

525-101

"CERBEE COME HOME"

STORYBOARD

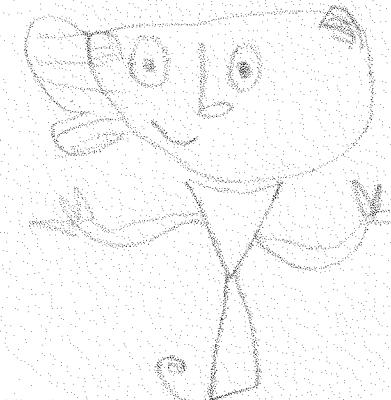
BT

JEFF AMEX

JULY 16 / 2010

COVER PAGE BY:

CHARLOTTE
AMEXY





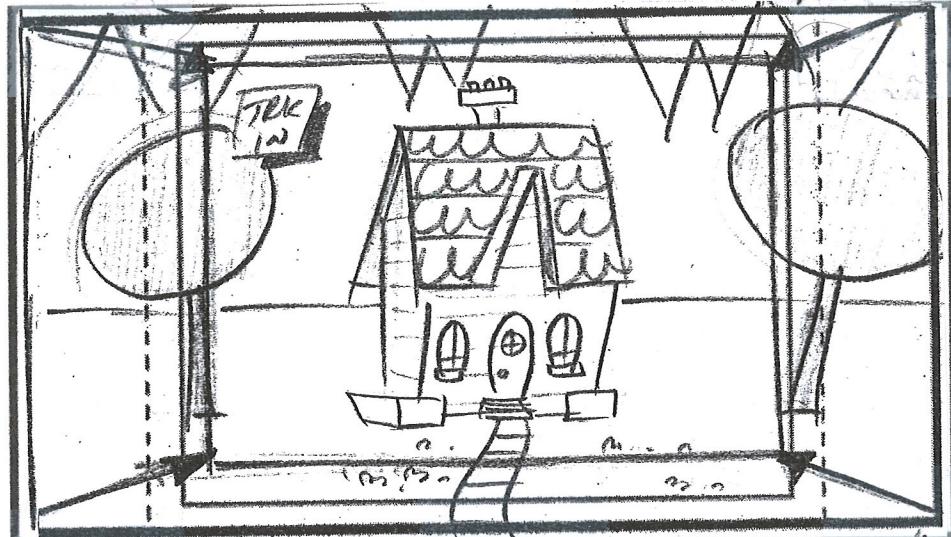
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

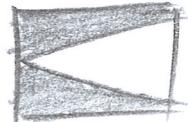
PAGE 1

SCENE 1

PANEL 1/1



ACTION

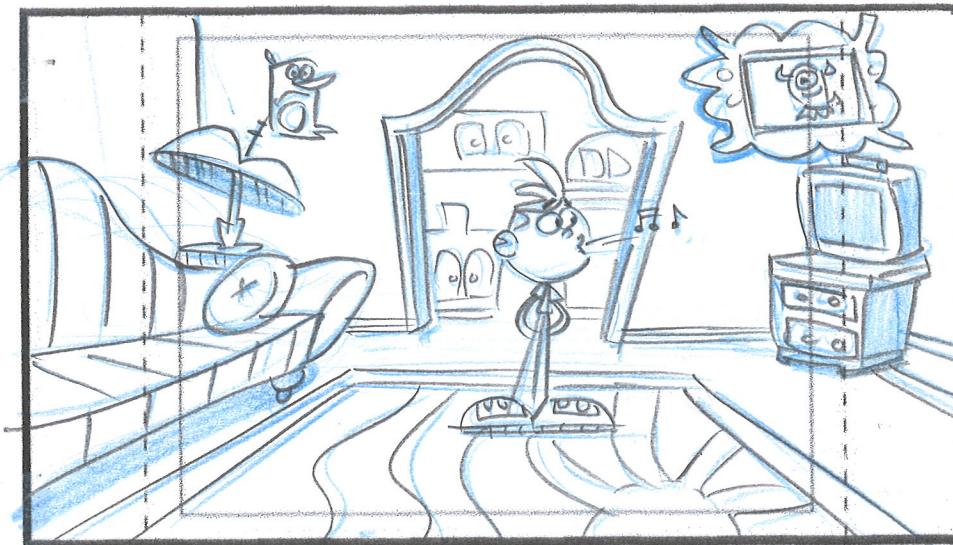


- WIDE ON JIMMY'S HOUSE -
* TRK IN

EXT. JIMMY'S HOUSE
DAY

SCENE 2

PANEL 1/1



ACTION



- JIMMY WHISTLES AND LOOKS
AROUND FOR CERBEE .

INT. JIMMY'S LIVING ROOM
DAY

DIAL.

① JIMMY (0.5)
"CERBEE!"

DIAL.

SFX
WHISTLE!

NOTES

NOTES



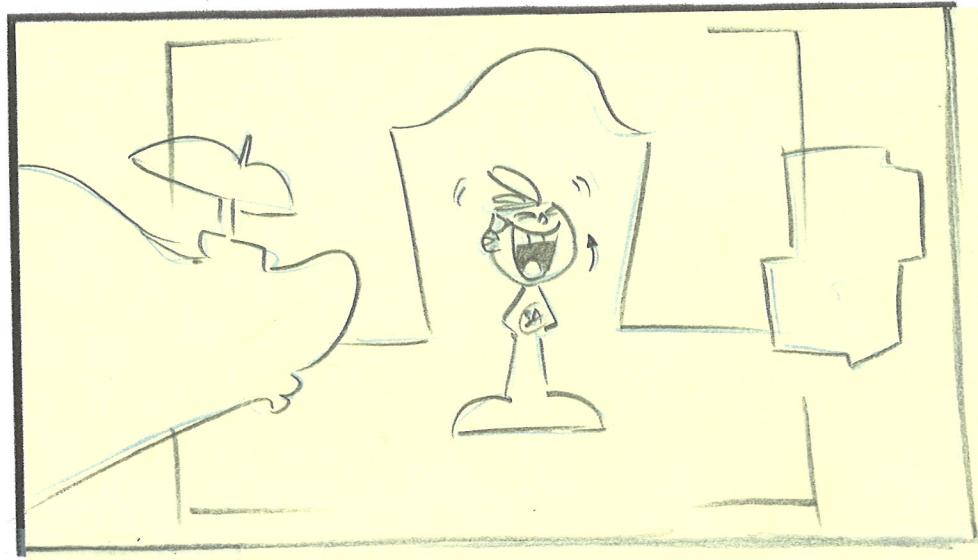
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

PAGE 2

SCENE 2 (cont)

PANEL 2 /



ACTION

- Jimmy calls out to CERBEE.

DIAL.

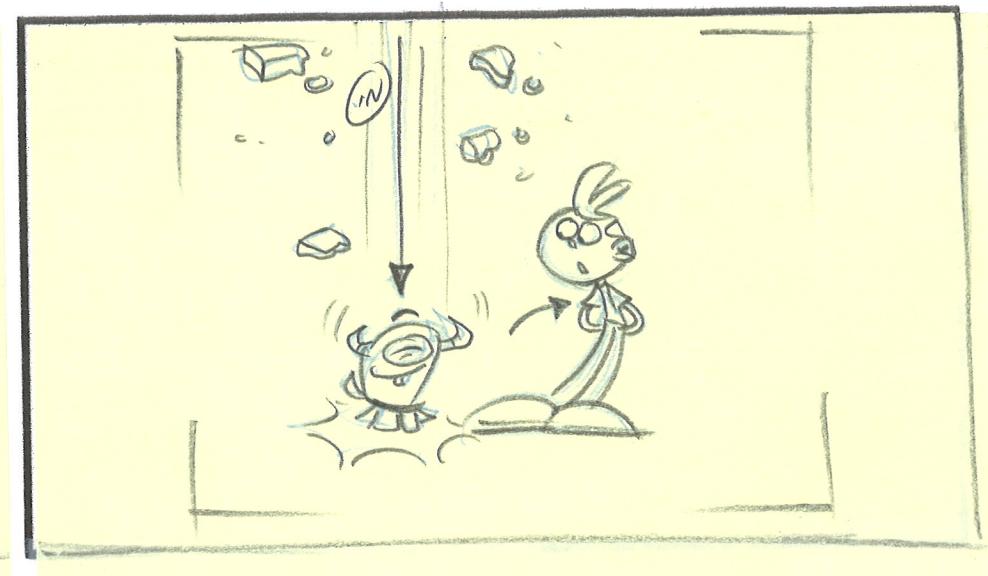
① Jimmy (cont)

"YOU WANT A TREAT, BOY?!"

NOTES

SCENE

PANEL 3 /



ACTION

- CERBEE COMES CRASHING THROUGH
THE CEILING.

DIAL.

(SFX)
CRASH!

NOTES



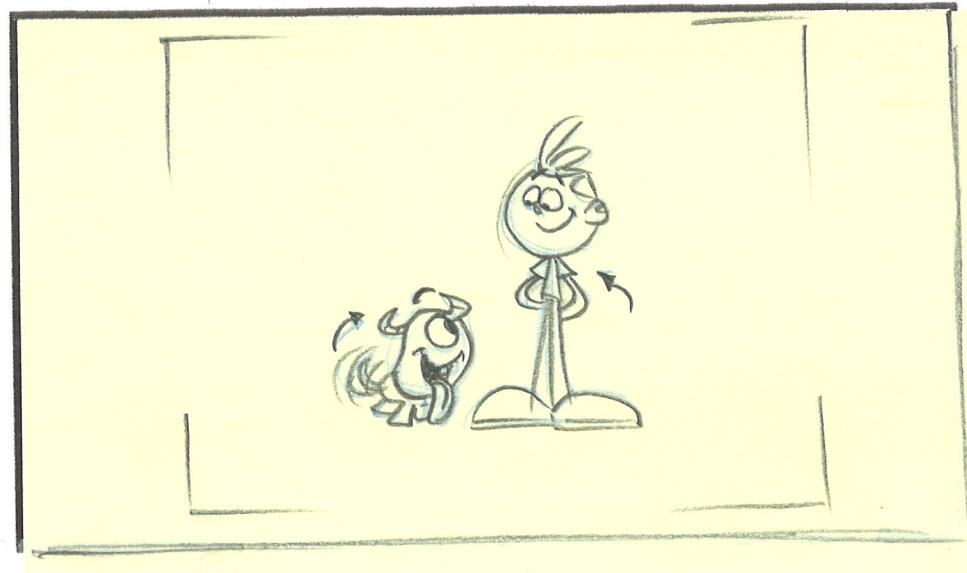
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

PAGE 3

SCENE 2 (cont)

PANEL 4/



ACTION

- cerbee looks up at Jimmy
PANTING EAGERLY.

DIAL.

SFX

(PANTING EAGERLY)

NOTES

SCENE 3

PANEL 1/3



ACTION

INT. JIMMY'S LIVING ROOM / DAY

- Jimmy holds up an ice cream cone filled with dog food.



DIAL.

② Jimmy

"ONE FOR CERBEE,"

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

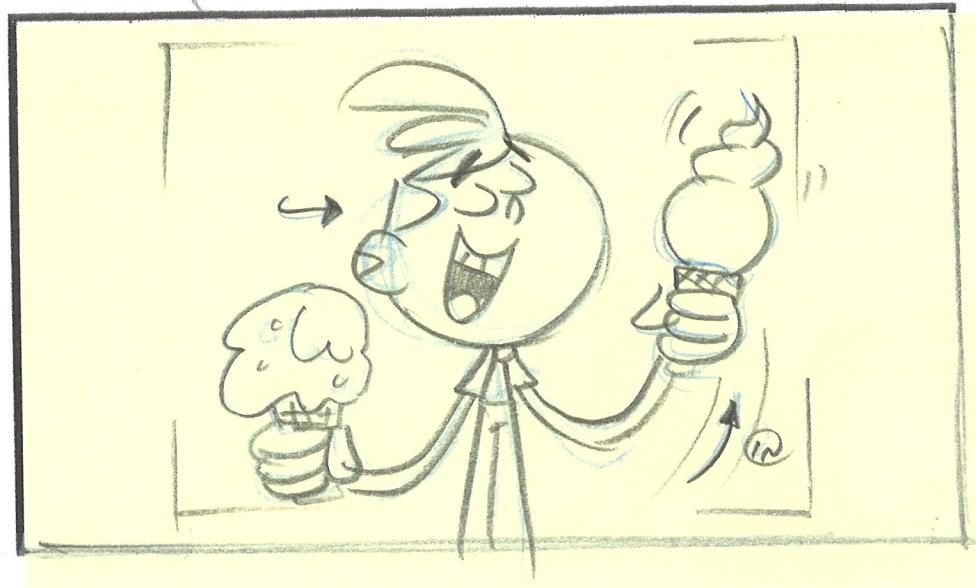
PAGE 4

SCENE 3 (cont)

PANEL 2/3

SCENE

PANEL 3/3



ACTION

- JIMMY HOLDS UP AN ICE CREAM
FOR HIMSELF (REGULAR ONE)

DIAL.

② Jimmy (cont)

"AND ONE FOR!"

NOTES



ACTION

- SUDENLY CERBEE CHOMPS THE
cone in Jimmy's HAND.

DIAL.

② Jimmy (cont) (SFX)
"M... . . ." CHOMP!

NOTES



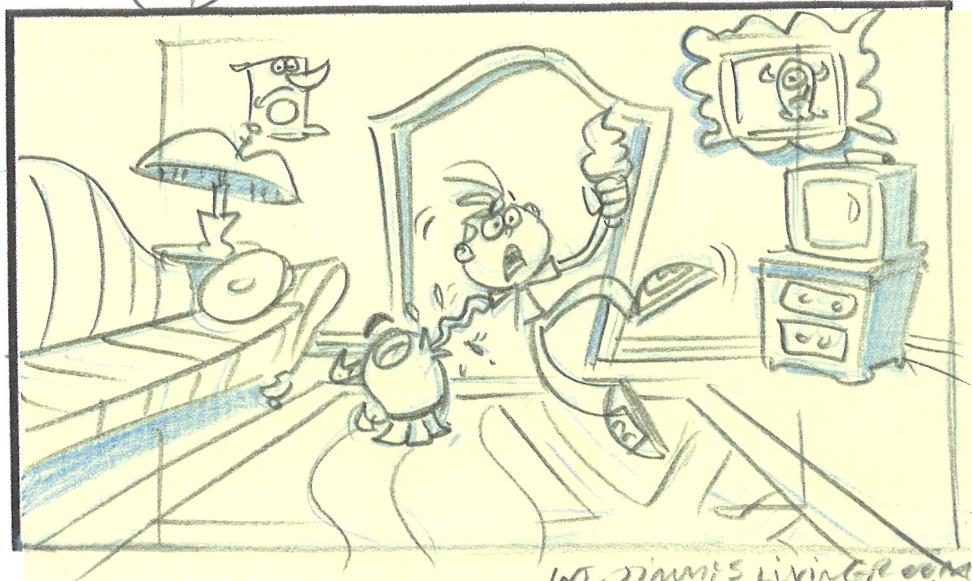
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE ④

PANEL 1/



ACTION

INT. JIMMY'S LIVING ROOM DAY



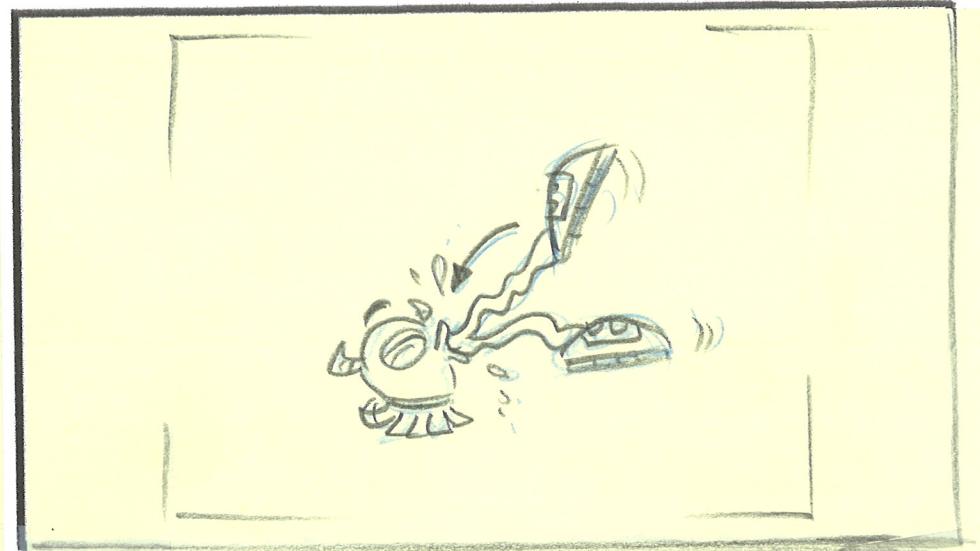
- CERBEE SUCKS JIMMY UP LIKE
SPAGETTI

DIAL.

(SFX)
SLURP!

SCENE

PANEL 2/



ACTION

- CERBEE SUCKS JIMMY UP.

DIAL.

(SFX) (cont)
SLURP!

NOTES

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

PAGE

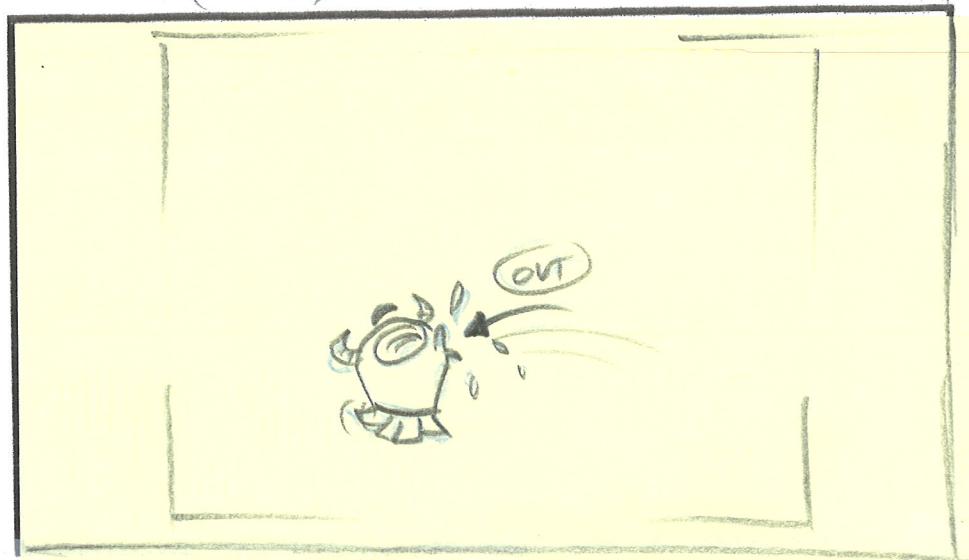
6

SCENE 4 (cont)

PANEL 3/

SCENE

PANEL 4/



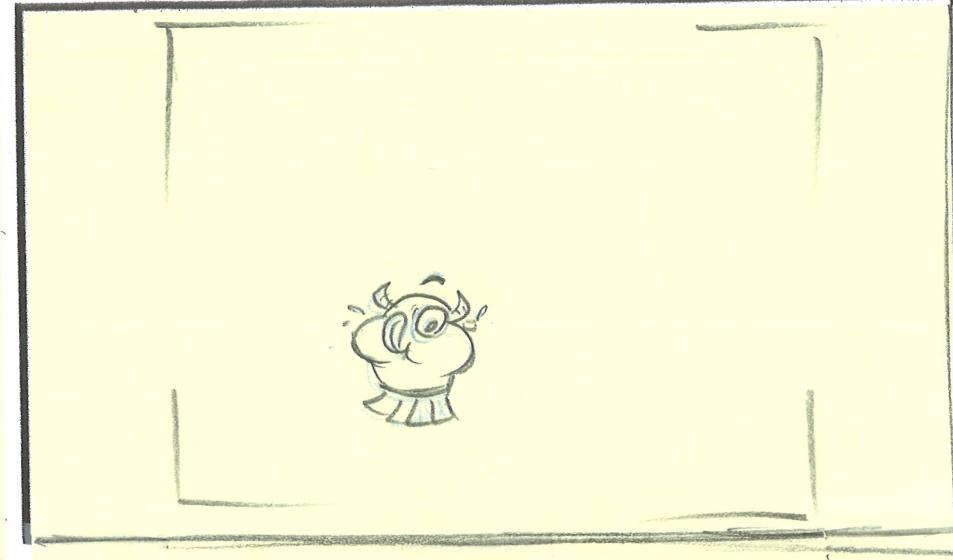
ACTION

- Jimmy OUT

DIAL.

(SFX) (cont)
SLURP!

NOTES



ACTION

- CERBEElicks his lips.

DIAL.

(SFX)
licks lips.

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE

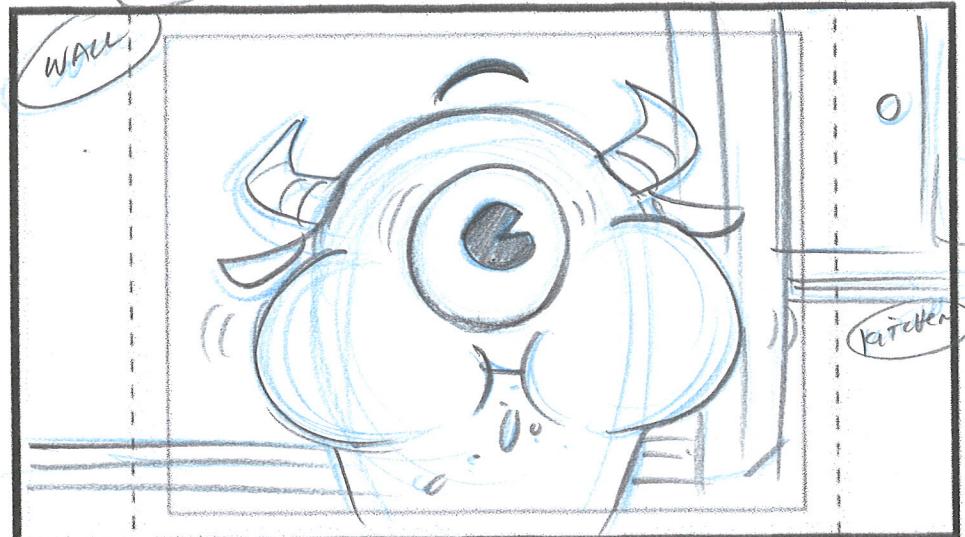
PANEL

1/3

SCENE

PANEL

2/3



ACTION

MLC

- CERBEE CHEWS JIMMY UP -

DIAL.

(SFX)

CHEWS.



INT. JIMMY'S LIVING ROOM
/ DAY ACTION

- HE LICKS HIS CHOPS AGAIN

DIAL.

(SFX)

LICKS CHOPS

NOTES

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

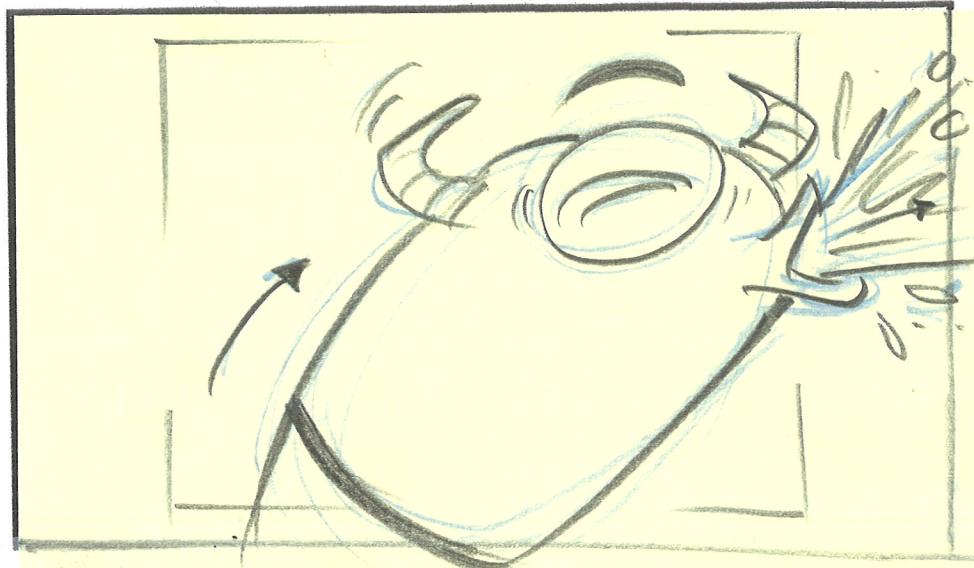
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SCENE 5 (cont)

PANEL 3 / 3

SCENE 6

PANEL 1 / 4



ACTION

- SUDENLY CERBEE SPITS -



INT. JIMMY'S LIVING ROOM
/ DAY

ACTION

(H.U.) - HE SPITS AT JIMMY IN A
BIG BALL

DIAL.

(SFX)
SPITS!

NOTES

DIAL.

(SFX)
SPAT!

NOTES

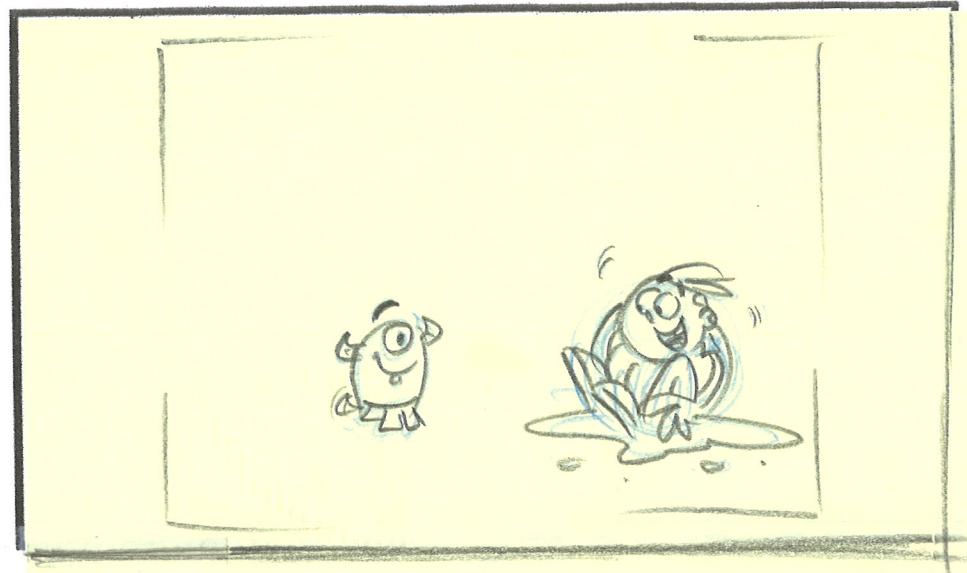


JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

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SCENE 6 (cont)

PANEL 2 / 4



ACTION

- Jimmy settles AND IS COVERED
in DROOL + SLOBBER.

DIAL.

(3) Jimmy

"Looks like someone's
HUNGRY"

NOTES

SCENE

PANEL 3 / 4



ACTION

- Jimmy JUMPS UP EXCITEDLY.

DIAL.

(3) Jimmy (cont)

"FOR HUGS THAT IS!"

NOTES



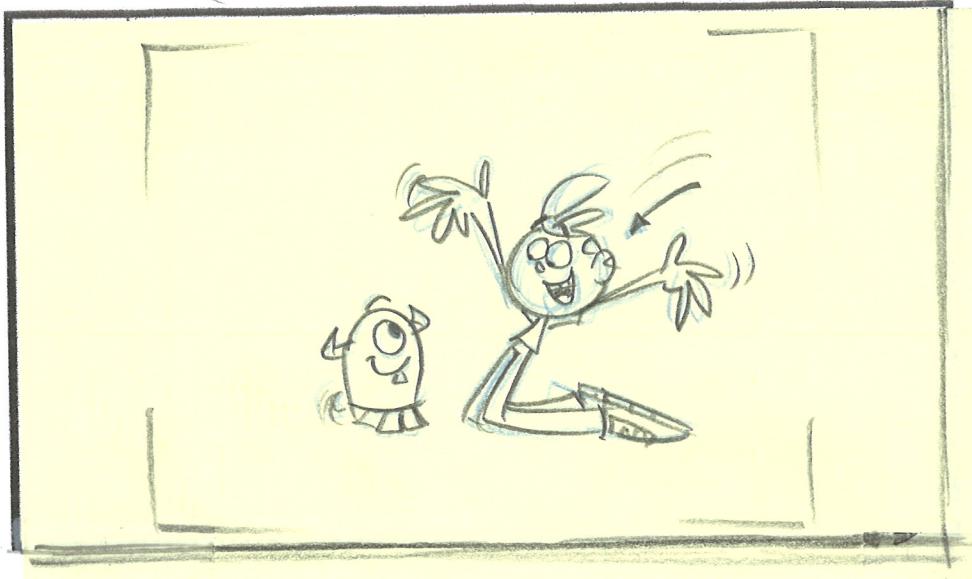
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 6 (cont)

PANEL 4/4



ACTION

- Jimmy opens his arms wanting
A HUG FROM CERBEE.

DIAL.

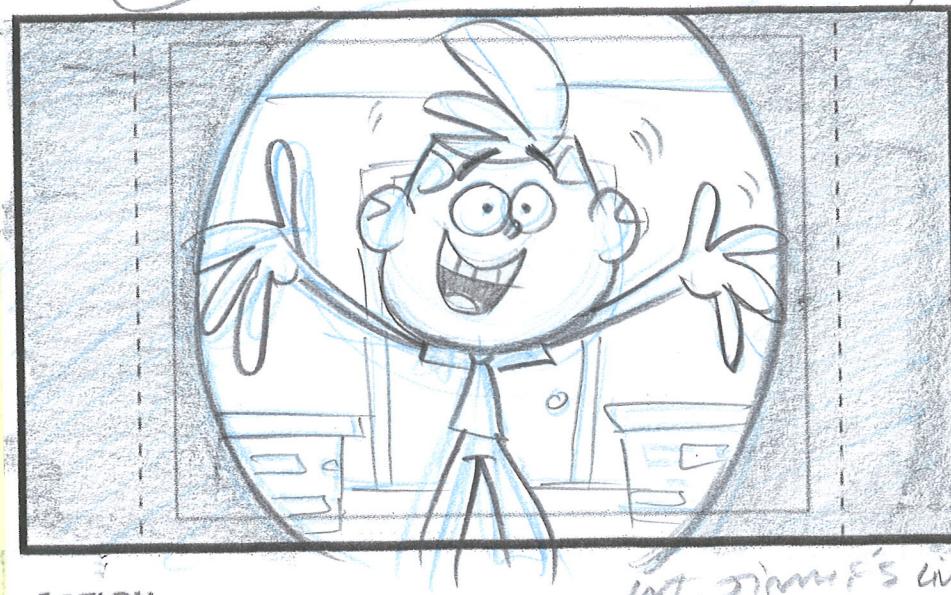
(3) Jimmy (cont)

"HUGGIE BUDDY!"

NOTES

SCENE 7

PANEL 1/4



ACTION

INT. JIMMY'S LIVING ROOM
DAY

CUT

- P.O.V. OF CERBEE AS JIMMY
GESTURES FOR A HUG.

DIAL.

(4) Jimmy (distorted)

"BLAH BLAH BLAH BLAH -"

NOTES

* USE TEMPLATE 1 EYE FOR CERBEE'S
P.O.V.



JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

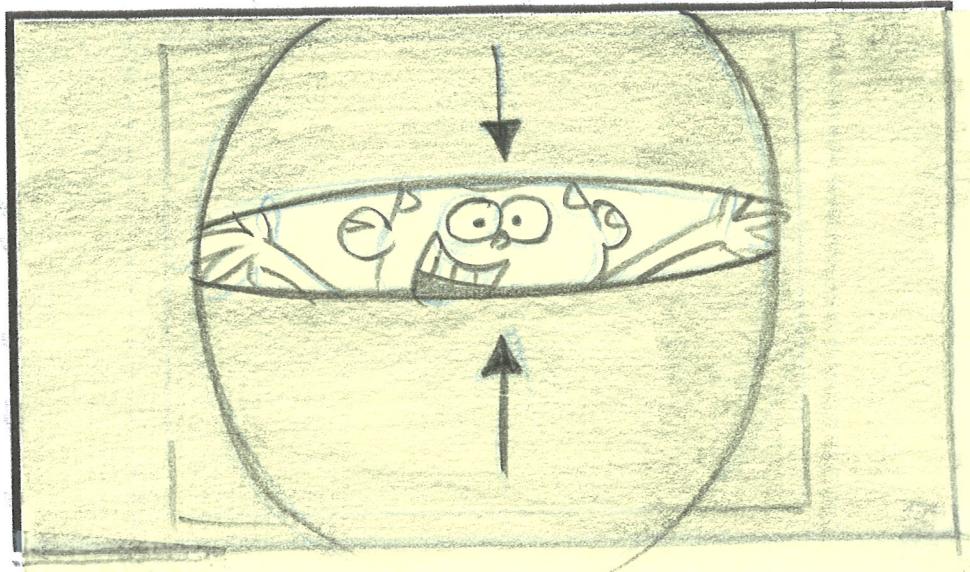
PAGE 11

SCENE 7 (cont)

PANEL 2/4

SCENE

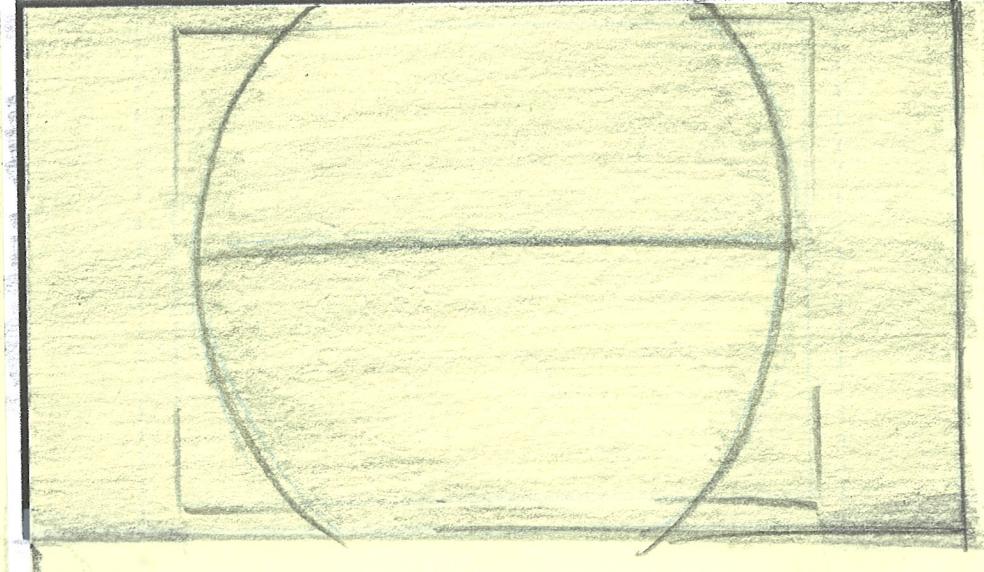
PANEL 3/4



ACTION

- CERBEE BLINKS.

DIAL.



ACTION

- EYES CLOSE -

DIAL.

NOTES

NOTES



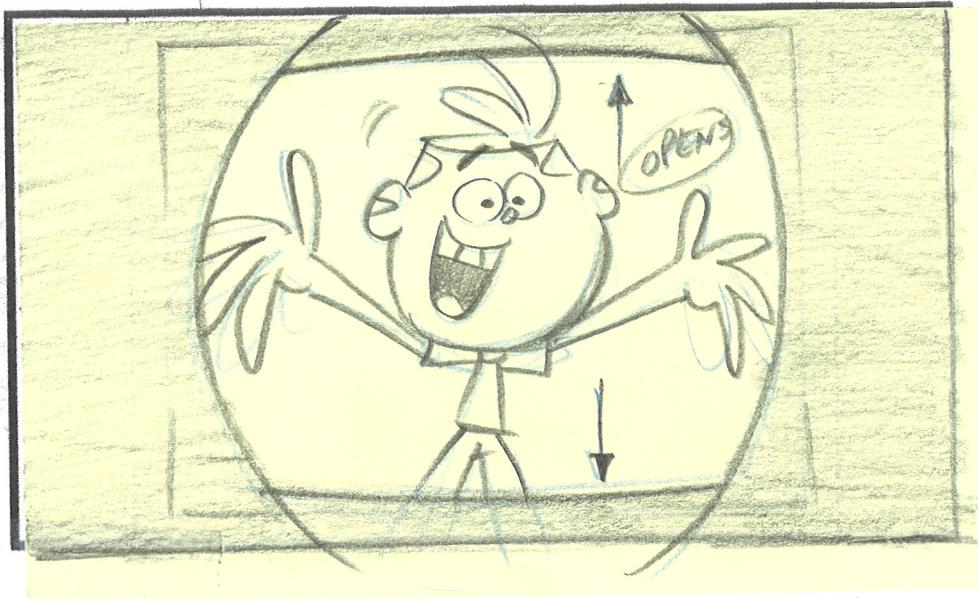
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 7 (cont)

PANEL 4 / 4



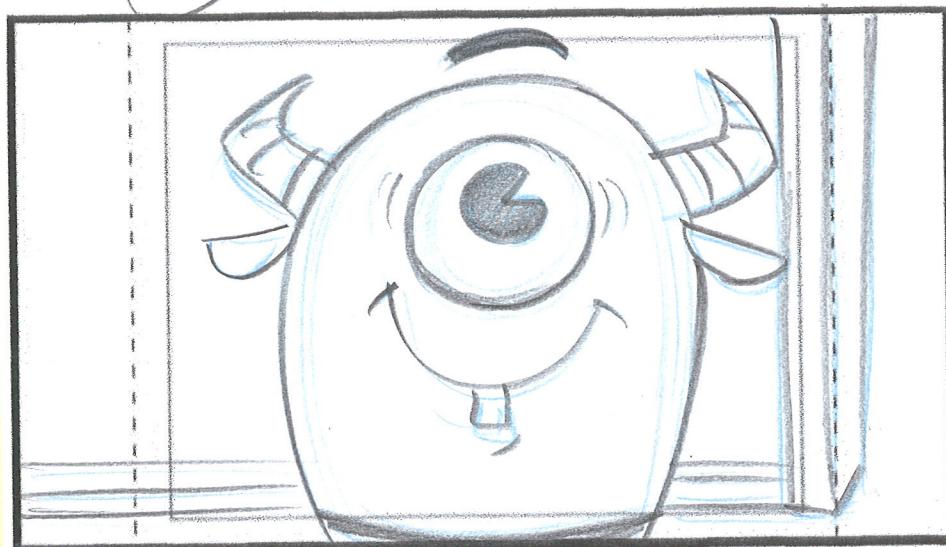
ACTION

- EYES OPEN REVEALING JIMMY

SCENE 8

PANEL

1 / 3



ACTION

INT. JIMMY'S LIVING ROOM/
DAD

- CERBEE LOOKS AT JIMMY 0.5.

(CUT)

DIAL.

④ JIMMY (cont) (DISTORTED)
"... BUDDY!"

DIAL.

NOTES

NOTES



JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

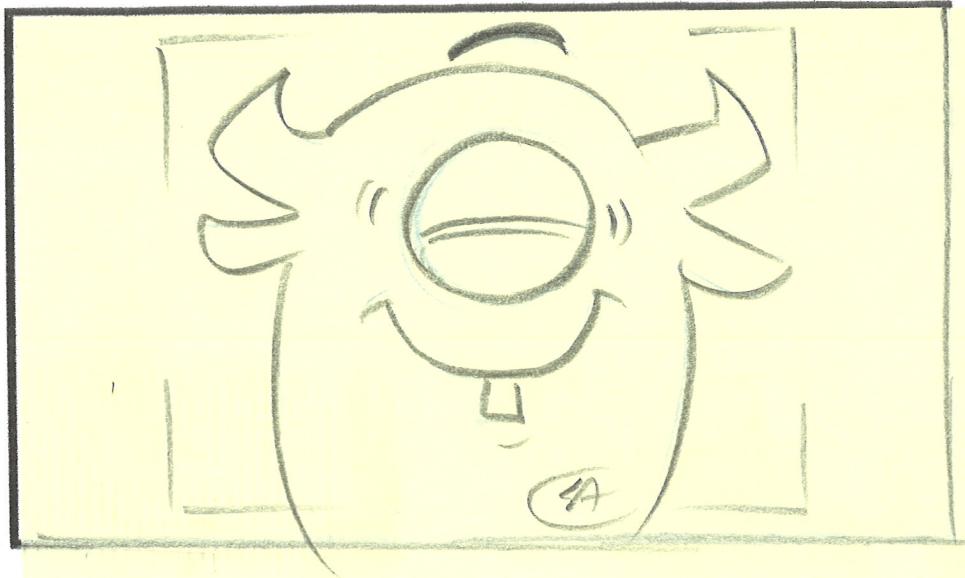
PAGE 13

SCENE 8 (cont)

PANEL 2/3

SCENE

PANEL 3/3



ACTION

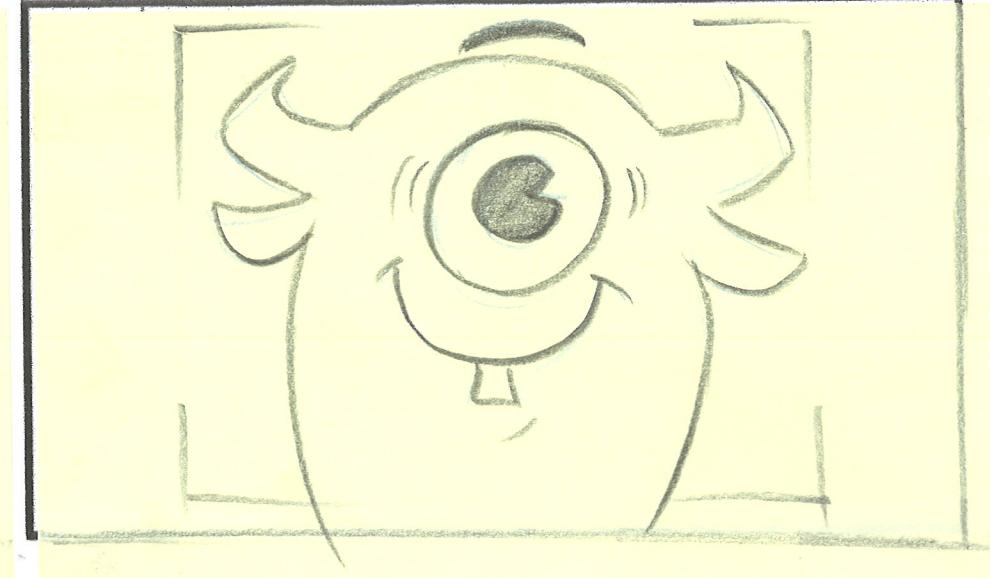
- CERBEE BLINKS AGAIN.

DIAL.

SFX

BLINK!

NOTES



ACTION

- HE LOOKS AT JIMMY.

DIAL.

NOTES



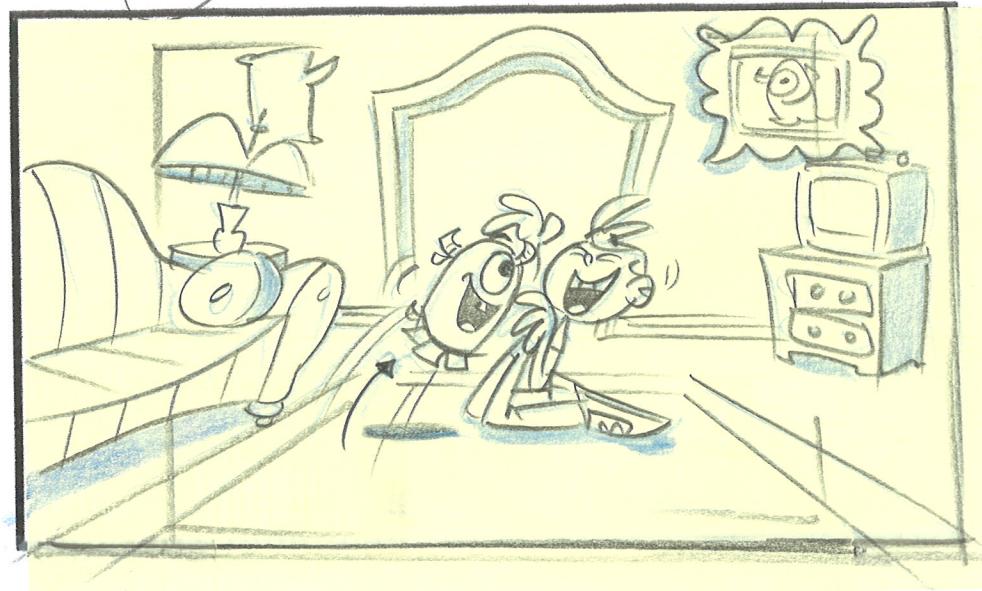
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 9

PANEL 11



ACTION

CUT

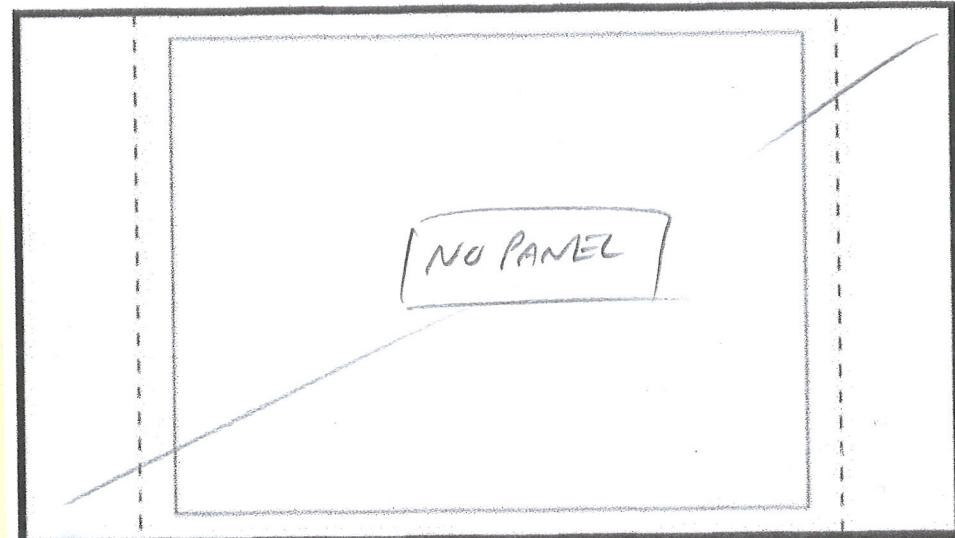
- CERBEE JUMPS AT JIMMY.

DIAL.

NOTES

SCENE

PANEL



ACTION

DIAL.

NOTES



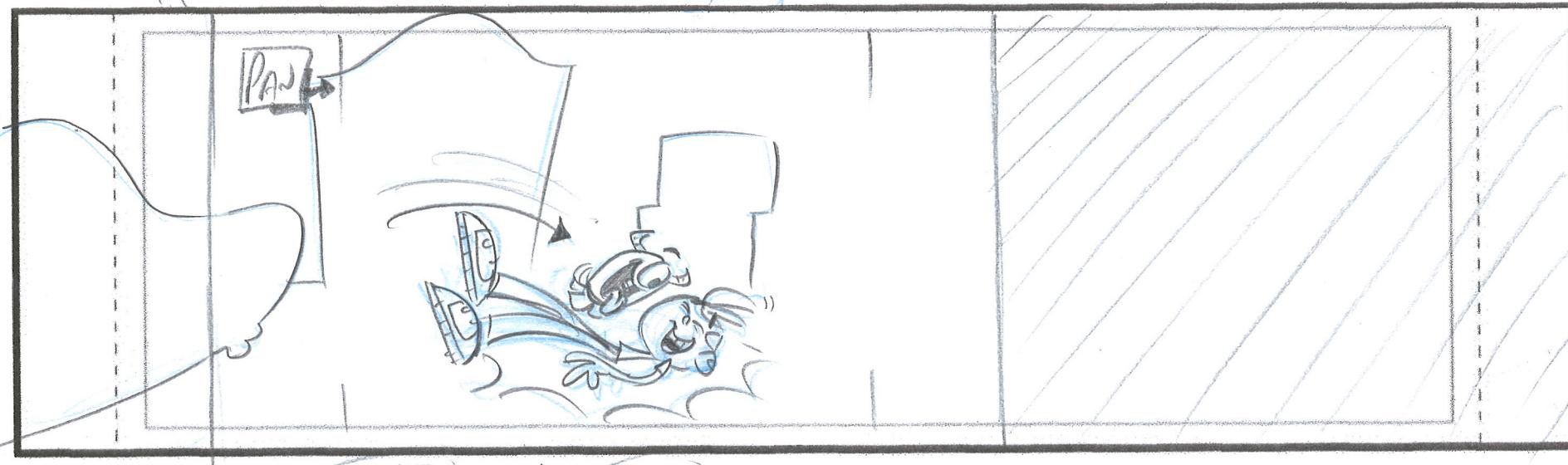
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 9 (cont)

PANEL 2/2



ACTION

*PAN START PAN STOP
over AS CERBEE LANDS
ON TOP OF JIMMY.

DIAL.

NOTES



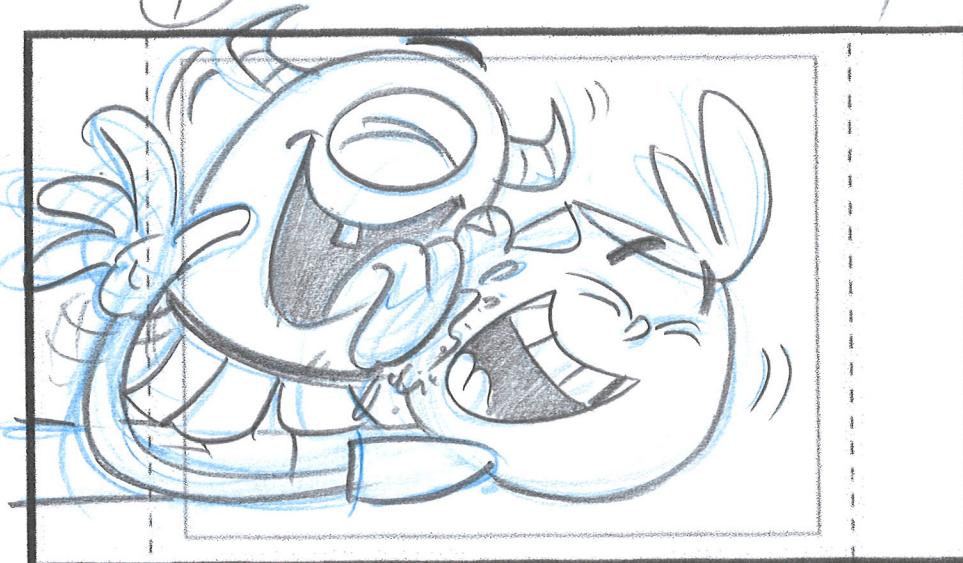
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 10

PANEL 1/4



ACTION

INT. Jimmy's living room
NAT

- CERBEE LICKS JIMMY'S FACE -
- JIMMY LAUGHS

DIAL.

(SFX)
LAUGHING + GIGGLING)

NOTES

SCENE

PANEL 2/4



ACTION

- THE LOOK AT EACH OTHER A BEAT.

DIAL.

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

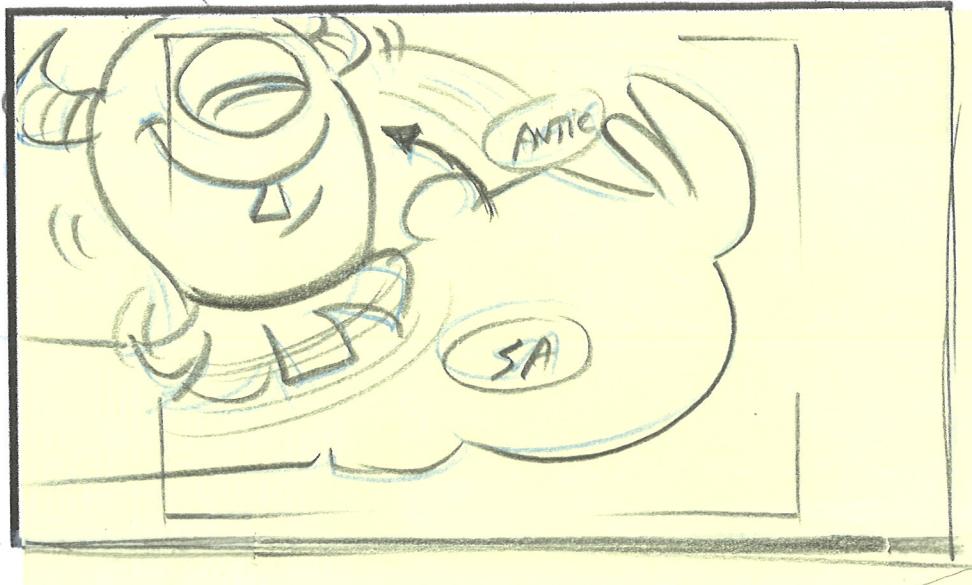
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SCENE 10 (CONT)

PANEL 3/4

SCENE

PANEL 4/4

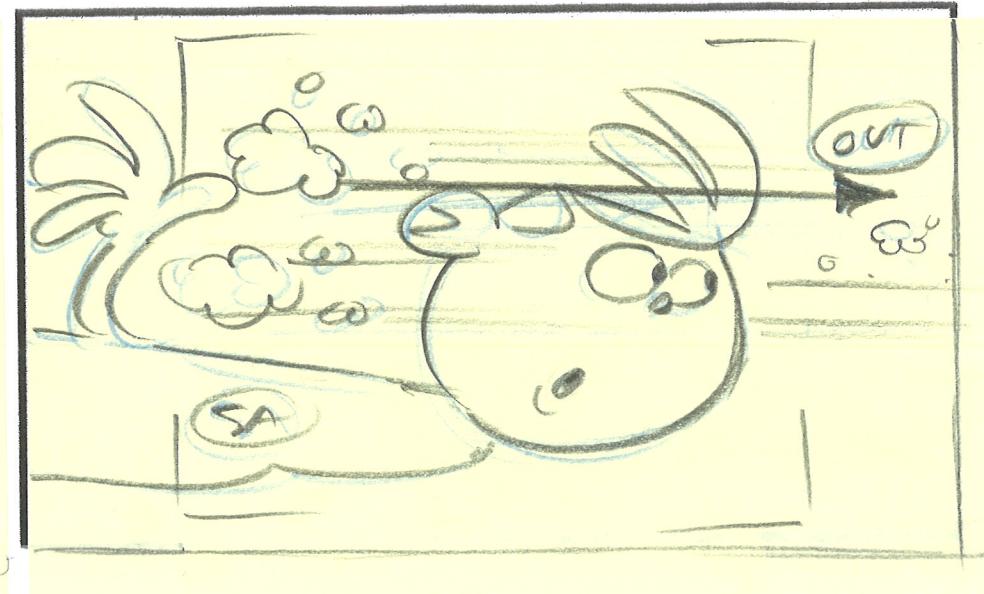


ACTION

- CERBEE ANTICS.

DIAL.

NOTES



ACTION

- CERBEE ZIPS OUT O.S.

DIAL.

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

PAGE 18

SCENE

11

PANEL 1/8



(CUT)

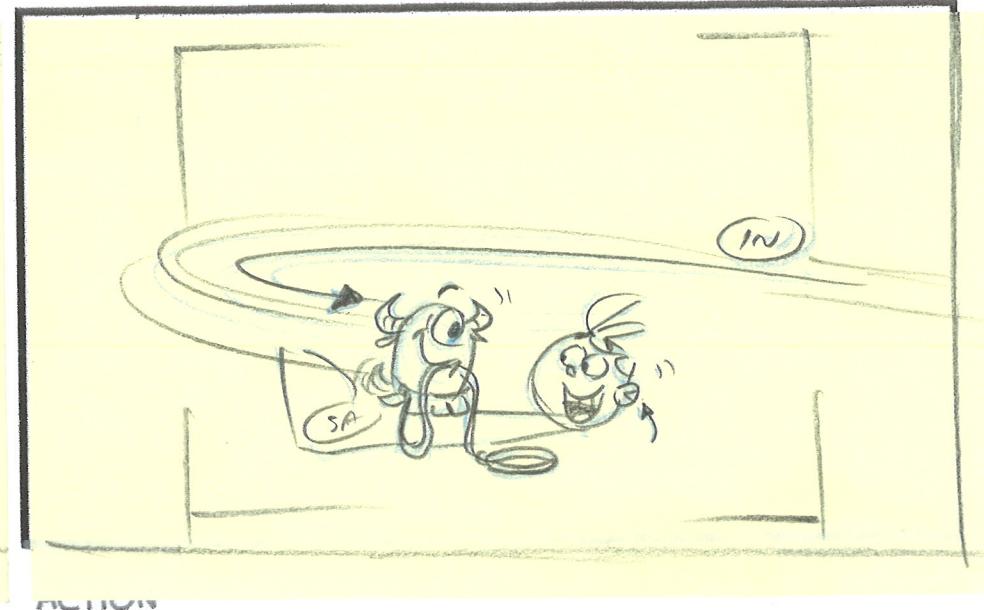
- WIDE ON JIMMY LOOKING O.S.
AT CERBEE A BEAT.

DIAL.

NOTES

SCENE

PANEL 2/8



DIAL.

NOTES



JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

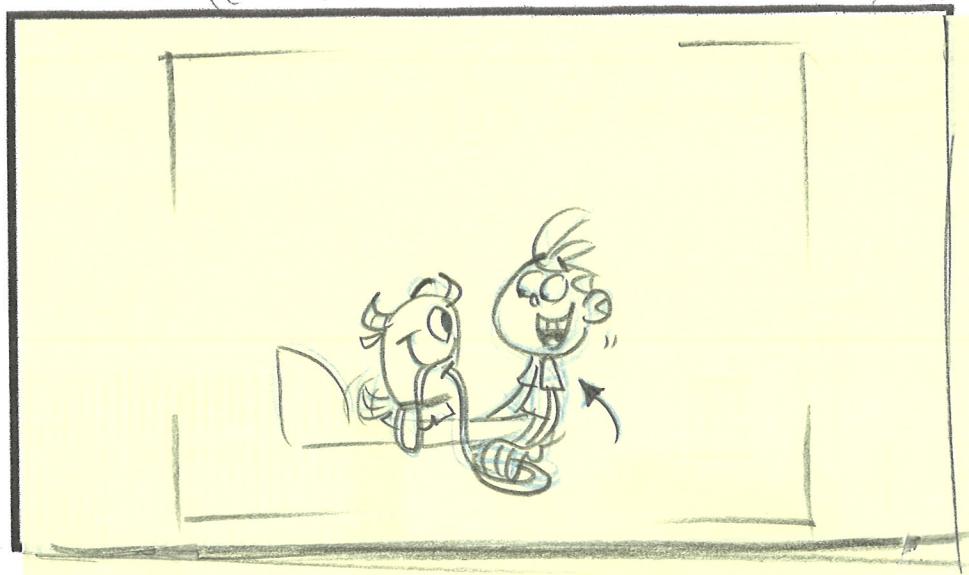
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SCENE 11 (cont)

PANEL 3/8

SCENE

PANEL 4/8



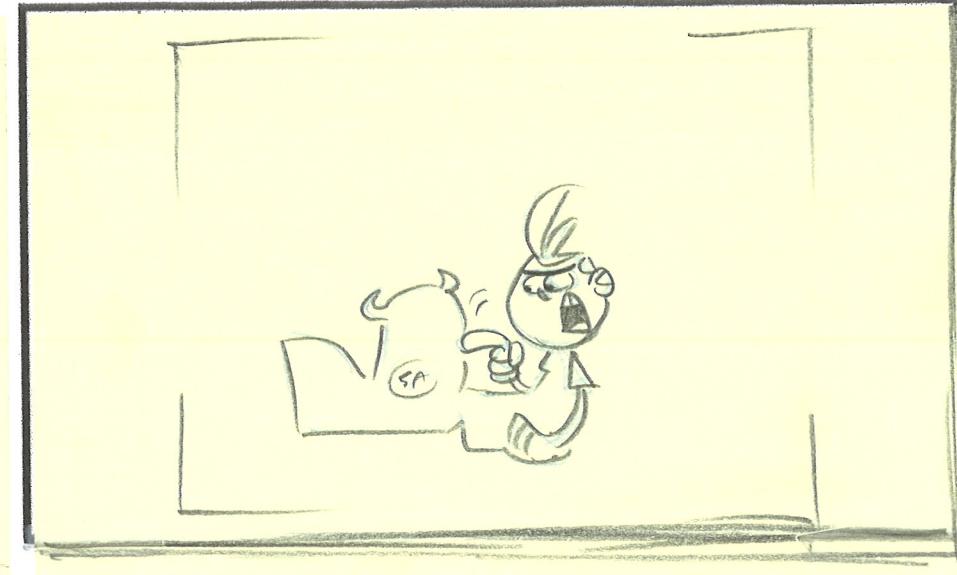
ACTION

- JIMMY SITS UP AND GRABS LEASH.

DIAL.

⑤ Jimmie
"OKAY, wakkies it is."

NOTES



ACTION

- JIMMY POINTS TO CERBEE.

DIAL.

⑤ Jimmie (cont)
"BUT NO TROUBLE!"

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 11 (cont)

PANEL 5 / 8

SCENE

PANEL 6 / 8

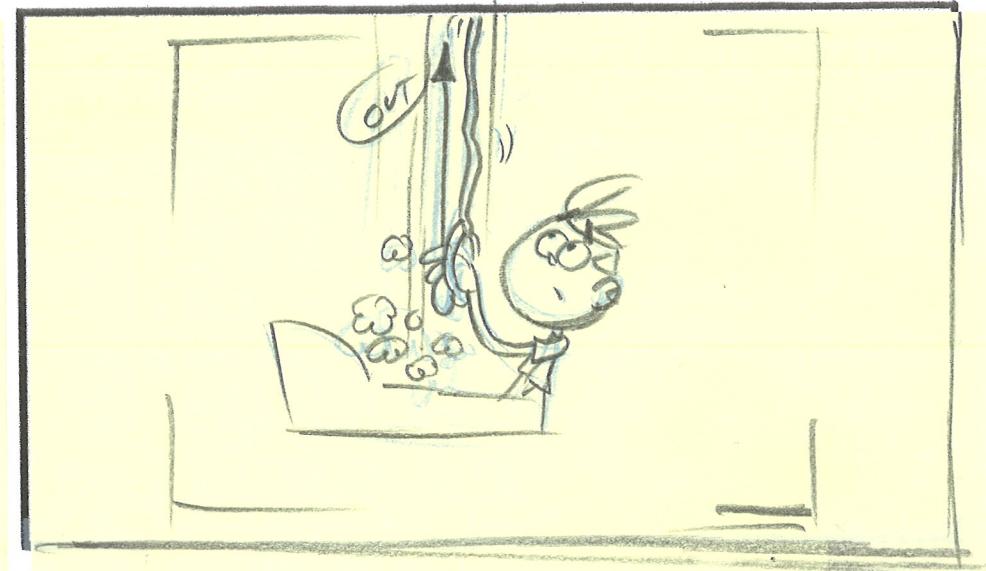


ACTION

- CERBEE ANTICS.

DIAL.

NOTES



ACTION

- CERBEE ZIPS ~~CUT~~ O.S. BACK UP
THROUGH CEILING.

DIAL.

NOTES



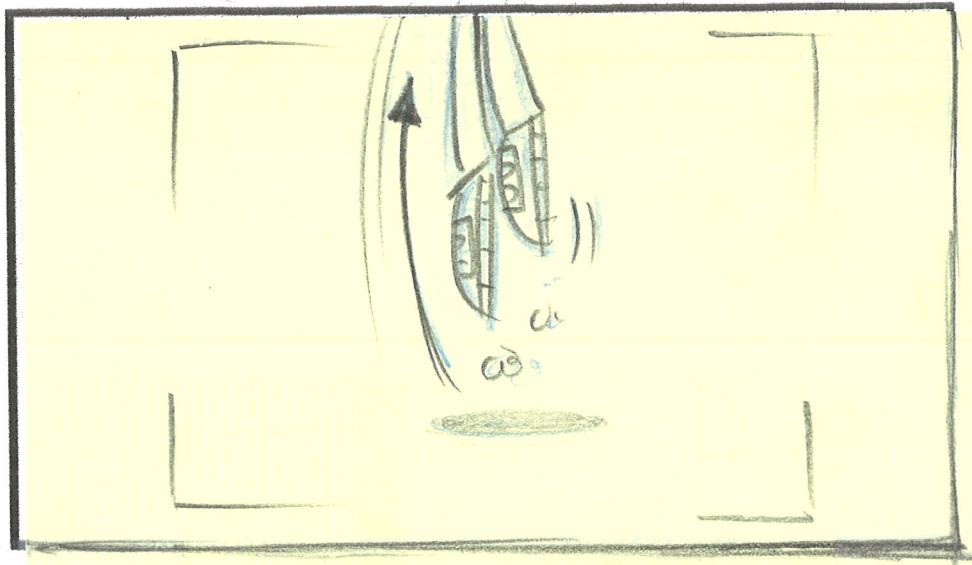
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 11 (cont)

PANEL 7/8



ACTION

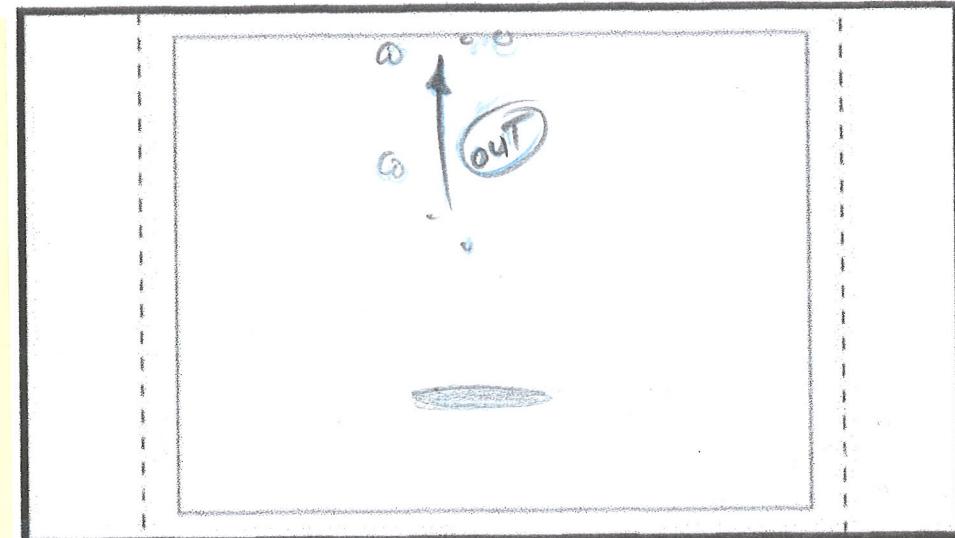
- Jimmy is pulled up 0.s.

DIAL.

NOTES

SCENE

PANEL 8/8



ACTION

- Jimmy ~~out~~

DIAL.

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

PAGE 22

SCENE 12

PANEL 1/1



ACTION

*PAN START WITH Jimmy AS HE IS DRAGGED THROUGH THE PARK BY CERBEE IN A whirlwind OF DUST! EXT. PARK / DAY STOP

CUT

NOTES



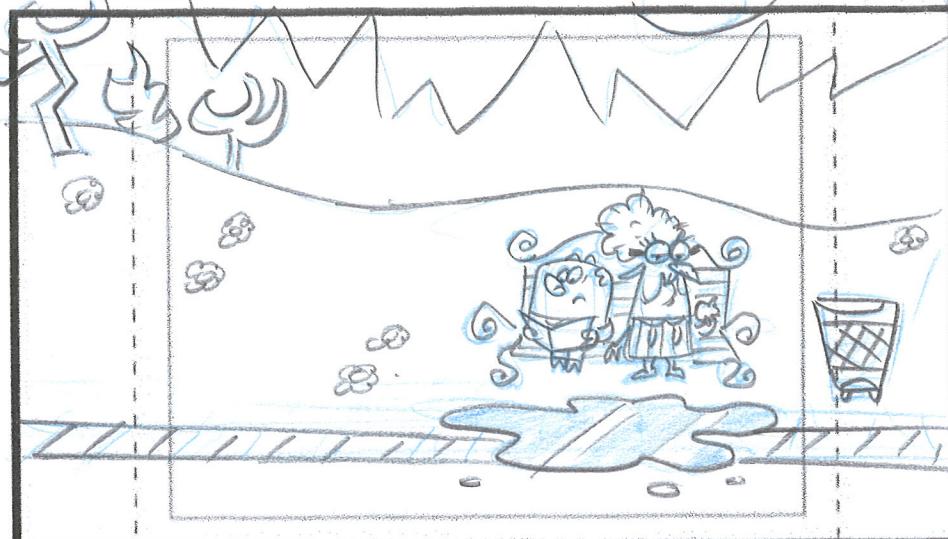
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 13

PANEL 1/5



ACTION

(CUT)

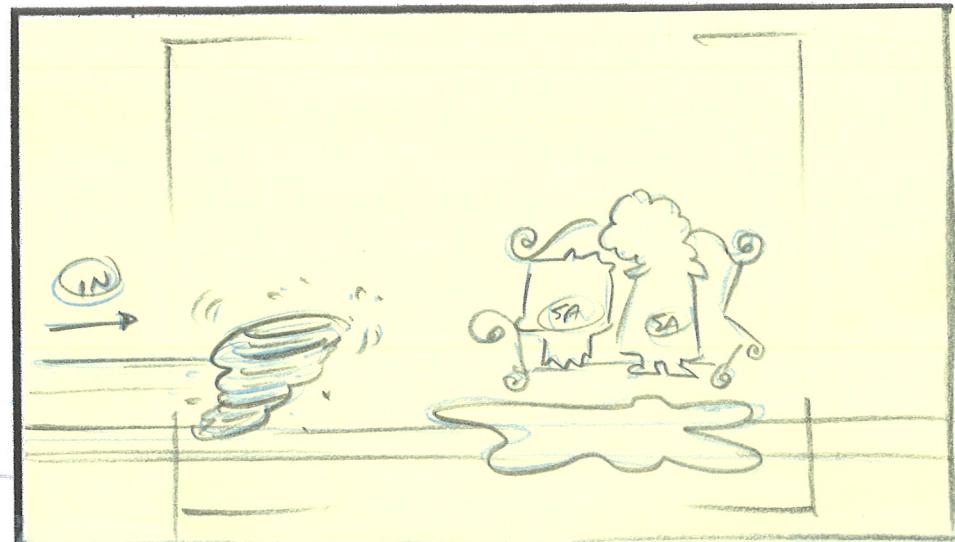
- AN ELDERLY COUPLE SITS ON A PARK BENCH.
- MUD PUDDLE IN FRONT OF THEM

DIAL.

NOTES

SCENE

PANEL 2/5



ACTION

- CERBEE ZIPS IN THE WINDS.

DIAL.

NOTES



JIMMY TWO SHOES

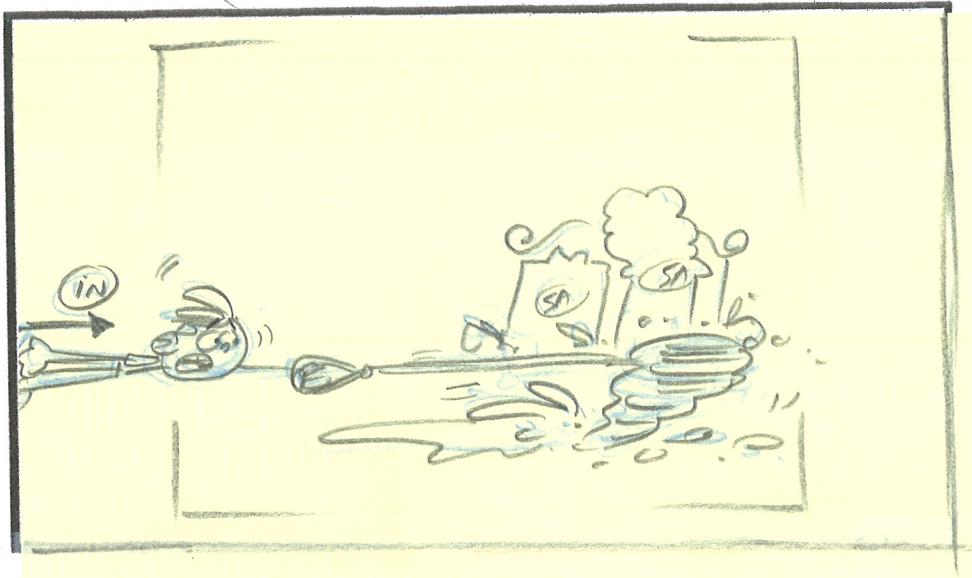
J2S2-101- "CERBEE COME HOME"

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SCENE 13 (CONT)

PANEL 3 / 5 SCENE

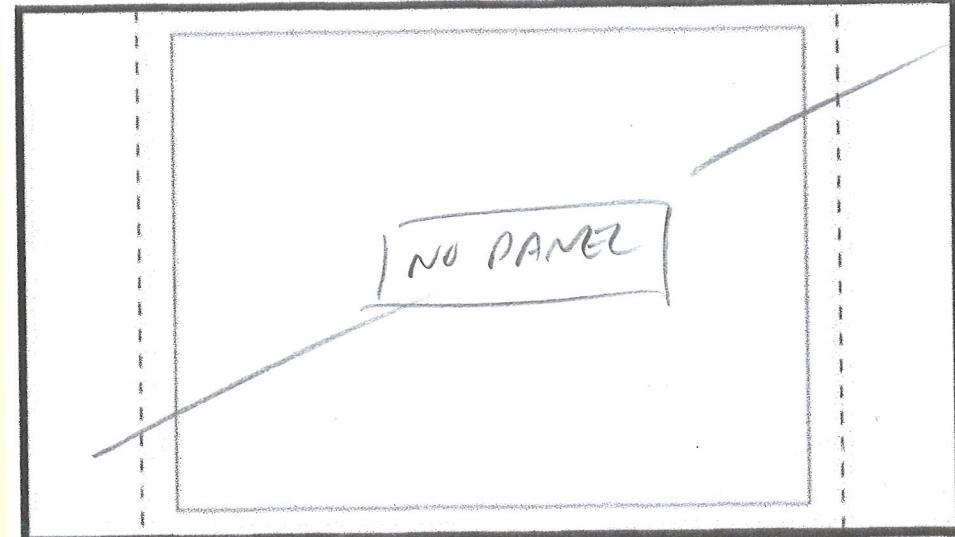
PANEL



ACTION

- Jimmy is puer in AFTER him

DIAL.



ACTION

DIAL.

NOTES

NOTES



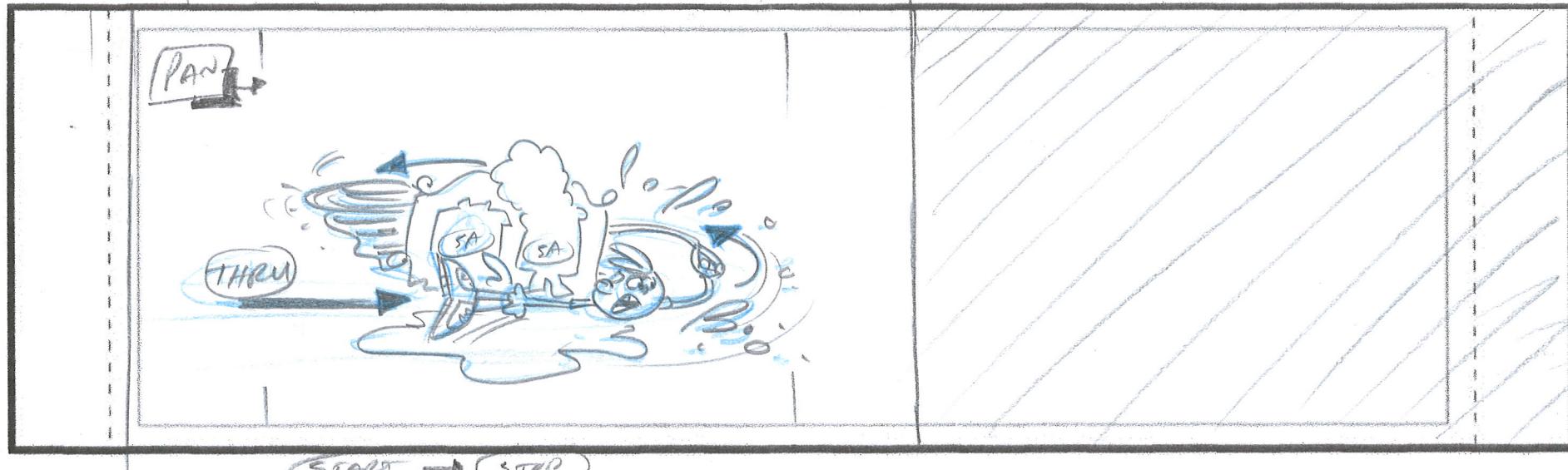
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 13 (cont)

PANEL 4/5



ACTION

* PAN AS cerbee rIPS AROUND
- THE carPLe!

DIAL.

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

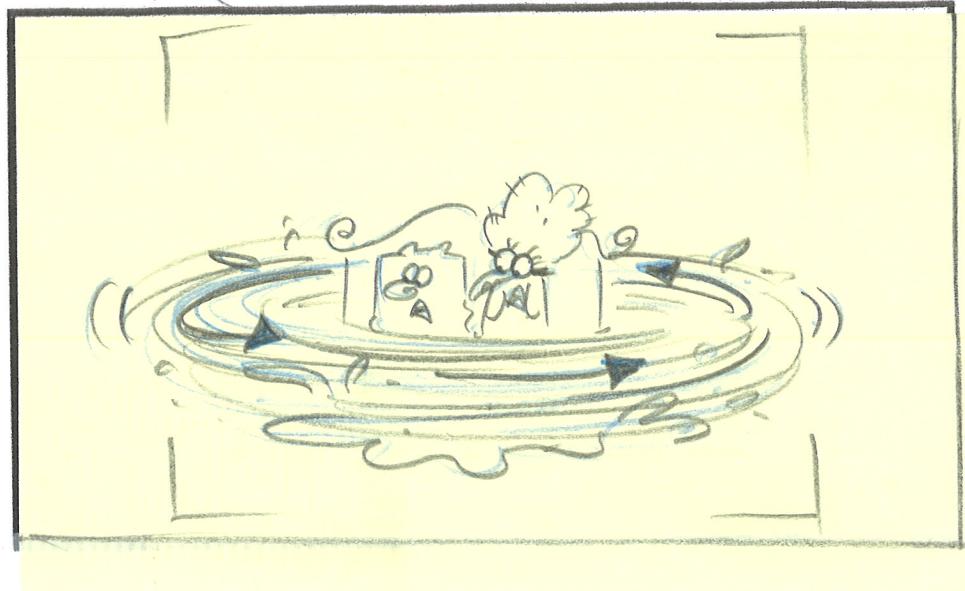
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SCENE 13 (cont)

PANEL 5/5

SCENE 14

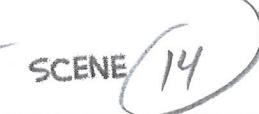
PANEL 1/4



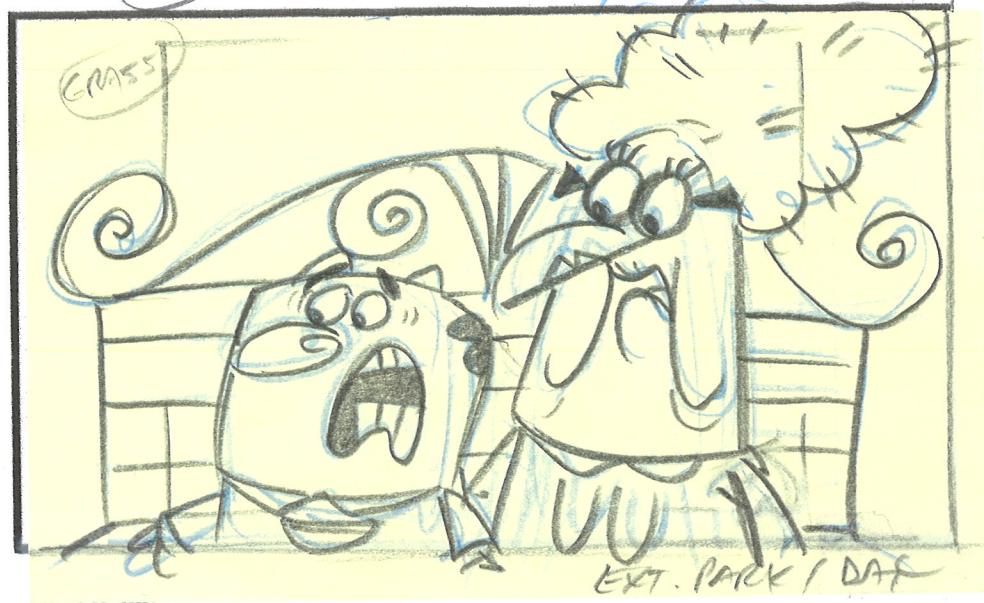
ACTION

- THE COUPLE WATCHES AS
CERBEE AND JIMMY ZIP AROUND
THEM.

DIAL.



SCENE 14



ACTION

MIC

- THE COUPLE WATCHES IN SHOCK.

DIAL.

NOTES

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

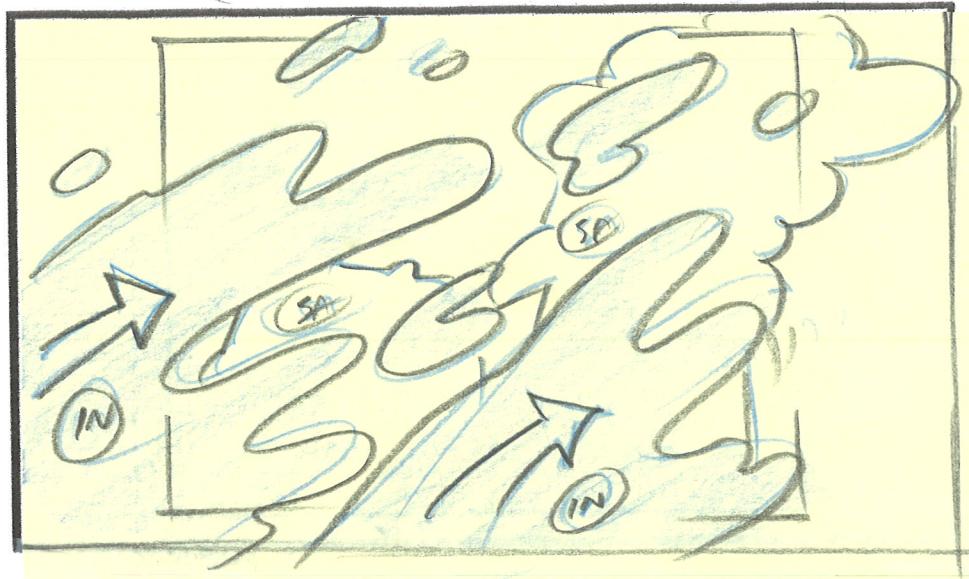
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SCENE 14 (CONT)

PANEL 2/4

SCENE

PANEL 3/4



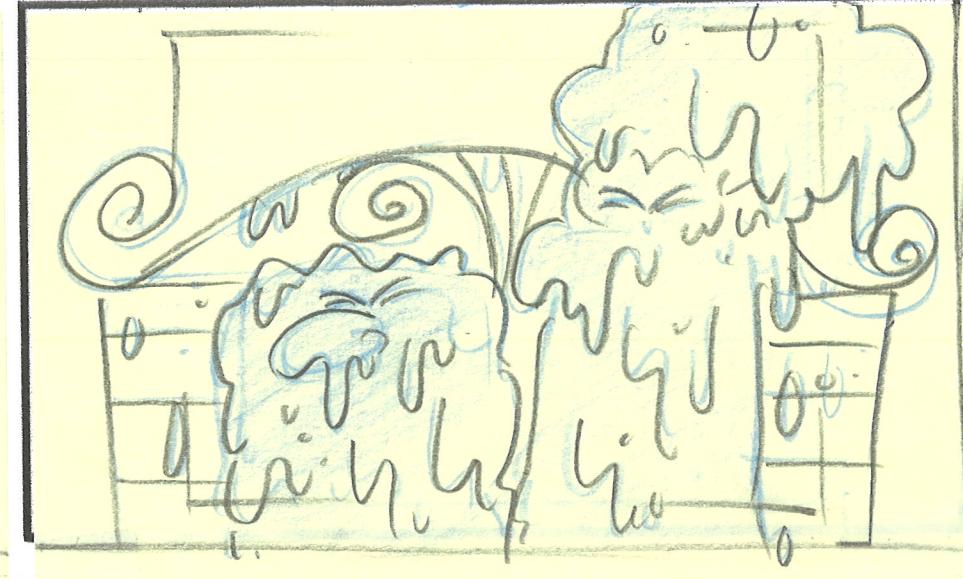
ACTION

- SUSPENZ MUD FRIES UP IN THEIR FACE.

DIAL.

(SFX)
SPLURT!

NOTES



ACTION

- THEY ARE COVERED in MUD.

DIAL.

(SFX)
SPLAT!

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 14 (cont)

PANEL 4/4

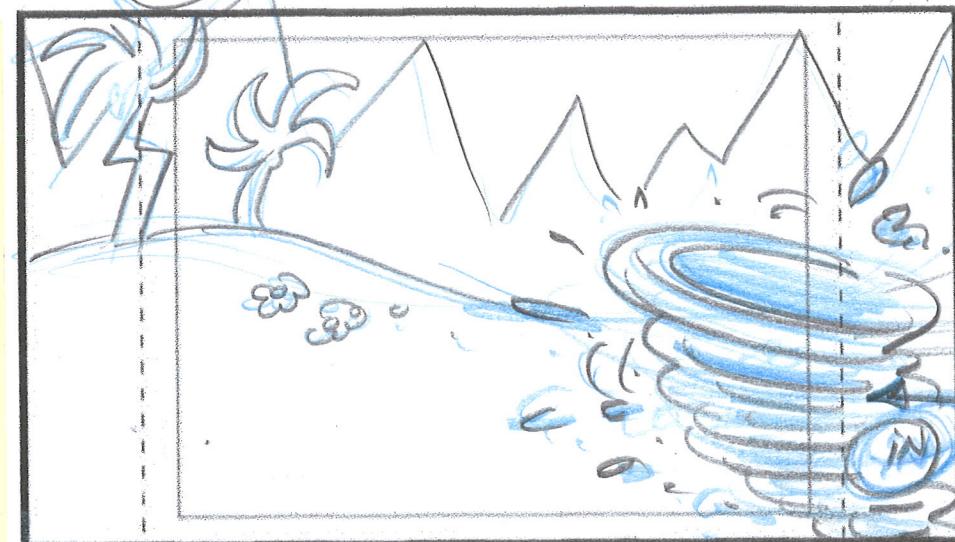


ACTION

- THEY ARE NOT impressed

SCENE 15

PANEL 1/6



ACTION

CUT

P.O.V. of couple.

- CERBEE zips in in a whirlwind.

EXT. PARK/ DAY

DIAL.

DIAL.

NOTES

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

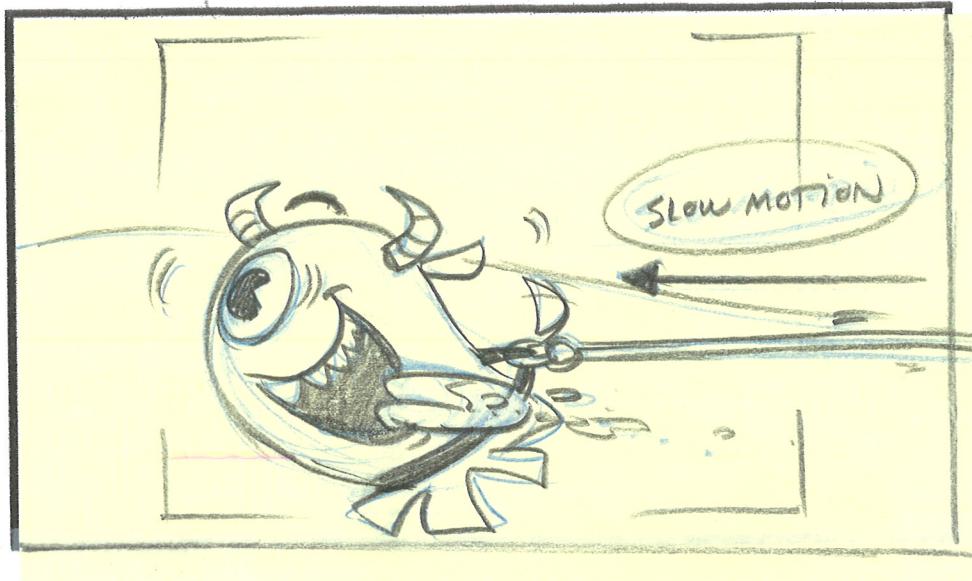
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SCENE 15 (cont)

PANEL 2/6

SCENE

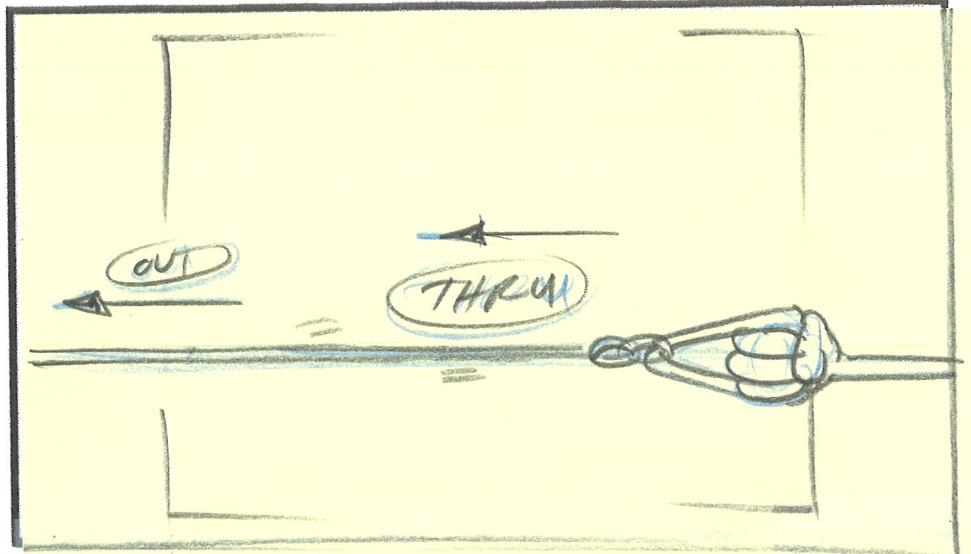
PANEL 3/6



ACTION

* Sudden it is slowed down
into slow motion!
— CERBEE runs BY in slow motion

DIAL.



ACTION

— CERBEE THROUGH passing
JIMMY ALONG in slow motion

DIAL.

NOTES

* INTO slow motion ANIMATION!

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

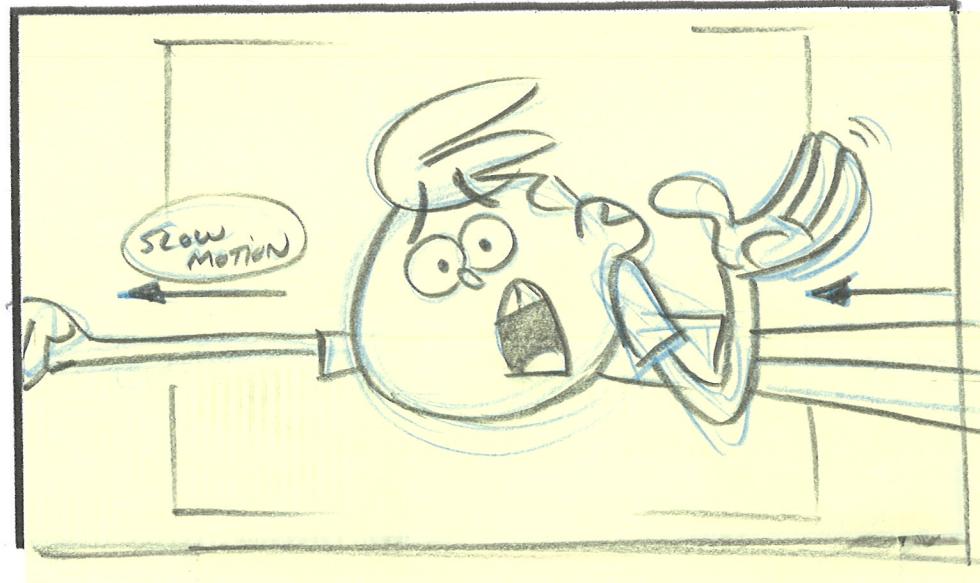
PAGE 30

SCENE 15 (cont)

PANEL 4/6

SCENE

PANEL 5/6

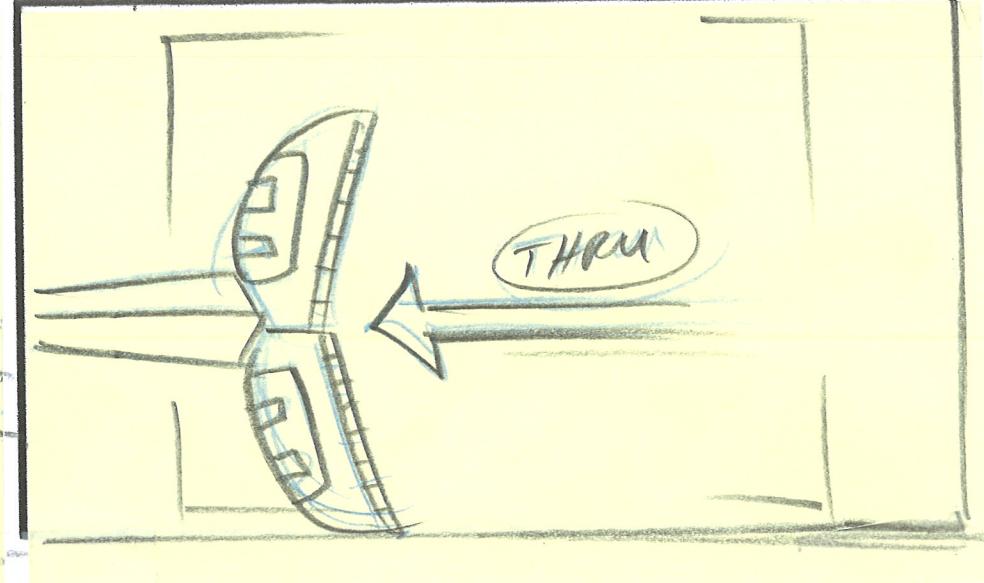


ACTION

- Jimmy is pulled THROUGH!
- HE SHRUGS AND APOLOGIZES TO A COUPLE O.S. IN SLOW MOTION.

DIAL.

(ADDED DIAL) Jimmy (Slow motion)
"SOOOORRRRYYY!"



ACTION

- Jimmy is pulled THROUGH!

DIAL.

NOTES

NOTES

* COULD POSSIBLY SPEED UP ACTIN' HERE TO "REAL" TIME AS HE GETS WHIPPED BACK OUT O.S.



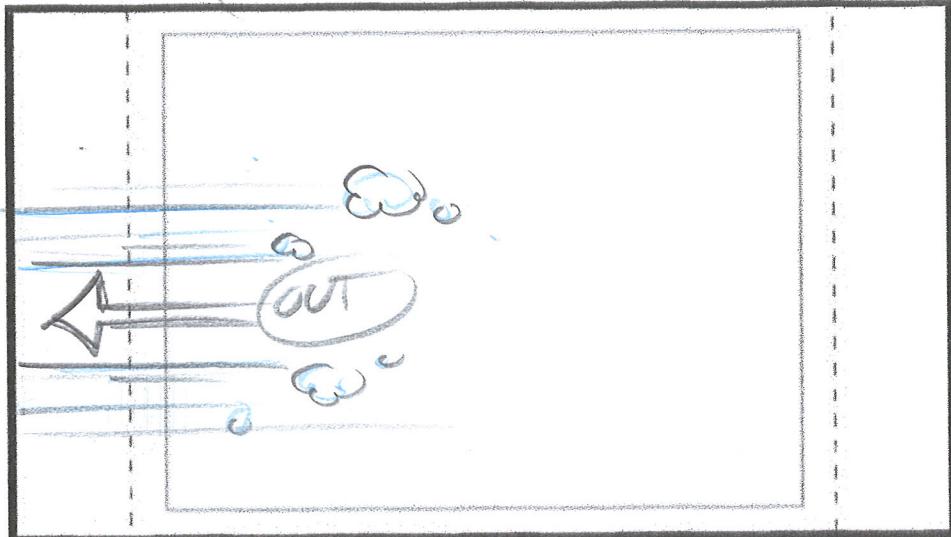
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

PAGE 31

SCENE 15 (cont)

PANEL 6/6



ACTION

- Jimmy pulses out 0.5 in REAL TIME now.

DIAL.

NOTES

SCENE 16

PANEL 1/2



ACTION

CUT

DIAL.

NOTES

- THE COUPLE WATCHES JIMMY AND CERBEE ZIP AWAY.



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

PAGE 32

SCENE 16 (cont)

PANEL 2/2



ACTION

- THEY look at each other
in shock.

CUT

ACTION

CLOSE ON BG.

DIAL.

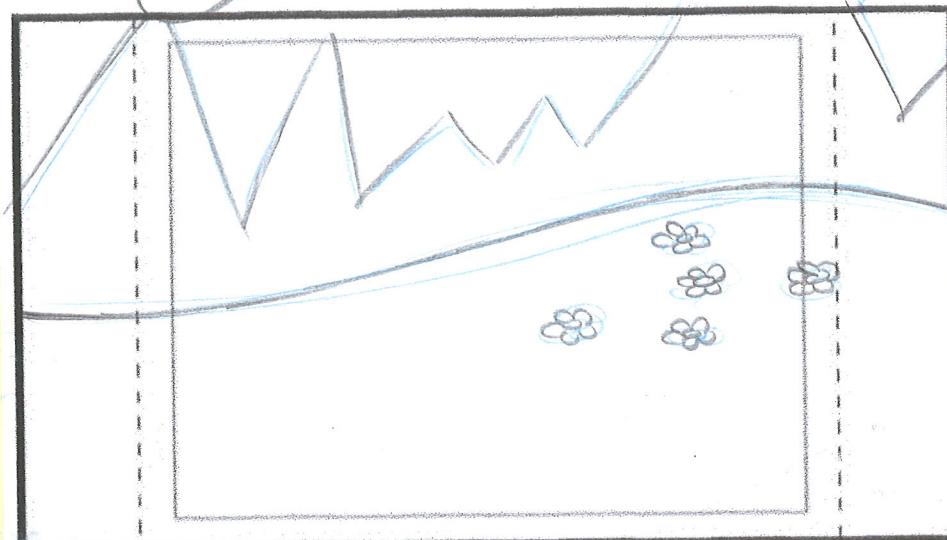
DIAL.

NOTES

NOTES

PANEL 1/12

SCENE 17



EXT. PARK / DAY.



JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

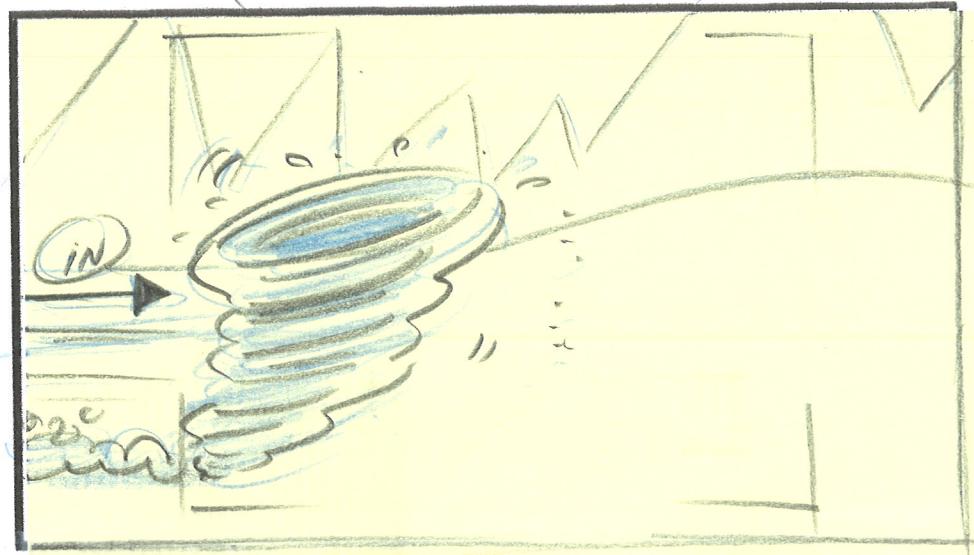
PAGE 33

SCENE 17 (cont)

PANEL 2/12

SCENE

PANEL 3/12



ACTION

- CERBEE ZIPS IN -

DIAL.

SFX

(Cerbee in a whirwind)

NOTES



ACTION

- CERBEE STOPS / PANTING AND
LOOKING AT GROUND.

DIAL.

NOTES



JIMMY TWO SHOES

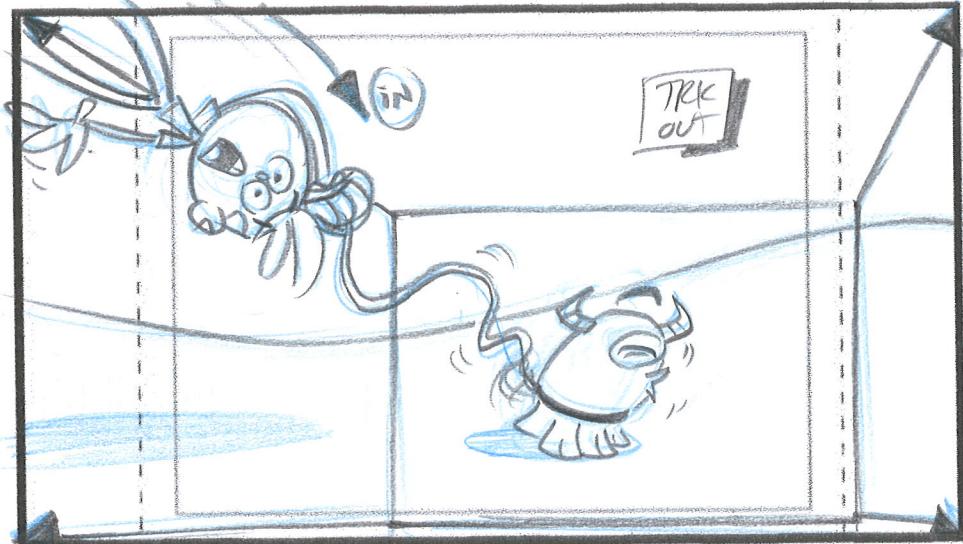
J2S2-101- "CERBEE COME HOME"

PAGE 34

SCENE (7 cont)

PANEL 4/12 SCENE

PANEL 5/12



ACTION * TRICK OUT AS Jimmy comes
flying in.
- CERBEE IS sniffing around.

DIAL.

(SFX)

SNIFF SNIFF!

NOTES



ACTION

- Jimmy lands on his HEAD.

DIAL.

(SFX)

SLAM!

NOTES



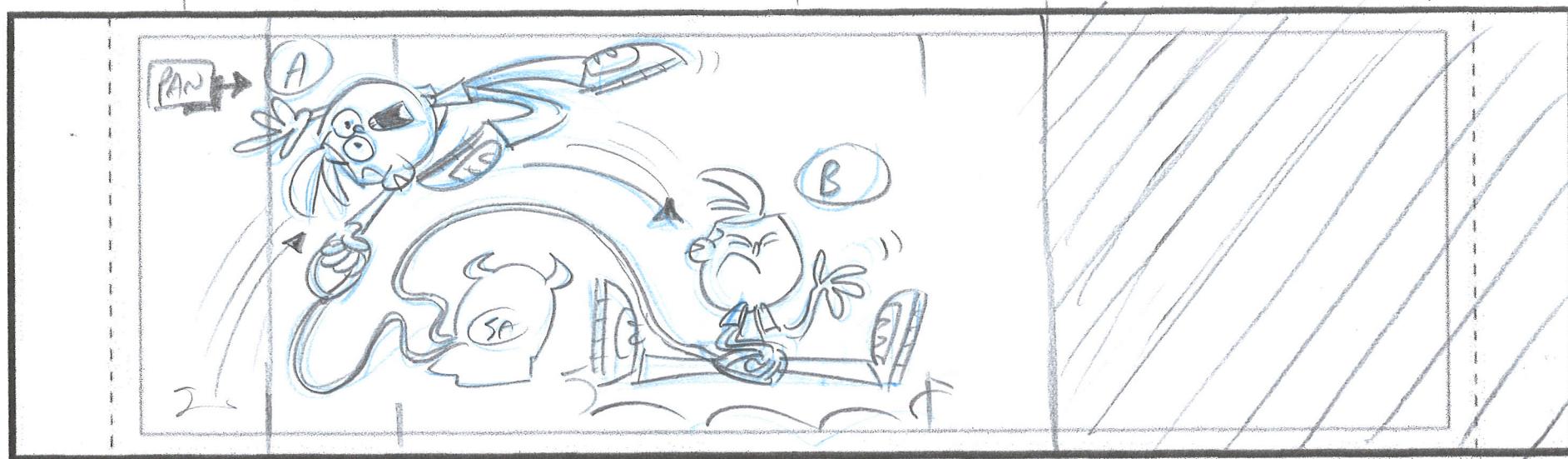
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

PAGE 35

SCENE 17 (cont)

PANEL 6/12



ACTION

~~PAN~~ (START) → (STOP)
AS JIMMY BOUNCES OVER CERBEE
AND LANDS ON THE GROUND
BESIDE HIM.

DIAL.

(SFX)
Boing! (SFX)
Scam!

NOTES



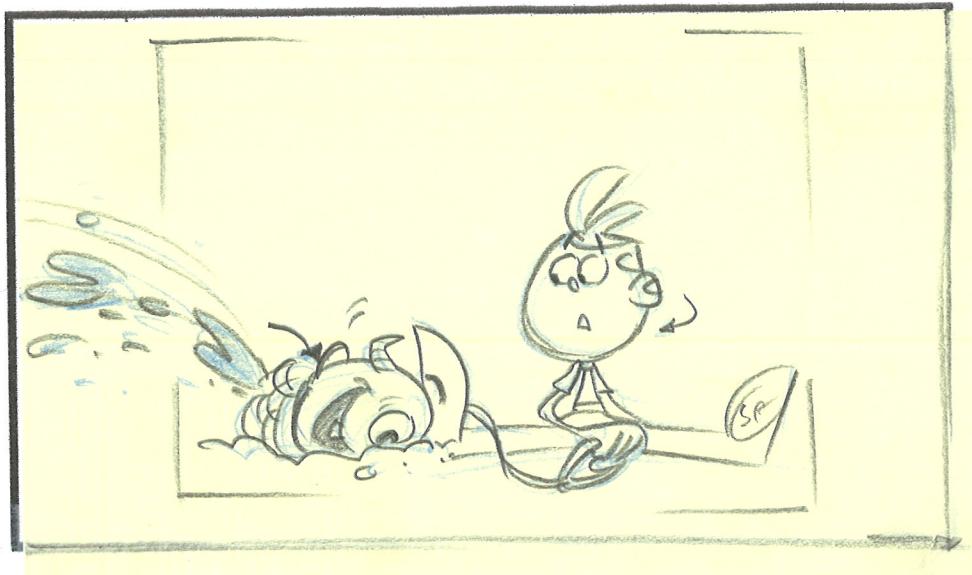
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

PAGE 36

SCENE 17 (Cont)

PANEL 7/12



ACTION

- CERBEE DIGS QUICKLY DOWN

DIAL.

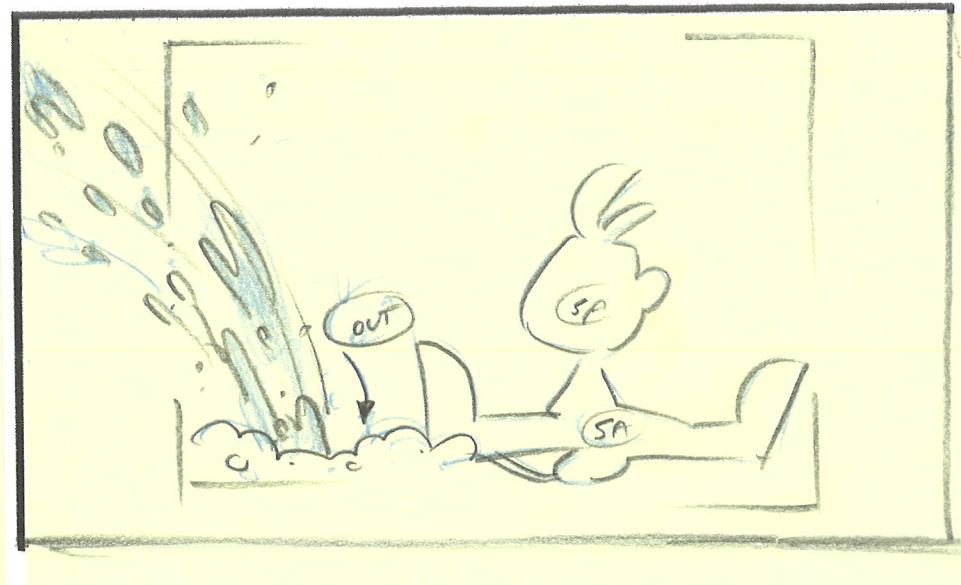
(SFX)

(FAST DIGGING)

NOTES

SCENE

PANEL 8/12



ACTION

- CERBEE (cont) DIGGING A HOLE.

DIAL.

(cont)

NOTES



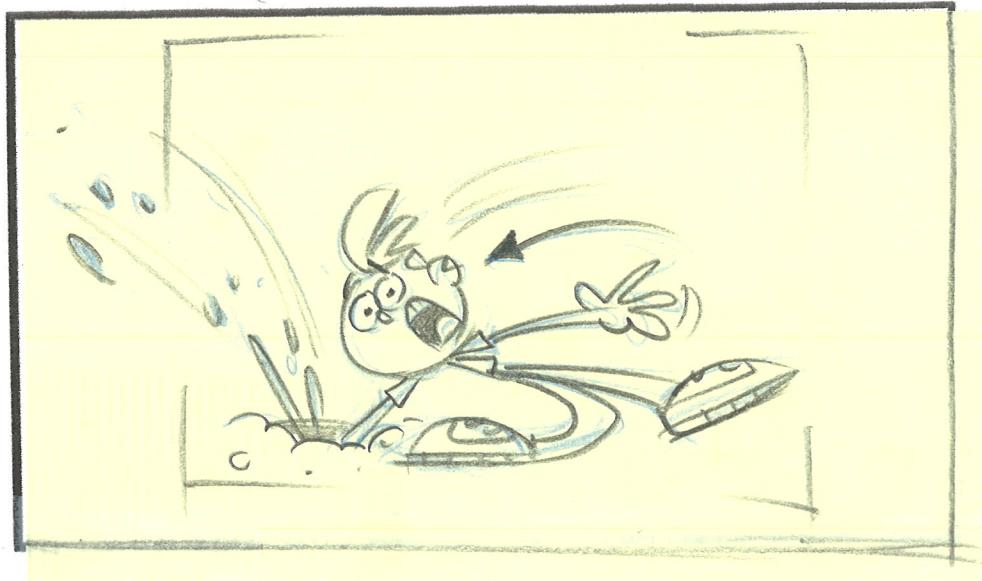
JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

PAGE 37

SCENE 17 (cont)

PANEL 9 / 12 SCENE

PANEL 10 / 12

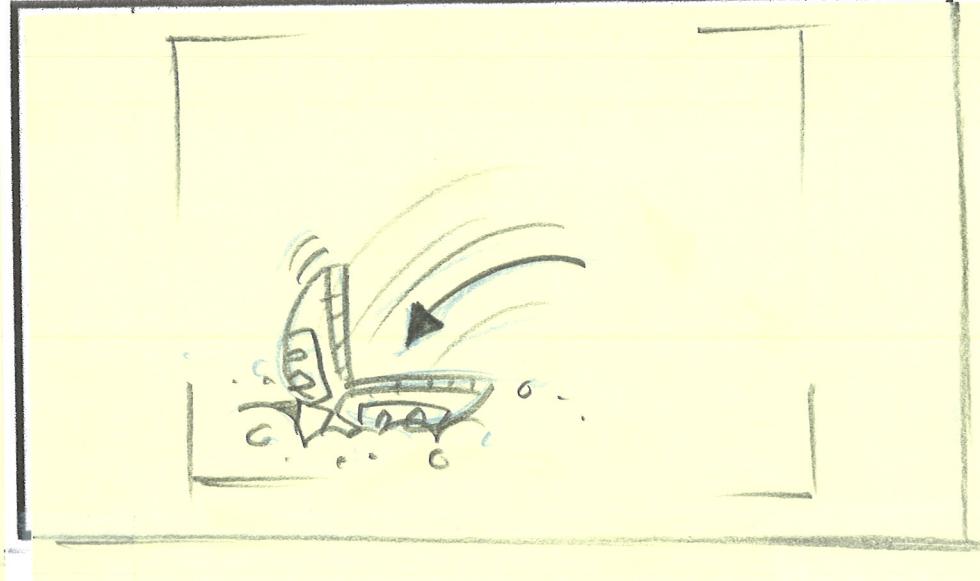


ACTION

- Sudden! Jimmy is PULLED down

DIAL.

NOTES



ACTION

- Jimmy forces in hole.

DIAL.

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

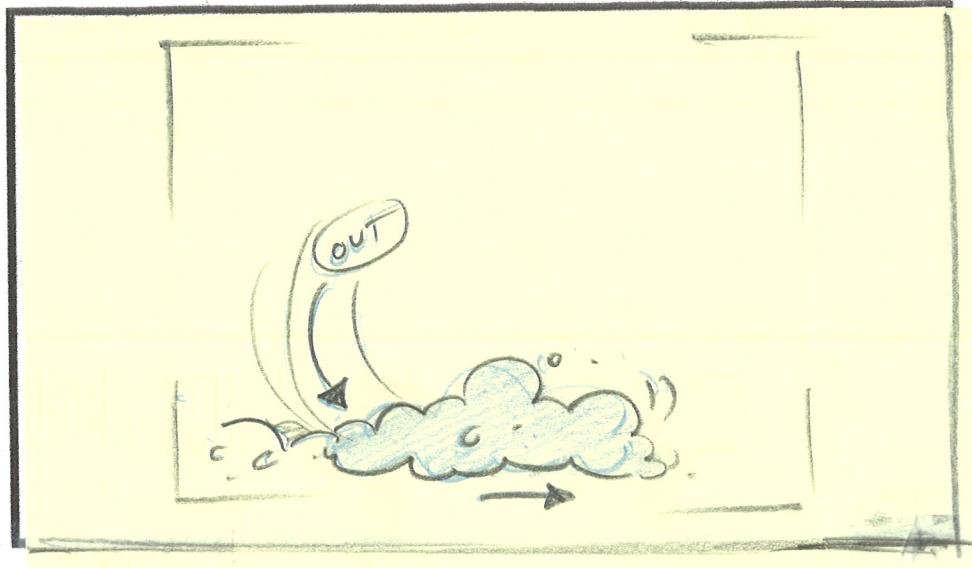
PAGE 38

SCENE 17 (cont)

PANEL 11/12

SCENE

PANEL 12/12



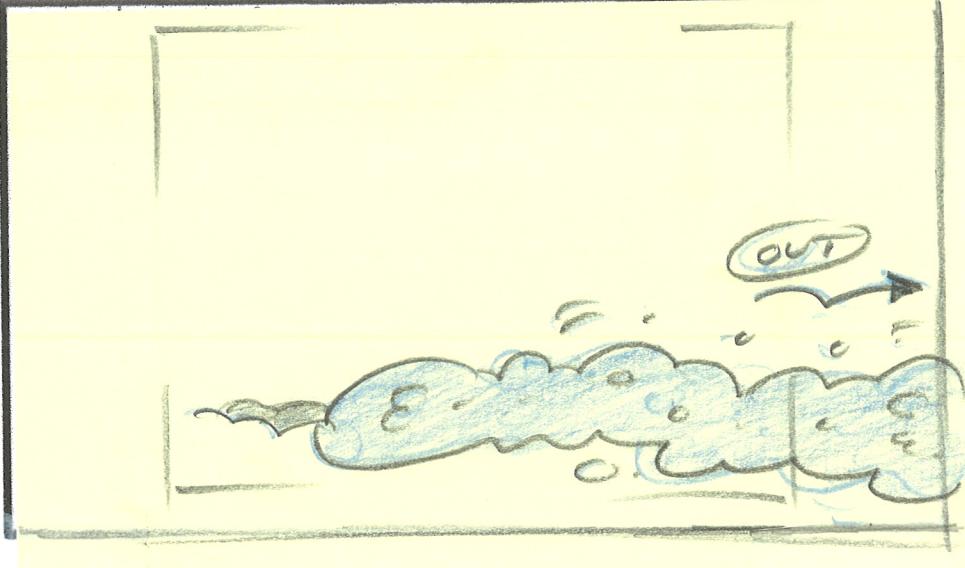
ACTION

- Jimmy (~~out~~)
- THE GROUND RUMBLES AS CERBEE PULLS JIMMY UNDERGROUND.

DIAL.

(SFX)

(underground rumbling)



ACTION

- A RAISED DIRT PIECE ZOOMS OUT OF AS JIMMY IS DRAGGED.

DIAL.

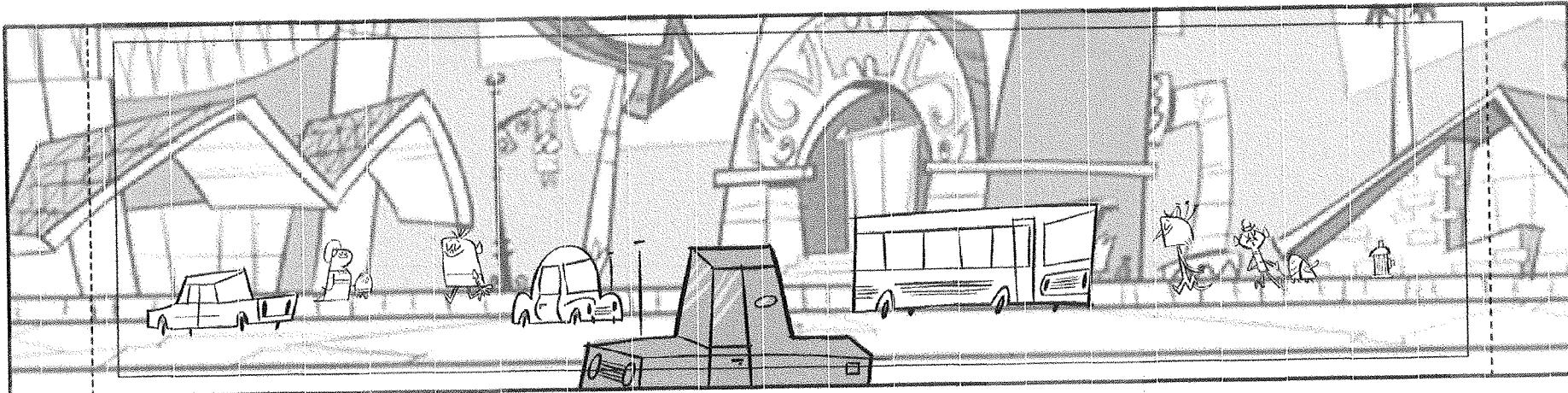


NOTES

NOTES

SCENE 18

PANEL 1/6



EXT. MISCERVILLE STREET 73/DAY.

ACTION BE SHOT OF STREET

CUT

DIAL

NOTES

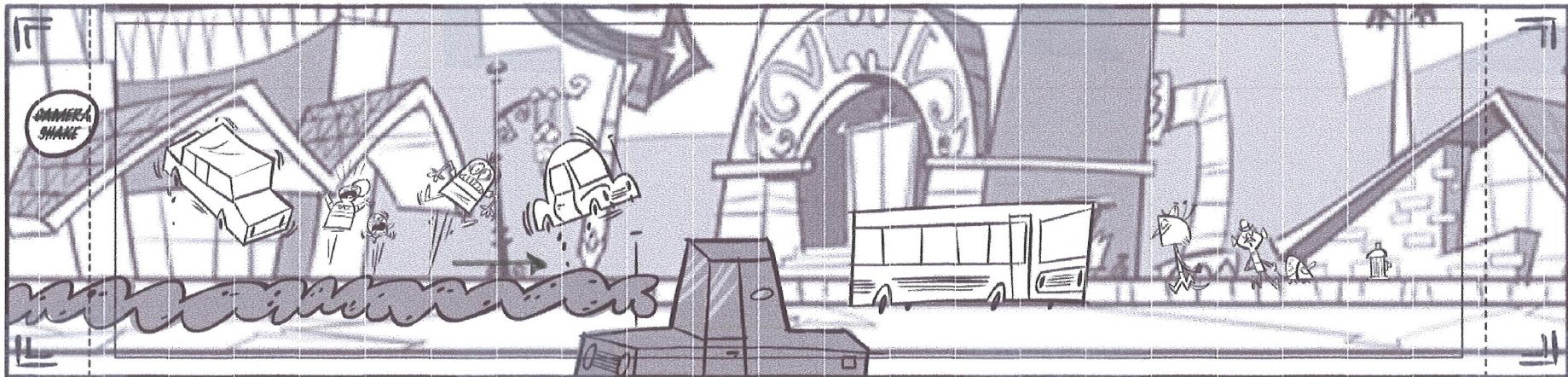
SCENE 18 (CONT)PANEL 2/6

ACTION # PAN WITH ACTION AS THE DIRT PILE ZIPS IN AND TOSSES CARS AND PEOPLE ASIDE!

DIALSFX
rumbling!NOTES

no camera shake!

SCENE 18 (cont) PANEL 3/6



ACTION *(cont) PANNING WITH ACTION AS DIRT PILE continues down STREET.

DIAL

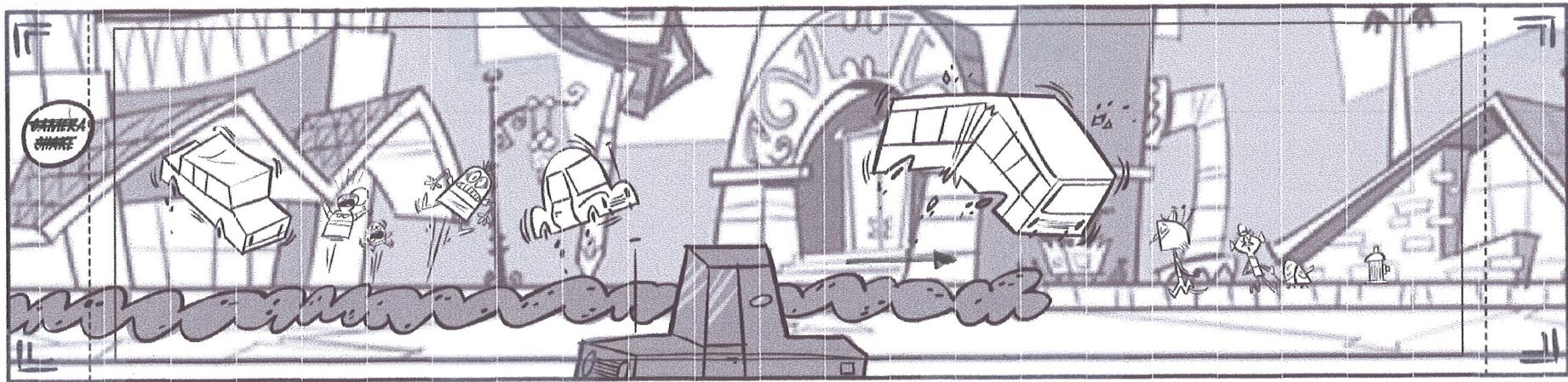
SFX

pounding!

NOTES

NO CAMERA SHARE!

SCENE 18 (cont) PANEL 4/6



ACTION cont panning WITH ACTION.

DIAL

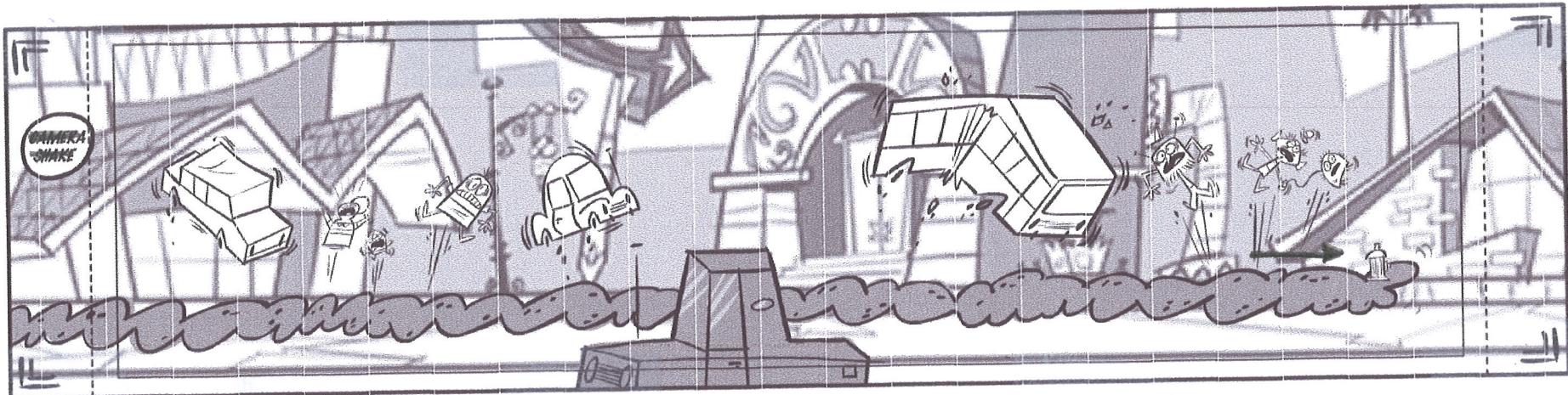
(SPT)

rumbling!

NOTES

NO CAMERA SHARE

SCENE 18 (cont) PANEL 5/6



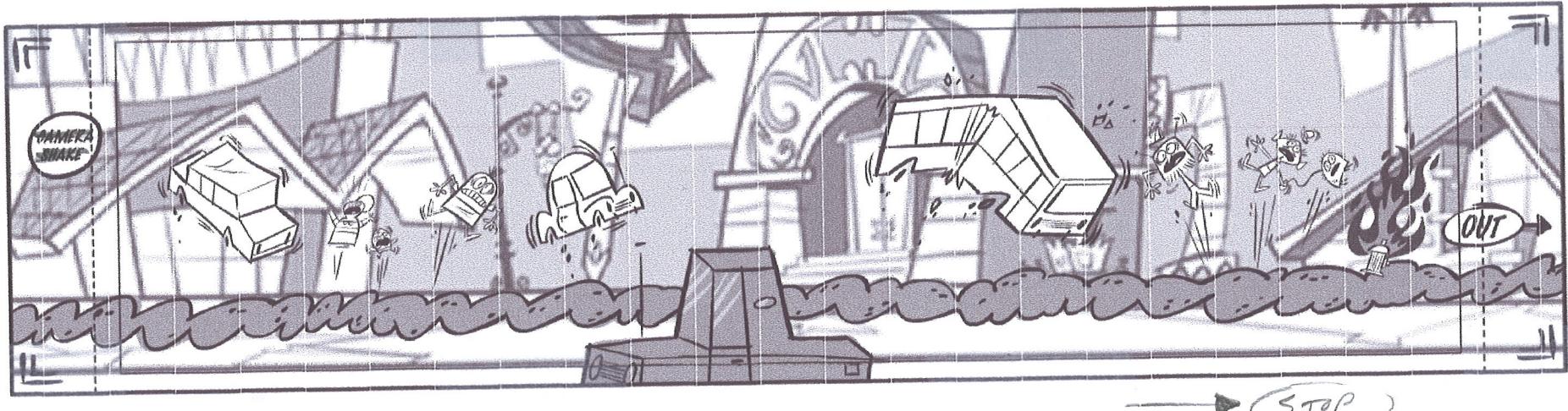
ACTION (cont) (PANNING) with action!

DIAL

SFX
rumbling!

NOTES

No CAMERA SHAKE!

SCENE 18(cont)PANEL 6/6

→ STOP

ACTION

(STOP) PAN AS DIRT TRAIL continues 0.5.
— A FIRE HYDRANT SHOOTS OUT FRAMES INSTEAD
OF WATER.

DIAZNOTES

No CAMERA SHAKE!



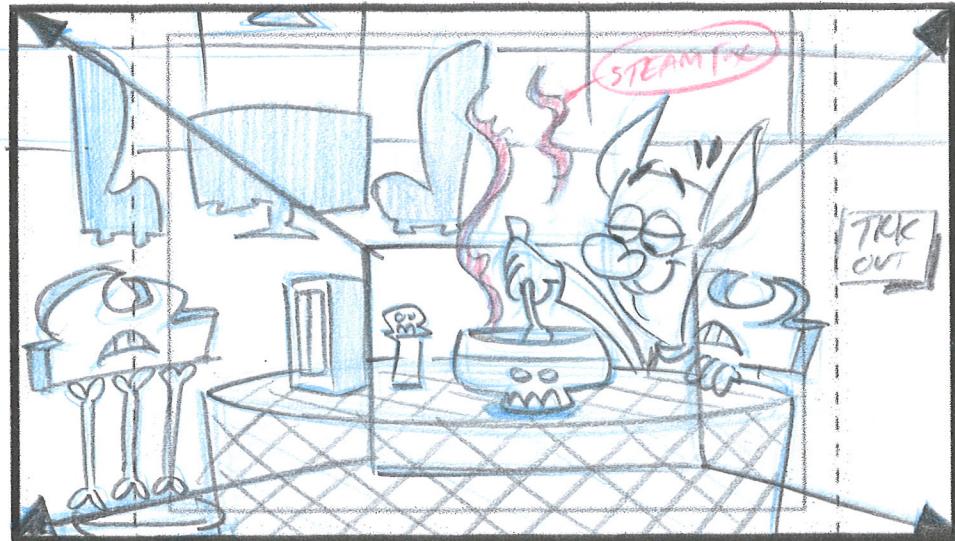
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

PAGE 45

SCENE 19

PANEL 1/12



ACTION

EXT. MISERYVILLE CAFE.

*TRK OUT
CUT
AS SAMY SITS IN A CAFE AND
GETS A SPOONFUL OF SOUP.

DIAL.

NOTES

SCENE

PANEL 2/12



ACTION

- SAMY SLURPS THE SOUP -

DIAL.

SFX
SLURP!

NOTES



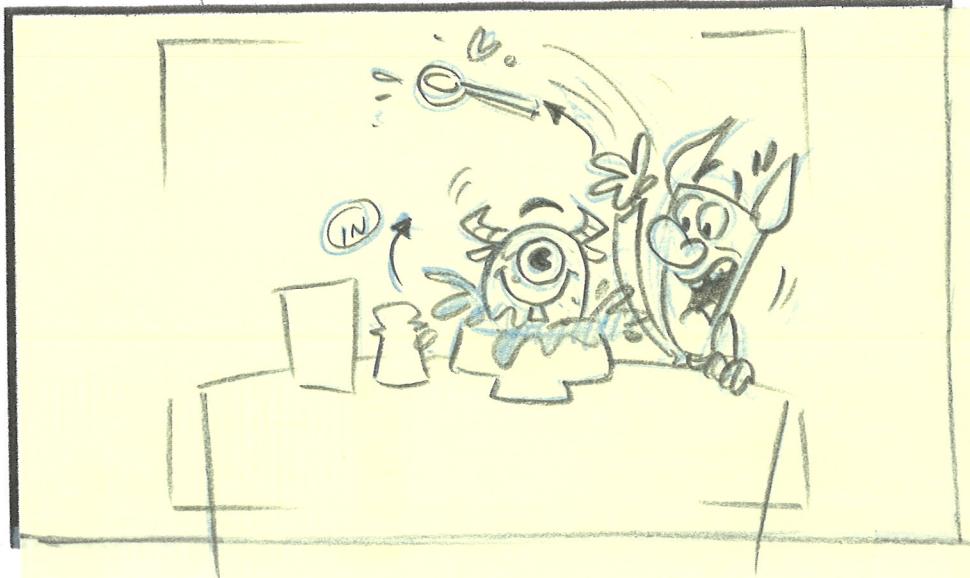
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 19 (cont)

PANEL 3/12



ACTION

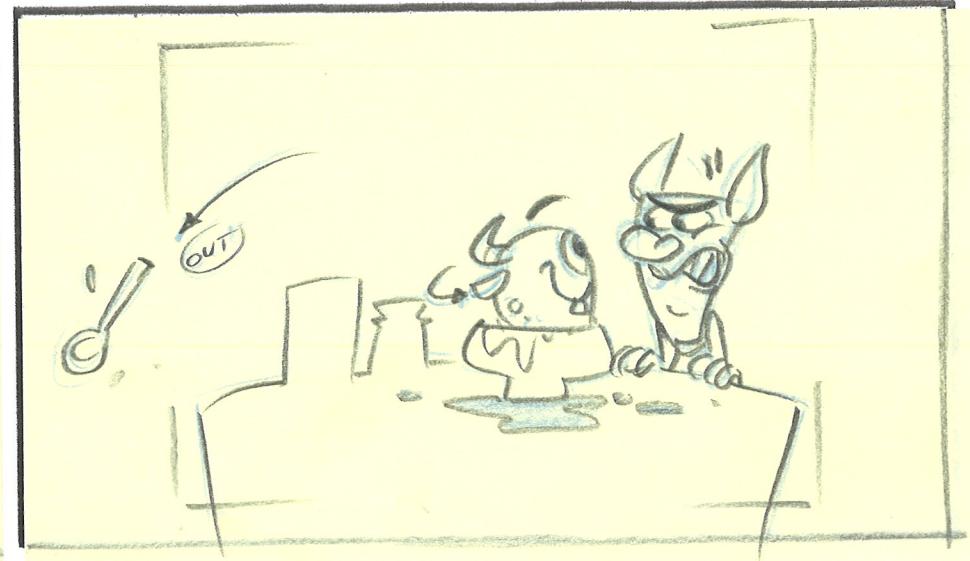
- SUDDENLY CERBEE POPS UP OUT
OF SAMY'S SOUP BOWL.

DIAL.

NOTES

SCENE

PANEL 4/12



ACTION

- SAMY LOOKS ANNOYED.

DIAL.

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 19 (cont)

PANEL 5 / 12 SCENE

PANEL



ACTION

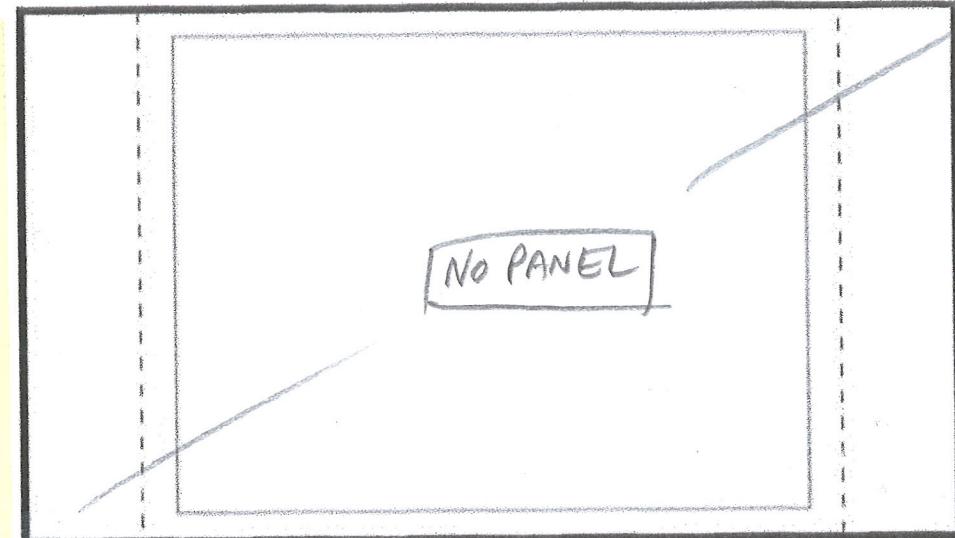
-SAMPY YELLS AND POINTS AT
CERBEE .

DIAL.

⑥ SAMPY

"WAITER, THERE'S A DOG
IN MY SOUP!"

NOTES



ACTION

DIAL.

NOTES

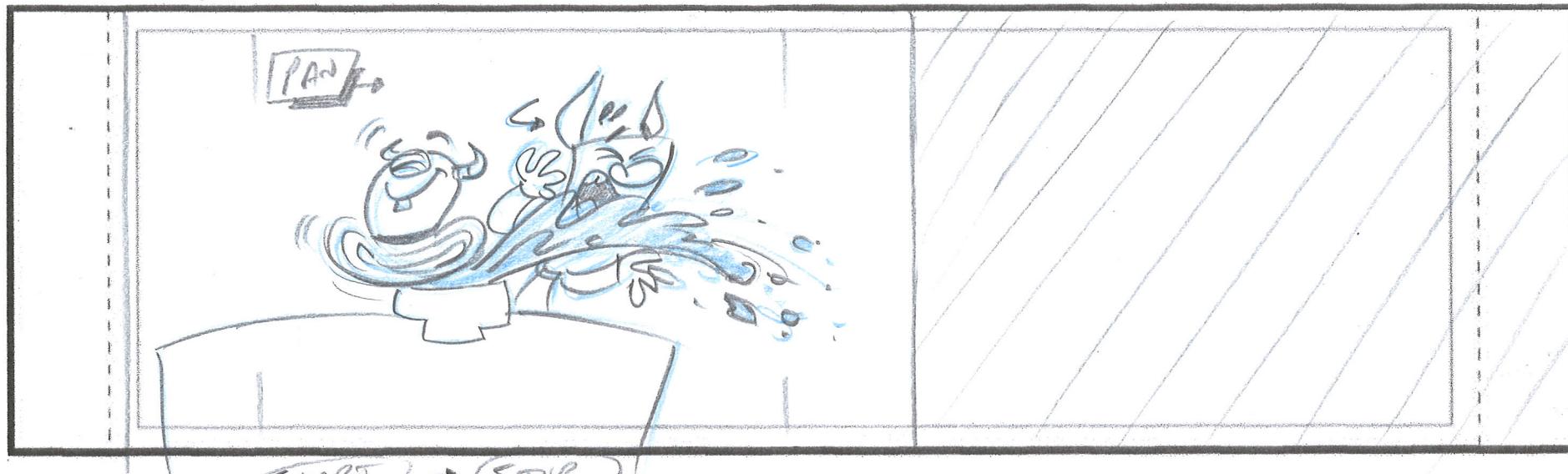


JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

PAGE 48

SCENE 19 (cont)

PANEL 6/12



ACTION

(START) → (STOP)
X SLIGHT PAN AS CERBEE RUNS ON THE SPOT SPLASHING SOUP ON SAMY.

DIAL.

STK
WHIRRERRR.

NOTES



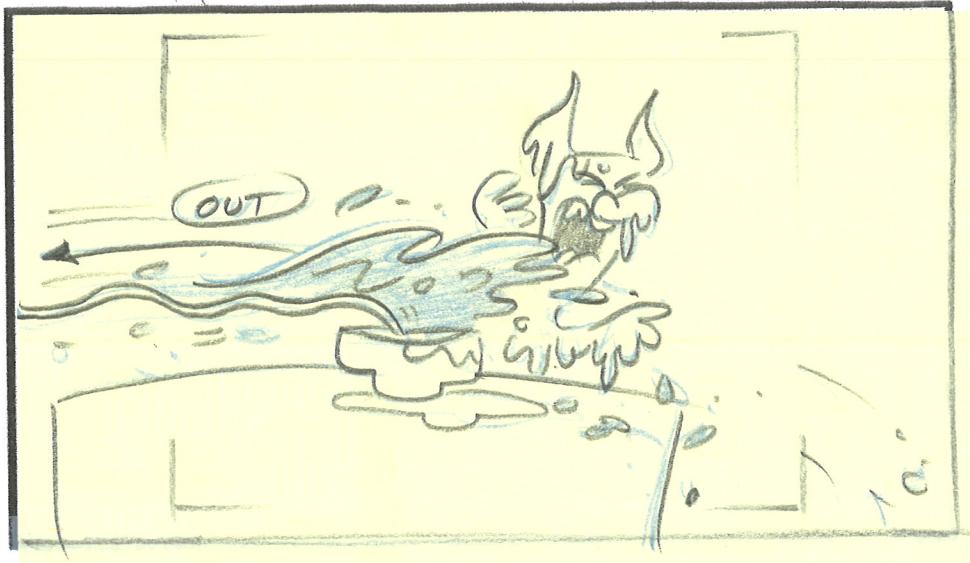
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 19 (cont)

PANEL 7/12



ACTION

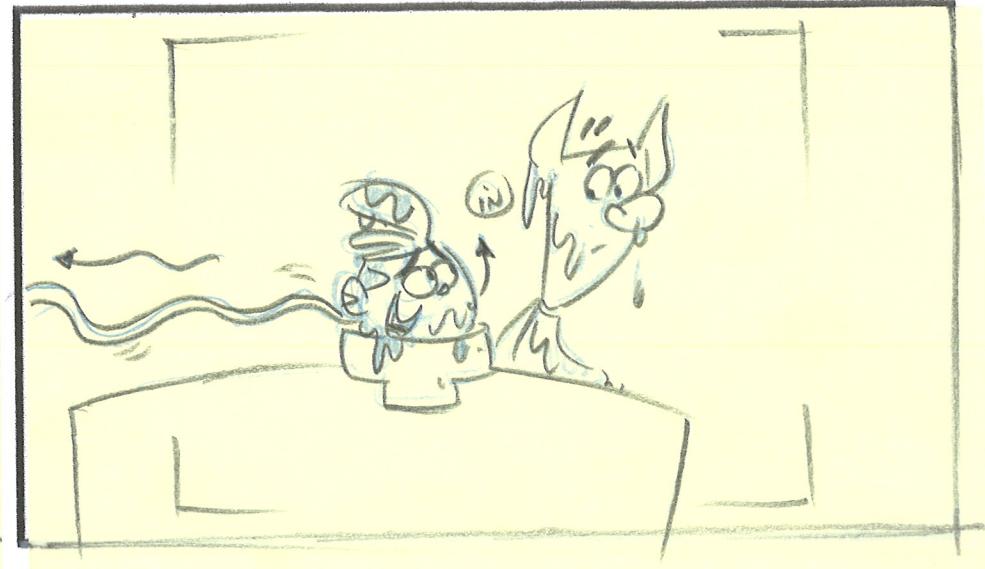
- CERBEE ZIPS OUT

DIAL.

NOTES

SCENE

PANEL 8/12



ACTION

- Jimmy pops up out of soup bowl

DIAL.

⑦ Jimmy
HE-HE-HE - "

NOTES



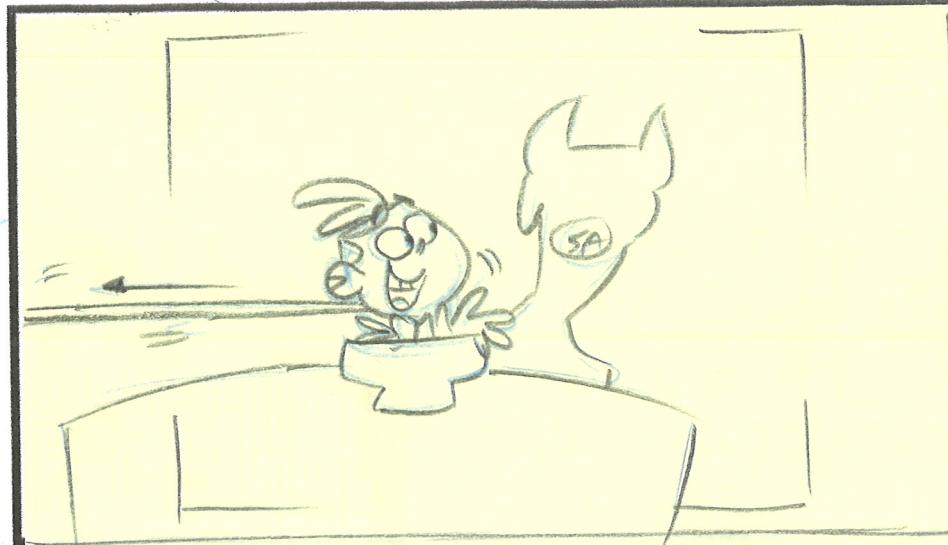
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

PAGE 50

SCENE 19 (cont)

PANEL 9/12



ACTION

- THE LEASH TIGHTENS
- Jimmy is EMBARRASSED .

DIAL.

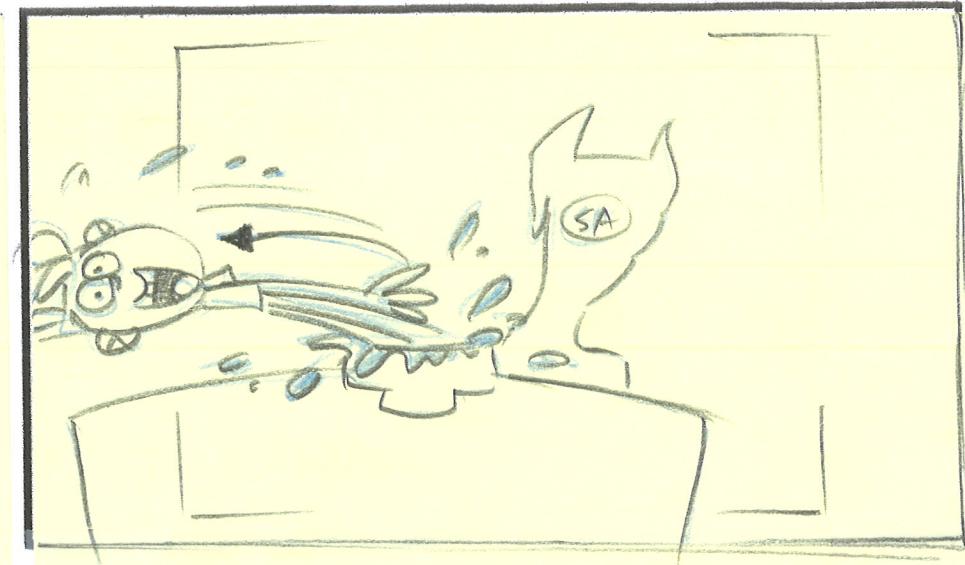
(7) Jimmy (cont)

"DOGS!"

NOTES

SCENE

PANEL 10/12



ACTION

- Jimmy is YANCHED O.S.

DIAL.

NOTES



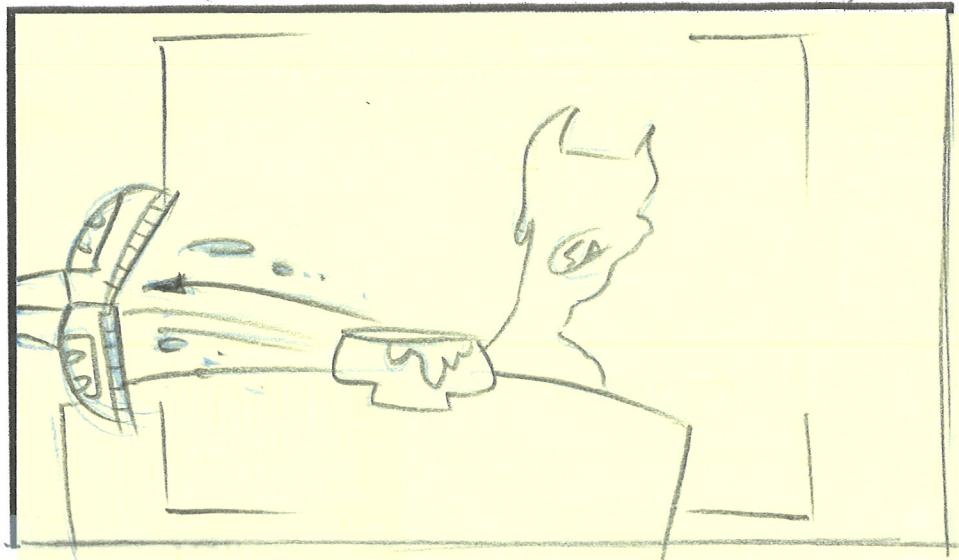
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 19 (CONT)

PANEL 11/12



ACTION

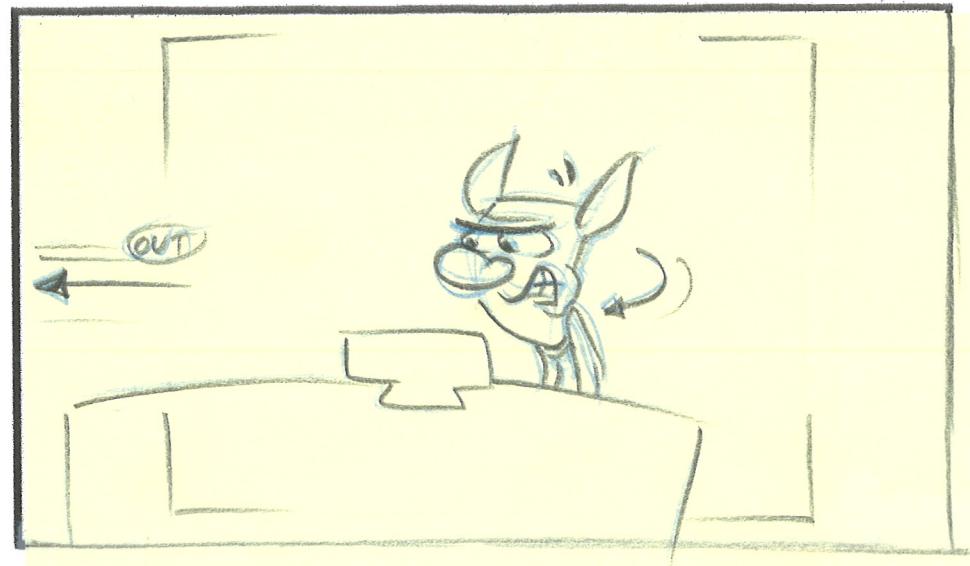
- Jimmy is punes out

DIAL.

NOTES

SCENE

PANEL 12 /12



ACTION

- Jimmy out
- Samy is Furious.

DIAL.

NOTES



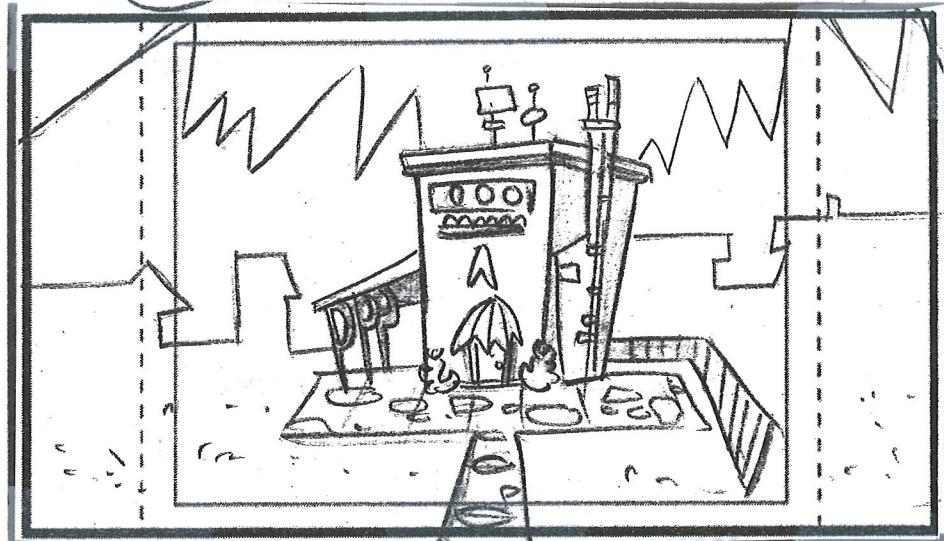
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 20

PANEL 1/1



ACTION

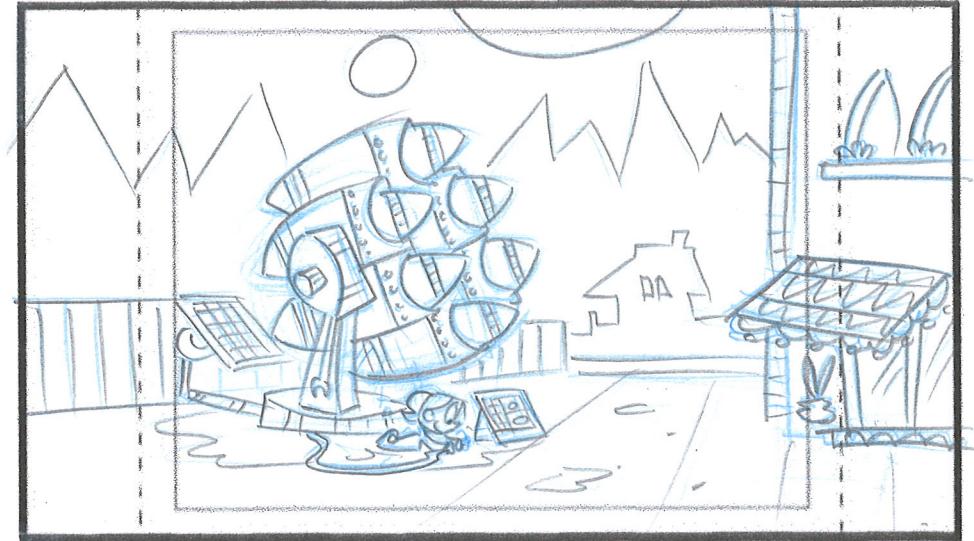


- WIDE ON HERCOISE'S HOUSE

EXT. HERCOISE HOUSE / DAY

SCENE 21

PANEL 1/4



ACTION



- HERCOISE PLUGS IN
A POWER CORD TO A LARGE
MISSILE CONSOLE.

EXT. HERCOISE'S BACKYARD -
MISSILES / DAY

DIAL.

DIAL.

NOTES

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

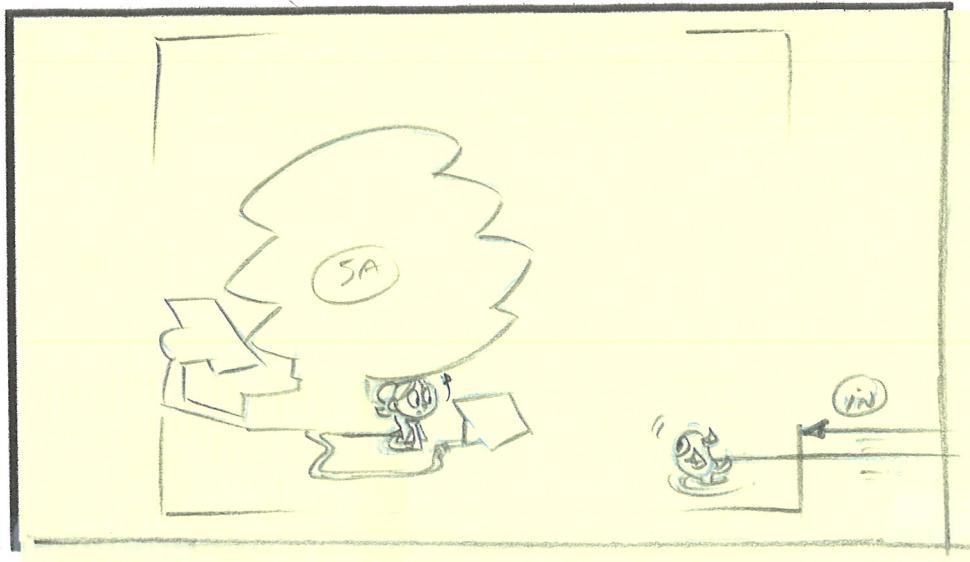
PAGE 53

SCENE 21 (cont)

PANEL 2/4

SCENE

PANEL 3/4



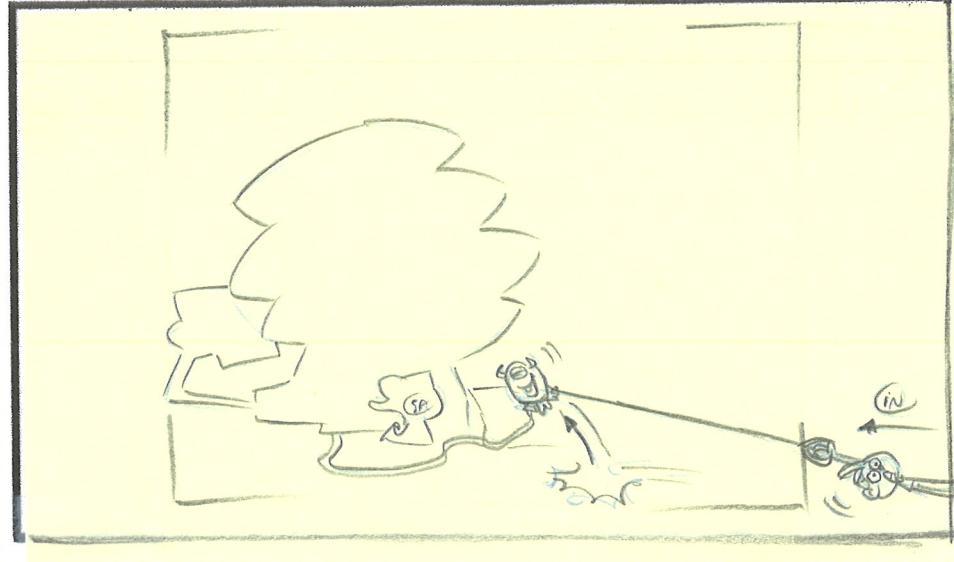
ACTION

- CERBEE RUNS ⁽ⁱⁿ⁾ BARKING.

DIAL.

(SFX)

BARK BARK!



ACTION

- CERBEE JUMPS UP ON CONTROL PANEL
DRAGGING JIMMY.

DIAL.

NOTES

NOTES



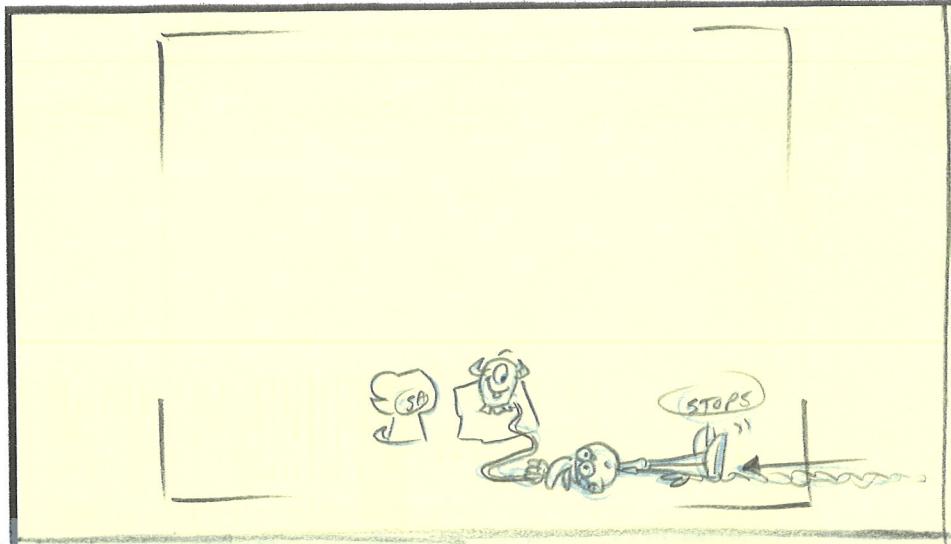
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 21 (CONT)

PANEL 4/4



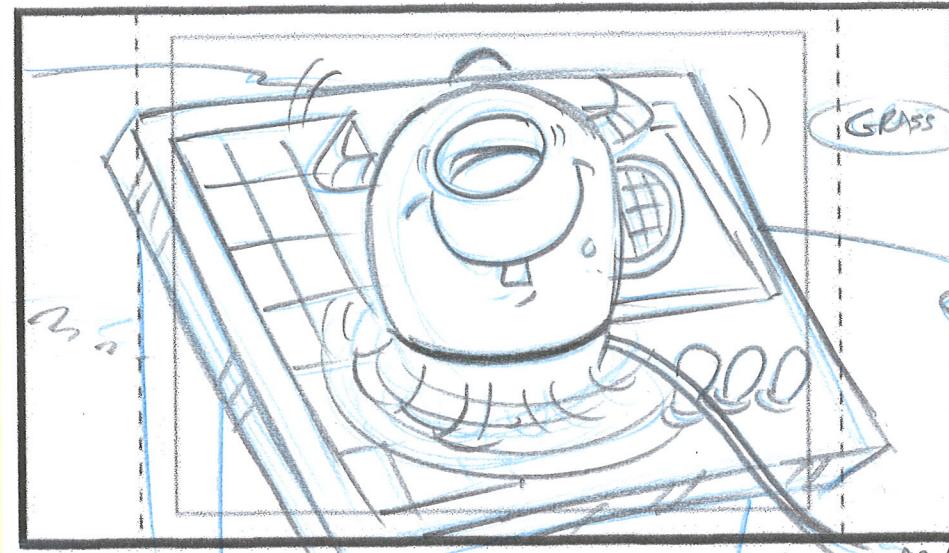
ACTION

- Jimmy slides to a stop.

SCENE

22

PANEL 1/5



EXT. HERSE'S BACKYARD
MISSILES/DAY

ACTION

(M/C) - Cerbee does a tap dance on the control panel.

DIAL.

DIAL.

(SFX)
(TAP DANCING) ~~~~~

NOTES

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 22 (cont)

PANEL 2/5



ACTION

- CERBEE TAP DANCES LIGHTING UP
THE BUTTONS

DIAL.

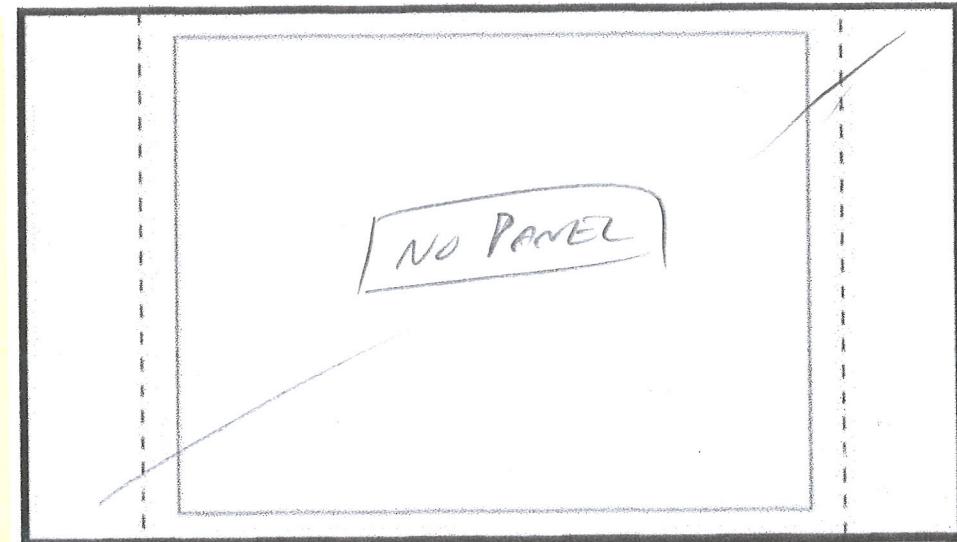
(SFX)

TAP DANCING!

NOTES

SCENE

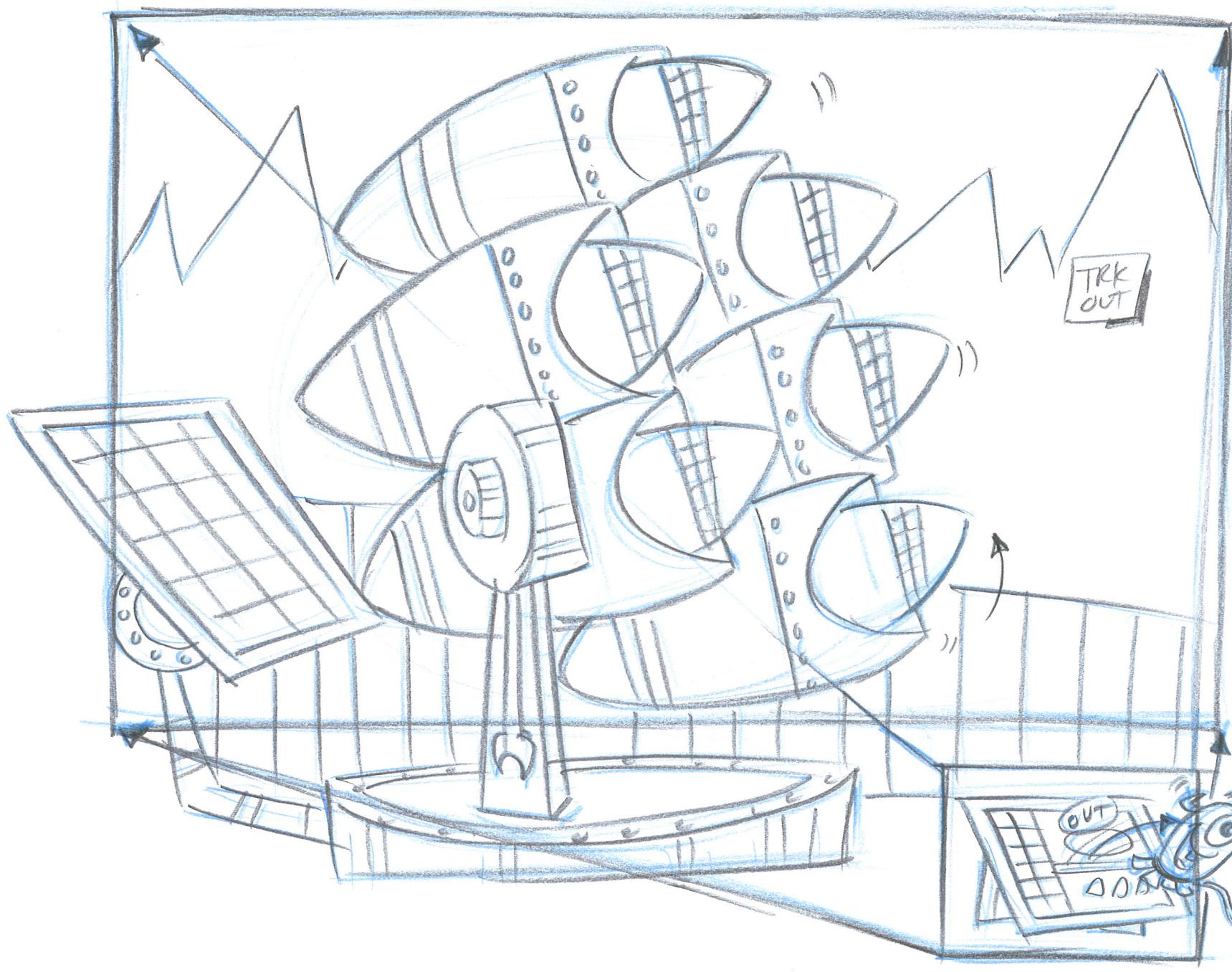
PANEL



ACTION

DIAL.

NOTES

ACTION

*TRK OUT
AS CEREO
JUMPS OUT.
REVEAL THE
MISSILES
AIMING UP!

DIAL

(SFX)
(BUTTONS
LIGHT UP)
BEEP! BEEP!
BEEP!

NOTES



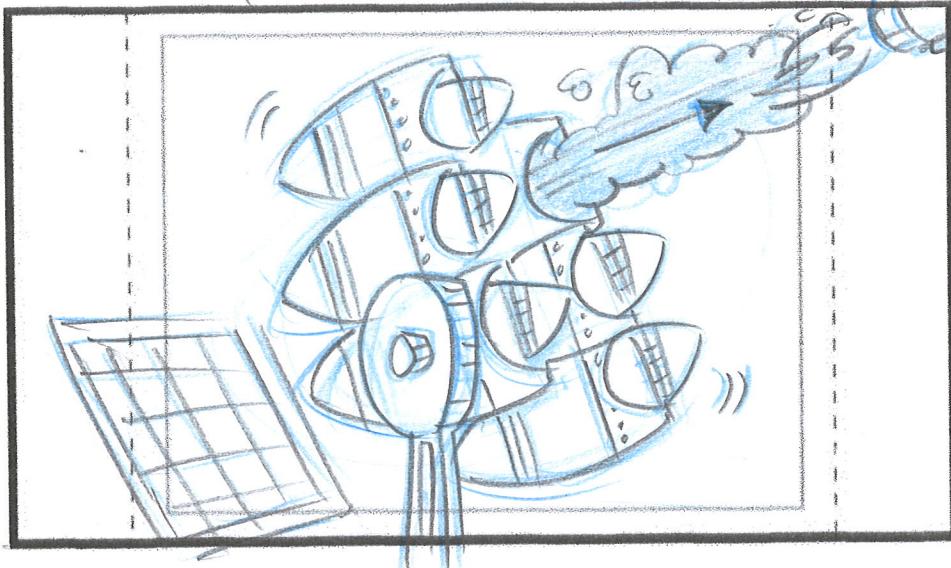
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 22 (cont)

PANEL 4/5



ACTION

- suddenly one of the
missiles launcettes!

DIAL.

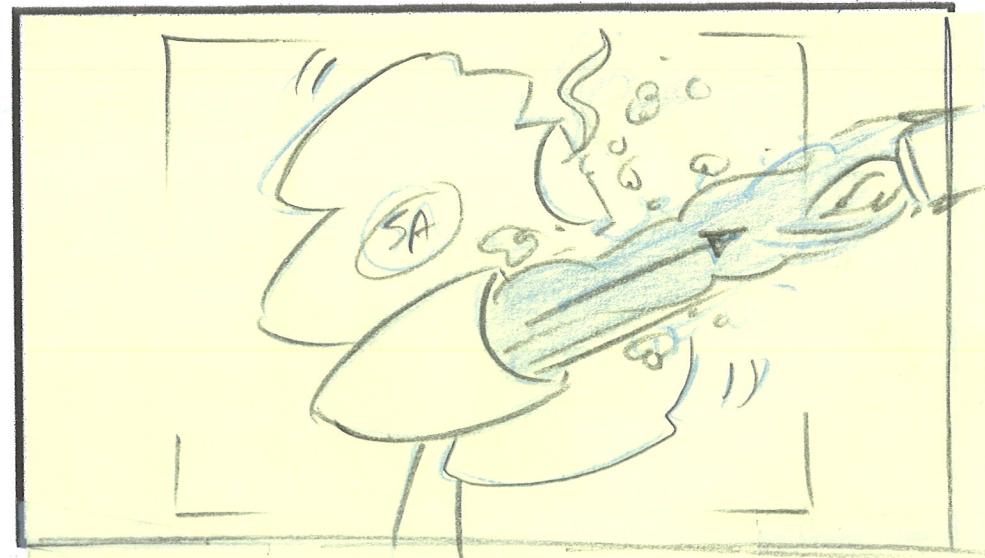
(SFX)

VROOOOM!

NOTES

SCENE

PANEL 5/5



ACTION

- And another one launcettes!

DIAL.

(SFX)

WHOOOSH!

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE (23)

PANEL 1/4



ACTION

EXT. STATUE GARDEN/
NIGHT

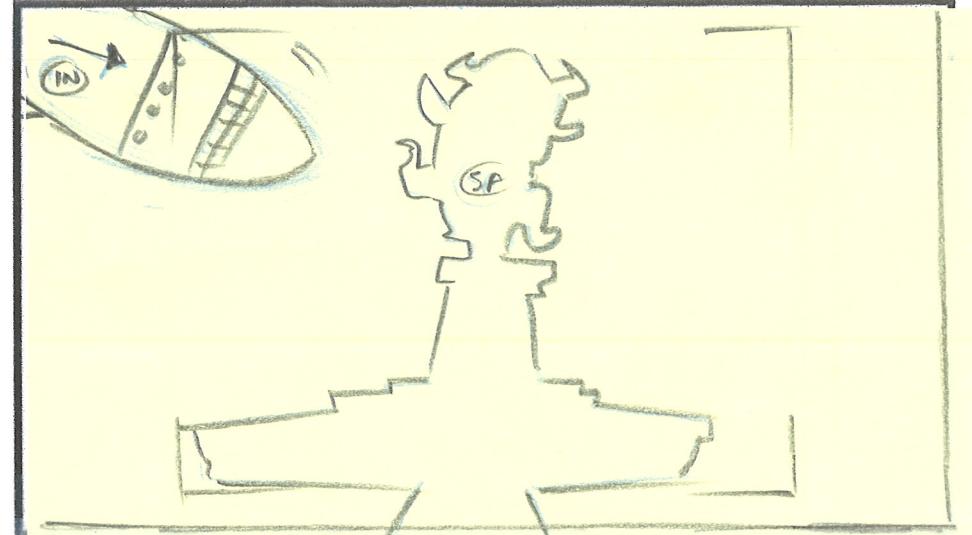
CUT
— WIDE on LUCIUS STATUE —

DIAL.

NOTES

SCENE

PANEL 2/4



ACTION

— A MISSILE flies (IN)

DIAL.

SFX
(FAULING WHISTLE)

NOTES



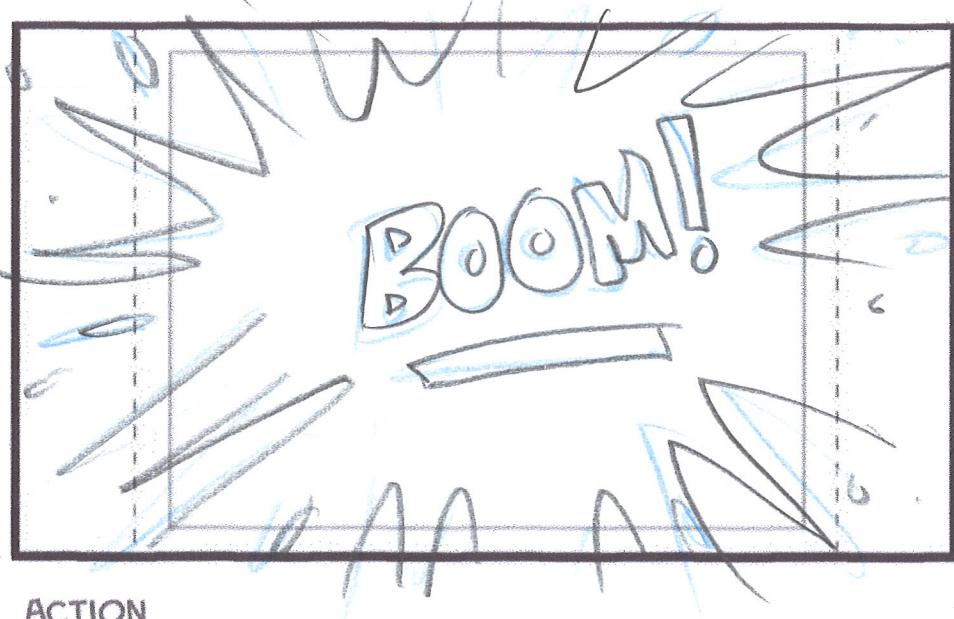
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 23 (cont)

PANEL 3/4



ACTION

- THE MISSILE EXPLODES!

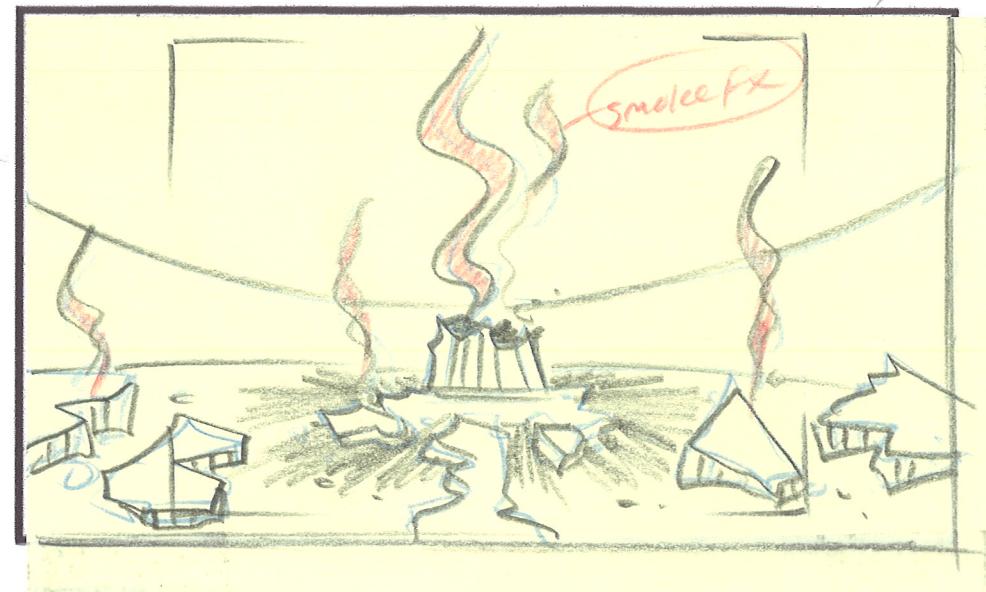
DIAL.

(SFX)
KABOOM!

NOTES

SCENE

PANEL 4/4



ACTION

- NOTHING LEFT BUT SMOKING DEBRIS.

DIAL.

NOTES



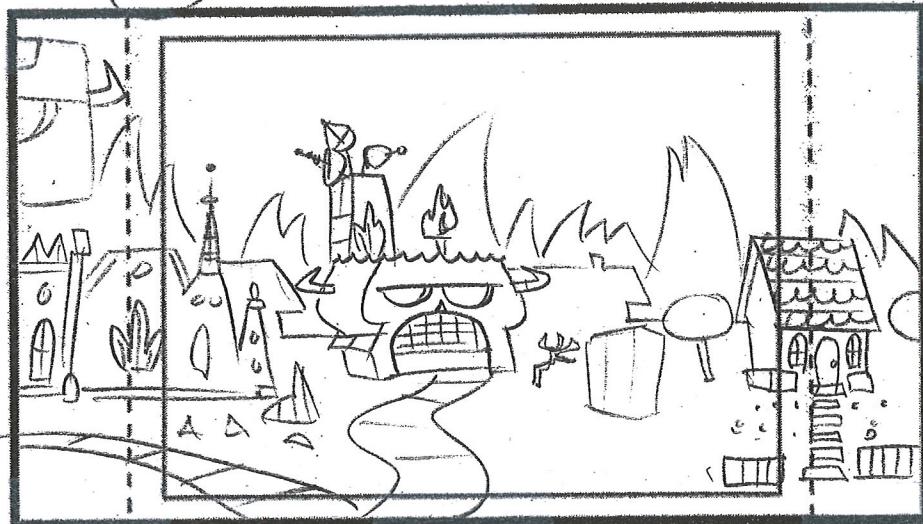
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 24

PANEL 1/4



ACTION

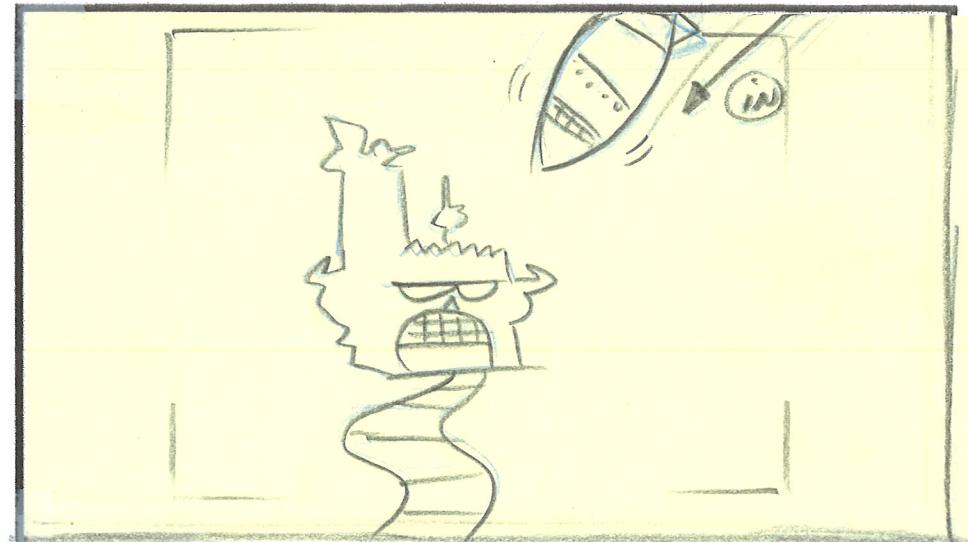
EXT. BEEZER'S HOUSE
DAY

- WIDE ON BEEZER'S HOUSE -

CUT

SCENE

PANEL 2/4



ACTION

- A MISSILE ZOOMS IN.

DIAL.

(SFX)

(FAULKING WHISTLE)

DIAL.

(knock)

NOTES

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 24 (cont)

PANEL 3/4



ACTION

- IT EXPLODES

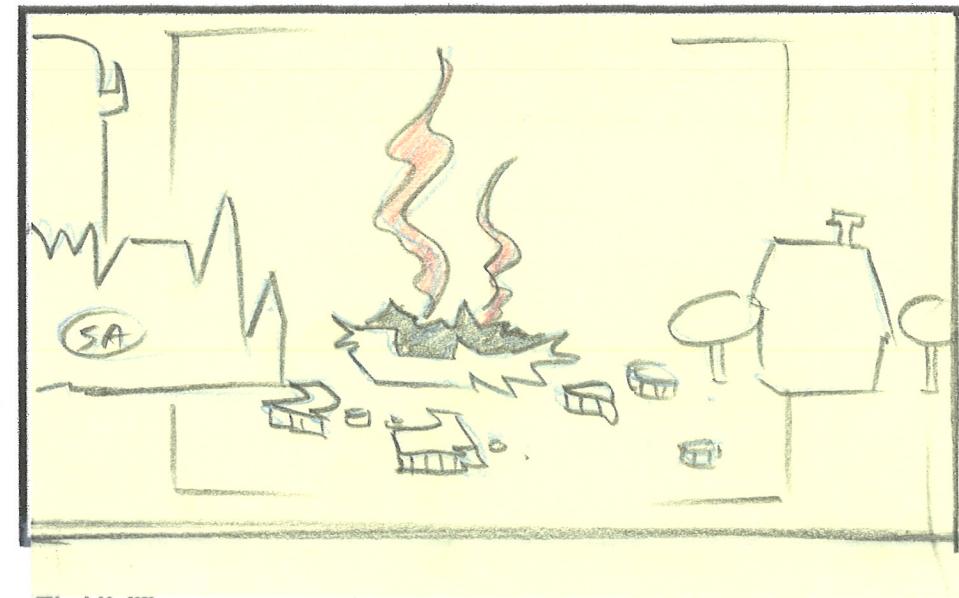
DIAL.

SFX
KABANG!

NOTES

SCENE

PANEL 4/4



ACTION

- BEER'S HOUSE IS A PILE OF RUBBLE.

DIAL.

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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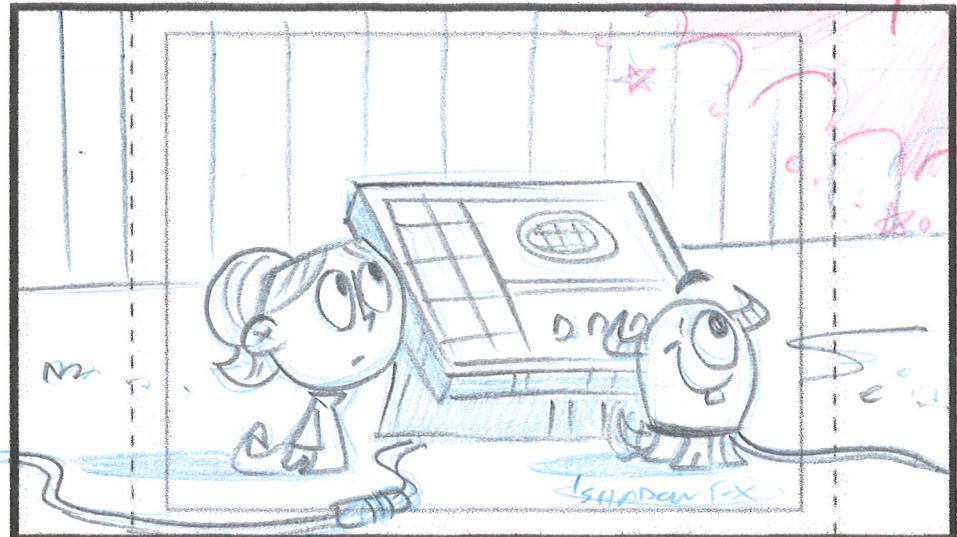
SCENE 25

PANEL 1/4

Glow
Fr.

SCENE

PANEL 2/4



ACTION

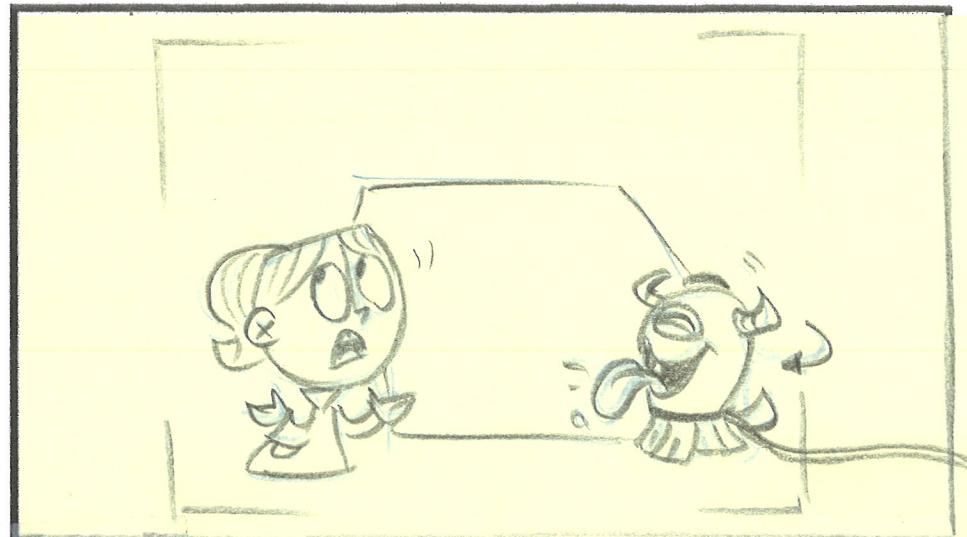
EXT. HEROISE'S BACKYARD
MISSILES / DAY.

(CUT) - HEROISE + CERBEE LOOK C.S. AT
THE GLOW FROM THE EXPLOSIONS.

DIAL.

NOTES

*Glow(Fx) FROM Explosions C.S.



ACTION

- CERBEE TURNS AND LICKS THE CONSOLE.
- HEROISE SIGHTS.

DIAL.

(8) HEROISE

"SIGH. DOGS!"

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

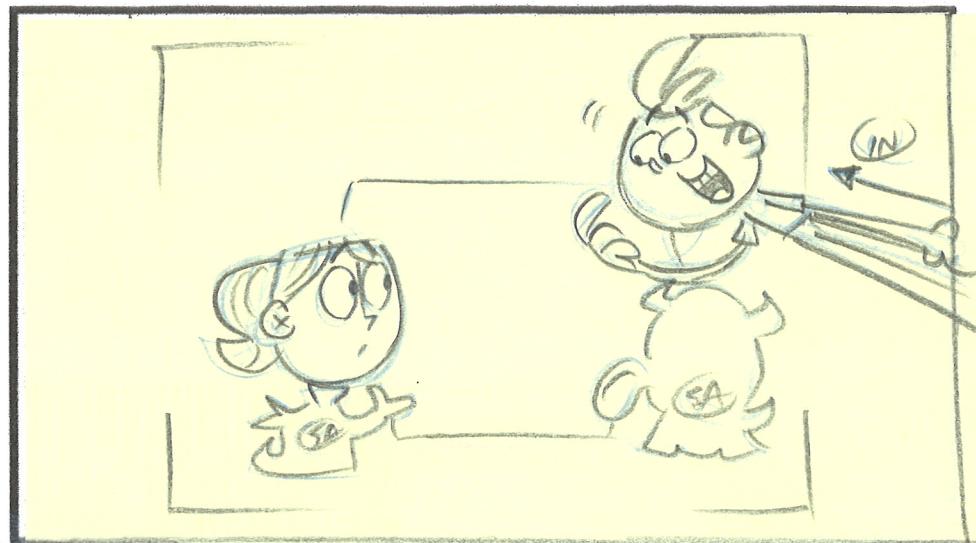
PAGE 63

SCENE 25 (cont)

PANEL 3/4

SCENE

PANEL 4/4



ACTION

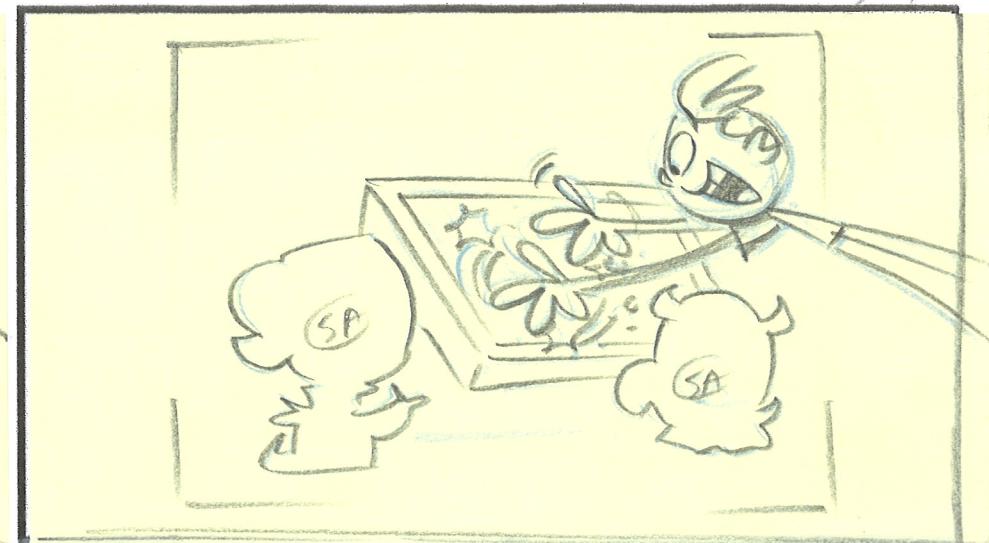
- Jimmy (in) AND Looking
CURIOUSLY AT PANEL.

DIAL.

⑨ Jimmy

"OOOH BUTTONS!"

NOTES



ACTION

- Jimmy quickly pushes all
THE BUTTONS.

DIAL.

(SFX)

(PUSHING LOTS OF BUTTONS)
BEEP! BEEP! BEEP!

NOTES



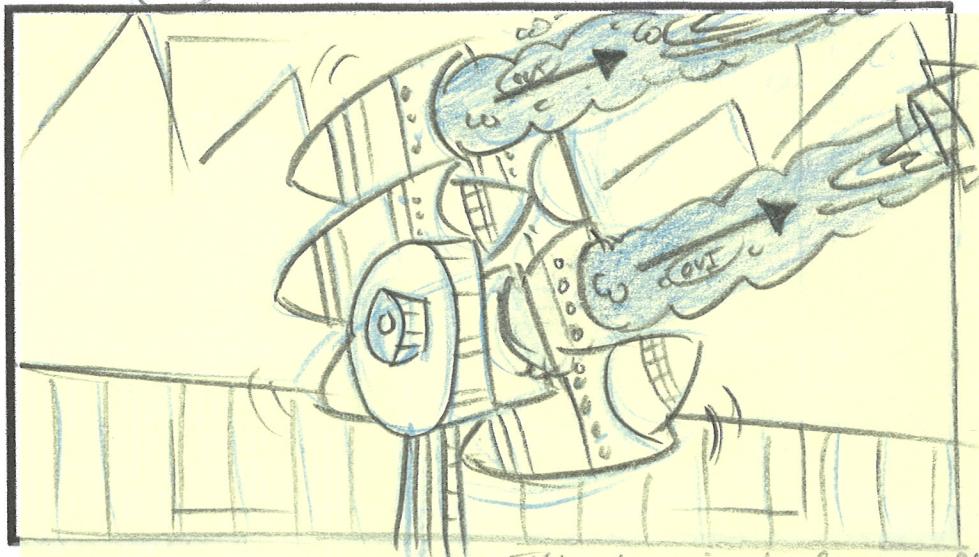
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

PAGE 64

SCENE (26)

PANEL 1/3

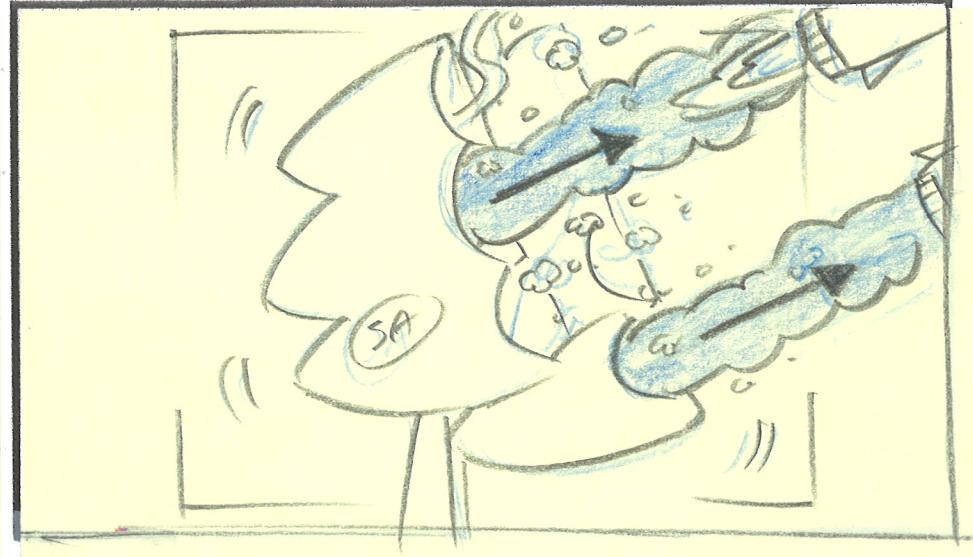


ACTION

EXT. HERCULE'S BACKWARDS
MISSILES/PAT.

SCENE

PANEL 2/3



ACTION

CUT - SUDENLY (2) MISSILES BLAST OFF.

- AND THEN TWO MORE SHOOT O.S.

DIAL.

(SFX)

WHAOSH!

DIAL.

(SFX)

VROOOOM!

NOTES

NOTES

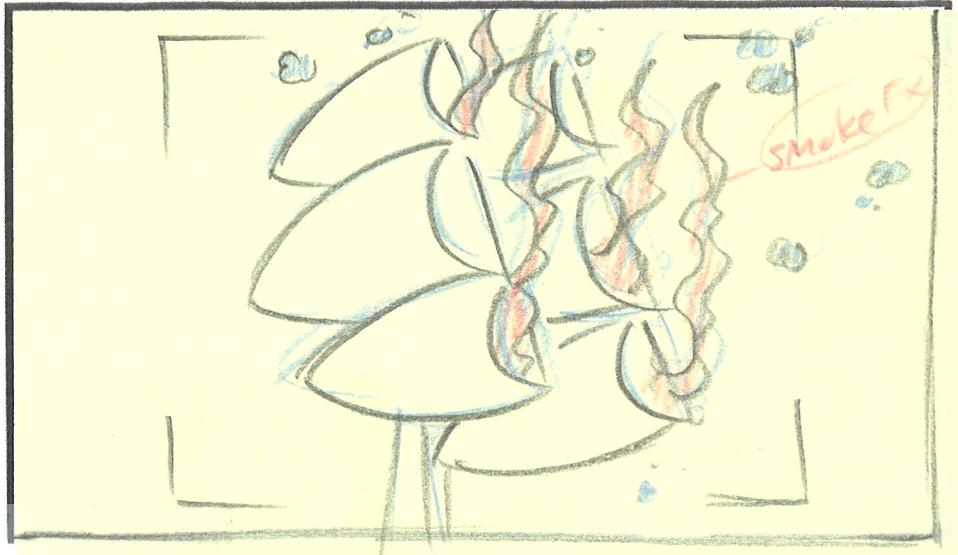


JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

PAGE 65

SCENE 26 (cont)

PANEL 3/3



ACTION

- THE LAUNDRY IS OUT OF
POCKETS AND IS STEAMING.

DIAL.

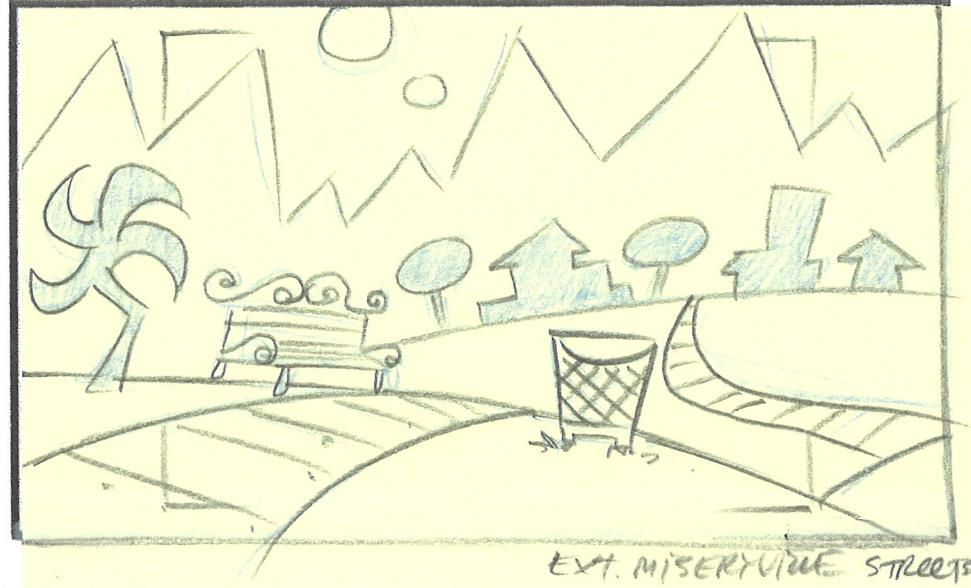
(SFX)

STEAMING.

NOTES

SCENE 27

PANEL 1/2



ACTION

EXT. MISERYVILLE STREETS /
NEIGHBOURHOOD/PARK
DAY

(CUT)

- ANGLE ON BG

DIAL.

NOTES



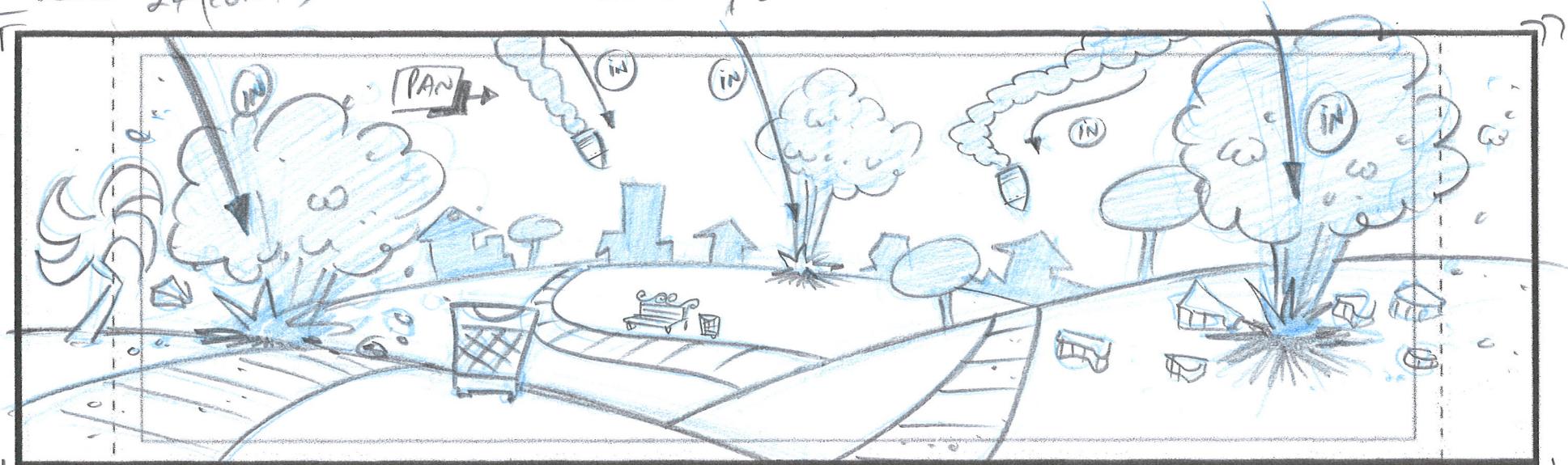
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

PAGE 66

SCENE 27 (cont)

PANEL 2/2



ACTION

*PAN START WITH MISSILES AS THEY LAND IN AND EXPLODE / Blowing up park benches AND Horses.
*CAMERA SHAKES ON EXPLOSIONS.

DIAL.

(SFX)
Boom! KABoom! BOAST! (explosions)

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

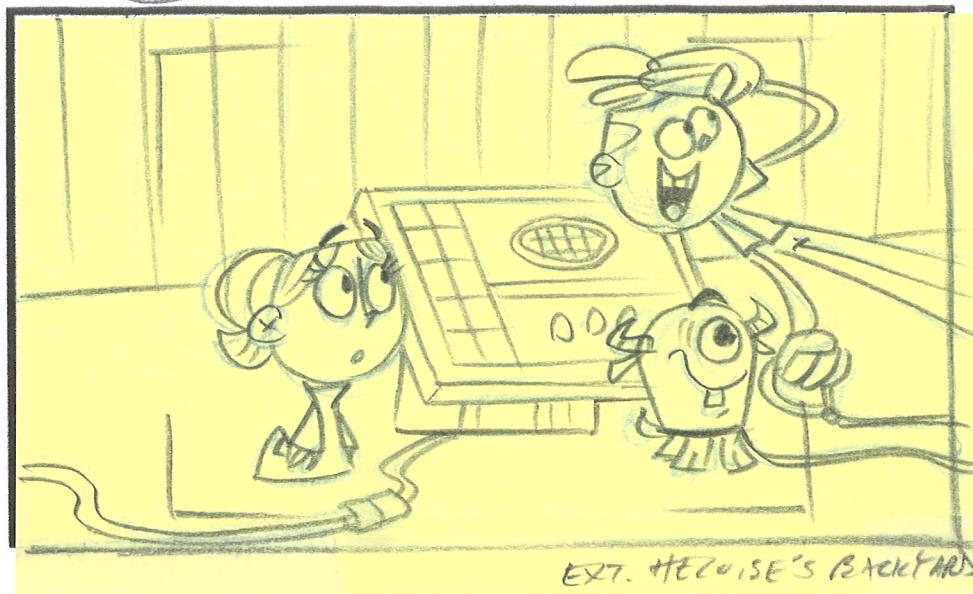
PAGE 67

SCENE 28

PANEL 1/5

SCENE

PANEL 2/5



ACTION

EXT. HEROISE'S BACKYARD

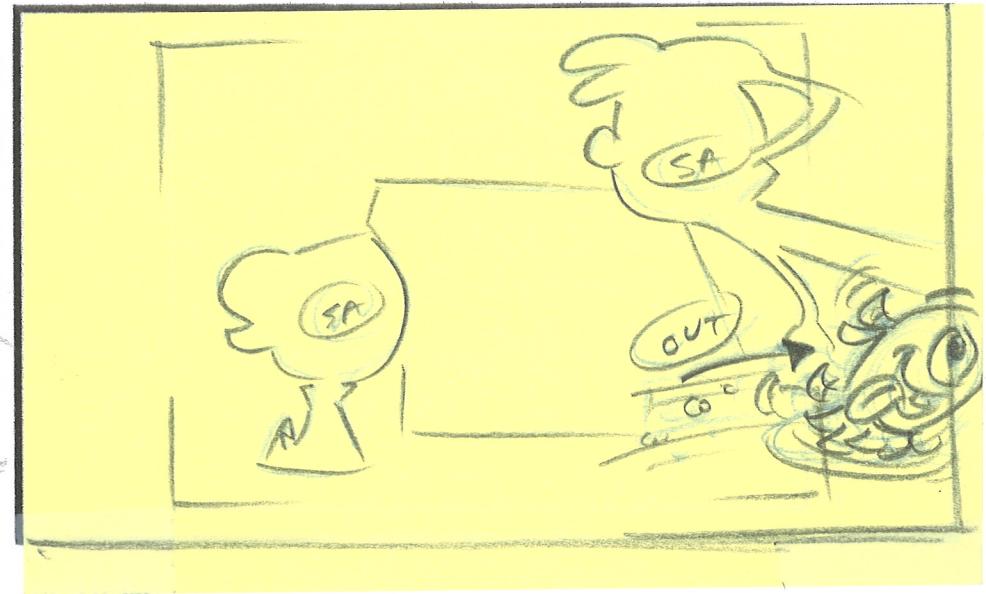
MISSILES/NAT

CUT
— Jimmy watches excitedly as missiles bombard the city

DIAL.

(SFX) (0.5)
(EXPLOSIONS!)

NOTES



ACTION

— suddenly CERBEE runs out

DIAL.

NOTES



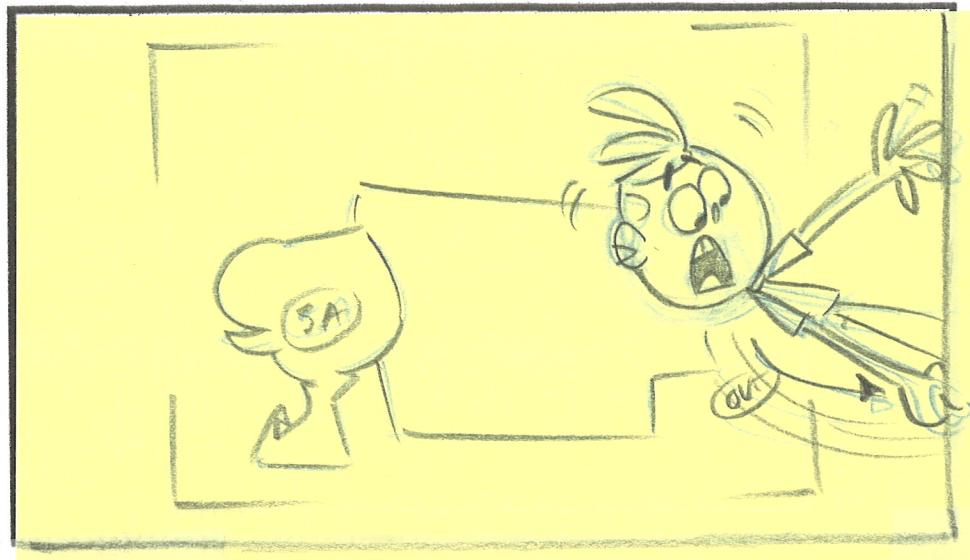
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

PAGE 68

SCENE 28 (cont)

PANEL 3/5



ACTION

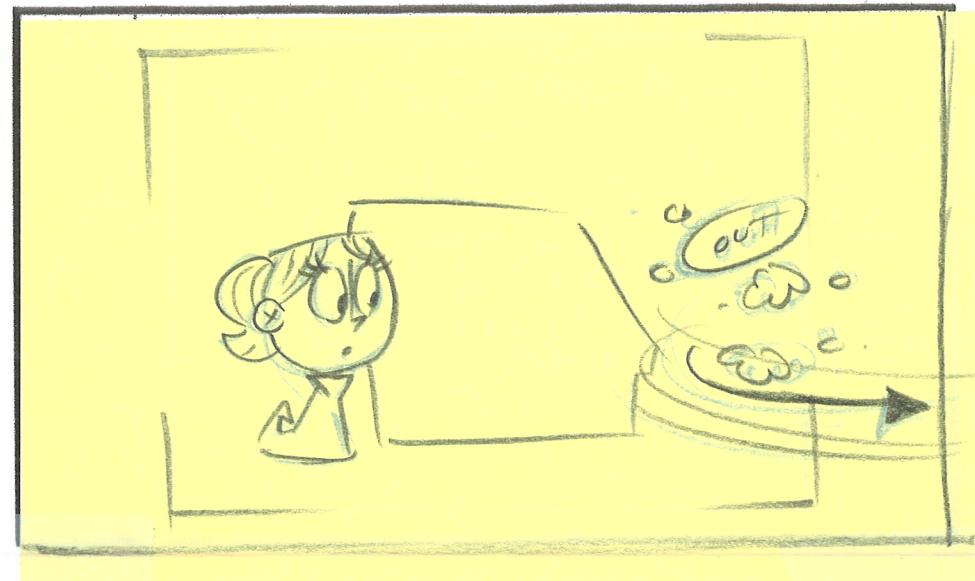
- string is pulled o.s.

DIAL.

NOTES

SCENE

PANEL 4/5



ACTION

- string out

DIAL.

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

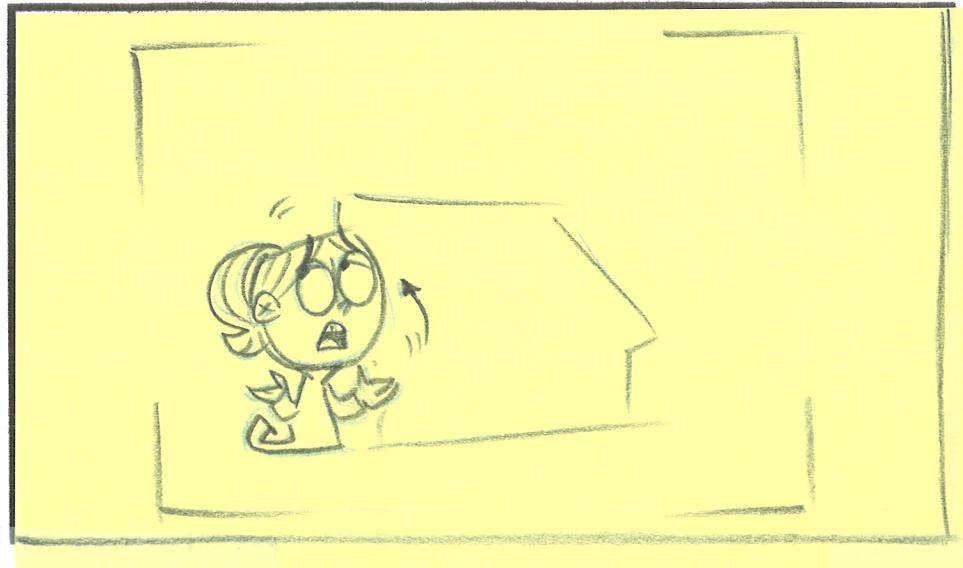
PAGE 69

SCENE 28 (cont)

PANEL 5/5

SCENE 29

PANEL 1/4



ACTION

- HELOISE STRENGGS AND SIGHS.

(CUT)

- LUCAS IS TRIMMING HIS ROSE BUSH.

DAT.

DIAL.

⑩ HELOISE

"SIGH. JIMMY'S!"

DIAL.

(SFX)

SNIP SNIP SNIP!

(ADDED DIAL) LUCIUS
"HUM DEE DUM DEE"

NOTES

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

PAGE 70

SCENE 29 (cont)

PANEL 2/4

SCENE

PANEL 3/4

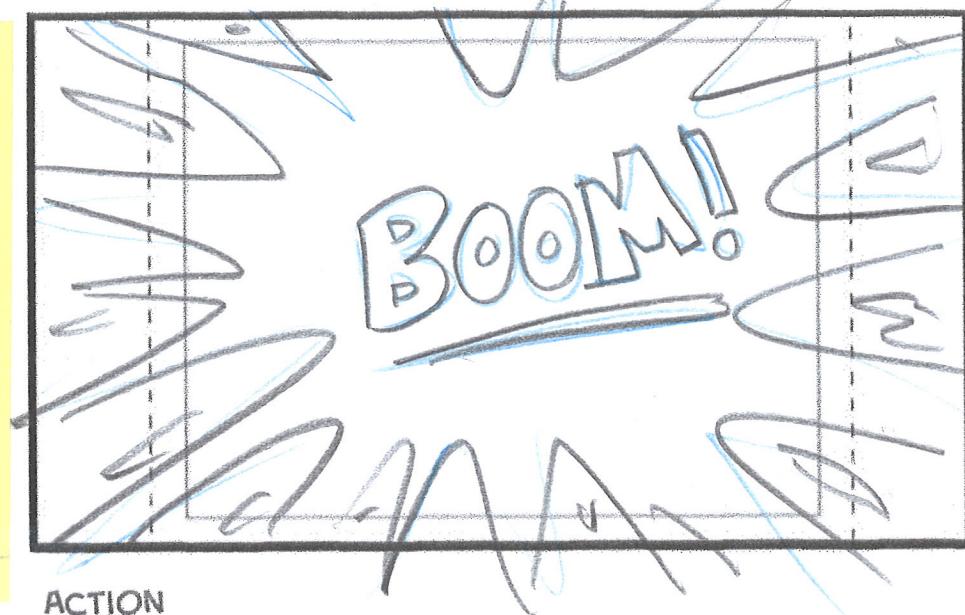


ACTION

- SUDDENLY A MISSILE ZOOMS (IN)

DIAL.

NOTES



ACTION

- IT EXPLODES.

DIAL.

(SFX)
Boom!

NOTES



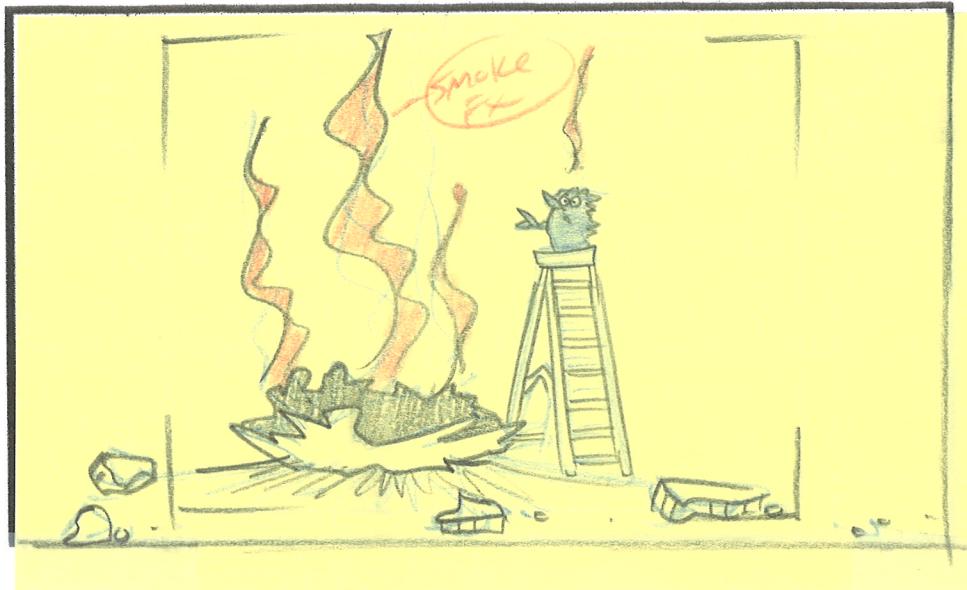
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

PAGE 71

SCENE 29 (cont)

PANEL 4/4



ACTION

- IT EXPLODES AND LEAVES A
SMOKING PILE OF DEBRIS.

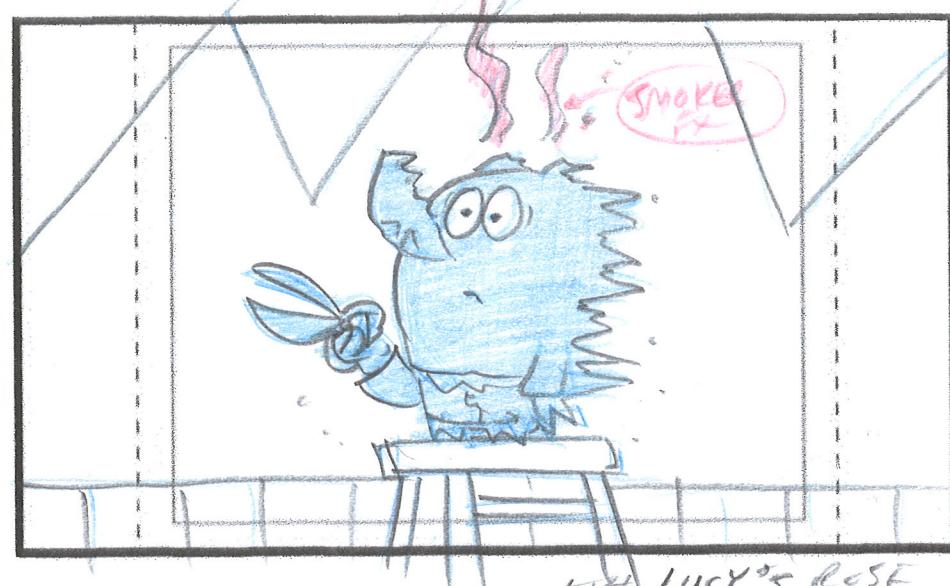
DIAL.

(SFX)
(SIZZLE)

NOTES

SCENE 30

PANEL 1/5



ACTION

EXT. LUCY'S ROSE
BUSH / DAY

- Lucius is BURNED TO A CRISP.

M/C

DIAL.

NOTES



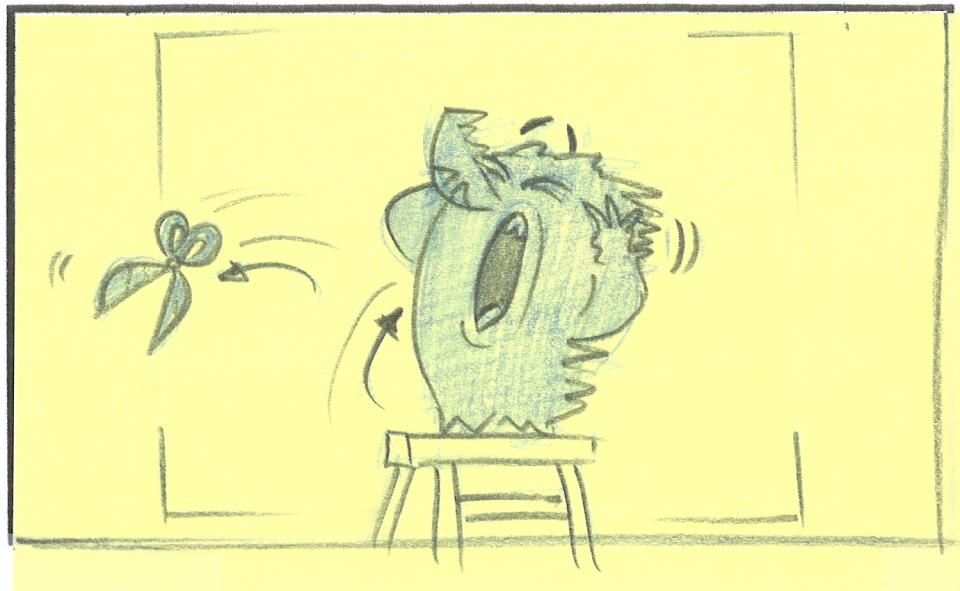
JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

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SCENE 30 (cont)

PANEL 2 / 5 SCENE

PANEL 3 / 5



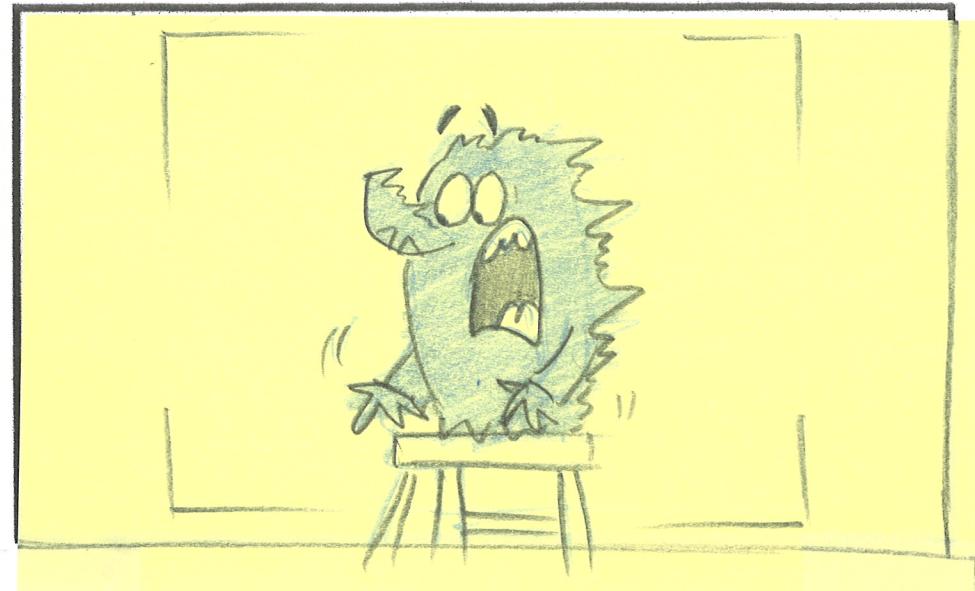
ACTION

- LUCIUS IS UPSET.

DIAL.

(11) LUCIUS
"NOOOOO!"

NOTES



ACTION

- He looks down in DESPAIR

DIAL.

(11) LUCIUS (cont)
"MY PRIZED ROSES!"

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

PAGE 73

SCENE 30 (cont)

PANEL 4/5 SCENE

PANEL 5/5



ACTION

-Lucius is ANGRY.

DIAL.

(11) LUCIUS (cont)
"WHO IS RESPONSIBLE FOR THIS?"

NOTES



ACTION

-He turns and looks o.s.

DIAL.

(SFX (o.s))
BARK! BARK!

NOTES



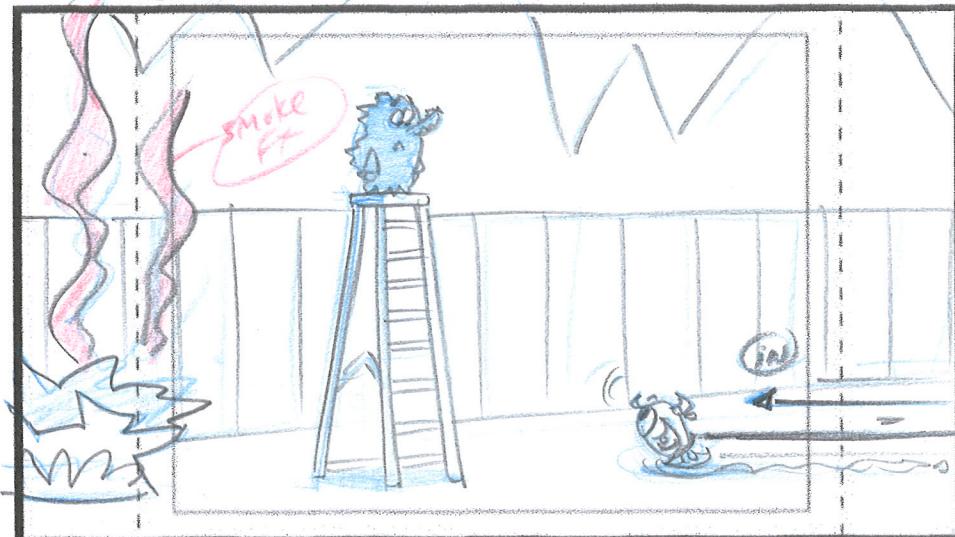
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

PAGE 74

SCENE 31

PANEL 1/2



ACTION

CUT

- CERBEE RUNS IN

DIAL.

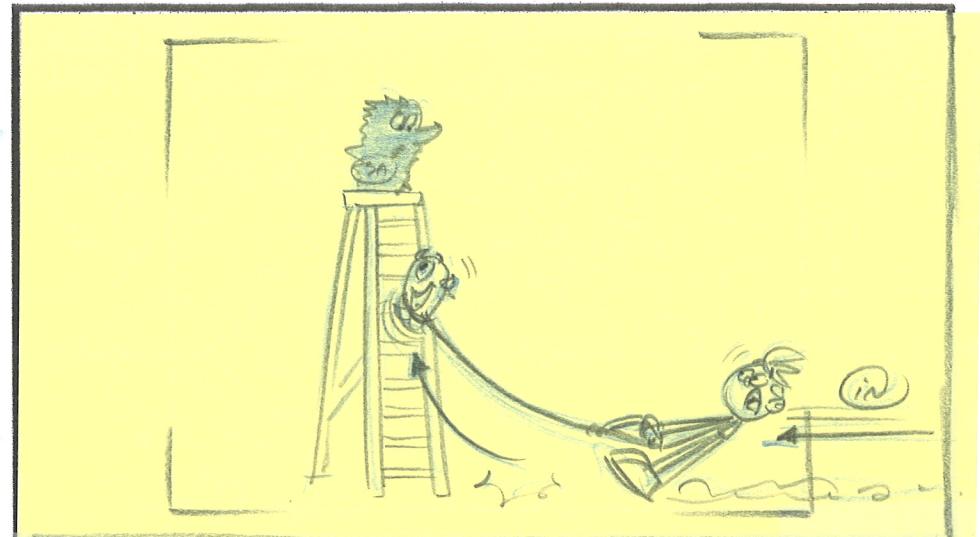
(SFX)

BARK! BARK!

NOTES

SCENE

PANEL 2/2



ACTION

- CERBEE RUNS UP THE LADDER
Pulling him.

DIAL.

► (cont.)

NOTES



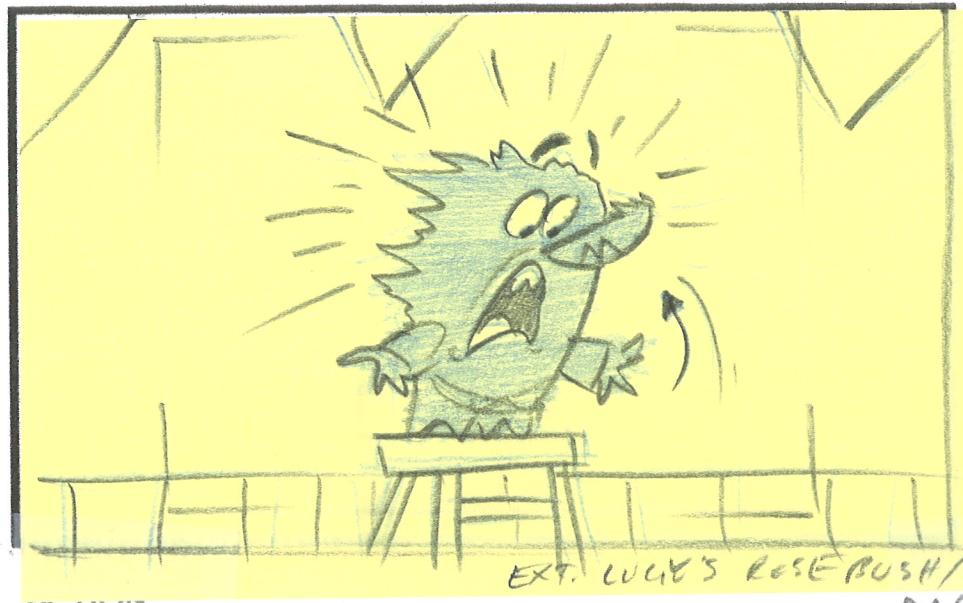
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 32

PANEL 1/7



HU
— LUCIUS GASP!

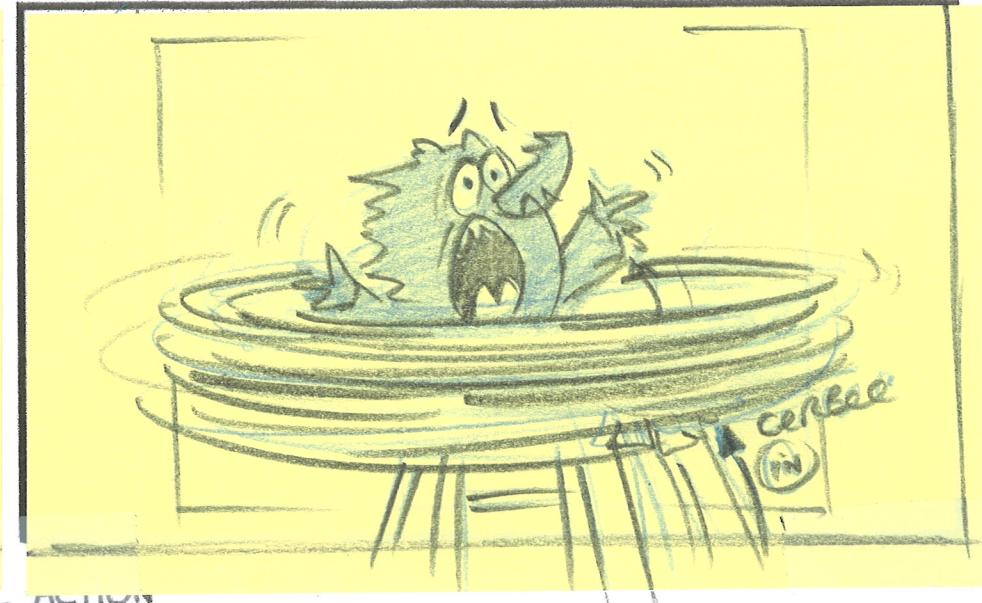
DIAL.

EFX!
GASP.

NOTES

SCENE

PANEL 2/7



— CERBEE ZIPS IN AND AROUND LUCIUS IN A BLURR!

DIAL.

NOTES



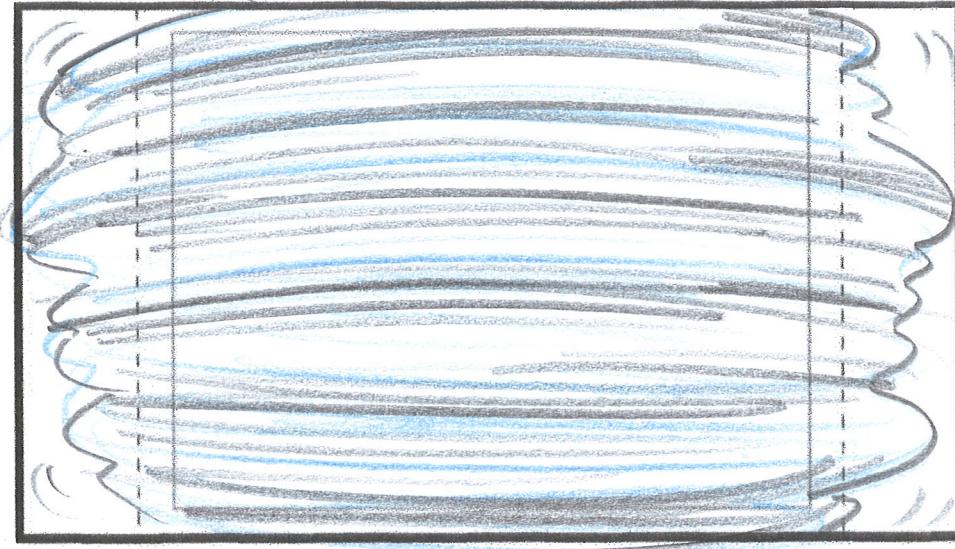
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 32 (cont)

PANEL 3/7

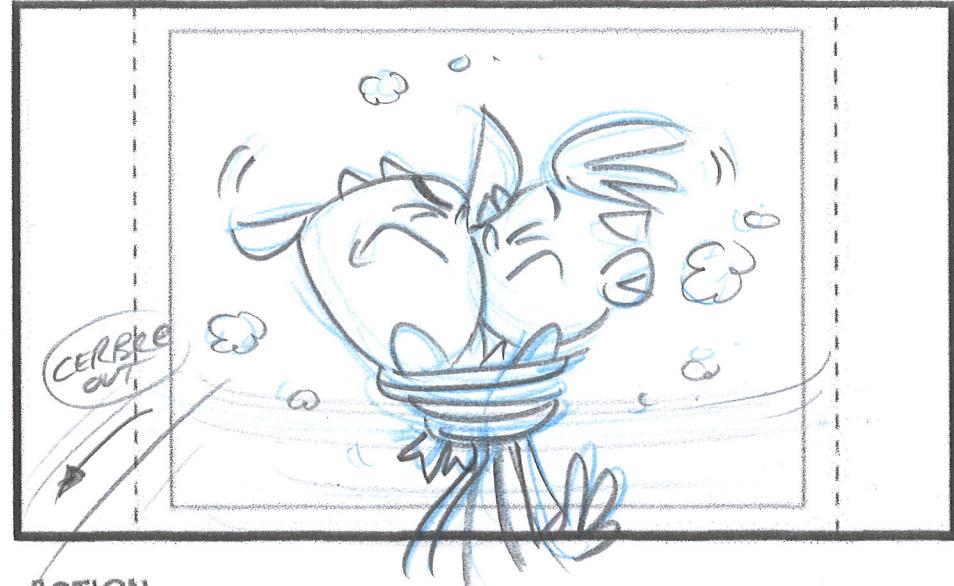


ACTION

- THE BLURR FILLS THE SCREEN.

SCENE

PANEL 4/7



ACTION

- SUDDENLY CERBEE ZIPS OUT
AND WE SEE JIMMY AND LUCIUS
FACE TO FACE!

DIAL.

DIAL.

NOTES

* ALSO LUCIUS
DOES NOT
NEED TO BE
CHAIRRED ANYMORE!

NOTES

NOTE : USE BLURR FX IN PANEL 3
AS A WIPE TO LOWER LADDER AND
RE-ADJUST CAMERA HIGHER
TO FIT JIMMY (IV)!



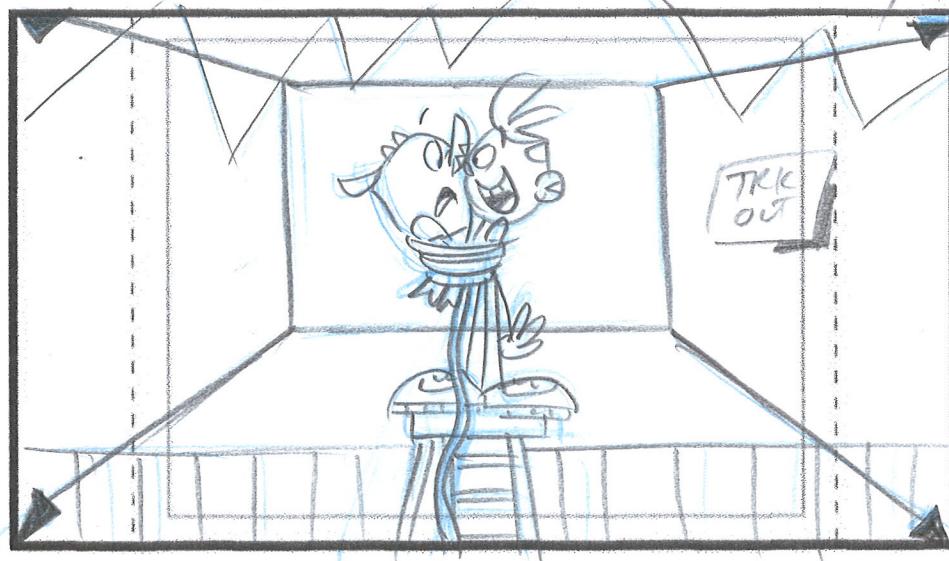
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 32 (CONT)

PANEL 5/7



ACTION

* TRK OUT AS JIMMY AND LUCIUS ARE
BOUND TOGETHER WITH THEIR LEASH.
— JIMMY IS EXCITED!

DIAL.

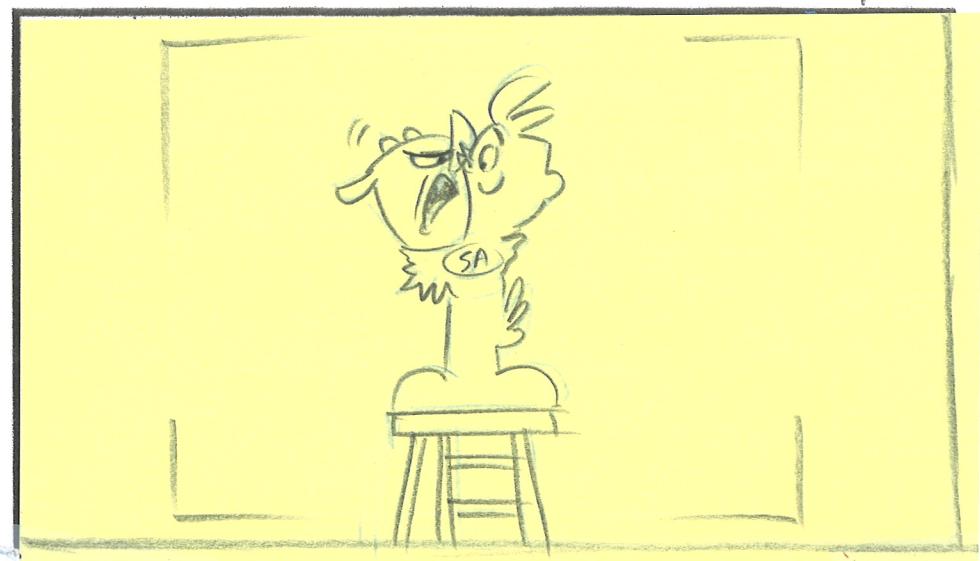
(12) JIMMY

"HEY LUC-A-RINO!"

NOTES

SCENE

PANEL 6/7



ACTION

- LUCIUS IS ANNOYED

DIAL.

(13) LUCIUS

"TWO SHOES."

NOTES



JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

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SCENE 32 (cont)

PANEL

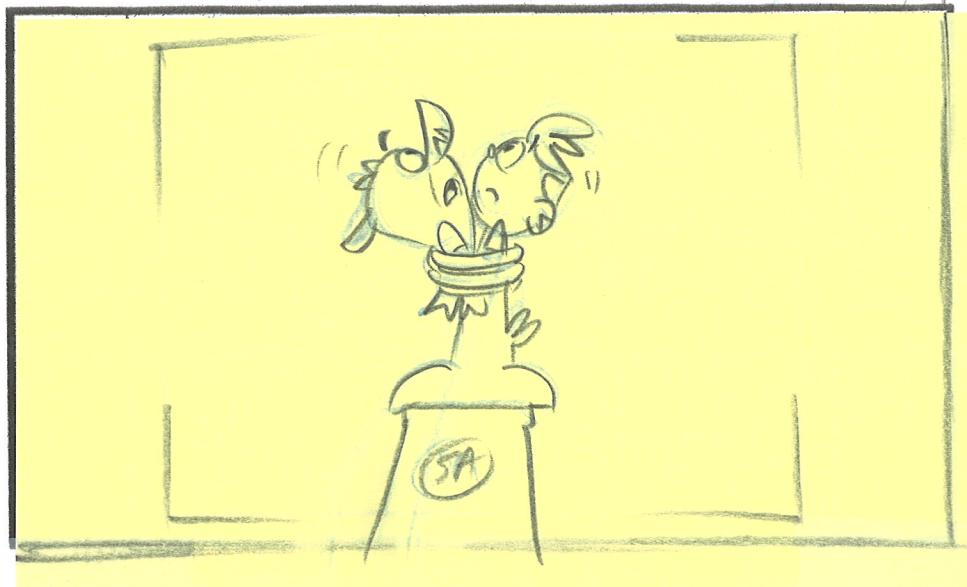
7/7

SCENE

33

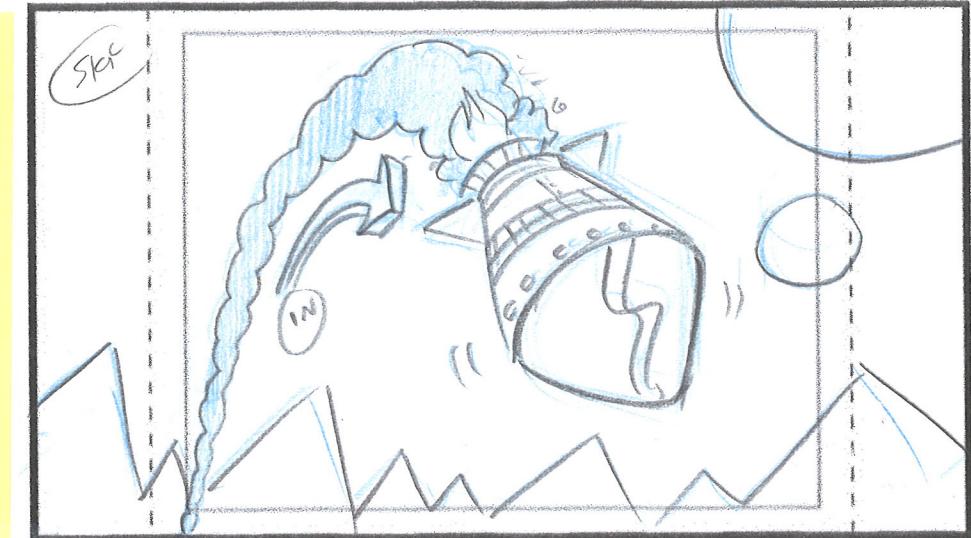
PANEL

1/1



ACTION

- THEY BOTH LOOK UP 0.5.



ACTION

EXT. LUCY'S ROSE BUSH!
MAY.

(CUT)

- A MISSILE ZOOMS IN RIGHT TOWARDS
THEM.

DIAL.

(SFX) (0.5)

(INCOMING MISSILE 0.5)

DIAL.

(SFX)

(CONT) ~*

NOTES

NOTES



JIMMY TWO SHOES

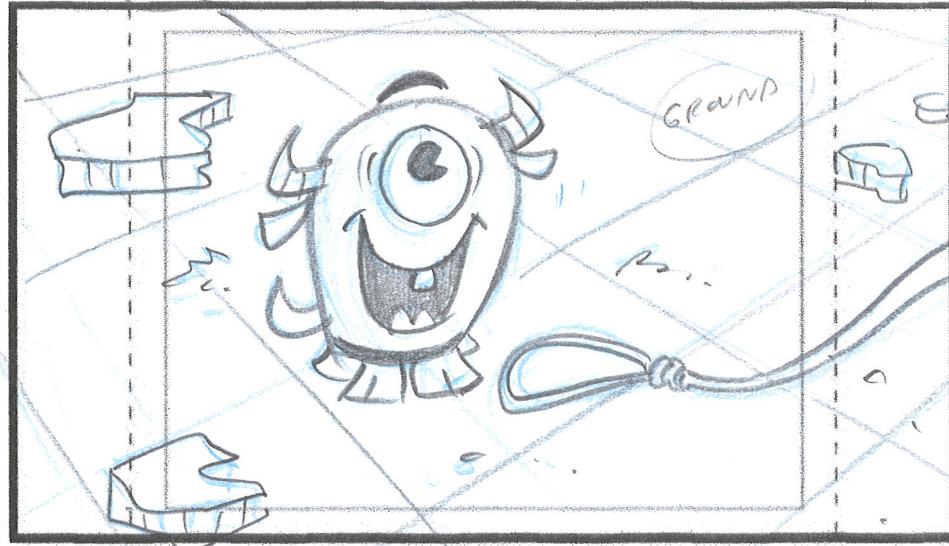
J2S2-101- "CERBEE COME HOME"

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SCENE

34

PANEL 1/5

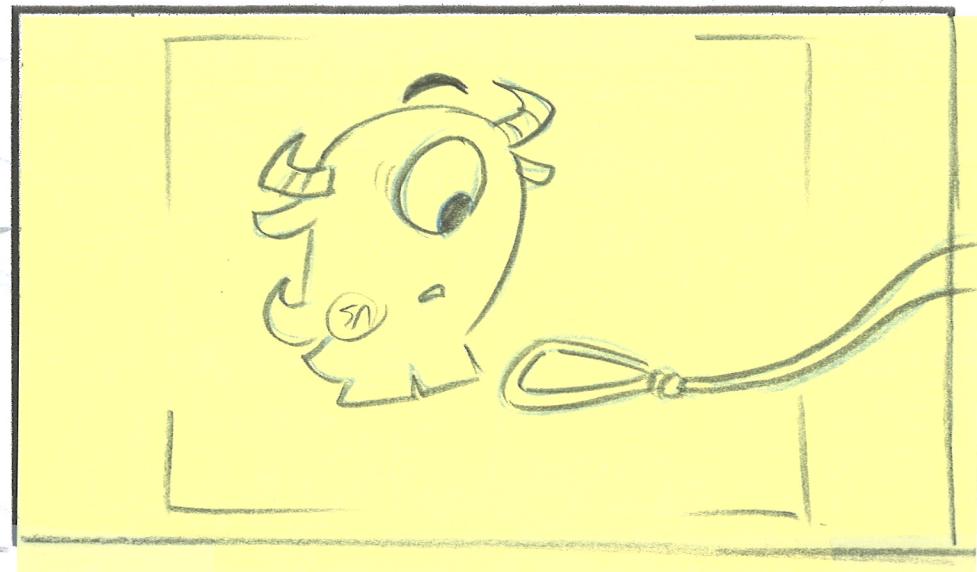


ACTION

EXT. LUET'S ROSE BUSH
DAY

SCENE

PANEL 2/5



ACTION

CUT
- CERBEE LOOKS UP EXCITEDLY.

- CERBEE LOOKS DOWN AT LEASH.

DIAL.

DIAL.

NOTES

NOTES



JIMMY TWO SHOES

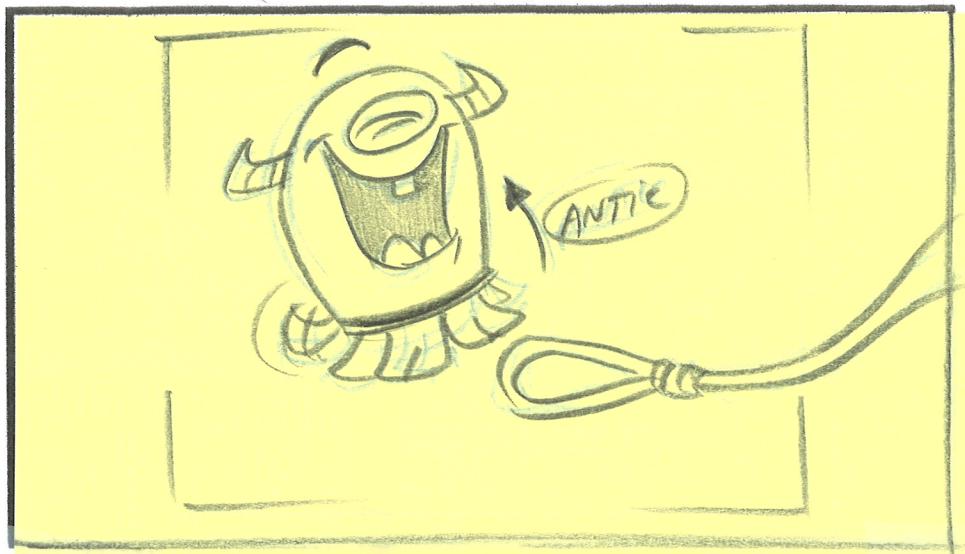
J2S2-101- "CERBEE COME HOME"

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SCENE 34 (CONT)

PANEL 3/5 SCENE

PANEL 4/5

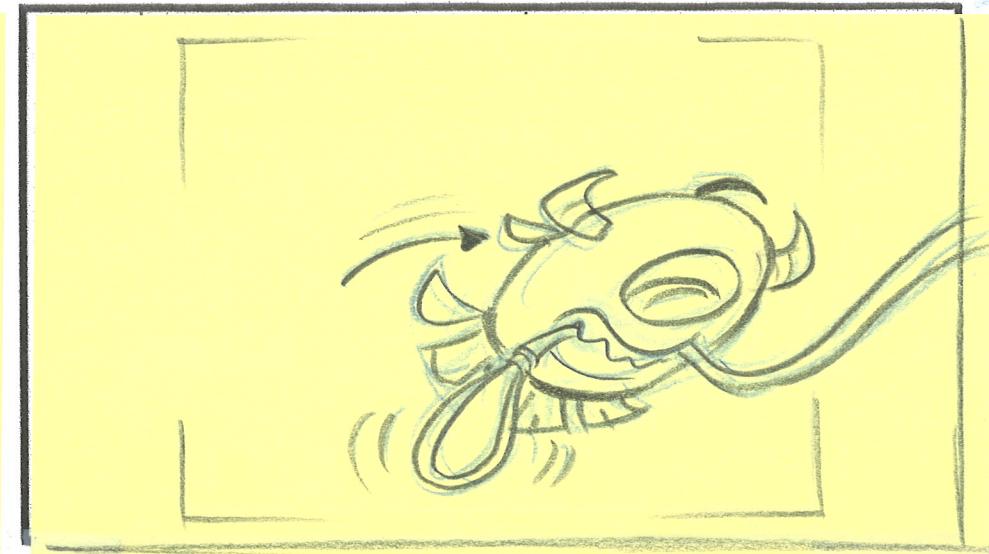


ACTION

- CERBEE ANTIES.

DIAL.

NOTES



ACTION

- HE GRABS THE DANGLING LEASH.

DIAL.

NOTES



JIMMY TWO SHOES

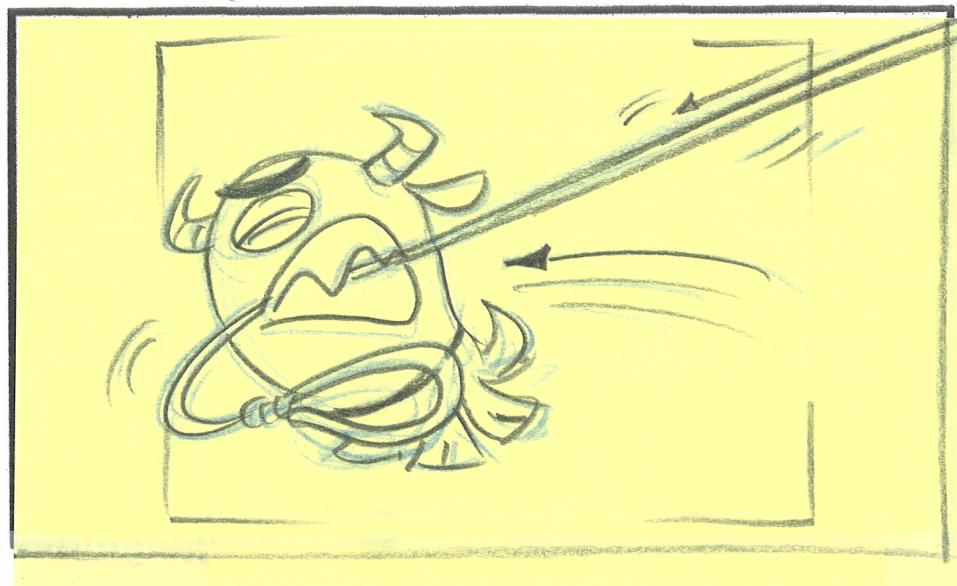
J2S2-101- "CERBEE COME HOME"

PAGE 8 /

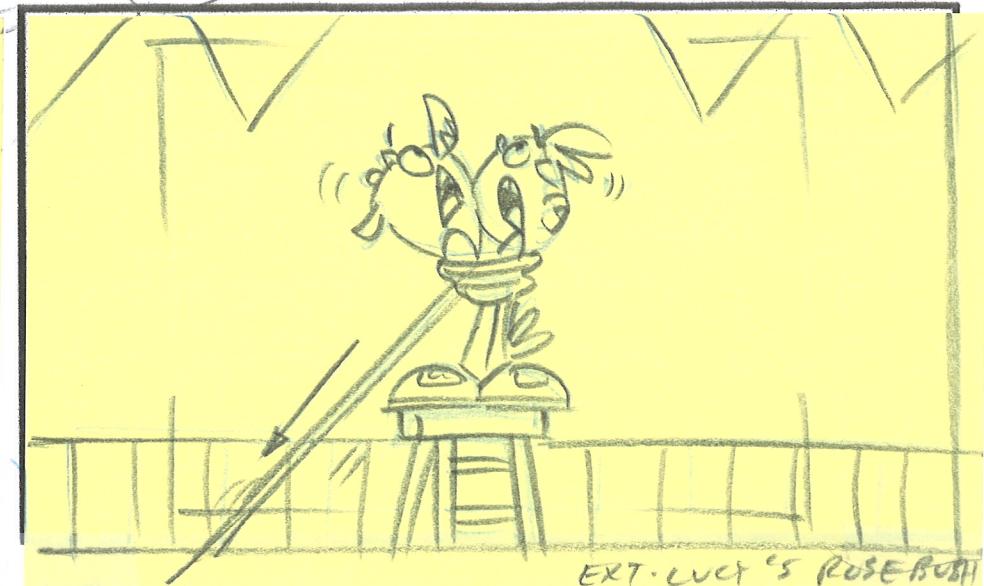
SCENE 34 (cont)

PANEL 5 / 5 SCENE 35

PANEL 1 /



ACTION



ACTION

- CERBEE PANCES HARD ON THE
LEASH.

CUT

- THE LEASH PULLS TIGHT AS
JIMMY AND LUCY PANIC.

DIAL.

DIAL.

NOTES

NOTES



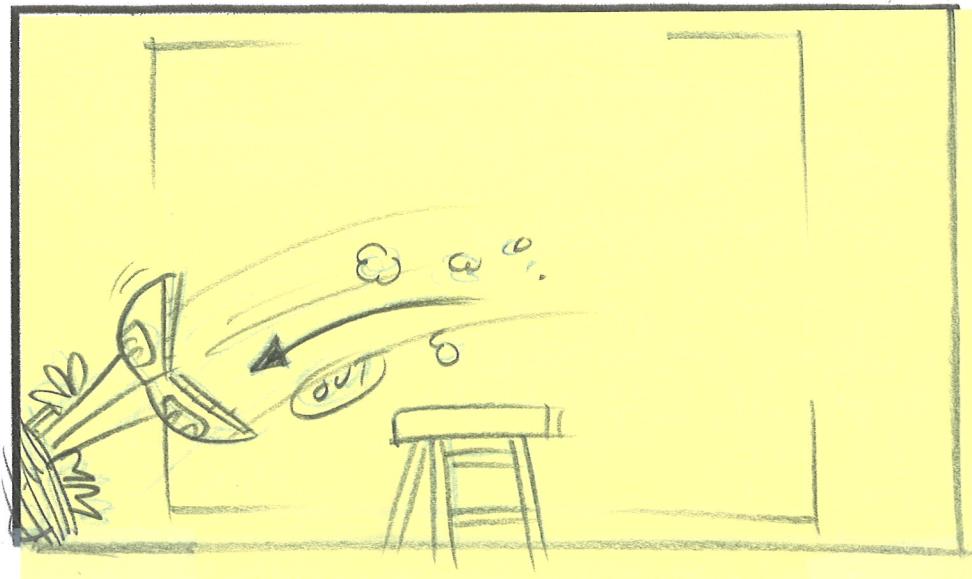
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 35 (cont)

PANEL 2/1



ACTION

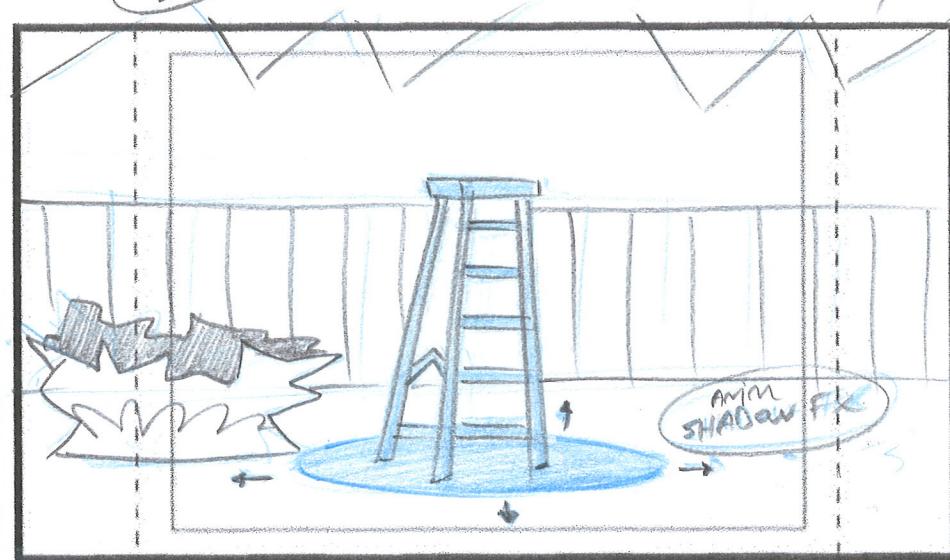
- JIMMY + LUCIUS ARE PULLED OVER.

DIAL.

NOTES

SCENE 36

PANEL 1/3



ACTION

EXT. LUCY'S ROSE BUSH /
DIAL.

CUT

- WIDE ON LUCIUS AS A SHADOW
FALLS OVER IT.

DIAL.

SFX (CONT)
(INCOMING MISSILE) ~~~~

NOTES



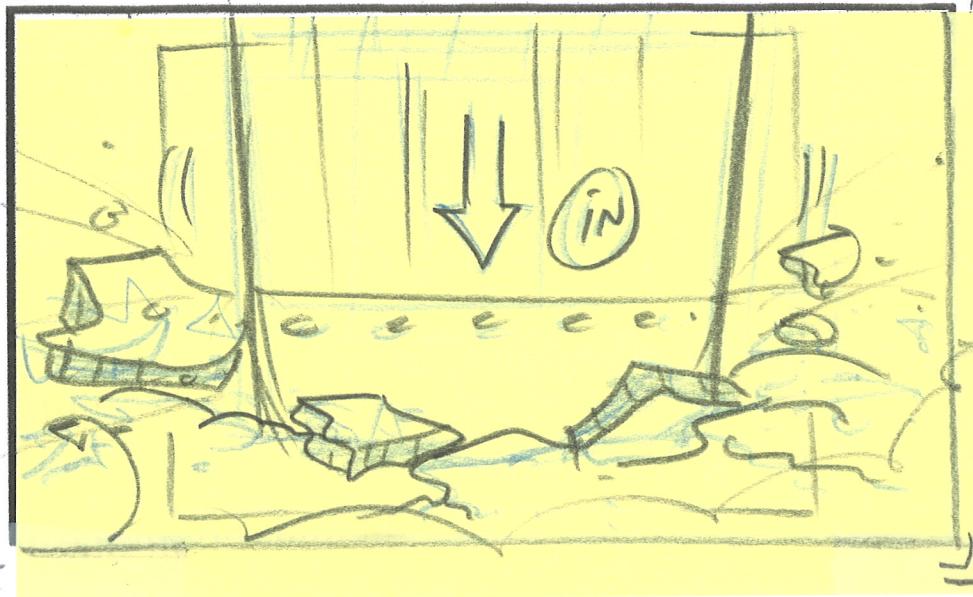
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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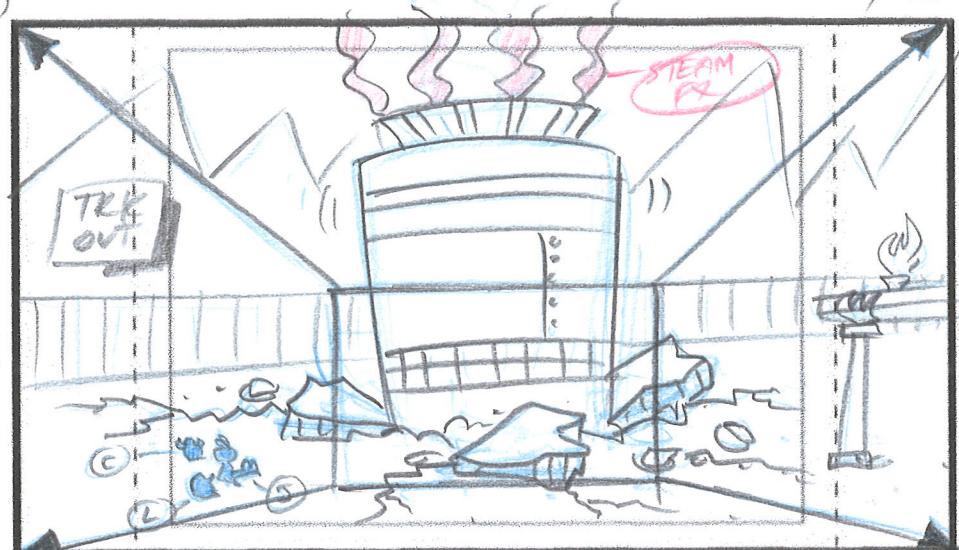
SCENE 36 (cont)

PANEL 2/3



SCENE

PANEL 3/3



ACTION

* CAMERA SHAKE

- SUDDENLY A MISSILE SLAMS (IN) AND CRUSHES THE LADDER.

DIAL.

WHEM! CRUNET! THUD!

NOTES

* TRK (OUT) TO REVEAL A HUGE MISSILE EMBEDDED IN THE GROUND.
- IT DOES NOT EXPLODE!

DIAL.

(SFX)
MISSILE STEAMING.

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

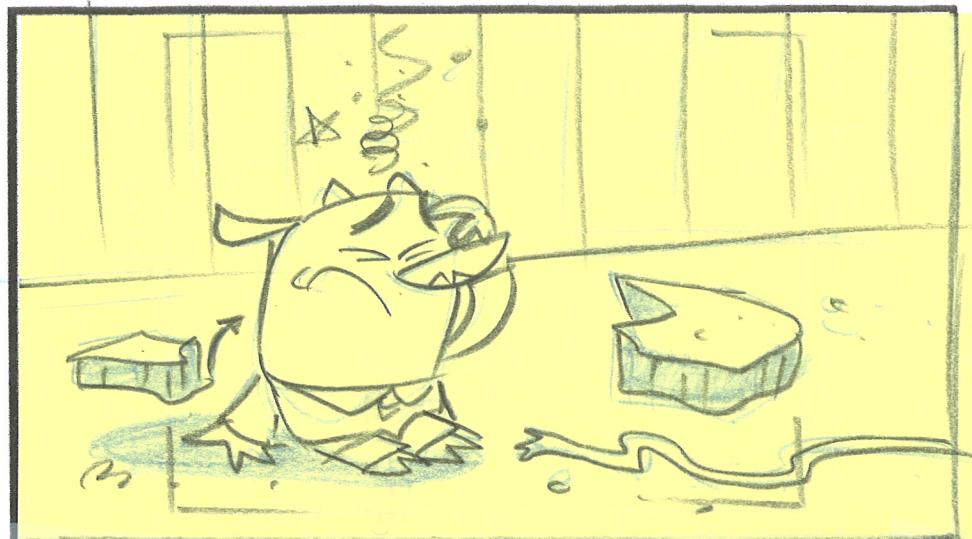
PAGE 84

SCENE 37

PANEL 1/8

SCENE

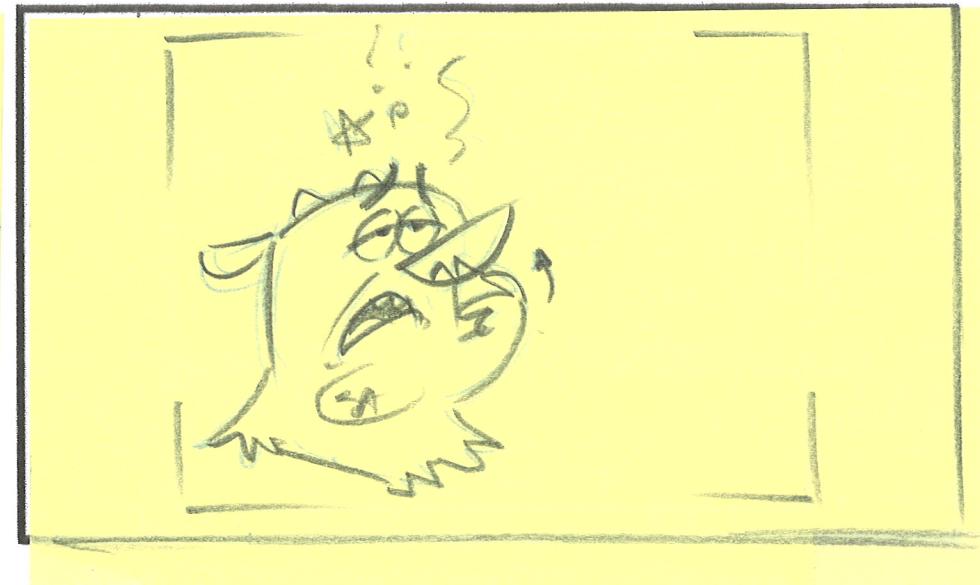
PANEL 2/8



ACTION

EXT. LUCIUS' ROSE BUSH

(CUT) - lucius sits up weary. DAT.



- lucius groans in pain.

DIAL.

(SFX)

(MOANS + GROANS IN PAIN) → (MOANS + GROANS.)

NOTES

DIAL.

(SFX) (CONT)

NOTES



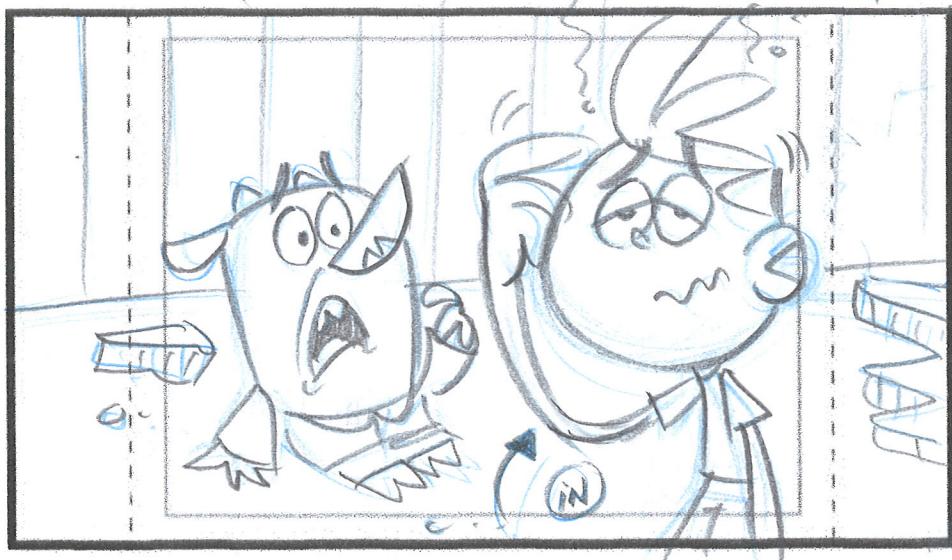
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 37 (cont)

PANEL 3/8



ACTION

- Jimmy sits up in bed also in pain and dizzy.

DIAL.

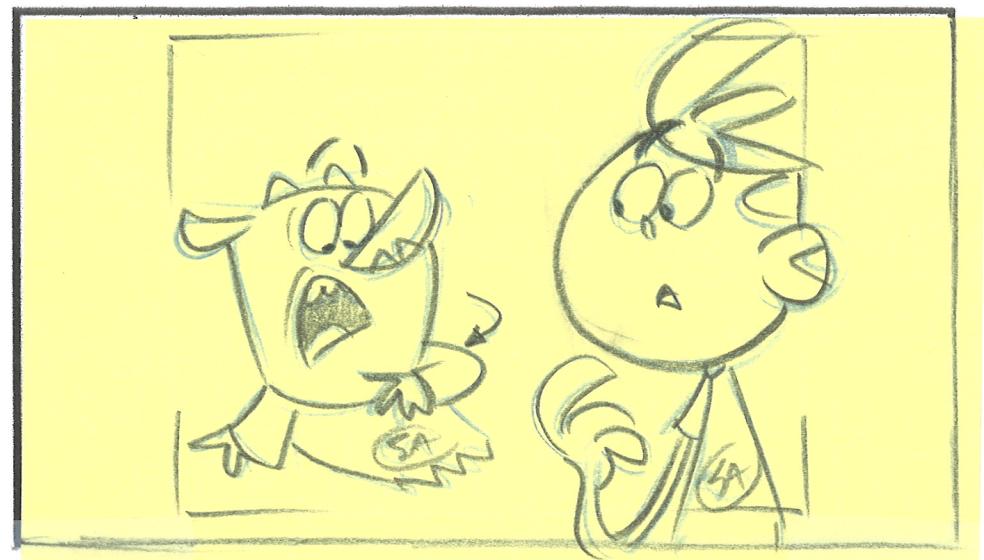
(14) LUCIUS

"MISERY NIBLETS!"

NOTES

SCENE

PANEL 4/8



ACTION

- Lucius gestures to himself in a panic.

DIAL.

(14) LUCIUS (cont)

" I COULD HAVE BEEN KILLED!"

NOTES



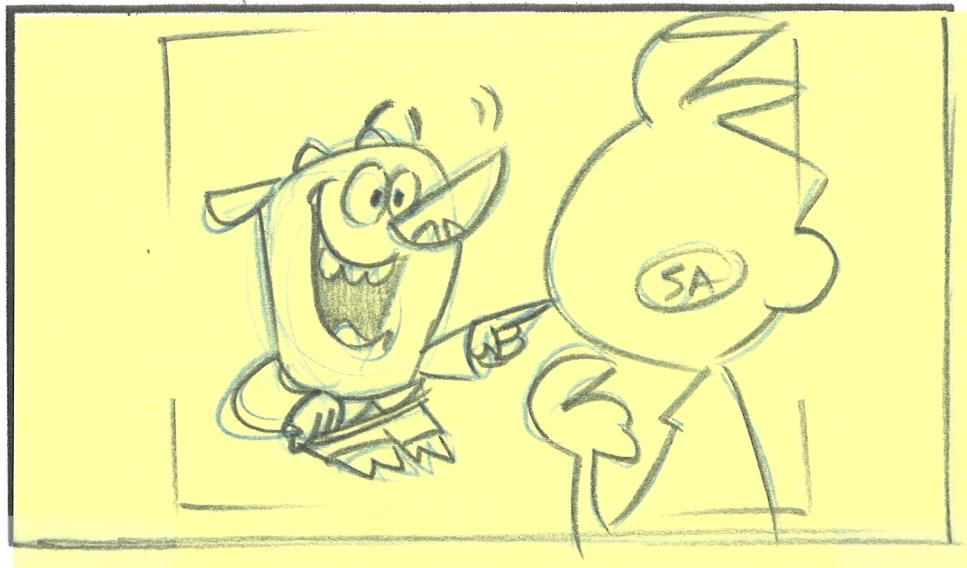
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 37 (cont)

PANEL 5/8



ACTION

- Lucius points to Jimmy excitedly.

DIAL.

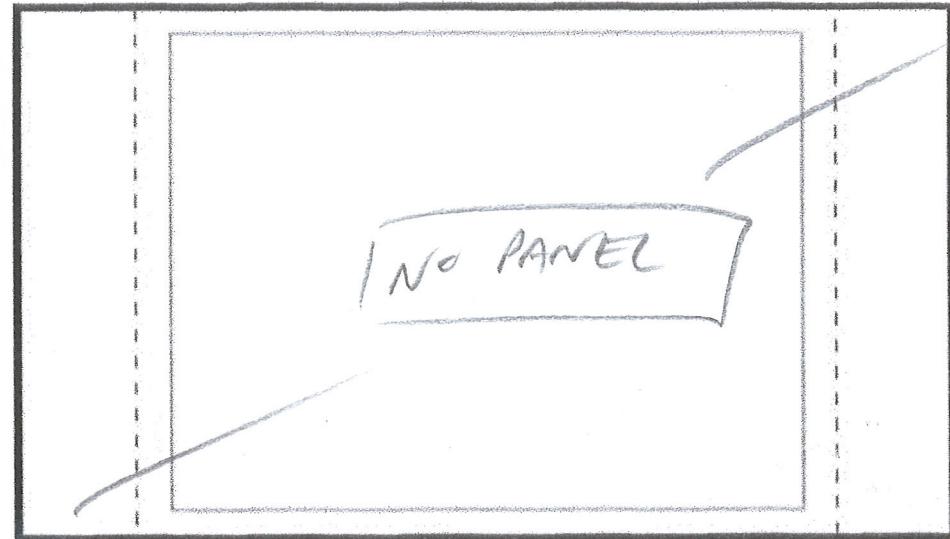
(14) LUCIUS (cont)

"THAT DOG OF YOURS
IS A HERO!"

NOTES

SCENE

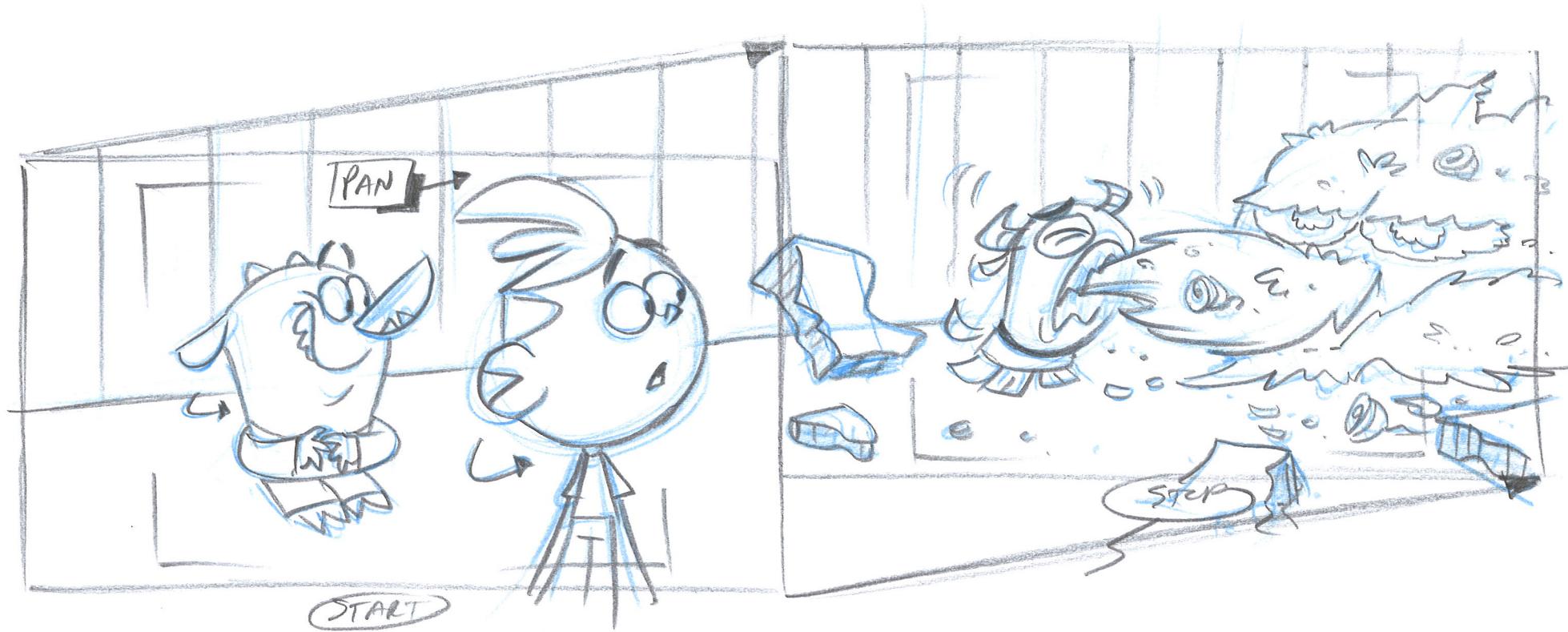
PANEL



ACTION

DIAL.

NOTES



ACTION of (PAN) over to CERBEE pulling HAIR on THE NOSE
OF A FALLEN ROSE BUSH OF LUCIUS.

DIAL

CERBEE
"GRRRRRRR!" ' SFX

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 37 (cont)

PANEL 7/8

SCENE

PANEL 8/8



ACTION

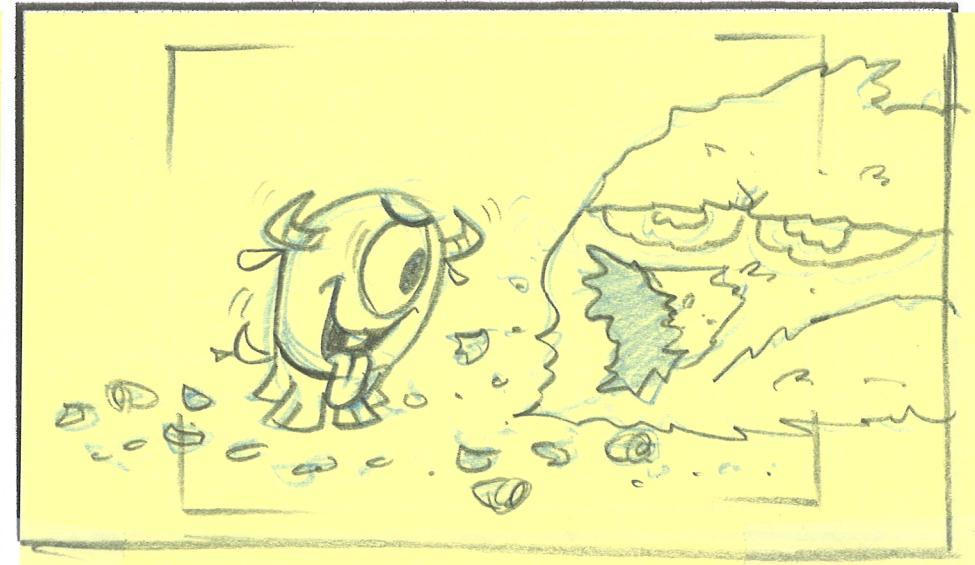
- CERBEE SHREDS THE NOSE.

DIAL.

(SFX) (cont)

GRRRRRRRR !

NOTES



ACTION

- CERBEE STOPS/PANTING
TRIUMPHANTLY
- NOSE IS GONE ON BUSH.

DIAL.

(SFX)

(HEAVY PANTING)

NOTES



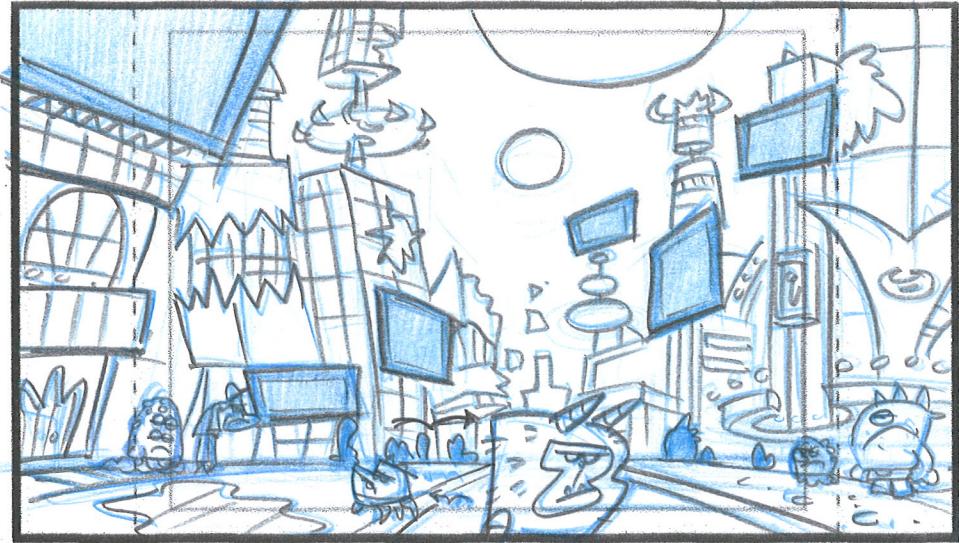
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

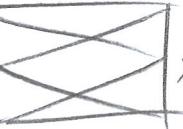
PAGE 89

SCENE 38

PANEL 1/3



ACTION



X-DISSOLVE.

- WIDE ON CITY STREETS.
- MONSTERS WAKE BY DAY TO DAY Business

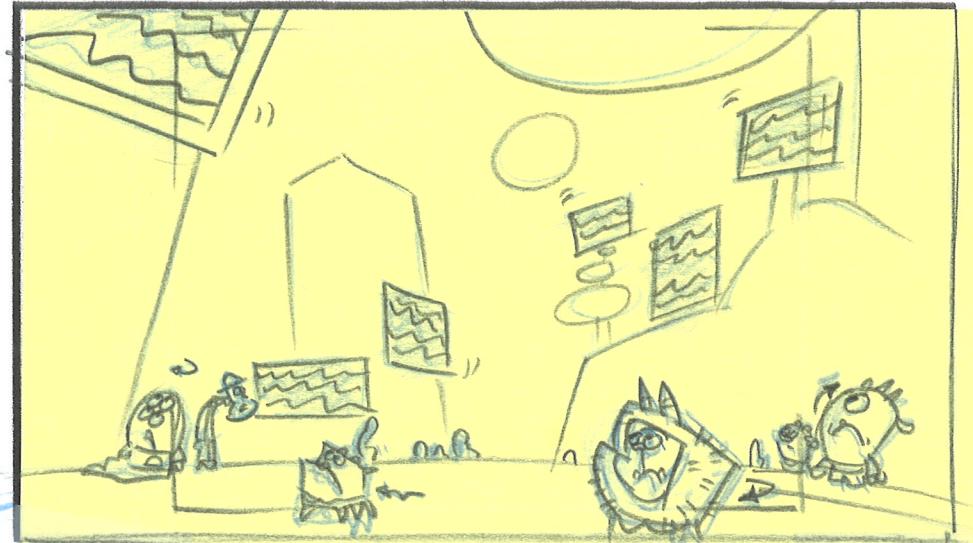
DIAL.

(SFX)
(CITY SOUNDS)

NOTES

SCENE

PANEL 2/3



ACTION

- SUDDENLY THERE IS STATIC ON THE MONSTERS. MONSTERS STOP AND LOOK.

DIAL.

(SFX)
STATIC!

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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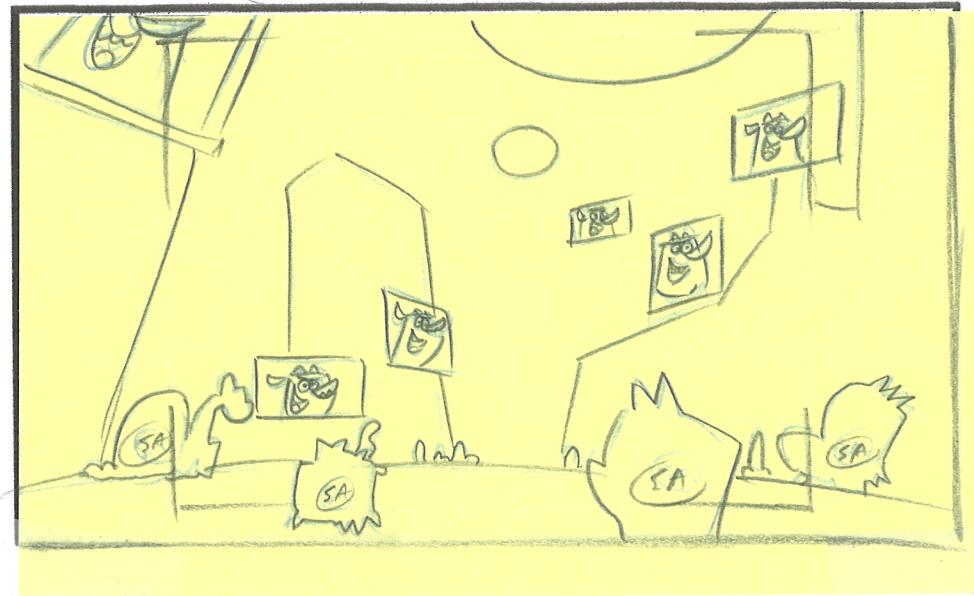
SCENE 38 (cont)

PANEL 3/3

SCENE

39

PANEL 1/14



ACTION

- AN IMAGE OF LUCIUS APPEARS
ON MONITOR.

DIAL.

(15) LUCIUS
"MISERYVILLE!"

NOTES

SCENE 39

ACTION

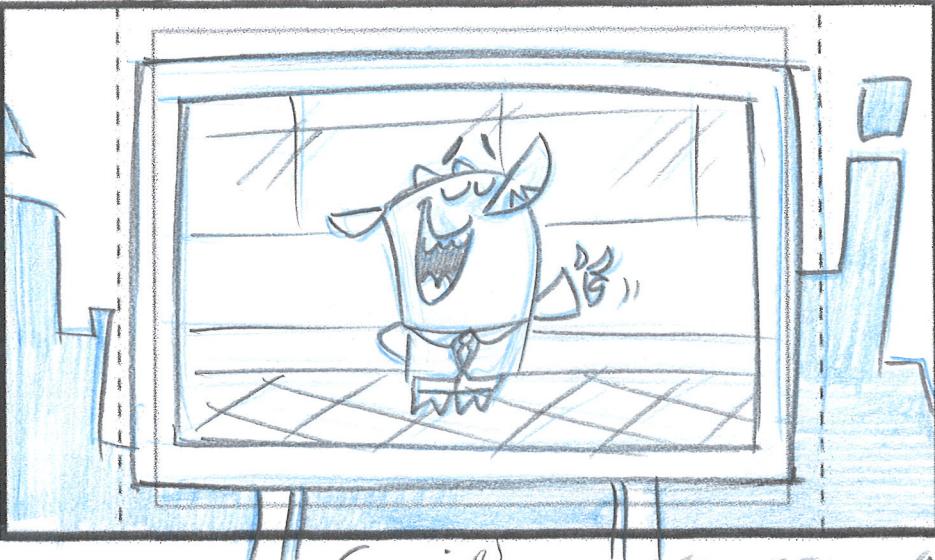
CUT

- Lucius gestures on monitor.

DIAL.

(15) LUCIUS (cont)
"I WANT YOU TO TAKE IN WHAT
A GENUINE HERO LOOKS LIKE!"

NOTES



(on monitor)
INT. LUCIUS OFFICE / DAY.
EXT. STREETS WITH VID SCREENS / DAY



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

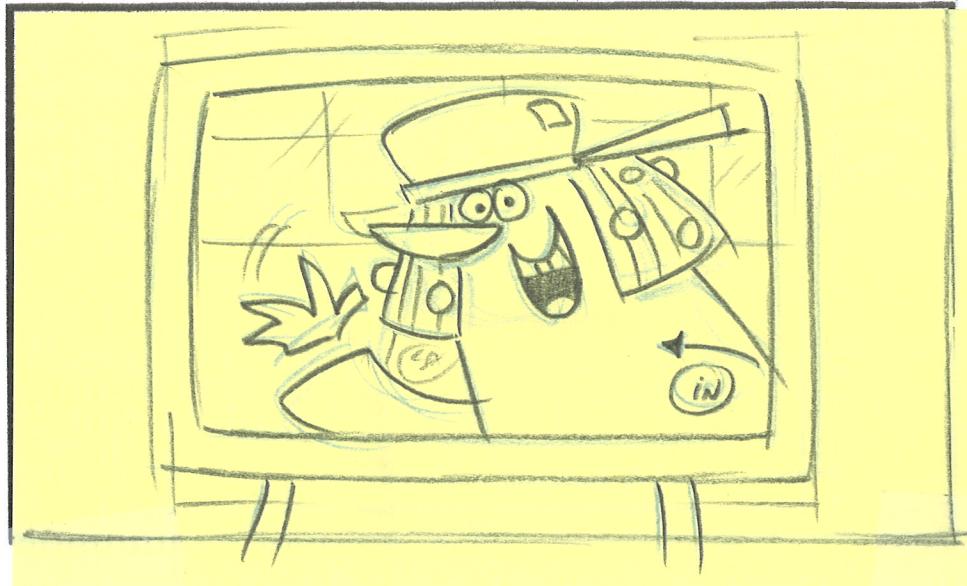
PAGE 91

SCENE 39 (CONT)

PANEL 2/14

SCENE

PANEL 3/14



ACTION

- SUDENLY BEERYT LEANS IN AND BLOCKS LUCIUS. BEERYT IS DRESSED WITH A POT OF SPAGHETTI ON HIS HEAD.

DIAL.

(16) BEERYT

"SPAGHETTI BEERY!"



ACTION

TRICK within VIDSCREEN.
- LUCIUS LEANS OVER AND GLARES AT BEERYT

DIAL.

NOTES

NOTES

* ONLY TRICK* within Monitor or VIDSCREEN.



JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

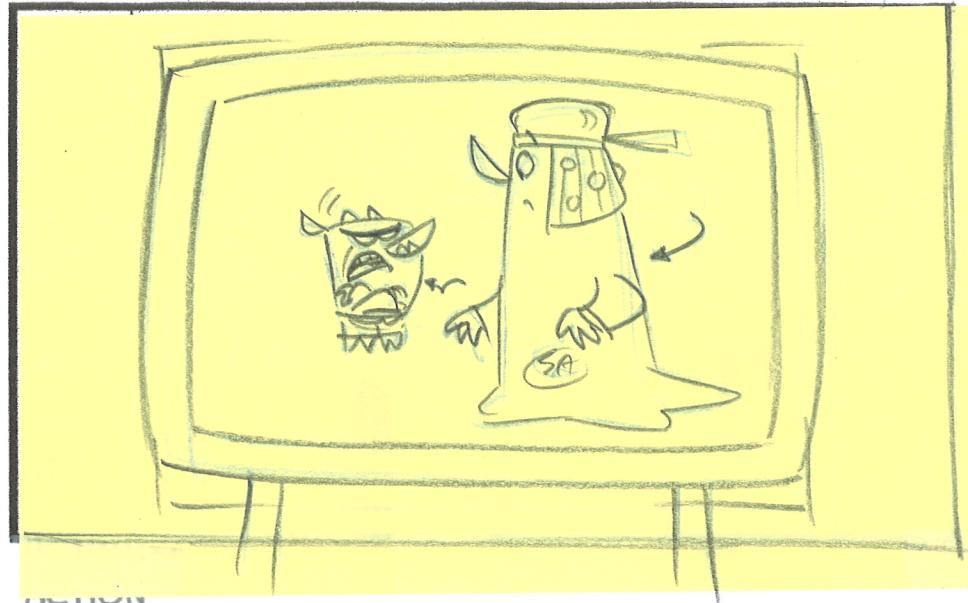
PAGE 92

SCENE 39 (cont)

PANEL 4/14

SCENE

PANEL 5/14



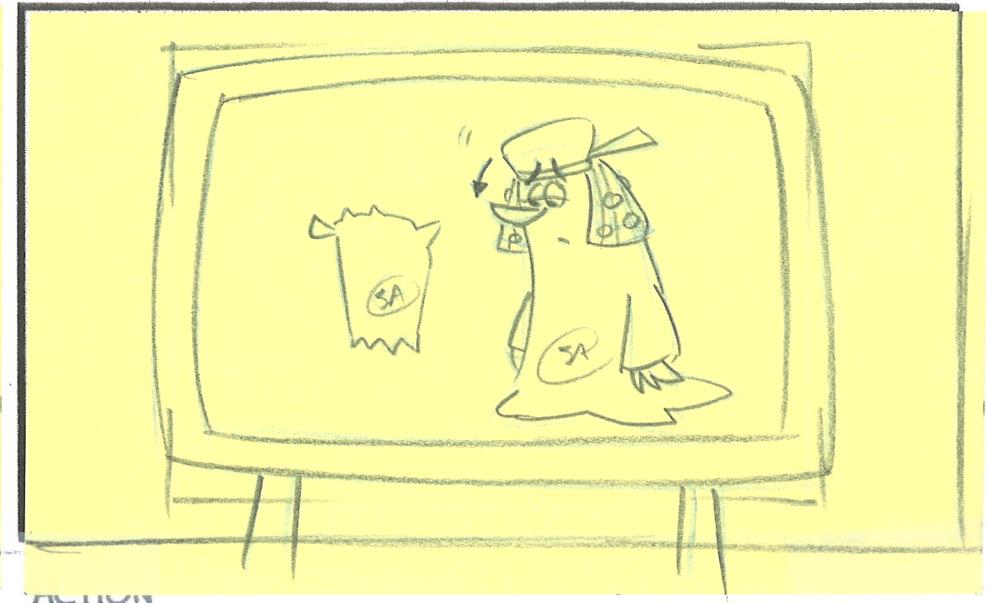
ACTION

— BEEZY TURNS TO SEE AN UPSET
LUCIUS WHO STEPS OUT FROM
BEHIND BEEZY.

DIAL.

(ADDED)
DIAL LUCIUS
~AHEM!"

NOTES



ACTION

— BEEZY covers his HEAD, SAD.

DIAL.

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

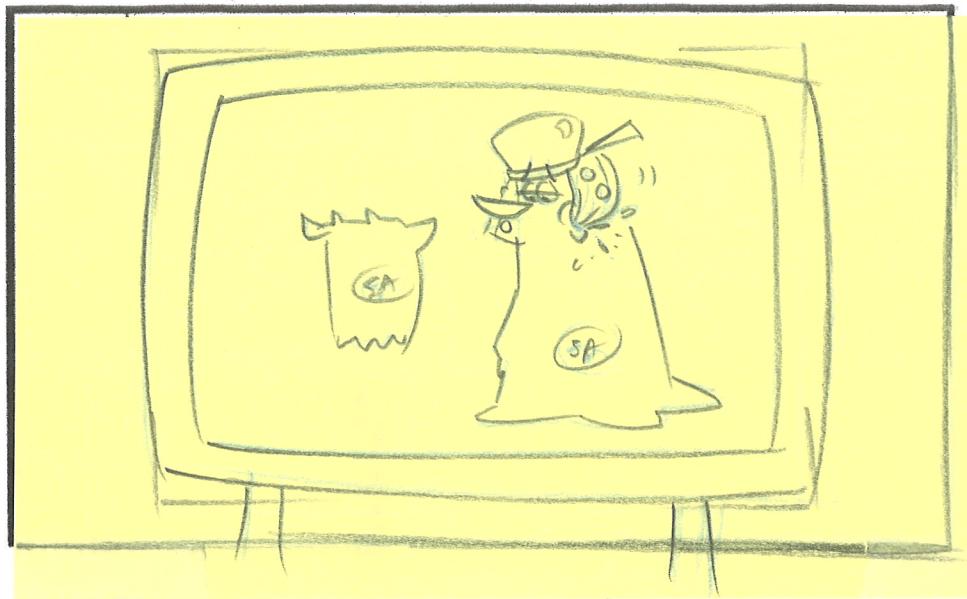
PAGE 93

SCENE 39 (cont)

PANEL 6/14

SCENE

PANEL 7/14

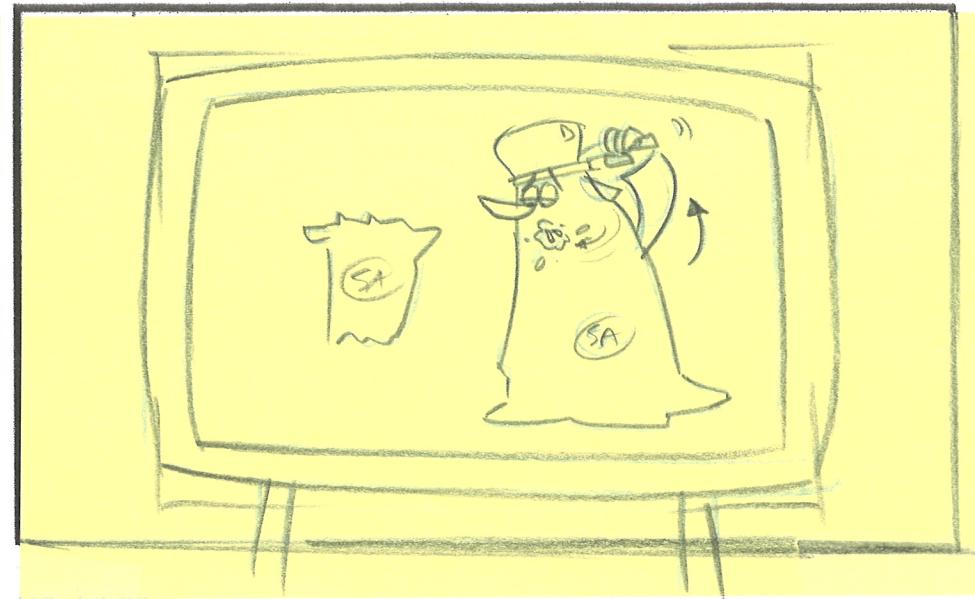


— HE SLURPS UP THE SPAGHETTI.

DIAL.

(SFX)
SLURP!

NOTES



— HE GRABS THE POT ON HIS HEAD.

DIAL.

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

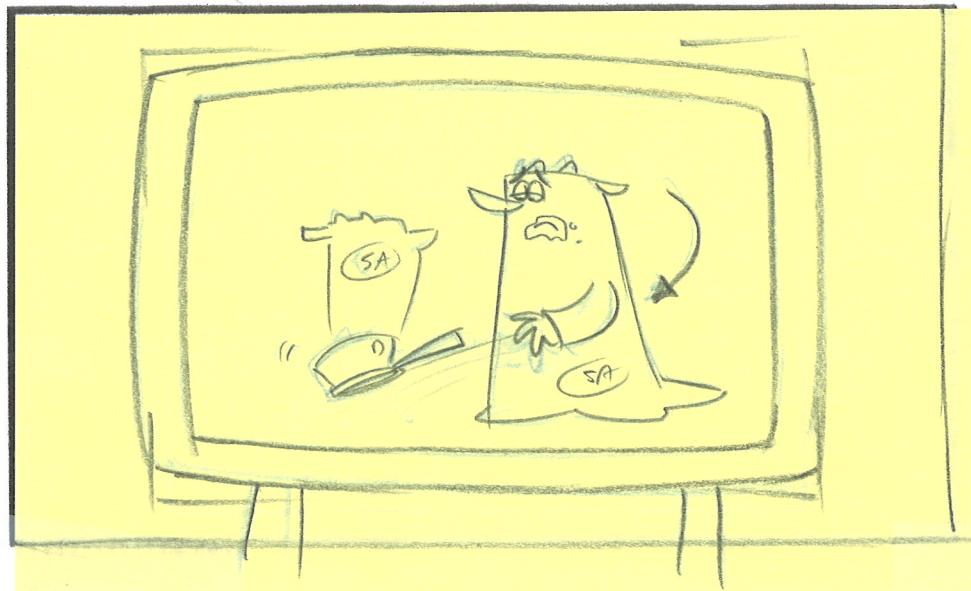
PAGE 94

SCENE 39 (cont)

PANEL 8/14

SCENE

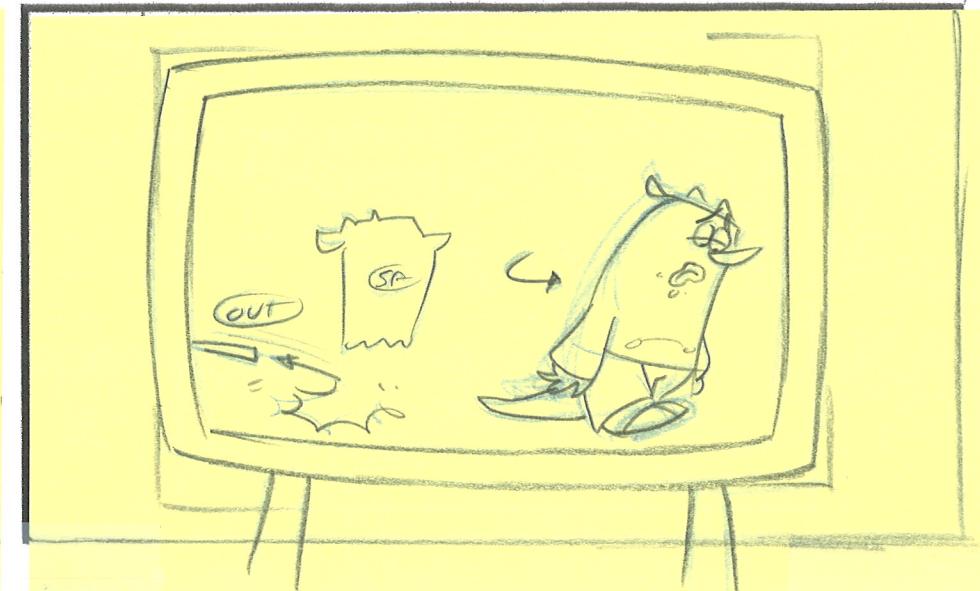
PANEL 9/14



ACTION

- BEEZY throws THE POT Down.

DIAL.



ACTION

- BEEZY walks OUT - DEPRESSED.

DIAL.

(SF)

CLANG!

NOTES

NOTES



JIMMY TWO SHOES

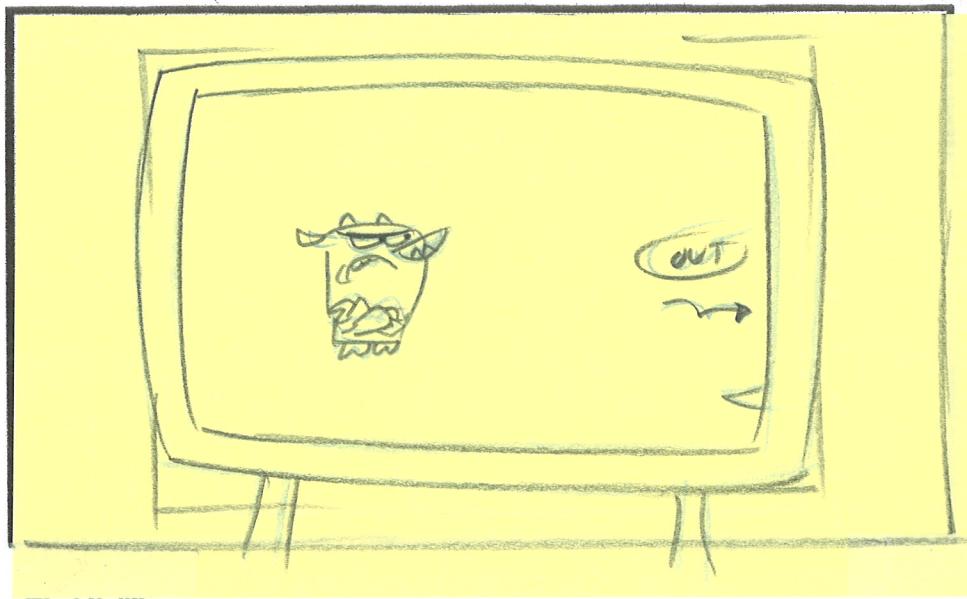
J2S2-101- "CERBEE COME HOME"

PAGE 95

SCENE 39 (cont)

PANEL 10/14 SCENE

PANEL

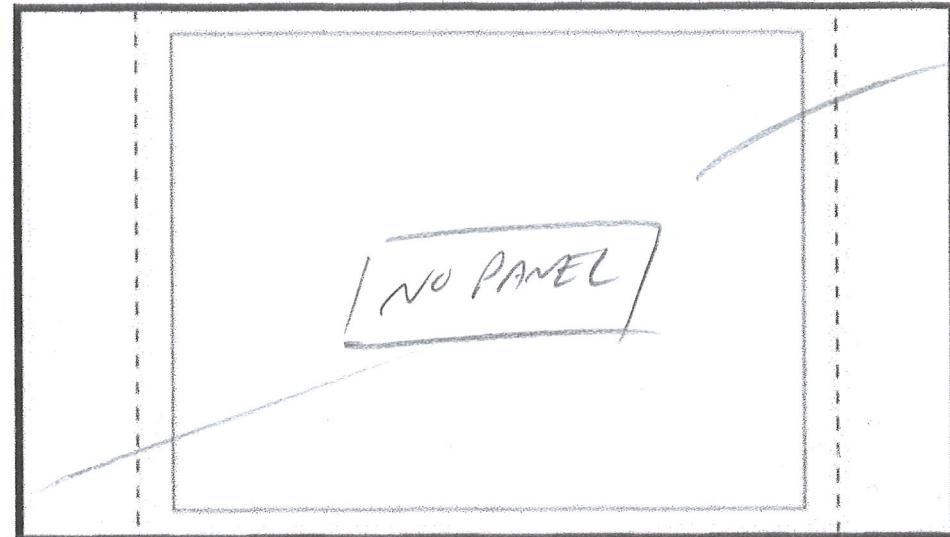


ACTION

- BEERY ~~CUT~~
- LUCIUS GLARES AT HIM.

DIAL.

NOTES



ACTION

DIAL.

NOTES



JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

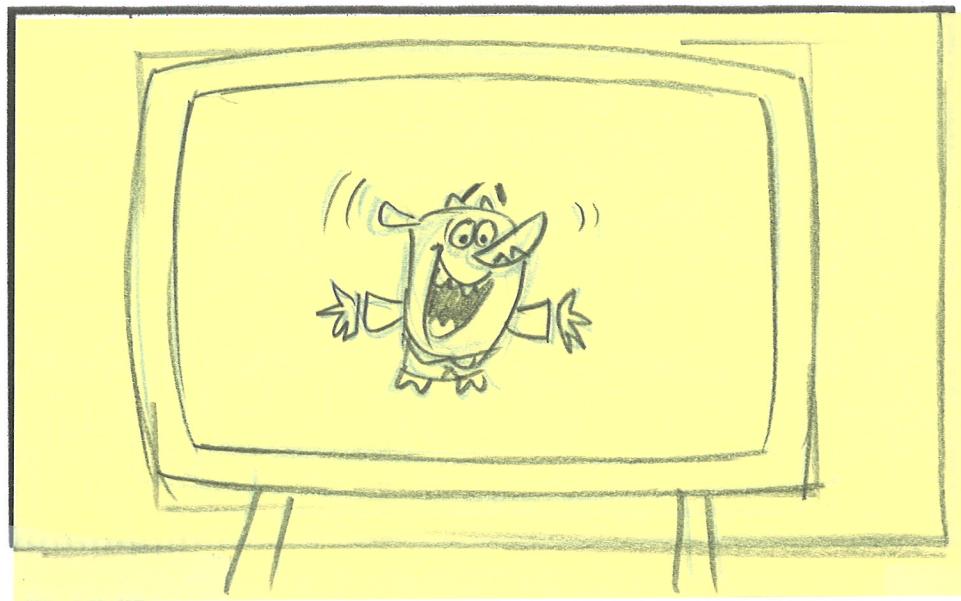
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SCENE 39 (cont)

PANEL 11/14

SCENE

PANEL 12/14

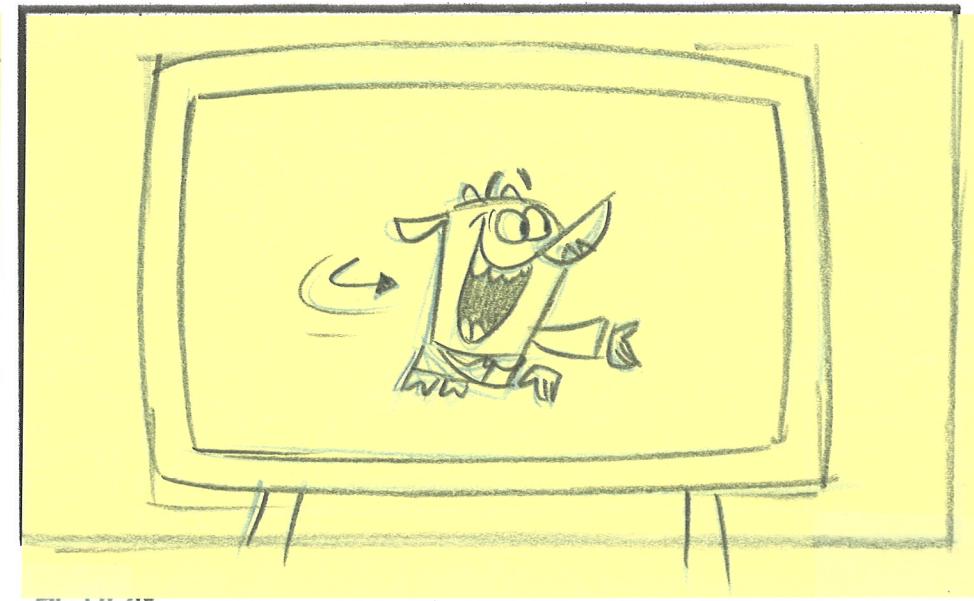


- Lucius TURNS TO CAMERA.

DIAL.

(ADDED)
DIAL) LUCIUS
"LADIES AND GENTS...."

NOTES



- He GESTURES O-S-

DIAL.

(ADDED)
DIAL) LUCIUS (cont)
"CERRY!"

NOTES



JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

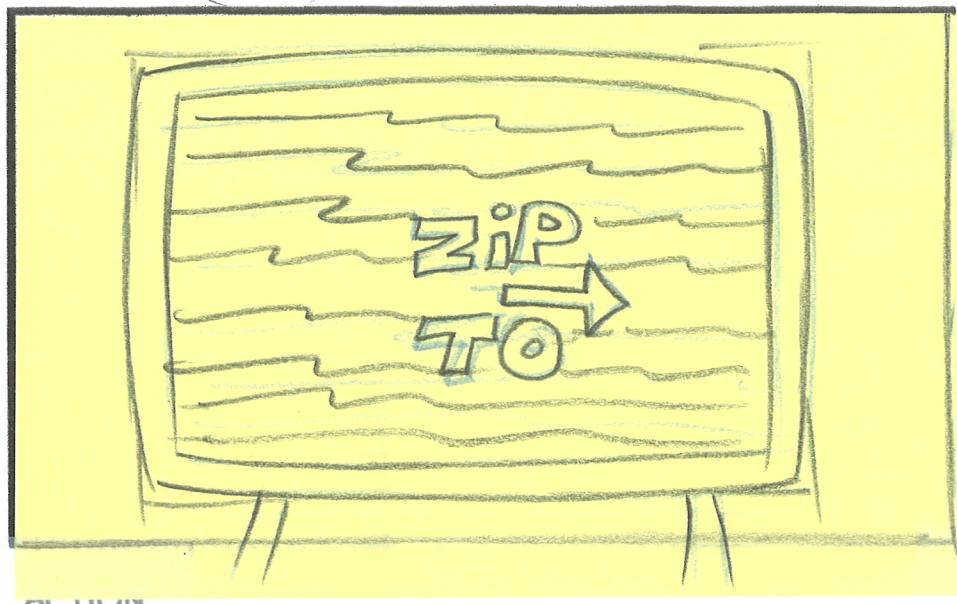
PAGE 97

SCENE 39 (cont)

PANEL 13/14

SCENE

PANEL 14/14

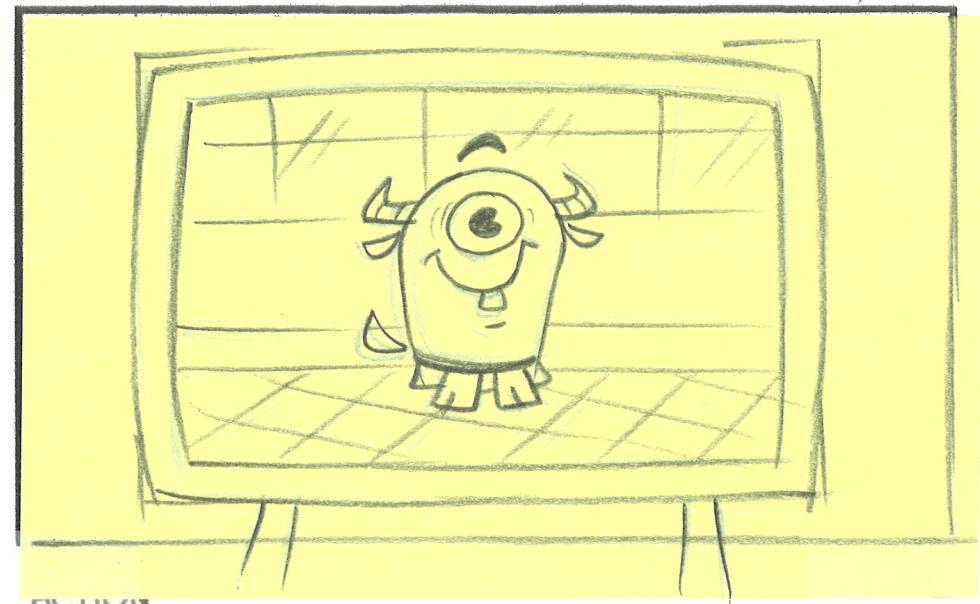


zip pan to!

DIAL.

NOTES

ZIP PAN WITHIN VIDEO SCREEN



- CERBEE SMILING AT CAMERA

DIAL.

NOTES

STOP ZIP PAN WITHIN VIDEO SCREEN



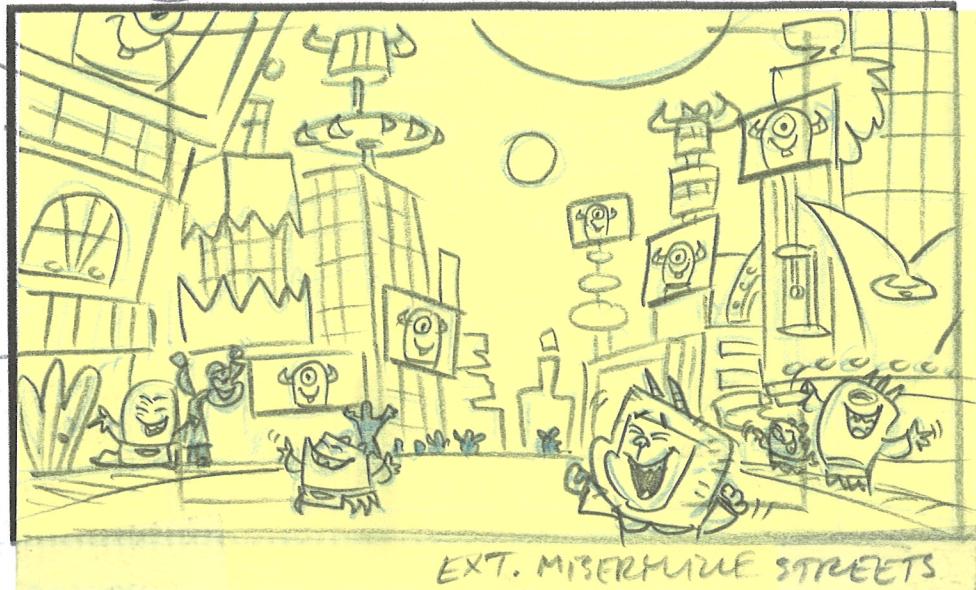
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 40

PANEL 1/1



ACTION

EXT. MISERVILLE STREETS

WITH VIDSCREEN / DAY.

(CUT) — THE CROWD CHEERS!

DIAL.

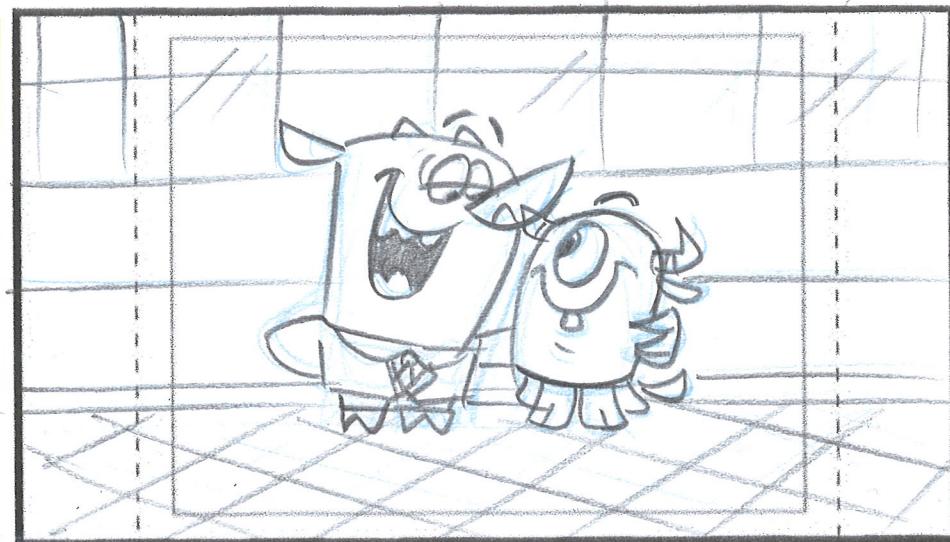
(SP) CROWD

CHEERS!

NOTES

SCENE 41

PANEL 1/3



ACTION

INT. LUC'S OFFICE / DAY.

(CUT) — LUCIUS PUTS HIS ARM AROUND CERBEE.

DIAL.

LUCIUS

(19) "CERBEE, TO EXPRESS MY THANKS,"

NOTES

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JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 41 (cont)

PANEL 2/3

SCENE

PANEL 3/3



ACTION

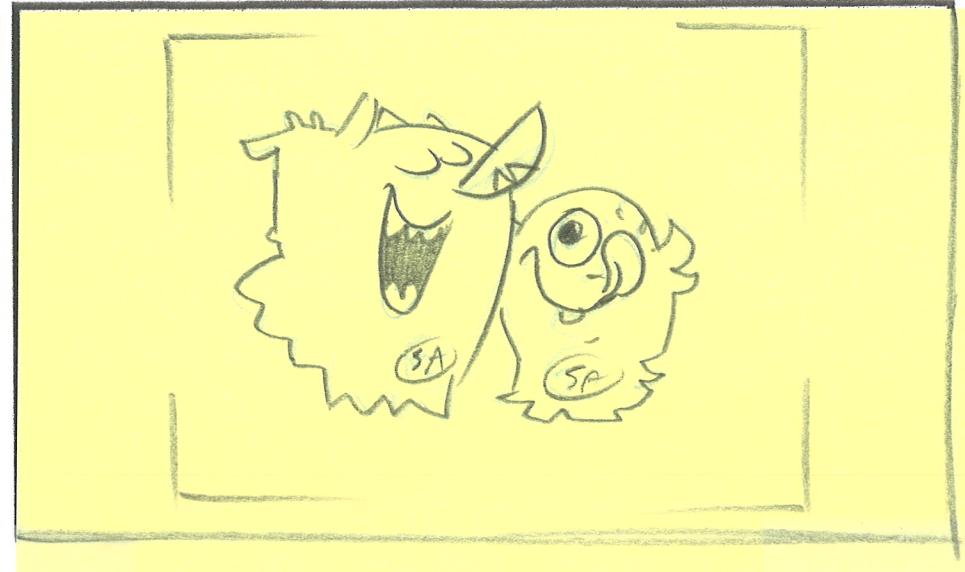
- Lucius holds up a golden key of himself.

DIAL.

(19) Lucius (cont)

"I GIVE you THIS
SOLID GOLD KEY!"

NOTES



ACTION

- Lucius smiles arrogantly

DIAL.

(19) Lucius (cont)

"SHAPED LIKE ME!" *(SFX)
(Mick's lips)*

NOTES



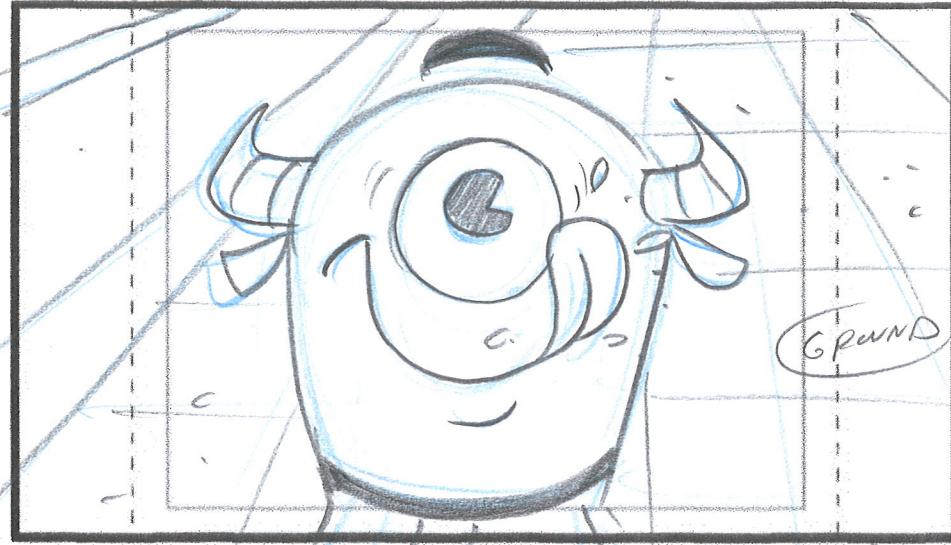
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 42

PANEL 1/1



ACTION

INT. LUCIUS OFFICE
1 DAY

- CERBEE licks his lips.

(CUT)

DIAL.

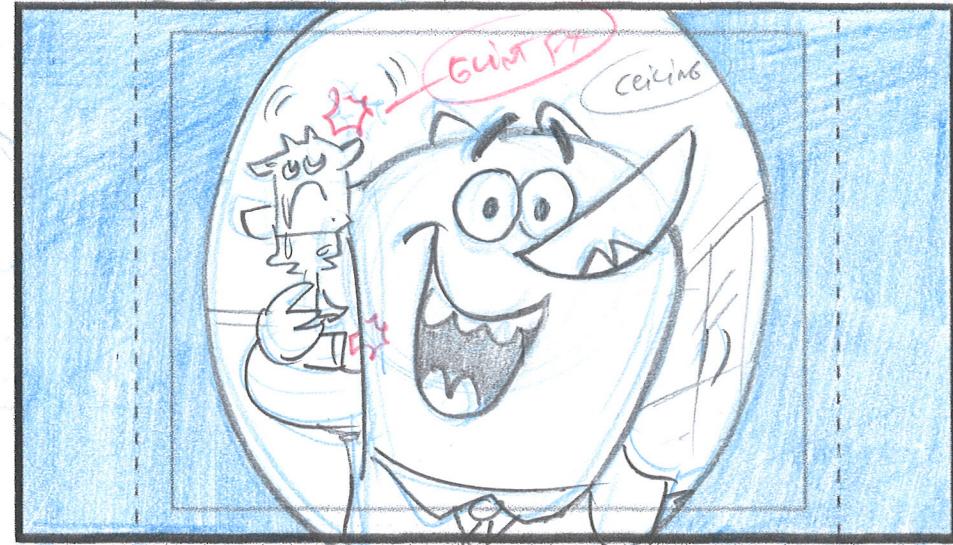
SFX

(Lucius' Lips)

NOTES

SCENE 43

PANEL 1/2



ACTION

(CUT)

DIAL.

P.O.V.

AS LUCIUS WAVES
KEY AT CERBEE -

INT. LUCIUS OFFICE/
DAY

20 LUCIUS

"BLAH, BLAH, BLAH"

NOTES



JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

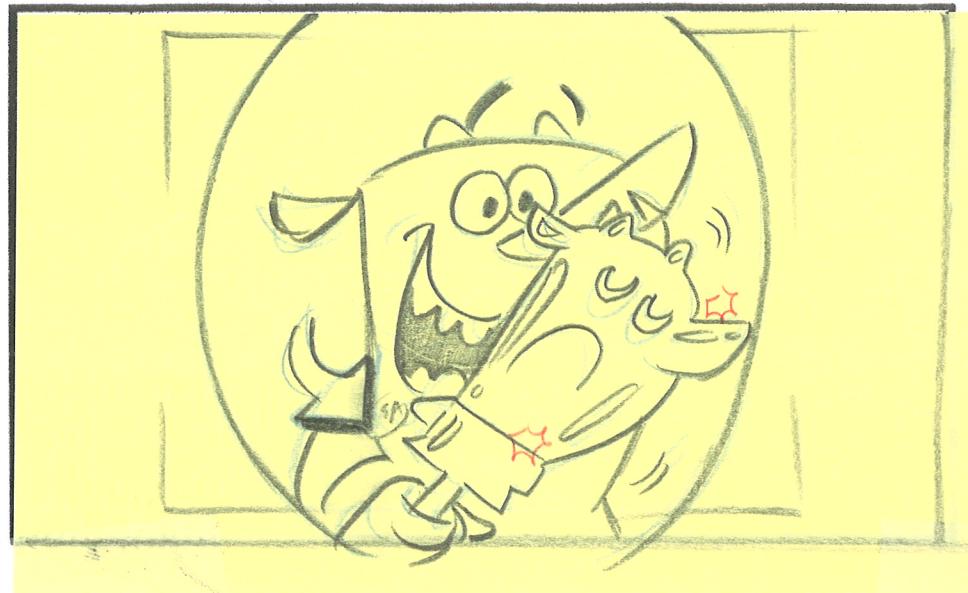
PAGE 101

SCENE 43 (cont)

PANEL 2/2

SCENE 44

PANEL 1/3



ACTION



INT. LUCY'S OFFICE / DAY

ACTION

- LUCAS HEARS KEY UP TO
CERBEE .

DIAL.

(20) LUCAS (cont)
"KEY! "

NOTES

DIAL.

CERBEE ANTICS .

NOTES



JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

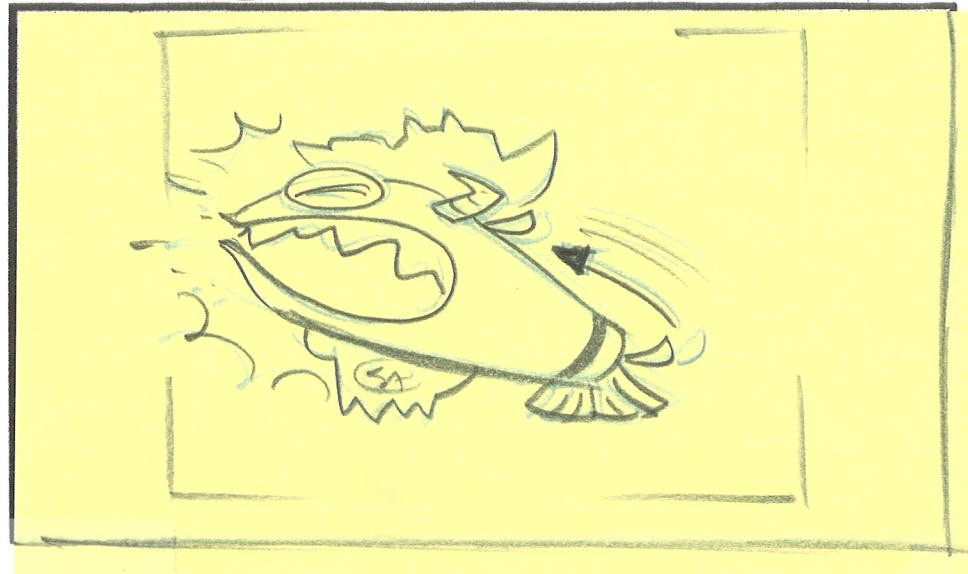
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SCENE 44 (cont)

PANEL 2/3

SCENE

PANEL 3/3



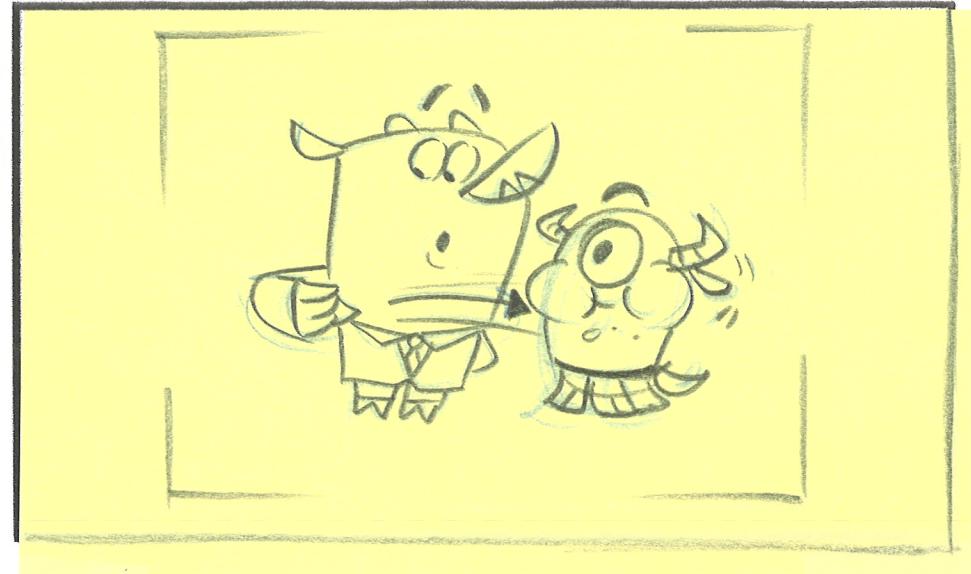
ACTION

— CERBEE CHOMPS KEY.

DIAL.

(SFX)
CHOMP!

NOTES



ACTION

— CERBEE MUNCHES KEY.
— LUCAS IS SHOCKED.

DIAL.

(SFX)
MUNCH MUNCH!

NOTES



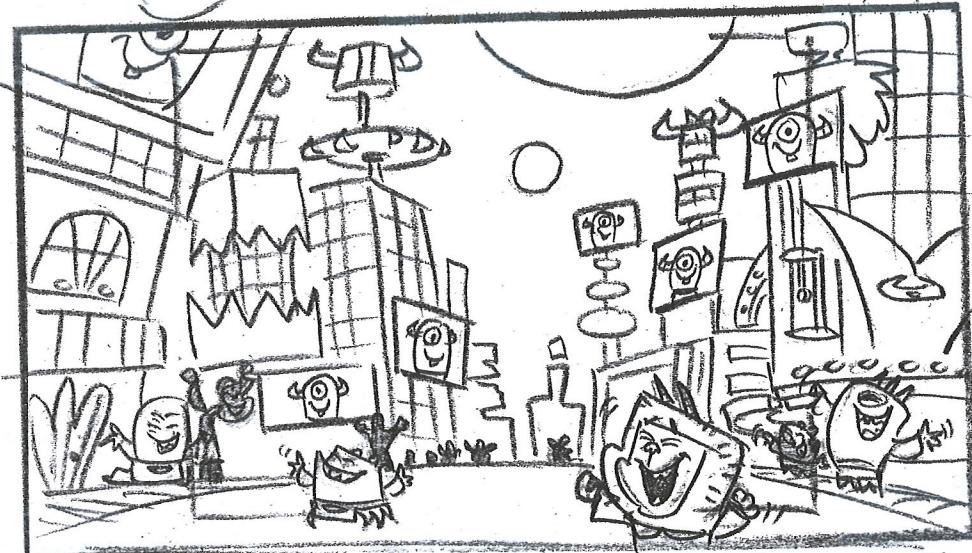
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 45

PANEL 1/1



ACTION

EXT. MISTERVILLE
STREETS WITH
VIDSCREENS / DAY.

(CUT) - THE CROWD
CHEERS AGAIN.

DIAL.

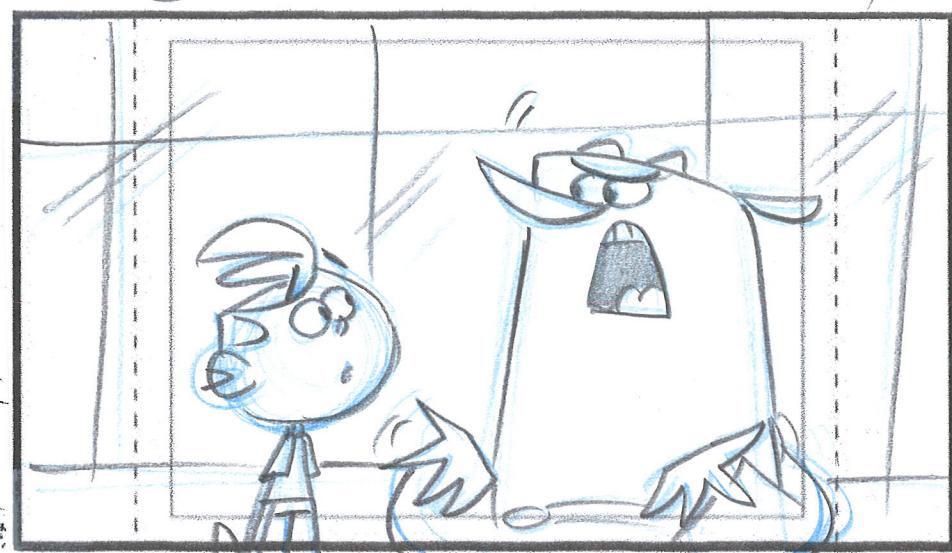
SFX

CROWD
CHEERS!

NOTES

SCENE 46

PANEL 1/2



ACTION

(CUT) - BEEZY IS FRUSTRATED.

DIAL.

(ADDED)
DIAL

BEEZY
"BUT HE DOESN'T EVEN
COME WITH GARLIC BREAD!"

NOTES



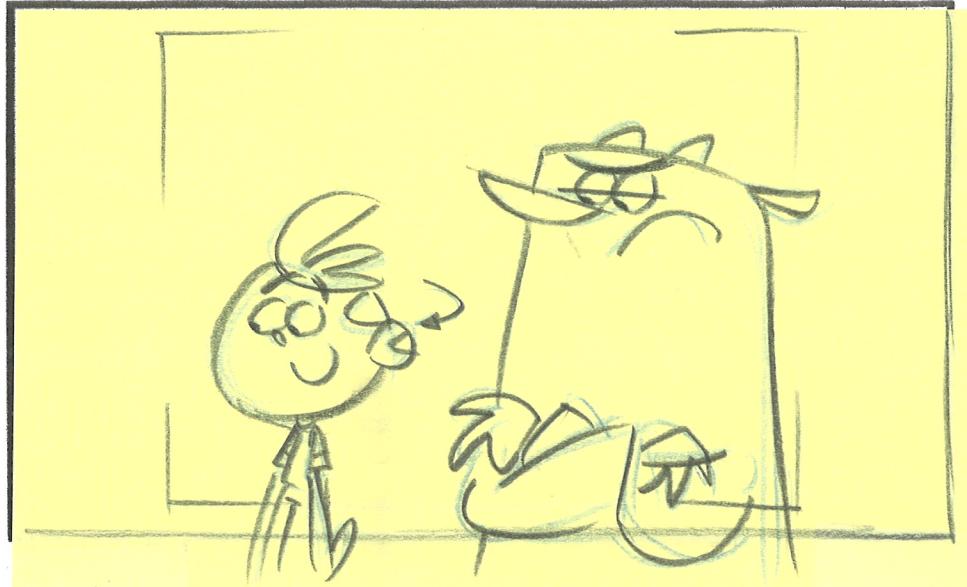
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 46 (cont)

PANEL 2/2



ACTION

- Jimmy TURNS TO look o.s.

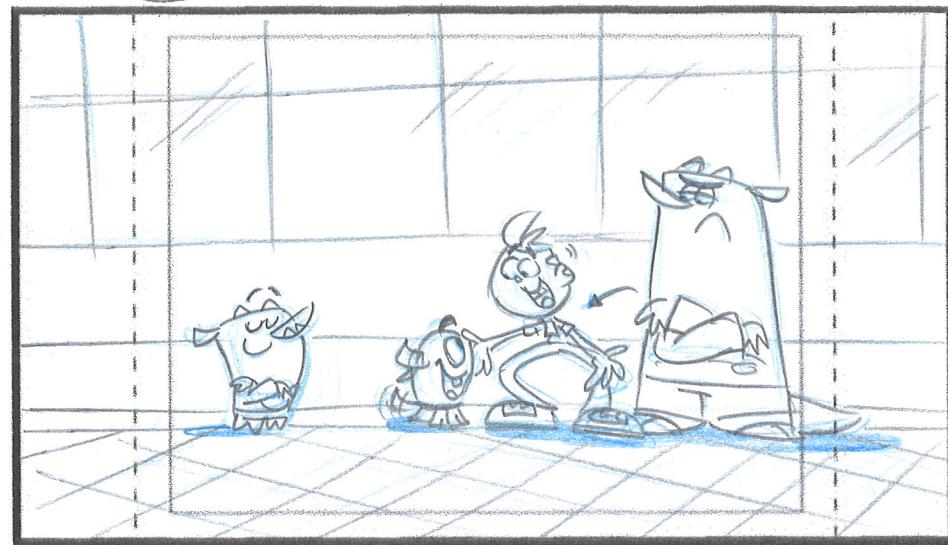
DIAL.

(SFX O.S.)
BARK! BARK!

NOTES

SCENE 47

PANEL 1/4



ACTION

INT. LUCY'S OFFICE / DAY

- Jimmy LEANS down to CERBEE

HU

DIAL.

(21) Jimmy
"DADDY'S SO PROUD OF YOU!"

NOTES



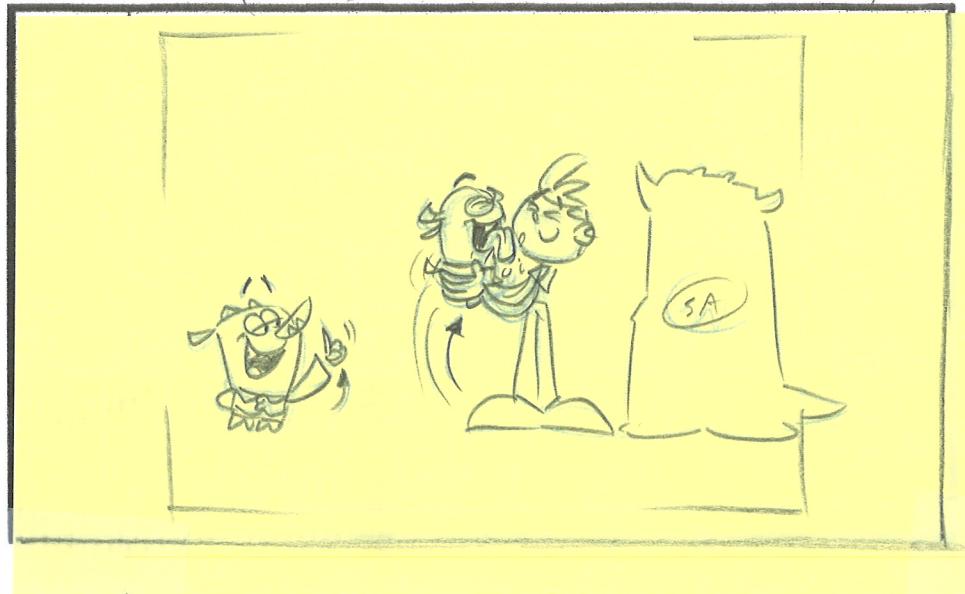
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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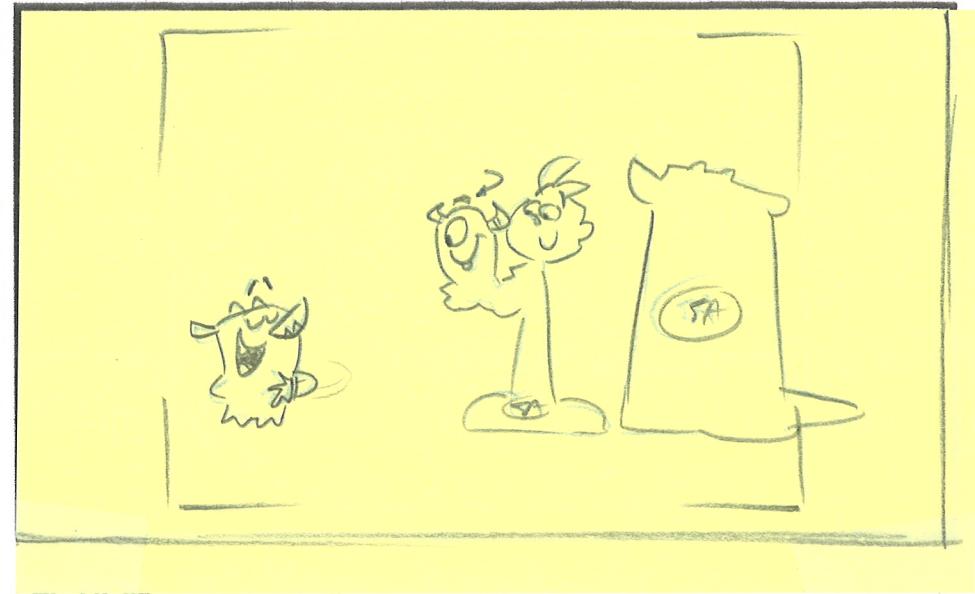
SCENE 47 (cont)

PANEL 2/4



SCENE

PANEL 3/4



- Jimmy picks up CERBEE.

DIAL.

(22) LUCIUS

"AS THE DOG THAT SAVED
MY LIFE."

NOTES

DIAL.

(22) Lucius (cont)

"HERO-CERBEE You will
ALWAYS HAVE A SPECIAL PLACE IN
THE HEART."

NOTES



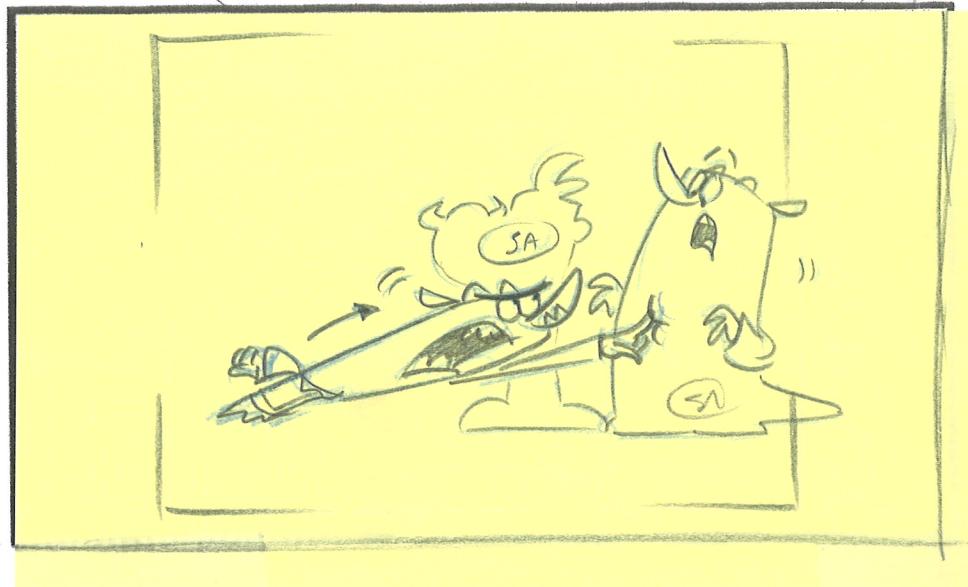
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 47 (cont)

PANEL 4/4



ACTION

- Lucius leans into Beezy.

DIAL.

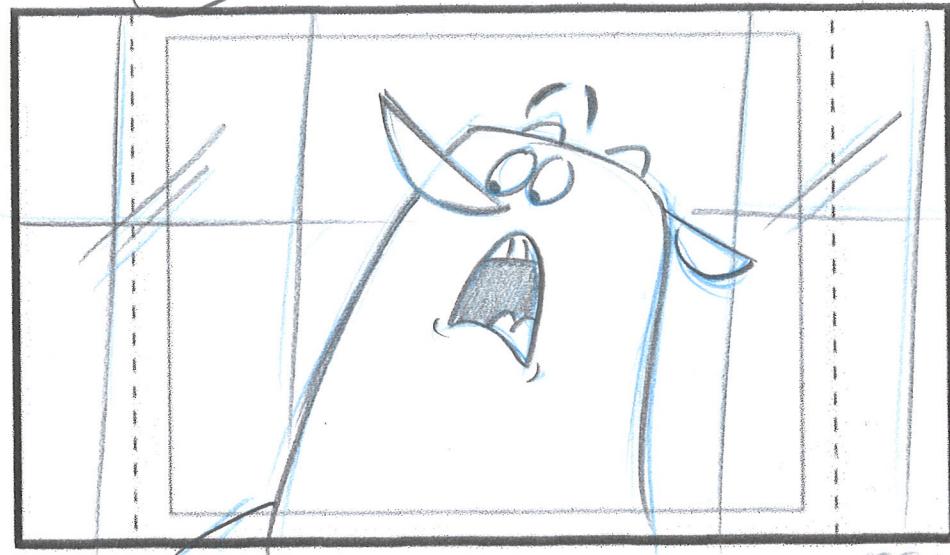
(22) Lucius (cont)

"WHICH MEANS YOU'RE OUT!"

NOTES

SCENE 48

PANEL 1/3



ACTION

INT. LUCIUS OFFICE / DIAL.

- Beezy records in shock.

(M/C)

(SFX)
GASP!

DIAL.

NOTES

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JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

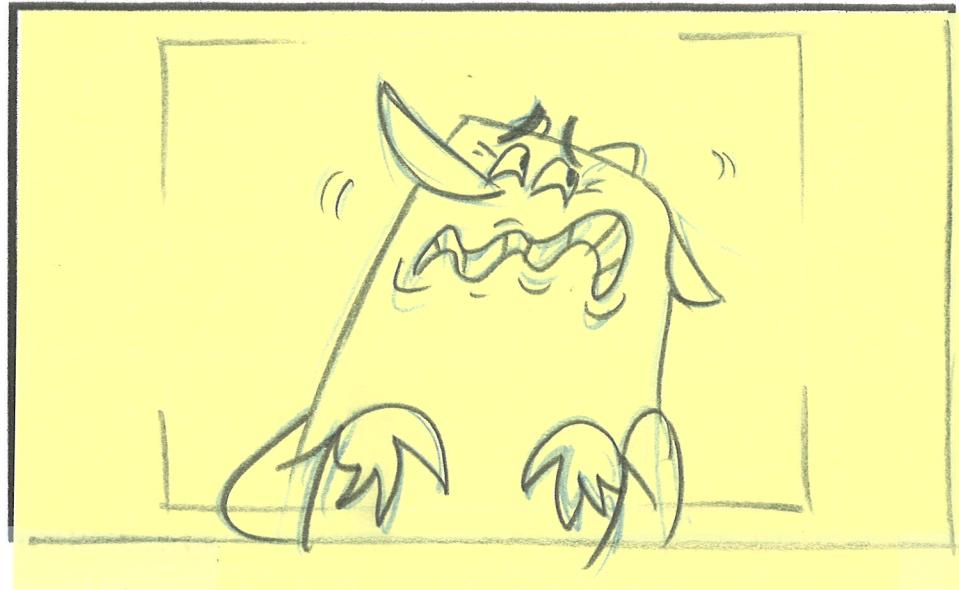
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SCENE 48 (cont)

PANEL 2/3

SCENE

PANEL 3/3



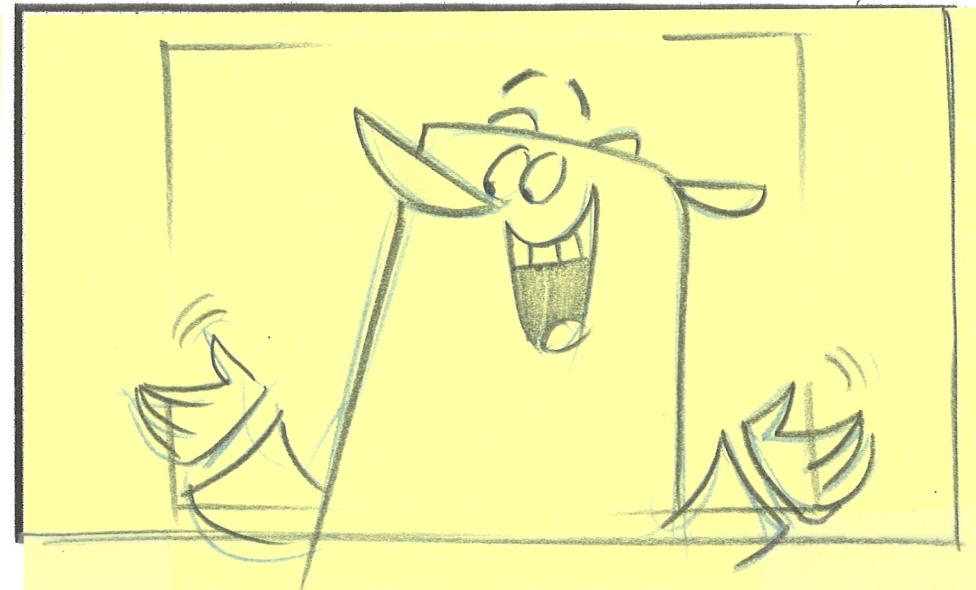
ACTION

- BEEZY STARTS TO SOB -

DIAL.

(23) BEEZY
(SOBS)

NOTES



ACTION

- SUDDENLY BEEZY SHREUGGS
AND IS HAPPY .

DIAL.

(23) BEEZY (cont)
"I DIDN'T EVEN
KNOW I WAS IN!"

NOTES



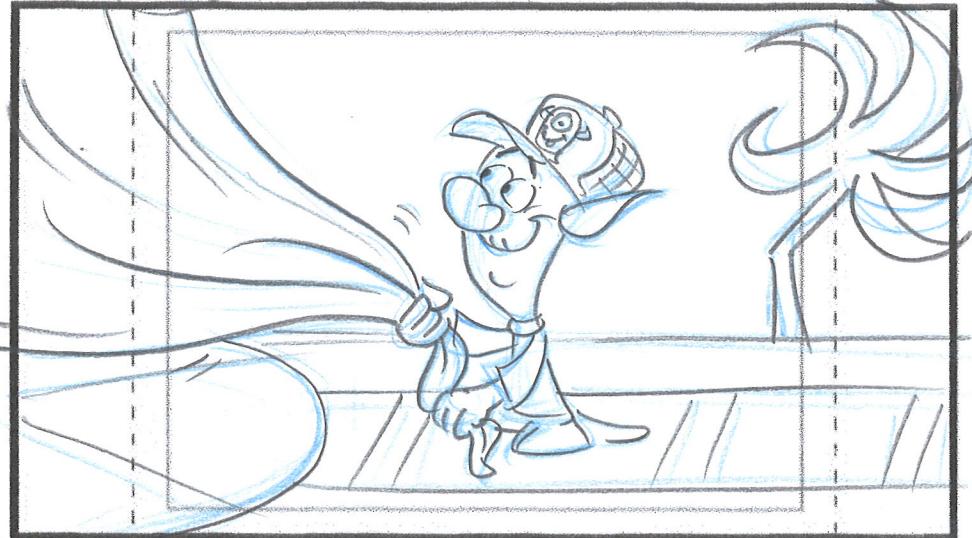
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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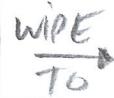
SCENE 49

PANEL 1/5



ACTION

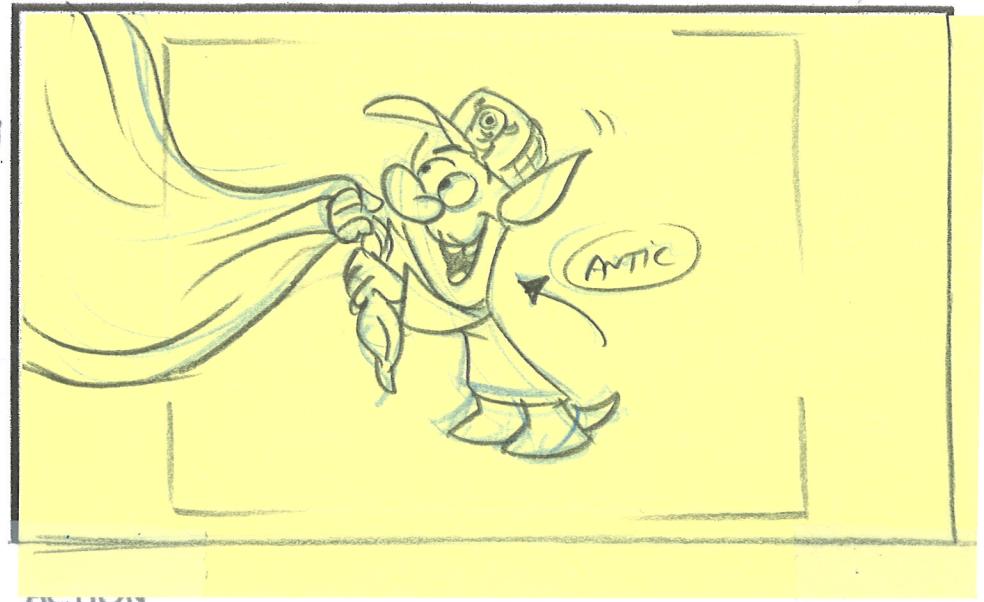
EXT. STATUE OF CERBEE/
DAY.



- SAMT HOLDS A SHEET.

SCENE

PANEL 2/5



DIAL.

DIAL.

NOTES

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

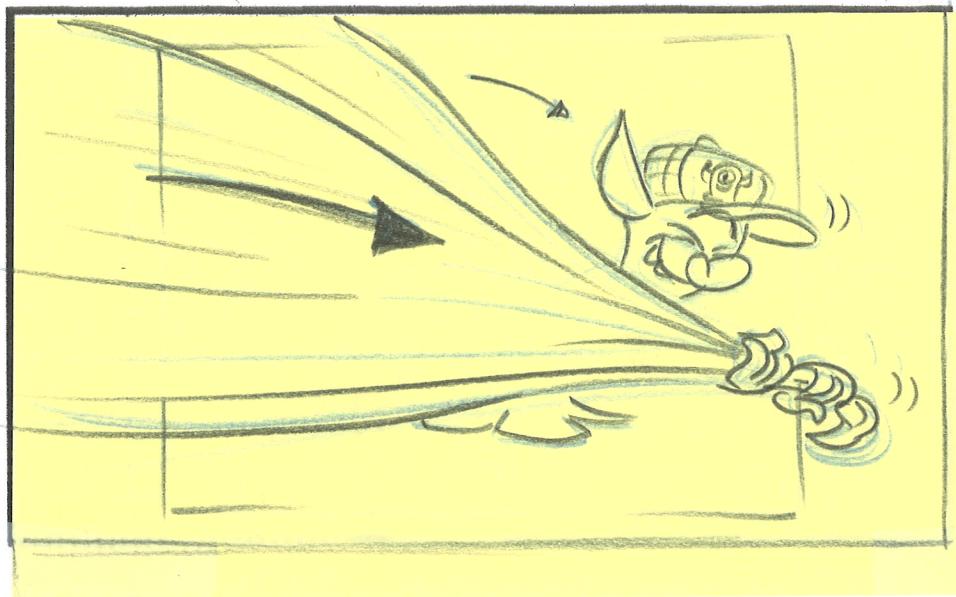
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SCENE 49 (cont)

PANEL 3/5

SCENE

PANEL 4/5

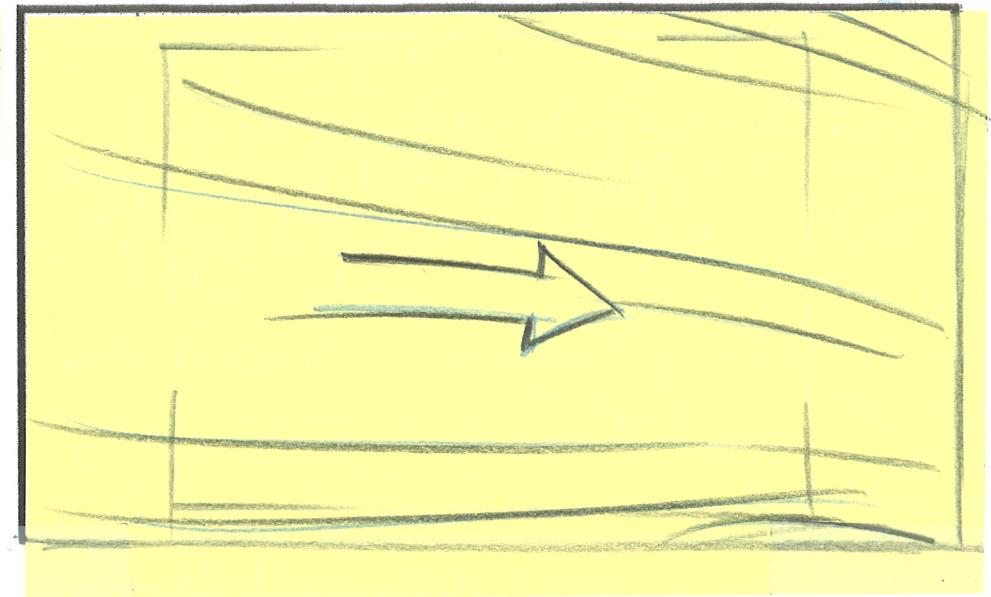


ACTION

- SAMI PULLS HARD ON THE SHEET.

DIAL.

NOTES



ACTION

- SHEET FRIES SCREEN AND ACTS AS A (WIPE) TO NEXT SCENE.

DIAL.

NOTES



JIMMY TWO SHOES

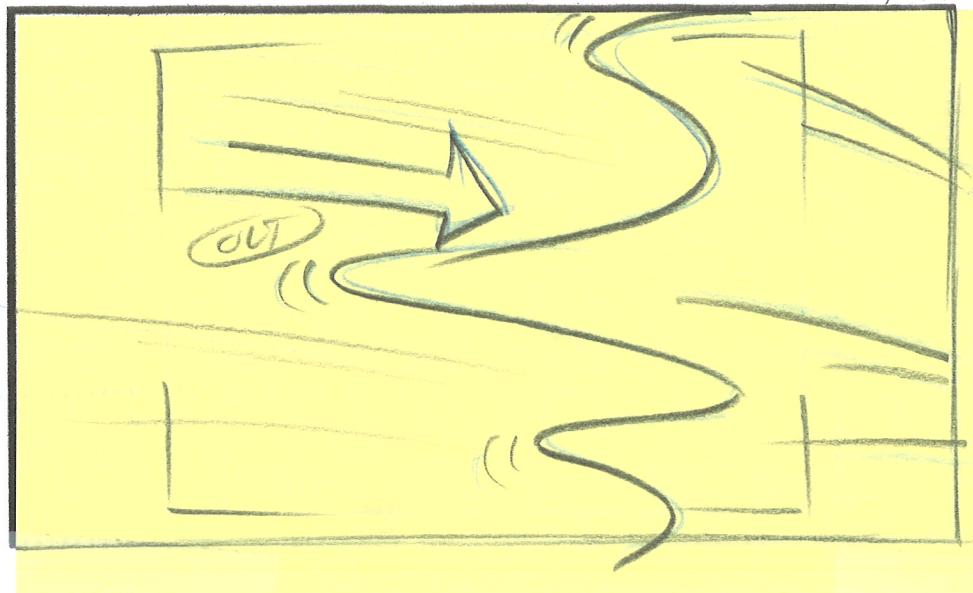
J2S2-101- "CERBEE COME HOME"

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SCENE 49 (CONT)

PANEL 5/5 SCENE 50

PANEL 1/1



ACTION

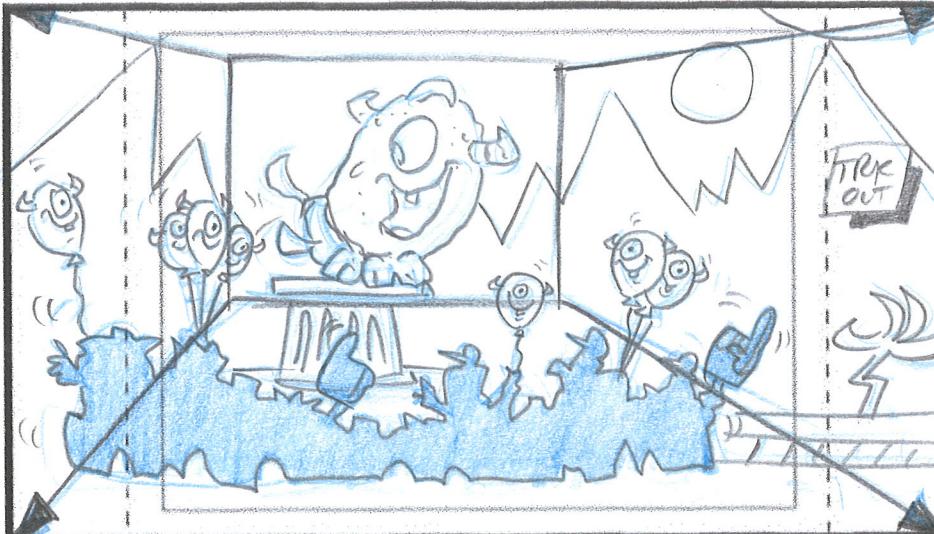
WIPE TO →
THE SHEET PULLS THROUGH
FRAME.



ACTION

DIAL.

NOTES



EXT. STATUE OF CERBEE / DAY.

WIPE OF SHEET REVEALS NEW SC.
★ TRK OUT. FROM A STATUE OF
CERBEE CHASING HIS TAIL. A CROWD CHEERS.
THEY HOLD CERBEE BALLOONS, HATS AND FOAM
HANDS!

(SFX) CROWD
CHEERS!

NOTES



JIMMY TWO SHOES

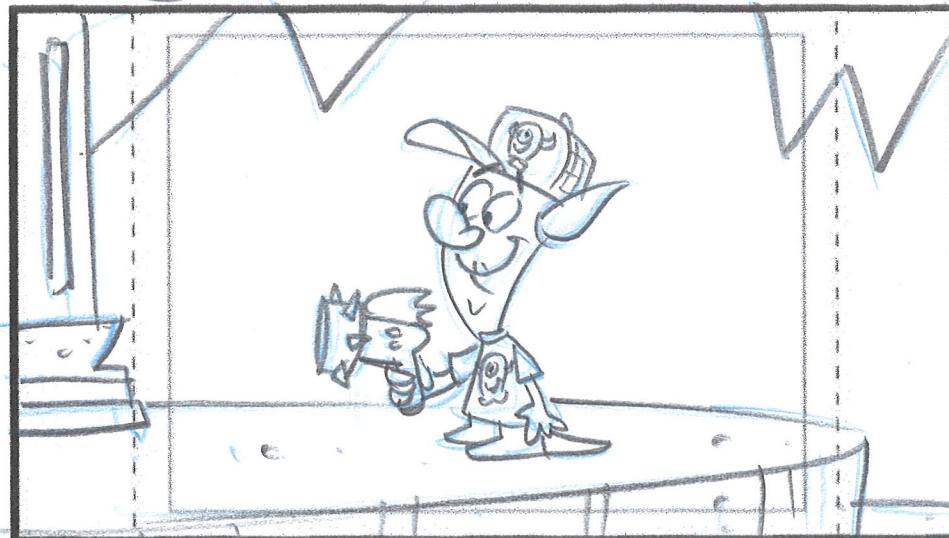
J2S2-101- "CERBEE COME HOME"

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SCENE

(51)

PANEL 1/4



ACTION

EXT. STATUE OF CERBEE/
DAR.

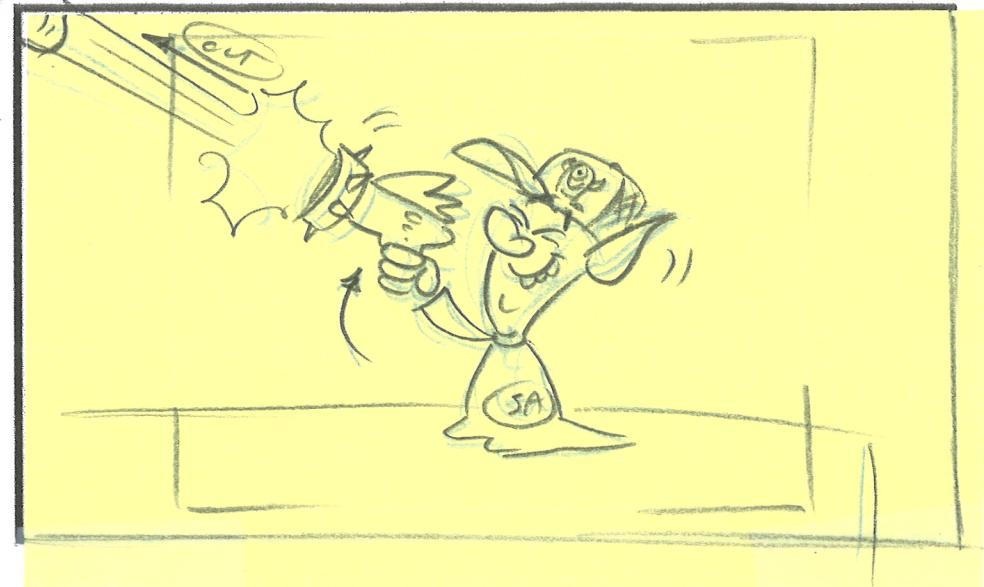
CUT
SAMY HOLDS A T-SHIRT GUN
WEARING CERBEE MERCHANDISE.

DIAL.

NOTES

SCENE

PANEL 2/4



ACTION

- SAMY SHOOTS INTO THE CROWD.

DIAL.

(STX)
Foomp!

NOTES



JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

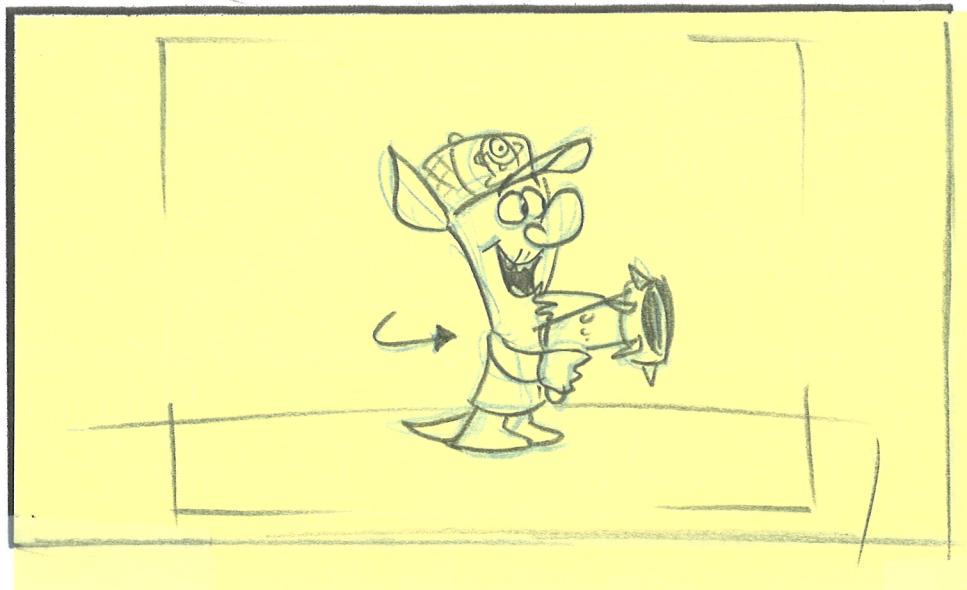
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SCENE 51 (cont)

PANEL 3/4

SCENE

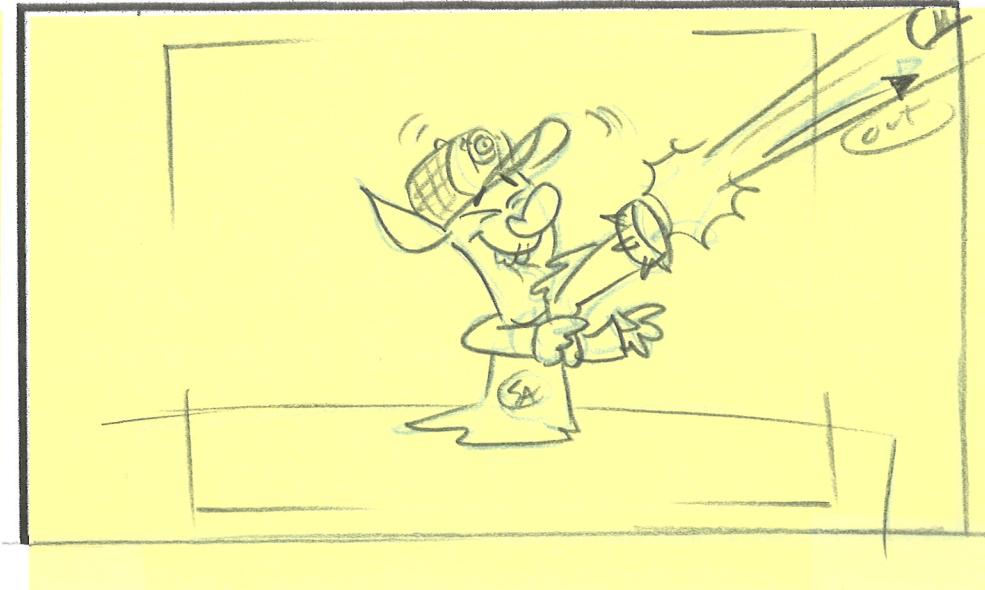
PANEL 4/4



- SAMY TURNS

DIAL.

NOTES



- HE SHOOTS T-SHIRT GUN

DIAL.

(SFX)
POOMP!

NOTES



JIMMY TWO SHOES

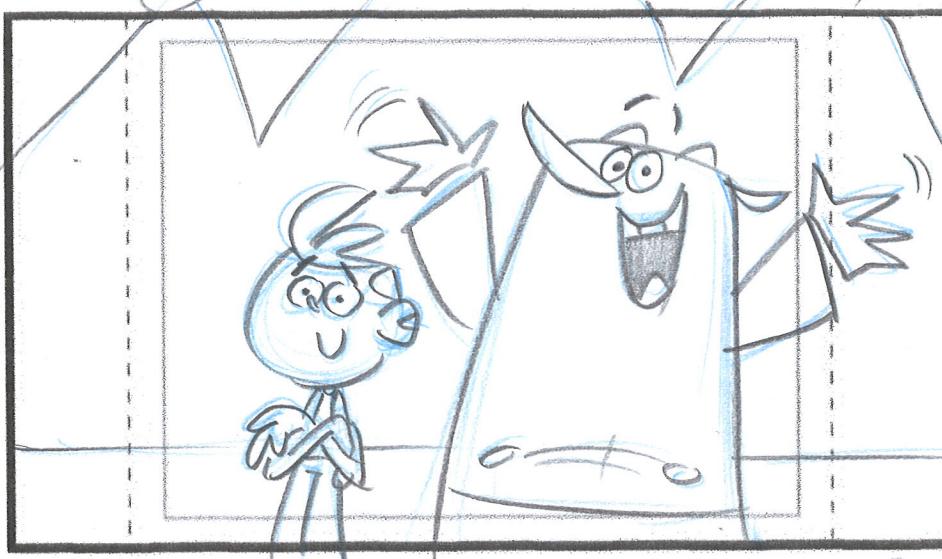
J2S2-101- "CERBEE COME HOME"

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SCENE

(52)

PANEL 1/5



ACTION

EXT. STATUE of CERBEE
DAY

CUT - BEEZIE waves his HANDS.

DIAL.

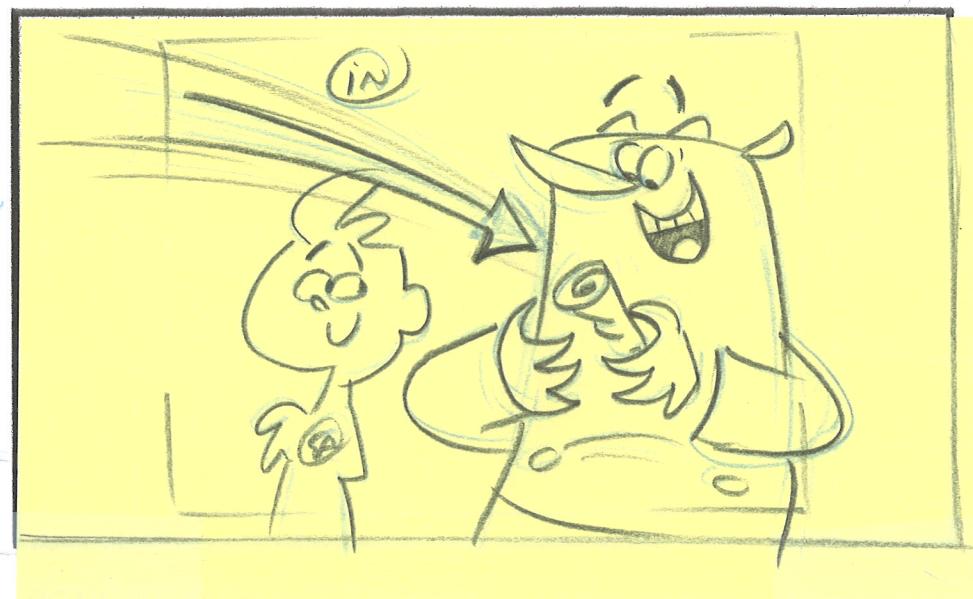
(ADDED DIAL) BEEZIE
"OVER HERE!"

NOTES

SCENE

PANEL

2/5



ACTION

- A T-SHIRT flies @

DIAL.

NOTES



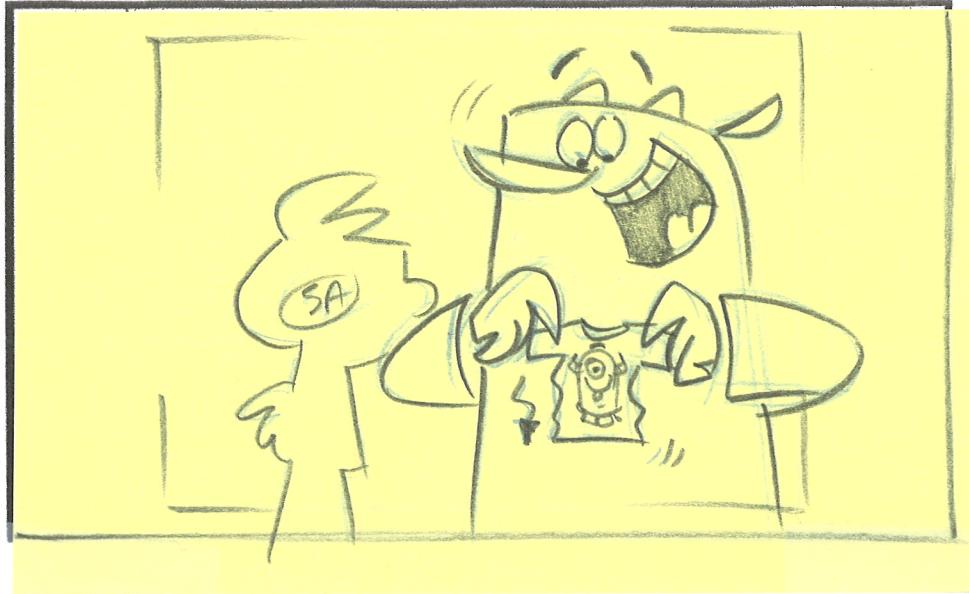
JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

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SCENE 52 (cont)

PANEL 3/5 SCENE

PANEL



ACTION



ACTION

- BEEZY HELDS UP THE T-SHIRT!
- IT UNRAVELS REVEALING A PICTURE OF CERBEE!

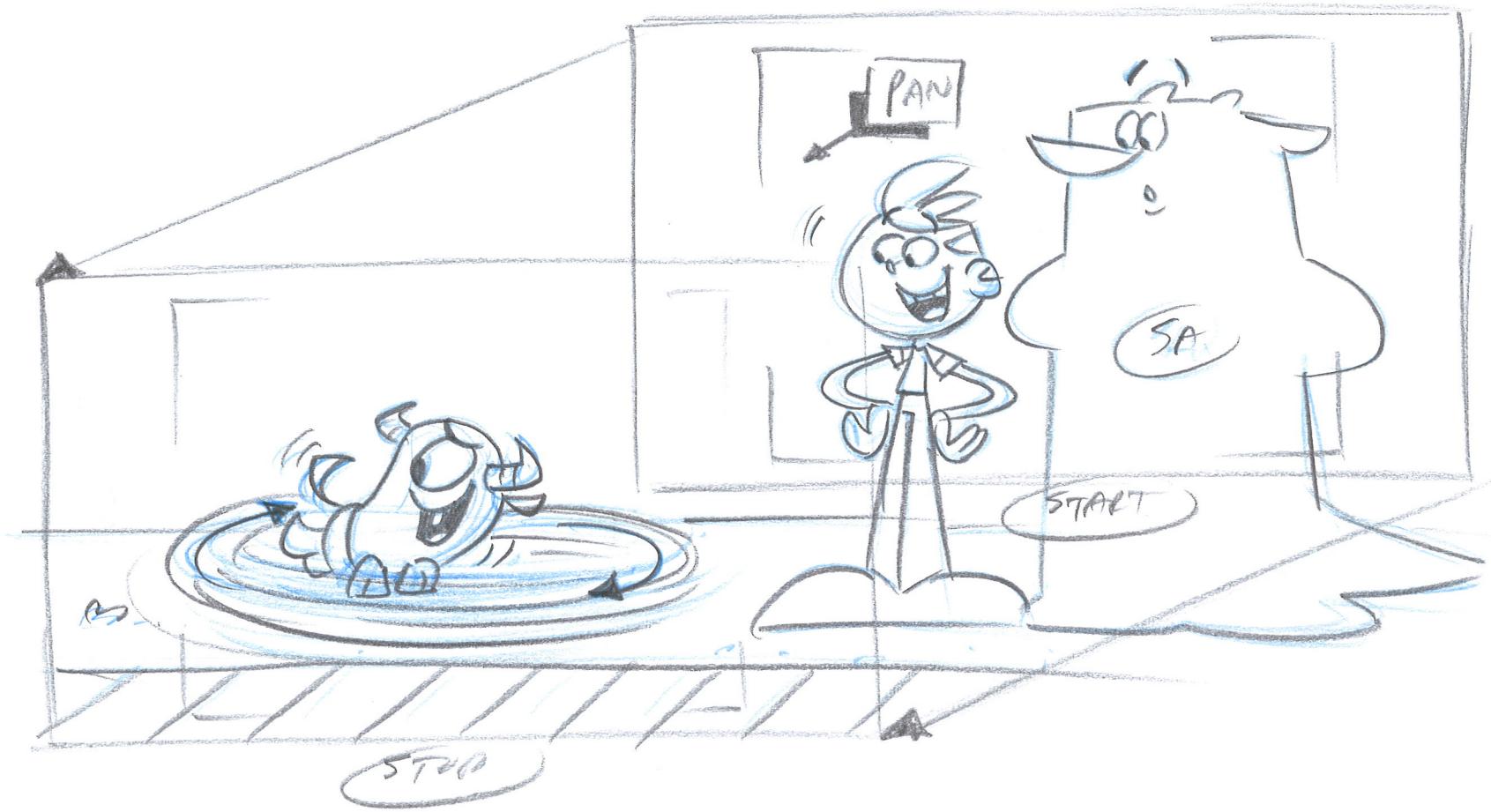
DIAL.

(ADDED)
(DIAL) BEEZY
"Wow, my very own
CERBEE T-SHIRT!"

DIAL.

NOTES

NOTES



ACTION #PAN DOWN TO CERBEE CHASING HIS OWN TAIL.

DIAL

(24) JIMMY

NOTES

"FROM CHASING HIS TAIL" SFX GRRRRRR!



JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

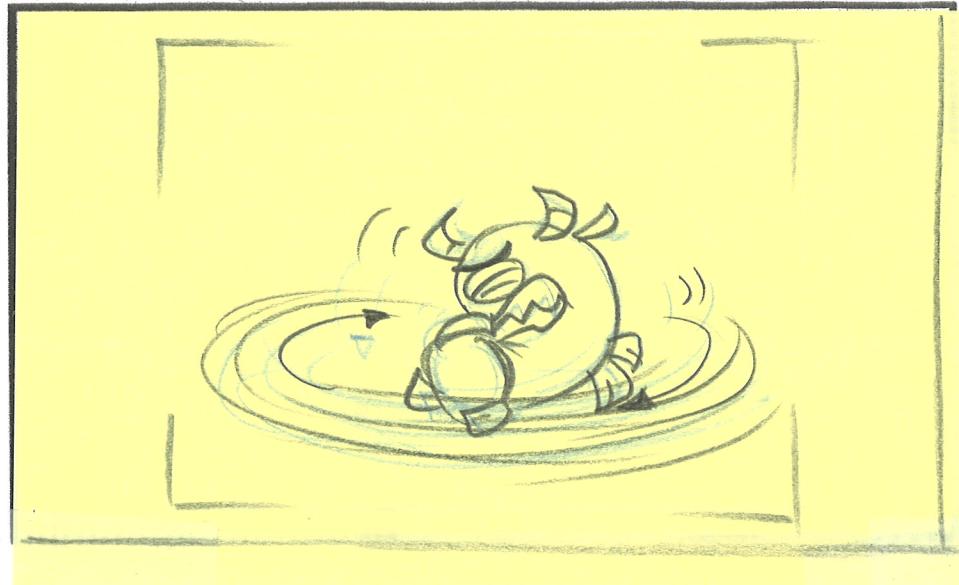
PAGE 1/6

SCENE 52 (cont)

PANEL 5/5

SCENE 53

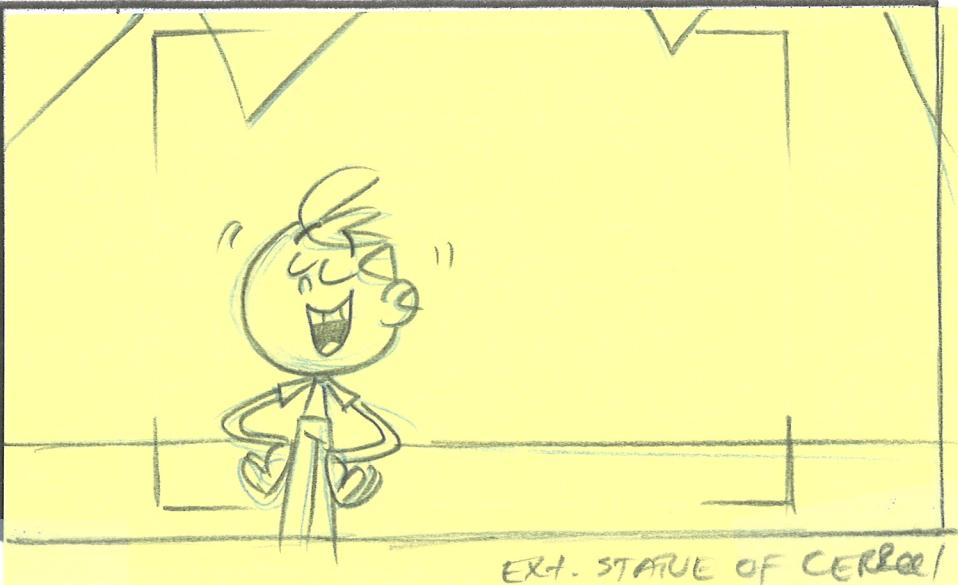
PANEL 1/5



ACTION:

- CERBEE CHOMPS AT HIS TAIL
TRYING TO GET IT.

(CUT)



EXT. STATURE OF CERBEE!
DIAL.

- JIMMY IS PROUD / HE THINKS
BEEZY IS STILL STANDING BESIDE
HIM.

DIAL.

(24) Jimmy (cont)
"TO CHASING HIS TAIL IN
STATURE FORM "

DIAL.

(24) Jimmy (cont)
"THAT'S MY CERBEE!"

NOTES

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

PAGE 117

SCENE 53 (cont)

PANEL 2/5



ACTION

*TRK OUT AS BEEZY TRIES
TO CATCH HIS TAIL.

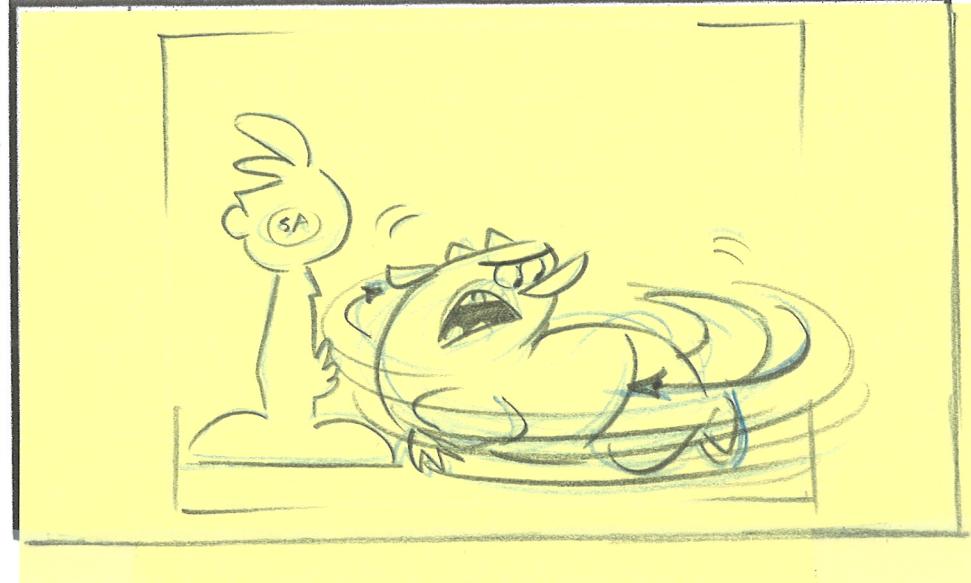
DIAL. SFX (G.S.)
GRRRR

(25) BEEZY
"WHY WON'T YOU
STAY STILL?"

NOTES

SCENE

PANEL 3/5



ACTION

- BEEZY IS ANNOYED THAT HE
CAN'T GET HIS TAIL.

DIAL.

BEEZY
"GRRRR!"

NOTES



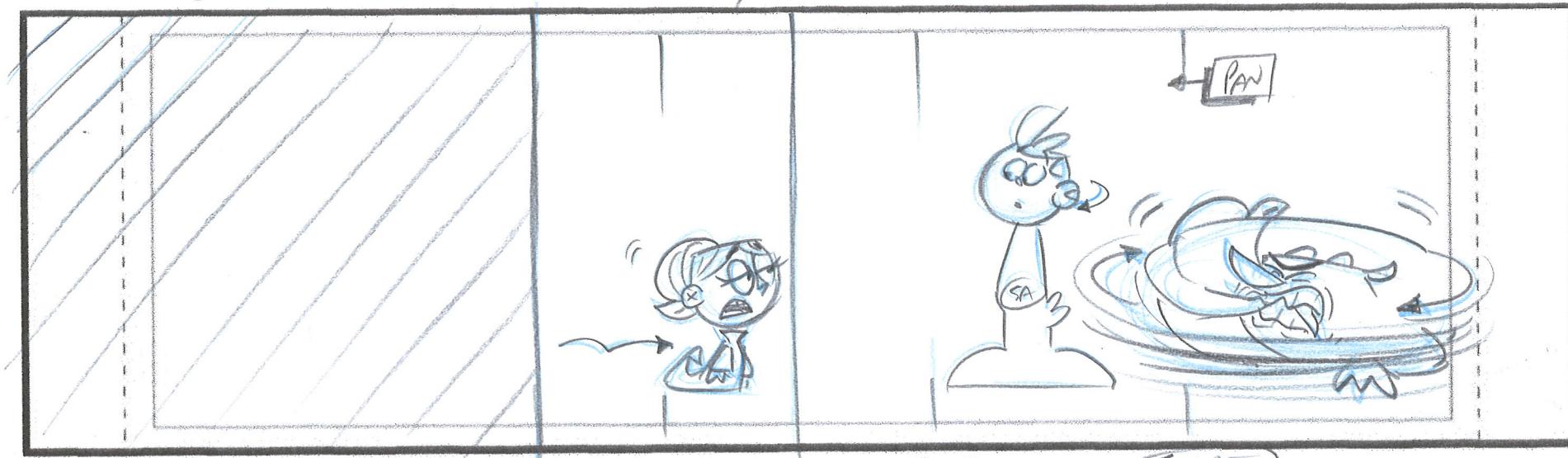
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

PAGE 1/8

SCENE 53 (CONT)

PANEL 4/5



ACTION

(*) PAN over as HEROISE walks in

STOP → START
Pan

DIAL.

26) HEROISE
"ALL THAT ATTENTION "

NOTES



JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

PAGE 119

SCENE 53 (cont)

PANEL 5/5



ACTION

- SHE SETTLES BY JIMMY.

DIAL.

(26) HEROISE (cont)

"BETTER HOPE CERBEE!"

NOTES

SCENE 54

PANEL 1/1



ACTION

EXT. STATUE OF CERBEE DAY

- HEROISE GESTURES.

(44)

DIAL.

(26) HEROISE (cont)

" DOESN'T GET BIG-HEADED now."

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

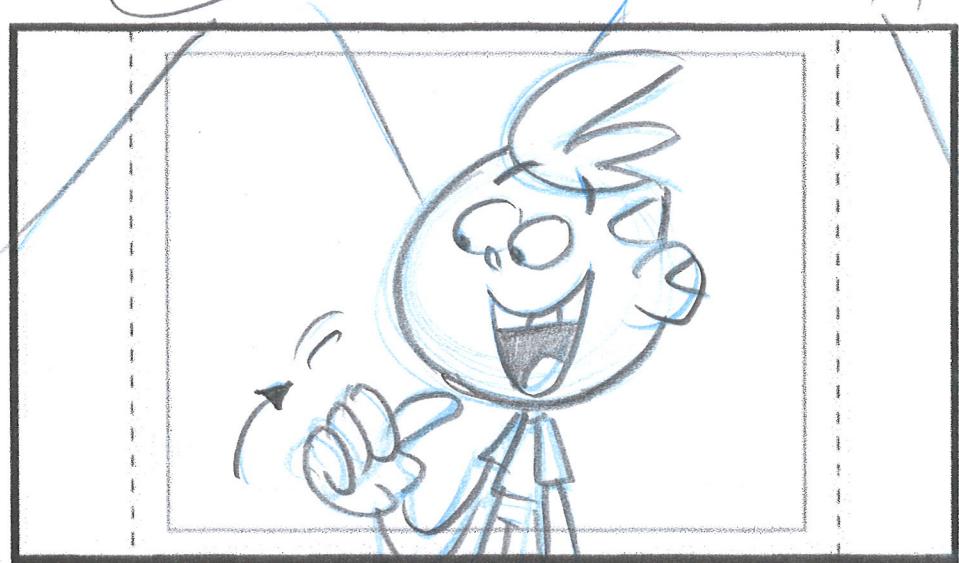
PAGE 120

SCENE

55

PANEL

1/4



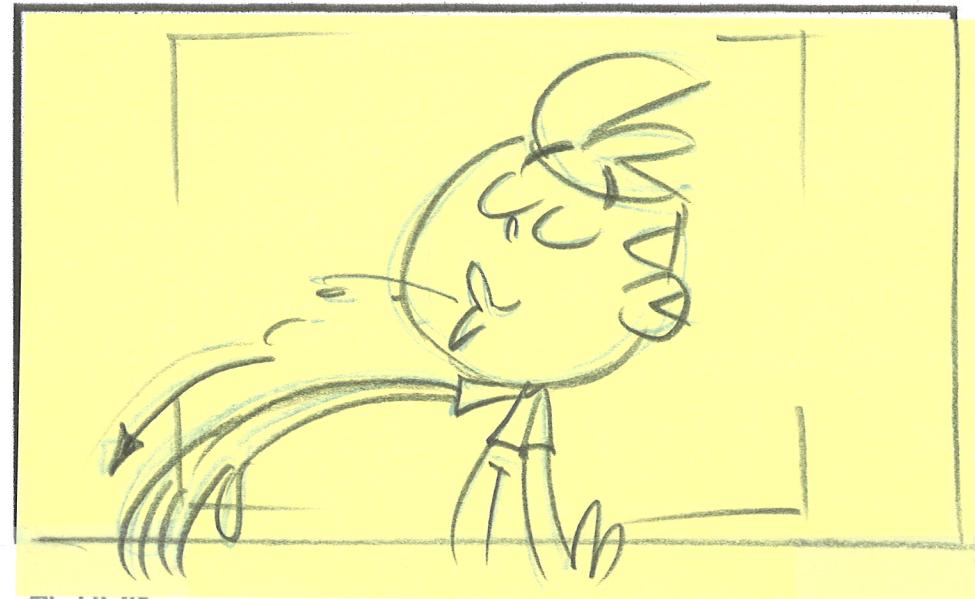
ACTION

EXT. STATUE OF CERBEE/
DAD

CUT
— Jimmy points to himself.

SCENE

PANEL 2/4



ACTION

— Jimmy runs with HAND

DIAL.

(27) Jimmy
"MY CERBEE? .."

NOTES

DIAL.

(27) Jimmy (cont)
"PFFFFT!"

NOTES

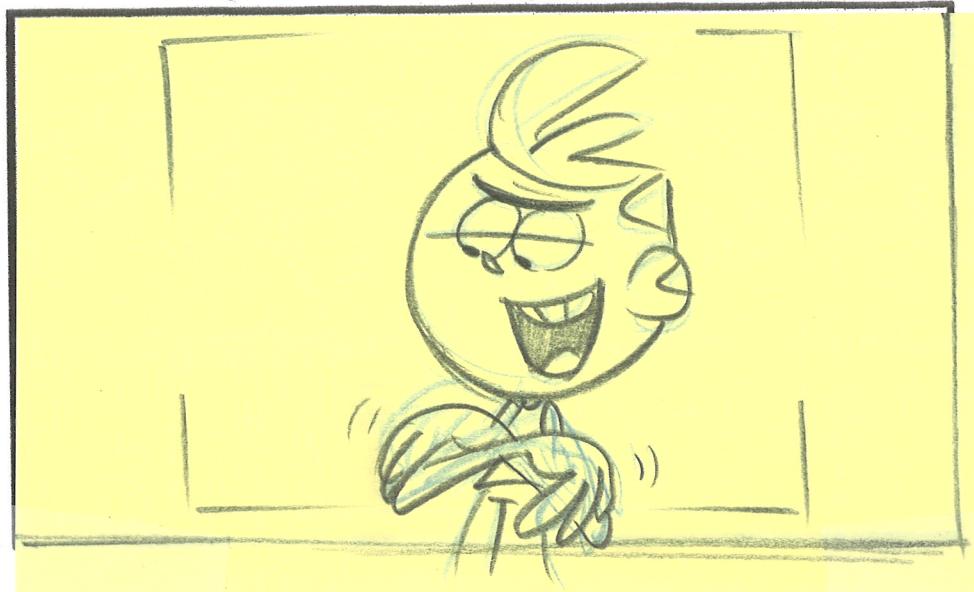


JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

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SCENE 55 (cont)

PANEL 3/4



ACTION

- Jimmy is confident.

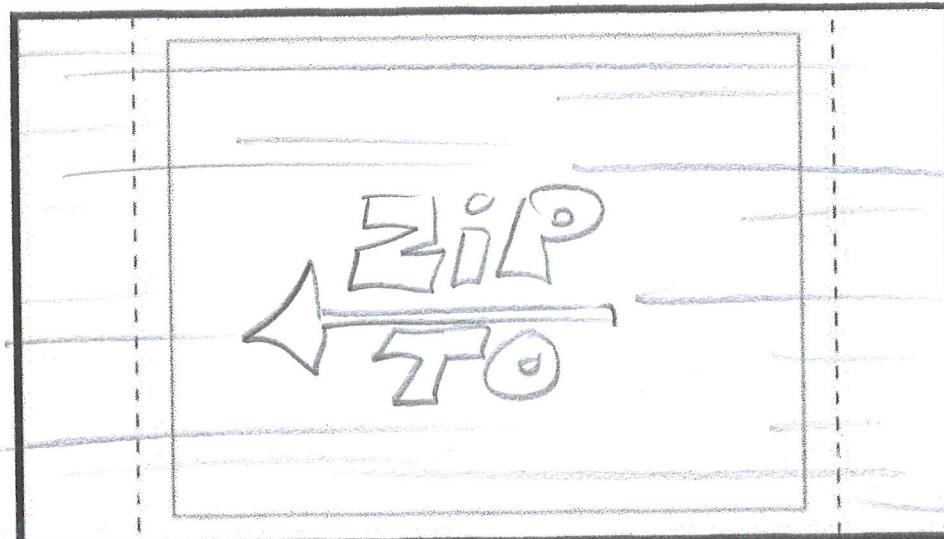
DIAL.

(27) Jimmy (cont)
"NEVER!"

NOTES

SCENE

PANEL 4/4



ACTION

zip PAN TO

DIAL.

NOTES



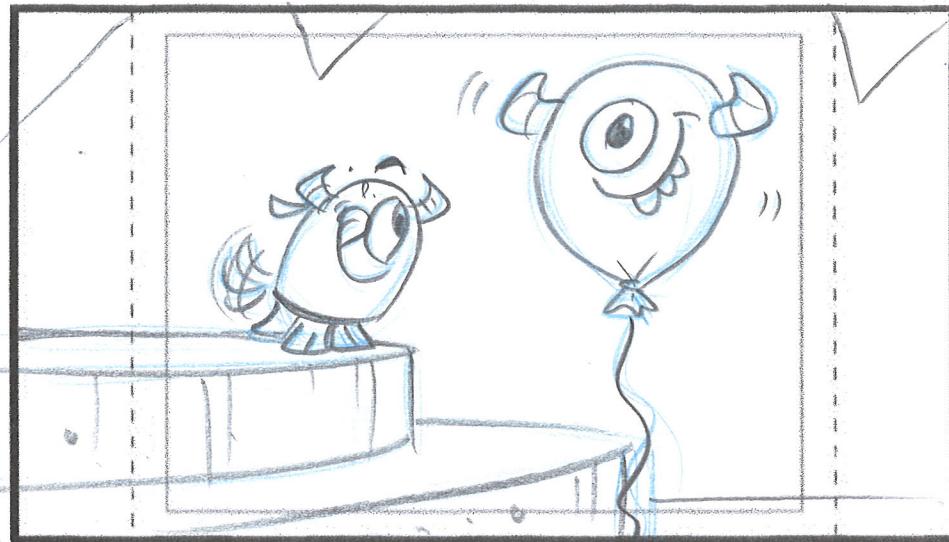
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

PAGE 122

SCENE 56

PANEL 1/6



ACTION

ZIP
PAN
TO

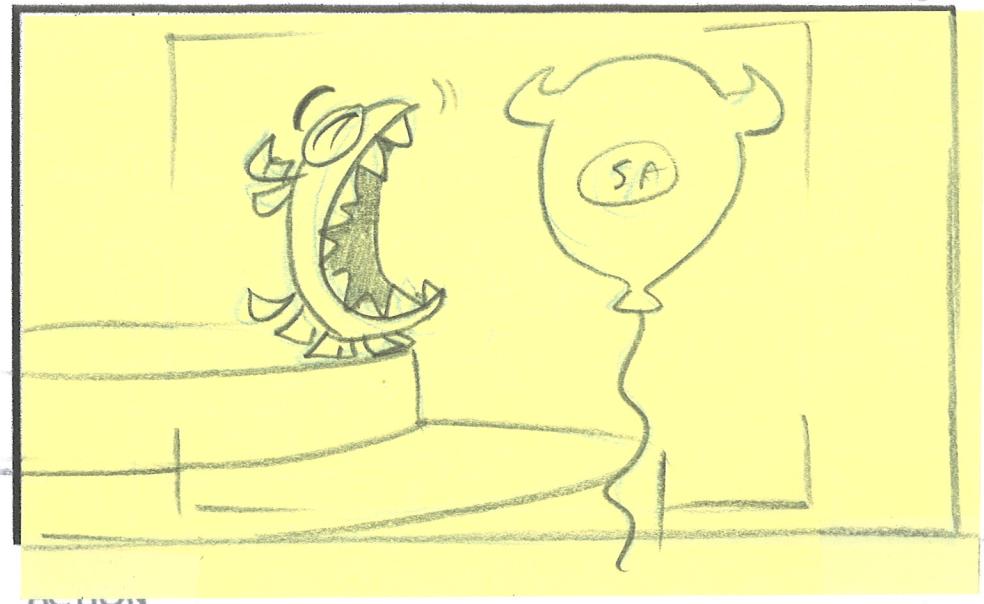
EXT. STATUE OF CERBEE/
BAT.

- CERBEE WATCHES A BALLOON
OF HIMSELF Hovering BESIDE HIM

DIAL.

SCENE

PANEL 2/6



MIRROR

- He Antics.

DIAL.

NOTES

NOTES



JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

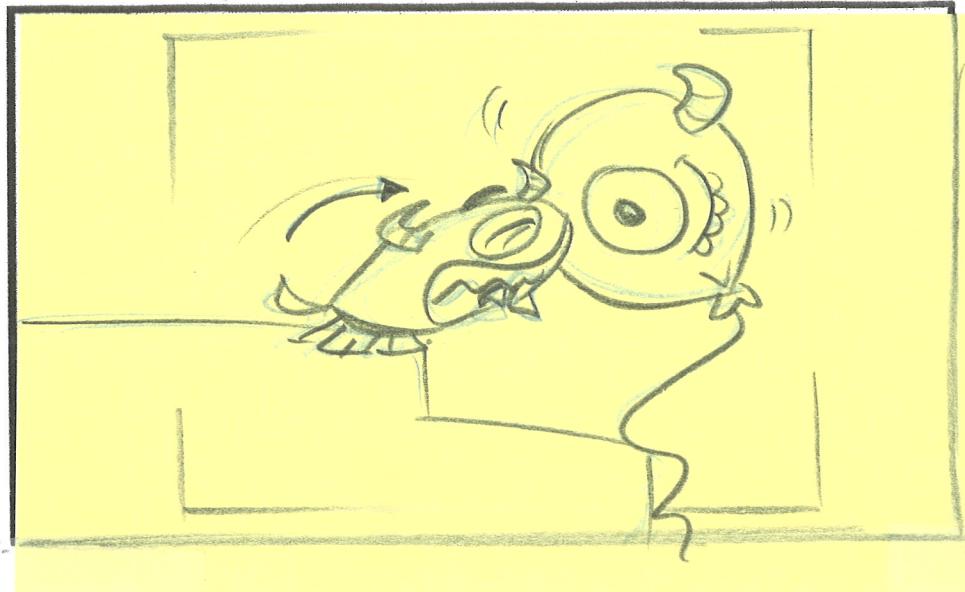
PAGE 123

SCENE 56 (Cont)

PANEL 3/6

SCENE

PANEL 4/6



ACTION

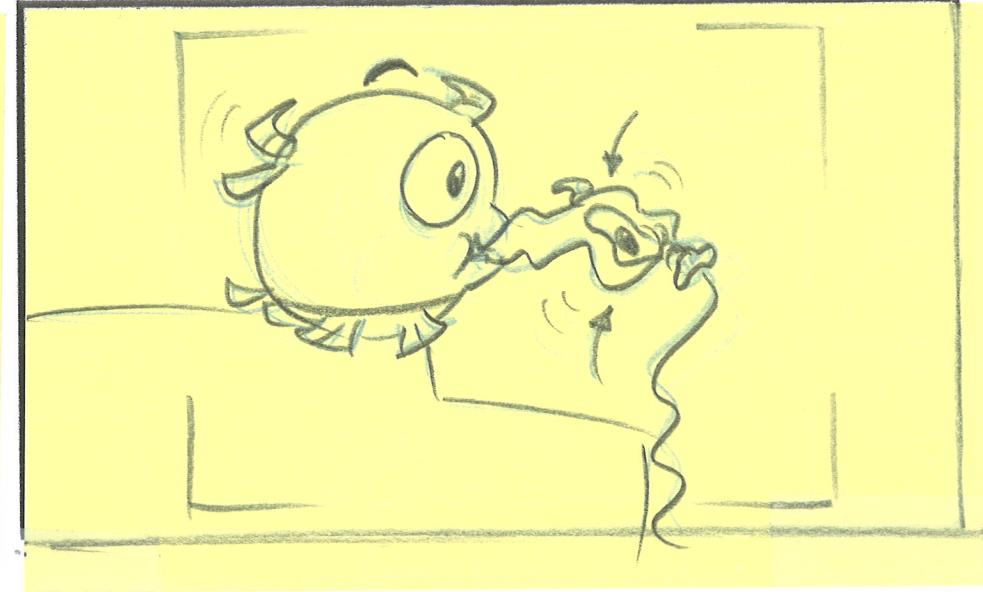
- CERBEE BITES HIS HORN.

DIAL.

(SFX)

CHOMP!

NOTES



ACTION

- THE AIR FROM THE BALLOON IS
QUICKLY TRANSFERRED INTO CERBEE'S
MOUTH AND INFLATES HIM!

DIAL.

(SFX)

(BALLOON DEPLATES)

NOTES

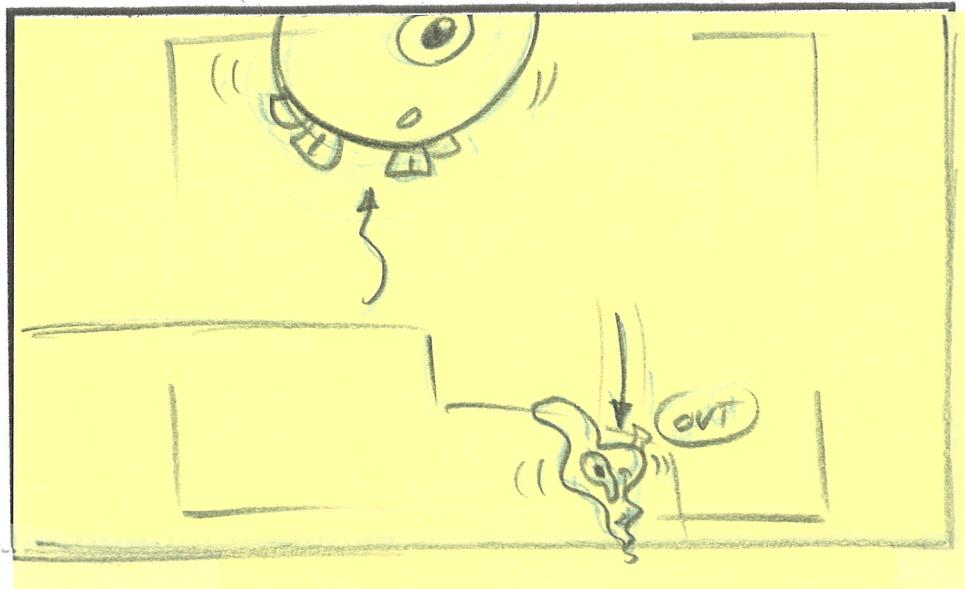


JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

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SCENE 56 (cont)

PANEL 5/6



ACTION

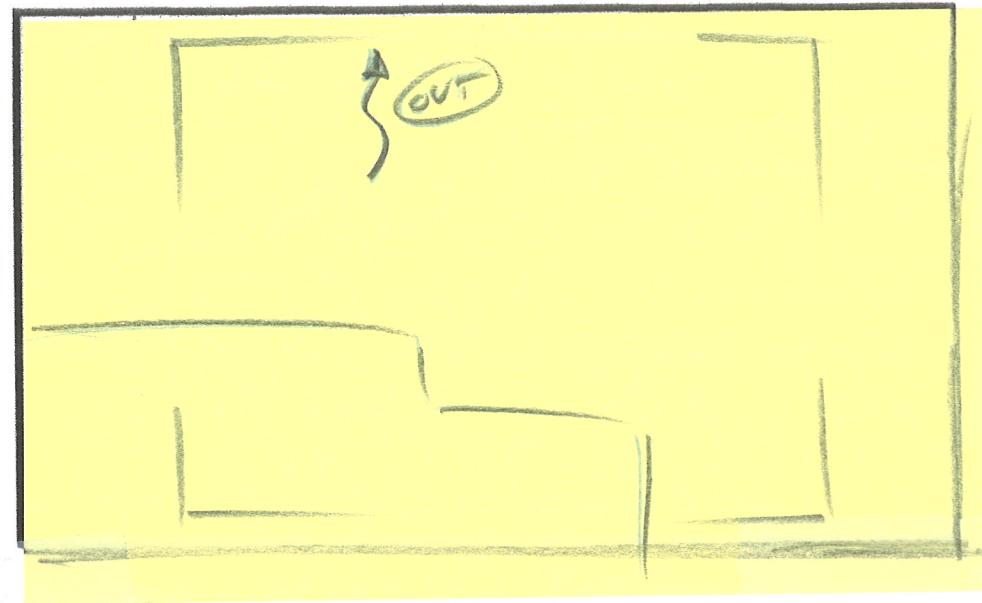
- CERBEE FLOATS UP.

DIAL.

NOTES

SCENE

PANEL 6/6



- CERBEE OUT

DIAL.

NOTES



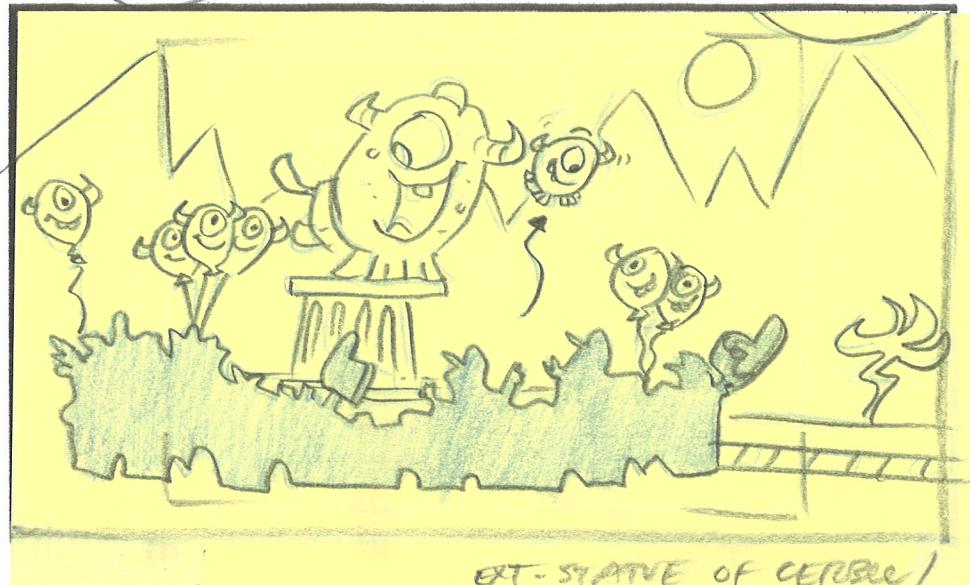
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 57

PANEL 1/2



ACTION

EXT - STATE OF CERBEE /

DAT.

(CUT) - THE CROWD CHEERS AS
CERBEE FLEATS UP.

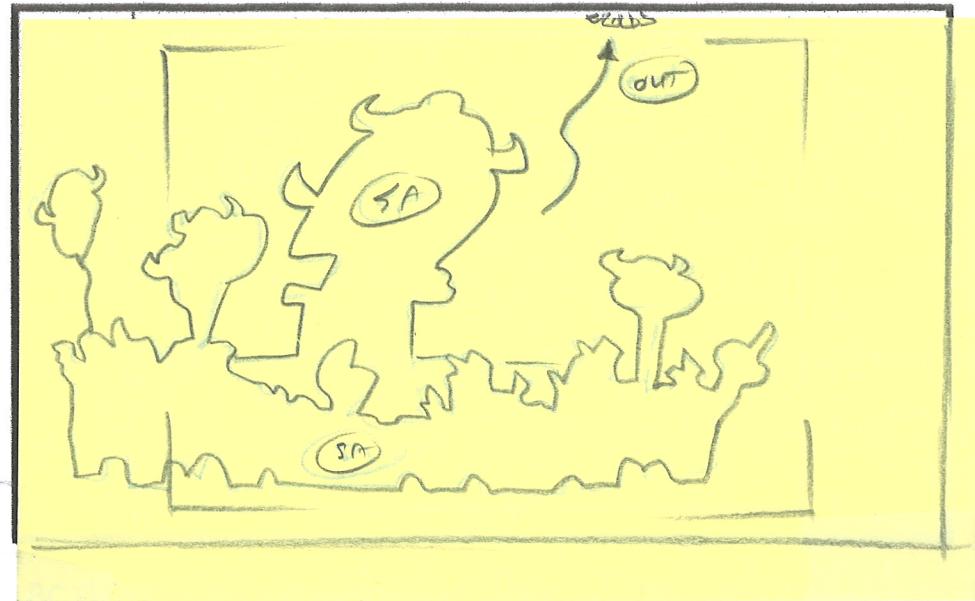
DIAL.

(SFX) CROWD
CHEERS!

NOTES

SCENE

PANEL 2/2



- CERBEE CAT

DIAL.

NOTES



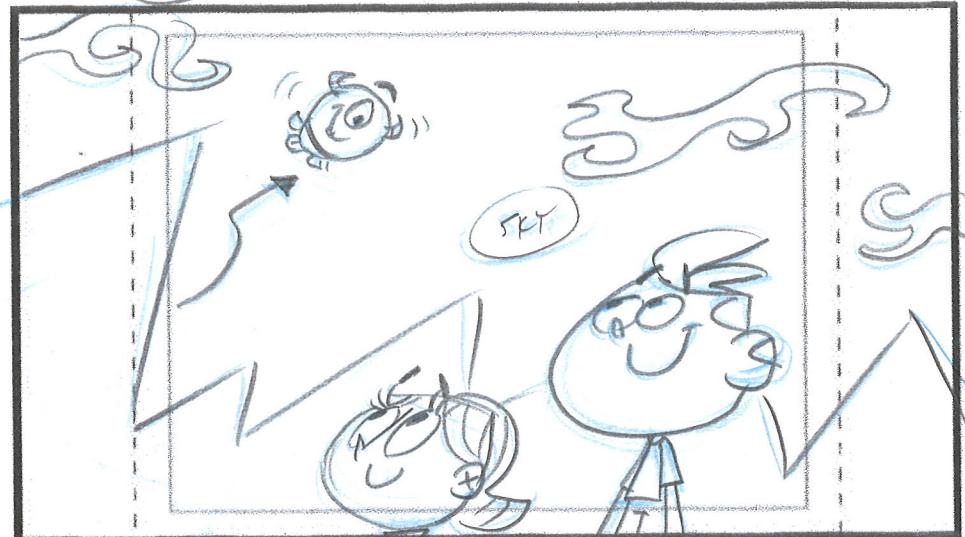
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

PAGE 1/26

SCENE 58

PANEL 1/2



ACTION

EXT. STATE OF CERBEE/
BAT.

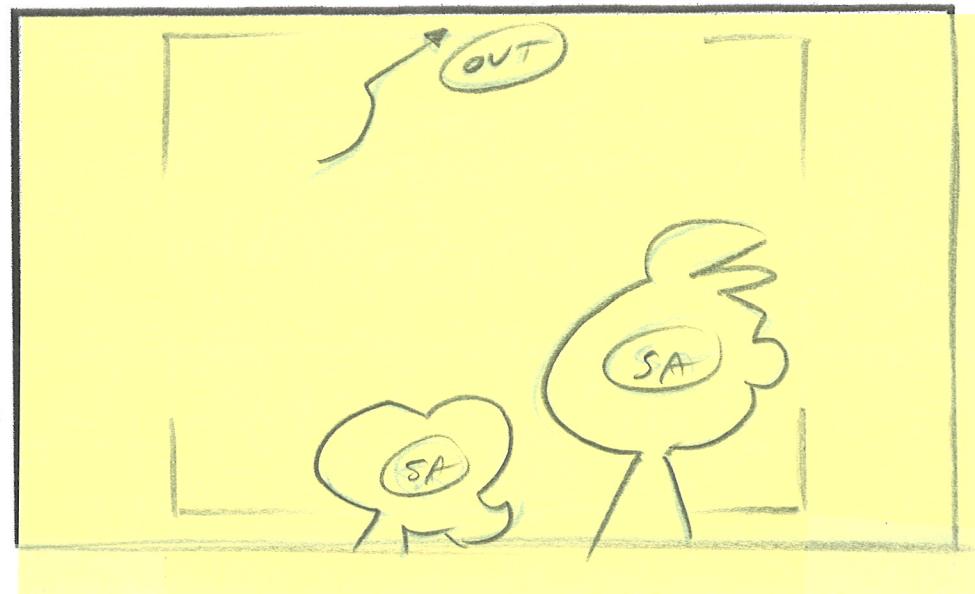
CUT
— JIMMY + HELOISE WAITING
CERBEE FLOAT AWAY.

DIAL.

NOTES

SCENE

PANEL 2/2



ACTION

— CERBEE CUT

DIAL.

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

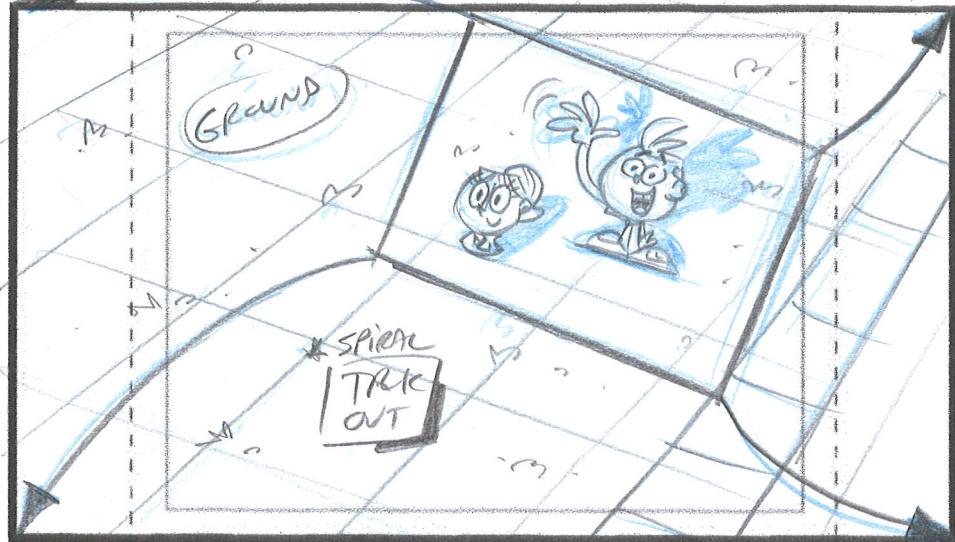
PAGE 127

SCENE 59

PANEL 1/1

SCENE 60

PANEL 1/5



ACTION

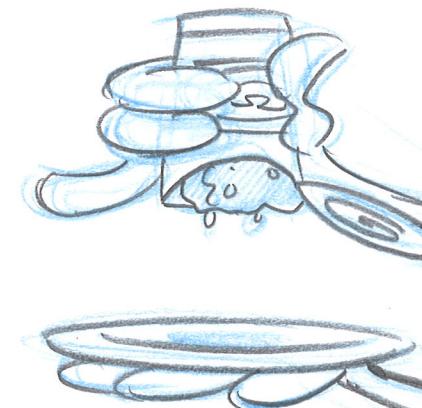
(CUT)

spine
ATRK (cut) AS JIMMY waves
to cerbee o.s.



ACTION

(CUT)



INT. JIMMY'S KITCHEN / DAY

- CLOSE ON JIMMY HAVING
AN OPEN CAN OF DOG FOOD OVER
A PLATE.

DIAL.

(28) Jimmy
"CATCH YA AT HOME, CERB!"

DIAL.

NOTES

NOTES



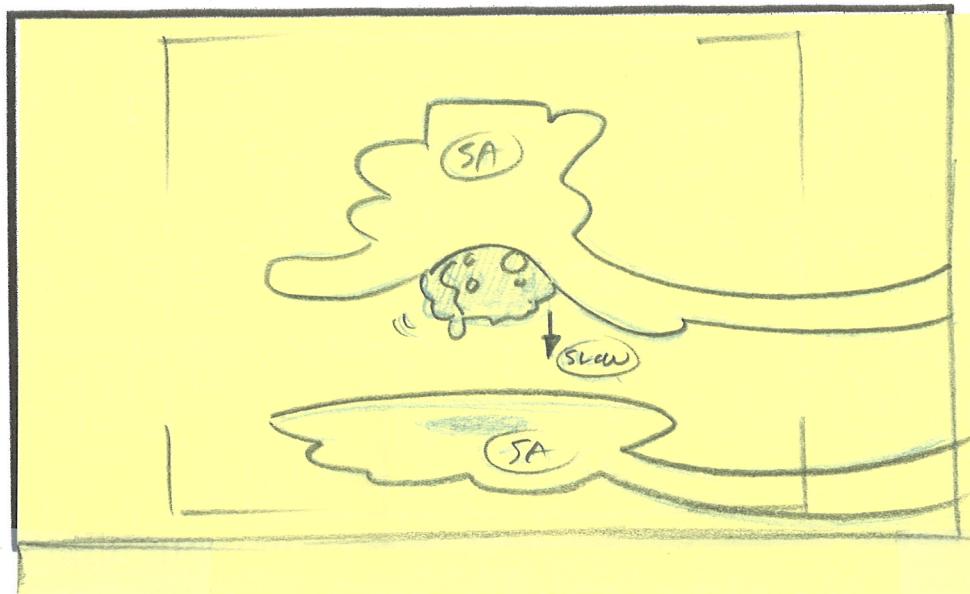
JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

PAGE 128

SCENE 60 (cont)

PANEL 2/5 SCENE

PANEL 3/5



ACTION

- THE DOG Food slowly
SLIDES OUT.

DIAL.

(SFX)

slide slowly



ACTION

- snii sliding.

DIAL.

t (cont)

NOTES

NOTES



JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

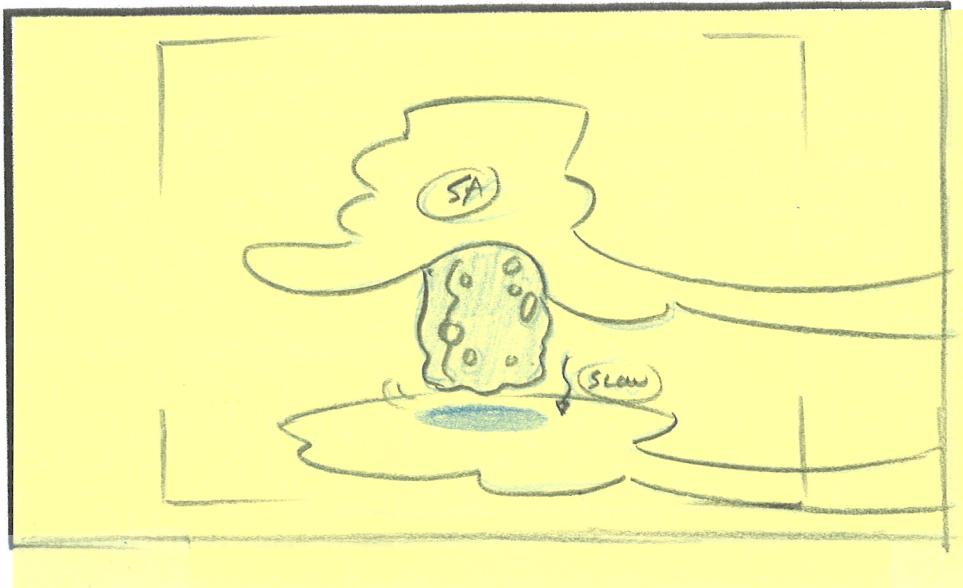
PAGE 129

SCENE 60 (cont)

PANEL 4/5

SCENE

PANEL 5/5

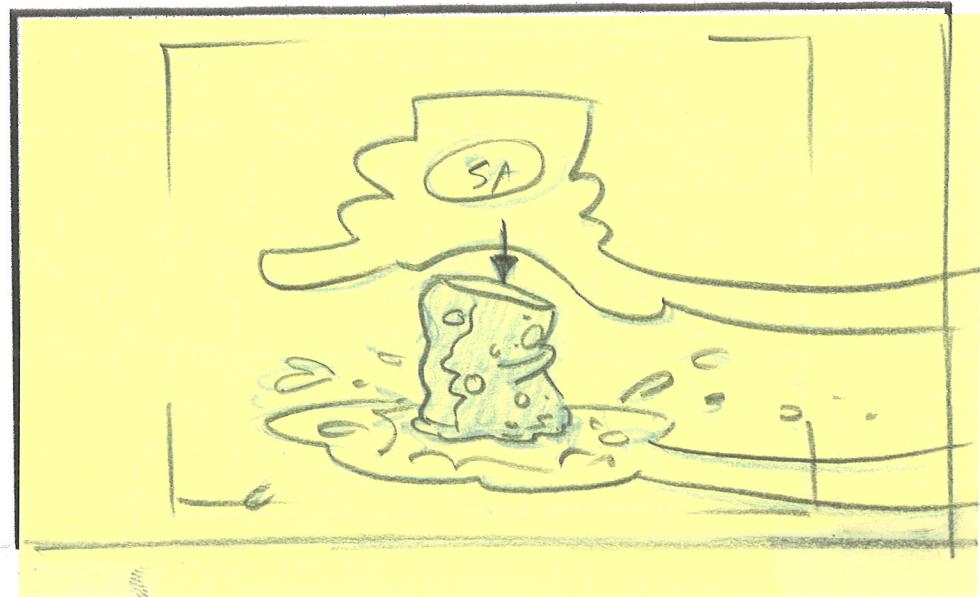


ACTION

- sliding (out) slow.

DIAL.

NOTES



ACTION

- IT LANDS WITH A SLOW ON THE PLATE.

DIAL.

(SFX)
slow!

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE

61

PANEL 1/6



ACTION

HU

INT: Jimmy's Kitchen
/ DAY

- Jimmy toses THE EMPTY
POP CAN O.S.

DIAL.

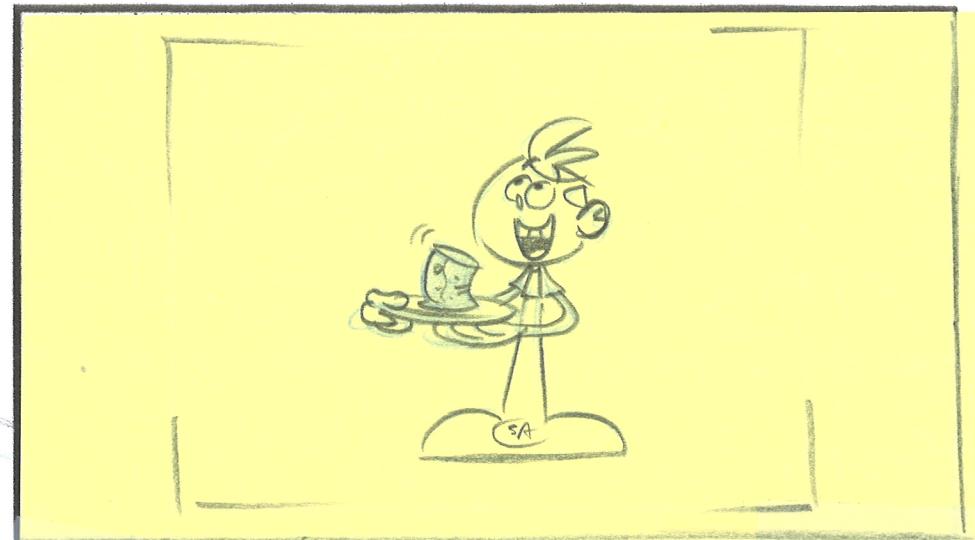
(29) Jimmy

"HERE BOY!"

NOTES

SCENE

PANEL 2/6



action

- Jimmy calls to CERBEE

DIAL.

(29) Jimmy (cont)

"DINNER!"

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

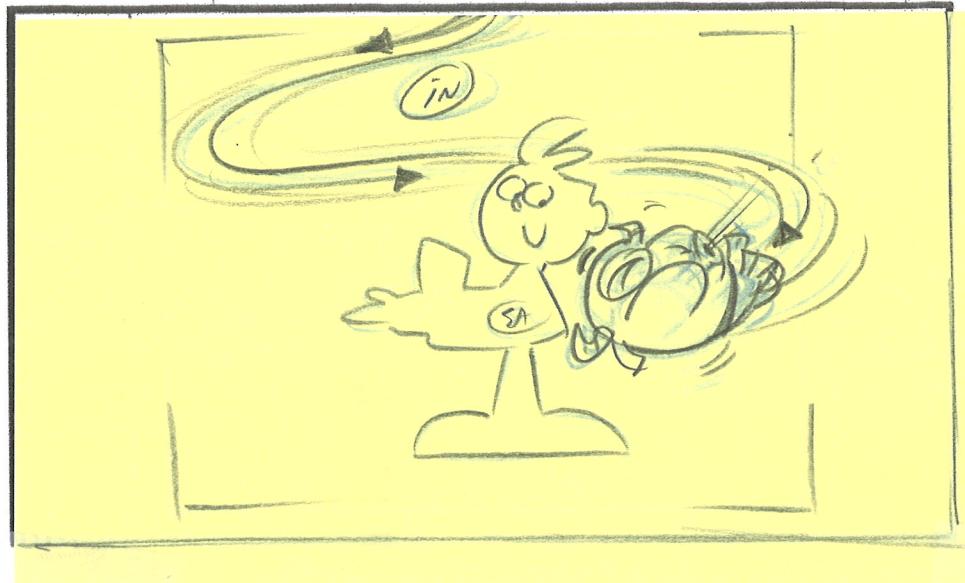
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SCENE 61 (CONT)

PANEL 3/6

SCENE

PANEL 4/6



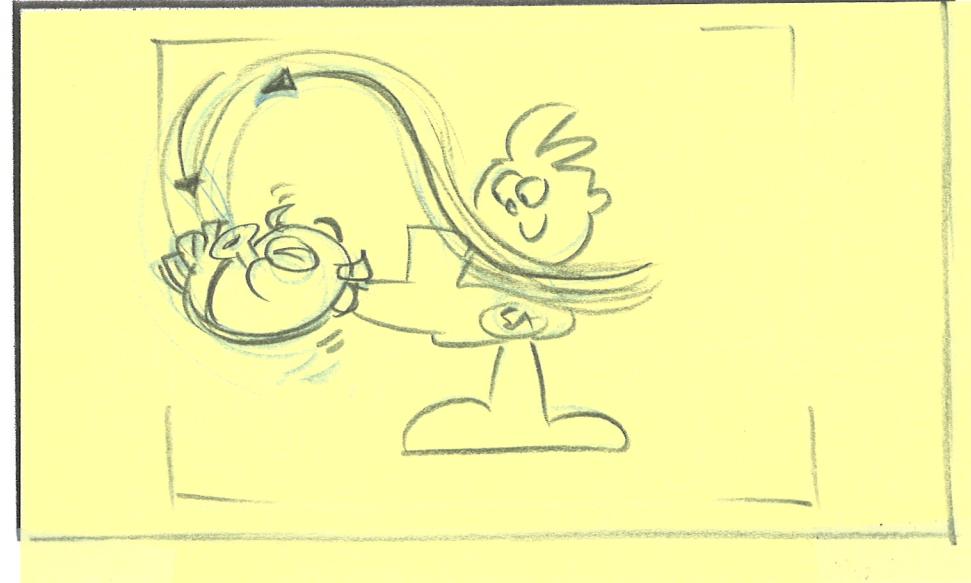
ACTION

— CERBEE ZIPS IN AS A
DEFATING BALLOON.

DIAL.

(SFx)

(DEFATING BALLOON)



ACTION

— He zips around Jimmy.

DIAL.

(cont)

NOTES

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

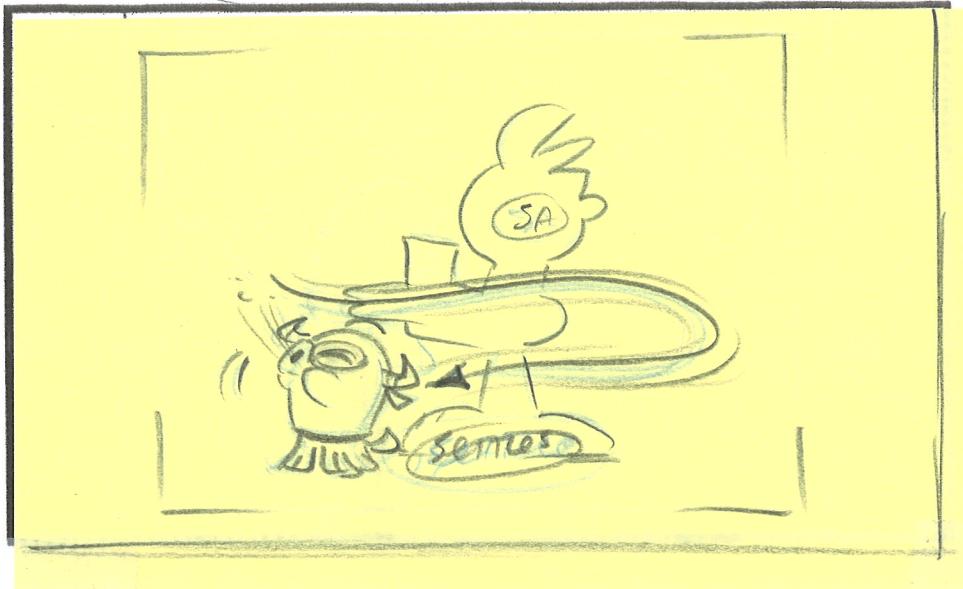
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SCENE 61 (cont)

PANEL 5/6

SCENE

PANEL 6/6

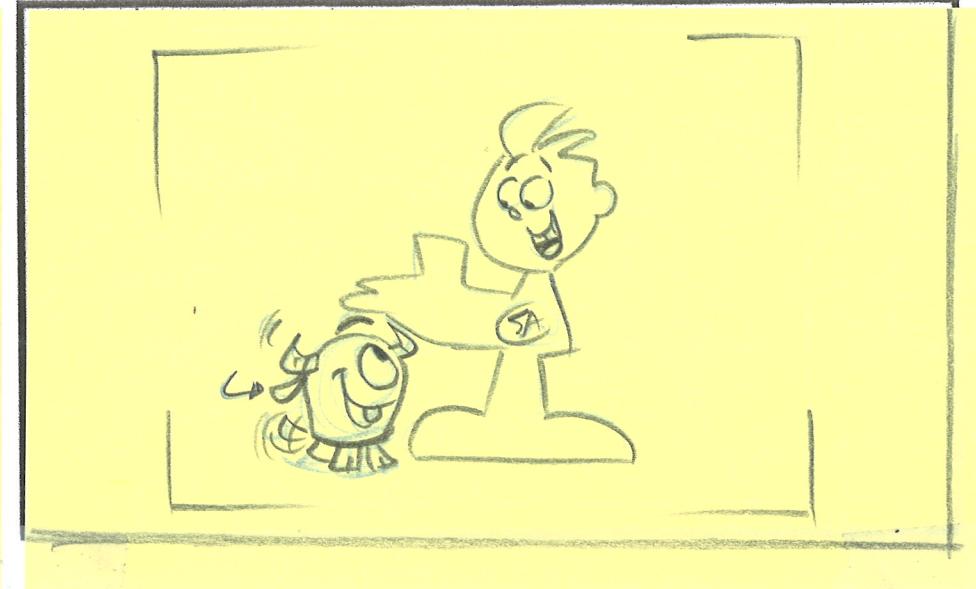


- CERBEE DEFATES AND SETTLES
BY JIMMY .

DIAL.

(DEFATES AND SETTLES)
SFX

NOTES



- CERBEE TURNS TO JIMMY HAPPILY.

DIAL.

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

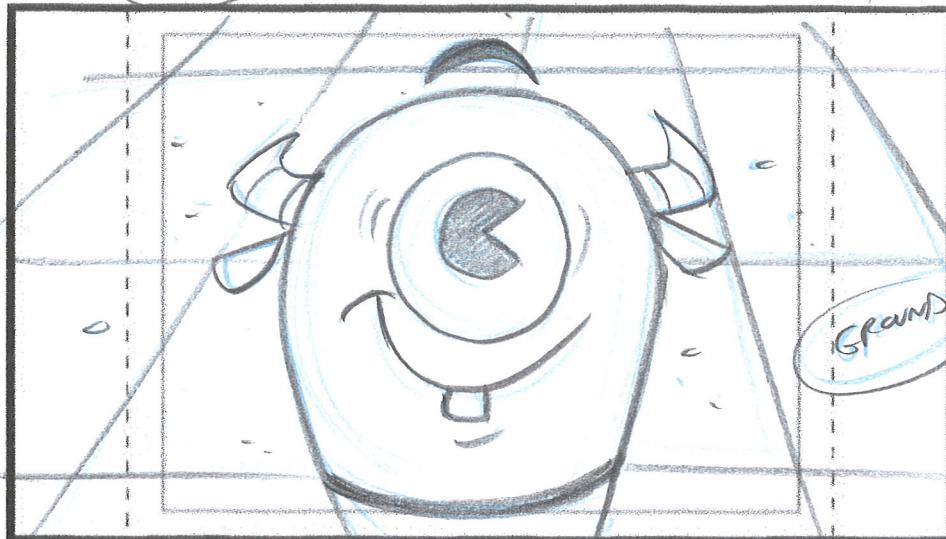
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SCENE

(62)

PANEL

1/1



ACTION

(CUT) - CERBEE LOOKS UP AT JIMMY.

DIAL.

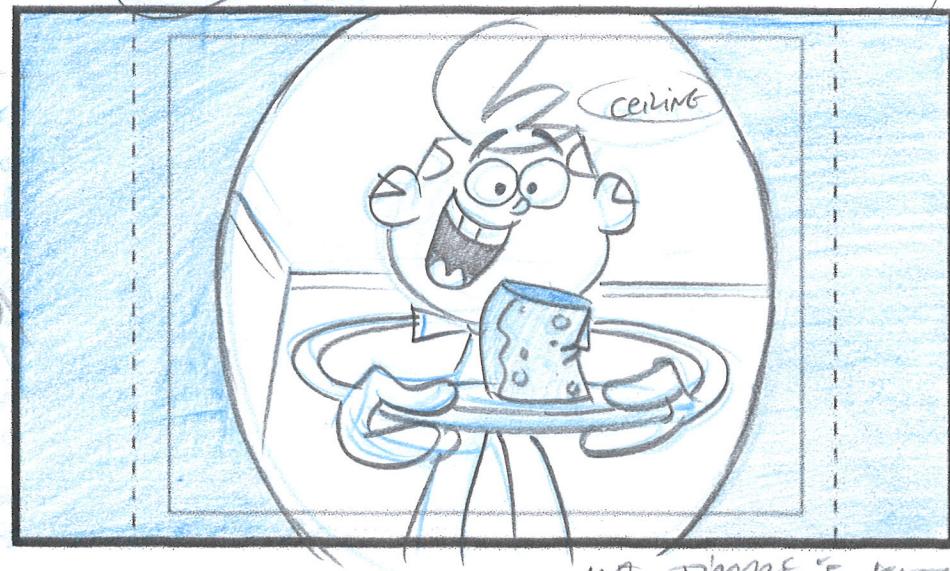
NOTES

SCENE

(63)

PANEL

1/7



ACTION

(CUT) - P.O.V. AS JIMMY HAS DOGFOOD.

DIAL.

(30) JIMMY:

"BAH BAH BAH"

NOTES



JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

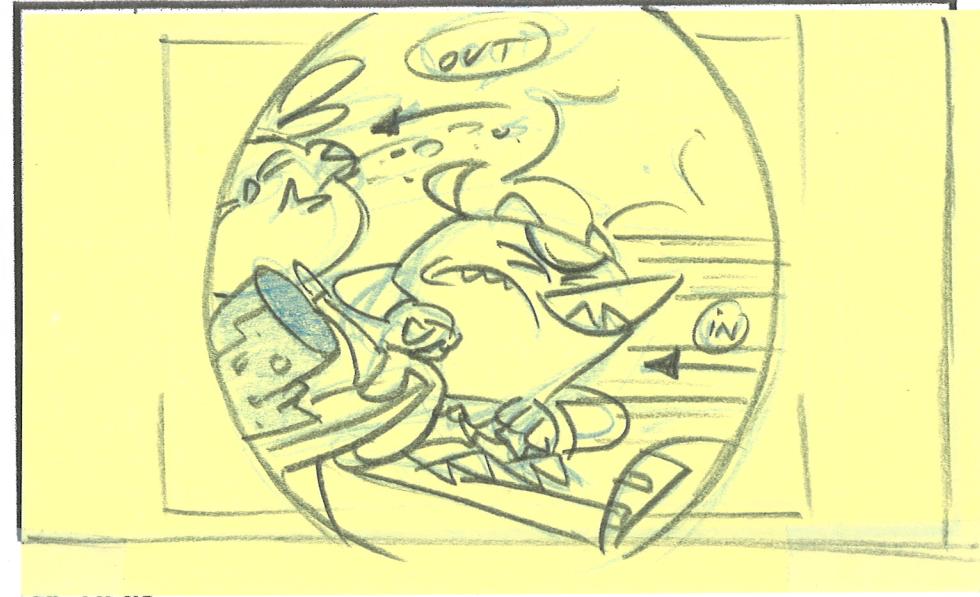
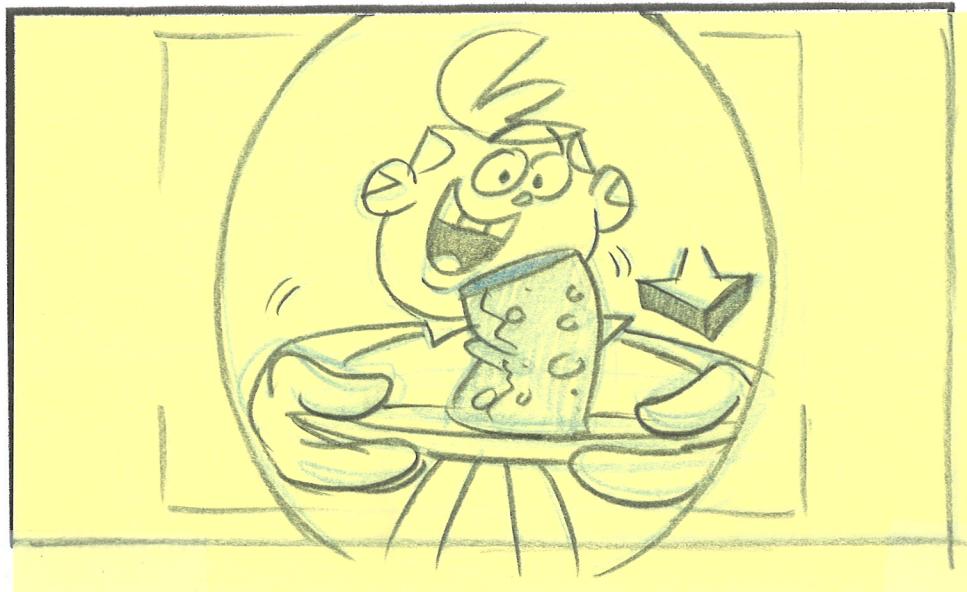
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SCENE 63 (cont)

PANEL 2/7

SCENE

PANEL 3/7



- He sees Cerbee.

DIAL.

(30) Jimmy (cont)
"DINNER!"

NOTES

- suddenly Cerbee checks
Jimmy HARD o.s.

DIAL.

(SFX)
WHAM!

NOTES

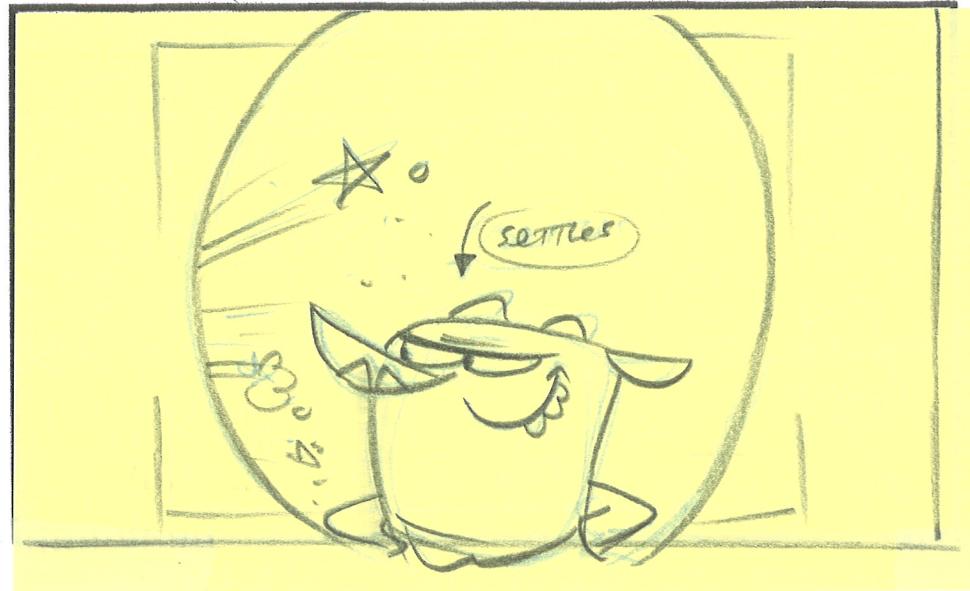


JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

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SCENE 63 (cont)

PANEL 4/7



ACTION

- Jimmy FRIES AND CRASHES O.S.

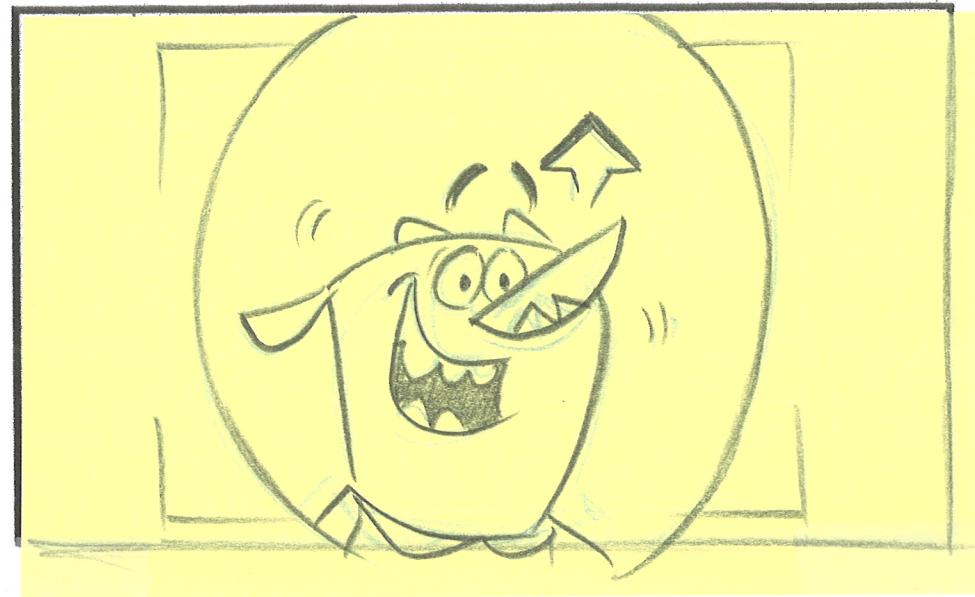
DIAL.

(SFX) (0.5)
CRASH!

NOTES

SCENE

PANEL 5/7



ACTION

- Lucas STEPS FORWARD TOWARDS CERBEE.

DIAL.

(31) LUCAS
"BLAH-BLAH-BLAH"

NOTES



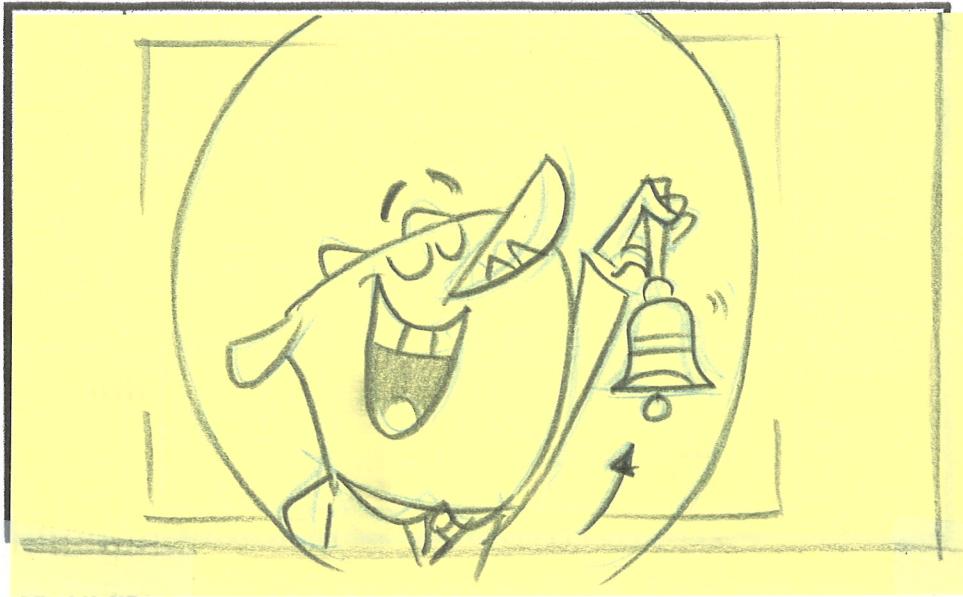
JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

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SCENE 63 (cont)

PANEL 6/7 SCENE

PANEL 7/7



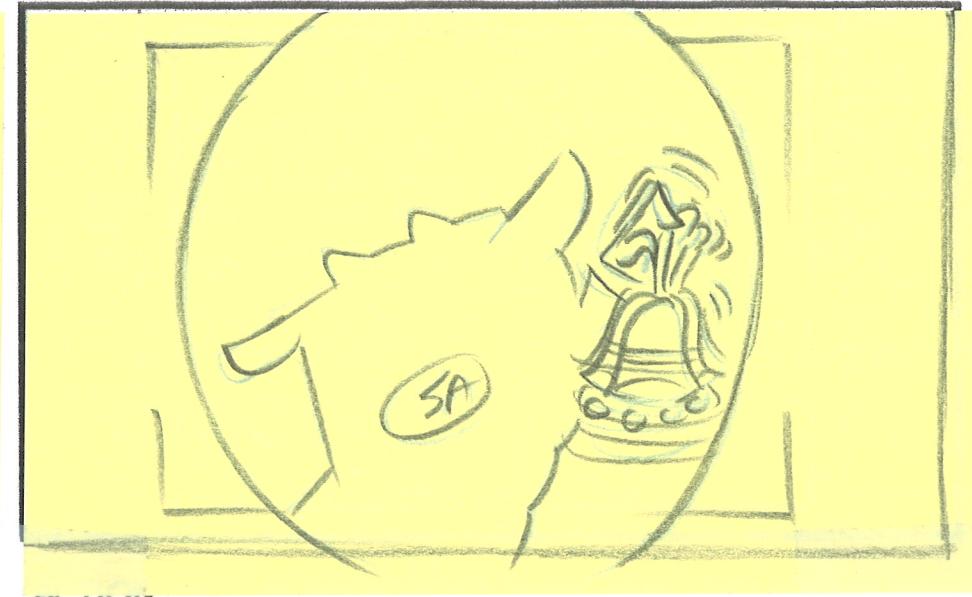
- LUCIUS HOISTS UP A BELL.

DIAL.

(31) LUCIUS (cont)

"BETTER DINNER!"

NOTES



- He rings THE BELL.

DIAL.

(SFX)

RING RING RING!

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

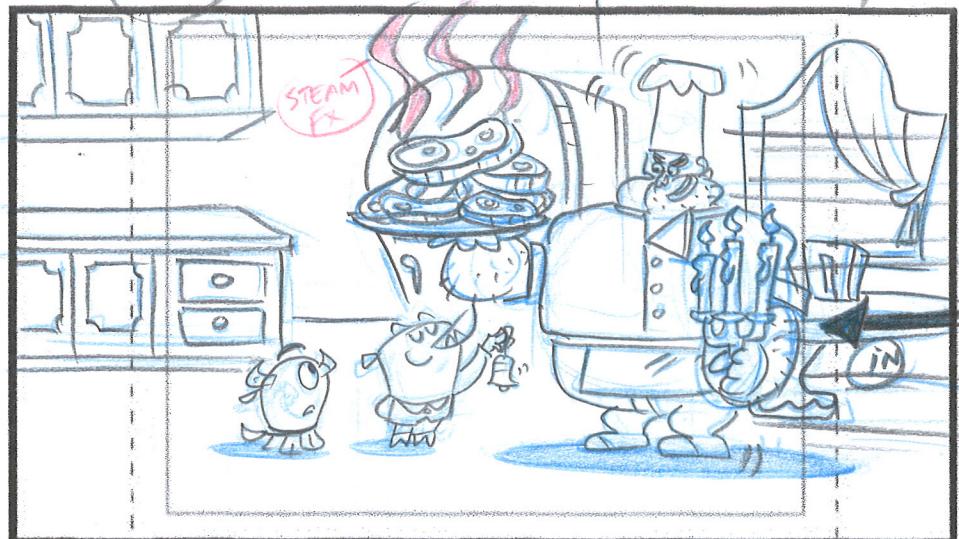
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SCENE

64

PANEL

1/2



ACTION

INT. JIMMY'S KITCHEN/DAY

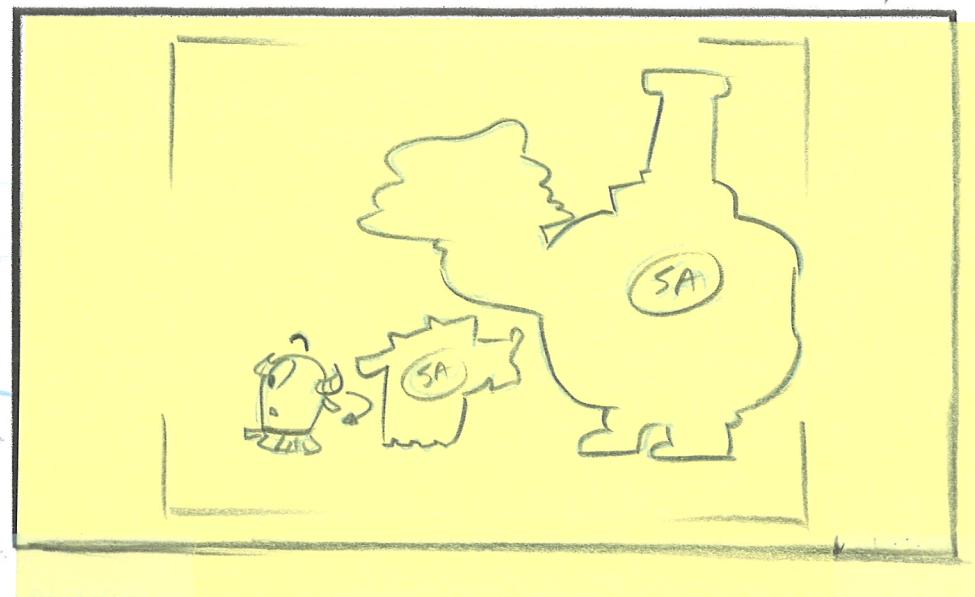


- CHEF MUSH ZIPS IN WITH A PLATE OF STEAKS AND CANDLEABRA.

DIAL.

SCENE

PANEL 2/2



ACTION

- CERBEE TURNS TO SEE WHERE JIMMY IS.

DIAL.

NOTES

NOTES



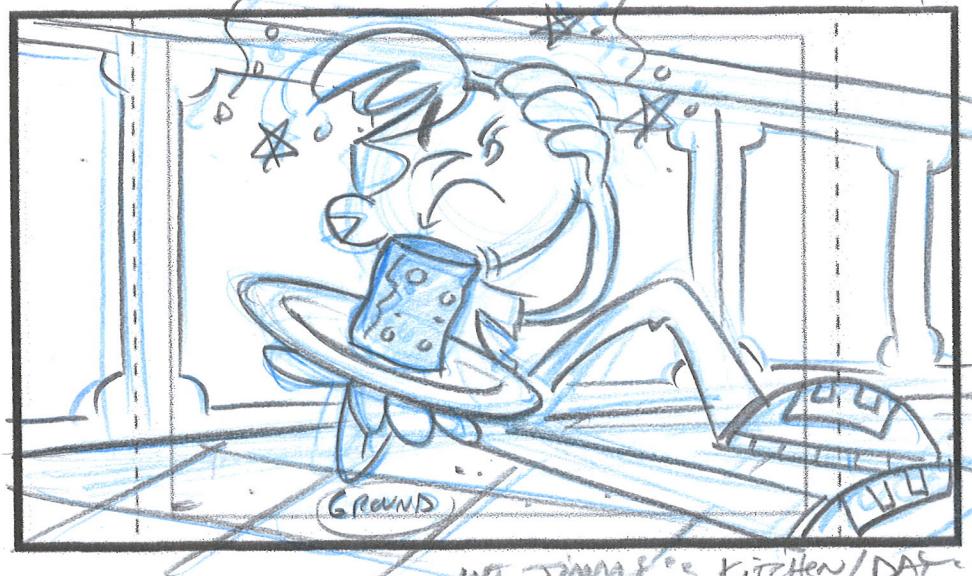
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 65

PANEL 1/9



ACTION

INT. Jimmy's Kitchen/DAY

(CUT) - Jimmy is DAZED ON FLOOR

DIAL.

NOTES

SCENE

PANEL 2/9



ACTION

- HE RUBS HIS HEAD WEARILY.
- THE DOG FOOD STARTS TO SLIDE.

DIAL.

(SFX) (MOANS IN PAIN) (EFFECT)
(DOGFOOD SLIDES)
Screech

NOTES



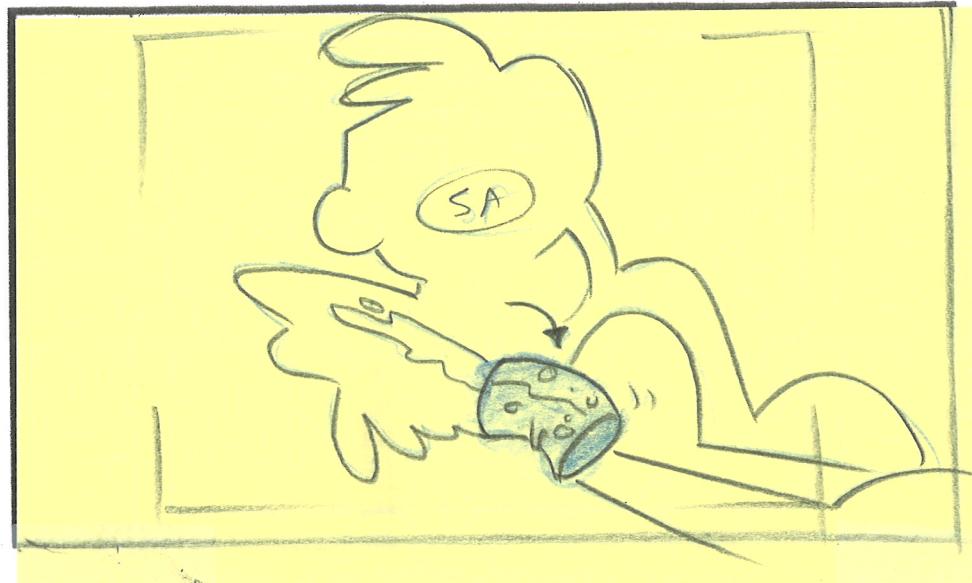
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 65 (cont)

PANEL 3/9

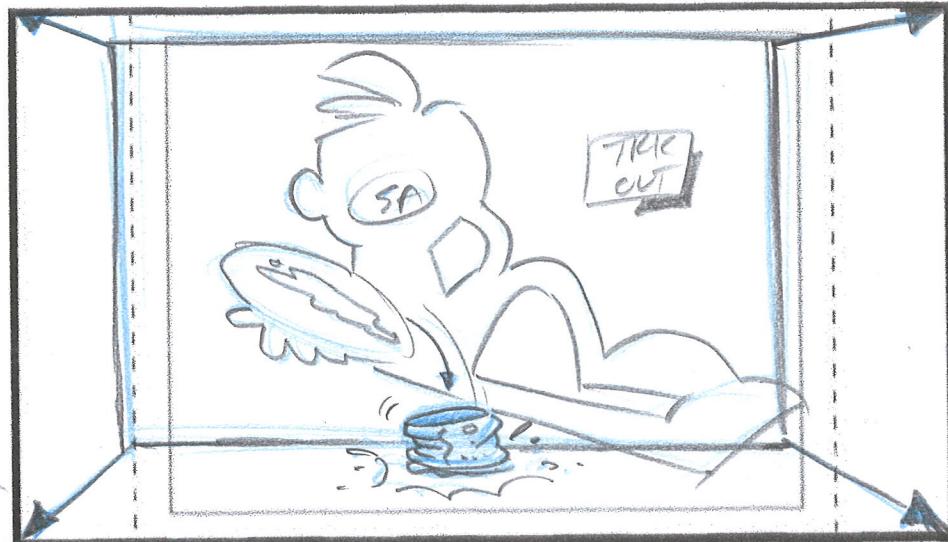


ACTION

- THE DOG FOOD SLIDES OFF PLATE.

SCENE

PANEL 4/9



ACTION

* TRIE CUT AS DOG FOOD LANDS ON
THE GROUND

DIAL.

DIAL.

(SFX)
SPAT!

NOTES

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 65 (cont)

PANEL 5/9



ACTION

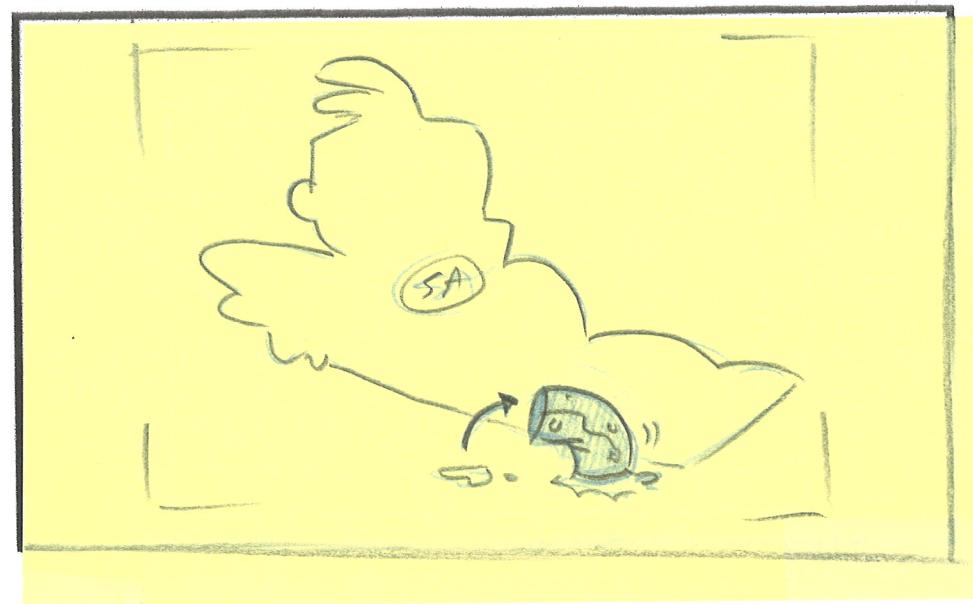
- THE DOG FOOD "SLINKIES" IT'S
CAT ALONG THE GROUND.

DIAL.

NOTES

SCENE

PANEL 6/9



ACTION

- IT "SLINKIES" OUT.

DIAL.

NOTES



JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

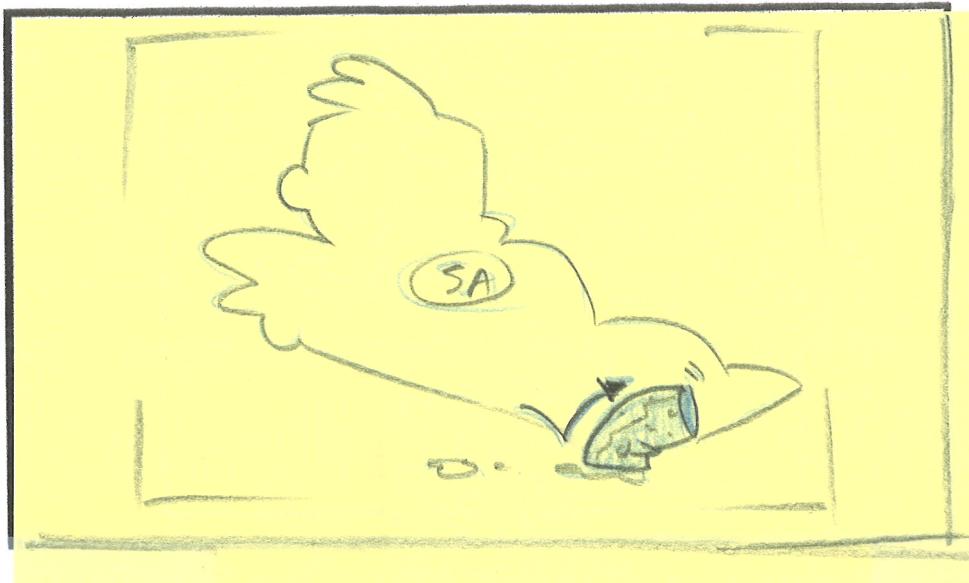
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SCENE 65 (cont)

PANEL 7/9

SCENE

PANEL 8/9

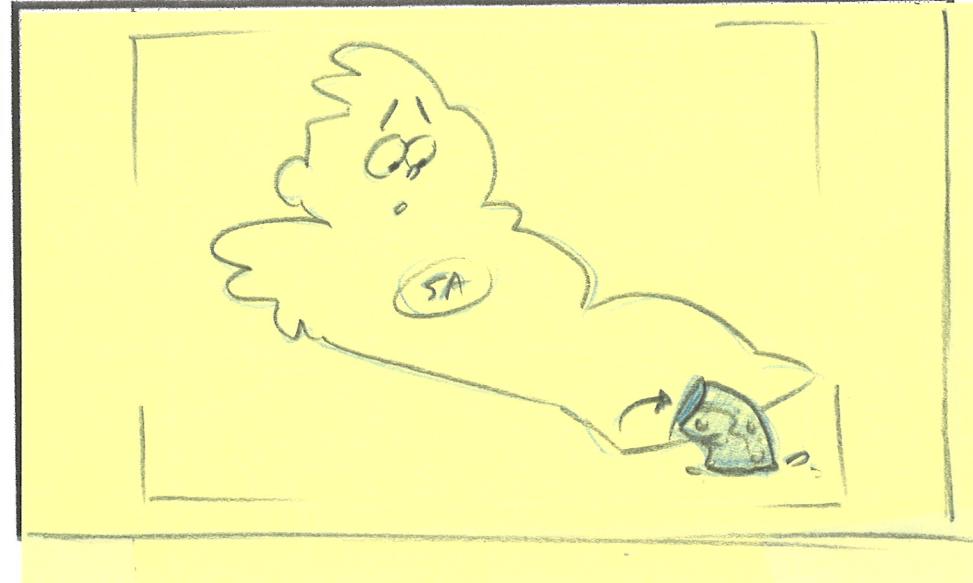


ACTION

"Slurries" mut-

DIAL.

NOTES



ACTION

- "slurries" mut-

DIAL.

NOTES



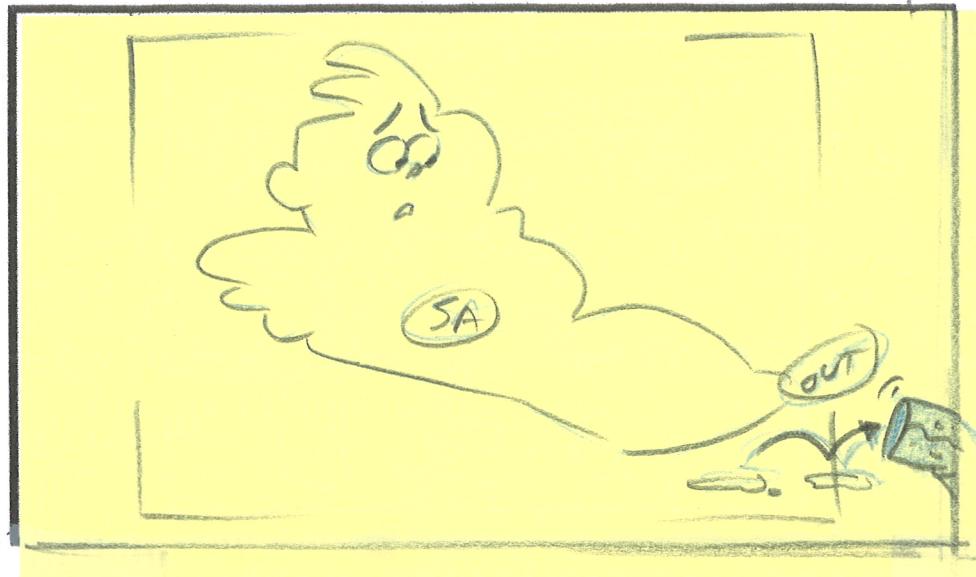
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 65 (cont)

PANEL 9/9



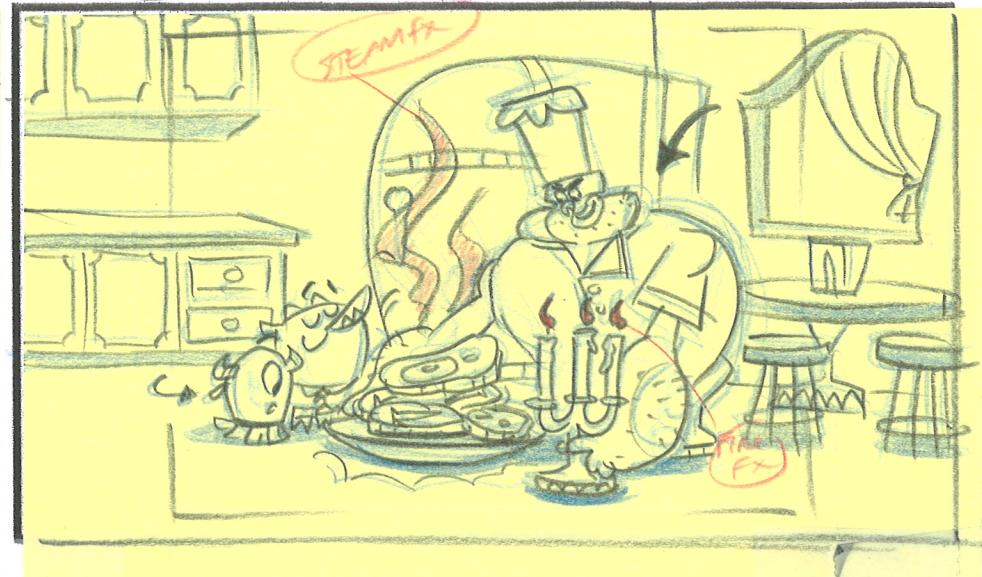
ACTION

- THE DOG FOOD SLIDES OUT

CUT

SCENE 66

PANEL 1/2



MEDIUM

- CHEF MUST SETS DOWN THE STEAKS.

DIAL.

DIAL.

SFX
(SETS DOWN PLATE)

NOTES

NOTES



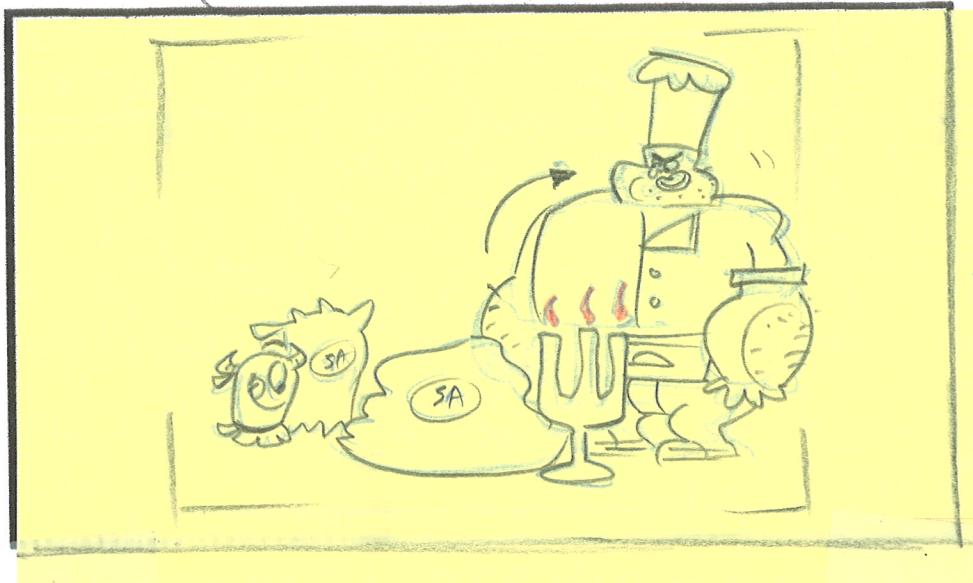
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 66 (cont)

PANEL 2/2



ACTION

- HE STANDS UP.
- CERBEE LICKS HIS LIPS

DIAL.

ACTION

MIC

DIAL.

- CERBEE LICKS HIS LIPS!

(SFX)
(LICK'S LIPS)

NOTES

NOTES



JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

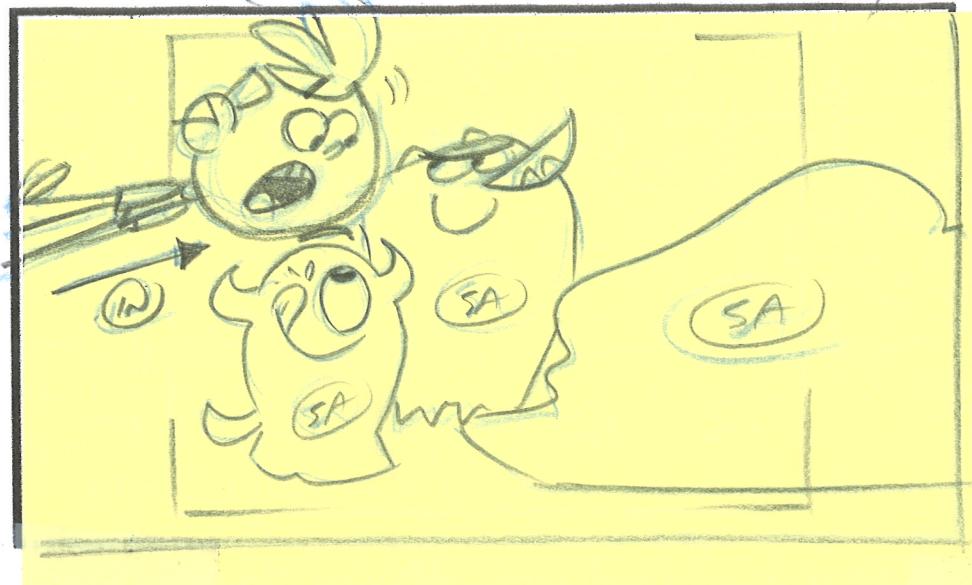
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SCENE 67 (cont)

PANEL 2/4

SCENE

PANEL 3/4



- Jimmy (in)
- Jimmy IS IN AWE.

DIAL.

(ADDED)
DIAL Jimmy
"WHAT!"

NOTES



- Jimmy comes over AT
His plate o.s.

DIAL.

(ADDED)
DIAL Jimmy (cont)
"THAT'S EVEN BETTER
THAN MY DINNER!"

NOTES



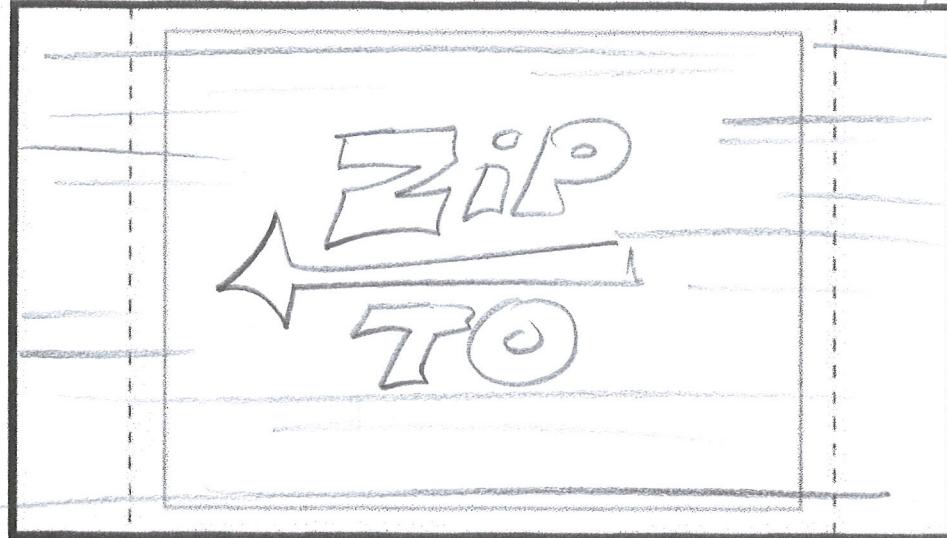
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

PAGE 145

SCENE 67 (cont)

PANEL 4/4

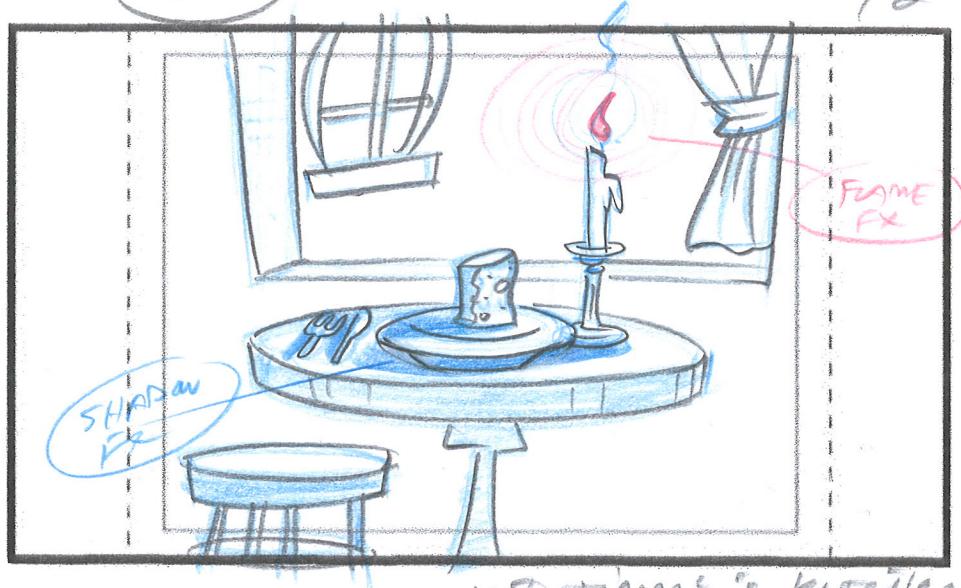


ACTION

ZIP PAN TO

SCENE 68

PANEL 1/2



DIAL.

ACTION

ZIP
TO

- JIMMY'S PLATE HAS THE SAME DOG FOOD AS CERBEE HAS.
- ONLY 1 CANDLE.

DIAL.

SFX

CRICKETS!

NOTES

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 68 (CONT)

PANEL 2/2



ACTION

—zip (PAN) TO

DIAL.

NOTES

SCENE 69

PANEL 1/10



INT. JIMMY'S KITCHEN

DAT

—zip
TO

ACTION

—Lucius looks at Jimmy
with EVIL PRIDE.

DIAL.

(ADDED
DIAL) LUCIUS
"HERO'S DESERVE "

NOTES



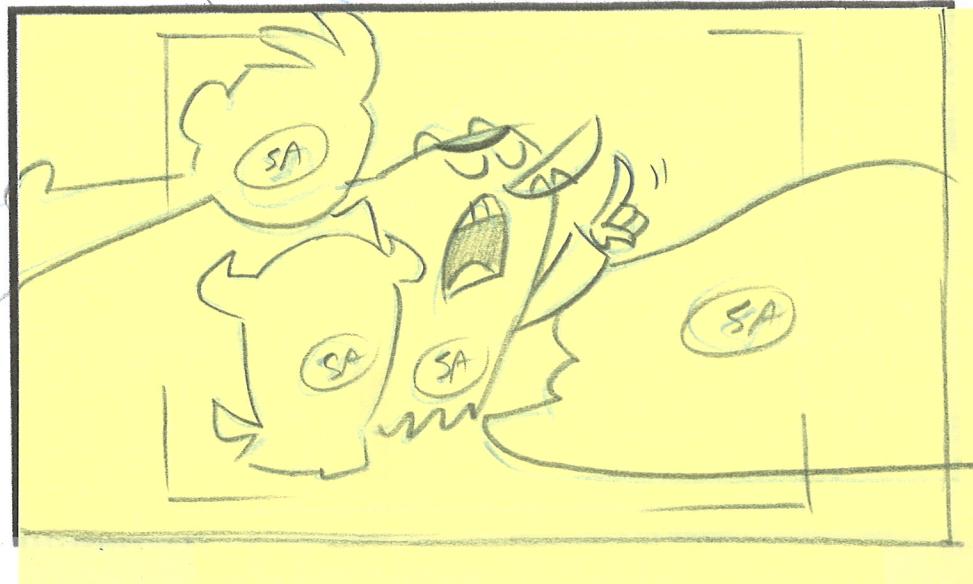
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 69 (cont)

PANEL 2 / 10



ACTION

- He Gestures

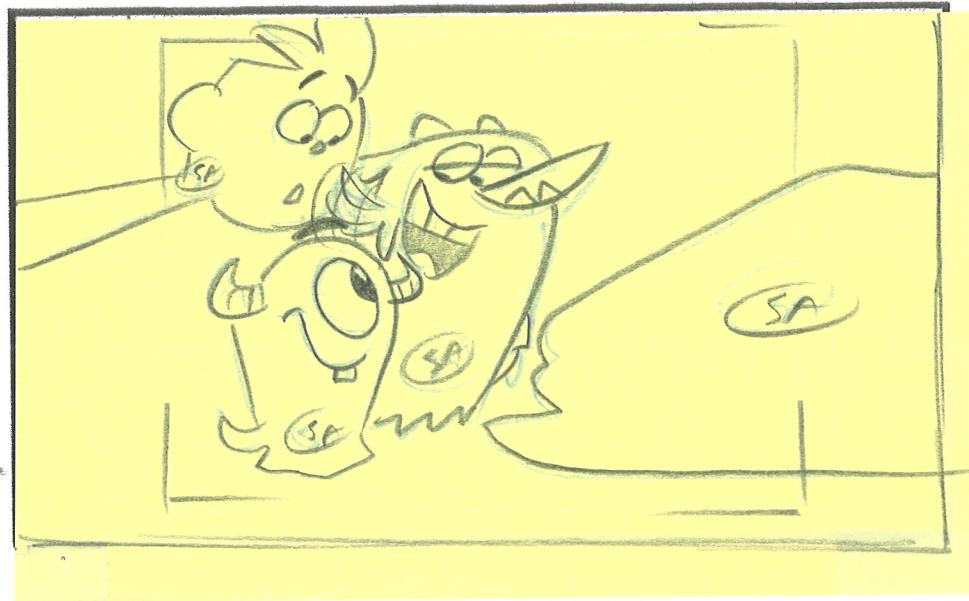
DIAL.

(ADDED) LUCIUS (cont)
(DIAL) "THE BEST!"

NOTES

SCENE

PANEL 3 / 10



ACTION

- Lucius PATT'S CERBEE ON THE HEAD AFFECTIONATELY.

DIAL.

(ADDED)
(DIAL) LUCIUS (cont)
"ISN'T THAT RIGHT CERBEE
WERBEE!"

NOTES

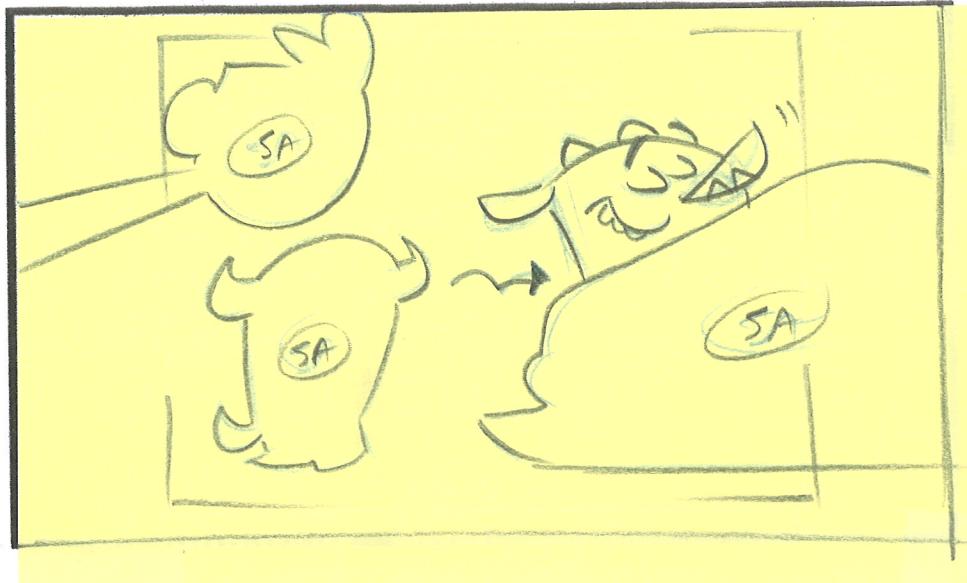


JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

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SCENE 69 (CONT)

PANEL 4/10



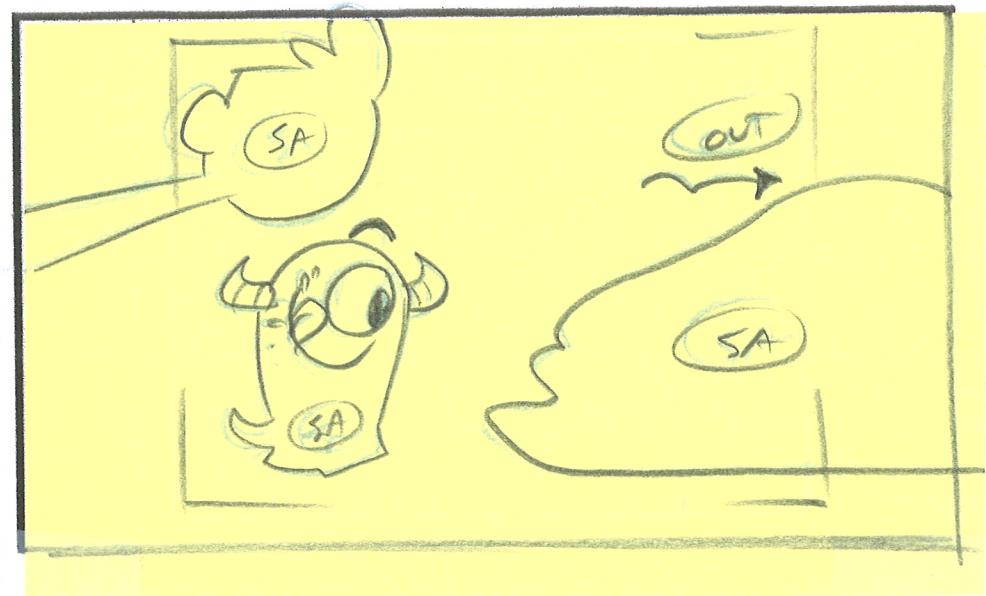
- Lucius OUT

DIAL.

NOTES

SCENE

PANEL 5/10



- CERBEE LICK'S HIS LIPS

DIAL.

(SF)
lick's lips.

NOTES



JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

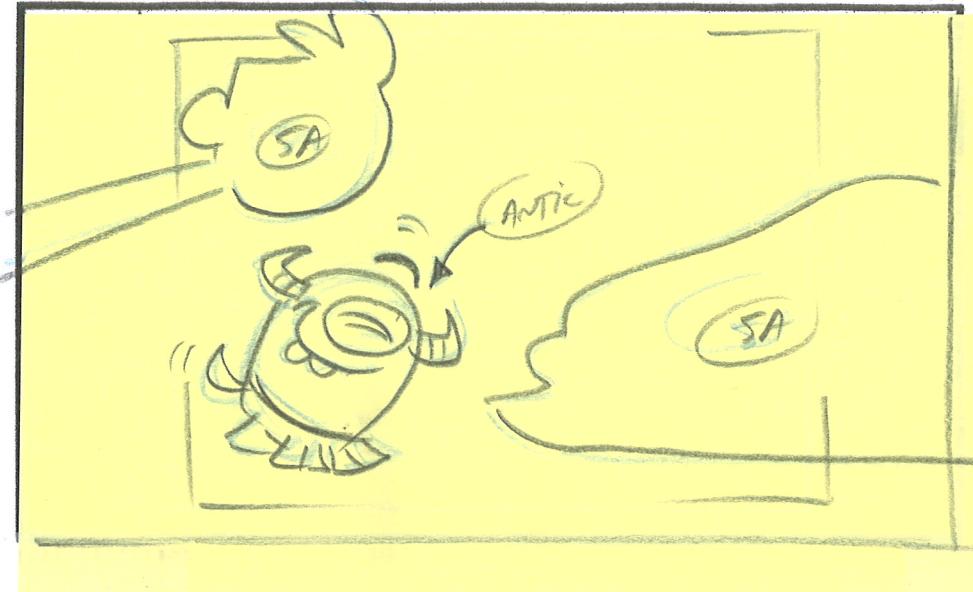
PAGE 149

SCENE 69 (cont)

PANEL 6/10

SCENE

PANEL 7/10

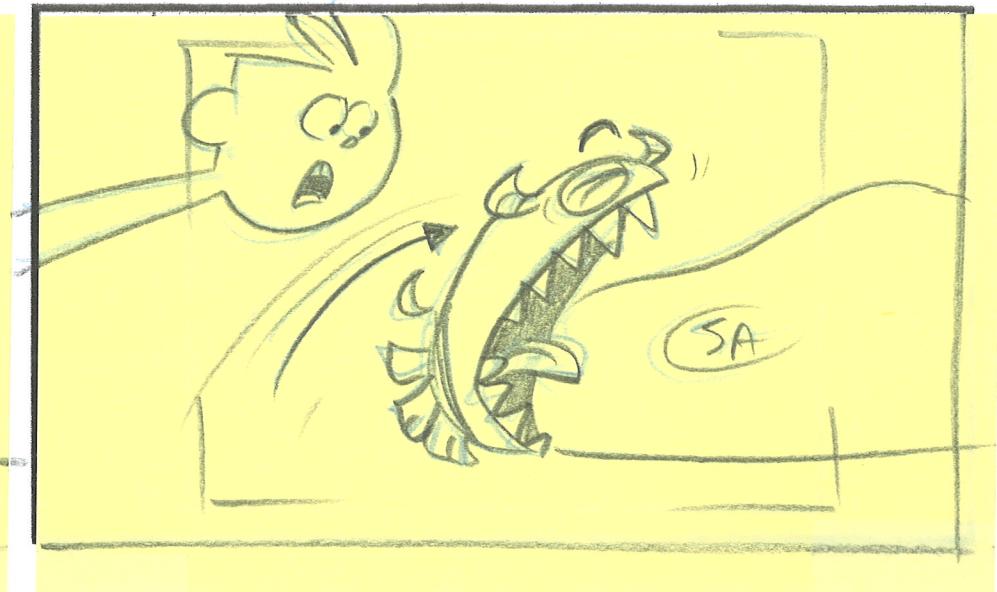


ACTION

- CERBEE ANTICS.

DIAL.

NOTES



ACTION

- CERBEE LUNGEES AT STEAKS.

DIAL.

NOTES



JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

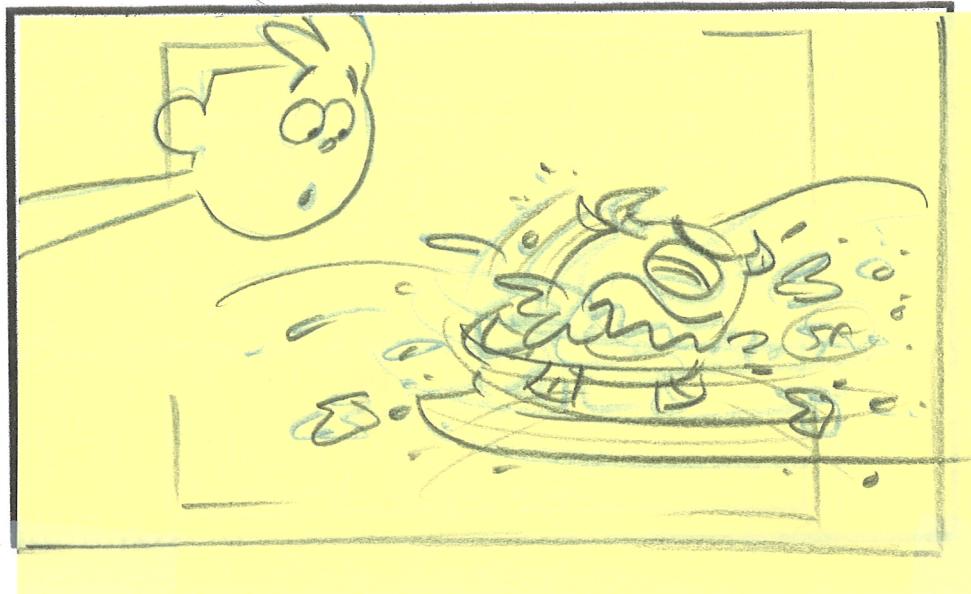
PAGE 150

SCENE 69 (cont)

PANEL 8/10

SCENE

PANEL 9/10



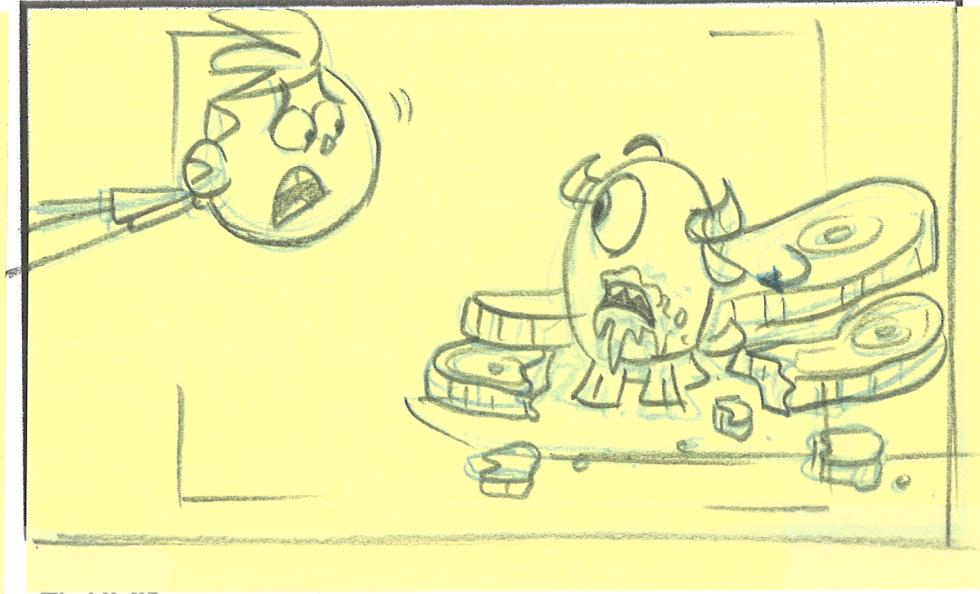
ACTION

- CERBEE TEARS INTO THE STEAKS.

DIAL.

(SFX)
GRRRRRR!

NOTES



ACTION

- CERBEE STOPS AND LOOKS
AT JIMMY.

DIAL.

(32) Jimmy
"BUT CERBEE!"

NOTES



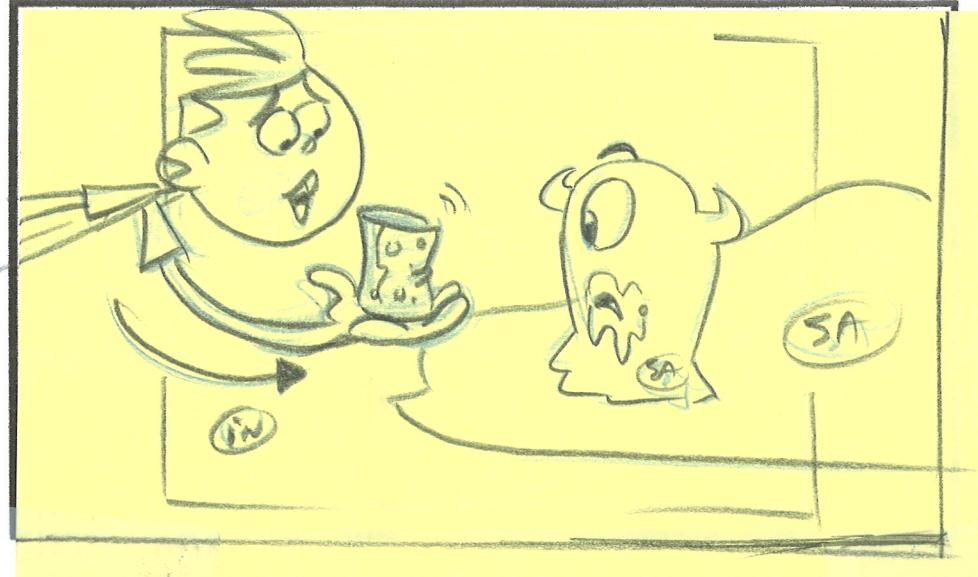
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 69 (cont)

PANEL 10/10

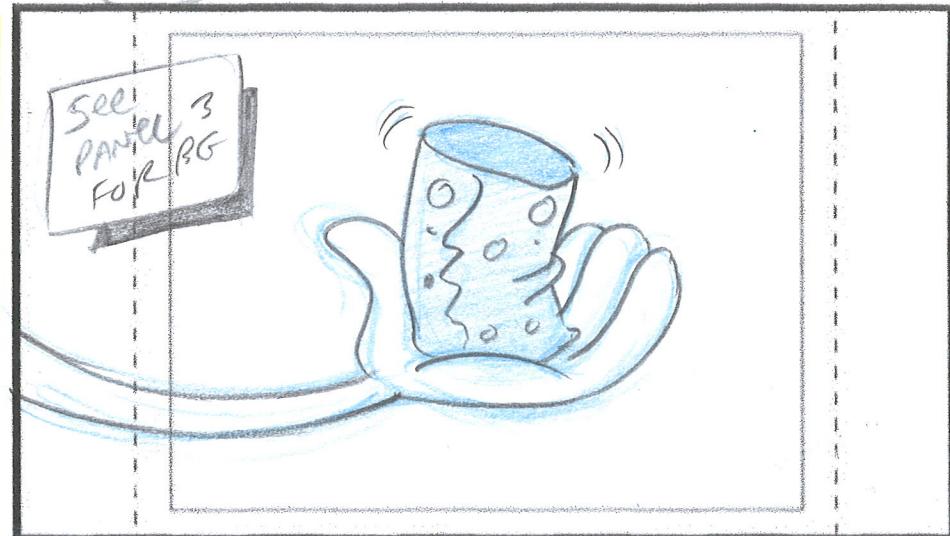


ACTION

- JIMMY HOLDS UP SOME DOG
FOOD.

SCENE 70

PANEL 1/3



ACTION

INT. JIMMY'S KITCHEN / DAY

- THE DOG FOOD WOBBLIES.

DIAL.

(32) JIMMY (cont)

"YOU LOVE GRUGGY STEW!"

DIAL.

NOTES

NOTES



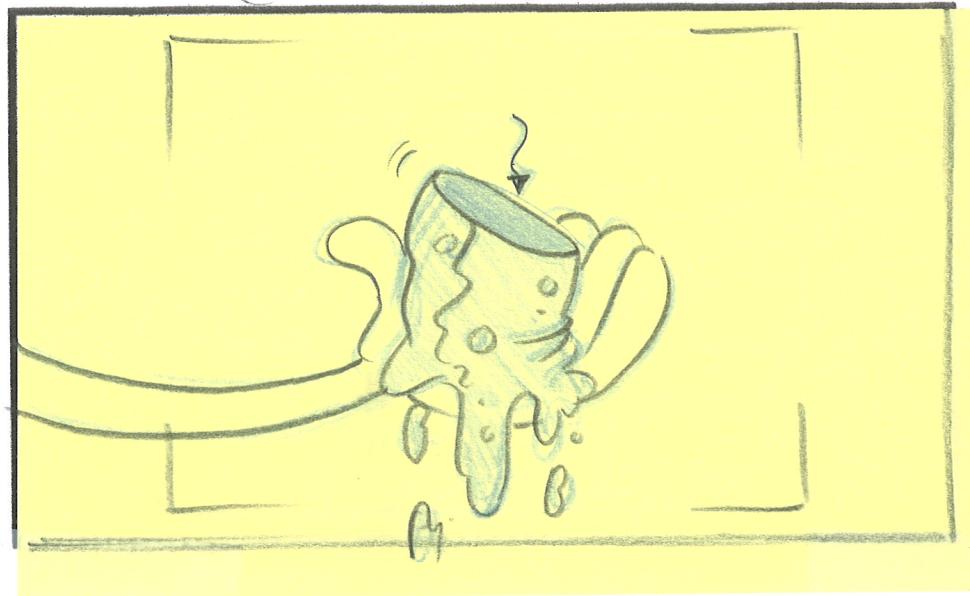
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 70 (cont)

PANEL 2/3



ACTION

- IT STARTS TO MEET

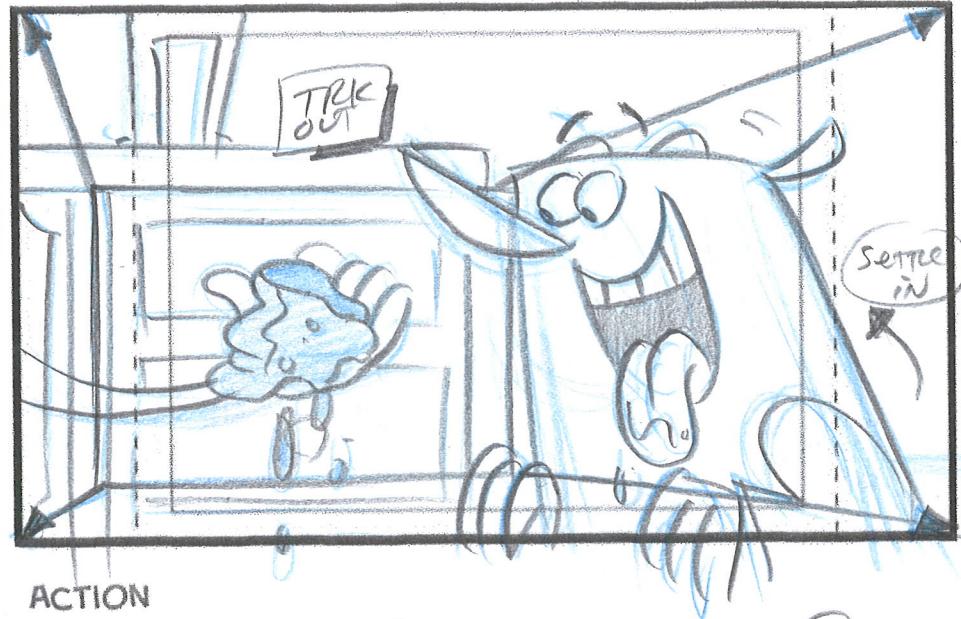
DIAL.

(SFX)
(Dripping slop!)

NOTES

SCENE

PANEL 3/3



ACTION

* TRK OUT AS BEERT SETTLES IN
DROOLING AS HE LOOKS AT THE
DOG FOOD.

DIAL.

(33) BEERT
"GRUGLY STEW?"

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

PAGE 153

SCENE 71

PANEL 1/1



ACTION



- JIMMY LOOKS AT BEEZY BEGGING LIKE A DOG.
- CERBEE CONTINUES TO WORK ON STEAKS.

DIAL.

(ADDED DIAL) BEEZY (cont)

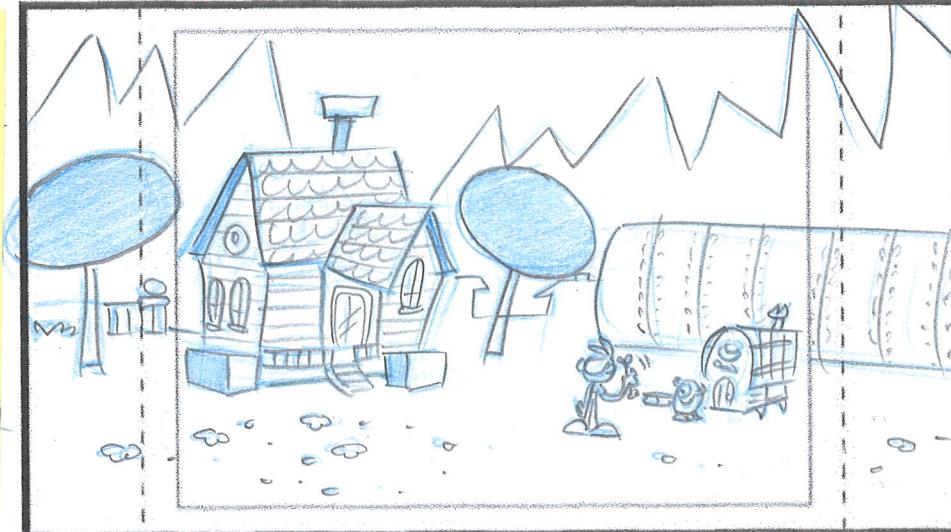
"ARE YOU GONNA EAT THAT?"

NOTES

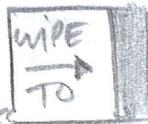
(CERBEE AND PLATE OF STEAKS ARE GONE NOW.)

SCENE 72

PANEL 1/1



ACTION



- WIPE ON BACKYARD AS JIMMY NEEDS A BONE UP FOR CERBEE.

DIAL.

(34) JIMMY

"C'MON CERBEE!"

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 73

PANEL 1/1



ACTION

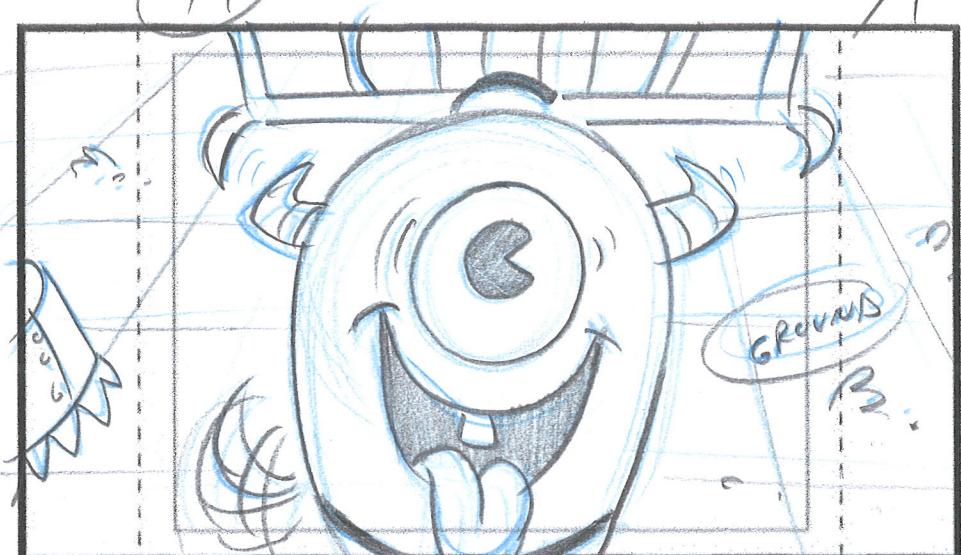
(HU)

- Jimmy waves Bone.

EXT. JIMMY'S BACKYARD
WITH DOGHOUSE / DAY.

SCENE 74

PANEL 1/1



ACTION

(CUT)

- CERBEE LOOKS UP AT JIMMY,
PANTING HAPPILY.

EXT. JIMMY'S BACKYARD
WITH DOGHOUSE / DAY.

DIAL.

(34) Jimmy (cont)

"GO GET THE BONE!"

DIAL.

(SFX)

(HAPPILY PANTING)

NOTES

NOTES



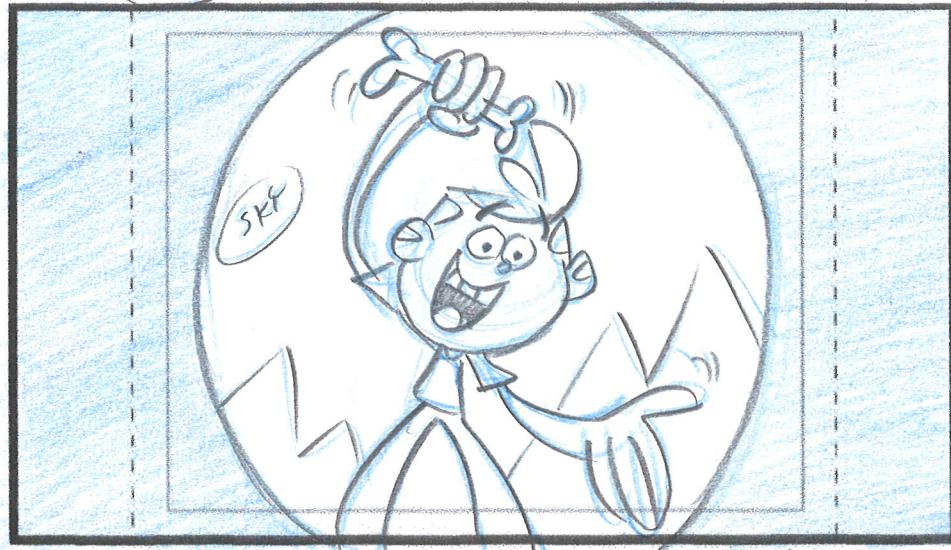
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 75

PANEL 1/2



ACTION

EXT. JIMMY'S BACKYARD
WITH DOGHOUSE / DAY

(CUT)

- P.O.V. AS JIMMY HOLDS UP
THE BONE

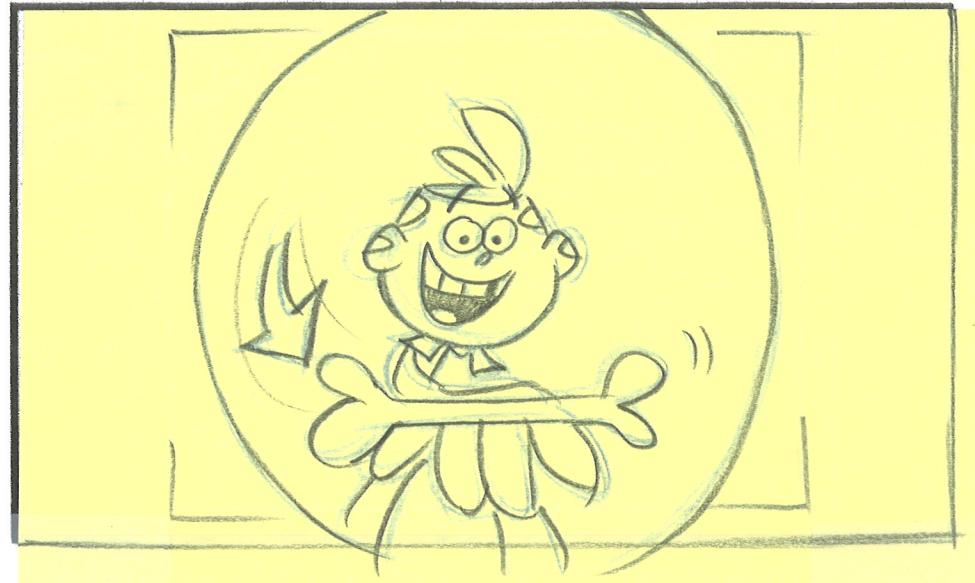
DIAL.

(35) JIMMY
"BUAH - BUAH - BUAH "

NOTES

SCENE

PANEL 2/2



ACTION

- JIMMY HOLDS BONE CLOSE
TO CAMERA.

DIAL.

(35) JIMMY (cont)
"GET IT!"

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 76

PANEL 1/3

SCENE

PANEL 2/3

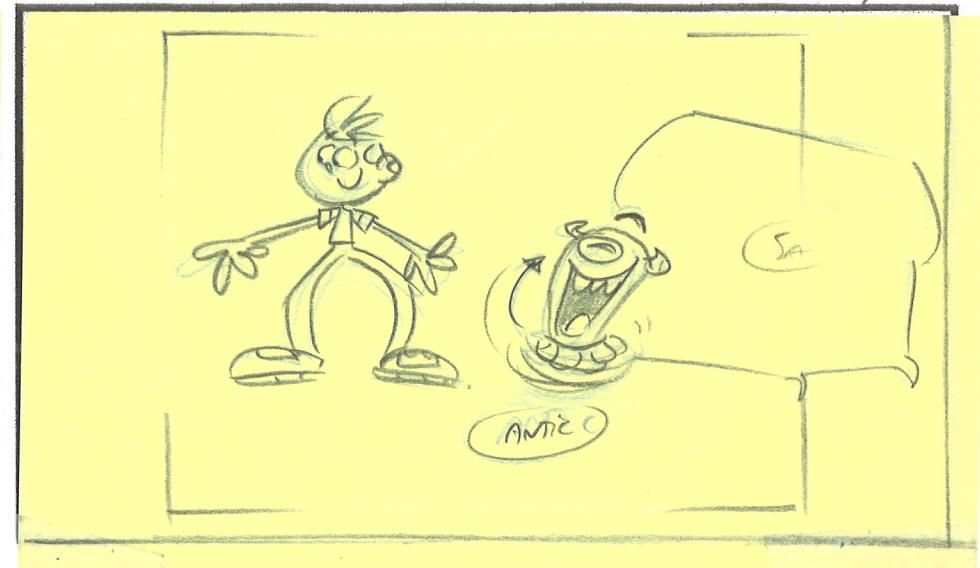


ACTION

EXT. JIMMY'S BACKYARD WITH
DOGHOUSE/DAT.

HU

- Jimmy tosses the bone O.S.



ACTION

- CERBEE ANTICS.

DIAL.

DIAL.

NOTES

NOTES



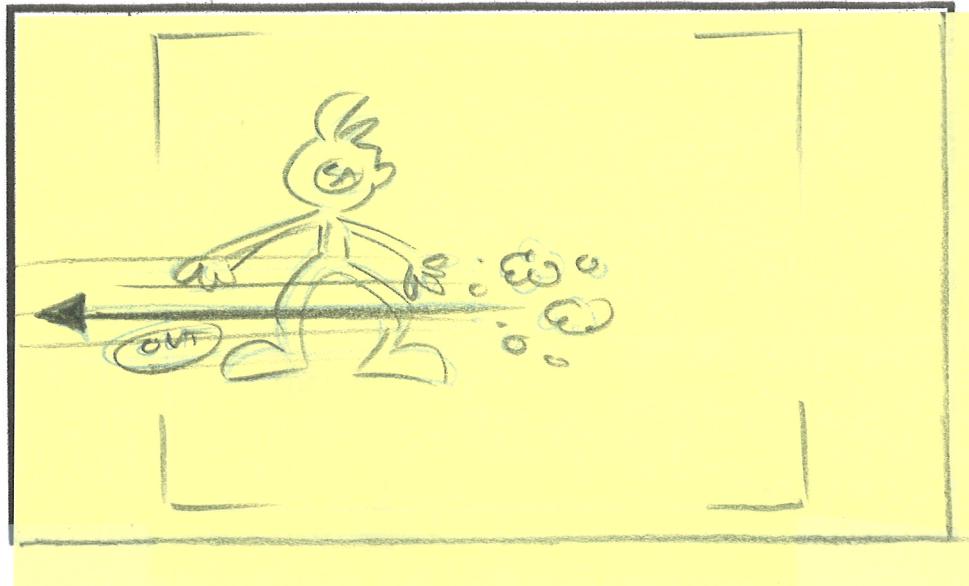
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 76 (cont)

PANEL 3/3



ACTION

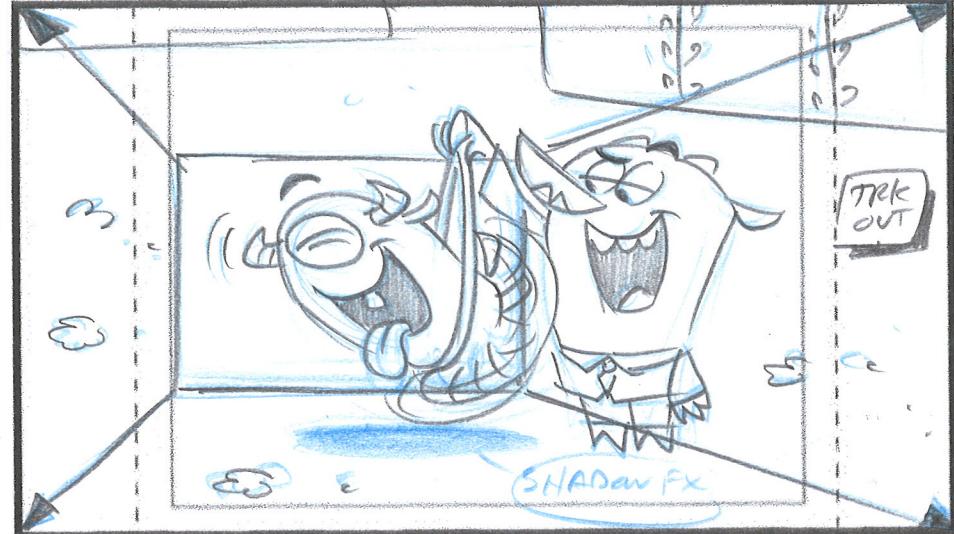
- CERBEE RUNS AFTER IT.

DIAL.

NOTES

SCENE 77

PANEL 1/6



ACTION

(CUT)

EXT. JIMMY'S BACKYARD
WITH DOGHOUSE / DAY
★ HOLDS ON CERBEE FOR A BEAT RUNNING
★ ATRKEOUT TO REVEAL EXCITEDLY ON THE SPOT!
LUCIUS HOLDING CERBEE BY THE COLLAR.

DIAL.

(36) LUCIUS
"WHOA! WHERE'S THE FIRE SQUIRE?"

NOTES

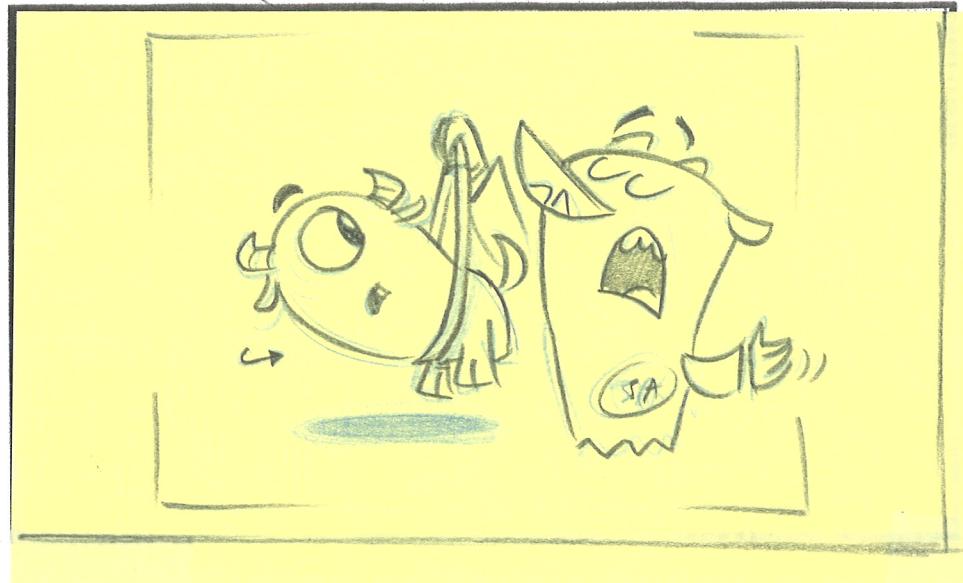


JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

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SCENE 77 (cont)

PANEL 2/6



ACTION

- CERBEE LOOKS BACK AT LUCIUS.

DIAL.

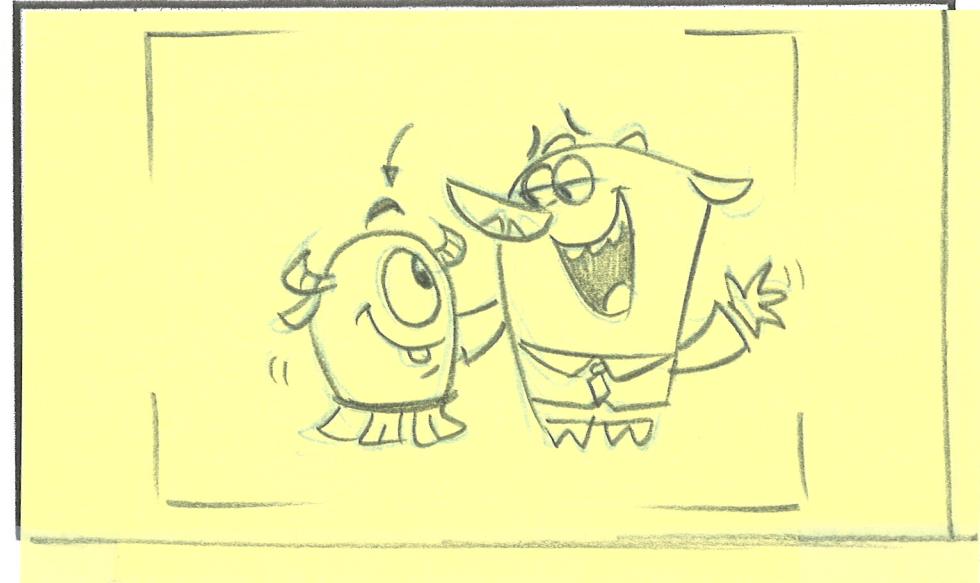
(37) LUCIUS

(ADDED DIAL) "RELAX, HEROES DON'T GO CHASING AFTER BONES."

NOTES

SCENE

PANEL 3/6



ACTION

- LUCIUS SETS CERBEE DOWN.

DIAL.

(37) LUCIUS (cont)

"YOU'RE TOO GOOD FOR THAT HUMILIATION."

NOTES



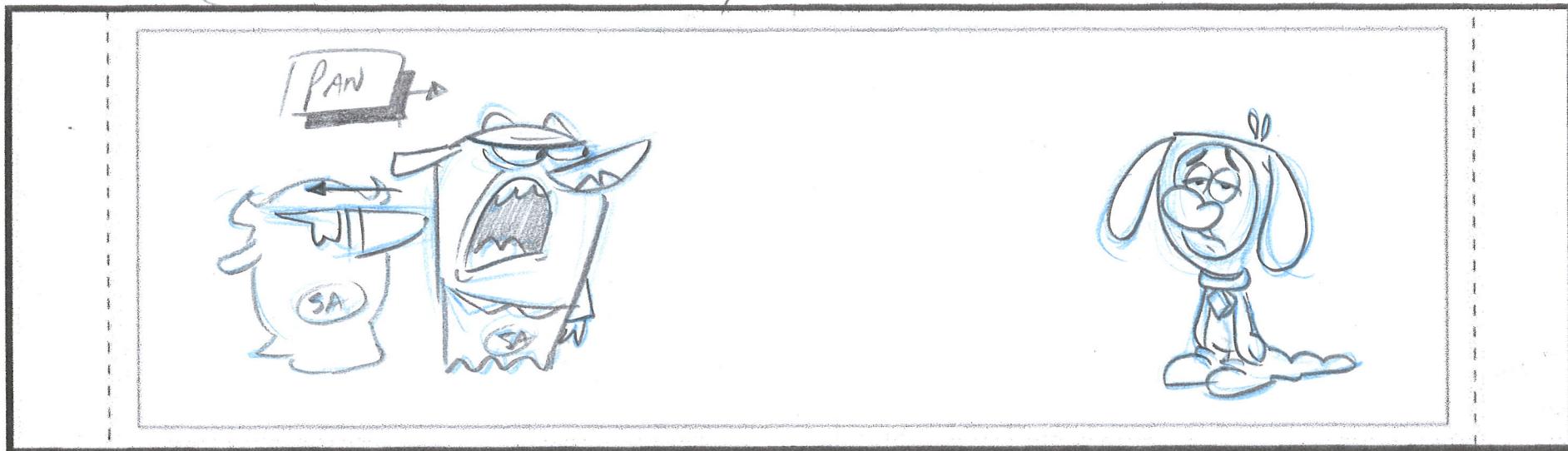
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 77 (cont)

PANEL 4/6



ACTION

* **PAN** START → **PAN** → **STOP**
over to SAMY
Looking SAD/HUMILIATED in a DOG COSTUME.

DIAL.

(ADDED DIAL)

37 LUCIUS (cont)

"SAMY...FETCH!!!"

NOTES

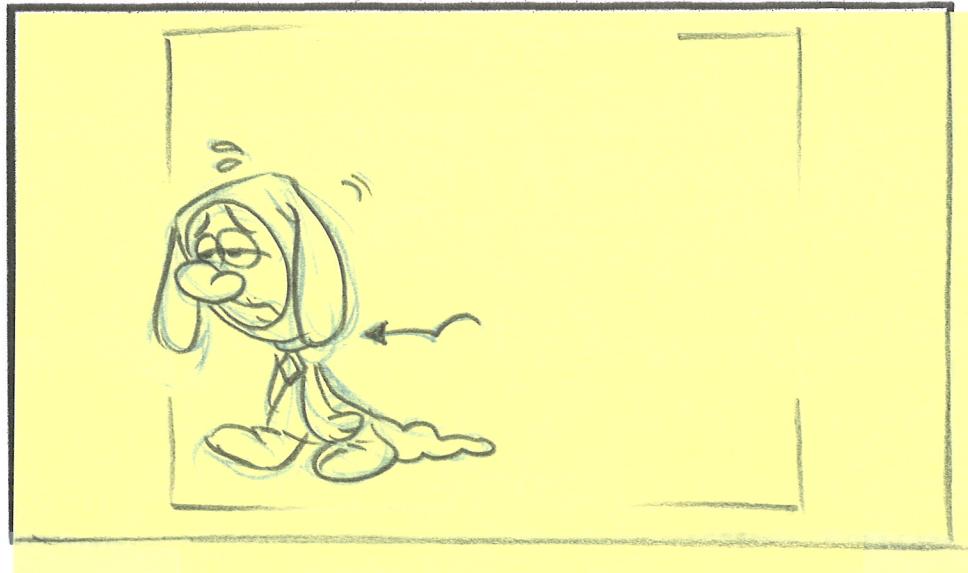


JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

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SCENE 77 (cont)

PANEL 5/6



ACTION

- SAM WALKS OUT AFTER BONE.

DIAL.

NOTES

SCENE

PANEL 6/6



ACTION

- SAM OUT

DIAL.

NOTES



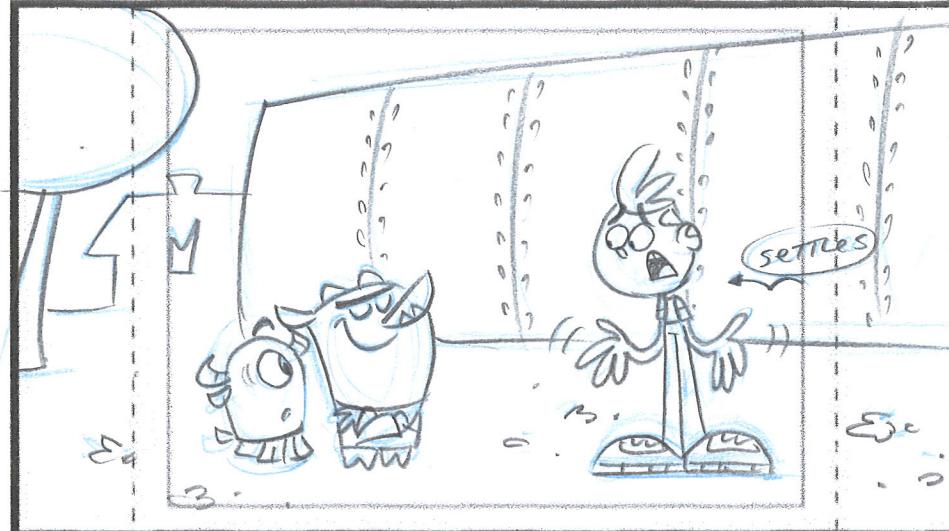
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 78

PANEL 1/9



ACTION

EXT JIMMY'S BACKYARD
WITH DOGHOUSE / DAY.

(CUT)
— JIMMY SETTLES (IN) AND
IS CONCERNED.

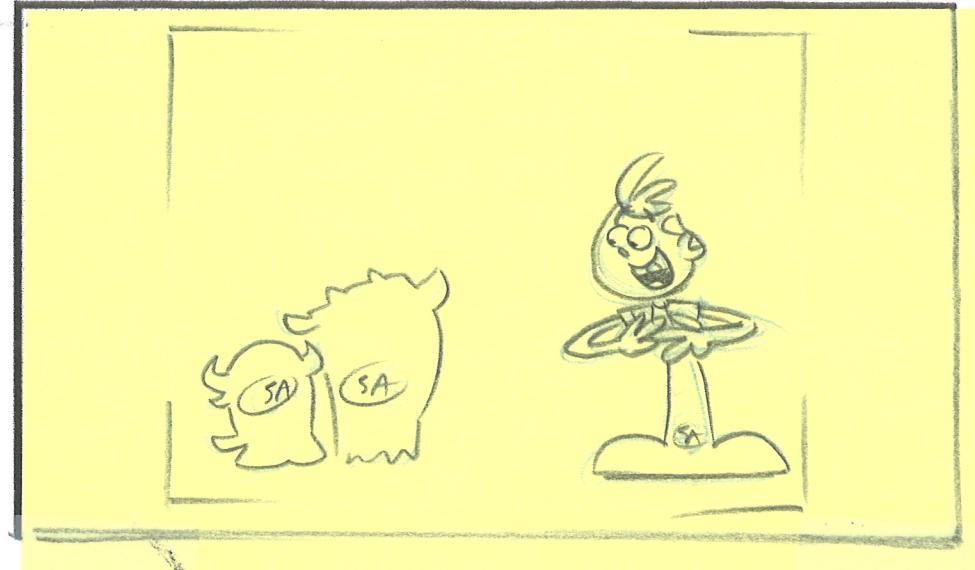
DIAL.

(39) Jimmy
"BUT CERBEE, YOU LIKE
TO PLAY."

NOTES

SCENE

PANEL 2/9



ACTION

— HE POINTS TO HIMSELF EXCITEDLY.

DIAL.

(39) Jimmy (cont)
"IT'S SOMETHING WE DO
TOGETHER."

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

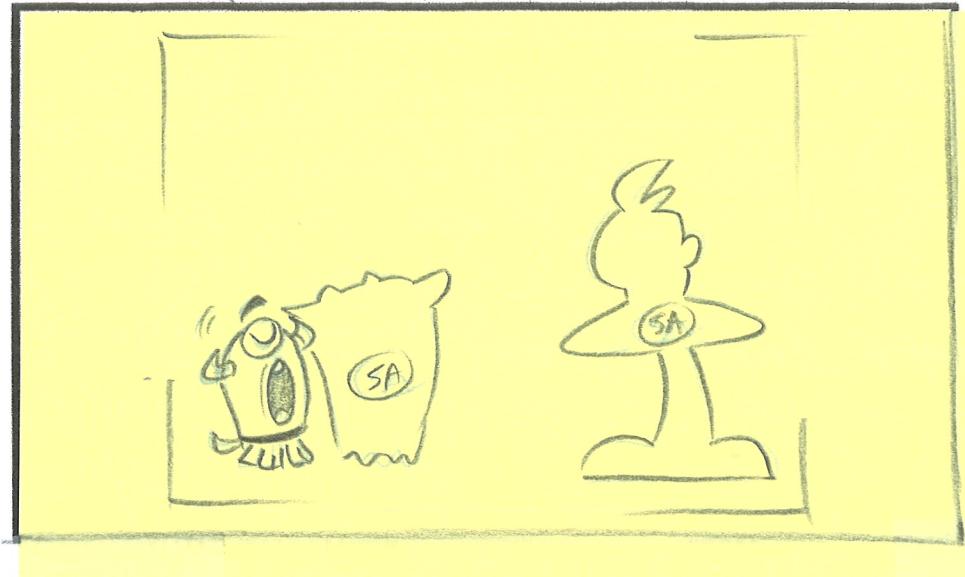
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SCENE 78 (cont)

PANEL 3/9

SCENE

PANEL 4/9



ACTION

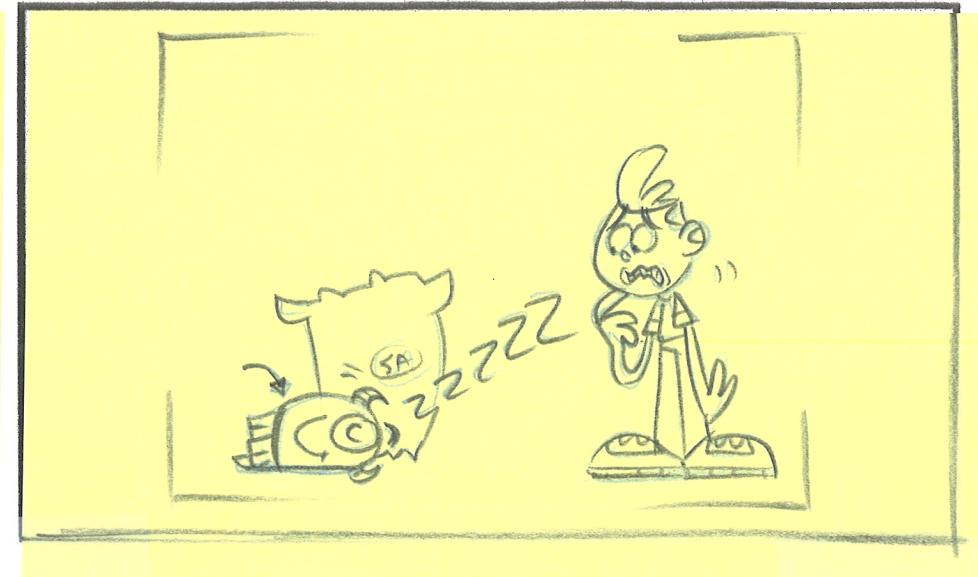
CERBEE YAWNS!

DIAL.

(SFX)

YAWN!

NOTES



ACTION

- CERBEE LAYS DOWN AND GOES TO SLEEP.
- Jimmy is worried.

DIAL.

(SFX)

SNORING!

NOTES



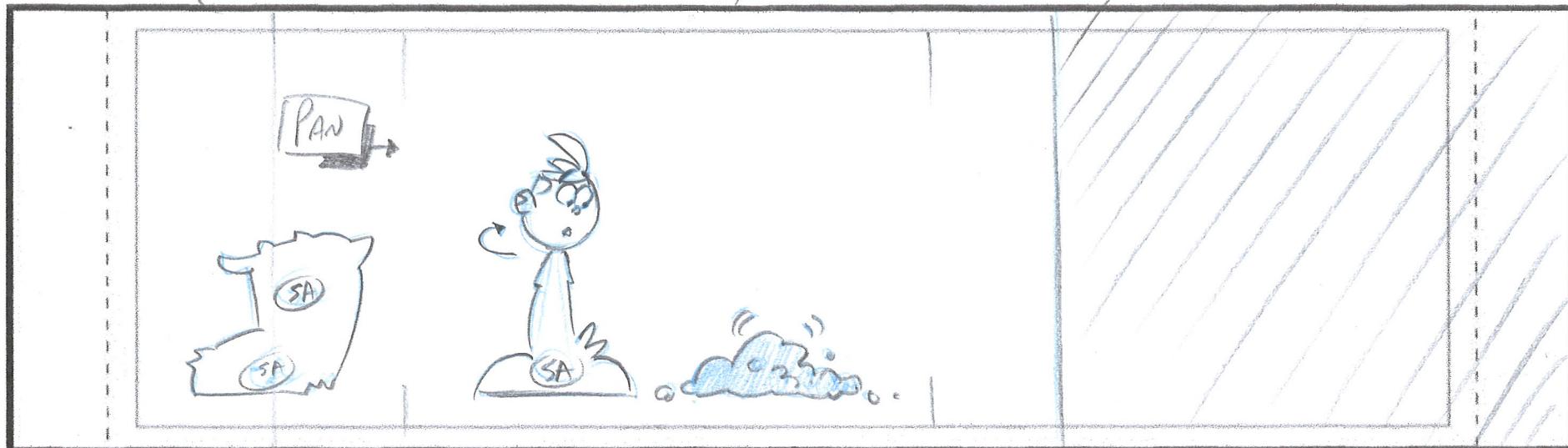
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 78 (cont)

PANEL 5/9



ACTION

~~PAN~~ START → STOP
over as Jimmy sees
someone digging beside him.

DIAL.

SFX
DIGGING!

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

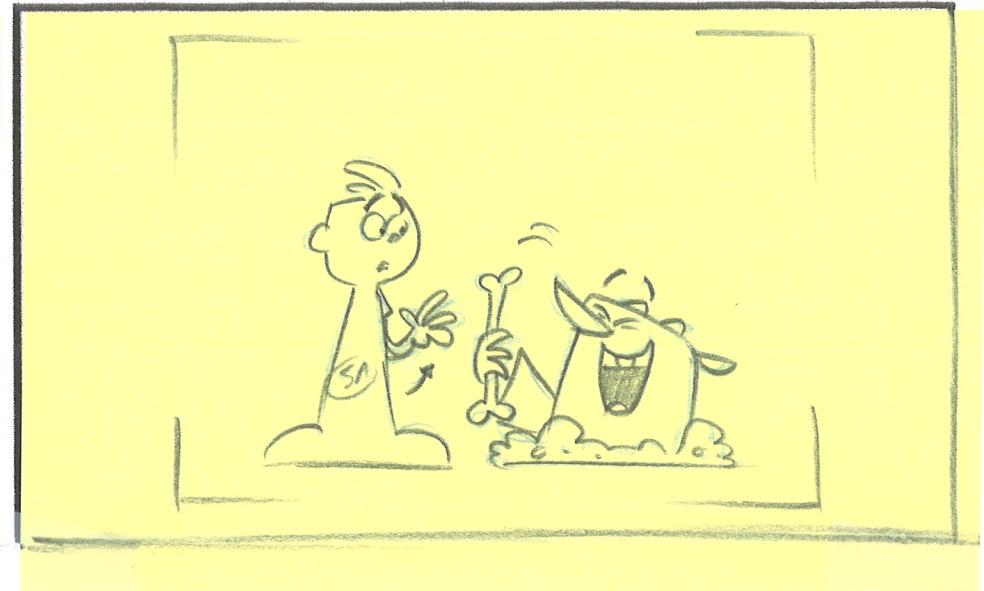
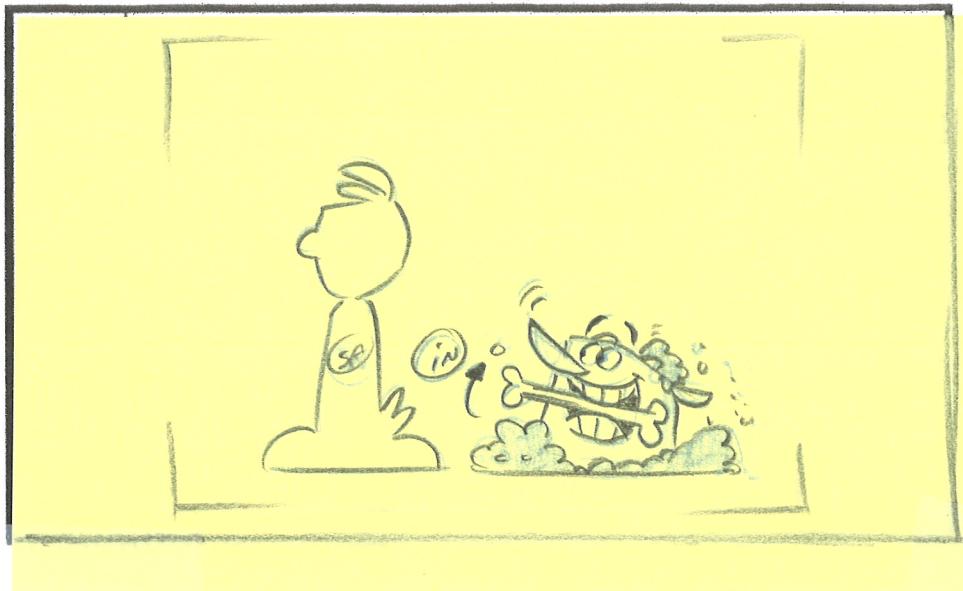
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SCENE 78 (cont)

PANEL 6/9

SCENE

PANEL 7/9



- CERBEE POPS UP WITH THE BONE IN
HIS MOUTH.

DIAL.

NOTES

- HE HANDS IT UP FOR JIMMY.

DIAL.

(40) CERBEE

"I'LL PLAY WITH YOU JIMMY!"

NOTES



JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

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SCENE 78 (cont)

PANEL 8/9



ACTION

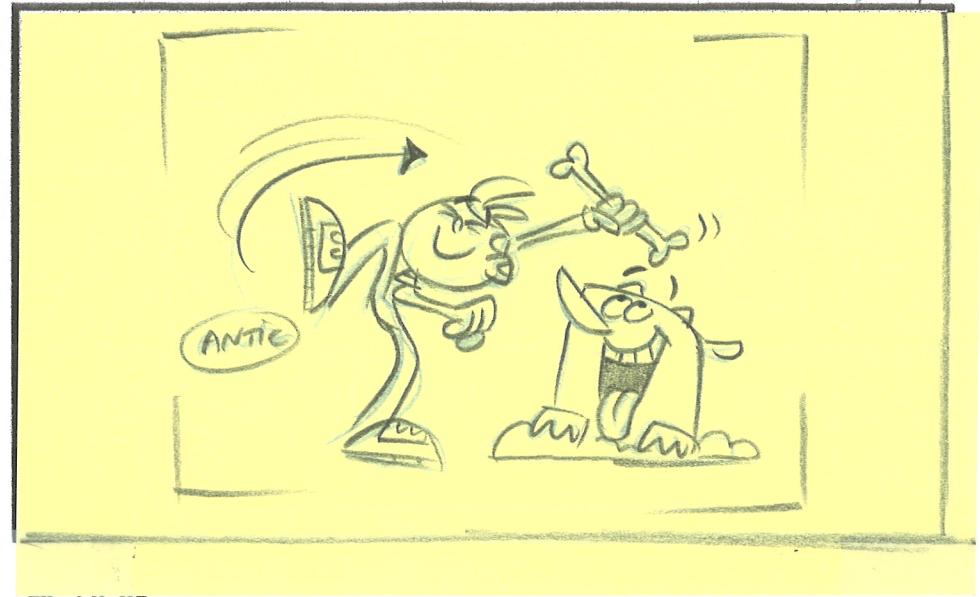
- Jimmy waves THE BONE in
FRONT OF BEEZY with IS EXCITED!

DIAL.

NOTES

SCENE

PANEL 9/9



ACTION

- Jimmy ANTIES.

DIAL.

NOTES

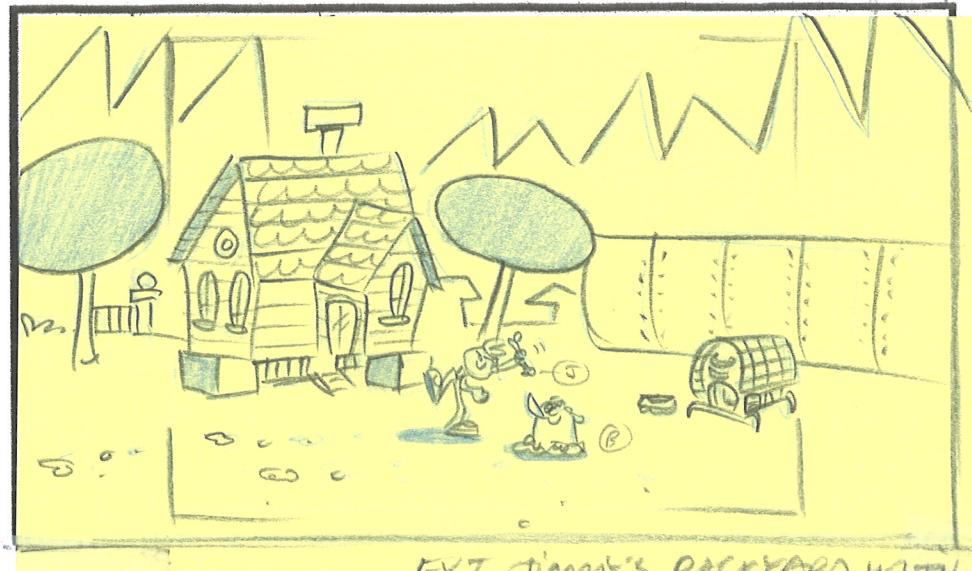


JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

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SCENE 79

PANEL 1/4



ACTION:
EXT Jimmy's BACKYARD WITH
DOGHOUSE/DAT.

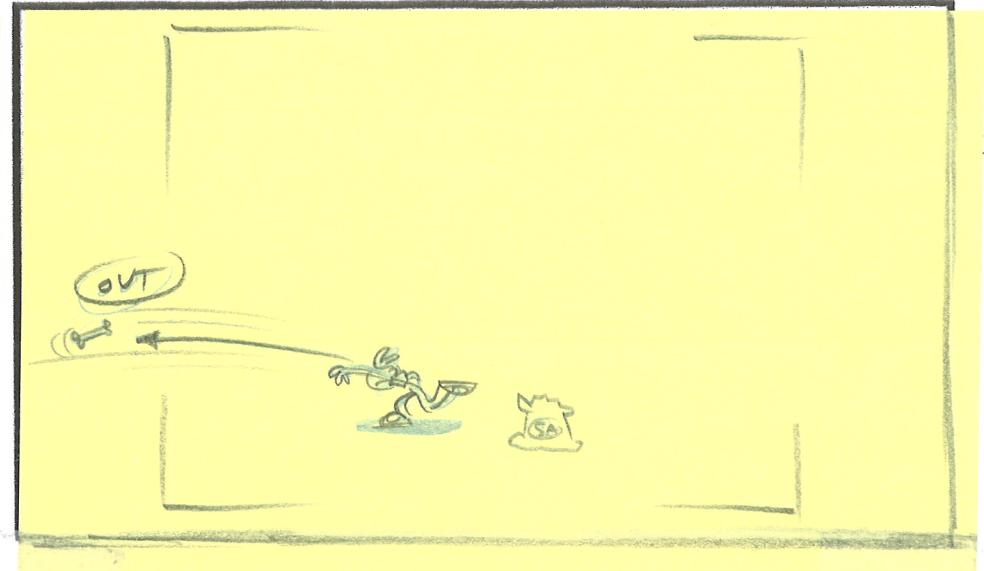


- WIDE AS JIMMY ANTICS.

DIAL.

SCENE

PANEL 2/4



ACTION:

- Jimmy Tosses THE BONE O.S.
LEFT.

DIAL.

NOTES

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

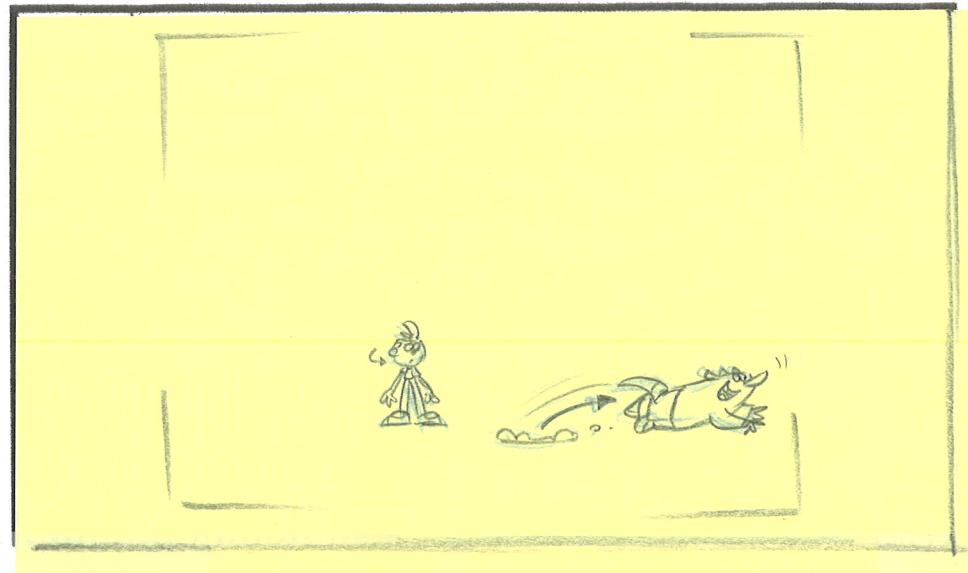
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SCENE 79(cont)

PANEL 3/4

SCENE

PANEL 4/4

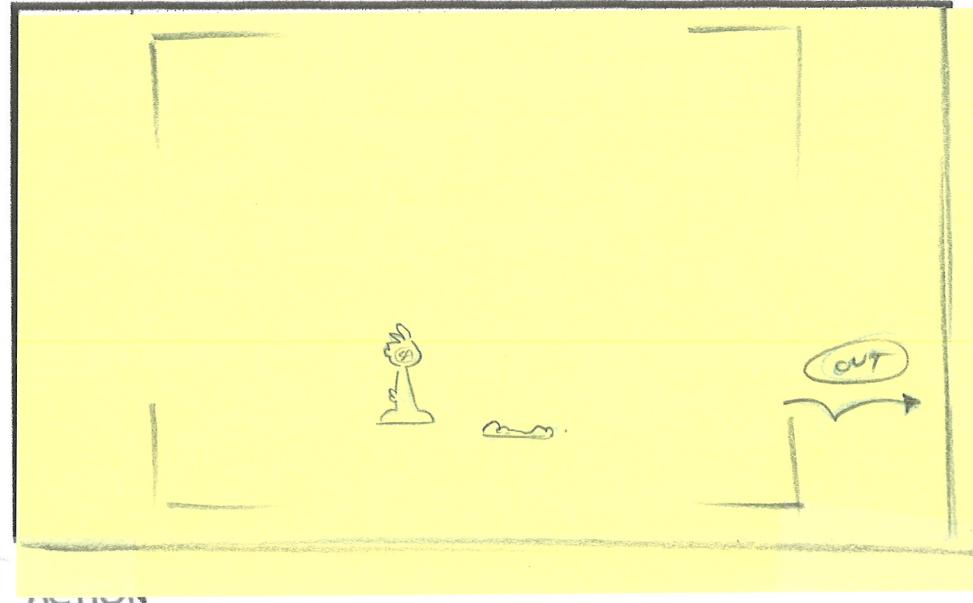


ACTION

- BEEZY RUNS 0.5 RIGHT! (THE COMPLETE OPPOSITE DIRECTION.)

DIAL.

NOTES



ACTION

- BEEZY RUNS OUT

DIAL.

NOTES



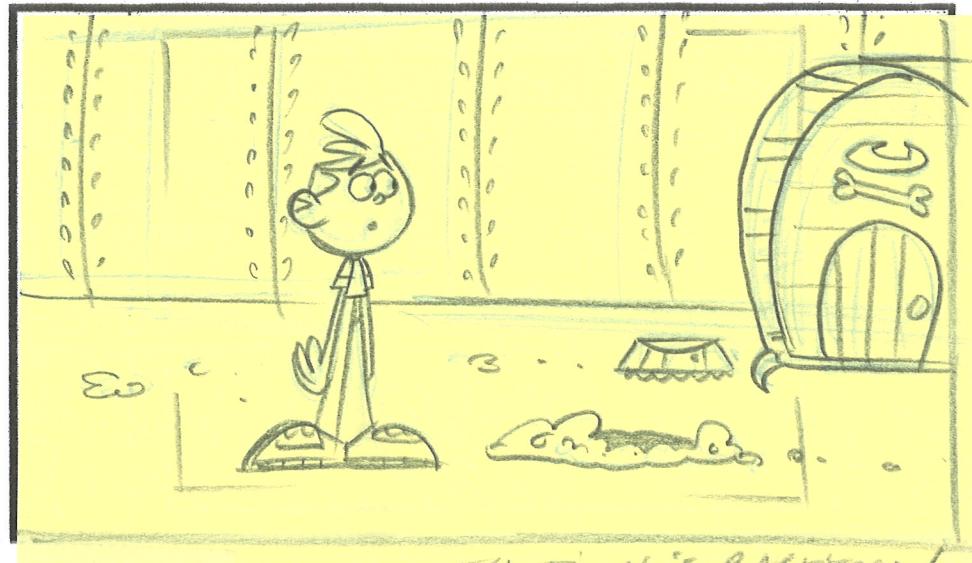
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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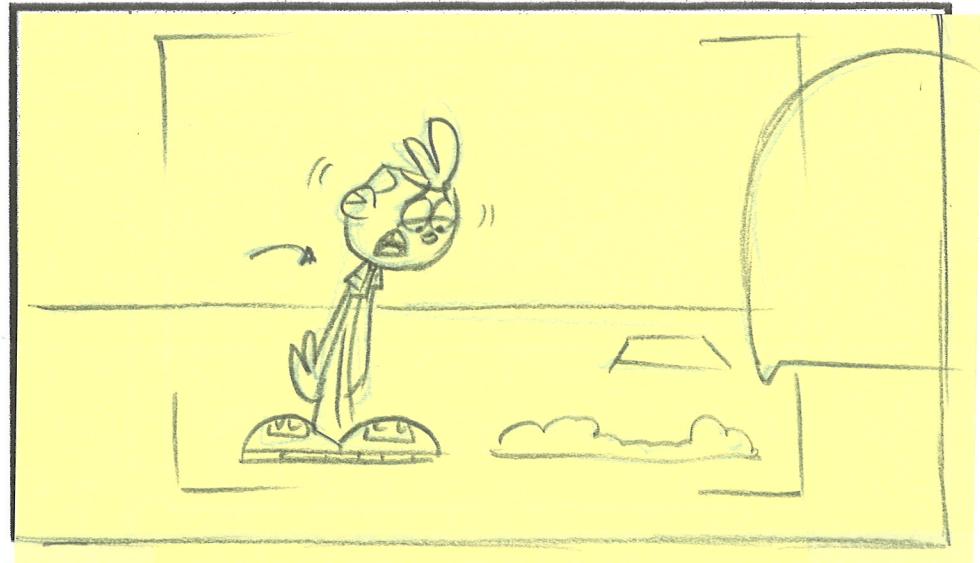
SCENE 80

PANEL 1/2



SCENE

PANEL 2/2



EXT. JIMMY'S BACKYARD/
WITH DOGHOUSE / DAY

(CUT)
— Jimmy watches Beezle run
off in THE wrong DIRECTION.

DIAL.

— Jimmy slumps / DEPRESSED.

DIAL.

(41) Jimmy
"IT'S JUST NOT THE SAME."

NOTES

NOTES



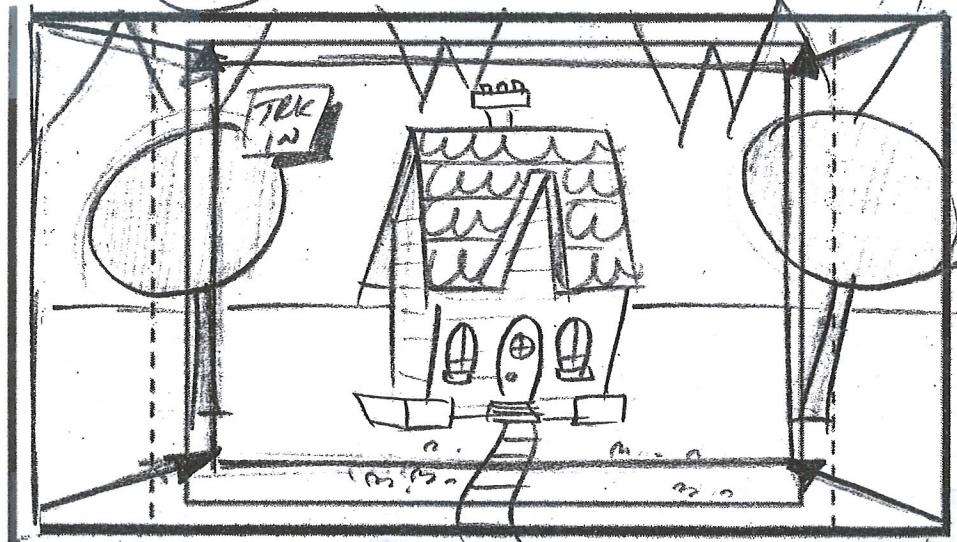
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 81

PANEL 1/1



ACTION

EXT. JIMMY'S HOUSE

NIGHT!

*TRK IN

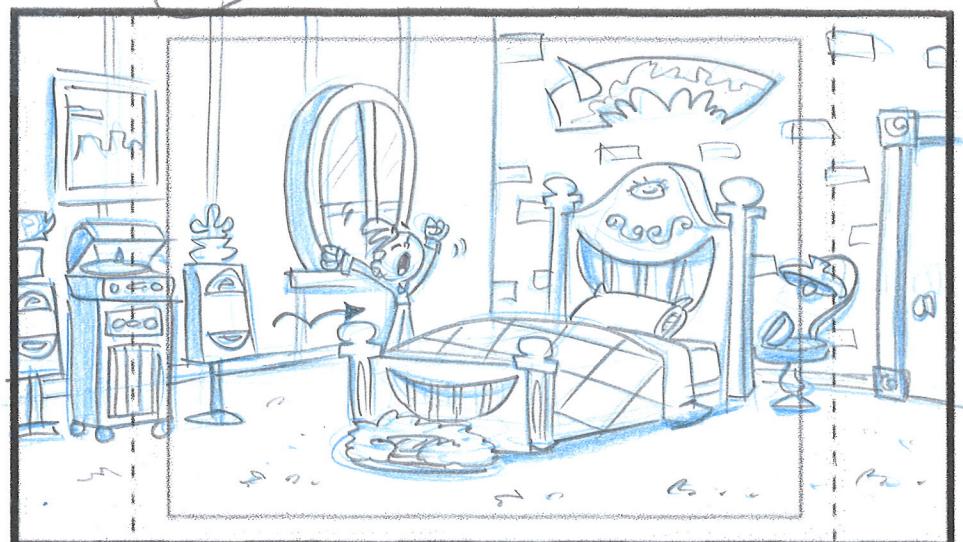
X-DISS - WIDE ON JIMMY'S
HOUSE AT NIGHT



DIAL.

SCENE 82

PANEL 1/2



ACTION

INT. JIMMY'S BEDROOM/
NIGHT

CUT

- Jimmy is in his PAJAMAS
AND GIVES A BIG YAWN AS HE WALKS
TOWARD HIS BED.

DIAL.

SFX

YAWN!

NOTES

NOTES



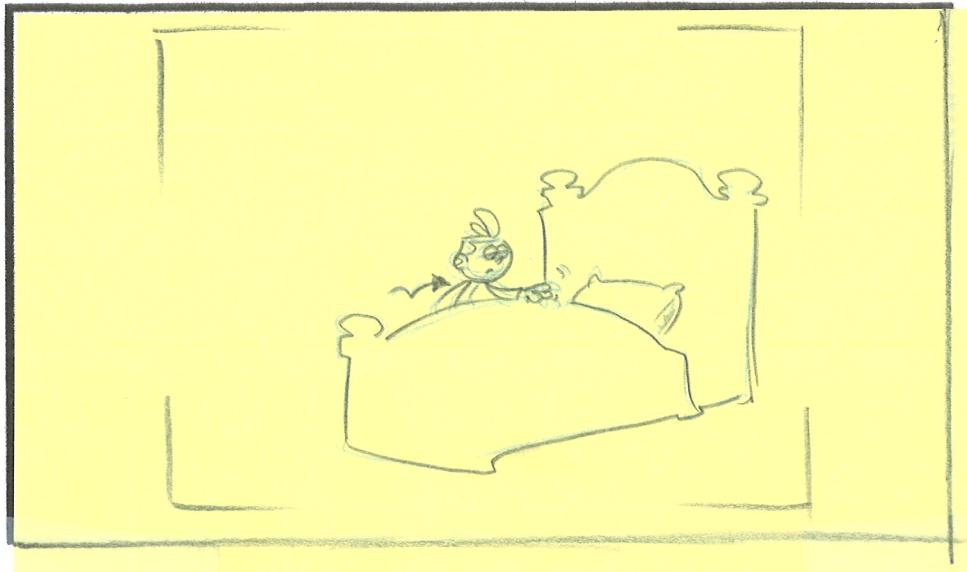
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 82 (cont)

PANEL 2/2

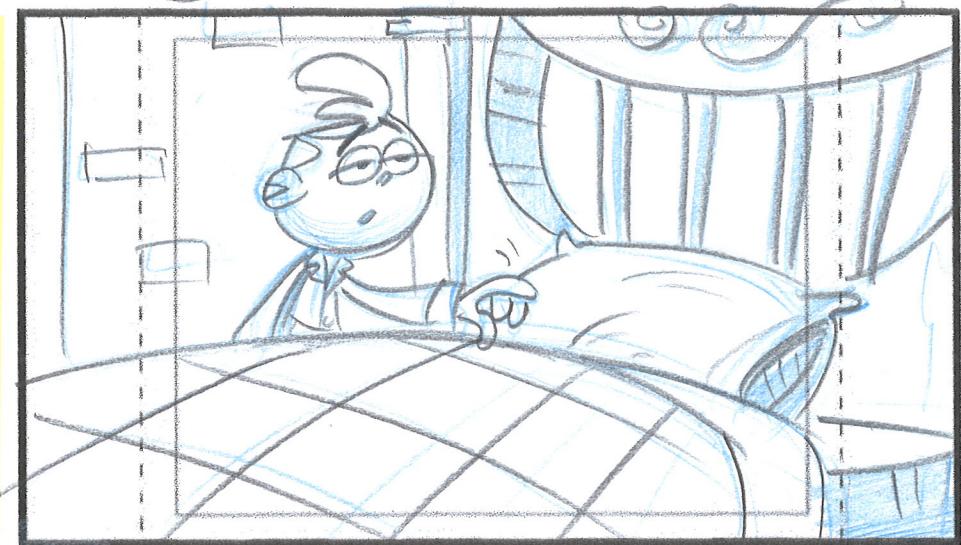


ACTION

- HE REACHES FOR THE COVERS.

SCENE 83

PANEL 1/2



ACTION

INT. JIMMY'S BED ROOM/
NIGHT.

- JIMMY REACHES FOR HIS BED COVER.

DIAL.

DIAL.

NOTES

NOTES

(mk)



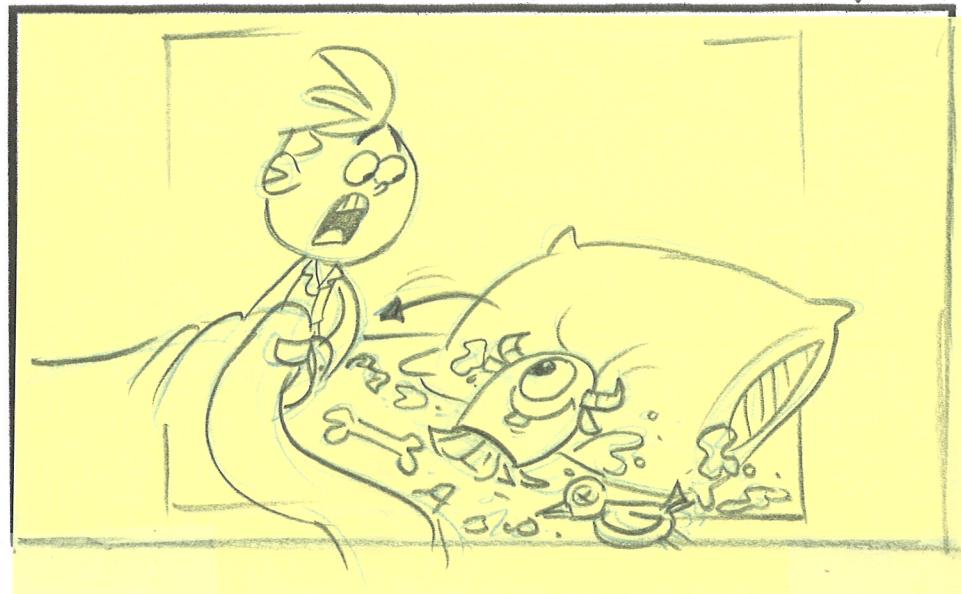
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 83 (Cont)

PANEL 2 / 2



ACTION

- He pulls back the sheet and is shocked to see Cerbee lying in his bed with a mess around him.

DIAL.

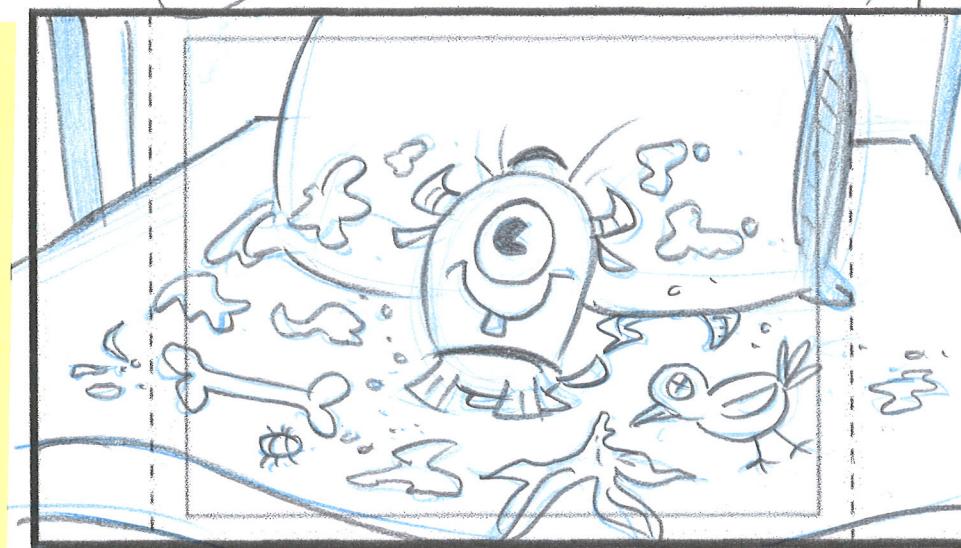
(43) Jimmy
"CERBEE!"

NOTES

SCENE

84

PANEL 1 / 1



ACTION

CUT

DIAL.

- Cerbee smiles at Jimmy amongst a mess of stuff.
- Mud, bones, crumbs, food, birds etc.

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

PAGE 172

SCENE

(85)

PANEL 1 / 3



H.U.

- Jimmy GRASS CERBEE -

DIAL.

(43) Jimmy (cont)

"WHAT ARE YOU DOIN' HERE?"

NOTES

SCENE

PANEL 2 / 3



- HE LIFTS HIM UP.

DIAL.

(ADDED DIAL) Jimmy (cont)

"YOU'VE GOT YOUR OWN
BED OUTSIDE!"

NOTES

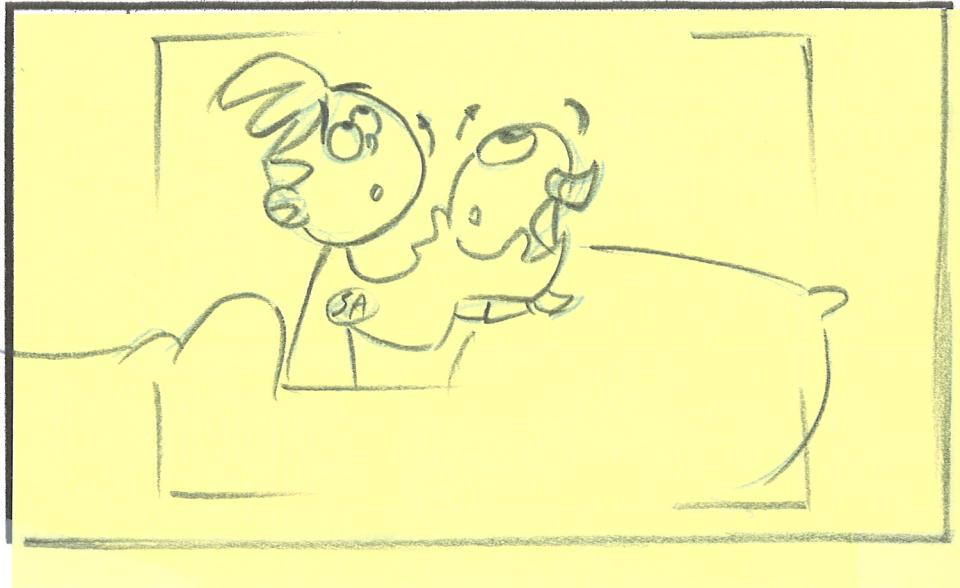


JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

PAGE 173

SCENE 85 (cont)

PANEL 3/3



ACTION

- SUDENLY THEY HEAR LUCIUS FROM O.S. AND LOOK UP.

(CUT)

DIAL.

(44) LUCIUS (os)

"HE SLEEPS WHERE?!"

NOTES

SCENE 86

PANEL 1/6



ACTION

INT. JIMMY'S BED ROOM/NIGHT.

- WIDE FOR A BEAT AS THEY LOOK UP O.S.

DIAL.

(SFX)

(FADING WHISTLE) ↗

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

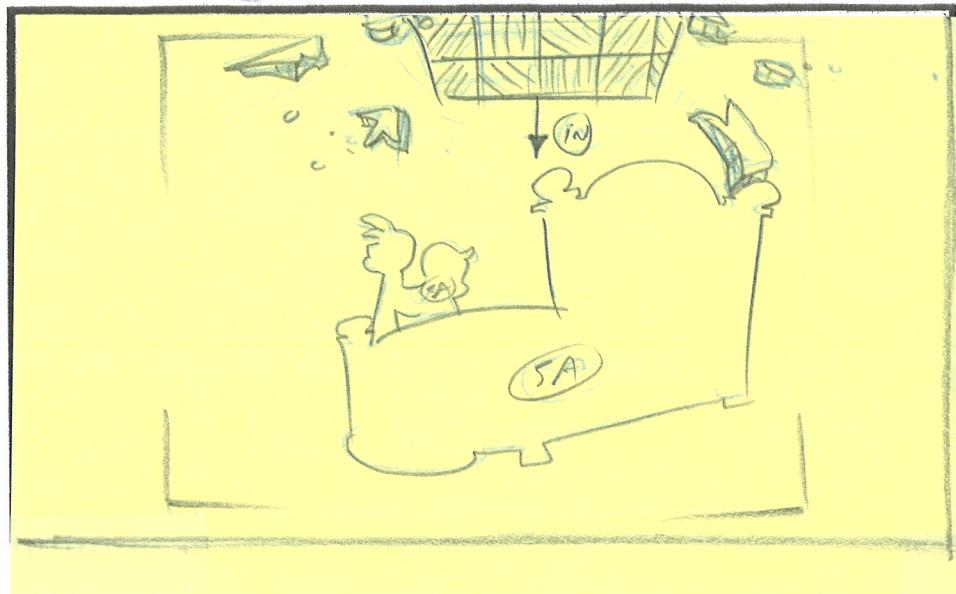
PAGE 174

SCENE 86 (cont)

PANEL 2/6

SCENE

PANEL 3/6
77



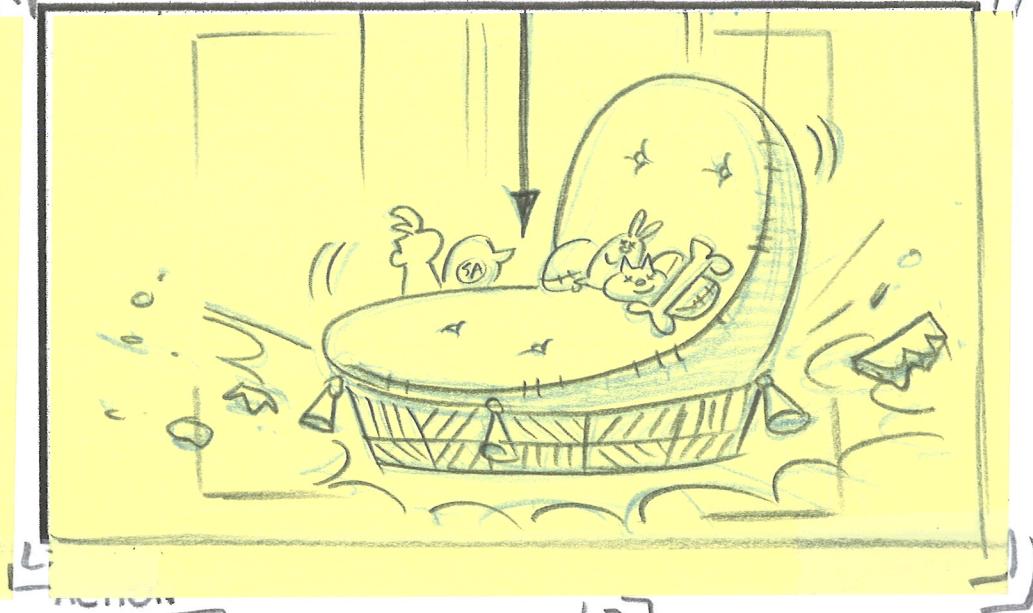
ACTION

- SUDDENLY A BED COMES CRASHING
THROUGH THE CEILING

DIAL.

(SFX)
CRASH!

NOTES



[CAMERA SHAKE!]

- AN ENORMOUS DOG BED FOR CERBEE
CRUSHES JIMMY'S BED!

DIAL.

(SFX)
CRUNCH!

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

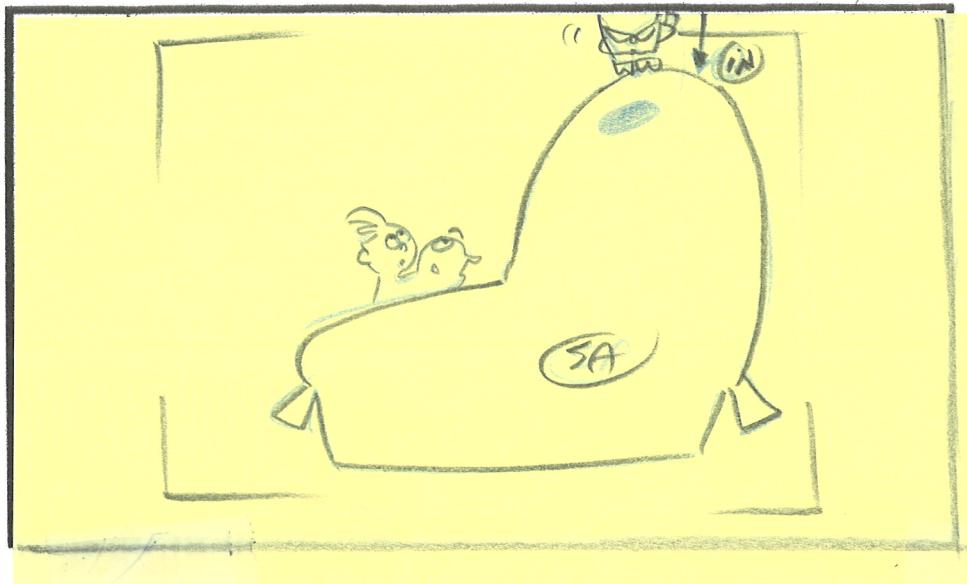
PAGE 175

SCENE 86 (cont)

PANEL 4/6

SCENE

PANEL 5/6

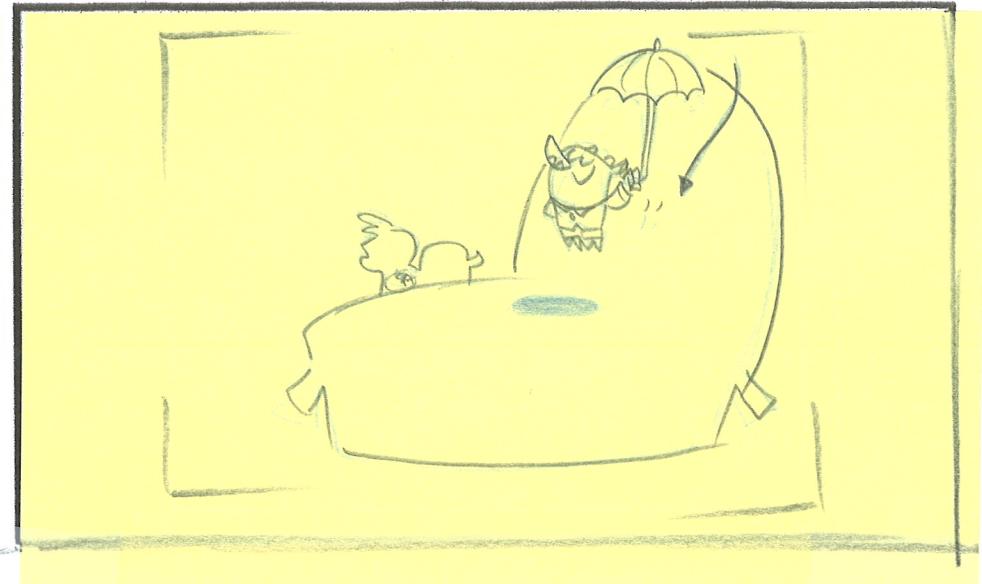


ACTION

- LUCIUS FLOATS (in)

DIAL.

NOTES



ACTION

- LUCIUS FLOATS DOWN HOLDING AN UMBRELLA "MART POPPIN'S" STUFF.

DIAL.

NOTES



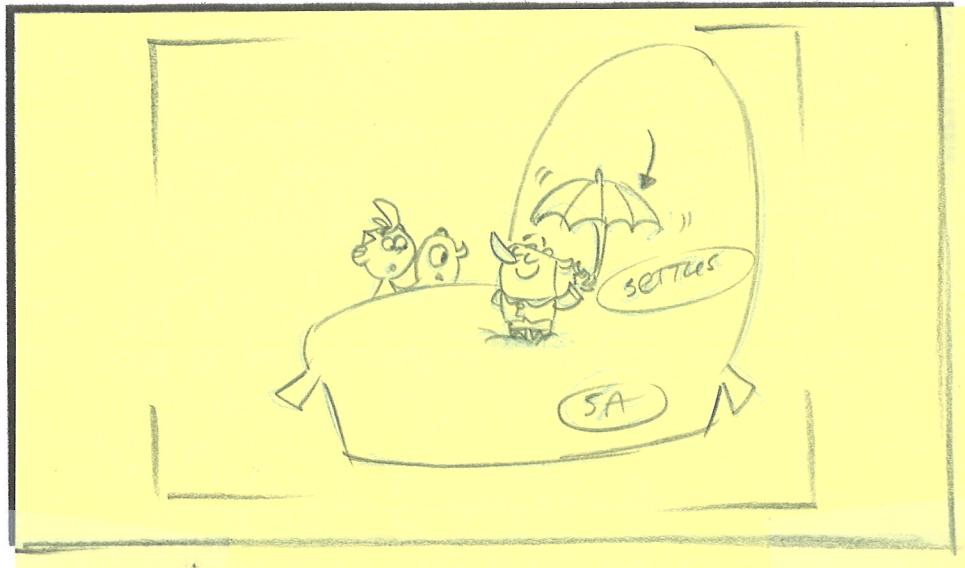
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

PAGE 176

SCENE 86 (cont)

PANEL 6/6



ACTION

- Lucius SETTLES on new BED.

(HU)

DIAL.

DIAL.

- Lucius looks AT Jimmy & S.A.
ANNOTED AS HE PUTS AWAY UMBRELLA.

(46) LUCIUS

"HEROES Do NOT "

NOTES

NOTES

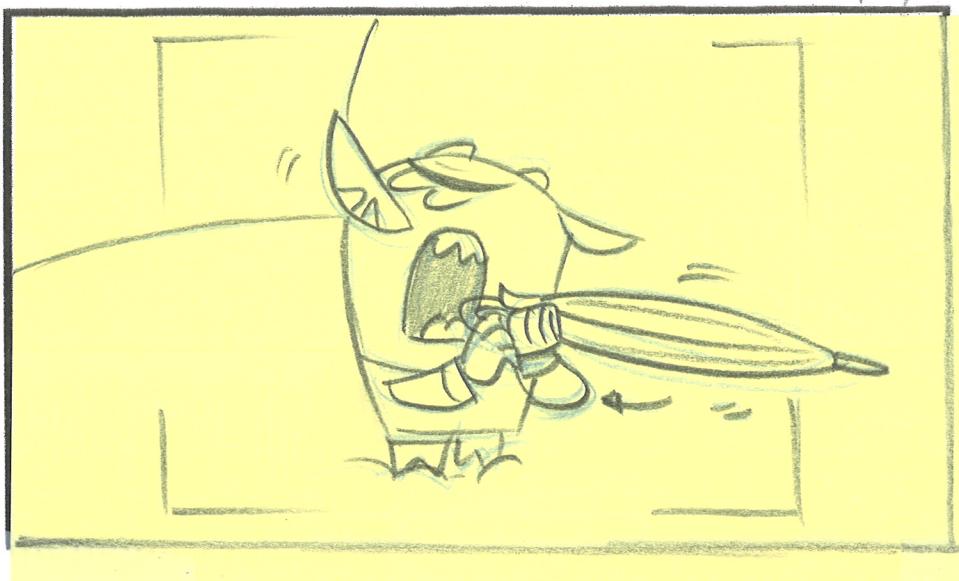


JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

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SCENE 87 (cont)

PANEL 2/4



ACTION

- LUCIUS FOLDS UP UMBRELLA

DIAL.

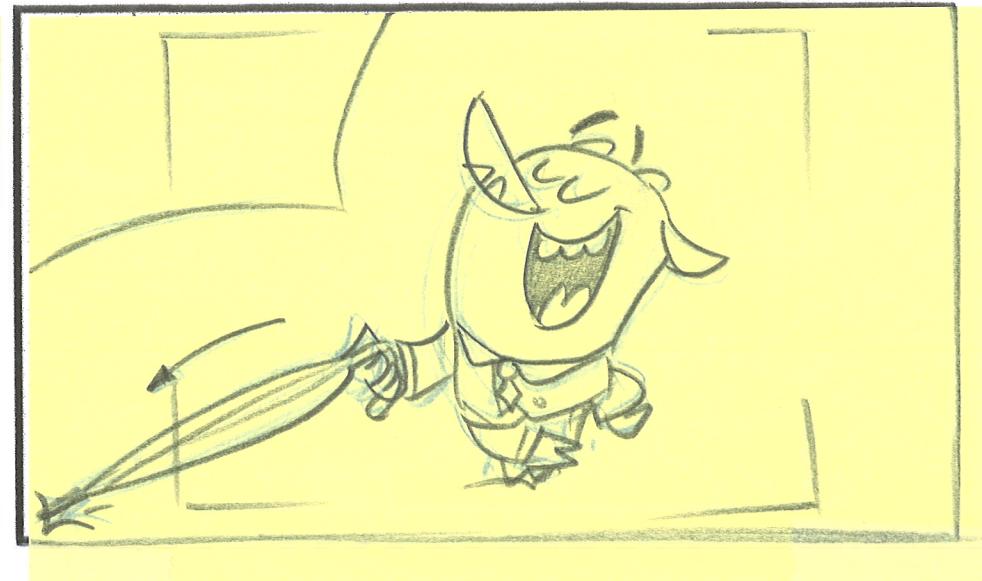
(46) LUCIUS (CONT)

"SLEEP OUTSIDE!"

NOTES

SCENE

PANEL 3/4



ACTION

- HE POINTS TO BED.

DIAL.

(46) LUCIUS (CONT)

"THIS IS A BED"

NOTES



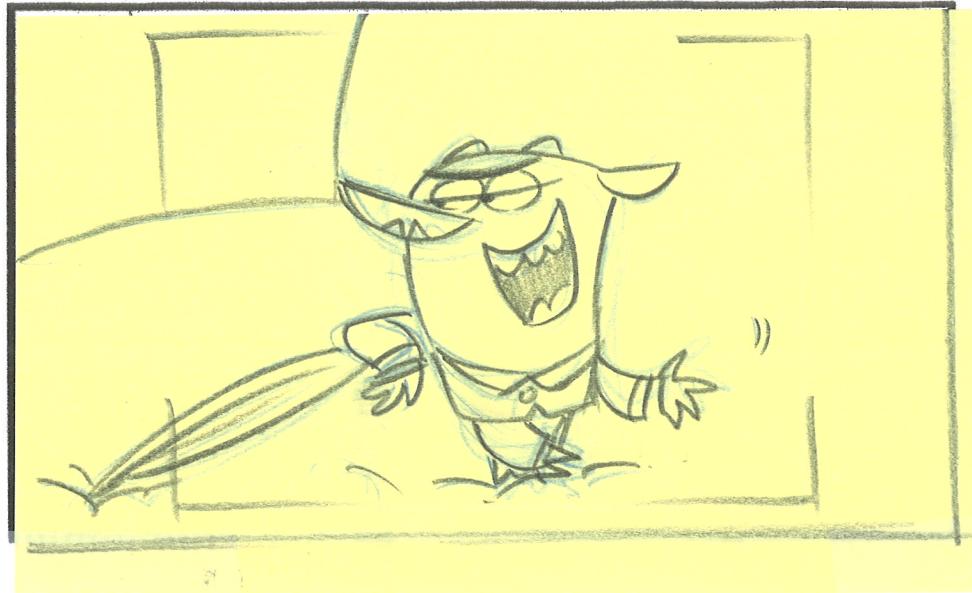
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 87 (cont)

PANEL 4 / 4



-Lucius LEANS ON UMBRELLA.

DIAL.

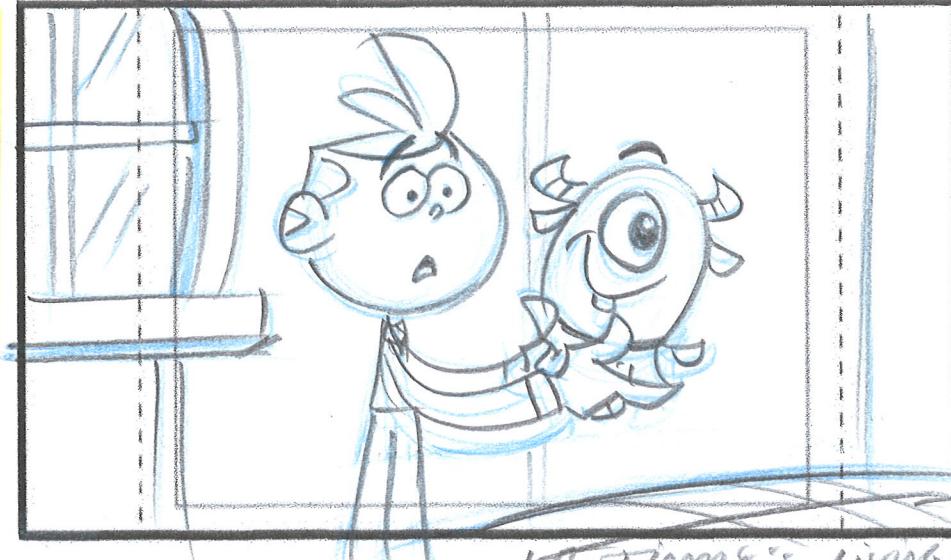
(46) LUCIUS (CONT)

"MEANT FOR A TRUE HERO!"

NOTES

SCENE 88

PANEL 1 / 2



ACTION

INT. JIMMY'S LIVING ROOM
NIGHT

CUT

- Jimmy + CERBEE LOOK AT
LUCIUS.
- JIMMY IS SHOCKED.

DIAL.

NOTES

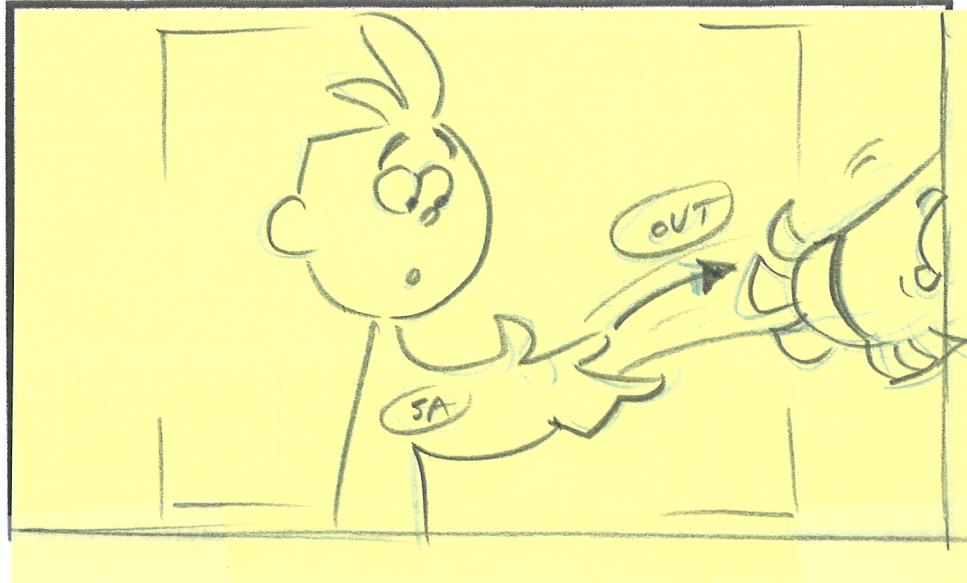


JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

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SCENE 88 (cont)

PANEL 2/2



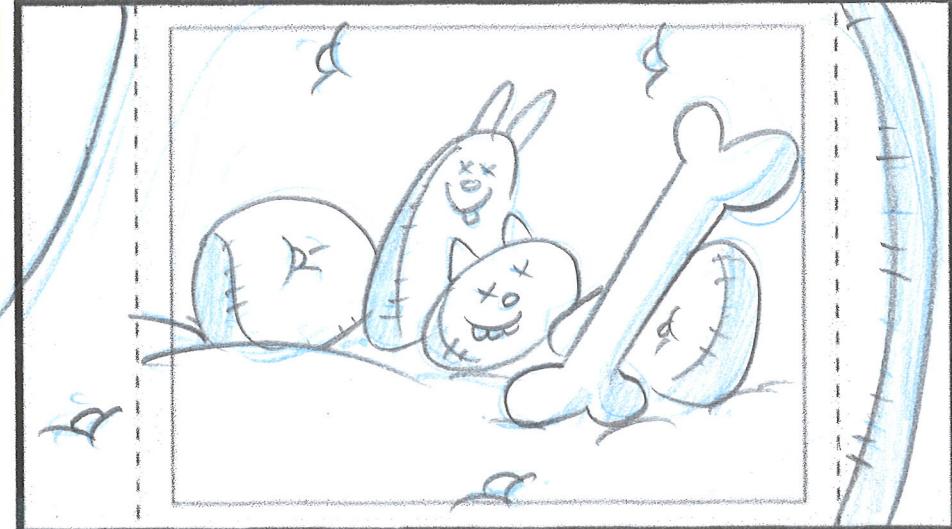
ACTION

- CERBEE JUMPS OUT OF JIMMY'S
HANDS.

DIAL.

SCENE 89

PANEL 1/2



ACTION

INT. JIMMY'S BEDROOM/
NIGHT.

- SHOT OF PILLOWS ON BED.

CUT

DIAL.

NOTES

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

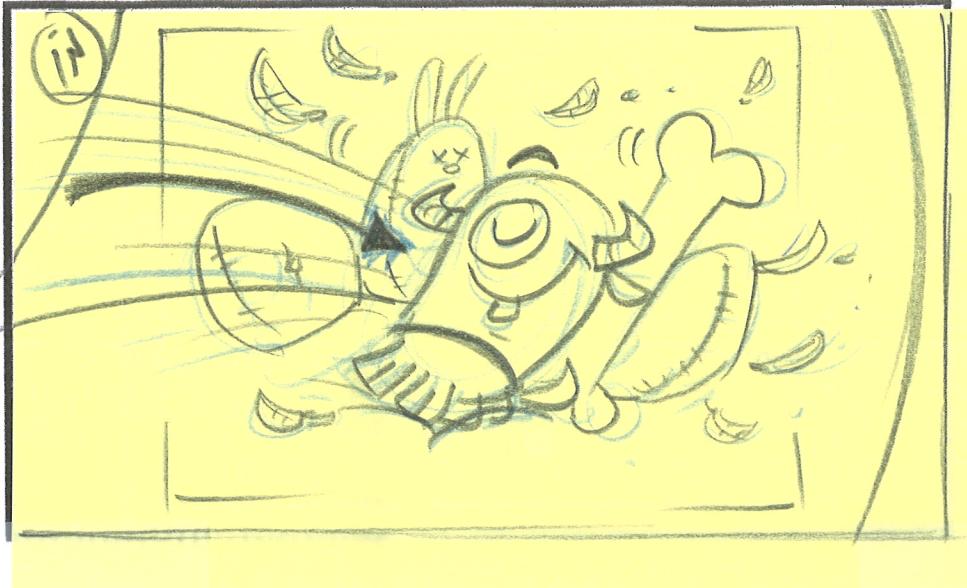
PAGE 180

SCENE 89 (cont)

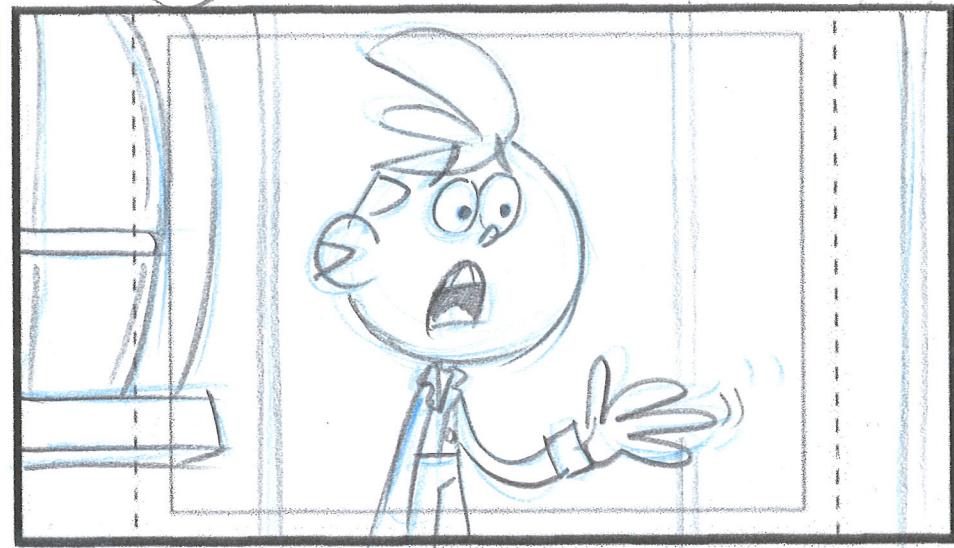
PANEL 2/2

SCENE (90)

PANEL 1/2



ACTION



ACTION

INT. JIMMY'S BEDROOM/
NIGHT.

- CERBEE LANDS (IN) THE SOFT
PILLOWS / FEATHERS GO FLYING.

(CUT)

- Jimmy is concerned.

DIAL.

(SPX)
(LANDS in Pillows)

DIAL.

(47) Jimmy

"WELL THAT SURE IS NICE
OF YOU, MCT."

NOTES

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

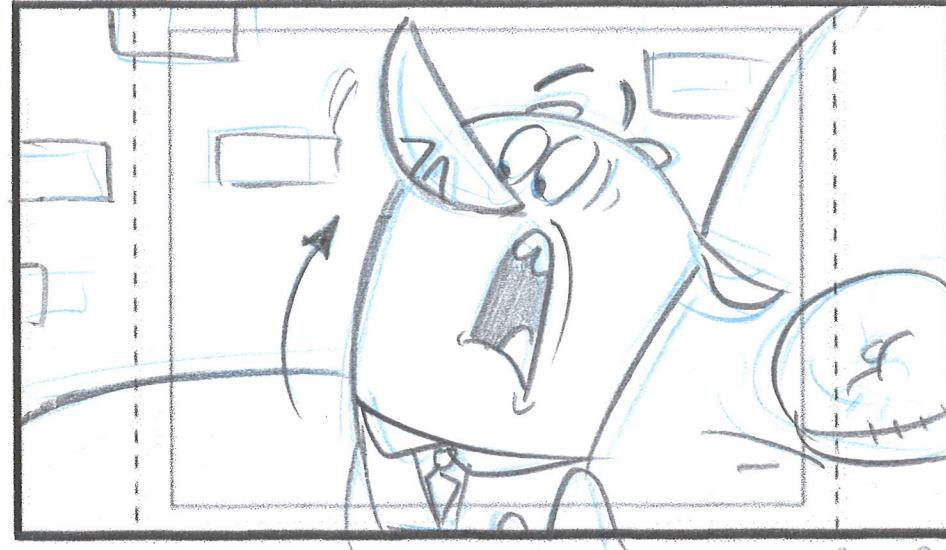
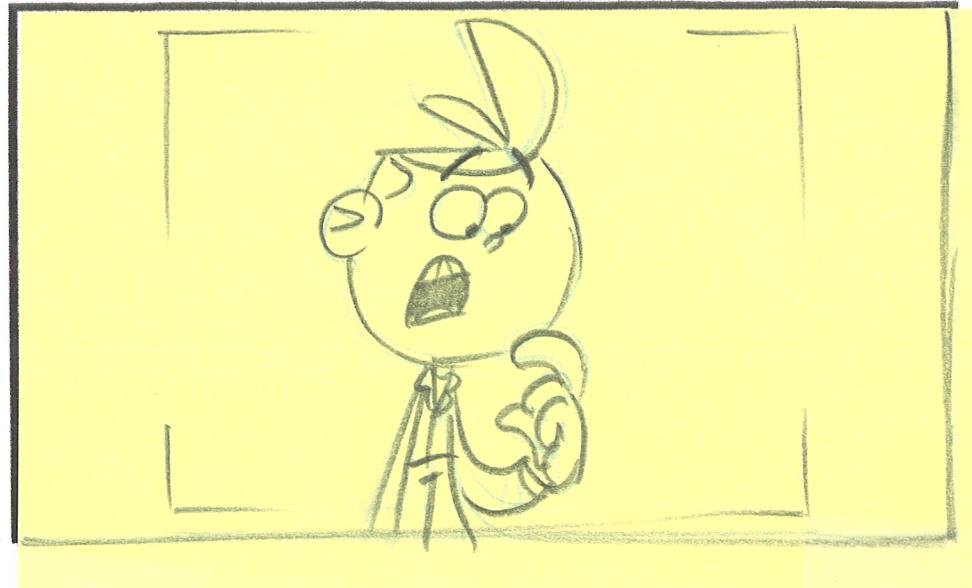
PAGE 181

SCENE 90 (cont)

PANEL 2/2

SCENE 91

PANEL 1/6



action

- Jimmy looks down AT BED

(CUT)

INT. JIMMY'S BEDROOM/
NIGHT.

- Lucas GaspS in HORROR!

DIAL.

(47) Jimmy (cont)

"BUT IT DOESN'T REAULT
FIT!"

NOTES

DIAL.

(48) Lucas

"(GASP!) TWO SHOES!"

NOTES



JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

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SCENE 91 (CONT)

PANEL 2/6

SCENE

PANEL 3/6



ACTION

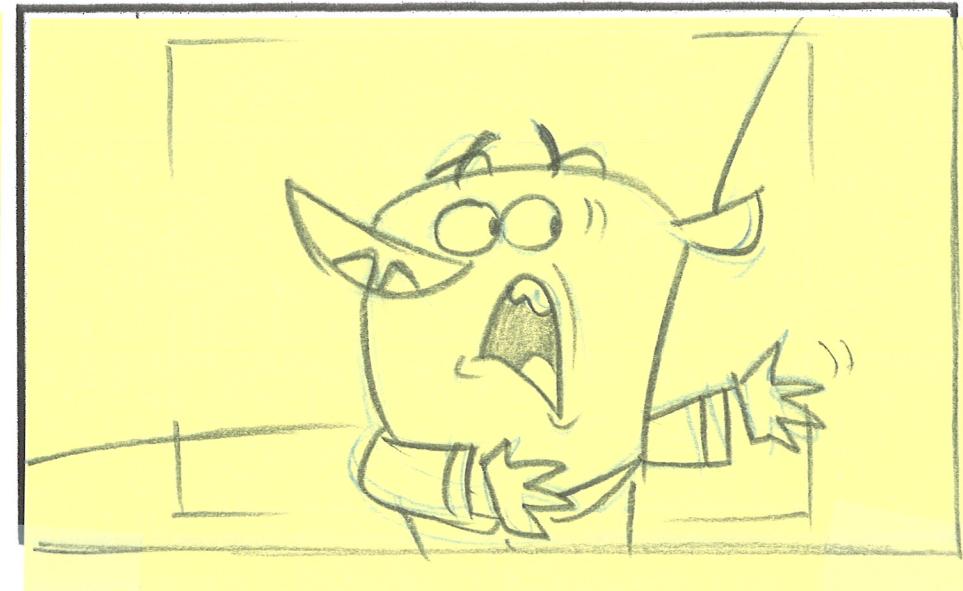
- Lucius GESTURES.

DIAL.

(48) Lucius (CONT)

"WHAT ARE YOU SAYING?"

NOTES



RESONATE

- HE LOOKS AT CERBEE O.S.

DIAL.

(48) Lucius (CONT)

"THAT CERBEE, AFTER
SAVING MY LIFE,"

NOTES



JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

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SCENE 91 (cont)

PANEL 4/6

SCENE

PANEL 5/6



ACTION

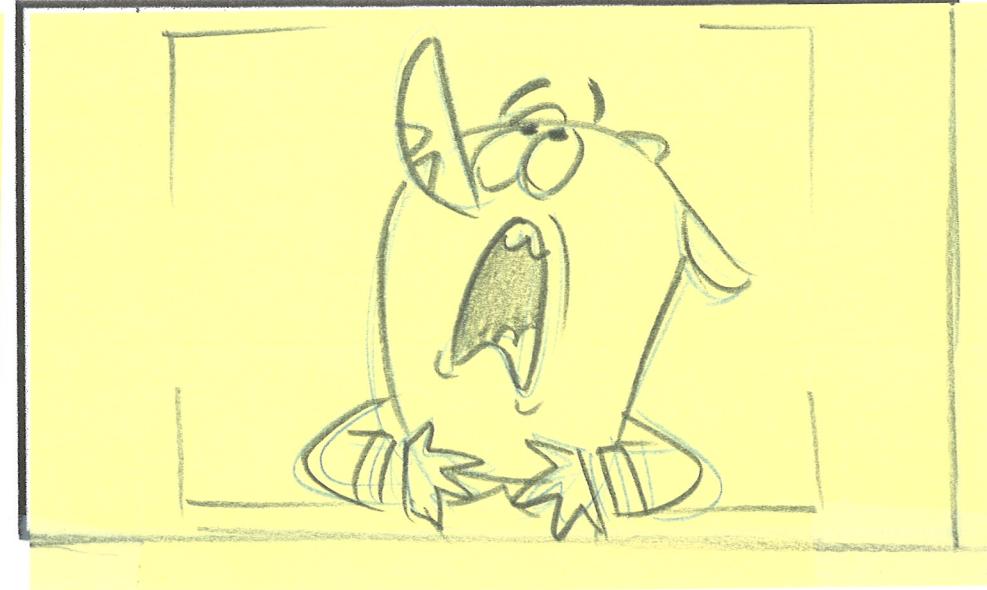
- He points to himself.

DIAL.

(48) LUCIUS (cont)

" MY LIFE , "

NOTES



- HE is overex DRAMATIC.

DIAL.

(48) LUCIUS (cont)

" THE LIFE OF ME , "

NOTES



JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

PAGE 184

SCENE 91 (cont)

PANEL 6/6



ACTION

- Lucius GESTURES CONFIDENTLY.

SCENE 92

PANEL 1/2



INT. JIMMY'S BEDROOM
NIGHT

(CUT)

- Jimmy is in DISBELIEF.

DIAL.

(48) LUCIUS (cont)

" DOESN'T DESERVE THE VERY
BEST ? "

NOTES

DIAL.

(47) Jimmy

" WELL, "

NOTES

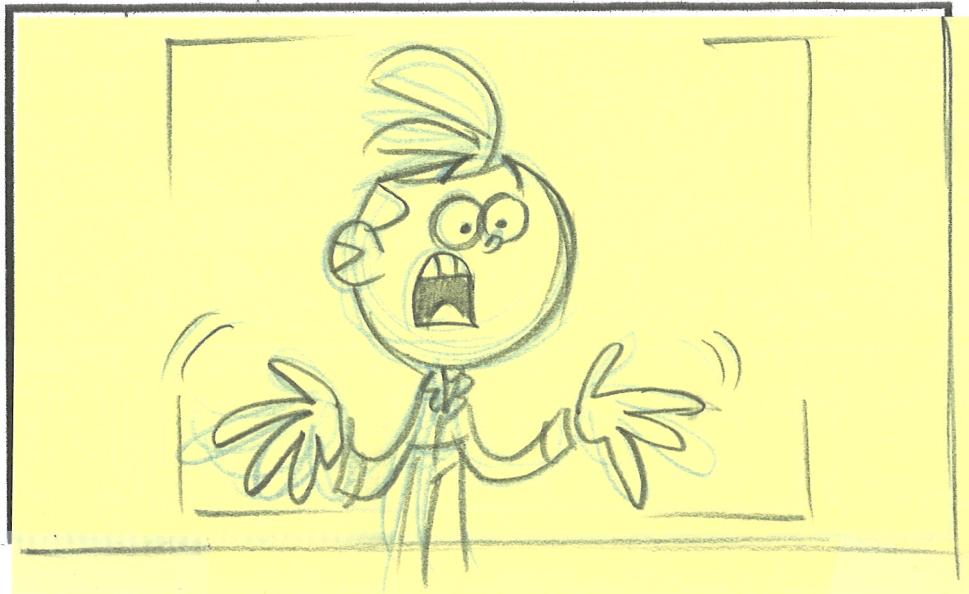


JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

PAGE 185

SCENE 92 (CONT)

PANEL 2/2



- Jimmy GESTURES

DIAL.

(47) Jimmy (cont)

"WHERE AM I SUPPOSE
TO SLEEP?"

NOTES

SCENE 93

PANEL 1/7



ACTION

INT: JIMMY'S BEDROOM/
NIGHT

(HU) — Lucas is SHOCKED.

DIAL.

(50) LUCAS

"IT'S ALWAYS ABOUT YOU,
ISN'T IT?!"

NOTES

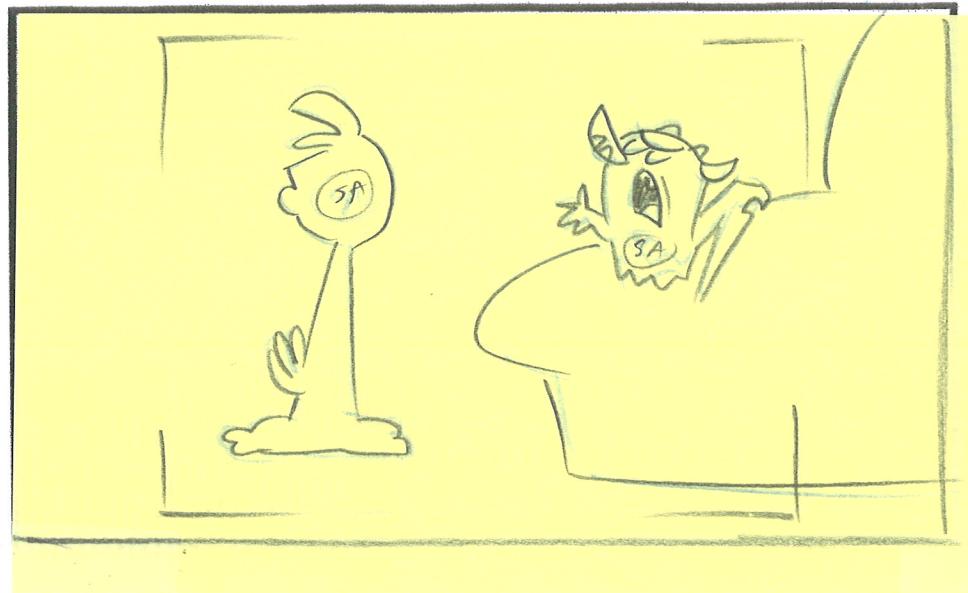


JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

PAGE 186

SCENE 93 (cont)

PANEL 2/7



ACTION

- Lucius gestures.

DIAL.

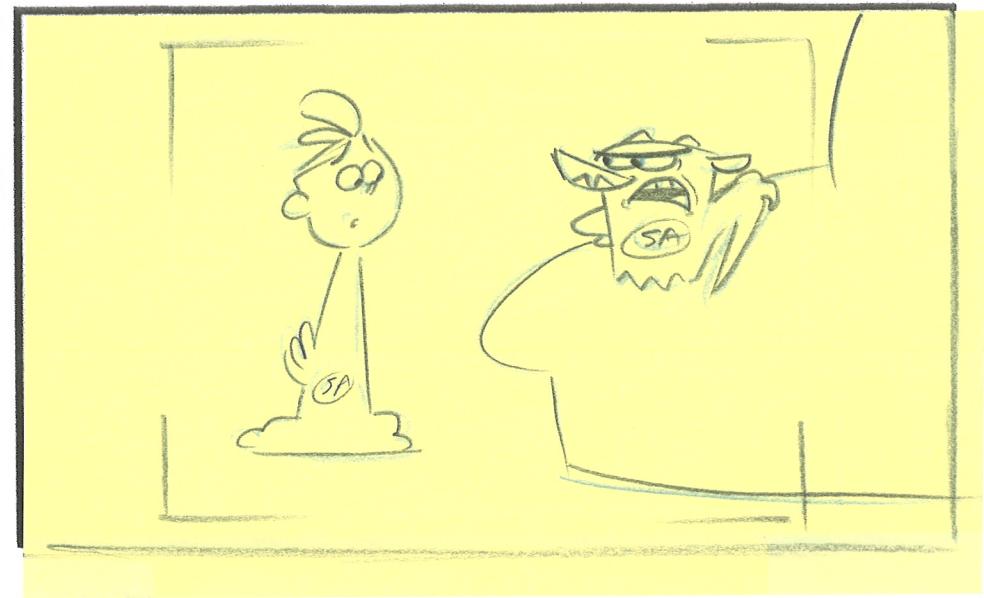
(50) Lucius (cont)

"such SELFISHNESS!"

NOTES

SCENE

PANEL 3/7



ACTION

- Lucius looks at Jimmy accusatet.

DIAL.

(50) Lucius (cont)

"SELFISH! SELFISH!"

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 93 (cont)

PANEL 4/7



ACTION

- Jimmy explains.

DIAL.

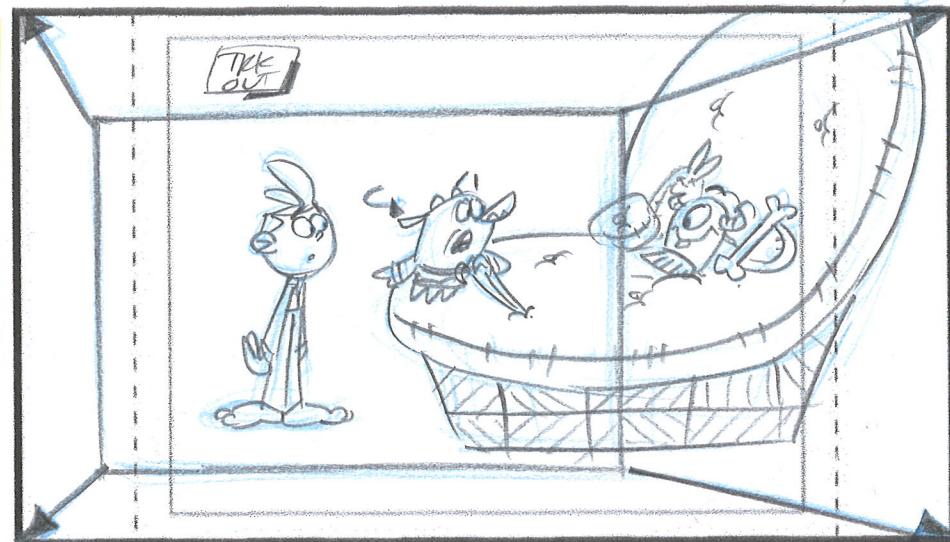
(51) Jimmy

"I was JUST TRYING TO..."

NOTES

SCENE

PANELS 5/7



ACTION * TICK OUT AS LUCAS CUTS
JIMMY OFF PURPOSELY BY PRETENDING
HE HEARD CERBEE SAY SOMETHING.

DIAL.

(52) Lucas

"WHAT'S THAT CERBEE?"

NOTES



JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

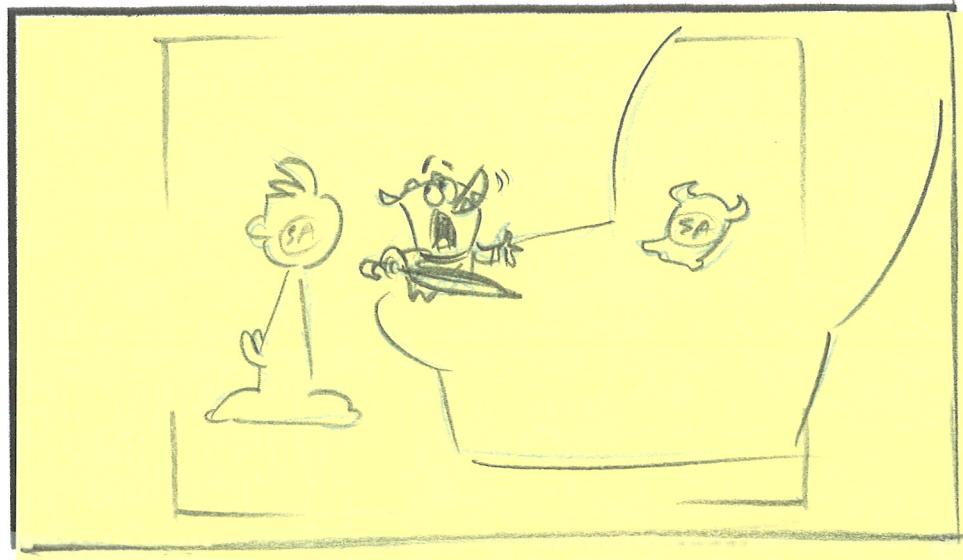
PAGE 188

SCENE 93 (cont)

PANEL 6/7

SCENE

PANEL 7/7



ACTION

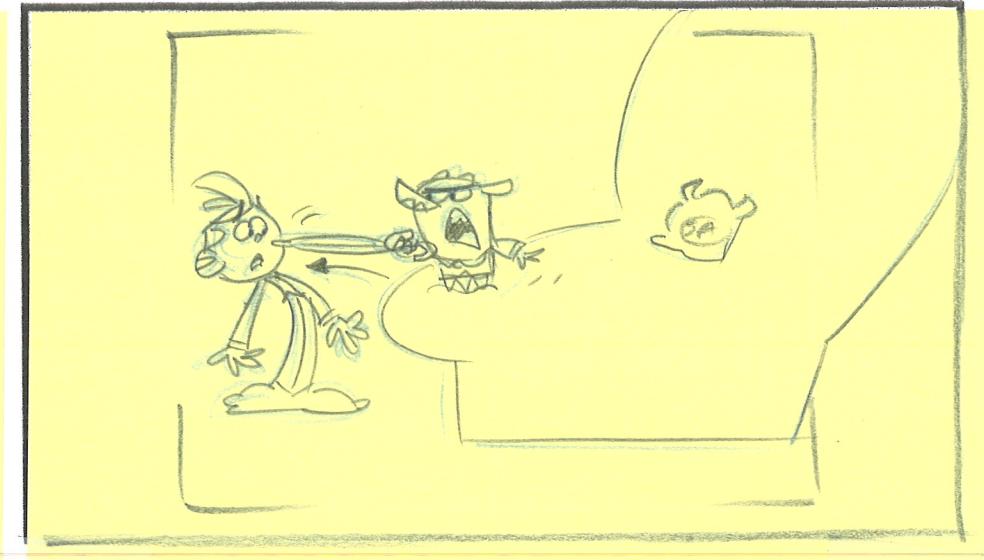
- LUCIUS OVER ACTS.

DIAL.

(S2) LUCIUS (CONT)

"YOU'D RATHER LIVE WITH
ME THAN WITH YOUR SELFISH!"

NOTES



ACTION

- He points at Jimmy & Accusingly.

DIAL.

(S2) LUCIUS (CONT)

"EX-DADDY TWO SHOES?"

NOTES

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JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE

94

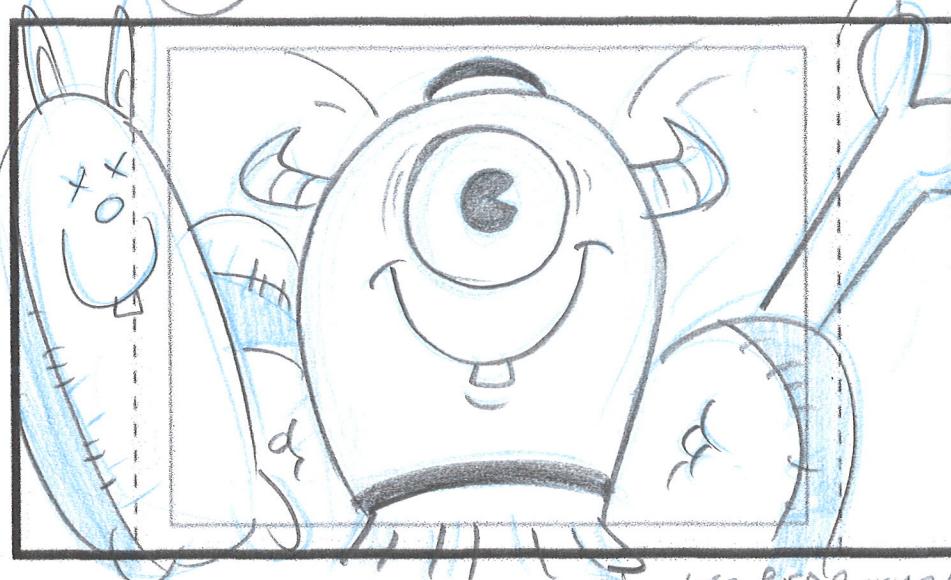
PANEL

SCENE

95

PANEL

TEMPLATE

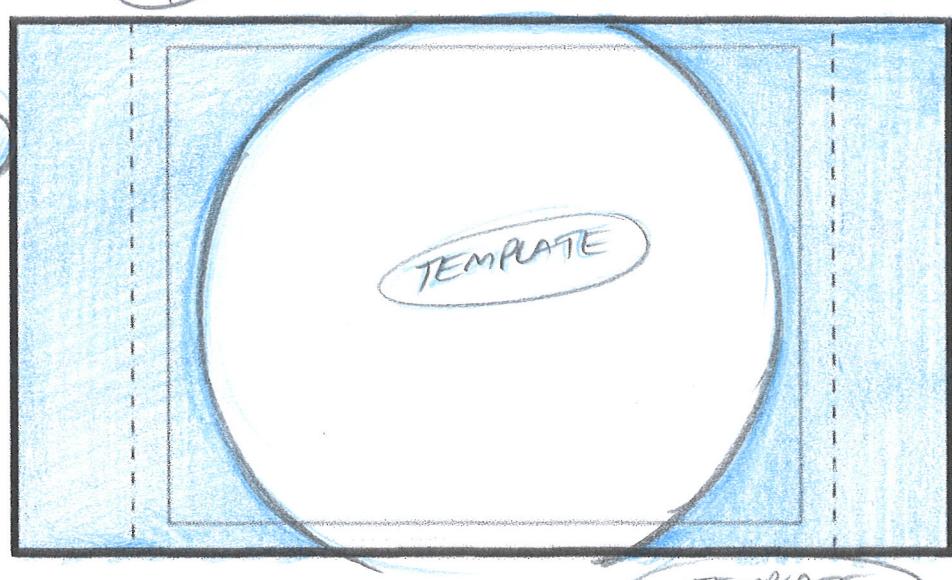


ACTION

INT. JIMMY'S BEDROOM
NIGHT

- CLOSE ON CERBEE
INDIFFERENT.

DIAL.



ACTION

TEMPLATE

- POINT OF VIEW FOR CERBEE
- TEMPLATE!

DIAL.

NOTES

NOTES

* USE THIS O/L TEMPLATE OVER TOP
OF PAN ON NEXT PAGE.

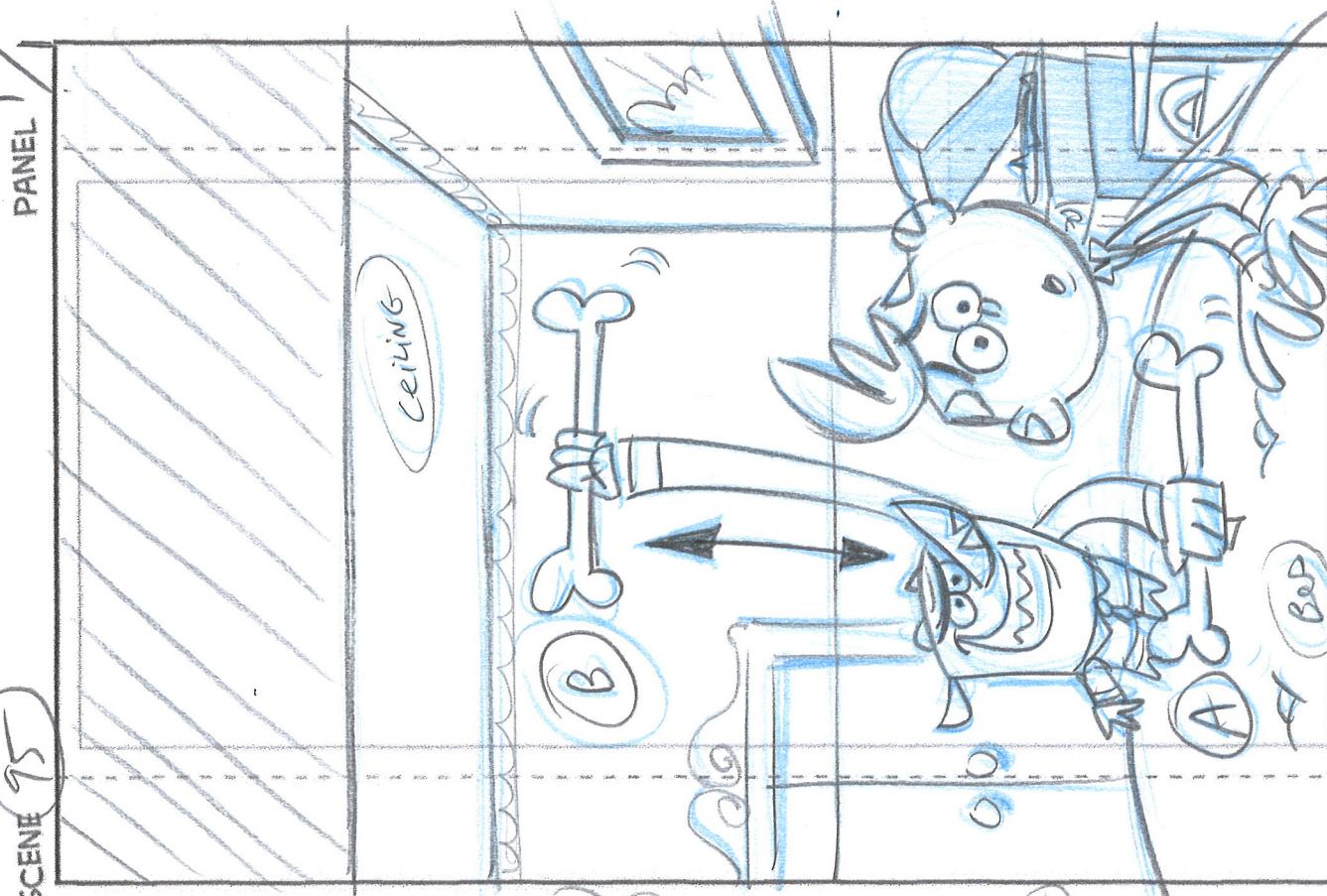


JIMMY TWO SHOES

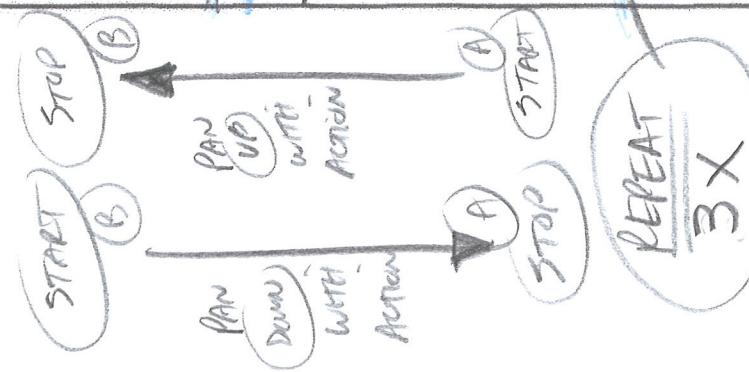
J2S2-101- "CERBEE COME HOME"

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PANEL 1



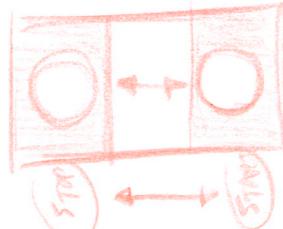
SCENE 75



ACTION
 * PAN UP WITH ACTION / PAN DOWN WITH ACTION
 REPEAT (PAN) 3 TIMES
 — USES HANDS & RUNE UP AND DOWN (ETHNIC JIMMY'S HEAD AP). — CAMERA PANS UP + DOWN WITH BONE!

DIAL.

(Stop)
 Sliding whistle UP
 Sliding whistle DOWN



NOTES
 USE OLD TEMPLATE ON PREVIOUS PAGE
 # DOL PANS UP AND DOWN OVER PANEL!
 # DOL PANS UP AND DOWN OVER PANEL!



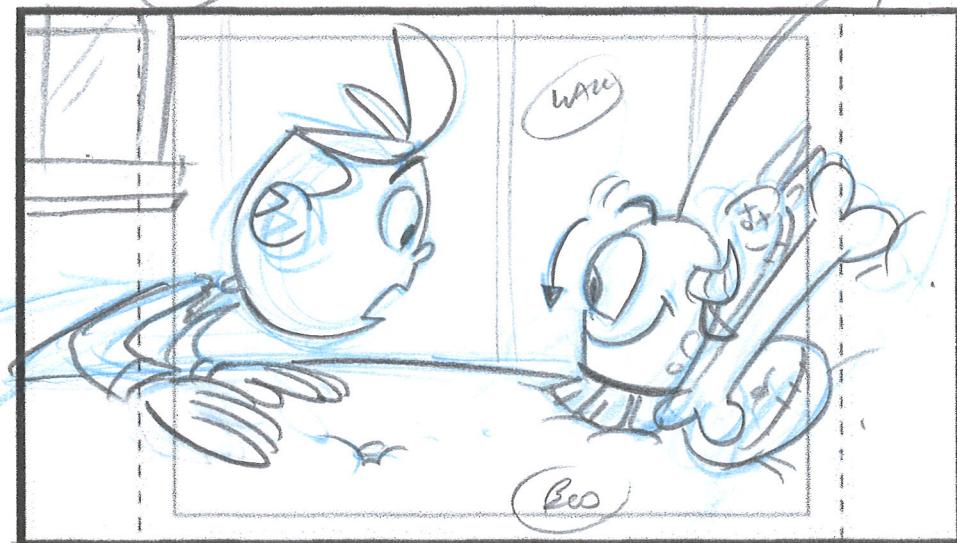
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 96

PANEL 1/5



ACTION

INT. JIMMY'S BEDROOM/
NIGHT.

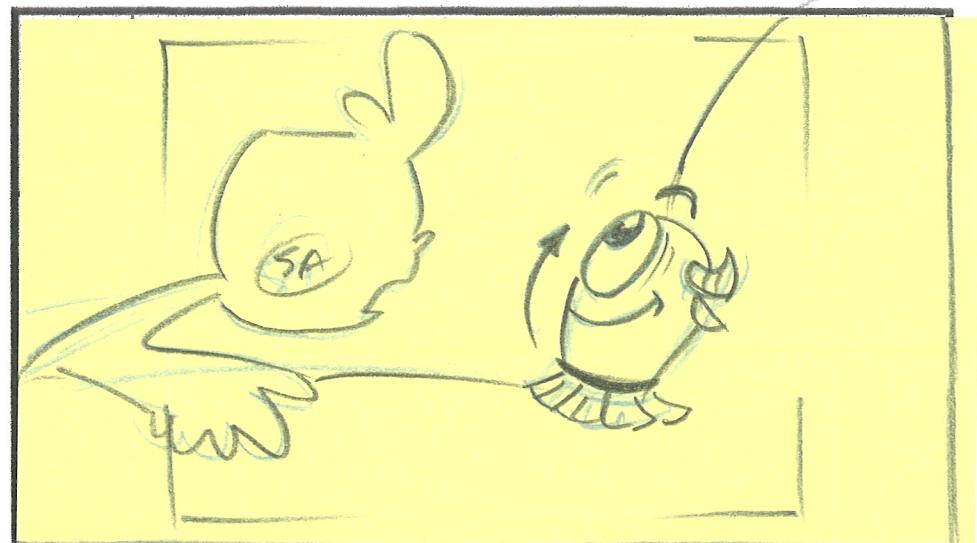
CUT
- CERBEE NODS.
- JIMMY WATERS IN DISBELIEF.

DIAL.

NOTES

SCENE

PANEL 2/5



ACTION

- CERBEE NODS!

DIAL.

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

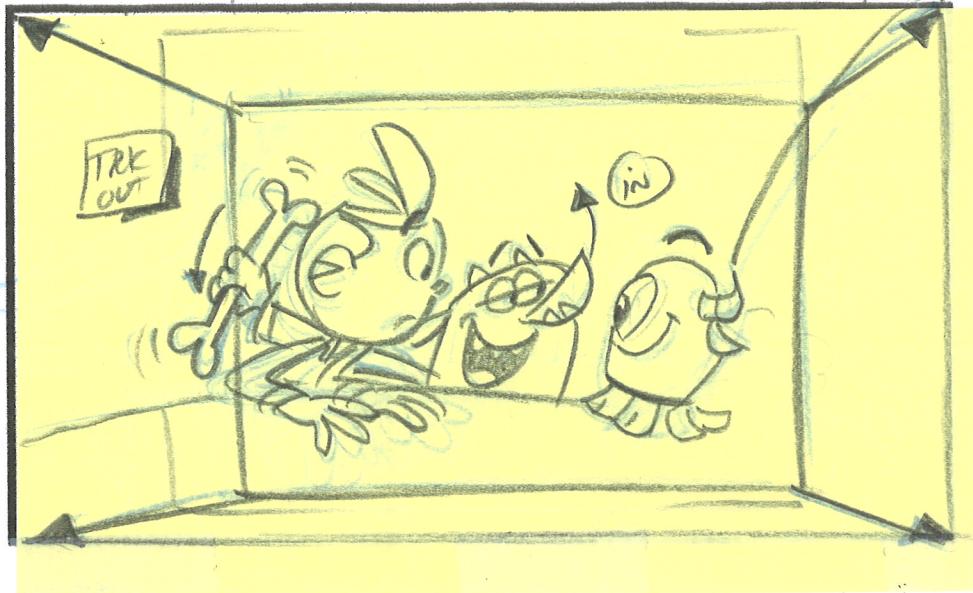
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SCENE 96 (cont)

PANEL 3/5

SCENE

PANEL 4/5

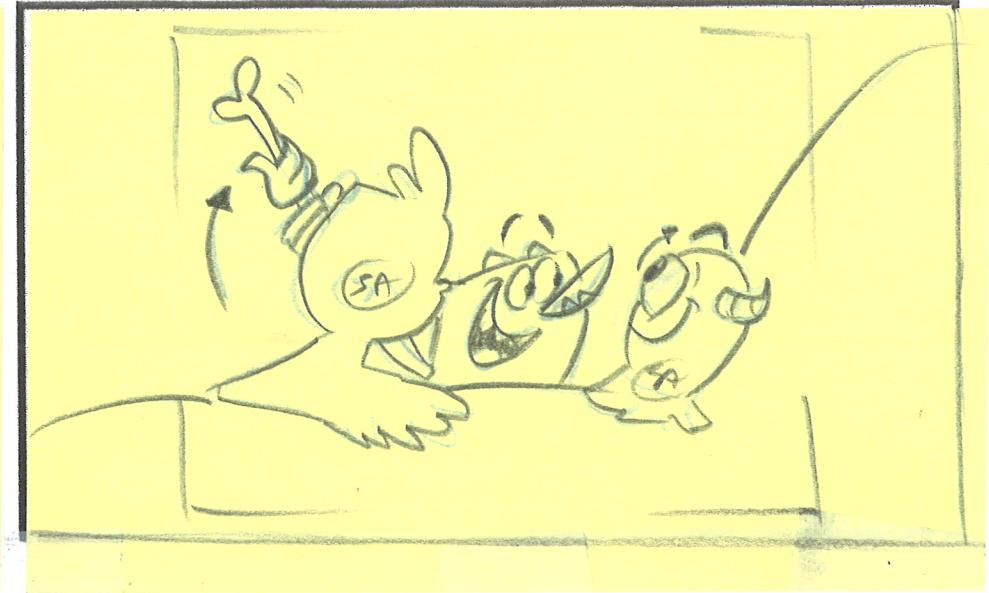


ACTION

* TRICK AS LUCIUS SETTLES
IN BETWEEN THEM.
— LUCIUS HOLDS BONE BEHIND JIMMY'S HEAD.

DIAL.

(53) LUCIUS
" YOU SEE, "



ACTION

— LUCIUS RAISES THE BONE
UP AND DOWN.

DIAL.

(53) LUCIUS (cont)
" HE'S NODDING! "

NOTES

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

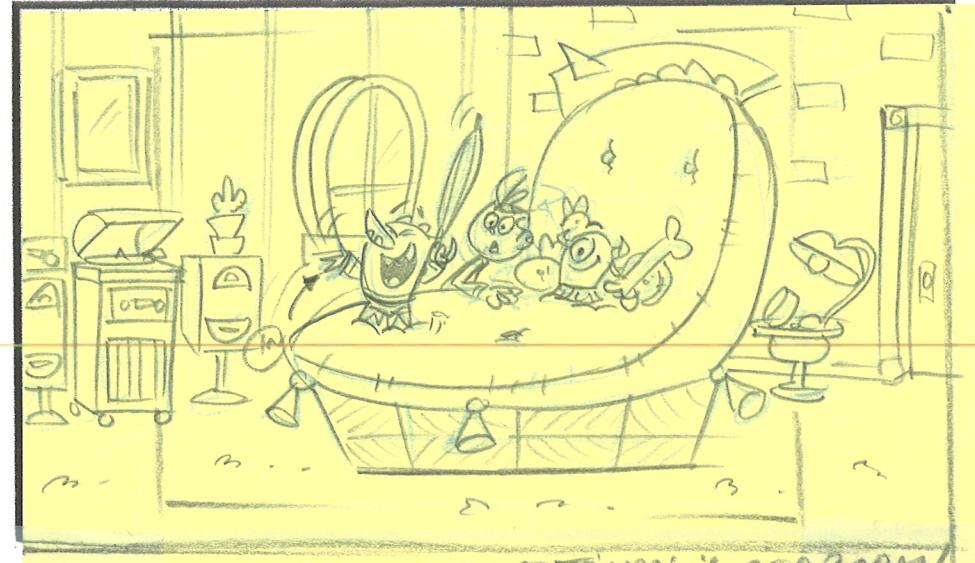
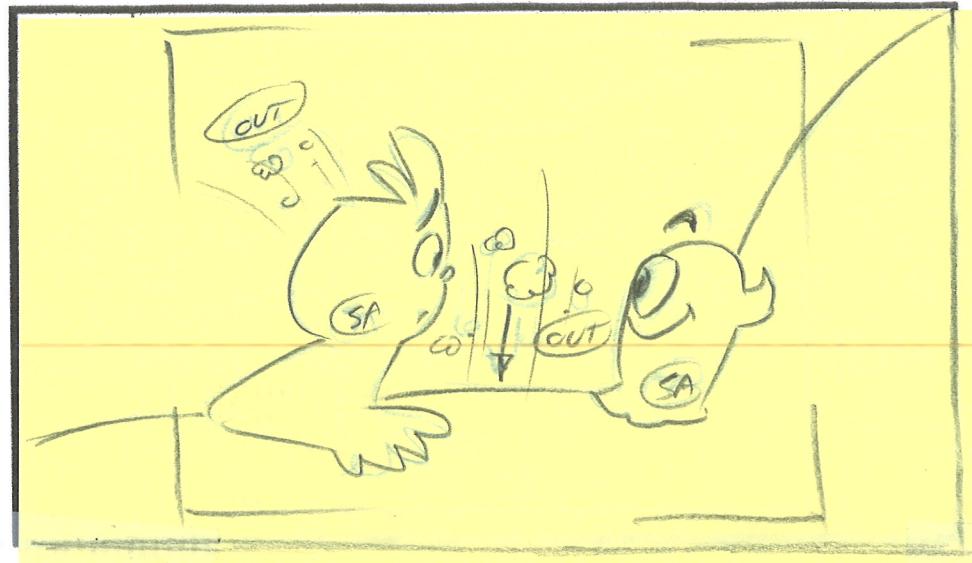
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SCENE 96 (cont)

PANEL 5/5

SCENE 97

PANEL 1/2



-Lucius zips OUT.

HU

- LUCIUS JUMPS UP ON BED
OVERSOYED!

DIAL.

DIAL.

(53) LUCIUS (cont)

"HE AGREES THAT HE'D BE
HAPPIER WITH ME!"

NOTES

NOTES



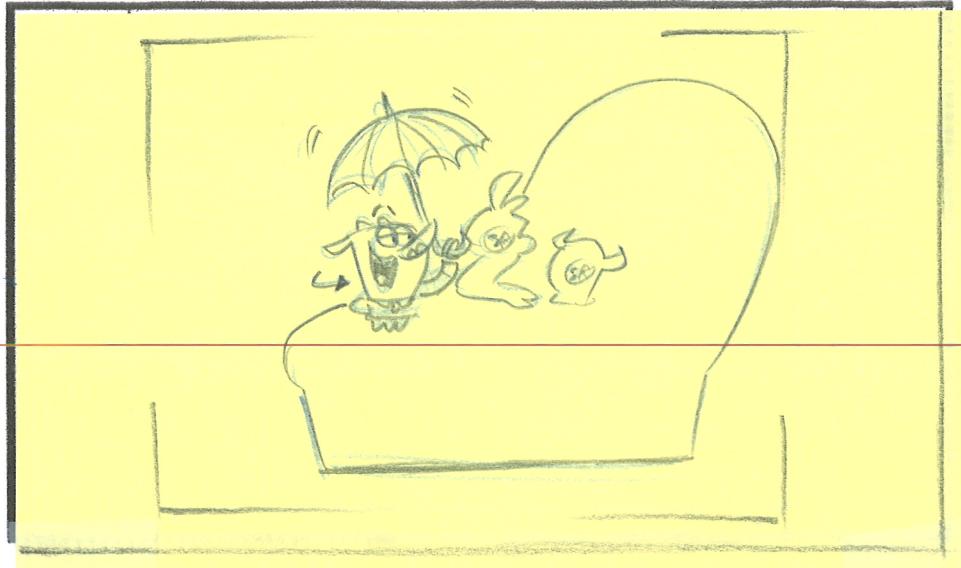
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 97 (cont)

PANEL 2/2



ACTION

- HE OPENS HIS UMBRELLA AND
TURNS TO JIMMY + CERBEE.

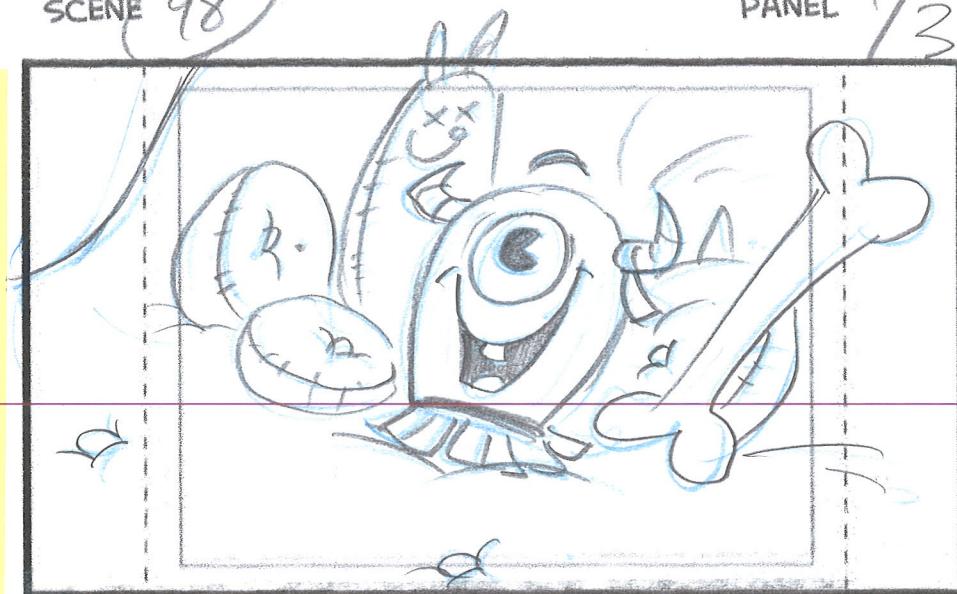
DIAL.

(SFX)
(OPENS UMBRELLA)

NOTES

SCENE 98

PANEL 1/3



ACTION

- CERBEE SMILES.

(MC)

DIAL.

(SFX)
(WHISTLES)
(CUE)

NOTES

INT. JIMMY'S BEDROOM/
NIGHT.

(SFX) (0.5)
(LIPSYNC CUES TO CERBEE)



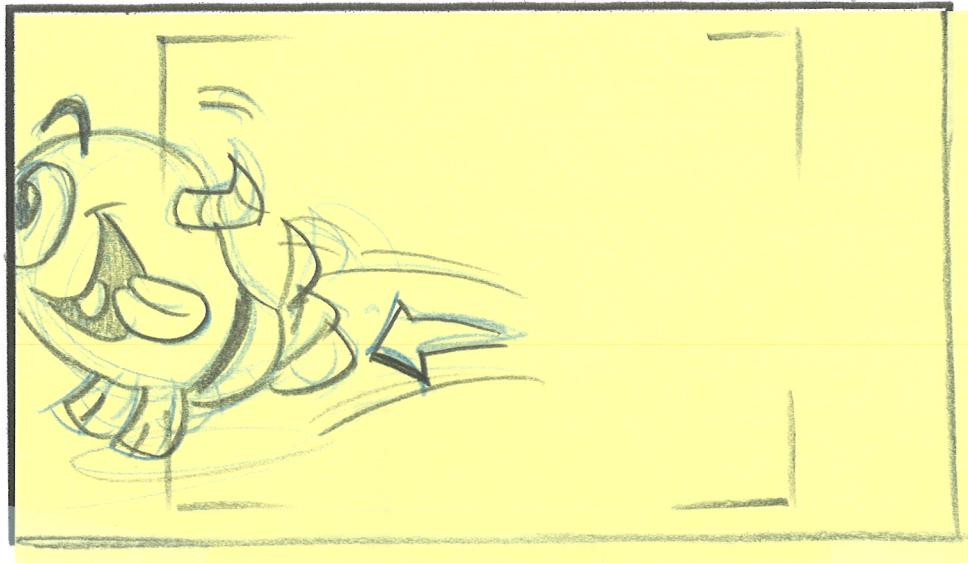
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 98 (cont)

PANEL 2/3



ACTION

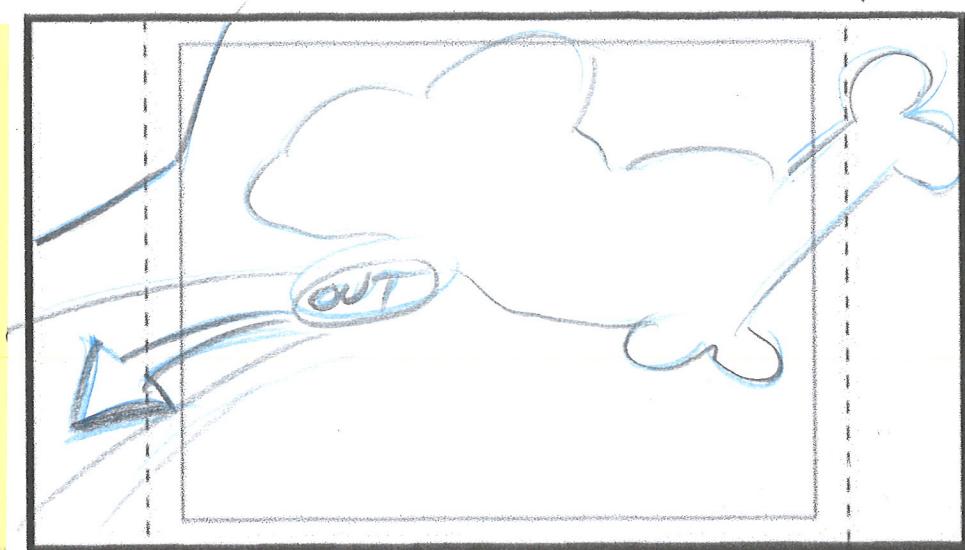
- CERBEE RUNS

DIAL.

NOTES

SCENE

PANEL 3/3



ACTION

- He runs ~~out~~

DIAL.

NOTES



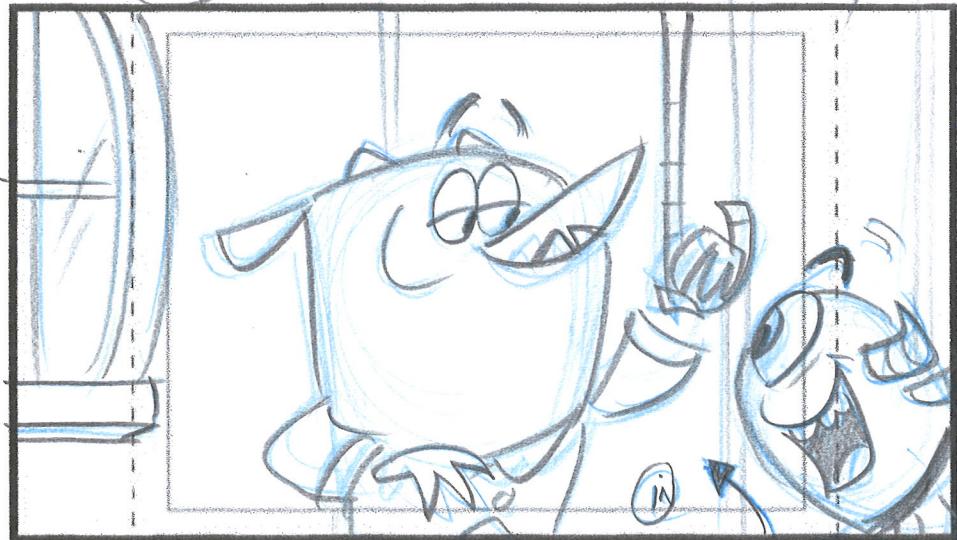
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 99

PANEL 1/3

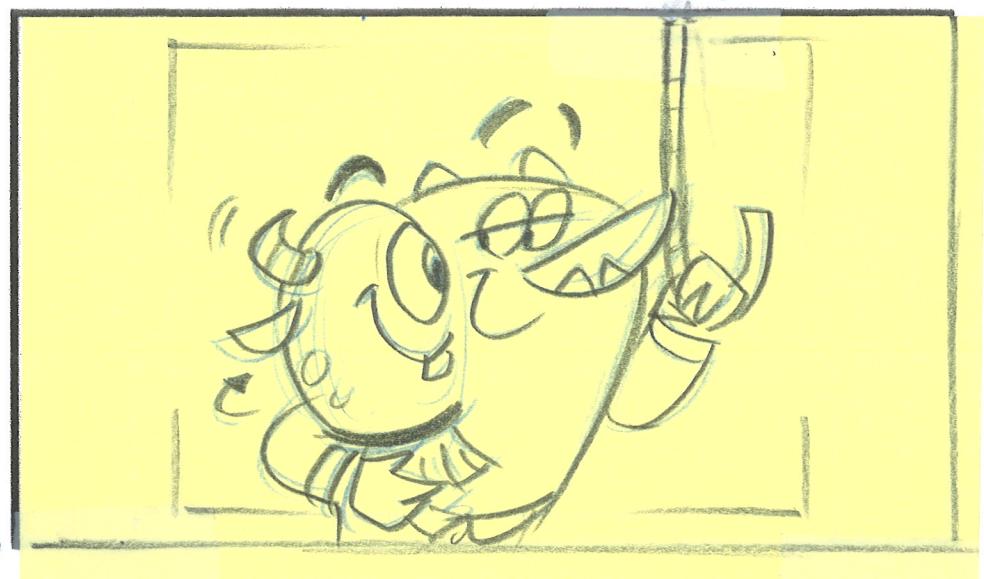


ACTION

(CV) - CERBEE JUMPS (IN)

SCENE

PANEL 2/3



ACTION

- CERBEE SETTLES IN
LUCIUS'S ARMS.

DIAL.

DIAL.

NOTES

NOTES



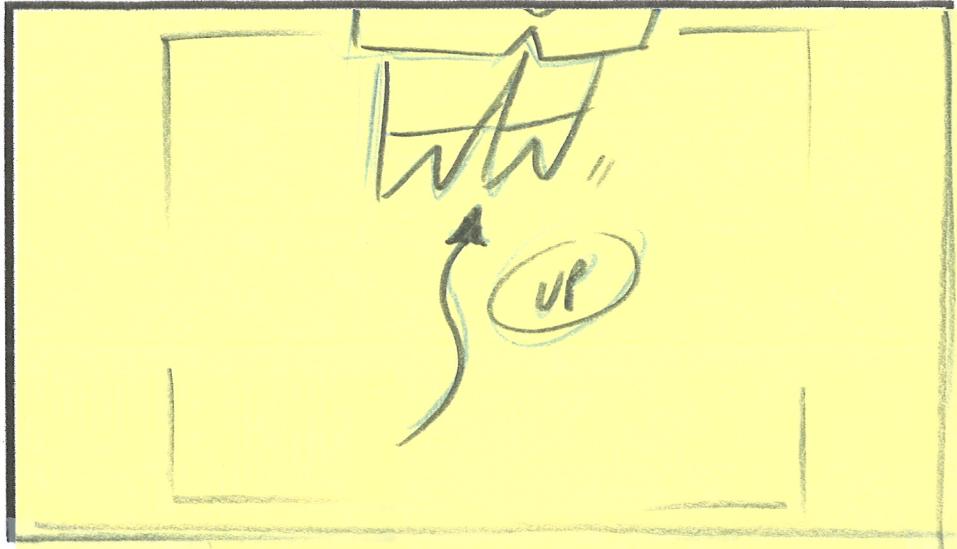
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 99 (cont)

PANEL 3/3

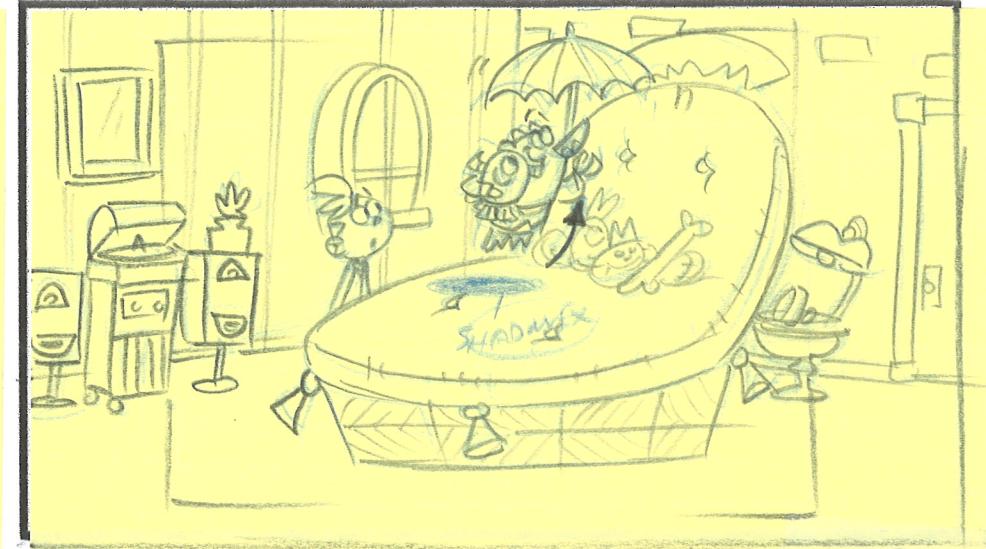


ACTION

- THE FLOAT UP.

SCENE 100

PANEL 1/2



INT. JIMMY'S BEDROOM /

NIGHT.

- LUCAS + CERBEE FLOAT UP
LIKE MARY POPPINS.

DIAL.

HU

ACTION

DIAL.

NOTES

NOTES



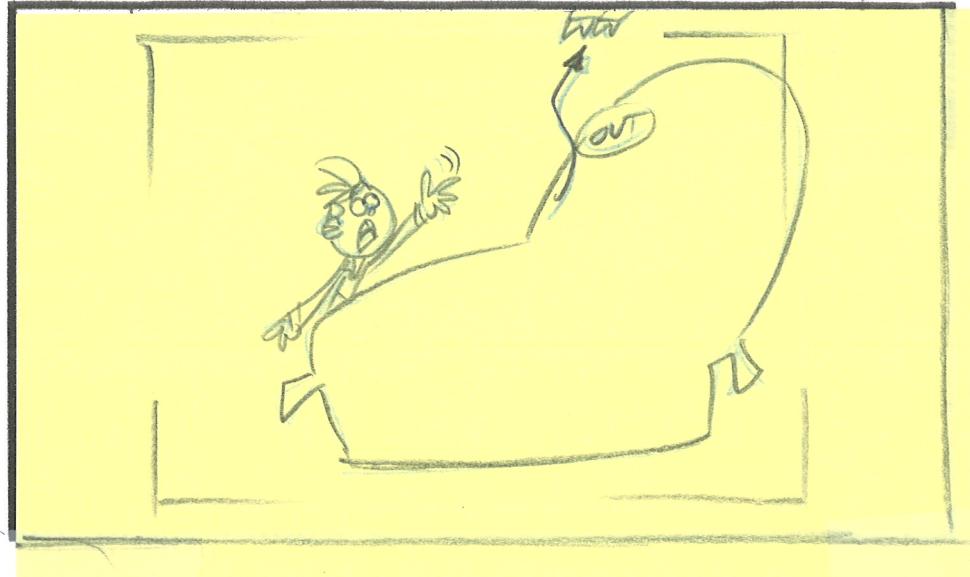
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 100 (cont)

PANEL 2/2



ACTION

- THEY FLOAT OUT
- Jimmy runs AFTER THEM

DIAL.

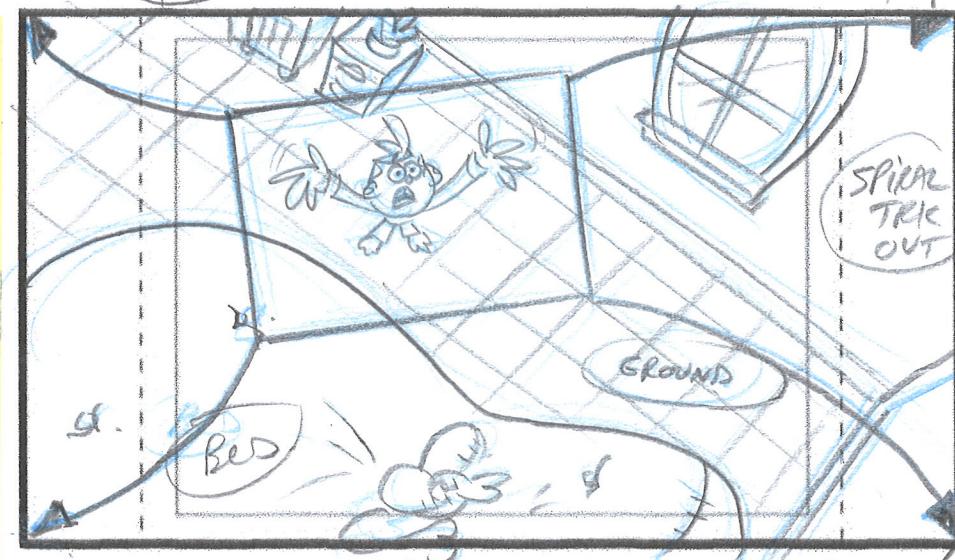
(54) Jimmy

"WAIT! CERBEE, IS THIS
WHAT YOU REALLY WANT?"

NOTES

SCENE 101

PANEL 1/1



ACTION

INT. Jimmy's BEDroom / night

* SPiral TRICK OUT AS Jimmy
comes OUT to CERBEE.

Hall

DIAL.

(54) Jimmy (cont)

"ARE YOU REALLY REJECTING ME?
ME? YOUR HUGGY BUDDY?!"

NOTES



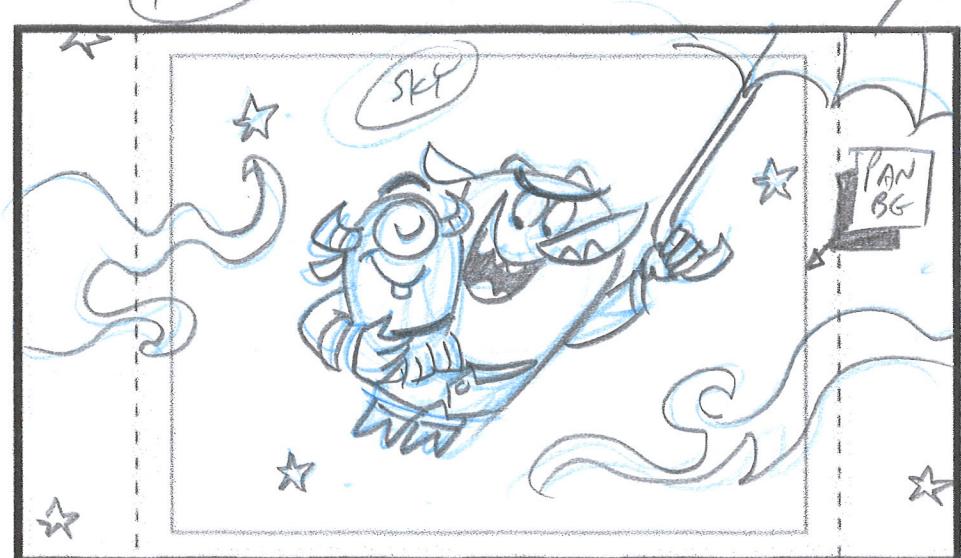
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

PAGE 199

SCENE 102

PANEL 1/2

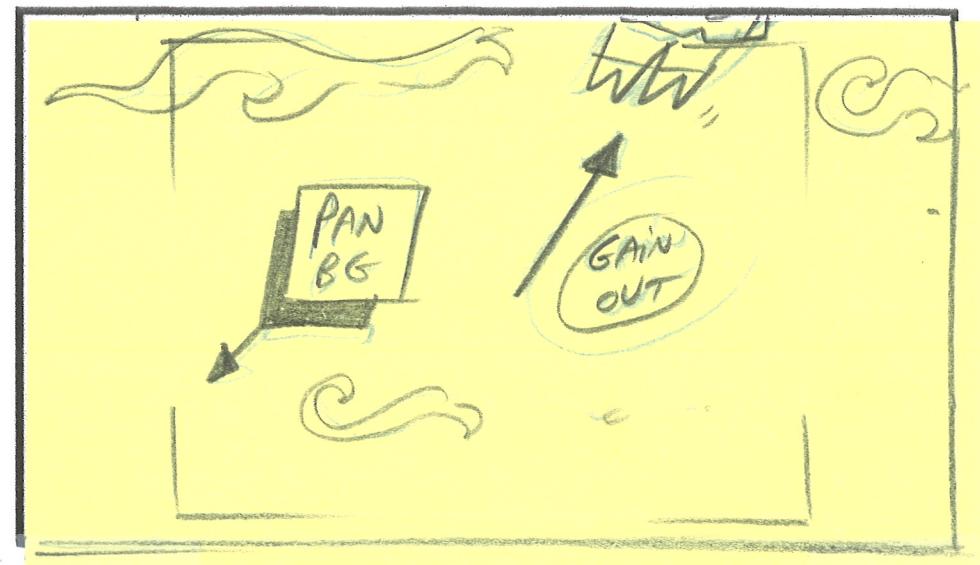


ACTION

→ Lvvis SNICKERS TO HIMSELF.

SCENE

PANEL 2/2



ACTION

- THEY GAIN OUT

DIAL.

(ADDED)
DIAL
(SNICKERS)

DIAL.

NOTES

NOTES



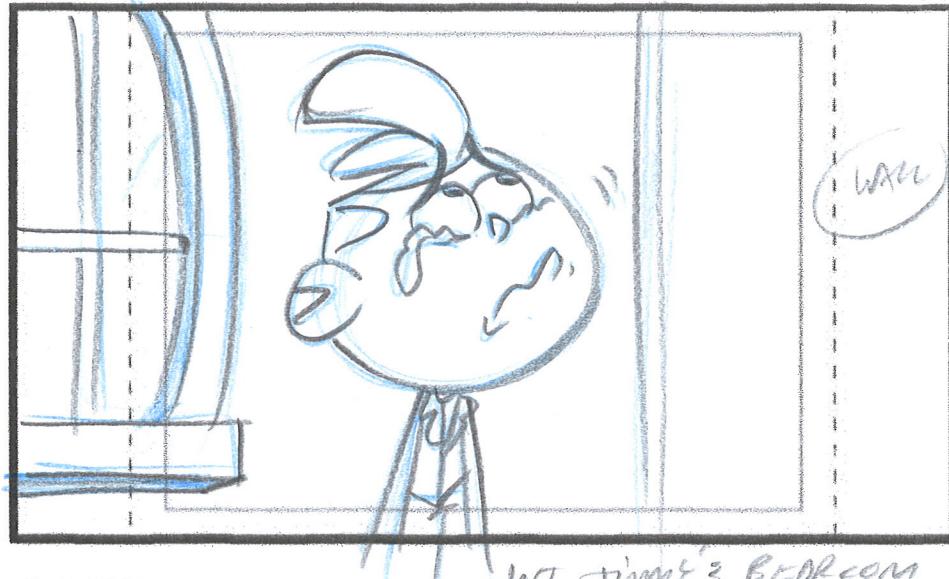
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

PAGE 200

SCENE 103

PANEL 1/1



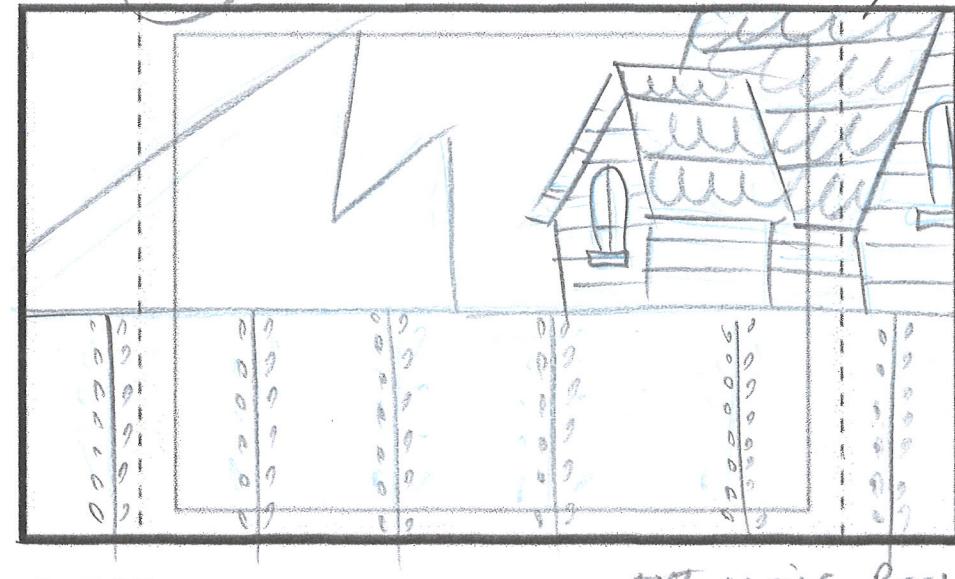
ACTION

CUT
- Jimmy is sad and
sobs.

INT. Jimmy's BEDroom
/NIGHT

SCENE 104

PANEL 1/2



ACTION

- BG / HEDGE -

EXT. LAWS POOL/DAY

DIAL.

SFX
Sobbing.

NOTES

DIAL.

NOTES



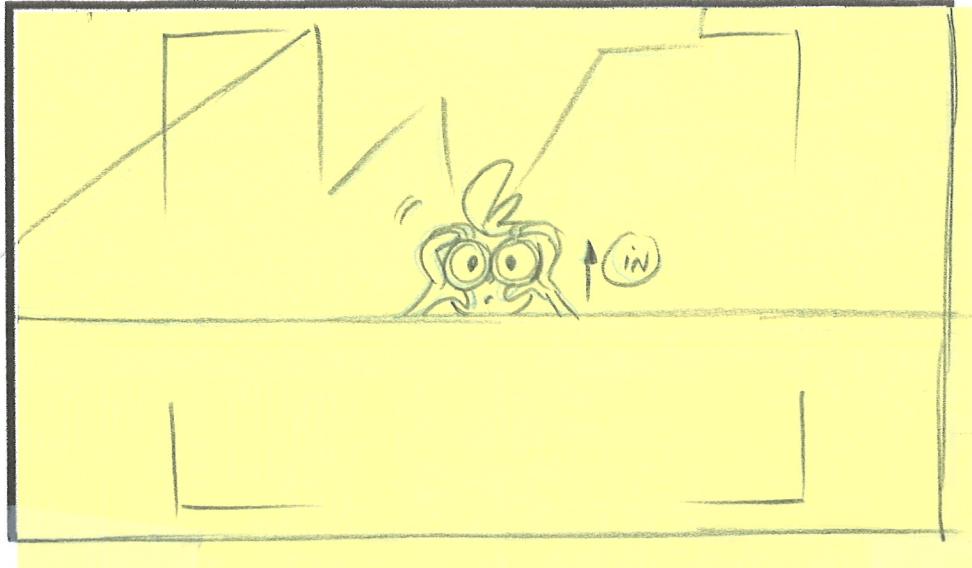
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

PAGE 201

SCENE 104 (cont)

PANEL 2/2

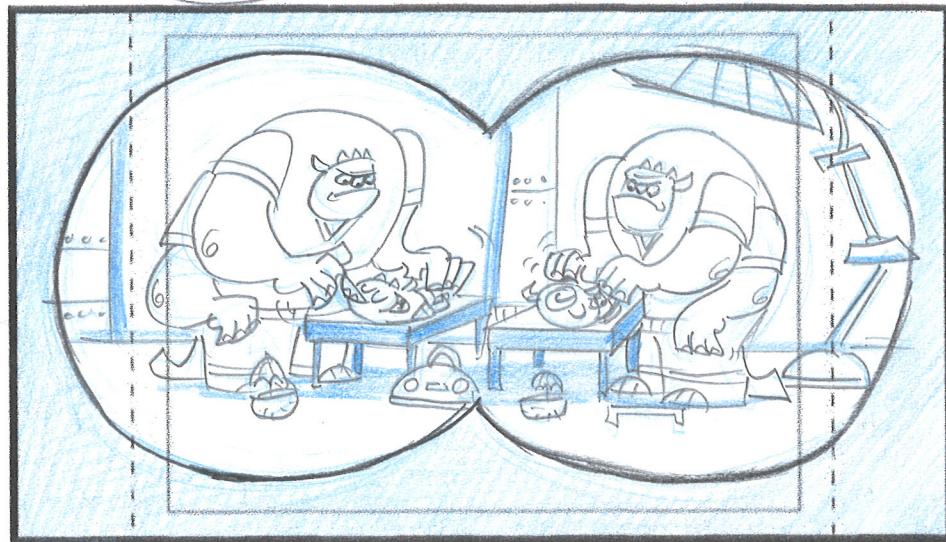


ACTION

- Jimmy Pops looking through binoculars.

SCENE 105

PANEL 1/1



ACTION

EXT. LVLS - YARDS WITH MASSAGE TABLES / DAY

(CUT)

- P.O.V. THROUGH BINOCULARS.
- CERBEE + LULU ARE GETTING THEIR BACKS MASSAGED!

DIAL.

DIAL.

(ADDED)
DIAL

Lvls

"THAT'S THE SPOT!"
OOH YAAAA!"

NOTES

NOTES



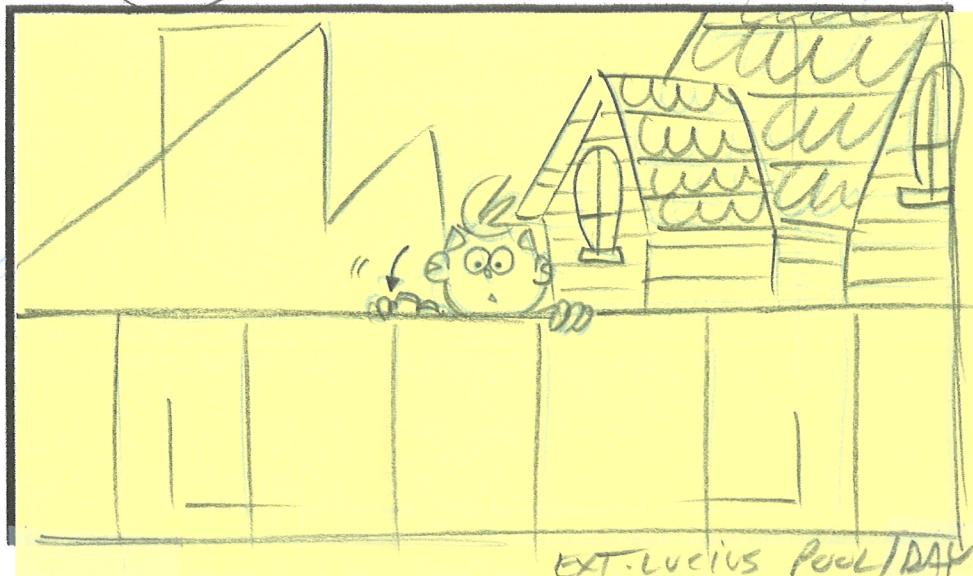
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

PAGE 202

SCENE (106)

PANEL 1/2



ACTION

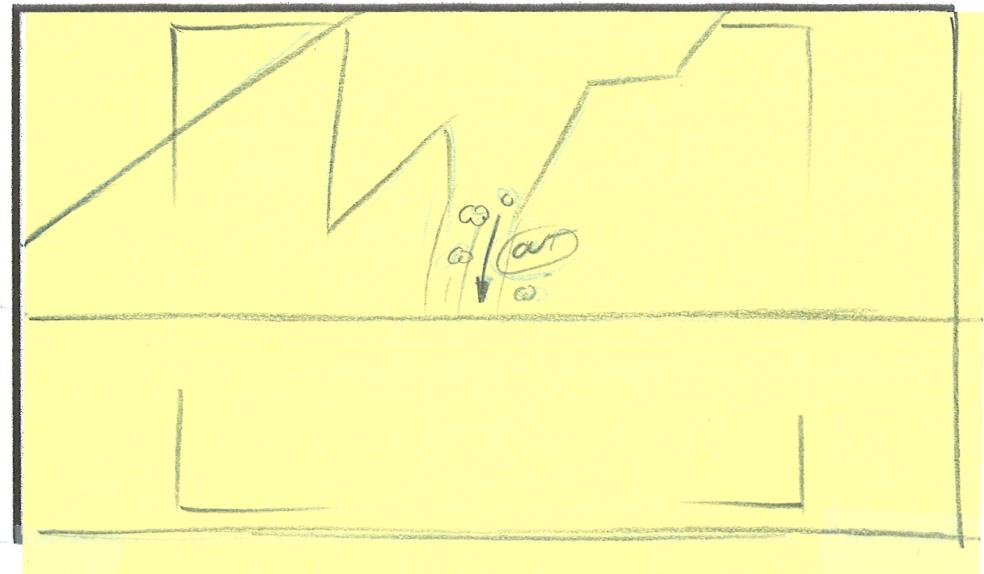
(CUT) - Jimmy lowers His Binoculars.

DIAL.

NOTES

SCENE

PANEL 2/2



ACTION

- HE DUCKS (OUT)

DIAL.

NOTES



JIMMY TWO SHOES

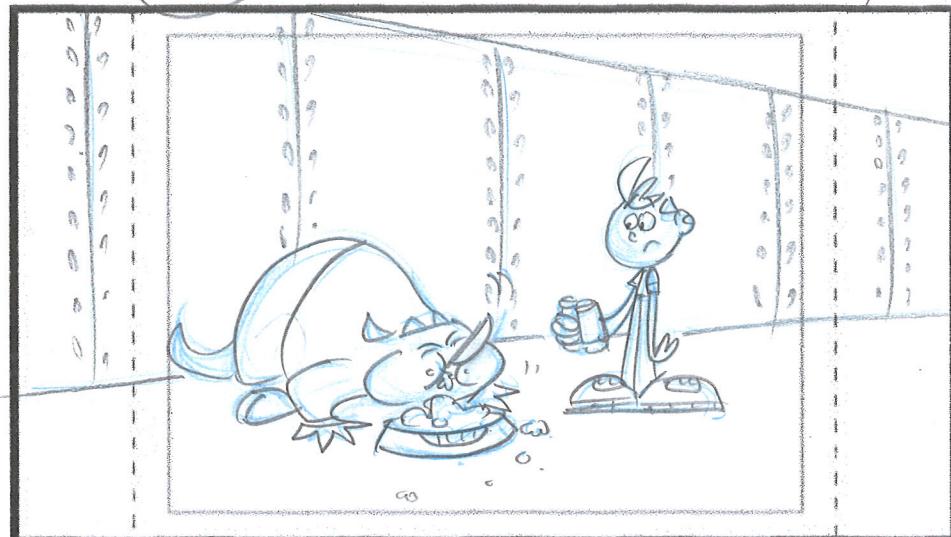
J2S2-101- "CERBEE COME HOME"

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SCENE

107

PANEL 1/2



ACTION



- BEEREE IS EATING OUT OF CERBEE'S
DOG FOOD DISH.

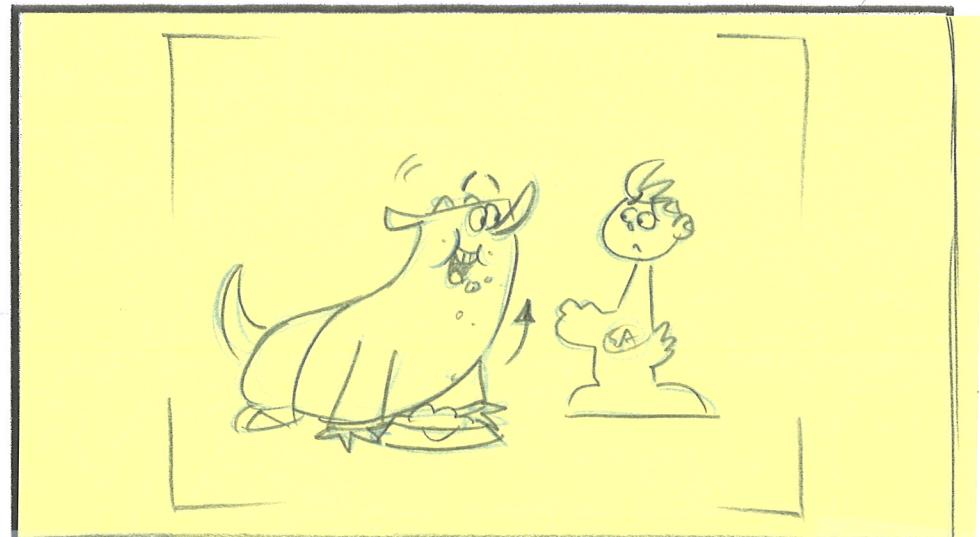
DIAL.

(SFX)
munch munch!

NOTES

SCENE

PANEL 2/2



ACTION

- HE LOOKS AT JIMMY - EXCITED.

DIAL.

(SFX) BEEREE
"DON'T WORRY JIMMY (munch)
WITH ME AR AND "

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

PAGE 204

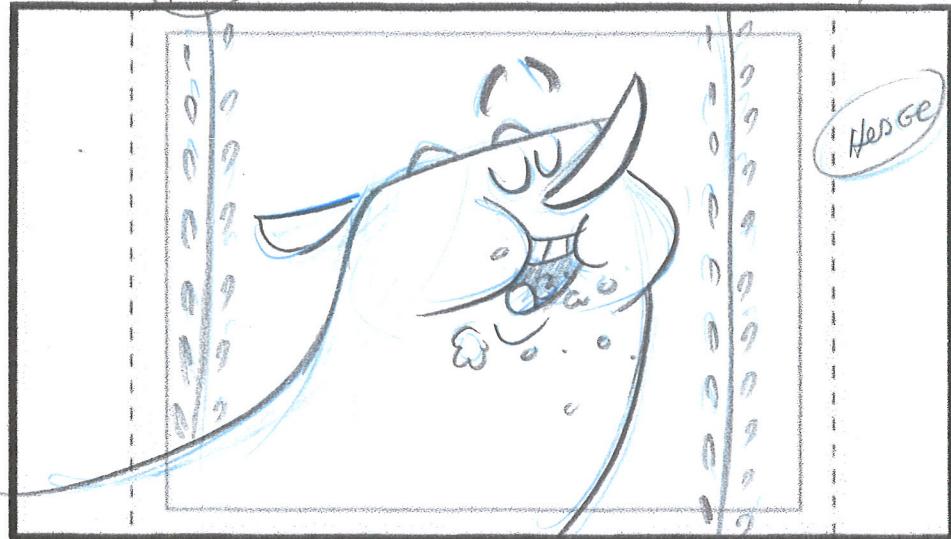
SCENE

(108)

PANEL 1/2

SCENE

PANEL 2/2



EXT. JIMMY'S BACKYARD /
DATE

ACTION

M/C

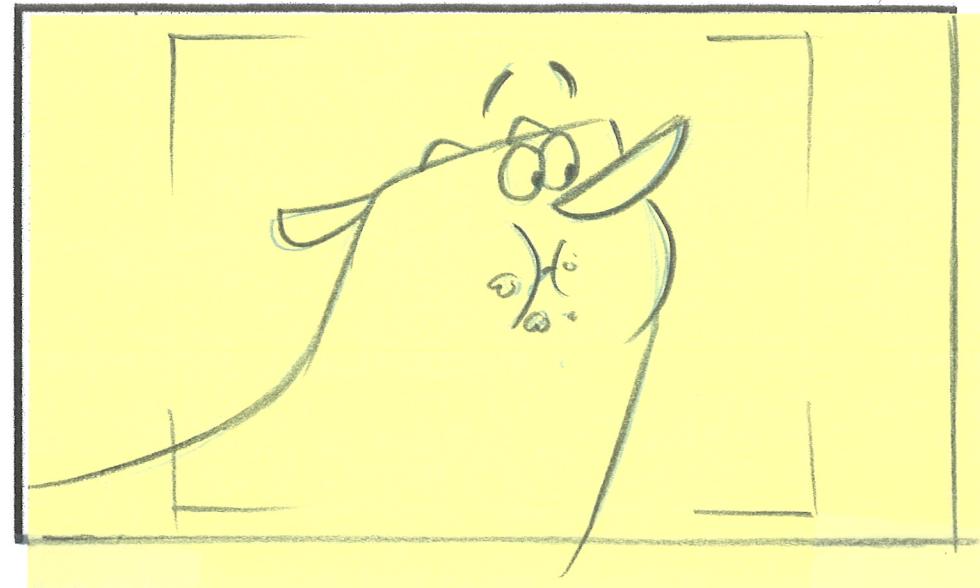
- CERBEE HAS A MOUTHFUL OF
DOG FOOD

DIAL.

(S5) CERBEE (CONT)

"YOU WON'T EVEN MISS CERBEE!"

NOTES



ACTION

- HE LOOKS O.S. AS HE HEARS
SOMETHING.

DIAL.

(SFX (S5))

(SCRAPING METAL)

NOTES



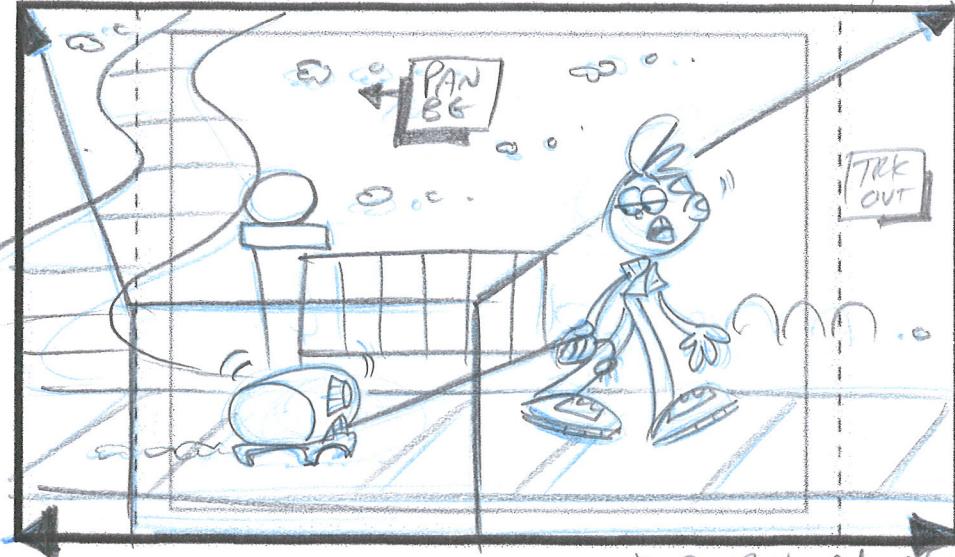
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 109

PANEL 1/3



ACTION

EXT. NEIGHBOURHOOD DAY

*TRK OUT AS JIMMY IS PULLING A
TOASTER BY THE CORD.

DIAL.

SFX (cont)
(SCRAPING METAL)

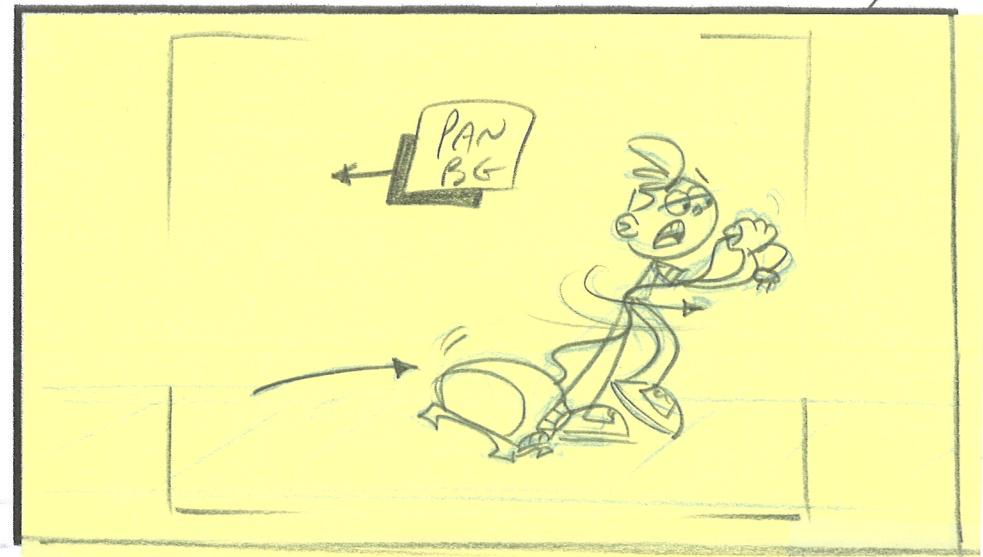
(ADDED)
DIAL

JIMMY
"C'MON BOY!"

NOTES

SCENE

PANEL 2/3



ACTION

- HE GIVES IT A TUG.

DIAL.

(ADDED)
DIAL

JIMMY (cont)
TRY TO KEEP UP! "

NOTES



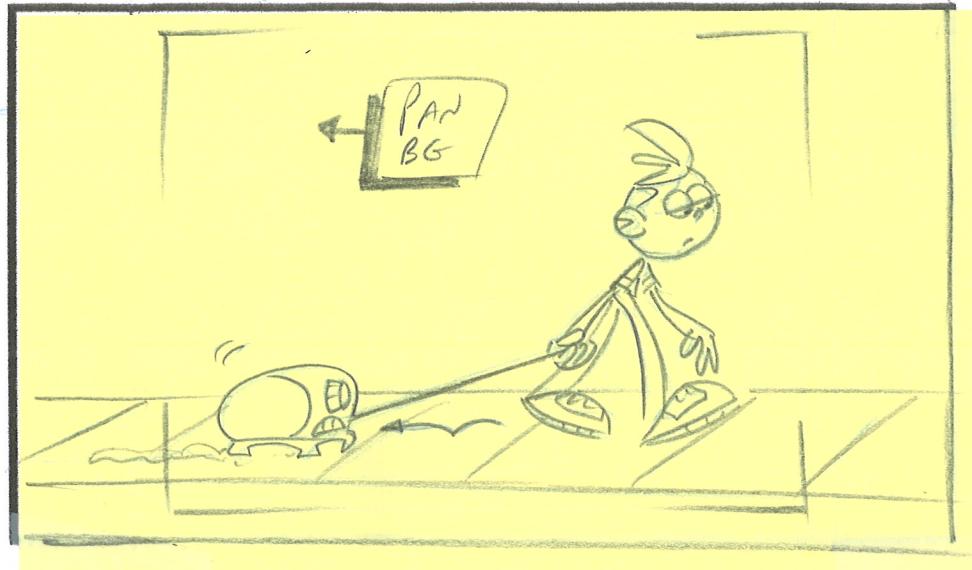
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 109 (cont)

PANEL 3/3



ACTION

- THE TOASTER SETTLES BACK, AND
IS STILL BEING DRAGGED ALONG.

DIAL.

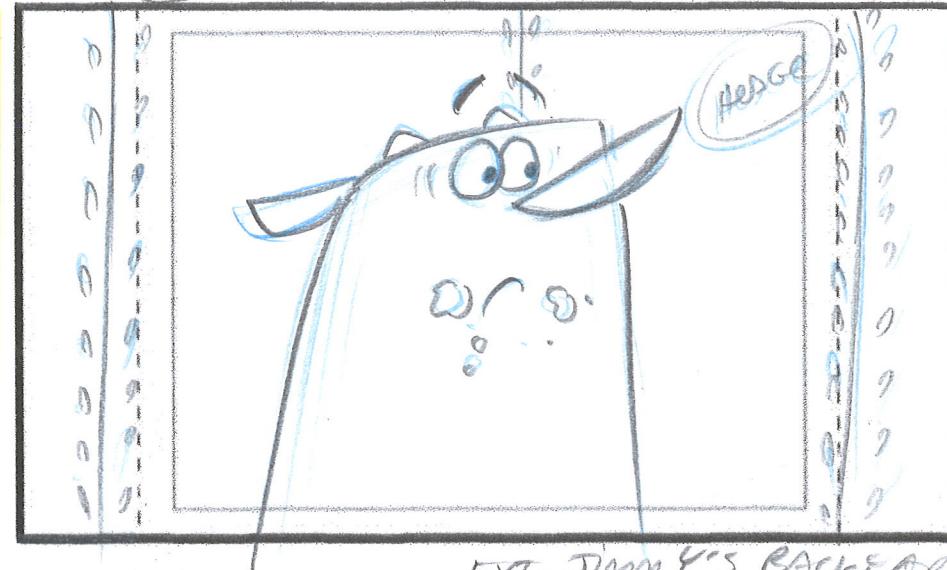
(SFX)

SCRAPING METAL.

NOTES

SCENE 110

PANEL 1/4



ACTION

- CERBEE WATCHES (HOLD A BEAT)

DIAL.

NOTES

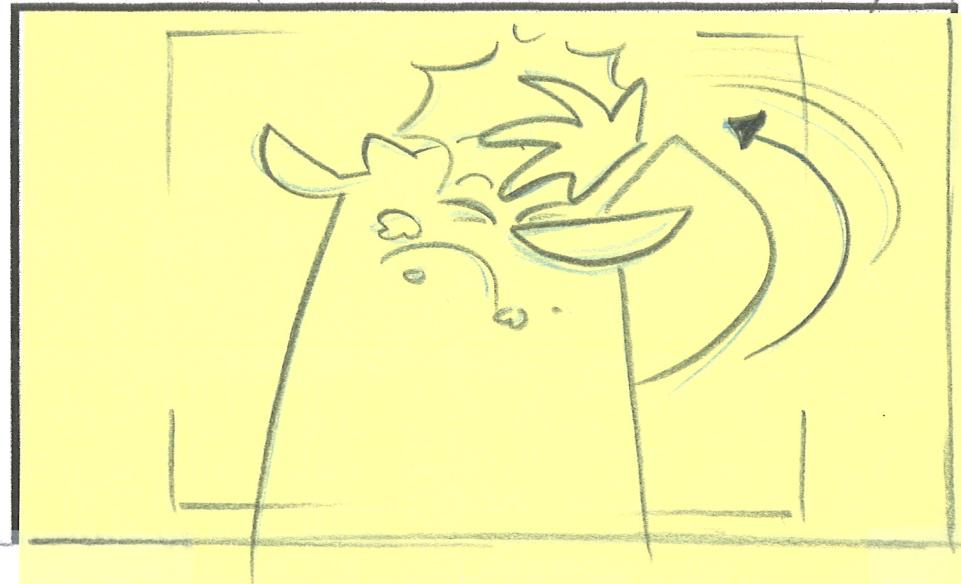


JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

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SCENE 110 (cont)

PANEL 2 / 4



ACTION

- HE SMACKS HIS HEAD.

DIAL.

(SF)
SMACK!

NOTES

SCENE

PANEL 3 / 4



ACTION

- HE GESTURES

DIAL.

(SF) BEEZY
"DUDE,"

NOTES



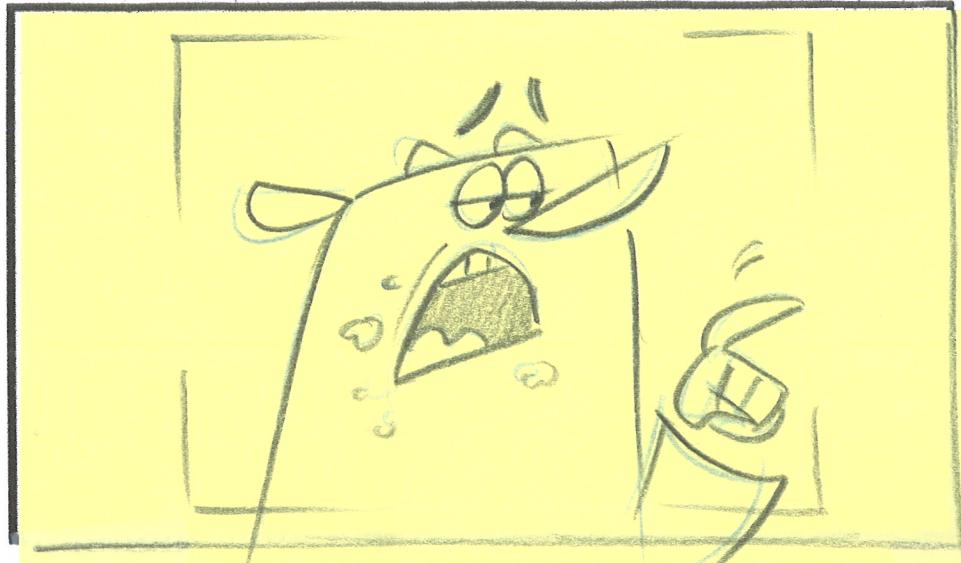
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 110 (cont)

PANEL 4/4



ACTION

- BEEZY POINTS O.S.

DIAL.

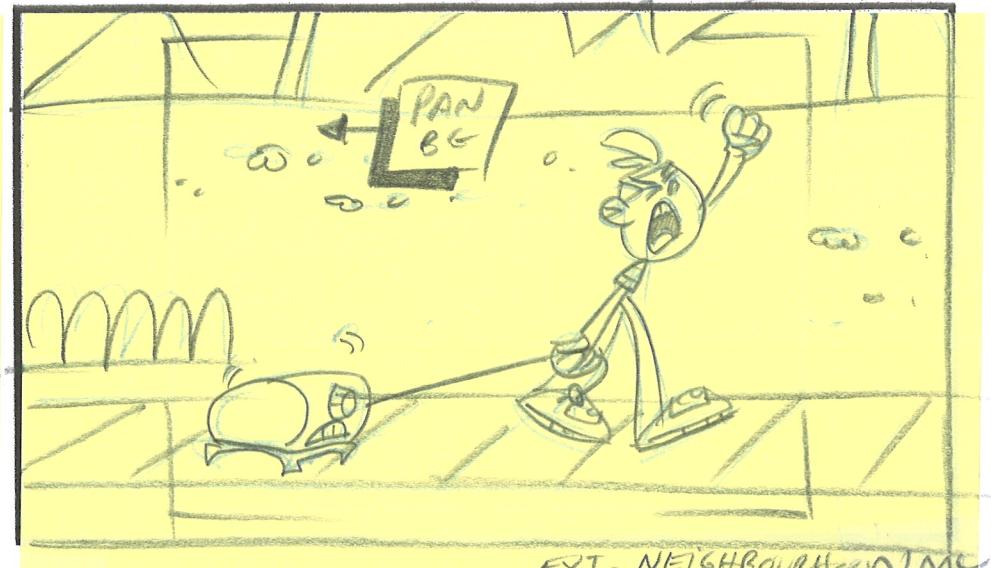
(57) BEEZY (cont)

"WE GOTTA GET YOU A NEW
PET!"

NOTES

SCENE 111

PANEL 1/1



ACTION

EXT. NEIGHBOURHOOD DAY

(CUT)

- Jimmy is upset.

DIAL.

(58) Jimmy

"NO! I'M NOT READY!"

NOTES



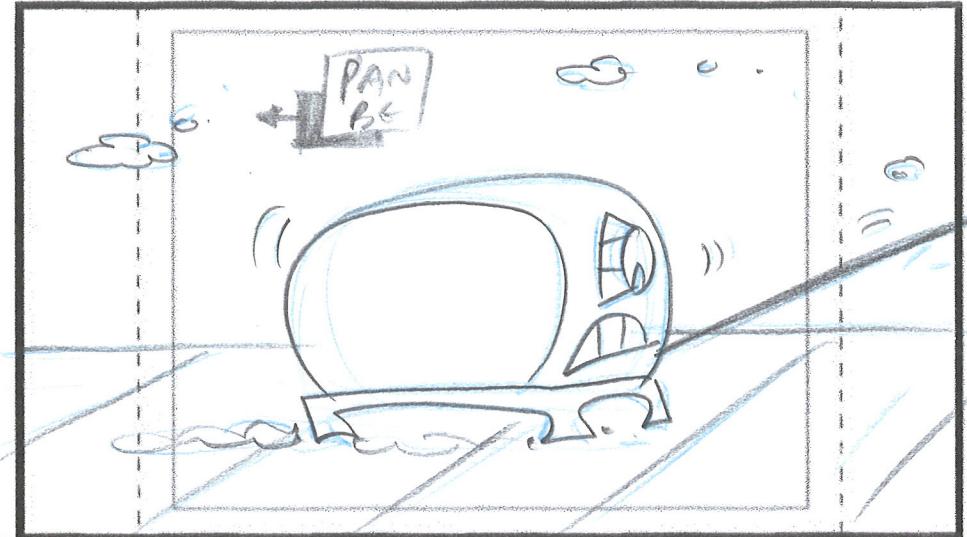
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

PAGE 209

SCENE 112

PANEL 1/2



ACTION

(M/C)

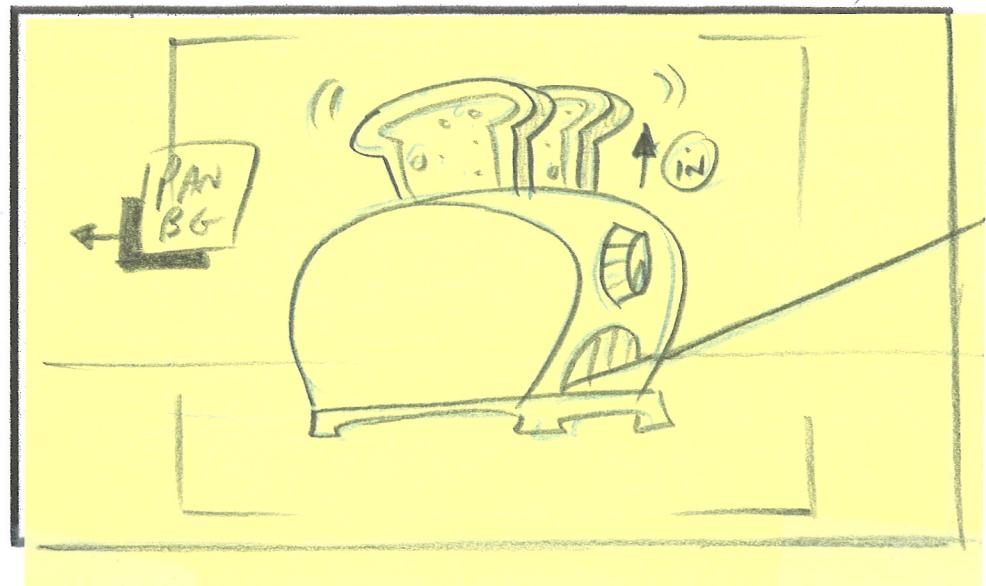
- CLOSE ON THE TOASTER

DIAL.

NOTES

SCENE

PANEL 2/2



ACTION

- SUDENLY IT POPS UP TWO
PIECES OF TOAST .

DIAL.

(SFX)

(TOAST POPS)

NOTES



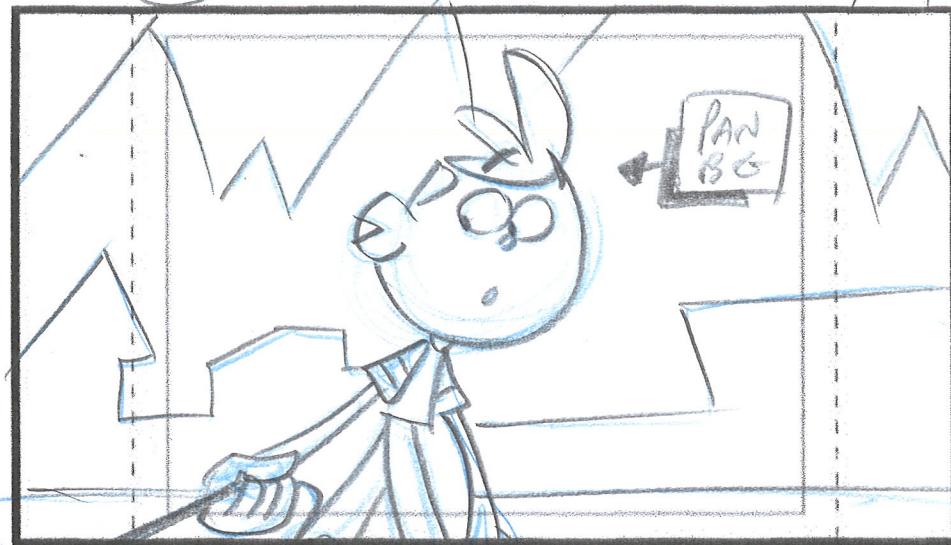
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

PAGE 210

SCENE 113

PANEL 1/4



ACTION

EXT. NEIGHBOURHOOD / DAY.

(CUT) - Jimmy looks back at the toaster.

DIAL.

NOTES

SCENE

PANEL 2/4



ACTION

- HE STOPS AND SIGHS.

DIAL.

(ADDED) Jimmy
DIAL SIGH!

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

PAGE 211

SCENE 113 (cont)

PANEL 3/4

SCENE

PANEL 4/4



ACTION

- JIMMY LIFTS UP A PLASTIC BAG.

DIAL.

NOTES



ACTION

- HE PUTS IT ON HIS HAND.

DIAL.

NOTES



JIMMY TWO SHOES

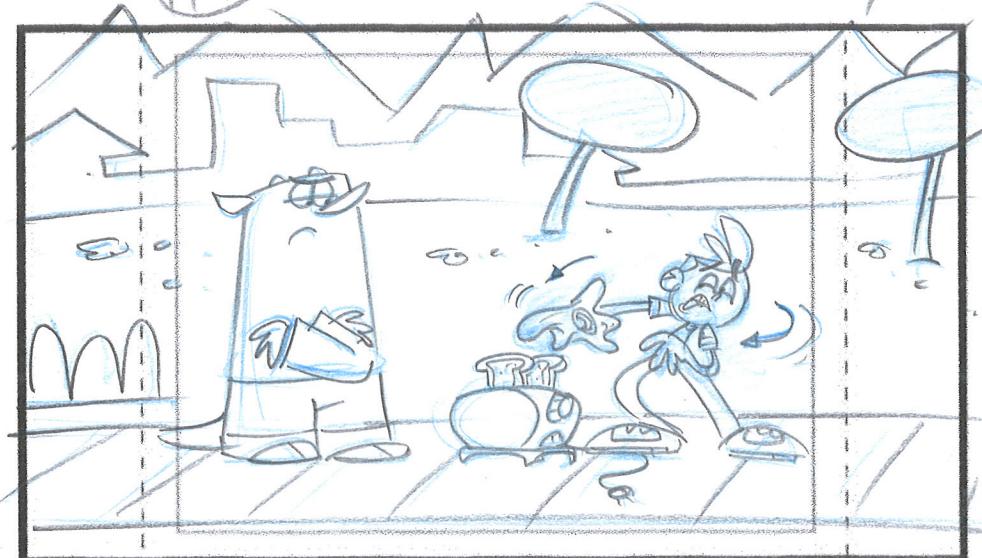
J2S2-101- "CERBEE COME HOME"

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SCENE

114

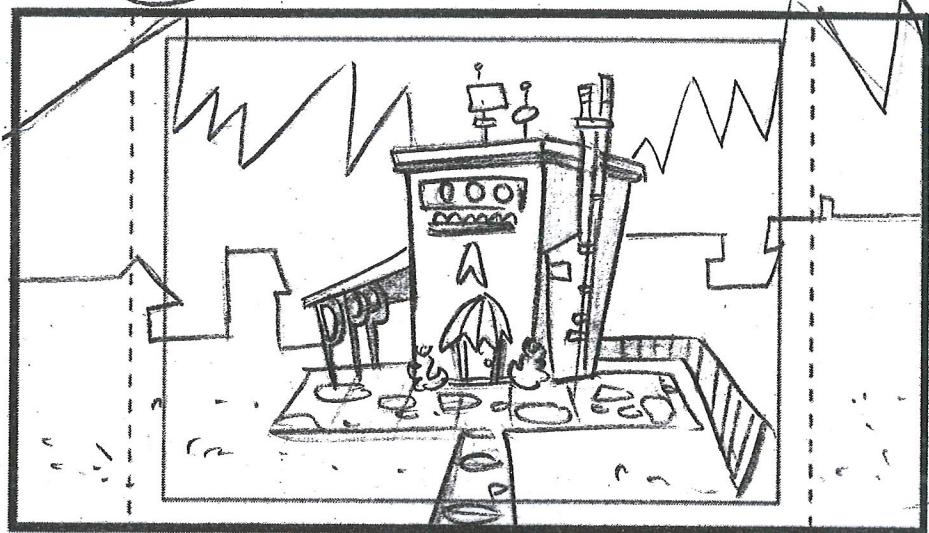
PANEL 1



SCENE

115

PANEL 111



ACTION

HU

- BEERY WATCHES AS JIMMY REACHES OVER TO PICK UP THE TOAST WITH THE RAG ON HIS HAND -
- HE IS GROSSED OUT!



DIAL.

ACTION

- WIDE ON HEROISE'S HOUSE -

DIAL.

(59) HEROISE (V.O.)

"WELCOME TO THE HEROISE COLLECTION OF ODDITIES ..."

NOTES

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

PAGE 213

SCENE 116

PANEL 1/4



ACTION

(CUT) - BEET, JIMMY AND HEROISE WALK AROUND LOOKING AT ANIMALS IN CAGES AND AQUARIUMS etc.

DIAL.

3px

(Animal
nurses
Zoo / SHELTER)

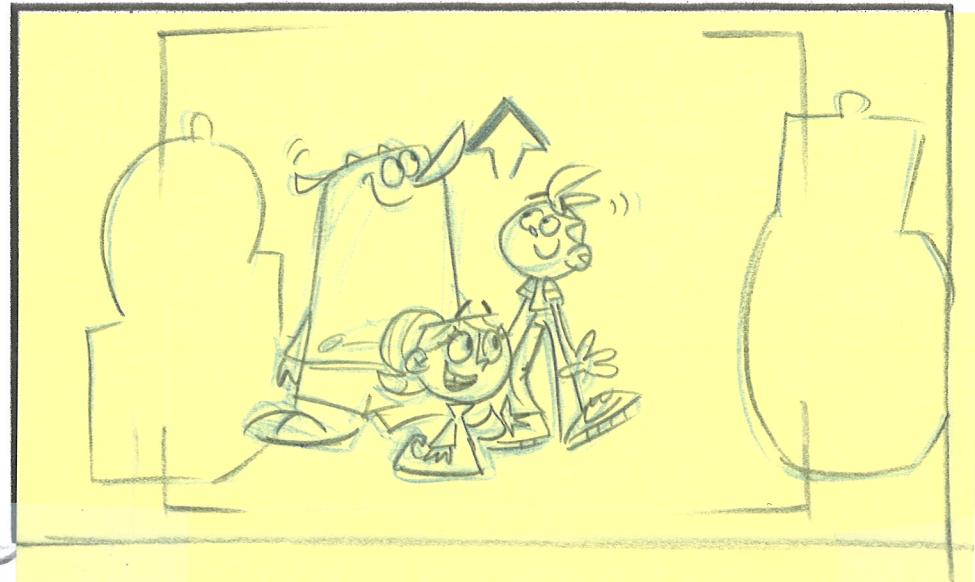
(59) HEROISE (cont)

"EVEN FOR MY SERVVILLE,"

NOTES

SCENE

PANEL 2/4



ACTION

- THEY WALK TOWARDS CAMERA.

DIAL.

(59) HEROISE (cont)

"THIS IS MAJOR WEIRD."

NOTES

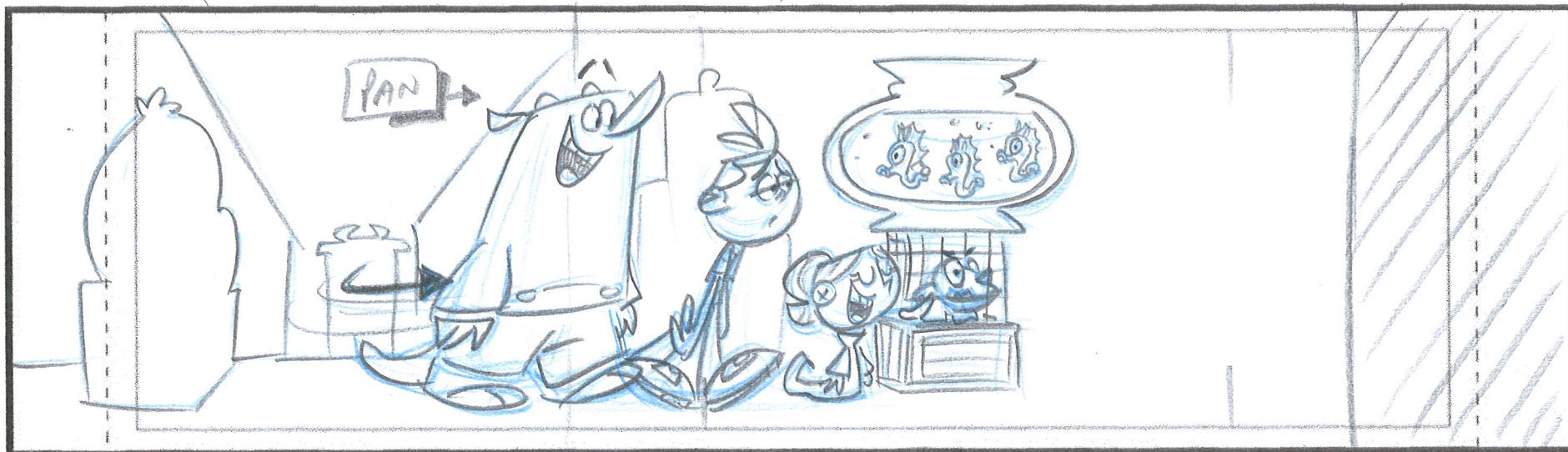


JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

PAGE 214

SCENE 116 (cont)

PANEL 3/4



ACTION

(START)

(STOP)

*PAN over as they continue to walk by animals/pets etc.

DIAL.

(59) HEROISG (cont)

"PICK ANAT!"

NOTES



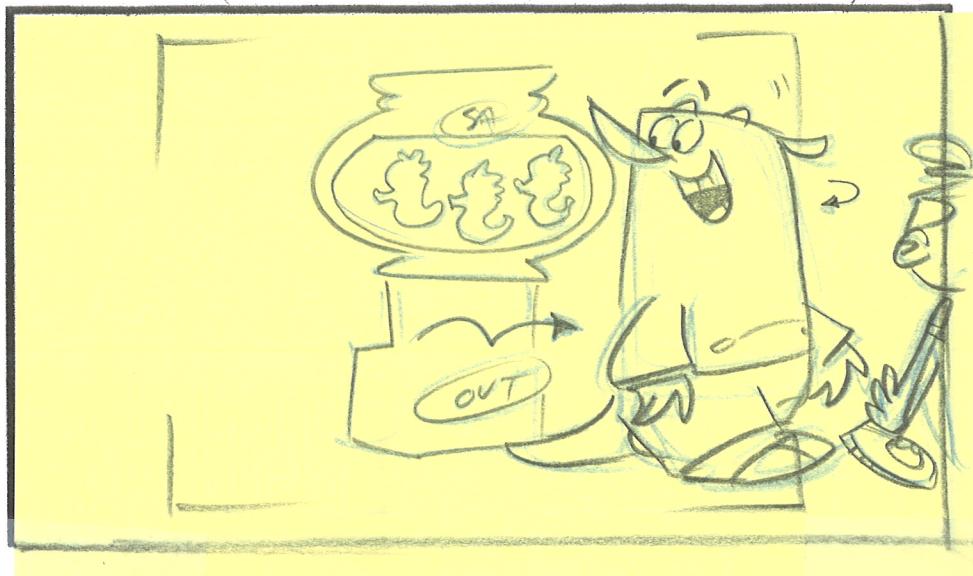
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 116 (cont)

PANEL 4/4



ACTION

- BEEZY NOTICES A BOWL FULL OF
SEA HORSES.

DIAL.

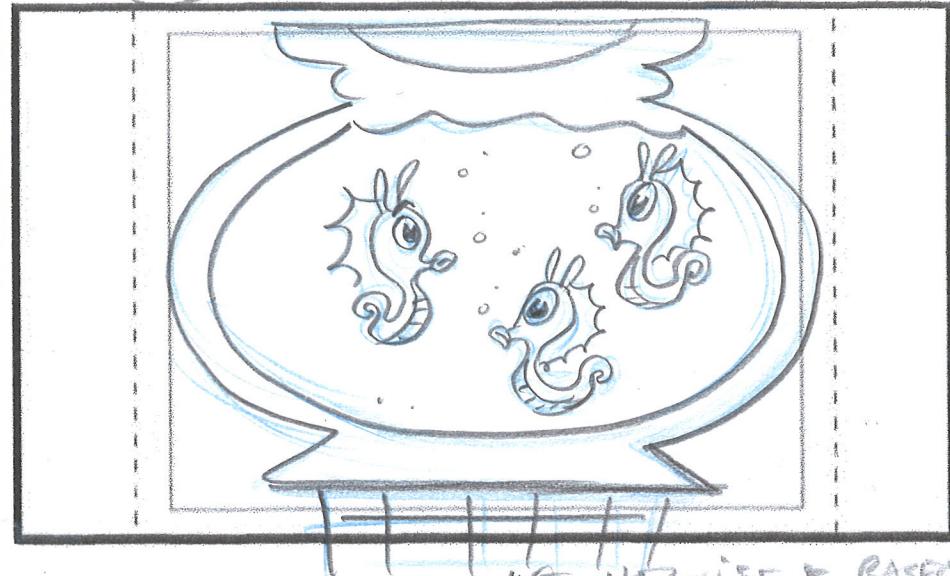
(60) BEEZY

"OHH, I LOVE SEA HORSES!" (giggle)

NOTES

SCENE 117

PANEL 1/4



ACTION

- CLOSE ON SEA HORSES.

M/C

DIAL.

NOTES

INT. HEROISE'S BASEMENT/
BAT.

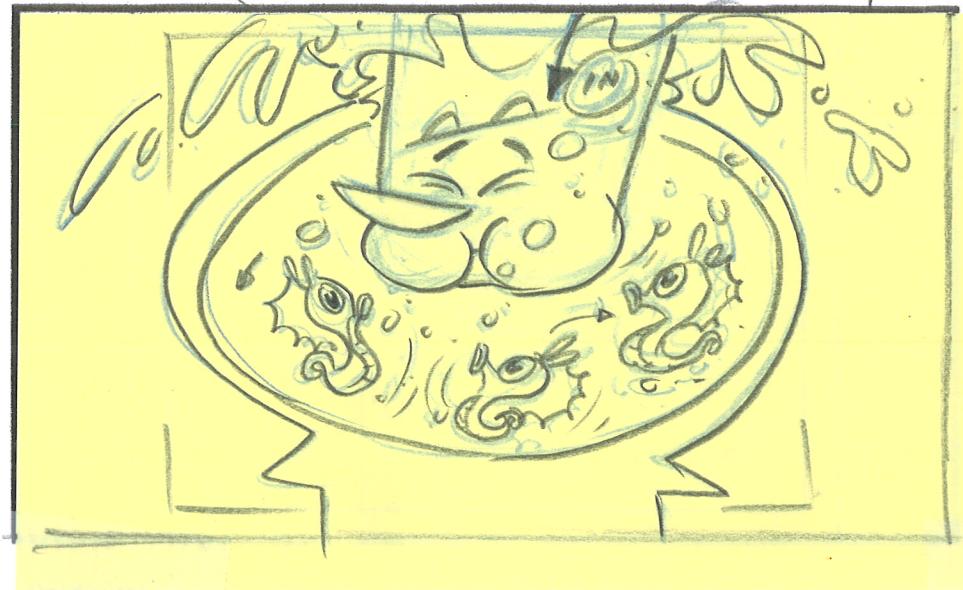


JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

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SCENE 117 (CONT)

PANEL 2/4



ACTION

- BEERB PUNGE HIS FACE IN THE BOWL.

DIAL.

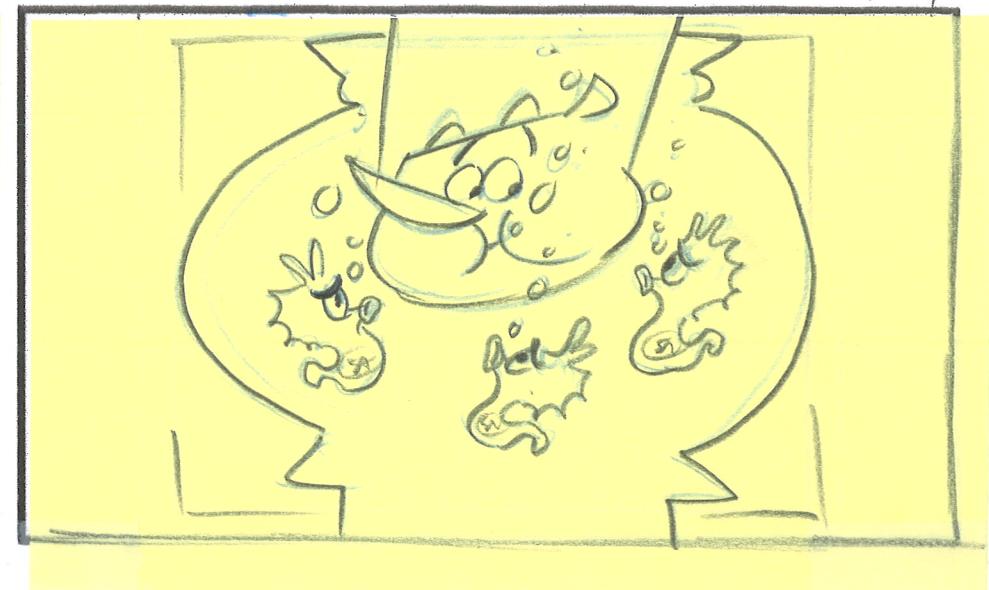
(SFX)

SPLASH!

NOTES

SCENE

PANEL 3/4



ACTION

- HE LOOKS AT SEA HORSES
WHO AREN'T IMPRESSED.

DIAL.

NOTES



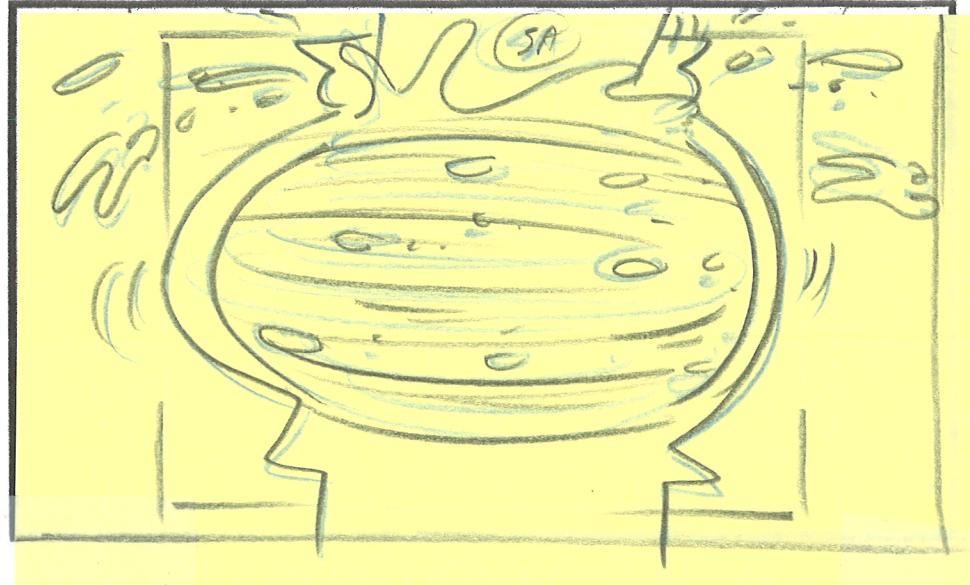
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 117 (cont)

PANEL 4/4



ACTION

- THE SEA HORSES ATTACK BEEBE
IN A FRENZY.

DIAL.

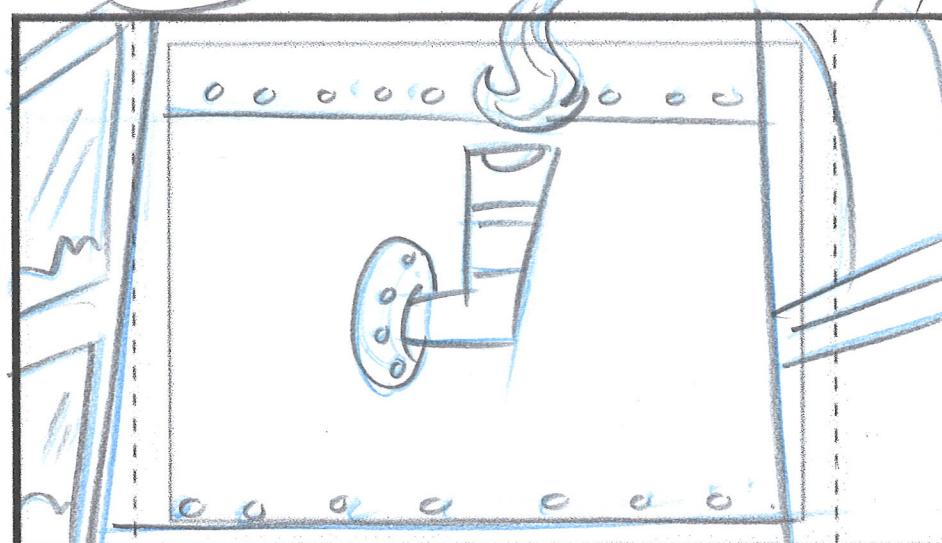
(SFX)

(ANGRY HORSE NEIGHS — FIGHTING)
WHAM! BAM! BOOM!

NOTES

SCENE 118

PANEL 1/4



ACTION

INT. HELLOISE'S BASEMENT
DAY

- BG ANGLE.

CUT

DIAL.

NOTES



JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

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SCENE 118 (cont)

PANEL 2/4



ACTION

- BEERY LIFTS HIS HEAD UP.

DIAL.

(SFX)

WHoosht!

NOTES

SCENE

PANEL 3/4



ACTION

- HE SPITS OUT WATER.

DIAL.

(SFX)

SPiT WATER!

NOTES



JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

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SCENE 118 (CONT)

PANEL 4/4



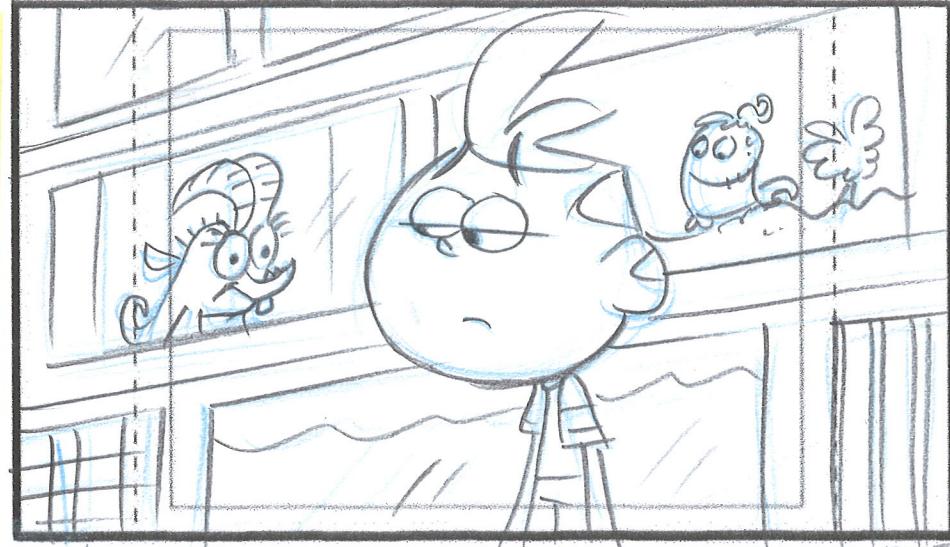
ACTION

- HE TURNS TO JIMMY O.S.
- HE HIS BATTERED AND BRUISED.

(CUT)

SCENE 119

PANEL 1/2



ACTION

INT. HEROISE'S BASEMENT / DAY

- JIMMY LOOKS A BEETT without ANY EMOTION.

DIAL.

⑥ BEEZT

"YOU GOTTA GET 'EM, JIMMY!"

DIAL.

NOTES

NOTES



JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

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SCENE 119 (cont)

PANEL 2/2

SCENE 120

PANEL 1/4



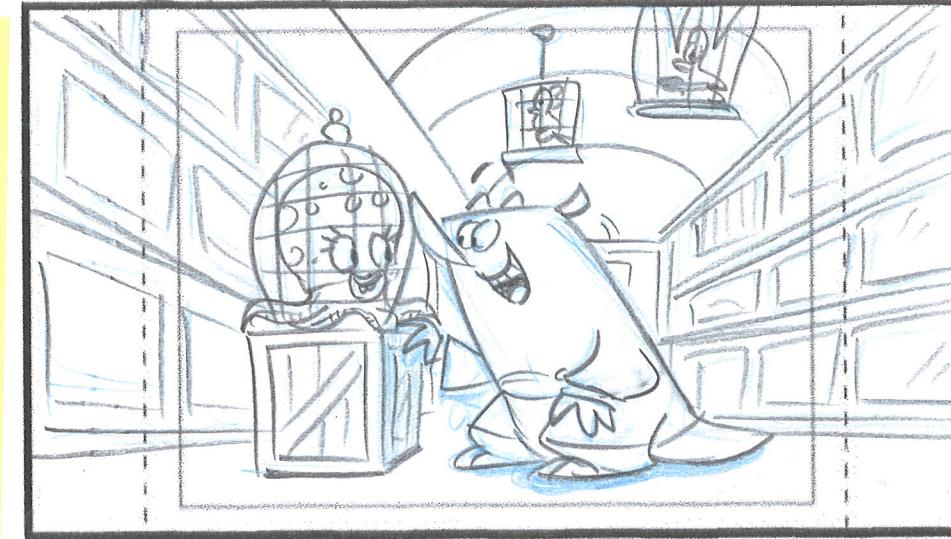
ACTION

- HE gives a BIG SIGH.

DIAL.

(ADDED)
DIAL

Sighn't
sighs!



ACTION

INT. HERDIE'S BASEMENT
DAT.

CUT
- BEEZY looks at another
octopus type animal in a cage.

DIAL.

62 BEEZY

"NOT VERT HORSEY-ish."

NOTES

NOTES

- FIVE CAGES IN BG WITH VARIOUS ANIMALS.



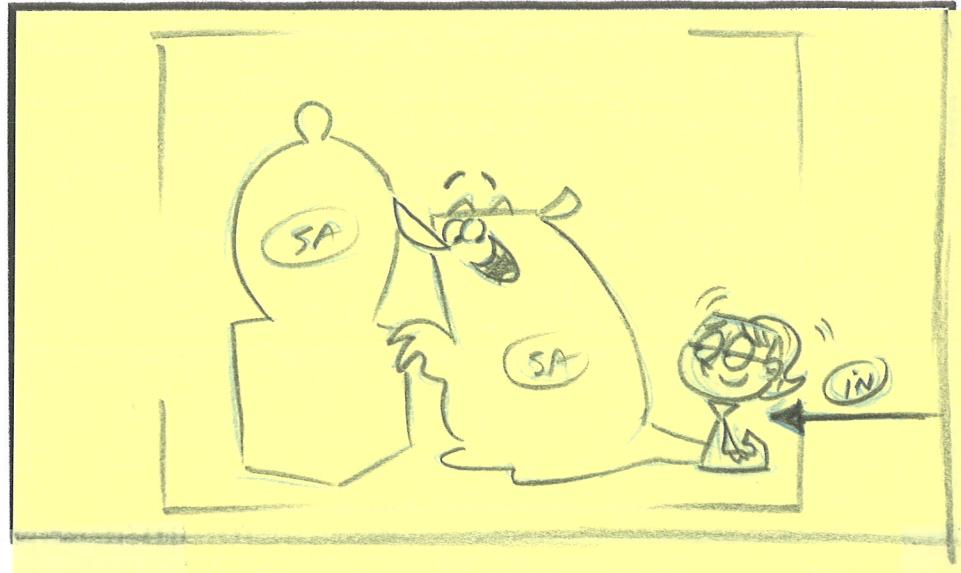
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 120 (cont)

PANEL 2/4



ACTION

- HELOISE

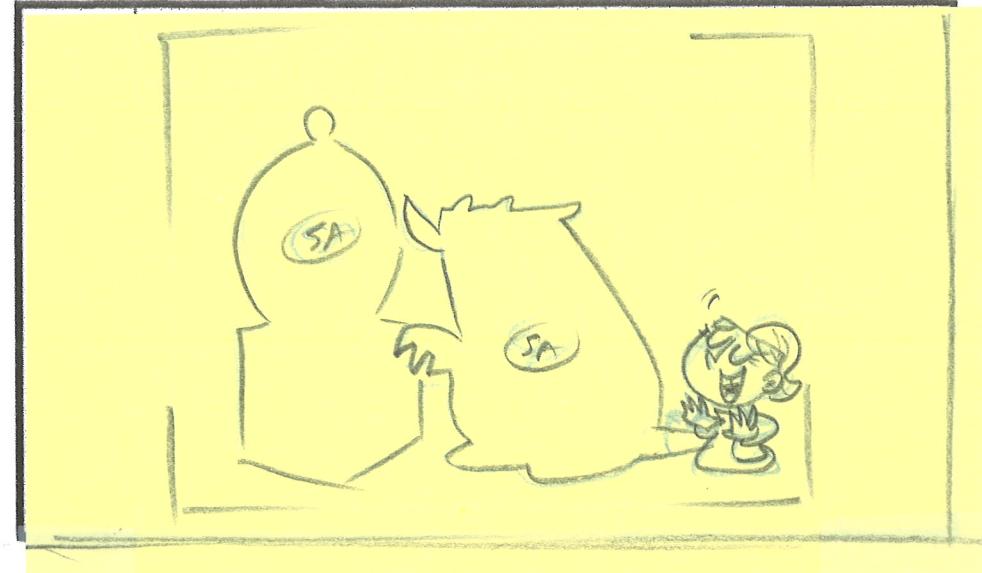
DIAL.

(62) BEEZT (cont)
"IS IT FRIENDLY?"

NOTES

SCENE

PANEL 3/4



ACTION

- HELOISE ANICS.

DIAL.

(63) HELOISE
"VERY."

NOTES



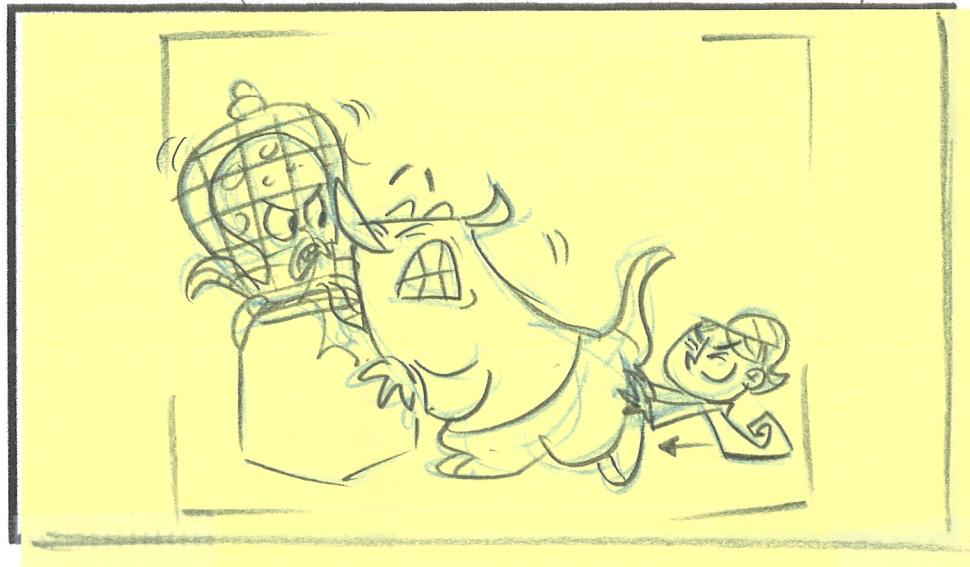
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 120 (CONT)

PANEL 4/4



ACTION

- Herciose pushes BEEZIE into CAGE.

DIAL.

TFX

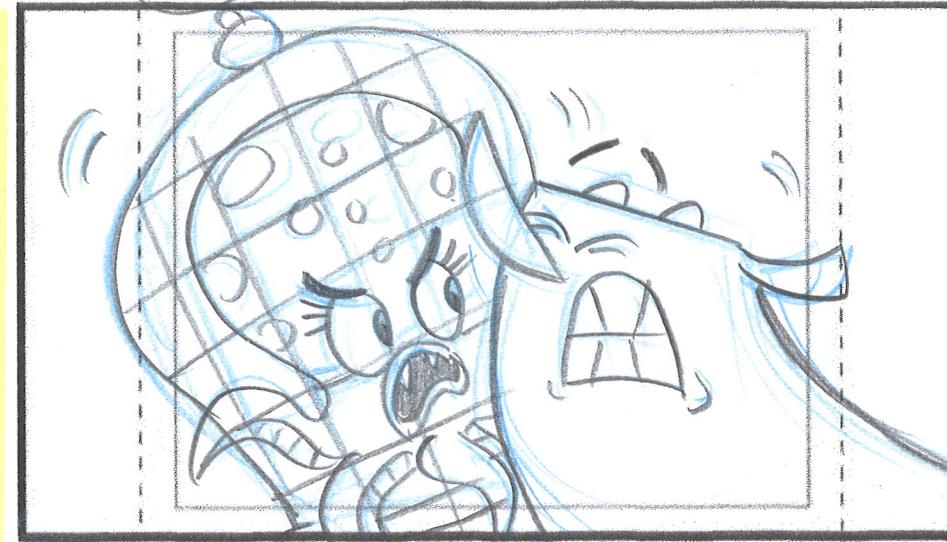
CRASH!

NOTES

SCENE

121

PANEL 1/2



ACTION

HU

INT. HERCIOSE'S BASEMENT/
DAY.

- BEEZIE BUMPS into CAGE.

DIAL.

NOTES



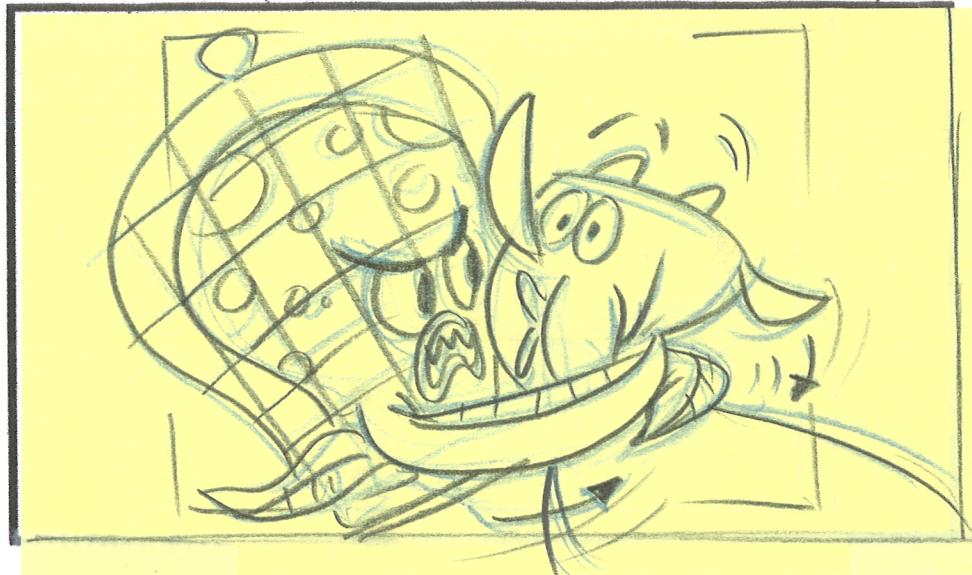
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 121 (CONT)

PANEL 2 / 2



ACTION

- THE OCTOPUS IS ANGRY AND GRABS BEEREE NIGHT!

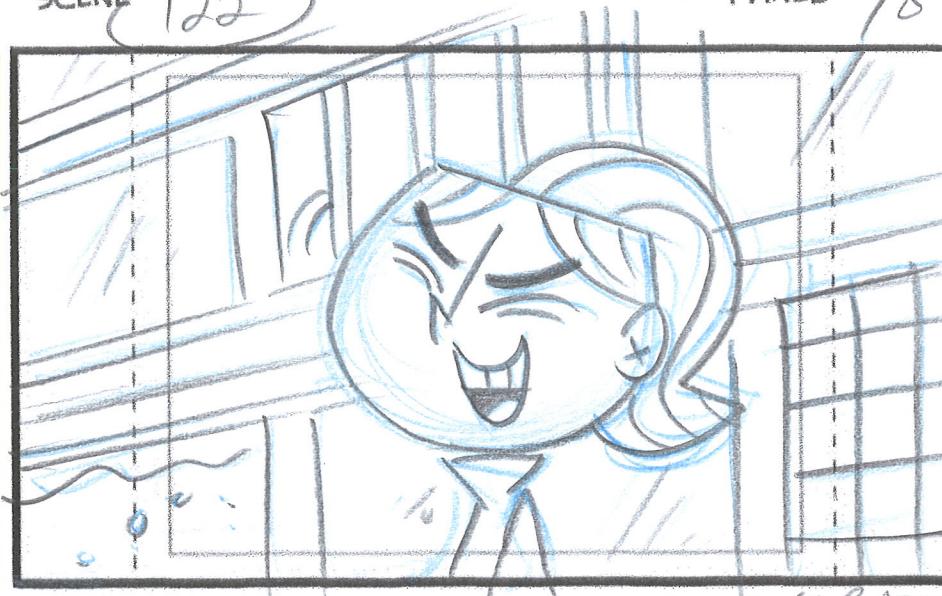
DIAL.

(64) REEZEE (MUFFLES)

"TOO FRIENDLY! TOO FRIENDLY!"

SCENE 122

PANEL 1 / 8



ACTION

INT. HELOISE'S BASEMENT!
DIAL!

(CUT)

- HELOISE GIGGLES.

DIAL.

(ADDED DIAL) HELOISE

SNICKERS!

NOTES

NOTES

- Fill cages in BG with various animals.



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 122 (cont)

PANEL 2/8

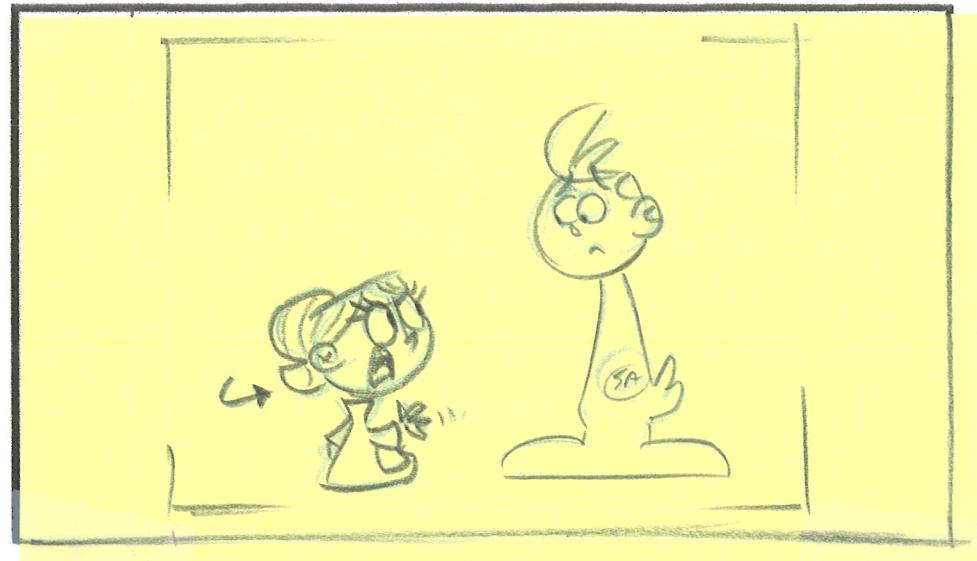


ACTION

* TRK (art) AS JIMMY SIGHTS AGAIN. ACTION

SCENE

PANEL 3/8



DIAL.

(ADDED)
DIAL JIMMY
SIGHTS!

NOTES

- FILL CAGES IN BG WITH VARIOUS ANIMALS.

DIAL.

(65) HEROISE

"All, c'mon - THAT WAS FUNNY!"

NOTES

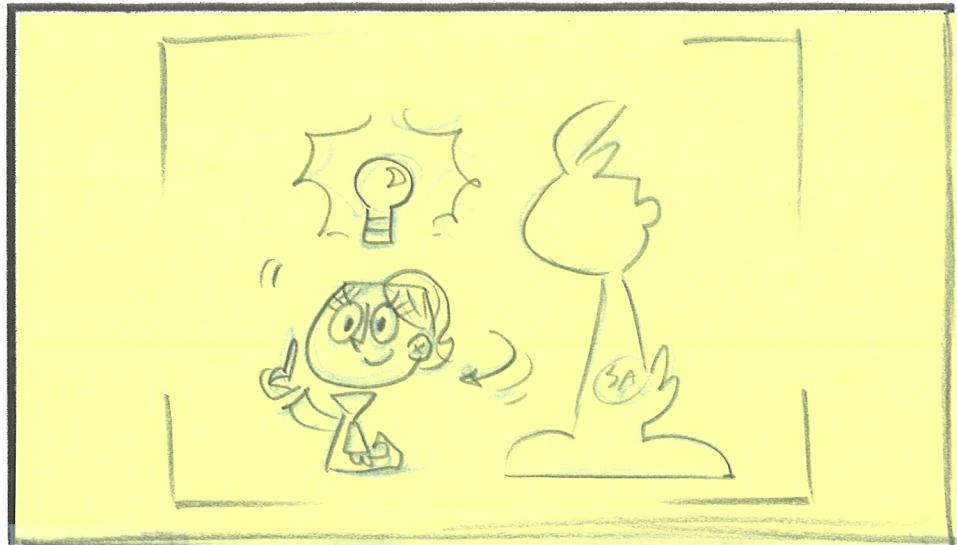


JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

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SCENE 122 (CONT)

PANEL 4/8



ACTION

- HELOISE SUDDENLY GETS AN IDEA.

DIAL.

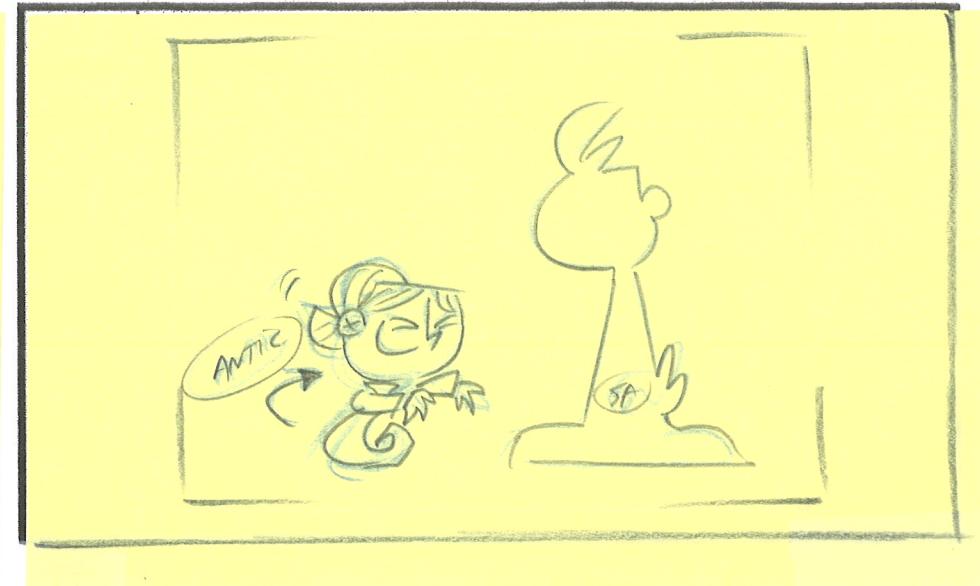
(SFX)

(IDEA DING!)

NOTES

SCENE

PANEL 5/8



ACTION

- HELOISE ANTICS.

DIAL.

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

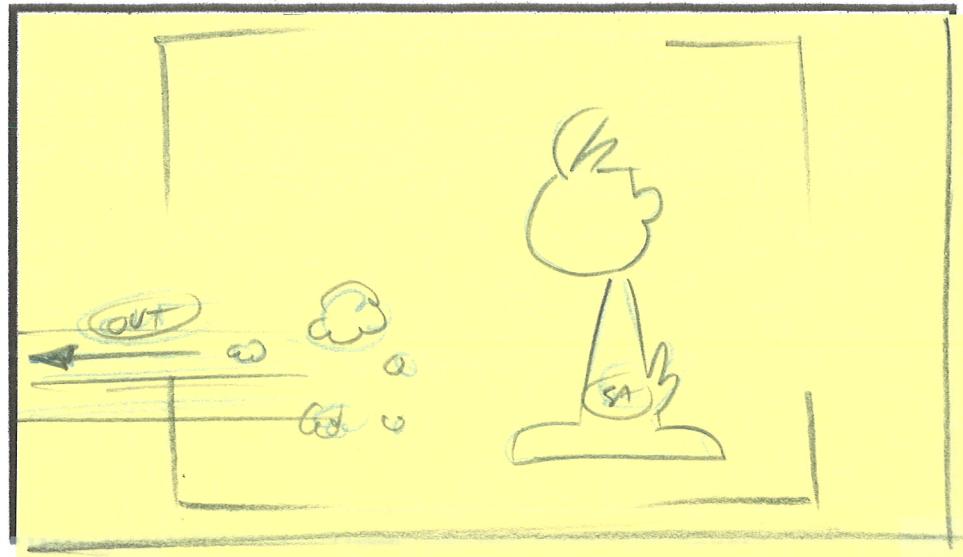
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SCENE 122 (cont)

PANEL 6/8

SCENE

PANEL 7/8

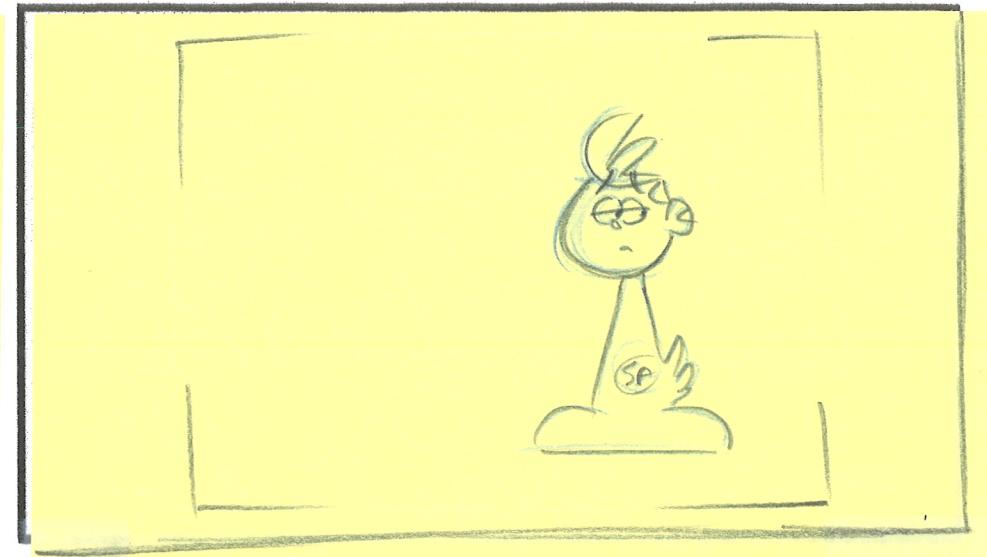


ACTION

- HERCULE ZIPS OUT.

DIAL.

NOTES



ACTION

- JIMMY looks around A REAT.

DIAL.

NOTES

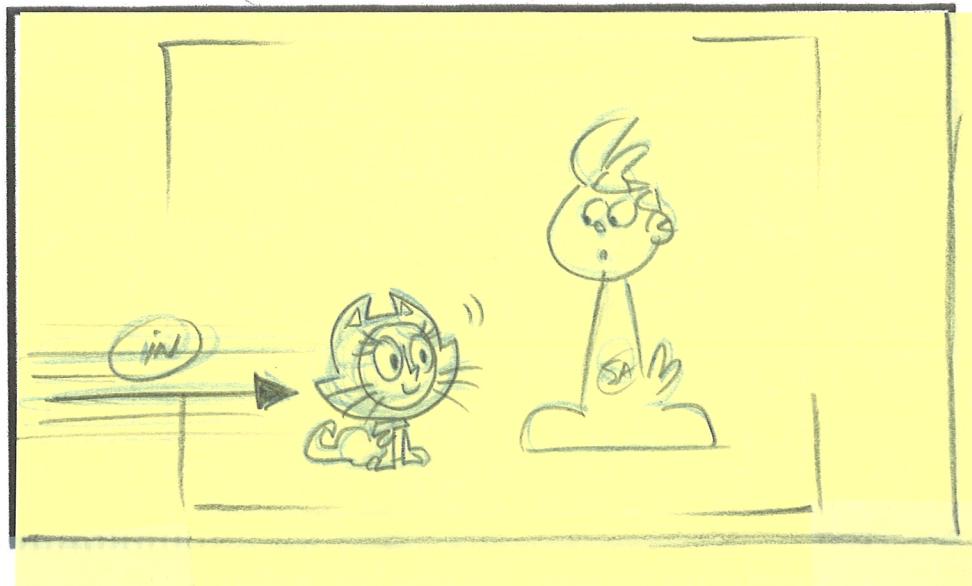


JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

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SCENE 122 (CONT)

PANEL 8/8



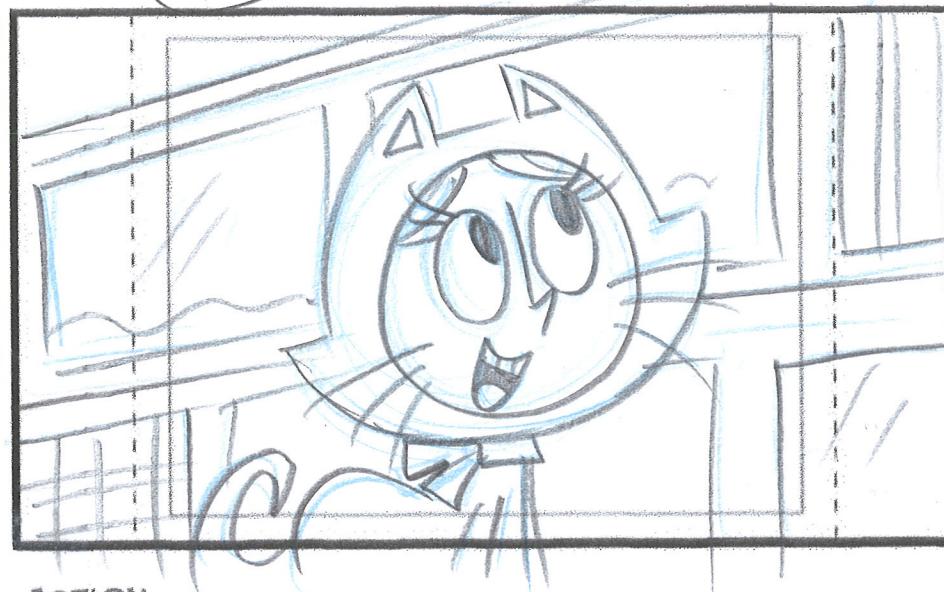
ACTION

- Heloise zips back ⁽ⁱⁿ⁾ DRESSED AS
A CAT.

DIAL.

SCENE 123

PANEL 1/2



ACTION

MIC

- CLOSE ON HELOISE AS SHE
MEOWS AT JIMMY / CATEK.

DIAL.

STX
MEOW!

NOTES

NOTES

* Fill cages in BG with various animals.

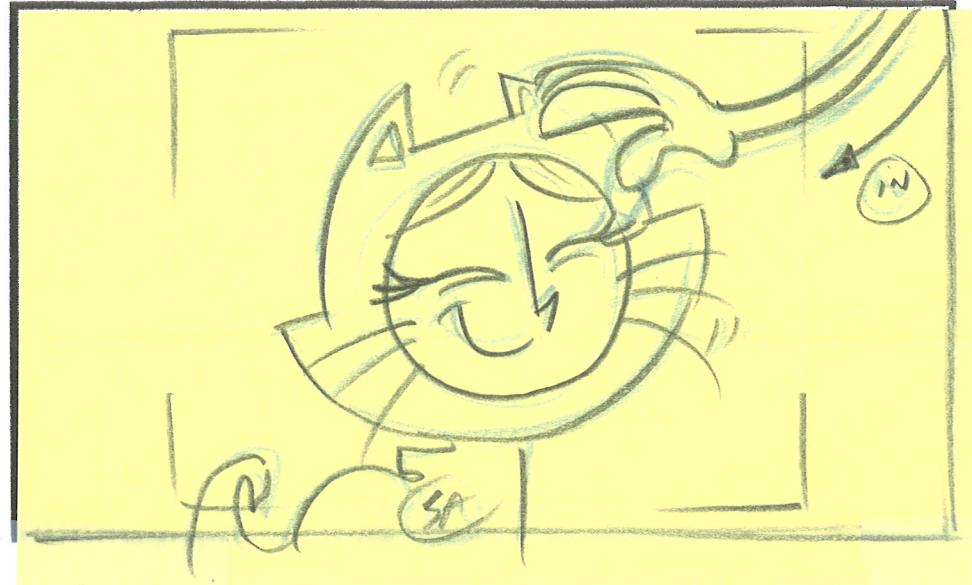


JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

PAGE 228

SCENE 123 (CONT)

PANEL 2/2



ACTION

- Jimmy pets Heloise.

DIAL.

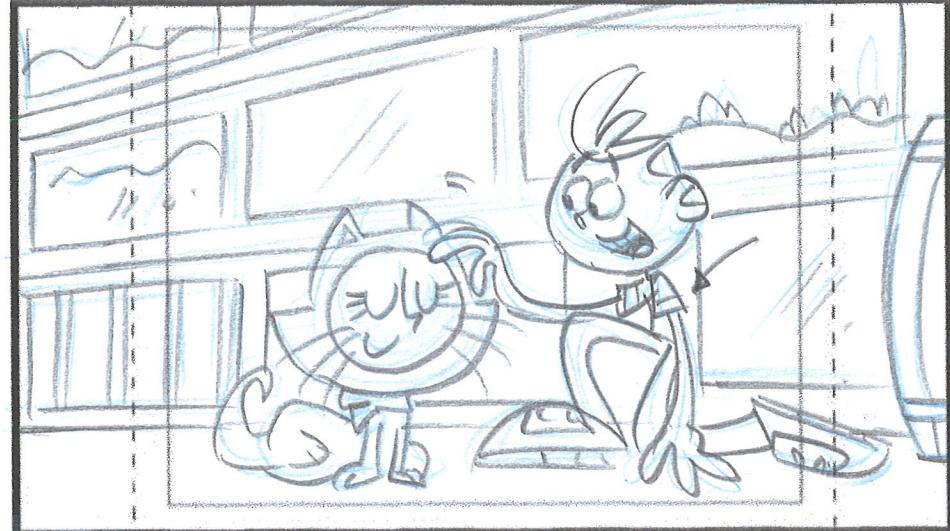
SFX

PURRRRR!

NOTES

SCENE 124

PANEL 1/4



ACTION

INT. HELOISE'S BASEMENT
DIAL.

(HU)

- Jimmy bends down at
pets Heloise. / Heloise purrs!

DIAL.

66 Jimmy

"I GUESS THIS KITT ISN'T SO SAD."
SFX PURRRRS!

NOTES

- FILL CAGES WITH VARIOUS ANIMALS.
IN BG.

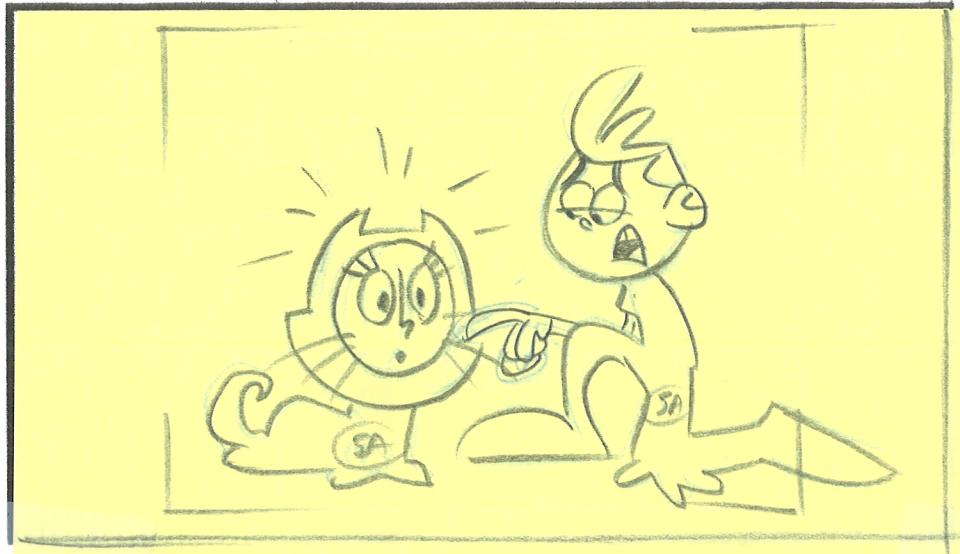


JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

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SCENE 124 (cont)

PANEL 2/4



ACTION

- Jimmy points to Heloise's face.
- She is shocked!

DIAL.

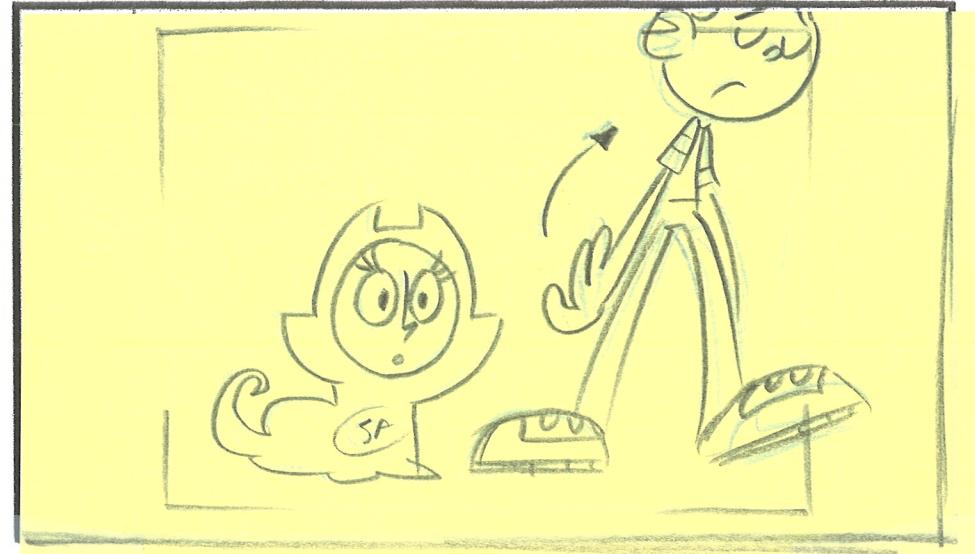
(66) Jimmy (cont)

"I MEAN, EXCEPT FOR IT'S FACE."

NOTES

SCENE

PANEL 3/4



ACTION

- Jimmy gets up to walk ~~over~~

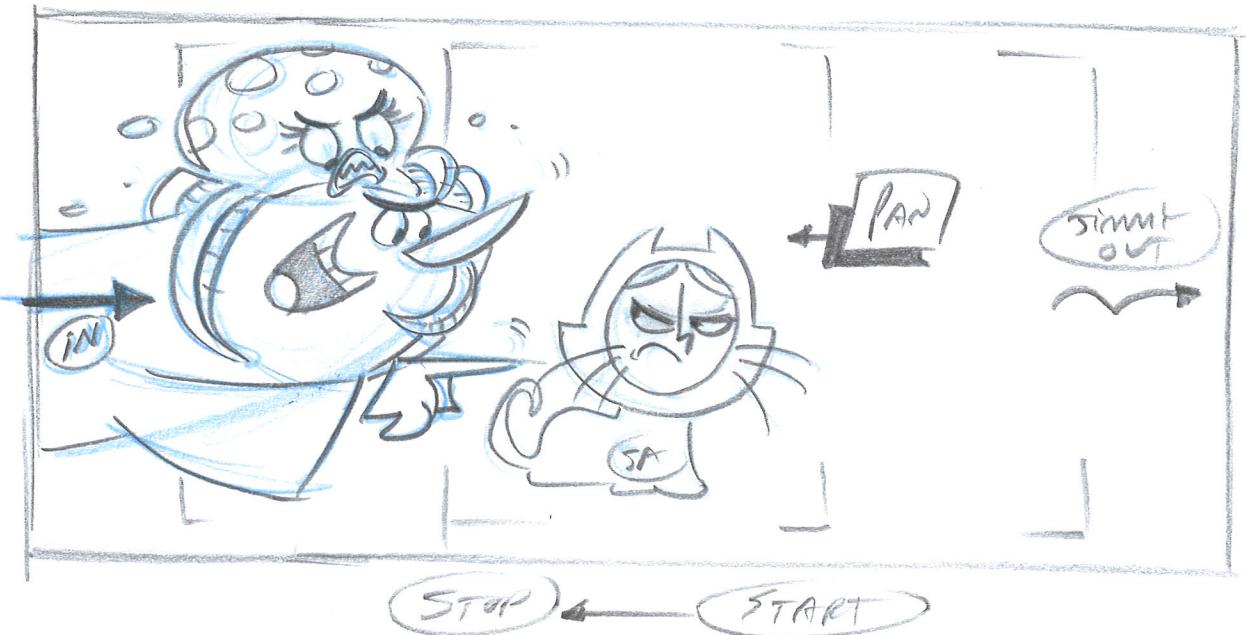
DIAL.

NOTES

SCENE 124 (cont)

PANEL 4/4

PAGE 230



ACTION → *(PAN) over as BEEZLY comes (IN) AND LAUGHS AT HELOYEE.
HE HAS THE OCTOPUS ON HIS HEAD.

DIRE 67 BEEZLY
"BURN!"

NOTES



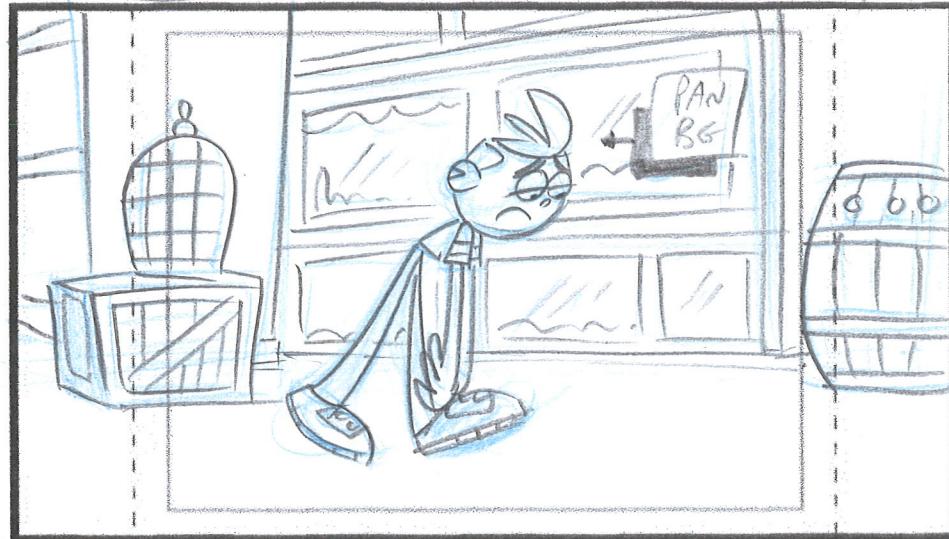
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

PAGE 23 /

SCENE 125

PANEL 1/8



ACTION

(CUT)

- Jimmy wakes up/DEPRESSED.

DIAL.

NOTES

* Fix cages in BG with various animals.

SCENE

PANEL 2/8



ACTION

- Beetz + Hercule FIGHT C.S.

DIAL.

(SFX) (0.5) (FIGHTING CAT)

WACK ! HISSSSS ! MEOW ! WHAM ! SCRATCH !

NOTES



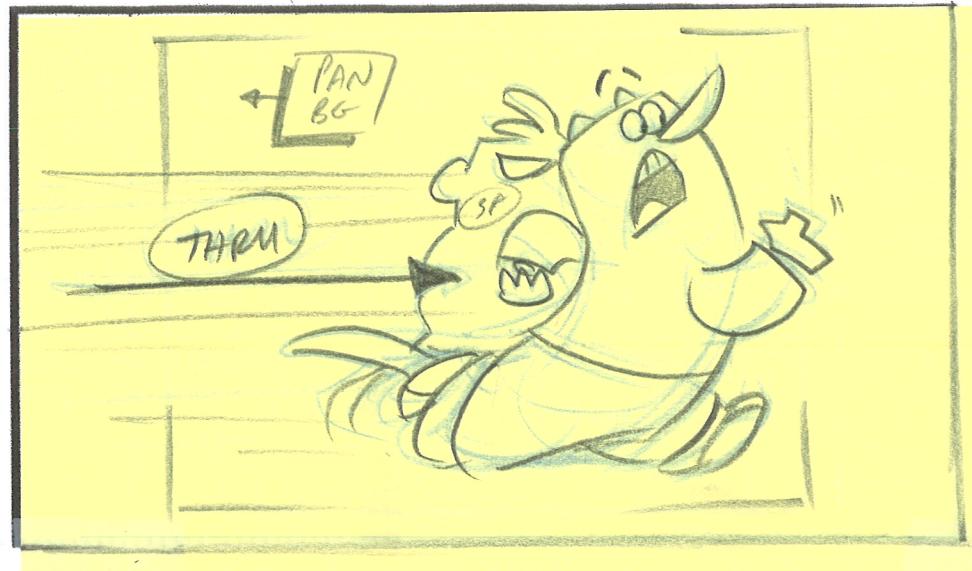
JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

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SCENE 125 (CONT)

PANEL 3/8 SCENE

PANEL 4/8



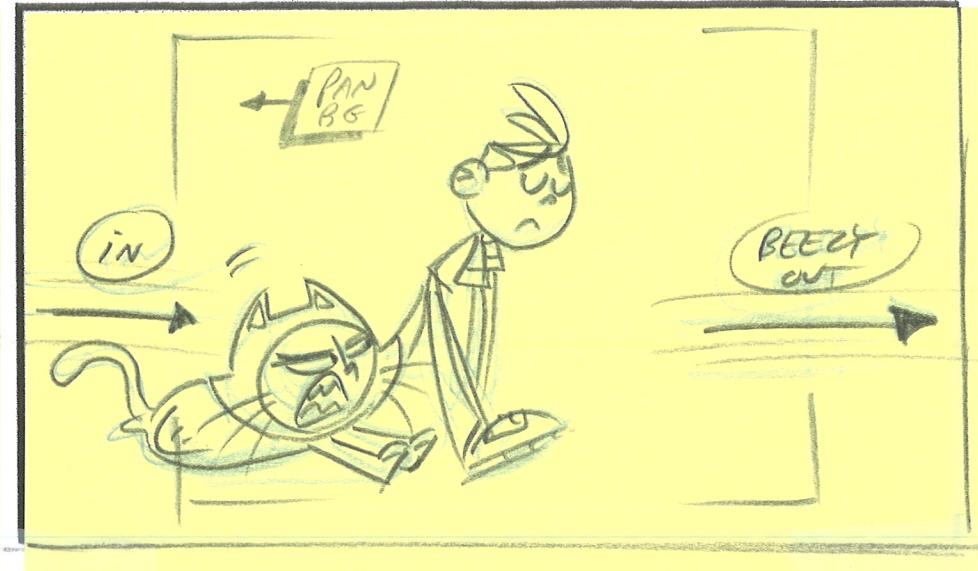
ACTION

- BEETLE RUNS THROUGH IN A PANIC.

DIAL.

(ADDED)
DIAL. BEE-ZIT
"AHHHHHHH!"

NOTES



ACTION

- HERCULE RUNS IN AND CHASES AFTER BEETLE.

DIAL.

(ADDED)
DIAL. Hercule
"Hisssssss!"

NOTES



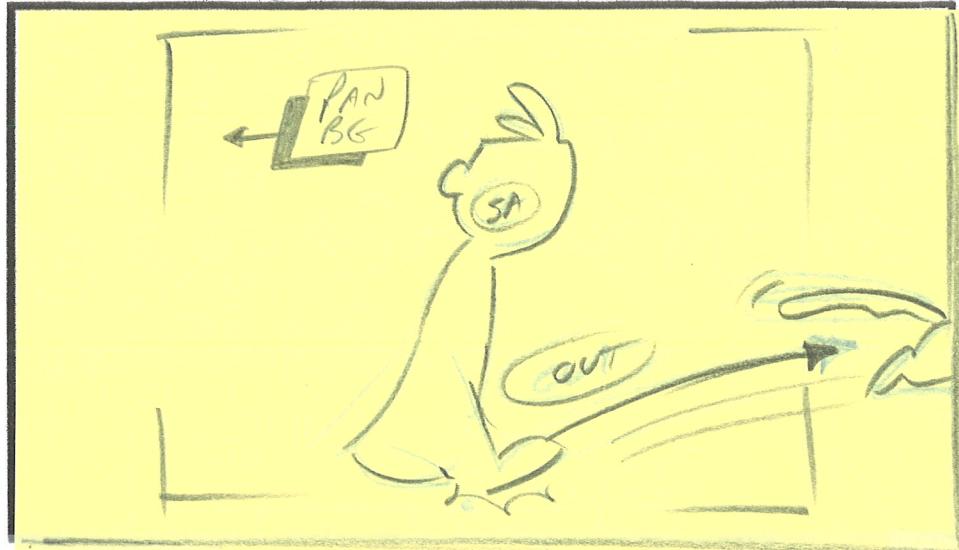
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 125 (cont)

PANEL 5/8



ACTION

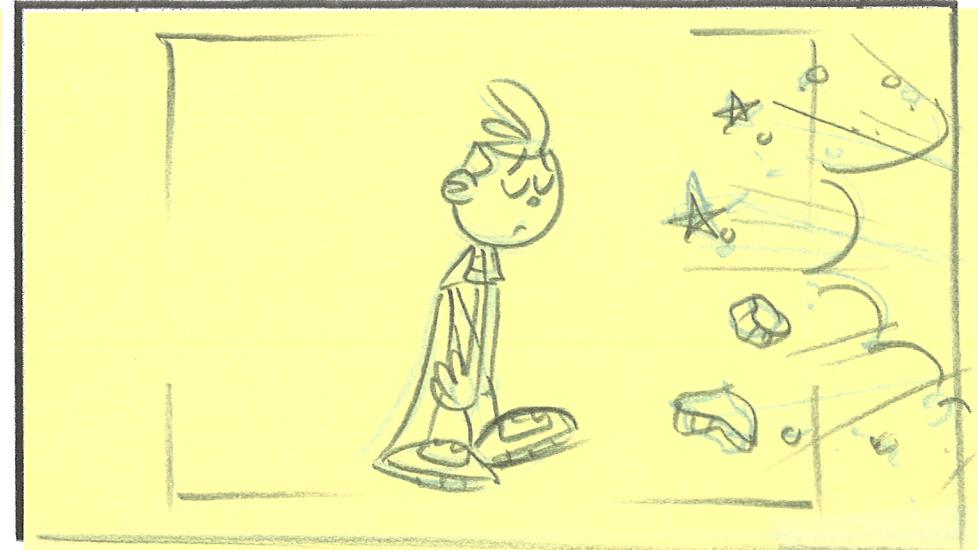
- Cerbee runs out

DIAL.

NOTES

SCENE

PANEL 6/8



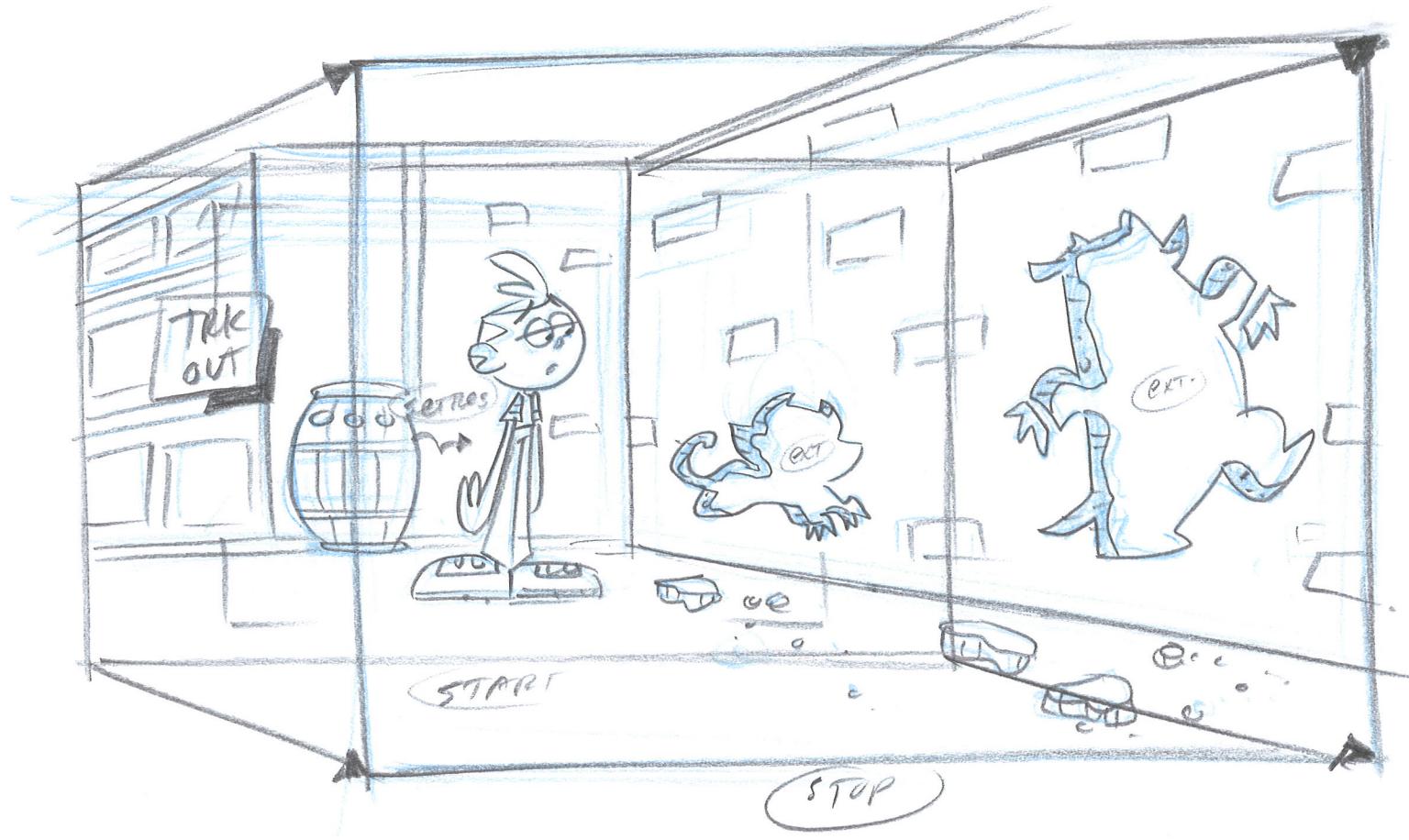
ACTION

- THEY CRASH O.S.

DIAL.

SFX
(O.S.) CRASH! BANG!

NOTES



ACTION * STOP PAN BG AND TRK OUT AS TIMMY SETTLES
TO SEE A WALL WHERE HERCULES AND REESE
CRASHED THROUGH.

DIAZ

NOTES



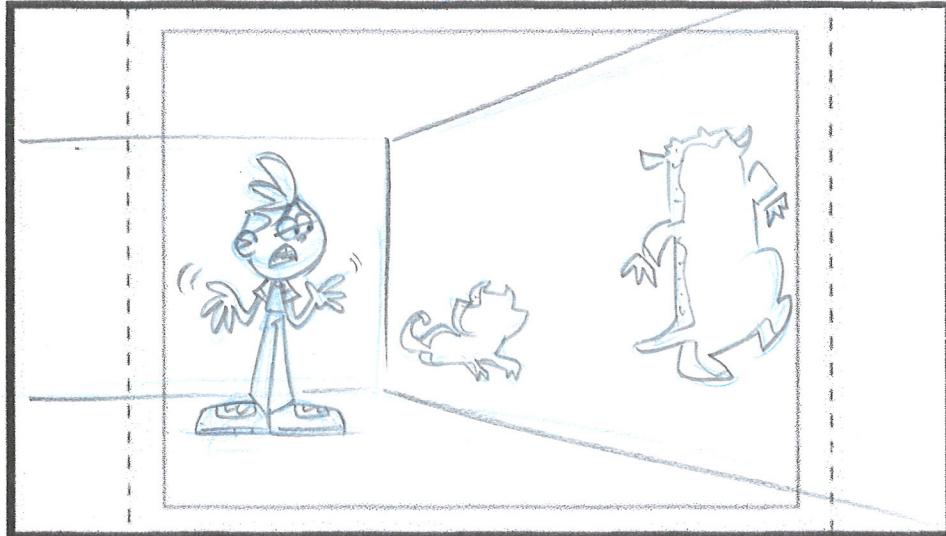
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 125 (cont)

PANEL 8/8



ACTION

- Jimmy struggles.

DIAL.

(68) Jimmy

"CERBEE USED TO SMASH THROUGH
MY WALLS."

NOTES

SCENE

126

PANEL

1/3



ACTION

HU

INT. HERLISE'S BASEMENT/
DAY

- He looks down/sad.
(REFLECTIVE)

DIAL.

(68) Jimmy

"THAT IS, BEFORE HE
SMASHED THROUGH"

NOTES



JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

PAGE 236

SCENE 126 (cont)

PANEL 2/3

SCENE

PANEL 3/3



ACTION

- Jimmy Hisses HIS HEART.

DIAL.

(68) Jimmy (cont)

"THE WAHS OF MY HEART."

NOTES



ACTION

- He looks DETERMINED.

DIAL.

(68) Jimmy (cont)

"WELL NO MORE!"

NOTES



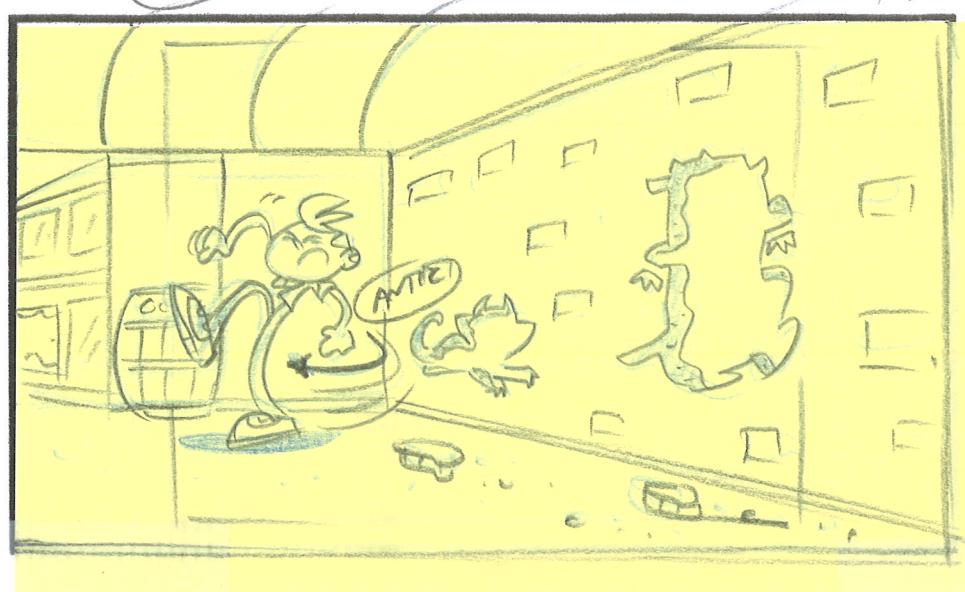
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 127

PANEL 1/2



ACTION

(HU)

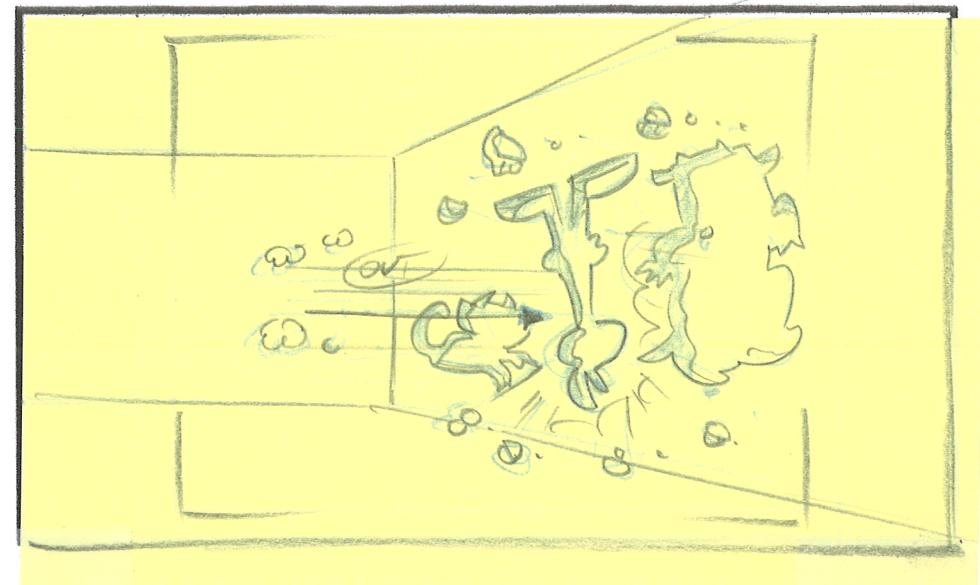
- Jimmy ANTICS!

DIAL.

NOTES

SCENE

PANEL 2/2



ACTION

- Jimmy CRASHES THROUGH
wall UPSIDE DOWN.

DIAL.

(SF)
SMASH!

NOTES



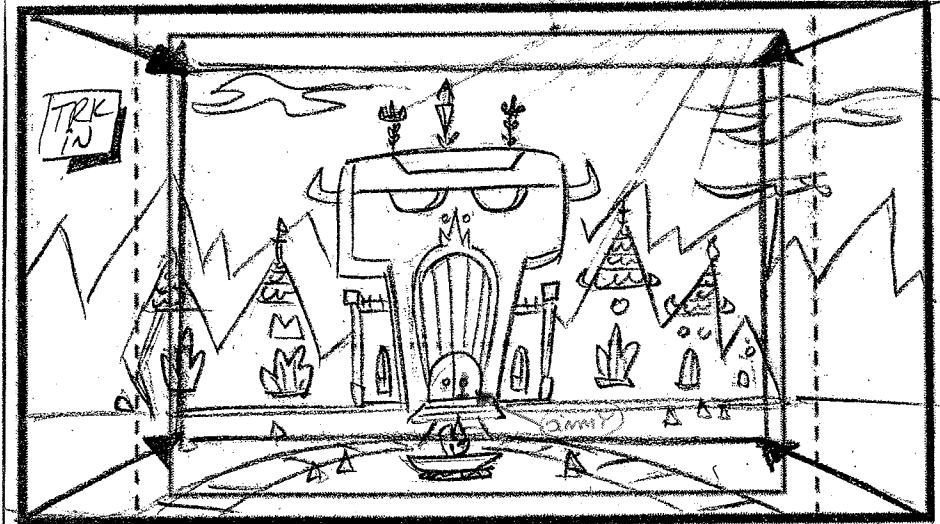
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 128

PANEL 1/1



ACTION

*TRK IN

EXT. LUCAS MANSION / DAY

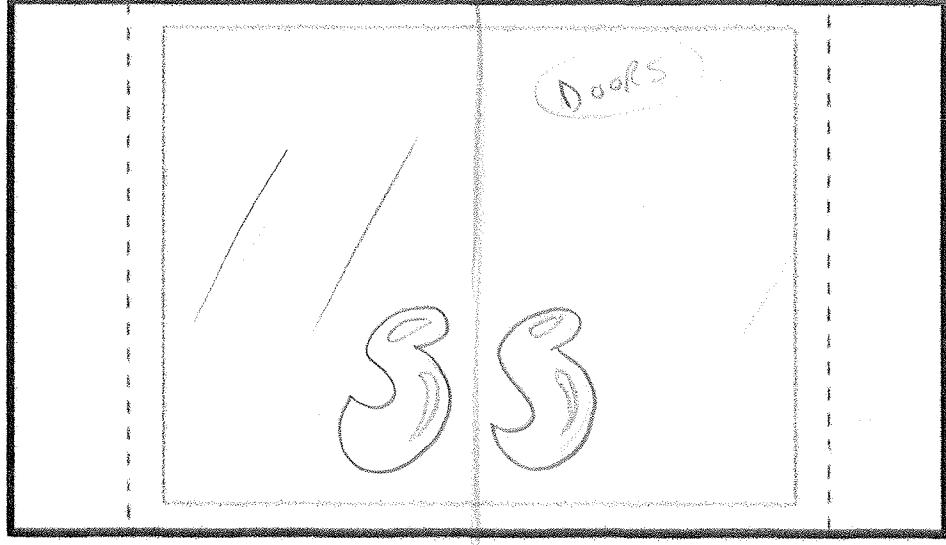


- WIDE ON LUCAS' HOUSE

- Jimmy is AT Front Door.

SCENE 129

PANEL 1/2



ACTION

EXT. LUCAS HOUSE
Front Door / MAT

- CLOSE ON FRONT DOOR.

DIAL.

DIAL.

NOTES

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

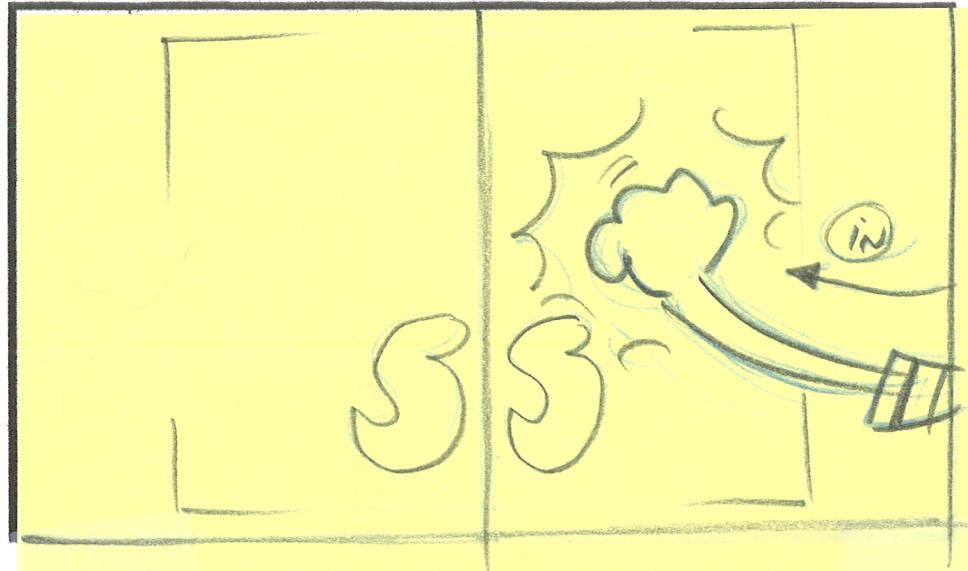
PAGE 239

SCENE 129 (cont)

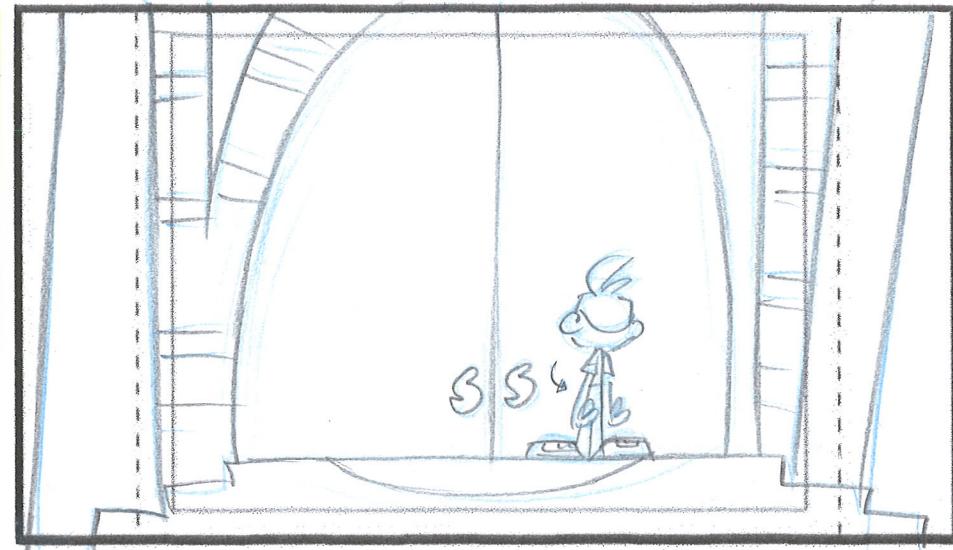
PANEL 2/2

SCENE 130

PANEL 1/3



ACTION



ACTION

EXT. LUCAS HOUSE FRONT
DOOR / DAY.

- Jimmy's HAND (in) AND knees.
CUT

- WIDE ON JIMMY
AT FRONT DOOR.

DIAL.

(SFX)

KNOCK! KNOCK! KNOCK!

NOTES

DIAL.

NOTES



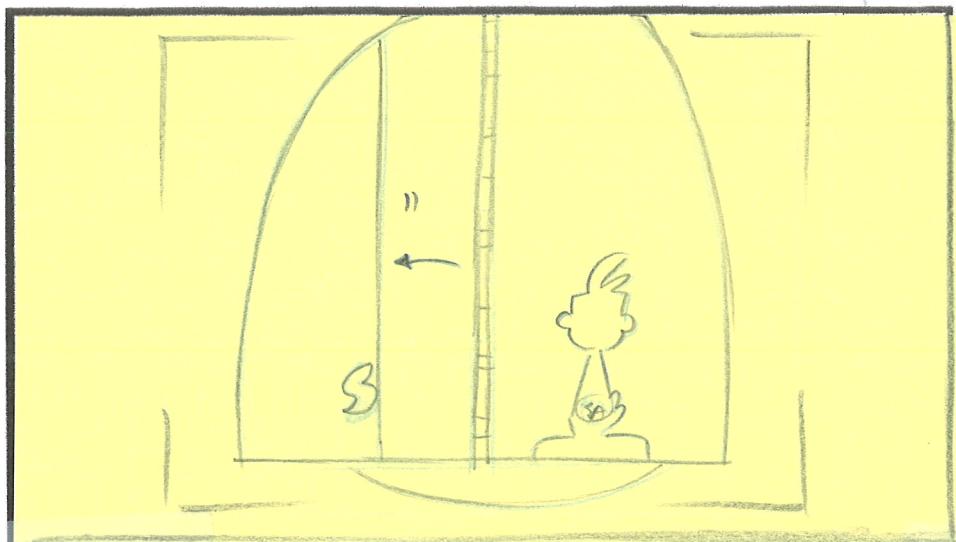
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 130 (cont)

PANEL 2/3



ACTION

- THE DOOR OPENS.

DIAL.

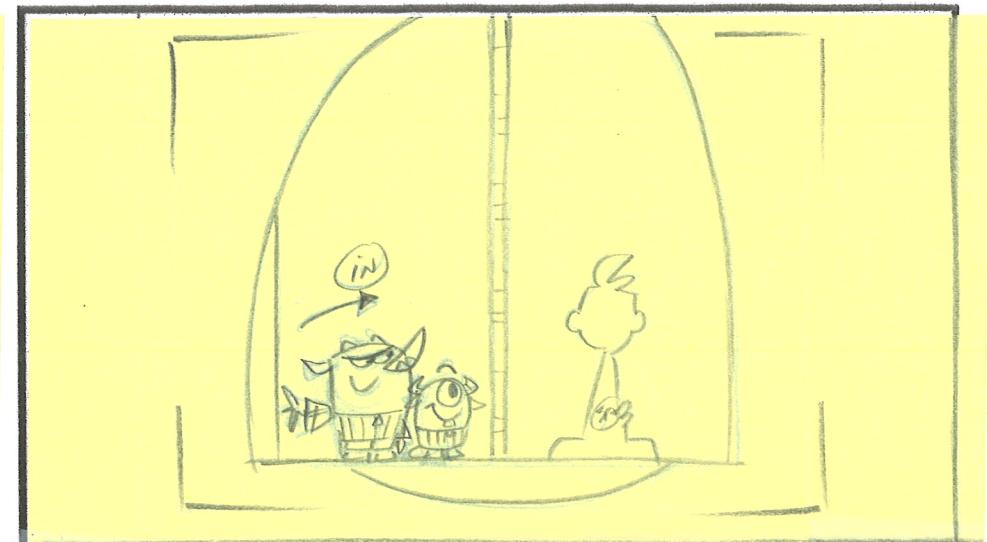
(SFX)

(DOOR OPENS)

NOTES

SCENE

PANEL 3/3



ACTION

- LUCIUS AND CERBEE ^(IN) WEARING
MATCHING JOGGING OUTFITS.

DIAL.

NOTES



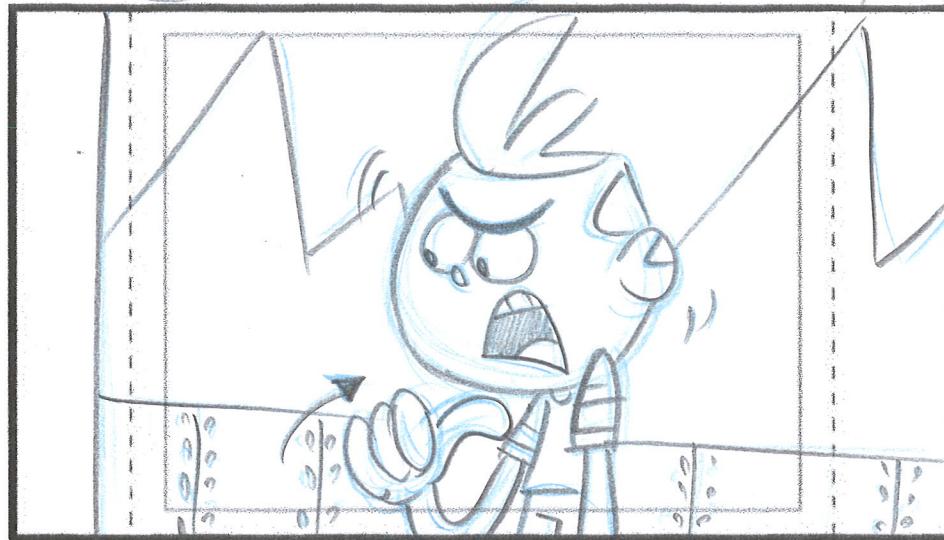
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 131

PANEL 1 / 3



ACTION

(cut)
— Jimmy is UPSET.

DIAL.

(69) Jimmy

"LUCK! CERBEE IS MY DOG!"

NOTES

SCENE

PANEL 2 / 3



ACTION

— He is FURIOUS.

DIAL.

(69) Jimmy (cont)

"AND I WANT HIM BACK!"

NOTES



JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

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SCENE 131 (CONT)

PANEL 3/3



ACTION

- JIMMY GARES AT LUCIUS O.S.

(CUT)

DIAL.

(69) Jimmy (cont)
GRRRRR!

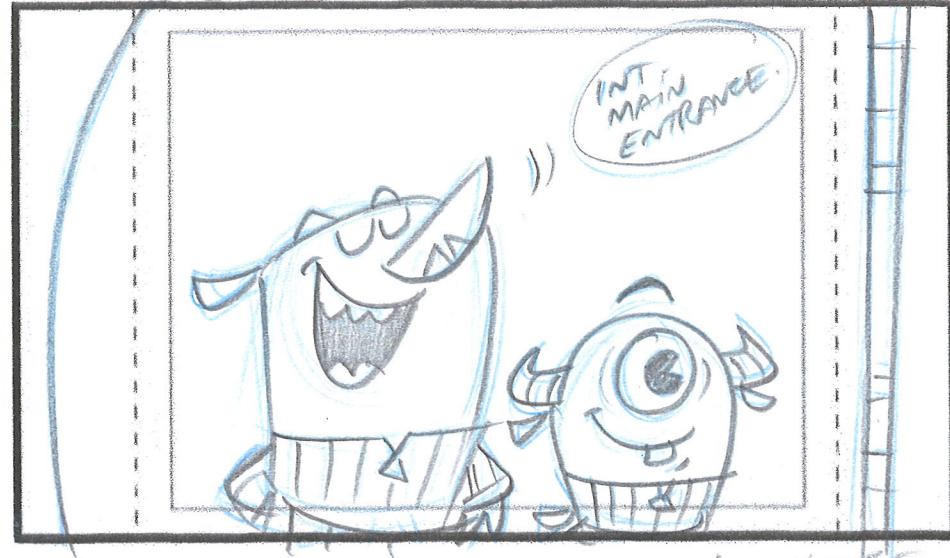
NOTES

SCENE

132

PANEL

1/4



ACTION

EXT. CERBEE'S HOUSE
FRONT DOOR / DAY.

- LUCIUS IS NOT PHASED BY JIMMY'S
GARE.

DIAL.

(70) Lucius

"LISTEN TWO SHOES,"

NOTES

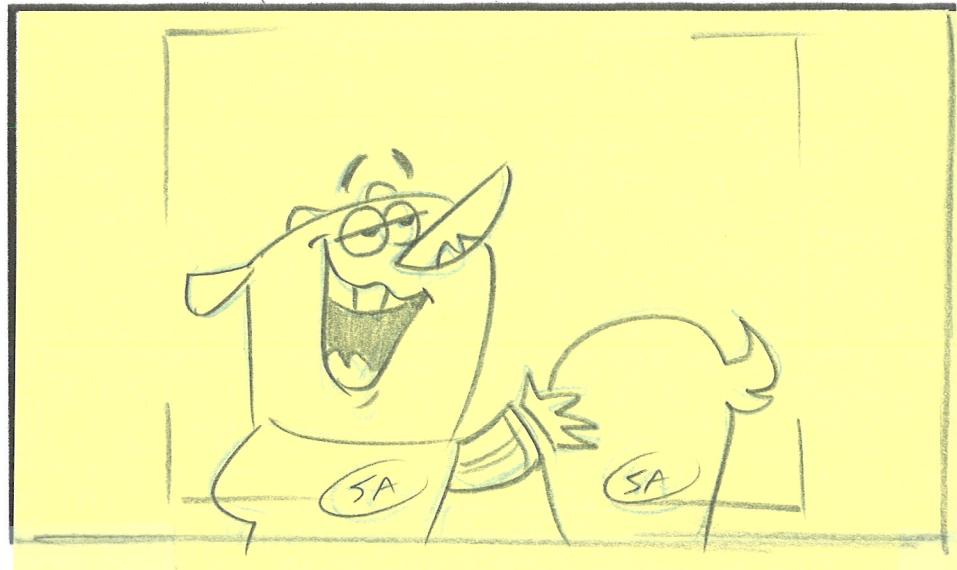


JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

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SCENE 132 (cont)

PANEL 2/4



ACTION

-Lucius gestures.

DIAL.

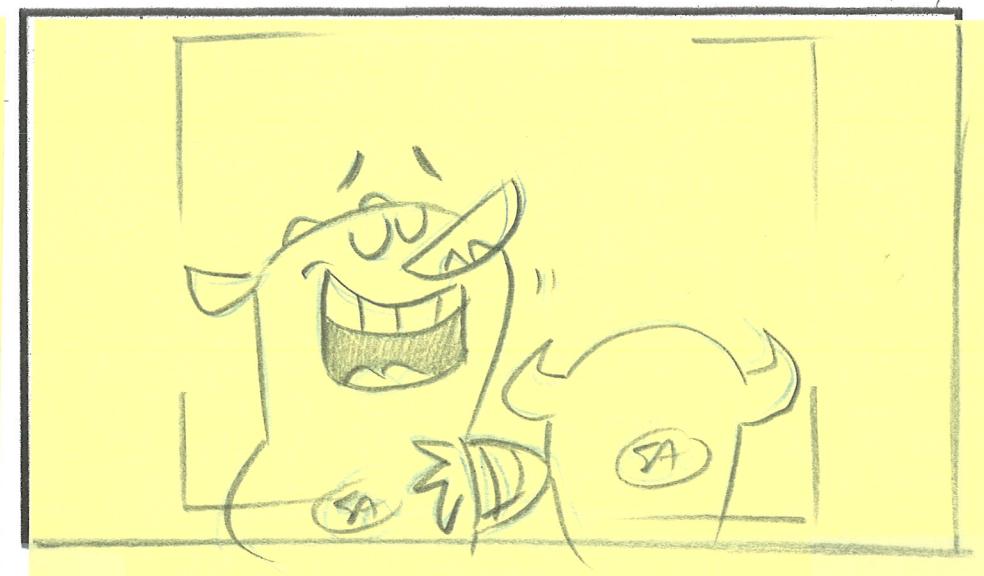
(70) LUCIUS (cont)

"IF YOU REALLY CARE
ABOUT CERBEE,"

NOTES

SCENE

PANEL 3/4



ACTION

-He points to himself.

DIAL.

(70) LUCIUS (cont)

"YOU'D LET HIM STAY WITH ME."

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

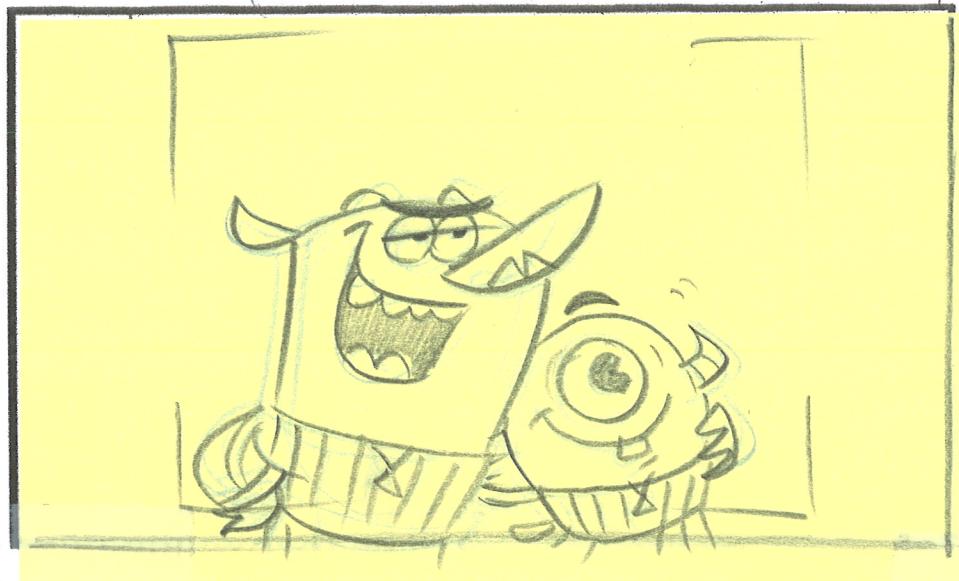
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SCENE 132 (cont)

PANEL 4/4

SCENE 133

PANEL 1/1



ACTION

- Lucius puts his arm around Cerbee.



ACTION

EXT. LUCIUS' HOUSE

FRONT DOOR / MAT.

(CUT)

- Shout UP SET.

DIAL.

(70) Lucius (cont)

"AFTER ALL, I CAN OFFER HIM
MORE THAN YOU EVER COULD."

NOTES

DIAL.

(71) Jimmy

"I DON'T BELIEVE YOU!"

NOTES



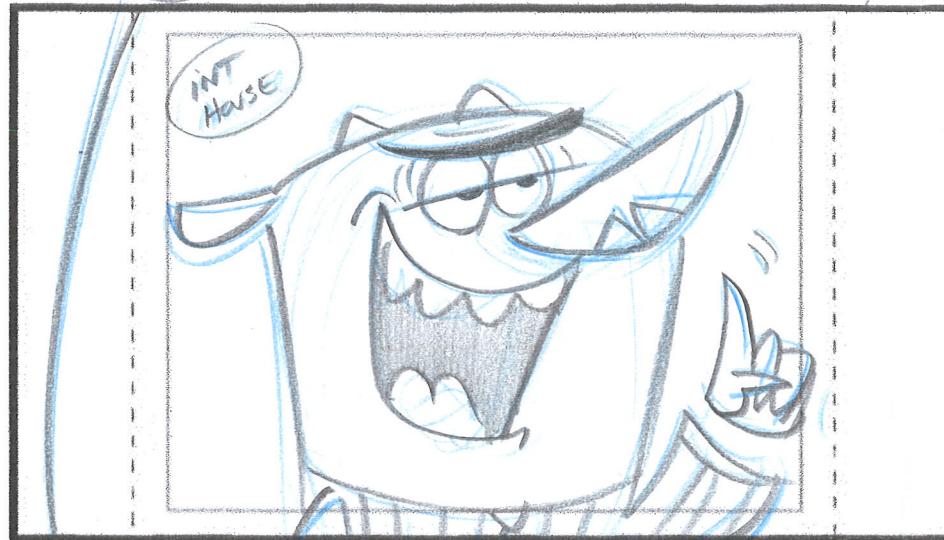
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 134

PANEL 1/2



ACTION

EXT. Lucius House FRONT
Door / DAY.

CUT
- Lucius smiles

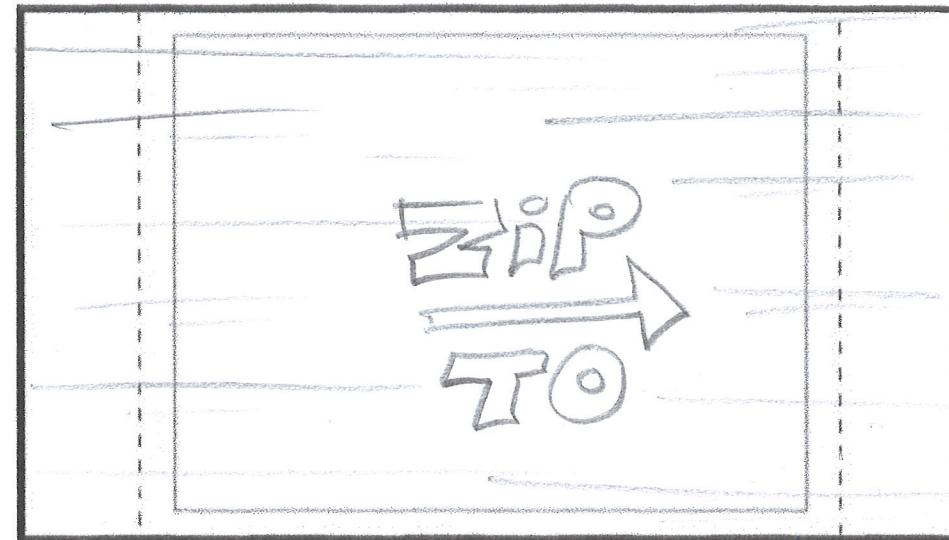
DIAL.

72) LUCIUS
"BELIEVE THIS!"

NOTES

SCENE

PANEL 2/2



ACTION

ZIP PAN TO →

DIAL.

NOTES



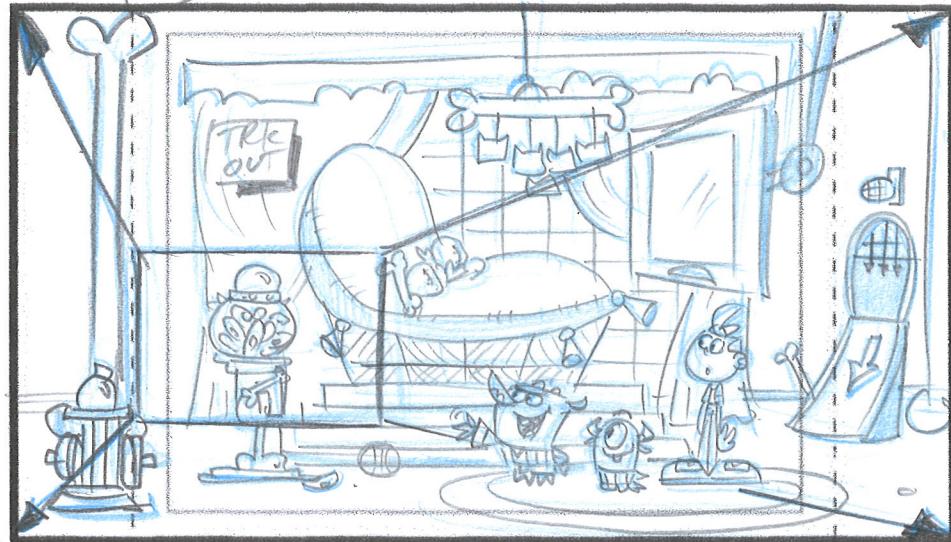
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 135

PANEL 1/1



ACTION



INT. CERBEE'S NEW
BEDROOM / DAY.

* TRIC OUT
FROM A DISPENSER FULL OF
SLIPPERS.
→ WIDE ON CERBEE'S ROOM

DIAL.

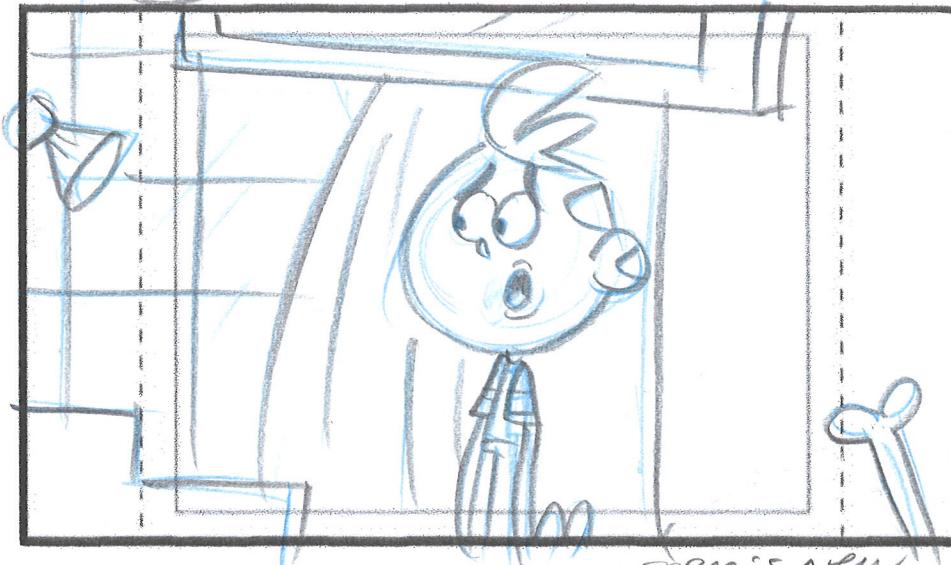
(72) LUCIUS (cont)

"DOES YOUR HOUSE HAVE A GIANT
SLIPPER DISPENSER FOR CERBEE TO CHEW?"

NOTES

SCENE 136

PANEL 1/3



ACTION



INT. CERBEE'S NEW
BEDROOM / DAY

- Jimmy is shocked.

DIAL.

(73) Jimmy

"NO."

NOTES



JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

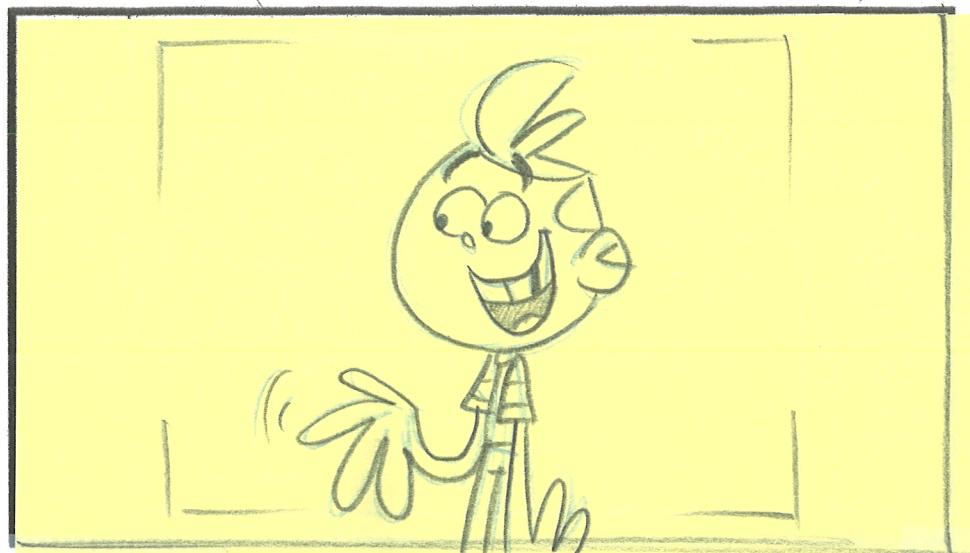
PAGE 247

SCENE 136 (cont)

PANEL 2/3

SCENE

PANEL 3/3



ACTION

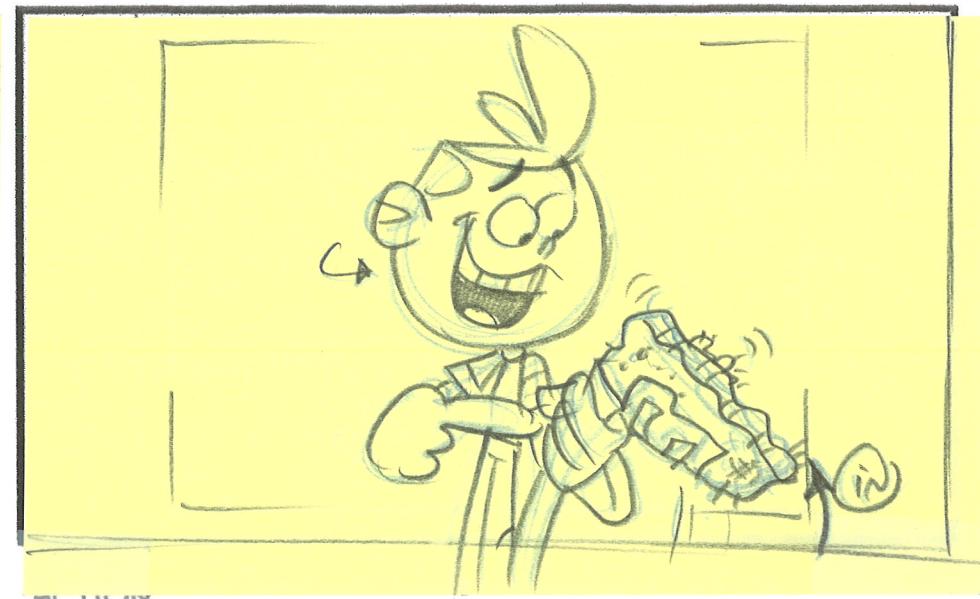
- Jimmy gestures excitedly

DIAL.

(73) Jimmy (cont)

"BUT I LET HIM CHEW MY SHOE!"

NOTES



ACTION

- Jimmy holds up his left shoe
- it is worn and looks chewed up.

DIAL.

(73) Jimmy (cont)

"...THE LEFT ONE."

NOTES



JIMMY TWO SHOES
J2S2-101- "CERBEE COME HOME"

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SCENE 137

PANEL 1/2

SCENE

PANEL 2/2



ACTION

CUT

INT. CERBEE'S NEW
BEDROOM / DAY.

- LUCIUS IS NOT IMPRESSED -

DIAL.

74 LUCIUS

"THAT'SSSS . . . JUST GROSS."

NOTES



ACTION

Zip PAN To ←

DIAL.

NOTES



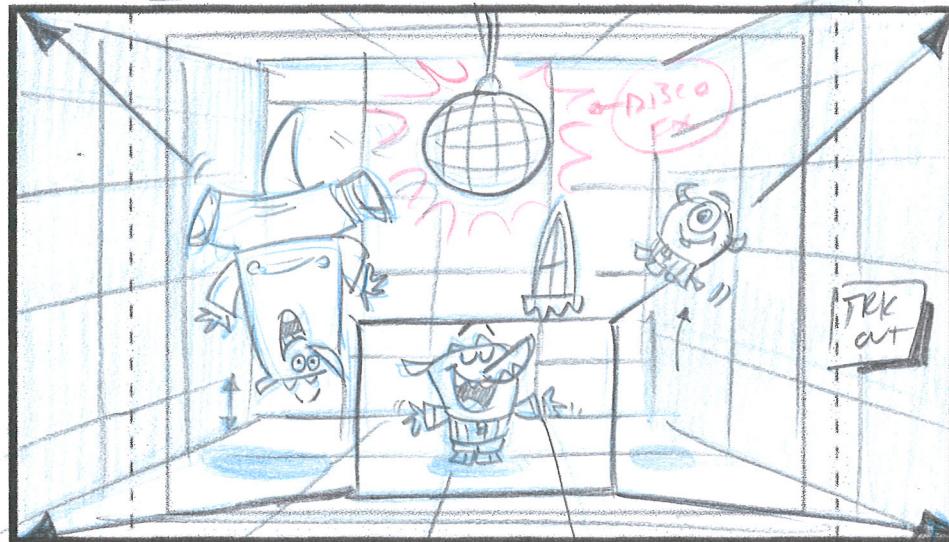
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 138

PANEL 1/4



ACTION

Zip To

- * TRK OUT TO REVEAL A PADDED ROOM WITH A DISCO BALL
- BEEZY Bounces on HIS HEAD WHILE CERBEE Bounces ALL AROUND THE ROOM.

DIAL.

(75) LVCIVS

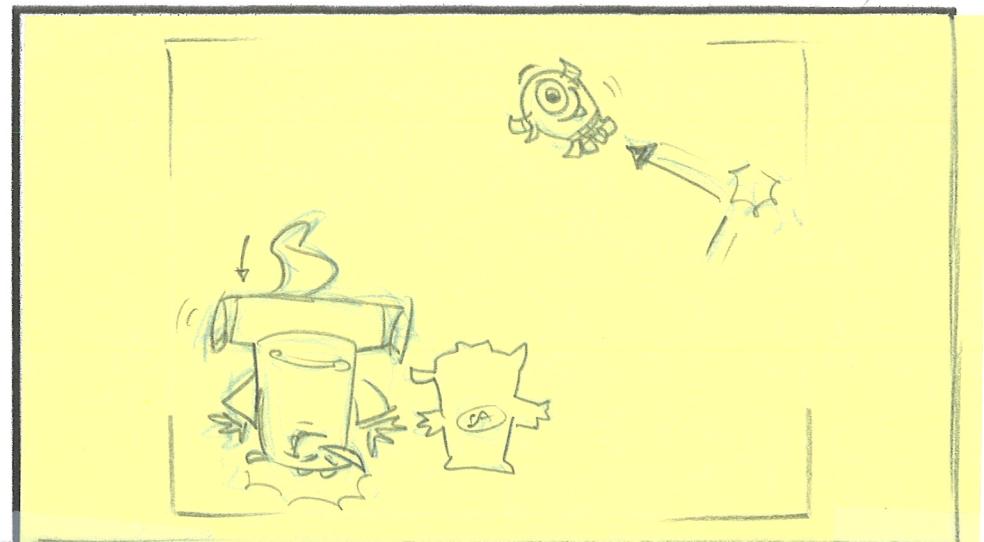
"DOES YOUR HOUSE HAVE A
Disco Bounce Room?"

NOTES

- * ADD Disco Ball To BG!
- * ADD LIGHT FX (ANIMATED)
From Disco Ball!

SCENE

PANEL 2/4



ACTION

- BEEZY Bounces on HEAD
- CERBEE Bounces AROUND Room.

DIAL.

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

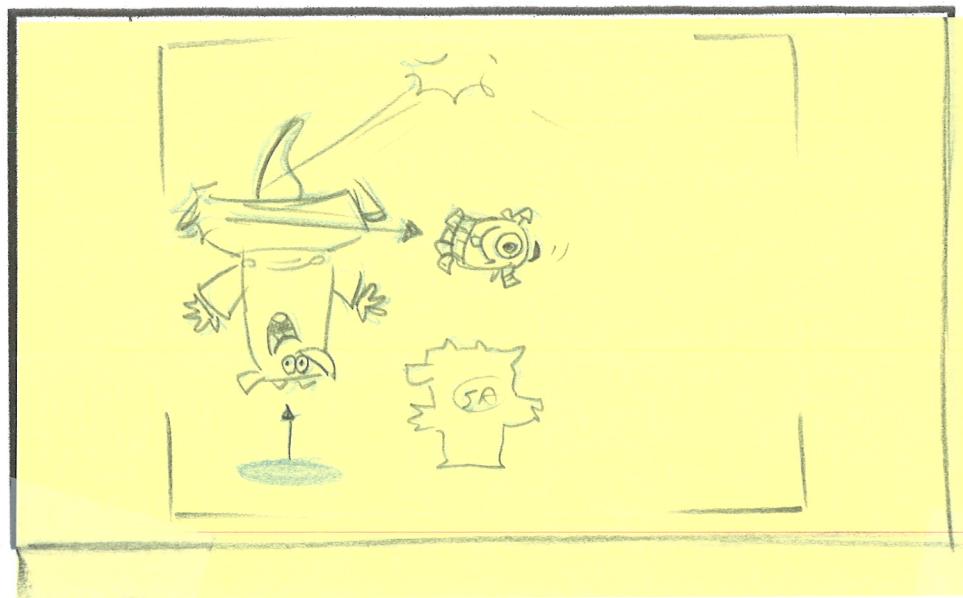
PAGE 250

SCENE 138 (cont)

PANEL 3/4.

SCENE

PANEL 4/4



ACTION

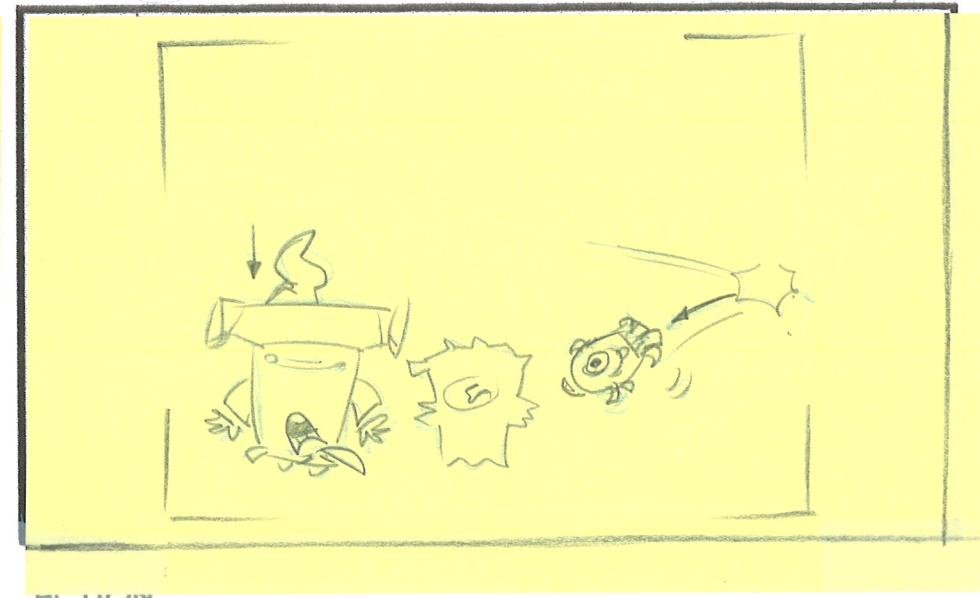
~BEEZY IS EXCITED!

DIAL.

(76) BEEZY

"DUDE, SERIOUSLY!"

NOTES



ACTION

- continue to BOUNCE AROUND.

DIAL.

(76) BEEZY (cont)

"YOU GOTTA TRY THIS!"

NOTES



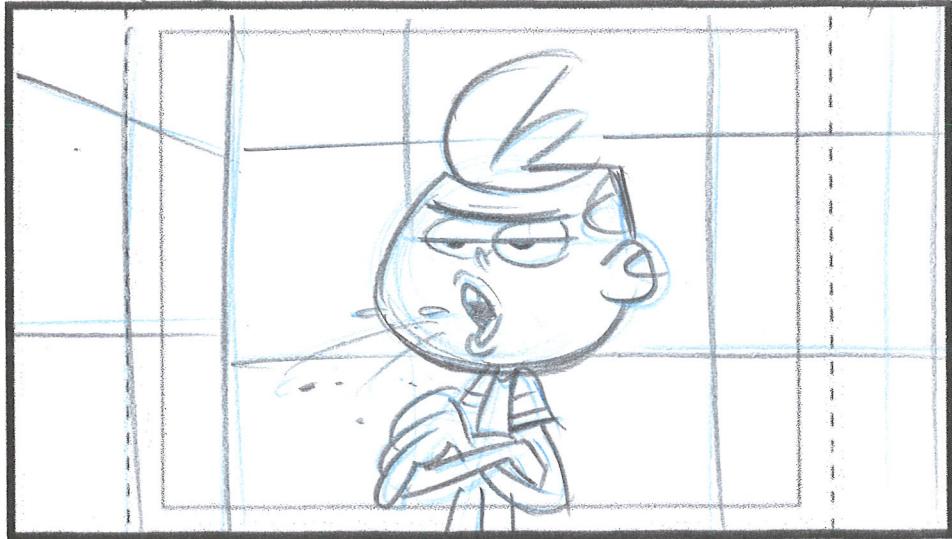
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

PAGE 25 /

SCENE (139)

PANEL 1/2



ACTION

INT. PANSED Room/DAT.

(CUT)

- Jimmy is NOT impressed -

DIAL.

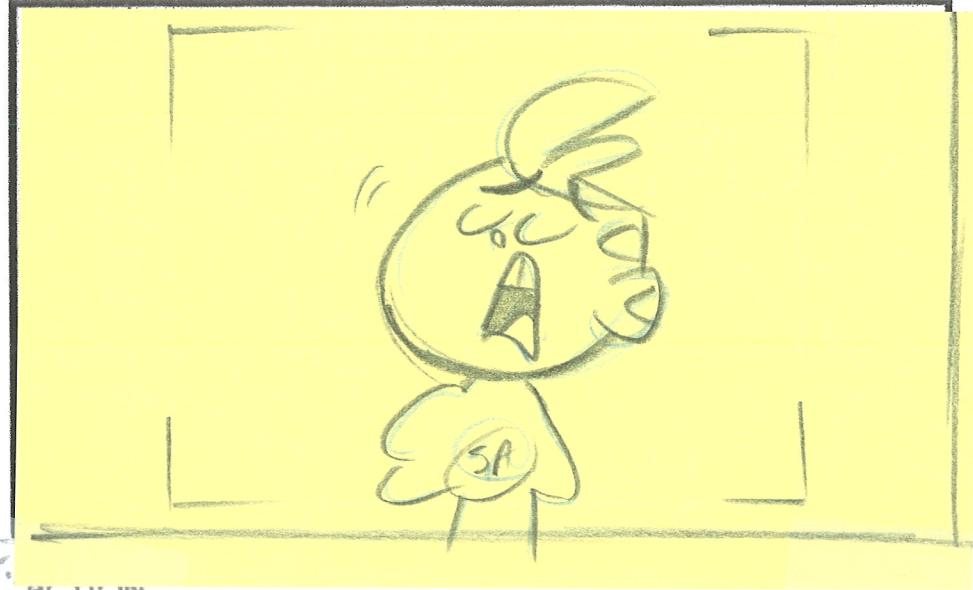
(77) Jimmy

"PFFT!"

NOTES

SCENE

PANEL 2/2



ACTION

- HE pretends he is NOT interested.

DIAL.

(77) Jimmy (cont)

"Like I want to."

NOTES



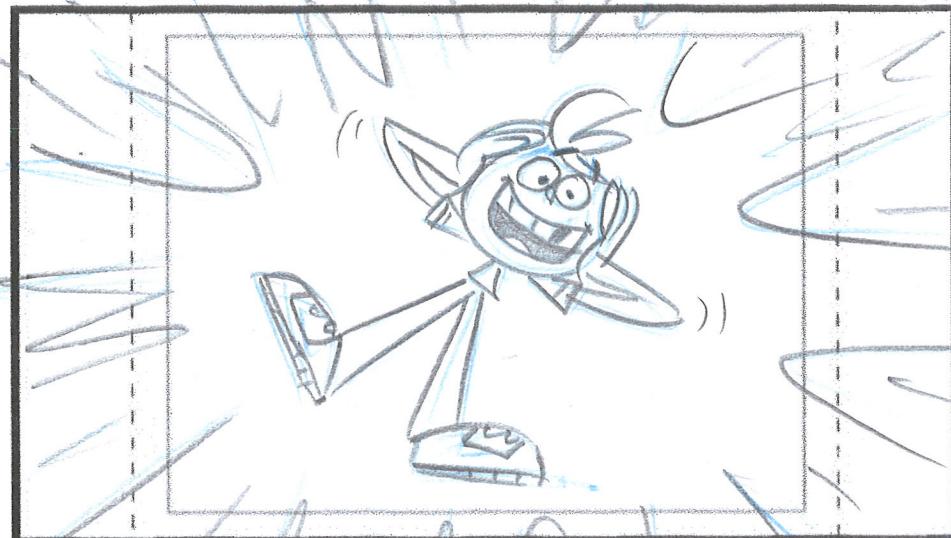
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 140

PANEL 1/1



ACTION

FLASH CARDS BG!

(CUT) - Sudden Jimmy bursts into pose / excited etc.

DIAL.

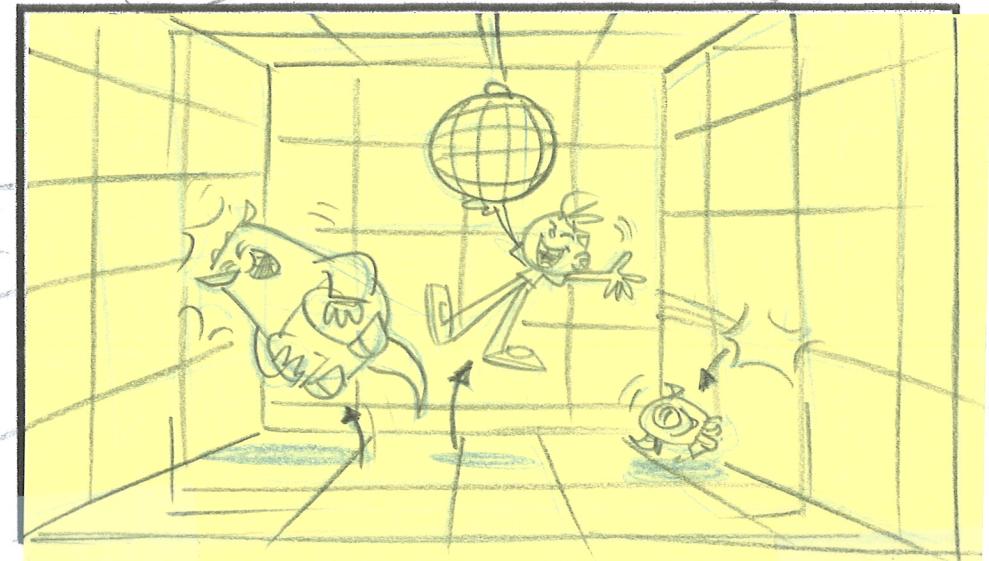
(78) Jimmy

"I TOTALLY WANT TO!"

NOTES

SCENE 141

PANEL 1/4



ACTION

INT. PADDED Room/DAT.

(CUT) - Jimmy, Beezy and Cerbee are Bounce around Room!

DIAL.

(78) Jimmy (cont)

"GIGGLE!"

NOTES



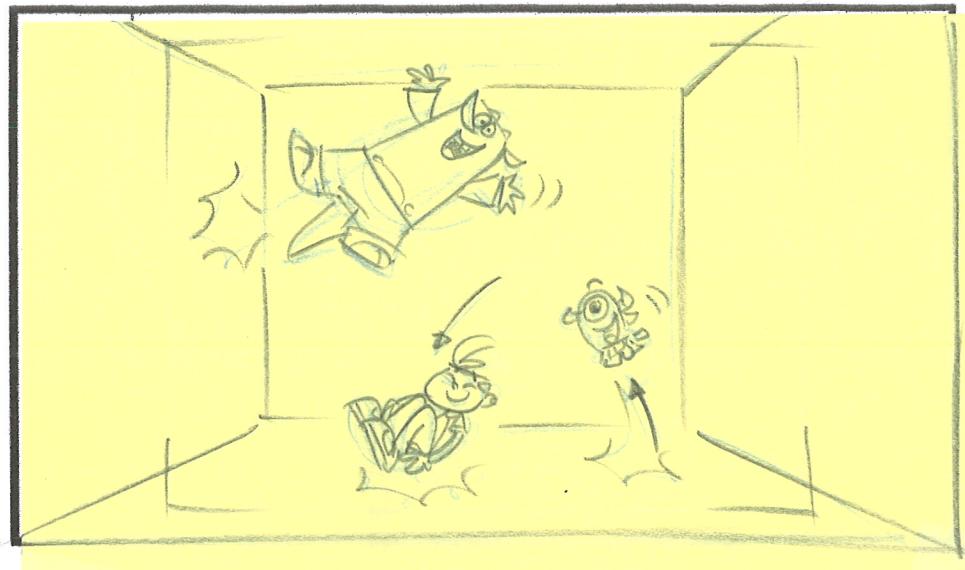
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 141 (cont)

PANEL 2/4



ACTION

- THEY BOUNCE AROUND -

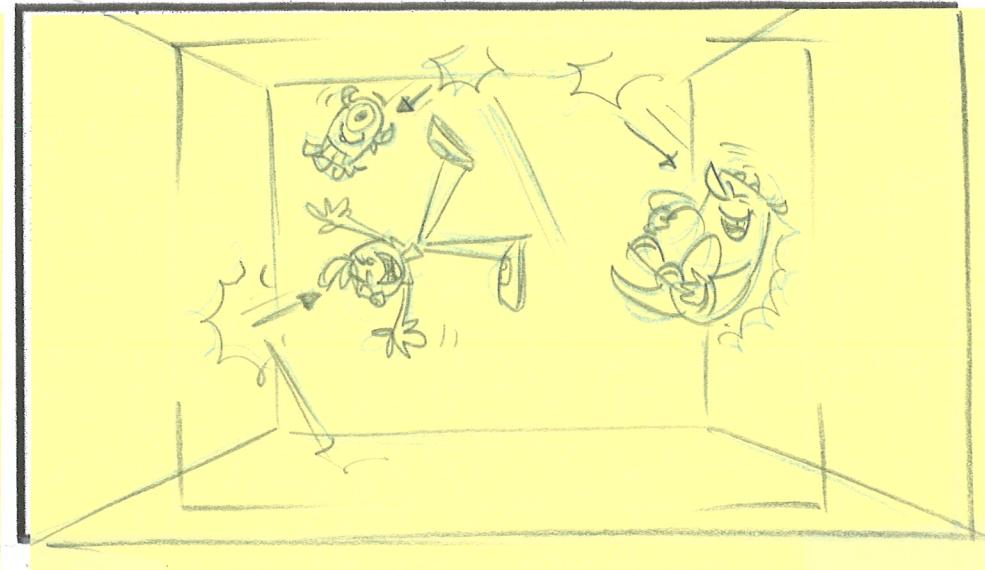
DIAL.

(ADDED)
DIAL BETW, CERBEE, JIMMIE
GIGGLING

NOTES

SCENE

PANEL 3/4



ACTION

- continue to Bounce -

DIAL.

(cont)

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 141 (cont)

PANEL 4/4

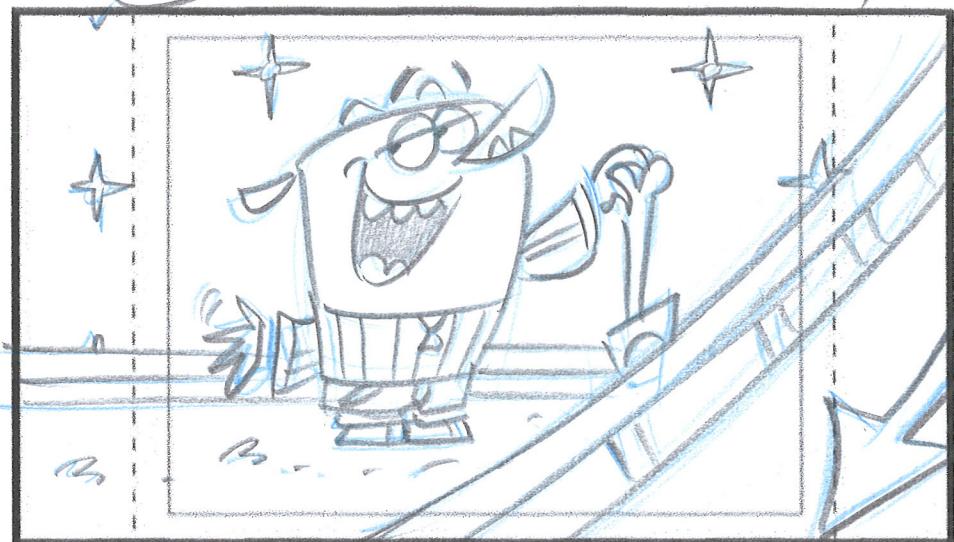


ACTION

zip (PAN) TO

SCENE 142

PANEL 1/7



DIAL.



DIAL.

(CHANGED)
DIAL

ACTION
INT. CERBEE'S NEW
BEDROOM / DAY.
- LUCIUS HORSES A
CENER.

79) Lucius

"DOES YOUR HOUSE HAVE
MAILMEN FOR CERBEE TO CHASE?"

NOTES

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

PAGE 255

SCENE 142 (cont)

PANEL 2/7



ACTION

* TRK OUT AS LUCIUS PULLS THE
LEVER.
- A GATE GOES UP.

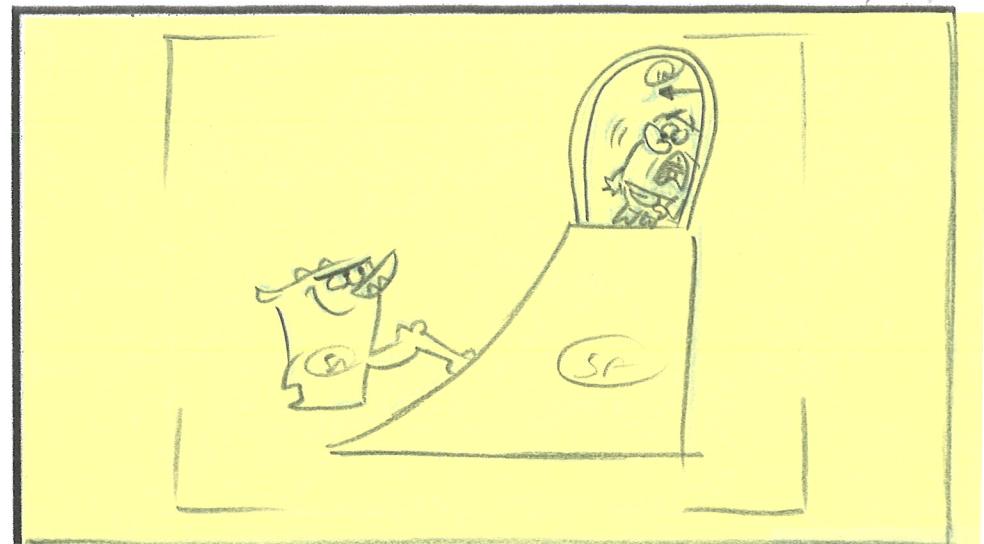
DIAL.

(SFX) (GATE OPENS)
click! click! click!

NOTES

SCENE

PANEL 3/7



ACTION

- A MAILMAN IS PUSHED OUT

DIAL.

NOTES



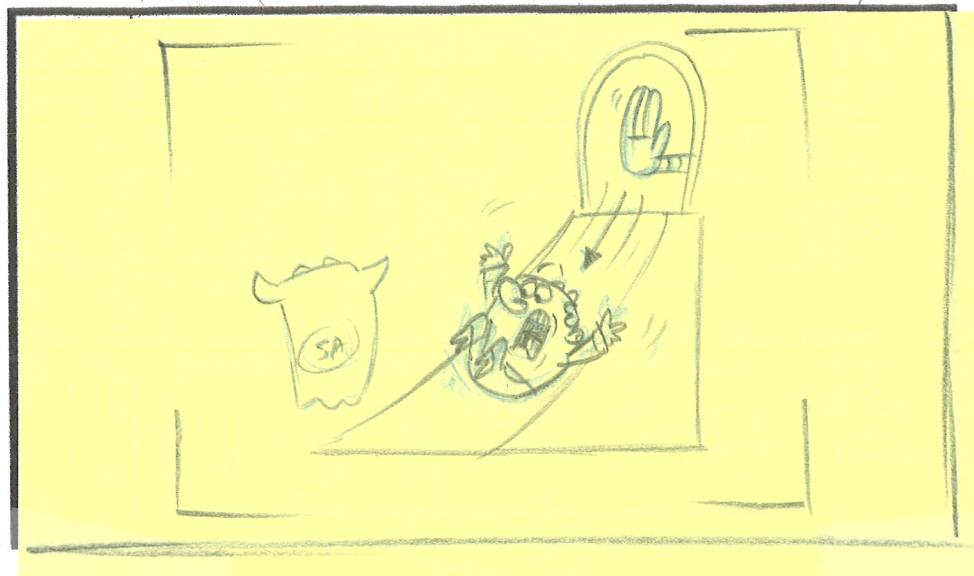
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 142 (cont)

PANEL 4/7



ACTION

- THE MAINMAN SLIDES
DOWN THE SLIDE.
(A MECHANICAL HAND PUSHES HIM OUT)

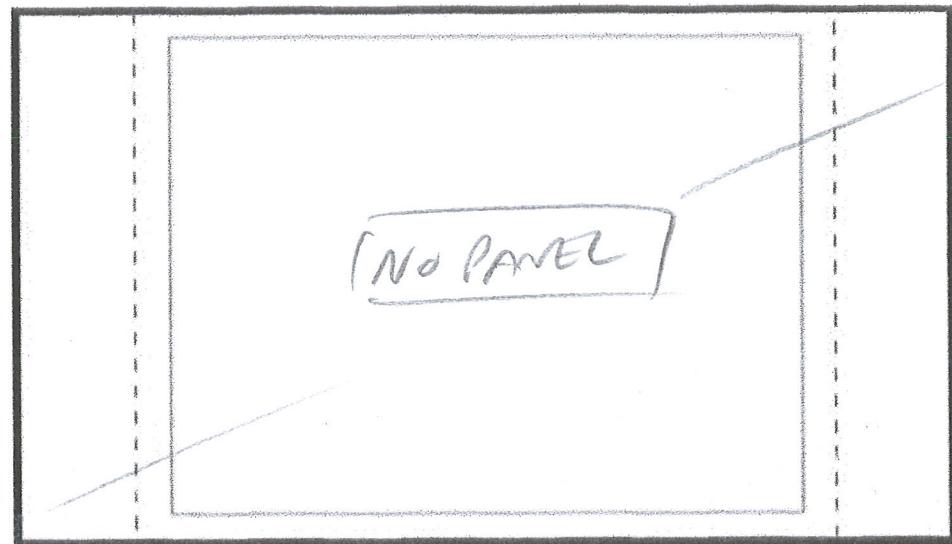
DIAL.

NOTES

SCENE

PANEL

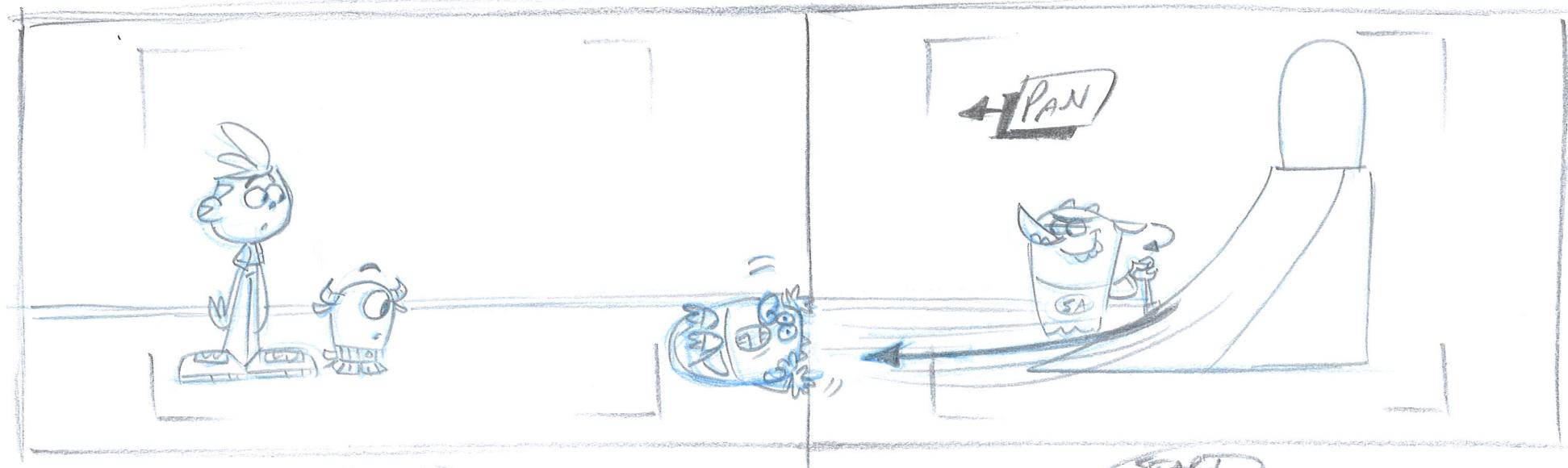
[No Panel]



ACTION

DIAL.

NOTES



ACTION - Pan (STOP) with action as marion slides towards him and ceree (START)

DIAZ

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

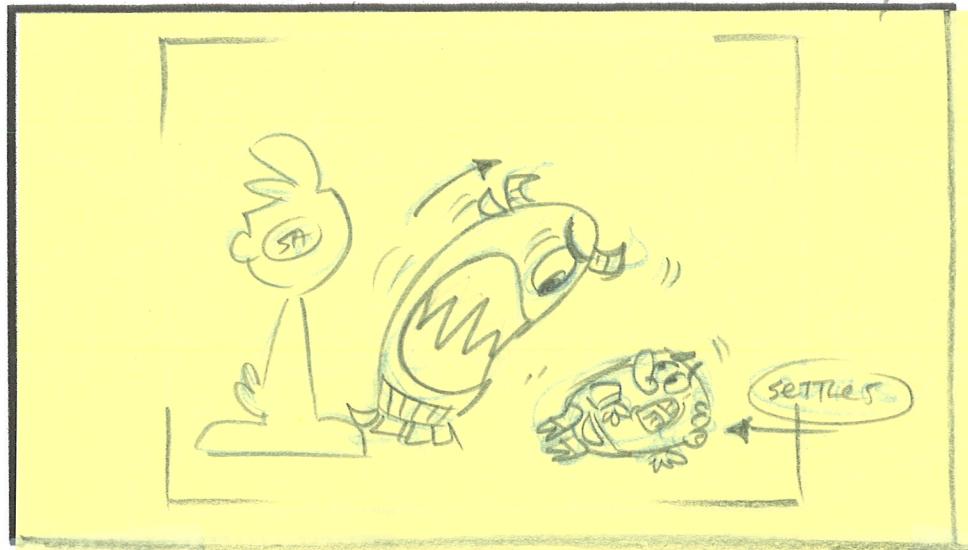
PAGE 258

SCENE 142 (cont)

PANEL 6/7

SCENE

PANEL 7/7



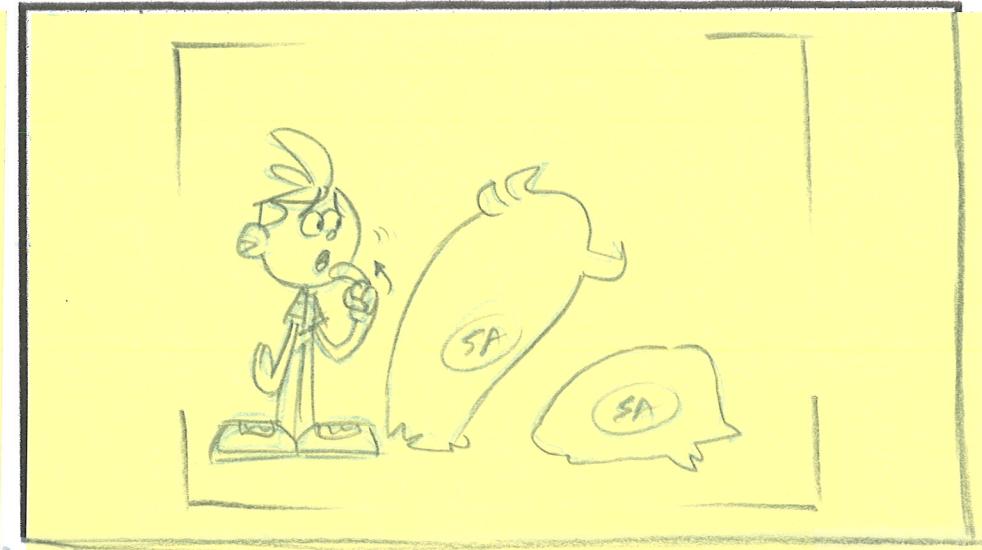
ACTION

- THE MARMAN SCIDES TO A STOP!
- CERBEE GROWLS AT HIM.
- THE MARMAN COVERS.

DIAL.

(ADDED)
(DIAZ) CERBEE
"GRRRRR!"

NOTES



ACTION

- Jimmt is concerned.

DIAL.

⑧0) Jimmt

"WELL NO."

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 143

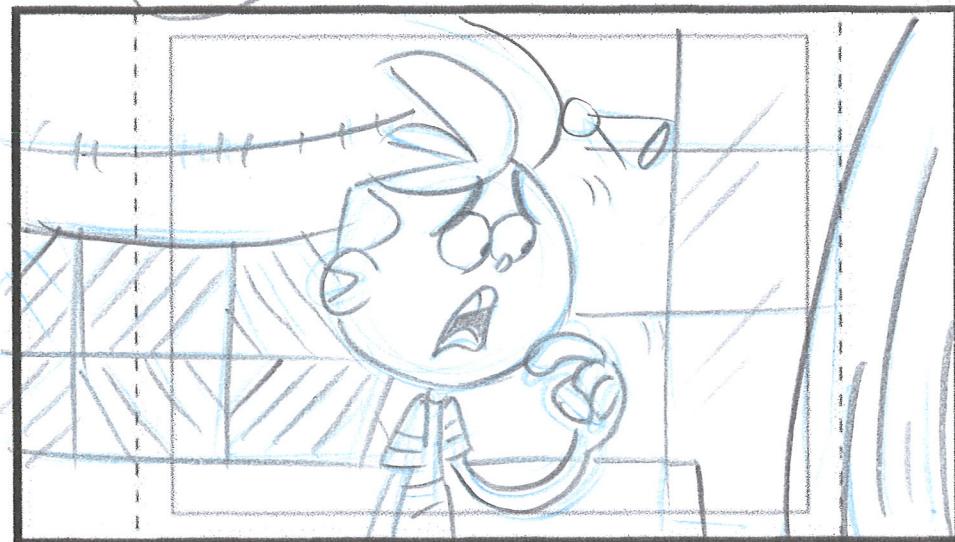
PANEL

1/2

SCENE

PANEL

2/2



ACTION

INT. CERBEE'S NEW BEDROOM

DAY.

MIC

- Jimmy is sad -

DIAL.

(80) Jimmy (cont)

"(SIGH) I GUESS CERBEE DOES
HAVE IT PRETTY SWEET HERE."

NOTES



ACTION

- SUDDENLY HE GETS AN IDEA -

DIAL.

SFX

DING!

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

PAGE 260

SCENE 144

PANEL 1/2

SCENE

PANEL 2/2



ACTION

INT. CERBEE's New Bedroom

DAY

(H)U

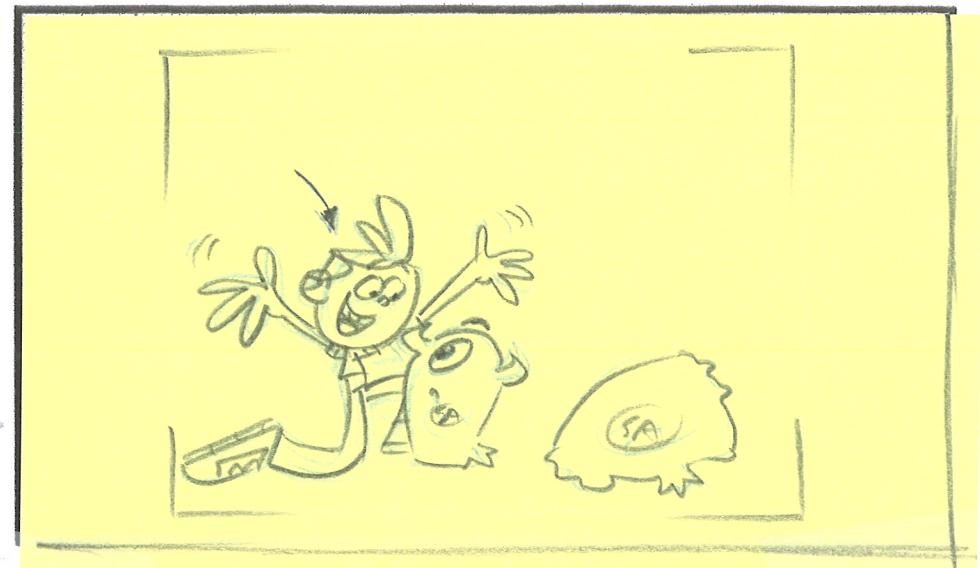
- He Points To Himself Assuredly.

DIAL.

(80) Jimmy (cont)

"BUT ONLY I CAN GIVE HIM MY "

NOTES



ACTION

- Jimmy goes down on one knee with outstretched arms.

DIAL.

(80) Jimmy (cont)

"ONE OF A KIND JIMMY HUGS!"

NOTES



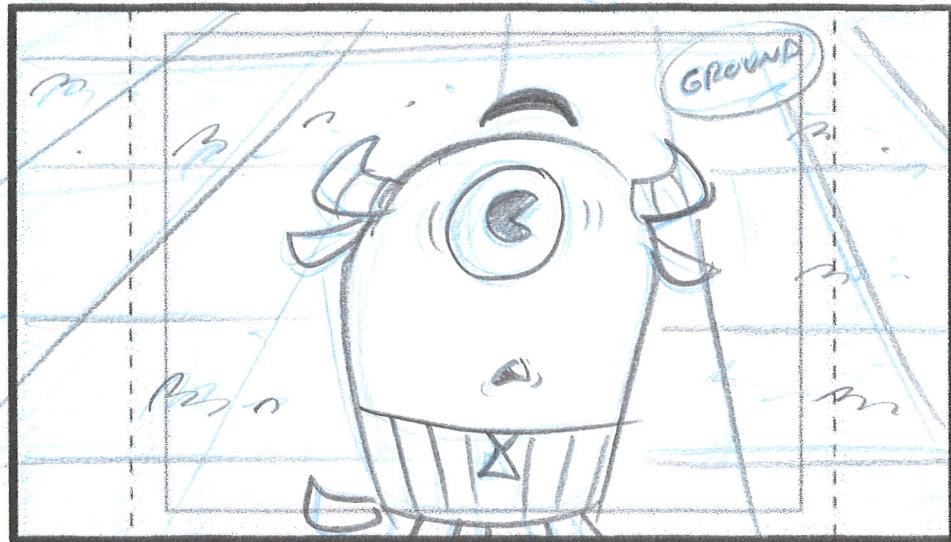
JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 145

PANEL 1/1



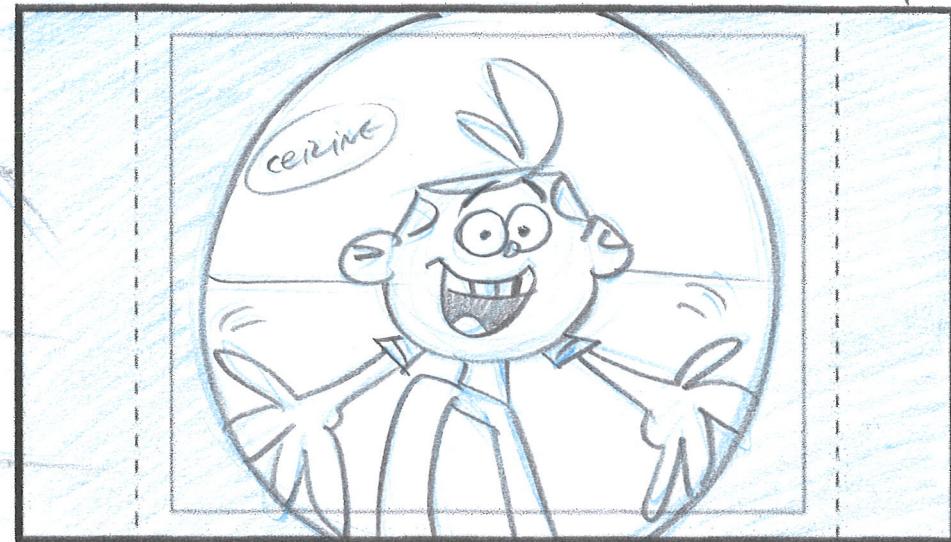
ACTION

(CUT)

INT. CERBEE'S NEW
BEDROOM / DAY
P.O.V. AS CERBEE LOOKS UP
AT JIMMY BLANKET.

SCENE 146

PANEL 1/1



ACTION

(CUT)

INT. CERBEE'S NEW
BEDROOM / DAY.

- P.O.V. AS JIMMY GESTURES
FOR A HUG.

DIAL.

DIAL.

NOTES

⑧1 Jimmy
"BLAH-BLAH-BLAH-HUGS!"

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 147

PANEL 1 / 4



ACTION

INT. CERBEE'S NEW
BEDROOM / DAY

HU

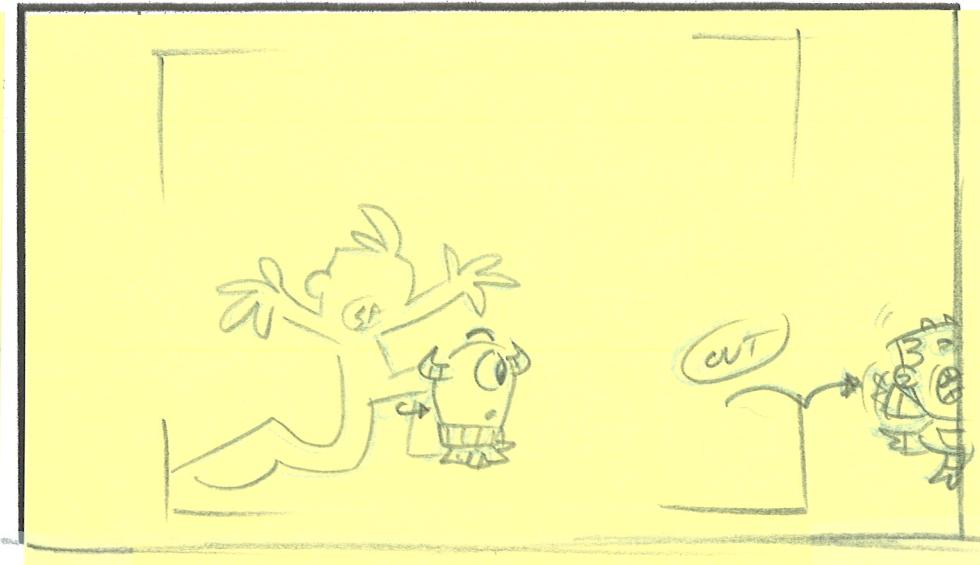
- JIMMY GESTURES FOR A HUG.
- THE MAILMAN STARTS TO SNEAK AWAY.

DIAL.

NOTES

SCENE

PANEL 2 / 4



ACTION

- CERBEE RUNS TO SEE THE
MAILMAN RUNNING OFF.

DIAL.

NOTES



JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

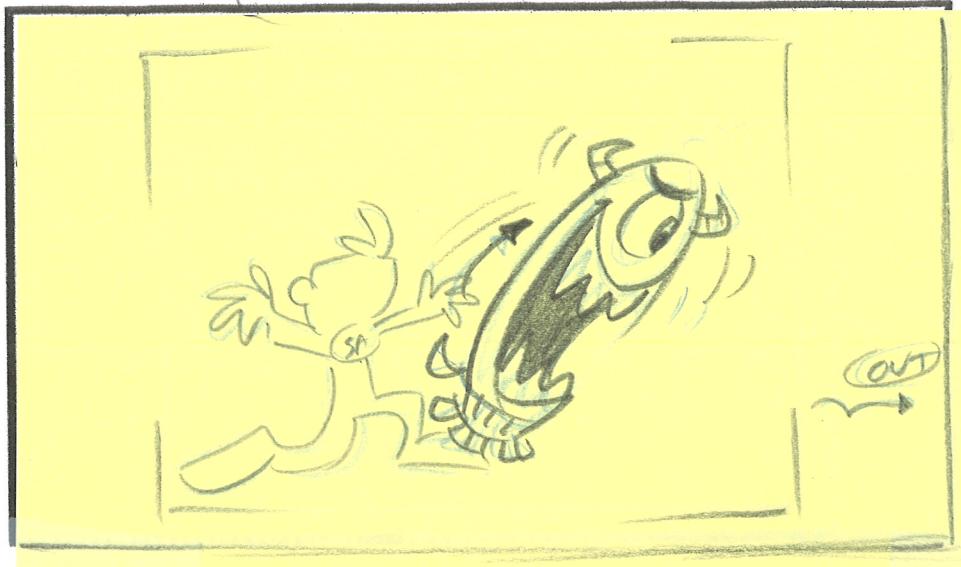
PAGE 263

SCENE 147 (CONT)

PANEL 3/4

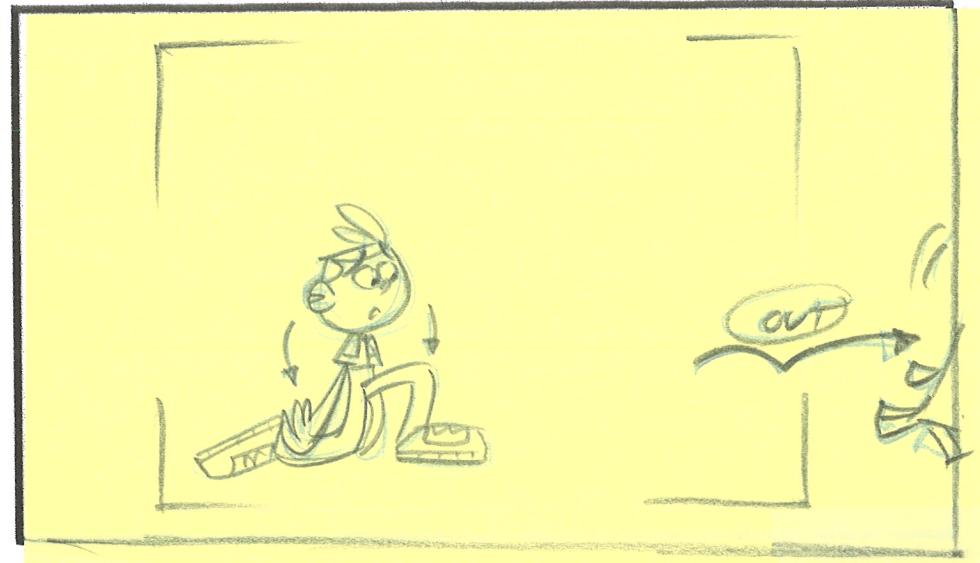
SCENE

PANEL 4/4



ACTION

- CERBEE RAGES!



ACTION

- CERBEE RUNS AFTER MARMAN!

DIAL.

(ADDED)
Dial) CERBEE
GRRRRR - BARK BARK!"

DIAL.

~~~~~ ↑ (cont)

NOTES

NOTES



# JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 148

PANEL 1/2



ACTION

(MIC)

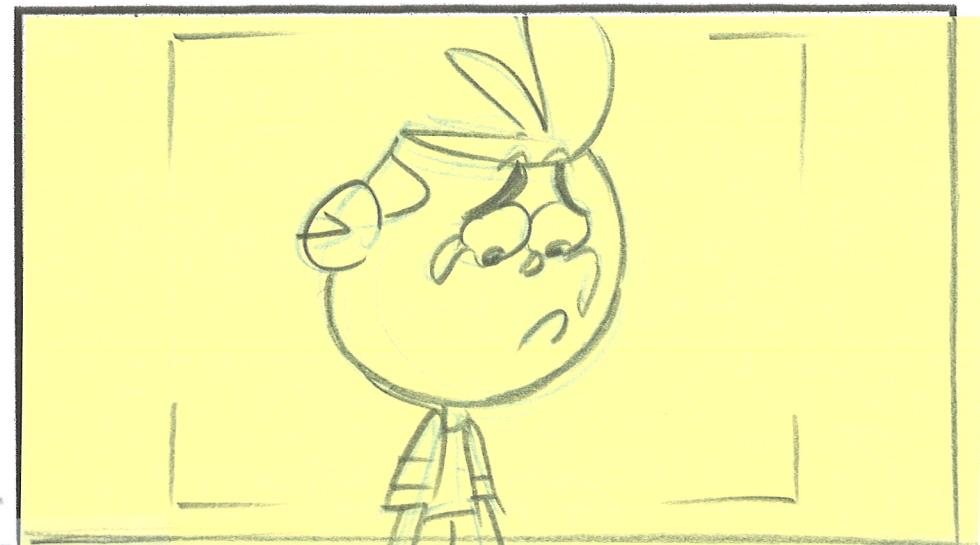
- Jimmy starts to 'WELL UP'

DIAL.

NOTES

SCENE

PANEL 2/2



ACTION

- HE SNIFFS SADLY.

DIAL.

(SFX)  
SNIFF SNIFF!

NOTES

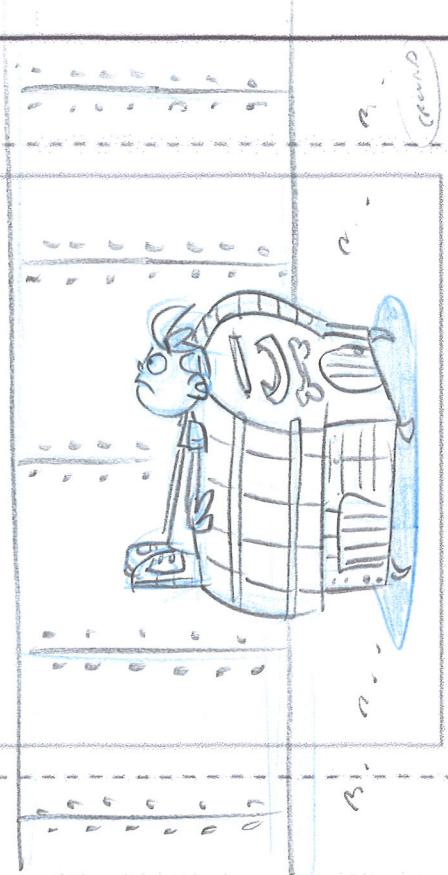
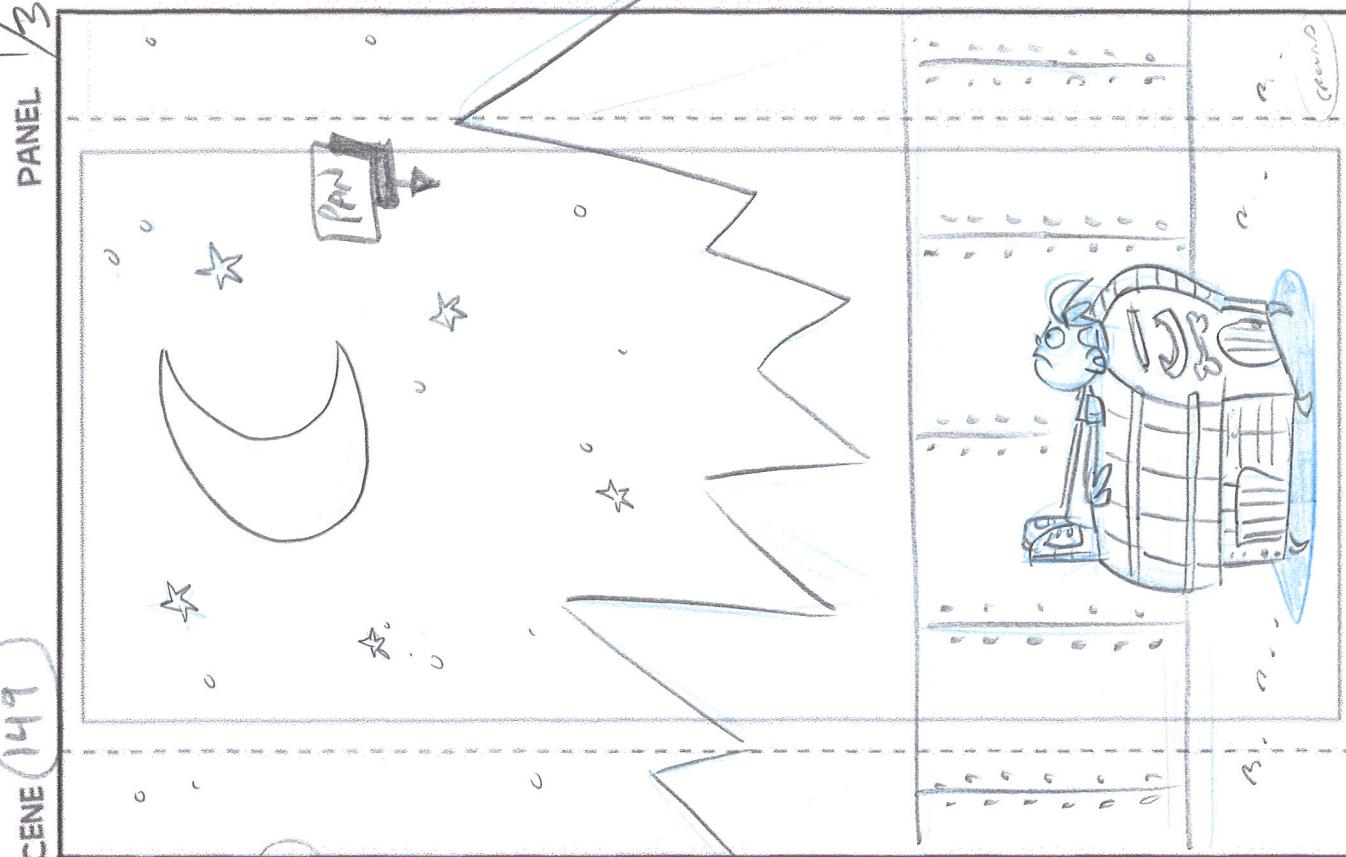


# JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

PAGE 265

PANEL 1/3



ACTION  
\* (PAN) DAWN FROM MOON TO  
X-DISS See Jimmy Zapping on Cerbee's Dog House.

5FX

(NIGHT CRICKETS etc.)

DIAL.



NOTES



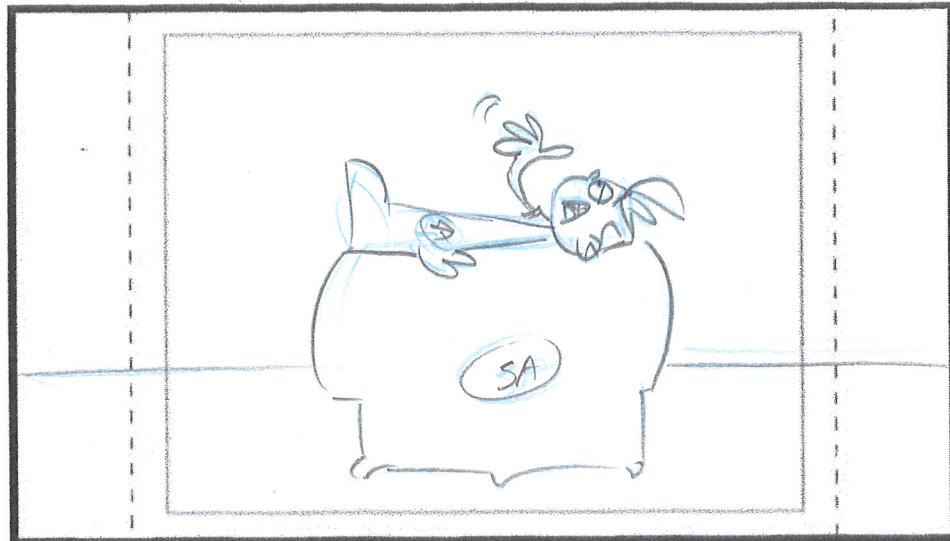
# JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

PAGE 266

SCENE 149 (cont)

PANEL 2/3



ACTION

- Jimmy gestures

DIAL.

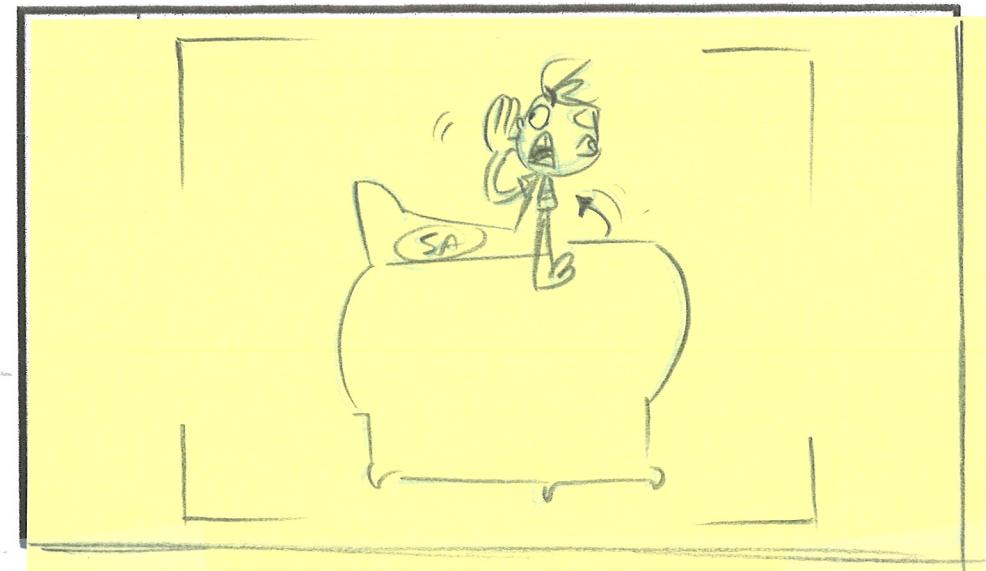
(82) Jimmy

"THIS IS A LOT LESS COMFORTABLE!  
THAN IT LOOKS!"

NOTES

SCENE

PANEL 3/3



ACTION

- HE SITS UP AND CALLS TO CERBEE  
o.s.

DIAL.

(83) Jimmy (cont)

"CERBEE, LISTEN!"

NOTES



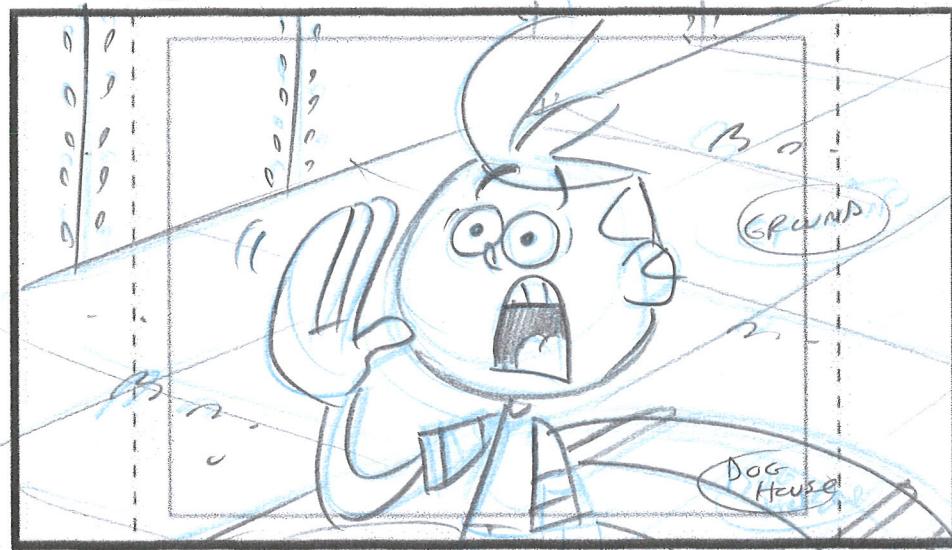
# JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

PAGE 267

SCENE 150

PANEL 1/2



ACTION

M.C.

- Jimmy calls to CERBEE.

DIAL.

(83) Jimmy (cont)

"I KNOW FOR A FACT YOU  
CAN'T SLEEP!"

NOTES

SCENE

PANEL 2/2



ACTION

- HE SMILES -

DIAL.

(83) Jimmy (cont)

"WITHOUT ONE OF MY "

NOTES



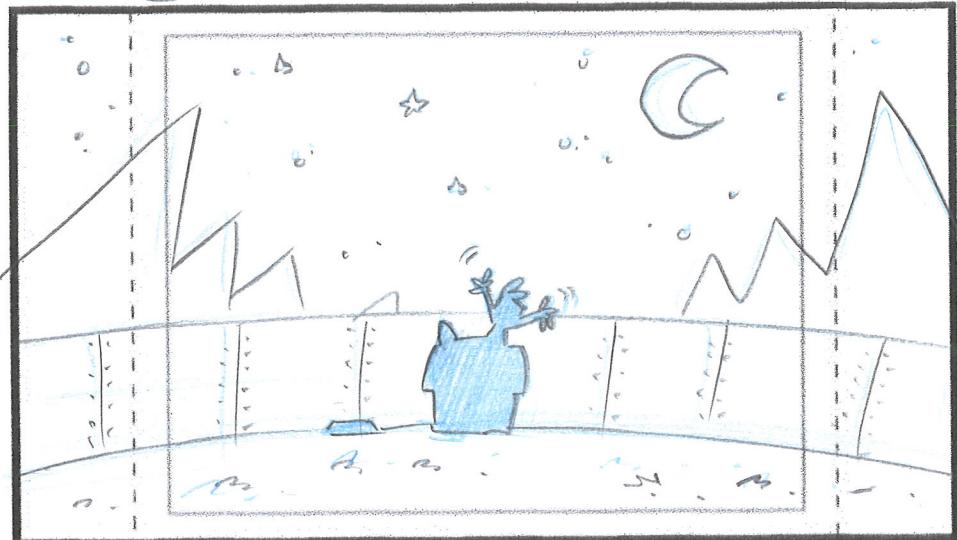
# JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

PAGE 268

SCENE 151

PANEL 1/1



ACTION

Hu!

EXT. JIMMY'S BACKYARD  
WITH DOGHOUSE/NIGHT.  
- WIDE AS JIMMY CALLS OUT  
TO CERBEE.

DIAL.

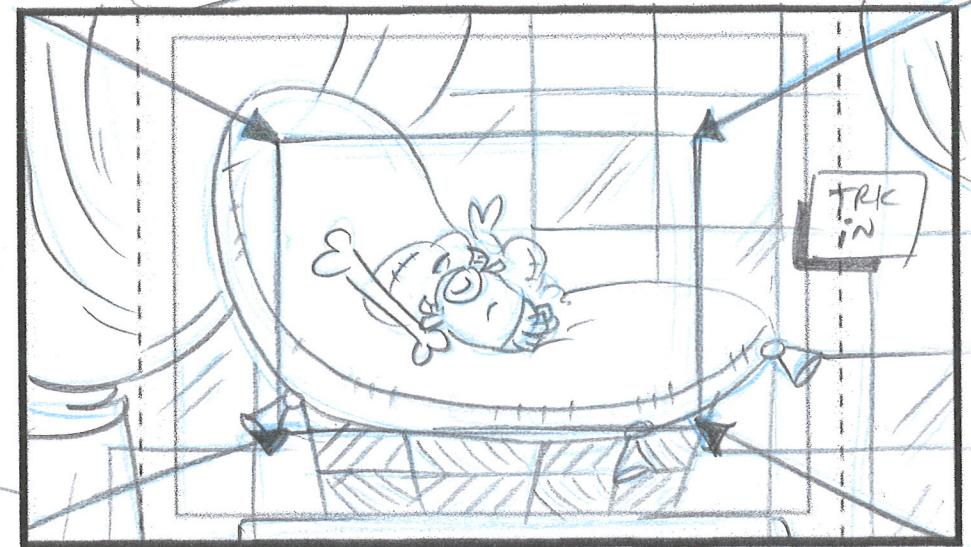
(83) JIMMY (CONT)

"JIMMY'S NIGHT TIME  
HUGSIES!"

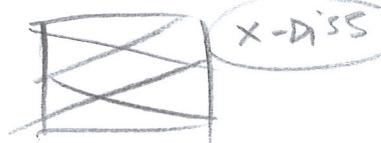
NOTES

SCENE 152

PANEL 1/3



ACTION



X-DISS

INT. CERBEE'S NEW ROOM/  
NIGHT.

\*TRICK IN ON CERBEE  
TOSSED AND TURNED/TRYING  
TO SLEEP.

DIAL.

(84) JIMMY (CONT) (O.S.) (IN DISTANCE)

"COME AND GET EM'!"

NOTES



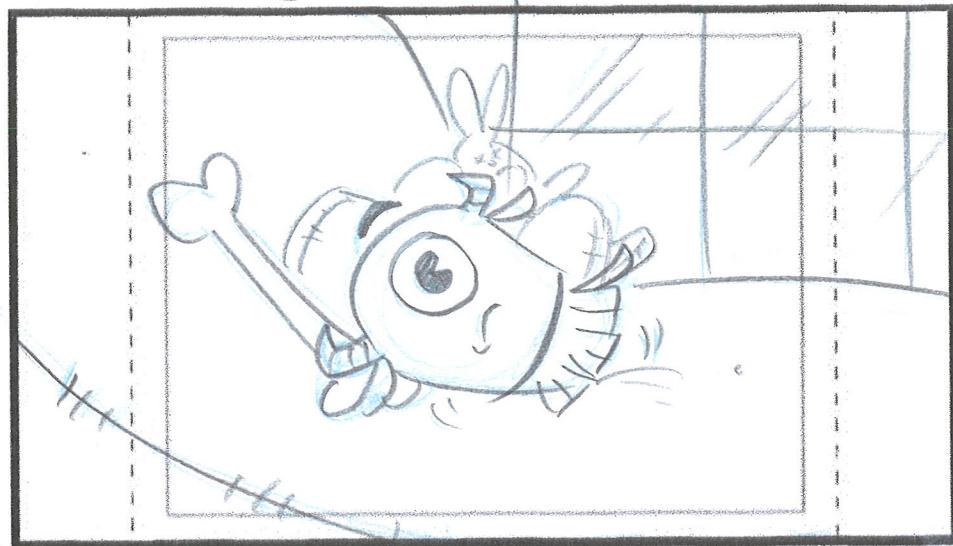
# JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 152 (cont)

PANEL 2/3



ACTION

- CERBEE OPENS HIS EYE.

DIAL.

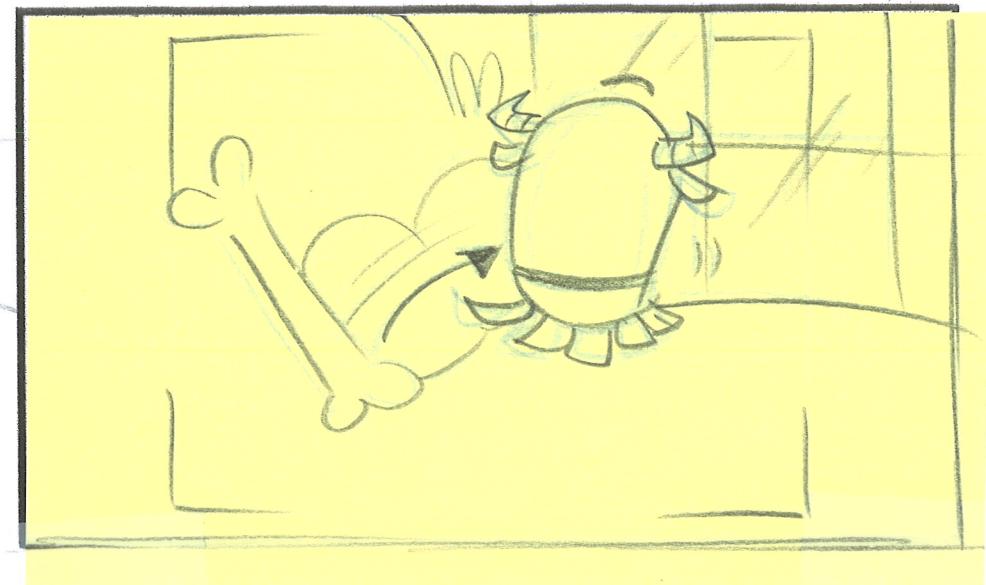
(84) Jimmy (o.s.)

"HUGGY-HUGGY-HUGGS!"

NOTES

SCENE

PANEL 3/3



ACTION

- HE SITS UP AND LOOKS  
out window.

DIAL.

NOTES



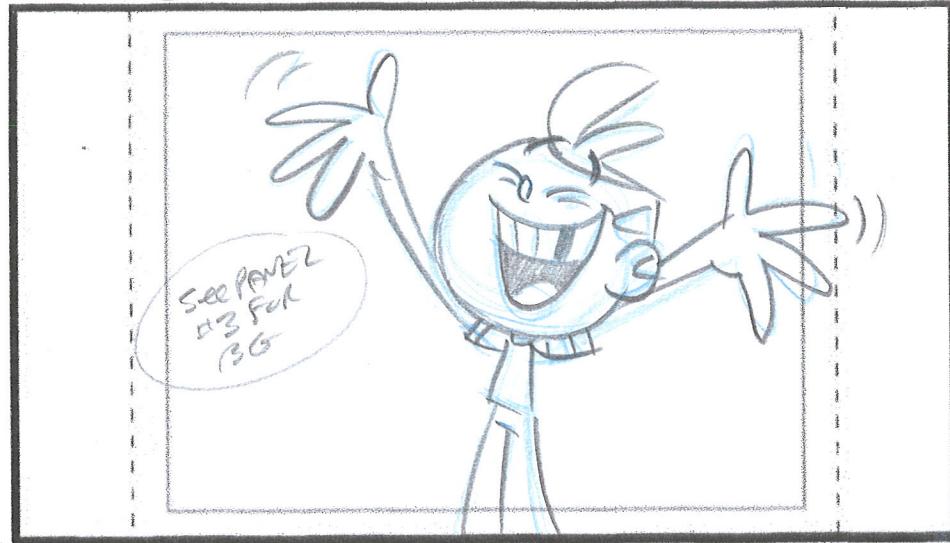
# JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 153

PANEL 1/11



ACTION

EXT. JIMMY'S BACKYARD  
WITH DOGHOUSE / NIGHT.

(CUT) - JIMMY GESTURES FOR A HUG.

DIAL.

(84) JIMMY (cont)

"ABSOLUTELY FREE!"

NOTES

SCENE

PANEL 2/11



ACTION

- JIMMY OPENS ARMS FURT

DIAL.

(84) JIMMY (cont)

"HERE FOR THE TAKING!"

NOTES



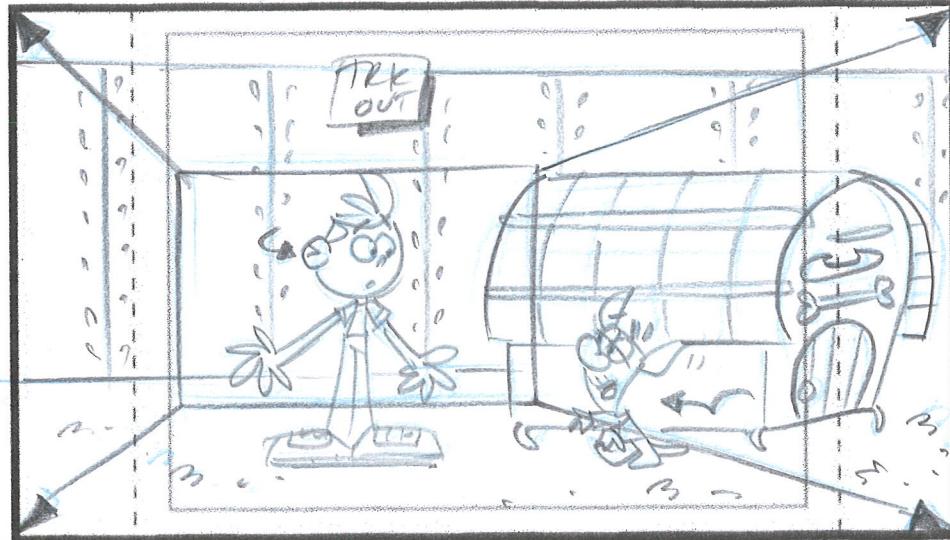
# JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 153 (cont)

PANEL 3 / 11



ACTION

\*TRK OUT TO REVEAL SAMI  
WALKING OVER TO JIMMY.

DIAL.

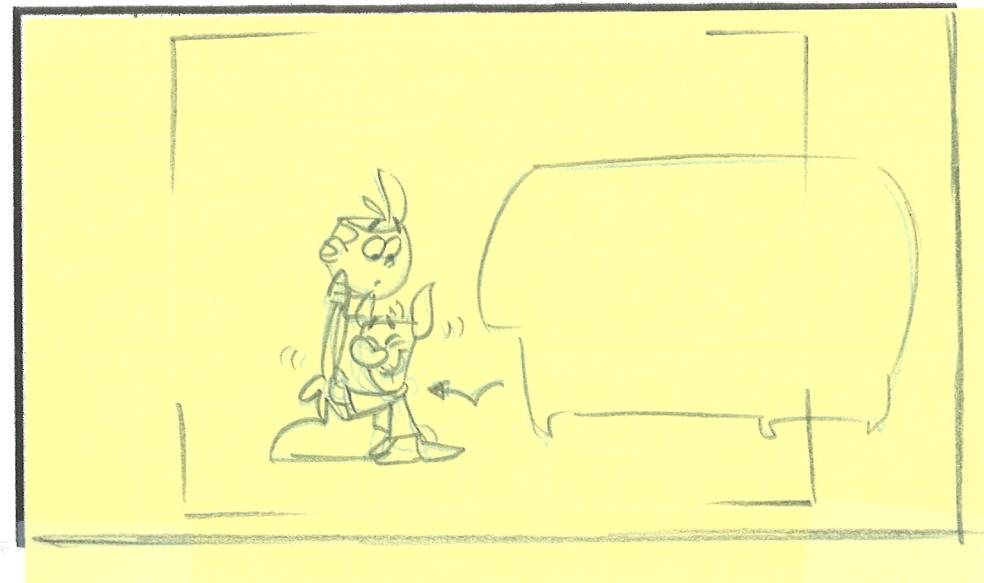
(85) SAMI

"I COULD USE A HUG."

NOTES

SCENE

PANEL 4 / 11



ACTION

DIAL.

NOTES



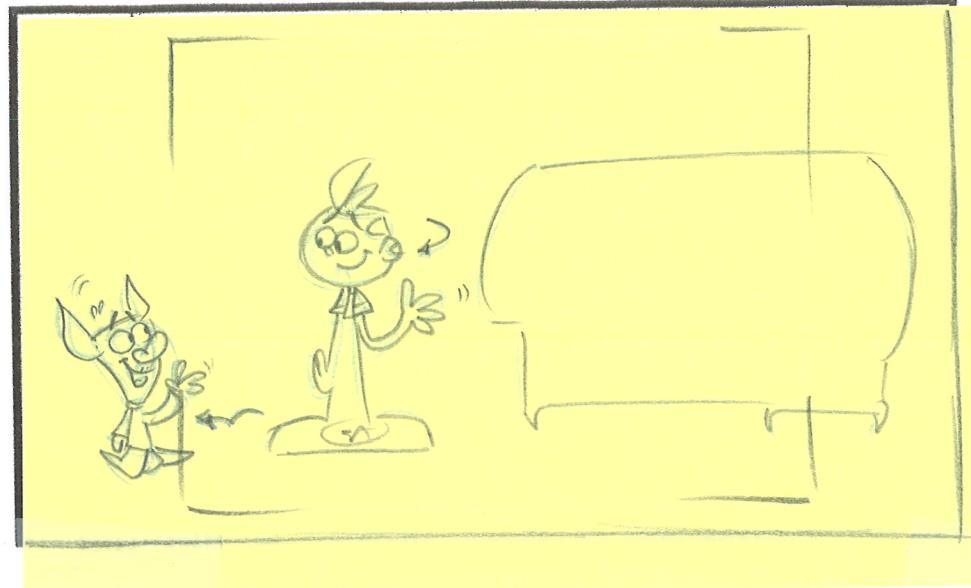
# JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 153 (cont)

PANEL 5/11



ACTION

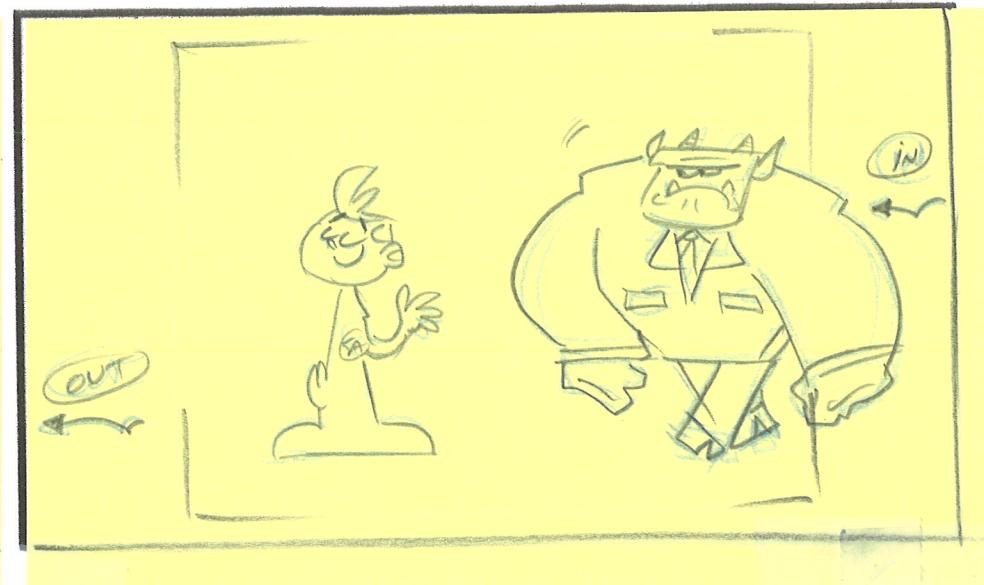
- Jimmy waves at Samy as he leaves.

DIAL.

NOTES

SCENE

PANEL 6/11



ACTION

- Samy OUT
- Molotov IN

DIAL.

NOTES



JIMMY TWO SHOES  
J2S2-101- "CERBEE COME HOME"

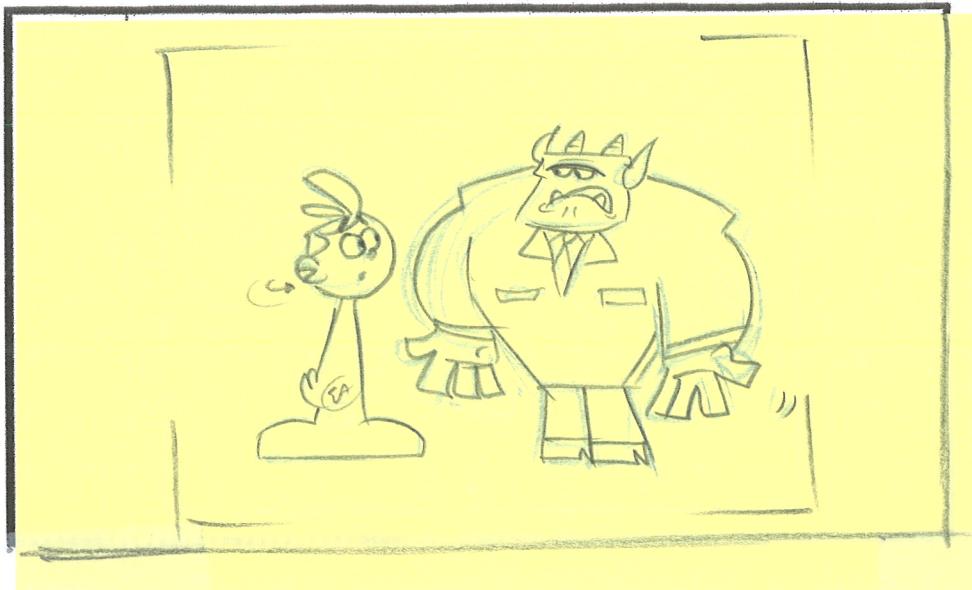
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SCENE 153 (cont)

PANEL 7/11

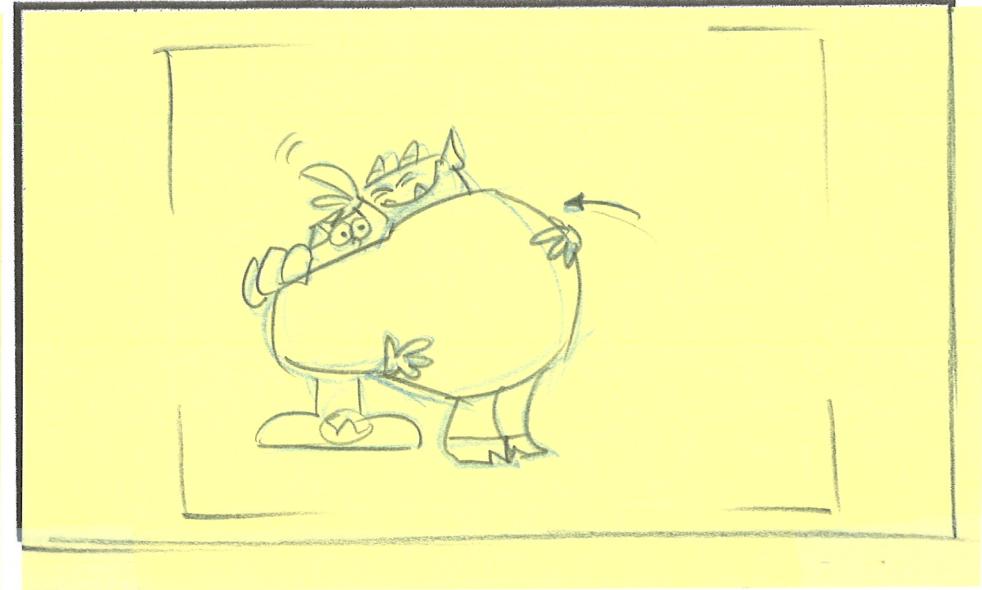
SCENE

PANEL 8/11



ACTION

- MOLOTOV SETTLES BY JIMMY.



ACTION

- HE HUGS JIMMY.

DIAL.

(86) MOLOTOV

(CHANGED DIAL): I WOULD ALSO ENJOY HUG."

NOTES

DIAL.

NOTES



# JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

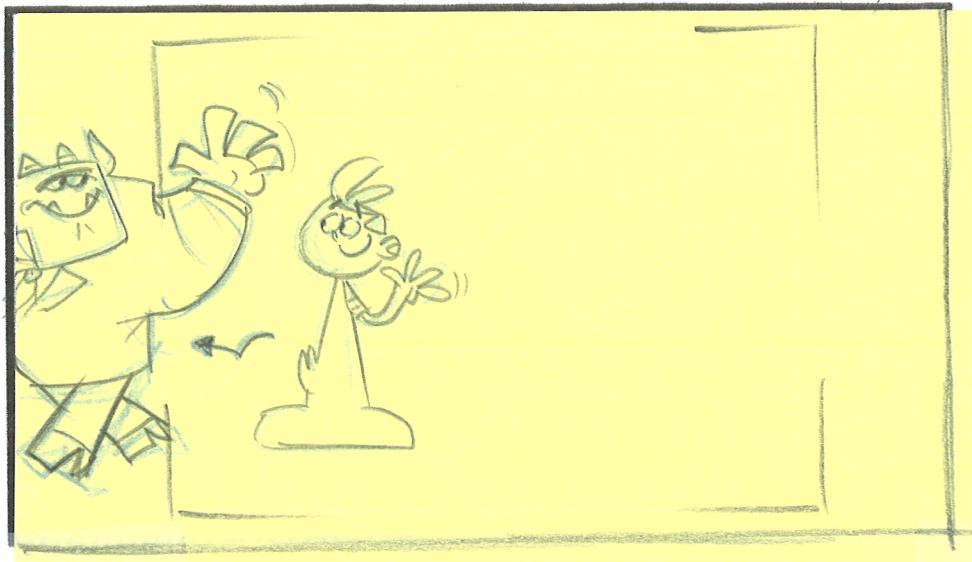
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SCENE 153 (cont)

PANEL 9/11

SCENE

PANEL 10/11

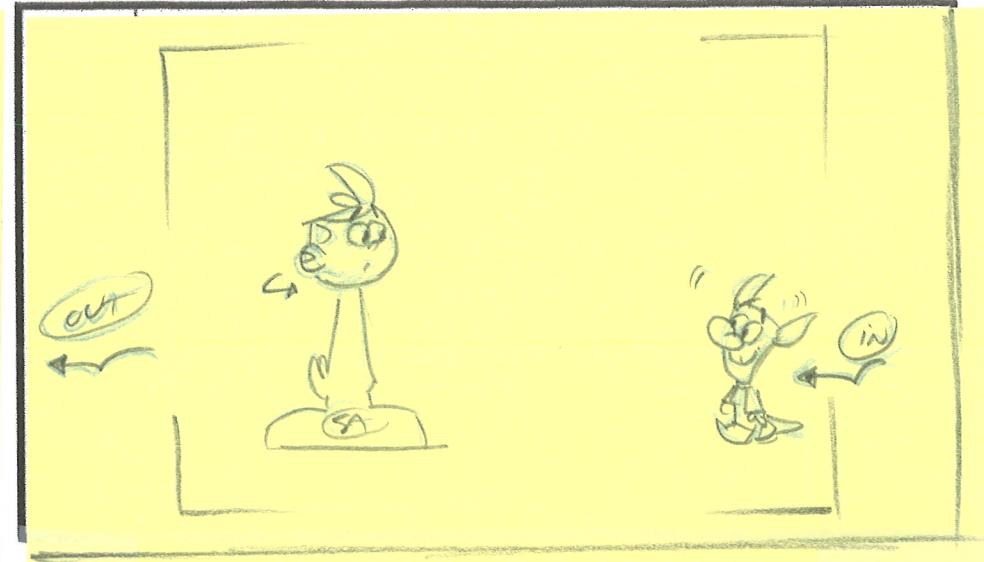


ACTION

- MOLOTOV CUT AND waves BI.

DIAL.

NOTES



ACTION

- SAMY BACK in.

DIAL.

NOTES



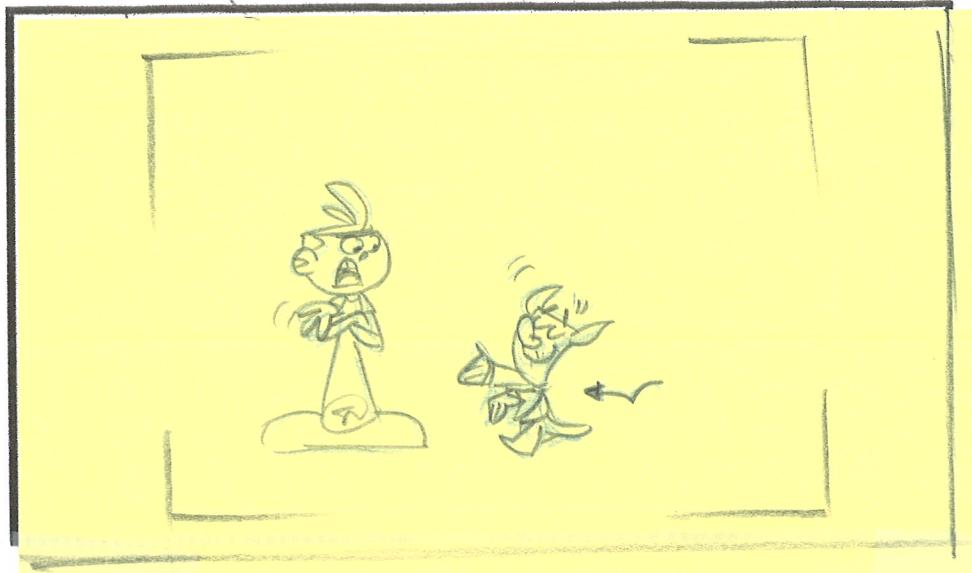
# JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 153 (cont)

PANEL 11/11



ACTION

- SAMY GESTURES FOR ANOTHER HUG.

(mlc)

DIAL.

(87) Jimmy  
"WAIT A SEC!"

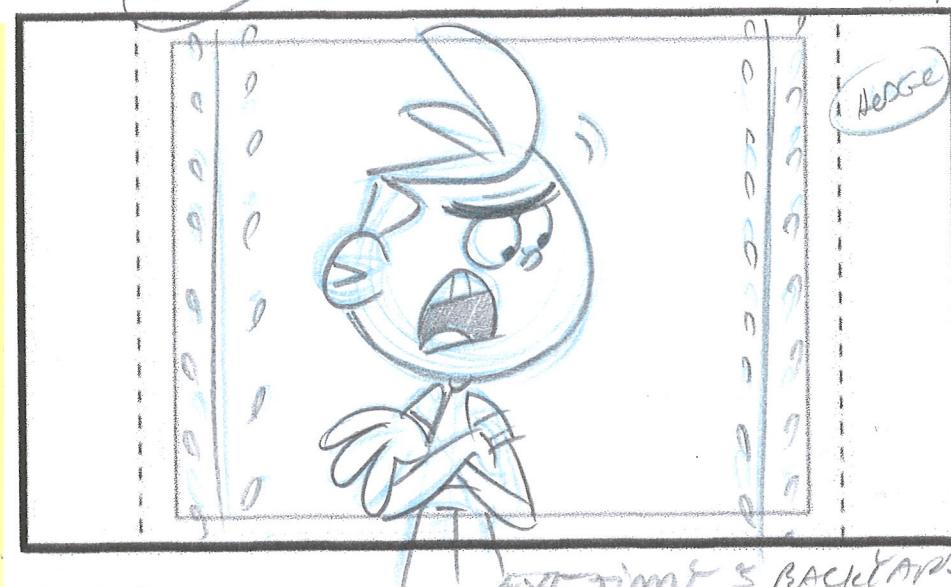
NOTES

SCENE

154

PANEL

1/1



Hedge

ACTION

EXT. JIMMY'S BACKYARD  
WITH DOGHOUSE / NIGHT

- JIMMY REFUSES TO HUG SAMY.

DIAL.

(87) Jimmy (cont)  
"I ALREADY HUGGED YOU!"

NOTES



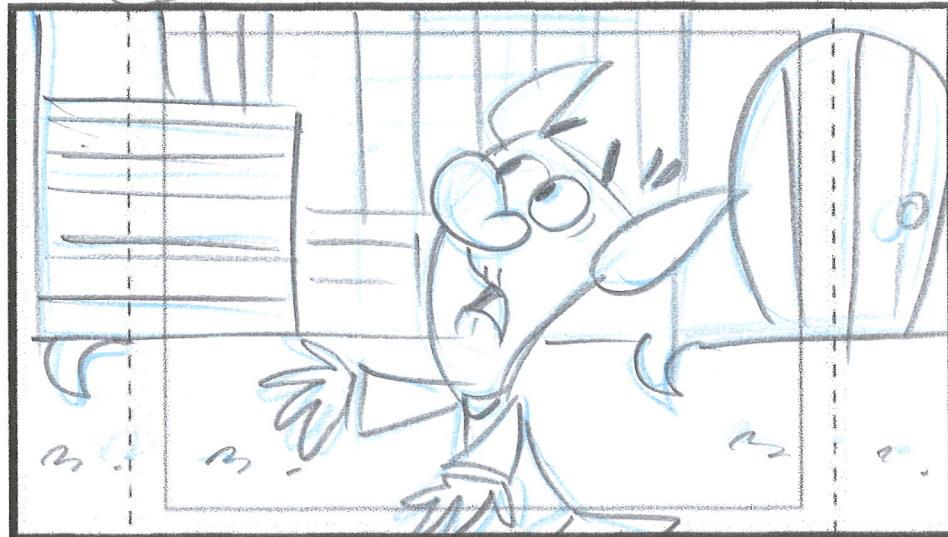
# JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 155

PANEL 1 / 3



ACTION

EXT. JIMMY'S BACKYARD  
WITH DOGHOUSE/NIGHT.

(CUT) — SAMY IS LEFT 'HANGING'

DIAL.

NOTES

SCENE

PANEL 2 / 3



ACTION

— HE LOWERS HIS HEAD UPSET.

DIAL.

NOTES

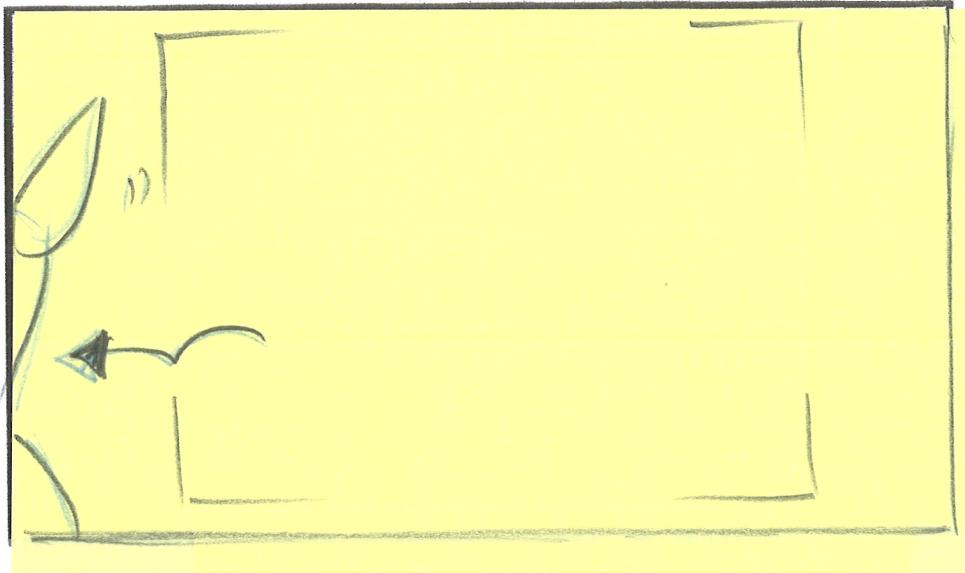


JIMMY TWO SHOES  
J2S2-101- "CERBEE COME HOME"

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SCENE 155 (cont)

PANEL 3/3

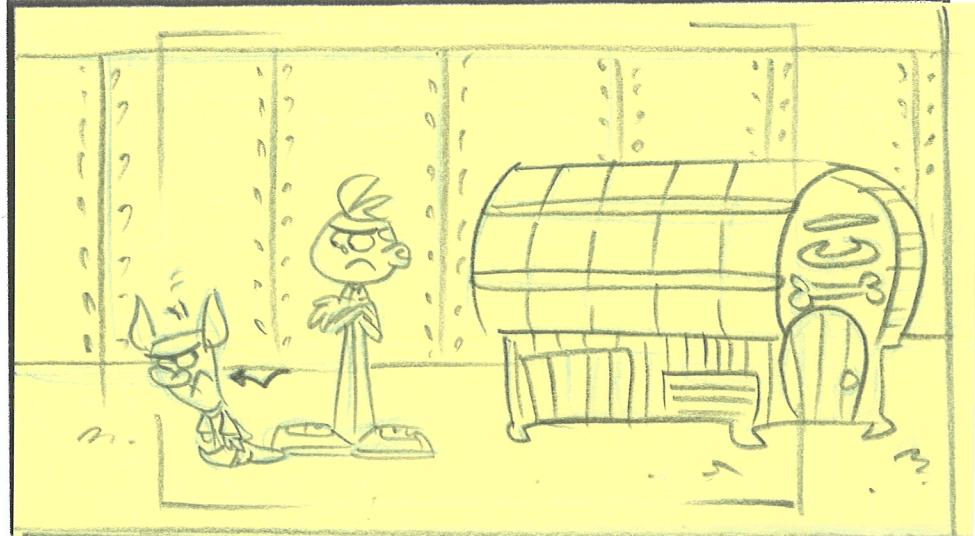


ACTION

- SAMT WALKS OUT.

SCENE 156

PANEL 1/3



EXT. JIMMY'S BACKYARD  
WITH DOGHOUSE / MEDIUM

ACTION

CUT

- SAMT GIVES JIMMY A CARE  
AS HE WALKS BY

DIAL.

DIAL.

NOTES

NOTES



JIMMY TWO SHOES  
J2S2-101- "CERBEE COME HOME"

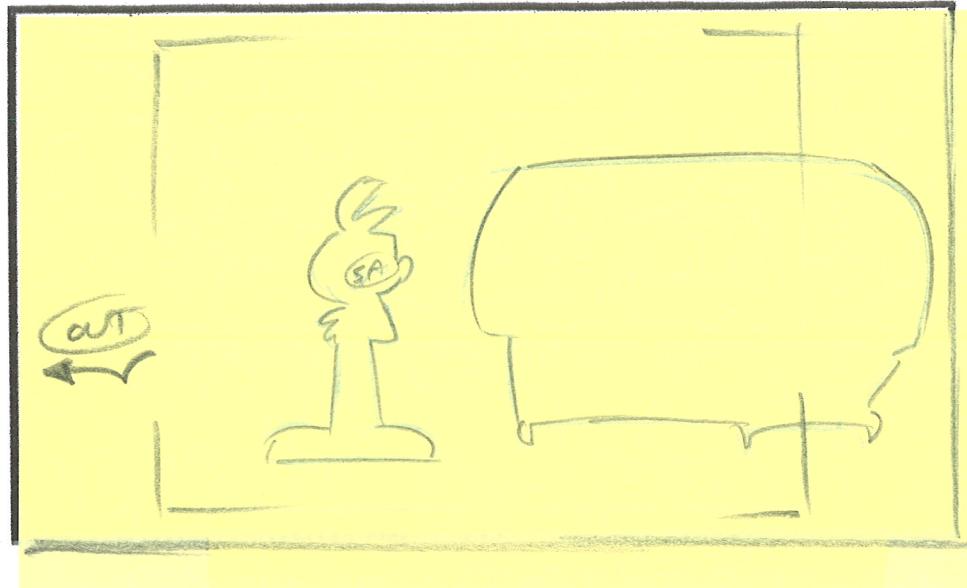
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SCENE 156 (cont)

PANEL 2/3

SCENE

PANEL 3/3

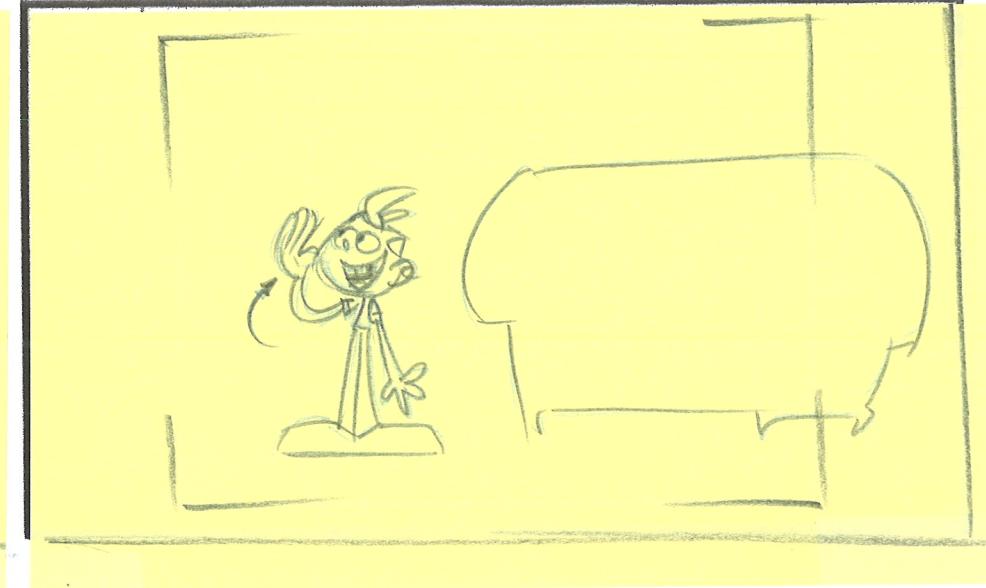


ACTION

- Sam (out)

DIAL.

NOTES



ACTION

- Jimmy calls to Cerbee o.s.

DIAL.

(89) Jimmy

"OKAY, NEW PLAN."

NOTES



# JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 157

PANEL 1/6



ACTION

EXT. JIMMY'S BACKYARD  
WITH DOG HOUSE / NIGHT

- Jimmy calls to Cerbee.

DIAL.

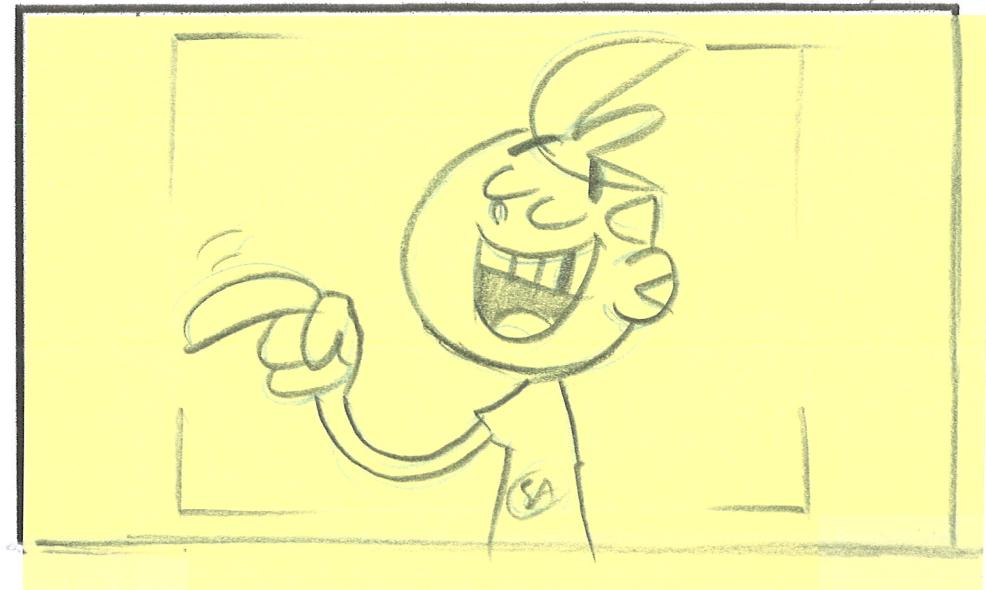
(89) Jimmy

~ How about I sing you  
~ our song ~? ~

NOTES

SCENE

PANEL 2/6



ACTION

- He gestures.

DIAL.

(89) Jimmy (cont)

~ You love that. ~

NOTES



JIMMY TWO SHOES  
J2S2-101- "CERBEE COME HOME"

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SCENE 157 (CONT)

PANEL 3/6

SCENE

PANEL 4/6



ACTION

- Jimmy CLEARS HIS THROAT.

DIAL.

(ADDED)  
(DIAL) Jimmy  
(CLEAR'S THROAT)

NOTES



ACTION

- Jimmy composes himself.

DIAL.

NOTES



JIMMY TWO SHOES  
J2S2-101- "CERBEE COME HOME"

PAGE 28 /

SCENE 157 (cont)

PANEL 5/6



ACTION

- ANTIC .

---

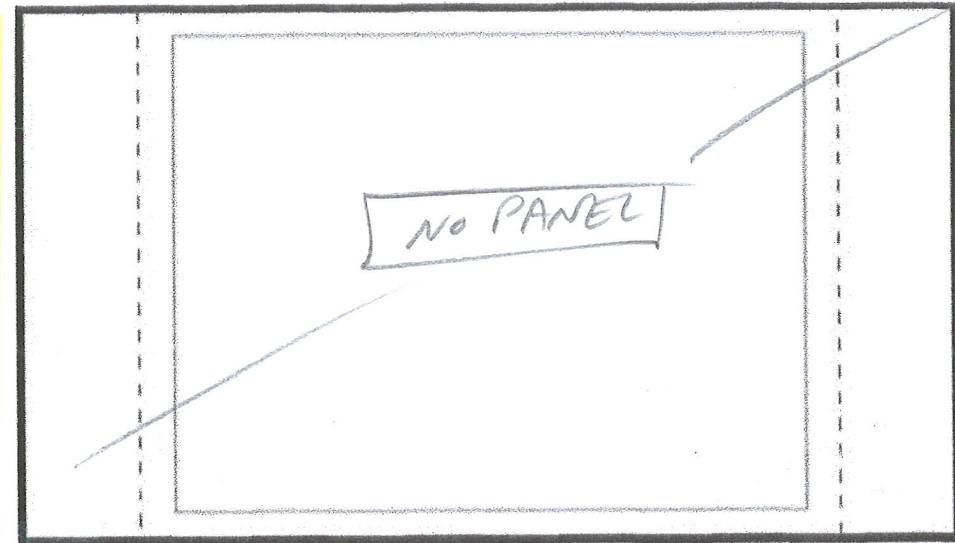
DIAL.

---

NOTES

SCENE

PANEL



ACTION

---

DIAL.

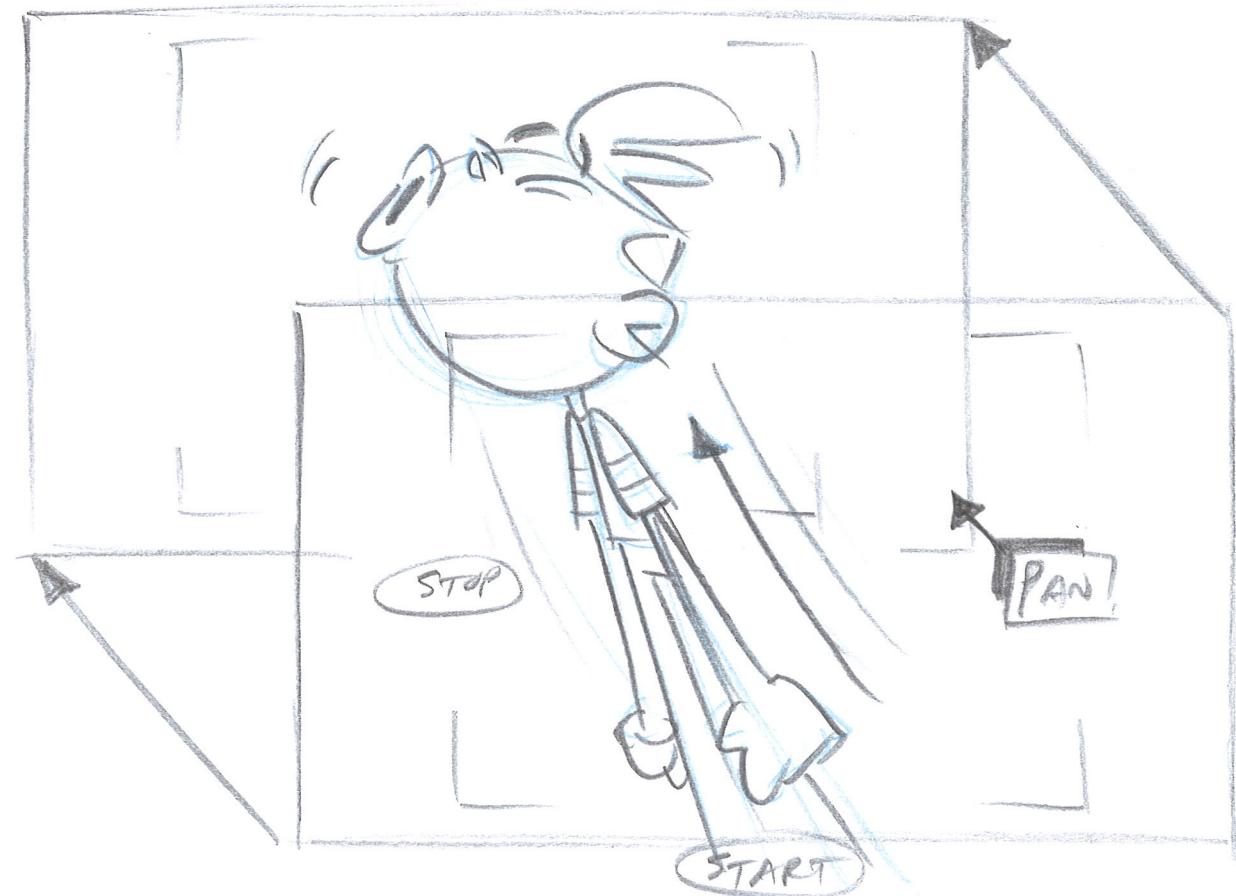
---

NOTES

Action & (PAN) up with  
Action as Jiminy  
Hawls A song!

DIAL (SFX) (Hawl)  
AROOOOOO!

NOTES





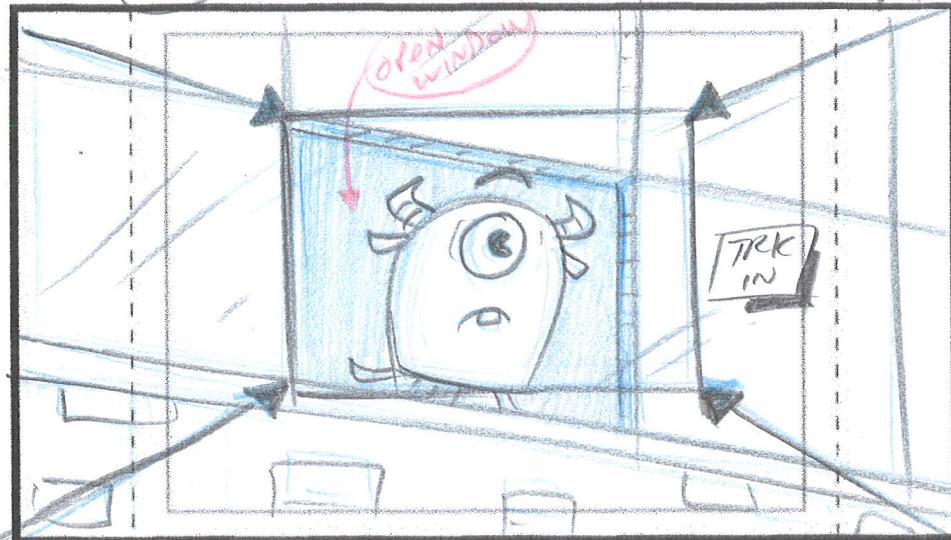
# JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

PAGE 283

SCENE 158

PANEL 1



ACTION



\* TICK IN on CERBEE  
looking out window.

EXT. LUCUS'S HOUSE / NIGHT

SCENE 159

PANEL 1



ACTION



- Jimmy sits on CERBEE'S  
DIGHOUSE Having.

EXT. JIMMY'S BACKYARD  
WITH DOGHOUSE / NIGHT

DIAL.

NOTES

\* window SQUARE NEEDS TO  
BE OPEN SO LUCUS CAN  
CLOSE IT IN SCR 160!

DIAL.

(ADDED)  
DIAL

Jimmy (Humming a song)  
AROOOO!

NOTES



# JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

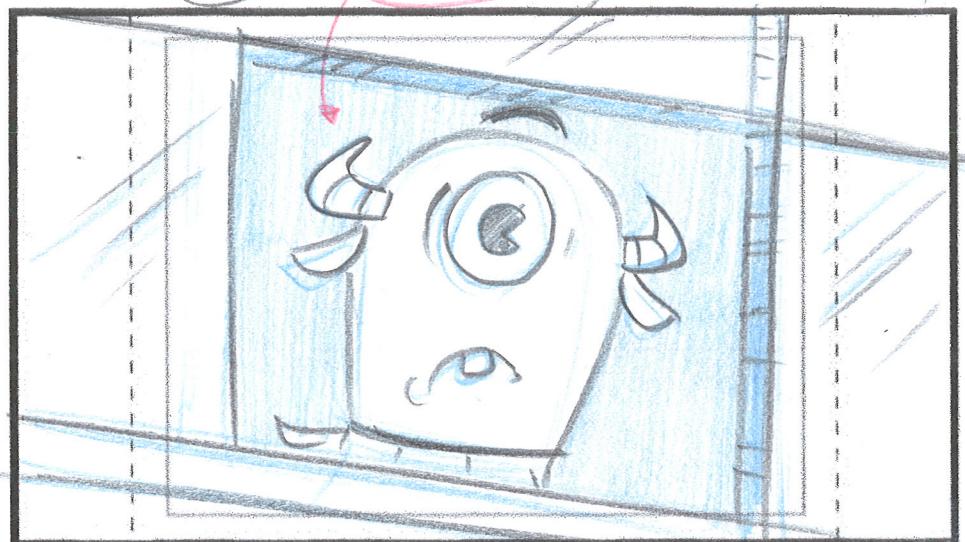
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SCENE

(160)

X open window

PANEL 1/4



ACTION

EXT. LUCIE'S HOUSE / NIGHT

(CUT) — CERBEE LOOKS OUT WINDOW.

DIAL.

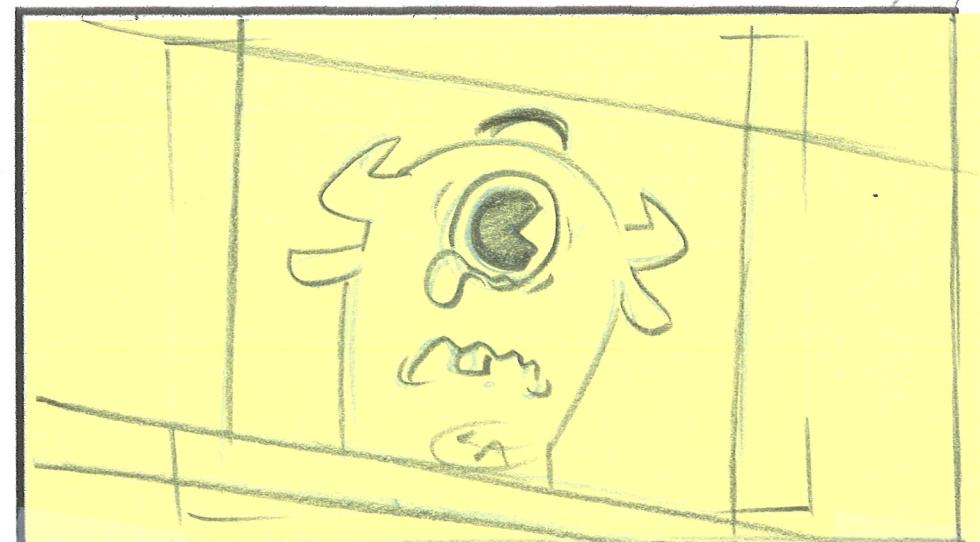
(ADDED)  
DIAL  
Jimmy (6.5)  
(Hawking)

NOTES

\*window needs to be open.

SCENE

PANEL 2/4



ACTION

— CERBEE'S PUPIL GETS BIG  
AND A TEAR FORMS.

DIAL.

→ (cont)

NOTES



JIMMY TWO SHOES  
J2S2-101- "CERBEE COME HOME"

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SCENE 160 (cont)

PANEL 3/4

SCENE

PANEL 4/4



ACTION

- suddenly the window  
slides down.

DIAL.

NOTES



ACTION

- it slams shut!

DIAL.

(*SFX*)  
(window slams!)

NOTES



# JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

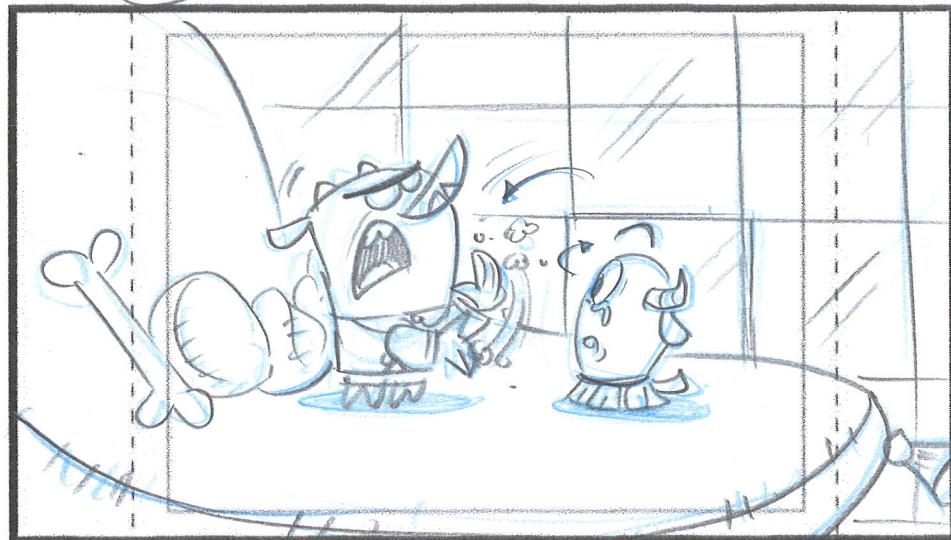
PAGE 286

SCENE 161

PANEL 1/8

SCENE

PANEL 2/8



ACTION

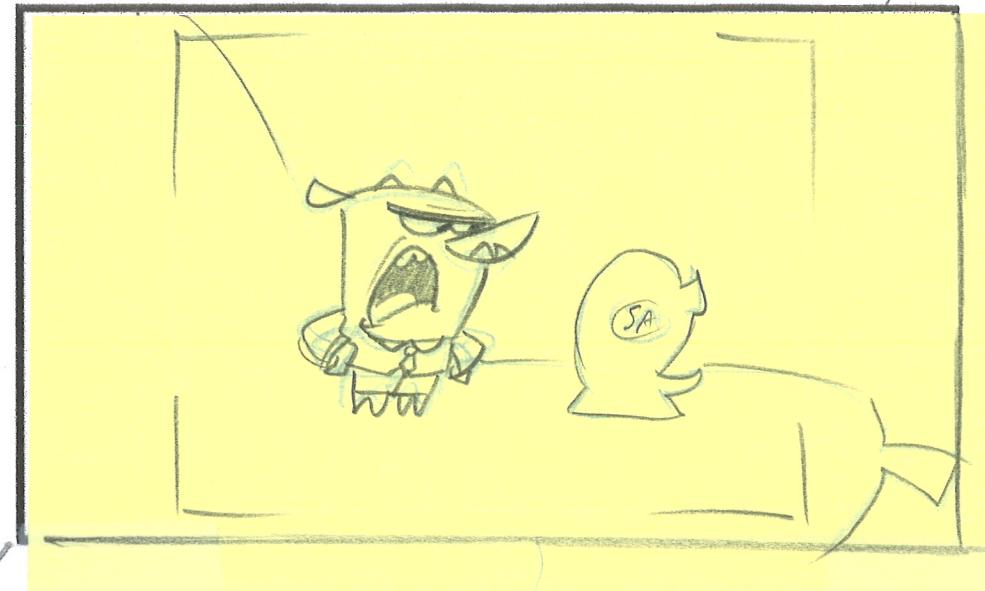
INT. CERBEE's bedroom  
NIGHT.

— AN ANNOYED LUCIUS DUSTS  
OFF HIS HANDS.

(90) LUCIUS

"How CAN ANYONE SLEEP  
WITH THAT INFERNAL RACKET  
GOING ON?!"

NOTES



ACTION

— LUCIUS PUTS HIS HANDS ON  
HIS HIPS.

(90) LUCIUS (cont)

"HORRID!"

NOTES



JIMMY TWO SHOES  
J2S2-101- "CERBEE COME HOME"

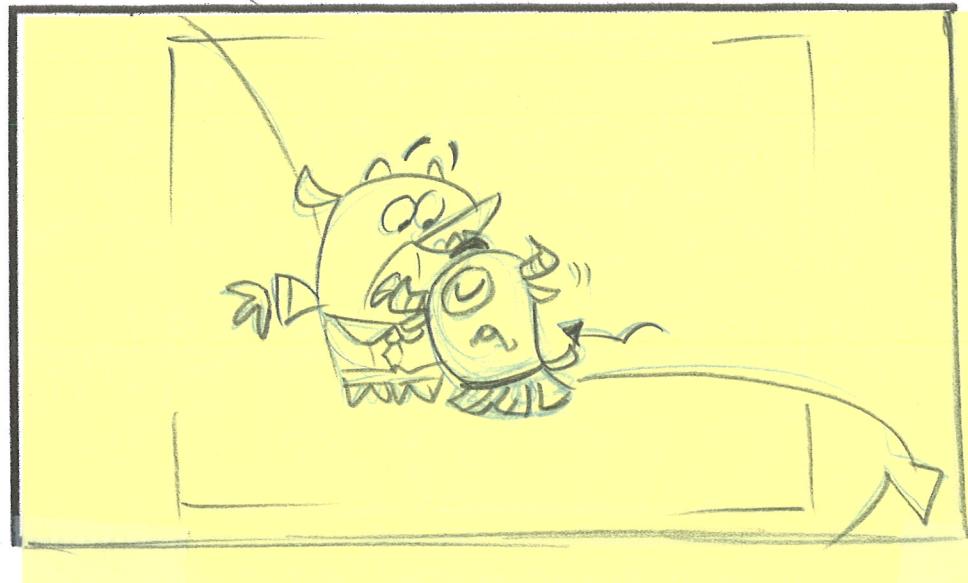
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SCENE 161 (cont)

PANEL 3/8

SCENE

PANEL 4/8

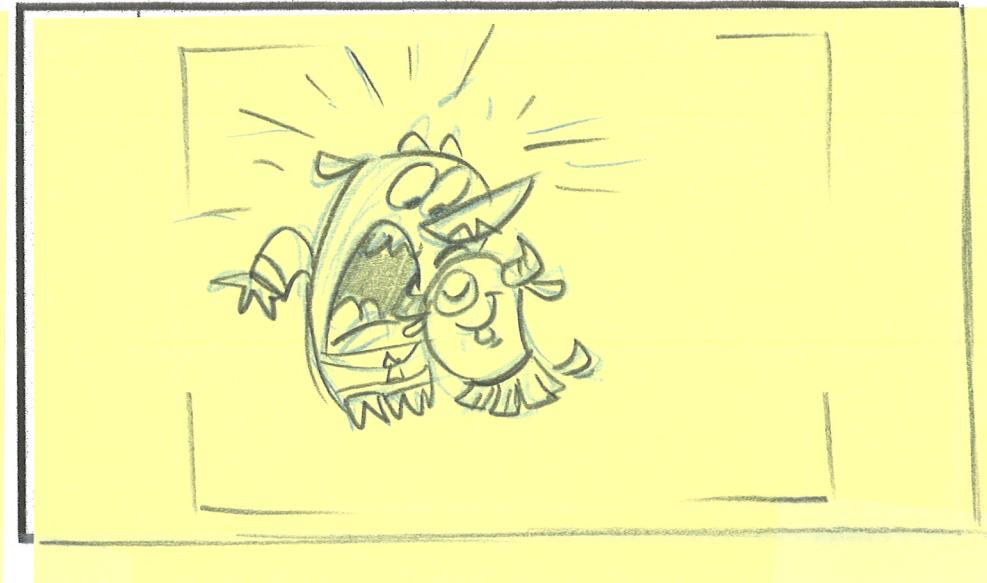


ACTION

- CERBEE SNUGGLES UP TO  
Lucius -

DIAL.

NOTES



ACTION

- Lucius is shocked.

DIAL.

(ADDED)  
DIAL Lucius  
EW!"

NOTES



JIMMY TWO SHOES  
J2S2-101- "CERBEE COME HOME"

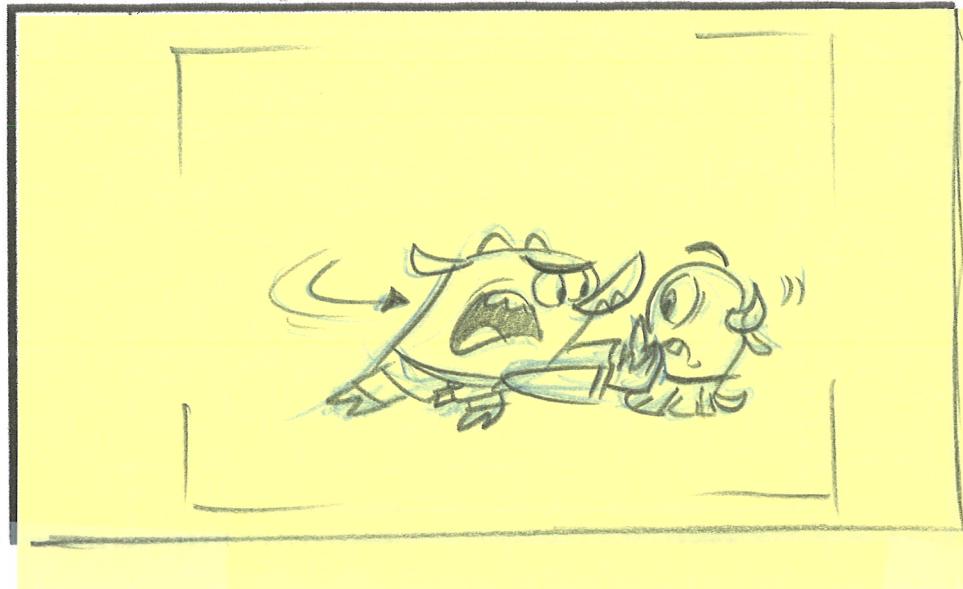
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SCENE 161 (cont)

PANEL 5/8

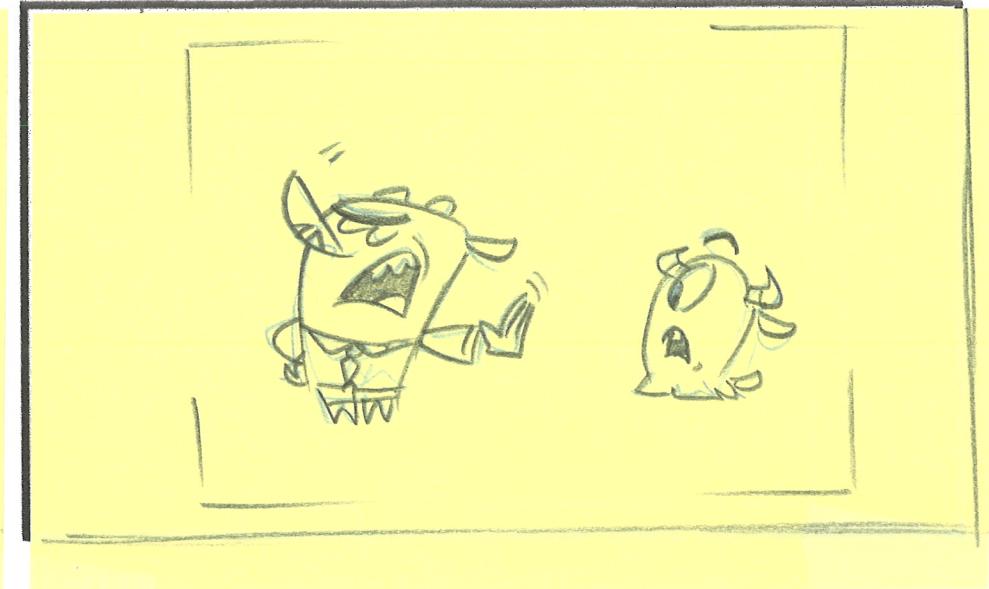
SCENE

PANEL 6/8



ACTION

—Lucius PUSHES CERBEE AGAIN.



ACTION

—Lucius waves his hands no.'

DIAL.

(CHANGED) (91) LUCIUS (cont)  
DIAL X WHAT ARE YOU DOING?

NOTES

DIAL.

(CHANGED) (91) LUCIUS (cont)  
DIAL "HE NEVERS NEVER HUG!..."

NOTES



# JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 161 (CONT)

PANEL 7/8

SCENE

PANEL 8/8



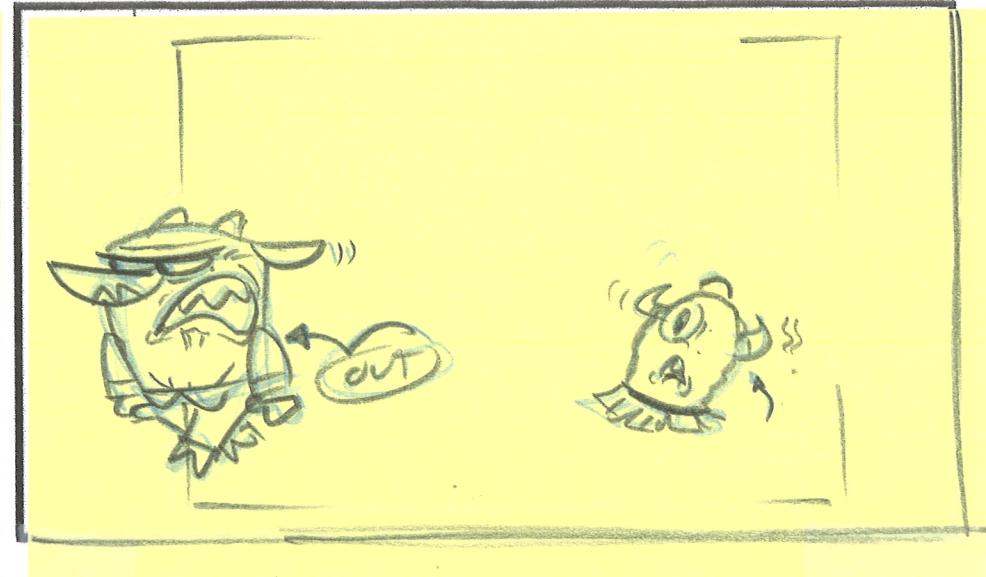
ACTION

- Lucius RAGES!
- CERBEE COVERS IN FEAR.

DIAL.

(ADDED DIAL) (a) LUCIUS (cont)  
"NEVER!!!"

NOTES



ACTION

- LUCIUS STORMS OUT
- CERBEE IS TREMBLING SCARED

DIAL.

NOTES



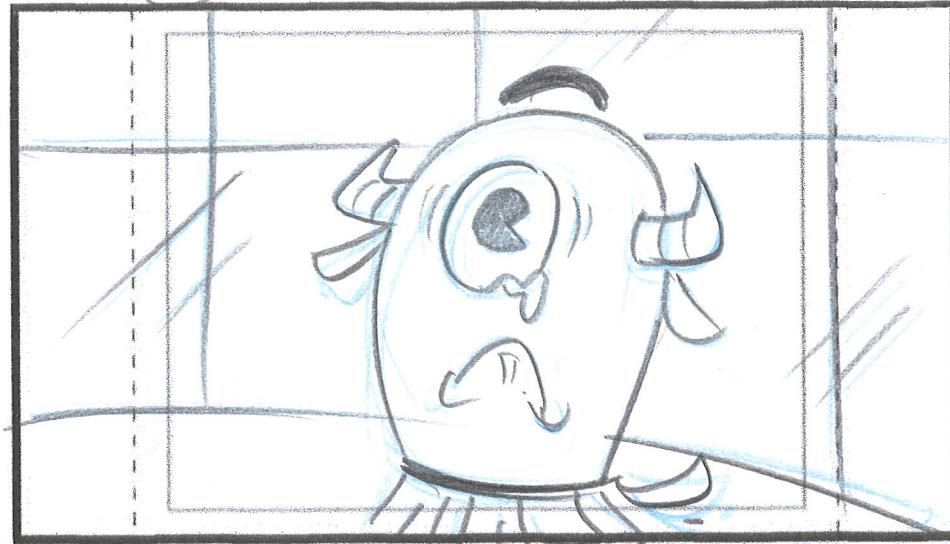
# JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 162

PANEL 1/3



ACTION

INT. CERBEE'S NEW  
BEDROOM / NIGHT

(MC)

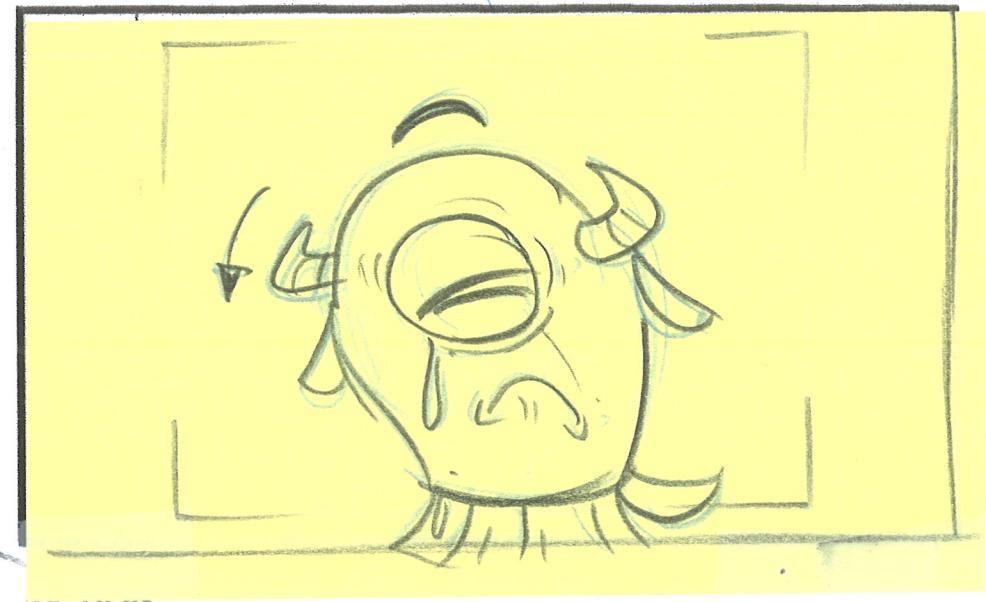
- CERBEE IS SAD .

DIAL.

NOTES

SCENE

PANEL 2/3



DIAL.

NOTES



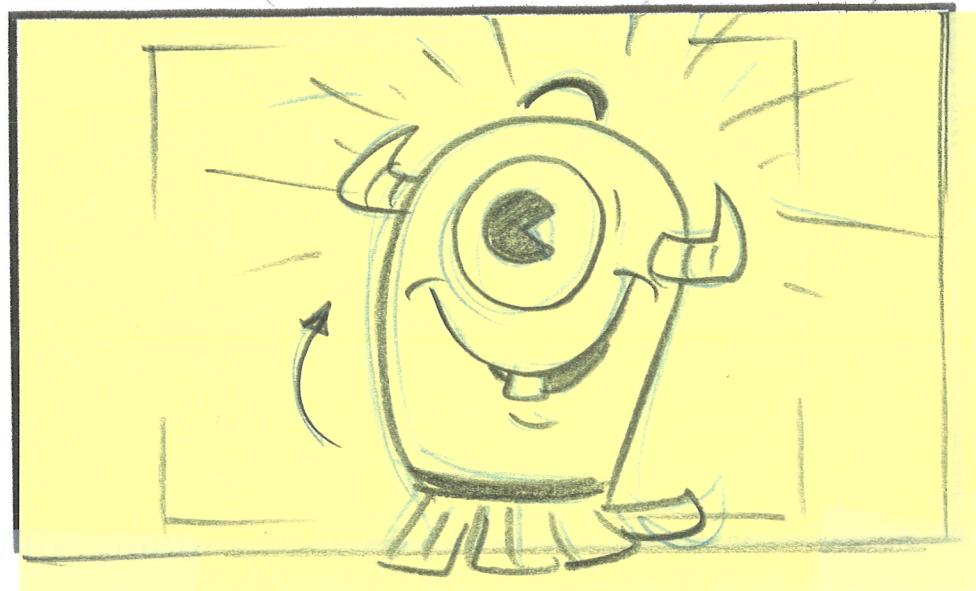
# JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 162 (CONT)

PANEL 3 / 3



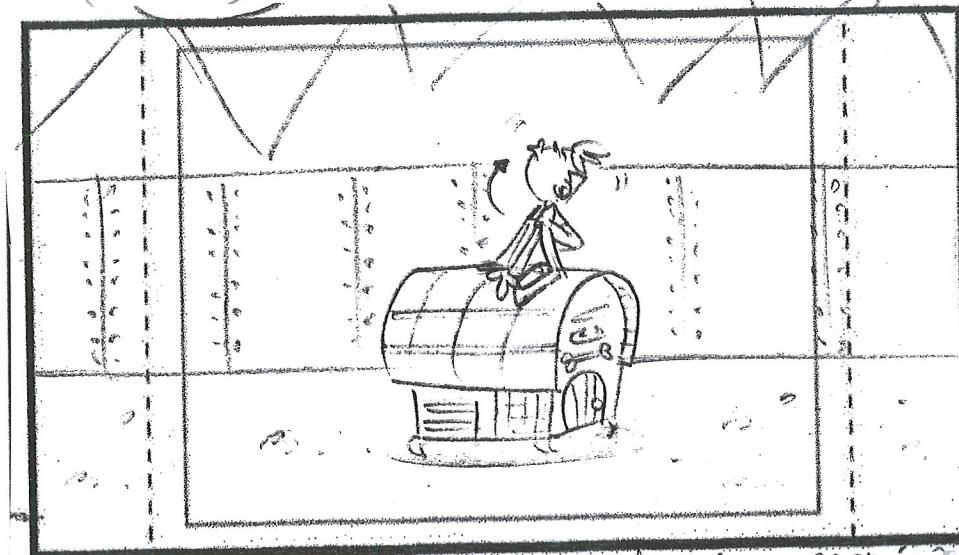
ACTION

- Sudden CERBEE PERKS UP  
when HE HEARS Jimmy  
Hawking at.

DIAL. (ADDED)  
Dial Jimmy (o.s) (FAINTLY)  
HEARS.  
(Hawks)

SCENE 163

PANEL 1 / 1



ACTION

EXT. JIMMY'S BACKYARD  
WITH DOGHOUSE / NIGHT

- Jimmy continues to  
have a song.

CUT

DIAL.

→ (cont)

NOTES

NOTES



JIMMY TWO SHOES  
J2S2-101- "CERBEE COME HOME"

PAGE 292

SCENE

(164)

PANEL 1/2



ACTION

CUT  
—cerbee looks out window  
WAGGING HIS HAIR / CROSSED .

DIAL.

NOTES

SCENE

PANEL 2/2



ACTION

— CERBEE GIVES A SOFT  
HOWL BACK.

DIAL.

(ADDED)  
DIAL

CERBEE  
(SOFT HOWL) ↗

NOTES



# JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 165

PANEL 1/1



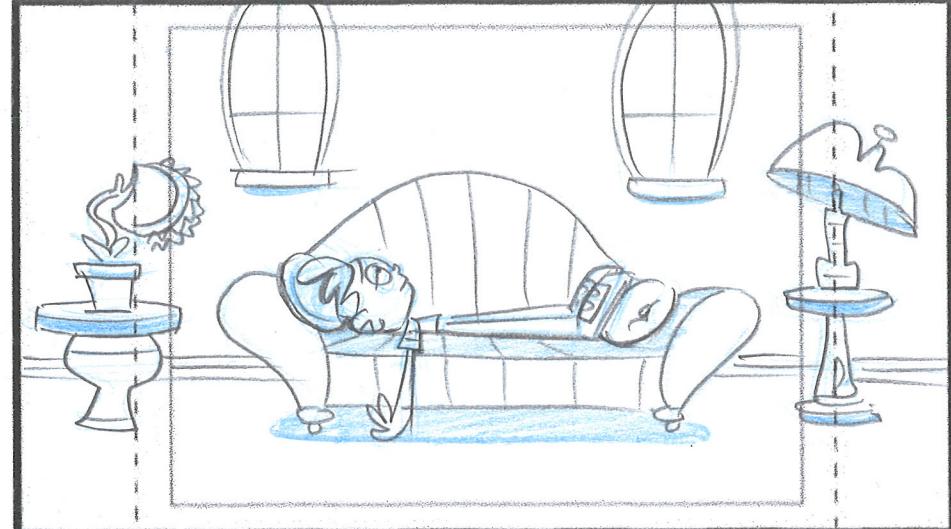
ACTION



- WIDE ON JIMMY'S HOUSE

SCENE 166

PANEL 1/2



ACTION



- JIMMY LAYS ON COUCH DEPRESSED.
- THE DOOR BELL RINGS.

DIAL.

DIAL.



DING DONG!

NOTES

NOTES



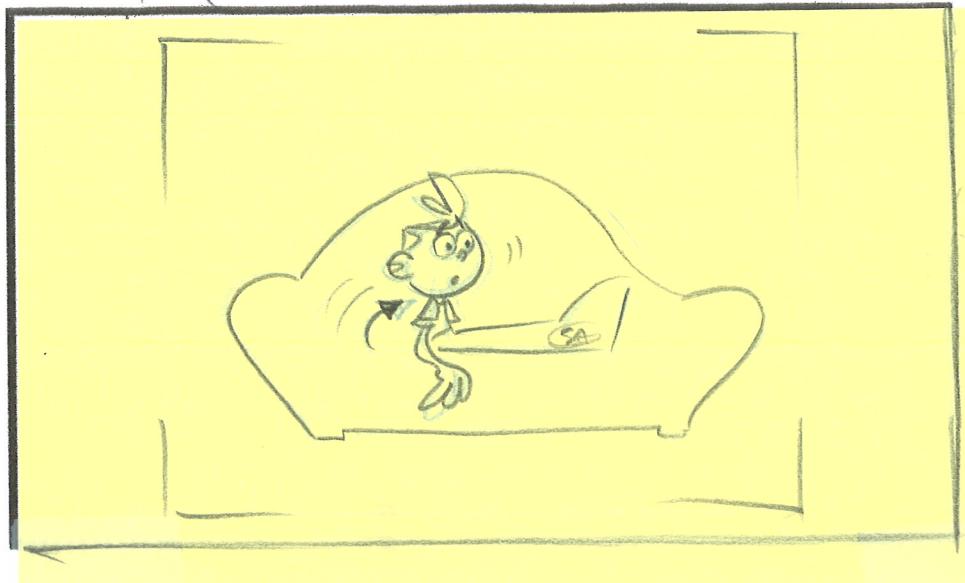
# JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 166 (CONT)

PANEL 2/2



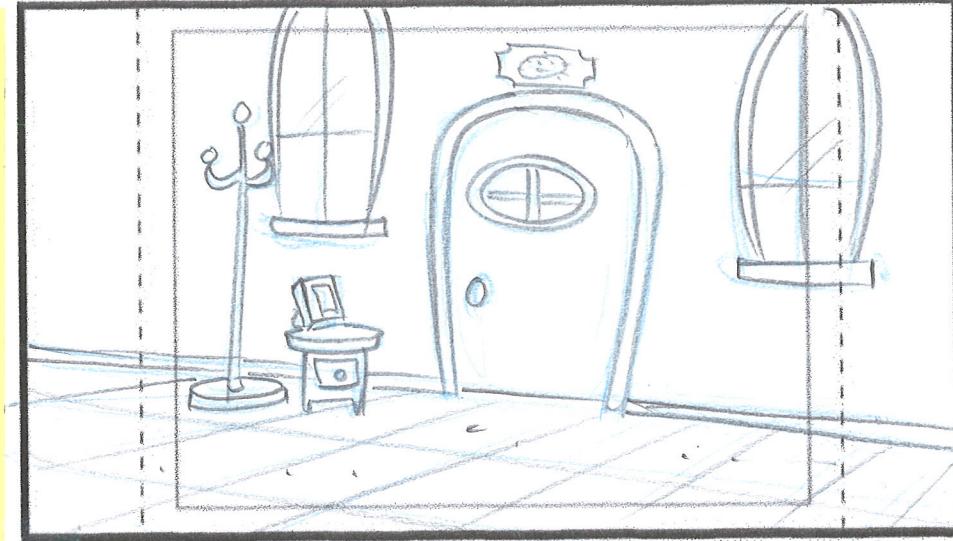
- Jimmy sits up after hearing the doorbell.

DIAL.

NOTES

SCENE 167

PANEL 1/2



CUT

- SHOT OF FRONT DOOR.

DIAL.

NOTES \* NEED TO ADD COAT RACK AND SIDE TABLE TO BG.

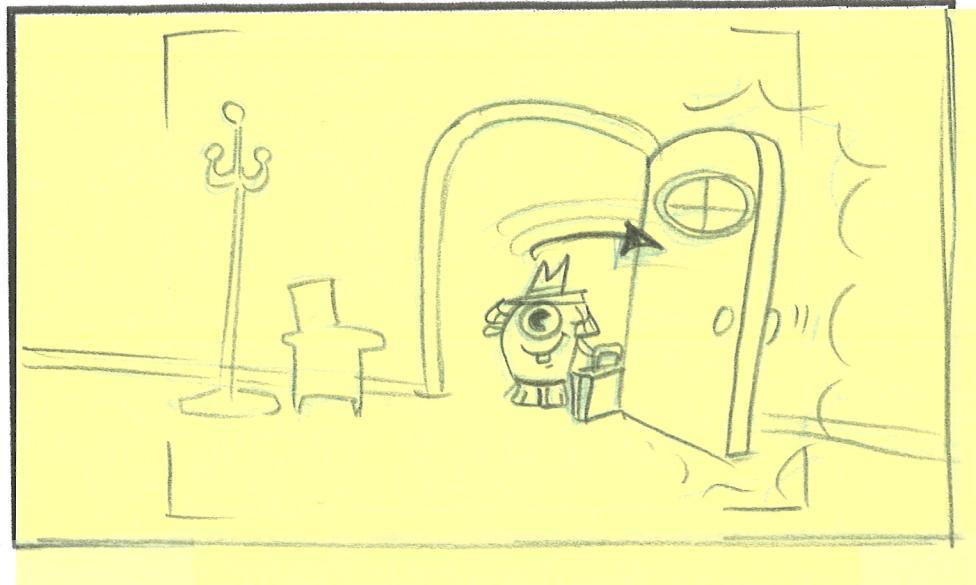


JIMMY TWO SHOES  
J2S2-101- "CERBEE COME HOME"

PAGE 295

SCENE 167 (CONT)

PANEL 2/2



ACTION

- THE DOOR OPENS AND CERBEE STANDS THERE IN HAT/BRIEFCASE.

DIAL.

SFX

DOOR OPENS.

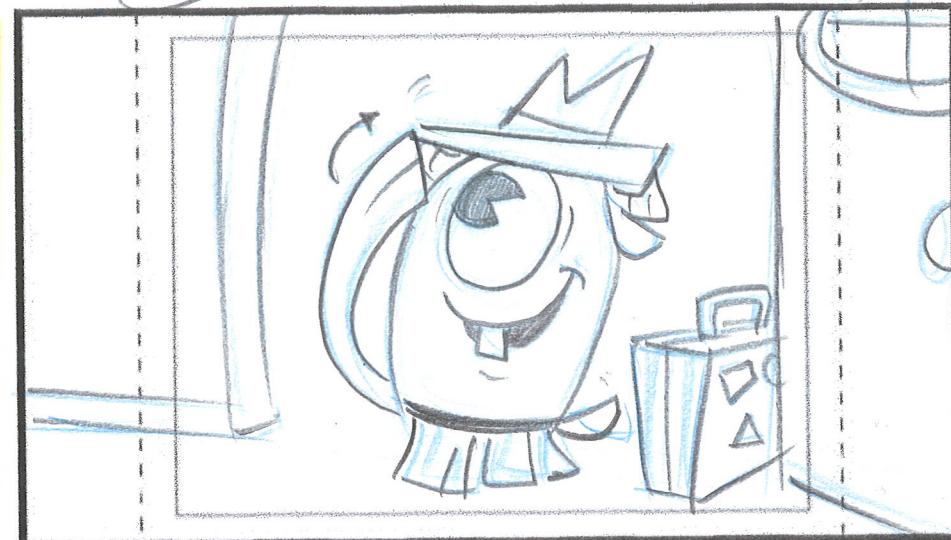
NOTES

SCENE

168

PANEL

1/2



INT. JIMMY'S FRONT DOOR/DAY

ACTION

- CERBEE GRABS HIS HAT.

MC

DIAL.

NOTES

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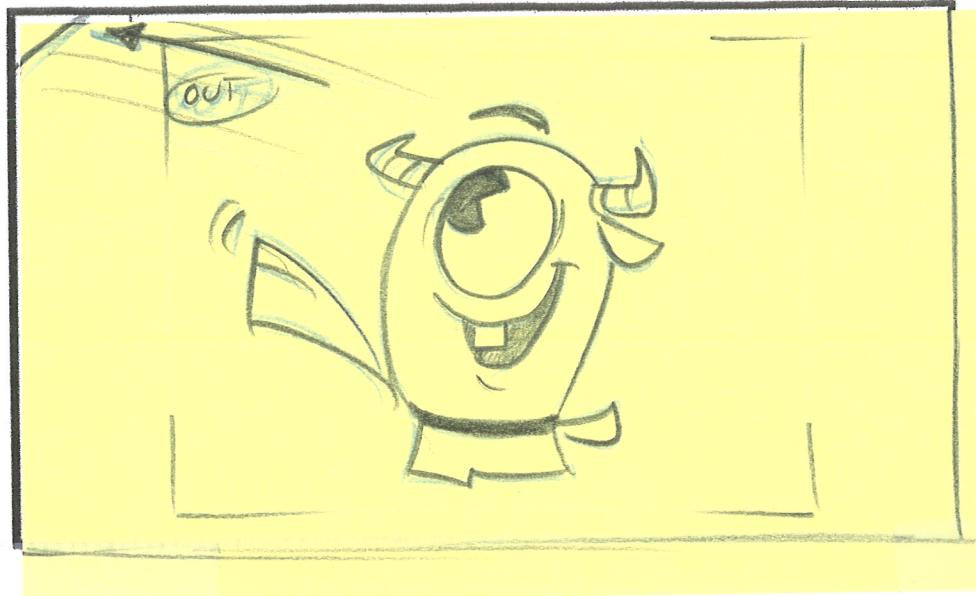


JIMMY TWO SHOES  
J2S2-101- "CERBEE COME HOME"

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SCENE 168 (cont)

PANEL 2/2



ACTION

-HE TOSSES IT 0.5-

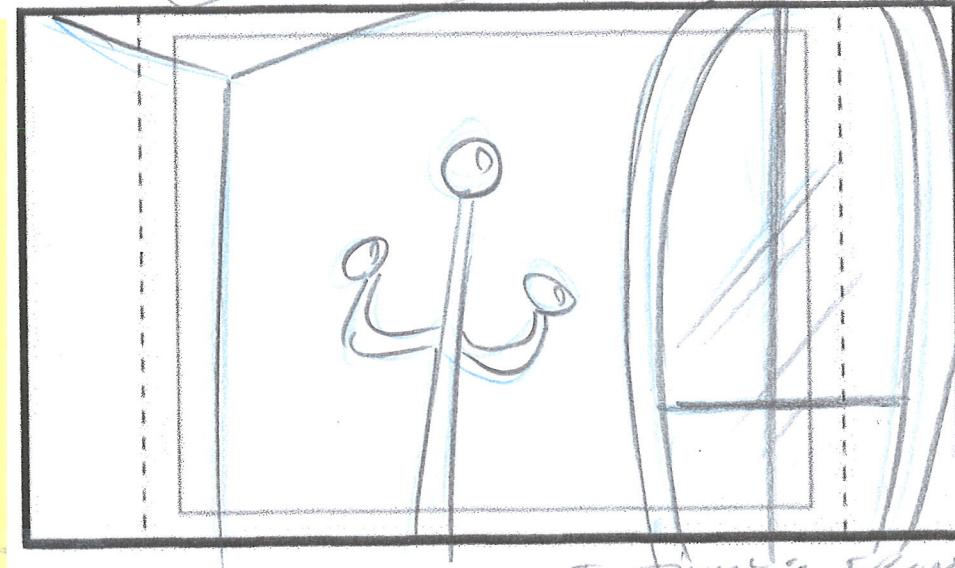
DIAL.

NOTES

SCENE

(169)

PANEL 1/2



ACTION

INT. Jimmy's Front  
Door / DAY.

(CUT)

- ANGLE ON HAT/COAT RACK.

DIAL.

NOTES



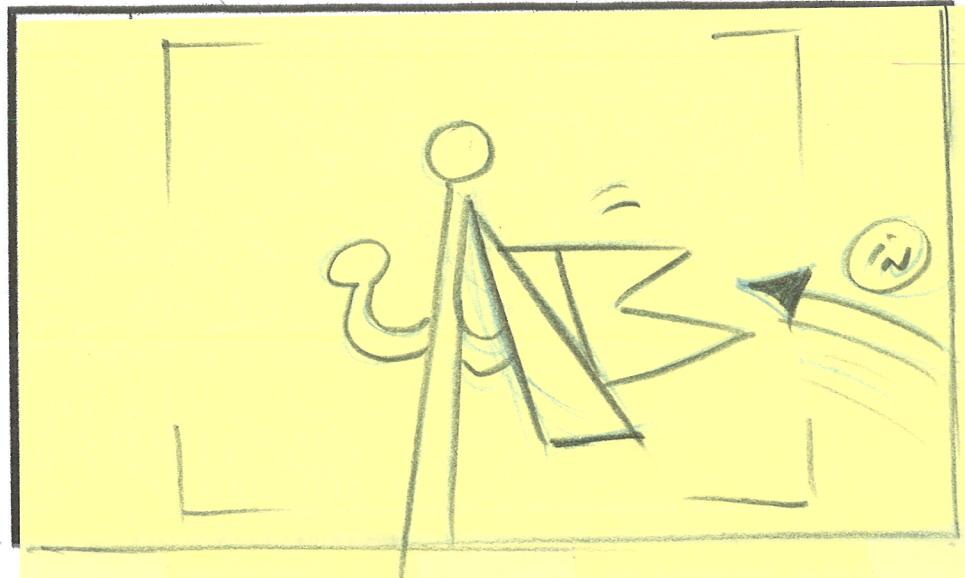
# JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 169 (cont)

PANEL 2/2

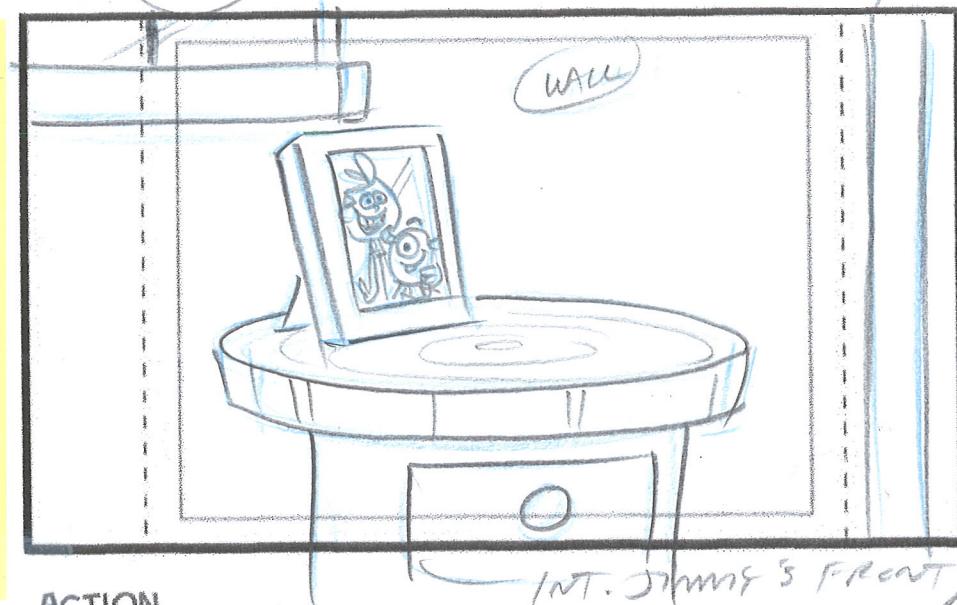


ACTION

- THE HAT FLIES AND LANDS ON THE RACK.

SCENE 170

PANEL 1/3



ACTION

INT. JIMMY'S FRONT DOOR / DAY

- ANGLE ON SIDE TABLE.

DIAL.

DIAL.

NOTES

NOTES



# JIMMY TWO SHOES

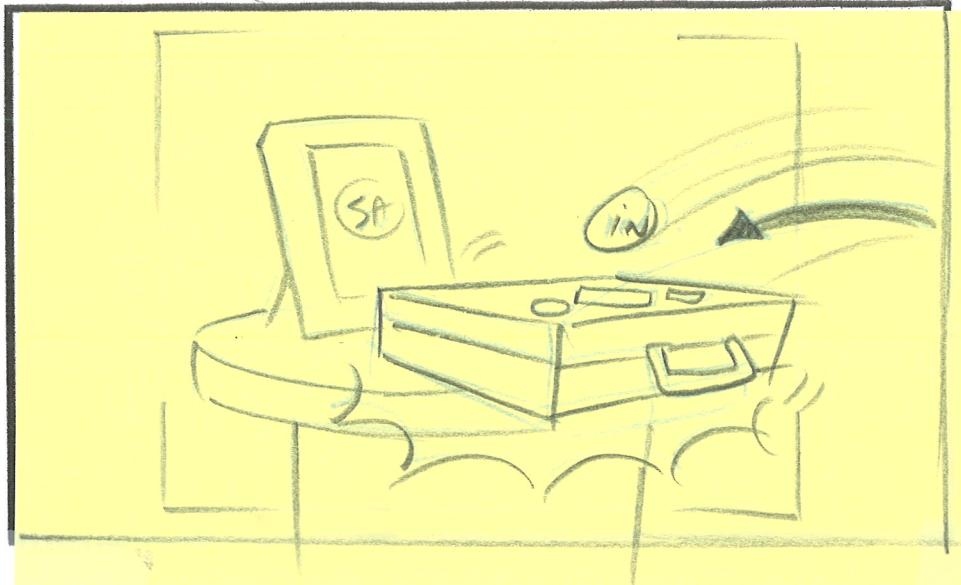
J2S2-101- "CERBEE COME HOME"

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SCENE 170 (cont)

PANEL 2/3 SCENE

PANEL 3/3



ACTION

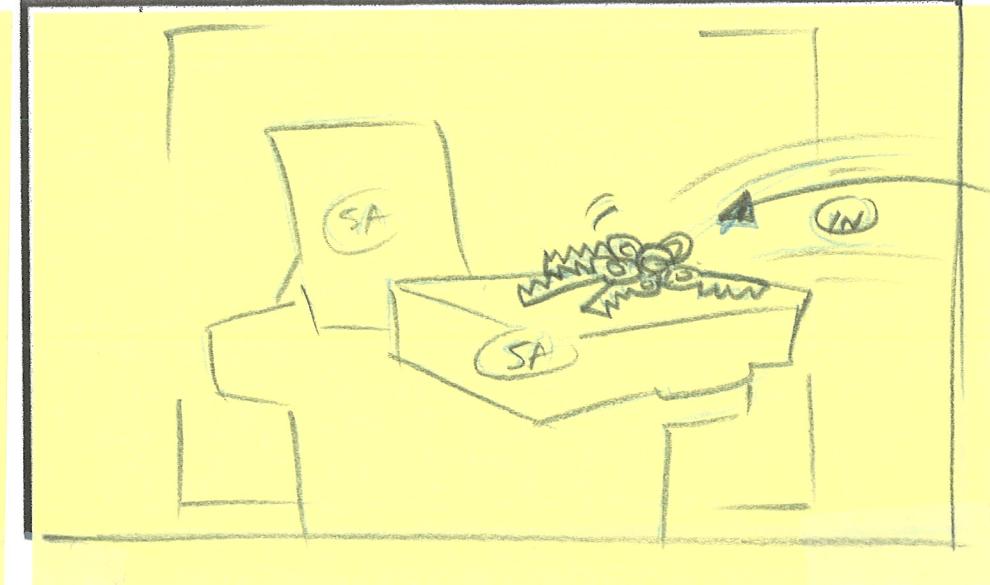
- THE BRIEFCASE LANDS IN ON  
THE TABLE.

DIAL.

(SFX)

SLAM!

NOTES



ACTION

- CERBEE'S KEYS LAND  
ON TOP OF THE BRIEFCASE.

DIAL.

(SFX)

(KEYS THROWN ON TABLE)

NOTES



# JIMMY TWO SHOES

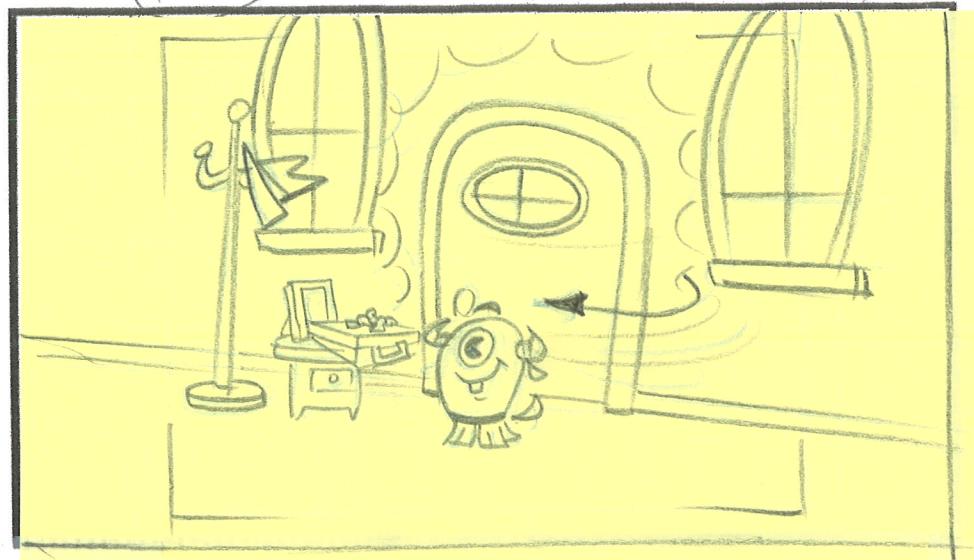
J2S2-101- "CERBEE COME HOME"

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SCENE

(171)

PANEL 1/2



ACTION

CUT

- CERBEE SLAMS THE DOOR  
SHUT.

DIAL.

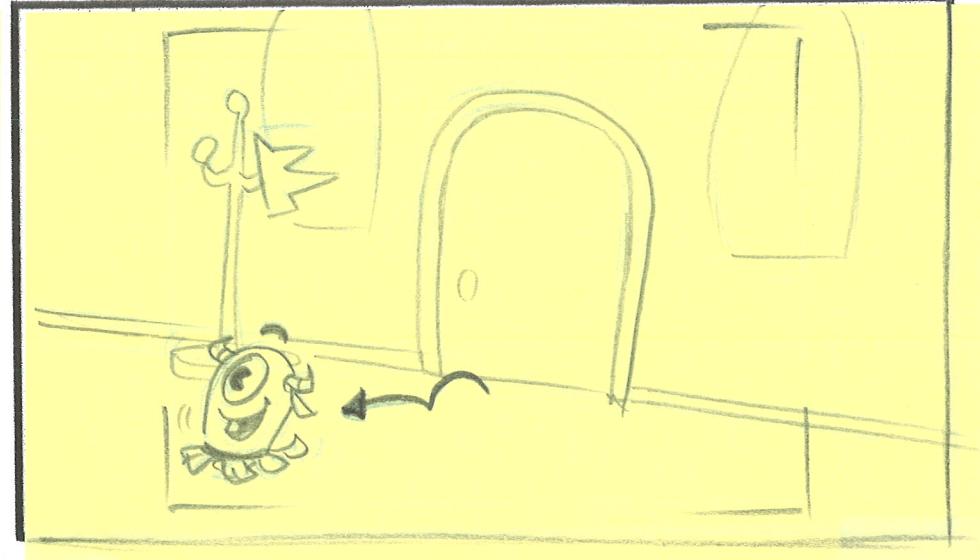
(SFX)

DOOR SLAMS!

NOTES

SCENE

PANEL 2/2



ACTION

- HE WALKS OVER TO JIMMY & S.

DIAL.

NOTES



# JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

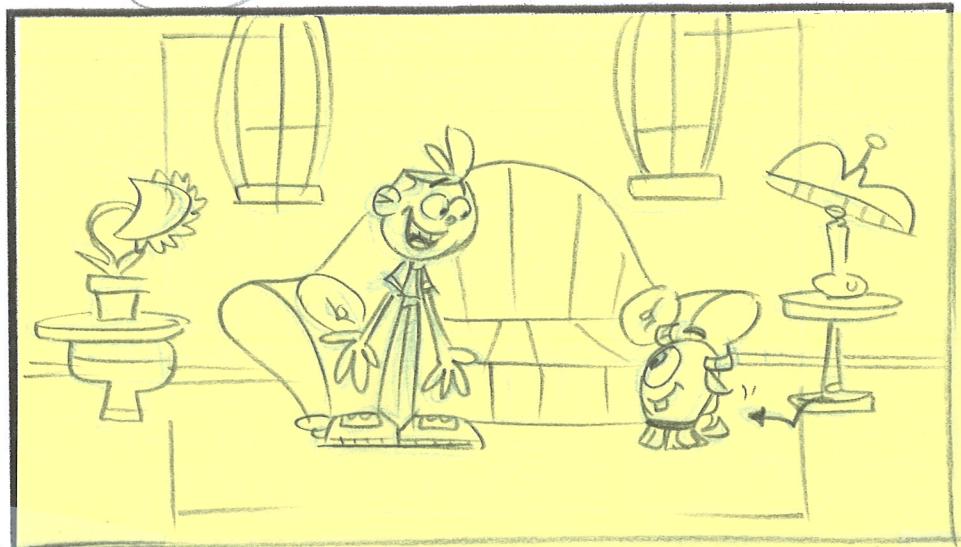
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SCENE 172

PANEL 1/5

SCENE

PANEL 2 /5

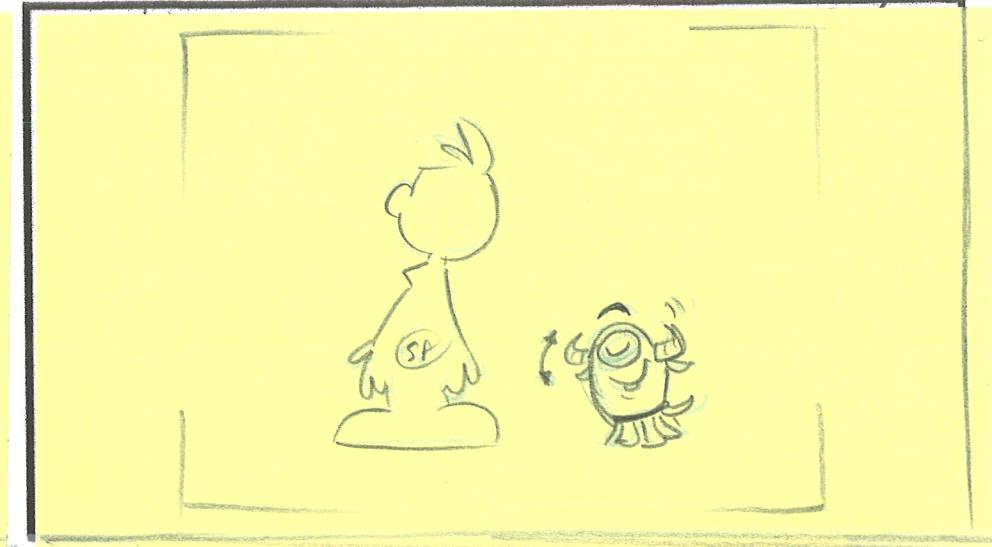


ACTION



- CERBEE WALKS OVER TO JIMMY.

/ DAY



ACTION

- HE NOSES HIS HEAD YES!

DIAL.

(ADDED) Dial) Jimmy

“DOES THIS MEAN YOU'RE BACK?”

DIAL.

NOTES

NOTES



# JIMMY TWO SHOES

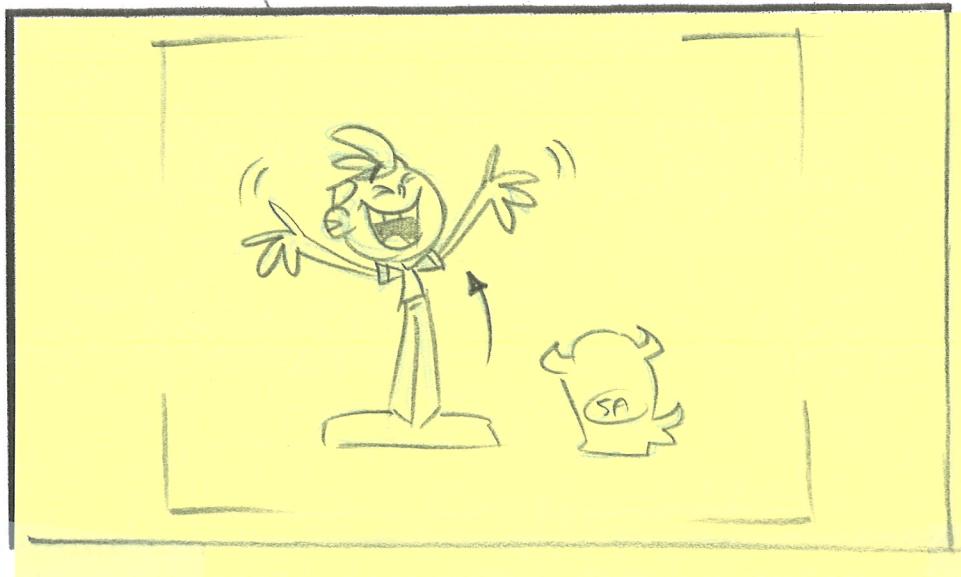
J2S2-101- "CERBEE COME HOME"

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SCENE 172 (CONT)

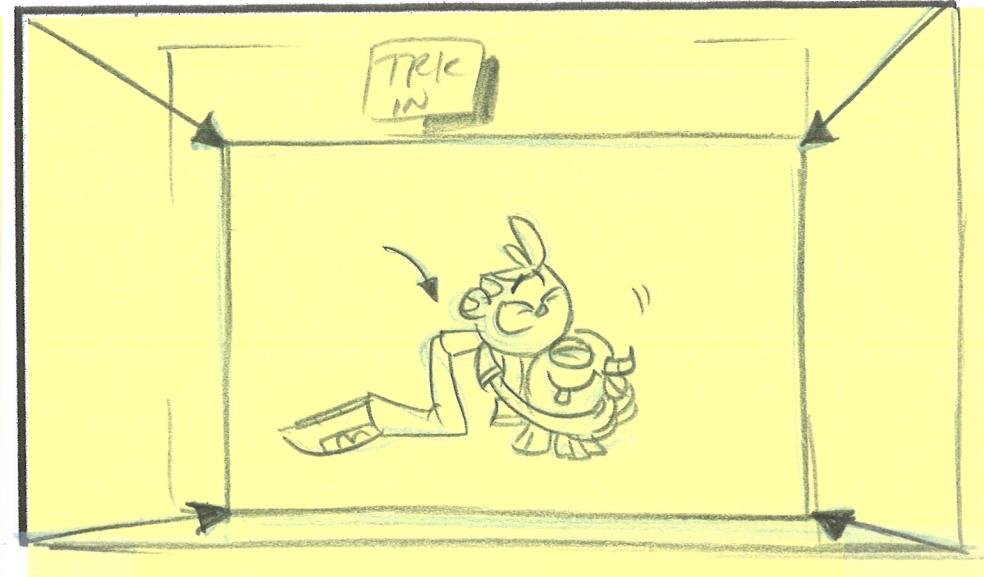
PANEL 3/5 SCENE

PANEL 4/5



ACTION

- Jimmy is EXCITED!



ACTION

\*TRIC IN AS JIMMY HUGS CERBEE.

DIAL.

(ADDED)  
DIAL) Jimmy (cont)  
"YAH!"

NOTES

DIAL.

NOTES



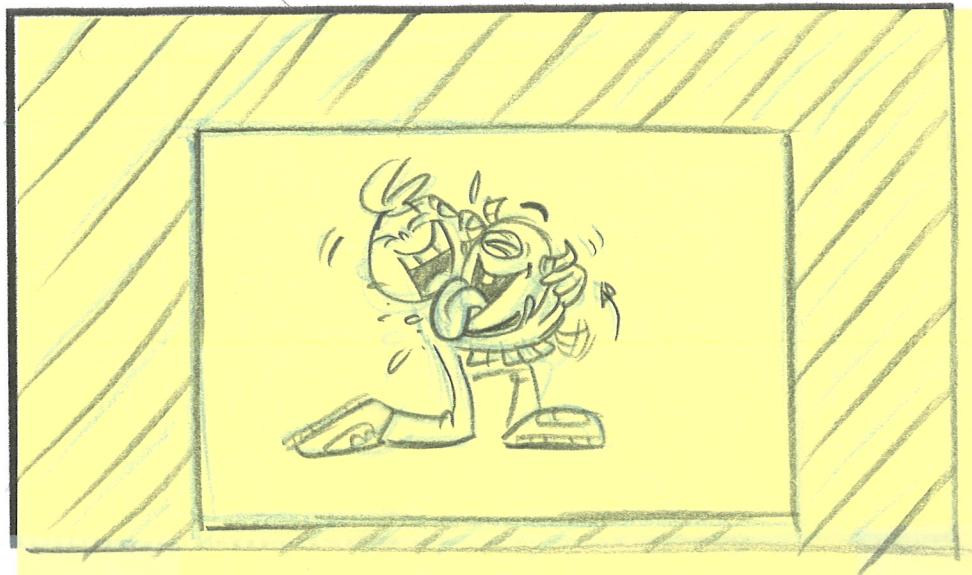
# JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 172 (cont)

PANEL 5/5

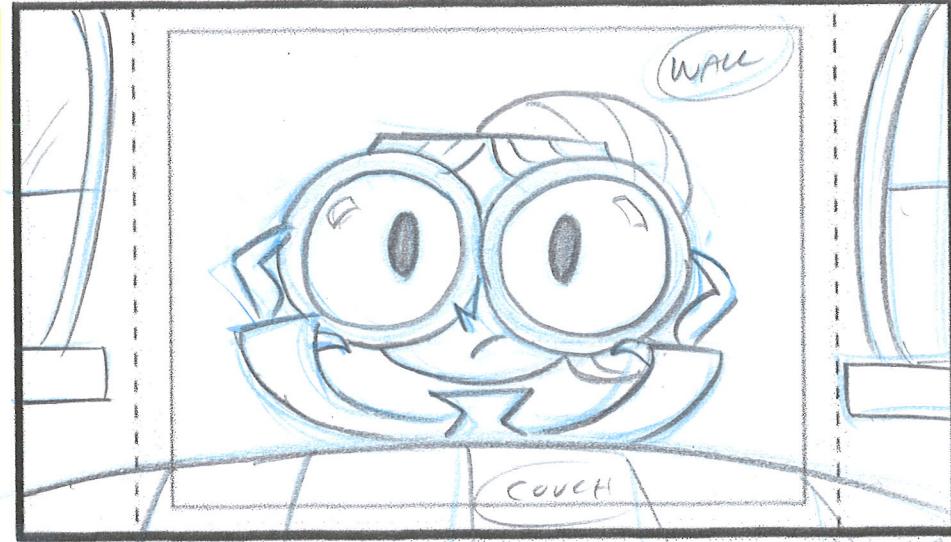


ACTION

- CERBEE LICKS JIMMY'S FACE.

SCENE 173

PANEL 1/5



ACTION

INT. JIMMY'S LIVING ROOM  
DAT.

- HEROISE WATCHES THEM  
WITH HER BINOCULARS.

(CUT)

DIAL.

(ADDED)  
(DIAL)

JIMMY

(Giggling)

CERBEE

(licking  
FACE)

DIAL.

NOTES

\* ADD BLINK HERE

NOTES



# JIMMY TWO SHOES

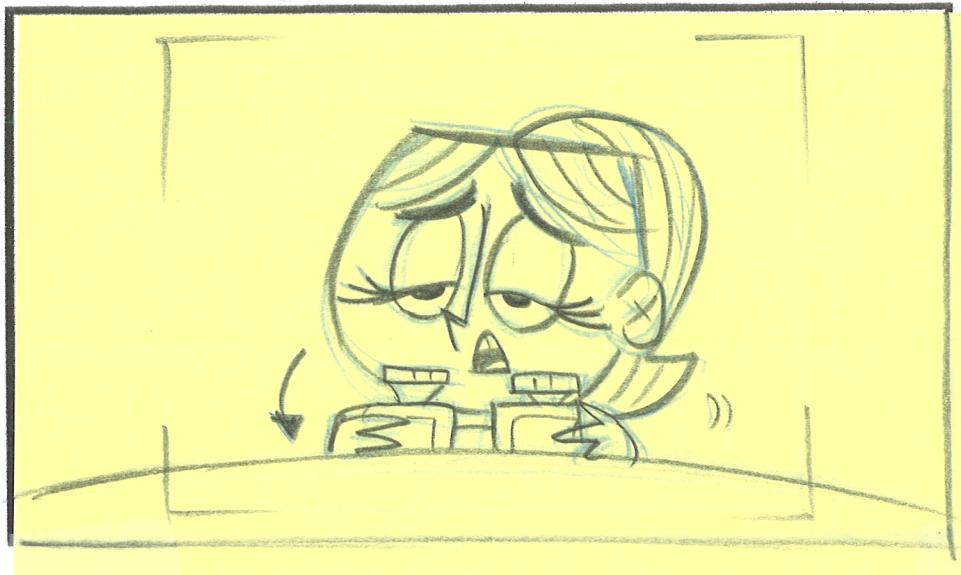
J2S2-101- "CERBEE COME HOME"

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SCENE 173 (CONT)

PANEL 2/5 SCENE

PANEL 3/5



ACTION

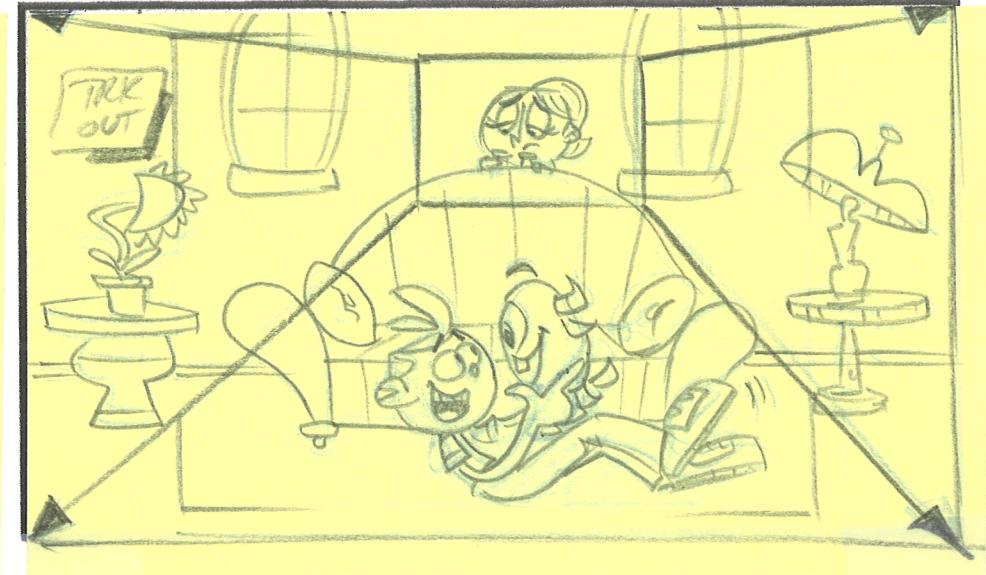
- SHE LOWERS THE BINOCULARS / SADMED.

DIAL.

(93) HEROISE

"(SIGH) LUCKY DOG."

NOTES



ACTION

\*TRICK OUT FROM HEROISE TO REVEAL SHE IS ONLY BEHIND THE COUCH. - JIMMY + CERBEE PLAT ON GRAND.

DIAL.

(94) JIMMY

"BUT WHAT ABOUT LUCY?"

NOTES



# JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

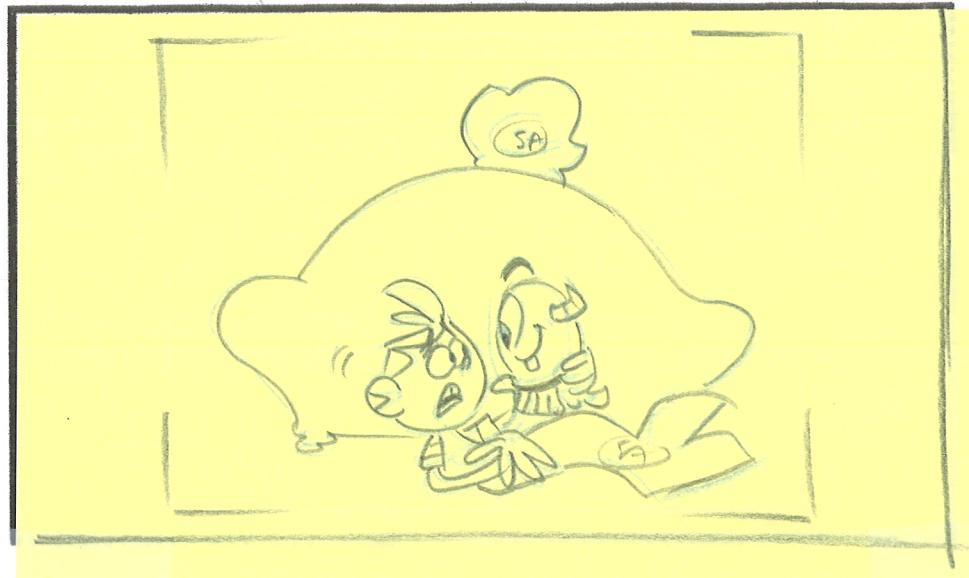
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SCENE 173 (CONT)

PANEL 4/5

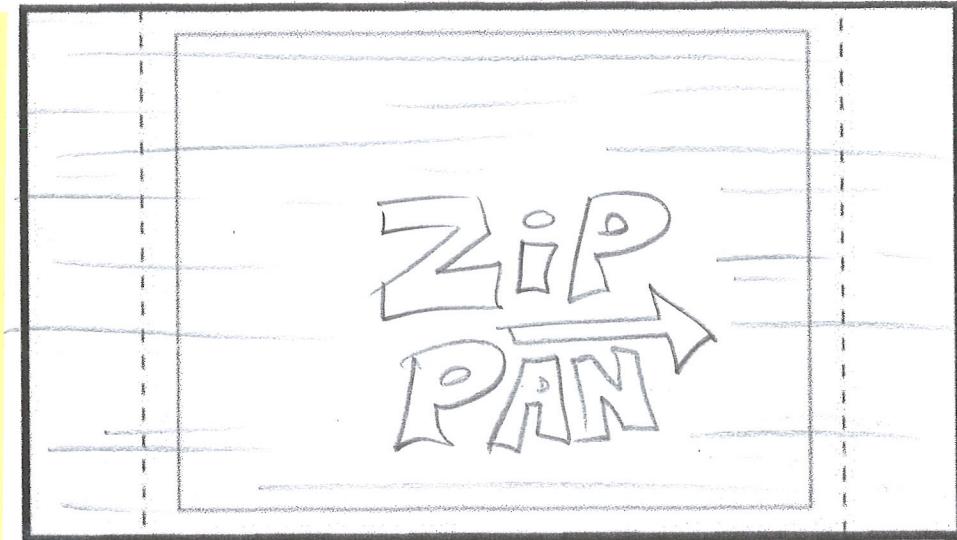
SCENE

PANEL 5/5



ACTION

- Jimmy is CONCERNED



ACTION

ZIP PAN TO →

DIAL.

(94) Jimmy (cont)

"DOESN'T HE MISS YOU?"

DIAL.

NOTES

NOTES



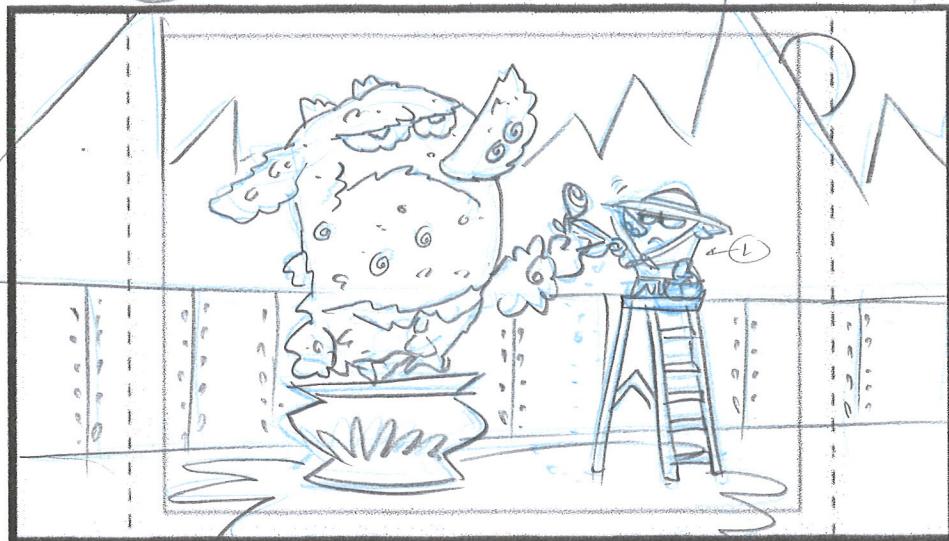
# JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 174

PANEL 1/1



ACTION



EXT. LUC'S ROSE  
BUSH / DAY.  
— LUCIUS TRIMS HIS ROSE BUSH.

(GFX)

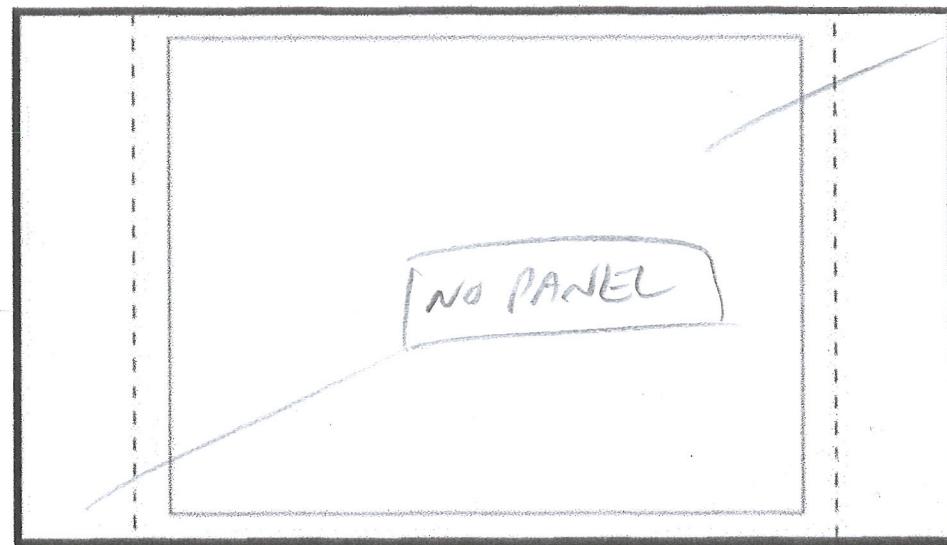
SNIP! SNIP! SNIP!

DIAL.

NOTES

SCENE

PANEL



ACTION

DIAL.

NOTES



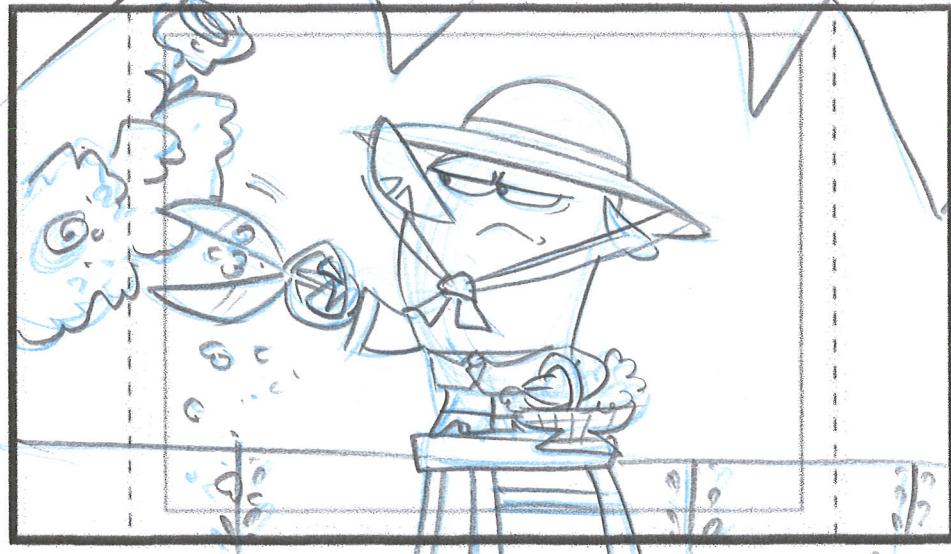
# JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 175

PANEL 1/2



ACTION

M/L

- LUCIUS TRIMMING BUSHES.

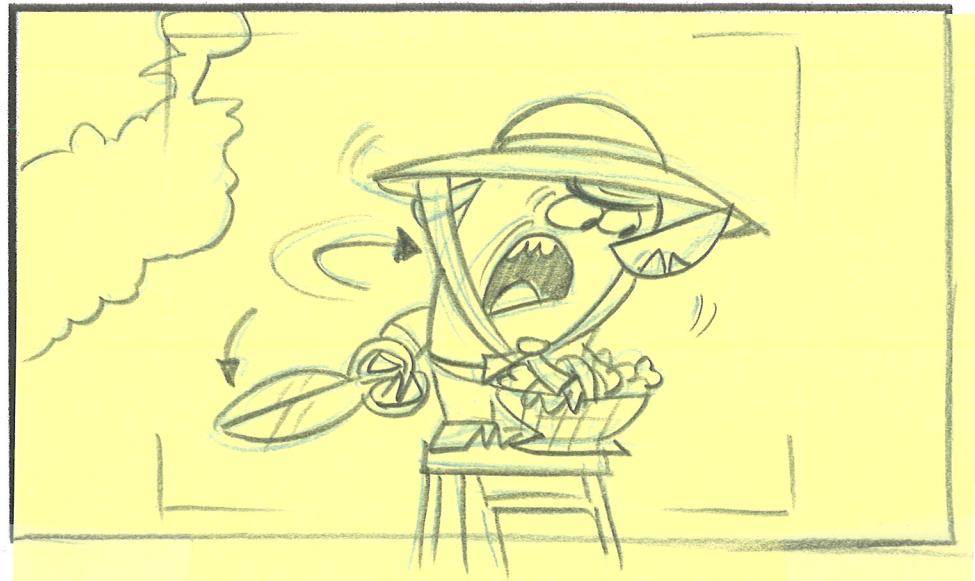
DIAL.

(SFX)  
SNIP! SNIP! SNIP!

NOTES

SCENE

PANEL 2/2



ACTION

- He turns to BEETLE O.S.

DIAL.

(ADDED DIAL) LUCIUS  
"WHY CAN'T YOU BE  
MORE LIKE CERBEE?"

NOTES



# JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

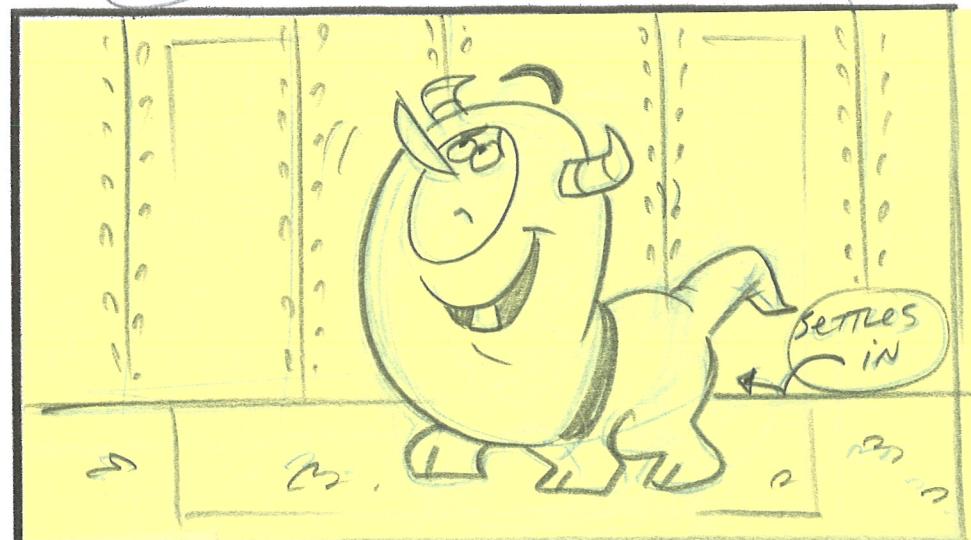
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SCENE 176

PANEL 1/4

SCENE

PANEL 2/4



action

EXT. LUCY'S ROSE BUSH /  
DAY

(CUT) - Beezle SETTLES IN DRESSED  
in a CERBEE COSTUME.

DIAL.



action

- BEEZLE MEOWS!

DIAL.

(ADDED DIAL) BEEZLE  
"MEOW!"

NOTES

NOTES



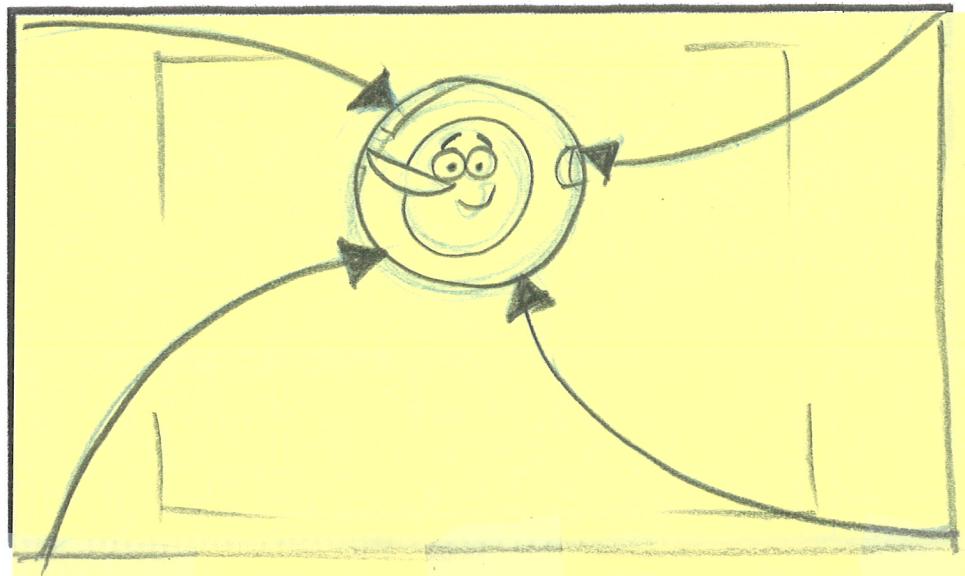
# JIMMY TWO SHOES

J2S2-101- "CERBEE COME HOME"

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SCENE 176 (cont)

PANEL 3/4



ACTION

- IRIS(in) AS BEEZY SMILES  
AT CAMERA.

DIAL.

NOTES

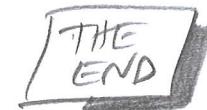
SCENE

PANEL 4/4



ACTION

- BLACK SCREEN



DIAL.

NOTES