

"Moon"

Dialogue/Action/Continuity Spotting List

35mm FEET+FRAMES VERSION

Audio synch mark at start Reel 1: 99997.01
Zero is at: frame before first logo starts

First Frame Action at 30.06
INCLUDES logos at start

Reel 1: 1606.04

Reel 2: 1425.06

Reel 3: 960.06

Reel 4: 1742.07

Reel 5: 1424.00

Reel 6: 1548.14

Total Feet+Frames: 8707.05

Total Duration: 96m45s

26/01/09

Production Company:

Lunar Industries Ltd
c/o Liberty Films
4 Lowndes Court
Carnaby Street
London W1F 7HE

T: +44 (0) 20 7734 9968

F: +44 (0) 20 7734 8801

LIBERTY FILMS / INDEPENDENT / XINGU FILMS / LIMELIGHT

Prepared by: PS-POSTSCRIPT
Email: PS-Postscript@tiscali.co.uk
Website: www.PS-Postscript.com

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
<u>REEL ONE</u>					
Starts: 00.01	<i>Opening Titles, animated logo: "Independent"</i>		0.01	20.06	20.05
	<i>Music Up (source): "Carlin - 314-T23-Ripples"</i>		23.06		
	<i>Title (super, white on black): "Where Are We Now?"</i>		24.13	29.15	05.02
1. Starts 30.06	LS AERIAL moves R-L over power station, smoke pours out of chimneys.				
	NARRATOR (V/O): There was when energy was a dirty word..	1/1	31.02	35.09	04.07
2. Starts 34.01	MS gas burns off pipes in b/g, oil pipes in f/g.				
	NARRATOR (V/O): When turning on your lights was a hard choice.	1/2	36.04	39.08	03.04
3. Starts 36.11	LS people on beach, power station in b/g.				
4. Starts 38.10	MS people scavenging amongst garbage.				
	NARRATOR (V/O): Cities in brownout. NB: "Brownout" means when power supplies are waning, but not cut entirely.	1/3	40.10	42.08	01.14
5. Starts 41.00	MCU seagulls on a garbage dump. <i>Dissolve to:</i>				
6. Starts 41.09	MLS a crowd of African people starving.				
	NARRATOR (V/O): Food shortages.. <i>Dissolve to:</i>	1/4	42.12	44.05	01.10
7. Starts 43.14	MLS traffic clogs a road.				
	NARRATOR (V/O): Cars burning fuel to run. <i>Dissolve to:</i>	1/5	44.12	47.01	02.05
8. Starts 46.07	LS a low sun rising over countryside.				
	NARRATOR (V/O): But that was the past.	1/6	48.06	50.02	01.12

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
9. Starts 48.00	LS moving forward slowly across the surface of water, trees lines the banks.				
	NARRATOR (V/O): Where are we now?	1/7	50.13	52.07	01.10
	<i>Dissolve to:</i>				
10. Starts 52.10	LS AERIAL across surface of large sand dune.				
	NARRATOR (V/O): How to we make the world so much better?	1/8	53.00	55.15	02.15
	<i>Dissolve to:</i>				
11. Starts 55.07	LS AERIAL across large green circular grass propagating farms in desert.				
	NARRATOR (V/O): Make deserts bloom?	1/9	56.12	58.12	02.00
12. Starts 60.02	LS NY cityscape at night. A moon in the sky.				
	NARRATOR (V/O): Right now, we're the largest producer of fusion energy in the world.	1/10	61.05	66.13	05.08
13. Starts 64.05	MLS TIMELAPSE traffic racing past on Japanese city street at night.				
14. Starts 66.01	MLS zoom out of fairground at night.				
	NARRATOR (V/O) (continues over next shot): The energy of the sun, trapped in rock, harvested by machine from the far side of the moon.	1/11	67.07	74.09	07.02
	<i>Dissolve to:</i>				
15. Starts 67.14	MS graphic of sun, circular rays emanating out. Pans L-R to moon.				
	NARRATOR (V/O): Today, we deliver enough clean- burning helium three to supply the energy needs of nearly seventy percent of the planet.	1/12	77.03	86.15	09.12
	Graphic of moon as sun's rays hit it. <i>Caption: "HE3 = Power"</i> Graphic moves to night time outline of USA with power usage urban centres lit up.				
16. Starts 88.05	CU smiling Indian mother and child.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	NARRATOR (V/O) (continues over next shots): Who'd have thought? All the energy we ever needed, right above our heads.	1/13	89.06	95.14	06.08
17. Starts 89.15	CU laughing Asian lady turns.				
18. Starts 91.06	BCU smiling African girl.				
19. Starts 92.13	CU smiling white boy in golden leaves.				
	<i>Dissolve to:</i>				
20. Starts 94.07	LS the earth spinning, pans L-R to the sun.				
	NARRATOR (V/O): The power of the moon..	1/14	99.15	101.13	01.14
	<i>Whites out.</i>				
21. Starts 102.08	<i>Animated graphic with logo (super, on white):</i> "Sun" "Moon" "Earth" "Energy" "Future" Reveals: "Lunar Industries Ltd"				
	NARRATOR (V/O): The power of our future.	1/15	103.05	105.12	02.07
	<i>Music Up (score):</i> "Mn1m1 Mx006"		104.07		
	<i>Music Down (source):</i> "Carlin - 314-T23-Ripples"			108.08	
	<i>Fade to black.</i>				
22. Starts 115.05	CU feet pounding a treadmill.				
	<i>Opening Title Graphics start. (Super, in white):</i> "A Liberty Films Production"				
23. Starts 124.05	CU Sam running.				
	<i>Titles continue, (Super, in white):</i> "In Association With Xingu Films" "And Limelight"				
24. Starts 138.00	MS Rec room, Sam running. An automated unit passes in f/g.				
25. Starts 145.15	MCU Sam adjusts the treadmill.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	<i>Title (Super, in white):</i> "Sam Rockwell"				
	Track back and out of window. To black.				
26. Starts 160.15	WS from black, the moon.				
	<i>Title (super):</i> "Moon"				
	The earth is revealed in b/g.				
	<i>Dissolve to:</i>				
27. Starts 174.04	WS space station passes L-R, moon in b/g.				
28. Starts 182.02	LS tracking forward into Sarang base on surface of moon.				
	<i>Caption (Super, in white):</i> "Mining Base Sarang" "Crew: 1" "Contract: 3 Years"				
29. Starts 196.13	WS tilt down from black sky to Mining Base Sarang.				
	<i>Titles (super in white):</i> "Dominique McElligott" "Kaya Scodelario" "Benedict Wong" "Matt Berry"				
30. Starts 217.09	MS tracking forward into Comms Nook, up into Sam sitting on the next floor level. <i>Title (super in white):</i> "Malcolm Stewart" "And Kevin Spacey As Gerty"				
	SAM TO SELF: Rock and Roll. Eight thirty-two Pacific Time. All Harvesters running smoothly. Readouts are as follows.. Matthew. Fourteen dot sixer miles. Mark, sixteen dot eight miles. I..	1/16	217.11	236.11	19.00
31. Starts 238.00	CU Sam squints at sunlight blinding him as he sits at the Comms Nook. He pulls his cap down.				
32. Starts 239.12	MS pans R-L around Comms room.				
33. Starts 242.09	CU Sam turns his cap around.				
34. Starts 244.05	MS the window shutters slide down.				
35. Starts 246.02	CU Sam leans across to console.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
36. Starts 247.00	CU Mark's console, screen reads: "Load Ready" as Sam drinks coffee in f/g.				
37. Starts 251.07	MCU Sam addresses the computer.				
	SAM TO GERTY: Hey Gerty.. Gerty.	1/17	250.01	252.15	02.14
38. Starts 253.01	MS from lower level up to Sam.				
	SAM TO GERTY: We gotta..	1/18	253.09	254.06	00.13
39. Starts 254.07	CU computer unit, Gerty, swivels around. A smiley face appears on screen.				
	GERTY TO SAM: Good morning Sam.	1/19	254.15	256.07	01.08
40. Starts 257.09	MCU Sam at console, starts to fasten his socks and trouser bottoms.				
	SAM TO GERTY: We've got a live one on Mark. I'm gonna go out there and rope her in.	1/20	258.01	262.11	04.10
41. Starts 262.09	CU Gerty's smiley face on screen.				
	GERTY TO SAM: Okay, Sam.	1/21	263.08	264.14	01.06
42. Starts 264.10	MCU Sam does up his trousers and stands.				
43. Starts 266.05	CU Mark's console screen as Sam stands in f/g. Screen still reads: "Load Ready".				
44. Starts 271.00	MCU Sam descends ladder to lower level.				
45. Starts 276.00	MS pans R-L follows Sam walking down corridor towards bays.				
46. Starts 282.13	CU Sam's suited hands opening airlock.				
47. Starts 284.04	CU lock lights change from red to green.				
48. Starts 285.11	MCU Sam at airlock, opens door.				
49. Starts 289.12	MCU reverse as Sam opens door.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	<i>Titles (Super, in white):</i> <i>"Casting by Jeremy Zimmermann</i> <i>and Manuel Puro"</i> Sam exits, turns to close the door. <i>Titles (Super, in white):</i> <i>"Make-up and Hair Designer</i> <i>Karen Bryan-Dawson"</i>				
50. Starts 308.13	MCU Sam in f/g, lunar Rover in f/g. He walks towards it.				
	<i>Titles (Super, in white):</i> <i>"Costume Designer Jane Petrie"</i>				
51. Starts 323.01	MS Sam climbs on board the lunar Rover.				
	<i>Titles (Super, in white):</i> <i>"Conceptual Design Gavin Rothery"</i>				
52. Starts 335.02	CU Sam opens the vehicle's hatch.				
	<i>Titles (Super, in white):</i> <i>"Production Designer Tony Noble"</i> Sam climbs inside. <i>Titles (Super, in white):</i> <i>"VFX And Character Animation By Cinesite"</i>				
	SAM TO SELF:	1/22	349.13	351.08	01.11
	I want chocolate..				
53. Starts 351.03	MCU Sam climbs inside lunar Rover.				
	SAM TO SELF:	1/23	352.03	356.03	04.00
	I think you're sweet enough.				
	You don't need chocolate.				
54. Starts 356.02	MCU from ext Rover as Sam climbs down inside and closes hatch.				
55. Starts 359.08	MC Rover starts up and drives off.				
	<i>Titles (Super, in white):</i> <i>"Post Production</i> <i>Molinare London"</i>				
56. Starts 369.06	WS pans L-R as Rover leaves parking bay.				
	<i>Titles (Super, in white):</i> <i>"Director Of Photography</i> <i>Gary Shaw"</i>				
	COMPUTER (O/S) TO SAM:	1/24	372.15	375.15	03.00
	Searching for long-range Comms.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
57. Starts 380.13	WS lunar Rover drives off across the surface of the moon.				
	COMPUTER (O/S) TO SAM: Searching for long-range Comms.	1/25	383.05	386.03	02.14
	<i>Titles (Super, in white): "Music by Clint Mansell"</i>				
58. Starts 390.05	CU Sam drives the vehicle.				
	COMPUTER (O/S) TO SAM: Signal failure on long-range Comms.	1/26	391.11	395.04	03.09
59. Starts 396.09	WS surface of moon as Rover drives L-R.				
	<i>Titles (Super, in white): "Editor Nicolas Gaster"</i>				
60. Starts 405.00	MLS tracking L-R following Rover as it drives along.				
	<i>Titles (Super, in white): "Line Producer Julia Valentine"</i>				
61. Starts 412.10	WS Rover approaches Harvester.				
62. Starts 417.09	CU Sam driving, looking ahead.				
63. Starts 420.07	WS Rover approaching Harvester.				
	<i>Titles (Super, in white): "Executive Producers Michael Henry Bill Zysblat Trevor Beattie Bil Bungay"</i>				
64. Starts 428.07	MLS Rover approaches rear of Harvester and mounts a ramp.				
	<i>Titles (Super, in white): "Co-Producer Nicky Moss"</i>				
65. Starts 436.08	CU Sam driving vehicle into Harvester. Stops. Rover is lifted upwards.				
	<i>Titles (Super, in white): "Co-Producer Alex Francis"</i>				
66. Starts 443.12	CU Rover hatch is opened. Sam exits into body of shaking Harvester.				
	<i>Titles (Super, in white): "Co-Producers Mark Foligno Steve Milne Deepak Sikka"</i>				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	<i>Music Up (score):</i> <i>"Mn1m2 MX013"</i>		445.00		
67. Starts 449.11	MCU Sam gets out of hatch.				
	<i>Titles (Super, in white):</i> <i>"Story by Duncan Jones"</i>				
68. Starts 462.06	BCU Sam's booted feet step across floor.				
	<i>Titles (Super, in white):</i> <i>"Written by Nathan Parker"</i>				
69. Starts 470.06	CU Sam pulls out an HE3 capsule.				
	<i>Titles (Super, in white):</i> <i>"Producer Stuart Fenegan"</i>				
70. Starts 480.08	MCU Sam turns with capsule.				
	<i>Titles (Super, in white):</i> <i>"Producer Trudie Styler"</i>				
	Sam carries the capsule to the Rover and slides it into a dock.				
	<i>Titles (Super, in white):</i> <i>"Director Duncan Jones"</i>				
71. Starts 499.00	MLS Rover reverses out of Harvester.				
	SAM (V/O): Sam Bell reporting to Central. Ten-fourteen Pacific Time.	1/27	503.08	511.01	07.09
72. Starts 511.06	CU Sam driving, making report.				
	SAM (V/O): I've got a full container of Helium 3 ready to roll.	1/28	512.11	517.11	05.00
73. Starts 517.12	MLS the Harvester continues along, spraying debris all around.				
	SAM (V/O): By the time this message reaches you it should be in transit, otherwise everything running smoothly, err..	1/29	518.04	525.07	07.03
74. Starts 526.06	CU Sam sits at Comms desk recording his report update.				
	SAM TO COMS: How are things down there? You guys been to any..	1/30	527.07	534.02	06.11

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
75. Starts 535.01	BCU weary-looking Sam.				
	SAM TO COMMS: ..good parties or anything? Oh, thanks for the.. the football feed. It almost felt live.. almost..	1/31	536.14	551.03	14.05
76. Starts 550.14	CU Sam on Comms screen. It reads "Recording".				
	SAM TO COMMS: But, err, three years is a long haul you know. It's way, way, way way way too long.	1/32	552.05	564.01	11.12
77. Starts 563.09	CU Sam laughs bitterly.				
	SAM TO COMMS: I'm talking to myself on a regular basis. So, errm, time to go home, you know what I mean? That's it. Over and out. Rock and Roll. God Bless America.	1/33	564.09	585.09	21.00
	<i>Music down (score): "Mnlm1 Mx006"</i>			582.09	
78. Starts 585.03	BCU Sam closes Comms link.				
79. Starts 587.06	MCU a wall has tens of faces drawn on it, reflecting various moods of Sam over the months. Pans R-L to a drawing of a house surrounded by family photos on the wall.				
80. Starts 599.12	CU tilts down across family photos and postcards, across Harvester Status readout.				
81. Starts 613.05	CU Gerty the computer, smiley face on screen.				
	GERTY TO SAM: I can do that for you Sam.	1/34	613.15	616.04	02.05
82. Starts 616.09	MCU Sam lifts the HE3 canister into a dock on board the space station.				
83. Starts 617.11	CU inside the dock as canister is loaded in.				
84. Starts 619.07	MCU Gerty's arm swings around as Sam loads the canister. Hits Sam on the arm as he turns. He cries out in pain, holding his arm.				
85. Starts 622.12	MCU Sam angry, in pain.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	SAM TO GERTY: Ah, God damn it. I said it got it. Why don't you listen to me?	1/35	622.02	629.10	07.08
86. Starts 631.11	CU Sam closes the canister hatches.				
87. Starts 639.05	MCU Sam closes walks past main canister launch console, presses it.				
	COMPUTER VOICE: Ready for launch..	1/36	643.11	645.02	01.07
88. Starts 645.03	MCU Sam bends to secure a floor mechanism as launch of canister is prepared.				
89. Starts 651.10	BCU console reads "Launching" as Sam inputs a code into keypad.				
90. Starts 656.05	WS launch tunnel of moon station as capsule pod is launched at speed.				
91. Starts 661.09	WS surface of moon and moon station as pod is launched.				
92. Starts 667.09	MCU Sam under shower.				
93. Starts 672.11	CU Sam in shower, turns.				
94. Starts 679.05	CU hair cutter sucks at Sam's hair.				
	GERTY (O/S) TO SAM: Sam, is everything okay?	1/37	680.09	683.00	02.07
95. Starts 683.08	CU Sam trimming beard.				
	Tilt up to hair cutter.				
	GERTY (O/S) TO SAM: Sam?	1/38	689.04	690.07	01.03
	<i>Music down (score):</i> <i>"Mn1m2 MX013"</i>			<i>689.10</i>	
	SAM (O/S) TO GERTY: What?	1/39	690.05	691.02	00.13
96. Starts 690.14	MS Sam sits thinking while his hair is automatically cut. Gerty in b/g.				
	GERTY TO SAM: You don't seem like yourself today. Has something happened?	1/40	693.01	698.02	05.01
97. Starts 697.04	MCU Sam in chair.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	SAM TO GERTY: You know, can you turn that off?	1/41	697.08	700.03	02.11
98. Starts 700.06	CU the hair cutter retracts.				
	SAM TO GERTY: Please.. Jesus Christ..	1/42	700.06	703.01	02.11
99. Starts 702.15	CU Sam. The haircutter turns off.				
100. Starts 708.02	BCU Sam stabbing arm of chair with blade.				
	GERTY TO SAM: Sam, it might help you to talk about it.	1/43	707.14	711.00	03.02
101. Starts 714.05	MCU Sam in chair, stabbing arm.				
	SAM TO GERTY: Gerty, have you heard anything new about anyone fixing Lunar Sat?	1/44	716.06	721.06	05.00
	GERTY'S screen turns from neutral face to sad face.				
	GERTY TO SAM: No Sam. What I understand is that it's fairly low on the company's priority list right now.	1/45	721.09	729.10	08.01
102. Starts 728.12	CU Sam. Looks across to Gerty.				
	SAM TO GERTY: You tell them to sort that out, you know what I'm talking about? That's not.. I've only got two weeks, but it's not fair to whoever coming up here next.	1/46	729.13	743.03	13.06
103. Starts 743.09	CU Gerty, unhappy face on screen turns to happy face.				
	GERTY TO SAM: I will Sam. Do you want me to finish cutting your hair later?	1/47	744.07	749.05	04.14
104. Starts 749.11	MS Sam sitting.				
	SAM TO GERTY: No come on, let's finish this.	1/48	749.12	752.02	02.06
	Gerty reactivates the haircutter.				
	Music up (score): "Mn1m3 MX020"		755.05		

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	SAM TO GERTY: I've got one of those headaches.	1/49	757.09	759.09	02.00
105. Starts 759.09	CU Sam rubs his eyes.				
	SAM TO GERTY: Gerty can you give me something for it?	1/50	761.06	763.10	02.04
106. Starts 766.01	BCU pans R-L across model village to Sam working on it with magnifying lens.				
107. Starts 786.07	ECU Sam carving.				
108. Starts 792.04	BCU tilts up across Comms console.				
	<i>Music down (score):</i> <i>"Mnlm3 Mx020"</i>			<i>794.09</i>	
	GERTY (O/S) TO SAM: Message received from your wife, Sam, via Jupiter link.	1/51	795.08	800.08	05.00
	Tilts up to a screen: "View message"				
109. Starts 804.03	MS Sam runs over to the Comms Nook.				
	SAM TO SELF: Fuck..	1/52	804.09	805.14	01.05
	He sits down. Opens the link.				
110. Starts 815.14	CU Sam looking at screen.				
	TESS (ON SCREEN) TO SAM: Hi Sam. It's me.	1/53	816.11	820.00	03.05
111. Starts 820.13	MCU smiling Tess on the Comms screen.				
	TESS (ON SCREEN) TO SAM: I got your last message.	1/54	824.04	826.04	02.00
112. Starts 826.00	CU Sam.				
	TESS (ON SCREEN) TO SAM: It was really good to hear your voice.	1/55	827.05	830.11	03.06
113. Starts 830.10	CU Tess on screen.				
	TESS (ON SCREEN) TO SAM: I miss you too.	1/56	831.10	833.03	01.09

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
114. Starts 833.03	BCU Sam smiles.				
	TESS (ON SCREEN) TO SAM: I know you're really lonely up there.	1/57	835.14	838.10	02.12
115. Starts 838.06	CU Tess on screen.				
	TESS (ON SCREEN) TO SAM: But I think.. in a lot of ways it's been really good for you.	1/58	840.02	848.02	08.00
116. Starts 847.12	BCU Sam.				
	TESS (ON SCREEN) TO SAM: For both of us.	1/59	849.06	851.02	01.12
117. Starts 850.15	CU Tess on screen.				
	TESS (ON SCREEN) TO SAM: God, I hope you don't mind me saying that..	1/60	853.05	856.15	03.10
118. Starts 854.00	BCU Sam. Looks down sadly.				
119. Starts 858.10	CU Tess on screen.				
	TESS (ON SCREEN) TO SAM: I'm proud of you. Someone's got something to say.	1/61	862.03	869.01	06.14
	Kathy hands Eve to Tess.				
120. Starts 873.04	CU Sam leans forward.				
	TESS (ON SCREEN) TO EVE: What did you want to say to daddy, baby?	1/62	873.13	876.04	02.07
	Sam smiles.				
	TESS (ON SCREEN) TO EVE: Say, astronaut..	1/63	879.06	881.14	02.08
121. Starts 882.09	MCU over Sam's shoulder at screen on which Tess is holding Eve.				
	EVE (ON SCREEN) TO SAM: Astronaut, daddy.	1/64	882.12	886.01	03.05
	SAM laughs.				
	TESS (ON SCREEN) TO EVE: Who's an astronaut?	1/65	887.04	889.05	02.01
122. Starts 889.03	MCU Sam laughs.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	TESS (ON SCREEN) TO EVE: Daddy's an astronaut. Say it really loudly.	1/66	889.11	894.11	05.00
	EVE (ON SCREEN) TO SAM: Daddy's an astronaut.	1/67	894.14	898.04	03.06
	TESS (ON SCREEN) TO EVE: Clever girl. Wave.	1/68	899.07	902.01	01.10
123. Starts 900.03	BCU Sam smiling.				
124. Starts 903.00	MCU over Sam's shoulder at screen.				
	TESS (ON SCREEN) TO EVE: Give daddy a wave.	1/69	902.12	904.10	01.14
125. Starts 905.01	MCU Sam waves back.				
	TESS (ON SCREEN) TO KATHY: Kathy, could you..	1/70	907.10	909.00	01.06
126. Starts 909.13	CU screen as Kathy takes Eve back.				
127. Starts 913.05	CU Sam waves sadly.				
	TESS (ON SCREEN) TO SAM: I can't believe you're going to be home soon.	1/71	913.09	916.10	03.01
128. Starts 916.09	CU screen.				
	TESS (ON SCREEN) TO SAM: It's her birthday next month.	1/72	919.09	922.02	02.09
	The picture jumps.				
	TESS (ON SCREEN) TO SAM: And I was thinking about maybe a playhouse for the garden.	1/73	923.00	927.07	04.07
129. Starts 923.03	BCU Sam looks up, puzzled.				
	SAM TO GERTY: Gerty.	1/74	927.11	928.09	00.14
130. Starts 928.12	MS Sam looks around for Gerty.				
	TESS (ON SCREEN) TO SAM: We could pick it out together.	1/75	928.09	930.13	02.04
	Sam looks around for Gerty.				
	TESS (ON SCREEN) TO SAM: Sam..	1/76	932.11	933.12	01.01

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
131. Starts 935.04	MCU over Sam's shoulder at screen.				
	TESS (ON SCREEN) TO SAM: I love you.	1/77	936.04	937.11	01.07
132. Starts 937.09	BCU Sam.				
	SAM TO TESS: I love you.	1/78	940.01	941.11	01.10
	TESS (ON SCREEN) TO SAM: And I miss you.	1/79	942.06	943.15	01.09
	SAM TO TESS: I miss you.	1/80	943.15	945.06	01.07
133. Starts 945.12	CU Tess on screen.				
	TESS (ON SCREEN) TO SAM: And I can't wait to see you.	1/81	948.01	950.08	02.07
134. Starts 951.07	BCU Sam.				
	TESS (ON SCREEN) TO SAM: Okay sweetheart...	1/82	951.10	953.10	02.00
135. Starts 955.03	CU Tess on screen.				
	TESS (ON SCREEN) TO SAM: Bye-bye.	1/83	955.10	956.08	00.14
	Tess stands and leaves, Sam reaches forward and places palm on screen which flicks to "End".				
136. Starts 967.04	MS Sam touching the screen. Sits down.				
	<i>Music up (source): "Mozart - Flute and Harp Concerto"</i>		974.07		
137. Starts 978.03	CU Sam looks sad. A slight frown.				
138. Starts 983.05	WS the moon in b/g with earth in f/g.				
	SAM (V/O) TO PLANT: Hi Doug..	1/84	996.05	997.08	01.03
139. Starts 998.02	MCU Sam mists a plant.				
	SAM TO PLANT: You're really full of yourself, aren't you Doug?	1/85	999.14	1002.10	01.12

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
140. Starts 1003.09	CU Sam mists some more on a dying plant. He puts down the mister.				
141. Starts 1008.09	MS Sam puts on his spectacles and looks at the plant.				
142. Starts 1014.10	CU Sam pokes the dying plant. Starts humming. Clips on a magnifier to his spectacles.				
143. Starts 1028.03	MS Sam examining the plant.				
	SAM TO SELF: Not good.	1/86	1035.07	1036.15	01.08
144. Starts 1038.06	BCU entertainment screen playing "BEWITCHED" TV show.				
	<i>Music down (source):</i> <i>"Mozart - Flute and Harp Concerto"</i>			1038.11	
	ENDORA CHARACTER (ON SCREEN): What about Dumbo? Doesn't he object to your..	1/87	1037.09	1043.14	06.05
	Tilts down to Sam's hands carving an intricate wooden house.				
	SAMANTHA CHARACTER (ON SCREEN): Yes, Darin objects..	1/88	1045.11	1048.14	03.03
145. Starts 1046.02	CU Sam looking up at screen while carving.				
	SAMANTHA CHARACTER (ON SCREEN): But it's a special occasion because of the morning light.	1/89	1049.04	1053.01	03.13
146. Starts 1054.11	BCU screen, Samantha character looks around from her easel.				
147. Starts 1057.14	CU Sam looks at coffee cup. Stands.				
148. Starts 1067.05	MS Sam stands, claps his hands. The screen turns off. Pans L-R following Sam shuffling to the coffee machine. He turns it on.				
	<i>Music down (score):</i> <i>"Mn1m5 Mx027"</i>		1077.00		
149. Starts 1088.05	MS Sam turns, frowns at something he's seen.				
150. Starts 1095.09	MS a Girl sits where Sam was sitting.				
151. Starts 1105.02	BCU hot water pouring on Sam's hand from the coffee machine.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
152. Starts 1106.05	BCU Sam shouts in pain.				
	SAM TO SELF: Ah, fuck!	1/90	1106.08	1108.10	02.02
153. Starts 1107.11	MS Sam in b/g reacts to scalding, chair in f/g now empty.				
	SAM TO SELF: God damn it! Fuck!	1/91	1109.11	1113.12	04.01
154. Starts 1115.07	CU Gerty's probe finishes dressing Sam's wounded hand.				
	SAM TO GERTY: It's gotta smart, Gerty.	1/92	1119.00	1121.05	02.05
	Pans up to CU Sam.				
	GERTY TO SAM: Sam, can I ask how it happened?	1/93	1123.01	1125.13	02.12
	SAM TO GERTY: I told you, I saw something on TV and I spilt boiling water on my hand.	1/94	1126.06	1131.11	05.05
155. Starts 1131.07	MCU Sam sits nursing his hand. Gerty swivels with a puzzled face on screen.				
	GERTY TO SAM: You saw something on TV?	1/95	1133.09	1136.06	02.13
	SAM TO GERTY: Yeah I saw something on TV that distracted me. Is there something wrong with that, Gerty?	1/96	1137.00	1143.01	06.01
	GERTY TO SAM: Sam you said it was the TV that distracted you..	1/97	1144.00	1148.00	04.00
156. Starts 1147.15	BCU Gerty's puzzled face on screen.				
	GERTY TO SAM: But when I came in the TV wasn't on. Perhaps you were imagining things.	1/98	1148.03	1154.14	06.11
157. Starts 1150.15	CU Sam uncomfortable. Pauses, turns to Gerty.				
	SAM TO GERTY: Yeah you think too much, pal.	1/99	1160.05	1162.12	02.07
158. Starts 1163.14	MCU Sam gets off the bed. Pats Gerty as he walks past.				
	SAM TO GERTY: You need to get laid. I'm going to go back to work.	1/100	1166.10	1170.03	03.09
	Gerty displays a smiley face as Sam leaves.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
159. Starts 1173.11	CU Sam sleeping.				
160. Starts 1183.02	BCU Sam sleeping fitfully, dreaming.				
	<i>Dissolve to:</i>				
161. Starts 1189.07	MCU tracking in to Sam and Tess making love in the bed.				
	<i>Dissolve to:</i>				
162. Starts 1199.08	CU Sam kisses Tess.				
163. Starts 1207.06	CU Sam takes off Tess' shirt, then his own, kissing deeply.				
164. Starts 1220.02	BCU Sam and Tess kissing passionately. he moves on top of her.				
	<i>Music up (source):</i> <i>Chesney Hawkes: "One and Only"</i>		1230.06		
165. Starts 1230.13	CU Sam sleeping, then alarm goes off and light comes on.				
166. Starts 1242.00	MS sleeping cubicle, Sam wakes.				
	<i>Music down (score):</i> <i>"Mn1m5 Mx027"</i>			1242.01	
167. Starts 1251.04	BCU alarm clock shows 06.00. Sam grabs it.				
168. Starts 1253.06	CU Sam turns off alarm.				
	SAM TO ALARM: Shut up.	1/101	1253.02	1254.00	00.14
	<i>Music down (source):</i> <i>Chesney Hawkes: "One and Only"</i>			1254.11	
	He sits up, strokes a photo of Tess, wipes his sweating brow.				
169. Starts 1276.03	MS Sam on his bed. Looks under the duvet.				
170. Starts 1284.04	MS Sam running fast on treadmill. He stops, coughing.				
171. Starts 1299.09	MLS Sam walks through main bay, Gerty moves towards him.				
	SAM TO GERTY: Morning Gerty.	1/102	1304.14	1306.00	01.02

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	GERTY TO SAM: Morning Sam. How are you today?	1/103	1307.12	1310.09	02.13
	SAM TO GERTY: Fine. Fine.	1/104	1310.11	1313.06	02.11
	GERTY TO SAM: How's the hand?	1/105	1314.06	1316.01	01.11
	SAM TO GERTY: Oh it's a little sore. Little sore. It's okay. What's for breakfast?	1/106	1315.09	1325.12	10.03
172. Starts 1325.09	BCU plate of shrink-wrapped food being irradiated. Sam takes a pack.				
	GERTY TO SAM: The usual.	1/107	1326.04	1327.12	01.08
173. Starts 1329.03	CU Sam drops the hot food pack. Takes another. Gerty passes in f/g.				
	GERTY TO SAM: Two weeks to go Sam.	1/108	1337.06	1339.09	02.03
	SAM TO GERTY: Two weeks to go, buddy.	1/109	1339.06	1341.10	02.04
174. Starts 1341.05	BCU Sam undoes a packet of heated beans.				
	GERTY TO SAM: Would you like some hot sauce on your beans?	1/110	1343.07	1346.11	03.04
	Sam empties the beans on his plate.				
	SAM TO GERTY: No, my tummy's a little tender actually.	1/111	1348.04	1351.12	03.08
175. Starts 1351.09	MCU Sam in f/g, Gerty approaches in b/g with smiley face.				
176. Starts 1354.09	BCU Sam.				
	SAM TO GERTY: Err, but thank you. Thank you Gerty.	1/112	1353.01	1357.15	04.14
	GERTY TO SAM: You're welcome Sam.	1/113	1358.08	1360.05	01.13
177. Starts 1358.14	BCU Gerty's smiley face screen.				
	SAM (V/O) TO COMMS: Eight nineteen, Pacific Time..	1/114	1361.05	1364.09	03.04
178. Starts 1362.11	MCU Sam sits at Comms desk.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	SAM TO COMMS: Readouts are as follows: Matthew, nine dot eight miles.	1/115	1364.11	1371.05	06.10
179. Starts 1371.06	CU Sam in f/g, screen of his face in b/g. Suddenly the screen image changes to one of Sam, bearded, dishevelled, drinking, from before.				
	SAM TO COMMS: Mark is..nine..	1/116	1372.13	1377.00	04.03
	SAM looks at himself on the screen.				
180. Starts 1376.11	CU Sam looks surprised at himself on the screen from the past.				
	SAM (ON SCREEN) TO GERTY: Hey Gerty..	1/117	1376.12	1378.01	01.05
181. Starts 1380.00	CU over Sam's shoulder at screen image of dishevelled Sam.				
	SAM (ON SCREEN) TO GERTY: Rock and Roll..	1/118	1380.04	1381.04	01.00
	The screen image then flips back to live feed of puzzled looking Sam.				
182. Starts 1384.07	CU Sam looks puzzled. Taps a button.				
183. Starts 1387.12	CU reverse on screen at Sam's puzzled face. Thinks.				
184. Starts 1399.01	CU Sam puzzled. Back to his report.				
	SAM TO COMMS: Mark.. Mark's eleven miles on the button.	1/119	1400.05	1406.06	06.01
	Takes a sip of coffee and a pill.				
	SAM TO COMMS: Luke's a little twitchy today.	1/120	1411.10	1414.04	02.10
185. Starts 1417.07	MS Sam standing in main bays, thinking.				
186. Starts 1422.15	CU Sam takes sip of coffee. An alarm goes off. He steps forward. Looks up at the Harvester readouts on a panel.				
	SAM TO GERTY: Hey Gerty. Looks like we got a live one out on Matthew.	1/121	1434.11	1440.15	06.04
187. Starts 1441.03	BCU Sam holding his space helmet.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	SAM TO GERTY: I'm gonna go out in a few minutes. I'm just going to finish my coffee, okay?	1/122	1441.15	1446.15	05.00
188. Starts 1443.09	MCU Sam puts on his helmet.				
	GERTY TO SAM; Okay, Sam.	1/123	1448.05	1449.14	01.09
	<i>Dissolves to:</i>				
189. Starts 1452.14	WS moon surface, tracks R-L as Lunar Rover drives along.				
	COMPUTER (V/O) TO SAM: Searching for long-range Comms. Signal failure on long-range Comms.	1/124	1458.01	1470.06	12.05
190. Starts 1470.08	CU int Rover, Sam driving.				
191. Starts 1475.02	WS the Rover approaches a Harvester.				
192. Starts 1484.03	BCU Sam's face, staring at Harvester.				
	<i>Music up (score):</i> <i>"Mn1m6 Mx034"</i>		<i>1486.14</i>		
193. Starts 1488.05	CU int Rover, over Sam's shoulder at Harvester approaching in windscreen.				
194. Starts 1498.05	WS moon surface as Harvester sprays debris, Rover approaches behind it.				
195. Starts 1509.06	CU int Rover approaching Harvester.				
196. Starts 1517.04	CU Sam looking intently.				
197. Starts 1523.03	MCU POV through windscreen, falling debris. Slowly a figure is visible amid the dust and rocks.				
198. Starts 1534.00	BCU Sam looking, puzzled.				
199. Starts 1537.00	CU over Sam's shoulder.				
200. Starts 1539.10	BCU Sam looking intently.				
201. Starts 1541.09	MCU POV through windscreen at figure amid dust and debris.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
202. Starts 1547.03	MCU Sam driving, looking intently.				
203. Starts 1551.00	BCU Sam. Looks to his left.				
204. Starts 1552.03	MCU Sam looks to left.				
205. Starts 1553.00	CU Sam reacts to a collision with Harvester.				
206. Starts 1553.10	MS the Rover collides with the Harvester.				
	<i>Music down (score):</i> <i>"Mn1m6 Mx034"</i>			1553.10	
207. Starts 1554.12	CU Sam is thrown to one side.				
208. Starts 1555.09	MCU Sam is thrown to floor of Rover.				
209. Starts 1556.03	CU collision as Sam is buffeted. Alarms go off.				
210. Starts 1561.08	BCU Sam's face in pain.				
211. Starts 1571.08	MCU Sam in pain in b/g, screen in f/g displays "Emergency. Danger".				
	COMPUTER (V/O): Danger. Atmospheric Compromise.	1/125	1573.14	1577.14	04.00
	Sam puts on his helmet.				
212. Starts 1579.12	BCU Sam puts on helmet. Breathes.				
213. Starts 1588.13	MCU POV through windscreen at debris hitting Rover.				
214. Starts 1593.07	MLS the Rover lies crashed into the back of the Harvester.				
	<i>FADE TO BLACK.</i>				
REEL 1 ENDS: 1606.05	From 1 st Frame Action to Last Frame Action: 1606.04 End Audio Synch Mark (+48fr): 1609.05				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
<u>REEL TWO</u>					
215. Starts 00.01	BCU Sam wakes. In/out of focus on his face.				
	SAM TO GERTY: Where am... Where am I?	2/1	20.10	25.10	05.00
216. Starts 26.01	CU Sam.				
	GERTY (O/S) TO SAM: Sam, you're in the infirmary. You had an accident. Do you remember what happened?	2/2	26.14	34.12	07.14
	Sam looks puzzled and groggy.				
	SAM TO GERTY: No I don't... I don't remember a thing.	2/3	44.00	47.13	03.13
217. Starts 47.14	MCU Gerty with smiley face beside Sam's bed.				
	GERTY TO SAM: Do you remember me?	2/4	51.04	53.04	02.00
218. Starts 54.01	CU Sam.				
	SAM TO GERTY: Yeah, of course I remember you Gerty.	2/5	55.13	58.14	03.01
	GERTY (O/S) TO SAM: That's good. That's very good. It's nice to see you awake again.	2/6	59.13	66.06	06.09
219. Starts 65.07	MCU Sam in bed.				
	GERTY TO SAM: I'd like to keep you under observation here in the infirmary for a few days and run some tests.	2/7	67.02	75.02	08.00
	SAM tries to sit up.				
	SAM TO GERTY: How long have I been out?	2/8	78.08	80.11	02.03
220. Starts 80.08	MCU reverse on Gerty past Sam in bed.				
	GERTY TO SAM: Not long Sam. Go back to sleep.	2/9	82.00	86.04	04.04
	SAM TO GERTY: Okay, bro.	2/10	86.08	87.13	01.05
	GERTY TO SAM: You're still very tired. We can talk later.	2/11	88.09	93.00	04.07

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	BCU Sam eyes closed. Yawns.				
221. Starts 104.02	WS tracks L-R as a Harvester trundles along on the moon surface.				
222. Starts 116.12	MS Sam wakes in the sick bay, looks around.				
223. Starts 136.01	MCU Sam groans as he sits up on the bed.				
	SAM TO GERTY: Hello?	2/12	152.00	152.16	00.16
224. Starts 153.00	MS Sam starts to get off the bed.				
225. Starts 163.04	CU Sam's legs collapsing under him.				
226. Starts 164.04	CU Sam collapses.				
227. Starts 167.09	CU Sam struggles to get up on weak legs.				
228. Starts 171.11	CU Sam holds on to bed to support himself.				
229. Starts 175.08	MS Sam struggles to walk.				
	<i>Dissolve to:</i>				
230. Starts 180.10	MCU Sam struggling along. Sits down on his weak legs.				
	GERTY (O/S) TO THOMPSON: ...good working order, but we only have two working Harvesters now.	2/13	191.14	197.12	05.14
	SAM TO SELF: Come on, come on..	2/14	197.06	198.10	01.04
	Tilts up to Sam's face, groggy but listening.				
	THOMPSON (O/S) TO GERTY: Yeah well that's no surprise, and it's not good enough. Gerty, we're gonna have to find a way to ramp up production on Mark and John.	2/15	198.02	208.07	10.05
	GERTY (O/S) TO THOMPSON: I know.	2/16	208.02	209.06	01.04
	THOMPSON (O/S) TO GERTY: This is incredible. How do you manage to fucking break a Harvester and an employee all in the same day?	2/17	209.04	218.12	09.08

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
231. Starts 218.07	MS Sam staggers across towards the Comms console where Gerty is communicating with someone.				
	GERTY TO THOMPSON: These were extraordinary circumstances as you know.	2/18	218.13	223.06	04.09
232. Starts 223.06	BCU Comms screen of Lunar exec leaning across table to camera.				
	THOMPSON TO GERTY: Gerty, what's the status on Harvester 3?	2/19	223.09	226.12	03.03
233. Starts 226.06	CU Sam looks around the corner.				
	THOMPSON TO GERTY: How are the repairs going ahead?	2/20	227.10	229.07	01.13
234. Starts 228.05	MS Sam leans on wall, looking puzzled at Gerty and Comms panel.				
235. Starts 231.00	CU Gerty's screen swivels and turns from neutral face to surprised.				
	GERTY TO SAM: Sam. You're out of bed..	2/21	230.13	233.11	02.14
236. Starts 232.14	CU Sam frowning at Gerty.				
	SAM TO GERTY: Yeah. I wanted to stretch my legs..	2/22	233.09	238.04	04.11
237. Starts 238.02	MS Sam staggers towards the Comms console.				
	SAM TO GERTY: Who was that?	2/23	239.00	239.16	00.16
238. Starts 244.00	CU Gerty, smiley face reassuringly appears.				
	GERTY TO SAM: We've been having some problems with the Lunar Sat, and our live feed seems to be down.	2/24	245.02	252.05	07.03
239. Starts 248.11	CU Sam puzzled.				
240. Starts 252.11	MS Sam leaning, listening to Gerty.				
	GERTY TO SAM; I was recording a video message for Central, updating them on your progress.	2/25	252.07	259.04	06.13

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
241. Starts 258.08	CU Sam rubs his eyes, dazed.				
	GERTY (O/S) TO SAM: Sam, you need to stay in bed. You're not ready to walk around yet.	2/26	260.03	266.07	06.04
242. Starts 267.09	CU Gerty, smiley face, swivels.				
243. Starts 270.03	CU Sam looks tired.				
	SAM TO GERTY: Could you give me my sunglasses? It's bright in here.	2/27	272.01	275.05	03.04
244. Starts 277.01	MS Sam is tired, confused, Gerty does not move.				
	SAM TO GERTY: Give me my stuff.. Give me all my stuff, you know..	2/28	278.08	283.03	04.11
	GERTY TO SAM: Your belongings are in your quarters, Sam.	2/29	284.11	288.01	03.06
	Sam turns.				
	SAM TO GERTY: Well bring it in here.	2/30	288.00	289.07	01.07
	GERTY TO SAM: Certainly.	2/31	290.06	291.14	01.08
	Sam staggers back down the corridor.				
	<i>Fade to black.</i>				
245. Starts 302.13	CU Gerty, big smiley face. Tilt down to Sam moving a puzzle test piece.				
246. Starts 308.11	MS Sam sitting on bed, Gerty in front of him, as he takes a puzzle test.				
	GERTY TO SAM: Excellent Sam.	2/32	310.03	311.14	01.11
	SAM TO GERTY: What err.. When can I get out of here Gerty?	2/33	316.07	321.09	05.02
247. Starts 321.05	BCU Gerty's smiley face.				
	GERTY TO SAM (continues over next shot): Sam you may have suffered from brain damage in the crash. This would explain your slight memory loss and logic impairment.	2/34	321.13	331.11	09.14

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
248. Starts 326.03	CU groggy Sam looks up, stretches.				
	SAM TO GERTY: So what's the diagnosis? When can I get back to work?	2/35	335.13	339.11	03.14
	GERTY TO SAM: Central has asked me to slow down the Harvesters you have time to recuperate and get your strength back.	2/36	339.09	348.07	08.14
249. Starts 345.08	CU Gerty's smiley face.				
250. Starts 348.10	CU Sam unimpressed.				
	SAM TO GERTY: That's terrific, it's fantastic.	2/37	348.04	352.14	04.10
	GERTY (O/S) TO SAM: You can return to the sleeping quarters tomorrow. But it will still be a few more days before you can resume anything like a normal work schedule.	2/38	353.01	363.11	10.10
251. Starts 358.15	CU Gerty.				
252. Starts 363.03	MS Sam looks at Gerty, nodding.				
	GERTY TO SAM: Let's try another test.	2/39	365.12	368.00	02.04
	SAM TO GERTY: I don't want to try another test.	2/40	367.12	369.15	02.03
	Gerty's robotic arm hands Sam a plastic puzzle IQ test block.				
	GERTY TO SAM: Please Sam.	2/41	371.05	372.11	01.06
	Sam takes it.				
253. Starts 378.07	MWS pans R-L as Sam walks down corridor. He stops in front of the exit door.				
254. Starts 397.12	CU exit door security light is red. Locked.				
255. Starts 400.12	MCU Sam frowns, steps forwards. Looks at exit door.				
256. Starts 407.00	CU exit door light on red.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
257. Starts 409.09	MCU slow track around console, moon surface visible outside.				
	SAM (O/S) TO GERTY: Hey Gerty..	2/42	415.09	416.09	01.00
258. Starts 418.08	MS Sam climbs down ladder from above. He walks towards the Harvester status screen. Points at a line that reads: "Stalled. Offline Code 5.12.25" and turns to Gerty.				
	SAM TO GERTY: You know about this? Matthew's got no velocity readout, he's completely still.	2/43	422.12	430.13	08.01
	<i>Music Up (score): "Mn2M2 Mx048"</i>		<i>429.15</i>		
	GERTY TO SAM: He must have stalled.	2/44	431.14	434.01	02.03
	SAM TO GERTY: Well he's obviously stalled. Don't you think we should tell Central?	2/45	433.14	437.11	03.13
259. Starts 437.10	CU Gerty, smiley face.				
	SAM (O/S) TO GERTY: Unlock the doors and I'll go fix it.	2/46	438.13	441.05	02.08
	Tilts up Gerty.				
	GERTY TO SAM: I'll pass on your message.	2/47	442.11	445.02	02.06
260. Starts 446.07	WS tilts down from dark sky to the base.				
	<i>Dissolves to:</i>				
261. Starts 458.03	MCU-CU track in to Sam sleeping, dreaming.				
	<i>Dissolve to:</i>				
262. Starts 476.12	MCU track in to Sam and Tess sleeping, continue into the bedding.				
	<i>Dissolve to:</i>				
263. Starts 488.03	CU under the bedding, amid the blackness, Sam reaches out towards the sleeping forms of Tess and himself.				
	<i>Dissolve to:</i>				
264. Starts 501.01	MWS of stalled Harvester.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	GERTY (V/O) TO SAM: Message received from earth via Jupiter link.	2/48	506.09	511.01	04.08
	THOMPSON (V/O) TO SAM: Sam, we appreciate the offer, but you concentrate on feeling better.	2/49	510.13	516.07	05.10
265. Starts 512.10	CU pull focus to the Comms screen on which Lunar execs are sitting at a table addressing the camera.				
266. Starts 515.09	BCU Sam looking at screen.				
	OVERMEYERS TO SAM: Hey, we don't want you to take any unnecessary risks. You're too important to us.	2/50	516.15	523.06	06.07
	<i>Music Down (score):</i> "Mn2M2 Mx048"			518.07	
267. Starts 519.00	MCU tracking R-L behind Sam's back towards the screen.				
	THOMPSON TO SAM: You're to stay put.	2/51	523.08	524.13	01.05
268. Starts 525.14	BCU Sam.				
	OVERMEYERS (O/S) TO SAM: That is an order.	2/52	526.00	527.05	01.05
	THOMPSON (O/S) TO SAM: It's an order, Sam. From Lunar.	2/53	528.00	530.14	02.14
269. Starts 529.15	BCU Comms screen with Lunar Execs on.				
	OVERMEYERS TO SAM: And what we're going to do is send a rescue unit to tend to the stalled Harvester and get the base back on its feet.	2/54	530.11	538.08	07.13
270. Starts 539.08	CU Sam turns from the screen into Gerty.				
	SAM TO SELF: What the fuck is..? What the fuck..?	2/55	538.07	541.13	03.05
	GERTY TO SAM: I'm sorry Sam.	2/56	541.07	543.04	01.13
	SAM TO GERTY: What?	2/57	543.06	544.04	00.14
271. Starts 544.01	BCU Gerty's unhappy face on screen.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	SAM TO GERTY: Sam, I'm under strict orders not to let you outside.	2/58	544.03	549.05	05.02
272. Starts 548.15	MCU angry Sam turns from Gerty.				
	<i>Music Up (score):</i> <i>"Mn2M3 Mx055"</i>		549.00		
	SAM TO GERTY: I don't appreciate that... being treated like a child. I don't appreciate it..	2/59	551.13	557.07	05.10
273. Starts 554.14	CU tilts up console display to "Fire Control" room layout as Sam passes in f/g.				
274. Starts 564.00	CU Sam empties the scalpels he uses for carving into his hand and walks off.				
275. Starts 571.01	MS Sam marching purposefully with scalpels. He crouches down beside a corridor panel as though to open it.				
276. Starts 589.08	MS pans L-R off corridor wall to main area.				
277. Starts 593.02	MCU Sam pulls off an inspection panel. Leans in with scalpel.				
278. Starts 601.14	BCU Sam punctures a hose with the scalpel.				
279. Starts 606.10	MCU Sam reacts to the hose expulsion, alarms go off, lights dim.				
280. Starts 614.11	MCU Gerty moves forward.				
	SAM (O/S) TO GERTY: Gerty.	2/60	615.07	616.08	01.01
	Pans L-R around main area.				
	SAM (O/S) TO GERTY: Gerty! Gerty come here!	2/61	625.04	629.00	03.12
	<i>Music Down (score):</i> <i>"Mn2M3 Mx055"</i>			629.02	
281. Starts 629.10	MCU Sam leans by hose breach while robotic arms approach. Gas leaking out around.				
	GERTY (O/S) TO SAM: What happened?	2/62	630.11	631.15	01.04
	SAM TO GERTY: I don't know. Meteorites..	2/63	632.09	634.09	02.00
282. Starts 634.07	MCU Gerty in b/g.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	GERTY TO SAM; There have been no meteorites, Sam.	2/64	635.11	637.15	02.04
	SAM TO GERTY: Micro-meteorites maybe, I don't know.	2/65	638.02	640.14	02.12
283. Starts 640.13	CU Sam.				
	SAM TO GERTY: Either way there might be damage to the exterior shell. I think you'd better.. you'd better let me go outside and take a look.	2/66	641.00	649.00	08.00
284. Starts 648.11	MCU Gerty.				
	GERTY TO SAM: There is no damage to the exterior shell.	2/67	648.13	652.04	03.07
285. Starts 653.03	MCU Sam stands.				
	SAM TO GERTY: Well, it's not that I don't believe you Gerty, but I mean, you know, this thing is springing leaks like an Acme fire hose. <i>NB: "Acme" is a fake brand name synonymous with poor quality.</i>	2/68	652.07	660.10	08.03
286. Starts 660.06	CU tilt up behind Sam to reveal Gerty.				
	SAM TO GERTY: You need to let me go outside to fix this problem Gerty.	2/69	660.11	664.03	03.08
	GERTY TO SAM: I can't let you go outside, Sam.	2/70	664.06	667.04	03.14
287. Starts 667.08	CU Sam imploring.				
	SAM TO GERTY: Gerty..	2/71	668.00	669.00	01.00
288. Starts 669.04	MCU Gerty.				
	SAM (O/S) TO GERTY: If you don't let me go outside we can't fix this leak..	2/72	669.02	672.04	03.02
	GERTY TO SAM: I'm not permitted to let you go outside.	2/73	671.13	675.07	03.10

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
289. Starts 674.13	MCU Sam.				
	SAM TO GERTY: Just let.. We'll keep it between you and me, okay pal?	2/74	675.05	679.09	04.04
290. Starts 679.10	CU Gerty. Thinking.				
291. Starts 681.12	CU Sam.				
	SAM TO GERTY: This thing is springing gas, let's go. Come on.	2/75	681.03	684.10	03.07
292. Starts 685.08	CU Gerty.				
	GERTY TO SAM: Just to check the exterior shell..	2/76	685.12	688.12	03.00
	SAM (O/S) TO GERTY: Yeah of course.	2/77	689.04	690.06	01.02
	GERTY TO SAM: Okay Sam.	2/78	690.08	691.11	01.03
	SAM (O/S) TO GERTY: Thank you.	2/79	691.12	692.12	01.00
	Gerty follows Sam around as he walks past.				
293. Starts 703.09	MCU Sam approaches the exit door.				
294. Starts 714.12	MS Gerty by ladder of Comms Nook.				
	SAM (O/S) TO GERTY: Gerty.	2/80	714.14	715.14	01.00
	Gerty swivels around, smiley face.				
295. Starts 719.15	MCU Sam by door which unlocks. Sam opens it, walks in, sees there's a space suit missing, goes to put on the second suit.				
296. Starts 749.05	MS Sam standing in the Rover bay, looking around.				
297. Starts 766.02	WS Rover crosses lunar surface L-R.				
	COMPUTER (O/S) TO SAM: Searching for long-range Comms. Searching for long-range Comms.	2/81	767.10	776.13	09.03
	Music Up (score): "Mn2M4 Mx062"		770.00		

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
298. Starts 777.00	CU Sam drives intently.				
	COMPUTER (O/S) TO SAM: Searching for long-range Comms.	2/82	780.08	783.08	03.00
299. Starts 781.05	CU Sam's gloved hand moves lever forward.				
300. Starts 782.14	WS Rover drives across lunar terrain.				
	COMPUTER (O/S) TO SAM: Signal failure on long-range Comms.	2/83	787.14	791.08	03.10
301. Starts 791.09	MCU over Sam's shoulder as he drives.				
302. Starts 798.02	LS Rover drives across lunar surface.				
303. Starts 808.09	MCU over shoulder as Sam approaches stalled Harvester.				
304. Starts 813.14	MCU Sam driving. Leans forward looking intently.				
305. Starts 817.02	MCU over shoulder at approaching Harvester.				
306. Starts 822.00	MWS Rover approaches back of Harvester where crashed other Rover is still sticking out of the terrain.				
	<i>Music Down (score): "Mn2M4 Mx062"</i>			831.11	
307. Starts 834.03	MS the crashed other Rover. A beacon flashes inside. Sam approaches.				
308. Starts 850.10	MS from int crashed Rover as Sam clears debris away from window and peers inside.				
309. Starts 883.12	MCU Sam opens the hatch of the crashed Rover and looks down.				
310. Starts 909.11	MCU int crashed Rover, a figure in a space suit sits slumped. Sam descends the ladder in f/g.				
	<i>Music Up (score): "Mn2M5 Mx069"</i>		911.01		
311. Starts 938.11	CU slumped figure, his helmet covered in dust. Sam nears, goes to wipe dust of helmet.				
312. Starts 956.09	BCU dust wiped from helmet. It's Sam. Sam 1.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
313. Starts 969.10	MS Sam 2 enters carrying body.				
	SAM 2 TO GERTY: Gerty!	2/84	972.03	973.03	01.00
314. Starts 972.14	MCU Sam 2 carries body.				
	SAM 2 TO GERTY: Gerty!	2/85	974.05	975.07	01.02
315. Starts 975.02	CU Sam 2's feet trip on a doorway ledge.				
316. Starts 976.04	CU Sam 2 falls with body.				
317. Starts 978.03	MS Sam 2 falls, staggers back, shocked, looks at body, his own body.				
	SAM 2 TO GERTY: I found him outside.	2/86	980.11	982.00	01.05
318. Starts 981.14	MCU Sam 2 falls back.				
	SAM 2 TO GERTY: I found him outside.	2/87	986.01	987.13	01.12
319. Starts 989.11	MS Sam 2 stands. Staggers into the wall.				
	SAM 2 TO GERTY: By the stalled Harvester..	2/88	992.01	994.01	02.00
320. Starts 993.15	MCU Gerty.				
	SAM 2 (O/S) TO GERTY: Who is he?	2/89	994.06	995.06	01.00
321. Starts 996.05	CU Sam 2, shocked, upset.				
	SAM 2 TO GERTY: Who is he?!	2/90	996.09	997.09	01.00
322. Starts 997.11	MCU Gerty. Starts to move forward.				
	GERTY TO SAM 2: We need to get him to the infirmary.	2/91	998.04	1000.15	02.11
323. Starts 1000.11	MS Sam 2 crouches by the body, looking up at Gerty.				
	SAM 2 TO GERTY: You tell.. you tell me who that is.	2/92	1001.01	1005.14	04.13

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
324. Starts 1005.12	CU Sam 2.				
	SAM 2 TO GERTY: You tell me who that is!	2/93	1006.13	1009.03	02.06
325. Starts 1009.01	MCU Gerty moves back slightly.				
	GERTY TO SAM 2: Sam Bell. We need to get him to the infirmary immediately.	2/94	1009.11	1016.01	06.06
326. Starts 1012.14	CU Sam 2 looking puzzled.				
	<i>Dissolve to:</i>				
327. Starts 1015.15	MCU blurred ceiling POV of Sam 1 (original Sam, injured in Rover crash).				
328. Starts 1022.06	CU Sam 1 lying on infirmary bed. Opens his eyes.				
	<i>Music Down (score): "Mn2M5 Mx069"</i>			1027.15	
329. Starts 1028.01	MCU blurred ceiling POV of Sam 1. Pans down and pulls focus to Gerty.				
	GERTY TO SAM 1: Hello Sam. How are you feeling?	2/95	1035.05	1038.12	03.07
330. Starts 1040.06	BCU Sam 1 dazed, injured.				
	SAM 1 TO GERTY: W.. where am I?	2/96	1047.02	1051.03	04.01
	<i>Music Up (score): "Mn2M6 Mx076"</i>		1047.03		
331. Starts 1051.02	CU Gerty, smiley face.				
	GERTY TO SAM 1: The infirmary. You had an accident out by one of the Harvesters. Do you remember?	2/97	1052.00	1059.03	07.03
332. Starts 1054.11	MS Sam 2 paces at the bottom of the bed wearing sunglasses. Sam 1 in f/g.				
	SAM 1 TO GERTY: I'm thirsty.	2/98	1063.09	1065.03	01.10
	Sam 2 pauses by doorway, staring at Sam 1.				
	GERTY TO SAM 1: I can get you some water.	2/99	1067.01	1069.01	02.00
333. Starts 1077.15	MCU Sam 1 lying on the dispensary bed. He whispers.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	SAM 1 TO GERTY: I saw someone out there Gerty.	2/100	1078.14	1081.14	03.00
334. Starts 1084.03	CU Sam 2 by the doorway.				
335. Starts 1087.11	MCU Sam 1 on the bed.				
	SAM 1 TO GERTY: I saw someone out there.	2/101	1089.06	1091.12	02.06
	GERTY (O/S) TO SAM 1: Sam, you suffered a slight concussion in the crash and have incurred minor injuries..	2/102	1094.03	1100.09	06.06
336. Starts 1095.11	CU Sam 1 on bed. Looks across to Sam 2.				
337. Starts 1099.14	CU Sam 2.				
	GERTY (O/S) TO SAM 1: But all in all the prognosis is good. I'm happy to see you again.	2/103	1101.05	1111.00	09.11
338. Starts 1102.08	CU Sam 1 on bed turns his head away. Feels the back of his hand.				
339. Starts 1111.13	BCU Sam 1 feels his injury and the dressing.				
340. Starts 1117.06	MCU Sam 1 on bed.				
341. Starts 1123.06	BCU Sam 1 looks around, unsure.				
342. Starts 1127.04	MCU Sam 1 in f/g, Sam 2 stands by door. Sam 1 turns back to Sam 2.				
343. Starts 1132.14	CU Sam 2.				
344. Starts 1135.15	CU Sam 1 on bed, turns away to Gerty.				
	SAM 1 TO GERTY: Gerty.	2/104	1146.12	1147.12	01.00
	GERTY (O/S) TO SAM 1: Yes Sam.	2/105	1149.02	1150.08	01.06
	SAM 1 TO GERTY: Is there someone in the room with us?	2/106	1155.10	1159.12	04.02
345. Starts 1159.03	MCU Gerty swivels to Sam 2 in doorway who walks to the foot of bed.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	GERTY TO SAM 1: Sam, get come sleep. You're very tired.	2/107	1165.14	1172.07	06.09
346. Starts 1172.04	BCU Sam 1 lifts his head, looks down the bed.				
347. Starts 1185.05	CU Sam 2 at end of the bed. He turns away.				
348. Starts 1190.04	MCU Sam 2 walks slowly away.				
349. Starts 1195.12	CU Sam 1 on bed.				
350. Starts 1199.10	CU Gerty POV Sam 1, slips out of focus.				
	<i>Fades to black.</i>				
351. Starts 1207.02	WS surface of the moon, a grid in f/g.				
	TESS (V/O) TO SAM 2: Spoke to Thompson today. Now that's you're up there he's promising the world.	2/108	1209.05	1217.06	08.01
	<i>Music Down (score): "Mn2M6 Mx076"</i>			<i>1214.09</i>	
352. Starts 1215.04	CU Comms screen, Tess' message.				
353. Starts 1219.00	CU Sam 2 watching message.				
354. Starts 1224.04	CU Comms screen. Tess has tears in her eyes.				
	TESS (ON SCREEN) TO SAM 2: I think it was the right thing. But..	2/109	1227.15	1234.10	06.11
355. Starts 1236.05	CU Sam 2.				
	TESS (O/S) TO SAM 2: It's just such a long time.	2/110	1237.11	1240.05	02.10
356. Starts 1245.08	CU Comms screen. Tess.				
	TESS (ON SCREEN) TO SAM 2: But I suppose.. there are thing, you know, that needed to happen.	2/111	1245.15	1256.09	10.10
357. Starts 1256.06	CU Sam 2. Hand on his face.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	TESS (O/S) TO SAM 2: I... I need time to think.	2/112	1259.06	1262.07	03.01
358. Starts 1263.00	CU Comms screen, Tess.				
	TESS (ON SCREEN) TO SAM 2: Listen, err..	2/113	1272.10	1274.03	01.09
359. Starts 1274.15	CU Sam 2.				
	TESS (O/S) TO SAM 2: Sam..	2/114	1275.13	1276.11	00.14
360. Starts 1278.13	CU Comms screen, Tess.				
	TESS (ON SCREEN) TO SAM 2: Be safe, and errmm.. I'll talk to you soon.	2/115	1280.12	1286.03	05.07
361. Starts 1286.07	CU Sam 2.				
	TESS (O/S) TO SAM 2: Bye.	2/116	1287.14	1288.12	00.14
	Sam 2 sits, thinking.				
362. Starts 1299.06	MS Sam 1 limps across the main area, sees Sam 2 skipping. Stops.				
363. Starts 1323.00	CU Sam 1 watching.				
364. Starts 1329.15	MS Sam 1 walks away, Sam 2 skipping in f/g.				
	SAM 1 (V/O) TO GERTY: Gerty..	2/117	1335.00	1335.13	0.13
365. Starts 1336.02	MS pans L-R with Sam 1 limping to Gerty near the Comms Nook.				
	SAM 1 TO GERTY: Gerty what the f.. What.. what.. what the hell's going on? Who's the guy.. who's the guy in the Rec Room?	2/118	1338.06	1347.10	09.04
366. Starts 1347.11	CU Gerty.				
	SAM 1 (O/S) TO GERTY: Where did he come from?	2/119	1348.05	1349.15	01.10
367. Starts 1350.05	CU Sam 1 confused.				
	SAM 1 TO GERTY: Why does he look like me?	2/120	1350.01	1351.13	01.12

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
368. Starts 1352.13	CU Gerty.				
	GERTY TO SAM 1: Sam, you're out of bed.	2/121	1352.06	1354.07	02.01
369. Starts 1355.06	MCU Sam 1 in f/g, pacing by Gerty.				
	SAM 1 TO GERTY: Yeah Gerty I'm out of bed. Who's the guy? Who's the guy in the Rec Room?	2/122	1355.11	1361.07	05.12
	GERTY TO SAM 1: Sam Bell.	2/123	1362.10	1364.02	01.08
370. Starts 1363.14	CU Sam 1 shakes his head.				
	SAM 1 TO GERTY: Come on, come on, come on.	2/124	1364.11	1366.11	02.00
	GERTY (O/S) TO SAM 1: You are Sam Bell.	2/125	1386.06	1370.08	04.02
371. Starts 1374.11	CU Gerty, smiley face.				
	GERTY TO SAM 1: Sam, what is it? It might help to talk about it.	2/126	1374.12	1380.03	05.07
372. Starts 1380.14	CU Sam 1 pacing, crying.				
	SAM 1 TO GERTY: I don't understand what's happening. I'm losing my mind.	2/127	1381.07	1389.05	07.14
373. Starts 1389.00	CU Gerty.				
	GERTY TO SAM 1: We could run some tests.	2/128	1389.06	1391.08	02.02
374. Starts 1391.07	MCU Sam 1 turns to the doorway.				
	GERTY TO SAM 1: I haven't let Sam contact Lunar. They don't know you were recovered alive from the accident.	2/129	1392.11	1401.01	08.06
	SAM 1 TO GERTY: Recovered alive? What do you mean.. what are you talk..? Why didn't you report it to Central? What are you talking about?	2/130	1400.00	1407.00	07.00
375. Starts 1406.14	CU Gerty.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	GERTY TO SAM 1: I'm here to keep you safe, Sam.	2/131	1407.08	1410.01	02.09
376. Starts 1410.00	CU Sam 1 looks at Gerty.				
	GERTY (O/S) TO SAM 1: Are you hungry?	2/132	1411.12	1413.04	01.08
	Sam 1 turns and limps away.				
377. Starts 1421.13	CU Gerty.				
REEL 2 ENDS: 1425.07	From 1 st Frame Action to Last Frame Action: 1425.06 End Audio Synch Mark (+48fr): 1428.06				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
<u>REEL THREE</u>					
378. Starts 00.01	MCU Sam 1 angrily grabs his clothes off the bed, tidying up.				
379. Starts 02.13	CU Sam 1 angry, staggers.				
	<i>Music Up (score): "Mn2M1 Mx083"</i>		03.06		
380. Starts 09.04	MCU Sam 1 examines a wall panel.				
381. Starts 21.11	CU Sam 1 looking at wall panel. leans down.				
382. Starts 22.14	CU Sam 1 picks up a pen from the floor of the toilet.				
383. Starts 25.00	MCU Sam 1 turns round, sits on the toilet.				
384. Starts 35.10	CU Sam 1 holding his head, gasping.				
385. Starts 39.10	MCU Sam 1 sighs.				
	SAM 1 TO SELF:	3/1	43.12	45.14	02.02
	Two weeks, two weeks, two weeks..				
	He starts writing on the wall.				
	SAM 1 TO SELF:	3/2	52.04	58.05	06.01
	Two weeks, two weeks, two weeks, two weeks, two weeks, two weeks, two weeks.				
386. Starts 52.13	BCU Sam writing smiley faces on the wall.				
	<i>Dissolve to:</i>				
387. Starts 62.04	WS surface of the moon. The harvested areas visible.				
	<i>Dissolve to:</i>				
388. Starts 71.02	CU Sam 2 skipping, speedball in f/g.				
389. Starts 80.08	CU Sam 1 approaches.				
390. Starts 85.12	MCU Sam 2 skipping, Sam 1 in f/g.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	<i>Music Down (score): "Mn2M1 Mx083"</i>			92.01	
391. Starts 93.11	MS Sam 1 enters Rec Room while Sam 2 continues skipping.				
	SAM 1 TO SAM 2: Just getting my slippers.	3/3	96.01	98.01	02.00
	SAM 2 TO SAM 1: I'm using them.	3/4	98.05	99.06	01.01
	SAM 1 TO SAM 2: No..what?	3/5	99.01	100.01	01.00
	SAM 2 TO SAM 1: I'm using..	3/6	99.14	100.10	00.12
	Sam 2 angrily swings the skipping rope around.				
	SAM 1 TO SAM 2: These are mine.	3/7	102.09	103.10	01.01
392. Starts 103.11	CU Sam 1 looks up.				
	SAM 1 TO SAM 2: These are mine.	3/8	103.13	104.13	01.00
393. Starts 105.03	CU Sam 2 angry, drops skipping rope, starts hitting speedball.				
394. Starts 109.08	CU Sam 1 steps back wearily.				
395. Starts 113.04	MS Sam 1 steps away from Sam 2 who hits the speedball.				
	SAM 1 TO SAM 2: Gerty says you're Sam Bell.	3/9	122/07	124.12	02.05
396. Starts 127.01	CU Sam 1.				
	SAM 1 TO SAM 2: I'm Sam Bell too.	3/10	127.11	129.12	02.01
397. Starts 130.03	CU Sam 2 stops hitting speedball.				
	SAM 2 TO SAM 1: Wh.. what?	3/11	131.07	132.12	01.05
398. Starts 132.08	CU Sam 1.				
	SAM 1 TO SAM 2: We've got that going for us.	3/12	133.04	135.02	01.14
399. Starts 135.01	CU Sam 2. Resumes punching.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	SAM 1 (O/S) TO SAM 2: Why, err..	3/13	139.00	140.01	01.01
400. Starts 141.06	CU Sam 1. Walks towards entrance.				
401. Starts 144.12	CU Sam 2 punching.				
402. Starts 146.11	MS Rec Room Sam 2 punching, Sam 1 watching. Sam 2 stops punching.				
	SAM 1 TO SAM 2: How long have you..	3/14	149.12	150.14	01.02
	Sam 2 gives another punch.				
	SAM 2 TO SAM 1: What?	3/15	152.15	153.12	00.13
	SAM 1 TO SAM 2: How long have you been here?	3/16	155.04	156.15	01.11
	SAM 2 TO SAM 1: About a week.	3/17	158.08	159.12	01.04
403. Starts 160.15	CU Sam 1 looking at Sam 2 punching in f/g.				
	SAM 1 TO SAM 2: So how're you doing?	3/18	162.05	163.11	01.06
404. Starts 163.14	CU Sam 2 stops punching again.				
	SAM 2 TO SAM 1: What?	3/19	164.09	165.06	00.13
	SAM 1 (O/S) TO SAM 2: How're you doing?	3/20	165.08	166.12	01.04
	Sam 2 laughs to himself.				
	SAM 2 TO SAM 1: How am I... How am I doing?	3/21	170.11	172.12	02.01
405. Starts 173.03	MCU Sam 1 looking at Sam 2 in f/g.				
406. Starts 176.11	CU Sam 2 holds the speedball.				
	SAM 2 TO SAM 1: How do you think I'm doing?	3/22	177.15	179.08	01.09
	Resumes punching.				
407. Starts 182.15	MCU Sam 1 steps across room as Sam 2 punches away.				
	SAM 1 TO SAM 2: Good job.. err..	3/23	188.08	192.10	04.02

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
408. Starts 194.15	MS Rec Room, Sam 1 turns to Sam 2.				
	SAM 1 TO SAM 2: They locked all the exits. Who's looking after the Harvesters?	3/24	196.00	200.04	04.04
	Sam 2 unravels the boxing bandages on his fists.				
	SAM 2 TO SAM 1: Harvesters are fine..	3/25	205.00	206.10	01.10
409. Starts 206.05	CU Sam 2 taking off bandages.				
	SAM 2 TO SAM 1: It's affected them. Here talking to a clone that's slightly troubling.	3/26	207.11	213.11	06.00
410. Starts 211.15	CU Sam 1 laughs.				
	SAM 1 TO SAM 2: I'm not a clone.	3/27	216.14	218.09	01.11
411. Starts 218.08	CU Sam 2 looks over at Sam 1.				
	SAM 1 (O/S) TO SAM 2: I'm not a clone.	3/28	220.09	222.13	02.04
412. Starts 226.09	CU Sam 1 smiling, steps forward.				
	SAM 1 TO SAM 2: You're the clone.	3/29	232.10	234.03	01.09
413. Starts 234.04	CU Sam 2.				
	SAM 2 TO SAM 1: Okay, Sam. You're not a clone.	3/30	235.05	240.05	05.00
	<i>Music Up (score): "Mn3M2 Mx086"</i>		<i>239.13</i>		
414. Starts 240.07	CU Sam 1, shakes his head.				
415. Starts 243.14	CU Sam 2 looking down.				
416. Starts 250.03	MCU Sam 1 tending to his plants, misting them.				
	SAM 1 TO PLANTS: Hey. Hey little league, you're not looking too good. Gotta shoot one out of this.. How you doing pal?	3/31	252.07	266.09	14.02

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	<i>NB: "Little league" is a term of endearment in this context.</i>				
417. Starts 266.10	CU Sam 2 appears at doorway.				
	SAM 1 (O/S) TO PLANTS: I think Katherine likes you.. I think she likes you..	3/32	268.06	272.11	04.05
418. Starts 273.04	MCU POV Sam 2 at Sam 1 talking to plants. He looks at the dying plant.				
	SAM 1 TO PLANTS: You're not looking too good my friend. Sorry you're not feeling too well.	3/33	274.07	279.15	05.08
	SAM 2 TO SAM 1: You talking to yourself?	3/34	280.01	281.11	01.10
419. Starts 281.10	MCU Sam 1 in f/g with plants, Sam 2 in b/g by door.				
	SAM 1 TO PLANTS: I'll just get you all fixed up..	3/35	282.01	284.05	02.04
	SAM 2 TO SAM 1: How long have you been here?	3/36	283.09	285.05	01.12
420. Starts 288.03	MCU Sam 1 stands.				
	SAM 1 TO SAM 2: I guess about three years. Almost three years.	3/37	288.10	295.04	06.10
421. Starts 295.04	CU Sam 2 by door.				
	SAM 1 (O/S) TO SAM 2: Listen, I err..	3/38	298.09	299.13	01.04
422. Starts 299.11	MCU Sam 1 turns to Sam 2.				
	SAM 1 TO SAM 2: I wanted to thank you.	3/39	302.06	304.02	01.12
423. Starts 304.01	CU Sam 2 looks down.				
	SAM 1 (O/S) TO SAM 2: I wanted to thank you for err...	3/40	307.00	309.06	02.06
424. Starts 307.15	CU Sam 1.				
	SAM 1 TO SAM 2: If it wasn't for you I-I-I, I guess I'd still be in that crashed Rover, you saved my life and I..	3/41	311.10	321.14	10.04

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
425. Starts 322.02	CU Sam 2 frowning by door.				
426. Starts 326.04	MCU two-shot of Sam 1 and Sam 2.				
	SAM 1 TO SAM 2: You know this is weird, you know. I'm real lonely, you know.. I just want to shake your hand. Will you shake my hand?	3/42	327.10	342.05	14.11
427. Starts 341.15	CU Sam 2 uncomfortable.				
428. Starts 346.14	BCU Sam 1's extended hand.				
429. Starts 350.00	CU Sam 2 turns away with a sigh.				
	SAM 2 TO SAM 1: Maybe later.	3/43	353.12	355.06	01.09
430. Starts 357.01	BCU Sam 1 withdraws his hand.				
431. Starts 359.02	CU Sam 1 looking deeply at Sam 2.				
432. Starts 364.09	CU Sam 2.				
	SAM 2 TO SAM 1: What are you looking at?	3/44	366.01	367.09	01.08
433. Starts 367.05	CU Sam 1.				
	SAM 1 TO SAM 2: You look just like me, it's incredible.	3/45	368.02	371.05	03.03
434. Starts 371.05	CU Sam 2.				
	SAM 2 TO SAM 1: Why do I look like you? Why don't you look like me?	3/46	372.15	376.07	03.08
435. Starts 376.05	MCU Sam 1, Sam 2 in f/g.				
	SAM 1 TO SAM 2: We look like each other, I guess. Hey, you know..	3/47	378.02	383.11	05.09
436. Starts 384.03	MCU Sam 2 in doorway, Sam 1 in f/g with plants. Sam 1 laughs as Sam 2 leaves.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	SAM 1 TO SAM 2: It's weird for me too you know..	3/48	389.00	391.05	02.05
437. Starts 401.03	CU Sam 1 walks forward into focus, following Sam 2 out of room.				
	SAM 1 TO SAM 2: Hey.. hey you wanna play some ping-pong?	3/49	402.09	409.15	07.06
438. Starts 412.00	MCU Sam 2 walks through bay area.				
	SAM 2 TO SAM 1: No.	3/50	414.03	415.03	01.00
439. Starts 414.10	CU Sam 1 lowering table tennis table.				
	SAM 1 TO SAM 2: Come on, I'll teach you. It'll help you relax.	3/51	416.11	419.13	03.02
440. Starts 419.13	WS satellite passes across the surface of the moon.				
	SAM 2 (V/O) TO SAM 1: What's the score?	3/52	426.12	428.02	01.06
441. Starts 427.15	MS profile shot of Sam 1 and Sam 2 midway through a game of table tennis.				
	SAM 1 TO SAM 2: Two eighteen.	3/53	428.08	429.11	01.03
	<i>Music Down (score):</i> <i>"Mn3M2 Mx086"</i>			<i>429.05</i>	
	Sam 2 prepares to serve.				
	SAM 2 TO SELF: Okay..	3/54	430.08	431.08	01.00
	SAM 1 TO SAM 2: Do you want me to show you how to hold that?	3/55	433.04	436.00	02.12
	SAM 2 TO SAM 1: No. Err.. No I.. I don't need you to show me how to hold it.	3/56	435.15	442.05	06.06
	Sam 2 takes off his overall top.				
	SAM 1 TO SAM 2: Okay. Okay.	3/57	446.07	448.03	01.12
	SAM 2 TO SAM 1: Yeah. Okay.	3/58	448.13	450.15	02.02
	SAM 1 TO SAM 2: Should we..err. shall we play?	3/59	453.03	455.07	02.04
	Sam 2 picks up his bat again.				
	SAM 2 TO SAM 1: Yeah.	3/60	456.03	456.15	00.12

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	They play a fast short rally which Sam 2 loses. He throws down his bat in frustration and walks off.				
	SAM 2 TO SAM 1: Ahh, God! Shit!	3/61	465.13	468.15	03.02
	SAM 1 TO SAM 2: Nineteen two.	3/62	470.04	471.12	01.08
	Sam 2 marches back in.				
	SAM 2 TO SAM 1: Yeah..	3/63	473.00	474.07	01.07
	SAM 1 TO SAM 2: Do you.. do you want a stick of gum?	3/64	477.15	480.08	02.09
	Sam 2 retrieves his bat, furious with himself.				
	SAM 1 TO SAM 2: You know, we could approach this in a different way. When we went to flight school..	3/65	485.13	494.13	09.00
	Sam 1 adjusts the net.				
	SAM 2 TO SAM 1: What are you doing?	3/66	495.09	496.10	01.01
	SAM 1 TO SAM 2: I'm fixing the net. It's very Zen ping-pong. You have to just relax.	3/67	497.09	504.01	06.08
442. Starts 504.04	BCU carved wooden house.				
443. Starts 508.04	CU Sam 1 examining carved piece. Smiles over at Sam 2.				
444. Starts 514.10	MCU Sam 2 in f/g practising ping-pong with himself.				
	SAM 2 TO SAM 1: How long did it take you to do that?	3/68	521.11	524.00	02.05
	SAM 1 TO SAM 2: Well, I don't remember doing all of it. I.. I remember doing the church, and the Salvation Army and.. a few of the people. My mind's been acting kinda weird lately.	3/69	526.12	543.12	17.00
	Sam 2 points to a carved collection of buildings.				
	SAM 2 TO SAM 1: That's err.. that's Fairfield, right? There's the Town Hall.	3/70	549.09	556.10	07.01
445. Starts 558.02	CU Sam 1 stops carving, thinks, shakes his head.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	SAM 1 TO SAM 2: Fairfield..? Yeah, there's Tess and, and..	3/71	559.06	571.07	12.01
446. Starts 571.10	MCU Sam 2 looks at Sam 1.				
	SAM 1 TO SAM 2: And Eve..	3/72	572.01	573.07	01.06
	Sam 1 looks up at Sam 2 who is uncomfortable.				
	SAM 1 TO SAM 2; Do you know Tess?	3/73	580.05	582.06	02.01
447. Starts 582.10	CU Sam 2.				
	<i>Music Up (score): "Mn3M3 Mx090"</i>		<i>583.14</i>		
	SAM 2 TO SAM 1: Yeah. I know Tess.	3/74	594.07	597.00	02.09
448. Starts 596.09	CU Sam 1.				
	SAM 1 TO SAM 2: You know about Eve, right?	3/74	599.09	601.11	02.02
449. Starts 601.07	CU Sam 2, looks up at Sam 1.				
	SAM 2 TO SAM 1: What?	3/75	602.03	603.00	00.13
450. Starts 603.06	CU Sam 1.				
	SAM 1 TO SAM 2: I had a... We had a girl.	3/76	604.02	606.13	02.11
451. Starts 607.12	CU Sam 2 looking at Sam 1.				
452. Starts 609.05	CU Sam 1 pulls out a photograph from his pocket. Shows it to Sam 2.				
	SAM 1 TO SAM 2: Eve.	3/77	611.08	612.10	01.02
453. Starts 613.08	CU Sam 2 walks over.				
454. Starts 615.03	CU Sam 1 as Sam 2 takes photo of Eve.				
455. Starts 616.12	CU Sam 2 looks down at picture.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	SAM 1 (O/S) TO SAM 2: Isn't she beautiful? She's my little monkey.	3/78	618.07	623.00	04.09
456. Starts 623.12	CU Sam 1.				
	SAM 1 TO SAM 2: She's our little monkey.	3/79	624.07	626.02	01.11
457. Starts 626.04	CU Sam 2 moves back.				
458. Starts 629.05	CU Sam 1 lifts his hand.				
	SAM 1 TO SAM 2: High five..	3/80	629.07	630.10	01.03
459. Starts 631.00	MCU Sam 2 in f/g looking at photo, Sam 1 in b/g hand raised.				
460. Starts 640.00	CU Sam 2 looking down at photo sadly.				
	SAM 1 (O/S) TO SAM 2: May be the milkman's, but she's.. she's beautiful. NB: "milkman's", Sam 1 is referring to the fact that Eve has been fathered by someone else.	3/81	640.00	644.09	04.09
	Sam 2 hands back the photo.				
	GERTY (O/S) TO SAM: Sam, a new message has arrived from earth.	3/82	647.12	652.04	04.08
461. Starts 652.07	CU Sam 1 stands.				
	SAM 1 TO SELF: Oh shit.	3/83	653.07	654.09	01.02
462. Starts 654.08	CU Sam 1 crosses in front of sad Sam 2.				
463. Starts 658.05	MCU Sam 1 runs towards the Comms console, Sam 2 in b/g.				
464. Starts 661.00	CU Sam 1 leans forward and opens the playback link. Overmeyers and Thompson appear on the screen.				
	<i>Music Down (score): "Mn3M3 Mx090"</i>			<i>663.01</i>	
	OVERMEYERS TO SAM 1: Greetings Sam.	3/84	665.03	666.11	01.08
	THOMPSON TO SAM 1: How's our man?	3/85	666.09	667.10	01.01

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
465. Starts 667.09	MCU Sam 1 steps back from screen, joined by Sam 2 in b/g. Sam 1 starts exercising.				
	THOMPSON TO SAM: You feeling better?	3/86	667.12	668.15	01.03
	OVERMEYERS TO SAM 1: You have enough rest?	3/87	669.11	670.15	01.04
	THOMPSON TO SAM 1: Okay, you resting up Sam? You better be, you bastard.	3/88	670.14	675.03	04.05
	OVERMEYERS TO SAM 1: Well enjoy it while it lasts, we've got some good news.	3/89	675.10	678.15	03.05
466. Starts 679.06	CU Sam 2.				
	THOMPSON TO SAM 1: The Jupiter Program had to be put on hiatus..	3/90	680.04	683.04	03.00
467. Starts 683.02	MCU Sam 1 goes to sit down, Sam 2 in b/g.				
	THOMPSON TO SAM 1: So we got a few pairs of hands for you.	3/91	683.07	685.15	02.08
468. Starts 684.15	MCU Sam 1 sits in front of screen. Sam 2 watching on.				
	Pictures of three guys flick on screen.				
	OVERMEYERS TO SAM 1: So what we've managed to do is secure you a Rescue Unit ahead of schedule.	3/92	686.03	691.03	05.00
469. Starts 690.03	BCU screen with three Rescue Unit members on it. They look tough.				
	THOMPSON TO SAM 1: Rescue Unit Eliza.	3/93	691.12	693.14	02.02
470. Starts 694.07	CU Sam 2 puts food in his mouth.				
	OVERMEYERS TO SAM 1: Now Eliza have been stationed on Goliath 19 for the last 2 months..	3/94	694.07	699.08	05.01
471. Starts 698.13	MCU Sam 1 in f/g watching screen, Sam 2 in b/g.				
	THOMPSON TO SAM 1: Now we expect them to reach you in approximately fourteen hours.	3/95	699.09	703.12	04.03
472. Starts 704.03	BCU Screen with Overmeyers and Thompson on.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	THOMPSON TO SAM 1: So commence to jump for joy.	3/96	704.01	706.07	02.06
	OVERMEYERS TO SAM 1: You're about to be back in work.	3/97	706.07	708.09	02.02
473. Starts 708.08	CU Sam 1, head in hand.				
	OVERMEYERS TO SAM 1: In the meantime, hang in there.	3/98	709.04	712.06	03.02
474. Starts 712.08	CU Overmeyers and Thompson on screen.				
	OVERMEYERS TO SAM 1: Rest up.	3/99	713.00	713.14	00.14
	THOMPSON TO SAM 1: You hang in there, Sam. Over and out.	3/100	714.11	717.07	02.12
	Graphic flashes: "End".				
475. Starts 718.12	MCU Sam 1 in f/g looking at screen. Sam 2 in b/g.				
	SAM 1 TO SAM 2: They're sending a Rescue Unit? Why? Why are they sending a Rescue Unit?	3/101	719.01	723.05	04.04
	SAM 2 (O/S) TO SAM 1: To fix the stalled Harvester. They didn't think I was up to it. <i>NB: "up to it" means "capable".</i>	3/102	724.05	728.12	04.07
476. Starts 725.09	CU Sam 2.				
477. Starts 728.12	CU Sam 1 thinking.				
	SAM 1 TO SAM 2: Well then I'm going back.	3/103	729.02	731.02	02.00
478. Starts 731.13	CU Sam 2 looks away.				
	SAM 1 (O/S) TO SAM 2: That's it for me.	3/104	732.06	733.10	01.04
479. Starts 734.09	BCU Sam 1 looks up at Sam 2.				
	SAM 1 TO SAM 2: What?	3/105	736.00	736.14	00.14
480. Starts 736.10	CU Sam 2 looks down at Sam 1.				
	SAM 2 TO SAM 1: Is that what you really think?	3/106	737.05	739.08	02.03

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
481. Starts 739.02	MCU Sam 2 looks across to Sam 1 sitting at the console.				
	SAM 1 TO SAM 2: Yeah. I've got a contract.. I'm.. I'm going home.	3/107	740.04	745.08	05.04
	Gerty approaches in b/g.				
	SAM 2 TO SAM 1: You're a fucking clone, you don't have shit.	3/108	747.01	751.01	04.00
	SAM 1 TO SAM 2: Hey I'm going home.	3/109	750.01	751.13	01.12
482. Starts 752.05	MCU Sam 1 stands up from console watched by Sam 2. He walks away, followed by Sam 2.				
	SAM 2 TO SAM 1: You're not going anywhere. You know, you've been up here too long, man. You've lost your marbles. What, you think Tess is back home waiting for you on the sofa in lingerie? What about the original Sam? Huh?	3/110	752.10	768.07	15.13
	Sam 1 stops and turns, mad.				
	SAM 1 TO SAM 2: I'm the original Sam! I'm Sam fucking Bell!	3/111	769.00	774.10	05.10
	SAM 2 TO SAM 1: Hey, hey whoa..	3/112	774.08	777.11	03.03
	SAM 1 TO SAM 2: Me! Me!	3/113	775.01	778.14	03.13
483. Starts 778.12	CU Sam 1 points to himself. He turns to Gerty.				
	SAM 1 TO GERTY: Gerty, am I a clone?	3/114	781.08	785.08	04.00
	Pans R-L to CU Gerty.				
	GERTY TO SAM 1: Are you hungry?	3/115	789.08	791.00	01.08
484. Starts 790.15	MS Sam 2 and Sam 1 look at Gerty. Sam 1 gestures frustration, and limps off, brushing past Sam 2.				
	SAM 2 TO SAM 1: Hey, hey. Don't get your fucking panties in a twist. I'm in the same boat, asshole.	3/116	799.13	810.13	11.00
485. Starts 810.08	CU Sam 1 sits down in his leather chair, puts on his spectacles. Sam 2 approaches from b/g.				
	SAM 2 (O/S) TO SAM 1: Listen.	3/117	819.02	819.14	00.12

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
486. Starts 819.12	CU Sam 2 approaches.				
	SAM 2 TO SAM 1: What about the other clones?	3/118	820.12	822.06	01.10
487. Starts 822.07	BCU Sam 1 examining carving under magnifyer.				
	SAM 1 TO SAM 2: What?	3/119	822.11	823.08	00.13
	SAM 2 TO SAM 1: We might not be the first here to be woken up.	3/120	823.11	826.09	02.14
488. Starts 826.08	MS Sam 2 points at the carved model village.				
	SAM 2 TO SAM 1: You said that.. that model had already been started when you got here. Well who started it? There might be others up here right now.	3/121	826.10	836.04	09.10
489. Starts 836.06	BCU Sam 1 carving model.				
	SAM 2 (O/S) TO SAM 1: Think about it.. How did I get up here..	3/122	838.01	840.00	01.15
490. Starts 840.00	CU Sam 2 turns.				
	SAM 2 TO SAM 1: ..so quickly after your crash.	3/123	840.02	843.13	03.11
491. Starts 843.09	BCU Sam 1 carving.				
	SAM 1 TO SAM 2: I don't know..	3/124	844.03	845.03	01.00
	SAM 2 (O/S) TO SAM 1: They didn't ship me in from Central..	3/125	844.09	846.15	02.06
492. Starts 846.12	CU Sam 2 opens a cupboard door. Slams them shut.				
	SAM 2 TO SAM 1: There wasn't time.	3/126	848.09	849.12	01.03
493. Starts 849.11	MCU Sam 1 carving in f/g, Sam 2 in b/g.				
	SAM 2 TO SAM 1: I must have come from the base.	3/127	849.13	851.13	02.00

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	SAM 1 TO SAM 2: I don't know what you're smoking.. why would they do that, that's ridiculous. Impossible.	3/128	855.06	862.02	06.12
	Sam 2 zips up his overall.				
	SAM 2 TO SAM 1: I bet there's some kind of secret room.	3/129	863.06	865.14	02.08
	SAM 1 looks up from carving. Laughs.				
	SAM 1 TO SAM 2: Secret room?	3/130	866.01	867.12	01.11
	SAM 2 TO SAM 1: Yeah, secret room. Why not?	3/131	869.08	871.11	02.03
	SAM 1 TO SAM 2: You.. you're the one who's lost your marbles.	3/132	871.10	874.15	03.05
494. Starts 874.11	CU Sam 2 starts searching around.				
	SAM 1 (O/S) TO SAM 2: I've been here for three years man. I know every each of this base. I know how many.. how much dirt's between those wall panels over there.	3/133	875.06	885.14	10.08
495. Starts 884.13	CU Sam 1 looking back at Sam 2 searching.				
	SAM 1 TO SAM 2: Why would they do that? What's the motive?	3/134	886.07	889.03	02.12
496. Starts 889.14	MCU Sam 2 searching around wall panels.				
	SAM 2 TO SAM 1: Look, it's a company, right? They have investors. They have shareholders.	3/135	889.05	896.11	07.06
497. Starts 896.09	CU Sam 1 looking at Sam 2.				
	SAM 2 (O/S) TO SAM 1: Shit like that.	3/136	896.12	898.03	01.07
	Sam 1 turns back to carving.				
498. Starts 900.05	MCU Sam 2 stands behind Sam 1, gesturing.				
	SAM 2 TO SAM 1: Wh.. What's cheaper, spending time and money training new personnel when you just have a couple of spares here to do the job. It's the far side of the moon.	3/137	898.04	909.09	11.05

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
499. Starts 909.07	BCU Sam 1 carving. Looks over his shoulder at Sam 2.				
	SAM 2 (O/S) TO SAM 1: The cheapwads haven't even fixed the communications satellite yet.	3/138	909.14	915.01	05.03
	Sam 1 looks back to his carving.				
	SAM 1 TO SAM 2: Tess would know. She would have told me..	3/139	918.12	921.09	02.13
500. Starts 919.15	CU Sam 2.				
	SAM 2 TO SAM 1: Hey, Geppetto, wake up. NB: "Geppetto" references Pinocchio's human maker.	3/140	920.05	923.02	02.13
501. Starts 923.03	CU Sam 1.				
	SAM 2 (O/S) TO SAM 1: You really think they give a shit about us?	3/141	924.02	927.00	02.14
502. Starts 926.15	CU Sam 2.				
	SAM 2 TO SAM 1: They're laughing all the way to the bank.	3/142	927.07	930.02	02.11
503. Starts 929.11	CU Sam 1 thinking.				
	SAM 1 TO SAM 2: Tess would know. She would have told me.	3/143	930.04	932.13	02.09
504. Starts 932.04	CU Sam 2 angry.				
	SAM 2 TO SAM 1: What do you get off.. fucking sitting there sulking like a little fucking boy!	3/144	932.05	938.14	06.09
505. Starts 938.10	CU Sam 1.				
	SAM 1 TO SELF: Oh Jesus Christ..	3/145	938.14	941.02	02.04
	SAM 2 (O/S) TO SAM 1: Wake up!	3/146	940.12	942.02	01.06
	Sam 1 turns.				
506. Starts 943.03	CU Sam 2. Looks around.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	SAM 2 TO SAM 1: I bet there's.. there's some area that we don't know about. And I'm gonna find it.	3/147	944.13	953.10	08.13
507. Starts 953.11	MS Sam 1 in f/g carving, Sam 2 marches off in b/g.				
	SAM 1 TO SAM 2: Yeah, and maybe you'll find some buried treasure too.	3/148	955.13	959.10	03.13
REEL 3 ENDS: 960.07	From 1 st Frame Action to Last Frame Action: 960.06 End Audio Synch Mark (+48fr): 963.06				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
<u>REEL FOUR</u>					
508. Starts 00.01	CU Sam 2 searching under a desk				
509. Starts 02.09	CU Sam 2 crawls under desk.				
	<i>Music Up (score):</i> <i>"Mn4m1 Mx097"</i>		03.07		
510. Starts 04.13	CU Sam 2 pulls off a panel cover.				
511. Starts 07.01	MCU Sam 2 climbs down ladder from Comms Area.				
512. Starts 10.01	CU Sam 2 looks under Gerty dock.				
513. Starts 14.10	CU Sam 2 searches in a nook, breaking glass bottles.				
514. Starts 18.09	MCU tracking with Sam 2 as he walks down corridor, checking walls.				
515. Starts 22.01	MCU Sam 2 checks corridor panels.				
516. Starts 25.04	MCU pans R-L as Sam 2 marches out of corridor				
517. Starts 27.01	MCU Sam 2 approaches wall storage unit in sleeping quarters.				
518. Starts 28.04	MCU Sam 2 opens storage unit door.				
519. Starts 29.06	MCU Sam 2 angrily pulls out clothing from storage unit.				
520. Starts 30.12	MCU Sam 2 pulls off the blankets from the bed.				
521. Starts 32.04	CU Sam 2 looks around.				
522. Starts 34.01	MCU Sam 2 looks behind a panel.				
523. Starts 35.15	MCU Sam 2 spins around, looking.				
524. Starts 38.00	CU Sam 2 walks into Comms Nook.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
525. Starts 40.15	MCU Sam 2 pulls chair away.				
526. Starts 42.08	CU Sam 2 looks under Comms desk.				
527. Starts 44.08	MCU Sam 2 walks down corridor feeling walls.				
528. Starts 45.04	CU Sam 2 looks around corridor.				
529. Starts 47.14	CU Sam 2 walks to a dead-end corridor, looking up.				
530. Starts 49.13	CU Sam 2 punches the wall in frustration.				
	SAM 2 TO SELF: Fuck!	4/1	51.05	52.06	01.01
531. Starts 52.04	MCU Sam 2 walks back into Rec Room.				
	COMPUTER VOICE TO ALL: Eliza arrival estimated 13 hours.	4/2	54.04	58.10	04.06
532. Starts 56.12	MS Sam 1 in f/g still carving, Sam 2 in b/g looking around.				
	SAM 1 TO SAM 2: You found your secret room?	4/3	60.01	63.04	03.03
	Sam 2 pulls off a wall panel.				
533. Starts 63.04	CU Sam 2 looks into wall cavity but nothing is there.				
534. Starts 66.05	MS Sam 2 looks at missing wall panel.				
	SAM 1 TO SAM 2: Just put that anywhere.	4/4	66.05	67.15	01.10
535. Starts 70.14	MCU Sam 2 looking around Rec Room.				
	SAM 1 (O/S) TO SAM 2: That's a good idea.. That's real..	4/5	70.15	73.02	02.03
536. Starts 73.02	MS Sam 1 carving, Sam 2 approaches.				
	SAM 1 TO SAM 2: That's where I keep my leprechauns.	4/6	74.05	76.15	02.10
	Sam 2 points at the table holding the carving.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	SAM 2 TO SAM 1: Get out of the way.	4/7	76.07	77.09	01.02
	SAM 1 TO SAM 2: What? Why?	4/8	78.10	80.10	02.00
	SAM 2 TO SAM 1: I want to look underneath that model.	4/9	81.03	83.08	02.05
	SAM 1 TO SAM 2: You're not touching this model.	4/10	85.00	87.04	02.04
	SAM 2 TO SAM 1: Get the fuck out of the way.	4/11	88.13	90.13	02.00
537. Starts 91.10	CU Sam 1 takes off his spectacles and looks up at Sam 2. Then stands.				
	SAM 1 TO SAM 2: Listen, why don't you relax, okay? Why don't you take a pill? Bake a cake?	4/12	91.10	97.14	06.04
538. Starts 97.11	CU Sam 2 looking at Sam 1.				
	SAM 1 (O/S) TO SAM 2: Go read the encyclopaedia or something?	4/13	98.01	100.14	02.13
	SAM 2 TO SAM 1: You're a tough guy now?	4/14	99.11	101.05	01.10
539. Starts 101.07	CU Sam 1 holding his carving scalpel.				
	SAM 2 (O/S) TO SAM 1: What, are you going to stab me?	4/15	101.11	103.00	01.05
540. Starts 102.08	CU Sam 1 looks down at blade, back to Sam 2.				
	SAM 1 TO SAM 2: No, I'm a peaceful warrior..	4/16	104.04	106.14	02.10
541. Starts 106.14	BCU Sam 2.				
	SAM 1 (O/S) TO SAM 2: I'm.. I'm a lover. I'm not a fighter.	4/17	106.15	109.03	02.04
	SAM 2 TO SAM 1: Put the knife down.	4/18	110.02	111.12	01.10
542. Starts 111.13	MS Sam 1 with scalpel stands in front of Sam 2.				
	SAM 2 TO SAM 1: Hey, hey.. Just.. I'm not going to give you the knife.	4/19	111.07	116.09	05.02
	SAM 1 TO SAM 2: I want to look underneath there.	4/20	111.14	113.11	01.13

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
543. Starts 116.13	BCU Sam 1 holds the scalpel.				
	SAM 2 TO SAM 1: Just get out of the way.	4/21	116.12	118.03	01.07
	Pans up to Sam 2.				
	SAM 1 (O/S) TO SAM 2: Take it easy cos I..	4/22	118.00	119.13	01.13
	SAM 2 TO SAM 1: Let go of the knife.	4/23	119.01	120.12	01.11
544. Starts 121.01	CU Sam 1. Tilts down to the knife.				
	SAM 1 TO SAM 2: Don't ever tell me what to do.	4/24	120.13	123.06	02.09
	Sam 2 grabs Sam 1's wrist.				
545. Starts 124.00	CU Sam 2. Sam 1 groans in pain.				
	SAM 2 TO SAM 1: Just..	4/25	125.01	125.12	00.11
546. Starts 125.13	CU Sam 1 in pain.				
	SAM 2 TO SAM 1: You let go. Let go of the knife.	4/26	126.11	128.11	02.00
547. Starts 127.13	CU Sam 2 grabbing Sam 1's hand with knife. Sam 1 groans. Pans up to Sam 1.				
	SAM 2 TO SAM 1: Don't be an asshole..	4/27	129.07	130.15	01.08
548. Starts 129.12	BCU Sam 2.				
549. Starts 130.09	CU Sam 1 pushed back.				
	SAM 1 TO SAM 2: Don't push me.. Don't push me motherfucker..	4/28	131.01	135.02	04.01
	Sam 2 pushes him again, grabbing each other around the neck.				
550. Starts 135.00	BCU wincing Sam 2 with scalpel in f/g.				
	SAM 2 TO SAM 1: Let go.	4/29	135.07	136.07	01.00
551. Starts 136.11	CU Sam 1 and Sam 2 grapple.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	SAM 2 TO SAM 1: Let go.	4/30	137.04	138.04	01.00
552. Starts 138.10	MCU they struggle, shouting.				
553. Starts 140.00	CU Sam 1 held by neck and face by Sam 2.				
554. Starts 141.04	MCU they struggle for dominance. Sam 2 pushes Sam 1 towards the wall.				
555. Starts 142.15	MS Sam 2 slams Sam 1 against the wall twice.				
556. Starts 145.00	CU Sam 2 trying to relieve Sam 1 of scalpel.				
557. Starts 147.06	CU Sam 1 as they struggle.				
558. Starts 148.08	CU pans down Sam 2 to knife held by Sam 1. They struggle.				
559. Starts 150.11	CU Sam 1 in pain, slips down wall.				
560. Starts 152.03	CU Sam 1's hand hit against the wall.				
561. Starts 152.13	CU the scalpel falls from Sam 1's hand.				
562. Starts 153.07	CU Sam 2 stands upright.				
	SAM 2 TO SAM 1: Fucking told you to let go of the Goddamn knife.	4/31	155.01	158.07	03.06
563. Starts 155.05	CU Sam 2's foot kicks the knife away.				
564. Starts 156.00	BCU Sam 2 turns to Sam 1.				
565. Starts 157.00	BCU Sam 1 on floor.				
566. Starts 158.07	CU Sam 1 stands, steps towards Sam 2.				
567. Starts 159.12	MS Sam 1 tackles Sam 2 around the waist.				
568. Starts 161.08	MCU Sam 1 holding on to Sam 2 around his waist. Goes to grab his hair. They shout and groan.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
569. Starts 163.00	BCU Sam 2's head is pulled back.				
	SAM 2 TO SAM 1: Little... fucking..	4/32	165.14	167.07	01.09
570. Starts 166.07	MCU whip-pan L-R across room.				
571. Starts 167.04	CU Sam 1.				
572. Starts 167.14	CU Sam 2 reverse headbutts Sam 1.				
573. Starts 168.08	CU impact of headbutt on Sam 2.				
574. Starts 169.11	CU Sam 2 holds his head in pain.				
	SAM 2 TO SAM 1: Fucking little girl, man..	4/33	169.11	172.05	02.10
	He turns to Sam 1.				
575. Starts 171.15	CU Sam 1 lunches towards Sam 2.				
576. Starts 173.04	CU Sam 1 grabs Sam 2, shouting.				
577. Starts 173.15	MCU Sam 2 pushes Sam 1 away with all his strength.				
578. Starts 174.12	MS Sam 1 staggers back into the corridor, Sam 1 in f/g.				
579. Starts 175.08	MS Sam 1 thrown onto the floor in the corridor by the bays.				
	SAM 2 (O/S) TO SAM 1: Goddamn it.	4/34	176.05	177.10	01.05
580. Starts 176.14	MCU Sam 2 approaches model village, takes the edge of the table.				
581. Starts 177.14	CU Sam 2 lifts up the table.				
582. Starts 178.06	MCU Sam 2 lifts up the table and throws the model village aside. Then searches among the crates underneath. Nothing there.				
	SAM 1 TO SELF: No! No!	4/35	178.03	181.01	02.14

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
583. Starts 181.05	MCU Sam 1 gets up from the corridor floor.				
584. Starts 184.10	CU Sam 2 searches through debris on floor.				
	SAM 2 TO SELF: Goddamn it.	4/36	184.15	186.10	01.11
585. Starts 186.06	CU Sam 2's hands searching through dirt on floor. Finds edge of flooring panel.				
	SAM 2 (O/S) TO SAM 1: What did I tell you?!	4/37	187.14	189.07	01.09
586. Starts 190.03	MCU Sam 1 staggers back into the room.				
587. Starts 193.02	CU Sam 2's hands searching, he stands.				
588. Starts 194.14	MCU Sam 1 launches onto Sam 1 from behind with a shout.				
589. Starts 195.14	MS Sam 1 on Sam 2's back, struggling.				
590. Starts 197.02	MCU they struggle.				
591. Starts 198.10	MCU Sam 1 on Sam 2's back, struggling. Sam 2 elbows Sam 1 in the guts.				
592. Starts 201.15	MCU Sam 2 gets Sam 1 in a headlock.				
593. Starts 203.02	BCU Sam 1 in headlock, gasping.				
	SAM 1 TO SAM 2: Okay.. okay..	4/38	204.10	206.14	02.04
594. Starts 205.08	CU Sam 1 gasping for air.				
595. Starts 206.11	MCU from over Sam 2's shoulder as he throttles Sam 1.				
	SAM 2 TO SAM 1: You gonna stop?!	4/39	208.00	209.05	01.05
596. Starts 208.14	CU Sam 1 struggling to breathe.				
	SAM 2 TO SAM 1: You gonna stop?	4/40	209.14	211.00	01.02
597. Starts 210.15	CU Sam 1 in headlock, gasping.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	SAM 1 TO SAM 2: Okay.. Okay.	4/41	211.07	214.10	03.03
	He is dropped.				
598. Starts 215.05	CU Sam 2 staggers back.				
599. Starts 217.01	BCU Sam 2's hand comes down on the floor, covered in blood.				
	SAM 2 TO SAM 1: Jesus! Fuck..	4/42	217.13	219.14	02.01
600. Starts 218.02	CU Sam 2 looks in surprise.				
601. Starts 220.11	CU Sam 1 crouched on floor, blood pouring from his nose.				
	SAM 2 (O/S) TO SAM 1: Fuck me..	4/43	222.09	223.12	01.03
602. Starts 223.11	MCU Sam 2 looks at his bloodied hand.				
	SAM 2 TO SAM 1: What the fuck? I hardly.. I hardly touched you.	4/44	224.11	230.03	05.08
	<i>Music Down (score):</i> <i>"Mn4m1 Mx097"</i>			227.15	
	SAM 1 (O/S) TO SAM 2: My fucking eye, man..	4/45	229.02	231.02	02.00
	Sam 2 moves towards Sam 1.				
603. Starts 230.04	CU Sam 1 on the floor, moves back, blood pouring. Sam 2 approaches.				
	SAM 2 TO SAM 1: Let me see. That's a lot of blood.	4/46	231.03	234.09	03.06
	Sam 1 lashes out at him.				
	SAM 1 TO SAM 2: Get off of me!	4/47	234.10	235.15	01.05
604. Starts 235.07	MCU Sam 2 staggers back.				
605. Starts 237.04	CU Sam 1 bloodied on floor. Stands, walks out.				
	SAM 1 TO SAM 2: That's enough.	4/48	243.06	244.14	01.08
606. Starts 244.09	MCU Sam 2 watches him leave, concerned.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
607. Starts 249.13	CU Sam 1 at the sink. Water running. Cleans his face with a flannel.				
608. Starts 262.04	BCU entertainment screen, playing "Laugh-In". Laughter, a woman speaks.				
	WOMAN ON TV (continues over): Well, appealing.. Nice feet, sexy..	4/49	264.01	273.12	09.11
609. Starts 266.09	MCU Sam 2 in f/g watching show, Sam 1 walks across in b/g. Sam 2 watches him.				
610. Starts 277.15	BCU Sam 2 watching. Sits back, thinking.				
611. Starts 287.02	MCU Sam 1 approaches ladder, climbs up, watched by Gerty who has an unhappy face on his screen.				
612. Starts 304.00	MCU Sam 1 reaches top.				
613. Starts 316.12	BCU Gerty's unhappy face on screen.				
	GERTY TO SAM 1: Hello Sam.	4/50	320.05	321.09	01.04
614. Starts 323.03	MCU Sam 1 up on upper level.				
	GERTY (O/S) TO SAM 1: Sam, is everything okay?	4/51	325.05	327.08	02.03
	Sam 1 paces.				
	SAM 1 TO GERTY: Yeah.. Yeah, oh you know.. fight, me and the other guy, the other.. He's very angry, you know. Know what he did? He flipped my entire model over.	4/52	328.00	352.06	24.06
615. Starts 352.06	BCU Gerty's unhappy face.				
	SAM 1 TO GERTY: Know how much work I put in that thing?	4/53	353.00	355.05	02.05
	GERTY TO SAM 1: Nine hundred and thirty-eight hours.	4/54	355.10	358.04	02.10
616. Starts 358.05	MCU Sam 1 looking down at Gerty.				
	SAM 1 TO GERTY: Nine hundred and thirty-eight hours, yeah, exactly. Nine hundred and thirty-eight hours, really?	4/55	358.07	366.12	08.05

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	GERTY (O/S) TO SAM 1: Approximately.	4/56	367.09	369.00	01.07
	Sam 1 shakes his head.				
	SAM 1 TO GERTY: He's got a problem. He scares me Gerty.	4/57	372.02	379.07	07.05
617. Starts 379.08	CU Gerty.				
	GERTY TO SAM 1: What is it about Sam that scares you?	4/58	380.05	383.02	02.12
	SAM 1 (O/S) TO GERTY: How he flies off the handle..	4/59	383.13	386.04	02.07
618. Starts 386.11	MCU Sam 1 pacing.				
	SAM 1 TO GERTY: I see it now, I see what Tess was talking about. I never told you this Gerty but she err.. she err.. she left me. Tess left me, for six months. She moved back in with her parents.	4/60	386.14	417.00	30.02
619. Starts 417.02	BCU Gerty's happy face.				
	GERTY TO SAM 1: I know.	4/61	417.05	418.06	01.01
620. Starts 418.07	BCU Sam 1 looks up slowly.				
621. Starts 420.15	BCU Gerty.				
622. Starts 424.08	BCU Sam 1. Thinking.				
	SAM 1 TO GERTY: She gave me second chance and.. I promised her I'd change.	4/62	426.12	433.09	06.13
623. Starts 433.15	MCU Gerty.				
	GERTY TO SAM 1: You have changed, Sam.	4/63	434.03	436.03	02.00
	His face screen flicks to smiley.				
624. Starts 436.09	CU Sam 1 smiles.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	SAM 1 TO GERTY: Hey Gerty, since I've been up here I've sent Tess.. I've sent her over a hundred video messages. Where did those messages go?	4/64	438.04	450.05	12.01
625. Starts 450.03	BCU Gerty's face now disconcerted.				
	SAM 1 (O/S) TO GERTY: Did they ever reach her?	4/65	450.14	452.08	01.10
	Gerty's face changes to perturbed.				
	GERTY TO SAM 1: Sam I can only account for what occurs on the base.	4/66	454.00	458.04	04.04
626. Starts 458.06	CU Sam 1 smiles ruefully.				
	SAM 1 TO GERTY: What about the messages she sent to me?	4/67	463.03	466.03	03.00
	GERTY (O/S) TO SAM 1: Sam I can only account for what occurs on the base.	4/68	468.12	473.05	04.09
627. Starts 471.03	BCU Gerty's smiley face.				
628. Starts 476.01	BCU Sam 1. Thinks, then goes to get up.				
629. Starts 481.01	MCU Sam 1 stands, backs down the ladder.				
630. Starts 491.05	MCU Sam 1 stepping down the ladder, Gerty in b/g.				
	SAM 1 TO GERTY: Gerty..	4/69	498.14	499.14	01.00
631. Starts 500.07	MCU Sam 1 turns to Gerty.				
	SAM 1 TO GERTY: Gerty..... Am I really a clone?	4/70	502.05	514.09	12.04
	Music Up (score): "Mn4m2 Mx104"		517.06		
	GERTY (O/S) TO SAM 1: When you first arrived at Sarang there was a small crash.	4/71	518.05	523.00	04.11
632. Starts 523.11	CU Gerty's screen.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	GERTY TO SAM 1: You woke up in the infirmary. You suffered minor brain damage and memory loss.	4/72	523.04	530.02	06.14
633. Starts 530.01	MCU Sam 1 looks at Gerty.				
	GERTY TO SAM 1: I kept you under observation and ran some tests.	4/73	530.09	534.11	04.02
	SMA 1 TO GERTY: I remember, yeah. I remember that.	4/74	535.01	537.12	02.11
	GERTY (O/S) TO SAM 1: Sam..	4/75	537.11	538.11	01.00
634. Starts 538.02	BCU Gerty's screen. Neutral face.				
	GERTY TO SAM 1: There was no crash.	4/76	538.12	540.12	02.00
635. Starts 540.09	CU Sam 1 takes this in.				
	GERTY TO SAM 1: You were being awakened. It is standard procedure for all new clones to be given tests to establish mental stability and general physical health.	4/77	540.15	553.05	12.06
636. Starts 549.02	MCU Gerty, unhappy face.				
	GERTY TO SAM 1: Genetic abnormalities and minor duplication errors in the DNA can have considerable impact on..	4/78	553.07	562.03	08.11
637. Starts 559.12	BCU Sam 1 looking down at Gerty.				
	SAM 1 TO GERTY: What about.. what about Tess, what about Eve?	4/79	561.12	564.14	03.02
638. Starts 564.12	BCU Gerty's unhappy face.				
	GERTY TO SAM 1: They are memory implants, Sam. Uploaded, edited memories of the original Sam Bell.	4/80	565.09	575.06	09.13
639. Starts 572.01	BCU Sam 1. Nods slowly, turns away.				
640. Starts 594.00	CU Gerty's unhappy face. Turns to crying face.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
641. Starts 602.00	MCU Sam 1 leans against the wall, taking it in.				
	GERTY (O/S) TO SAM 1: I am very sorry.	4/81	605.12	607.09	01.13
	Gerty extends a robotic arm to comfort Sam 1.				
	GERTY TO SAM 1: Sam, it's been several hours since your last meal. Can I prepare you something?	4/82	613.08	619.15	06.07
	Sam 1 gestures negative, stunned, walks away.				
642. Starts 656.00	MCU Sam 1 approaches the sink.				
643. Starts 665.00	BCU Tess photograph as Sam 1 takes it down from the wall.				
667.02	MCU pans L-R with Sam 1 as he take phot and sits by bed, staring it at.				
	<i>Dissolve to:</i>				
644. Starts 682.11	WS moon in f/g, earth in b/g.				
	COMPUTER VOICE (V/O): Rescue arrival estimated eleven hours.	4/83	686.13	690.14	04.01
	<i>Dissolve to:</i>				
645. Starts 692.11	MS Sam 2 in yellow suit in f/g, Sam 1 slopes in and takes food packet from shelf in b/g.				
	SAM 1 TO SAM 2: Okay sweetheart?	4/84	696.11	698.01	01.06
	SAM 2 TO SAM 1: Yeah, I'm staring into space. Get it?	4/85	698.09	703.02	04.09
	<i>Music Down (score): "Mn4m2 Mx104"</i>			<i>701.15</i>	
646. Starts 702.01	MCU Sam 1 takes food packet, looks at Sam 2.				
647. Starts 704.15	MS Sam 2 in f/g, Sam 1 in b/g.				
	SAM 1 TO SAM 2: Funny.	4/86	704.14	705.14	01.00
	Sam 2 stands, indicates his yellow suit.				
	SAM 2 TO SAM 1: Hey, thanks for this. This is good. This is cosy. How's the.. how's the nose?	4/87	705.14	715.14	10.00

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	Sam 1 sits down with his food in b/g.				
	SAM 1 TO SAM 2: Much better, thank you.	4/88	717.09	719.06	01.13
	Sam 2 looks down, ashamed.				
	SAM 2 TO SAM 1: I went haywire before, you know, I.. I lost it and I'm... I'm sorry about that. <i>NB: "Haywire" means crazy.</i>	4/89	722.09	735.00	12.07
648. Starts 734.13	MCU Sam 1 at table with food.				
	SAM 1 TO SAM 2: It's okay.	4/90	735.04	736.15	01.11
	SAM 2 (O/S) TO SAM 1: No it's not okay..	4/91	737.04	739.00	01.12
649. Starts 738.08	MCU Sam 2.				
	SAM 2 TO SAM 1: I fucked up Fairfield. I fucked up your model. I don't know what's wrong with me. I got a..	4/92	739.01	744.12	05.11
650. Starts 744.08	MCU Sam 2 kicking base of chair, Sam 1 in b/g eating.				
	SAM 2 TO SAM 1: I got a temper. I gotta do something about it.	4/93	746.01	749.02	03.01
	SAM 1 TO SAM 2: Yes you do.	4/94	749.07	751.09	02.02
	<i>Music Up (source):</i> <i>Katrina And The Waves:</i> <i>"Walking On Sunshine"</i>		<i>756.00</i>		
651. Starts 757.02	CU Sam 2 walks towards Sam 1. Sam 1 has turned on some music.				
	SAM 2 TO SAM 1: Hey, can you turn that off for a second? I want to talk to you.	4/95	757.00	761.00	04.00
	Sam 1 is dancing around to the music.				
	SAM 2 TO SAM 1: Can you turn that off? Listen..	4/96	762.03	766.05	04.02
	Sam 2 turns off the music.				
	<i>Music Down (source):</i> <i>Katrina And The Waves:</i> <i>"Walking On Sunshine"</i>			<i>766.09</i>	
	SAM 2 TO SAM 1: Listen I wasn't supposed to..	4/97	767.13	769.13	02.00

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
652. Starts 768.12	BCU Sam 1 turns the music back on.				
	<i>Music Up (source): Katrina And The Waves: "Walking On Sunshine"</i>		768.13		
653. Starts 770.00	CU Sam 2, struggling to talk over the music.				
	SAM 2 TO SAM 1: I'm..	4/98	770.09	771.04	00.11
654. Starts 773.00	CU Sam 1 dancing crazily.				
	SAM 2 (O/S) TO SAM 1: Errm, I'm trying to tell you something.. can you turn..	4/99	773.11	778.04	04.09
	Sam 1 can't hear.				
	SAM 1 TO SAM 2: Huh?	4/100	775.06	776.06	01.00
655. Starts 777.14	BCU Sam 2 looking at Sam 1.				
656. Starts 780.03	MS Sam 1 dancing, Sam 2 turns off the music again. Sam 1 stops dancing.				
	<i>Music Down (source): Katrina And The Waves: "Walking On Sunshine"</i>			782.04	
	SAM 2 TO SAM 1: Lunar instructed Gerty to..	4/101	783.02	785.05	02.03
	Sam 1 turns the music back on again.				
	<i>Music Up (source): Katrina And The Waves: "Walking On Sunshine"</i>		785.02		
	Sam 2 turns the music off again.				
	<i>Music Down (source): Katrina And The Waves: "Walking On Sunshine"</i>			789.14	
	SAM 2 TO SAM 1: Listen to me..	4/102	791.00	792.00	01.00
657. Starts 791.10	CU Sam 1 reaches to turn music back on again.				
	SAM 2 TO SAM 1: I wasn't supposed to find you..	4/103	792.06	794.07	02.01
	<i>Music Up (source): Katrina And The Waves: "Walking On Sunshine"</i>		793.02		
	Music starts again, Sam 1's crazy dancing.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
658. Starts 795.08	BCU Sam 2 turns off music again.				
	<i>Music Down (source): Katrina And The Waves: "Walking On Sunshine"</i>			796.06	
659. Starts 796.14	CU Sam 1 stops dancing again. Turns music back on.				
	<i>Music Up (source): Katrina And The Waves: "Walking On Sunshine"</i>		797.12		
660. Starts 798.11	BCU Sam 2 grabs the music player.				
661. Starts 800.08	MS Sam 2 throws the music player, it breaks, music stops.				
662. Starts 802.02	CU Sam 1 in b/g, Sam 2 in f/g.				
	<i>Music Down (source): Katrina And The Waves: "Walking On Sunshine"</i>			802.06	
	SAM 1 TO SAM 2: Whoooo, tough guy.	4/104	802.00	804.13	02.13
	SAM 2 TO SAM 1: Listen to me..	4/105	805.11	806.13	01.02
	SAM 1 TO SAM 2: You look like a..	4/106	806.14	807.13	00.15
	SAM 2 TO SAM 1: What?	4/107	808.01	808.11	00.10
663. Starts 809.10	CU Sam 2.				
	SAM 1 (O/S) TO SAM 2: Radioactive tampon.	4/108	808.13	810.14	02.01
	SAM 2 TO SAM 1: I wasn't supposed to..	4/109	810.04	811.10	01.06
	SAM 1 TO SAM 2: Or like a banana with a yeast infection.	4/110	811.09	815.09	04.00
664. Starts 814.12	MCU Sam 2 takes off the yellow suit angrily.				
	SAM 2 TO SAM 1: Listen to me. I wasn't supposed to find you. Lunar instructed Gerty to lock me inside the base while you were out there.	4/111	818.06	829.07	11.01
665. Starts 829.07	CU Sam 2.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	SAM 2 TO SAM 1: And there's something else. Right around the time I was awakened I walked in on Gerty talking to Central, he was having a live conversation.	4/112	830.06	840.12	10.06
666. Starts 840.13	CU Sam 1 looking at Sam 2. He doesn't believe him.				
	SAM 1 TO SAM 2: A live conversation?	4/113	841.14	844.00	02.02
667. Starts 843.12	MCU Sam 1 stops, looking at Sam 2.				
	SAM 2 TO SAM 1: Yeah.	4/114	845.03	846.04	01.01
	SAM 1 TO SAM 2: How do you know it was a live conversation?	4/115	846.04	849.05	03.01
	SAM 2 TO SAM 1: Because it was a back and forth exchange.	4/116	851.02	854.08	03.06
	SAM 1 TO SAM 2: Communications equipment was damaged, there was a solar storm.	4/117	856.15	861.03	04.04
	SAM 2 TO SAM 1: It was live, man. It was live.	4/118	861.04	864.12	03.08
	SAM 1 TO SAM 2: That's impossible.	4/119	864.05	865.04	00.15
668. Starts 865.02	CU Sam 1.				
	SAM 1 TO SAM 2: There was a flare, it fried the satellite.	4/120	865.06	868.02	02.12
669. Starts 868.00	BCU Sam 2.				
	SAM 2 TO SAM 1: The satellite's fine. They don't want us to be able to contact earth. They lied to us.	4/121	868.05	874.13	06.08
670. Starts 874.08	CU Sam 1, thinks, eats.				
	SAM 2 (O/S) TO SAM 1: They've been lying to us since the beginning. They.. they've been lying to us since forever.	4/122	875.13	880.13	05.00
671. Starts 879.05	BCU Sam 2 imploring.				
672. Starts 881.04	CU Sam 1 angrily throws away his food packet.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
673. Starts 883.02	CU food packet skids across table.				
674. Starts 884.01	CU Sam 1 angry. Licks his fingers.				
	SAM 1 TO SAM 2: If the satellite works fine how are they blocking the live feed from down here? Everything works fine.	4/123	883.11	890.00	06.05
675. Starts 892.00	CU Sam 2.				
	SAM 2 TO SAM 1: Maybe they're not blocking the signal from inside the base.	4/124	891.04	895.11	04.07
676. Starts 895.15	CU Sam 1, frowns.				
	SAM 1 TO SAM 2: From where then?	4/125	897.07	898.12	01.05
677. Starts 899.11	BCU Sam 2. Thinks.				
678. Starts 903.08	WS the moon base. Two Rovers leave.				
679. Starts 903.05	MWS a Harvester as one of the Rovers approaches.				
	COMPUTER (O/S) TO SAM 1: Searching for long-range Comms. Searching for long-range Comms.	4/126	932.00	941.01	09.01
	SAM 1 (V/O) TO SAM 2: I'm just passing the last of the Harvesters.	4/127	940.10	943.12	03.02
680. Starts 943.08	MCU Sam 1 driving the Rover, speaking into his Comms.				
	SAM 1 TO SAM 2: Looks like John.	4/128	943.13	945.06	01.09
	COMPUTER (O/S) TO SAM 1: Searching for long-range Comms.	4/129	945.00	948.00	03.00
681. Starts 947.03	MCU Sam 2 driving along in his Rover.				
	SAM 2 TO SAM 1: How long until you're out of the base's range?	4/130	949.02	952.03	02.15
682. Starts 952.04	MCU Sam 1 looks around.				
	SAM 1 TO SAM 2: About a minute. Ninety seconds.	4/131	953.00	958.01	05.01

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
683. Starts 957.13	MCU Sam 2 driving.				
	SAM 1 TO SAM 2: Tops.	4/132	958.05	959.03	00.14
	SAM 2 TO SAM 1: You ever been out this far?	4/133	959.13	961.08	01.11
684. Starts 961.13	CU Sam 1 smiling, light on his face.				
	SAM 1 TO SAM 2: No. Never have.	4/134	962.10	966.11	04.01
	COMPUTER (O/S) TO SAM 1: Signal failure on long-range Comms.	4/135	964.00	967.07	03.07
685. Starts 966.14	WS Rover continues driving across lunar surface.				
	COMPUTER (V/O) TO SAM 1: Leaving Sarang working perimeter.	4/136	970.11	973.11	03.00
686. Starts 974.02	WS the Rover drives off.				
	COMPUTER (V/O) TO SAM 1: Leaving Sarang working perimeter.	4/137	975.07	978.07	03.00
687. Starts 978.09	MWS Rover drives along.				
	COMPUTER (V/O) TO SAM 1: Leaving Sarang working perimeter.	4/138	980.02	983.00	02.14
688. Starts 984.08	WS Rover in distant.				
689. Starts 1001.00	CU Sam 2 driving.				
	SAM 2 TO SAM 1: You see anything?	4/139	1002.12	1004.01	01.05
690. Starts 1004.00	CU Sam 1 driving.				
	SAM 1 TO SAM 2: It would help if I know what the hell I was looking for.	4/140	1004.03	1007.07	03.04
	<i>Music Up (score): "Mn4m3 Mx111"</i>		1010.15		
	Looks up ahead.				
	SAM 1 TO SAM 2: Wait a second, I see something..	4/141	1012.05	1014.08	02.03

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
691. Starts 1013.02	MS over Sam 1's shoulder through windscreen at a building ahead.				
	COMPUTER (V/O) TO SAM 1: Approaching Station Three.	4/142	1017.00	1019.07	02.07
692. Starts 1019.07	WS tracks L-R with Sam 1's Rover as it approaches Station Three.				
693. Starts 1042.10	CU Sam 2 driving along.				
694. Starts 1048.00	WS Sam 2's Rover driving across moon surface.				
695. Starts 1054.12	MCU Sam 1 looks up. Steps forward slowly.				
696. Starts 1066.07	MWS tilts up from Sam 1 to a building and a transmission mast.				
697. Starts 1075.15	MCU Sam 1 looking up, Rover in b/g.				
698. Starts 1080.06	CU Sam 2 driving, looking around. Sees something.				
	SAM 2 TO SAM 1: Holy shit.	4/143	1084.00	1085.14	01.14
699. Starts 1085.15	WS High angle craning down as Sam 2's Rover approaches a large building in f/g.				
	SAM 2 (V/O) TO SAM 1: I think I see something too.	4/144	1086.13	1089.02	02.05
	COMPUTER (V/O) TO SAM 2: Approaching Station One.	4/145	1090.06	1092.11	02.05
700. Starts 1096.08	MWS low angle as Sam 2's Rover approaches Station One and stops.				
	SAM 2 (V/O) TO SAM 1; You see what I see?	4/146	1102.05	1103.12	01.07
701. Starts 1103.09	BCU Sam 2 looking ahead.				
	SAM 2 TO SAM 1: Looks like an antennae or a... a.. pylon or something. I think it's the jammer.	4/147	1104.00	1110.14	06.14
702. Starts 1109.00	MWS Rover stopped in front of Station One.				
703. Starts 1111.03	MCU Sam 2 looking ahead. Laughs.				
	SAM 1 TO SAM 2: I knew it.	4/148	1112.05	1114.01	01.12

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
704. Starts 1113.14	MCU Sam 1 staring at Station Three, thinking.				
	SAM 2 (V/O) TO SAM 1: This is why we're not getting a live feed.	4/149	1114.10	1117.11	03.01
	Suddenly Sam 1 doubles up in pain.				
705. Starts 1132.09	MWS Sam 1 doubled in pain. Sinks to his knees.				
706. Starts 1139.05	MCU Sam 1 vomits blood into the inside of his helmet. Falls onto his hands.				
707. Starts 1142.09	MWS Sam 1 on his hands and knees.				
708. Starts 1146.11	MCU Sam 2 in his Rover.				
	SAM 2 TO SAM 1: Sam? Can you hear me?	4/150	1147.13	1151.08	03.11
	SAM 1 (V/O) TO SAM 2: Yeah.. yeah. Yeah I hear you.	4/151	1151.10	1157.10	06.00
709. Starts 1157.06	WS a distant Sam 1 in front of Station Three.				
	SAM 1 TO SAM 2: Yeah. Listen, I'm not feeling too good. I'm gonna head back to the base.	4/152	1159.00	1166.08	07.08
710. Starts 1167.07	CU Sam 2.				
	SAM 2 TO SAM 1: Okay, I'm gonna stay out here for a little while, I'm gonna see if there's any more of these things.	4/153	1167.09	1172.12	05.03
711. Starts 1173.05	WS Sam 2's Rover by Station One. Drives forward.				
712. Starts 1193.02	BCU Sam 1 inside Rover starts to take off his bloodied helmet.				
713. Starts 1195.03	CU Sam 1 takes off helmet, his mouth covered in blood, breathing heavily.				
714. Starts 1201.13	CU Sam 1 catches his breath.				
	SAM 1 TO SELF: Fuck... Fuck... Fuck... Fuck.. Fuck.	4/154	1204.04	1217.04	13.00

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
715. Starts 1217.04	MWS Rover bay on the Sarang. Sam 1's Rover parks up.				
716. Starts 1232.00	MS Sam 1 staggers away from Rover towards base entrance.				
717. Starts 1238.02	MCU Sam 1 staggers through the entrance hatch.				
718. Starts 1246.07	CU wall covered in smiley faces drawn previously by Sam, toilet in f/g. Sam 1 staggers in.				
719. Starts 1256.06	CU high angle down at Sam 1 leaning over toilet bowl, wretches.				
720. Starts 1266.07	CU Sam 1 vomits blood into toilet.				
	<i>Music Up (score):</i> "Mn4m4 Mx118"		1274.01		
721. Starts 1276.00	CU high angle down, Sam 1 panting.				
722. Starts 1282.12	CU Sam 1 vomits blood again into toilet. Flops against the wall.				
723. Starts 1296.14	CU high angle down as Sam 1 pants.				
724. Starts 1301.15	CU Sam 1 panting against the toilet wall. Feels his teeth with his tongue. Puzzled.				
725. Starts 1317.09	CU high angle down as Sam 1 examines the bloody vomit in the toilet.				
726. Starts 1323.09	CU Sam 1 pulls out something from the toilet.				
727. Starts 1331.11	CU Sam 1 frowns, checks the space in his gums. Pulls focus to BCU of his tooth.				
728. Starts 1340.01	MS Sam 1 climbs ladder into Comms Nook. Sits down.				
	<i>Music Down (score):</i> "Mn4m3 Mx111"		1342.10		
729. Starts 1349.02	MCU from behind Sam 1 at console. Takes off his helmet liner.				
730. Starts 1353.09	CU Sam 1 as he types.				
731. Starts 1356.01	CU over shoulder as Sam 1 types.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
731. Starts 1357.15	BCU Sam 1 types.				
732. Starts 1360.00	BCU Comms screen reads: "Sam Bell 3 Year Contract Log" as Sam 1 types wrong password.				
	COMMS COMPUTER (V/O): Access denied.	4/155	1362.07	1364.10	02.03
733. Starts 1364.11	CU Sam 1 frustrated, tries again.				
733a. Starts 1368.11	BCU Comms screen as Sam 1 tries another password. Wrong again.				
	COMMS COMPUTER (V/O): Access denied.	4/156	1373.04	1375.08	05.04
734. Starts 1373.09	BCU fingers on keyboard trying again.				
735. Starts 1376.01	BCU Sam 1 concentrating, sweating, breathing heavily.				
736. Starts 1379.07	CU from behind Sam 1 as he types again.				
	COMMS COMPUTER (V/O): Access denied.	4/157	1382.09	1384.13	02.04
737. Starts 1383.04	BCU Comms screen.				
738. Starts 1384.12	CU Sam 1 sits back on his seat.				
739. Starts 1387.00	CU Gerty moves ahead. Smiley face.				
740. Starts 1391.11	MCU Sam turns to see Gerty's robotic arm moving towards him.				
741. Starts 1401.05	MCU Robotic arm flexes past Sam 1 and towards the keyboard.				
742. Starts 1406.04	CU Robotic arm starts pressing keys.				
743. Starts 1410.13	ECU Robotic arm's pad touches out the password.				
744. Starts 1415.14	BCU Sam 1 watching.				
745. Starts 1419.14	BCU Comms screen as password is entered.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	COMMS COMPUTER (V/O): Password accepted.	4/158	1422.02	1423.13	01.11
746. Starts 1422.09	MCU Robotic arm withdraws. Sam 1 moves back towards the screen.				
747. Starts 1431.14	BCU Sam 1 as he types.				
	COMMS COMPUTER (V/O): Accessing Sam Bell database..	4/159	1434.04	1437.10	03.06
748. Starts 1436.00	Cu Screen shows years of data. Then shows "View Log Entry. Year 12 Nov 26". Footage of Sam with a beard appears.				
	SAM (ON SCREEN): I'm done. Fifteen point... (laughs)	4/160	1440.14	1446.06	05.08
749. Starts 1445.00	CU Sam 1 looking.				
750. Starts 1448.01	CU over Sam 1's shoulder at screen.				
	SAM (ON SCREEN): My hair's falling out..	4/161	1448.11	1450.14	02.03
751. Starts 1451.04	BCU Sam 1 watching screen.				
	SAM (ON SCREEN): (coughs) I'd better start for home..	4/162	1454.00	1456.06	02.06
752. Starts 1458.07	CU over shoulder at bearded dying Sam on screen.				
	SAM (ON SCREEN): For the last time, over and out.	4/163	1456.13	1460.02	03.05
753. Starts 1460.03	BCU Sam 1's face taking this vision from the past in.				
754. Starts 1462.12	BCU fingers hit keyboard again.				
755. Starts 1465.04	CU screen replays more footage of the previous version of Sam, this time getting into a pod.				
	VOICE (ON SCREEN) (V/O): The pod is designed to put you into deep sleep for the duration of your three-day return journey back to earth.	4/164	1463.06	1473.01	09.11
756. Starts 1467.10	CU Sam 1 spits as he watches.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
757. Starts 1469.14	CU Screen shows other Sam version settling into the pod, the lid slides shut.				
	VOICE (ON SCREEN) (V/O) : Safe trip.	4/165	1474.09	1475.14	01.05
	Suddenly the image bleaches with heat, incinerates the contents of the pod. Then returns to previous data screen				
758. Starts 1485.05	BCU Sam 1 watching.				
759. Starts 1487.12	BCU fingers typing.				
759. Starts 1492.03	BCU Screen again. "View Log Entry. Year 09 Oct 15". Flicks to image of another version of Sam, rubs his eyes, clearly sick.				
	ANOTHER SAM (ON SCREEN) : Fuck.	4/166	1494.10	1495.13	01.03
760. Starts 1497.07	BCU Sam 1 sweating.				
761. Starts 1499.04	BCU fingers on keyboard typing.				
762. Starts 1500.03	BCU screen, reads: "View Log Entry. Year 06 Dec 07". Flicks to image of another Sam showing photo of Eve to camera.				
	ANOTHER SAM (ON SCREEN) : Here she is. I'm gonna go and see her soon.	4/167	1500.13	1506.07	05.10
763. Starts 1504.02	BCU sweating Sam 1.				
764. Starts 1507.03	BCU fingers typing.				
765. Starts 1507.12	BCU Screen, image of another Sam climbing into pod/incinerator.				
766. Starts 1510.04	BCU Sam 1 sweating, watching.				
767. Starts 1511.14	BCU Screen as another Sam climbs into pod/incinerator. The lid slides over and there's the blindly flash again.				
768. Starts 1520.09	BCU Sam 1 watching.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
769. Starts 1522.06	MS slow jib up in the incinerator/pod room.				
770. Starts 1528.06	BCU Sam 1 sweating, watches screen.				
771. Starts 1531.04	CU Screen, another Sam sniffing into a tissue.				
	TECHNICIAN (V/O) (Continues over next shots): Lunar Industries remains the number one provider of clean energy worldwide due to the hard work of people like you.	4/168	1530.15	1542.04	11.05
772. Starts 1534.12	BCU Sam 1 looks very ill, sweating.				
773. Starts 1539.06	CU Screen shows another Sam as pod/incinerator lid slides across. Flashes again. Screen changes to data readout.				
774. Starts 1546.01	CU Sam 1 stands and walks down the ladder.				
775. Starts 1553.09	CU high angle down on incinerator/pod, a dark dust figure shape inside. A robotic arm enters frame with a vacuum hose and sucks the dust out.				
776. Starts 1561.12	WS tracks L-R around ext of Saran moon base.				
	COMPUTER VOICE (V/O): Rescue arrival estimated nine hours.	4/169	1567.11	1571.11	04.00
777. Starts 1571.11	MS Sam 1 enters incinerator/pod room. Looks down at it.				
778. Starts 1584.12	CU Sam 1 feels the base of the pod, presses the close switch, the hatch closes. A voice starts.				
	<i>Music Down (score): "Mn4m4 Mx118"</i>		<i>1589.03</i>		
	TECHNICIAN (ON SCREEN): Lay down, relax and breathe deeply..	4/170	1600.11	1605.04	04.09
779. Starts 1607.04	CU over Sam 1's shoulder at Technician on screen.				
	TECHNICIAN (ON SCREEN): The cryogenic protection pod is designed to put you into a deep sleep for the duration of your three-day return journey back to earth. As you begin to feel sleepy..	4/171	1606.02	1620.07	14.05

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
780. Starts 1609.15	CU Sam 1 looking up at screen.				
781. Starts 1620.06	CU Technician on screen.				
	TECHNICIAN (ON SCREEN): Think about the magnificent job that you've done.	4/172	1620.14	1625.02	04.04
782. Starts 1625.04	CU Sam 1 looking up.				
	TECHNICIAN (ON SCREEN): And of how proud your family are of what you've accomplished. Lunar Industries..	4/173	1625.09	1632.12	07.03
783. Starts 1632.13	CU Screen.				
	TECHNICIAN (ON SCREEN): .. remains the number one provider of clean energy worldwide due to the hard work of people like you.	4/174	1632.14	1642.12	09.14
784. Starts 1642.13	CU Sam 1 looking up at screen.				
	TECHNICIAN (ON SCREEN): Safe trip, Annyeonghi gaseyo, and goodbye.	4/175	1643.09	1648.13	05.04
	<i>NB: "Annyeonghi gaseyo": Korean for "Goodbye".</i>				
	Suddenly there's a bright flash from below.				
785. Starts 1649.10	MS the incinerator/pod flashes brightly, Sam 1 steps back from the light. Then it returns to normal.				
786. Starts 1655.06	CU Sam 1 looks down.				
787. Starts 1661.02	MS Sam 1 examines the plinth upon which the pod/incinerator stands on.				
788. Starts 1671.07	CU Sam 1 crawls around, looks at the edge of base. Finds a valve on the side.				
789. Starts 1677.12	CU Sam 1 examines the valve, then taps the floor with his elbow.				
790. Starts 1695.10	CU down at Sam 1 tapping the floor, sounds hollow.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
791. Starts 1708.01	CU Sam 1 tries to pry the corner of the floor panel up.				
792. Starts 1723.12	CU Sam 1 tries unsuccessfully to lift panel.				
793. Starts 1729.02	CU Sam 1 stands and walks off.				
794. Starts 1731.15	MS Sam 1 limps down corridor. Pans L-R as he heads to the table.				
795. Starts 1739.12	CU Sam 1 grabs a hammer and chisel.				
REEL 4 ENDS: 1742.08	From 1 st Frame Action to Last Frame Action: 1742.07 End Audio Synch Mark (+48fr): 1745.07				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
<u>REEL FIVE</u>					
796. Starts 00.01	WS Sam 2's Rover drives across moon surface.				
	COMPUTER VOICE (V/O): Approaching Station Two.	5/1	08.04	10.10	02.06
797. Starts 10.11	CU Sam 2 looks at approaching building.				
798. Starts 13.05	MCU Sam 2 looks out window, back to dashboard.				
799. Starts 16.04	CU Sam 2 reaches for a paper printout.				
800. Starts 18.10	BCU Sam 2 takes printout.				
801. Starts 23.07	CU Sam 2 looks at printout.				
802. Starts 27.14	MWS Rover passes by Station Two.				
803. Starts 33.01	BCU Sam 1 tries to open floor hatch with chisel.				
804. Starts 37.04	MS High angle down at Sam 1 crouched over floor panel.				
805. Starts 41.05	BCU Chisel in floor panel edge. It opens with a hiss.				
806. Starts 47.03	MS high angle down as Sam 1 opens panel.				
807. Starts 52.08	BCU Sam 1 looking down.				
808. Starts 55.04	WS Sam 2's Rover driving back to base.				
809. Starts 72.09	MCU pans L-R Sam 2 putting his overalls back on, walks.				
	SAM 2 TO SAM 1: Hey, I saw three more of those jammers. I think the base is surrounded. I printed out the coordinates. What's wrong with you?	5/2	72.00	87.05	15.05
	Pan L-R to Sam 1 lying slumped against the wall.				
	SAM 2 TO SAM 1: What's going on?	5/3	88.11	89.14	01.03

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	SAM 1 TO SAM 2: I found your secret room.	5/4	92.06	94.14	02.08
810. Starts 96.06	MCU Sam 1 stands with Sam 2 looking into the opening in the pod room floor. Tilts down with them. Sam 1 coughs.				
811. Starts 107.12	CU Sam 2 looks at Sam 1. Thinks.				
812. Starts 112.02	MS Sam 2 drops the hammer into the void. It hits the bottom after a few seconds fall.				
813. Starts 122.13	CU Sam 2 looks up at Sam 1.				
	SAM 2 TO SAM 1: Who goes first?	5/5	126.00	127.09	01.09
814. Starts 127.05	MCU two-shot Sam 1 looks at Sam 2, nods.				
	SAM 1 TO SAM 2: I go first.	5/6	129.02	130.09	01.07
	Sam 1 lowers himself painfully into the void.				
	<i>Music Up (score): "Mn5m1 Mx126"</i>		133.13		
815. Starts 146.01	MCU Sam 1's legs lowering into space.				
816. Starts 151.14	MWS Sam 1 comes down ladder, flowed by Sam 2. A long corridor in b/g.				
817. Starts 168.12	CU Sam 2 reaches bottom of ladder.				
818. Starts 173.13	MS Sam 1 holds on to ladder while Sam 2 looks around.				
819. Starts 185.12	CU Sam 1 staggers away from ladder.				
820. Starts 191.10	CU Sam 2 by a wall of units. Looks down.				
821. Starts 195.13	BCU a drawer opens with a hiss to reveal a Sam clone. Sam 3.				
822. Starts 201.03	CU Sam 2 looking down. Joined by Sam 1.				
823. Starts 203.14	CU Sam 1 looking down.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
824. Starts 207.00	CU Sam 3 clone in drawer.				
825. Starts 211.07	CU Sam 2 looks up.				
826. Starts 213.11	MWS down endless corridor of drawer units, Sam 1 and Sam 2 in f/g.				
	SAM 2 TO SAM 1: Jesus Christ, there's so many of them.	5/7	215.05	218.06	03.01
827. Starts 219.05	MCU Sam 2 looking down corridor.				
	SAM 2 TO SAM 1: Why are there so many of them?	5/8	220.08	222.09	02.01
828. Starts 222.15	CU Sam 1 looking very ill.				
829. Starts 228.15	MCU Sam 1 staggers off.				
830. Starts 231.11	MS Sam 1 staggers back to ladder. Starts climbing.				
831. Starts 238.00	MWS Sam 1 climbs ladder watched by Sam 2.				
832. Starts 242.02	CU Sam 1's legs go up ladder.				
833. Starts 245.05	MCU Sam 2 pushes drawer back in.				
834. Starts 247.04	CU Sam 3 clone in drawer as it is pushed in.				
835. Starts 250.00	MWS Sam 2 steps back from the drawer.				
836. Starts 263.10	CU Sam 1 takes off panel and grabs a laptop.				
837. Starts 275.06	MS Sam 1 takes bag, backs down ladder. Turns to face Gerty.				
	<i>Music Down (score): "Mn5m1 Mx126"</i>			280.05	
	GERTY TO SAM 1: Sam, can I help you with something?	5/9	290.10	293.04	02.10
	SAM 1 TO GERTY: Not now Gerty. I'm okay.	5/10	294.11	297.13	03.02

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
838. Starts 297.12	MCU Sam 1 walks past Gerty who swivels with him.				
	<i>Music Up (score): "Mn5m2 Mx133"</i>		298.13		
839. Starts 301.00	MS Sam 1 limps along, pauses. Sam 2 appears in b/g.				
	SAM 1 TO GERTY: Gerty.. Why did you help me before? With the password. Doesn't that go against your programming or something?	5/11	304.02	317.02	13.00
840. Starts 317.04	CU Gerty, smiley face.				
	GERTY TO SAM 1: Helping you is what I do.	5/12	318.00	320.01	02.01
841. Starts 320.07	MCU Sam 1, bag over shoulder, looks back at Gerty.				
842. Starts 325.00	MS Sam 1 in f/g walks off, Sam 2 in b/g.				
843. Starts 329.09	BCU Gerty's smiley face screen.				
844. Starts 333.05	MWS Rover crosses lunar landscape.				
	COMPUTER VOICE (V/O): Leaving Sarang working perimeter.	5/13	338.00	340.14	02.14
845. Starts 343.02	WS Rover drives along moon surface.				
	COMPUTER VOICE (V/O): Searching for long-range Comms.	5/14	344.12	347.09	02.13
846. Starts 349.07	WS Rover drives away.				
	COMPUTER VOICE (V/O): Searching for long-range Comms.	5/15	351.06	354.03	02.13
	<i>Dissolve to:</i>				
847. Starts 358.08	MWS Rover appears over ridge.				
	COMPUTER VOICE (V/O): Signal re-established. Signal re-established..	5/16	363.04	373.01	09.13
	Rover comes to a halt.				
848. Starts 373.11	CU Sam 1 leans across Rover seat and picks out laptop from bag.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
849. Starts 382.02	CU Sam 1 typing into laptop.				
850. Starts 388.14	CU over Sam 1's shoulder at screen, reads: "Remote Communications".				
851. Starts 398.11	MCU Sam 1 waits for connection.				
852. Starts 401.08	CU over shoulder at screen. A young woman sits down.				
	OLDER EVE TO SAM 1: Hello?	5/17	402.09	403.11	01.02
	<i>Music Down (score): "Mn5m2 Mx133"</i>			404.02	
	SAM 1 (O/S) TO OLDER EVE: Errmm..	5/18	405.10	406.11	01.01
853. Starts 406.08	MCU Sam 1 with laptop.				
	SAM 1 TO OLDER EVE: Is this the Bell residence?	5/19	407.07	409.08	02.01
854. Starts 409.05	MCU screen, Older Eve on screen.				
	OLDER EVE TO SAM 1: This is the Bell residence. Could you call back? There's something wrong with the picture.	5/20	410.02	416.06	06.04
	SAM 1 TO OLDER EVE: I'm trying to reach Tess Bell.	5/21	417.06	419.09	02.03
	OLDER EVE TO SAM 1: I'm sorry. She passed away some years ago.	5/22	422.04	425.10	03.06
	<i>Music Up (score): "Mn5m3 Mx168"</i>		424.09		
855. Starts 425.12	CU Sam 1 takes this in.				
	SAM 1 TO OLDER EVE: Errrrmm..	5/23	432.10	433.11	01.01
	Pauses.				
856. Starts 444.06	MCU screen, Older Eve waits for Sam 1 to say something.				
	SAM 1 (O/S) TO OLDER EVE: Errrrmm..	5/24	445.08	446.14	01.06
857. Starts 448.09	CU Sam 1 looking at screen.				
	SAM 1 TO OLDER EVE: Are you sure?	5/25	453.14	455.11	01.13

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
858. Starts 455.15	CU Older Eve on screen.				
	OLDER EVE TO SAM 1: Yeah I think so. I'm her daughter. Can I help you?	5/26	456.10	462.08	05.14
859. Starts 462.06	CU Sam 1 looking at screen.				
	SAM 1 TO OLDER EVE: Eve?	5/27	468.11	469.11	01.00
860. Starts 470.07	CU Older Eve on screen.				
	OLDER EVE TO SAM 1: Yeah?	5/28	471.08	472.05	00.13
	SAM 1 (O/S) TO OLDER EVE: Hi, hi Eve.	5/29	473.00	475.06	02.06
861. Starts 476.04	CU Sam 1.				
	SAM 1 TO OLDER EVE: How old.. how old are you now?	5/30	477.01	480.02	03.01
862. Starts 479.13	CU Older Eve on screen.				
	OLDER EVE TO SAM 1: I'm fifteen. Do I know you?	5/31	480.11	484.11	04.00
863. Starts 484.10	CU Sam 1.				
	SAM 1 TO OLDER EVE: Oh, sweetheart. How did mommy die sweetheart? How did mommy die?	5/32	484.13	498.09	13.12
864. Starts 498.10	CU Older Eve on screen. She looks over her shoulder.				
	OLDER EVE TO SAM 1: Dad?	5/33	500.04	501.02	00.14
	ORIGINAL SAM (O/S) TO OLDER EVE: Yeah?	5/34	502.13	503.13	01.00
865. Starts 503.14	CU Sam 1 puzzled, looks at screen.				
	OLDER EVE (O/S) TO ORIGINAL SAM: There's someone asking about mom.	5/35	504.10	506.13	02.03
	ORIGINAL SAM (O/S) TO OLDER EVE: Who's asking about mom?	5/36	507.06	509.04	01.14

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	Sam 1 suddenly pushes laptop away, takes off his helmet liner.				
866. Starts 522.15	MCU Sam 1, breathes heavily.				
	SAM 1 TO SELF: That's enough. That's enough.	5/37	527.05	531.03	03.14
867. Starts 531.13	CU Sam 1 looks upwards, crying.				
	SAM 1 TO SELF: I want to go home.	5/38	539.09	541.05	01.12
868. Starts 550.06	MWS track R-L around Rover to reveal earth in b/g. Sam 1's crying heard.				
869. Starts 577.03	MS Comms station in Sarang. Pans L-R to Harvester info panel readout.				
	COMPUTER VOICE (V/O): Eliza arrival estimated in seven hours.	5/39	601.05	605.15	04.10
870. Starts 606.05	CU Sam 2 trying to carve wood. Nicks his finger with the scalpel.				
	SAM 2 TO SELF: Ow, fuck. Shit.	5/40	609.00	613.09	04.09
871. Starts 614.05	MS Sam 1 enters, Sam 2 sits sucking his cut finger.				
	SAM 1 TO SAM 2: What, did you cut yourself?	5/41	613.03	614.13	01.10
	SAM 2 TO SAM 1: Yeah.	5/42	615.09	616.07	00.14
	<i>Music Down (score):</i> <i>"Mn5m3 Mx168"</i>			618.05	
	Sam 2 crosses in f/g, laughing.				
	SAM 2 TO SAM 1: What are you laughing at?	5/43	620.00	621.07	01.07
	SAM 1 TO SAM 2: Well you don't hold it like you're trying to stab somebody..	5/44	622.10	627.02	04.08
872. Starts 624.06	CU Sam 1 puts down bag, crosses to model table.				
	SAM 1 TO SAM 2: Godsakes.	5/45	627.09	628.14	01.05
873. Starts 627.09	MS Sam 1 puts on his glasses. Leans across to Sam 2.				
	SAM 1 TO SAM 2: Here, give me that.	5/46	629.06	630.06	01.00

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	Sam 2 gives Sam 1 the scalpel.				
	SAM 1 TO SAM 2: You've gotta hold it closer to the blade, you see.	5/47	639.08	642.14	03.06
874. Starts 643.00	CU Sam 1 shows how to carve.				
	SAM 1 TO SAM 2: Watch what I'm doing.	5/48	643.08	644.14	01.06
875. Starts 644.11	CU Sam 2.				
	SAM 2 TO SAM 1: Why are you shaking?	5/49	644.15	646.04	01.05
876. Starts 646.06	CU Sam 1 carving, passes it back to Sam 2.				
	SAM 1 TO SAM 2: And carve out, like that.	5/50	647.14	650.00	02.02
877. Starts 649.15	CU Sam 2 takes the carving.				
878. Starts 654.13	MS Sam 2 looks at carving.				
879. Starts 657.05	CU Sam 1 sinks wearily to the seat, coughing.				
880. Starts 662.06	CU Sam 2 carving, looks up.				
881. Starts 665.09	CU Sam 1 coughing.				
882. Starts 667.09	MS Sam 2 throws carving and scalpel onto table and stands.				
	SAM 2 TO SAM 1: That's it.	5/51	674.02	675.00	00.14
	SAM 1 TO SAM 2: It's freezing in here.	5/52	675.08	676.14	01.06
	SAM 2 TO SAM 1: Well, you're.. you're sitting under the fridge. What's going on with you?	5/53	677.10	683.00	05.06
883. Starts 682.12	CU Sam 2 looking at Sam 1, puzzled.				
	SAM 2 TO SAM 1: Are you alright?	5/54	683.03	684.03	01.00
884. Starts 685.06	CU Sam 1 smiles ruefully.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	SAM 1 TO SAM 2: Yeah, that crew they're sending in.. if they err..	5/55	687.02	690.08	03.06
885. Starts 690.08	CU Sam 2 concerned, crosses his arms.				
	SAM 1 (O/S) TO SAM 2: If they find us awake at the same time, you know..	5/56	692.03	696.00	03.13
886. Starts 695.08	CU Sam 1.				
	SAM 1 TO SAM 2: They're not gonna let us live. You know that, right?	5/57	696.02	704.12	08.10
887. Starts 704.12	CU Sam 2. Slowly nods.				
888. Starts 708.12	CU Sam 1.				
	SAM 1 TO SAM 2: You know their return vehicle is, err..	5/58	709.06	712.07	03.01
889. Starts 715.01	CU Sam 2 intrigued. Pause, steps forward.				
	SAM 2 TO SAM 1: Hey..	5/59	716.09	717.04	00.11
890. Starts 717.03	CU Sam 1 slumps almost asleep, Sam 2 goes to help him.				
	SAM 2 TO SAM 1: Hey, hey, hey, hey. Are you okay?	5/60	717.09	722.09	05.00
	Sam 2 rights Sam 1 in the seat.				
	SAM 2 TO SAM 1: Maybe you should lay down for a while, have some tranquilizers or something..	5/61	728.09	732.15	04.06
891. Starts 729.07	MS Sam 2 lifts Sam 1 off the seat.				
	SAM 1 TO SAM 2: If I take tranquilizers I'll never wake up again.	5/62	734.02	737.08	03.06
892. Starts 737.09	MCU pans L-R as Sam 2 helps Sam 1 walk down the corridor.				
893. Starts 743.08	CU Sam 2 supports Sam 1 to the bed.				
894. Starts 748.11	CU Sam 2 lays coughing Sam 1 upright on the bed.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	SAM 2 TO SAM 1: You'll be okay. Everything's gonna be okay.	5/63	751.08	755.06	03.12
	Sam 1 laughs.				
895. Starts 757.08	CU Sam 2 helps Sam 1 with suit.				
896. Starts 760.04	CU laughing Sam 1				
897. Starts 762.12	CU Sam 2 stands.				
898. Starts 764.11	MCU Sam 1 is laid on the bed.				
	SAM 1 TO SAM 2: I'm freezing.	5/64	772.03	773.12	01.09
899. Starts 778.14	CU Sam 2 tucking Sam 1 in.				
900. Starts 784.01	MCU Sam 1 in bed. Sam 2 unclips helmet liner.				
901. Starts 788.12	CU Sam 1's helmet liner taken off. Replaced by a wool hat.				
	SAM 1 TO SAM 2: Hey, hey.. hey. I'm really scared.	5/65	792.07	811.01	18.10
902. Starts 815.09	CU Sam 2 rises and heads to the door.				
	SAM 1 (O/S) TO SAM 2: Where are you going?	5/66	821.00	822.05	01.05
903. Starts 825.05	CU Sam 1 in bed, almost unconscious.				
904. Starts 831.12	CU Sam 2 by doorway. Exits.				
905. Starts 838.04	MS Sam 2 enters Rec Room, crosses to sink, get a glass out of the cupboard and moves to tap.				
906. Starts 850.09	CU Sam 2 turns on tap, water flows into glass.				
907. Starts 856.11	CU Sam 2 drinks, looks down at bag.				
908. Starts 869.06	CU Sam 2 picks up bag, turns.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
909. Starts 872.08	MCU Sam 2 walks over to ping-pong table with bag. Pulls out laptop.				
910. Starts 882.04	CU Sam 2 takes out laptop, sits down. Laptop reads "Call Log". Sam 2 types.				
911. Starts 891.02	MCU Sam 2 types. Pause.				
	OLDER EVE (FROM LAPTOP): Hello?	5/67	904.02	905.02	01.00
	SAM 1 (FROM LAPTOP): Err.. Is this the Bell residence?	5/68	907.05	911.03	03.14
	OLDER EVE (FROM LAPTOP): This is the Bell residence. Could you call back, there's something wrong with the picture.	5/69	910.10	916.12	06.02
912. Starts 916.11	CU laptop screen, Older Eve. Sam 2 picks it up.				
	SAM 1 (FROM LAPTOP): I'm trying to reach Tess Bell,	5/70	919.02	921.03	02.01
	OLDER EVE (FROM LAPTOP): I'm sorry, she passed away some years ago.	5/71	922.04	925.10	03.06
913. Starts 925.10	CU Sam 2 takes this in, looking at laptop.				
	<i>Music Up (score): "Mn5m4 Mx147"</i>		<i>928.06</i>		
	SAM 1 (FROM LAPTOP): Are you sure?	5/72	928.11	930.08	01.13
	OLDER EVE (FROM LAPTOP): Yeah, I think so..	5/73	931.03	932.11	01.08
914. Starts 933.00	CU Older Eve on screen held by Sam 2.				
	OLDER EVE (FROM LAPTOP): I'm her daughter. Can I help you?	5/74	933.03	936.09	03.06
915. Starts 936.12	MCU Sam 2 looks down at laptop, stunned.				
916. Starts 943.08	BCU photograph of Sam and pregnant Tess together. Tilts down across other photos of his past.				
	<i>Dissolve to:</i>				
917. Starts 962.10	CU Sam 1 tossing in bed.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	<i>Dissolve to:</i>				
918. Starts 975.06	CU slo-mo, tilts up Tess, she kisses Sam, smiling.				
919. Starts 994.04	CU Sam 1 in bed, dreaming.				
920. Starts 1001.01	BCU Sam 2 thinking.				
921. Starts 1018.01	MS pans R-L, Sam 2 walks through into bay area.				
922. Starts 1020.14	MCU Sam 2 walks along corridor.				
	SAM 2 TO GERTY: Gerty..	5/75	1023.05	1024.02	00.13
923. Starts 1024.01	MCU from behind Sam 2 as he walks towards Gerty.				
	SAM 2 TO GERTY: I need to talk to you.	5/76	1025.00	1026.05	01.05
	GERTY TO SAM: Of course, Sam. How can I help?	5/77	1026.12	1029.09	02.13
	SAM 2 TO GERTY: We've found the hidden room. We know about the others.	5/78	10.29.07	1032.07	03.00
924. Starts 1030.02	CU Sam 2 turns to Gerty.				
925. Starts 1032.12	MCU Sam 2 stands in front of Gerty. He points.				
	SAM 2 TO GERTY: That hidden room, Gerty.	5/79	1034.08	1037.00	02.08
926. Starts 1037.04	CU over Sam 2's shoulder at Gerty, who moves forward.				
	GERTY TO SAM 2: The lower deck is out of bounds to awakened clones, Sam.	5/80	1038.07	1043.02	04.11
927. Starts 1043.02	MCU Sam 2 looks at Gerty.				
	SAM 2 TO GERTY: Gerty, we need to wake up a new clone.	5/81	1045.00	1048.02	03.02
928. Starts 1047.15	CU Gerty.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	GERTY TO SAM 2: New clones can only be awakened once a three-year contract has been completed.	5/82	1048.11	1054.08	05.13
	SAM 2 TO GERTY: Gerty if we don't wake up a new clone..	5/83	1055.04	1057.06	02.02
929. Starts 1057.13	CU Sam 2.				
	SAM 2 TO GERTY: ..me and the other Sam will die, we will be killed. Do you understand?	5/84	1057.07	1062.11	05.04
930. Starts 1062.14	CU Gerty. Pause.				
	GERTY TO SAM 2: Yes.	5/85	1064.07	1065.07	01.00
931. Starts 1065.11	CU Sam 2.				
	SAM 2 TO GERTY: Do you want me and the other Sam to be killed?	5/86	1065.05	1068.05	03.00
	GERTY (O/S) TO SAM 2: That is the last thing I want.	5/87	1068.08	1070.15	02.07
	SAM 2 TO GERTY: Well then you have to wake up a new clone.	5/88	1070.10	1073.05	02.11
932. Starts 1073.05	MCU Sam 2 stands opposite Gerty.				
	SAM 2 TO GERTY: Okay, pal?	5/89	1074.03	1075.06	01.03
933. Starts 1076.12	CU Gerty, pauses.				
934. Starts 1084.06	MS bay area, slow track into time display.				
	COMPUTER VOICE ANOUNCEMENT (V/O): Eliza arrival estimated in five hours.	5/90	1095.10	1100.07	04.13
	<i>Music Up (source):</i> <i>Chesney Hawkes:</i> <i>"One And Only"</i>		1101.08		
935. Starts 1101.09	CU Sam 1 in bed, alarm goes, he awakes with a start. He blows his nose.				
	<i>Music Down (score):</i> <i>"Mn5m4 Mx147"</i>			1110.02	

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	<i>Music Down (source): Chesney Hawkes: "One And Only"</i>			1116.07	
936. Starts 1135.08	BCU tissue covered in blood.				
937. Starts 1144.13	CU pans R-L up clothed body of Sam 1 lying in shower.				
938. Starts 1160.01	MCU tracks R-L with Sam 1 staggering down corridor. He arrives at a room with a body on a bed.				
	SAM 1 TO SAM 3: Hey..	5/91	1177.08	1178.06	00.14
939. Starts 1180.15	MCU Sam 3 in f/g, Sam 1 in b/g.				
	SAM 1 TO SAM 3: Hey.	5/92	1183.03	1183.15	00.12
	He walks in, towards the body.				
940. Starts 1191.09	MS Sam 1 leans over Sam 3.				
	SAM 1 TO SAM 3: What's going on? You okay?	5/93	1191.13	1193.11	01.14
	Sam 2 walks in.				
941. Starts 1195.14	BCU Sam 1's hand reaches out towards Sam 3.				
	SAM 2 (O/S) TO SAM 1: Don't.. don't touch him.	5/94	1197.08	1199.00	01.08
942. Starts 1198.01	MCU Sam 1 in f/g withdraws hand from Sam 3 on bed, Sam 2 in b/g.				
	SAM 2 TO SAM 1: Come here.	5/95	1203.10	1204.07	00.13
943. Starts 1204.13	MS Sam 1 looks puzzled to Sam 2. Looks back to Sam 3.				
944. Starts 1208.02	MCU Sam 1 in f/g looking at Sam 3. Sam 2 whispers.				
	SAM 2 TO SAM 1: He's not conscious yet. Gerty and I just woke him up.	5/96	1208.12	1214.07	05.11
	SAM 1 TO SAM 2: Why?	5/97	1214.14	1215.14	01.00
945. Starts 1215.15	MS Sam 1 turns to Sam 2.				
	SAM 1 TO SAM 2: What's going on?	5/98	1216.01	1217.13	01.12

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	SAM 2 TO SAM 1: Come on.. come on outside.	5/99	1218.02	1220.04	02.02
	Sam 2 exits. Sam 1 follows.				
946. Starts 1230.06	CU Sam 2.				
	SAM 2 TO SAM 1: When the rescue unit arrives they're gonna expect to find a body in that crashed Rover.	5/100	1228.00	1234.06	06.06
947. Starts 1234.08	CU Sam 2. Sam 1 in f/g.				
	SAM 1 TO SAM 2: That guy?	5/101	1236.08	1238.02	01.12
948. Starts 1238.09	CU Sam 2, pauses. Sam 1 laughs.				
949. Starts 1241.02	CU Sam 1.				
	SAM 1 TO SAM 2: What, are you going to kill him?	5/102	1241.07	1243.03	01.12
950. Starts 1243.00	CU Sam 2 looks down.				
	SAM 2 TO SAM 1: Jesus Christ.	5/103	1244.12	1246.12	02.00
951. Starts 1246.07	CU Sam 1 laughing.				
	SAM 1 TO SAM 2: How you doing..?	5/104	1246.10	1247.06	00.12
	He looks down.				
952. Starts 1247.08	MS Sam 2 indicates open zipper to Sam 1.				
	SAM 2 TO SAM 1: Zip up your fly.	5/105	1248.06	1250.09	02.03
	Sam 1 zips up, Sam 2 feels his forehead.				
	SAM 2 TO SAM 1: You're burning up. You sweat like a pig. Put your hat on.	5/106	1253.00	1262.10	09.10
	Sam 1 coughs.				
	SAM 2 TO SAM 1: Put your hat on.	5/107	1265.03	1266.11	01.08
	SAM 1 TO SAM 2: Hot.	5/108	1266.03	1267.03	01.00

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
953. Starts 1268.00	CU Sam 1 puts on his hat.				
954. Starts 1272.12	MWS across bay area to Sam 1 and Sam 2 in b/g.				
	SAM 2 TO SAM 1: Hey, if we go through with this..	5/109	1278.04	1283.04	05.00
955. Starts 1283.05	MCU Sam 2 squats in front of Sam 1.				
	SAM 2 TO SAM 1: I'll need your help hauling him out to the crash site.	5/110	1283.10	1287.00	03.06
956. Starts 1286.14	BCU ill Sam 1. He coughs.				
	SAM 1 TO SAM 2: What about us? Eliza arrives, finds you and me as a welcome party, there's gonna be..	5/111	1288.09	1296.13	08.04
	SAM 2 (O/S) TO SAM 1: They're not going to find you and me as a welcome party..	5/112	1295.12	1298.06	02.10
957. Starts 1298.02	BCU Sam 2.				
	SAM 2 TO SAM 1: They're gonna find me and you're going back to earth before they get here.	5/113	1298.09	1303.03	04.10
958. Starts 1303.03	MS Sam 2 squats in front of Sam 1. He points.				
	SAM 2 TO SAM 1: In that Helium 3 launcher. I did the math, you're gonna pull some G's but you'll be.. you'll be fine. You'll be alright. You're going home. <i>NB: "pull some G's" refers to</i> <i>G-force excersion.</i>	5/114	1304.08	1316.03	11.11
959. Starts 1317.02	BCU Sam 1.				
	SAM 2 (O/S) TO SAM 1: You did your three years.	5/115	1318.04	1320.08	02.04
960. Starts 1322.03	CU tilt up with Sam 2 as he stands.				
	SAM 2 TO SAM 1: I can't expect you to stick around. Maybe you can meet Eve in person.	5/116	1322.09	1330.09	08.00

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
961. Starts 1330.05	BCU Sam 1 looks up, coughs.				
	SAM 2 (O/S) TO SAM 1: I saw that VP. She's beautiful. <i>NB: "VP" refers to Video message.</i>	5/117	1331.06	1336.06	05.00
962. Starts 1336.01	CU Sam 2.				
	SAM 2 TO SAM 1: She's gorgeous. We did good.	5/118	1337.02	1341.09	04.07
963. Starts 1341.09	CU Sam 1. Sam 2 enters frame, hand held up.				
	SAM 2 TO SAM 1: High five.	5/119	1343.06	1344.09	01.03
964. Starts 1344.08	MS Sam 1 and Sam 2 hit hands. Sam 2 turns.				
965. Starts 1348.06	BCU Sam 1 looks up.				
966. Starts 1353.12	MCU container hatch lifts up. Sam 1 and Sam 2 look inside.				
	SAM 2 TO SAM 1: Go for it.	5/120	1359.10	1360.10	01.00
	Sam 1 goes to climb inside, complaining.				
	SAM 1 TO SAM 2: You should go for it..	5/121	1364.08	1366.01	01.09
967. Starts 1365.12	CU Sam 1 climbs inside, coughing.				
968. Starts 1373.12	MCU from inside, Sam 1 gets in.				
	SAM 2 TO SAM 1: You comfy?	5/122	1377.07	1378.10	01.03
	Sam 1 groaning.				
	SAM 1 TO SAM 2: No.	5/123	1379.13	1380.11	00.14
	SAM 2 TO SAM 1: Huh?	5/124	1381.13	1382.09	00.12
	SAM 1 TO SAM 2: No!	5/125	1383.02	1384.00	00.14
	Pause.				
	SAM 1 TO SAM 2: What if I have to take a shit?	5/126	1393.09	1395.07	01.14
	Sam 2 laughs.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	SAM 2 TO SAM 1: Just.. You'll have to hold it in, pal.	5/127	1395.13	1400.01	04.04
	SAM 1 TO SAM 2: For three days?	5/128	1401.09	1403.01	01.08
	SAM 2 TO SAM 1: That's how it goes. Need a hand?	5/129	1406.04	1410.06	04.02
	Sam 1 turns to get out again.				
	SAM 1 TO SAM 2: No. Fuck off.	5/130	1412.10	1417.05	04.11
	SAM 2 TO SAM 1: Alright. No reason for hostility, I'm just trying to help out.	5/131	1418.12	1423.05	04.09
	They leave.				
REEL 5					
ENDS:					
1424.01	From 1 st Frame Action to Last Frame Action: 1424.00 End Audio Synch Mark (+48fr): 1427.00				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
<u>REEL SIX</u>					
969. Starts 00.01	CU Display panel showing: "Support Due 03.15".				
	<i>Music Up (score):</i> <i>"Mn6m1 Mx175"</i>		00.13		
970. Starts 04.13	MCU Sam 3 lying on bed. Gerty swivels.				
971. Starts 08.04	MCU Sam 1 coughing by door, Sam 2 looks into medic room.				
972. Starts 18.07	CU Sam 1 looks over to Sam 2.				
973. Starts 21.04	CU Sam 2 frowning, turns.				
974. Starts 24.03	MCU Sam 3 in bed.				
975. Starts 28.00	CU Sam 2, looks to Sam 1.				
976. Starts 32.01	CU Sam 1 looks at Sam 2. Looks down.				
977. Starts 35.11	MCU Sam 1 limps away, Sam 2 watches.				
978. Starts 53.11	MS pans R-L as Sam 1 walks along corridor.				
	COMPUTER VOICE (V/O): Eliza arrival estimated 3 hours.	6/1	59.06	63.11	04.05
979. Starts 60.13	MCU Sam 3 in bed.				
980. Starts 64.12	WS tracks L-R across Sarang Rover exits.				
981. Starts 73.06	BCU photos of Eve and Tess. Track round to CU Sam 1 looking at them, thinking.				
982. Starts 104.08	MS Sam 2 walks into bedroom area.				
	SAM 2 TO SAM 1: Hey. We need to do this. We wait too long and he's gonna be conscious.	6/2	107.01	115.07	08.06
	Sam 1 vomits blood into the toilet.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	SAM 2 TO SAM 1: Fuck me.	6/3	117.03	118.11	01.08
983. Starts 119.10	CU Sam 2 looking down.				
	SAM 2 TO SAM 1: What's going on with you?	6/4	120.08	122.02	01.10
984. Starts 122.14	CU Sam 1 looking increasingly unwell.				
	SAM 1 TO SAM 2: I changed my mind. I'm not going back... I don't think I can move my legs.	6/5	124.15	135.12	10.13
985. Starts 135.09	CU Sam 2 looking down.				
	SAM 1 (O/S) TO SAM 2: Besides, look at me..	6/6	136.13	138.03	01.06
986. Starts 138.08	CU Sam 1, smiles.				
	SAM 1 TO SAM 2: I meet Eve now, I'd scare the crap out of her.	6/7	139.07	146.02	06.11
987. Starts 146.06	MCU Sam 2 sits down in front of Sam 1.				
	SAM 2 TO SAM 1: What are you talking about, man? She's your daughter, she doesn't care what you look like.	6/8	149.13	155.07	05.10
	SAM 1 TO SAM 2: We're not going to kill anybody.. We can't kill anybody. You can't, I know you can't, because I can't.	6/9	159.11	168.11	09.00
988. Starts 170.01	BCU Sam 2.				
	SAM 2 (O/S) TO SAM 1: You go.	6/10	171.14	172.11	00.13
	Sam 2 stands.				
	SAM 1 (O/S) TO SAM 2: You're a good guy, Sam.	6/11	179.00	180.15	01.15
989. Starts 181.05	CU Sam 1.				
	SAM 1 TO SAM 2: It was a good plan, you know. You just picked the wrong guy to go back.	6/12	182.08	187.12	05.04
990. Starts 188.03	MCU Sam 2 paces uncomfortably.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
991. Starts 197.02	CU Sam 2 pauses, nods.				
	SAM 2 TO SAM 1: You.. you sure about this?	6/13	204.00	206.02	02.02
992. Starts 206.05	CU Sam 1 spits into toilet. Nods.				
	SAM 1 TO SAM 2: Yeah. You should.. you should.. you should travel , you know. I've always wanted to do that.	6/14	212.06	221.03	08.13
993. Starts 222.07	CU Sam 2 blows a breath.				
	SAM 1 (O/S) TO SAM 2: Yesterday anyway..	6/15	224.07	226.05	01.14
	Sam 2 smiles.				
	SAM 2 TO SAM 1: Yeah, you know.. I was thinking about Hawaii or maybe, err.. Mexico.	6/16	227.14	234.11	06.13
	<i>Music Up (score):</i> <i>"Mn6m2 Mx182"</i>		<i>234.06</i>		
994. Starts 234.09	CU Sam 1 smiles.				
	SAM 1 TO SAM 2: Aloha. Bring me back a pina colada alright, bro?	6/17	236.00	243.11	07.11
995. Starts 243.07	CU Sam 2 looking down, smiling.				
996. Starts 249.10	WS ext Sarang base. Pans L-R following Rover leaving base.				
997. Starts 268.07	WS moon surface, Rover drives along.				
998. Starts 294.10	MCU Sam2 drives, Sam 1 sits slumped in passenger seat.				
	<i>Music Down (score):</i> <i>"Mn6m1 Mx175"</i>			<i>294.10</i>	
999. Starts 300.04	CU Sam 2 driving.				
1000. Starts 303.02	WS Rover nears Harvester with crashed Rover.				
	SAM 2 (V/O) TO SAM 1: Hey..	6/18	312.11	313.07	00.12
1001. Starts 313.02	CU Sam 1 wakes.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	SAM 1 TO SAM 2: Johnny Spaceman.	6/19	315.06	317.00	01.10
1002. Starts 316.14	BCU Sam 2 smiles.				
1003. Starts 319.09	MCU Sam 1 and Sam 2 in Rover.				
	SAM 1 TO SAM 2: You remember Tess came in for that interview? She was so beautiful.	6/20	321.11	329.14	08.03
	<i>Music Down (score): "Mn6m2 Mx182"</i>			322.02	
1004. Starts 329.09	BCU Sam 2 thinks.				
	SAM 1 (O/S) TO SAM 2: She wasn't the best candidate but..	6/21	331.02	333.12	02.10
1005. Starts 334.00	CU Sam 1, smiling, remembering.				
	SAM 1 TO SAM 2: .. it didn't matter. I had to give her the job. I wanted to keep her in the country.	6/22	334.05	344.12	10.07
1006. Starts 345.04	MCU Sam 1 and Sam 2.				
	SAM 1 & SAM 2 TO EACH OTHER (IN UNISON): She was going back to Ireland.	6/23	347.06	350.03	02.13
	They laugh.				
	SAM 2 TO SAM 1: You knew you had to take a chance. So you.. called her. You were terrified, wrote that whole speech for her answer machine. But you didn't need it because she picked up the phone.	6/24	356.02	371.14	15.12
1007. Starts 372.05	BCU Sam 2.				
	SAM 2 TO SAM 1: She was, like, why is he calling me? The internship's over. Why's he calling me at home?	6/25	372.06	380.10	08.04
1008. Starts 380.12	CU Sam 1 recalls, laughs.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	SAM 2 (O/S) TO SAM 1: And I asked her if she wanted to go get like an ice cream cone or something dorky like that. <i>NB: "dorky", slang, a dork is one who is out of touch with contemporary trends.</i>	6/26	381.11	391.01	09.06
1009. Starts 391.05	BCU Sam 2 smiles.				
	SAM 2 TO SAM 1: She said: Let's get a drink. I said: okay. What do you..? Sam 2 looks over to Sam 1.	6/27	393.00	403.13	10.13
1010. Starts 404.12	CU Sam 1 has fallen asleep again.				
1011. Starts 408.07	MCU Sam 2 looks affectionately over at sleeping Sam 1. He laughs.				
1012. Starts 414.11	BCU Sam 2 looking across.				
1013. Starts 419.01	CU Sam 1 sleeping.				
1014. Starts 425.03	MCU Sam 2 gets up and moves across to Sam 1.				
1015. Starts 434.14	CU Sam 2 gently places space helmet on Sam 1's head.				
1016. Starts 442.03	BCU Sam 2.				
1017. Starts 444.09	CU the helmet fits onto Sam 1. Air starts.				
1018. Starts 449.08	BCU pans L-R from Sam 1 to Sam 2 looking at him.				
	<i>Music Up (score): "Mn6m3 Mx196"</i>		459.12		
1019. Starts 466.05	MWS Sam 2 pulls Sam 1 out of the Rover hatch.				
1020. Starts 474.06	MWS Sam 2 carries Sam 1 away from Rover.				
1021. Starts 481.08	MWS Sam 2 carries Sam 1 towards crashed Rover.				
1022. Starts 491.00	MS Sam 2 nears crashed Rover with Sam 1.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
1023. Starts 505.07	MCU Sam 2 lowers Sam 1 into crashed Rover interior.				
1024. Starts 520.00	MCU Sam 2 moves back from having laid Sam 1 back to his original position in the crashed Rover.				
1025. Starts 527.00	CU Sam 1 and Sam 1, helmets near.				
1026. Starts 545.06	CU Sam 2 moves back to reveal Sam 1.				
1027. Starts 557.09	WS Sam 2 leaves the crashed Rover.				
1028. Starts 566.05	WS Rover drives away from crashed Rover and Harvester.				
1029. Starts 576.05	CU Sam 2 driving, lost in thought.				
1030. Starts 589.09	MCU Sam 2 reaches for his sunglasses. Puts them on.				
1031. Starts 603.05	MCU - CU track in the display unit reading: "Rescue arrival in 01:40:30" counts down.				
1032. Starts 635.00	MCU jib up, Sam 3 in bed.				
	<i>Music Down (score): "Mn6m3 Mx196"</i>			635.05	
1033. Starts 641.11	MCU Sam 2 moves quickly towards escape hatch with yellow suit and air canister.				
1034. Starts 648.01	CU Sam 2 pulls out a Helium 3 canister.				
1035. Starts 652.05	BCU Gerty's neutral face screen approaching.				
1036. Starts 655.00	MS Gerty approaches Sam 2 in f/g loading oxygen.				
	GERTY TO SAM 2: Sam, this is not going to work.	6/28	657.04	660.00	02.12
1037. Starts 660.00	CU Sam 2 looks up at Gerty.				
	SAM 2 TO GERTY: What... what?	6/29	660.10	662.12	02.02

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
1038. Starts 663.02	MCU Gerty in front of Sam 2.				
	GERTY TO SAM 2: I've recorded everything that has taken place since your awakening. If anyone were to check my memory cache it would put you in considerable danger.	6/30	662.14	675.11	12.13
1039. Starts 676.02	CU Sam 2 looks over to Gerty. Thinks.				
1040. Starts 681.11	BCU Gerty's face screen.				
	GERTY TO SAM 2: You could erase my memory banks. I could reboot myself once you have departed.	6/31	682.00	688.12	06.12
1041. Starts 689.01	CU Sam 2 looks at Gerty.				
	SAM 2 TO GERTY: Are you okay with that?	6/32	690.05	691.12	01.07
1042. Starts 691.14	MCU Gerty looks at Sam 2 in f/g. Screen turns to smiley face.				
	GERTY TO SAM 2: I'm here to keep you safe, Sam. I want to help you.	6/33	692.06	696.15	04.09
	<i>Music Up (score): "Mn6m4 Mx203"</i>		696.14		
1043. Starts 699.14	BCU Sam 3's hand. Suddenly a finger twitches.				
1044. Starts 708.09	MS Sam 3 on bed, hands starting to twitch.				
	COMPUTER VOICE (V/O): Eliza arrival estimated, twenty-four minutes.	6/34	714.06	718.12	04.06
1045. Starts 720.02	MS Sam 2 crosses area with another air canister.				
	GERTY TO SAM 2: Sam.	6/35	723.10	724.12	01.02
	Sam 2 pauses, moves towards Gerty.				
	SAM 2 TO GERTY: Hey..	6/36	734.08	735.05	00.13
1046. Starts 735.02	MCU sam 2 approaches Gerty in f/g.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	SAM 2 TO GERTY: I set your..	6/37	739.01	739.15	00.14
1047. Starts 740.15	CU Gerty, Sam 2 in f/g.				
	SAM 2 TO GERTY: I set your computer to reboot, the moment that I've launched.	6/38	741.00	747.15	06.15
	GERTY TO SAM 2: I understand, Sam.	6/39	748.01	750.01	02.00
	SAM 2 TO GERTY: Then you should be okay.	6/40	750.15	752.06	01.07
	GERTY TO SAM 2: I hope life on earth is everything you remember it to be.	6/41	752.13	756.15	04.02
1048. Starts 756.14	MCU profile Gerty and Sam 2. Sam 2 looks at his watch and picks up the air canister.				
	SAM 2 TO GERTY: Thanks Gerty. You gonna be okay?	6/42	760.14	767.00	06.02
1049. Starts 767.01	CU Gerty, smiley face.				
	GERTY TO SAM 2: Of course. The new Sam and I will be back to our programming as soon as I've finished rebooting.	6/43	767.14	775.07	07.09
1050. Starts 775.07	CU Sam 2 frowns, moves forward.				
	SAM 2 TO GERTY: Gerty. We're not programmed. We're people. Understand?	6/44	778.03	786.01	07.14
1051. Starts 786.03	CU Gerty's smiley face. Swivels around.				
1052. Starts 792.04	CU Sam 2 thinks, leans forward.				
1053. Starts 797.00	CU Sam 2 pulls up three sets of switches on the back of Gerty.				
1054. Starts 801.01	MCU Sam 2 turns away. Pauses, turns back to Gerty.				
1055. Starts 803.14	CU Sam 2 pulls off a paper sticker from Gerty that reads: "Kick Me".				
1056. Starts 805.05	MCU Gerty in f/g, Sam 2 walking away in b/g.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
1057. Starts 810.00	MS Sam 2 walks away from Gerty, carrying air canister.				
1058. Starts 812.11	MCU Gerty in f/g. Powers off.				
1059. Starts 819.10	WS tracks L-R as a Harvester moves along.				
1060. Starts 829.14	CU Sam 2 looks worriedly out of the window, pans R-L to Eliza craft preparing to land.				
	COMPUTER VOICE (V/O): Eliza arrival estimated eight minutes.	6/45	836.00	839.13	03.13
1061. Starts 837.02	MCU Sam 2 backs down the ladder. Strides along.				
1062. Starts 846.07	MCU Sam 2 by escape hatch. Puts on his helmet, climbs inside.				
1063. Starts 861.15	MS tilts down from Comms area, past display that reads "5 minutes".				
1064. Starts 866.02	CU Sam 2 inside escape container, praying. Hatch goes down, but he catches it before it shuts.				
1065. Starts 872.12	CU sleeping Sam 3 on bed.				
1066. Starts 876.06	CU Sam 2 goes to get out.				
1067. Starts 880.01	MCU Sam 2 gets out of escape container. Walks quickly down corridor.				
1068. Starts 885.10	WS pans R-L as a large shadow falls across Sarang.				
1069. Starts 894.12	MCU Sam 2 in Comms nook, looks around, grabs paper readout.				
1070. Starts 905.14	CU Sam 2 punches out some numbers on keyboard.				
1071. Starts 908.11	WS Harvester trundles along.				
1072. Starts 913.04	CU Sam 2 types.				
	SAM 2 TO SELF: Fuck..	6/46	914.01	915.01	01.00
	He turns.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
1073. Starts 918.06	BCU screen, reads: "Harvester Nav".				
1074. Starts 919.11	ECU screen, reads: "Co-ordinates updated. New route accepted".				
1075. Starts 923.01	WS Harvester changes direction.				
1076. Starts 927.03	ECU screen, pans R-L off.				
1077. Starts 928.11	CU Sam 2 runs down corridor.				
1078. Starts 931.05	WS Eliza craft lands by Sarang.				
1079. Starts 948.05	BCU screen, reads: "Rescue: 00:00:00. Arrived".				
1080. Starts 953.15	CU Sam 2 climbs back inside escape container.				
	COMPUTER VOICE (V/O): Air lock pressurisation complete.	6/47	956.00	959.07	03.07
1081. Starts 956.07	MS bay area. The main hatch opens. A human shadow appears. Pans L-R to corridor.				
	<i>Music Up (score): "Mn6m5 Mx210"</i>		<i>963.07</i>		
	VOICE TO SAM: Sam? Hey Sam? You okay buddy? Cavalry's here.	6/48	965.03	979.09	14.06
	<i>Music Down (score): "Mn6m4 Mx203"</i>			<i>972.07</i>	
1082. Starts 980.02	CU Sam 3 awake now in bed. Strokes Gerty's screen.				
	SAM 3 TO GERTY: Wh.. where am I?	6/49	983.14	985.14	02.00
1083. Starts 987.13	MCU high angle down on Sam 3 looking at Gerty.				
	GERTY TO SAM 3: You're in the infirmary. You had an accident.	6/50	988.01	991.14	03.13
	SAM 3 TO GERTY: How long have I been out?	6/51	993.05	995.07	02.02
	GERTY TO SAM 3: Not long, Sam. Do you remember what happened?	6/52	995.11	999.11	04.00

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
1084. Starts 1001.15	MS the escape container thrusts out along the passage and out into space towards earth.				
1085. Starts 1003.15	WS the escape pod/container leaves the base, heads into the sky.				
1086. Starts 1016.06	CU gasping Sam 1 looks up.				
1087. Starts 1016.06	MS POV Sam 1 through Rover window as escape pod powers across sky.				
1088. Starts 1025.05	CU Sam 1 looking.				
1089. Starts 1034.13	CU crashed Rover hatch is opened by a suited figure				
	FIGURE TO ELIZA: .. made contact. Yeah.	6/53	1037.04	1041.14	04.10
	<i>Dissolve to:</i>				
1090. Starts 1042.14	CU suited figure shines flashlight into interior.				
1091. Starts 1053.02	CU light flashes across Sam 1's face. Dead.				
	FIGURE TO ELIZA: Yeah, Eliza? He ain't going nowhere. Bag him up and we'll get started on repairs to the Harvester. Dwight, I'm gonna need the..	6/54	1056.03	1068.13	12.10
1092. Starts 1064.08	CU figure above hatch. Closes the hatch.				
1093. Starts 1071.12	WS the escape pod/container powers towards the earth.				
1094. Starts 1081.01	CU int container, blurred lights, massive G-forces. Sam 2 seems to actually be enjoying this.				
	SAM 2 TO SELF: Whhoooo. Whooooooooo!	6/55	1081.15	1089.05	07.06
1095. Starts 1090.06	CU blurred image of Sam 2.				
	SAM 2 TO SELF: Whooooooooo! Whooo! Whooo whooo whooooo!!	6/56	1090.15	1100.06	09.07
	<i>Dissolve to:</i>				
1096. Starts 1099.04	WS Harvester trundles along, spraying debris out the back.				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
1097. Starts 1106.00	WS Harvester drives along towards transmission blocking station.				
1098. Starts 1111.13	WS Harvester drives straight at transmission blocking station.				
1099. Starts 1117.14	MWS Harvester plough straight into station, electrical arcs.				
1100. Starts 1120.04	MWS Harvester smashes into station.				
1101. Starts 1124.01	WS the tower falls over.				
1102. Starts 1128.08	MCU tracks L-R into Comms screen, flicks into: "Live Feed Available".				
	<i>Dissolve to:</i>				
1103. Starts 1153.09	WS pod/container streaks across the sky towards earth.				
	MALE US NEWSREADER VOICE (V/O): "Lunar Industries stocks have slipped a further 32 percent after accusations.."	6/57	1155.01	1161.05	06.04
	Further foreign language newsreader voices making statements. Then:				
	ENGLISH NEWSREADER VOICE (V/O): The clone of Sam Bell has been giving evidence at CAA's Board of Directors' meeting at Seattle.."	6/58	1168.12	1176.00	07.04
	RADIO TALKSHOW HOST VOICE (V/O): You know what, he's one of two things. He's a wacko, or an illegal immigrant. Either way, they need to lock him up. Line two..	6/59	1175.07	1184.10	09.03
1184.10	CUTS TO BLACK.				
	Credits (white on black) up.		1187.11		
	CAST in order of appearance				
	SAM BELL SAM ROCKWELL GERTY KEVIN SPACEY TESS BELL DOMINIQUE MCELLIGOTT LITTLE EVE ROSIE SHAW NANNY ADRIENNE SHAW EVE KAYA SCODELARIO THOMPSON BENEDICT WONG OVERMEYERS MATT BERRY TECHNICIAN MALCOLM STEWART SAM BELL CLONE ROBIN CHALK				
	1ST ASSISTANT DIRECTOR MICK WARD				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	STUNT CO-ORDINATOR/PERFORMER				
	ROD WOODRUFF				
	PRODUCTION MANAGER				
	IMOGEN BELL				
	PRODUCTION CO-ORDINATOR				
	LIVIA BURTON				
	PRODUCTION ASSISTANT				
	EMILY MANTHORPE				
	PRODUCTION ACCOUNTANT				
	ROBIN GREEN				
	ACCOUNTS ASSISTANT				
	RICHARD NORTH				
	ASSOCIATE PRODUCER				
	JUSTIN LANCHBURY				
	2ND ASSISTANT DIRECTOR				
	SIMON DOWNES				
	3RD ASSISTANT DIRECTOR				
	ALEX KAYE-BESLEY				
	FLOOR RUNNER				
	ELLA HARRIS				
	ASSISTANT TO DUNCAN JONES				
	BEN GARDNER				
	ASSISTANT TO STUART FENEGAN				
	BECKY PAGE				
	RUNNER/DRIVER				
	JAMES 'CHILLI' CHAMBERS				
	ASSISTANT EDITOR				
	RICHARD SMITHER				
	PLAYBACK EDITOR				
	BARRETT HEATHCOTE				
	ART DIRECTOR				
	HIDEKI ARICHI				
	ASSISTANT ART DIRECTOR				
	PETER RYAN				
	DRAUGHTSMEN				
	ANDREW DUNCAN				
	MAIA SAUTELET				
	ART DEPARTMENT TRAINEE				
	SARAH ELIZABETH WARD				
	PRODUCTION BUYER/DRESSER				
	SOPHIE BRIDGMAN				
	HEAD OF GRAPHIC DESIGN/PRE-				
	VIS/MOTION GRAPHICS				
	GAVIN ROTHERY				
	GRAPHIC DESIGNER				
	JULIAN WALKER				
	STORYBOARD ARTIST				
	DOUGLAS INGRAM				
	SCENIC ARTIST				
	HOWARD WEAVER				
	PROP MASTER				
	SIMON BAILEY				
	PROPS				
	KEVIN SCARROTT				
	ON-SET CONSTRUCTION MANAGER				
	SIMON SPARSIS				
	STANDBY PAINTERS				
	STEVEN NIX				
	RICHARD BOYTON				
	STANDBY RIGGER				
	TONY MOORE				
	PLAYBACK OPERATOR				
	PETER HODGSON				
	MONITOR PLAYBACK OPERATOR				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	ANDREW DUNCAN				
	CONSTRUCTION BY				
	GENE D'CRUZE LTD				
	ASSISTANT CONSTRUCTION MANAGER				
	DANNY MARGETTS				
	HEAD OF RIGGING				
	IAN GRANT				
	HEAD PAINTER				
	MARC Beros				
	1ST ASSISTANT CAMERA				
	DAVID PENFOLD				
	2ND ASSISTANT CAMERA				
	MARK DEMPSEY				
	JIMMY WARD				
	CAMERA TRAINEE				
	ALEX KRUSZELNICKI				
	GRIP				
	GARTH SEWELL				
	MOTION CONTROL RIG				
	VISUAL EFFECTS COMPANY				
	DIGNA NIGOUMI				
	MALCOLM WOOLRIDGE				
	GIMBLE RIG				
	EFFECTS ASSOCIATES				
	GARTH GUTTERIDGE				
	PETER HUTCHINSON				
	STUART PRIOR				
	SCRIPT SUPERVISOR				
	JO BECKETT				
	PRODUCTION SOUND MIXER				
	PATRICK OWEN				
	SOUND MAINTENANCE				
	ANTHONY FERRETTI				
	GAFFER				
	EWAN CASSIDY				
	BEST BOY				
	PAUL STARKEY				
	ELECTRICIANS				
	SUSANNE WILLETT				
	GEORGE HOLDSWORTH				
	PETE CARRIER				
	DAVE GLAZIER				
	WARDROBE SUPERVISOR				
	LUCY DONOWHO				
	COSTUME MAKERS				
	BASIA KUZNAR				
	HILARY WILLI				
	HAIR & MAKEUP ARTIST				
	RICHARD MULLER				
	WIGS				
	ALEX ROUSE WIG COMPANY				
	UNIT STILLS PHOTOGRAPHER				
	MARK TILLIE				
	ADDITIONAL STILLS				
	ALEX KAYE-BESLEY				
	EPK				
	PHELIM O'NEILL				
	JEREMY FOWLER				
	MODEL UNIT				
	MODEL SUPERVISOR				
	BILL PEARSON				
	DIRECTOR OF PHOTOGRAPHY				
	PETER TALBOT				
	PRODUCTION MANAGER				
	JEREMY BURNAGE				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	1ST ASSISTANT DIRECTOR				
	GUY TRAVERS				
	CAMERA OPERATOR				
	ALEX HOWE				
	FOCUS PULLER				
	BARNY CROCKER				
	CLAPPER / LOADER				
	TIM MORRIS				
	GRIP				
	DAN GARLICK				
	GAFFER				
	EWAN CASSIDY				
	BEST BOY				
	PAUL STARKEY				
	ELECTRICIAN				
	PETE CARRIER				
	RIGGERS				
	TONY MOORE				
	PLAYBACK OPERATOR				
	NICK KENEALY				
	MODEL SHOP SUPERVISOR				
	STEVE HOWARTH				
	SENIOR MODEL MAKERS				
	JOHN LEE				
	CHRIS HAYES				
	MODEL MAKERS				
	RICHARD ST. CLAIR				
	RON HONE				
	PETER LEE				
	TRAINEE MODEL MAKER				
	LEE JAMES				
	ADDITIONAL CREW				
	1ST ASSISTANT CAMERA				
	FRAN WESTON				
	MIHALIS MARGARITIS				
	2ND ASSISTANT CAMERA				
	RAY MOODY				
	STEADICAM OPERATOR				
	LEO BUND				
	3RD ASSISTANT DIRECTOR				
	HENRY FORSYTH				
	GRAPHIC DESIGN ASSISTANT				
	MARTINE PALMER				
	DRESSING PROPS				
	MATT FRENCH				
	MAKE-UP ARTIST				
	LOUISE COLES				
	RIGGERS				
	LES MILLS				
	EDDIE SANSOM				
	MEISNER CONSULTANT				
	GARY CONDES				
	CHAPERONE				
	KATIA SCODELARIO				
	TABLE TENNIS TUTOR				
	VIDAL GRAHAM				
	NEGATIVE CHECKS				
	EMILY WOODS, BELLWOOD MEDIA				
	HEALTH & SAFETY ADVISOR				
	TOM HANNON, HANNONMEDIA LTD				
	UNIT NURSE				
	MARIANNE LYTTON, MILLSTREAM				
	NURSING				
	PARAMEDIC				
	AMBULANCE SERVICES FILM UNIT				
	UNIT DRIVERS				
	SET WHEELS				
	DRIVERS FOR MR ROCKWELL				
	JEFF HUDSON				
	STEVE RIVENELL				
	UNIT CARS				
	APEX CAR RENTALS				
	CATERING				
	ABADIA CATERING				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	PETER SCHOLLES				
	FRANCESCA COOPER				
	DINING BUS				
	MOVIE MAKERS				
	RIGGING EQUIPMENT				
	METRO RIGGING				
	ADDITIONAL LIGHTING EQUIPMENT				
	GFE				
	COMMUNICATIONS EQUIPMENT				
	WAVEVEND				
	FLIGHTS				
	SILVERJET				
	POST PRODUCTION SUPERVISOR				
	DAN BENTHAM				
	VFX EDITOR				
	BARRETT HEATHCOTE				
	VFX & CHARACTER ANIMATION BY				
	CINESITE				
	VFX SUPERVISOR				
	SIMON STANLEY-CLAMP				
	VFX PRODUCERS				
	ANGIE WILLS				
	PAUL EDWARDS				
	VFX COORDINATOR				
	LEE CHIDWICK				
	EXECUTIVE PRODUCERS				
	ANTONY HUNT				
	COURTNEY VANDERSLICE-LAW				
	CG SEQUENCE SUPERVISORS				
	SIMON MADDOCKS				
	CHAS CASH				
	SENIOR MODEL & TEXTURE ARTISTS				
	ROYSTON WILLCOCKS				
	SHAUN SCOTT				
	CHARACTER ANIMATOR				
	MARC STEVENSON				
	SENIOR TD				
	HOLGER VOSS				
	LEAD MATCHMOVER				
	JOEY HARRIS				
	MATCHMOVERS				
	MATT D'ANGIBAU				
	AFIF HAUKESHOVEN				
	AMY LLOYD				
	SENIOR DIGITAL MATTE PAINTERS				
	ROGER GIBBON				
	SEVENDALINO KHAY				
	LEAD COMPOSITORS				
	DAN HARROD				
	DAVE SEWELL				
	ALEX SMITH				
	COMPOSITORS				
	SAM BASSETT				
	CHRIS ELSON				
	GUY ELSON				
	BEN HICKS				
	DYLAN OWEN				
	IAN PLUMB				
	SANDRO HENRIQUES				
	JOHN SLATTERY				
	KAREN WAND				
	ABIGAIL SCOLLAY				
	ROTO ARTIST				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	OLLIE WEIGALL				
	TECHNICAL PHOTOGRAPHY				
	AVIV YARON				
	DATA OPERATIONS MANAGER				
	DIANNE GORDON				
	DATA OPERATORS				
	PAUL AMIRAS				
	MAWUSIME BLEWUADA				
	CHRIS CLOUGH				
	FERGAL MCGIVNEY				
	NAWAZ PARKER				
	ELENA PIERIDES				
	KUNAL DESAI				
	ADRAIN STEELE				
	PRODUCTION SUPPORT				
	KEVIN FITZGERALD				
	CLIVE HAWARD				
	CHRISTIAN PERSCHKY				
	DAVID RICHARDSON				
	NISHET SHAH				
	DANNY SMITH				
	HEAD OF BUSINESS DEVELOPMENT				
	GILL ROBERTS				
	PRODUCTION MANAGER				
	DAN PETTIPHER				
	3D MANAGER				
	CLAIRE MCGRANE				
	PRODUCTION ACCOUNTANT				
	ROISIN BYRNE				
	POST PRODUCTION SERVICES				
	MOLINAIRE, LONDON				
	POST PRODUCTION MANAGER				
	KATIE SHAHROKH				
	SENIOR COLOURIST				
	TIM WALLER				
	ONLINE EDITORS				
	NICK ANDERSON				
	JUSTIN EELY				
	DI CONFORM EDITOR				
	ANDY RICHARDS				
	DIGITAL FILM SUPERVISOR				
	MATT JAMES				
	DI TECHNICIANS				
	STEVE KNIGHT				
	GEMMA TOWNSEND				
	KATY PIGGOTT				
	DATA OPERATORS				
	MARTIN CLOUGH				
	JOE DEARMAN				
	EDWIN STUTELY				
	FILM SUPERVISOR				
	SØREN KLOCH				
	VFX PRODUCER MOLINARE				
	SHANAULLAH UMERJI				
	VFX SUPERVISOR				
	SIMON KILROE				
	COMPOSITORS				
	ANTHONY WEBB				
	LEWIS SAUNDERS				
	DAVID EMENY				
	RYAN HUTCHINGS				
	ALEKSANDAR JOVANOVIĆ				
	ROTO ARTIST				
	RICK MCMAHON				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	RE-RECORDING MIXER				
	SCOTT JONES				
	ASSISTANT RE-RECORDING MIXER				
	STEFANO MARCHETTI				
	ADR MIXER				
	DARREN MCQUADE				
	EFFECTS EDITOR				
	MARC LAWES				
	DIALOGUE EDITOR				
	KEVIN BRAZIER				
	FOLEY MIXER				
	TREVOR SWANSCOTT				
	SIMON EPSTEIN				
	FOLEY ARTISTS				
	JASON SWANSCOTT				
	TED SWANSCOTT				
	FOLEY EDITOR				
	PAUL EDWARDS				
	LEGAL REPRESENTATION				
	DAVENPORT LYONS: SAM TATTON				
	BROWN				
	THINK TANK STUDIOS				
	VFX SUPERVISOR				
	GAVIN ROTHERY				
	FILM STOCK				
	KODAK				
	LABORATORY				
	DELUXE				
	TELECINE				
	ARION FACILITIES				
	CAMERA & GRIP EQUIPMENT				
	PANAVISION				
	LIGHTING EQUIPMENT				
	PANALUX				
	EDITING EQUIPMENT				
	EDIT HIRE				
	PRODUCTION FINANCE				
	LIMELIGHT				
	IVAN MACTAGGART				
	LIZ BARRON				
	LIMELIGHT LEGAL REPRESENTATIVE				
	THURLOE & LYNDHURST LLP				
	STEPHEN KINGSLEY				
	PRODUCTION LEGALS				
	WIGGIN LLP				
	MILES KETLEY				
	GUY SHEPPARD				
	MARGARET PARVIN				
	DEEPTI BURTON				
	PRODUCTION AUDITORS				
	SHIPLEYS LLP				
	STEVE JOBERNS				
	PENNY BROCKHURST				
	PRODUCTION BANK				
	BARCLAYS MEDIA TEAM, SOHO				
	SQUARE				
	INSURANCE				
	PAUL CABLE MEDIA &				
	ENTERTAINMENT INSURANCE				
	COMPLETION BOND PROVIDED BY				
	FILM FINANCES				
	SHEILA FRASER MILNE				
	RUTH HODGSON				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	POST PRODUCTION SCRIPT PS-POSTSCRIPT				
	WORLDWIDE SALES AGENT INDEPENDENT FILM SALES LIMITED				
	WITH THANKS TO NOEL TOVEY & PAUL BAKER, SHEPPERTON STUDIOS WILL MACHIN ROB GARVEY & TRACEY PRIOR, PANAVISION EDDIE DIAS, PANALUX SAM CLARK, KODAK DAVE HILL, GFE ELECTRICAL "PICKLES" DIESEL TOOTSIE ROLL KELLOGGS VANDERBILT UNIVERSITY NFL COSMOS SOCCER CLUB CÉSAR TORRES & THE GANG AT MEXICALI DAVID STONEMAN AT MAKE-UP CHRIS LYONS AT FANGS FX DERMALOGICA MAC COSMETICS THE HEARST CORPORATION MIDSUMMER BOOKS LTD ELENA, CAMPBELL & VIENNA				
	OPENING COMMERCIAL FOOTAGE PROVIDED BY LIBRARY MEDIA SOLUTIONS / FOOTAGEBANK HD				
	MARY TYLER MOORE FOOTAGE PROVIDED BY DAVID MELPIGNANO AT STOCK VIDEO				
	BEWITCHED FOOTAGE PROVIDED BY DAVID MELPIGNANO AT STOCK VIDEO				
	THE NAME, LOGO, TRADEMARKS AND OTHER INDICIA OF THE COSMOS ARE USED BY PERMISSION OF COSMOS SOCCER CLUB INC. ALL RIGHTS RESERVED WORLDWIDE				
	MUSIC WRITTEN & PRODUCED BY CLINT MANSELL FOR PRECISION ENGINEERING MUSIC, INC (BMI) SCORE RECORDED & MIXED BY GEOFF FOSTER AT RCP LOS ANGELES NOVEMBER 2008 PERFORMED BY ORPHANS OF THE STORM ASSISTED BY NIGEL WIESEHAN ASSISTED BY GREG VINES & KATIA LEWIN PALOMO				
	'FLUTE AND HARP CONCERTO K299 2nd.Mvt.' COMPOSED BY WOLFGANG A. MOZART AND PUBLISHED BY BOOSEY & HAWKES PRODUCTION MUSIC				
	'RIPPLES' WRITTEN BY BENJAMIN WALFISCH AND PUBLISHED BY CARLIN PRODUCTION MUSIC				
	'ONE AND ONLY' WRITTEN BY NIK KERSHAW AND PUBLISHED BY IMAGEM MUSIC				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot No.	Start Feet.Frame	End Feet.Frame	Total
	'ONE AND ONLY' PERFORMED BY CHESNEY HAWKES LICENSED COURTESY OF EMI RECORDS LTD				
	'WALKING ON SUNSHINE' WRITTEN BY KIMBERLEY REW AND PUBLISHED BY EMI PUBLISHING LTD				
	'WALKING ON SUNSHINE' PERFORMED BY KATRINA & THE WAVES LICENSED COURTESY OF EMI RECORDS LTD				
	FILMED AT SHEPPERTON STUDIOS, LONDON ENGLAND				
	KODAK LOGO PANAVISION LOGO PANALUX LOGO				
	DOLBY DIGITAL LOGO LIBERTY FILMS LOGO XINGU FILMS LOGO				
	The characters and incidents portrayed and the names herein are fictitious, and any similarity to the name, character or the history of any person is entirely coincidental and unintentional.				
	This motion picture photography is protected pursuant to the provisions of the laws of the United States of America and other countries. Any unauthorized duplication and/or distribution of this photoplay may result in civil liability and criminal prosecution.				
	© LUNAR INDUSTRIES LIMITED 2009				
	Music Down (score): "Mn6m5 Mx210"			1542.10	
REEL 6					
ENDS:					
1548.15	From 1 st Frame Action to Last Frame Action: 1548.14 End Audio Synch Mark (+48fr): 1551.14				
	Prepared by: PS-POSTSCRIPT Email: PS-Postscript@tiscali.co.uk Website: www.PS-Postscript.com				

"MOON" Dialogue/Action/Continuity Spotting List

Sc.No.	Action/Dial/Music/Cont.	Spot	Start	End	Total
		No.	Feet.Frame	Feet.Frame	