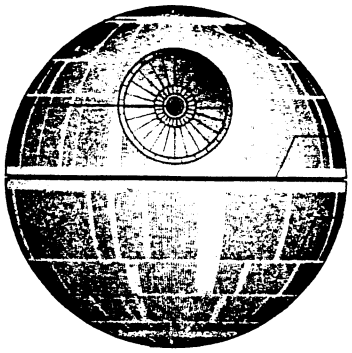
STAR WARS STORYBOARDS



# STAR WARS

## STORYBOARD ILLUSTRATIONS

# IMPORTANT NOTICE

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BOARD # 1

SHOT # 101

LOCATION:

BACKGROUND:

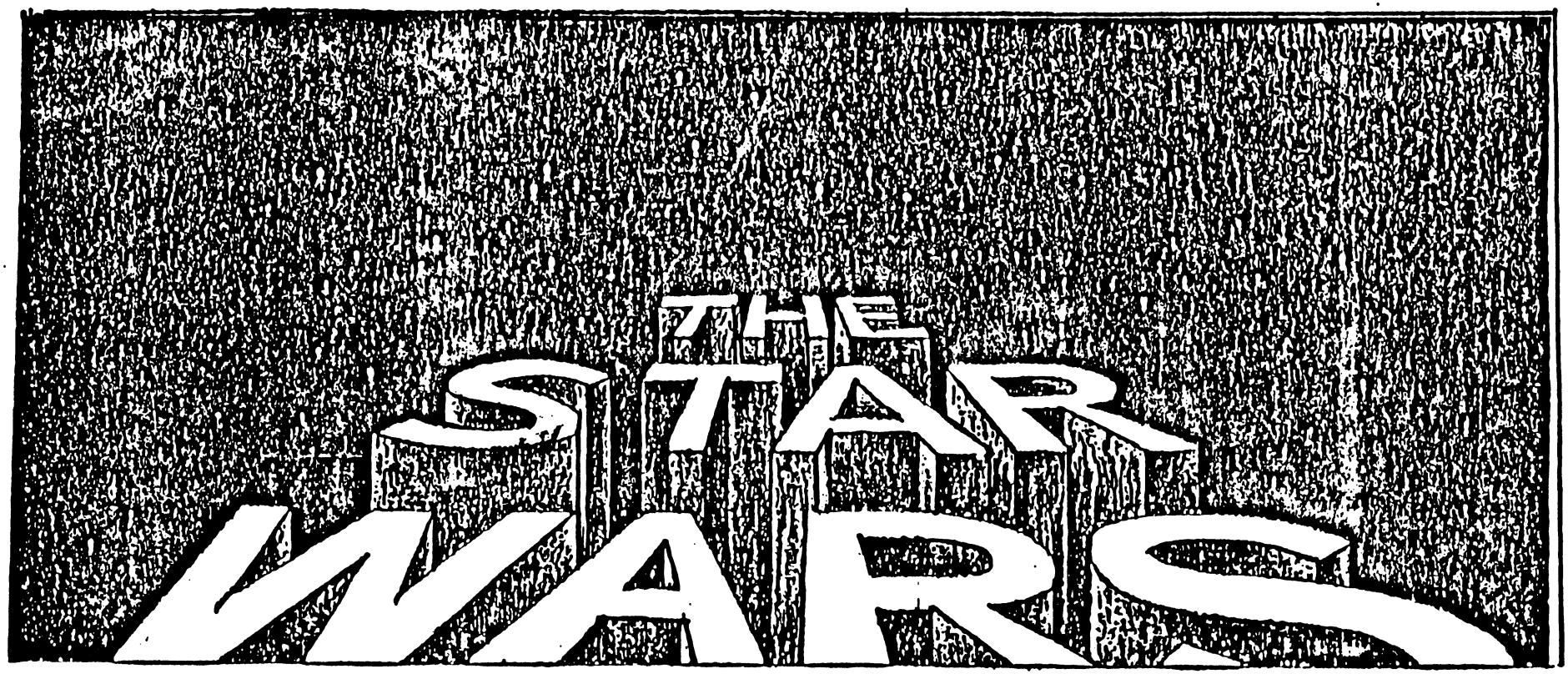
LAZER START / STOP

FRAME COUNT:

DUPE SHOT

TRENCH #

CAMERA MOVE. Pan down




DESCRIPTION A sparce sea of static stars as titles finish Bottom to top begin pan down to Board 2.

PROCESS PLATE #

SCRIPT # 1

DIALOGUE: Rollup slowly crawls into infinity

BOARD # 2

SHOT # 101

LOCATION: Planet ~~Utapau~~ TATOOINE
w/2 moons

BACKGROUND: Stars static (haze)

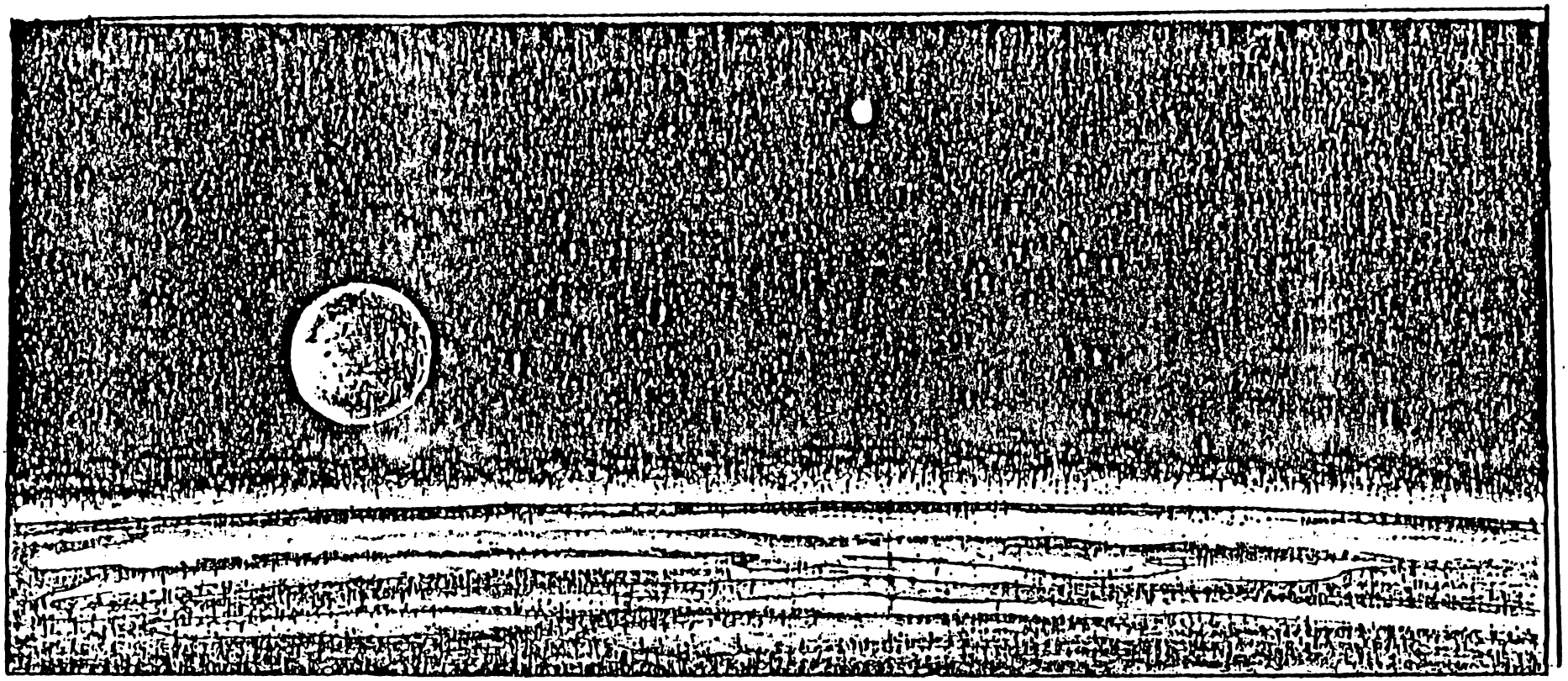
LAZER START / STOP

FRAME COUNT:

DUPE SHOT

TRENCH #

CAMERA MOVE. Tilt and hold



DESCRIPTION Hold on background as rebel streaks into frame from under camera.

PROCESS PLATE #

SCRIPT # /

DIALOGUE

BOARD # 3

SHOT # 101

LOCATION: SPACE - TATOOINE

BACKGROUND: Stars static

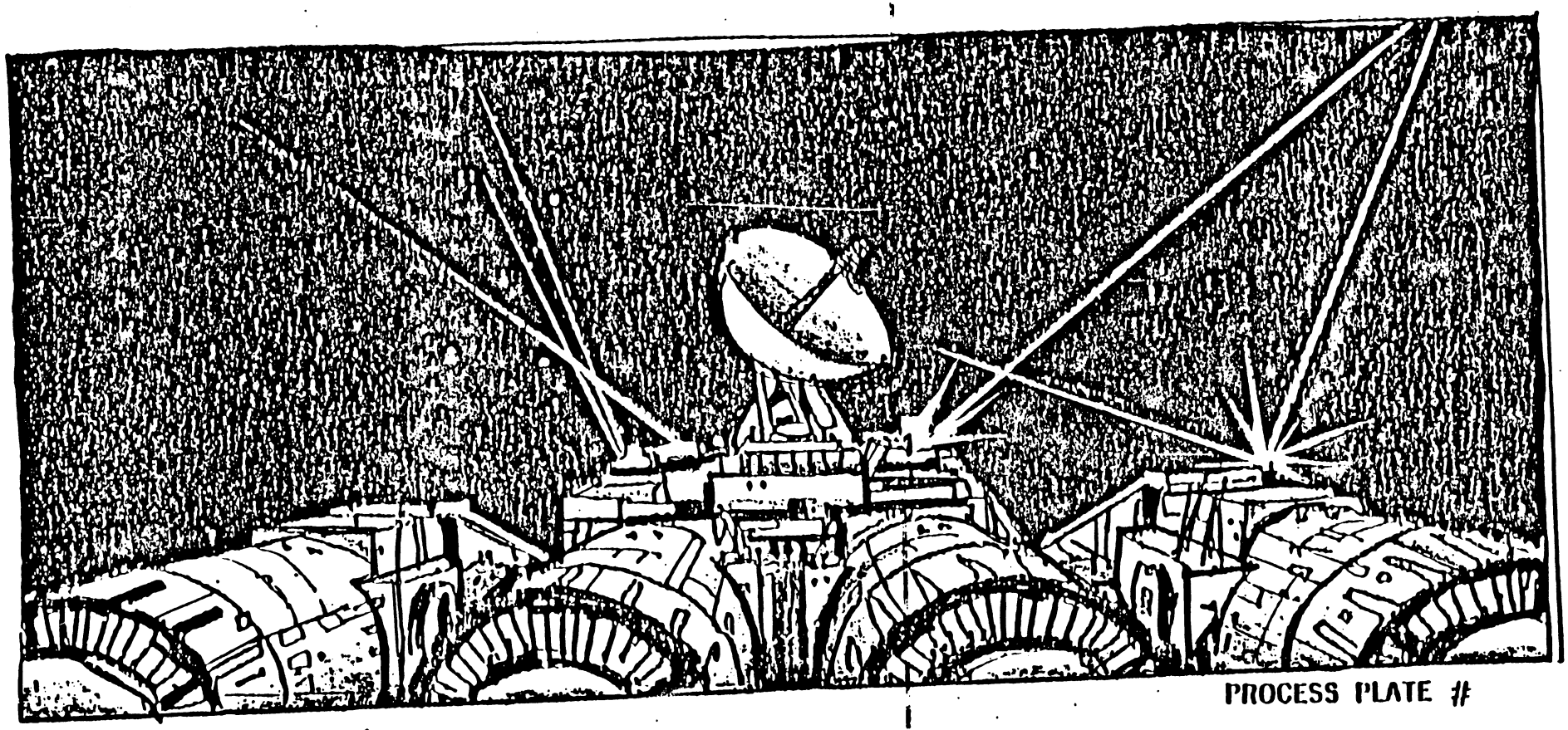
LAZER START / STOP
To us and at rebel blackade runner

FRAME COUNT:

DUPE SHOT

TRENCH #

CAMERA MOVE: Locked off



PROCESS PLATE #

DESCRIPTION Fast.

SCRIPT # 1

DIALOGUE

BOARD # 4

SHOT # 101

LOCATION: Atmosphere of Utapau
TATOOINE

BACKGROUND: Stars Static (haze)

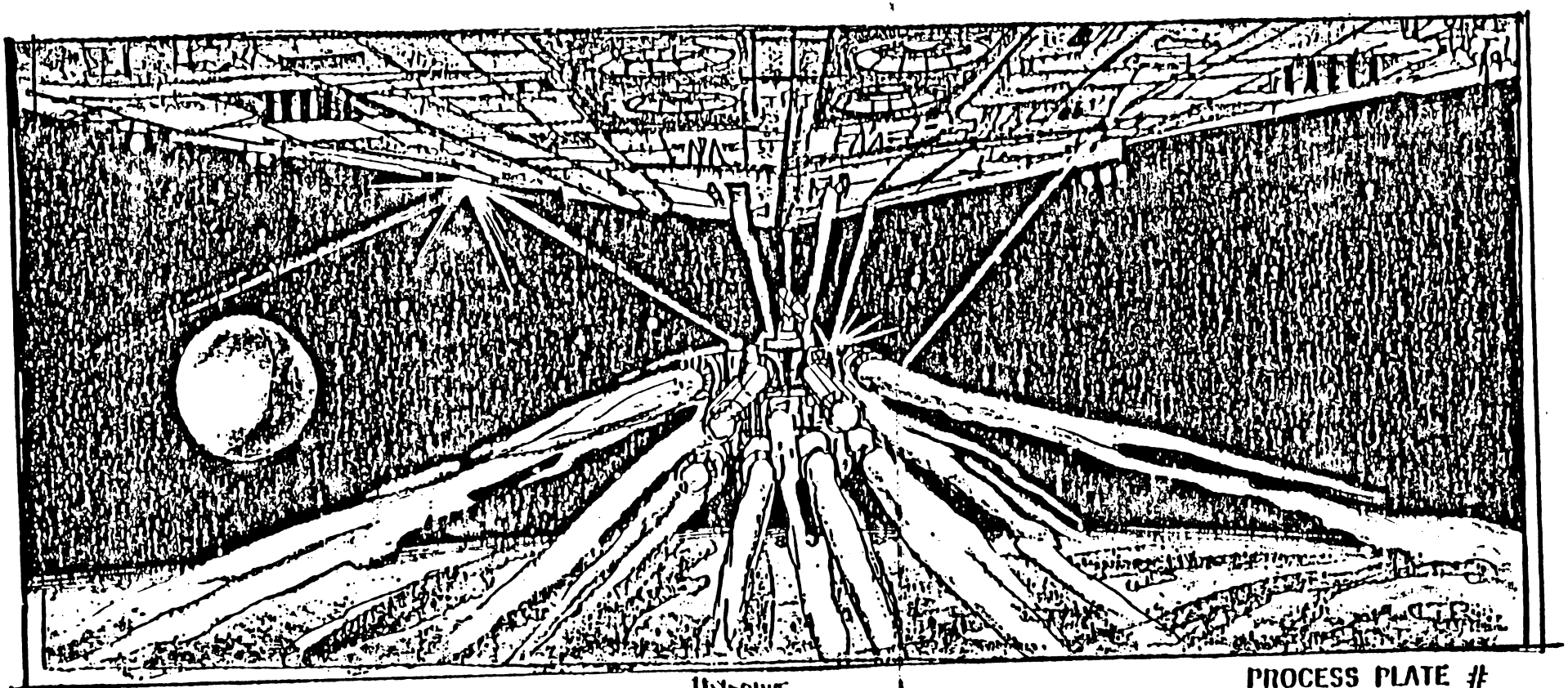
LAZER START / STOP
To and from rebel blockade runner
and star destroyer

FRAME COUNT:

DUPE SHOT

TRENCH #

CAMERA MOVE Locked off



PROCESS PLATE #

DESCRIPTION Engine flare effect. ~~(Utapau~~ Tatooine is yellow - so is belly of star destroyer.)

SCRIPT # /

DIALOGUE

BOARD # 5

SHOT # 101

LOCATION: Atmosphere of Utapau
TATOOINE

BACKGROUND: Stars (haze)

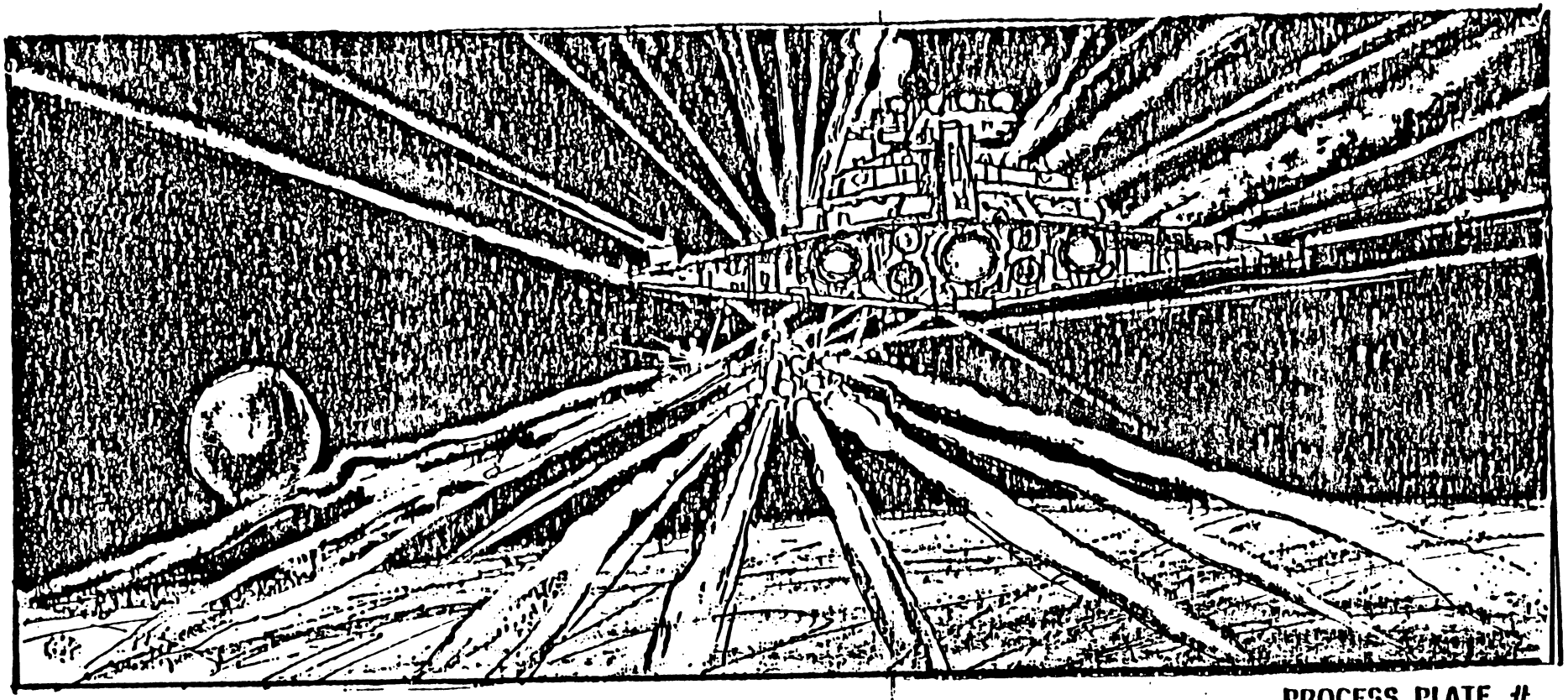
LAZER START / STOP
To and from blockade runner
(flnk)

FRAME COUNT:

DUPE SHOT

TRENCH #

CAMERA MOVE. Locked off



PROCESS PLATE #

DESCRIPTION Atmosphere of Utapau.

SCRIPT # /

DIALOGUE

BOARD # 6

SHOT # 102

LOCATION: TATOONIE

BACKGROUND: (haze) Utapau TATOONIE and stars moving upper L to lower R.

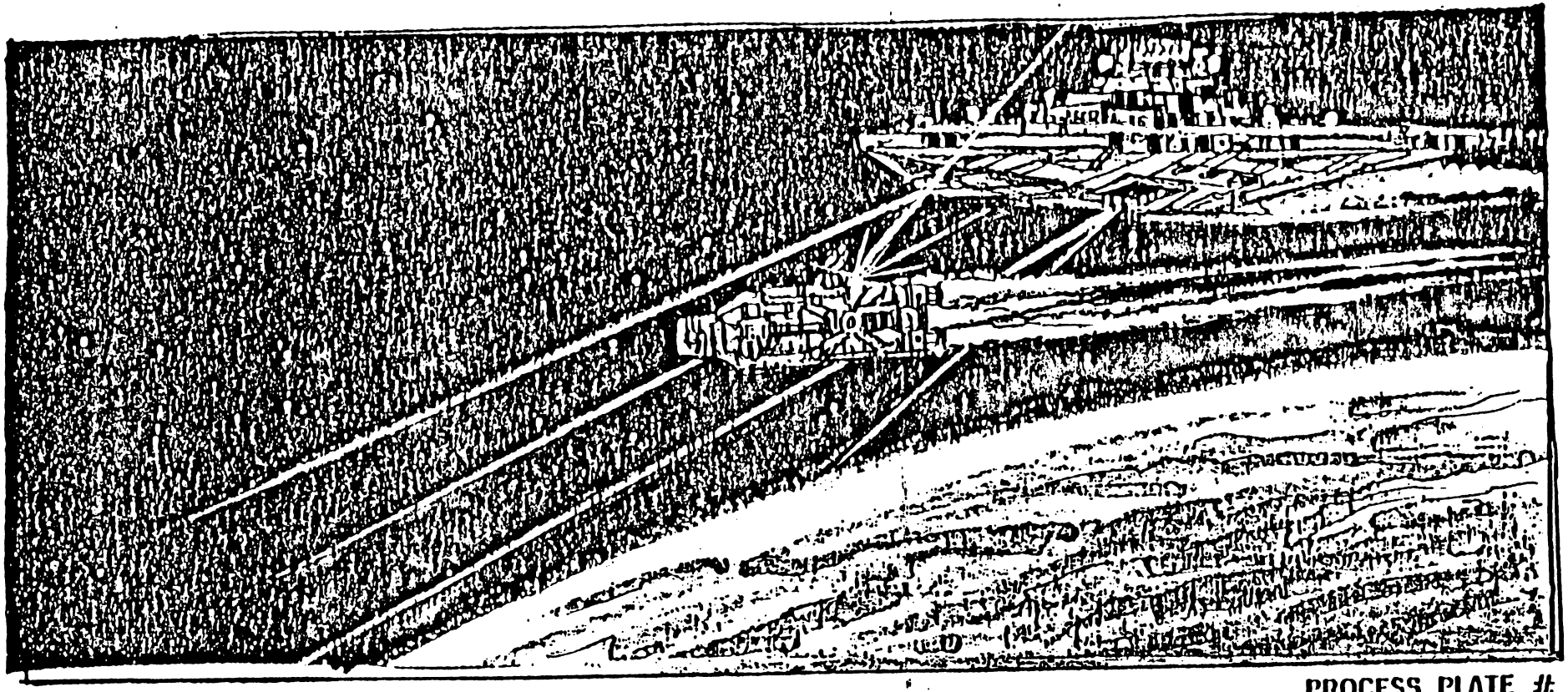
LAZER START / STOP
To and from ships (flak)

FRAME COUNT:

DUPE SHOT

TRENCH #

CAMERA MOVE: Pan R to L



PROCESS PLATE #

DESCRIPTION Rebel Blockade Runner closely followed by Star Destroyer appears on cut in extreme right-hand side of frame above surface of Utapau and tracks toward and R to L disappears out of left-hand corner of frame.

SCRIPT # 1

DIALOGUE

BOARD # 6A

SHOT # 102

LOCATION: TATOOINE

BACKGROUND: (Haze) Utapau and stars moving upper L to lower R.

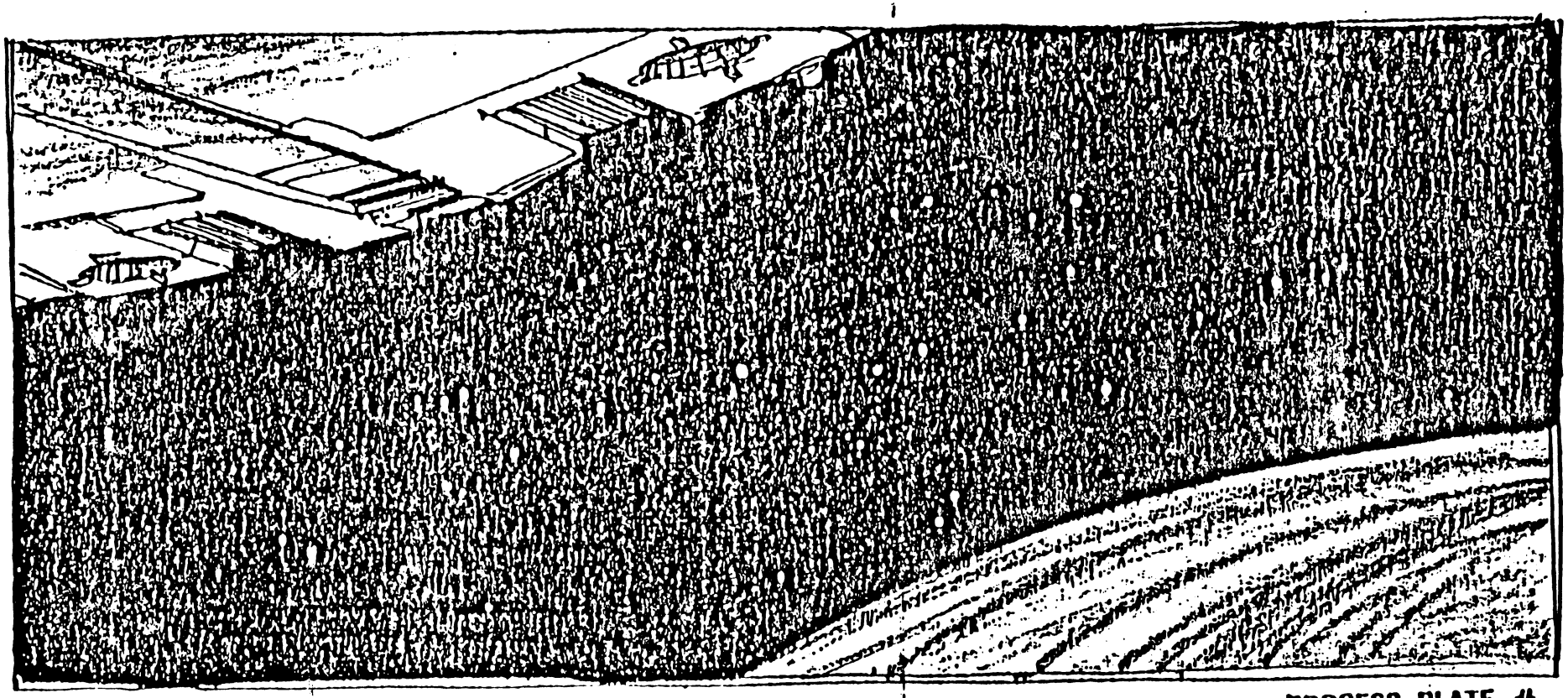
LAZER START / STOP To and from ships (flak)

FRAME COUNT:

DUPE SHOT

TRENCH #

CAMERA MOVE Pan R to L



PROCESS PLATE #

DESCRIPTION Rebel Blockade Runner closely followed by Star Destroyer appears on cut in extreme right-hand side of frame above surface of Utapau and tracks toward and R to L disappears out of left-hand corner of frame.

SCRIPT # /

DIALOGUE

BOARD # 7

SHOT # 102

LOCATION: Atmosphere of ~~Utapau~~ TATOOINE

BACKGROUND: Stars (slightly tracking)

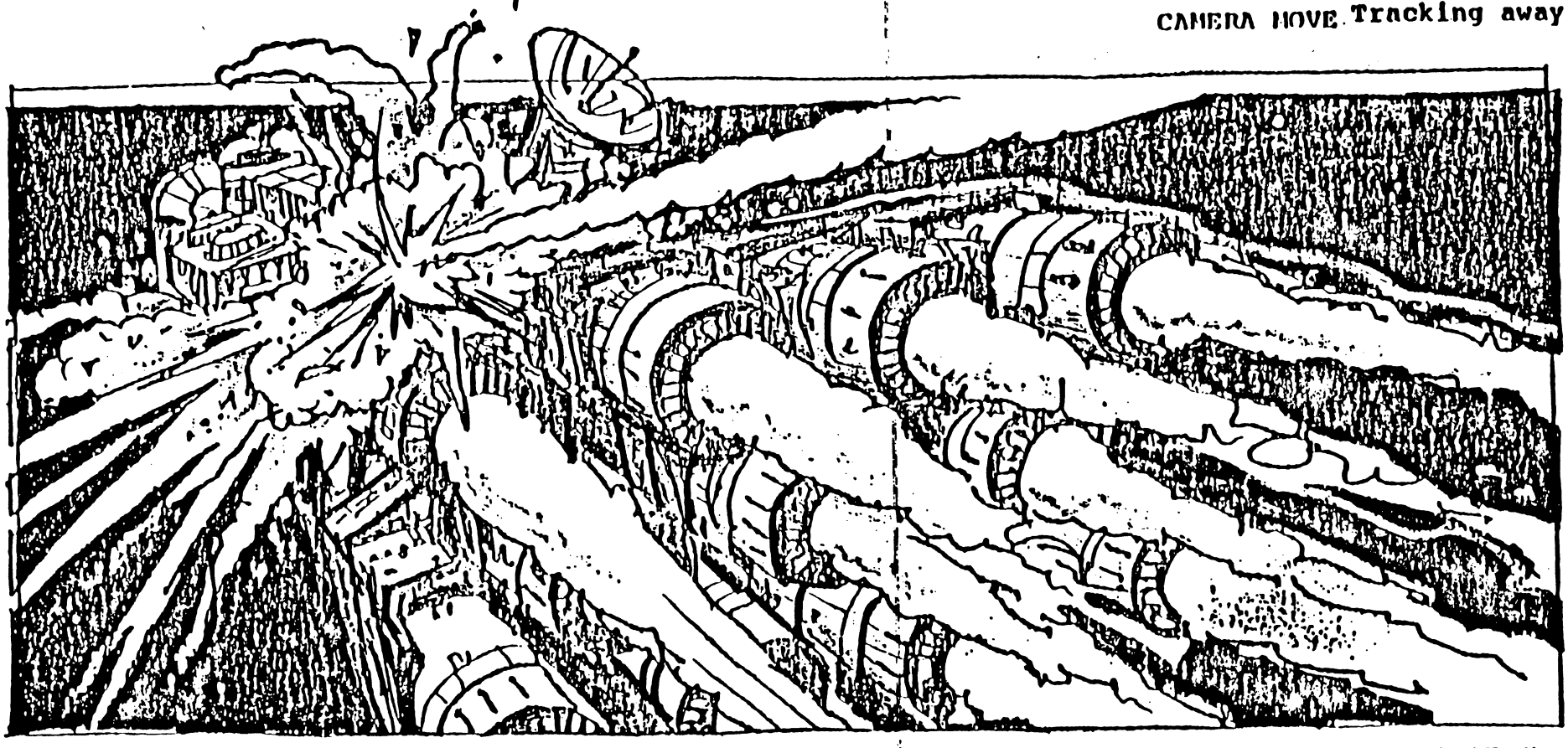
LAZER START / STOP

FRAME COUNT:

DUPE SHOT

TRENCH #

CAMERA MOVE Tracking away



DESCRIPTION Blockade Runner gets zapped by Star Destroyer.
"main solar fin of rebel craft disintegrates"

PROCESS PLATE #

SCRIPT # /

DIALOGUE

BOARD # 0

SHOT # 105

LOCATION: TATOONIE

BACKGROUND: Stars (slow drift R to L)

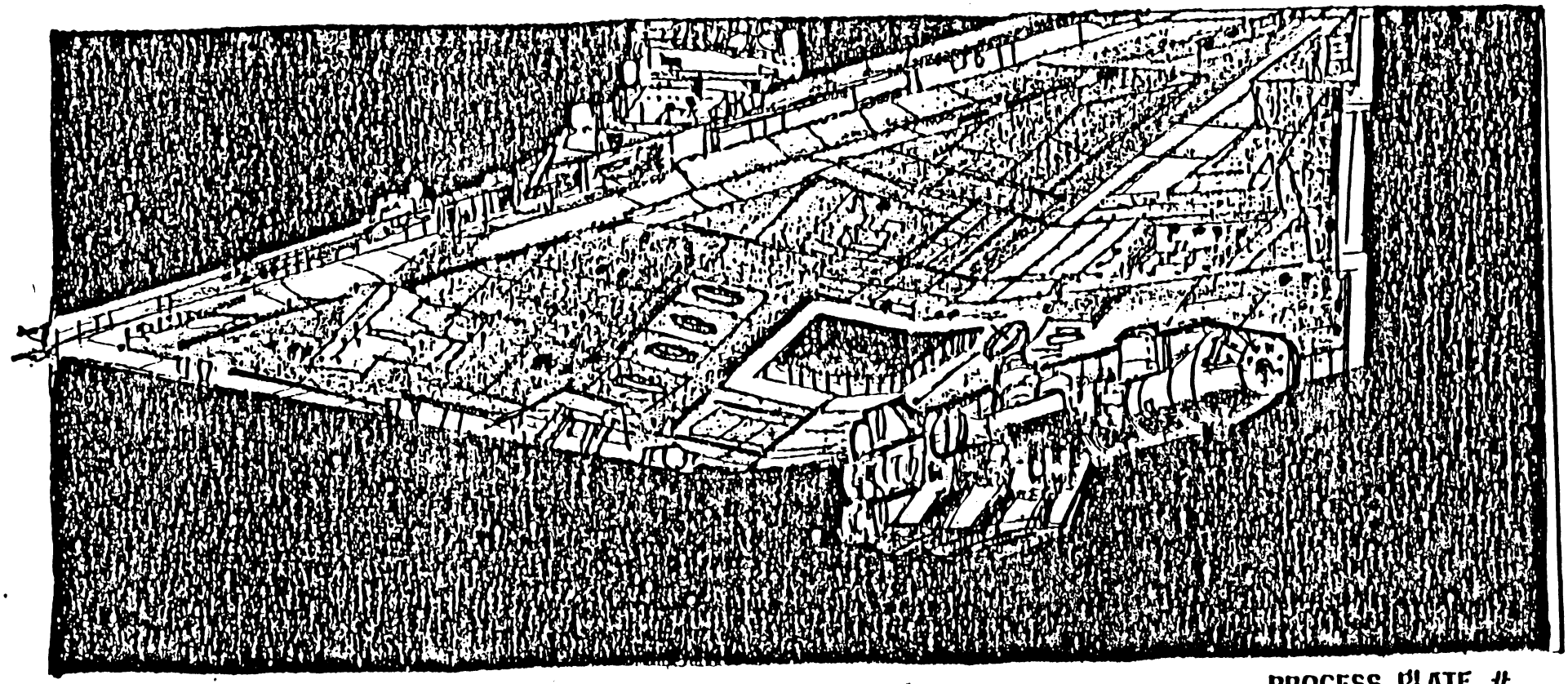
LAZER START / STOP

FRAME COUNT:

DUPE SHOT

TRENCH #

CAMERA MOVE Locked off



PROCESS PLATE #

DESCRIPTION Start with (2 beats) shadow on Rebel Blockade Runner decisive drift in from top of frame left - maximum 5 seconds.

SCRIPT # /

DIALOGUE

BOARD # 9

SHOT # 105

LOCATION: TATOONIE

BACKGROUND: Stars (slight drift R to L)

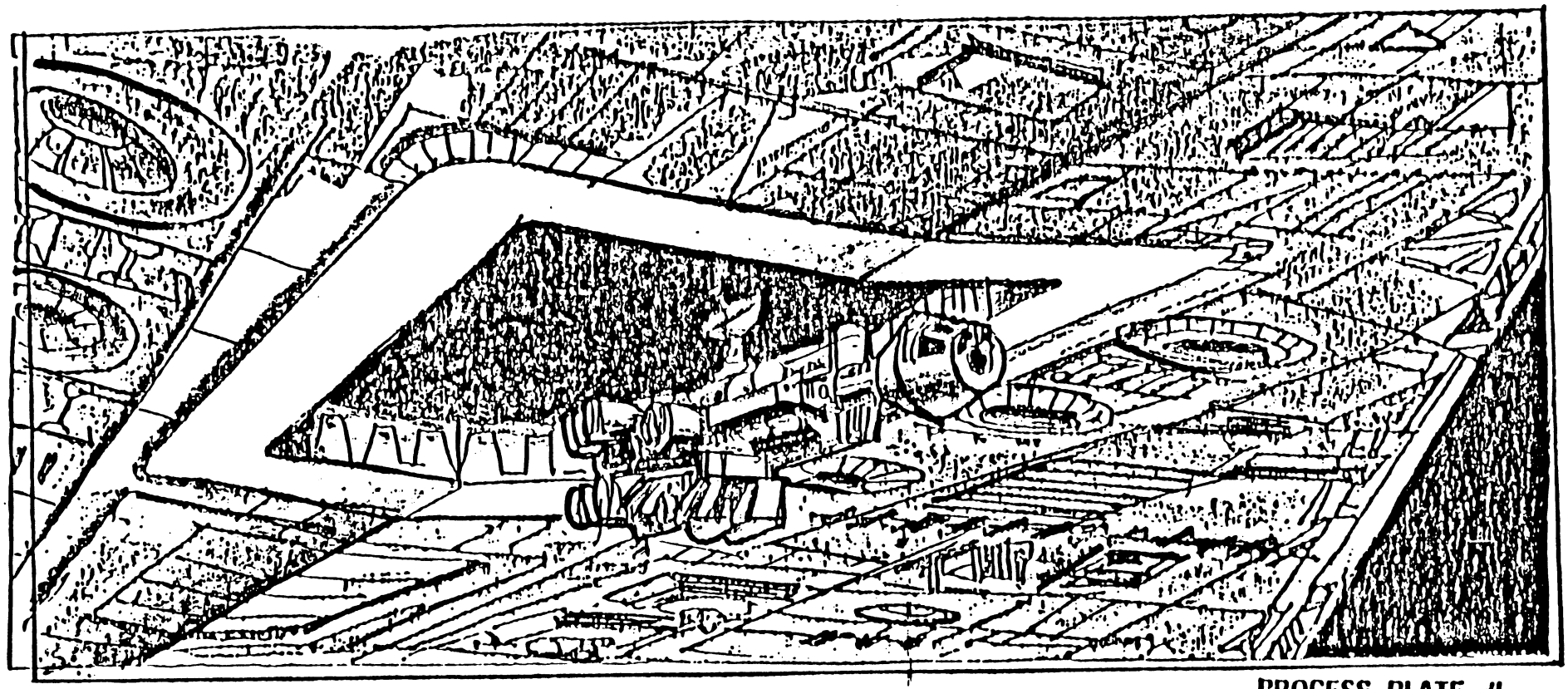
LAZER START / STOP

FRAME COUNT:

DUPE SHOT

TRENCH #

CAMERA MOVE



PROCESS PLATE #

DESCRIPTION Underside of Star Destroyer. The Rebel Blockade Runner floats in.

SCRIPT # /

DIALOGUE

BOARD # 10

SHOT # 106

LOCATION:

BACKGROUND: Stars (slight track R to L)

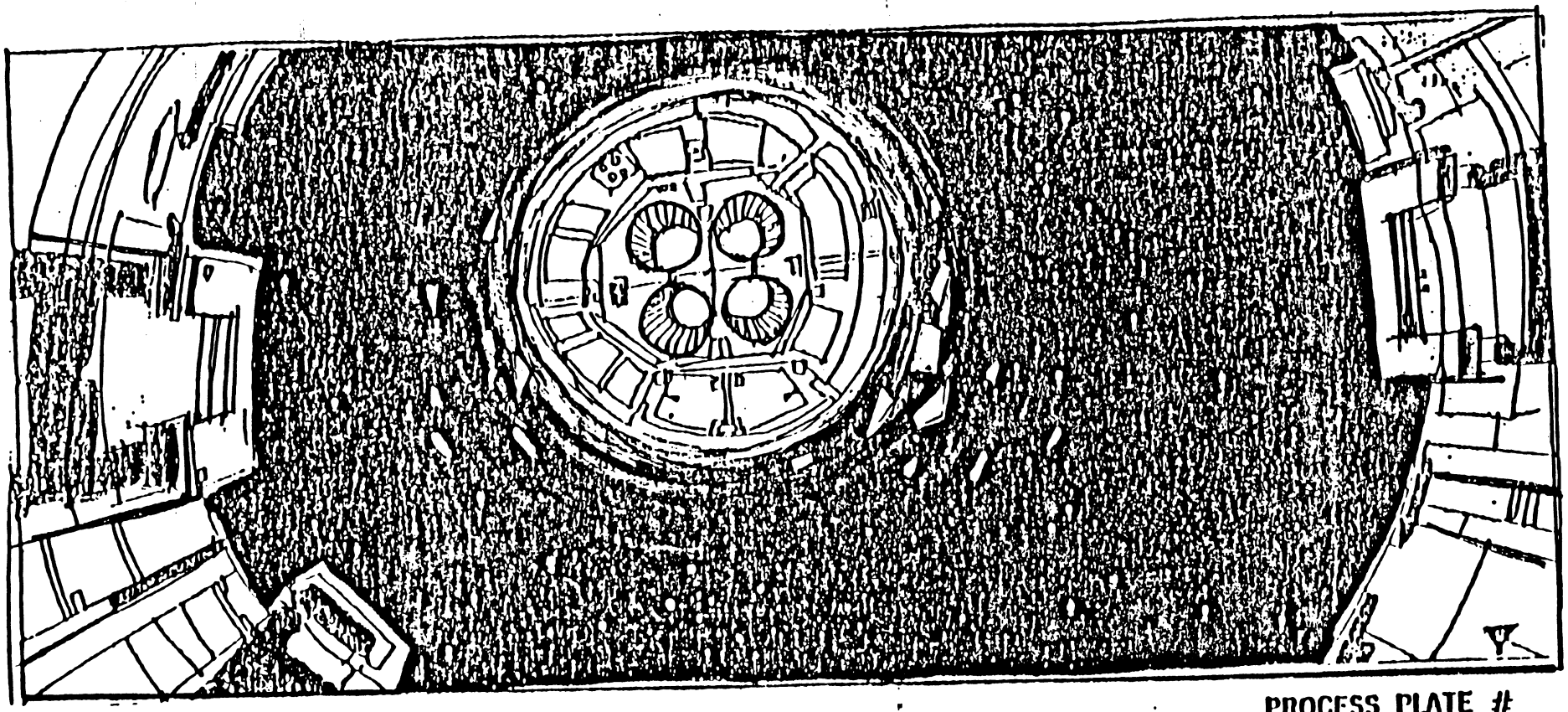
LAZER START / STOP

FRAME COUNT:

DUPE SHOT

TRENCH #

CAMERA MOVE.



PROCESS PLATE #

DESCRIPTION Black 6 frames/flash 15 frames include Nurnies blowing around/25 frames Pod going away (P.O.V. from pod docking port so back end of pod is visible.)

SCRIPT #

DIALOGUE

BOARD # 11

SHOT # 107

LOCATION:

BACKGROUND: Stars (moving slightly R to L)

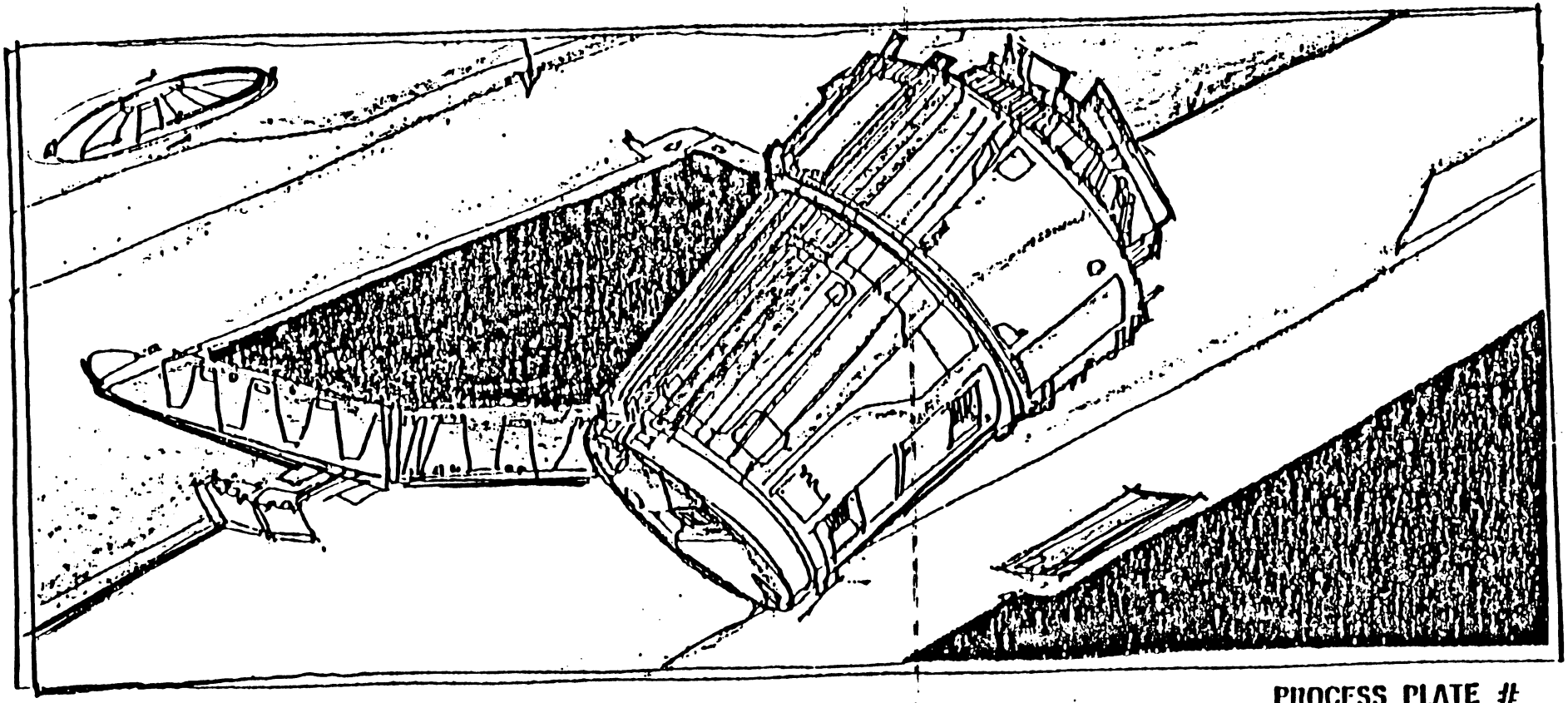
LAZER START / STOP

FRAME COUNT:

DUPE SHOT Background is same as Board 9.

TRENCH #

CAMERA MOVE: Locked off



PROCESS PLATE #

DESCRIPTION From underside of Star Destroyer/Life pod tumbles toward camera.

SCRIPT #

DIALOGUE

BOARD # 139

SHOT # 109

LOCATION: ~~Utapau~~ TATOOINE Atmosphere

BACKGROUND: Star/Utapau (moves L to R

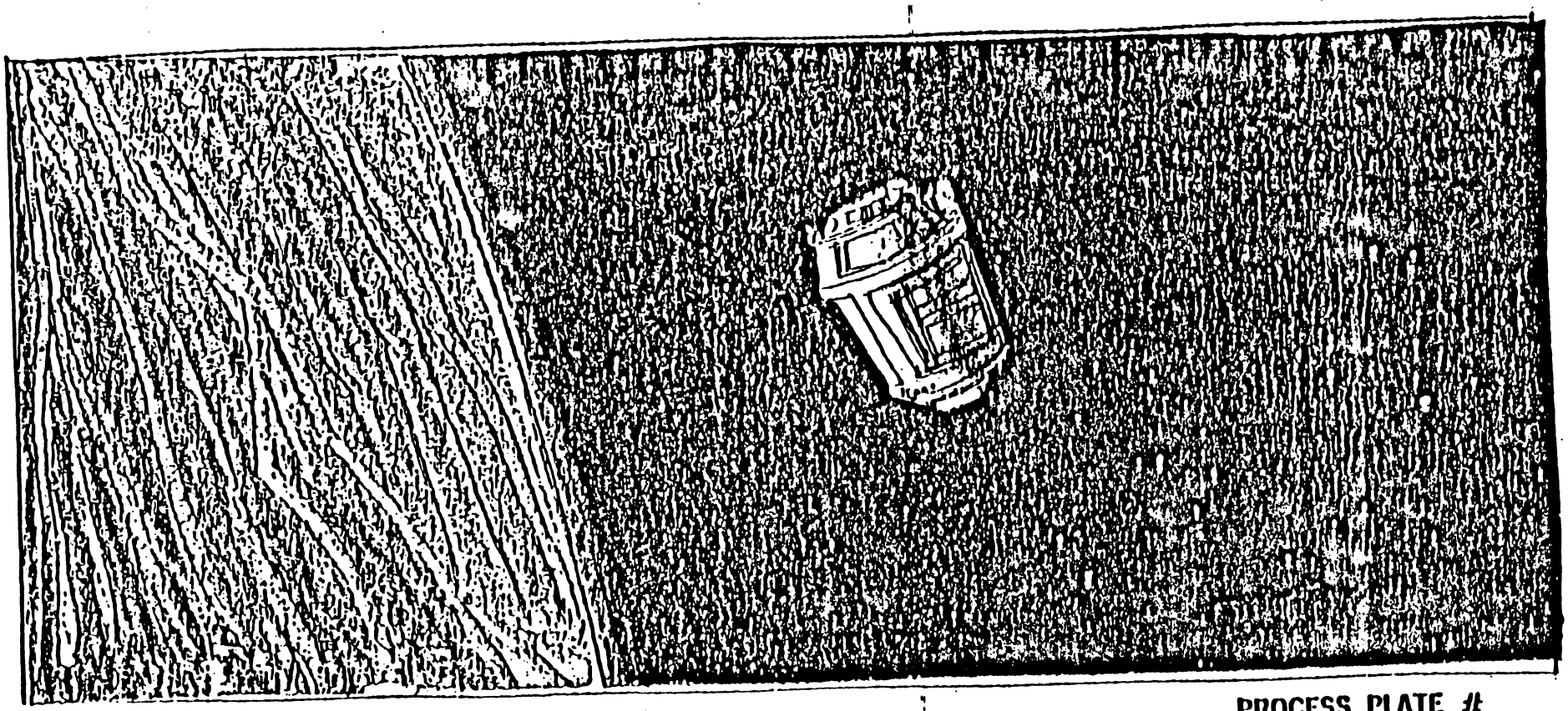
LAZER START / STOP

FRAME COUNT:

DUPE SHOT

TRENCH #

CAMERA MOVE



PROCESS PLATE #

DESCRIPTION Horizon of ~~Utapau,~~ TATOOINE Start w/Pod out of from - going away stay clear of planet surface.

SCRIPT # 7

DIALOGUE

BOARD # 16

SHOT # 113

LOCATION: Atmosphere of ~~Utapau~~ TATOOINE

BACKGROUND: Stars moving R to L

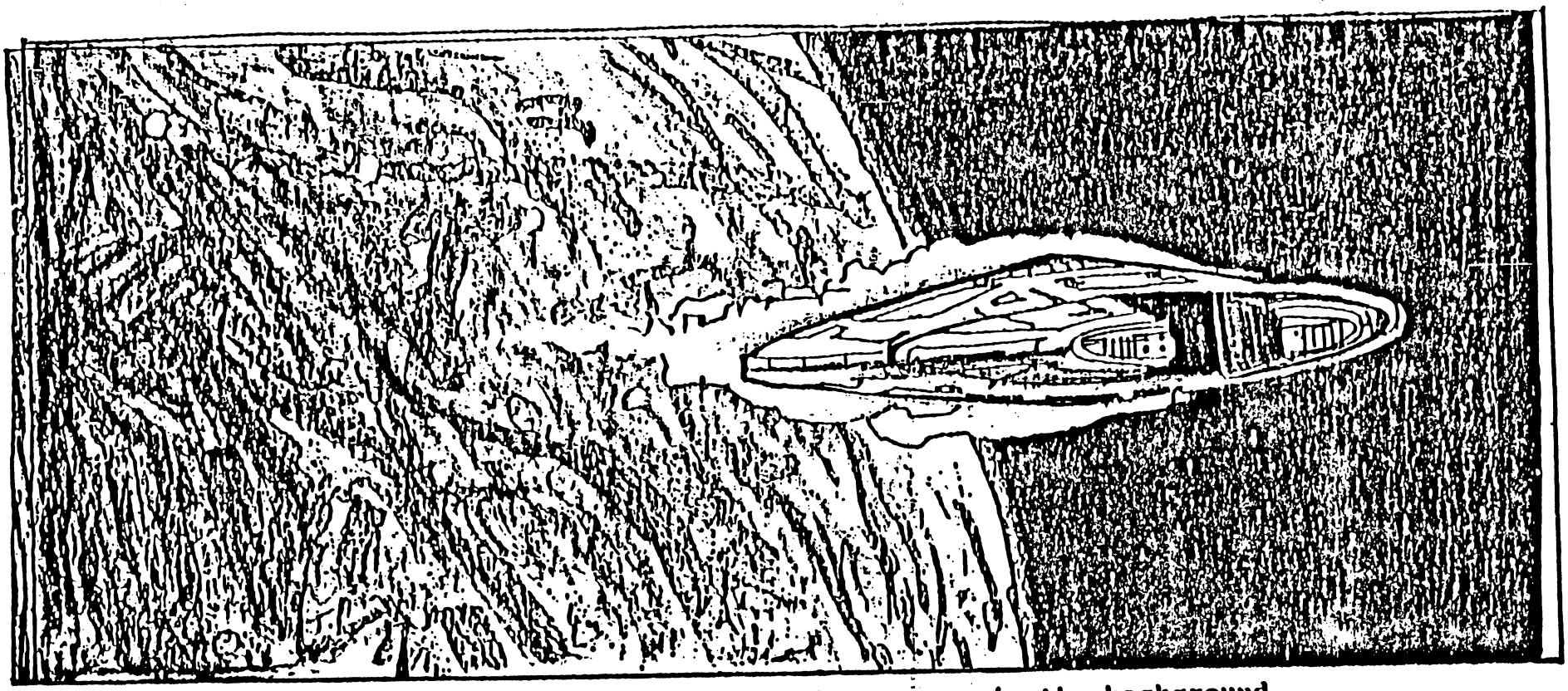
LAZER START / STOP

FRAME COUNT:

DUPE SHOT

TRENCH #

CAMERA MOVE: Slight Pan



DESCRIPTION Pirate Ship coming toward us with ~~Utapau~~ TATOOINE in the background

3- STAR Destroyers chasing Pirate Ship

SCRIPT# 61

DIALOGUE:

need new Board

BOARD # 17

SHOT # 114

LOCATION: TATOONIE

BACKGROUND: Stars (moving down slowly)

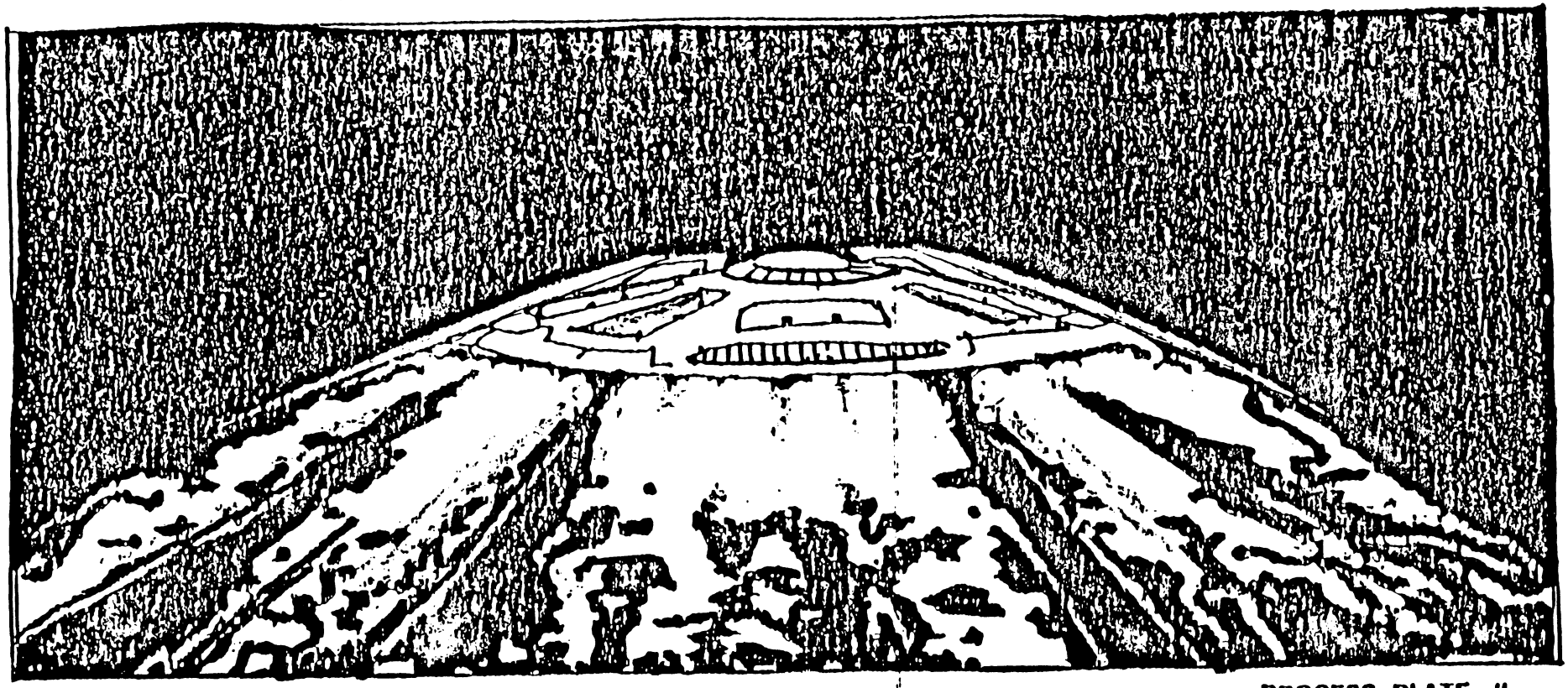
LAZER START / STOP

FRAME COUNT:

DUPE SHOT

TRENCH #

CAMERA MOVE. Locked off



DESCRIPTION Ion engine flare from pirate ship going away.

PROCESS PLATE #

"could Be"

SCRIPT # 65

DIALOGUE

114G.

Back to 1V.

HYPERSPACE

not going outside 2-16

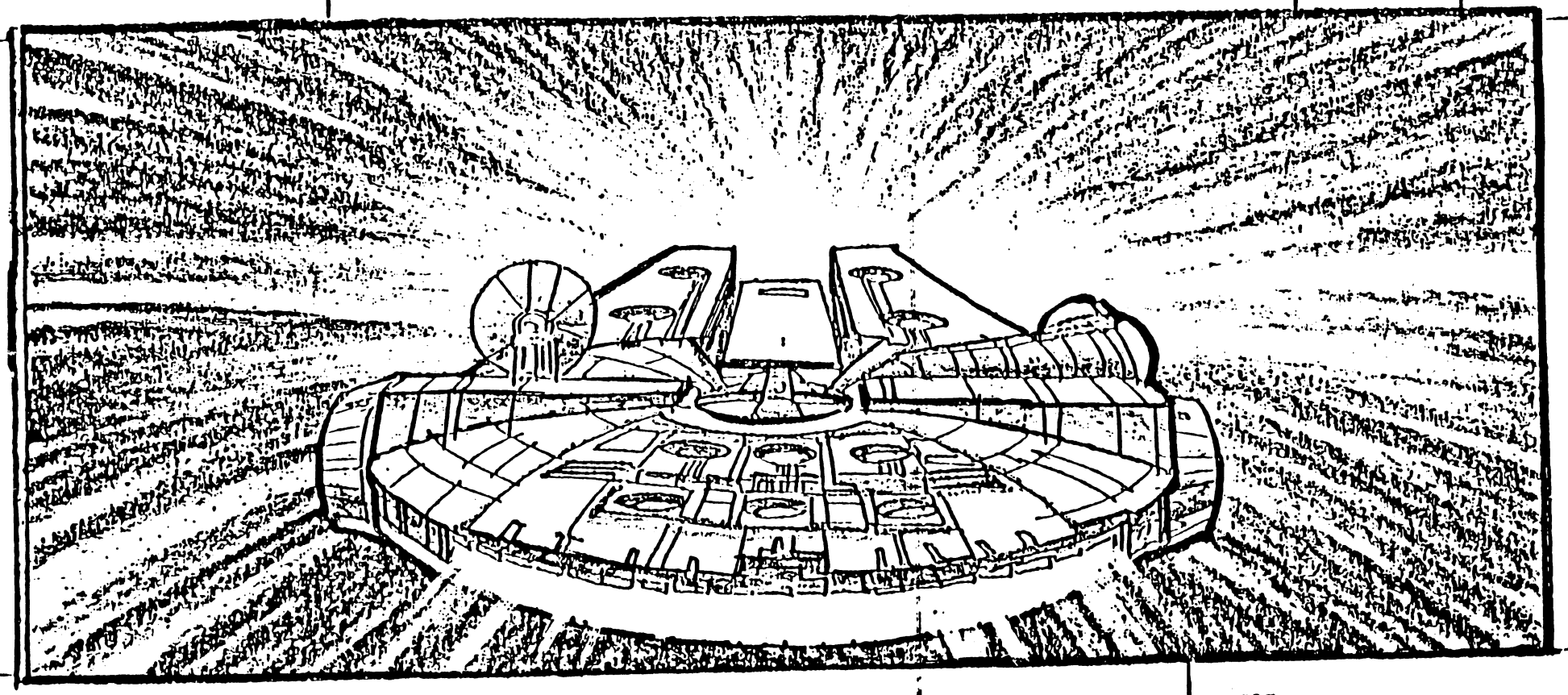
in pre-opt 2-16

TAT. ESCAPE

PTICAL:

FRAME COUNT:

BOARD #



DESCRIPTION: PIRATE SHIP IN HYPERSPACE

DIALOGUE:

ROTO:

BOARD # 18

SHOT # P 115

LOCATION: ~~Orgnaka Major~~ Rigel Main System

BACKGROUND: Stars

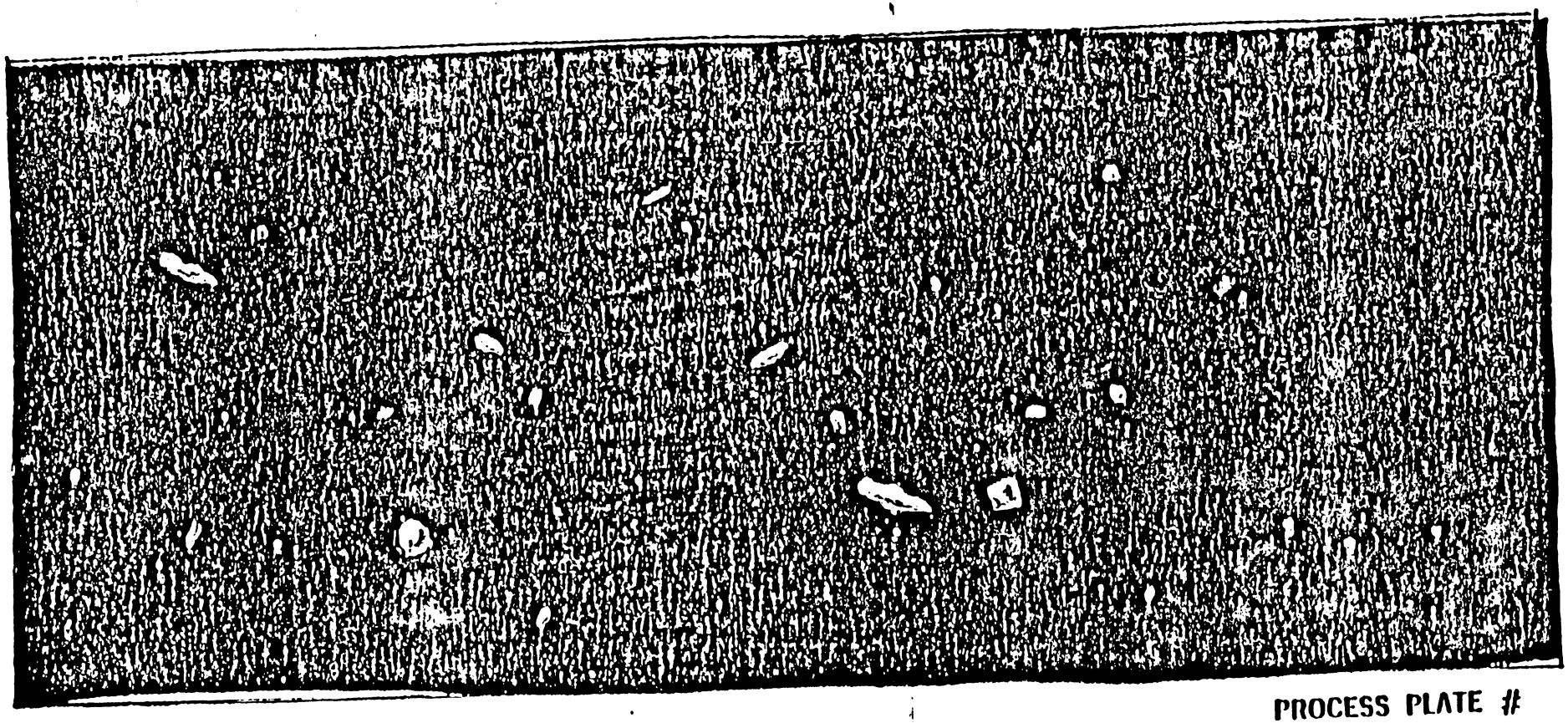
LAZER START / STOP

FRAME COUNT:

DUPE SHOT

TRENCH #

CAMERA MOVE. Locked off.



PROCESS PLATE #

DESCRIPTION Multiple planar astroids.

SCRIPT # A67

Need new Board

DIALOGUE

BOARD # 19

SHOT # 115Z

LOCATION:

BACKGROUND: Stars

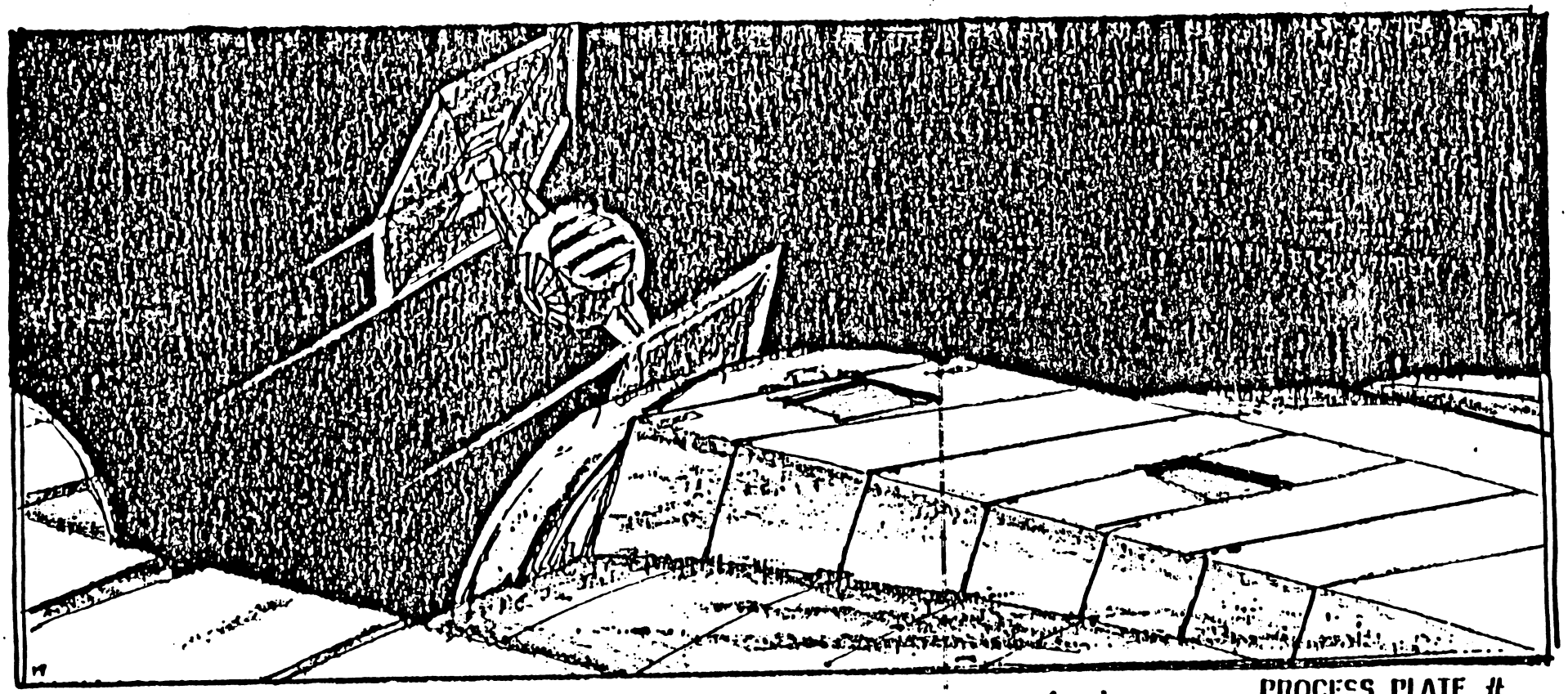
LAZER START / STOP

FRAME COUNT:

DUPE SHOT

TRENCH #

CAMERA MOVE



PROCESS PLATE #

DESCRIPTION EXT PIRATE SHIP - TIE OVERHEAD FIRES AT PIRATE SHIP. AN Explosion SHAKES the ship AND lights up the cockpit AS Luke follows Han out of the cockpit. BEN climbs into the pilots SEAT NEXT. TO Chewbacca.

SCRIPT # A67

DIALOGUE:

BOARD # 20

SHOT # 117 P

LOCATION: Organa Major

BACKGROUND: Stars

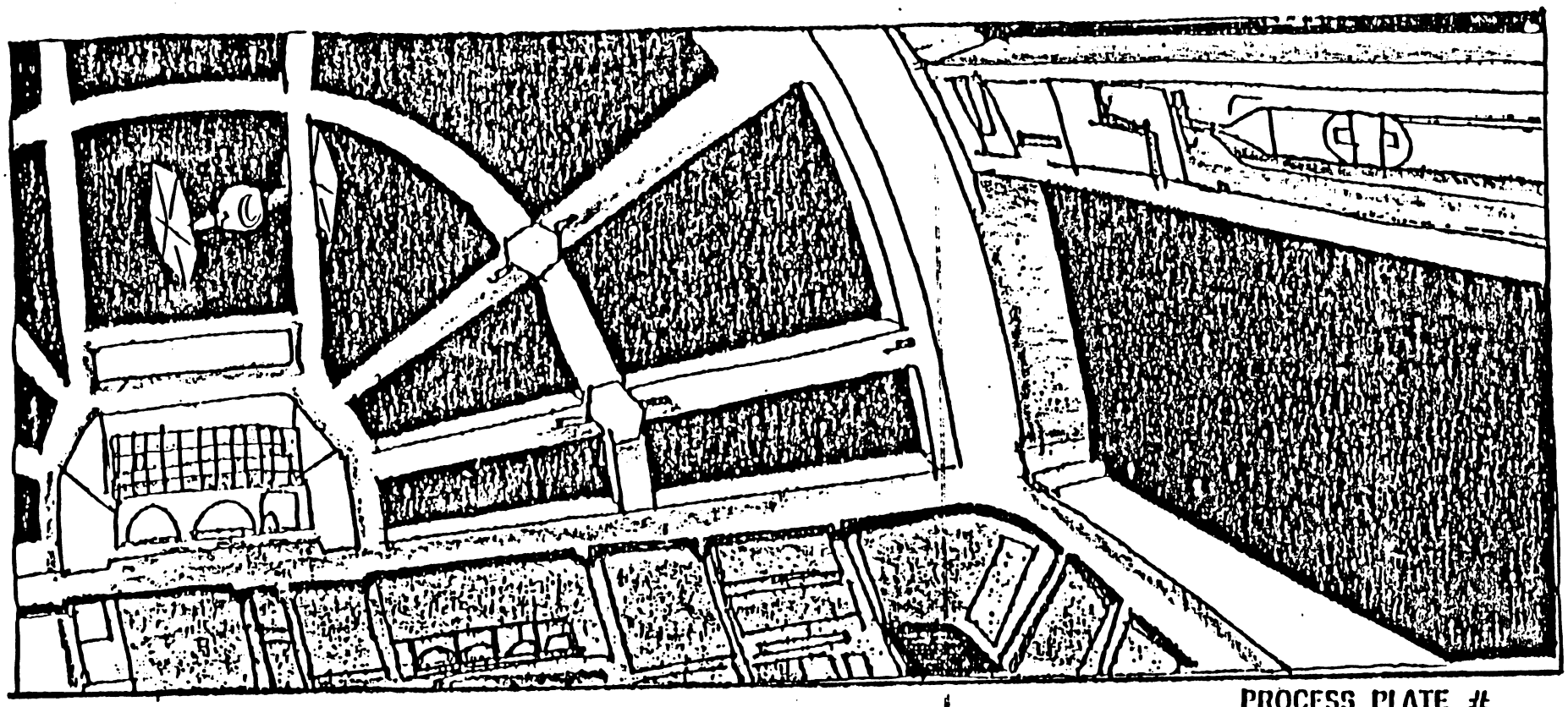
LAZER START / STOP

FRAME COUNT:

DUPE SHOT 65

TRENCH #

CAMERA MOVE: Locked off



PROCESS PLATE #

DESCRIPTION P.O.V. from pirate ship cockpit.
T;I.E. ship moving away and R to L.

SCRIPT # 70

VECHICLE Pirate Starship

CAMERA VIEW looking forward

DIALOGUE

BOARD # 22

SHOT # 118

LOCATION:

BACKGROUND: Star.

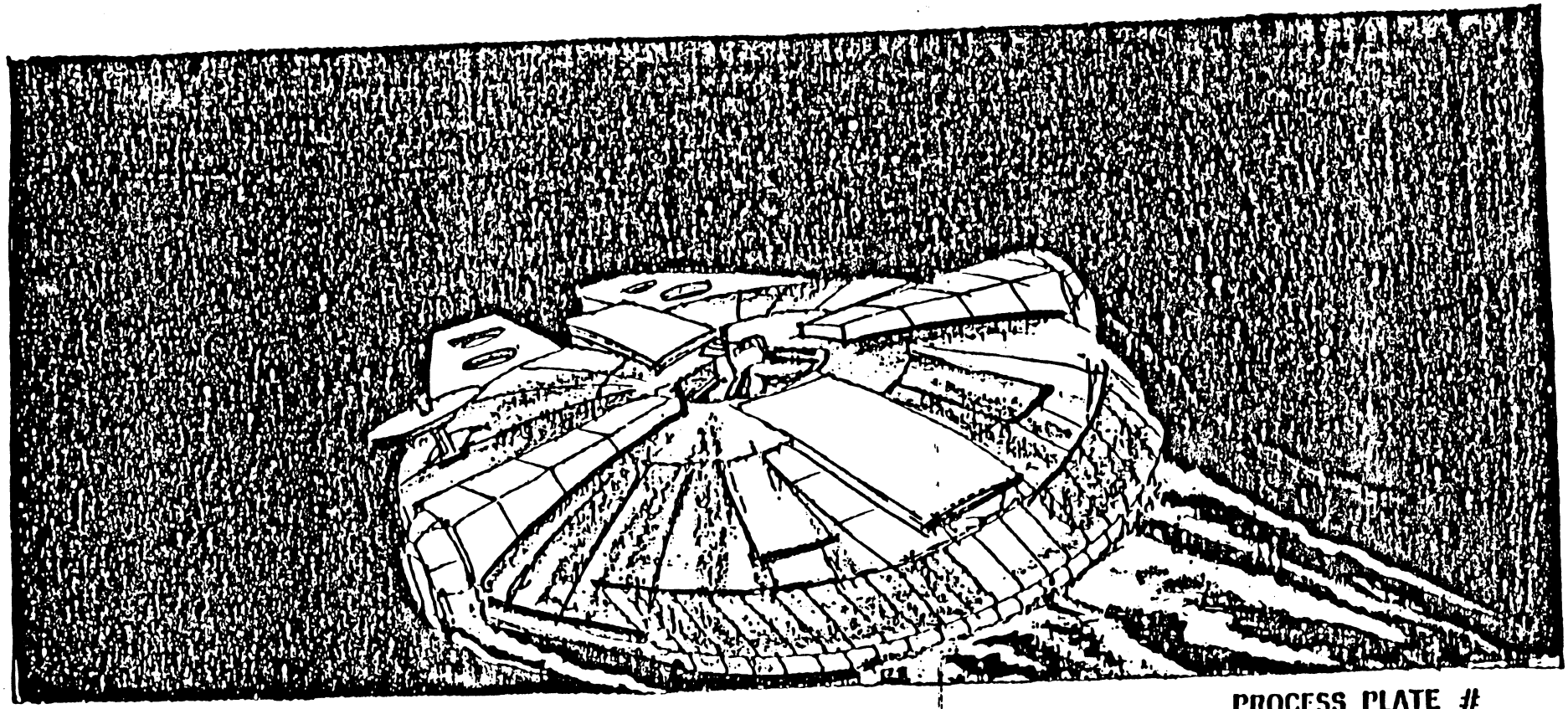
LAZER START / STOP

FRAME COUNT:

DUPE SHOT

TRENCH #

CAMERA MOVE Pan up



PROCESS PLATE #

DESCRIPTION Pirate ship going ~~away allight angle.~~ over camera.

SCRIPT # 71

DIALOGUE:

BOARD # 23

SHOT # 119

LOCATION:

BACKGROUND: Stars

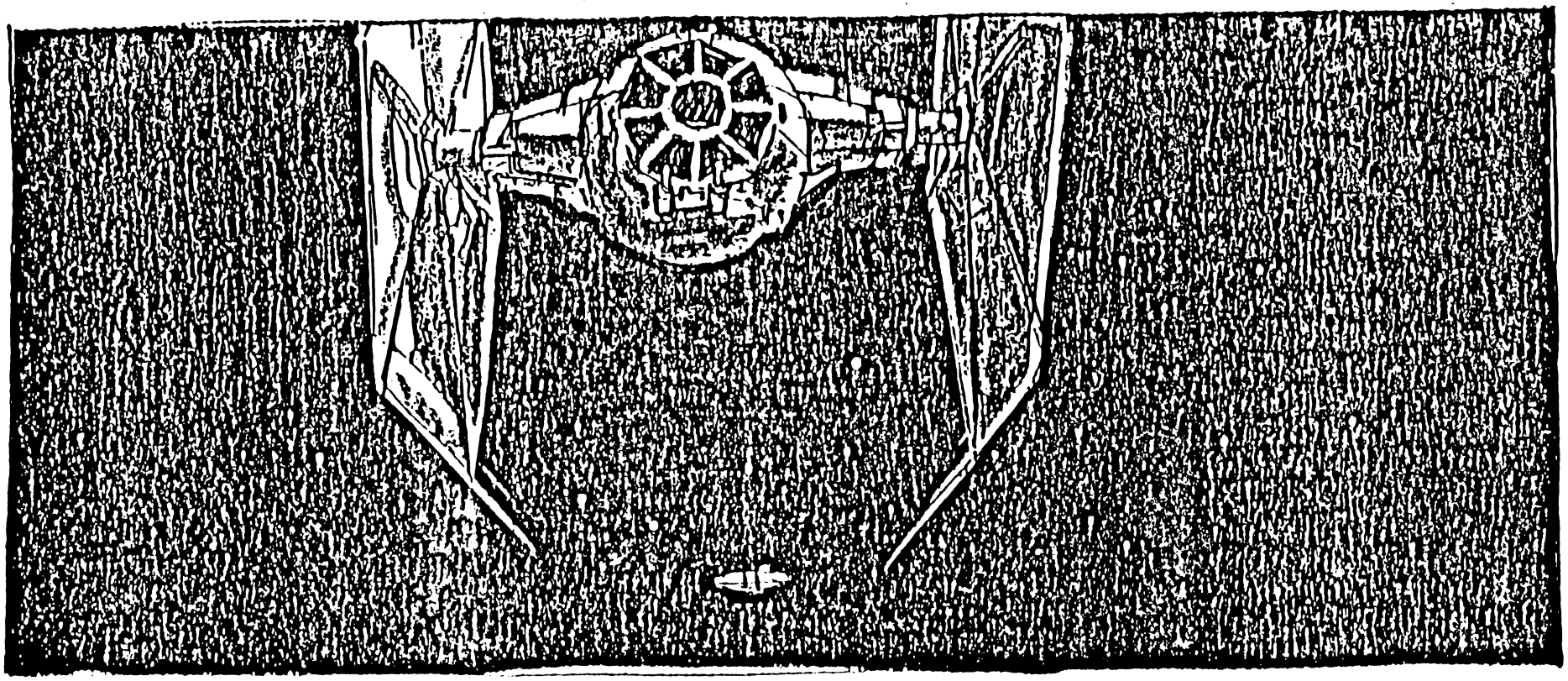
LAZER START / STOP

FRAME COUNT:

DUPE SHOT

TRENCH #

CAMERA MOVE Locked off



DESCRIPTION T.I.E. ship coming to us followed by Pirate Ship.

PROCESS PLATE #

SCRIPT # 72

DIALOGUE:

BOARD # 24

SHOT # 120 P

LOCATION:

BACKGROUND: Stars

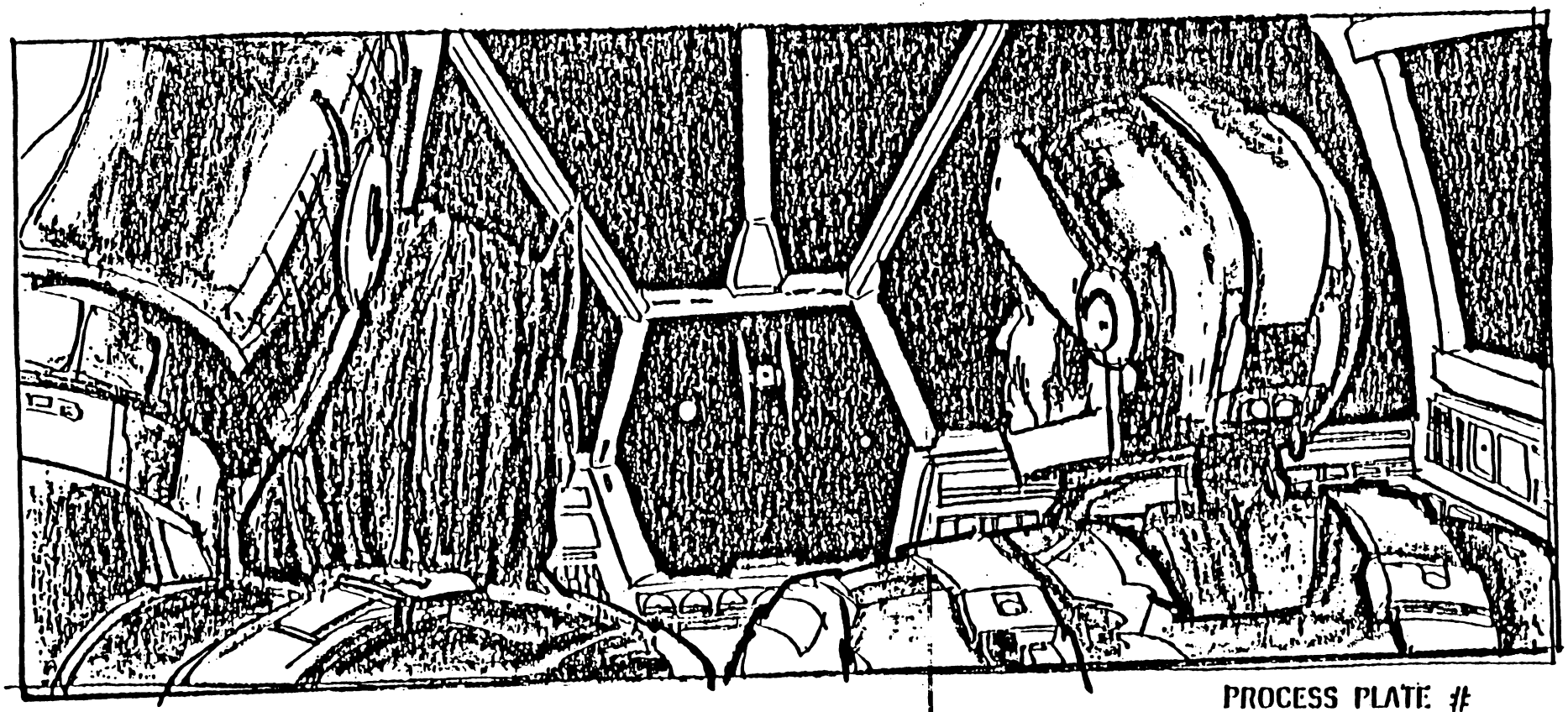
LAZER START / STOP

FRAME COUNT:

DUPE SHOT

TRENCH #

CAMERA MOVE: : locked off
P.O.V. from Pirate Ship



DESCRIPTION Over shoulder Wookie and Han . T.I.E. and Bright Star in background. Star appears. Gets brighter and grows.

PROCESS PLATE #

SCRIPT # 73

VECHICLE Pirate Starship

CAMERA VIEW Looking [illegible]

DIALOGUE

BOARD # 26

SHOT # 122

LOCATION: Space

BACKGROUND: Stars

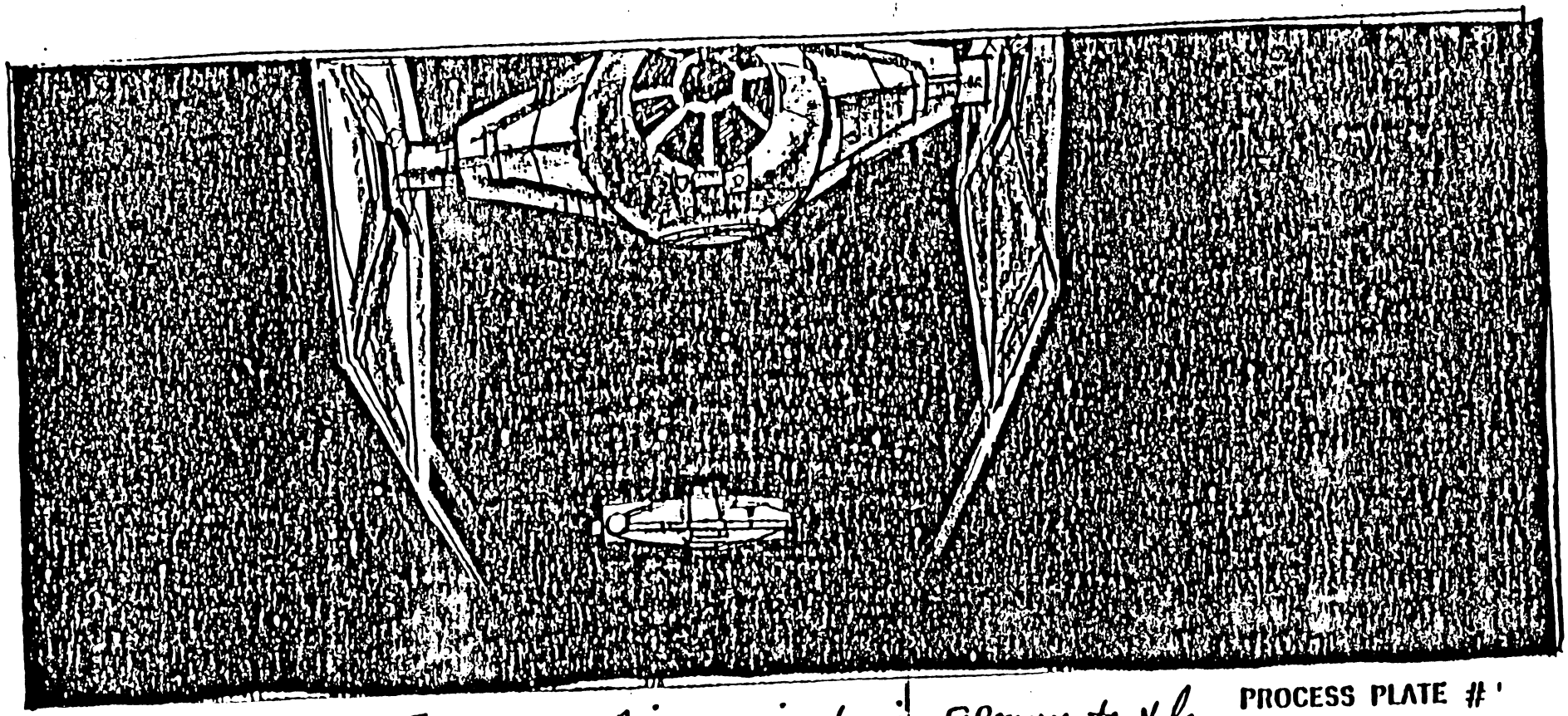
LAZER START / STOP

FRAME COUNT:

DUPE SHOT (similar) 23

TRENCH #

CAMERA MOVE



PROCESS PLATE #

DESCRIPTION The Imperial fighter is losing ground to the LARGER Pirate Ship as they race toward camera and disappear overhead.

SCRIPT # 74

DIALOGUE

BOARD # 27

SHOT # 123.p

LOCATION:

BACKGROUND:

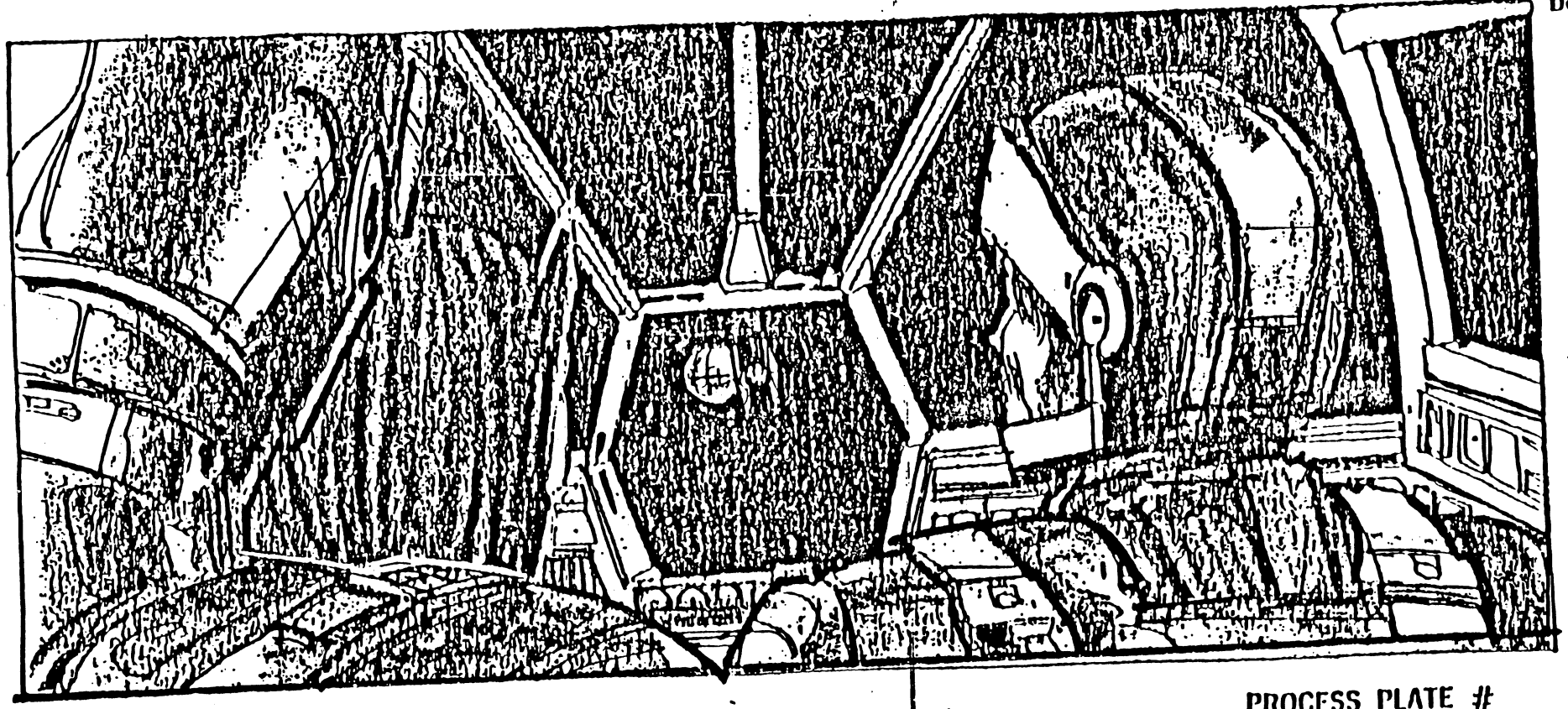
LAZER START / STOP

FRAME COUNT:

DUPE SHOT 24

TRENCH #

CAMERA MOVE: Track with T.I.E.
T.I.E. excells away into Death Sta



DESCRIPTION Death Star zooms towards us. Slows out.

PROCESS PLATE #

SCRIPT # A74·E74

VECHICLE Death Star

CAMERA VIEW looking forward

DIALOGUE

BOARD # 20

SHOT # 124P.

LOCATION:

BACKGROUND: Stars

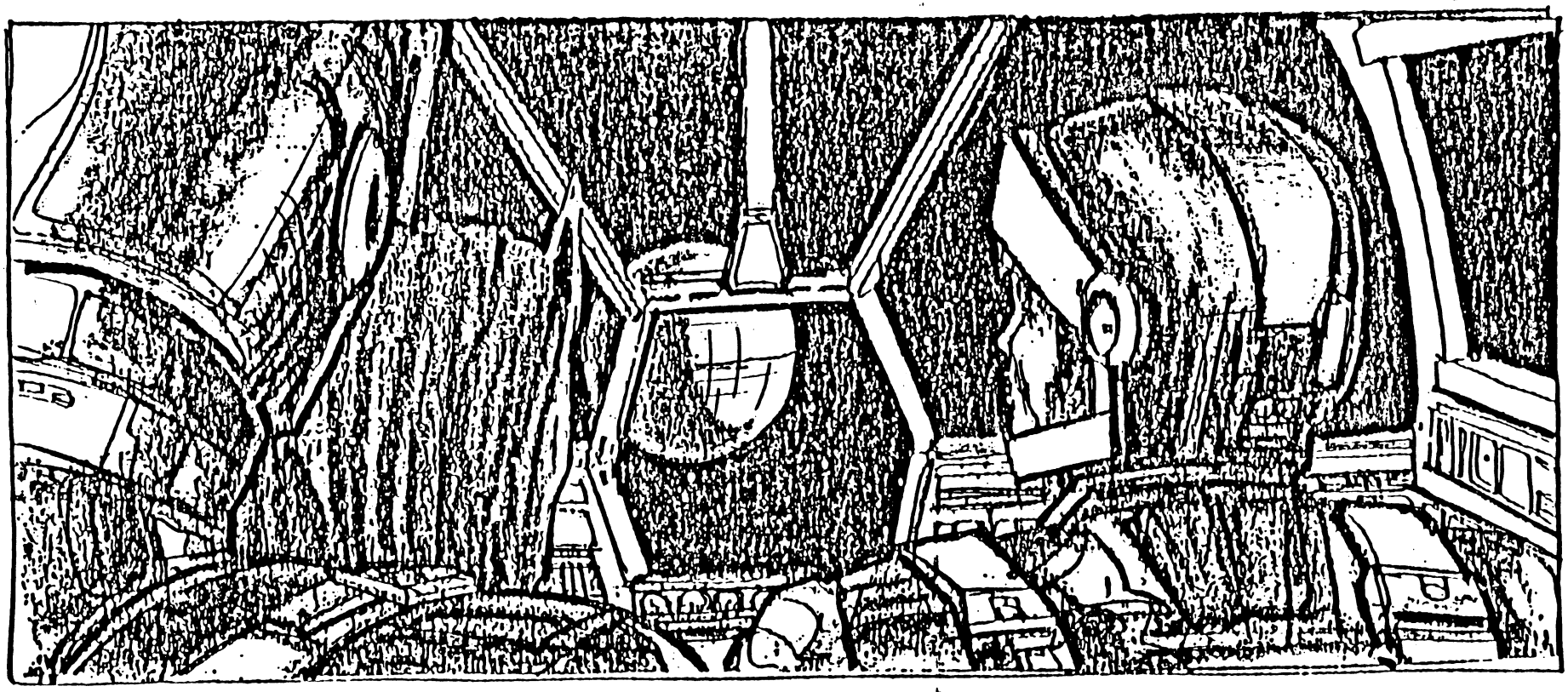
LAZER START / STOP

FRAME COUNT:

DUPE SHOT

TRENCH #

CAMERA MOVE P.O.V. out Pirate Ship cockpit.



DESCRIPTION Static shot of Death Star.

PROCESS PLATE #

SCRIPT # E74

VECHICLE Pirate Starship

CAMERA VIEW Cockpit pilot

DIALOGUE

BOARD # 29

SHOT # 124C

LOCATION: Atmosphere of Death Star.

BACKGROUND:

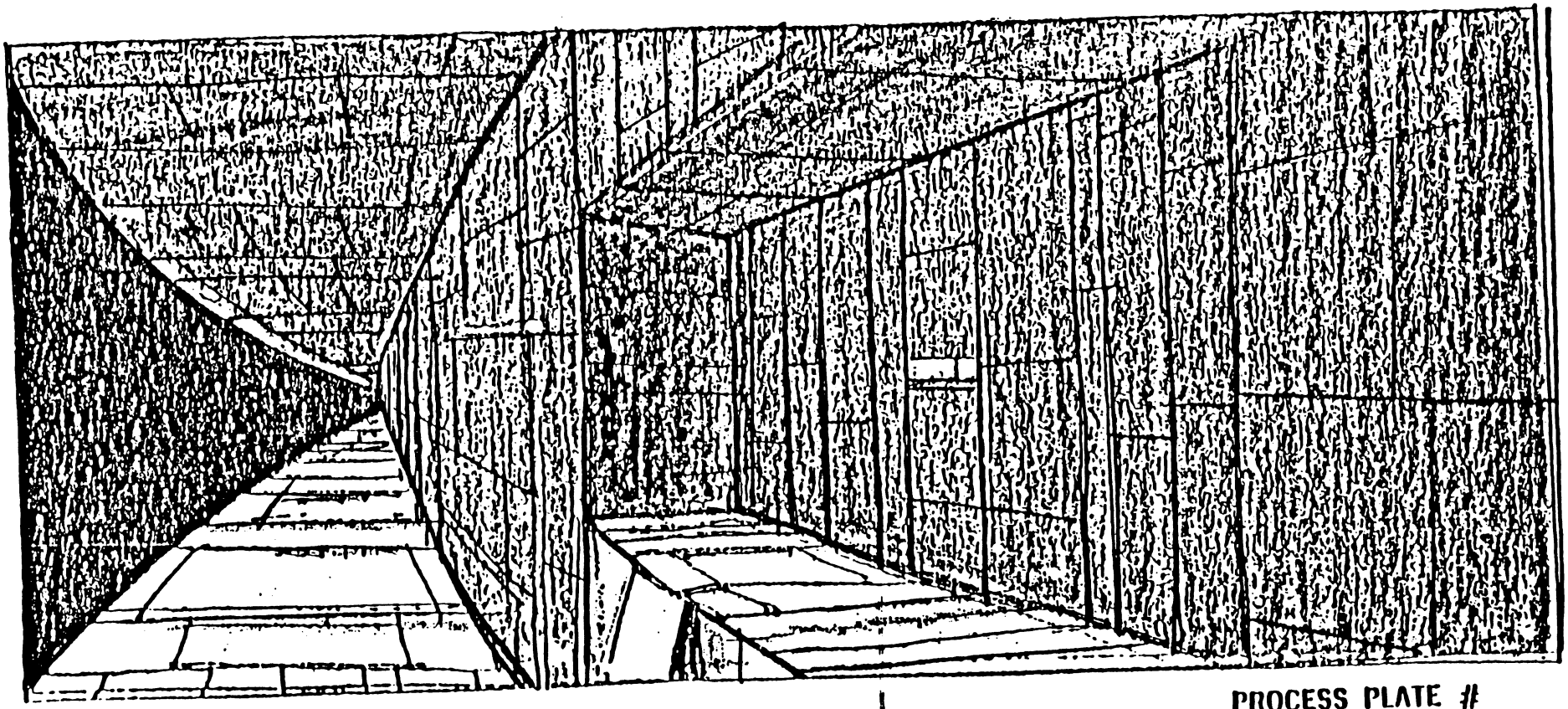
LAZER START / STOP

FRAME COUNT:

DUPE SHOT

TRENCH #

CAMERA MOVE. Locked off



DESCRIPTION Pirate Ship moves L to R

PROCESS PLATE #

SCRIPT # 75

DIALOGUE

BOARD # 30

SHOT # 125

LOCATION:

BACKGROUND: Stars

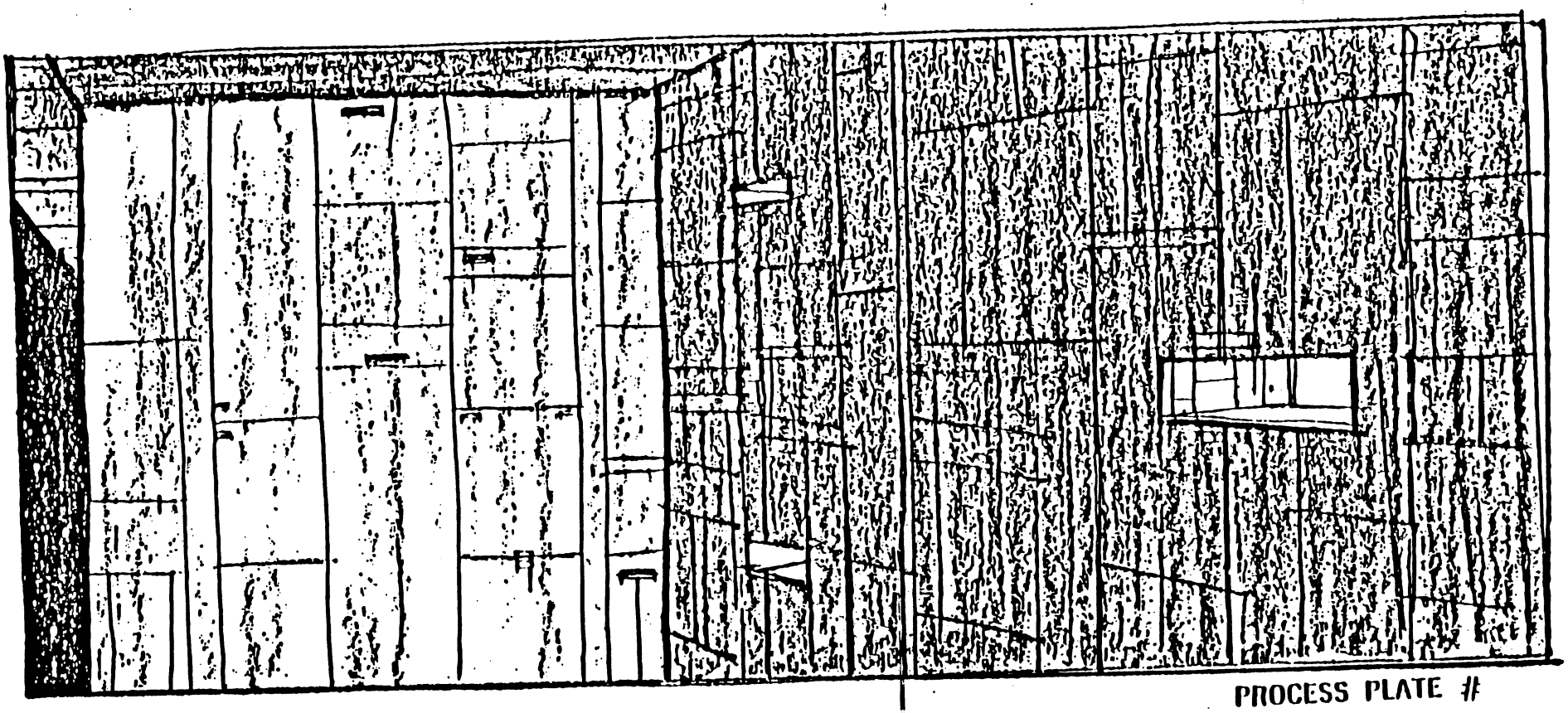
LAZER START / STOP

FRAME COUNT:

DUPE SHOT

TRENCH #

CAMERA MOVE: Open



PROCESS PLATE #

DESCRIPTION Pirate Ship moving L to R closing on docking bay.

SCRIPT # 25

DIALOGUE:

BOARD # 31

SHOT # 126

LOCATION: Docking bay Death Star

BACKGROUND: Stars

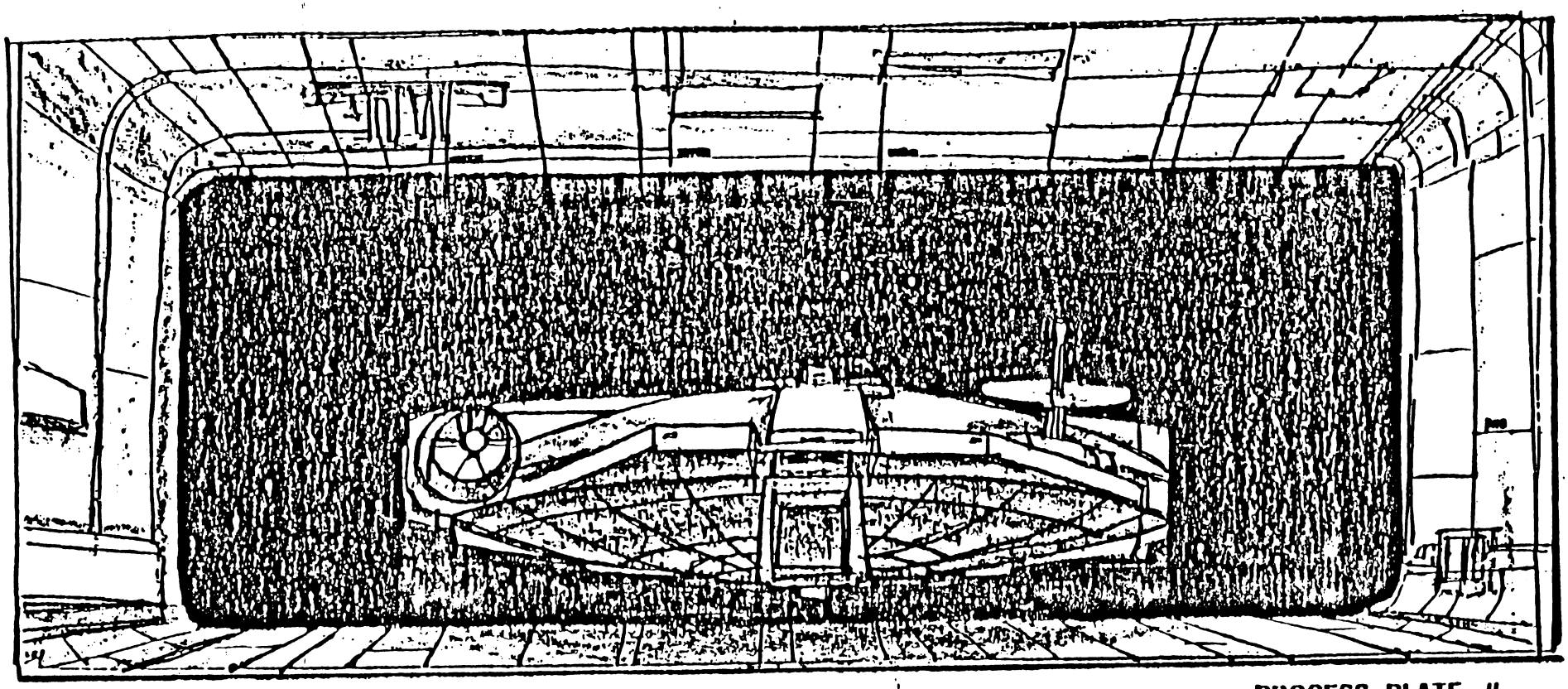
LAZER START / STOP

FRAME COUNT:

DUPE SHOT

TRENCH #

CAMERA MOVE



PROCESS PLATE #

DESCRIPTION Locked. P.O.V. out of Death Star docking bay. Pirate Ship growing center fram about 10 to 1.

SCRIPT # 45

DIALOGUE

BOARD # 37

SHOT # 133P

LOCATION: Death Star Atmosphere

BACKGROUND: Stars

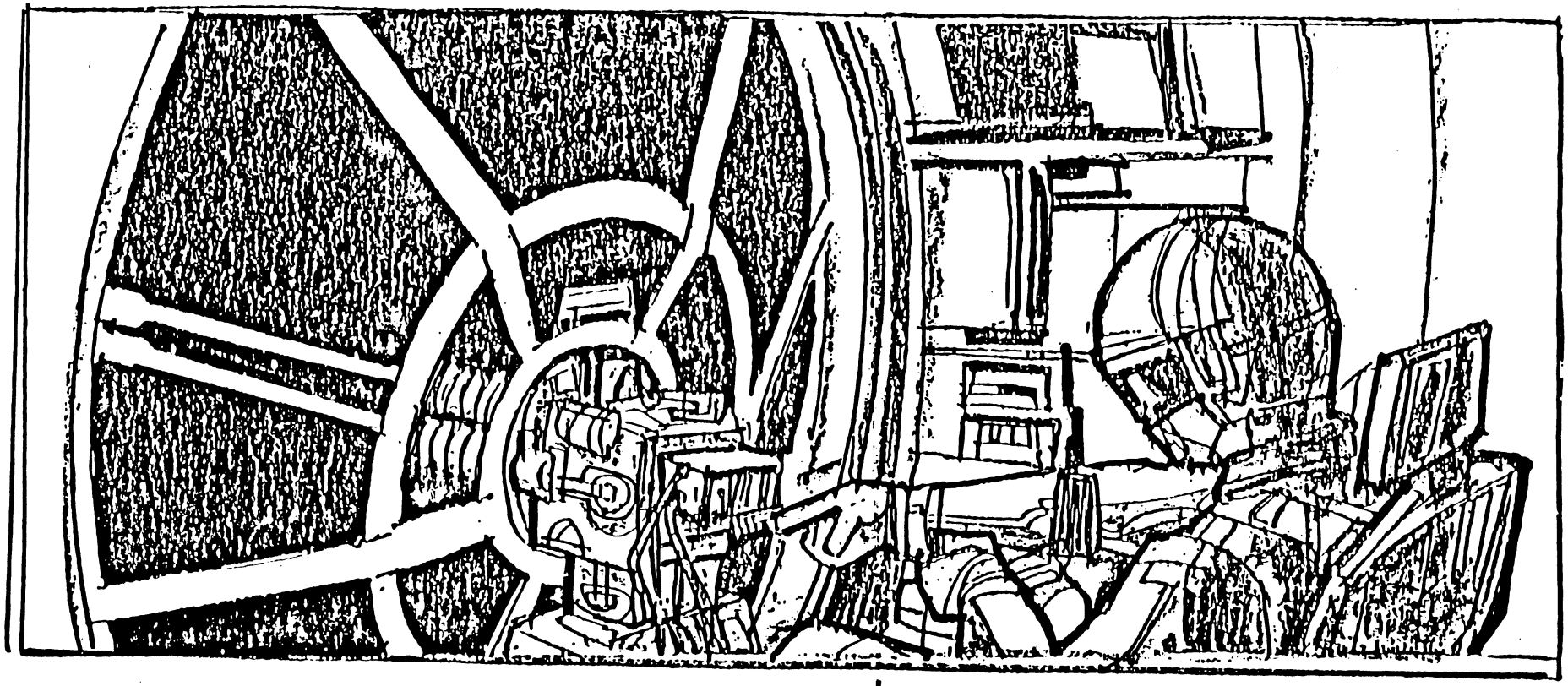
LAZER START / STOP

FRAME COUNT: 36

DUPE SHOT

TRENCH #

CAMERA MOVE:



DESCRIPTION Luke adjusting his gun.

PROCESS PLATE #

SCRIPT # 68

VECHICLE Pirate Vistaship

CAMERA VIEW looking out

DIALOGUE

AD # 30

SHOT # 134P

LOCATION:

BACKGROUND: S ES

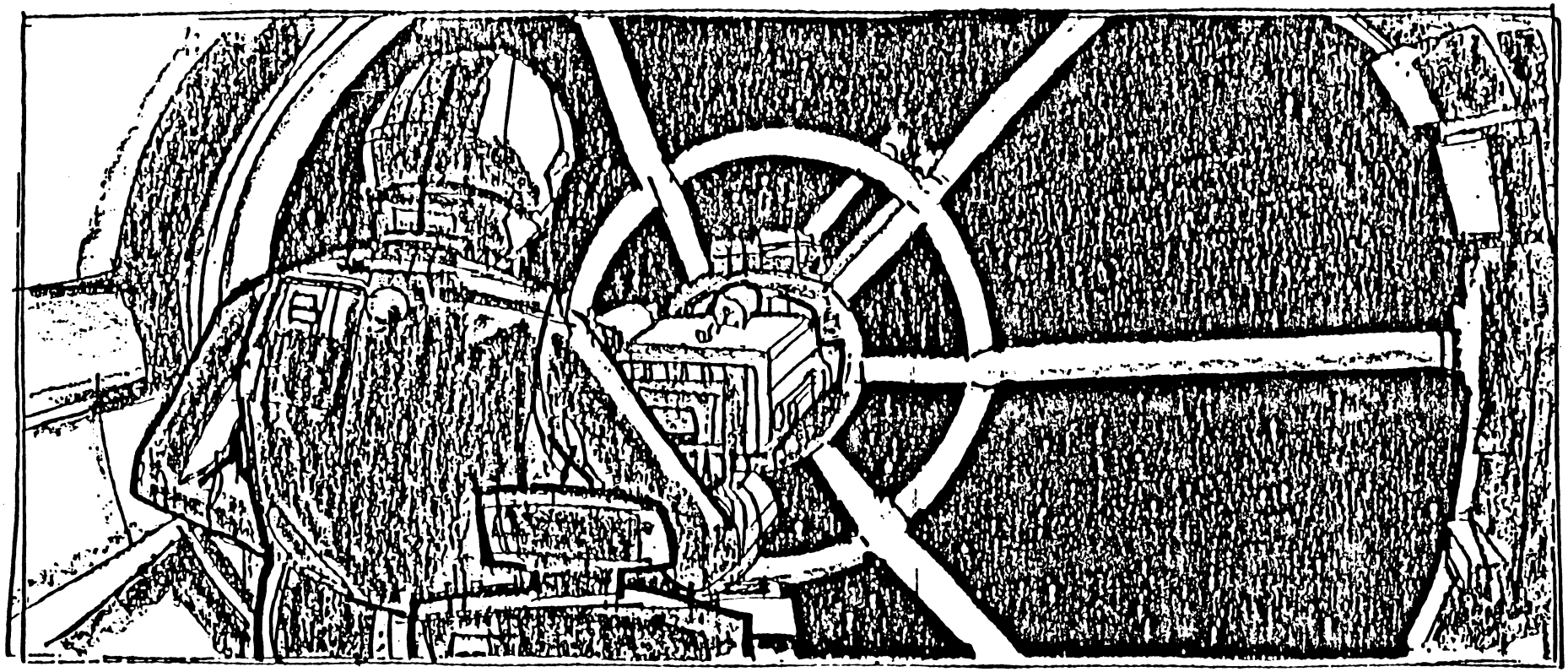
LAZER START / STOP

FRAME COUNT: 30

DUPE SHOT

TRENCH #

CAMERA MOVE:



DESCRIPTION Man getting settled in his gun port.

PROCESS PLATE #

SCRIPT # 68

VECHICLE Pirate starship

CAMERA VIEW looking out forward

DIALOGUE

ARD # 40

SHOT # 136P

LOCATION:

BACKGROUND: Stars (slight move L to R)

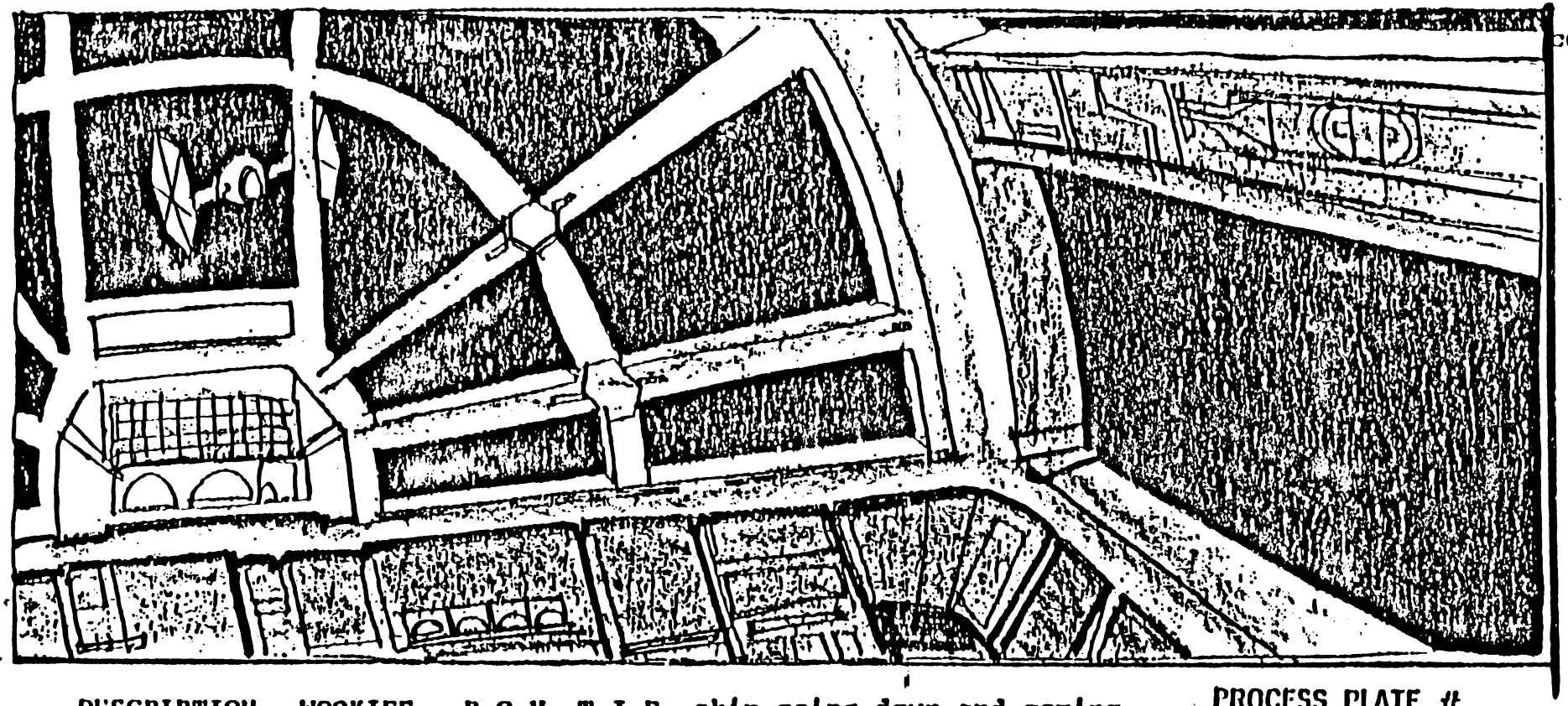
LAZER START / STOP

FRAME COUNT: 26

DUPE SHOT

TRENCH #

CAMERA MOVE: Locked off. P.O.V. out front of Pirate ship cockpit



DESCRIPTION WOOKIEE. P.O.V. T.I.E. ship going down and coming to us.

PROCESS PLATE #

SCRIPT # A68

VECHICLE Pirate Starship

CAMERA VIEW looking forward

DIALOGUE

BOARD # 41

SHOT # 137P

LOCATION:

BACKGROUND: Stars whipping

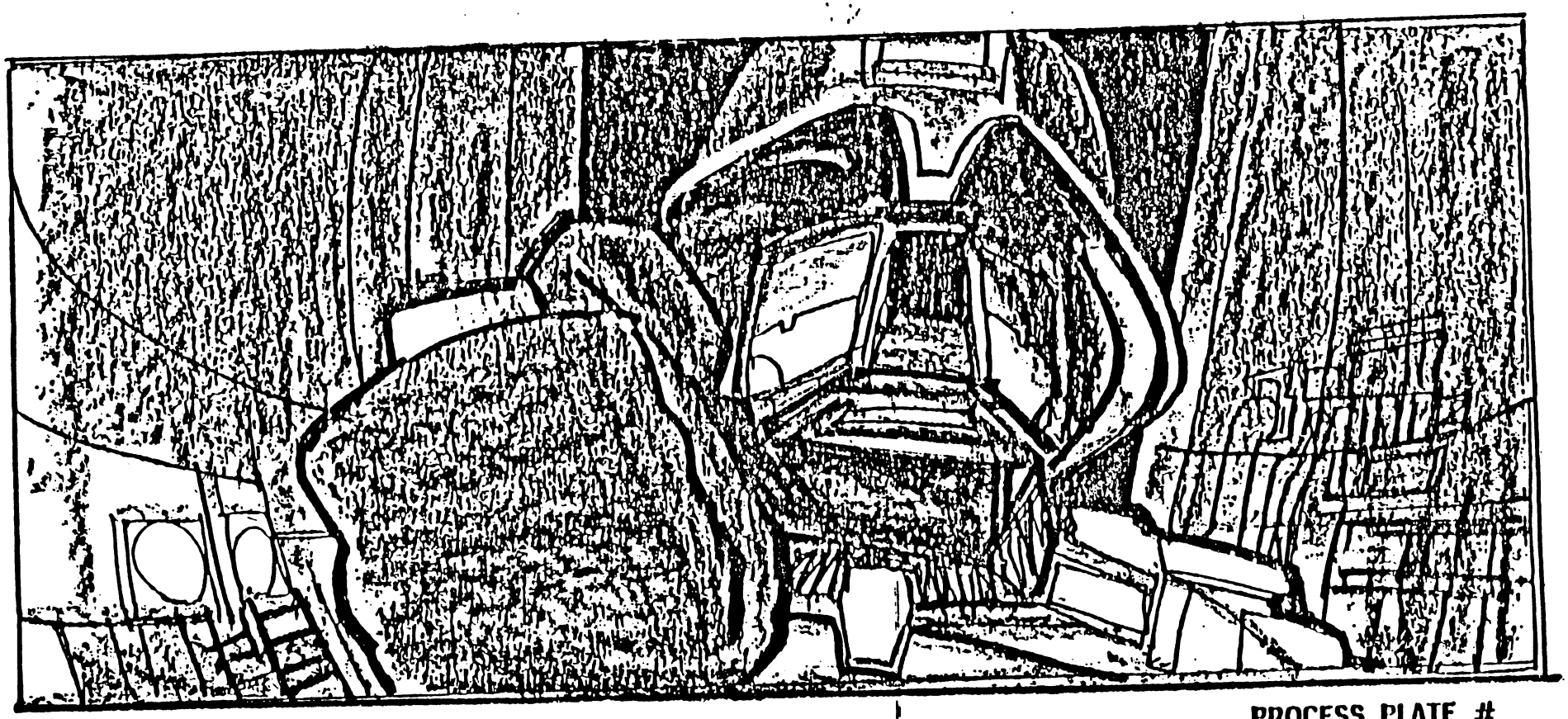
LAZER START / STOP

FRAME COUNT: 46

DUPE SHOT:

TRENCH #

CAMERA MOVE:



PROCESS PLATE #

DESCRIPTION CLOSE UP ~~DARTH VADER~~ Vader pilot

SCRIPT # B68

DIALOGUE:

BOARD # 42

SHOT # 130

LOCATION:

BACKGROUND: Stars (move upper L to lower R)

LAZER START / STOP

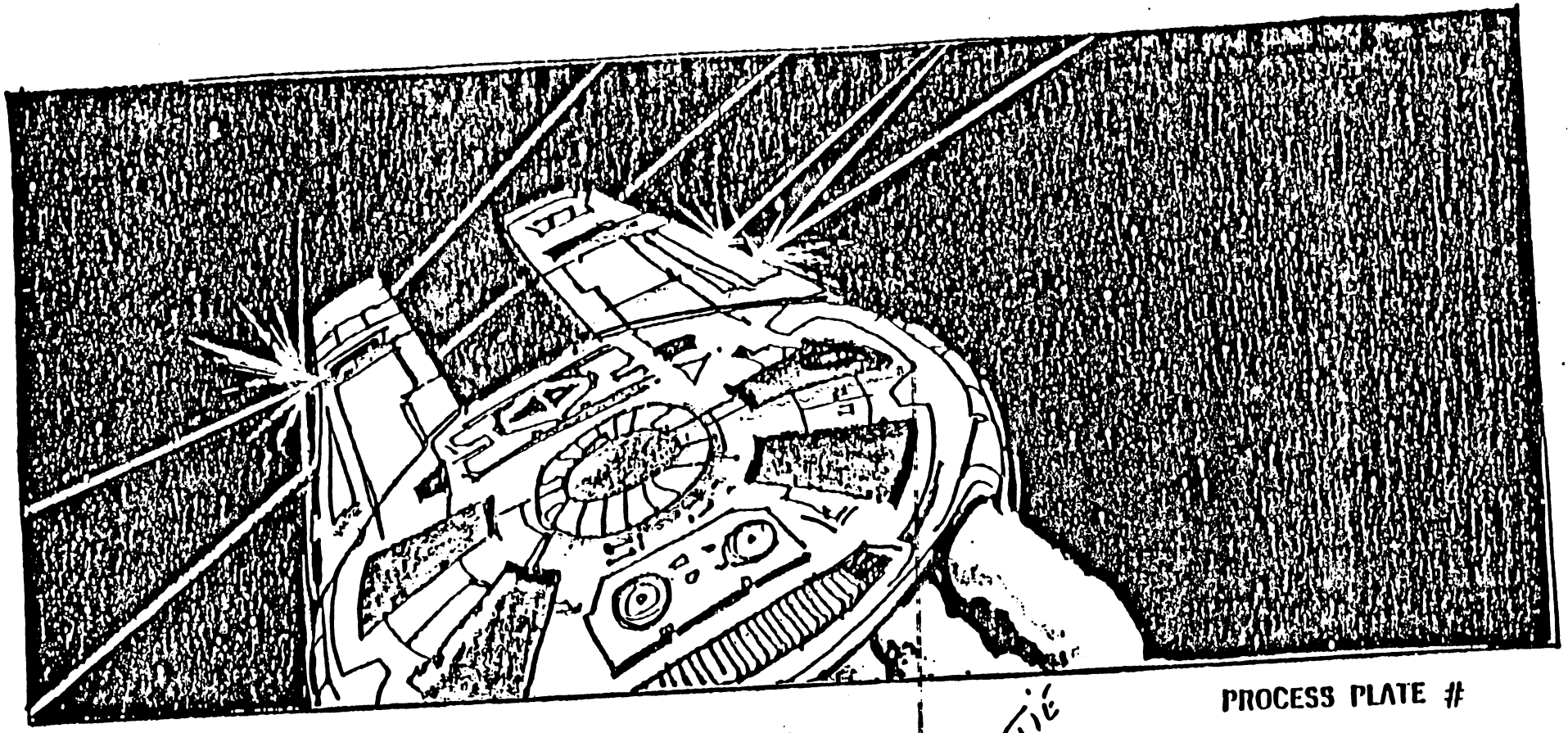
From T.I.E./flak around Pirate Ship/T.I.E. P.O.V.

FRAME COUNT: 36

DUPE SHOT

TRENCH #

CAMERA MOVE



PROCESS PLATE #

DESCRIPTION Lasers from Pirate Ship off frame.

SCRIPT # C68

suggestion L.S.P. Wilhite

DIALOGUE

'D # 43

SHOT # 139P

LOCATION:

BACKGROUND: s

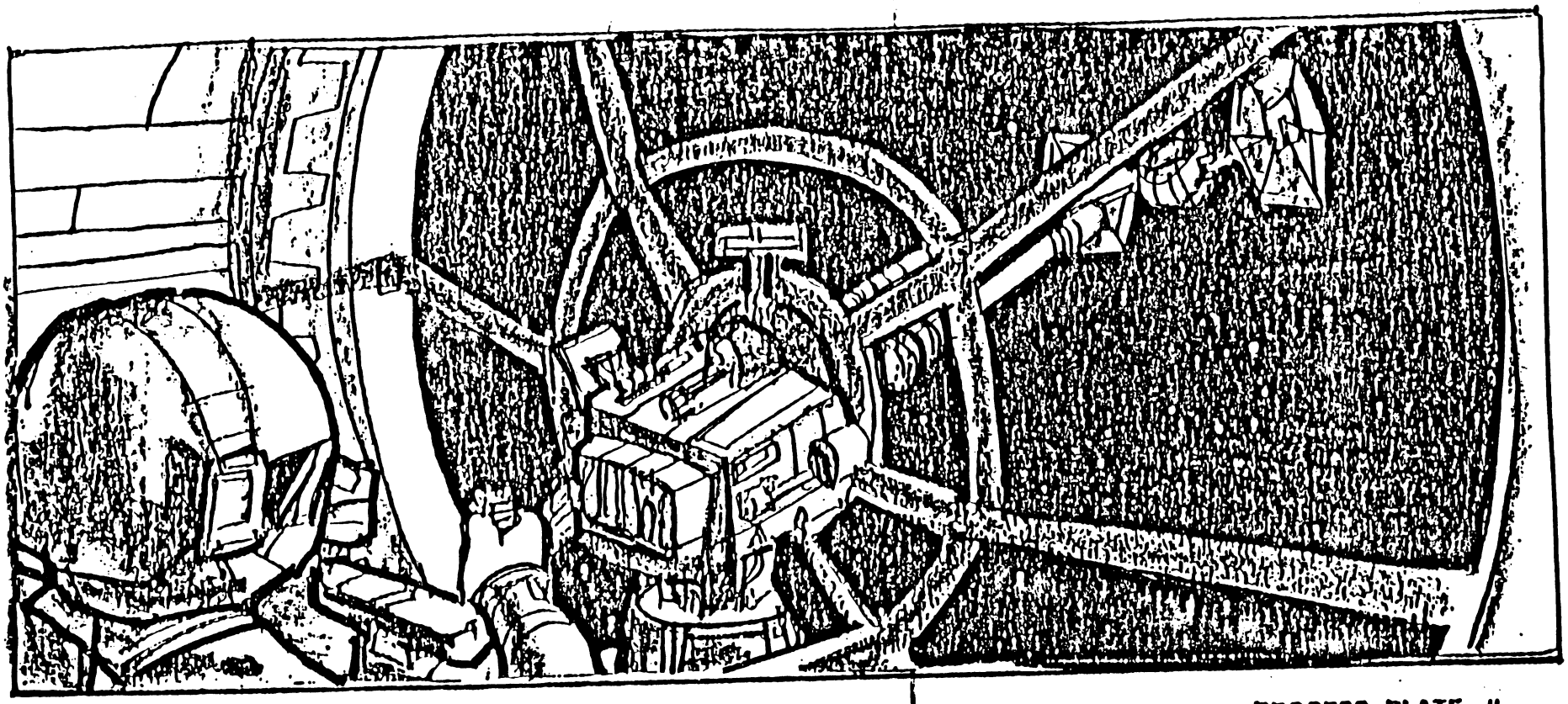
LAZER START / STOP
Flak

FRAME COUNT: 29

DUPE SHOT

TRENCH #

CAMERA MOVE:



DESCRIPTION T.I.E. going up. P.O.V. from Han's gun.

PROCESS PLATE #

SCRIPT # D68.

VECHICLE Corvette starship

CAMERA VIEW looking on port bow

DIALOGUE

BOARD # 44

SHOT # 140P

LOCATION:

BACKGROUND: Stars

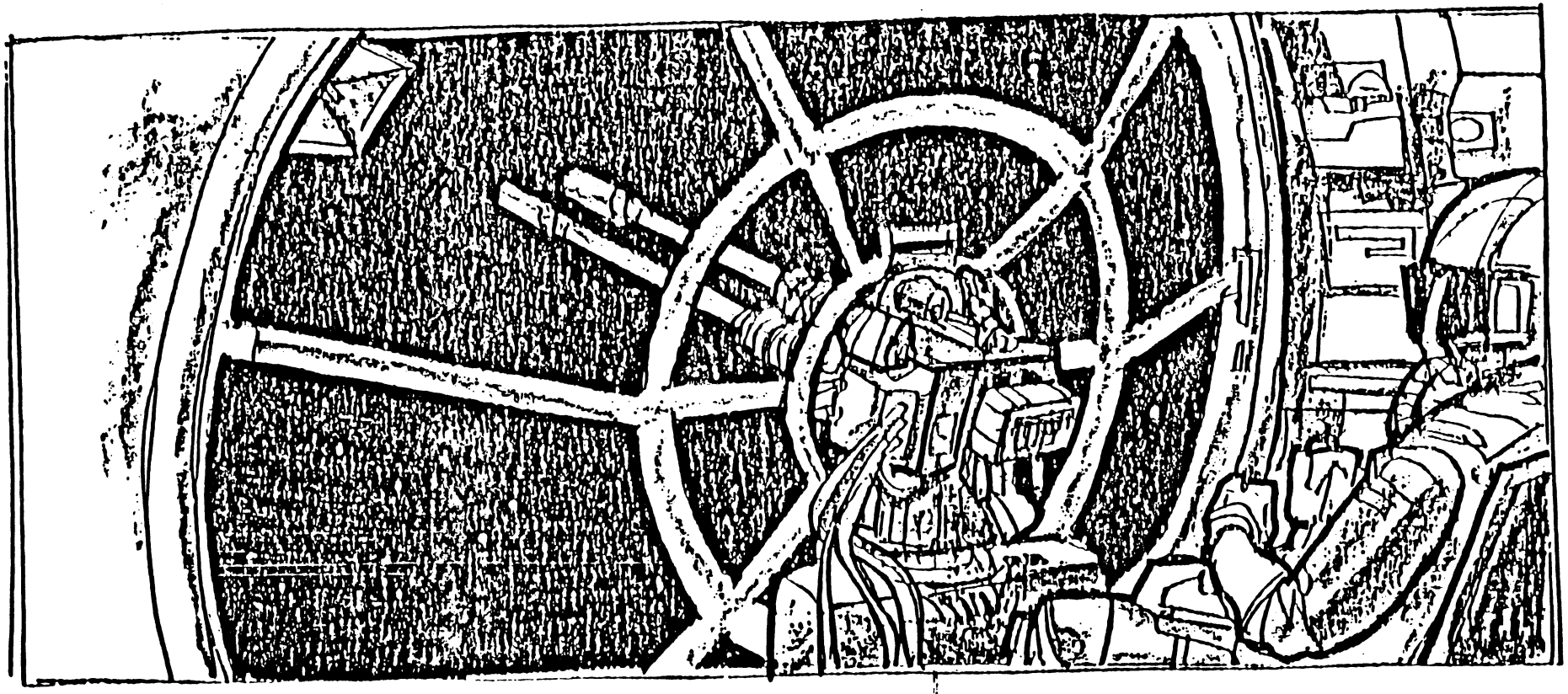
LAZER START / STOP
Flak only

FRAME COUNT: 27

DUPE SHOT

TRENCH #

CAMERA MOVE:



DESCRIPTION P.O.V. from Luke's gun. T.I.E. ship going up.

PROCESS PLATE #

SCRIPT # E68

VECHICLE Pirate Starship

CAMERA VIEW looking out front

DIALOGUE

D # 45

SHOT # 141P

LOCATION:

BACKGROUND:

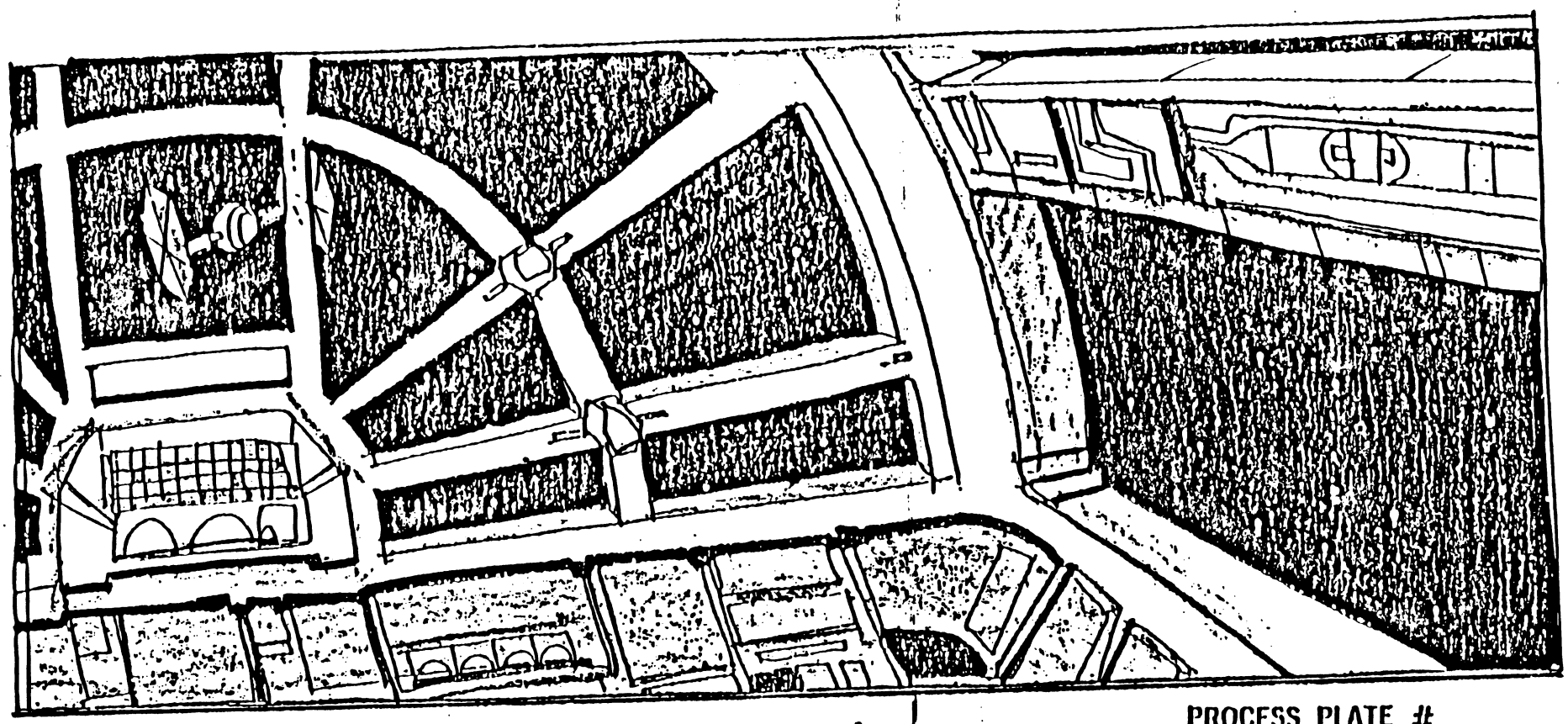
LAZER START / STOP
Flak only

FRAME COUNT: 40

DUPE SHOT

TRENCH #

CAMERA MOVE:



DESCRIPTION P.O.V. T.I.E. ship going down and away.

PROCESS PLATE #

SCRIPT # F68

VECHICLE Rebel starship

CAMERA VIEW looking forward

DIALOGUE

BOARD # 46

SHOT # 142P

LOCATION:

BACKGROUND: Stars

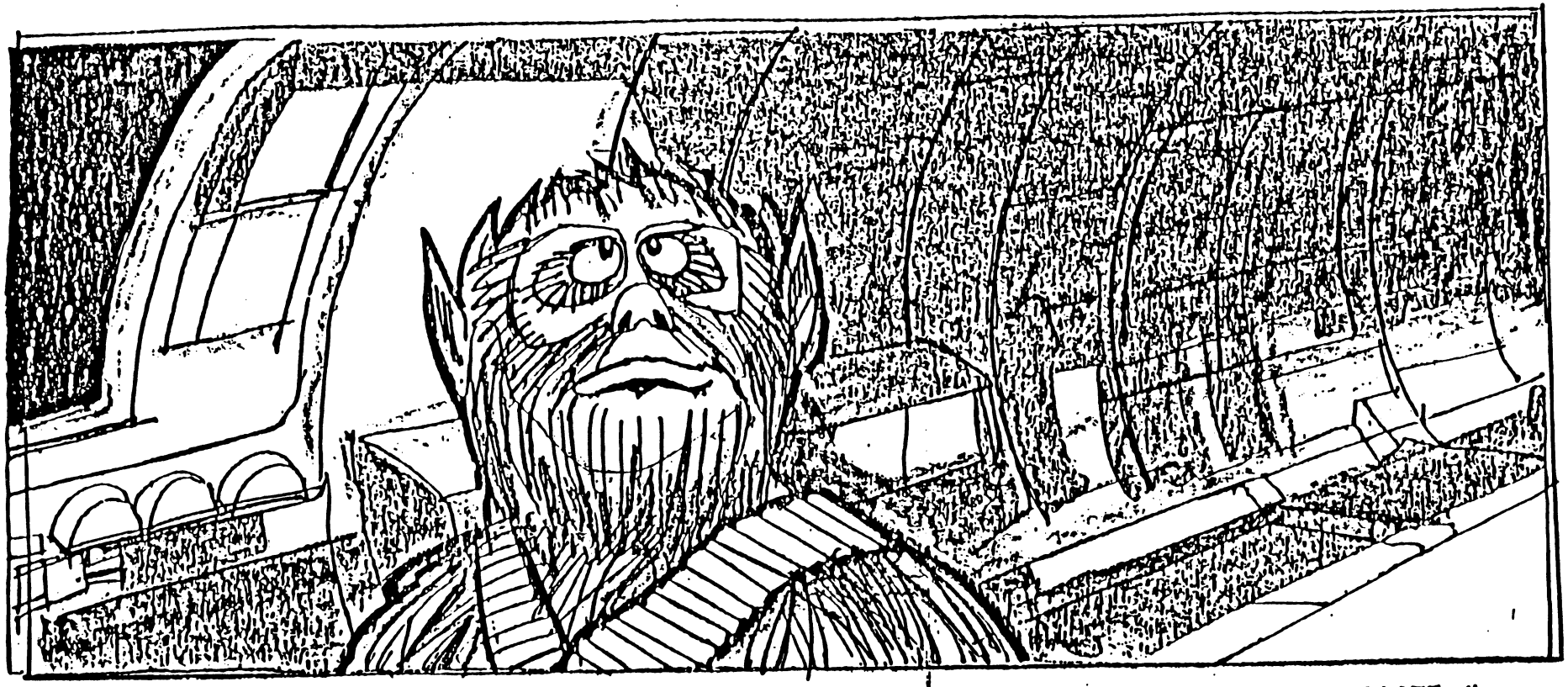
LAZER START / STOP
Flak only

FRAME COUNT: 38

DUPE SHOT Background same as 3

TRENCH #

CAMERA MOVE.



DESCRIPTION CLOSE UP. Wookiee looking around

PROCESS PLATE #

SCRIPT # F68

VECHICLE Rebel starship

CAMERA VIEW looking out Deg 0

DIALOGUE

BOARD # 47

SHOT # 143

LOCATION:

BACKGROUND: Stars

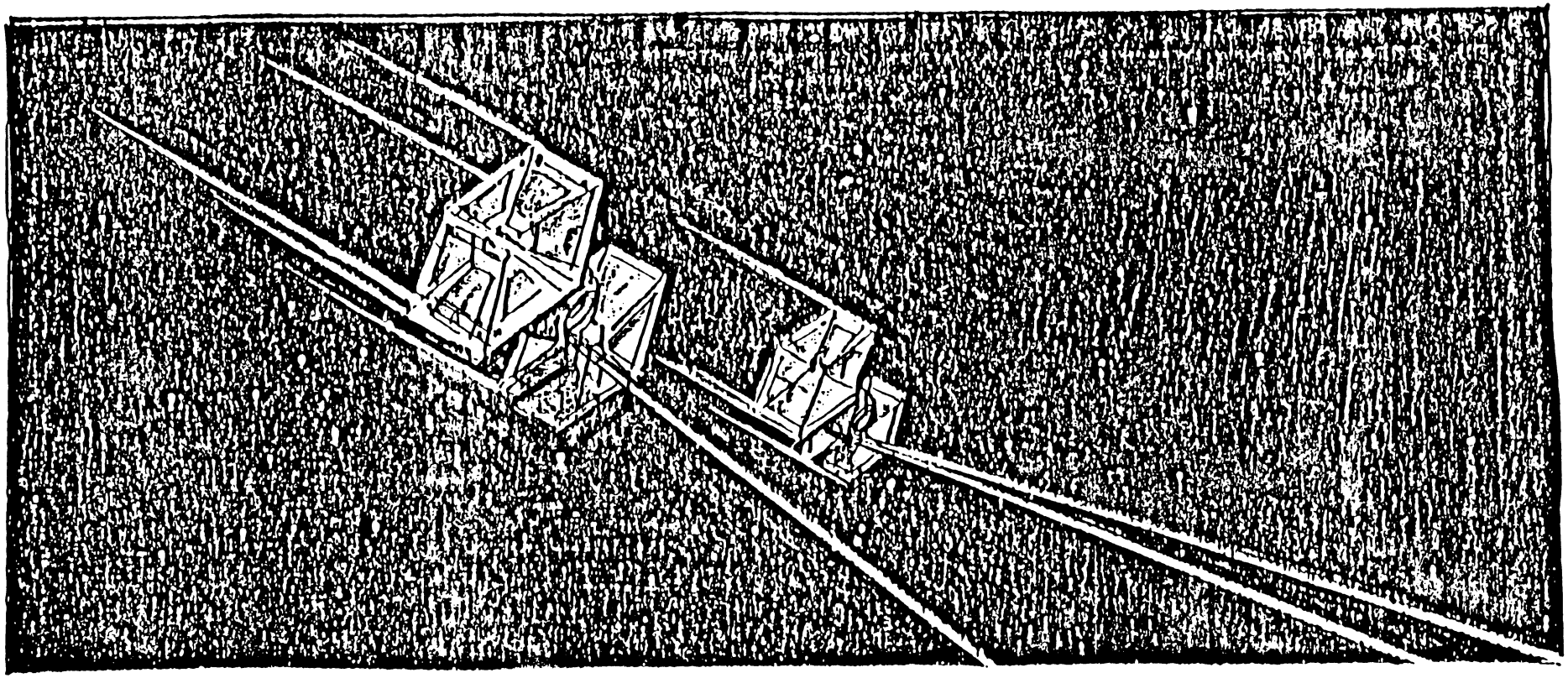
LAZER START / STOP
from T.I.E.

FRAME COUNT: 30

DUPE SHOT

TRENCH #

CAMERA MOVE: L to R



DESCRIPTION Two T.I.E. ships moving from center frame to lower right.

Do not see P.S.

PROCESS PLATE #

SCRIPT # G68

DIALOGUE

BOARD # 49

SHOT # 145

LOCATION:

BACKGROUND: Stars

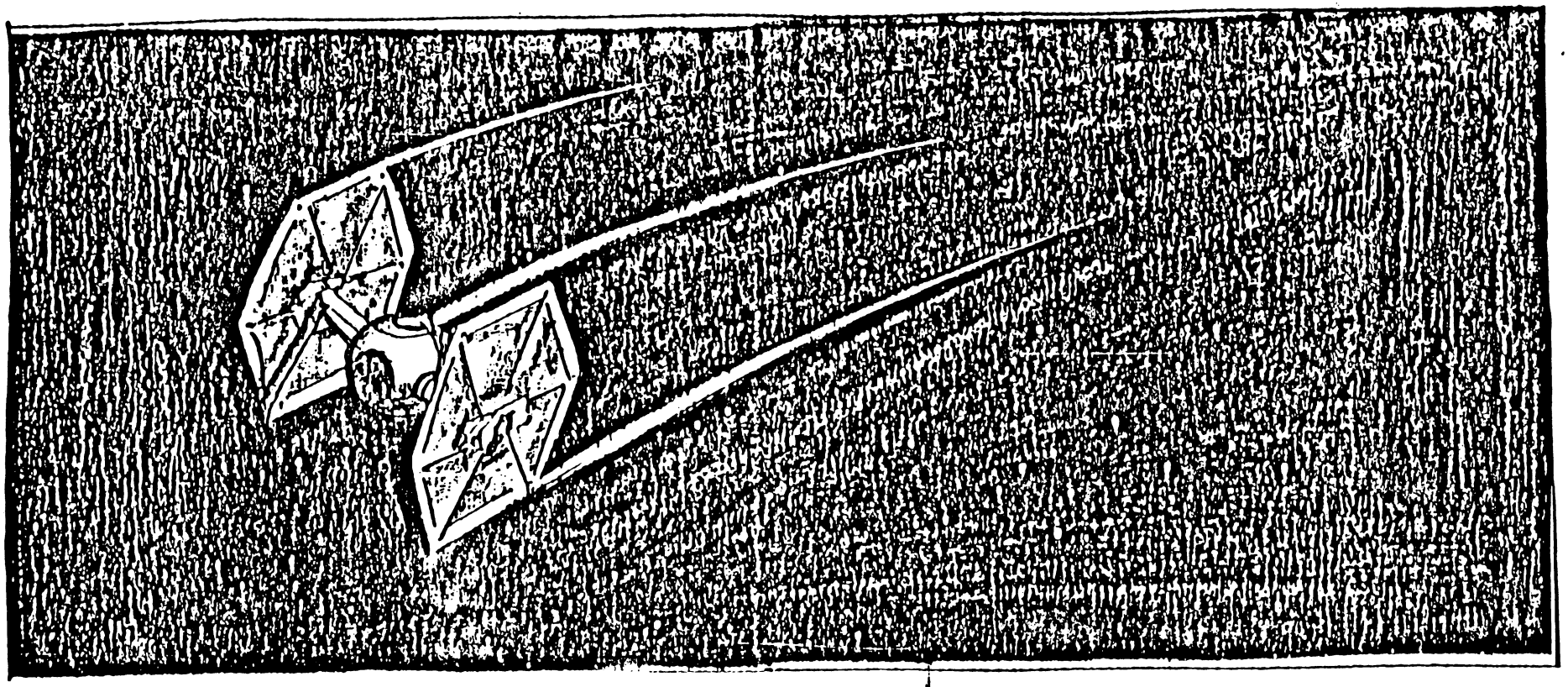
LAZER START / STOP

FRAME COUNT: 26

DUPE SHOT

TRENCH #

CAMERA MOVE. Pan and tilt uppe
R to Lower L.



DESCRIPTION T.I.E. Ship drifing fast to left.
Note* Ship should be pointed more at us.

PROCESS PLATE #

SCRIPT # I 68

DIALOGUE

BOARD # 50

SHOT # 146P

LOCATION:

BACKGROUND: [illegible]

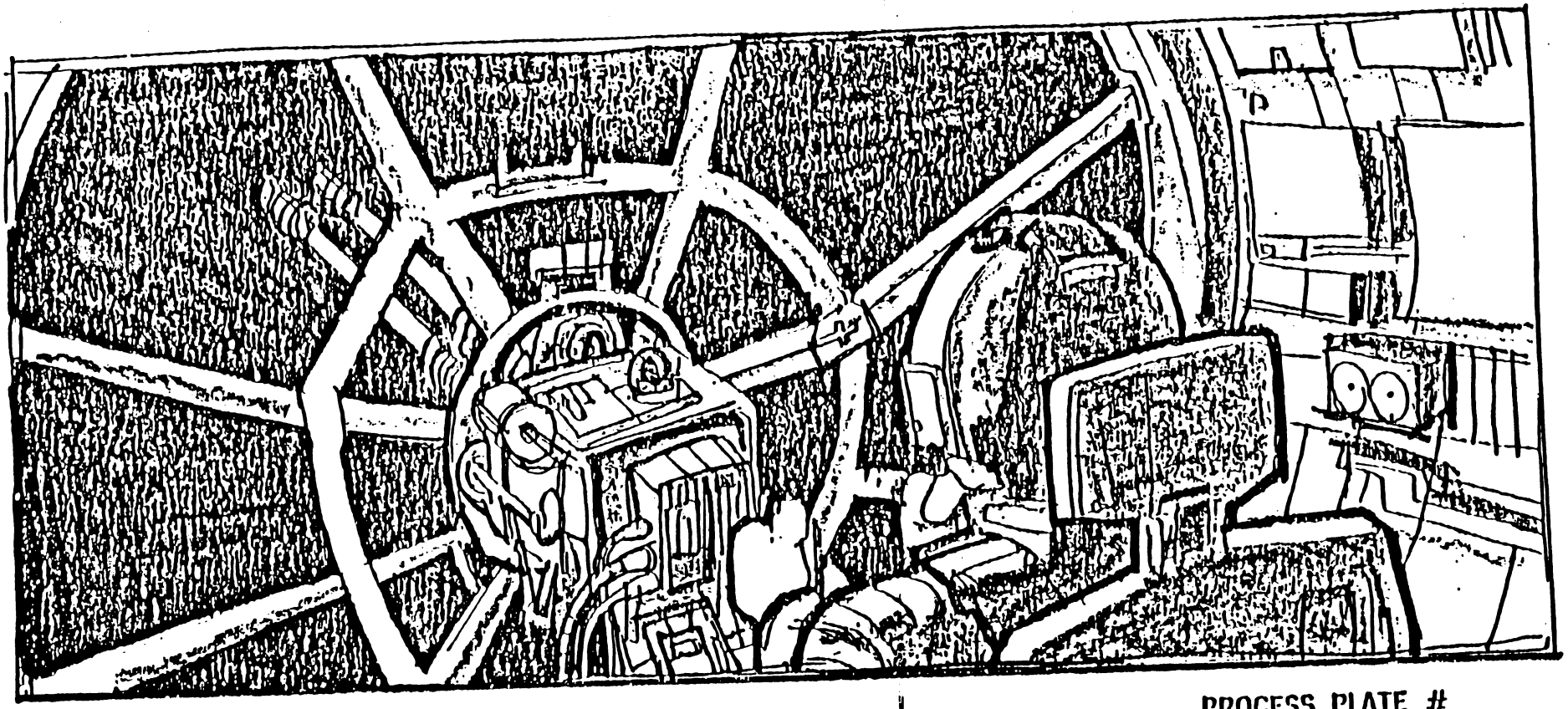
LAZER START / STOP
Flak only

FRAME COUNT: 36

DUPE SHOT

TRENCH #

CAMERA MOVE:



PROCESS PLATE #

DESCRIPTION 'CLOSE UP. Luke at his gun. '

SCRIPT # J68

VECHICLE Pirate Starship

CAMERA VIEW looking on Pirate

DIALOGUE

BOARD # 51

SHOT # 147

LOCATION:

BACKGROUND: Stars (move rapidly L to rR)

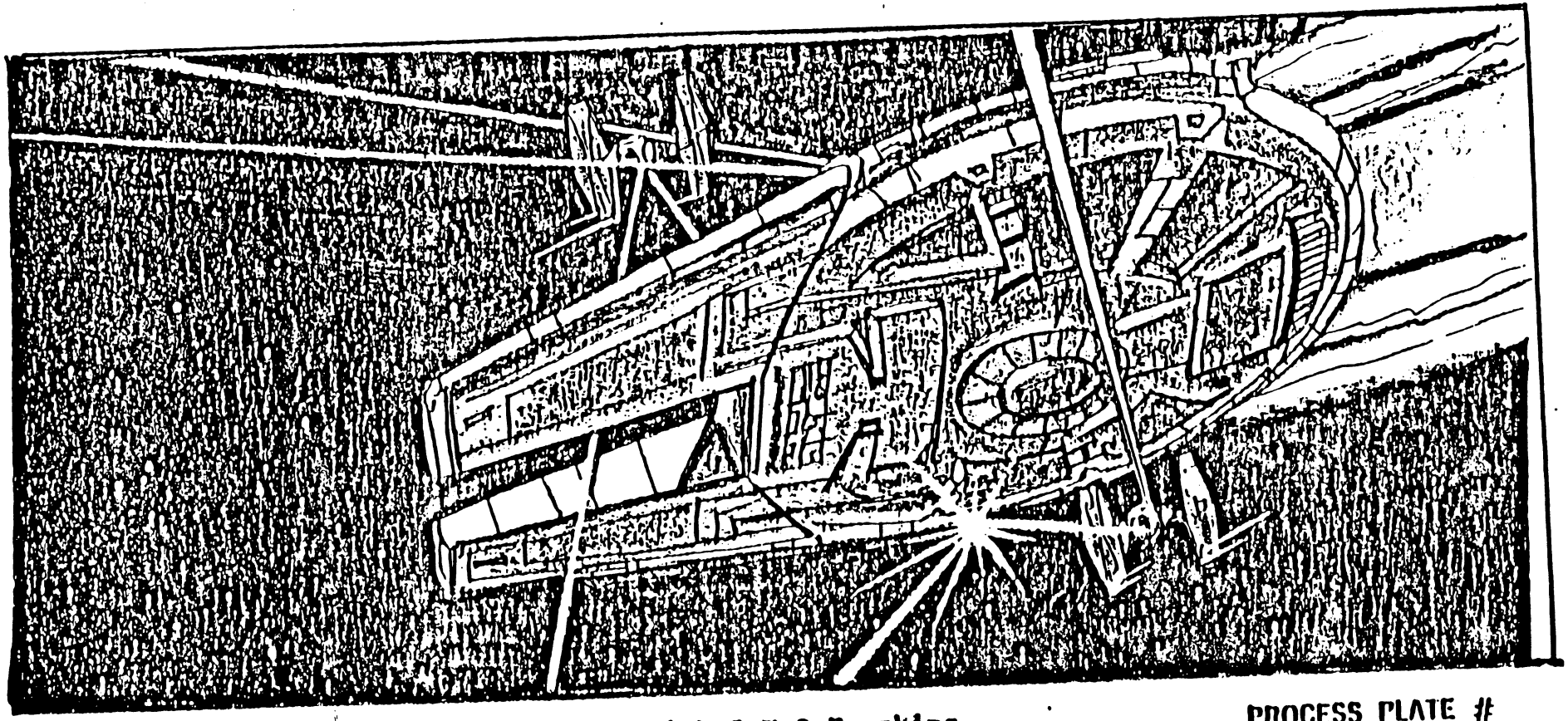
LAZER START / STOP
To and from T.I.E.

FRAME COUNT: 70

DUPE SHOT

TRENCH #

CAMERA MOVE: Pan with T.I.E. ships



DESCRIPTION Pirate Ship twisting with 2 T.I.E. ships charging through background.

PROCESS PLATE #

SCRIPT # K68

DIALOGUE

BOARD # 52

SHOT # 148P

LOCATION: Space

BACKGROUND: Stars (moving R to L)

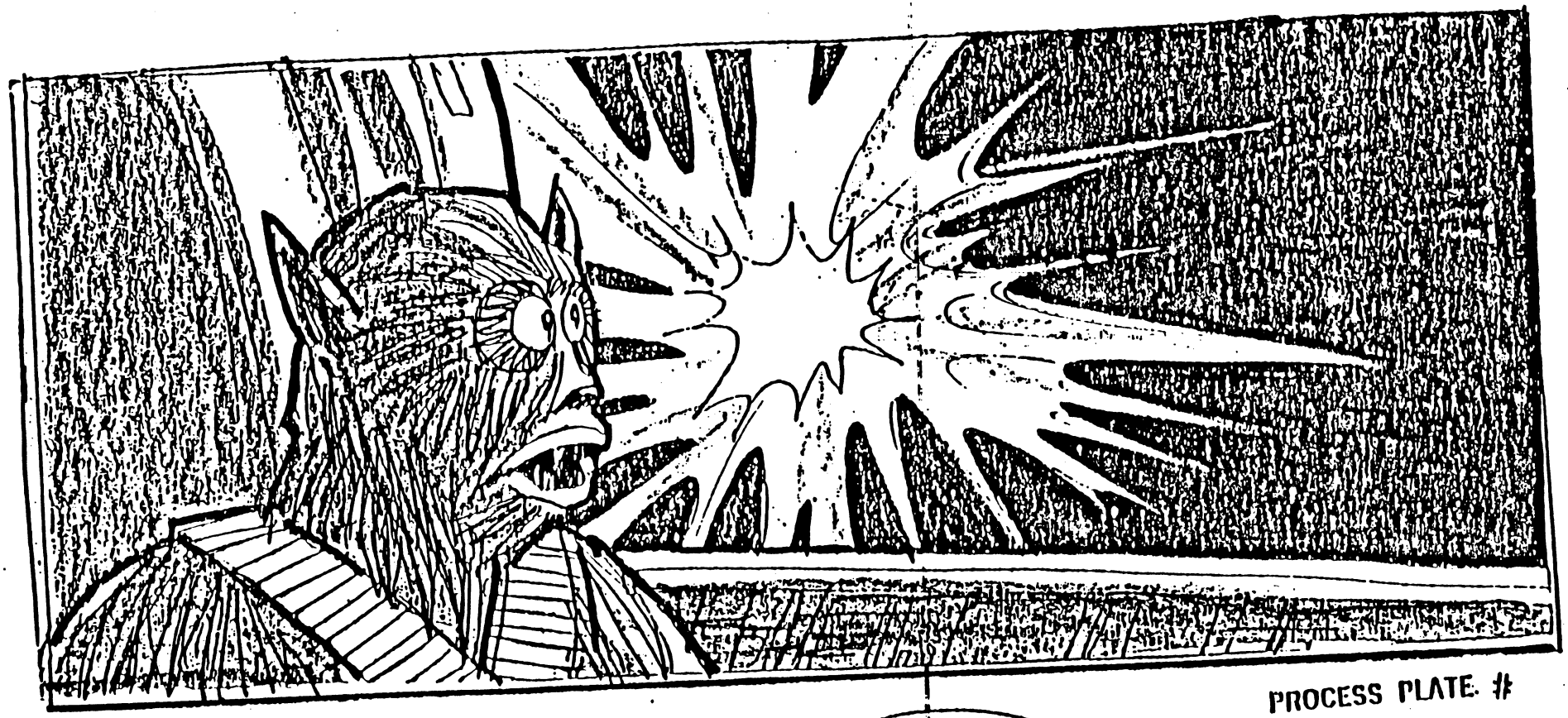
LAZER START / STOP
Flak only

FRAME COUNT: 45

DUPE SHOT:

TRENCH #

CAMERA MOVE.



PROCESS PLATE #

DESCRIPTION Wookiee in distress
Explosion out window

Pic Reverse

SCRIPT # L68.

VECHICLE Corvette

CAMERA VIEW looking out to right

DIALOGUE

BOARD # 53

SHOT # 149

LOCATION: Space

BACKGROUND: Whip pan L to R

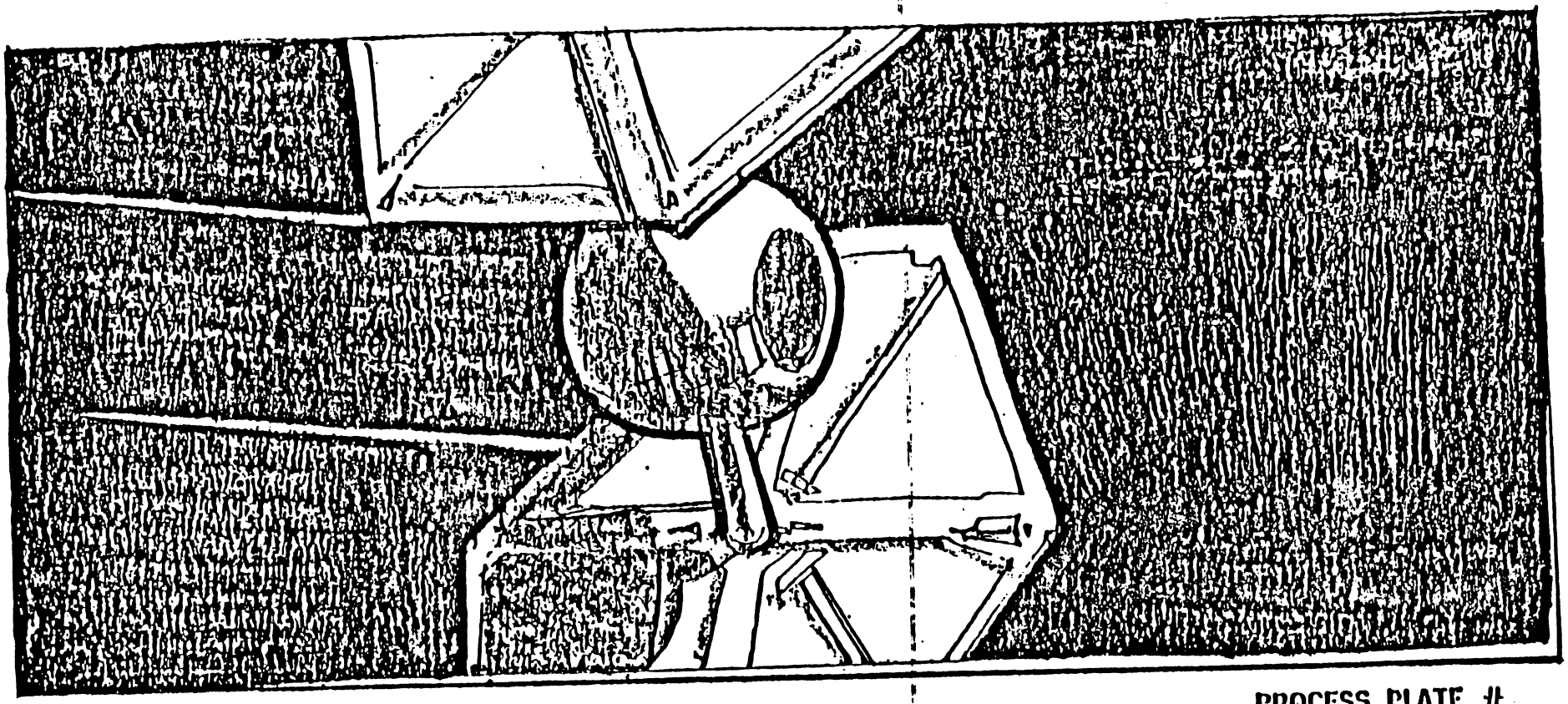
LAZER START / STOP

FRAME COUNT: 24

DUPE SHOT

TRENCH #

CAMERA MOVE



PROCESS PLATE #

DESCRIPTION T.I.E. ship fast from L to R.

SCRIPT # M 68

DIALOGUE

BOARD # 54

SHOT # 150P

LOCATION: Space

BACKGROUND: Stars

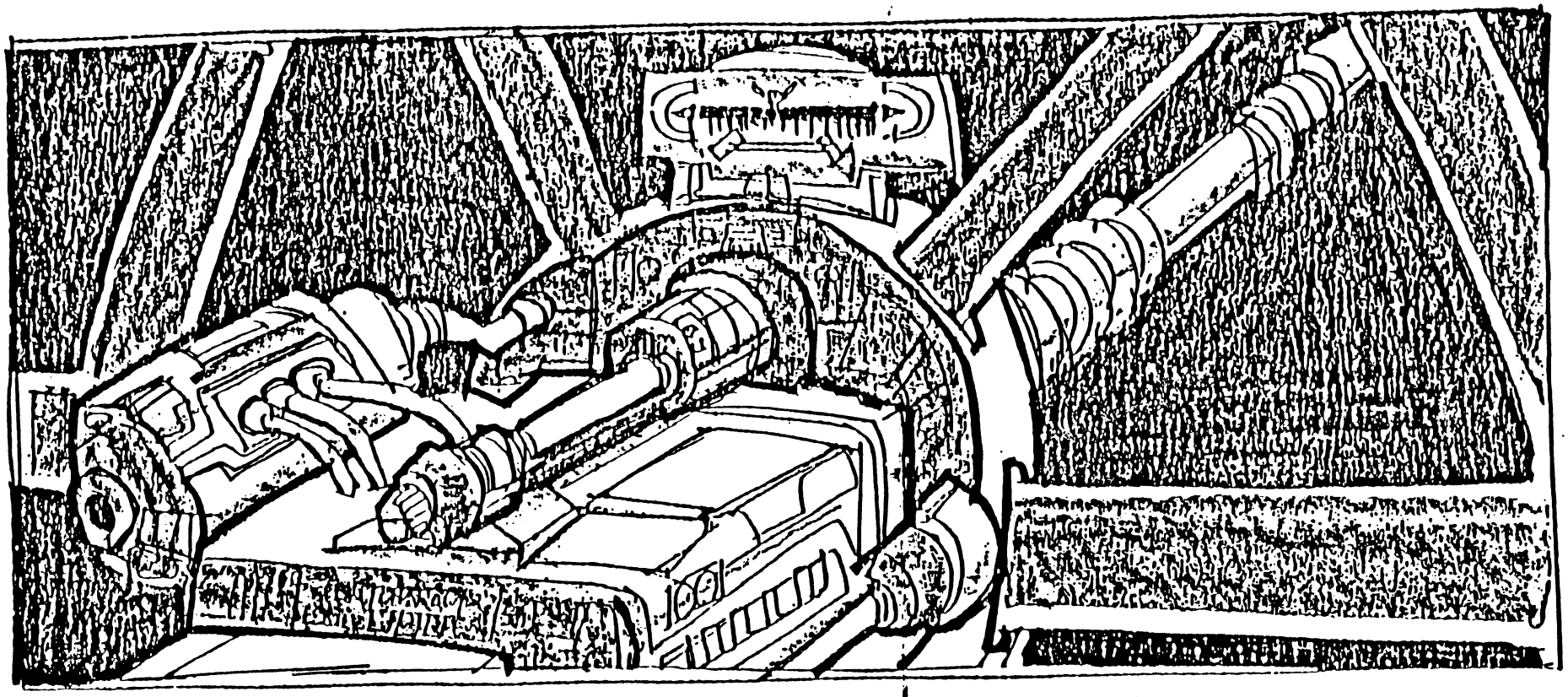
LAZER START / STOP
Flak only

FRAME COUNT: 24

DUPE SHOT: Twist Match 51

TRENCH #

CAMERA MOVE: Locked off.



DESCRIPTION P.O.V. Luke's gun following T.I.E.

PROCESS PLATE #

SCRIPT # P68

VECHICLE Rebel Starship

CAMERA VIEW Looking out & forward

DIALOGUE

'n) # 55

SHOT # 151

LOCATION:

BACKGROUND: [illegible]s (slight pan L to R)

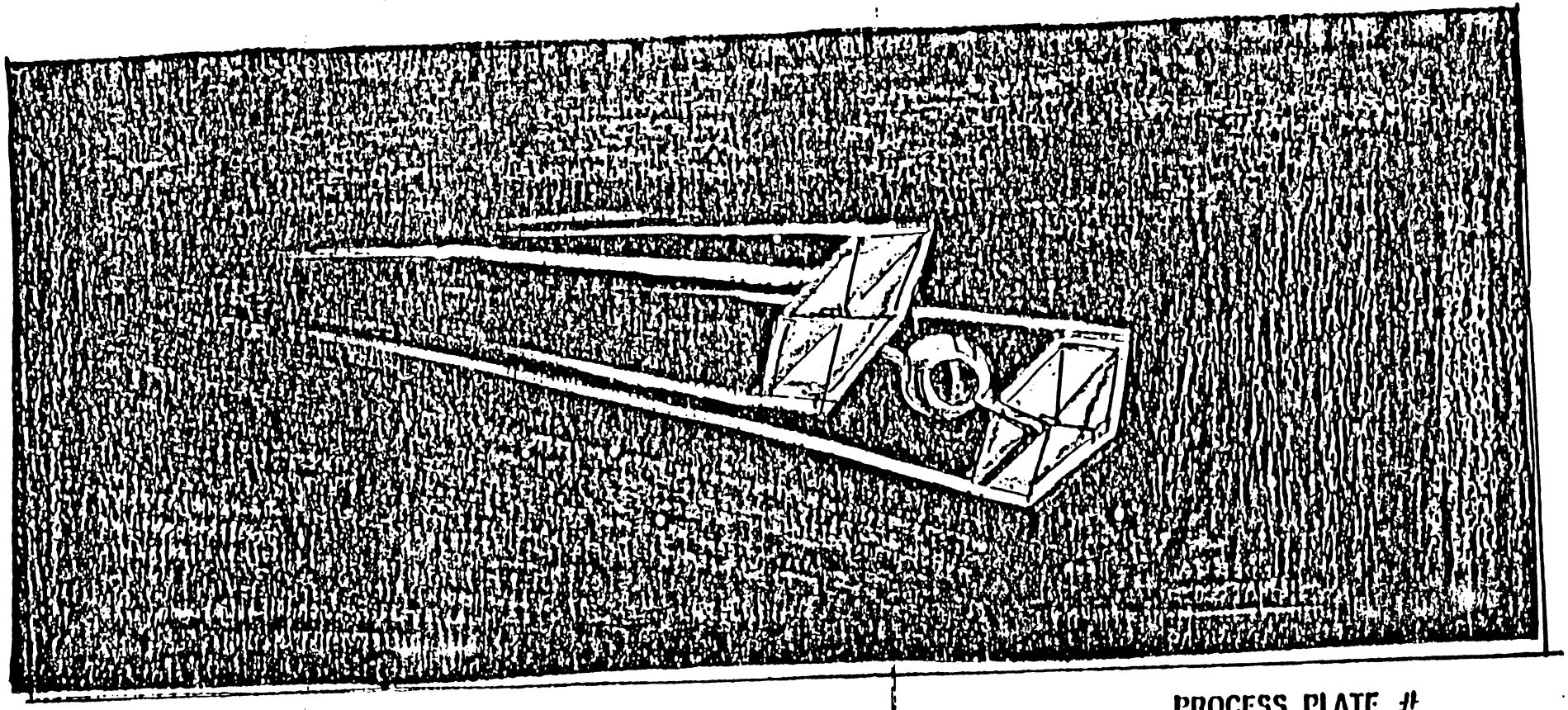
LAZER STAR / STOP
From T.I.E. ship

FRAME COUNT:

DUPE SHOT

TRENCH #

CAMERA MOVE: Swish pan



DESCRIPTION: T.I.E. Ship coming to us from distance.

PROCESS PLATE #

SCRIPT # Q68

DIALOGUE

BOARD I

153P

LOCATION:

BACKGROUND

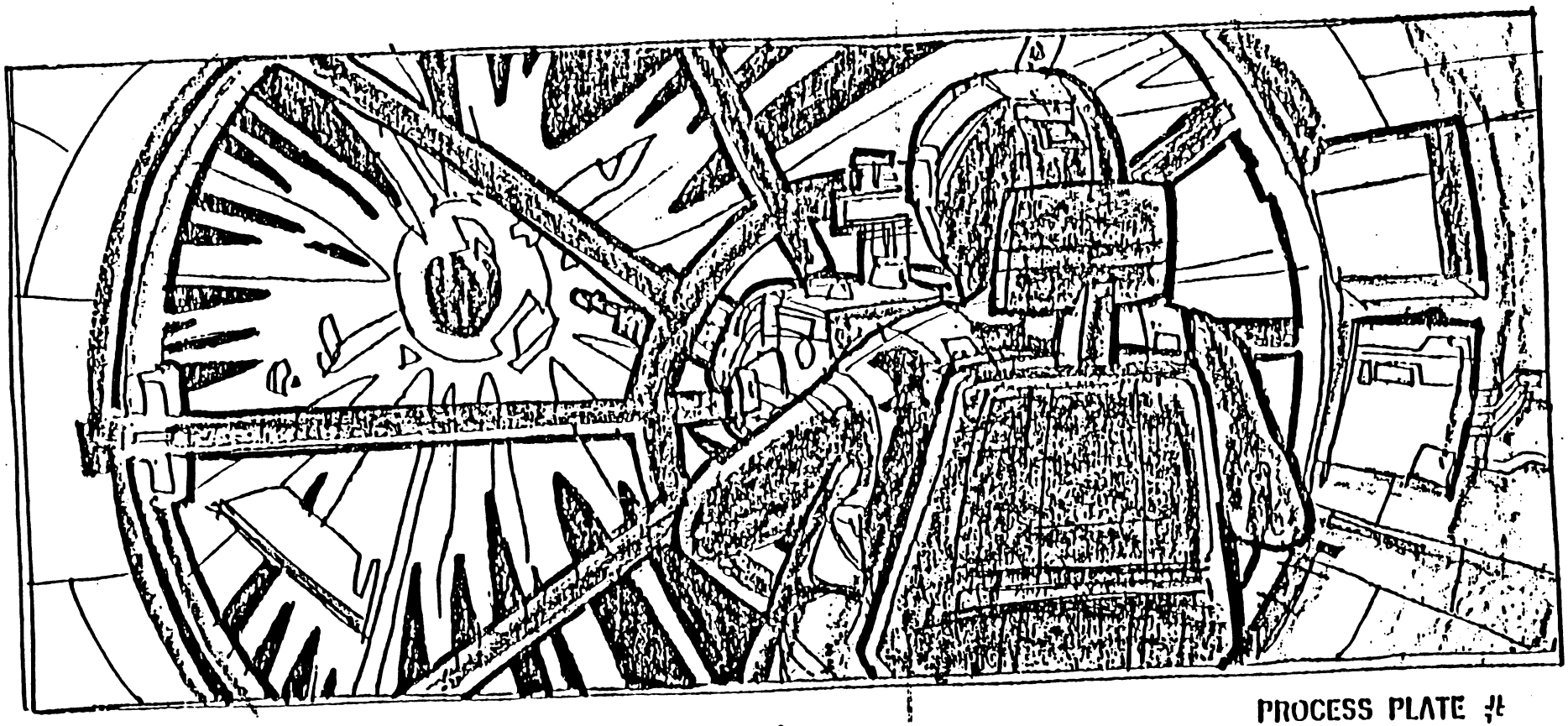
LAZER STAR STOP

Explosion.

DUPE SHOT

TRENCH I

CAMERA MOVE:



PROCESS PLATE #

DESCRIPTION Reverse angle-Man/Ship explodes.
T.I.E. ship comes to us and explodes

SCRIPT # S68

VECHICLE Pirate Starship

CAMERA VIEW Surface one Green

DIALOGUE

.AD # 50

SHOT # 154

LOCATION:

BACKGROUND: 8

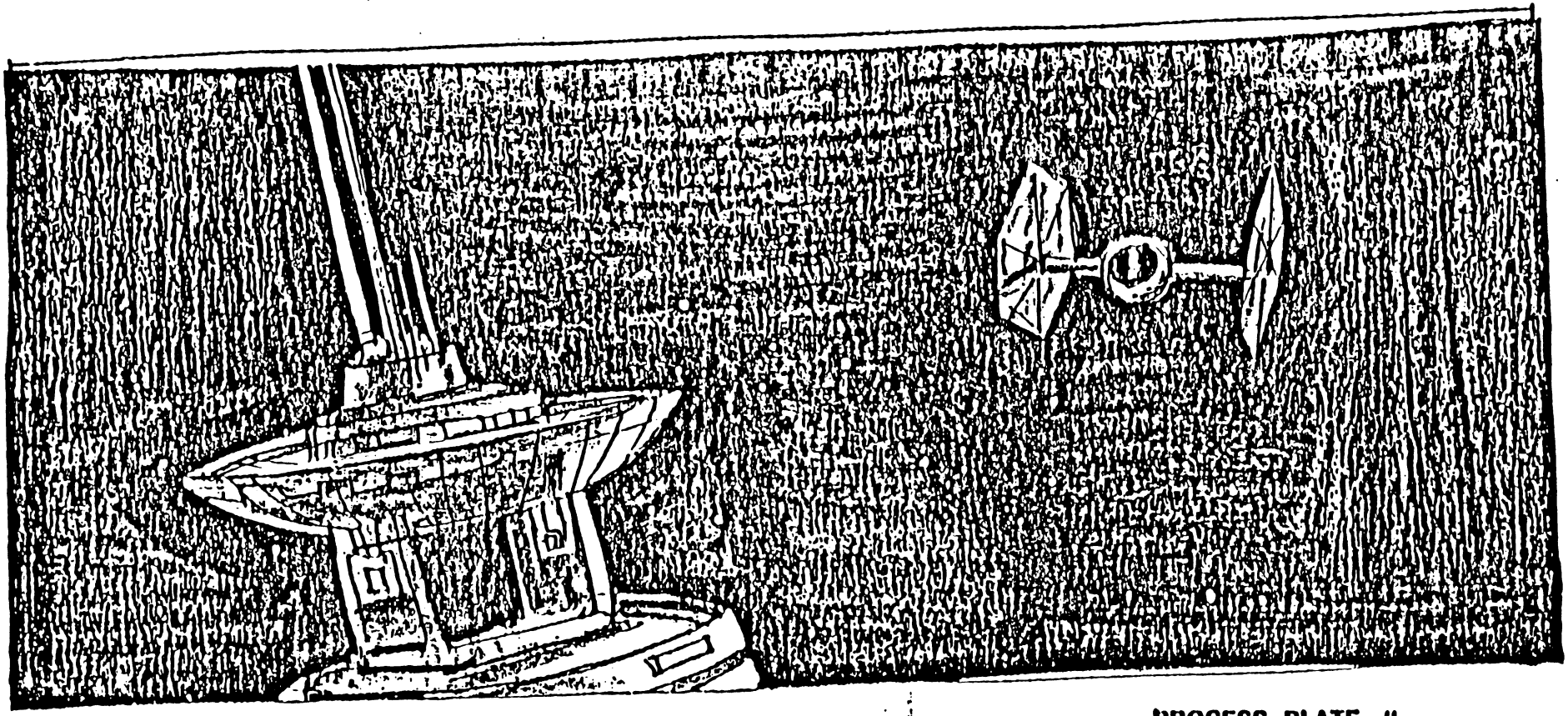
LAZER START / STOP

FRAME COUNT:

DUPE SHOT

TRENCH #

CAMERA MOVE Pan with T.I.E.



DESCRIPTION T.I.E. ship coming over moving R to L.

PROCESS PLATE #

SCRIPT # T68

DIALOGUE

155

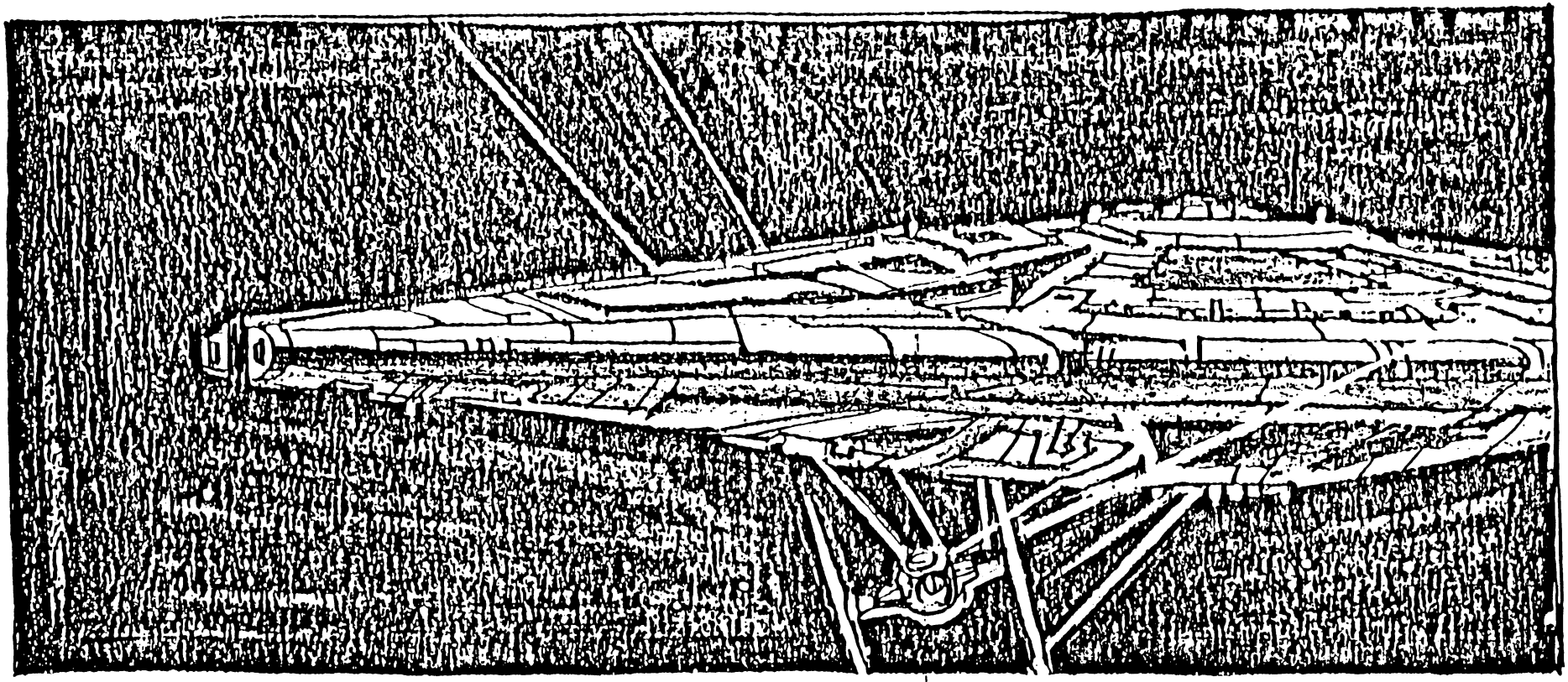
LAZER STAR STOP
To and from T.I.E. and Pirate Ship.

DUPE SHOT

LOCATION:

TRENCH I

CAMERA MOVE Pan and tilt with T.I.E.



DESCRIPTION T.I.E. ship - panning through Pirate Ship (dropping behind Pirate Ship.)

PROCESS PLATE #

SCRIPT # V68

DIALOGUE:

BOARD # 60

SHOT # 156P

LOCATION:

BACKGROUND: St.

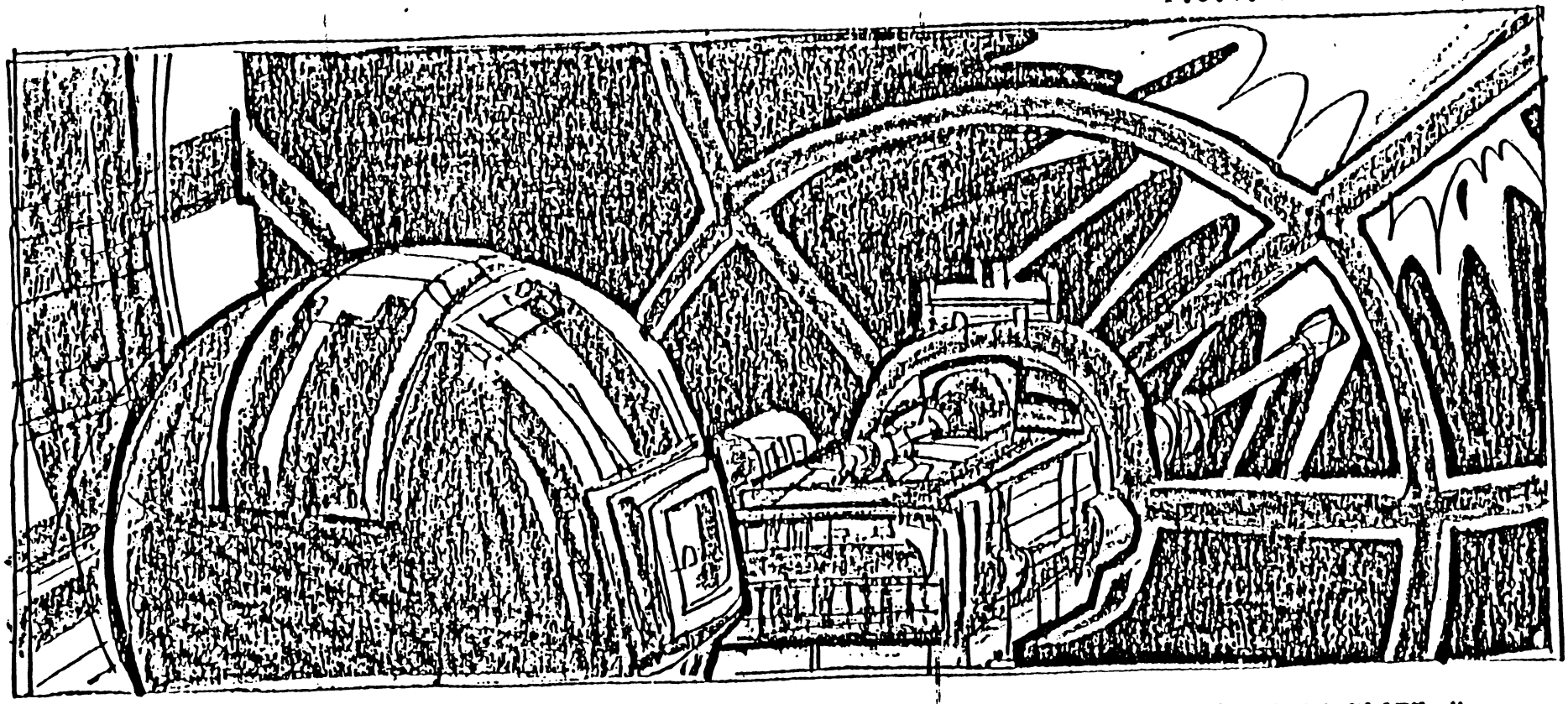
LAZER START / STOP
flak

FRAME COUNT: 51

DUPE SHOT

TRENCH #

CAMERA MOVE. looked off.
P.O.V. from Luke's gunport.



DESCRIPTION CLOSE UP LUKE.

PROCESS PLATE #

SCRIPT # W68

VECHICLE Pirate Flak

CAMERA VIEW Looking
out V/ gunsight

DIALOGUE:

BOARD # 61

SHOT # 157P

LOCATION:

BACKGROUND: Stars

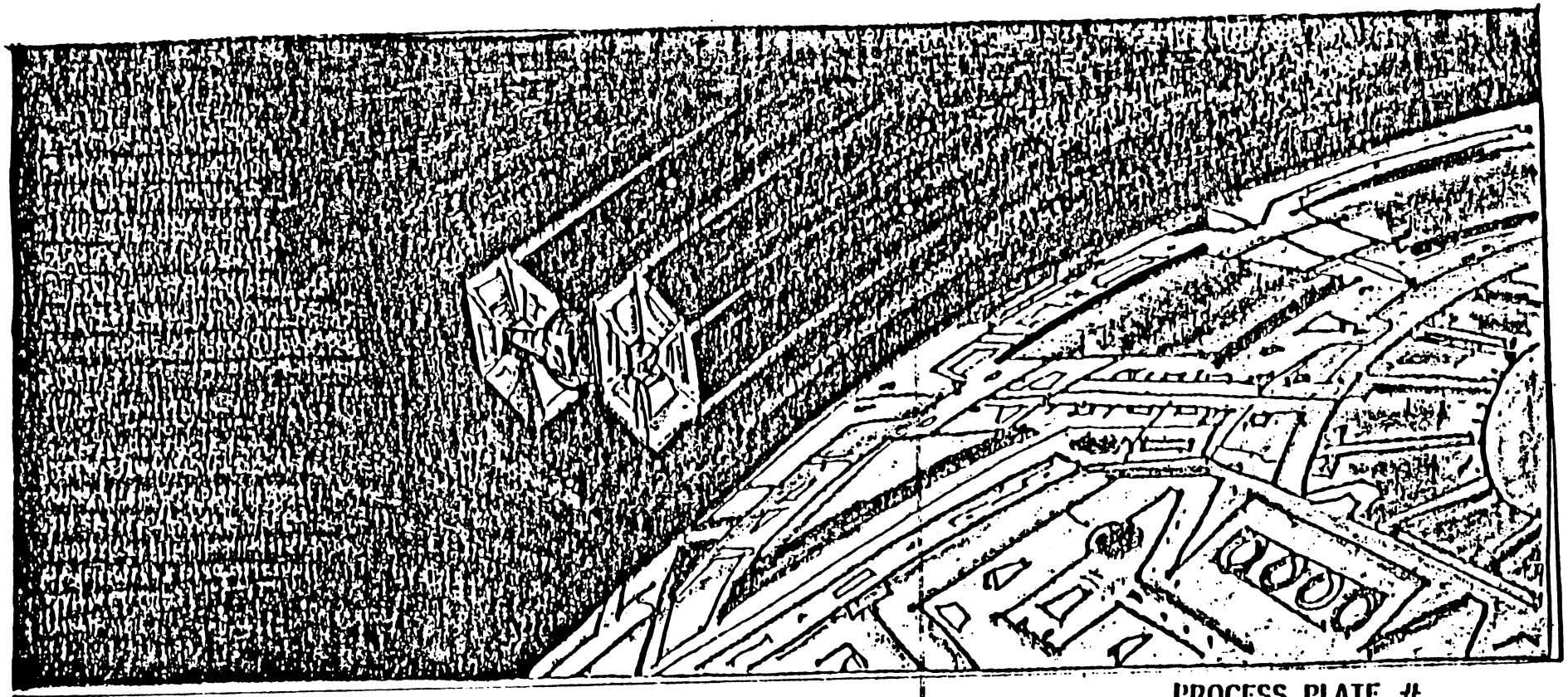
LAZER START / STOP

FRAME COUNT: 28

DUPE SHOT

TRENCH #

CAMERA MOVE. Pan and tilt. with T.I.E.



DESCRIPTION T.I.E. ship racing past pirate ship.

PROCESS PLATE #

SCRIPT # 168

DIALOGUE

ARD # 62

SHOT # 158P

LOCATION:

BACKGROUND: [illegible]s

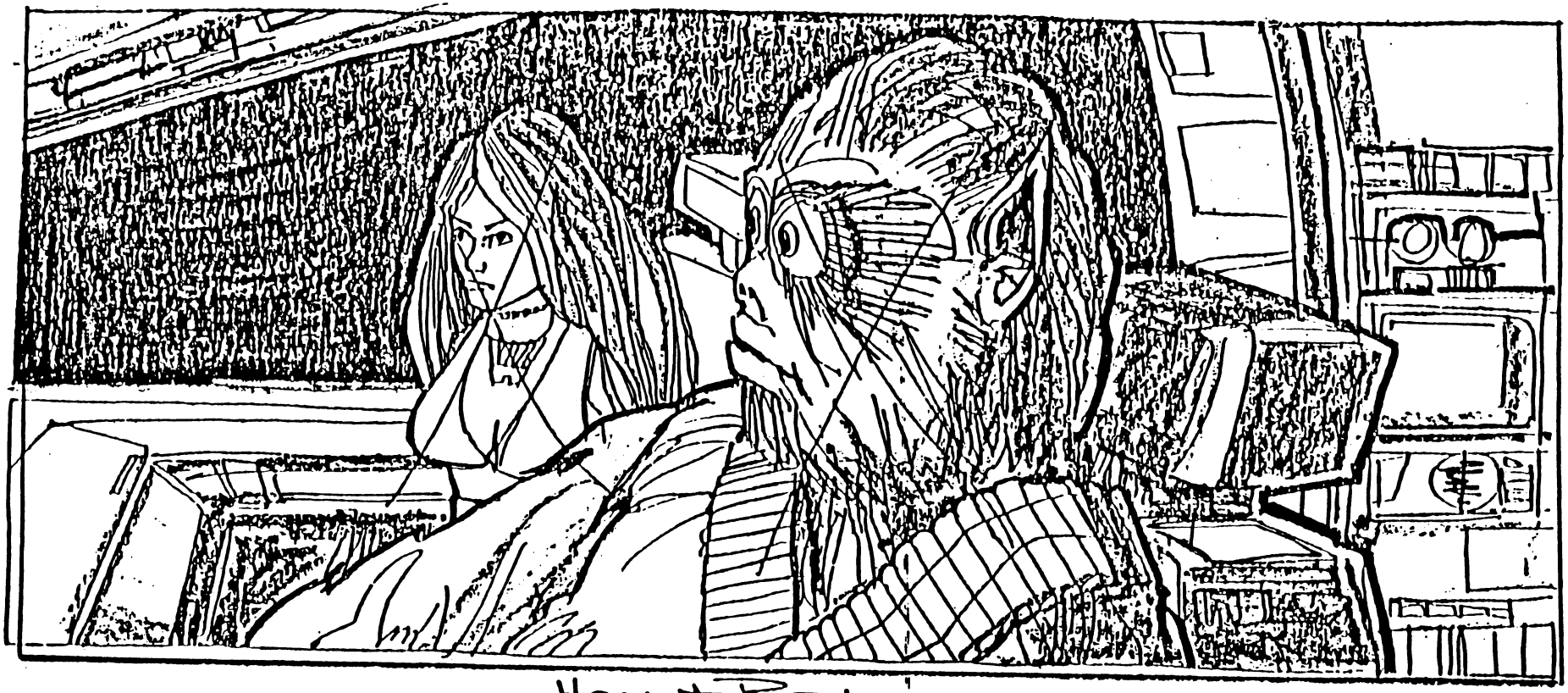
LAZER START / STOP
Flak only

FRAME COUNT: 21

DUPE SHOT

TRENCH #

CAMERA MOVE:



DESCRIPTION Medium shot. ~~Princess and Wookiee~~ HAN + BEN

PROCESS PLATE #

SCRIPT # Y.68

VECHICLE Parate Attitude

CAMERA VIEW looking over right

DIALOGUE

DC. .O # 66

SHOT # 162P

LOCATION:

BACKGROUND: Stars

LAZER Flak START / STOP

FRAME COUNT: 21

DUPE SHOT

TRENCH #

CAMERA MOVE: Locked off

DESCRIPTION CLOSE UP WOOKIEE.

PROCESS PLATE #

SCRIPT # CC608

VECHICLE

CAMERA VIEW

DIALOGUE

BOARD # 67

SHOT # 163P

LOCATION:

BACKGROUND: Stars

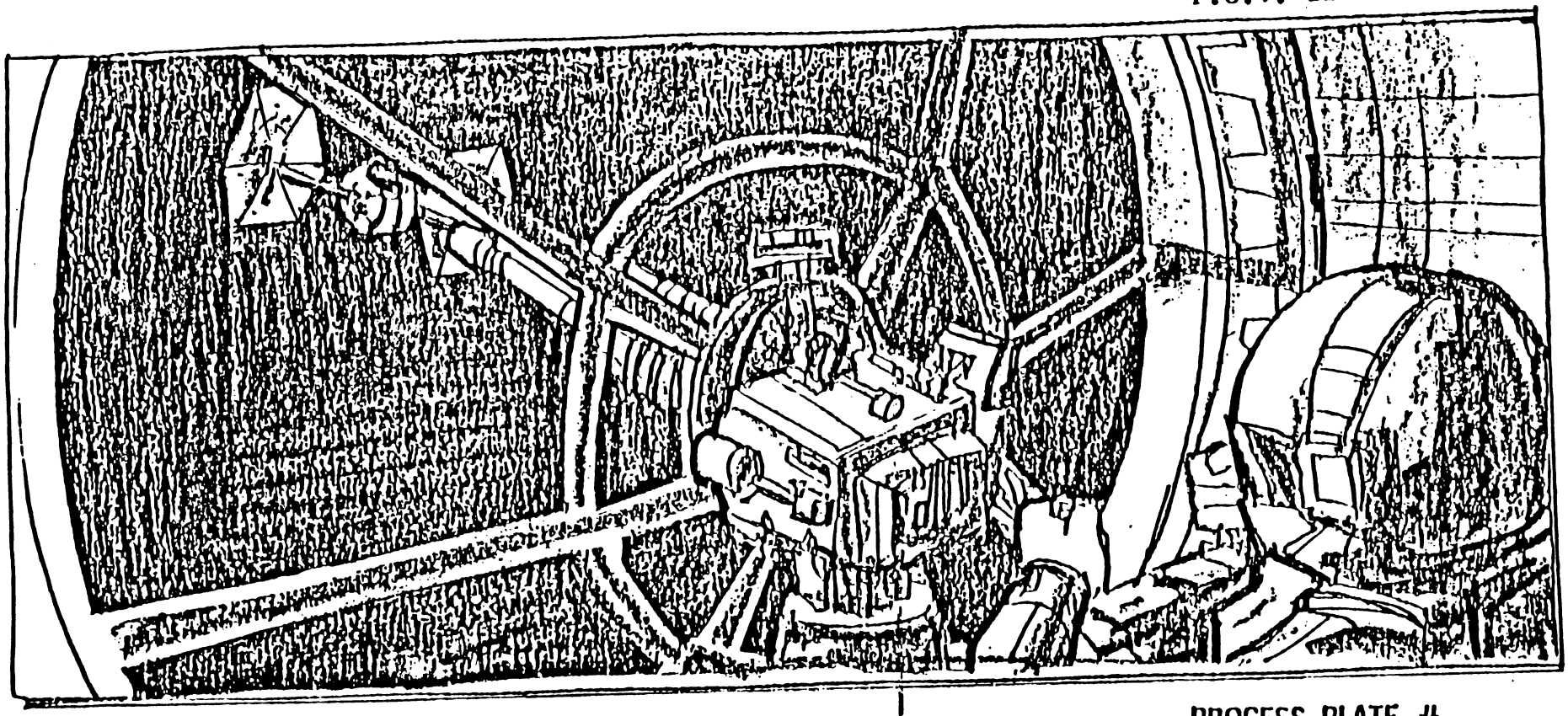
LAZER START / STOP
Flak

FRAME COUNT: 42

DUPE SHOT

TRENCH #

CAMERA MOVE: Locked Off.
P.O.V. from Han



DESCRIPTION HAN - T.I.E. ship coming to us and up.

PROCESS PLATE #

SCRIPT # DD 68

VECHICLE Pirate Ship

CAMERA VIEW - looking on forward

DIALOGUE

BOARD # 68

SHOT # 164P

LOCATION:

BACKGROUND: Stars

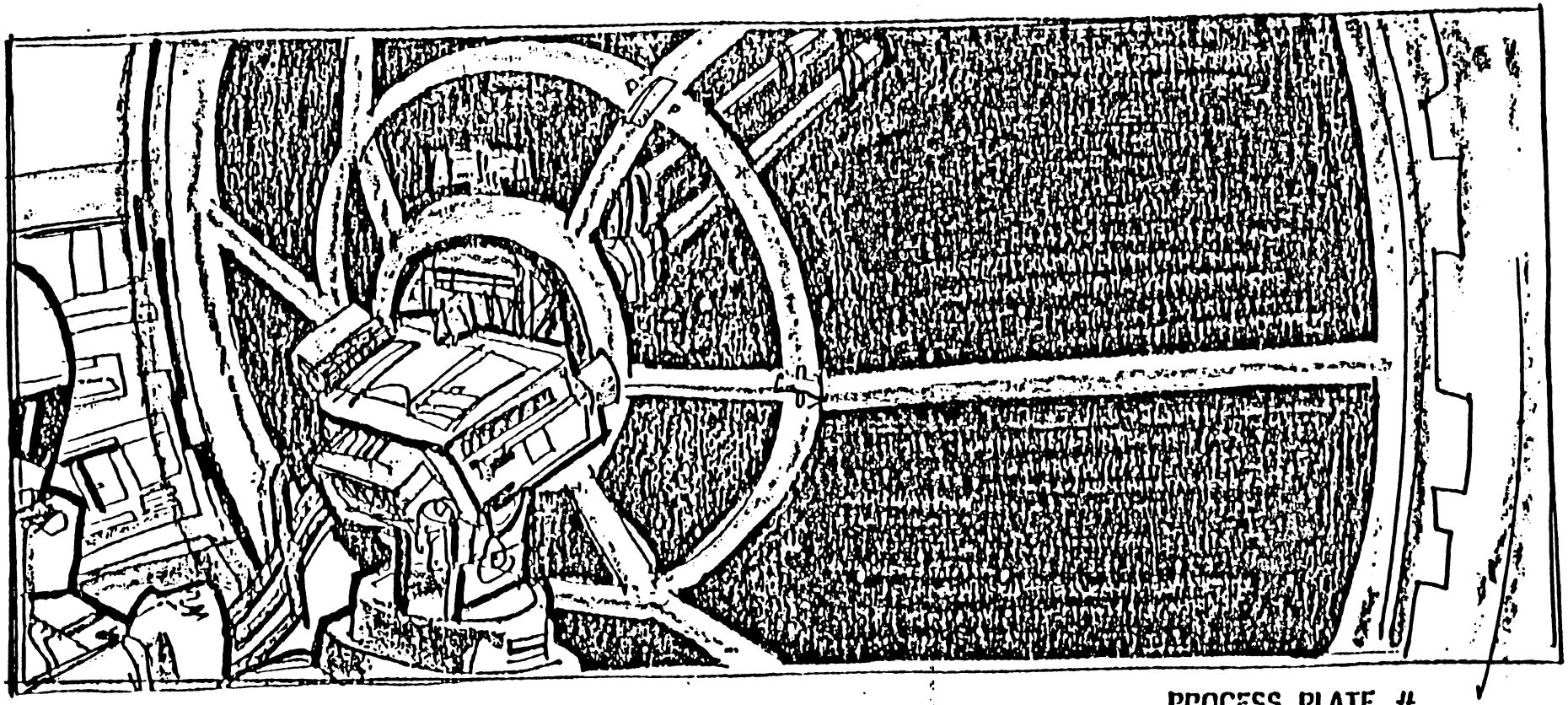
LAZER START / STOP
Flak

FRAME COUNT: 27

DUPE SHOT

TRENCH #

CAMERA MOVE:



DESCRIPTION LUKE - T.I.E. ship moving lower L to upper R.

PROCESS PLATE #

SCRIPT # EE68

VECHICLE Pirate Starship

CAMERA VIEW Looking over T.I.E. forward

DIALOGUE

BOARD # ~~[illegible]~~ 70

SHOT # 166

LOCATION:

BACKGROUND: Stars

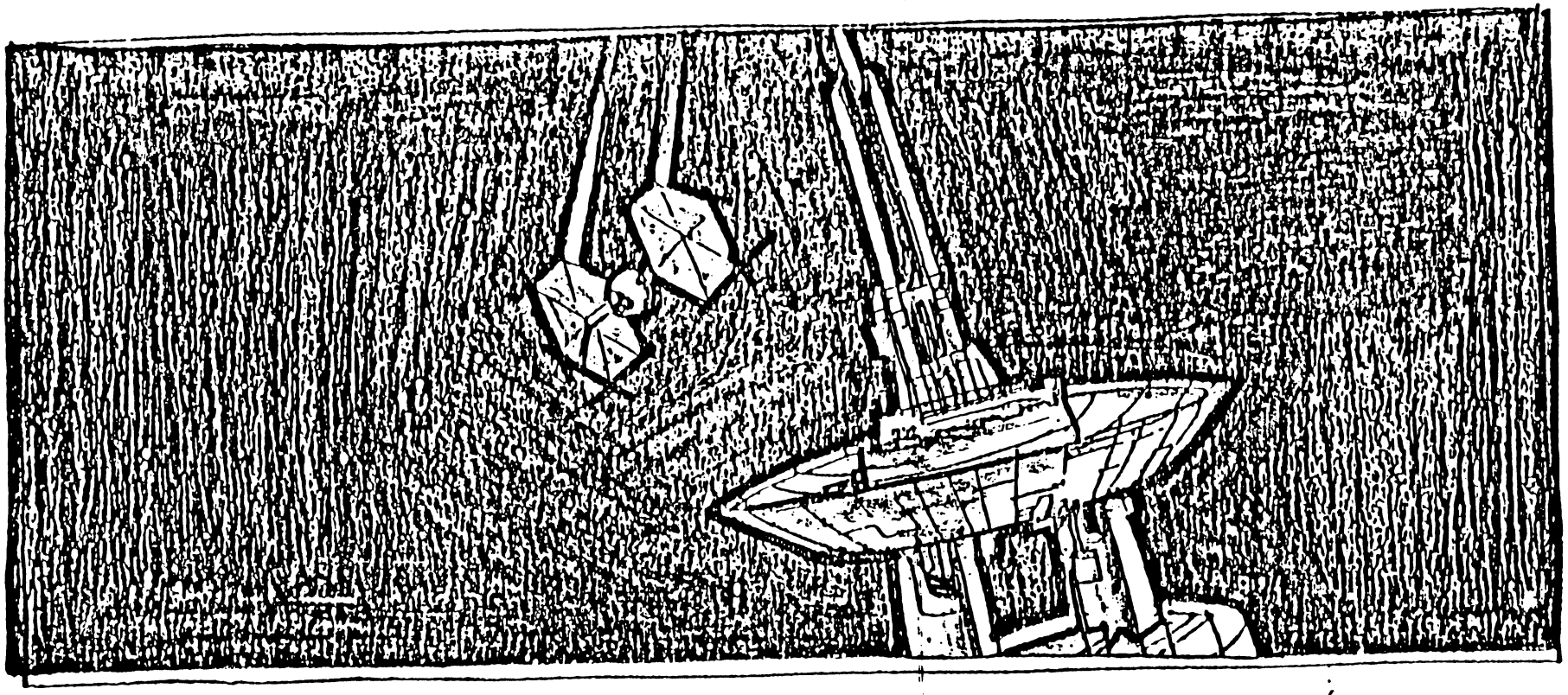
LAZER START / STOP
From T.I.E. ship
Flak

FRAME COUNT: 39

DUPE SHOT

TRENCH #

CAMERA MOVE: Pan down with T.I.E. ship



DESCRIPTION T.I.E. ship coming to us and diving. Dish in foreground.

PROCESS PLATE #

SCRIPT # FF68

DIALOGUE

BOARD # 71

SHOT # 167P

LOCATION:

BACKGROUND: Stars

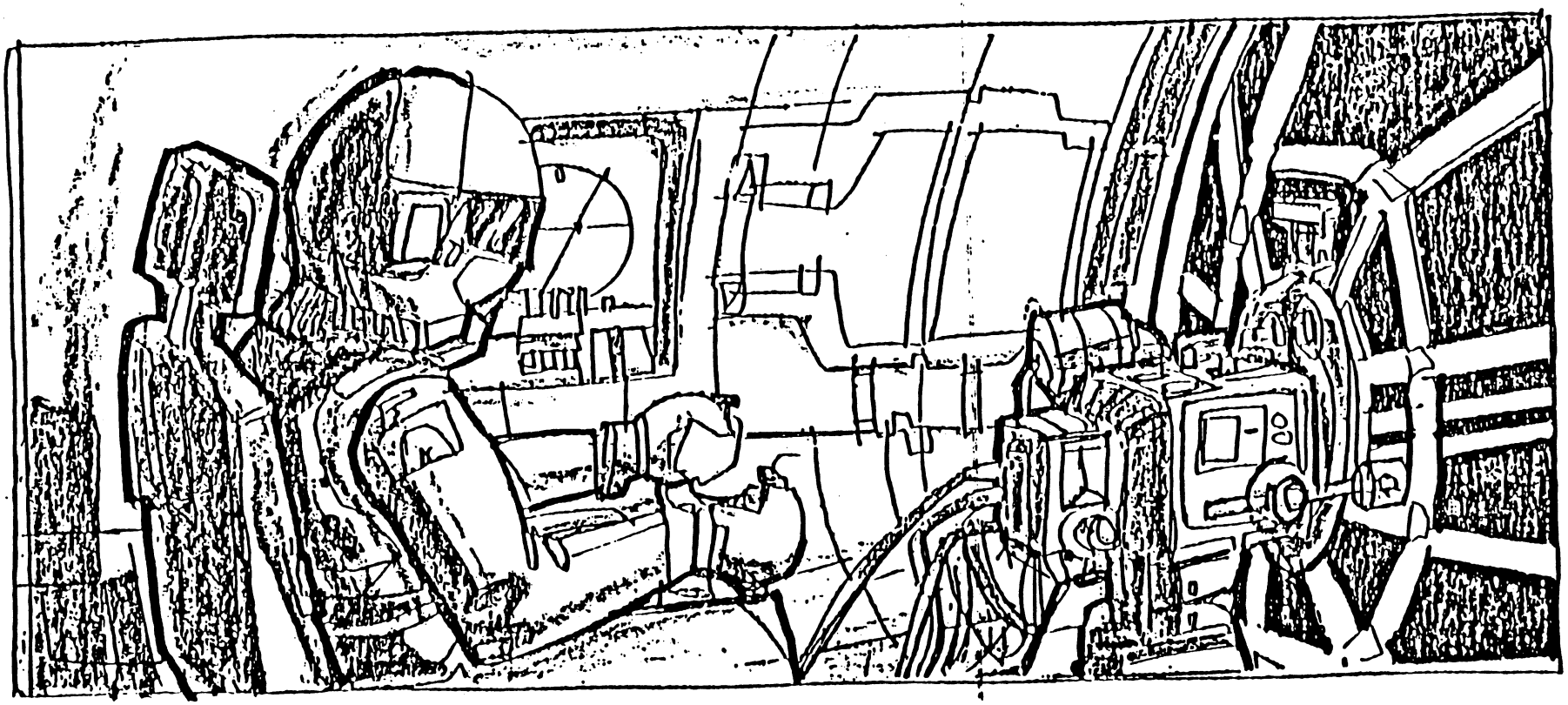
LAZER START / STOP
Flak

FRAME COUNT: 53

DUPE SHOT

TRENCH #

CAMERA MOVE:



DESCRIPTION CLOSE UP HAN.

PROCESS PLATE #

SCRIPT # I I 68

VECHICLE [illegible]

CAMERA VIEW [illegible]

DIALOGUE

BOARD # 72

SHOT # 168

LOCATION:

BACKGROUND: Stars (moving L to R)

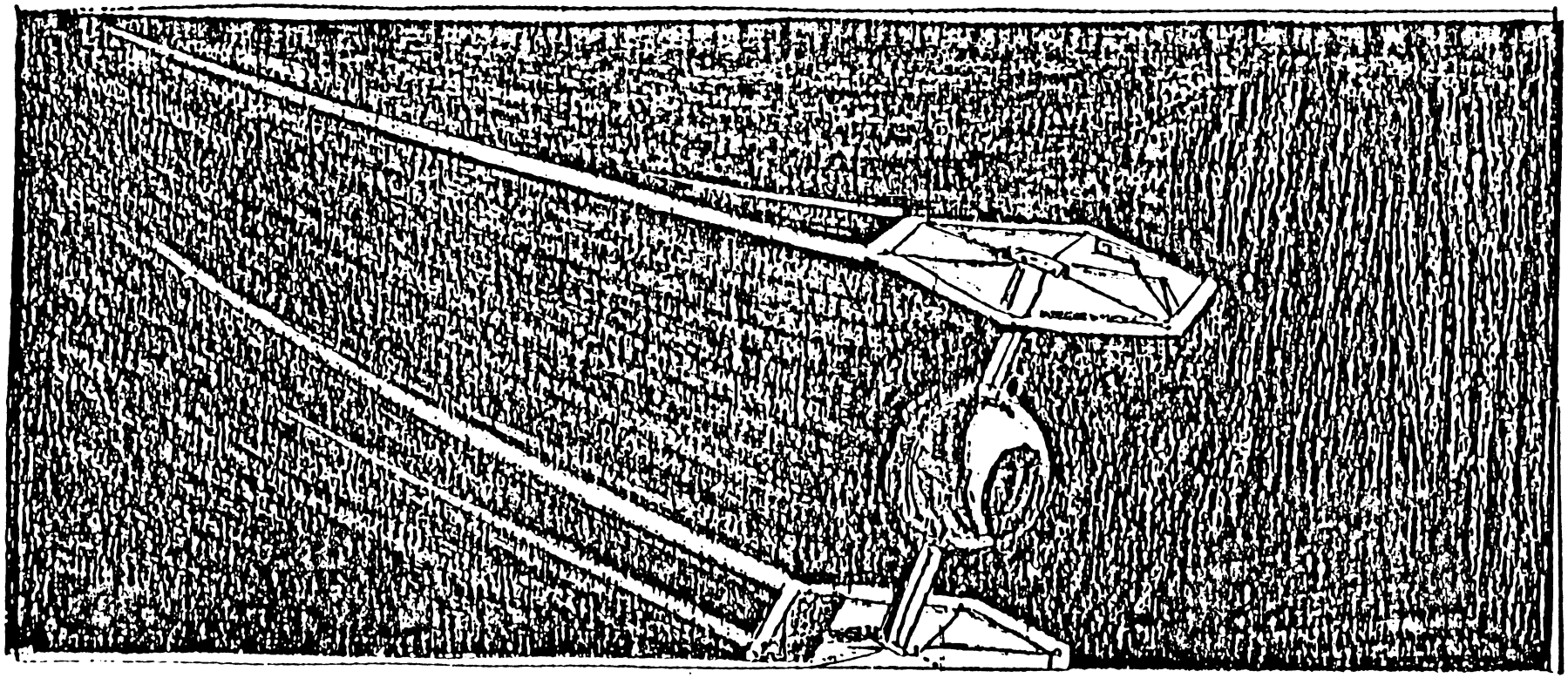
LAZER START / STOP

FRAME COUNT: 22

DUPE SHOT

TRENCH #

CAMERA MOVE: Pan and tilt down with T.I.E.shi



DESCRIPTION T.I.E. ship diving, twisting.

NO Pirate star ship

PROCESS PLATE #

SCRIPT # 5568

DIALOGUE:

BOARD # 73

SHOT # 169P

LOCATION:

BACKGROUND: Stars

LAZER START / STOP
Flak

FRAME COUNT: 33

DUPE SHOT

TRENCH #

CAMERA MOVE: Locked off,
P.O.V. from Pirate ship cockpit

DESCRIPTION CLOSE UP WOOKIEE - T.I.E. ship going down upper R to lower L in background.

PROCESS PLATE #

SCRIPT # KK68

VECHICLE Pirate Starship

CAMERA VIEW Cockpit
see Pilot

DIALOGUE

ARD # 74

SHOT # 170P

LOCATION:

BACKGROUND: [illegible]s

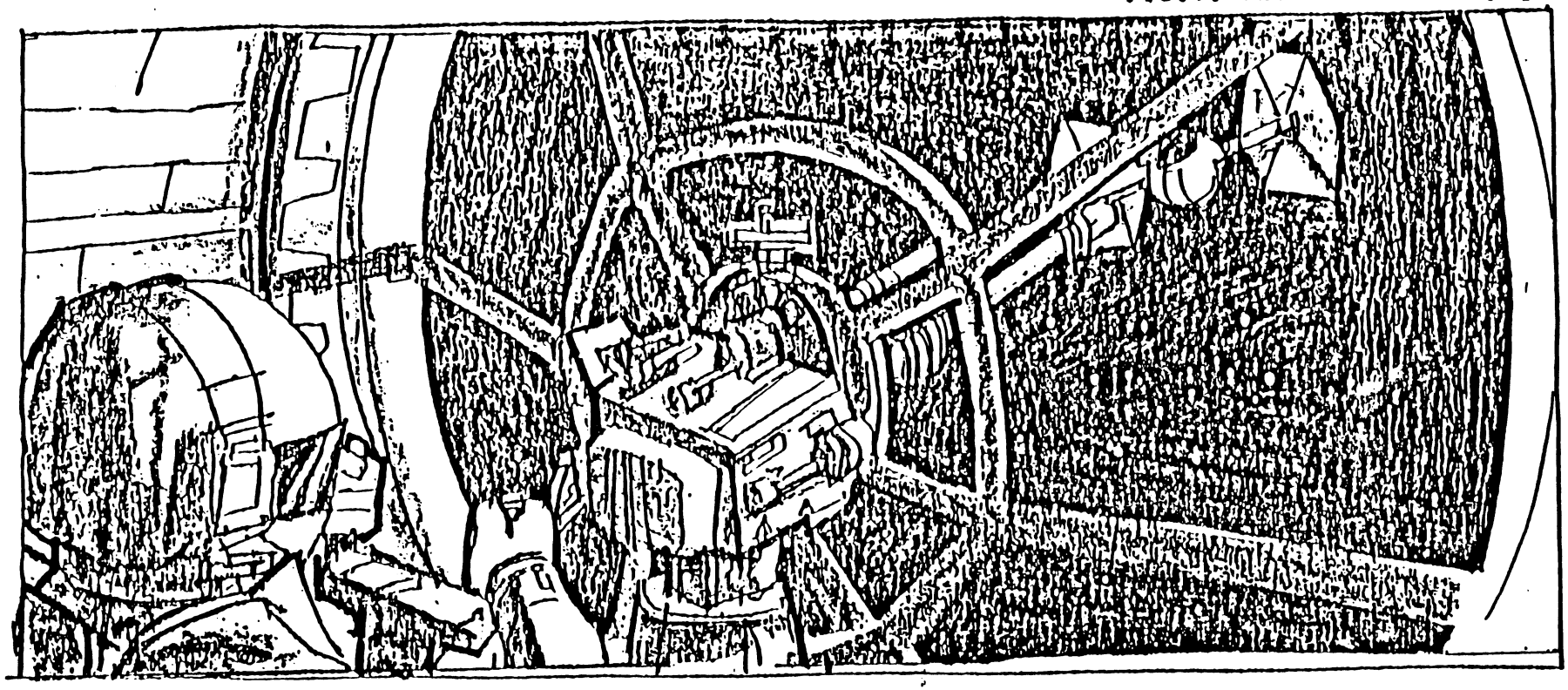
LAZER START / STOP
Flak

FRAME COUNT: 22

DUPE SHOT

TRENCH #

CAMERA MOVE Locked off,
P.O.V. from Pirate Ship gunport.



DESCRIPTION CLOSE UP. Luke at his gun. T.I.E. ship coming to us and up.

PROCESS PLATE #

SCRIPT # MM68

VECHICLE Pirate Ship

CAMERA VIEW [illegible]

DIALOGUE

BOARD # 75

SHOT # 171

LOCATION:

BACKGROUND: Stars

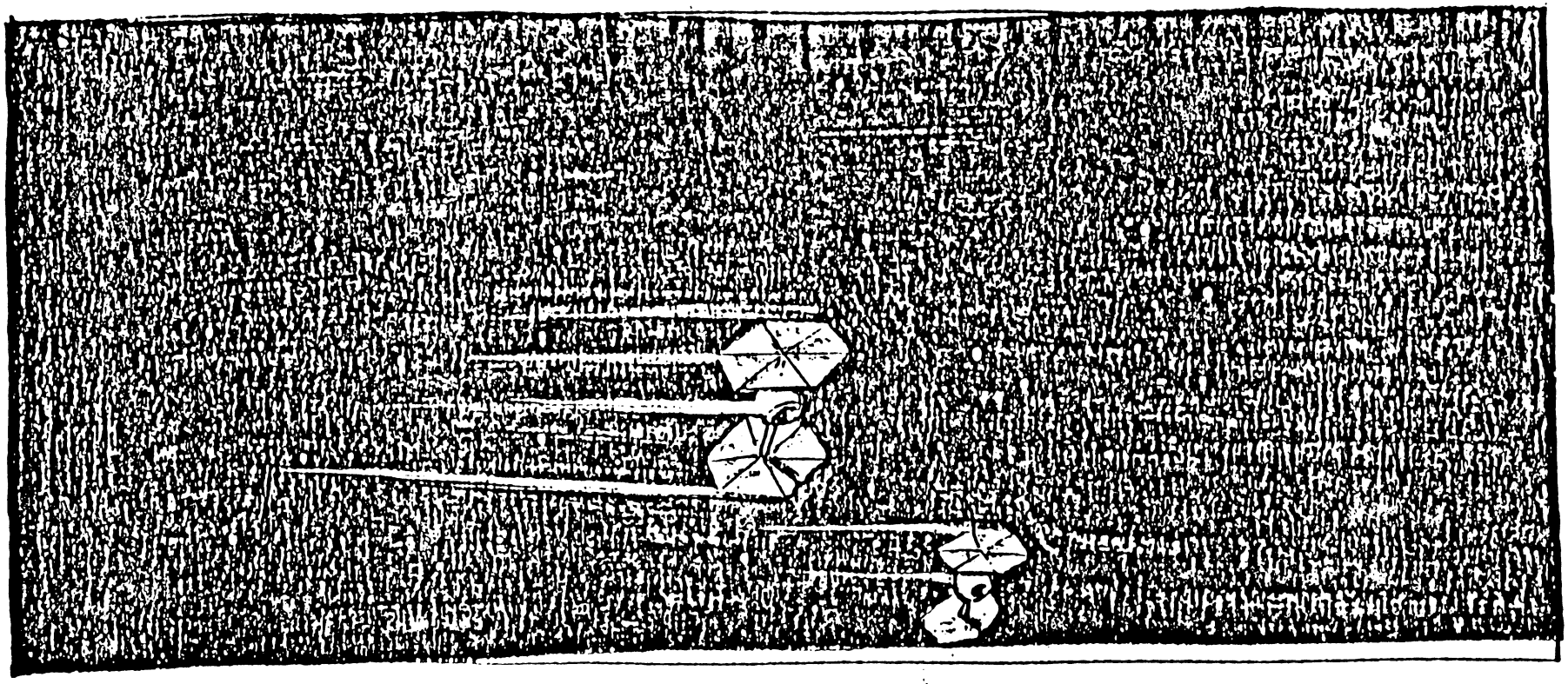
LAZER START / STOP
Flak

FRAME COUNT: 27

DUPE SHOT Background same as

TRENCH #

CAMERA MOVE Whip pan with
T.I.E. ship.



DESCRIPTION Two T.I.E. ships down frame - twisting.

PROCESS PLATE #

SCRIPT # NN 68

DIALOGUE

BACKGROUND

172P

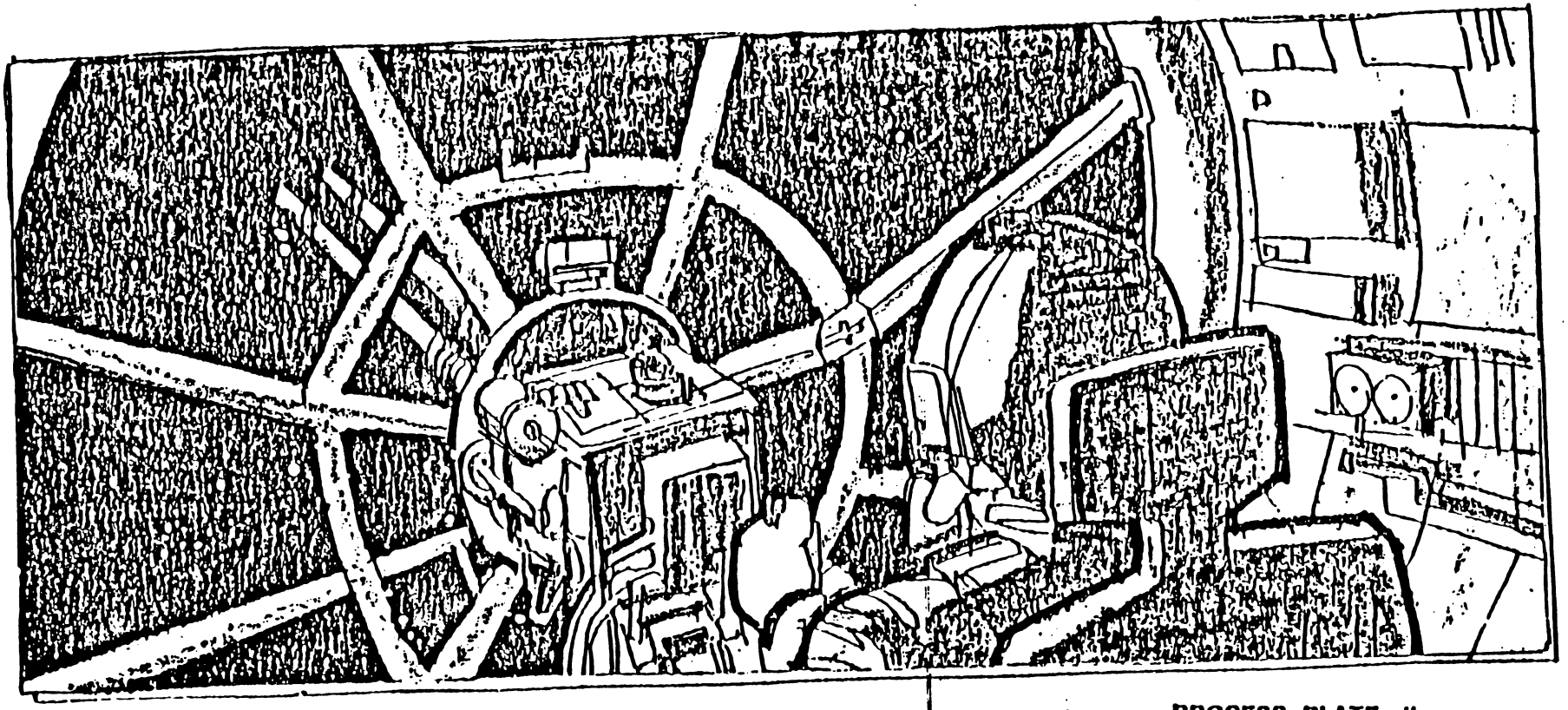
LAZER START STOP
Flak

DUPE SHOT

TRENCH

LOCATION:

CAMERA MOVE Locked.
P.O.V. from Pirate Ship.



DESCRIPTION LUKE.+ T.I.E. ship.

PROCESS PLATE #

SCRIPT # 76
VECHICLE Pirate Skiff
CAMERA VIEW looking out forward

DIALOGUE

DIALOGUE

BOARD # 77

SHOT # 173

LOCATION:

BACKGROUND: Stars

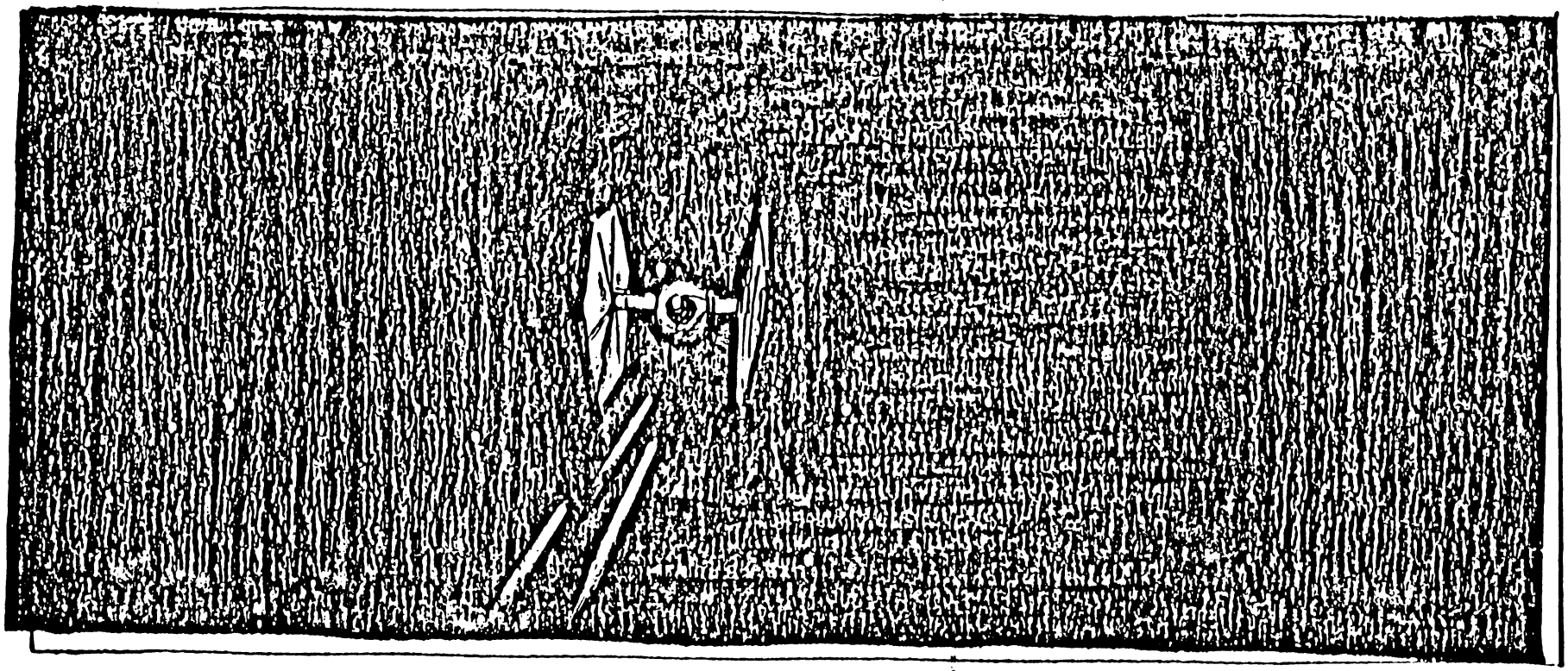
LAZER START / STOP
To T.I.E. Flak

FRAME COUNT: 35

DUPE SHOT

TRENCH #

CAMERA MOVE Tilt down with TI



DESCRIPTION T.I.E. ship drifting down.

PROCESS PLATE #

SCRIPT # PP 68

DIALOGUE:

BOARD # 78 40 to Board

SHOT # 174

LOCATION:

BACKGROUND Stars

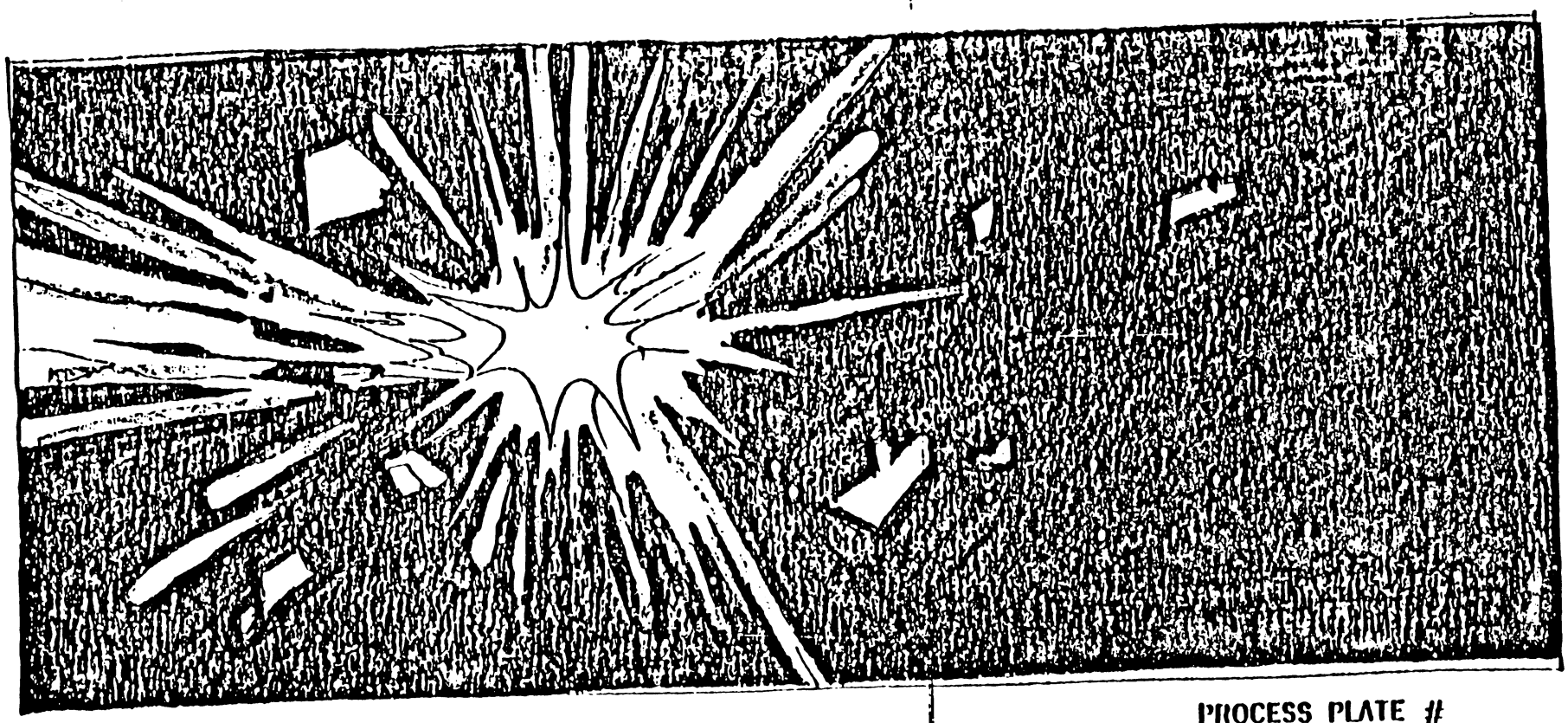
LAZER START / STOP

FRAME COUNT:

DUPE SHOT Background same as 5

TRENCH #

CAMERA MOVE Slight pan R to L



DESCRIPTION T.I.E. ship coming to us and Grenadnes

PROCESS PLATE #

SCRIPT # PP68

DIALOGUE

BOARD # 79 - [redacted]

SHOT # 175

LOCATION:

BACKGROUND: Stars/Planet Yavin

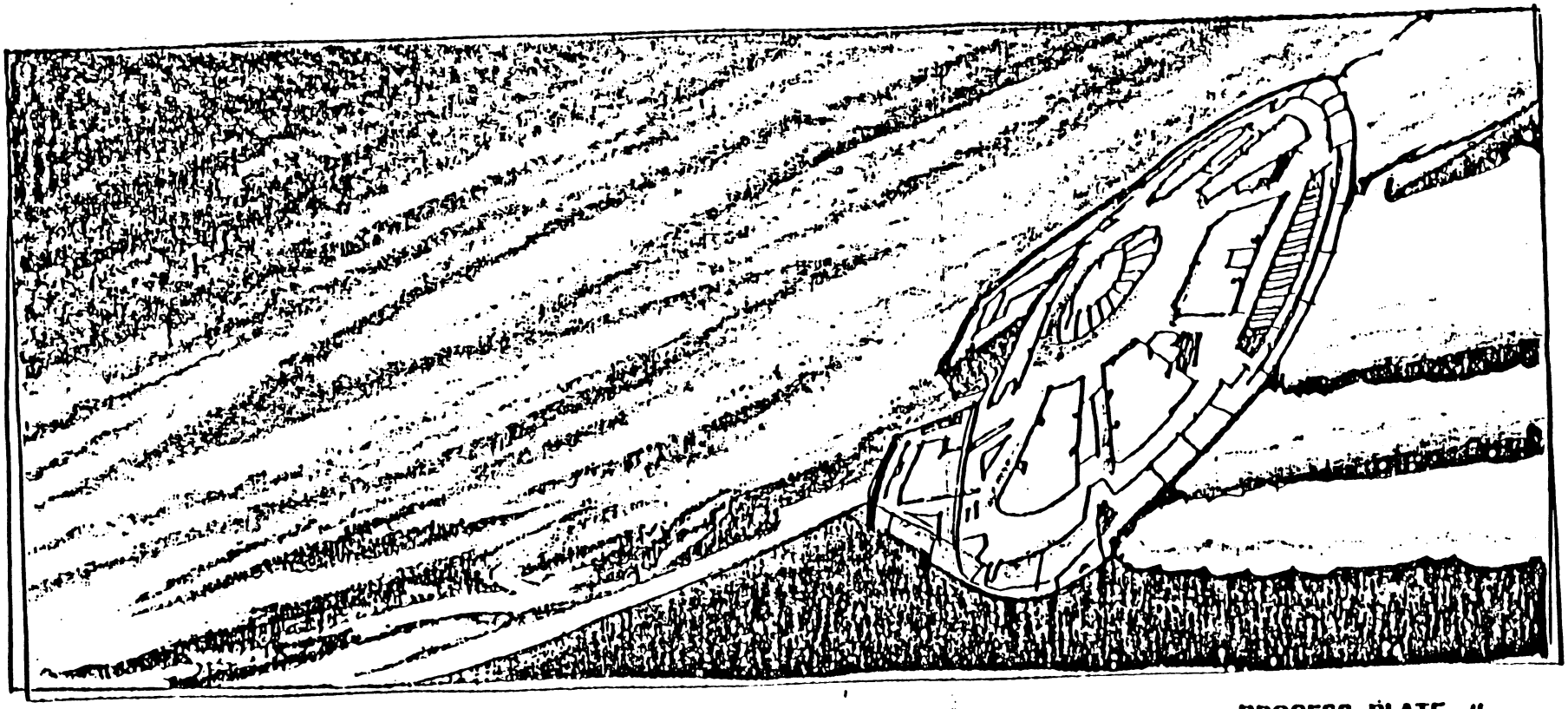
LAZER START / STOP

FRAME COUNT:

DUPE SHOT

TRENCH #

CAMERA MOVE Tracking away fro



DESCRIPTION Moving away from Pirate Ship. Yavin (yellow-brown) moving lower R to upper L. (Yavin 4th moon (green) being revealed by movement.)

PROCESS PLATE #

SCRIPT #

DIALOGUE

BOARD # 314

SHOT # 300P

LOCATION:

BACKGROUND: Stars moving L. to R

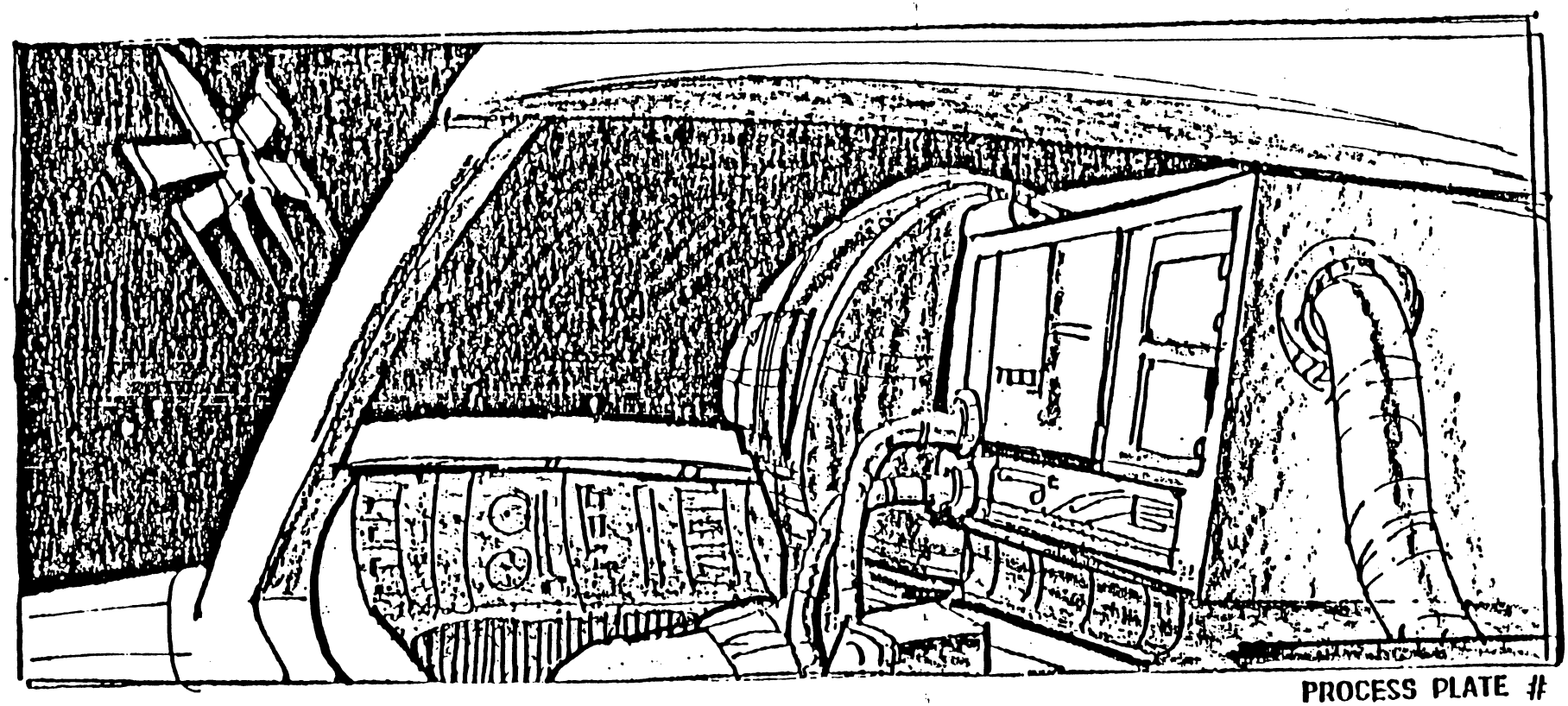
LAZER START / STOP

FRAME COUNT: 45

DUPE SHOT:

TRENCH #

CAMERA MOVE: Locked off.



PROCESS PLATE #

DESCRIPTION P.O.V. inside Luke's cockpit of Biggs' X-wing roaring past the cockpit window and pulling out ahead of Luke

SCRIPT # Q225

DIALOGUE

BOARD # 80

SHOT # 176

LOCATION: Yavin 4th moon atmosphere.

BACKGROUND: Stars/Yavin 4th moon

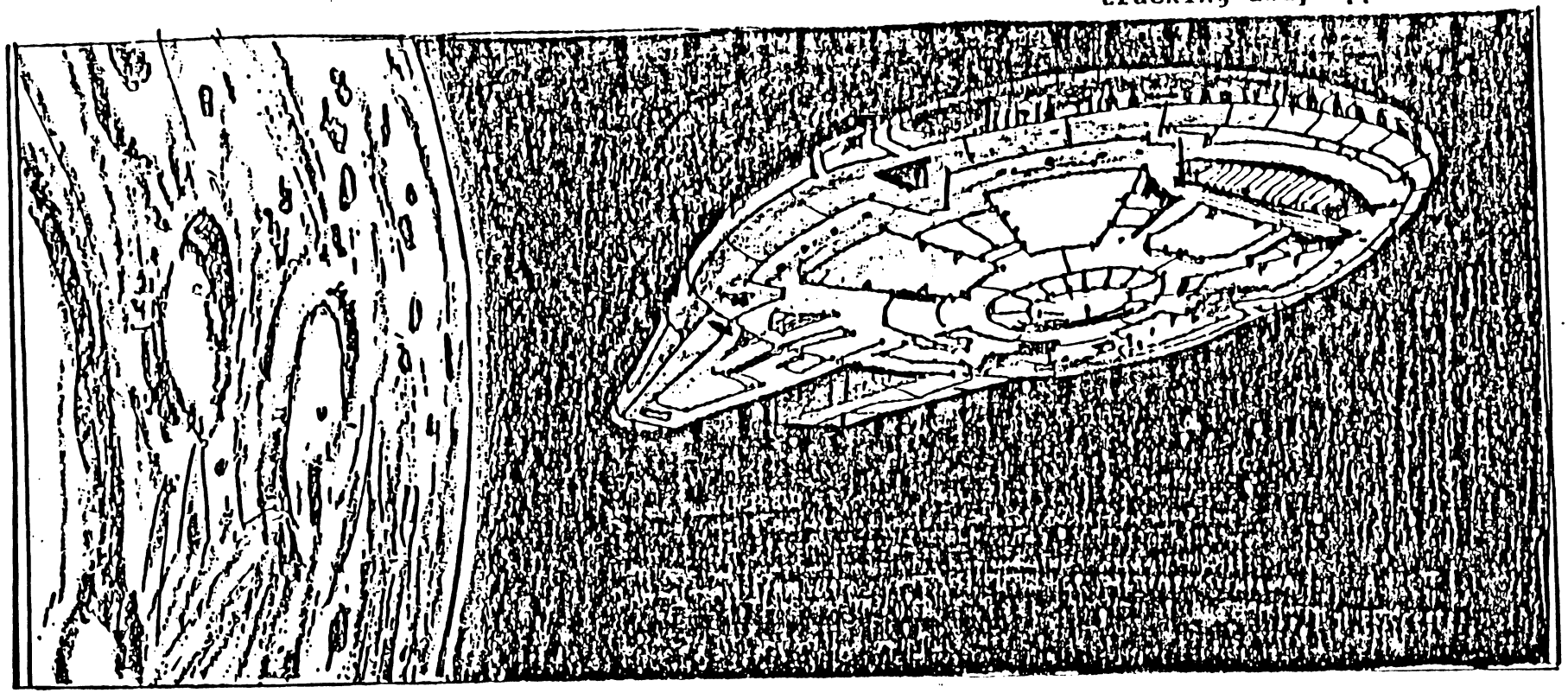
LAZER START / STOP

FRAME COUNT:

DUPE SHOT

TRENCH #

CAMERA MOVE Pirate ship tracking away upper R to lower L.



DESCRIPTION 4th moon of Yavin with Pirate Ship.

PROCESS PLATE #

SCRIPT # 127

DIALOGUE

BOARD # 241

SHOT # 314P

LOCATION: Polo

BACKGROUND: Whipping stars

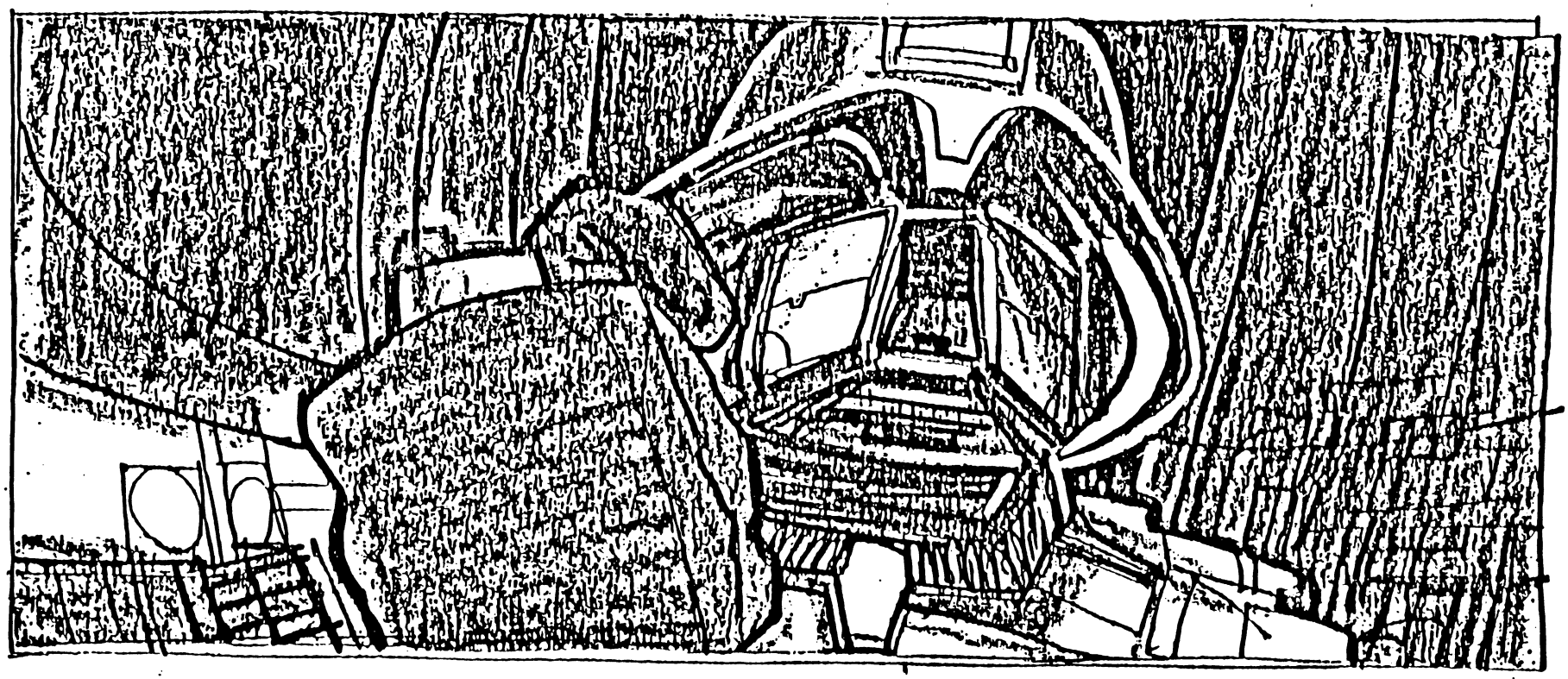
LAZER START / STOP

FRAME COUNT: 26

DUPE SHOT

TRENCH #

CAMERA MOVE:



DESCRIPTION CLOSE UP. Vader adjusts his control lever and dives on the X-wing fighters.

PROCESS PLATE #

SCRIPT # 3222

DIALOGUE VADER: Close up the formation. I'll take them myself.

CARD # 244A

SHOT # 317A

LOCATION:

BACKGROUND

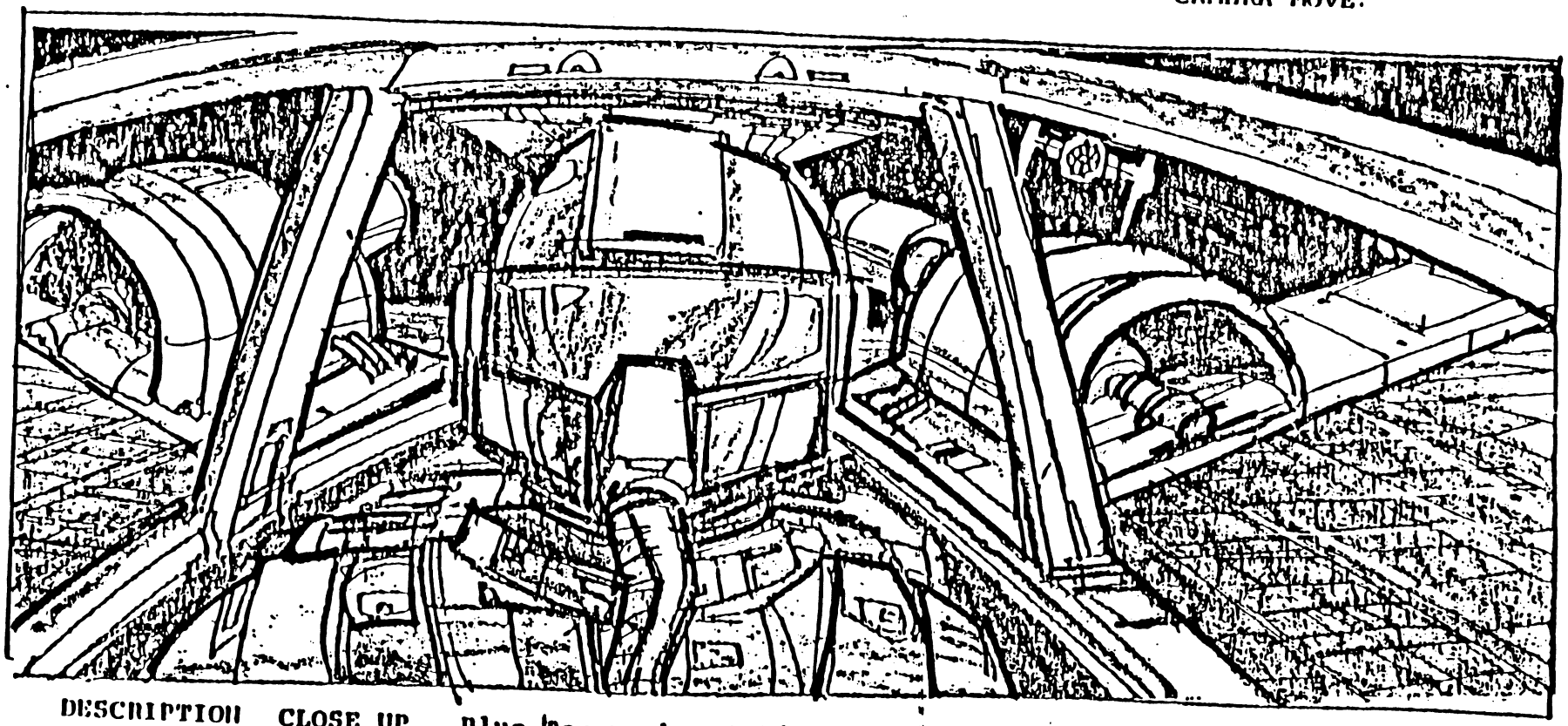
LAZER START / STOP

FRAME COUNT:

DUPE SHOT

TRENCH # 2.

CAMERA MOVE:



DESCRIPTION CLOSE UP. Blue Ten works at his controls furiously trying to avoid the fighter behind him.

PROCESS PLATE #

SCRIPT # N222

DIALOGUE BLUE TEN: I can't hold them. You'd better let it loose. We're closing on you.

BOARD # 245

SHOT # 310P

LOCATION: Pole

BACKGROUND: Low altitude Death Star horizon.

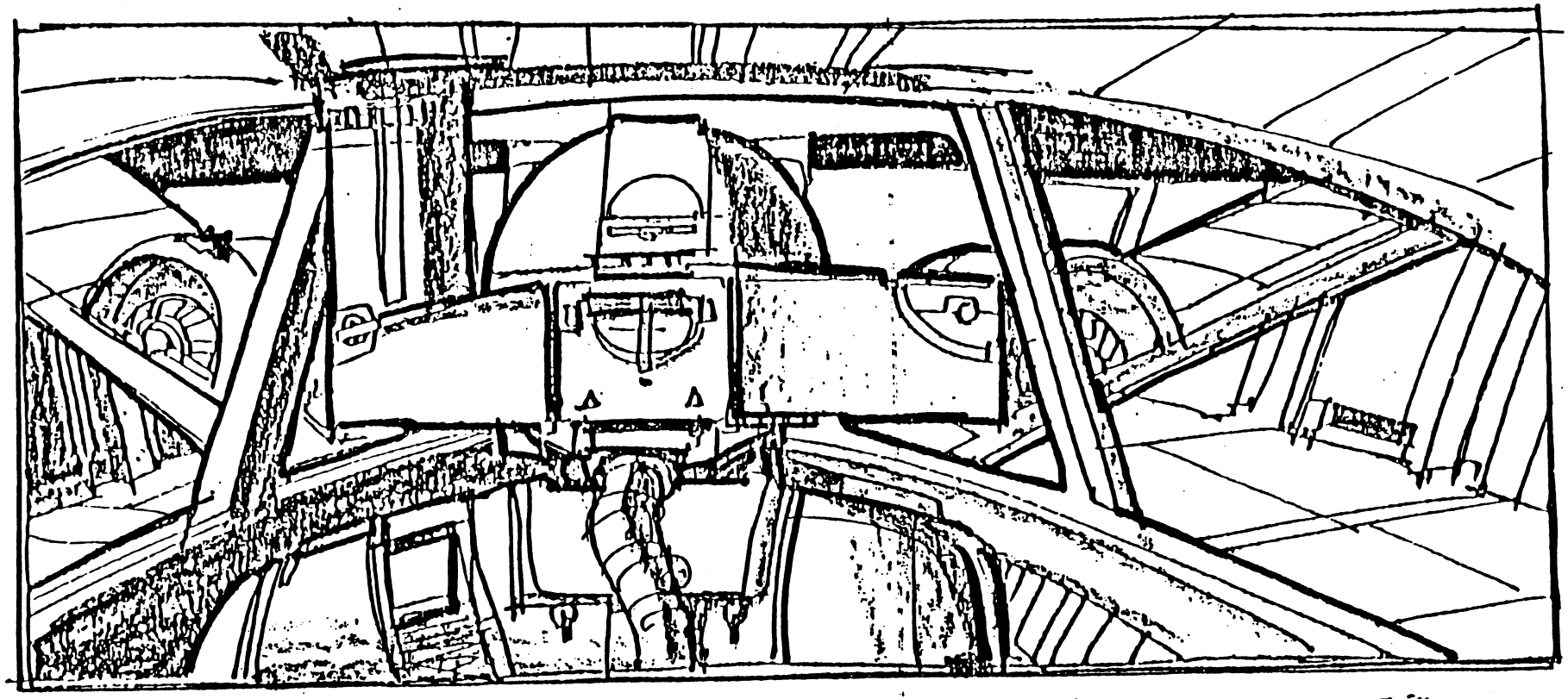
LAZER START / STOP

FRAME COUNT: 40

DUPE SHOT

TRENCH # 1

CAMERA MOVE:



DESCRIPTION CLOSE UP. Blue Leader is concentrating on his targeting device.

PROCESS PLATE #

SCRIPT # 223

DIALOGUE: BLUE LEADER: We're almost home. Steady, steady.

MATCHES

BOARD # ~~[illegible]~~ 251

SHOT # 322P

LOCATION: Pole

BACKGROUND: Whipping stars/horizon rising rapidly

MAKE HOT

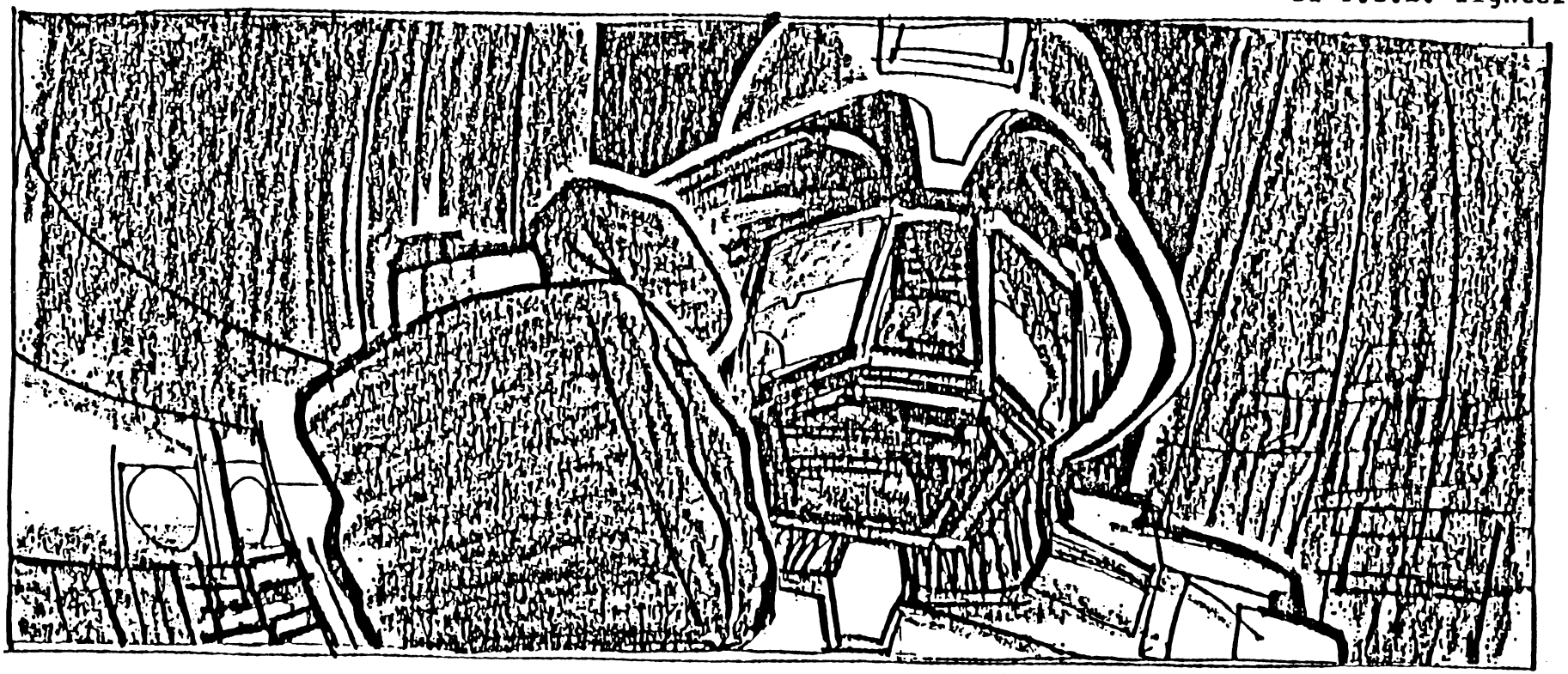
LAZER START / STOP

FRAME COUNT: 52

DUPE SHOT:

TRENCH #

CAMERA MOVE: P.O.V. out back of T.I.E. fighter.



DESCRIPTION CLOSE UP. Vader as he pulls back on his control stick and the horizon zips through the port behind his head.

PROCESS PLATE #

SCRIPT # G123

DIALOGUE: VADER: Take them...

BOARD # 259

SHOT # 329P

LOCATION:

BACKGROUND: Low altitude Death Star horizon.

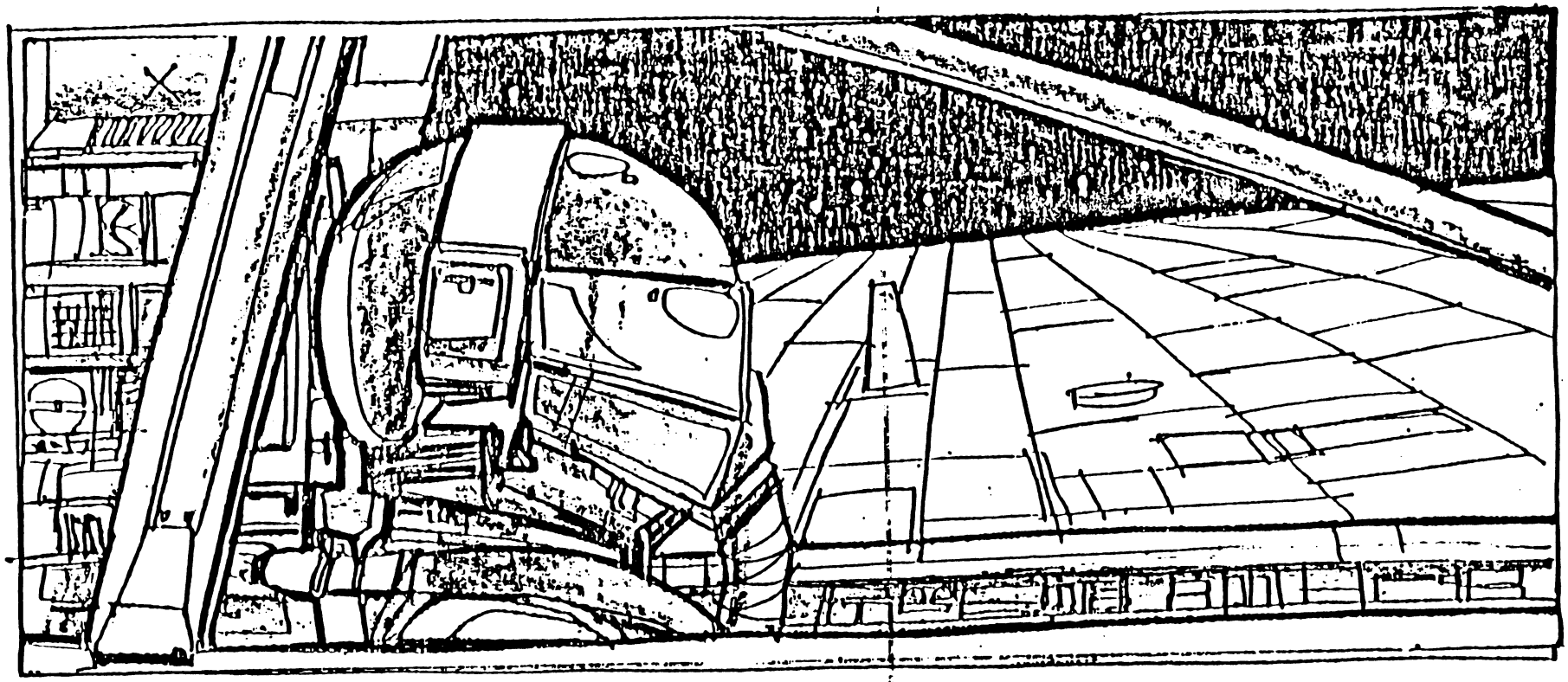
LAZER START / STOP

FRAME COUNT: 153

DUPE SHOT: 258

TRENCH #

CAMERA MOVE:



DESCRIPTION CLOSE UP. Blue Leader watches his readouts which are going wild.

PROCESS PLATE #

SCRIPT # Q223

DIALOGUE: BLUE LEADER: R-2 shut off the main feed to the starboard engine. Hang on tight. This could get rough.

BOARD # 261A

SHOT # 332P

LOCATION:

BACKGROUND:

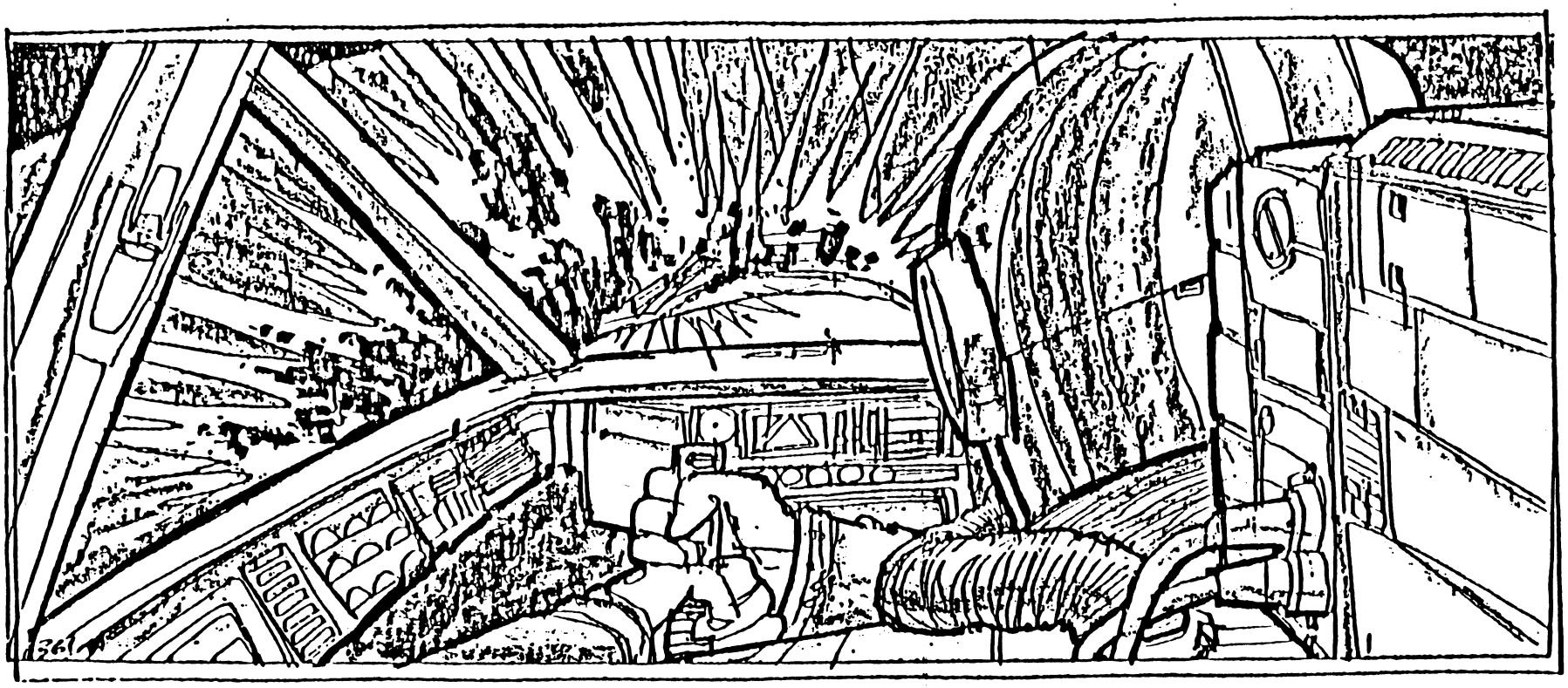
LAZER STA' ' STOP

FRAME COUNT:

DUPE SHOT:

TRENCH #

CAMERA MOVE:



DESCRIPTION P.O.V. Behind Blue Leader's shoulder as he plows into the Death Star surface.

PROCESS PLATE #

SCRIPT # S223

DIALOGUE

SHOT # 334 p'

LOCATION: Pole

BACKGROUND: [illegible]h altitude Death Star surface.

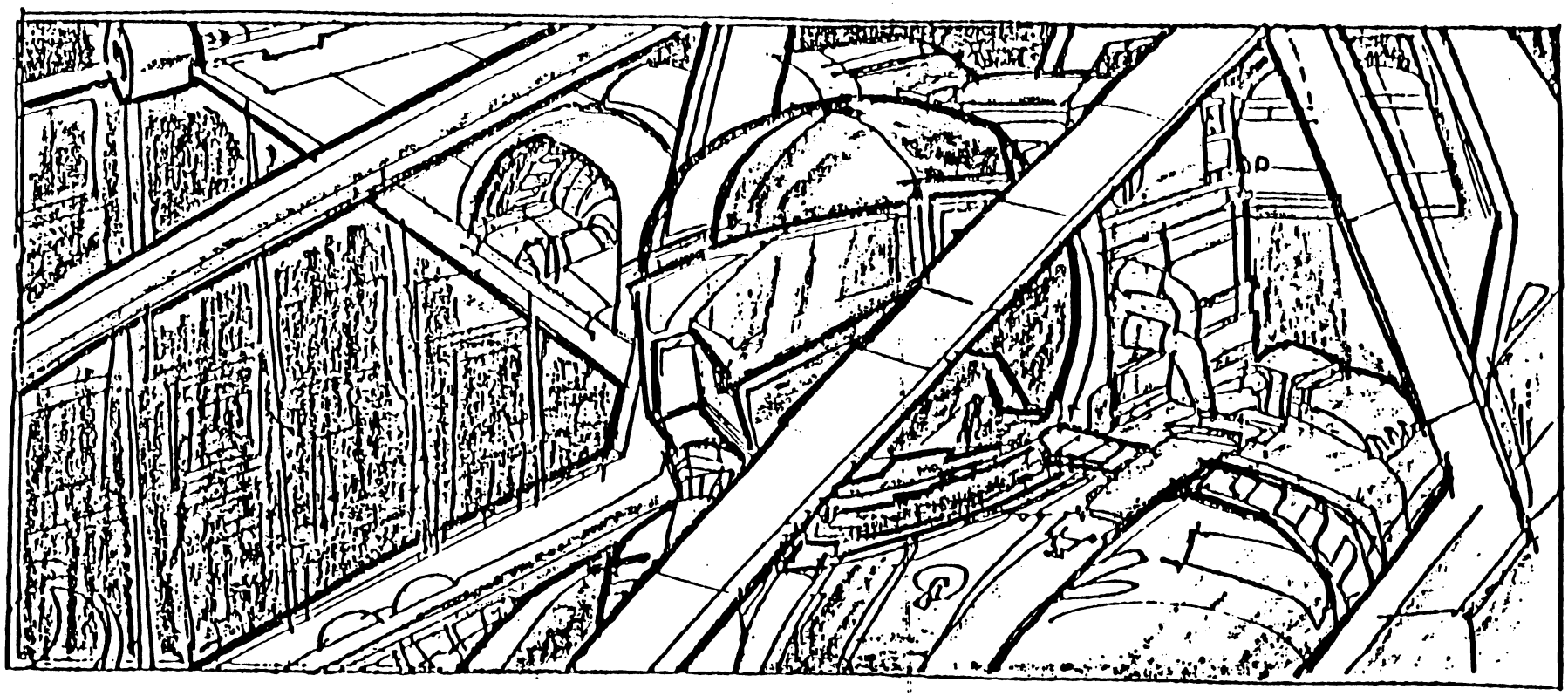
LAZER 57 / STOP

FRAME COUNT: 192

DUPE SHOT:

TRENCH #

CAMERA MOVE:



DESCRIPTION CLOSE UP. Luke looking out the window of his X-wing at the explosion far below. (off screen). For the first time he feels the helplessness of his situation.

PROCESS PLATE #

SCRIPT # U 223

DIALOGUE

BOARD # 274

SHOT # 343P

LOCATION: Pole

BACKGROUND: Low altitude Death Star horizon.

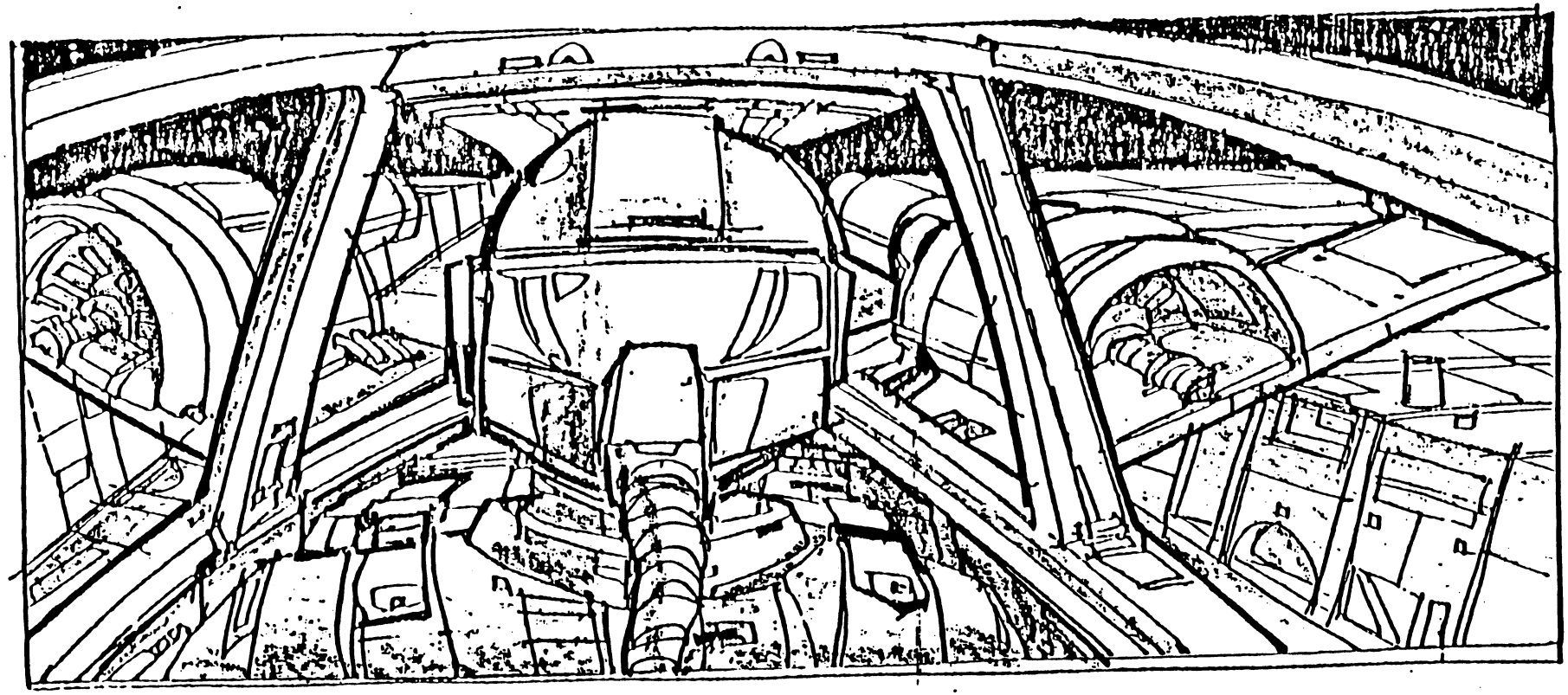
LAZER / Flak START / STOP

FRAME COUNT: 27

DUPE SHOT:

TRENCH # 3

CAMERA MOVE:



DESCRIPTION CLOSE UP LUKE. Flak and laser bolts flash outside the cockpit window.

PROCESS PLATE #

SCRIPT # B224

DIALOGUE

BIGGS: We seem to have upset them a bit.
LUKE: This is fine. I can see everything.
CHEWIE: My scope shows the tower, but I can't see the exhaust port. It must be awfully small. Are you sure you can hit it?

BOARD # 275 ~~324~~

SHOT # 388P

LOCATION: Pole

BACKGROUND: Low altitude Death Star horizon.

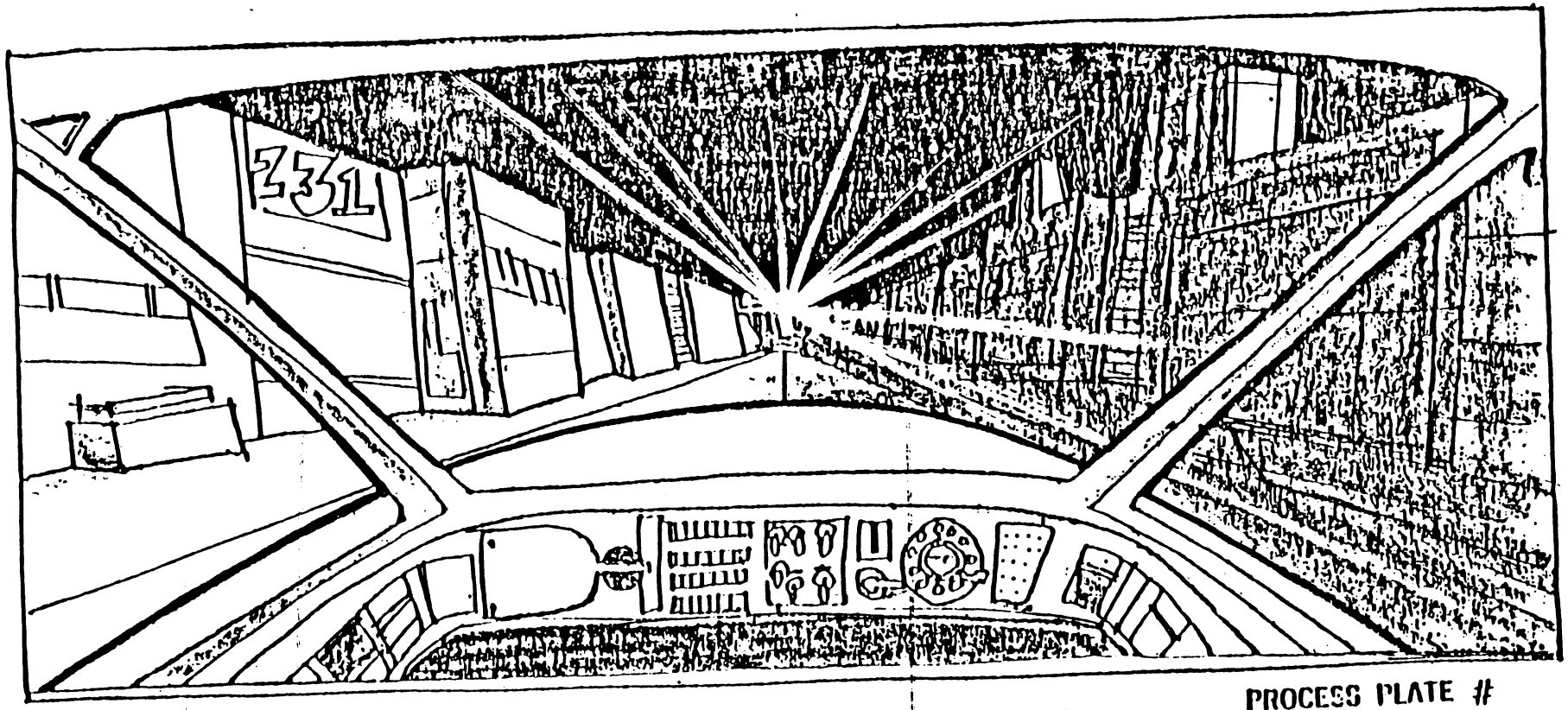
LAZER / Flak START / STOP

FRAME COUNT: 42

DUPE SHOT

TRENCH # 3

CAMERA MOVE: P.O.V. front of X-wing.




PROCESS PLATE #

DESCRIPTION P.O.V. out Luke's window lasers and flak streak by, buffeting the ship, as he approaches the target.

SCRIPT # A226

DIALOGUE

CARD # 200

SHOT # 349P

LOCATION: Pole

BACKGROUND / altitude Death Star horizon.

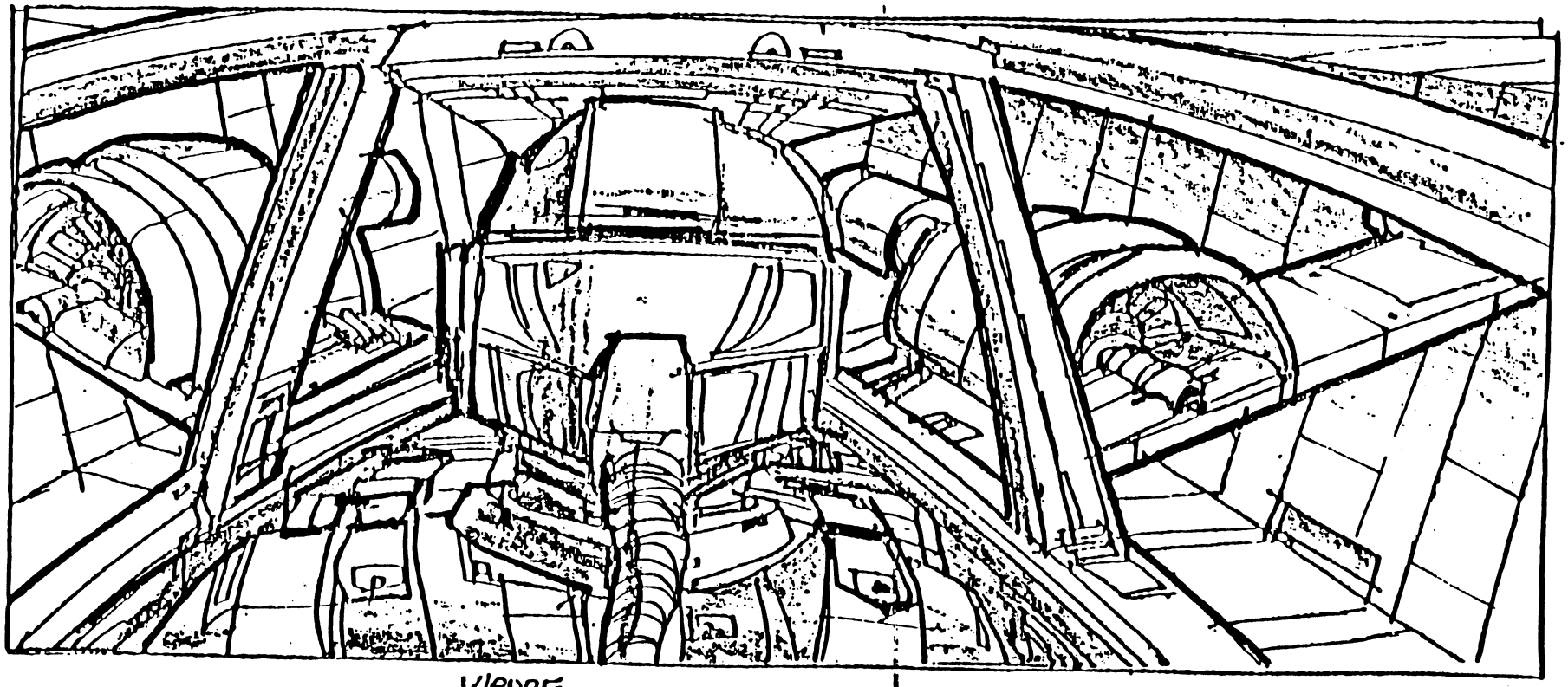
LAZER START / STOP

FRAME COUNT: 69

DUPE SHOT:

TRENCH # 2

CAMERA MOVE



DESCRIPTION CLOSE UP. ~~Chewie~~ WEDGE as he looks up and sees the T.I.E. ships.

PROCESS PLATE #

SCRIPT # #224

DIALOGUE CHEWIE: Coming in...Point three.

CARD # 282

SHOT # 351

LOCATION: Pole

BACKGROUND: whipping stars.

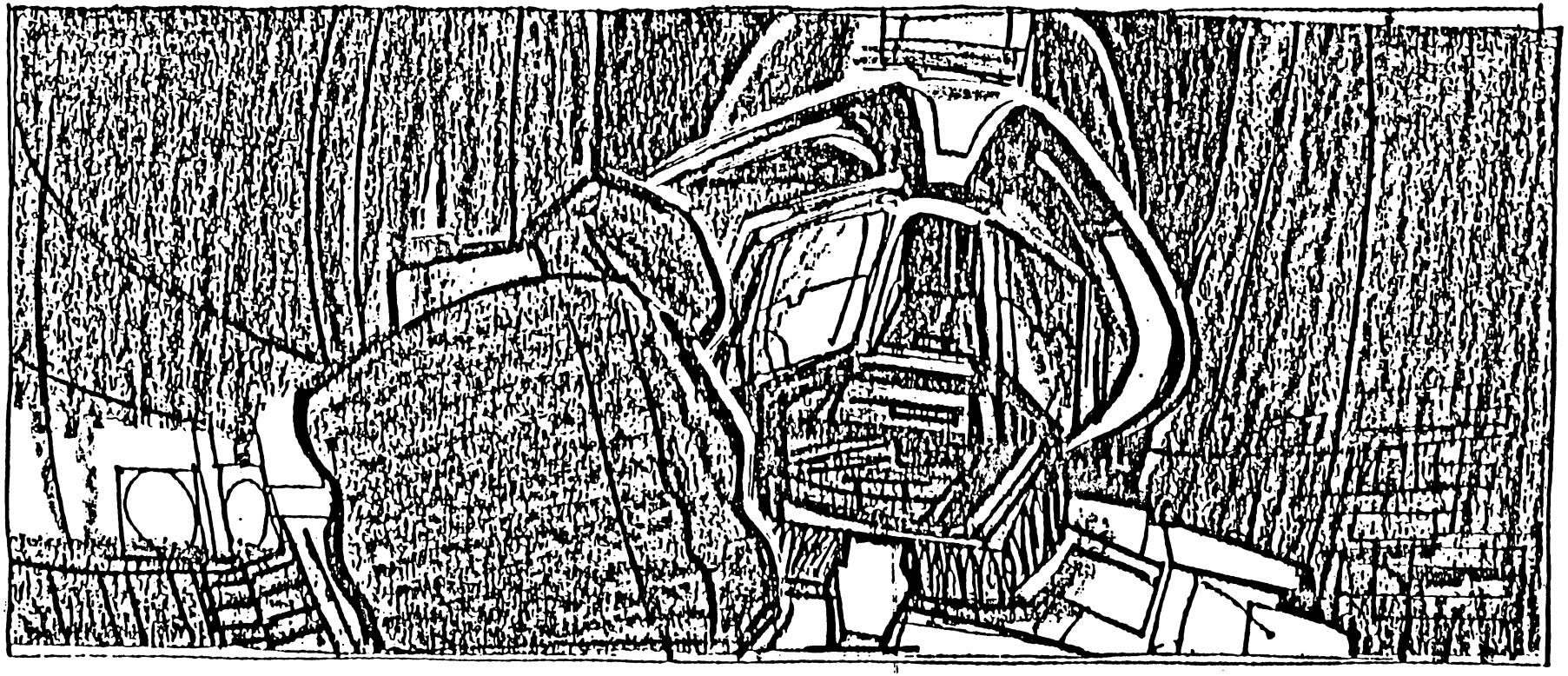
LAZER START / STOP

FRAME COUNT: 55

DUPE SHOT:

TRENCH #

CAMERA MOVE:



DESCRIPTION CLOSE UP. Vader adjusts his controls.

PROCESS PLATE #

SCRIPT # J224

DIALOGUE

VADER'S WING MAN ONE: They're making their approach too fast.

VADER: Stay with them.

WINGMAN ONE: They're going too fast to get a fix.

ARD # 283

T # 352P

LOCATION:

BACKGROUND: s s/Low altitude Death Star horizon.

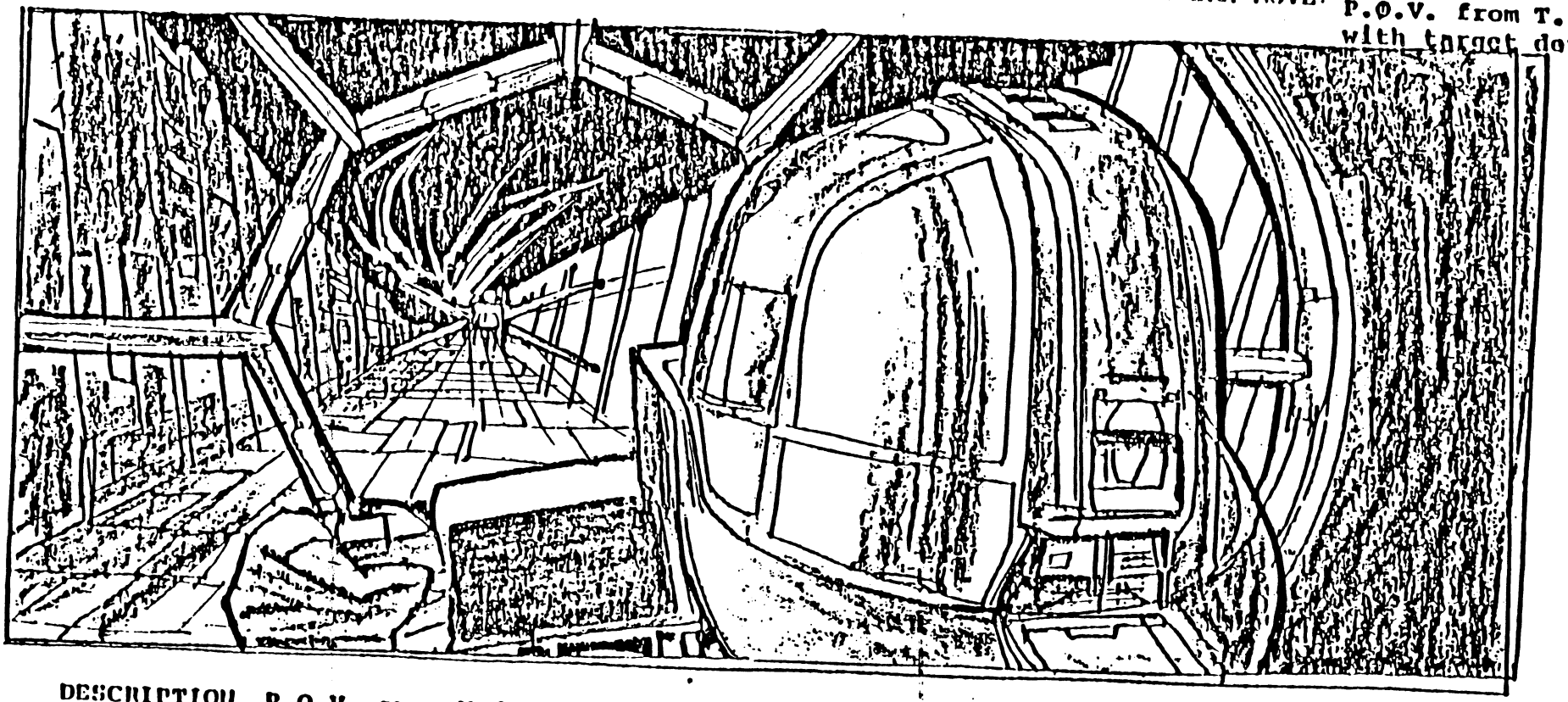
LAZER START / STOP

FRAME COUNT: 33

DUPE SHOT:

TRENCH # 1

CAMERA MOVE: P.O.V. from T.I.E. with target device



DESCRIPTION P.O.V. over Vader's shoulder at Biggs' X-wing flying down trench.

PROCESS PLATE #

SCRIPT # K229.4

DIALOGUE VADER: They'll have to slow down before they reach that tower....

BOARD # 2941

SHOT # 362P

LOCATION: Pole

BACKGROUND: Low altitude Death Star surface.

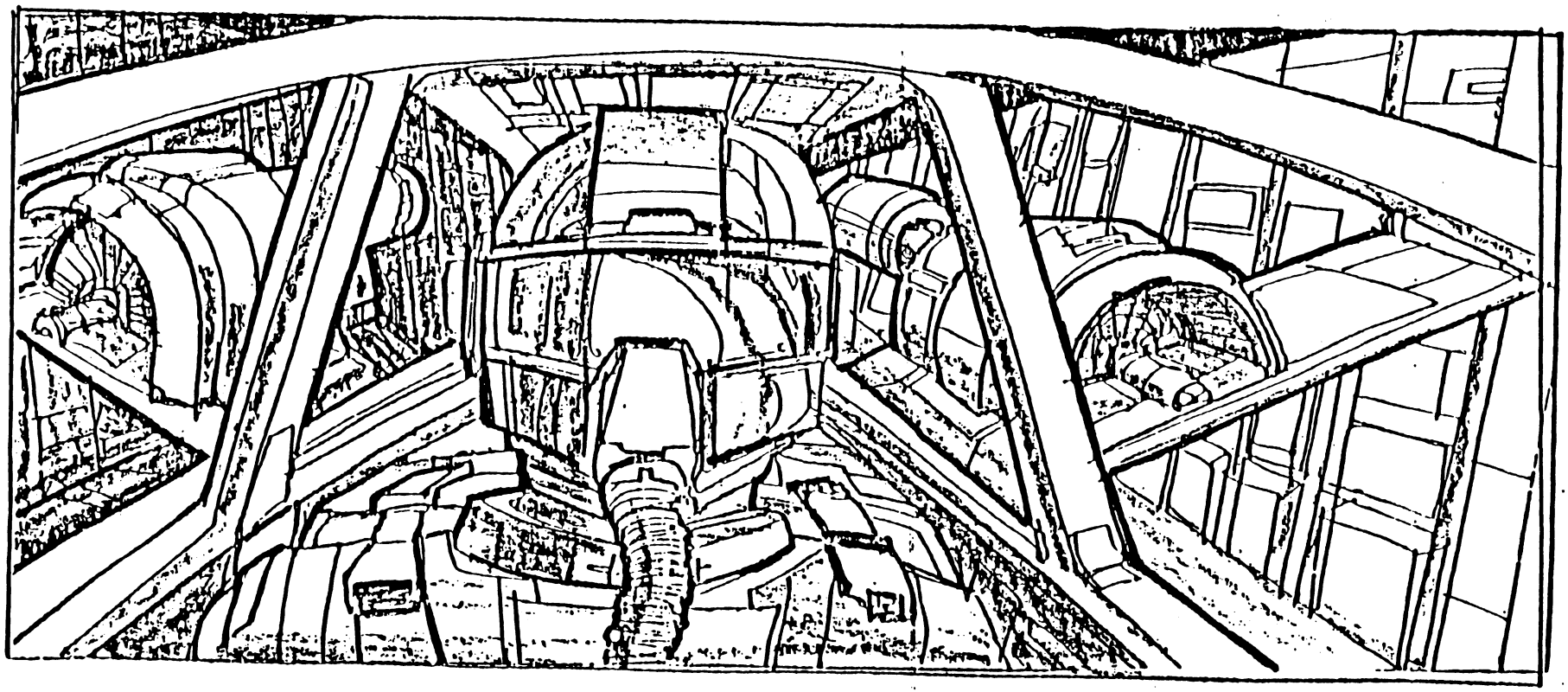
LAZER START / STOP

FRAME COUNT: 46

DUPE SHOT

TRENCH # 1A

CAMERA MOVE:



DESCRIPTION CLOSE UP LUKE. The left engine begins to spark as he fights to regain control of the weaving ship. He dives down into the trench.

PROCESS PLATE #

SCRIPT # W224

DIALOGUE LUKE: I'm hit...but not bad...Artoo, see what you can do with it.

CARD # 296A

SHOT # 364P

LOCATION: Pole

BACKGROUND / altitude Death Star surface.

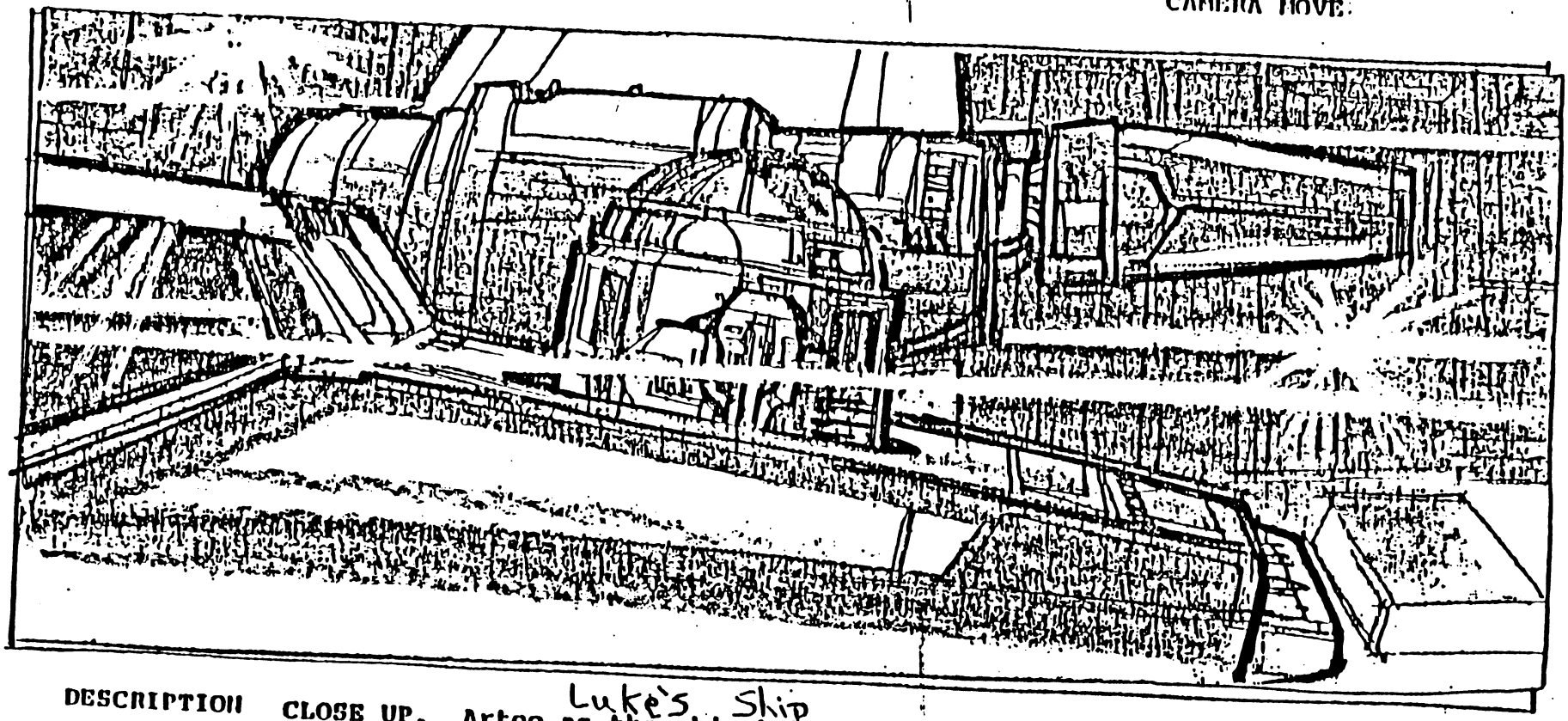
LAZER START / STOP and flak.

FRAME COUNT:

DUPE SHOT

TRENCH # 1A

CAMERA MOVE:



Luke's Ship

DESCRIPTION CLOSE UP. Artoo as the ship bobs and weaves past the towers.

PROCESS PLATE #

SCRIPT # 2324

DIALOGUE

BOARD # 298

SHOT # 366P

LOCATION: Pole

BACKGROUND: Canyon wall.

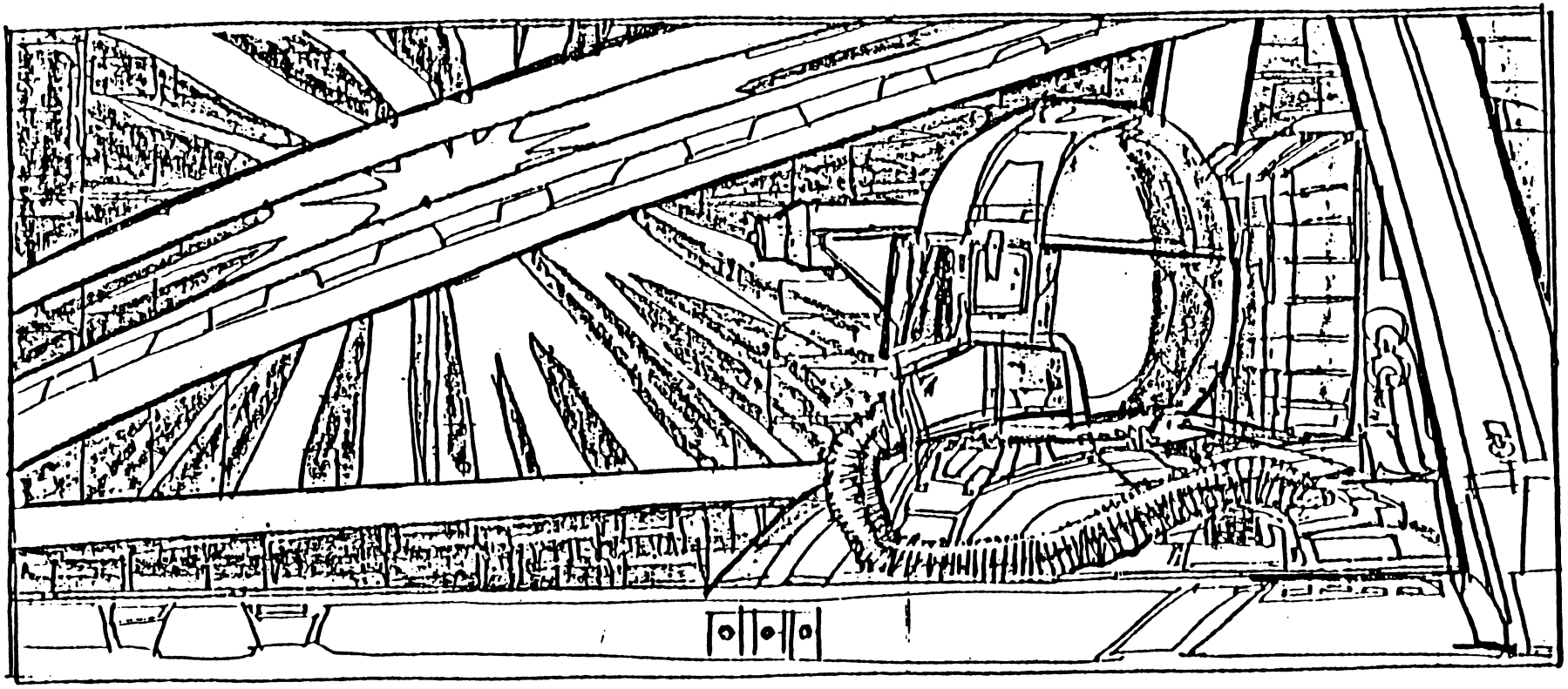
LAZER START / STOP
and flak.

FRAME COUNT: 43

DUPE SHOT

TRENCH # 1A

CAMERA MOVE: P.O.V. Luke's X-wing.



DESCRIPTION CLOSE UP. Luke as the flak and lasers streak around him.

PROCESS PLATE #

SCRIPT # A225

DIALOGUE

BOARD # 311

SHOT # 377P

LOCATION: Pole

BACKGROUND: High altitude Death Star surface.

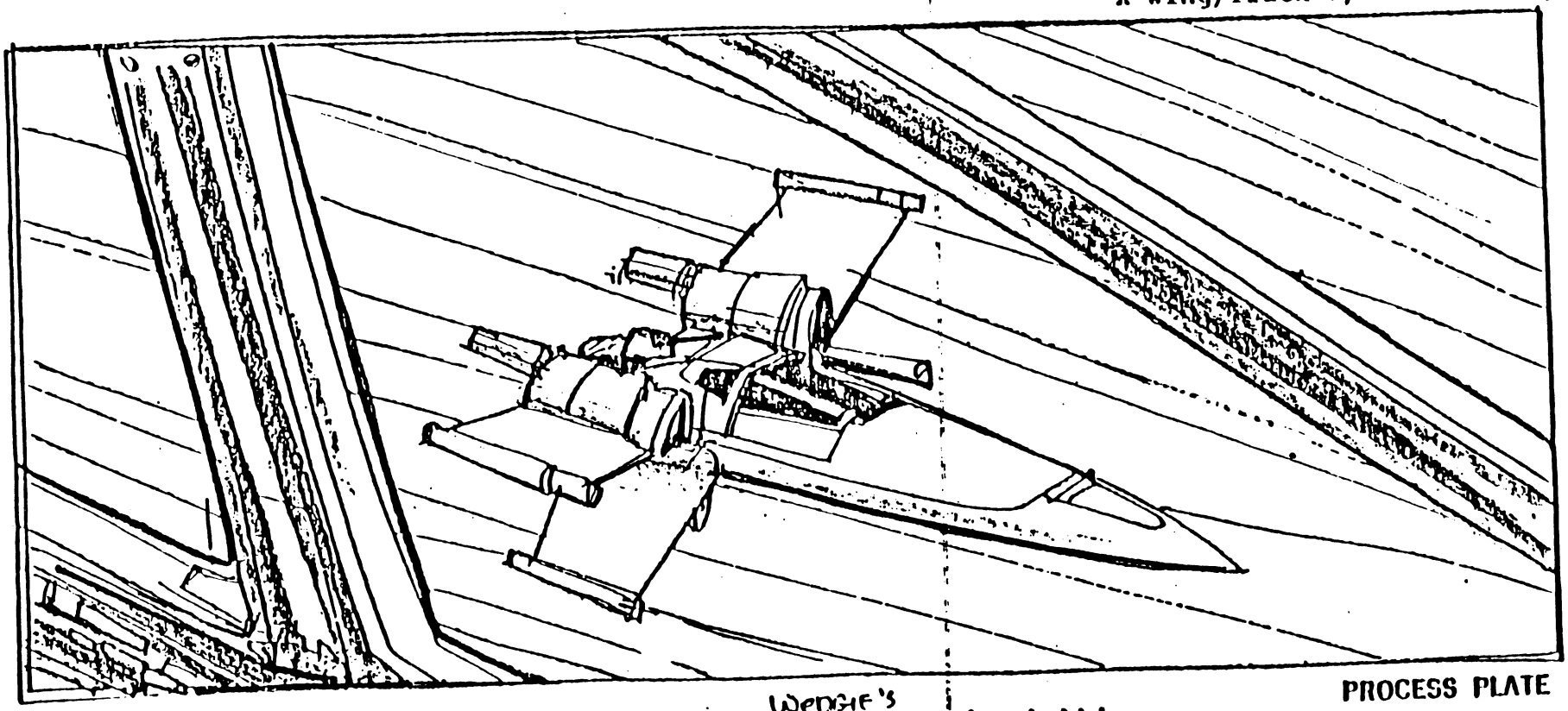
LAZER START / STOP

FRAME COUNT: 65

DUPE SHOT

TRENCH #

CAMERA MOVE P.O.V. out side of X-wing/Track W/other X-wing.



PROCESS PLATE #

DESCRIPTION P.O.V. out luke's window of ~~Chewie's~~ Wedge's X-wing bobbing along right next to Luke's ship.

SCRIPT # N225

DIALOGUE

BOARD # 313

SHOT # 379P

LOCATION: Pole

BACKGROUND: Hi... altitude Death Star (Threshhold)

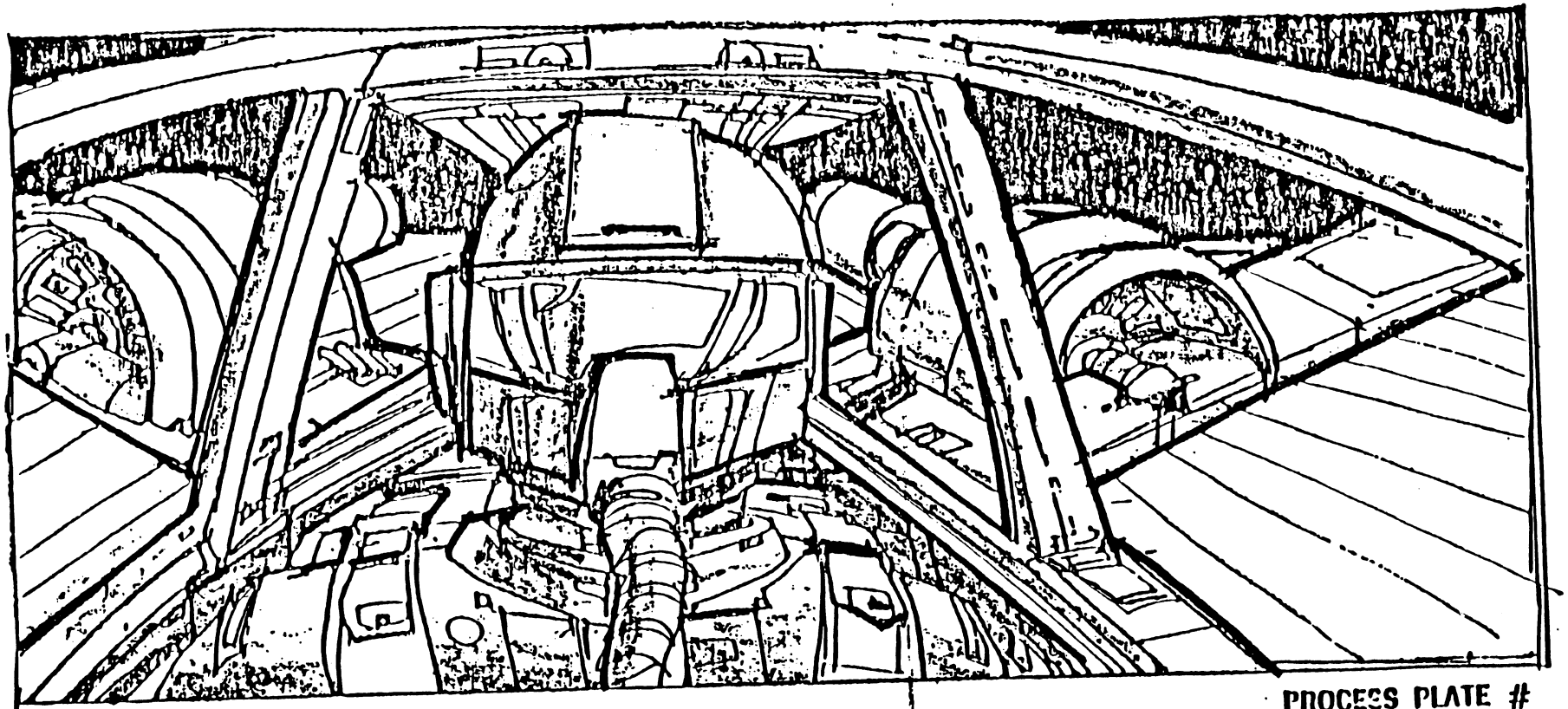
LAZER START / STOP

FRAME COUNT: 49

DUPE SHOT

TRENCH #

CAMERA MOVE



PROCESS PLATE #

DESCRIPTION CLOSE UP. Luke makes one final look around.

SCRIPT # P225

Luke looks behind him to his right.

DIALOGUE LUKE: We can't wait. We've got to go now. I don't think he made it.

BIGGS: (RADIO BREAKING UP) Ho, you guys, what are you waiting for?

BOARD # 315

SHOT # 301P

LOCATION: Pole

BACKGROUND: High altitude Death Star horizon. (Threshhold)

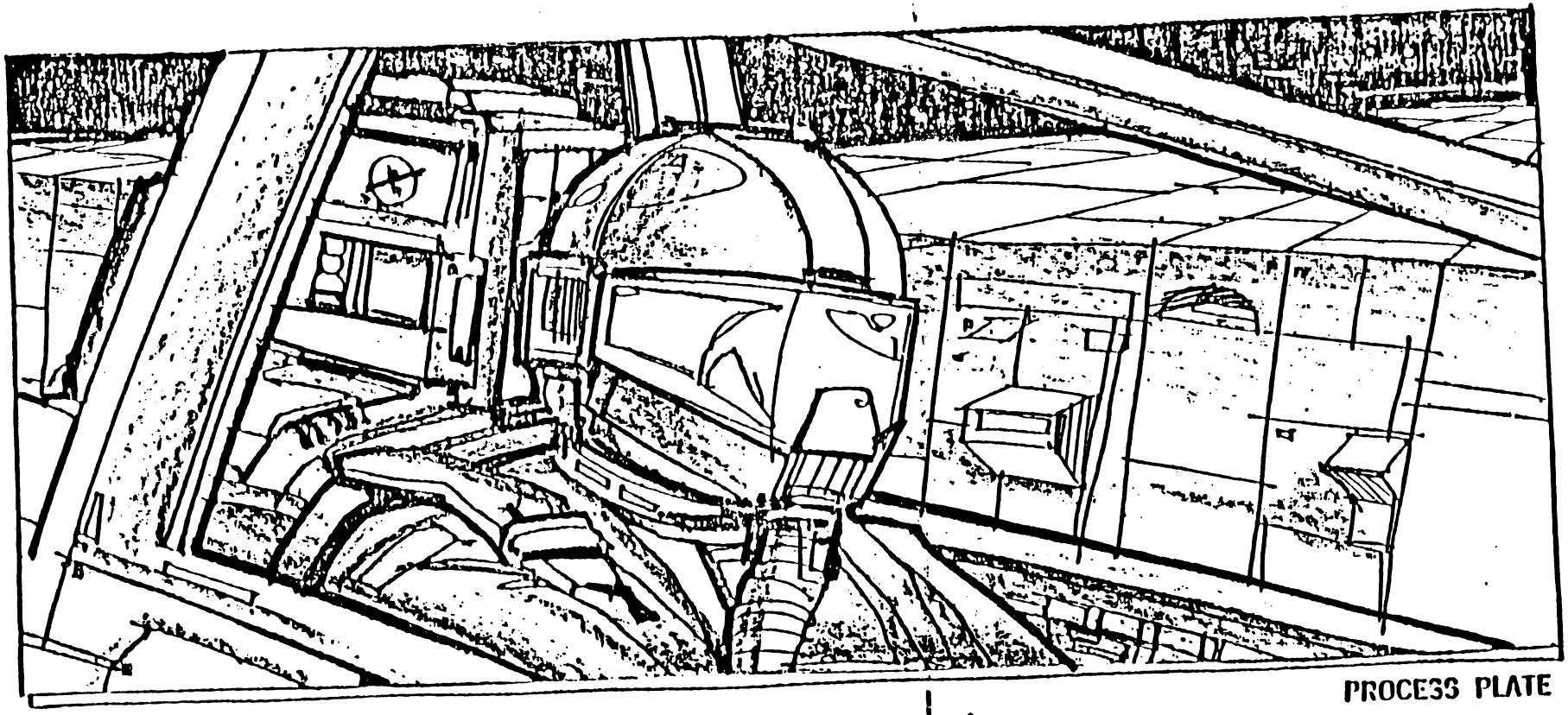
LAZER START / STOP

FRAME COUNT: 70

DUPE SHOT

TRENCH #

CAMERA MOVE: P.O.V. outside of X-wing.



PROCESS PLATE #

DESCRIPTION CLOSE UP. Biggs, as he looks back at Luke

SCRIPT # R225

DIALOGUE BIGGS: Don't ever give up on old Biggs....

BOARD # 319

SHOT # 384P

LOCATION: Polo

BACKGROUND: High altitude Death Star surface.

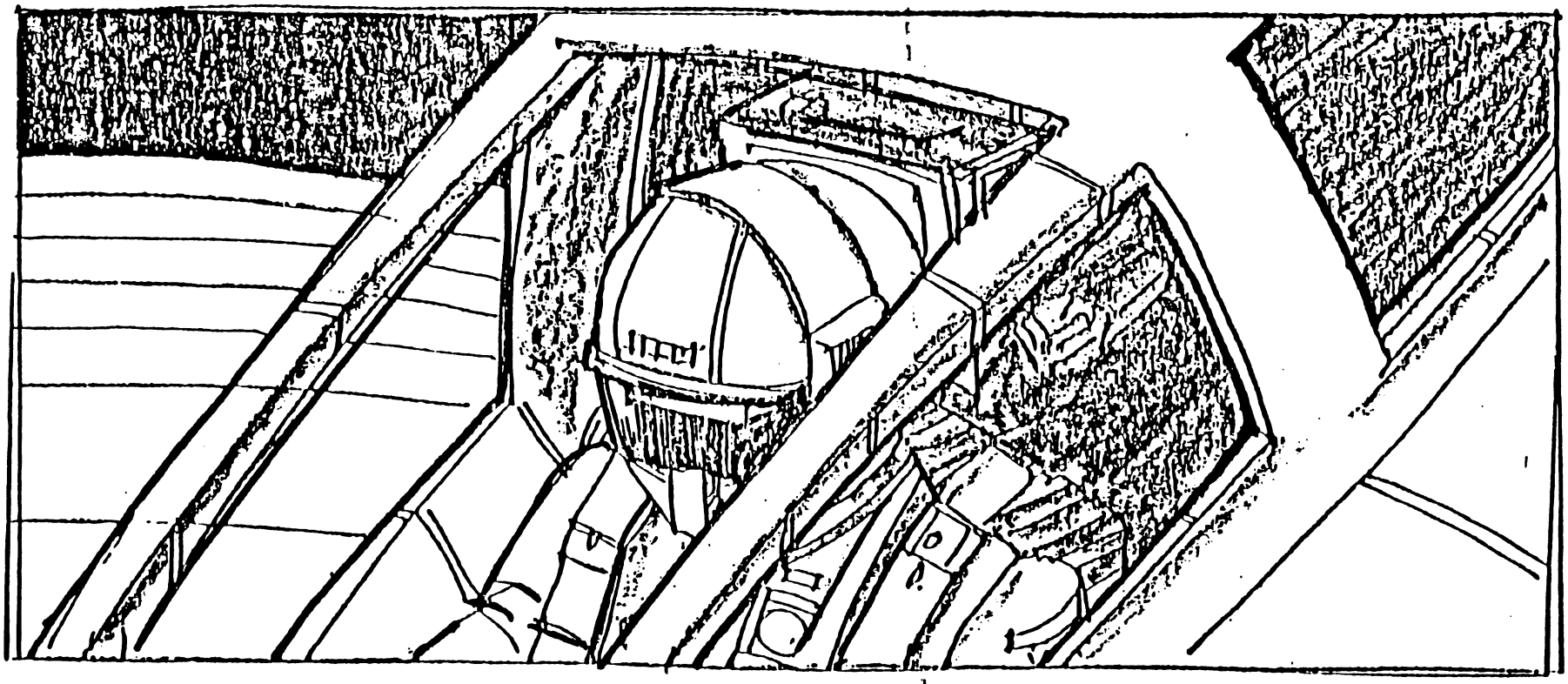
LAZER START / STOP

FRAME COUNT: 58

DUPE SHOT 97

TRENCH #

CAMERA MOVE:



DESCRIPTION CLOSE UP. Luke as he starts his dive. The Death Star surface races up behind him.

PROCESS PLATE #

SCRIPT # U.225

DIALOGUE LUKE: We're going in.

BOARD # 327

SHOT # 391P

LOCATION: Pole

BACKGROUND: Low altitude DeathStar horizon

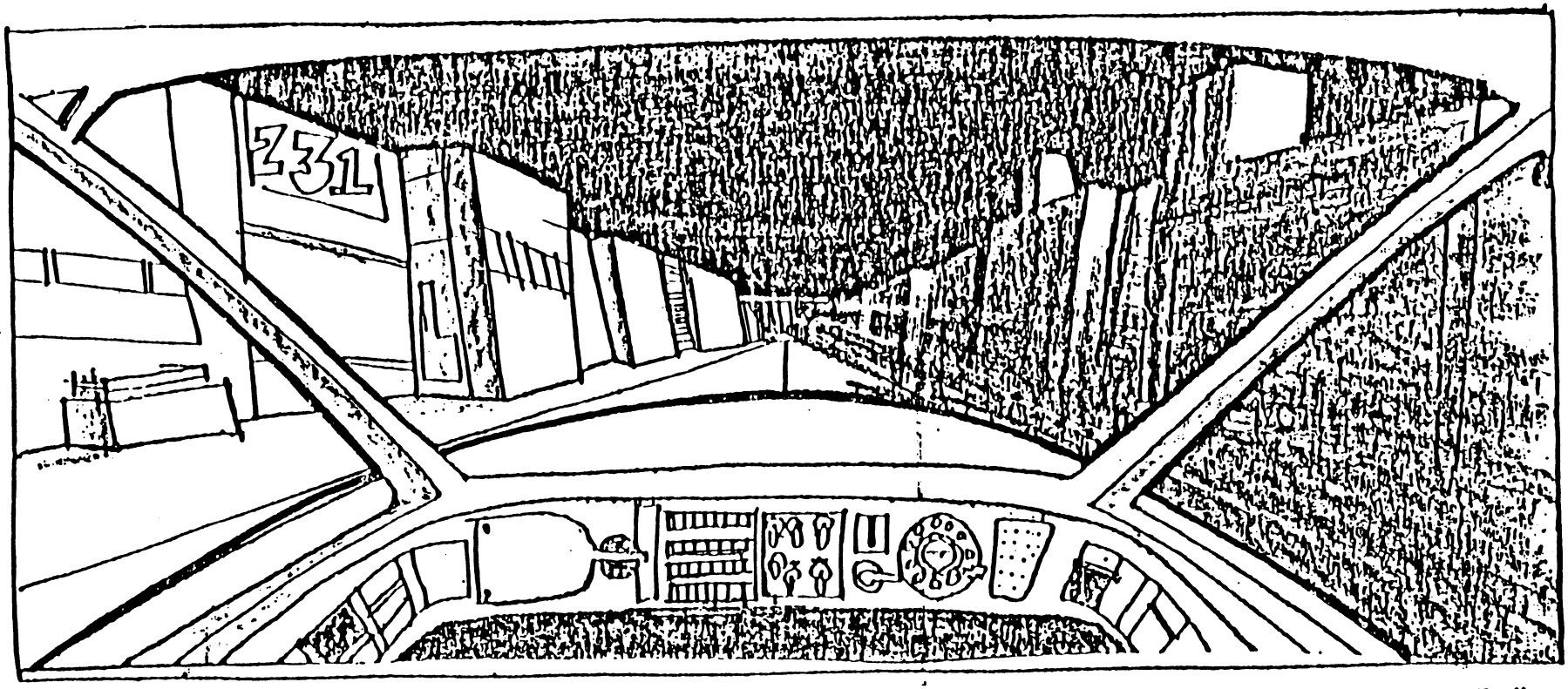
LAZER START / STOP
Flak

FRAME COUNT: 67

DUPE SHOT

TRENCH # 3

CAMERA MOVE: P.O.V. from X-wing




PROCESS PLATE #

SCRIPT # D226

DESCRIPTION P.O.V. OUT LUKE'S COCKPIT WINDOW

As he approaches the target, suddenly the lasers and flaks stop. The X-wing races toward its destiny in the now silent and eerie trench.

DIALOGUE

BOARD # 334A

SHOT # 390P

LOCATION:

BACKGROUND [illegible]pping stars

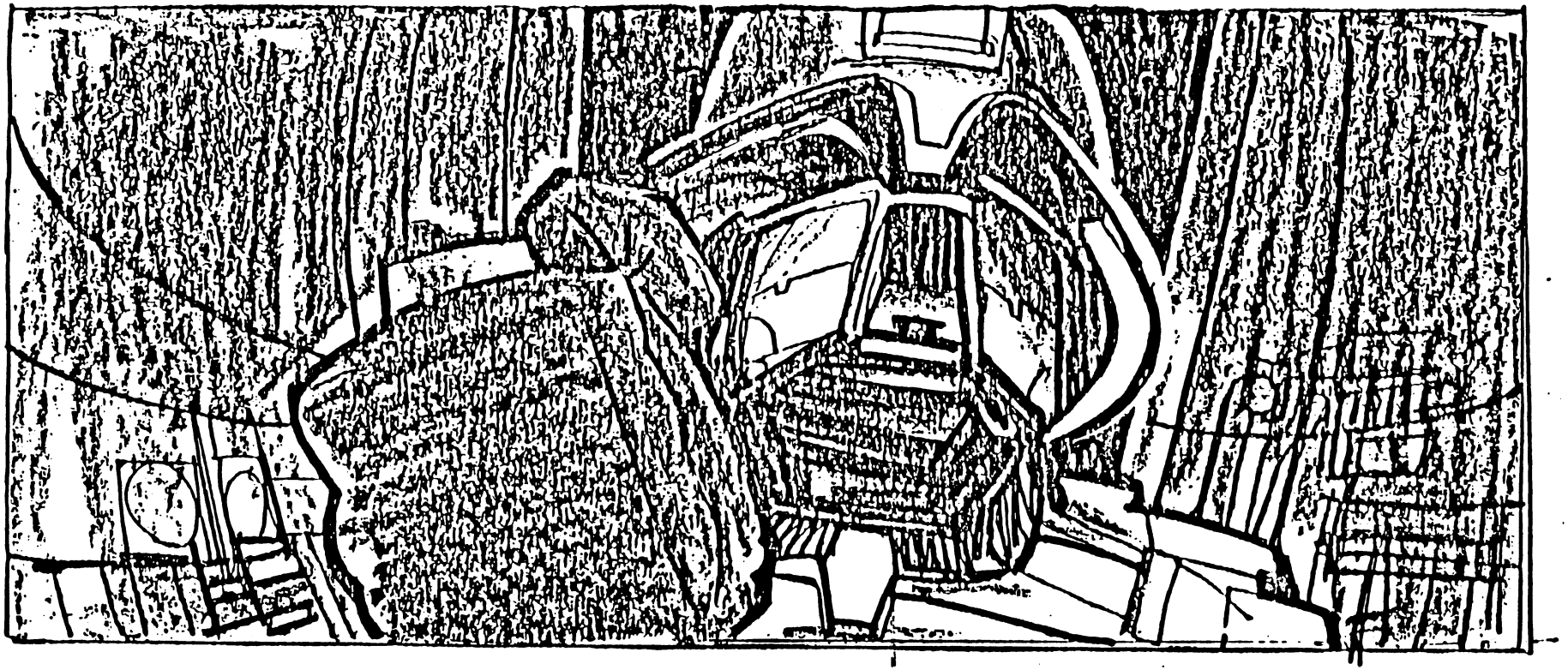
LAZER START / STOP

FRAME COUNT:

DUPE SHOT

TRENCH #

CAMERA MOVE.



DESCRIPTION CLOSE UP VADER. As he squeezes the fire button on his controls.

PROCESS PLATE #

SCRIPT #M226

DIALOGUE

WARD # 33_

SHOT # 395P

LOCATION: Pole

BACKGROUND: altitude Death Star horizon (Stars)

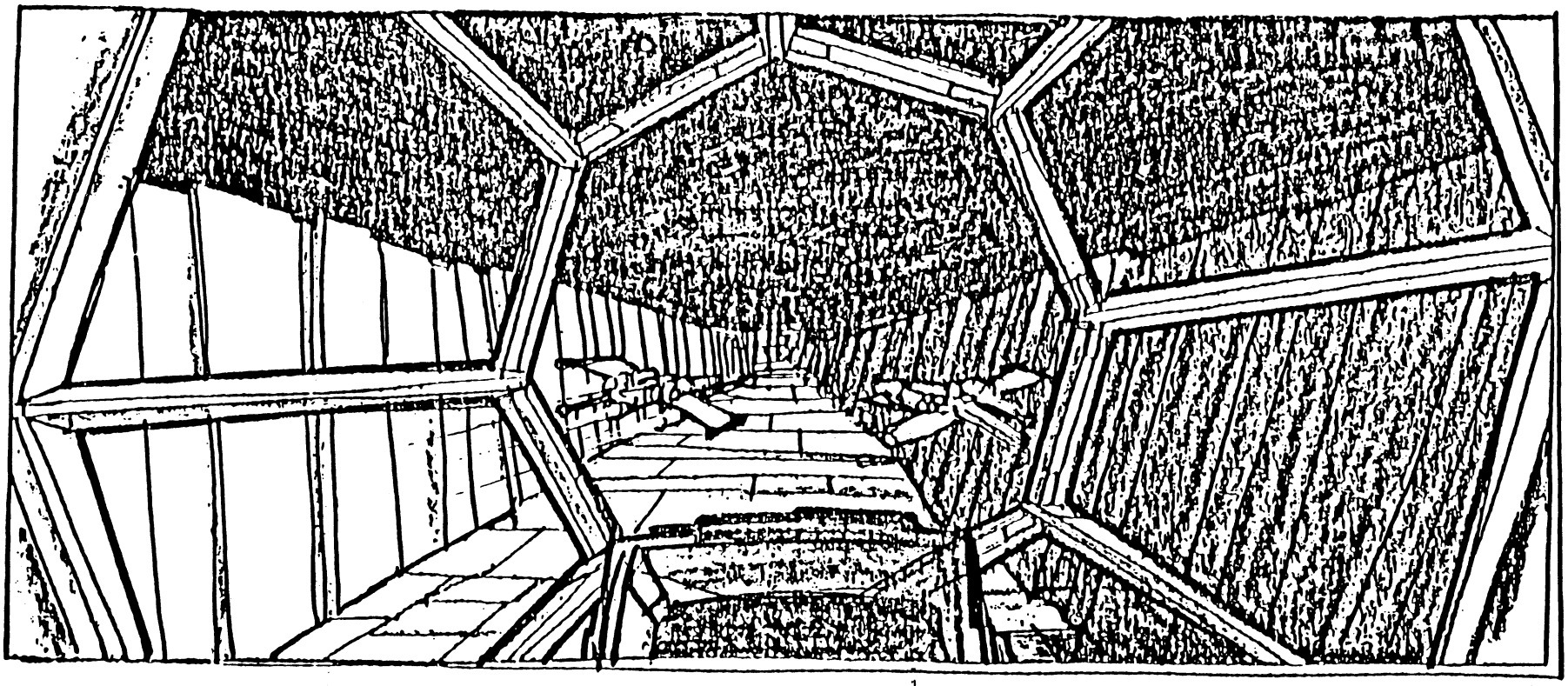
LAZER STA / STOP

FRAME COUNT: 37

DUPE SHOT

TRENCH # 2

CAMERA MOVE: Tracking to X-wi



DESCRIPTION P.O.V. OUT VADER'S WINDOW as he races through the trench. Far in the distance Biggs and Chewie try to cover for Luke. Vader gains on the two X-wings.

PROCESS PLATE #

SCRIPT # -11226

DIALOGUE

BOARD # 335

SHOT # 399P

LOCATION: Pole

BACKGROUND: Low altitude Death Star

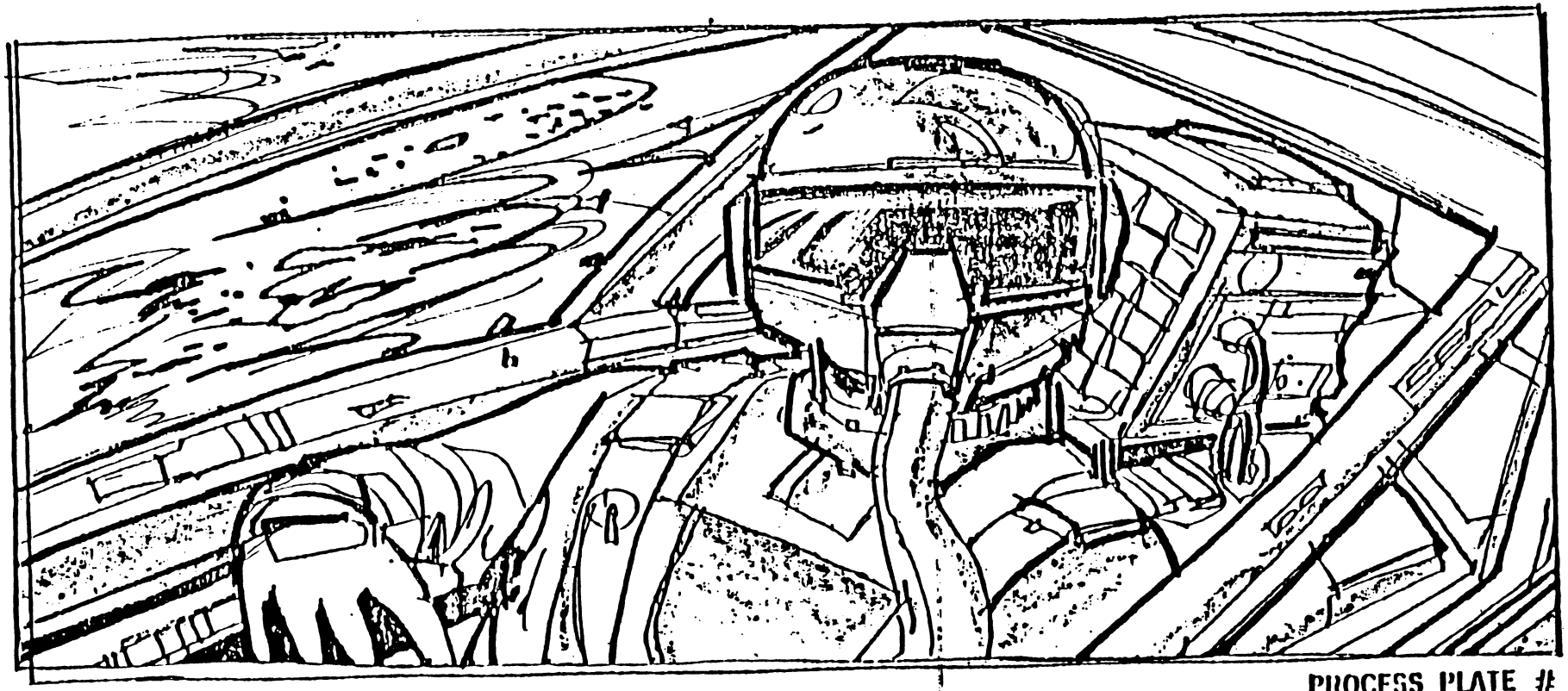
LAZER START / STOP

FRAME COUNT:

DUPE SHOT

TRENCH # 2

CAMERA MOVE Canyon wall trackin L to R



PROCESS PLATE #

DESCRIPTION CLOSE UP BIGGS. As the cockpit explodes around him.

SCRIPT # N226

DIALOGUE BIGGS: Wait...wait...

BOARD # 338

SHOT # 402P

LOCATION: Pole

BACKGROUND: Low altitude Death Star horizon.

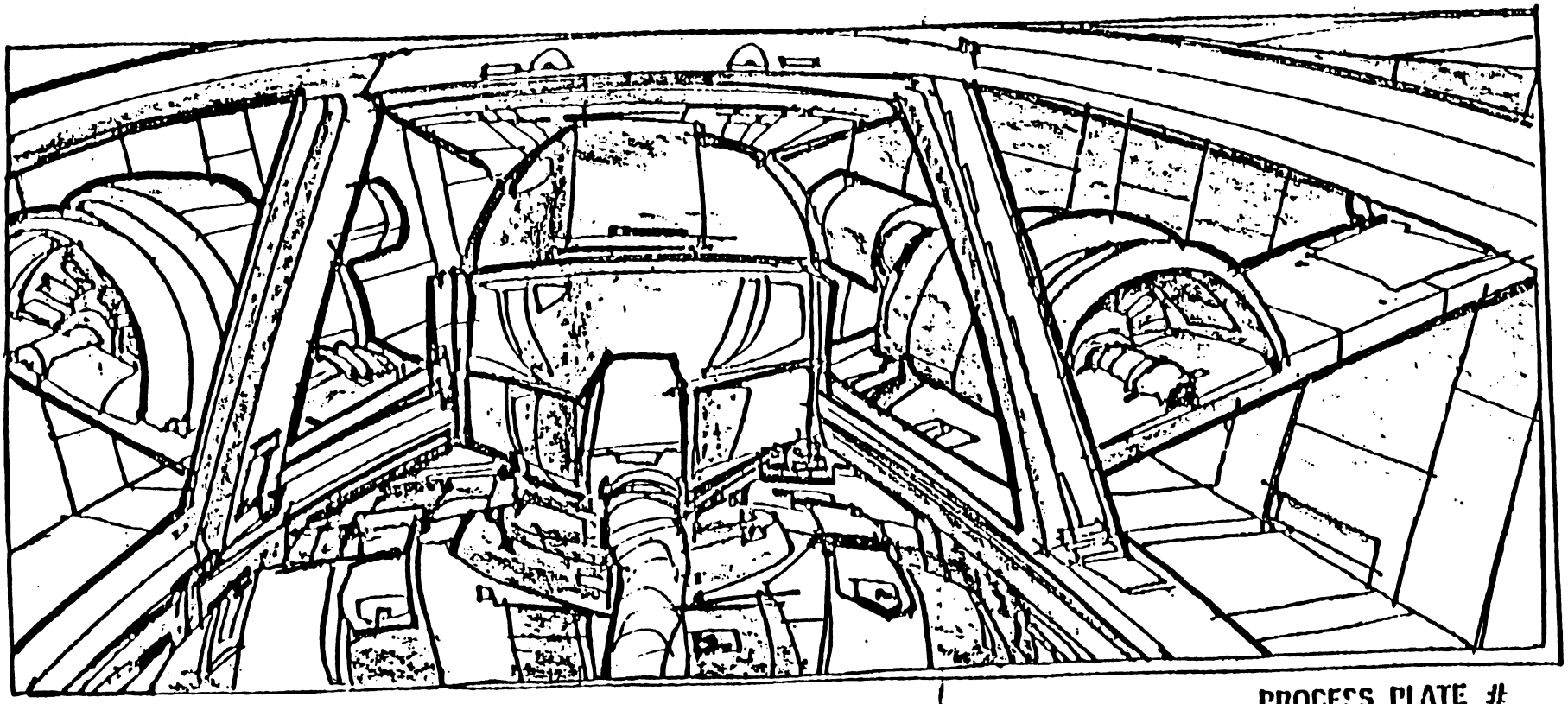
LAZER START / STOP

FRAME COUNT:

DUPE SHOT

TRENCH #2

CAMERA MOVE: P.O.V. out X-wing



PROCESS PLATE #

DESCRIPTION CLOSE UP LUKE. The trench races behind him. His ship shakes a little.

SCRIPT # R226

DIALOGUE LUKE: Close it up. You can't do anymore good back there. Artoo, try to increase the power to the rear deflectors.

RD # 339

SHOT # 403P

LOCATION: Pole

BACKGROUND: Lo 1titude Death Star surface.

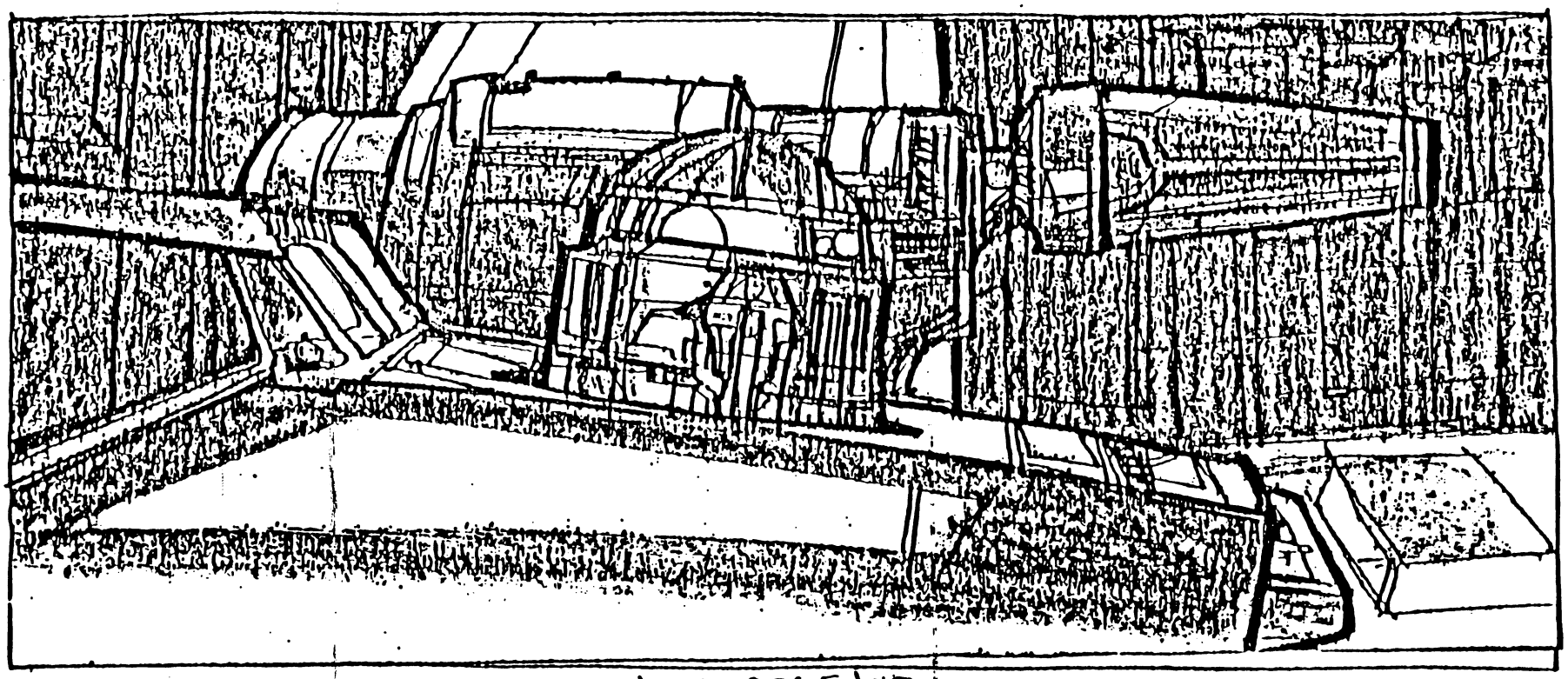
LAZER START / STOP

FRAME COUNT:

DUPE SHOT

TRENCH # 2

CAMERA MOVE. Tracking R to L



DESCRIPTION CLOSE UP ARTOO. As he moves to repair the damaged stabilizer.

LuFIGES SNCP

PROCESS PLATE #

SCRIPT # 5226

DIALOGUE

BOARD # 342

SHOT # 406P

LOCATION: Pole

BACKGROUND: Whipping stars

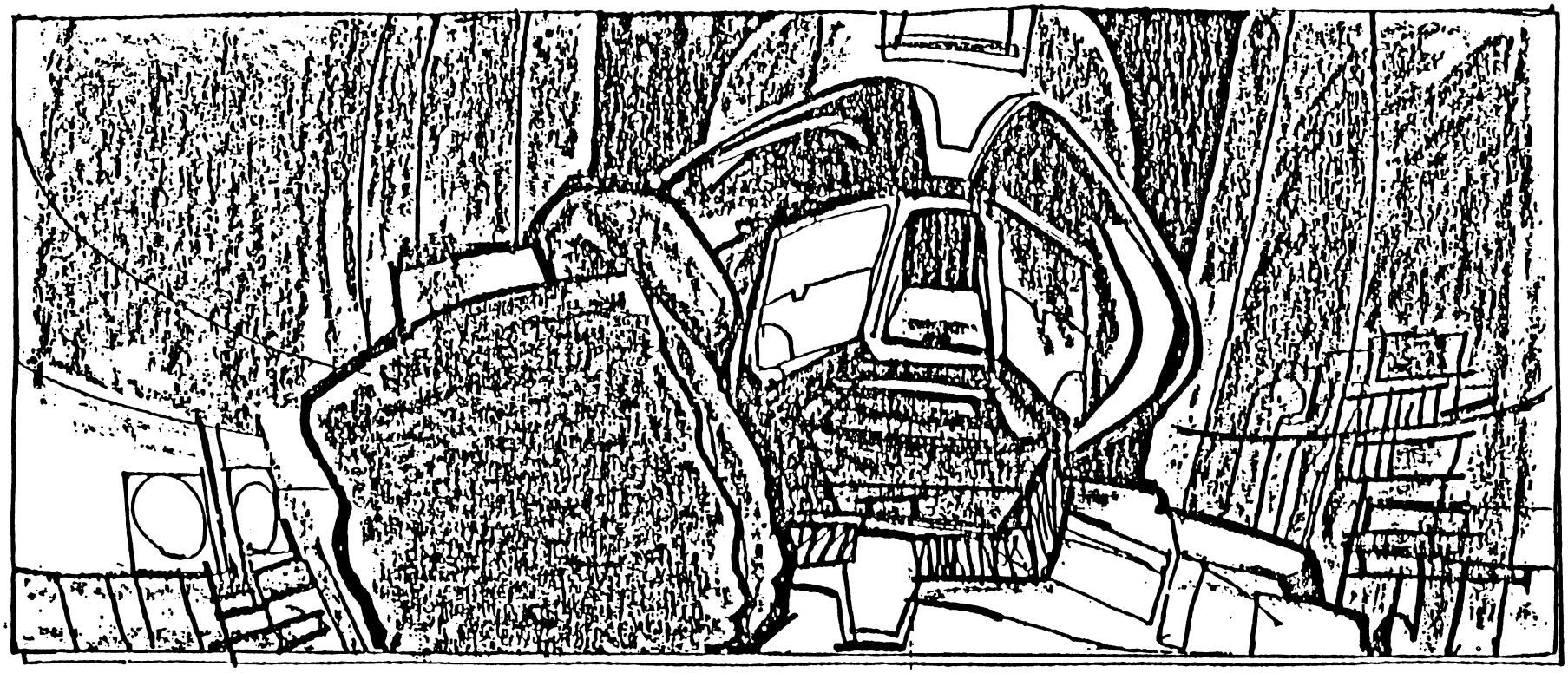
LAZER START / STOP

FRAME COUNT: 30

DUPE SHOT

TRENCH #

CAMERA MOVE



DESCRIPTION CLOSE UP VADER. As he talks aim on Luke and takes to his wing man.

PROCESS PLATE #

SCRIPT # V226

DIALOGUE VADER: I'm on the leader. Take the other one ....

BOARD # 343

SHOT # 407P

LOCATION: Pole

BACKGROUND: Low altitude Death Star

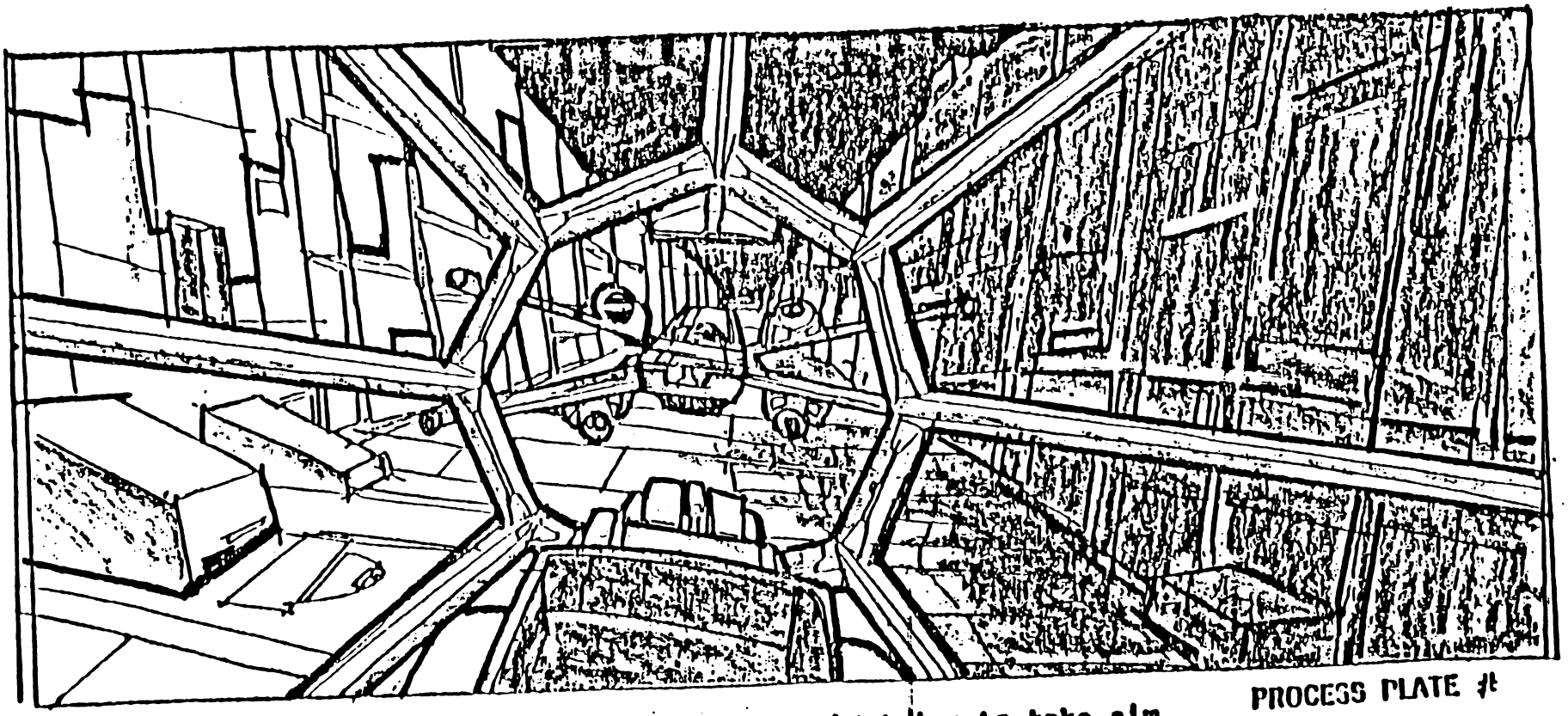
LAZER START / STOP

FRAME COUNT: 15

DUPE SHOT 331 (similar)

TRENCH # 2

CAMERA MOVE P.O.V. from TIE. target device



PROCESS PLATE #

DESCRIPTION P.O.V. THROUGH VADER'S SCOPE as he tries to take aim on Luke's constantly bobbing and weaving X-wing. Luke is right in front of Chewie on his left side.

SCRIPT # W226

DIALOGUE

BOARD # 344

SHOT # 408

LOCATION: Polo

BACKGROUND: Low altitude Death Star horizon

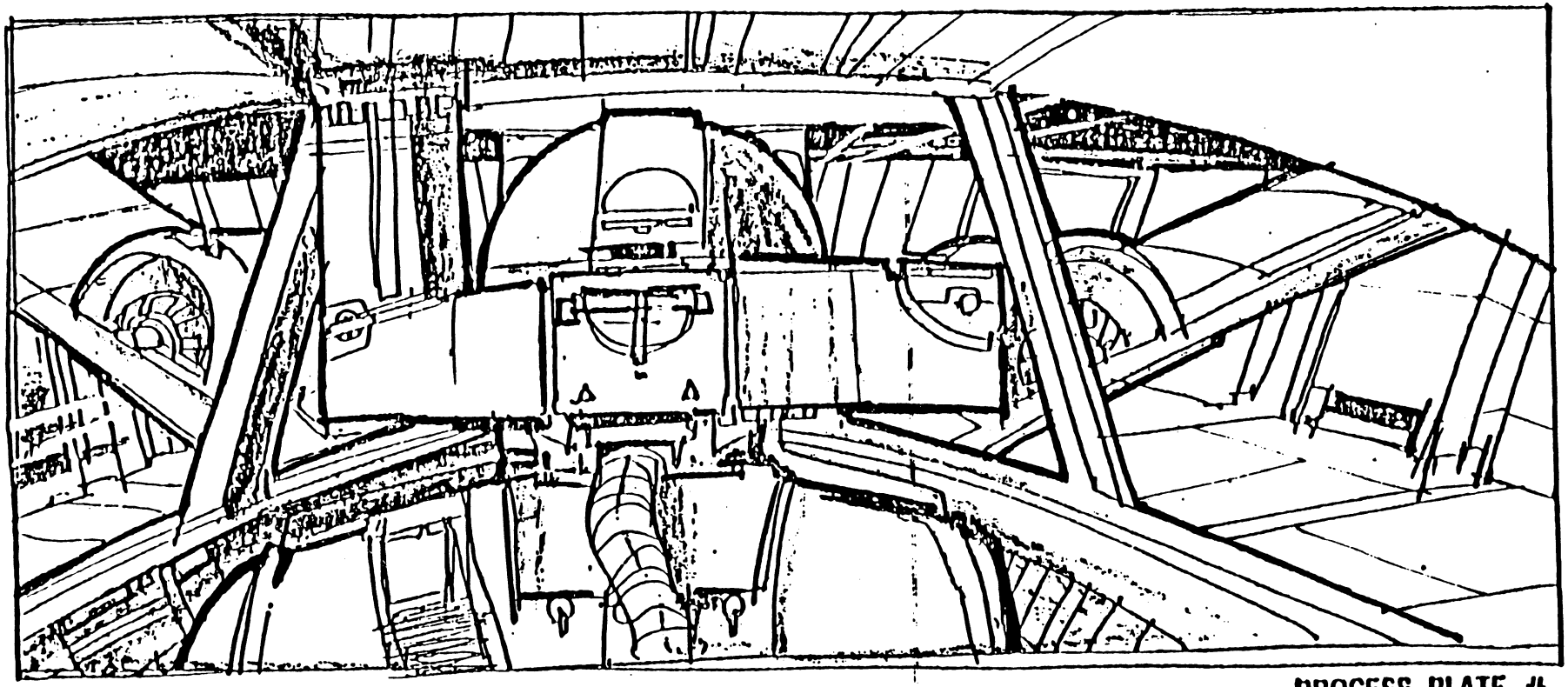
LAZER START / STOP

FRAME COUNT: 15

DUPE SHOT

TRENCH # 2

CAMERA MOVE P.O.V. out back of X-wing.



PROCESS PLATE #

DESCRIPTION CLOSE UP LUKE concentrating on his targeting device, hardly noticing the laser bolts streaking around him from Vader's ship. The X-wing shudders under the impact of a flak. burst.

SCRIPT # X226

DIALOGUE

CARD # 344A

SHOT # 408A

LOCATION: Pole

BACKGROUND:

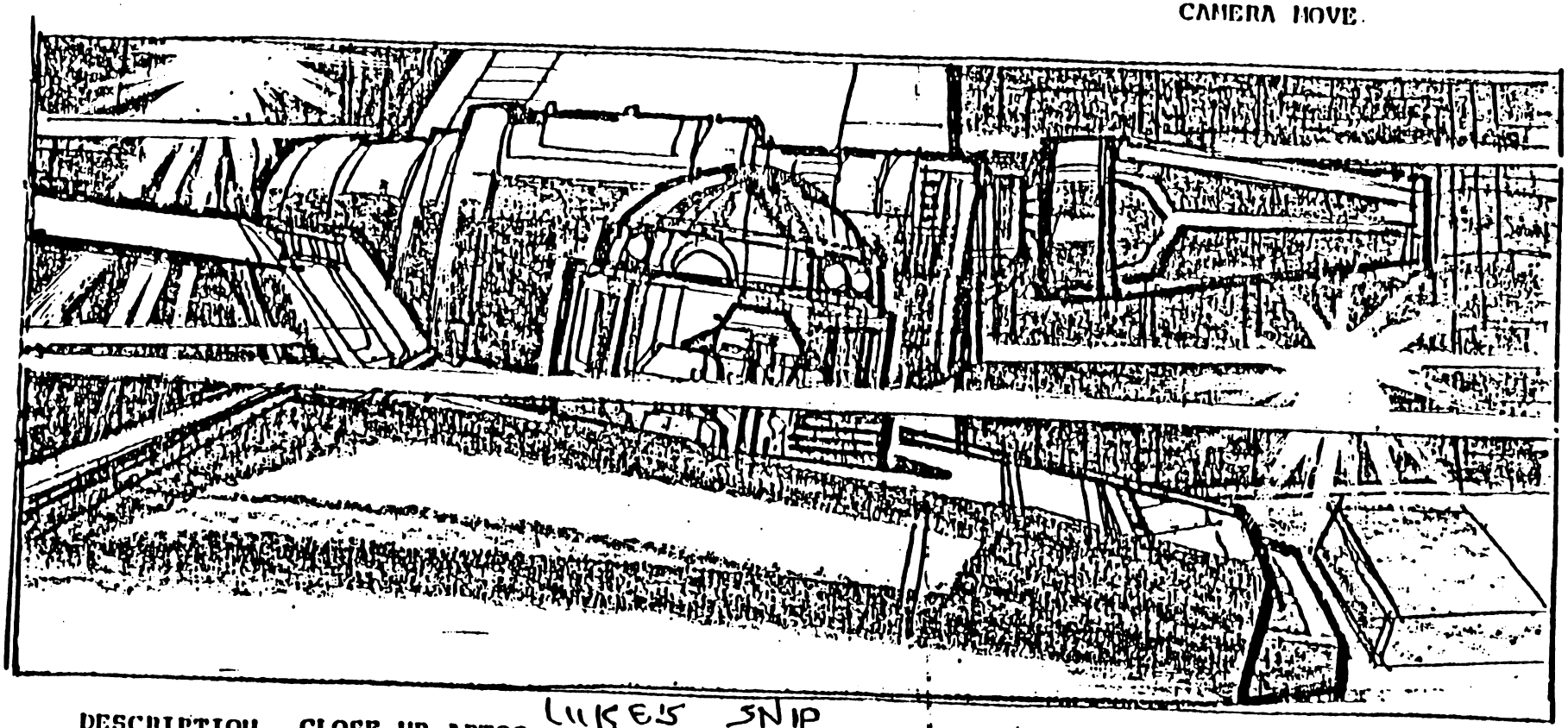
LAZER START / STOP
(Flak)

FRAME COUNT:

DUPE SHOT

TRENCH #

CAMERA MOVE.



DESCRIPTION CLOSE UP ARTOO as the flak explodes around him. LUKE'S SNIP

PROCESS PLATE #

SCRIPT # Y226

DIALOGUE

BOARD # 344B

SHOT # 408B P

LOCATION:

BACKGROUND: Low altitude Death Star horizon

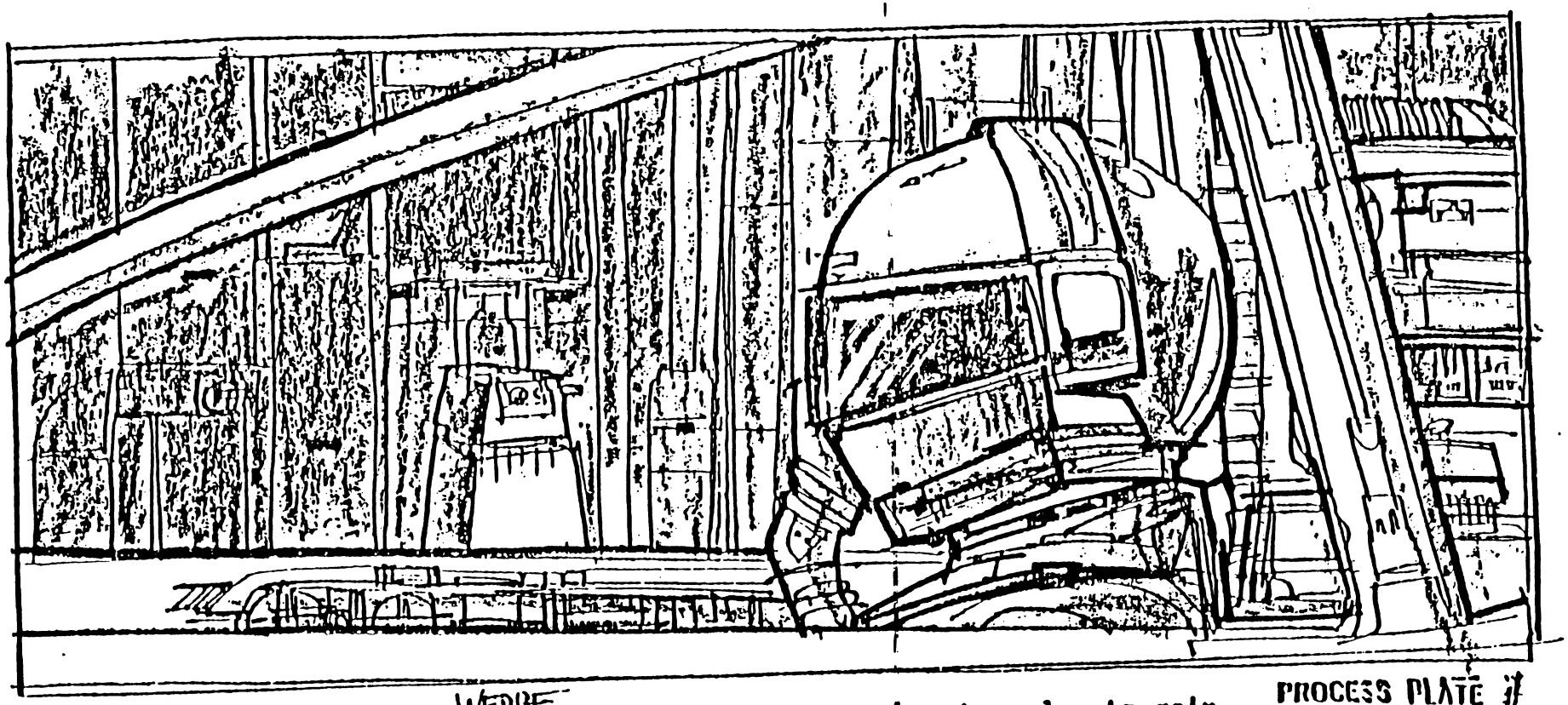
LAZER START / STOP

FRAME COUNT:

DUPE SHOT

TRENCH #

CAMERA MOVE



PROCESS PLATE #

DESCRIPTION CLOSE UP ~~CHEWIE~~ WEDGE His ship wavers as he struggles to gain control as there are several small electrical flashes as the control panel explodes. He gets the ship under control.

SCRIPT # 7226

DIALOGUE ~~CHEWIE~~ WEDGE: I've got a malfunction, Luke...I can't stay with you...
LUKE: OK, Chewie, get clear.
CHEWIE: Sorry...

BOARD # 346

SHOT # 410P

LOCATION: Pole

BACKGROUND: Low altitude Death Star horizon

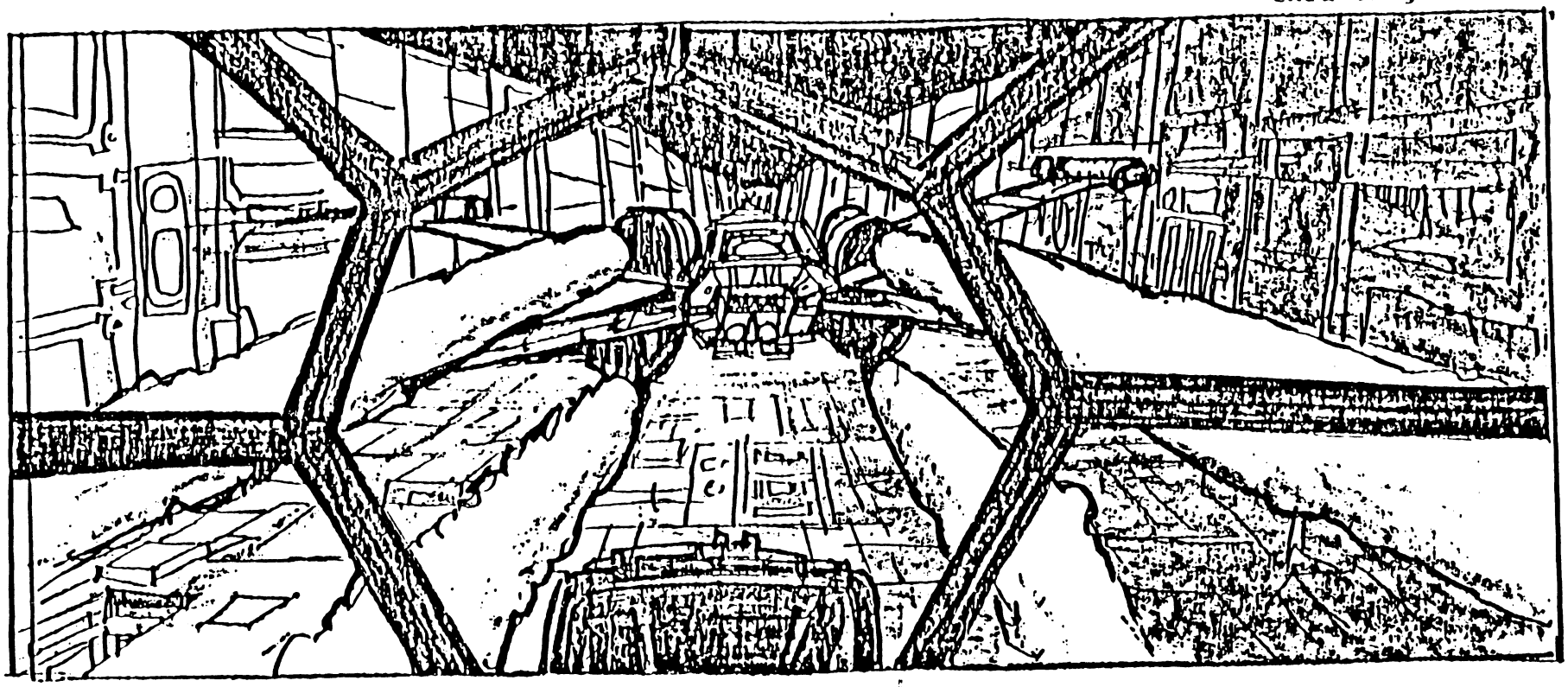
LAZER START / STOP

FRAME COUNT: 35

DUPE SHOT

TRENCH # 1

CAMERA MOVE: P.O.V from T.I.E. thru target device.



DESCRIPTION P.O.V. FROM VADER'S SHIP as he bears down on Luke, who maneuvers his ship around trying to avoid the T.I.E. fighters. Artoo can be seen adjusting the rear deflectors.

PROCESS PLATE #

SCRIPT # 228

DIALOGUE

BOARD # 347

SHOT # 411P

LOCATION:

BACKGROUND: Whip stars whip

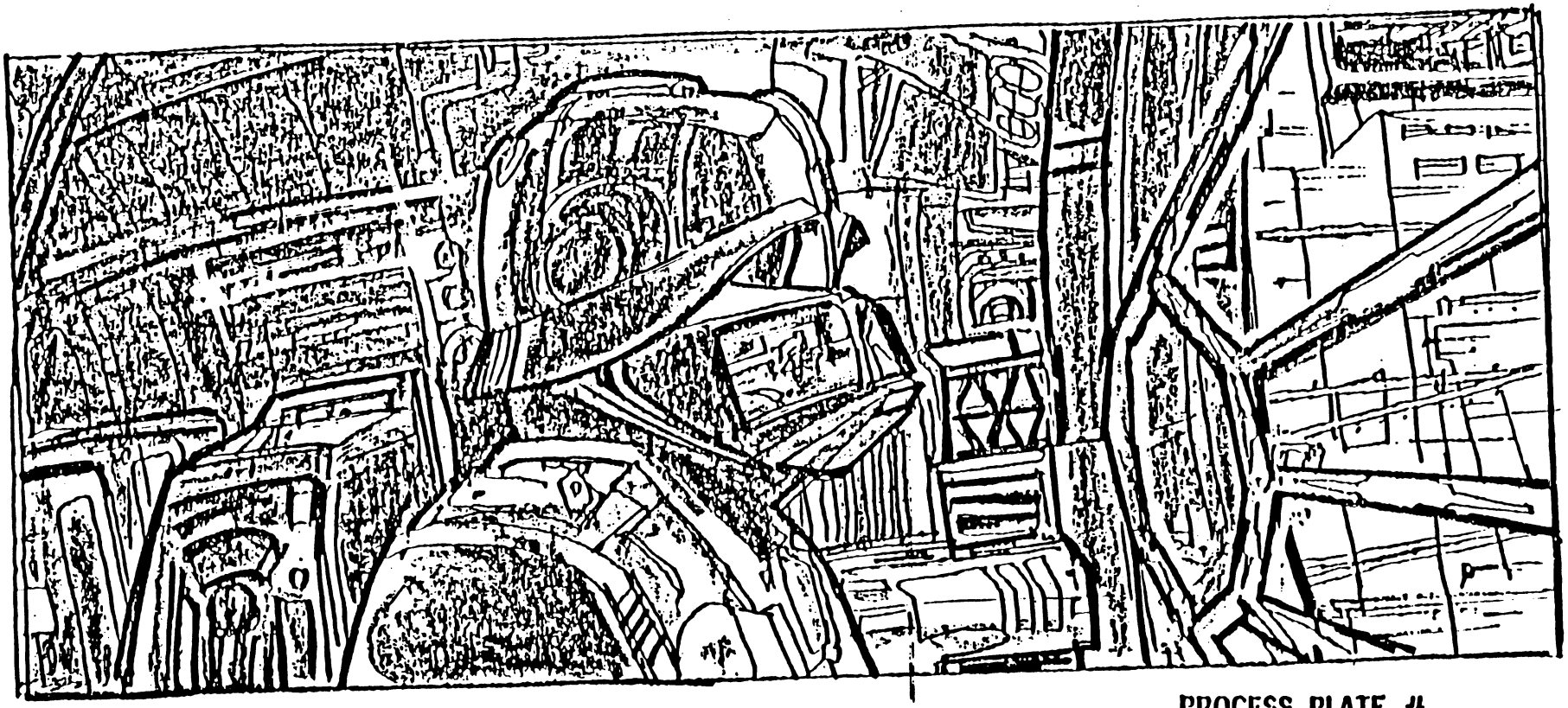
LAZER START / STOP

FRAME COUNT: 33

DUPE SHOT

TRENCH # 1

CAMERA MOVE.



DESCRIPTION CLOSE UP VADER as he fires on the X-wing.

PROCESS PLATE #

SCRIPT # A-228

DIALOGUE

ARD # 347A

SHOT # 411P-A

LOCATION:

BACKGROUND:

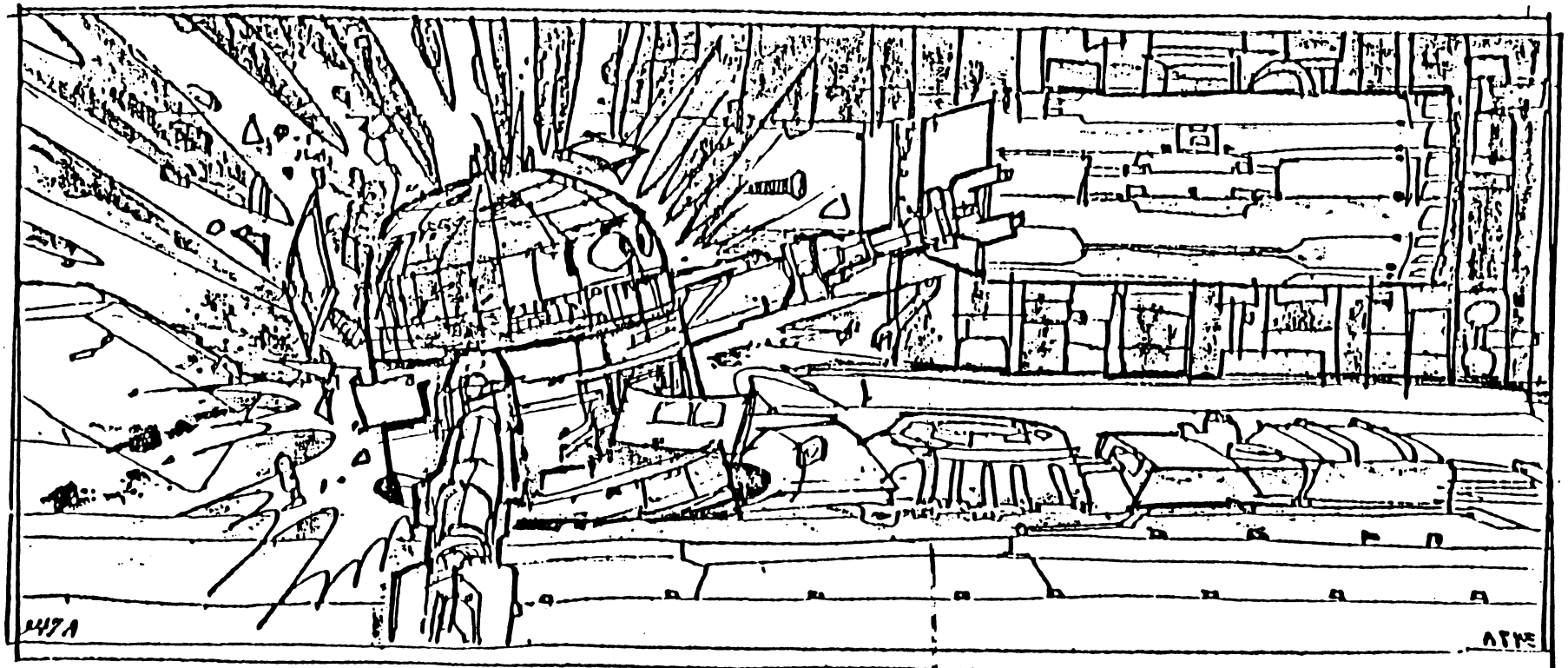
LAZER START / STOP

FRAME COUNT:

DUPE SHOT

TRENCH # 1

CAMERA MOVE:




LUKE'S SHIP

DESCRIPTION CLOSE UP ARTOO as a large bust of flak engulfs him leaving a smoking shell of twisted metal where little Artoo once stood. The arms go limp on the smoking little droid.

PROCESS PLATE #

SCRIPT # 227

DIALOGUE:

BOARD # 350

SHOT # 414P

LOCATION:

BACKGROUND: Stars "Still whipping"

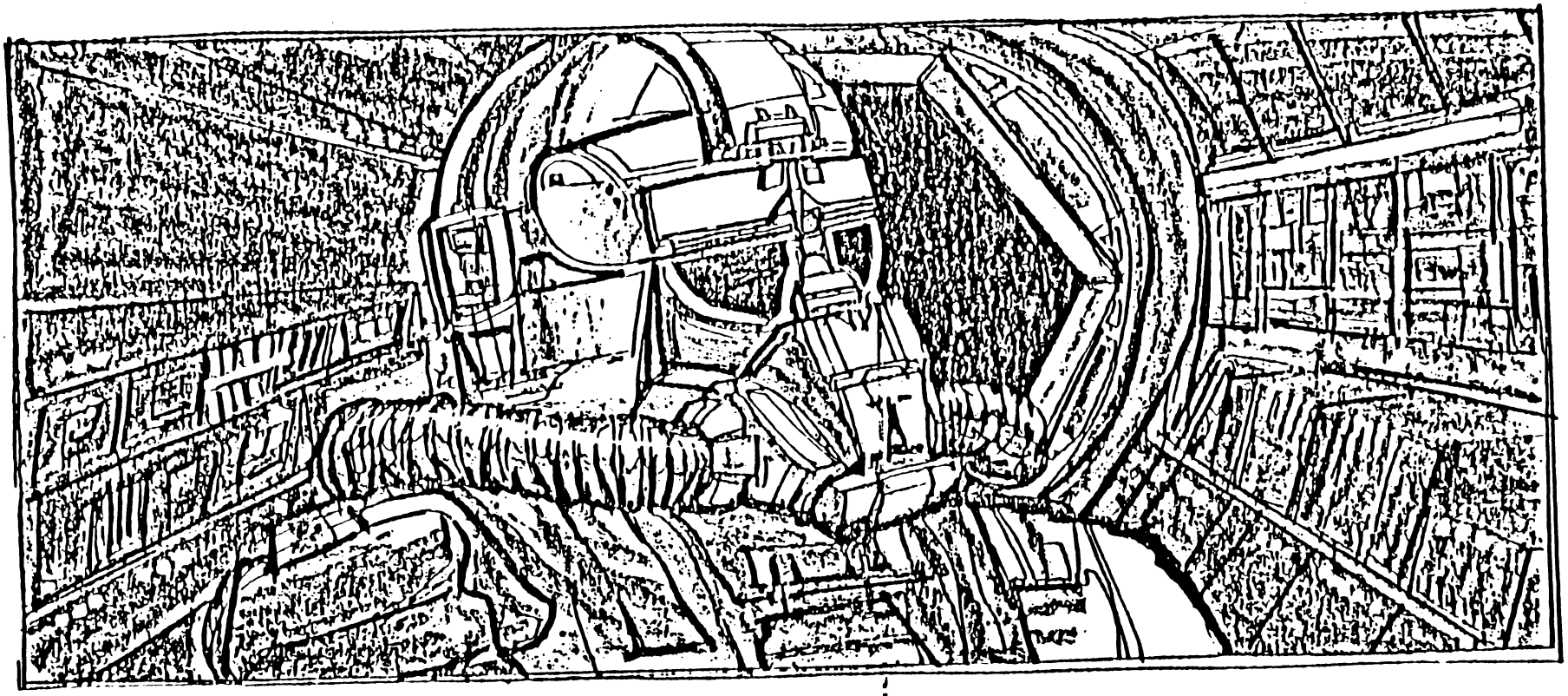
LAZER START / STOP

FRAME COUNT: 33

DUPE SHOT

TRENCH #

CAMERA MOVE.



DESCRIPTION CLOSE UP. Vader's other wing man as he looks up to see what's going on.

PROCESS PLATE #

SCRIPT # 232

DIALOGUE WING MAN: Wha....

BOARD # 354

SHOT # 410P

LOCATION: Pole

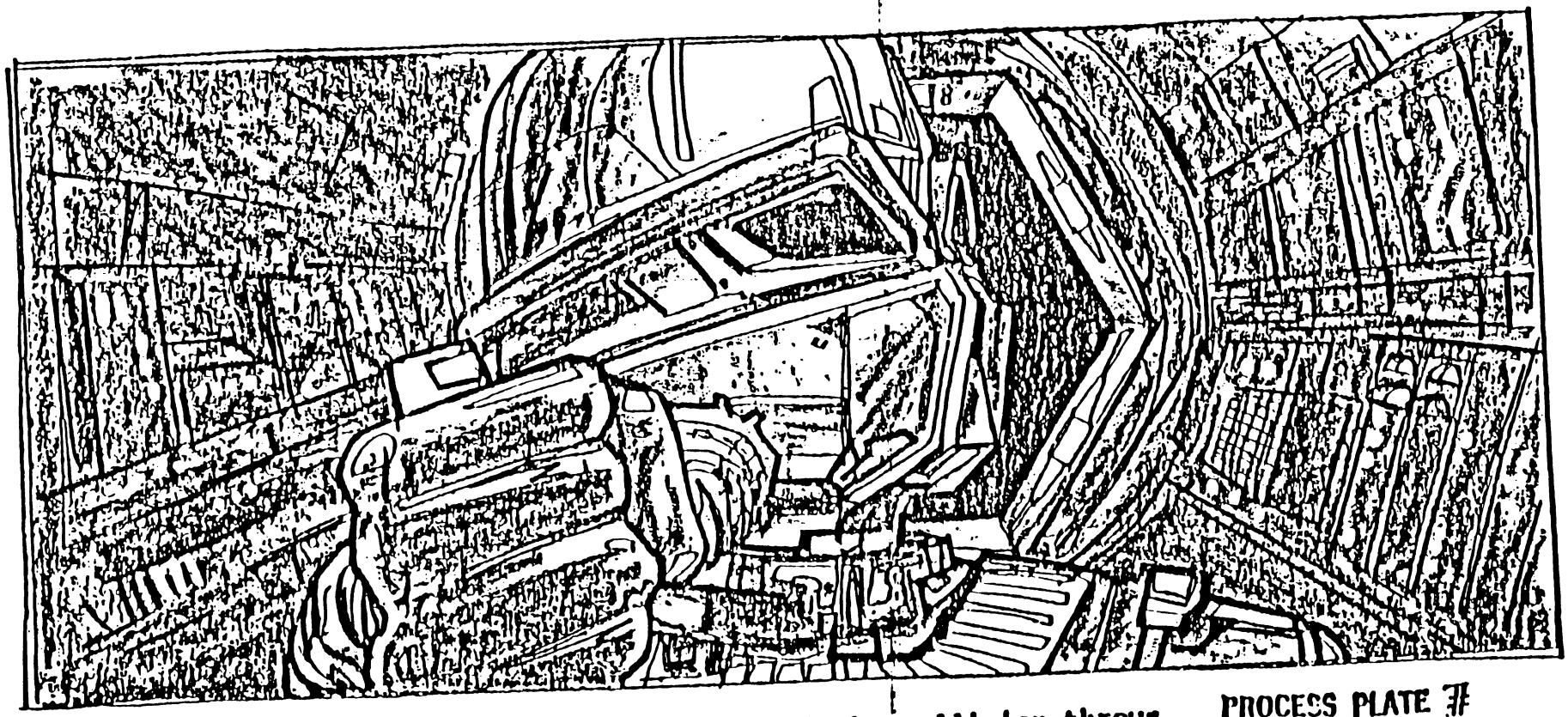
BACKGROUND: Trench moving R to L thru Vader's window.
(whipping stars)
LAZER START / STOP

FRAME COUNT:

DUPE SHOT

TRENCH # |

CAMERA MOVE.



PROCESS PLATE #

DESCRIPTION CLOSE UP VADER. The impacts of the collision throws Vader out of control and creates havoc on his control board. He looks around frantically trying to salvage his situation.

SCRIPT # 236

DIALOGUE

BOARD # 360

SHOT # 423P

LOCATION: Polo

BACKGROUND: Low altitude Death Star horizon.

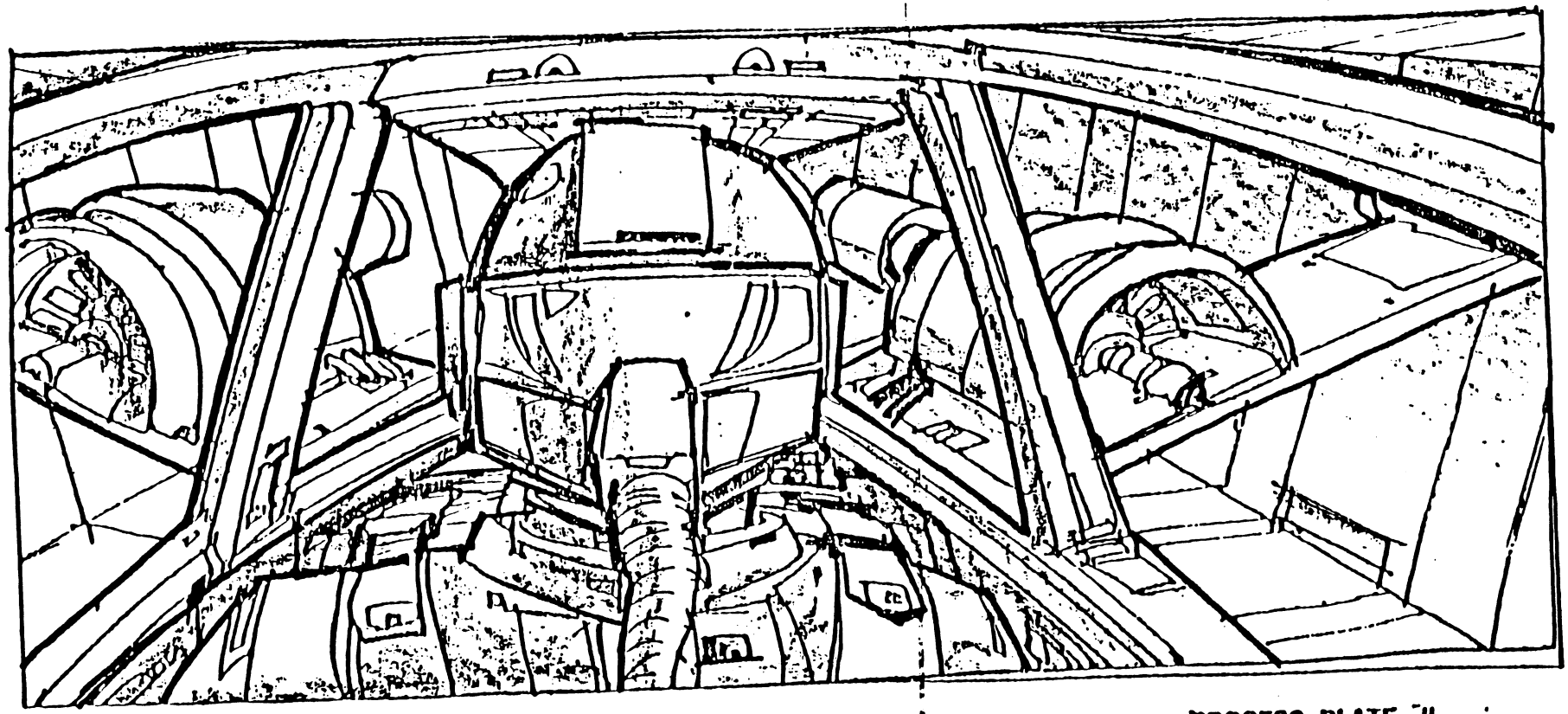
LAZER / Flak START / STOP

FRAME COUNT:

DUPE SHOT

TRENCH # 1

CAMERA MOVE P.O.V. out back of Xwings.



DESCRIPTION CLOSE UP LUKE. As he looks up and smiles, then looks back into the targeting device, has second thoughts, then moves it away. A grim determination sweeps across his face as he closes his eyes and starts to mumble to himself.

PROCESS PLATE #

SCRIPT # 240

DIALOGUE

BOARD # 363

SHOT # 426P

LOCATION: Pole

BACKGROUND: Low to High altitude Death Star surface.

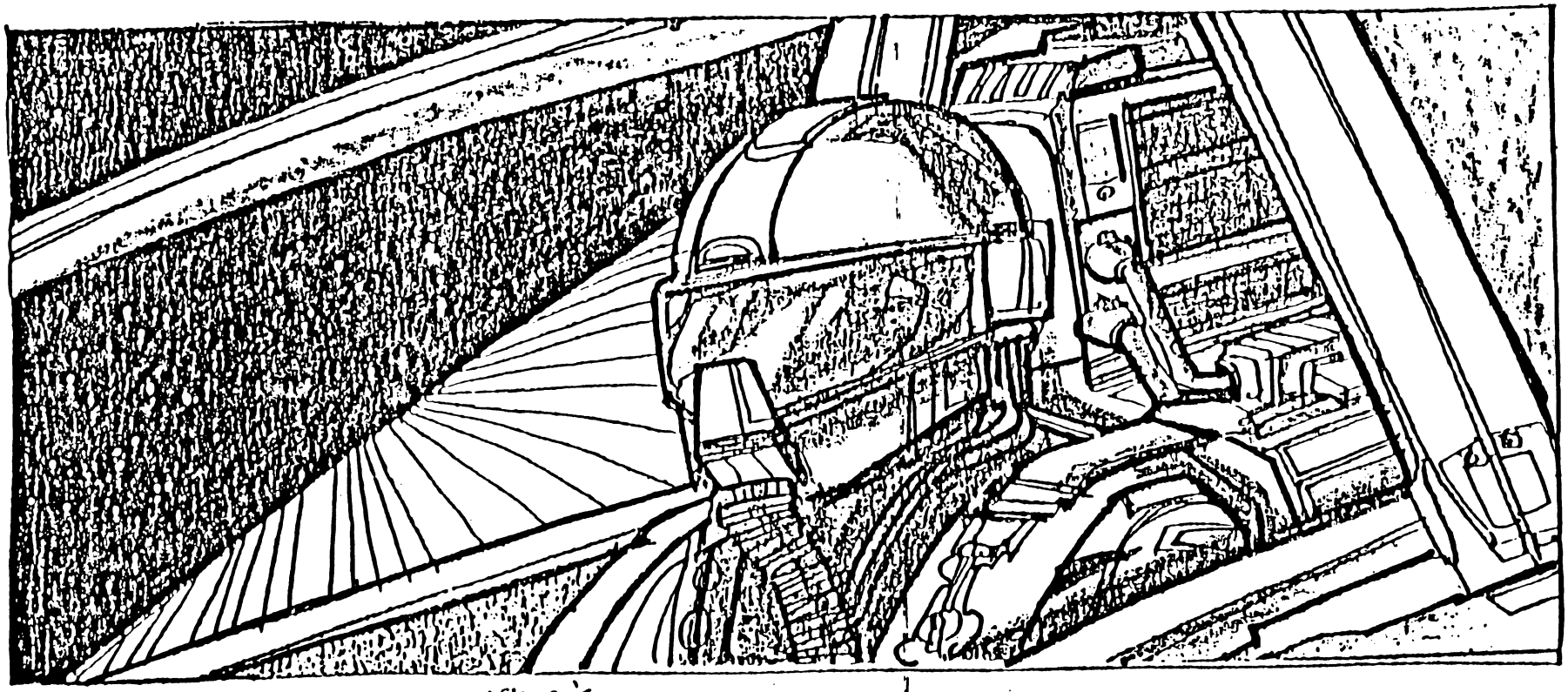
LAZER START / STOP

FRAME COUNT:

DUPE SHOT

TRENCH #

CAMERA MOVE



DESCRIPTION CLOSE UP. ~~Chewie~~ Wedge's flying high over the Death Star surface looking down at the exhaust port.

PROCESS PLATE #

SCRIPT # 244

DIALOGUE ~~CHEWIE~~ WEDGE You did it! You did it! They went right in....

.RD # 363C

SHOT # 426P-B

LOCATION: Pole

BACKGROUND: Threshhold high altitude

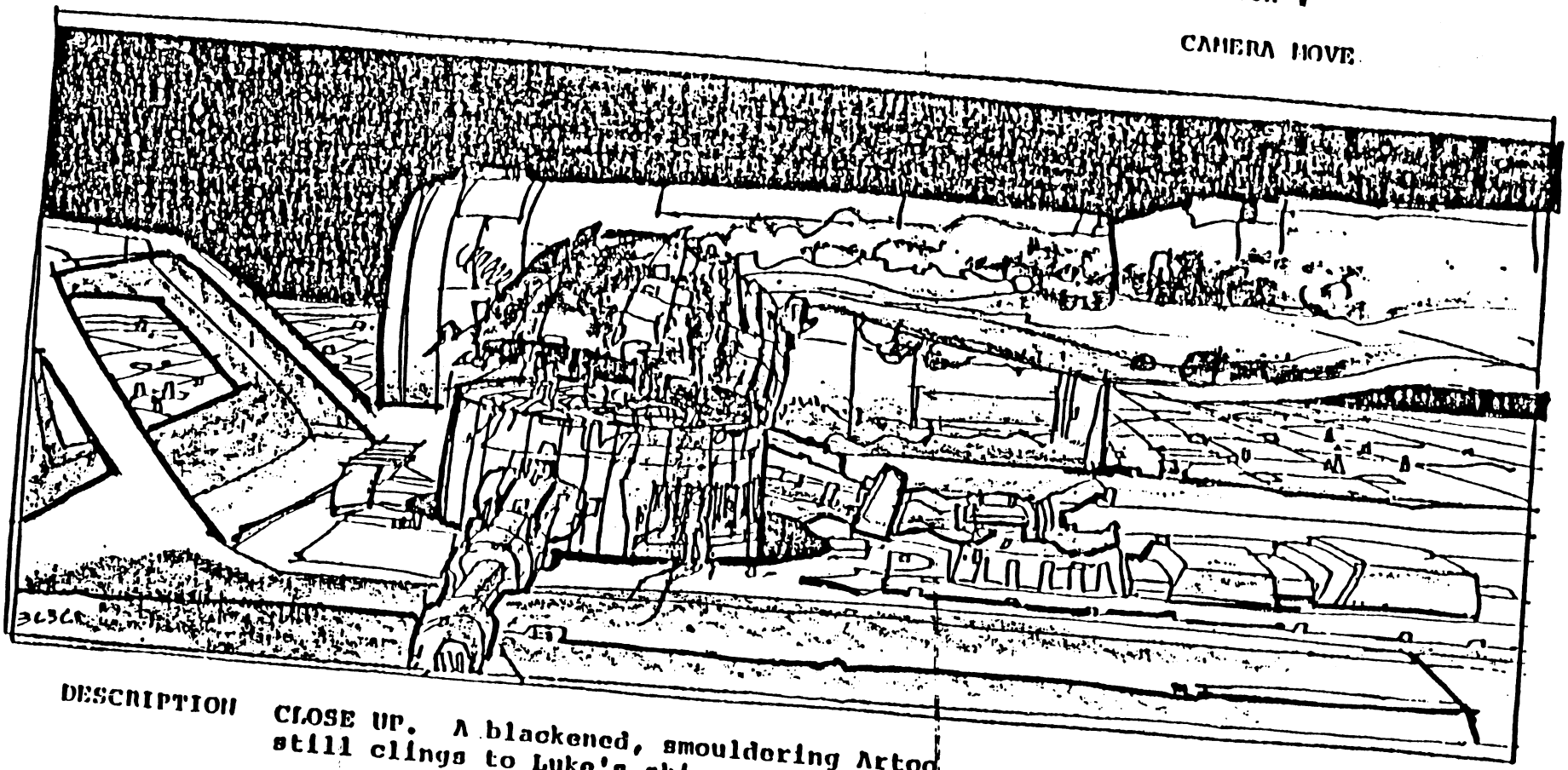
LAZER START / STOP

FRAME COUNT:

DUPE SHOT

TRENCH #

CAMERA MOVE




DESCRIPTION CLOSE UP. A blackened, smouldering Artoo still clings to Luke's ship.

PROCESS PLATE #

SCRIPT # 247

DIALOGUE

BOARD # 02B

SHOT # 170B

LOCATION:

BACKGROUND:

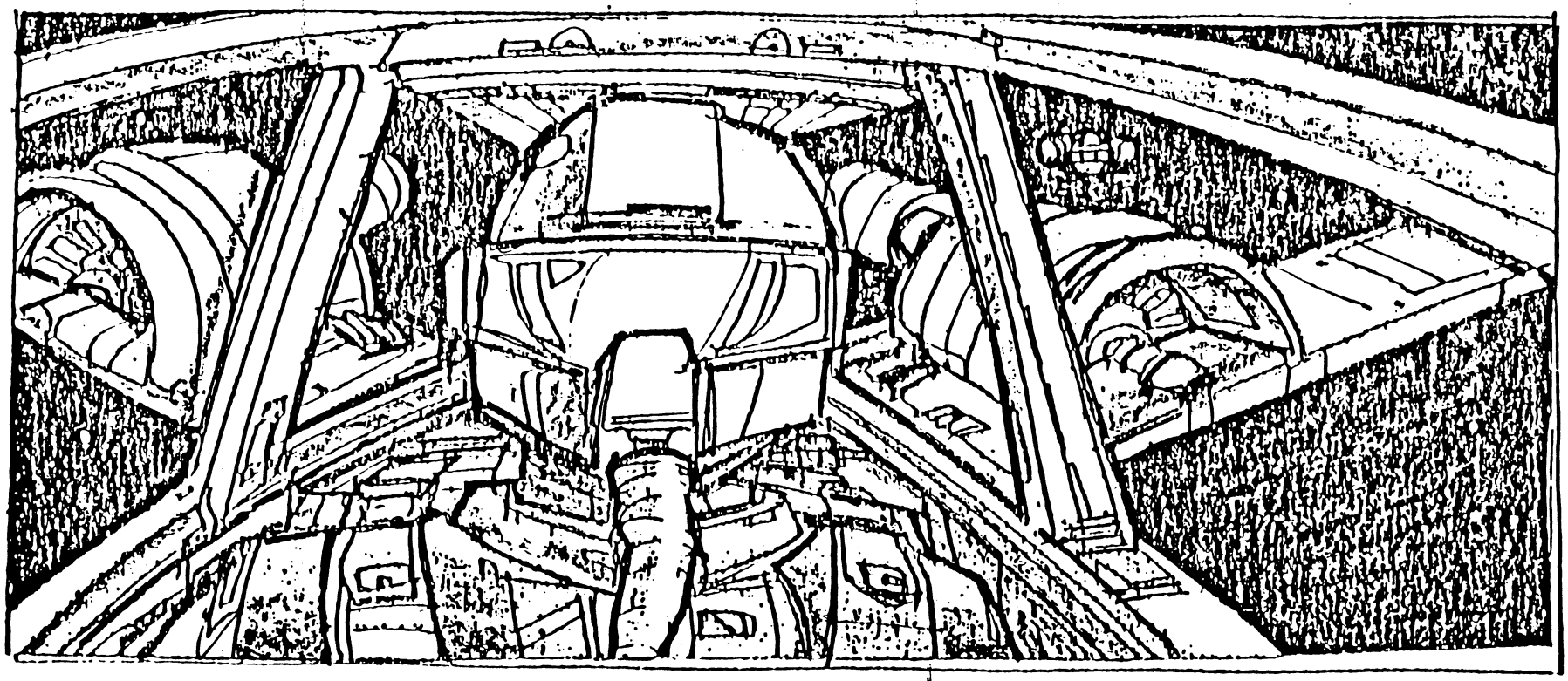
LAZER START / STOP

FRAME COUNT:

DUPE SHOT

TRENCH #

CAMERA MOVE:



DESCRIPTION CLOSE UP. Blue pilot leader lowers his visor and adjusts his gun sights looking to each side at his wing men. (One distant Y-wing in background.)

PROCESS PLATE #

SCRIPT # 140

DIALOGUE BLUE LEADER: Blue boys, this is Blue Leader. Adjust your selectors and check in. Approaching target at one point three parsec.....

BOARD # 03B

SHOT # 179B

LOCATION:

BACKGROUND:

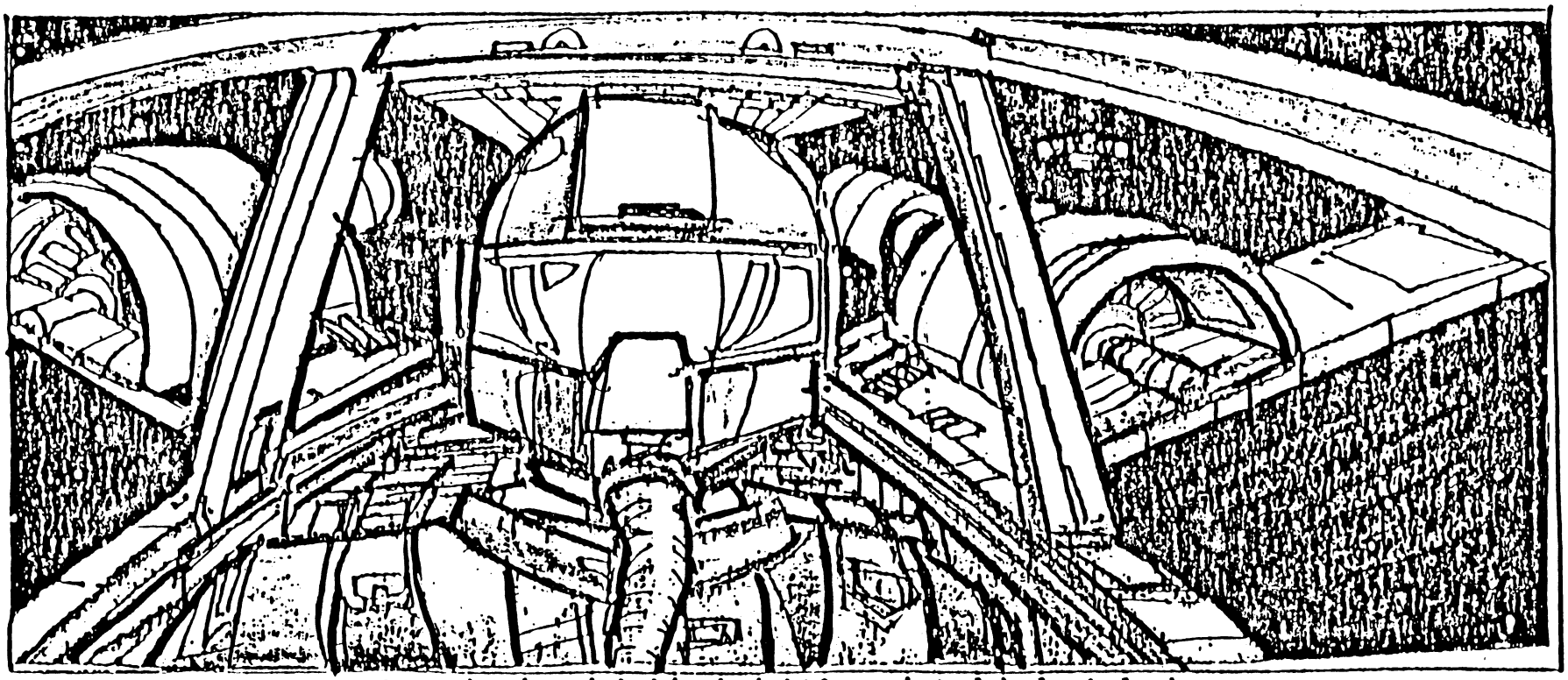
LAZER START / STOP

FRAME COUNT:

DUPE SHOT

TRENCH #

CAMERA MOVE:



DESCRIPTION CLOSE UP. Chewie with his brightly painted helmet looks up to his right and makes some adjustment on his control panels. A Y-wing fighter moves down through the background.

DIALOGUE
CHEWIE: Sorry, Boss, my ranger seems to be a few points off(..I'll have to go on manual.
BLUE LEADER: Stand by to lock "S-Foils" in attack position.
CHEWIE: Blue Two standing by.
BIGGS: Blue Three standing by.
JOHN D: Blue Four standing by.
LUKE: Blue Five standing by.
PIGGY: Blue Six standing by.
BLUE LEADER: Execute!

PROCESS PLATE #

SCRIPT # 144

BOARD # 84A

SHOT # 180A

LOCATION:

BACKGROUND: ARS

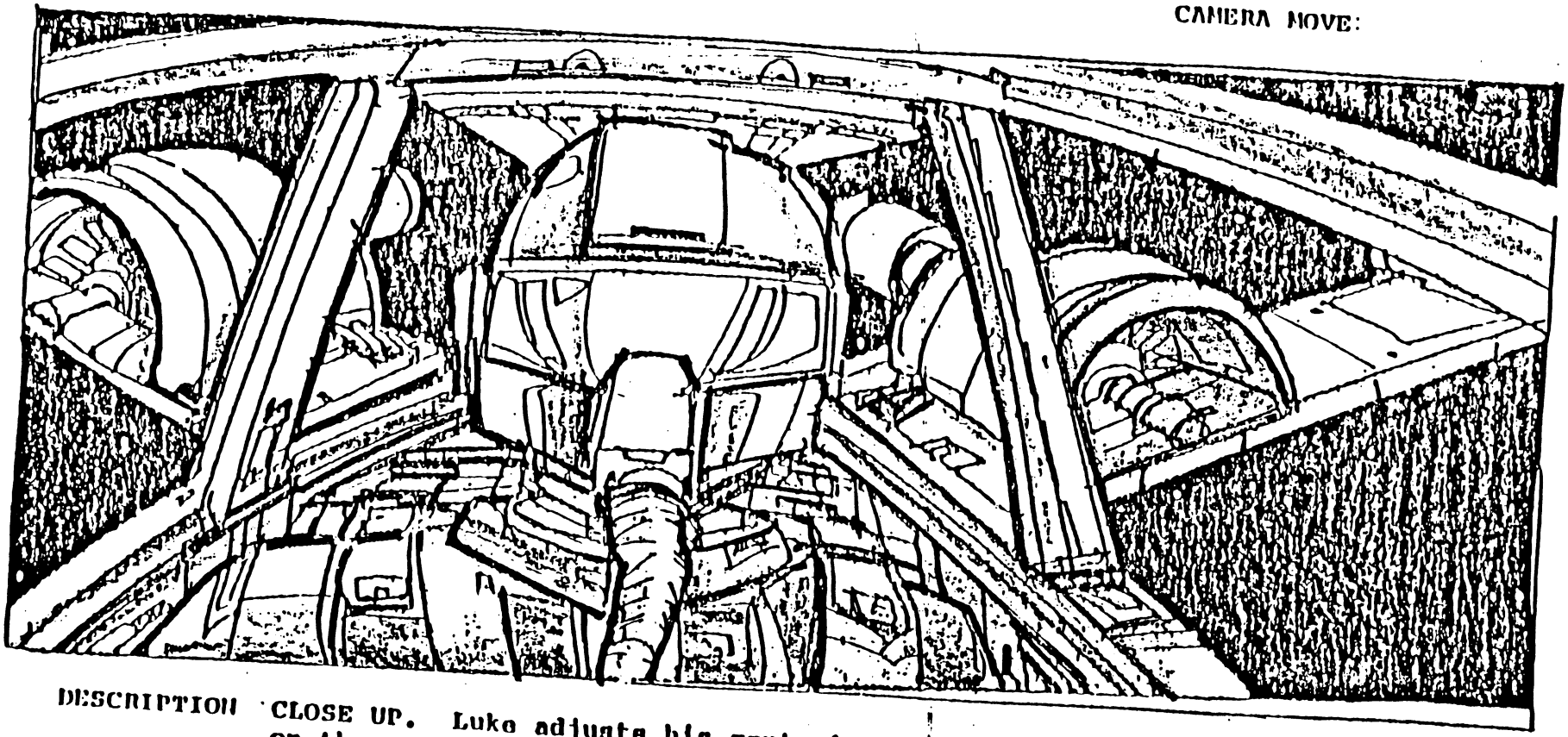
LAZER START / STOP

FRAME COUNT:

DUPE SHOT:

TRENCH #

CAMERA MOVE:



DESCRIPTION CLOSE UP. Luke adjusts his controls as he concentrates on the approaching Death Star. The ship begins to be buffeted slightly.

PROCESS PLATE #

DIALOGUE: PILOT LEADER: We're passing through their deflector shields. Hold tight. Lock down your control units.

SCRIPT # 146

#146

DESCRIPTION: As the shaking and buffeting grows stronger, Little R-2 riding on the back of the fighter gets jostled quite a bit. Luke holds on to his controls for dear life. Then suddenly all the turbulance is gone and everything is deathly calm.

BOARD # 05A

SHOT # 181A[P]

LOCATION:

BACKGROUND:

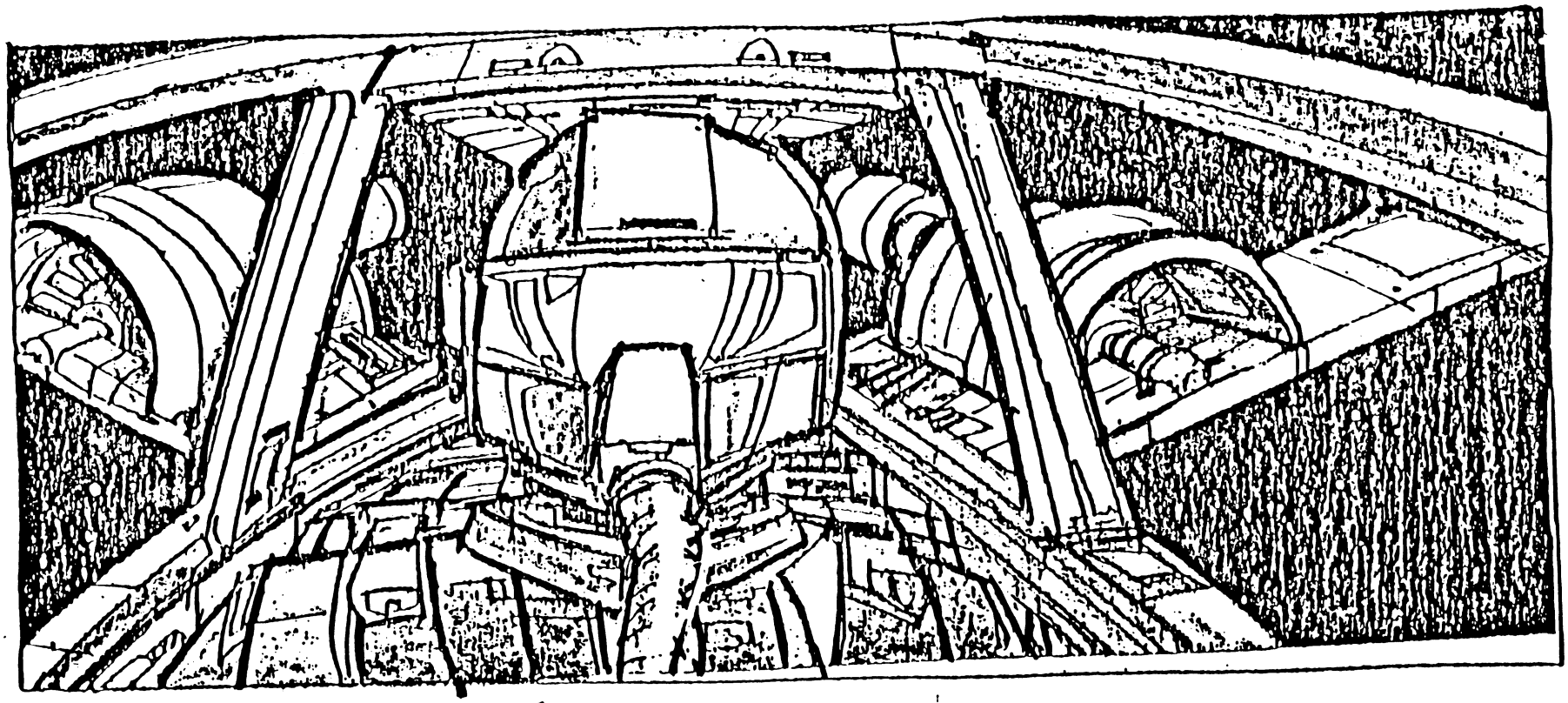
LAZER START / STOP

FRAME COUNT:

DUPE SHOT

TRENCH #

CAMERA MOVE:



DESCRIPTION CLOSE UP ~~CHEWIE.~~ WEDGE Blue Two is amazed and slightly frightened at the awesome spectacle.

PROCESS PLATE #

SCRIPT # 148

DIALOGUE ~~CHEWIE:~~ WEDGE Look at the size of that thing!
BLUE LEADER: Cut the chatter, Blue Two! Accelerate to attack speed.

BOARD # 06A

SHOT # 102A P

LOCATION:

BACKGROUND:

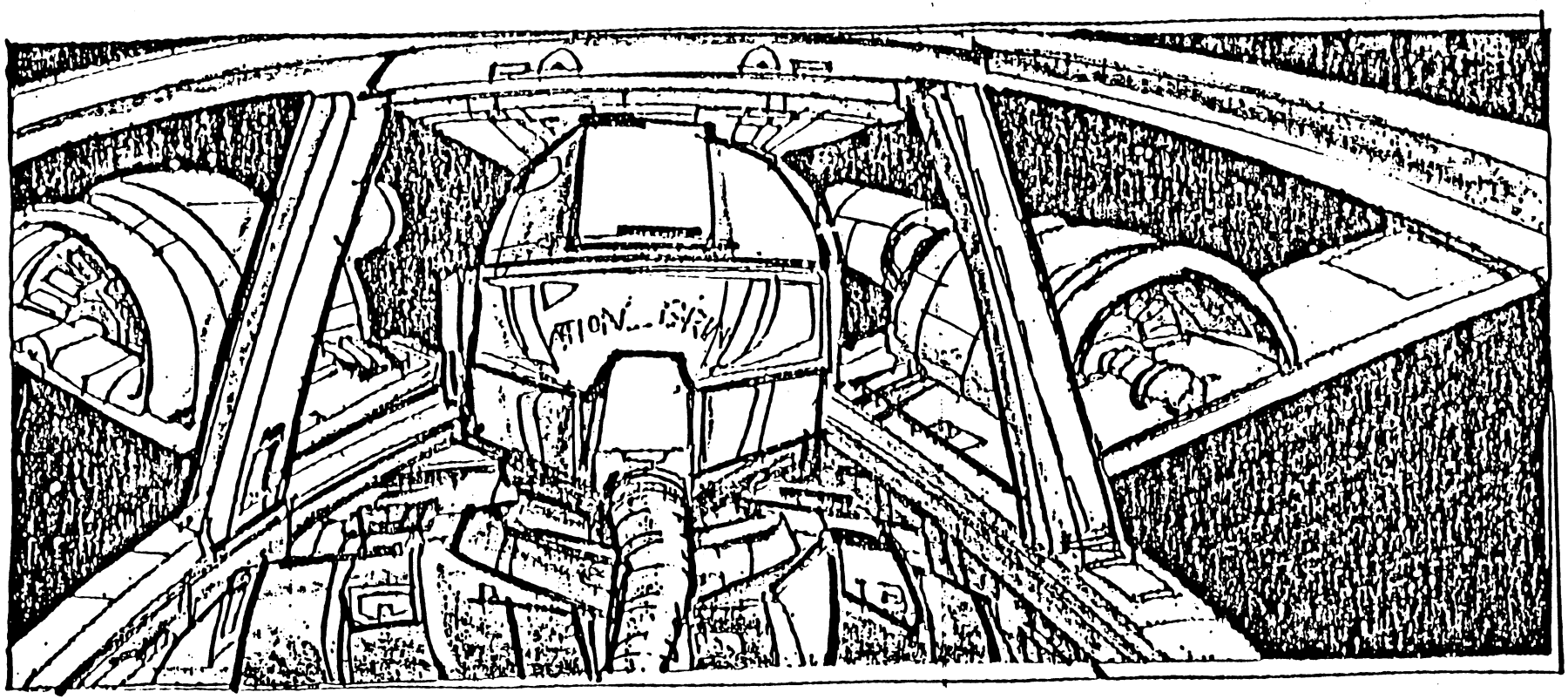
LAZER START / STOP

FRAME COUNT:

DUPE SHOT:

TRENCH #

CAMERA MOVE:



DESCRIPTION CLOSE UP LUKE. Grim determination sweeps across Luke's face as he flips several switches above his head and adjusts his computerized target readout. He takes the Kipor Crystal out of his pocket and puts it on the control panel.

PROCESS PLATE #

SCRIPT # 150

DIALOGUE

XVIII A

CARD # 00

SHOT # 102P-C

LOCATION: Atmosphere-4th moon Yavin

BACKGROUND: altitude/Threshhold horizon (blur)

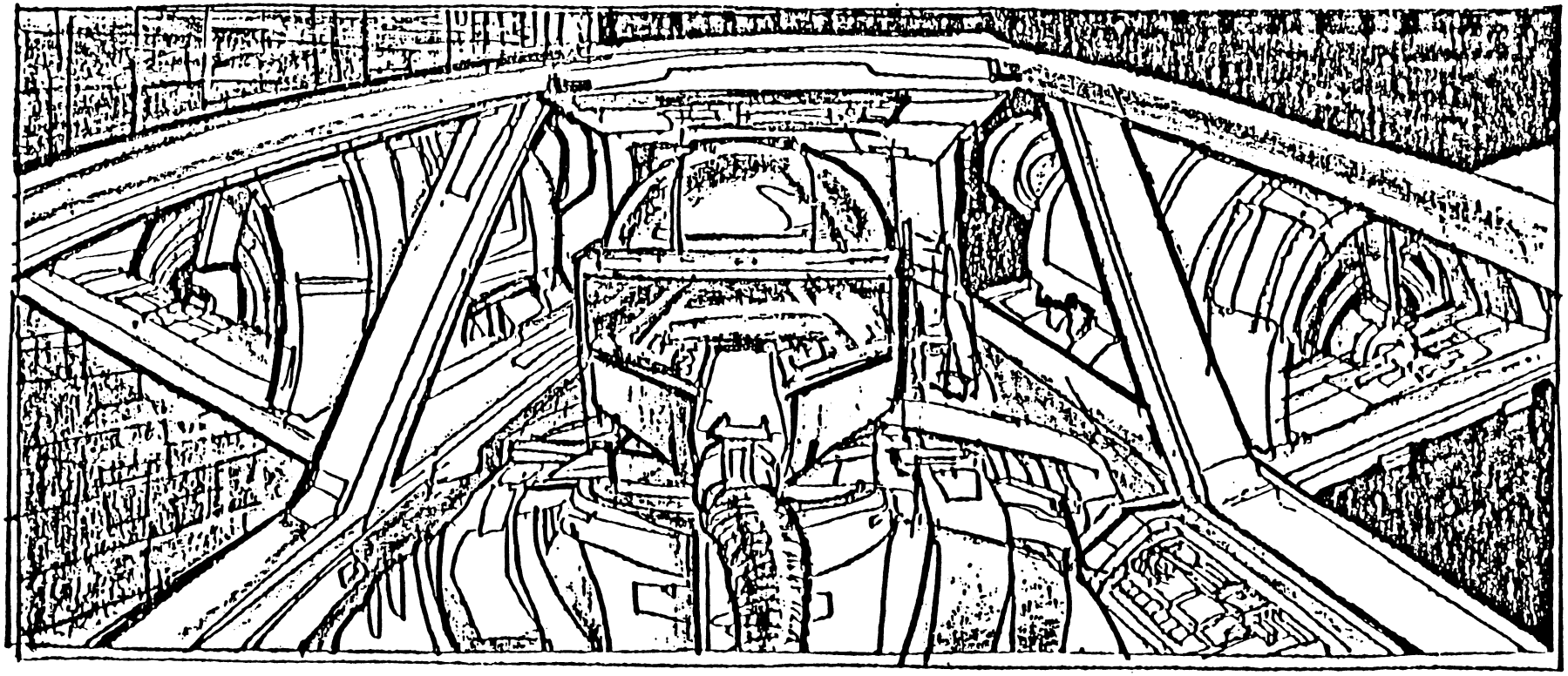
LAZER START / STOP

FRAME COUNT:

DUPE SHOT:

TRENCH #

CAMERA MOVE: Bank, then level ou to indicate turn near Death Star.



DESCRIPTION CLOSE UP. Blue Leader looks around at his wing man. The left side of the background is filled with swiftly moving Death Star surface as view from a rather high altitude. Two Y-wing fighters bob in the background. He moves his computer targeting device into position.

PROCESS PLATE #

SCRIPT # 152

DIALOGUE BLUE LEADER: Red Leader, this is Blue Leader. We're in position. You can go right in.

RD I 89

103 'p

LOCATION:

BACKGROUND:

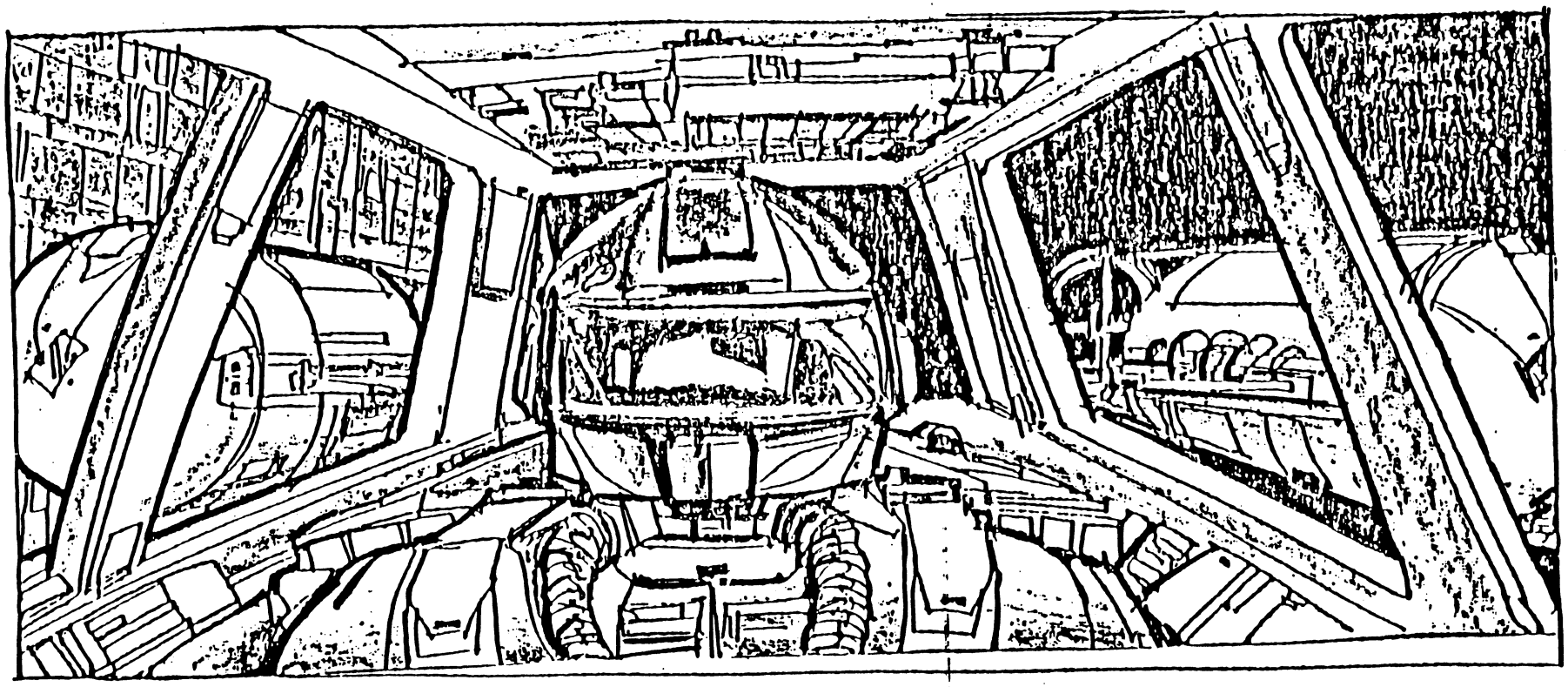
LAZER START STOP

FRAME COUNT:

DUPE SHOT

TRENCH I

CAMERA MOVE:



DESCRIPTION CLOSE UP RED LEADER. The Y-wing fighter is filled with various computer readouts and displays. Red Leader looks screen left to the passing Death Star surface which rotates into horizontal position.

PROCESS PLATE #

SCRIPT # 153

DIALOGUE

RED LEADER: We're starting for the main exhaust shaft now. Stand by, Blue Leader, to take over if anything happens.

BLUE LEADER: I'm going to cut across the axis and try to draw their fire. May the force be with you.

AD # 97

SHOT # 107P

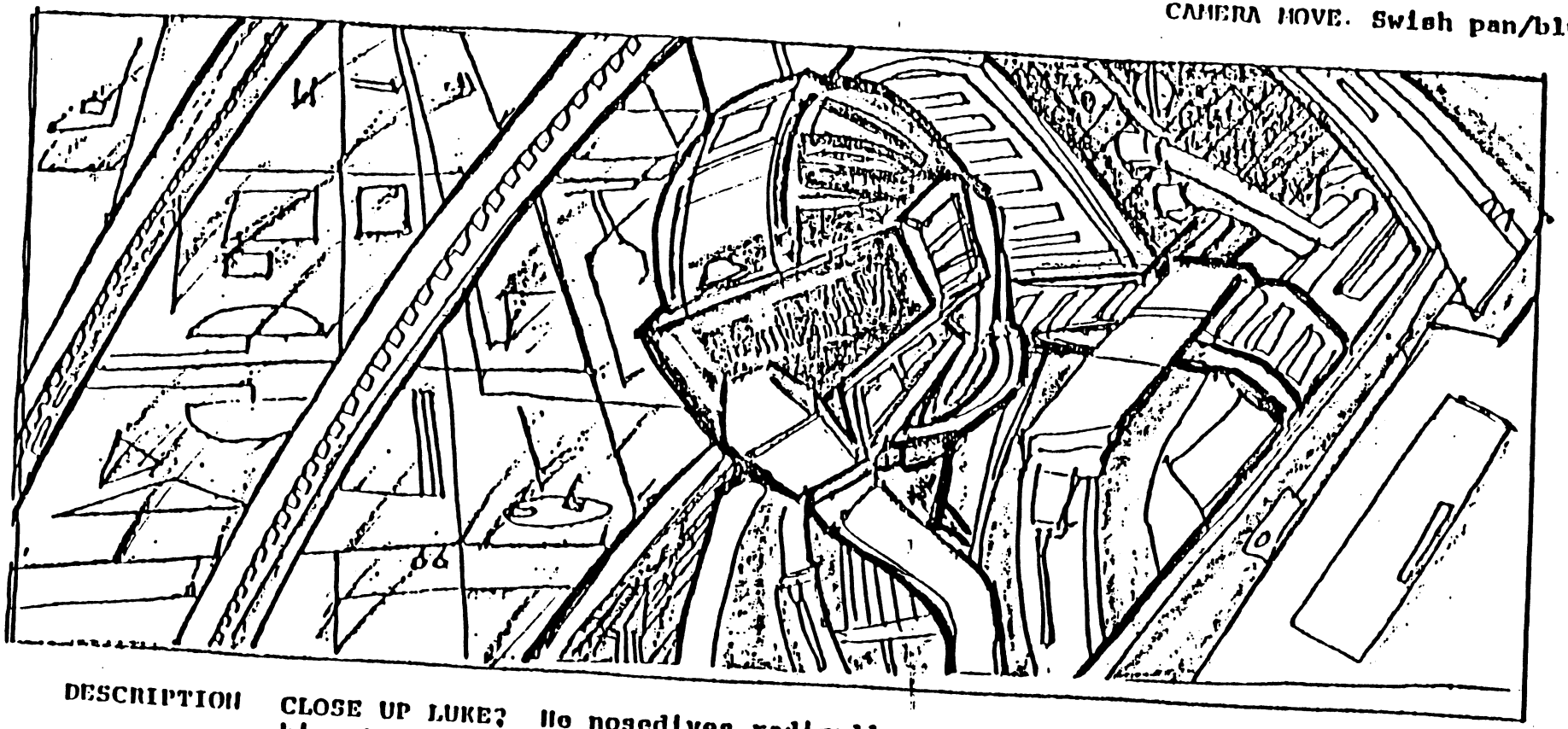
LOCATION: Equator

BACKGROUN[illegible]gh altitude Death Star
(Rotate an[illegible]old while moving lower L to upper R)
LAZER START / STOP

FRAME COUNT: 38
DUPE SHOT

TRENCH #

CAMERA MOVE. Swish pan/blur su



DESCRIPTION CLOSE UP LUKE? He nosedives radically starting his attack on the monstrous fortress. The Death Star surface streaks past the cockpit window.

PROCESS PLATE #

SCRIPT # 161

DIALOGUE LUKE: I'm going in.
DIGGS: I'm right behind you. BLUE FIVE.

BOARD # 99

SHOT # 109P

LOCATION: Equator

BACKGROUND: Stars (moving slightly up)

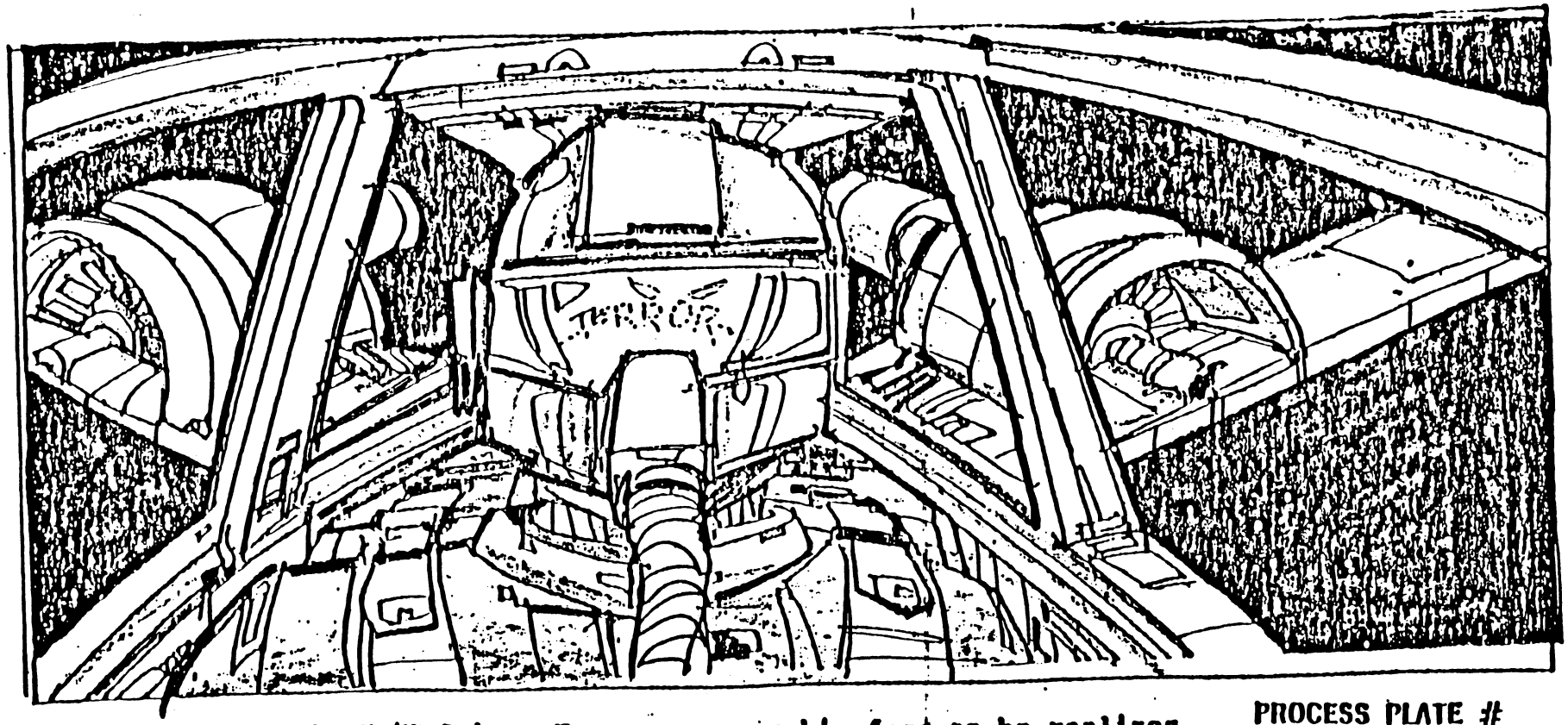
LAZER START / STOP

FRAME COUNT: 27

DUPE SHOT

TRENCH #

CAMERA MOVE:




DESCRIPTION CLOSE UP Luke. Terror crosses his face as he realizes he won't be able to pull out in time to avoid the fireball.

PROCESS PLATE #

SCRIPT # 163

DIALOGUE

BOARD # 102

SHOT # 192P

LOCATION: Equator

BACKGROUND: [illegible]rs/Death Star low altitude. Horizon blur.

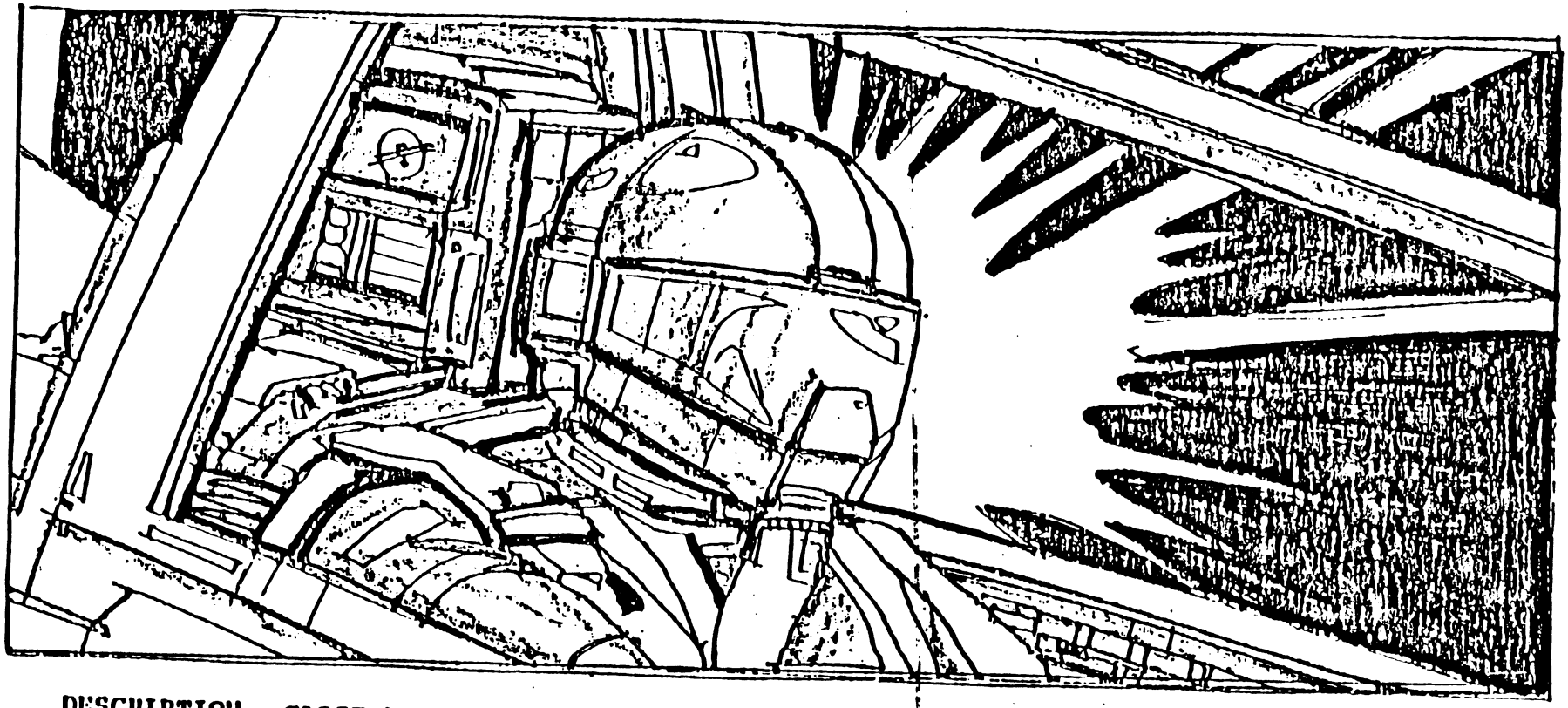
LAZER START / STOP

FRAME COUNT: 89

DUPE SHOT:

TRENCH #

CAMERA MOVE:



DESCRIPTION CLOSE UP Luke. He adjusts his controls and breathes a sigh of relief. Flak bursts outside the cockpit window.

PROCESS PLATE #

SCRIPT # C163

DIALOGUE

BLUE LEADER: Luke, give yourself more lead time, or you're going to blast yourself out of the sky.

LUKE: Yes, sir, I've got the hang of it now.

ARD # 110

SHOT # 196P

LOCATION: Equator

BACKGROUND: altitude Death Star horizon.

LAZER START / STOP

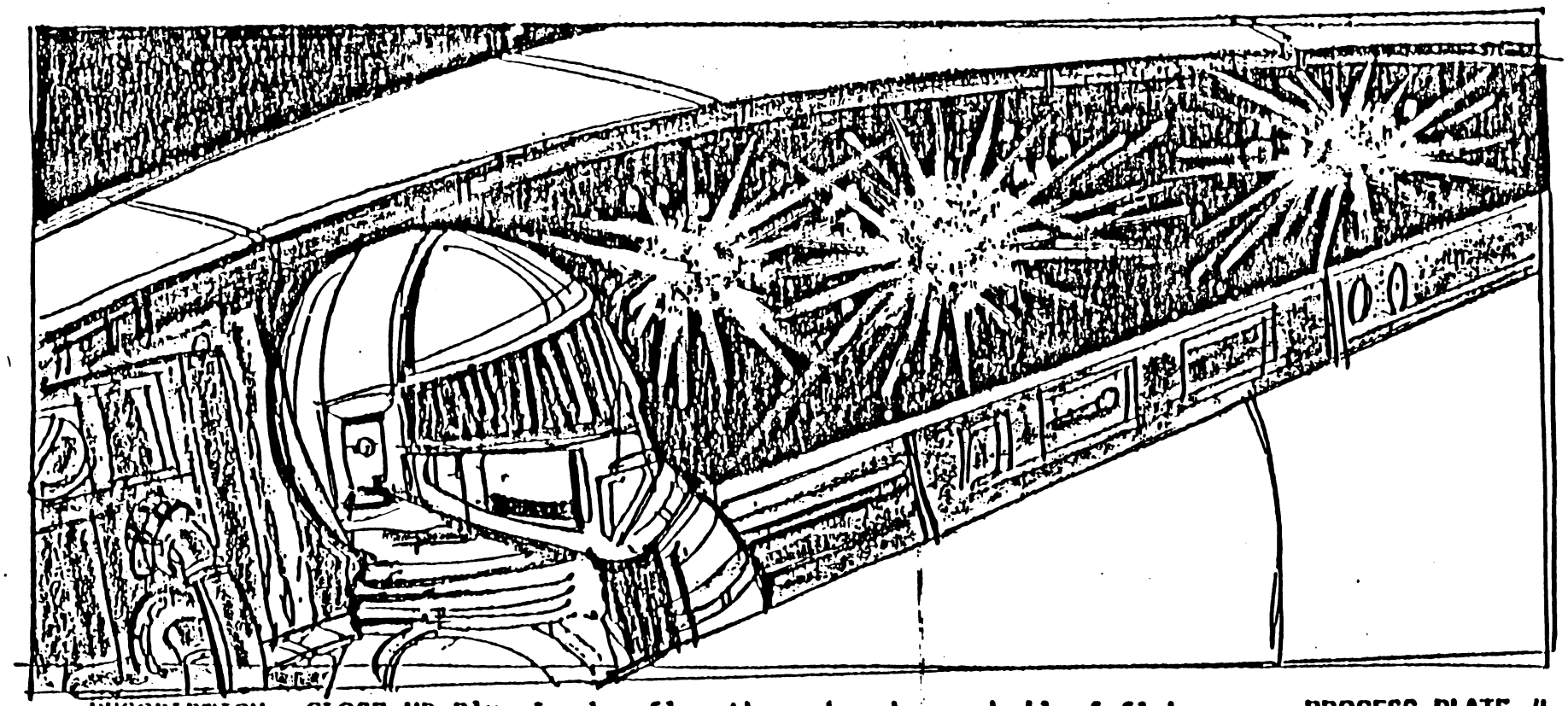
flak

FRAME COUNT: 68

DUPE SHOT

TRENCH #

CAMERA MOVE:



DESCRIPTION CLOSE UP-Blue Leader flys through a heavy hail of flak.

PROCESS PLATE #

SCRIPT # K163

DIALOGUE BLUE LEADER: Luke, let me know when you are off the block.

BOARD # 114

SHOT # 200P

LOCATION: Equator

BACKGROUND: Low Altitude Death Star surface.

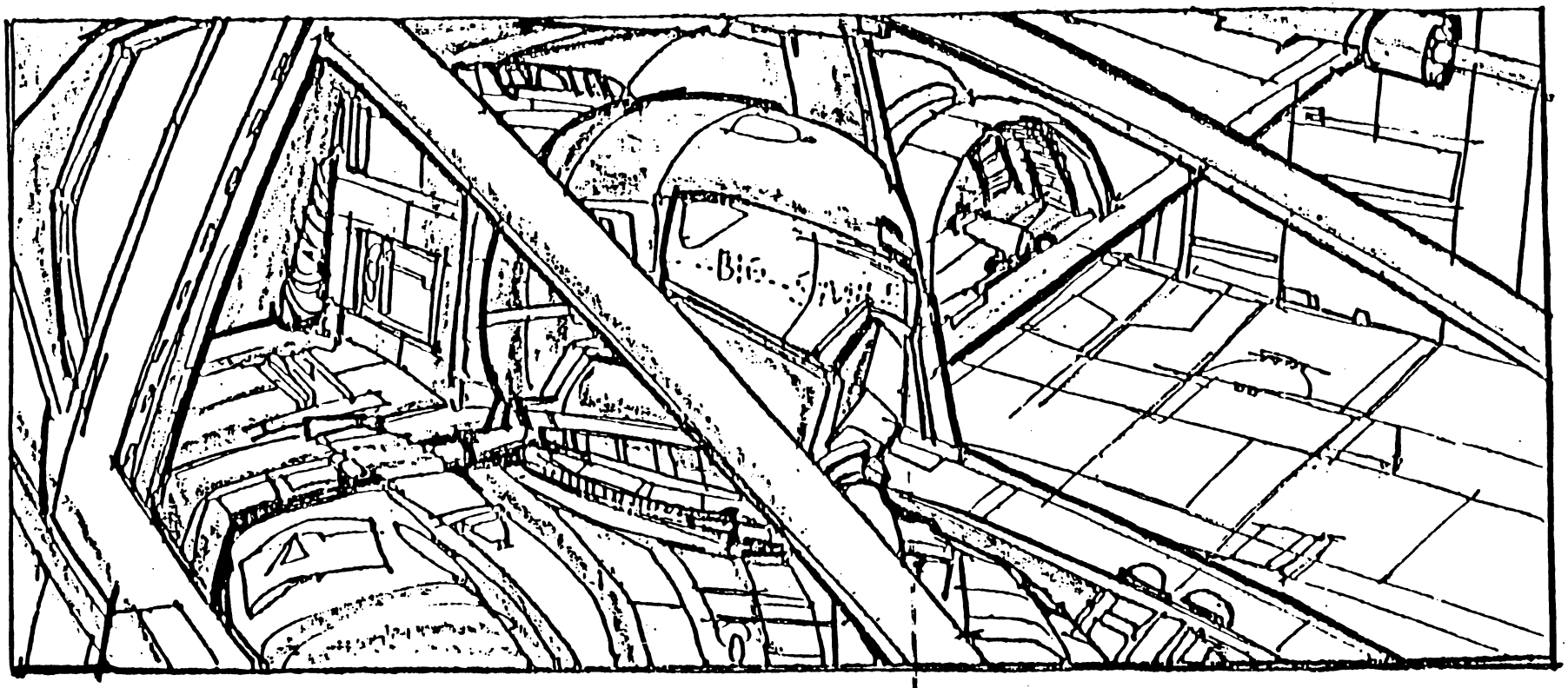
LAZER START / STOP At X-wing (flak)

FRAME COUNT: 111

DUPE SHOT

TRENCH #

CAMERA MOVE:



DESCRIPTION CLOSE UP Luke. The blurry Death Star surface races past the cockpit window as a big smile sweeps across Luke's face at the success of his run. Flak thunders on all sides of him.

PROCESS PLATE #

SCRIPT # O 163

DIALOGUE

.D # 122

..OT # 203P

LOCATION: Equator

BACKGROUND: altitude Death Star horizon.

LAZER START / STOP

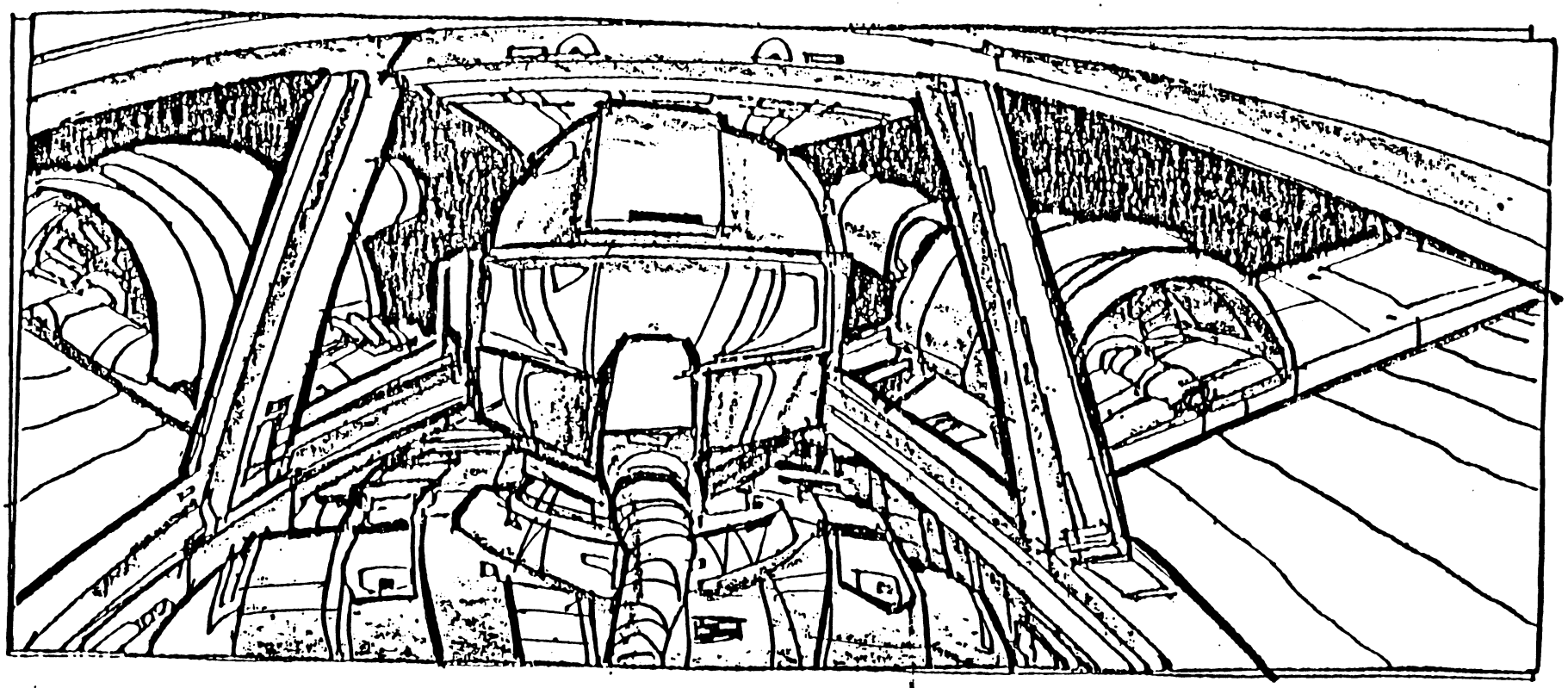
FLAK ONLY

FRAME COUNT: 50

DUPE SHOT

TRENCH #

CAMERA MOVE:



DESCRIPTION CLOSE UP.Luke.looks around to see if he can spot the approaching Imperial fighter.
Flak only (in background).

PROCESS PLATE #

SCRIPT # 165

DIALOGUE LUKE: My scope's negative. I don't see anything.

BOARD # 123

SHOT # 204P

LOCATION: Equator

BACKGROUND: Low altitude Death Star surface.

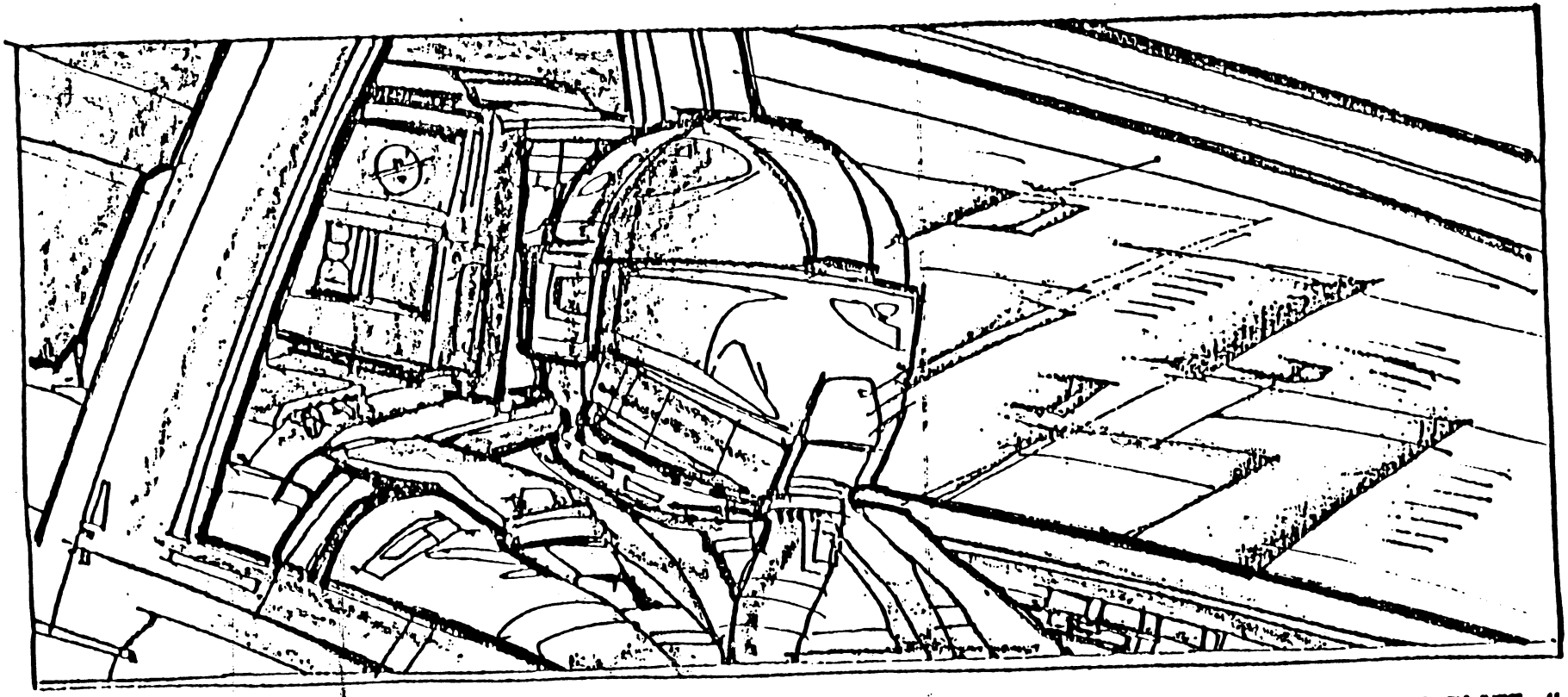
LAZER / Flak START / STOP

FRAME COUNT: 02

DUPE SHOT:

TRENCH #

CAMERA MOVE: Swish pan.



DESCRIPTION CLOSE UP Blue Leader. The Death Star surface sweeps past as he searches the sky for the Imperiall fighter. Flak pounds at his ship.

PROCESS PLATE #

SCRIPT # 166

DIALOGUE PILOT LEADER: Close up there, Blue Five, keep your eyes peeled. With all this jamming, they'll be on top of us before our scopes pick them up.

206P

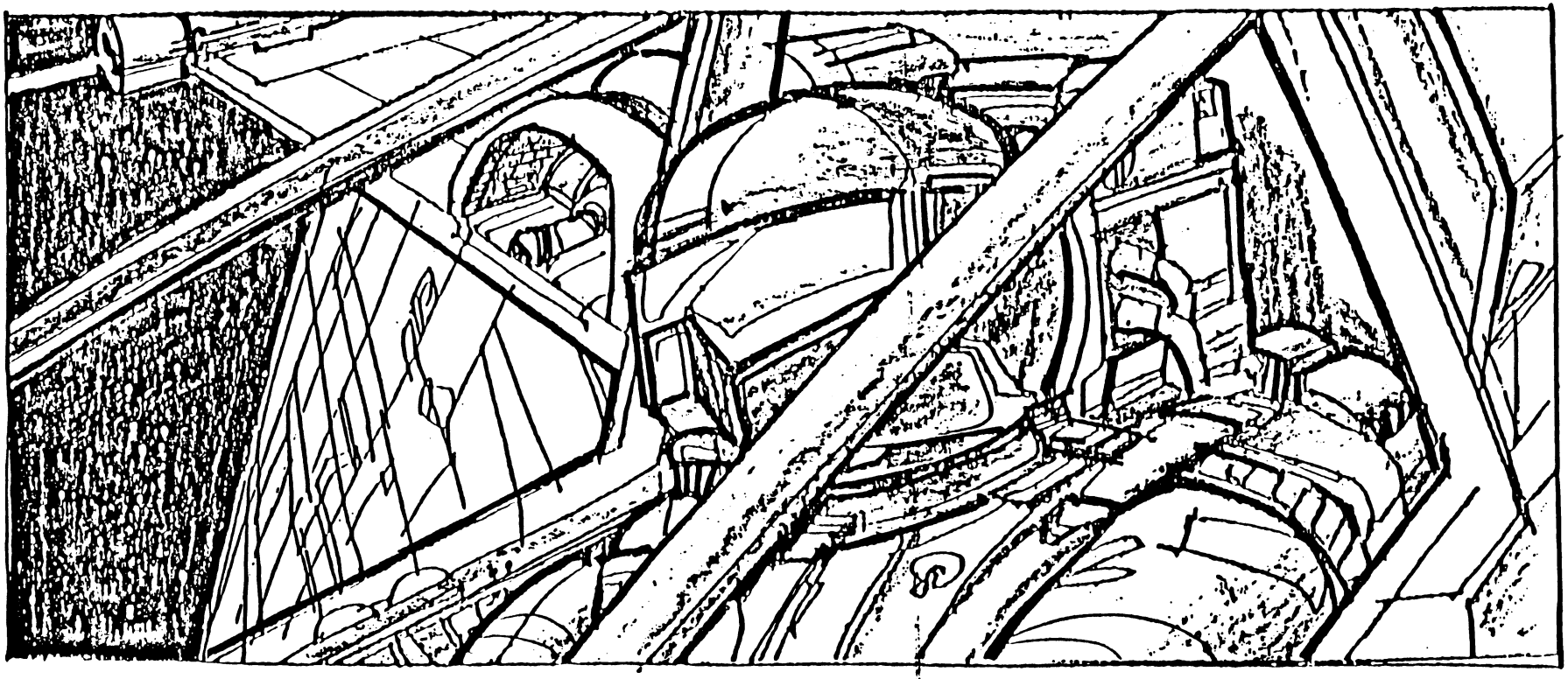
LAZER STA STOP
Distant Tank.

DUPE SHOT

LOCATION: Equator

TRENCH 1

CAMERA MOVE:



DESCRIPTION CLOSE UP Biggs panics when he discovers a T.I.E. ship on his tail. The horizon in the background twists around as he peels off, hoping to lose the Imperial fighter.

PROCESS PLATE #

SCRIPT # 168

DIALOGUE LUKE: Biggs! Watch it. You've picked one up.

BIGGS: I can't see it! I can't see it!

BOARD # 133

SHOT # 214P

LOCATION: Equator

BACKGROUND: Low altitude Death Star horizon/blur

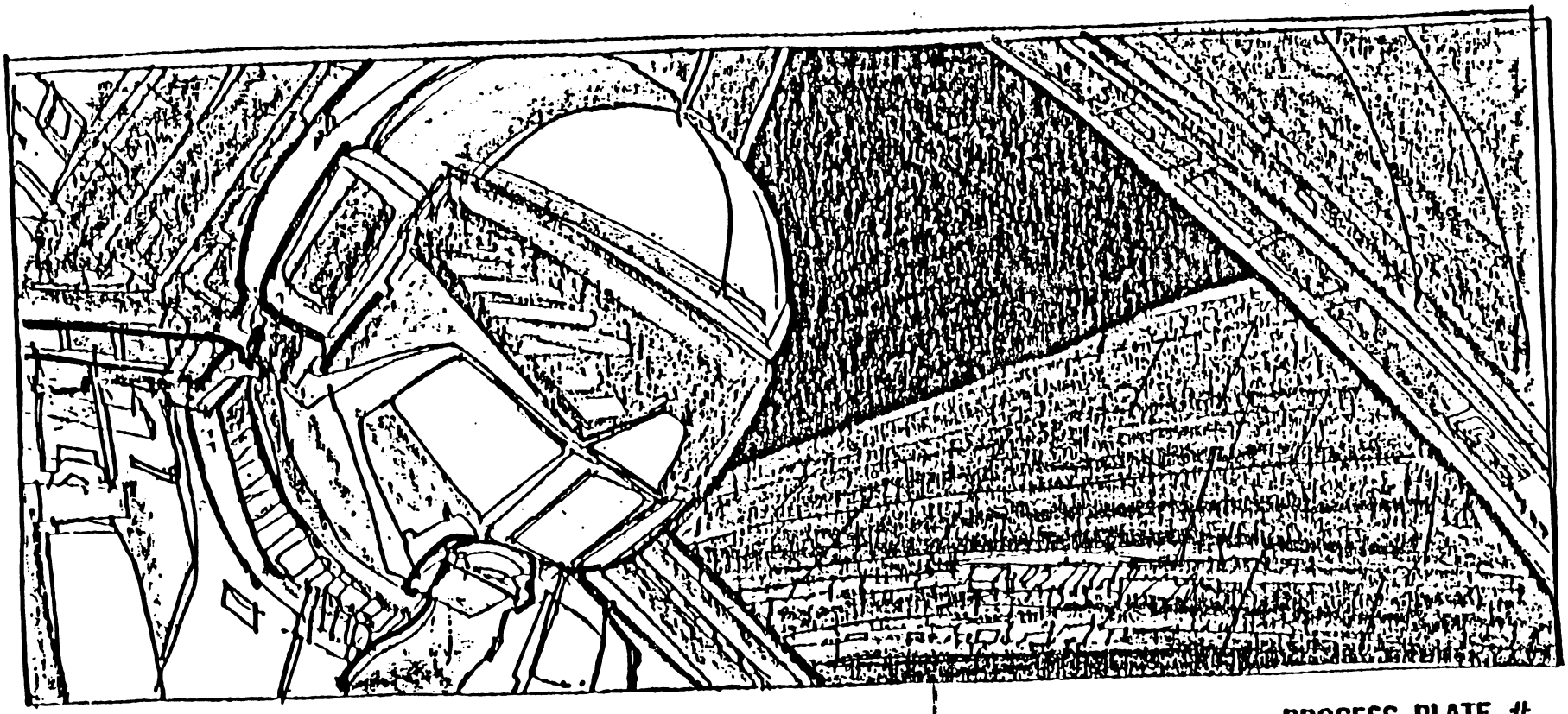
LAZER START / STOP
Distant flak

FRAME COUNT: 43

DUPE SHOT:

TRENCH #

CAMERA MOVE:



DESCRIPTION CLOSE UP Luke rotates his ship as the Death Star blurs past the cockpit.

PROCESS PLATE #

SCRIPT # 175

DIALOGUE

SHOT # 220 f

LAZER ST. STOP

horizon. Threshhold horizon.

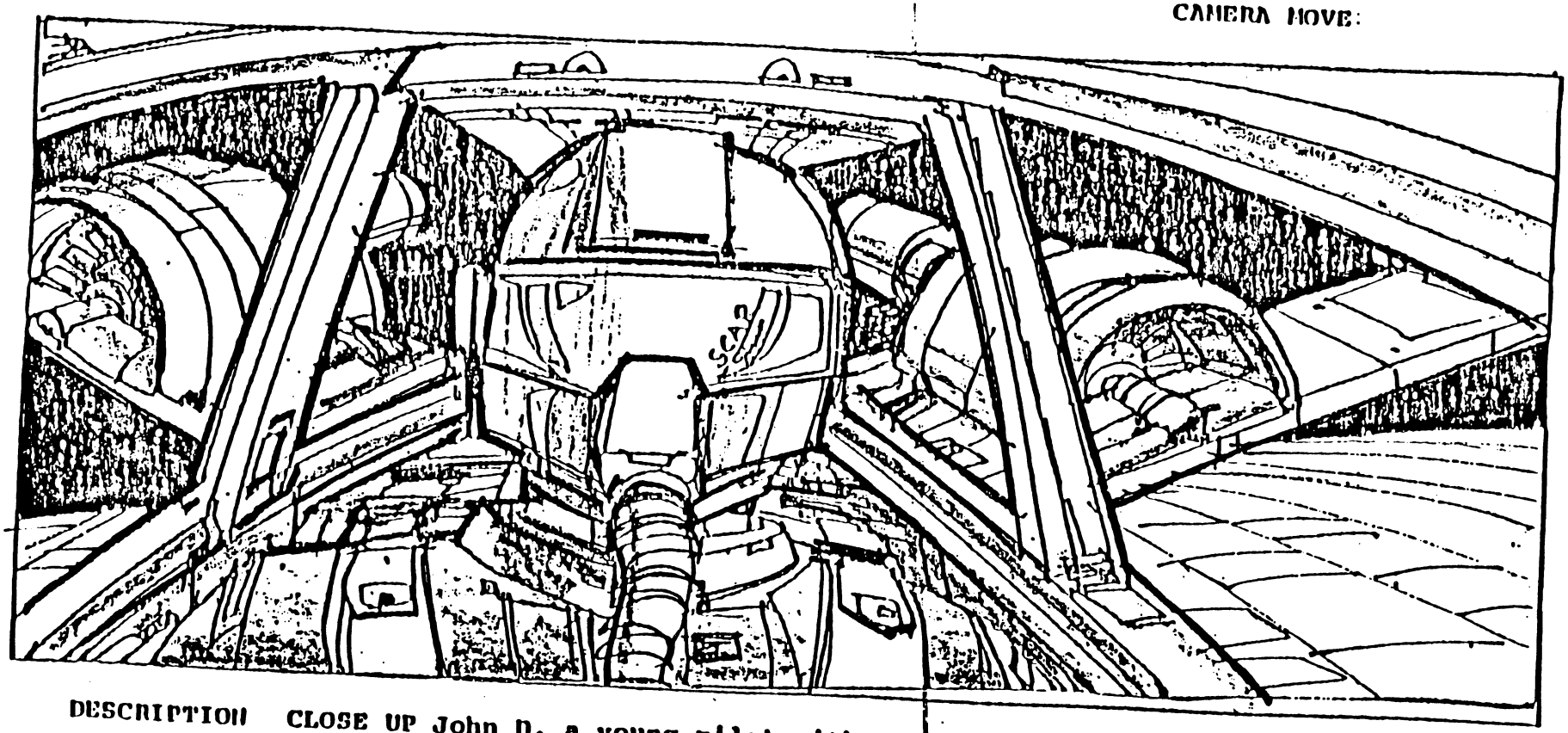
FRAME COUNT:

LOCATION: Equator

DUPE SHOT

TRENCH #

CAMERA MOVE:



DESCRIPTION CLOSE UP John D, a young pilot with a scar across one eye, adjusts his targeting device.

PROCESS PLATE #

SCRIPT # 131

DIALOGUE JOHN D: I've got one! I've got one!

ARD # 140

SHOT # 222P

LOCATION:

BACKGROUND: ..altitude closing on surface.

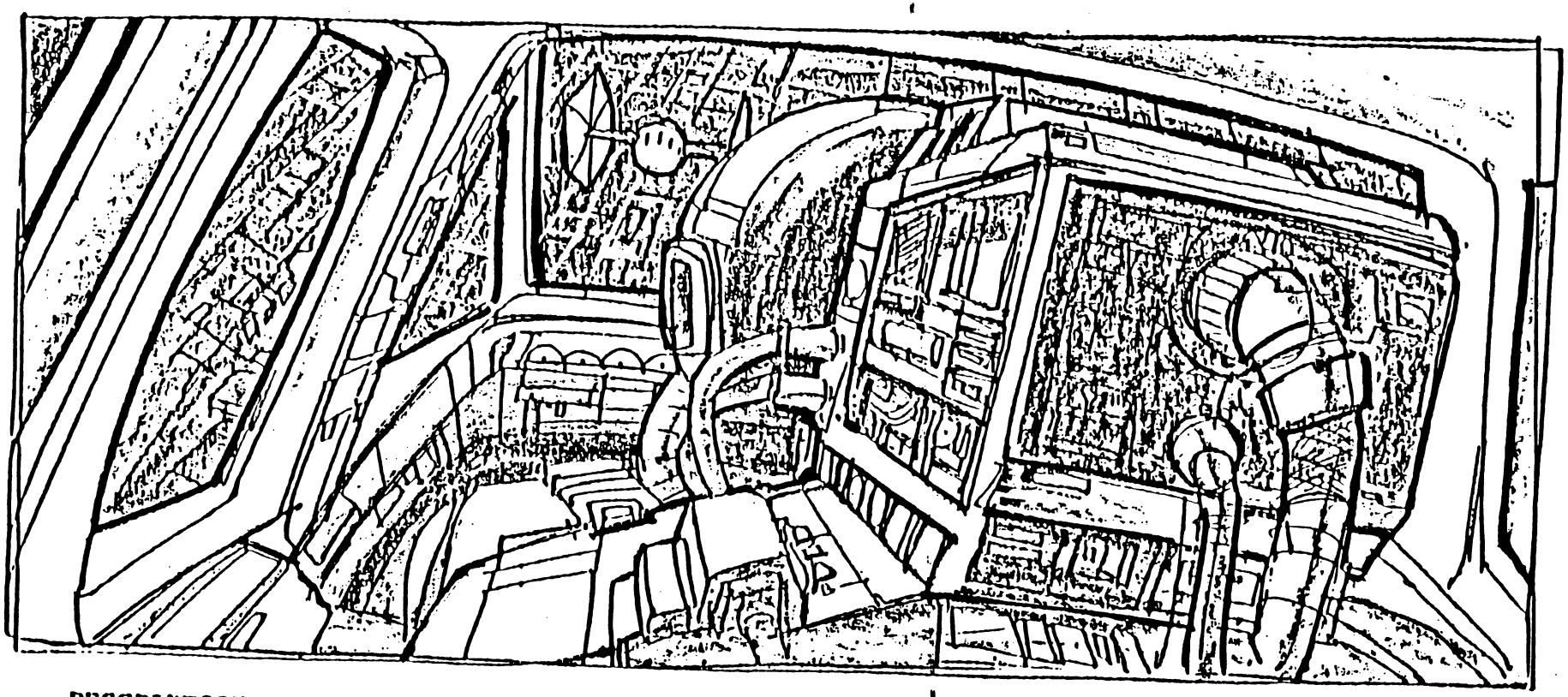
LAZER START / STOP from X-wing

FRAME COUNT: 20

DUPE SHOT

TRENCH #

CAMERA MOVE:



DESCRIPTION P.O.V. shot over John D's shoulder, the T.I.E. ship attempts to out maneuver the young rebel to no avail. John D closes on the Imperial craft, as it skims the surface.

PROCESS PLATE #

SCRIPT # 183

DIALOGUE

BOARD # 142

SHOT # 223P

LOCATION:

BACKGROUND: ,h altitude Death Star horizon.

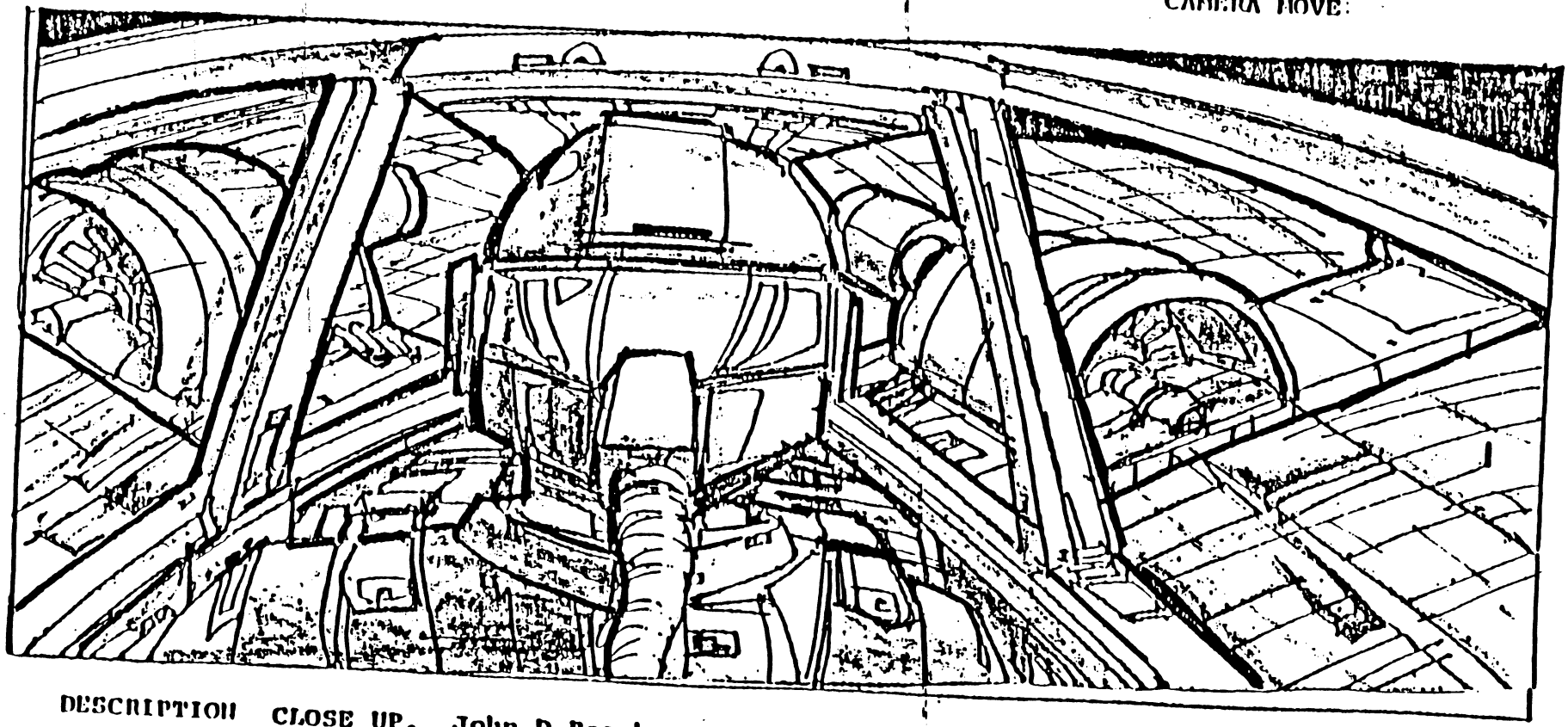
LAZER START / STOP

FRAME COUNT: 35

DUPE SHOT

TRENCH #

CAMERA MOVE:



DESCRIPTION CLOSE UP. John D Reaches up and pulls the trigger of his laser cannon.

PROCESS PLATE #

SCRIPT # 184

DIALOGUE

RD # 143A

SHOT # 224A-P

LOCATION: Equator

BACKGROUND: Low alt. Death Star Horiz.

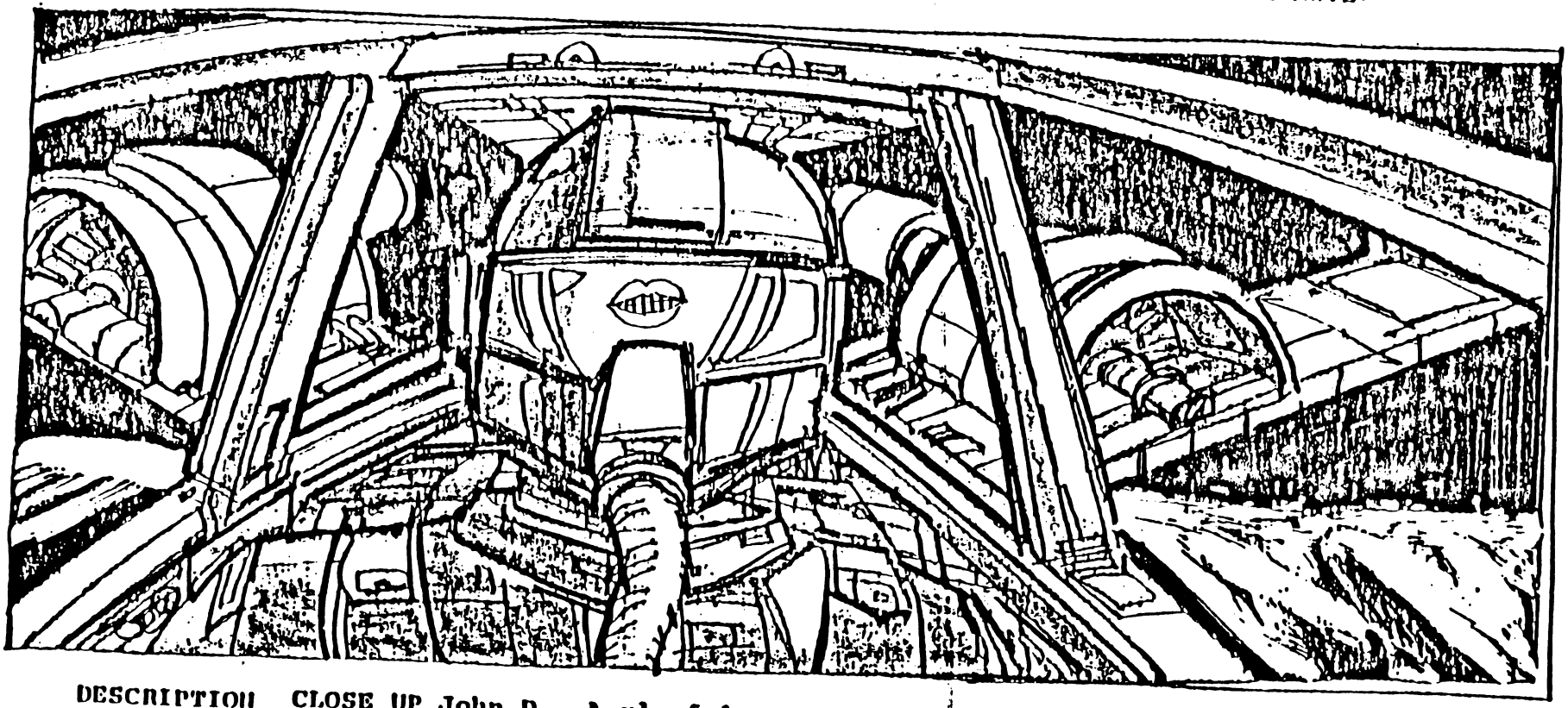
LAZER START / STOP

FRAME COUNT:

DUPE SHOT

TRENCH #

CAMERA MOVE.



DESCRIPTION CLOSE UP John D. A gleeful expression crosses his face at his good shooting. (Low alt. Death Star Horizon rises in background.)

PROCESS PLATE #

SCRIPT # 186

DIALOGUE BLUE LEADER: Good shooting, Blue Six...Watch it, you've got one on your tail.

John D looks around, but can't see the ship behind him. His ship shudders as a laser bolt explodes near-by.

D # 145

SHOT # 226P

LOCATION: Equator

BACKGROUND: Lo titude Death Star horizon.

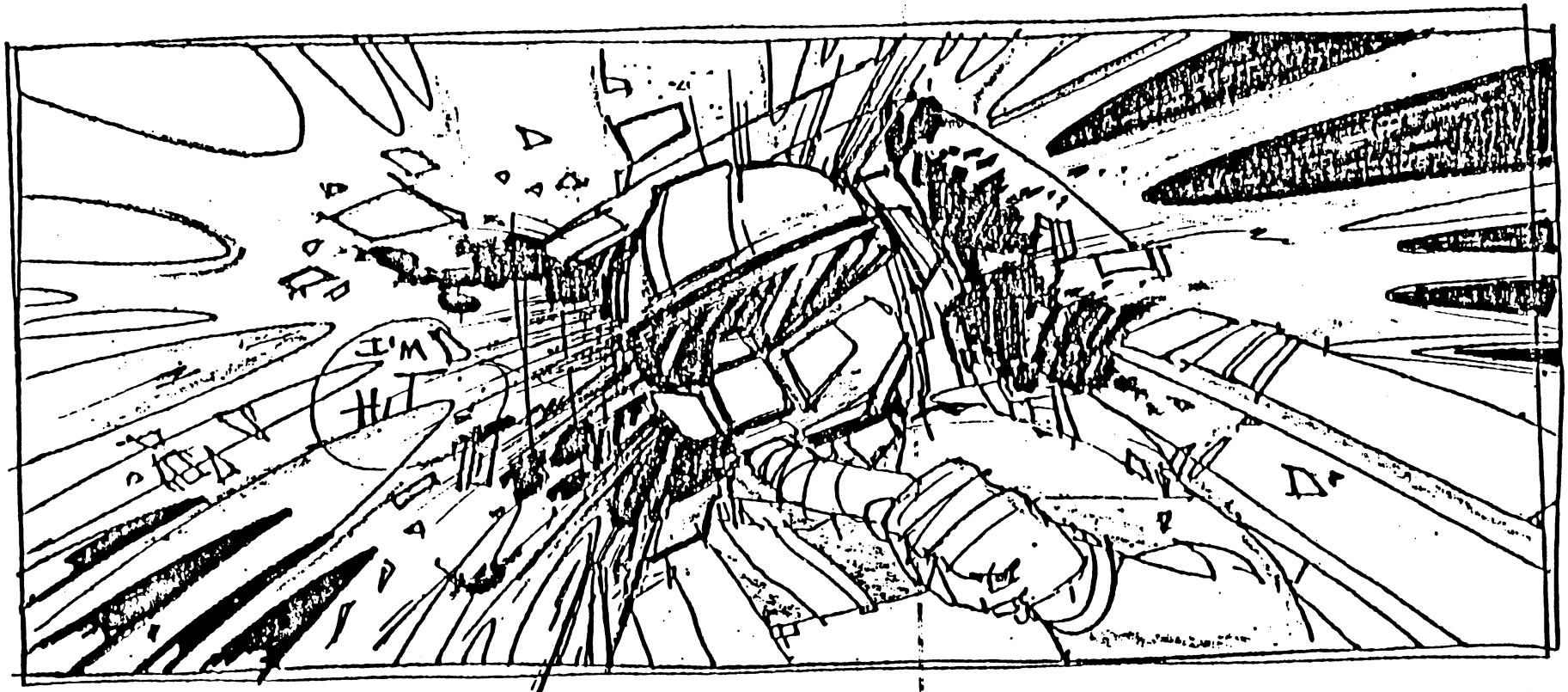
LAZER START / STOP

FRAME COUNT: 40

DUPE SHOT

TRENCH #

CAMERA MOVE




DESCRIPTION CLOSE UP John D. The inside of the cockpit explodes as John D is hit.

PROCESS PLATE #

SCRIPT # 188

DIALOGUE

BOARD # 154

SHOT # 232P

LOCATION: Equator

BACKGROUND: Medium altitude Death Star horizon,twisting.

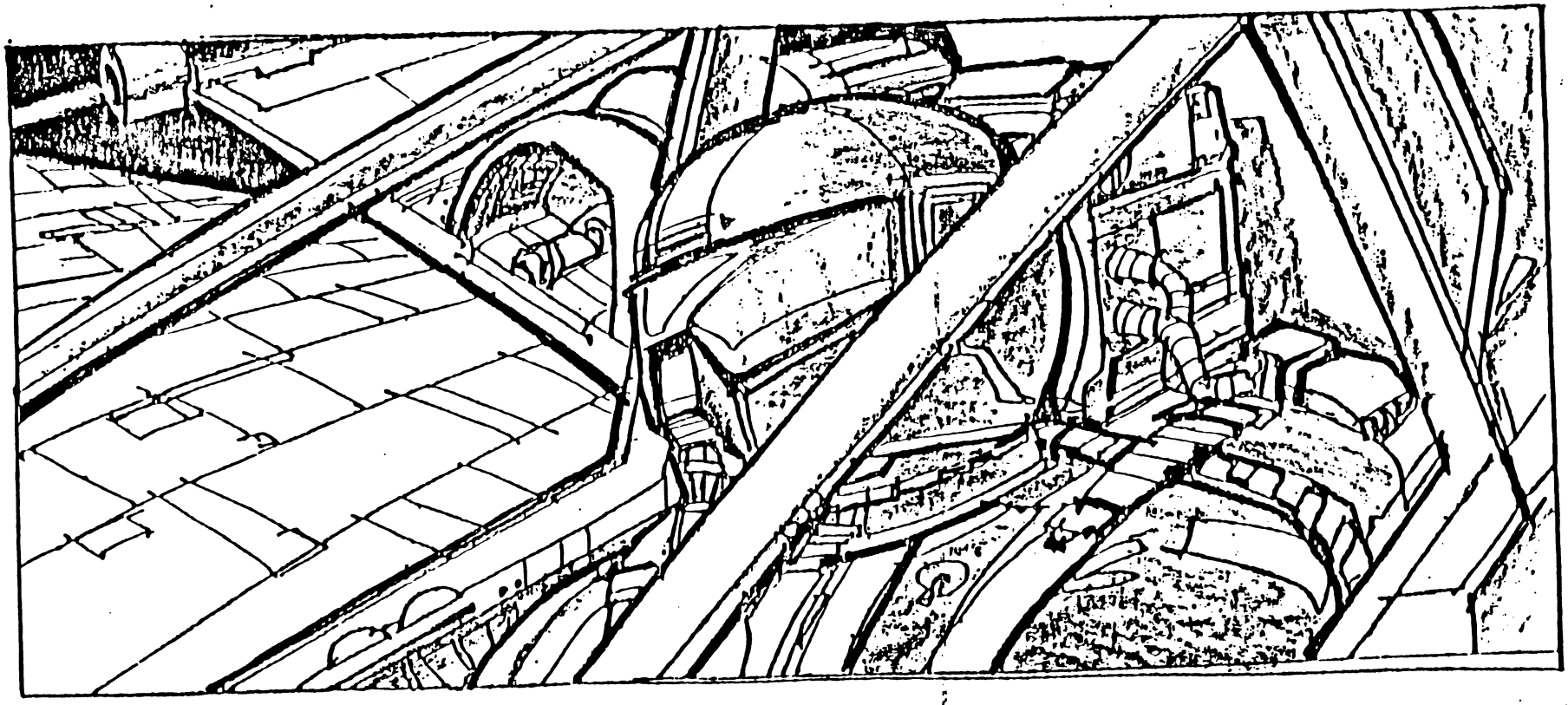
LAZER START / STOP

FRAME COUNT: 54

DUPE SHOT

TRENCH #

CAMERA MOVE:



DESCRIPTION CLOSE UP. Luke manuevers his ship as the twisting blurry surface of the Death Star zooms by outside the cockpit.

PROCESS PLATE #

SCRIPT # 196

DIALOGUE BLUE LEADER: Stick close,Blue Five, where are you going?

LUKE: My scopes picked up a lateral stablizer. I'm going to try for it.

BOARD # 172

SHOT # 240P

LOCATION: pole

BACKGROUND: High altitude Death Star surface.

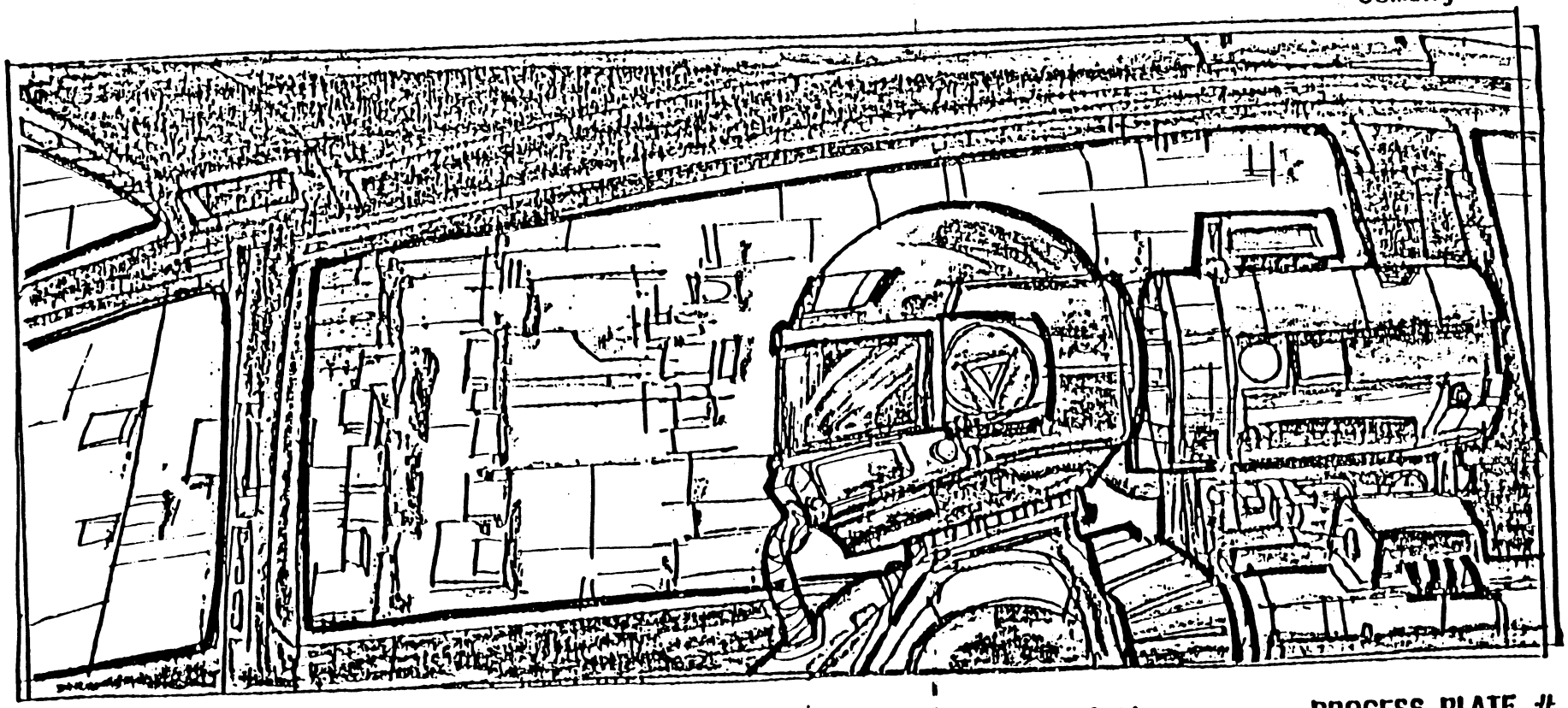
LAZER START / STOP

FRAME COUNT: 94

DUPE SHOT

TRENCH #

CAMERA MOVE: Background coming to us.



PROCESS PLATE #

SCRIPT # 215

DESCRIPTION CLOSE UP. Red Leader peels off and starts toward the long trenches at the Death Star surface pole. The background rushes towards us.

DIALOGUE

RED LEADER: Blue Leader, this is Red Leader. We are starting our attack run. The exhaust port is marked and locked in. No flak, no enemy fighters up here... Look's like we'll get a smooth run at it.

BLUE LEADER: I copy Red Leader. We'll try to keep them busy on this end.

BOARD # 182

SHOT # 250 P

LOCATION: Pole

BACKGROUND: Low altitude Death Star horizon

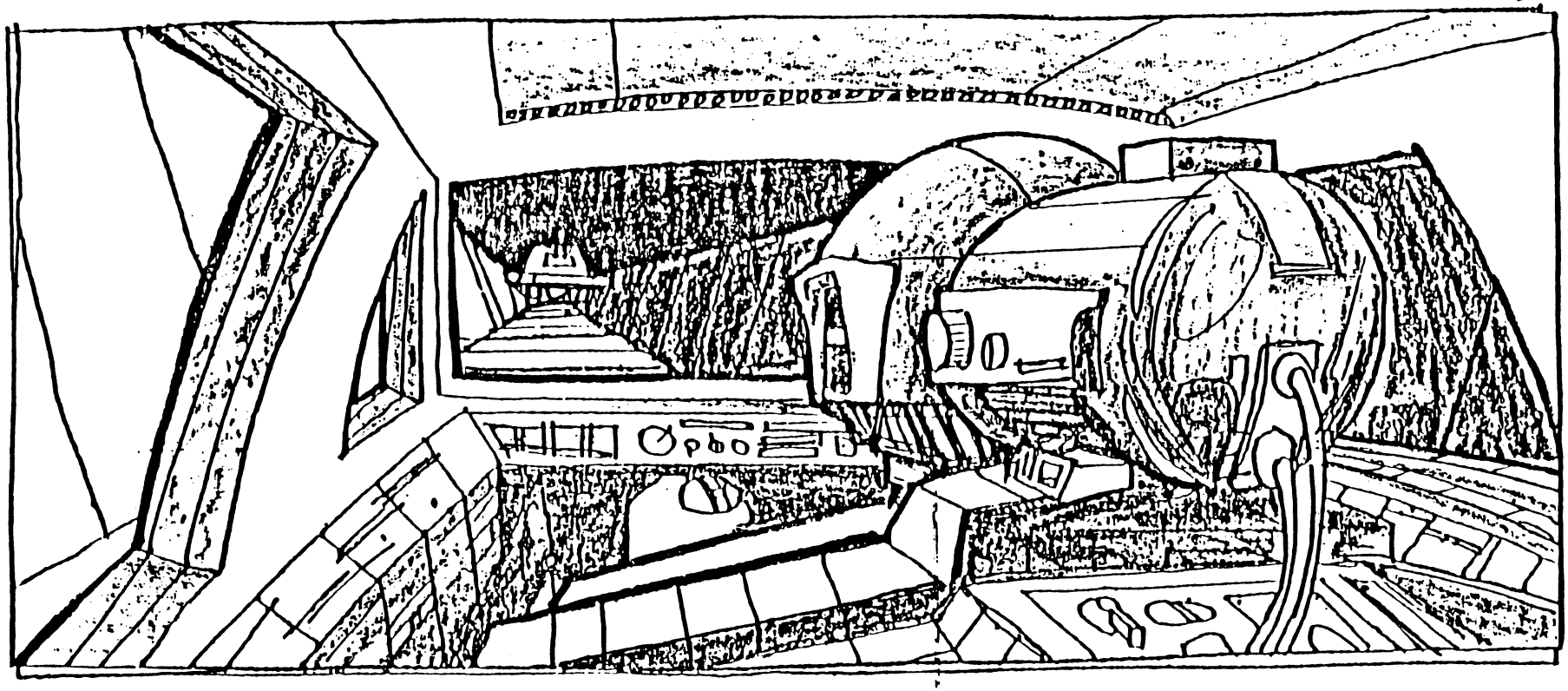
LAZER START / STOP

FRAME COUNT: 54

DUPE SHOT

TRENCH # Z

CAMERA MOVE: P.O.V. out front of X-wing.



DESCRIPTION P.O.V. OVER RED LEADER'S SHOULDER. As the fighter begins to approach the target area, suddenly all the laser fire stops. An eerie calm clings over the trench as the surface whips past in a blur.

PROCESS PLATE #

SCRIPT # D219

DIALOGUE RED TWO: What's that? They stopped?
RED LEADER: I don't like it.

BARD 1 175

T 1 251

LOCATION: Pole

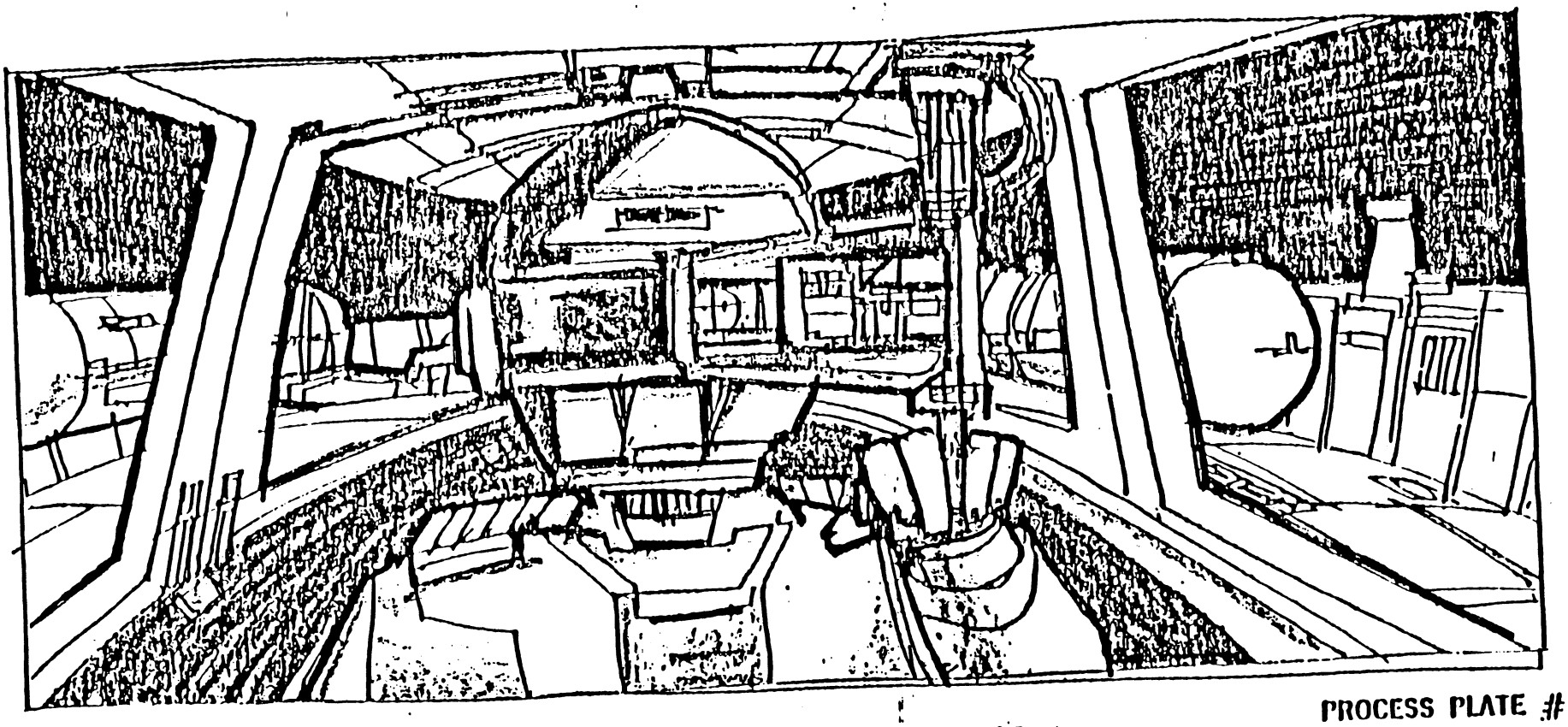
BACKGROUND: [illegible] horizon twisting.

LAZER STAT[illegible] STOP

DUPE SHOT

TRENCH 13

CAMERA MOVE:



PROCESS PLATE #

DESCRIPTION CLOSE UP. Blue Leader looks around to see if any enemy ships are near. He makes some adjustment to his control panel.

SCRIPT # 218

DIALOGUE RED LEADER: There it is, boys....Remember, when you think you're close, go in closer before you drop that rock. Switch all power to front deflector screens.

BOARD # 176

OT # 252

LOCATION: Pole

BACKGROUND: Altitude Death Star horizon.

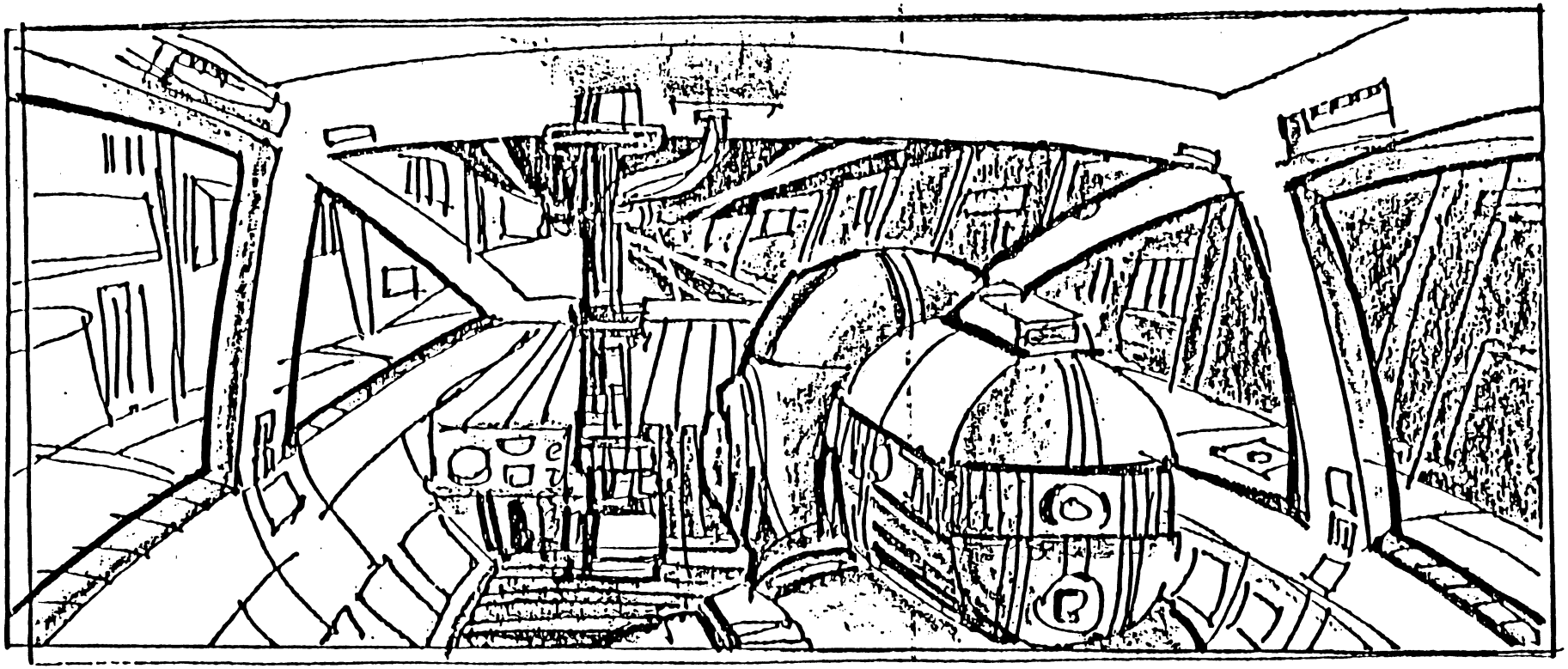
LAZER STA / STOP At us.

FRAME COUNT: 100

DUPE SHOT 175

TRENCH # 3

CAMERA MOVE P.O.V. from Y-wing



DESCRIPTION OVER SHOULDER P.O.V. SHOT. Red Leader races down the enormous trench that leads to the exhaust port. Laser bolts begin to race toward him in increasing numbers, occasionally exploding near the ship, causing it to bounce about.

t

PROCESS PLATE #

SCRIPT # A218

DIALOGUE RED TWO: A bit aggressive, aren't they?
RED LEADER: How many guns do you think, Red Five?

BOARD # 176A

SHOT # 252A P

LOCATION: Pole

BACKGROUND: Low altitude Death Star horizon twisting.

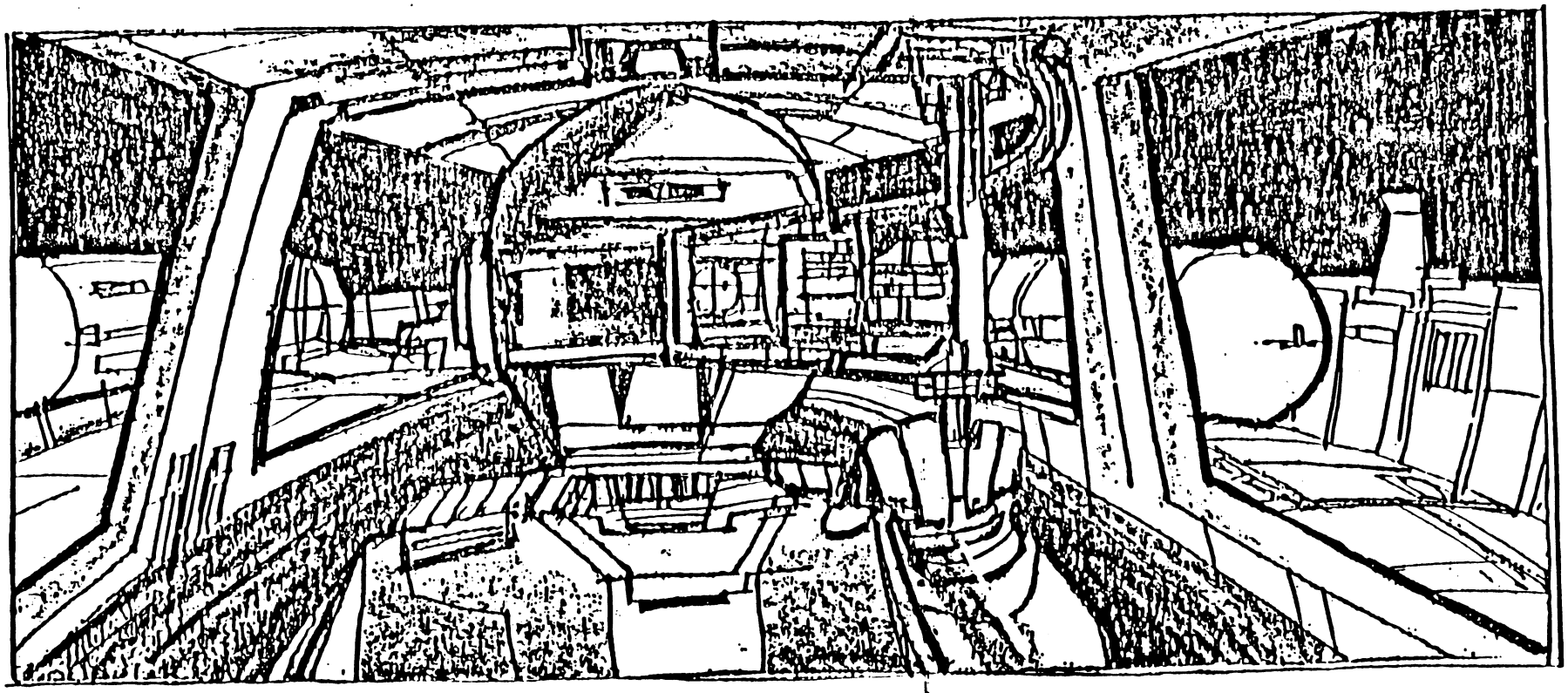
LAZER START / STOP

FRAME COUNT:

DUPE SHOT

TRENCH #3

CAMERA MOVE:



DESCRIPTION CLOSE UP. Red Five is a pilot in his fifties with a very battered helmet that looks like it's been through many battles.

PROCESS PLATE #

SCRIPT # B218

DIALOGUE RED FIVE (Pops): I'd say about twenty guns. Some on the surface and some in the towers.

BOARD # 108

SHOT # 260P

LOCATION: Pole

BACKGROUND: Low altitude Death Star horizon

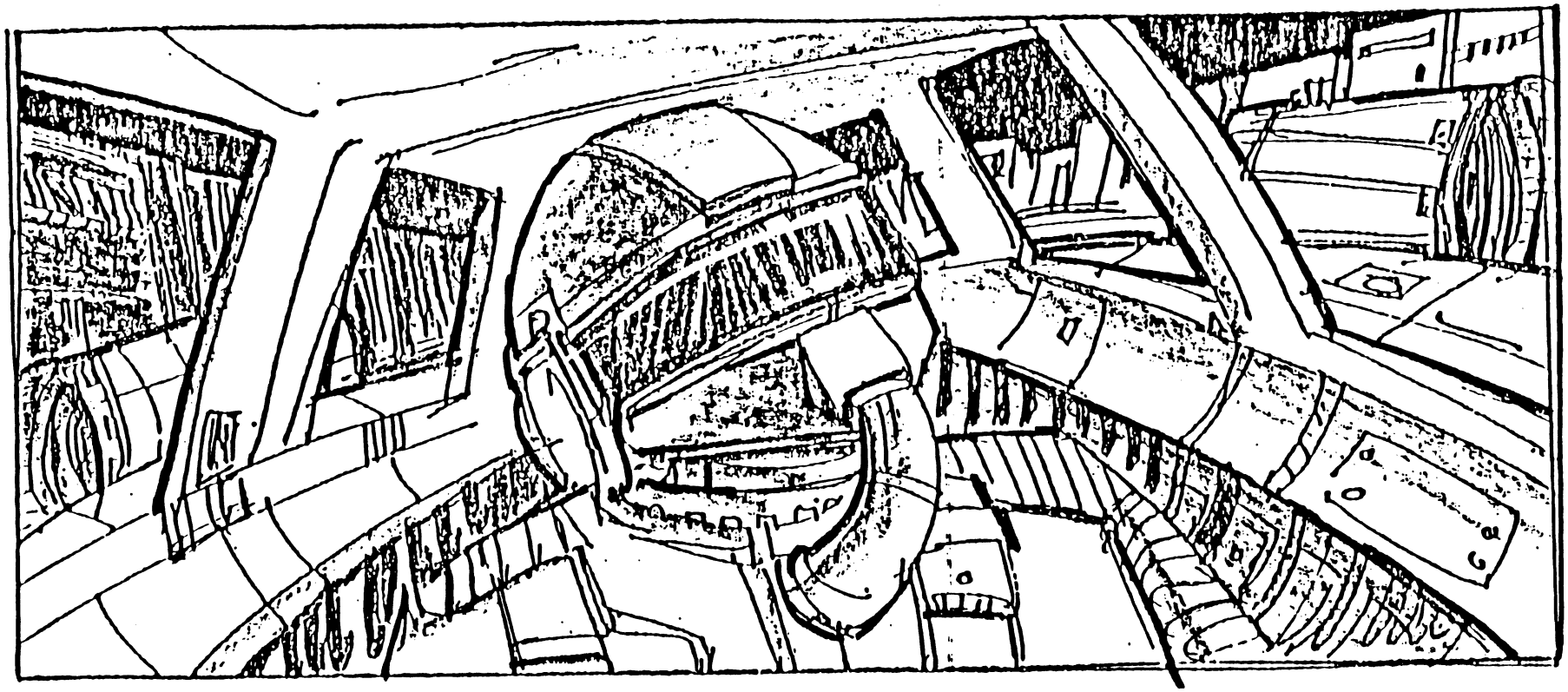
LAZER START / STOP

FRAME COUNT: 43

DUPE SHOT:

TRENCH # 2

CAMERA MOVE: P.O.V. out back Y-wing



DESCRIPTION CLOSE UP. Red Five as he looks behind him.

In the background a computer voice can be heard calling out the distance to the target. Red Five spots something.

PROCESS PLATE #

SCRIPT # F219

DIALOGUE

RED FIVE: Stabilize your rear deflectors. Watch for enemy fighters.

PILOT LEADER: There they are. Coming in. Three marks at two ten.

RED FIVE: We'll have to ride it out.

'ARD # 106

SHOT # 262P

LOCATION:

BACKGROUND:

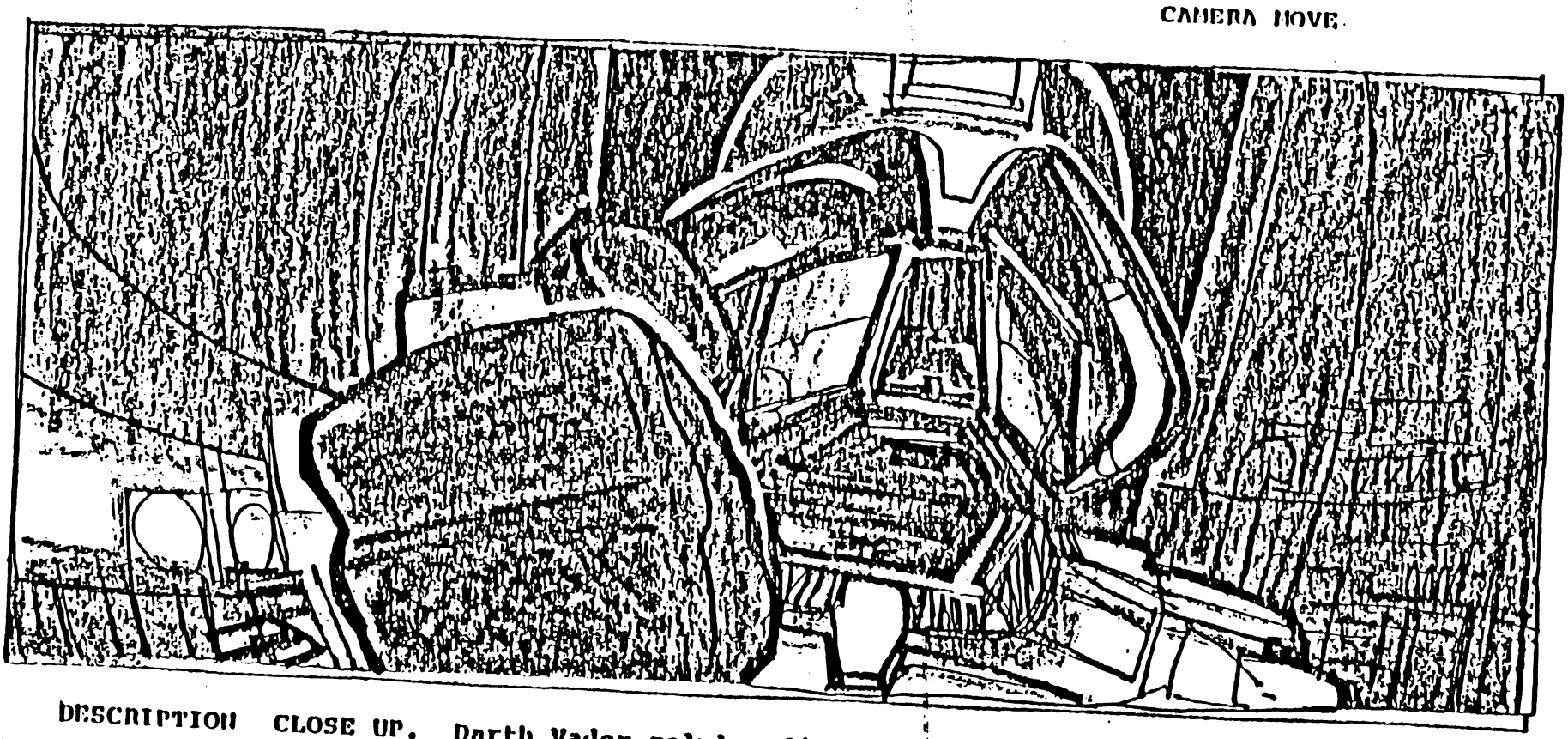
LAZER START / STOP

FRAME COUNT: 36

DUPE SHOT

TRENCH #

CAMERA MOVE



DESCRIPTION CLOSE UP. Darth Vader calmly adjusts his control stick as the stars whip past in the window above his head.

PROCESS PLATE #

SCRIPT # H-219

DIALOGUE VADER: 3-0-104. I'll take them myself. Cover me.

ARD # 107

SHOT # 263P

LOCATION:

BACKGROUND: Medium altitude closing on surface.

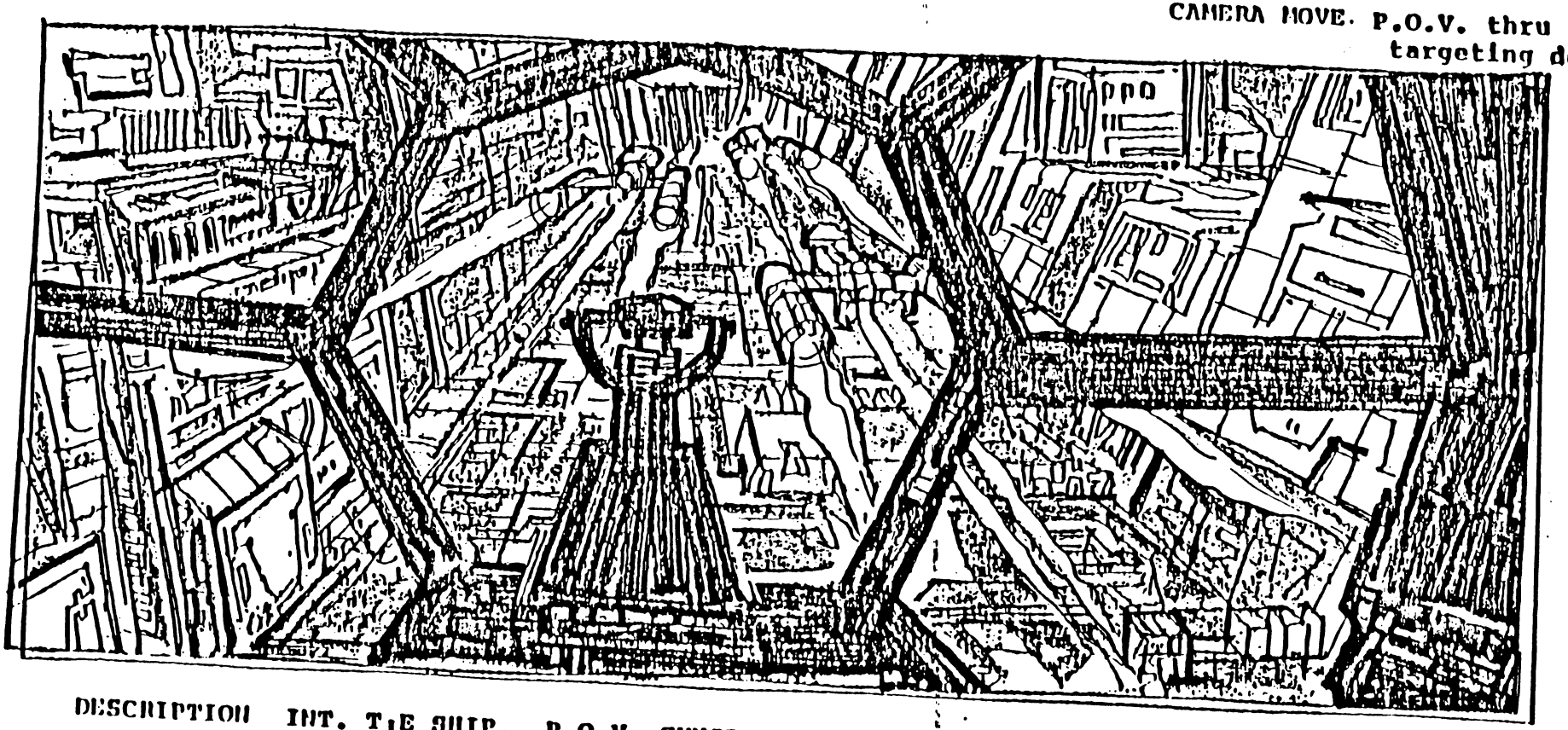
LAZER START / STOP

FRAME COUNT: 51

DUPE SHOT:

TRENCH # 1

CAMERA MOVE. P.O.V. thru targeting device.



DESCRIPTION INT. T E SHIP. P.O.V. GUNSITE.
Vader lines up Red Two in his targeting computer.

PROCESS PLATE #

SCRIPT # I219

DIALOGUE

190

1 266P

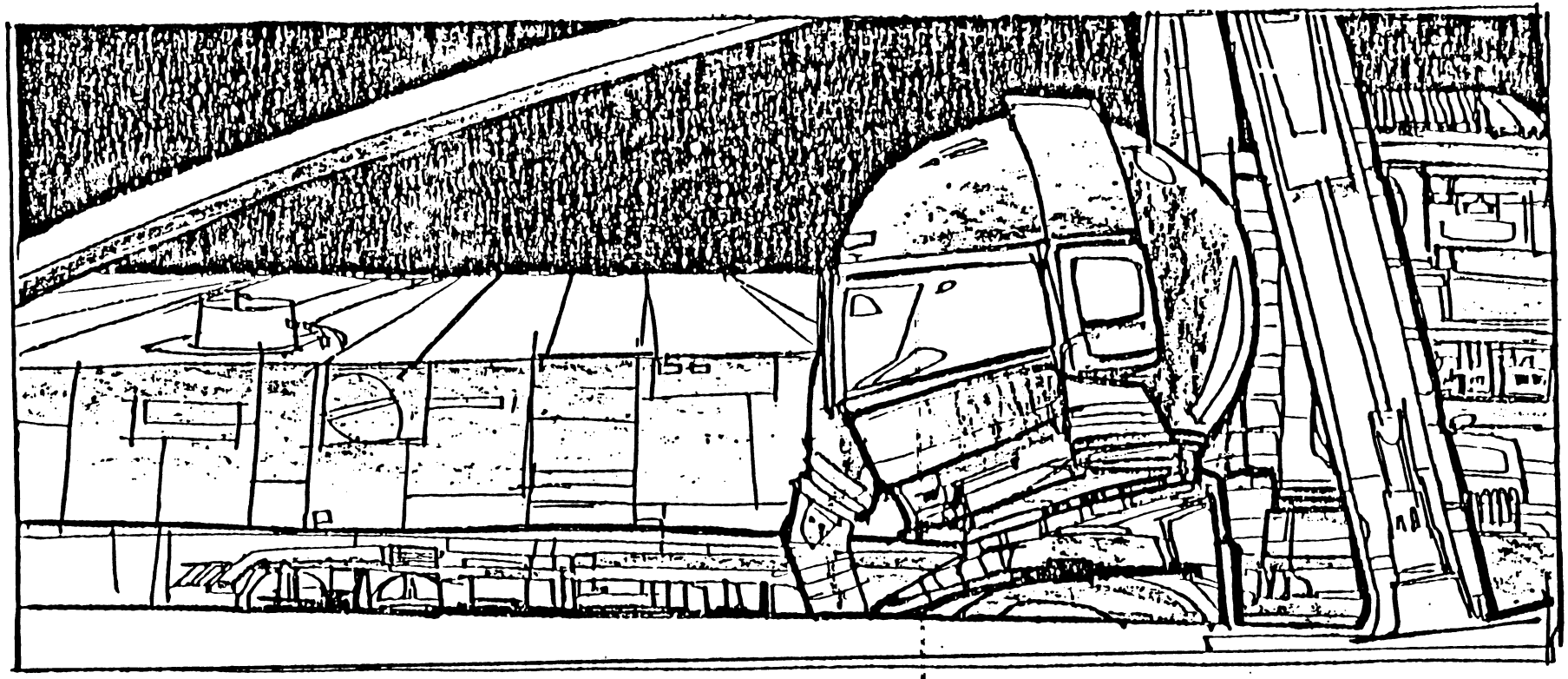
LAZER STAR STOP

surface.

DUPE SHOT

LOCATION:

TRENCH #1 canyon wall
Move R to L
CAMERA MOVE P.O.V. outside 66
X-wing.



DESCRIPTION CLOSE UP RED LEADER. The Death Star races by outside the cockpit window as he adjusts his targeting device.

PROCESS PLATE #

SCRIPT # K219

DIALOGUE

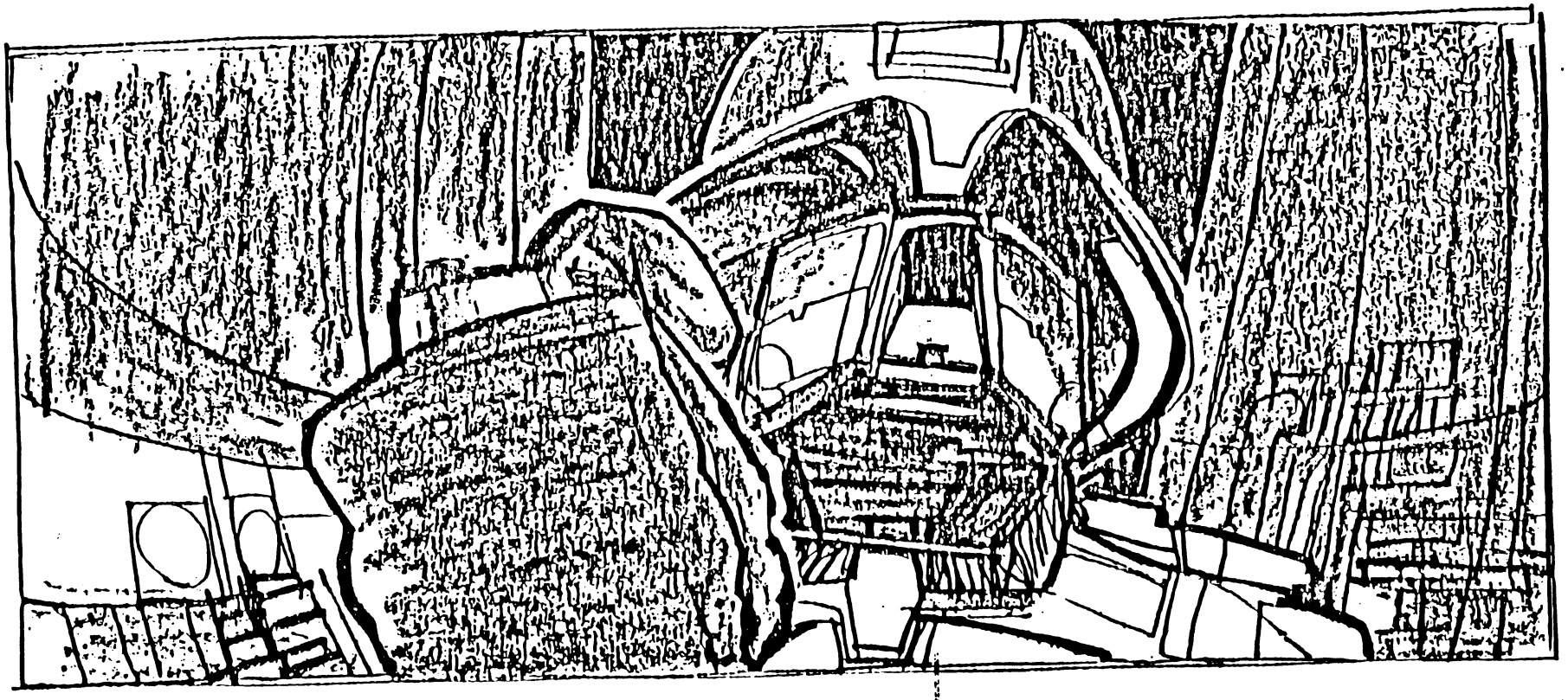
RED LEADER (PANICKED): We're sitting ducks down in this trench. We can't manuever. There's not enough power in the rear defector. We have to abort.

RED FIVE (CALMLY): Stay on target. Stay on target.

TION:

TRENCH I

CAMERA MOVE



DESCRIPTION CLOSE UP VADER calmly adjusts his targeting computer and pushes the fire button.

PROCESS PLATE #

SCRIPT # M219

DIALOGUE

D | 196

| 272P

LOCATION: Pole

BACKGROUND: L titude Death Star horizon.

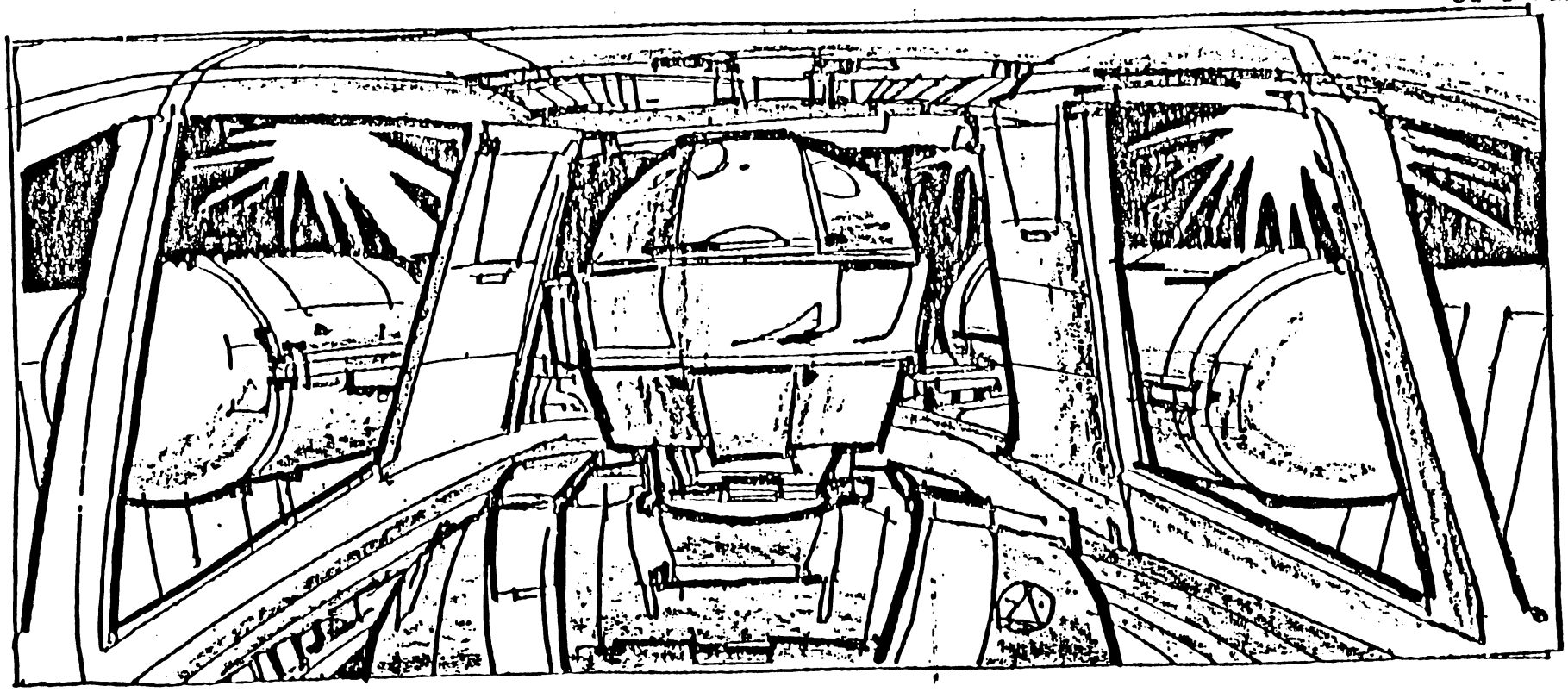
LAZER START STOP

FRAME COUNT: 36

DUPE SHOT:

TRENCH | 1

CAMERA MOVE: p.o.v. out back of Y-wing.



DESCRIPTION CLOSE UP RED LEADER-panicked.

PROCESS PLATE #

SCRIPT # N219

DIALOGUE RED LEADER: It's no good. I'm hit. I'm hit.

200A

273A

LOCATION:

BACKGROUND:

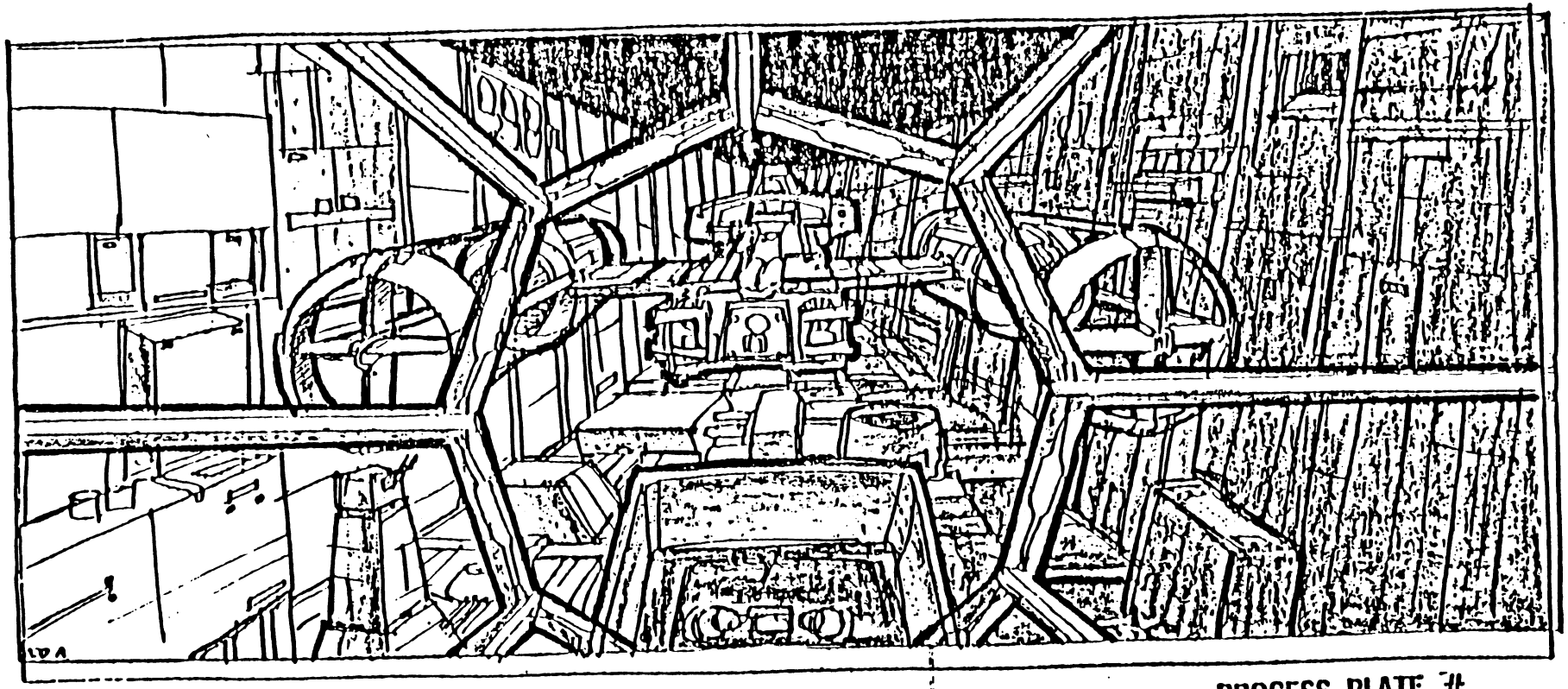
LAZER START STOP

FRAME COUNT:

DUPE SHOT:

TRENCH

CAMERA MOVE:



PROCESS PLATE #

DESCRIPTION P.O.V. from Vader's ship as the Y-wing fighter peels off and heads toward space. The horizon drops away as Vader follows.

SCRIPT # A550

DIALOGUE

DIALOGUE

ARD # 201

SHOT # 275P

LOCATION: Pole

BACKGROUND: L o high altitude
th Star horizon

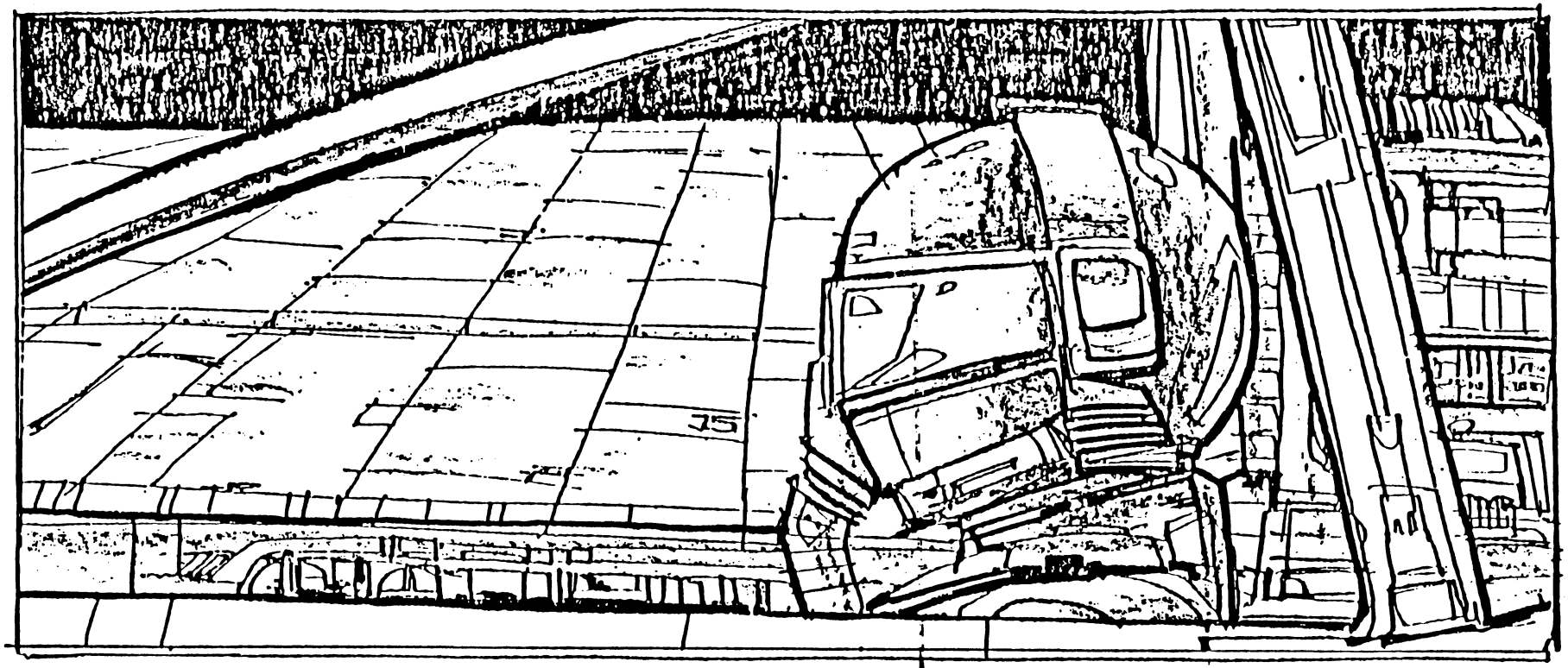
LAZER START / STOP

FRAME COUNT:

DUPE SHOT

TRENCH #

CAMERA MOVE:




DESCRIPTION CLOSE UP Red Five as he moves in on the exhaust port.

PROCESS PLATE #

SCRIPT # B&20

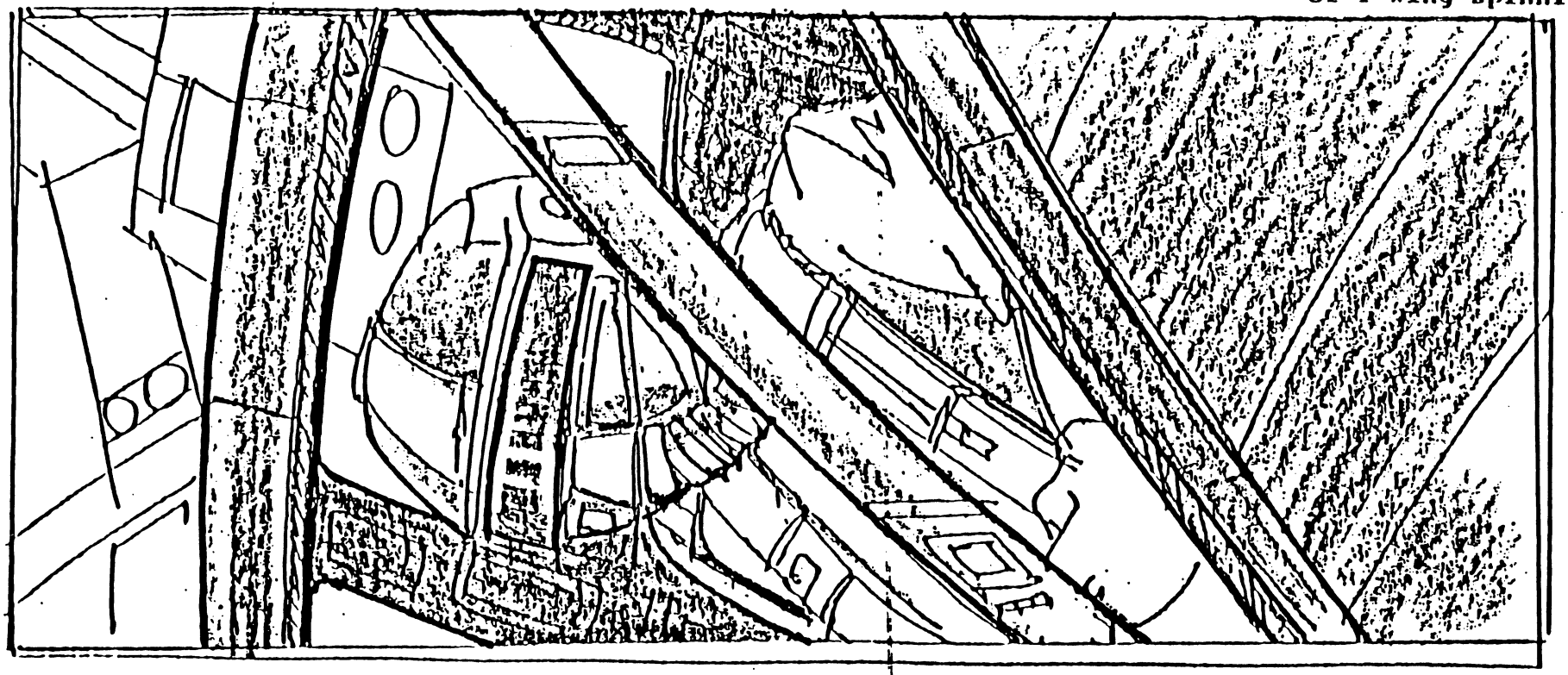
DIALOGUE RED FIVE: Red Five to Blue Leader. Aborting run, under heavy fire. They came out of nowhere.... I can't shake .... Wait!

279P LAZER 81 horizon/medium altitude STOP DUPE SHOT

LOCATION: Polo

TRENCH 1

CAMERA MOVE: P.O.V. out back of Y-wing spinning.



DESCRIPTION CLOSE UP Red Five, a veteran of countless campaigns, spins toward his death.

PROCESS PLATE #

SCRIPT # B220

DIALOGUE

BLUE LEADER: Are you all right?

RED FIVE: Lost Typee...Lost Dutch...They come from behind. You can't manouver in the trench...sorry, it's your baby now...so long, Dave...(static)

BOARD # 211

SHOT # 286P

LOCATION: Equator to Pole

BACKGROUND: (Stars) High altitude Death Star horizon

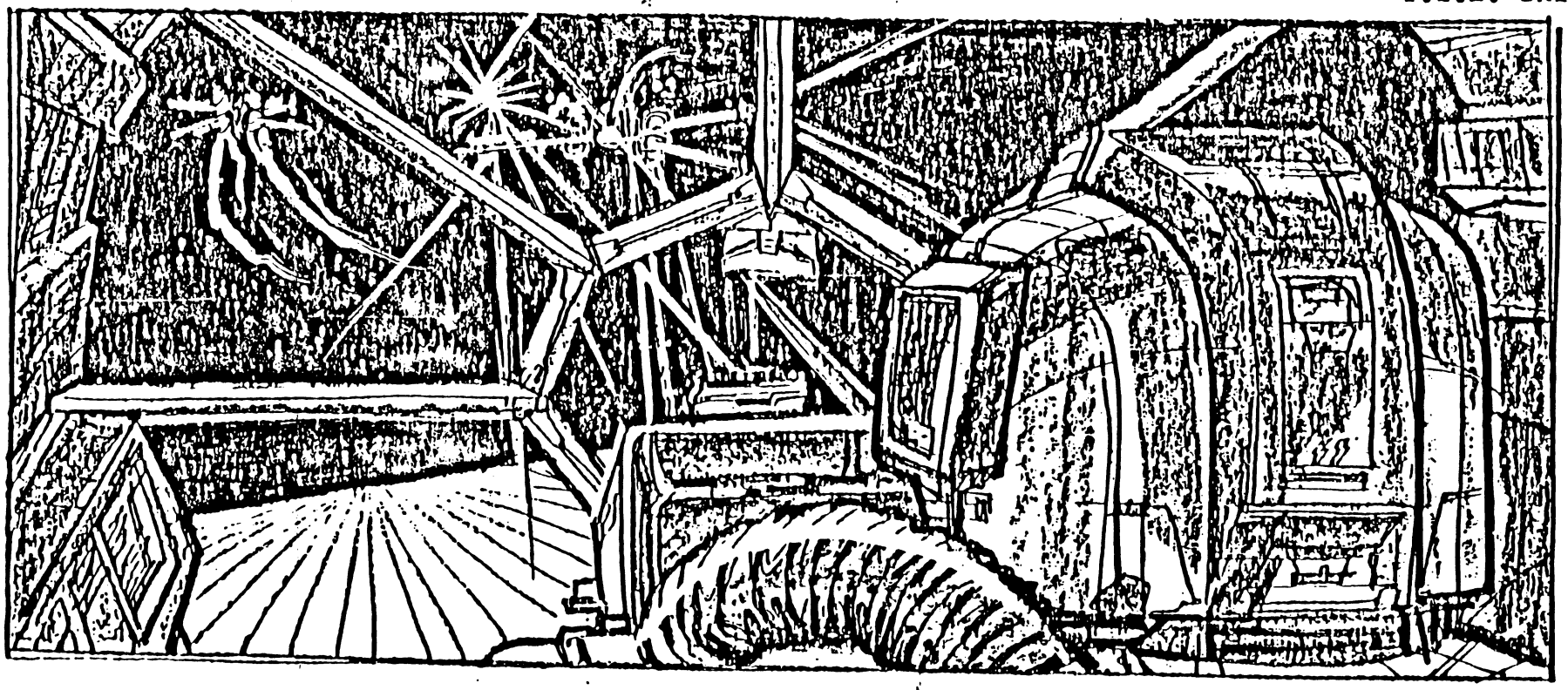
LAZER START / STOP
From X-wing facing towards us.

FRAME COUNT: 92

DUPE SHOT

TRENCH #

CAMERA MOVE: P.O.V. from T.I.E. ship.



DESCRIPTION P.O.V. of Luke facing toward the horizon from over the T.I.E. pilot's shoulder. He fires another laser at Luke and watches his targeting device intently waiting for Luke to get in the cross hairs. Suddenly he looks up in surprise as Biggs drops into view just ahead and races towards him, firing both guns. The T.I.E. fighter explodes in a fiery ball.

DIALOGUE

PROCESS PLATE #

SCRIPT # L220

BOARD # 212

SHOT # 287P

LOCATION: Equator to Pole

BACKGROUND: (Stars) High altitude Death Star horizon

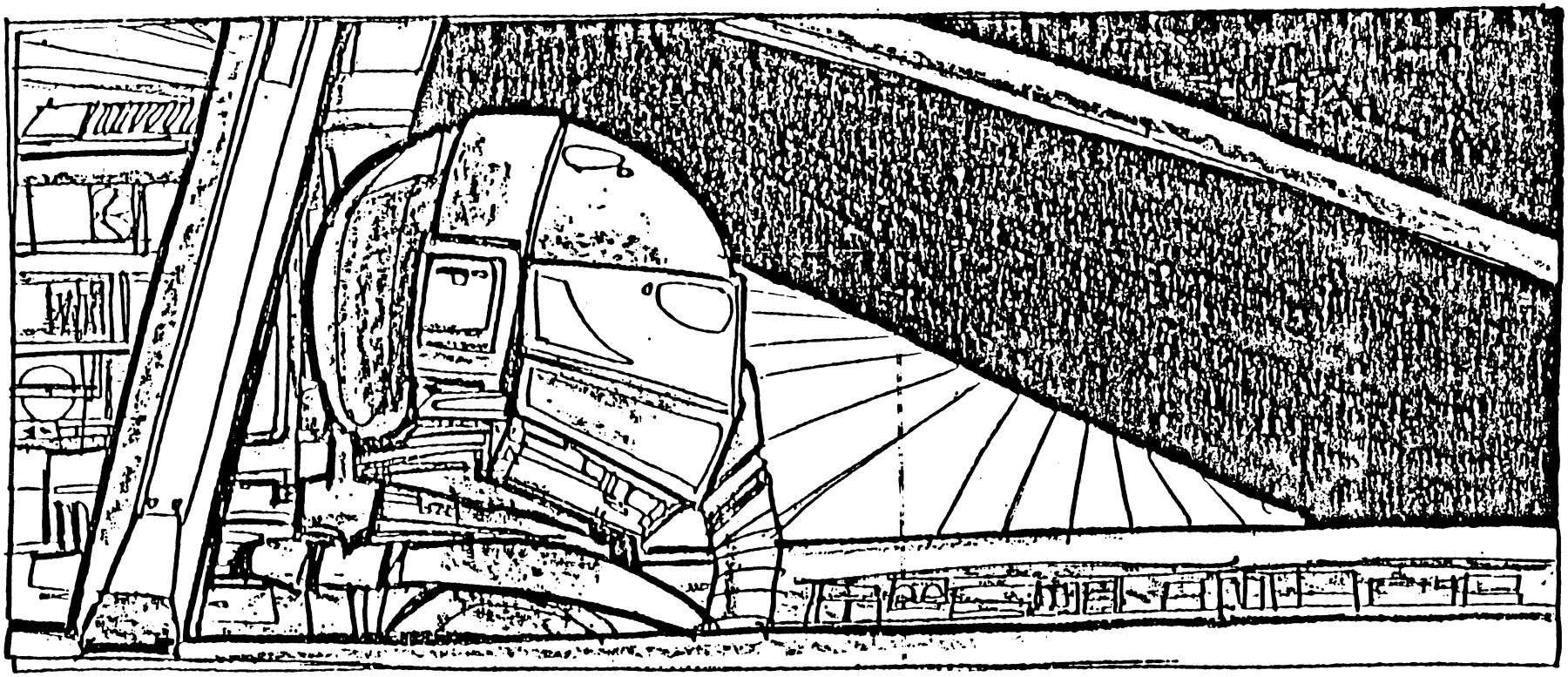
LAZER START / STOP

FRAME COUNT: 44

DUPE SHOT

TRENCH #

CAMERA MOVE P.O.V. outside of X-wing.



DESCRIPTION CLOSE UP. Luke peels off and heads for Blue Leader.

PROCESS PLATE #

SCRIPT # N.J.A.C.

DIALOGUE LUKE: Good move, Biggs.

BOARD # 217

SHOT # 291P

LOCATION: Equator to Pole

BACKGROUND: Stars

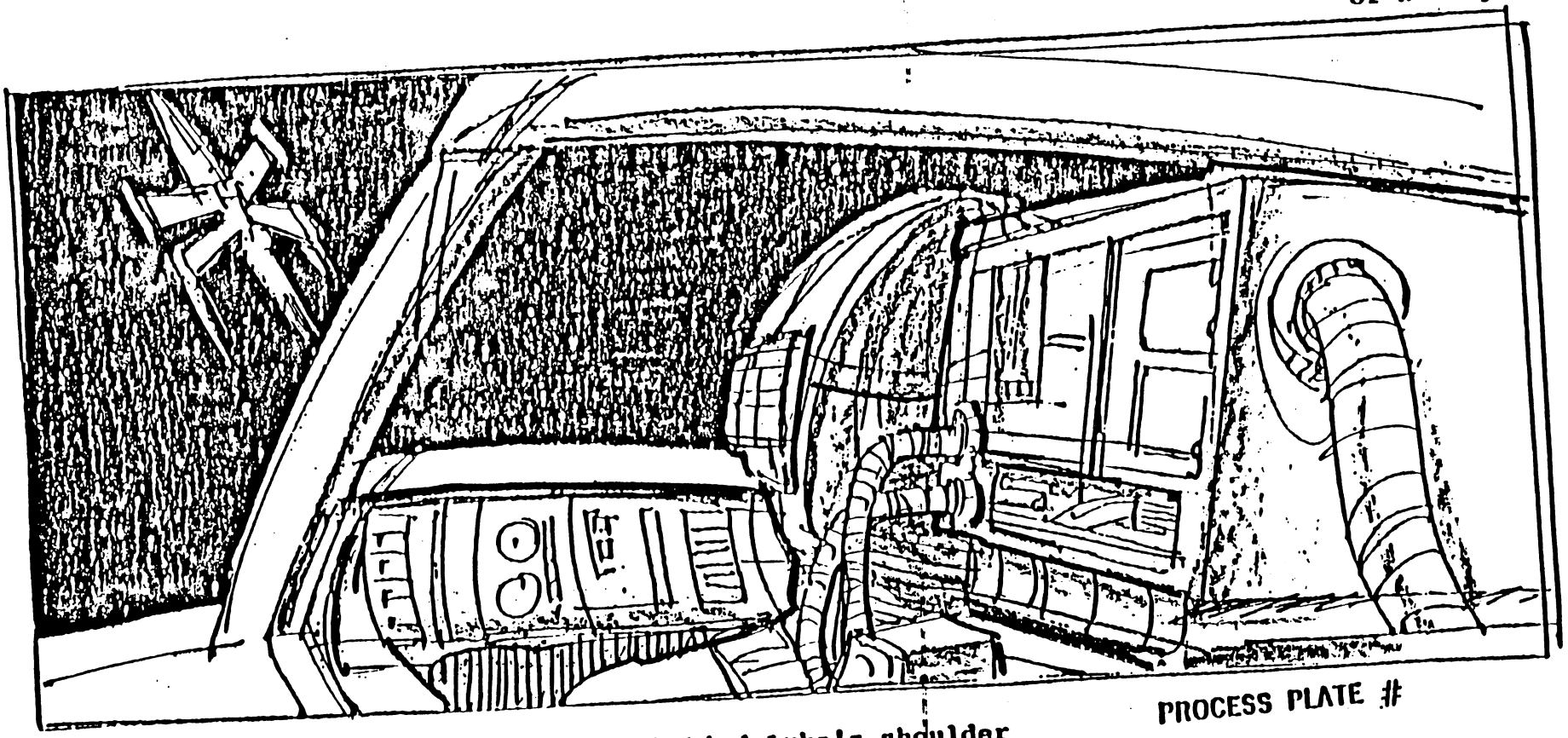
LAZER START / STOP

FRAME COUNT: 59

DUPE SHOT

TRENCH #

CAMERA MOVE: P.O.V. outside of X-wing



PROCESS PLATE #

DESCRIPTION P.O.V. of space from behind Luke's shoulder as Biggs races past Luke doing a victory roll.

SCRIPT # 221

DIALOGUE BIGGS: Just point the at the target.

BOARD # 229

SHOT # 302P

LOCATION: Pole

BACKGROUND: Low altitude Death Star horizon

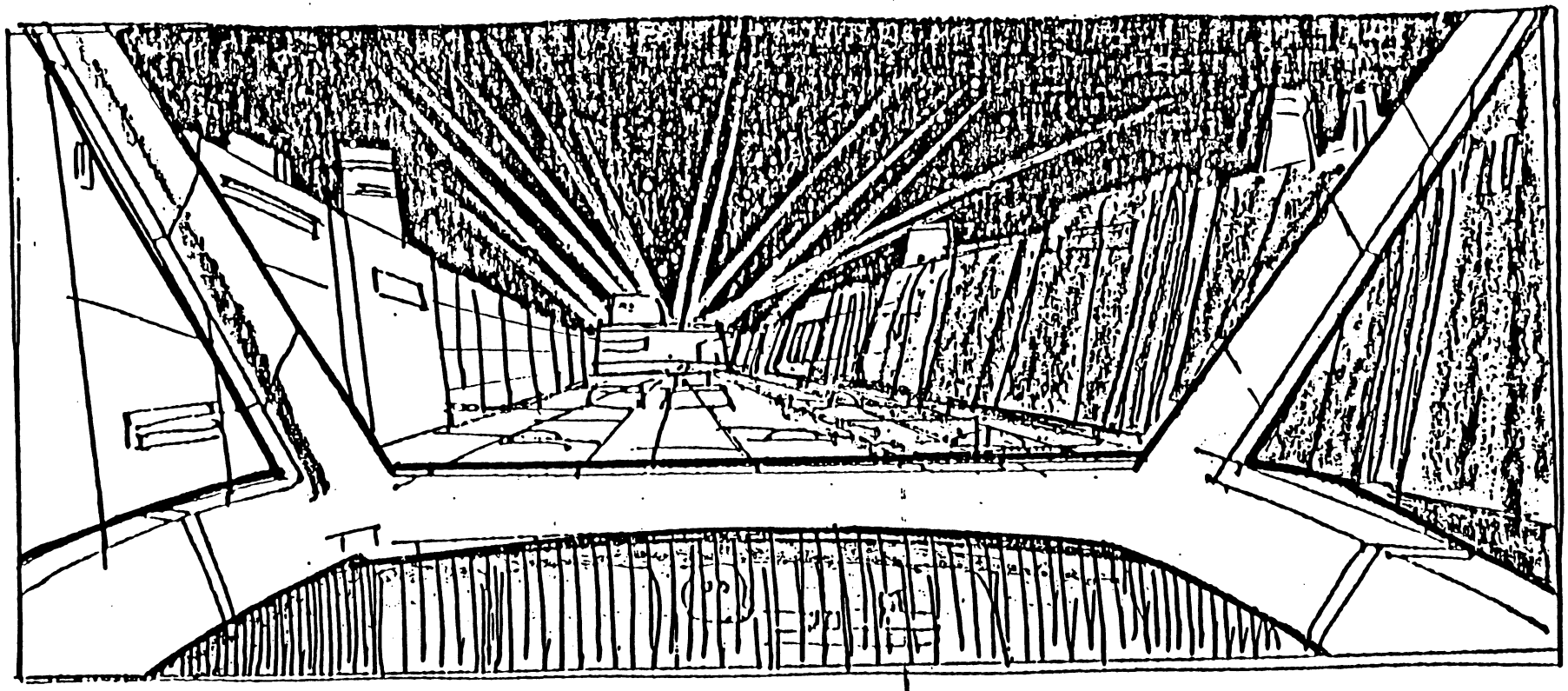
LAZER START / STOP

FRAME COUNT: 54

DUPE SHOT

TRENCH # 3

CAMERA MOVE:



DESCRIPTION P.O.V. from inside Blue Leader's ship. As laser bolts begin to stream toward him from the end of the trench, the rebel craft begins to shudder under the turbulence.

PROCESS PLATE #

SCRIPT # L221

DIALOGUE