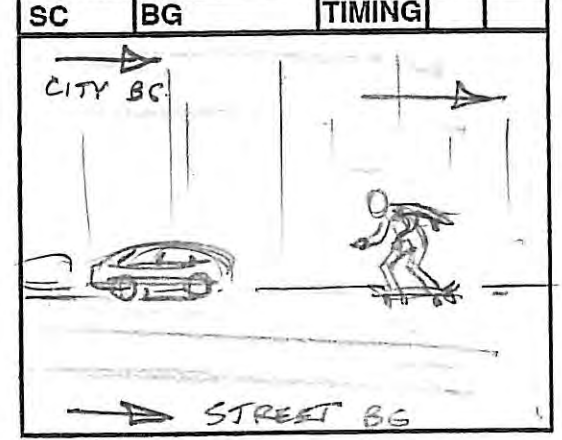
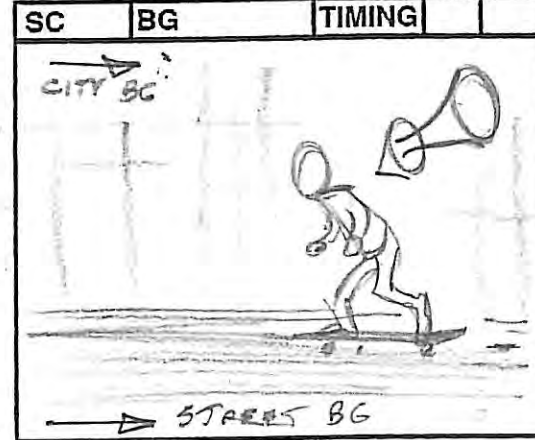
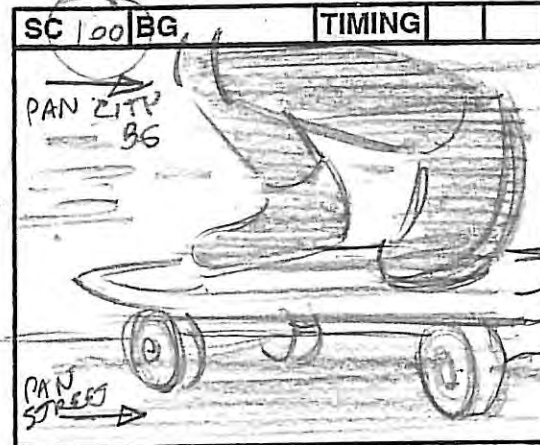
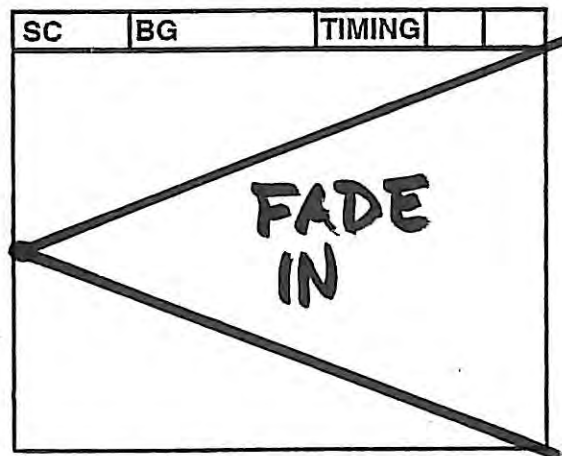


# FILM ROMAN

# SPACEBALLS : The Animated Series

TITLE "Grand Theft Spaceship"

SHOW \_\_\_\_\_ ACT II PAGE 1



ACTION

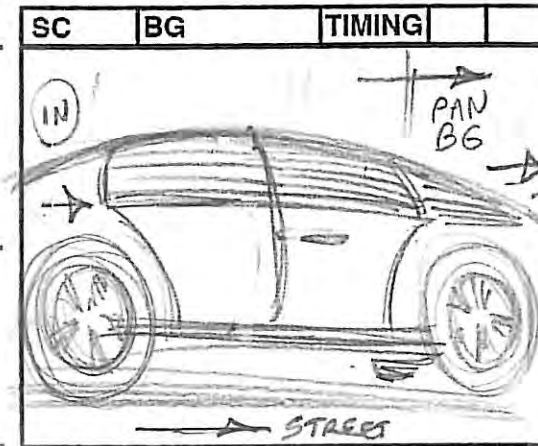
ACT II STORYBOARD BY BOB MILLER

EXT. GAMEWORLD - DAY  
PAN BUILDINGS AND STREET ON SEPARATE LEVELS, LEFT TO RIGHT. SKATEBOARDER IN F.G.

SKATEBOARDER ROLLS AWAY FROM CAMERA IN PERSPECTIVE. CAR DRIVES THROUGH SCENE IN F.G.

CONTINUE PANNING WITH SKATEBOARDER.

TRANS.



DIAL

TRANS.

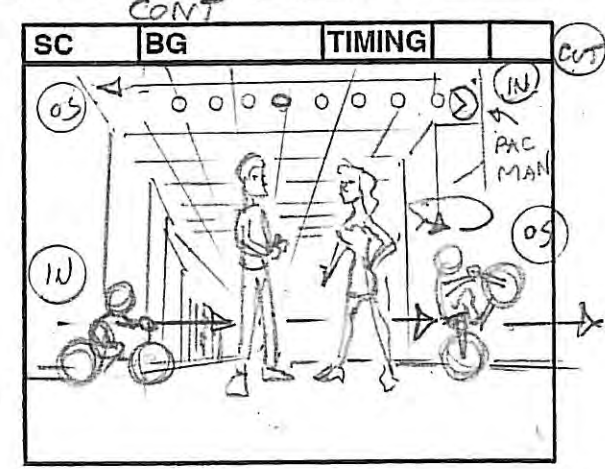
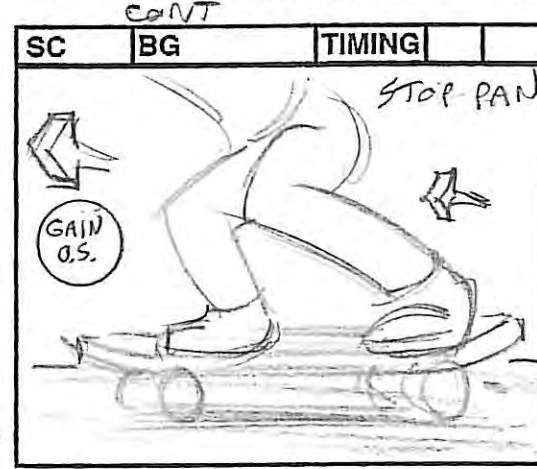
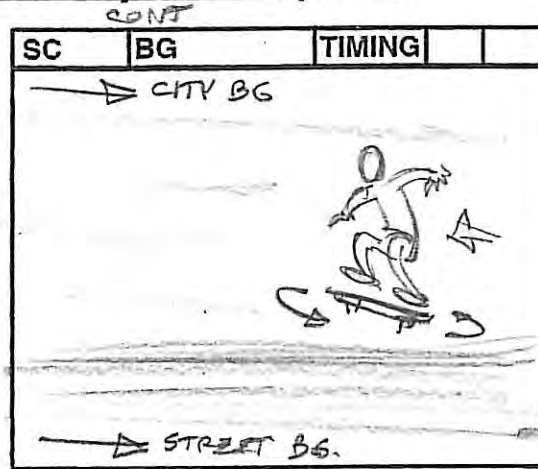
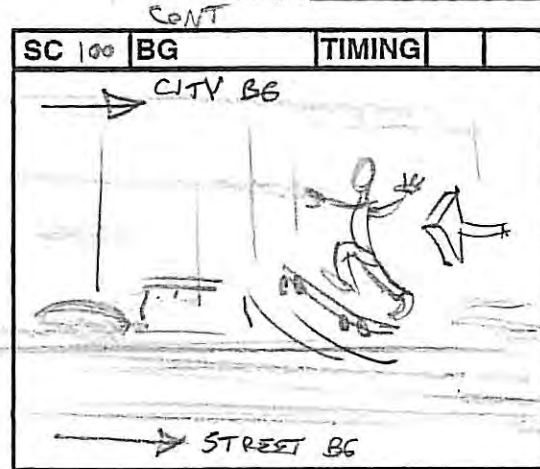
NOTES

TITLE "Grand Theft Spaceship"

SHOW \_\_\_\_\_

ACT II

PAGE 2



ACTION

SKATEBOARDER PUSHES BOARD UP.

PIVOTS BOARD.

HE ROLLS TOWARD CAMERA IN PERSPECTIVE, GAINS O.S. STOP PANNING.

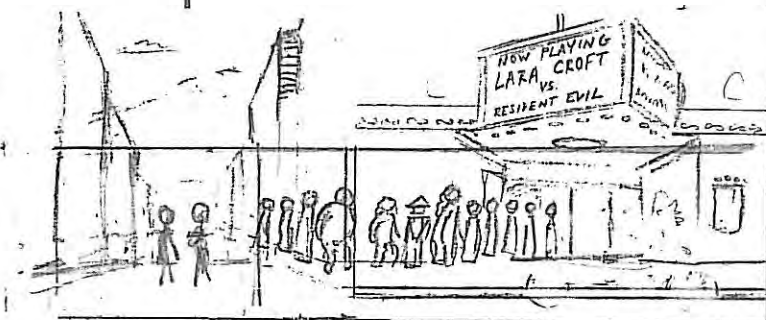
LONE STARR AND VESPA TALK IN MIDDLE OF STREET. KID ON EXCITE BIKE



TRANS.

RIDES IN BG., TWIRLS, THEN EXITS EAST. IN THE DIGITAL SKY, PAC MAN GOBBLES PELLETS, EXITS

DIAL



O.S. WEST.

VESPA  
I can't believe we're trapped inside a stupid videogame. Press the out button.

TRANS.

REUSE BG FROM ACT ONE

\*LONE STARR IS HOLDING CONTROLLER (FROM ACT I)

NOTES

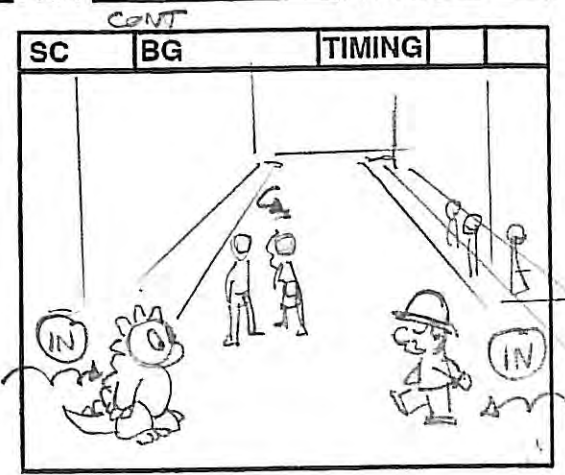
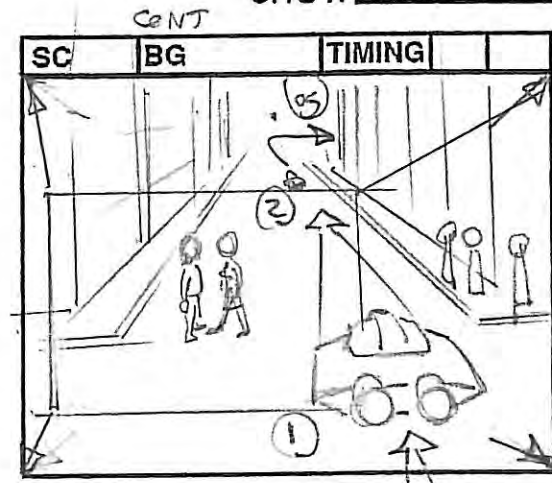
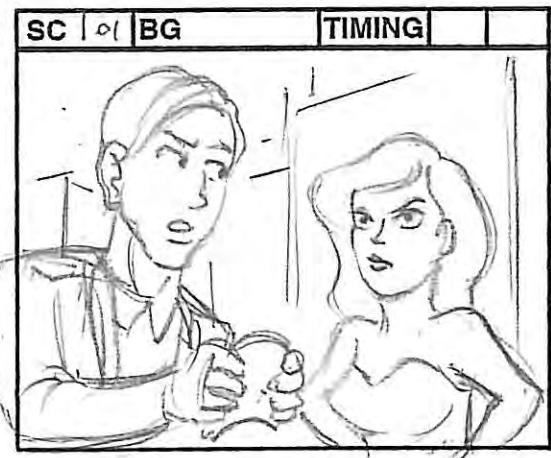
# FILM ROMAN

# SPACEBALLS : The Animated Series

TITLE "Grand Theft Spaceship"

SHOW \_\_\_\_\_ ACT II PAGE 3

CUT



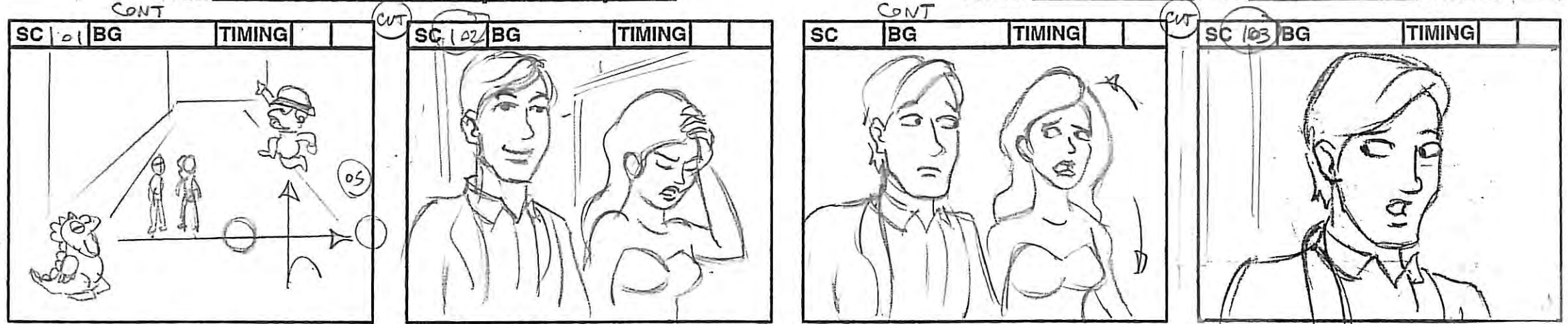
<p>ACTION</p> <p>HU</p>		<p>STARR LOWERS CONTROLLER</p>	<p>TRUCK OUT DURING DIALOG. F-ZERO HOVERCAR ZIPS TOWARD HORIZON, TURNS AROUND CORNER AND EXITS EAST.</p>	<p>BUBBLE BOBBLE DRAGON AND SUPER PITFALL MAN HOP INTO F.G. VESPA TURNS TO WATCH.</p>
<p>TRANS.</p>				
<p>DIAL</p>	<p>LONE STARR Th-there is no out button.</p>	<p>STARR (CONT) Anyway, are you kidding me?</p>	<p>STARR (CONT) This is a dream come true. Well... MY dream. I've had it every night since I was seven.</p> <p>(DIAL. TO END OF SCENE)</p>	
<p>TRANS.</p>				
<p>NOTES</p>				

TITLE "Grand Theft Spaceship"

SHOW \_\_\_\_\_

ACT II

PAGE 4



ACTION

DRAGON FIRES BUBBLE AT SUPER PITFALL MAN, WHO JUMPS. HU

HU

TRANS.

DIAL

VESPA  
Ohh...

(INN) <sup>H</sup> VESPA (CONT)  
so how do we get out of here?

LONE STARR  
I-I don't know.

TRANS.

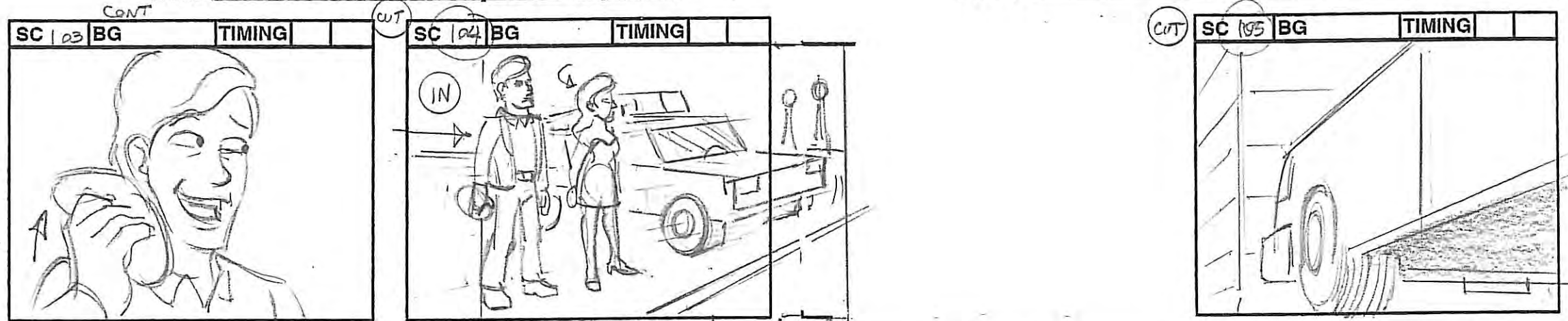
NOTES

# FILM ROMAN

# SPACEBALLS : The Animated Series

TITLE "Grand Theft Spaceship"

SHOW \_\_\_\_\_ ACT II PAGE 5



ACTION

LOVE STARR RAISES GAME CONTROLLER.

ADJUST EAST WITH ACTION AS A police car stops next to them.

WORM'S EYE VIEW OF POLICE CAR. DOOR OPENS.

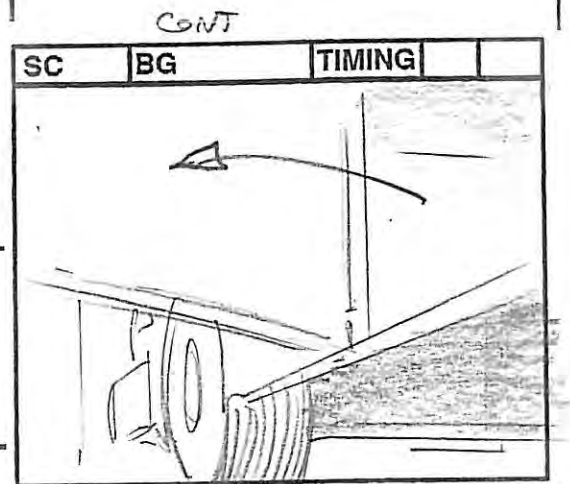
TRANS.

DIAL

STARR (CONT)  
I-I've never wanted to stop playing.

TRANS.

NOTES



	SC 105	BG	TIMING		SC 106	BG	TIMING		SC 107	BG	TIMING		SC 108	BG	TIMING	
ACTION	The Police Officer (Final Fight) gets out.				DRIFT PAN NW. STARR AND VESPA RAISE THEIR HEADS				LOW ANGLE - COP ADVANCES IN PERSPECTIVE, STOPS.							
TRANS.					AS COP APPROACHES.											
DIAL					SFX: CAR DOOR SLAM SFX: FOOTSTEPS				SFX: FOOTSTEPS  POLICEMAN (clears throat)				POLICEMAN (CONT) You folks lost?			
TRANS.																
NOTES																

# FILM ROMAN

# SPACEBALLS : The Animated Series

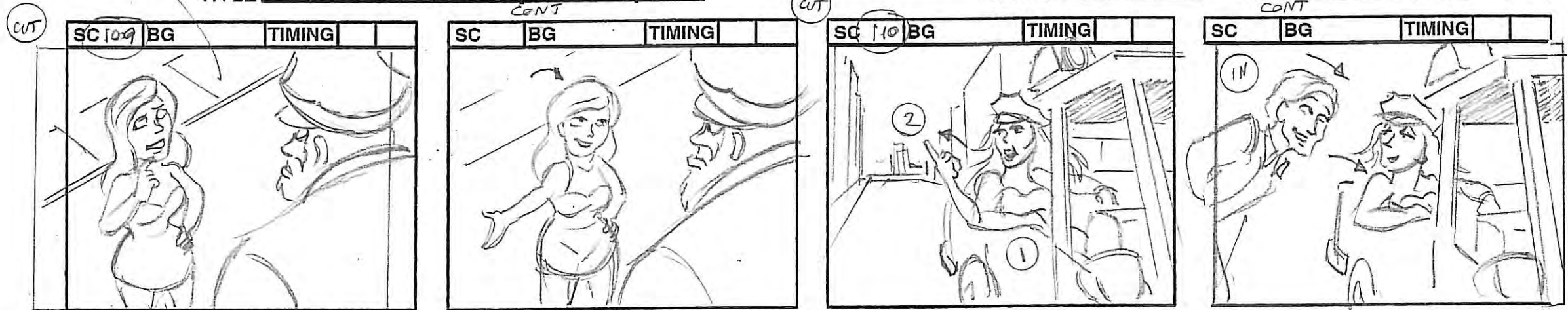
SIDEWALK

TITLE "Grand Theft Spaceship"

SHOW \_\_\_\_\_

ACT II  
CONT

PAGE 7



SC 109 - 1 START

ACTION

DRIFT WEST

END POSITION

A trashy PROSTITUTE, 20s, who's handcuffed to the back seat, leans her head out of the squad car, SHE IS CHEWING GUM.

LONE STARR LEANS IN.

TRANS.

DIAL

VESPA  
Yeah, uh, sort of. We're trying to get back to

VESPA (CONT)  
reality.

PROSTITUTE (CHEWING)  
Damn... Are you from the real world?

LONE STARR  
Yeah. We're uh, we're players.

TRANS.

NOTES

# FILM ROMAN

# SPACEBALLS : The Animated Series

TITLE "Grand Theft Spaceship"

SHOW \_\_\_\_\_

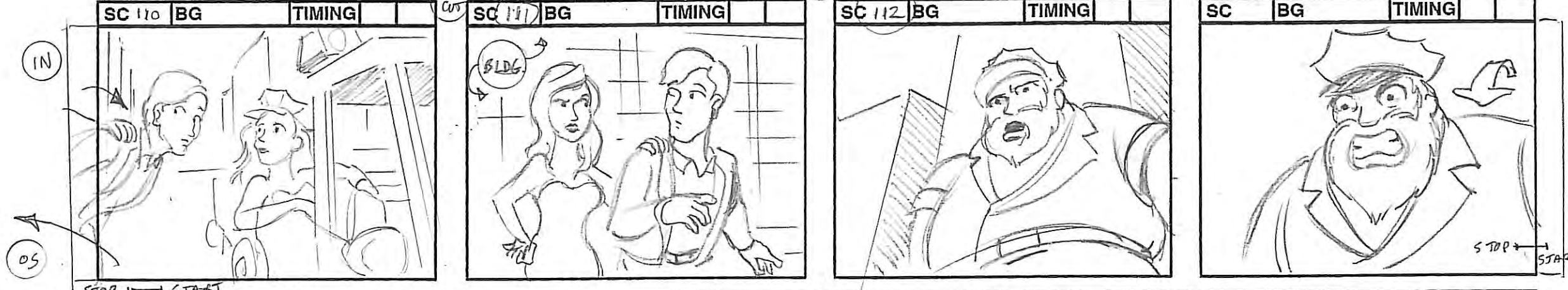
ACT II


PAGE 8

CONT

CUT

CONT



ACTION	ADJUST RIGHT AS VESPA'S HAND GRABS STARR'S SHOULDER AND YANKS HIM OS.	VESPA GLARES AT STARR	UPSHOT Cop.	LEANS FORWARD ON "SICK!"
TRANS.				
DIAL		POLICEMAN (OS) well,	POLICEMAN (CONT) (bitter) you players make me	RISES TO [HU] TO NEXT SCENE. POLICEMAN (CONT) sick.
TRANS.				
NOTES				



# FILM ROMAN

# SPACEBALLS : The Animated Series

SCROLL  
DIALOG

TITLE "Grand Theft Spaceship"

SHOW \_\_\_\_\_

ACT II

PAGE 9

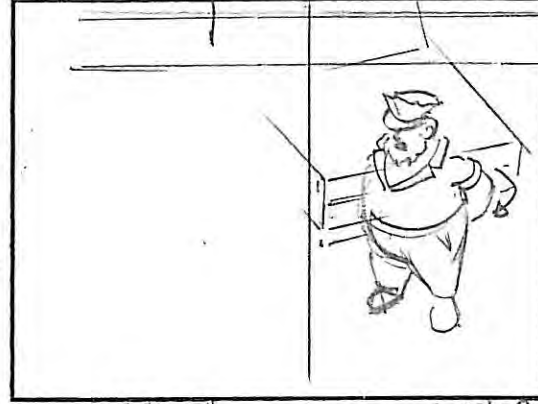
CUT

SC 1.13 BG TIMING



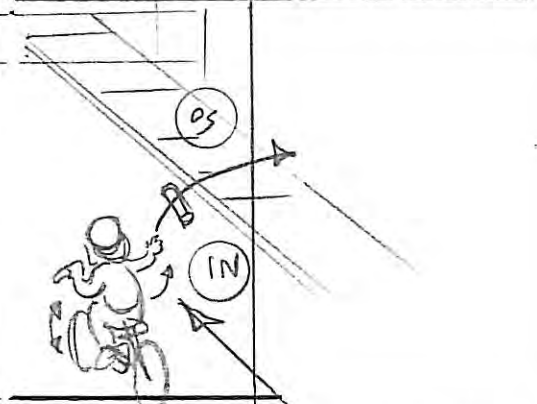
SCROLL DIALOG

SC BG TIMING



STARTV STOP

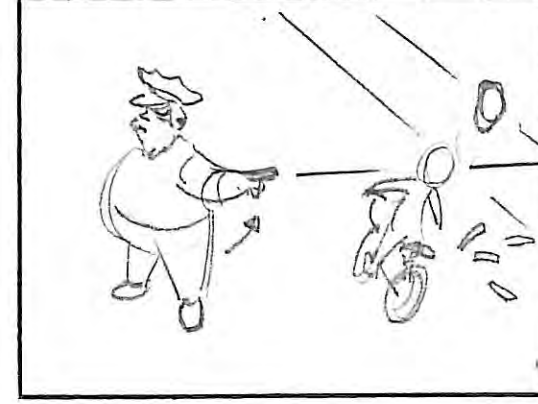
SC BG TIMING



CONT

SC BG TIMING

CUT



ACTION

HO

As the policeman speaks, his dialogue can be seen scrolling through a text box in the background.

The CHARACTER from 'Paperboy' pedals by, delivering newspapers. Without even looking, the cop shoots him down.

AT CUT, IMMEDIATELY DRIFT PAN EAST. COP REACHES BEHIND BACK.

TRANS.

DIAL

POLICEMAN (CONT)  
All  
you ever do is steal cars, blow stuff up and run around shootin'

POLICEMAN (CONT)  
people in the head.

SFX = GUNSHOT

TRANS.

NOTES

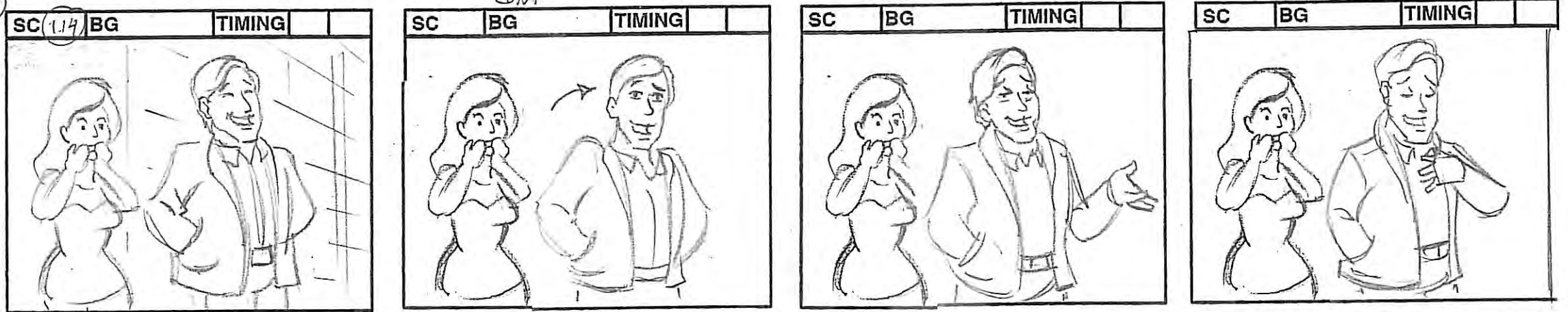
# FILM ROMAN

# SPACEBALLS : The Animated Series

TITLE "Grand Theft Spaceship"

SHOW \_\_\_\_\_ ACT II PAGE 10

CUT



ACTION

VESPA IS HORRIFIED.  
STARR IS JOVIAL.

VESPA IN HORRIFIED STANCE  
THROUGHOUT SCENE.

TRANS.

DIAL

LONE STARR  
(chuckling)

STARR (CONT)  
Yeah,

STARR (CONT)  
I mean, in a way,

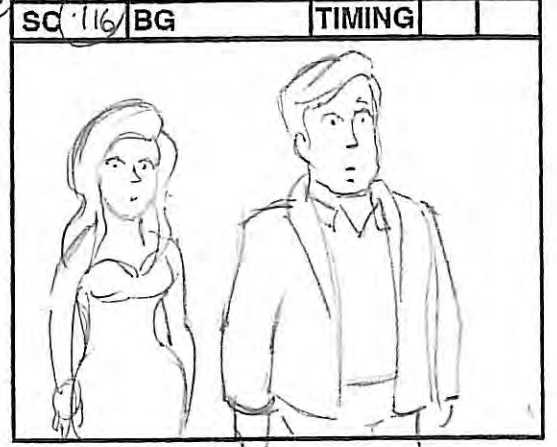
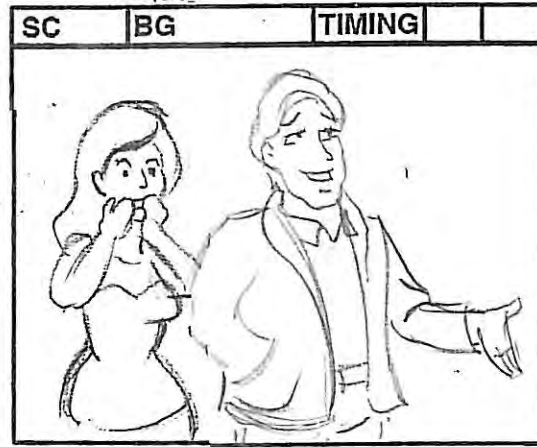
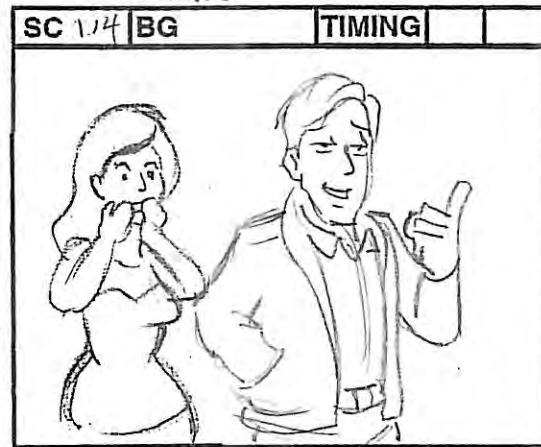
STARR (CONT)  
I'm kind of like,

TRANS.

NOTES

TITLE "Grand Theft Spaceship"  
CONT

SHOW \_\_\_\_\_ ACT II PAGE 11



ACTION

A BEAT.

TRANS.

DIAL

STARR (CONT)  
the man

STARR (CONT)  
in charge.

POLICEMAN  
What kind of man in charge would  
kill billions of innocent people?

TRANS.

NOTES

TITLE "Grand Theft Spaceship"  
CONT

SHOW \_\_\_\_\_ ACT II PAGE 12



ACTION	VESPA LOOKS UP.	PROSTITUTE CHEWING GUM	STARR (picks his ear)	STARR SHRUGS <span style="border: 1px solid black; padding: 2px;">HU</span>
TRANS.				
DIAL	STARR I HAVE OFTEN WONDERED THAT.	PROSTITUTE (fingering her ear) ① If you're the man in charge, ② shouldn't you be all-knowing?		LONE STARR Beats me.
TRANS.				
NOTES				

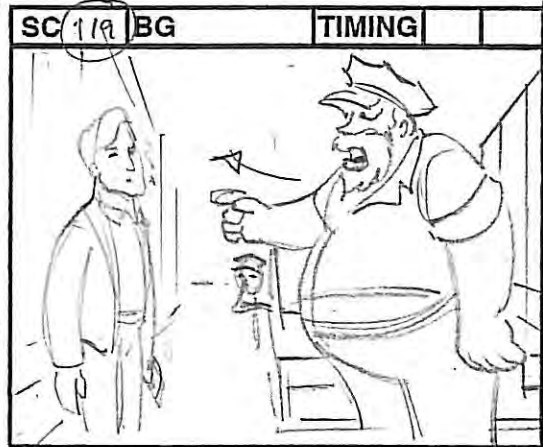
TITLE "Grand Theft Spaceship"

SHOW \_\_\_\_\_

ACT II

PAGE 13

CUT



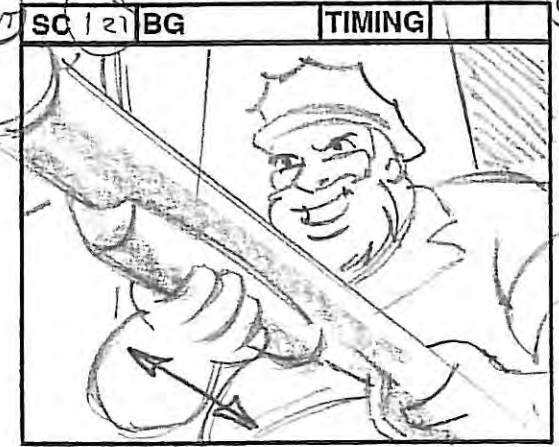
CUT



CONT



CUT



CUT

ACTION

KU

COP POINTS,  
PROSTITUTE WATCHES IN  
CAR IN BG.

STARR DOES A "TAKE"

The policeman <COCKS> his shotgun,  
HE CHUCKLES.

TRANS.

DIAL

POLICEMAN  
So now that you're in our world, if  
you die, would you be gone forever?

LONE STARR  
To be honest, I-I was kind of  
wondering that myself.  
*one*

*(chuckles)* POLICEMAN  
Let's find out.

TRANS.

NOTES

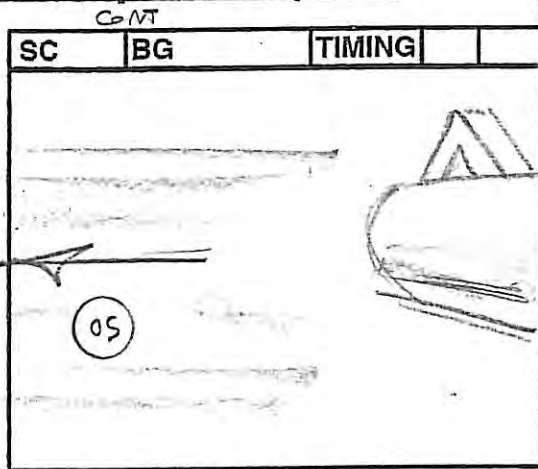
TITLE "Grand Theft Spaceship"

SHOW \_\_\_\_\_

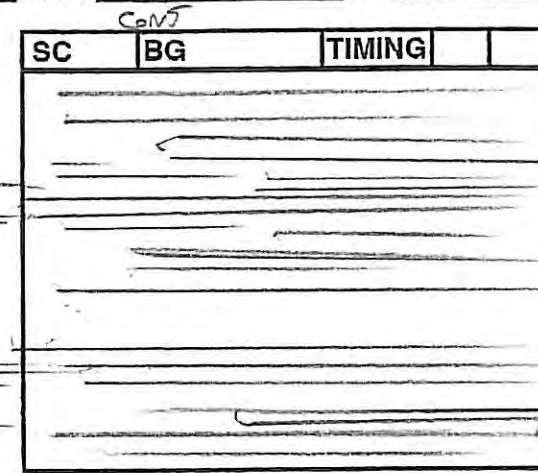
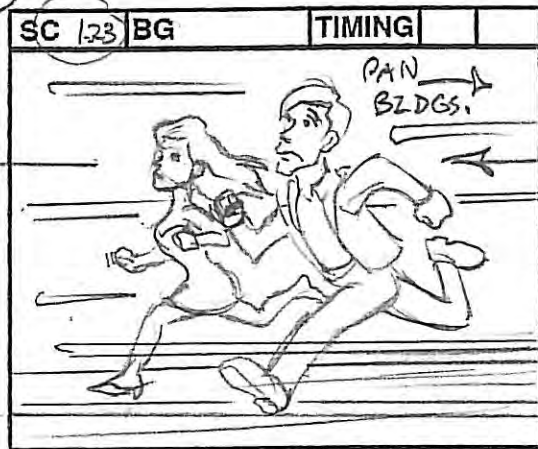
ACT II

PAGE 14

CUT



CUT



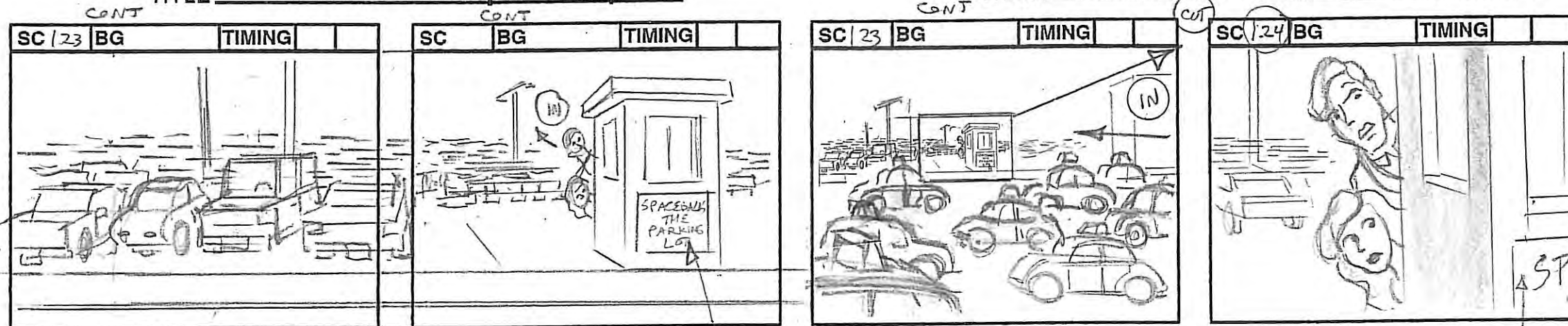
ACTION	points it at Lone Starr's head.	STARR ZIPS 05. WEST	PAN WITH VESPA AND LONE STARR RUNNING DOWN SIDEWALK IN A HAIL OF LASER FIRE, WHICH INTENSIFIES.	LASERS BLANKET SCREEN.
TRANS.			<ol style="list-style-type: none"> <li>① BEGIN LASER BEAM</li> <li>② CONT LASER BEAM</li> <li>③ LASER ACROSS SCREEN</li> <li>④ THIN BEAM WIDTH AND FADE</li> </ol>	<ol style="list-style-type: none"> <li>①</li> <li>②</li> <li>③</li> <li>④</li> </ol>
DIAL	<p>&lt;GASP&gt;</p> <p>VESPA (05)</p> <p>LONE STARR (Radioplay omitted) Eep!</p>			<p>OVERLAP LASERS VARY BEAMS IN WIDTH (THE CLOSER A BEAM IS TO THE CAMERA, THE LARGER/WIDER IT IS UNTIL IT</p>
TRANS.				TRAILS OFF.
NOTES				

TITLE "Grand Theft Spaceship"

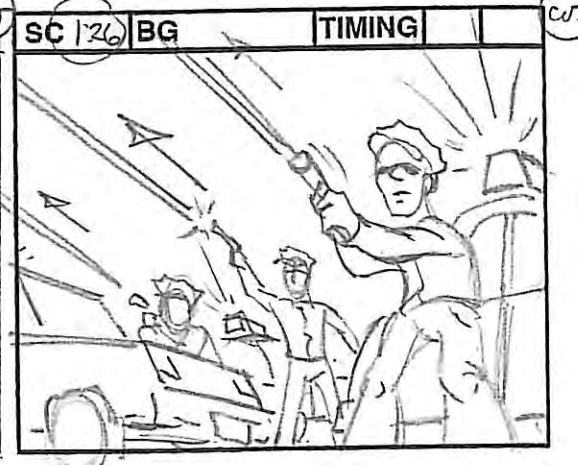
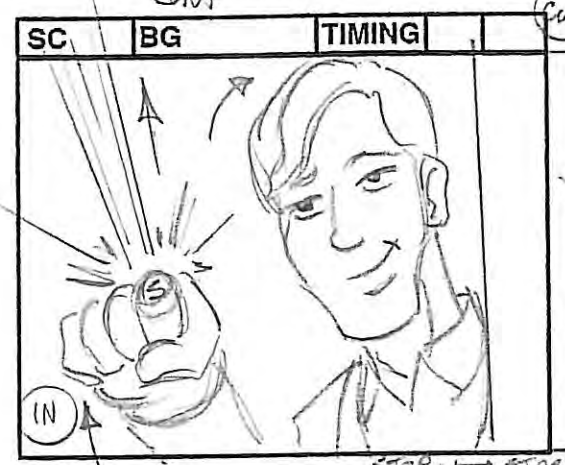
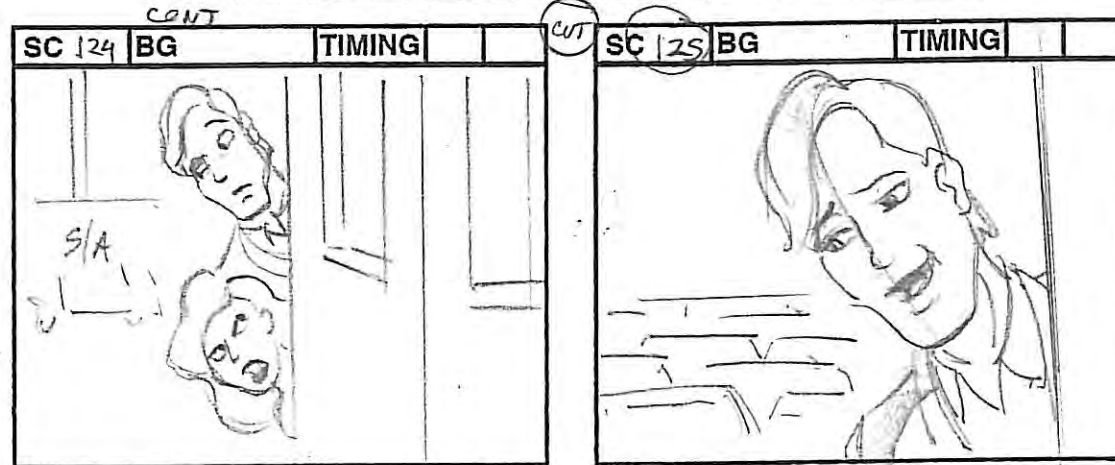
SHOW \_\_\_\_\_

ACT II

PAGE 15



	SC 123	BG	TIMING	SC 123	BG	TIMING	SC 123	BG	TIMING	SC 124	BG	TIMING
ACTION	STOP PAN. STOP LASER BARRAGE. A BEAT, THEN PAN EAST TO PARKING LOT ATTENDANT BOOTH.			STARR AND VESPA EMERGE FROM BEHIND PARKING ATTENDANT BOOTH. SIGN: "SPACEBALLS: THE PARKING LOT"			QUICK TRUCK-OUT AS SQUAD CARS ZIP IN. OVERLAP ACTION AS THEY STOP. STROBE LIGHTS ARE FLASHING			REFLECTS POLICE STROBE LIGHTS		
TRANS.												
DIAL				SFX: SIRENS.						LONE STARR Okay, I'll hold them off while you steal us a car.		
TRANS.												
NOTES												



ACTION

STROBE LIGHTS CONTINUE →

**HU** CLOSER ON STARR. FACE REFLECTS STROBE LIGHTS.

ADJUST WEST AS STARR RAISES HAND WITH SCHWARTZ RING. LIGHT BEAM EXTENDS \*RING FLASHES BEFORE

COPS FIRING GUNS.

TRANS.

BEAM IGNITES. FACE REFLECTS LIGHT. FROM RING.

DIAL

VESPA  
I don't know how to steal a car!

LONE STARR  
Sure you do. Just learn quickly!

TRANS.

NOTES



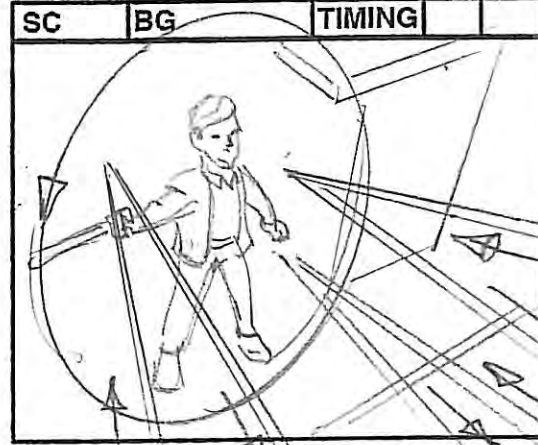
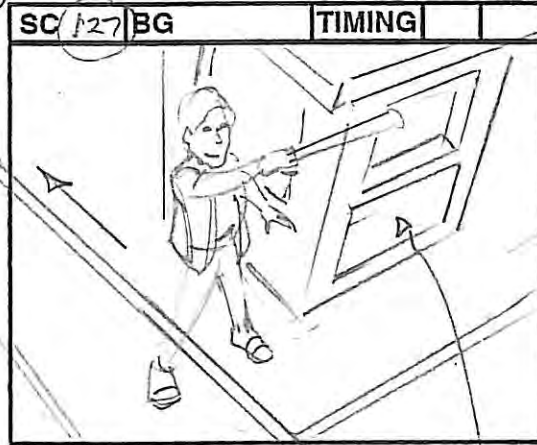
TITLE "Grand Theft Spaceship"

SHOW \_\_\_\_\_

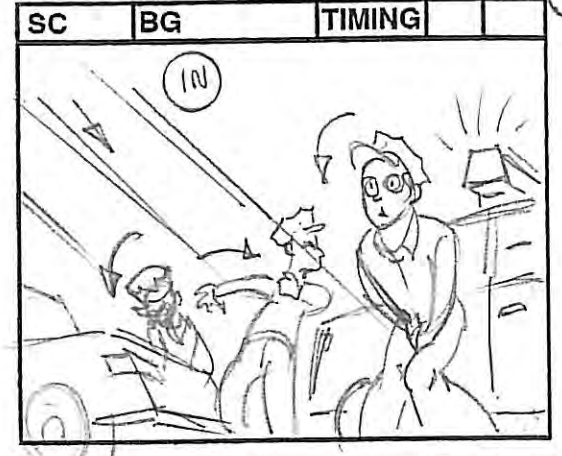
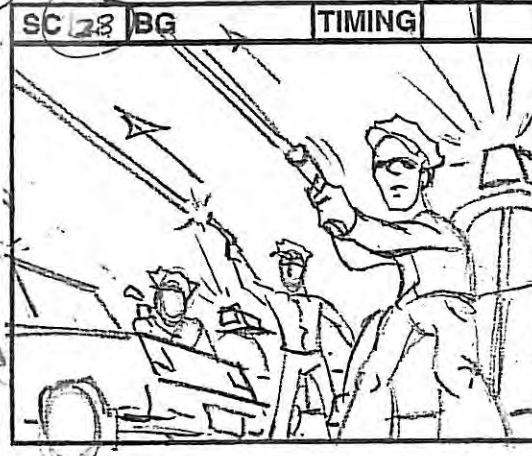
ACT II

PAGE 17

CUT



CUT



CUT

ACTION

LIGHT BEAM EXTENDS FROM RING.  
 LASER BEAM THROUGH SCENE  
 "SPACEBALLS: THE PARKING LOT"

STARR MAKES CIRCULAR MOTION WITH ARM AND EXTENDED LIGHT BEAM.

Lone Starr deflects a barrage of

COPS FIRING, STROBE LIGHTS FLASHING.

The Police officers absorb the fire into their groins, eyes, & necks.

TRANS.

STROBE LIGHTS FROM O.S. POLICE CARS.

<LASERS> with a force field.

DIAL

TRANS.

NOTES

# FILM ROMAN

# SPACEBALLS : The Animated Series

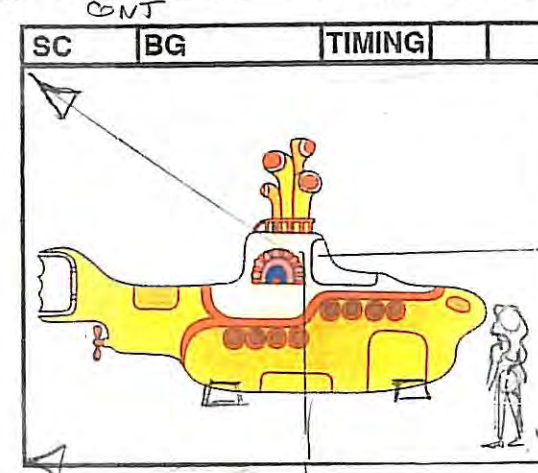
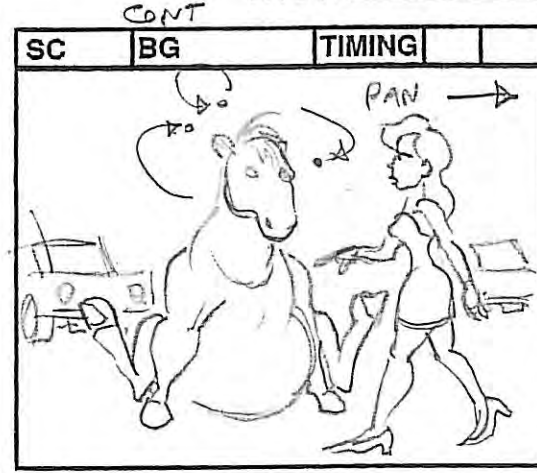
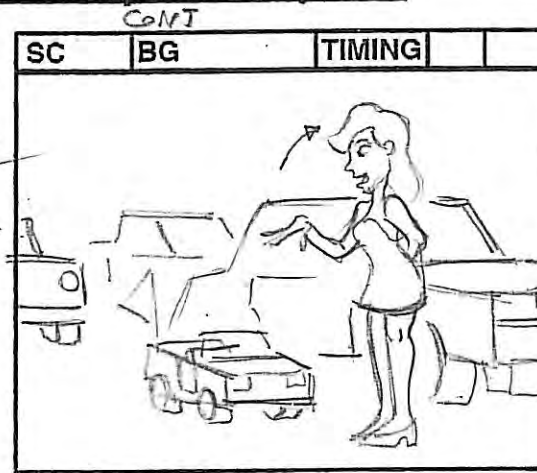
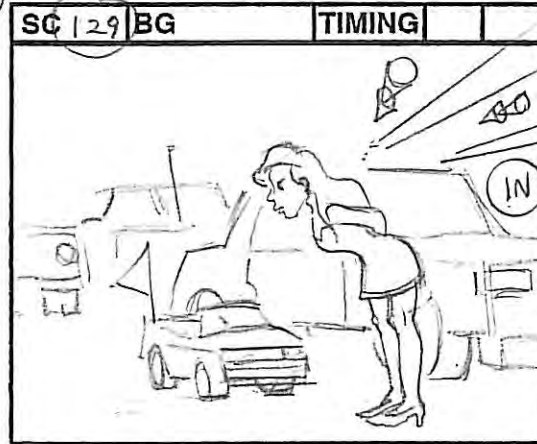
TITLE "Grand Theft Spaceship"

SHOW \_\_\_\_\_

ACT II

PAGE 18

CUT



ACTION

EXT. GAMEWORLD - PARKING LOT  
VESPA INSPECTS MINI-CAR  
LASERS FLASH PAST HER.

PAN WITH VESPA AS SHE  
WALKS PAST HORSE.  
FLIES SWARM HORSE,  
\* BEGIN TRUCK-OUT HERE

STOP PAN AS SHE  
ARRIVES AT  
YELLOW SUBMARINE

TRANS.

DIAL

VESPA  
Hmm...

VESPA (CONT)  
too small...

VESPA (CONT)  
too dirty...

LONE STARR (O.S.)  
Hurry up!

VESPA  
EWW.

TRANS.

NOTES

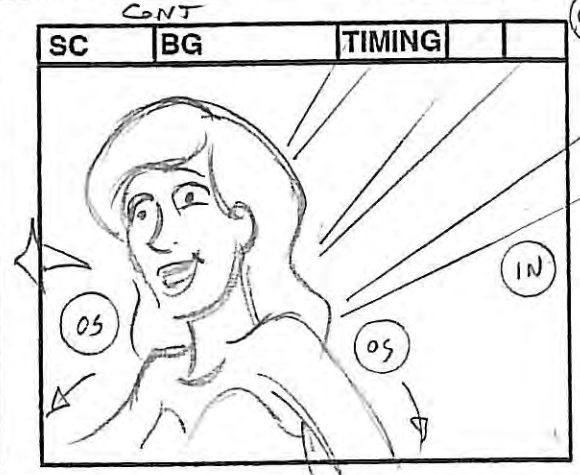
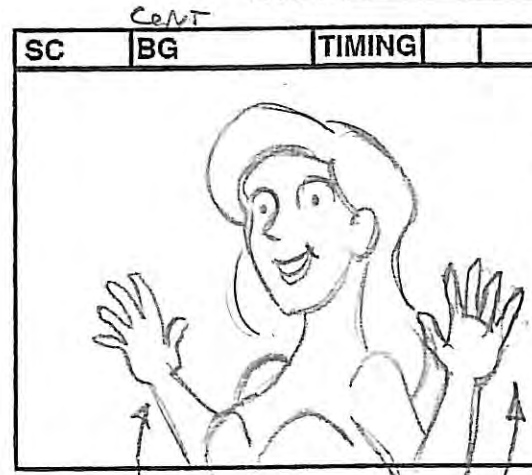
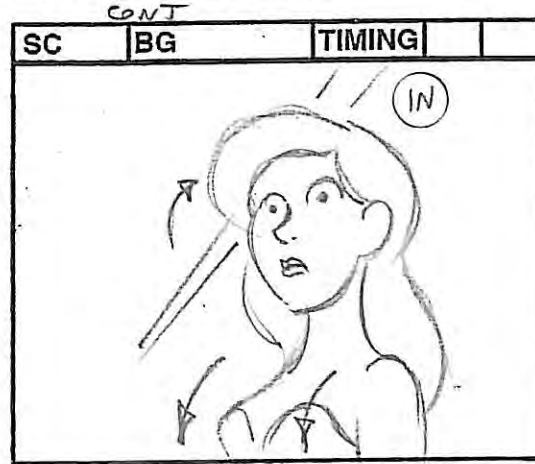
TITLE "Grand Theft Spaceship"

SHOW \_\_\_\_\_

ACT II

PAGE 19

CUT



CUT

ACTION

**HU** VESPA WINCES,  
UNAWARE OF LASERS  
FLASHING PAST HER.

(beat)

SHE EXITS WEST, AS  
LASERS FLASH BEHIND  
HER.

TRANS.

DIAL

VESPA (CONT)  
Ew, too yellow.

VESPA (CONT)  
(GASP) Perfect!

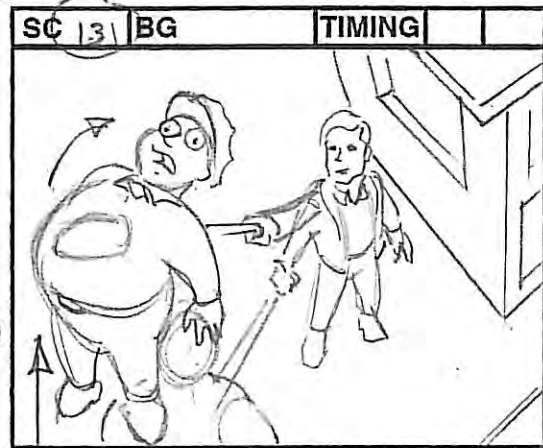
TRANS.

NOTES

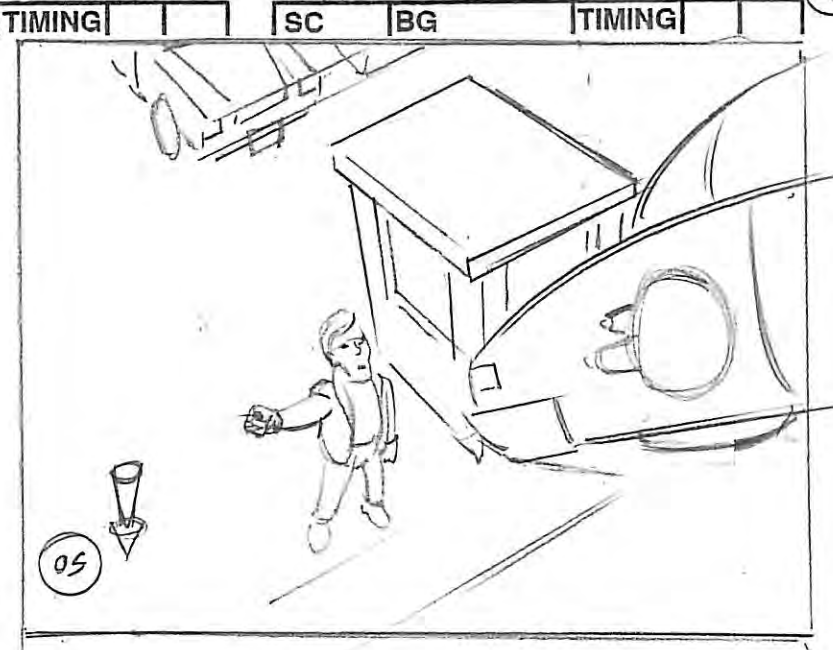
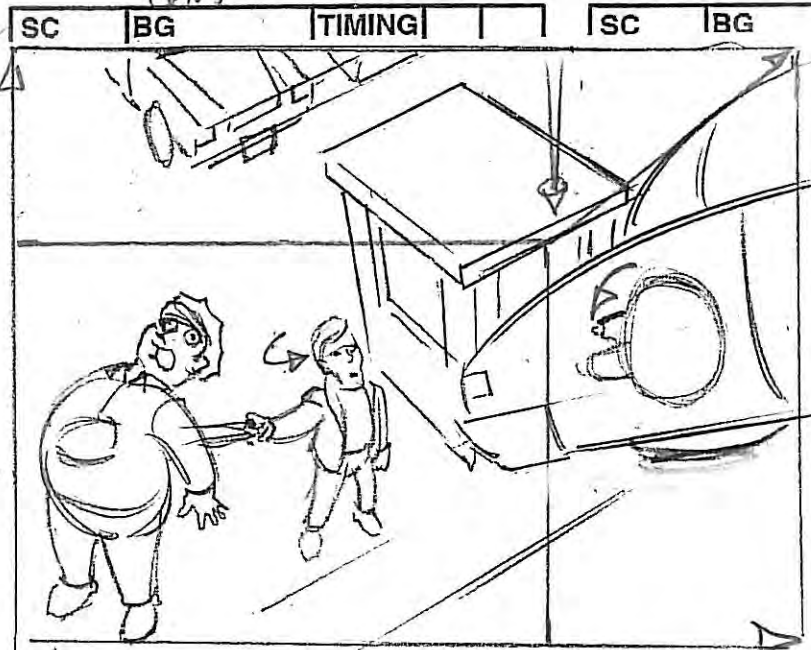
PG  
18

CUT

CUT



IN



ACTION

EXT. GAMEWORLD - PARKING LOT BOOTH  
LONE STARR LIFTS COP INTO VIEW, IMPALED WITH HIS SCHWARTZ BEAM.

TRANS.

\* NOTE = STROBE LIGHTS NO LONGER FLASHING FROM THIS POINT ONWARD.

WIDEN - STARR TURNS AS FLYING POLICE CAR DESCENDS. SIDE GUNS ROTATE AND FLEX THEIR

\* NOTE: FOR THE HOVERCAR, NO UP-DOWN HOVERING MOTION LIKE SPACE GHOST OR POWERPUFF GIRLS.

STARR TURNS OFF RING. LIGHT BEAM VANISHES AND COP DROPS O.S. SOUTH.

DIAL

NOZZLES

MOTION IS LINEAR AND A ONE-DIRECTION DRIFT.

TRANS.

NOTES

# FILM ROMAN

# SPACEBALLS : The Animated Series

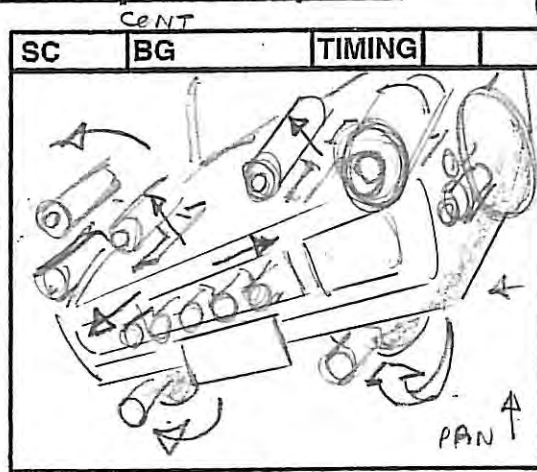
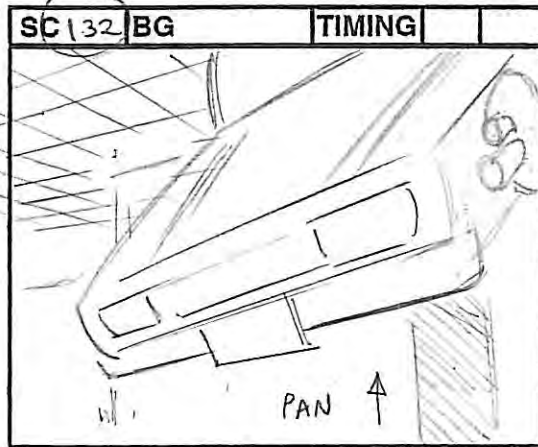
TITLE "Grand Theft Spaceship"

SHOW \_\_\_\_\_

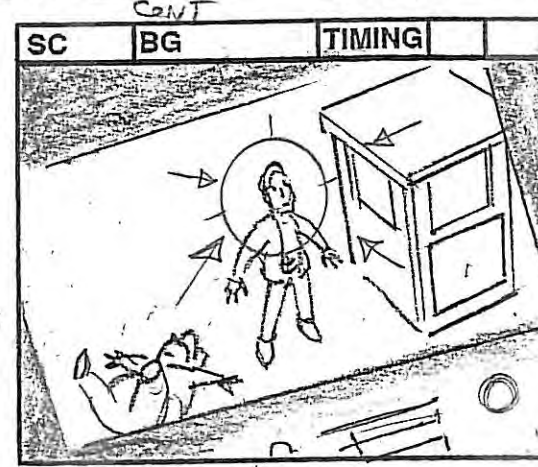
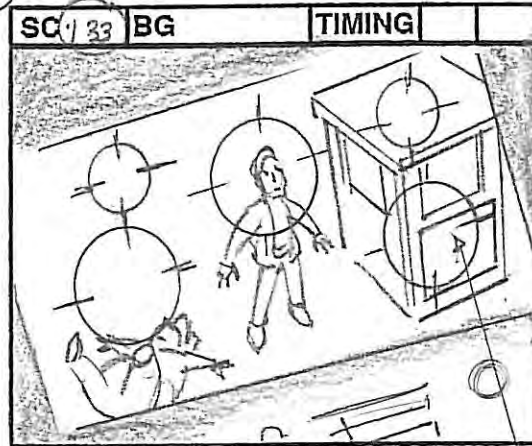
ACT II

PAGE 21

CUT



CUT



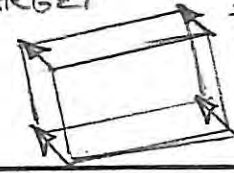
CUT

ACTION

A police starship <HOVERS> in front of Lone Starr. Several hi-tech weapons on the ship <POWER UP> and <ROTATE> to point at him. BG. PANS NORTH TO SIMULATE DRIFT. \*NOTE - NO UP-DOWN MOTION.

WHEN WEAPONS DEPLOY, CAR DRIFTS WEST. MATCH THIS MOVEMENT WITH

MULTIPLE TARGET SCOPES ON MONITOR



SIGN "SPACEBALLS! THE PARKING LOT"

MULTIPLE TARGET SCOPES CONVERGE INTO ONE, ON LONE STARR.

TRANS.

THE MONITOR VIEW IN THE NEXT SCENE.

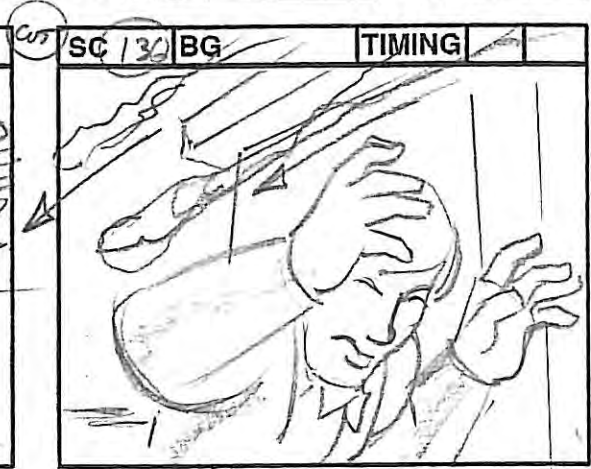
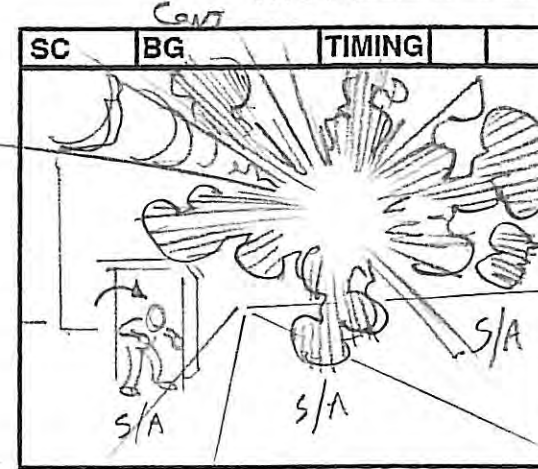
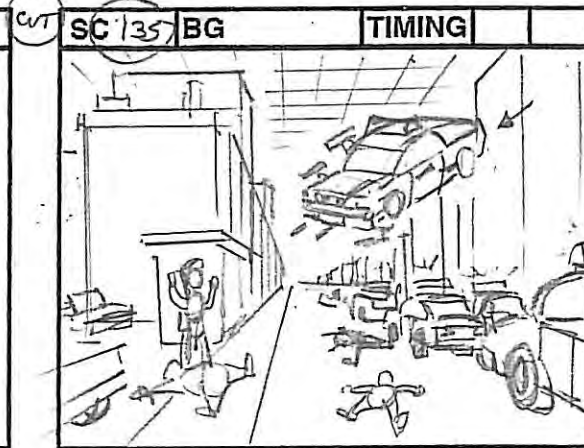
DIAL

STARR  
Princess??

TRANS.

NOTES

CUT



ACTION

Lone Starr puts up his hands to surrender.

WIDE ANGLE. FLYING CAR  
DRIPTS TOWARD STARR  
(NO UP-DOWN MOTION)

A SALVO ENTERS FRAME,  
STRIKES CAR, WHICH EXPLODES  
STARR WINCES

STARR WINCES AS TWO  
FLAME TRAILS STREAK  
PAST.

HU

TRANS.

DIAL

LONE STARR  
(beat) Oh boy.

TRANS.

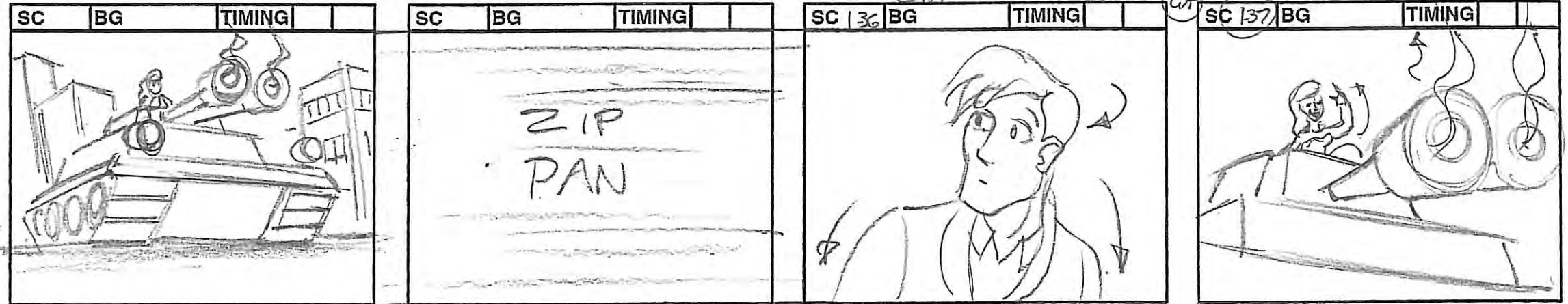
NOTES

TITLE "Grand Theft Spaceship"

SHOW \_\_\_\_\_

ACT II

PAGE 23



STOP

START

ACTION

SMOKE CURLS FROM TANK NOZZLES.

Lone Starr turns and sees a giant Double Barrel tank with Vespa out, the hatch smoke still rising from the barrel.

CUT CLOSER. VESPA MOTIONS WITH ARM.

VERTICAL WIPE TO:

TRANS.

DIAL

VESPA  
Ha!

VESPA  
Get in!

TRANS.

NOTES

# FILM ROMAN

# SPACEBALLS : The Animated Series

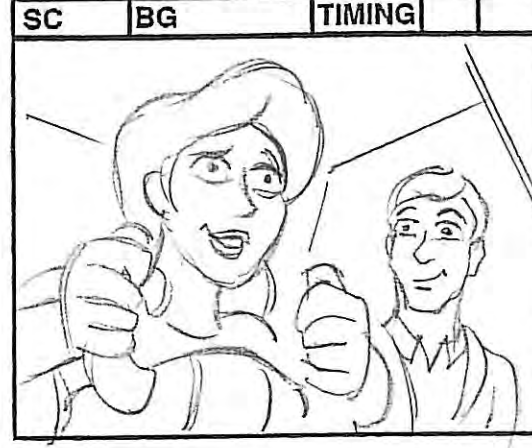
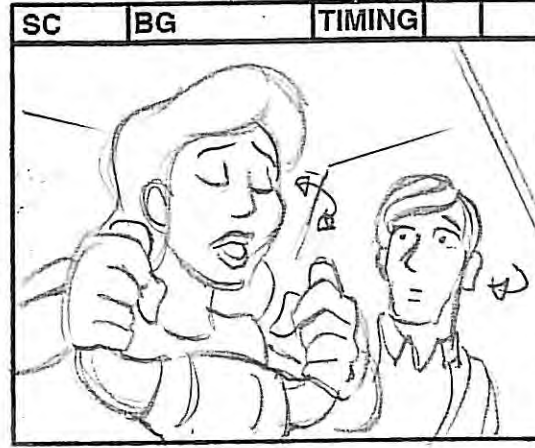
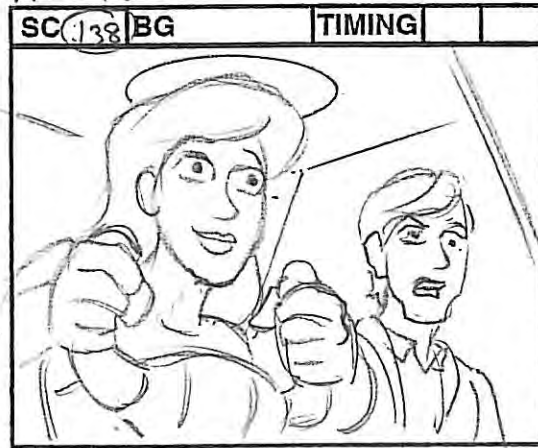
VERTICAL  
WIPE TO:

TITLE "Grand Theft Spaceship"

SHOW \_\_\_\_\_

ACT II

PAGE 24



ACTION

INT. TANK - MOMENTS LATER

Vespa is driving. Lone Starr is a passenger.

VESPA SHAKES HER HEAD  
ON "UH-UH."



TRANS.

MILD CAMERA SHAKE AT INTERVALS

NO CONSTANT VIBRATION.

DIAL

LONE STARR  
Okay, we need to contact Yogurt,  
he's our only chance of getting out  
of here.

VESPA  
Uh-uh.

VESPA (CONT)  
I don't want to go home now!  
I'm driving a freakin'

VESPA (CONT)  
tank!

LONE STARR  
I know, right!

TRANS.

NOTES

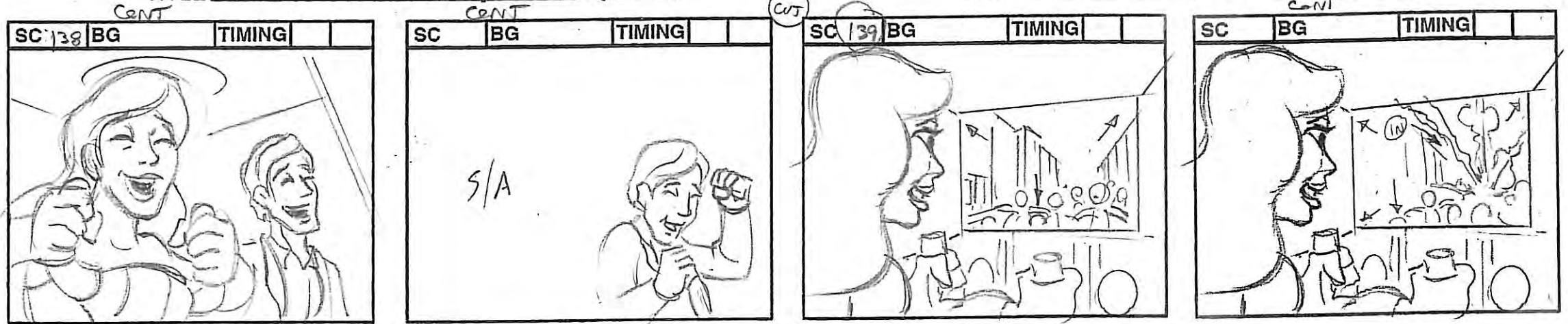


# FILM ROMAN

# SPACEBALLS : The Animated Series

TITLE "Grand Theft Spaceship"

SHOW \_\_\_\_\_ ACT II PAGE 25



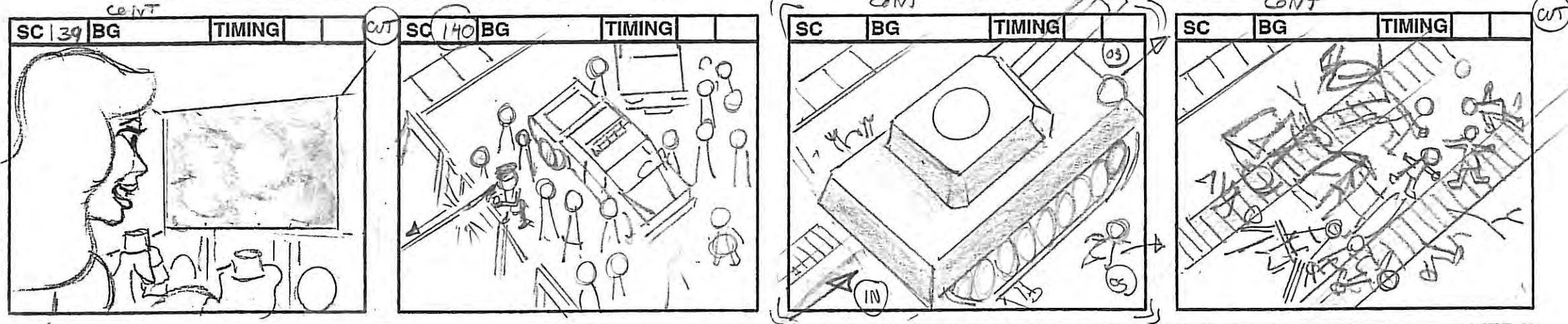
ACTION			OTS. VESPA WATCHING ACTION ON TANK MONITOR. BIPACK BG. IN MONITOR TOWARD CAMERA. From the cockpit, we watch Vespa drive over and shoot people.
TRANS.			
DIAL	VESPA AND STARR (laughing)	STARR (CONT) = - Awesome!!!	
TRANS.			
NOTES			

TITLE "Grand Theft Spaceship"

SHOW

ACT II

PAGE 26



ACTION	SMOKE FILLS FRAME	DOWNSHOT STREET - BLOCKADE. COP AT SAWHORSE FIRES LASER. GAME CHARACTERS WATCH	SLIGHT CAMERA SHAKE AS TANK ROLLS OVER PEOPLE AND CARS. TAPER SHAKE AS TANK ROLLS AWAY.	TANK TREADS, FLATTENED POLICE CARS AND GAME CHARACTERS, CRACKED PAVEMENT.
TRANS.			ONE GAME CHARACTER JUMPS O.S EAST.	
DIAL				
TRANS.				
NOTES				

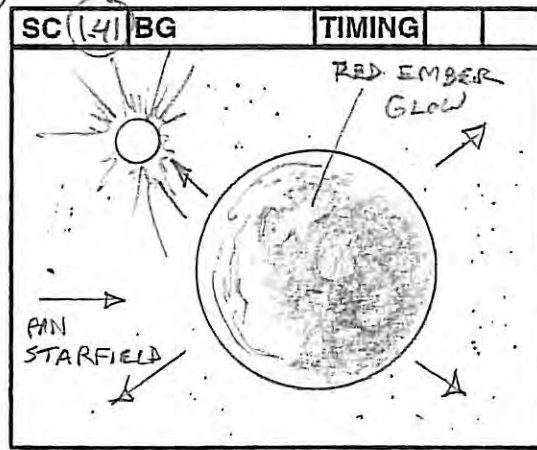
TITLE "Grand Theft Spaceship"

SHOW \_\_\_\_\_

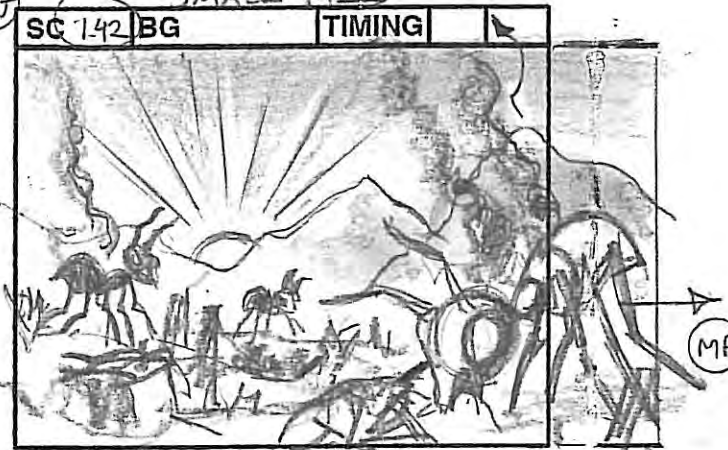
ACT II

PAGE 27

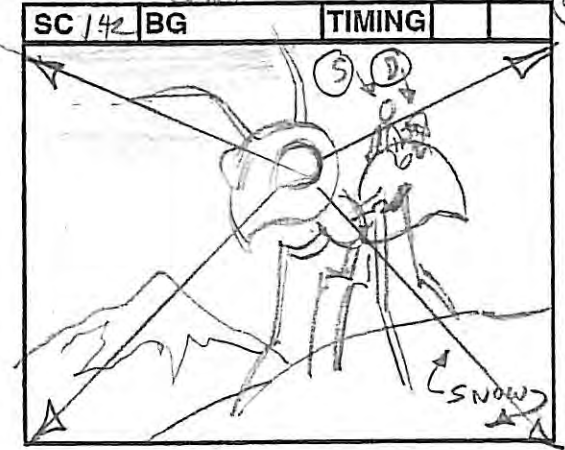
(CUT)



(CUT)



(CUT)



(CUT)

ACTION

EXT. PLANET DRUIDIA  
PAN STARFIELD EAST.  
SUN SLOWLY DRIFTS N.W.  
PLANET SLOWLY DRIFTS

DRIFT PAN ACROSS LANDSCAPE.  
HAZY SKY, SUNRISE.  
SMOKE PLUMES RISE FROM  
CITY RUINS AND ASHES.  
TWO GIANT ANTS IN 'BG'

TRUCK OUT FROM THIS  
VIEW, REFLECTED IN THE  
EYE OF A GIANT ANT ATOP  
A SNOW-CAPPED MOUNTAIN-  
TOP. SKY IS HAZY.

TRANS.

TOWARD CAMERA.  
RED EMBER GLOW ON THE  
DARK SIDE OF THE PLANET.

GIANT ANT IN F.G. CHEWS  
ON METAL. MULTIPLANE HIM  
O.S. AS WE PAN.

SKROOB AND DARK HELMET  
SIT ATOP ANT'S ABDOMEN.

DIAL

DARK HELMET  
Sir, we've finished conquering  
Druidia. We're ready to move to  
phase three.

TRANS.

NOTES

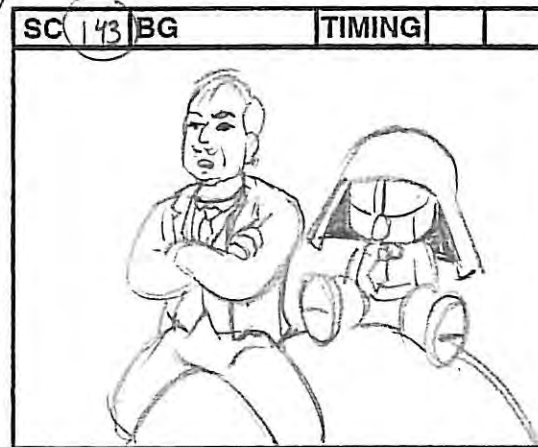
TITLE "Grand Theft Spaceship"

SHOW \_\_\_\_\_

ACT II

PAGE 28

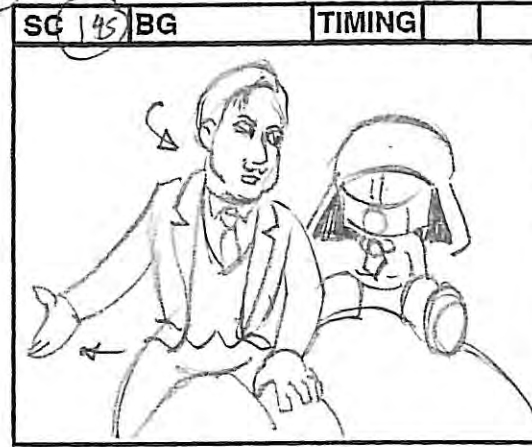
CUT



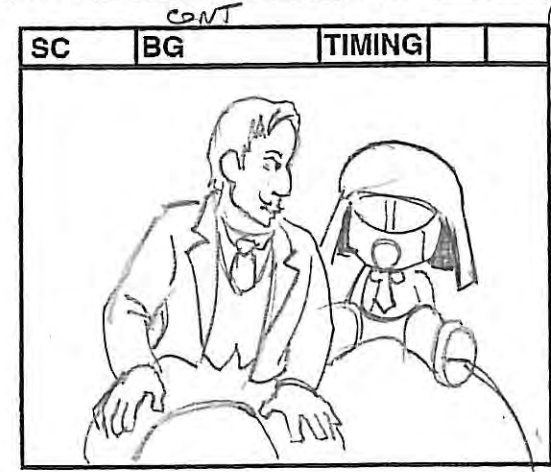
CUT



CUT



CUT



ACTION

TRANS.

DIAL

TRANS.

NOTES

SKROOB  
I don't like it.

SKROOB (CONT)  
Lone Starr should  
have been here to stop us hours  
ago.

SKROOB (CONT)  
Seriously, have we ever made  
it past phase two of an evil plan?

DARK HELMET  
First time since I've been here.

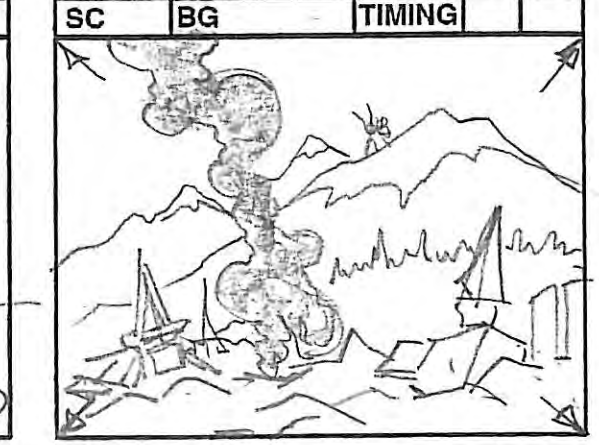
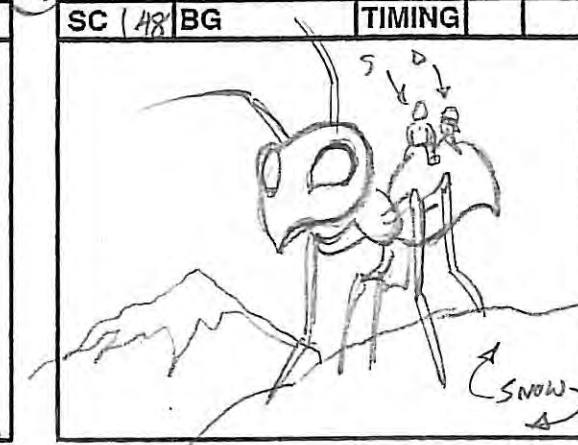
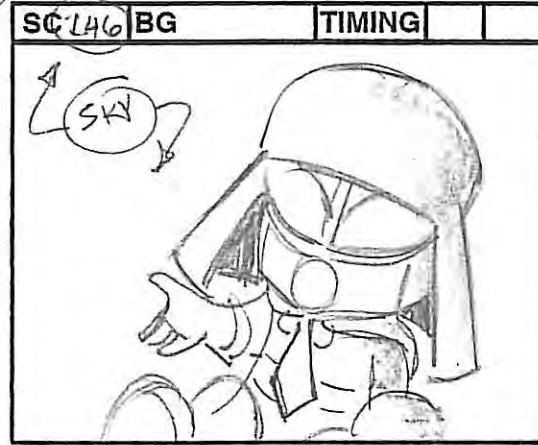
TITLE "Grand Theft Spaceship"

SHOW \_\_\_\_\_

ACT II

PAGE 29

CUT



ACTION

PULL OUT to a poetic shot of two villains watching their destruction with no one to stop them.  
NEW LEVELS MULTIPLANE INTO VIEW AS WE DRIFT

① MOUNTAIN LEVEL  
② FOREST LEVEL

TRANS.

BACK.

③ RUINED BUILDINGS  
④ FLAMES AND SMOKE PLUME  
⑤ RUINED BUILDINGS

DIAL

HELMET (CONT)  
You'd think he would have at least called or something.

SKROOB  
I'm sure he'll be here any second.

TRANS.

NOTES

TITLE "Grand Theft Spaceship"

SHOW \_\_\_\_\_

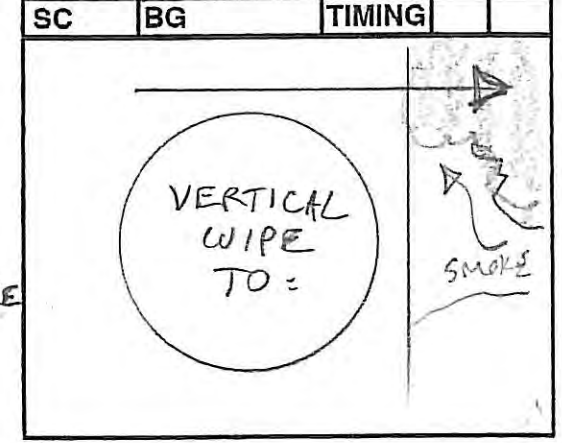
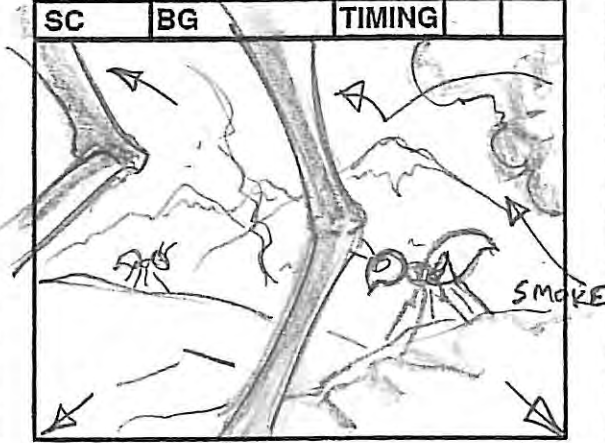
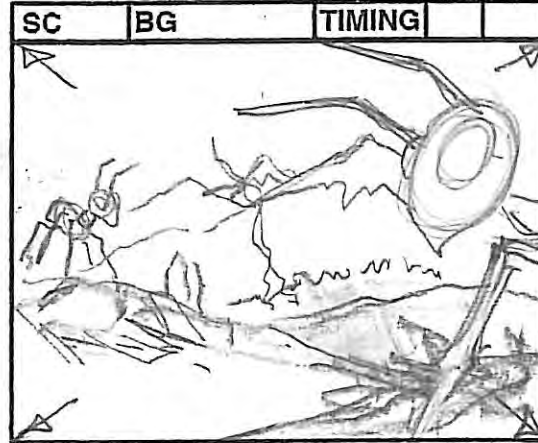
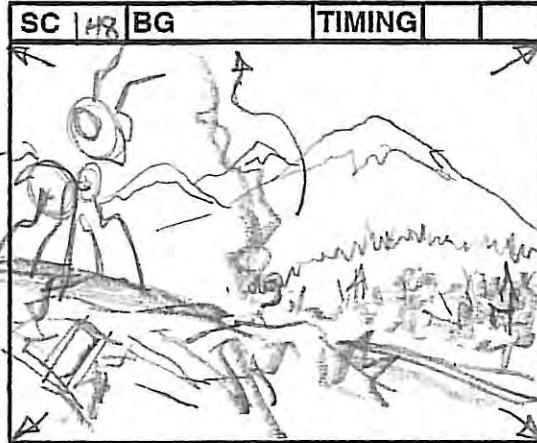
ACT II

PAGE 30

CONT

CONT

CONT



ACTION

CONTINUE PULLOUT WITH MORE LEVELS MULTIPLANING INTO VIEW. ....  
 (6) HILLSIDE WITH CITY RUINS

(8) MORE DEBRIS  
 (9) GIANT ANT, ANTENNA TWITCHING.

(10) SMOKE PLUME IN F.G.

STOP PULLBACK. (11) ANT LEGS CROSS RIGHT TO LEFT IN FOREGROUND.

TRANS.

(7) GIANT ANT, ANTENNA TWITCHING.

DIAL

TRANS.

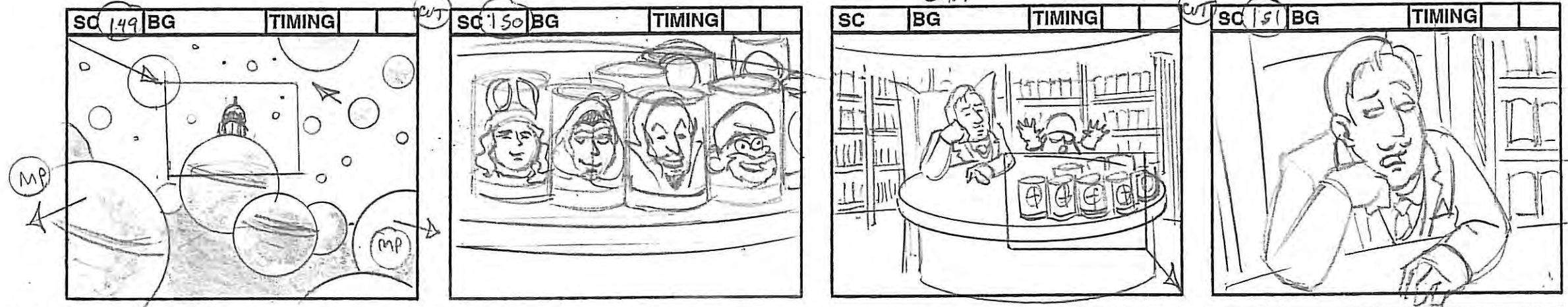
NOTES

# FILM ROMAN

# SPACEBALLS : The Animated Series

TITLE "Grand Theft Spaceship"

SHOW \_\_\_\_\_ ACT II PAGE 31



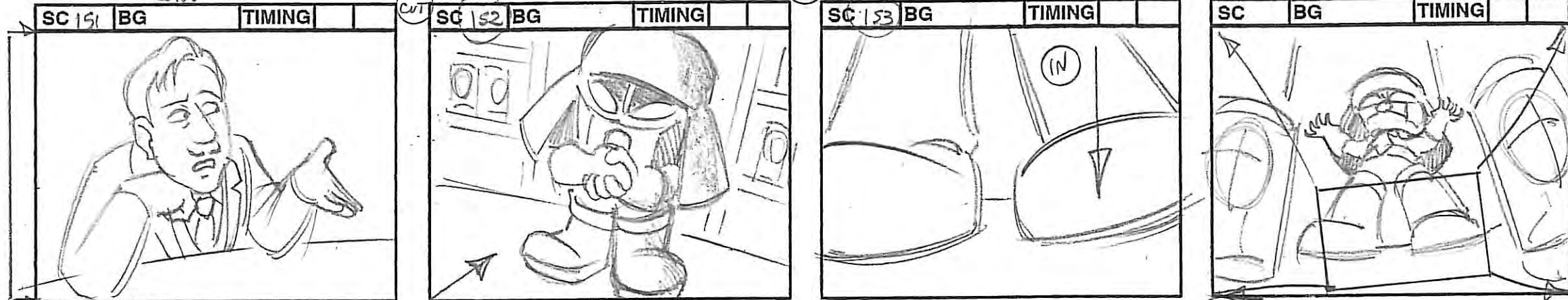
ACTION	<p>VERTICAL WIPE TO: EXT. PLANET SPACEBALLS. DRIFT IN TO CAPITOL GLOBE. MULTI-PLANE OUT F.I.G. SPHERES. CHYRON: HOURS LATER.</p>	<p>INT. SKROOB'S OFFICE - HOURS LATER HEADS IN JARS ON DESK. 1 KING ROLAND 2 EMPEROR PALPATINE 3 MING THE MERCILESS 4 PAPA SMURF</p>	<p>TRUCK OUT Skroob is seated at his desk HELMET WAVES HIS HANDS TRIUMPHANTLY. SHELVES IN B.G. HAVE HEADS IN JARS.</p>	<p>CLOSE ON SKROOB.</p>
TRANS.	<p>SPHERES IN NIGHT SKY DRIFT N.W. AT OVERLAPPING SPEEDS.</p>			
DIAL	<p>MUSIC: "MAIL TO THE CHIEF" OFF-KEY</p>	<p>HELMET (OS) So that's it.</p>	<p>DARK HELMET (CONT) We've conquered the entire universe!</p>	<p>SKROOB (bored) Great.</p>
TRANS.				
NOTES				

# FILM ROMAN

# SPACEBALLS : The Animated Series

TITLE "Grand Theft Spaceship"  
CONT

SHOW \_\_\_\_\_ ACT II PAGE 32



	SC 151	SC 152	SC 153	SC 154
ACTION	SLIGHT ADJUST EAST WHEN SKROOB GESTURES	DRIFT IN TO DH RUBBING HIS HANDS.	ON DESKTOP - DUTCH ANGLE DARK HELMET'S FEET STOMP INTO VIEW.	QUICK PULL OUT THEN SLOW PULL OUT. AS WE PULL AWAY, DISTORT VIEW TO A FISH EYE LENS.
TRANS.				
DIAL	SKROOB (CONT) Ok, now, what do we do with it?	DARK HELMET Anything we want.		HELMET (CONT) <LAUGHS MANIACALLY>.
TRANS.				
NOTES				



# FILM ROMAN

# SPACEBALLS : The Animated Series

TITLE "Grand Theft Spaceship"

SHOW \_\_\_\_\_

ACT II

PAGE 33



ACTION

CONTINUE PULLBACK. VIEW DISTORTS, CEILING LIGHT FLARES.



A BEAT. THEN SKROOB SPEAKS.

HELMET TRUNDLES INTO VIEW,

TRANS.

DIAL

SKROOB  
Boy, are you weird.

DARK HELMET  
So, um, uh what do you want to do, sir?

TRANS.

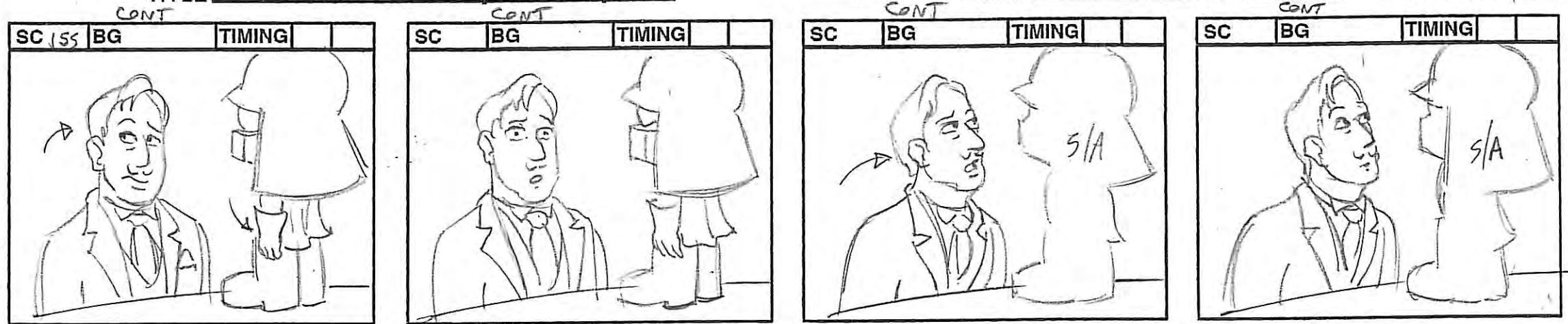
NOTES

TITLE "Grand Theft Spaceship"

SHOW \_\_\_\_\_

ACT II

PAGE 34



ACTION	SKROOB PONDERES			Beat.
TRANS.				
DIAL		SKROOB I don't know, uh, I have no idea.	What do you want to do?	
TRANS.				
NOTES				

TITLE "Grand Theft Spaceship"

SHOW \_\_\_\_\_ ACT II PAGE 35

	SC 155		BG		TIMING			SC 156		BG		TIMING			
ACTION						SKROOB PONDER\$.					Skroob shrugs in agreement.				
TRANS.											TV DESCENDS FROM SLOT IN CEILING. PAN SOUTH WITH ACTION.				
DIAL	DARK HELMET W-want to play videogames?										Eh. SKROOB				
TRANS.															
NOTES															

CUT START STOP 1

TITLE "Grand Theft Spaceship"

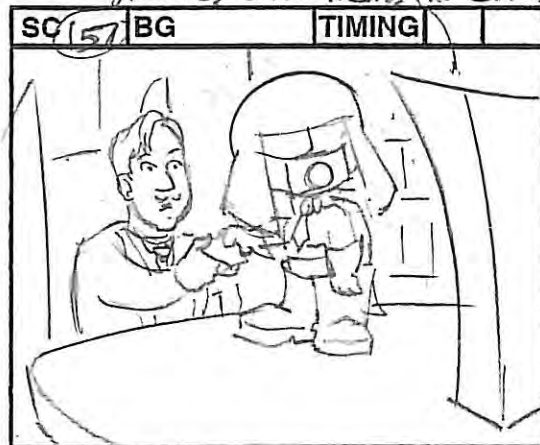
SHOW \_\_\_\_\_

ACT II

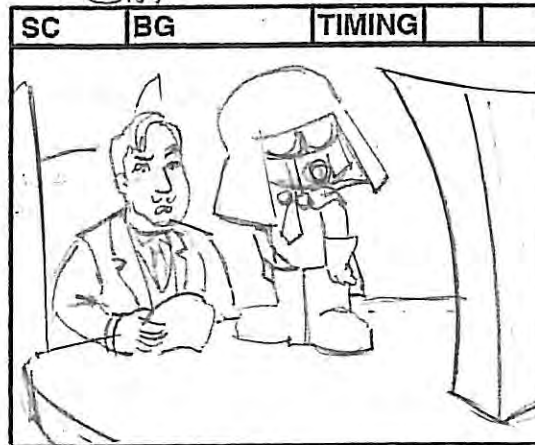
PAGE 36

CUT

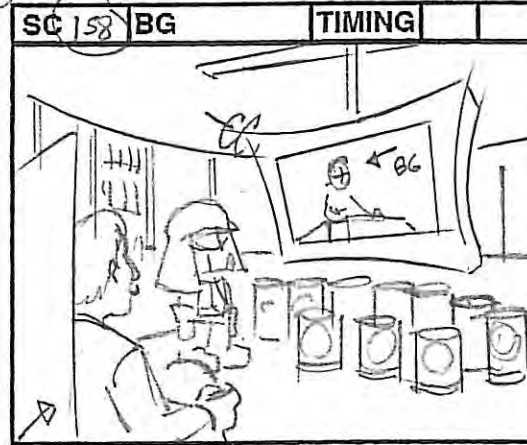
SHELVES WITH HEADS IN JARS



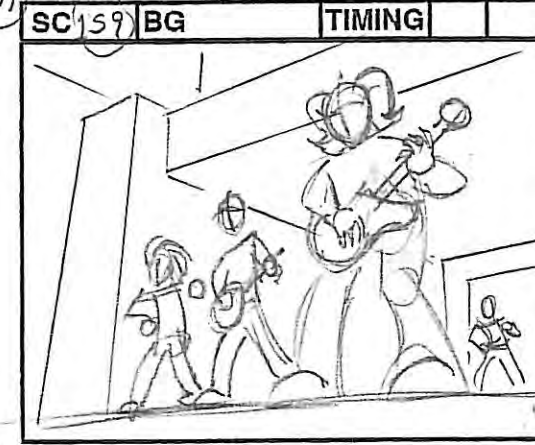
CONT



CUT



CUT



ACTION

HELMET HANDS SKROOB A CONTROLLER.

DRIFT IN TO MONITOR. LONE STARR IS MANNING TURRET, VIEW ON SCREEN CUTS TO TANK GUNS FIRING

EXT. YOGA CENTER - GUITAR HEROES PLAYING.

TRANS.

(USE SC-188)

DIAL

SKROOB (CONT)  
I just

SKROOB (CONT'D)  
wish I knew what diabolical game Lone Starr was playing with us.

DARK HELMET  
(re: TV)  
Looks like Grand Theft Starship.

LONE STARR (ON TV)  
Come on, it's my turn! I want to run over some cars.

TRANS.

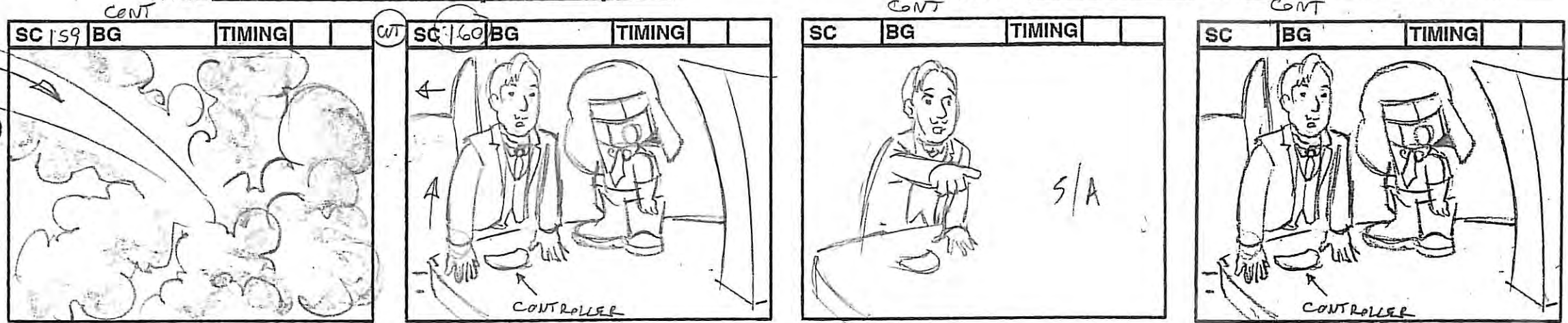
NOTES

TITLE "Grand Theft Spaceship"

SHOW \_\_\_\_\_

ACT II

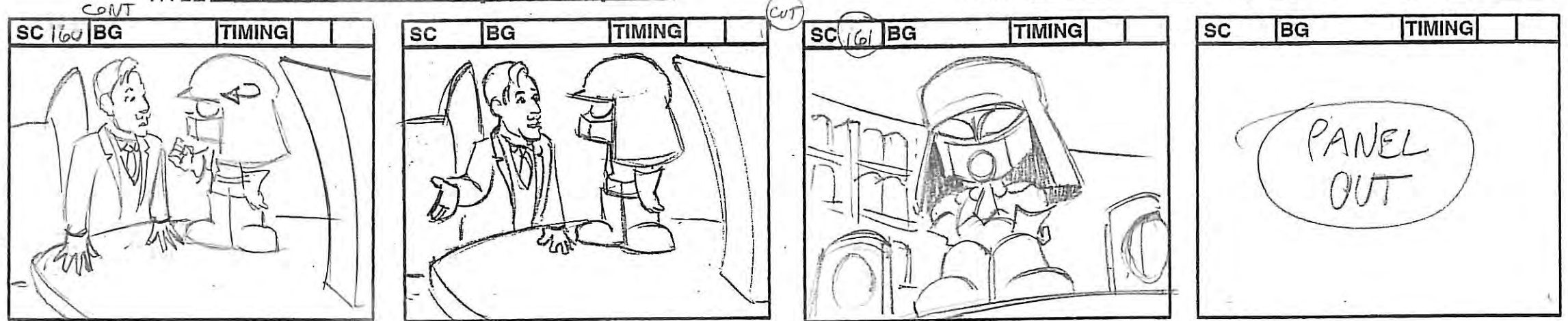
PAGE 37



ACTION	MORTAR HITS, EXPLODES.	ALARMED, SKROOB RISES, PUSHING BACK CHAIR.	HE POINTS TO MONITOR.	
TRANS.				
DIAL		SKROOB Lone Starr!	SKROOB (CONT) How did he get inside?	VESPA (ON TV) (OS) There's no way that was five minutes!
TRANS.				
NOTES				

TITLE "Grand Theft Spaceship"

SHOW \_\_\_\_\_ ACT II PAGE 38



ACTION

TRANS.

DIAL

TRANS.

NOTES

DARK HELMET  
He must have used the Schwartz!

SKROOB  
Can one do that?

DARK HELMET  
Of course. Where do you think I got

TITLE "Grand Theft Spaceship"

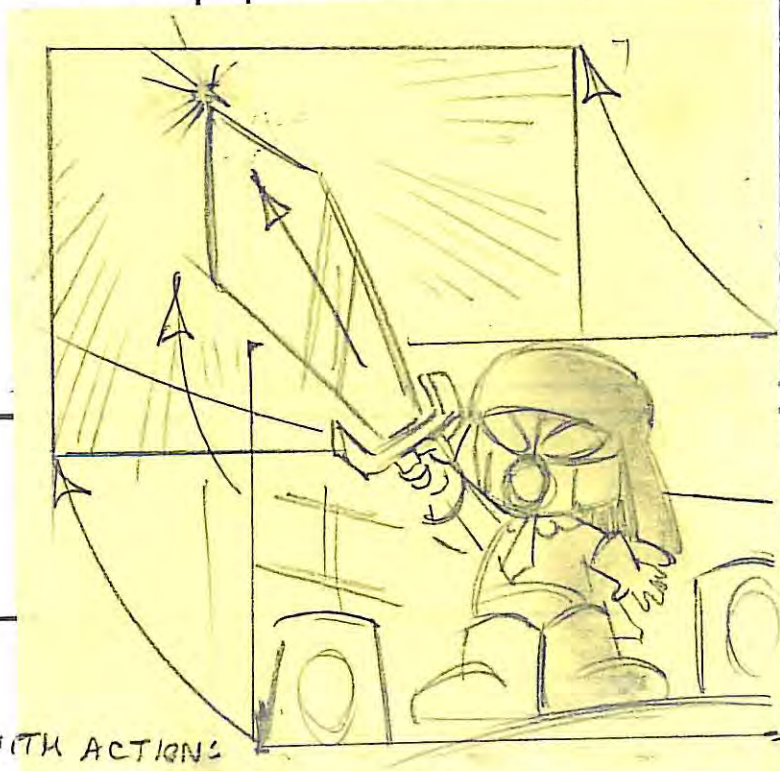
SHOW \_\_\_\_\_ ACT II PAGE 39

SC BG TIMING

CONT  
SC 14 BG TIMING

CUT  
SC 142 BG TIMING

CONT  
SC BG TIMING CUT



ACTION

SKROOB LAUGHS.

HU

TRANS.

PAN WITH ACTIONS

DIAL

He pulls out a sword that looks vaguely like the Master Sword from Zelda and holds it over his head, accompanied by a <MUSICAL STING> a la Zelda. GLEAM. TRAVELS UP BLADE, FLARES AT TIP.

HELMET (CONT)  
this plus-six sword?

SKROOB (LAUGHS)

Ha ha ha.

SKROOB (CONT)  
Finally! A chance to beat Lone Starr at his own game.

TRANS.

NOTES

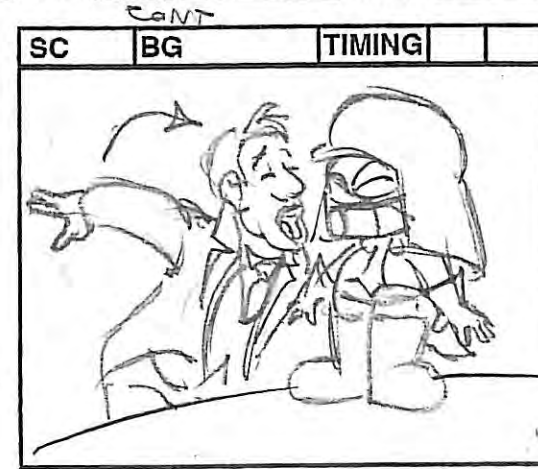
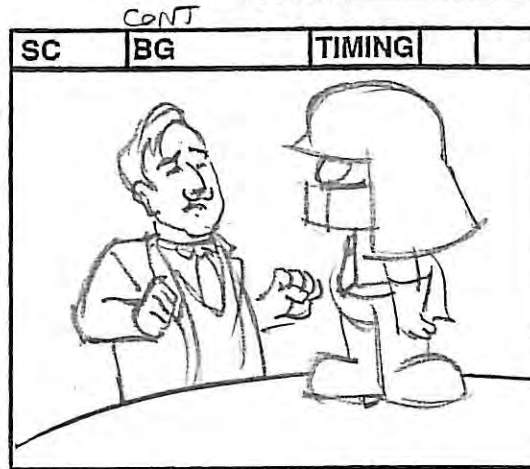
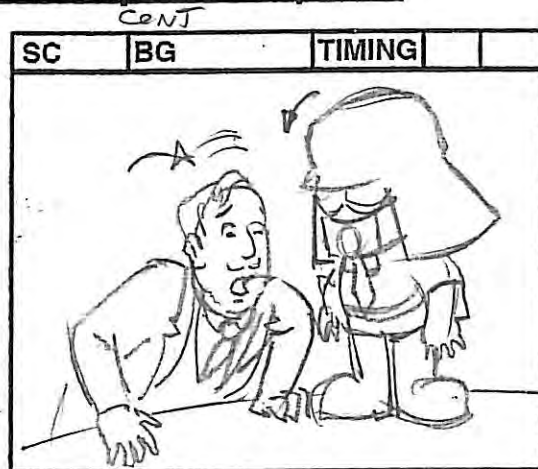
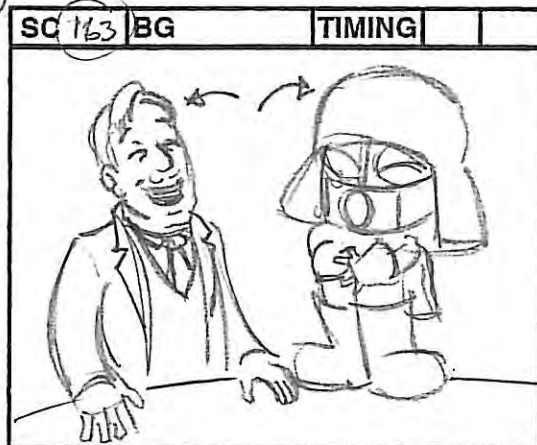
TITLE "Grand Theft Spaceship"

SHOW \_\_\_\_\_

ACT II

PAGE 40

CUT



ACTION

They both begin <LAUGHING>.

Skroob begins to <COUGH>.

SKROOB ANTICS BACK TO SPIT.

Skroob spits into Helmet's face.

TRANS.

DIAL

SKROOB/HELMET  
(LAUGHING)

SKROOB  
= (COUGHS, HACKS)

DARK HELMET  
Are you ok?

SKROOB  
<SPITS>

TRANS.

NOTES



TITLE "Grand Theft Spaceship"

SHOW \_\_\_\_\_

ACT II

PAGE 41

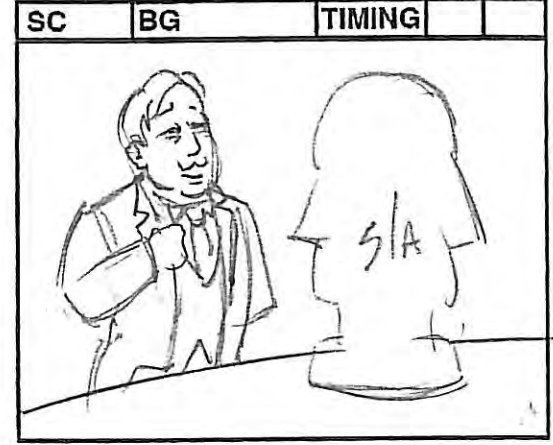
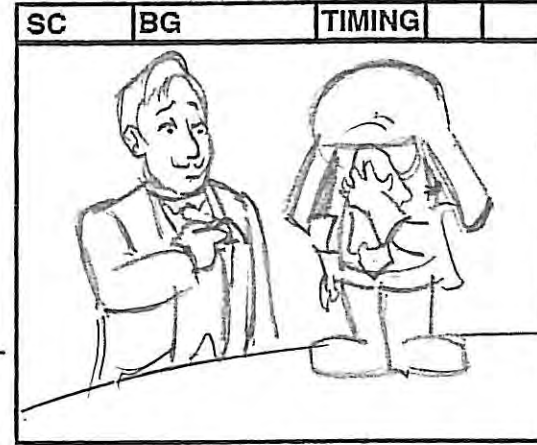
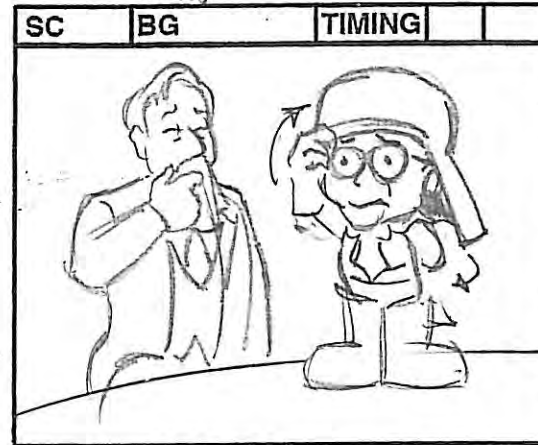
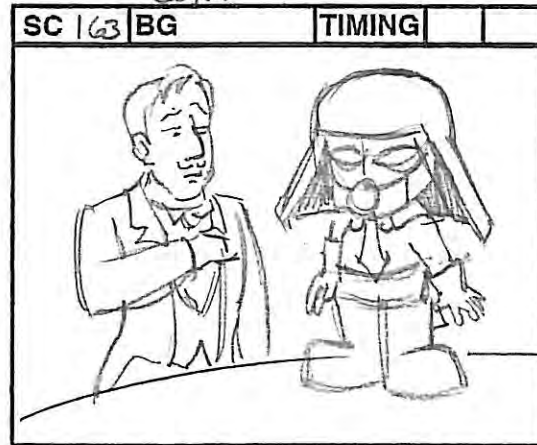
CONT

CONT

CONT

CONT

DISSOLVE



ACTION

SKROOB GRABS POCKET HANKY.

HELMET LIFTS VISOR. SKROOB WIPES MOUTH.

HELMET WIPES FACE. SKROOB POKETS HANKY.

Then frames himself in a presidential moment.

TRANS.

DIAL

SKROOB  
I'm alright now.

TRANS.

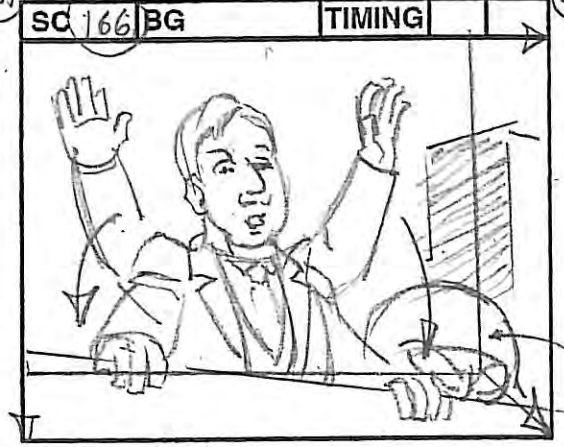
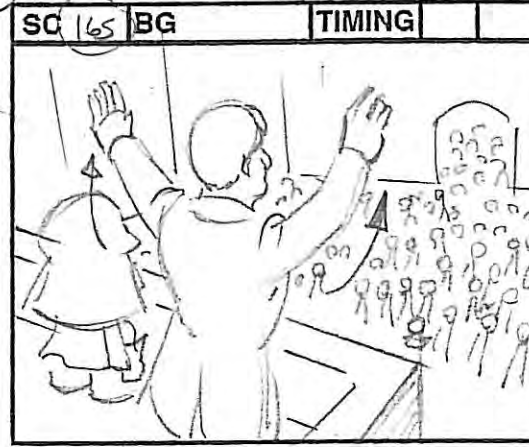
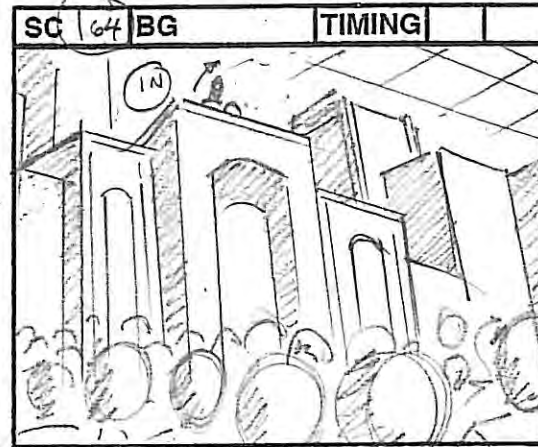
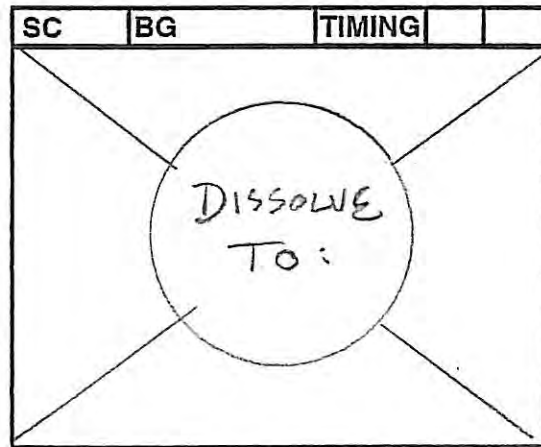
NOTES

TITLE "Grand Theft Spaceship"

SHOW \_\_\_\_\_

ACT II

PAGE 42



ACTION

EXT. GAMEWORLD - PRESIDENTIAL COURTYARD  
 SKROOB AND THE TOP OF  
 DARK HELMETS. HELMET  
 EMERGE ON THE BALCONY.

HU

HU

DARK  
 HELMET

TRANS.

a crowd of game characters (100) gathered in  
 the courtyard below. It has  
 the tenor of a war rally.

DIAL

SKROOB  
 (Presidential shot)  
 Citizens of Grand Theft Starship.

SKROOB (CONT)  
 How long have you stood by while  
 players stole your cars,

TRANS.

NOTES

# FILM ROMAN

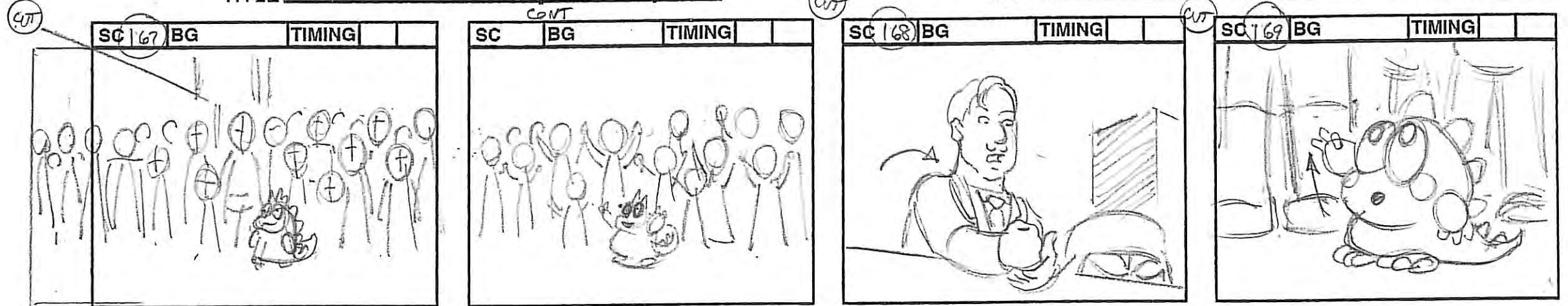
# SPACEBALLS : The Animated Series


TITLE "Grand Theft Spaceship"

SHOW \_\_\_\_\_

ACT II

PAGE 43



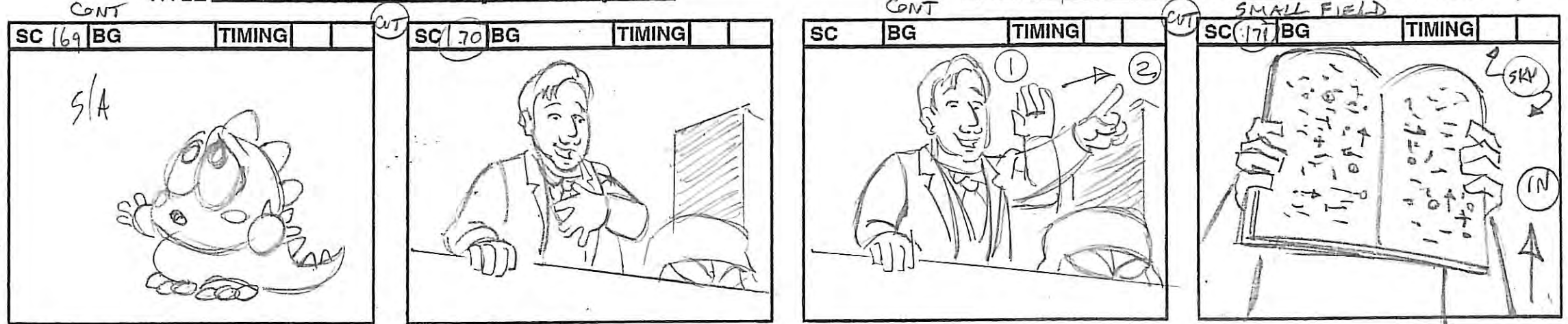
ACTION	<p>DRIFT IMMEDIATELY AFTER CUT, LEFT TO RIGHT. MULTIPLANE ROWS.</p>		<p>SKROOB SMACKS HIS HAND FOR EMPHASIS.</p>	<p>A short NEBBISHY GUY, raises his hand.</p>
TRANS.				
DIAL	<p>SKROOB (CONT) assaulted your prostitutes, ran you down in the streets for a few measly points? I say long enough!</p>	<p>&lt;CHEERS&gt; CROWD OF GAME CHARACTERS</p>	<p>SKROOB It's time we put an end to this video game violence.</p>	<p>BUBBLE BOBBLE CHARACTER But how can we fight back? Uh, many of us have only one hit point.</p>
TRANS.				
NOTES				

TITLE "Grand Theft Spaceship"

SHOW \_\_\_\_\_

ACT II

PAGE 44



Skroob holds up two clay tablets (a la Charlton Heston in The Ten Commandments) on which the cheat codes are written with arrows and button icons.

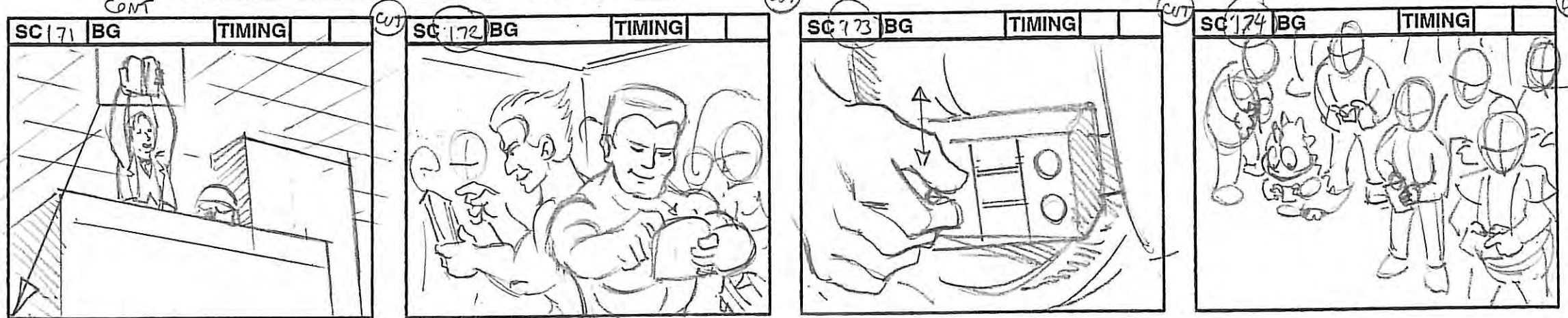
BUBBLE BOBBLE (CONT)  
If we resist, Lone Starr will kill us.

SKROOB  
Put your faith in me

SKROOB (CONT)  
① and I promise,  
② unlimited hit points.

TITLE "Grand Theft Spaceship"

SHOW \_\_\_\_\_ ACT II PAGE 45



ACTION

TRUCK OUT

In the crowd, we see the brothers from 'Contra' happy to punch in the code.

All the game characters wear belts with generic game controllers as buckles (a la Captain N: The Game Master).

The characters input the cheat code into their belts as they chant it.

TRANS.

DIAL

SKROOB (CONT'D)  
Up. Up. Down. Down. Left. Right.  
Left. Right. B. A. Start.

SKROOB (CONT'D)  
1-2, 3...

CROWD (vo)

Up. Up.

CROWD OF GAME CHARACTERS (CONT)  
Down. Down.

TRANS.

NOTES

TITLE "Grand Theft Spaceship"

SHOW \_\_\_\_\_

ACT II

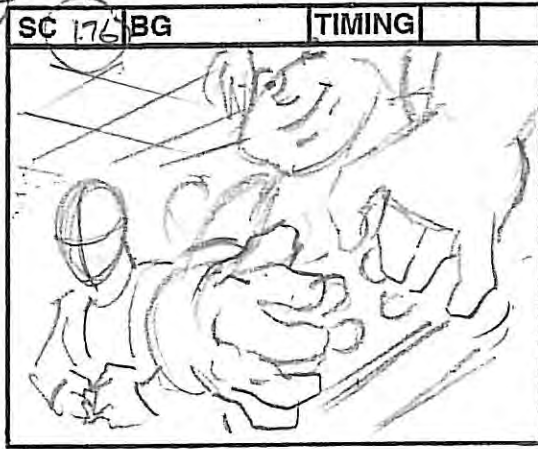
PAGE 46

DISSOLVE:

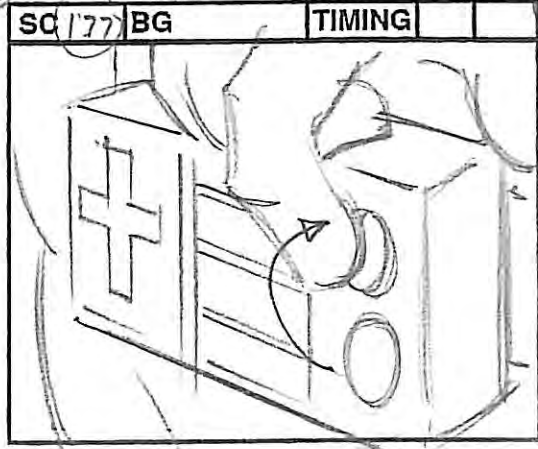
CUT



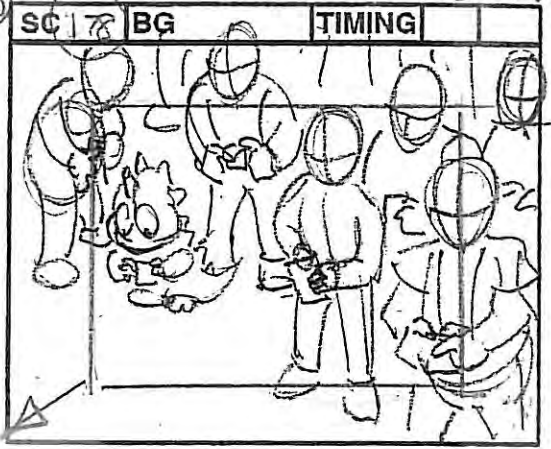
CUT



CUT



CUT



ACTION

FORCED LOW ANGLE

The CAMERA FRAMES hands, belts and the game characters faces as they input the cheat codes.

EXTREME CLOSE UP: On the game belt

DRIFT OUT FROM CROWD.  
DISSOLVE DURING DRIFT.

and the characters all begin to glow, indicating that they are now invincible.

TRANS.

DIAL

CROWD (CONT)  
Left. Right.

CROWD (CONT)  
Left. Right.

CROWD (CONT)  
B. A.

CROWD (CONT)  
Start.

SFX:  
There is a <POWER-UP> sound effect

TRANS.

NOTES

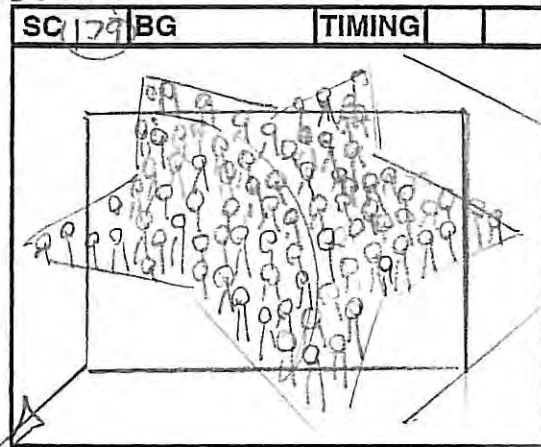
TITLE "Grand Theft Spaceship"

SHOW \_\_\_\_\_

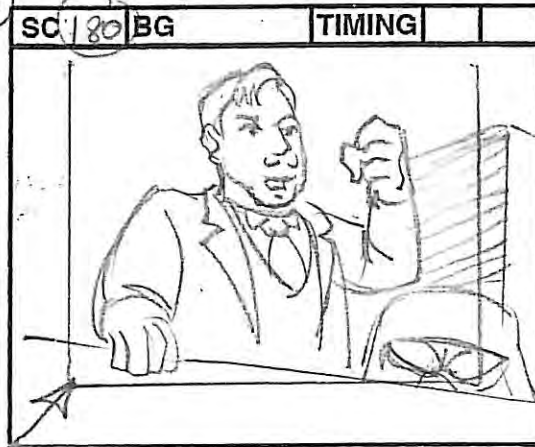
ACT II

PAGE 47

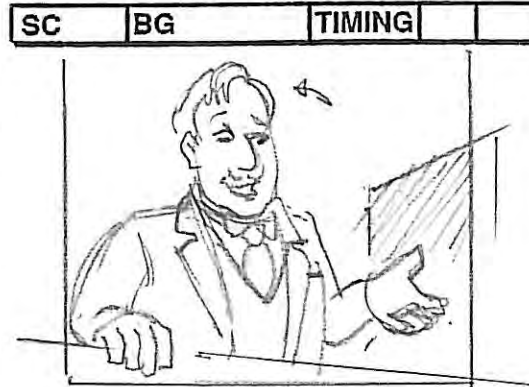
DISSOLVE:



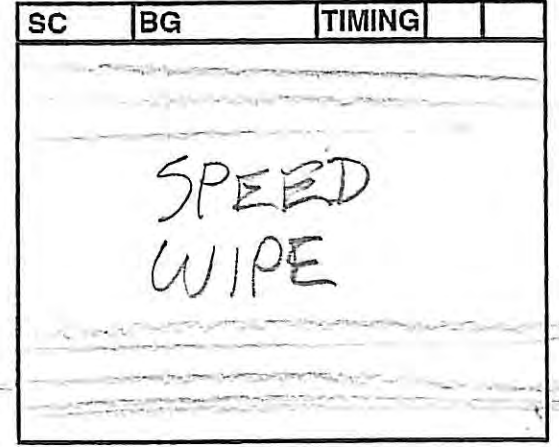
CUT



CONT



CONT



**ACTION 1**

PULL OUT to reveal the crowd stands in the form of a star from MARIO BROS. It RADIATES.

TRUCK IN ON SKROOB

TRANS.

DIAL

SKROOB  
(powerful political frmae)  
Your task is to find Lone Starr and bring him to me!

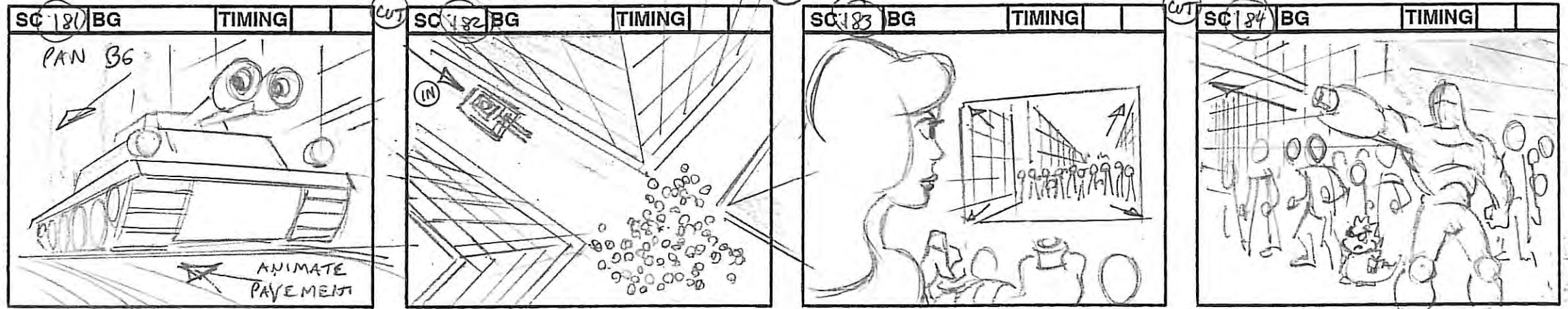
SKROOB (CONT)  
(casual) On the way, if you want, you can beat him up a little.

TRANS.

NOTES

SPEED WIPE TO: TITLE "Grand Theft Spaceship"

SHOW \_\_\_\_\_ ACT II PAGE 48



ACTION

EXT. GAMEWORLD - TANK TRUNDLES DOWN STREET.

Downshot - INTERSECTION CLOGGED WITH GAME CHARACTERS AS TANK APPROACHES.

INT. TANK - OTS VESPA BI-PAC INTERSECTION WITH CROWD ON MONITOR.

GAME CHARACTER FIRES ICE SPRAY.

TRANS.

DIAL

TRANS.

NOTES



# FILM ROMAN

# SPACEBALLS : The Animated Series

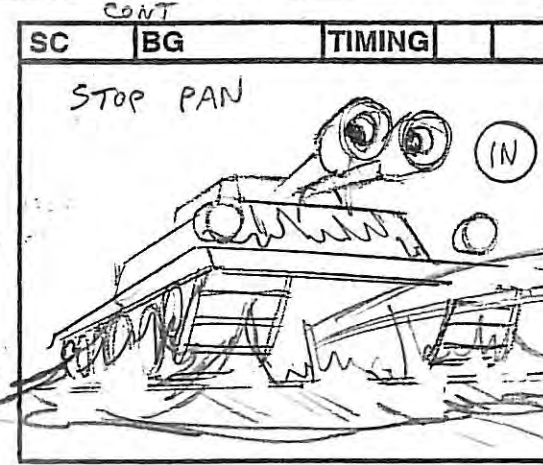
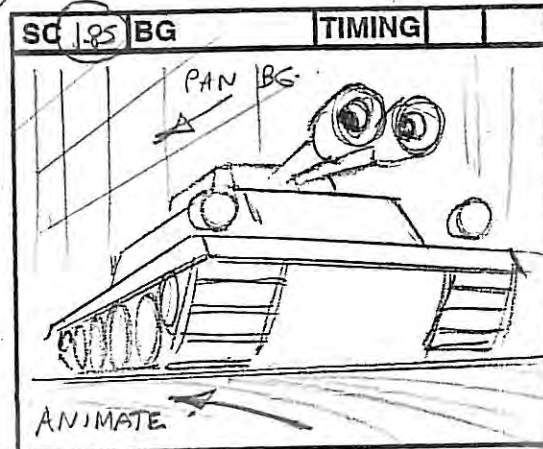
TITLE "Grand Theft Spaceship"

SHOW \_\_\_\_\_

ACT II

PAGE 49

CUT



CUT



CUT

ACTION

TANK TRUNDLES ALONG STREET.

ICE SPRAY FREEZES TANK ALONG TREADS. STOP PANS.

SLIGHT CAMERA SHAKE VESPA AND STARR LURCH FORWARD, WINCING.

THEY LOOK UP.

TRANS.

DIAL

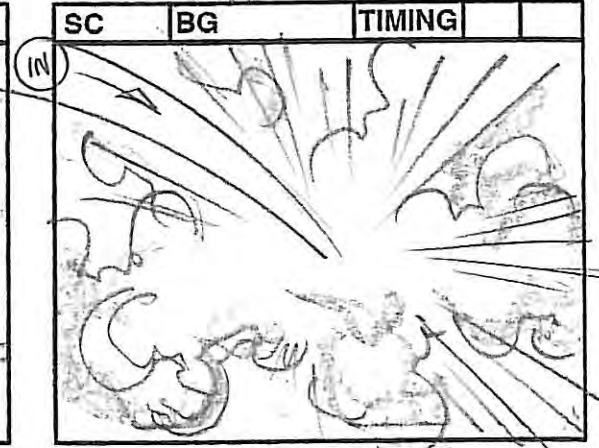
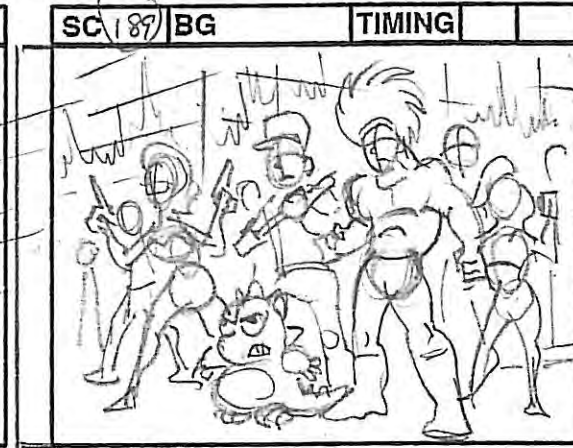
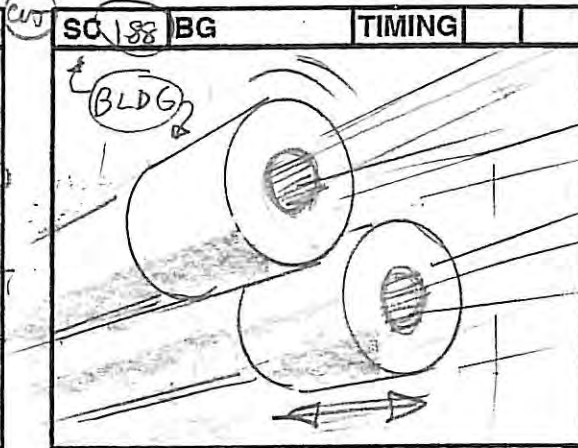
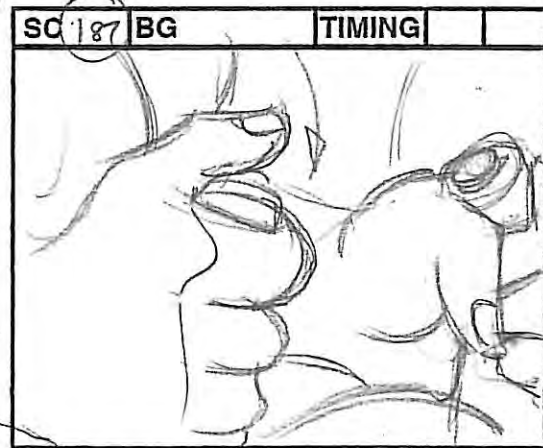
TRANS.

NOTES

TITLE "Grand Theft Spaceship"

SHOW \_\_\_\_\_ ACT II PAGE 50

CUT



ACTION

VESPA PRESSES BUTTON ON HANDLE.

SLIGHT CAMERA SHAKE WITH BLAST.  
NOZZLES RECOLL WITH BLAST.

START → STOP  
SLOW DRIFT RIGHT. STOP DRIFT JUST BEFORE BLAST.

SHELL INTO FRAME, EXPLODES

TRANS.

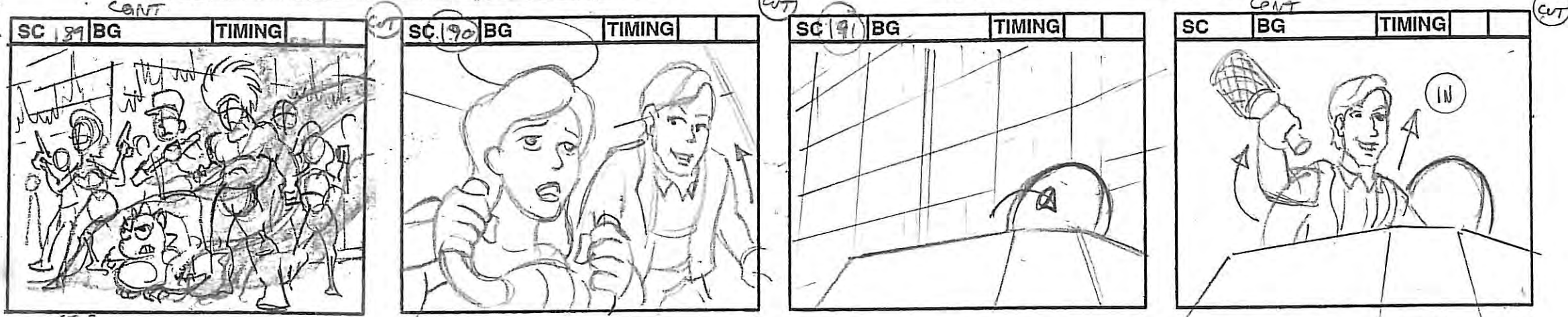
DIAL

TRANS.

NOTES

TITLE "Grand Theft Spaceship"

SHOW \_\_\_\_\_ ACT II PAGE 51



ACTION	SMOKE CLEARS. CROWD UNFAZED.	INT. TANK. LONE STARR RISES	EXT. TURRET. MATCH OPENS. Lone Starr sticks his head out of the tank. with a plasma grenade.
TRANS.			
DIAL	VESPA (vo) UH,	VESPA (CONT) ...I THINK WE'VE GOT A PROBLEM.	STARR (CONT) (OS) ...KEH-KEH...  LONE STARR (CONT'D) With a trusty plasma grenade.
TRANS.		LONE STARR I'LL HANDLE IT...	
NOTES			

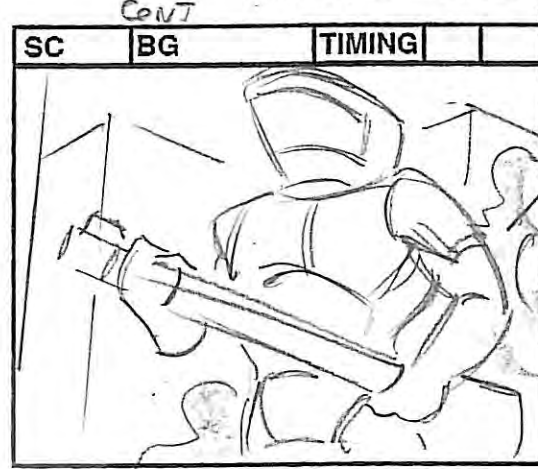
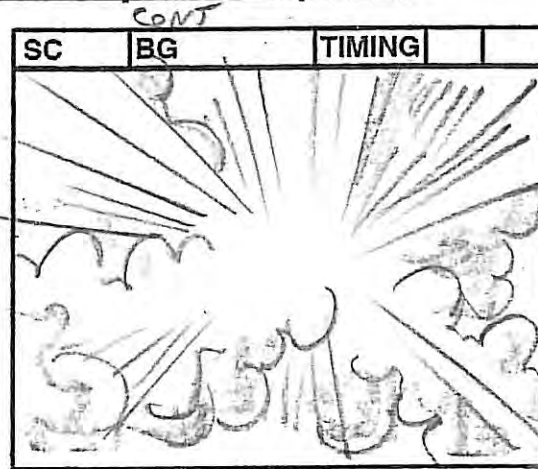
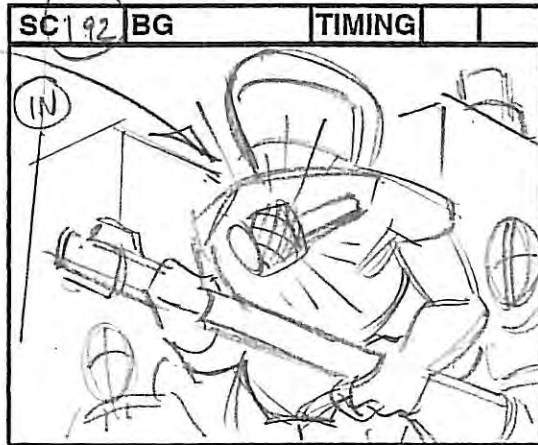
TITLE "Grand Theft Spaceship"

SHOW \_\_\_\_\_

ACT II

PAGE 52

CUT



ACTION

Lone Starr tosses a glowing blue Halo-style plasma grenade which sticks to MASTER CHIEF.

It <EXPLODES>

STARR  
Human  
CHIEF UNFAZED, SMOKE PLUME IN BG, DX DISSIPATION

TRANS.

DIAL

LONE STARR (CONT'D)  
Human, Let's see what else we've got.

TRANS.

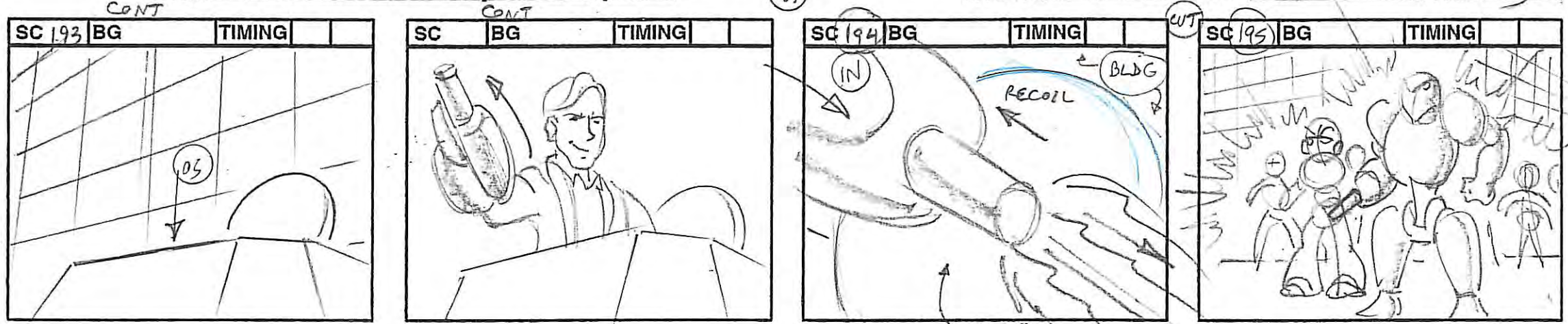
NOTES

TITLE "Grand Theft Spaceship"

SHOW \_\_\_\_\_

ACT II

PAGE 53



ACTION

Lone Starr ducks back into the tank, <ROOTING AROUND>	He pops back up with a Metroid-style cannon attached to his right arm.	Lone Starr fires the <ICE BEAM>	The crowd led by Metroid & Mega Man <i>GLOW</i>
--	--	---------------------------------	---

TRANS.

--	--	--	--

DIAL

LONE STARR (CONT'D) ooh. <i>Yeah, yeah, yeah.</i>	LONE STARR (CONT'D) Ice beam.		
--	----------------------------------	--	--

TRANS.

--	--	--	--

NOTES

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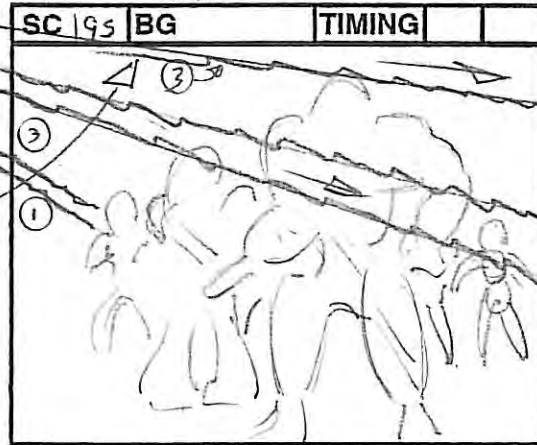
TITLE "Grand Theft Spaceship"

SHOW \_\_\_\_\_

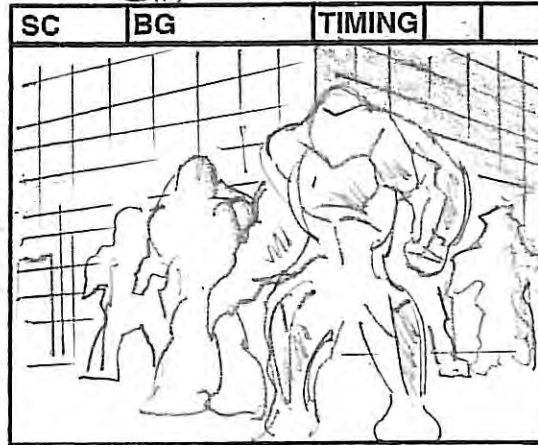
ACT II

PAGE 54

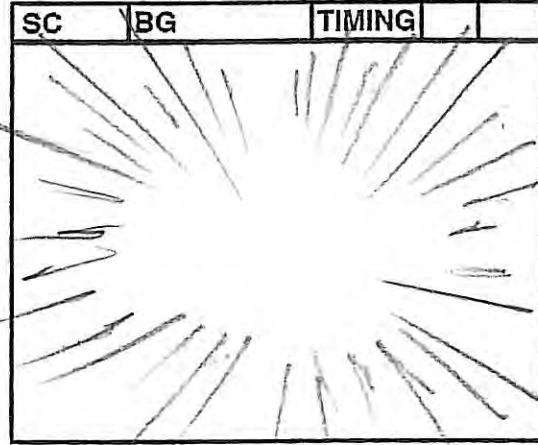
CONT



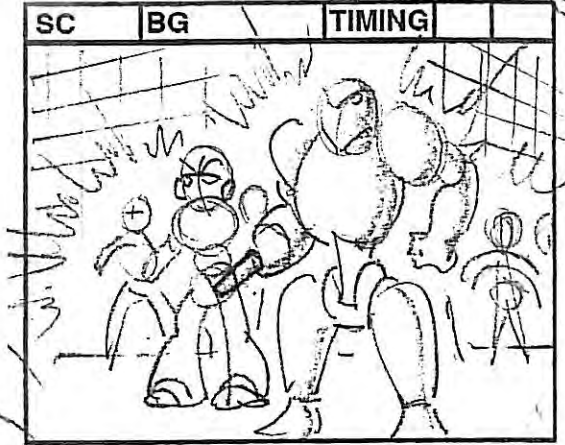
CONT



CONT



CONT



CUT

ACTION

ICE BEAM SPRAYS A SWATH ACROSS THE CROWD FREEZING THEM.  
(BEAM GROWS WIDER AS IT SWINGS TOWARD CAMERA)

CROWD FROZEN

FLASH!

CROWD GLOWS, UNFAZED

TRANS.

DIAL

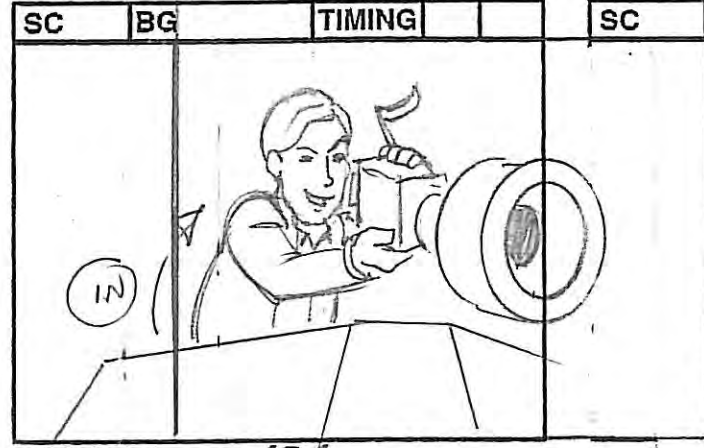
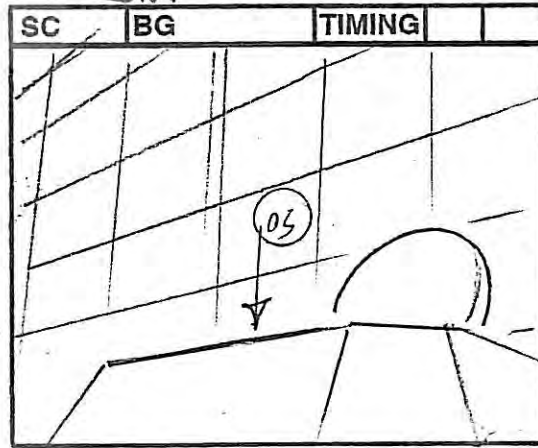
TRANS.

NOTES

TITLE "Grand Theft Spaceship"

SHOW \_\_\_\_\_ ACT II PAGE 55

CUT



ACTION

ADJUST EAST

Lone Starr reaches down and picks up a gigantic Doom-style energy cannon.

TRANS.

DIAL

(Lone Starr) LONE STARR (CONT'D)

OK. Fine. (CHUCKLES)  
You leave me with no choice.

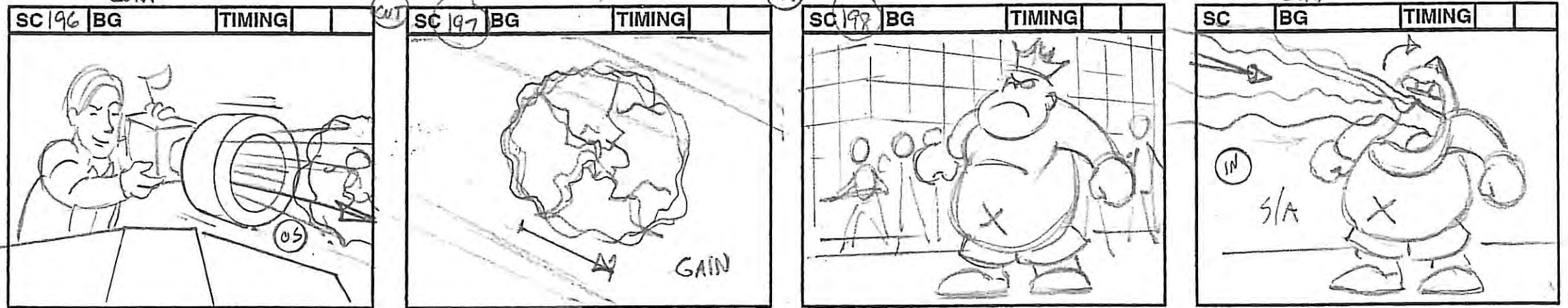
LONE STARR (CONT'D)  
BFG-9000.

TRANS.

NOTES

TITLE "Grand Theft Spaceship"

SHOW \_\_\_\_\_ ACT II PAGE 56



ACTION

Lone Starr fires the <BFG-9000> (Quake 2), which shoots a giant ball of glowing green energy.

WHIP PAN N.W.

KING HIPPO (from 'Punch Out')

eats the orb,

TRANS.

DIAL

TRANS.

NOTES

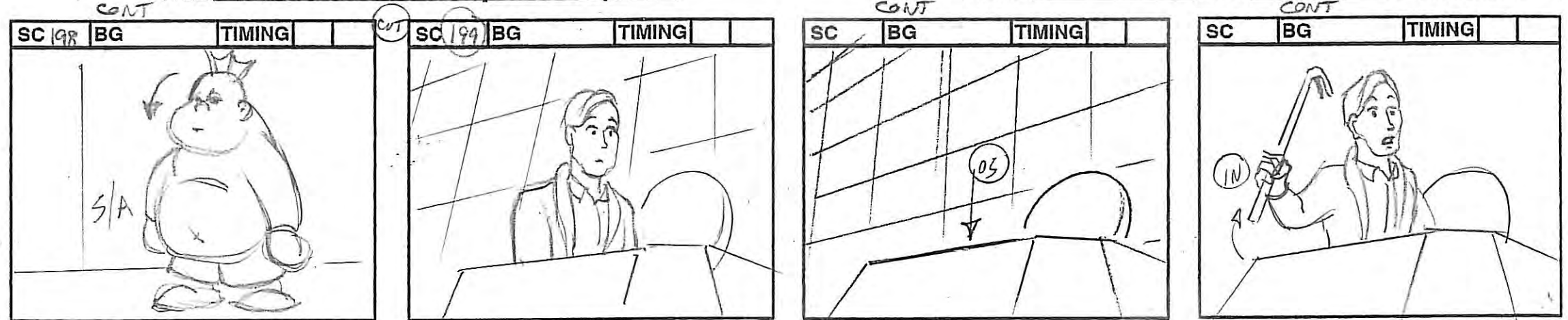


TITLE "Grand Theft Spaceship"

SHOW \_\_\_\_\_

ACT II

PAGE 57



ACTION	CLOSES MOUTH.	STARR WIDE-EYED	ZIPS INTO TANK.	ZIPS OUT WITH a Half Life-style crowbar.
TRANS.				
DIAL			STARR (CONT) (OS) Umm...	LONE STARR (CONT'D) crowbar?
TRANS.				
NOTES				

# FILM ROMAN

# SPACEBALLS : The Animated Series

TITLE "Grand Theft Spaceship"

SHOW \_\_\_\_\_

ACT II

PAGE 58



ACTION

He halfheartedly throws it at the crowd,

but KEN  
(from 'Street Fighter') uppercuts it,

<CLANKING> it off Lone  
Starr's head.

The many game characters  
then swarm the tank, Jack from  
Tekken and Ninja Gaiden leading.

TRANS.

DIAL

TRANS.

NOTES

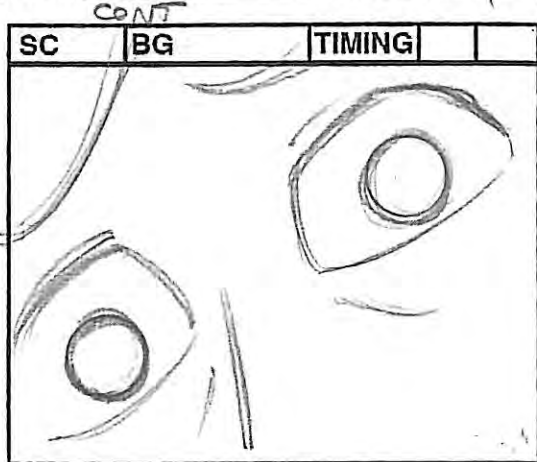
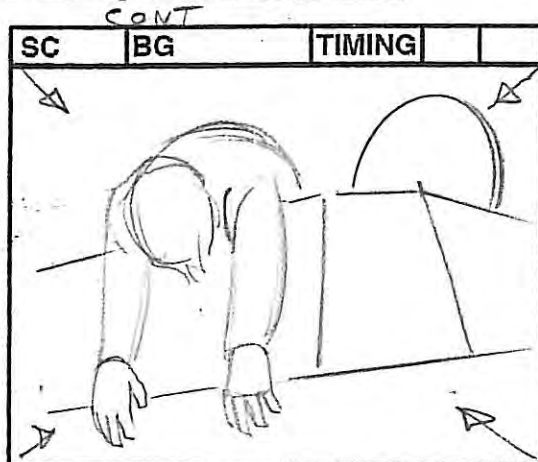
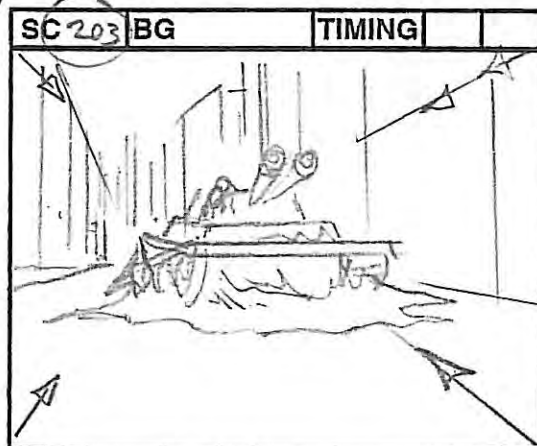
TITLE "Grand Theft Spaceship"

SHOW \_\_\_\_\_

ACT II

PAGE 59

CUT



ACTION

CROWD P.O.V. LONE STARR  
SLUMPED OVER TURRET.  
CONTINUAL PUSH-IN THROUGHOUT

SCENE

STARR REVIVES

BLINKS, WIDE-EYED AS  
THE CAMERA CONTINUES  
PUSH-IN TO...

\* HAND-HELD CAMERA

TRANS.

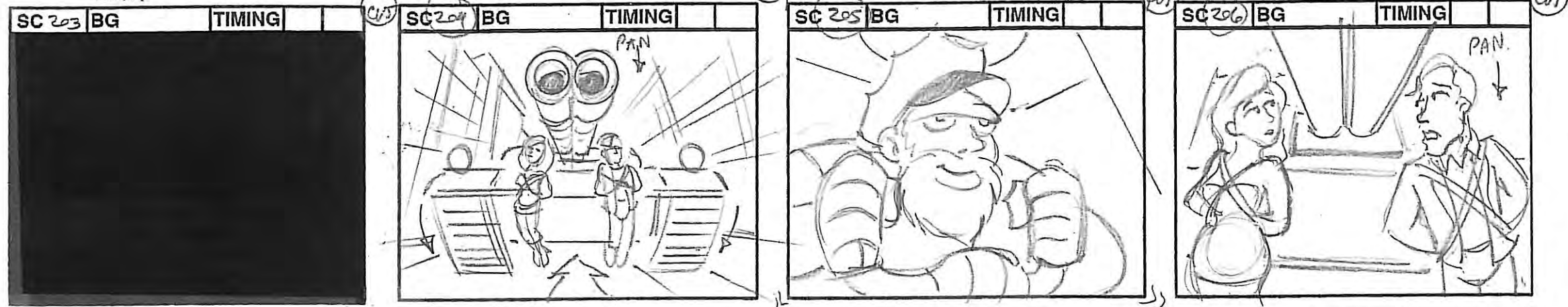
DIAL

TRANS.

NOTES

TITLE "Grand Theft Spaceship"

SHOW \_\_\_\_\_ ACT II PAGE 60



ACTION

PUSH IN TO BLACK

EXT. GAMEWORLD - MOMENTS LATER

Lone Starr and Vespa are chained to the front of the tank in a Time/Life magazine style photo. The policeman is driving.

TRANS.

\*NOTE: THIS ANGLE USED

ONE QUICK CAMERA SHAKE

IN ACT III.

(AS IF RUNNING OVER A BUMP)

DIAL

LONE STARR  
 Uh, I know this is usually your line, but... I think we're doomed.

TRANS.

NOTES

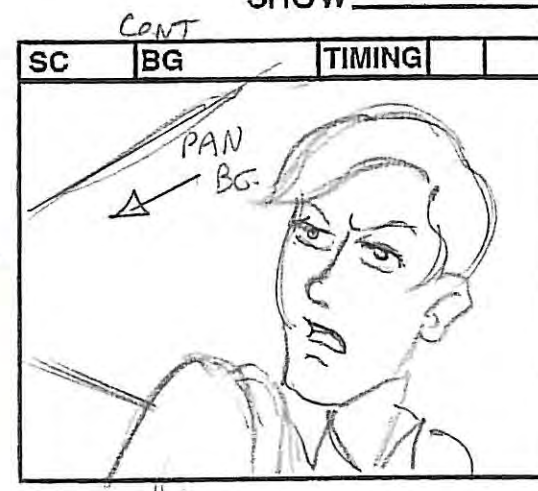
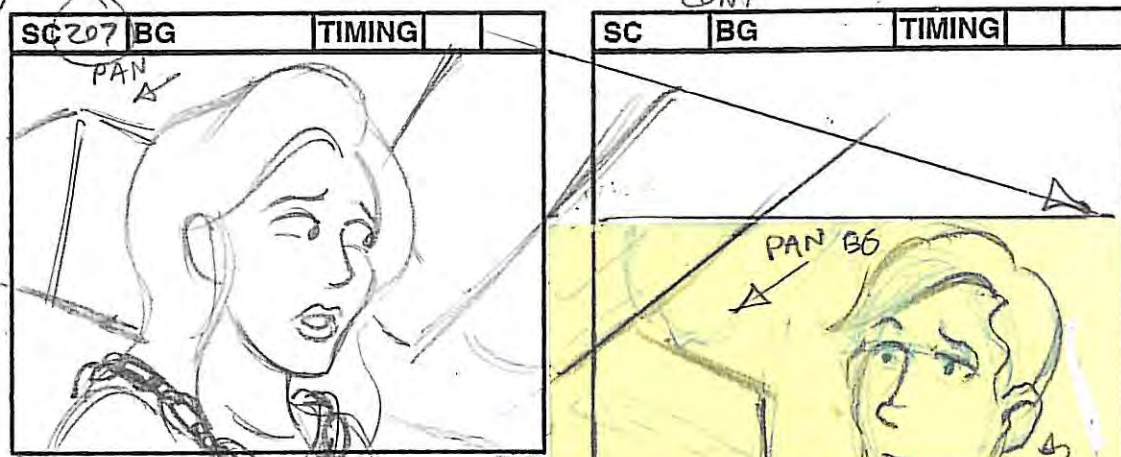
# FILM ROMAN

# SPACEBALLS : The Animated Series

TITLE "Grand Theft Spaceship"

SHOW \_\_\_\_\_ ACT II PAGE 61

CUT



ACTION

PAN SE, TO STARR AFTER DIALOG.

\* NOTE = THIS ANGLE USED

TRANS.

IN ACT III.

DIAL

VESPA  
Then there's only one thing left to do: scream.

LONE STARR  
What good is that going to do?

VESPA  
(puzzled yet optimistic)  
Well, I, uh, I don't know.

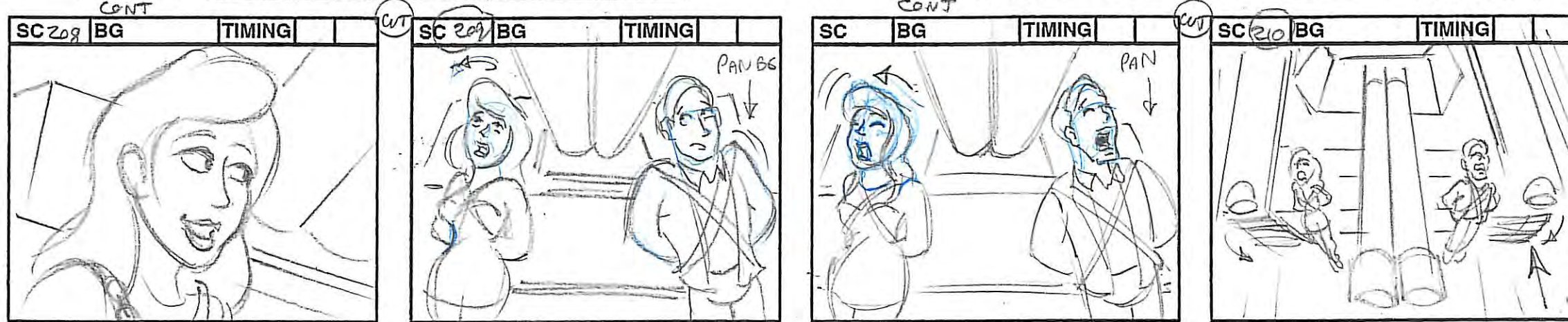
TRANS.

NOTES

TITLE "Grand Theft Spaceship"

SHOW \_\_\_\_\_ ACT II

PAGE 62



ACTION

VESPA <INHALES DEEPLY,  
Lone Starr shrugs.

THEN SCREAMS>

CUT WIDER.  
VESPA AND STARR SCREAM

NOTE: THIS ANGLE USED  
IN ACT III

\* NOTE: THIS ANGLE USED IN ACT III.

TRANS.

DIAL

VESPA (CONT)  
. but it always works for me.

VESPA  
(INHALES)

VESPA / STARR  
(SCREAM)

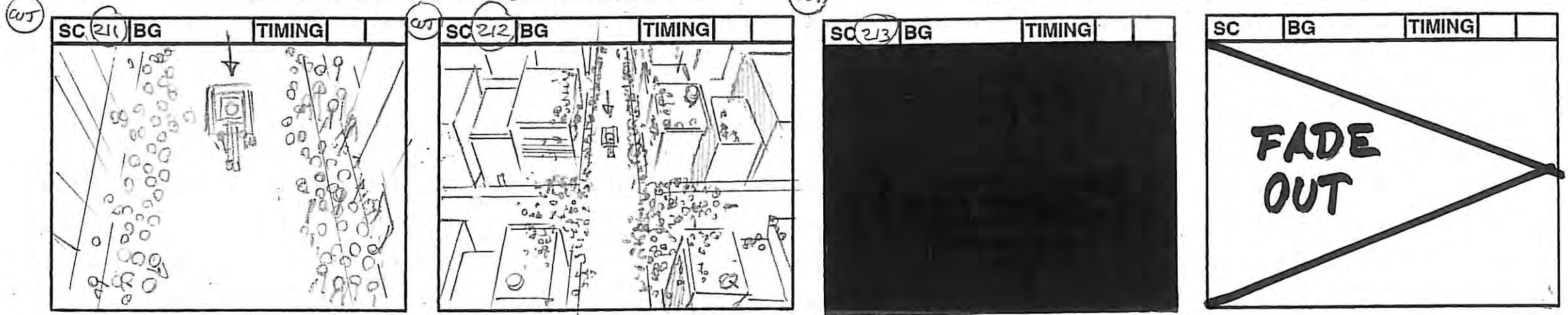
VESPA / STARR (CONT)  
(SCREAM)

TRANS.

NOTES

TITLE "Grand Theft Spaceship"

SHOW \_\_\_\_\_ ACT II PAGE 63



ACTION	SMASH CUT WIDER	SMASH CUT WIDER GAME CHARACTERS CROWD STREETS, ROOFTOPS AND WINDOWS WATCHING TANK	SMASH CUT TO BLACK	END OF ACT TWO
TRANS.				
DIAL	VESPA/STARR (CONT) (SCREAM)	VESPA/STARR (CONT) (SCREAM)		
TRANS.				
NOTES				