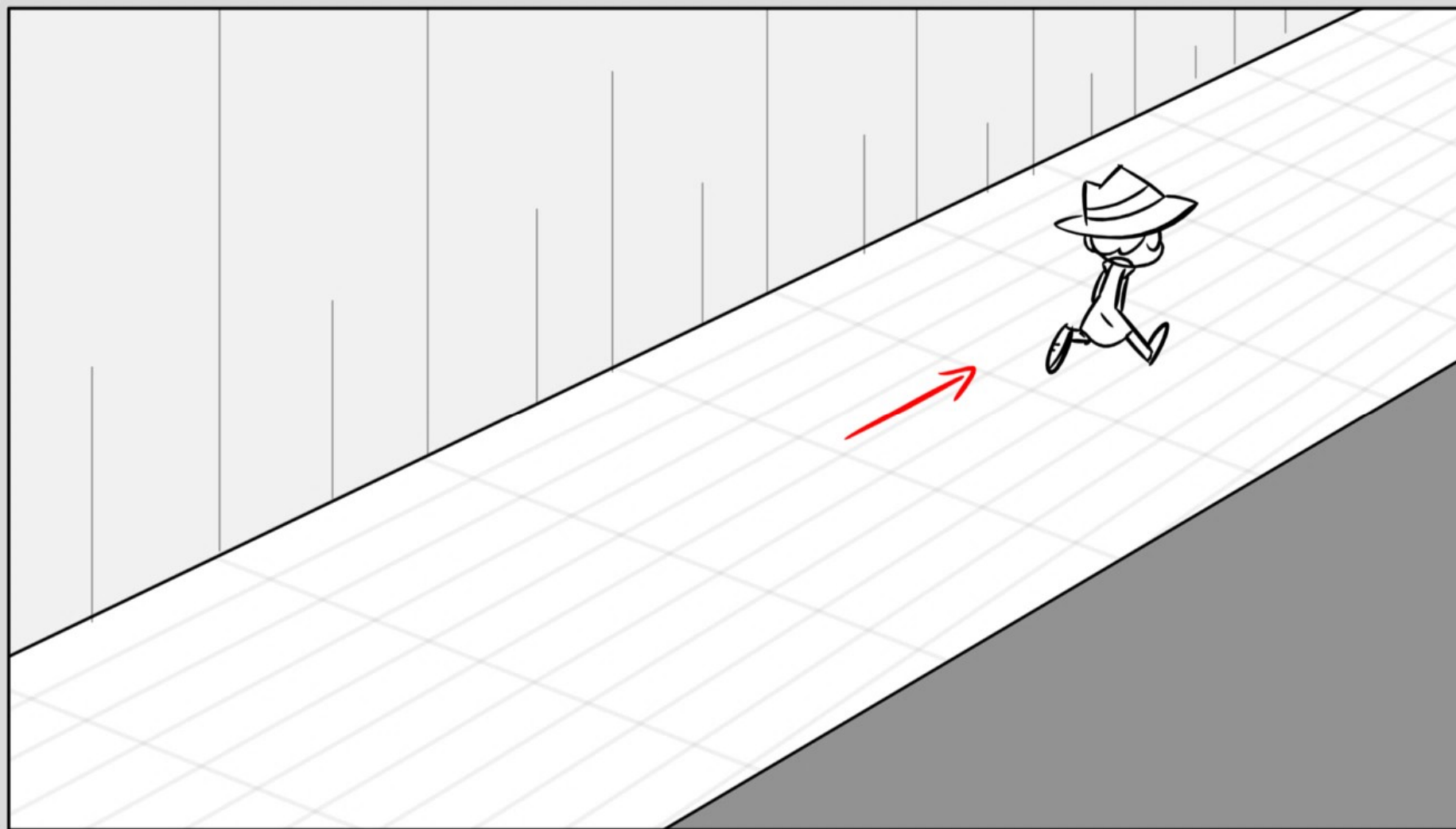


**ACTION  
NOTES**

Diego walks in a dark alley

**DIALOGUE**

# Catch That Critter!



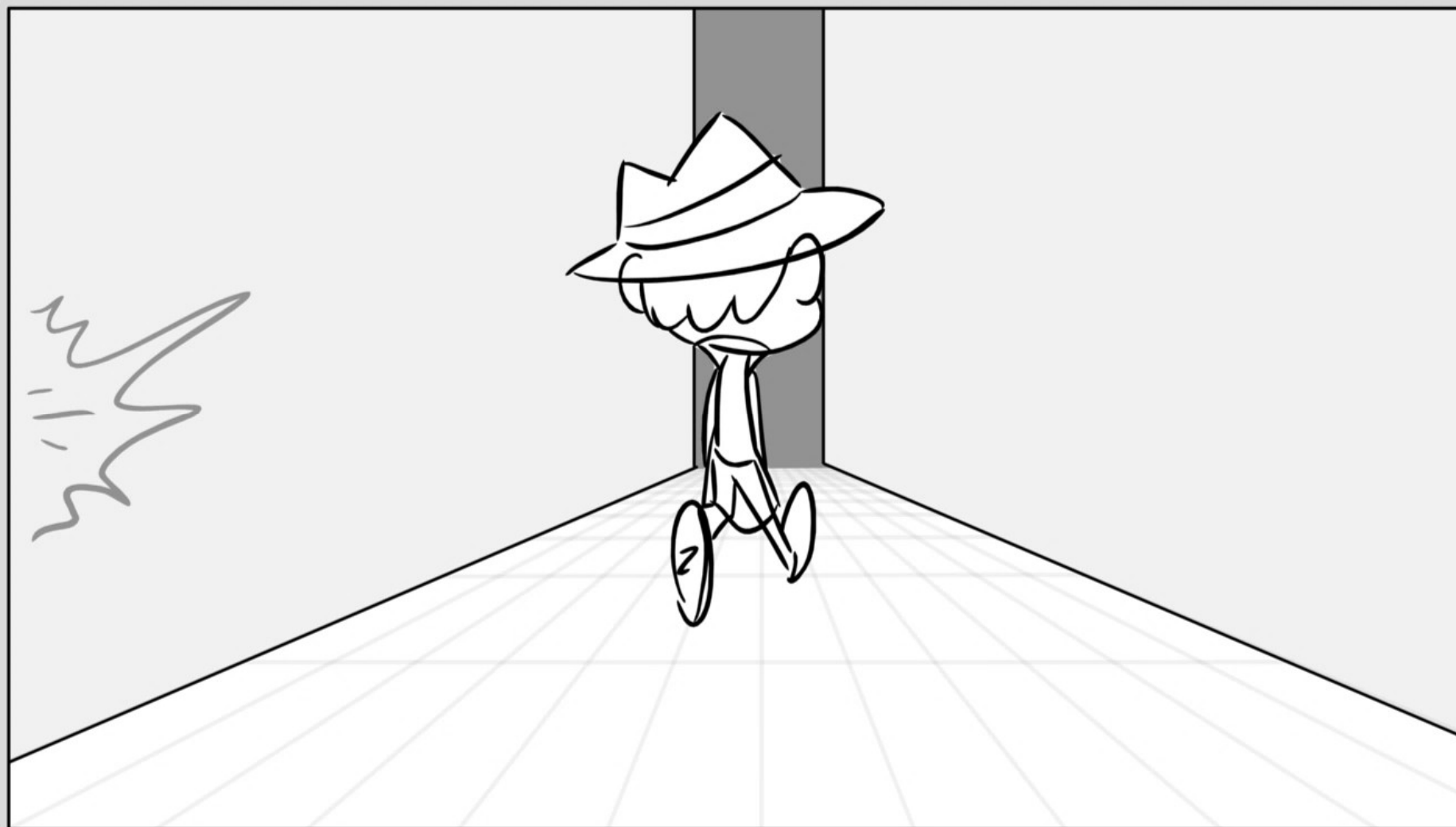
**ACTION  
NOTES**

Diego walks in a dark alley

**DIALOGUE**

# Catch That Critter!

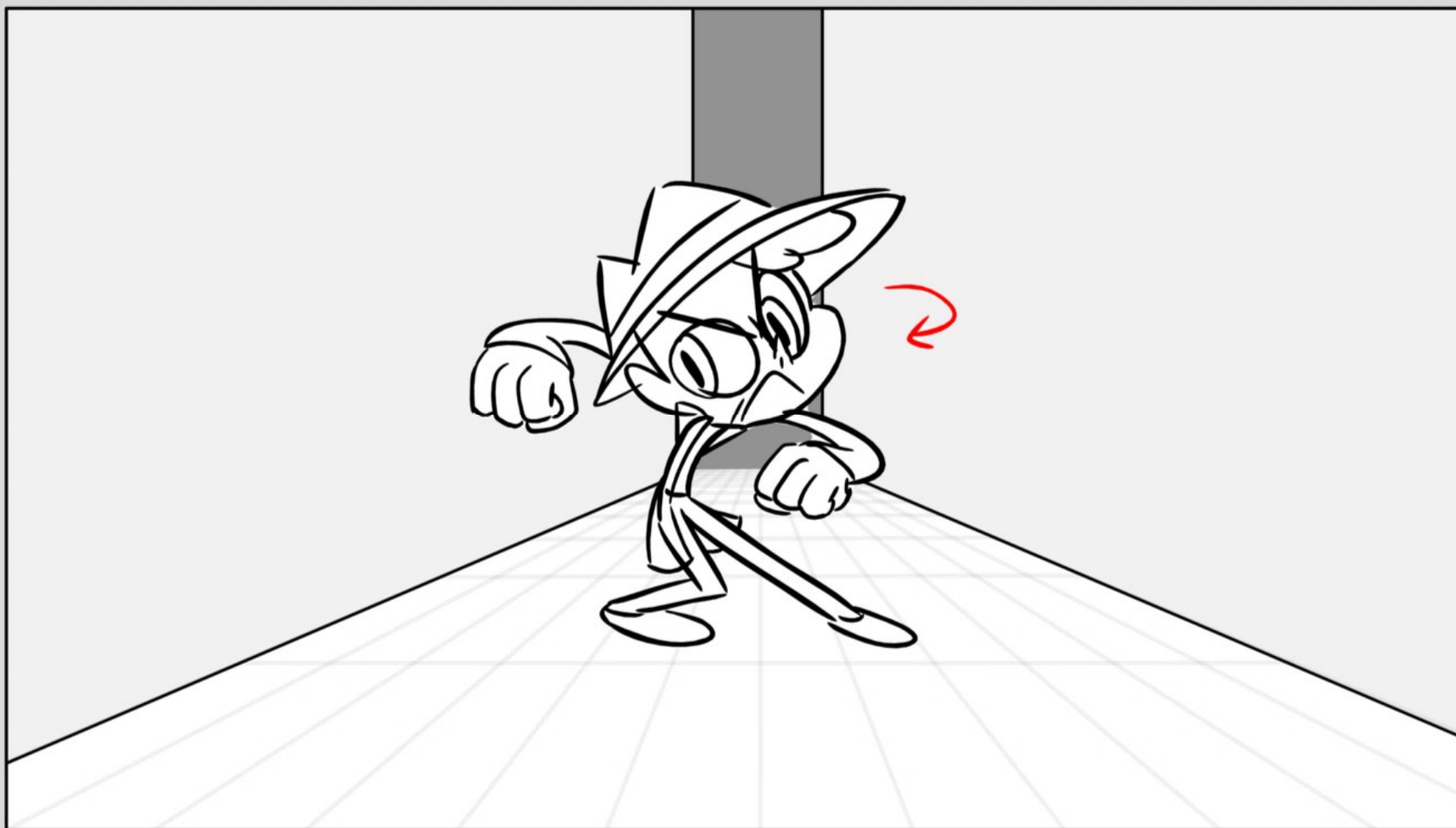
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**ACTION  
NOTES**

A noise from offscreen

**DIALOGUE**

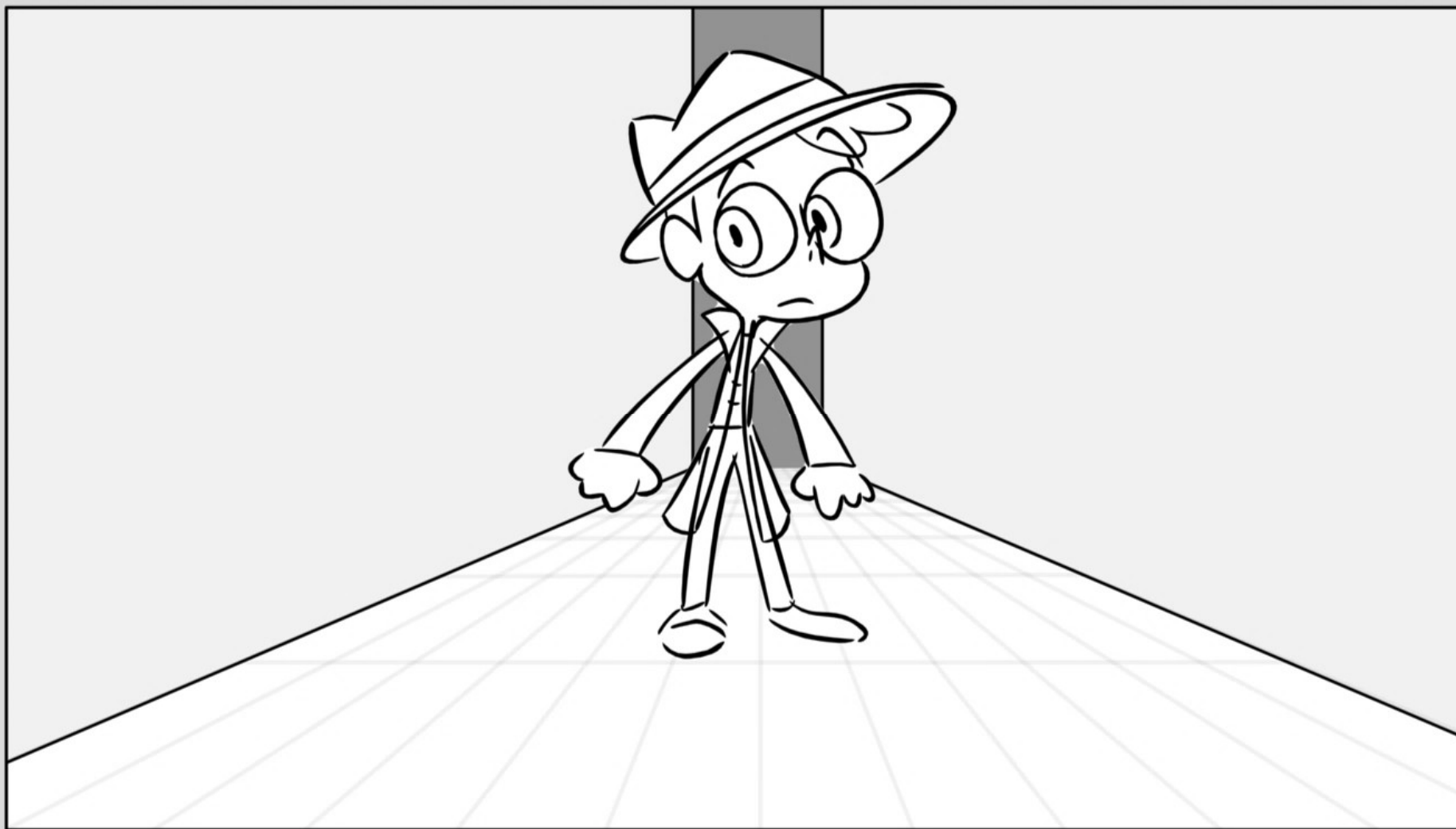


**ACTION  
NOTES**

Diego turns, ready to attack

**DIALOGUE**



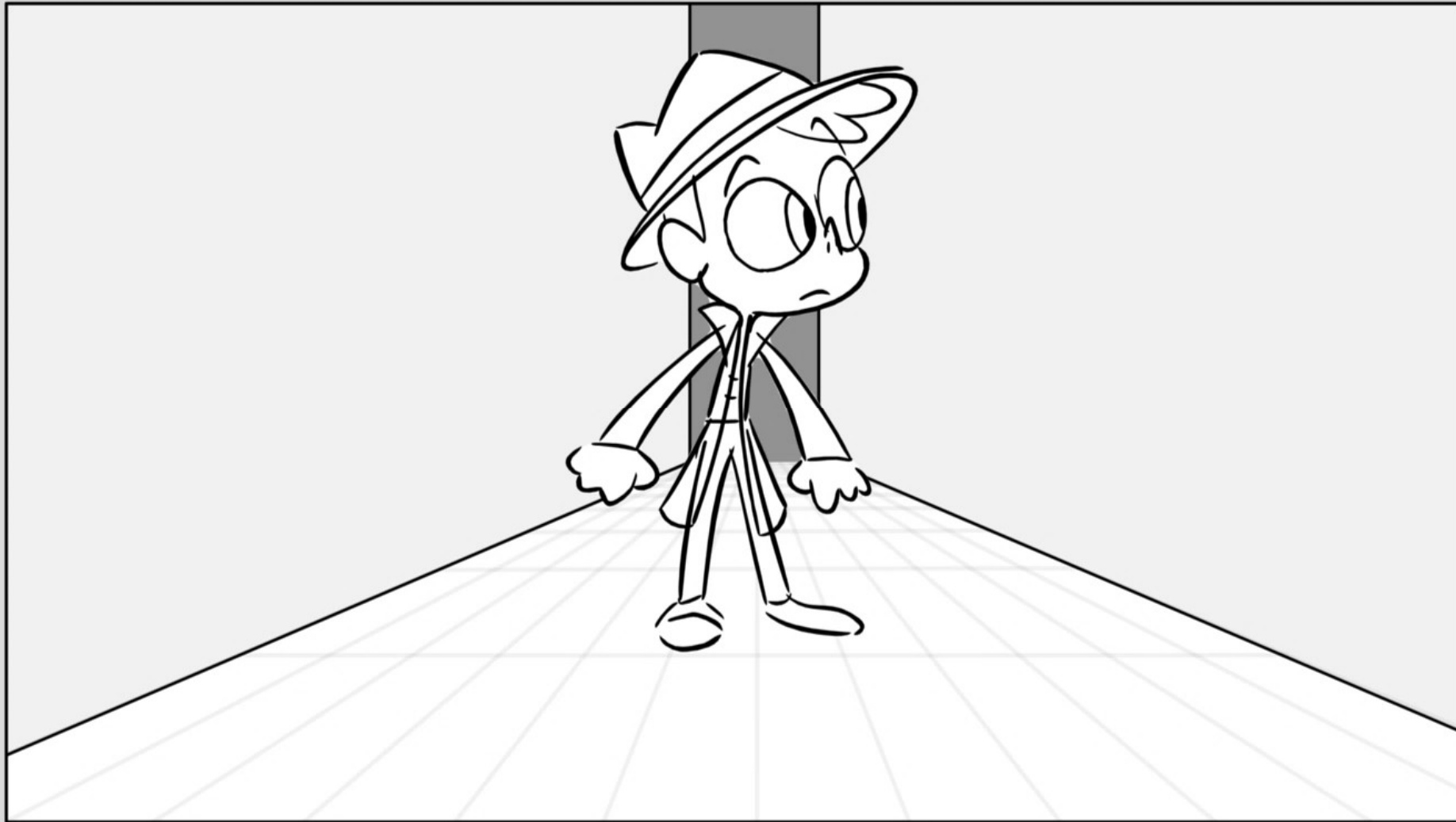


**ACTION  
NOTES**

**DIALOGUE**

But Diego sees nothing





**ACTION  
NOTES**

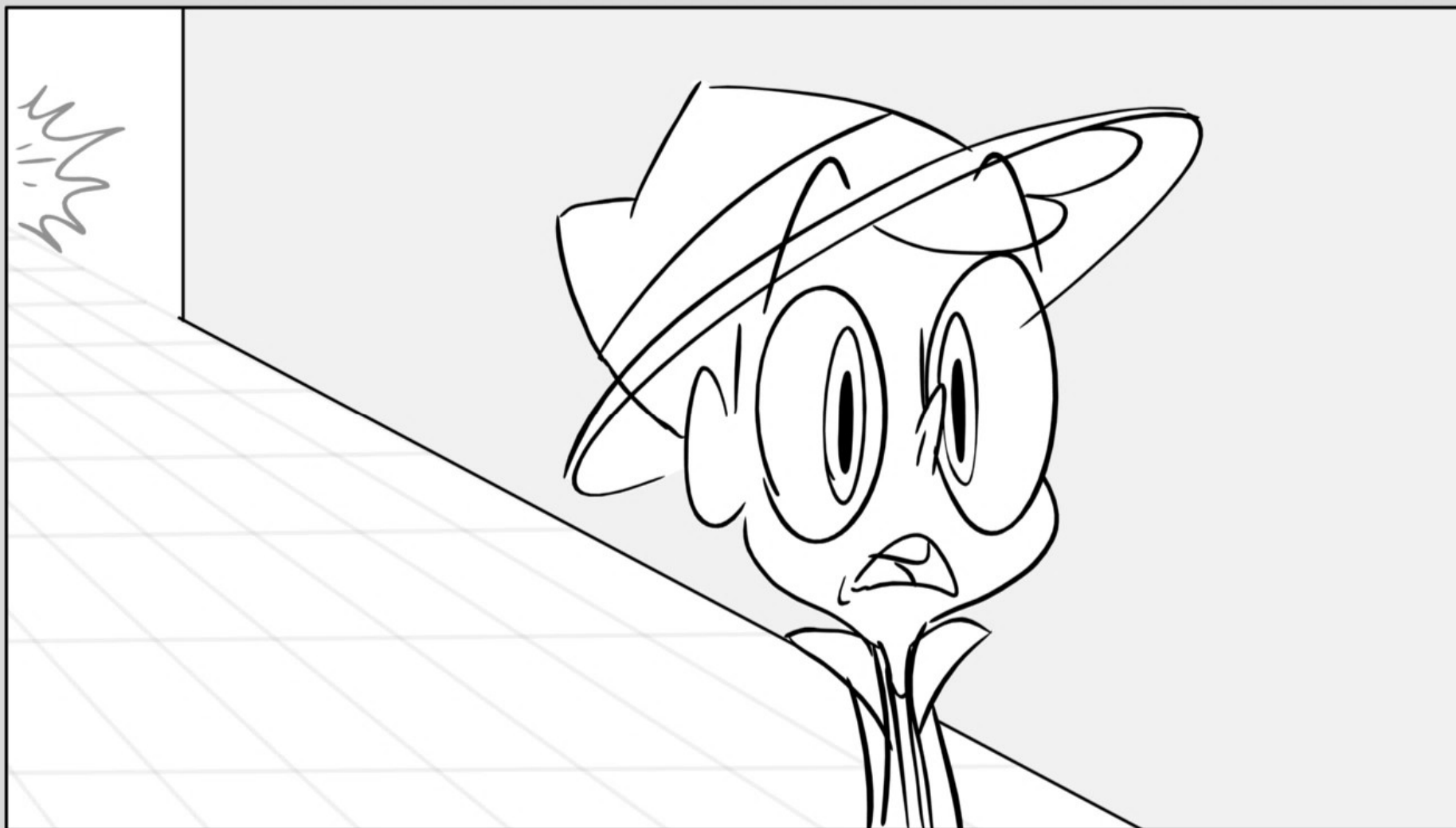
But Diego sees nothing

**DIALOGUE**



ACTION  
NOTES

DIALOGUE

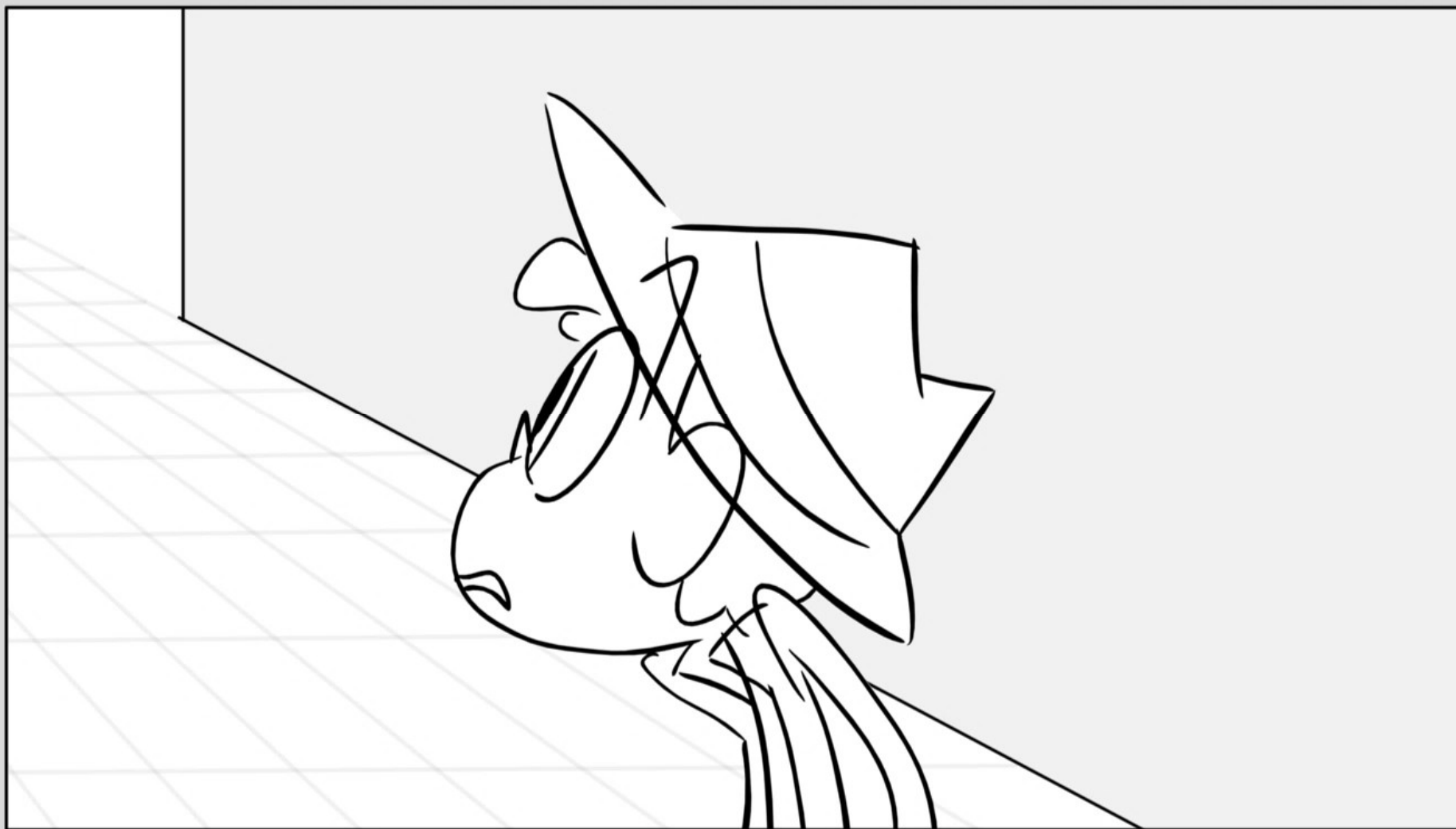


*my*

**ACTION  
NOTES**

Noise from offscreen

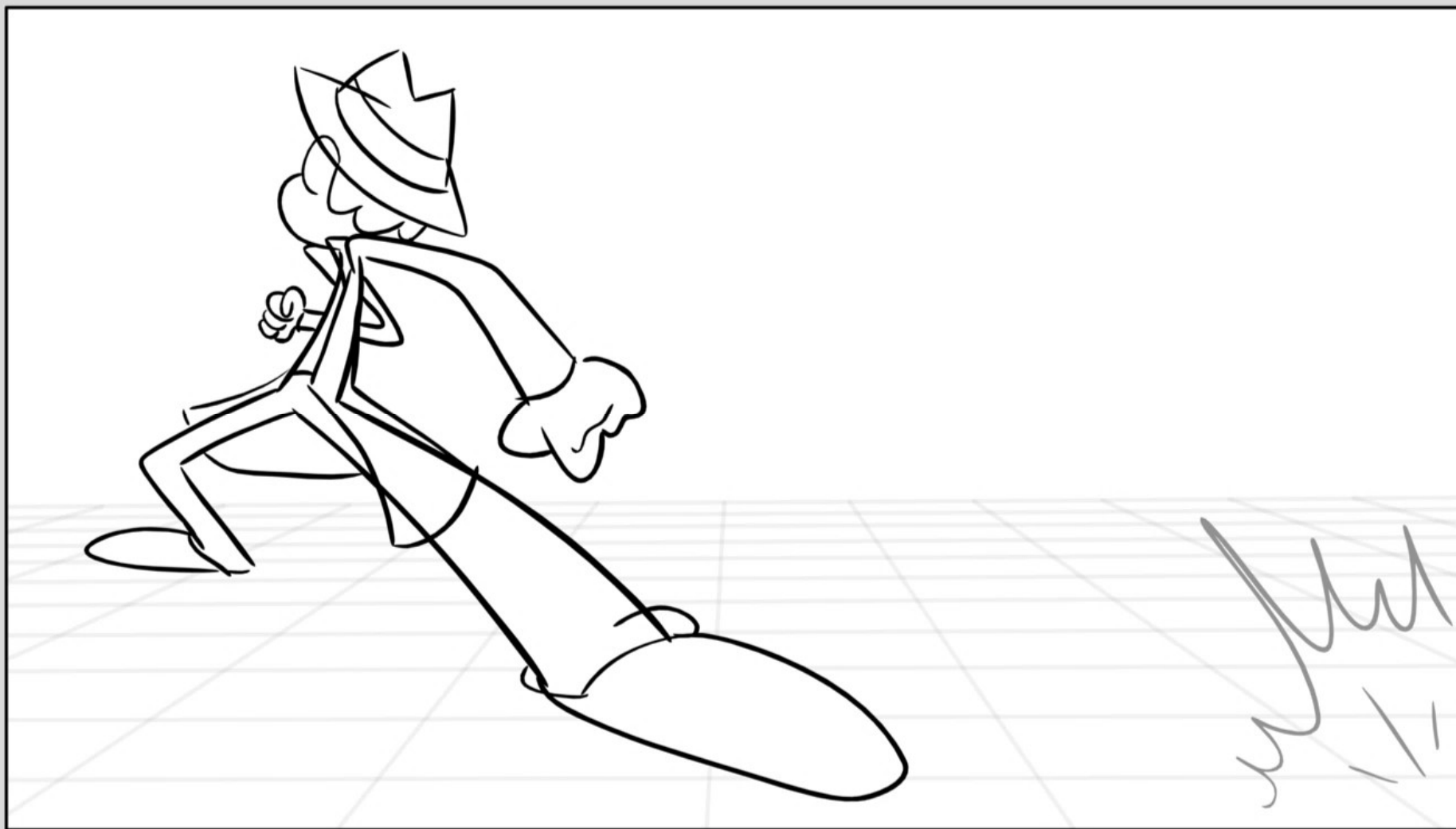
**DIALOGUE**



**ACTION  
NOTES**

Diego turns but sees nothing

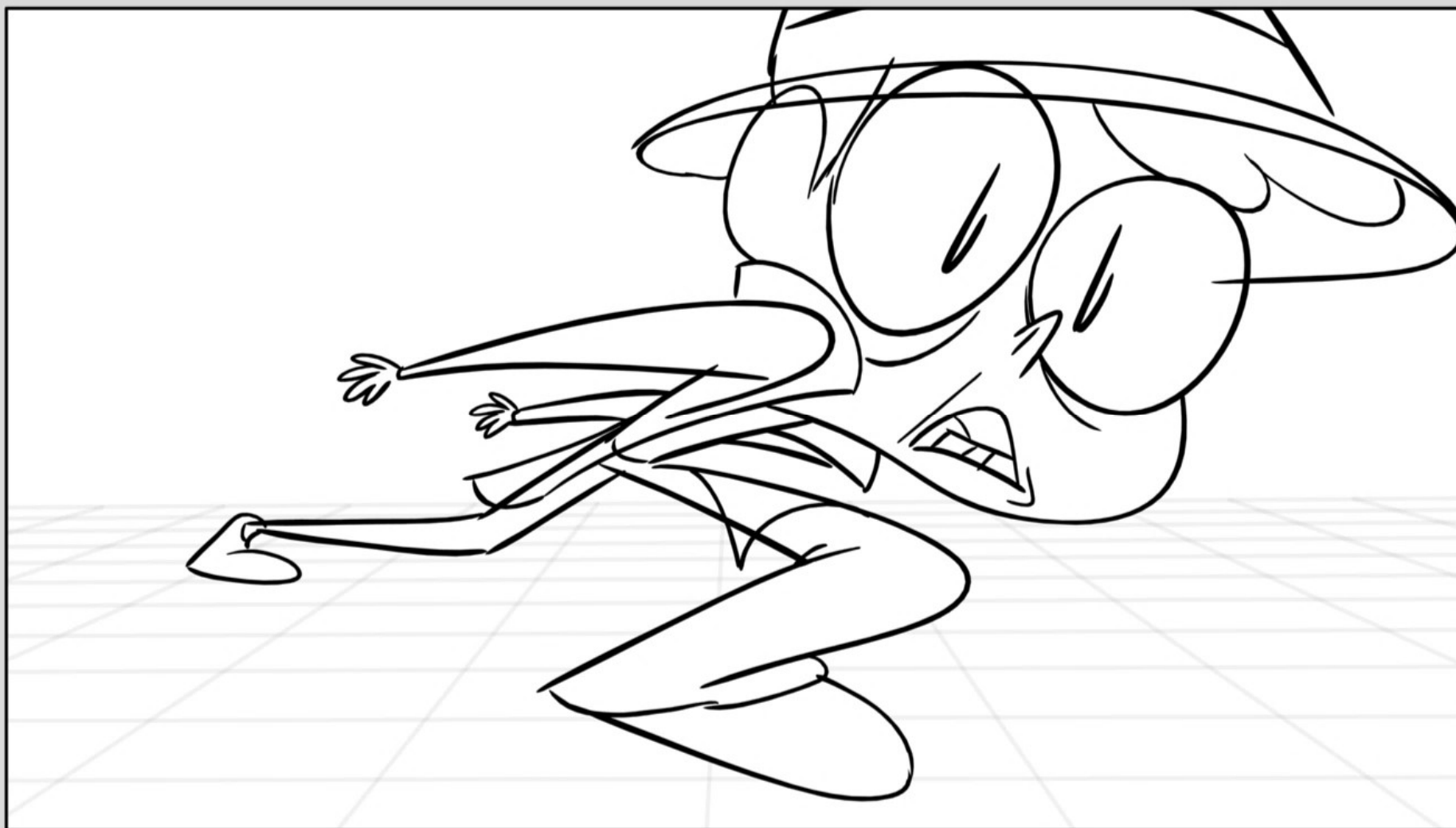
**DIALOGUE**



**ACTION  
NOTES**

Noise from offscreen

**DIALOGUE**



ACTION  
NOTES

DIALOGUE



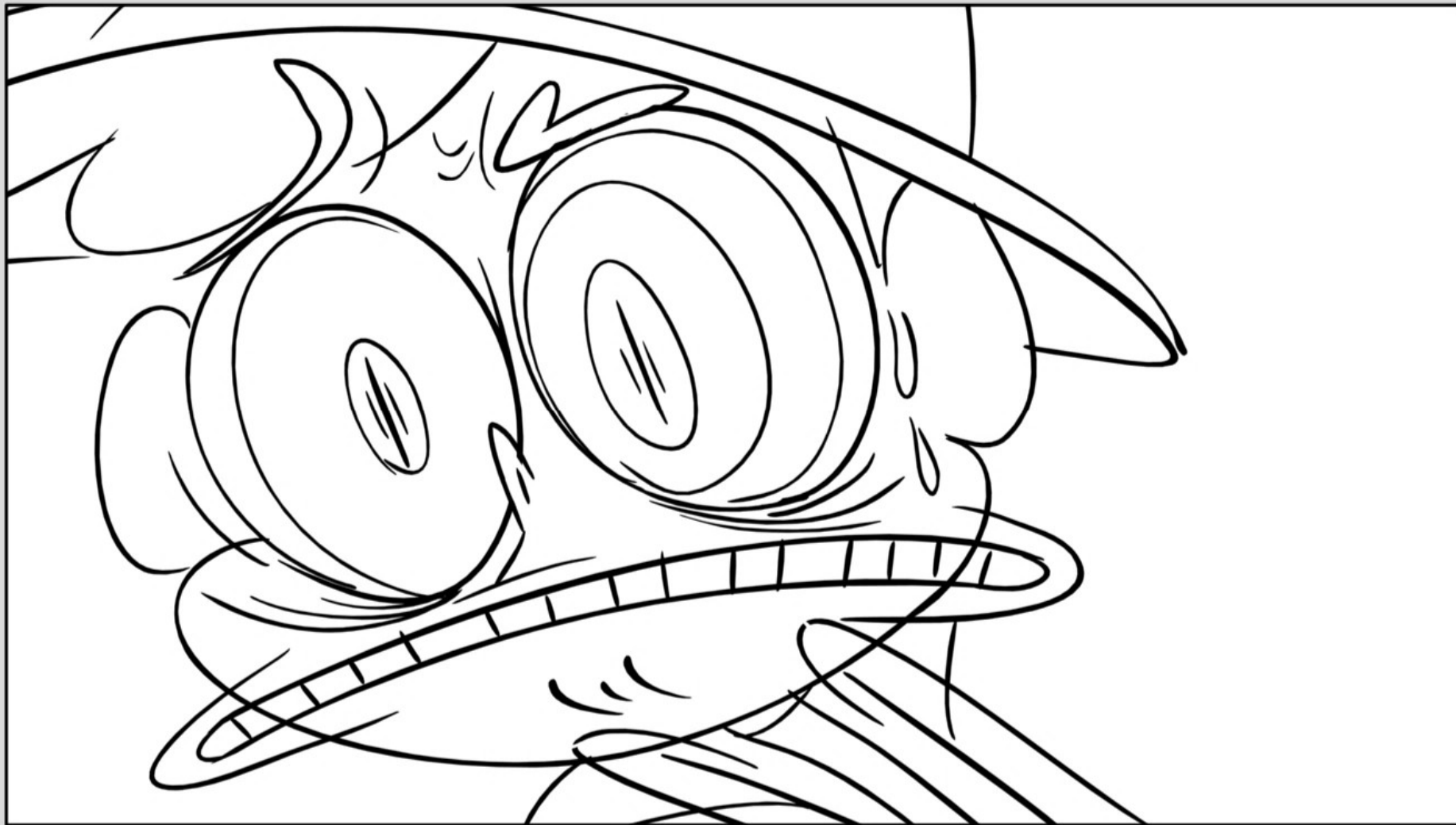


**ACTION  
NOTES**

Noise from offscreen

**DIALOGUE**

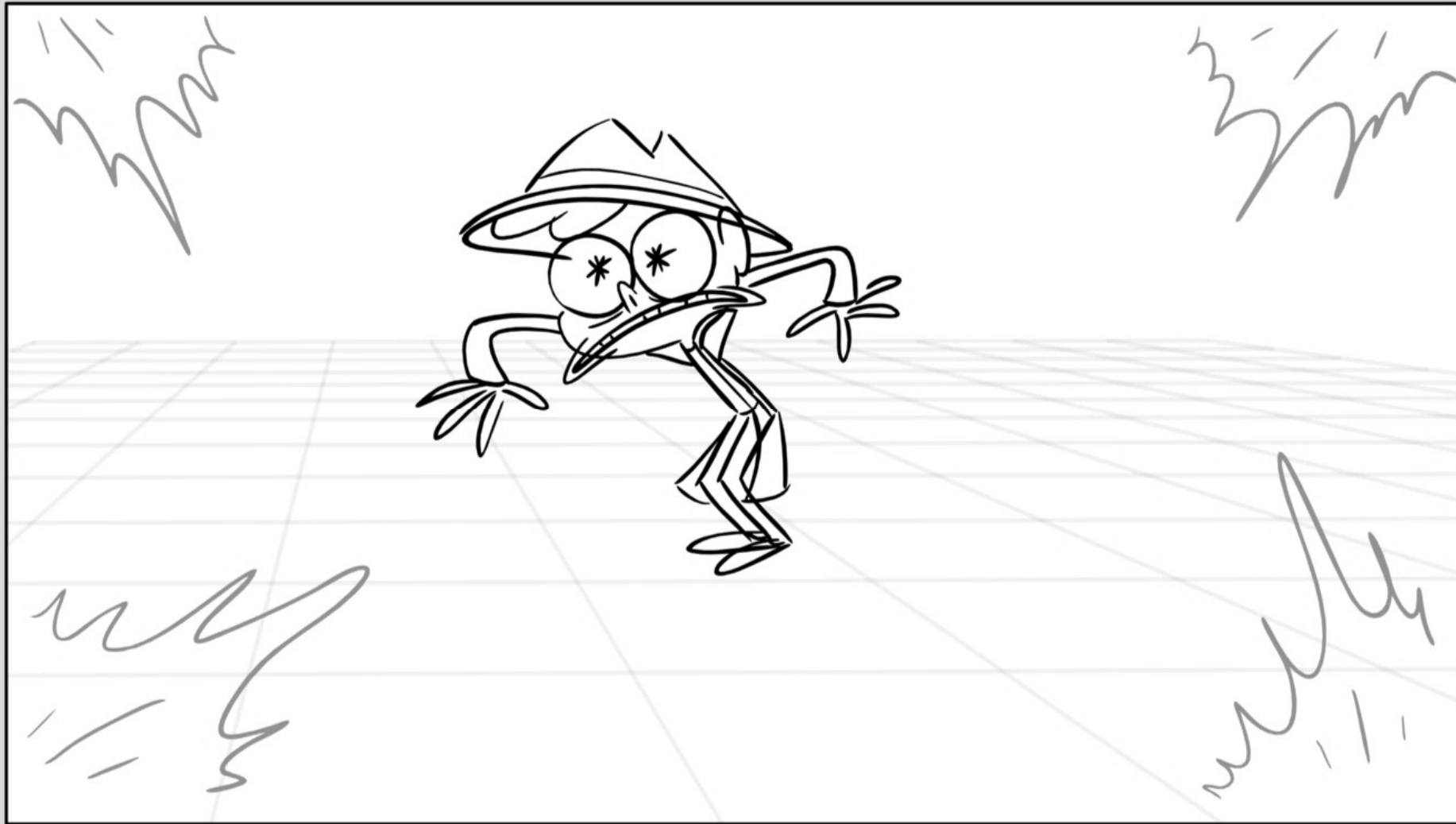




ACTION  
NOTES

DIALOGUE

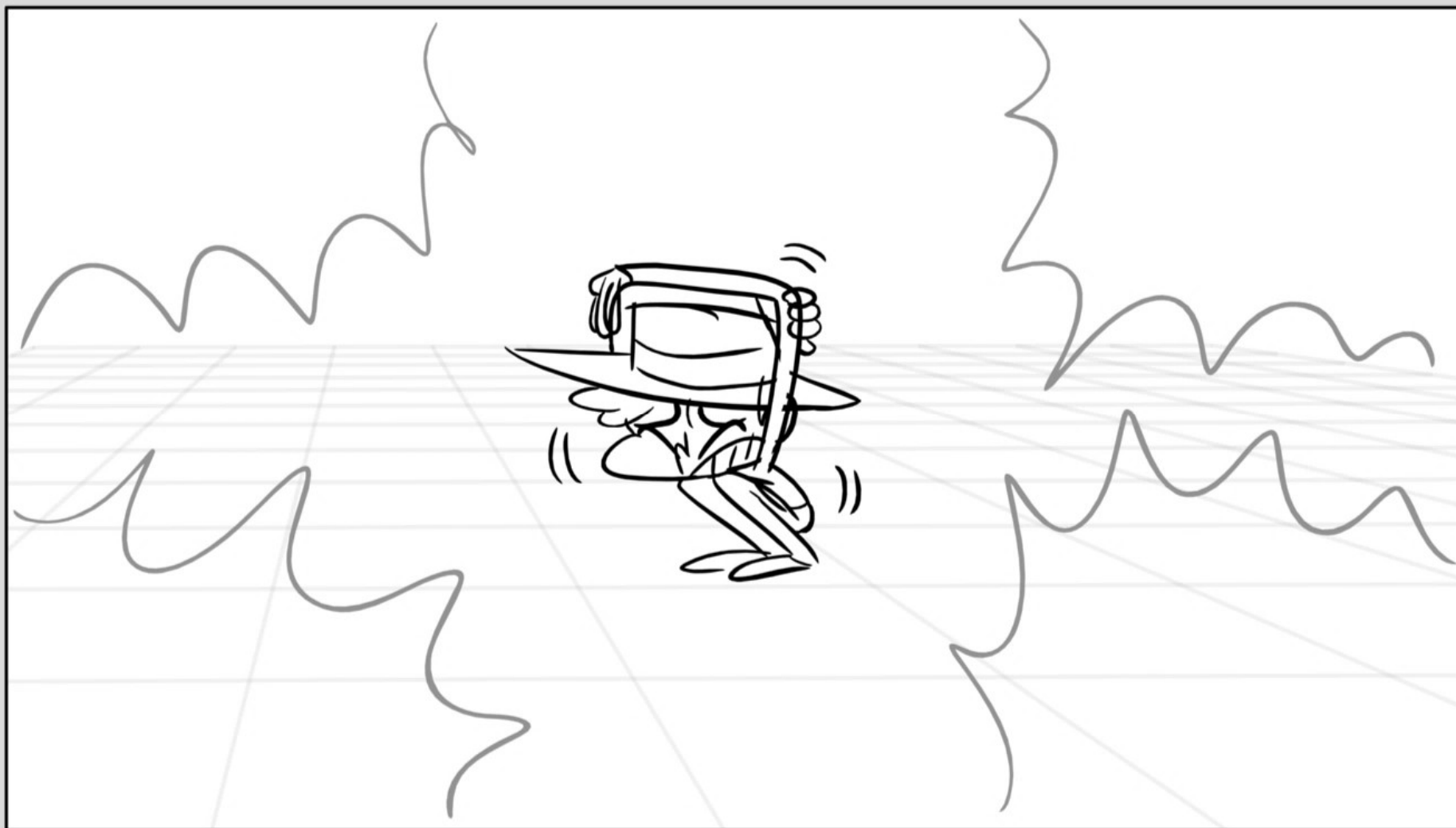
# Catch That Critter!



**ACTION  
NOTES**

The noises are coming from all directions and getting louder

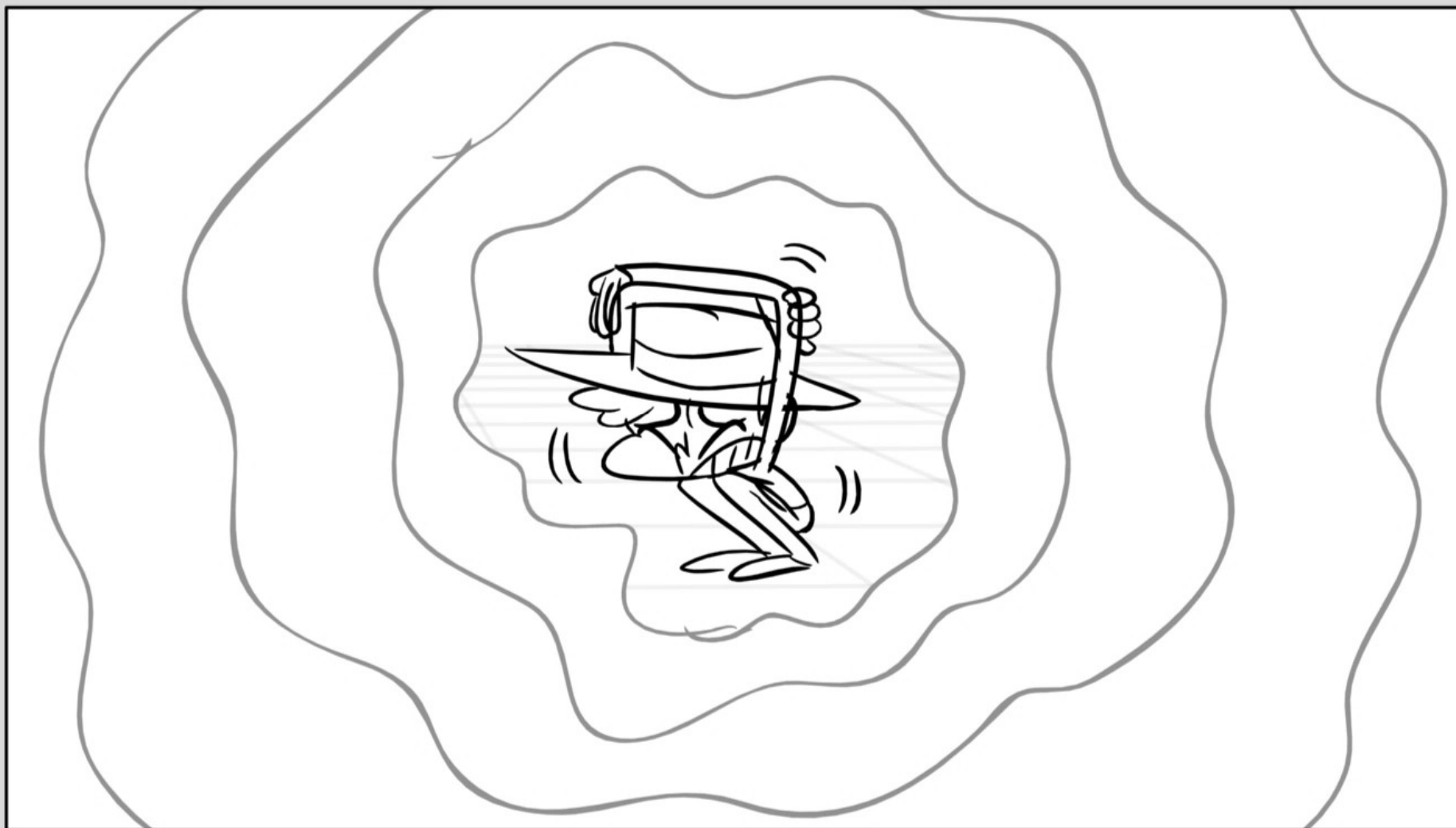
**DIALOGUE**



**ACTION  
NOTES**

Diego crouches down and shivers

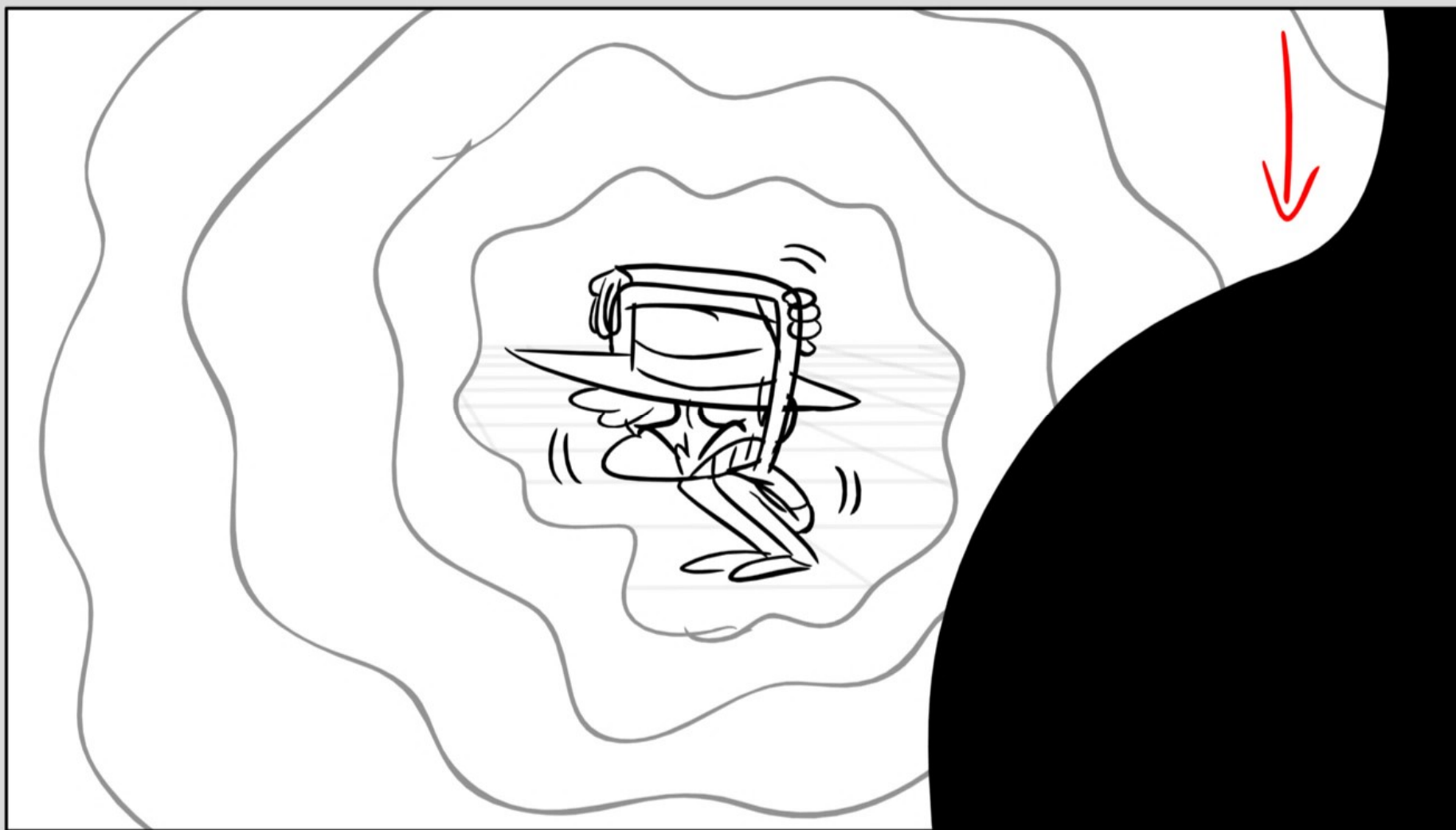
**DIALOGUE**



**ACTION  
NOTES**

Stylized lines surround him to emphasize his panic

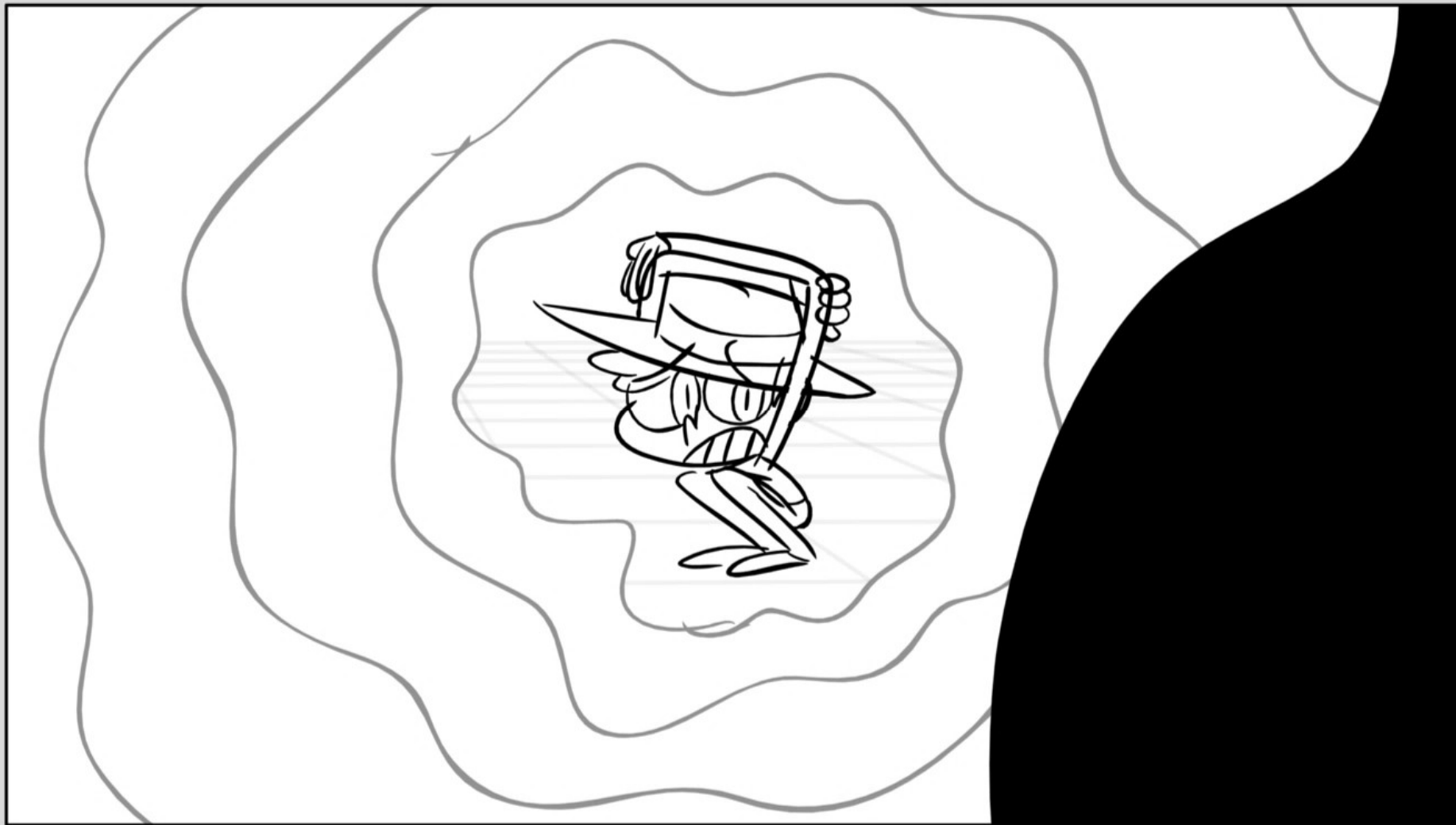
**DIALOGUE**



**ACTION  
NOTES**

**DIALOGUE**

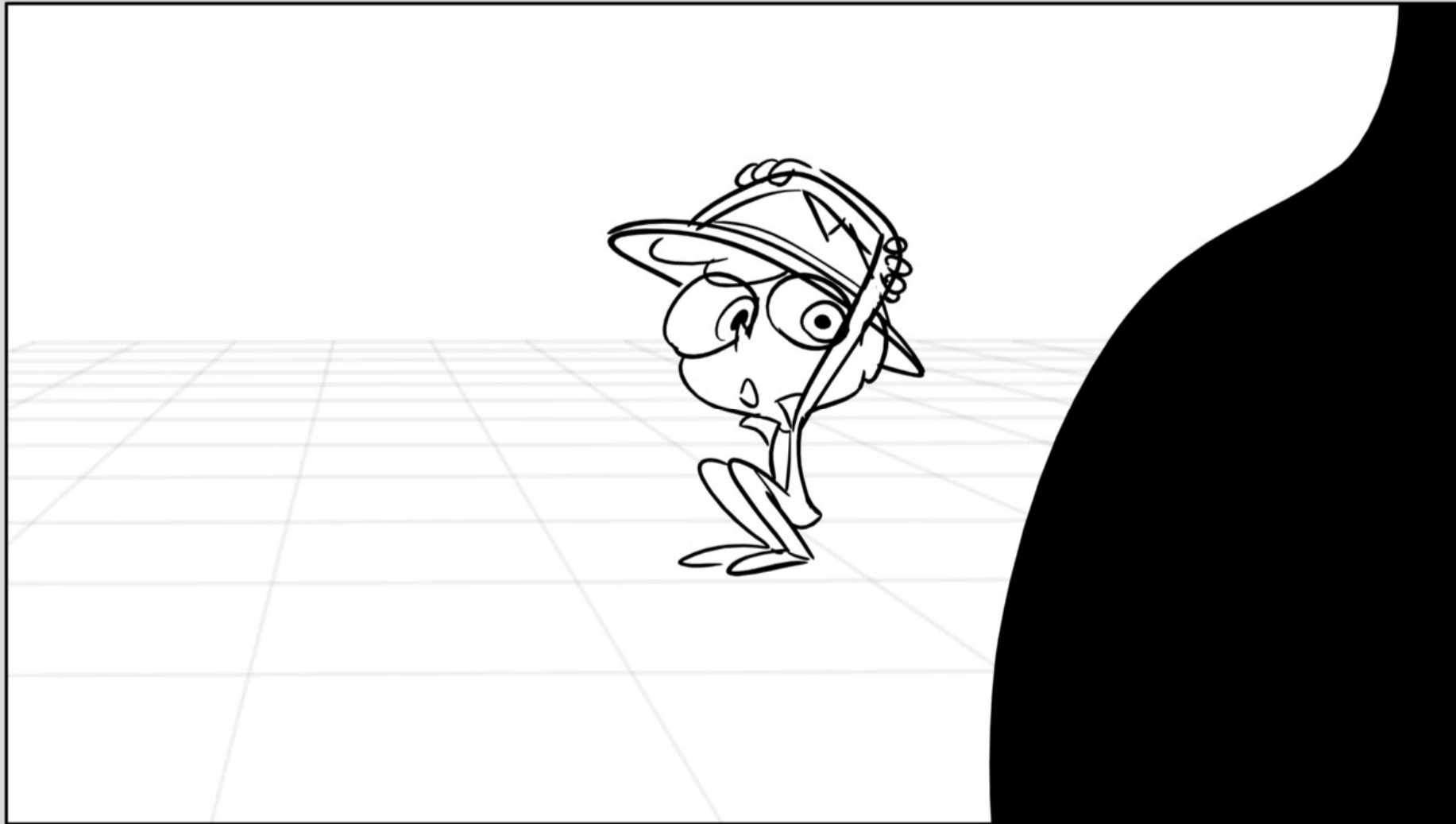
The silhouette of the creature pops down in the foreground



ACTION  
NOTES

DIALOGUE

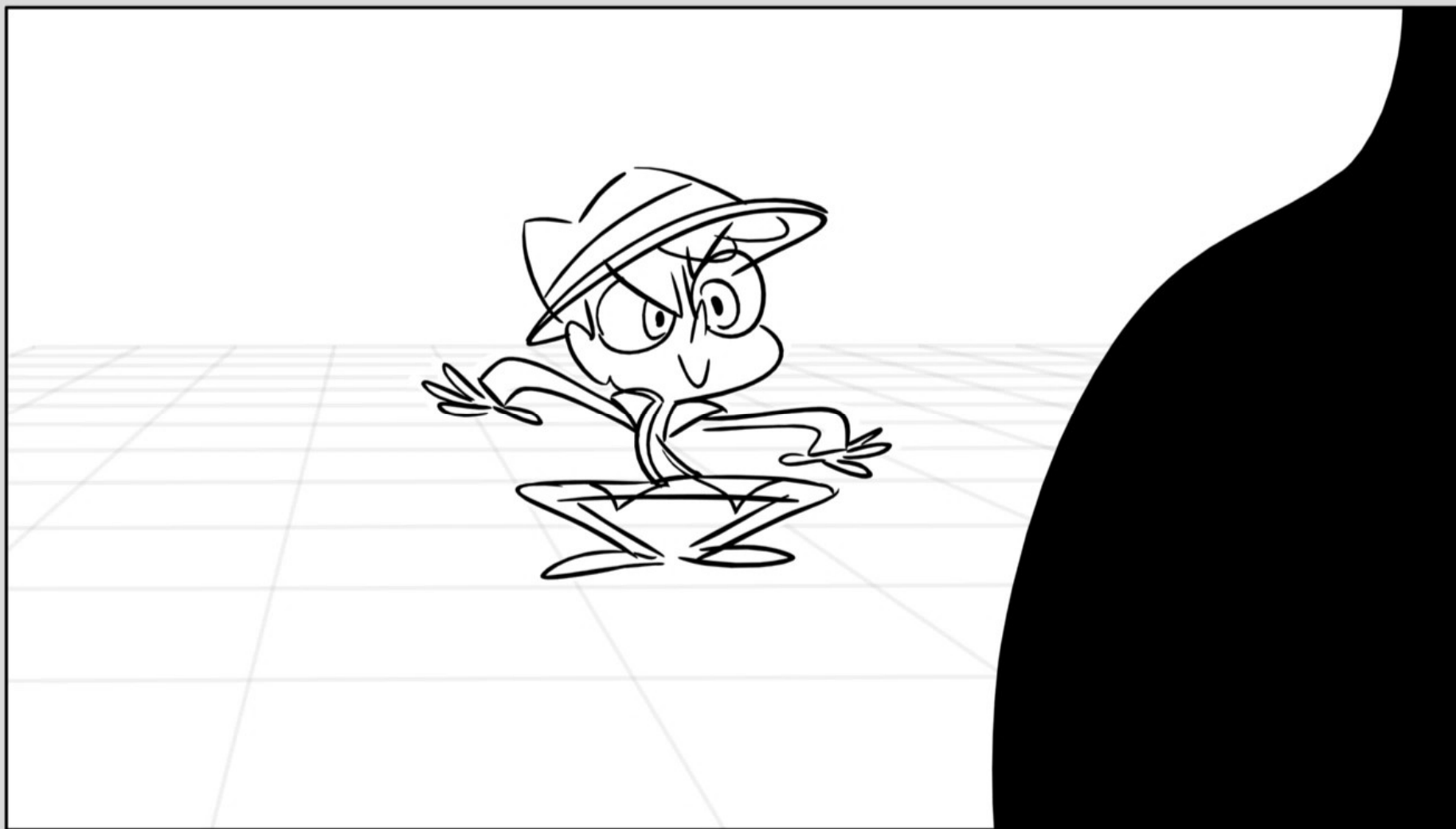




**ACTION  
NOTES**

The stylized lines vanish

**DIALOGUE**

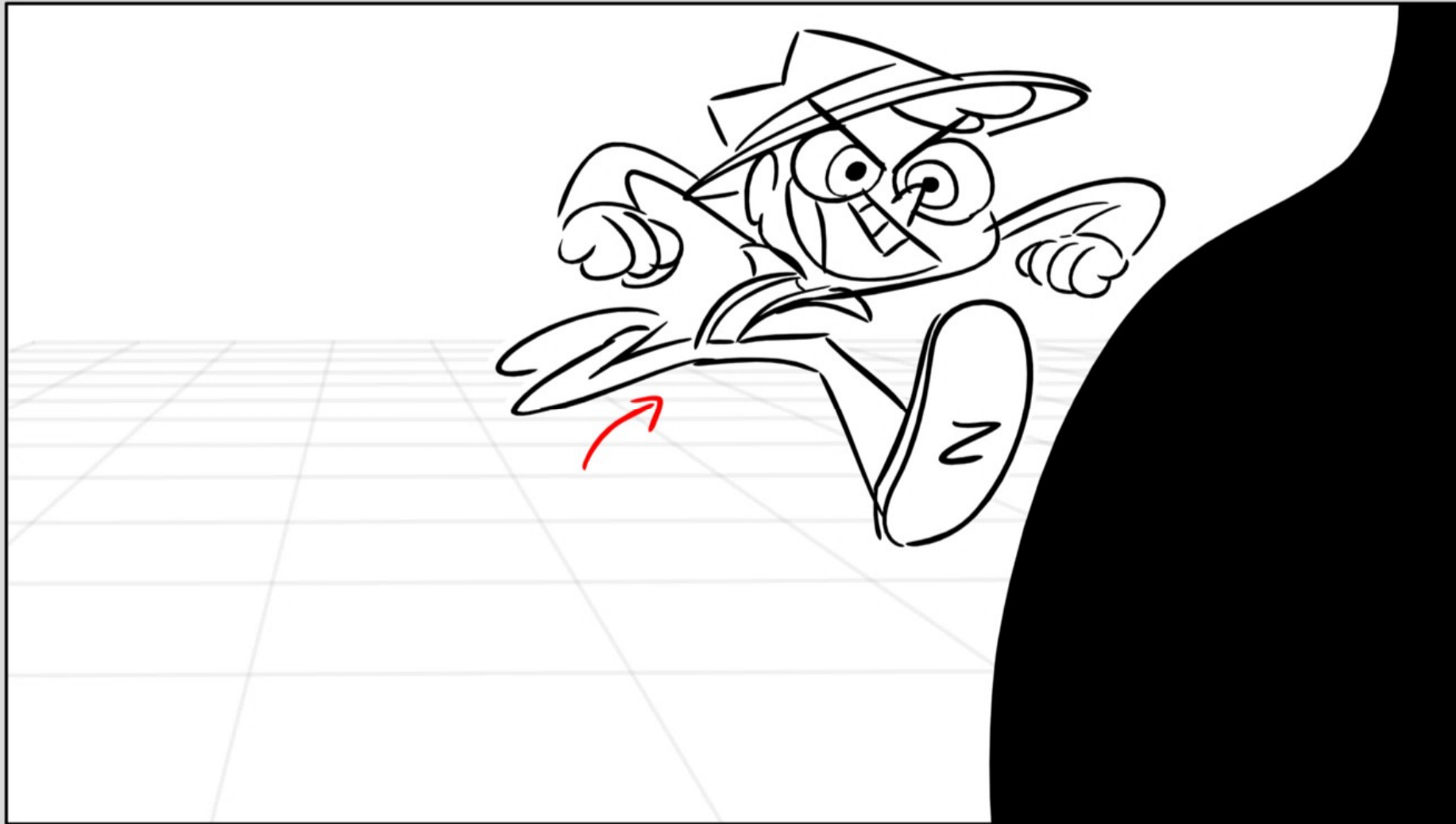


ACTION  
NOTES

DIALOGUE







**ACTION  
NOTES**

**DIALOGUE**

Diego runs over to the creature

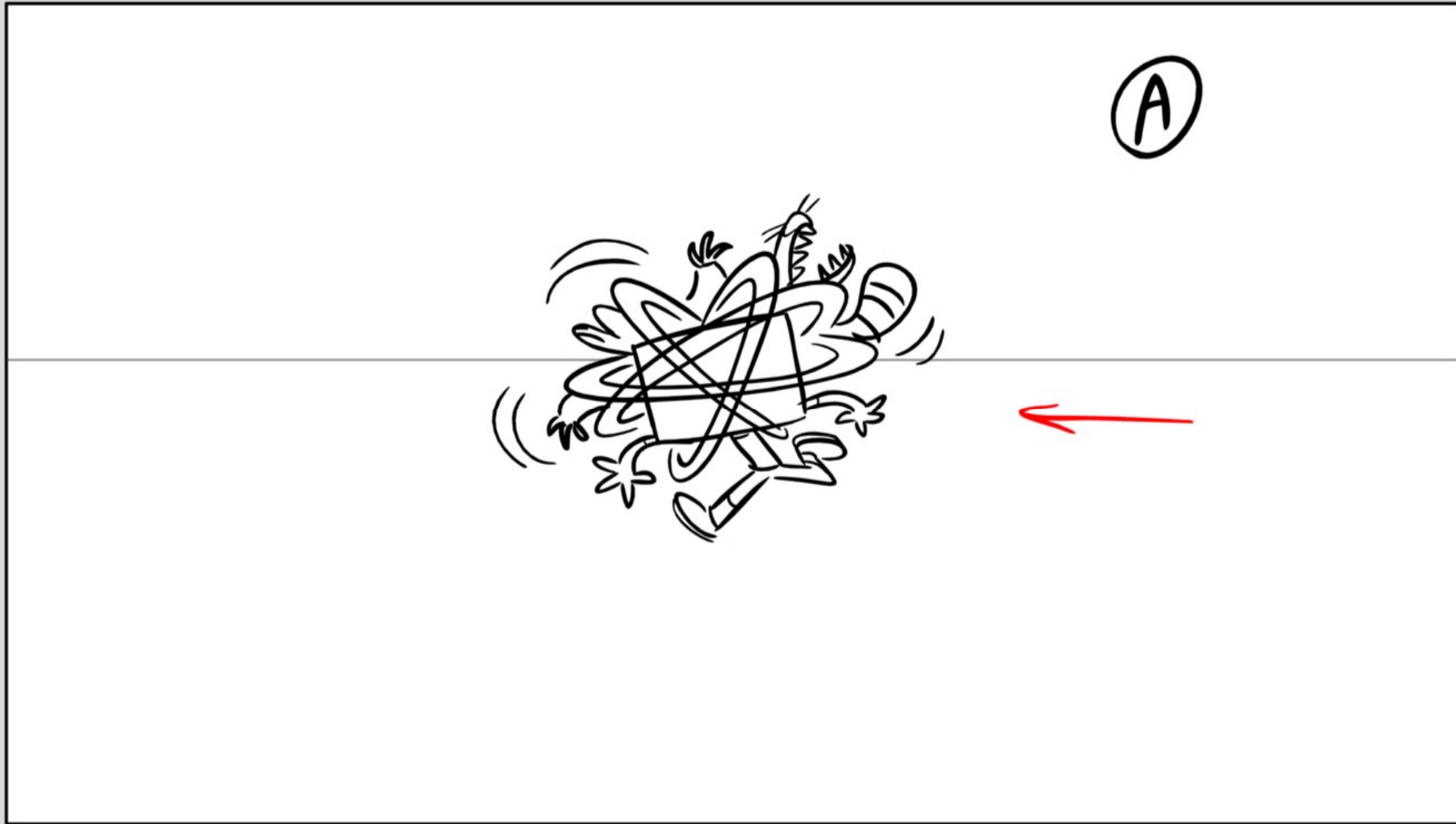
# Catch That Critter!


**ACTION  
NOTES**

**DIALOGUE**

Whip pan to Lo

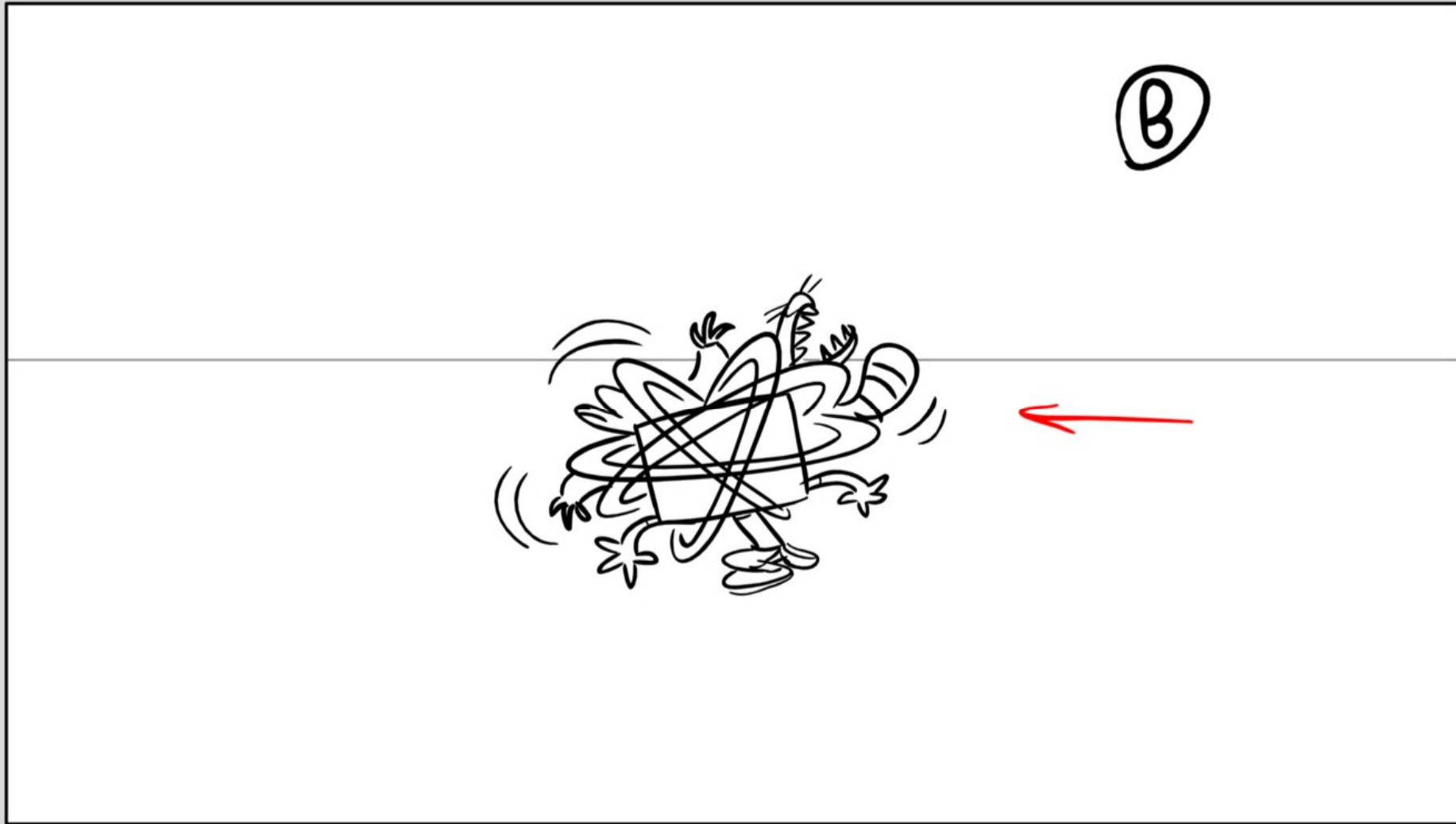




**ACTION  
NOTES**

**DIALOGUE**

Lo runs while the raccoon attacks his head



**ACTION  
NOTES**

**DIALOGUE**

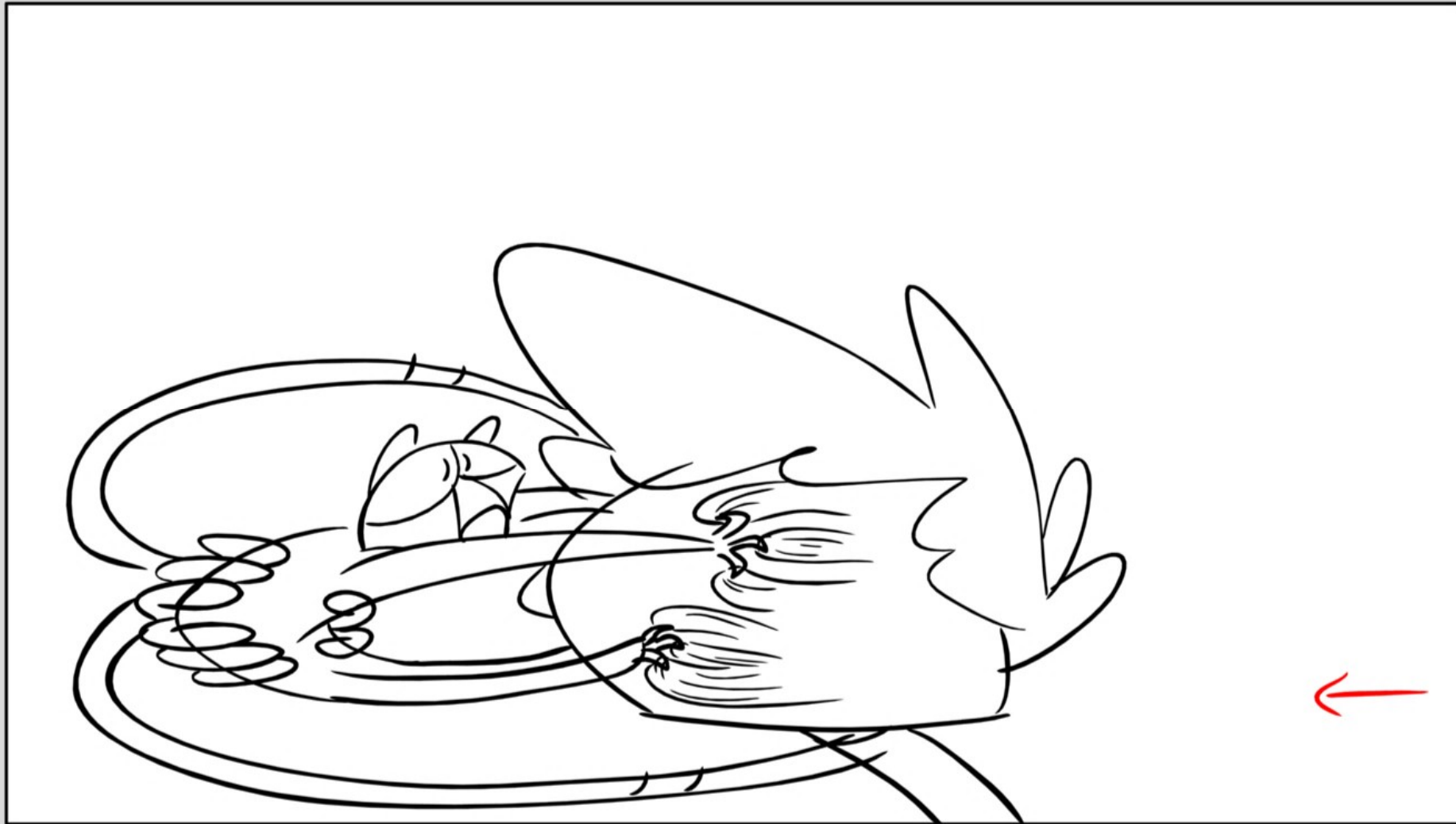
Lo runs while the raccoon attacks his head



**ACTION  
NOTES**

Lo runs while the raccoon attacks his head

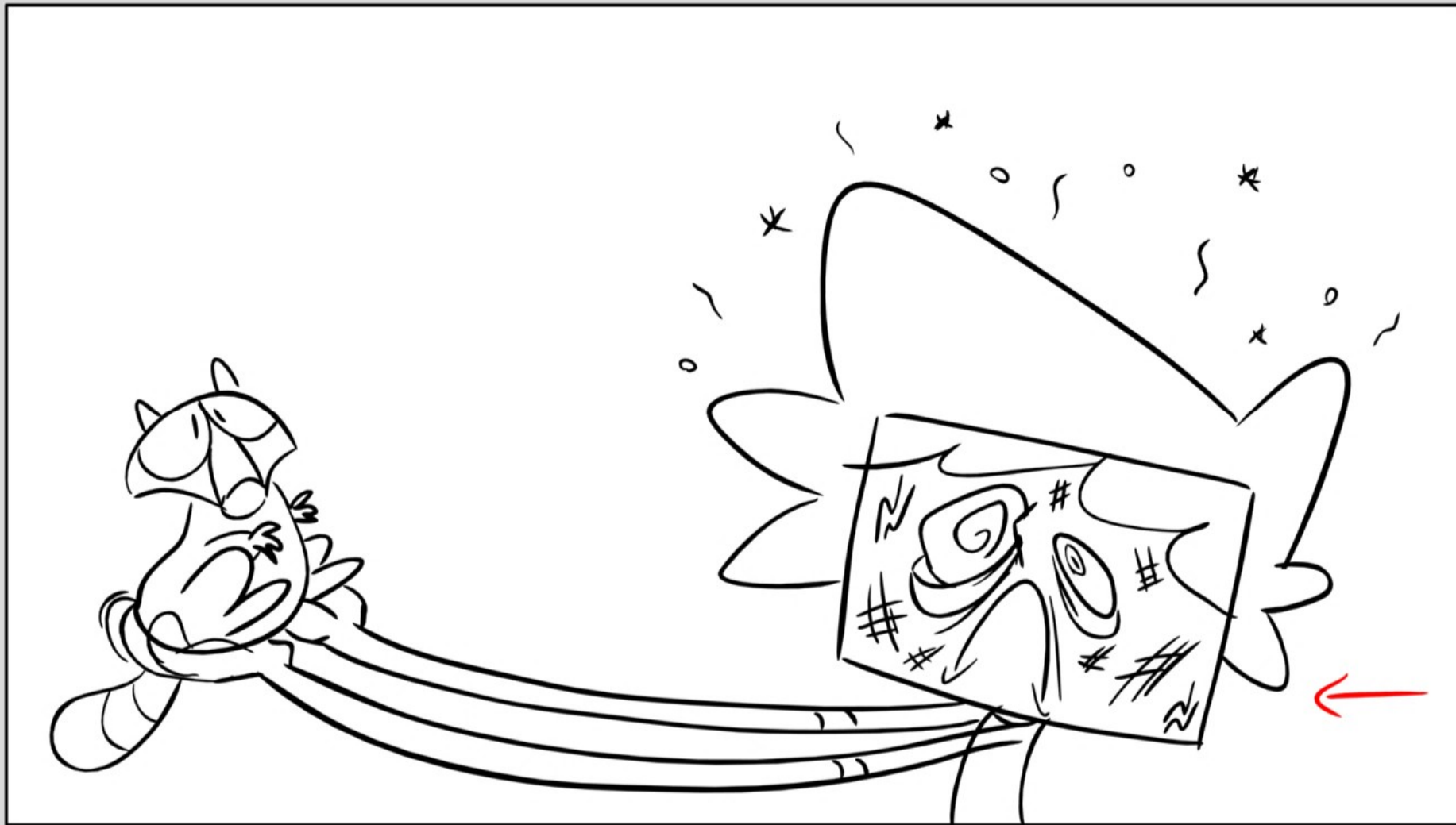
**DIALOGUE**



**ACTION  
NOTES**

Lo pulls the raccoon off and the raccoon pulls on Lo's face to hang on

**DIALOGUE**



**ACTION  
NOTES**

Lo gets the raccoon off and looks disheveled

**DIALOGUE**



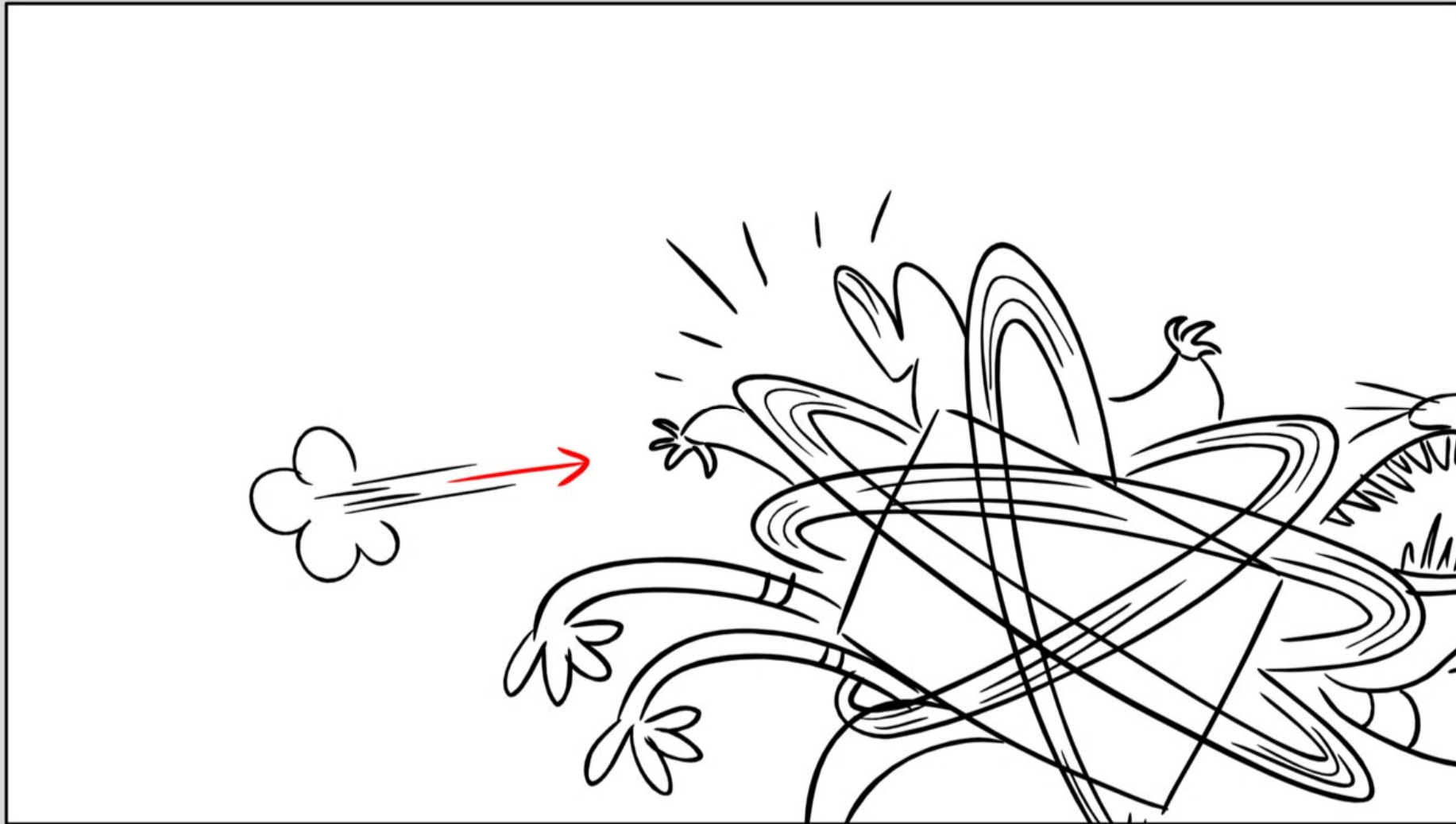
**ACTION  
NOTES**

**DIALOGUE**

Lo calls for Diego and the raccoon trembles in anger

LO: I'm coming Diego!

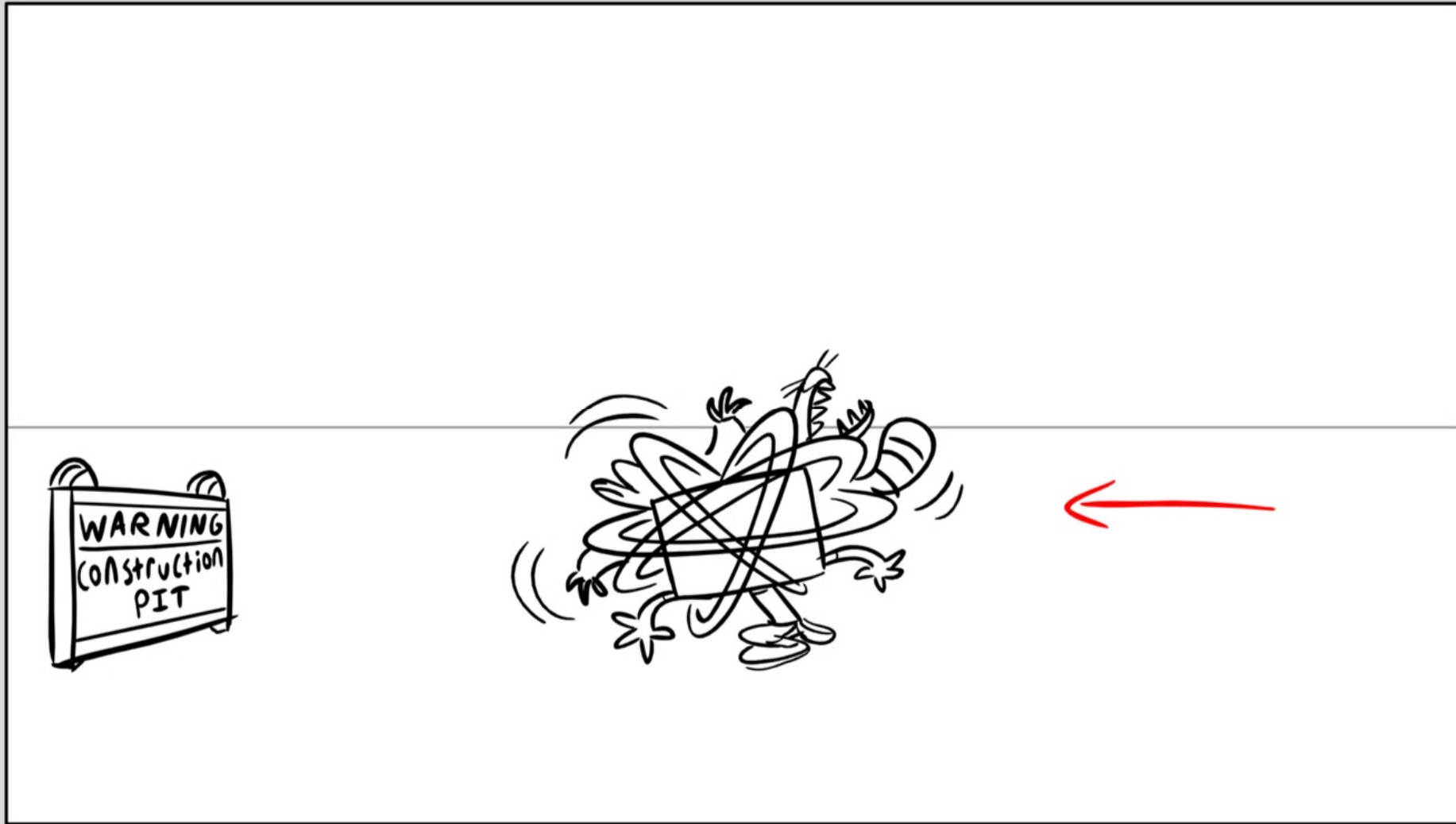




**ACTION  
NOTES**

The raccoon shoots back to attacking Lo's head

**DIALOGUE**



**ACTION  
NOTES**

Lo unknowingly runs towards a sign that reads "WARNING CONSTRUCTION PIT"

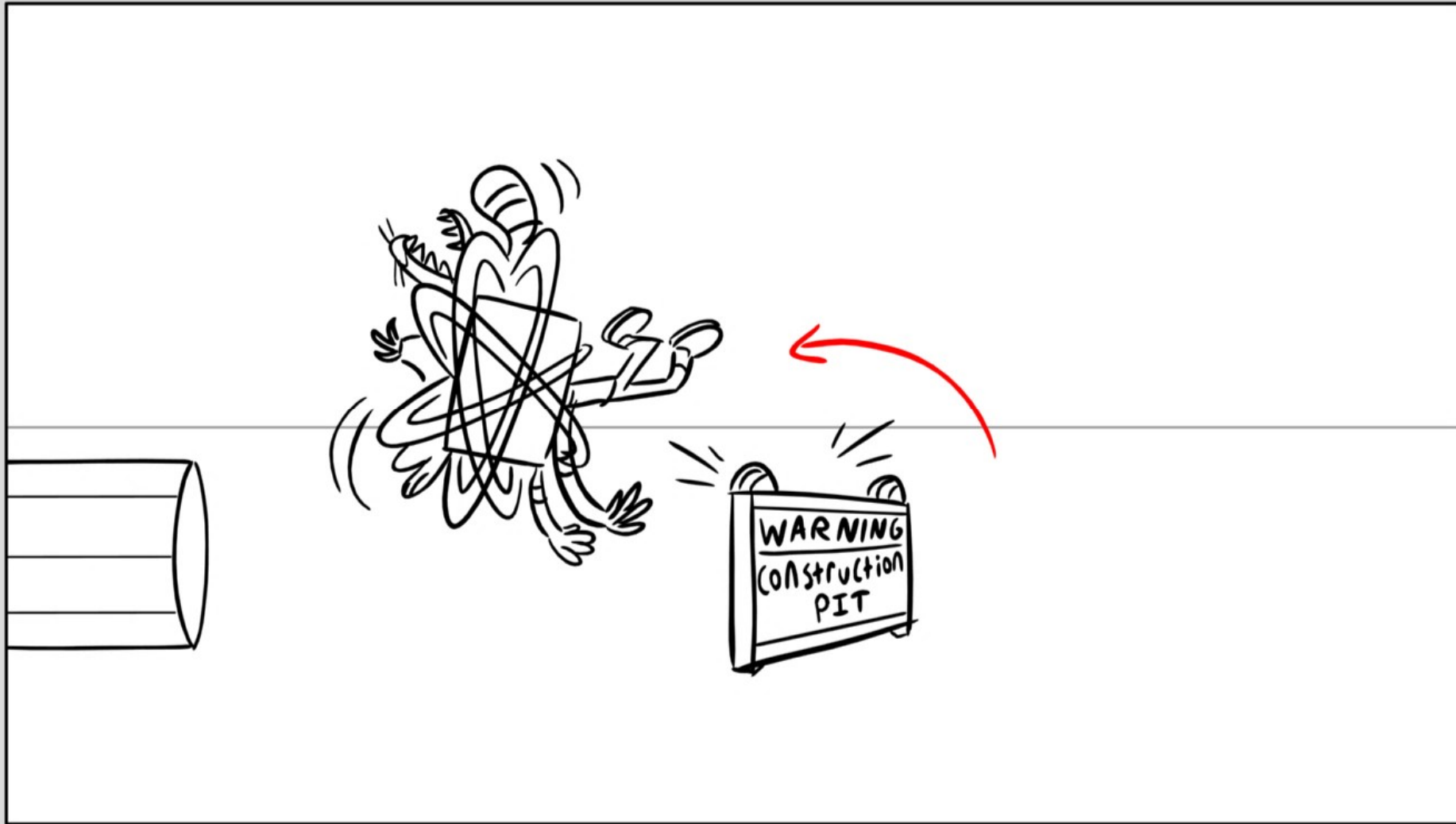
**DIALOGUE**



**ACTION  
NOTES**

Lo unknowingly runs towards a sign that reads  
"WARNING CONSTRUCTION PIT"

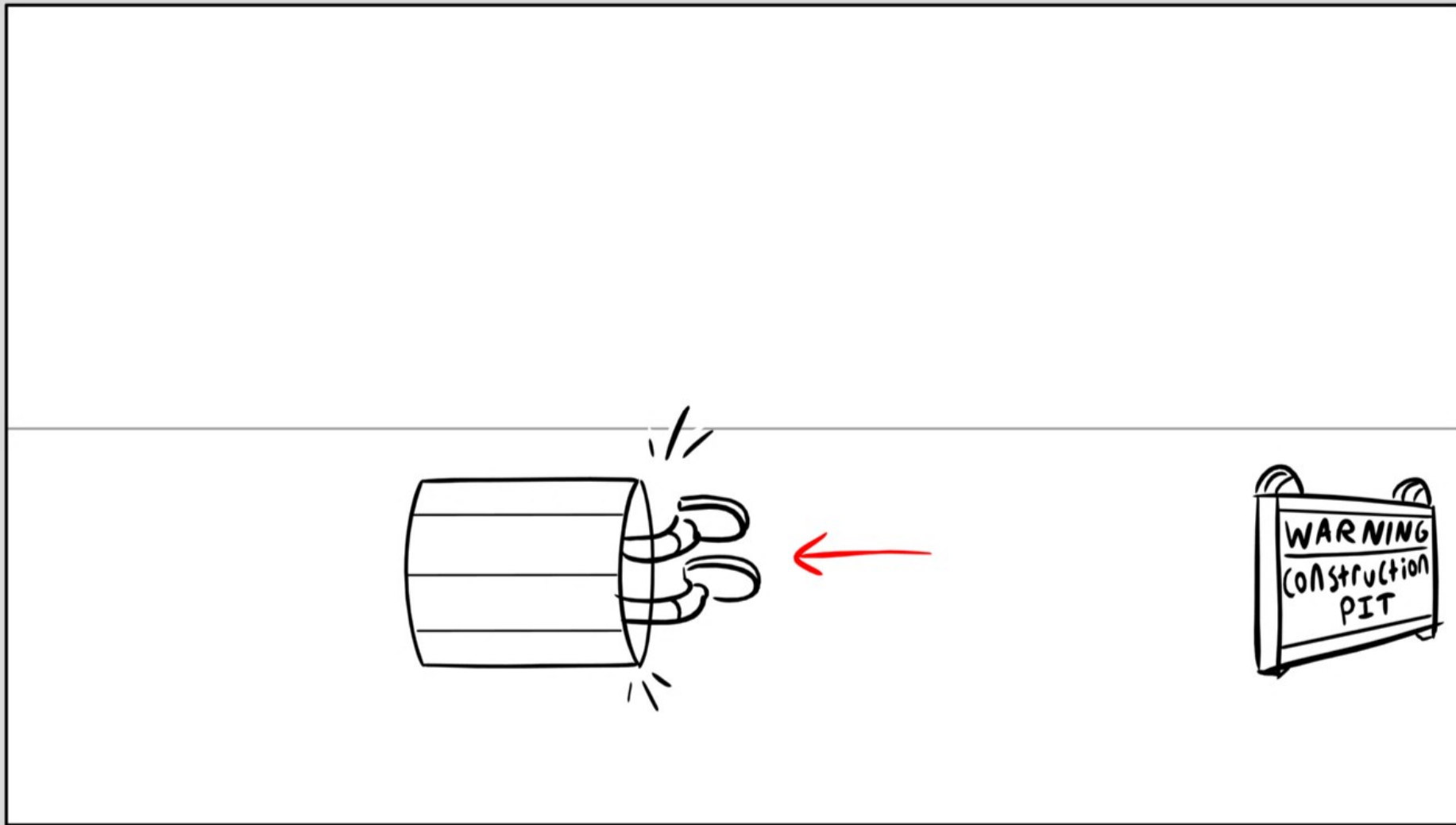
**DIALOGUE**



**ACTION  
NOTES**

**DIALOGUE**

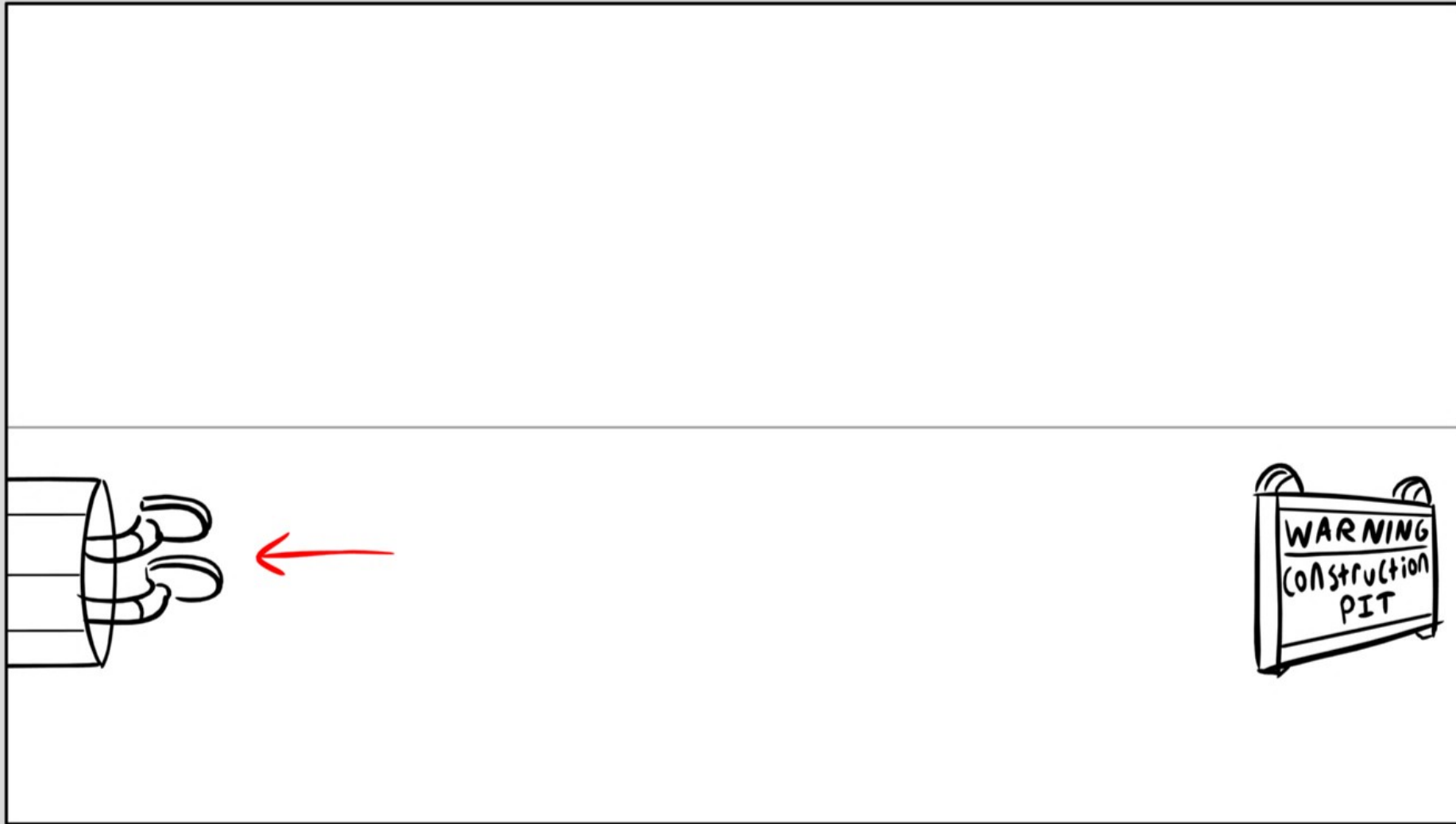
Lo trips over the sign and falls into a trash can  
and they slide offscreen



**ACTION  
NOTES**

**DIALOGUE**

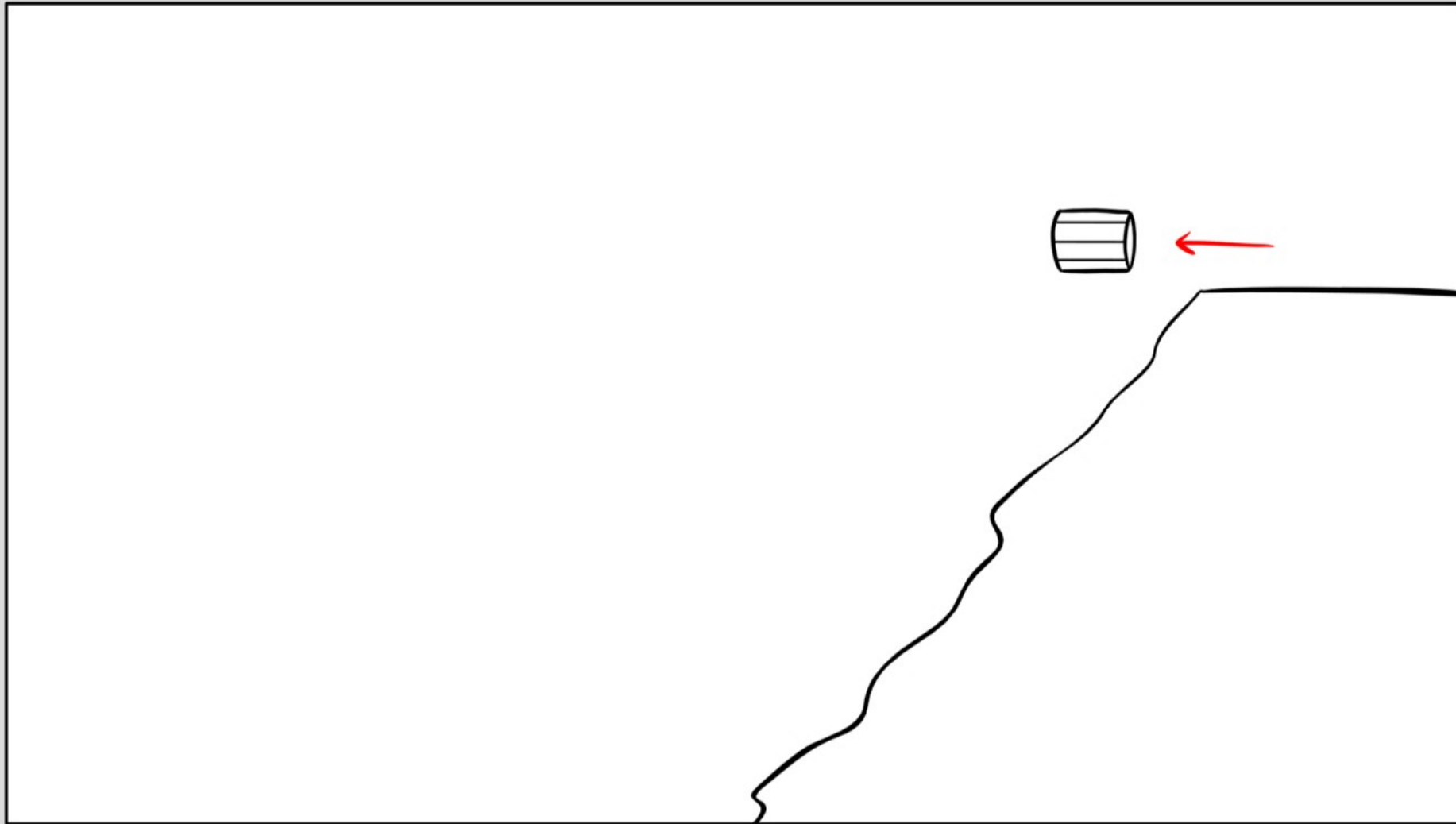
Lo trips over the sign and falls into a trash can  
and they slide offscreen



**ACTION  
NOTES**

**DIALOGUE**

Lo trips over the sign and falls into a trash can  
and they slide offscreen

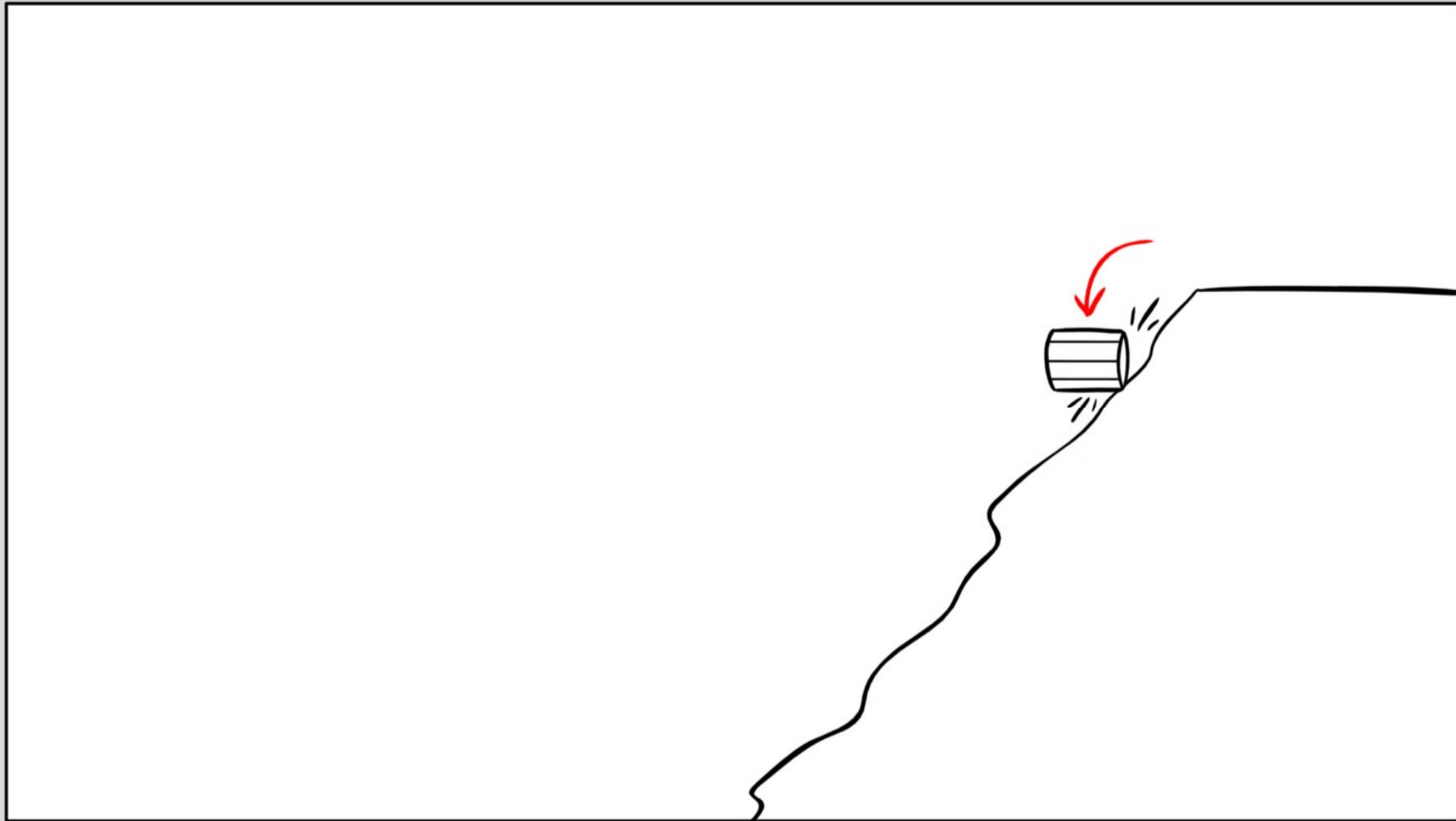


**ACTION  
NOTES**

It is revealed they're on top of the construction pit  
and they fall off in the trash can

**DIALOGUE**

# Catch That Critter!

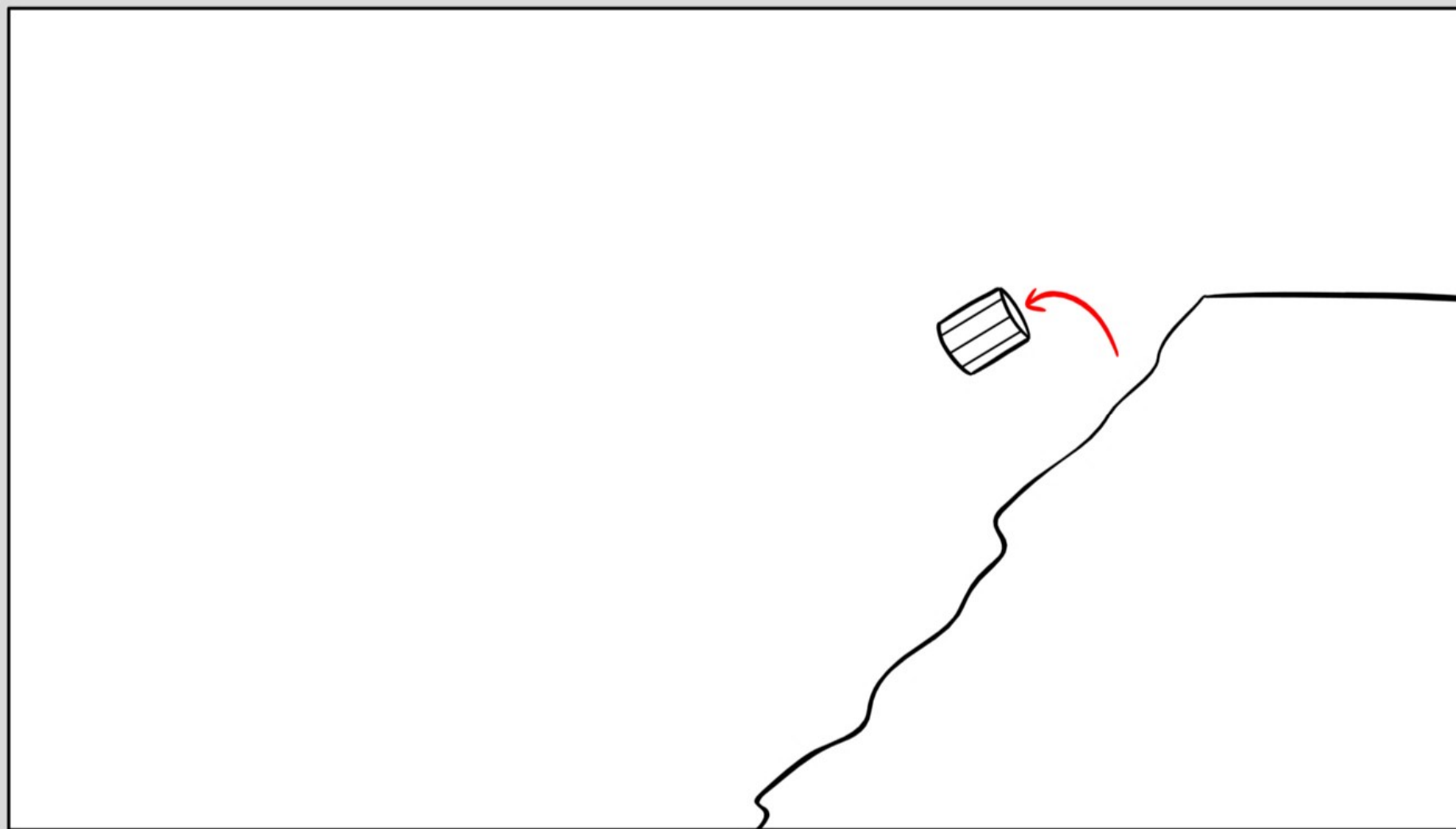


**ACTION  
NOTES**

**DIALOGUE**

They bounce along the hill side

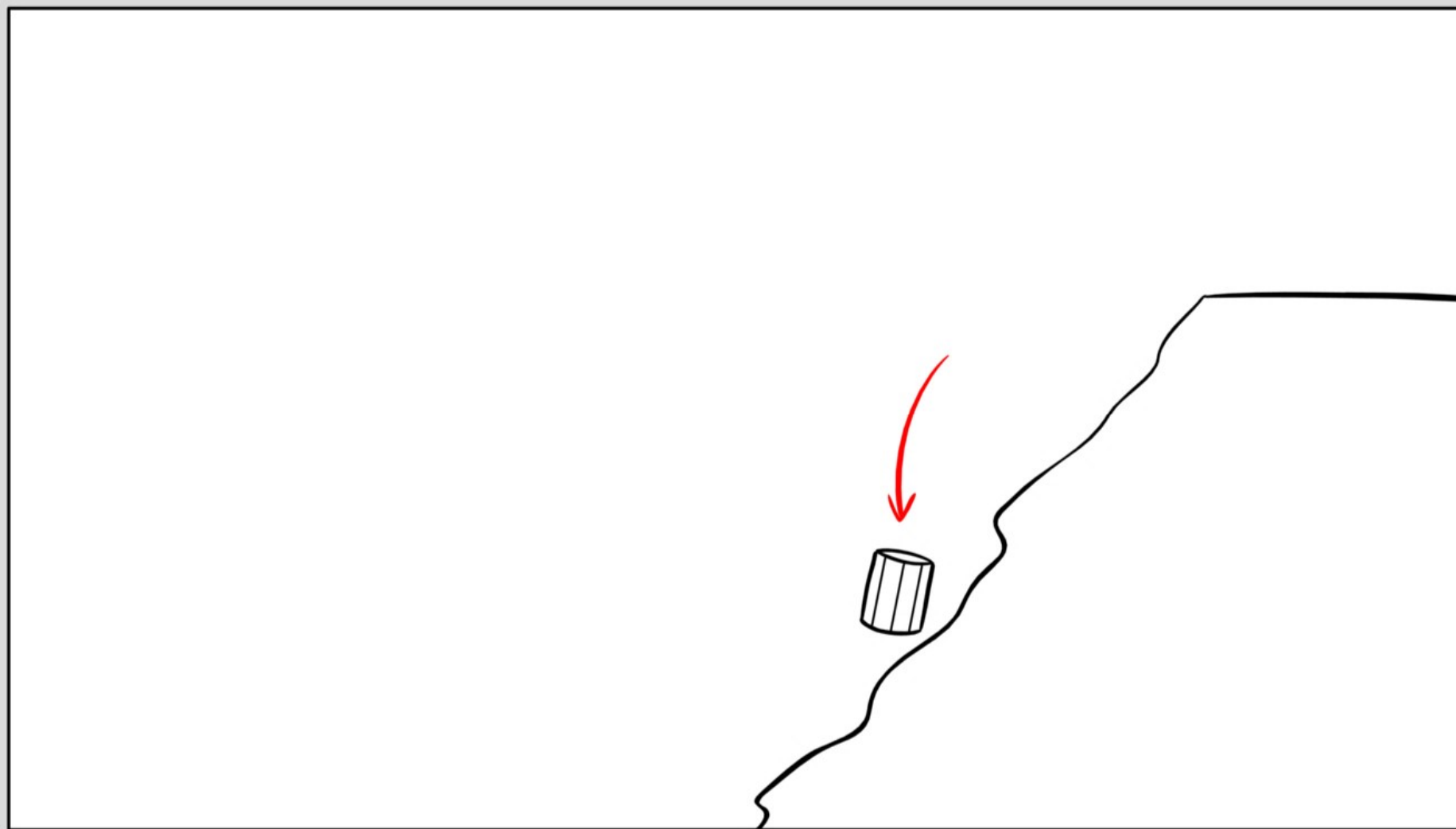




**ACTION  
NOTES**

They bounce along the hill side

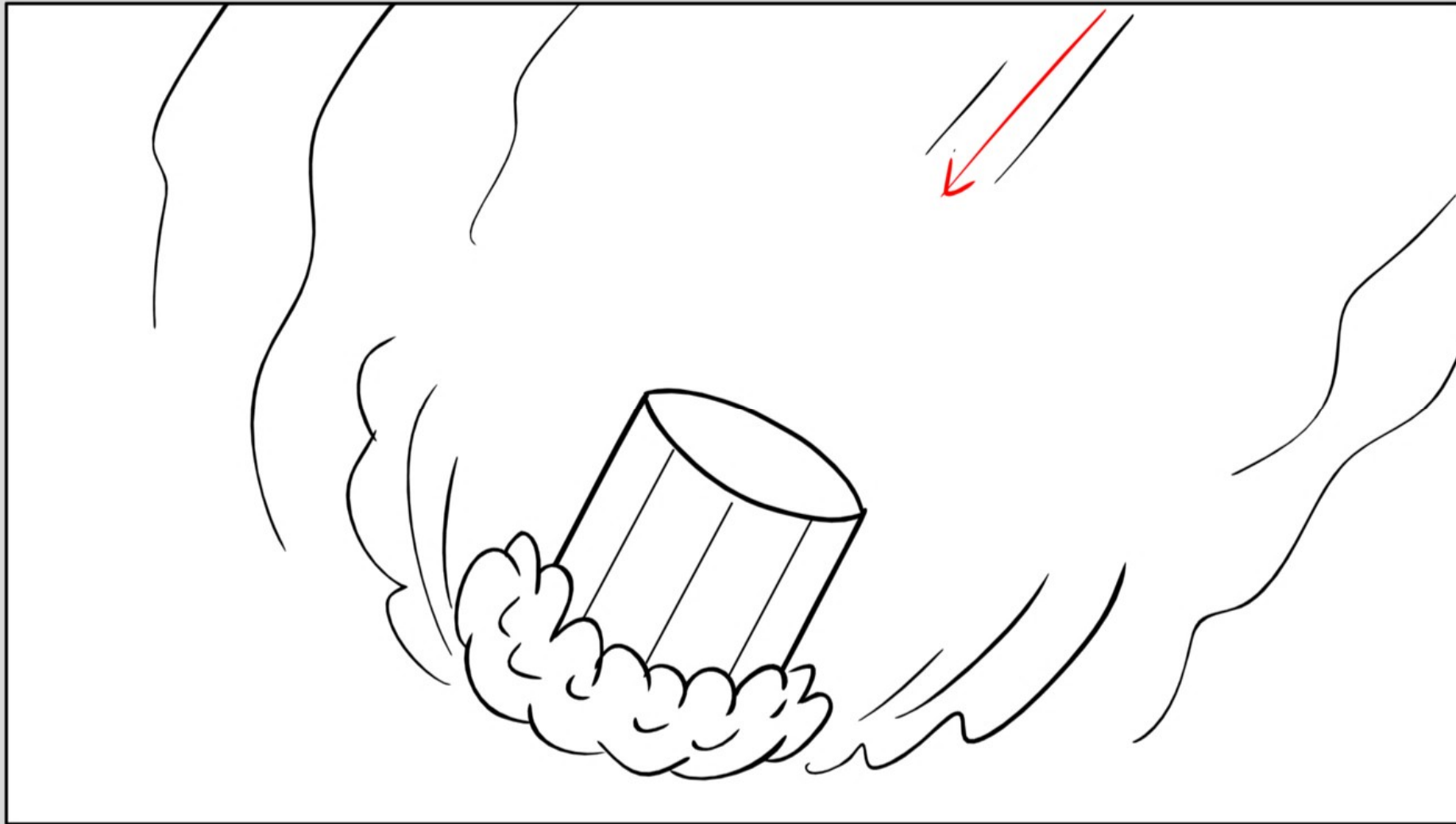
**DIALOGUE**



ACTION  
NOTES

DIALOGUE

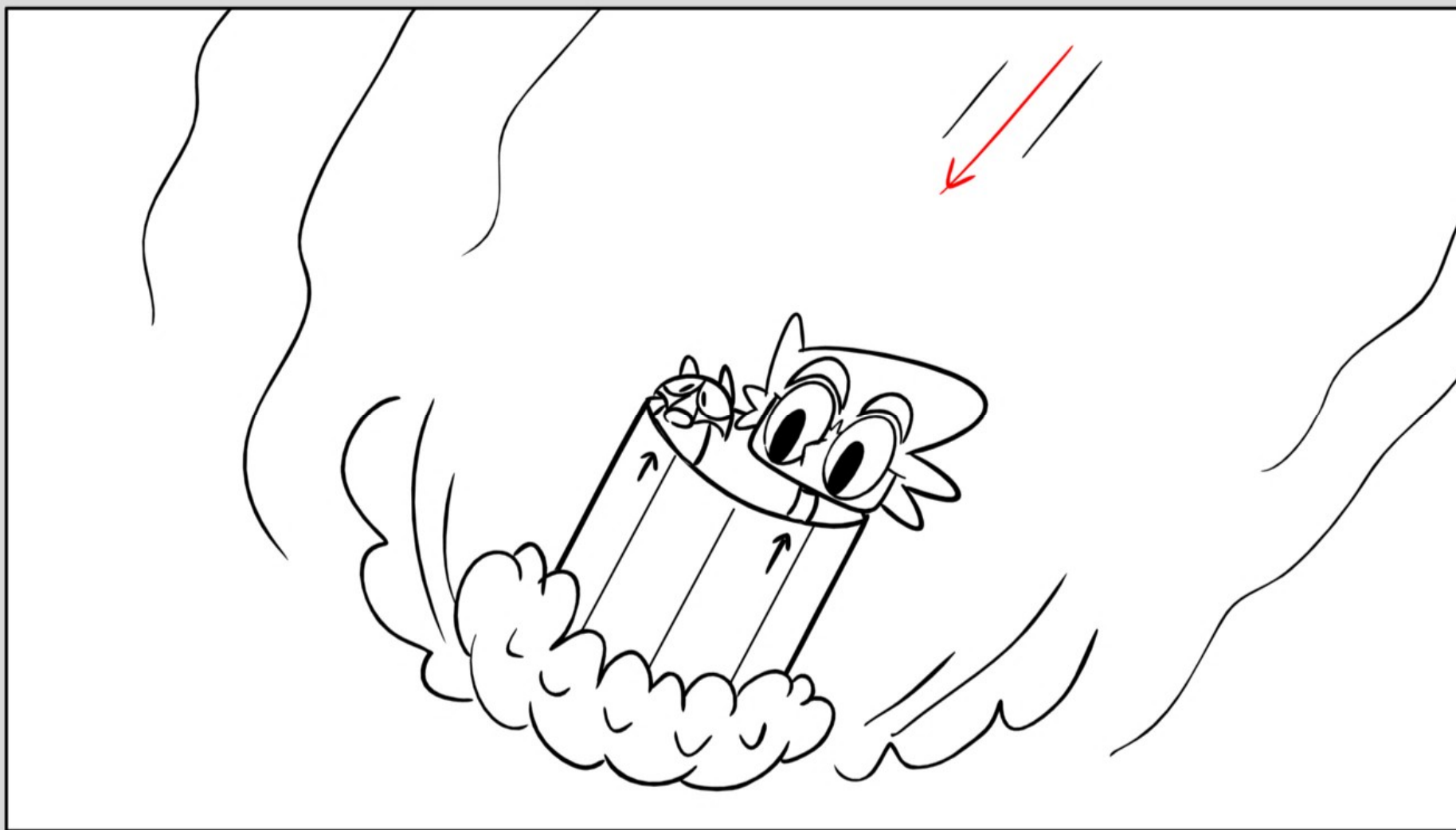




**ACTION  
NOTES**

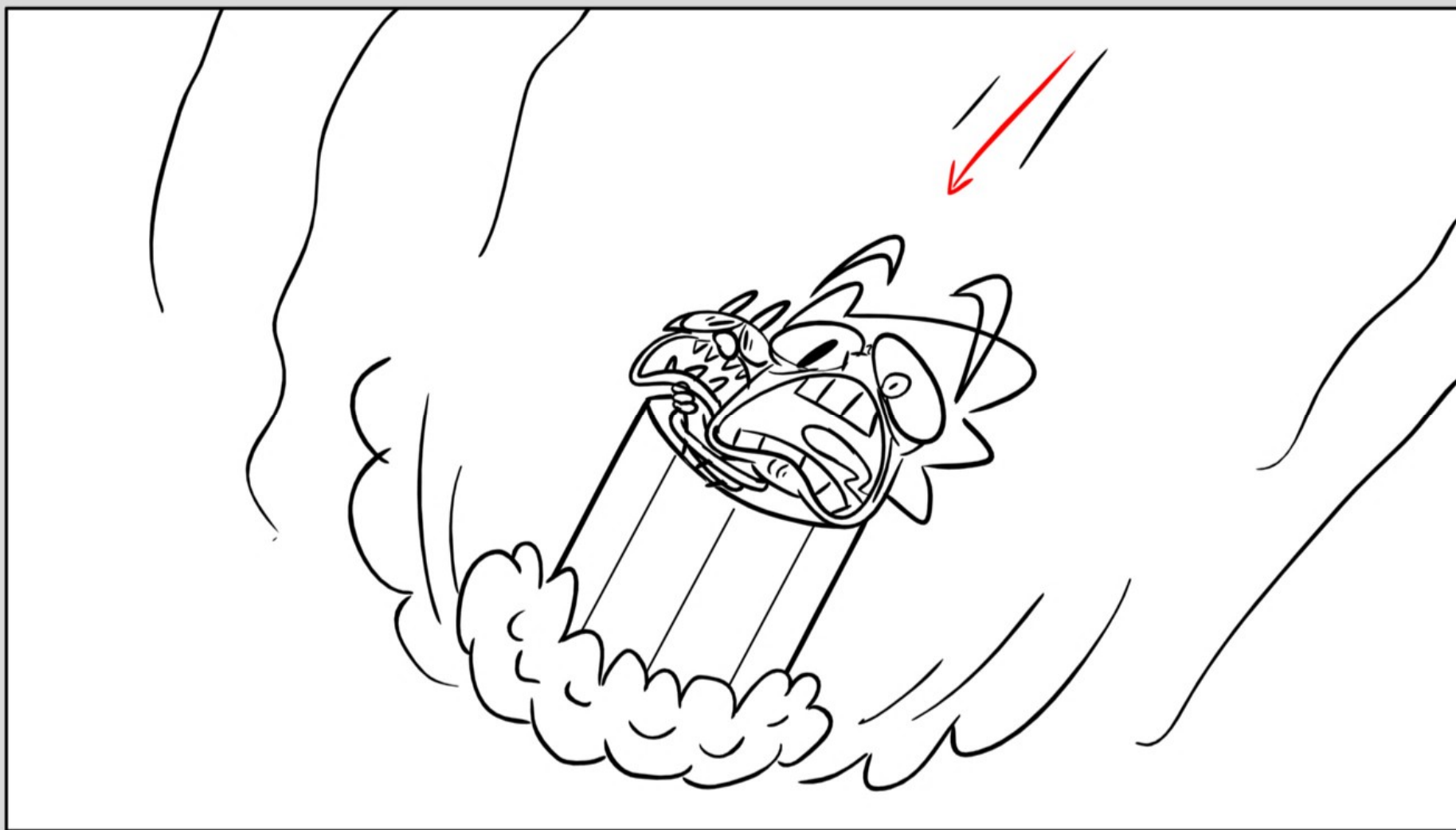
**DIALOGUE**

The trash can slides down the pit at full velocity



ACTION  
NOTES

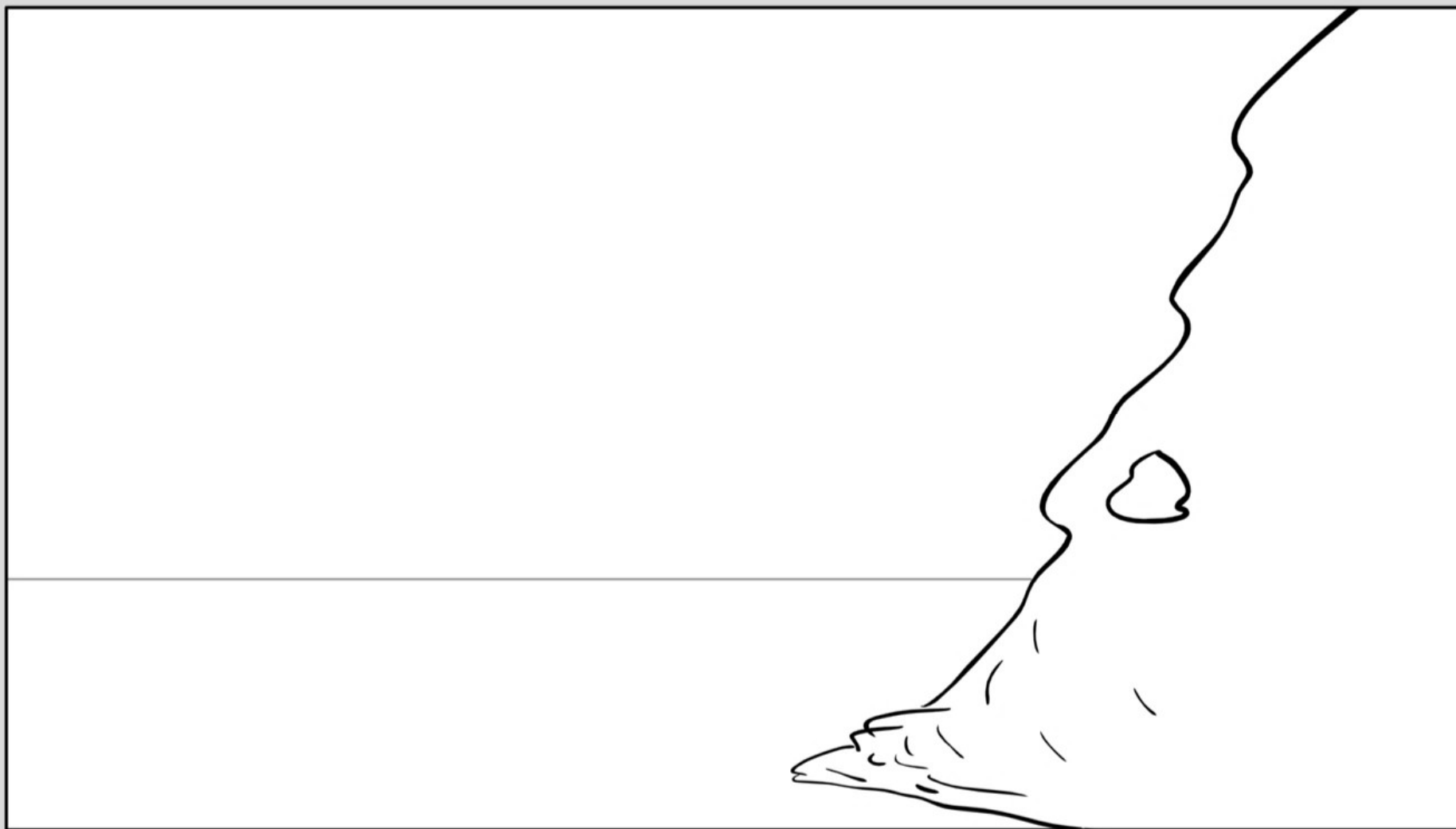
DIALOGUE



**ACTION  
NOTES**

**DIALOGUE**

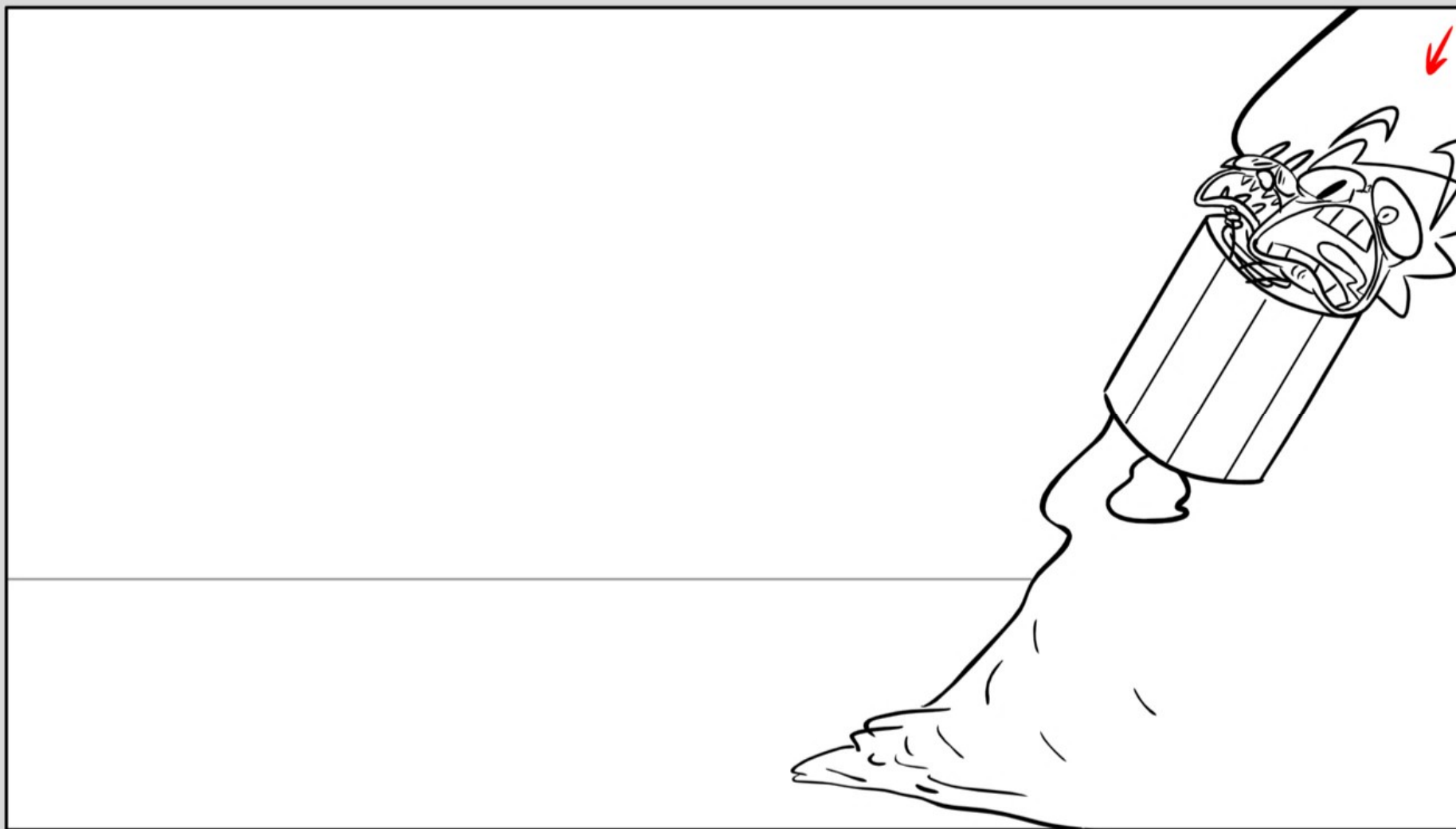
Lo and the raccoon scream and hug



ACTION  
NOTES

DIALOGUE

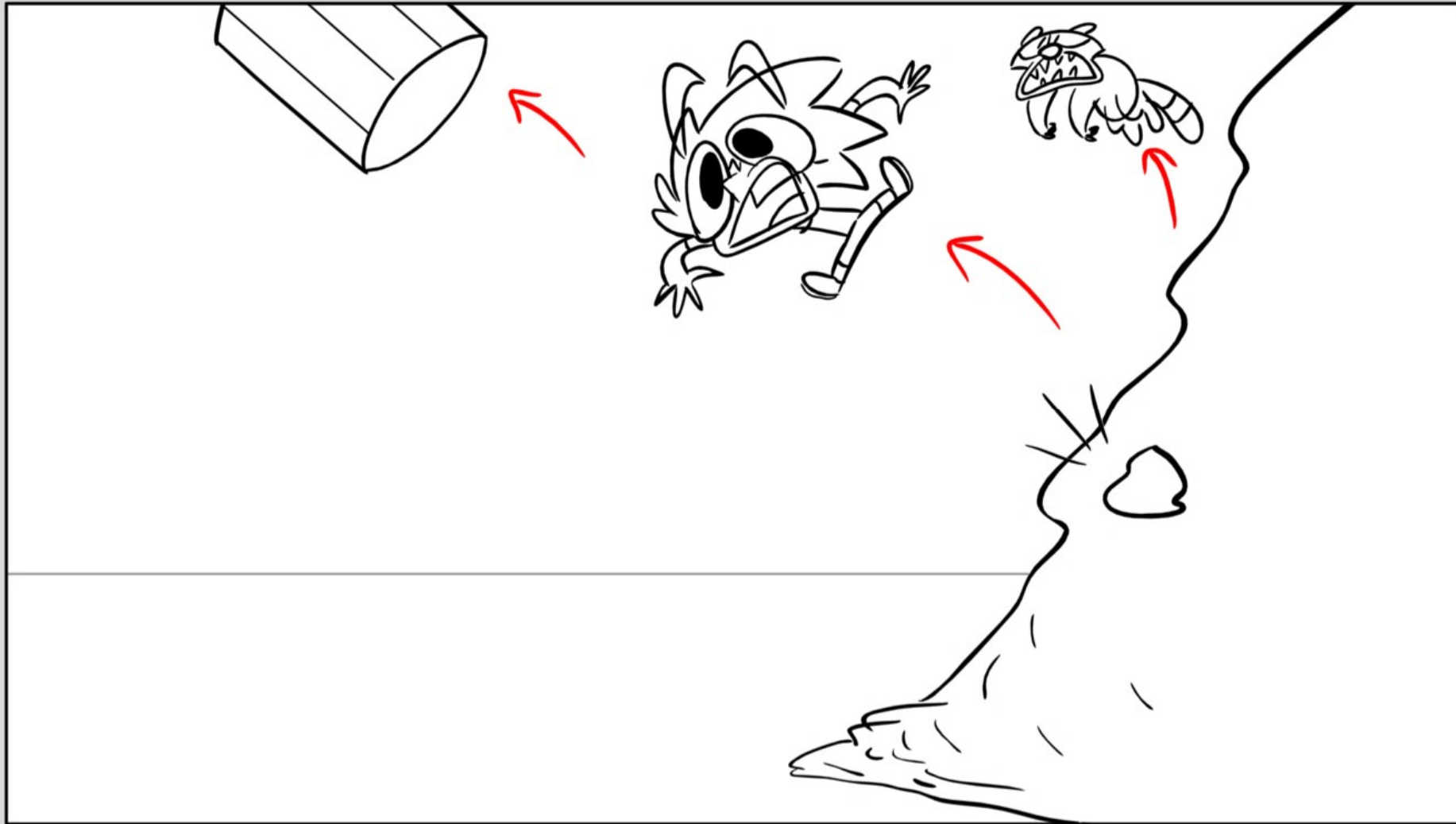




**ACTION  
NOTES**

The trash can hits a rock

**DIALOGUE**

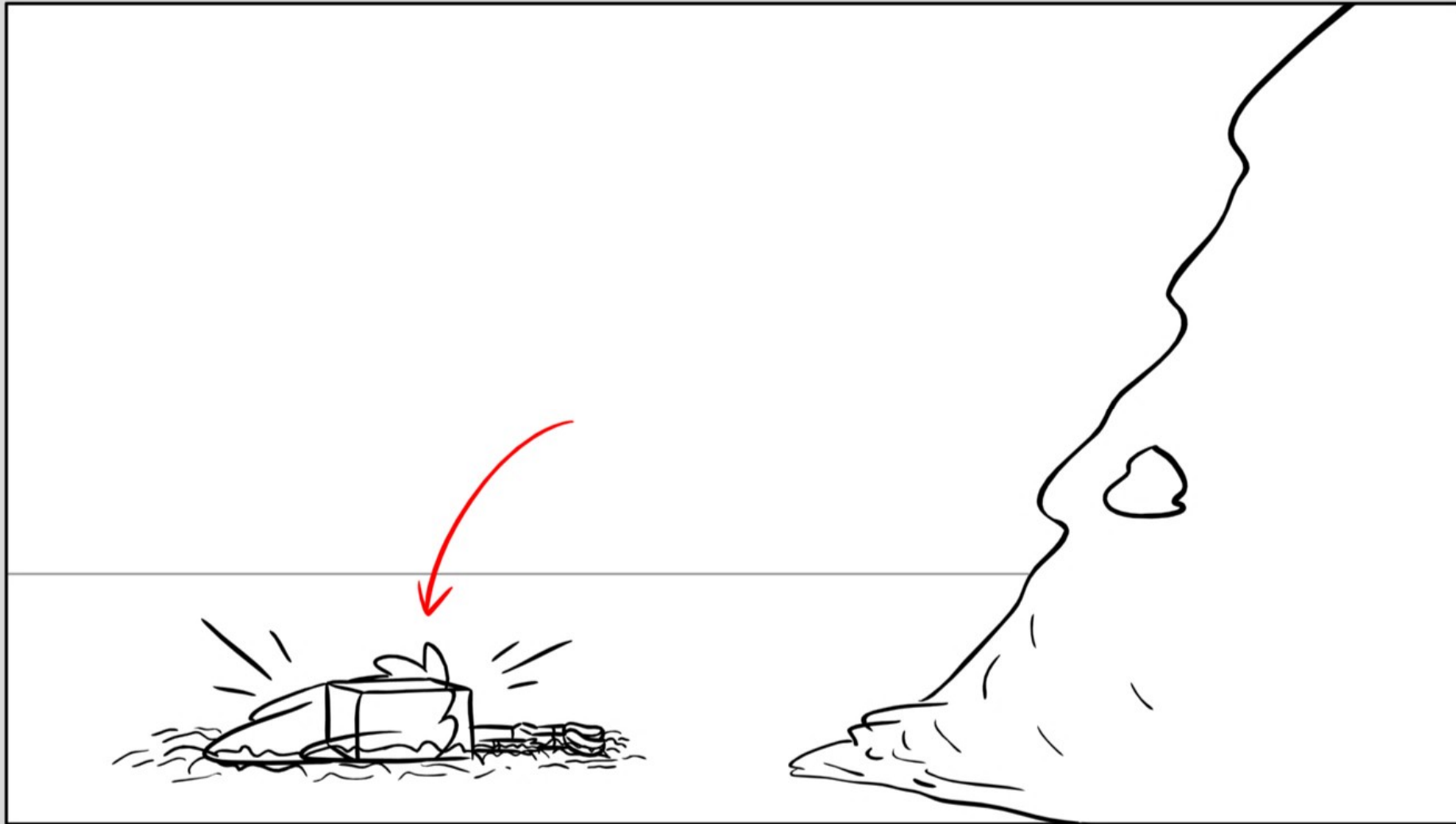


**ACTION  
NOTES**

**DIALOGUE**

They bounce off and fly up

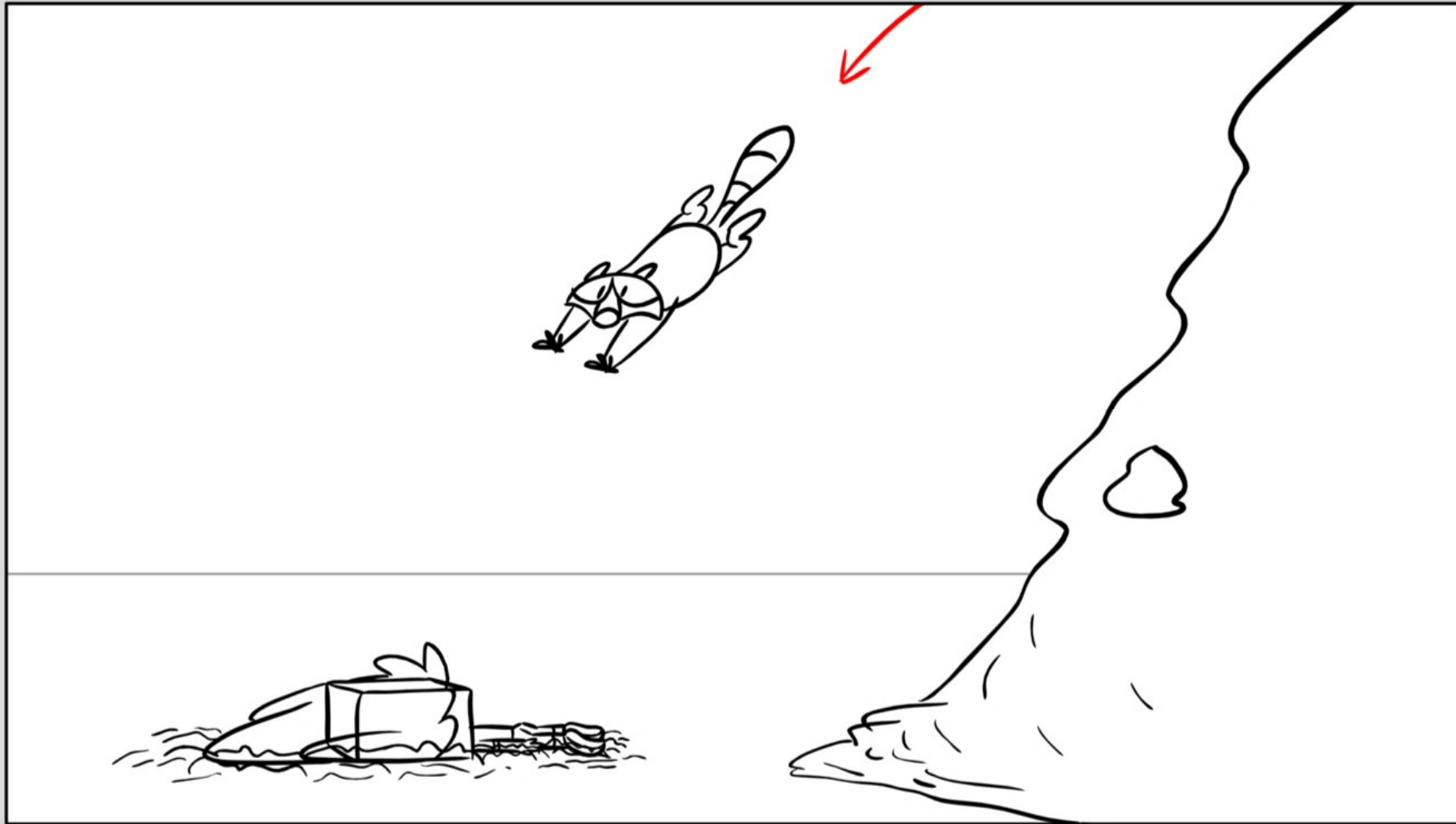




**ACTION  
NOTES**

Lo falls face down, the trash can flies offscreen,  
and the raccoon flies up

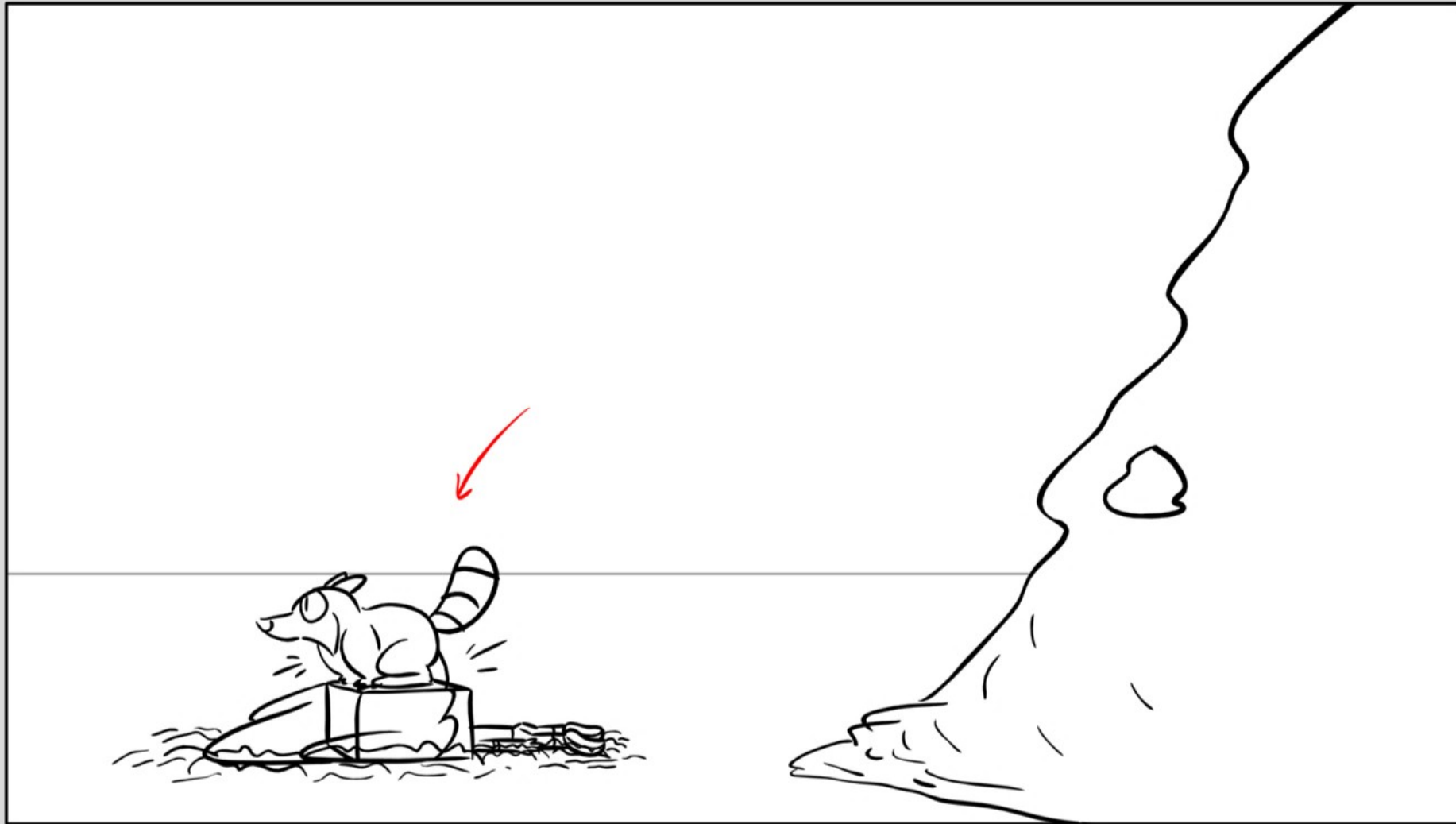
**DIALOGUE**



**ACTION  
NOTES**

The raccoon comes back down and jumps  
off Lo's head

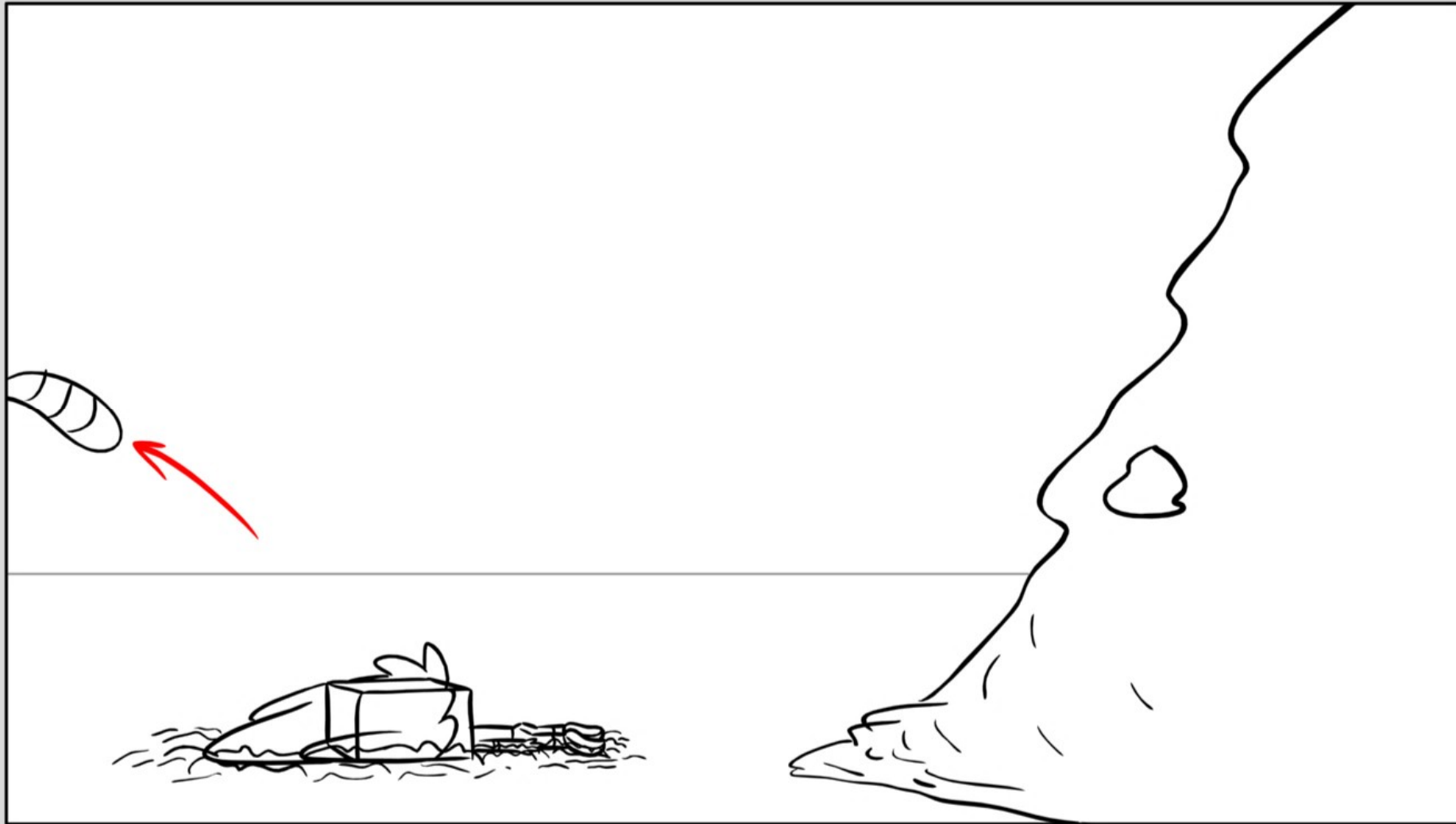
**DIALOGUE**



**ACTION  
NOTES**

The raccoon comes back down and jumps  
off Lo's head

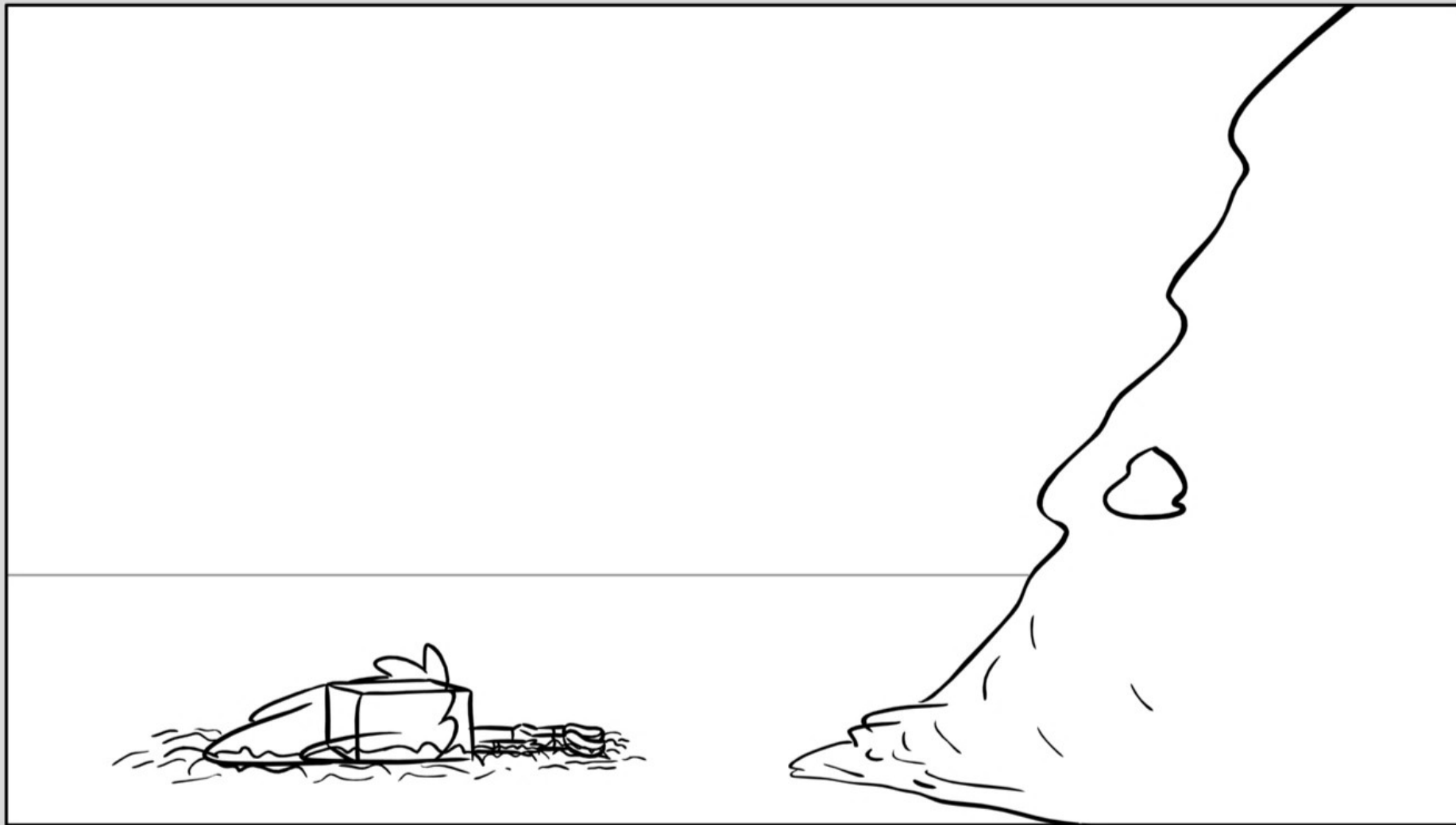
**DIALOGUE**



**ACTION  
NOTES**

The raccoon comes back down and jumps  
off Lo's head

**DIALOGUE**



ACTION  
NOTES

DIALOGUE





**ACTION  
NOTES**

**DIALOGUE**

Diego fights the critter in slow, almost still shots  
with stylized action lines

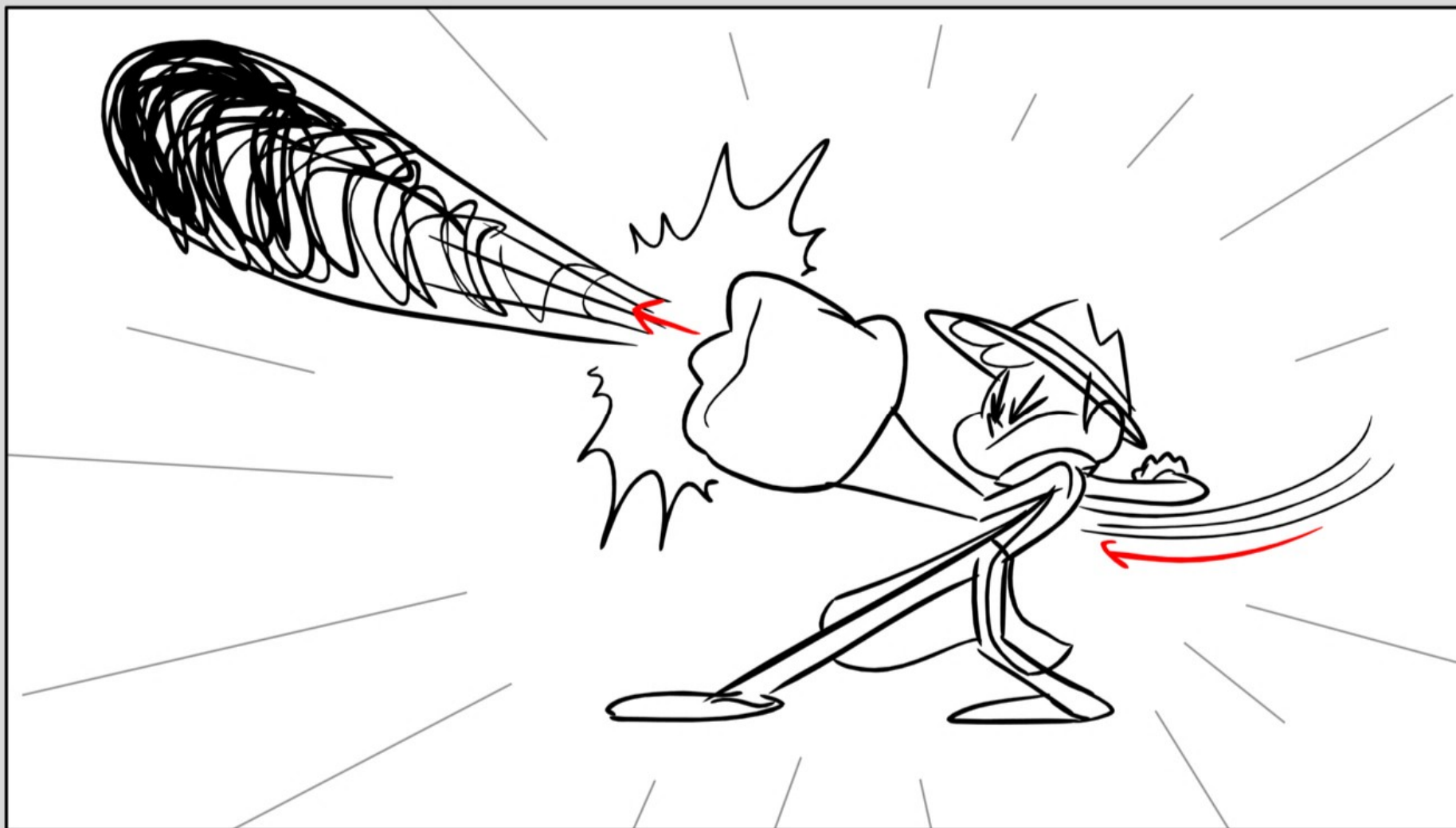


**ACTION  
NOTES**

**DIALOGUE**

Diego fights the critter in slow, almost still shots  
with stylized action lines

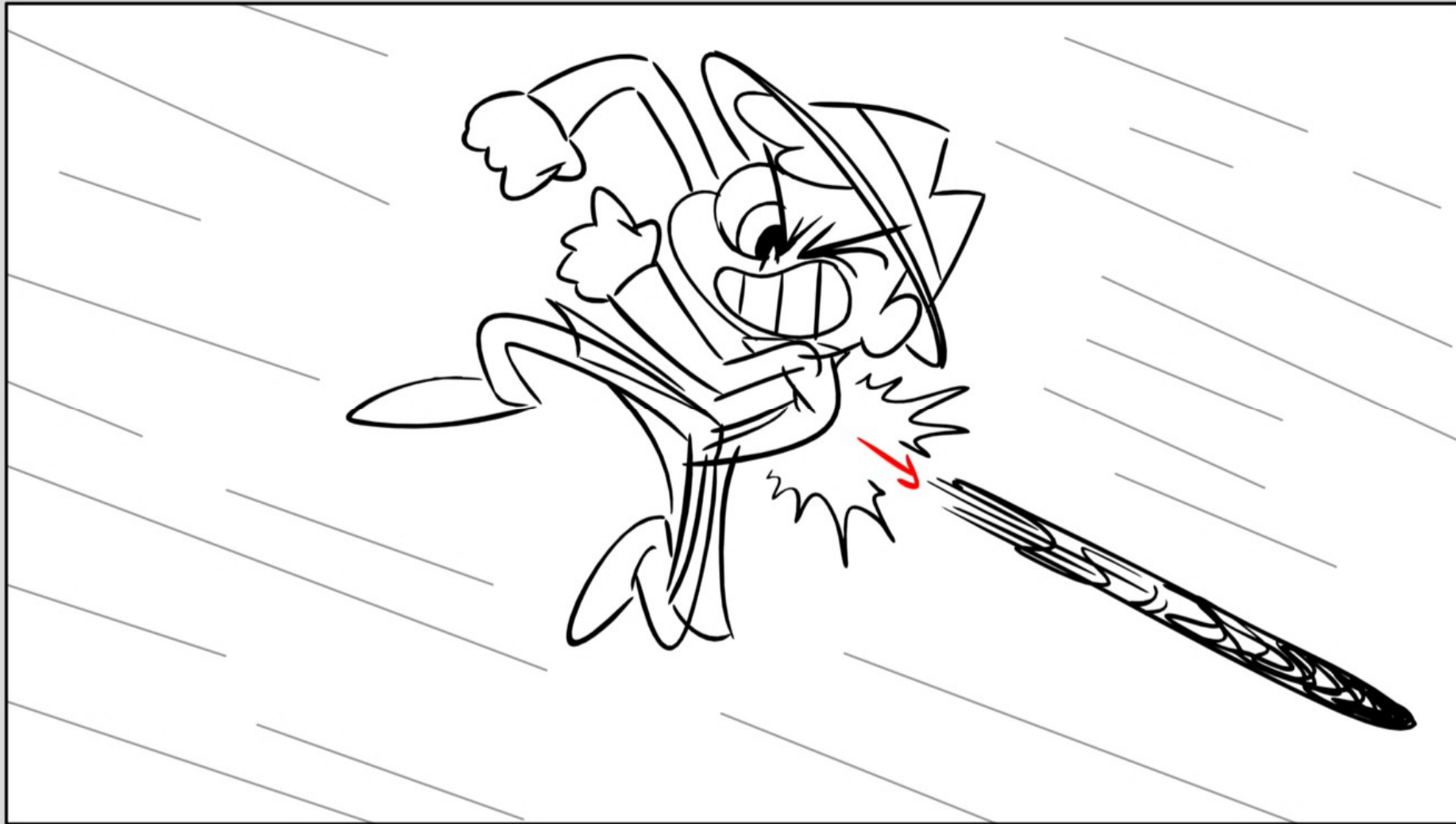




**ACTION  
NOTES**

**DIALOGUE**

Diego fights the critter in slow, almost still shots  
with stylized action lines



**ACTION  
NOTES**

**DIALOGUE**

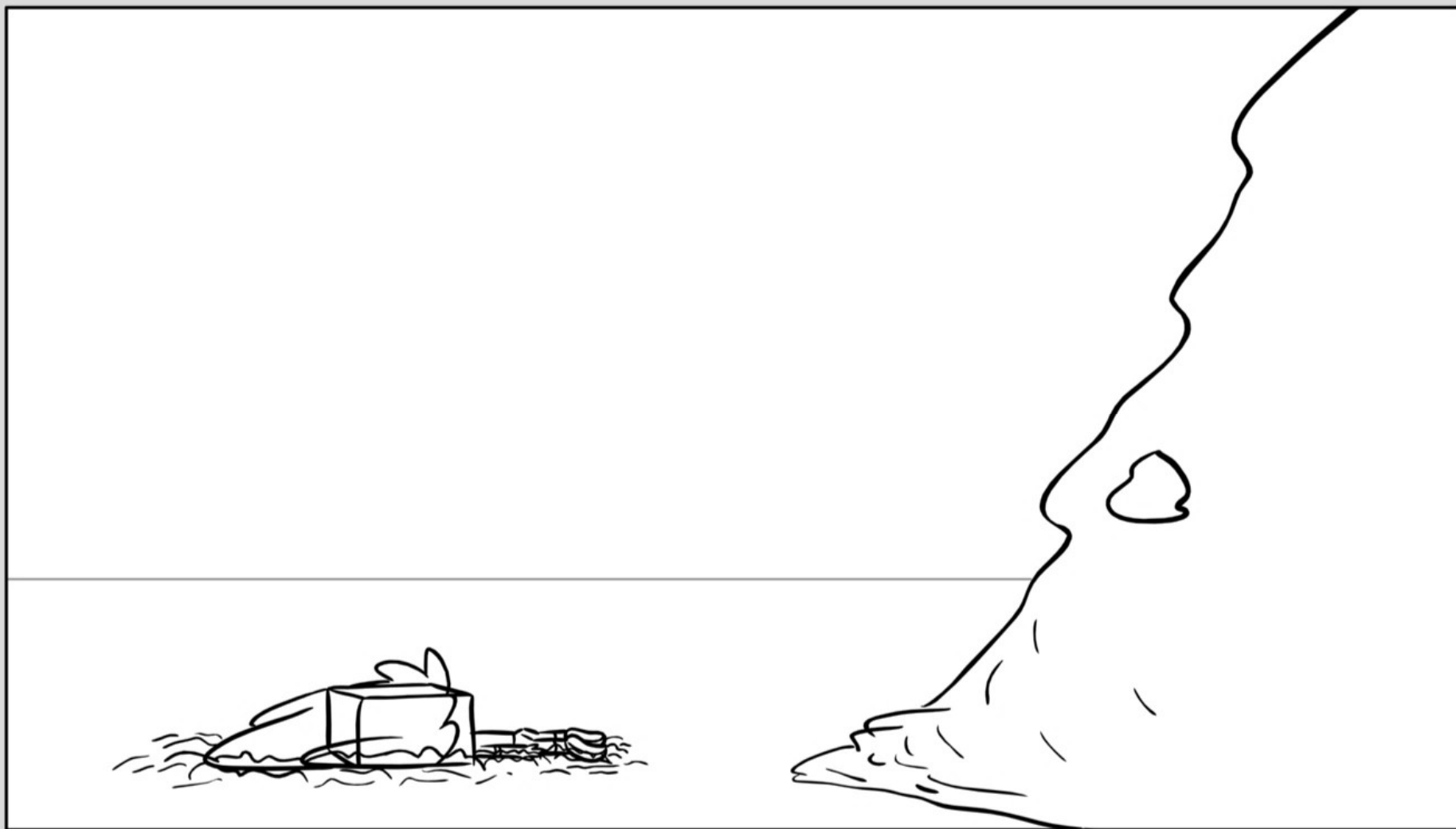
Diego fights the critter in slow, almost still shots with stylized action lines

A large rectangular box with a black border, containing several horizontal lines of varying lengths and positions. The lines are arranged in a staggered, non-sequential manner, suggesting a workspace for writing notes or dialogue. The lines are black and set against a white background within the box.

**ACTION  
NOTES**

Whip pan to Lo

**DIALOGUE**



ACTION  
NOTES

DIALOGUE







ACTION  
NOTES

DIALOGUE

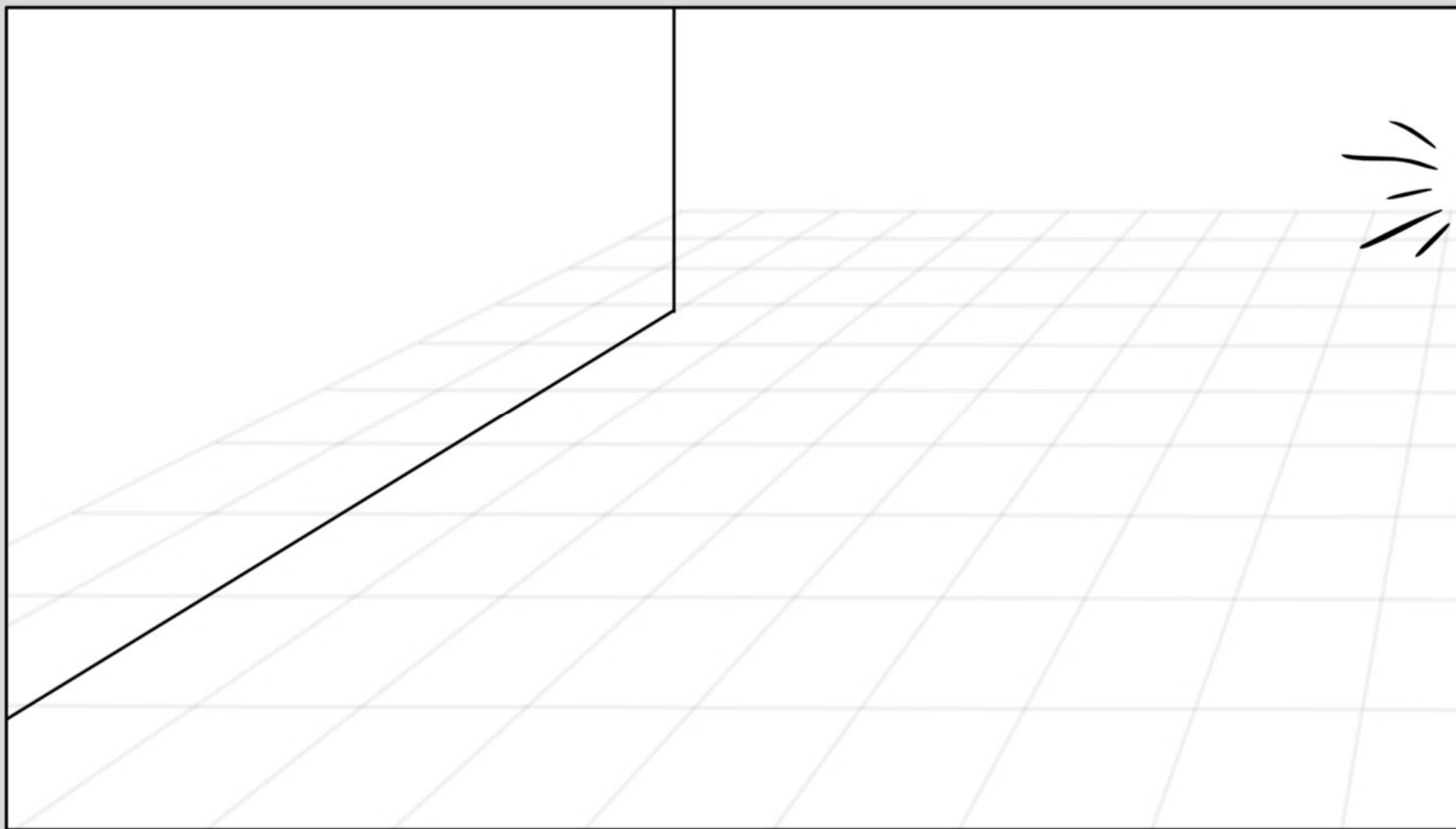


**ACTION  
NOTES**

Diego kicks towards the screen

**DIALOGUE**

# Catch That Critter!

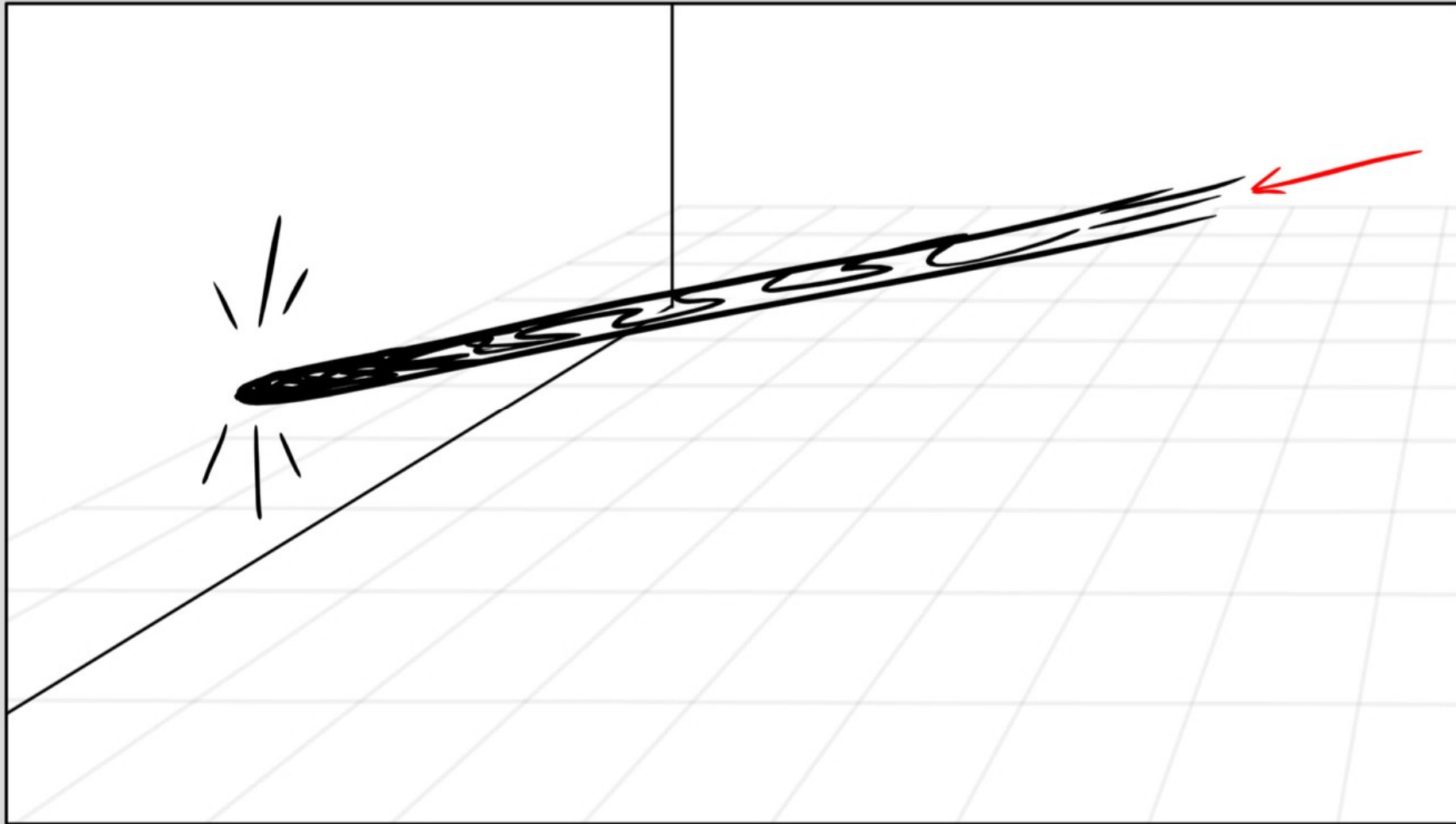


ACTION  
NOTES

DIALOGUE



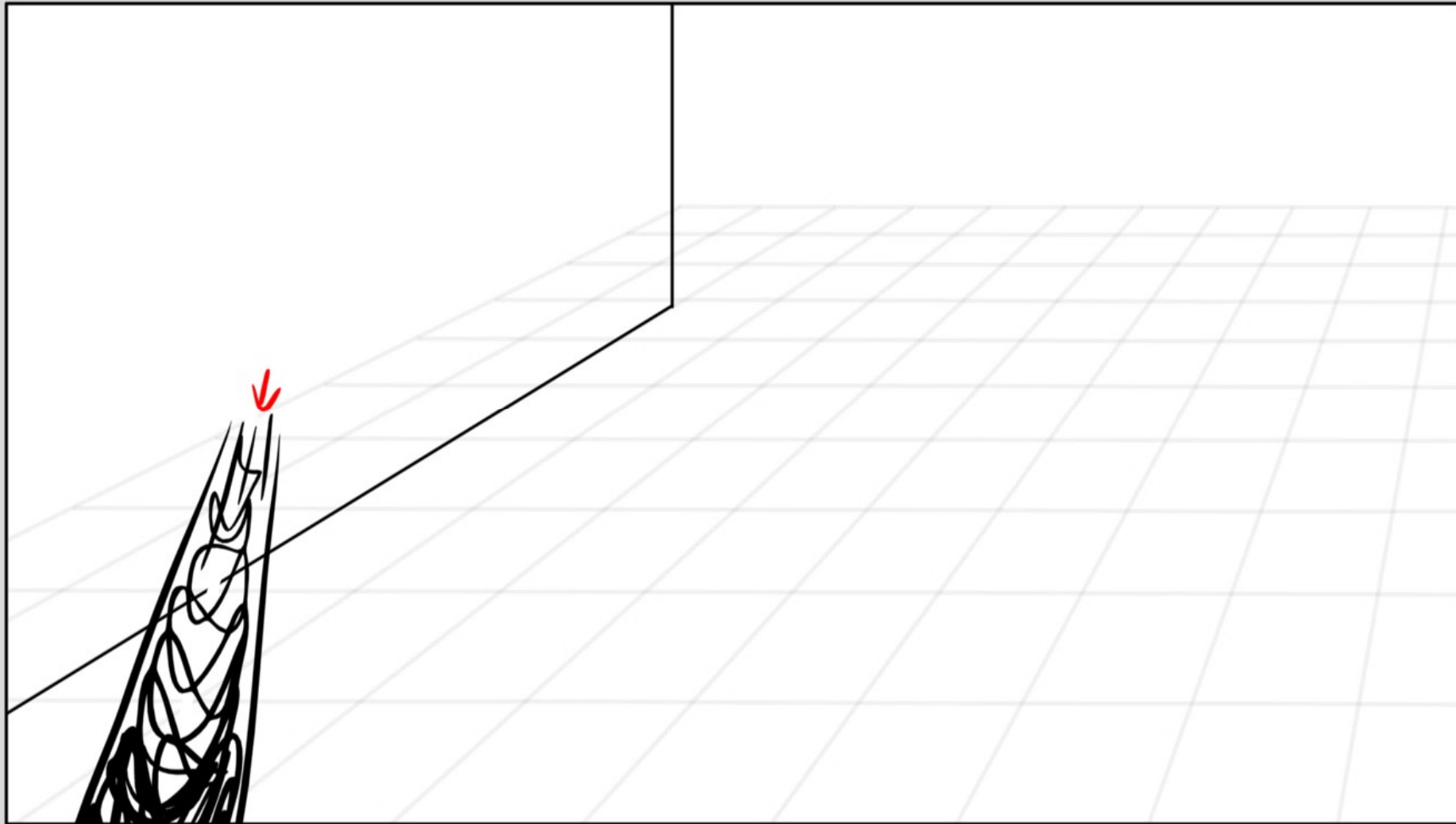




**ACTION  
NOTES**

The critter flies off from the kick and bounces off the wall

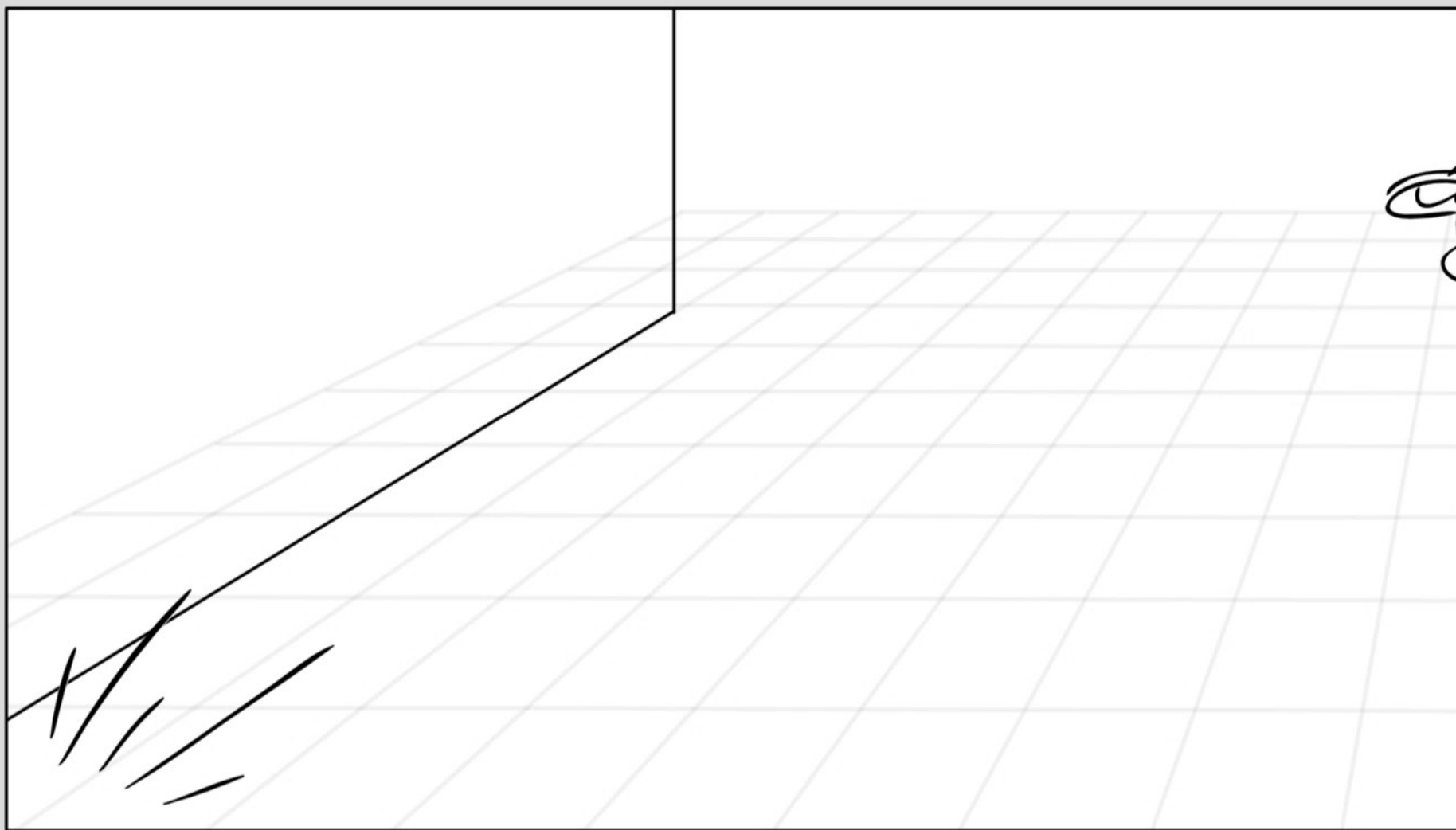
**DIALOGUE**



ACTION  
NOTES

The critter flies off from the kick and bounces off the wall

DIALOGUE



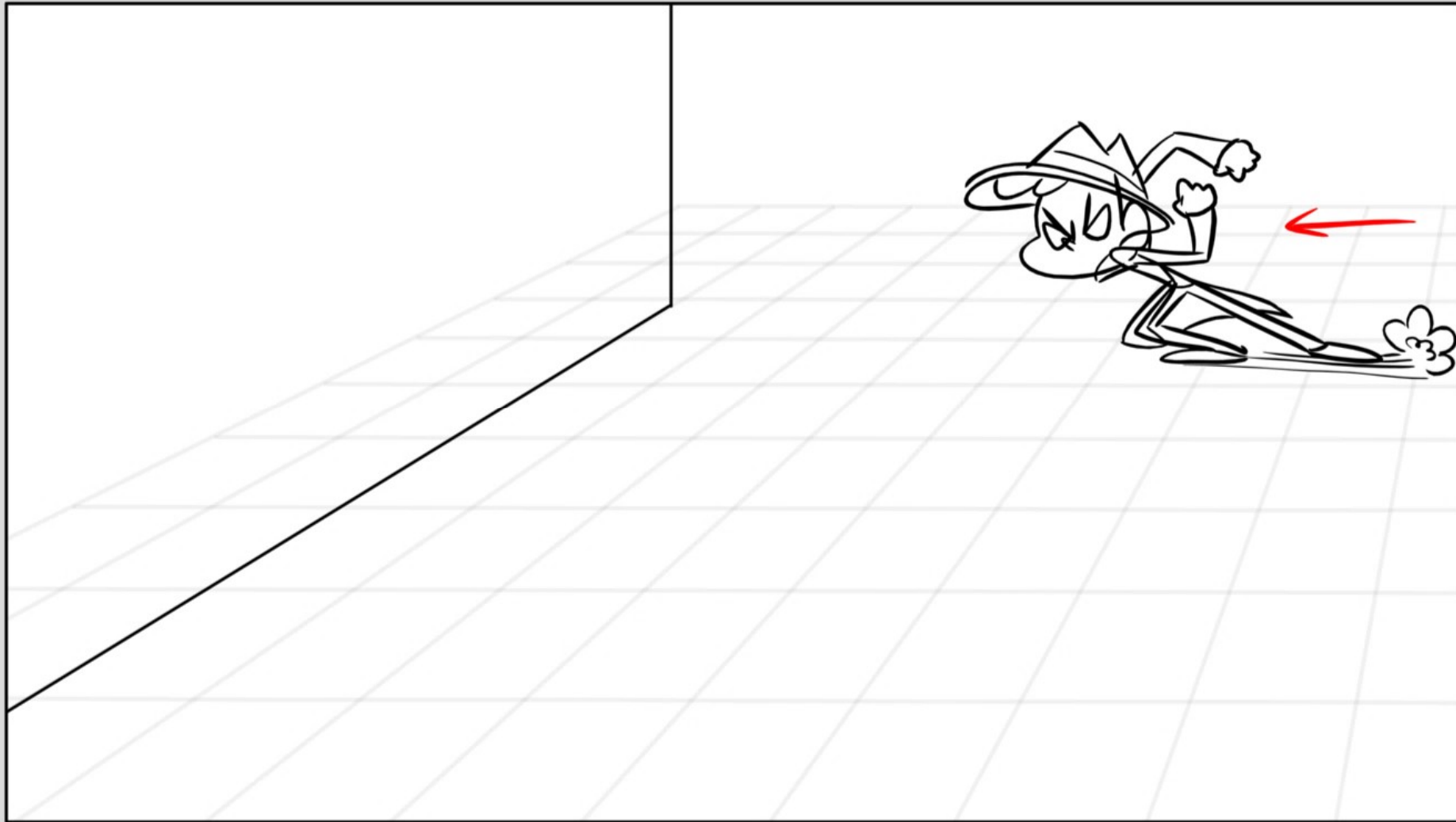
**ACTION  
NOTES**

Diego slides in from offscreen

**DIALOGUE**

# Catch That Critter!

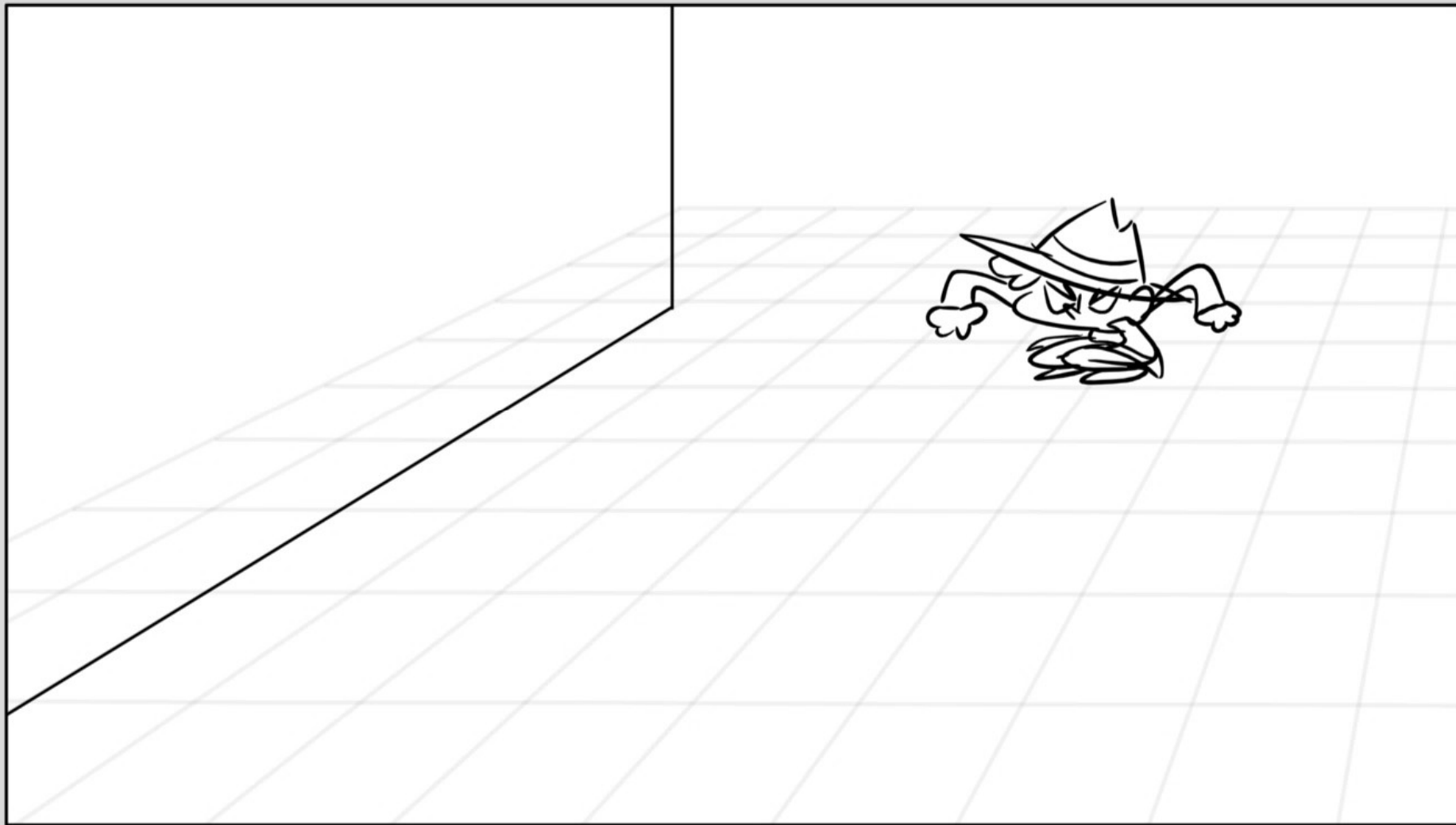
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**ACTION  
NOTES**

Diego slides in from offscreen

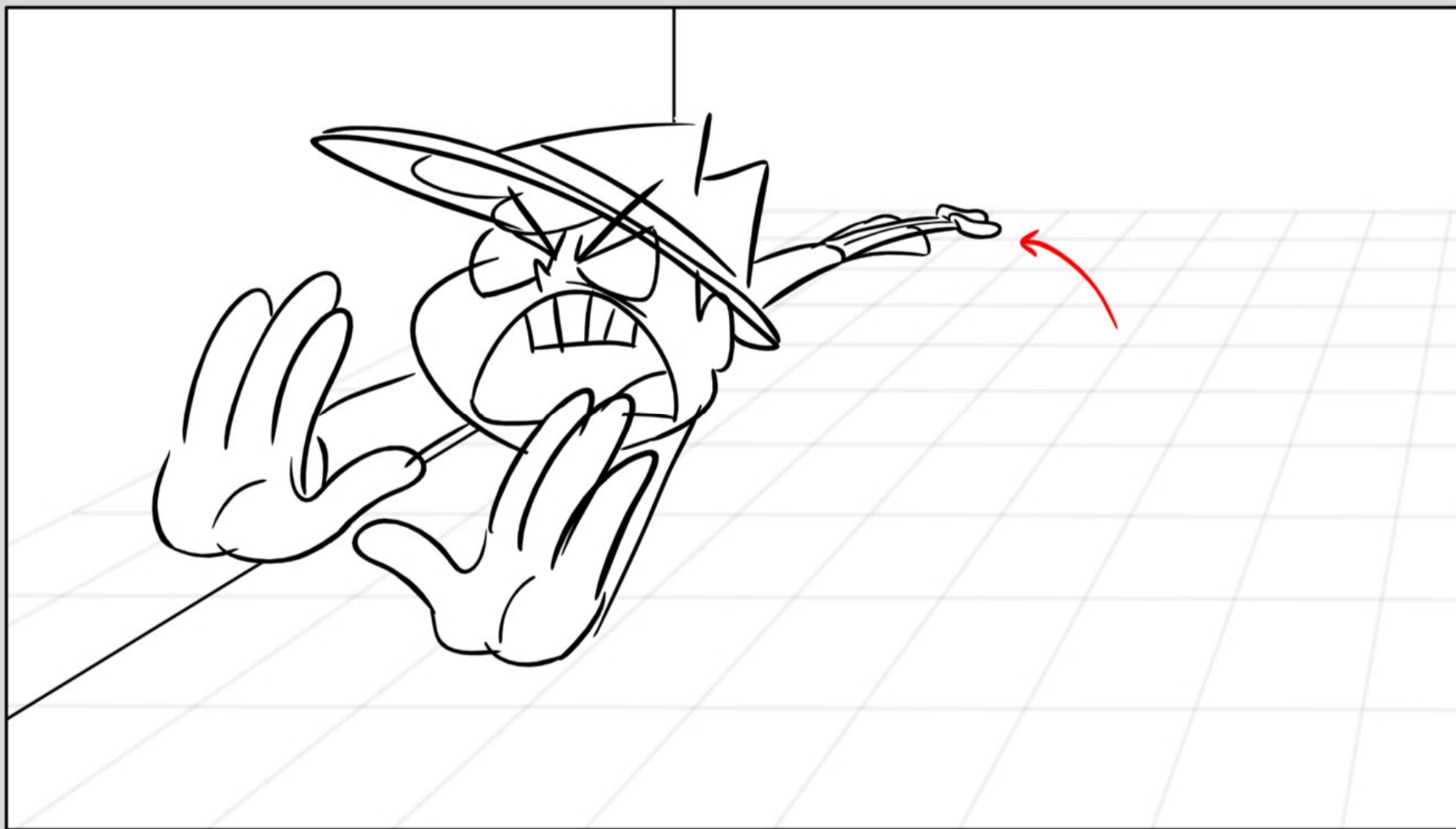
**DIALOGUE**



ACTION  
NOTES

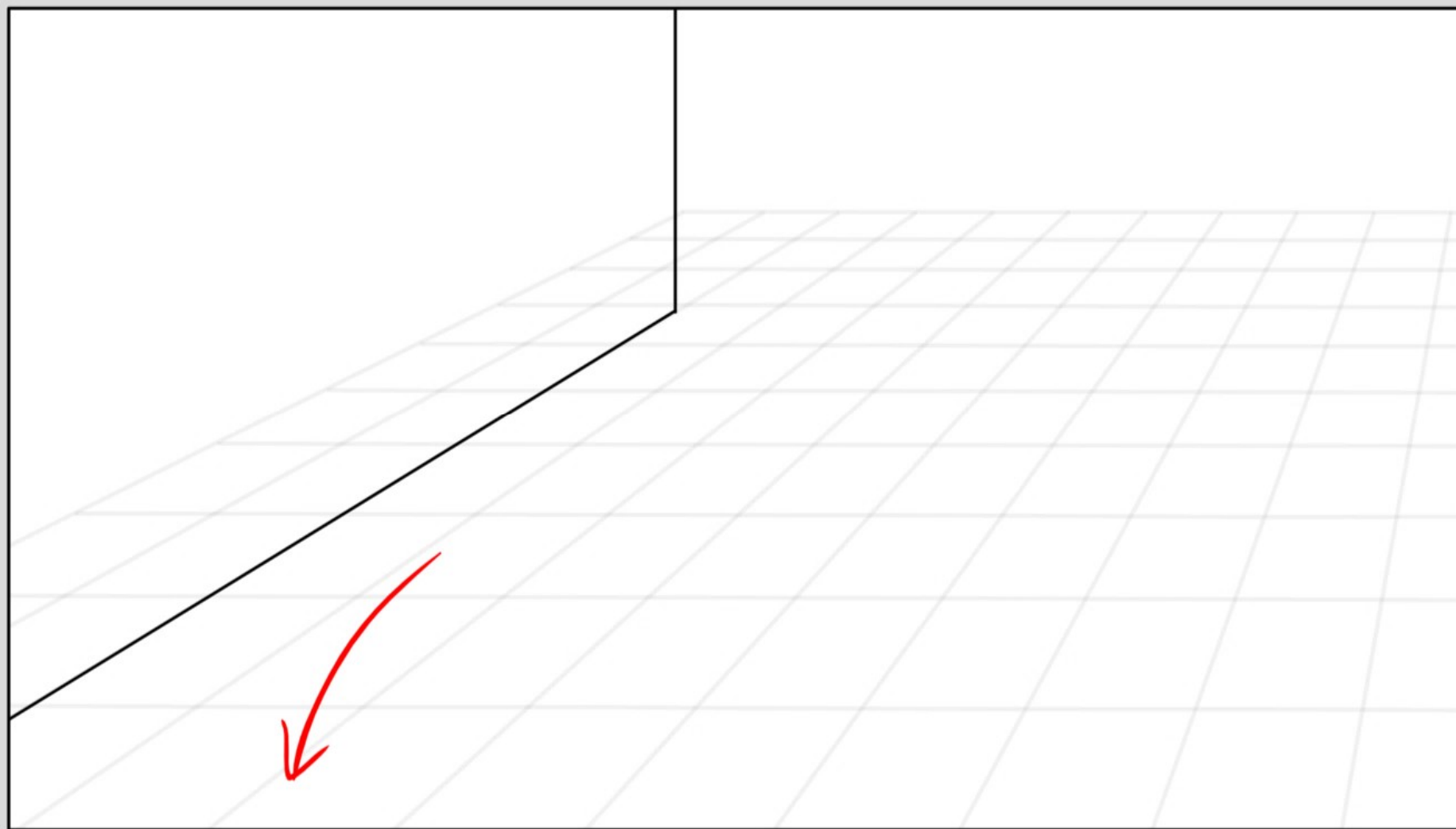
DIALOGUE





ACTION  
NOTES

DIALOGUE



ACTION  
NOTES

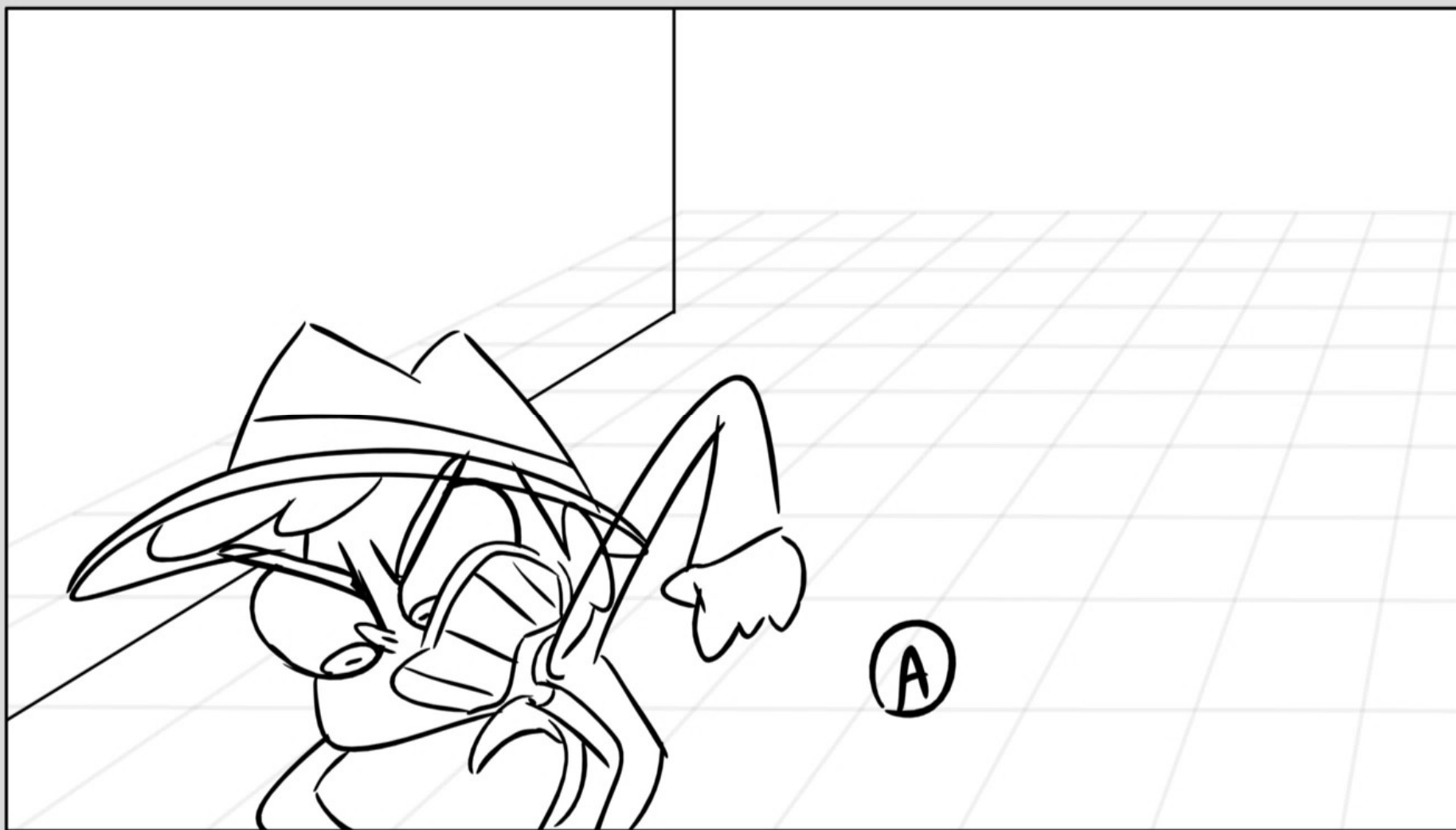
DIALOGUE



ACTION  
NOTES

DIALOGUE

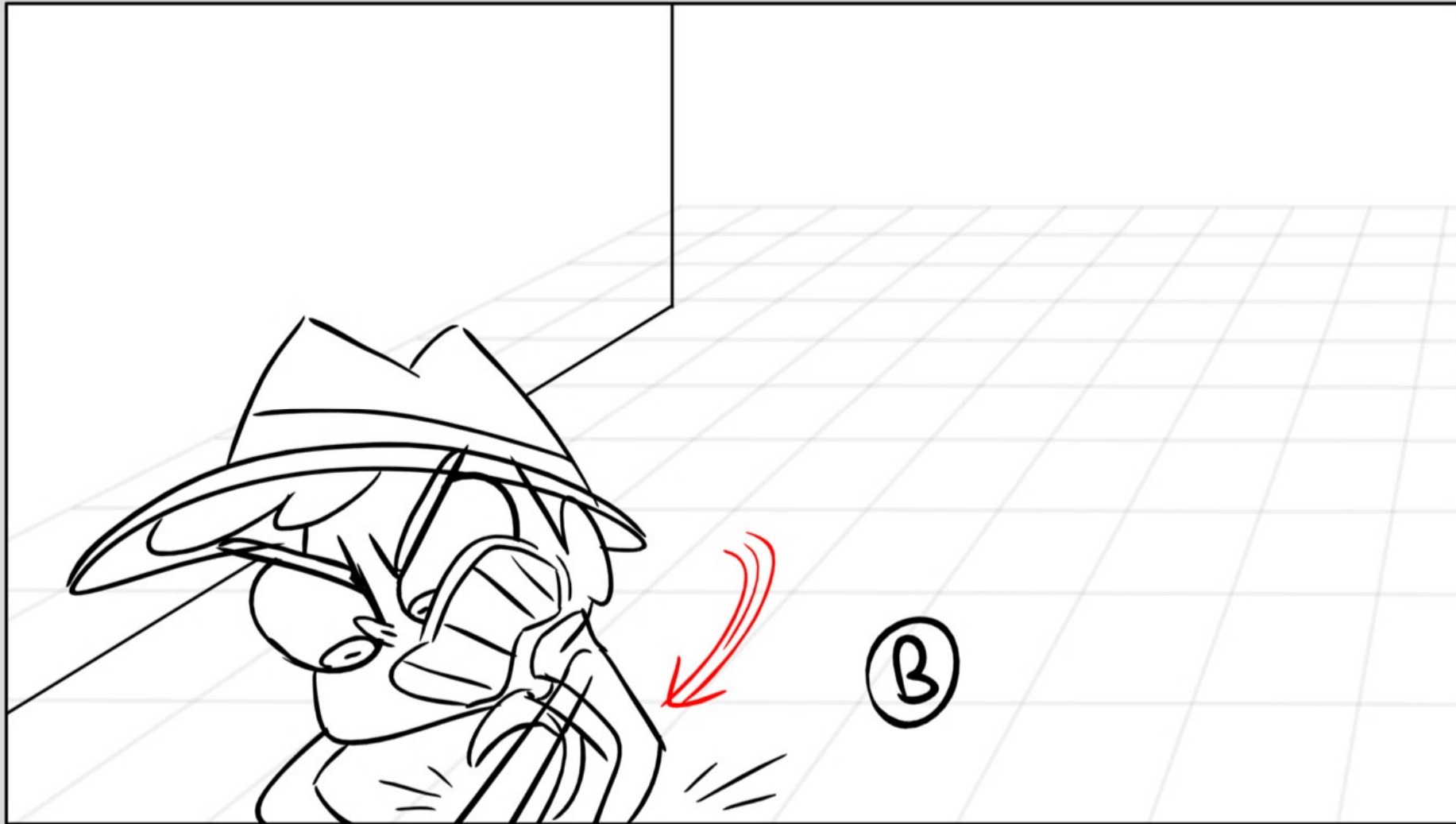




**ACTION  
NOTES**

Diego punches the critter, who is offscreen

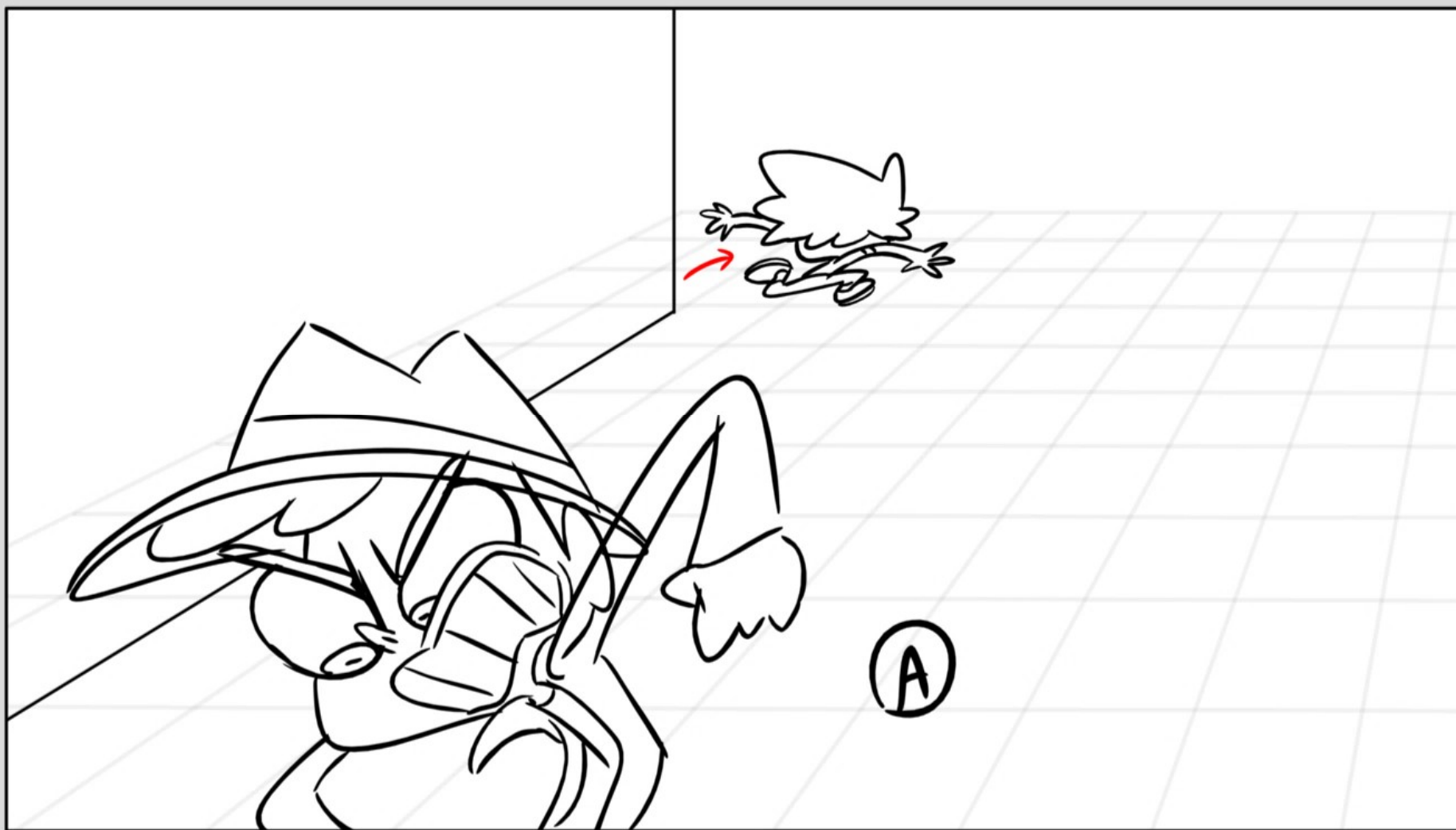
**DIALOGUE**



**ACTION  
NOTES**

**DIALOGUE**

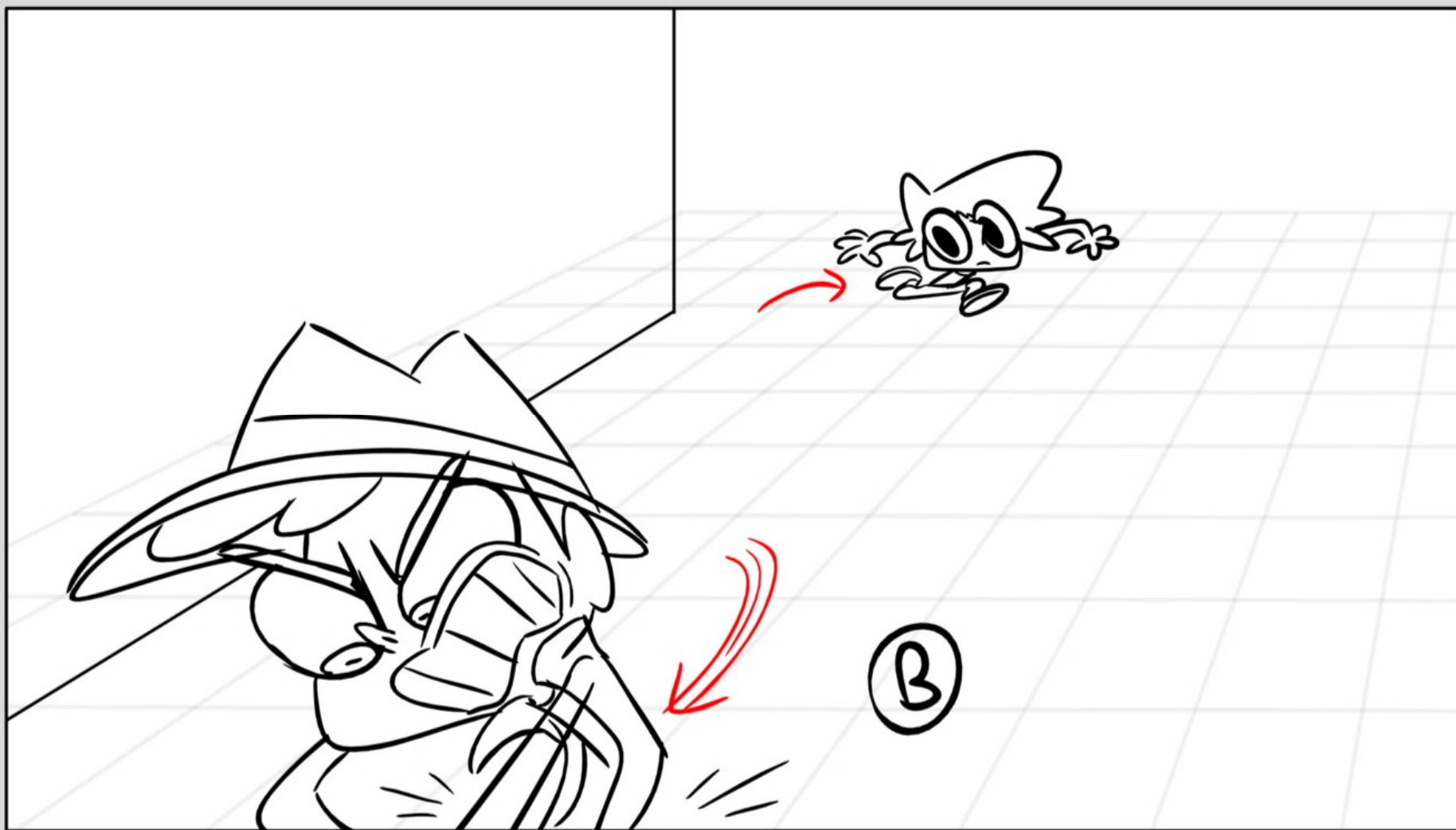
Diego punches the critter, who is offscreen



**ACTION  
NOTES**

Lo runs in from around the corner

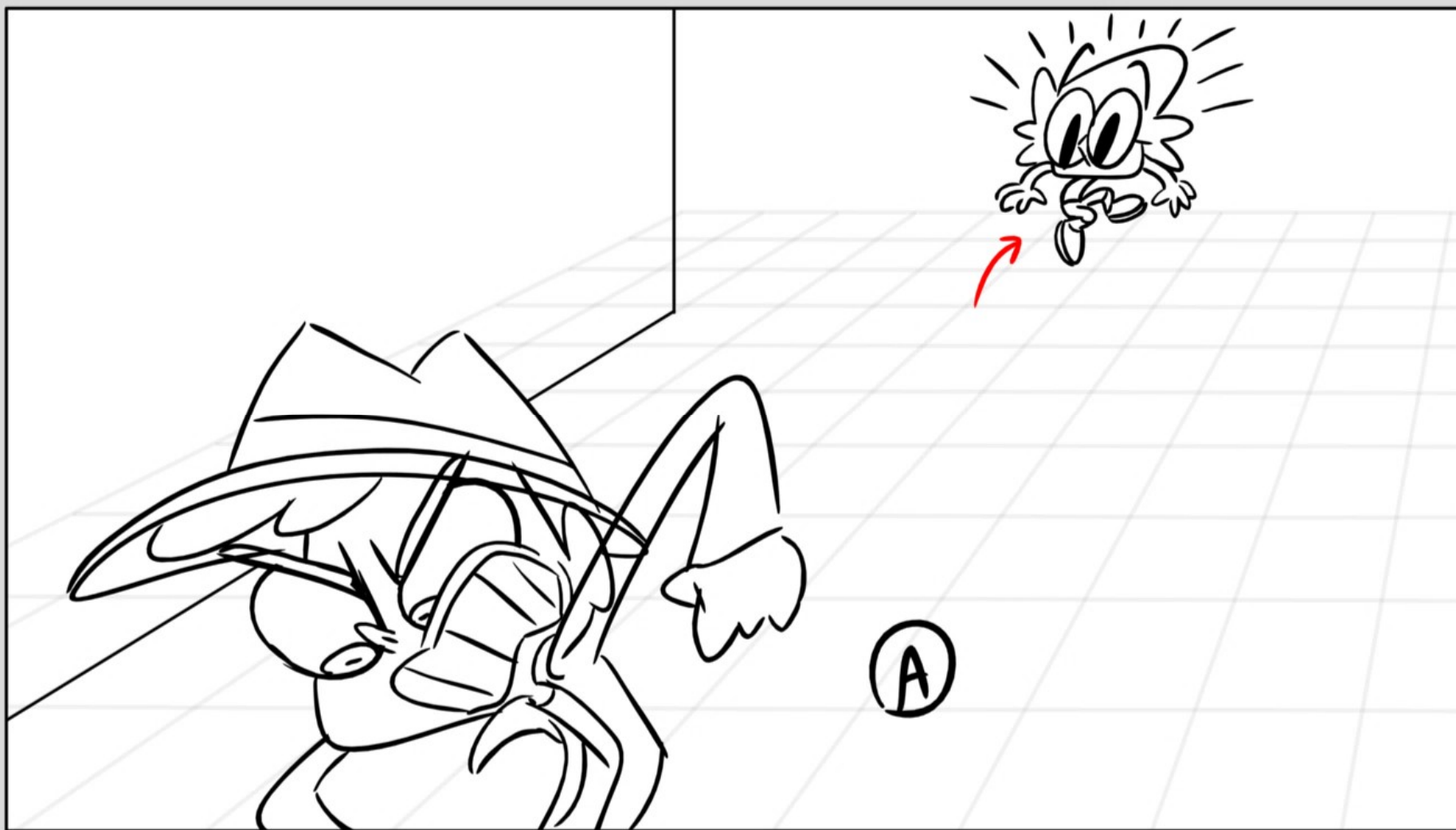
**DIALOGUE**



ACTION  
NOTES

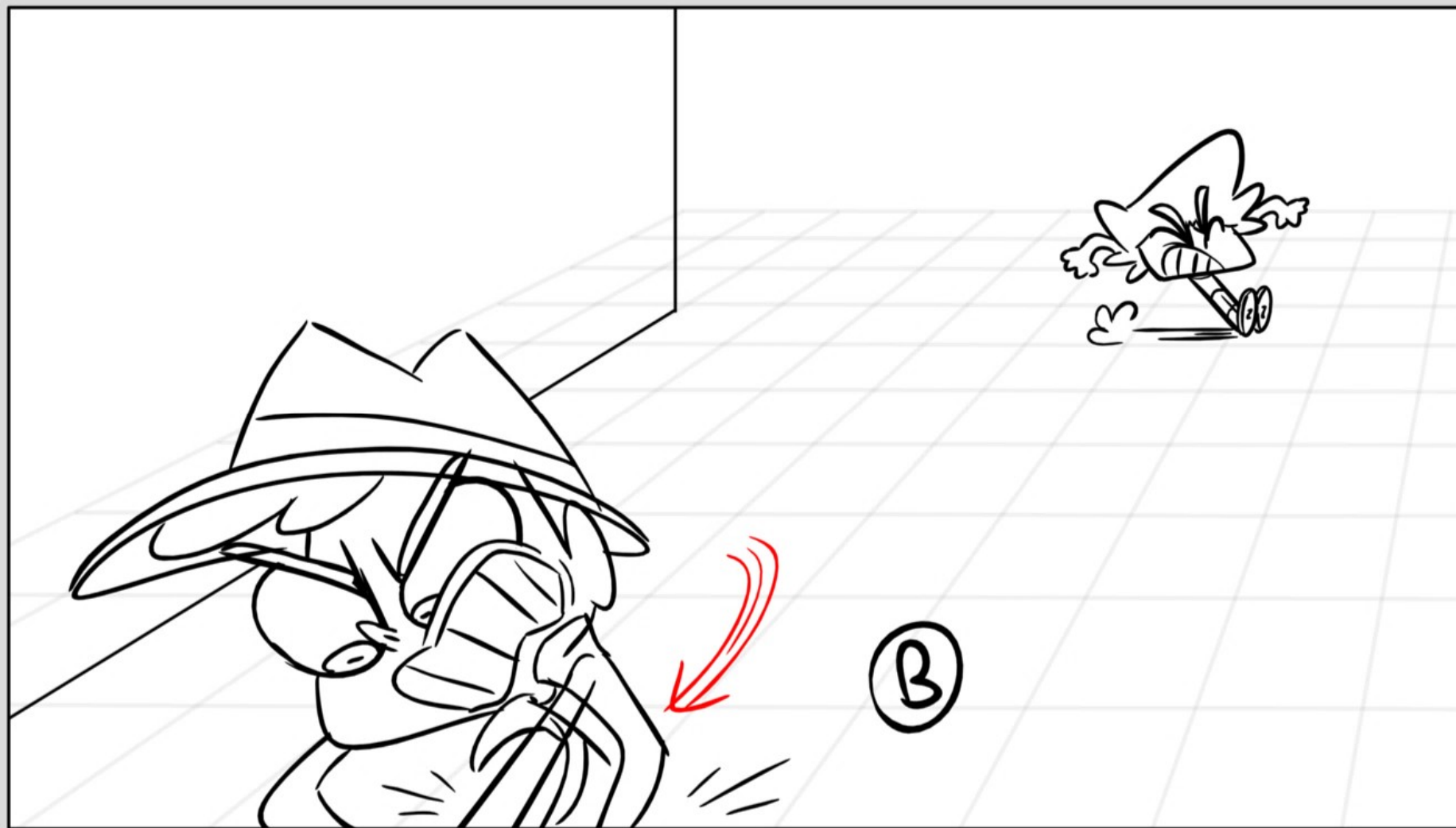
DIALOGUE





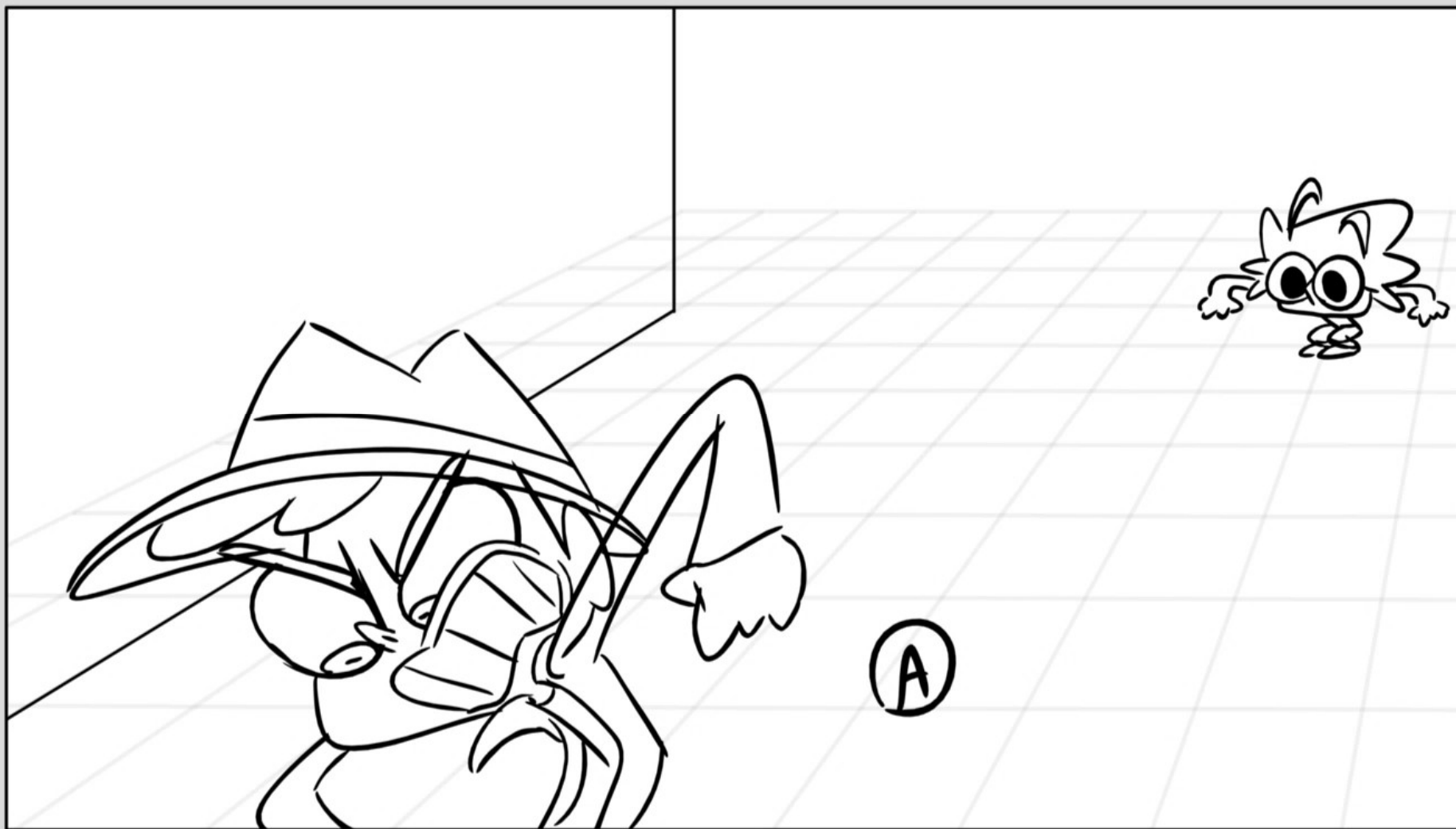
ACTION  
NOTES

DIALOGUE



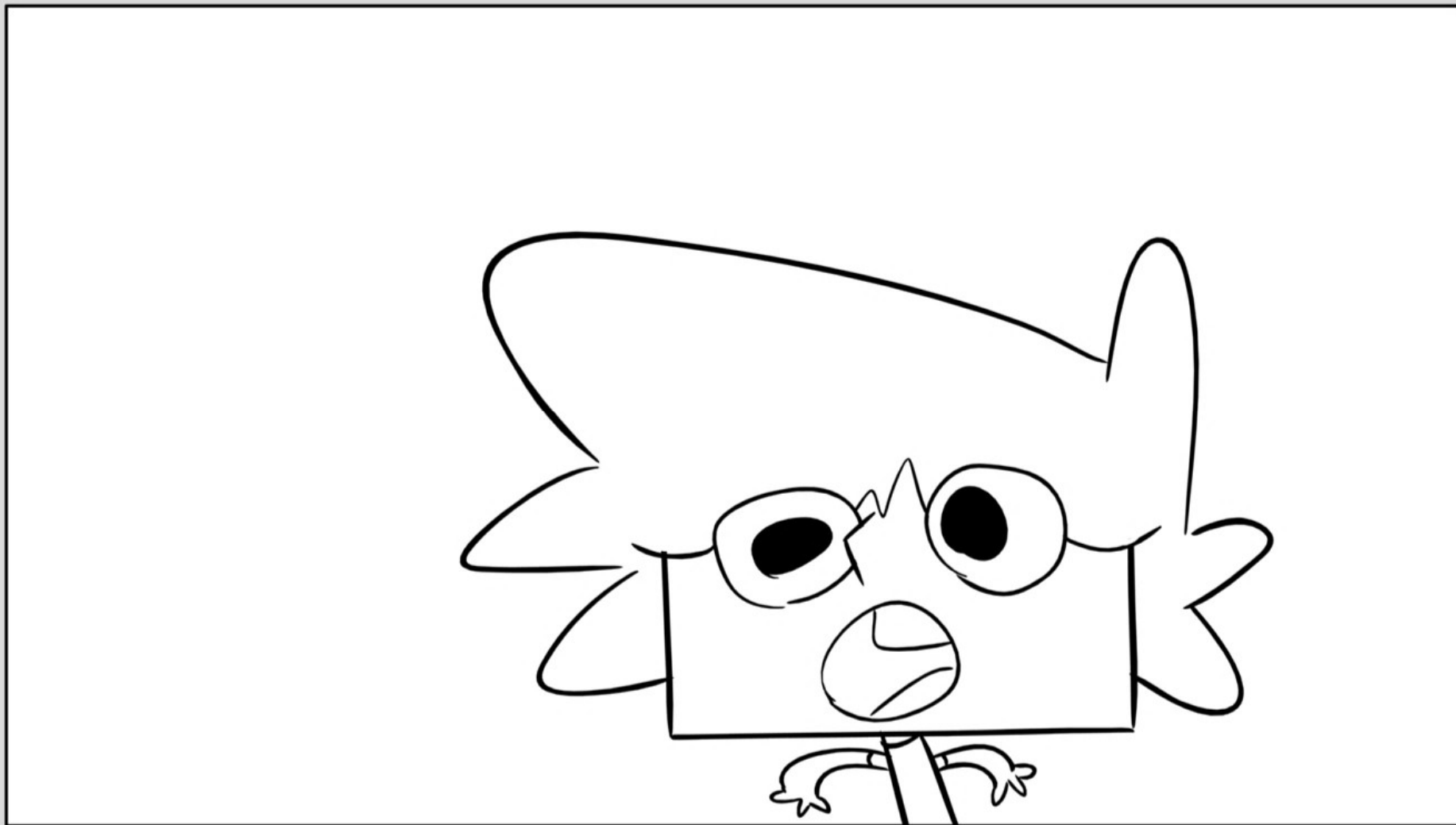
ACTION  
NOTES

DIALOGUE



ACTION  
NOTES

DIALOGUE



ACTION  
NOTES

DIALOGUE



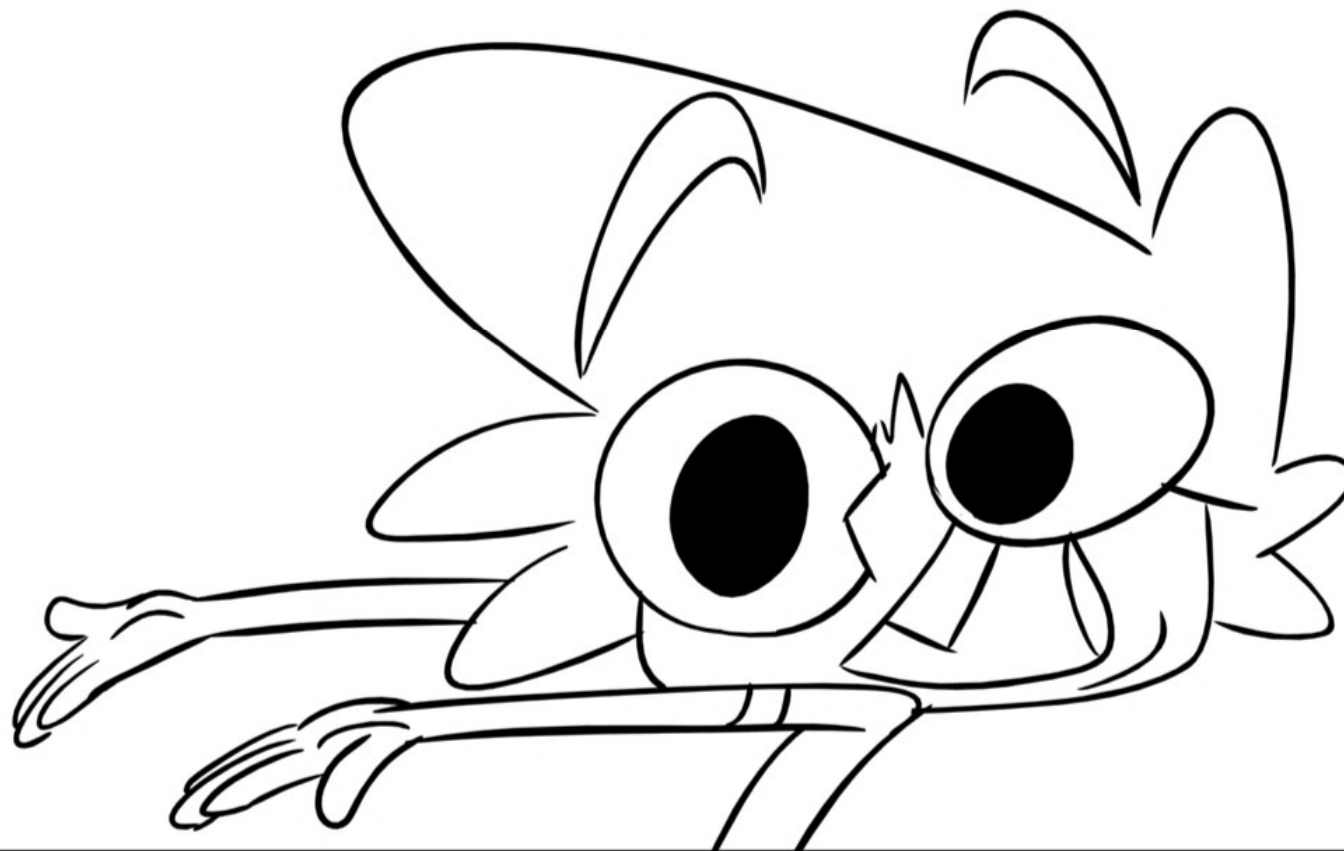




ACTION  
NOTES

DIALOGUE

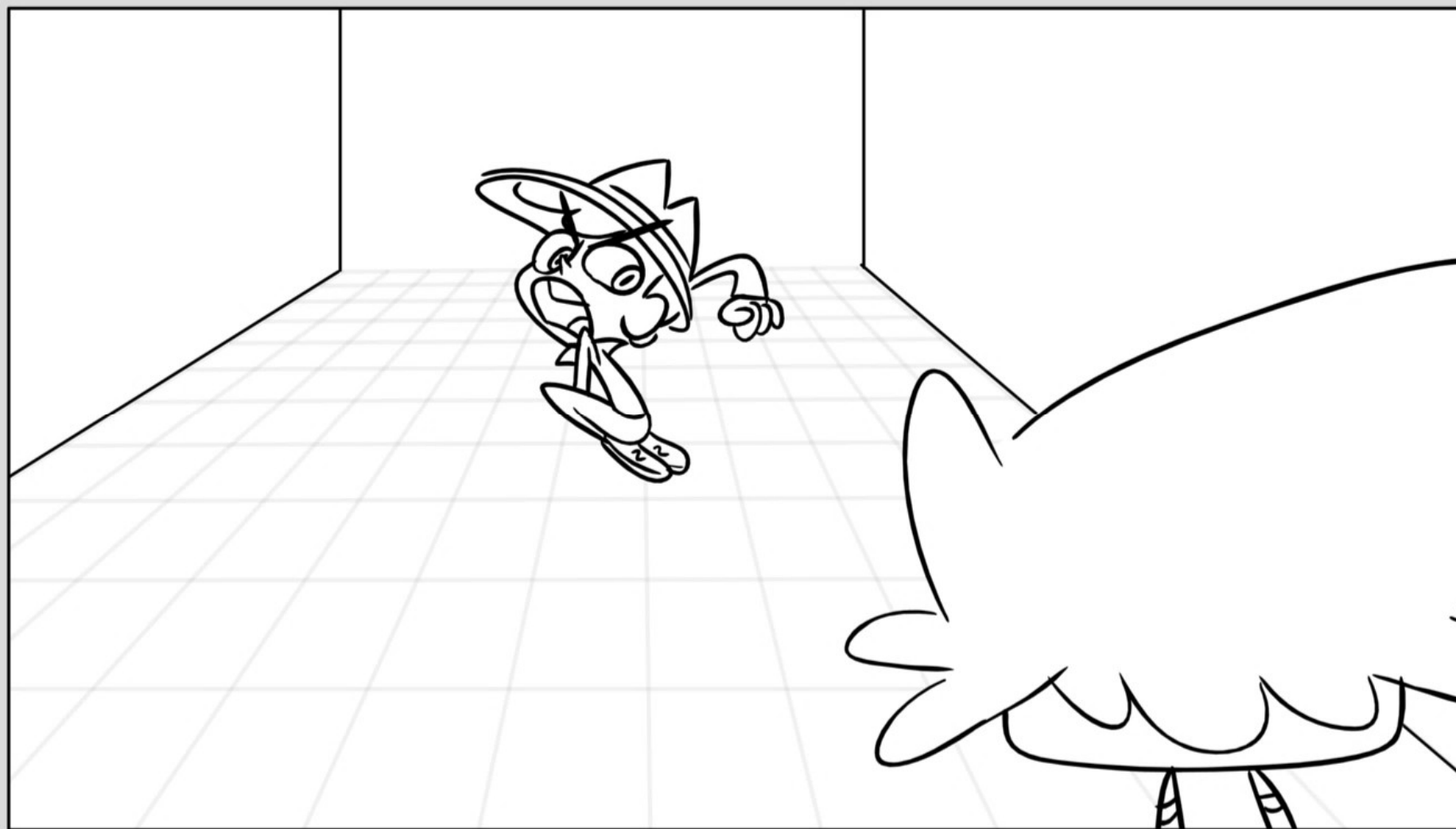
LO: You -



ACTION  
NOTES

DIALOGUE

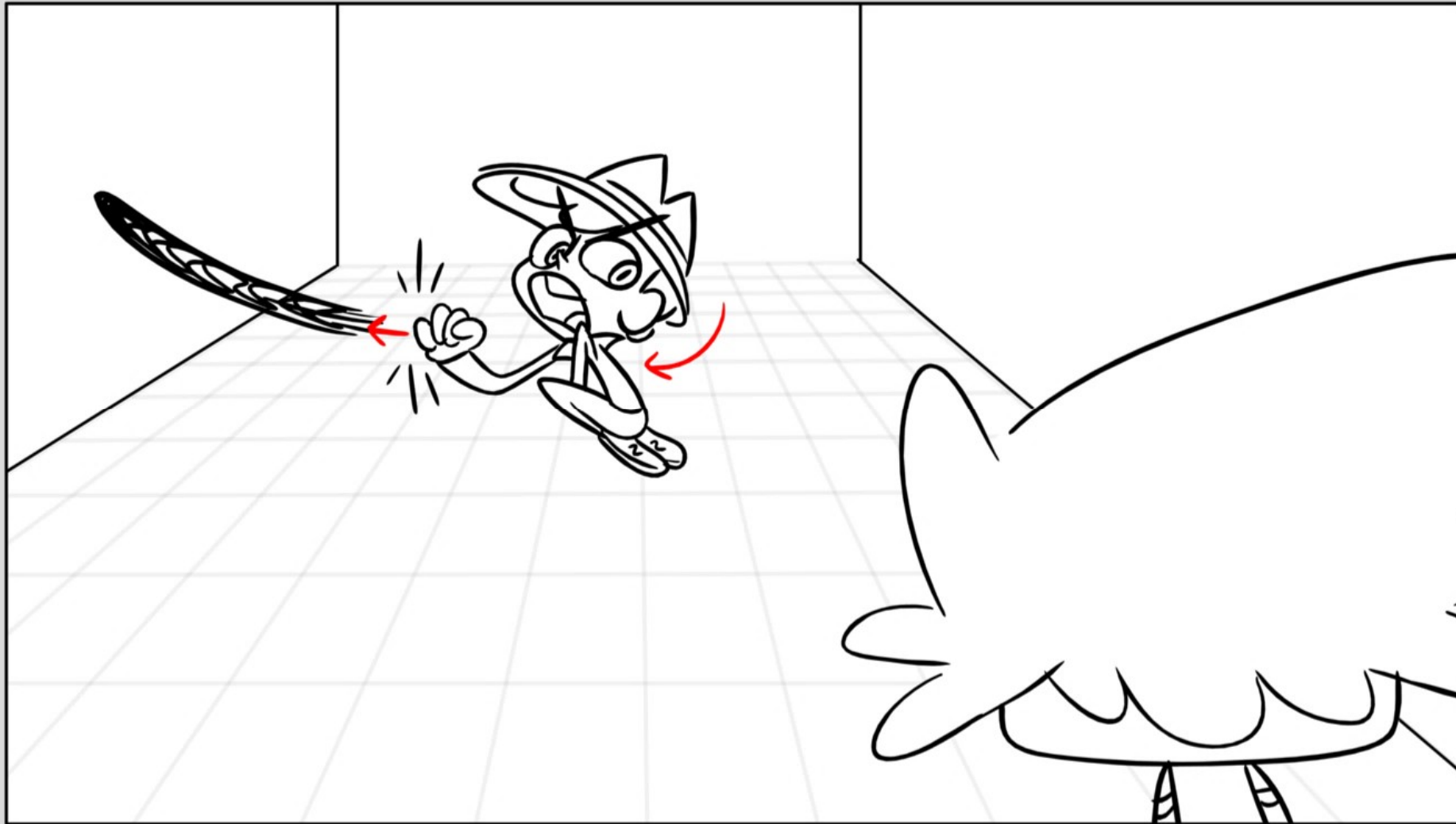
LO: You caught it!



ACTION  
NOTES

DIALOGUE

DIEGO: It's about -

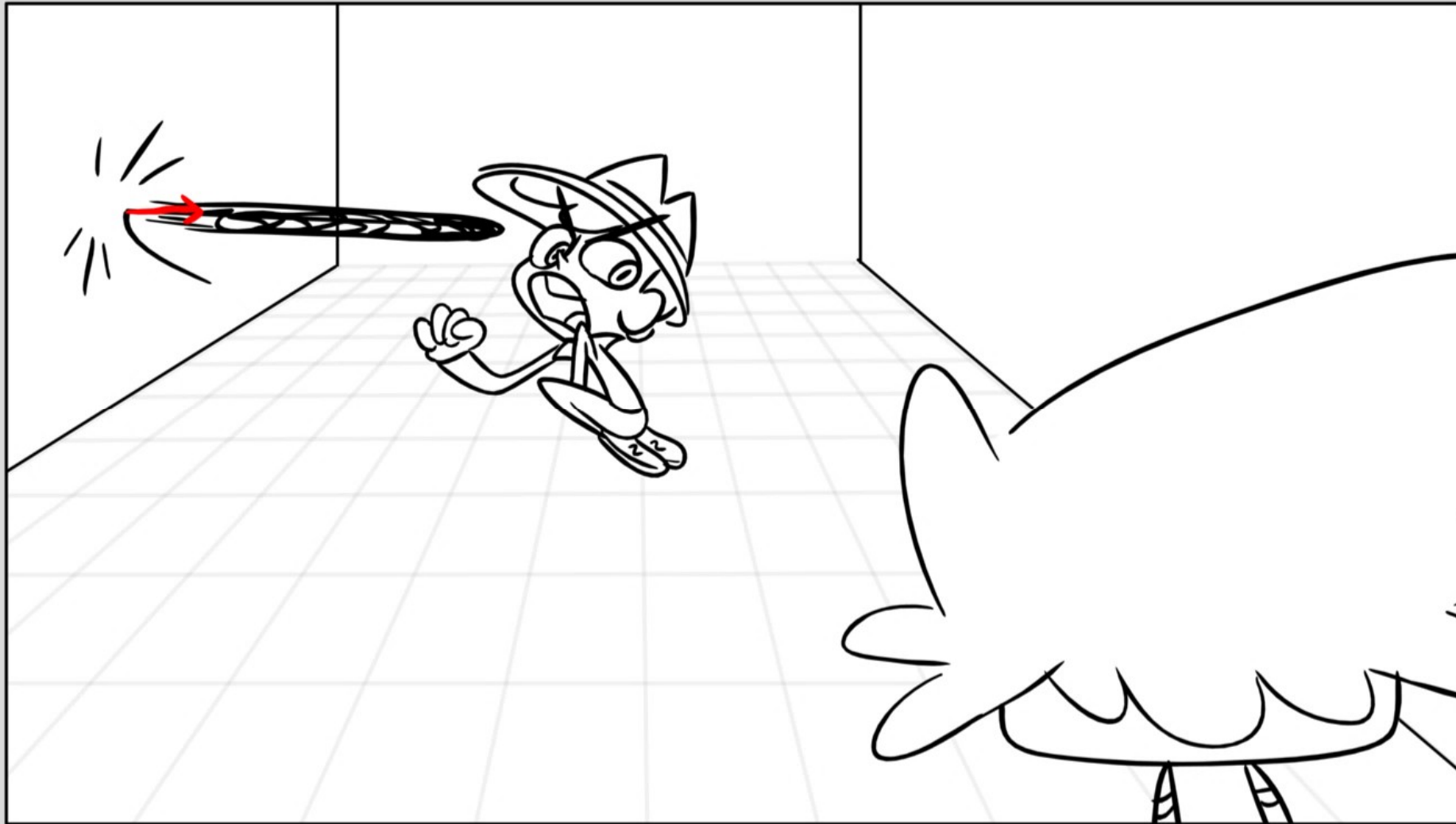


**ACTION  
NOTES**

Diego punches the critter and it bounces off the wall

**DIALOGUE**

DIEGO: It's about time you showed -

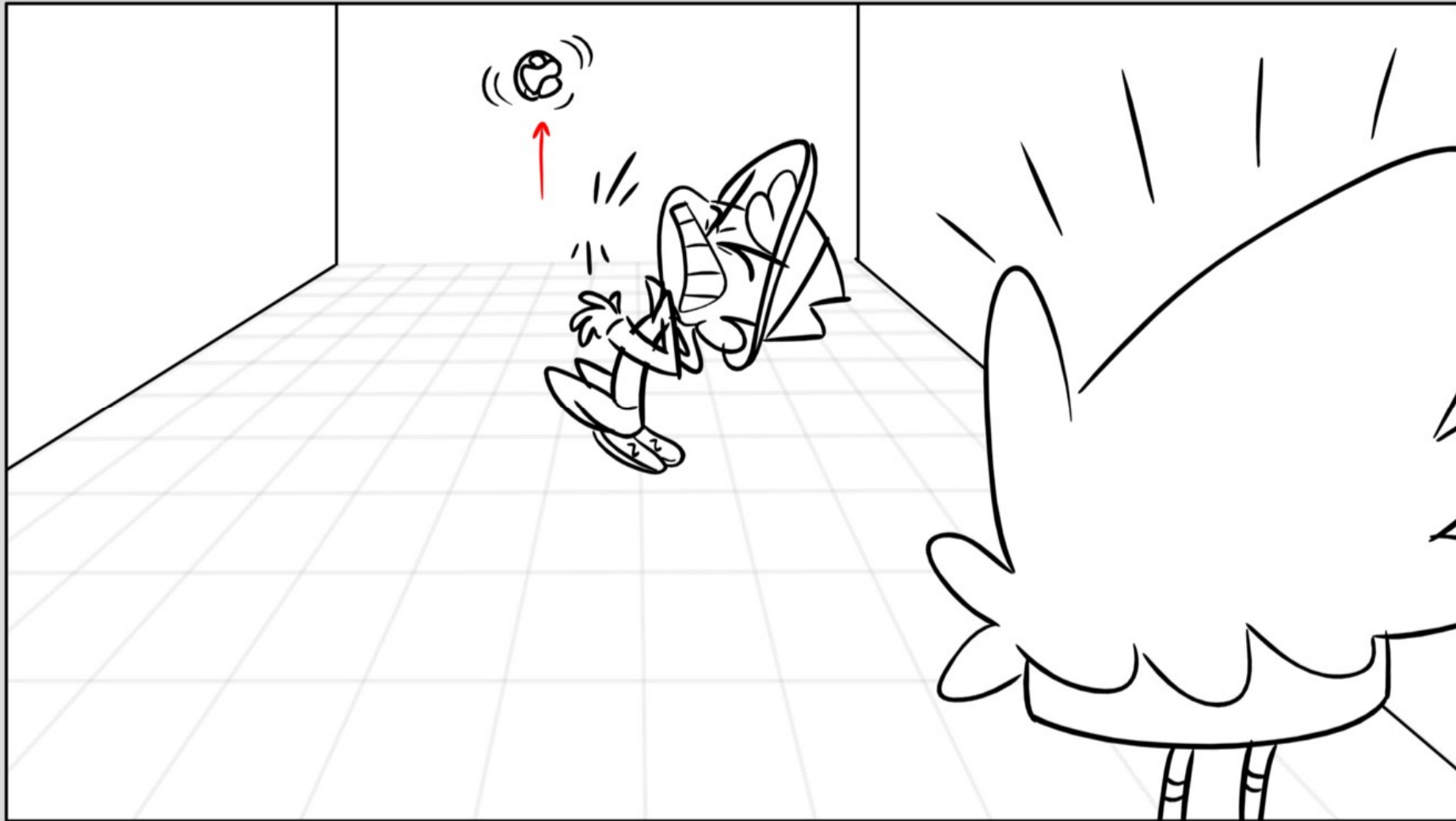


**ACTION  
NOTES**

Diego punches the critter and it bounces off the wall

**DIALOGUE**

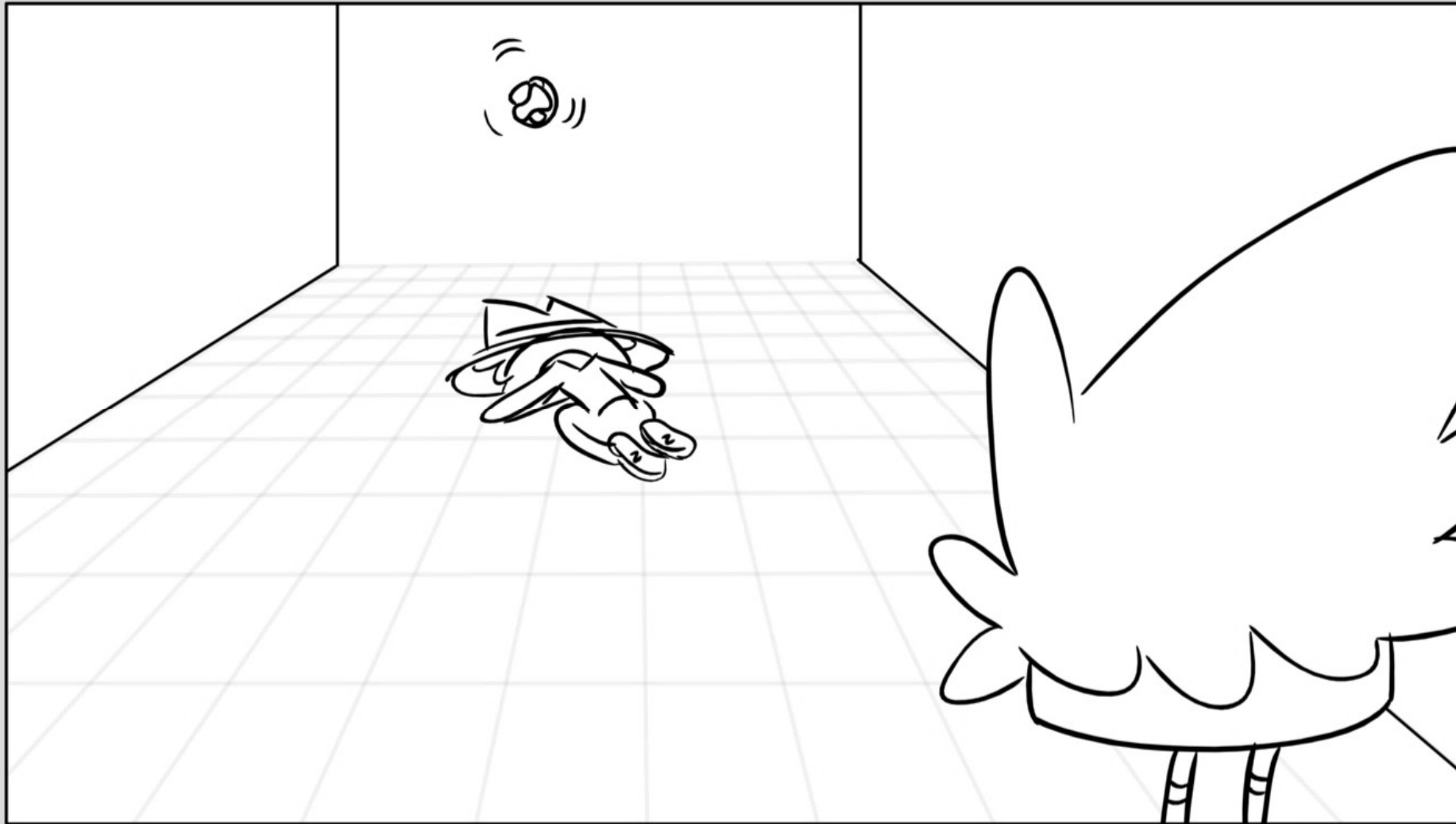
DIEGO: It's about time you showed u-



**ACTION  
NOTES**

**DIALOGUE**

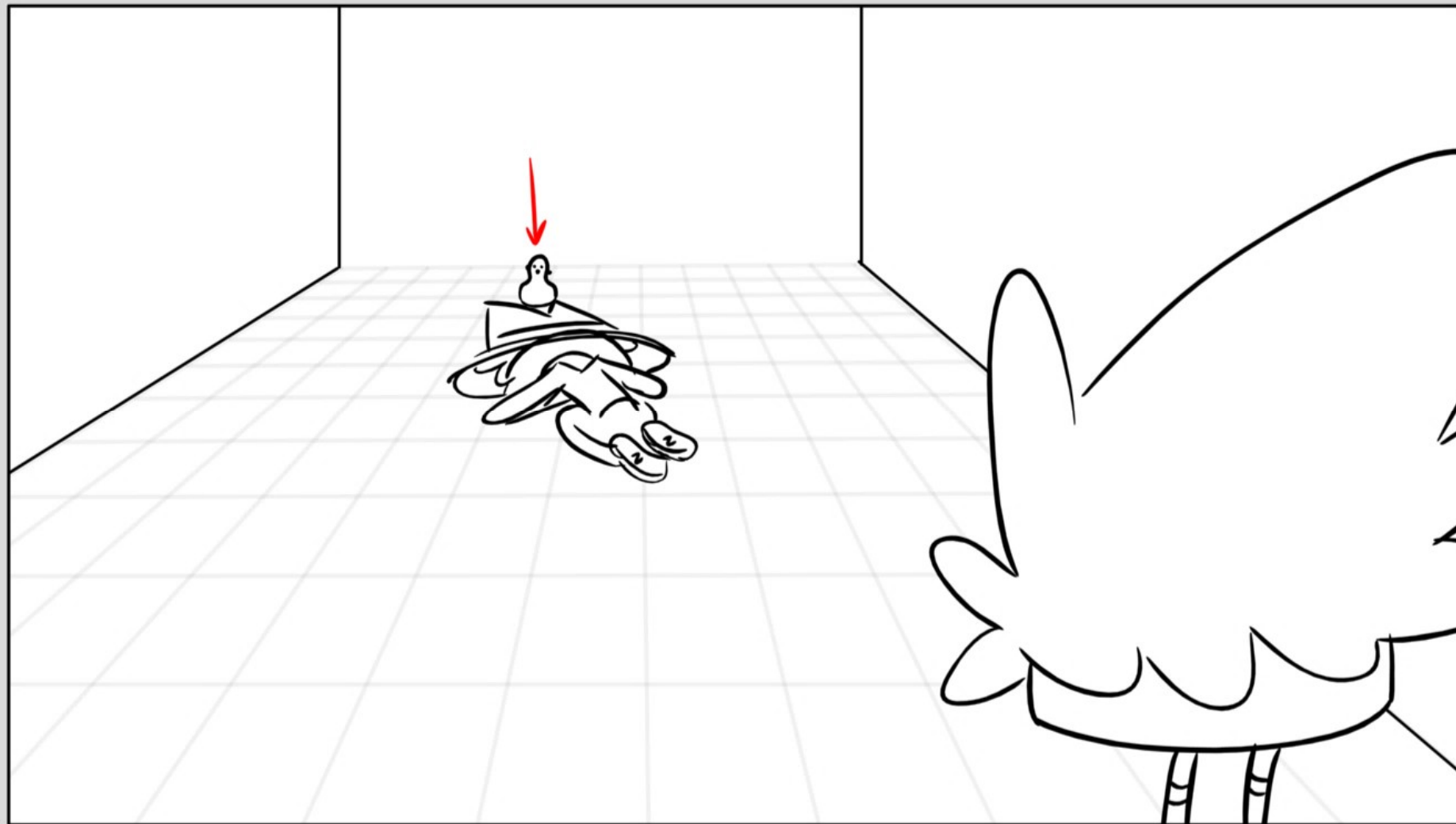
The critter hits Diego from its trajectory and spins in the air in recoil



**ACTION  
NOTES**

The critter hits Diego from its trajectory and spins in the air in recoil

**DIALOGUE**

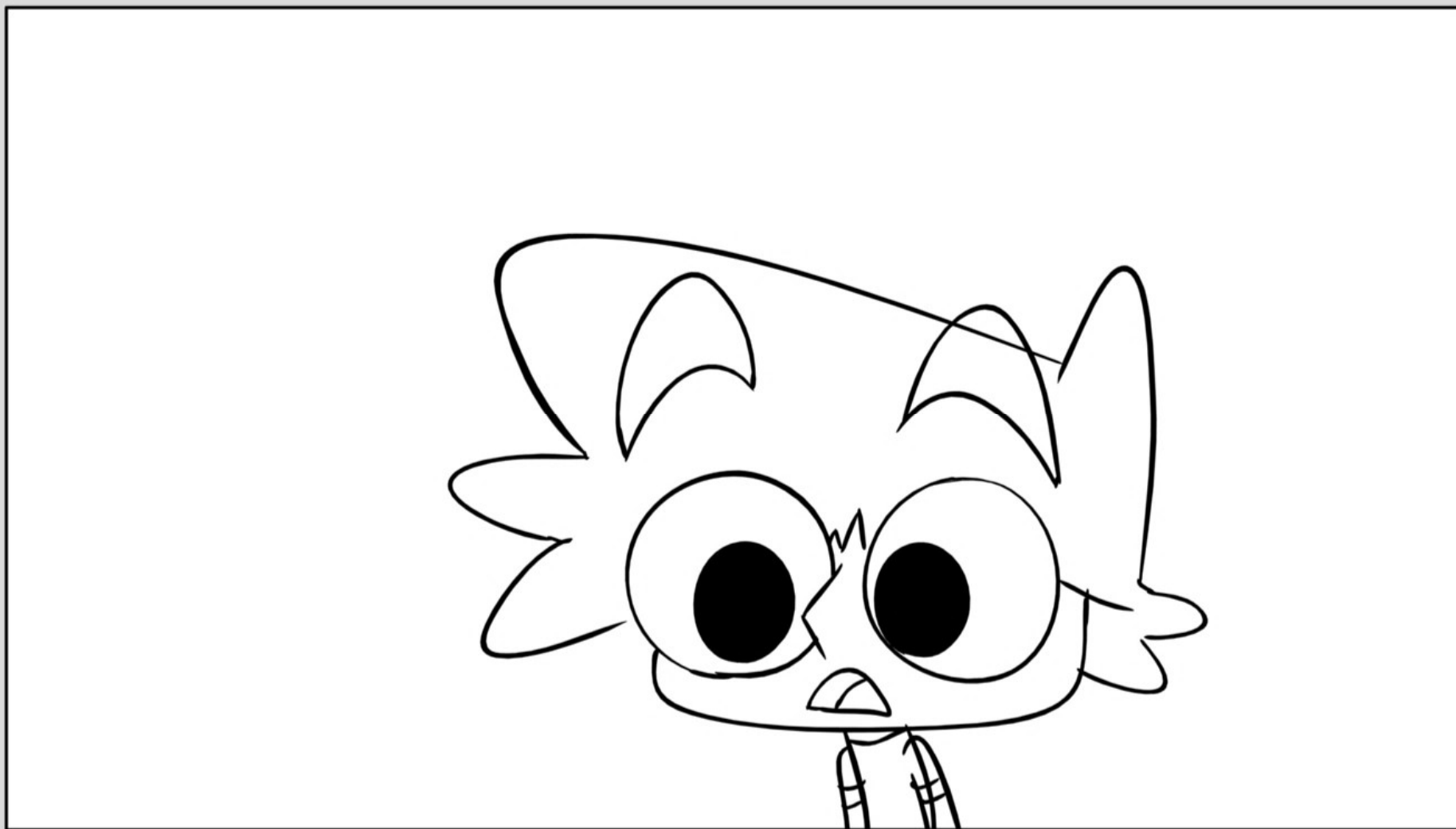


**ACTION  
NOTES**

The critter lands on Diego's hat

**DIALOGUE**





ACTION  
NOTES

DIALOGUE





**ACTION  
NOTES**

Lo pulls out his glasses

**DIALOGUE**

LO: Wait a -

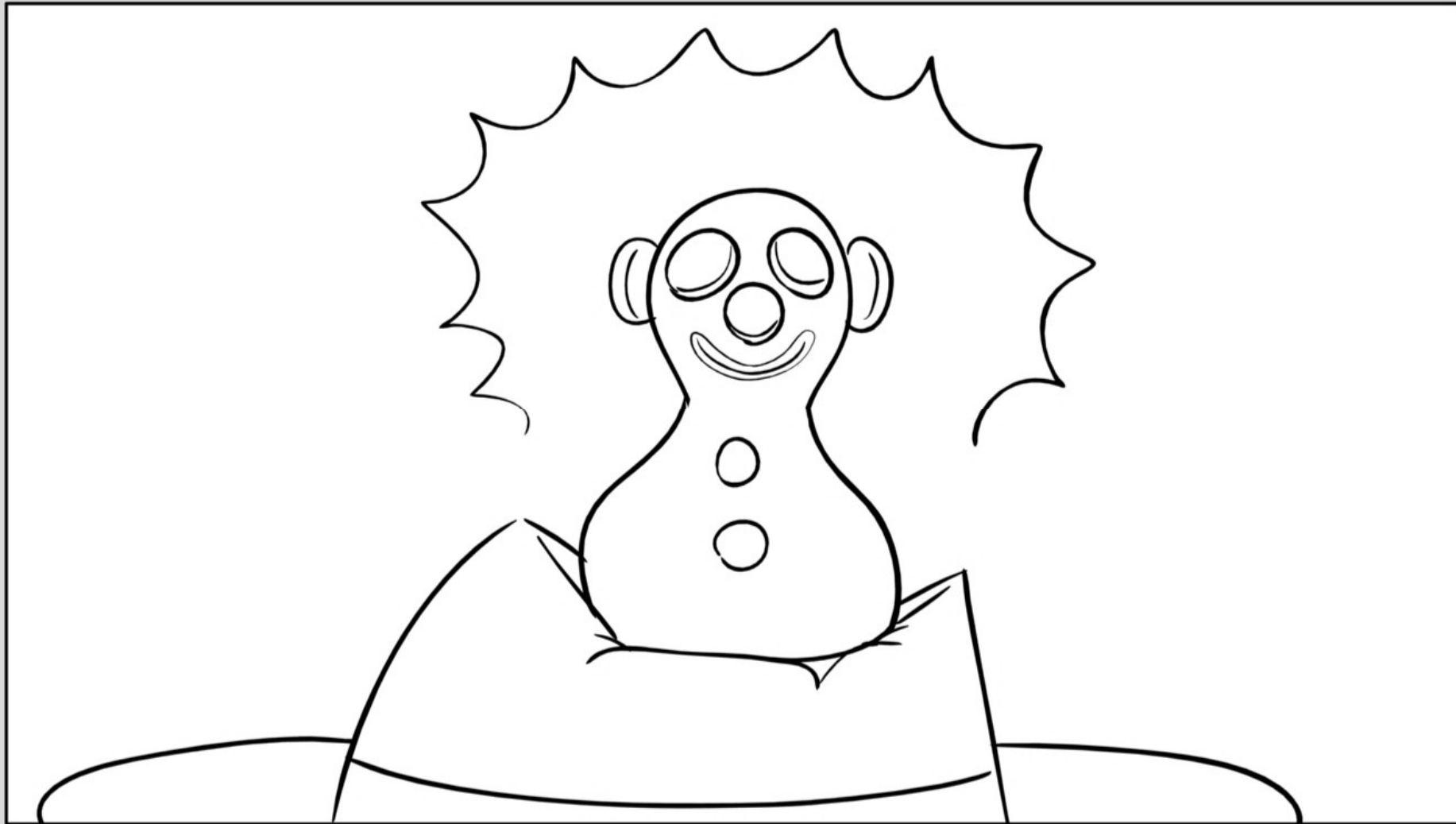


**ACTION  
NOTES**

Lo pulls out his glasses

**DIALOGUE**

LO: Wait a minute...



ACTION  
NOTES

DIALOGUE

LO: It's just a squeezey toy!



ACTION  
NOTES

DIALOGUE



ACTION  
NOTES

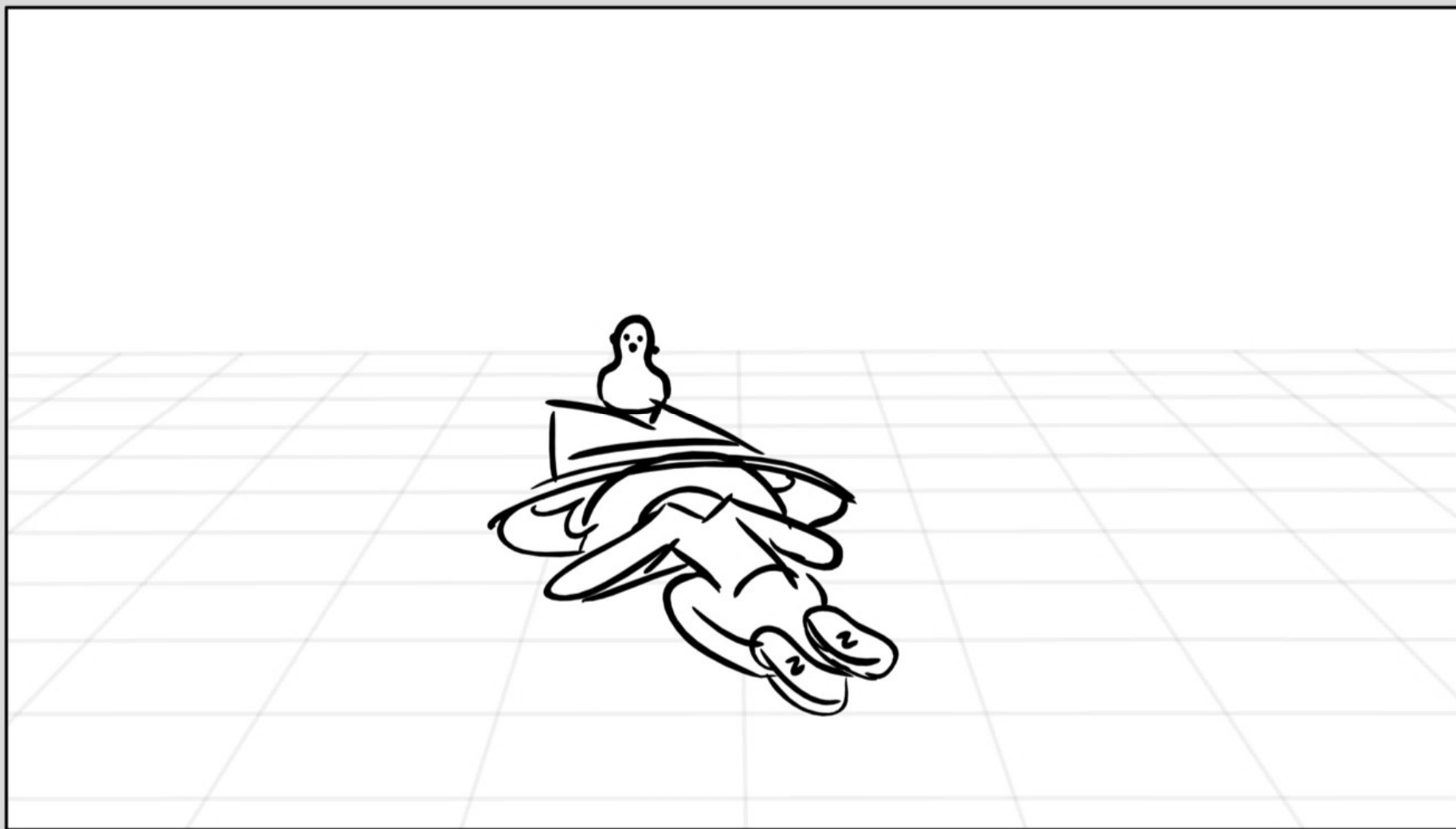
DIALOGUE



ACTION  
NOTES

DIALOGUE

LO: That's what we've been chasing  
the whole time?



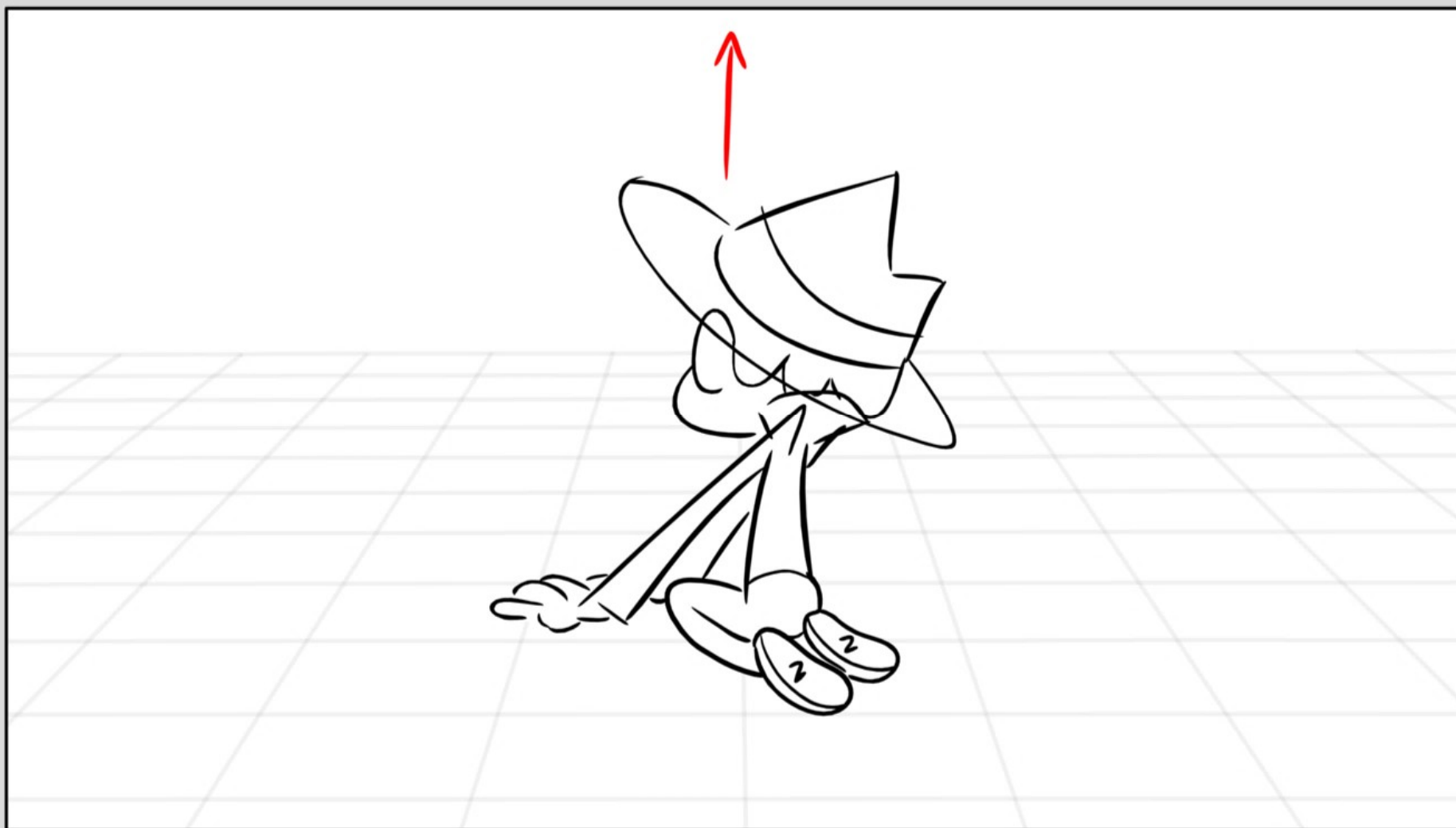
ACTION  
NOTES

DIALOGUE





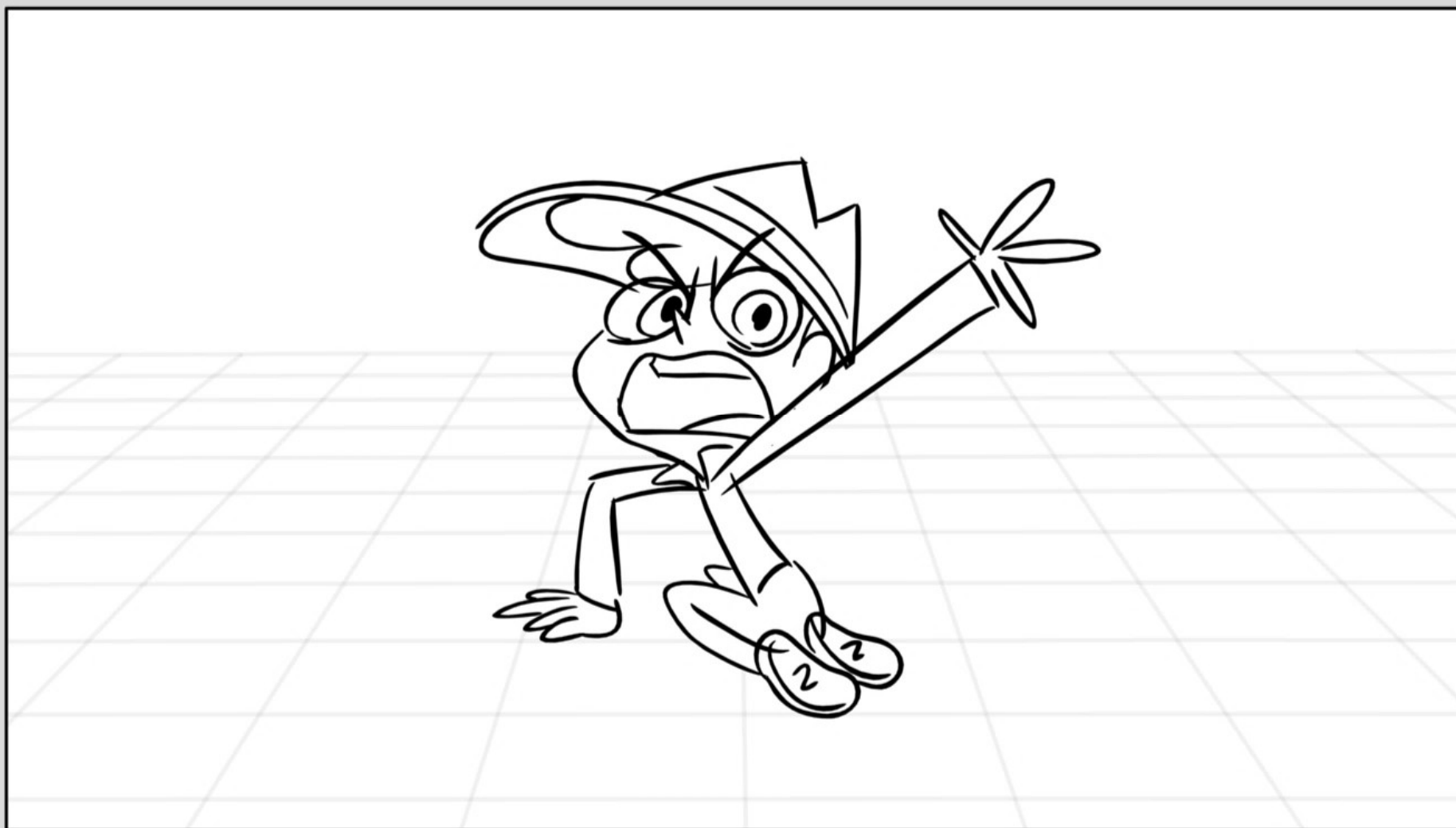
# Catch That Critter!



**ACTION  
NOTES**

Diego gets up, which launches the toy up offscreen

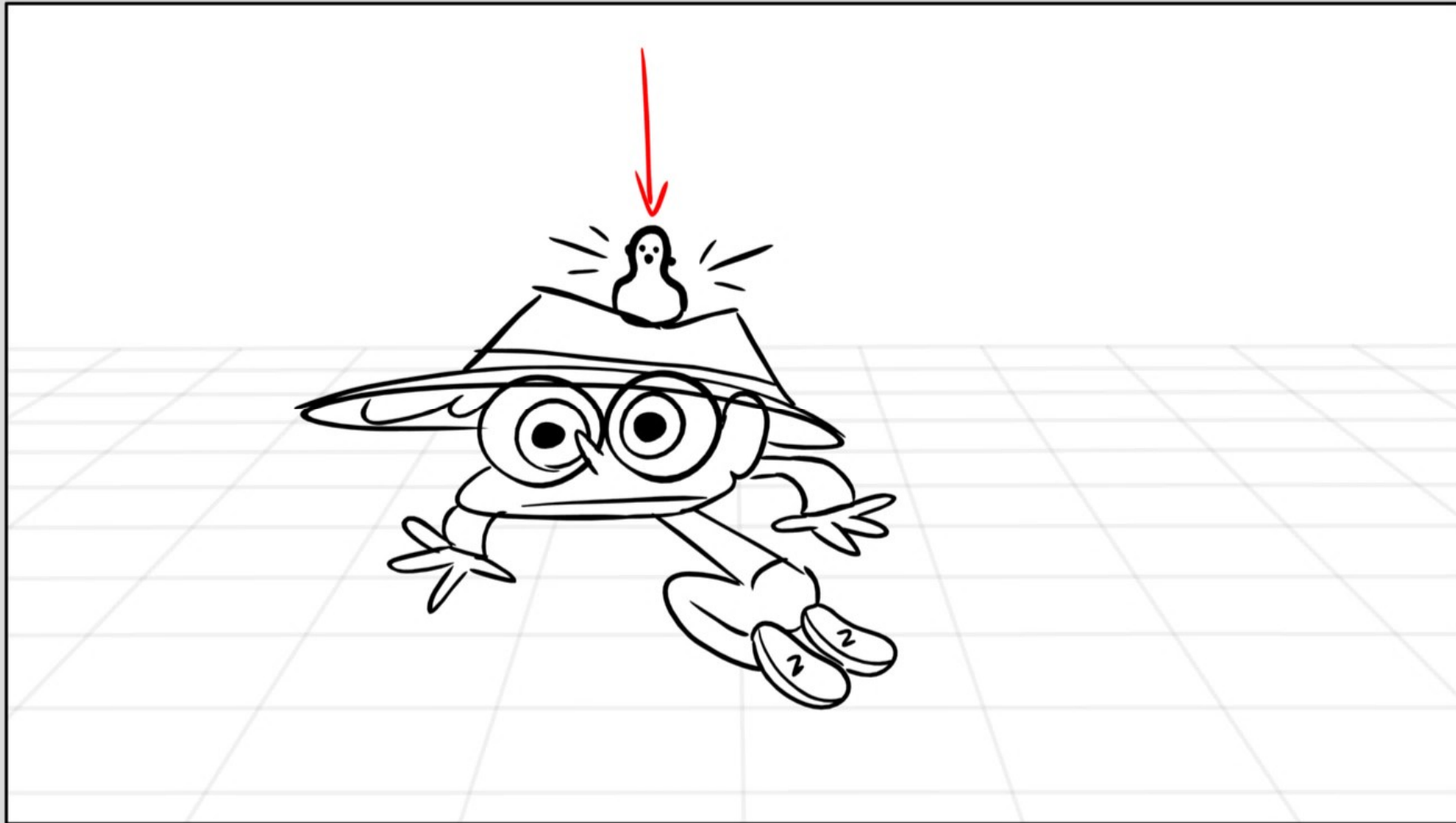
**DIALOGUE**



ACTION  
NOTES

DIALOGUE

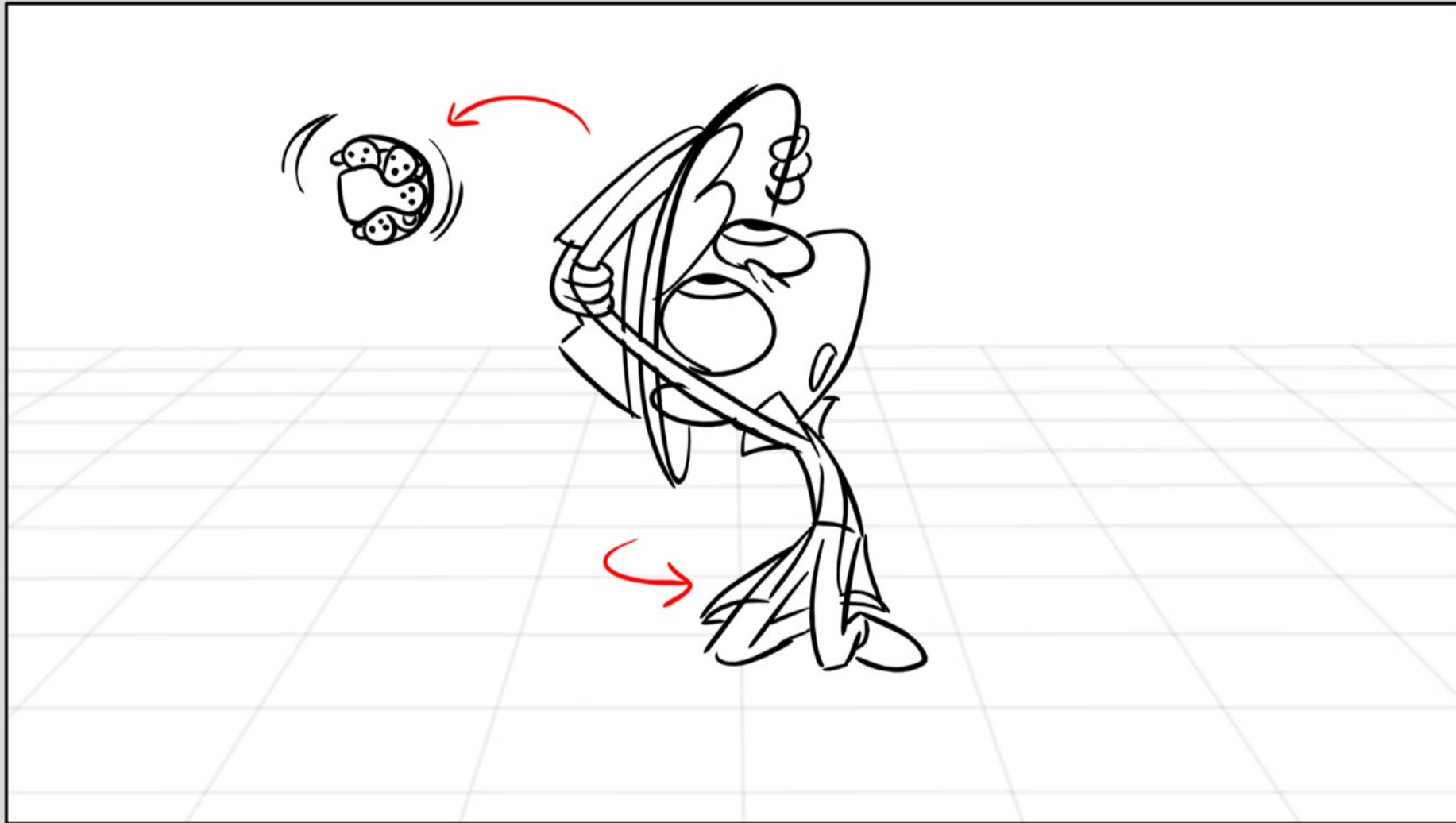
DIEGO: It's evil!



**ACTION  
NOTES**

**DIALOGUE**

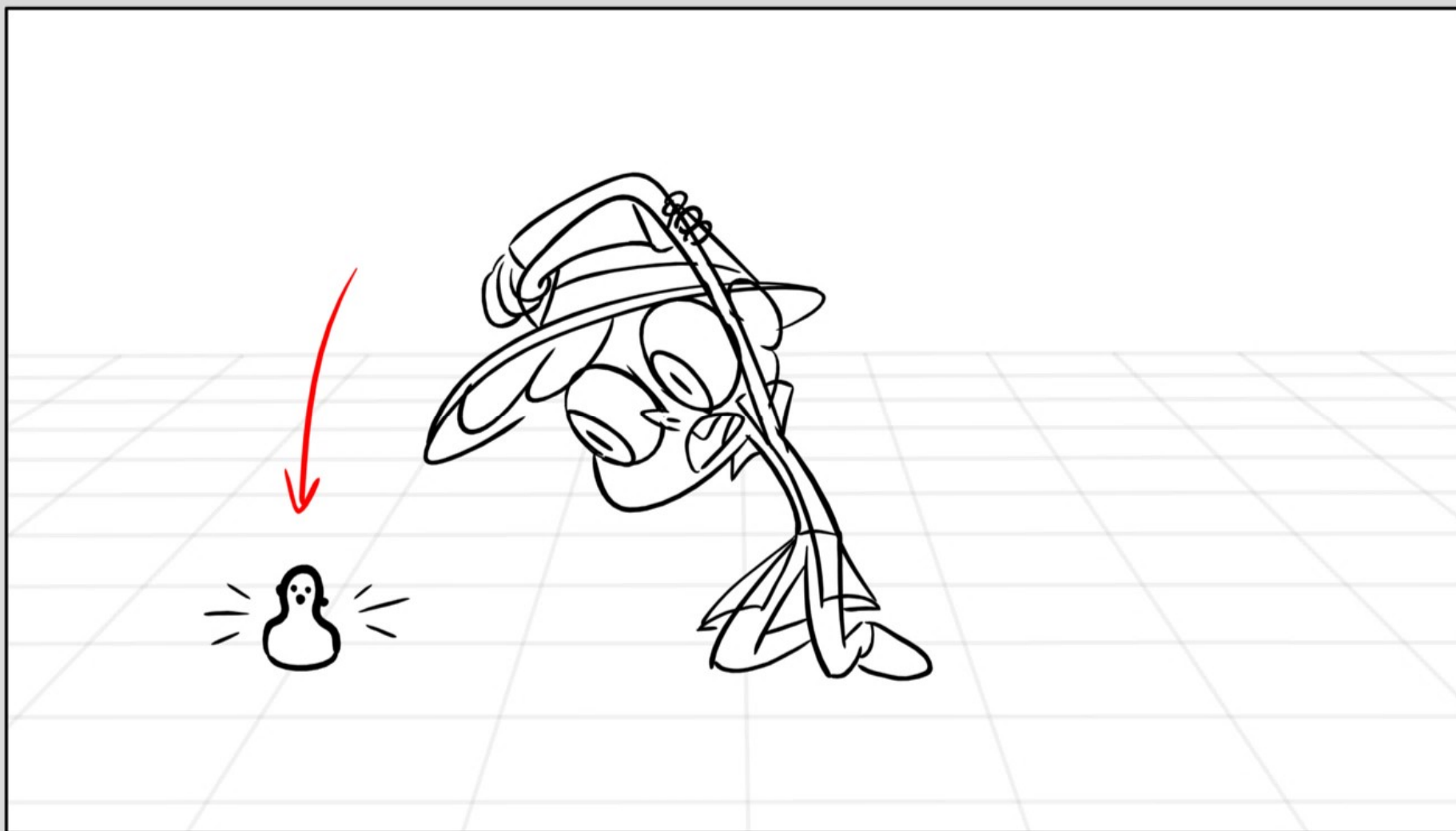
The toy comes back down and bounces off Diego's head



**ACTION  
NOTES**

The toy twirls in the air and lands on the ground

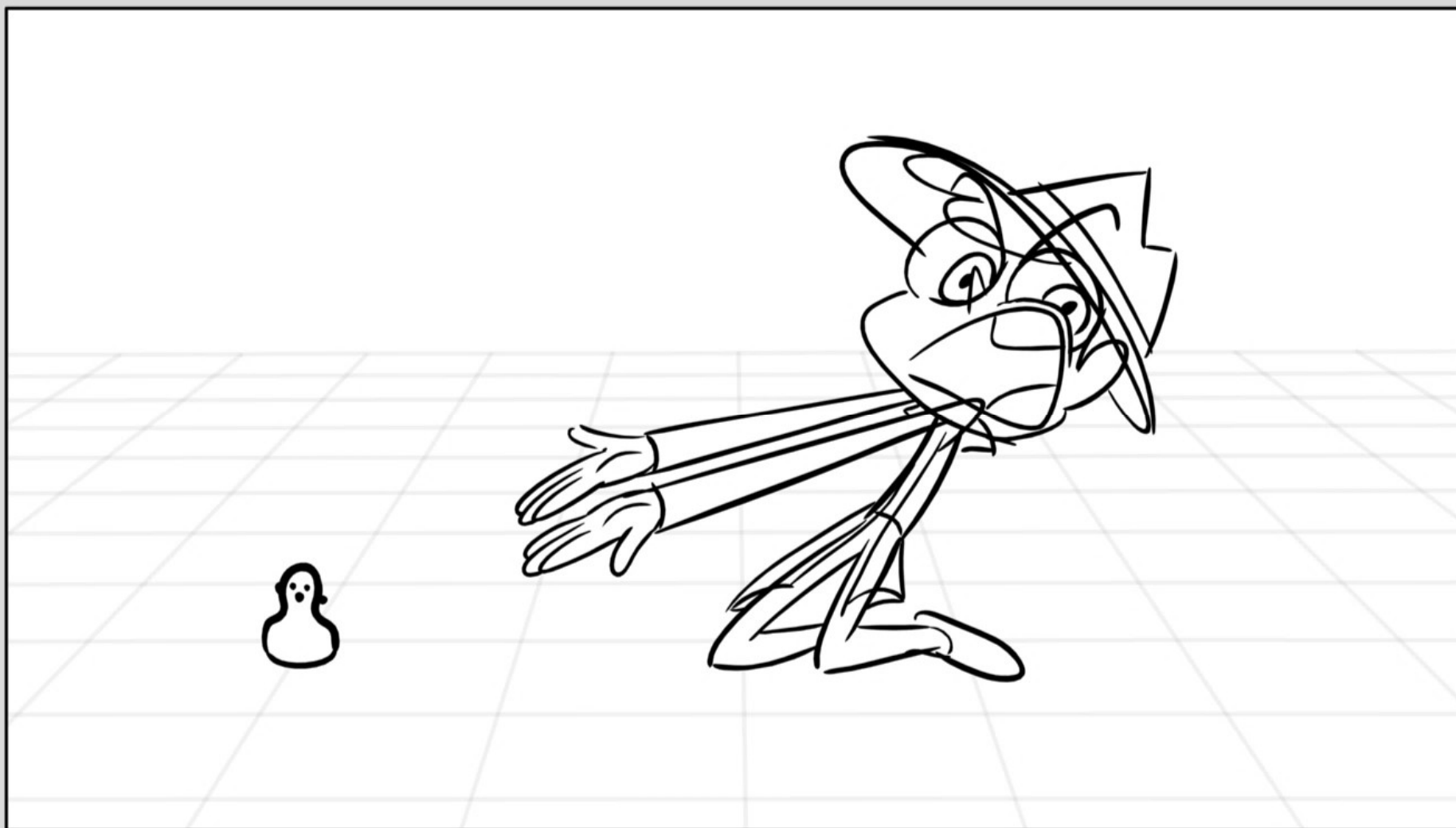
**DIALOGUE**



**ACTION  
NOTES**

**DIALOGUE**

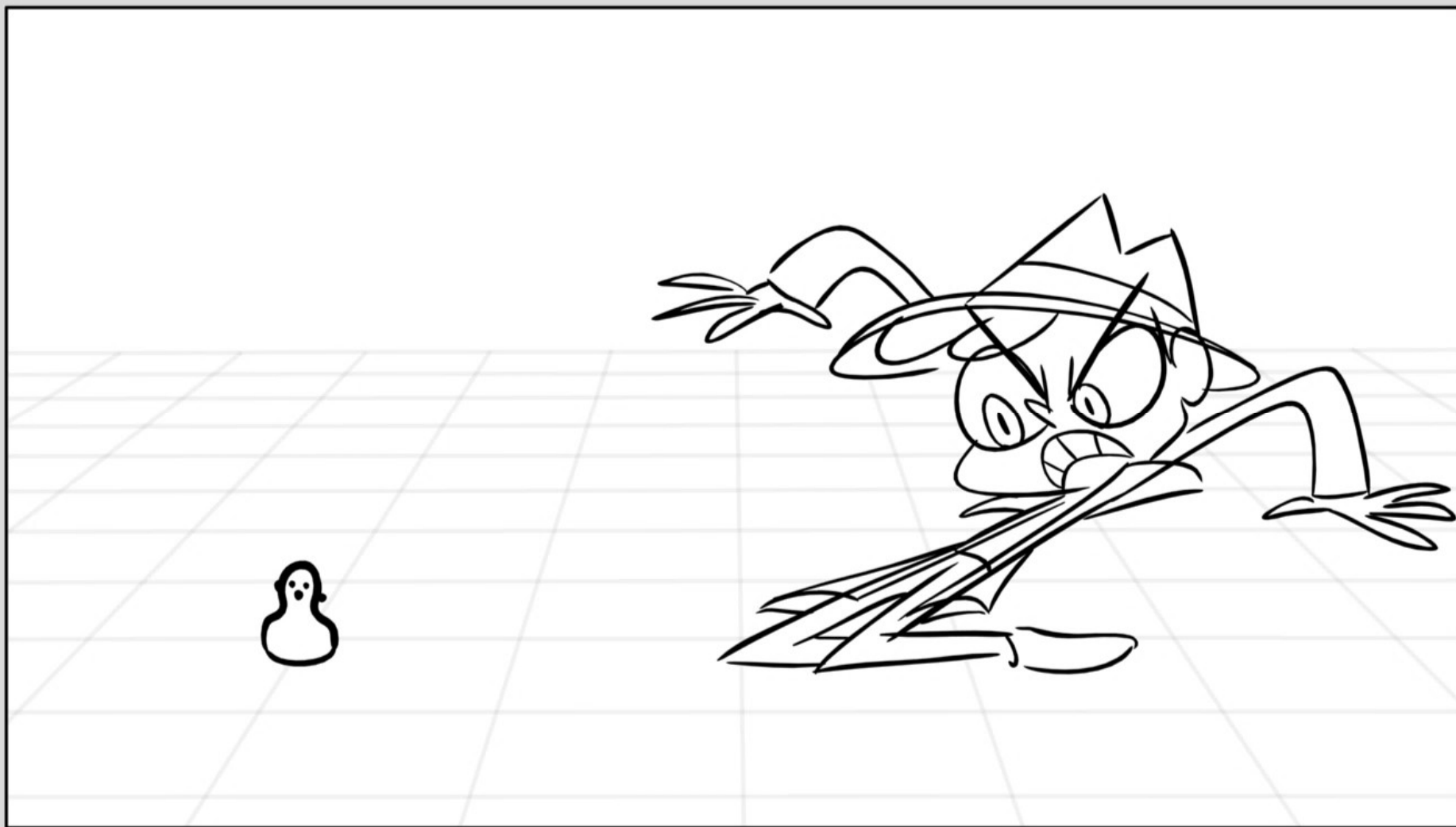
The toy twirls in the air and lands on the ground



ACTION  
NOTES

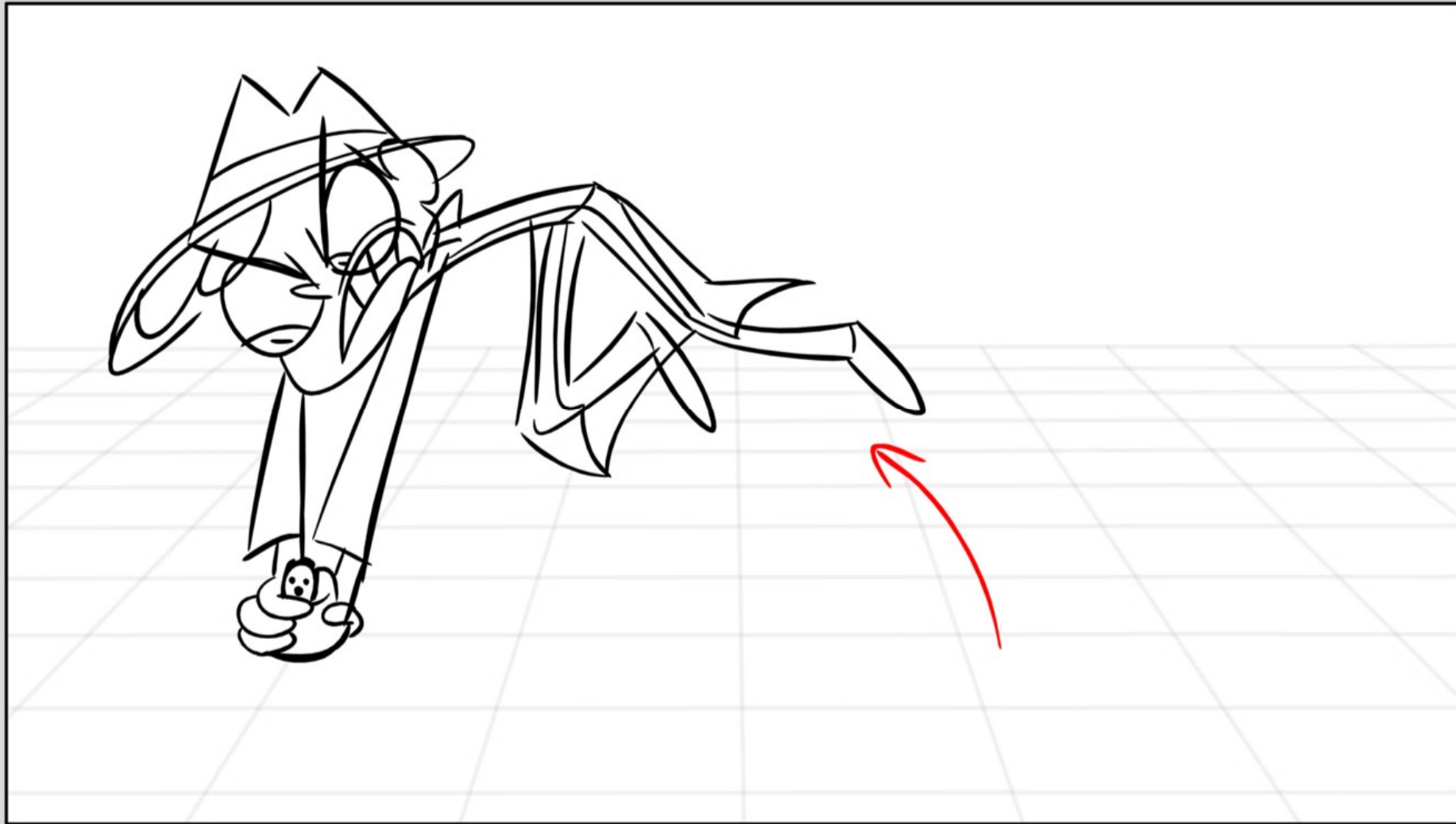
DIALOGUE

DIEGO: See?!



ACTION  
NOTES

DIALOGUE



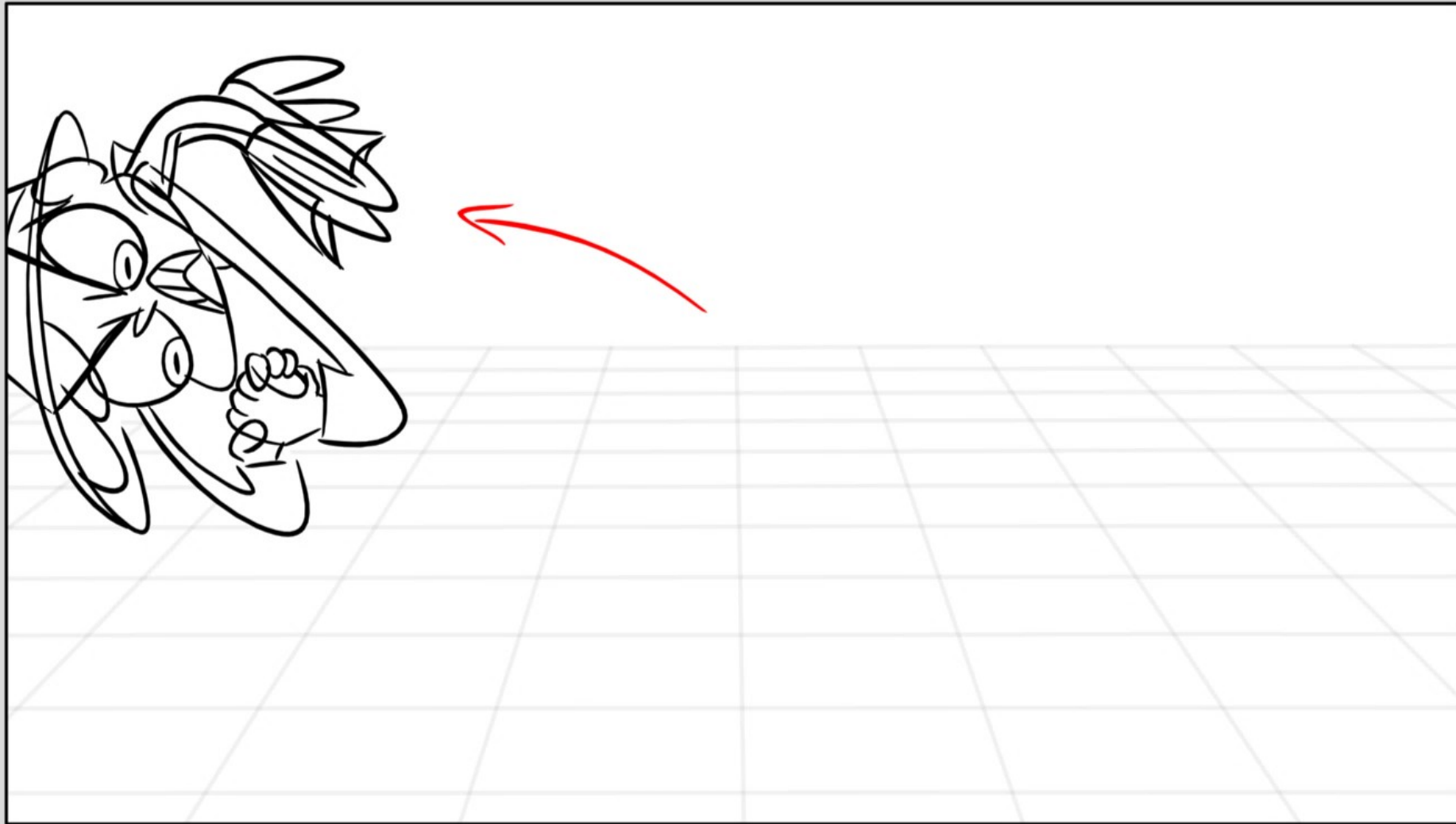
**ACTION  
NOTES**

Diego leaps, grabs the toy, and they tumble offscreen

**DIALOGUE**



# Catch That Critter!

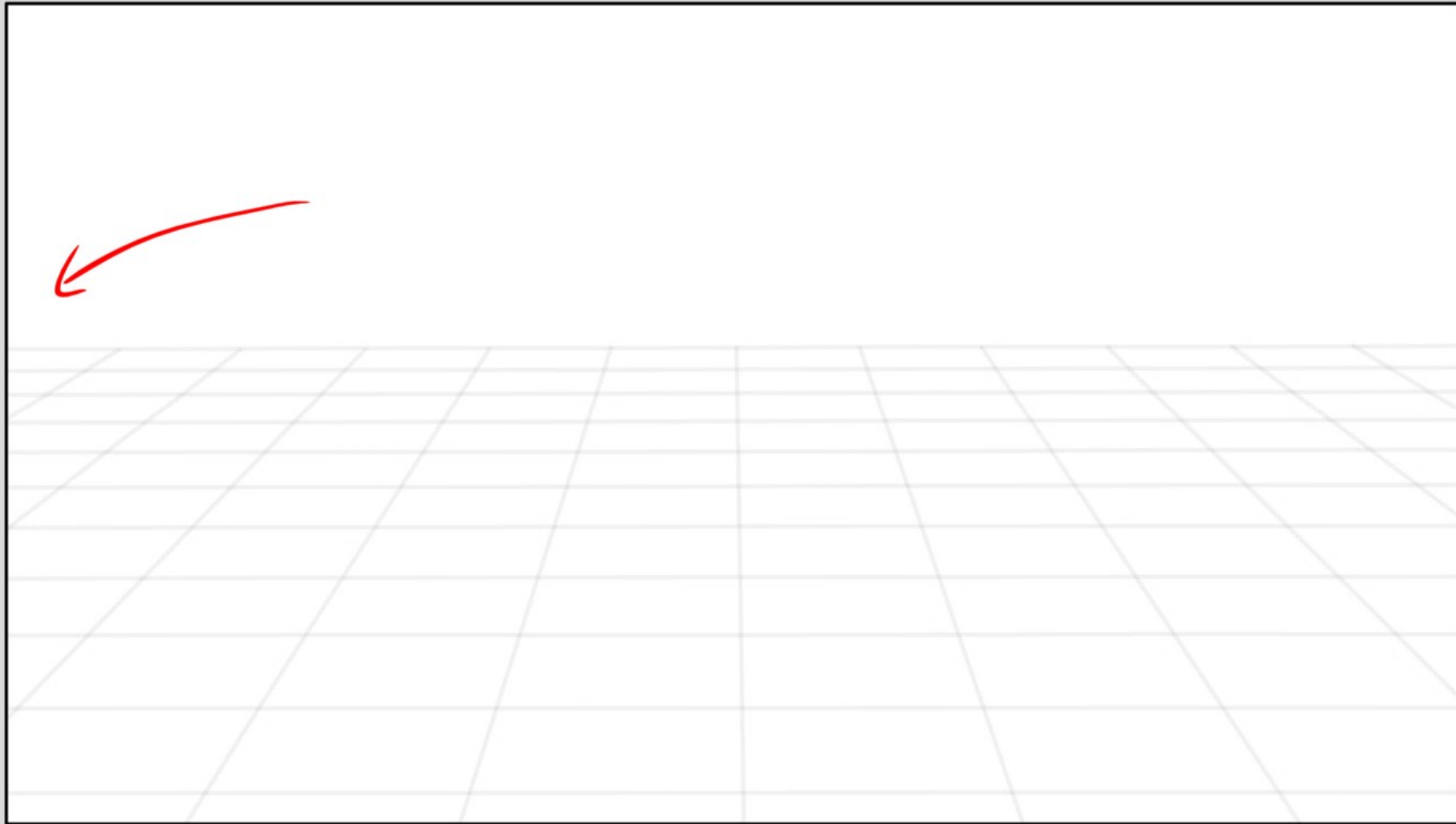


**ACTION  
NOTES**

Diego leaps, grabs the toy, and they tumble offscreen

**DIALOGUE**

# Catch That Critter!

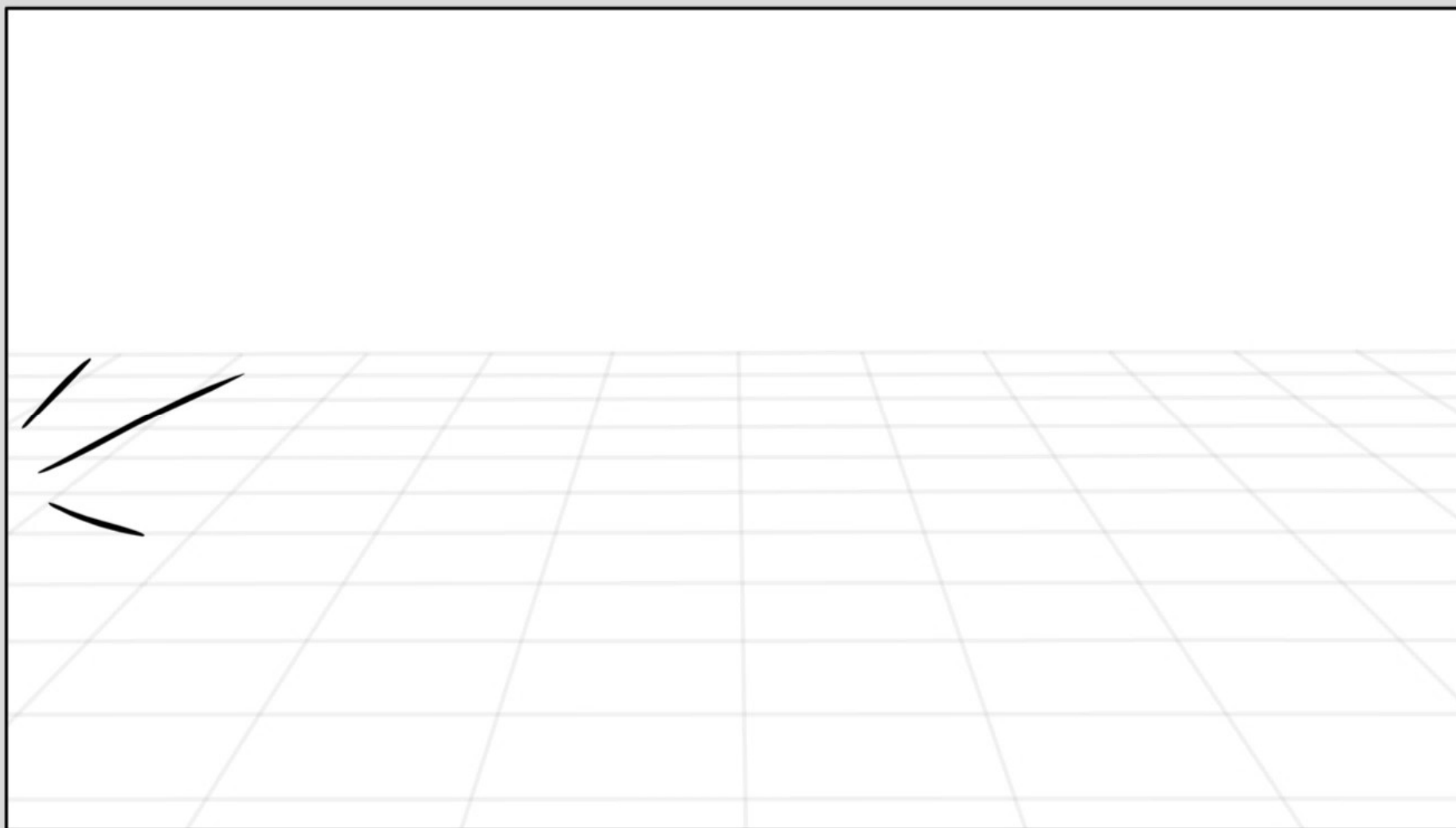


**ACTION  
NOTES**

Diego leaps, grabs the toy, and they tumble offscreen

**DIALOGUE**

# Catch That Critter!



**ACTION  
NOTES**

**DIALOGUE**

Offscreen noise of them crashing





ACTION  
NOTES

DIALOGUE

Lo laughs, the raccoon is back



**ACTION  
NOTES**

**DIALOGUE**

Lo laughs, the raccoon is back

(A)



ACTION  
NOTES

DIALOGUE

Ⓑ



ACTION  
NOTES

DIALOGUE





**ACTION  
NOTES**

**DIALOGUE**

The raccoon opens its mouth wider and wider, showing more teeth





**ACTION  
NOTES**

**DIALOGUE**

The raccoon opens its mouth wider and wider, showing more teeth



**ACTION  
NOTES**

**DIALOGUE**

The raccoon opens its mouth wider and wider, showing more teeth



**ACTION  
NOTES**

The raccoon jumps to attack and Lo screams

**DIALOGUE**

**THE END**

