

# Back To The Paper

## Simple Dialog List



Created by:



CCSL - Dialogue List - Closed Captioning

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## SIMPLE DIALOGUE LIST - SAMPLE

TIMECODE IN	CHARACTER NAME	DIALOGUE
01:00:01:00	<b>PRODUCTION TITLE</b>	<b>BANNER PICTURES</b>
01:00:02:05	SFX	[WATCH TICKING]
01:00:04:01	SFX	[STATIC CRACKLES]
01:00:05:02	JAMES	Good evening, my friends.
01:00:06:10	<b>NARRATIVE TITLE</b>	<b>FRANCE, 1943</b>
01:00:07:19	JAMES (ON/OS)	I pray you are well. For three years, we have ducked, dodged, and cheated the machinations of the Nazis' evil empire.
01:00:19:01	ROSCOE	Have you triangulated the broadcast signal yet?
01:00:21:01	BRUCE	I'm afraid not, Sir. The broadcast continues to be too short.
01:00:24:00	ROSCOE	Why do you follow the Führer?
01:00:25:04	BRUCE	When I hear him speak, I feel my heart swell with pride.
01:00:30:16	ROSCOE	This man... has the same effect on our enemies. They are inflamed by his words.
01:00:35:21	JAMES (VO)	[over radio] We... the foreigners and the Jew... the weak and the infirm...
01:00:40:13	DICK (OS/ON)	What I need is to get out of this God-forsaken country! Because if we all stay here, we're all gonna die.
01:00:45:07	ROSCOE (ON/OS)	We will not rest until this man has been captured.
01:00:49:17	JAMES (VO)	[over radio] ...we are all being hunted. There are others out there who are kin to you...
01:00:53:13	MICHAEL	(blows whistle)
01:00:54:23	JAMES (VO)	[over radio] ...sharing in your burdens, delighting in your victories, keeping the flame of hope alight.
01:01:01:02	MUSIC	[DRAMATIC MUSIC]
01:01:06:23	JAMES (VO)	[over radio] Stay safe, my friends...
01:01:08:02	SFX	[TENSE SILENCE]
01:01:11:00	JAMES (ON/OS)	You have to help us. [over radio] The cities and towns we once called home...
01:01:15:12	SFX	[DISTANT GUNSHOTS]
01:01:18:12	JAMES (VO)	[over radio] ...have turned against us. But you are not alone in this battle.
01:01:24:15	MUSIC	[THRILLING MUSIC]



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TIMECODE IN	CHARACTER NAME	DIALOGUE
01:01:31:12	FRANK (OS/ON)	We shall come, uh, tomorrow night here for dinner.
01:01:34:18	JAMES	It's too dangerous.
01:01:35:21	JOHN	There is no other way. You need to play your part.
01:01:38:13	ALICE (ON/OS)	Play our part? So that we can make--
01:01:39:16	JOHN	(overlaps) So you can live!
01:01:41:22	MUSIC	[SUSPENSEFUL MUSIC]
01:01:46:13	JAMES	[into radio] The Germans are sending a death squad to clear your town. So you must evacuate immediately.
01:01:52:19	ROSCOE	Never underestimate my resolve.
01:01:55:18	SFX	[HEATED ARGUMENT]
01:01:57:05	ROSCOE	The subhuman must be eradicated!
01:02:00:00	JAMES [into radio]	[into radio] Dear friends, in the face of impossible odds, all the darkness in the world cannot extinguish the light...
01:02:07:05	MUSIC	[DRAMATIC MUSIC]
01:02:10:00	<b>MAIN TITLE</b>	<b>DYING FLICKER</b>
01:02:11:00	JAMES	[into radio] ...of a single candle. [blows out candle]
01:02:13:15		<b>[end credits page]</b>
01:02:14:15		<b>LAST FRAME OF PICTURE</b>

