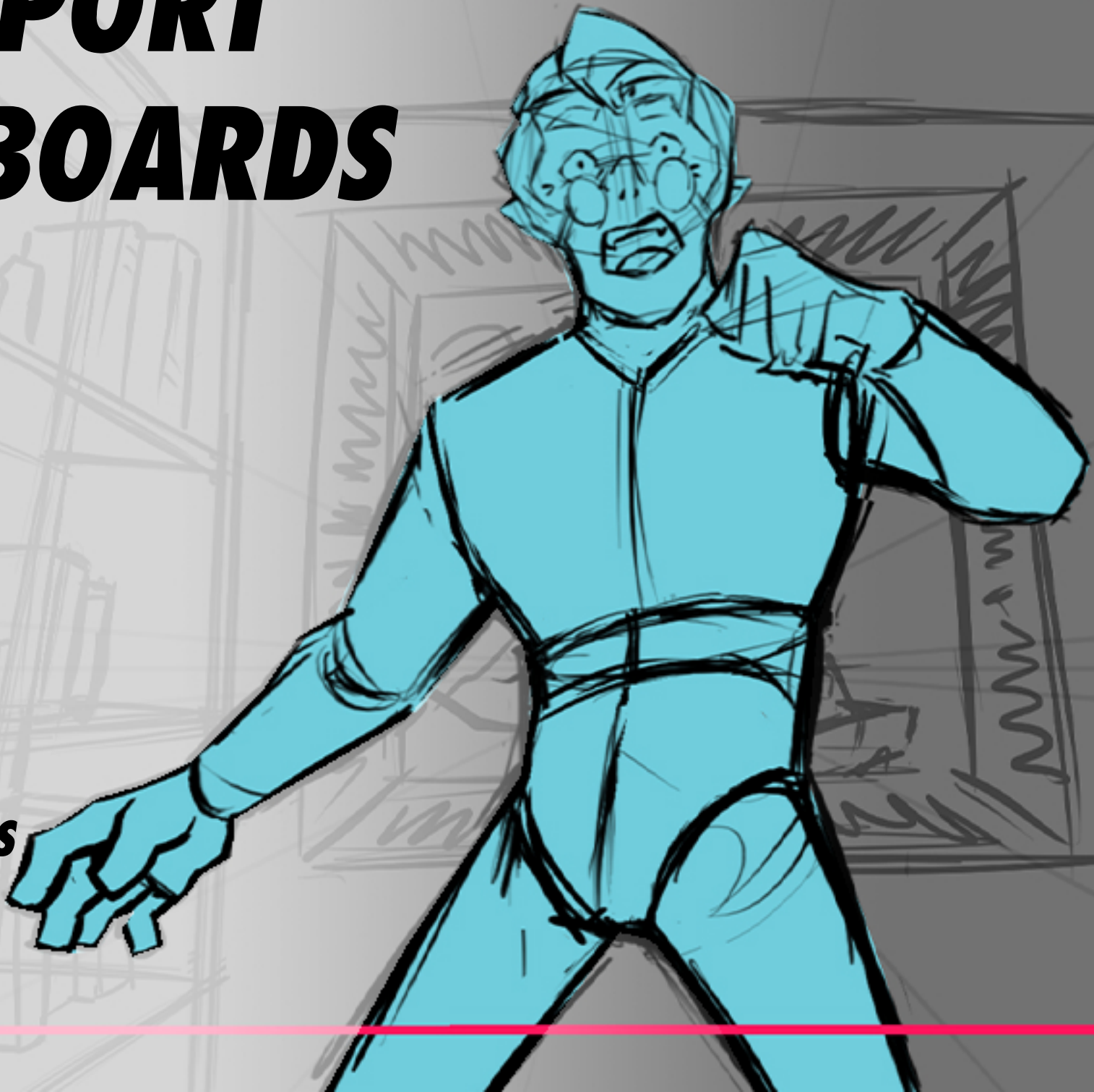


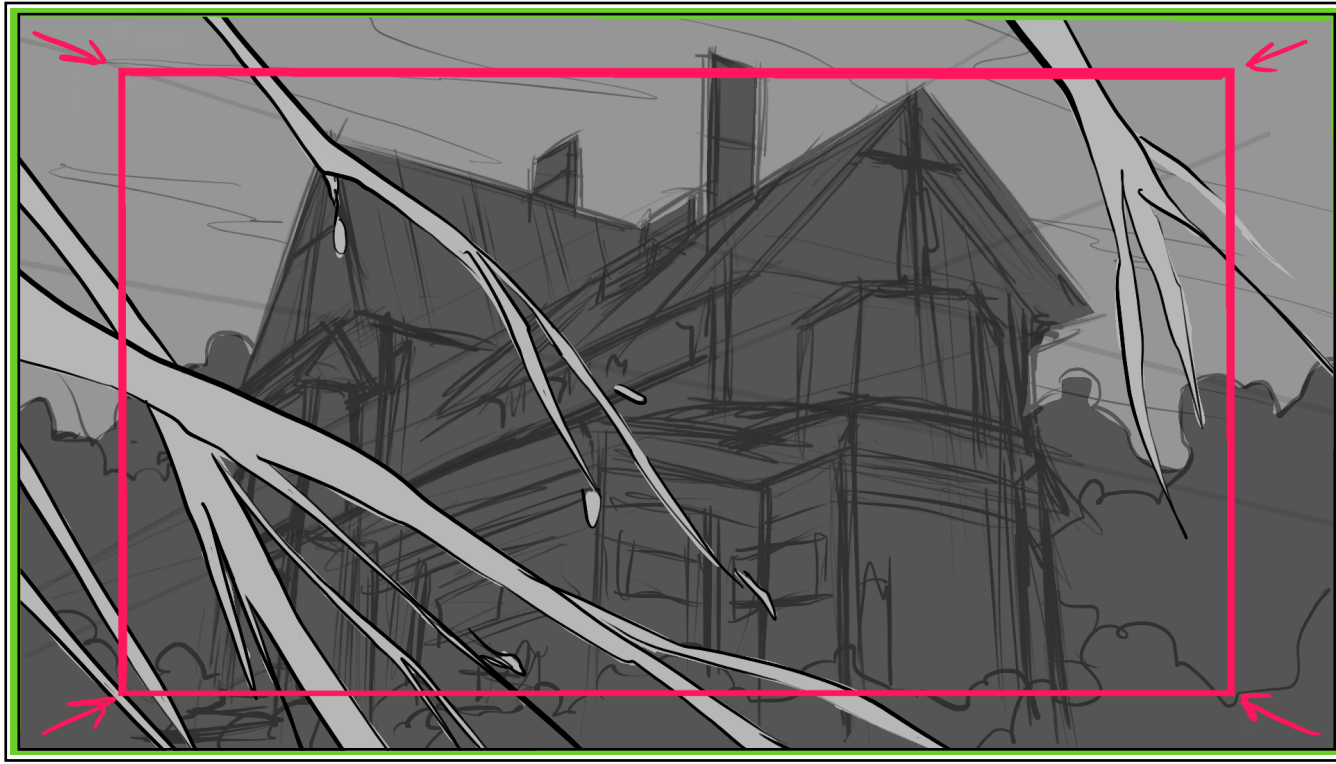
# ***BROCKPORT STORYBOARDS***

***CLICK THE ARROWS  
TO GET STARTED!***



Scene 001

Panel 01



Action Notes

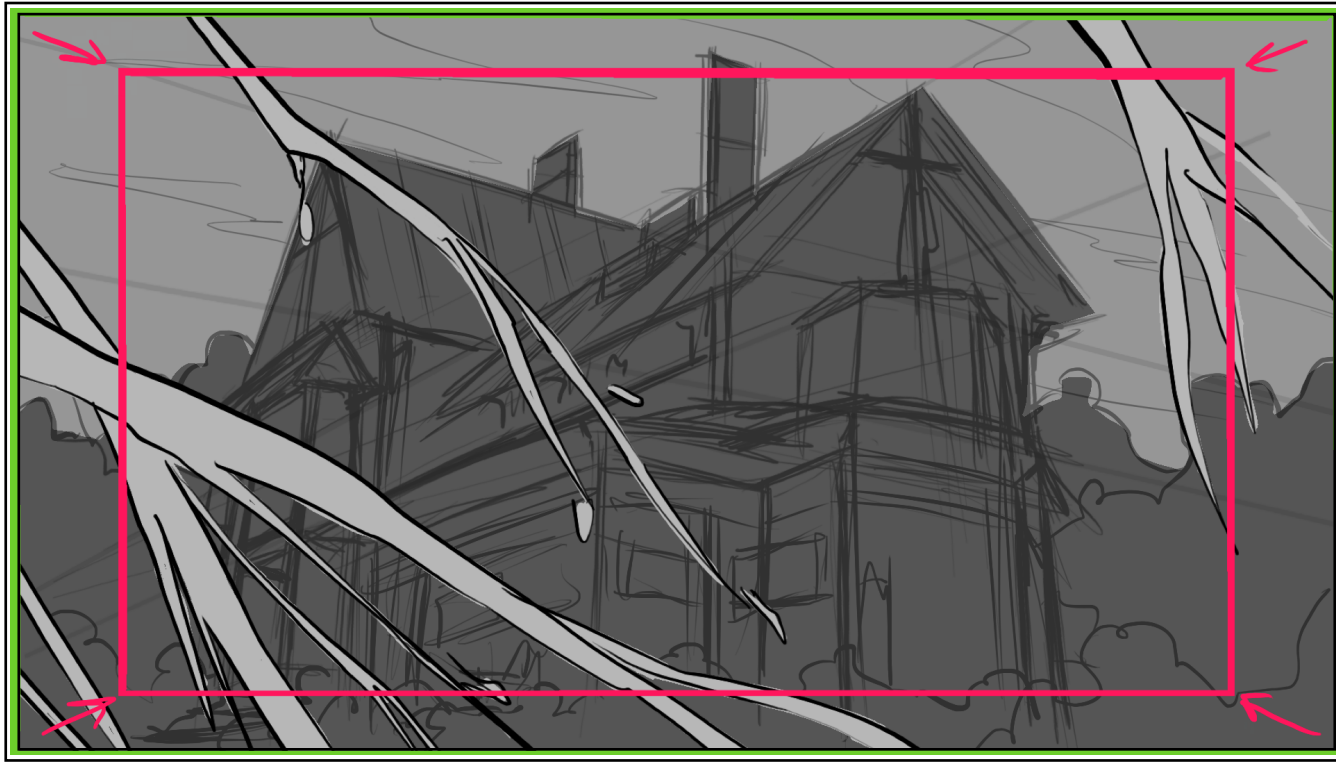
EXT: OLD LUNA HOUSE

---

Dialog

Scene 001

Panel 02



Action Notes

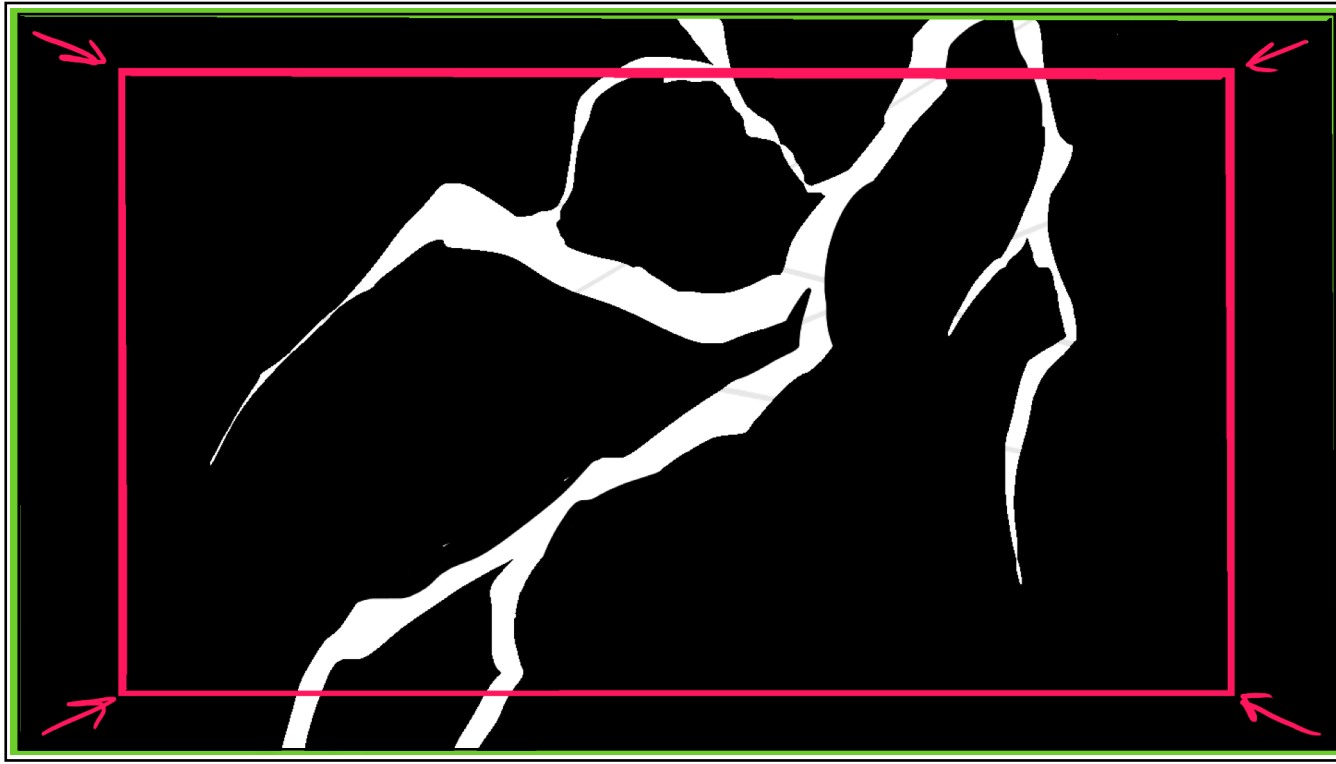
DOLLY IN

---

Dialog

Scene 001

Panel 03



Action Notes

\*THUNDER CRACK\*

---

Dialog

Scene 001

Panel 04



Action Notes

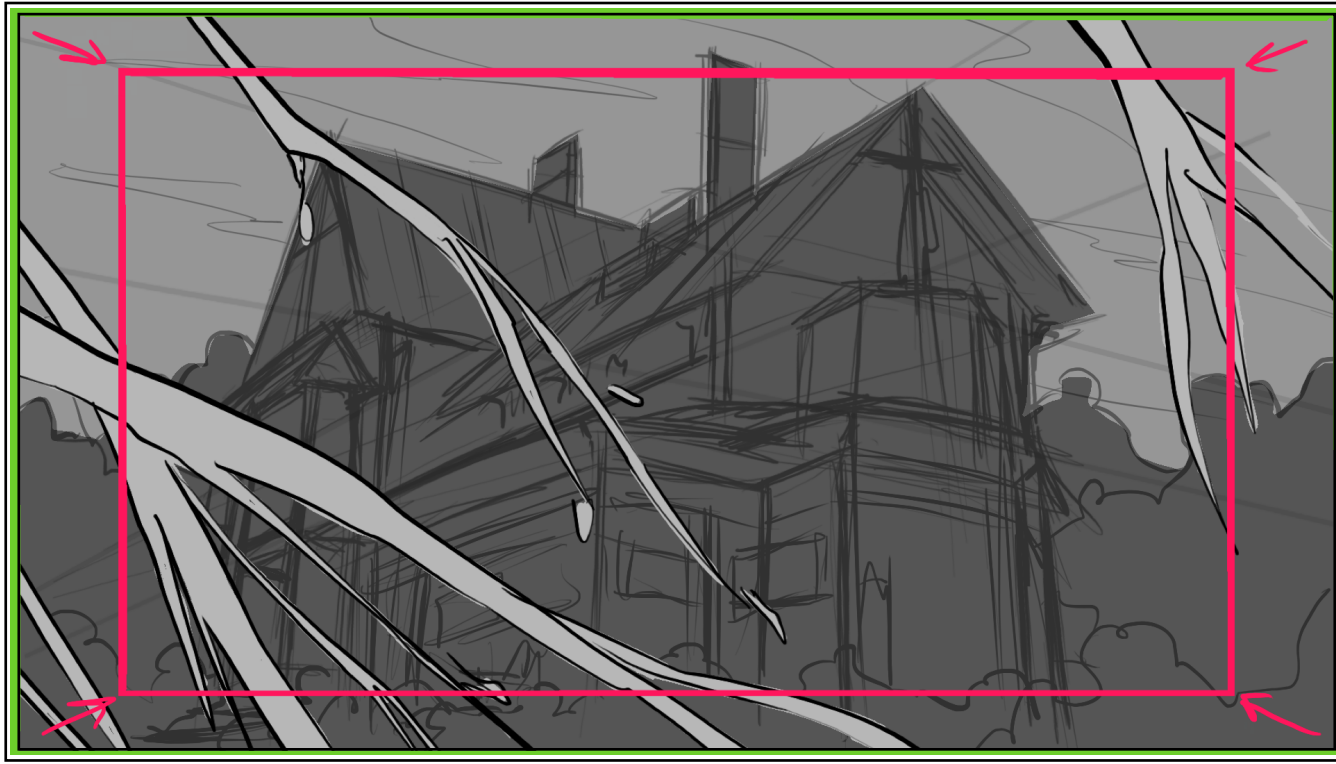
\*THUNDER CRACK\*

---

Dialog

Scene 001

Panel 05

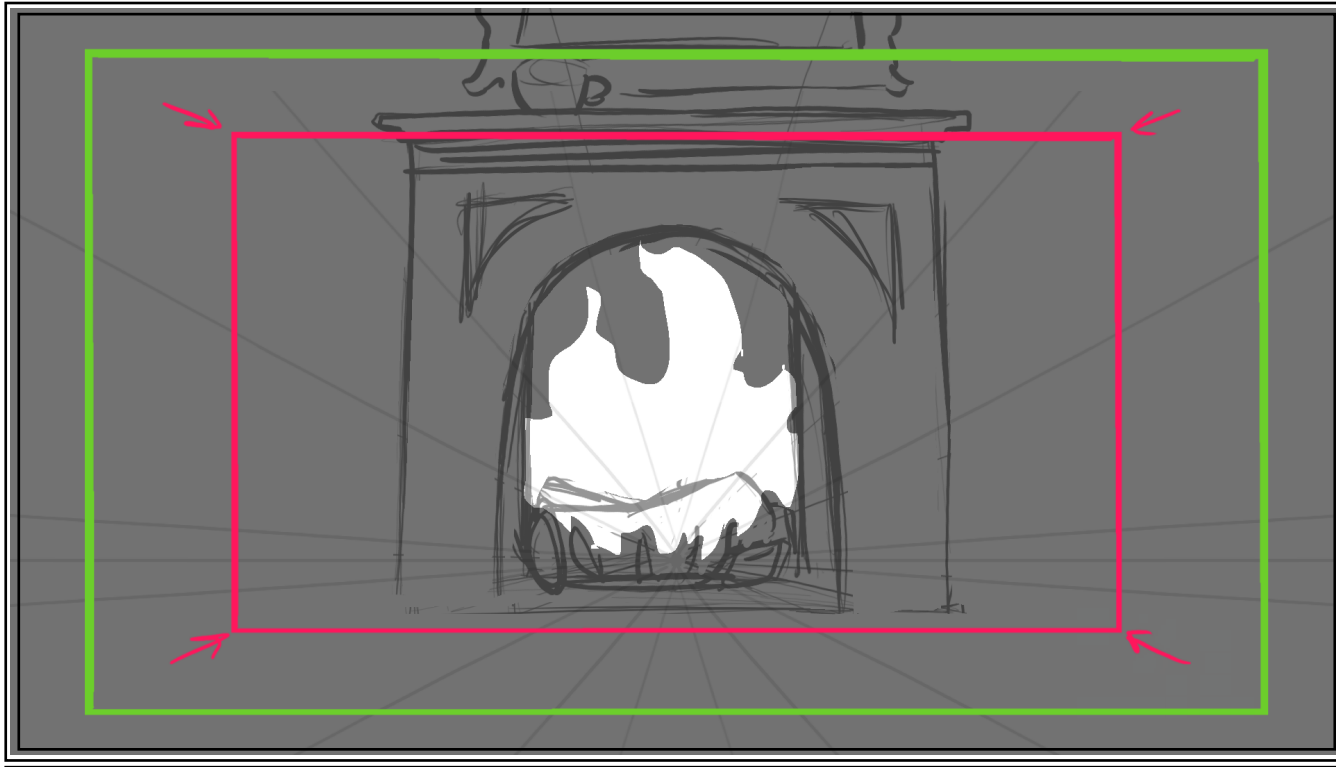


Action Notes

DOLLY IN

---

Dialog



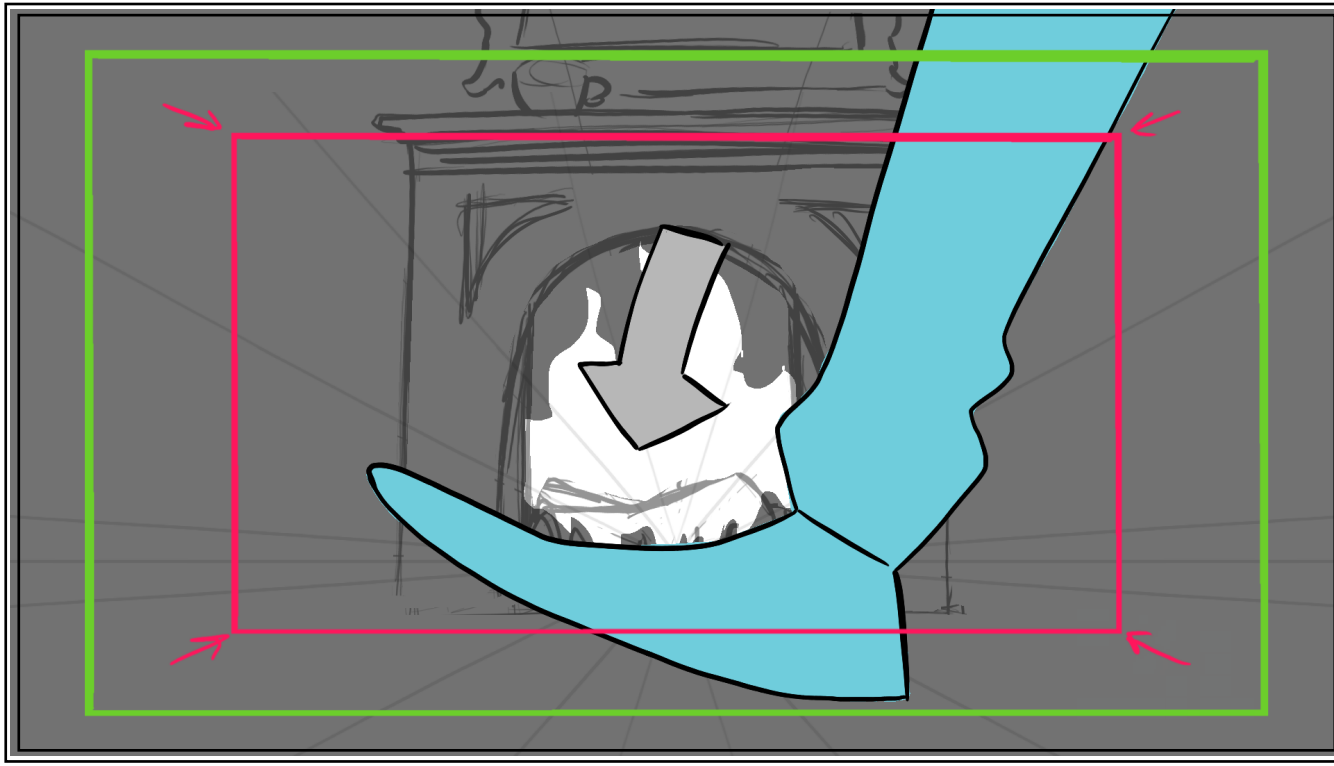
Action Notes

\*Raining outside\*

\*Fire Crackles\*

---

Dialog



Action Notes

MAIN CHAR - MR. LUNA

Mr. Luna Foot In

\*Footstep Slam\*

---

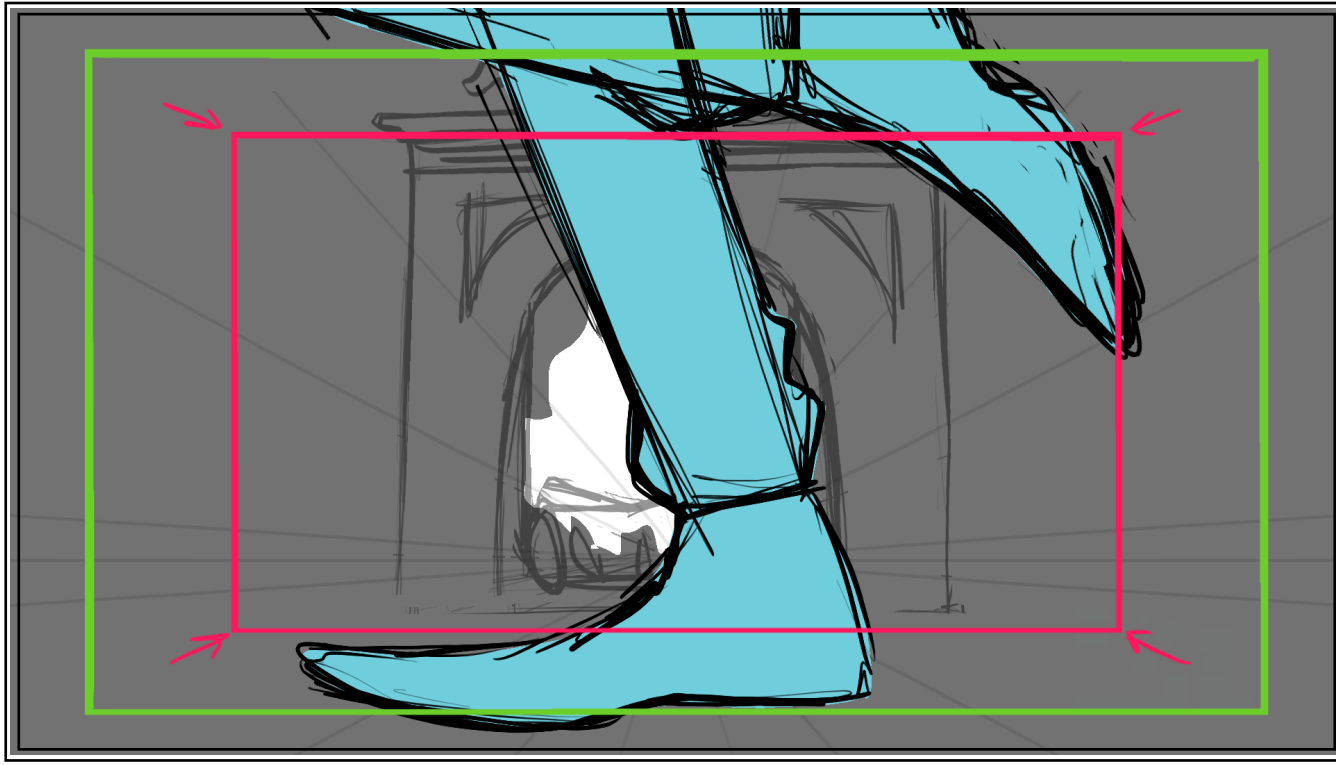
Dialog

MR. LUNA:

\*Panting\*

Scene 002

Panel 03



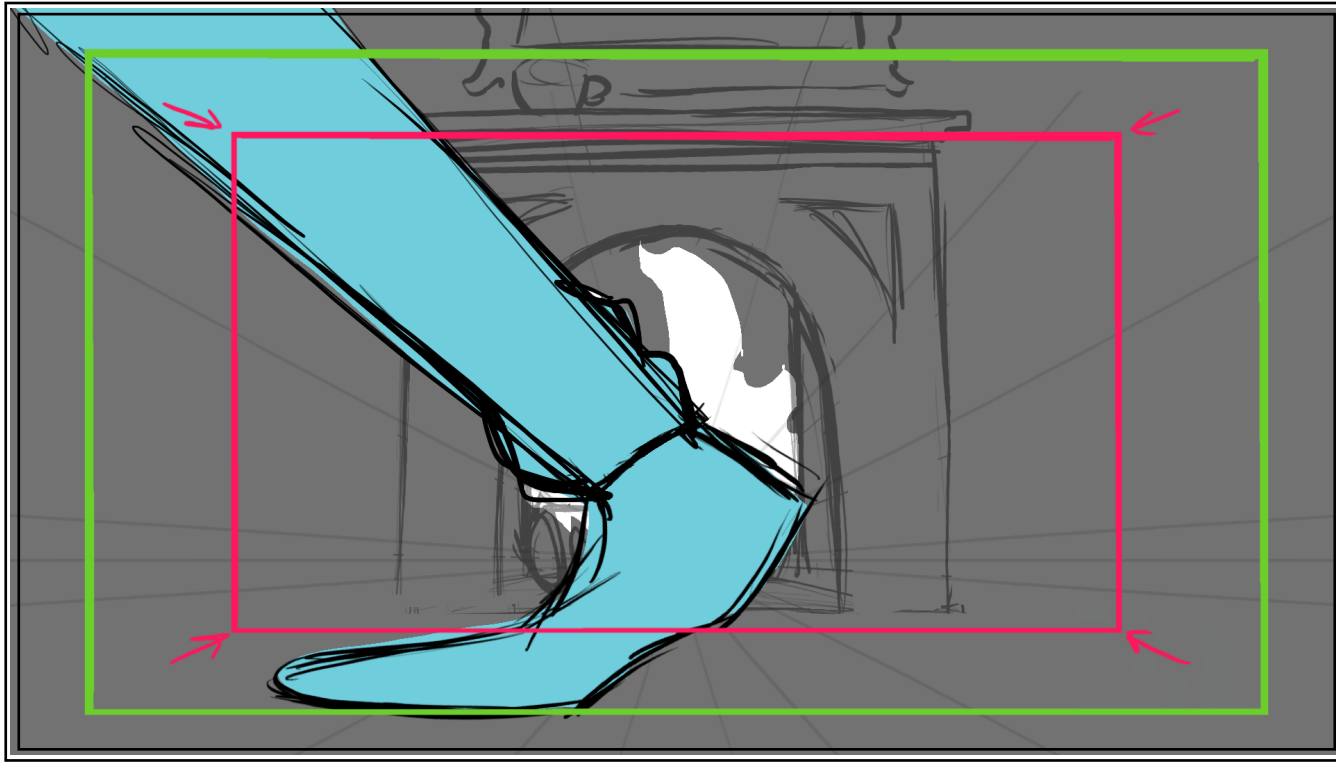
Action Notes

---

Dialog

MR. LUNA (cont.):

\*Panting\*



Action Notes

Mr. Luna Out

---

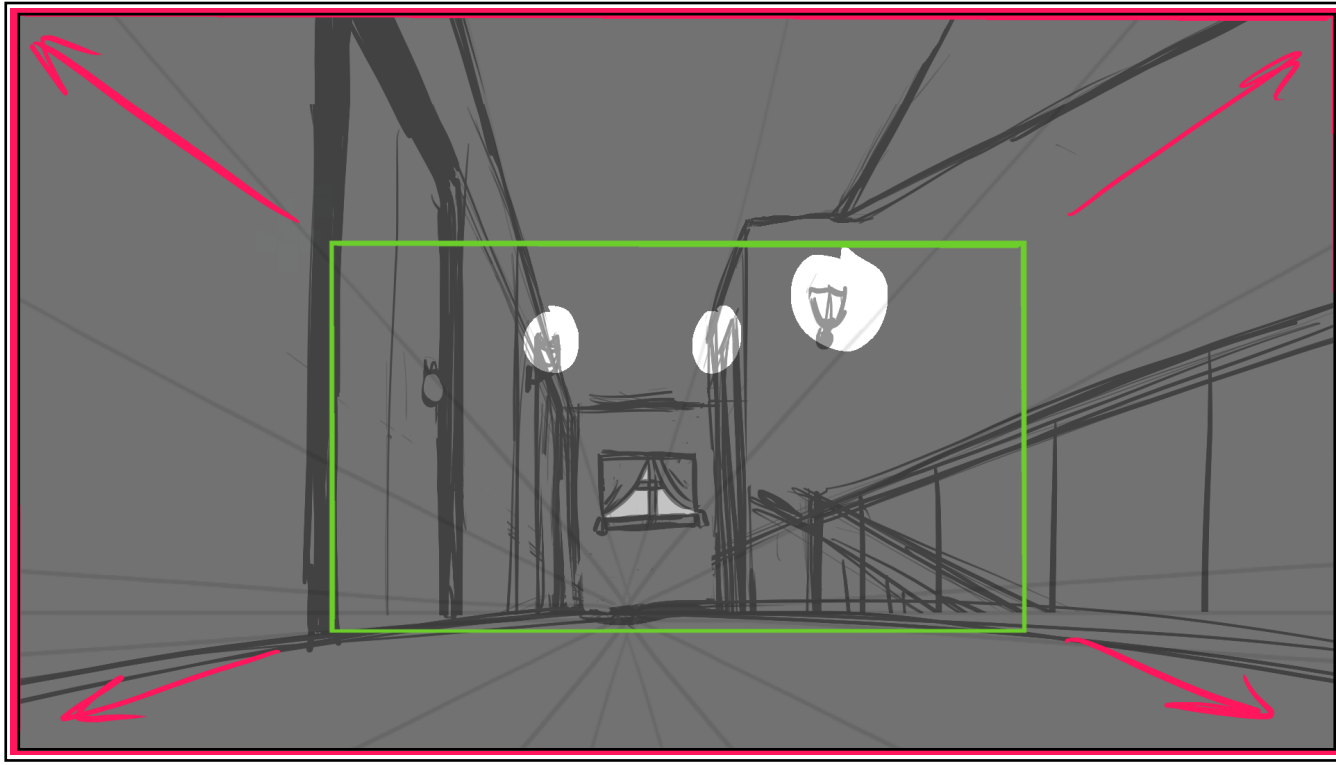
Dialog

MR. LUNA (cont.):

\*Panting\*

Scene 003

Panel 01

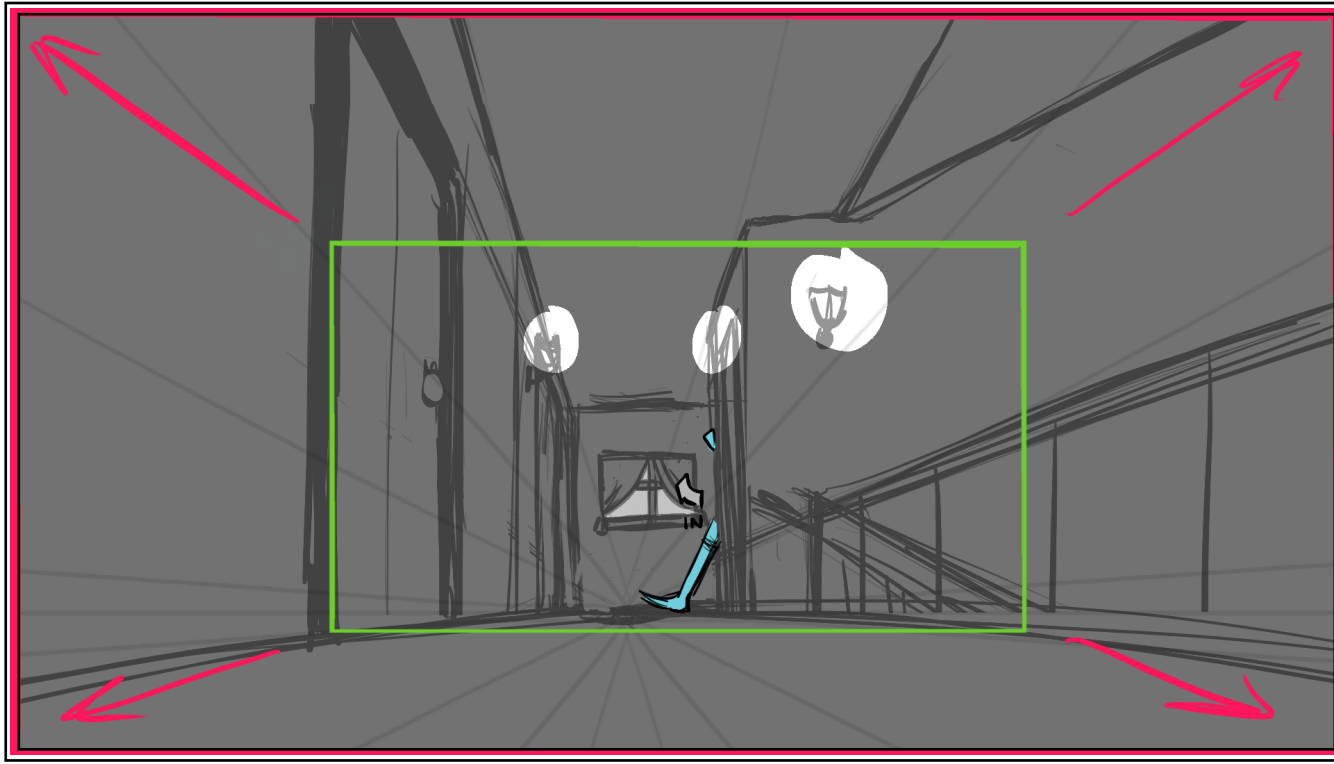


Action Notes

\*Panting Cont. O/S\*

---

Dialog



Action Notes

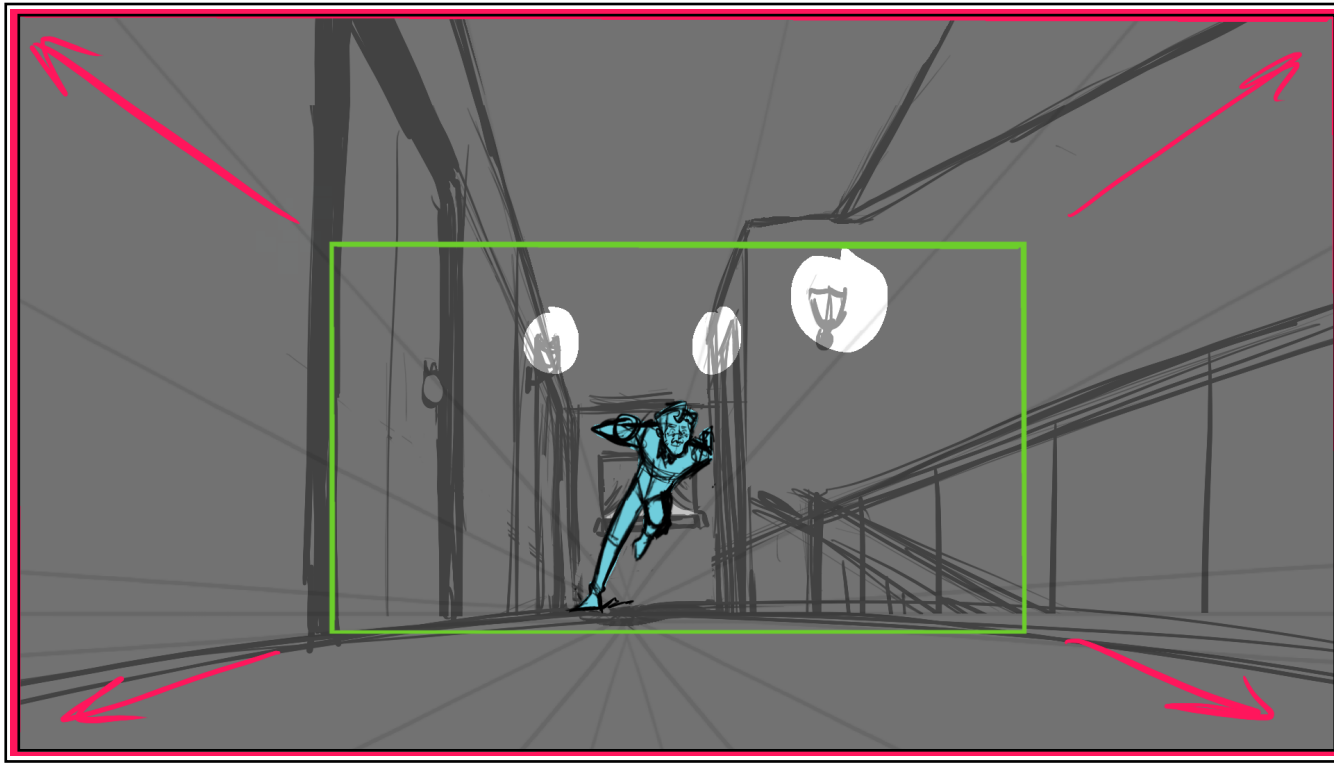
Mr. Luna In

---

Dialog

MR. LUNA:

\*Panting\*



Action Notes

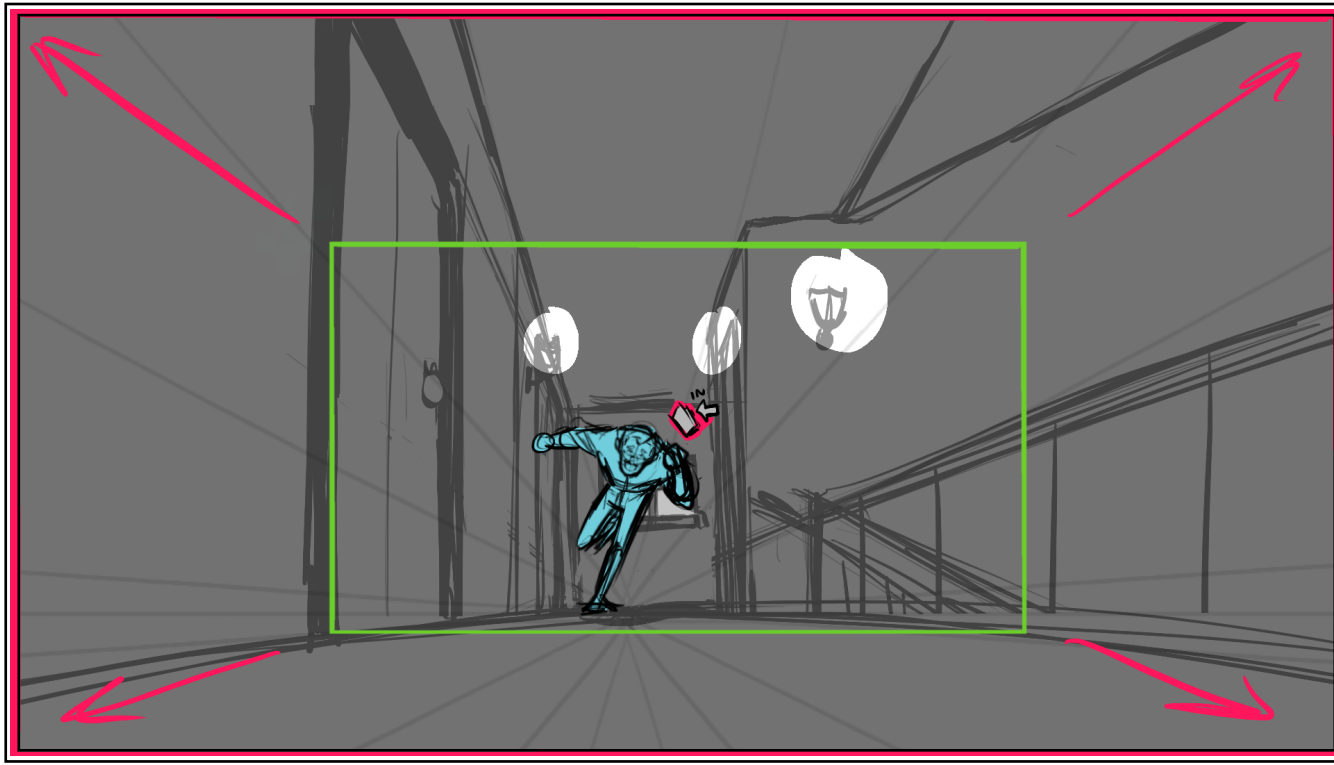
Mr. Luna turns the corner trying to keep his balance.

---

Dialog

MR. LUNA (cont.):

\*Panting\*



Action Notes

Mr. Luna ducks.

Possessed Book One Flies In

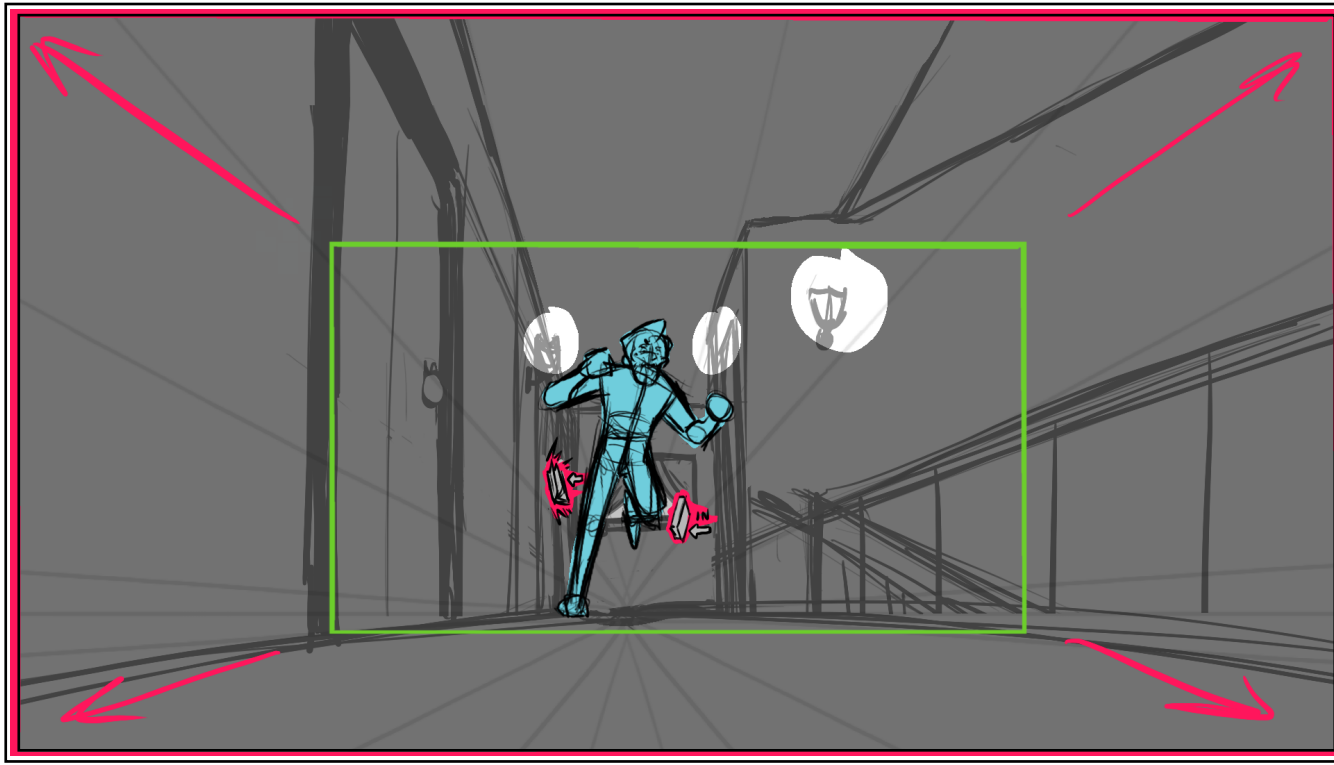
PROP - POSSESSED BOOK ONE

---

Dialog

MR. LUNA (cont.):

How am I-



Action Notes

Possessed book one slams against wall.

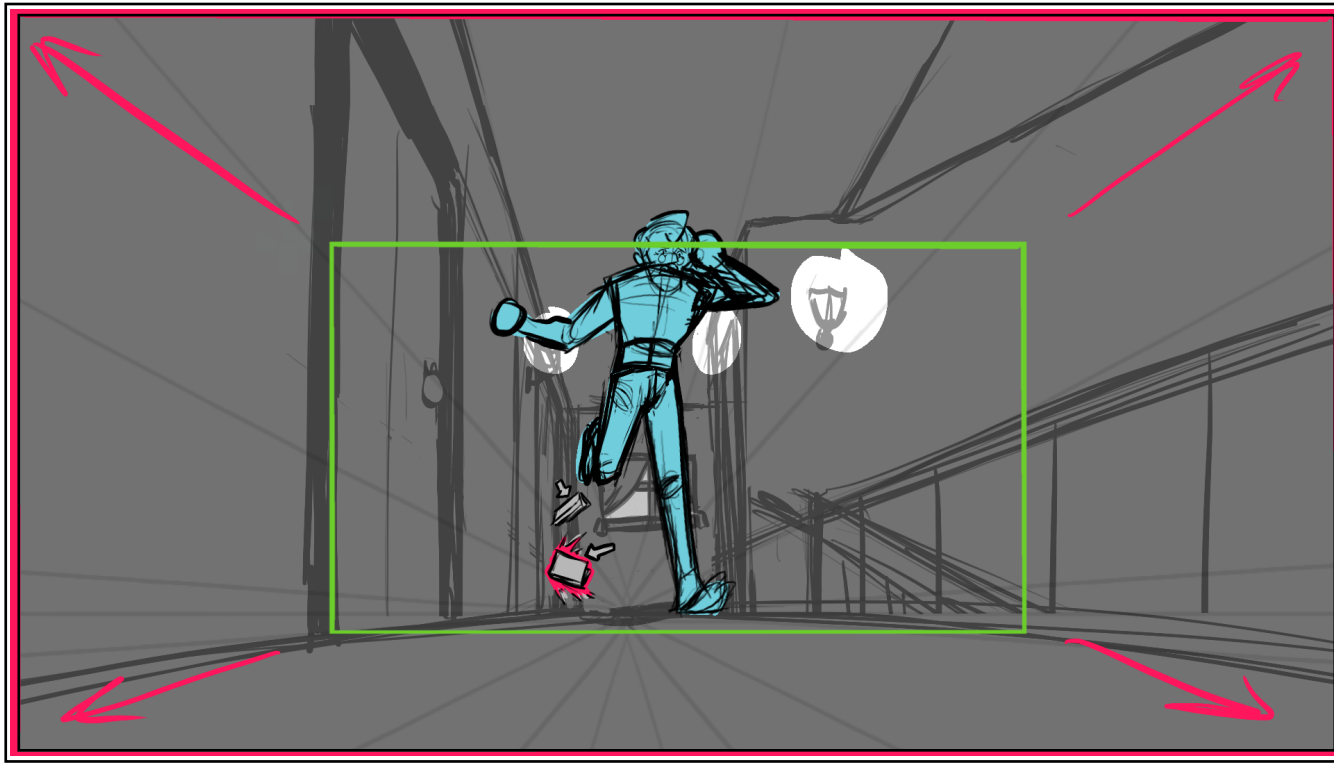
Possessed book two flies In

PROP - POSSESSED BOOK TWO

Dialog

MR. LUNA (cont.):

Supposed to find anything -



Action Notes

Mr. Luna yells more exasperated.

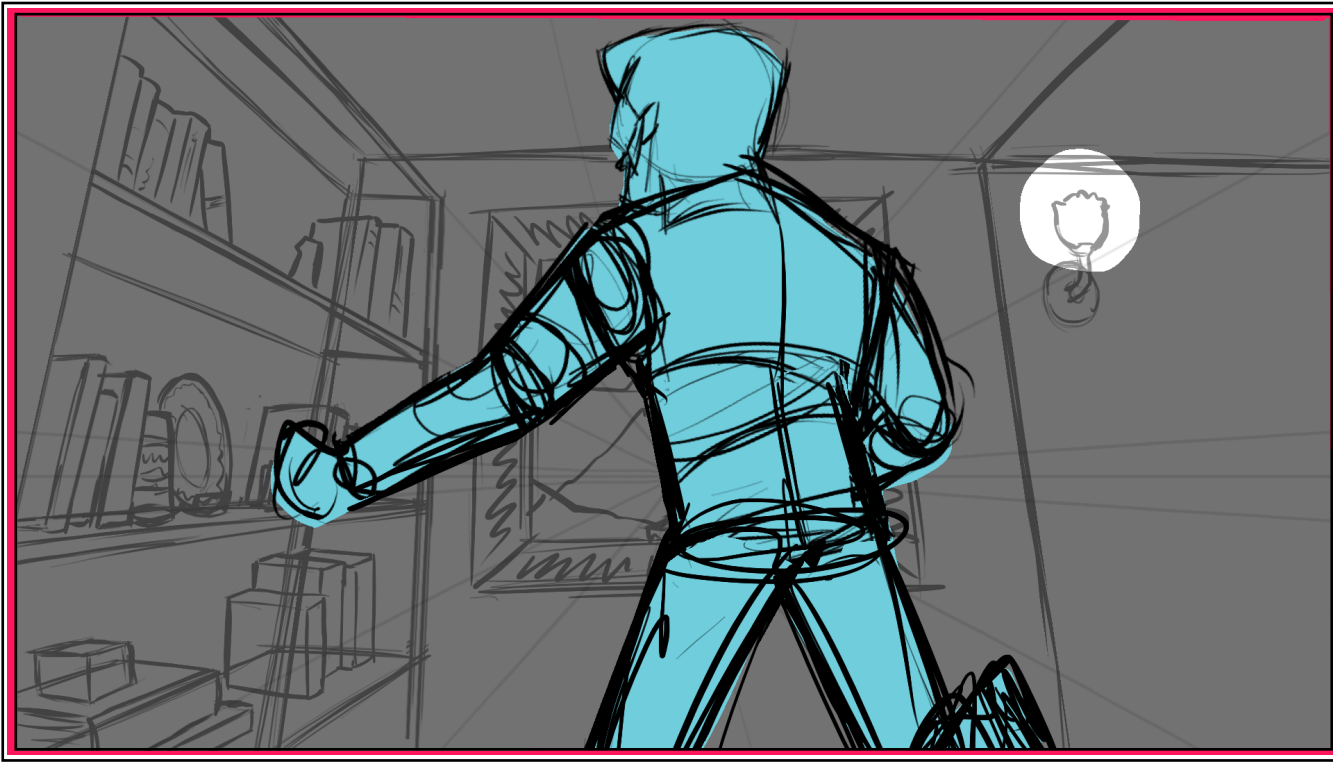
Book one falls to the floor.

Book two slams against the wall.

Dialog

MR. LUNA (cont.):

Under these conditions!



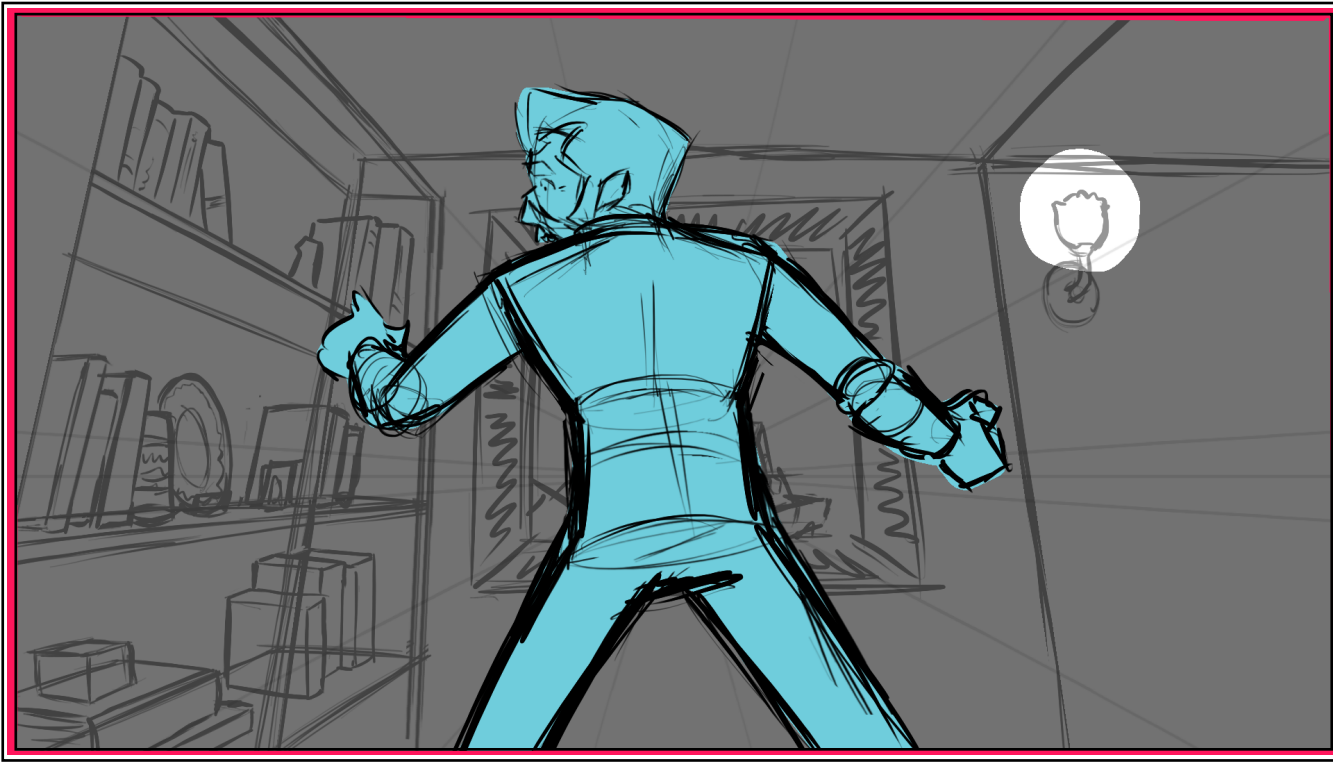
Action Notes

Mr. Lune comes to a stop.

Dialog

MR. LUNA (cont.):

I think -



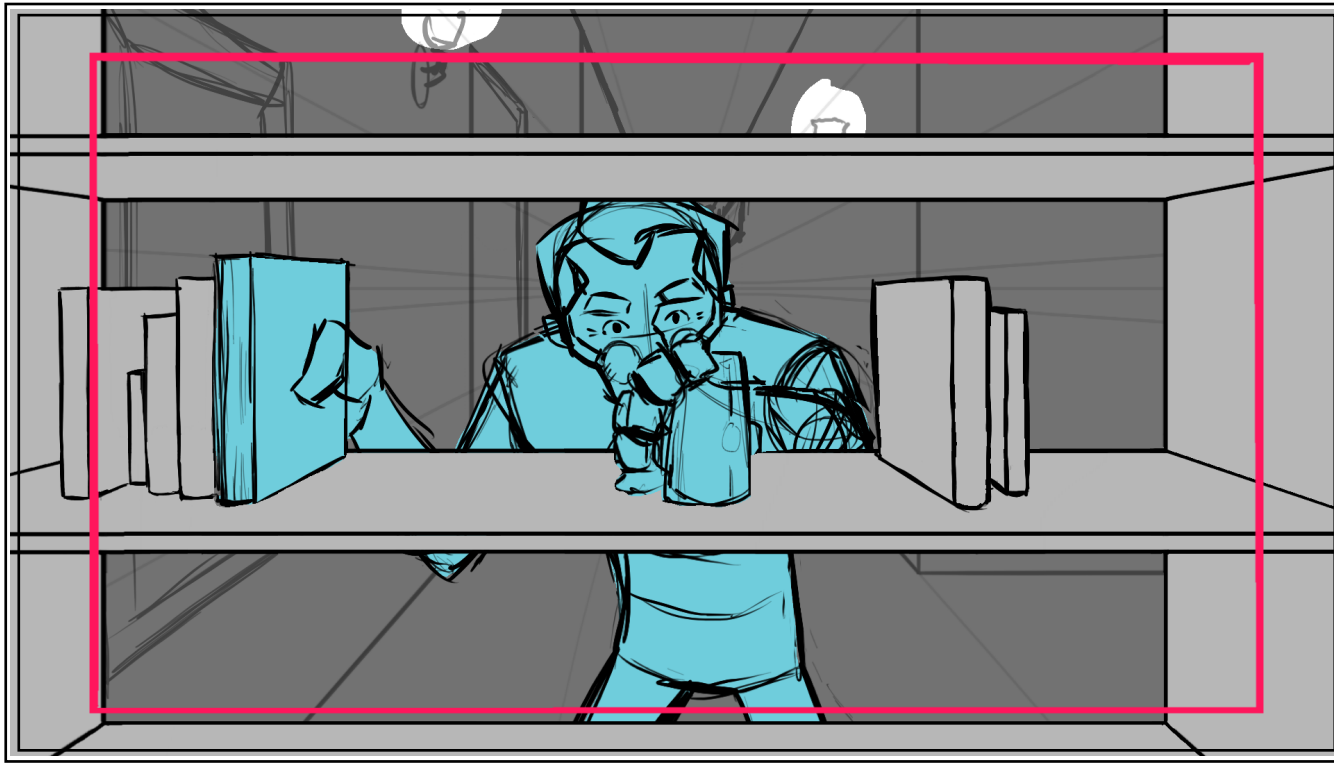
Action Notes

Mr. Luna looks at the bookshelf to his left.

Dialog

MR. LUNA (cont.):

It might be here?



Action Notes

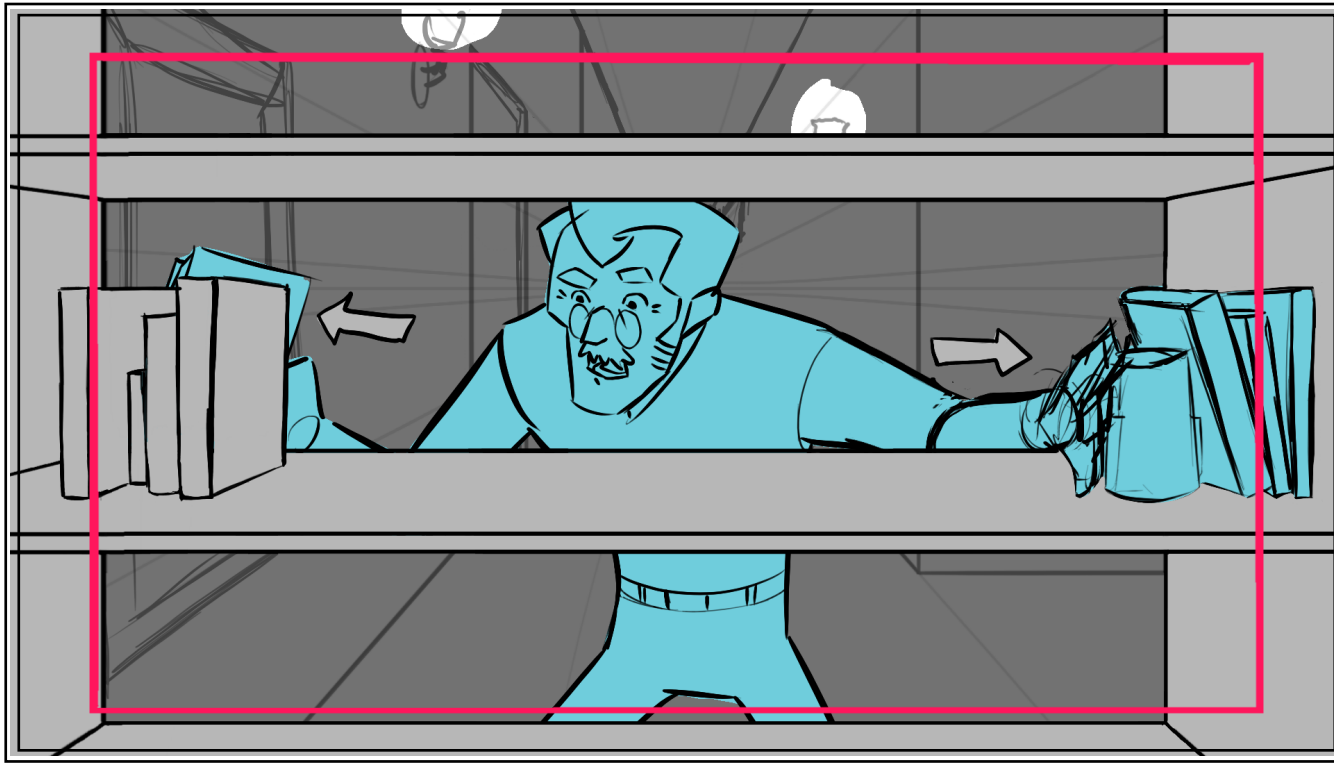
Mr. Luna looks intently at bookshelf

---

Dialog

MR. LUNA (cont.):

Why do I have so many things!



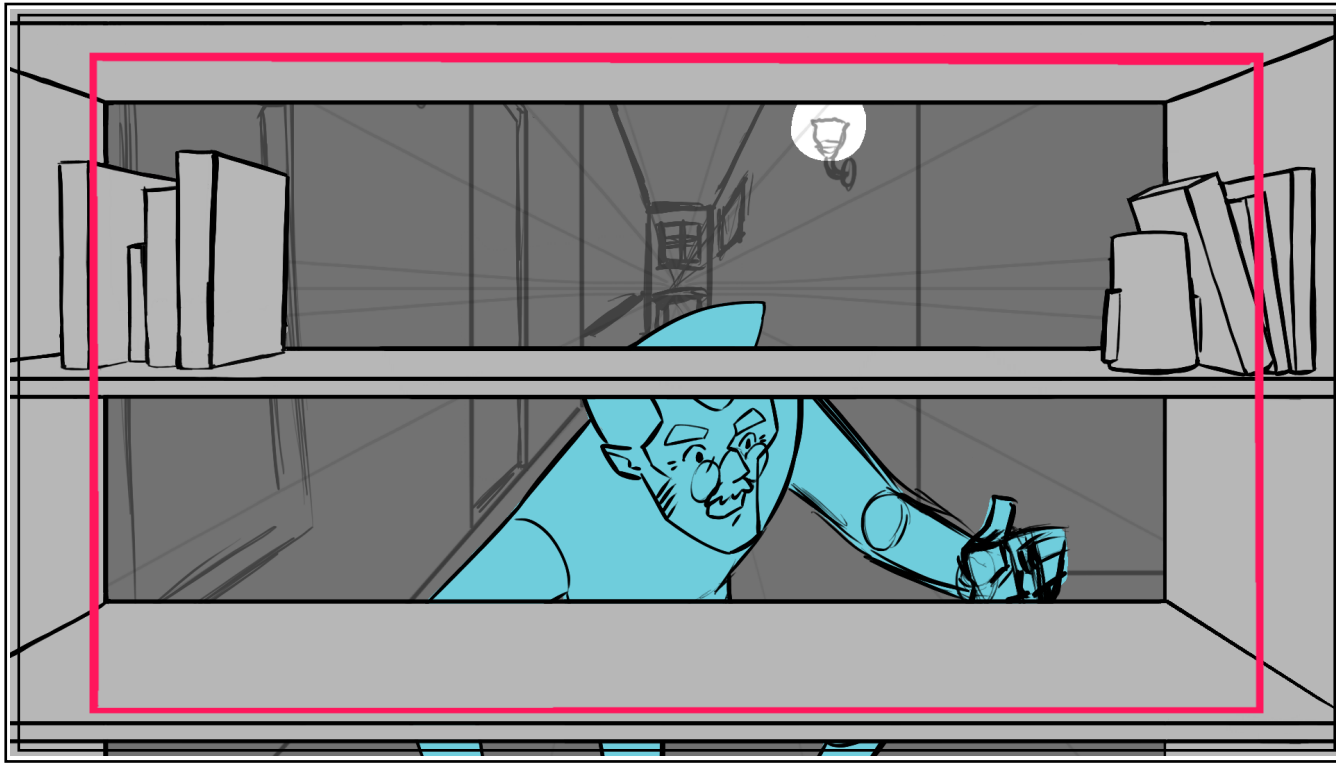
Action Notes

Mr. Luna pushes clutter aside.

Dialog

MR. LUNA (cont.):

A lifetime, I know.



Action Notes

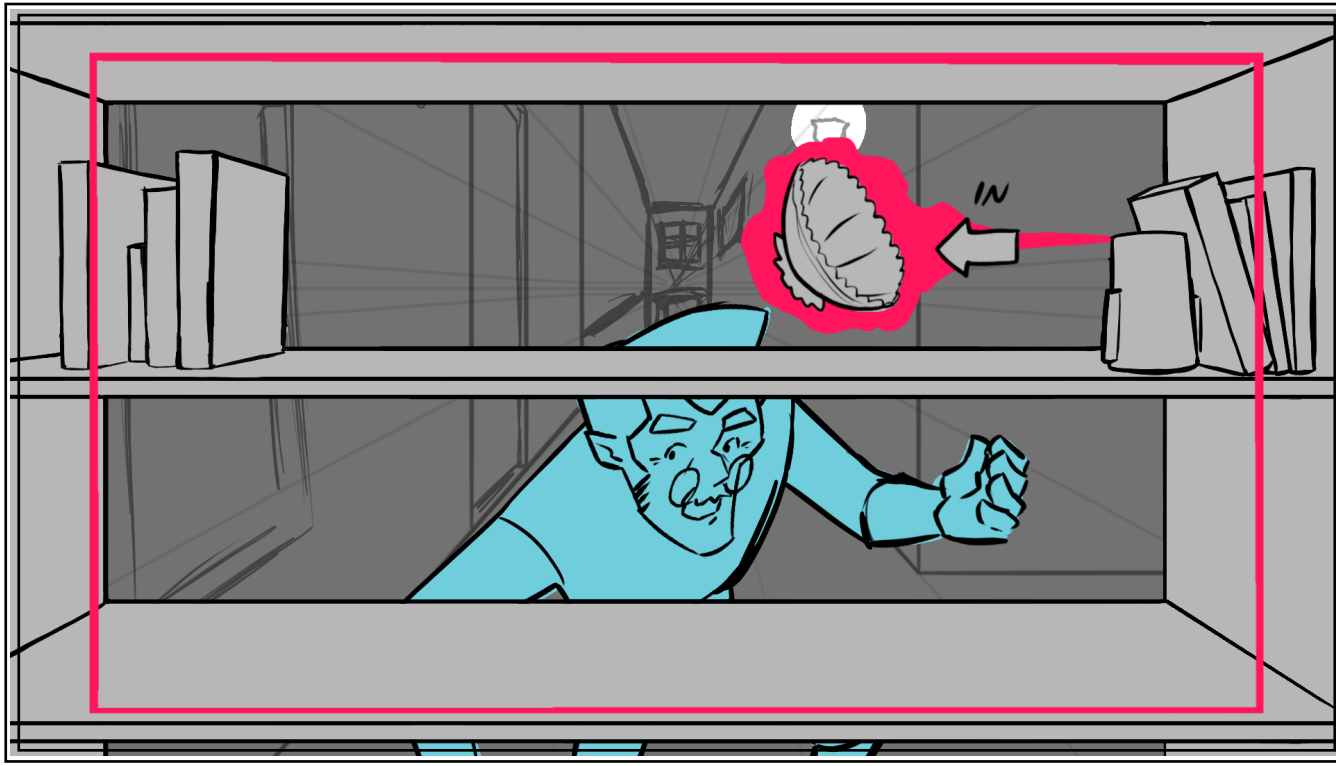
Mr. Luna bends down to look at lower shelf.

---

Dialog

MR. LUNA (cont.):

I know I'm old -



Action Notes

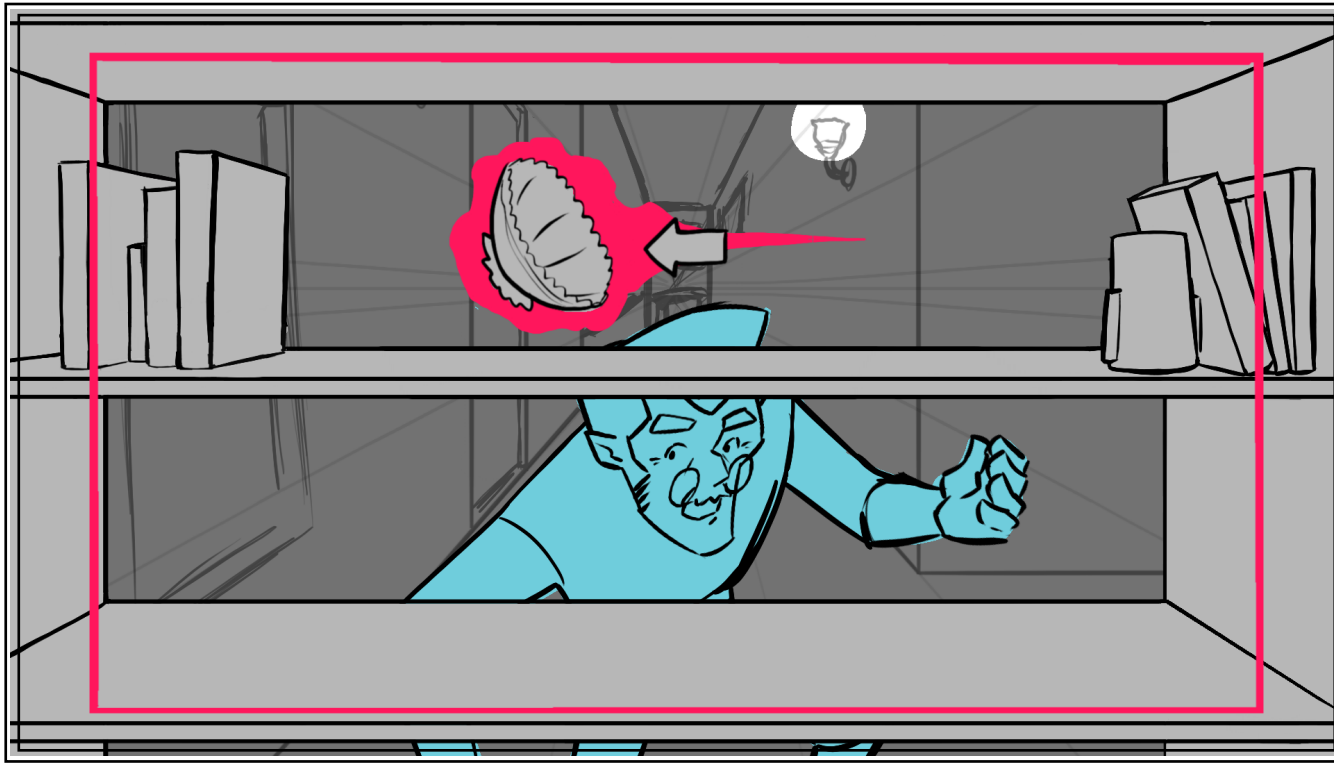
A possessed bowl flies past Mr. Luna.

PROP - POSSESSED BOWL

Dialog

MR. LUNA (cont.):

But I didn't think -

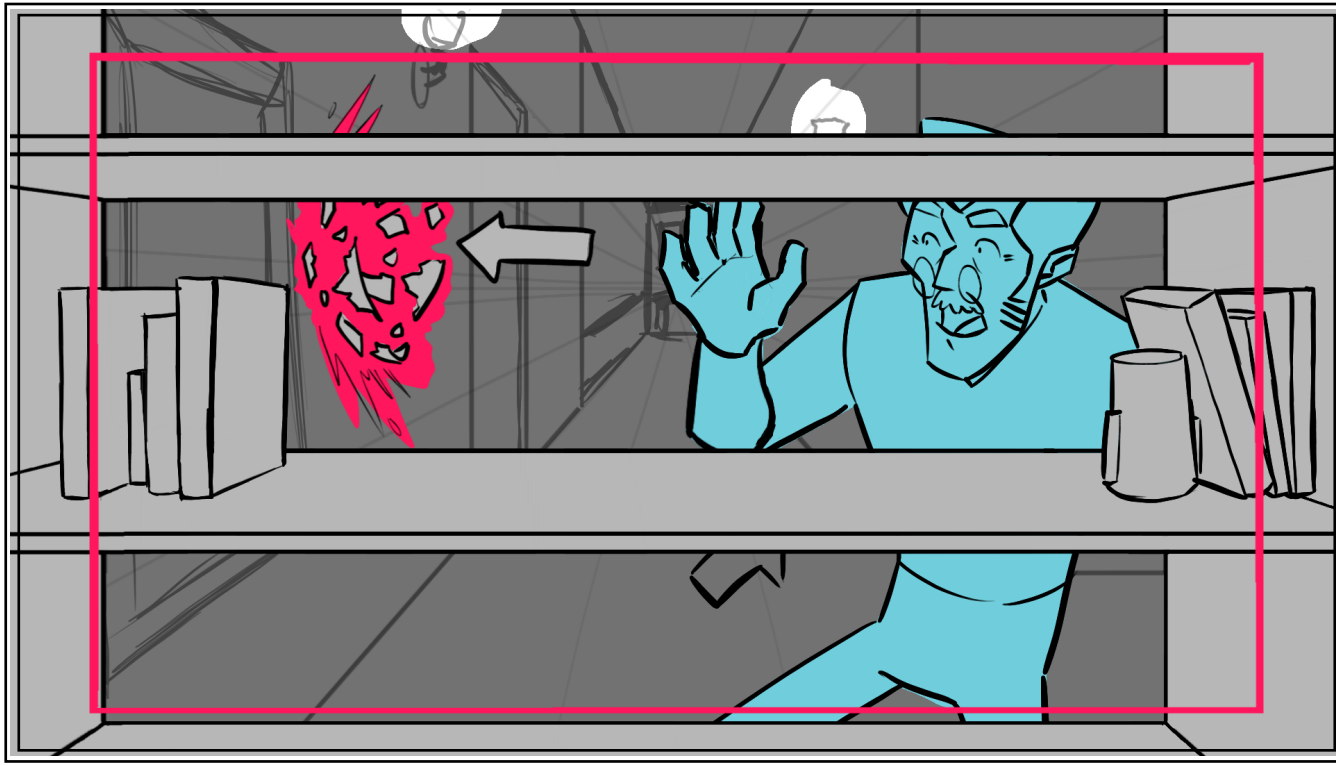


## Action Notes

## Dialog

MR. LUNA (cont.):

I was this disorganized!



Action Notes

Bowl SMASHES against wall, shattering.

\*CRASH\*

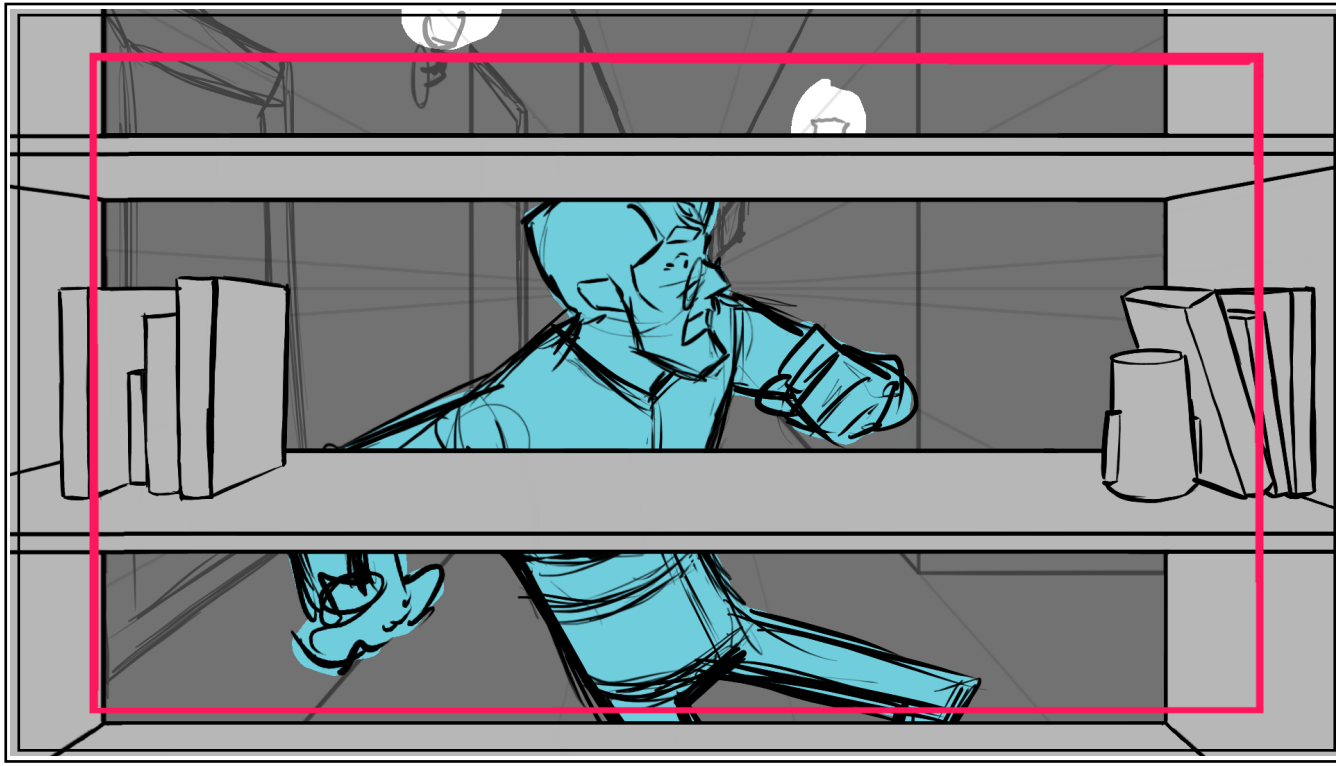
Mr. Luna jumps away from wall yelping.

---

Dialog

MR. LUNA (cont.):

\*YELPS\*



Action Notes

Mr. Luna turns to see where the bowl came from.

---

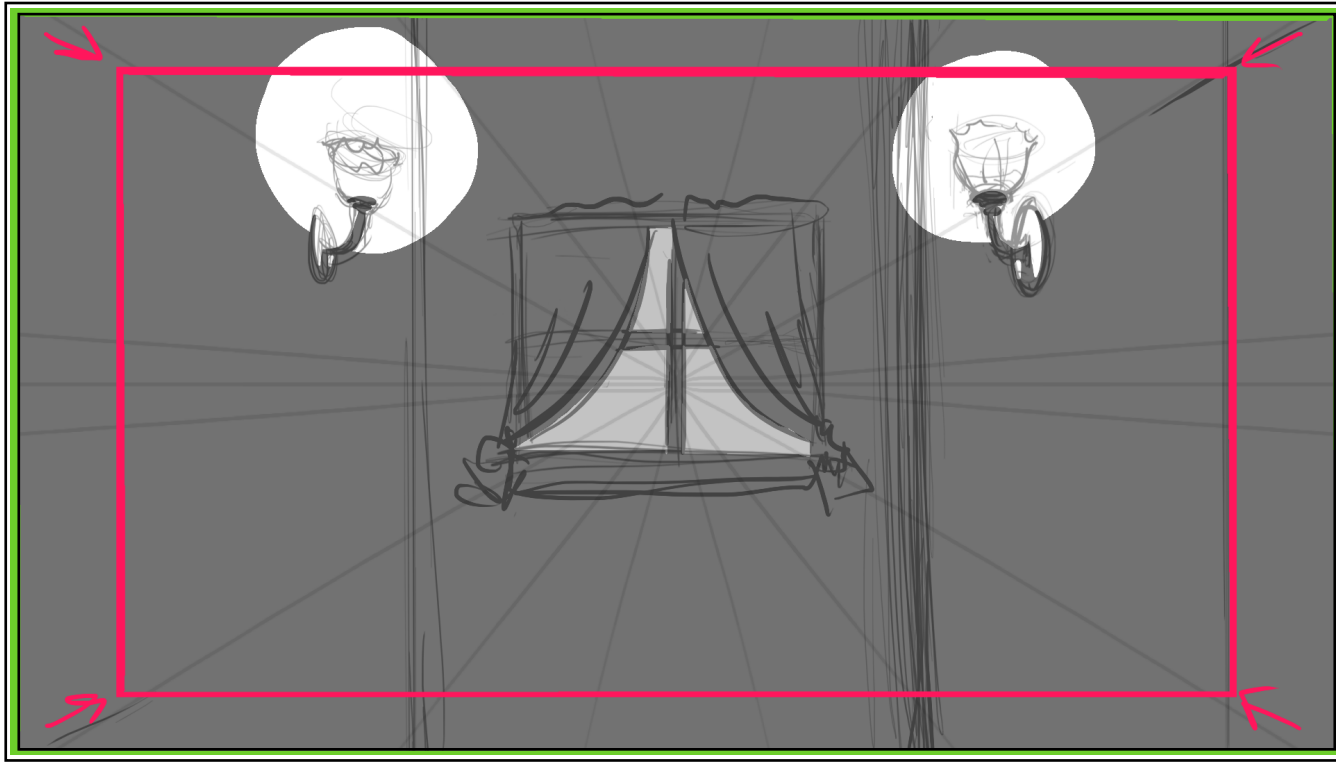
Dialog

MR. LUNA (cont.):

That bowl was expensive!

Scene 006

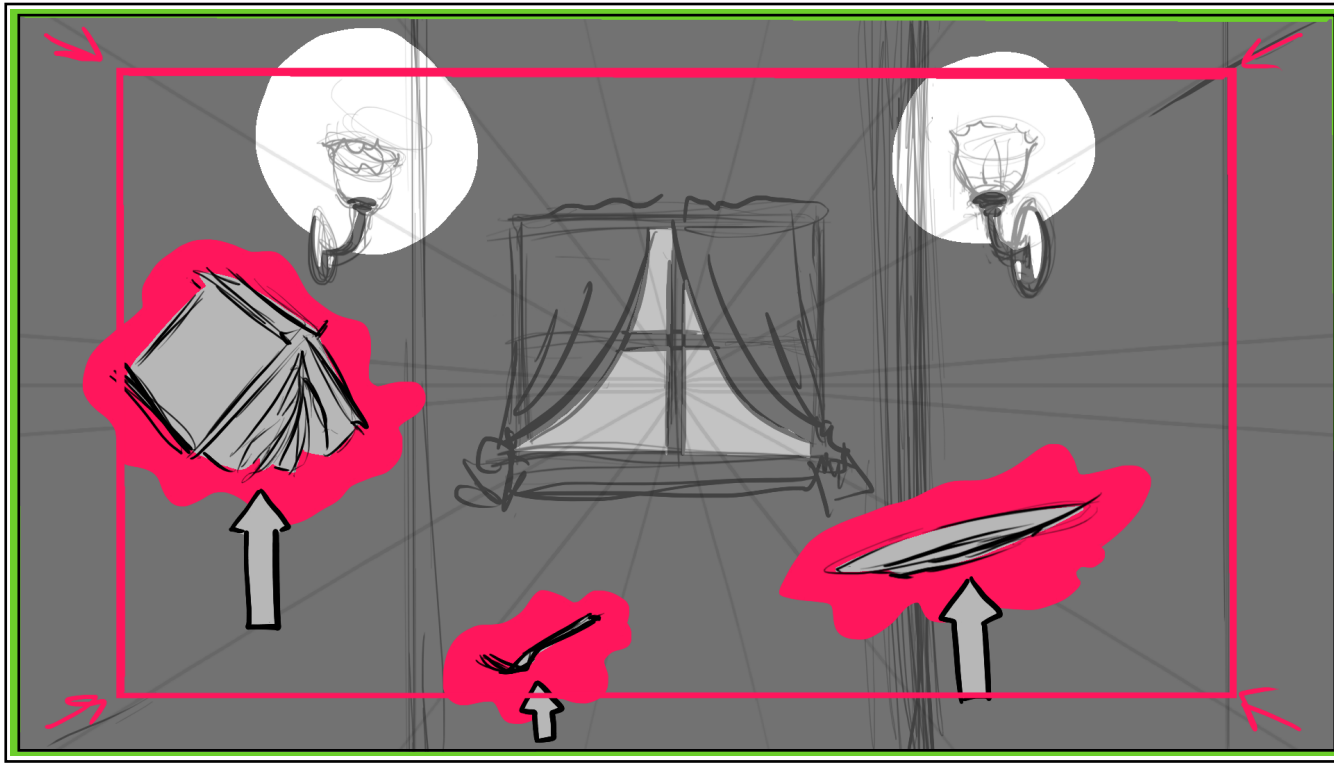
Panel 01



Action Notes

---

Dialog



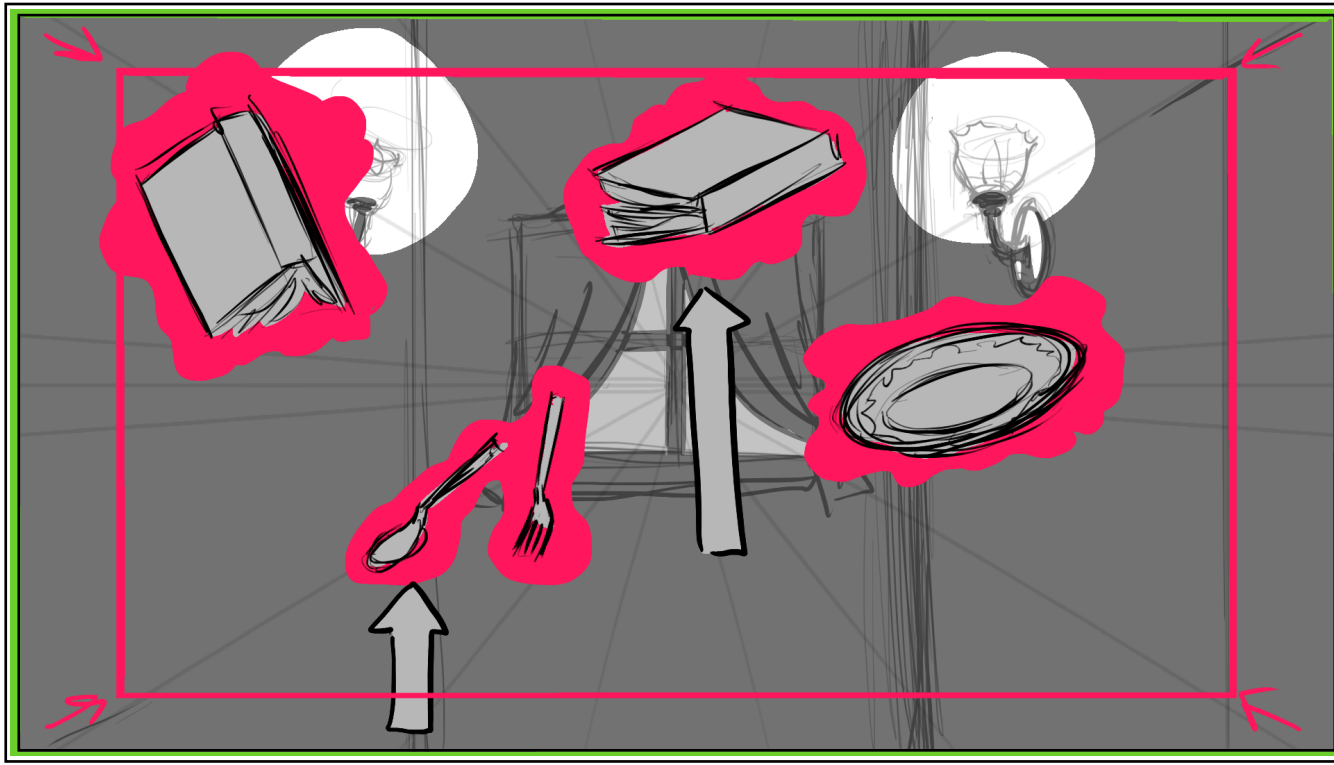
Action Notes

Possessed objects float into frame.

FLOATING OOBJECTS - STAGGER MOVEMENT, NOT IN UNISON

---

Dialog



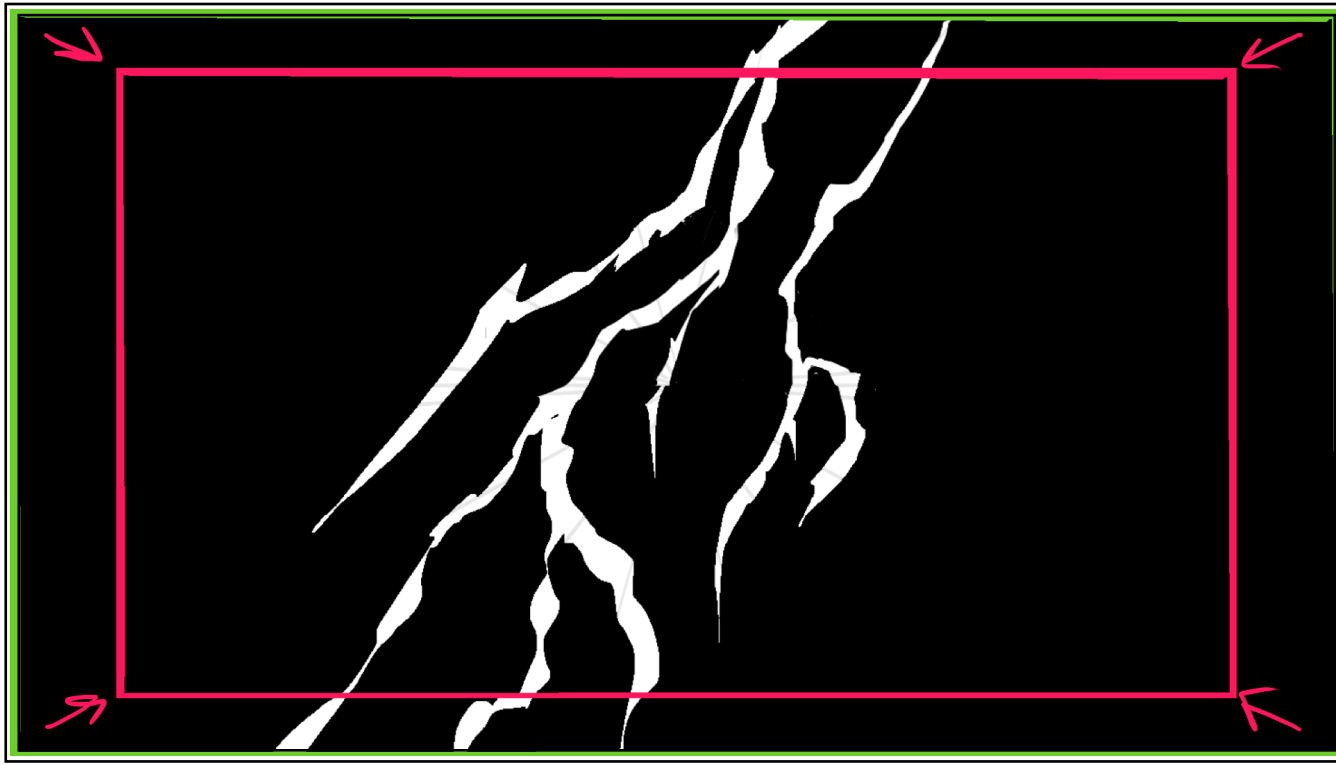
Action Notes

Possessed objects float into frame.

FLOATING OBJECTS - STAGGER MOVEMENT, NOT IN UNISON

---

Dialog

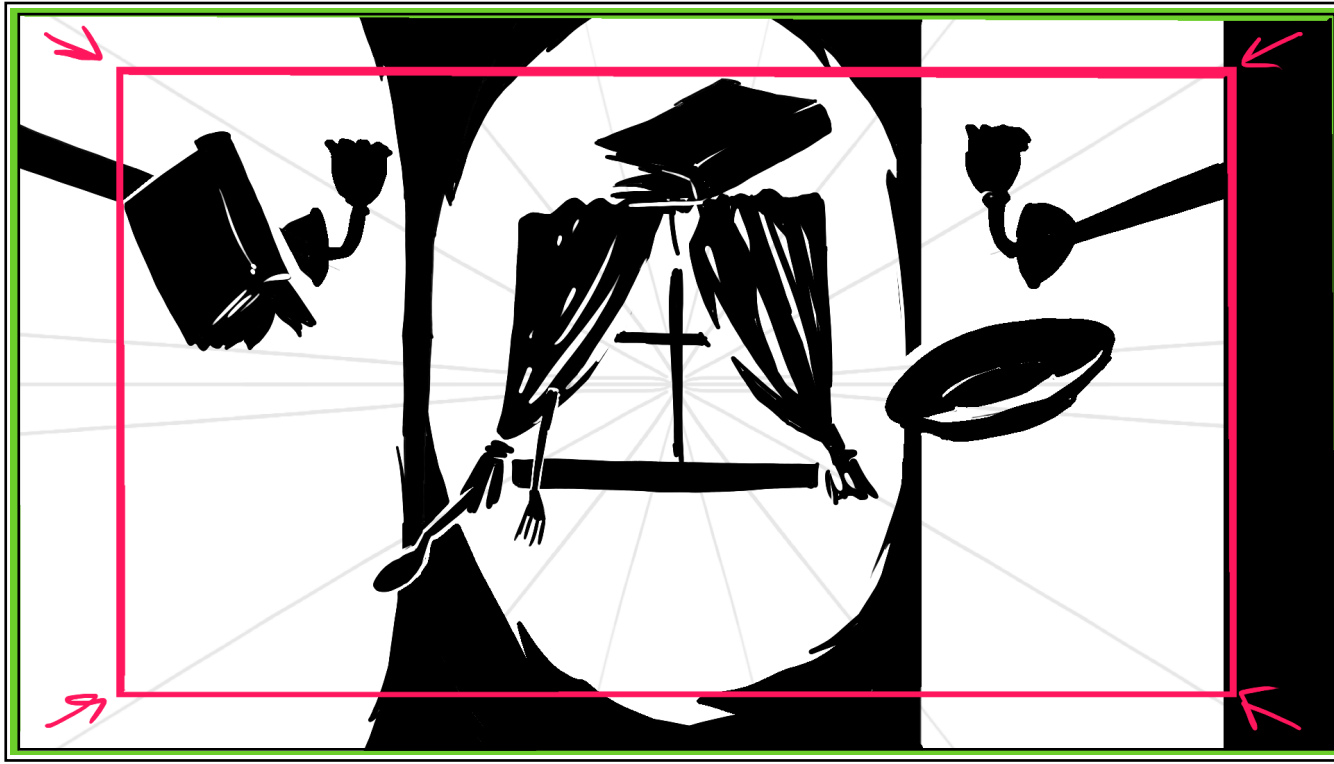


Action Notes

\*THUNDER CRACK\*

---

Dialog

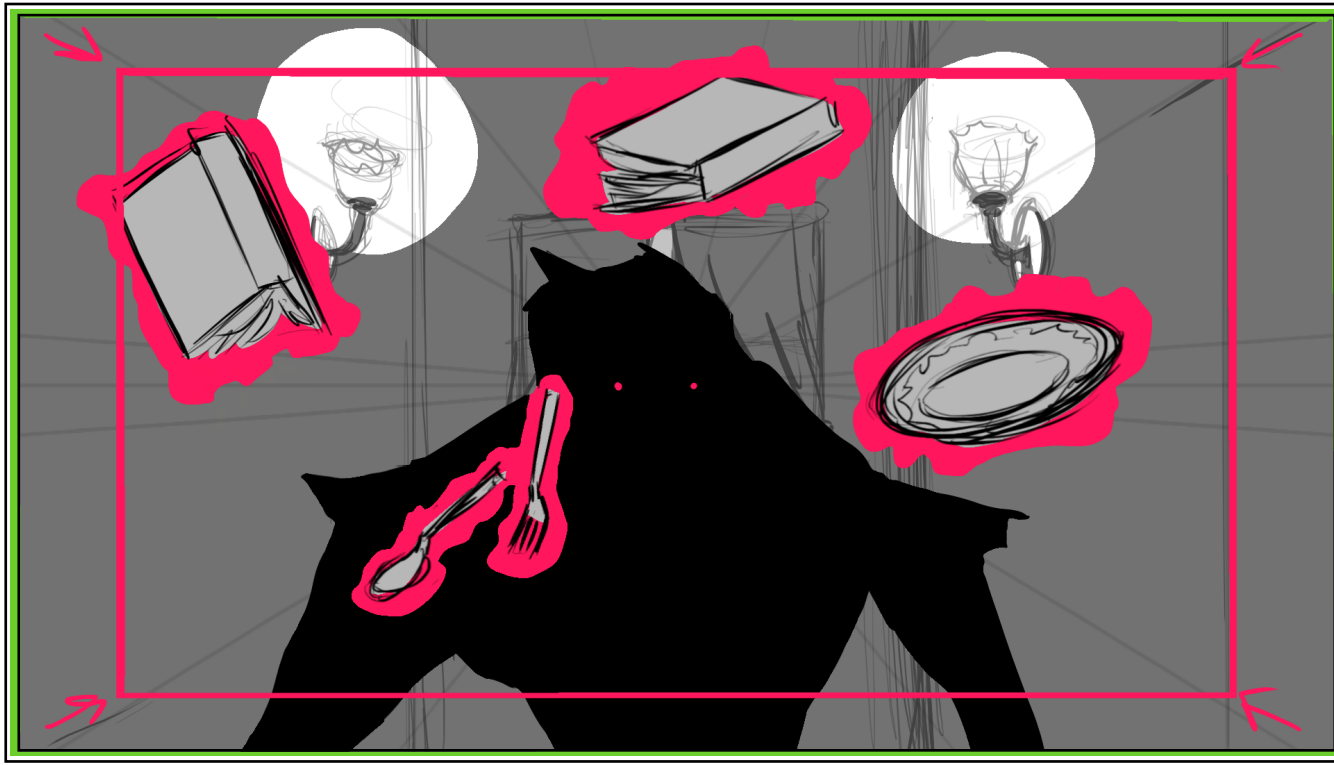


Action Notes

\*THUNDER CRACK\*

---

Dialog



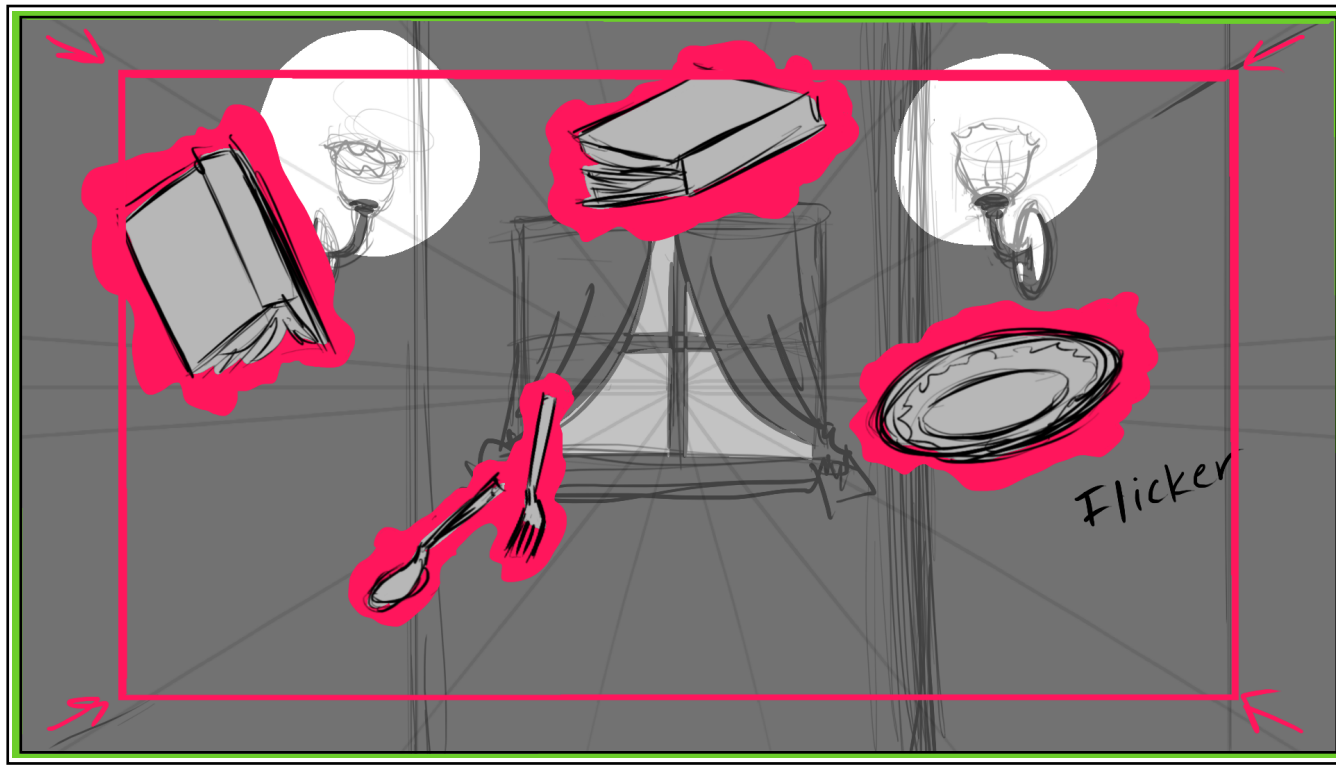
Action Notes

Ghost of Hector appears after lighting, silhouette.

MAIN CHAR - GHOST OF HECTOR

---

Dialog



Action Notes

Hector flickers rapidly.

\*Spooky flickering sounds\*

---

Dialog

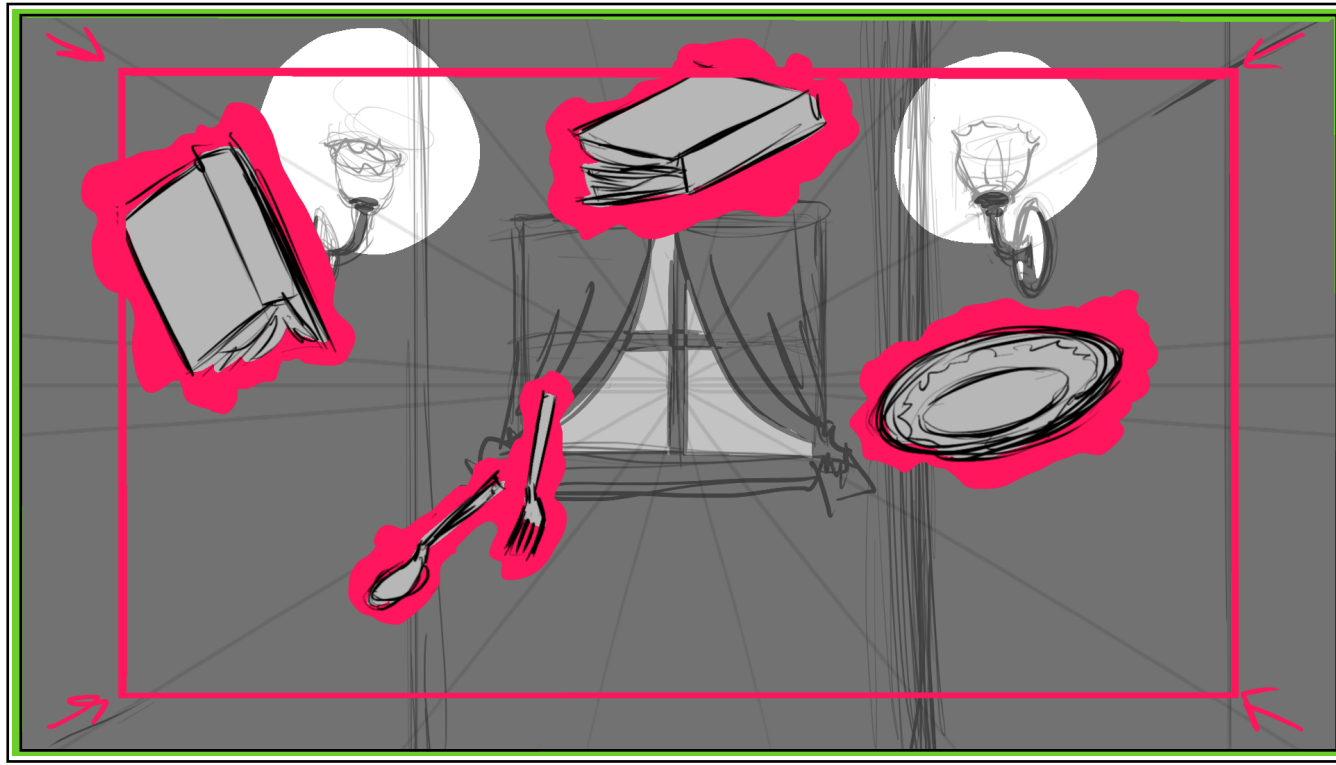


Action Notes

Hector flickers rapidly.

\*Spooky flickering sounds\*

Dialog

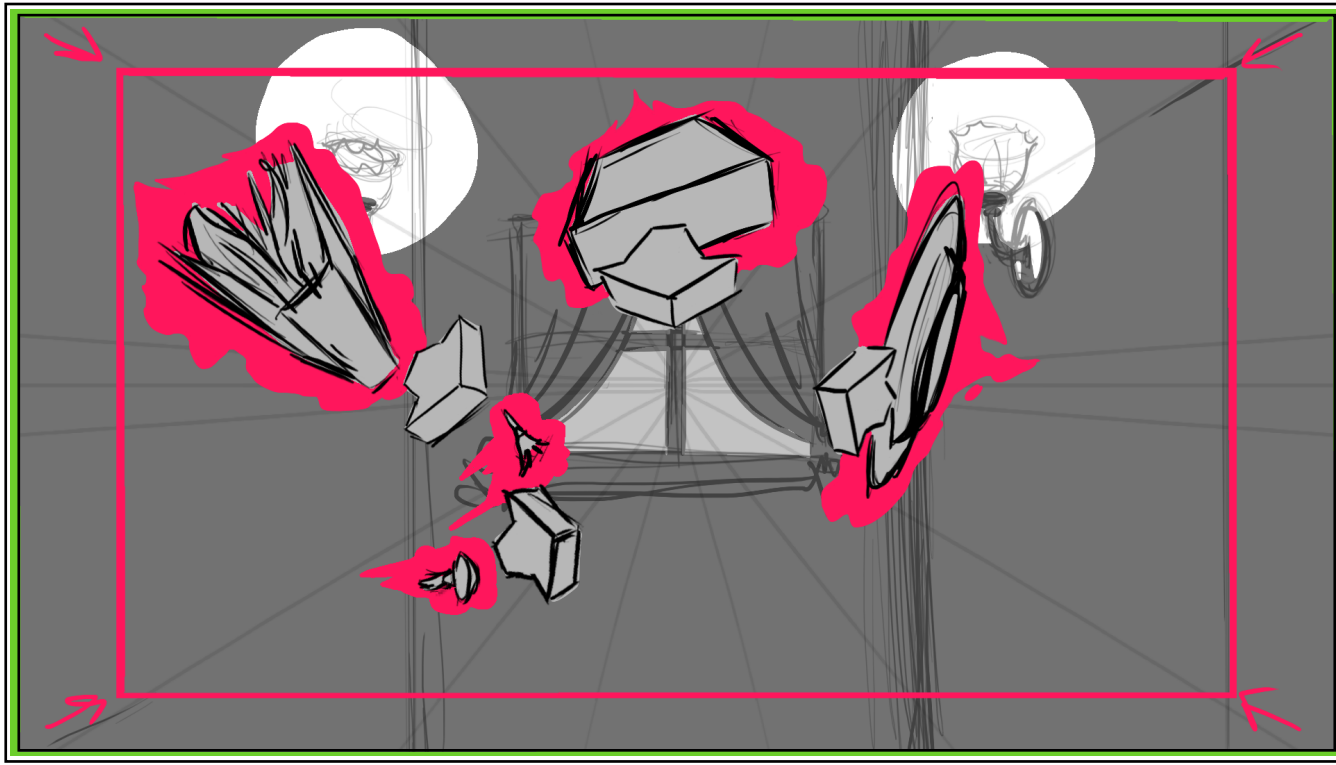


Action Notes

Hector dissapears.

\*Spooky flickering sounds\*

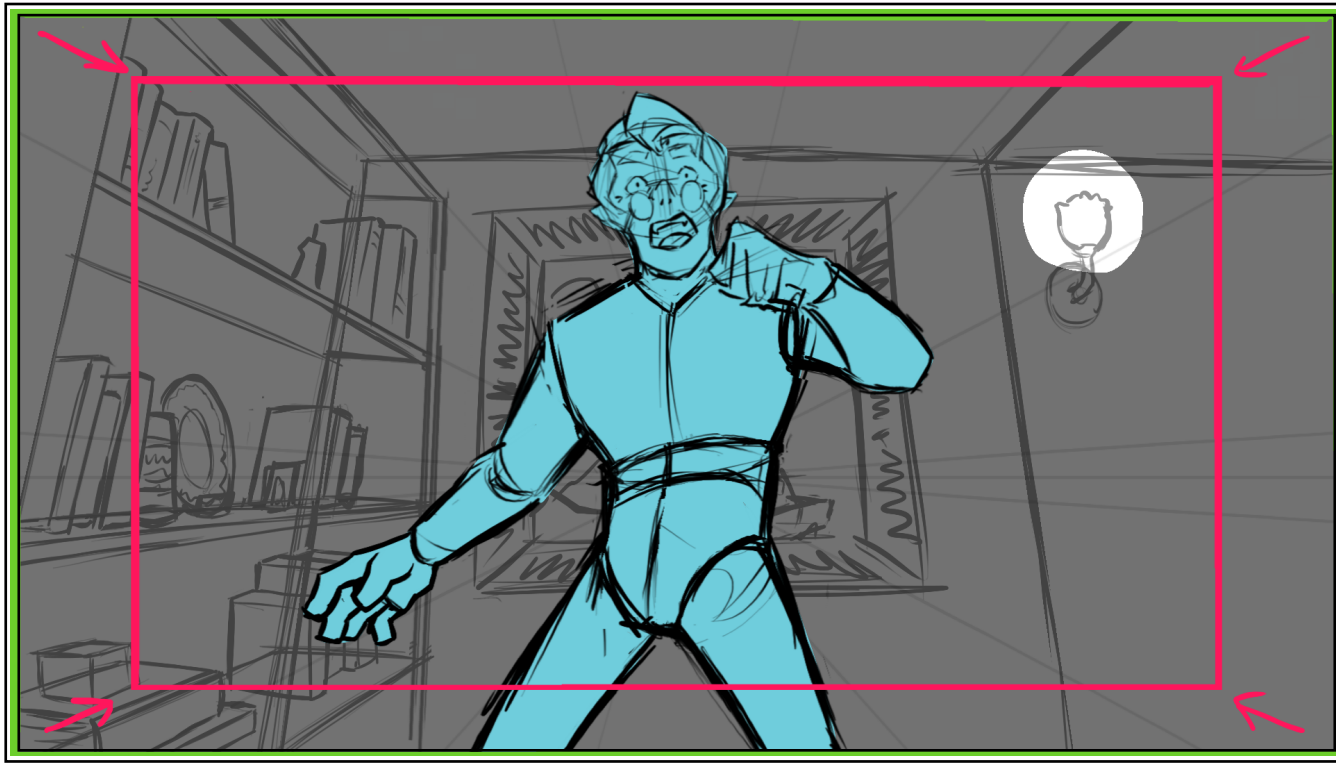
Dialog



Action Notes

All floating objects rush at towards camera.

Dialog



Action Notes

Dolly In

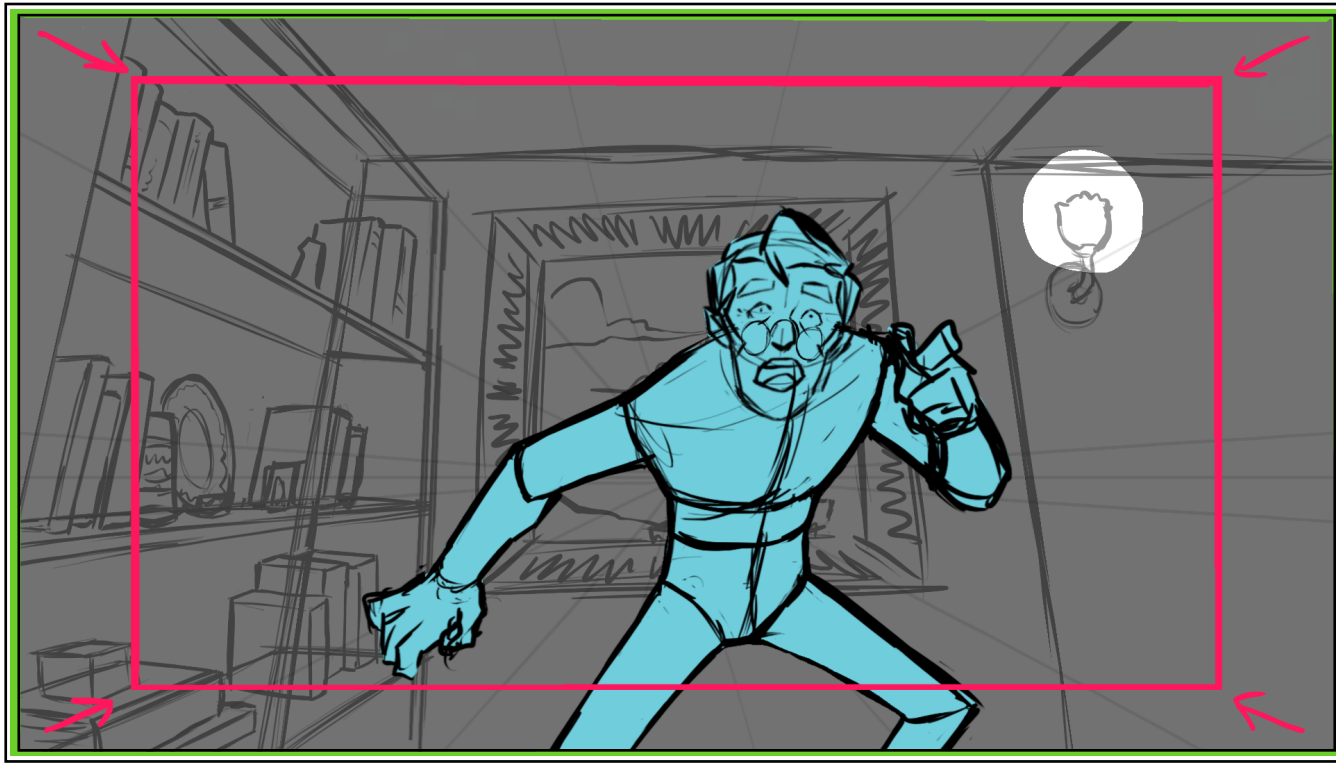
Mr. Luna leans back scared.

---

Dialog

MR. LUNA:

DIOS -



Action Notes

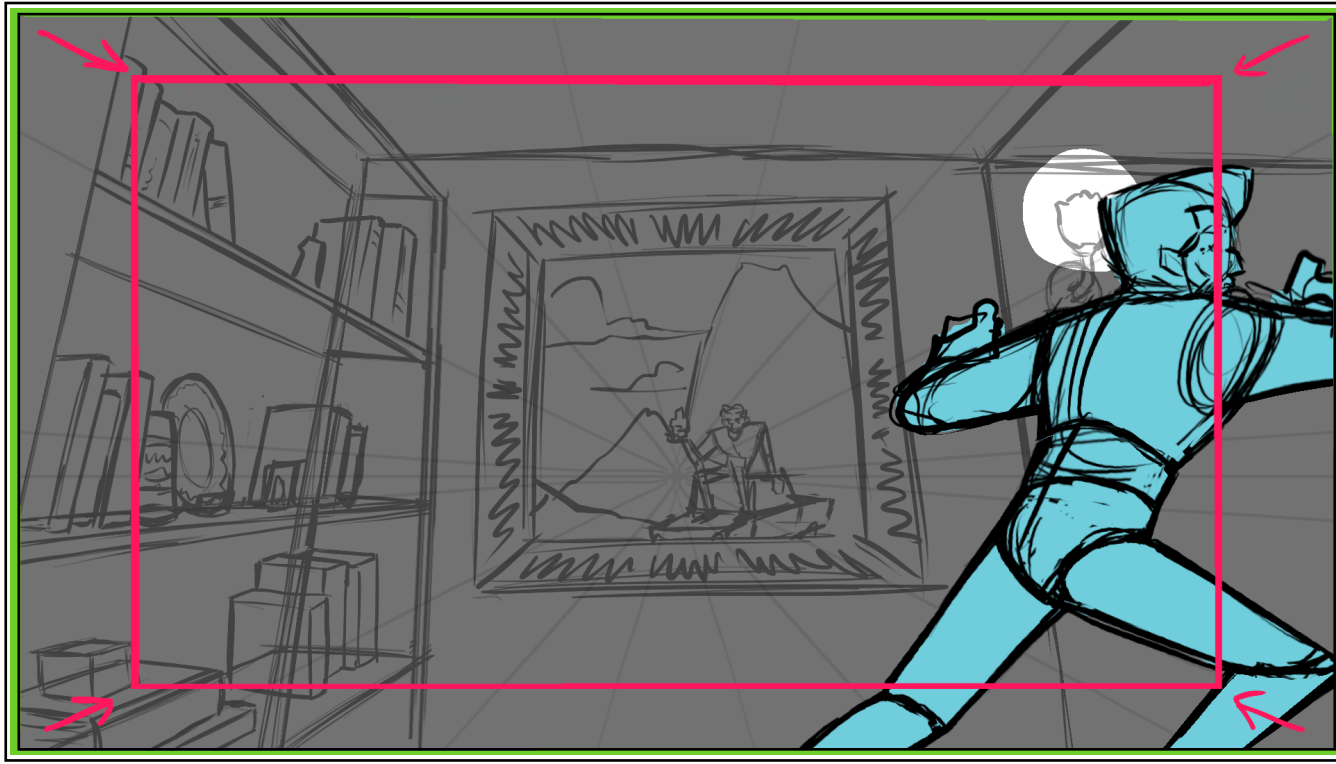
Mr. Luna turns to run.

---

Dialog

MR. LUNA (cont.):

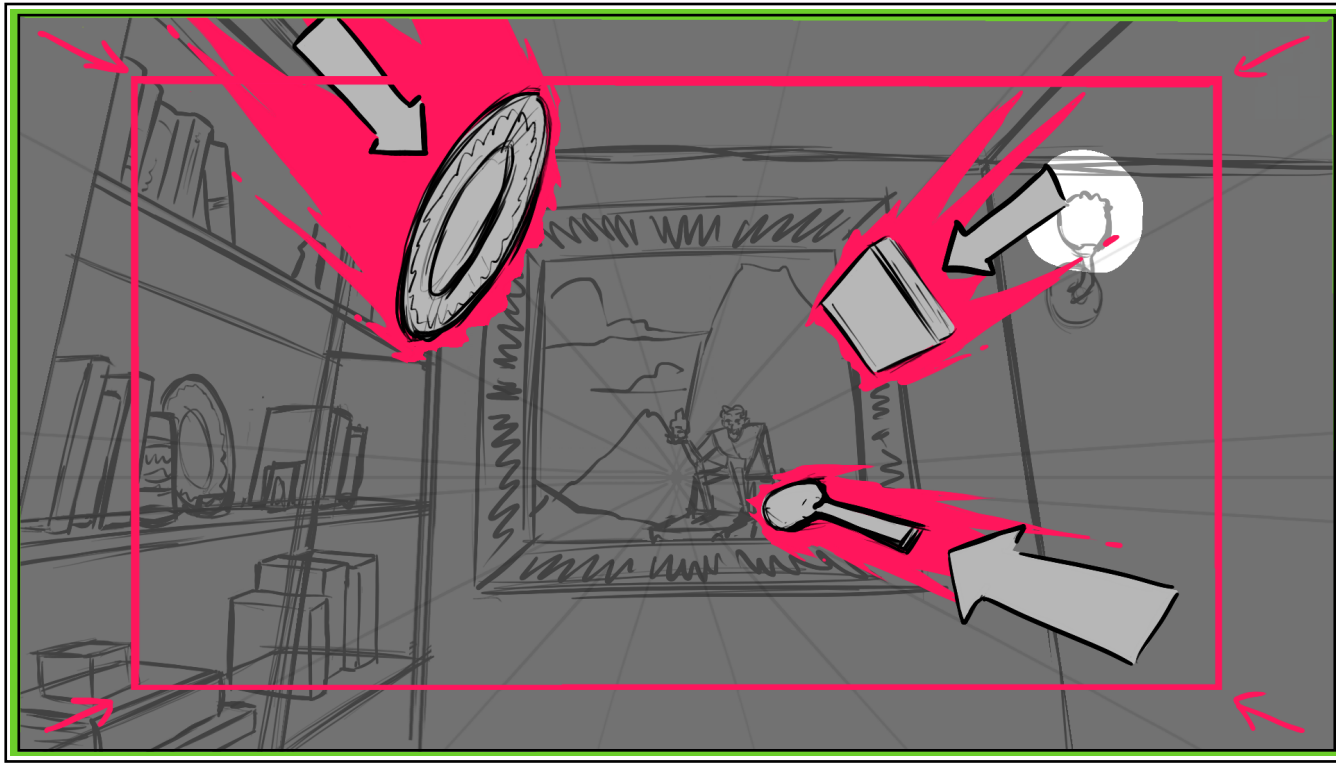
MIO!!



Action Notes

Mr. Luna runs away.

Dialog



Action Notes

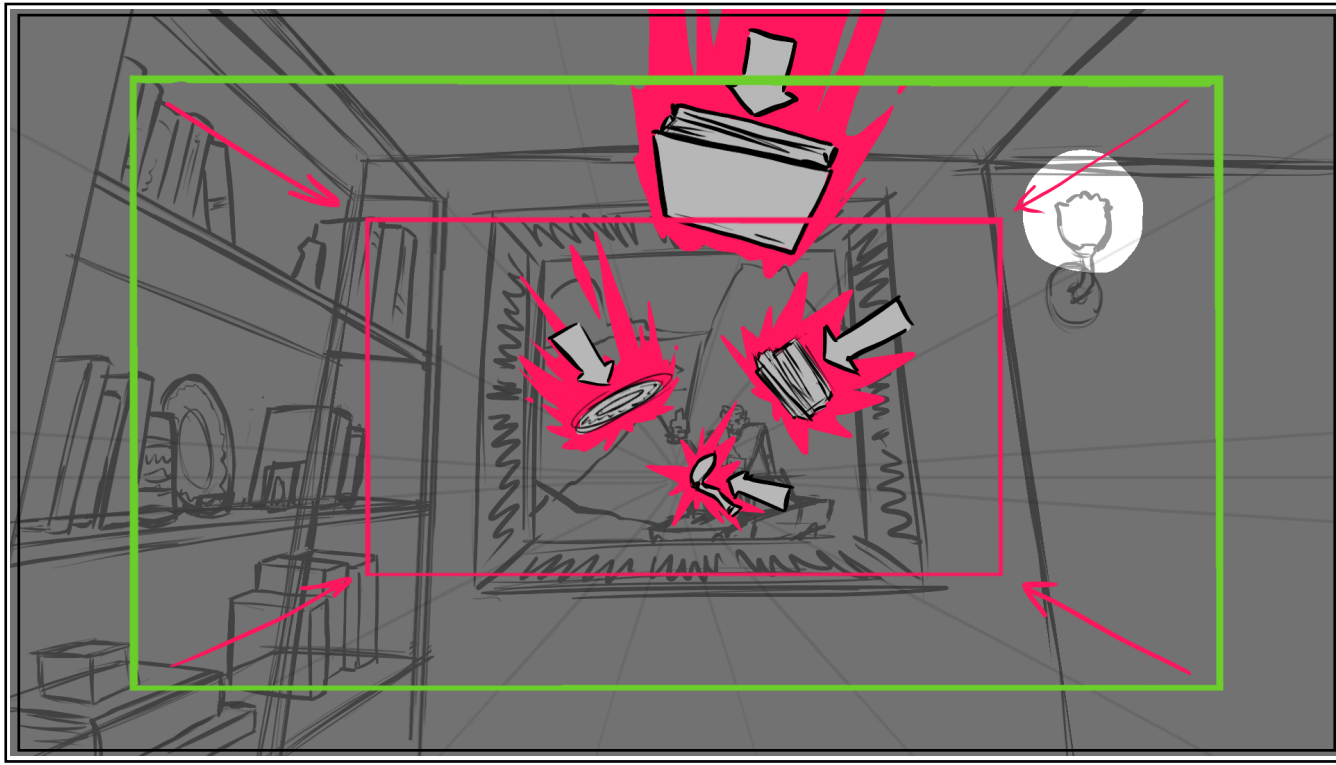
Objects fly towards painting.

Possessed Plate, Book, Spoon In

\*Whooshing\*

---

Dialog



Action Notes

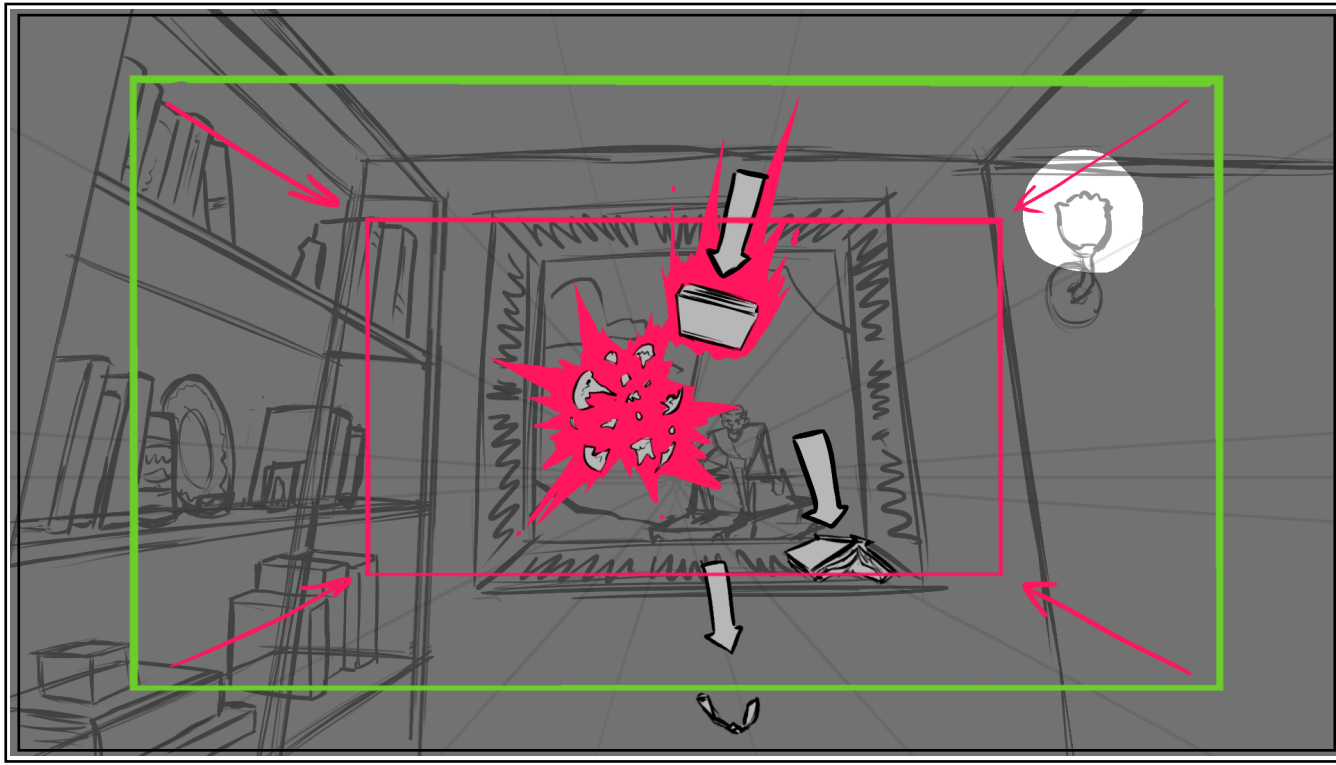
Zoom In Fast

Spoon and Book crash into painting.

Second Possessed Book In

\*Whooshing\*

Dialog



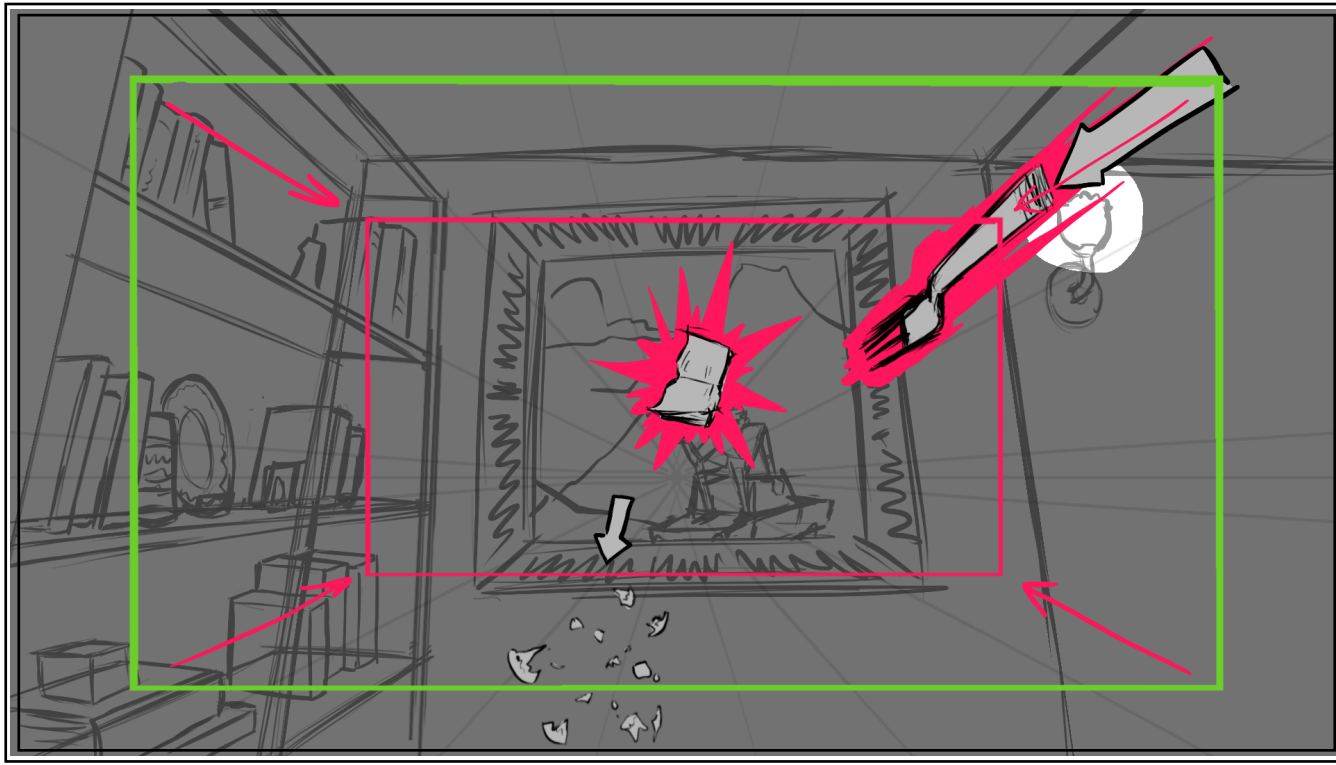
## Action Notes

Spoon and Book fall to ground.

Plate crashes against wall.

\*Whooshing\*

## Dialog



Action Notes

Book crashes into painting.

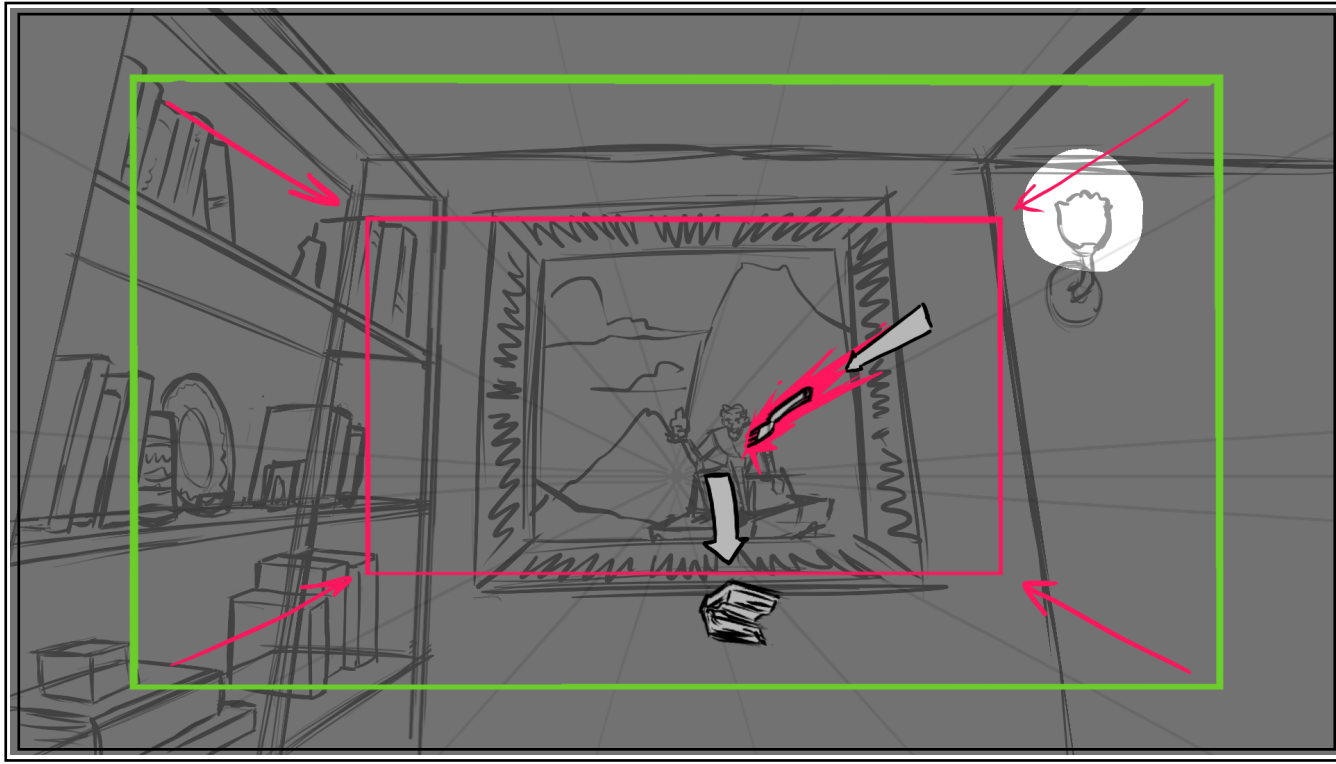
Plate peices fall to ground.

Possessed Fork In

\*Whooshing\*

---

Dialog



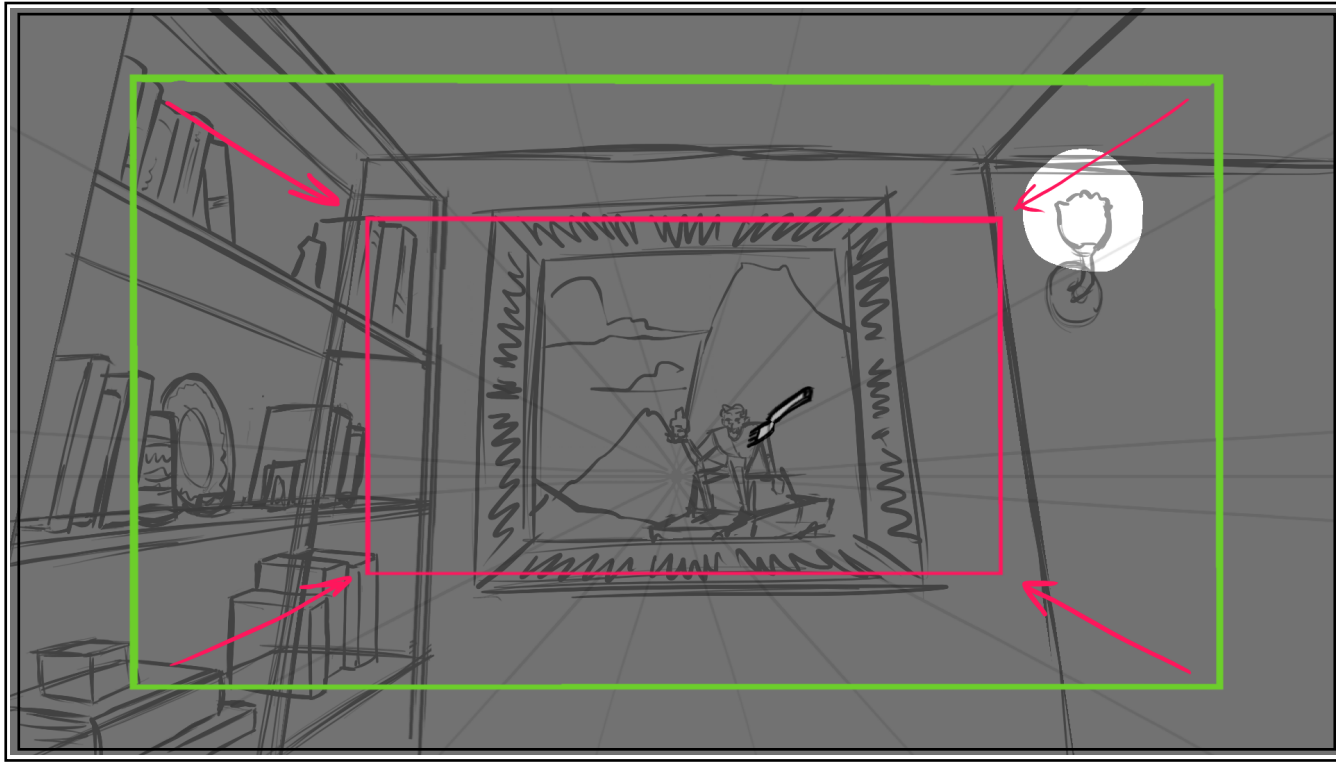
## Action Notes

Fork stabs into painting.

Book falls to ground

---

Dialog

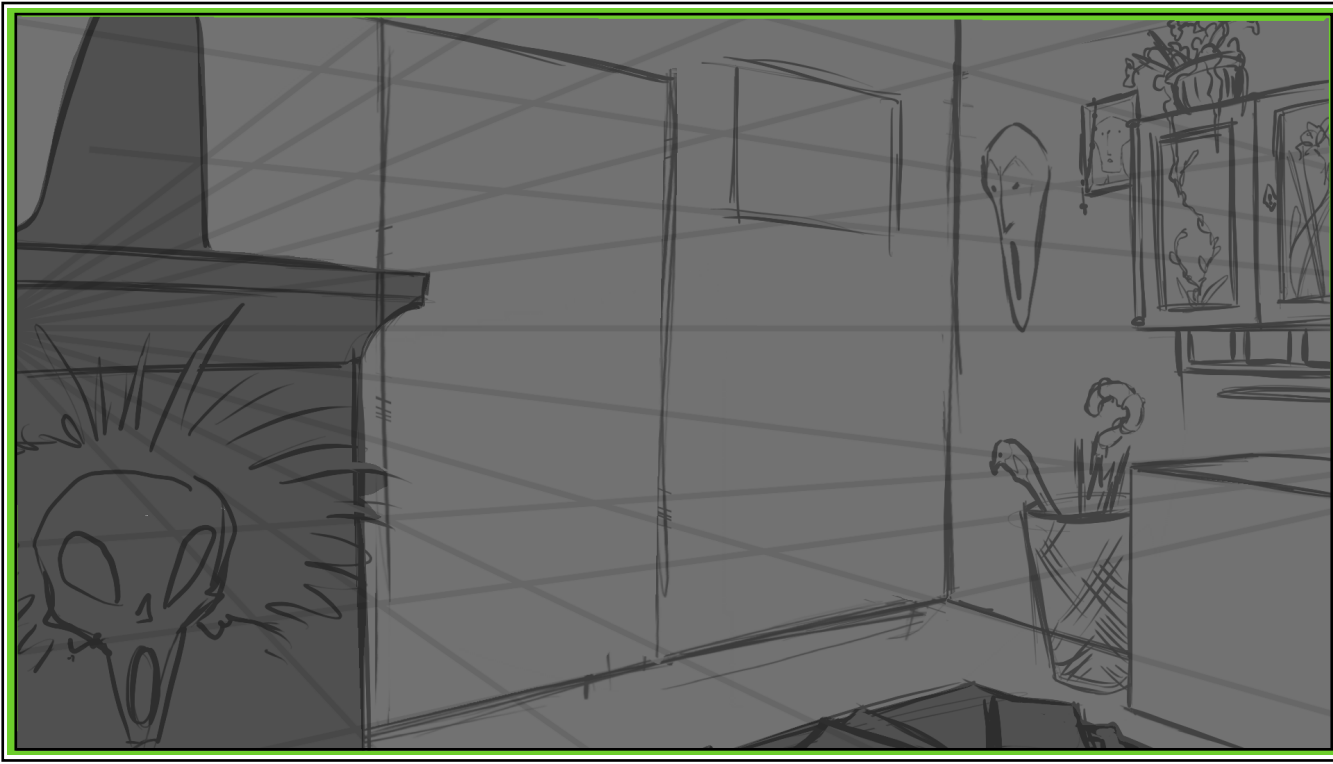


Action Notes

Linger on painting.

---

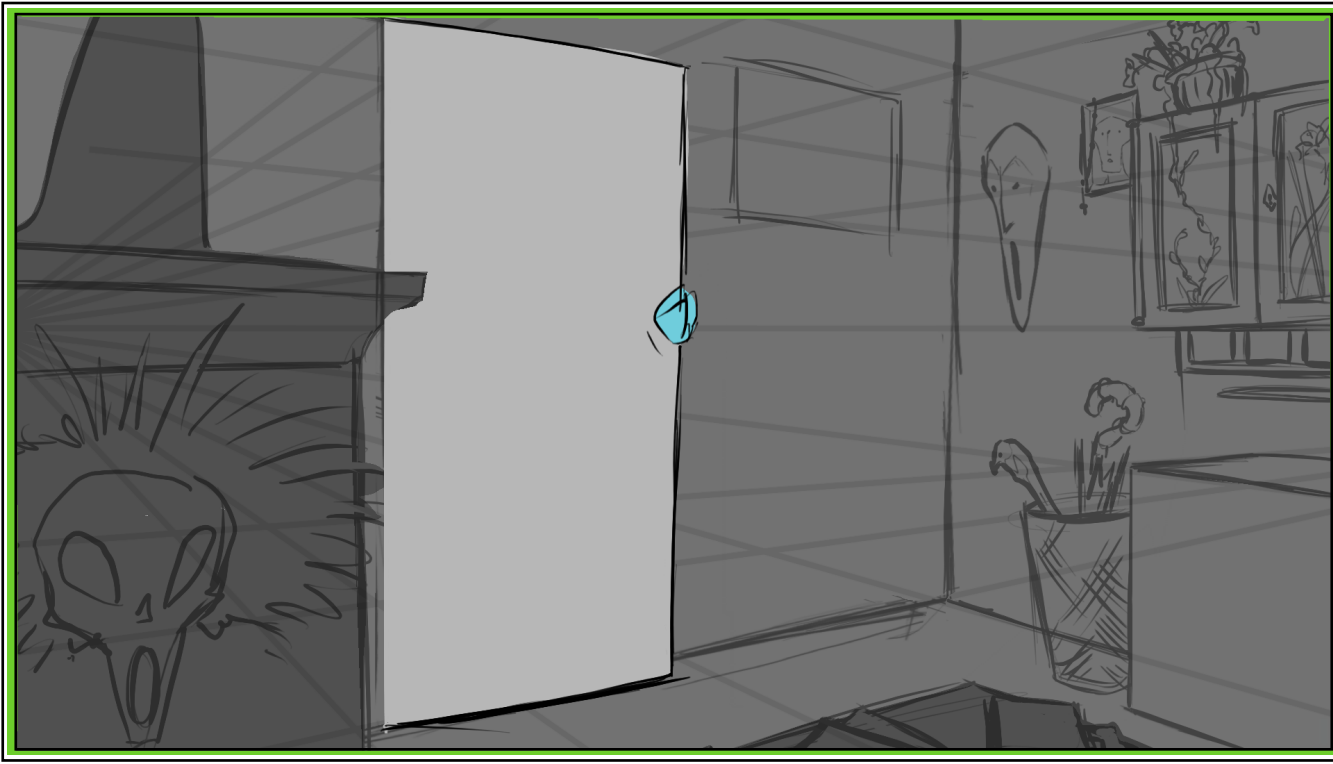
Dialog



Action Notes

---

Dialog



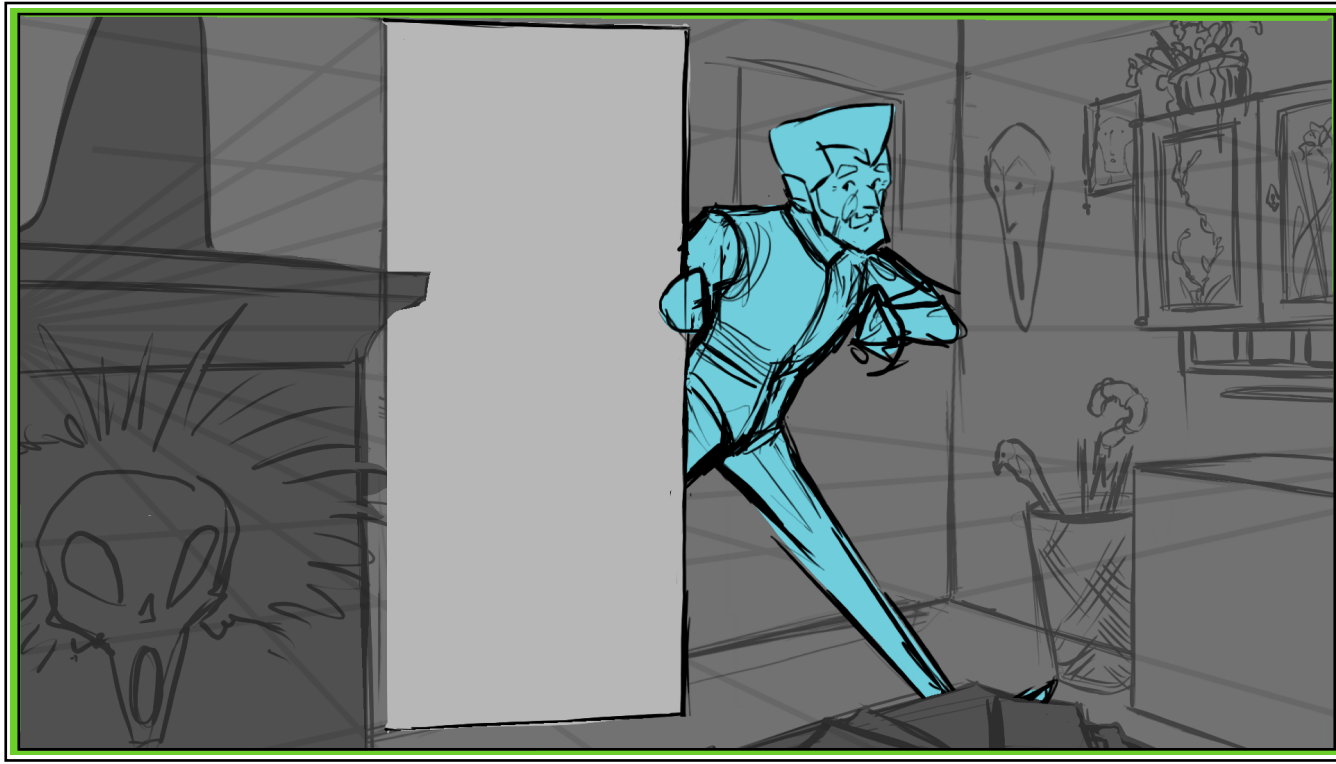
Action Notes

Door Opens

Mr Luna Hand In

---

Dialog



Action Notes

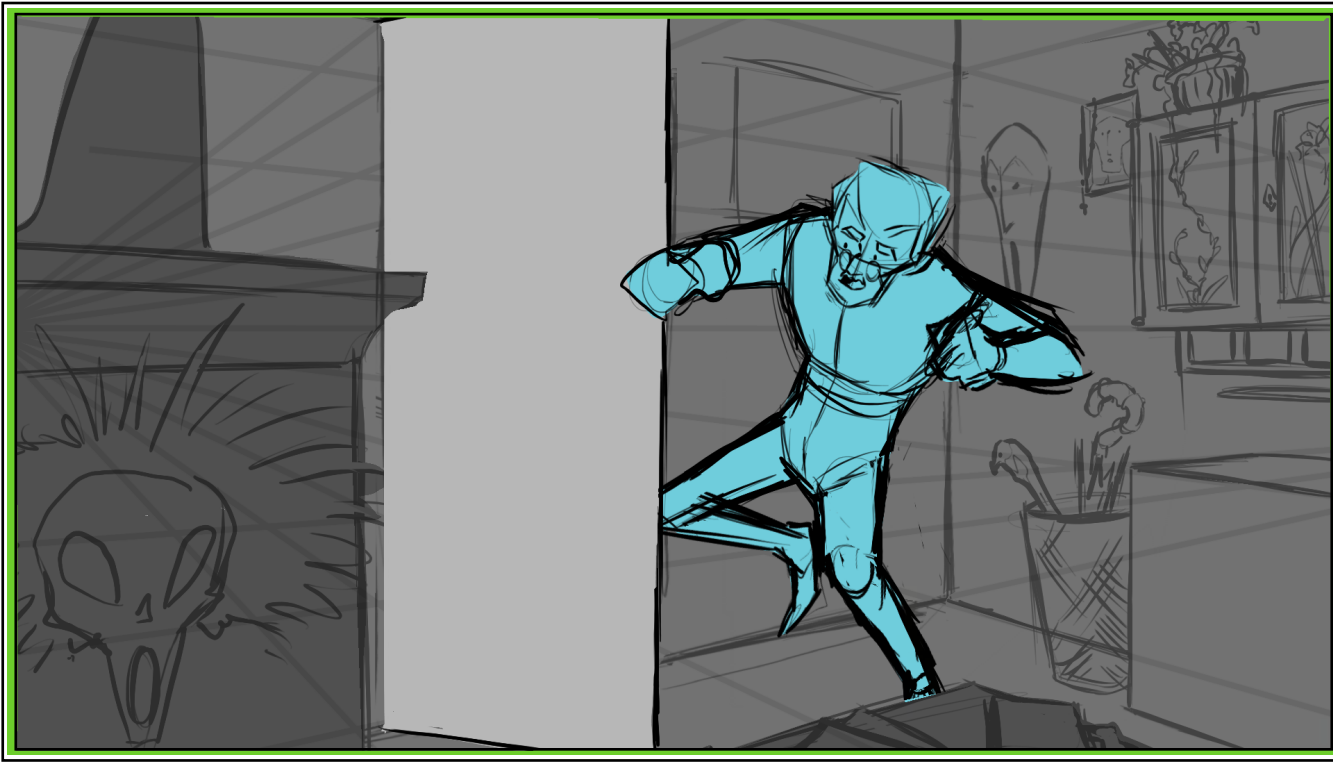
Mr Luna Runs in.

---

Dialog

MR. LUNA (cont.):

\*Panting\*



Action Notes

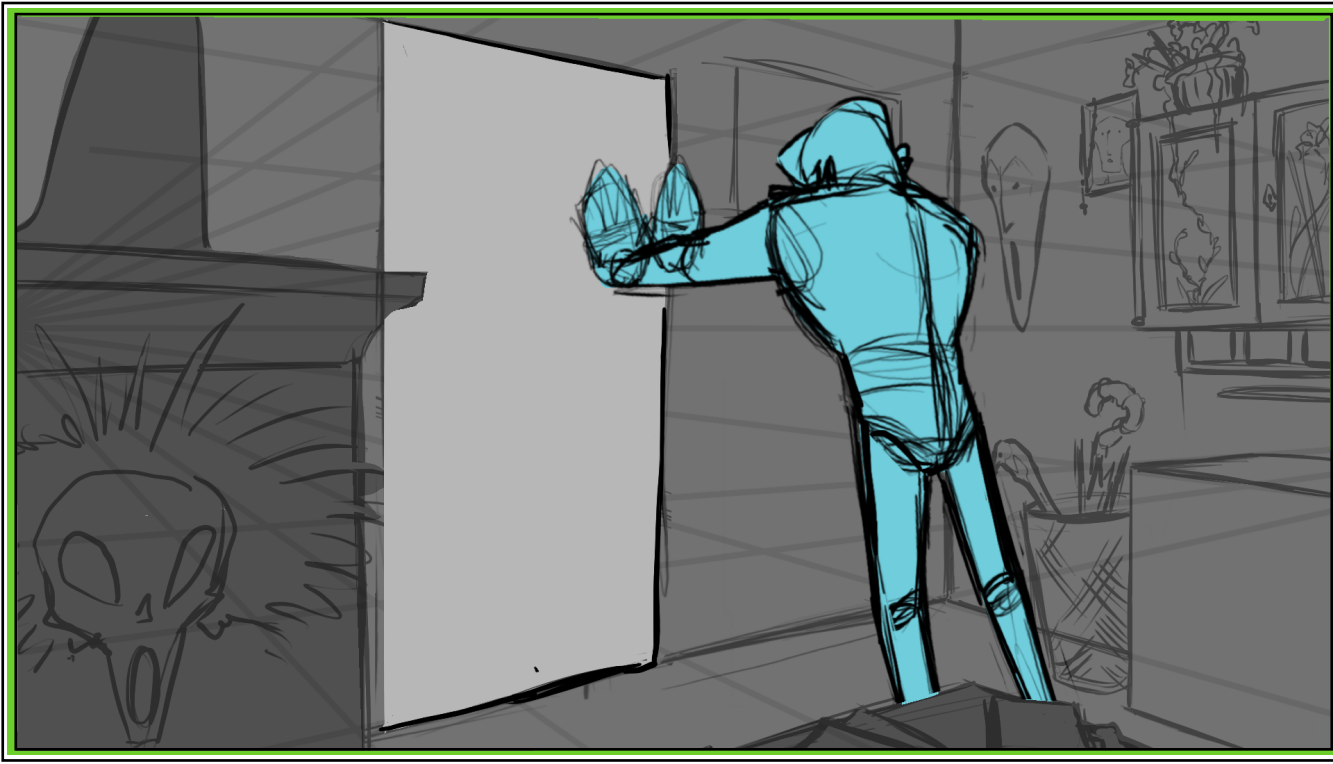
Mr. Luna heel turns to close door.

---

Dialog

MR. LUNA (cont.):

\*Panting\*



Action Notes

Mr. Luna slams door closed.

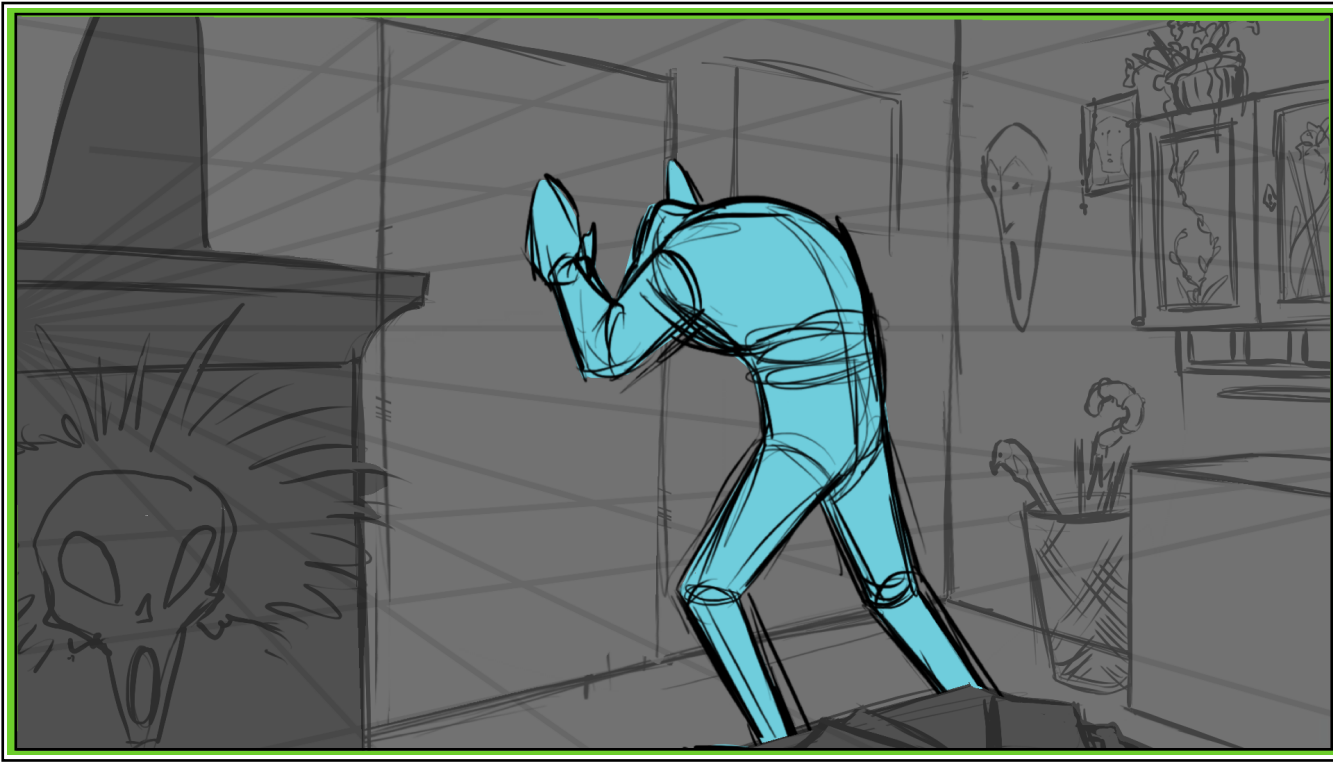
\*Door Slam\*

---

Dialog

MR. LUNA (cont.):

\*Panting\*



Action Notes

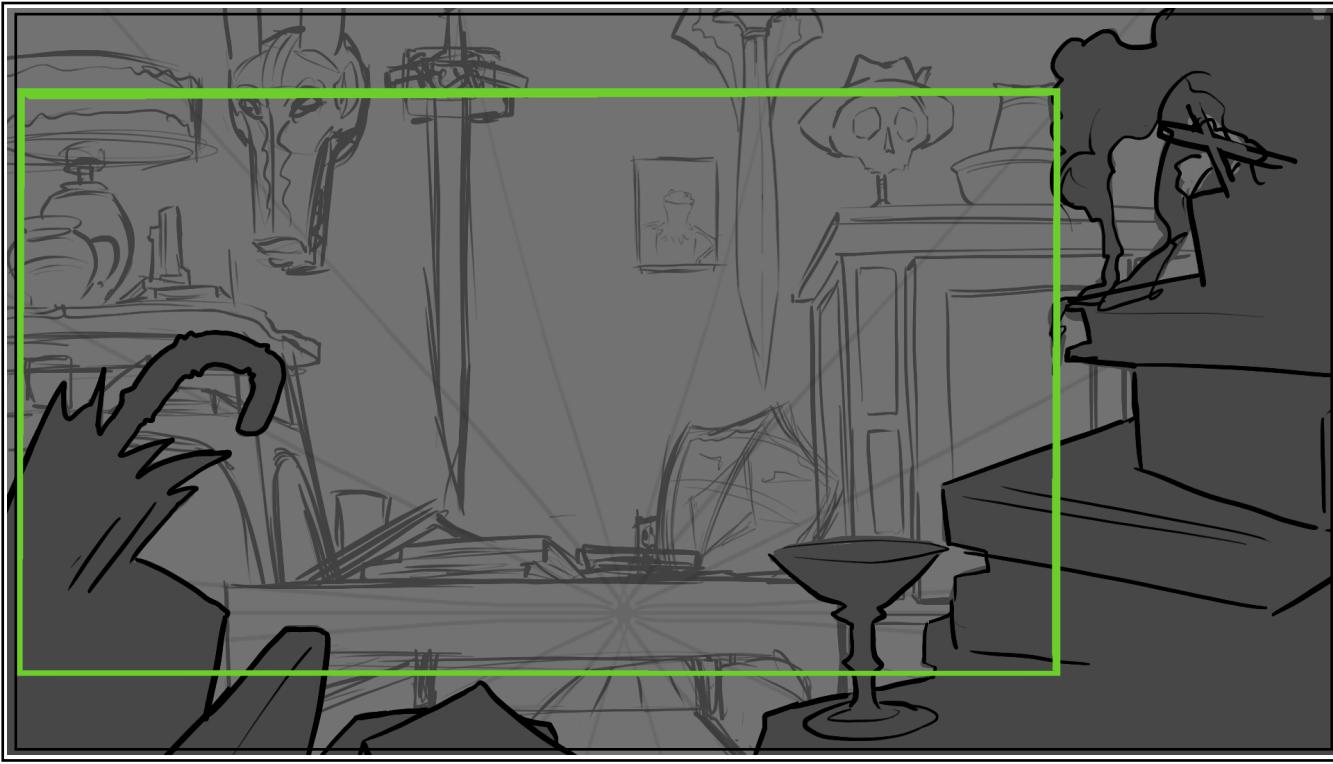
Mr. Luna leans forward exhausted.

---

Dialog

MR. LUNA (cont.):

\*sighs\*



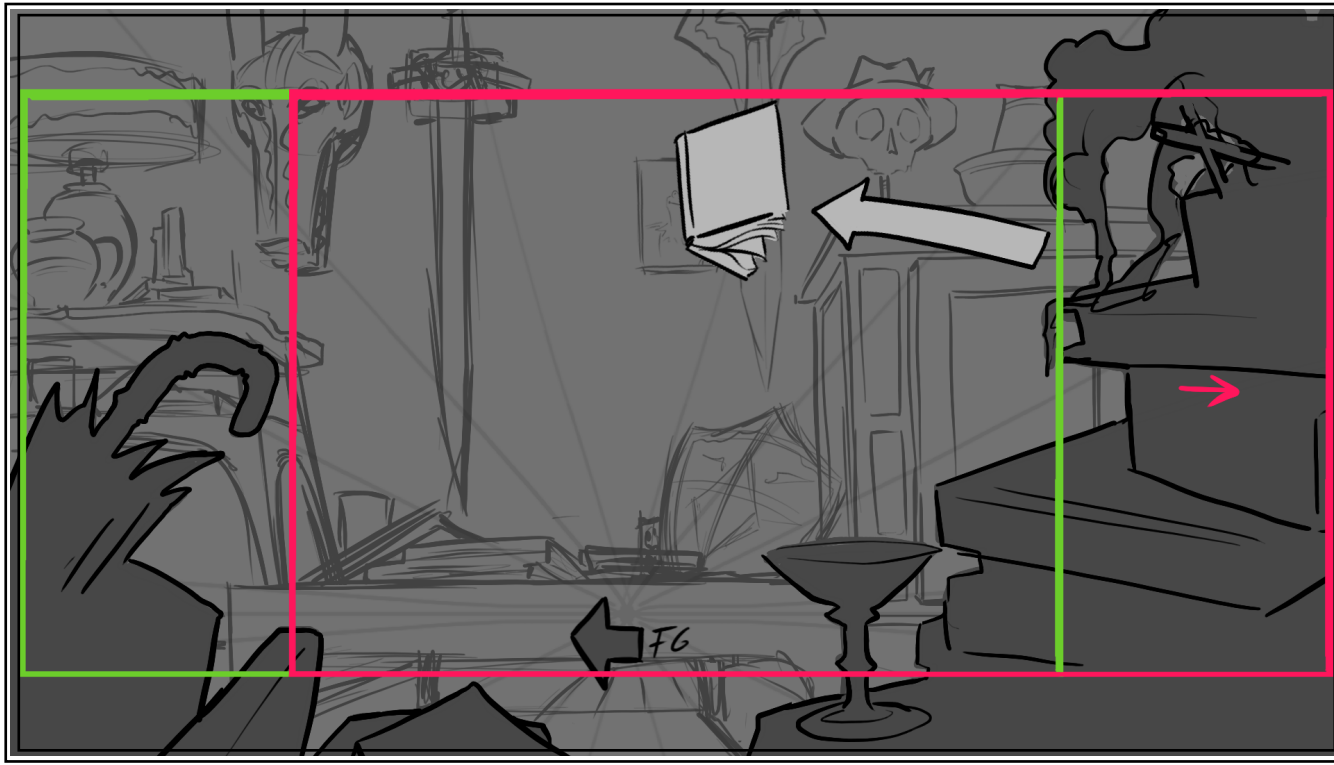
Action Notes

---

Dialog

MR. LUNA (cont. o/s):

It has to be in here.



Action Notes

PAN RIGHT

Book In

PROP - BOOK

---

Dialog

MR. LUNA (cont. o/s):

What am I supposed-



Action Notes

BOOK EXIT O/S LEFT

Cat Statue In

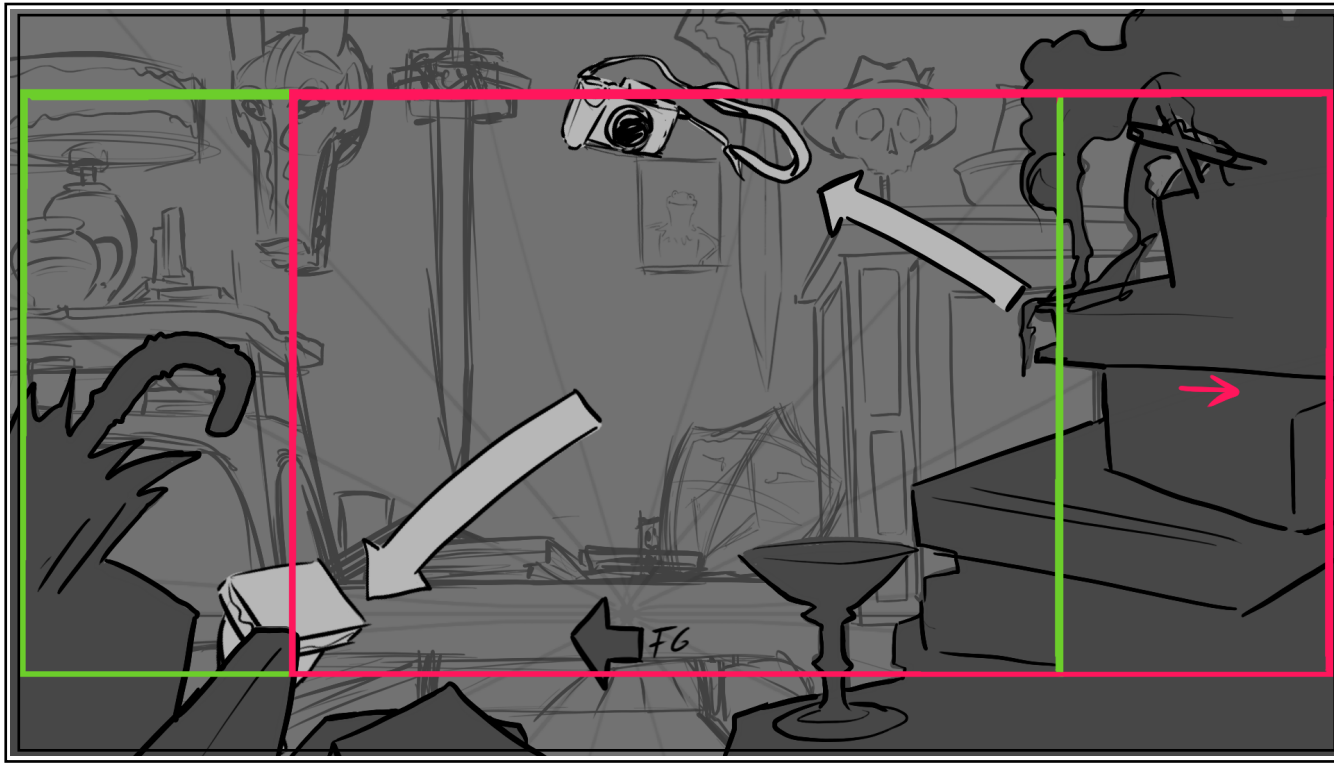
PROP - CAT STATUE

---

Dialog

MR. LUNA (cont. o/s):

To say?



Action Notes

CAT STATUE EXIT O/S LEFT

Old Camera In

PROP - OLD CAMERA

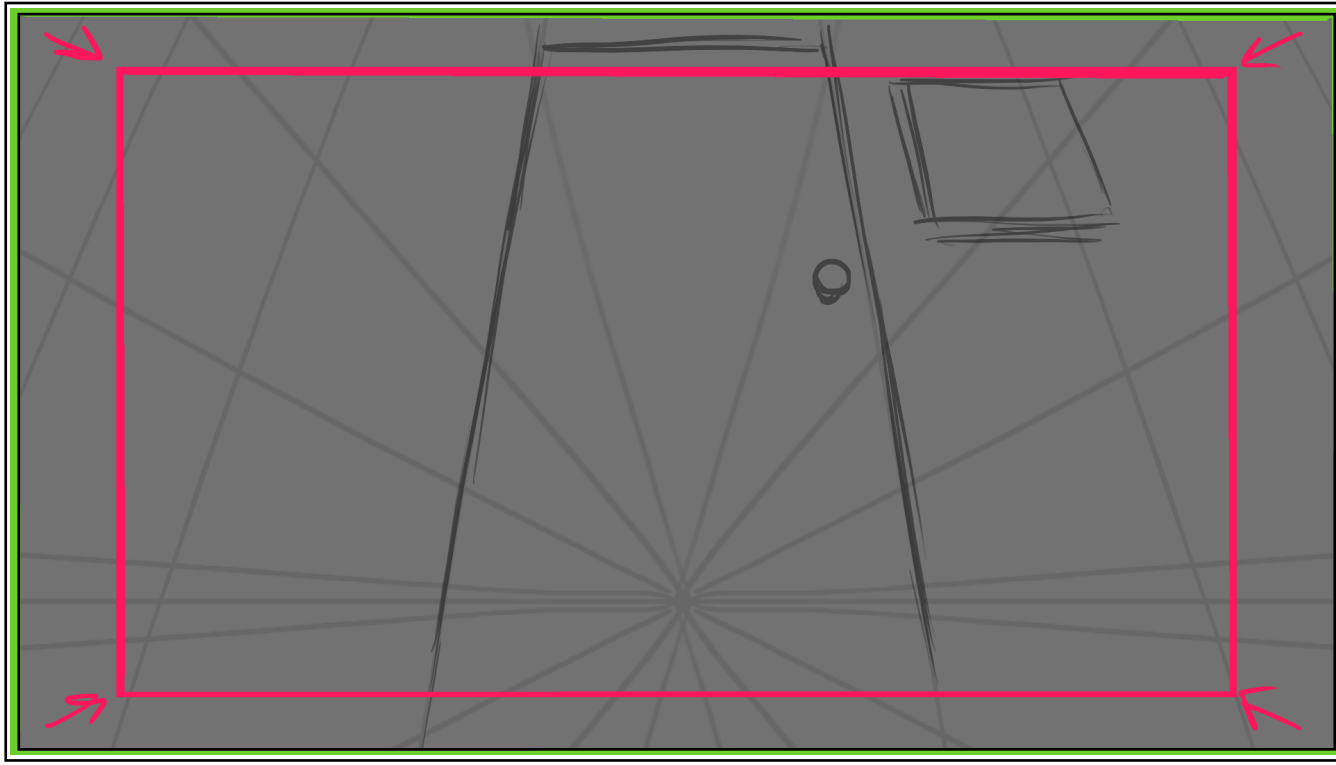
Dialog

MR. LUNA (cont. o/s):

Siempre?

Scene 010

Panel 01



Action Notes

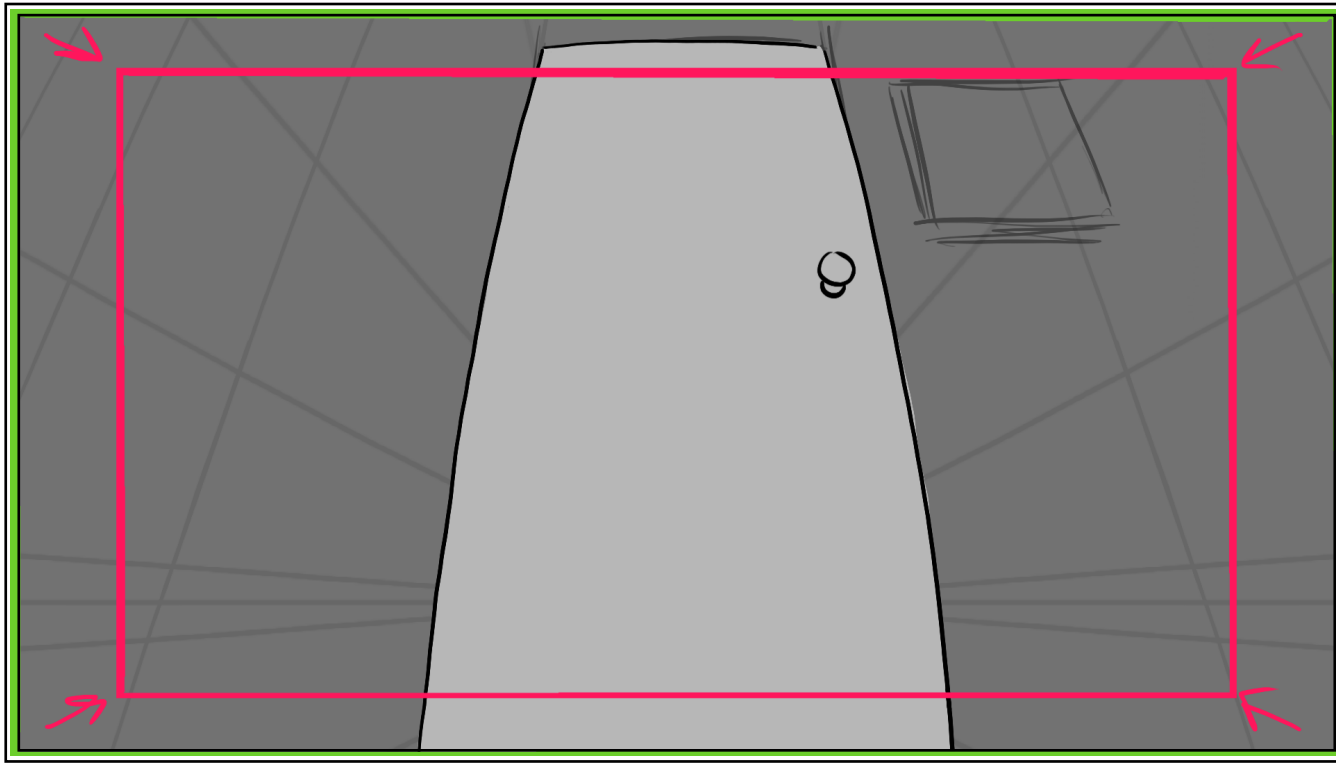
SLOW DOLLY IN

---

Dialog

Scene 010

Panel 02



Action Notes

Door strains as its hit.

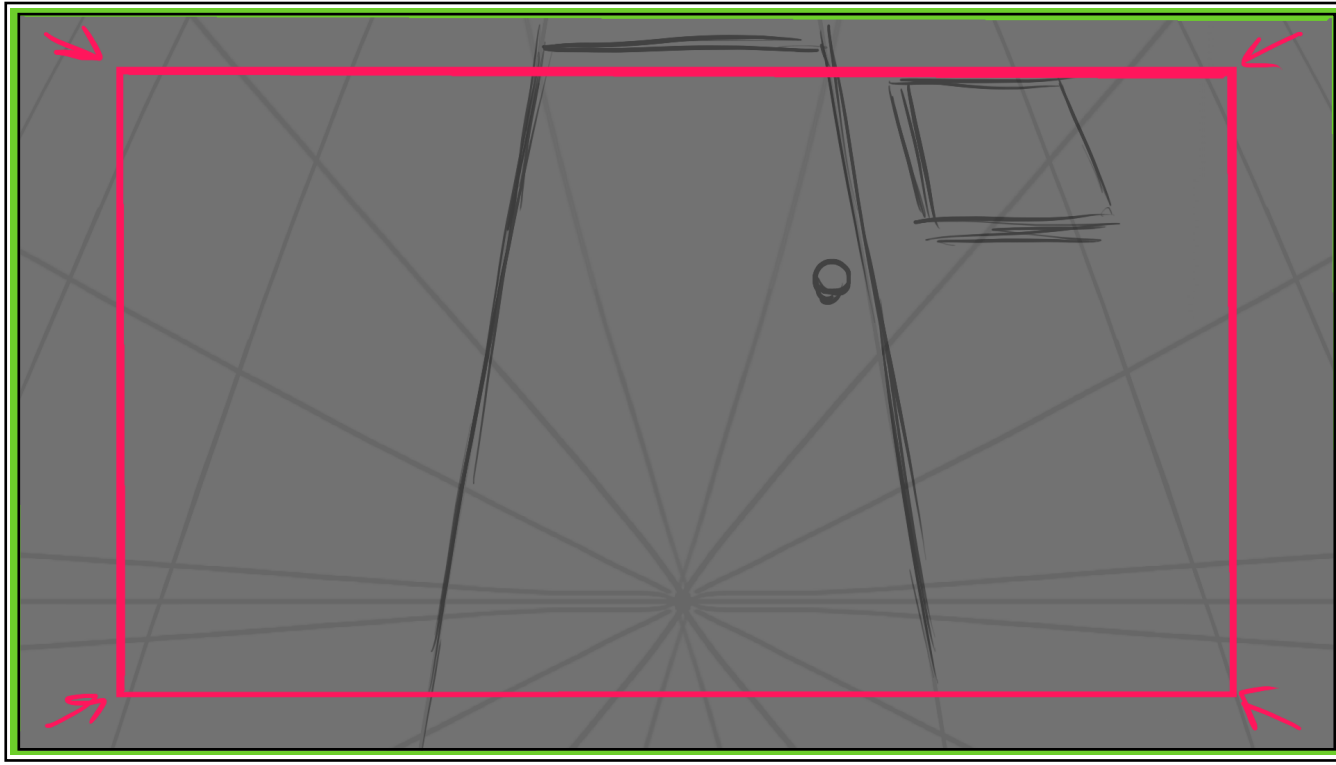
\*Banging on door\*

---

Dialog

Scene 010

Panel 03



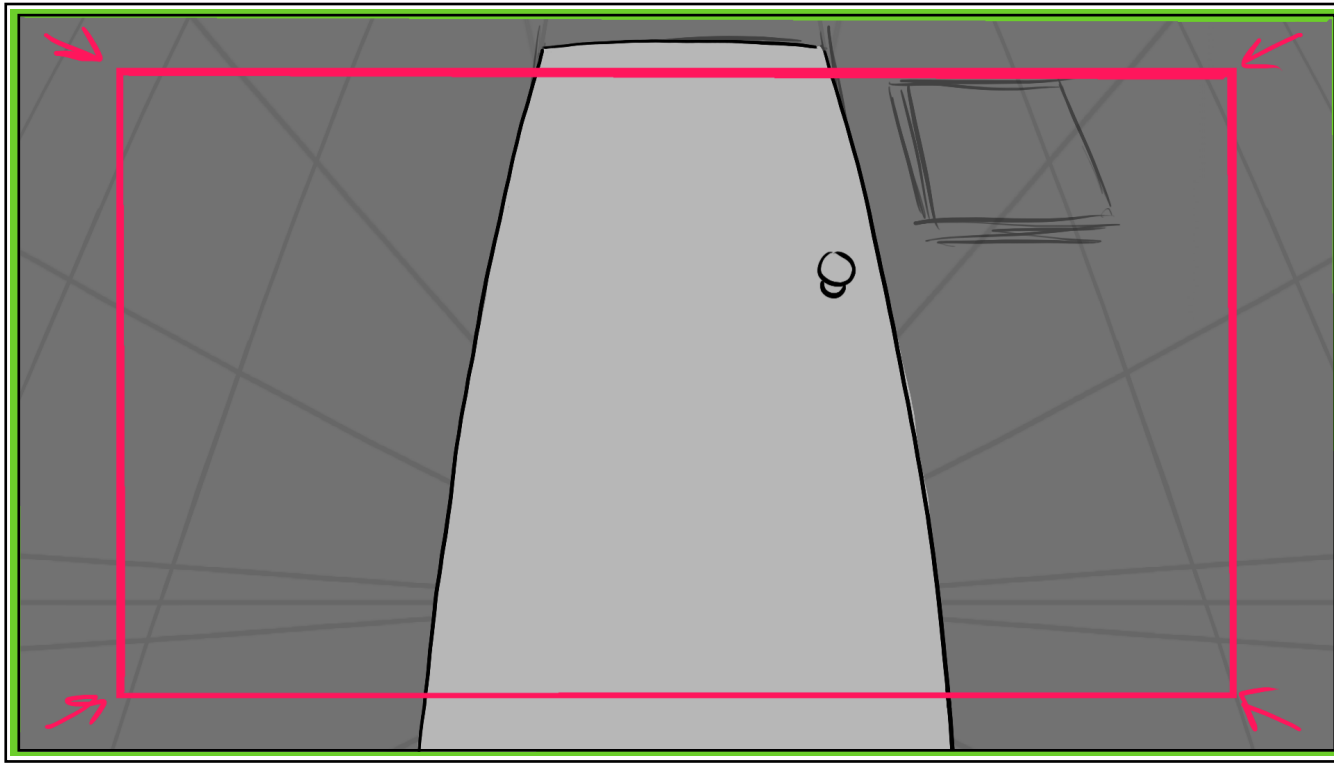
Action Notes

---

Dialog

Scene 010

Panel 04



Action Notes

Door strains as its hit.

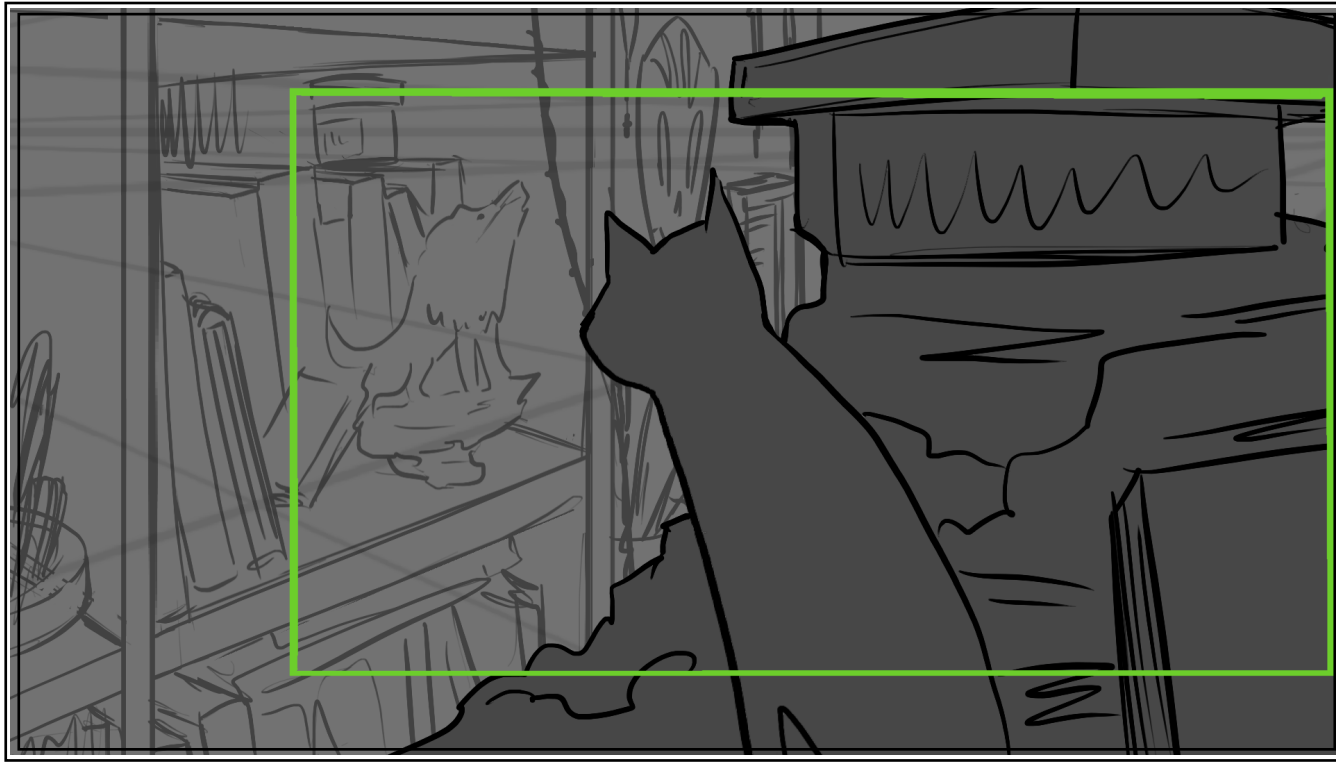
\*Banging on door\*

---

Dialog

Scene 011

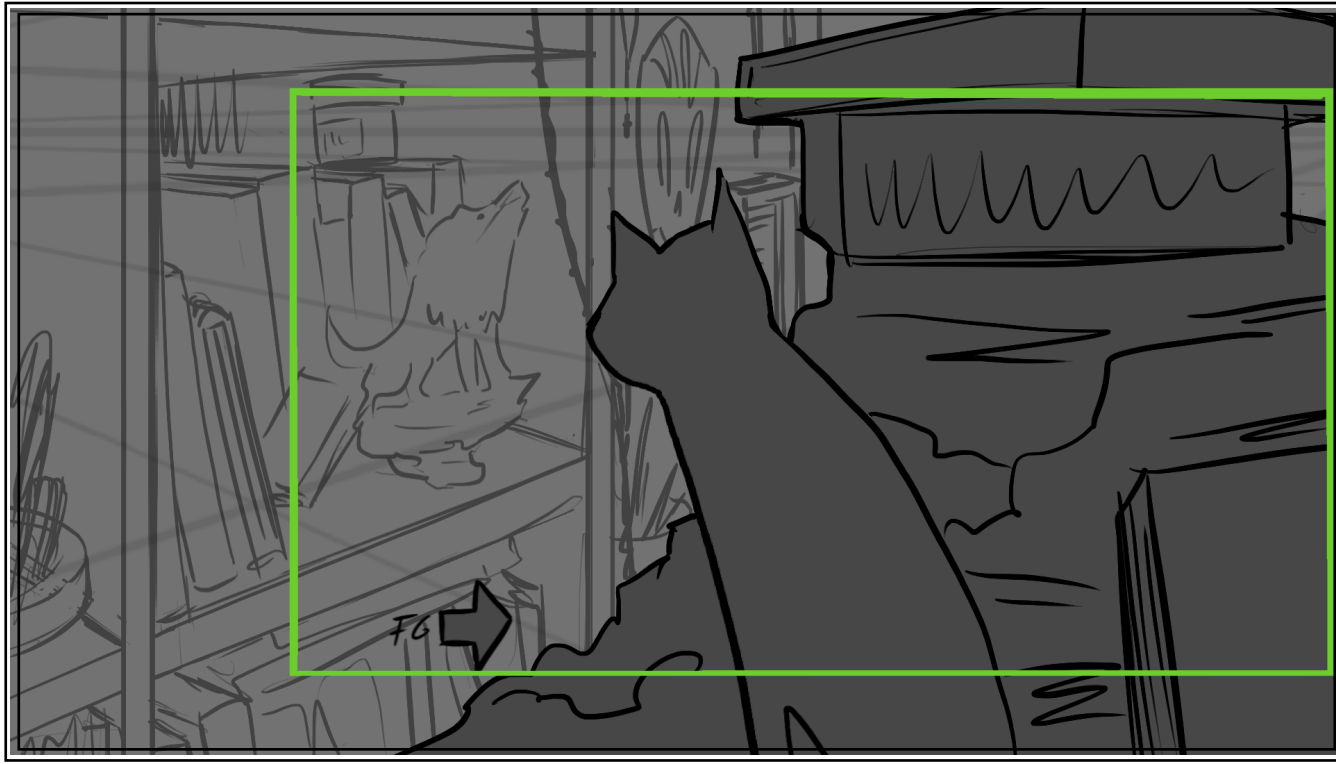
Panel 01



Action Notes

---

Dialog



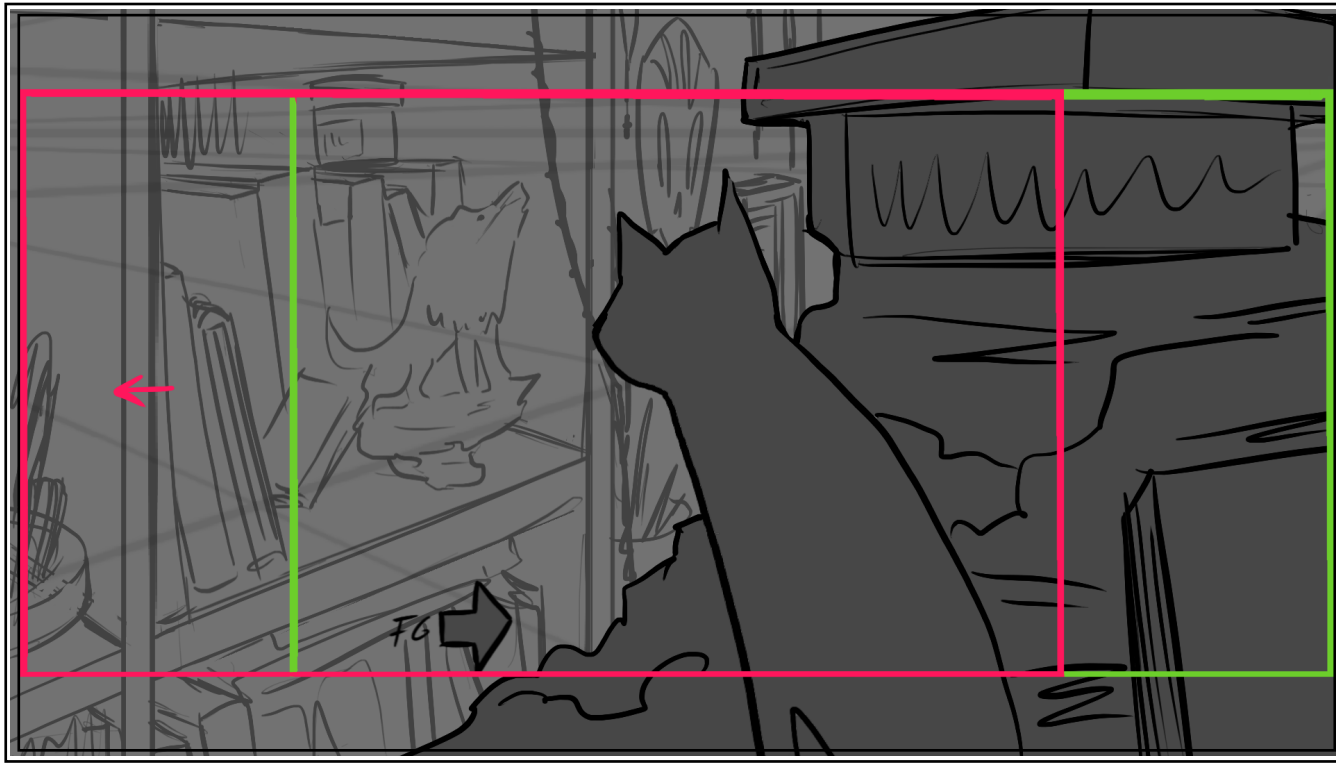
Action Notes

---

Dialog

MR. LUNA (cont. o/s):

Was it even a coin?



Action Notes

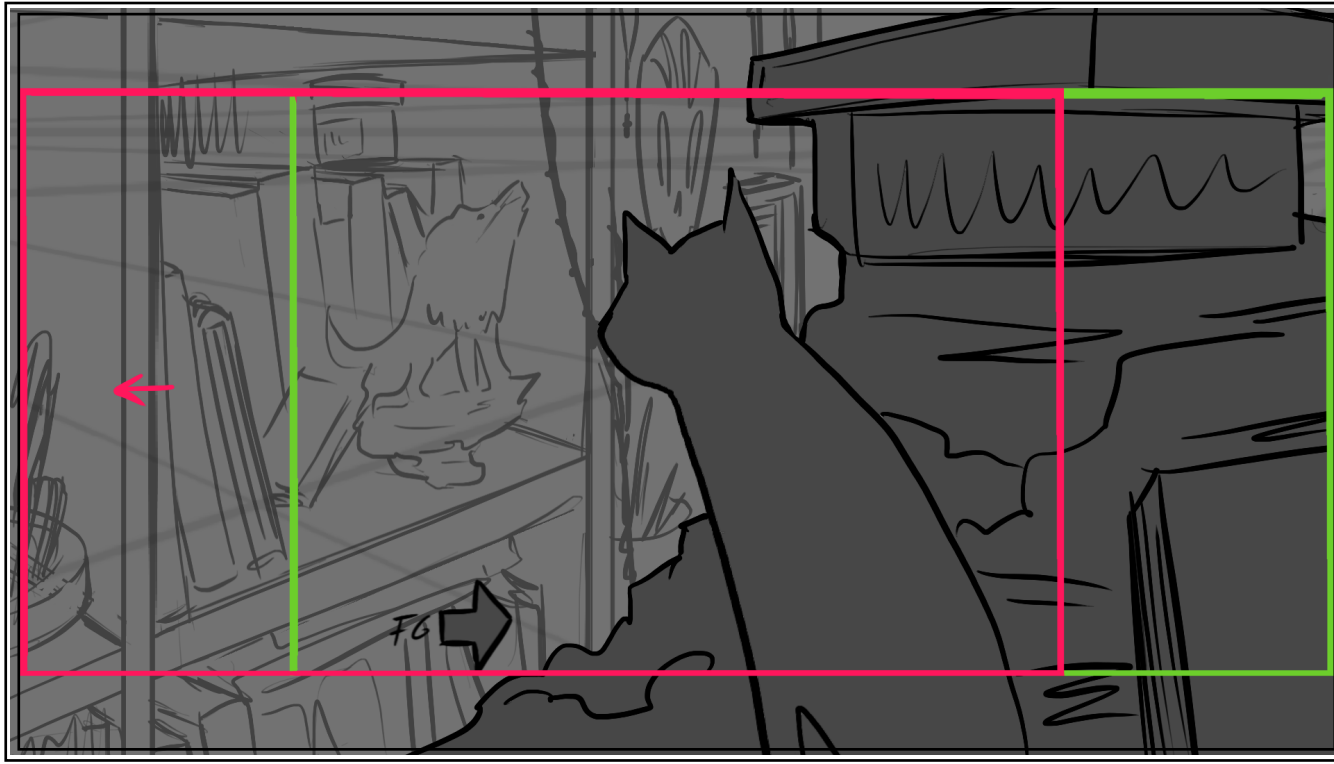
PAN RIGHT

---

Dialog

MR. LUNA (cont. o/s):

Maybe a necklace?

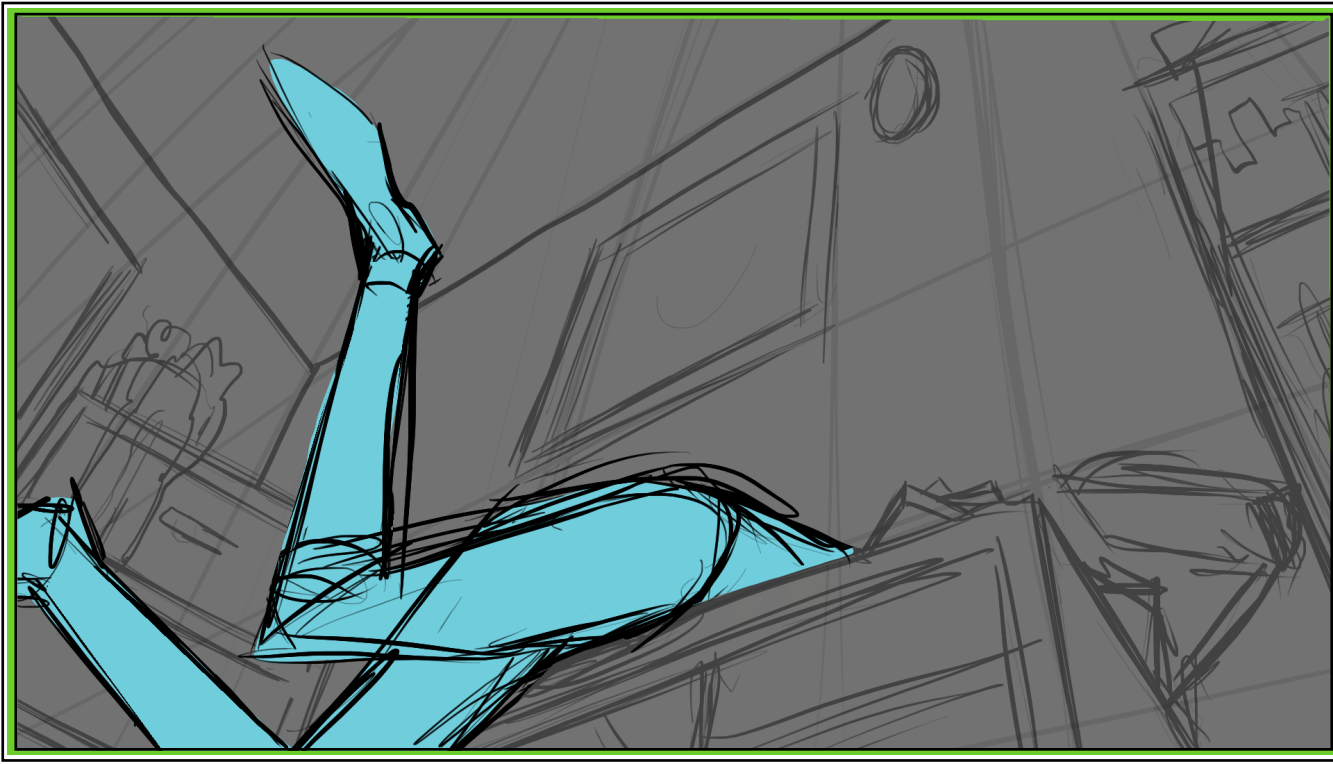


Action Notes

Dialog

MR. LUNA (cont. o/s):

Ah! Yes!



Action Notes

Mr. Luna leans over desk.

---

Dialog

MR. LUNA (cont.):

Finally!



Action Notes

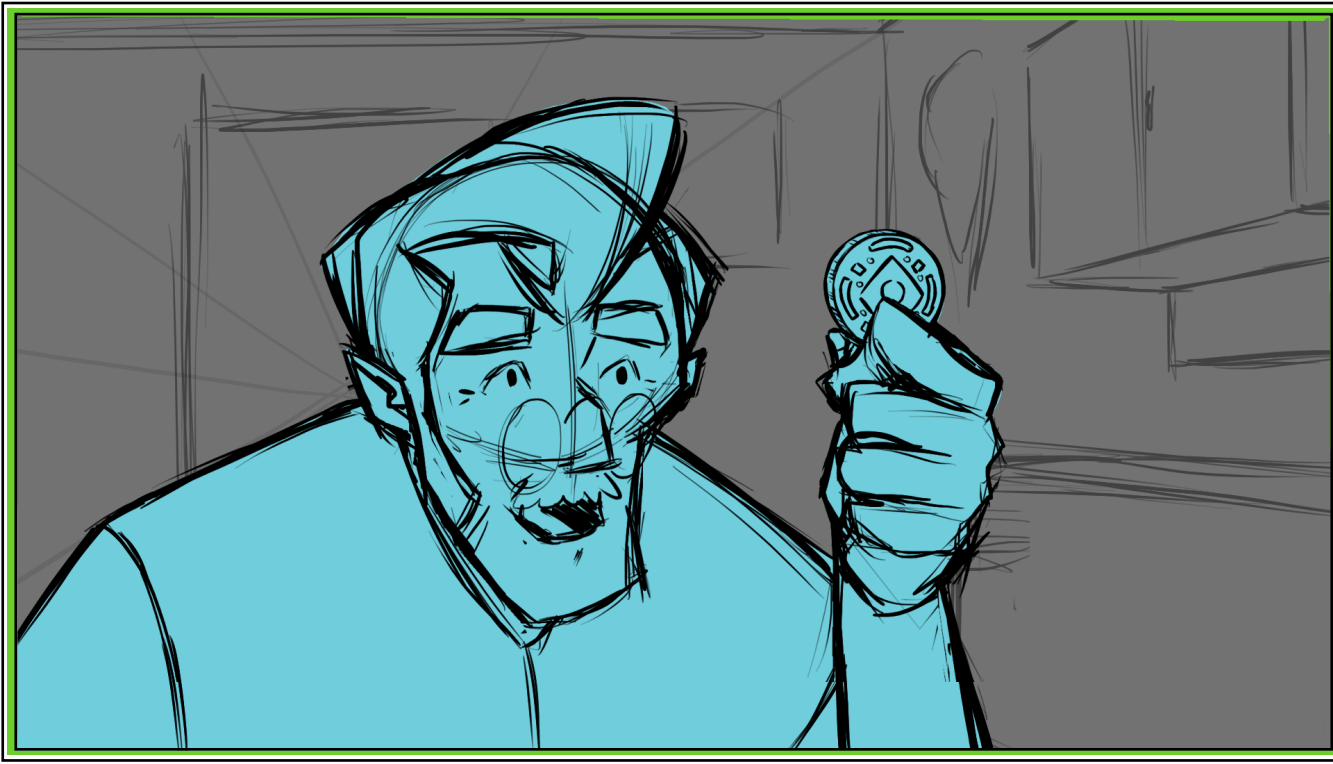
Mr. Luna stand up. Holding up coin.

PROP - COIN OF Estraño

---

Dialog

MR. LUNA (cont.):



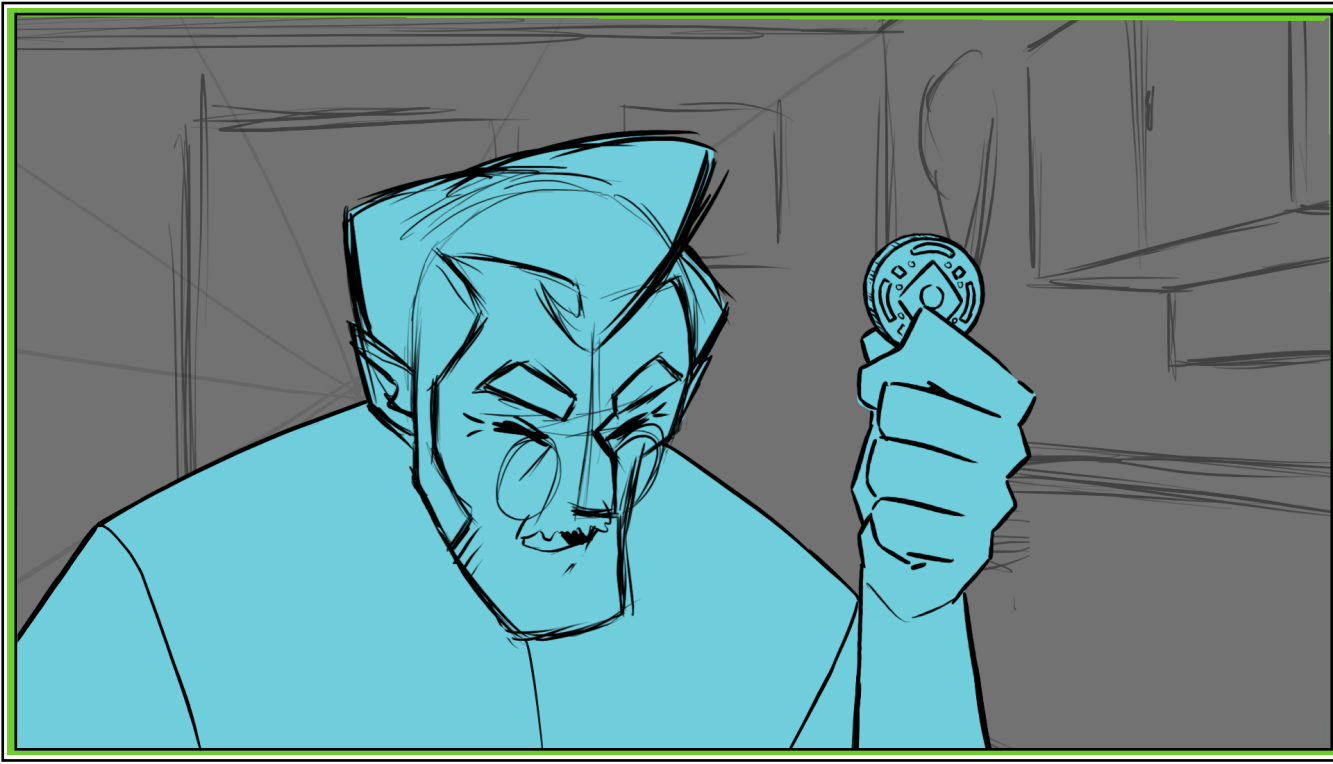
Action Notes

---

Dialog

MR. LUNA (cont.):

Now to end this!



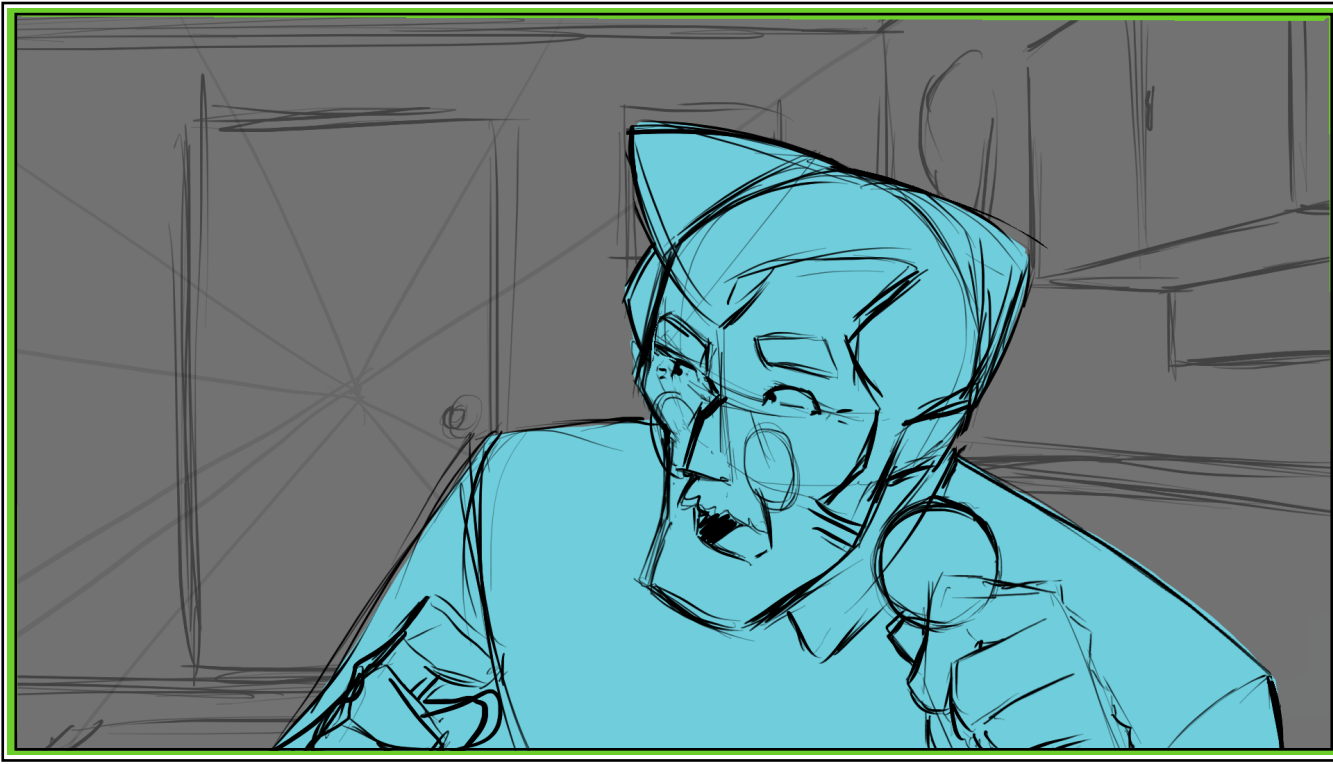
Action Notes

---

Dialog

MR. LUNA (cont.):

ADE-



Action Notes

Mr. Luna turns to door.

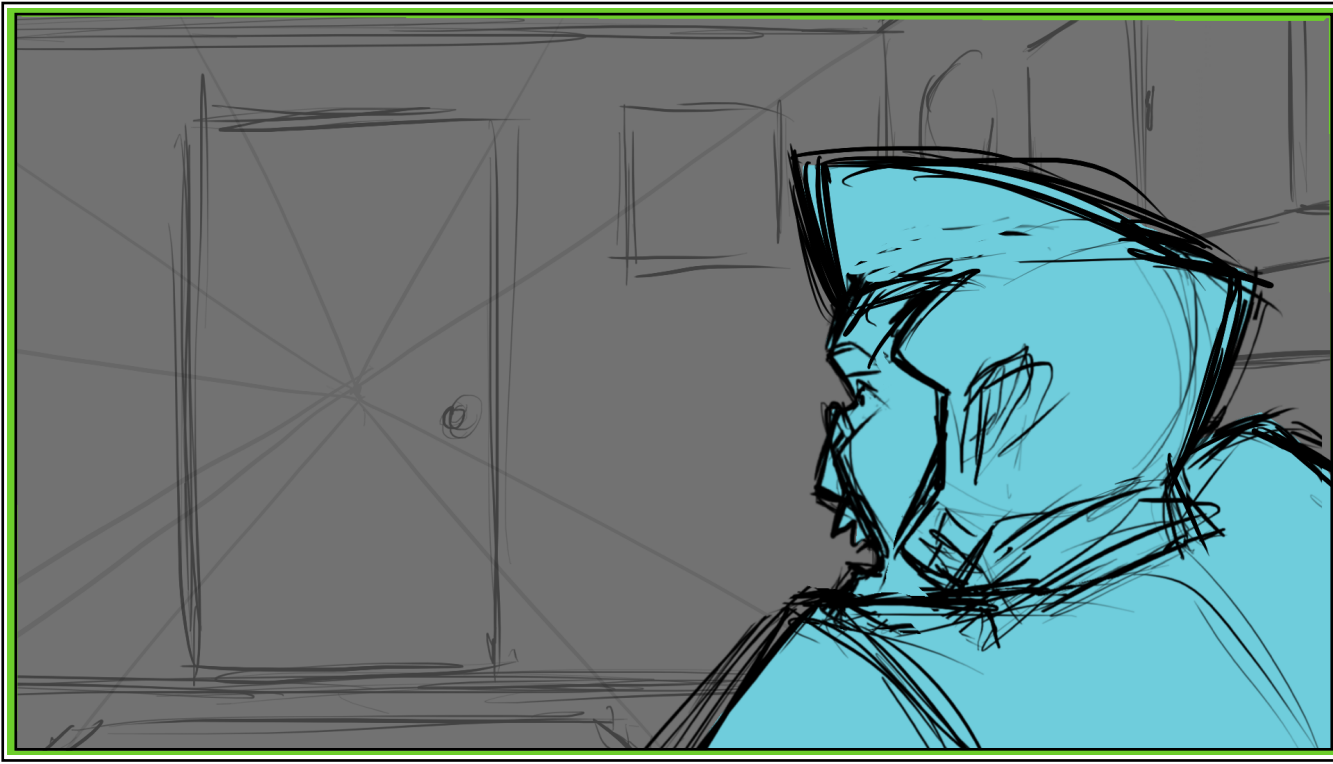
\*SHREIK O/S\*

---

Dialog

MR. LUNA (cont.):

-LA-



Action Notes

Mr. Luna turns to door.

---

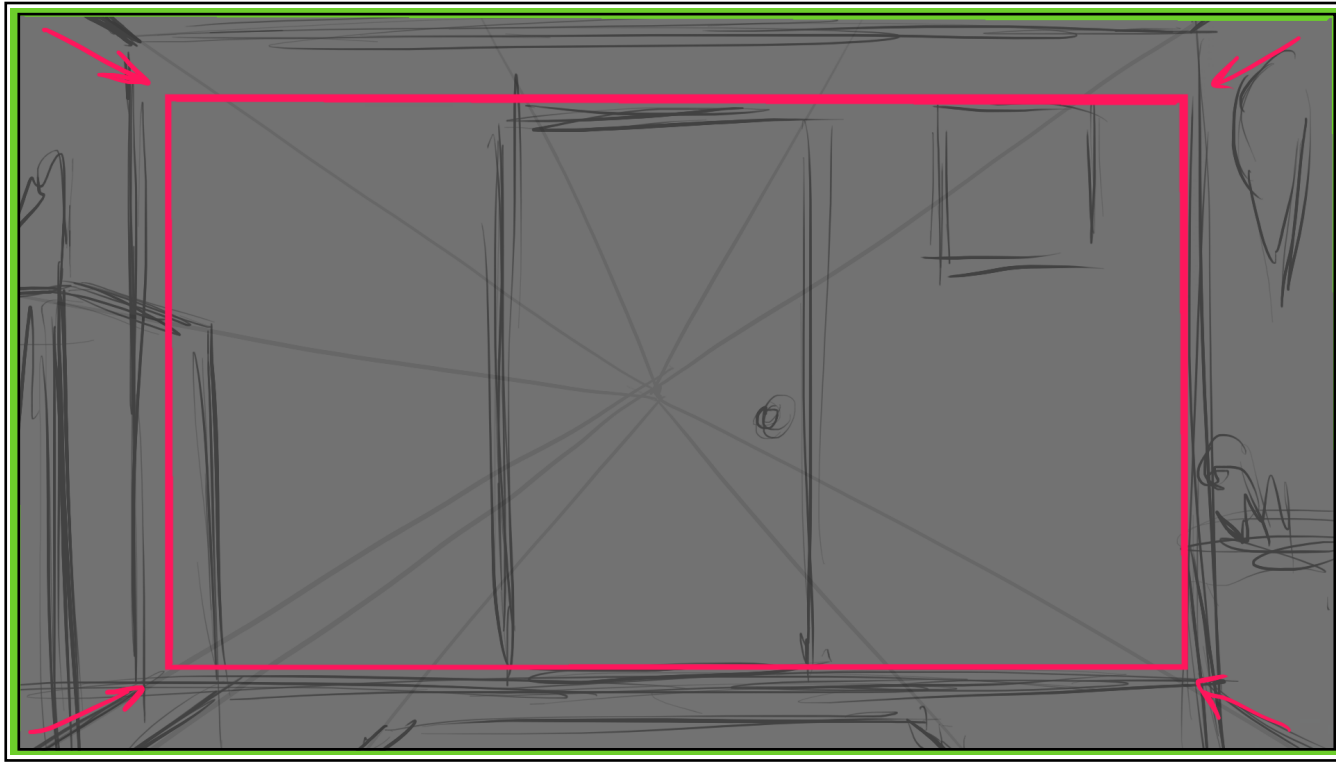
Dialog

MR. LUNA (cont.):

AH!

Scene 013

Panel 05

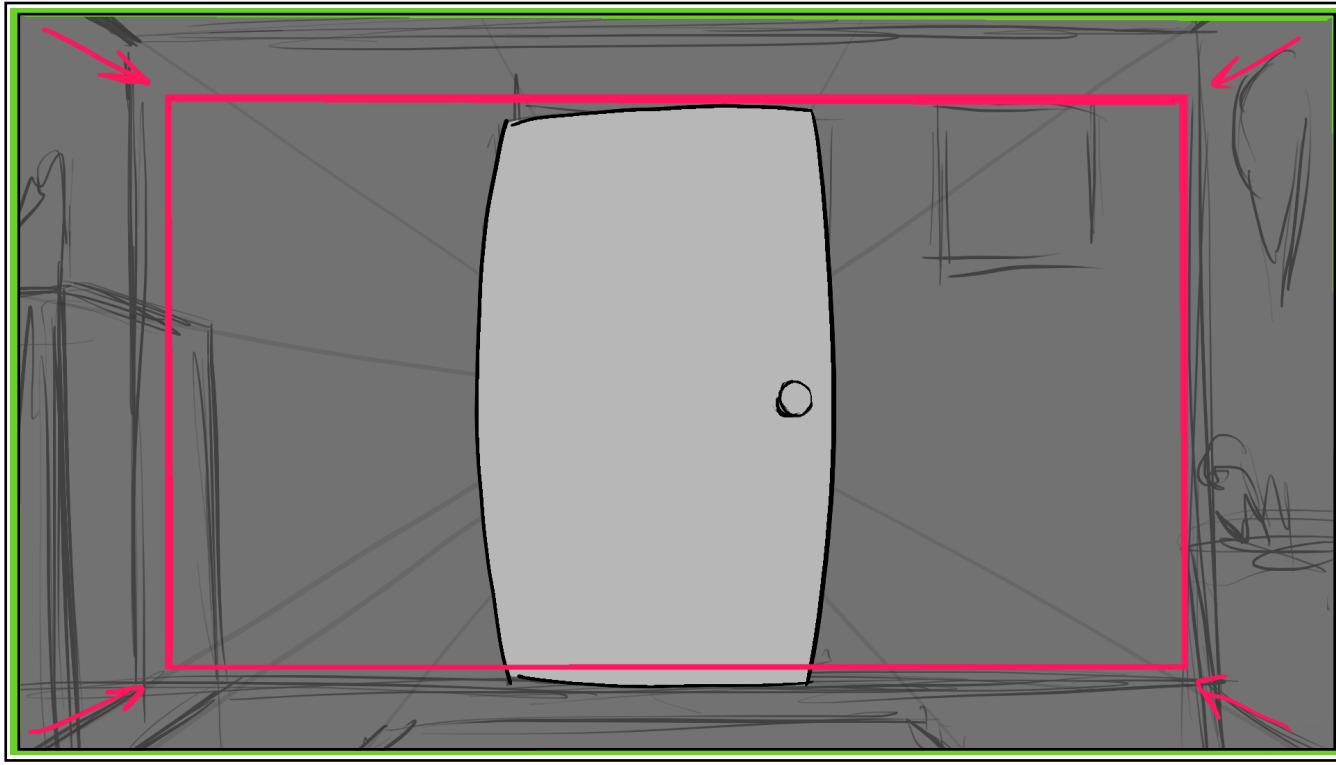


Action Notes

DOLLY IN

---

Dialog



Action Notes

Door strains as its hit.

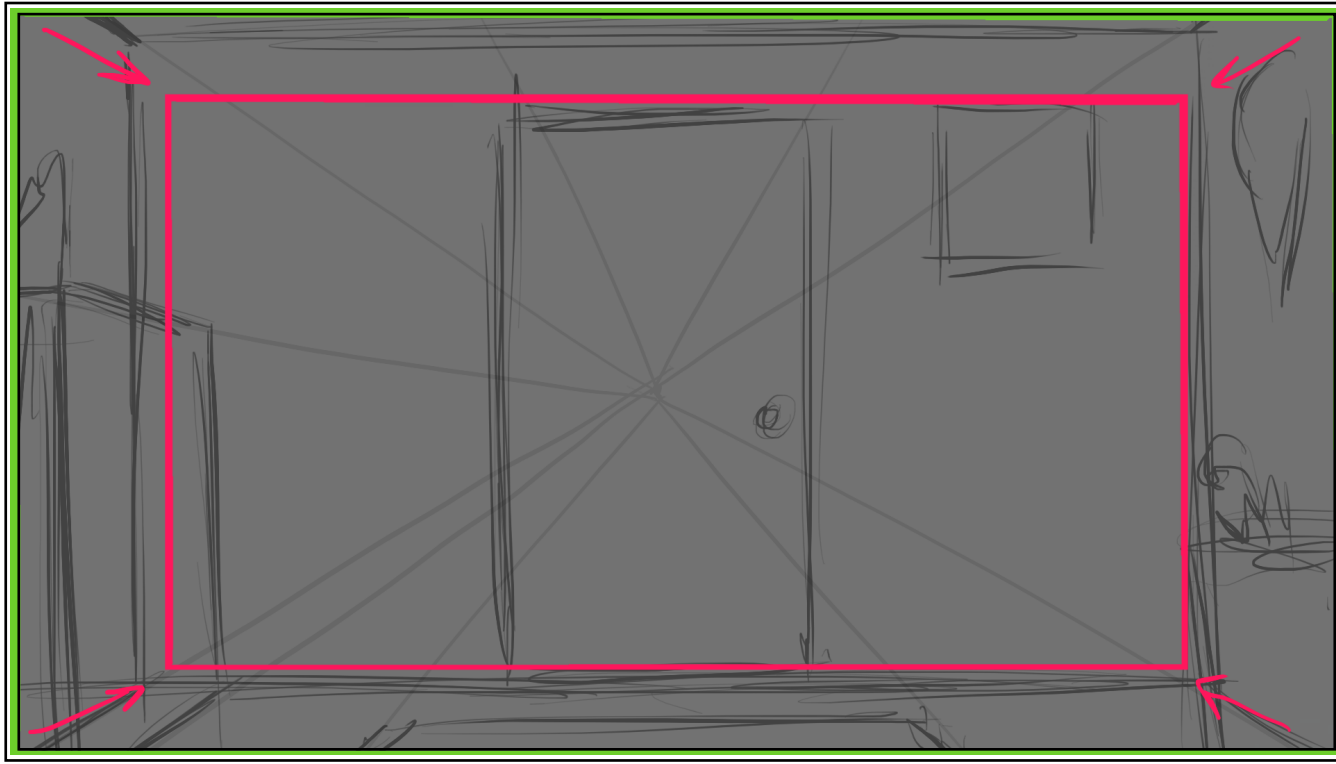
\*Banging on door\*

---

Dialog

Scene 013

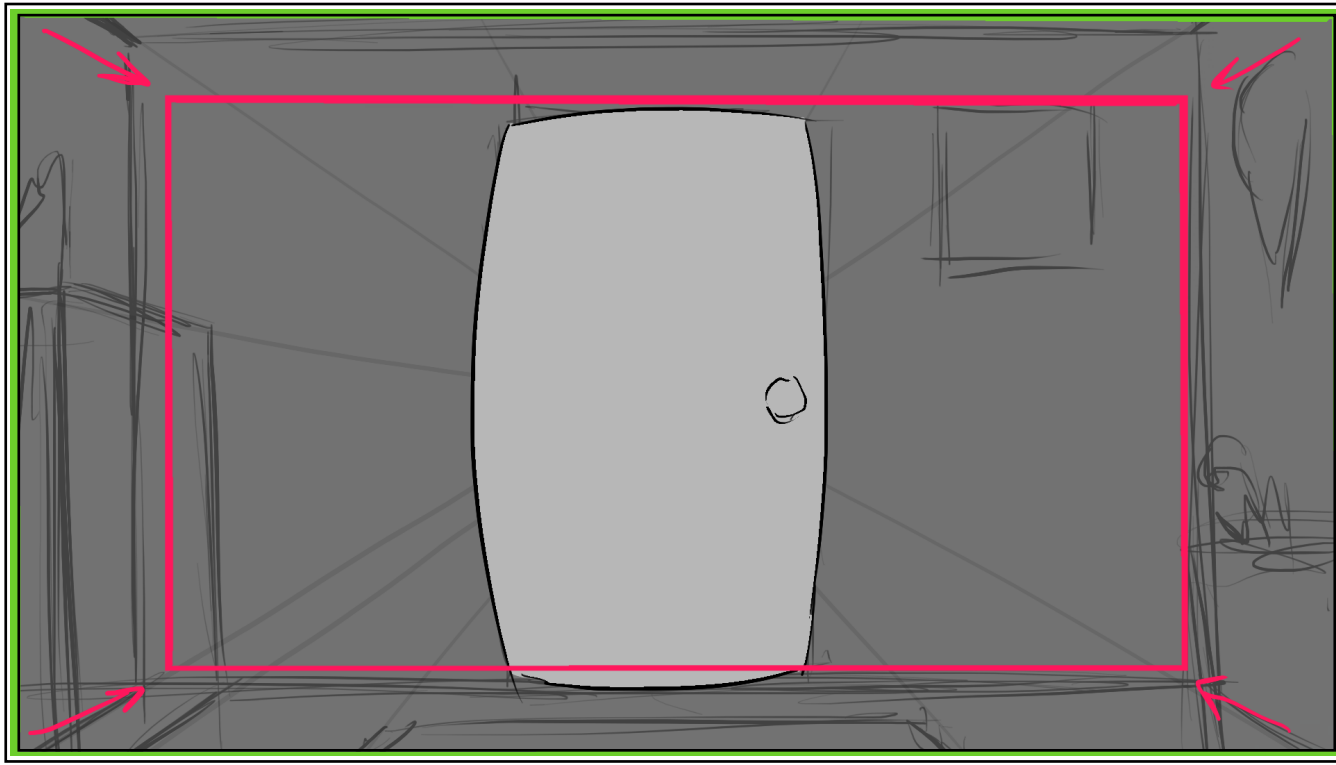
Panel 07



Action Notes

---

Dialog



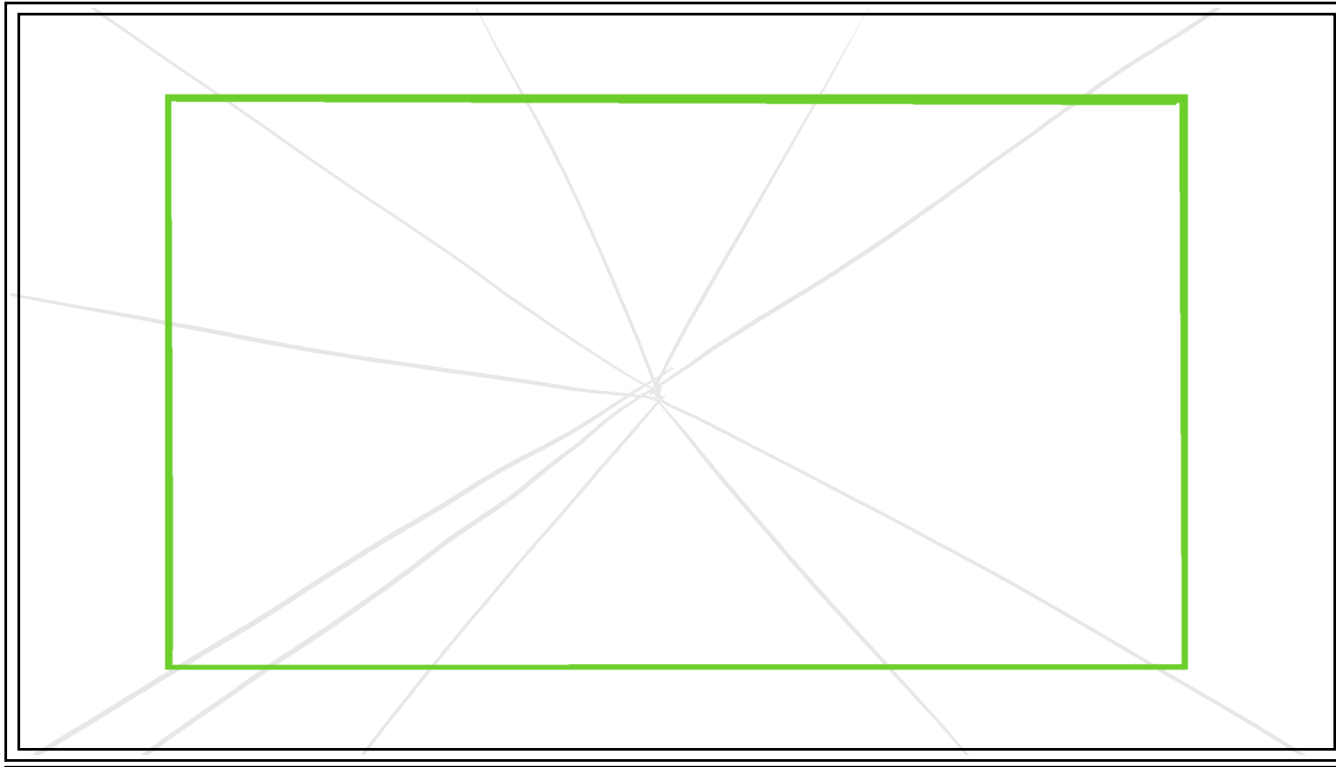
Action Notes

Door strains as its hit.

\*Banging on door\*

---

Dialog

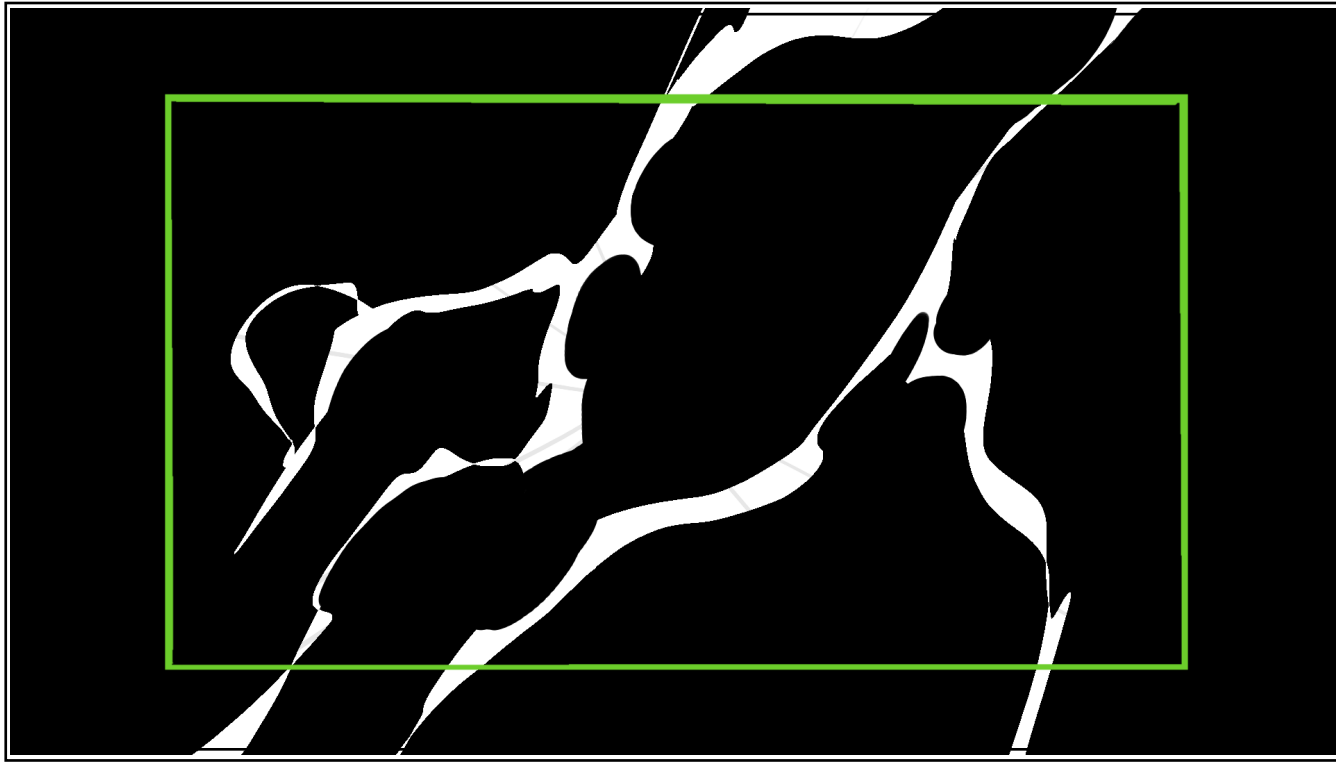


Action Notes

\*DOOR OPENS WITH A BANG\*

---

Dialog

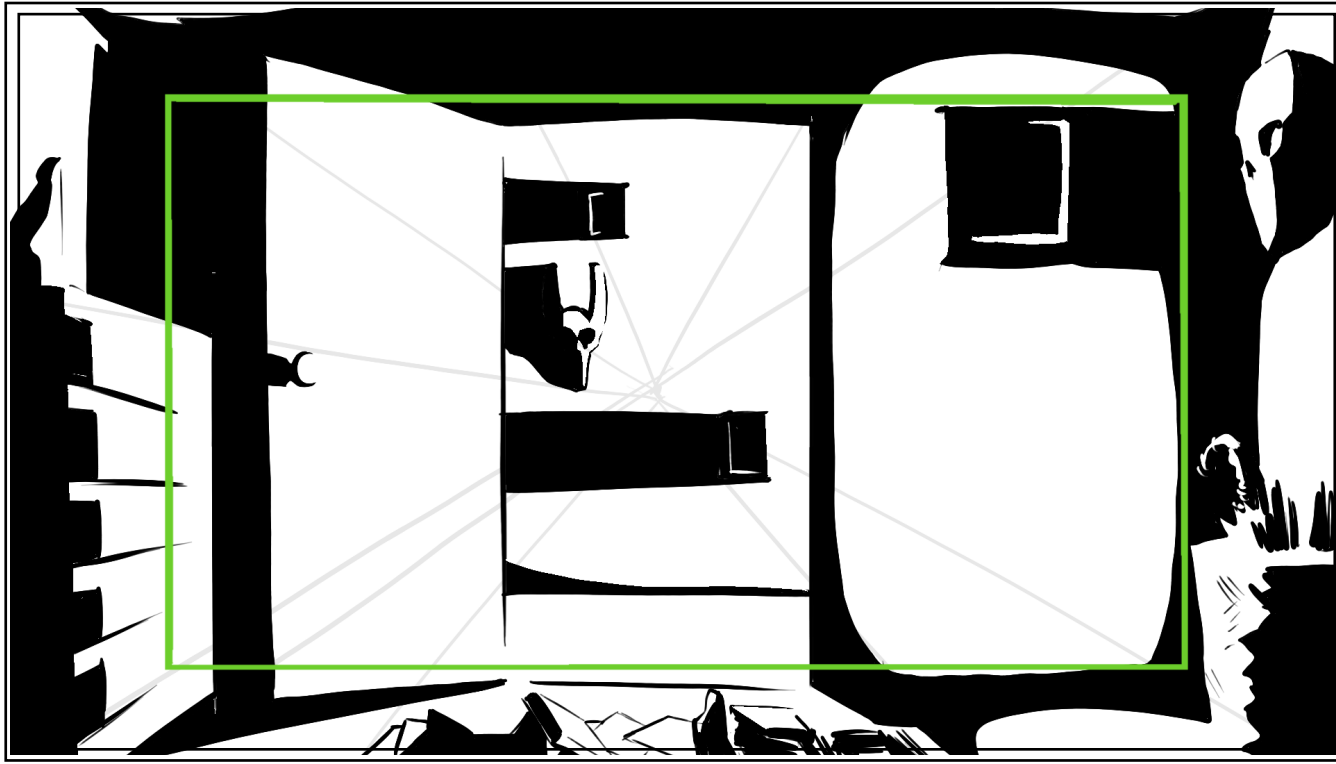


Action Notes

\*THUNDER CRACK\*

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Dialog

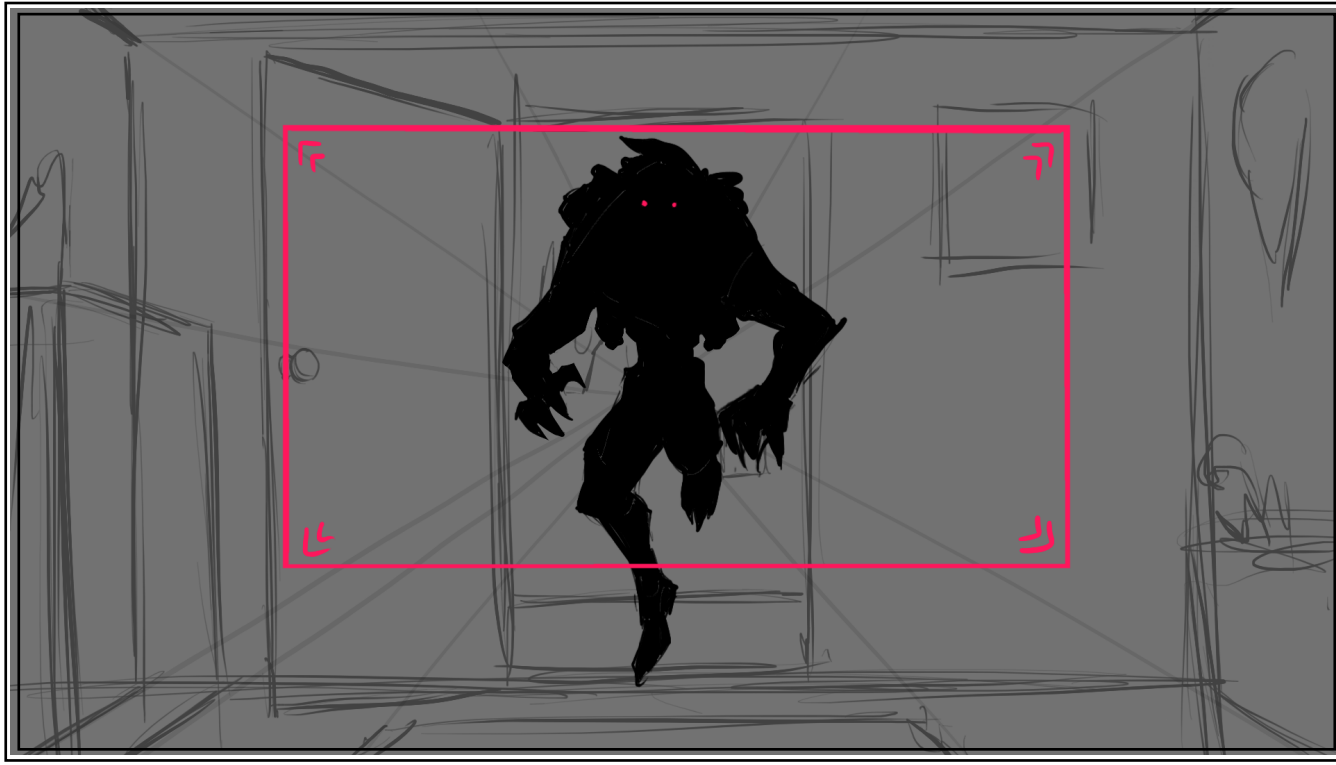


Action Notes

\*THUNDER CRACK\*

---

Dialog



Action Notes

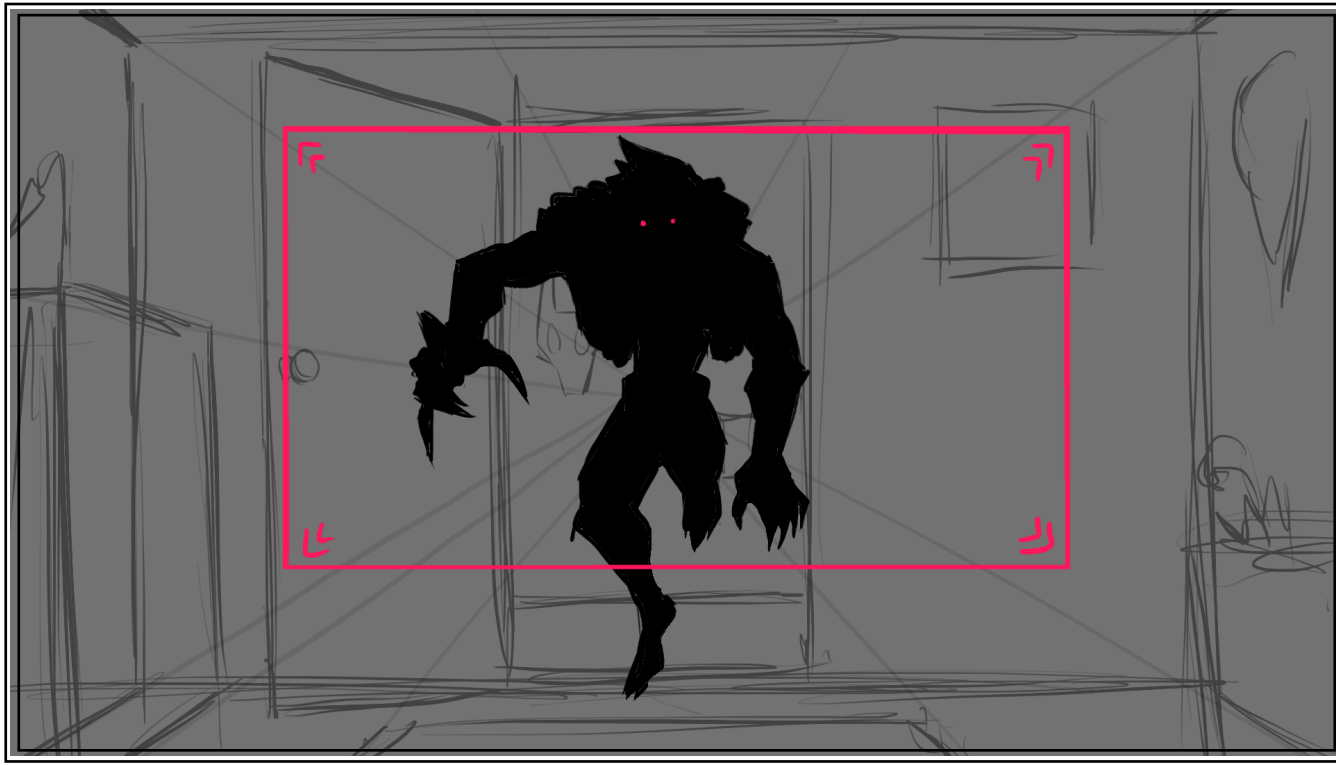
Ghost appears in doorway.

---

Dialog

GHOST:

\*Growl\*



Action Notes

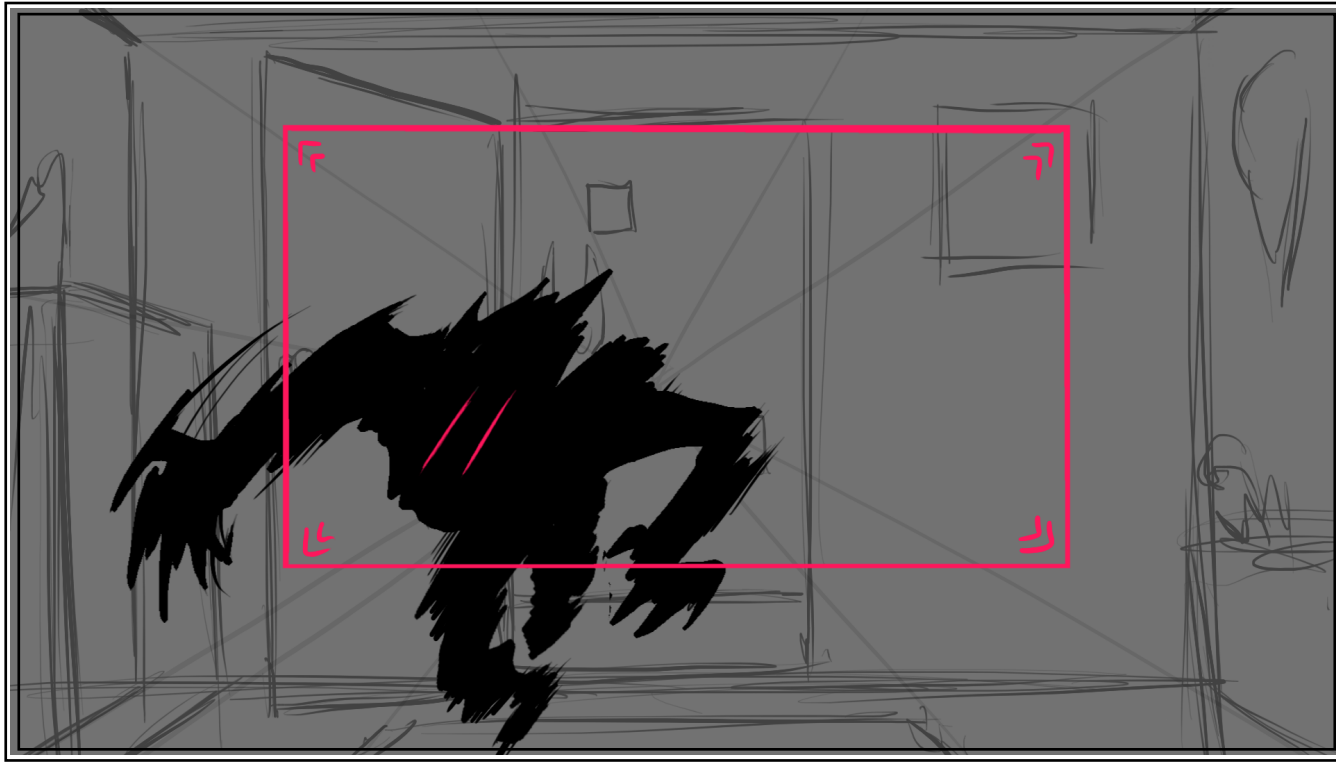
Ghost moves slowly.

---

Dialog

MR. LUNA o/s:

No! Stay away!



Action Notes

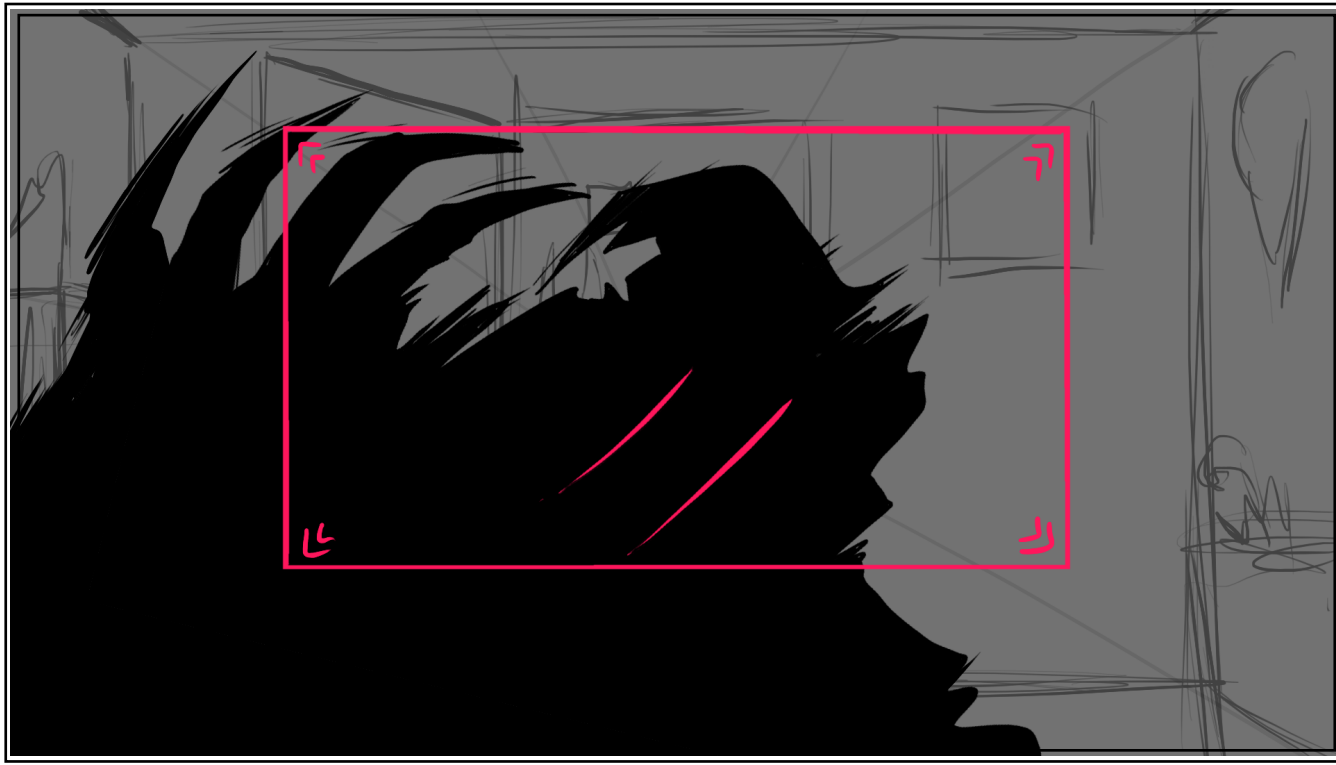
Ghost moves quickly.

---

Dialog

MR. LUNA (cont. o/s):

Ah!



Action Notes

Ghost moves quickly.

---

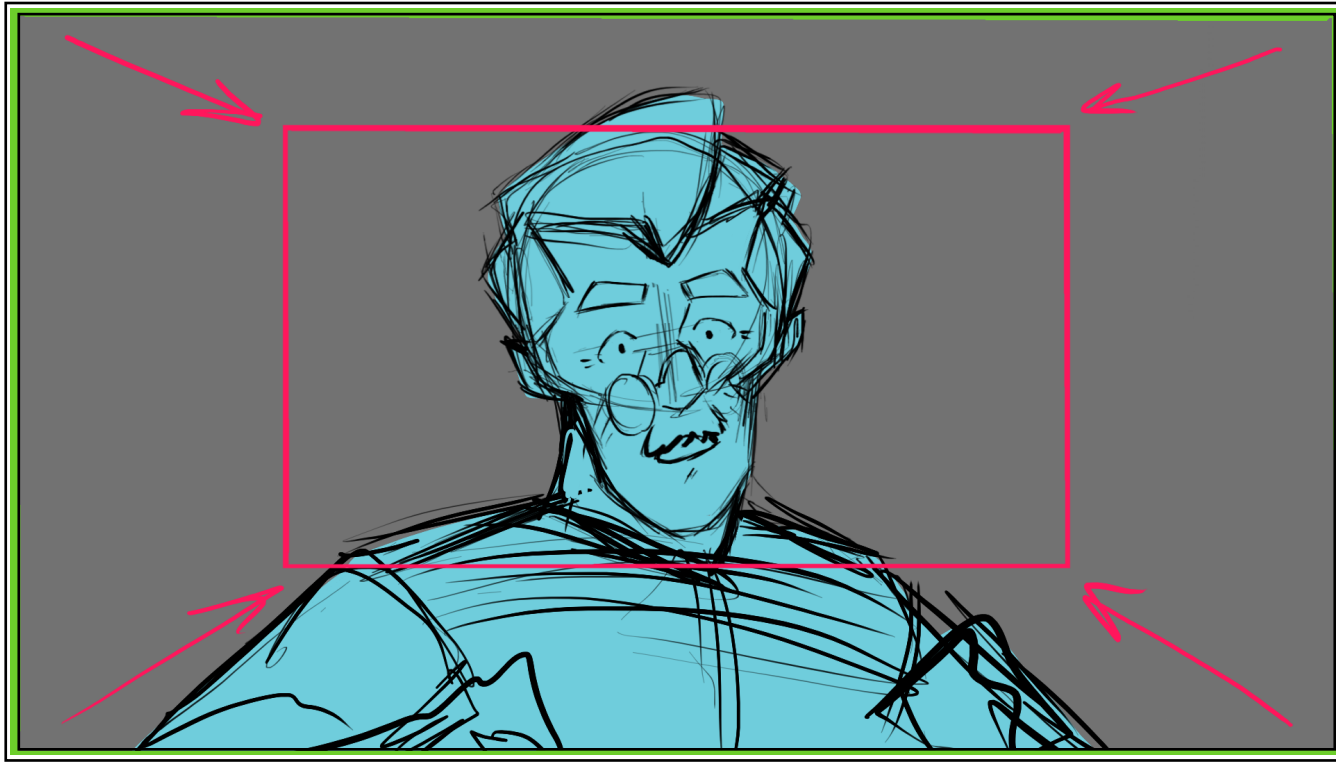
Dialog

MR. LUNA (cont. o/s):

AH!

Scene 014

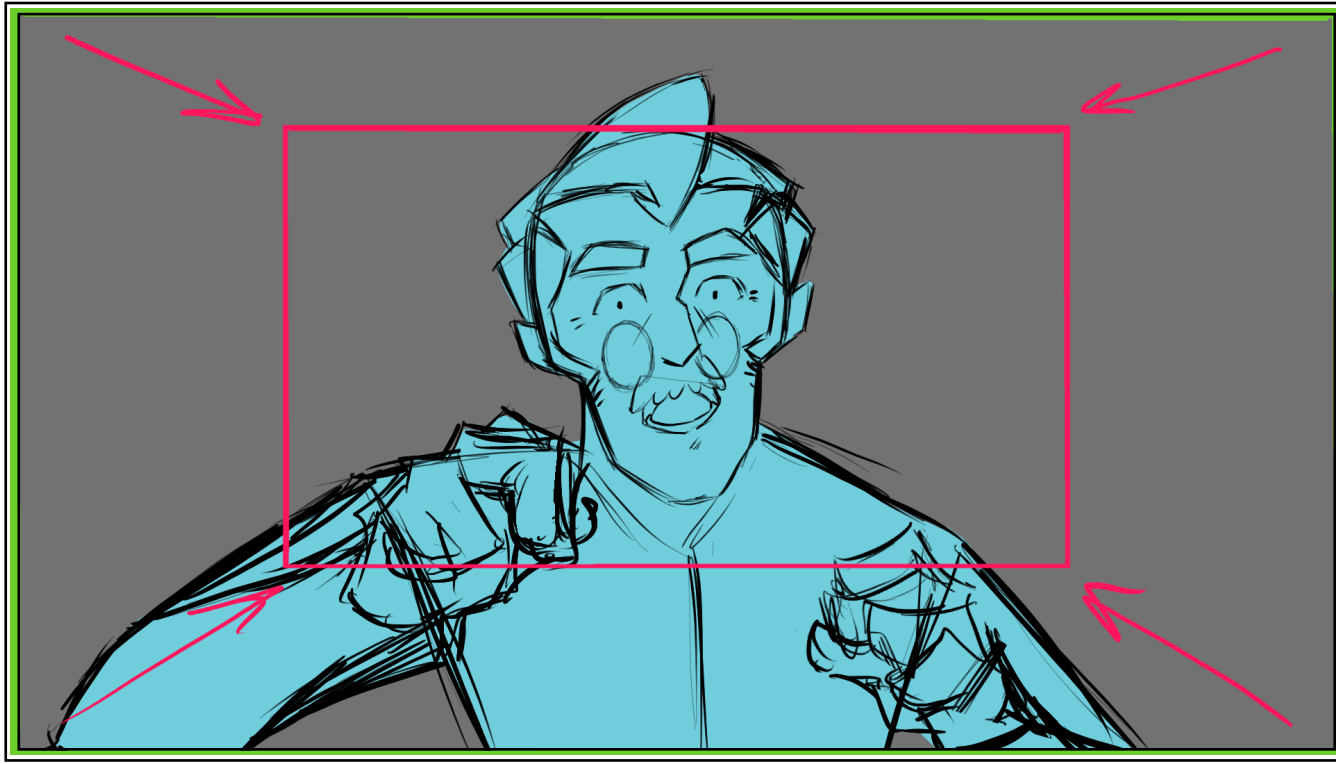
Panel 01



Action Notes

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Dialog



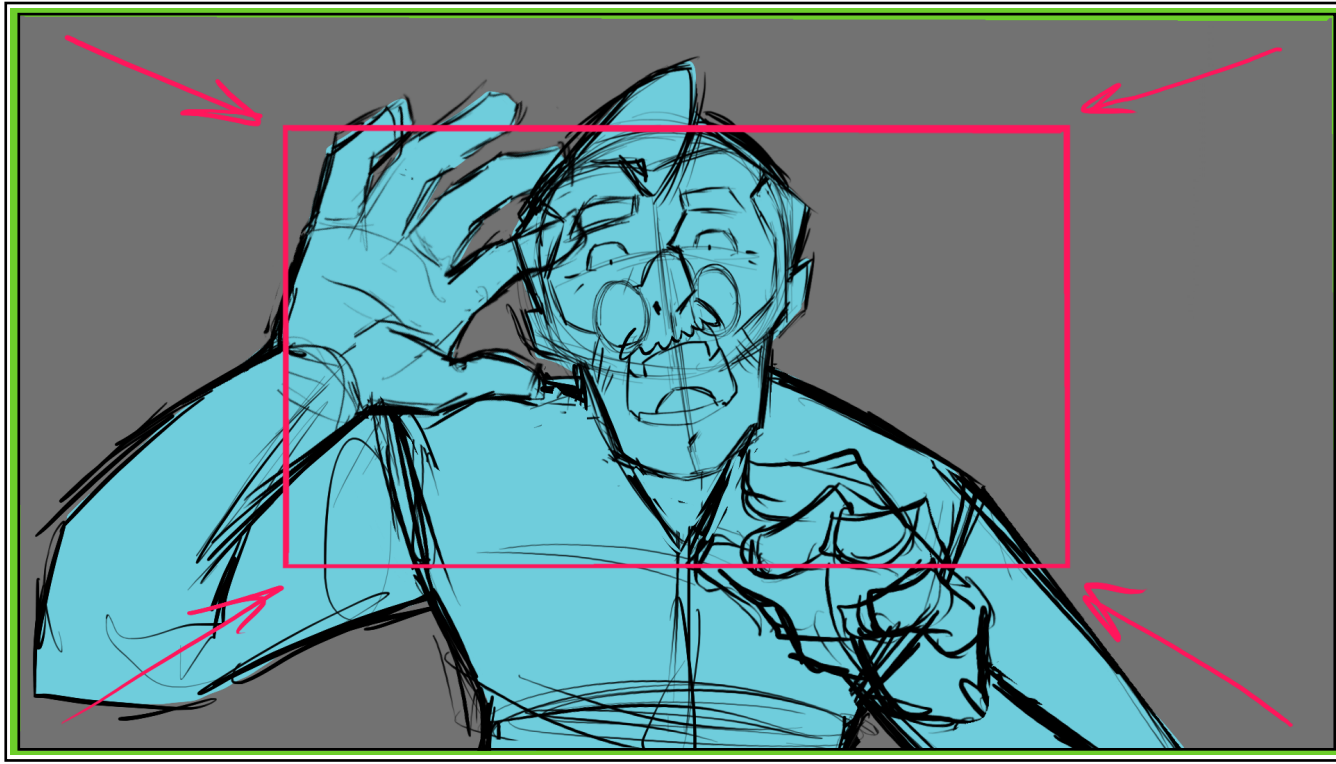
Action Notes

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Dialog

MR. LUNA (cont.):

No! No!



Action Notes

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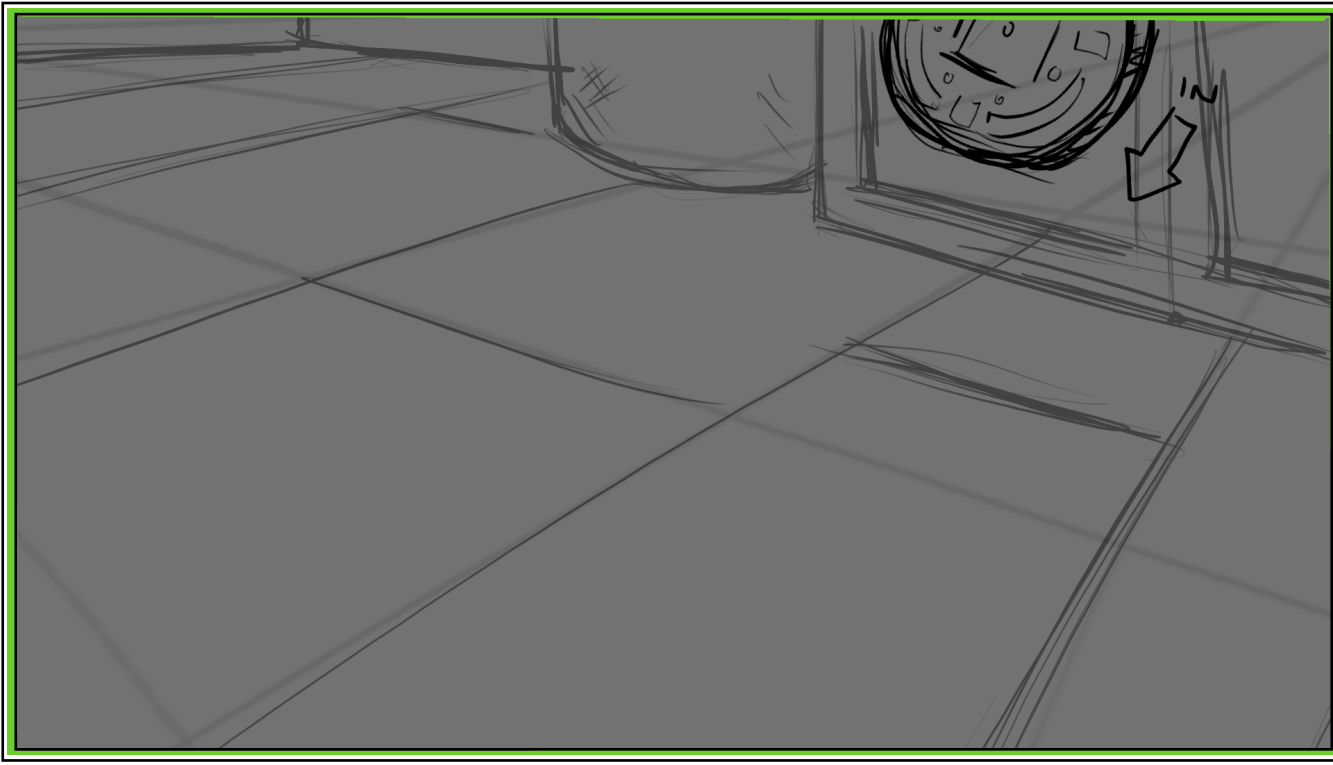
Dialog

MR. LUNA (cont.):

NO!!

Scene 015

Panel 01

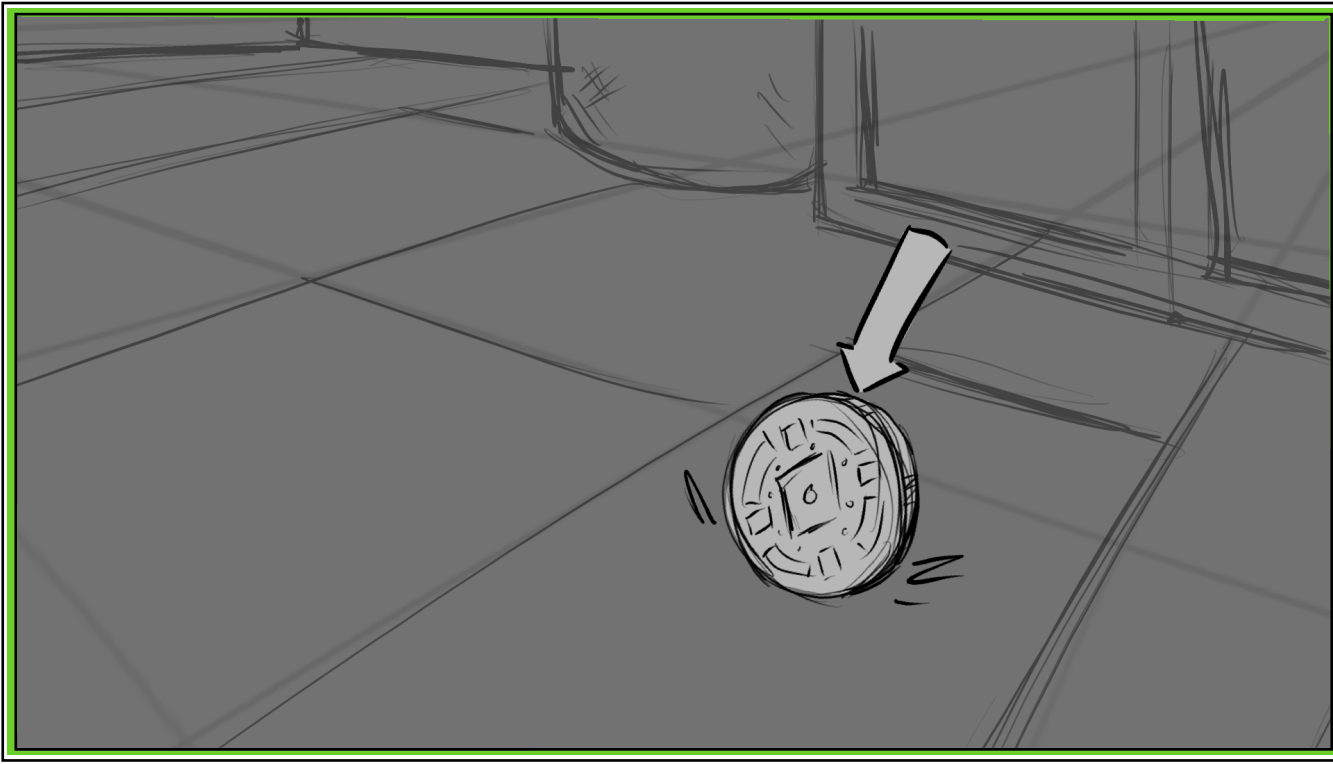


Action Notes

Coin In

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Dialog



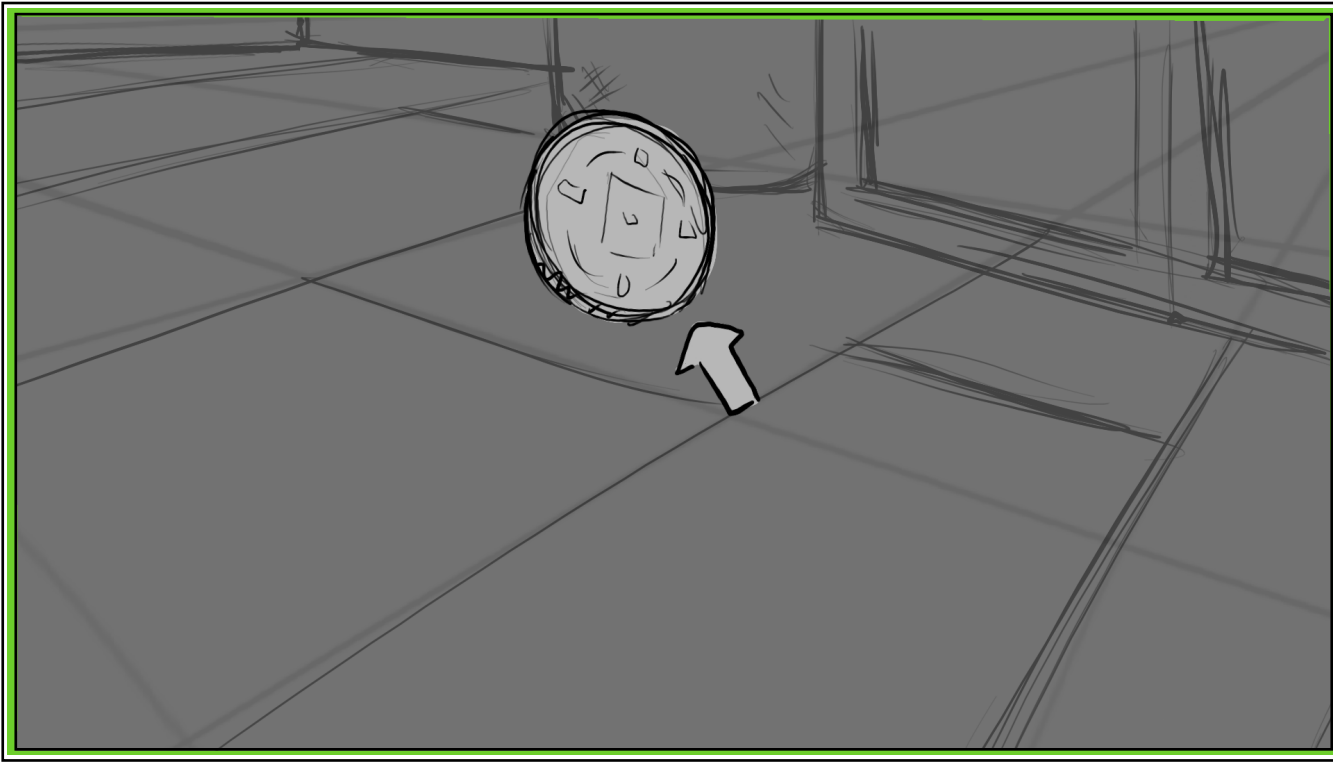
Action Notes

Coins hits the ground.

\*KLINK\*

---

Dialog

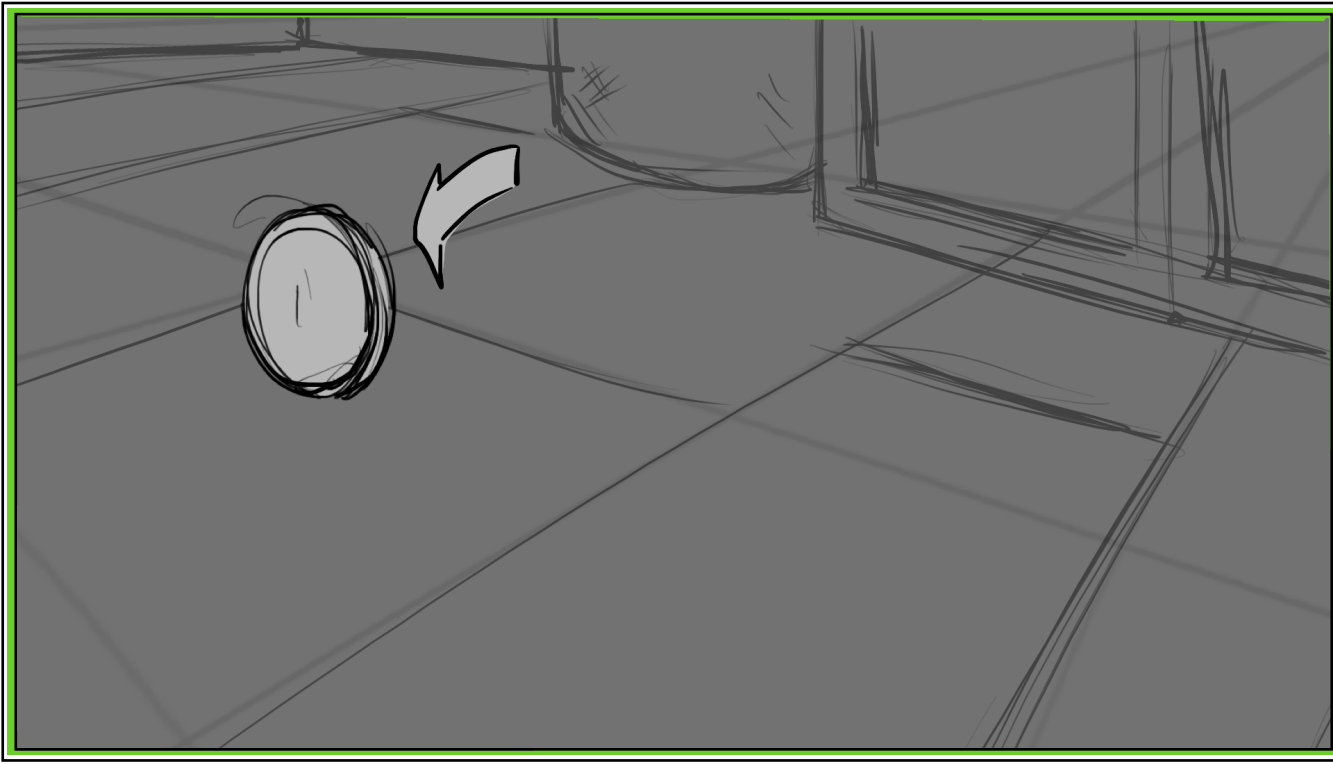


Action Notes

Coin Bounces.

---

Dialog



Action Notes

Coin hits the ground again.

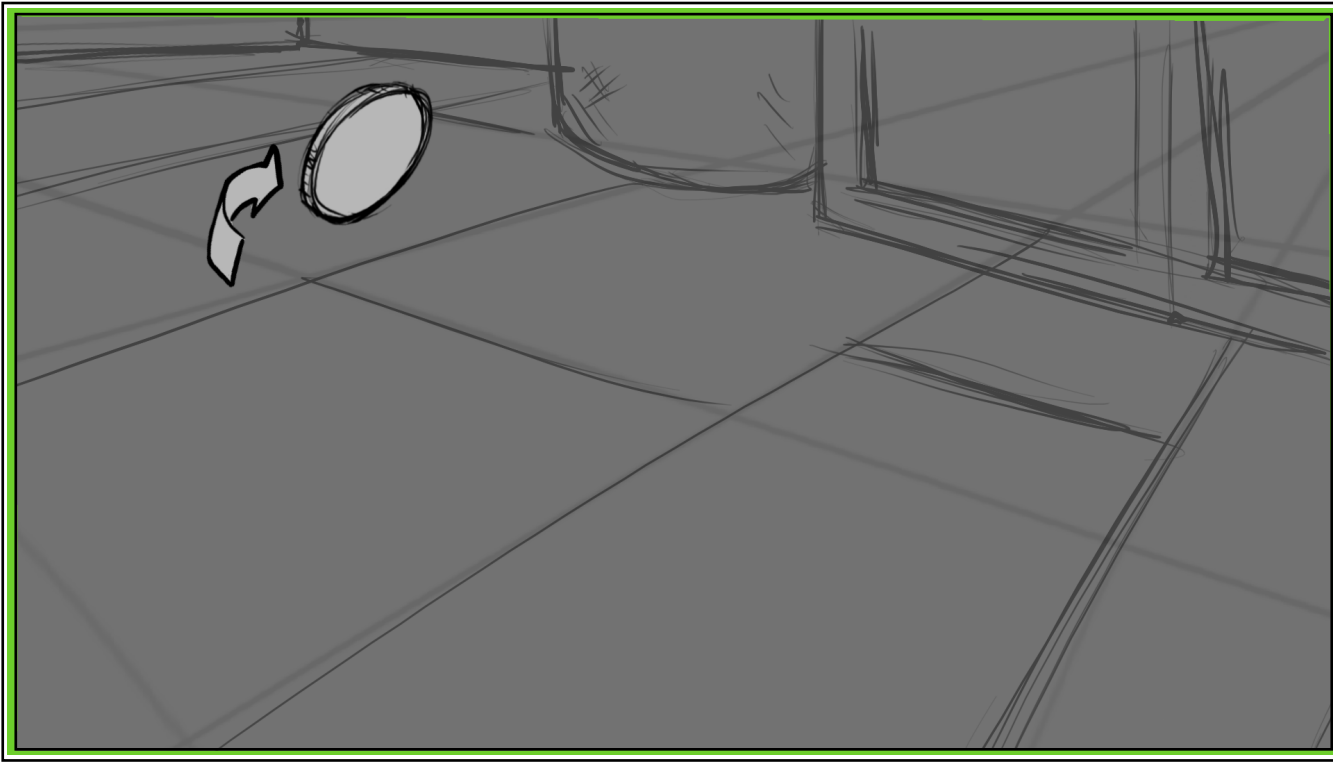
\*KLINK\*

---

Dialog

Scene 015

Panel 05



Action Notes

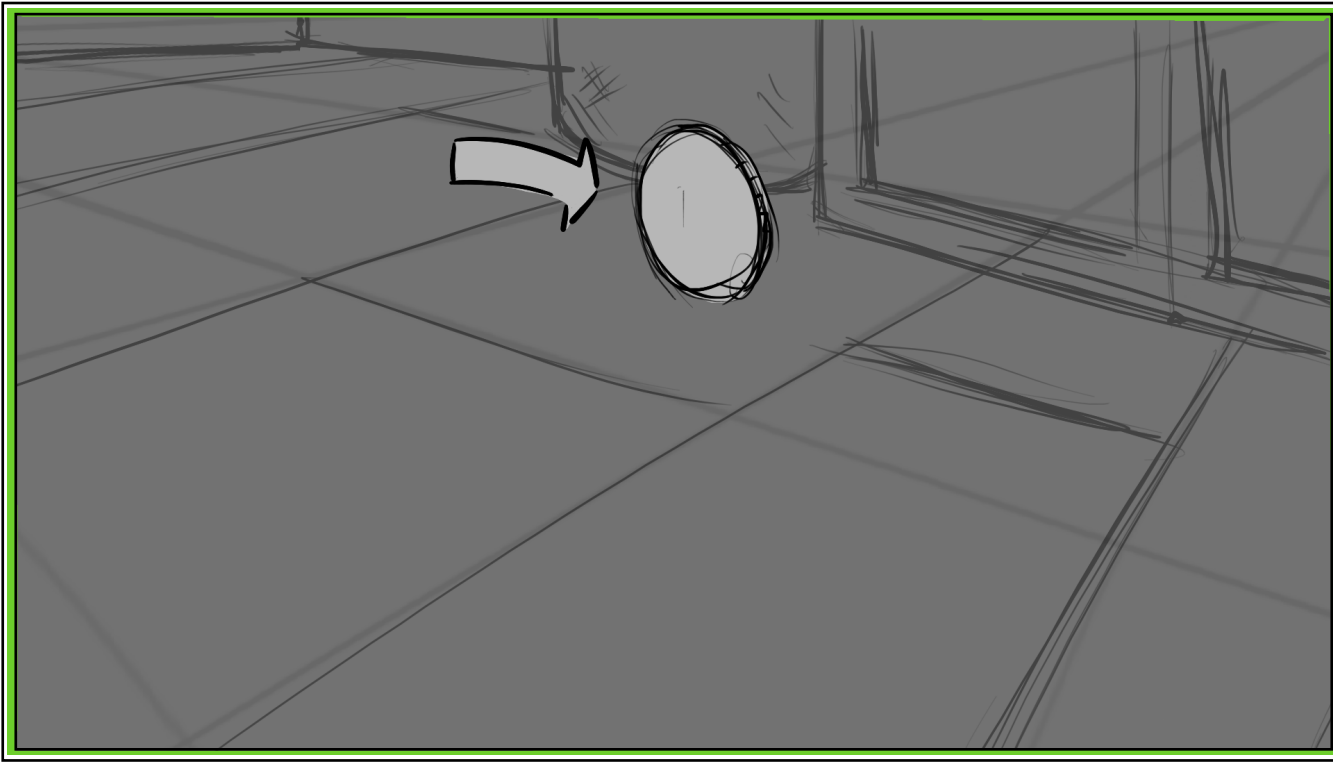
Coin rolls.

---

Dialog

Scene 015

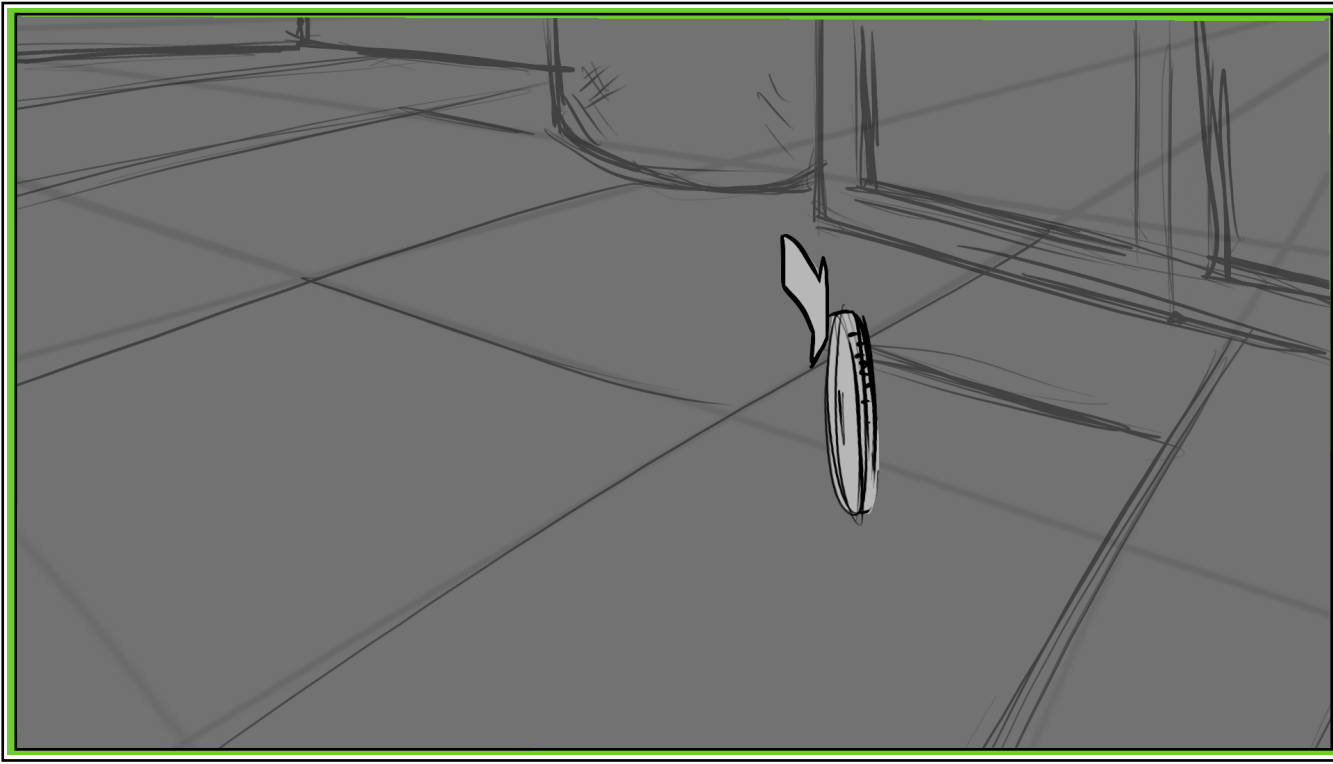
Panel 06



Action Notes

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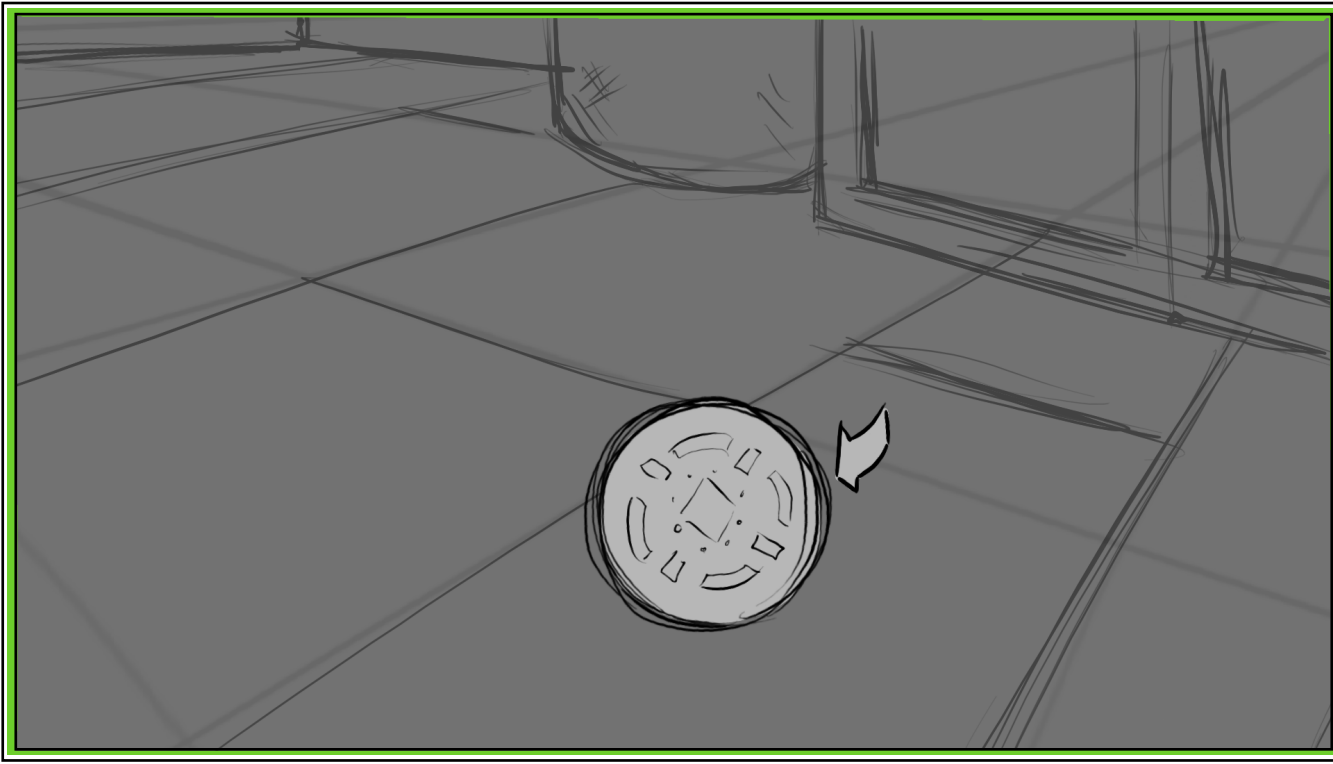
Dialog



Action Notes

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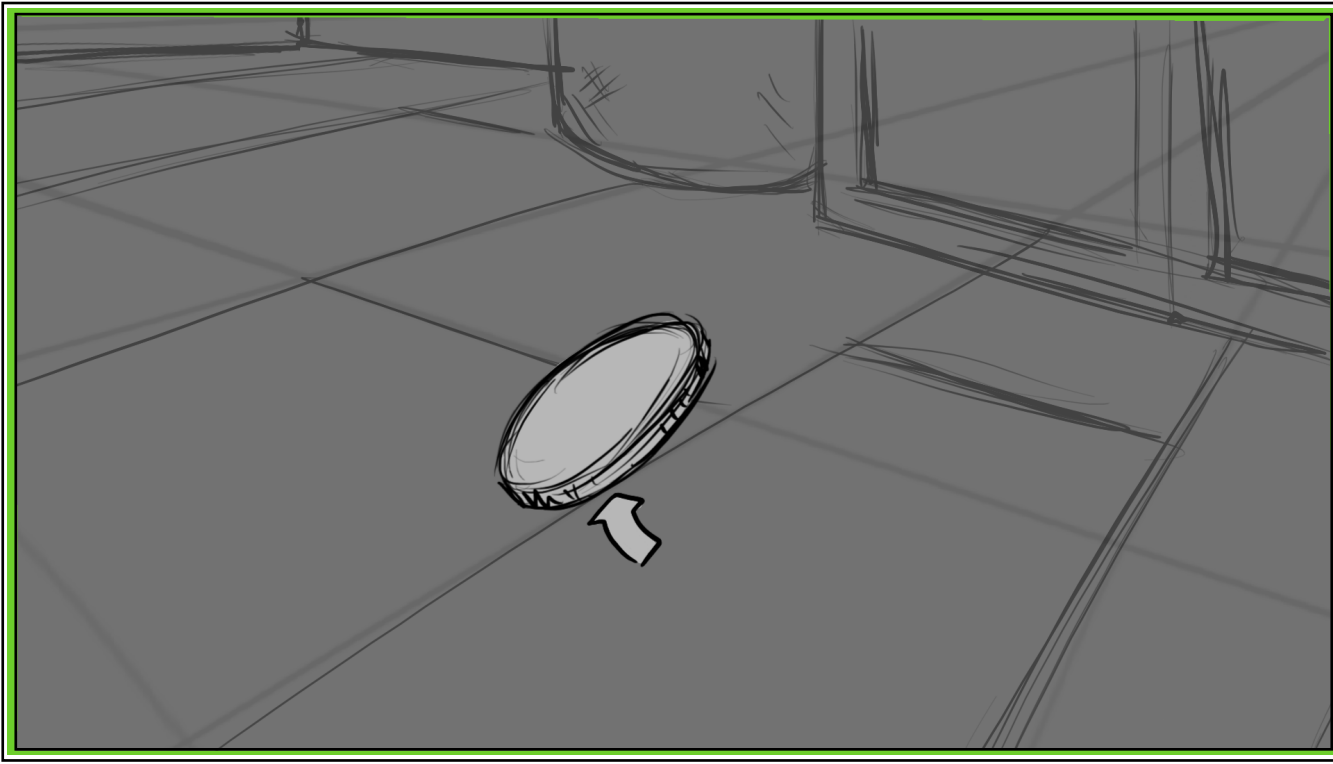
Dialog



Action Notes

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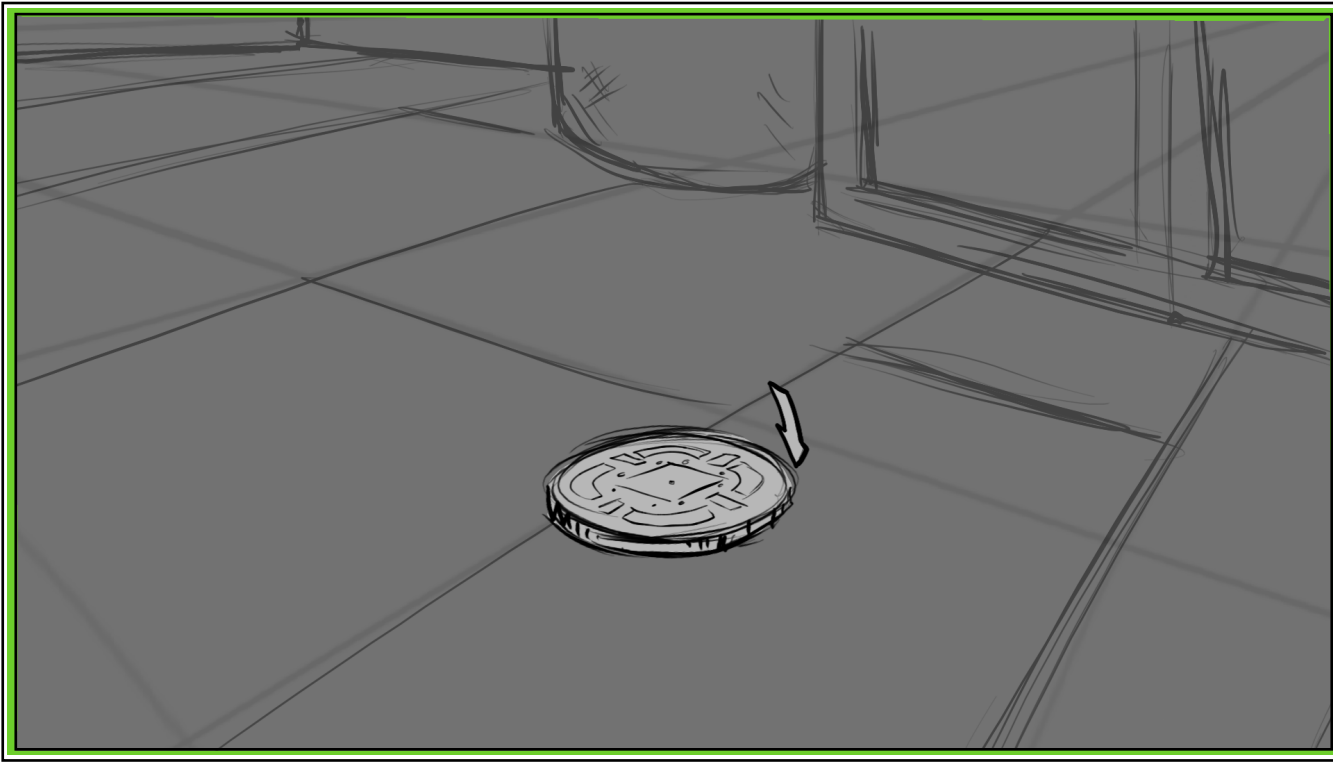
Dialog



Action Notes

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Dialog



Action Notes

Coin falls over.

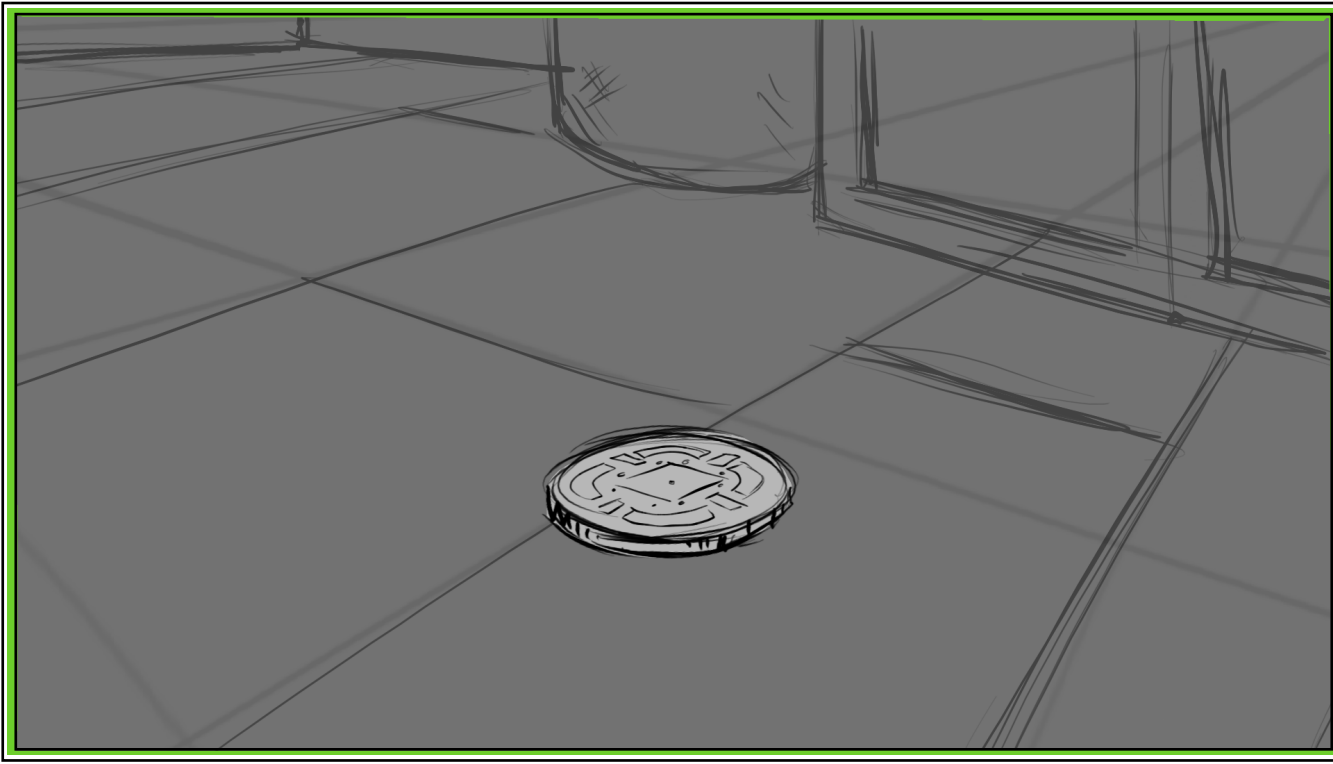
\*KLINK\*

---

Dialog

Scene 015

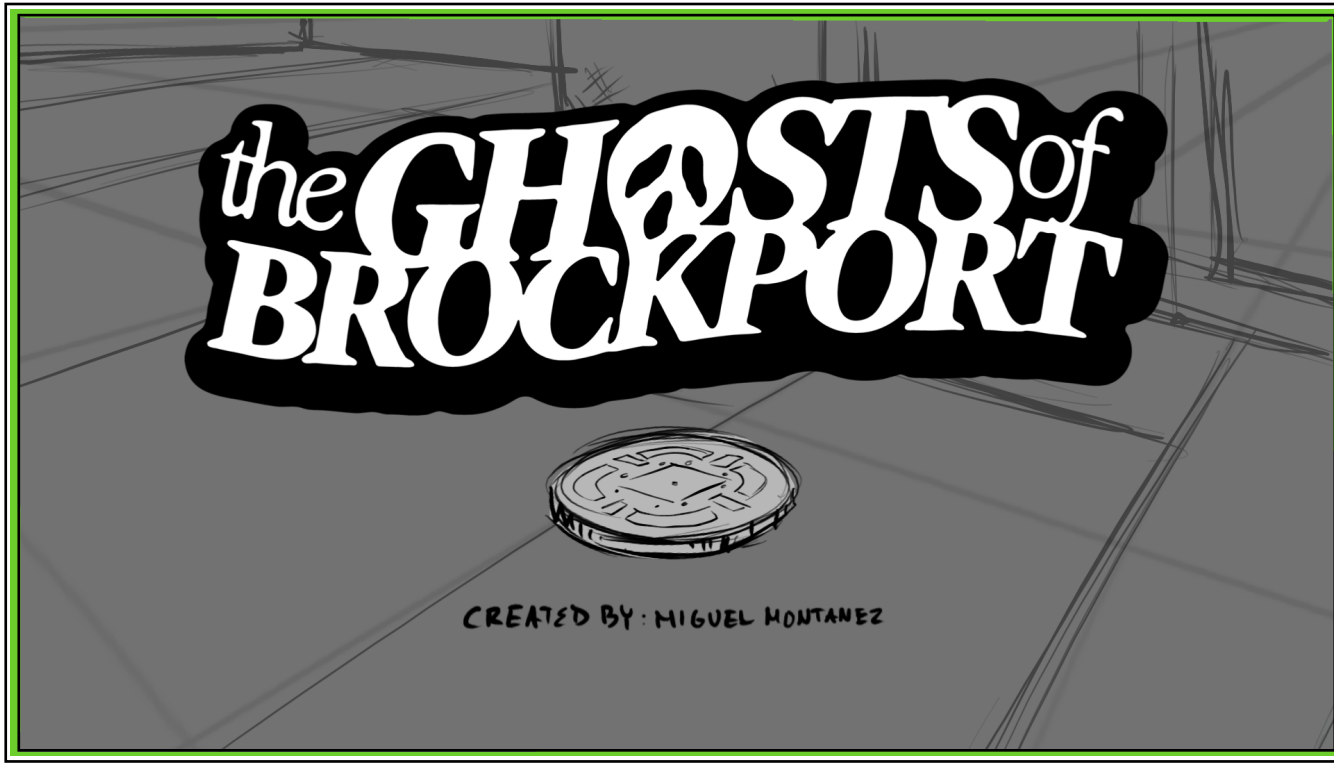
Panel 11



Action Notes

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Dialog



Action Notes

Dialog