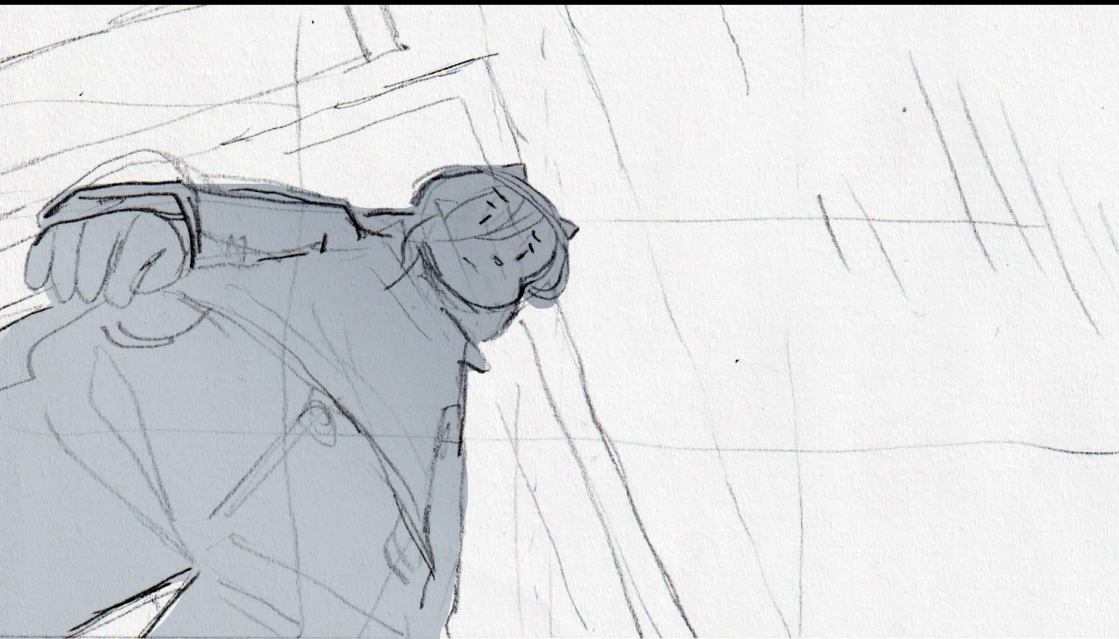




*[SFX: FAINT 'CREATURE NOISES', FUSSY]*

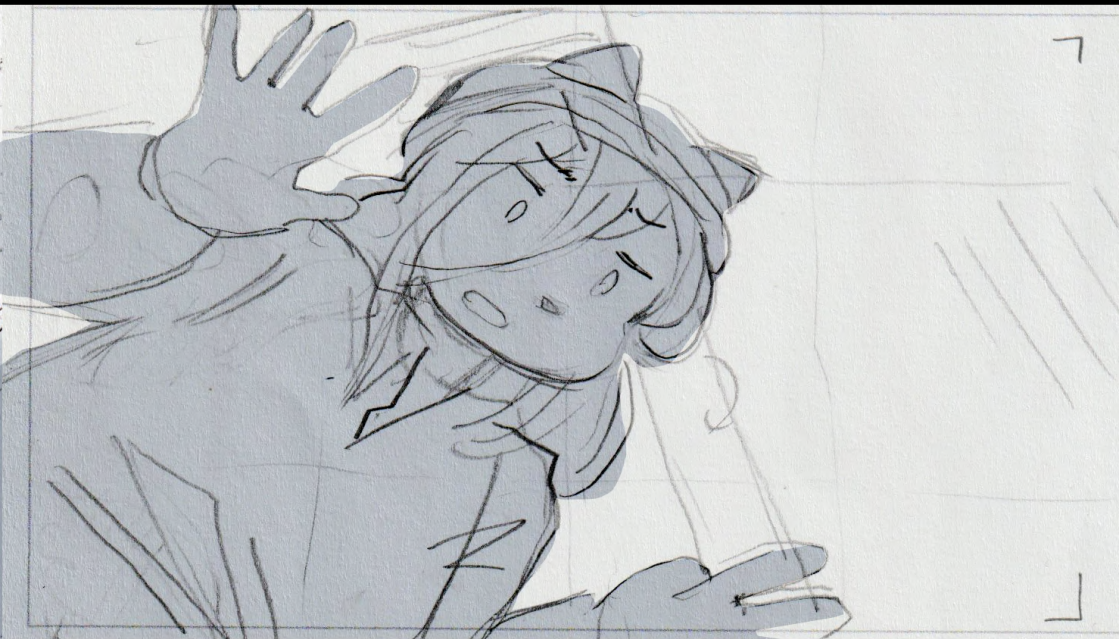


*[SFX: FAINT 'CREATURE NOISES', FUSSY]*



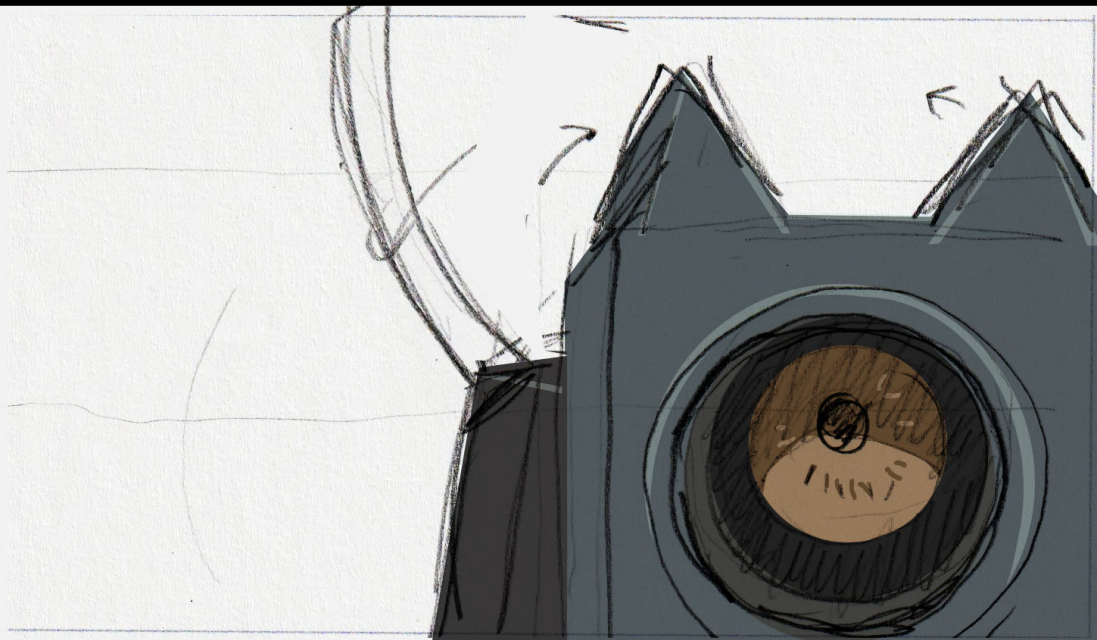
[SFX: 'CREATURE NOISES', FUSSY]

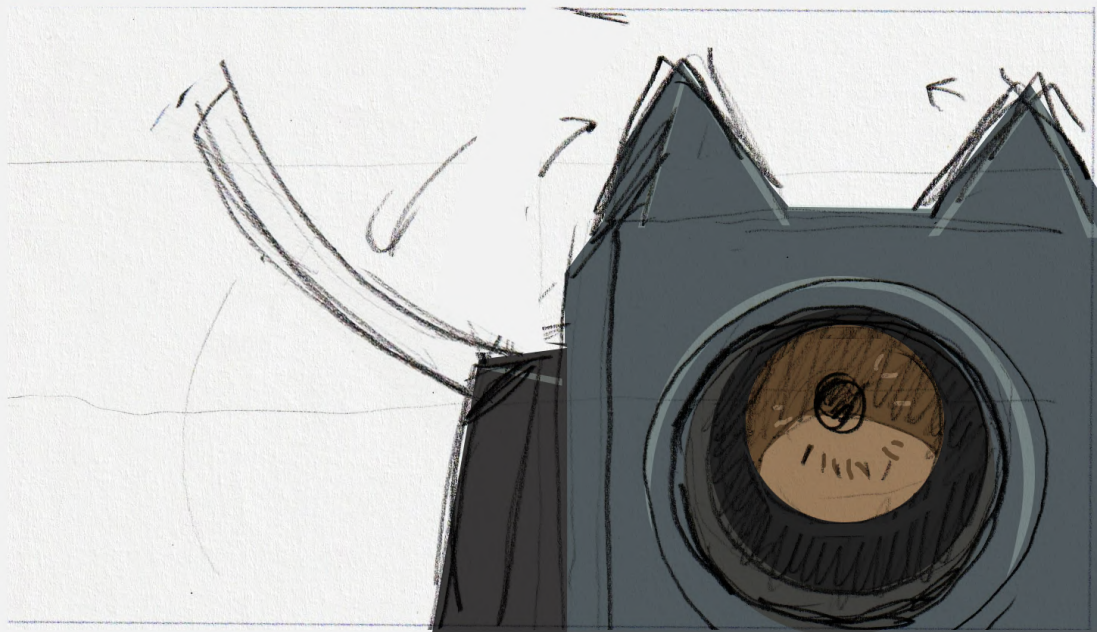
(SHE BENDS TO GET CLOSER TO THE CREATURE'S LEVEL)

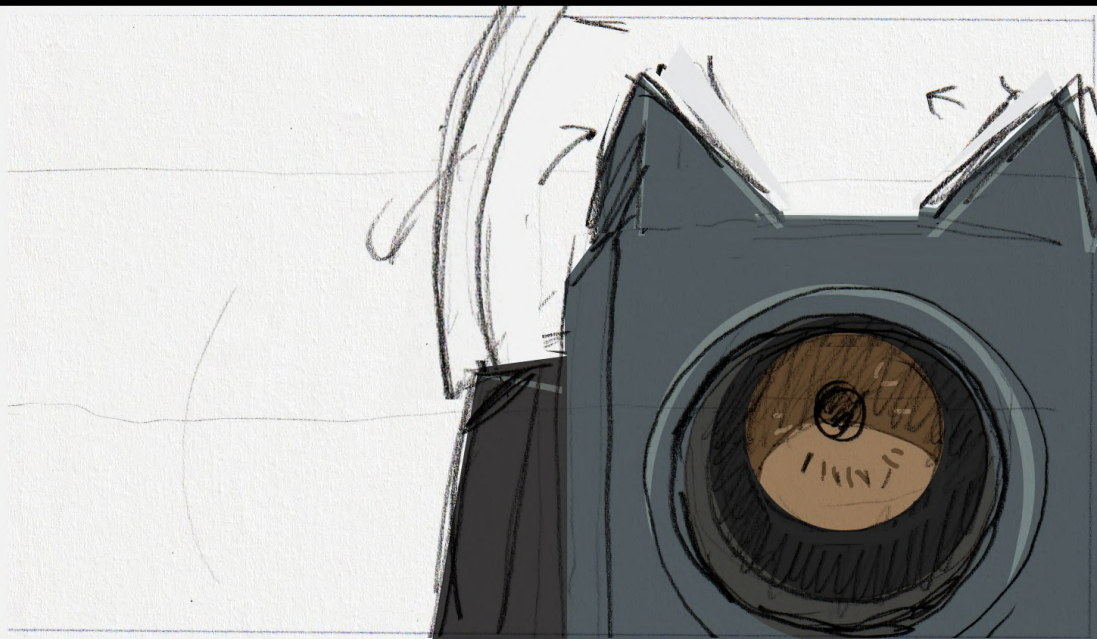


DANA: ZERO. COOL IT







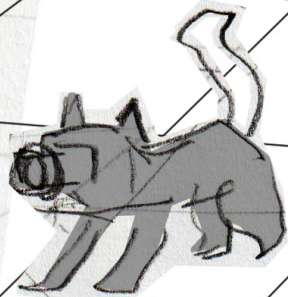


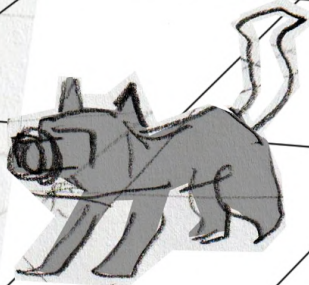


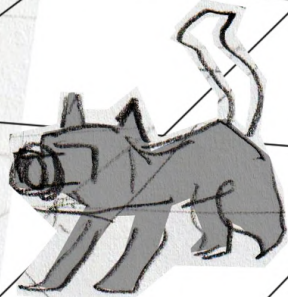
*(DANA IS HOLDING A TIN OF 'GUN FOOD')*















[SFX: TIN OPENING NOISE, CLINKING]











[SFX: EATING NOISES, HAPPIER CREATURE NOISES]

CAMERA SHAKE



[SFX: FAR AWAY EXPLOSION]

CAMERA SHAKE



[SFX: FAR AWAY EXPLOSION]



[SFX: EATING NOISE CONTINUE]



*(DANA LOOKS OFFSCREEN. GUN LOOKS AT DANA)*



*[SFX: EATING NOISE STOPS]*







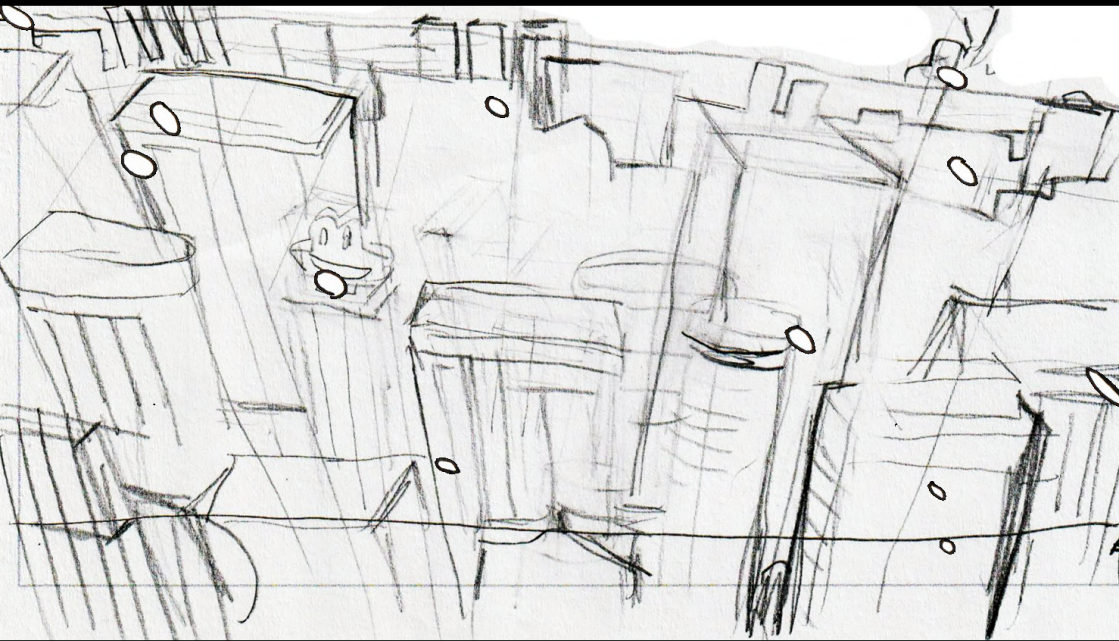






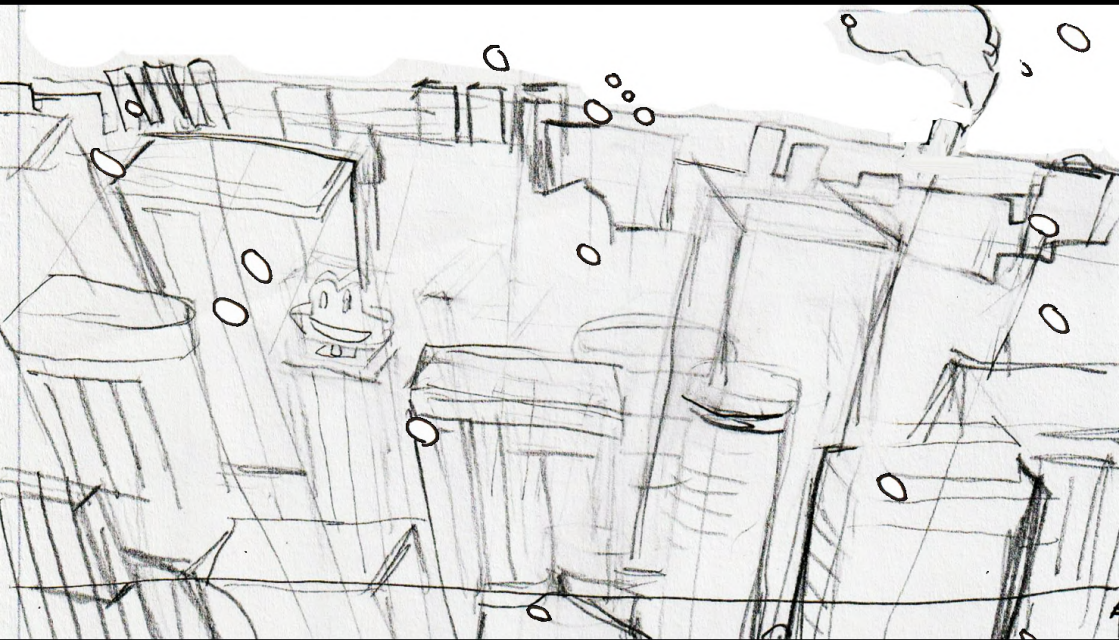
*(DANA PICKS UP THE GUN SO HE CAN LOOK TOO)*







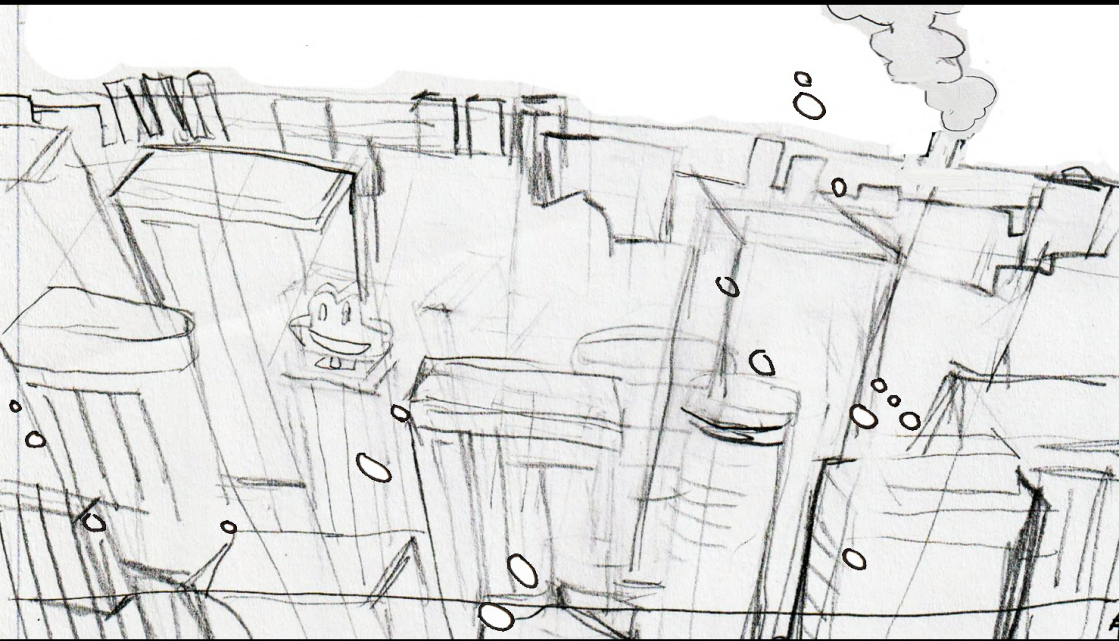
*(SMOKE RISING FAR AWAY)*



*(SMOKE RISING FAR AWAY)*

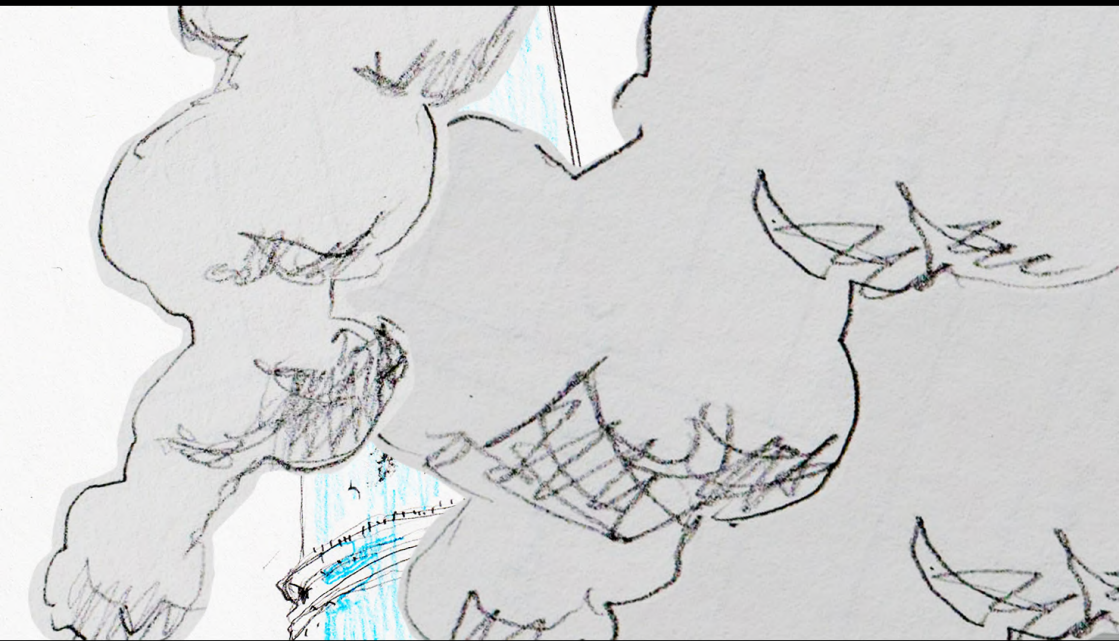


*(SMOKE RISING FAR AWAY)*



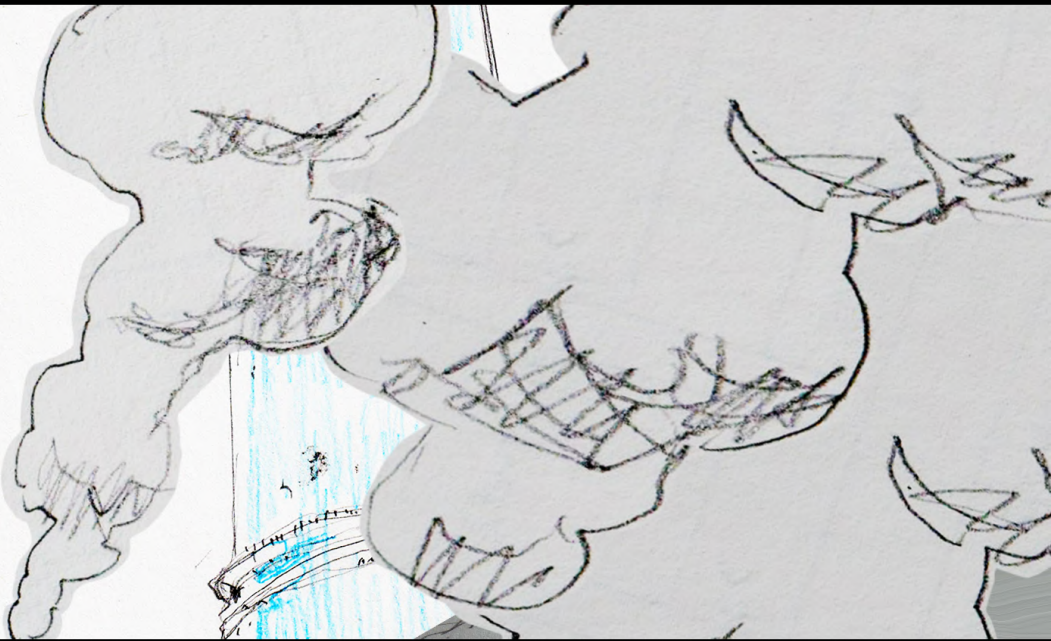


[SFX: CREAKING, STONE ON STONE]

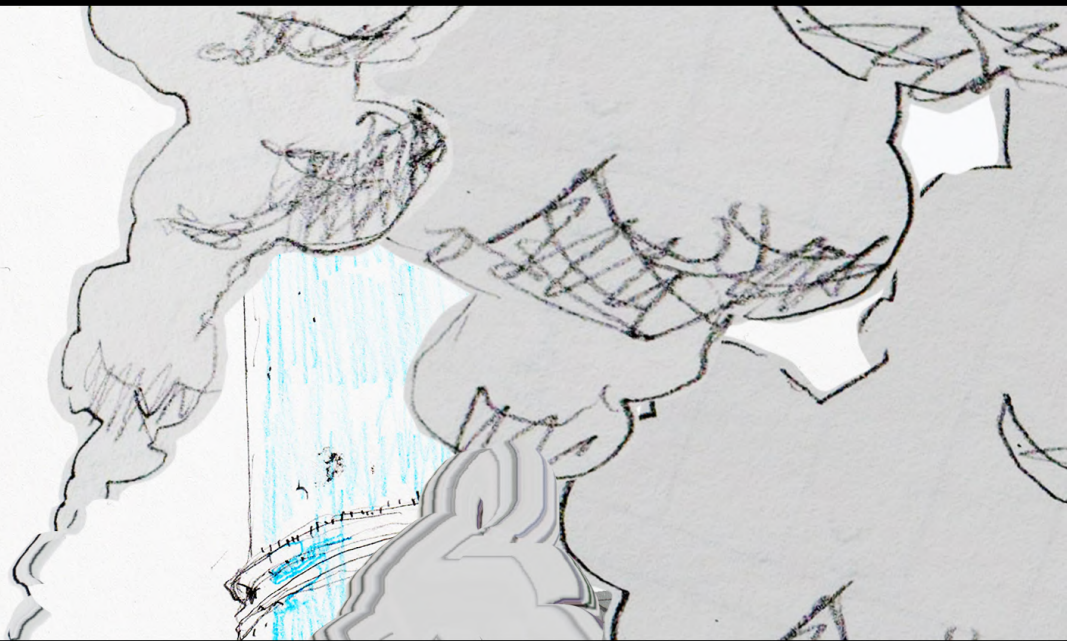




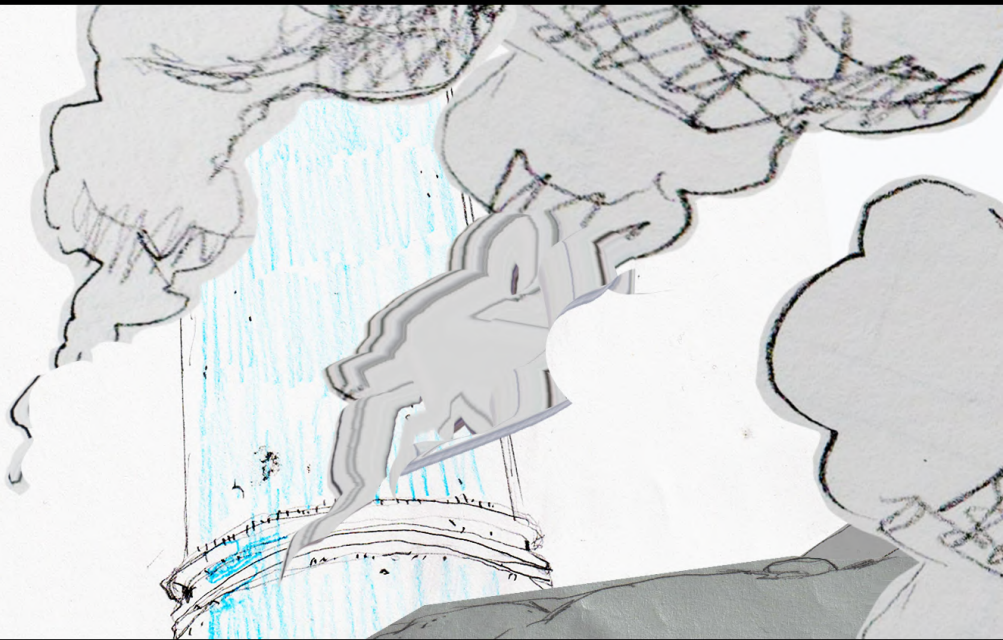
[SFX: CREAKING, STONE ON STONE]



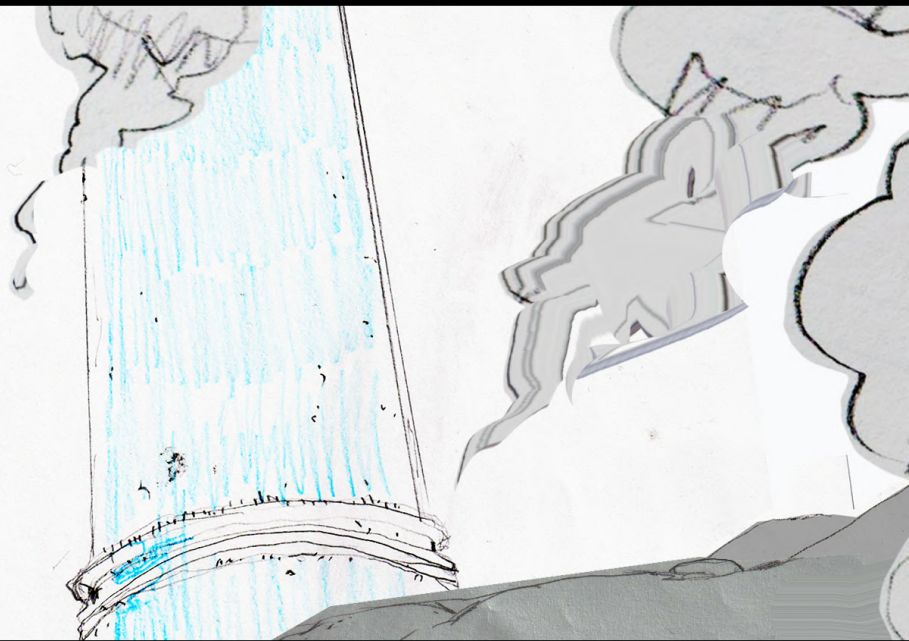
[SFX: CREAKING, STONE ON STONE]



[SFX: CREAKING, STONE ON STONE]

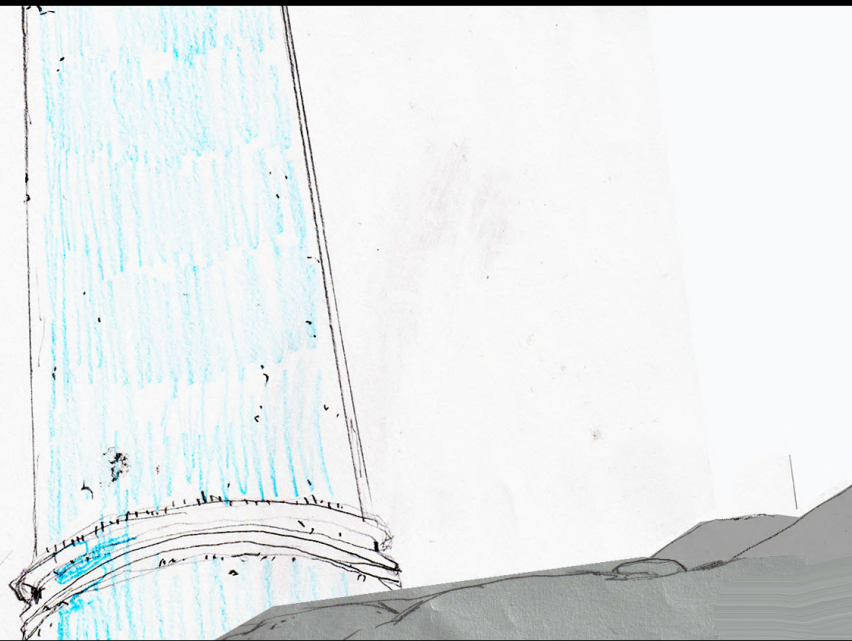


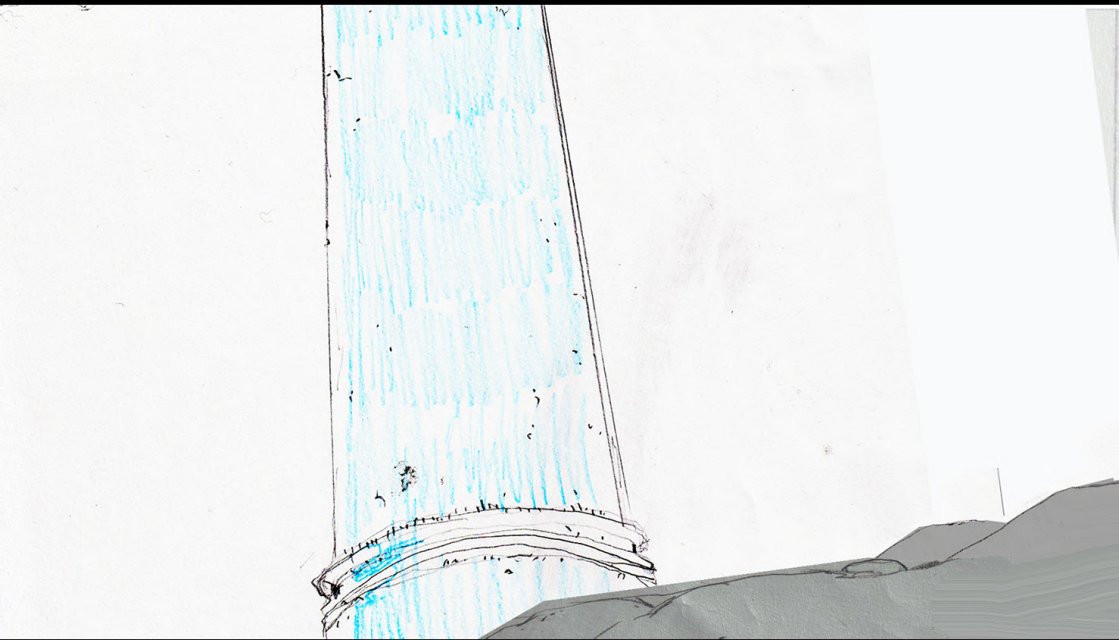
[SFX: CREAKING, STONE ON STONE]

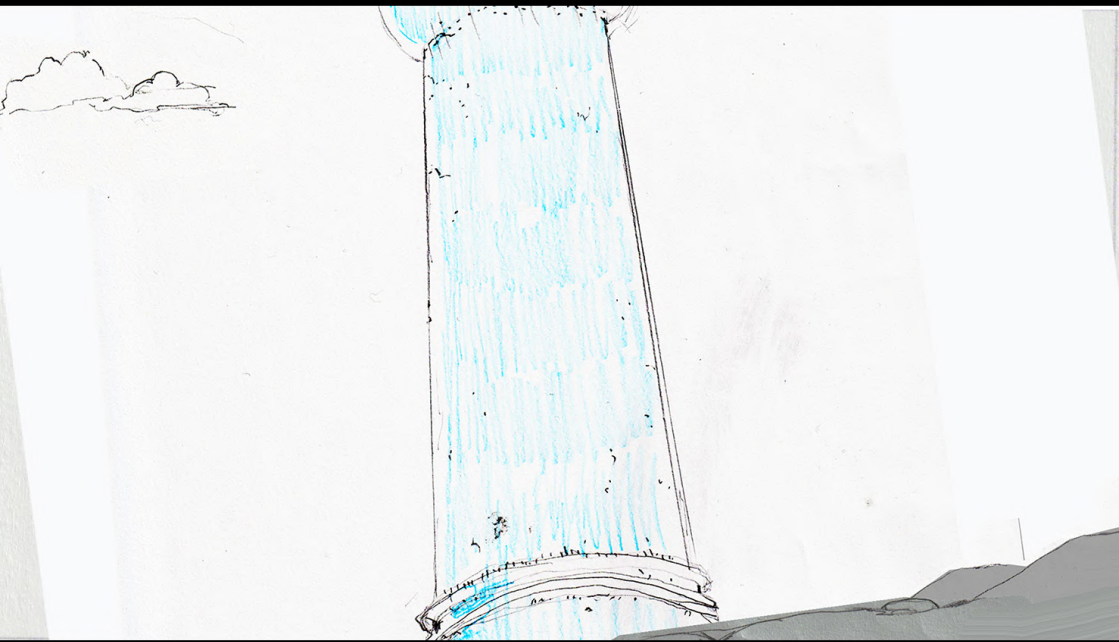




[SFX: CREAKING, STONE ON STONE]





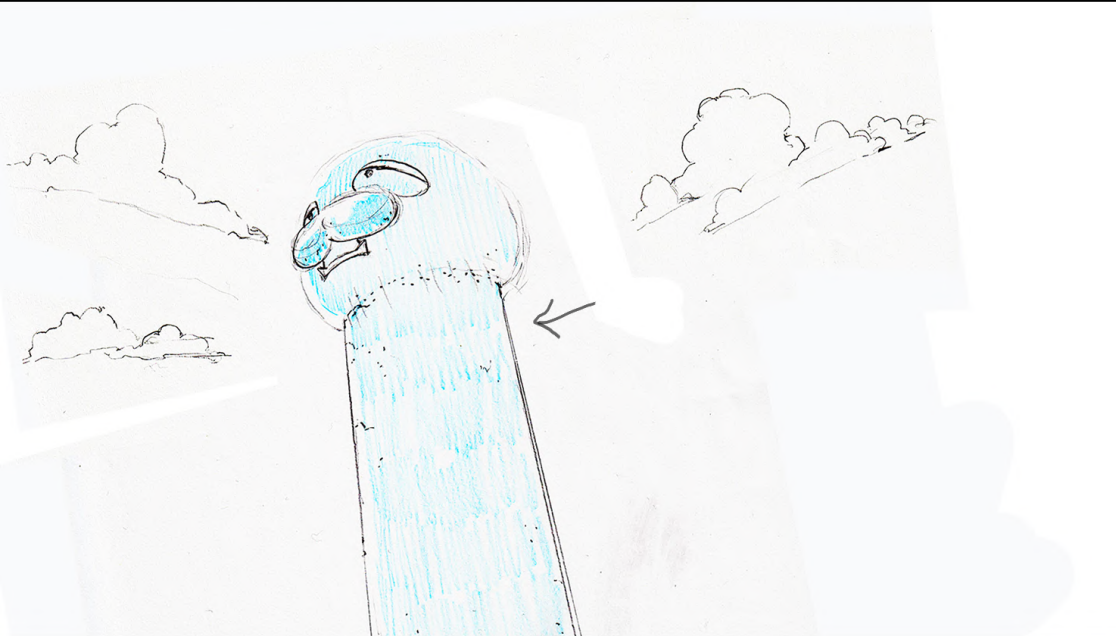




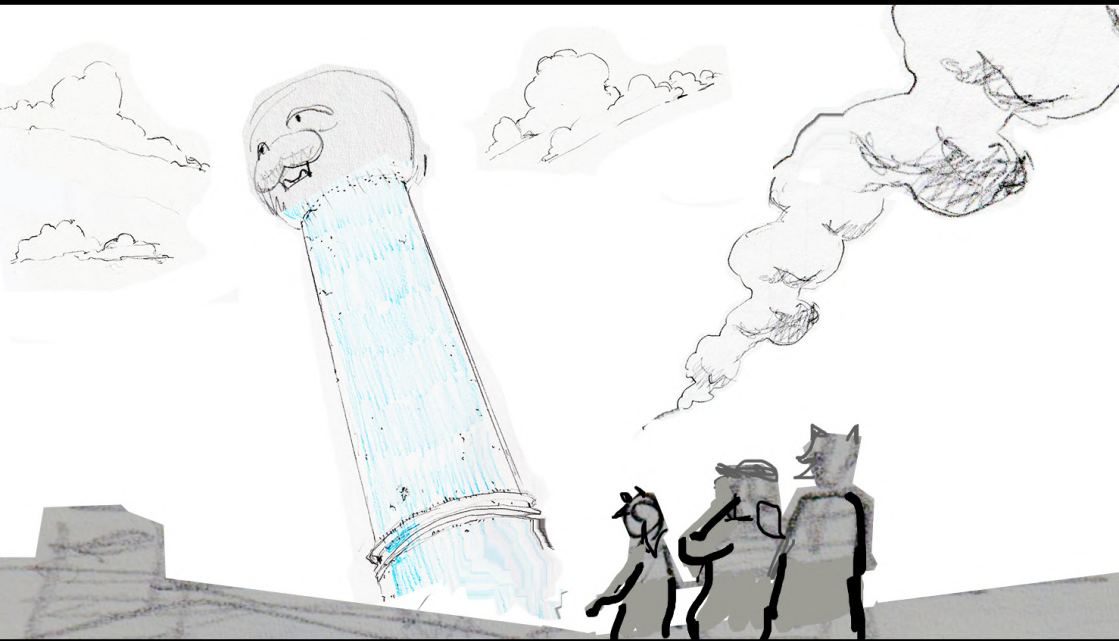


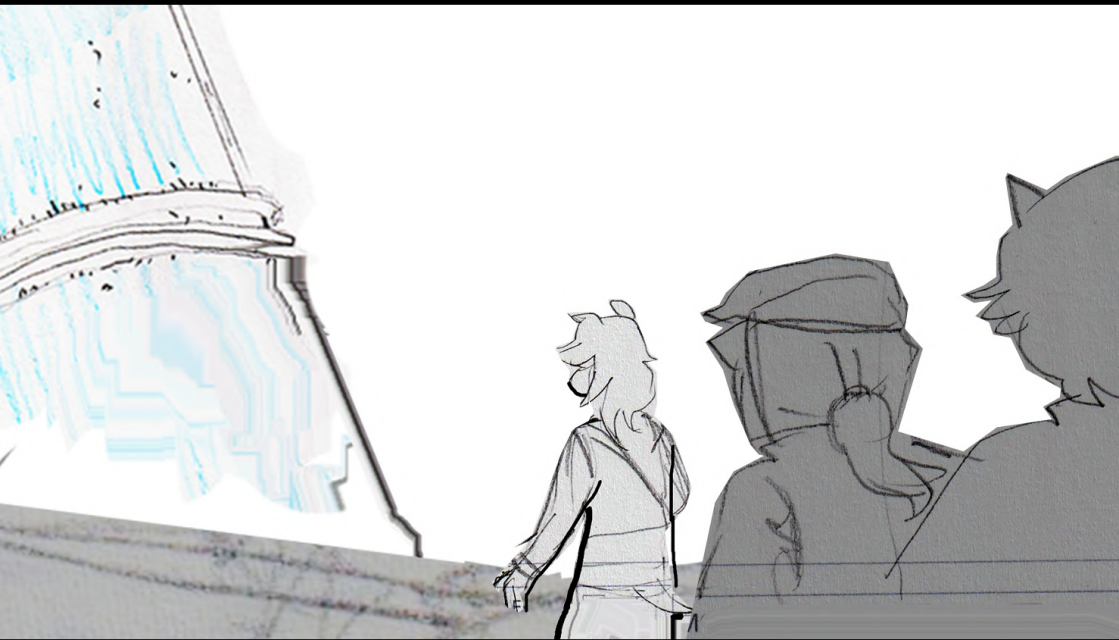


[SFX: SUDDEN LOUDER CREAKING]



[SFX: STONE GRINDING NOISE]









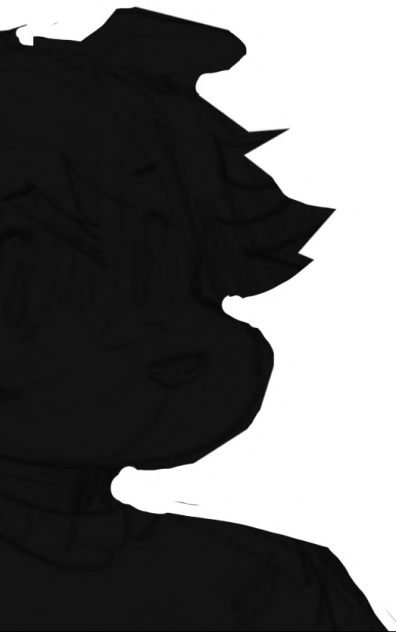


RITA: I DON'T THINK WE SHOULD BOOBY TRAP THE HOUSE

(SHE FOLDS, ASHAMED)



RITA: NOT WITH THIS STUFF, ANYWAY





VAMP: LET'S BREAK FOR LUNCH