

Beyond The Gates Season 2 Episode 9 Transcript

Intro sequence plays showcasing a Tyrannosaurus Rex walking into frame in front of a dinosaur warning sign, onto a mainland road surrounded by a temperate forest while the Jurassic World theme plays. Ahead we see National Park style gates with the DFW logo. The T. rex roars as the camera floats through its mouth towards the gates, flying through the gates, revealing a cold, misty Pacific Northwest valley – the Beyond The Gates logo is revealed through the fog. We fly through it, morphing into the host:

HOST: Welcome back to season two of ***Beyond The Gates, Jurassic World's Collectors First Series*** from the fans for the fans.

The host stands in front of jungle foliage soaked in dramatic lighting, is hair tied in a loose bun. A orange glowing Jurassic logo sits behind him, the light piercing through the ambient fog that flows behind him with a DNA cryocan sits in the background, whereas the Hammond Collection John Raymond Arnold (with jacket) plus the Pachycephalosaurus sit loose on a pedestal in front of him. The Jurassic World icon appears bottom left of screen, a stone plaque builds from it, text appears on top.

ON SCREEN TEXT: Chris Pugh, Jurassic Outpost

HOST: In today's episode we have two brand new figures from Mattel's Hammond Collection - first available at Target Ray Arnold, the no-nonsense Chief Engineer from Jurassic Park and the aptly nicknamed ram-headed dinosaur from The Lost World - the Pachycephalosaurus Mattel's Gregory Murphy joins us once again alongside Stan Winston School's Matt Winston, to go behind the scenes, and learn more!

The Target logo flies in next to the host, before flying away. The host window shrinks and moves to the right whereas a larger window appears to the left with text below reading "Today's Episode". The window first shows Ray Arnold, the Pachy, Greg when he mentioned, likewise following up with Matt upon the namedrop.

Metallic sliding gates slam shut – the gates feature the Jurassic World Amber Logo in the middle and two amber lights either side which pulse. The gates quickly slide open, revealing Greg Murphy looking excited as he talks about the toys.

His name plaque builds the same as the HOSTS:

ON SCREEN TEXT: Gregory Murphy, Toy Designer at Mattel

Greg: Once again I'm super excited to introduce two awesome new figures to the Hammond Collection today we have Ray Arnold from Jurassic Park and the Pachycephalosaurus from Jurassic Park, The Lost World Ray Arnold includes 14 points of articulation as well as swappable arms and a removable lab coat We really wanted to make sure that we captured his likeness as close as possible to the film and we've even paid

attention to the smallest details, things like recreating the exact pattern on his tie, and even getting the right number of pens in his lab coat pocket so to capture the truly fine detail in things like Ray Arnold's tie we wanted to make sure we were choosing the right deco application process, and for that we decided to go with a tempo application

As Greg talks we first see a packaged shot of Ray Arnold rotating on the set, before swapping to the packaged shot of the 'Ram Head' doing the same. It then swaps to a shot from within The Lost World Jurassic Park of the Pachy being captured by the Trapper Hummer which the InGen Hunters controlled. From there we see a rotating shot of the Mattel Ray Arnold without his coat but with a headset, surrounded by Dr.'s Grant, Sattler, and Malcolm. We then see a closer shot of Ray with his jacket and headset on, followed by a shot of Ray on the ground with a female Lowland Velociraptor in front of him - his arm has been bitten off and is in the raptors mouth. We then see a shot of the Ray toy surrounded by the Dr.'s of before, huddled in intense conversation - likely about how to not be eaten by Velociraptors. We then swap to seeing Mattel's internal design sheets for the Ray Arnold toy, showing off their decos and tooling, followed by two more closeups of the Ray toy alone. We then see Ray standing confidently next to a more friendly looking Velociraptor, and finally a rotating shot of Ray without his Jacket as the segment comes to a close.

Metallic sliding gates slam shut – the gates feature the Jurassic World Amber Logo in the middle and two amber lights either side which pulse. The gates quickly slide open, revealing Greg Murphy once again, still looking rather excited as he talks about the toys.

Greg: Moving onto our next figure from The Lost World we have the Pachycephalosaurus This awesome dinosaur is beloved by fans for its dome-shaped head - and its aggressive ramming behavior The Hammond Collection Pachycephalosaurus includes 14 points of articulation including a moving mouth joint and that wire posable tail When designing a figure that we haven't seen since 1997 it's a bit of a challenge to track down the appropriate reference to really capture this dinosaur's likeness truthfully For that, we have to do a little bit of our own archeology An abundance of that archival material is actually coming directly from the Stan Winston animatronic

As greg speaks we first see a shot of the Pachy atop a turntable by itself rotating, then followed by a shot of it also accompanied by the female Lowland Velociraptor and Frilled Hammond Collection Dilophosaurus toys. From there we a shot of the Pachy toy ramming into the Legacy Collection InGen Hunters Jeep driven by Roland Tembo, then cutting to a design sheet showing the toys points of articulation and wire tail. From there we see a shot of Ray Arnold standing next to the Pachy toy, its mouth open, Ray seemingly giving it a dental inspection. That is then followed by two separate shots of the Pachy on the

turntable alone rotating, cutting to a different Mattel design sheet showing off its complex paint job. We see a final shot of the toy, before cutting to the original concept sketches done by Crash McCreery, then to Stan Winston Studios painting the maquette - cutting to Mattels digital paint app being applied, mirroring the prior shot. We then see some early test footage of the Pachy animatronic in the studio from before filming.

The shot then swaps to a window, with the shows other guest inside: Matt Winston of Stan Winston school, sat inside the workshop with dinosaurs and aliens behind him.

ON SCREEN TEXT: Matt Winston, Co-founder Stan Winston School

Matt: We first meet the Pachycephalosaurus in The Lost World: Jurassic Park during that incredibly exciting round-up sequence Three puppets were built There was the full-sized 'Hero' hydraulic puppet There was an 'insert-head' for close-up shots and then there was also - and it was unfortunately not used a 'ramming' version of the puppet that was built to withstand the force of ramming into that Hunter vehicle The puppets incorporated so many technologies What this allowed was for you to see muscles moving underneath the skin, so the studio fabricators created all sorts of musculature that overlapped very realistically so that when the puppet would move and those muscles would overlap or stretch, you would see that underneath the much thinner foam-latex skin

As Matt speaks we first see a shot from within The Lost World of the hunters roundup scene as the gatherers watch in horror, then to a beautiful shot of all 3 Pachy animatronics in their finished state within the sound stage. From there we see three shots of the unfinished mechanical animatronics being built and tested, prior to having all their muscle plates and skins attached - then moving on to a shot from the film of the Pachy ramming into the side of a vehicle as Burke looks on. We then see Matt within his hosting window once again, before seeing more shots of the work in progress animatronics being built and tested within Stan Winston Studios, now showing odd more muscle plate and skin work. We cut back to Matt who motions how the underlying muscles work, as he finishes speaking.

Greg: I think if we've learned anything from Ray Arnold and the Pachycephalosaurus, and from all of the Hammond Collection figures so far is that there are so many Jurassic Park stories waiting to be unearthed And we're so excited to be able to continue to bring more of those to light in the future.

As Greg continues to talk, we see of the Pachy toy rotating on the table with the Spitter and Raptor, swapping to an extreme close up of Ray and the Pachy toys standing next to one another. Finally we close with a shot of every Hammond Collection toy featured in Beyond the Gates thus far, rotating epically on the turntable for the closing money shot.

The shot then cuts back to Greg as he finishes speaking.

Metallic sliding gates slam shut – the gates feature the Jurassic World Amber Logo in the middle and two amber lights either side which pulse. The gates quickly slide open, revealing @ChrisLikesDinos , the Beyond the Gates host, still soaked in dramatic lighting and ample enthusiasm to match.

HOST: These are two new additions to the Hammond Collection that you don't want to miss! Pre-order now, only at Target.com! And stay tuned to Beyond The Gates We've got even more great surprises coming soon!

As the host closes the episode, the camera pans in closer to him, and the Target logo flies into before swapping out and then we cut away from the host and BtG set to see the end slate.

As the host closes out the episode, the screen then builds like the 'Today's Episode' screen, this time the text on the plaque reads 'pre-order now', and the Beyond The Gates logo, along with the 'now at target.com' logo slam onto the screen. A window to the right shows the toy situated within the

The screen disappears at the sound of a T. rex foot stomp. Beyond The Gates music plays as the screen cuts to black with some dust elements slowly flow across the screen as the copyright text appears at the bottom in white.

ON SCREEN TEXT: © Universal City Studios LLC and Amblin Entertainment, Inc. All Rights Reserved

The T. rex growls as the Jurassic Park theme subtly plays out.

The above screen fades, before small white text fades at the bottom:

ON SCREEN TEXT: Jurassic World is a trademark and copyright of Universal Studios and Amblin Entertainment, Inc. Licensed by Universal Studios. All Rights Reserved.

Above the text, a 4K Ultra HD 6-Movie Collection Jurassic World blu-ray box slowly reveals itself next to big white text that reads AVAILABLE NOW.