

shot 1

A01

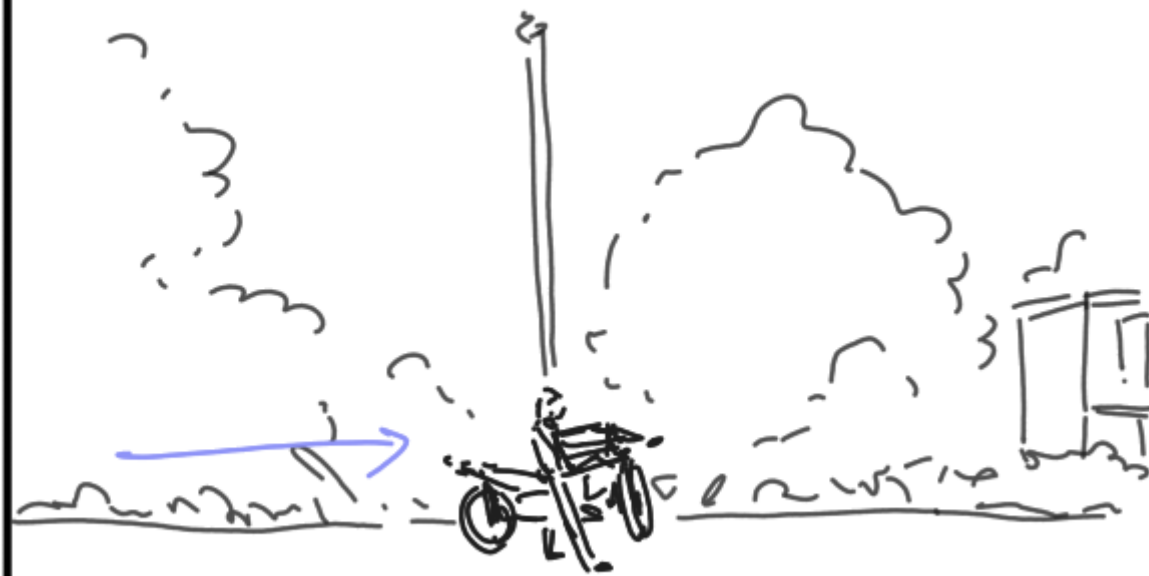
beat board No. 7 (a)

dialog

wide, side

action (A0-)

Tara arrived.



shot 2

A01

beat board No. - (a)

diag



Back 1/4 Medium close

action (A0-)

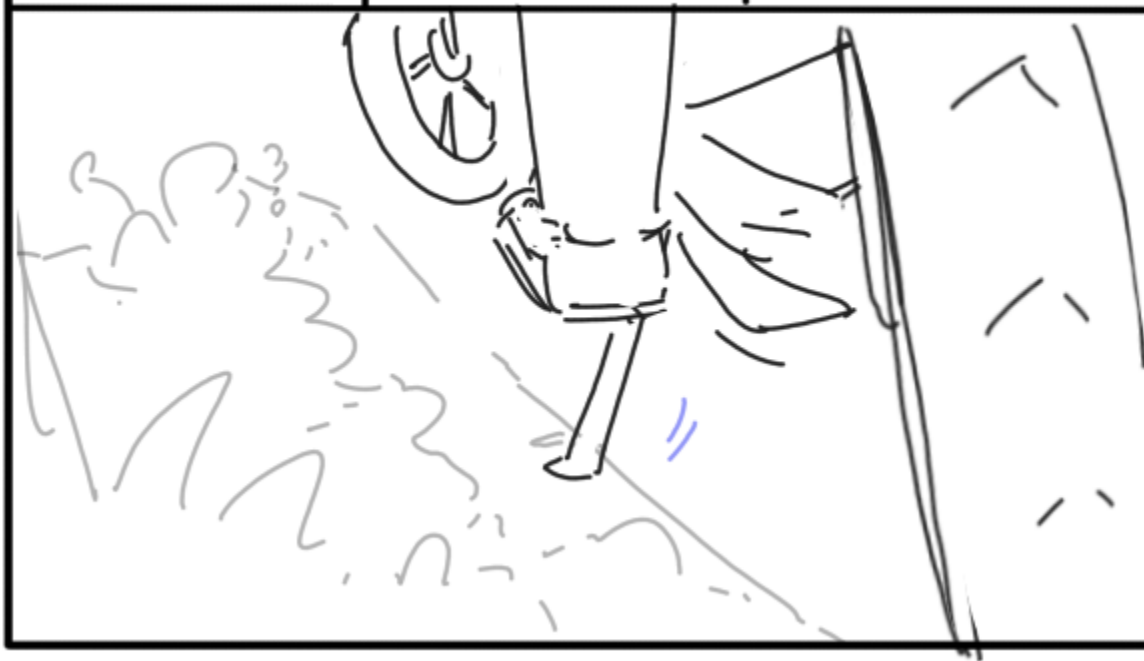
Putting down stand

shot 2.2

AO 1

beat board No. - (n)

dialog



action (AO-)

shot 3

AO 1

beat board No. - (A)

dialog



side, Medium

action (AO-)

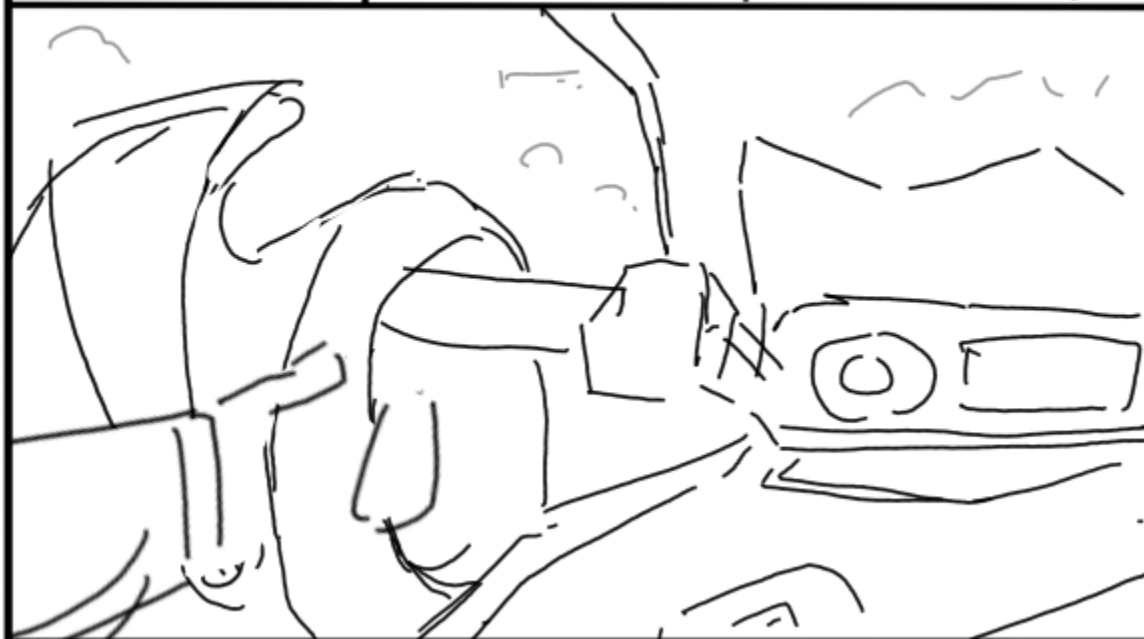
Taking off helmet.

shot 4

A02

beat board No. - (a)

dialog ———— ←



side + almost pov
medium shot

action (A0-)

Hanging helmet on
bike handle

shot 5

AO 3

beat board No. - (a)

~~dialog~~



side view
medium shot

action (AO-)

Looking up.
Hands in pockets

shot 6

A03

beat board No. - (a)

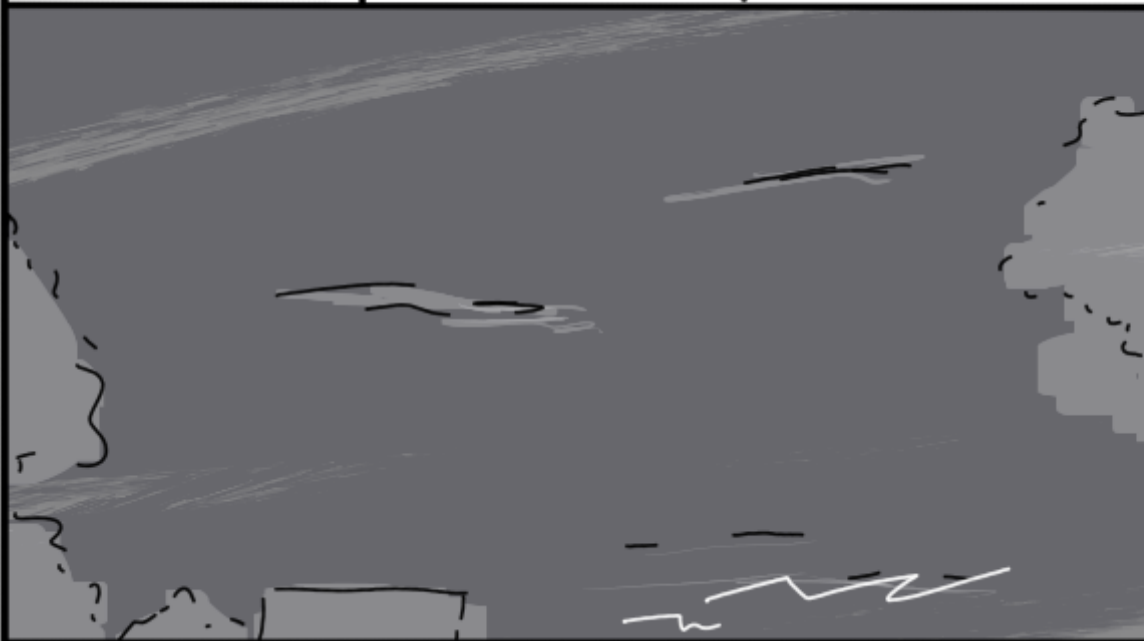
~~dialog~~

Wide shot
up view

action (A03)

Looking at the dark
clouded sky.

Thundering far.



shot 7

AO 3

beat board No. - (a)

~~dialog~~



Medium shot
Side view

action (AO-)

Deep breath
Looking at sky

shot 8

A04

beat board No. - (a)

dialog



front view, medium closer

action (A0-)

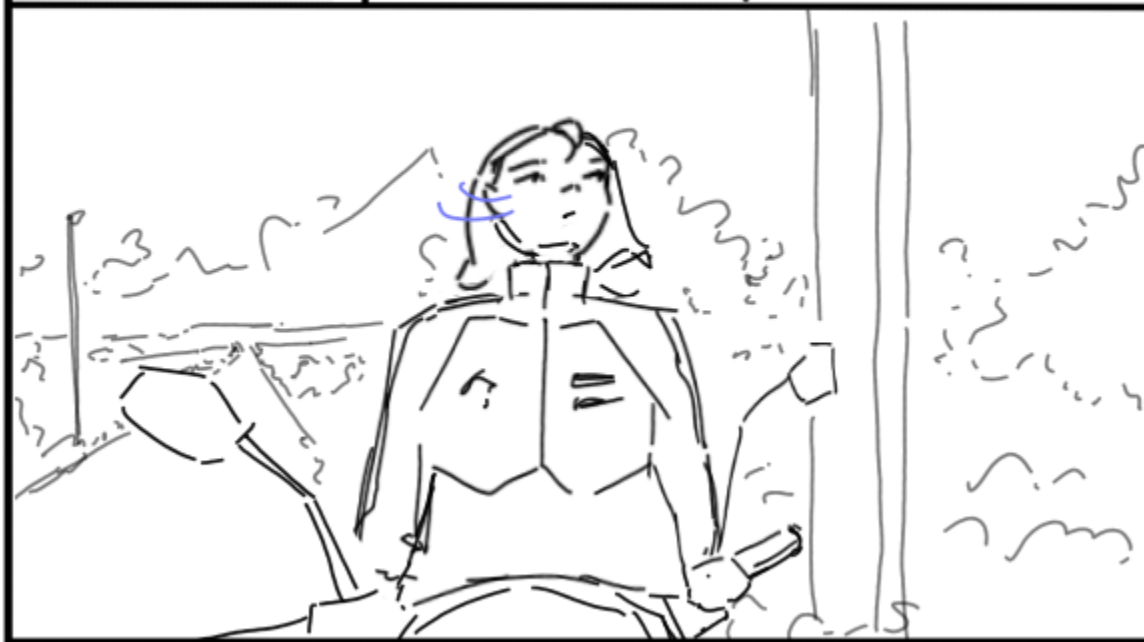
from looking up and then side

shot 8

A04

beat board No. - (a)

~~dialog~~



action (A0-)

shot 9

A04

beat board No. - (9)

dialog

Front, wide

action (A0-)

Shankar Industries
Factory in view



shot 10

A04

beat board No. - (A)

~~dialog~~



action (A0-)

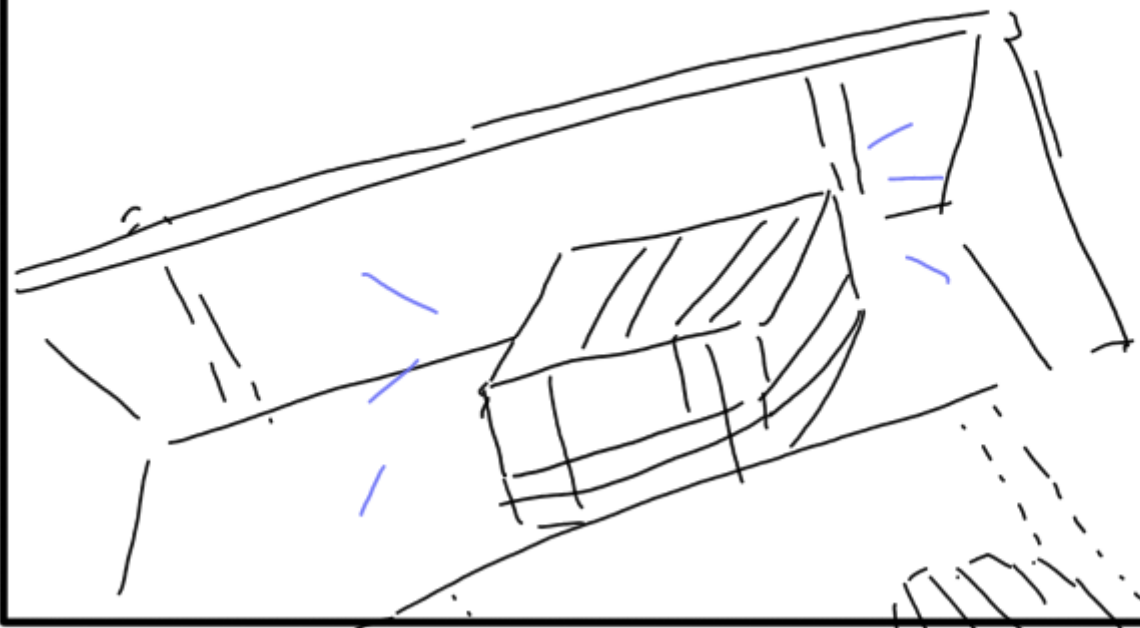
Looking back

shot 12 ↓

A05

beat board No. - (a)

dialog



POV + Top view
Close up + medium

action (A0-)

Parcel in the side bag

shot 12 ↑

AO 5

beat board No. - (a)

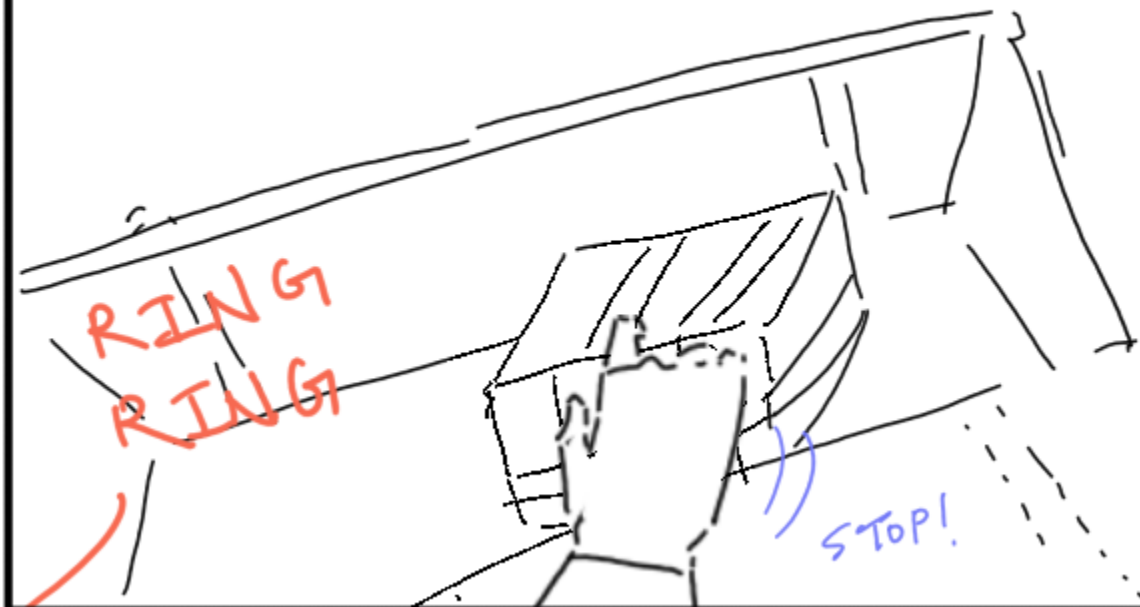
dialog

RING

_____, _____
_____, _____

action (AO-)

Reaching to grab
parcel



shot 13

A06

beat board No. - (b)

dialog



Close up shot

action (A0-)

Taking ringing phone out
of pocket.

shot 14

A06

beat board No. - (b)

~~dialog~~



close up

action (A0-)

Looking at phone
screen.

shot 15

A0 G

beat board No. - (b)

dialog

"Hello!!"

Medium shot
Front view

action (A0-)

Picking call
and answering



shot 16

A06

beat board No. - (6)

dialog

"Run ... from where ever you are."



action (A0-)

side view, Medium shot
interacting (continued)
rocky said

shot 15.2

A06

beat board No. - (b)

dialog

"Huh?"

_____ / _____

action (A0-)

shot 15

_____ / _____

Tara is confused



shot 16.2

AO C

beat board No. - (C)



dialog

"Our leader... the director...
everyone is arrested."

Camera movement

action (AO-)

_____ , _____

shocked

shot 16.2

AO 6

beat board No. - (C)

dialog

"Don't get caught with
parcel."

camera comes at front

action (AO-)

Saw police
fear + shock



shot 17

A07

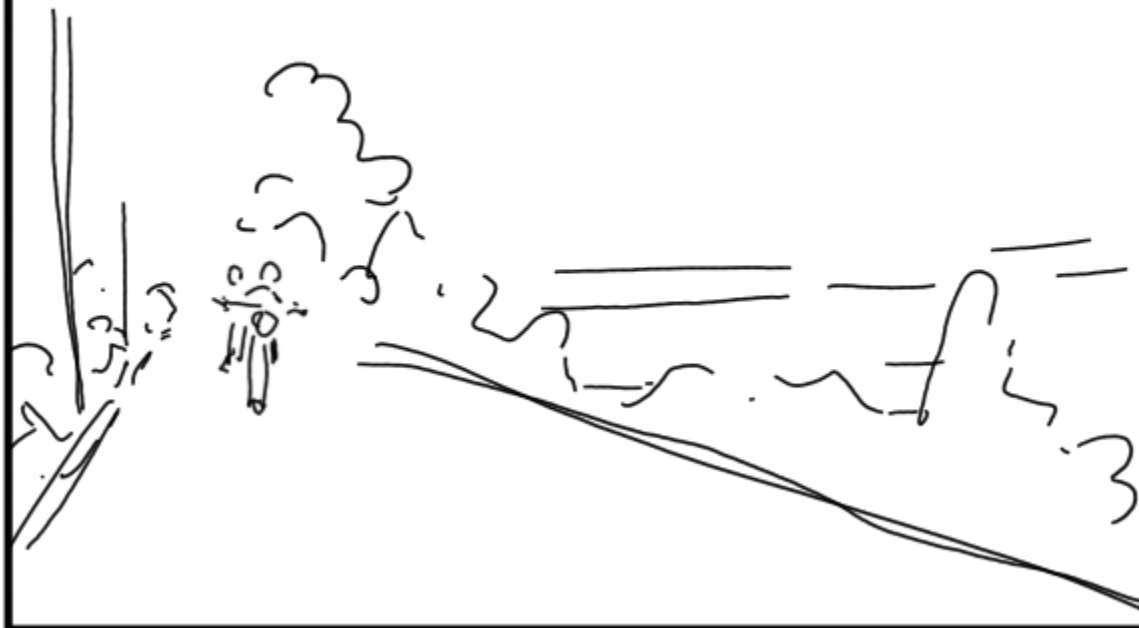
beat board No. - (c)

dialog

Wide shot
POV

action (A0-)

Police coming



shot 16.3

A07

beat board No. - (d)

dialog

"Are you listening?..
Hello... Tara..."
(Light rain will start) 0

action (A0-)

Lowering phone
down



shot 17.2

AO 7

beat board No. - (d)

dialog



_____, _____
(rain continued 0)

action (AO-)

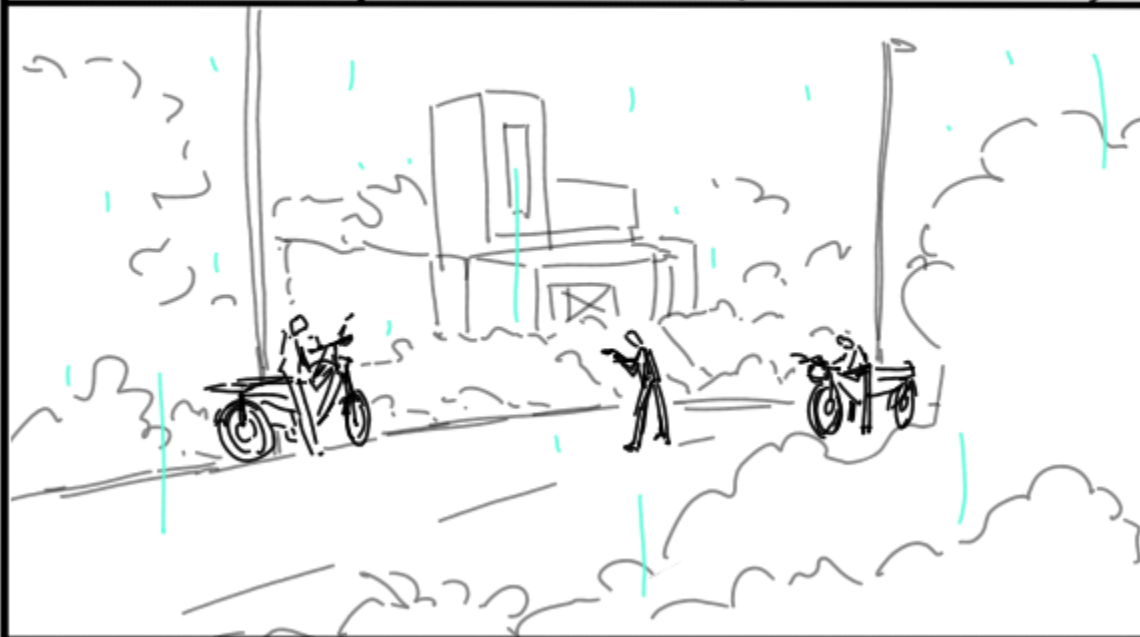
bike stopped
a inspector dropped
down gun pointed on

shot 18

A08

beat board No. - (d)

dialog 0



3/4 angle, wide shot

action (A0-)

Gun pointed on tara

shot 19

AO 8

beat board No. - (d)

dialog 0

"Hands up!!"

1/2nd front angle
Medium shot

action (AO-)

Pointing gun on tara
and saying to surrender.



shot 20 ↓

AO 8

beat board No. - (e)

dialog — 0



Medium shot
side view
1/4 angle

action (AO-)

Hands up!

shot 20. 2 ↑

A0 8

beat board No. - (e)

dialog 0



Medium shot
side view
1/4 angle

action (A0-)

Hands up!
Looking down at her
pocket again and again

shot 19.2

AO 8

beat board No. - (f)

dialog 0



1/2nd front angle
Medium shot

action (AO-)

Pointing gun on tara
noticed her looking at her
pocket.

shot 20.3

A08

beat board No. - (f)



dialog 0
"Disarm yourself"

Medium shot
side view
1/4 angle

action (A0-)

Tara looked at inspector.

shot 18.2

A08

beat board No. - (f)



dialog 0

"Drop them on ground."

3/4 angle, wide shot

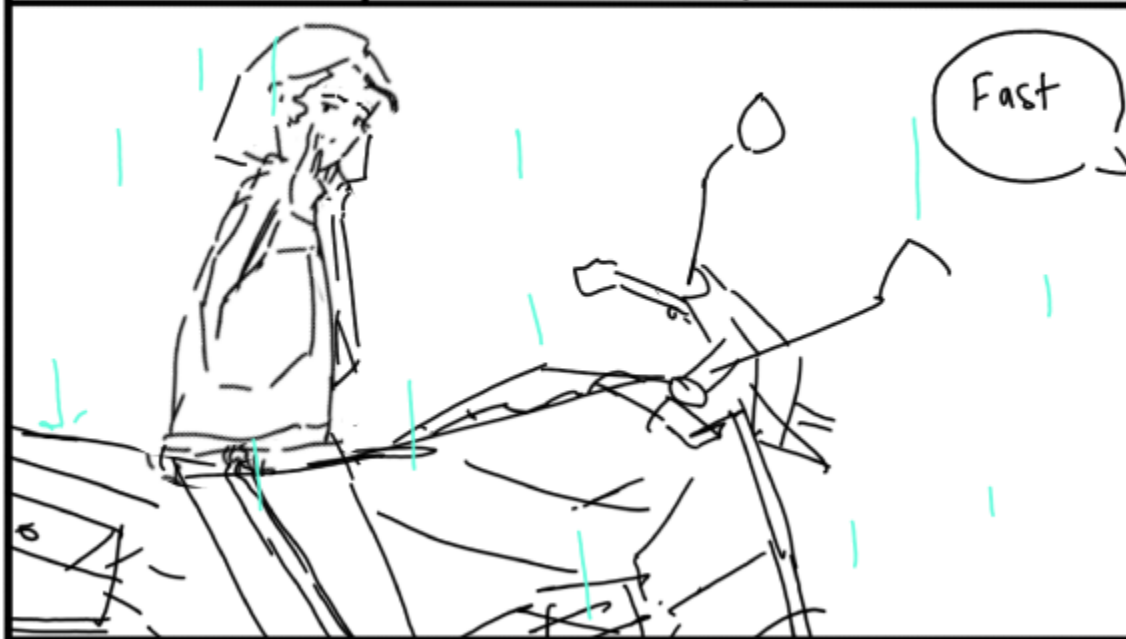
action (A0-)

Gun pointed on tara

shot 21 ↓

AOJ

beat board No. - (f)



dialog (action) - dropping weapon ○
"Fast"

side, medium

action (AO-)

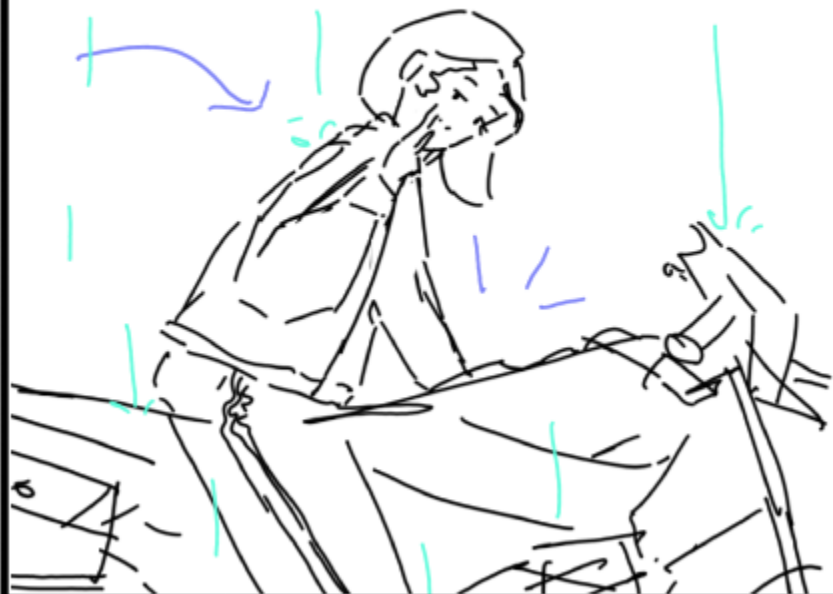
hands up, inspection
saying

shot 21.2 ↑

A09

beat board No. - (f)

~~dialog~~ A09 — / — 0



action (A0-)

continued

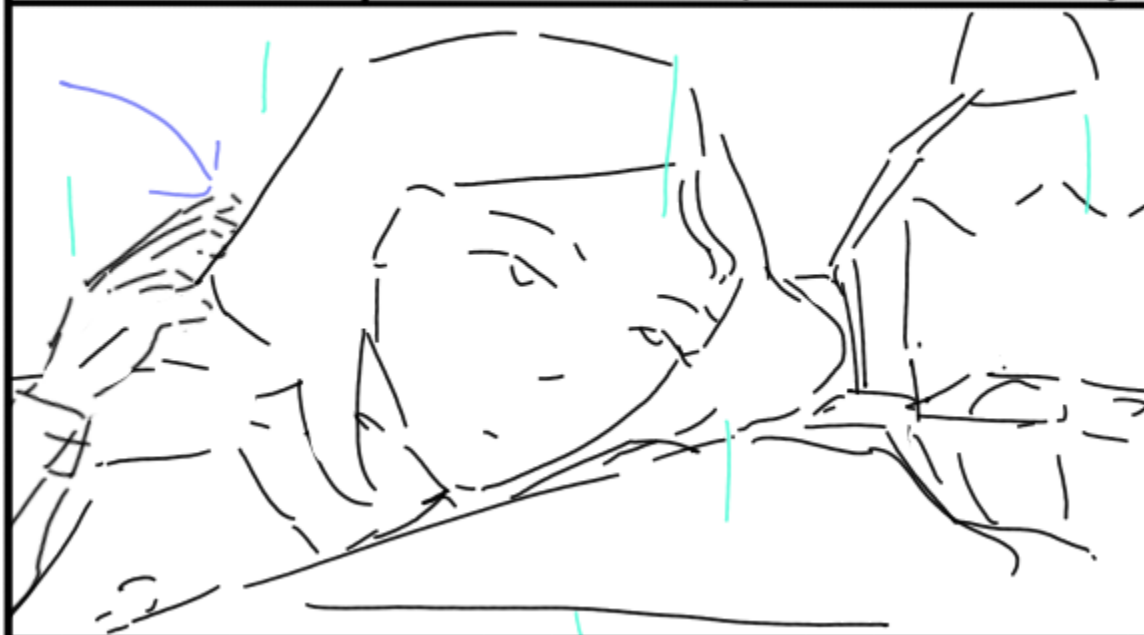
Tora leaning down
to drop the weapon

shot 22

A09

beat board No. - f.g

dialog A09 ———, ——— 0



close up

action (A0-)

Tara

shot 23

A09

beat board No. - f.g

dialog A09 —, — 0



close up + medium

action (A0-)

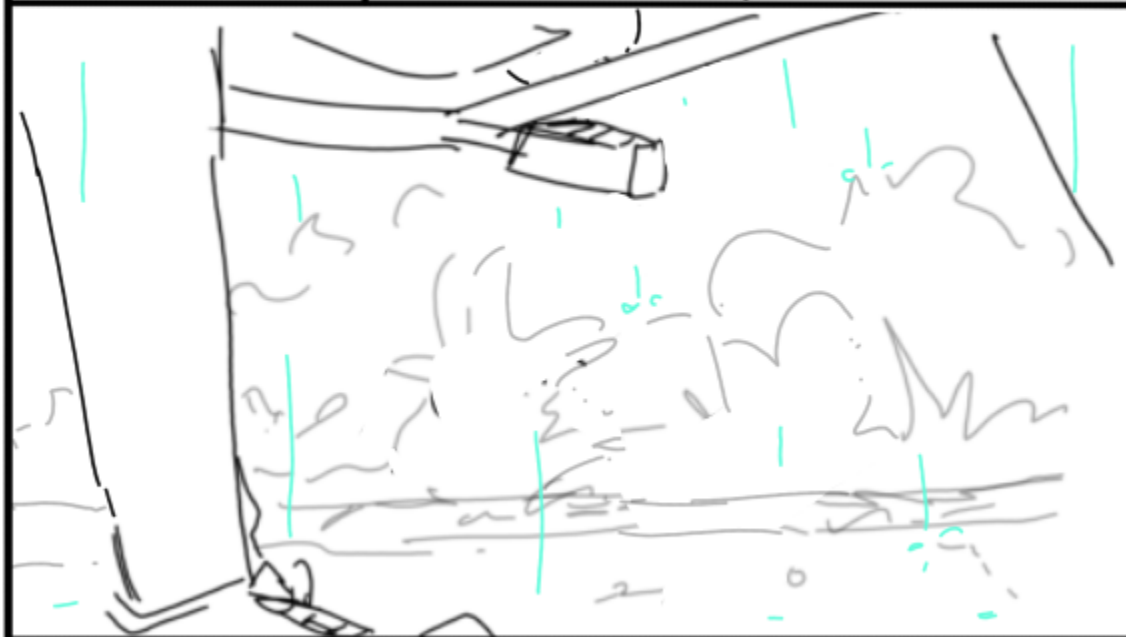
Inspection in frame
Focus, waiting for
weapon to drop.

shot 24

AO 9

beat board No. - f.g

dialog AO 9 — — — 0



closeup to the ground

action (AO-)

Tara dropping weapon

shot 25

A09

beat board No. - f.g

dialog A09 ——— / ——— 0



Front, medium + close

action (A0-)

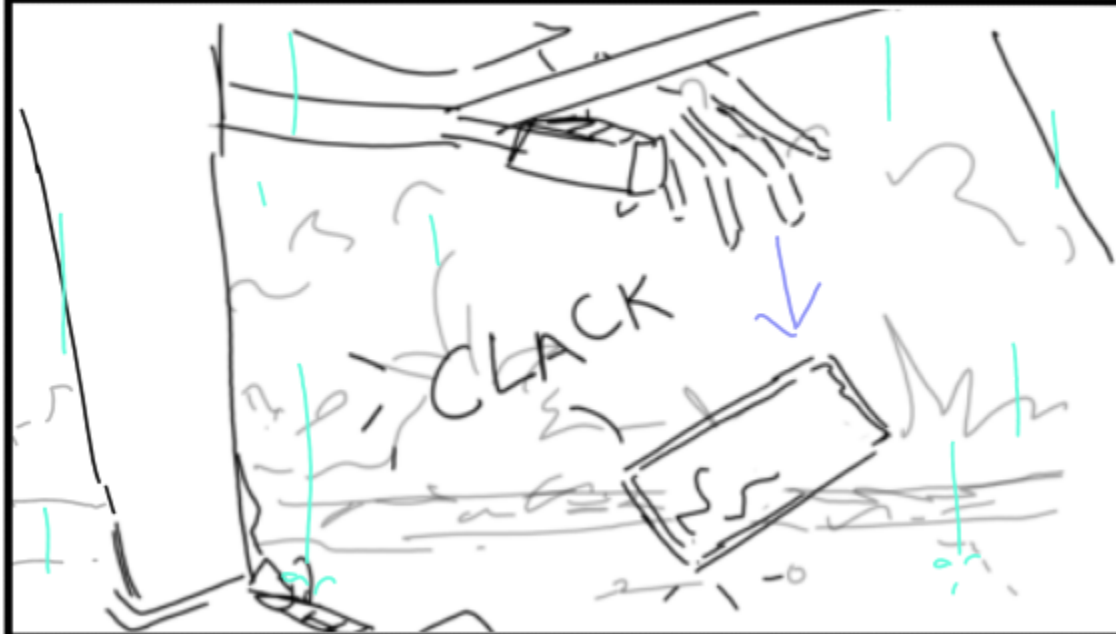
Inspector focused on Tara

shot 24.2

A09

beat board No. - f. 2

~~dialog~~ A09 ——— / ——— 0



action (A0-)

She dropped it.
But it was a phone

shot 25.2

A09

beat board No. - (9)



dialog A09 ——— , ——— 0

"Phone?"

action (A0-)

Inspector realised
it was a phone not
any weapon

shot 25.3

AO 9

beat board No. - (h)

dialog 0



action (AO-)

Looking up

shot 2C ↓

A010

beat board No. - (h)

dialog 0



POV. (Inspector)

action (A0-)

Inspector looking up

shot 26.2 ↑

A010

beat board No. - (h)

dialog 0



action (A0-)

He saw tara attacking
on her.

shot 26.3

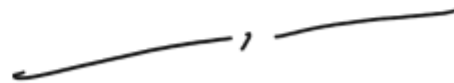
Ablo

beat board No. - (i)

dialog 0

camera moving with
helmet

action (AO-)



shot 25. 4

A010

beat board No. - (h)

dialog

0



action (A0-)

continued

shot 27

AD 10

beat board No. - (1)

~~dialog~~

0



close up to face

action (AO-)

inspector being hit
by helmet

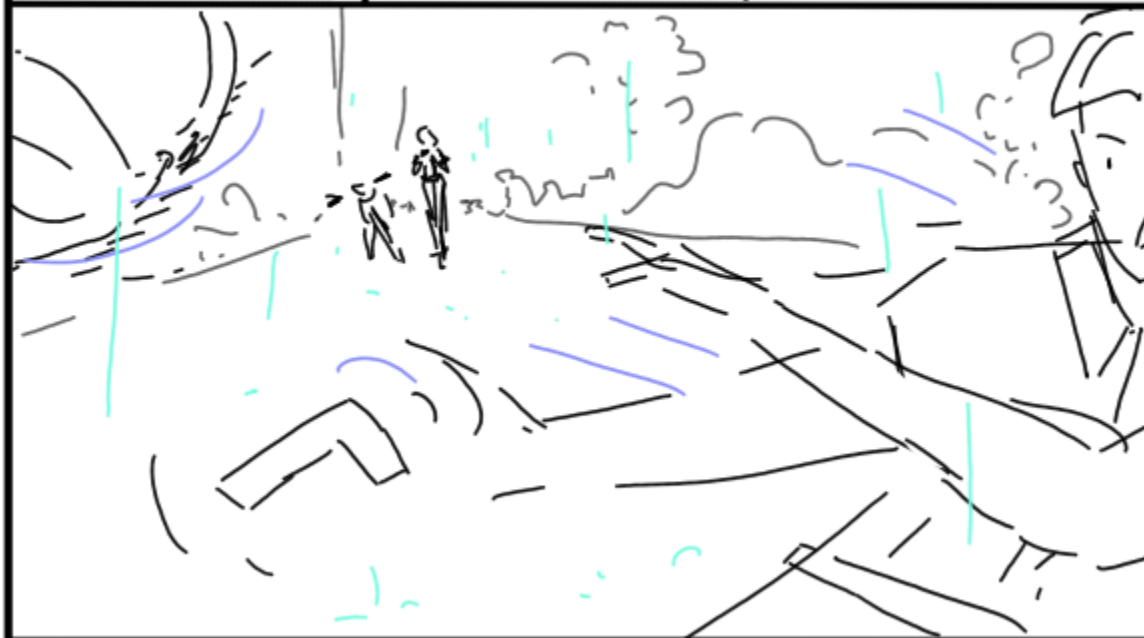
shot 28

A910

beat board No. - (i)

~~dialog~~

0



side of Inspector

action (AO-)

Inspector falling
and another inspector
in by shooting.

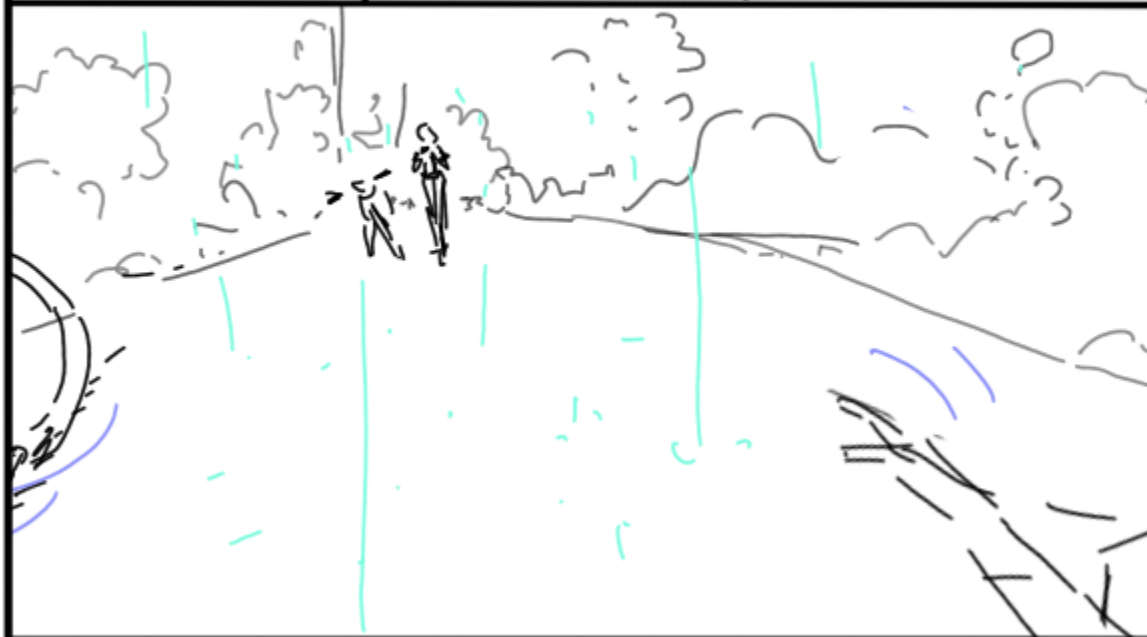
shot 28.2

A010

beat board No. - (i)

dialog

0



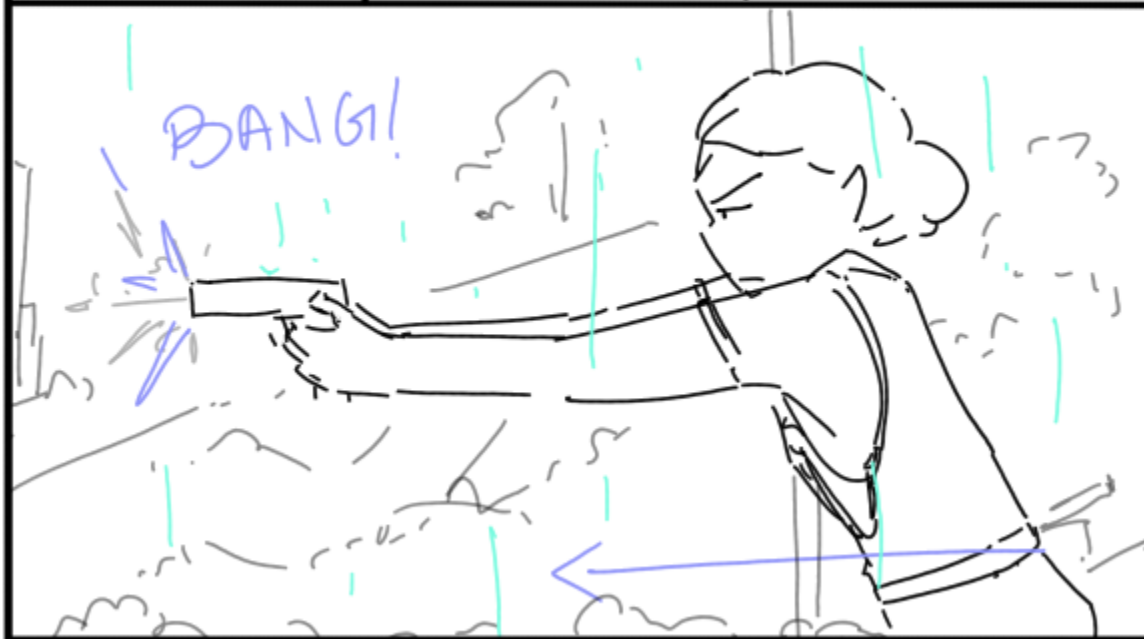
action (A0-)

shot 29

A010

beat board No. - (1)

dialog A09 Dodge + Shoot + throw 0



camera goes from right to left
with jerk
Side View

action (A0-)

Another inspector shoots
on tara.

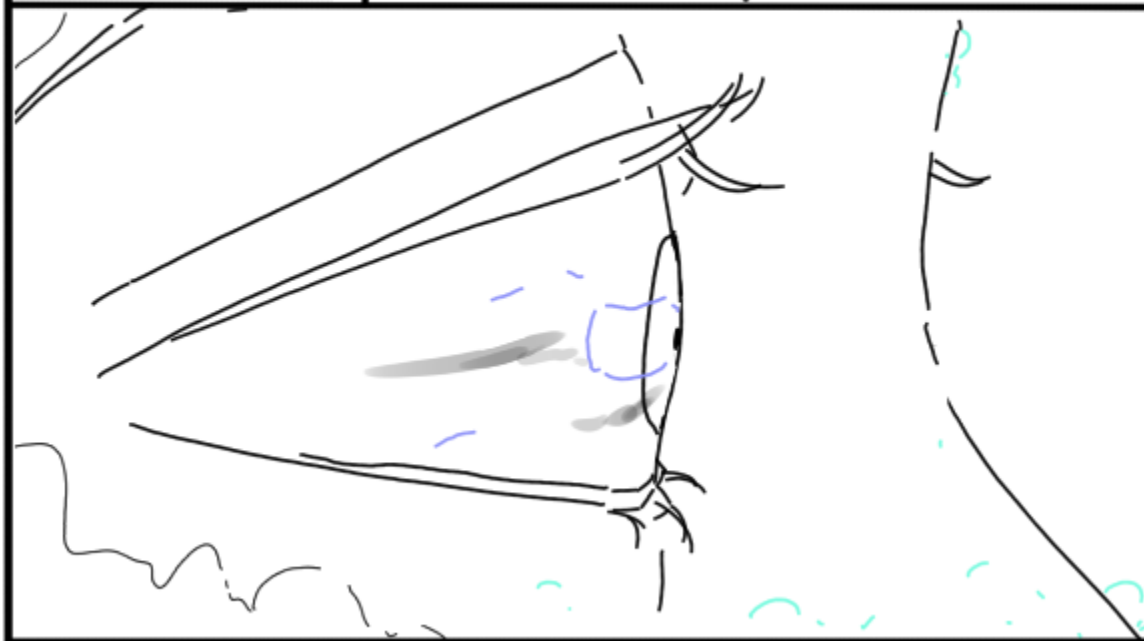
shot 30

A bld

beat board No. - (j)

dialog A00

0



side close up

action (A0-)

- Bullet visible in eye
- Eye getting opened wider and wider, in slow motion

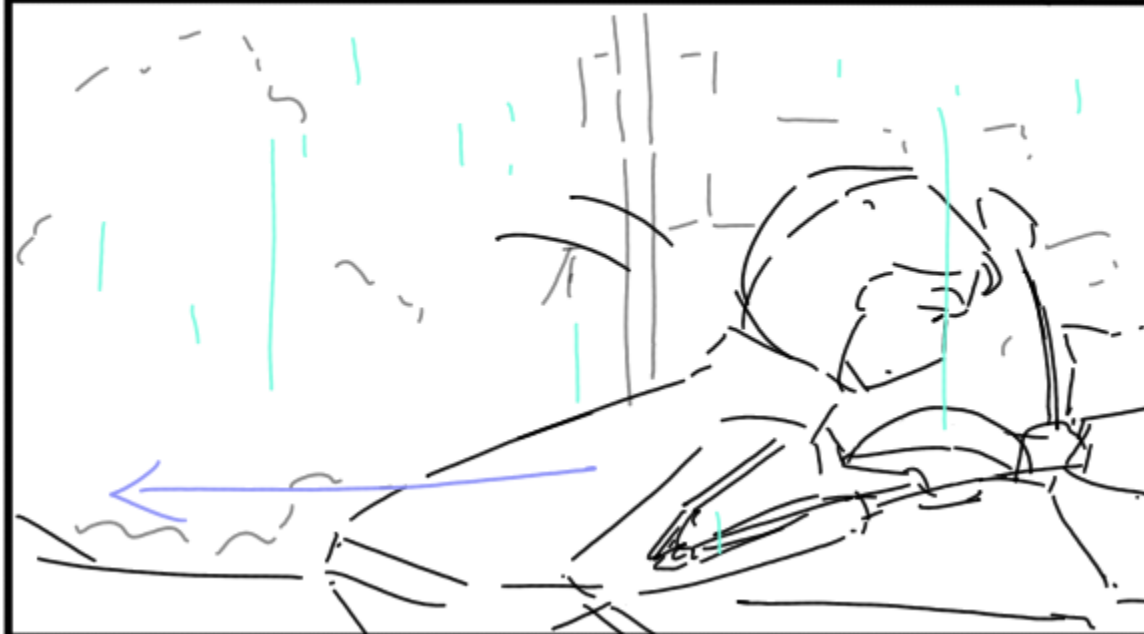
shot 31

A010

beat board No. - (J)

dialog

0



Camera movement ←
Medium side

action (A0-)

Tasia bent down.
(remember she has a
helmet in left hand)

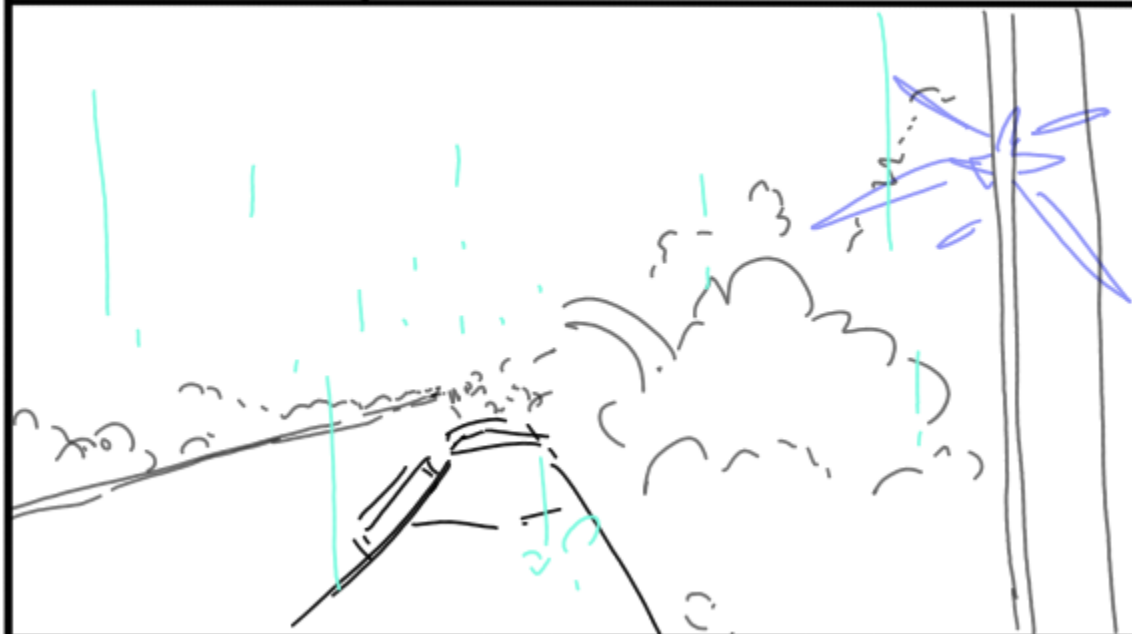
shot 31.2

A40

beat board No. - (j)

dialog

0



Front
Medium + Close

action (A0-)

Bullet went on the
pole.

shot 31.3

APIO

beat board No. - (j)

dialog

0



Front
Medium + Close

action (AO-)

She came up.

shot 31.3

A010

beat board No. - (j)

dialog

0



Front
Medium + Close

action (A0-)

Anticipation for helmet
throw

shot 31.3

A010

beat board No. - (j)

dialog

0



Front
Medium + Close

action (A0-)

Final throw.

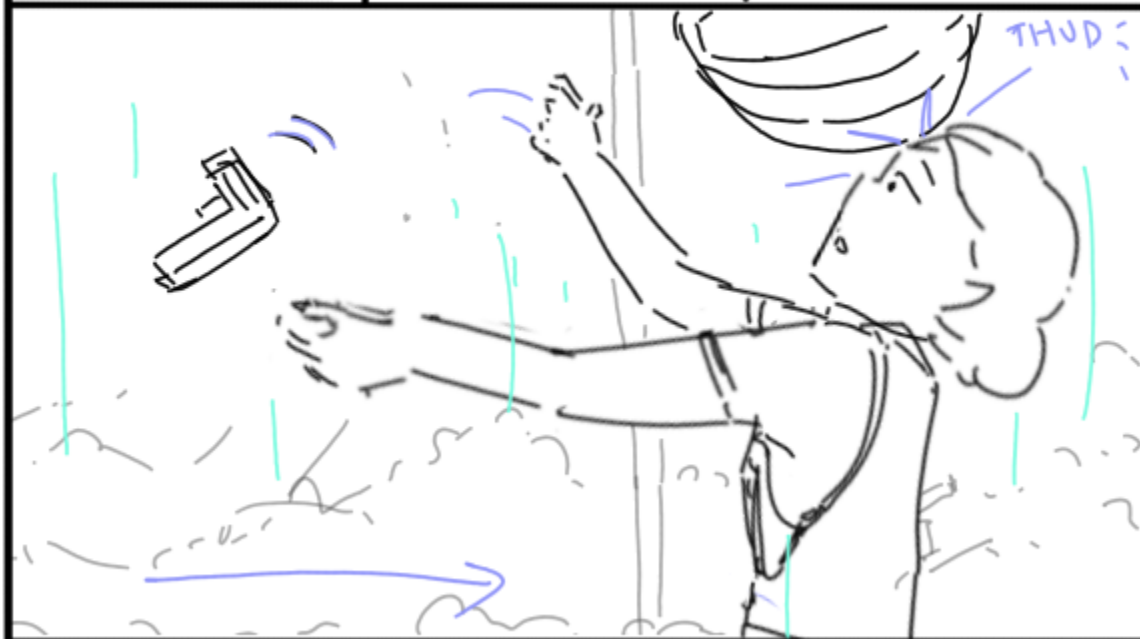
shot 22.2

Ap10

beat board No. - (j).

dialog

0



Camera →
(with hit jerk)
side view

action (AO-)

Helmet hits another
inspectors head.
and she falls

shot 32

AD14

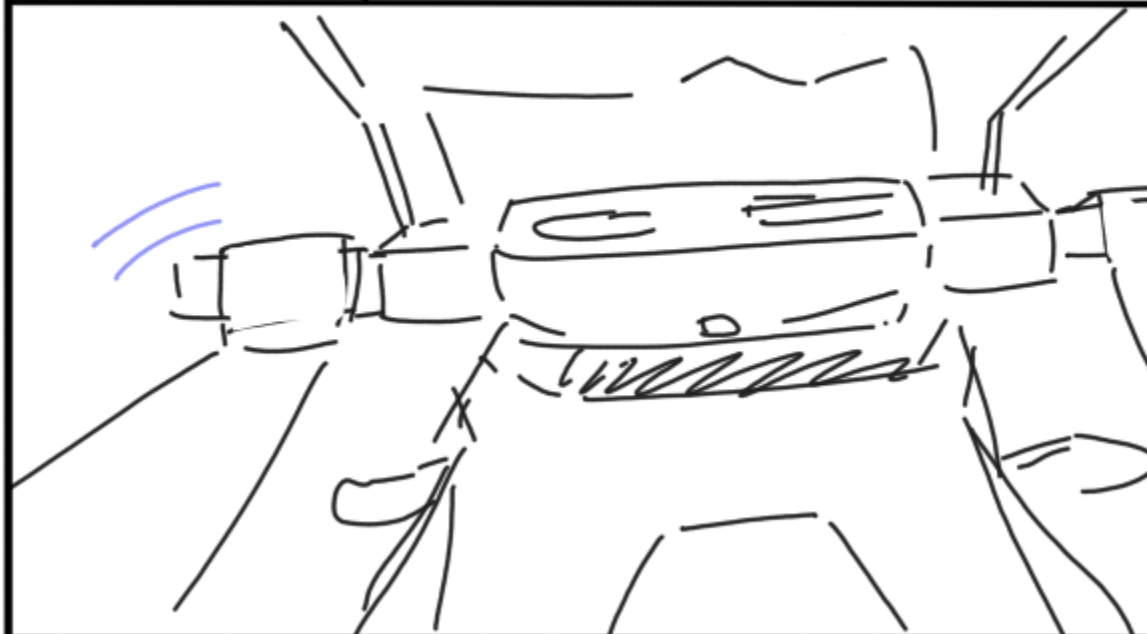
beat board No. - (K)

dialog

POV (Tara)

action (AO-)

Holding handle



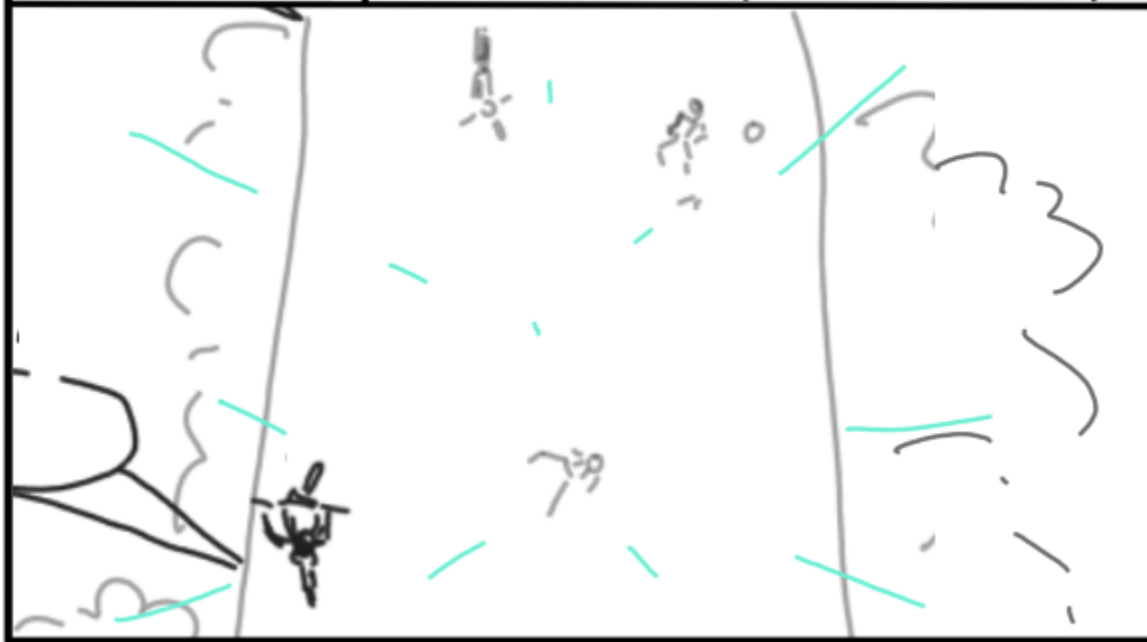
shot 33

A010

beat board No. - (k)

dialog

0



bird's eye
slide

action (A0-)

turning back bike

shot 33.2

Ad 10

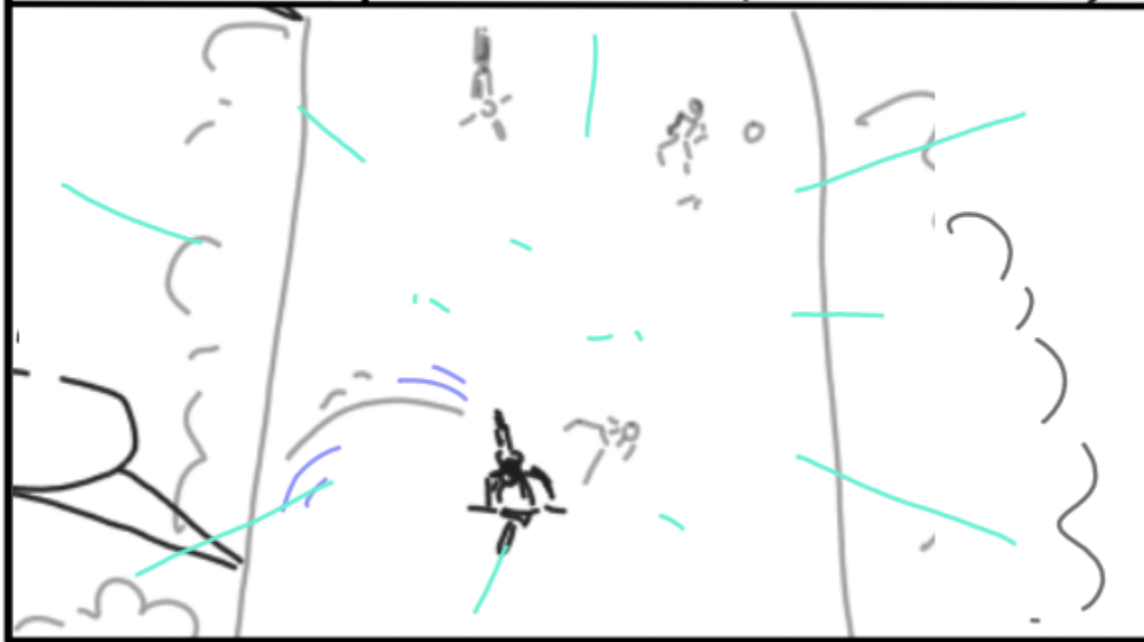
beat board No. -(k)

dialog

_____ , _____

action (AO-)

_____ , _____



shot 34

AD 10

beat board No. - (K)

~~dialog~~

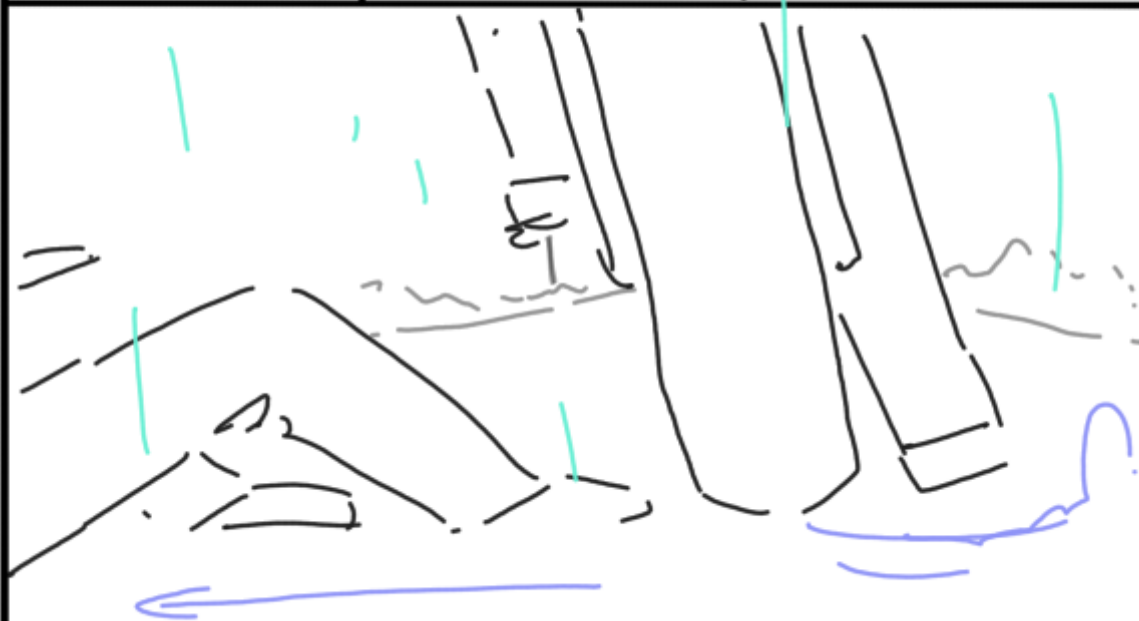
0

camera ←

Medium close
Back (Turn) side (Inspector)

action (AD-)

Bike went near
inspector, he pulled
his leg fast



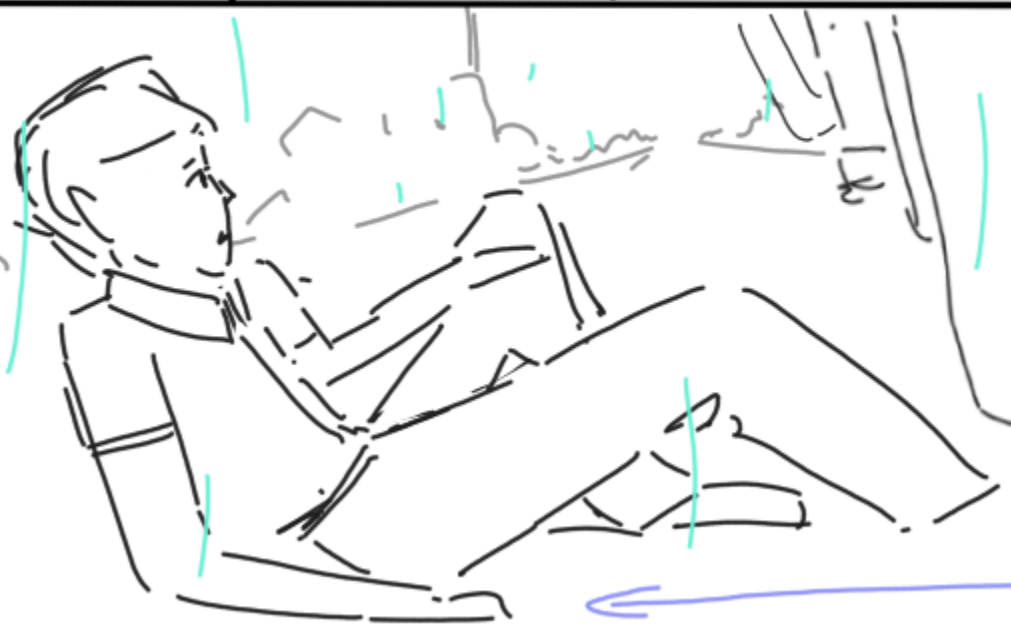
shot 34.2

A010

beat board No. - (k)

~~dialog~~

0



Camera ←

action (A0-)

shot 34.3

AO 10

beat board No. - (k)

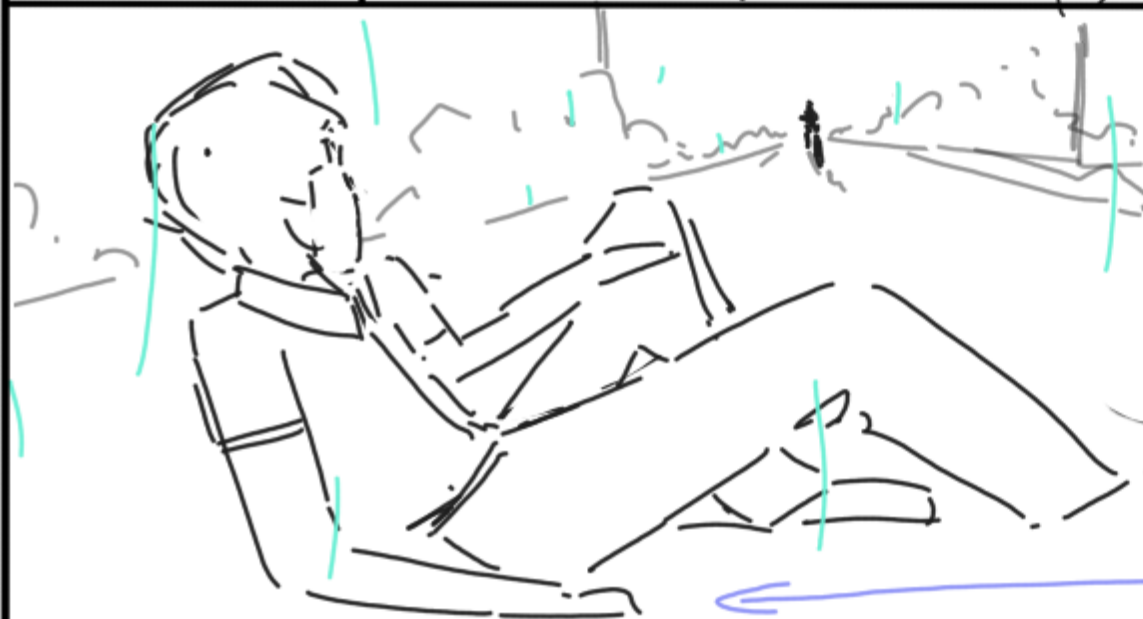
dialog

0

camera stop

action (AO-)

Tara going away



shot 35

A011

beat board No. - 11

dialog—

0



Top view

action (A0-)

Tara running
away
Police chasing

shot 36

Ap 11

beat board No. - (2)

dialog

0



Front view
Medium close shot

action (AO-)

Running away

shot 37

A011

beat board No. - (1)

dialog

0



side , wide

action (A0-)

Tara getting on
main road.

shot 37.2

A011

beat board No. - (1)

~~dialog~~

0



action (A0-)

Police 1 and 2
also passed.

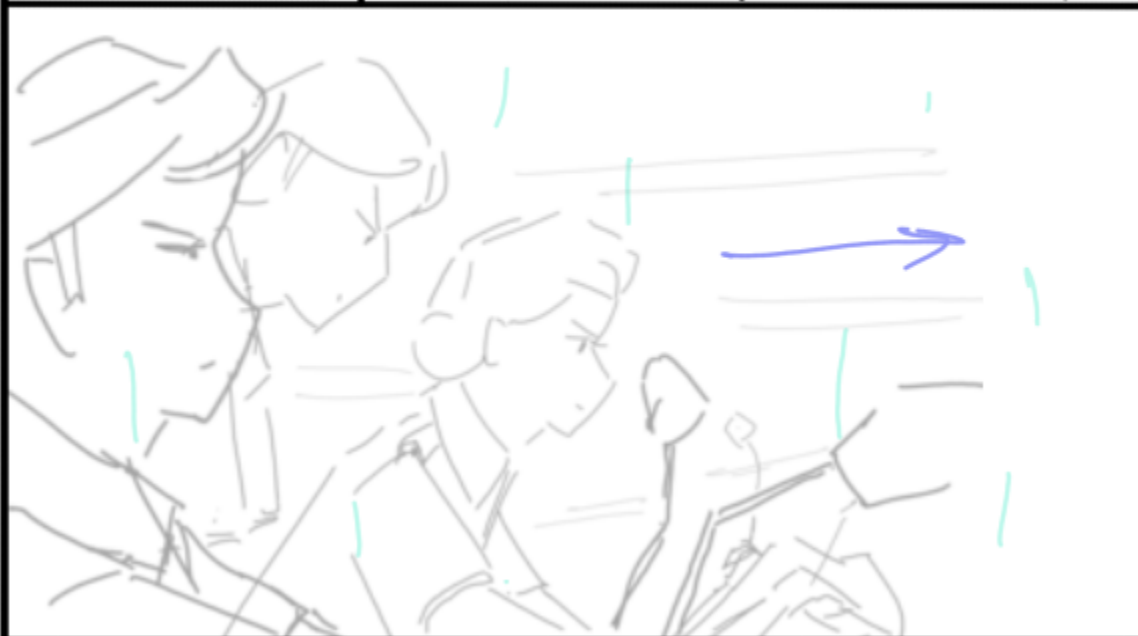
shot 38

A012

beat board No. - (P)

dialog

0



camera running with
subject

medium side

action (A0-)

chase
(police)

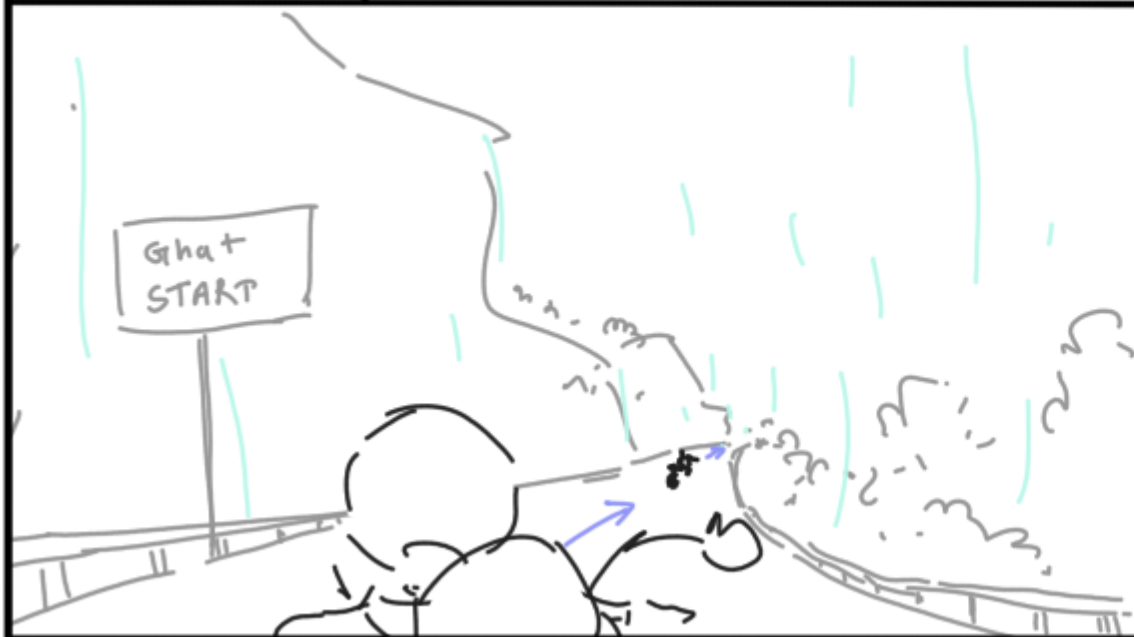
shot 39

AØ12

beat board No. - (m)

dialog

0



Back wide + medium
still shot

action (AO-)

Tara →
Police bike 1 →
Police bike 2 →
"Ghat Start" Sign Board

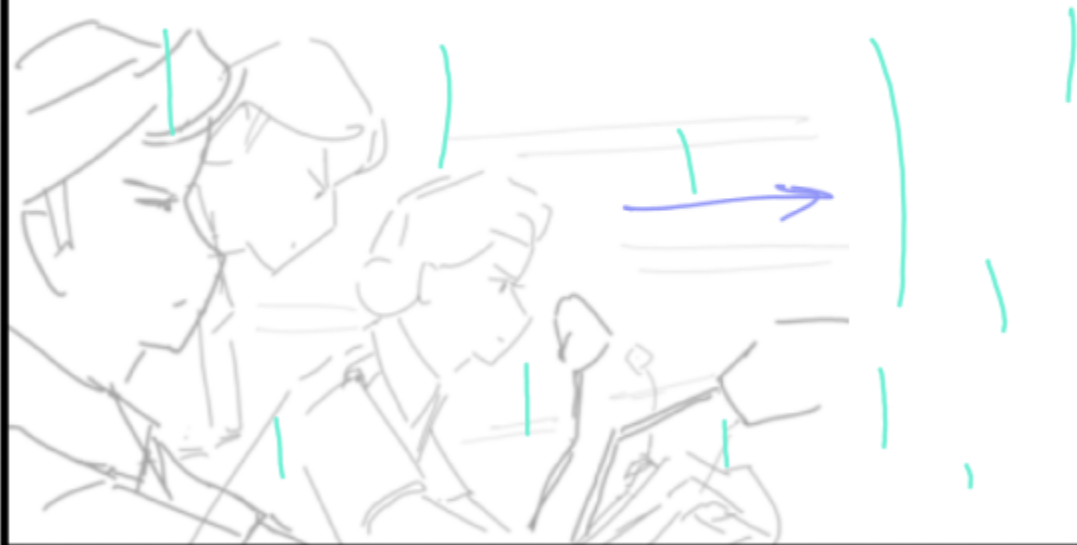
shot 38.2

A612

beat board No. - (p)

dialog

0



medium chase (in forest)
side

action (AO-)

Chase in forest
police

shot 40

A012

beat board No. - (0)

dialog

"Promise me"

side medium



action (A0-)

Chase in forest
(+ara)

shot 41

A0

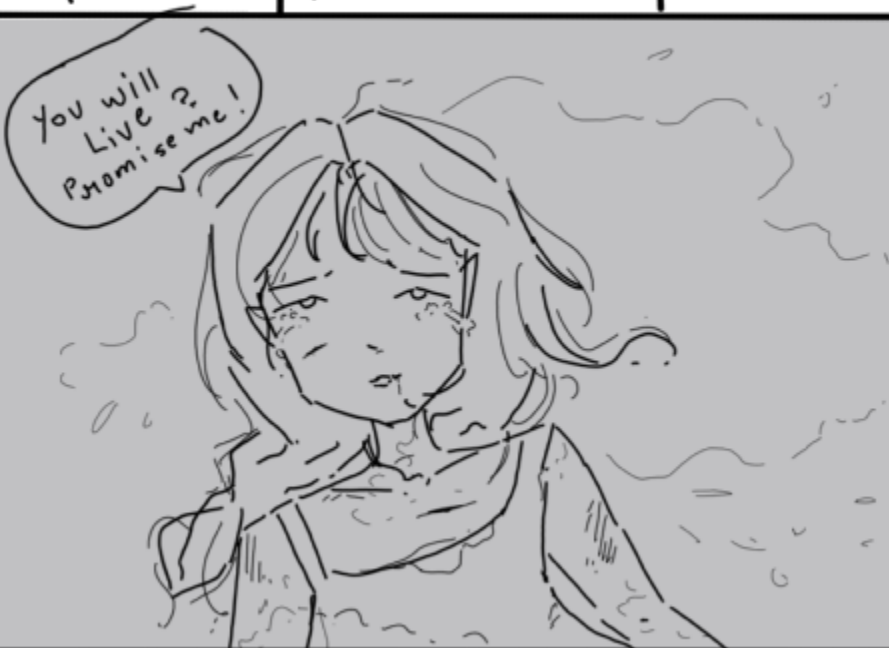
beat board No. - (q/)

dialog

"You will live, Hmm?
Promise me!"

action (A0-)

Flashback of Pavi



shot 40, 2

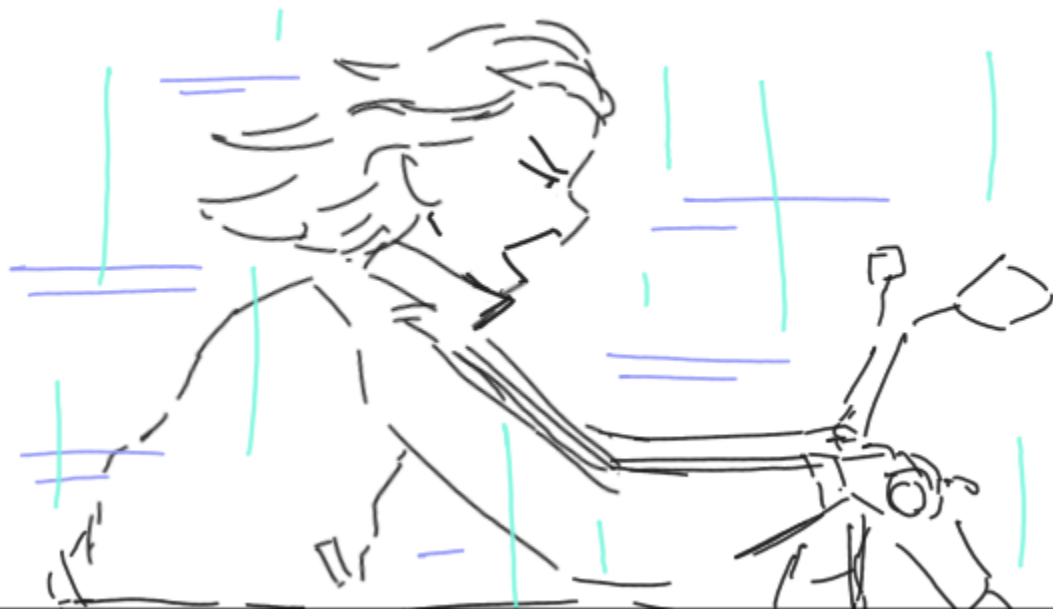
A0

beat board No. - (91)

dialog

"I will"

0



action (A0-)

she screamed

shot 42

A612

beat board No. - (01)

~~dialog~~

0

close up
top + pov

action (AO-)

Escalating



shot 43

A0

beat board No. - (31)

dialog

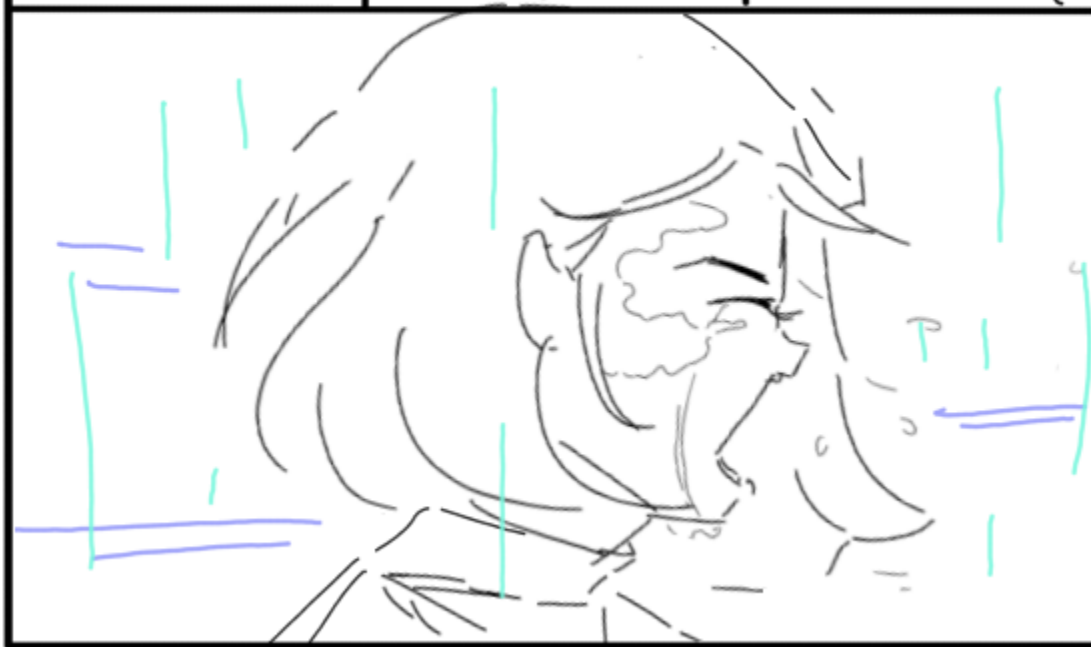
0

"I WILL"

close up

action (A0-)

she scream more



shot 44

A0

beat board No. - (S)

~~dialog~~

0



Pov

action (A0-)

Bike going fast

shot 45

A0

beat board No. - (S)

~~dialog~~

0



close up

action (A0-)

speed meter
increasing

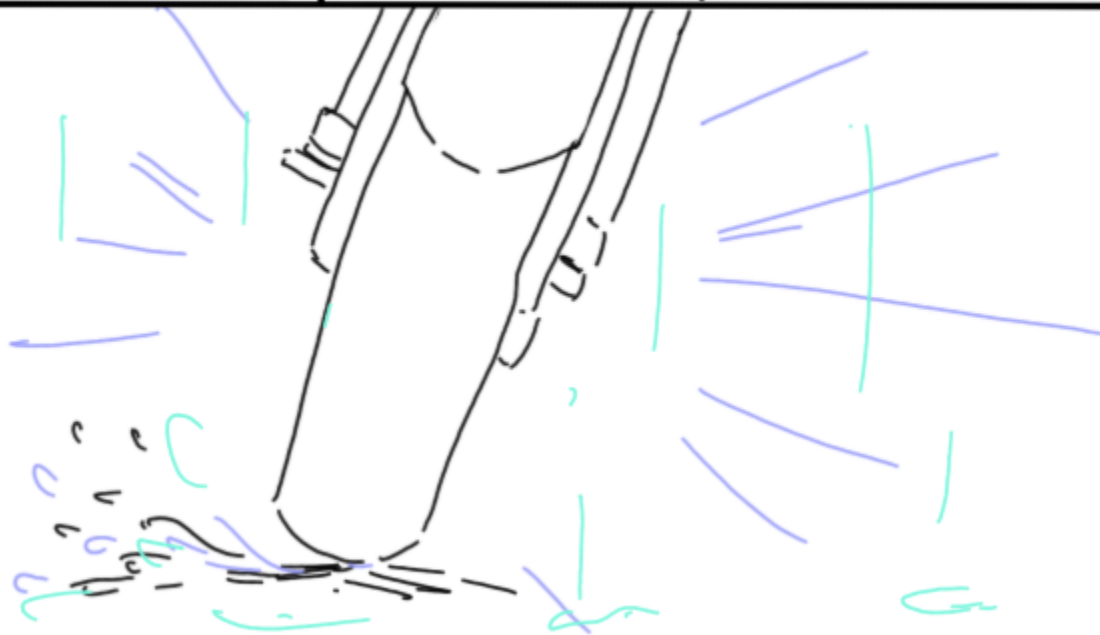
shot 46

A0

beat board No. - (S)

dialog

8



back close up +
medium

action (A0-)

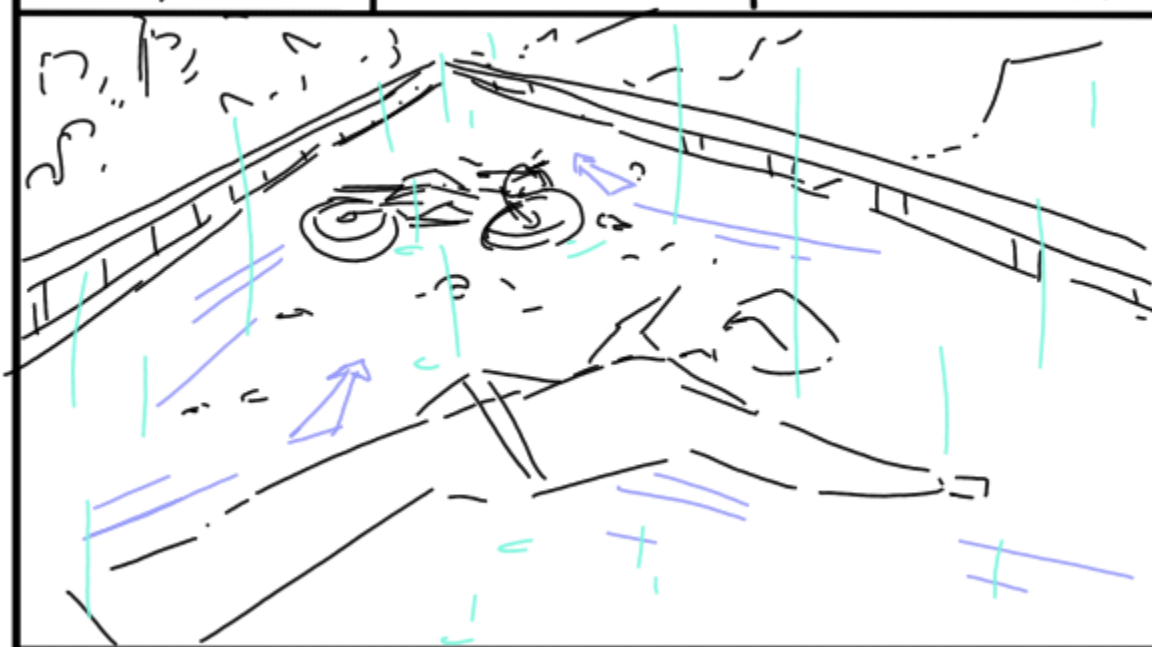
slip, and fall

shot 47

A0

beat board No. - (S)

dialog



action (A0-)

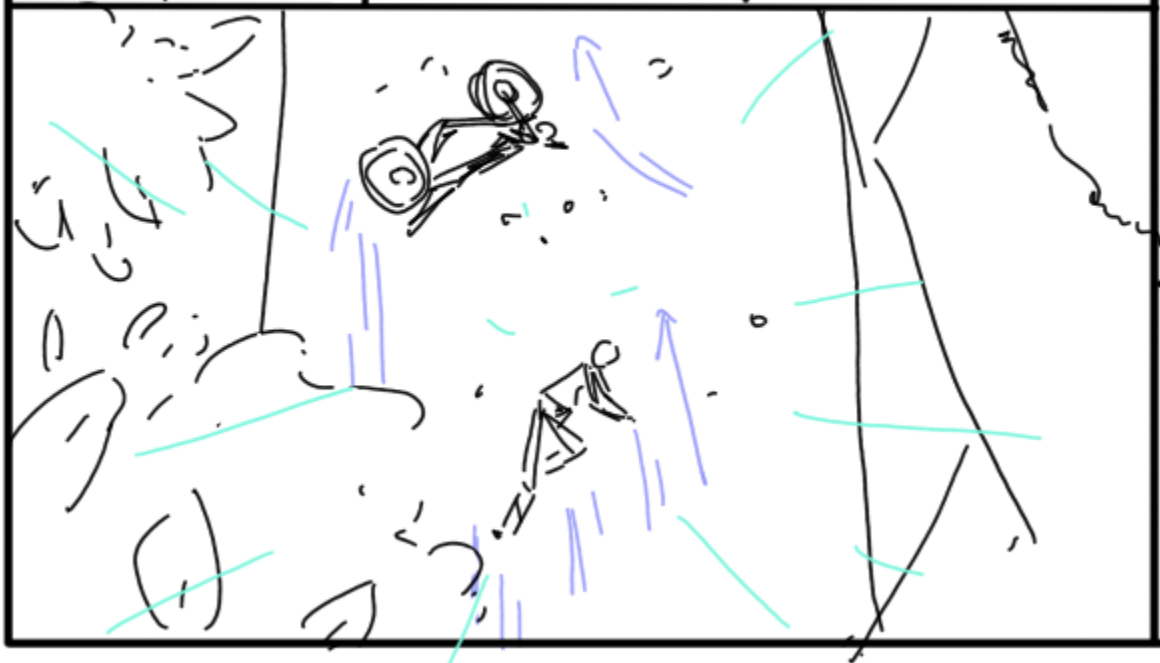
slid continued

shot 48

AO

beat board No. - (S)

dialog



Top

action (AO-)

slide ———
and stop

shot 49

A0

beat board No. - (4)

dialog

0



Horizontal front

action (A0-)

Light on and off
slid and stop

shot 50

A0

beat board No. - (d)

dialog

Front

action (A0-)

Turns on back



shot 51

A0

beat board No. - (J)

~~dialog~~



Top

action (A0-)

police around her

shot 52

A0

beat board No. - end

~~dialog~~

close up, top

action (A0-)

slowly blinking



shot 53

Ao

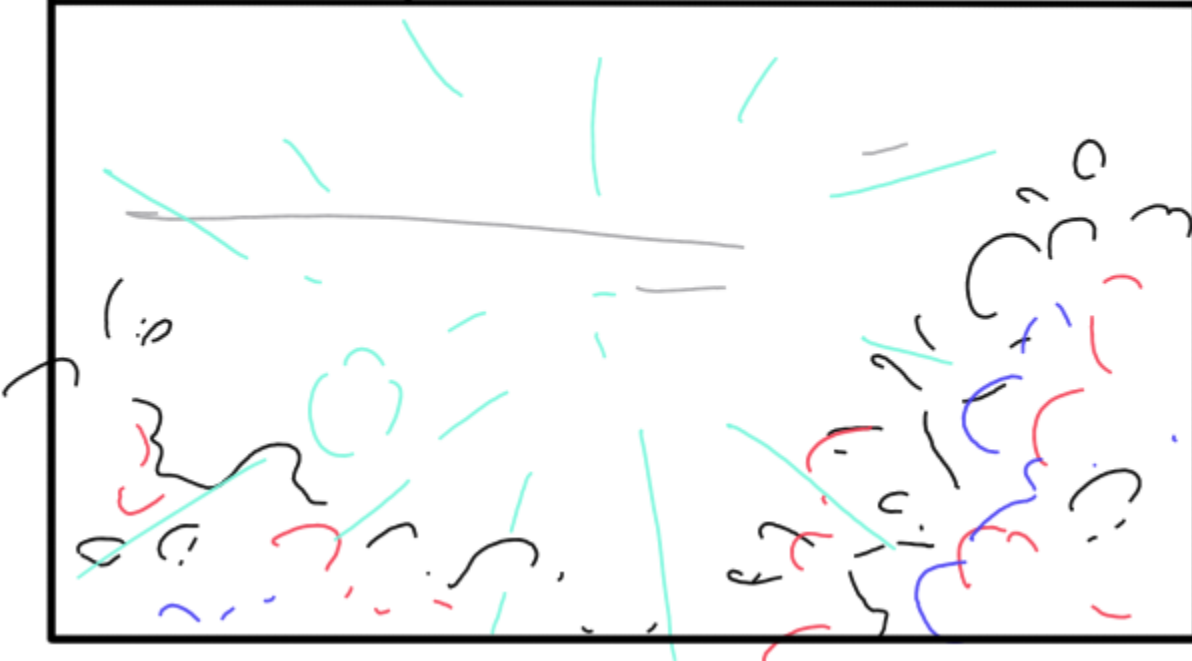
beat board No. - end

dialog

Pov

action (AO-)

Lights on tree
leaves



shot — / —

A0

beat board No. - end

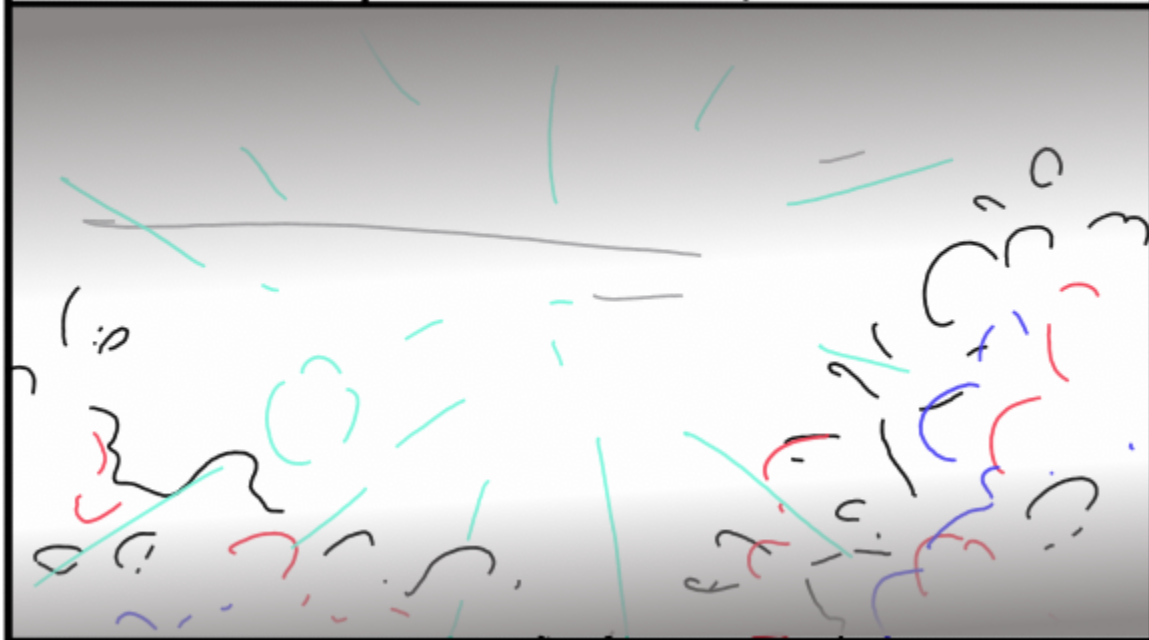
dialog

— / —

action (A0-)

eye getting closed

— / —



shot — —

A0

beat board No. - end

dialog

— / —

action (A0-)

— / —

shot — / —

A0

beat board No. - end

dialog

_____ / _____

action (A0-)

Black ou

shot — / —

A0

beat board No. - end

dialog

THE
END

— / —

action (A0-)

Black out