

PINATA

SMASHLINGS_EP_110A

Scene	Duration	Panel	Duration
1	01:00	1	01:00

110A "Smashing Through the Snow"

Scene	Duration	Panel	Duration
2	03:21	1	00:07

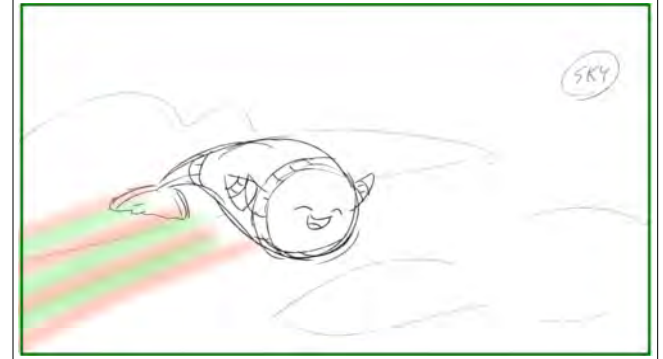
**Action Notes**

EXT. RUMBLE JUNGLE - NEAR SWAMPLANDS - DAY
Rainbow Whale's rainbow is green and red.

Notes

lo_TreeLocation01
ch_rainbow_whale_sweater

Scene	Duration	Panel	Duration
2	03:21	2	00:07

**Action Notes**

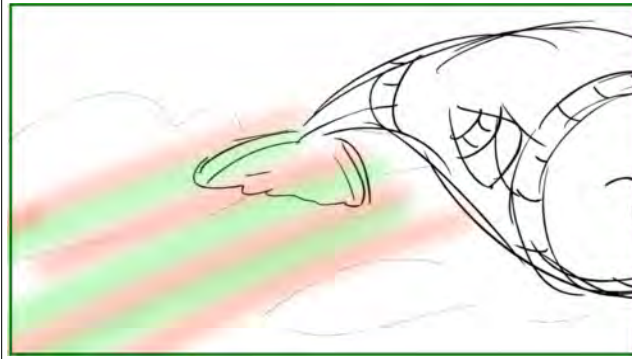
EXT. RUMBLE JUNGLE - NEAR SWAMPLANDS - DAY

Scene	Duration	Panel	Duration
2	03:21	3	00:07

**Action Notes**

EXT. RUMBLE JUNGLE - NEAR SWAMPLANDS - DAY

Scene	Duration	Panel	Duration
2	03:21	4	00:07

**Action Notes**

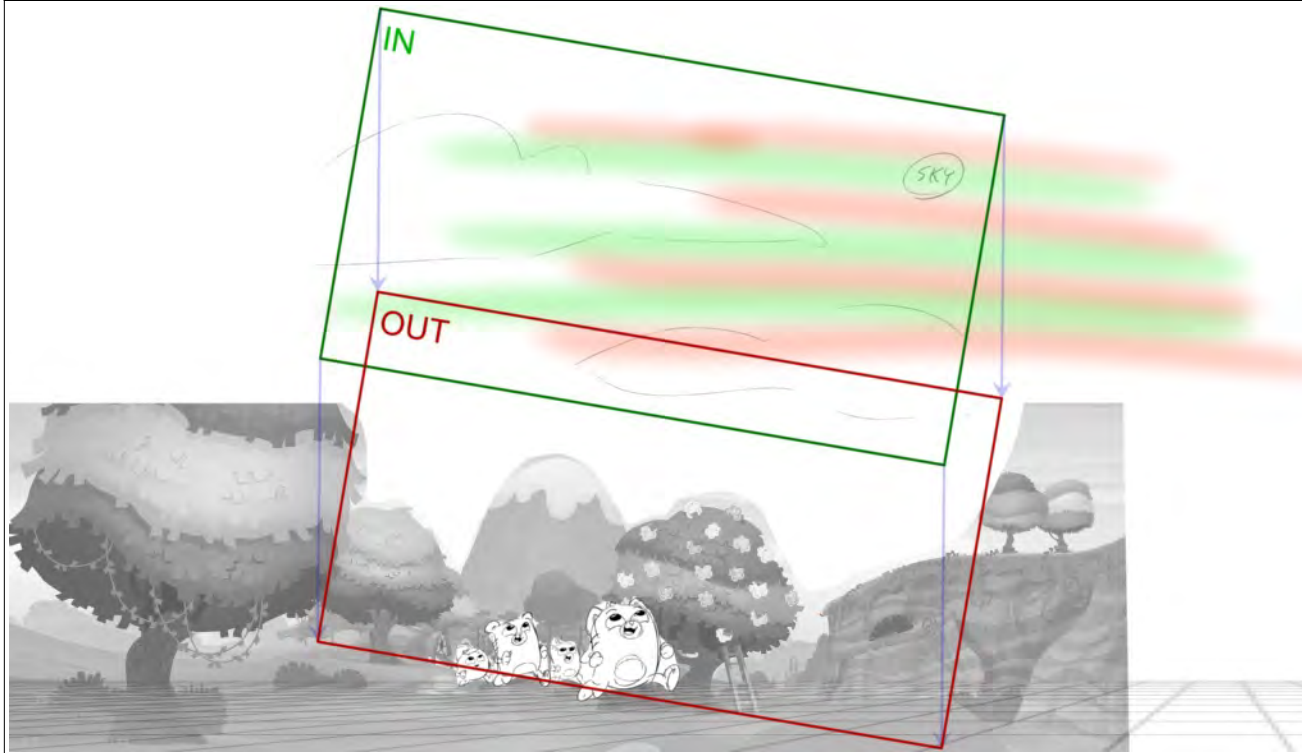
EXT. RUMBLE JUNGLE - NEAR SWAMPLANDS - DAY

Scene	Duration	Panel	Duration
2	03:21	5	00:08

**Action Notes**

Rainbow Whale exits screen right.

Scene	Duration	Panel	Duration
2	03:21	6	00:07

**Dialog**

1 TUTTI BEL (V.O.) 1
Twas an average day in the
Piñataverse.

Action Notes

The camera pans down to the Smashlings chasing after Rainbow Whale

Scene	Duration	Panel	Duration
2	03:21	7	00:07

**Dialog**

1 TUTTI BEL (V.O.) 1
Twas an average day in the
Piñataverse.

Notes

ch_jet
ch_tutti_bel
ch_jasper
ch_berry_boo

Scene	Duration	Panel	Duration
2	03:21	8	00:06

**Dialog**

1 TUTTI BEL (V.O.) 1

Twas an average day in the
Piñataverse.

Action Notes

EXT. RUMBLE JUNGLE - NEAR SWAMPLANDS -
DAY

Scene	Duration	Panel	Duration
2	03:21	9	00:08

**Dialog**

1 TUTTI BEL (V.O.) 1

Twas an average day in the
Piñataverse.

Action Notes

EXT. RUMBLE JUNGLE - NEAR SWAMPLANDS -
DAY

Scene	Duration	Panel	Duration
2	03:21	10	00:07

**Dialog**

1 TUTTI BEL (V.O.) 1

Twas an average day in the
Piñataverse.

Action Notes

EXT. RUMBLE JUNGLE - NEAR SWAMPLANDS -
DAY

Scene	Duration	Panel	Duration
2	03:21	11	00:08

**Dialog**

1 TUTTI BEL (V.O.) 1

Twas an average day in the Piñataverse.

Action Notes

EXT. RUMBLE JUNGLE - NEAR SWAMPLANDS - DAY

Scene	Duration	Panel	Duration
2	03:21	12	00:07

**Dialog**

1 TUTTI BEL (V.O.) 1

Twas an average day in the Piñataverse.

Action Notes

EXT. RUMBLE JUNGLE - NEAR SWAMPLANDS - DAY

Scene	Duration	Panel	Duration
2	03:21	13	00:07

**Dialog**

1 TUTTI BEL (V.O.) 1

Twas an average day in the Piñataverse.

Action Notes

The Smashlings exit screen right.

Scene	Duration	Panel	Duration
3	01:15	1	00:04

**Dialog**

1 TUTTI BEL (V.O.) 1
Smashlings were
smashing.

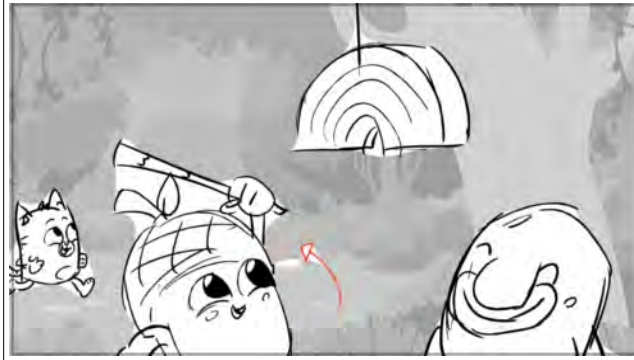
Action Notes

CUT

Notes

Io_RmJungle_02
ch_blob
ch_noaks
pr_smashable_rainbow

Scene	Duration	Panel	Duration
3	01:15	2	00:05

**Dialog**

1 TUTTI BEL (V.O.) 1
Smashlings were
smashing.

Action Notes

The Smashlings enter screen left.

Notes

Io_RmJungle_02
ch_blob
ch_noaks
pr_stick_noaks

Scene	Duration	Panel	Duration
3	01:15	3	00:07

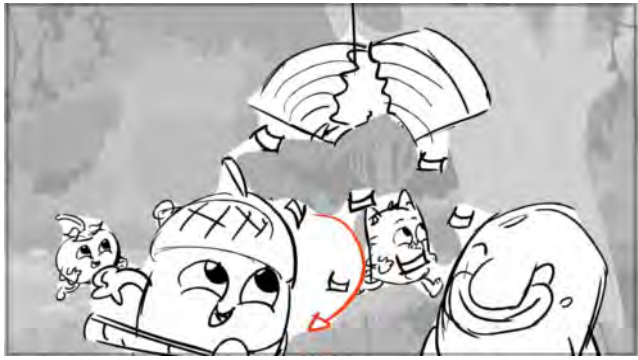
**Dialog**

1 TUTTI BEL (V.O.) 1
Smashlings were
smashing.

Notes

Io_RmJungle_02
ch_blob
ch_noaks

Scene	Duration	Panel	Duration
3	01:15	4	00:07

**Dialog**

1 TUTTI BEL (V.O.) 1
Smashlings were
smashing.

Action Notes

Noaks bashes the smashable.

Notes

lo_RmJungle_02
ch_blob
ch_noaks

Scene	Duration	Panel	Duration
3	01:15	5	00:07

**Dialog**

1 TUTTI BEL (V.O.) 1
Smashlings were
smashing.

Action Notes

Fruities fall out.

Notes

pr_fruities

Scene	Duration	Panel	Duration
3	01:15	6	00:05

**Dialog**

1 TUTTI BEL (V.O.) 1
Smashlings were
smashing.

Action Notes

Smashlings exit screen right.

Notes

lo_RmJungle_02
ch_blob
ch_noaks

Scene	Duration	Panel	Duration
3	01:15	7	00:04

**Dialog**

1 TUTTI BEL (V.O.) 1
Smashlings were
smashing.

Notes

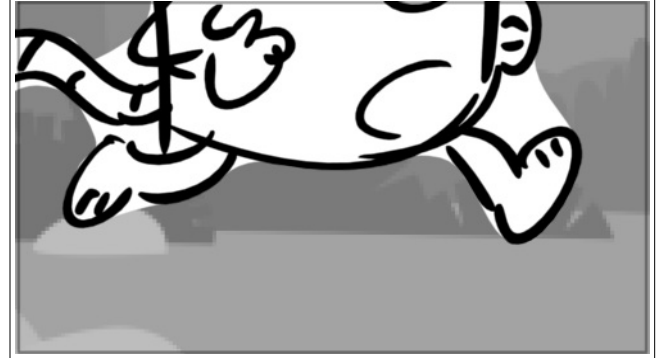
Io_RmJungle_02
ch_blob
ch_noaks

Scene	Duration	Panel	Duration
4	01:17	1	00:03

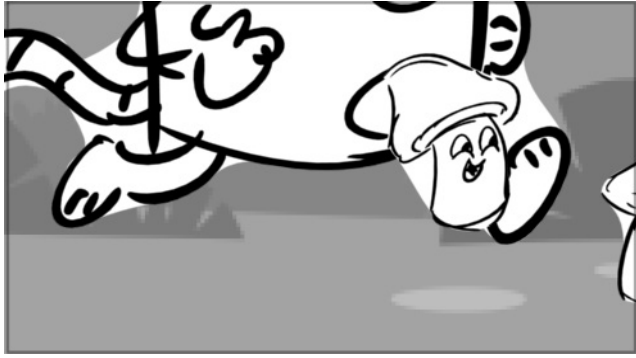
**Action Notes**

CUT

Scene	Duration	Panel	Duration
4	01:17	2	00:04



Scene	Duration	Panel	Duration
4	01:17	3	00:04

**Dialog**

1 TUTTI BEL (V.O.) 1
Looms were looming.

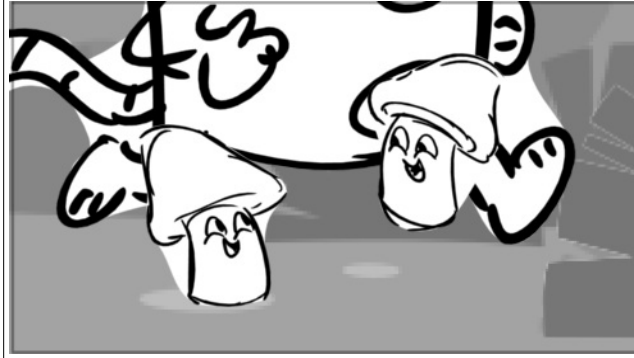
Action Notes

Looms enter screen right.

Notes

ch_looms

Scene	Duration	Panel	Duration
4	01:17	4	00:05

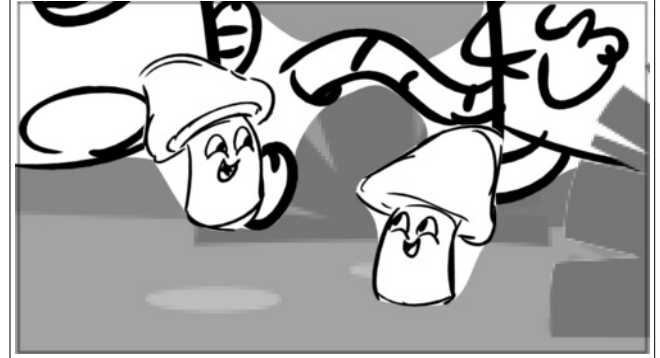
**Dialog**

1 TUTTI BEL (V.O.) 1
Looms were looming.

Action Notes

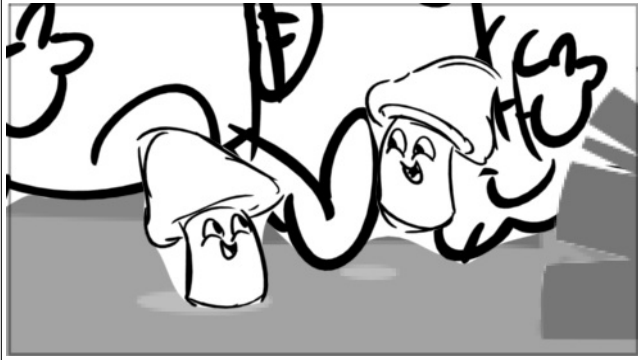
Stop BG pan

Scene	Duration	Panel	Duration
4	01:17	5	00:04

**Dialog**

1 TUTTI BEL (V.O.) 1
Looms were looming.

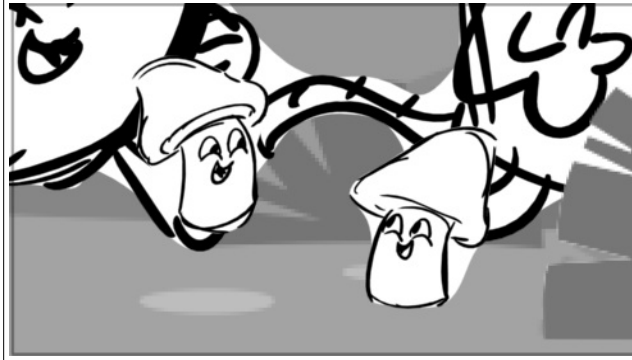
Scene	Duration	Panel	Duration
4	01:17	6	00:04



Dialog

1 TUTTI BEL (V.O.) 1
Looms were looming.

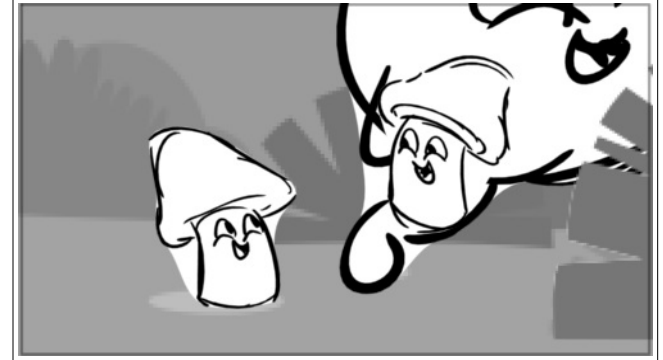
Scene	Duration	Panel	Duration
4	01:17	7	00:04



Dialog

1 TUTTI BEL (V.O.) 1
Looms were looming.

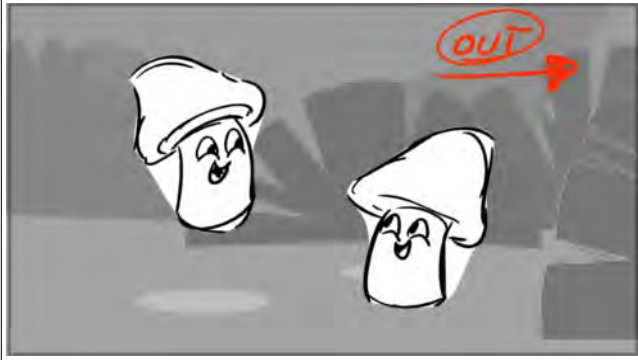
Scene	Duration	Panel	Duration
4	01:17	8	00:04



Dialog

1 TUTTI BEL (V.O.) 1
Looms were looming.

Scene	Duration	Panel	Duration
4	01:17	9	00:03



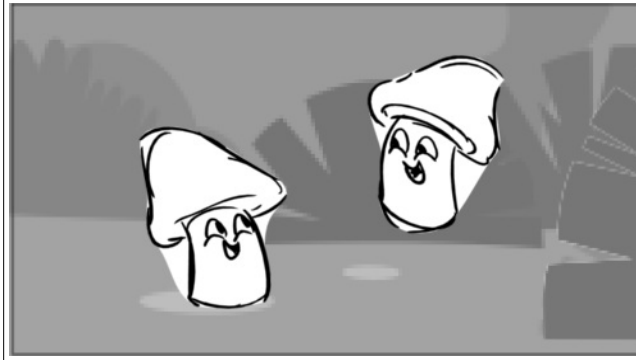
Dialog

1 TUTTI BEL (V.O.) 1
Looms were looming.

Action Notes

Smashlings exit screen right.

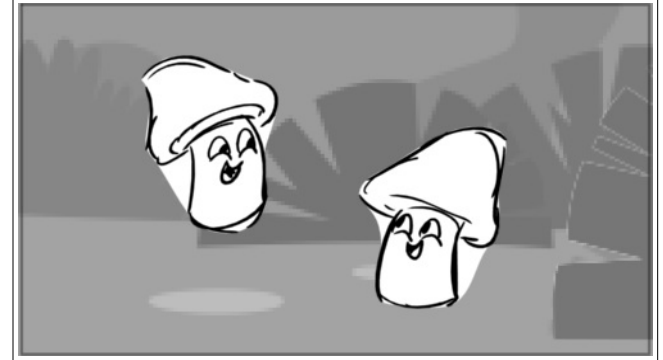
Scene	Duration	Panel	Duration
4	01:17	10	00:03



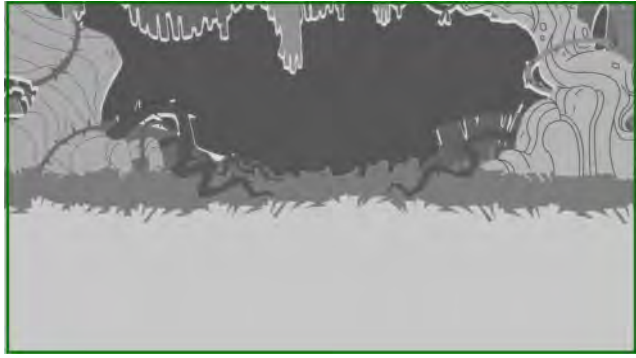
Dialog

1 TUTTI BEL (V.O.) 1
Looms were looming.

Scene	Duration	Panel	Duration
4	01:17	11	00:03



Scene	Duration	Panel	Duration
5	05:18	1	00:05

**Dialog**

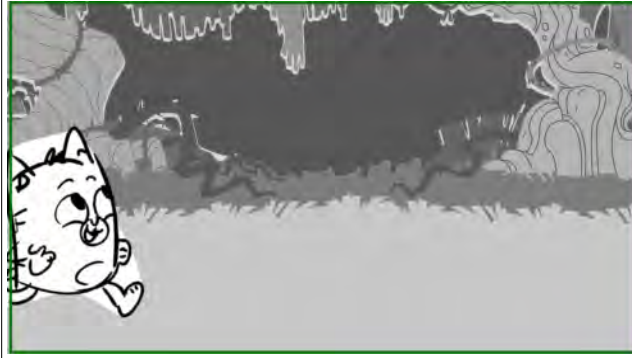
1 TUTTI BEL (V.O.) 1

And down in the swamplands Grooms were 'perfuming'.

Action Notes

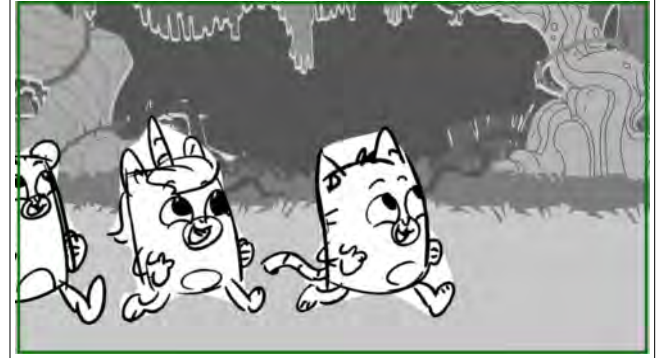
CUT

Scene	Duration	Panel	Duration
5	05:18	2	00:06

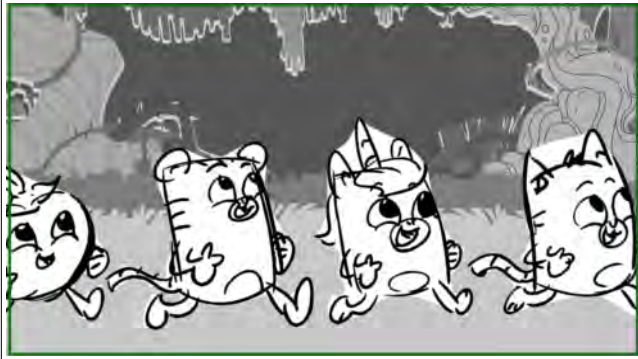
**Action Notes**

Smashlings enter screen left.

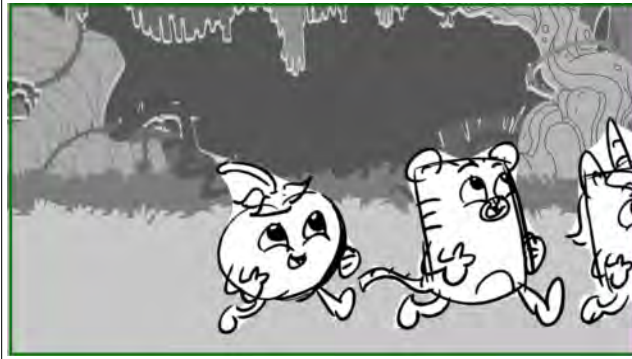
Scene	Duration	Panel	Duration
5	05:18	3	00:06



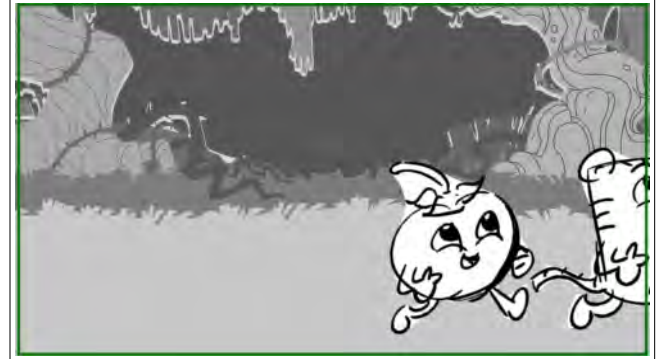
Scene	Duration	Panel	Duration
5	05:18	4	00:05



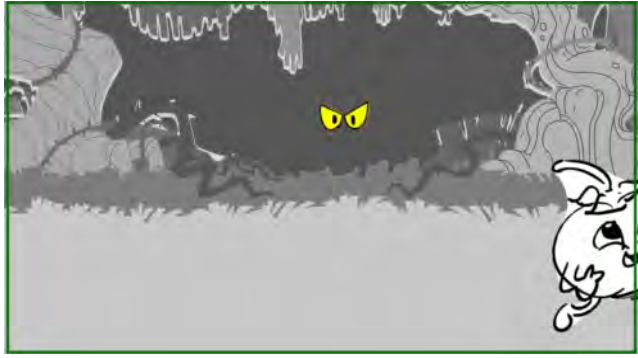
Scene	Duration	Panel	Duration
5	05:18	5	00:05



Scene	Duration	Panel	Duration
5	05:18	6	00:05



Scene	Duration	Panel	Duration
5	05:18	7	00:04

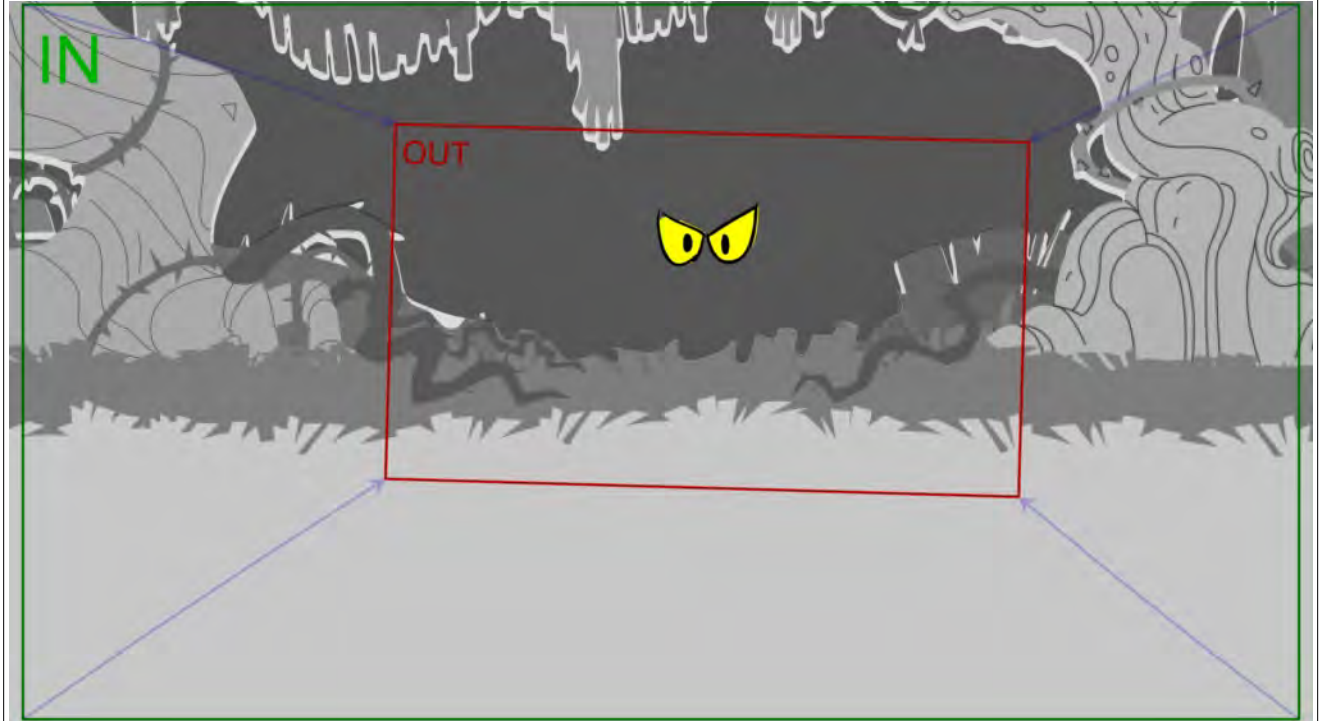
**Action Notes**

Smashlings exit screen right.
Eyes open in the darkness of the swamp.

Notes

pr_bashling_eyes

Scene	Duration	Panel	Duration
5	05:18	8	00:04

**Action Notes**

Camera pushes in on the eyes.

Scene	Duration	Panel	Duration
5	05:18	9	00:05


Action Notes

More eyes open.

Scene	Duration	Panel	Duration
5	05:18	10	00:16



Scene	Duration	Panel	Duration
5	05:18	11	00:07



Scene	Duration	Panel	Duration
5	05:18	12	00:07



Scene	Duration	Panel	Duration
5	05:18	13	00:10



Scene	Duration	Panel	Duration
5	05:18	14	00:08


Action Notes

A Gloom jumps in screen left.

Notes

ch_gloom

Scene	Duration	Panel	Duration
5	05:18	15	00:07

**Notes**

ch_gloom

Scene	Duration	Panel	Duration
5	05:18	16	00:04



Scene	Duration	Panel	Duration
5	05:18	17	00:05

**Action Notes**

The Gloom lets out a toot of green gas.

Scene	Duration	Panel	Duration
5	05:18	18	00:04



Action Notes

The gas dissipates.

Scene	Duration	Panel	Duration
5	05:18	19	00:10



Scene	Duration	Panel	Duration
5	05:18	20	00:09



Action Notes

The eyes pass out and fall offscreen.

Scene	Duration	Panel	Duration
5	05:18	21	00:06



Scene	Duration	Panel	Duration
6	03:20	1	00:05

**Dialog**

2 TUTTI BEL (V.O.) 2
But a Rainbow Whale is what the
Smash Team's pursuing

Action Notes

CUT

Scene	Duration	Panel	Duration
6	03:20	2	00:11

**Action Notes**

Rainbow Whale enters from the top of the
screen flying away from the camera towards
screen right.

Scene	Duration	Panel	Duration
6	03:20	3	00:11



Action Notes

The Smashlings enter screen left, running away from the camera towards screen right.

Scene	Duration	Panel	Duration
6	03:20	4	00:12



Scene	Duration	Panel	Duration
6	03:20	5	00:12



Scene	Duration	Panel	Duration
6	03:20	6	00:11



Scene	Duration	Panel	Duration
6	03:20	7	00:20



Scene	Duration	Panel	Duration
6	03:20	8	00:10



Scene	Duration	Panel	Duration
7	02:21	1	00:09



Dialog

2 TUTTI BEL (V.O.) 2
Until-

Action Notes

CUT

Scene	Duration	Panel	Duration
7	02:21	2	00:10



Action Notes

Smashlings enter screen left. Bashlings enter screen left.

Notes

ch_gruel
ch_blush_bashling
ch_conks_bashling
ch_gribby_bashling

Scene	Duration	Panel	Duration
7	02:21	3	00:10



Scene	Duration	Panel	Duration
7	02:21	4	00:06



Scene	Duration	Panel	Duration
7	02:21	5	00:05



Action Notes

Jet and Gruel collide in the centre.

Scene	Duration	Panel	Duration
7	02:21	6	00:07



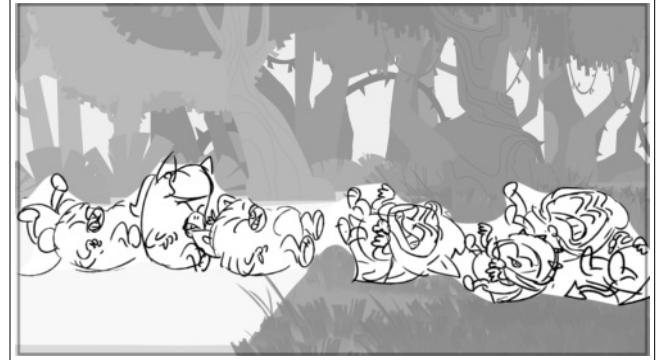
Scene	Duration	Panel	Duration
7	02:21	7	00:08



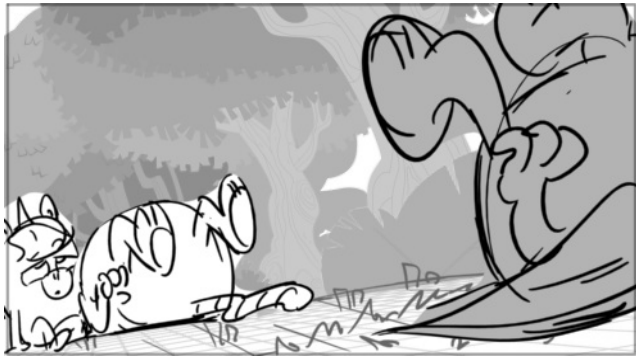
Scene	Duration	Panel	Duration
7	02:21	8	00:07



Scene	Duration	Panel	Duration
7	02:21	9	00:07



Scene	Duration	Panel	Duration
8	14:23	1	00:07

**Action Notes**

CUT

Scene	Duration	Panel	Duration
8	14:23	2	00:04



Scene	Duration	Panel	Duration
8	14:23	3	01:05

**Dialog**

3 JET 3

Just what do you think you're doing?!

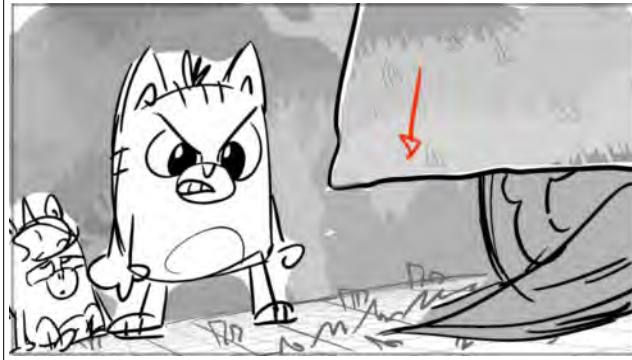
Scene	Duration	Panel	Duration
8	14:23	4	00:19



Dialog

3 JET 3
Just what do you think you're doing?!

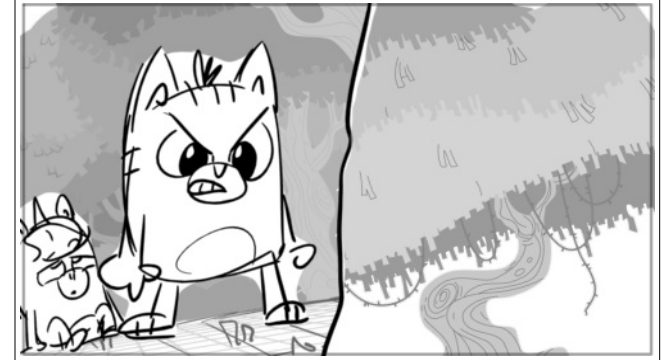
Scene	Duration	Panel	Duration
8	14:23	5	00:09



Action Notes

Split screen

Scene	Duration	Panel	Duration
8	14:23	6	00:05



Scene	Duration	Panel	Duration
8	14:23	7	00:07



Action Notes

Gruel zips in from the bottom of the screen.

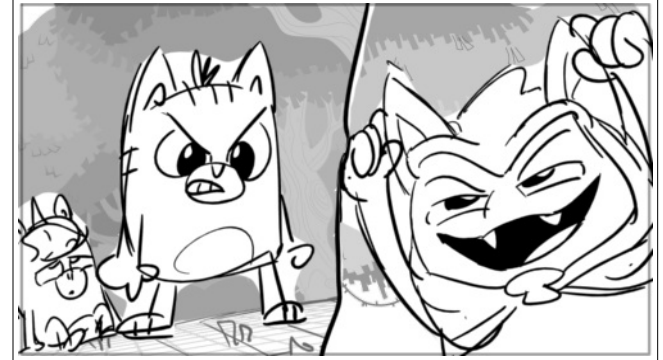
Scene	Duration	Panel	Duration
8	14:23	8	00:21



Dialog

4 GRUEL 4
What's it look like,

Scene	Duration	Panel	Duration
8	14:23	9	00:16



Dialog

4 GRUEL 4
kitty cat?

Action Notes

Gruel mimics a cat with his ears.

Scene	Duration	Panel	Duration
8	14:23	10	00:05

**Dialog**

4 GRUEL 4
kitty cat?

Action Notes

Jet reacts.

Scene	Duration	Panel	Duration
8	14:23	11	01:01

**Dialog**

4 GRUEL 4
We're about to capture a pod!

Scene	Duration	Panel	Duration
8	14:23	12	00:09

**Dialog**

4 GRUEL 4
We're about to capture a pod!

Action Notes

Jet shakes it off.

Scene	Duration	Panel	Duration
8	14:23	13	00:16



Dialog

4 GRUEL 4
We're about to capture a pod!

Scene	Duration	Panel	Duration
8	14:23	14	00:18



Dialog

5 JET (INCREDULOUS) 5
Have you even seen your stats?

Action Notes

Jet's side cuts to a close up with a CC.

Scene	Duration	Panel	Duration
8	14:23	15	01:01



Dialog

5 JET (INCREDULOUS) 5
Have you even seen your stats?

Action Notes

Gruel's dismal stats appear above his head.

Scene	Duration	Panel	Duration
8	14:23	16	00:18



Dialog

5 JET (INCREDULOUS) 5
We

Scene	Duration	Panel	Duration
8	14:23	17	00:12



Dialog

5 JET (INCREDULOUS) 5
are clearly

Scene	Duration	Panel	Duration
8	14:23	18	00:10



Dialog

5 JET (INCREDULOUS) 5
getting this pod.

Scene	Duration	Panel	Duration
8	14:23	19	00:09



Dialog

5 JET (INCREDULOUS) 5
getting this pod.

Action Notes

Gruel swipes the stats out screen left.

Scene	Duration	Panel	Duration
8	14:23	20	00:07



Dialog

5 JET (INCREDULOUS) 5
getting this pod.

Scene	Duration	Panel	Duration
8	14:23	21	00:20



Dialog

6 GRUEL 6
Pffffffftt.

Action Notes

Gruel's side cuts to a close up with CC.
Jet notices Gruel's spittle crossing over the
split screen and is annoyed.

Scene	Duration	Panel	Duration
8	14:23	22	00:22

**Dialog**

6 GRUEL 6
Nuh-uh!

Scene	Duration	Panel	Duration
8	14:23	23	00:07



Scene	Duration	Panel	Duration
8	14:23	24	00:14

**Dialog**

7 JET 7
Pshhhhhhhhh.

Action Notes

Jet pushes the split screen off screen left.

Scene	Duration	Panel	Duration
8	14:23	25	01:01



Dialog

7 JET 7
Yuh-huh!

Scene	Duration	Panel	Duration
9	06:08	1	01:01



Action Notes

CUT
Jet's tail wags angrily.

Scene	Duration	Panel	Duration
9	06:08	2	00:06



Action Notes

Tutti Bel zips in from screen left.

Scene	Duration	Panel	Duration
9	06:08	3	00:22



Dialog
8 TUTTI BEL 8
Smashlings!

Scene	Duration	Panel	Duration
9	06:08	4	00:16



Dialog
8 TUTTI BEL 8
Bashlings!

Scene	Duration	Panel	Duration
9	06:08	5	01:04



Dialog
8 TUTTI BEL 8
Please!

Scene	Duration	Panel	Duration
9	06:08	6	00:23

**Dialog**

8 TUTTI BEL 8
Can't we all just

Scene	Duration	Panel	Duration
9	06:08	7	00:22

**Dialog**

8 TUTTI BEL 8
just get along?

Scene	Duration	Panel	Duration
9	06:08	8	00:10



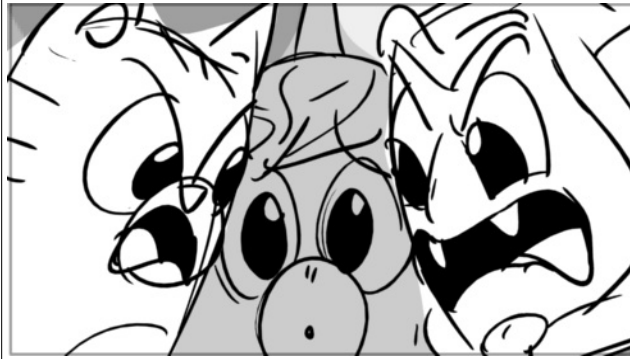
Scene	Duration	Panel	Duration
10	01:05	1	00:02



Action Notes

CUT

Scene	Duration	Panel	Duration
10	01:05	2	01:03



Dialog

9 JET AND GRUEL (IN ANGRY UNISON) 9
NO!

Action Notes

Jet enters screen left. Gruel enters screen right.

Scene	Duration	Panel	Duration
11	05:17	1	01:10



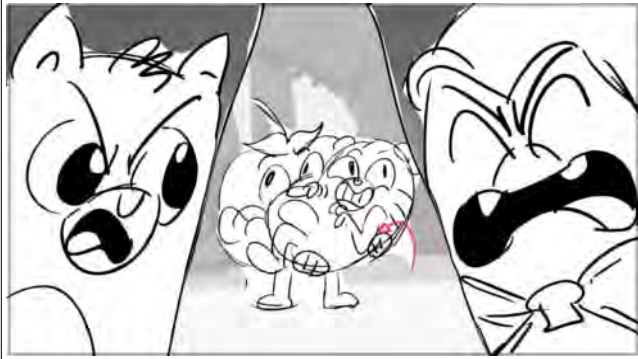
Dialog

10 BERRY BOO 10
At least they agree on that.

Action Notes

CUT

Scene	Duration	Panel	Duration
11	05:17	2	01:06

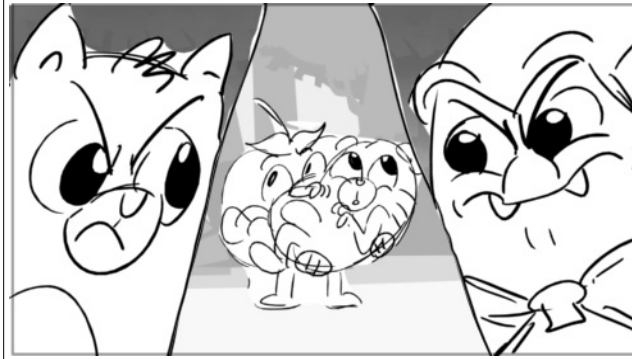
**Dialog**

11 JET AND GRUEL (IN ANGRY UNISON) 11
NO WE DON'T!

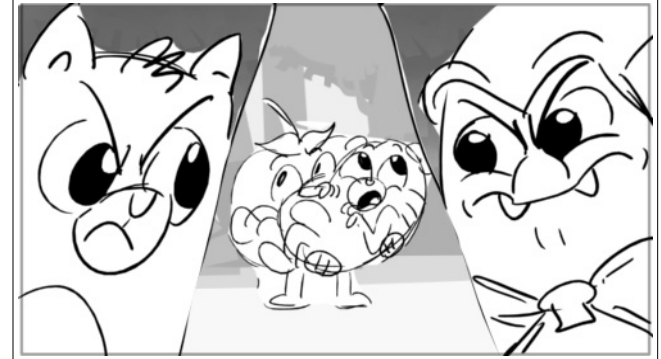
Action Notes

Split screens with close ups of Jet and Gruel.

Scene	Duration	Panel	Duration
11	05:17	3	00:07

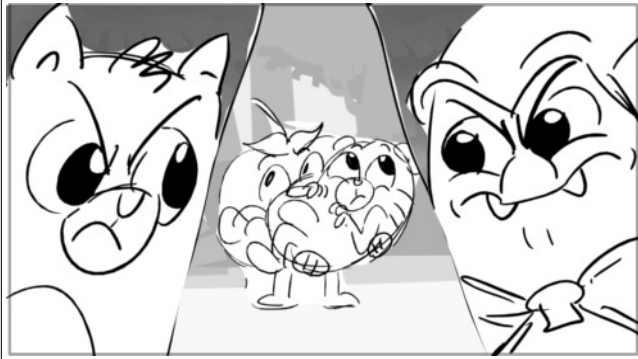


Scene	Duration	Panel	Duration
11	05:17	4	00:08

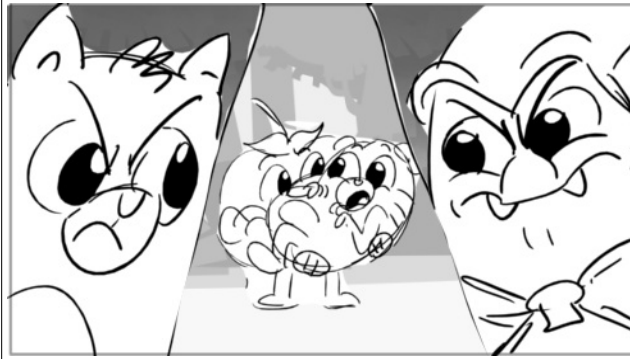
**Dialog**

12 JASPER 12
Bruh.

Scene	Duration	Panel	Duration
11	05:17	5	00:11



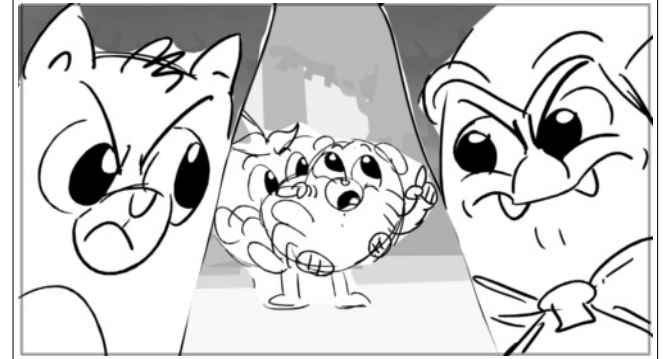
Scene	Duration	Panel	Duration
11	05:17	6	00:18



Dialog

12 JASPER 12
What's the deal with the
Rainbow Whale?

Scene	Duration	Panel	Duration
11	05:17	7	00:21



Dialog

12 JASPER 12
What's the deal with the
Rainbow Whale?

Action Notes

Jasper points upwards towards Rainbow Whale.

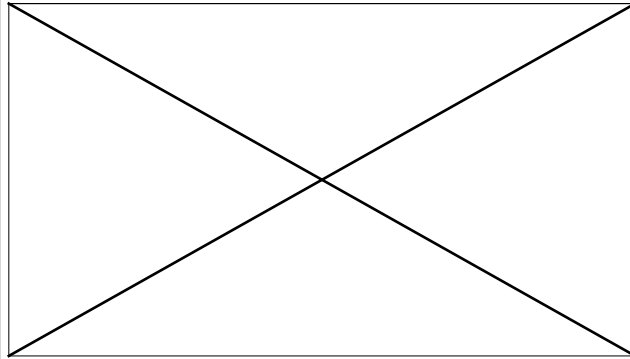
Scene 11	Duration 05:17	Panel 8	Duration 00:08
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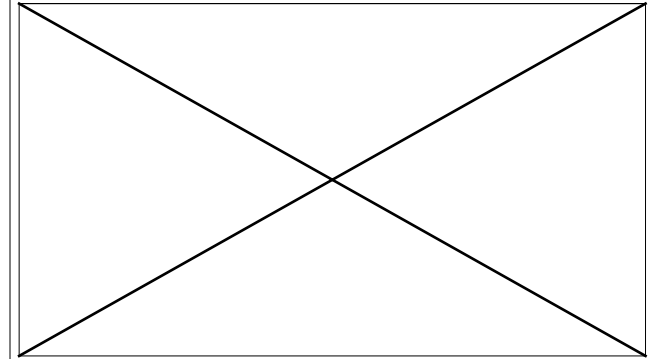
Action Notes

Jet, Berry Boo and Gruel look up to where Jasper pointed.

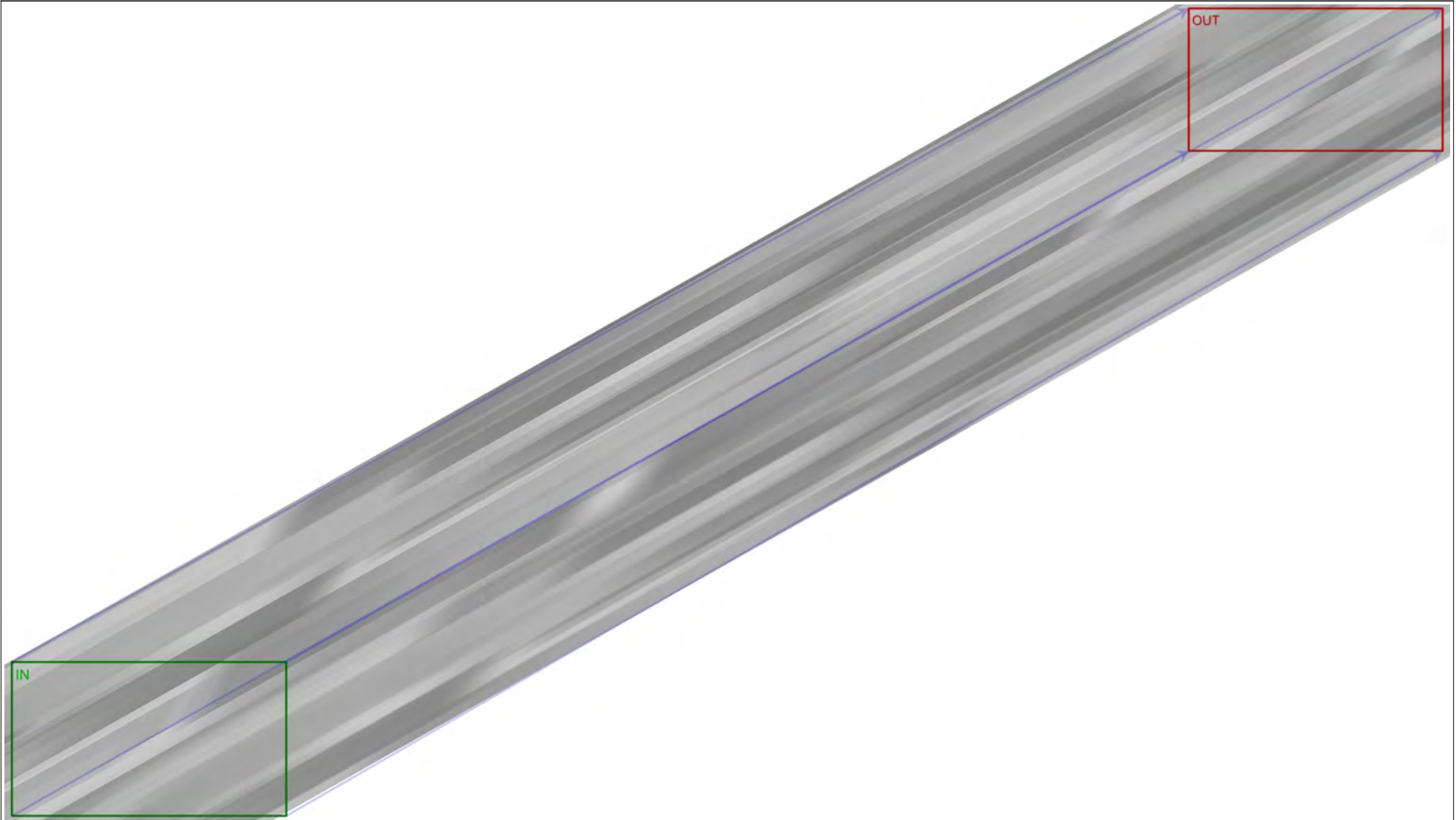
NO PANEL



NO PANEL



Scene 12	Duration 00:10	Panel 1	Duration 00:10
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Action Notes
CUT
Diagonal zip pan.

Scene	Duration	Panel	Duration
13	05:12	1	00:06



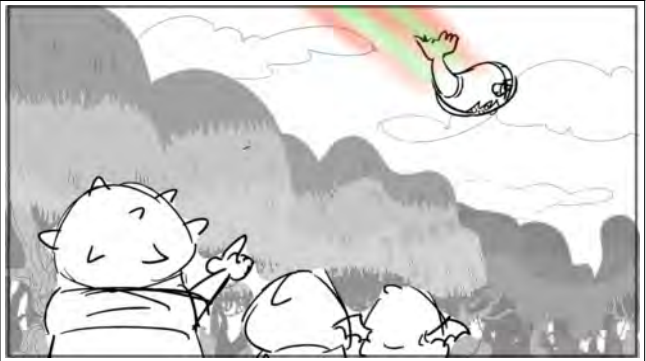
Action Notes
CUT

Scene	Duration	Panel	Duration
13	05:12	2	00:16



Dialog
13 CONKS 13
Uhhh...

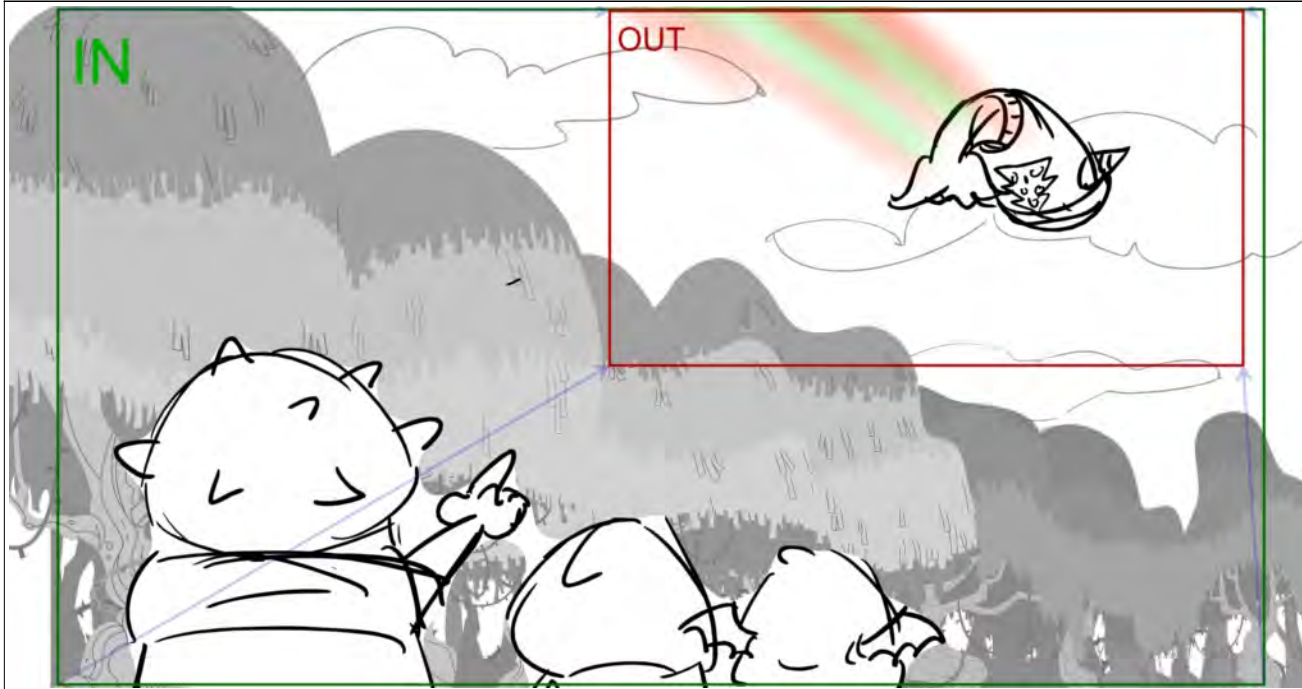
Scene	Duration	Panel	Duration
13	05:12	3	00:16



Dialog
13 CONKS 13
Is that...an ugly Smashmas sweater?

Action Notes
Conks points to the Rainbow Whale.

Scene	Duration	Panel	Duration
13	05:12	4	00:04

**Dialog**

13 CONKS 13
Is that...an ugly Smashmas sweater?

Action Notes

Camera pushes in on Rainbow Whale.

Scene	Duration	Panel	Duration
13	05:12	5	00:07

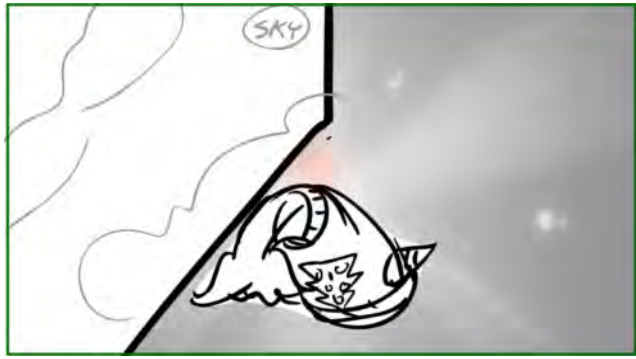
**Dialog**

13 CONKS 13
Is that...an ugly Smashmas sweater?

Action Notes

Freeze frame with CC.

Scene	Duration	Panel	Duration
13	05:12	6	00:03



Dialog

13 CONKS 13
Is that...an ugly Smashmas sweater?

Action Notes

Screen splits to show multiple views of Rainbow Whale's sweater.

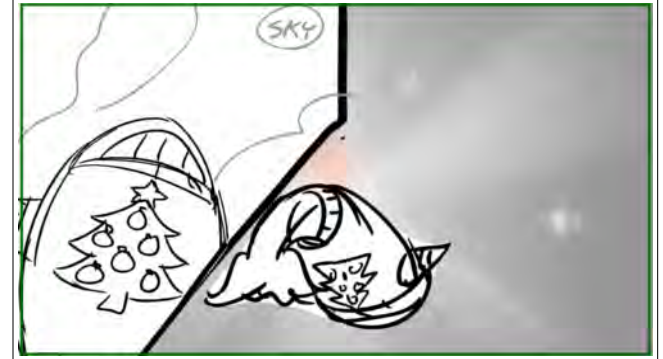
Scene	Duration	Panel	Duration
13	05:12	7	00:03



Dialog

13 CONKS 13
Is that...an ugly Smashmas sweater?

Scene	Duration	Panel	Duration
13	05:12	8	00:03



Dialog

13 CONKS 13
Is that...an ugly Smashmas sweater?

Scene	Duration	Panel	Duration
13	05:12	9	00:06


Dialog

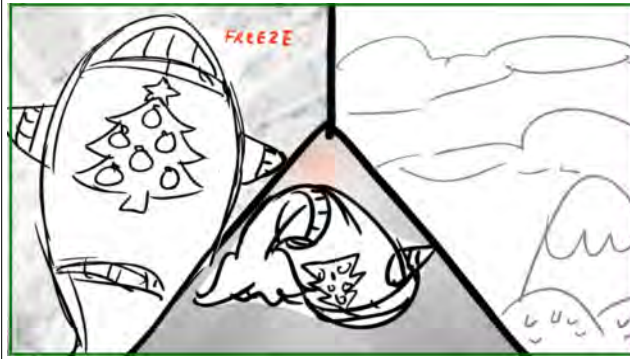
13 CONKS 13

Is that...an ugly Smashmas sweater?

Action Notes

Freeze frame with CC.

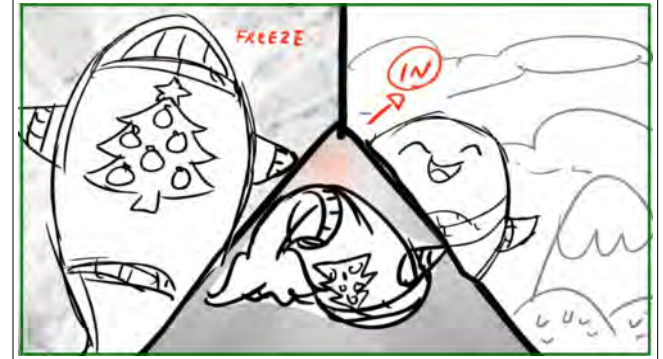
Scene	Duration	Panel	Duration
13	05:12	10	00:04


Dialog

13 CONKS 13

Is that...an ugly Smashmas sweater?

Scene	Duration	Panel	Duration
13	05:12	11	00:10


Dialog

13 CONKS 13

Is that...an ugly Smashmas sweater?

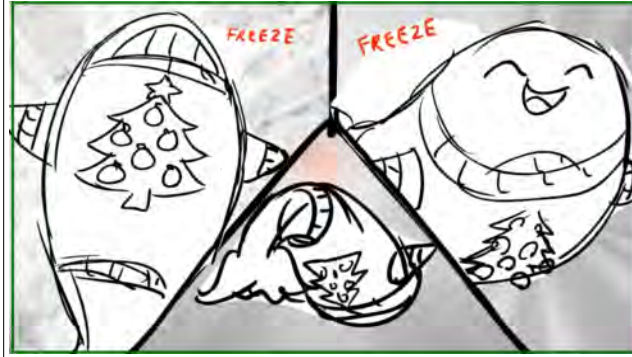
Scene	Duration	Panel	Duration
13	05:12	12	00:08


Dialog

13 CONKS 13

Is that...an ugly Smashmas sweater?

Scene	Duration	Panel	Duration
13	05:12	13	00:12


Dialog

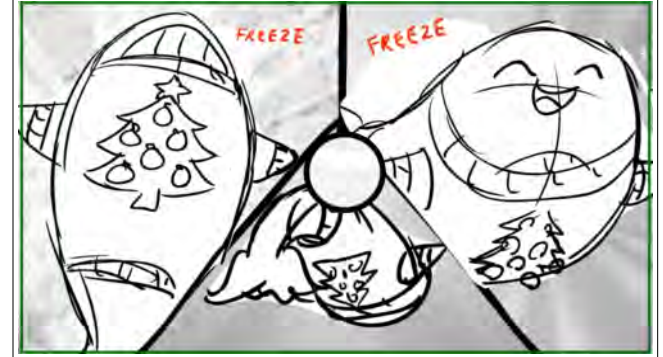
13 CONKS 13

Is that...an ugly Smashmas sweater?

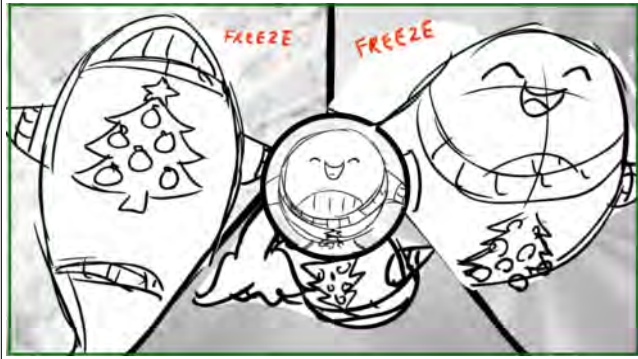
Action Notes

Freeze frame with CC.

Scene	Duration	Panel	Duration
13	05:12	14	00:04



Scene	Duration	Panel	Duration
13	05:12	15	00:04

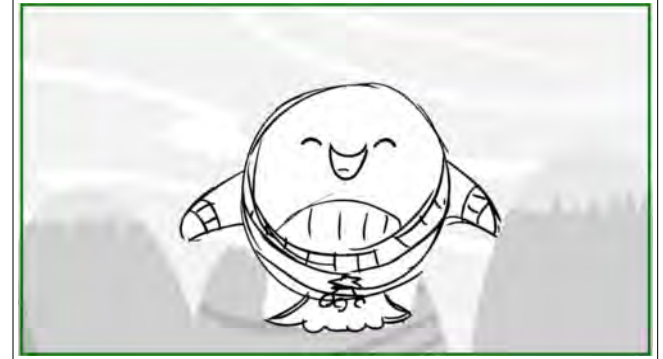


Scene	Duration	Panel	Duration
13	05:12	16	00:03


Dialog

14 RAINBOW WHALE 14
HO HO HOoooooo!

Scene	Duration	Panel	Duration
13	05:12	17	00:04

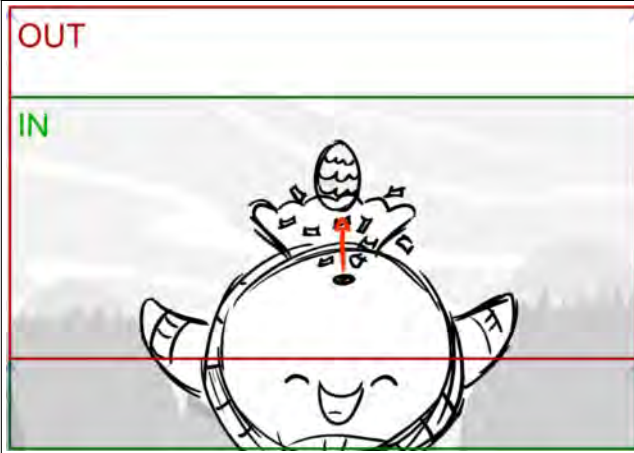

Dialog

14 RAINBOW WHALE 14
HO HO HOoooooo!

Notes

Io_RmJungSling_01

Scene	Duration	Panel	Duration
13	05:12	18	00:04


Dialog

14 RAINBOW WHALE 14
HO HO HOooooo!

Action Notes

Rainbow Whale shoots a Christmas coloured egg out of its blow hole. Confetti flies out of the hole too.
Camera tracks the egg.

Notes

Io_RmJungSling_01

Scene	Duration	Panel	Duration
13	05:12	19	00:04

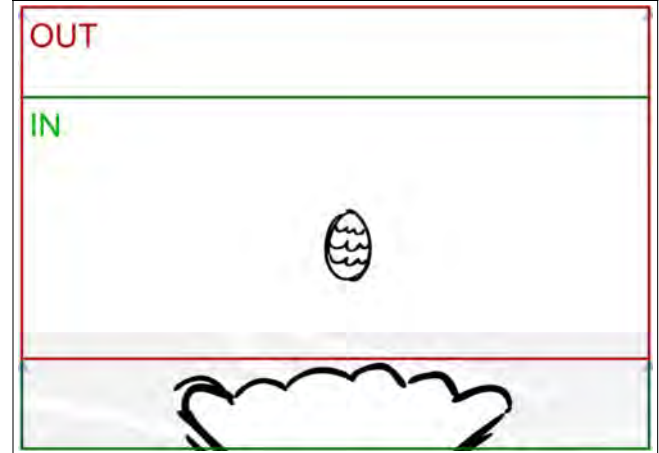

Dialog

14 RAINBOW WHALE 14
HO HO HOooooo!

Notes

Io_RmJungSling_01
ch_pod_crumbles

Scene	Duration	Panel	Duration
13	05:12	20	00:04

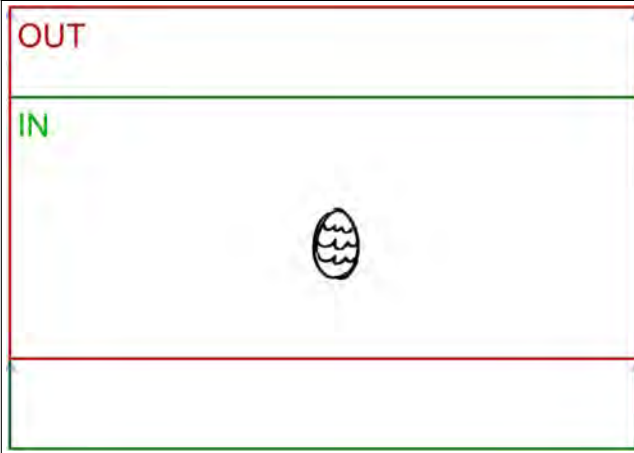

Dialog

14 RAINBOW WHALE 14
HO HO HOooooo!

Notes

Io_RmJungSling_01

Scene	Duration	Panel	Duration
13	05:12	21	00:04

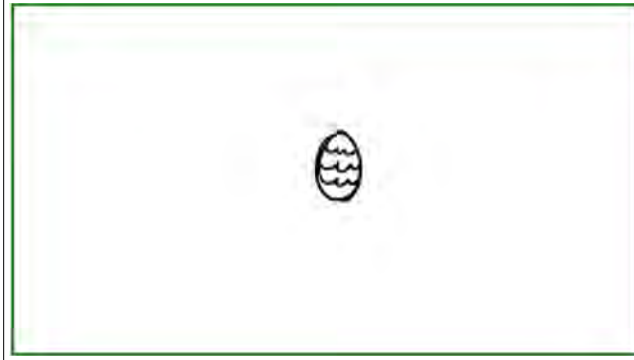
**Dialog**

14 RAINBOW WHALE 14
HO HO HOooooo!

Notes

Io_RmJungSling_01

Scene	Duration	Panel	Duration
13	05:12	22	00:03

**Notes**

Io_RmJungSling_01

Scene	Duration	Panel	Duration
14	01:23	1	00:03

**Action Notes**

CUT

The egg's shadow travels along the ground from upper screen left to lower screen right.

Scene 14	Duration 01:23	Panel 2	Duration 00:07
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Dialog

15 JET 15
Huh.

Scene 14	Duration 01:23	Panel 3	Duration 00:11
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Scene 14	Duration 01:23	Panel 4	Duration 00:11
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Dialog

15 JET 15
Huh. Wonder what that was about.

Scene	Duration	Panel	Duration
14	01:23	5	00:10


Dialog

15 JET 15

Huh. Wonder what that was about.

Scene	Duration	Panel	Duration
14	01:23	6	00:05



Scene	Duration	Panel	Duration
15	02:03	1	00:04


Action Notes

CUT

Scene	Duration	Panel	Duration
15	02:03	2	00:06

**Action Notes**

The egg enters from the top of the screen.

Scene	Duration	Panel	Duration
15	02:03	3	00:06



Scene	Duration	Panel	Duration
15	02:03	4	00:05



Scene	Duration	Panel	Duration
15	02:03	5	01:06

**Dialog**

16 TUTTI BEL 16
<GASP>

Scene	Duration	Panel	Duration
16	03:12	1	00:16

**Dialog**

16 TUTTI BEL 16
THAT'S A CANDY CANE SPECIAL
EDITION POD!

Action Notes

CUT
Colour Card.

Scene	Duration	Panel	Duration
16	03:12	2	00:15

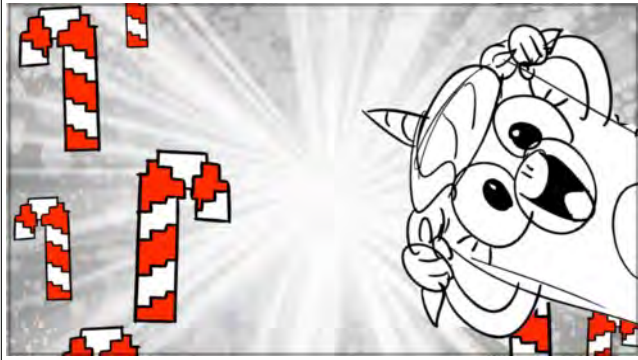
**Dialog**

16 TUTTI BEL 16
THAT'S A CANDY CANE SPECIAL
EDITION POD!

Action Notes

Pixilated candy canes rise up from the bottom
of the screen.
Tutti Bel pops from pose to pose.

Scene	Duration	Panel	Duration
16	03:12	3	00:20



Dialog

16 TUTTI BEL 16
THAT'S A CANDY CANE SPECIAL
EDITION POD!

Scene	Duration	Panel	Duration
16	03:12	4	00:04



Dialog

16 TUTTI BEL 16
THAT'S A CANDY CANE SPECIAL
EDITION POD!

Scene	Duration	Panel	Duration
16	03:12	5	00:04



Dialog

16 TUTTI BEL 16
THAT'S A CANDY CANE SPECIAL
EDITION POD!

Scene	Duration	Panel	Duration
16	03:12	6	00:02

**Dialog**

16 TUTTI BEL 16
THAT'S A CANDY CANE SPECIAL
EDITION POD!

Scene	Duration	Panel	Duration
16	03:12	7	00:03

**Dialog**

16 TUTTI BEL 16
THAT'S A CANDY CANE SPECIAL
EDITION POD!

Scene	Duration	Panel	Duration
16	03:12	8	00:02

**Dialog**

16 TUTTI BEL 16
THAT'S A CANDY CANE SPECIAL
EDITION POD!

Scene	Duration	Panel	Duration
16	03:12	9	00:02


Dialog

16 TUTTI BEL 16
THAT'S A CANDY CANE SPECIAL
EDITION POD!

Scene	Duration	Panel	Duration
16	03:12	10	00:02


Dialog

16 TUTTI BEL 16
THAT'S A CANDY CANE SPECIAL
EDITION POD!

Scene	Duration	Panel	Duration
16	03:12	11	00:04


Dialog

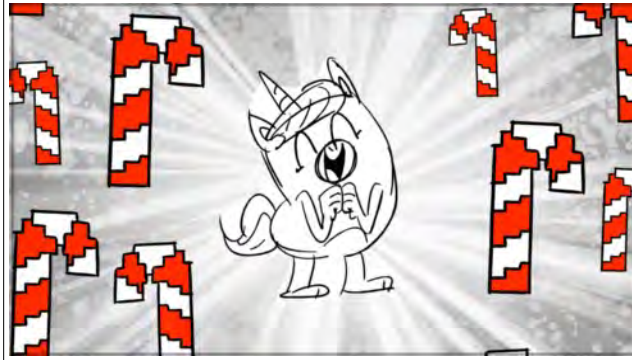
16 TUTTI BEL 16
THAT'S A CANDY CANE SPECIAL
EDITION POD!

Scene	Duration	Panel	Duration
16	03:12	12	00:02

**Dialog**

16 TUTTI BEL 16
THAT'S A CANDY CANE SPECIAL
EDITION POD!

Scene	Duration	Panel	Duration
16	03:12	13	00:02

**Dialog**

16 TUTTI BEL 16
THAT'S A CANDY CANE SPECIAL
EDITION POD!

Scene	Duration	Panel	Duration
16	03:12	14	00:06

**Dialog**

16 TUTTI BEL 16
THAT'S A CANDY CANE SPECIAL
EDITION POD!

Scene	Duration	Panel	Duration
17	03:16	1	00:12

**Action Notes**

CUT

Scene	Duration	Panel	Duration
17	03:16	2	00:09

**Action Notes**

Legs pop out from the bottom of the egg.

Scene	Duration	Panel	Duration
17	03:16	3	00:08

**Dialog**

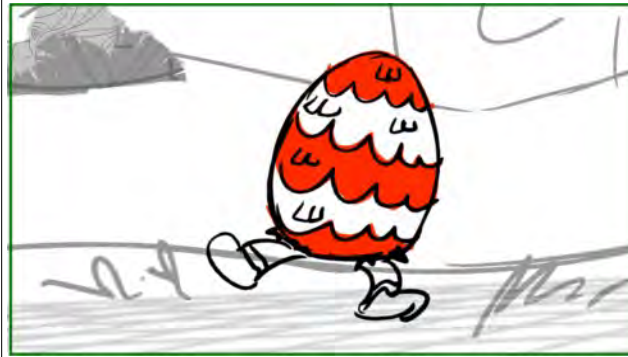
17 CRUMBLES (MUFFLED AS POD) 17
<COOEY HIGH PITCHED GIGGLE>

Scene
17Duration
03:16Panel
4Duration
00:03**Dialog**

17 CRUMBLES (MUFFLED AS POD) 17
<COOEY HIGH PITCHED GIGGLE>

NO PANEL

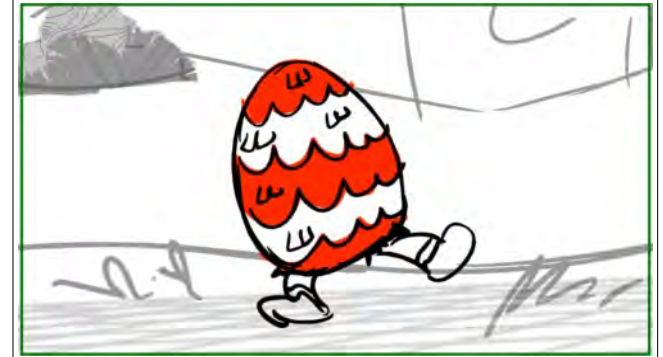
Scene	Duration	Panel	Duration
17	03:16	5	00:09



Dialog

17 CRUMBLES (MUFFLED AS POD) 17
<COOEY HIGH PITCHED GIGGLE>

Scene	Duration	Panel	Duration
17	03:16	6	00:13



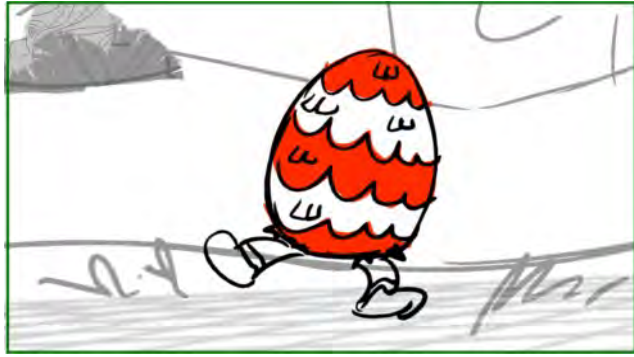
Dialog

17 CRUMBLES (MUFFLED AS POD) 17
<COOEY HIGH PITCHED GIGGLE>

Action Notes

The camera pushes in on the egg.

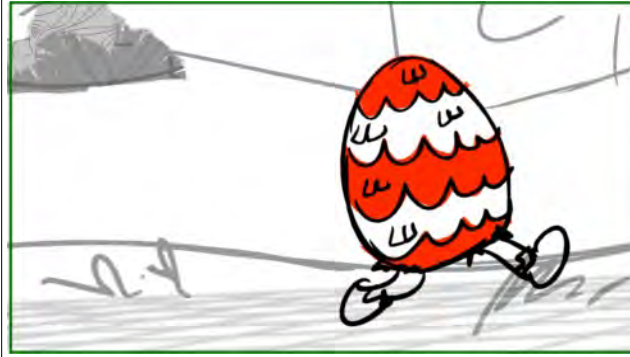
Scene	Duration	Panel	Duration
17	03:16	7	00:10



Dialog

17 CRUMBLES (MUFFLED AS POD) 17
<COOEY HIGH PITCHED GIGGLE>

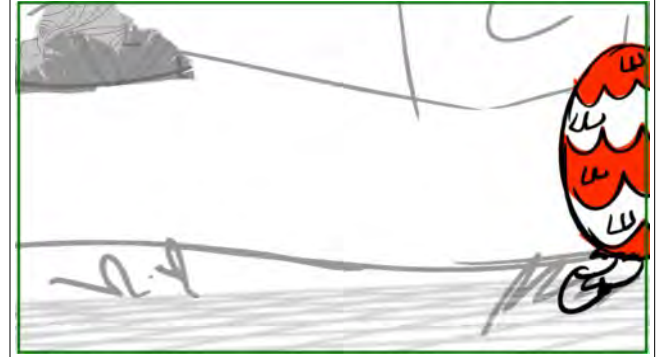
Scene	Duration	Panel	Duration
17	03:16	8	00:09



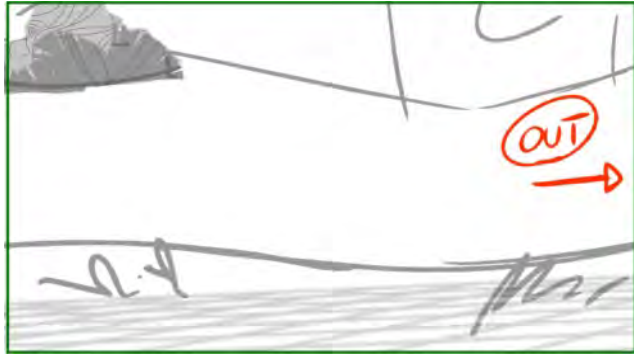
Action Notes

The egg runs off screen right.

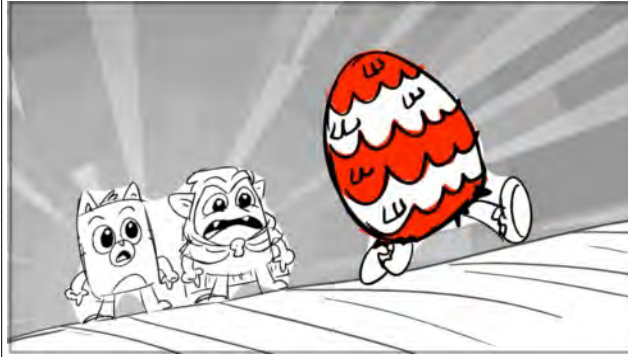
Scene	Duration	Panel	Duration
17	03:16	9	00:08



Scene	Duration	Panel	Duration
17	03:16	10	00:07



Scene	Duration	Panel	Duration
18	01:21	1	00:03



Action Notes
CUT

Scene	Duration	Panel	Duration
18	01:21	2	00:05



Dialog
18 JET / GRUEL 18
GET ITTTTTTTTTTTTT!

Action Notes
Jet and Gruel point at the egg.

Scene	Duration	Panel	Duration
18	01:21	3	00:09



Dialog

18 JET / GRUEL 18
GET ITTTTTTTTTTTT!

Scene	Duration	Panel	Duration
18	01:21	4	00:09



Dialog

18 JET / GRUEL 18
GET ITTTTTTTTTTTT!

Scene	Duration	Panel	Duration
18	01:21	5	00:05



Dialog

18 JET / GRUEL 18
GET ITTTTTTTTTTTT!

Action Notes

The egg exits screen right.

Scene	Duration	Panel	Duration
18	01:21	6	00:04



Action Notes

Jet and Gruel chase after the egg.

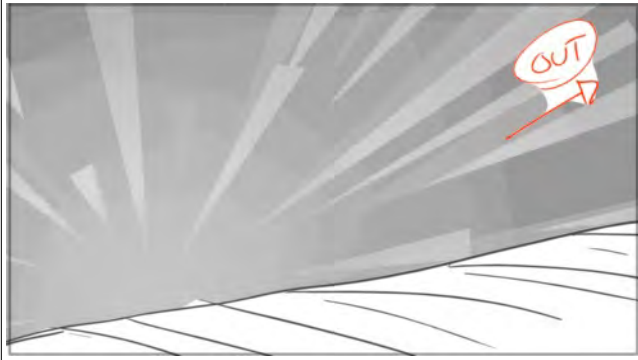
Scene	Duration	Panel	Duration
18	01:21	7	00:04



Scene	Duration	Panel	Duration
18	01:21	8	00:03



Scene	Duration	Panel	Duration
18	01:21	9	00:03



Action Notes

Jet and Gruel exit screen right.

Scene	Duration	Panel	Duration
19	04:12	1	00:03



Action Notes

CUT

2. EXT. PIÑATAVERSE - VARIOUS - MONTAGE

Scene	Duration	Panel	Duration
19	04:12	2	00:06



Action Notes

The egg enters screen left.

Scene	Duration	Panel	Duration
19	04:12	3	00:06



Scene	Duration	Panel	Duration
19	04:12	4	00:06



Scene	Duration	Panel	Duration
19	04:12	5	00:05



Action Notes

The egg hides behind a tree.

Scene	Duration	Panel	Duration
19	04:12	6	00:06

**Action Notes**

The Smashlings/Bashlings enter screen left.

Scene	Duration	Panel	Duration
19	04:12	7	00:06



Scene	Duration	Panel	Duration
19	04:12	8	00:07



Scene	Duration	Panel	Duration
19	04:12	9	00:07



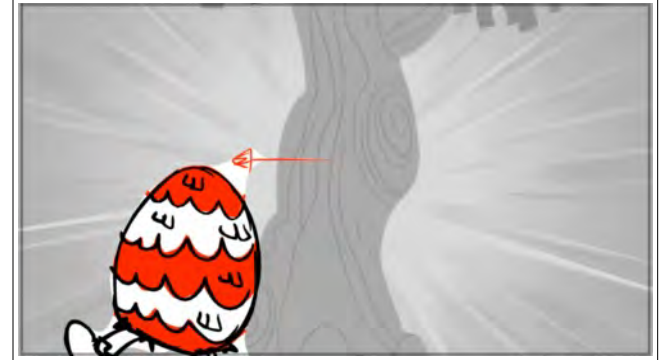
Scene	Duration	Panel	Duration
19	04:12	10	00:07



Action Notes

The Smashlings/Bashlings exit screen right.

Scene	Duration	Panel	Duration
19	04:12	11	00:07



Scene	Duration	Panel	Duration
19	04:12	12	00:06



Action Notes

The egg exits screen left.

Scene	Duration	Panel	Duration
19	04:12	13	00:06



Action Notes

The Smashlings/Bashlings enter screen right.

Scene	Duration	Panel	Duration
19	04:12	14	00:09



Scene	Duration	Panel	Duration
19	04:12	15	00:07



Scene	Duration	Panel	Duration
19	04:12	16	00:08



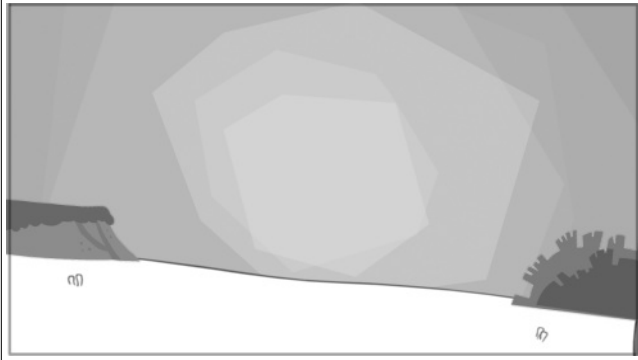
Action Notes

The Smashlings/Bashlings exit screen left.

Scene	Duration	Panel	Duration
19	04:12	17	00:06



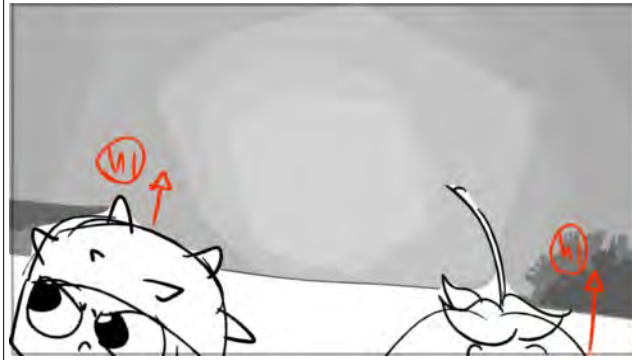
Scene	Duration	Panel	Duration
20	03:03	1	00:05



Action Notes

CUT

Scene	Duration	Panel	Duration
20	03:03	2	00:04



Action Notes

Conks and Berry Boo enter from the bottom of the screen.

Scene	Duration	Panel	Duration
20	03:03	3	00:13



Scene	Duration	Panel	Duration
20	03:03	4	00:08

**Action Notes**

They look around for the egg.

Scene	Duration	Panel	Duration
20	03:03	5	00:09

**Action Notes**

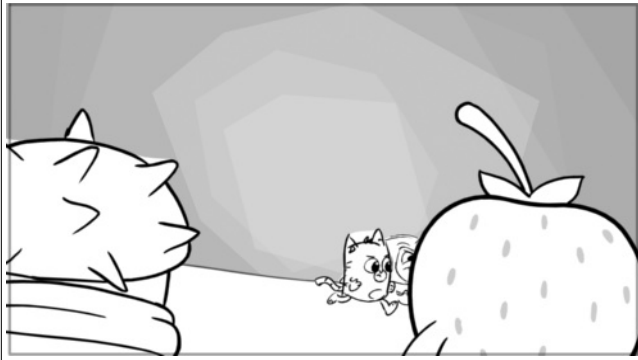
The egg enters in the BG from screen left.

Scene	Duration	Panel	Duration
20	03:03	6	00:09

**Action Notes**

Conks and Berry Boo turn around to see Jet and Gruel chasing the egg.

Scene	Duration	Panel	Duration
20	03:03	7	00:10



Scene	Duration	Panel	Duration
20	03:03	8	00:06

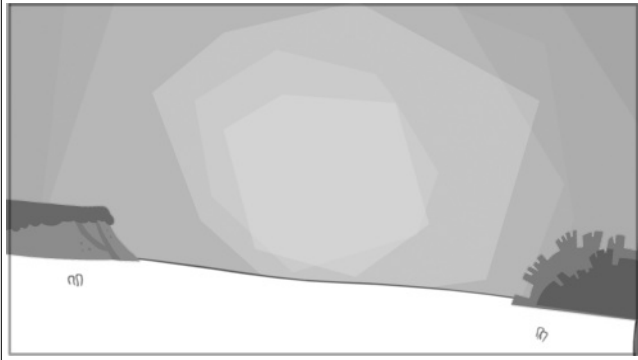


Scene	Duration	Panel	Duration
20	03:03	9	00:05

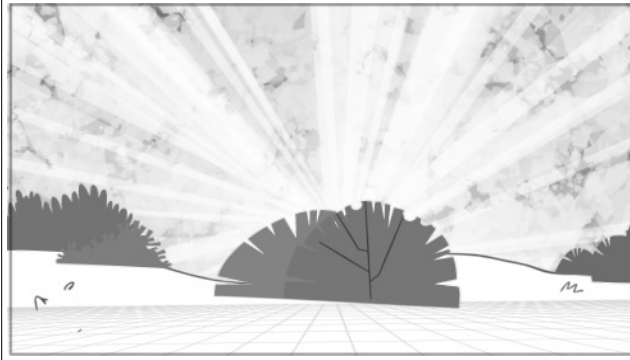
**Action Notes**

They all exit screen right.

Scene	Duration	Panel	Duration
20	03:03	10	00:06

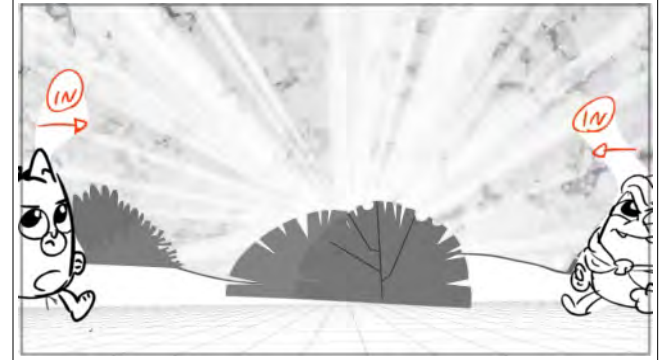


Scene	Duration	Panel	Duration
21	05:01	1	00:06



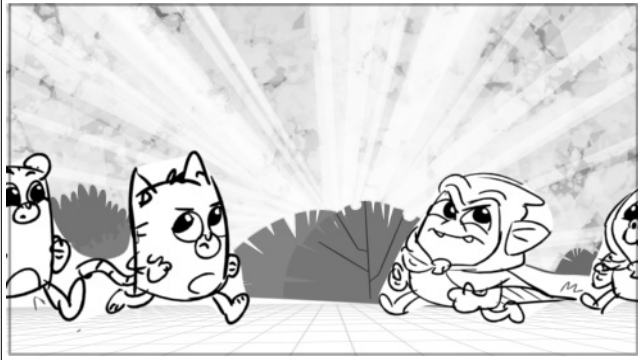
Action Notes
CUT

Scene	Duration	Panel	Duration
21	05:01	2	00:06

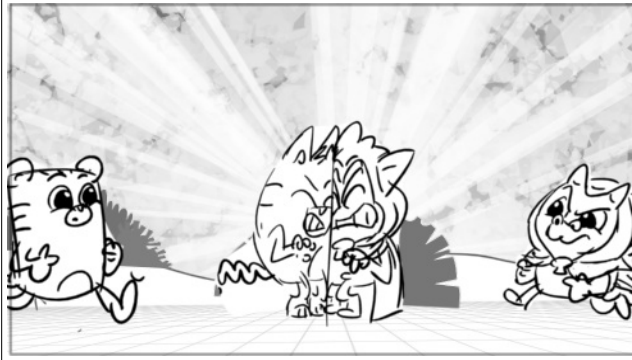


Action Notes
Jet and Jasper enter screen left. Gruel and Blush enter screen right.
Jet and Gruel are looking in different directions and don't see each other.

Scene	Duration	Panel	Duration
21	05:01	3	00:03



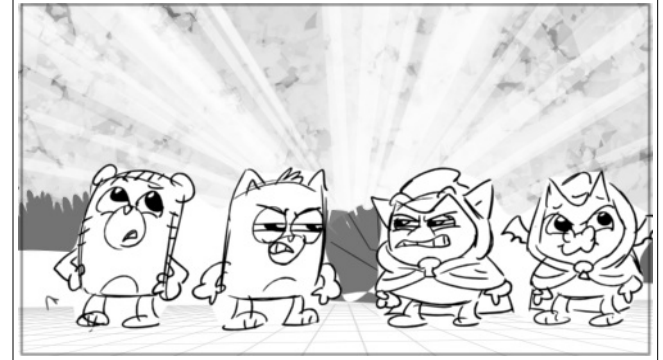
Scene	Duration	Panel	Duration
21	05:01	4	00:08



Action Notes

Jet and Gruel collide.

Scene	Duration	Panel	Duration
21	05:01	5	00:11



Action Notes

Jet and Gruel glare at each other as Jasper and Blush look around.

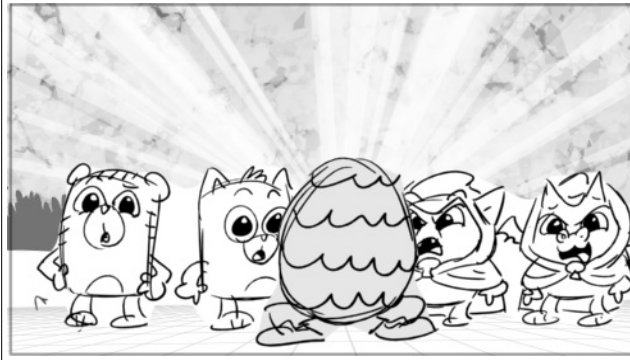
Scene	Duration	Panel	Duration
21	05:01	6	00:12



Action Notes

The egg jumps out from behind the bush.

Scene	Duration	Panel	Duration
21	05:01	7	00:11



Scene	Duration	Panel	Duration
21	05:01	8	00:12



Action Notes

The egg runs towards the camera.

Scene	Duration	Panel	Duration
21	05:01	9	00:15



Scene	Duration	Panel	Duration
21	05:01	10	00:13



Scene	Duration	Panel	Duration
21	05:01	11	00:13



Scene	Duration	Panel	Duration
21	05:01	12	00:11



Scene	Duration	Panel	Duration
22	02:09	1	00:11



Action Notes

CUT

The Smashlings/Bashlings chase the egg through different backgrounds.

Notes

bg_RmJungle_05

Scene	Duration	Panel	Duration
22	02:09	2	00:11



Notes

lo_RnbwRiver_01

Scene	Duration	Panel	Duration
22	02:09	3	00:11

**Notes**

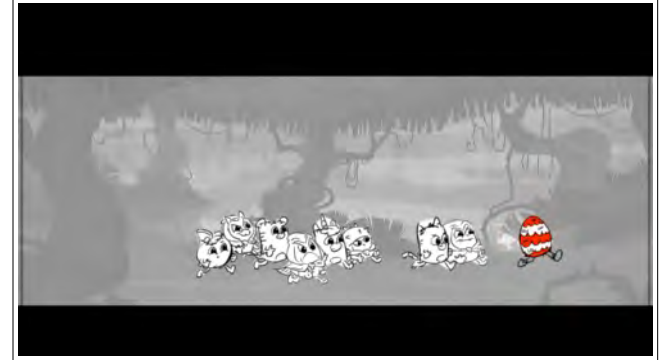
Io_WavyWays_AD

Scene	Duration	Panel	Duration
22	02:09	4	00:11

**Notes**

Io_Desdunes_01

Scene	Duration	Panel	Duration
22	02:09	5	00:13

**Notes**

bg_swamplands

Scene	Duration	Panel	Duration
23	01:04	1	00:02



Action Notes

CUT

Notes

colour_card_test_04

Scene	Duration	Panel	Duration
23	01:04	2	00:04



Action Notes

The egg enters screen left.

Scene	Duration	Panel	Duration
23	01:04	3	00:04



Scene	Duration	Panel	Duration
23	01:04	4	00:04



Scene	Duration	Panel	Duration
23	01:04	5	00:03



Action Notes

Jet/Gruel enter screen left, exhausted.
The egg exits screen right.

Scene	Duration	Panel	Duration
23	01:04	6	00:04



Scene	Duration	Panel	Duration
23	01:04	7	00:07

**Action Notes**

Jet and Gruel stop running and pant with exhaustion.

Scene	Duration	Panel	Duration
24	16:12	1	01:21

**Action Notes**

CUT
3. EXT. RUMBLE JUNGLE - DAY

Scene	Duration	Panel	Duration
24	16:12	2	00:18

**Dialog**

19 BERRY BOO (OUT OF BREATH) 19
Did we just chase this thing all
over the Piñataverse only to end up
back where we started?!

Scene	Duration	Panel	Duration
24	16:12	3	01:07

**Dialog**

19 BERRY BOO (OUT OF BREATH) 19
Did we just chase this thing all
over the Piñataverse only to end up
back where we started?!

Scene	Duration	Panel	Duration
24	16:12	4	01:18

**Dialog**

19 BERRY BOO (OUT OF BREATH) 19
Did we just chase this thing all
over the Piñataverse only to end up
back where we started?!

Scene	Duration	Panel	Duration
24	16:12	5	01:14

**Dialog**

19 BERRY BOO (OUT OF BREATH) 19
Did we just chase this thing all
over the Piñataverse only to end up
back where we started?!

Scene	Duration	Panel	Duration
24	16:12	6	01:16

**Dialog**

19 BERRY BOO (OUT OF BREATH) 19
Did we just chase this thing all
over the Piñataverse only to end up
back where we started?!

Scene	Duration	Panel	Duration
24	16:12	7	02:12



Scene	Duration	Panel	Duration
24	16:12	8	00:21

**Dialog**

TUTTI BEL (20 EARNEST EXCITEMENT) 20
Yeah!

Scene	Duration	Panel	Duration
24	16:12	9	02:03

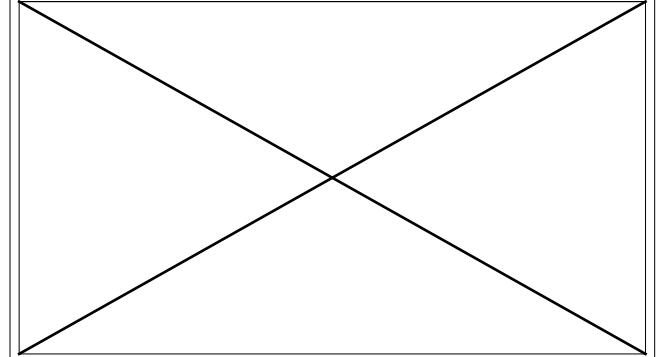
**Dialog**

TUTTI BEL (20 EARNEST EXCITEMENT) 20
So fun, right?!

Scene	Duration	Panel	Duration
24	16:12	10	00:15



NO PANEL



Scene	Duration	Panel	Duration
24	16:12	11	00:06



Action Notes

Camera moves to show the shadow of the egg standing on the big red stocking.

Scene	Duration	Panel	Duration
24	16:12	12	00:10



Scene	Duration	Panel	Duration
24	16:12	13	00:14

**Dialog**

21 JASPER 21
Whoa!

Scene	Duration	Panel	Duration
24	16:12	14	00:05

**Dialog**

21 JASPER 21
Whoa!

Scene	Duration	Panel	Duration
25	03:01	1	01:15

**Dialog**

21 JASPER 21
Where did that come from?

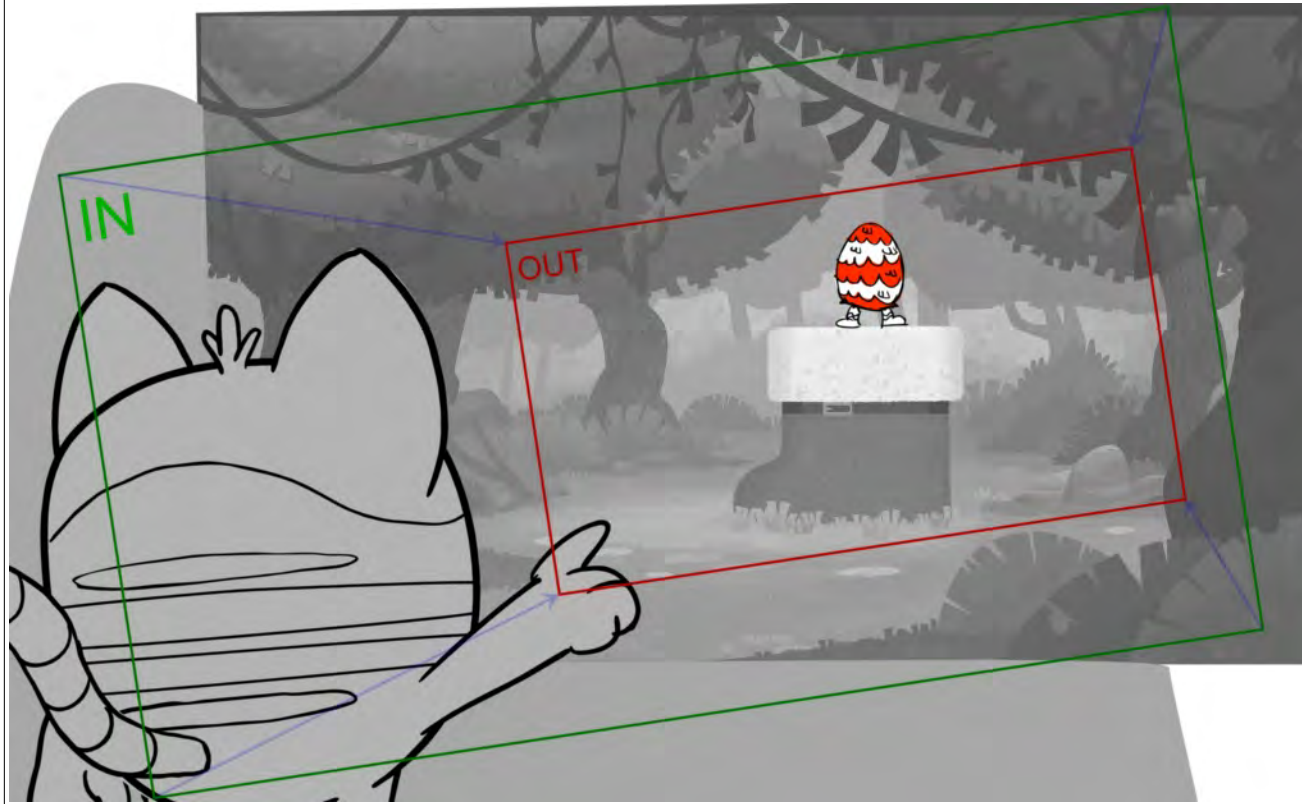
Action Notes

CUT

Notes

lo_RmJngStock_01

Scene	Duration	Panel	Duration
25	03:01	2	00:07

**Dialog**

21 JASPER 21
that come from?

Action Notes

Camera pushes in on the egg on the stocking.

Scene	Duration	Panel	Duration
25	03:01	3	00:10

**Action Notes**

The egg lowers down inside in chunky, 8-bit animation and a <WUNKA WUNKA NOISE>, just like the game.

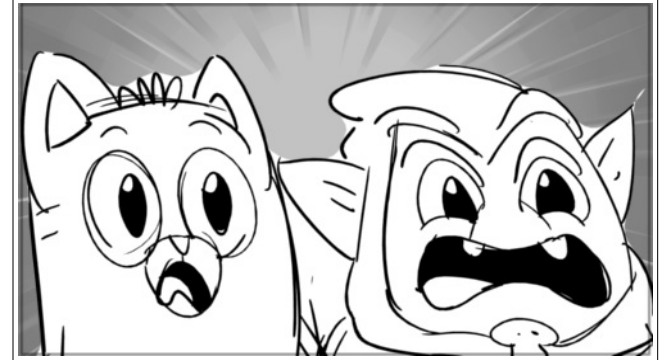
Scene	Duration	Panel	Duration
25	03:01	4	00:08



Scene	Duration	Panel	Duration
25	03:01	5	00:09



Scene	Duration	Panel	Duration
26	02:00	1	01:06



Dialog

22 JET / GRUEL 22
IT'S GETTING AWAY!

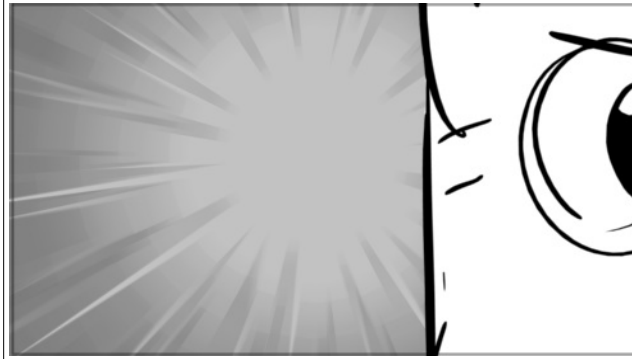
Action Notes

CUT

Scene	Duration	Panel	Duration
26	02:00	2	00:09



Scene	Duration	Panel	Duration
26	02:00	3	00:05



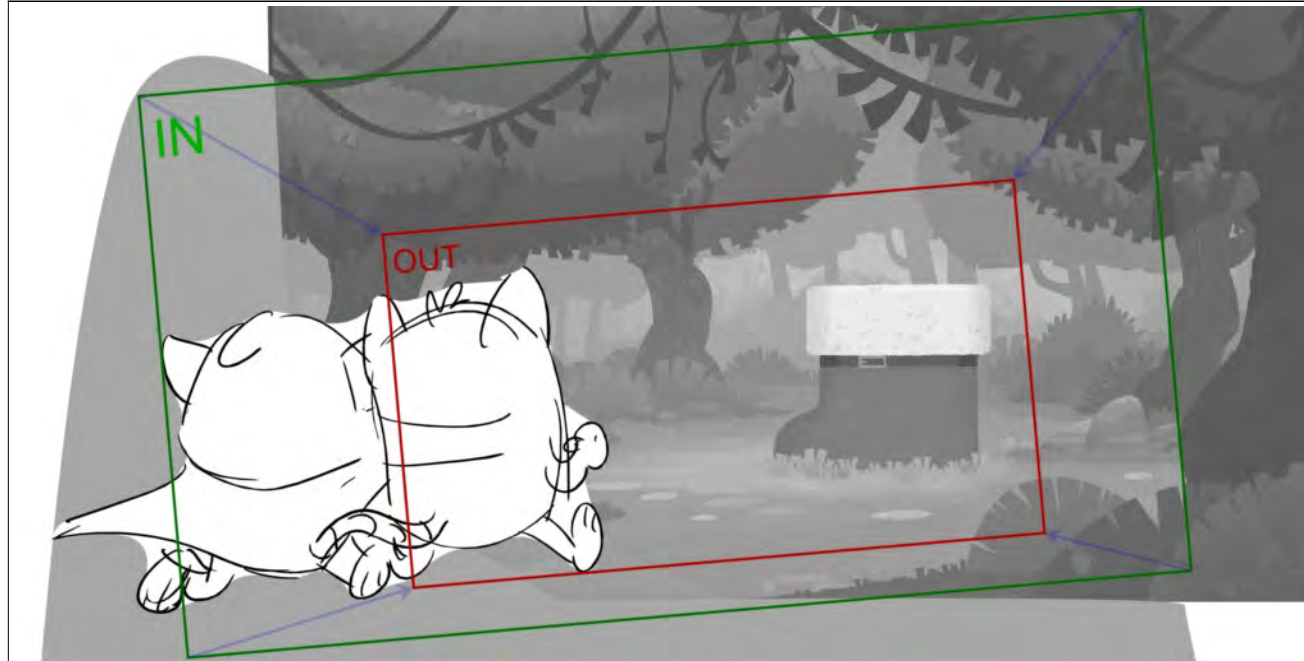
Action Notes

Jet/Gruel exit screen right.

Scene	Duration	Panel	Duration
26	02:00	4	00:04



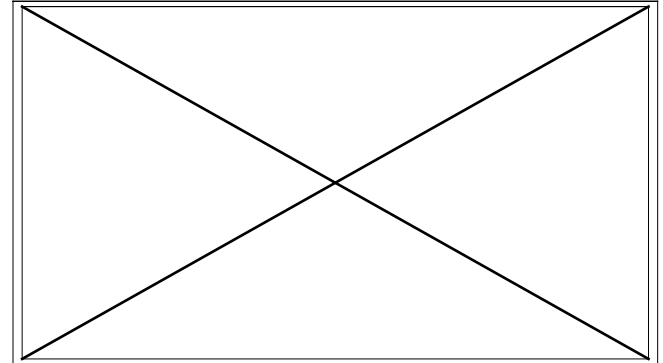
Scene 27	Duration 04:01	Panel 1	Duration 00:15
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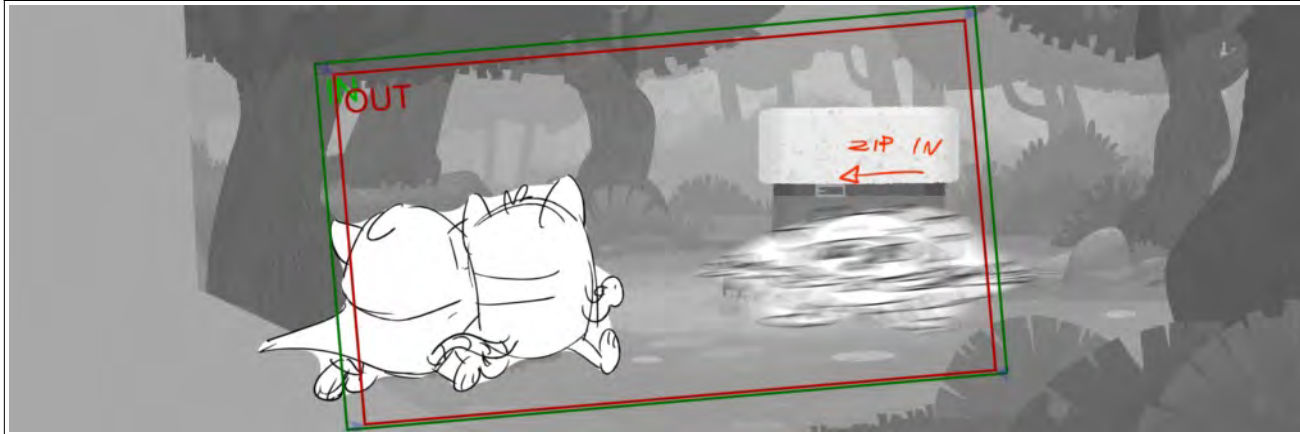
Action Notes

CUT

NO PANEL



Scene	Duration	Panel	Duration
27	04:01	2	00:02



Action Notes

Conks zips in from screen right.

Scene	Duration	Panel	Duration
27	04:01	3	01:03



Dialog

23 CONKS 23

But boss,

Scene	Duration	Panel	Duration
27	04:01	4	01:08

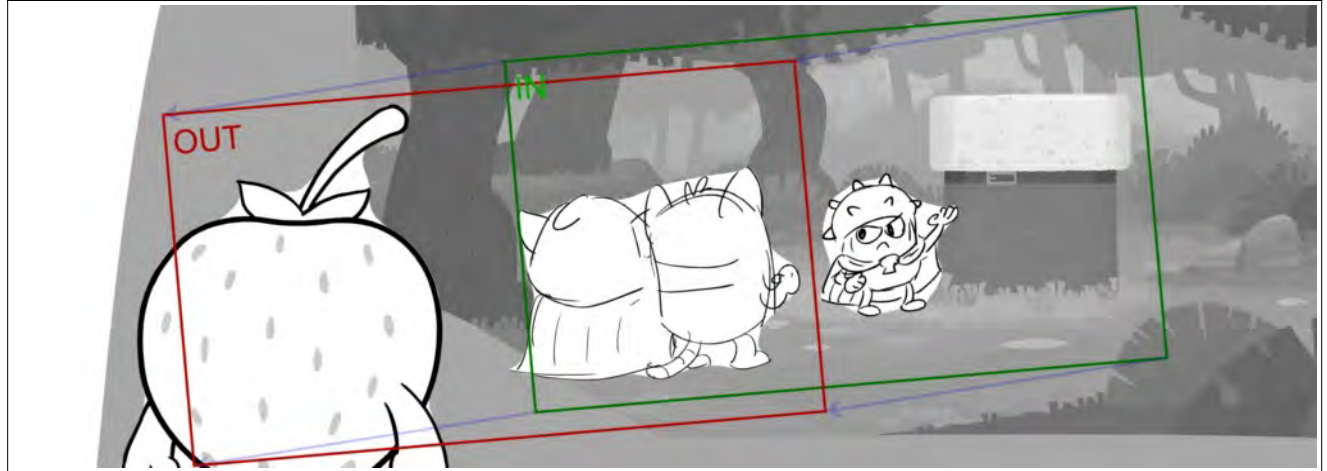
**Dialog**

23 CONKS 23
we dunno what's inside!

Action Notes

Conks gestures towards the stocking.

Scene	Duration	Panel	Duration
27	04:01	5	00:05

**Action Notes**

The camera pans left to reveal Berry Boo.

Scene	Duration	Panel	Duration
27	04:01	6	00:16

**Dialog**

24 BERRY BOO (GROSSED OUT) 24
Yeah.

Scene	Duration	Panel	Duration
28	04:19	1	00:03

**Action Notes**

CUT

Scene	Duration	Panel	Duration
28	04:19	2	01:15

**Dialog**

24 BERRY BOO (GROSSED OUT) 24
It could be full'a

Action Notes

Berry Boo nods.b

Scene	Duration	Panel	Duration
28	04:19	3	01:04

**Dialog**

24 BERRY BOO (GROSSED OUT) 24
five kinds

Action Notes

Berry Boo gestures widely.

Scene	Duration	Panel	Duration
28	04:19	4	01:09

**Dialog**

24 BERRY BOO (GROSSED OUT) 24
a foot stink.

Action Notes

Berry Boo gestures towards her foot.

Scene	Duration	Panel	Duration
28	04:19	5	00:12

**Action Notes**

Berry Boo shudders at the thought.

Scene	Duration	Panel	Duration
29	05:10	1	00:12



Dialog

25 JET 25
That's a chance

Action Notes

CUT

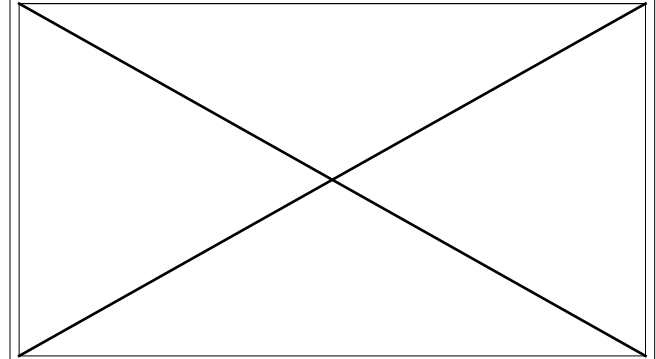
Scene	Duration	Panel	Duration
29	05:10	2	00:21



Dialog

25 JET 25
I gotta take!

NO PANEL



Scene	Duration	Panel	Duration
29	05:10	3	00:04

**Dialog**

25 JET 25
I gotta take!

Action Notes

Camera pans right to reveal the stocking.

Scene	Duration	Panel	Duration
29	05:10	4	00:12

**Dialog**

26 GRUEL 26
No

Scene	Duration	Panel	Duration
29	05:10	5	00:16

**Dialog**

26 GRUEL 26
it's a chance

Scene	Duration	Panel	Duration
29	05:10	6	00:08

**Dialog**

26 GRUEL 26
I

Action Notes

Gruel shoves Jet off screen.

Scene	Duration	Panel	Duration
29	05:10	7	00:21

**Dialog**

26 GRUEL 26
gotta take!

Scene	Duration	Panel	Duration
29	05:10	8	00:14



Action Notes

Gruel turns and runs towards the stocking.

Scene	Duration	Panel	Duration
29	05:10	9	00:10



Scene	Duration	Panel	Duration
29	05:10	10	00:12



Scene	Duration	Panel	Duration
30	20:21	1	00:11

**Action Notes**

CUT

Scene	Duration	Panel	Duration
30	20:21	2	00:20

**Action Notes**

Gruel enters from screen left.

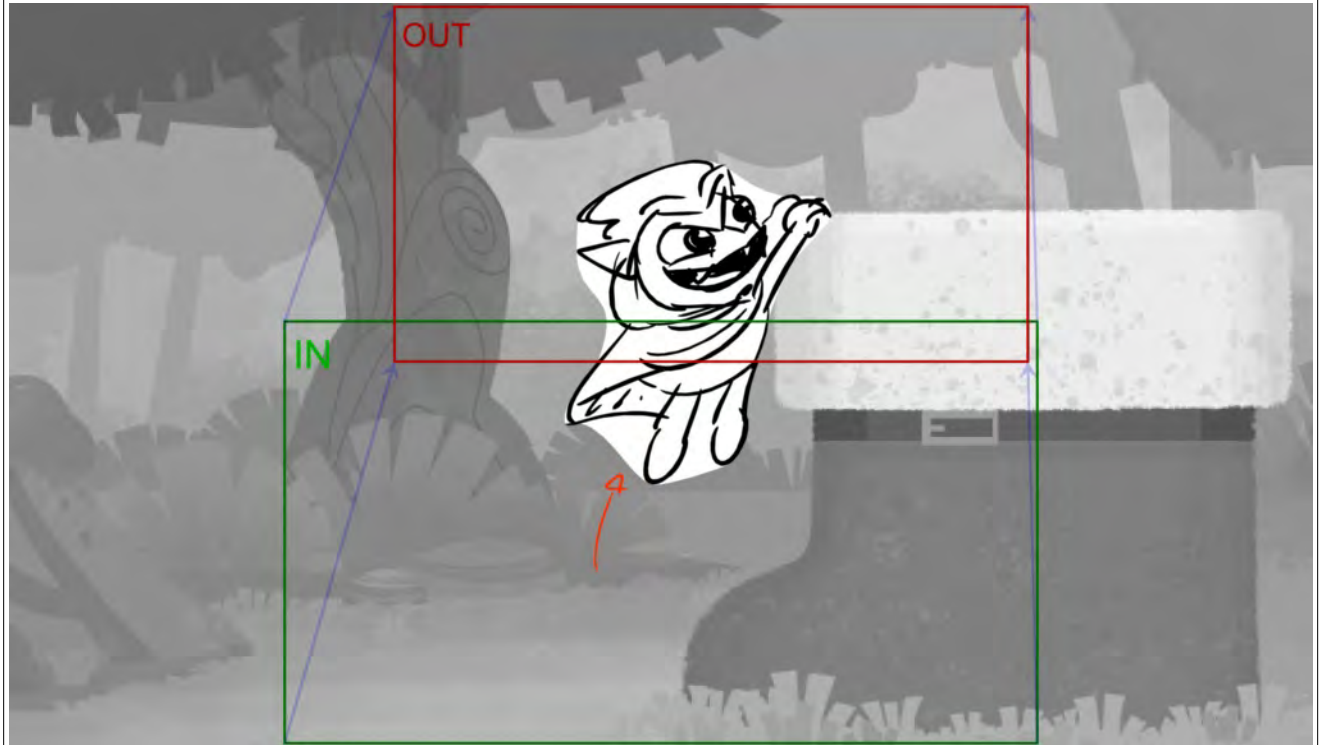
Scene	Duration	Panel	Duration
30	20:21	3	00:22



Scene	Duration	Panel	Duration
30	20:21	4	00:23



Scene	Duration	Panel	Duration
30	20:21	5	00:18

**Action Notes**

The camera tracks Gruel as he jumps onto the stocking.

Scene	Duration	Panel	Duration
30	20:21	6	01:05



Dialog

27 JET AND GRUEL (WRESTLE WALLA) 27
<GRUNTS and 'HEY' and 'QUIT IT'>

Action Notes

Jet jumps in from the bottom of the screen.

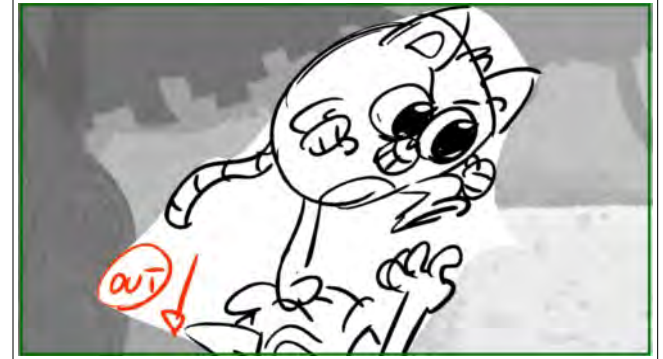
Scene	Duration	Panel	Duration
30	20:21	7	00:20



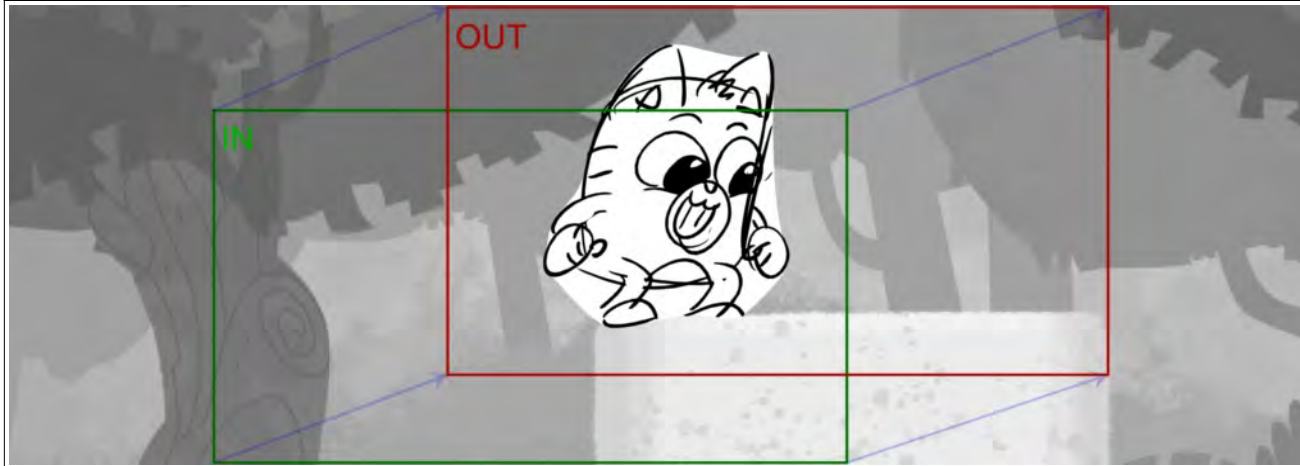
Action Notes

Jet shoves Gruel off screen.

Scene	Duration	Panel	Duration
30	20:21	8	00:22



Scene	Duration	Panel	Duration
30	20:21	9	00:19



Scene	Duration	Panel	Duration
30	20:21	10	00:13

**Action Notes**

Jet is about to step into the stocking.

Scene	Duration	Panel	Duration
30	20:21	11	00:05


Action Notes

Gruel slides in from screen right.

Scene	Duration	Panel	Duration
30	20:21	12	00:06


Action Notes

Gruel knocks Jet off screen.
Jet pinwheels as he exits the top of the screen.

Scene	Duration	Panel	Duration
30	20:21	13	00:20



Scene	Duration	Panel	Duration
30	20:21	14	00:17



Action Notes

Gruel jumps into the stocking.

Scene	Duration	Panel	Duration
30	20:21	15	00:14



Scene	Duration	Panel	Duration
30	20:21	16	00:22



Action Notes

Jet drops in from the top of the screen.

Scene	Duration	Panel	Duration
30	20:21	17	01:00



Scene	Duration	Panel	Duration
30	20:21	18	01:02



Action Notes

Gruel and Jet pathetically slappity-slap at each other as they lower down into the stocking.

Scene	Duration	Panel	Duration
30	20:21	19	00:22



Scene	Duration	Panel	Duration
30	20:21	20	00:22



Scene	Duration	Panel	Duration
30	20:21	21	00:12



Scene	Duration	Panel	Duration
30	20:21	22	01:00



Scene	Duration	Panel	Duration
30	20:21	23	01:04



Action Notes

Beat.

Scene	Duration	Panel	Duration
30	20:21	24	00:17



Action Notes

Gruel/Jet rise up from inside the stocking.

Scene	Duration	Panel	Duration
30	20:21	25	00:20



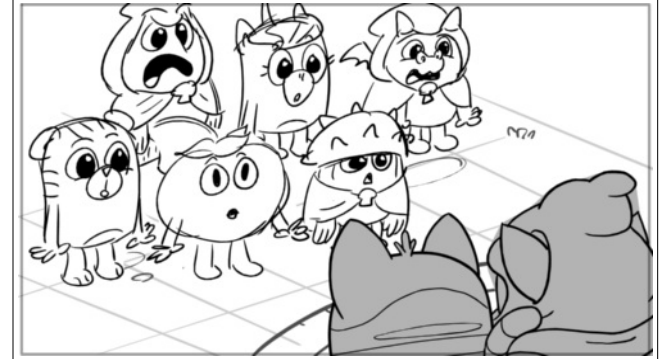
Scene	Duration	Panel	Duration
30	20:21	26	01:01



Dialog

28 JET AND GRUEL (IN UNISON) (CONT'D) 28
Ah hem?

Scene	Duration	Panel	Duration
31	04:01	1	01:06



Action Notes

CUT
The Smashlings/Bashlings react.

Scene	Duration	Panel	Duration
31	04:01	2	01:02



Dialog

29 BERRY BOO 29
<SIGH>

Action Notes

The Smashlings/Bashlings are deflated.

Scene	Duration	Panel	Duration
31	04:01	3	01:17



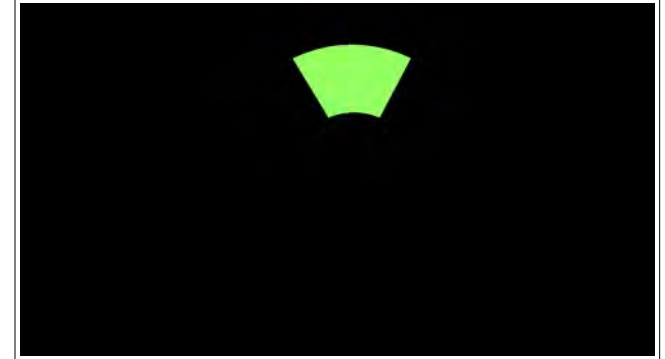
Dialog

29 BERRY BOO 29
We're comingggg...

Action Notes

Berry Boo reluctantly steps towards the stocking.

Scene	Duration	Panel	Duration
32	01:00	1	00:04



Action Notes

CUT

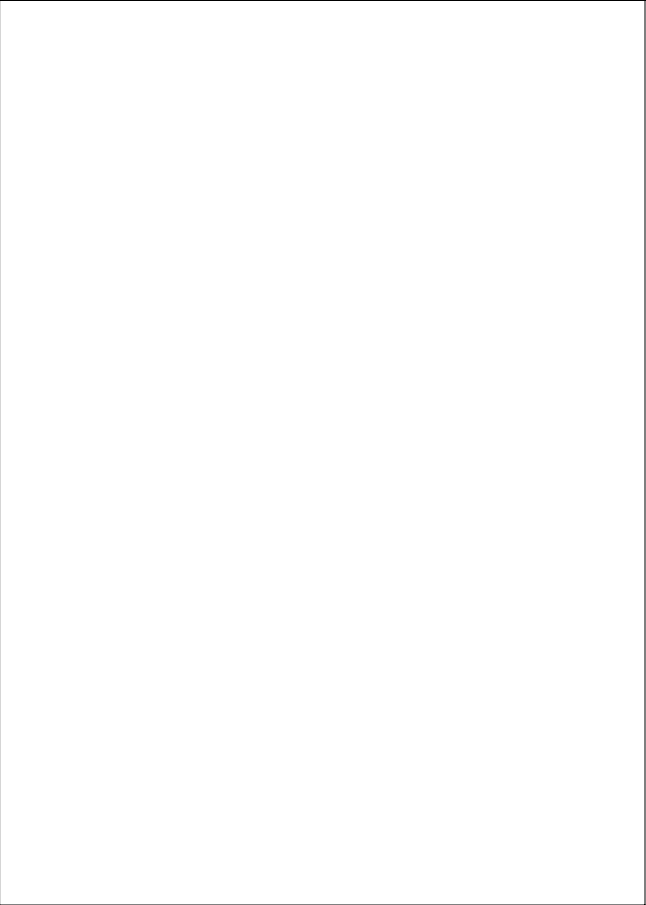
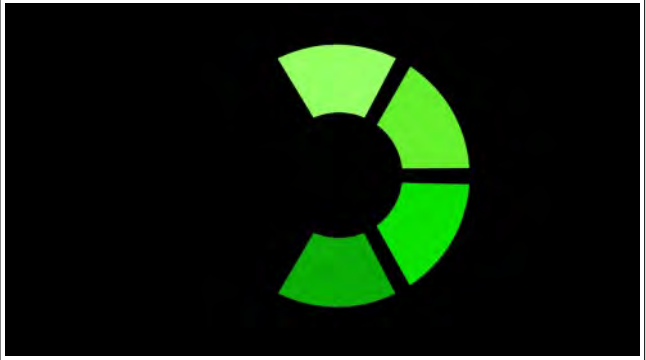
Scene	Duration	Panel	Duration
32	01:00	2	00:04



Scene	Duration	Panel	Duration
32	01:00	3	00:04



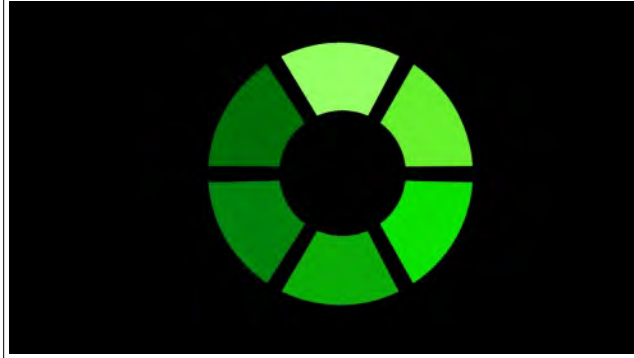
Scene	Duration	Panel	Duration
32	01:00	4	00:04



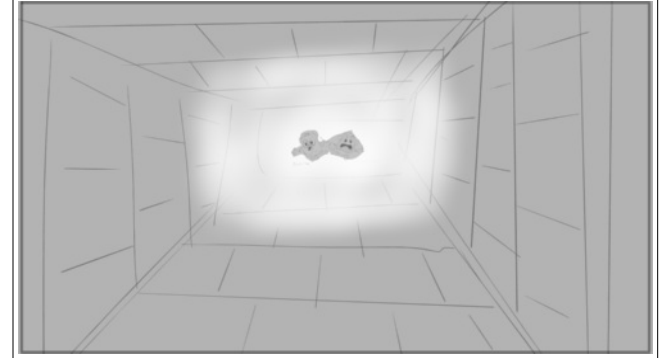
Scene	Duration	Panel	Duration
32	01:00	5	00:04



Scene	Duration	Panel	Duration
32	01:00	6	00:04



Scene	Duration	Panel	Duration
33	03:12	1	00:06

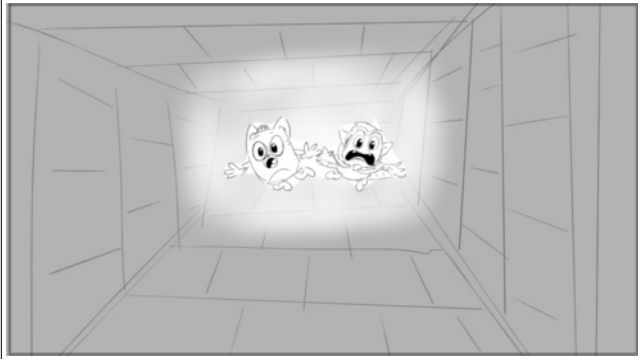
**Dialog**

SMASH 30 TEAM / BASHLINGS 30
<FALLING SCREAMING>

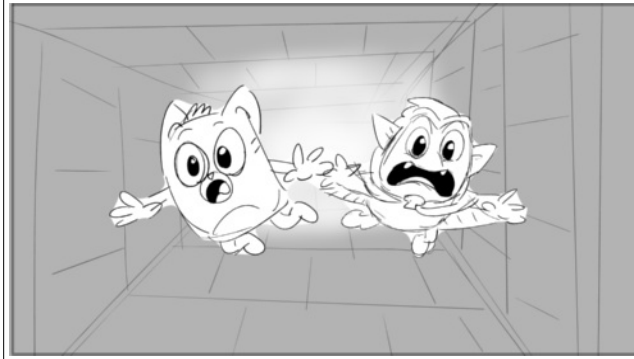
Action Notes

CUT
4. INT. GIANT CHIMNEY - CONTINUOUS
The Smashlings/Bashlings fall towards the camera.

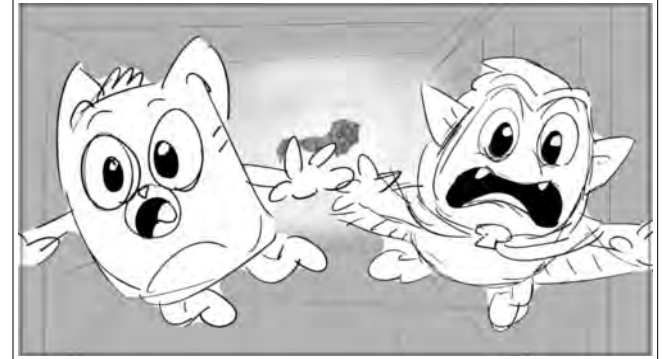
Scene	Duration	Panel	Duration
33	03:12	2	00:06



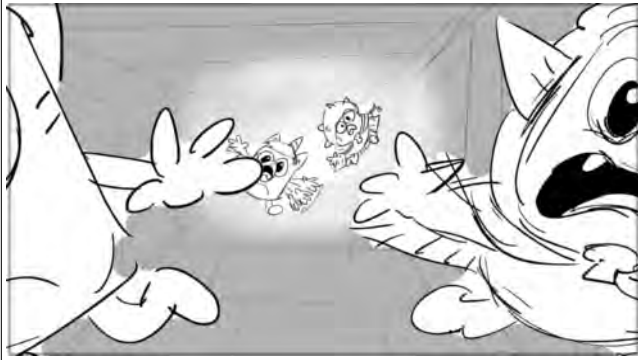
Scene	Duration	Panel	Duration
33	03:12	3	00:06



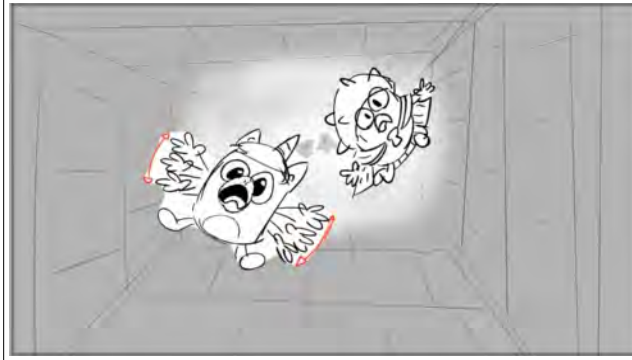
Scene	Duration	Panel	Duration
33	03:12	4	00:06



Scene	Duration	Panel	Duration
33	03:12	5	00:06



Scene	Duration	Panel	Duration
33	03:12	6	00:06



Scene	Duration	Panel	Duration
33	03:12	7	00:06



Scene	Duration	Panel	Duration
33	03:12	8	00:06



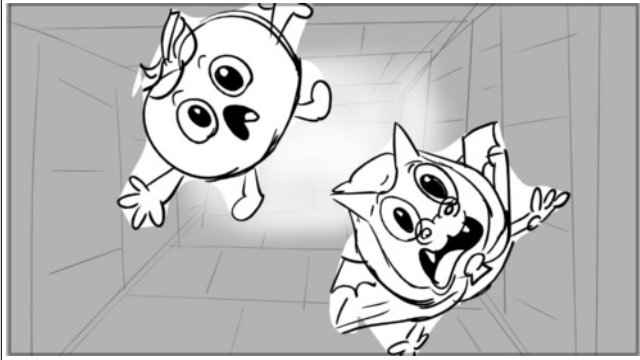
Scene	Duration	Panel	Duration
33	03:12	9	00:06



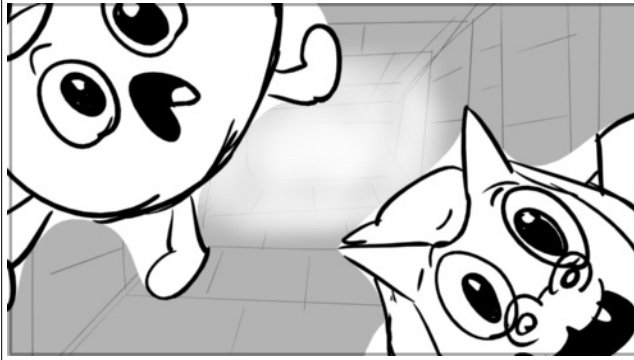
Scene	Duration	Panel	Duration
33	03:12	10	00:06



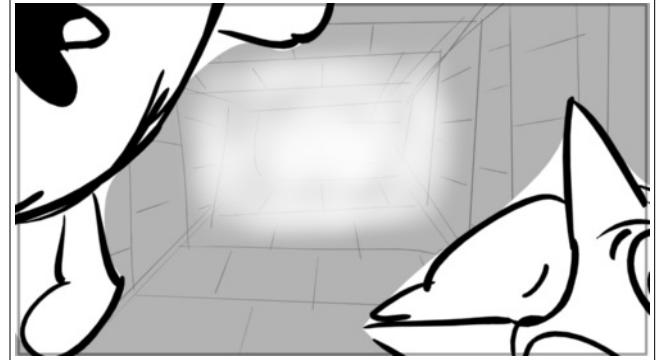
Scene	Duration	Panel	Duration
33	03:12	11	00:06



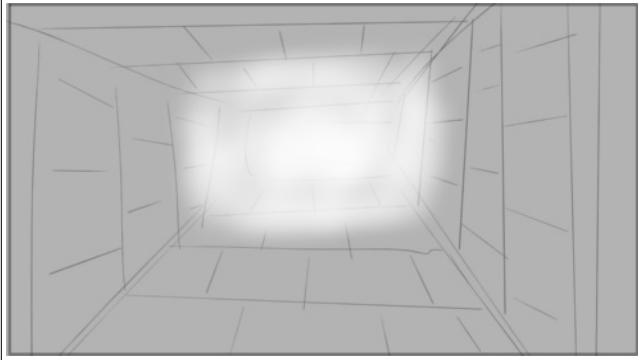
Scene	Duration	Panel	Duration
33	03:12	12	00:06



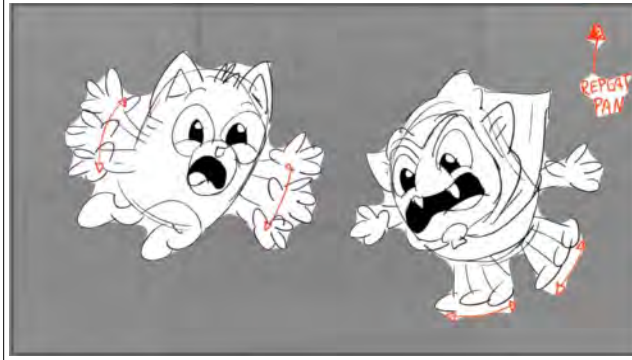
Scene	Duration	Panel	Duration
33	03:12	13	00:06



Scene	Duration	Panel	Duration
33	03:12	14	00:06



Scene	Duration	Panel	Duration
34	07:20	1	00:06

**Action Notes**

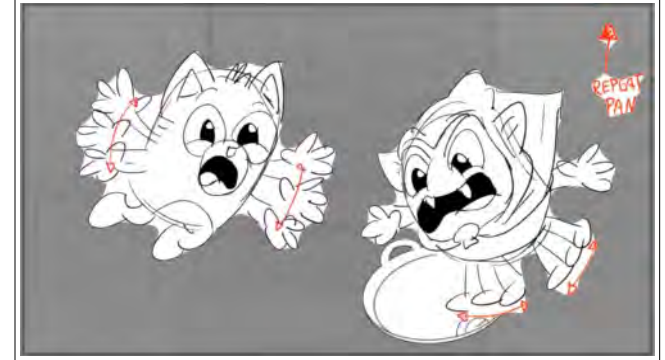
CUT

The camera follows Jet/Gruel as they fall down the chimney.

Notes

lo_ChimneyInt_01

Scene	Duration	Panel	Duration
34	07:20	2	00:06

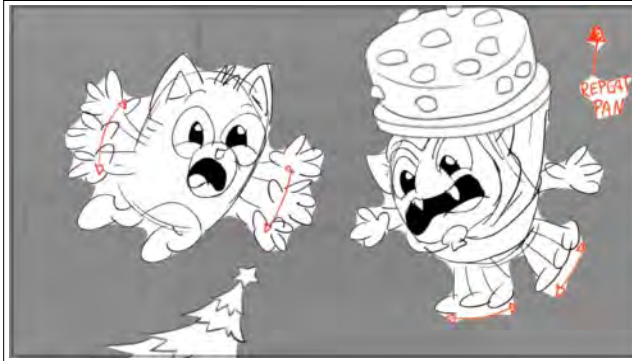
**Action Notes**

Various Christmas themed items fly past them as they fall.

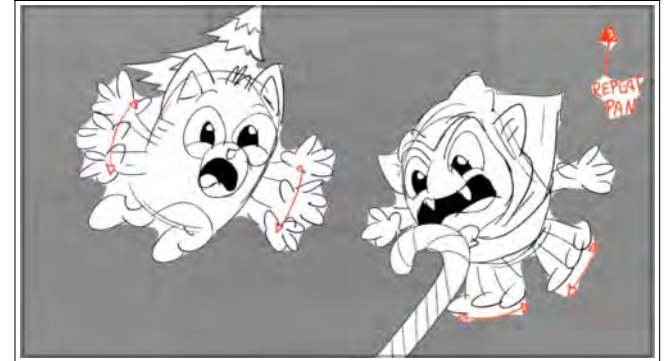
Scene	Duration	Panel	Duration
34	07:20	3	00:07



Scene	Duration	Panel	Duration
34	07:20	4	00:07



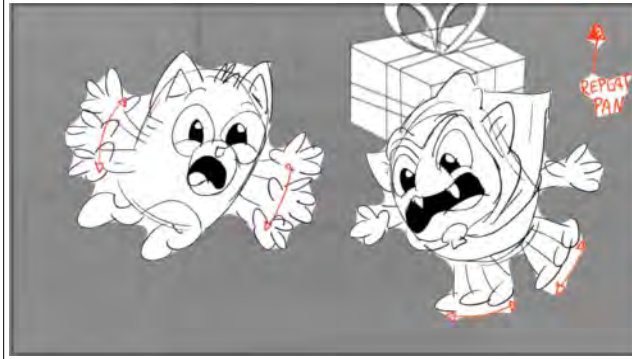
Scene	Duration	Panel	Duration
34	07:20	5	00:08



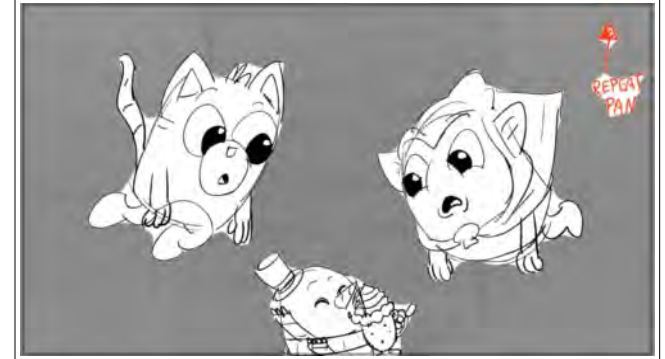
Scene	Duration	Panel	Duration
34	07:20	6	00:07



Scene	Duration	Panel	Duration
34	07:20	7	00:07



Scene	Duration	Panel	Duration
34	07:20	8	00:09



Action Notes

Meltsy enters from the bottom of the screen sipping some hot chocolate.

Notes

ch_meltsy
pr_hot_chocolate

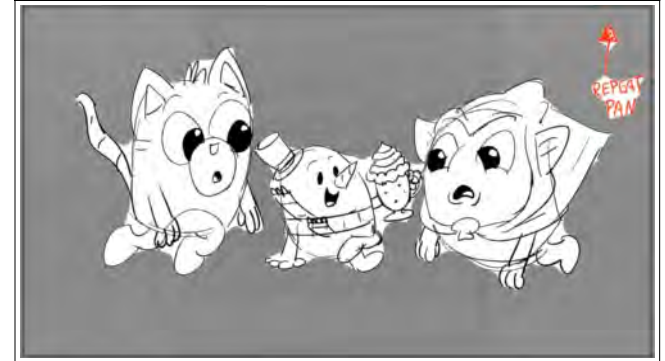
Scene	Duration	Panel	Duration
34	07:20	9	00:08



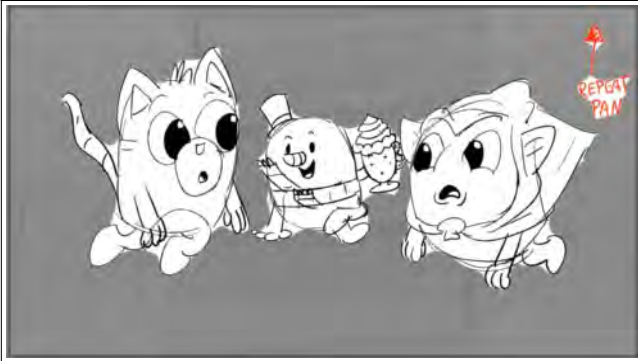
Scene	Duration	Panel	Duration
34	07:20	10	00:09



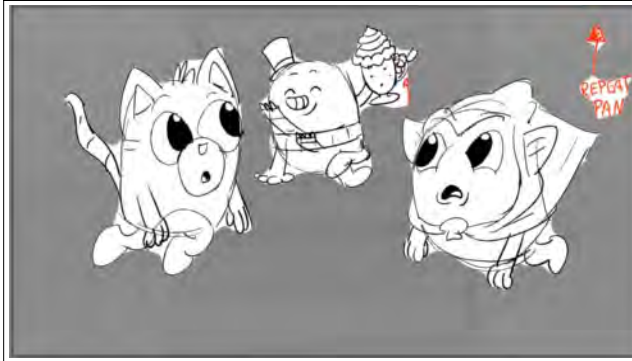
Scene	Duration	Panel	Duration
34	07:20	11	00:08



Scene	Duration	Panel	Duration
34	07:20	12	00:08

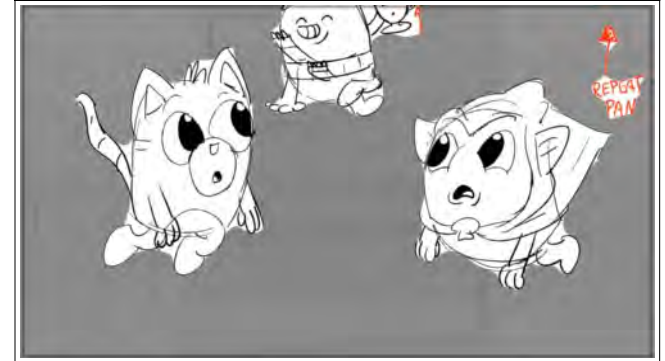


Scene	Duration	Panel	Duration
34	07:20	13	00:08

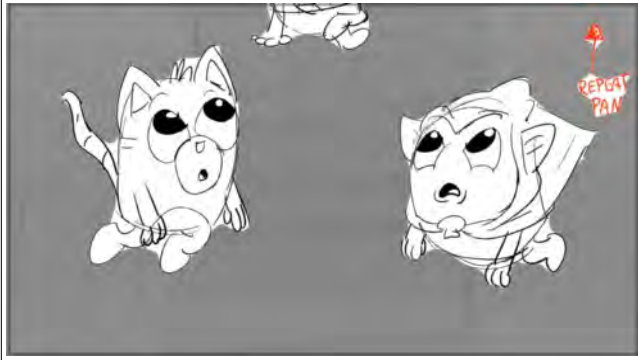

Action Notes

Meltsy raises his glass towards Jet/Gruel.

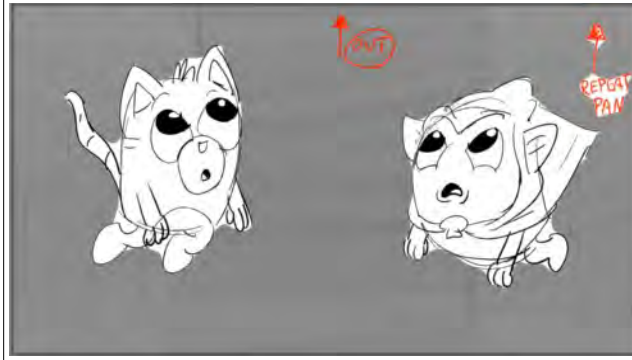
Scene	Duration	Panel	Duration
34	07:20	14	00:07



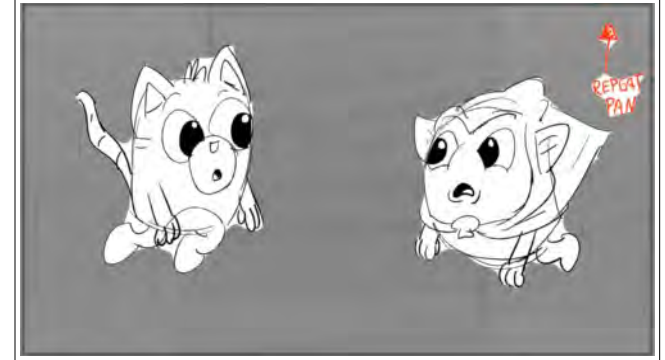
Scene	Duration	Panel	Duration
34	07:20	15	00:08



Scene	Duration	Panel	Duration
34	07:20	16	00:08



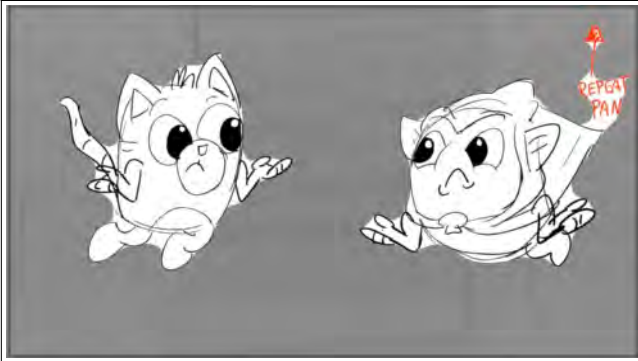
Scene	Duration	Panel	Duration
34	07:20	17	00:09



Action Notes

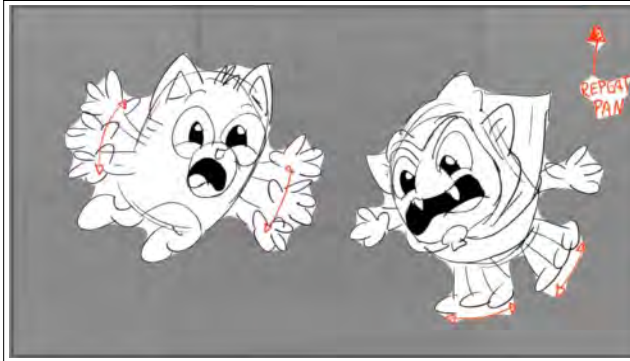
Meltsy exits from the top of the screen.

Scene	Duration	Panel	Duration
34	07:20	18	00:08


Action Notes

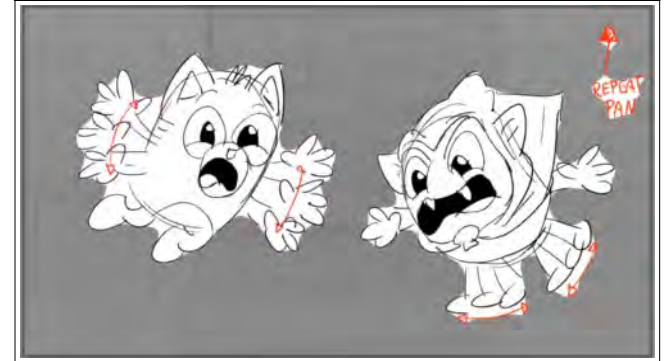
Jet and Gruel shrug at each other.

Scene	Duration	Panel	Duration
34	07:20	19	00:09


Dialog

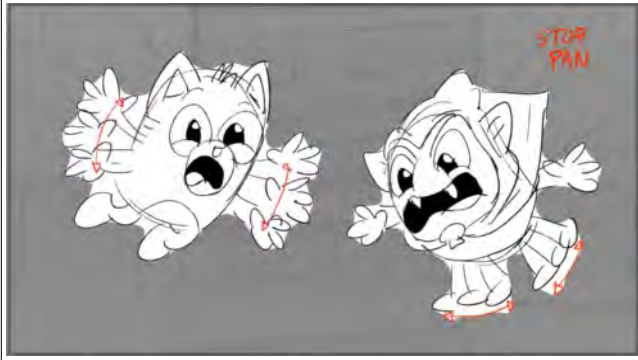
JET/GRUEL
<Screams>

Scene	Duration	Panel	Duration
34	07:20	20	00:10


Dialog

JET/GRUEL
<Screams>

Scene	Duration	Panel	Duration
34	07:20	21	00:19



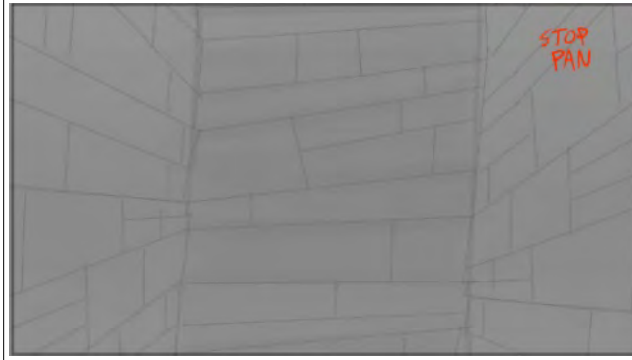
Dialog

JET/GRUEL
<Screams>

Action Notes

The repeat pan stops as the Smashlings/
Bashlings fall downwards past the camera.

Scene	Duration	Panel	Duration
34	07:20	22	00:12



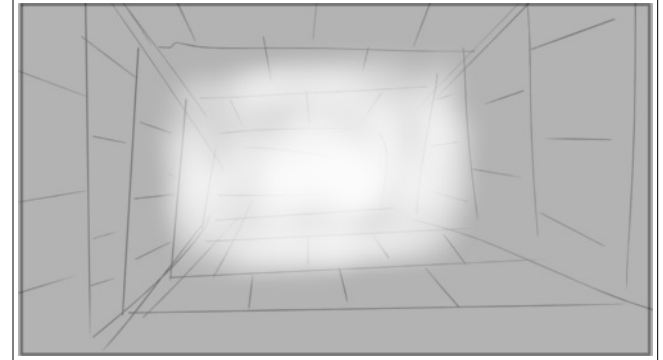
Dialog

JET/GRUEL
<Screams>

Action Notes

Jet and Gruel shrug at each other.

Scene	Duration	Panel	Duration
35	07:06	1	00:10



Action Notes

CUT

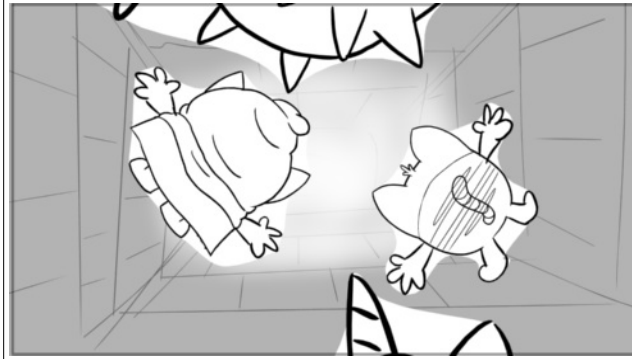
Scene	Duration	Panel	Duration
35	07:06	2	00:16



Action Notes

The Smashlings/Bashlings fall away from the camera.

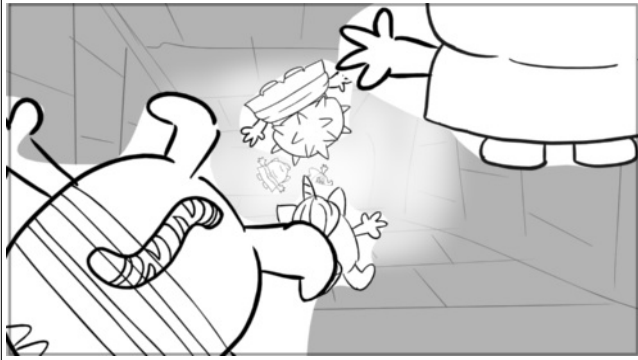
Scene	Duration	Panel	Duration
35	07:06	3	00:15



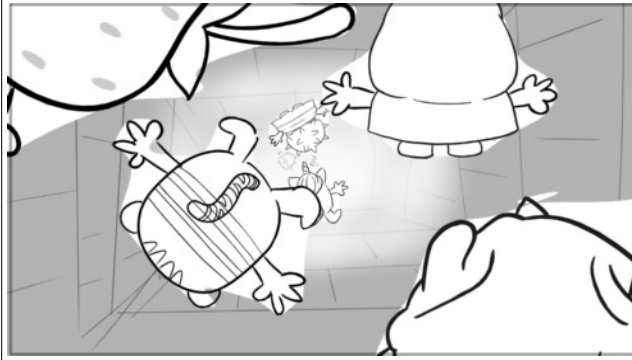
Scene	Duration	Panel	Duration
35	07:06	4	00:17



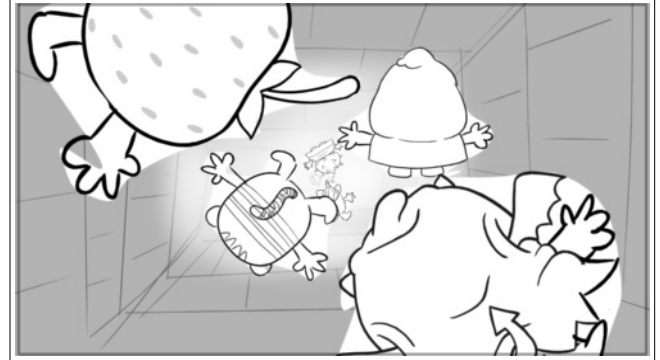
Scene	Duration	Panel	Duration
35	07:06	5	00:18



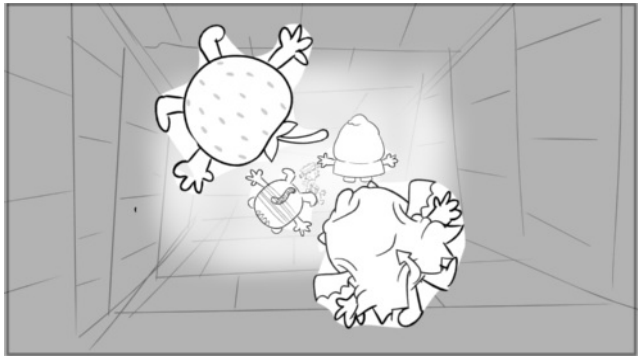
Scene	Duration	Panel	Duration
35	07:06	6	00:19



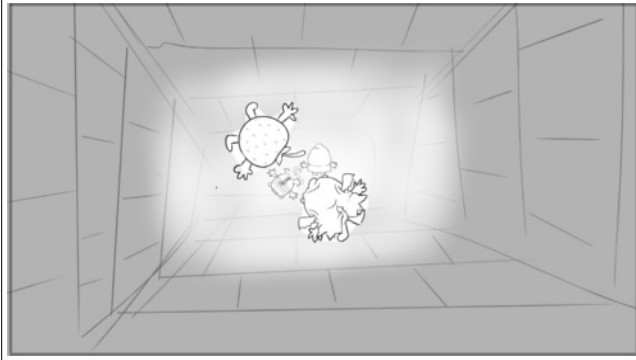
Scene	Duration	Panel	Duration
35	07:06	7	00:19



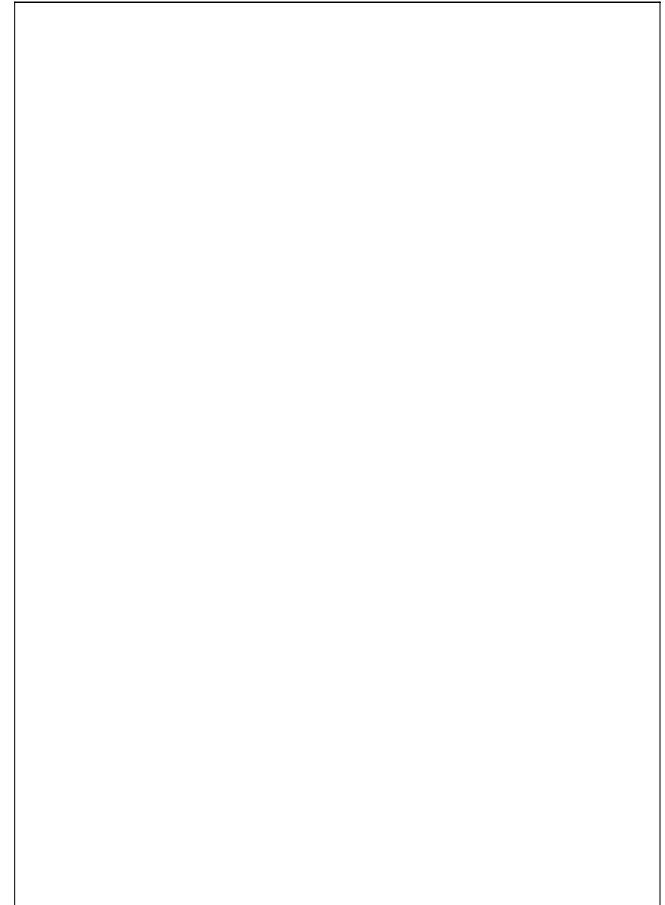
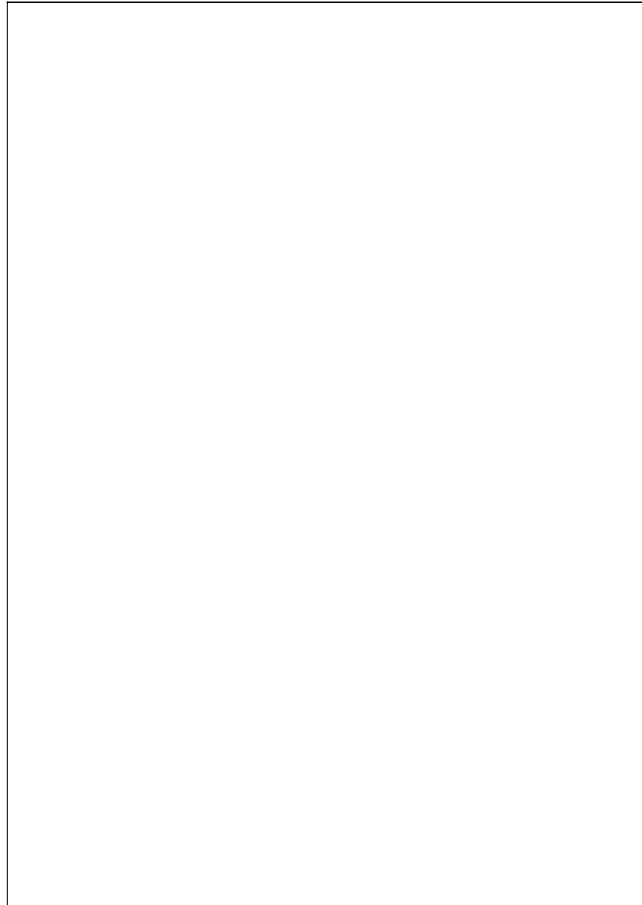
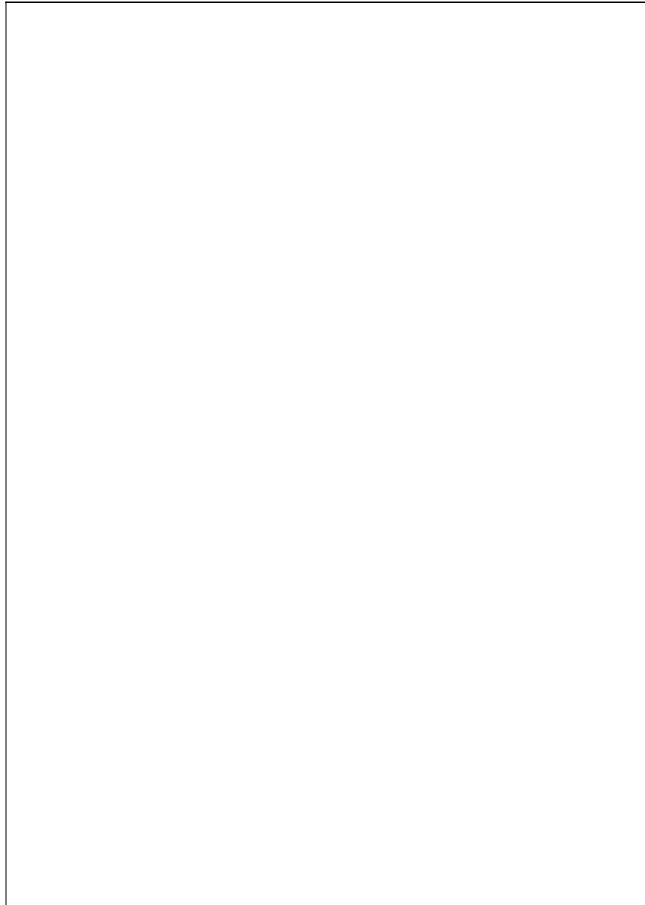
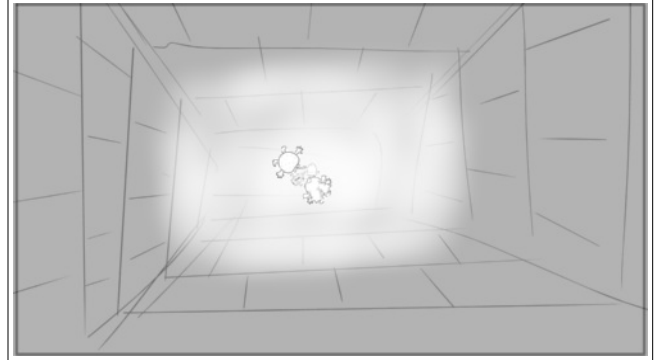
Scene	Duration	Panel	Duration
35	07:06	8	00:21



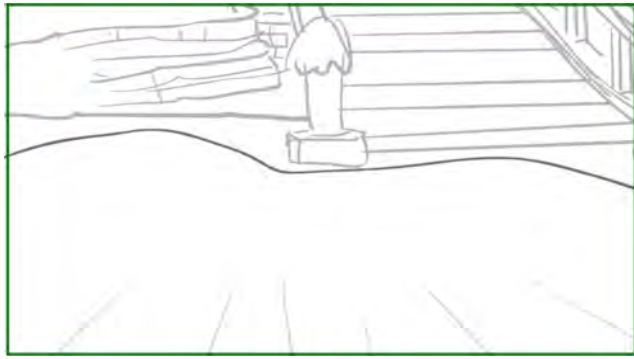
Scene	Duration	Panel	Duration
35	07:06	9	00:17



Scene	Duration	Panel	Duration
35	07:06	10	00:22



Scene	Duration	Panel	Duration
36	03:04	1	00:04

**Action Notes**

CUT

5. EXT. SMASHMAS PIÑATA VILLAGE - DAY

Scene	Duration	Panel	Duration
36	03:04	2	00:04

**Dialog**

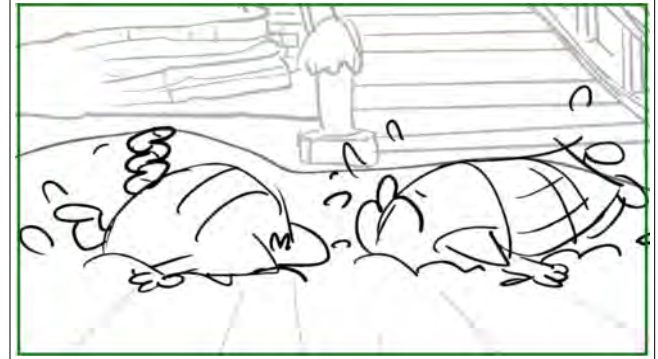
31 SMASH TEAM / BASHLINGS 31

<FALL SCREAM> OOF! <WET DOG SHAKE>

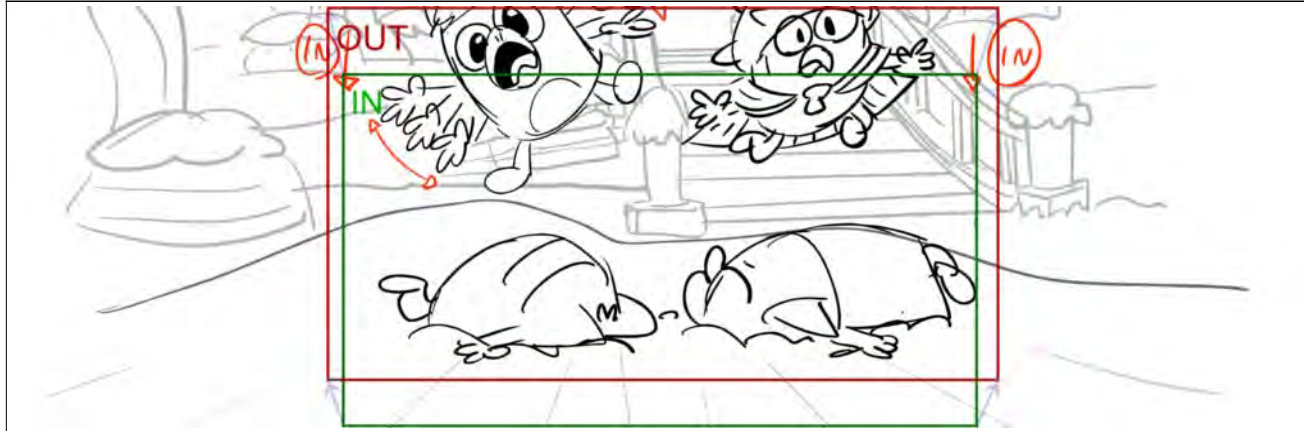
Action Notes

Jet/Gruel fall in from the top of the screen.

Scene	Duration	Panel	Duration
36	03:04	3	00:05



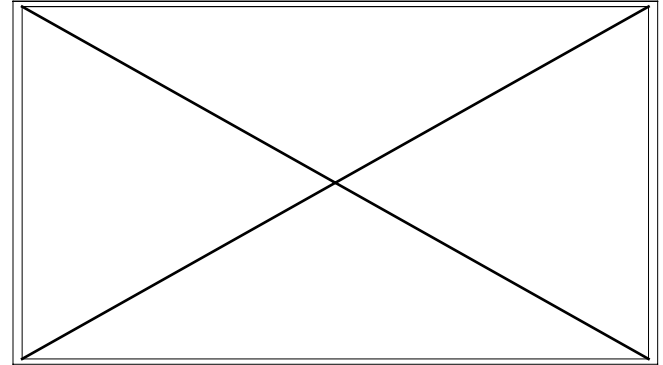
Scene 36	Duration 03:04	Panel 4	Duration 00:05
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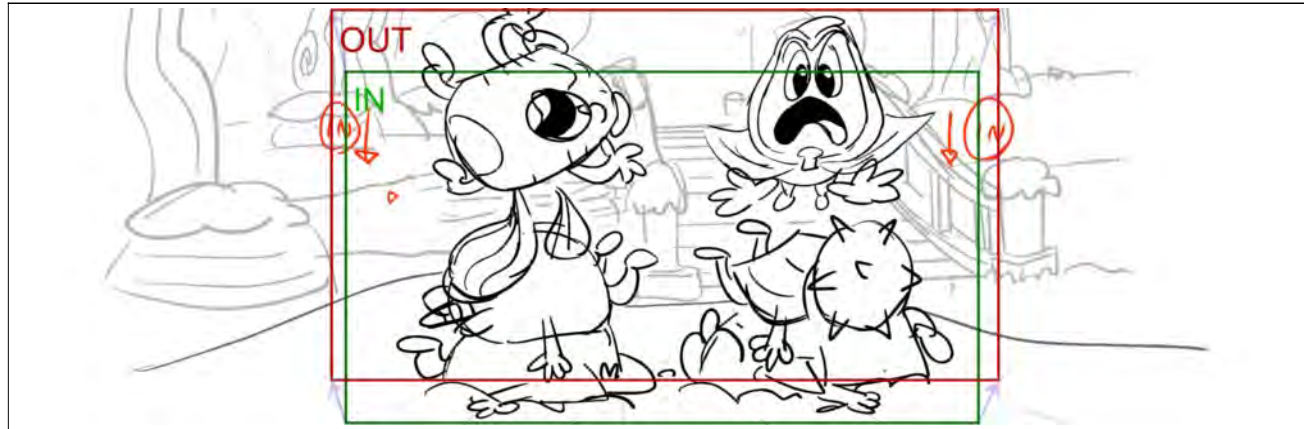
Action Notes

The camera pans up as the rest of the Smashlings/Bashlings fall on top of each other in two stacks.

NO PANEL



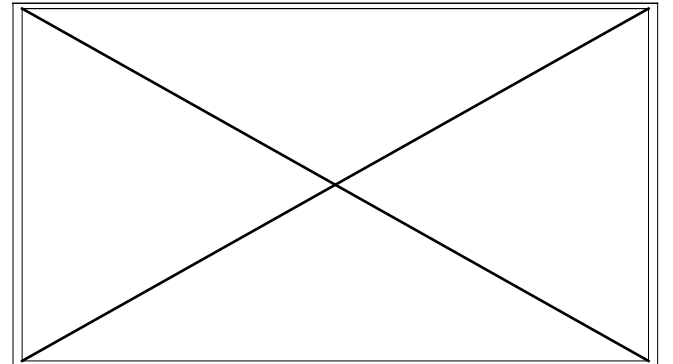
Scene 36	Duration 03:04	Panel 5	Duration 00:05
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Action Notes

5. EXT. SMASHMAS PIÑATA VILLAGE - DAY

NO PANEL



Scene	Duration	Panel	Duration
36	03:04	6	00:05

**Action Notes**

5. EXT. SMASHMAS PIÑATA VILLAGE - DAY

Scene	Duration	Panel	Duration
36	03:04	7	00:05

**Action Notes**

5. EXT. SMASHMAS PIÑATA VILLAGE - DAY

Scene	Duration	Panel	Duration
36	03:04	8	00:06

**Action Notes**

5. EXT. SMASHMAS PIÑATA VILLAGE - DAY

Scene	Duration	Panel	Duration
36	03:04	9	00:07

**Action Notes**

5. EXT. SMASHMAS PIÑATA VILLAGE - DAY

Scene	Duration	Panel	Duration
36	03:04	10	00:08

**Action Notes**

The Smashlings/Bashlings topple over out of frame.

Scene	Duration	Panel	Duration
36	03:04	11	00:07



Action Notes

5. EXT. SMASHMAS PIÑATA VILLAGE - DAY

Scene	Duration	Panel	Duration
36	03:04	12	00:07



Action Notes

5. EXT. SMASHMAS PIÑATA VILLAGE - DAY

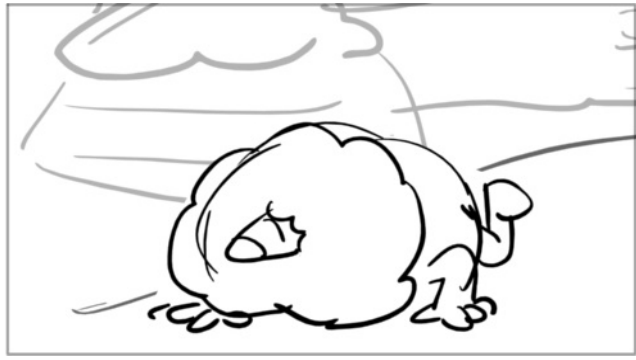
Scene	Duration	Panel	Duration
36	03:04	13	00:08



Action Notes

5. EXT. SMASHMAS PIÑATA VILLAGE - DAY

Scene	Duration	Panel	Duration
37	01:12	1	00:07



Action Notes

CUT

Scene	Duration	Panel	Duration
37	01:12	2	00:06



Action Notes

Tutti Bel looks up with snow on her head.

Scene	Duration	Panel	Duration
37	01:12	3	00:08



Action Notes

Tutti Bel shakes the snow off.

Scene	Duration	Panel	Duration
37	01:12	4	00:04



Scene	Duration	Panel	Duration
37	01:12	5	00:11



Dialog

TUTTI BEL
<GASP_08_TUUTI B>

Action Notes

Tutti Bel reacts.

Scene	Duration	Panel	Duration
38	02:11	1	02:11



Dialog

32 TUTTI BEL 32
Wow-wee wow-woo!

Action Notes

CUT
The camera moves to reveal the egg in a Christmas themed version of the village.

Notes

lo_PVSmashMass_01

Scene	Duration	Panel	Duration
39	01:00	1	01:00

**Dialog**

32 TUTTI BEL 32
That pod led us

Action Notes

CUT

Scene	Duration	Panel	Duration
40	00:16	1	00:16

**Dialog**

32 TUTTI BEL 32
to some kind of hidden Smashmas Level!

Action Notes

CUT

Scene 41	Duration 00:21	Panel 1	Duration 00:21
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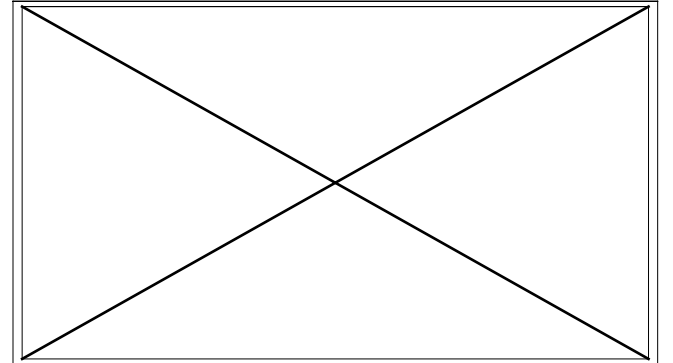
Dialog

32 TUTTI BEL 32
to some kind of hidden Smashmas Level!

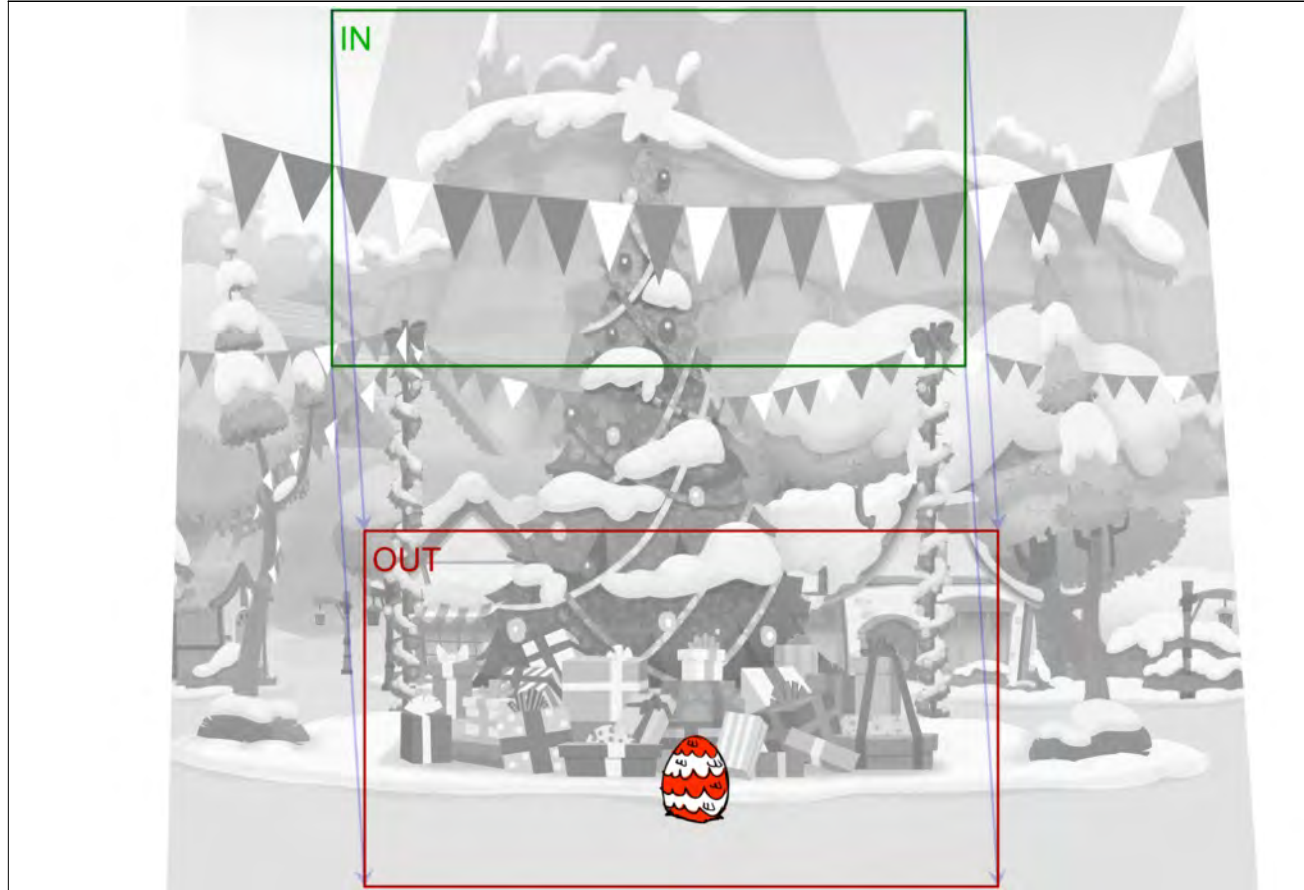
Action Notes

CUT

NO PANEL



Scene	Duration	Panel	Duration
42	04:09	1	00:20



Dialog

32 TUTTI BEL 32
to some kind of hidden Smashmas Level!

Action Notes

CUT
The camera pans down the Christmas tree and settles on the egg.

Scene	Duration	Panel	Duration
42	04:09	2	00:06



Dialog

32 TUTTI BEL 32
to some kind of hidden Smashmas Level!

Action Notes

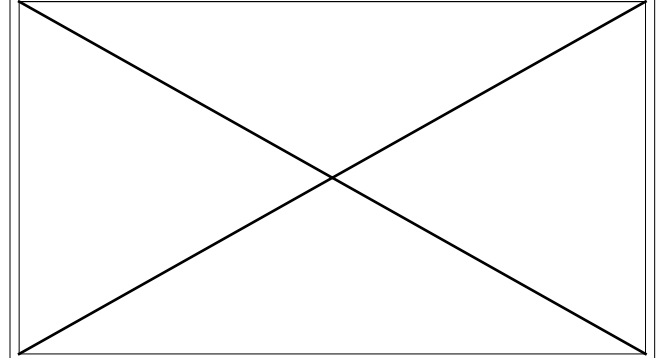
CUT

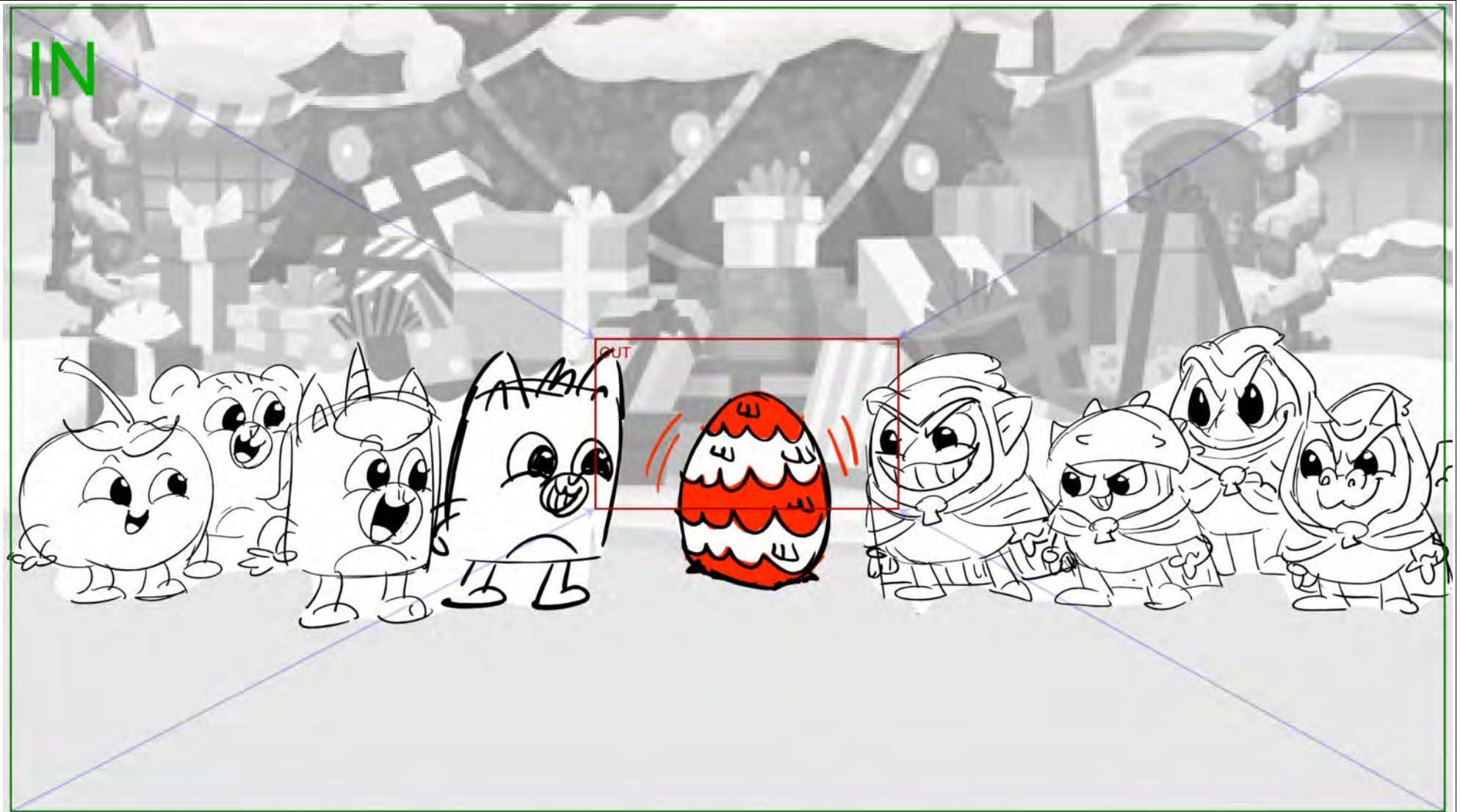
Scene	Duration	Panel	Duration
42	04:09	3	00:06

**Action Notes**

The Smashlings zip in from screen left.
The Bashlings zip in from screen right.

Scene	Duration	Panel	Duration
42	04:09	4	00:05

**NO PANEL**

Scene
42Duration
04:09Panel
5Duration
00:06**Action Notes**

The camera pushes in on the egg as it shakes.

Scene	Duration	Panel	Duration
42	04:09	6	00:06



Action Notes

BG switches to a CC.

Scene	Duration	Panel	Duration
42	04:09	7	00:05



Action Notes

A crack appears on the egg.

Scene	Duration	Panel	Duration
42	04:09	8	00:05



Scene	Duration	Panel	Duration
42	04:09	9	00:04



Scene	Duration	Panel	Duration
42	04:09	10	00:04



Scene	Duration	Panel	Duration
42	04:09	11	00:04

**Action Notes**

Crumbles bursts out of the egg

Notes

ch_crumbles.

Scene	Duration	Panel	Duration
42	04:09	12	00:10



Action Notes

Split screens appear showing Crumbles in various Christmas themed poses.

Scene	Duration	Panel	Duration
42	04:09	13	00:11



Scene	Duration	Panel	Duration
42	04:09	14	00:13



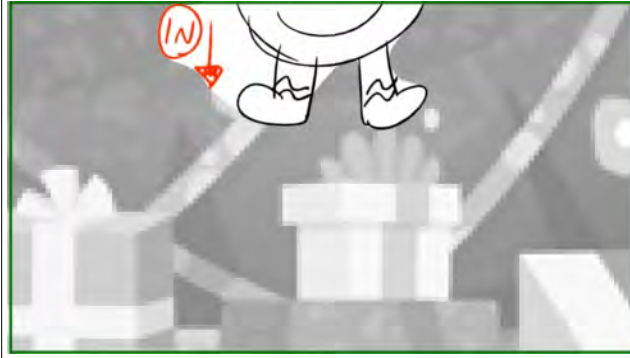
Scene	Duration	Panel	Duration
43	02:14	1	00:01



Action Notes

CUT

Scene	Duration	Panel	Duration
43	02:14	2	00:04



Action Notes

Crumbles drops in from the top of the screen holding a candy cane.

Scene	Duration	Panel	Duration
43	02:14	3	00:02



Scene	Duration	Panel	Duration
43	02:14	4	00:06

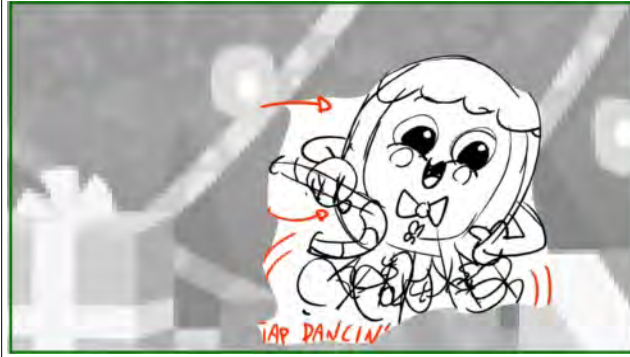
**Dialog**

33 CRUMBLES 33
Crumbles

Action Notes

Crumbles tap dances back and forth.

Scene	Duration	Panel	Duration
43	02:14	5	00:05

**Dialog**

33 CRUMBLES 33
Crumbles

Scene	Duration	Panel	Duration
43	02:14	6	00:05

**Dialog**

33 CRUMBLES 33
Crumbles

Scene	Duration	Panel	Duration
43	02:14	7	00:06



Dialog

33 CRUMBLES 33
Crumbles

Scene	Duration	Panel	Duration
43	02:14	8	00:05



Dialog

33 CRUMBLES 33
Crumbles

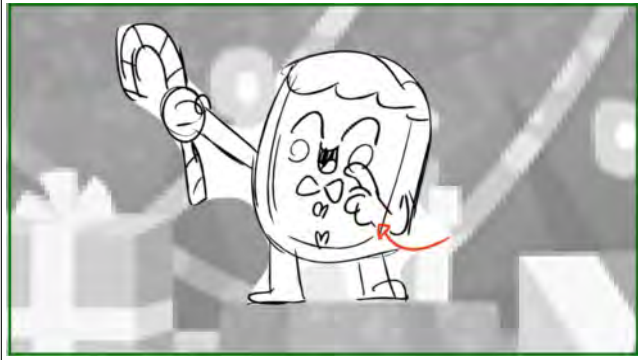
Scene	Duration	Panel	Duration
43	02:14	9	00:07



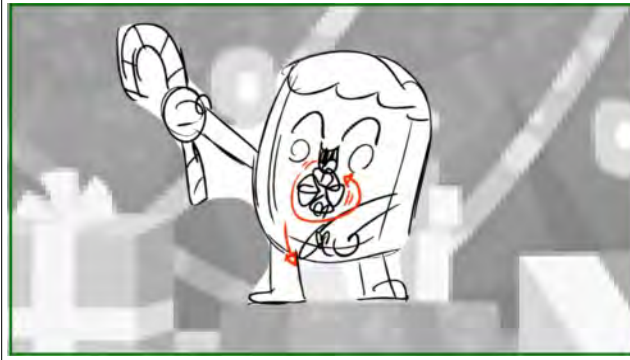
Dialog

33 CRUMBLES 33
Crumbles

Scene	Duration	Panel	Duration
43	02:14	10	00:03



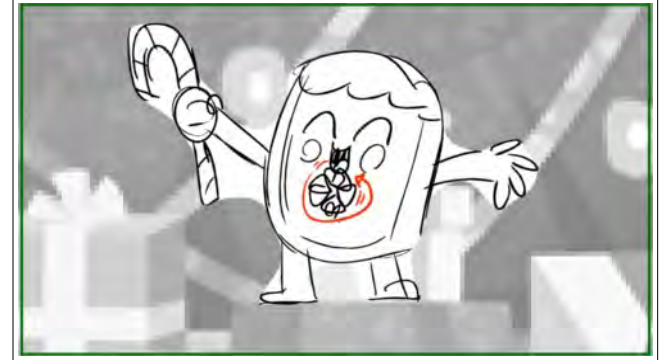
Scene	Duration	Panel	Duration
43	02:14	11	00:03



Action Notes

Crumbles spins his bow tie.

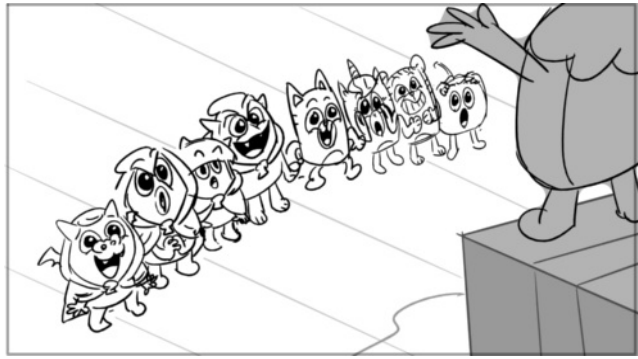
Scene	Duration	Panel	Duration
43	02:14	12	00:15



Dialog

33 CRUMBLES 33
IIIIII'm

Scene	Duration	Panel	Duration
44	01:01	1	01:01



Dialog

SMASHLINGS/BASHLINGS
Whoooooaaaaahhhh!

Action Notes

CUT

Scene	Duration	Panel	Duration
45	08:15	1	00:02



Action Notes

CUT

Scene	Duration	Panel	Duration
45	08:15	2	01:07



Dialog

33 CRUMBLES 33
and I'm SO glad

Action Notes

The bow tie stops spinning.

Scene	Duration	Panel	Duration
45	08:15	3	01:00



Dialog

33 CRUMBLES 33
y'all could join me

Scene	Duration	Panel	Duration
45	08:15	4	00:20



Dialog

33 CRUMBLES 33
here in the most

Scene	Duration	Panel	Duration
45	08:15	5	00:16



Dialog

33 CRUMBLES 33
wonderful

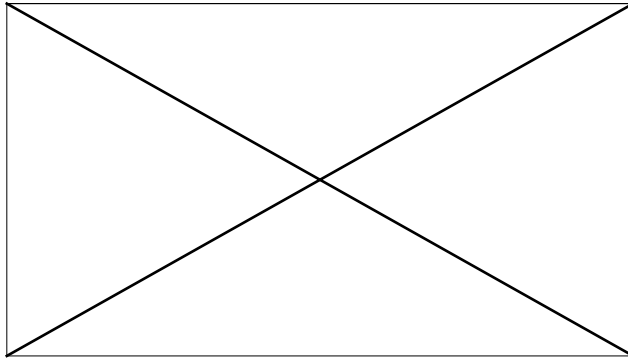
Scene 45	Duration 08:15	Panel 6	Duration 01:22
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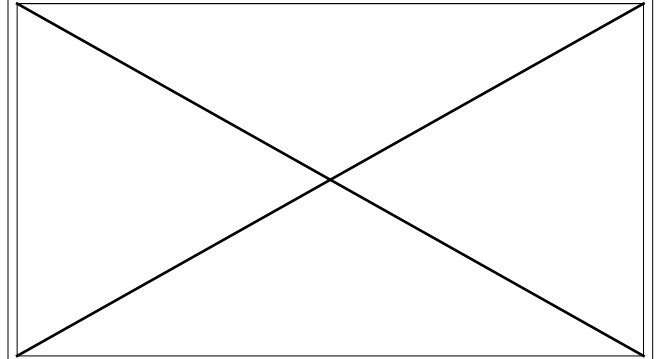
Dialog

33 CRUMBLES 33
place in the Piñataverse...

NO PANEL



NO PANEL

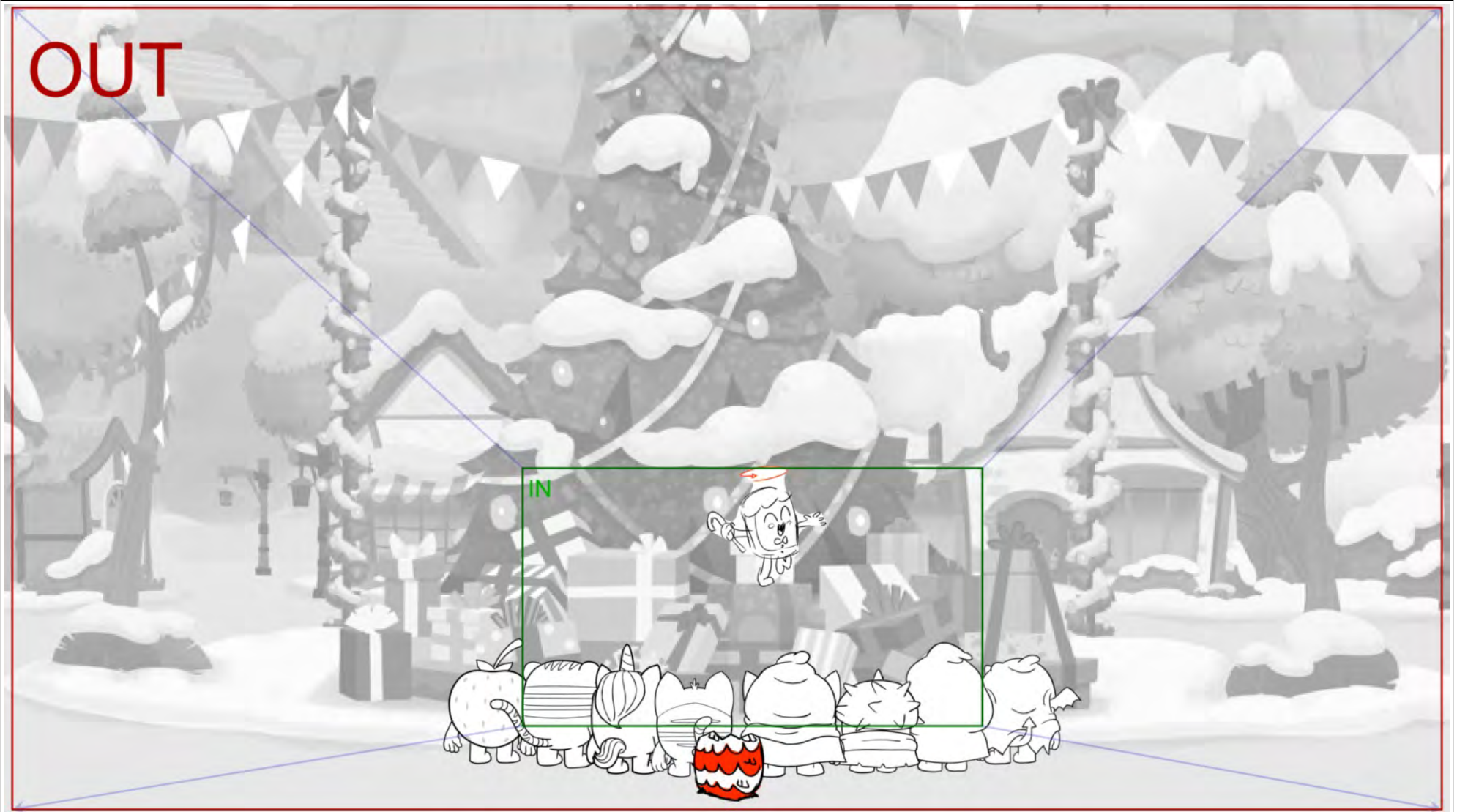


Scene
45

Duration
08:15

Panel
7

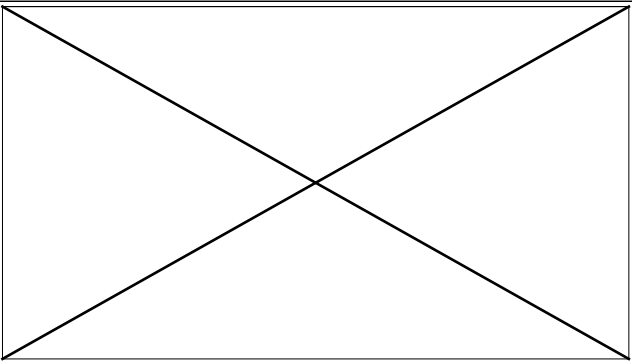
Duration
00:12



Dialog

33 CRUMBLES 33
Smashmas Lannnnd!

NO PANEL



Action Notes

Camera widens to reveal the village.

Scene	Duration	Panel	Duration
45	08:15	8	00:08



Dialog

33 CRUMBLES 33
Smashmas Lannnnnd!

Scene	Duration	Panel	Duration
45	08:15	9	00:11



Dialog

33 CRUMBLES 33
Smashmas Lannnnnd!

Scene	Duration	Panel	Duration
45	08:15	10	00:12



Dialog

33 CRUMBLES 33
Smashmas Lannnnnd!

Scene	Duration	Panel	Duration
45	08:15	11	01:01



Dialog

33 CRUMBLES 33
Smashmas Lannnnnd!

Scene	Duration	Panel	Duration
46	04:12	1	00:07



Action Notes

CUT

Scene	Duration	Panel	Duration
46	04:12	2	03:13

**Dialog**

34 BERRY BOO (ASIDE) 34
He's been out his pod five seconds
and I've already had enough of this
guy.

Scene	Duration	Panel	Duration
46	04:12	3	00:10

**Dialog**

JASPER
<GIGGLE_02_JASPER>

Action Notes

Jasper gives Berry Boo a playful nudge.

Scene	Duration	Panel	Duration
46	04:12	4	00:06

**Dialog**

JASPER
<GIGGLE_02_JASPER>

Action Notes

Berry Boo grins.

Scene	Duration	Panel	Duration
47	10:13	1	00:17

**Action Notes**

CUT
Crumbles doesn't look impressed.

Scene	Duration	Panel	Duration
47	10:13	2	00:08

**Action Notes**

Crumbles shakes it off.

Scene	Duration	Panel	Duration
47	10:13	3	00:22

**Dialog**

35 CRUMBLES (IGNORING BERRY) 35
Today,

Scene	Duration	Panel	Duration
47	10:13	4	01:21

**Dialog**

35 CRUMBLES (IGNORING BERRY) 35
we're gonna learn the true
meaning of

Scene	Duration	Panel	Duration
47	10:13	5	00:21

**Dialog**

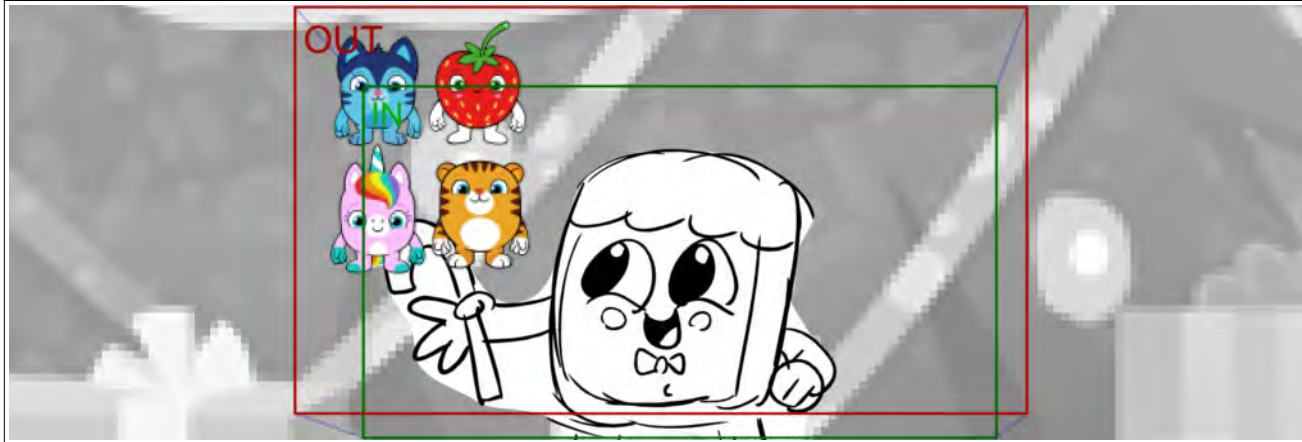
35 CRUMBLES (IGNORING BERRY) 35
Smashmas

Scene	Duration	Panel	Duration
47	10:13	6	00:23

**Dialog**

35 CRUMBLES (IGNORING BERRY) 35
by teaming up

Scene	Duration	Panel	Duration
47	10:13	7	01:03

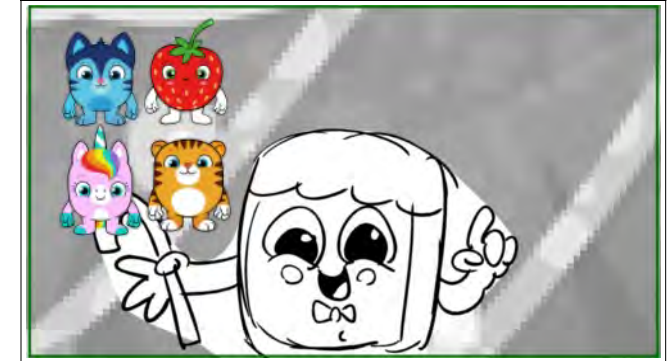
**Dialog**

35 CRUMBLES (IGNORING BERRY) 35
Smashlings

Action Notes

Pixilated graphics of the Smashlings appears screen left of Crumbles.

Scene	Duration	Panel	Duration
47	10:13	8	00:16

**Dialog**

35 CRUMBLES (IGNORING BERRY) 35
and

Scene	Duration	Panel	Duration
47	10:13	9	01:03



Dialog

35 CRUMBLES (IGNORING BERRY) 35
Bashlings!

Action Notes

Pixilated graphics of the Bashlings appears
screen right of Crumbles.

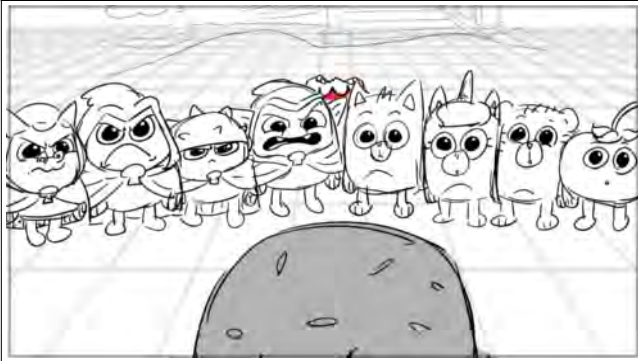
Scene	Duration	Panel	Duration
47	10:13	10	01:23



Dialog

35 CRUMBLES (IGNORING BERRY) 35
TOGETHER!

Scene	Duration	Panel	Duration
48	05:05	1	00:23



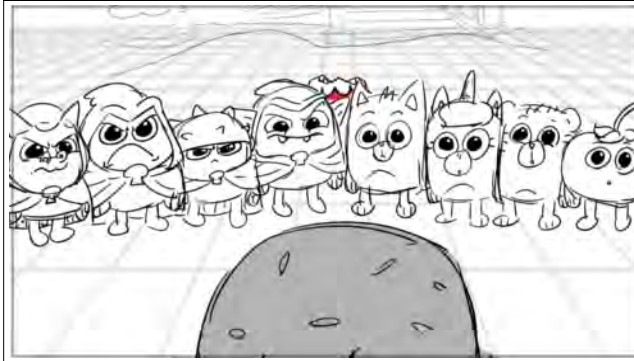
Dialog

GRUEL
Uh...huh.

Action Notes

CUT

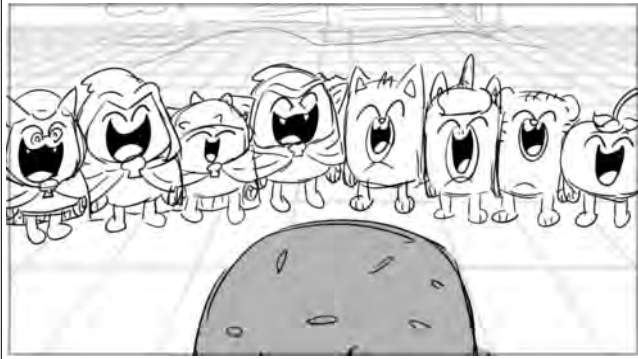
Scene	Duration	Panel	Duration
48	05:05	2	00:11



Scene	Duration	Panel	Duration
48	05:05	3	01:16



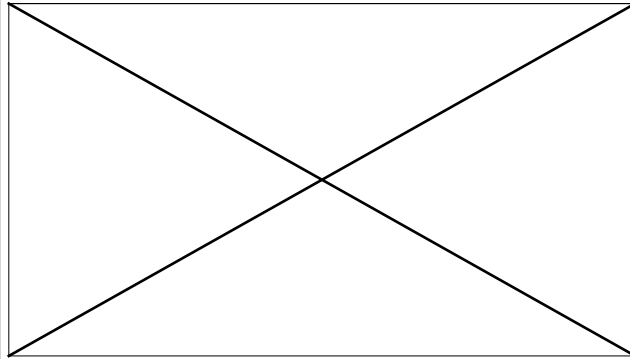
Scene 48	Duration 05:05	Panel 4	Duration 02:03
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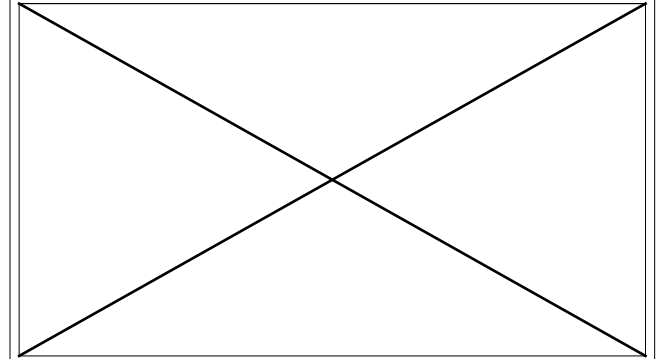
Dialog

36 SMASH TEAM / BASHLINGS 36
<LAUGHTER EXPLOSION> <HYSTERICAL
LAUGHING THAT GOES ON WAY TOO LONG>

NO PANEL



NO PANEL



Scene
49Duration
04:04Panel
1Duration
04:04**Dialog**

36 SMASH TEAM / BASHLINGS 36
<LAUGHTER EXPLOSION> <HYSTERICAL
LAUGHING THAT GOES ON WAY TOO LONG>

Action Notes

CUT
The camera pans across the laughing Bashlings/Smashlings.

Scene	Duration	Panel	Duration
50	17:08	1	00:15

**Dialog**

37 CRUMBLES (UNCOMFORTABLY MIFFED) 37
Heh.

Action Notes

CUT

Scene	Duration	Panel	Duration
50	17:08	2	01:13

**Dialog**

37 CRUMBLES (UNCOMFORTABLY MIFFED) 37
Wasn't really a joke...

Action Notes

Crumbles tightens his grip on his cane.

Scene	Duration	Panel	Duration
50	17:08	3	01:19

**Dialog**

37 CRUMBLES (UNCOMFORTABLY MIFFED) 37
(toxic positive) But isn't laughin' the best?!

Scene	Duration	Panel	Duration
50	17:08	4	00:02



Scene	Duration	Panel	Duration
50	17:08	5	00:02



Action Notes

The cane magically turns into a bike horn.

Scene	Duration	Panel	Duration
50	17:08	6	00:03



Scene	Duration	Panel	Duration
50	17:08	7	00:01



Scene	Duration	Panel	Duration
50	17:08	8	00:03



Scene	Duration	Panel	Duration
50	17:08	9	00:02



Scene	Duration	Panel	Duration
50	17:08	10	00:04



Scene	Duration	Panel	Duration
50	17:08	11	00:07



Scene	Duration	Panel	Duration
50	17:08	12	00:05



Action Notes

The bike horn magically turns into an old school game show host microphone.

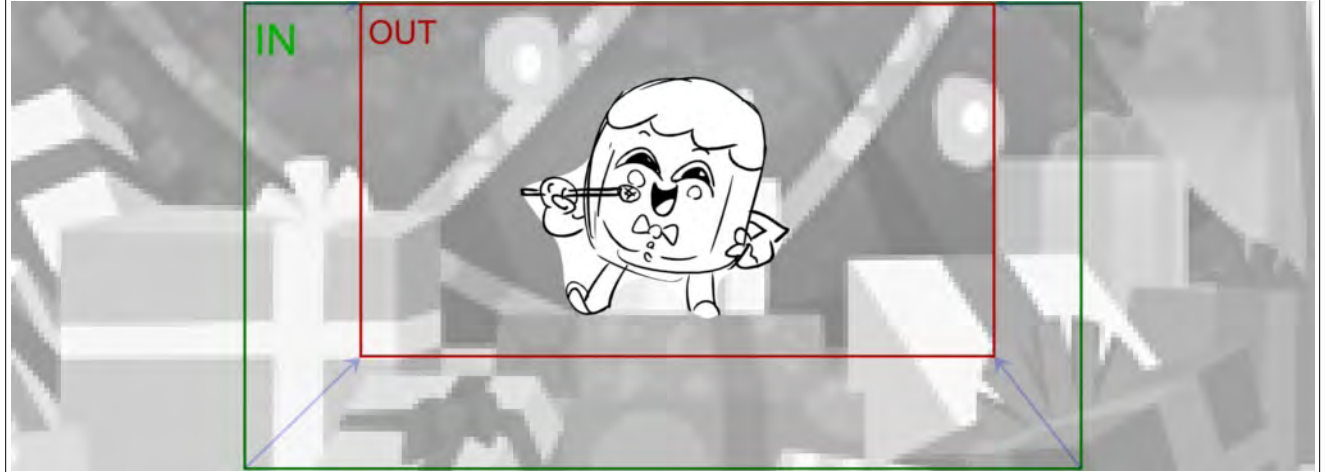
Scene	Duration	Panel	Duration
50	17:08	13	01:00



Dialog

37 CRUMBLES (UNCOMFORTABLY MIFFED) 37
Aaaanyway,

Scene	Duration	Panel	Duration
50	17:08	14	00:15



Dialog

CRUMBLES (UNCOMFORTABLY 37 MIFFED) 37
teams are:

Scene	Duration	Panel	Duration
50	17:08	15	01:03

**Dialog**

CRUMBLES (UNCOMFORTABLY 37 MIFFED) 37
Tutti and Blush!

Action Notes

A pixilated image of Tutti Bel and Blush appears upper screen left.

Scene	Duration	Panel	Duration
50	17:08	16	00:12



Scene	Duration	Panel	Duration
50	17:08	17	01:07

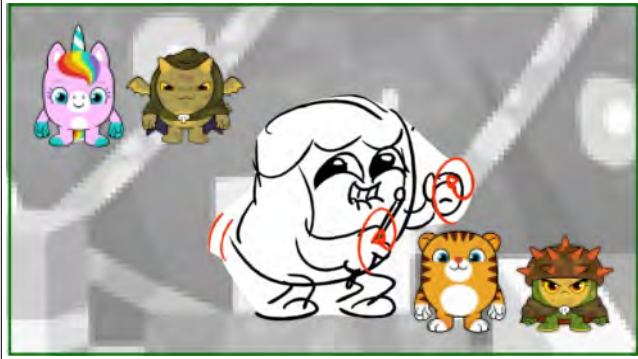
**Dialog**

CRUMBLES (UNCOMFORTABLY 37 MIFFED) 37
Jasper and Conks!

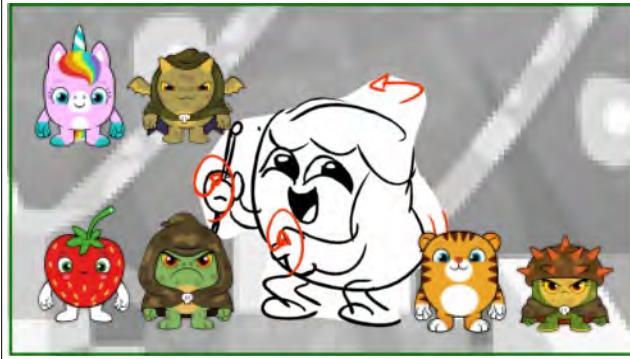
Action Notes

A pixilated image of Jasper and Conks appears lower screen right.

Scene	Duration	Panel	Duration
50	17:08	18	00:09



Scene	Duration	Panel	Duration
50	17:08	19	01:10



Dialog

CRUMBLES (UNCOMFORTABLY 37 MIFFED) 37
Berry and Gribby!

Action Notes

A pixilated image of Berry Boo and Gribby appears lower screen left.

Scene	Duration	Panel	Duration
50	17:08	20	01:13



Dialog

CRUMBLES (UNCOMFORTABLY 37 MIFFED) 37
And last but not least,

Scene	Duration	Panel	Duration
50	17:08	21	00:13



Scene	Duration	Panel	Duration
50	17:08	22	01:18

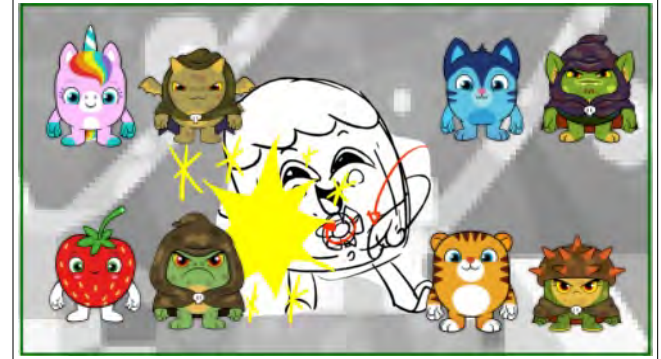
**Dialog**

CRUMBLES (UNCOMFORTABLY 37 MIFFED) 37
Jet and Gruel!

Action Notes

A pixilated image of Jet and Gruel appears
upper screen right.

Scene	Duration	Panel	Duration
50	17:08	23	00:10

**Action Notes**

Crumbles spins his bow tie.
The microphone magically turns back into his
candy cane.

Scene	Duration	Panel	Duration
50	17:08	24	01:14



Scene	Duration	Panel	Duration
51	03:00	1	00:05



Action Notes
CUT

Scene	Duration	Panel	Duration
51	03:00	2	00:23



Dialog
38 GRUEL (PUT OFF) 38
How do you

Scene	Duration	Panel	Duration
51	03:00	3	01:13



Dialog

38 GRUEL (PUT OFF) 38
know our names?

Scene	Duration	Panel	Duration
51	03:00	4	00:07



Scene	Duration	Panel	Duration
52	03:00	1	00:15



Dialog

39 CRUMBLES 39
Cuz it's

Action Notes

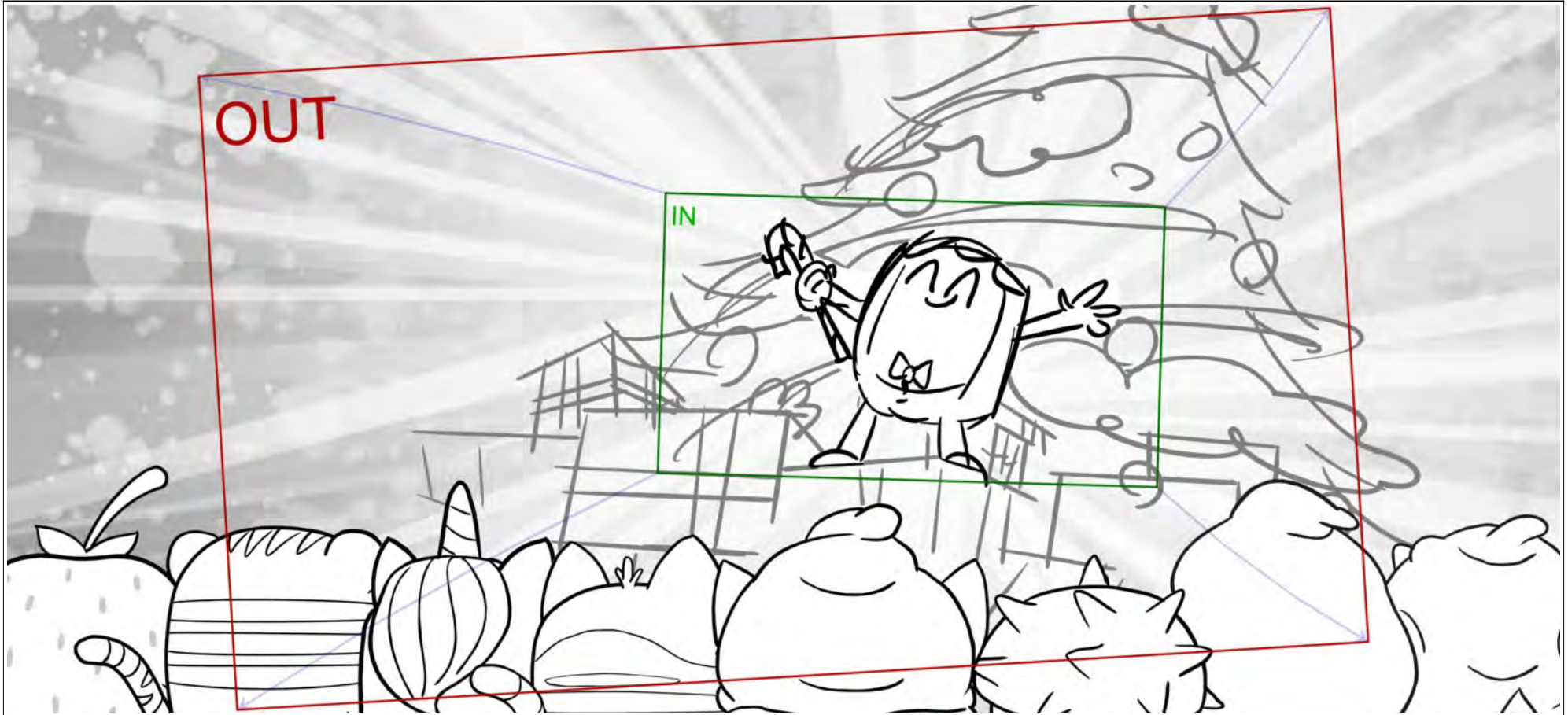
CUT

Scene
52

Duration
03:00

Panel
2

Duration
00:04

**Dialog**

39 CRUMBLES 39
SMASHMAAAAAAS!

Action Notes

Camera pulls wide.

Scene	Duration	Panel	Duration
52	03:00	3	00:06



Dialog

39 CRUMBLES 39
SMASHMAAAAAAS!

Action Notes

Christmas symbols fly from Crumbles.
A Smashmas energy meter appears screen left.

Scene	Duration	Panel	Duration
52	03:00	4	00:06



Dialog

39 CRUMBLES 39
SMASHMAAAAAAS!

Scene	Duration	Panel	Duration
52	03:00	5	00:05



Dialog

39 CRUMBLES 39
SMASHMAAAAAAS!

Scene	Duration	Panel	Duration
52	03:00	6	00:06

**Dialog**

39 CRUMBLES 39
SMASHMAAAAAAS!

Scene	Duration	Panel	Duration
52	03:00	7	00:06

**Dialog**

39 CRUMBLES 39
SMASHMAAAAAAS!

Scene	Duration	Panel	Duration
52	03:00	8	00:05

**Dialog**

39 CRUMBLES 39
SMASHMAAAAAAS!

Scene	Duration	Panel	Duration
52	03:00	9	00:06

**Dialog**

39 CRUMBLES 39
SMASHMAAAAAAS!

Scene	Duration	Panel	Duration
52	03:00	10	00:05

**Dialog**

39 CRUMBLES 39
SMASHMAAAAAAS!

Scene	Duration	Panel	Duration
52	03:00	11	00:08

**Dialog**

39 CRUMBLES 39
SMASHMAAAAAAS!

Scene	Duration	Panel	Duration
53	14:08	1	00:05



Action Notes

CUT

Scene	Duration	Panel	Duration
53	14:08	2	00:02



Scene	Duration	Panel	Duration
53	14:08	3	00:03



Scene	Duration	Panel	Duration
53	14:08	4	00:03



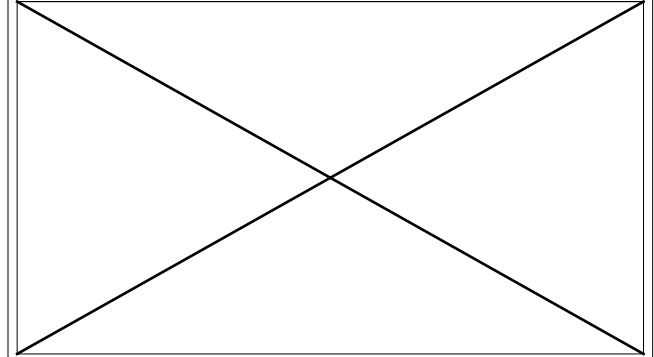
Scene	Duration	Panel	Duration
53	14:08	5	01:03



Dialog

40 BERRY BOO (Deadpan) 40
Still doesn't make sense.

NO PANEL



Scene	Duration	Panel	Duration
53	14:08	6	00:04



Dialog

40 BERRY BOO (Deadpan) 40
Still doesn't make sense.

Action Notes

Camera pushes in on Gruel and Jet.

Scene	Duration	Panel	Duration
53	14:08	7	00:21



Dialog

41 JET 41
Hate to break it to ya,

Action Notes

A split Bashling/Smashling CC replaces the BG.

Scene	Duration	Panel	Duration
53	14:08	8	00:22

**Dialog**

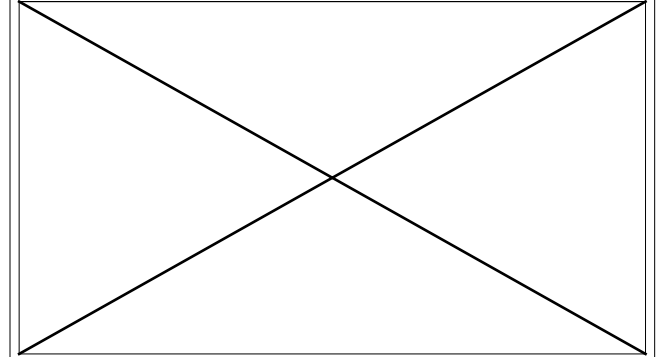
41 JET 41
cookie boy,

Scene	Duration	Panel	Duration
53	14:08	9	01:09

**Dialog**

41 JET 41
but we don't play well together.

NO PANEL

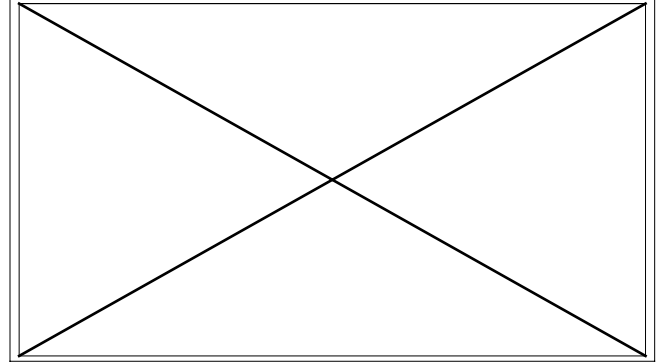


Scene	Duration	Panel	Duration
53	14:08	10	00:04

**Action Notes**

The camera pulls back as the Bashlings and Smashlings face off against each other.

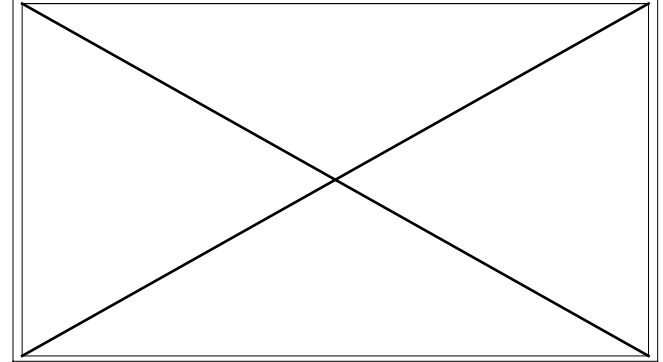
NO PANEL



Scene	Duration	Panel	Duration
53	14:08	11	00:09



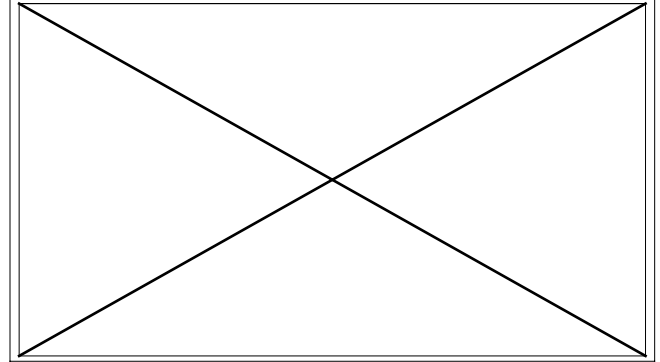
NO PANEL



Scene	Duration	Panel	Duration
53	14:08	12	00:05



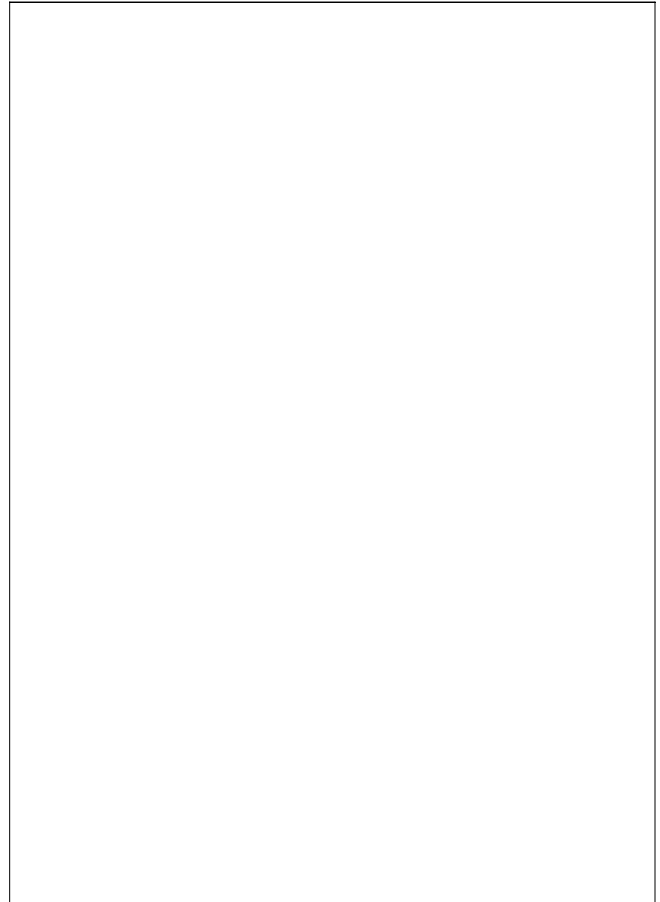
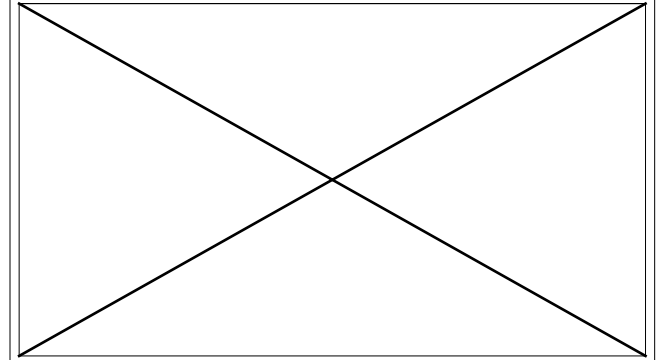
NO PANEL



Scene	Duration	Panel	Duration
53	14:08	13	00:09



NO PANEL



Scene	Duration	Panel	Duration
53	14:08	14	00:06



Scene	Duration	Panel	Duration
53	14:08	15	00:18



Scene	Duration	Panel	Duration
53	14:08	16	00:05

**Action Notes**

Crumbles rises up between Gribby and Berry Boo.

Scene	Duration	Panel	Duration
53	14:08	17	00:10

**Dialog**

42 CRUMBLES 42
You suuuure?

Scene	Duration	Panel	Duration
53	14:08	18	01:00

**Dialog**

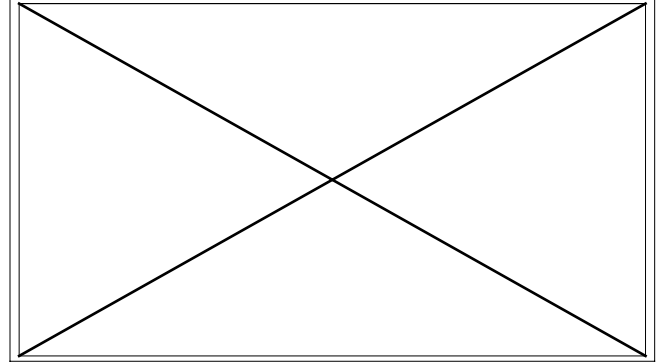
42 CRUMBLES 42
You suuuure?

Scene 53	Duration 14:08	Panel 19	Duration 00:17
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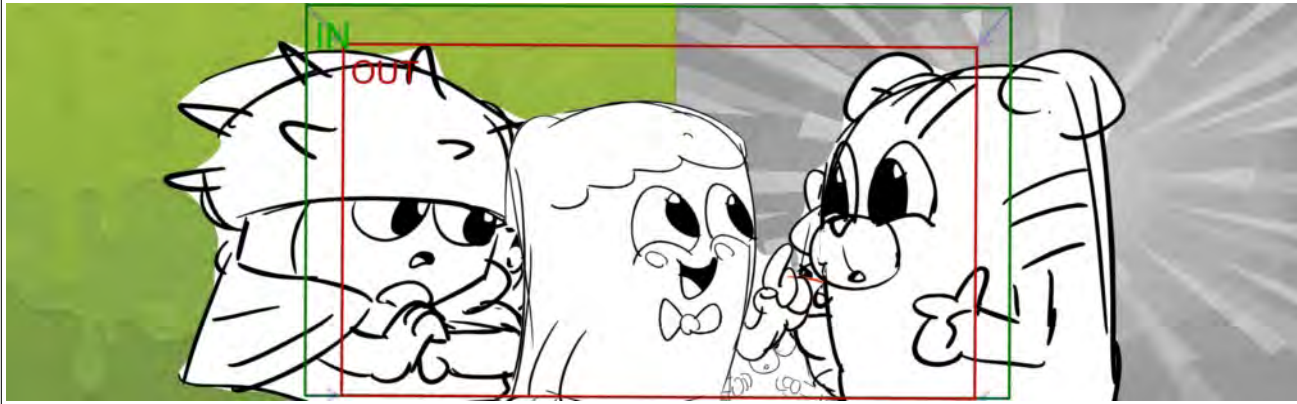
**Dialog**

42 CRUMBLES 42
Cuz if y'all pair up
with the other team and finish one
'a my lil' co-op games

NO PANEL

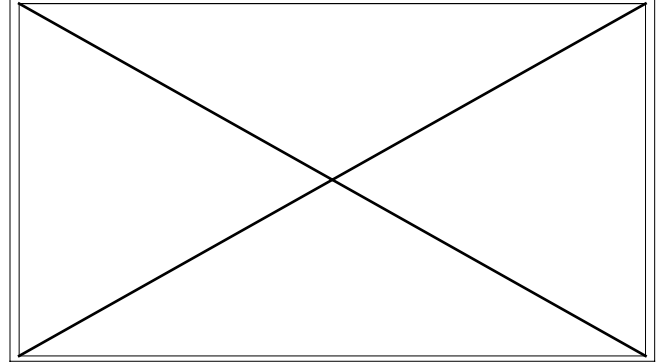


Scene 53	Duration 14:08	Panel 20	Duration 00:15
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**Dialog**

42 CRUMBLES 42
Cuz if y'all pair up
with the other team and finish one
'a my lil' co-op games

NO PANEL



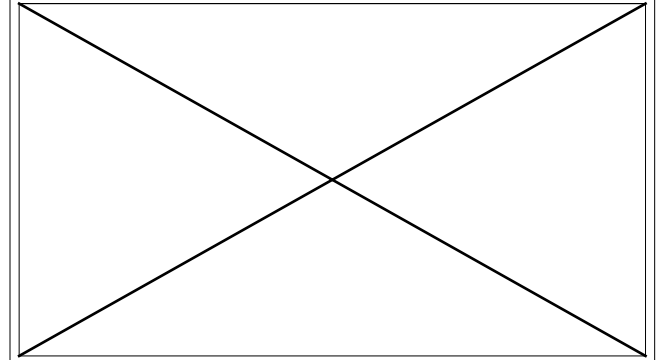
Scene	Duration	Panel	Duration
53	14:08	21	00:14

**Dialog**

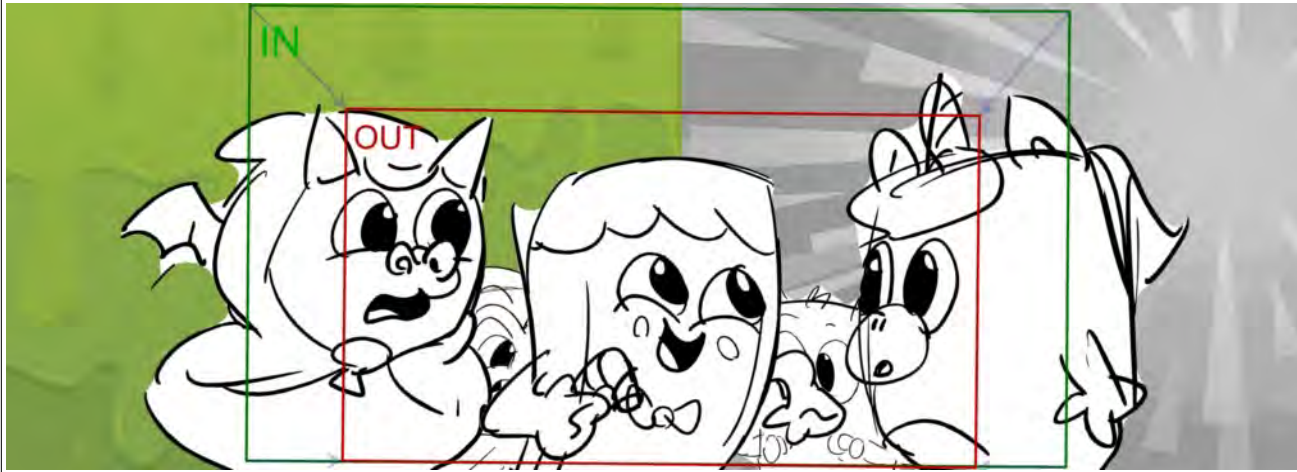
42 CRUMBLES 42

Cuz if y'all pair up
with the other team and finish one
'a my lil' co-op games

NO PANEL

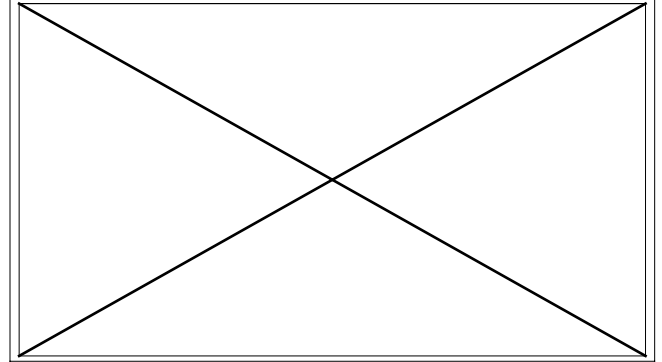


Scene 53	Duration 14:08	Panel 22	Duration 01:02
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**Dialog**

42 CRUMBLES 42
Cuz if y'all pair up
with the other team and finish one
'a my lil' co-op games

NO PANEL



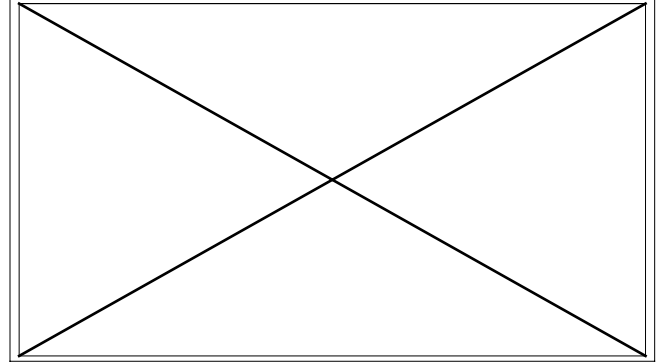
Scene 53	Duration 14:08	Panel 23	Duration 00:10
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**Dialog**

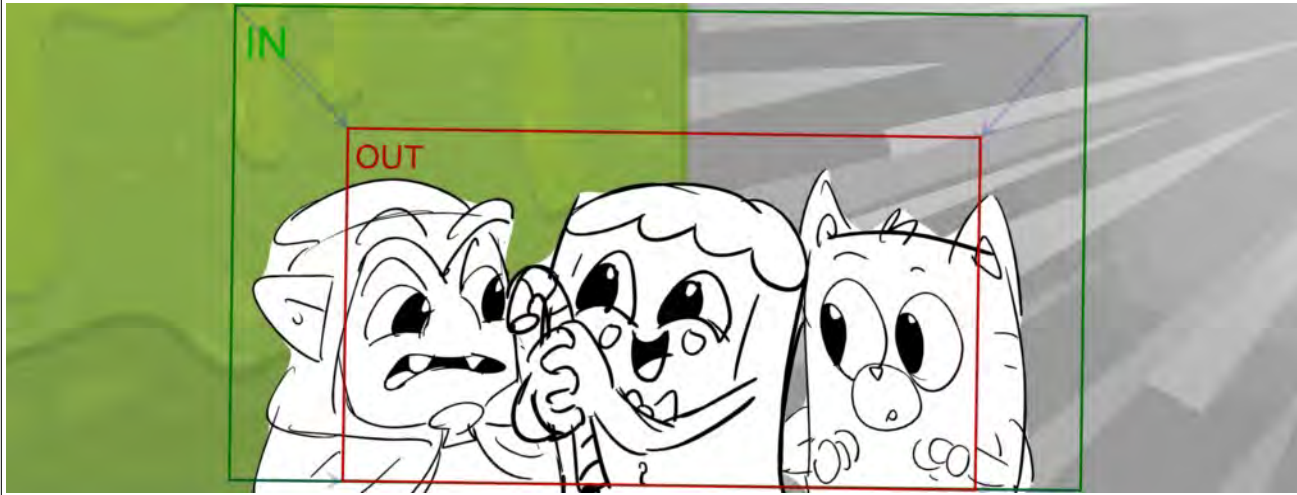
42 CRUMBLES 42

Cuz if y'all pair up
with the other team and finish one
'a my lil' co-op games

NO PANEL



Scene	Duration	Panel	Duration
53	14:08	24	00:20

**Dialog**

42 CRUMBLES 42
Cuz if y'all pair up
with the other team and finish one
'a my lil' co-op games

Scene	Duration	Panel	Duration
53	14:08	25	00:17

**Dialog**

42 CRUMBLES 42
You'll win

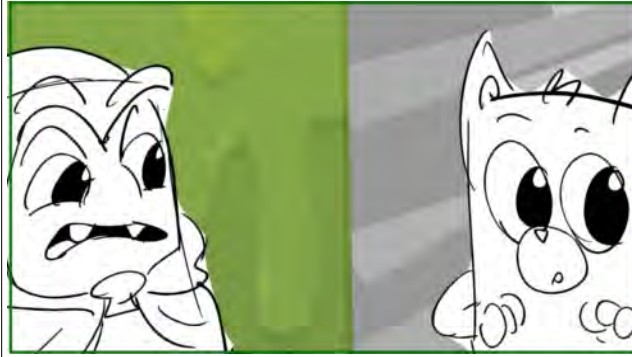
Scene	Duration	Panel	Duration
53	14:08	26	00:09



Action Notes

Crumbles zips off screen right.

Scene	Duration	Panel	Duration
53	14:08	27	00:06



Scene	Duration	Panel	Duration
54	00:20	1	00:02



Action Notes

CUT

Scene	Duration	Panel	Duration
54	00:20	2	00:02

**Action Notes**

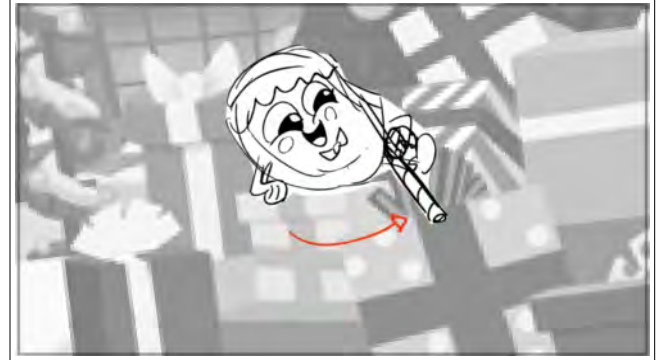
Crumbles zips in from screen left.

Scene	Duration	Panel	Duration
54	00:20	3	00:05

**Dialog**

42 CRUMBLES 42
THESE

Scene	Duration	Panel	Duration
54	00:20	4	00:11

**Dialog**

42 CRUMBLES 42
THESE

Scene	Duration	Panel	Duration
55	00:23	1	00:03



Action Notes

CUT

Scene	Duration	Panel	Duration
55	00:23	2	00:03



Action Notes

Crumbles zips in from screen left holding a present over his head.

Scene	Duration	Panel	Duration
55	00:23	3	00:17



Dialog

42 CRUMBLES 42
FABULOUS

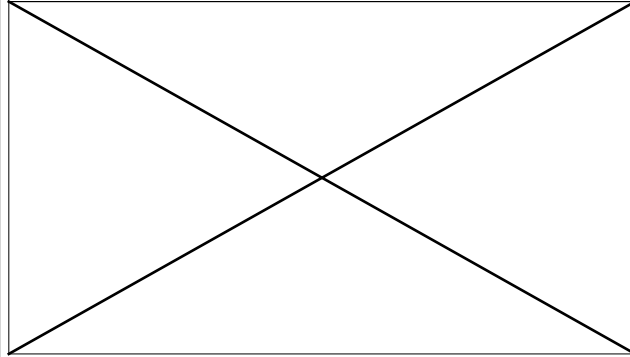
Scene 56	Duration 02:02	Panel 1	Duration 00:04
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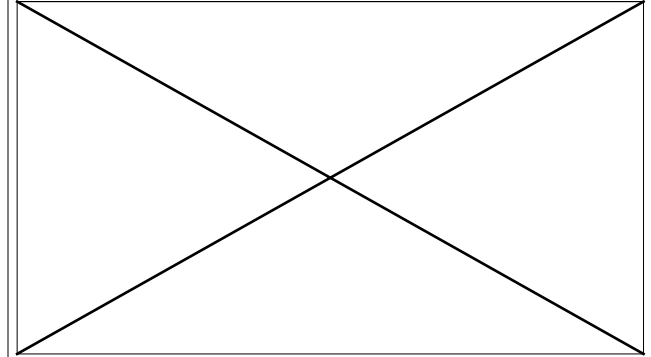
Action Notes

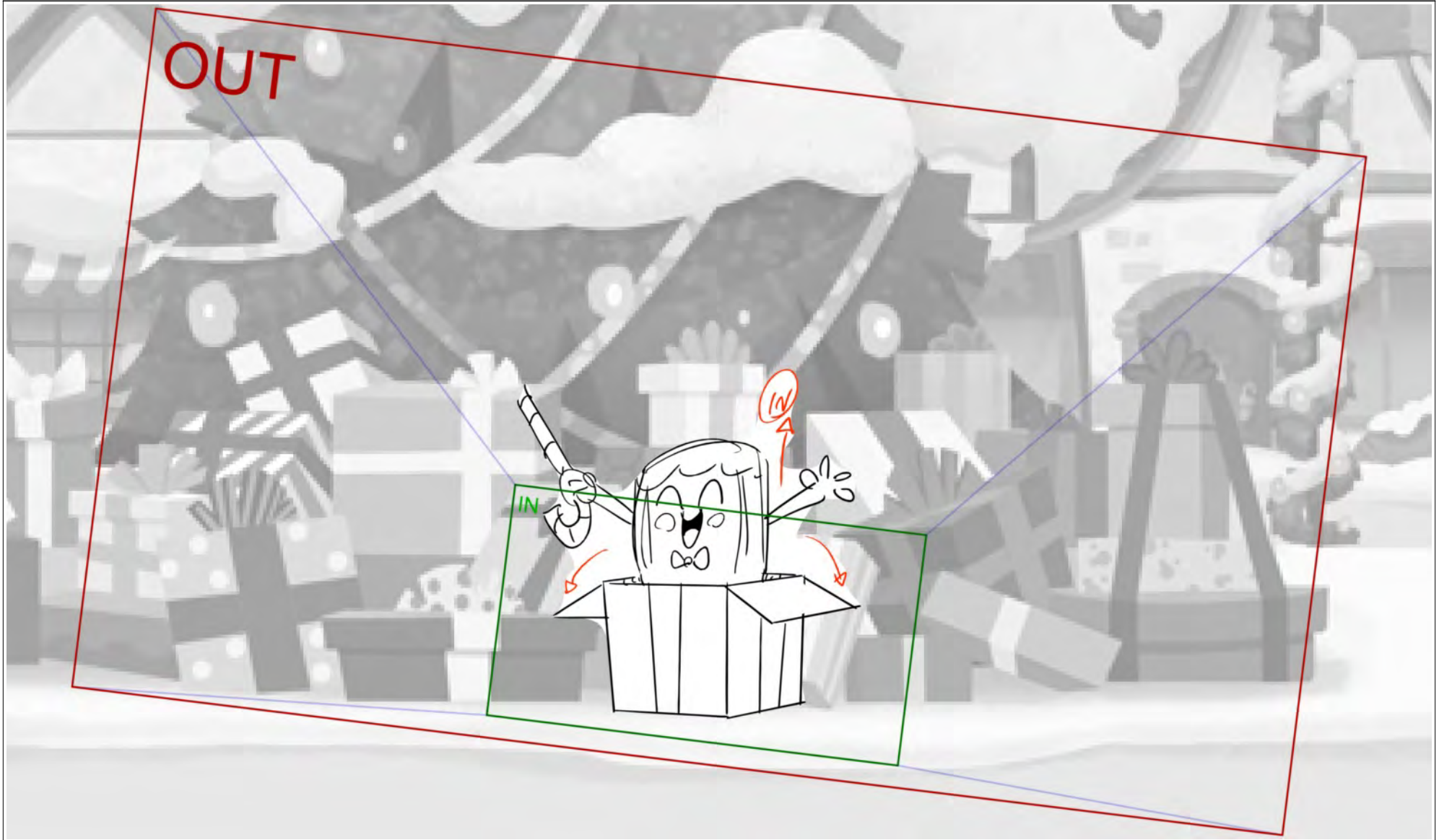
CUT

NO PANEL



NO PANEL

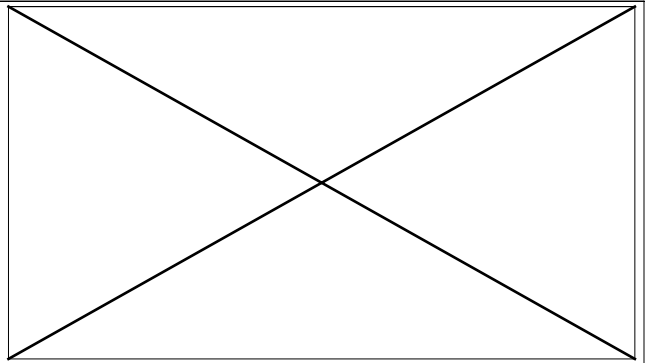


Scene
56Duration
02:02Panel
2Duration
01:22

Dialog

42 CRUMBLES 42

NO PANEL



PRIZES!

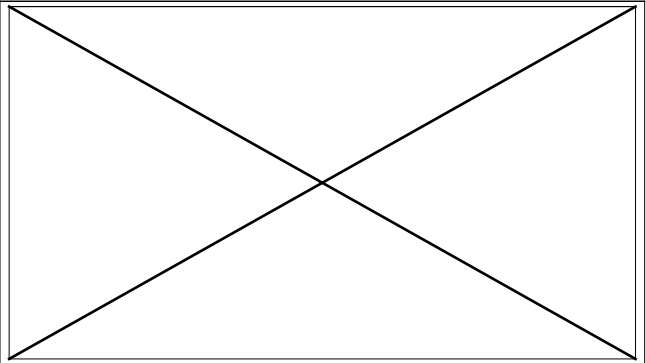
Action Notes
 The camera pulls out wide as Crumbles bursts from the present.

Scene	Duration	Panel	Duration
57	00:21	1	00:06



Action Notes
 CUT

NO PANEL



Scene	Duration	Panel	Duration
57	00:21	2	00:04



Action Notes

The camera pushes in on Gruel's face.

Scene	Duration	Panel	Duration
57	00:21	3	00:11



Dialog

43 GRUEL 43

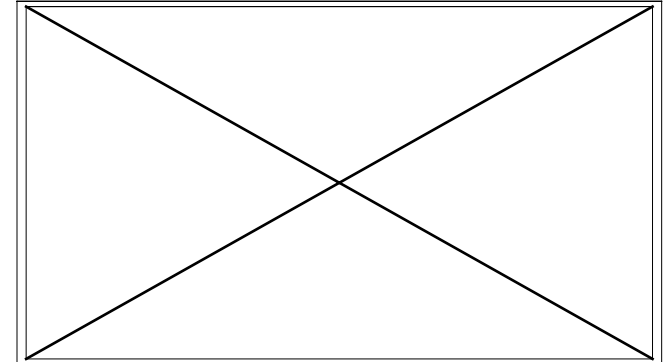
<RIDICULOUS HIGH PITCHED GASP>

Action Notes

BG switches to a CC.

Scene 58	Duration 01:01	Panel 1	Duration 00:04
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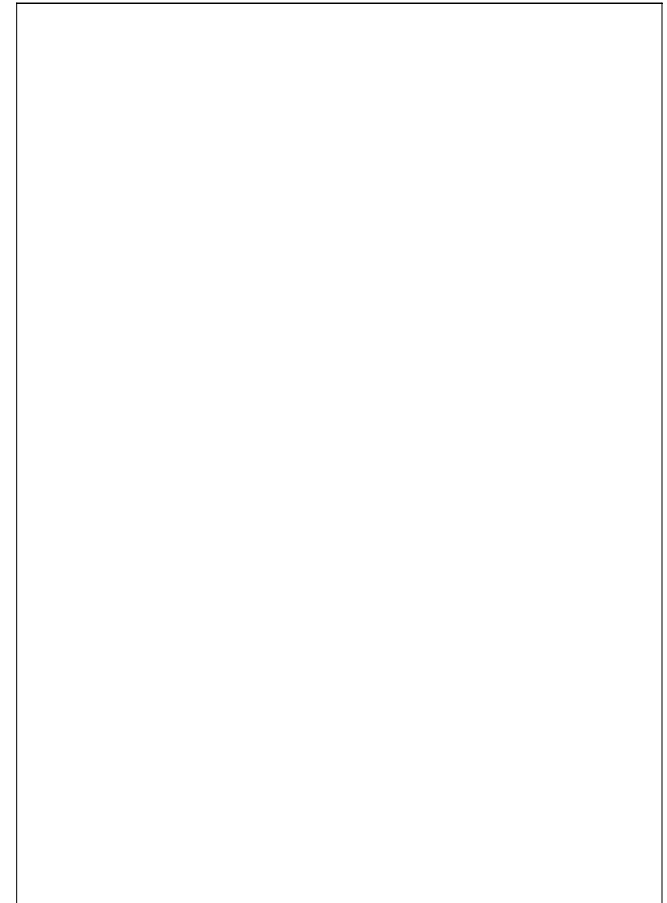
NO PANEL



Dialog
43 GRUEL 43
Gimme gimme gimme gimme gimme

Action Notes
CUT

Notes
smash_zip_001



Scene 58	Duration 01:01	Panel 2	Duration 00:04
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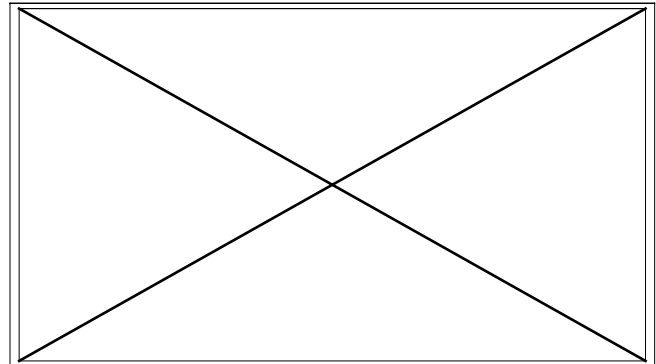


Dialog

43 GRUEL 43

Gimme gimme gimme gimme gimme

NO PANEL



Scene 58	Duration 01:01	Panel 3	Duration 00:04
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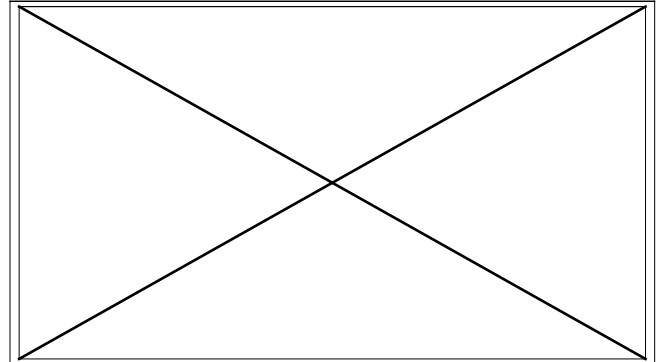


Dialog

43 GRUEL 43

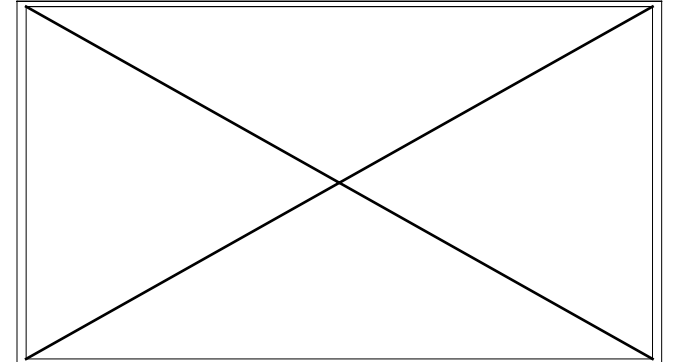
Gimme gimme gimme gimme gimme

NO PANEL



Scene 58	Duration 01:01	Panel 4	Duration 00:04
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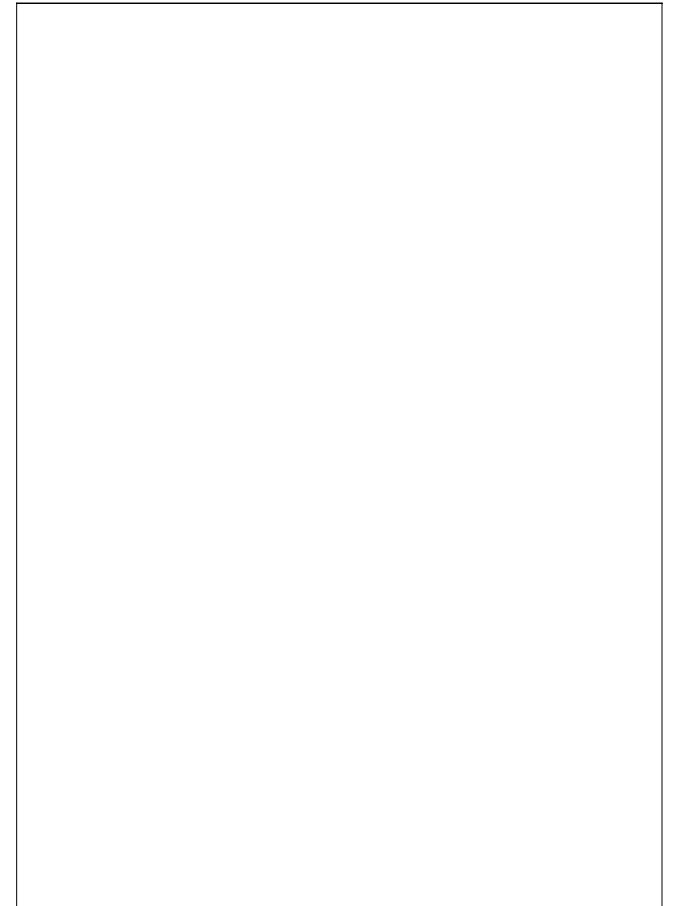
NO PANEL



Dialog

43 GRUEL 43

Gimme gimme gimme gimme gimme



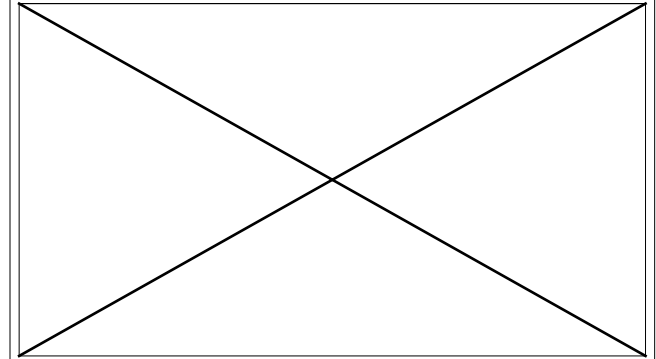
Scene	Duration	Panel	Duration
58	01:01	5	00:04

**Dialog**

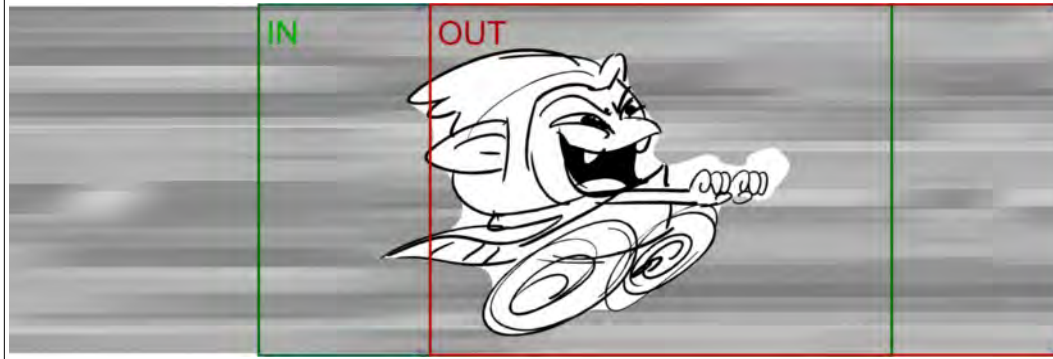
43 GRUEL 43

Gimme gimme gimme gimme gimme

NO PANEL



Scene	Duration	Panel	Duration
58	01:01	6	00:05



Dialog

43 GRUEL 43

Gimme gimme gimme gimme gimme

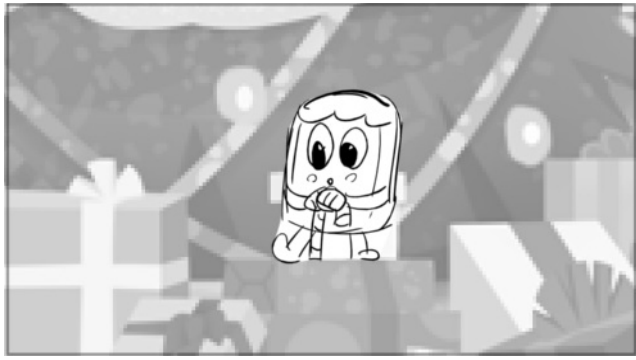
Scene	Duration	Panel	Duration
59	03:16	1	00:04



Action Notes

CUT

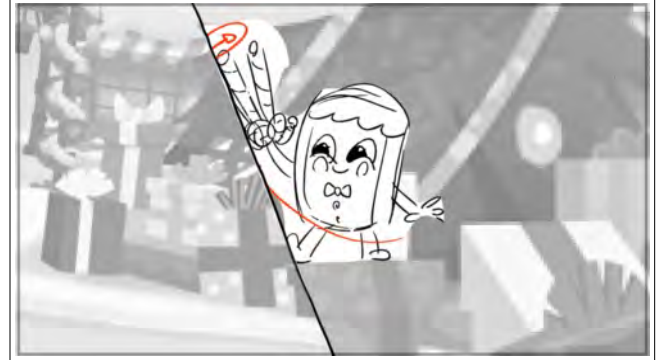
Scene	Duration	Panel	Duration
59	03:16	2	00:05



Scene	Duration	Panel	Duration
59	03:16	3	00:07

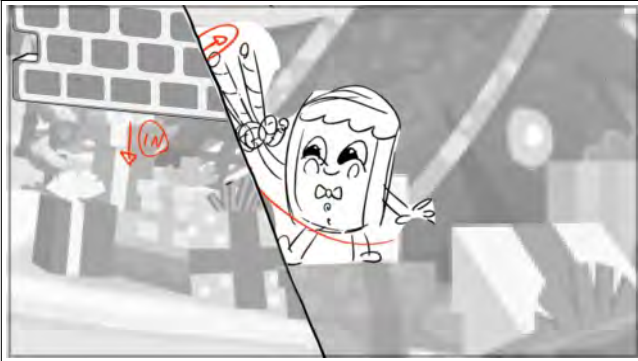


Scene	Duration	Panel	Duration
59	03:16	4	00:06

**Action Notes**

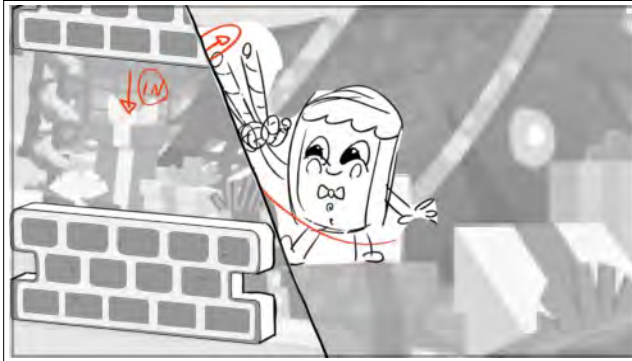
The screen splits to show gingerbread brick walls stack up in front of the presents.

Scene	Duration	Panel	Duration
59	03:16	5	00:07

**Notes**

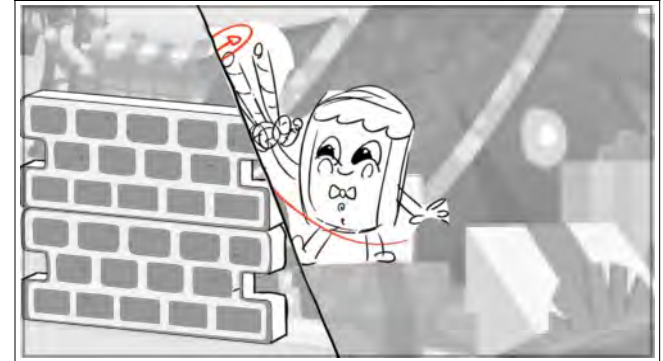
pr_gingerbread_wall

Scene	Duration	Panel	Duration
59	03:16	6	00:06

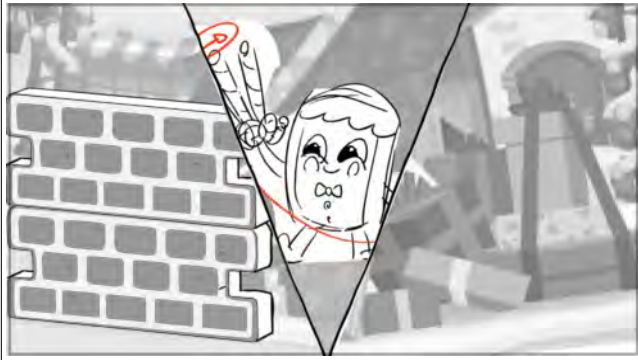
**Notes**

pr_gingerbread_wall

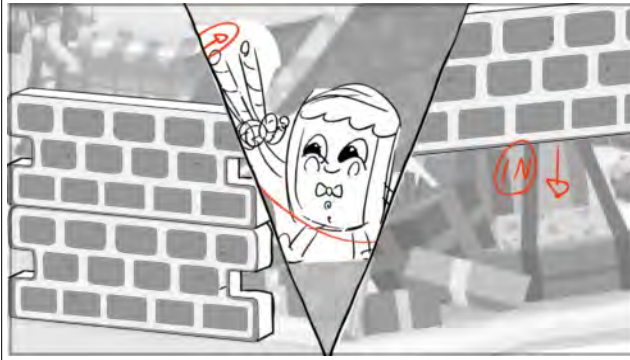
Scene	Duration	Panel	Duration
59	03:16	7	00:07



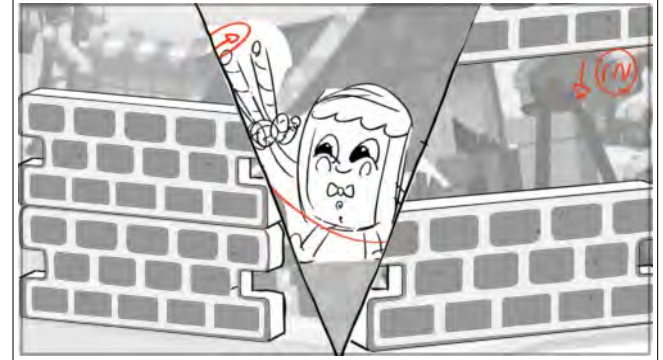
Scene	Duration	Panel	Duration
59	03:16	8	00:05



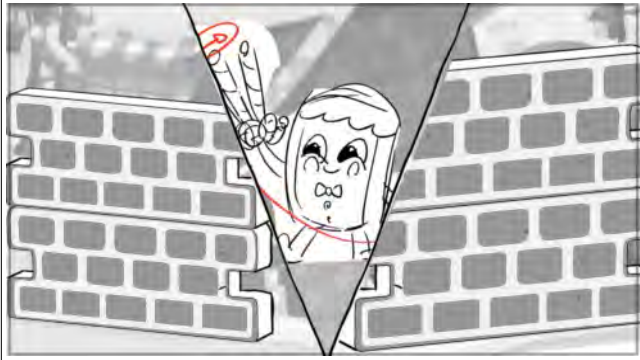
Scene	Duration	Panel	Duration
59	03:16	9	00:06



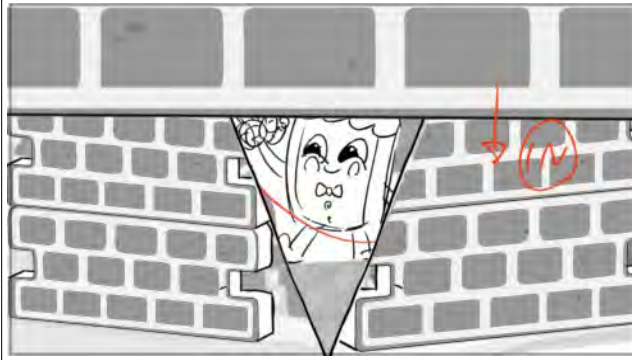
Scene	Duration	Panel	Duration
59	03:16	10	00:07



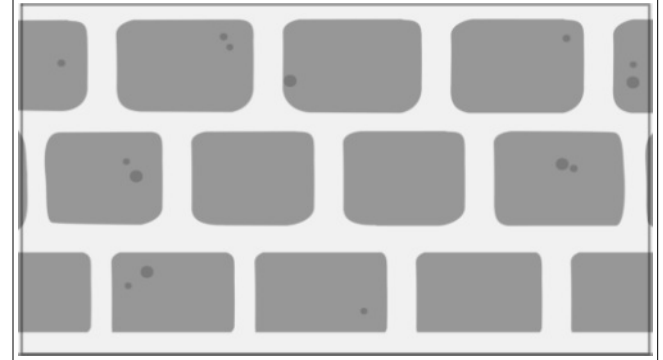
Scene	Duration	Panel	Duration
59	03:16	11	00:09



Scene	Duration	Panel	Duration
59	03:16	12	00:07



Scene	Duration	Panel	Duration
59	03:16	13	00:12



Scene	Duration	Panel	Duration
60	07:09	1	00:13



Action Notes
CUT

Scene	Duration	Panel	Duration
60	07:09	2	00:11



Action Notes
Gruel runs in from screen left.

Scene	Duration	Panel	Duration
60	07:09	3	00:12



Dialog
43 GRUEL 43
OUF!

Action Notes
Gruel slams into the wall.

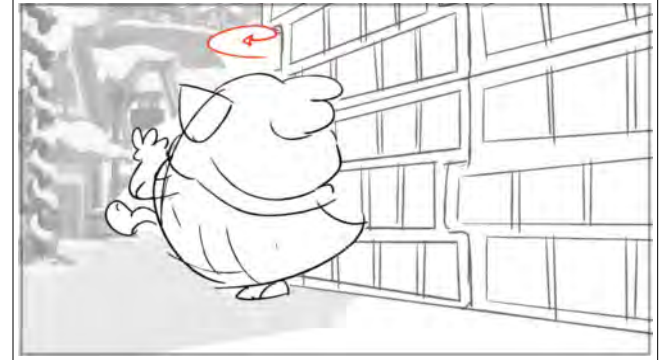
Scene	Duration	Panel	Duration
60	07:09	4	00:09



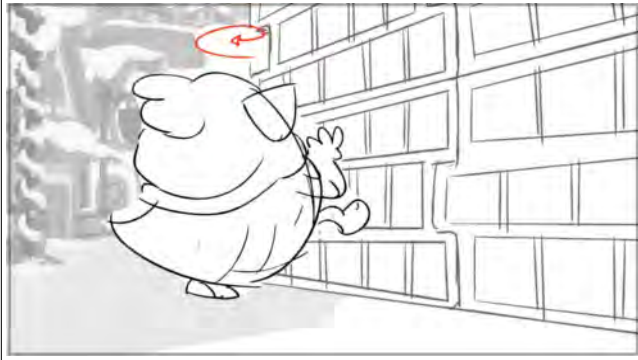
Scene	Duration	Panel	Duration
60	07:09	5	00:10



Scene	Duration	Panel	Duration
60	07:09	6	00:06



Scene	Duration	Panel	Duration
60	07:09	7	00:06



Scene	Duration	Panel	Duration
60	07:09	8	00:11



Dialog

43 GRUEL 43
Ow

Scene	Duration	Panel	Duration
60	07:09	9	00:04



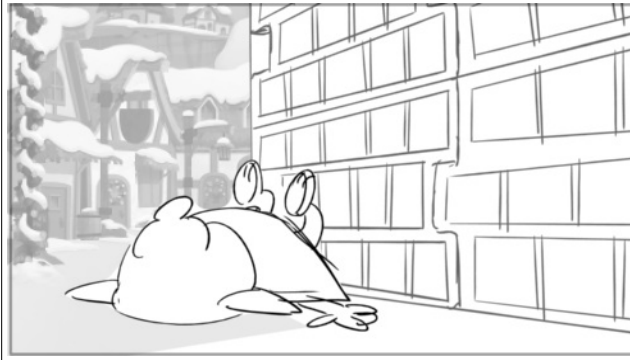
Dialog

43 GRUEL 43
Ow

Scene	Duration	Panel	Duration
60	07:09	10	00:04



Scene	Duration	Panel	Duration
60	07:09	11	00:06



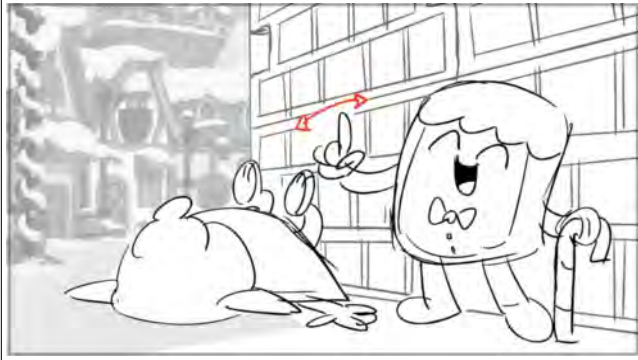
Scene	Duration	Panel	Duration
60	07:09	12	00:04



Action Notes

Crumbles drops in from the top of the screen.

Scene	Duration	Panel	Duration
60	07:09	13	01:05



Dialog

44 CRUMBLES 44
Nuh-uh!

Scene	Duration	Panel	Duration
60	07:09	14	02:04



Dialog

44 CRUMBLES 44
Not unless you play nice.

Scene	Duration	Panel	Duration
61	20:20	1	01:04



Dialog

45 JASPER 45
Okay, bruh,

Action Notes

CUT

Scene	Duration	Panel	Duration
61	20:20	2	01:03

**Dialog**

45 JASPER 45
I guess we can

Scene	Duration	Panel	Duration
61	20:20	3	01:18

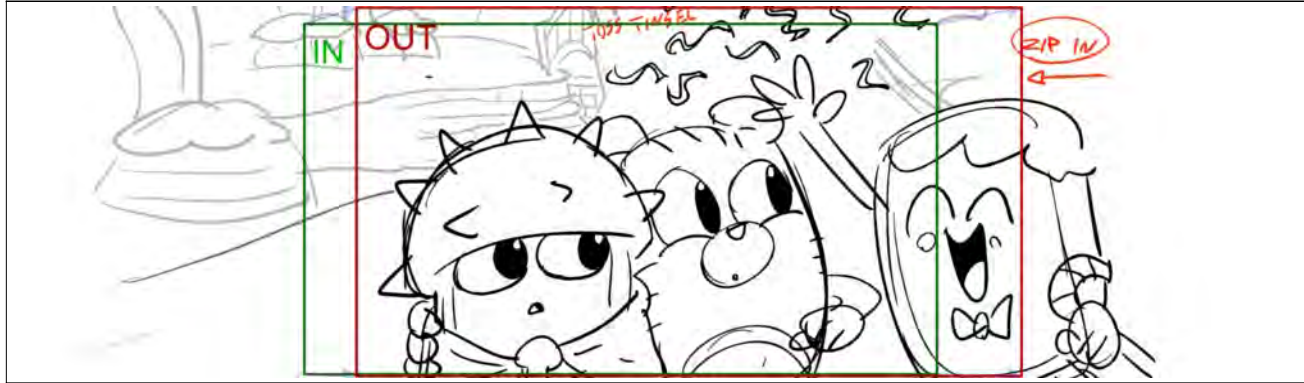
**Dialog**

45 JASPER 45
tryyyy to work together.

Scene	Duration	Panel	Duration
61	20:20	4	00:10



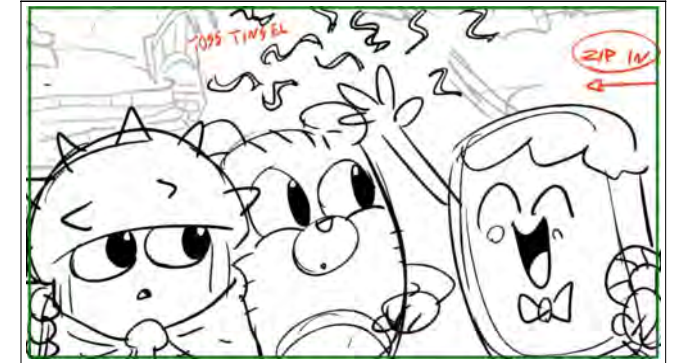
Scene	Duration	Panel	Duration
61	20:20	5	00:02



Action Notes

Camera pans right to show Crumbles tossing tinsel on Jasper and Conks.

Scene	Duration	Panel	Duration
61	20:20	6	01:06



Scene	Duration	Panel	Duration
61	20:20	7	00:04



Action Notes

The camera pulls out wide.

Scene	Duration	Panel	Duration
61	20:20	8	00:03



Scene	Duration	Panel	Duration
61	20:20	9	00:03



Scene	Duration	Panel	Duration
61	20:20	10	00:23



Dialog

46 CRUMBLES 46
That's the

Scene	Duration	Panel	Duration
61	20:20	11	00:18



Dialog

46 CRUMBLES 46
Smashmas

Scene	Duration	Panel	Duration
61	20:20	12	00:11

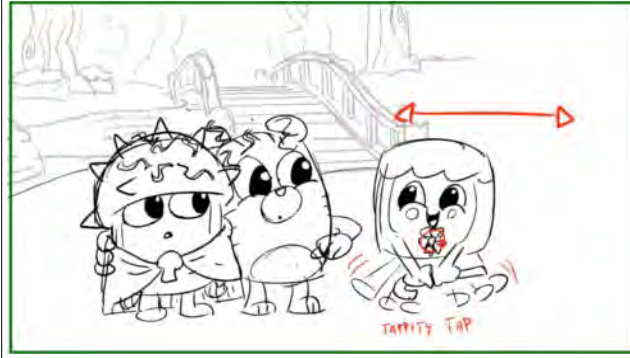
**Dialog**

46 CRUMBLES 46
Spirit!

Action Notes

Crumbles spins his bow tie.

Scene	Duration	Panel	Duration
61	20:20	13	00:08

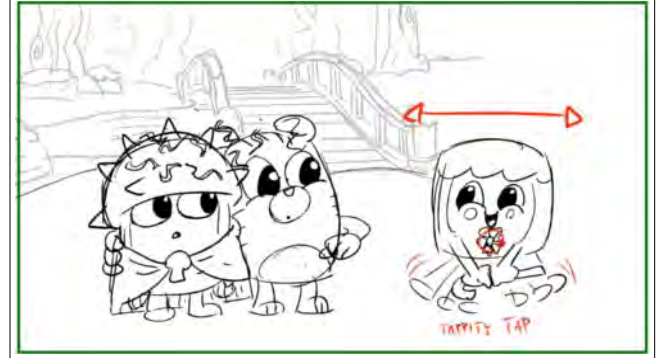
**Dialog**

46 CRUMBLES 46
<CELEBRATORY DANCE WALLA Unh! Ya!>

Action Notes

Crumbles tap dances back and forth.

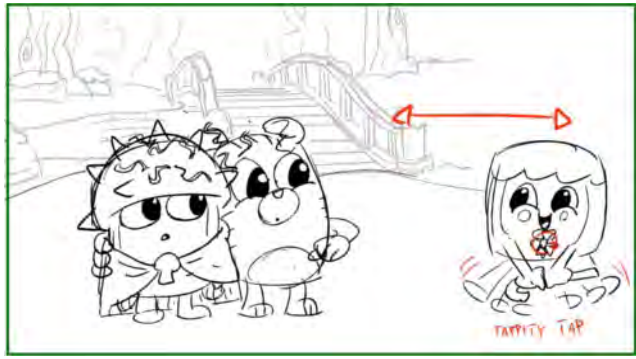
Scene	Duration	Panel	Duration
61	20:20	14	00:07

**Dialog**

46 CRUMBLES 46
<CELEBRATORY DANCE WALLA Unh! Ya!>

Action Notes

Scene	Duration	Panel	Duration
61	20:20	15	00:07

**Dialog**

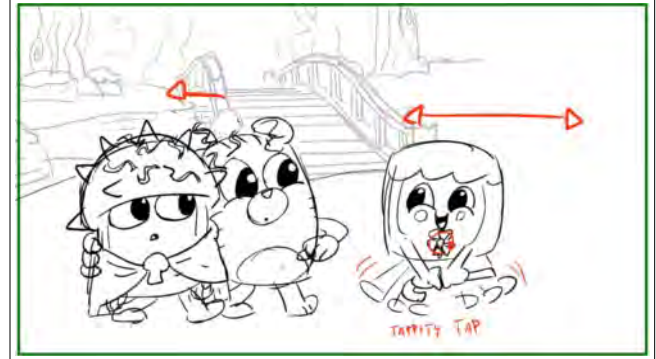
46 CRUMBLES 46
<CELEBRATORY DANCE WALLA Unh! Ya!>

Scene	Duration	Panel	Duration
61	20:20	16	00:07

**Dialog**

46 CRUMBLES 46
<CELEBRATORY DANCE WALLA Unh! Ya!>

Scene	Duration	Panel	Duration
61	20:20	17	00:07

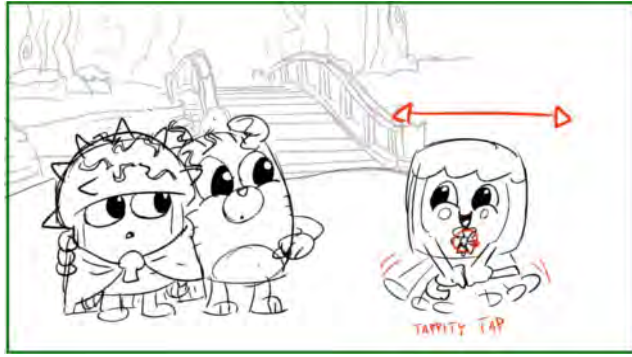
**Dialog**

46 CRUMBLES 46
<CELEBRATORY DANCE WALLA Unh! Ya!>

Action Notes

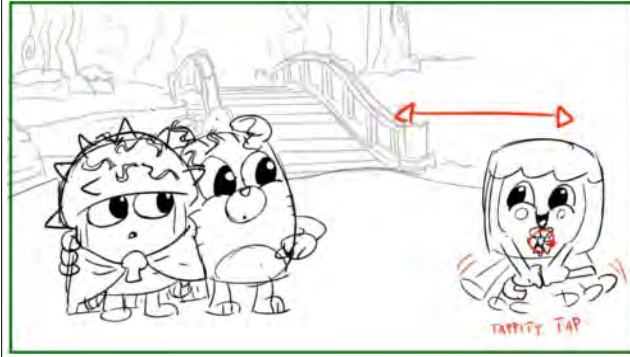
Jasper and Conks step back from Crumbles.

Scene	Duration	Panel	Duration
61	20:20	18	00:07


Dialog

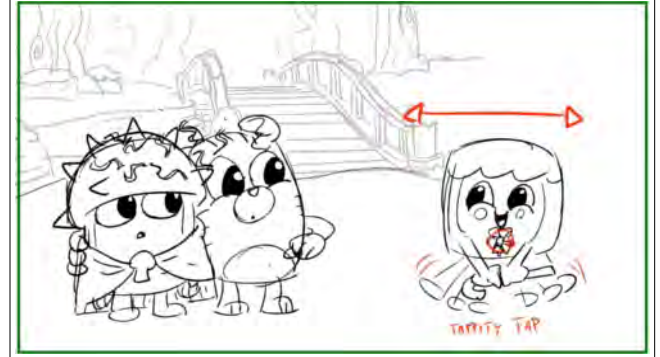
46 CRUMBLES 46
<CELEBRATORY DANCE WALLA Unh! Ya!>

Scene	Duration	Panel	Duration
61	20:20	19	00:07


Dialog

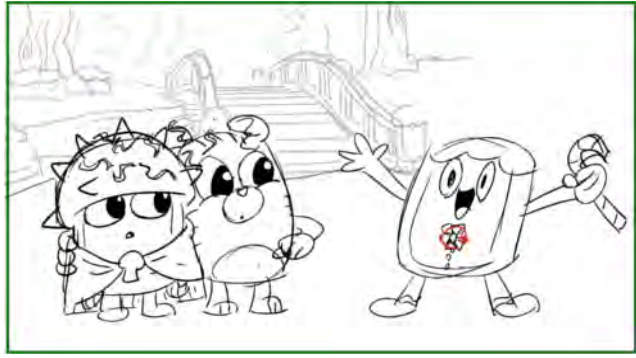
46 CRUMBLES 46
<CELEBRATORY DANCE WALLA Unh! Ya!>

Scene	Duration	Panel	Duration
61	20:20	20	00:07


Dialog

46 CRUMBLES 46
<CELEBRATORY DANCE WALLA Unh! Ya!>

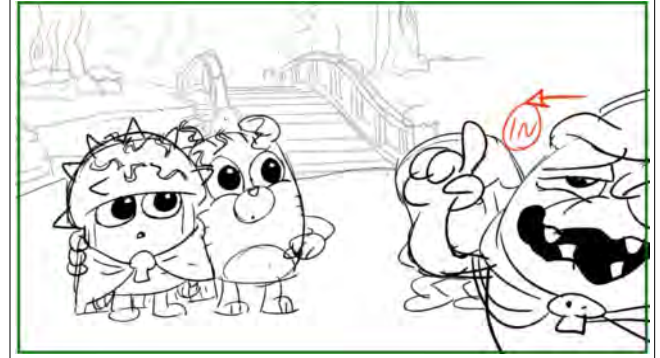
Scene	Duration	Panel	Duration
61	20:20	21	00:11



Scene	Duration	Panel	Duration
61	20:20	22	01:16



Scene	Duration	Panel	Duration
61	20:20	23	00:13



Dialog

47 GRUEL (WOOZY) 47
Did anybody get the license of that sleigh?

Action Notes

A beat up Gruel enters screen right.

Scene	Duration	Panel	Duration
61	20:20	24	00:13

**Dialog**

47 GRUEL (WOOZY) 47
Did anybody get the license of that sleigh?

Scene	Duration	Panel	Duration
61	20:20	25	00:17

**Dialog**

47 GRUEL (WOOZY) 47
Did anybody get the license of that sleigh?

Scene	Duration	Panel	Duration
61	20:20	26	00:19

**Dialog**

47 GRUEL (WOOZY) 47
Did anybody get the license of that sleigh?

Scene	Duration	Panel	Duration
61	20:20	27	00:20

**Dialog**

47 GRUEL (WOOZY) 47
Did anybody get the license of that sleigh?

Scene	Duration	Panel	Duration
61	20:20	28	00:15

**Dialog**

47 GRUEL (WOOZY) 47
Did anybody get the license of that sleigh?

Scene	Duration	Panel	Duration
61	20:20	29	00:11

**Dialog**

47 GRUEL (WOOZY) 47
Did anybody get the license of that sleigh?

Scene	Duration	Panel	Duration
61	20:20	30	00:13



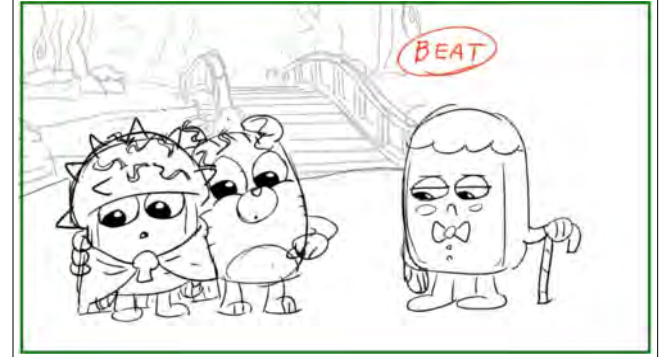
Action Notes

Gruel falls off screen.

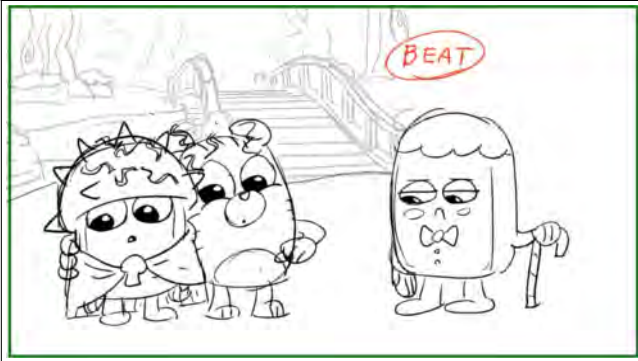
Scene	Duration	Panel	Duration
61	20:20	31	00:13



Scene	Duration	Panel	Duration
61	20:20	32	00:15



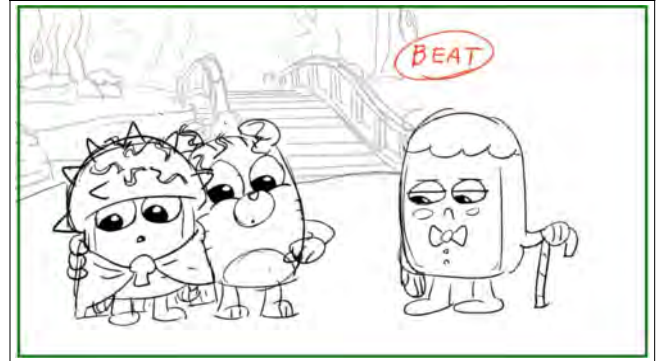
Scene	Duration	Panel	Duration
61	20:20	33	00:06



Scene	Duration	Panel	Duration
61	20:20	34	00:10



Scene	Duration	Panel	Duration
61	20:20	35	01:02



Scene	Duration	Panel	Duration
62	10:01	1	00:03

**Action Notes**

CUT

Scene	Duration	Panel	Duration
62	10:01	2	00:06

**Action Notes**

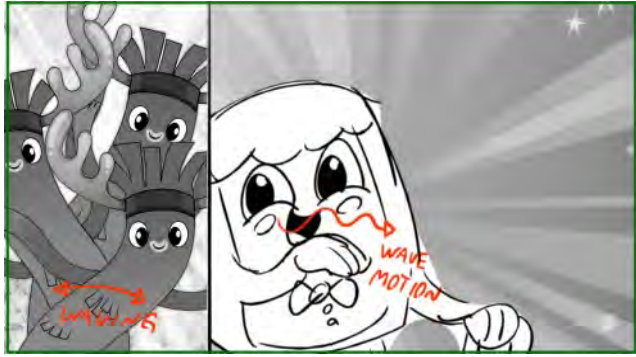
Crumbles puts on a pair of antlers.

Scene	Duration	Panel	Duration
62	10:01	3	01:15

**Dialog**

48 CRUMBLES 48
GAME NUMBER ONE!

Scene	Duration	Panel	Duration
62	10:01	4	01:05


Dialog

48 CRUMBLES 48
WAVY WEINDEERS!

Action Notes

The screen splits to show the wavy waves course.

Scene	Duration	Panel	Duration
62	10:01	5	01:04

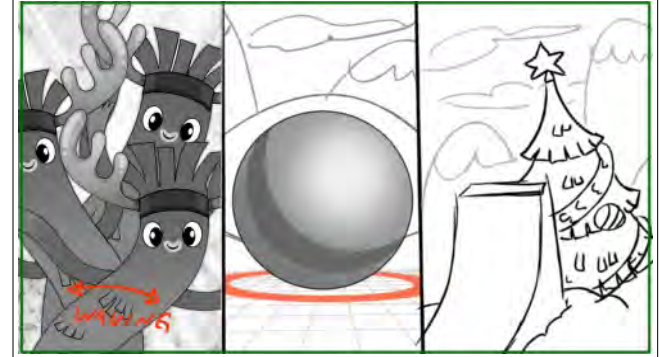

Dialog

48 CRUMBLES 48
WAVY WEINDEERS!

Notes

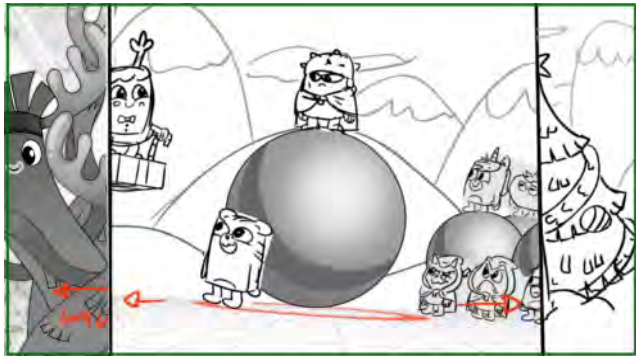
ch_sky_dancer_antlers01

Scene	Duration	Panel	Duration
62	10:01	6	00:16


Dialog

48 CRUMBLES 48
WAVY WEINDEERS!

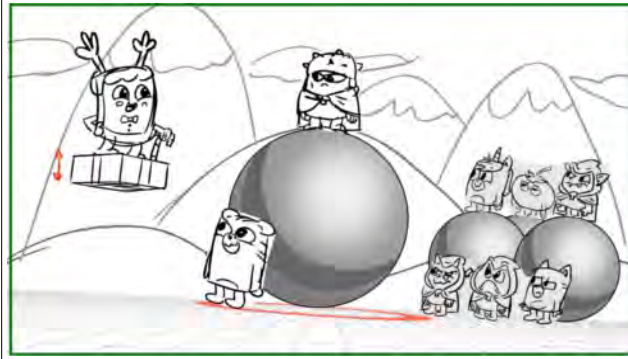
Scene	Duration	Panel	Duration
62	10:01	7	00:09



Action Notes

The split screen widens

Scene	Duration	Panel	Duration
62	10:01	8	02:17



Dialog

49 CRUMBLES 49

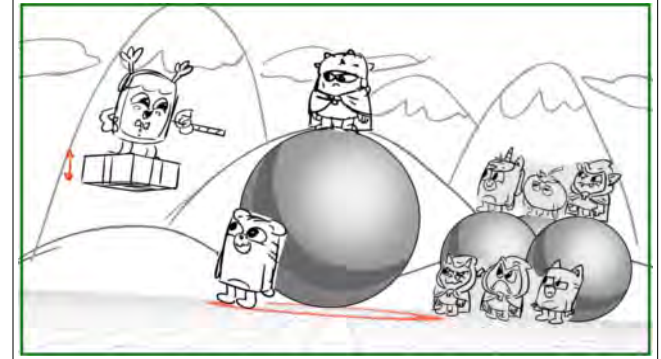
In this game, one teammate balances on one of my

Action Notes

6. EXT. WAVY WEINDEERS - DAY

Crumbles stands on a floating present. He will be doing this throughout the episode.

Scene	Duration	Panel	Duration
62	10:01	9	01:22



Dialog

49 CRUMBLES 49

beeeeautiful ornaments

Scene 63	Duration 00:05	Panel 1	Duration 00:05
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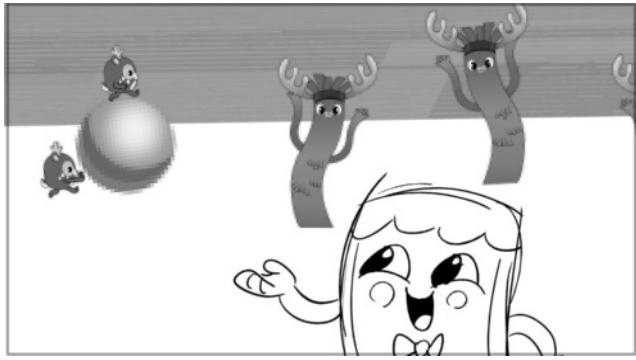
Action Notes

CUT

Notes

smash_zip_001

Scene	Duration	Panel	Duration
64	14:04	1	00:07



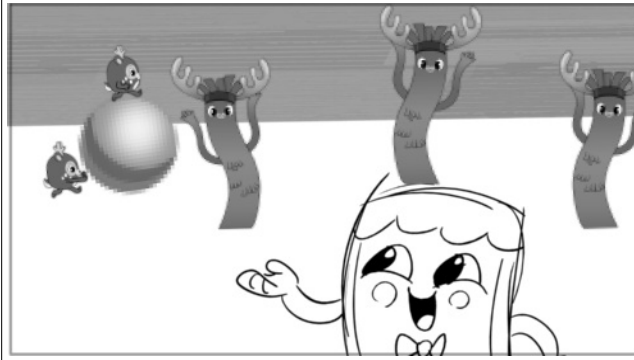
Dialog

49 CRUMBLES 49
while the other rolls it through...
the wavy weindeer courrrrrse!

Action Notes

CUT
Pixilated graphics show two Raynes going
through the course like a side scrolling video
game.

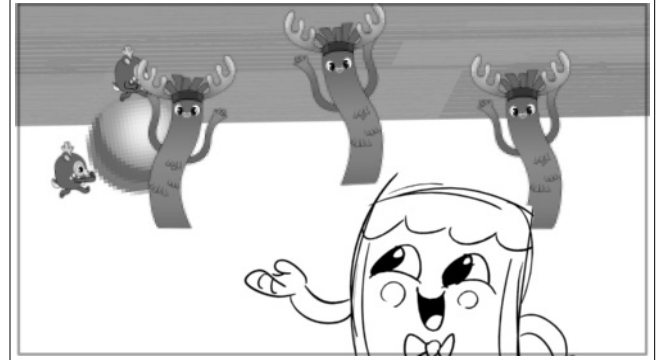
Scene	Duration	Panel	Duration
64	14:04	2	00:06



Dialog

49 CRUMBLES 49
while the other rolls it through...
the wavy weindeer courrrrrse!

Scene	Duration	Panel	Duration
64	14:04	3	00:06



Dialog

49 CRUMBLES 49
while the other rolls it through...
the wavy weindeer courrrrrse!

Scene	Duration	Panel	Duration
64	14:04	4	00:08

**Dialog**

49 CRUMBLES 49
while the other rolls it through...
the wavy weindeer courrrrrse!

Scene	Duration	Panel	Duration
64	14:04	5	00:07

**Dialog**

49 CRUMBLES 49
while the other rolls it through...
the wavy weindeer courrrrrse!

Scene	Duration	Panel	Duration
64	14:04	6	00:07

**Dialog**

49 CRUMBLES 49
while the other rolls it through...
the wavy weindeer courrrrrse!

Scene	Duration	Panel	Duration
64	14:04	7	00:08

**Dialog**

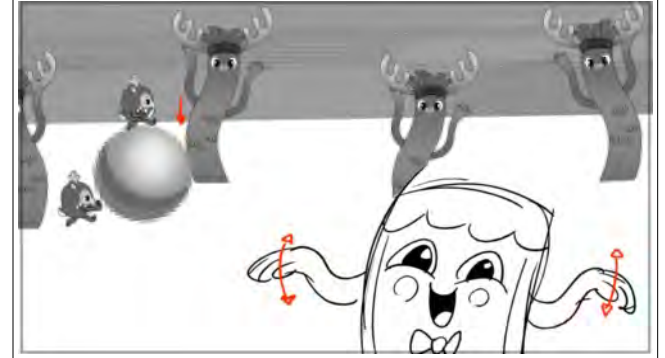
49 CRUMBLES 49
while the other rolls it through...
the wavy weindeer courrrrrse!

Scene	Duration	Panel	Duration
64	14:04	8	00:08

**Dialog**

49 CRUMBLES 49
while the other rolls it through...
the wavy weindeer courrrrrse!

Scene	Duration	Panel	Duration
64	14:04	9	00:08

**Dialog**

49 CRUMBLES 49
while the other rolls it through...
the wavy weindeer courrrrrse!

Action Notes

Crumbles make a wavy motion with his arms.

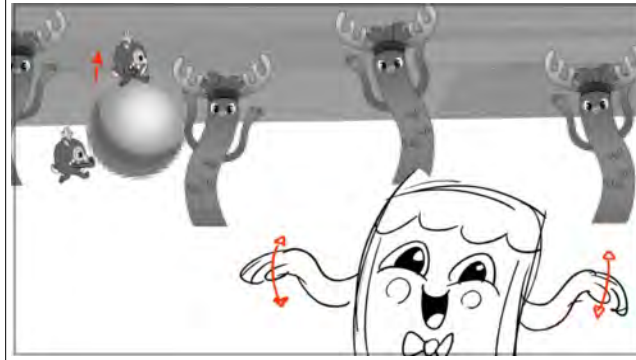
Scene	Duration	Panel	Duration
64	14:04	10	00:09



Dialog

49 CRUMBLES 49
while the other rolls it through...
the wavy weindeer courrrrrse!

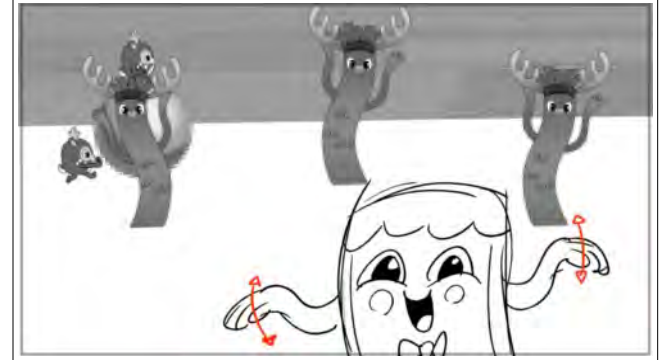
Scene	Duration	Panel	Duration
64	14:04	11	00:06



Dialog

49 CRUMBLES 49
while the other rolls it through...
the wavy weindeer courrrrrse!

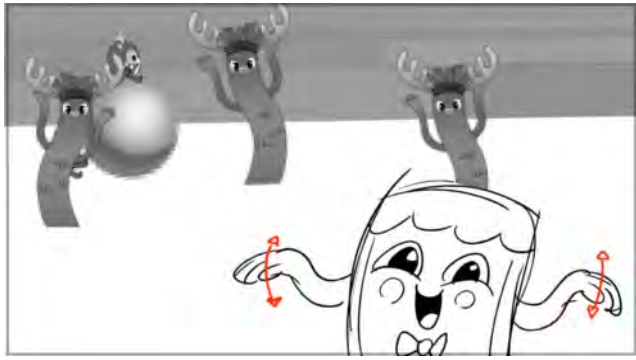
Scene	Duration	Panel	Duration
64	14:04	12	00:06



Dialog

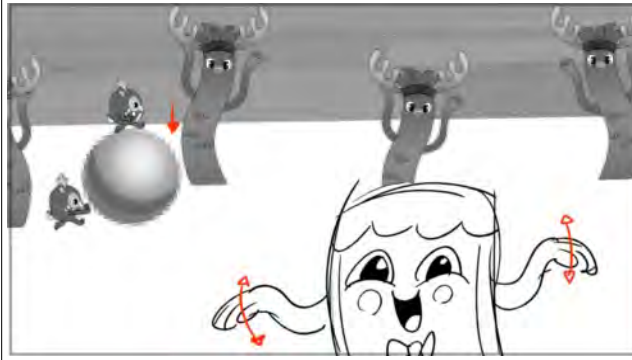
49 CRUMBLES 49
while the other rolls it through...
the wavy weindeer courrrrrse!

Scene	Duration	Panel	Duration
64	14:04	13	00:05

**Dialog**

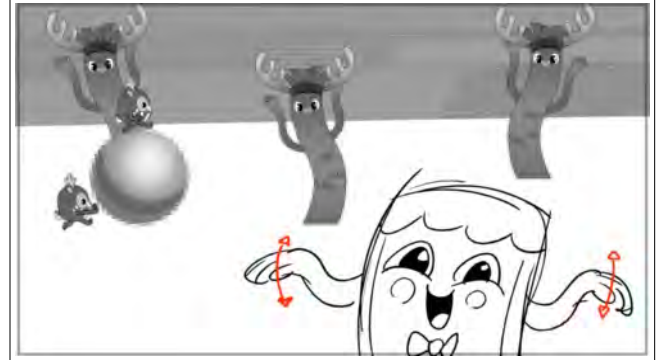
49 CRUMBLES 49
while the other rolls it through...
the wavy weindeer courrrrrse!

Scene	Duration	Panel	Duration
64	14:04	14	00:08

**Dialog**

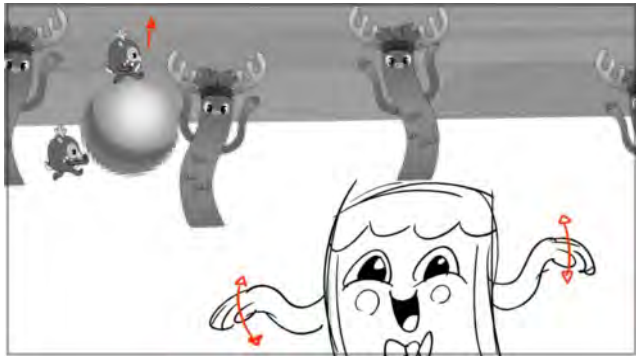
49 CRUMBLES 49
while the other rolls it through...
the wavy weindeer courrrrrse!

Scene	Duration	Panel	Duration
64	14:04	15	00:09

**Dialog**

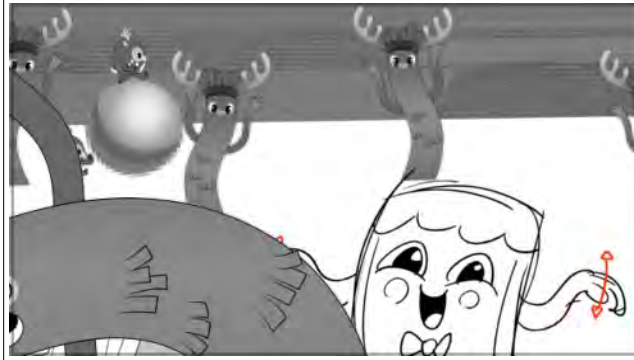
49 CRUMBLES 49
while the other rolls it through...
the wavy weindeer courrrrrse!

Scene	Duration	Panel	Duration
64	14:04	16	00:09

**Dialog**

49 CRUMBLES 49
while the other rolls it through...
the wavy weindeer courrrrrse!

Scene	Duration	Panel	Duration
64	14:04	17	00:09

**Dialog**

49 CRUMBLES 49
while the other rolls it through...
the wavy weindeer courrrrrse!

Action Notes

A ch_sky_dancer_antlers01 wipes the screen.

Scene	Duration	Panel	Duration
64	14:04	18	00:09

**Dialog**

49 CRUMBLES 49
while the other rolls it through...
the wavy weindeer courrrrrse!

Scene	Duration	Panel	Duration
64	14:04	19	00:08



Dialog

49 CRUMBLES 49
while the other rolls it through...
the wavy weindeer courrrrrse!

Scene	Duration	Panel	Duration
64	14:04	20	00:18



Action Notes

Crumbles pops up from the lower screen.

Scene	Duration	Panel	Duration
64	14:04	21	00:17



Dialog

50 CRUMBLES (CONT'D) 50
Ramp your ornament onto the big
tree

Scene	Duration	Panel	Duration
64	14:04	22	00:11



Dialog

50 CRUMBLES (CONT'D) 50
Ramp your ornament onto the big
tree

Scene	Duration	Panel	Duration
64	14:04	23	00:09



Dialog

50 CRUMBLES (CONT'D) 50
Ramp your ornament onto the big
tree

Scene	Duration	Panel	Duration
64	14:04	24	00:09



Dialog

50 CRUMBLES (CONT'D) 50
Ramp your ornament onto the big
tree

Scene	Duration	Panel	Duration
64	14:04	25	00:14

**Dialog**

50 CRUMBLES (CONT'D) 50
Ramp your ornament onto the big
tree

Scene	Duration	Panel	Duration
64	14:04	26	00:03

**Dialog**

50 CRUMBLES (CONT'D) 50
Ramp your ornament onto the big
tree

Scene	Duration	Panel	Duration
64	14:04	27	00:03

**Dialog**

50 CRUMBLES (CONT'D) 50
and you're in the winner's
circle.

Scene	Duration	Panel	Duration
64	14:04	28	00:03

**Dialog**

50 CRUMBLES (CONT'D) 50
and you're in the winner's
circle.

Scene	Duration	Panel	Duration
64	14:04	29	00:04

**Dialog**

50 CRUMBLES (CONT'D) 50
and you're in the winner's
circle.

Scene	Duration	Panel	Duration
64	14:04	30	01:17

**Dialog**

50 CRUMBLES (CONT'D) 50
and you're in the winner's
circle.

Notes

lo_WinnersCircle_01

Scene	Duration	Panel	Duration
64	14:04	31	00:16

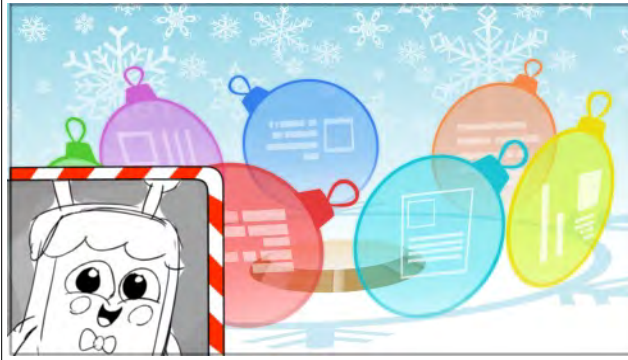

Dialog

50 CRUMBLES (CONT'D) 50
Fail

Action Notes

Crumbles appears in a candy cane window in the bottom left corner.

Scene	Duration	Panel	Duration
64	14:04	32	02:01


Dialog

50 CRUMBLES (CONT'D) 50
and you'll try another
challenge.

Scene	Duration	Panel	Duration
65	04:10	1	00:19


Dialog

50 CRUMBLES (CONT'D) 50
Presents will only be
awarded if everyone has finished a
game.

Action Notes

CUT

Scene	Duration	Panel	Duration
65	04:10	2	01:07



Dialog

50 CRUMBLES (CONT'D) 50
Presents will only be
awarded if everyone has finished a
game.

Scene	Duration	Panel	Duration
65	04:10	3	02:08



Dialog

50 CRUMBLES (CONT'D) 50
Presents will only be
awarded if everyone has finished a
game.

Scene	Duration	Panel	Duration
66	09:09	1	01:01



Dialog

50 CRUMBLES (CONT'D) 50
NOW LET'S SMASH!

Action Notes

CUT

Scene	Duration	Panel	Duration
66	09:09	2	00:22



Dialog

50 CRUMBLES (CONT'D) 50
NOW LET'S SMASH!

Action Notes

CUT

Scene	Duration	Panel	Duration
66	09:09	3	00:09



Scene	Duration	Panel	Duration
66	09:09	4	00:09



Scene	Duration	Panel	Duration
66	09:09	5	00:08



Scene	Duration	Panel	Duration
66	09:09	6	00:09



Scene	Duration	Panel	Duration
66	09:09	7	00:07



Scene	Duration	Panel	Duration
66	09:09	8	00:08



Scene	Duration	Panel	Duration
66	09:09	9	00:10



Scene	Duration	Panel	Duration
66	09:09	10	00:10

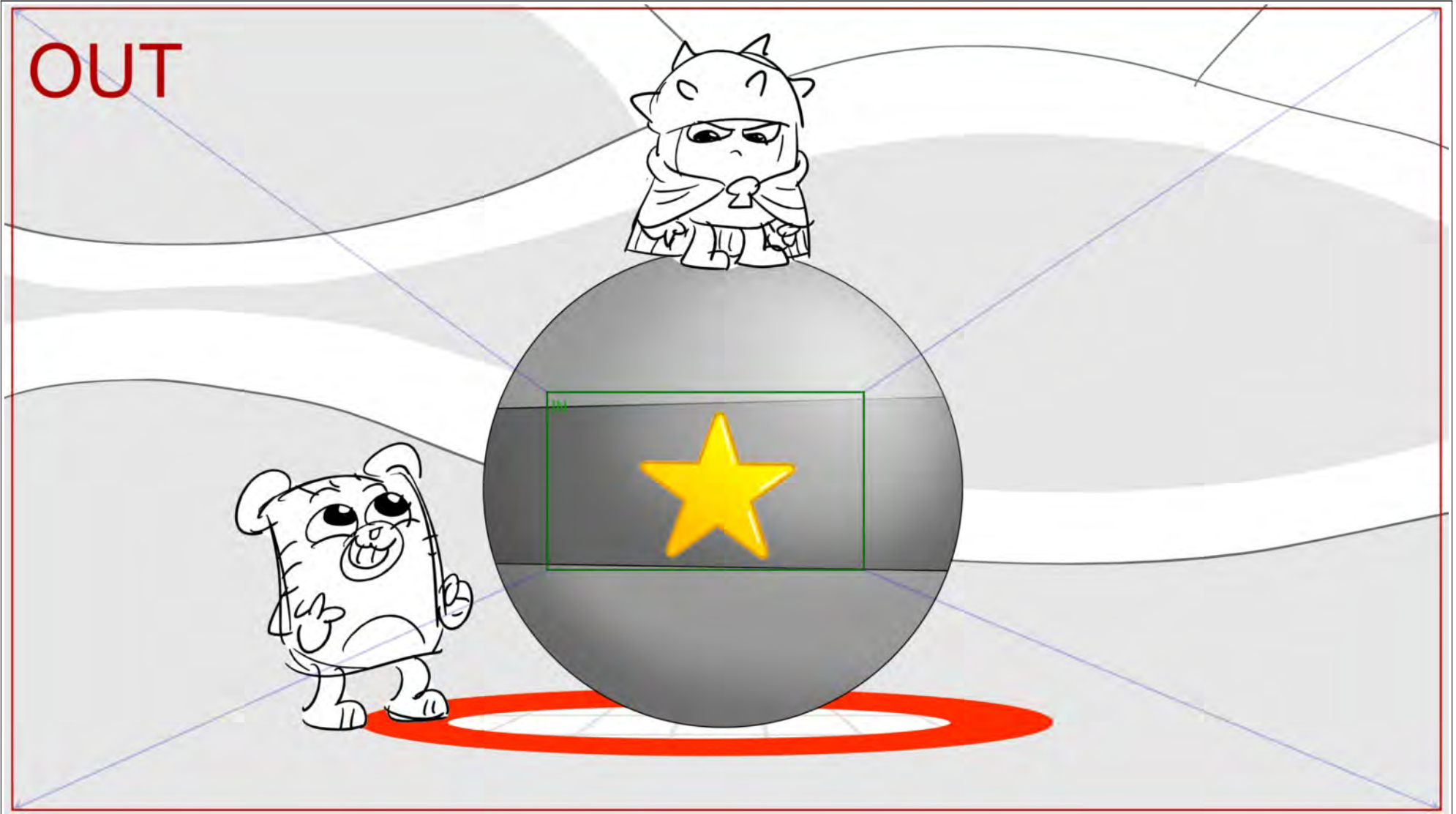


Scene
66

Duration
09:09

Panel
11

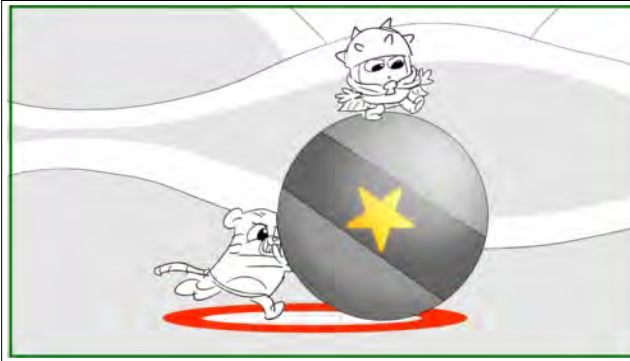
Duration
00:23



Scene	Duration	Panel	Duration
66	09:09	12	01:12



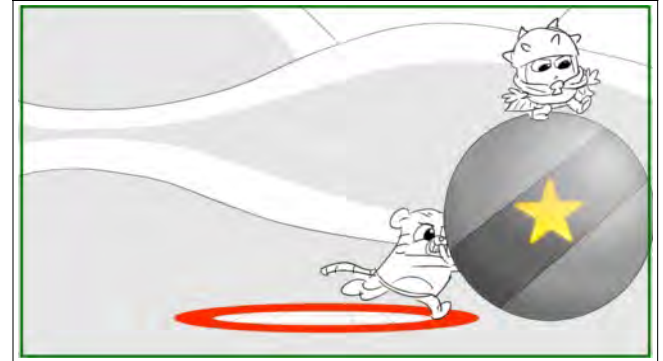
Scene	Duration	Panel	Duration
66	09:09	13	00:12



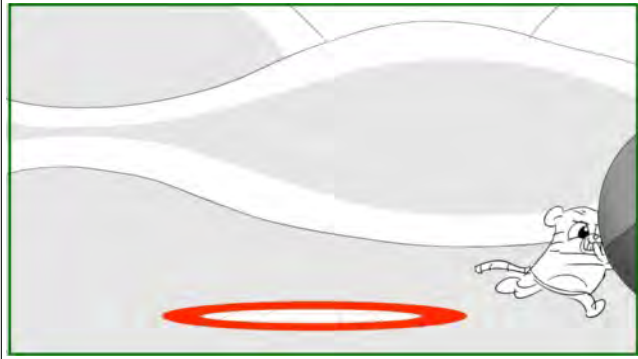
Action Notes

Jasper pushes the ball forward.
Conks backpedals.

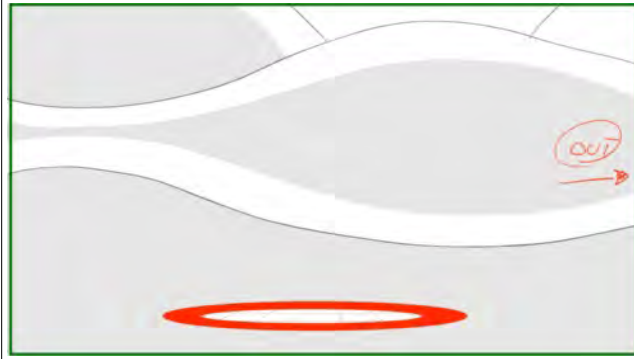
Scene	Duration	Panel	Duration
66	09:09	14	00:12



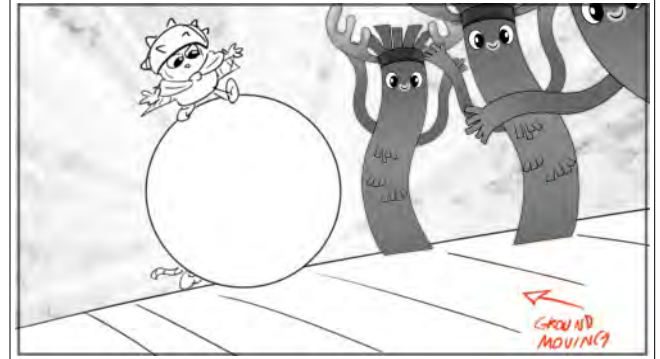
Scene	Duration	Panel	Duration
66	09:09	15	00:12



Scene	Duration	Panel	Duration
66	09:09	16	00:13



Scene	Duration	Panel	Duration
67	04:21	1	00:11



Action Notes
CUT

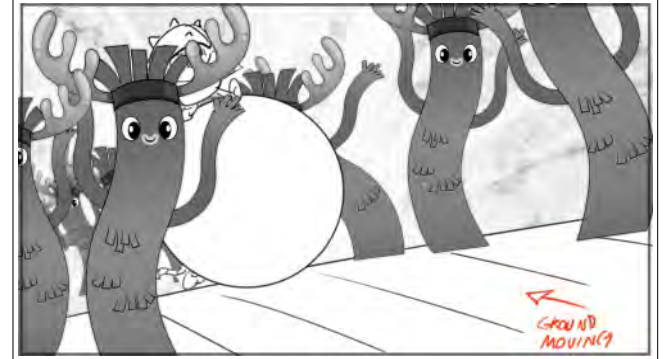
Scene	Duration	Panel	Duration
67	04:21	2	00:14



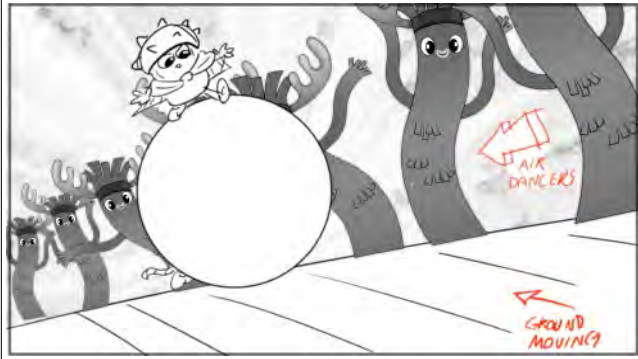
Scene	Duration	Panel	Duration
67	04:21	3	00:15



Scene	Duration	Panel	Duration
67	04:21	4	00:15



Scene	Duration	Panel	Duration
67	04:21	5	00:12

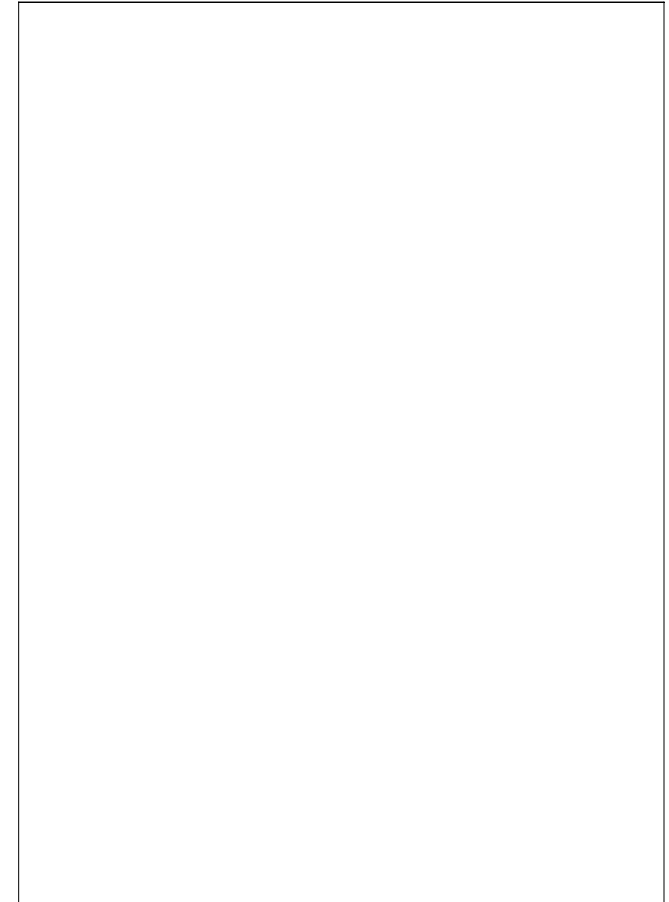
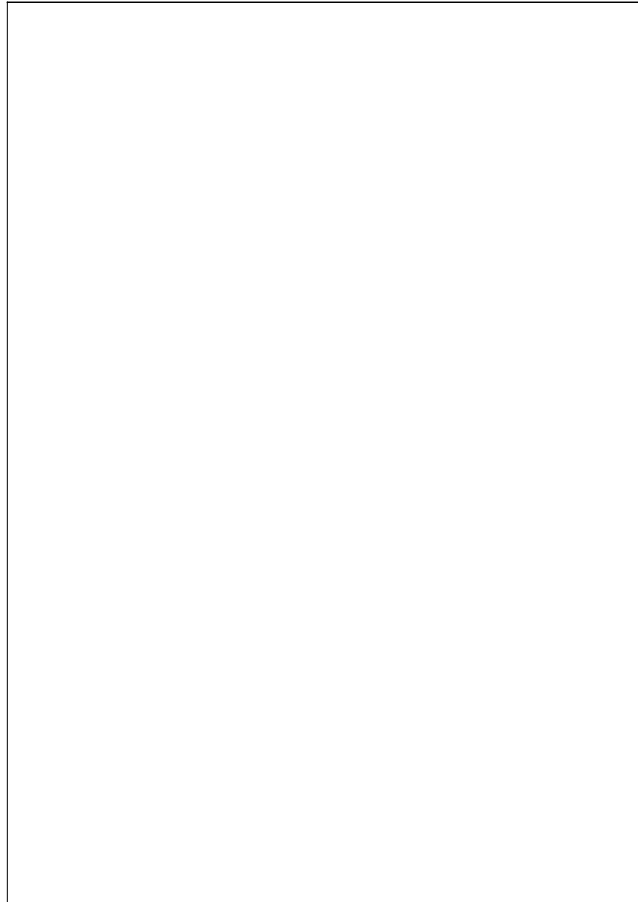
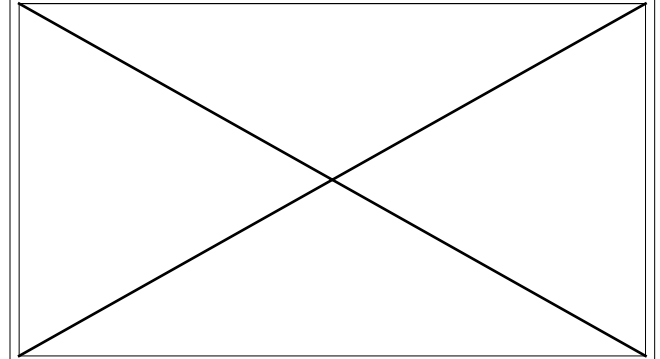


Scene	Duration	Panel	Duration
67	04:21	6	00:11

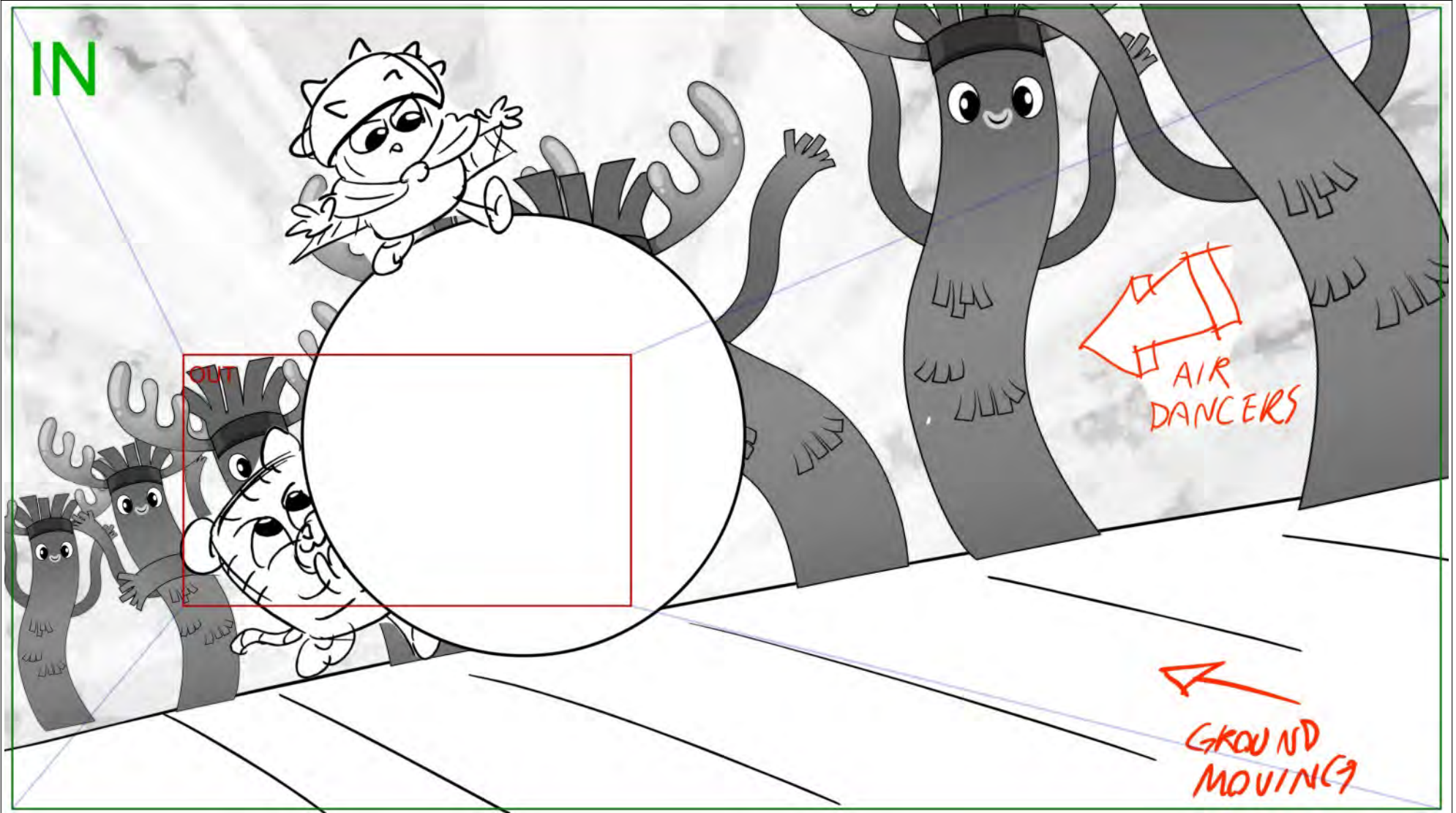


Scene	Duration	Panel	Duration

NO PANEL



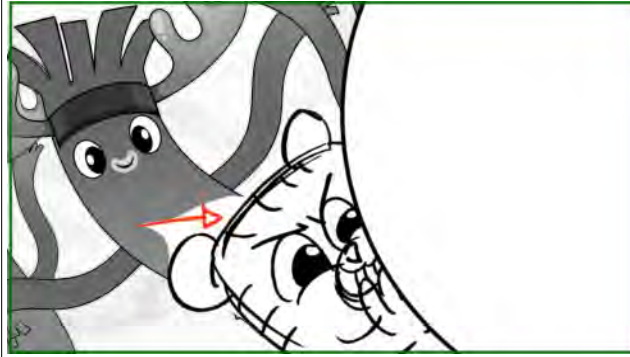
Scene 67	Duration 04:21	Panel 7	Duration 00:11
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Scene	Duration	Panel	Duration
67	04:21	8	00:14



Scene	Duration	Panel	Duration
67	04:21	9	00:14



Scene	Duration	Panel	Duration
68	01:04	1	00:08



Action Notes

CUT

Jasper pushes the ball towards a sky dancer.

Scene	Duration	Panel	Duration
68	01:04	2	00:10



Scene	Duration	Panel	Duration
68	01:04	3	00:10



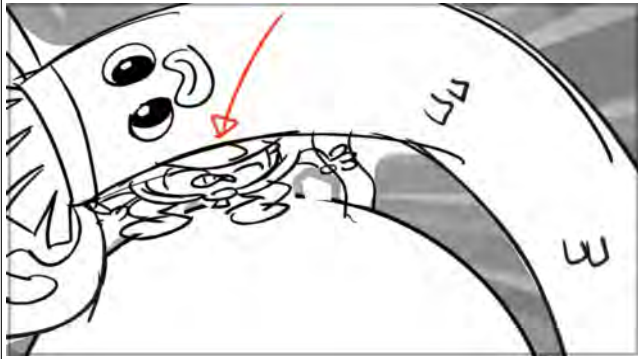
Scene	Duration	Panel	Duration
69	01:10	1	00:11



Action Notes

CUT

Scene	Duration	Panel	Duration
69	01:10	2	00:10



Dialog

51 CONKS 51
HEY! OOF! OW! WHY?

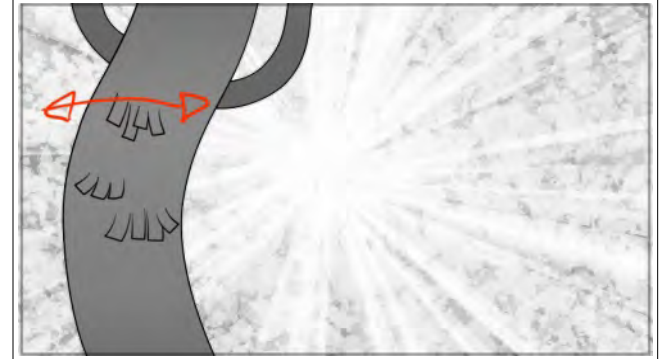
Action Notes

A sky dancer bonks Conk on the head.

Scene	Duration	Panel	Duration
69	01:10	3	00:13



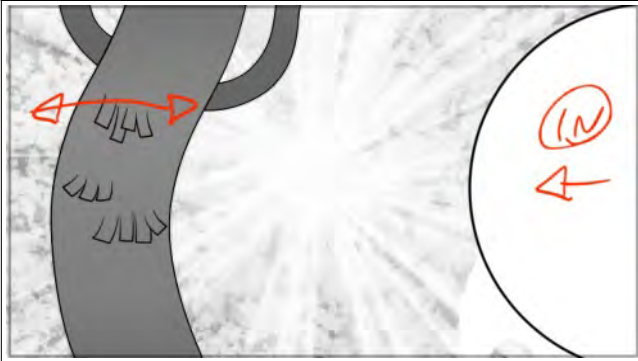
Scene	Duration	Panel	Duration
70	01:09	1	00:07



Action Notes

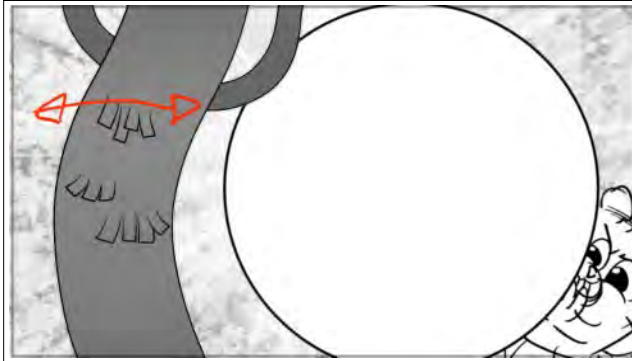
CUT

Scene	Duration	Panel	Duration
70	01:09	2	00:07


Action Notes

Jasper pushes the ball in from screen right towards a sky dancer.

Scene	Duration	Panel	Duration
70	01:09	3	00:08



Scene	Duration	Panel	Duration
70	01:09	4	00:11



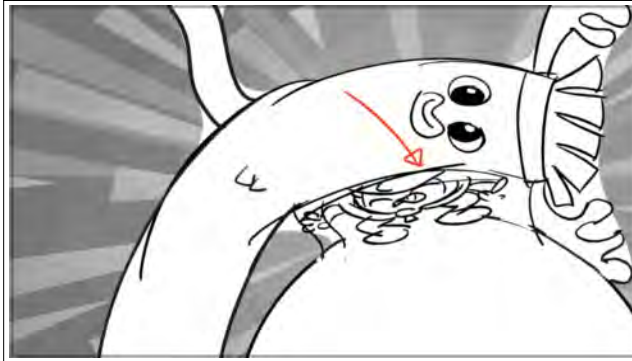
Scene	Duration	Panel	Duration
71	07:11	1	01:06



Action Notes

CUT

Scene	Duration	Panel	Duration
71	07:11	2	00:09



Action Notes

A sky dancer bonks Conk on the head.

Scene	Duration	Panel	Duration
71	07:11	3	00:12



Scene	Duration	Panel	Duration
71	07:11	4	00:06



Scene	Duration	Panel	Duration
71	07:11	5	00:06



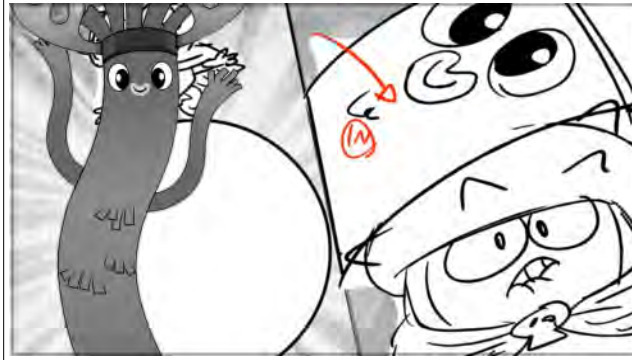
Scene	Duration	Panel	Duration
71	07:11	6	00:12



Scene	Duration	Panel	Duration
71	07:11	7	00:07



Scene	Duration	Panel	Duration
71	07:11	8	00:10



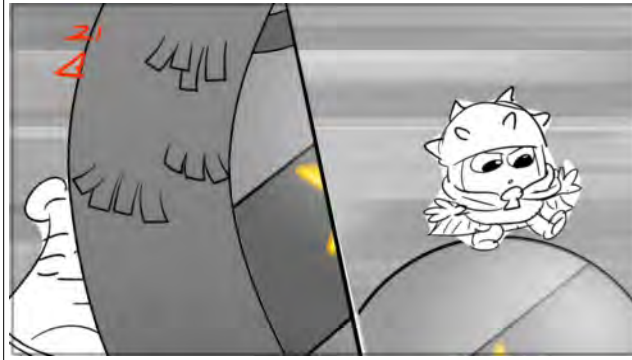
Scene	Duration	Panel	Duration
71	07:11	9	00:06



Scene	Duration	Panel	Duration
71	07:11	10	00:08



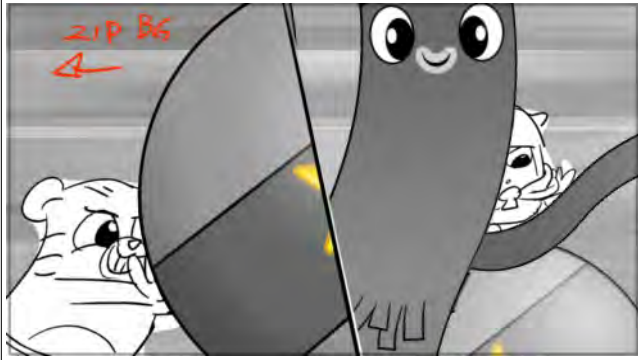
Scene	Duration	Panel	Duration
71	07:11	11	00:07



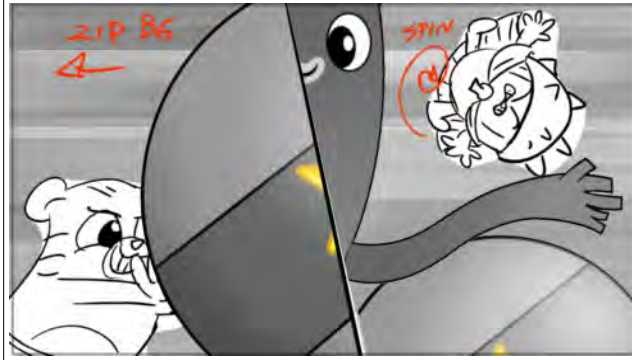
Scene	Duration	Panel	Duration
71	07:11	12	00:05



Scene	Duration	Panel	Duration
71	07:11	13	00:08

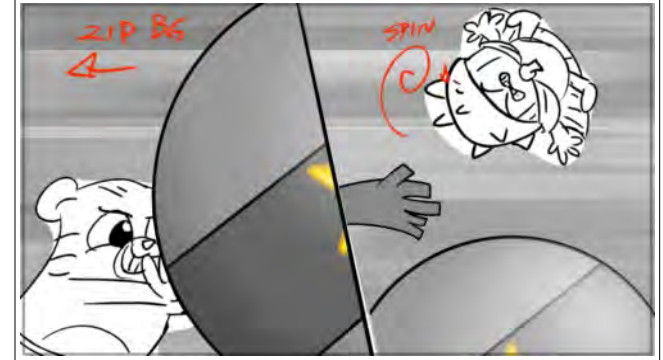


Scene	Duration	Panel	Duration
71	07:11	14	00:08

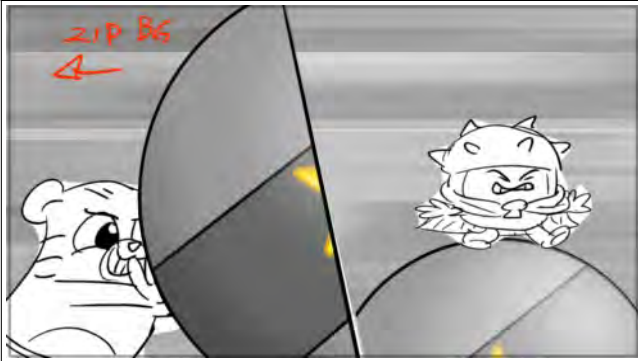
**Action Notes**

Conks is tripped by the sky dancer arm.

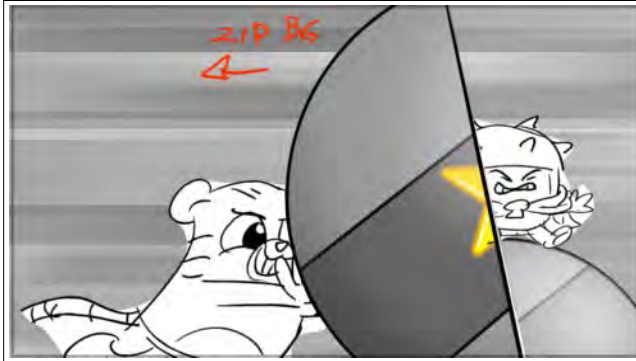
Scene	Duration	Panel	Duration
71	07:11	15	00:08



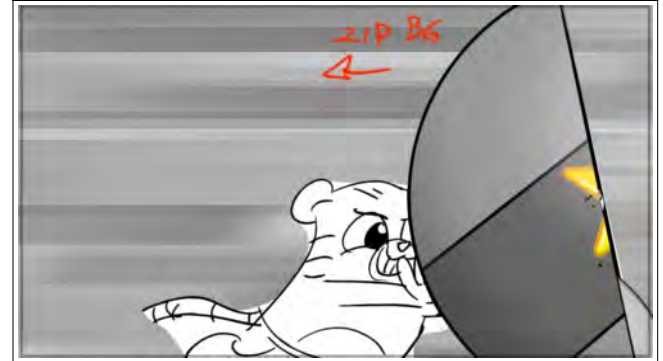
Scene	Duration	Panel	Duration
71	07:11	16	00:08



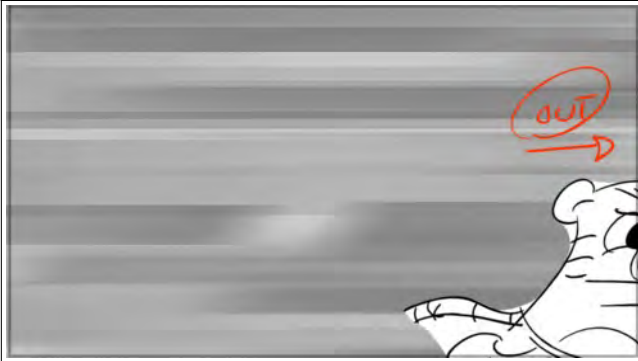
Scene	Duration	Panel	Duration
71	07:11	17	00:08



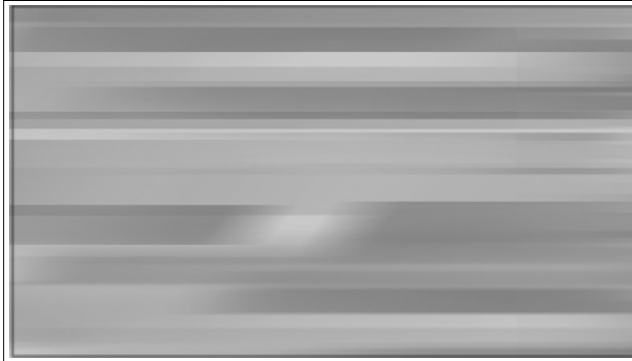
Scene	Duration	Panel	Duration
71	07:11	18	00:08



Scene	Duration	Panel	Duration
71	07:11	19	00:06



Scene	Duration	Panel	Duration
71	07:11	20	00:07



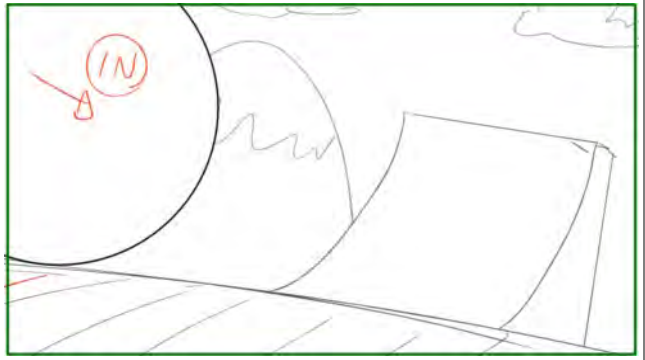
Scene	Duration	Panel	Duration
72	02:13	1	00:07



Action Notes

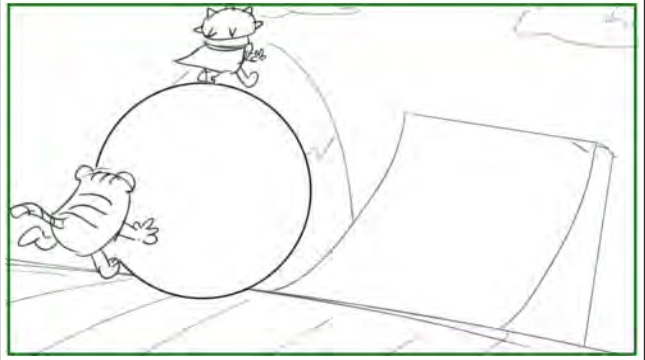
CUT

Scene	Duration	Panel	Duration
72	02:13	2	00:09

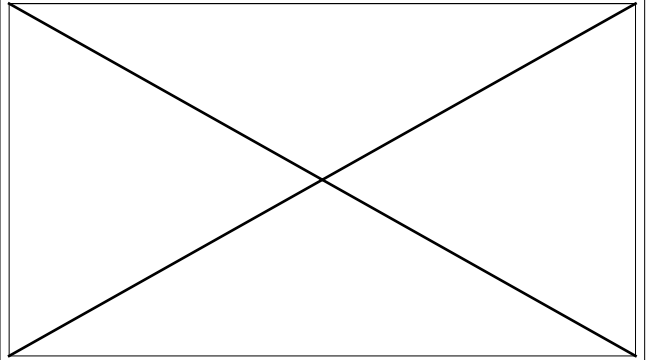


Action Notes
 Jasper pushes in the ball from screen left.

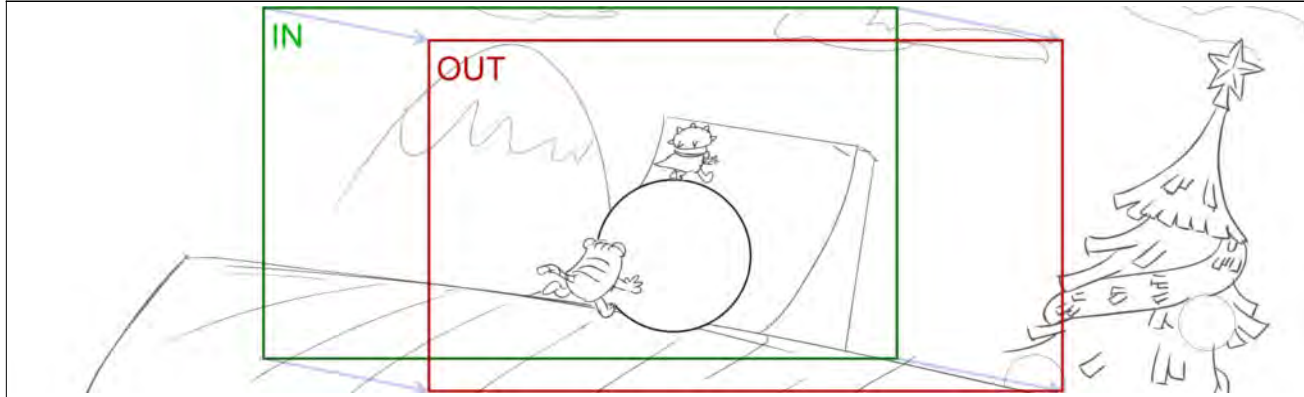
Scene	Duration	Panel	Duration
72	02:13	3	00:09



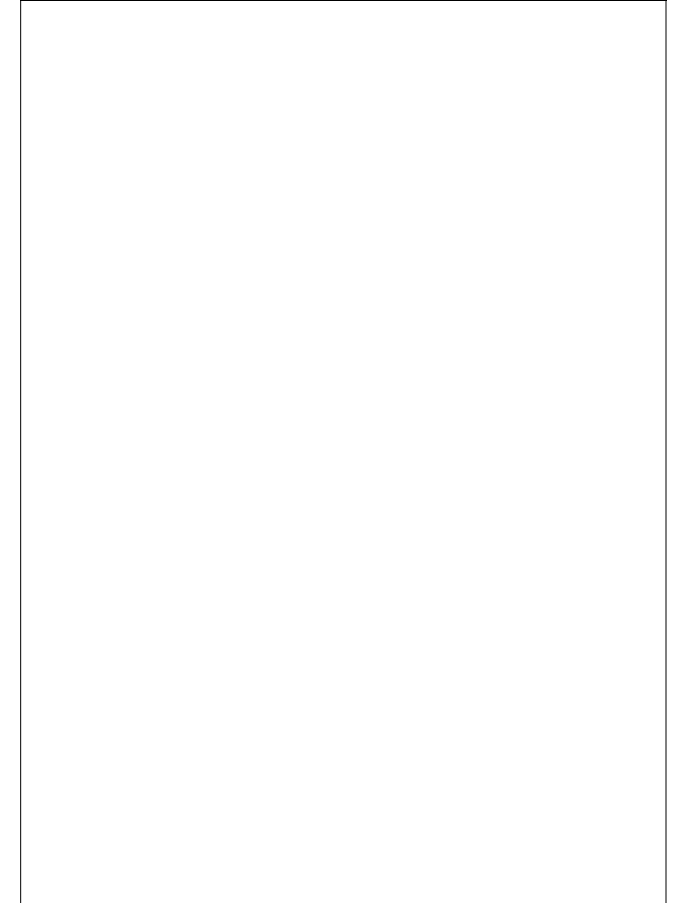
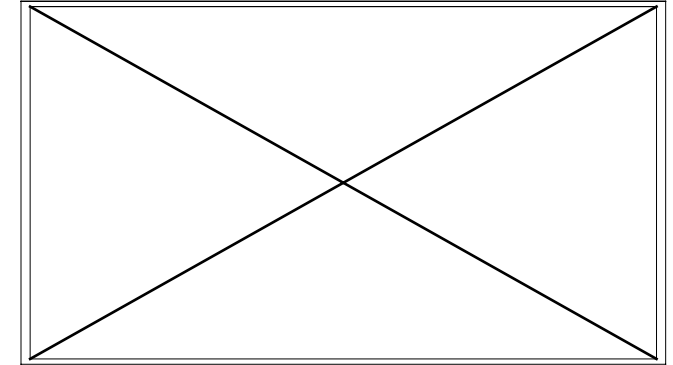
NO PANEL



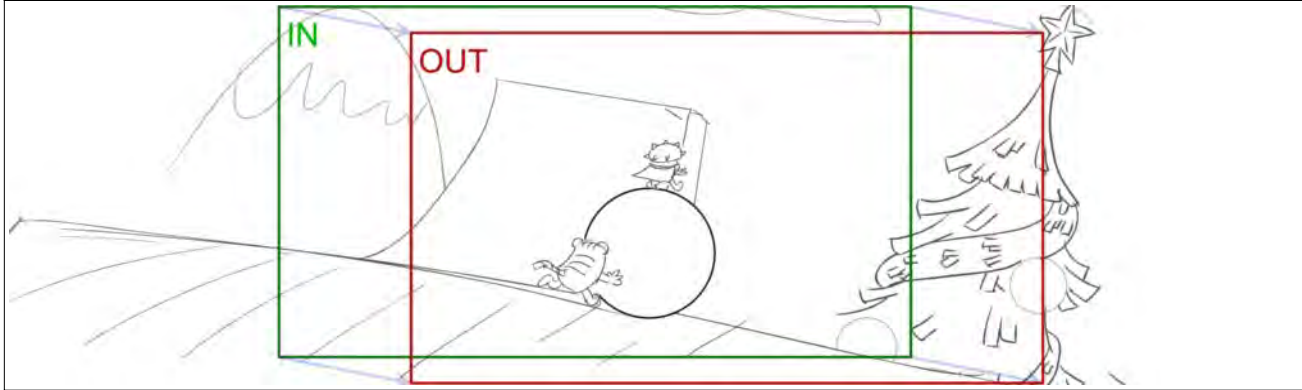
Scene 72	Duration 02:13	Panel 4	Duration 00:11
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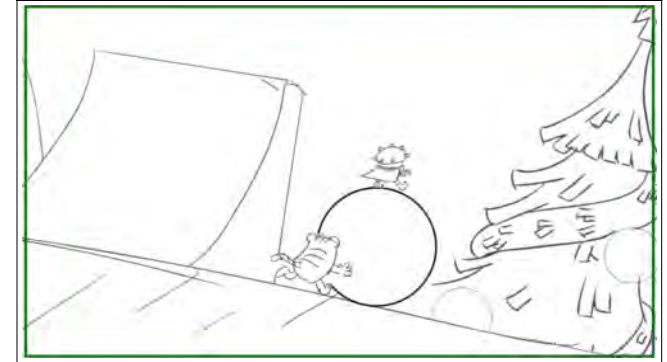
NO PANEL



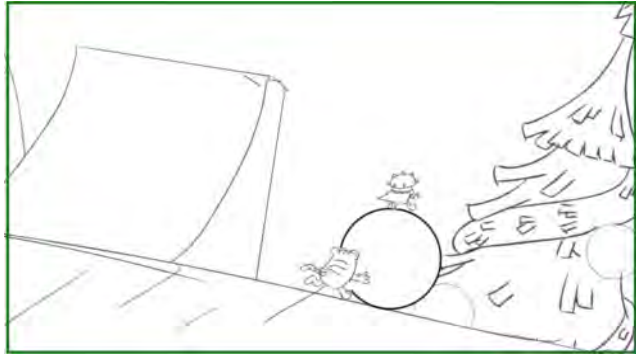
Scene	Duration	Panel	Duration
72	02:13	5	00:09



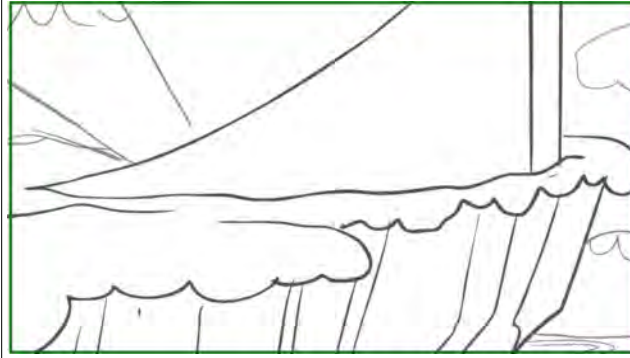
Scene	Duration	Panel	Duration
72	02:13	6	00:08



Scene	Duration	Panel	Duration
72	02:13	7	00:08

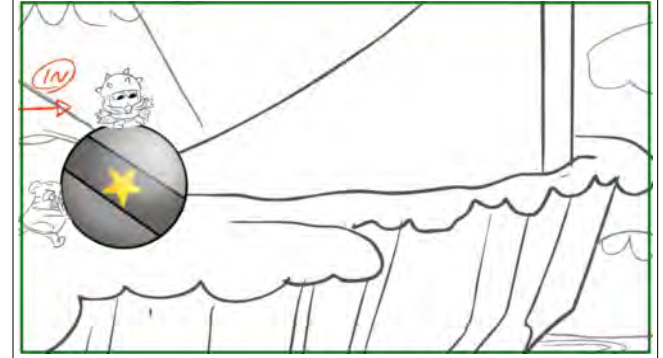


Scene	Duration	Panel	Duration
73	01:18	1	00:07



Action Notes
CUT

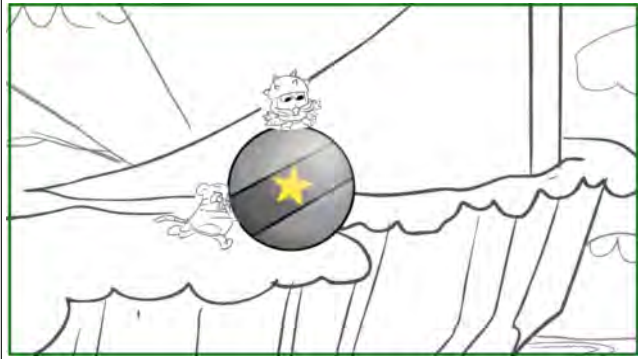
Scene	Duration	Panel	Duration
73	01:18	2	00:05



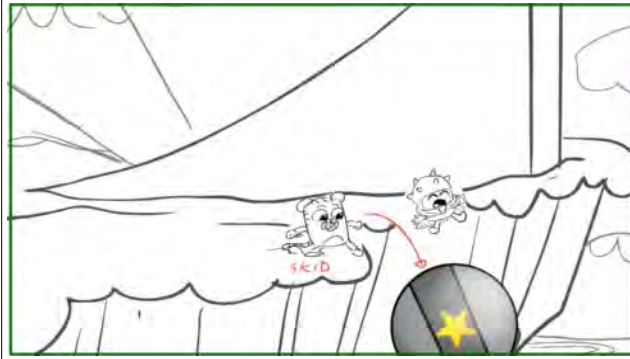
Action Notes
Jasper and Conk enter from screen left.

Notes
Io_WavyWeind_01

Scene	Duration	Panel	Duration
73	01:18	3	00:07



Scene	Duration	Panel	Duration
73	01:18	4	00:09



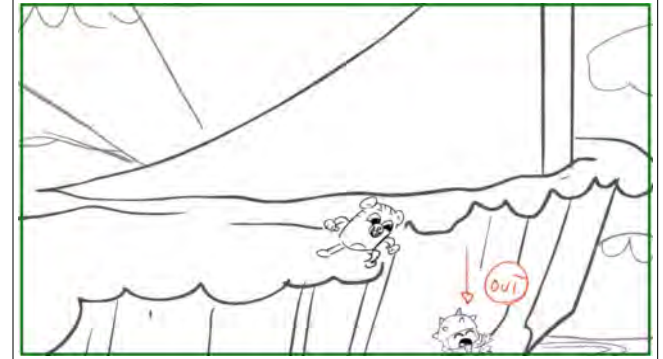
Dialog

51 CONKS 51
(then plummeting) AHHHHHHHHHHH!

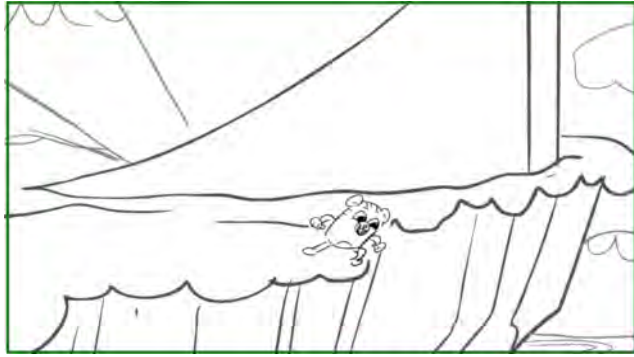
Action Notes

Jasper pushes Conk and the ball off of the cliff.

Scene	Duration	Panel	Duration
73	01:18	5	00:07



Scene	Duration	Panel	Duration
73	01:18	6	00:07

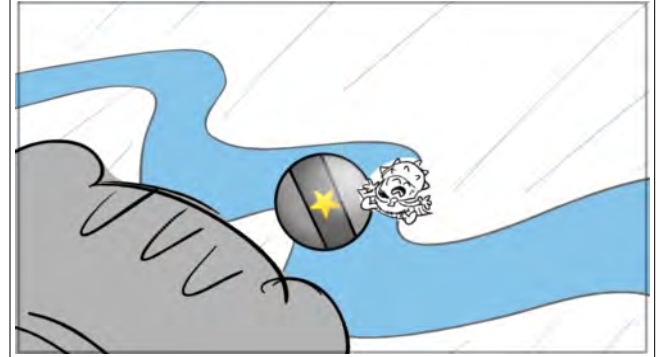


Scene	Duration	Panel	Duration
74	01:00	1	00:06

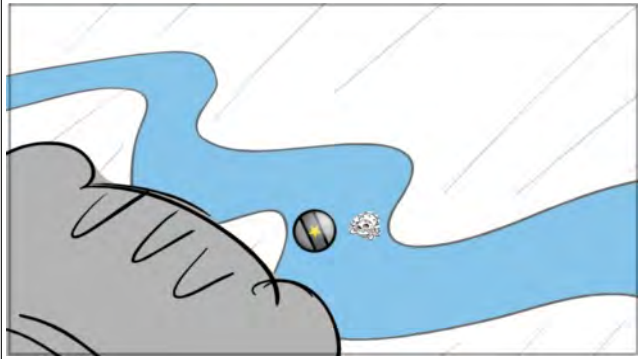


Action Notes
CUT

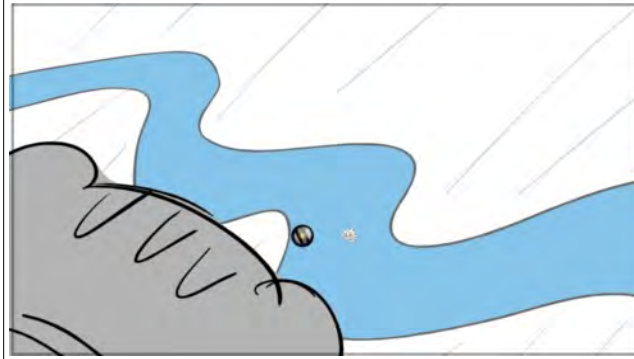
Scene	Duration	Panel	Duration
74	01:00	2	00:06



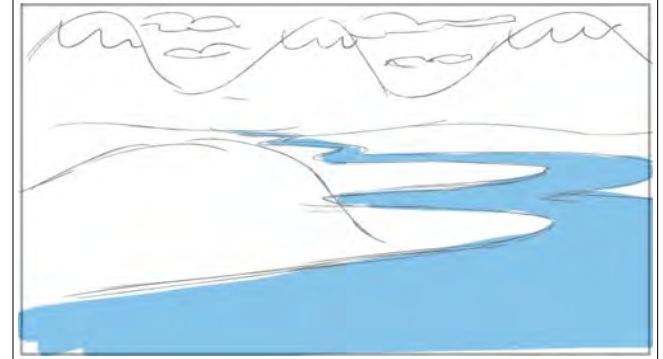
Scene	Duration	Panel	Duration
74	01:00	3	00:06



Scene	Duration	Panel	Duration
74	01:00	4	00:06

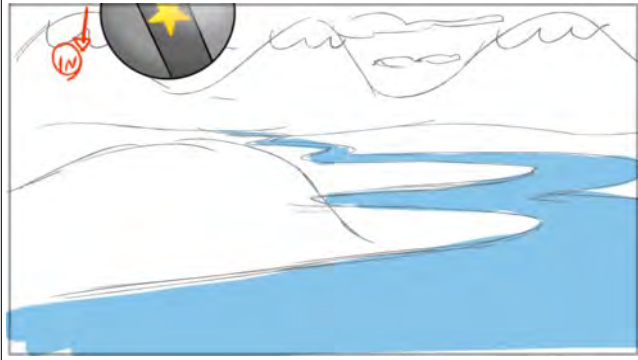


Scene	Duration	Panel	Duration
75	01:17	1	00:04



Action Notes
CUT

Scene	Duration	Panel	Duration
75	01:17	2	00:05



Action Notes

The ball drops in from the top of the screen.

Scene	Duration	Panel	Duration
75	01:17	3	00:04



Action Notes

The ball lands safely in a snow bank.

Scene	Duration	Panel	Duration
75	01:17	4	00:05



Action Notes

Conks drops in from the top of the screen.

Scene	Duration	Panel	Duration
75	01:17	5	00:05



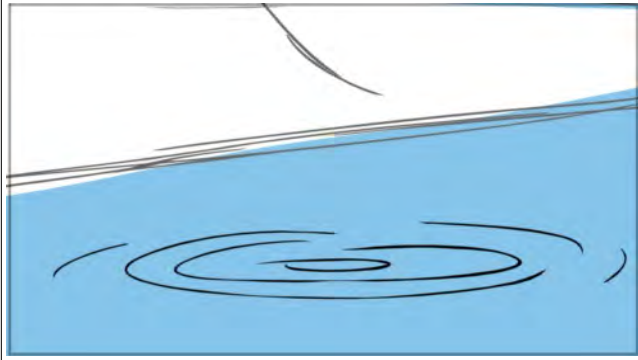
Scene	Duration	Panel	Duration
75	01:17	6	00:08



Scene	Duration	Panel	Duration
75	01:17	7	00:10



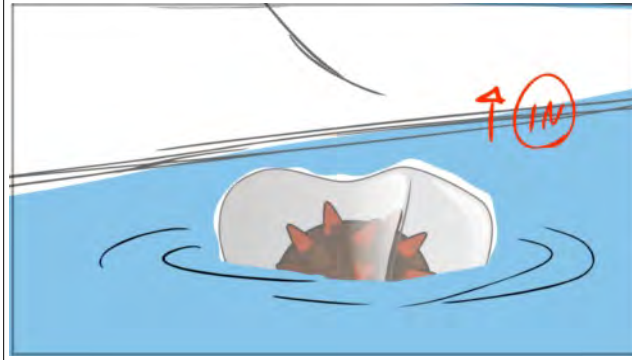
Scene	Duration	Panel	Duration
76	01:00	1	00:05



Action Notes

CUT

Scene	Duration	Panel	Duration
76	01:00	2	00:05



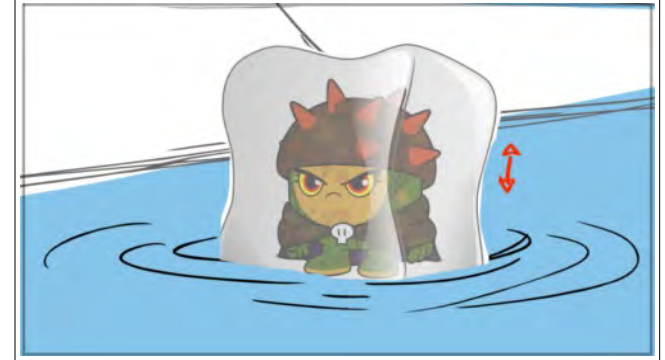
Action Notes

Conks rises from the river encased in an ice cube.

Notes

ch_conks_bash_icecube

Scene	Duration	Panel	Duration
76	01:00	3	00:14



Scene	Duration	Panel	Duration
77	10:05	1	00:23



Dialog

52 JASPER 52
Ooooooops!

Action Notes

CUT

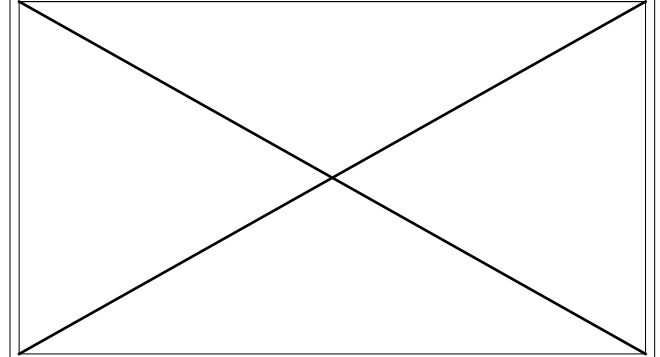
Scene	Duration	Panel	Duration
77	10:05	2	01:00



Dialog

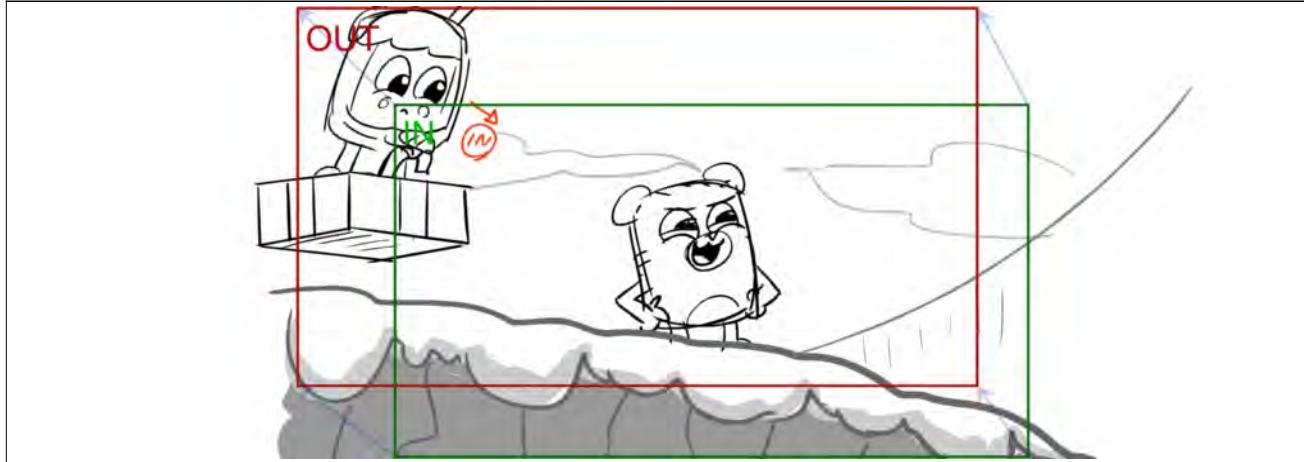
52 JASPER 52
<SNICKER>

Scene	Duration	Panel	Duration
NO PANEL			



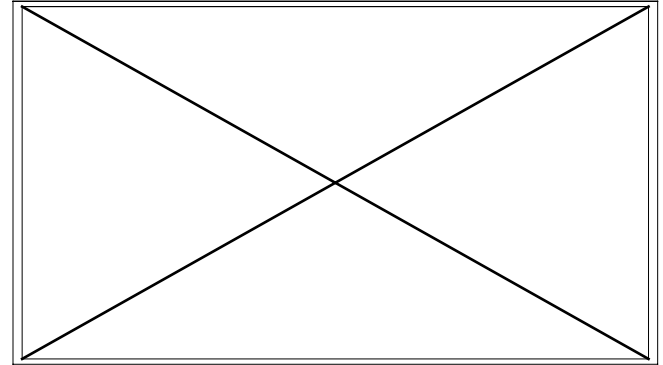
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Scene 77	Duration 10:05	Panel 3	Duration 00:10
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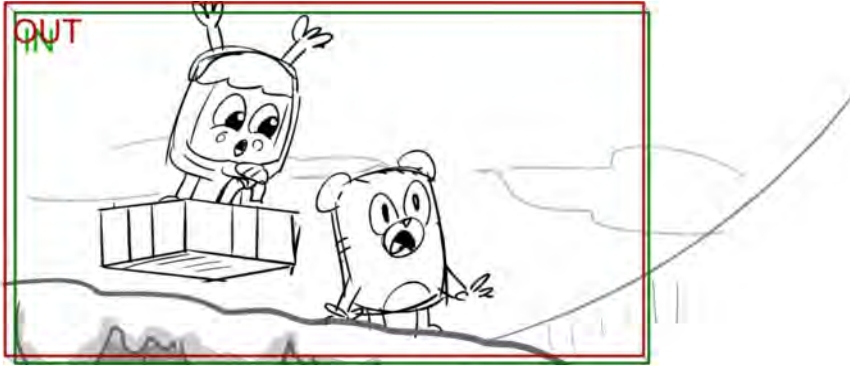
**Action Notes**

Camera moves to include crumbles.

NO PANEL



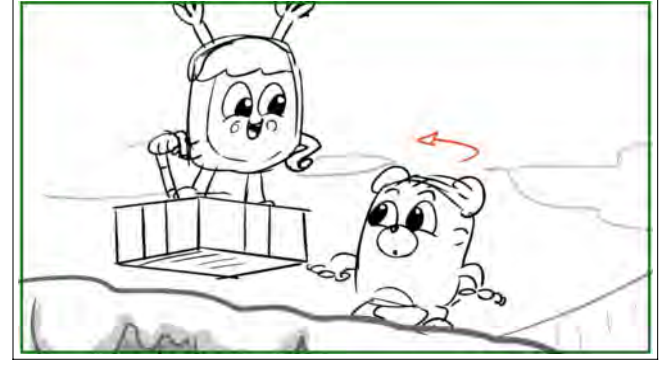
Scene	Duration	Panel	Duration
77	10:05	4	00:12

**Dialog**

53 CRUMBLES 53
Oohh!

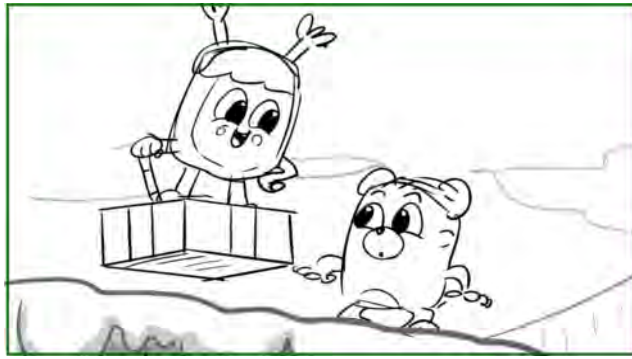
JASPER
<SCREAM_05_JASPER>

Scene	Duration	Panel	Duration
77	10:05	5	01:08

**Dialog**

53 CRUMBLES 53
Sorry, Jasper,

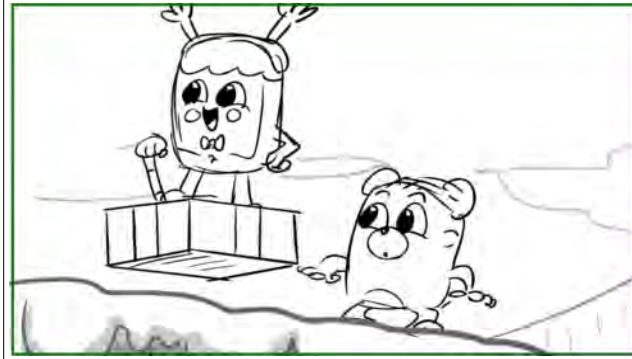
Scene	Duration	Panel	Duration
77	10:05	6	02:19



Dialog

53 CRUMBLES 53
but you and Conks will have to try another game!

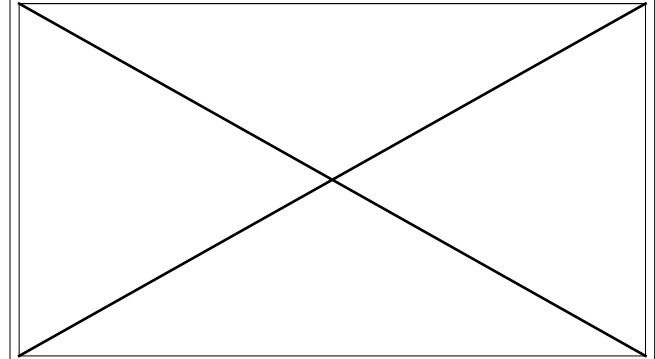
Scene	Duration	Panel	Duration
77	10:05	7	02:00

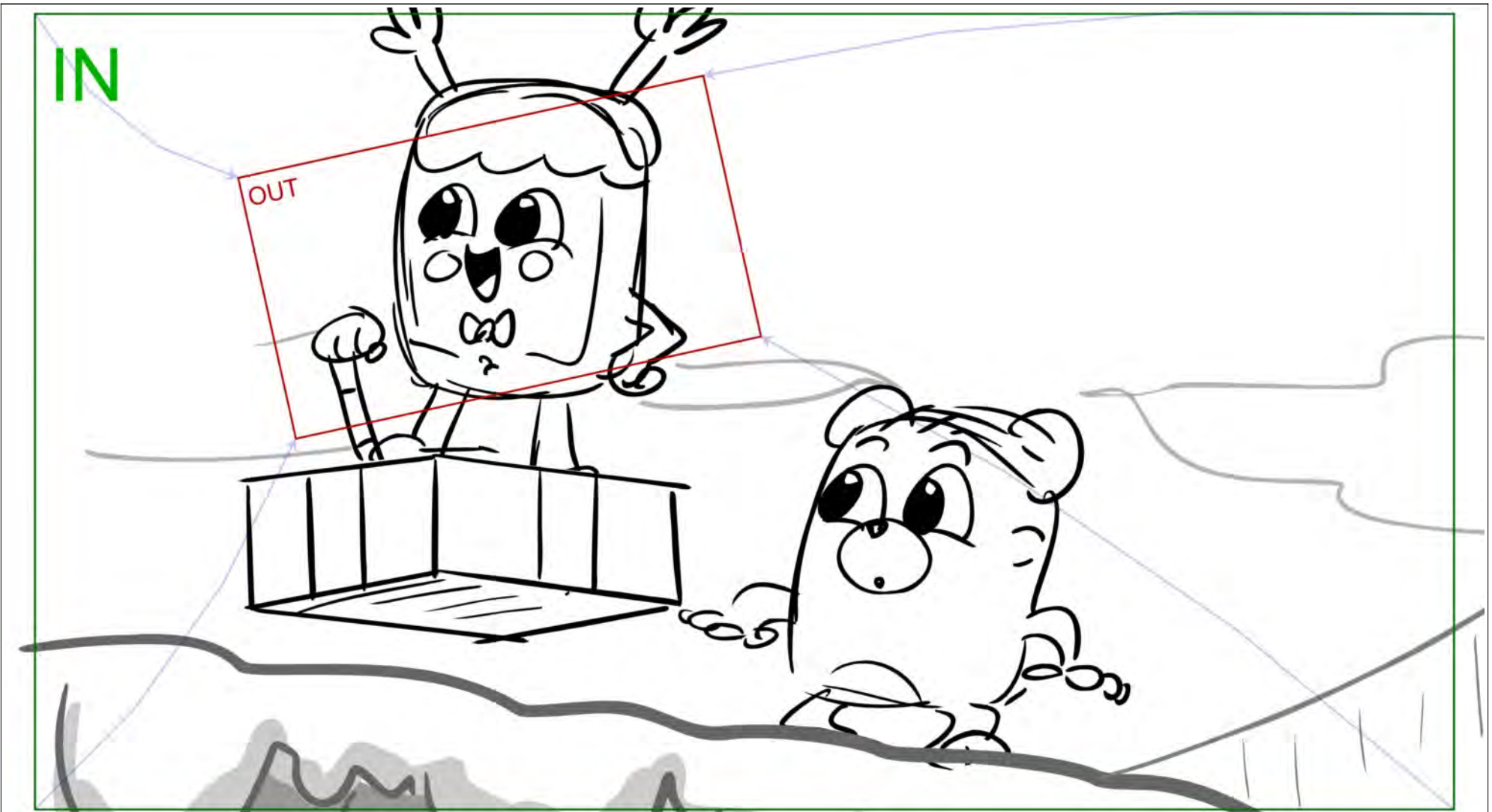


Dialog

53 CRUMBLES 53
Let's hope the others have more luck

NO PANEL

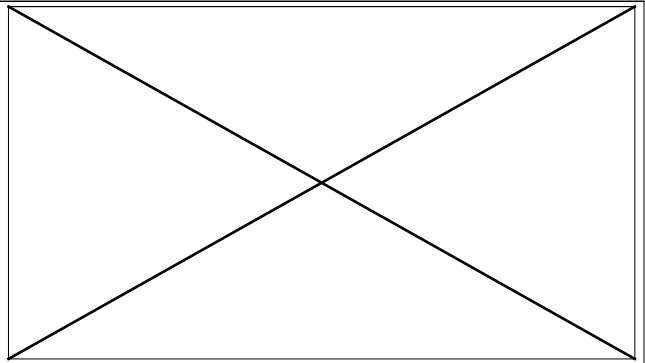


Scene
77Duration
10:05Panel
8Duration
00:04**Dialog**

53 CRUMBLES 53

Let's hope the others have more
luck

NO PANEL



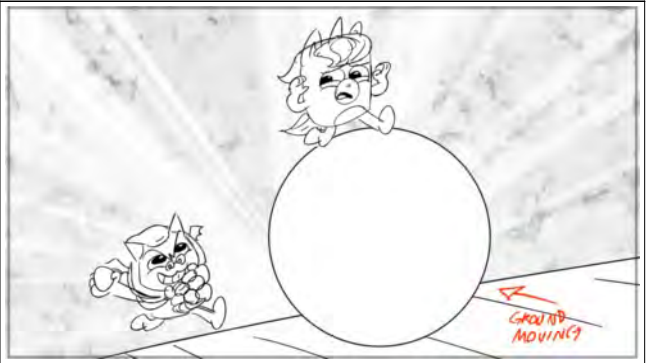
Scene	Duration	Panel	Duration
77	10:05	9	01:01



Dialog
53 CRUMBLES 53
-OH BLUSH!

Action Notes
BG switches to CC

Scene	Duration	Panel	Duration
78	01:22	1	00:06



Dialog
53 CRUMBLES 53
THAT'S NOT QUITE HOW YOU PLAY--

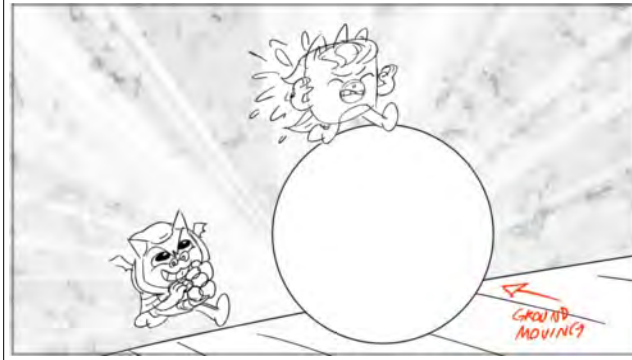
Action Notes
CUT

Scene	Duration	Panel	Duration
78	01:22	2	00:05

**Dialog**

53 CRUMBLES 53
THAT'S NOT QUITE HOW YOU PLAY--

Scene	Duration	Panel	Duration
78	01:22	3	00:05

**Dialog**

53 CRUMBLES 53
THAT'S NOT QUITE HOW YOU PLAY--

Action Notes

Tutti Bel is hit with a snowball.

Scene	Duration	Panel	Duration
78	01:22	4	00:05

**Dialog**

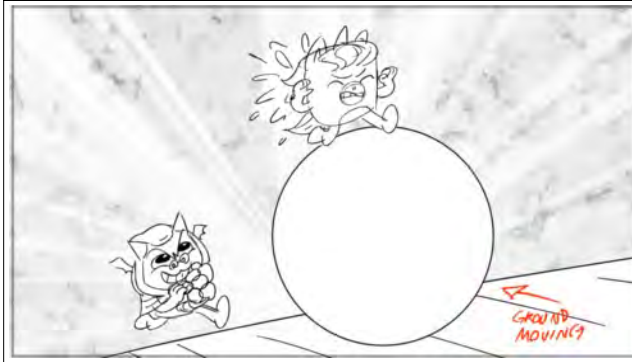
53 CRUMBLES 53
THAT'S NOT QUITE HOW YOU PLAY--

Scene	Duration	Panel	Duration
78	01:22	5	00:05

**Dialog**

53 CRUMBLES 53
THAT'S NOT QUITE HOW YOU PLAY--

Scene	Duration	Panel	Duration
78	01:22	6	00:05

**Dialog**

53 CRUMBLES 53
THAT'S NOT QUITE HOW YOU PLAY--

Action Notes

Tutti Bel is hit with a snowball.

Scene	Duration	Panel	Duration
78	01:22	7	00:05

**Dialog**

53 CRUMBLES 53
THAT'S NOT QUITE HOW YOU PLAY--

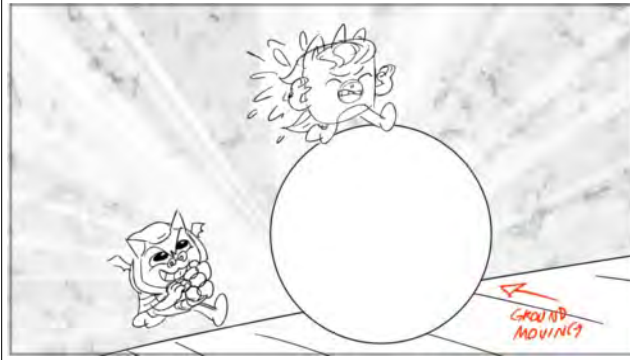
Scene	Duration	Panel	Duration
78	01:22	8	00:05



Dialog

53 CRUMBLES 53
THAT'S NOT QUITE HOW YOU PLAY--

Scene	Duration	Panel	Duration
78	01:22	9	00:05



Dialog

53 CRUMBLES 53
THAT'S NOT QUITE HOW YOU PLAY--

Action Notes

Tutti Bel is hit with a snowball.

Scene	Duration	Panel	Duration
79	06:05	1	00:04



Action Notes

CUT

Scene	Duration	Panel	Duration
79	06:05	2	00:10

**Dialog**

54 TUTTI BEL 54
OW!

Action Notes

Tutti Bel is hit with a snowball.

Scene	Duration	Panel	Duration
79	06:05	3	00:06

**Action Notes**

Tutti Bel stumbles a bit.

Scene	Duration	Panel	Duration
79	06:05	4	00:07

**Dialog**

54 TUTTI BEL 54
OW!

Action Notes

Tutti Bel is hit with a snowball.

Scene	Duration	Panel	Duration
79	06:05	5	00:07



Scene	Duration	Panel	Duration
79	06:05	6	00:13

**Dialog**

54 TUTTI BEL 54
OW!

Action Notes

Tutti Bel is hit with a snowball.

Scene	Duration	Panel	Duration
79	06:05	7	02:11

**Dialog**

54 TUTTI BEL 54
This doesn't feel like
teamwork

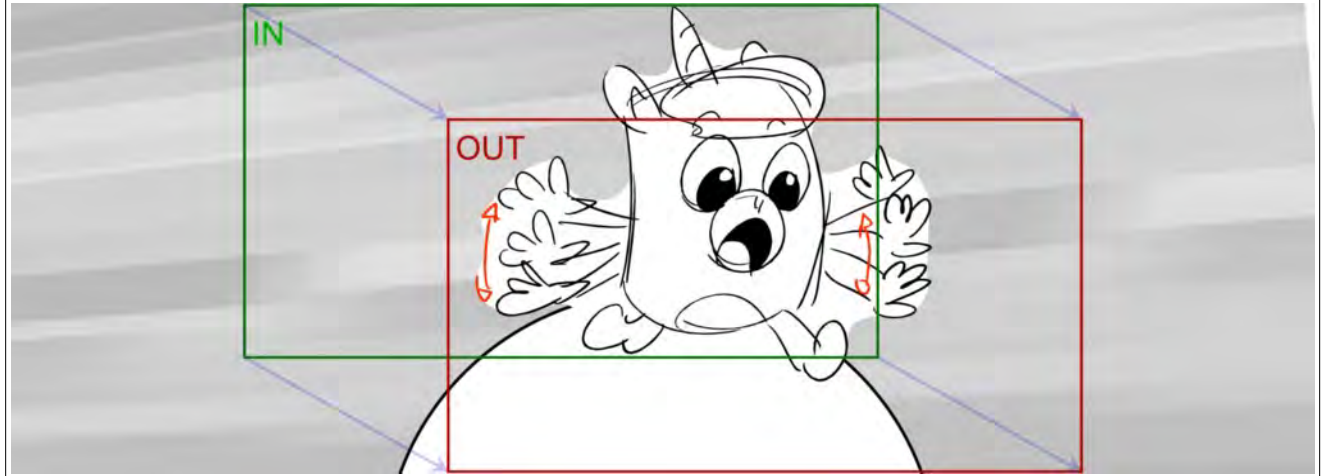
Scene	Duration	Panel	Duration
79	06:05	8	00:15



Dialog

54 TUTTI BEL 54
OW!

Scene	Duration	Panel	Duration
79	06:05	9	00:11



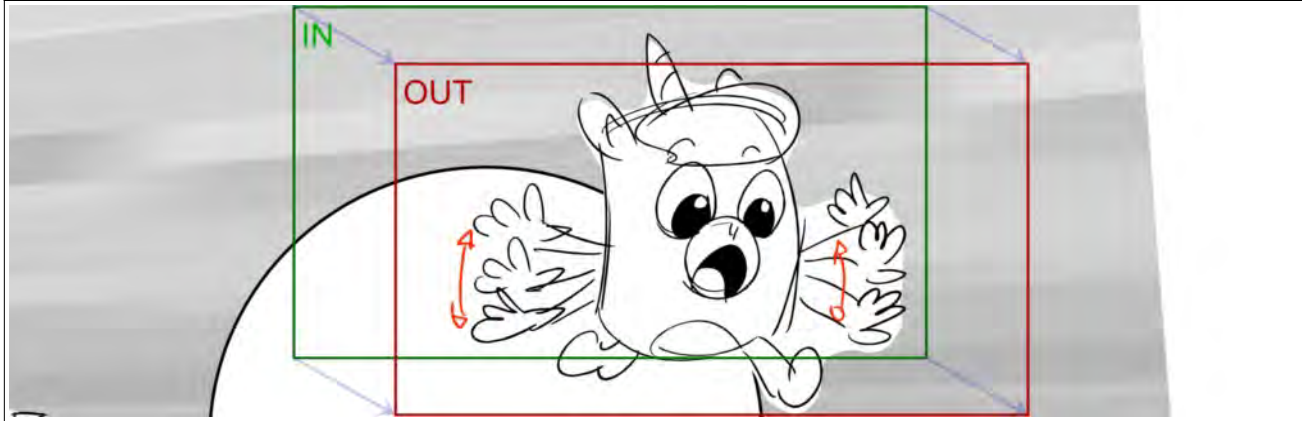
Dialog

54 TUTTI BEL 54
-whoa whoa

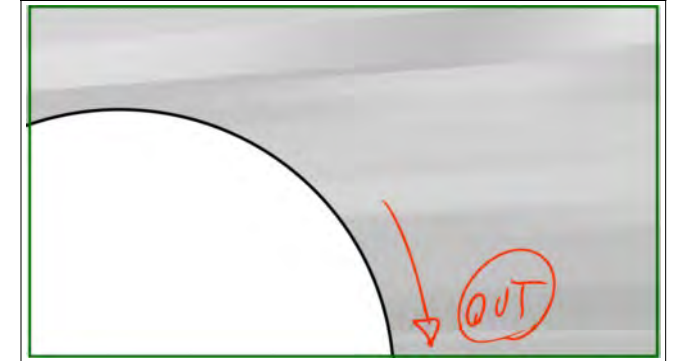
Action Notes

Tutti Bel falls forward.

Scene	Duration	Panel	Duration
79	06:05	10	00:06



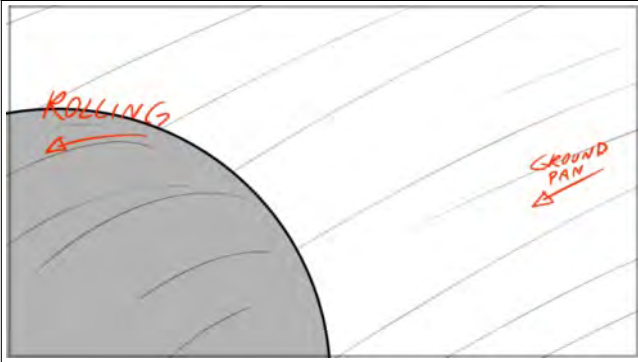
Scene	Duration	Panel	Duration
79	06:05	11	00:11



Action Notes

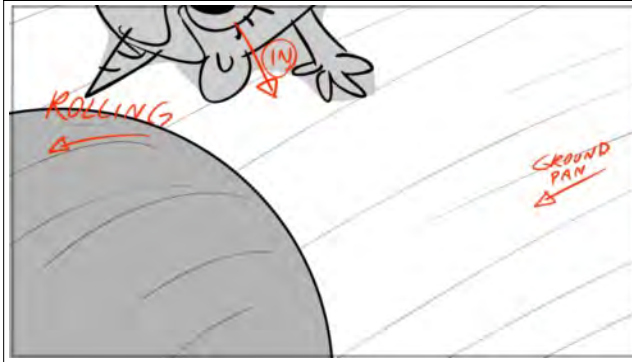
Tutti Bel falls off screen

Scene	Duration	Panel	Duration
80	00:21	1	00:05

**Action Notes**

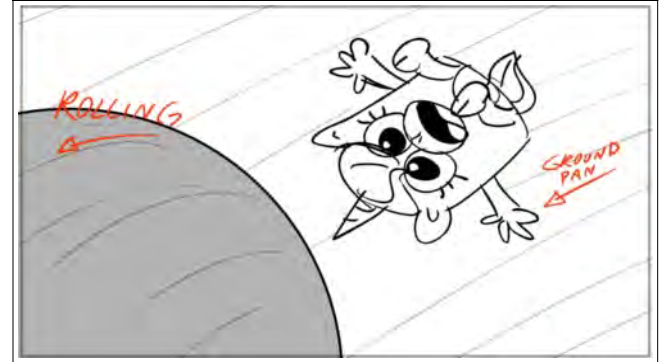
CUT

Scene	Duration	Panel	Duration
80	00:21	2	00:06

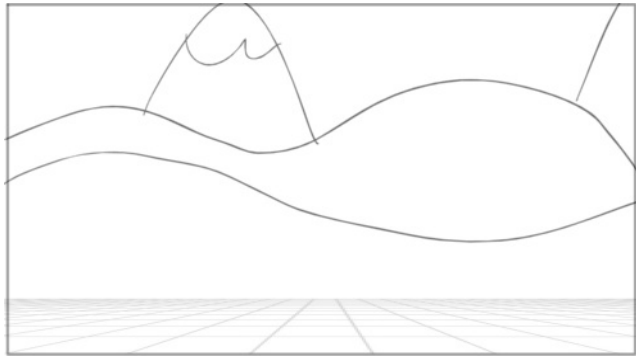
**Action Notes**

Tutti Bell falls in from the top of the screen

Scene	Duration	Panel	Duration
80	00:21	3	00:10



Scene	Duration	Panel	Duration
81	01:11	1	00:04

**Action Notes**

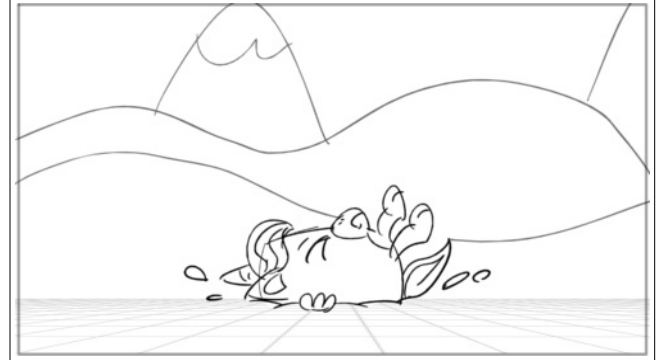
CUT

Scene	Duration	Panel	Duration
81	01:11	2	00:05

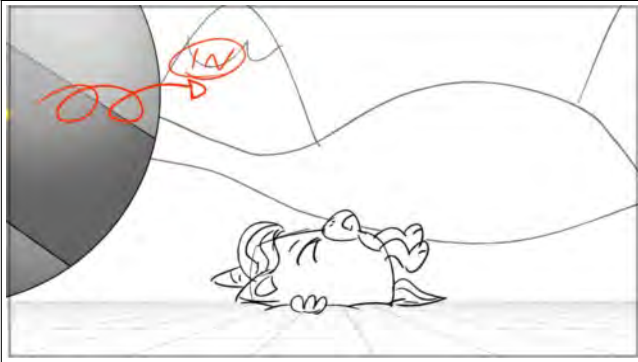
**Action Notes**

Tutti Bel falls in from the top of the screen in profile.

Scene	Duration	Panel	Duration
81	01:11	3	00:06



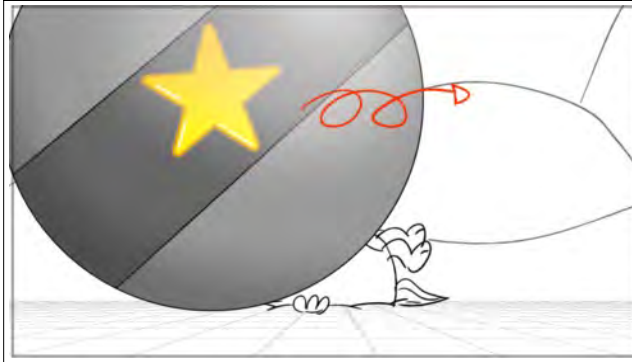
Scene	Duration	Panel	Duration
81	01:11	4	00:07



Action Notes

The ball rolls in from screen left.

Scene	Duration	Panel	Duration
81	01:11	5	00:13



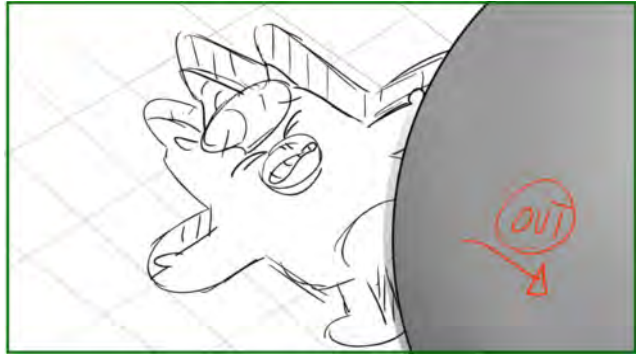
Scene	Duration	Panel	Duration
82	02:16	1	00:06



Action Notes

CUT

Scene	Duration	Panel	Duration
82	02:16	2	00:06

**Action Notes**

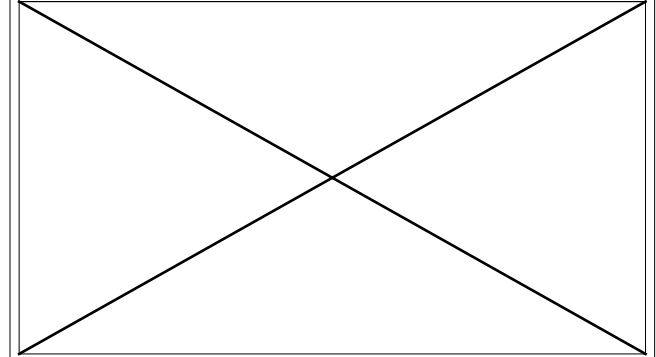
The ball rolls out screen right revealing Tutti Bel embedded in the snow.

Scene	Duration	Panel	Duration
82	02:16	3	01:11

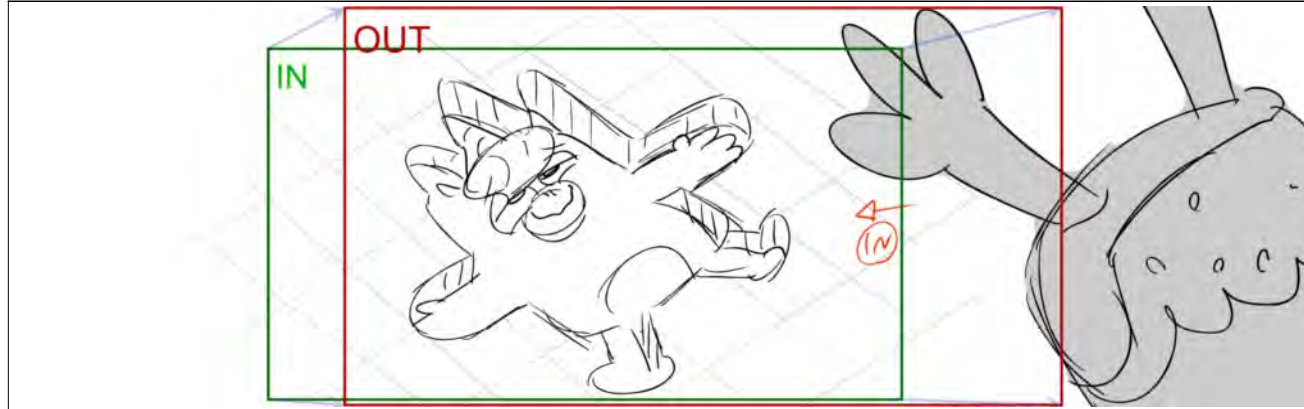
**Dialog**

55 TUTTI BEL (MUFFLED) (CONT'D) 55
Did we win?

NO PANEL



Scene	Duration	Panel	Duration
82	02:16	4	00:04



Action Notes

The camera pans right to show Crumble enter from screen right.

Scene	Duration	Panel	Duration
82	02:16	5	00:13



Scene	Duration	Panel	Duration
83	03:14	1	01:07



Dialog

56 CRUMBLES (CRINGING) 56
Good try,

Action Notes

CUT

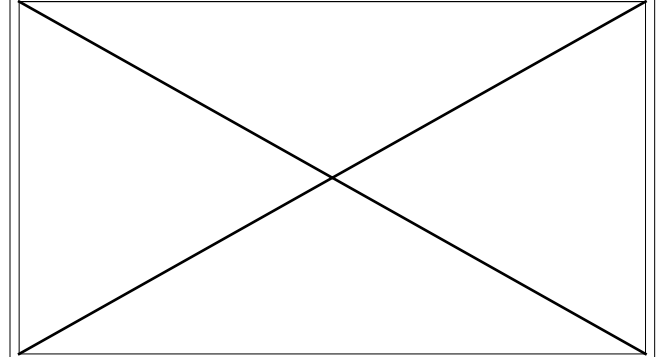
Scene	Duration	Panel	Duration
83	03:14	2	00:13



Dialog

56 CRUMBLES (CRINGING) 56
but-

NO PANEL

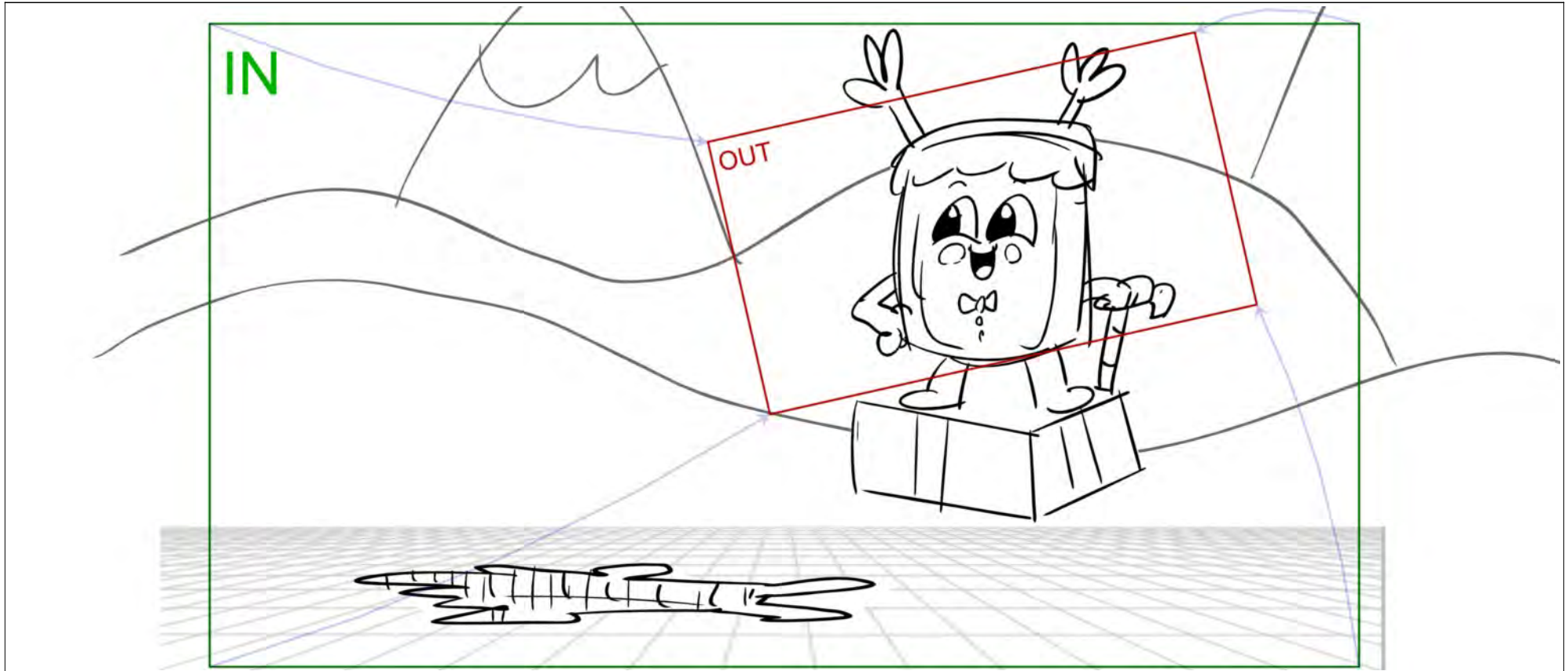


Scene
83

Duration
03:14

Panel
3

Duration
00:05

**Dialog**

56 CRUMBLES (CRINGING) 56
but-

Action Notes

Camera pushes in on Crumbles.

Scene	Duration	Panel	Duration
83	03:14	4	00:20

**Dialog**

56 CRUMBLES (CRINGING) 56
GRIBBY!

Action Notes

BG switches to CC.

Scene	Duration	Panel	Duration
83	03:14	5	00:17

**Dialog**

56 CRUMBLES (CRINGING) 56
NO!

Action Notes

Crumble reaches out while shaking his head.

Scene	Duration	Panel	Duration
84	04:05	1	00:11

**Action Notes**

CUT
Berry Boo's rage metre rises as Gribby hits her
in the face with his tongue.

Notes

pr_rage_meter

Scene	Duration	Panel	Duration
84	04:05	2	00:22

**Dialog**

57 GRIBBY 57
<FROG TONGUE FLICKS> <GIGGLES>

Scene	Duration	Panel	Duration
84	04:05	3	01:00

**Dialog**

58 BERRY BOO (DEADPAN) 58
Stop.

Scene	Duration	Panel	Duration
84	04:05	4	00:16

**Dialog**

57 GRIBBY 57
<FROG TONGUE FLICKS> <GIGGLES>

Scene	Duration	Panel	Duration
84	04:05	5	01:04

**Dialog**

58 BERRY BOO (DEADPAN) 58
Stop.

Scene	Duration	Panel	Duration
85	03:18	1	00:09

**Action Notes**

CUT

Scene	Duration	Panel	Duration
85	03:18	2	00:10

**Dialog**

57 GRIBBY 57
<FROG TONGUE FLICKS> <GIGGLES>

Action Notes

Rage metre rises.

Scene	Duration	Panel	Duration
85	03:18	3	00:12

**Dialog**

57 GRIBBY 57
<FROG TONGUE FLICKS> <GIGGLES>

Action Notes

Gribby's tongue leaves a trail of slobber on Berry Boo's face.

Scene	Duration	Panel	Duration
85	03:18	4	00:08



Scene	Duration	Panel	Duration
85	03:18	5	00:15

**Dialog**

58 BERRY BOO (DEADPAN) 58
Stop it.

Scene	Duration	Panel	Duration
85	03:18	6	00:14

**Dialog**

57 GRIBBY 57
<FROG TONGUE FLICKS> <GIGGLES>

Action Notes

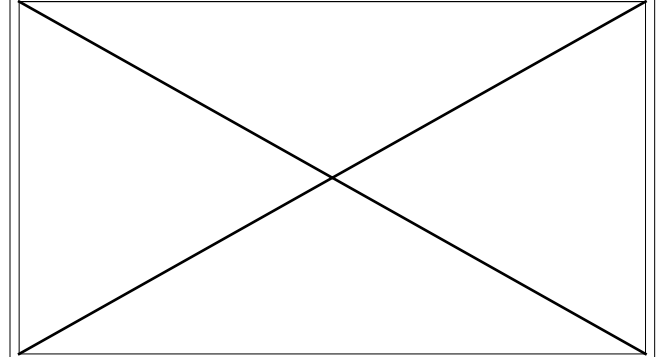
Rage metre rises to full rage.

Scene	Duration	Panel	Duration
85	03:18	7	00:12

**Dialog**

58 BERRY BOO (DEADPAN) 58
Alright-

NO PANEL

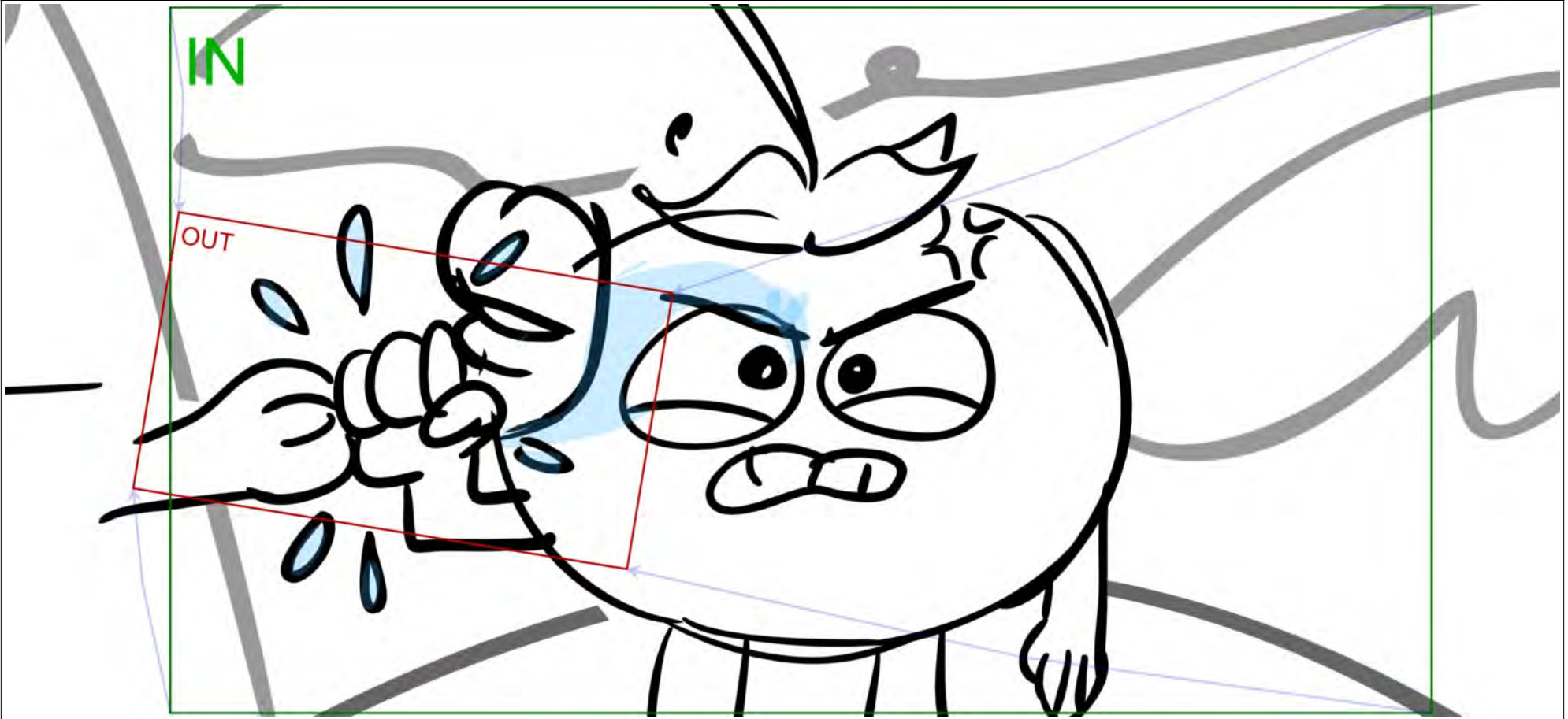


Scene
85

Duration
03:18

Panel
8

Duration
00:03

**Action Notes**

Camera pushes in as Berry Boo grabs Gribby's tongue.

Scene	Duration	Panel	Duration
85	03:18	9	00:07

**Action Notes**

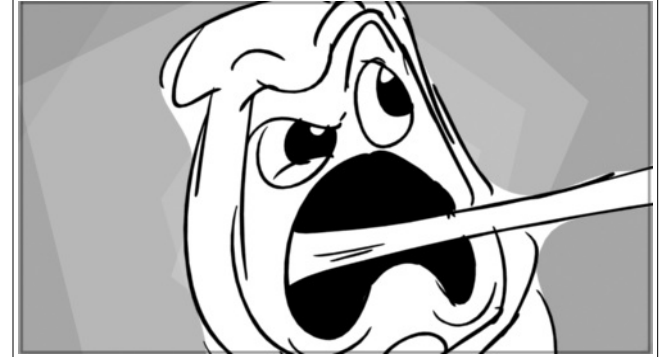
BG switches to CC

Scene	Duration	Panel	Duration
86	01:04	1	00:03

**Action Notes**

CUT

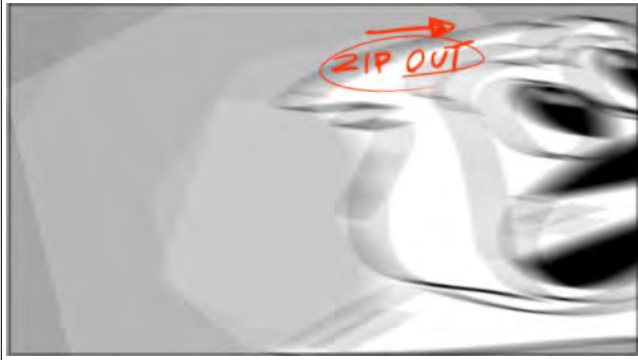
Scene	Duration	Panel	Duration
86	01:04	2	00:15

**Dialog**

59 GRIBBY 59

<SHOCKED TONGUE OUT GAG>

Scene	Duration	Panel	Duration
86	01:04	3	00:03



Action Notes

Gribby zips out screen right.

Scene	Duration	Panel	Duration
86	01:04	4	00:07



Scene	Duration	Panel	Duration
87	01:13	1	00:03



Action Notes

CUT

Scene	Duration	Panel	Duration
87	01:13	2	00:05

**Action Notes**

Gribby enters screen left.

Scene	Duration	Panel	Duration
87	01:13	3	00:08

**Action Notes**

Gribby slams against the ball.

Scene	Duration	Panel	Duration
87	01:13	4	00:04

**Action Notes**

Gribby slides down the ball off screen.

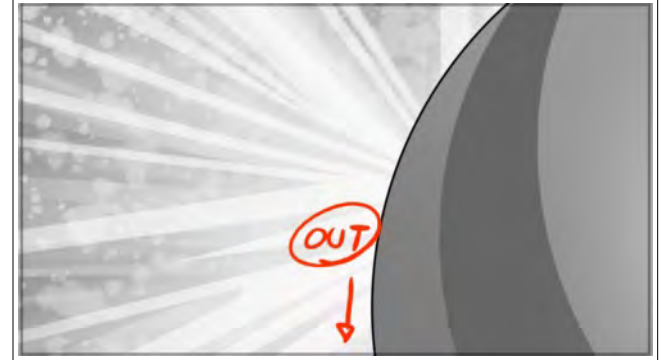
Scene	Duration	Panel	Duration
87	01:13	5	00:06



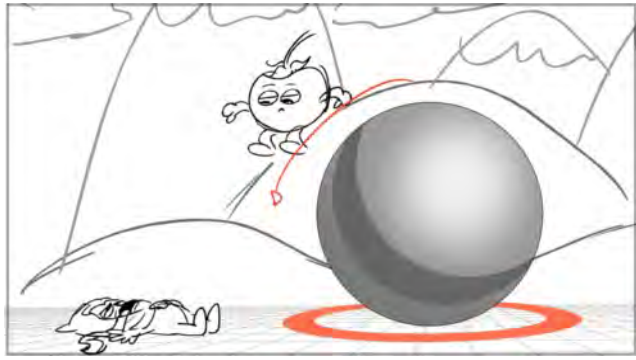
Scene	Duration	Panel	Duration
87	01:13	6	00:04



Scene	Duration	Panel	Duration
87	01:13	7	00:07

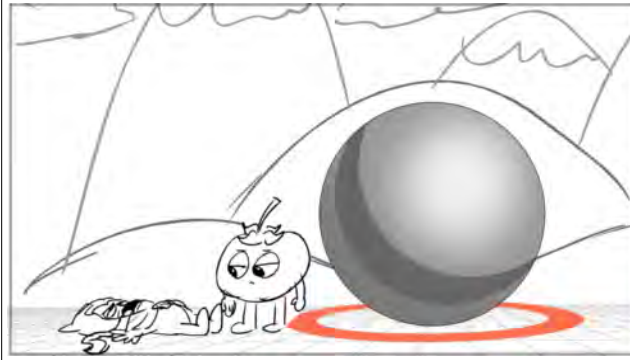


Scene	Duration	Panel	Duration
88	02:06	1	00:05

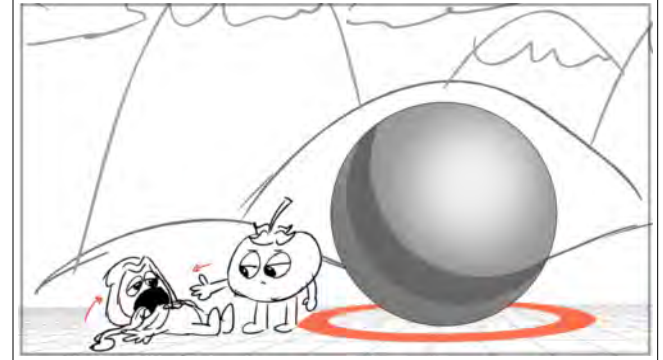
**Action Notes**

CUT

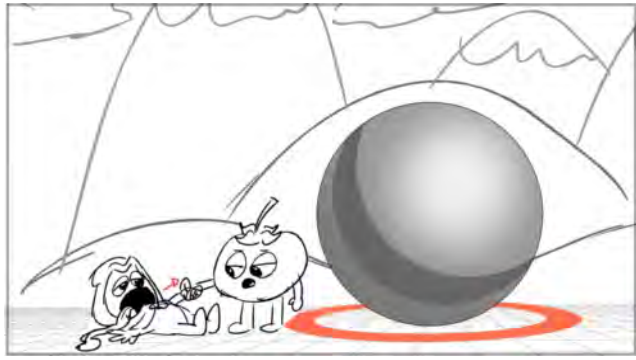
Scene	Duration	Panel	Duration
88	02:06	2	00:06



Scene	Duration	Panel	Duration
88	02:06	3	00:07

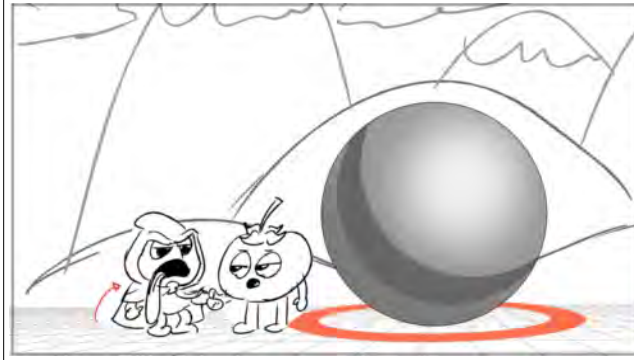


Scene	Duration	Panel	Duration
88	02:06	4	00:12

**Dialog**

60 BERRY BOO 60
Look.

Scene	Duration	Panel	Duration
88	02:06	5	01:00

**Dialog**

60 BERRY BOO 60
You don't like me

Scene	Duration	Panel	Duration
89	03:07	1	00:09

**Dialog**

60 BERRY BOO 60
and I'd rather eat rotten glitter-doodles
than be your teammate...

Action Notes

CUT

Scene	Duration	Panel	Duration
89	03:07	2	02:00



Dialog

60 BERRY BOO 60
and I'd rather eat rotten glitter-doodles
than be your teammate...

Action Notes

CUT

Scene	Duration	Panel	Duration
89	03:07	3	00:22



Dialog

60 BERRY BOO 60
and I'd rather eat rotten glitter-doodles
than be your teammate...

Action Notes

CUT

Scene	Duration	Panel	Duration
90	00:18	1	00:03



Action Notes

CUT
Gribby responds to this with a nod-shrug as if
to say, fair.

Scene	Duration	Panel	Duration
90	00:18	2	00:15



Action Notes

CUT

Gribby responds to this with a nod-shrug as if to say, fair.

Scene	Duration	Panel	Duration
91	08:13	1	02:04



Dialog

61 BERRY BOO (CONT'D) 61
BUT WE'RE TALKING ABOUT PRESENTS!

Action Notes

CUT

Berry Boo shakes Gribby by the shoulders.

Scene	Duration	Panel	Duration
91	08:13	2	01:18



Dialog

61 BERRY BOO (CONT'D) 61
So let's get it together!

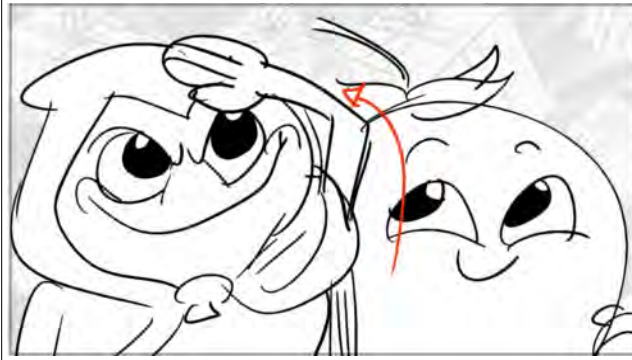
Action Notes

Berry Boo pulls Gribby close to her.

Scene	Duration	Panel	Duration
91	08:13	3	00:09



Scene	Duration	Panel	Duration
91	08:13	4	00:07

**Action Notes**

Gribby salutes.

Scene	Duration	Panel	Duration
91	08:13	5	00:05

**Dialog**

62 BERRY BOO (ASIDE) (CONT'D) 62
And hopefully

Scene	Duration	Panel	Duration
91	08:13	6	02:16

**Dialog**

62 BERRY BOO (ASIDE) (CONT'D) 62
your present will be
breath mints.

Scene	Duration	Panel	Duration
91	08:13	7	00:09

**Dialog**

62 BERRY BOO (ASIDE) (CONT'D) 62
. <PEE-YEW>

Action Notes

Berry Boo waves her hand in front of her face.

Scene	Duration	Panel	Duration
91	08:13	8	00:13

**Dialog**

62 BERRY BOO (ASIDE) (CONT'D) 62
<PEE-YEW>

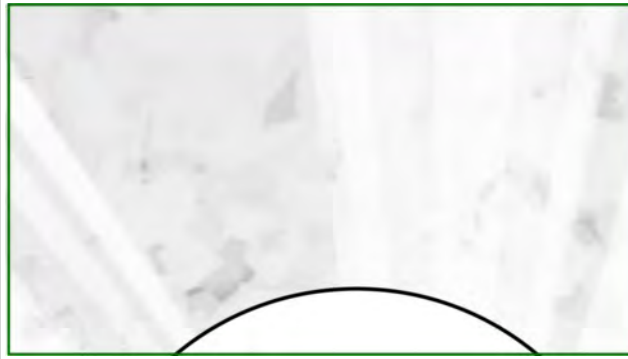
Action Notes

Berry Boo exits screen right.

Scene	Duration	Panel	Duration
91	08:13	9	00:04



Scene	Duration	Panel	Duration
92	09:21	1	00:11



Action Notes
CUT

Scene	Duration	Panel	Duration
92	09:21	2	00:18



Action Notes
Berry Boo jumps in from behind the ball.

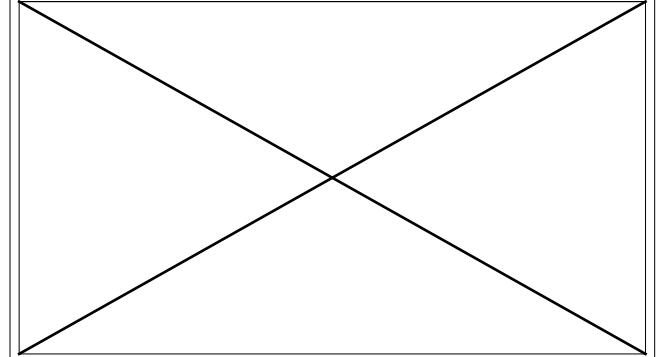
Scene	Duration	Panel	Duration
92	09:21	3	00:17



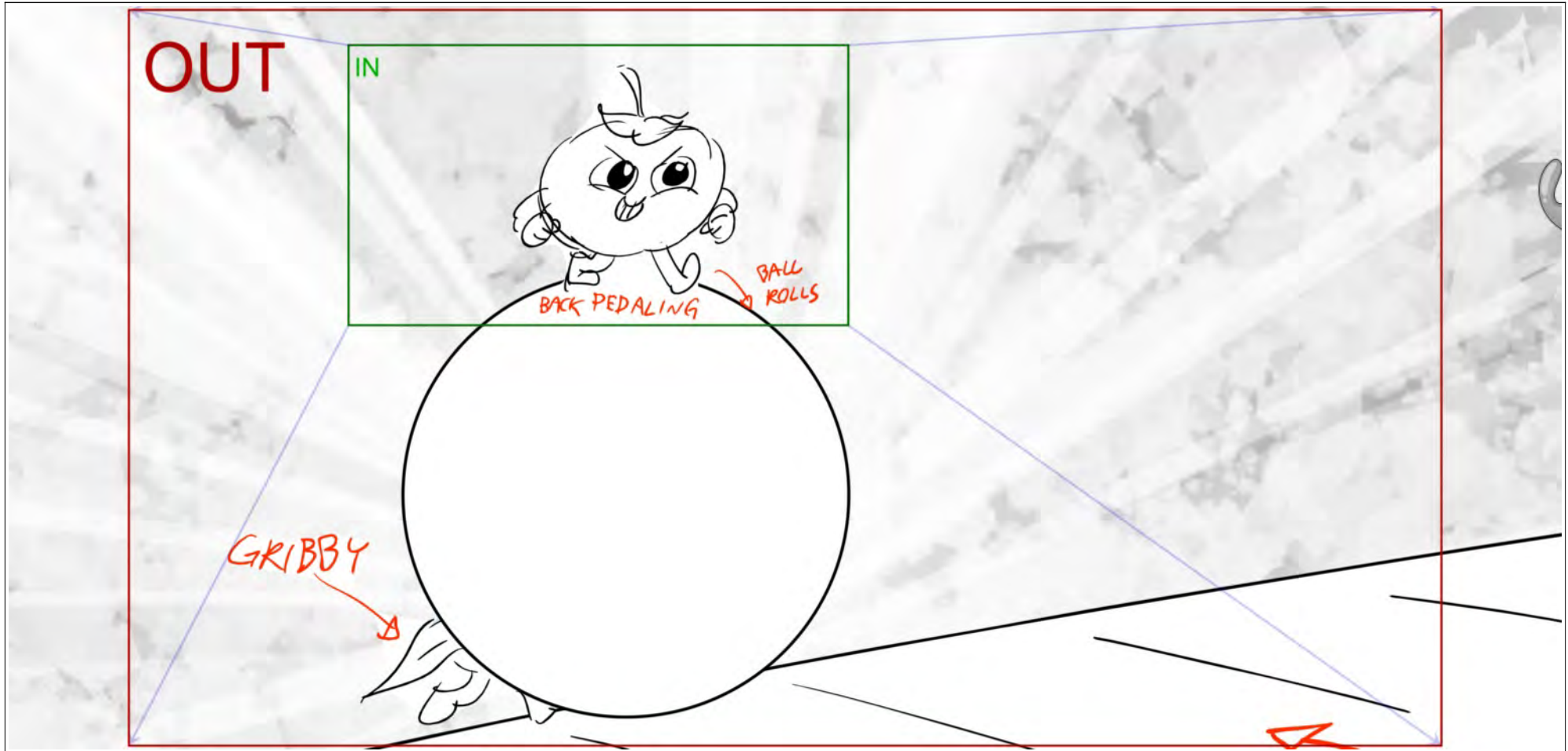
Scene	Duration	Panel	Duration
92	09:21	4	00:17

**Action Notes**

Berry Boo starts to back pedal to get the ball rolling.

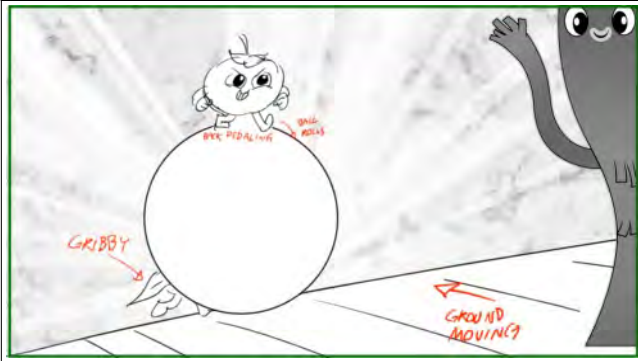
NO PANEL

Scene 92	Duration 09:21	Panel 5	Duration 00:07
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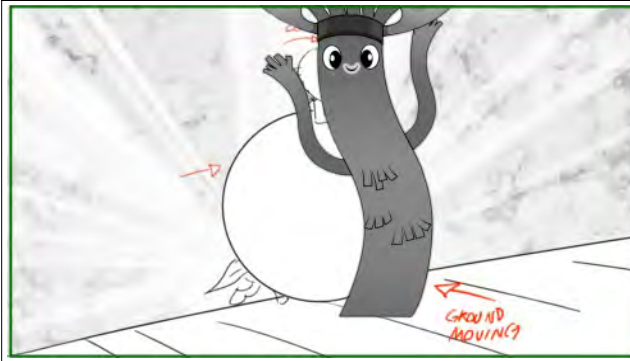
**Action Notes**

Camera widens to show Berry Boo and Gribby dodging sky dancers.

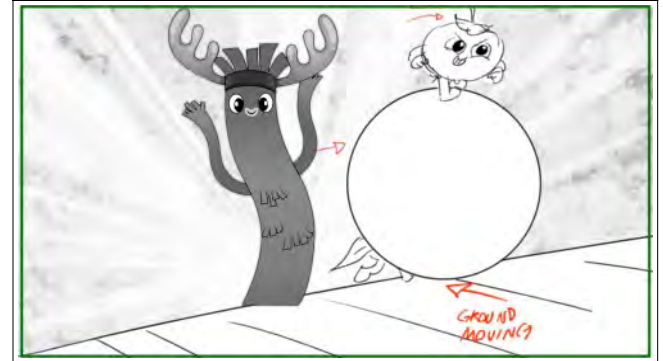
Scene	Duration	Panel	Duration
92	09:21	6	00:14



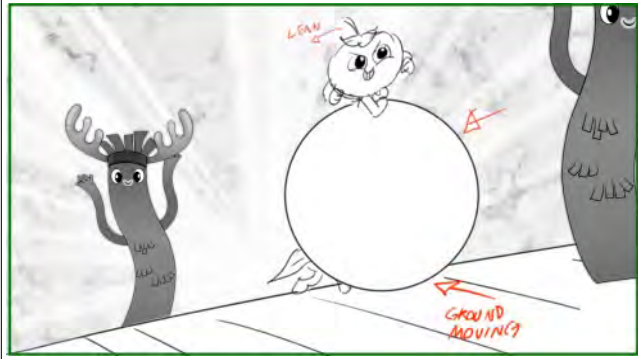
Scene	Duration	Panel	Duration
92	09:21	7	00:19



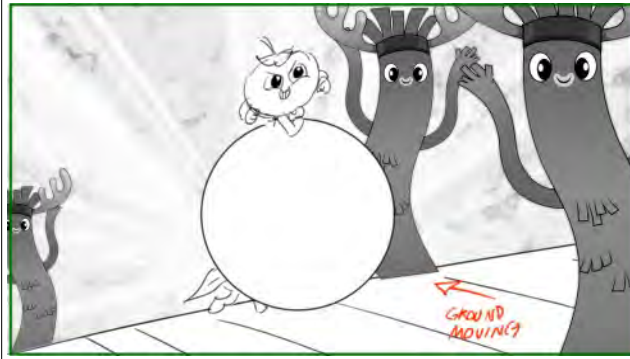
Scene	Duration	Panel	Duration
92	09:21	8	00:16



Scene	Duration	Panel	Duration
92	09:21	9	00:14



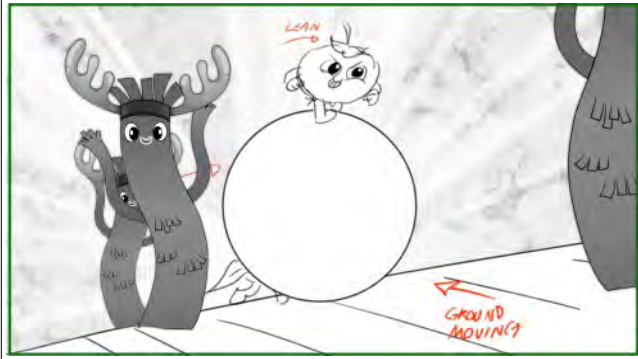
Scene	Duration	Panel	Duration
92	09:21	10	00:14



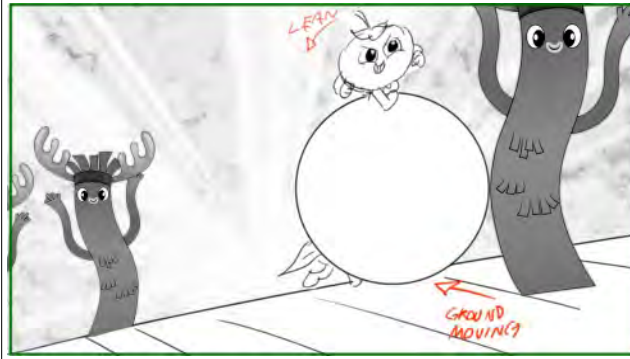
Scene	Duration	Panel	Duration
92	09:21	11	00:13



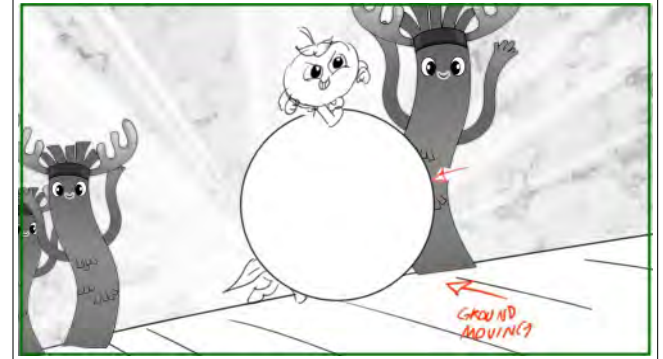
Scene	Duration	Panel	Duration
92	09:21	12	00:19



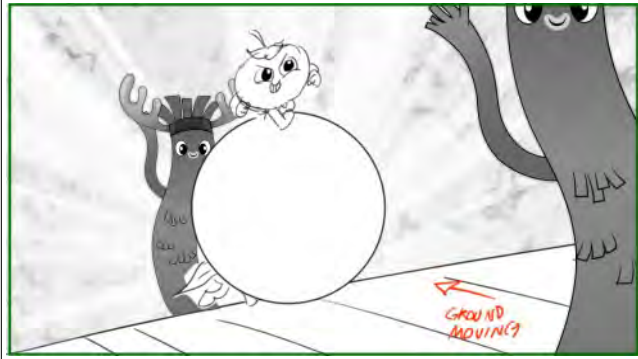
Scene	Duration	Panel	Duration
92	09:21	13	00:16



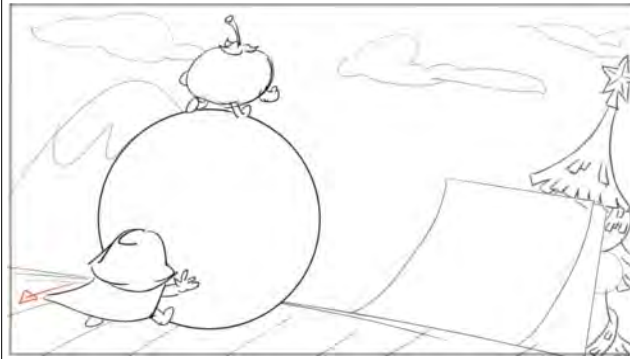
Scene	Duration	Panel	Duration
92	09:21	14	00:20



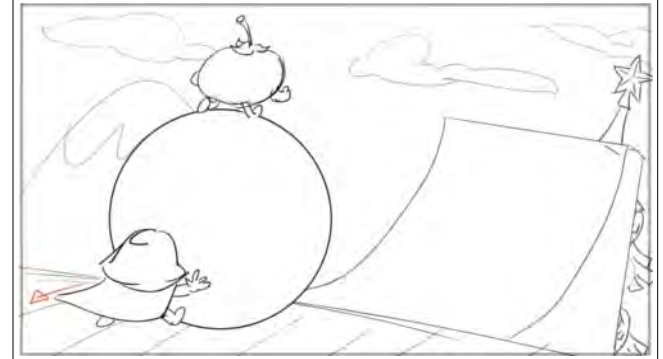
Scene	Duration	Panel	Duration
92	09:21	15	00:22



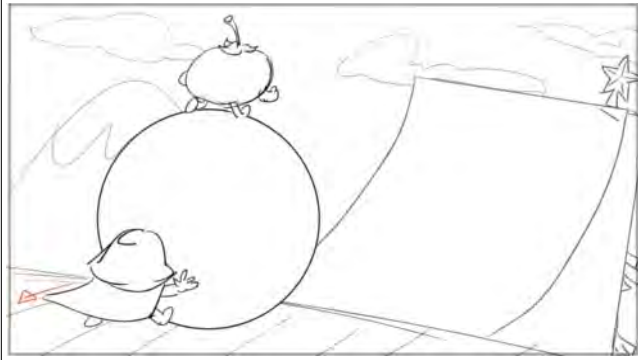
Scene	Duration	Panel	Duration
93	02:13	1	00:14



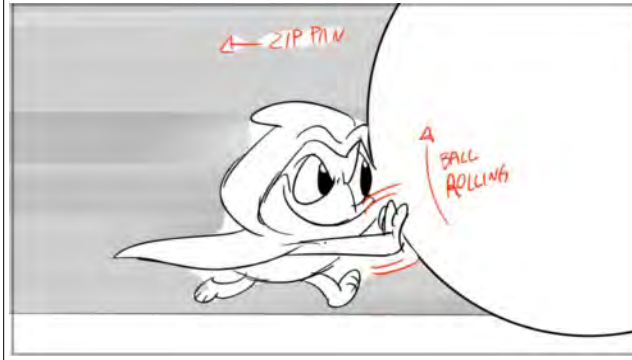
Scene	Duration	Panel	Duration
93	02:13	2	00:18



Scene	Duration	Panel	Duration
93	02:13	3	01:05

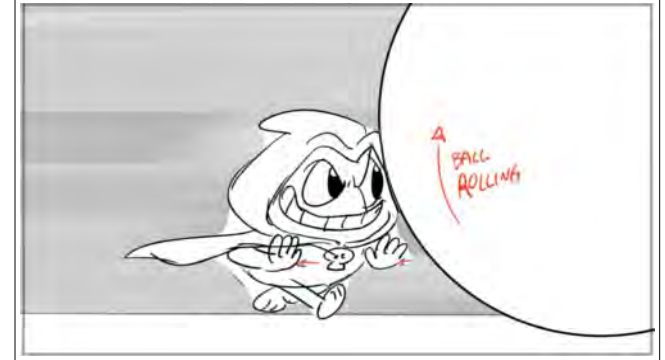


Scene	Duration	Panel	Duration
94	05:04	1	00:23



Action Notes
CUT

Scene	Duration	Panel	Duration
94	05:04	2	01:04



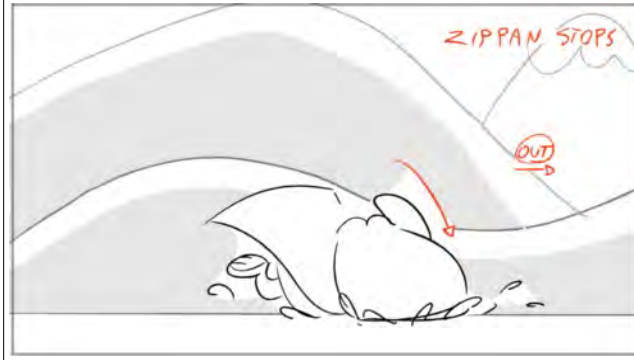
Scene	Duration	Panel	Duration
94	05:04	3	00:22



Action Notes

Gribby gives the ball a big shove.

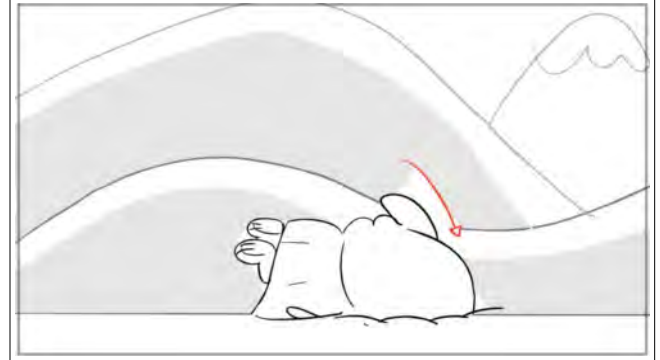
Scene	Duration	Panel	Duration
94	05:04	4	00:17



Action Notes

The zip pan stops as Gribby falls face first into the snow.

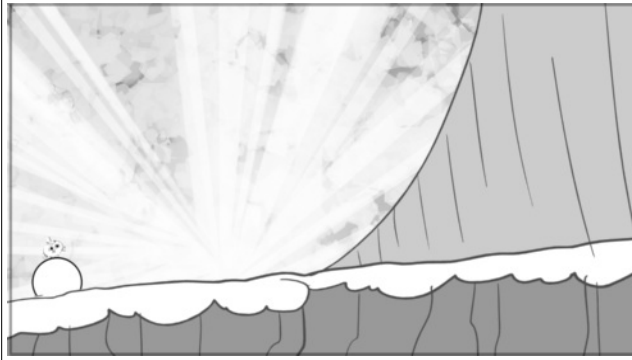
Scene	Duration	Panel	Duration
94	05:04	5	00:18



Scene	Duration	Panel	Duration
94	05:04	6	00:16

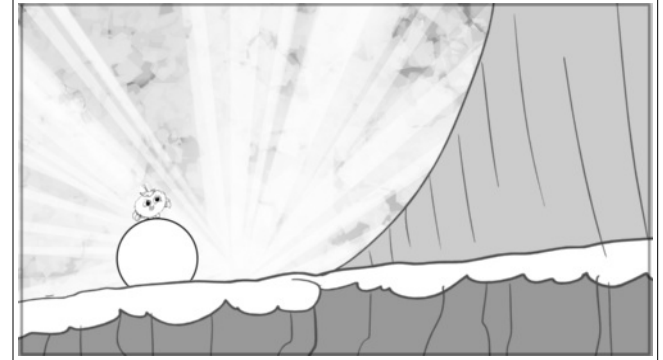


Scene	Duration	Panel	Duration
95	01:05	1	00:06

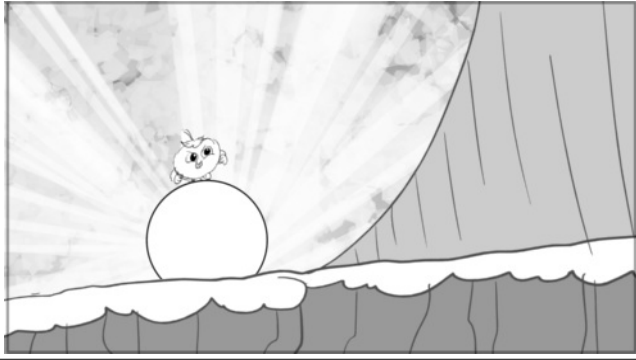


Action Notes
CUT

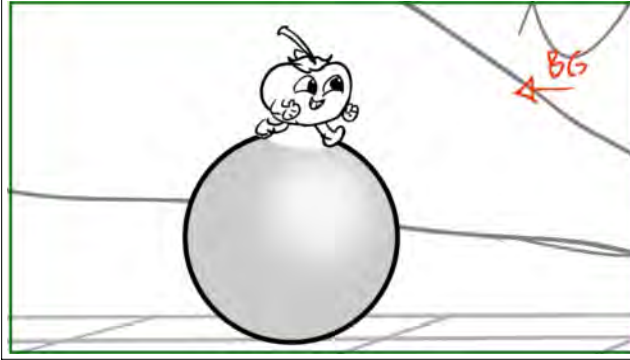
Scene	Duration	Panel	Duration
95	01:05	2	00:14



Scene	Duration	Panel	Duration
95	01:05	3	00:09



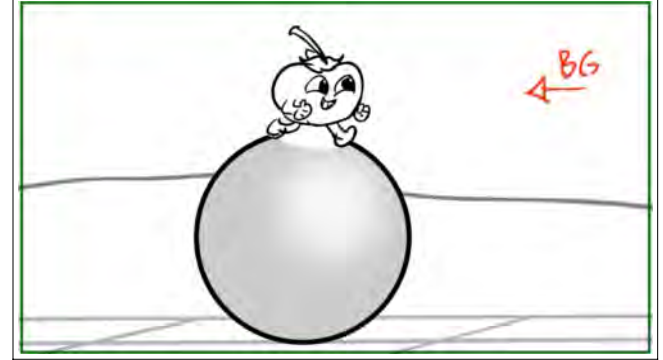
Scene	Duration	Panel	Duration
96	13:08	1	00:23



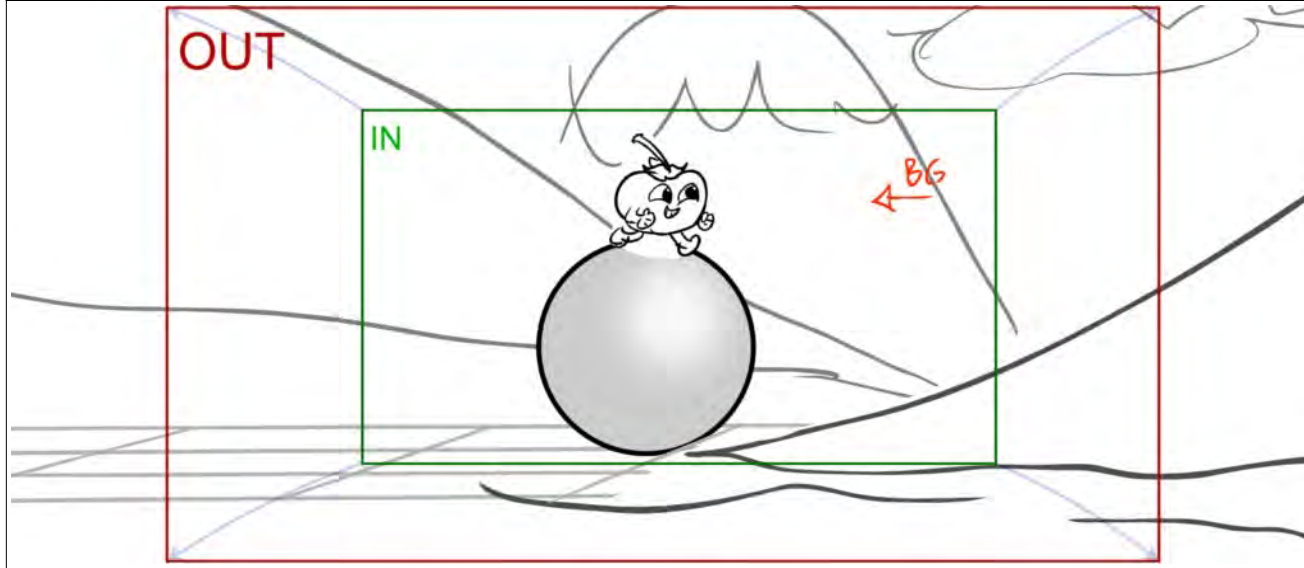
Action Notes
CUT

Notes
Io_WavyWeind_01

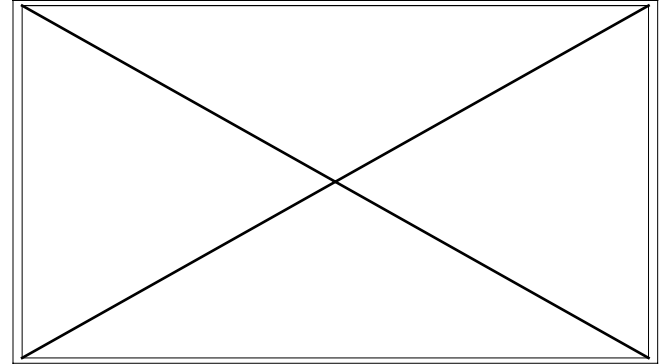
Scene	Duration	Panel	Duration
96	13:08	2	01:00



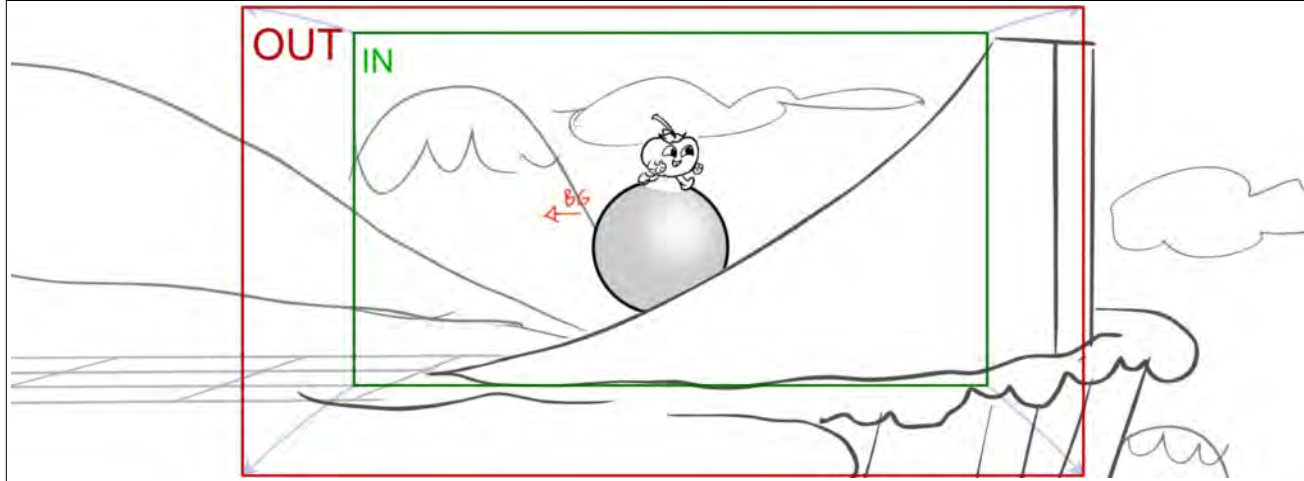
Scene 96	Duration 13:08	Panel 3	Duration 00:19
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**Action Notes**

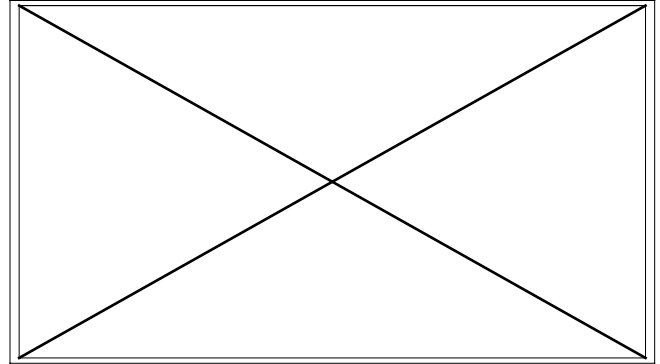
Camera widens to show Berry Boo go over the ramp.

NO PANEL

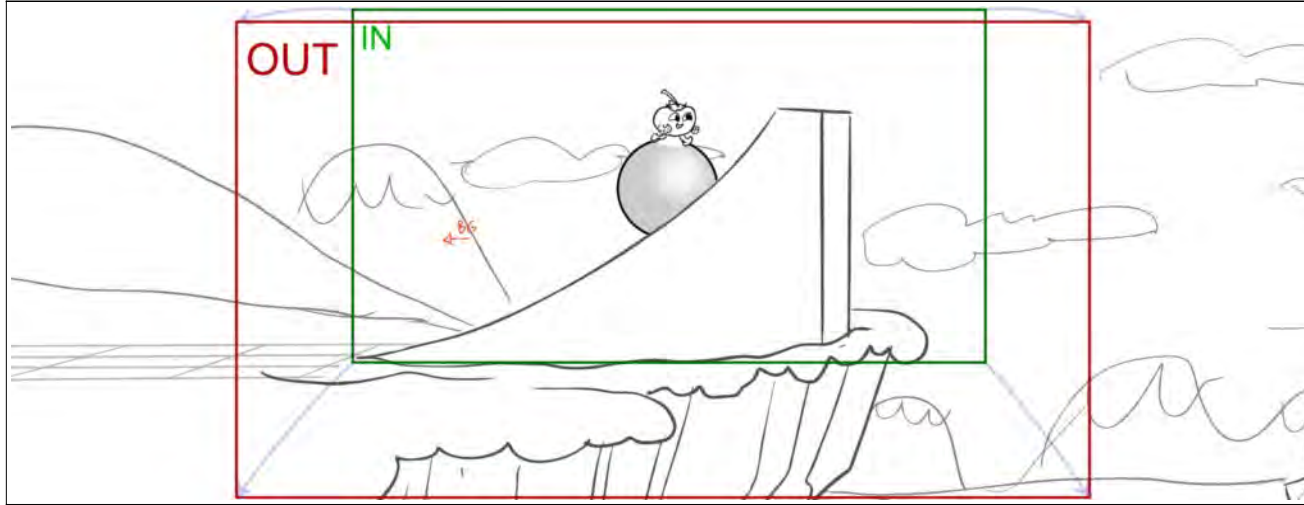
Scene 96	Duration 13:08	Panel 4	Duration 00:18
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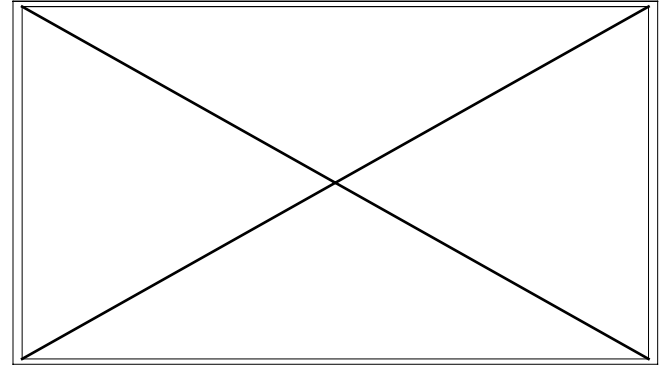
NO PANEL



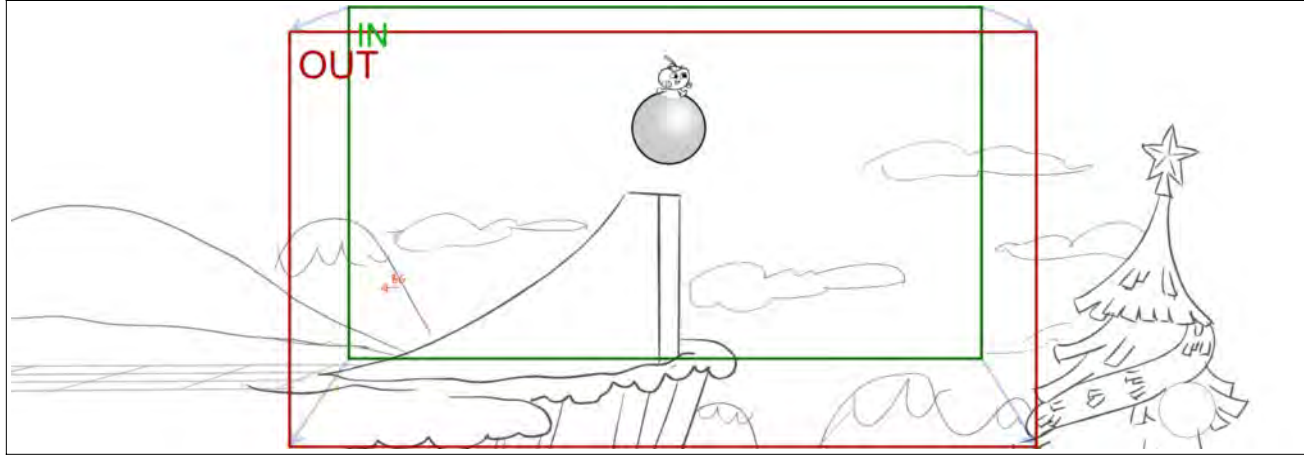
Scene 96	Duration 13:08	Panel 5	Duration 00:23
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NO PANEL



Scene	Duration	Panel	Duration
96	13:08	6	00:18



Scene	Duration	Panel	Duration
96	13:08	7	00:20



Scene	Duration	Panel	Duration
96	13:08	8	00:15


Action Notes

Freeze frame.

Scene	Duration	Panel	Duration
96	13:08	9	00:16

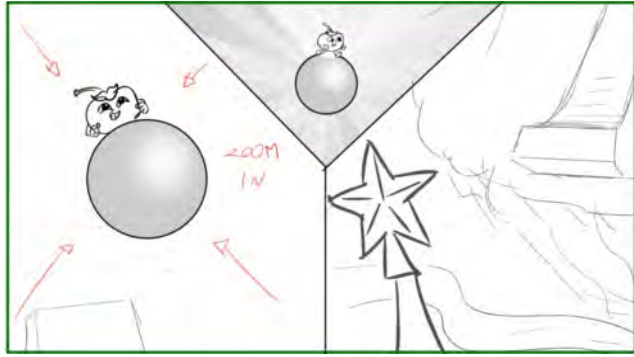

Action Notes

Screen splits to show two more views of the jump.

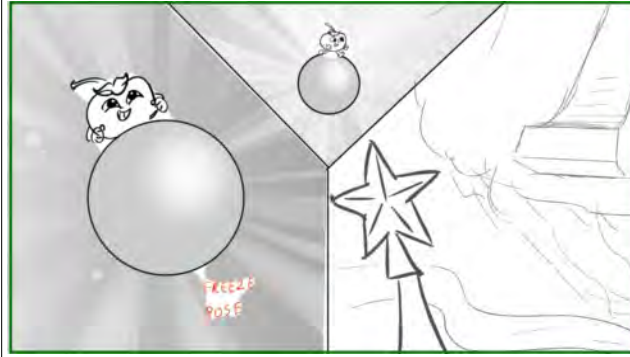
Scene	Duration	Panel	Duration
96	13:08	10	00:22



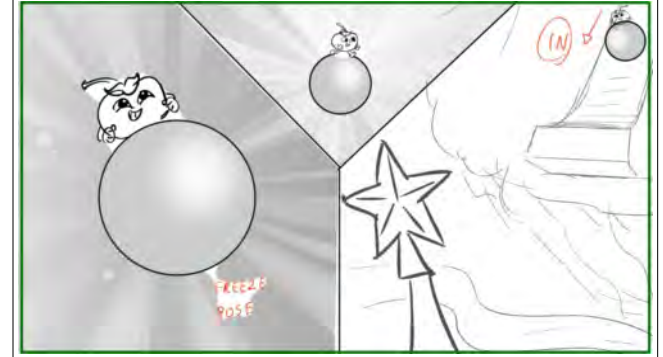
Scene	Duration	Panel	Duration
96	13:08	11	00:13



Scene	Duration	Panel	Duration
96	13:08	12	00:19

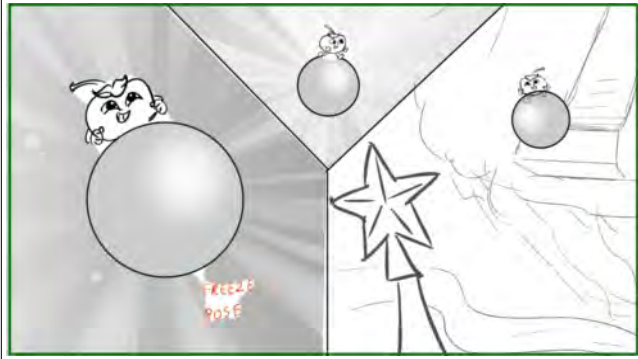


Scene	Duration	Panel	Duration
96	13:08	13	00:19

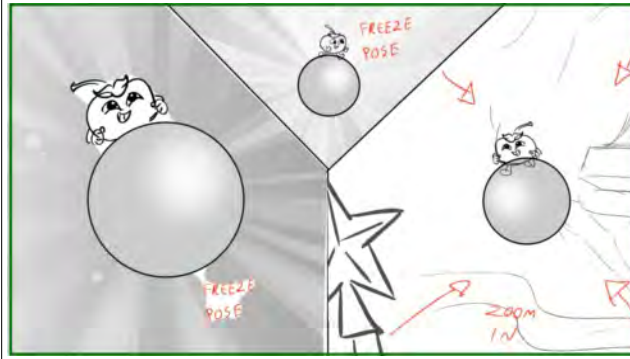
**Action Notes**

Freeze frame

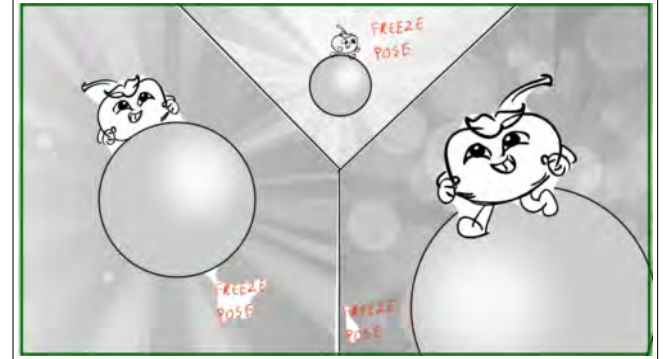
Scene	Duration	Panel	Duration
96	13:08	14	00:19



Scene	Duration	Panel	Duration
96	13:08	15	00:17



Scene	Duration	Panel	Duration
96	13:08	16	01:11



Action Notes

Freeze frame

Scene	Duration	Panel	Duration
97	06:21	1	00:11



Action Notes

CUT

Scene	Duration	Panel	Duration
97	06:21	2	00:14



Action Notes

Ball enters from upper screen right.

Scene	Duration	Panel	Duration
97	06:21	3	00:17



Scene	Duration	Panel	Duration
97	06:21	4	00:14



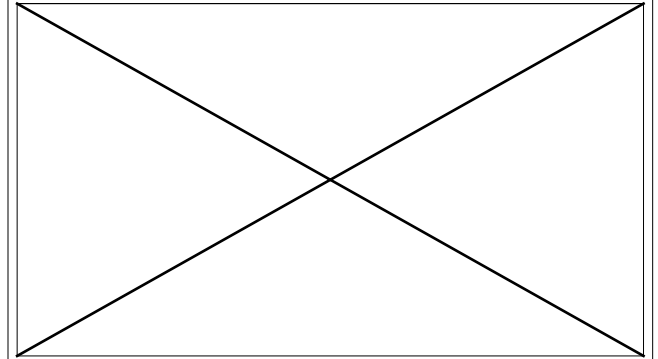
Scene	Duration	Panel	Duration
97	06:21	5	00:14



Action Notes

The ball lands in the tree.

NO PANEL

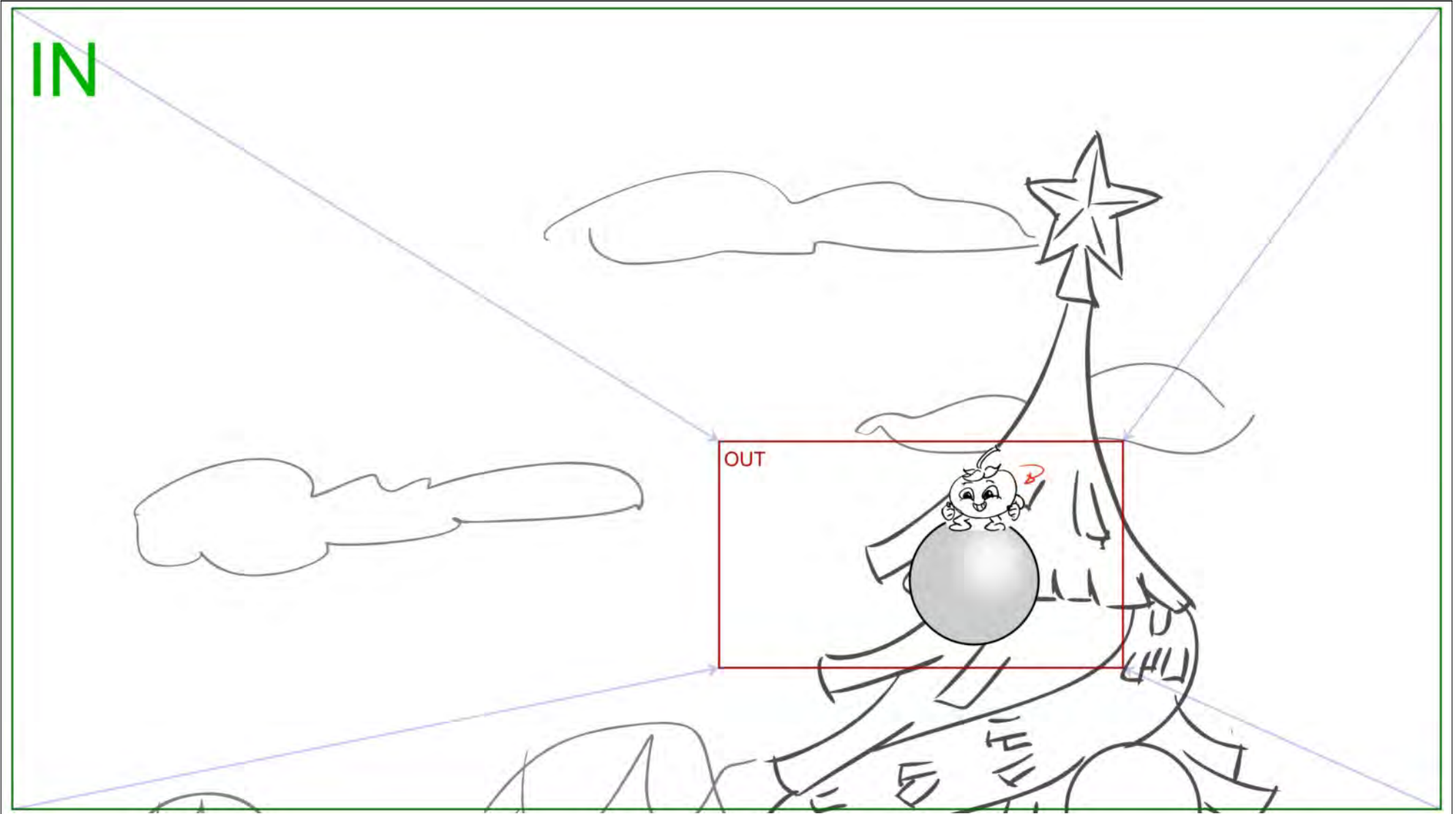


Scene
97

Duration
06:21

Panel
6

Duration
00:14



Action Notes

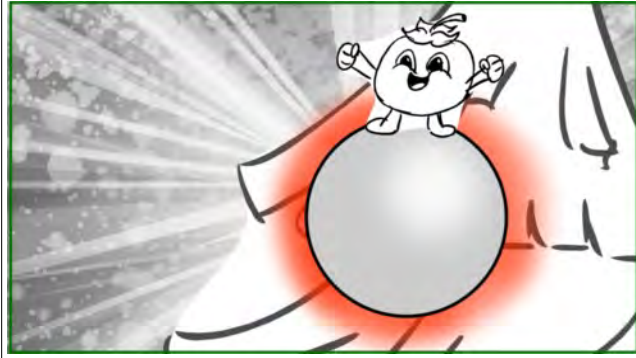
The camera pushes in on Berry Boo.

Scene	Duration	Panel	Duration
97	06:21	7	00:14



Action Notes
BG switches to CC

Scene	Duration	Panel	Duration
97	06:21	8	00:14



Action Notes
The ball glows.

Scene	Duration	Panel	Duration
97	06:21	9	00:12



Action Notes
Level up graphics rise from the bottom of the screen, left side.

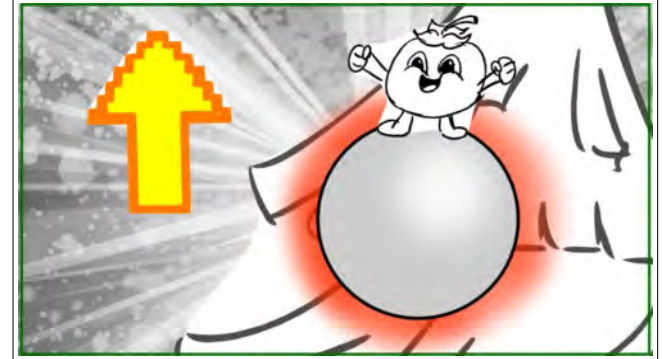
Scene	Duration	Panel	Duration
97	06:21	10	00:15



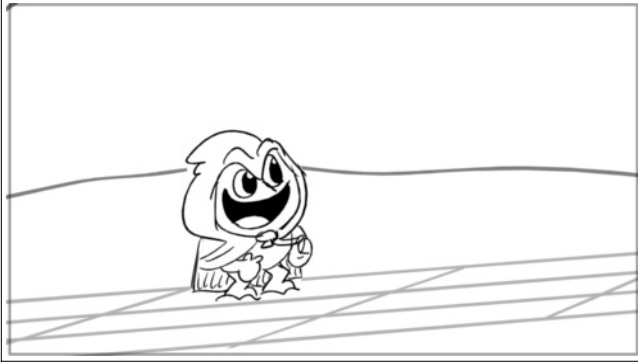
Scene	Duration	Panel	Duration
97	06:21	11	00:11



Scene	Duration	Panel	Duration
97	06:21	12	00:15



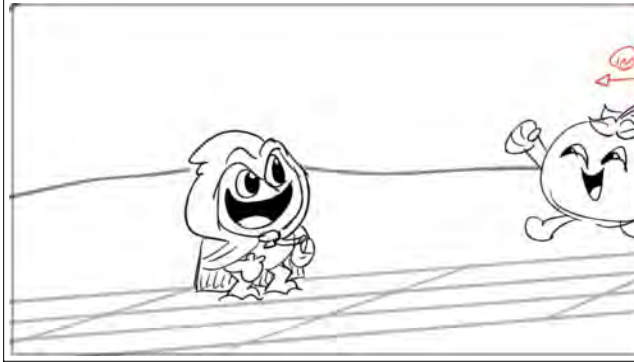
Scene	Duration	Panel	Duration
98	08:06	1	00:13



Action Notes

CUT

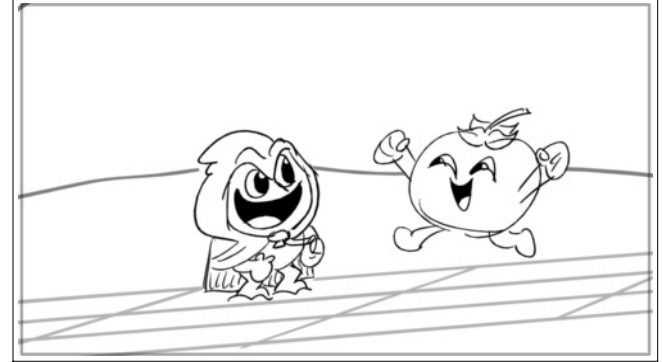
Scene	Duration	Panel	Duration
98	08:06	2	00:07



Action Notes

Berry Boo runs in screen right.

Scene	Duration	Panel	Duration
98	08:06	3	00:08



Scene	Duration	Panel	Duration
98	08:06	4	00:10



Dialog

63 BERRY BOO AND GRIBBY 63
<WILD CHEERING>

Action Notes

Gribby and Berry Boo hug and jump up and down with joy.

Scene	Duration	Panel	Duration
98	08:06	5	00:09



Scene	Duration	Panel	Duration
98	08:06	6	00:09



Scene	Duration	Panel	Duration
98	08:06	7	00:10



Scene	Duration	Panel	Duration
98	08:06	8	00:10



Scene	Duration	Panel	Duration
98	08:06	9	00:10



Scene	Duration	Panel	Duration
98	08:06	10	00:09



Scene	Duration	Panel	Duration
98	08:06	11	00:20

**Action Notes**

Gribby and Berry Boo realize what they're doing.

Scene	Duration	Panel	Duration
98	08:06	12	01:07

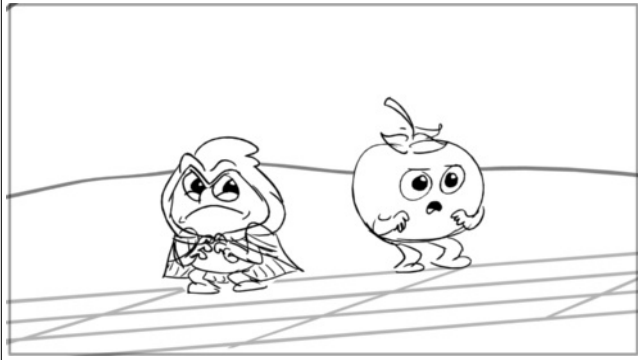
**Dialog**

63 BERRY BOO AND GRIBBY 63
(then) UGH!

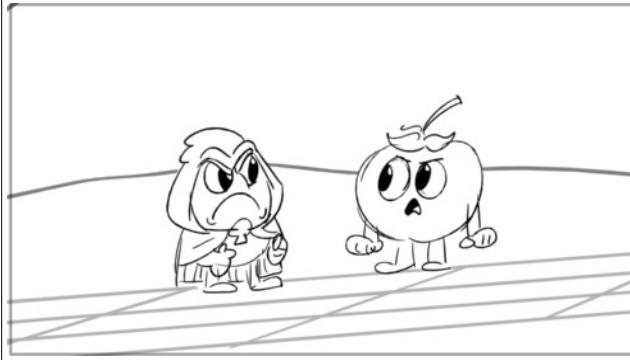
Action Notes

Gribby and Berry Boo split, grossed out.

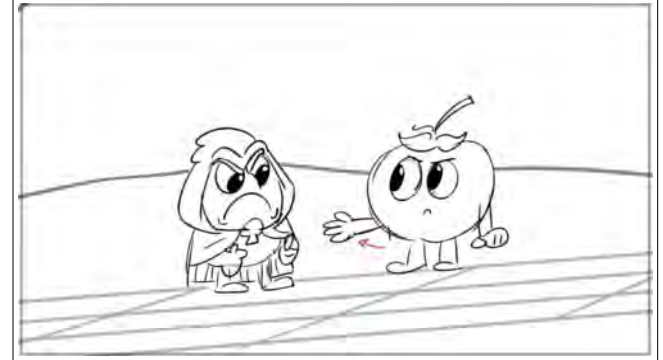
Scene	Duration	Panel	Duration
98	08:06	13	00:12



Scene	Duration	Panel	Duration
98	08:06	14	00:20



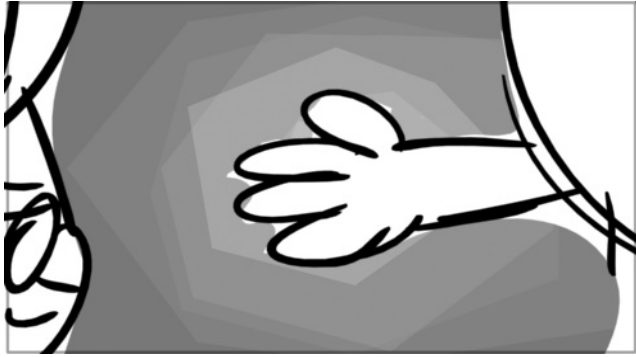
Scene	Duration	Panel	Duration
98	08:06	15	00:20



Action Notes

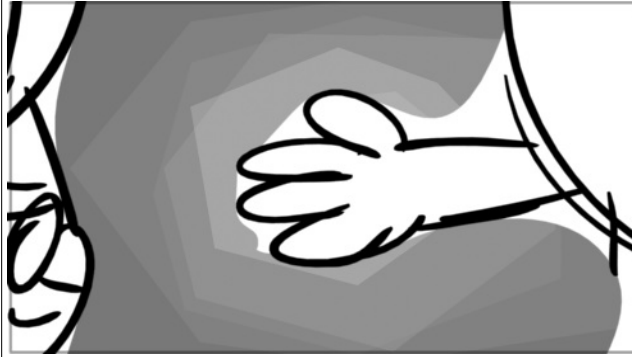
Berry Boo offers her hand to shake.

Scene	Duration	Panel	Duration
99	03:13	1	00:08


Action Notes

CUT
CC

Scene	Duration	Panel	Duration
99	03:13	2	01:07



Scene	Duration	Panel	Duration
99	03:13	3	01:01


Action Notes

Gribby shakes Berry Boo's hand.

Scene	Duration	Panel	Duration
99	03:13	4	00:21



Scene	Duration	Panel	Duration
100	01:22	1	00:07

**Dialog**

64 BERRY BOO 64
I mean...

Action Notes

CUT

Scene	Duration	Panel	Duration
100	01:22	2	01:15

**Dialog**

64 BERRY BOO 64
nice hops out there.

Action Notes

Berry Boo softens.

Scene	Duration	Panel	Duration
101	02:08	1	00:15



Action Notes

CUT

Scene	Duration	Panel	Duration
101	02:08	2	00:17



Action Notes

Gribby smiles

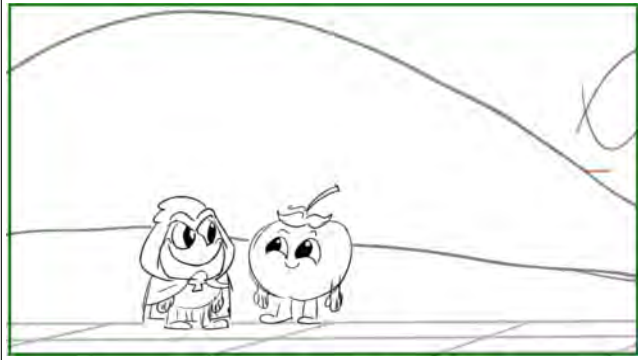
Scene	Duration	Panel	Duration
101	02:08	3	01:00



Action Notes

Gribby nods.

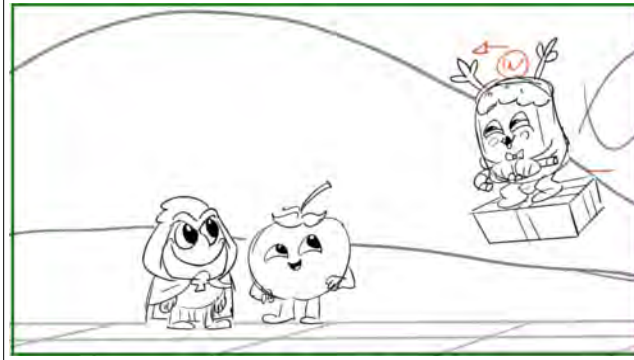
Scene	Duration	Panel	Duration
102	09:13	1	00:11



Action Notes

CUT

Scene	Duration	Panel	Duration
102	09:13	2	00:14



Dialog

65 CRUMBLES 65
WOOHOOOO!

Action Notes

Crumbles enters from screen right.

Scene	Duration	Panel	Duration
102	09:13	3	00:17



Dialog

65 CRUMBLES 65
WOOHOOOO!

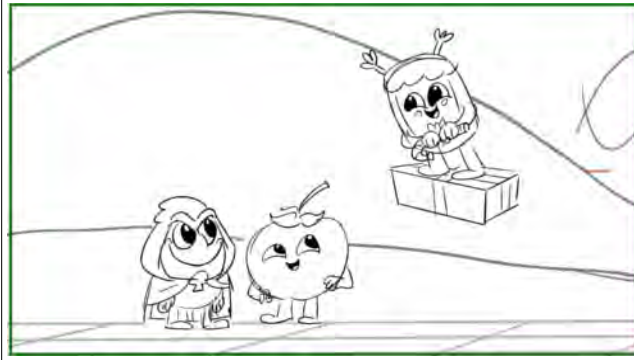
Scene	Duration	Panel	Duration
102	09:13	4	00:19



Dialog

65 CRUMBLES 65
Berry!

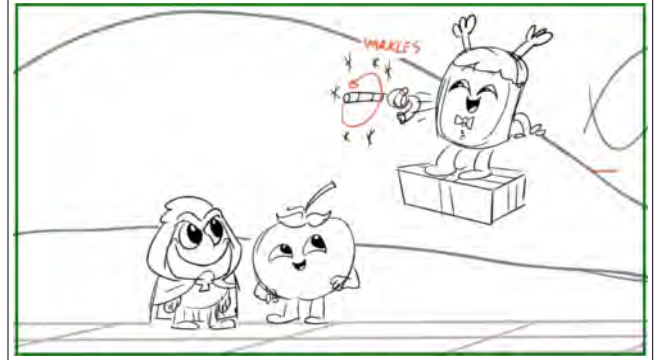
Scene	Duration	Panel	Duration
102	09:13	5	00:16



Dialog

65 CRUMBLES 65
Gribby!

Scene	Duration	Panel	Duration
102	09:13	6	01:05



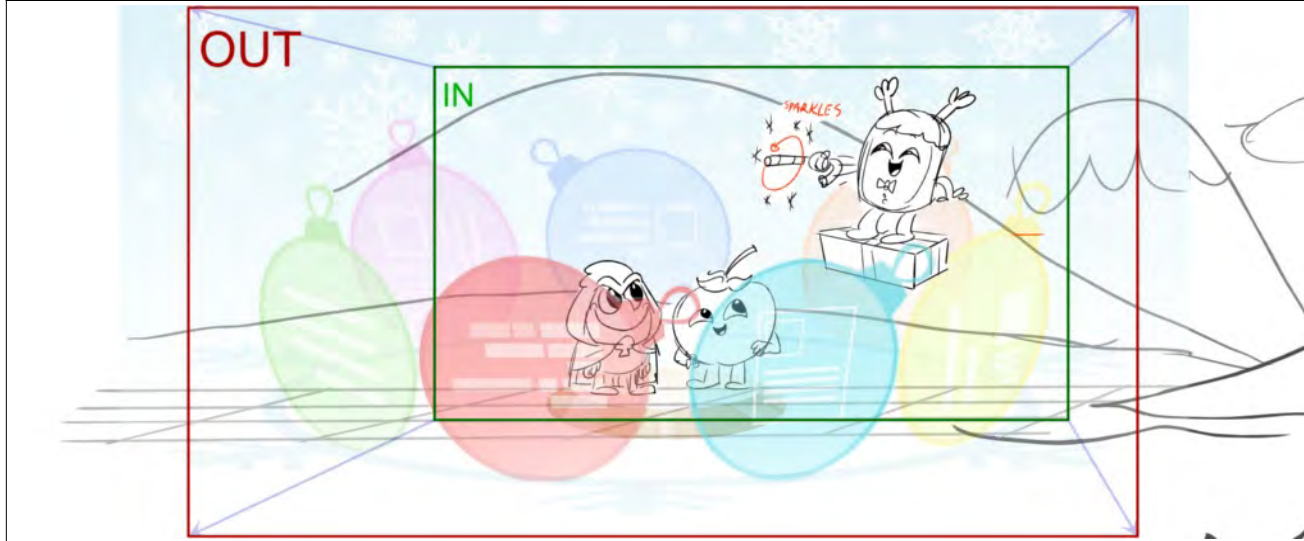
Dialog

65 CRUMBLES 65
Welcome to THE

Action Notes

Crumbles waves his can in circles with magical sparkles.

Scene	Duration	Panel	Duration
102	09:13	7	00:11

**Dialog**

65 CRUMBLES 65
WINNER'S CIRCLE!

Action Notes

The camera widens as the BG switches to the winners circle.

Notes

Io_WinnersCircle_01

Scene	Duration	Panel	Duration
102	09:13	8	00:19

**Dialog**

65 CRUMBLES 65
WINNER'S CIRCLE!

Scene	Duration	Panel	Duration
102	09:13	9	01:02



Dialog

65 CRUMBLES 65
Now let's see
how

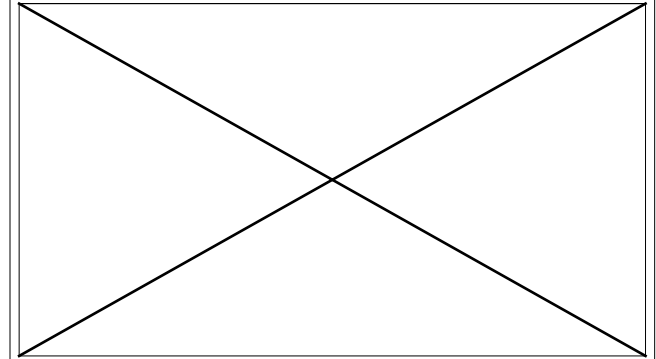
Scene	Duration	Panel	Duration
102	09:13	10	01:01



Dialog

65 CRUMBLES 65
Jet and Gruel-

NO PANEL

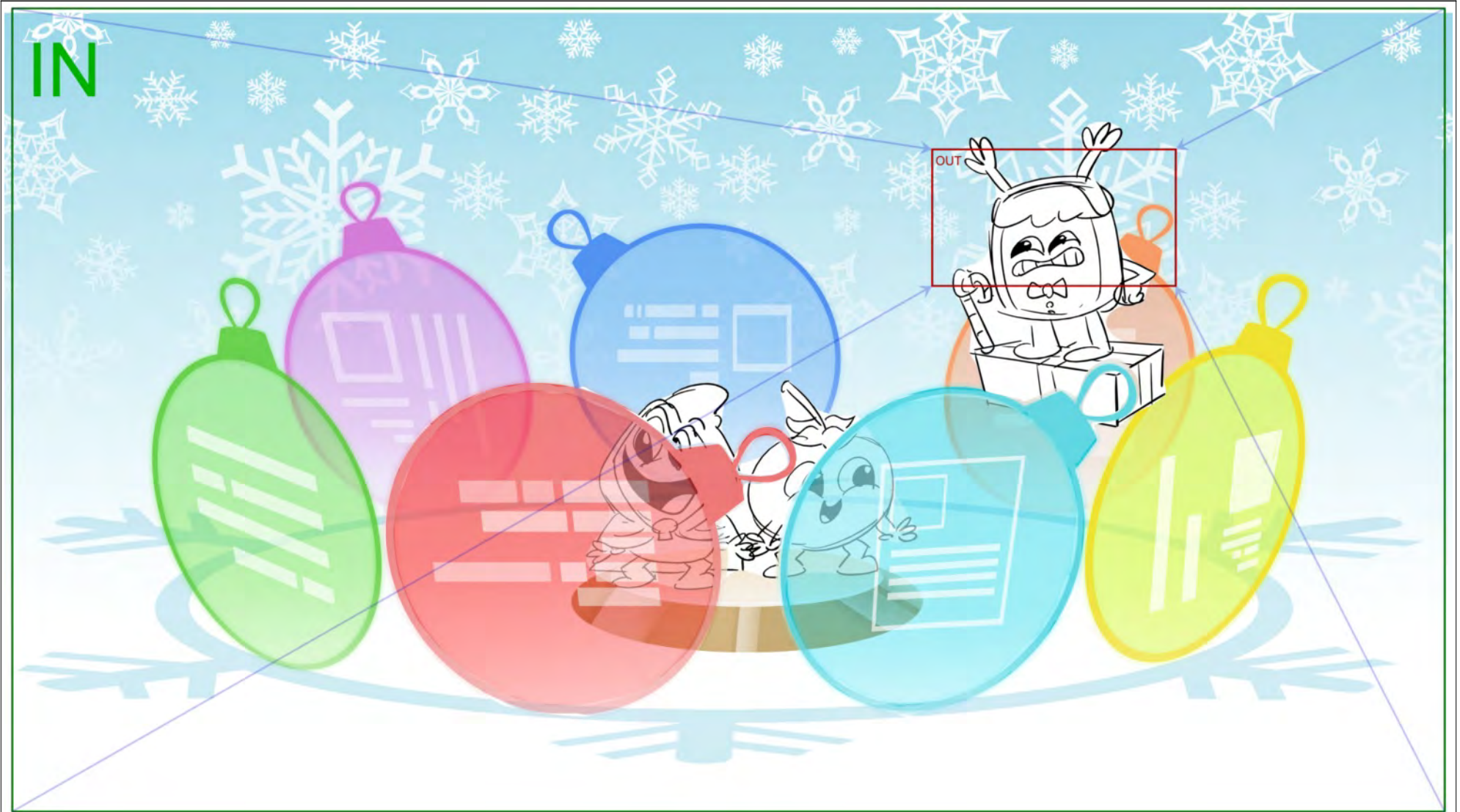


Scene
102

Duration
09:13

Panel
11

Duration
00:05



Action Notes

The camera pushes in on Crumbles.

Scene	Duration	Panel	Duration
102	09:13	12	01:13

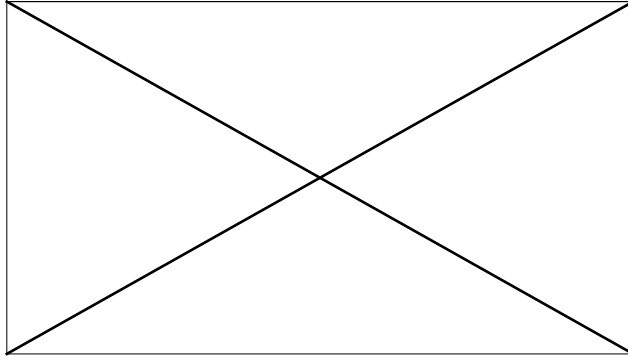
**Dialog**

65 CRUMBLES 65
OH MY SUGARPLUMS!

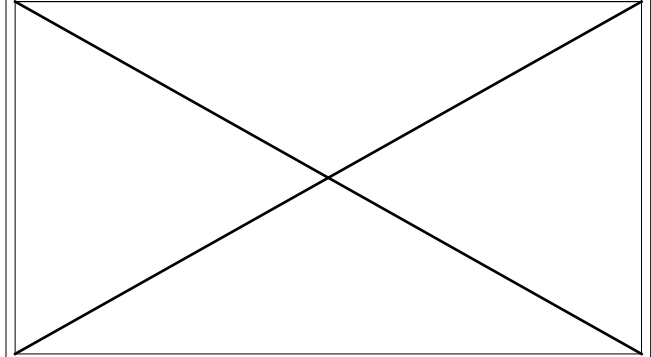
Action Notes

BG switches to CC

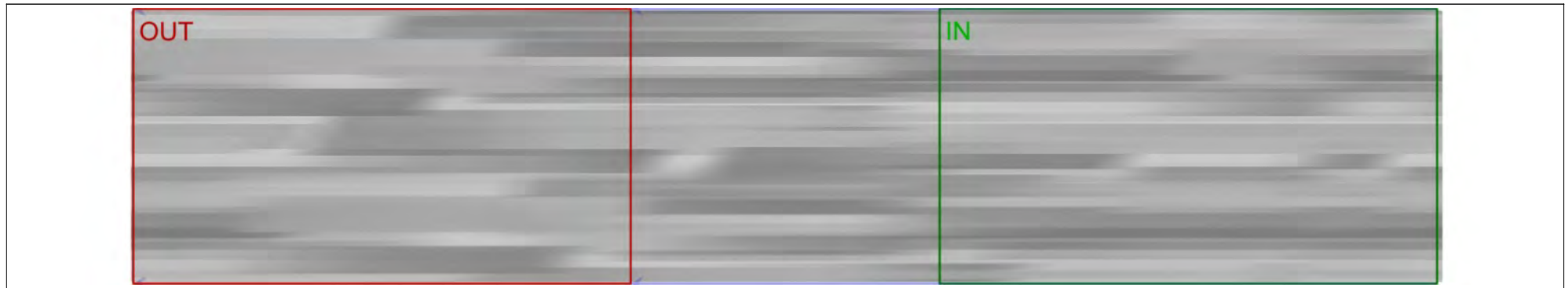
NO PANEL



NO PANEL



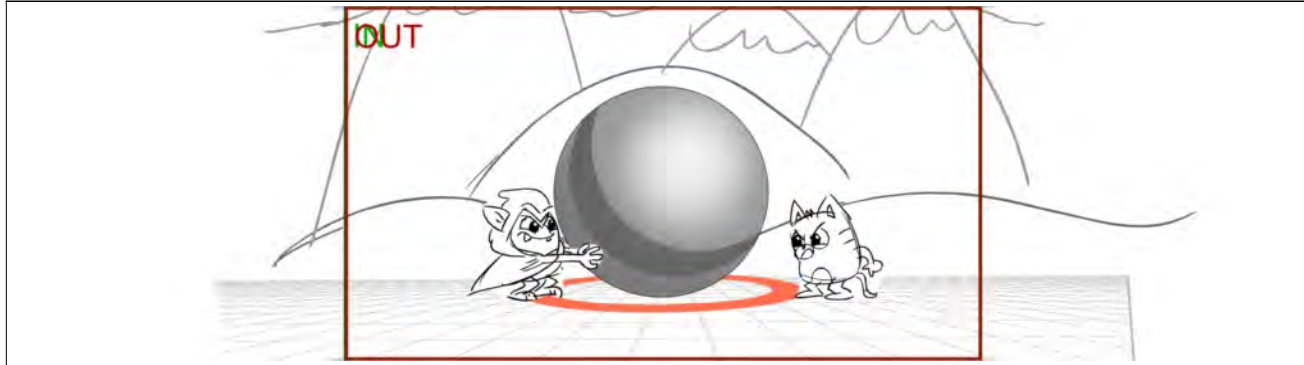
Scene 103	Duration 00:05	Panel 1	Duration 00:05
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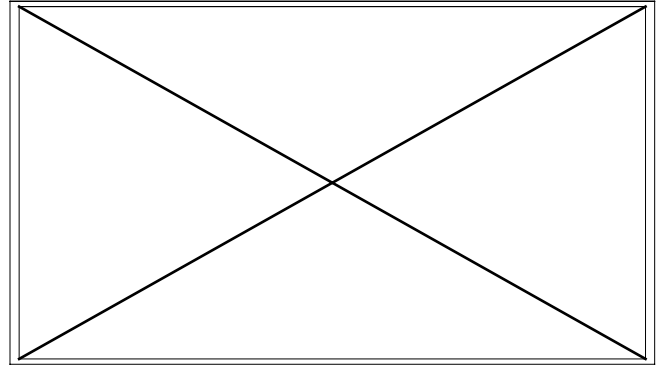
Action Notes
CUT

Notes
smash_zip_001

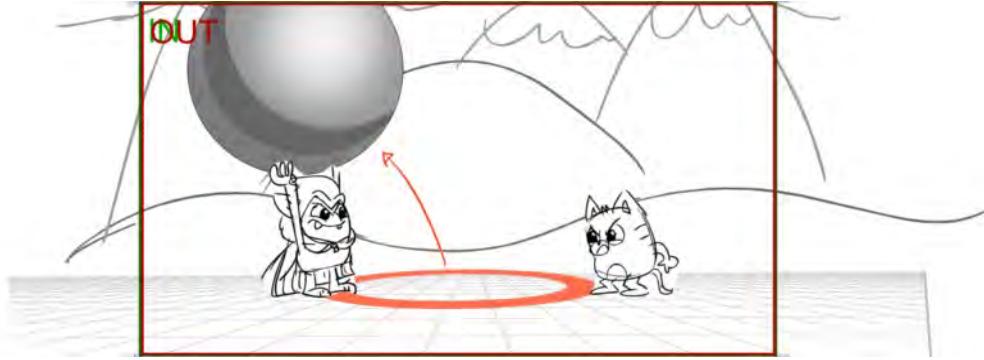
Scene 104	Duration 08:17	Panel 1	Duration 00:05
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**Action Notes**

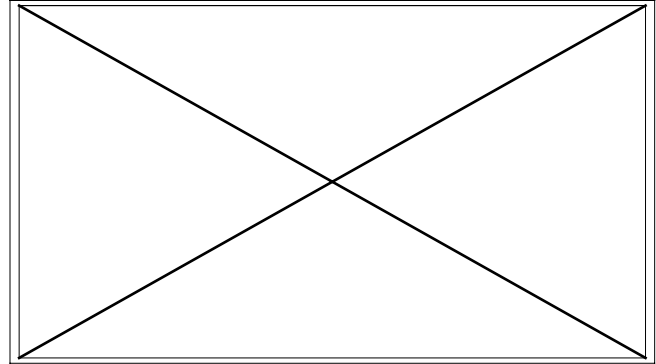
CUT
Camera pushes in.

NO PANEL

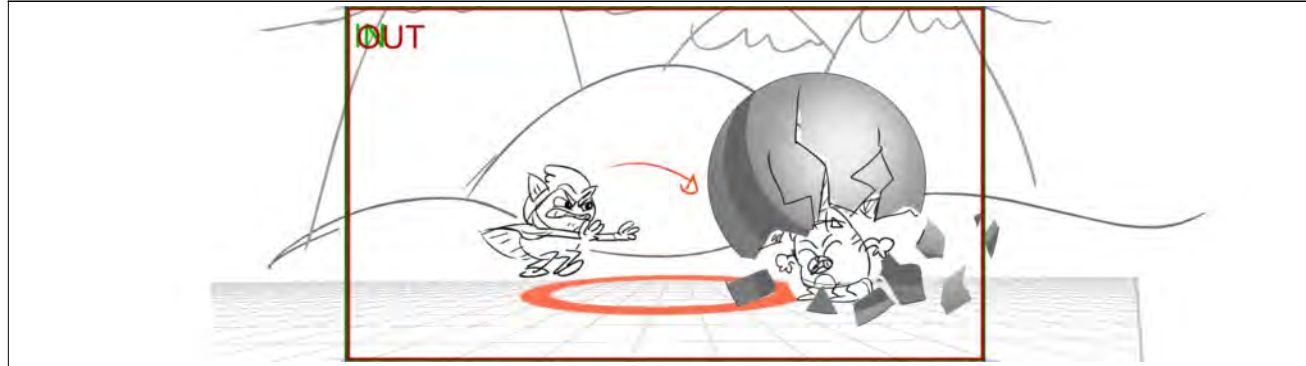
Scene 104	Duration 08:17	Panel 2	Duration 00:07
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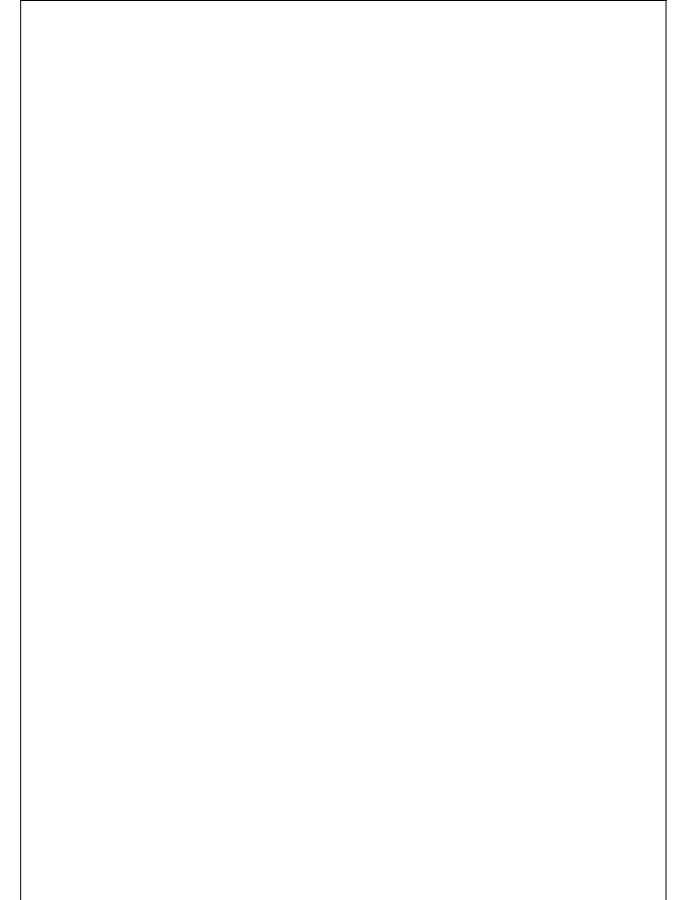
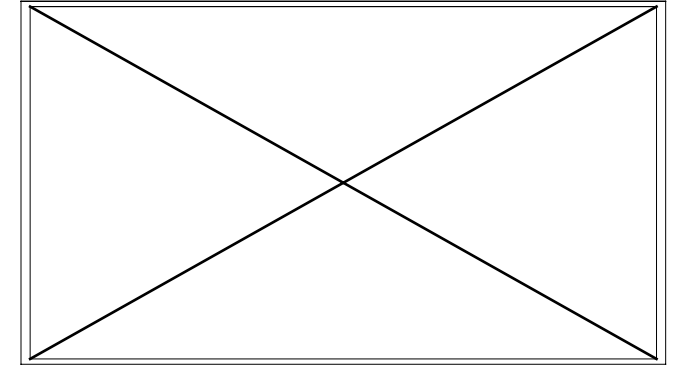
NO PANEL



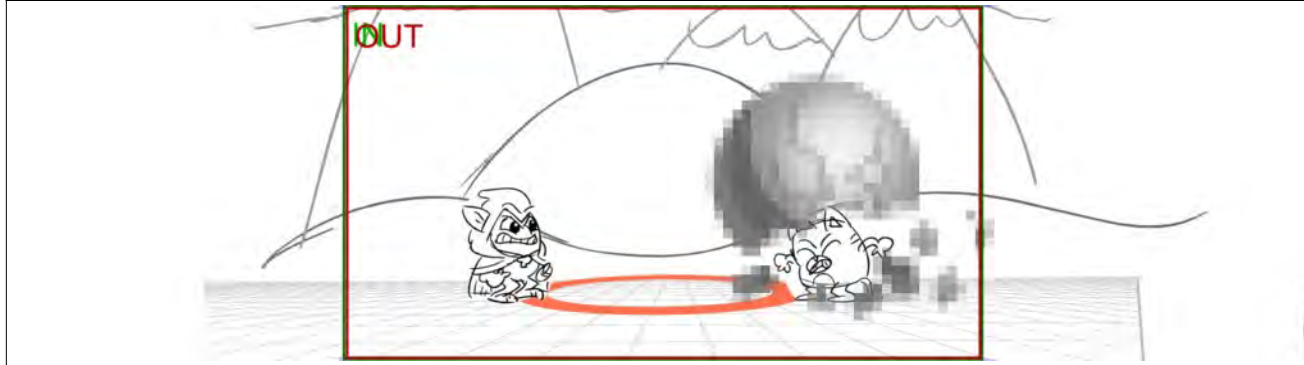
Scene 104	Duration 08:17	Panel 3	Duration 00:08
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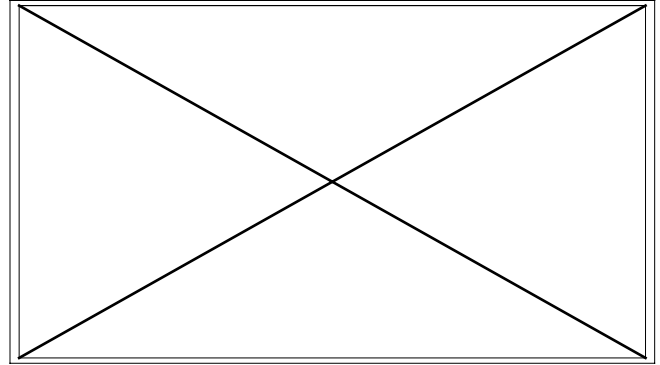
NO PANEL



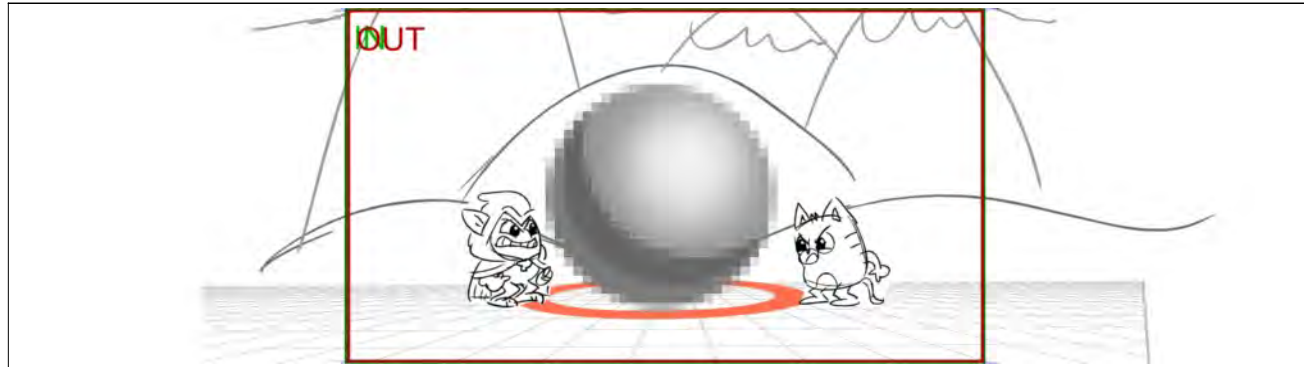
Scene 104	Duration 08:17	Panel 4	Duration 00:09
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**Action Notes**

The ball pixilates as it vanishes.

NO PANEL

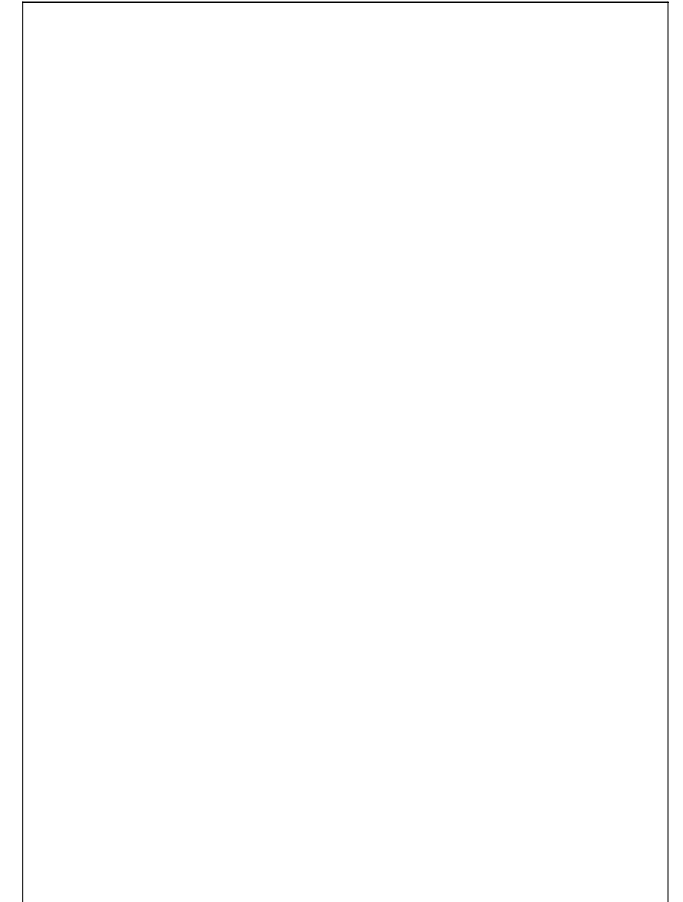
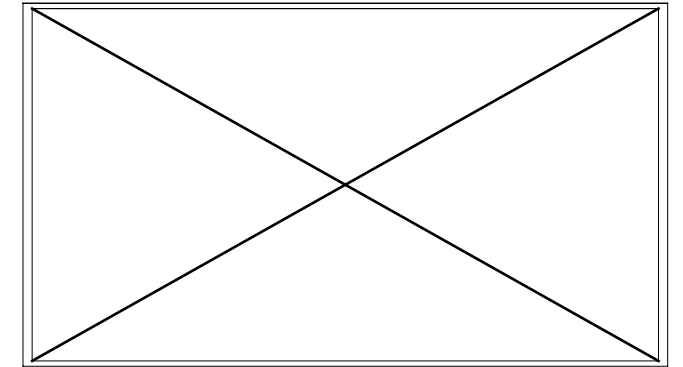
Scene 104	Duration 08:17	Panel 5	Duration 00:08
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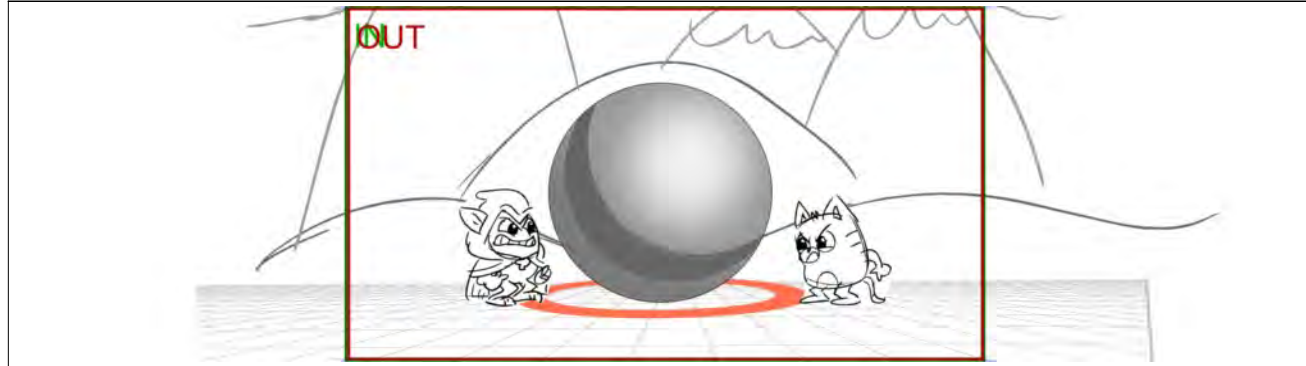
Action Notes

The ball pixilates as it re-appears in the circle..

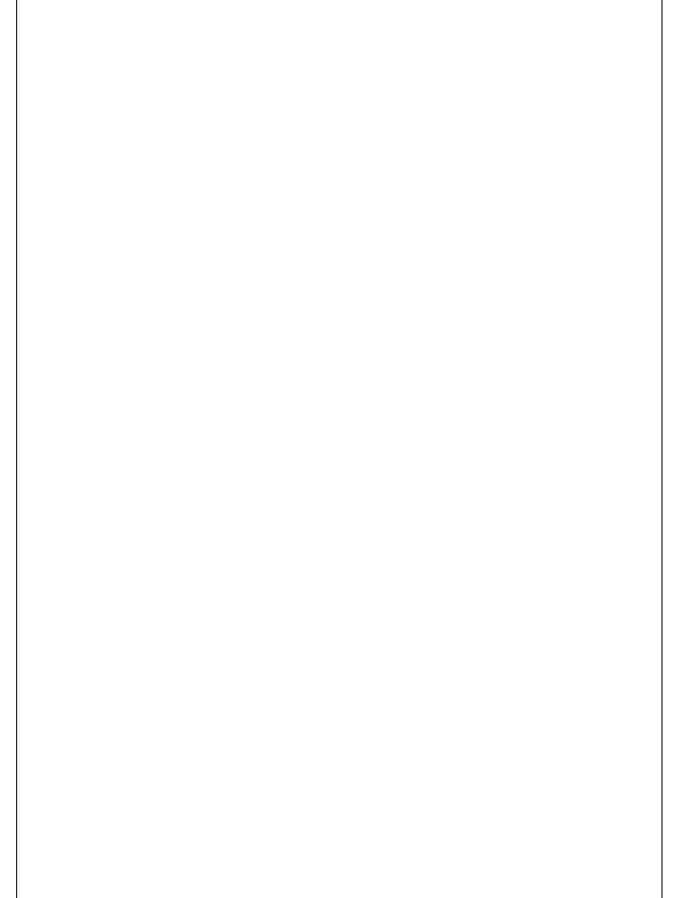
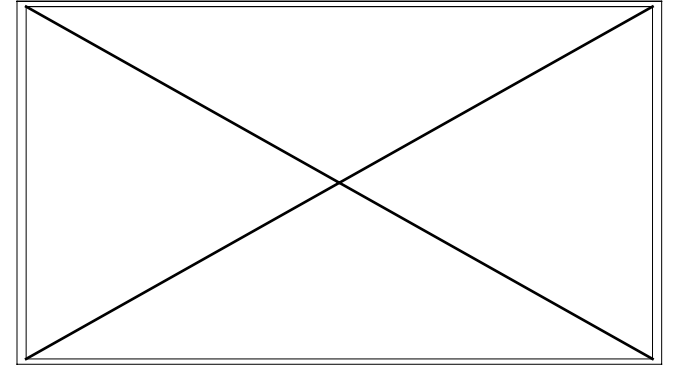
NO PANEL



Scene 104	Duration 08:17	Panel 6	Duration 00:08
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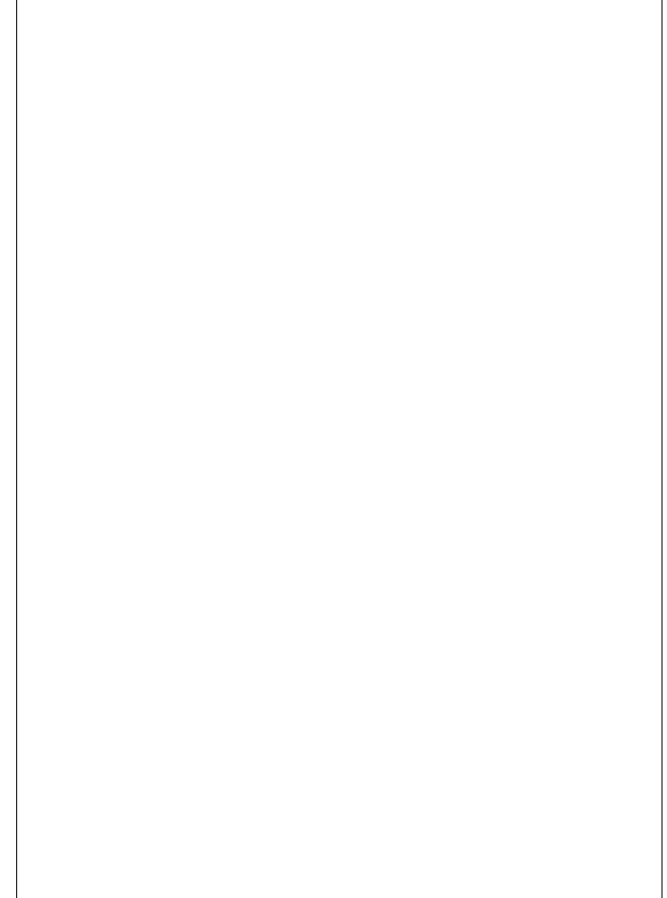
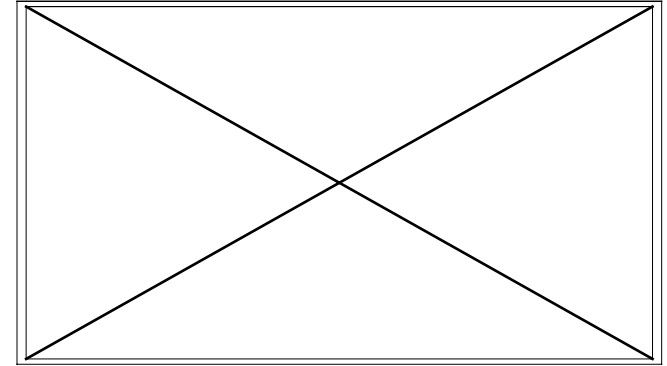
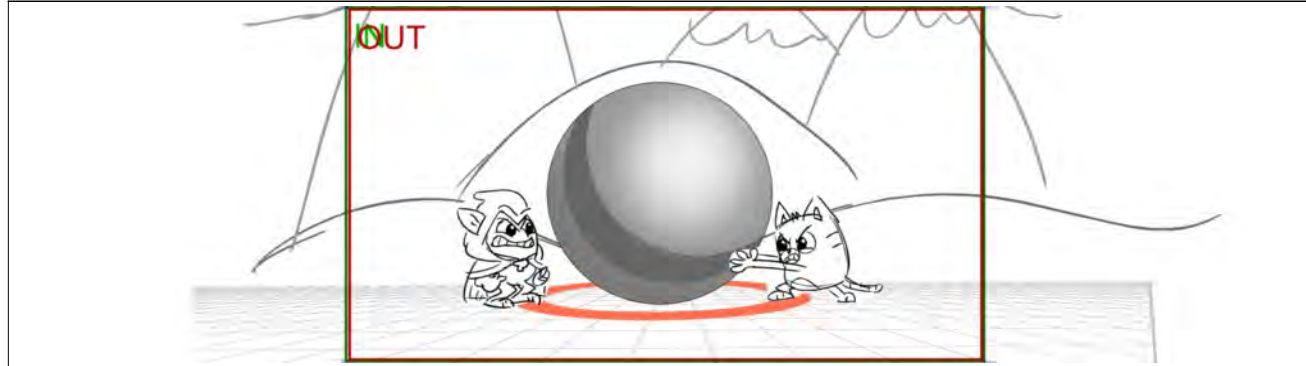


NO PANEL



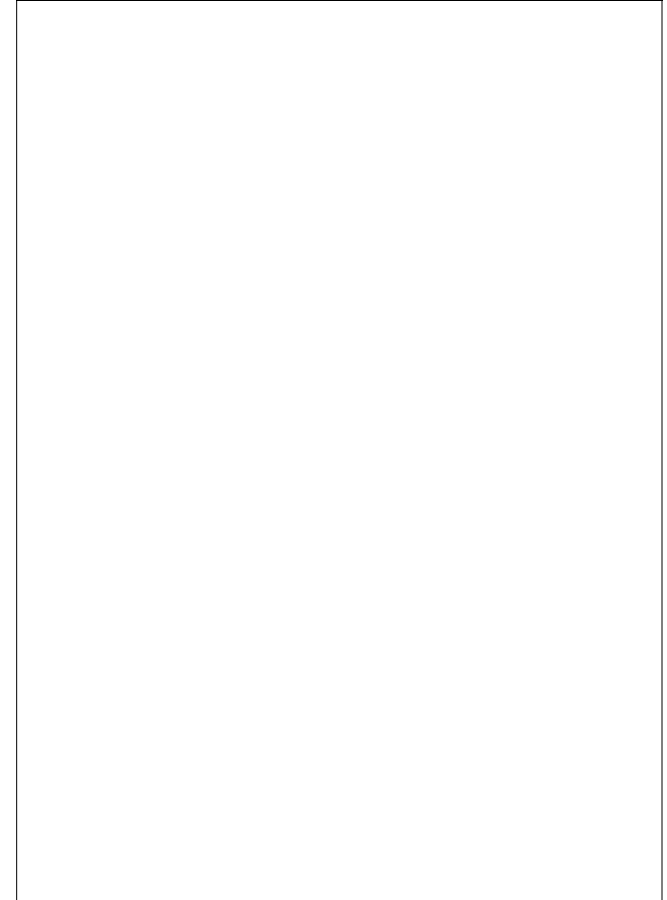
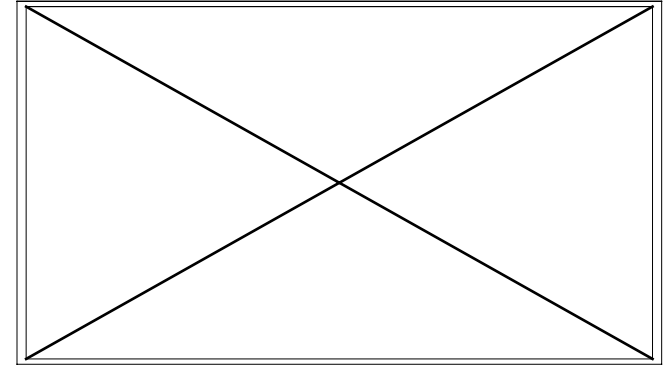
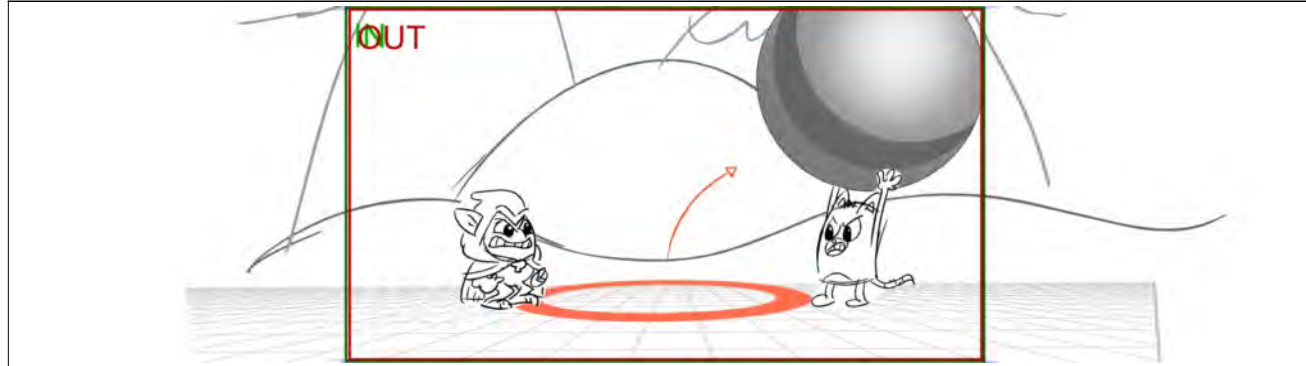
Scene 104	Duration 08:17	Panel 7	Duration 00:10
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NO PANEL

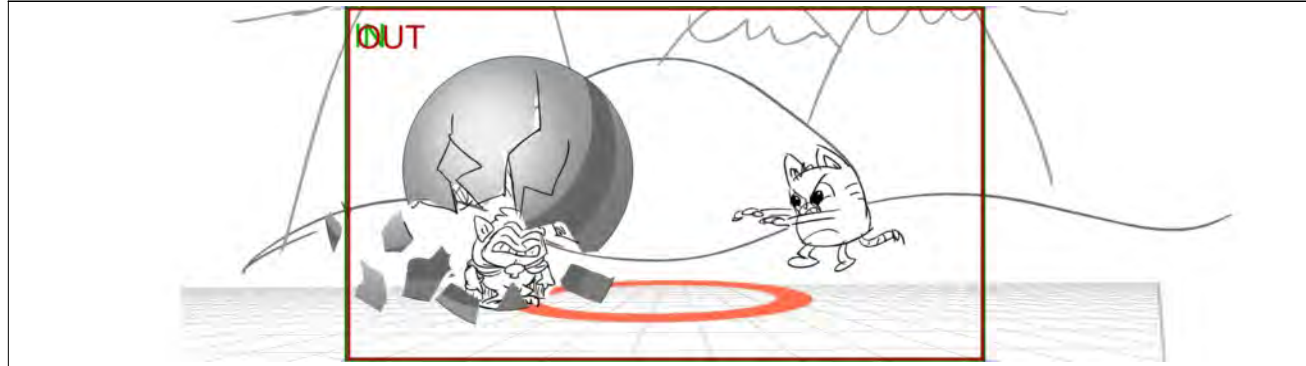


Scene 104	Duration 08:17	Panel 8	Duration 00:10
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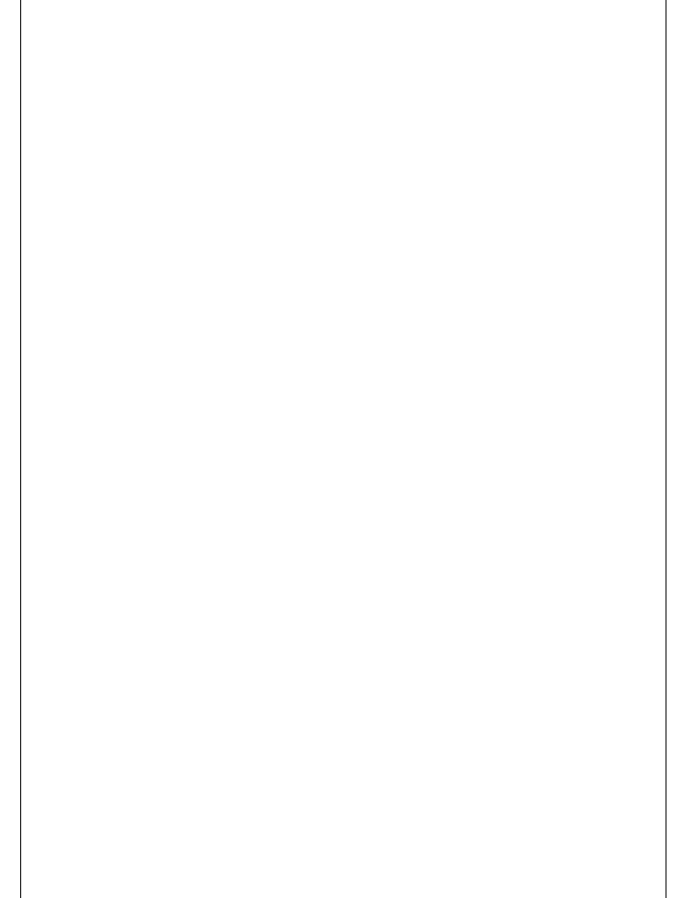
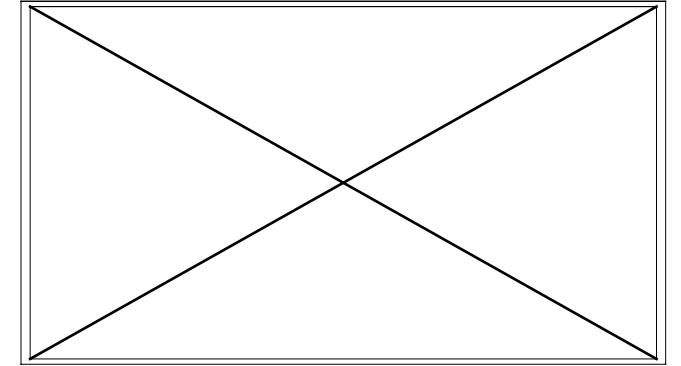
NO PANEL



Scene 104	Duration 08:17	Panel 9	Duration 00:08
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NO PANEL



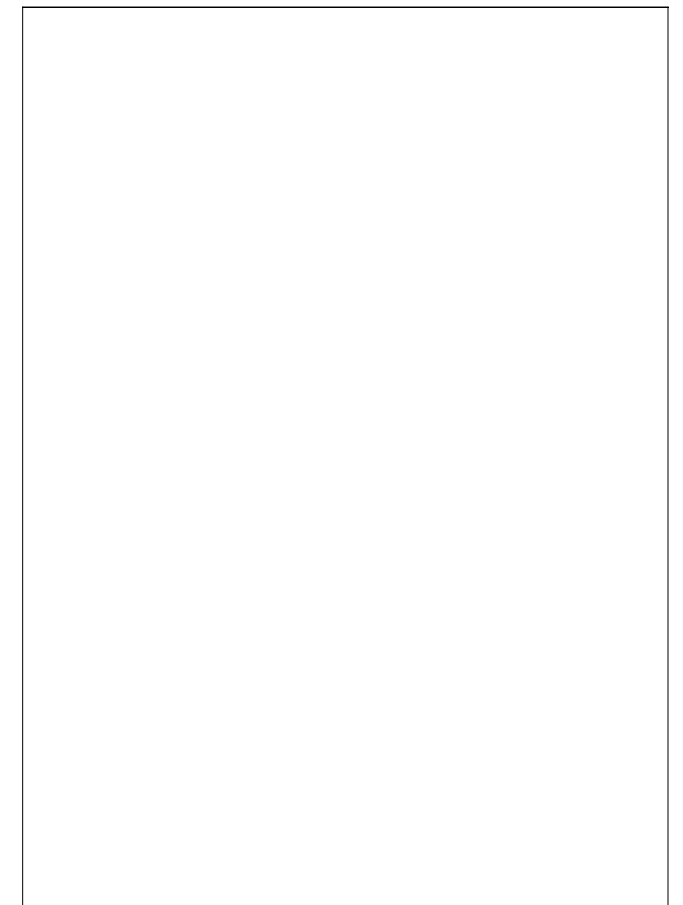
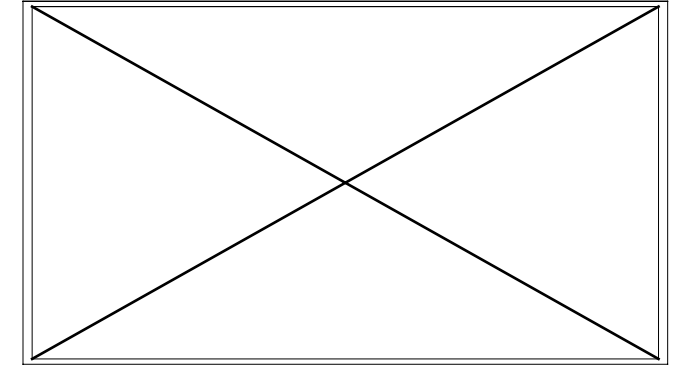
Scene 104	Duration 08:17	Panel 10	Duration 00:08
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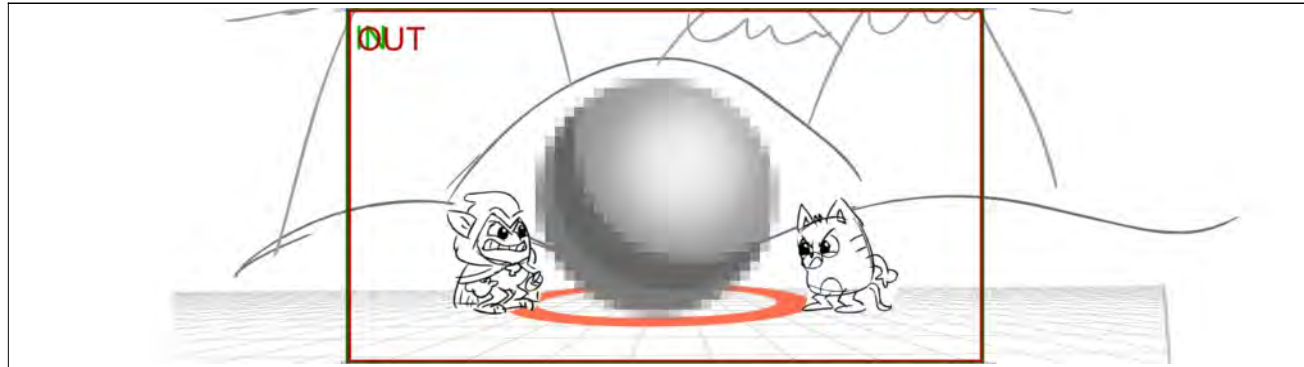
Action Notes

The ball pixilates as it re-appears in the circle..

NO PANEL



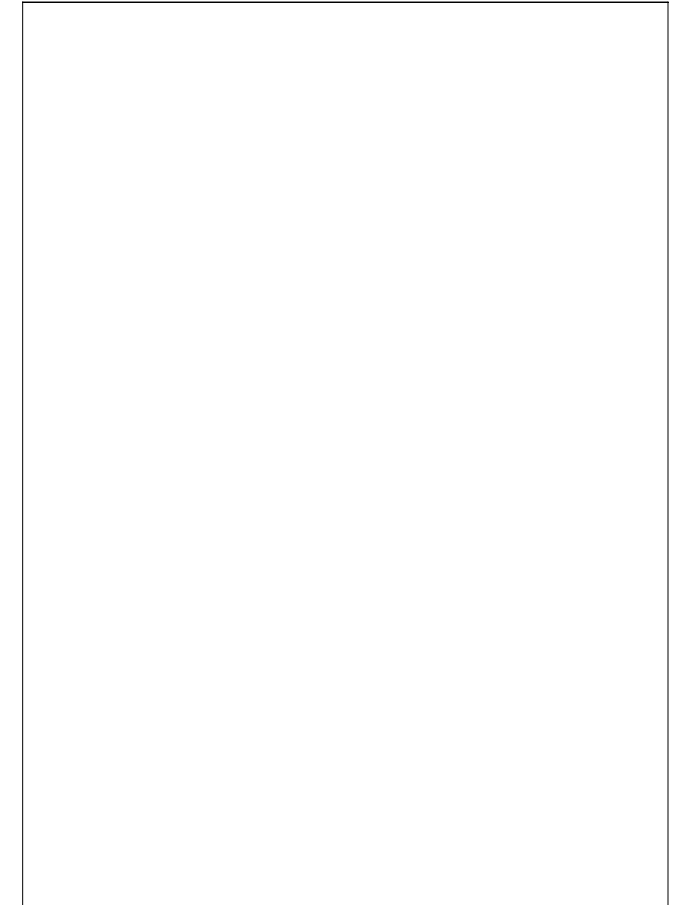
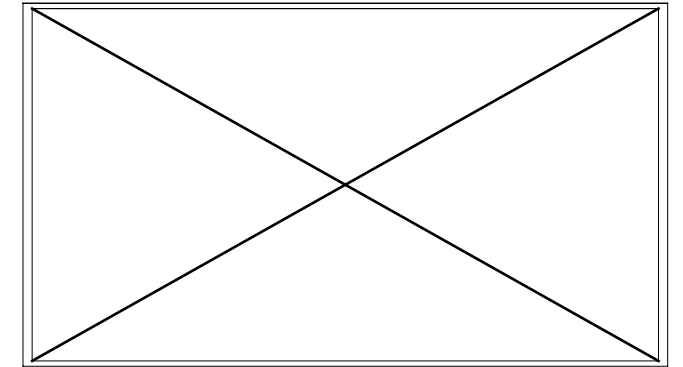
Scene 104	Duration 08:17	Panel 11	Duration 00:07
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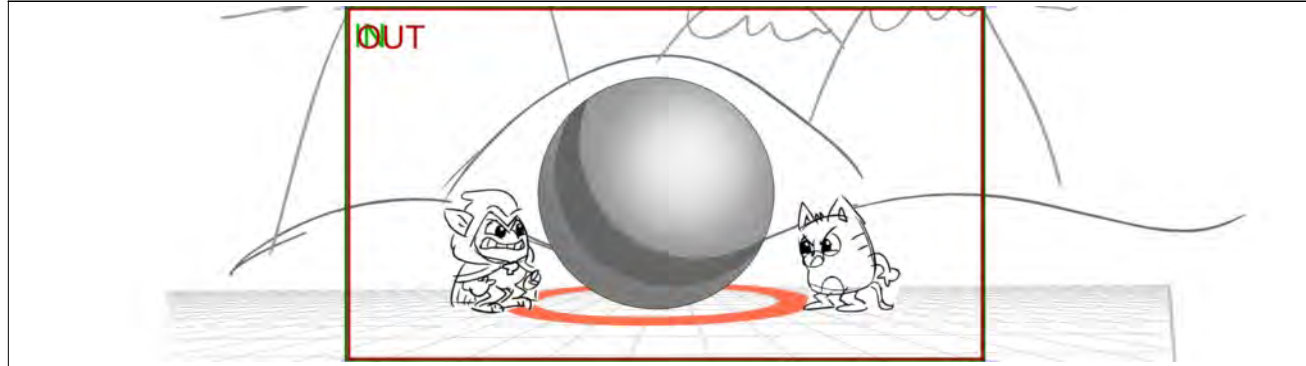
Action Notes

The ball pixilates as it re-appears in the circle..

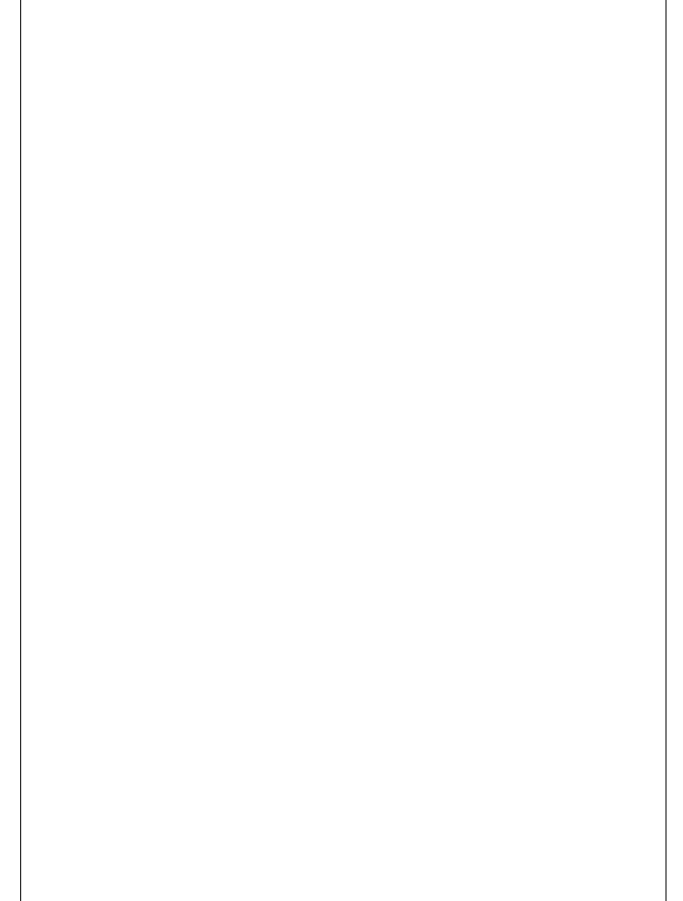
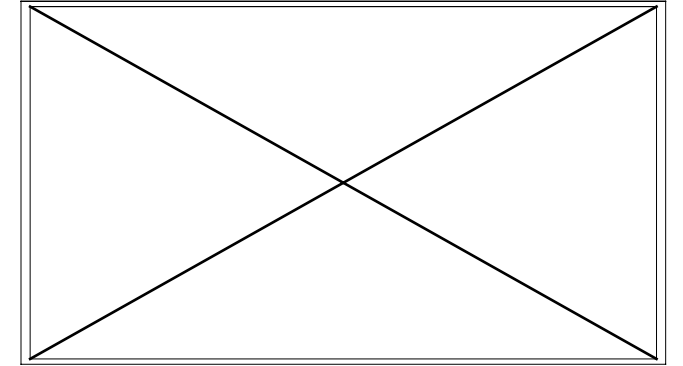
NO PANEL



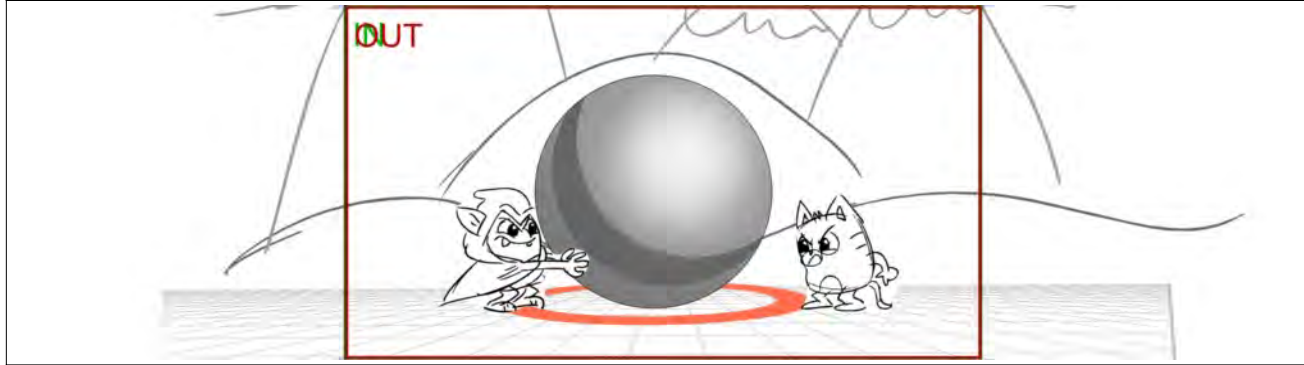
Scene 104	Duration 08:17	Panel 12	Duration 00:08
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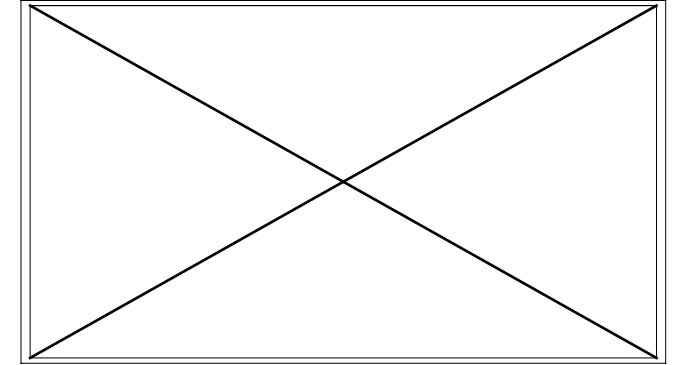
NO PANEL



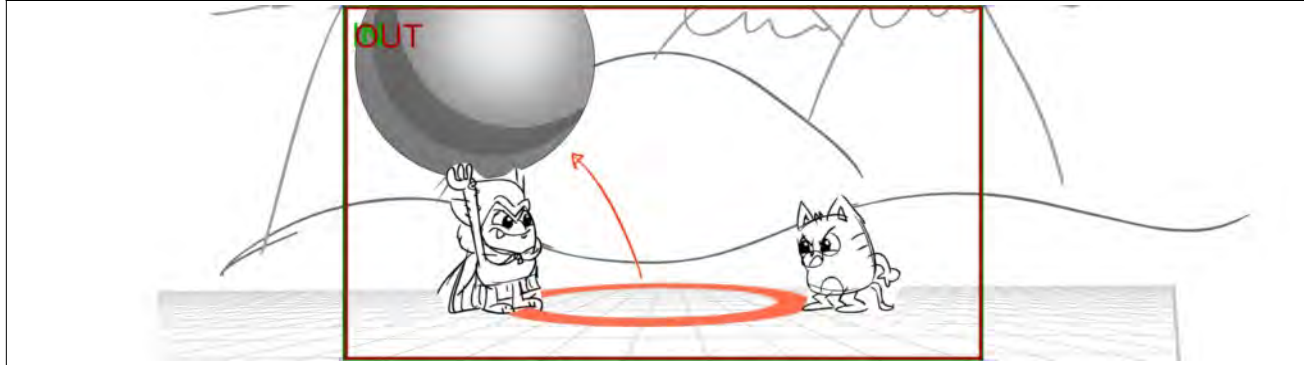
Scene 104	Duration 08:17	Panel 13	Duration 00:05
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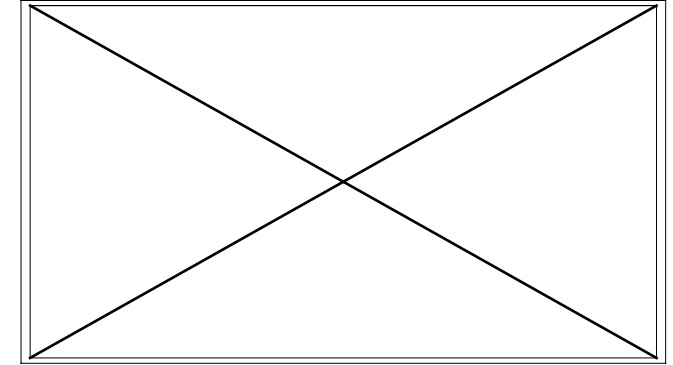
NO PANEL



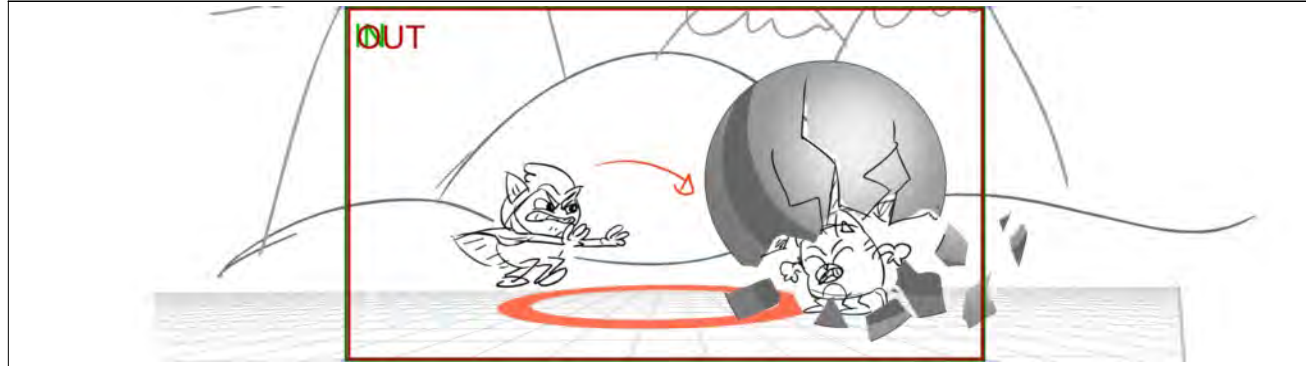
Scene 104	Duration 08:17	Panel 14	Duration 00:07
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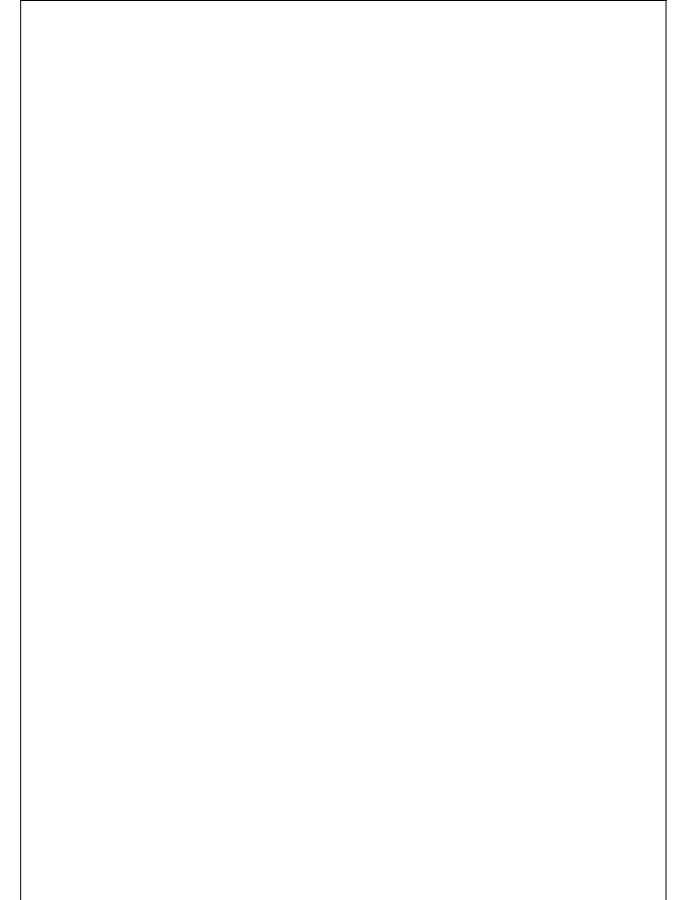
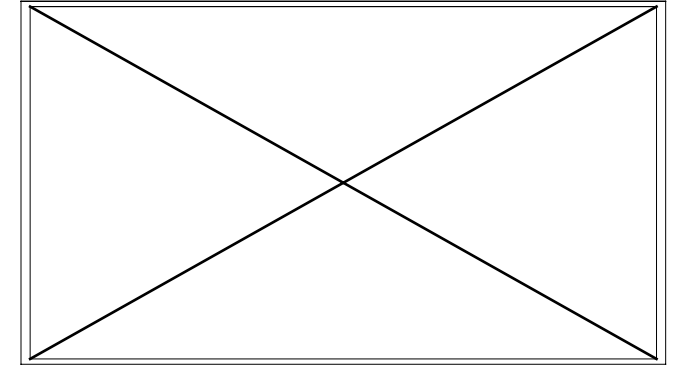
NO PANEL



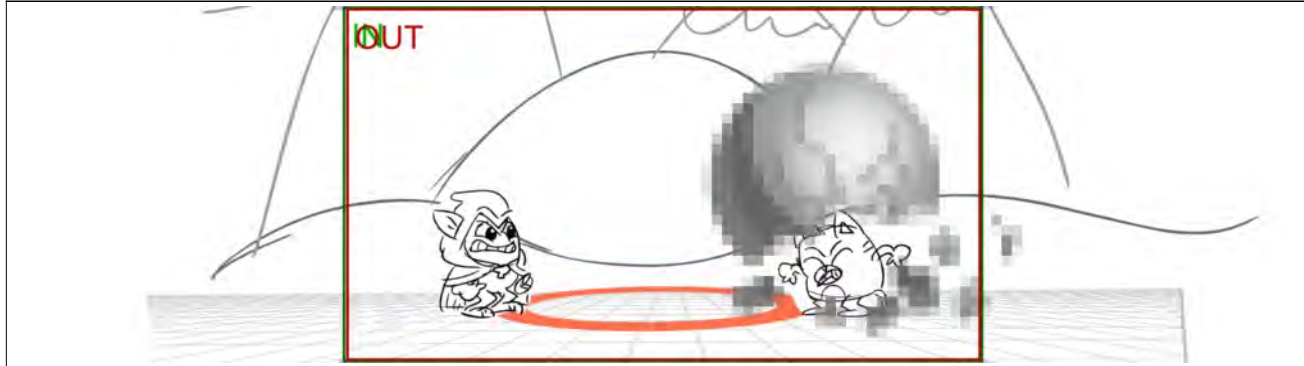
Scene 104	Duration 08:17	Panel 15	Duration 00:08
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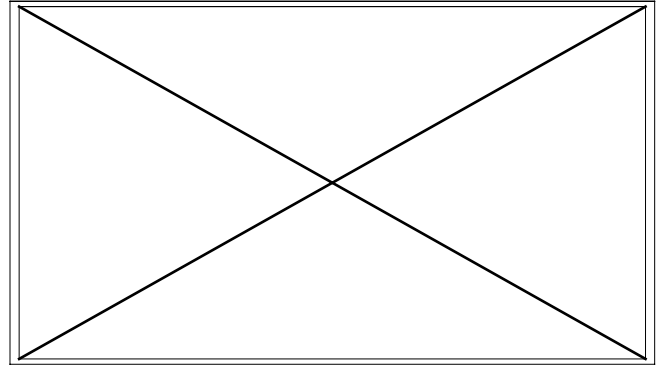
NO PANEL



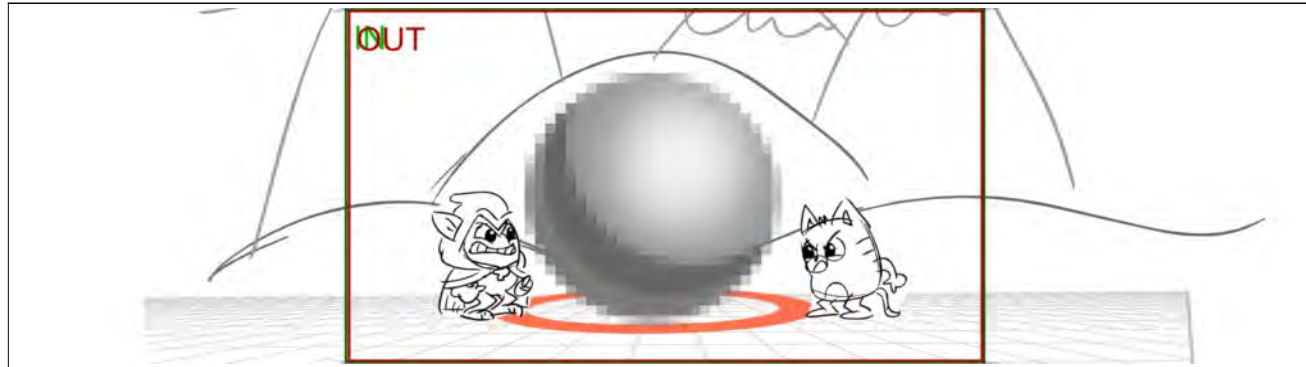
Scene 104	Duration 08:17	Panel 16	Duration 00:09
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**Action Notes**

The ball pixilates as it re-appears in the circle..

NO PANEL

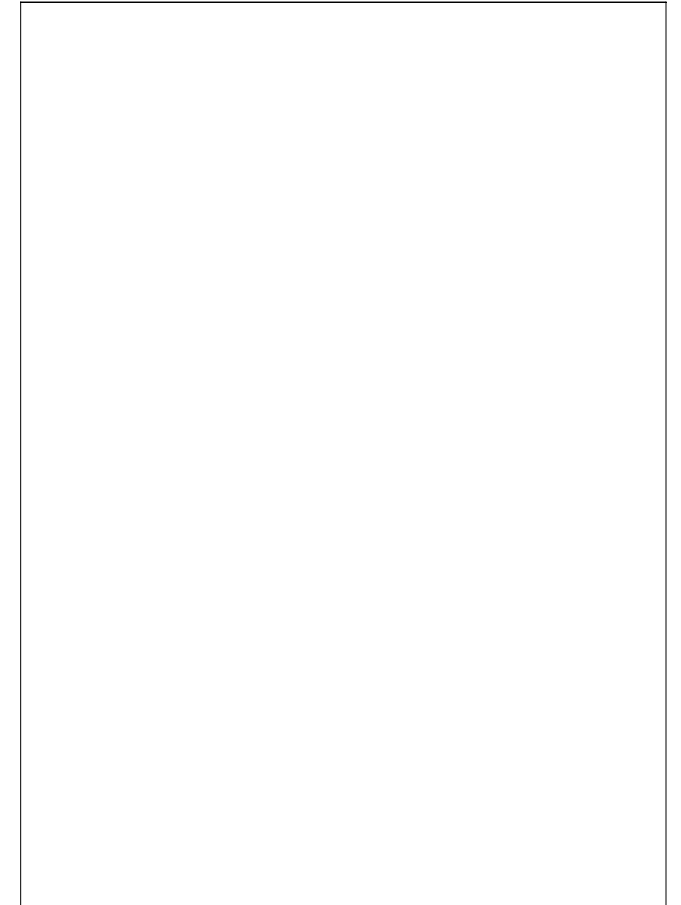
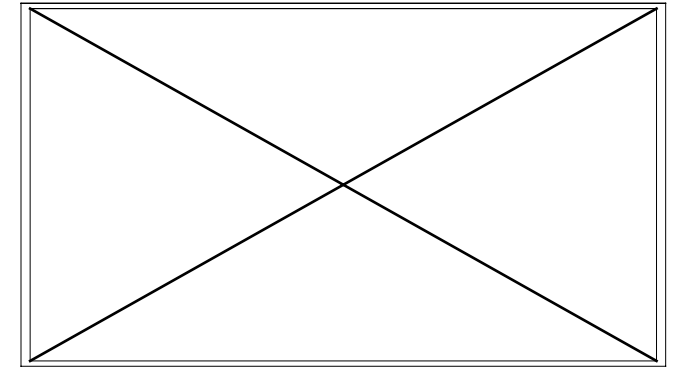
Scene 104	Duration 08:17	Panel 17	Duration 00:08
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Action Notes

The ball pixilates as it re-appears in the circle..

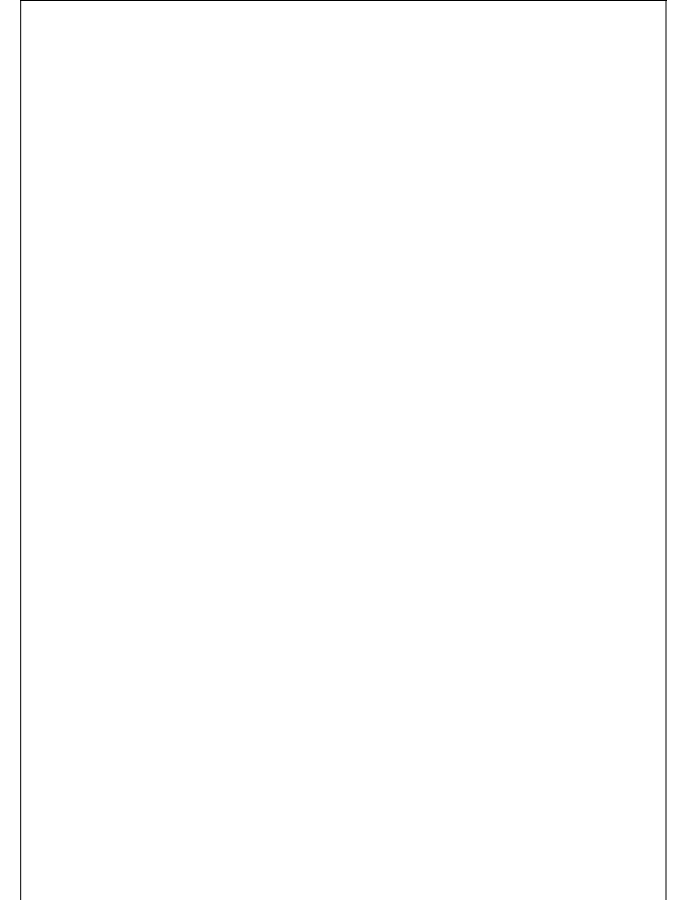
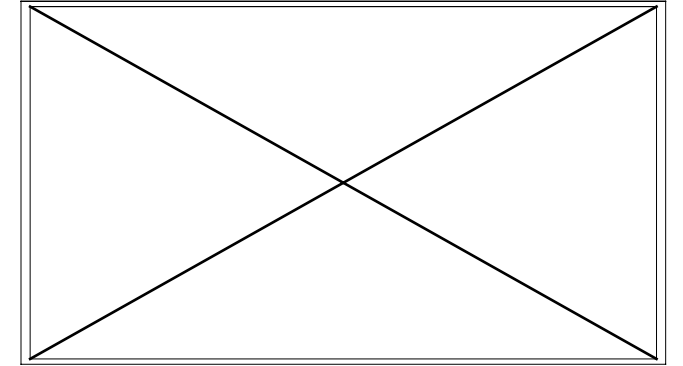
NO PANEL



Scene 104	Duration 08:17	Panel 18	Duration 00:08
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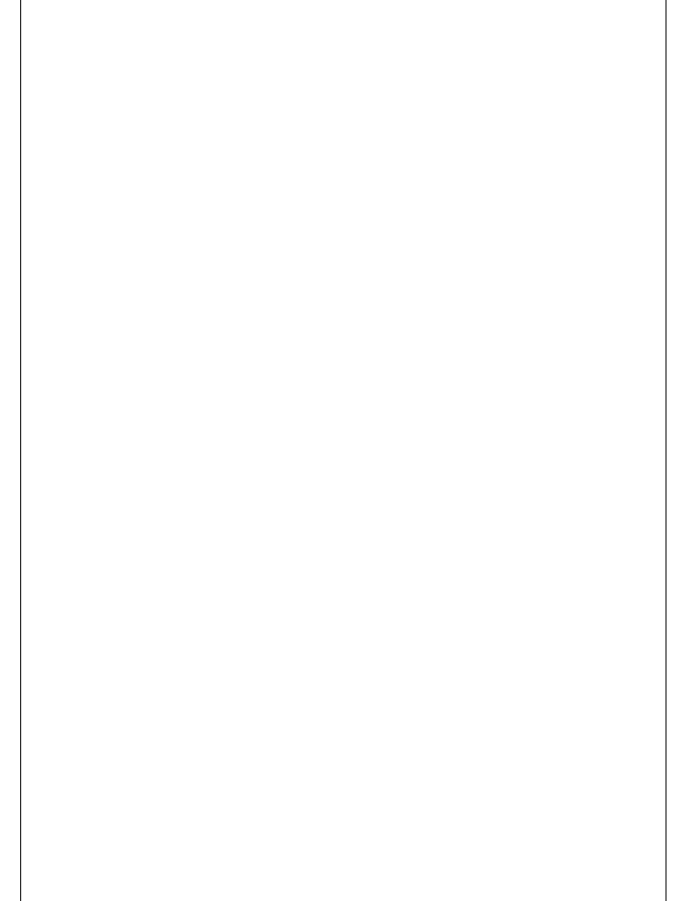
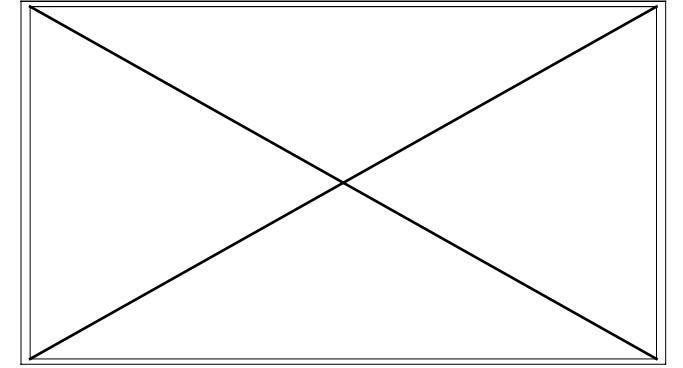
NO PANEL



Scene 104	Duration 08:17	Panel 19	Duration 00:10
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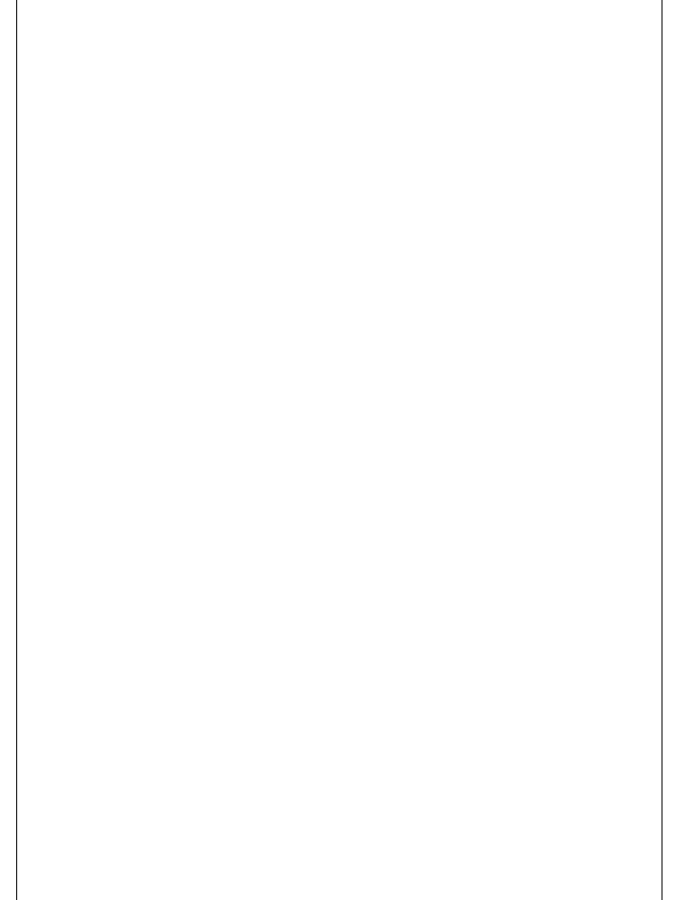
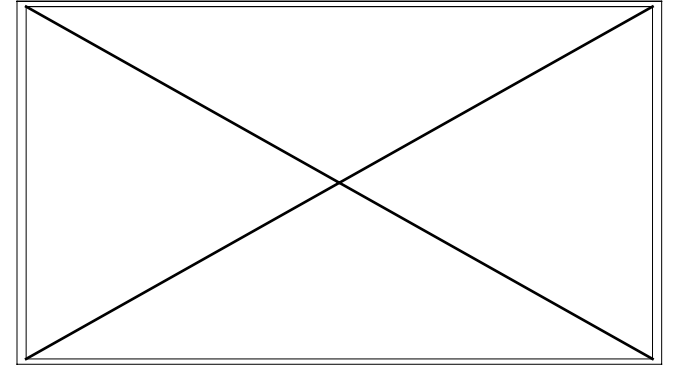
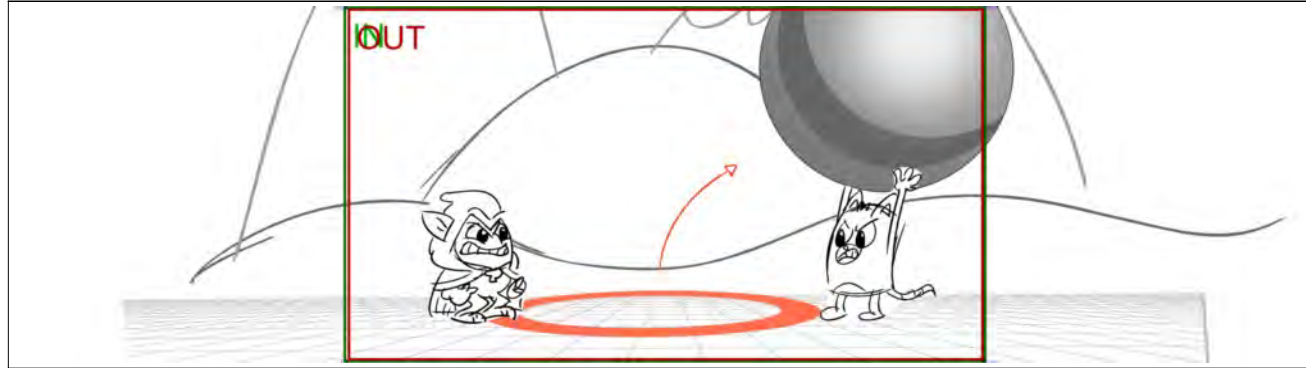


NO PANEL

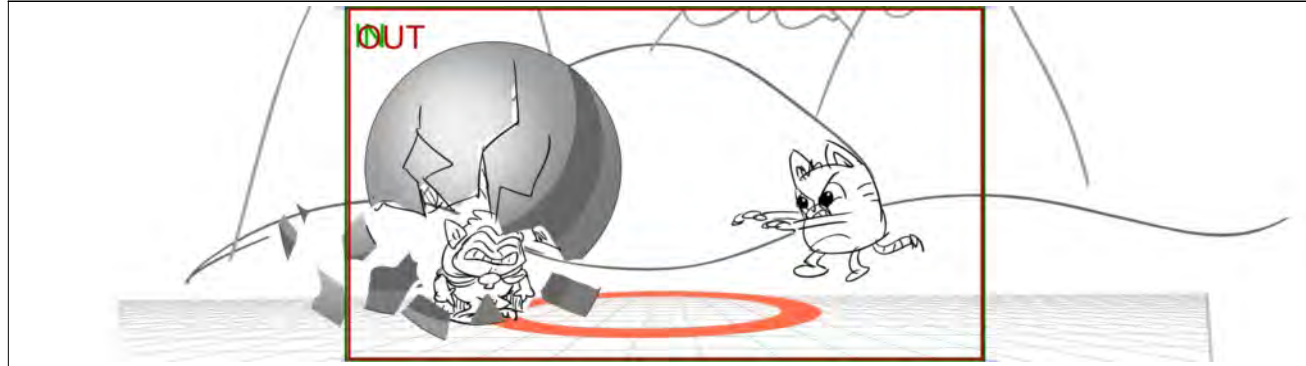


Scene 104	Duration 08:17	Panel 20	Duration 00:10
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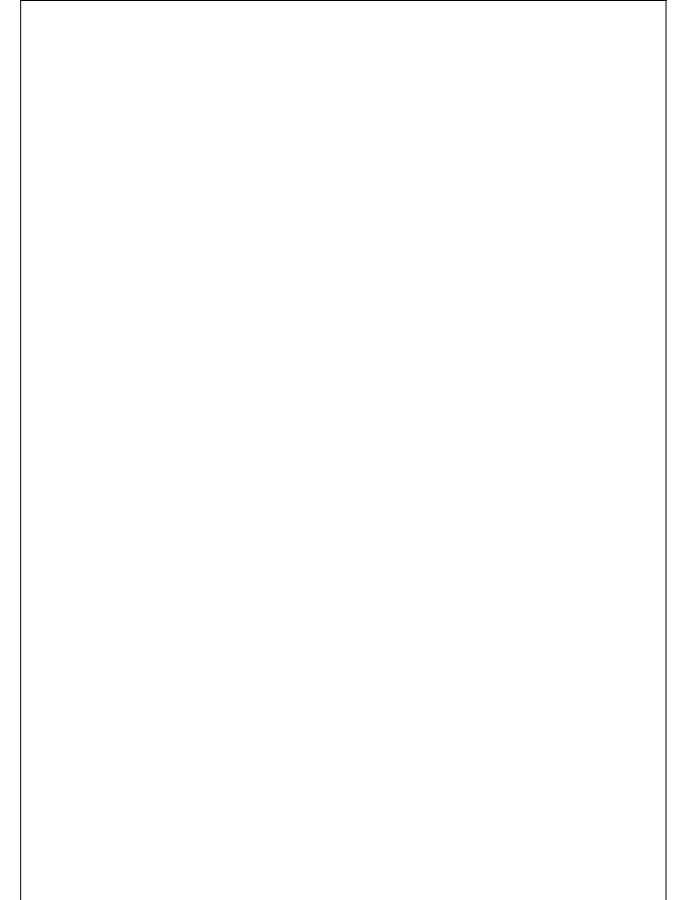
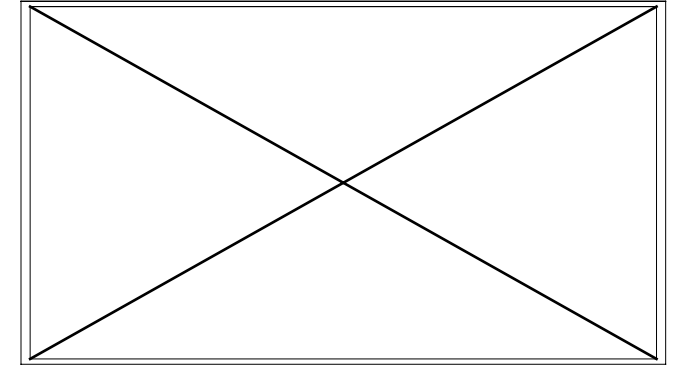
NO PANEL



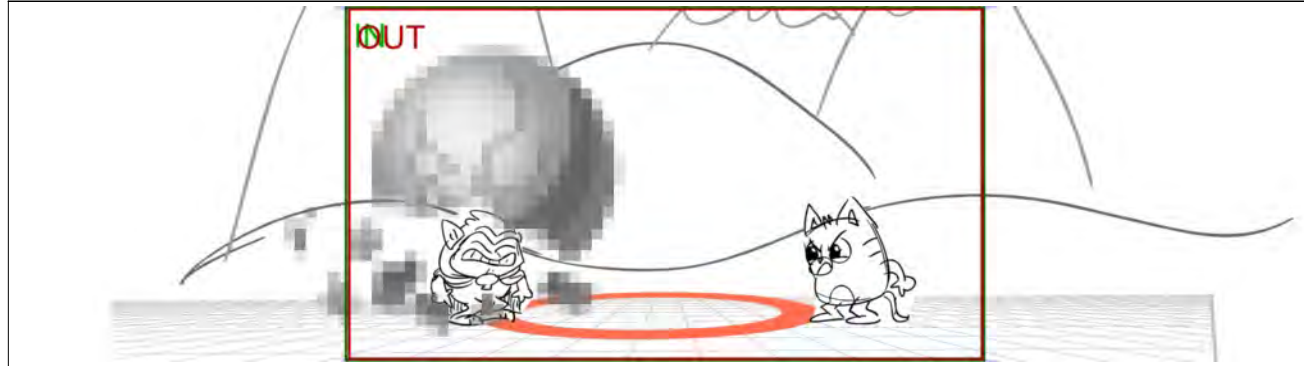
Scene 104	Duration 08:17	Panel 21	Duration 00:08
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NO PANEL



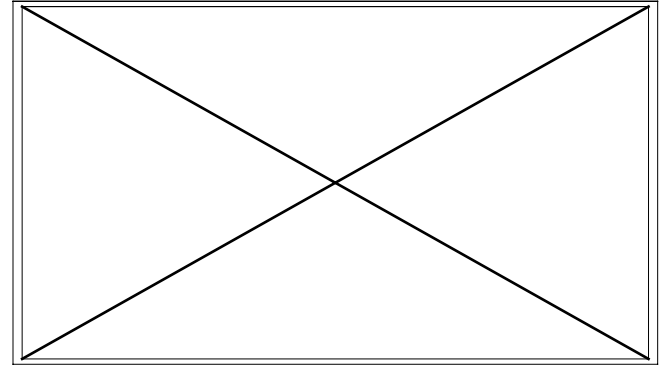
Scene 104	Duration 08:17	Panel 22	Duration 00:08
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Action Notes

The ball pixilates as it re-appears in the circle..

NO PANEL

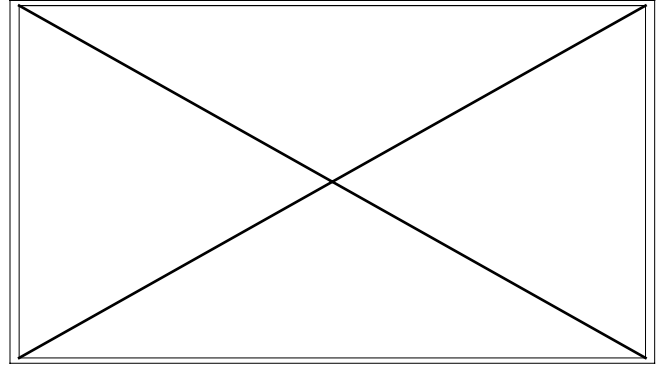


Scene 104	Duration 08:17	Panel 23	Duration 00:07
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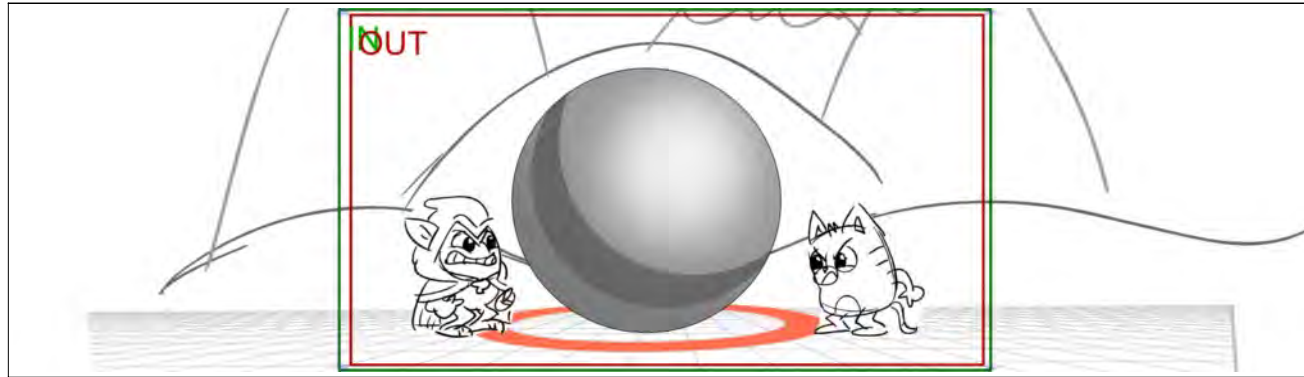
**Action Notes**

The ball pixilates as it re-appears in the circle..

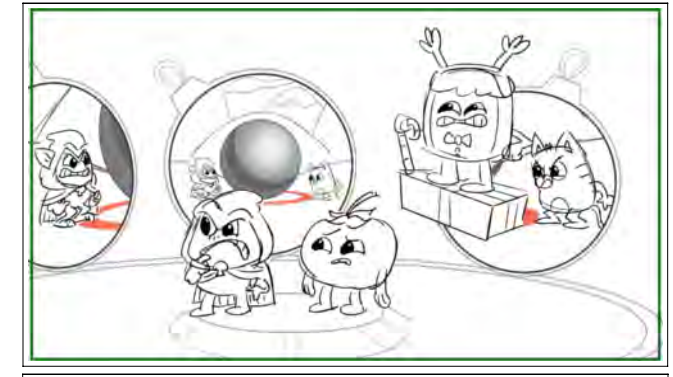
NO PANEL



Scene 104	Duration 08:17	Panel 24	Duration 01:01
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Scene 105	Duration 15:01	Panel 1	Duration 00:06
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Action Notes

CUT

Scene	Duration	Panel	Duration
105	15:01	2	01:13

**Dialog**

66 CRUMBLES (CONT'D) 66
Mayyyyyybe we should

Scene	Duration	Panel	Duration
105	15:01	3	00:21

**Dialog**

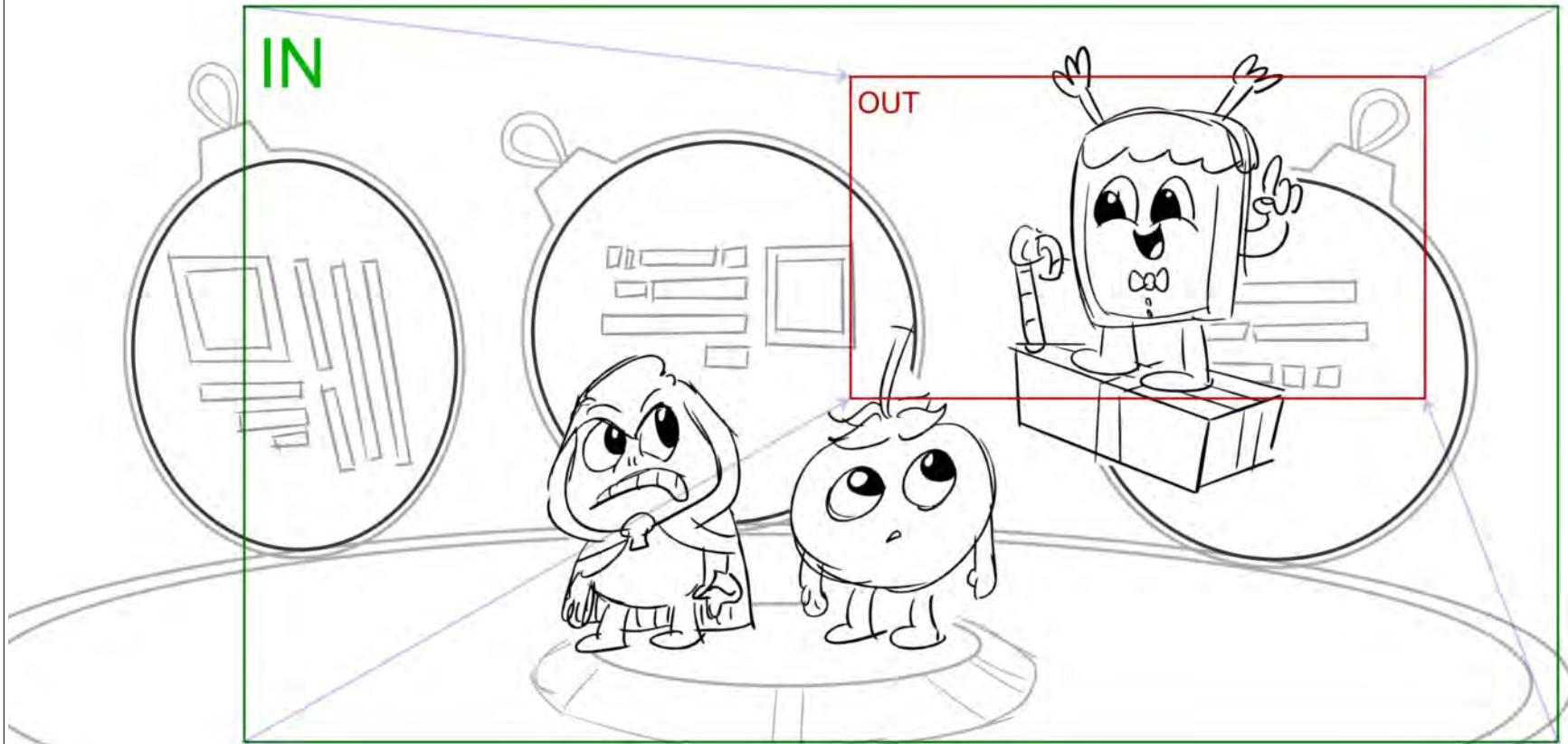
66 CRUMBLES (CONT'D) 66
move on...

Scene	Duration	Panel	Duration
105	15:01	4	00:20

**Dialog**

66 CRUMBLES (CONT'D) 66
tooooo, uh...

Scene 105	Duration 15:01	Panel 5	Duration 00:06
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**Action Notes**

The camera pushes in on Crumbles.

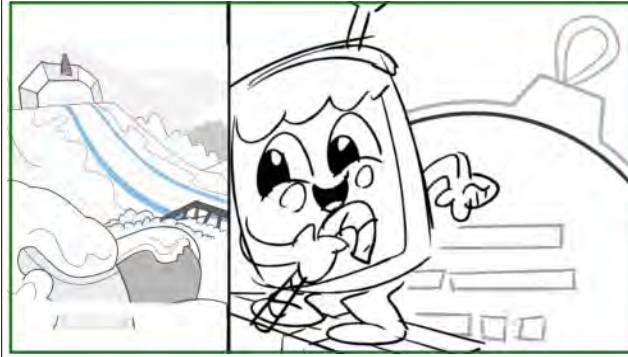
Scene	Duration	Panel	Duration
105	15:01	6	01:04



Dialog

66 CRUMBLES (CONT'D) 66
our next game!

Scene	Duration	Panel	Duration
105	15:01	7	00:15



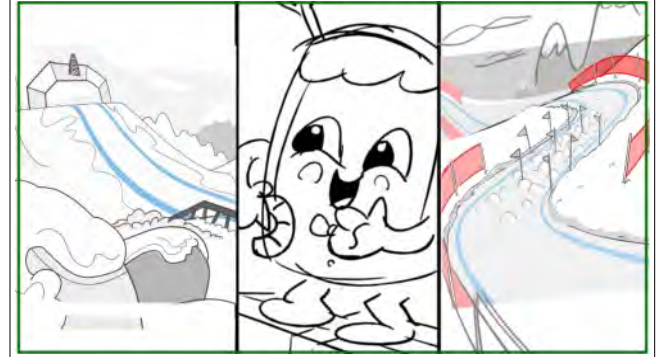
Dialog

66 CRUMBLES (CONT'D) 66
QUIT

Action Notes

Screen splits to show the "Quit Hoggin' My Toboggan" test.

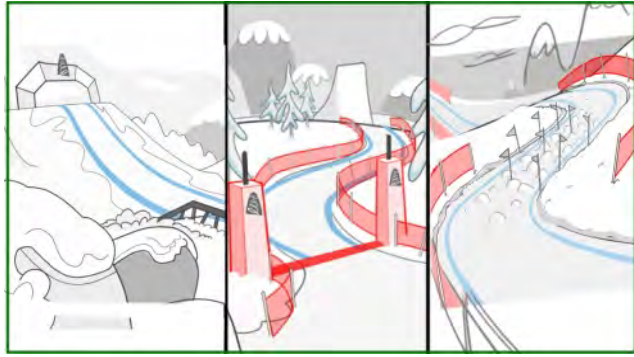
Scene	Duration	Panel	Duration
105	15:01	8	00:23



Dialog

66 CRUMBLES (CONT'D) 66
HOGGIN' MY

Scene	Duration	Panel	Duration
105	15:01	9	01:10



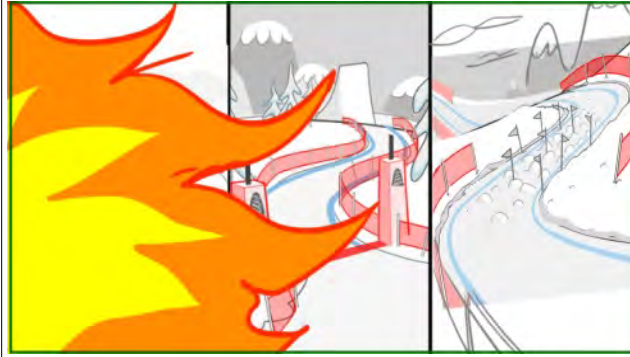
Dialog

66 CRUMBLES (CONT'D) 66
TOBOGGAN!

Notes

Io_MMPeakTrail_01
Io_MMPeakTrail_04
Io_MMPeakTrail_02

Scene	Duration	Panel	Duration
105	15:01	10	00:17



Action Notes

Flame wipe.

Scene	Duration	Panel	Duration
105	15:01	11	00:22



Scene	Duration	Panel	Duration
105	15:01	12	00:20



Scene	Duration	Panel	Duration
105	15:01	13	00:11



Scene	Duration	Panel	Duration
105	15:01	14	00:12



Action Notes

Reveal Conks in her melting ice cube.

Scene	Duration	Panel	Duration
105	15:01	15	00:22



Scene	Duration	Panel	Duration
105	15:01	16	00:20



Scene	Duration	Panel	Duration
105	15:01	17	00:21



Scene	Duration	Panel	Duration
105	15:01	18	00:02



Scene	Duration	Panel	Duration
105	15:01	19	00:02



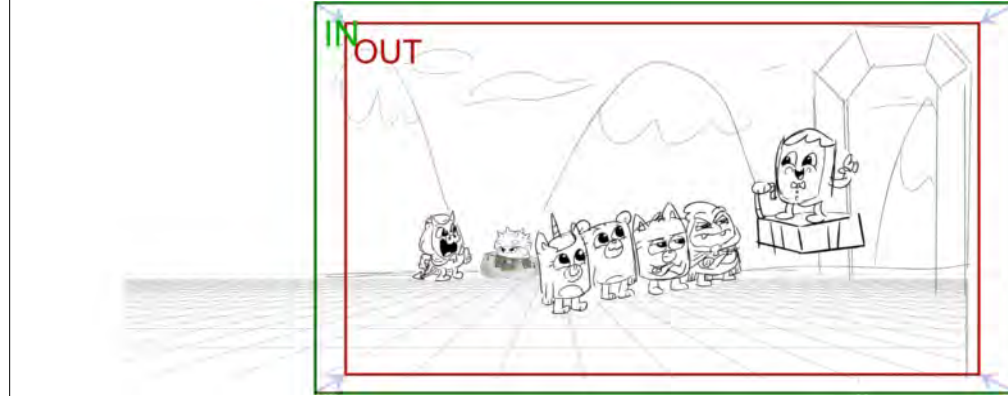
Scene	Duration	Panel	Duration
105	15:01	20	00:02



Scene	Duration	Panel	Duration
105	15:01	21	00:20



Scene	Duration	Panel	Duration
106	04:03	1	00:23



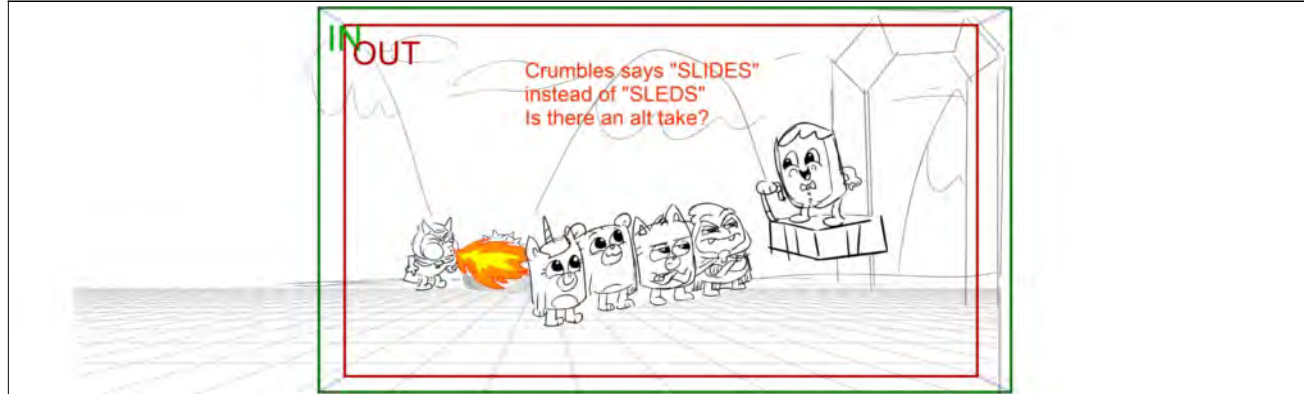
Dialog

67 CRUMBLES 67
In this game,

Action Notes

CUT
7. EXT. SNOWY MARSHMALLOW MOUNTAIN PEAK - DAY

Scene	Duration	Panel	Duration
106	04:03	2	01:11



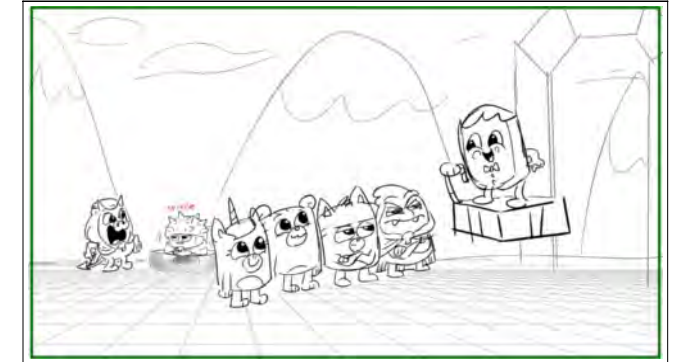
Dialog

67 CRUMBLES 67
teammates must fetch

Action Notes

Blush melts Conks ice cube with its fire breath.

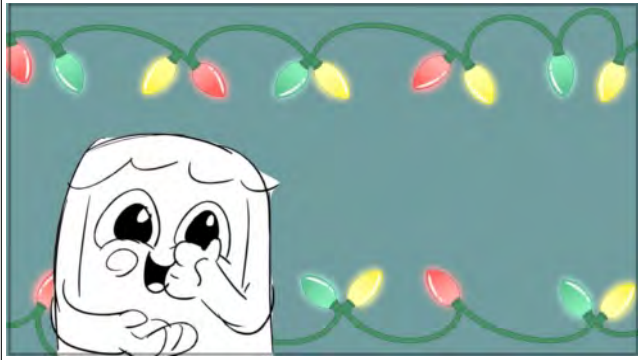
Scene	Duration	Panel	Duration
106	04:03	3	01:17



Dialog

67 CRUMBLES 67
sleds from the inventory rack...

Scene	Duration	Panel	Duration
107	05:02	1	00:10

**Action Notes**

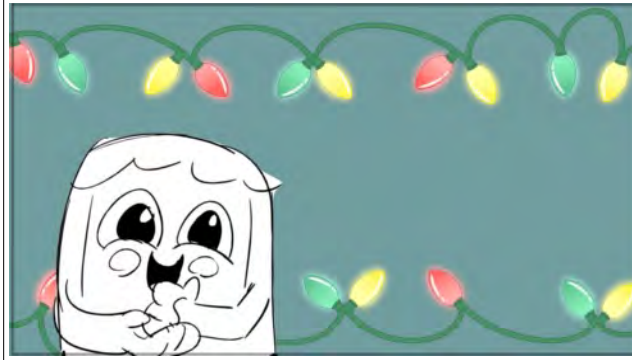
CUT

Crumbles does his inventory hand gestures.

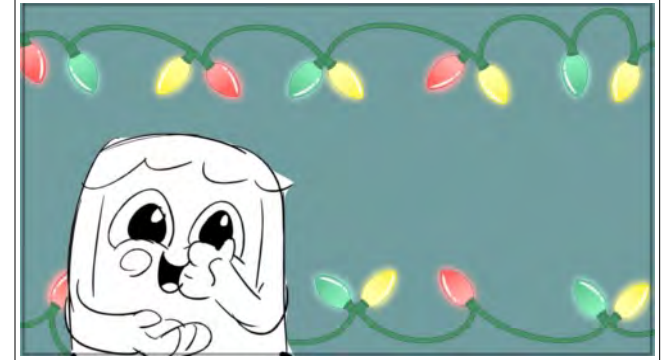
Notes

bg_CC_008

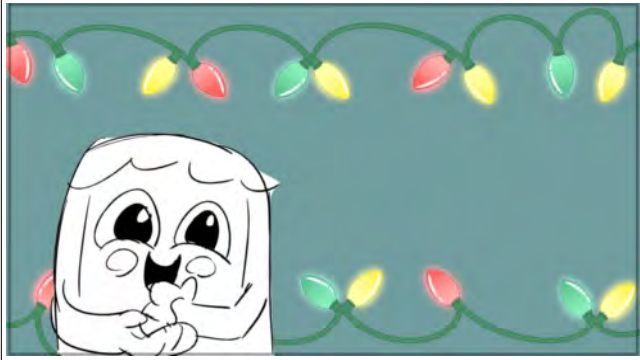
Scene	Duration	Panel	Duration
107	05:02	2	00:09



Scene	Duration	Panel	Duration
107	05:02	3	00:11



Scene	Duration	Panel	Duration
107	05:02	4	00:10



Scene	Duration	Panel	Duration
107	05:02	5	00:09



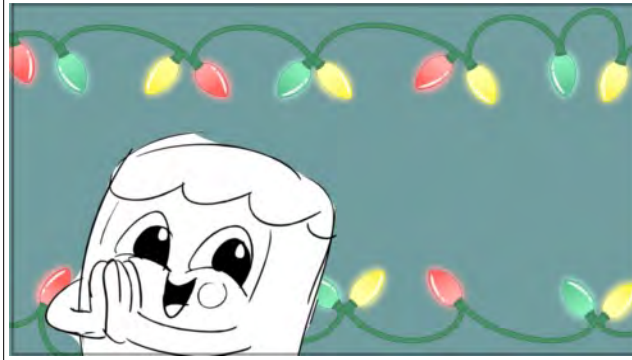
Scene	Duration	Panel	Duration
107	05:02	6	00:11



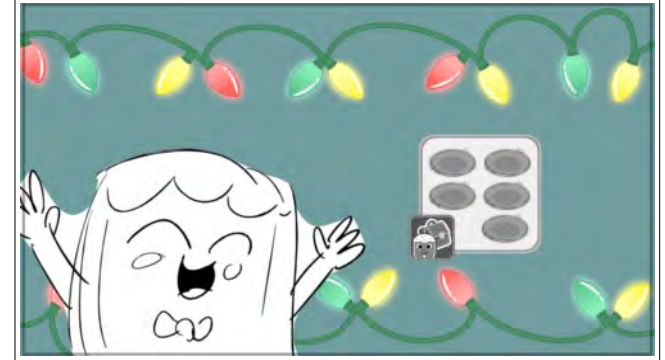
Scene	Duration	Panel	Duration
107	05:02	7	00:11



Scene	Duration	Panel	Duration
107	05:02	8	00:11

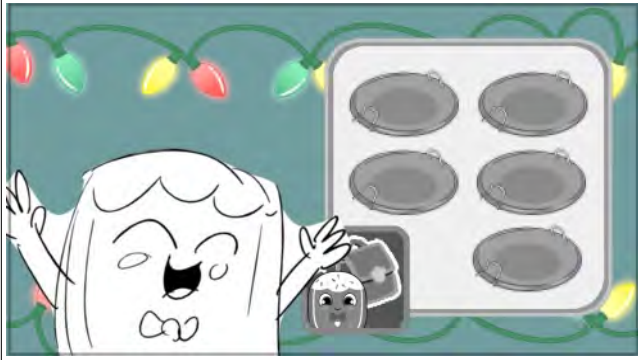


Scene	Duration	Panel	Duration
107	05:02	9	00:11

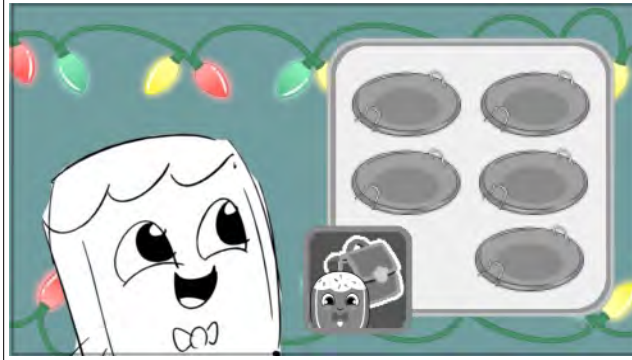
**Action Notes**

Crumbles inventory appears.

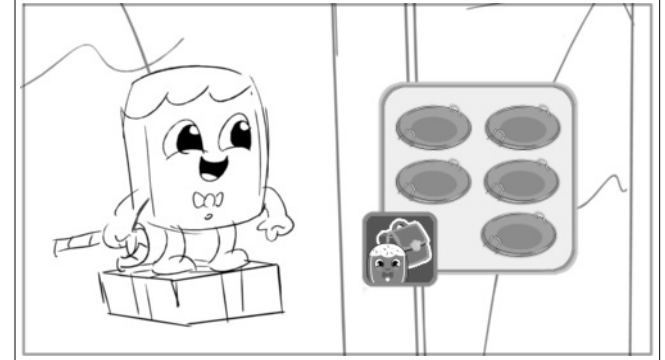
Scene	Duration	Panel	Duration
107	05:02	10	00:12



Scene	Duration	Panel	Duration
107	05:02	11	00:17

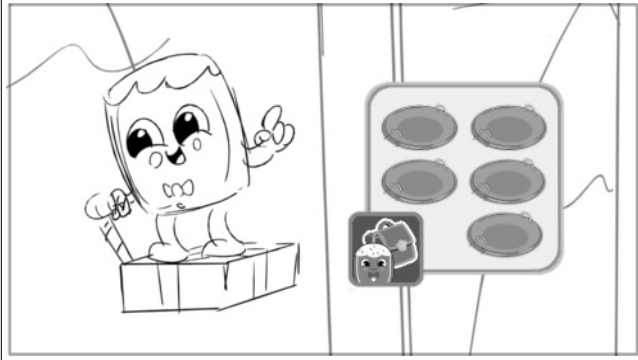


Scene	Duration	Panel	Duration
108	09:22	1	00:04



Action Notes
CUT

Scene	Duration	Panel	Duration
108	09:22	2	00:08



Dialog

68 CRUMBLES (CONT'D) 68
Then

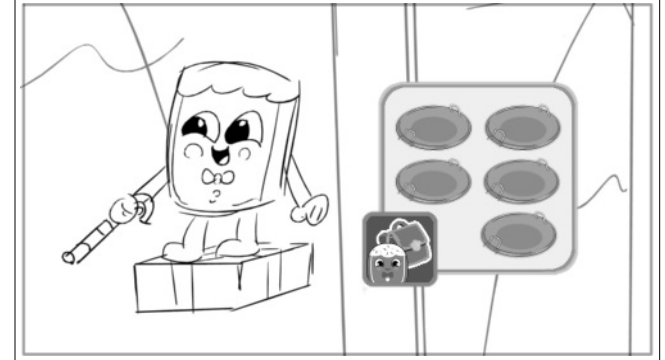
Scene	Duration	Panel	Duration
108	09:22	3	01:08



Dialog

68 CRUMBLES (CONT'D) 68
slide on down the hill

Scene	Duration	Panel	Duration
108	09:22	4	00:06



Dialog

68 CRUMBLES (CONT'D) 68
and

Scene	Duration	Panel	Duration
108	09:22	5	01:06



Dialog

68 CRUMBLES (CONT'D) 68
cross the finish line

Scene	Duration	Panel	Duration
108	09:22	6	01:07



Dialog

68 CRUMBLES (CONT'D) 68
together.

Scene	Duration	Panel	Duration
108	09:22	7	00:11



Action Notes

Jasper zips in from screen left.

Scene	Duration	Panel	Duration
108	09:22	8	00:14



Scene	Duration	Panel	Duration
108	09:22	9	00:11



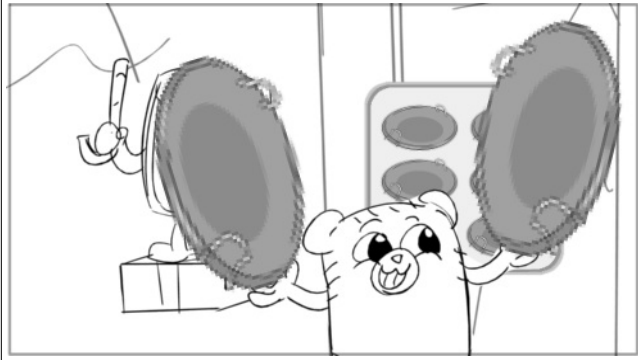
Action Notes

Jasper taps two of the toboggan icons.

Scene	Duration	Panel	Duration
108	09:22	10	00:05



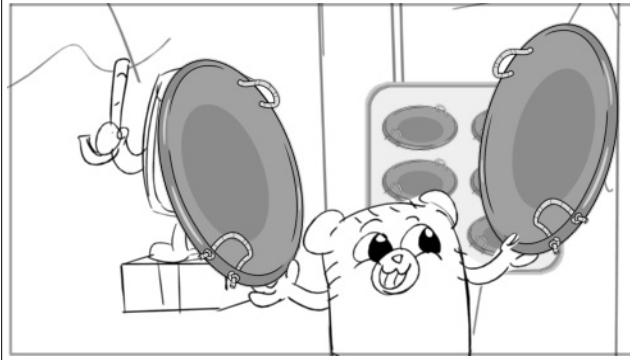
Scene	Duration	Panel	Duration
108	09:22	11	00:10



Action Notes

Two toboggans appear in Jasper's hands.

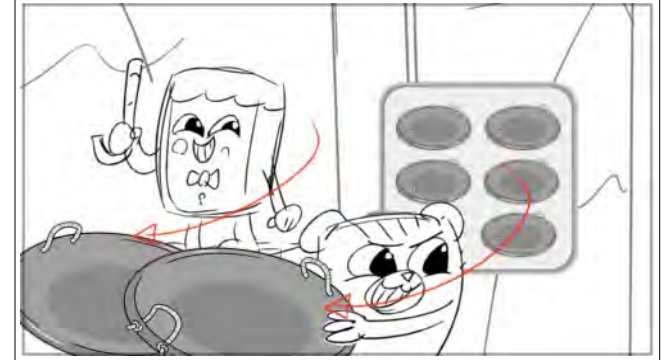
Scene	Duration	Panel	Duration
108	09:22	12	00:12



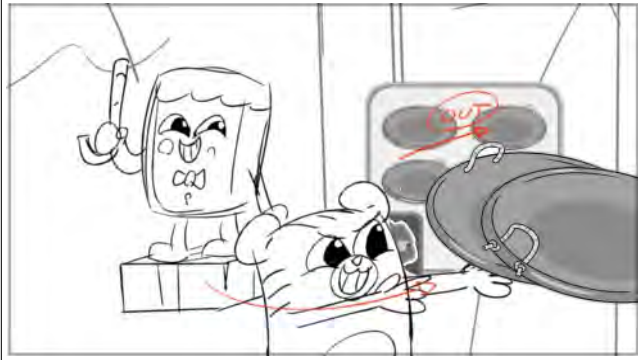
Notes

pr_saucer_sled

Scene	Duration	Panel	Duration
108	09:22	13	00:15



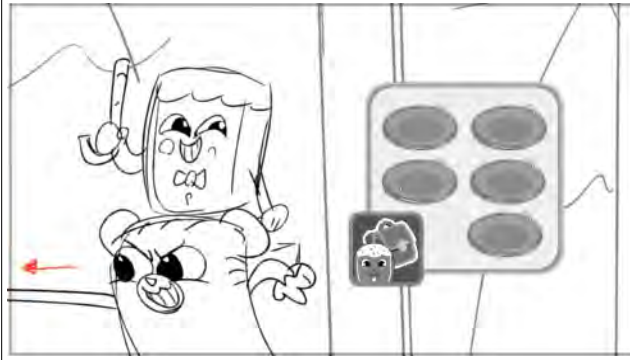
Scene	Duration	Panel	Duration
108	09:22	14	00:08



Action Notes

Jasper tosses the toboggans out screen right.

Scene	Duration	Panel	Duration
108	09:22	15	00:09



Action Notes

Jasper reaches off screen left.

Scene	Duration	Panel	Duration
108	09:22	16	00:13



Action Notes

Jasper pulls Conks in from screen left.

Scene	Duration	Panel	Duration
108	09:22	17	00:11



Action Notes

Jasper drags Conks out screen right.

Scene	Duration	Panel	Duration
108	09:22	18	00:08



Scene	Duration	Panel	Duration
109	01:13	1	00:08



Action Notes

CUT

Scene	Duration	Panel	Duration
109	01:13	2	00:14



Dialog

69 JASPER 69
Pfft,

Scene	Duration	Panel	Duration
109	01:13	3	00:07



Dialog

69 JASPER 69
too

Scene	Duration	Panel	Duration
109	01:13	4	00:08



Dialog

69 JASPER 69
easy.

Scene	Duration	Panel	Duration
110	04:05	1	00:05

**Action Notes**

CUT

Scene	Duration	Panel	Duration
110	04:05	2	00:07

**Dialog**

69 JASPER 69
Just

Action Notes

Jasper reaches off screen for his tail.

Scene	Duration	Panel	Duration
110	04:05	3	00:20

**Dialog**

69 JASPER 69
hold my tail.

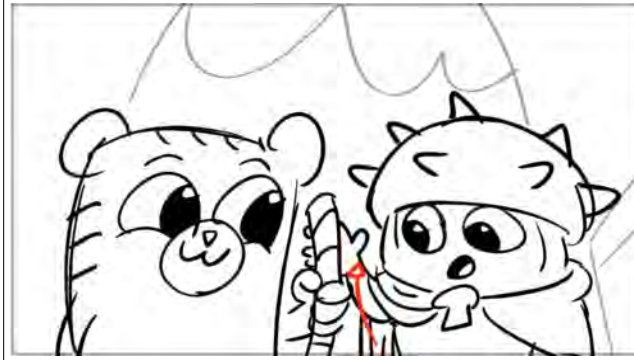
Scene	Duration	Panel	Duration
110	04:05	4	01:13



Dialog

69 JASPER 69
Then we'll stay together for sure.

Scene	Duration	Panel	Duration
110	04:05	5	00:14



Dialog

70 CONKS 70
Okee-doke.

Action Notes

Jasper hands the end of his tail to Conks.

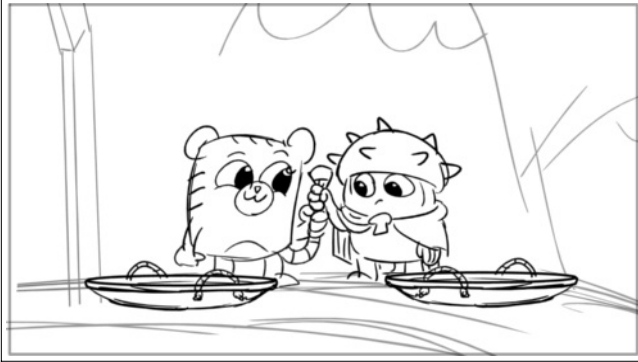
Scene	Duration	Panel	Duration
110	04:05	6	00:18



Dialog

70 CONKS 70
Okee-doke.

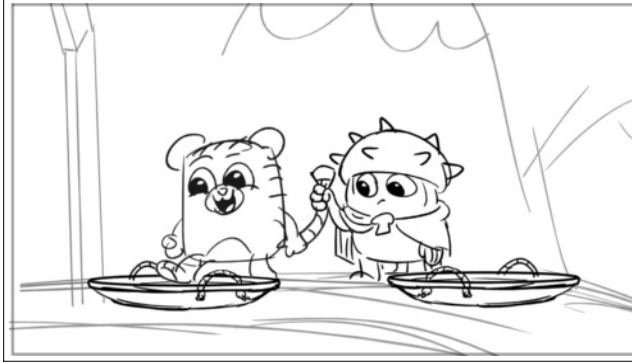
Scene	Duration	Panel	Duration
111	03:05	1	00:07



Action Notes

CUT

Scene	Duration	Panel	Duration
111	03:05	2	00:09



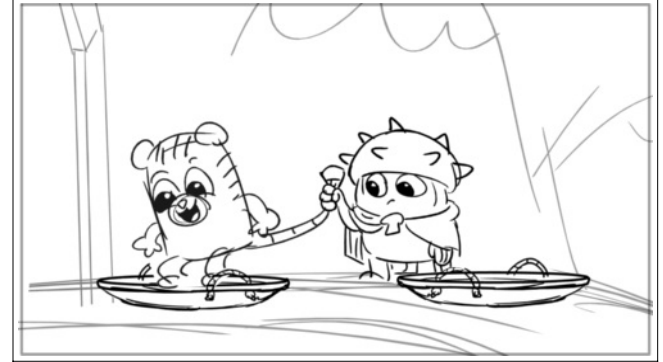
Dialog

71 JASPER 71
Just don't

Action Notes

Jasper steps into his sled.

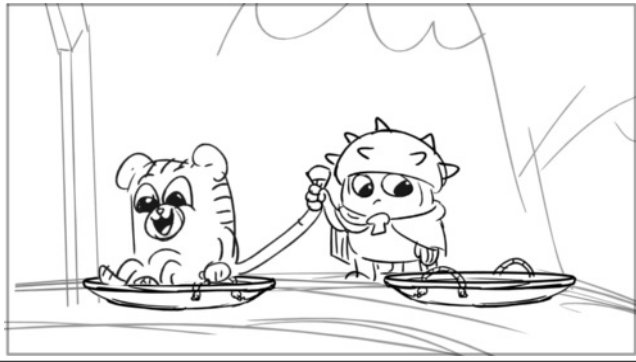
Scene	Duration	Panel	Duration
111	03:05	3	00:11



Dialog

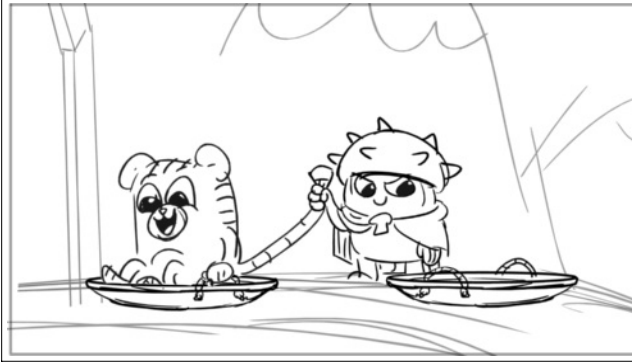
71 JASPER 71
go too

Scene	Duration	Panel	Duration
111	03:05	4	00:16

**Dialog**

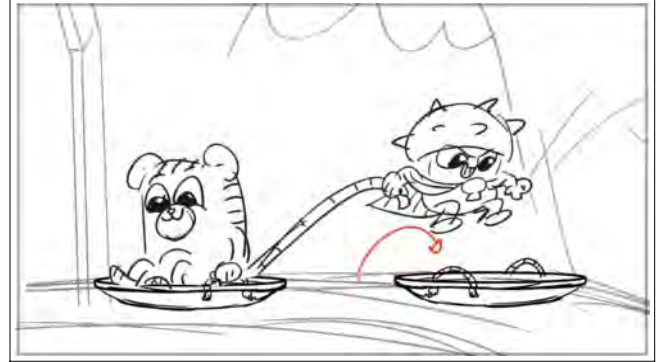
71 JASPER 71
fast or it

Scene	Duration	Panel	Duration
111	03:05	5	00:08

**Dialog**

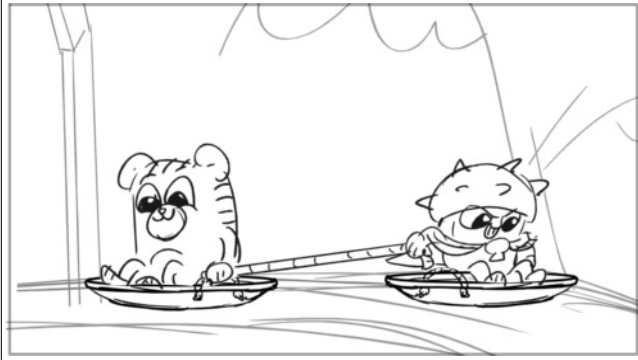
71 JASPER 71
might-

Scene	Duration	Panel	Duration
111	03:05	6	00:03

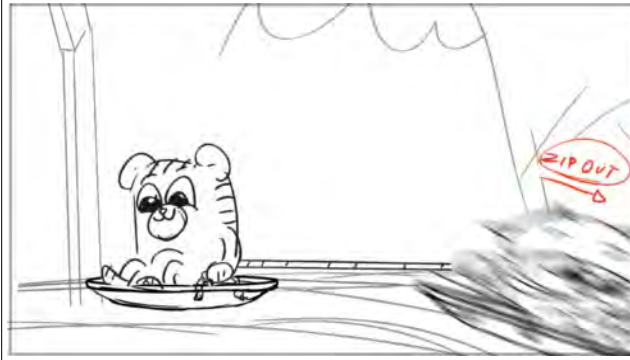
**Action Notes**

Conks jumps into her sled.

Scene	Duration	Panel	Duration
111	03:05	7	00:03



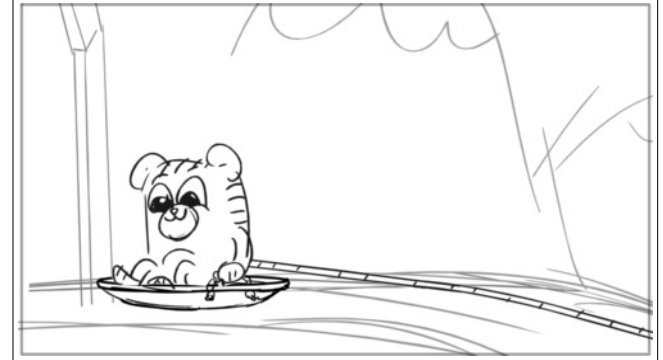
Scene	Duration	Panel	Duration
111	03:05	8	00:03



Action Notes

Conks zips out screen right.

Scene	Duration	Panel	Duration
111	03:05	9	00:17



Scene	Duration	Panel	Duration
112	01:06	1	00:03



Action Notes

CUT

Scene	Duration	Panel	Duration
112	01:06	2	00:03



Action Notes

CUT

Scene	Duration	Panel	Duration
112	01:06	3	00:03



Action Notes

CUT

Scene	Duration	Panel	Duration
112	01:06	4	00:03

**Action Notes**

CUT

Scene	Duration	Panel	Duration
112	01:06	5	00:03

**Action Notes**

CUT

Scene	Duration	Panel	Duration
112	01:06	6	00:03

**Action Notes**

CUT

Scene	Duration	Panel	Duration
112	01:06	7	00:03

**Action Notes**

CUT

Scene	Duration	Panel	Duration
112	01:06	8	00:03

**Action Notes**

CUT

Scene	Duration	Panel	Duration
112	01:06	9	00:03

**Action Notes**

CUT

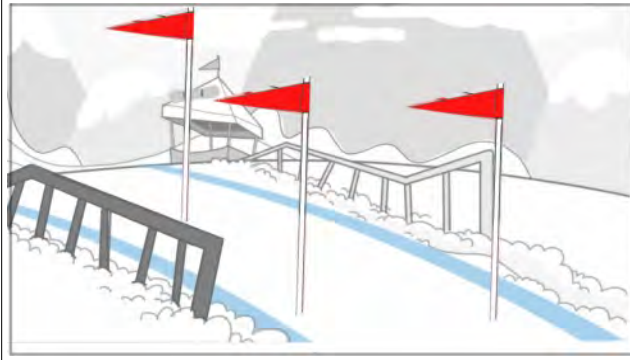
Scene	Duration	Panel	Duration
112	01:06	10	00:03



Action Notes

CUT

Scene	Duration	Panel	Duration
113	00:14	1	00:02



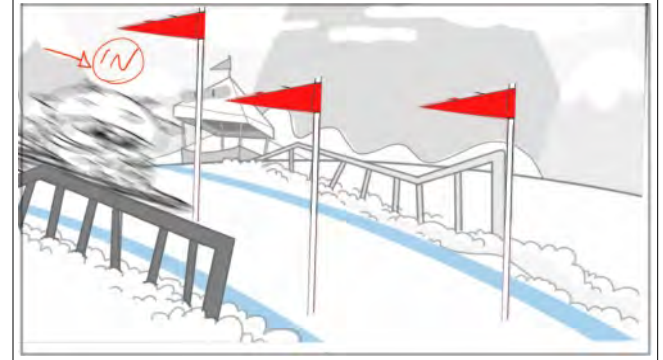
Action Notes

CUT

Notes

Io_MMPeakTrail_01

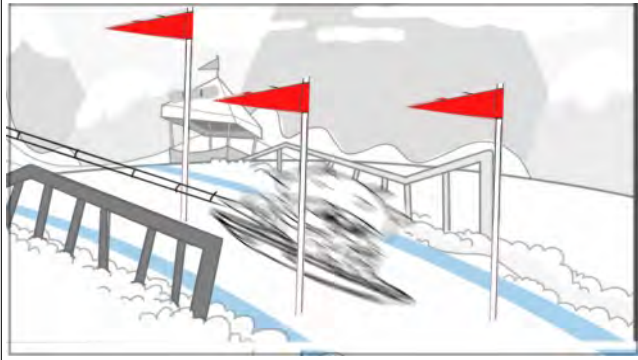
Scene	Duration	Panel	Duration
113	00:14	2	00:03



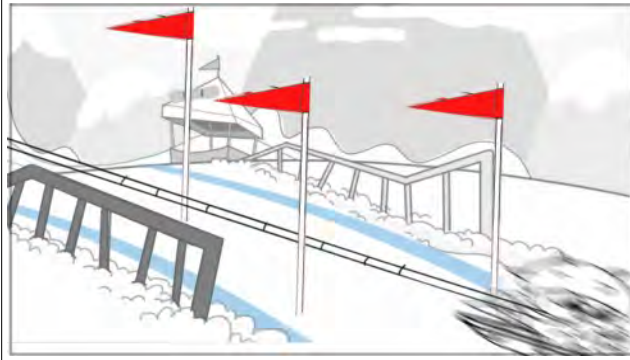
Action Notes

Conks zips in from screen left.

Scene	Duration	Panel	Duration
113	00:14	3	00:03



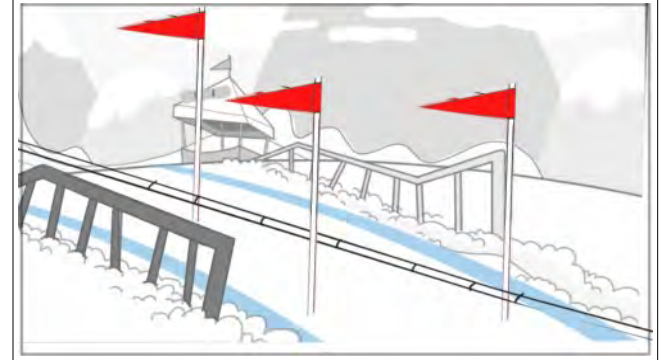
Scene	Duration	Panel	Duration
113	00:14	4	00:02



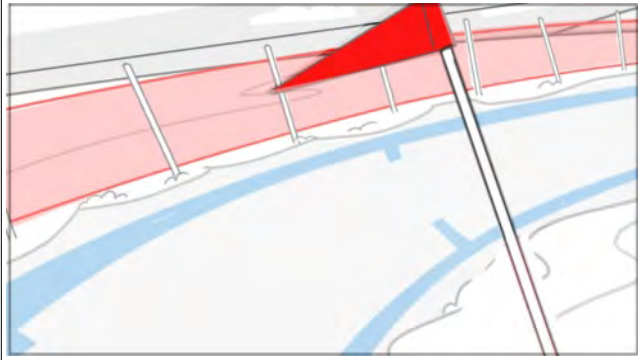
Action Notes

Conks zips out screen right.

Scene	Duration	Panel	Duration
113	00:14	5	00:04



Scene	Duration	Panel	Duration
114	00:13	1	00:02



Action Notes

CUT

Notes

Io_MMPeakTrail_03

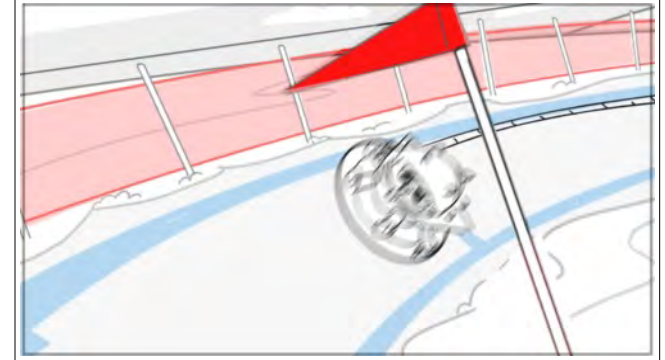
Scene	Duration	Panel	Duration
114	00:13	2	00:03



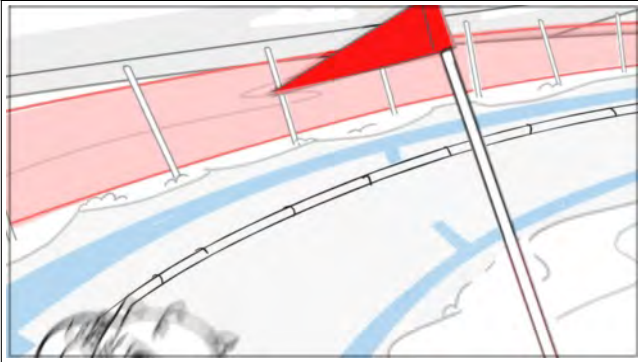
Action Notes

Conks zips in from screen right.

Scene	Duration	Panel	Duration
114	00:13	3	00:03



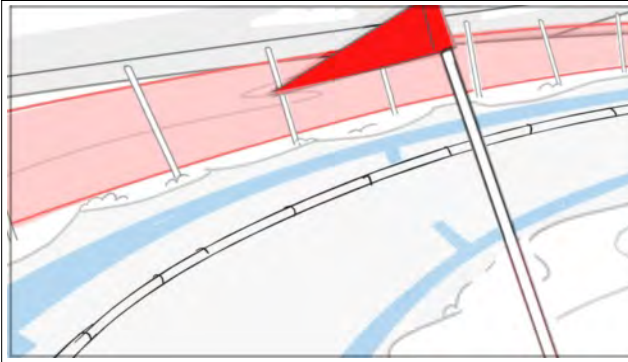
Scene	Duration	Panel	Duration
114	00:13	4	00:02



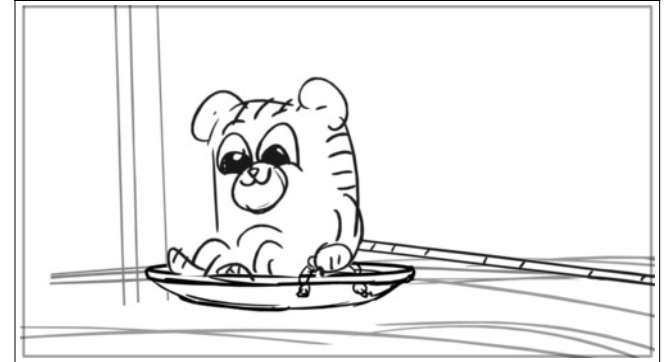
Action Notes

Conks zips out lower screen left.

Scene	Duration	Panel	Duration
114	00:13	5	00:03



Scene	Duration	Panel	Duration
115	01:00	1	00:02



Action Notes

CUT

Scene	Duration	Panel	Duration
115	01:00	2	00:07

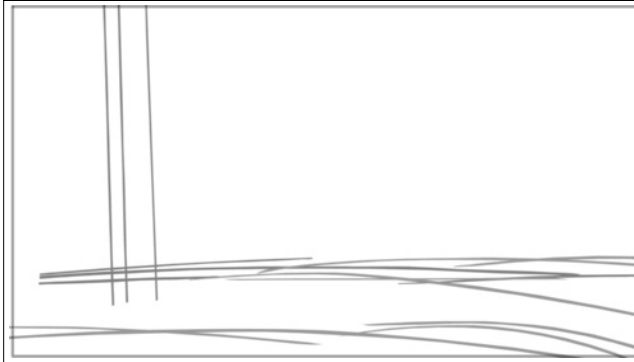
**Dialog**

72 JASPER (CONT'D) 72
<WILD PAIN SCREAMING>

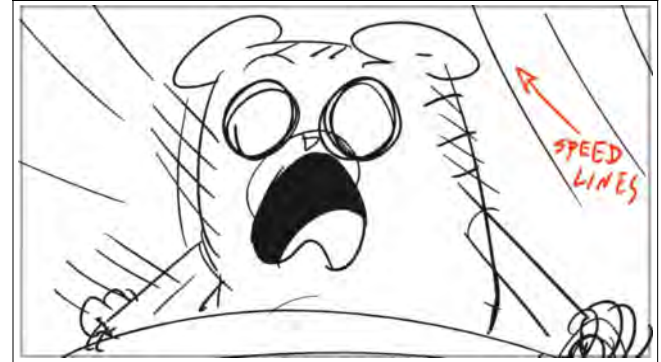
Action Notes

Jasper is yanked out screen right.

Scene	Duration	Panel	Duration
115	01:00	3	00:15



Scene	Duration	Panel	Duration
116	01:06	1	00:03

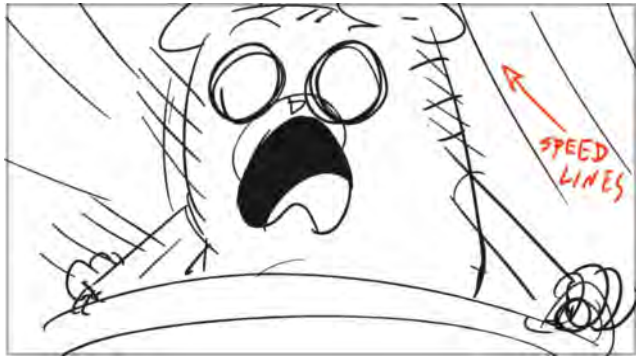
**Dialog**

72 JASPER (CONT'D) 72
<WILD PAIN SCREAMING>

Action Notes

CUT

Scene	Duration	Panel	Duration
116	01:06	2	00:03

**Dialog**

72 JASPER (CONT'D) 72
<WILD PAIN SCREAMING>

Action Notes

CUT

Scene	Duration	Panel	Duration
116	01:06	3	00:03

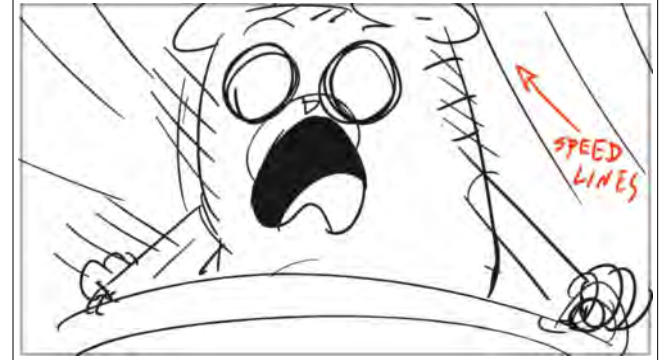
**Dialog**

72 JASPER (CONT'D) 72
<WILD PAIN SCREAMING>

Action Notes

CUT

Scene	Duration	Panel	Duration
116	01:06	4	00:03

**Dialog**

72 JASPER (CONT'D) 72
<WILD PAIN SCREAMING>

Action Notes

CUT

Scene	Duration	Panel	Duration
116	01:06	5	00:03

**Dialog**

72 JASPER (CONT'D) 72
<WILD PAIN SCREAMING>

Action Notes

CUT

Scene	Duration	Panel	Duration
116	01:06	6	00:03

**Dialog**

72 JASPER (CONT'D) 72
<WILD PAIN SCREAMING>

Action Notes

CUT

Scene	Duration	Panel	Duration
116	01:06	7	00:03

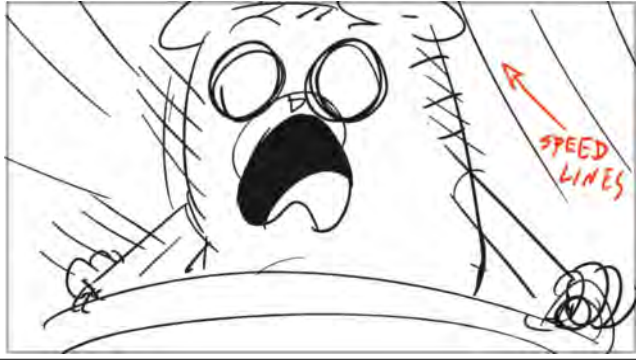
**Dialog**

72 JASPER (CONT'D) 72
<WILD PAIN SCREAMING>

Action Notes

CUT

Scene	Duration	Panel	Duration
116	01:06	8	00:03

**Dialog**

72 JASPER (CONT'D) 72
<WILD PAIN SCREAMING>

Action Notes

CUT

Scene	Duration	Panel	Duration
116	01:06	9	00:03

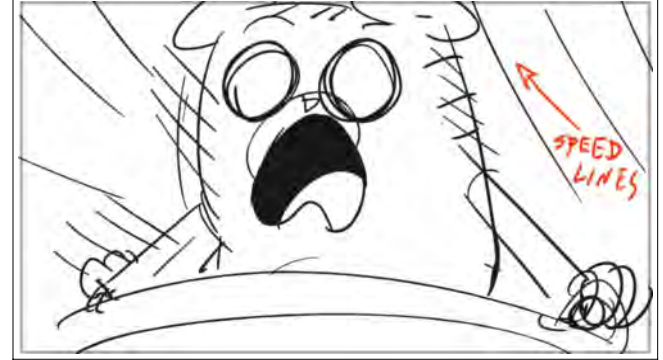
**Dialog**

72 JASPER (CONT'D) 72
<WILD PAIN SCREAMING>

Action Notes

CUT

Scene	Duration	Panel	Duration
116	01:06	10	00:03

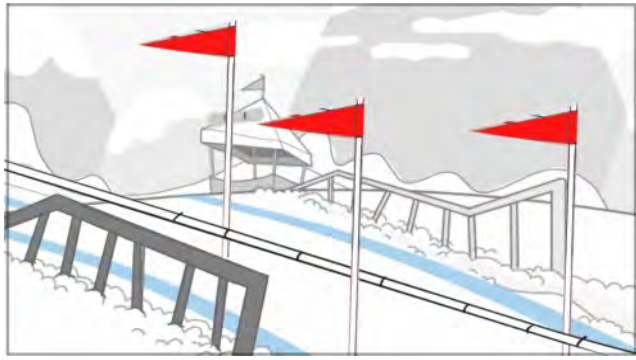
**Dialog**

72 JASPER (CONT'D) 72
<WILD PAIN SCREAMING>

Action Notes

CUT

Scene	Duration	Panel	Duration
117	02:03	1	01:01



Dialog

72 JASPER (CONT'D) 72
<WILD PAIN SCREAMING>

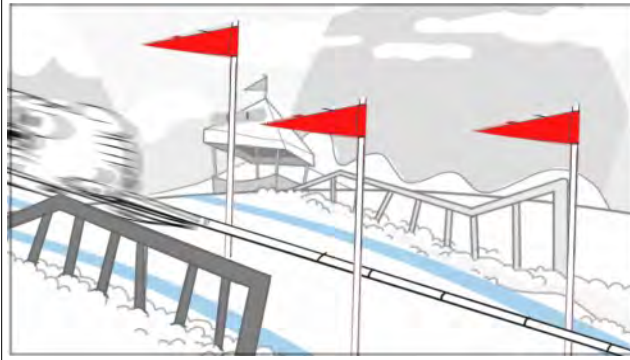
Action Notes

CUT

Notes

Io_MMPeakTrail_01

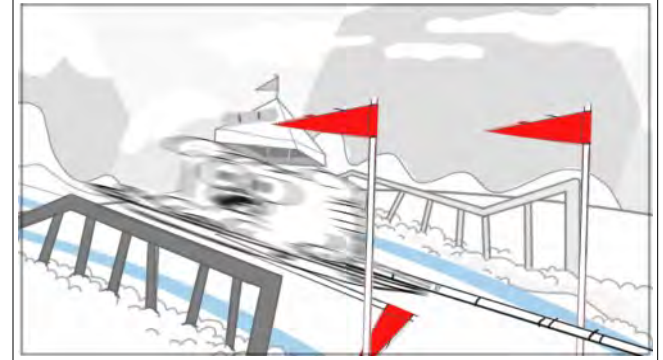
Scene	Duration	Panel	Duration
117	02:03	2	00:03



Action Notes

Jasper zips in from screen left.

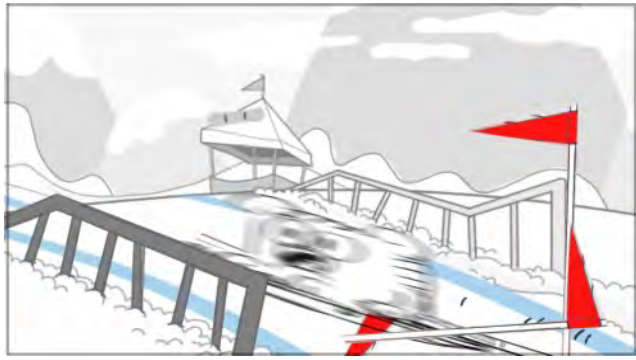
Scene	Duration	Panel	Duration
117	02:03	3	00:06



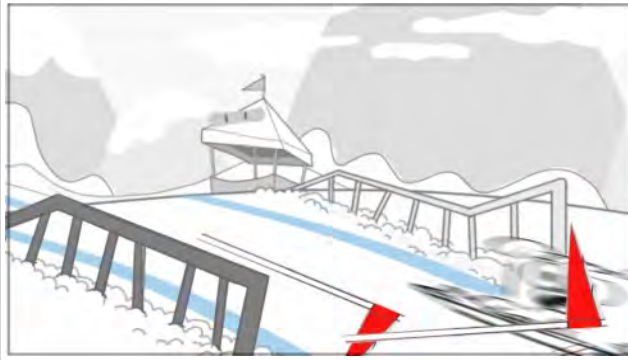
Action Notes

Jasper knocks down the flags.

Scene	Duration	Panel	Duration
117	02:03	4	00:05



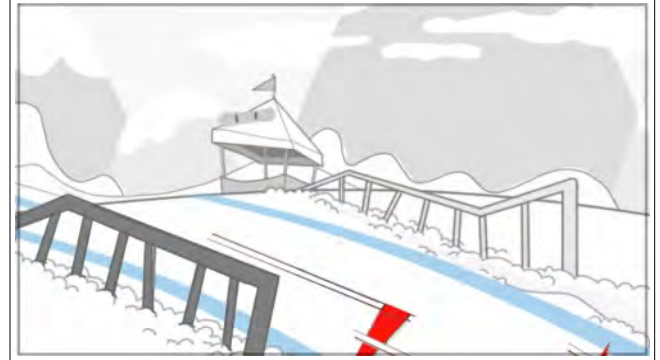
Scene	Duration	Panel	Duration
117	02:03	5	00:04



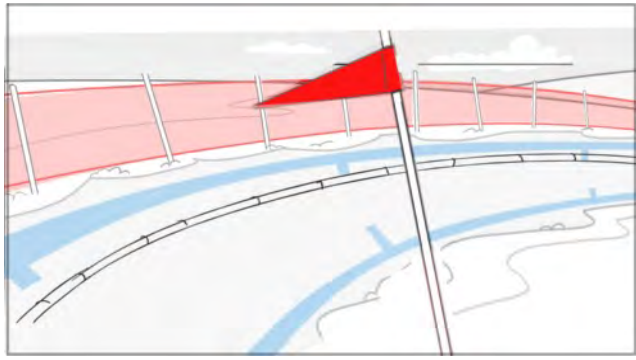
Action Notes

Jasper zips out screen right.

Scene	Duration	Panel	Duration
117	02:03	6	00:08



Scene	Duration	Panel	Duration
118	01:18	1	00:03

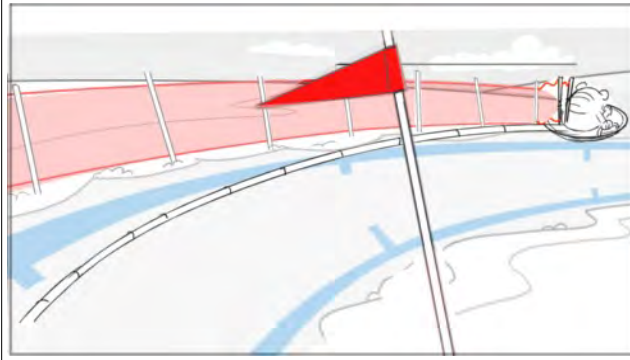
**Action Notes**

CUT

Notes

Io_MMPeakTrail_03

Scene	Duration	Panel	Duration
118	01:18	2	00:04

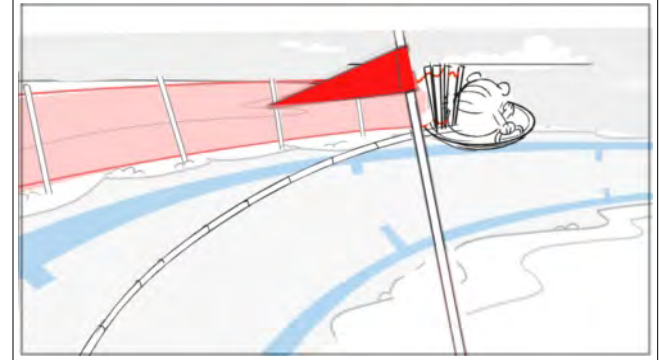
**Dialog**

72 JASPER (CONT'D) 72
<WILD PAIN SCREAMING>

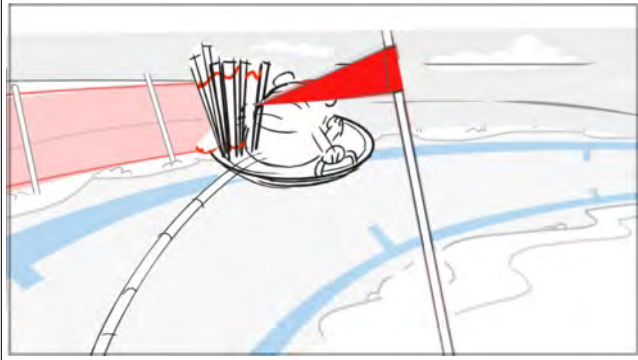
Action Notes

Jasper zips in from screen right, knocking down the fence as he goes.

Scene	Duration	Panel	Duration
118	01:18	3	00:04



Scene	Duration	Panel	Duration
118	01:18	4	00:06



Scene	Duration	Panel	Duration
118	01:18	5	00:04



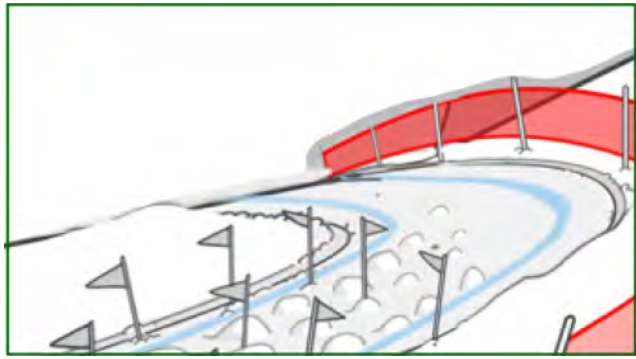
Action Notes

Jasper exits screen left.

Scene	Duration	Panel	Duration
118	01:18	6	00:21



Scene	Duration	Panel	Duration
119	01:06	1	00:02



Action Notes

CUT

Notes

Io_MMPeakTrail_02

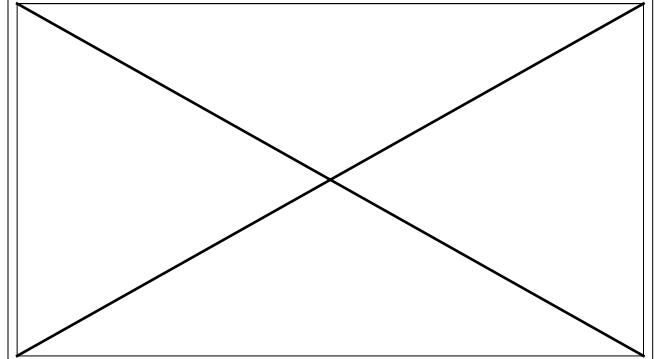
Scene	Duration	Panel	Duration
119	01:06	2	00:03



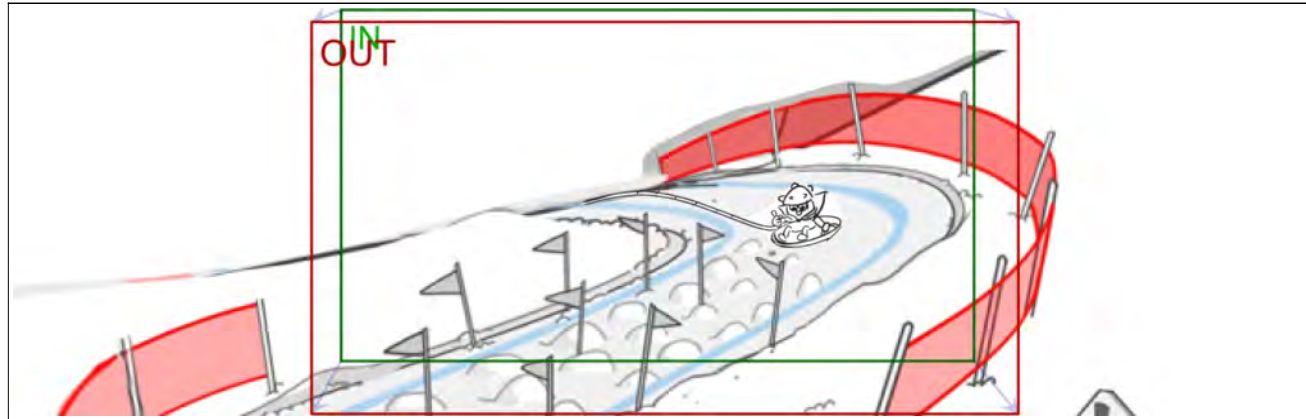
Action Notes

Conks enters from behind the hill.

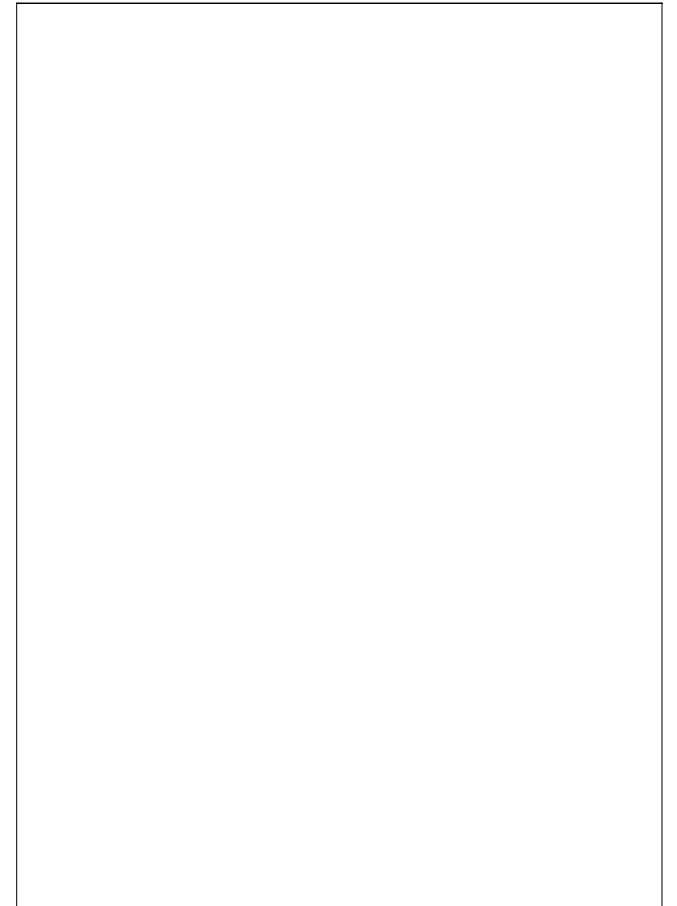
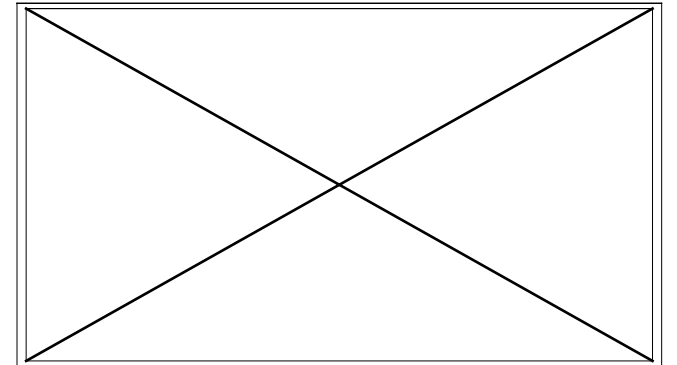
NO PANEL



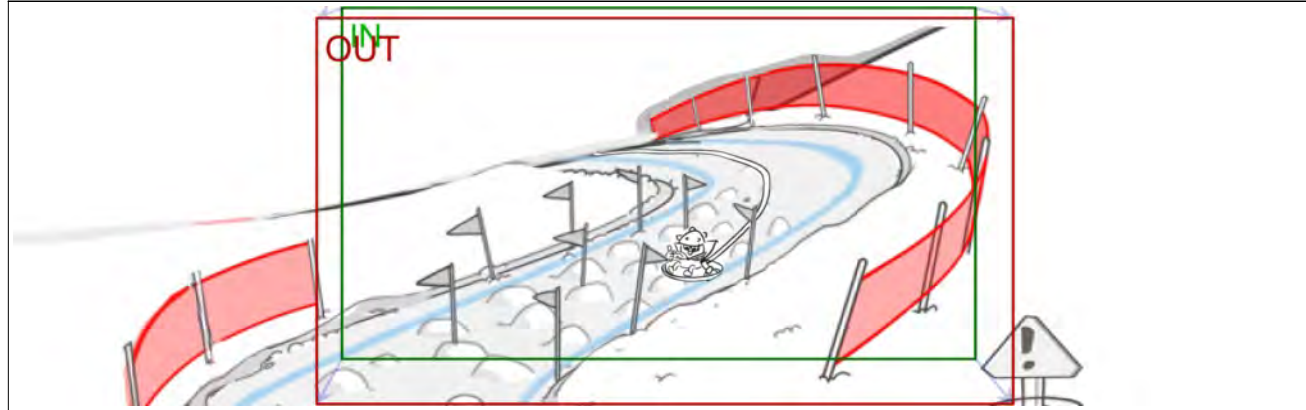
Scene 119	Duration 01:06	Panel 3	Duration 00:03
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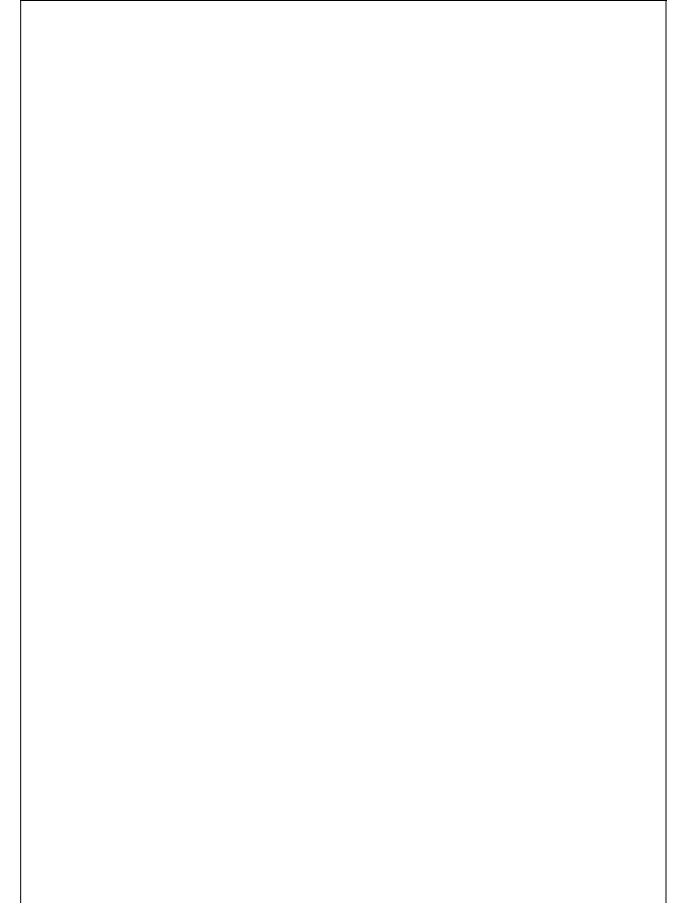
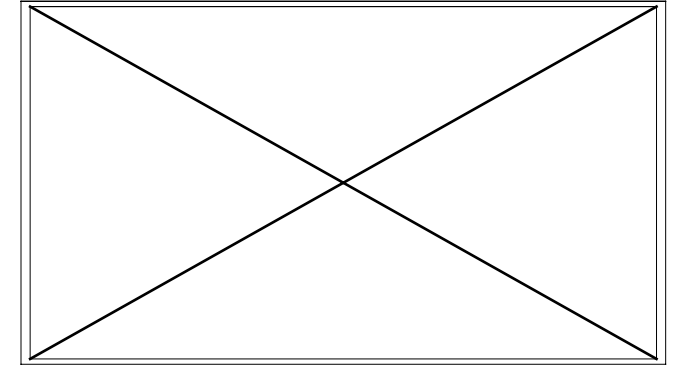
NO PANEL



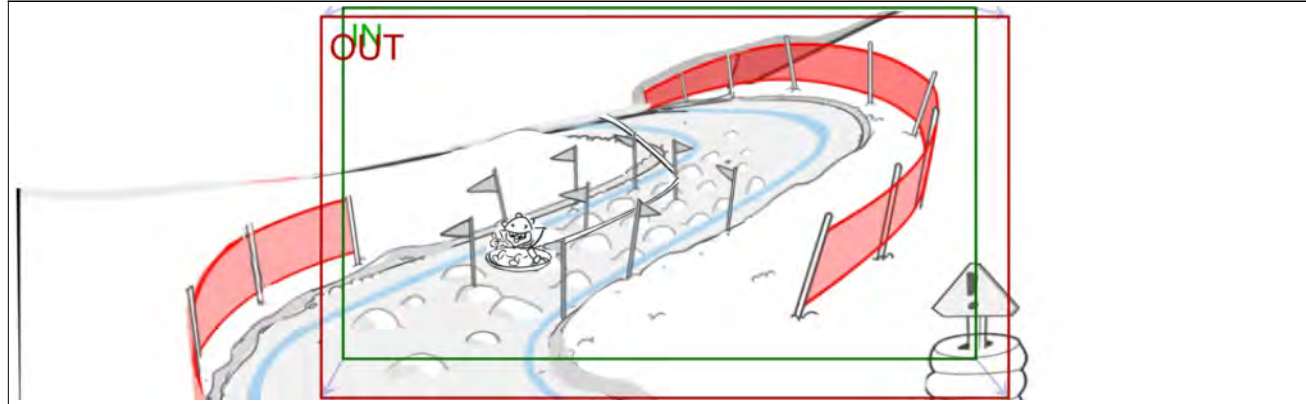
Scene 119	Duration 01:06	Panel 4	Duration 00:03
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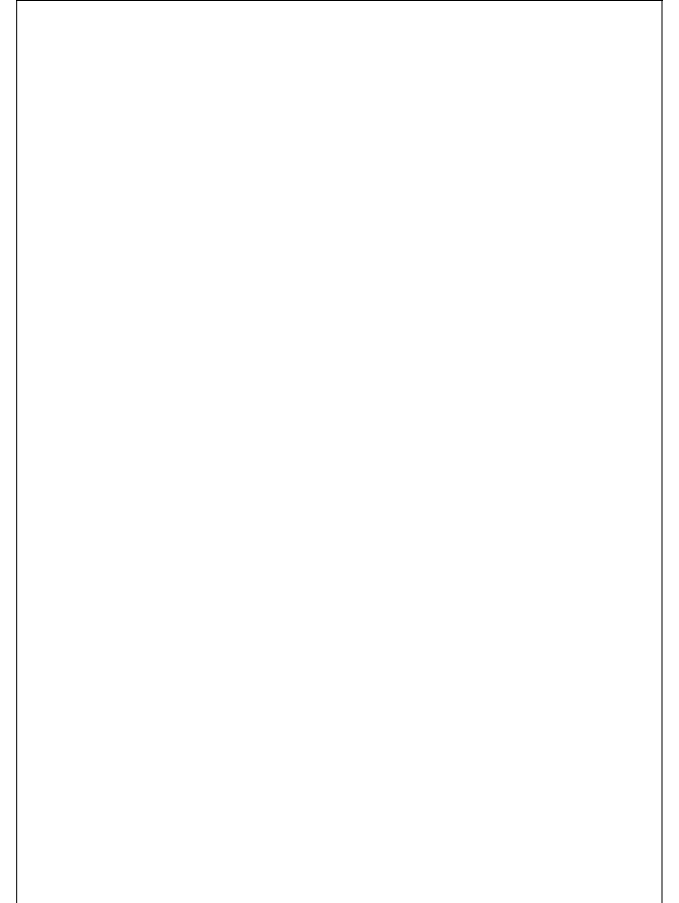
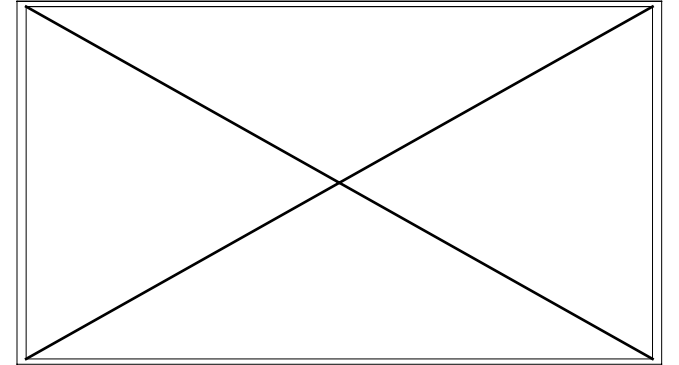
NO PANEL



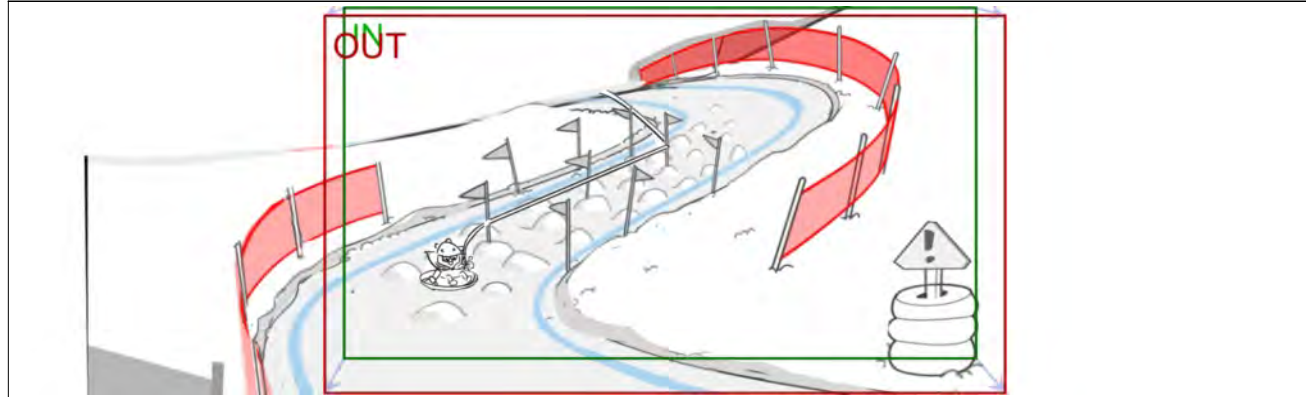
Scene 119	Duration 01:06	Panel 5	Duration 00:03
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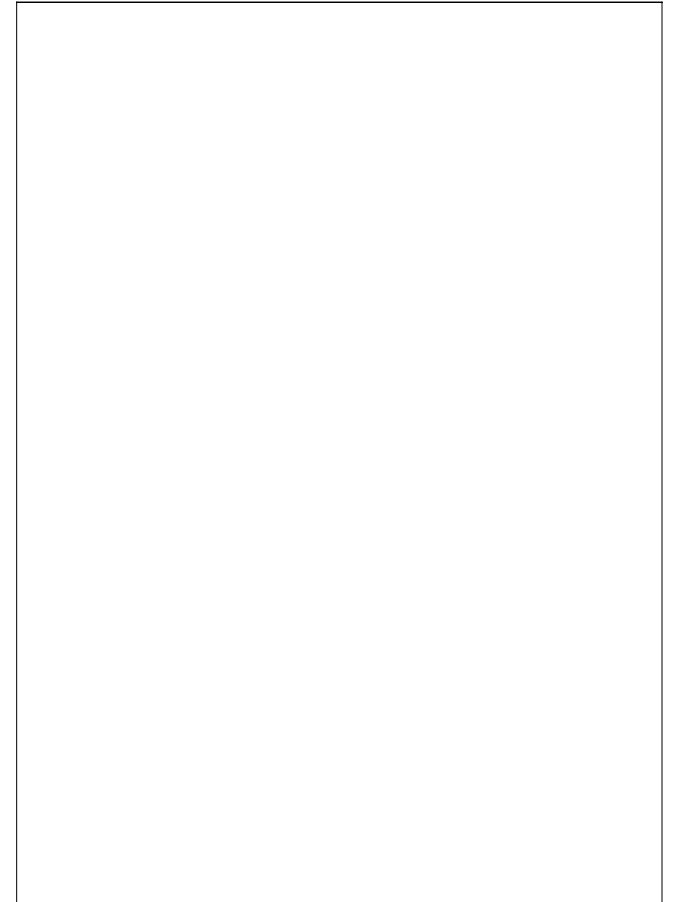
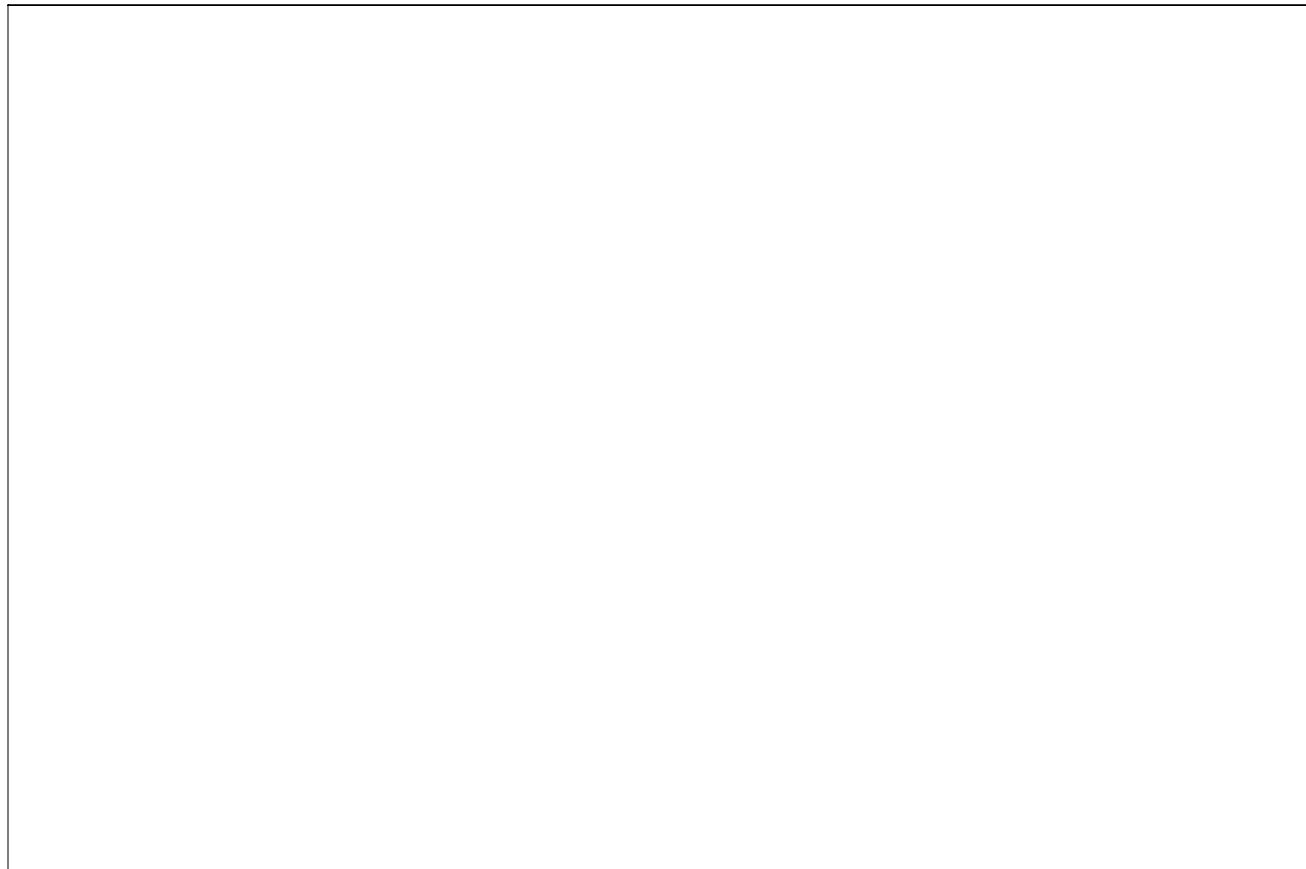
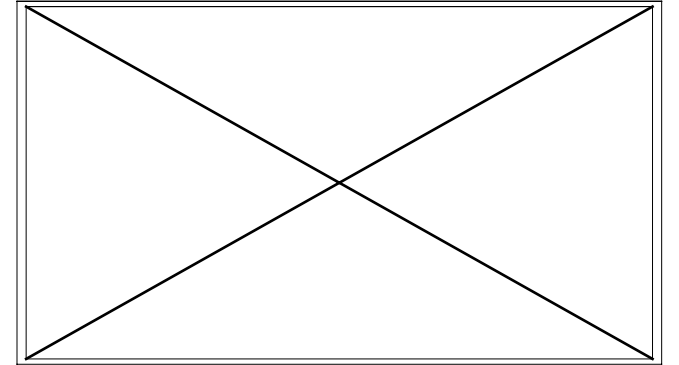
NO PANEL



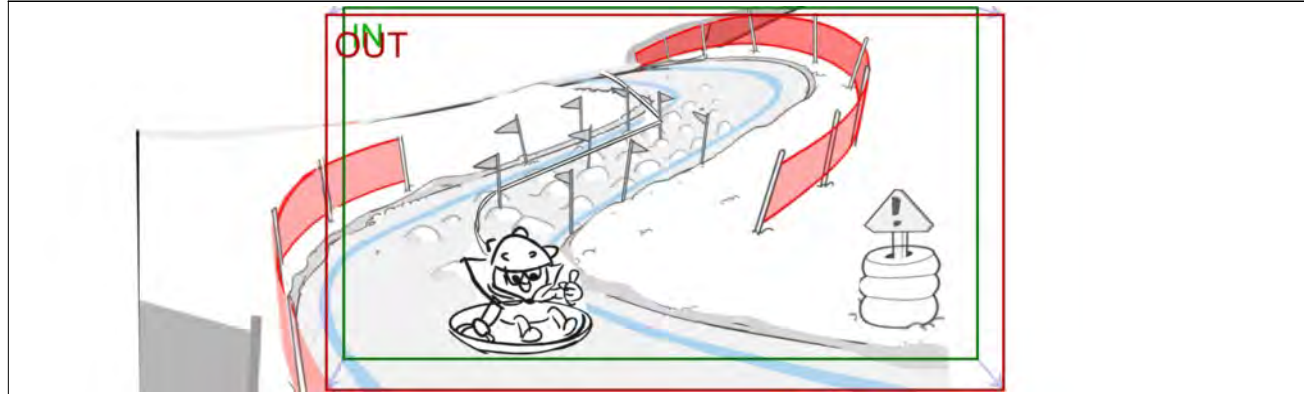
Scene 119	Duration 01:06	Panel 6	Duration 00:03
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NO PANEL



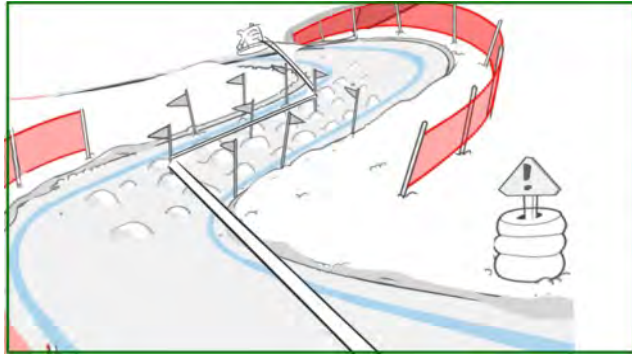
Scene	Duration	Panel	Duration
119	01:06	7	00:03



Scene	Duration	Panel	Duration
119	01:06	8	00:03



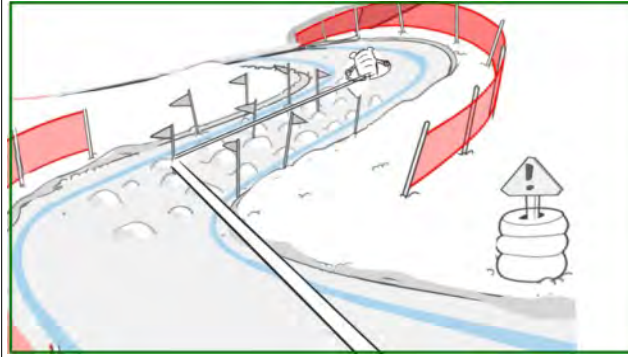
Scene	Duration	Panel	Duration
119	01:06	9	00:03



Dialog

72 JASPER (CONT'D) 72
<WILD PAIN SCREAMING>

Scene	Duration	Panel	Duration
119	01:06	10	00:04



Scene	Duration	Panel	Duration
120	02:13	1	00:04



Dialog

72 JASPER (CONT'D) 72
<WILD PAIN SCREAMING>

Action Notes

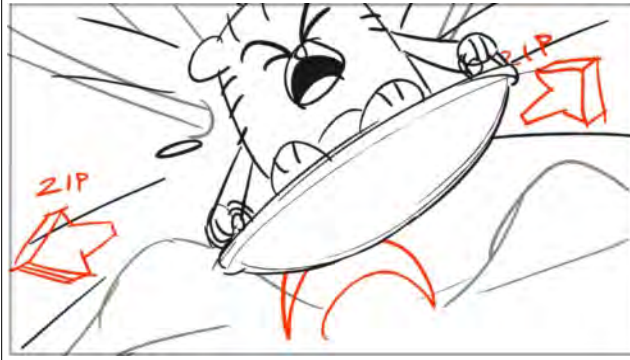
CUT
Jasper violently bounces through the moguls.

Scene	Duration	Panel	Duration
120	02:13	2	00:05

**Dialog**

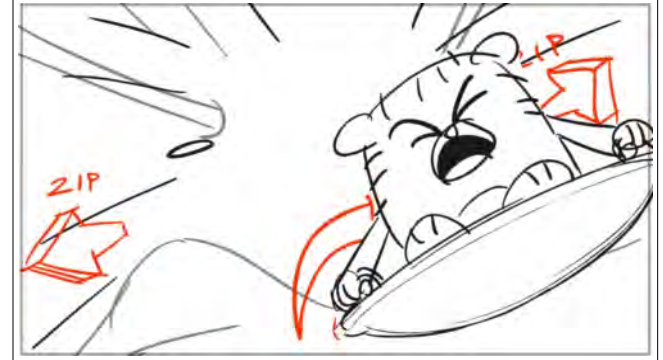
72 JASPER (CONT'D) 72
<WILD PAIN SCREAMING>

Scene	Duration	Panel	Duration
120	02:13	3	00:04

**Dialog**

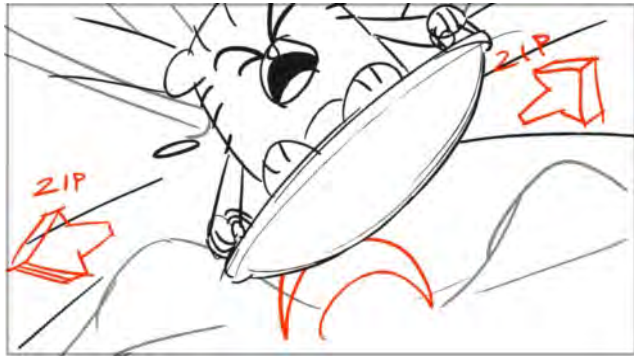
72 JASPER (CONT'D) 72
<WILD PAIN SCREAMING>

Scene	Duration	Panel	Duration
120	02:13	4	00:05

**Dialog**

72 JASPER (CONT'D) 72
<WILD PAIN SCREAMING>

Scene	Duration	Panel	Duration
120	02:13	5	00:06

**Dialog**

72 JASPER (CONT'D) 72
<WILD PAIN SCREAMING>

Scene	Duration	Panel	Duration
120	02:13	6	00:05

**Dialog**

72 JASPER (CONT'D) 72
<WILD PAIN SCREAMING>

Scene	Duration	Panel	Duration
120	02:13	7	00:06

**Dialog**

72 JASPER (CONT'D) 72
<WILD PAIN SCREAMING>

Scene	Duration	Panel	Duration
120	02:13	8	00:05

**Dialog**

72 JASPER (CONT'D) 72
<WILD PAIN SCREAMING>

Scene	Duration	Panel	Duration
120	02:13	9	00:04

**Dialog**

72 JASPER (CONT'D) 72
<WILD PAIN SCREAMING>

Scene	Duration	Panel	Duration
120	02:13	10	00:05

**Dialog**

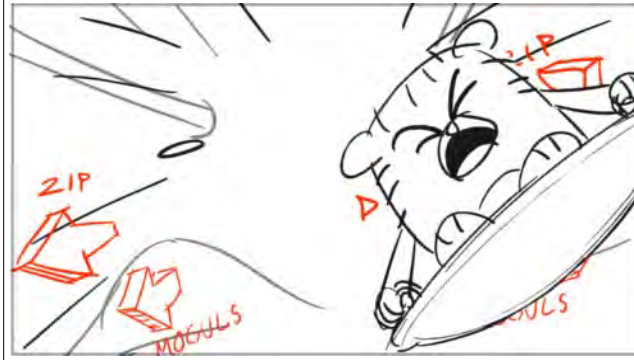
72 JASPER (CONT'D) 72
<WILD PAIN SCREAMING>

Scene	Duration	Panel	Duration
120	02:13	11	00:04

**Dialog**

72 JASPER (CONT'D) 72
<WILD PAIN SCREAMING>

Scene	Duration	Panel	Duration
120	02:13	12	00:04

**Dialog**

72 JASPER (CONT'D) 72
<WILD PAIN SCREAMING>

Scene	Duration	Panel	Duration
120	02:13	13	00:04

**Dialog**

72 JASPER (CONT'D) 72
<WILD PAIN SCREAMING>

Scene	Duration	Panel	Duration
121	02:13	1	00:04



Action Notes

CUT

Notes

Io_MMPeakTrail_04

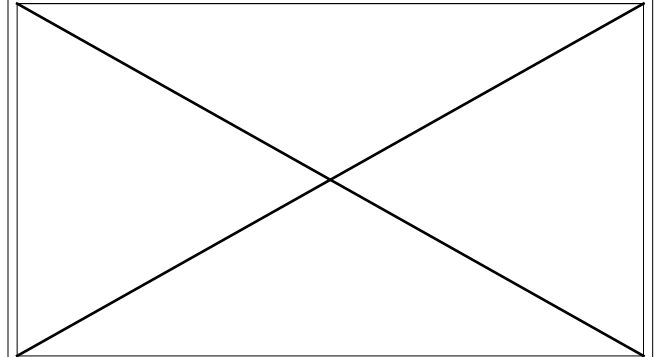
Scene	Duration	Panel	Duration
121	02:13	2	00:05



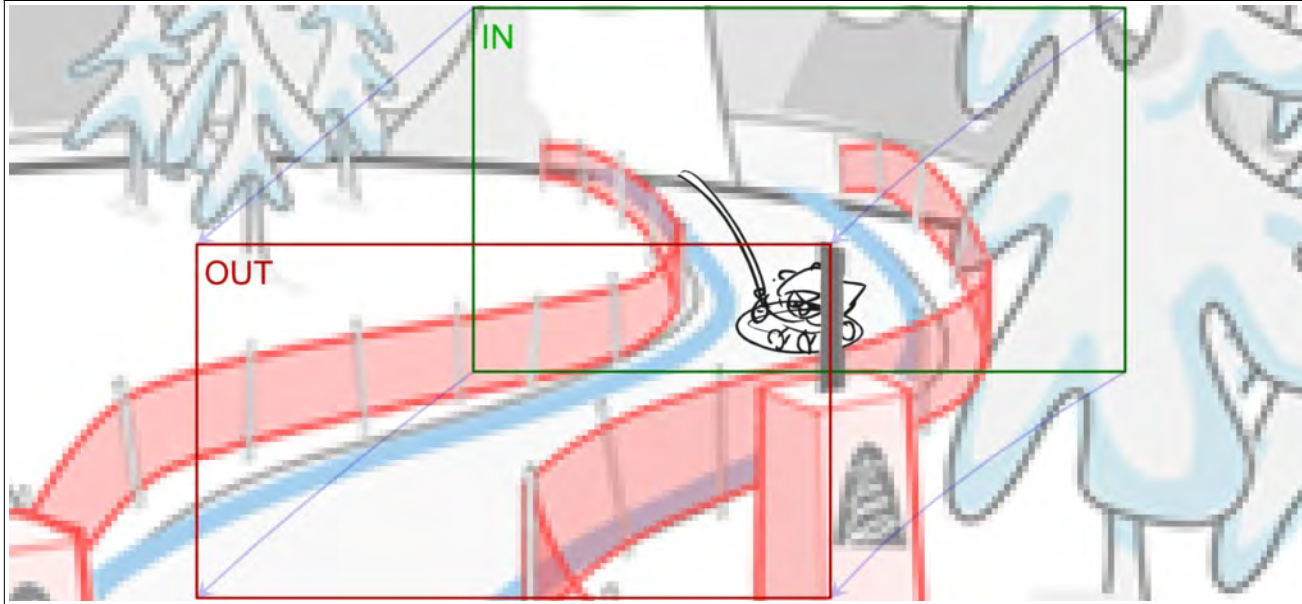
Action Notes

Conks enters from behind the hill.

Scene	Duration	Panel	Duration
NO PANEL			

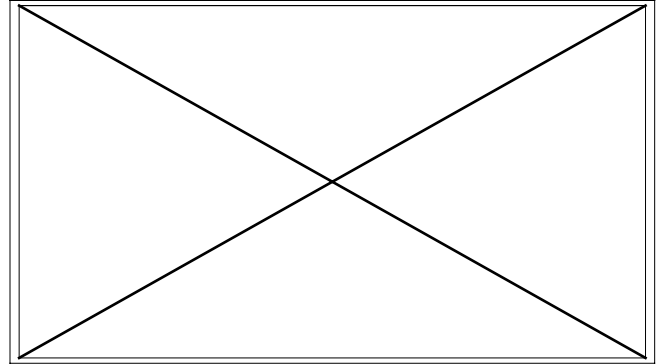


Scene 121	Duration 02:13	Panel 3	Duration 00:06
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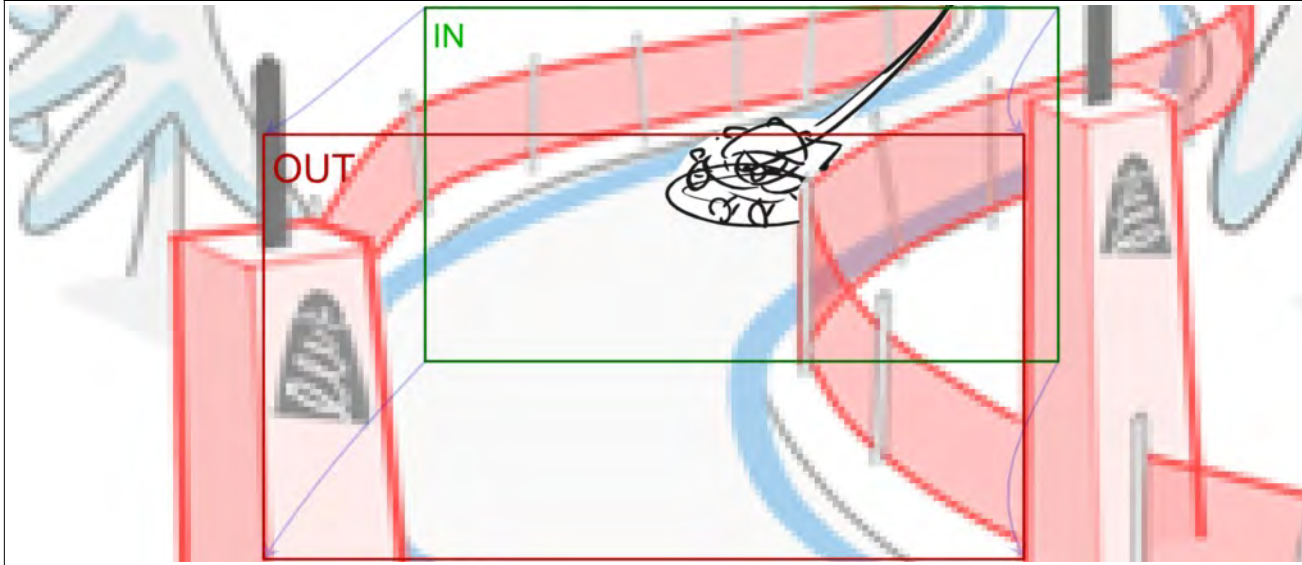
**Action Notes**

The camera tracks Conks.

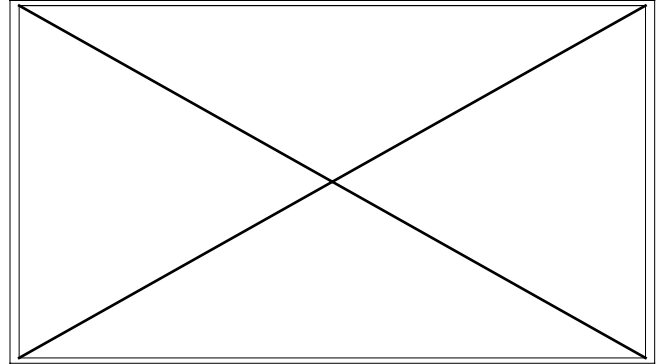
NO PANEL



Scene 121	Duration 02:13	Panel 4	Duration 00:09
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NO PANEL

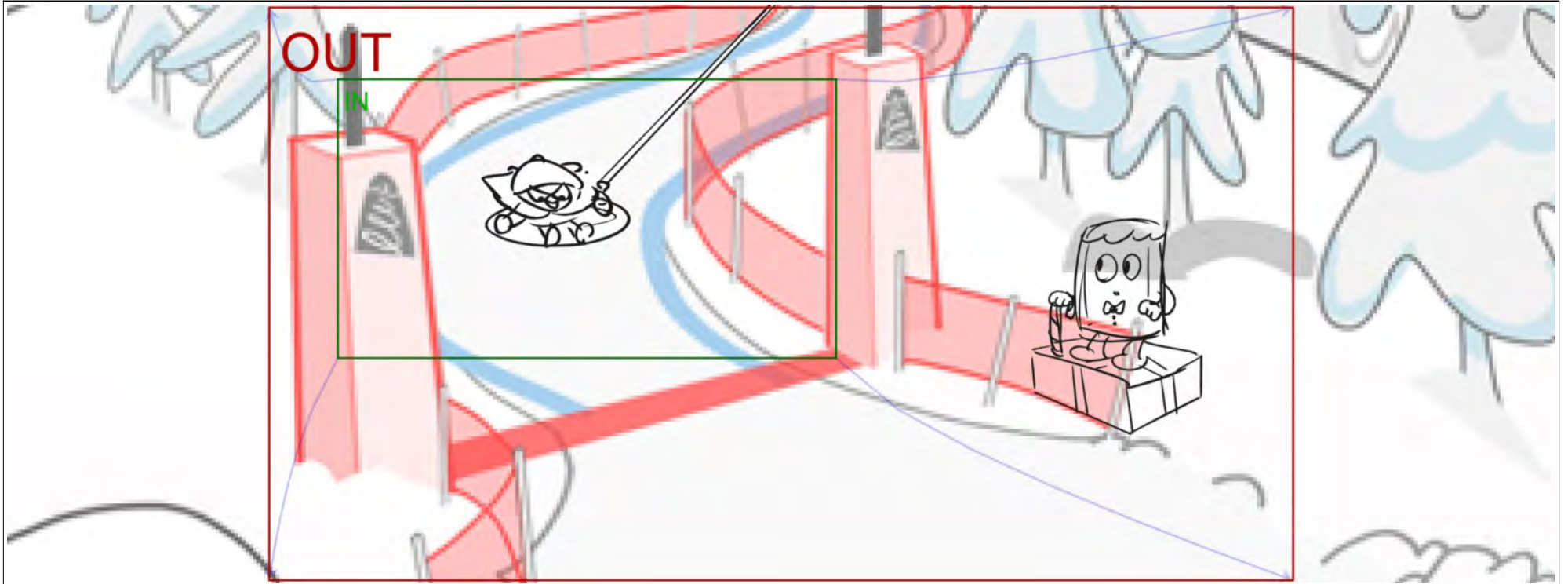


Scene
121

Duration
02:13

Panel
5

Duration
00:07



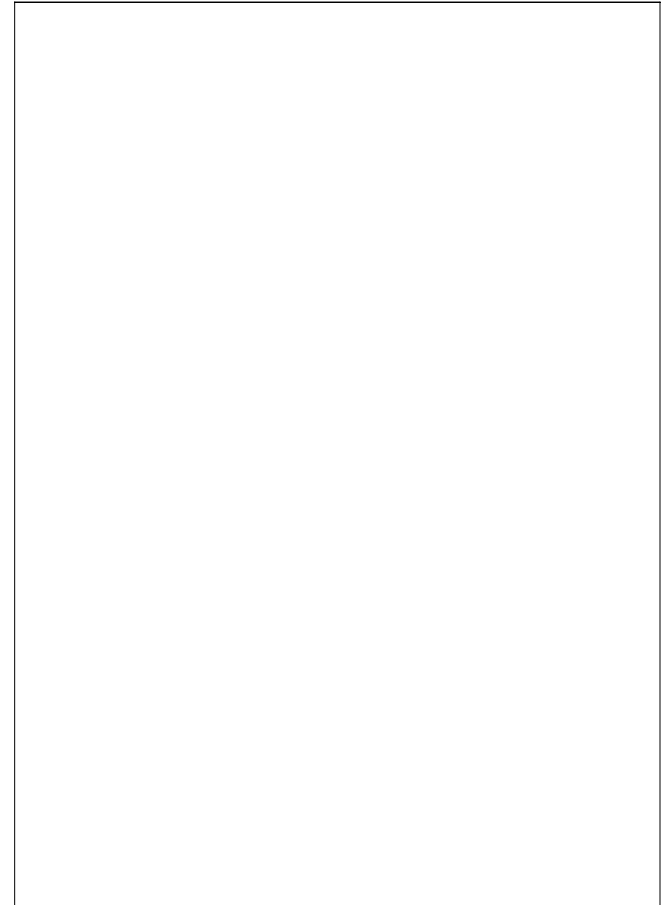
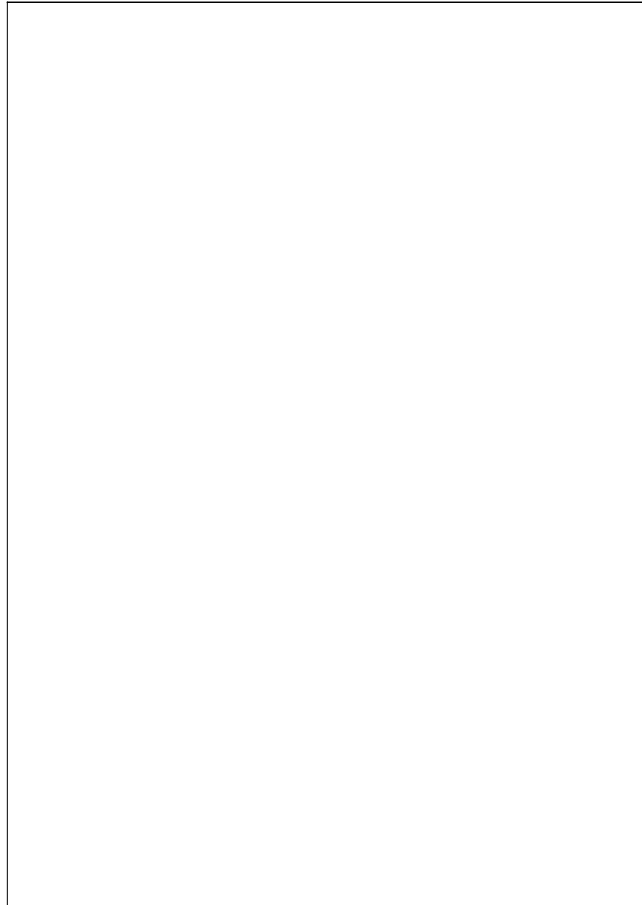
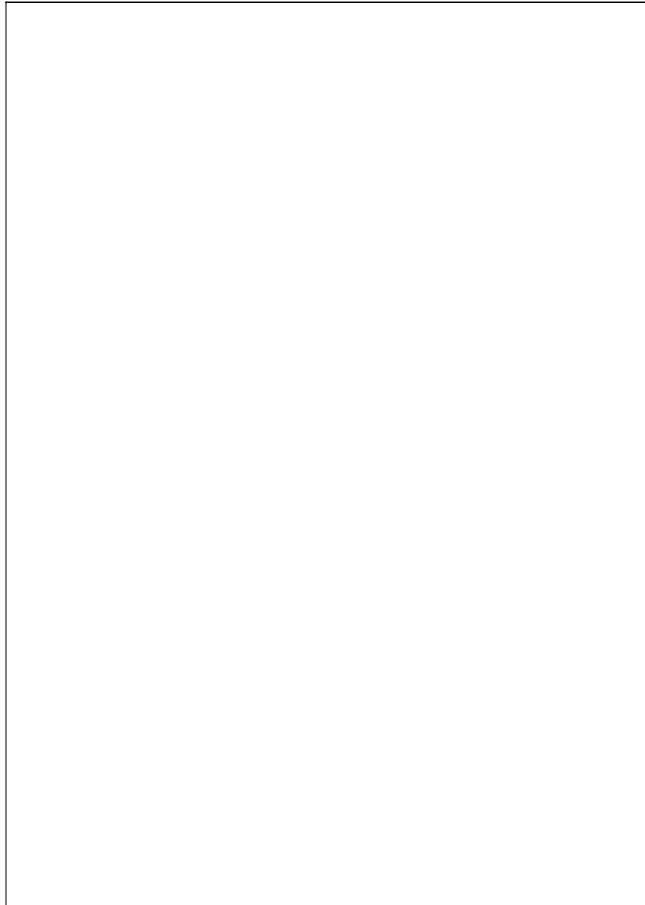
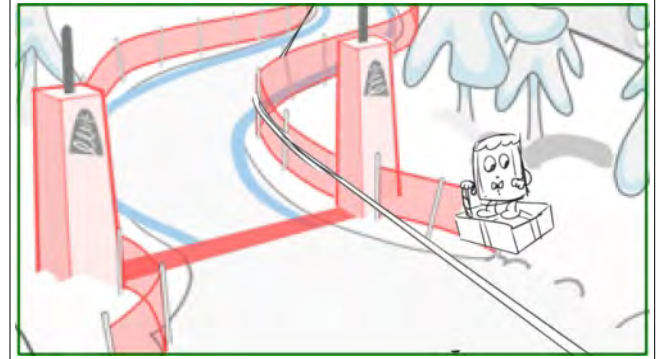
Scene	Duration	Panel	Duration
121	02:13	6	00:06



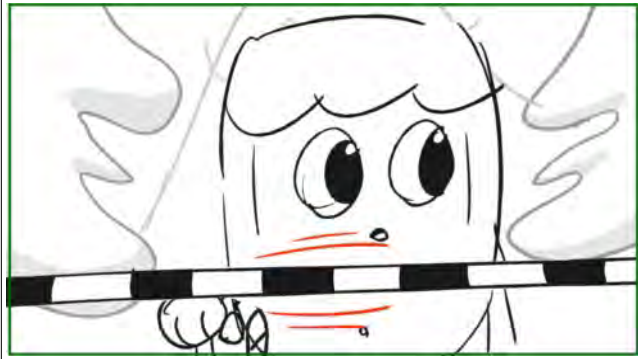
Scene	Duration	Panel	Duration
121	02:13	7	00:05



Scene	Duration	Panel	Duration
121	02:13	8	00:19



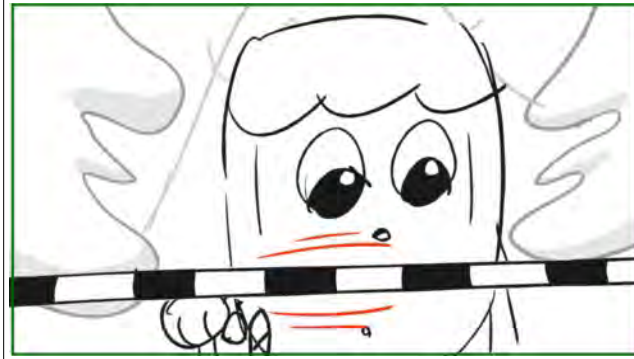
Scene	Duration	Panel	Duration
122	02:23	1	00:06



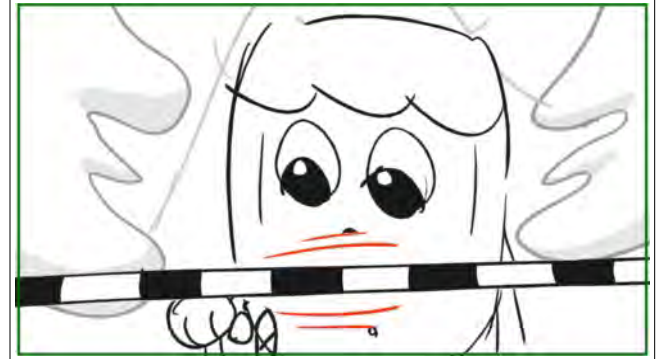
Action Notes

CUT

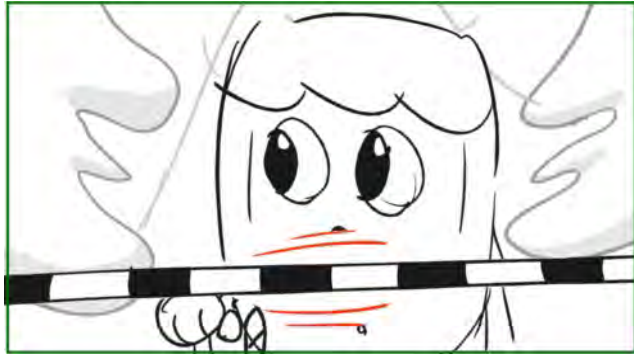
Scene	Duration	Panel	Duration
122	02:23	2	00:06



Scene	Duration	Panel	Duration
122	02:23	3	00:07



Scene	Duration	Panel	Duration
122	02:23	4	00:06



Scene	Duration	Panel	Duration
122	02:23	5	00:06



Scene	Duration	Panel	Duration
122	02:23	6	00:12



Scene	Duration	Panel	Duration
122	02:23	7	00:05



Scene	Duration	Panel	Duration
122	02:23	8	00:23



Scene	Duration	Panel	Duration
123	02:12	1	00:16

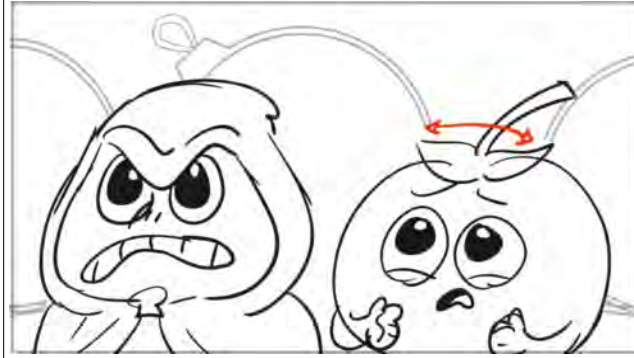
**Dialog**

73 BERRY BOO 73
Oooh,

Action Notes

CUT

Scene	Duration	Panel	Duration
123	02:12	2	01:07

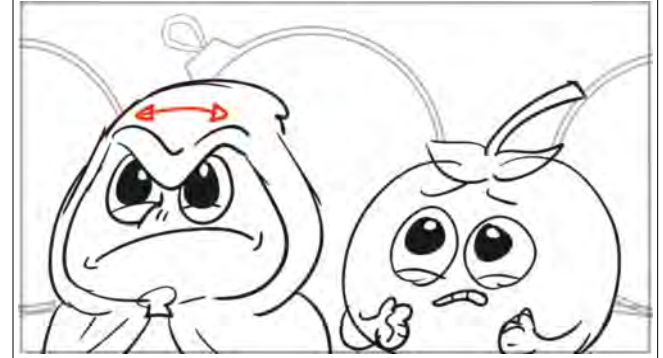
**Dialog**

73 BERRY BOO 73
that does not look good.

Action Notes

Berry Boo shakes her head

Scene	Duration	Panel	Duration
123	02:12	3	00:13

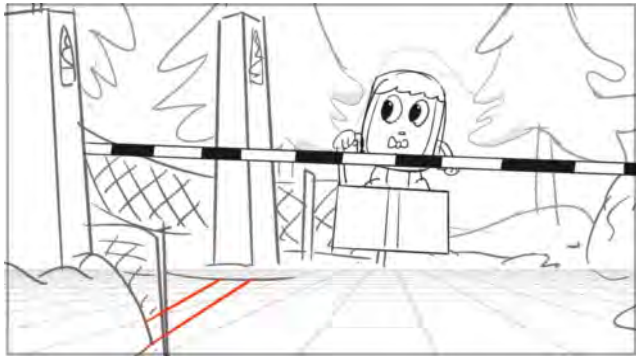
**Dialog**

73 BERRY BOO 73
that does not look good.

Action Notes

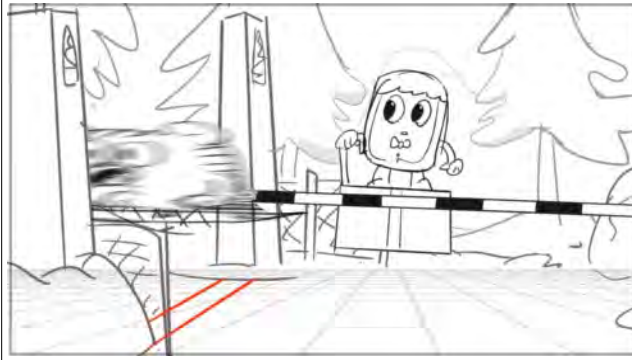
Gribby shakes his head.

Scene	Duration	Panel	Duration
124	02:04	1	00:17

**Action Notes**

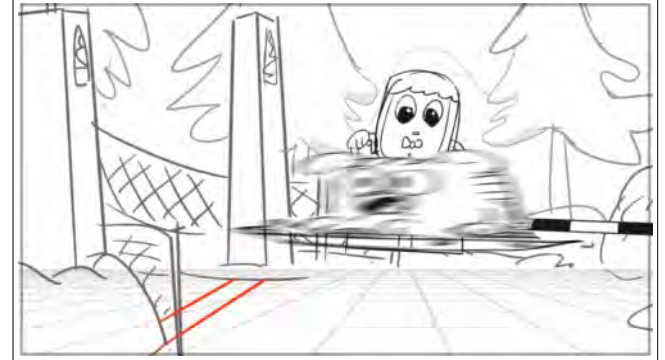
CUT

Scene	Duration	Panel	Duration
124	02:04	2	00:07

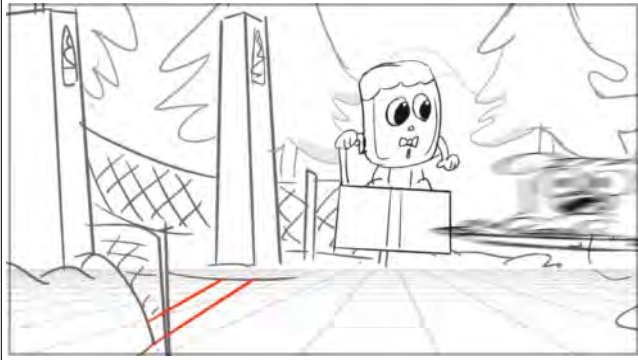
**Action Notes**

Jasper zips in from screen left.

Scene	Duration	Panel	Duration
124	02:04	3	00:14



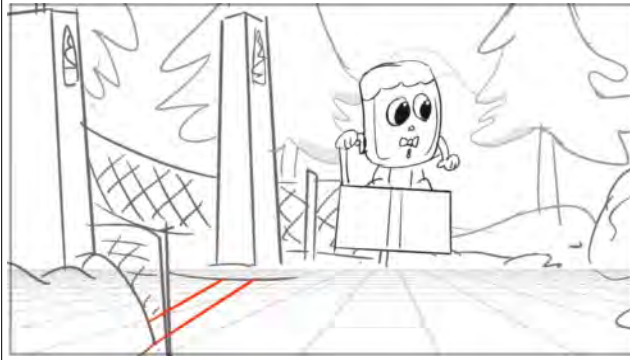
Scene	Duration	Panel	Duration
124	02:04	4	00:04



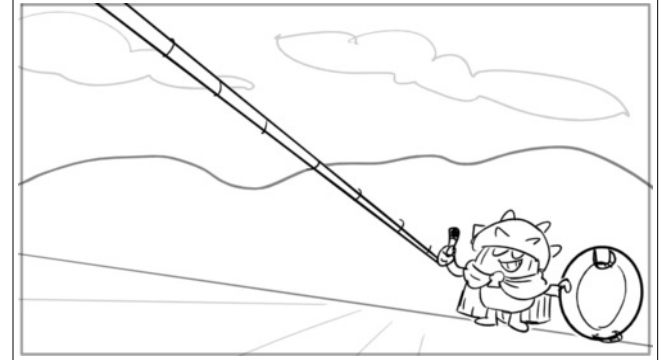
Action Notes

Jasper zips out screen right.

Scene	Duration	Panel	Duration
124	02:04	5	00:10



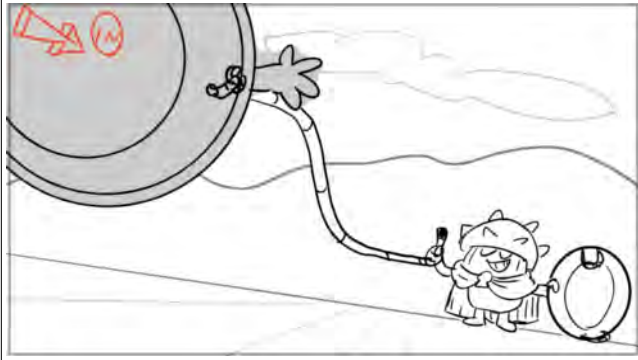
Scene	Duration	Panel	Duration
125	01:00	1	00:03



Action Notes

CUT

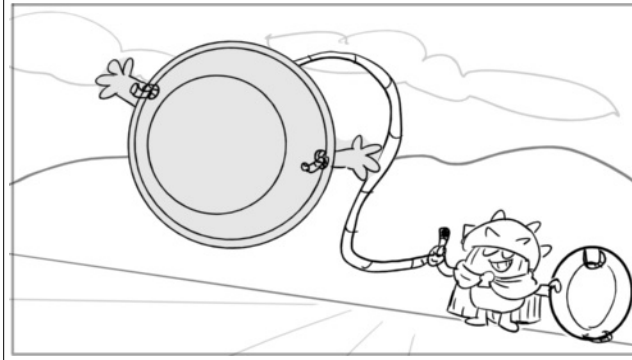
Scene	Duration	Panel	Duration
125	01:00	2	00:05



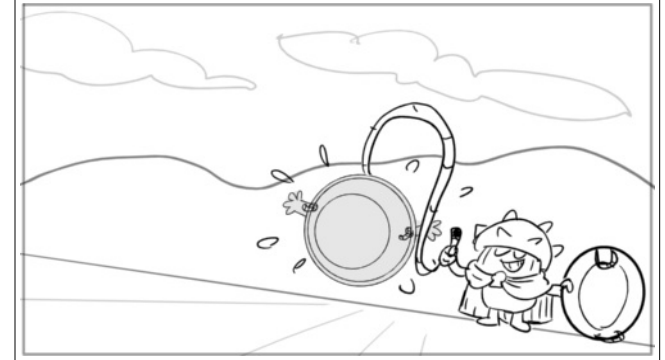
Action Notes

Jasper enters screen left.

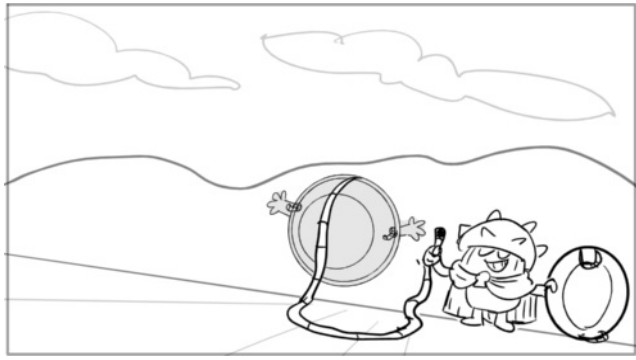
Scene	Duration	Panel	Duration
125	01:00	3	00:04



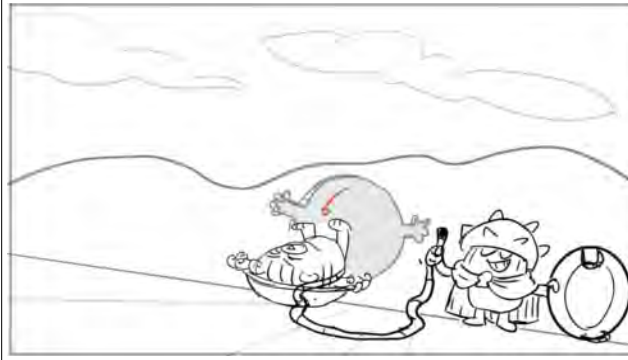
Scene	Duration	Panel	Duration
125	01:00	4	00:04



Scene	Duration	Panel	Duration
125	01:00	5	00:04



Scene	Duration	Panel	Duration
125	01:00	6	00:04



Scene	Duration	Panel	Duration
126	06:03	1	00:05

**Action Notes**

CUT

Scene	Duration	Panel	Duration
126	06:03	2	02:04

**Dialog**

74 CRUMBLES 74

Well that was more ouchie than I expected,

Scene	Duration	Panel	Duration
126	06:03	3	01:15

**Dialog**

74 CRUMBLES 74

but technically

Scene	Duration	Panel	Duration
126	06:03	4	01:18

**Dialog**

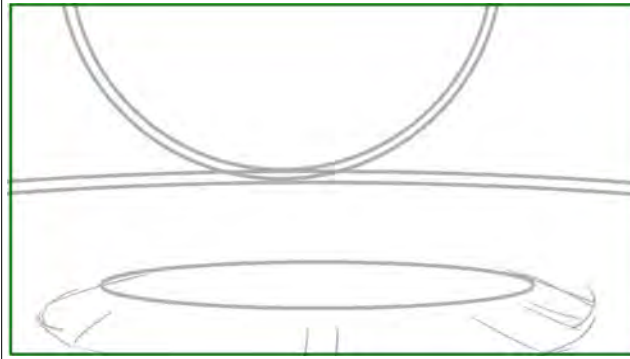
74 CRUMBLES 74

they still crossed together!

Scene	Duration	Panel	Duration
126	06:03	5	00:09

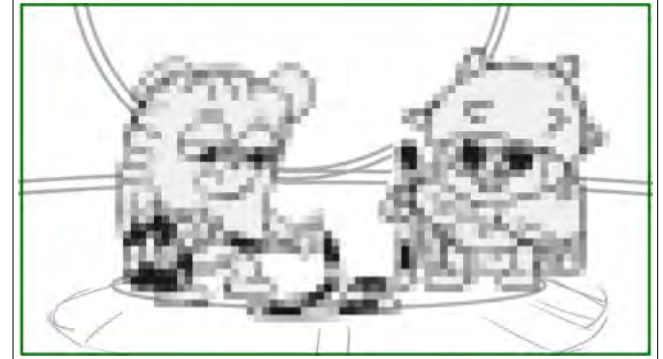


Scene	Duration	Panel	Duration
127	05:11	1	00:04



Action Notes
CUT

Scene	Duration	Panel	Duration
127	05:11	2	00:03



Action Notes
Jasper and Conks appear.

Scene	Duration	Panel	Duration
127	05:11	3	00:04



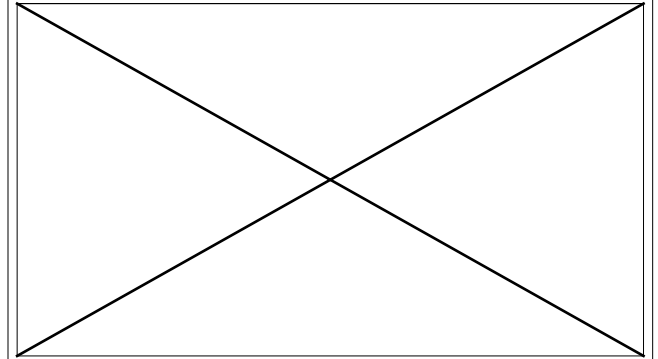
Action Notes

Jasper loops his stretched out tail around his arm.

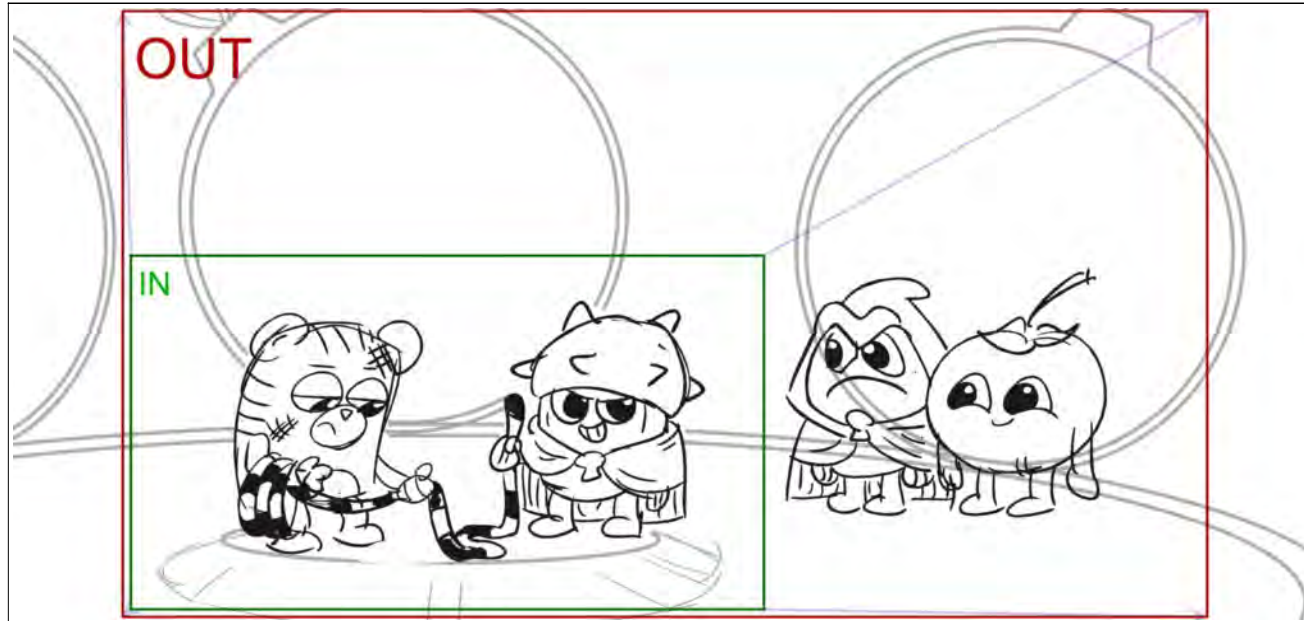
Scene	Duration	Panel	Duration
127	05:11	4	00:04



NO PANEL



Scene	Duration	Panel	Duration
127	05:11	5	00:08



Action Notes

The camera widens.

Scene	Duration	Panel	Duration
127	05:11	6	03:04



Dialog

74 CRUMBLES 74
Welcome to
the winner's circle!

Action Notes

Crumbles appears on the screens.

Scene	Duration	Panel	Duration
127	05:11	7	01:08



Action Notes

Gribby and Berry Boo clap.

Scene	Duration	Panel	Duration
128	03:02	1	00:04



Action Notes

CUT

Scene	Duration	Panel	Duration
128	03:02	2	00:20



Dialog

75 JASPER (FLAT AND SAD) 75
Impressive grip

Scene	Duration	Panel	Duration
128	03:02	3	00:18



Dialog

75 JASPER (FLAT AND SAD) 75
you have there.

Scene	Duration	Panel	Duration
128	03:02	4	00:11



Action Notes

Conks realizes what she's done.

Scene	Duration	Panel	Duration
128	03:02	5	00:09



Action Notes

Conks sheepishly hand over the tail.

Scene	Duration	Panel	Duration
128	03:02	6	00:12

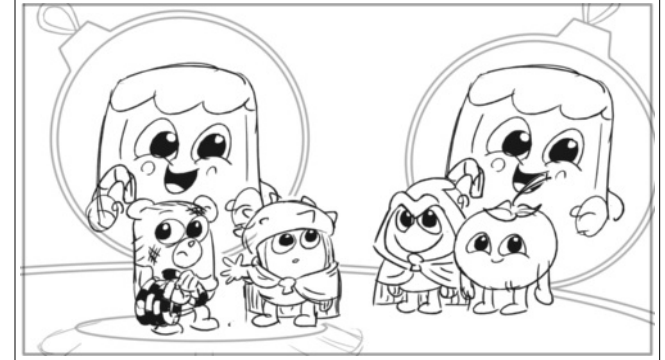


Scene	Duration	Panel	Duration
129	04:00	1	00:03



Action Notes
CUT

Scene	Duration	Panel	Duration
129	04:00	2	02:17



Dialog
76 CRUMBLES 76
Let's see how Tutti Bel and Blush
do.

Scene	Duration	Panel	Duration
129	04:00	3	01:04



Action Notes

The screens switch to the toboggan course.

Scene	Duration	Panel	Duration
130	02:12	1	00:09



Action Notes

CUT

Blush and Tutti Bel sit back to back.

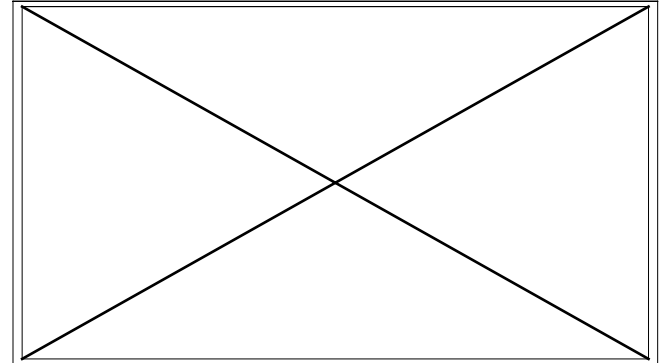
Scene 130	Duration 02:12	Panel 2	Duration 00:12
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Action Notes

CUT
Blush and Tutti Bel link arms.

NO PANEL



Scene	Duration	Panel	Duration
130	02:12	3	00:15



Scene	Duration	Panel	Duration
130	02:12	4	01:00

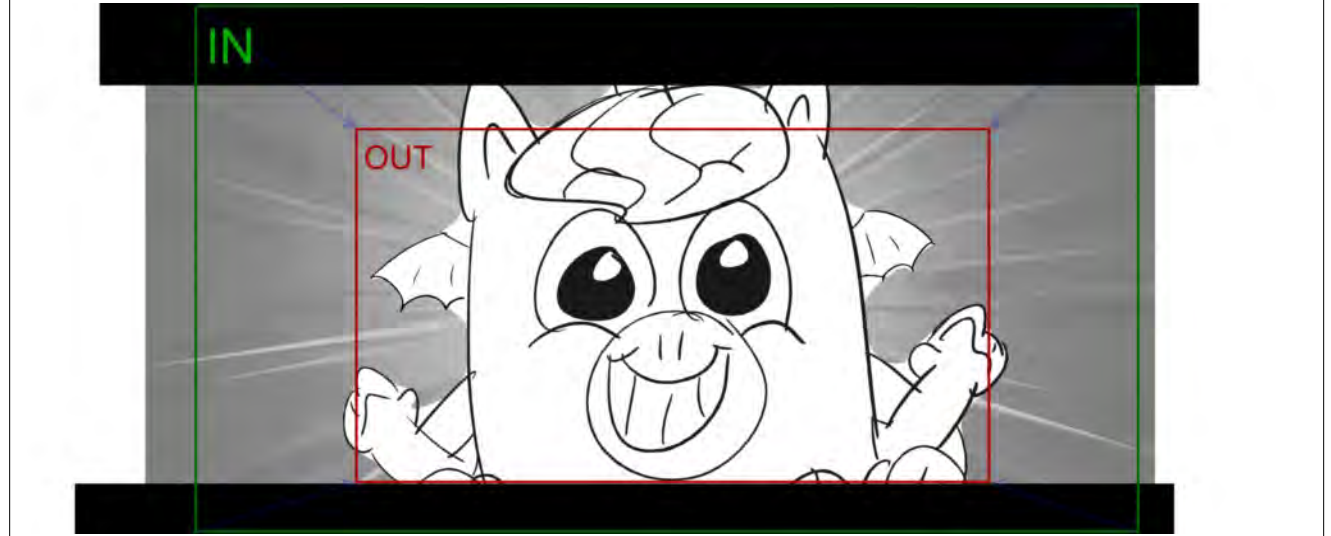


Scene	Duration	Panel	Duration
131	02:04	1	00:05

**Action Notes**

CUT

Scene	Duration	Panel	Duration
131	02:04	2	00:05



Scene	Duration	Panel	Duration
131	02:04	3	01:09

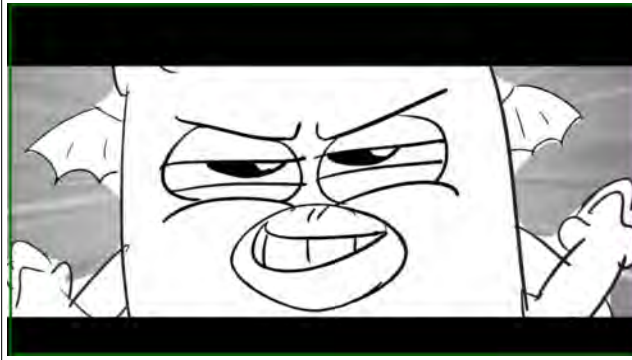
**Dialog**

77 TUTTI BEL 77
Punch it!

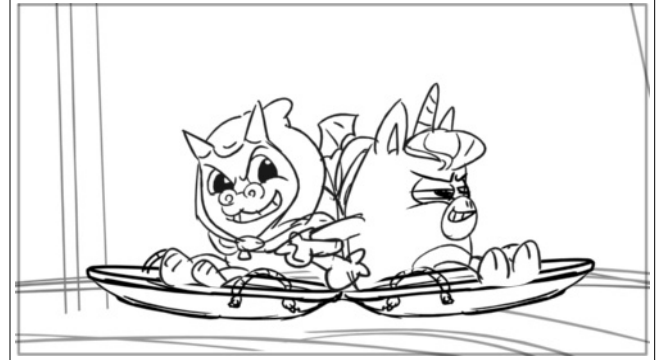
Action Notes

Letterbox bars appear.

Scene	Duration	Panel	Duration
131	02:04	4	00:09



Scene	Duration	Panel	Duration
132	01:14	1	00:05

**Action Notes**

CUT

Scene	Duration	Panel	Duration
132	01:14	2	00:03



Scene	Duration	Panel	Duration
132	01:14	3	00:03



Scene	Duration	Panel	Duration
132	01:14	4	00:03



Action Notes

Blush revs like an engine

Scene	Duration	Panel	Duration
132	01:14	5	00:03



Scene	Duration	Panel	Duration
132	01:14	6	00:05



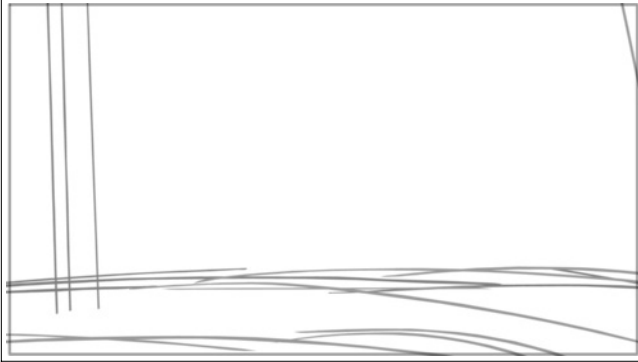
Scene	Duration	Panel	Duration
132	01:14	7	00:08



Action Notes

Blush and Tutti Bel exit screen right.

Scene	Duration	Panel	Duration
132	01:14	8	00:08



Scene	Duration	Panel	Duration
133	04:23	1	00:02

**Dialog**

78 TUTTI BEL (CONT'D) 78
Weeeeeeeeeeeee!!!

Action Notes

CUT
Tutti's face is stretched out from the speed.

Scene	Duration	Panel	Duration
133	04:23	2	00:02

**Dialog**

78 TUTTI BEL (CONT'D) 78
Weeeeeeeeeeeee!!!

Scene	Duration	Panel	Duration
133	04:23	3	00:02



Dialog

78 TUTTI BEL (CONT'D) 78
Weeeeeeeeeeeee!!!

Scene	Duration	Panel	Duration
133	04:23	4	00:02



Dialog

78 TUTTI BEL (CONT'D) 78
Weeeeeeeeeeeee!!!

Scene	Duration	Panel	Duration
133	04:23	5	00:02



Dialog

78 TUTTI BEL (CONT'D) 78
Weeeeeeeeeeeee!!!

Scene	Duration	Panel	Duration
133	04:23	6	00:02



Dialog

78 TUTTI BEL (CONT'D) 78
Weeeeeeeeeeeee!!!

Scene	Duration	Panel	Duration
133	04:23	7	00:02



Dialog

78 TUTTI BEL (CONT'D) 78
Weeeeeeeeeeeee!!!

Scene	Duration	Panel	Duration
133	04:23	8	00:02



Dialog

78 TUTTI BEL (CONT'D) 78
Weeeeeeeeeeeee!!!

Scene	Duration	Panel	Duration
133	04:23	9	00:02


Dialog

78 TUTTI BEL (CONT'D) 78
Weeeeeeeeeeeee!!!

Scene	Duration	Panel	Duration
133	04:23	10	00:02


Dialog

78 TUTTI BEL (CONT'D) 78
Weeeeeeeeeeeee!!!

Scene	Duration	Panel	Duration
133	04:23	11	00:02


Dialog

78 TUTTI BEL (CONT'D) 78
Weeeeeeeeeeeee!!!

Scene	Duration	Panel	Duration
133	04:23	12	00:02


Dialog

78 TUTTI BEL (CONT'D) 78
Weeeeeeeeeeeee!!!

Scene	Duration	Panel	Duration
133	04:23	13	00:02


Dialog

78 TUTTI BEL (CONT'D) 78
Weeeeeeeeeeeee!!!

Scene	Duration	Panel	Duration
133	04:23	14	00:02


Dialog

78 TUTTI BEL (CONT'D) 78
Weeeeeeeeeeeee!!!

Scene	Duration	Panel	Duration
133	04:23	15	00:02


Dialog

78 TUTTI BEL (CONT'D) 78
Weeeeeeeeeeeee!!!

Scene	Duration	Panel	Duration
133	04:23	16	00:02


Dialog

78 TUTTI BEL (CONT'D) 78
Weeeeeeeeeeeee!!!

Scene	Duration	Panel	Duration
133	04:23	17	00:02


Dialog

78 TUTTI BEL (CONT'D) 78
Weeeeeeeeeeeee!!!

Scene	Duration	Panel	Duration
133	04:23	18	00:02


Dialog

78 TUTTI BEL (CONT'D) 78
Weeeeeeeeeeeee!!!

Scene	Duration	Panel	Duration
133	04:23	19	00:02


Dialog

78 TUTTI BEL (CONT'D) 78
Weeeeeeeeeeeee!!!

Scene	Duration	Panel	Duration
133	04:23	20	00:02


Dialog

78 TUTTI BEL (CONT'D) 78
Weeeeeeeeeeeee!!!

Scene	Duration	Panel	Duration
133	04:23	21	00:03



Dialog

78 TUTTI BEL (CONT'D) 78
Weeeeeeeeeeeee!!!

Scene	Duration	Panel	Duration
133	04:23	22	00:06



Scene	Duration	Panel	Duration
133	04:23	23	00:05



Notes

lo_MMPeakTrail_01

Scene	Duration	Panel	Duration
133	04:23	24	00:05



Action Notes

The screen splits to show them zipping through the course.

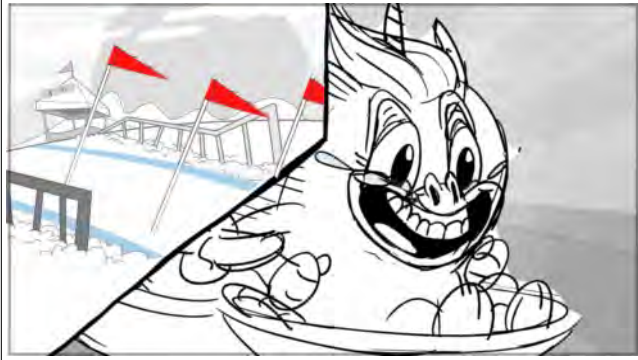
Scene	Duration	Panel	Duration
133	04:23	25	00:10



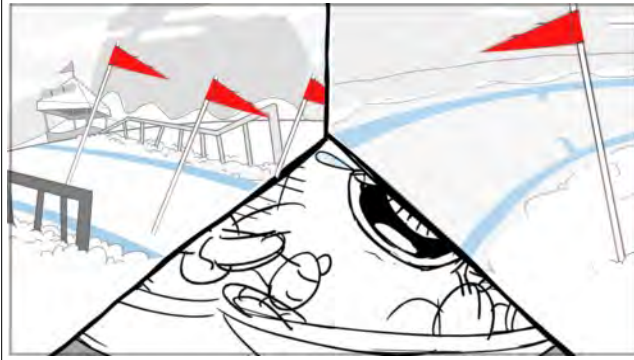
Scene	Duration	Panel	Duration
133	04:23	26	00:05



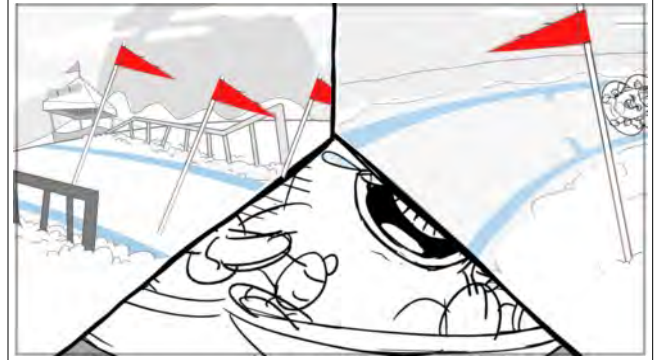
Scene	Duration	Panel	Duration
133	04:23	27	00:04



Scene	Duration	Panel	Duration
133	04:23	28	00:02



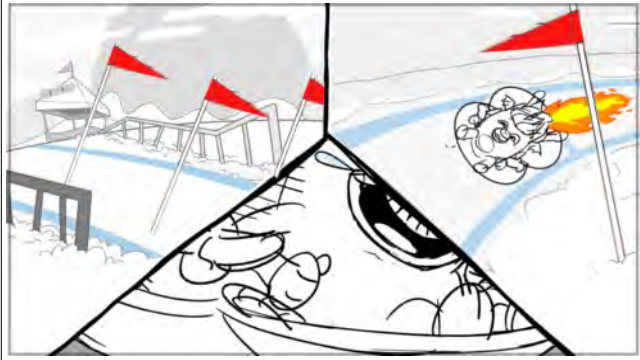
Scene	Duration	Panel	Duration
133	04:23	29	00:06



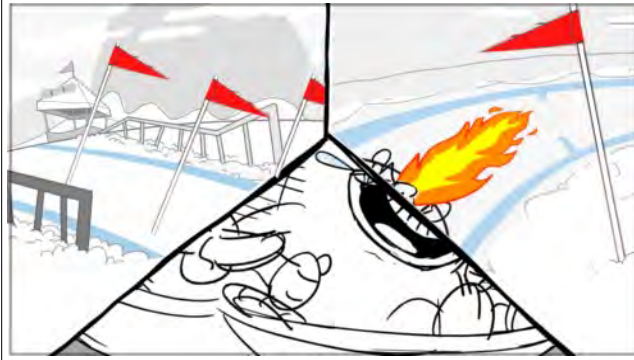
Notes

Io_MMPeakTrail_03

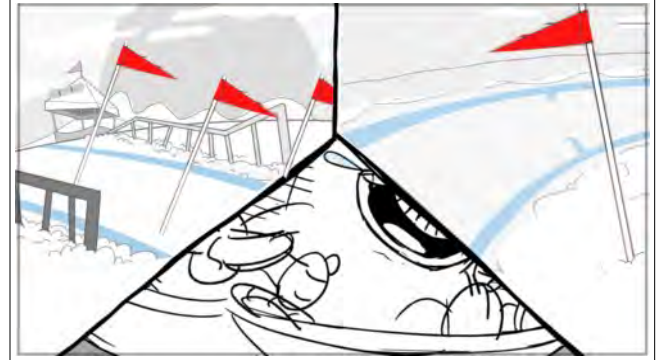
Scene	Duration	Panel	Duration
133	04:23	30	00:08



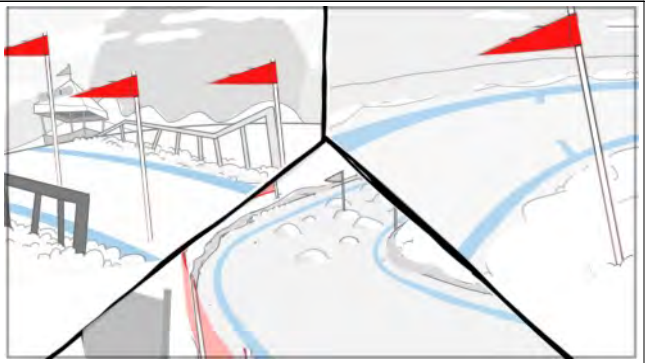
Scene	Duration	Panel	Duration
133	04:23	31	00:04



Scene	Duration	Panel	Duration
133	04:23	32	00:04

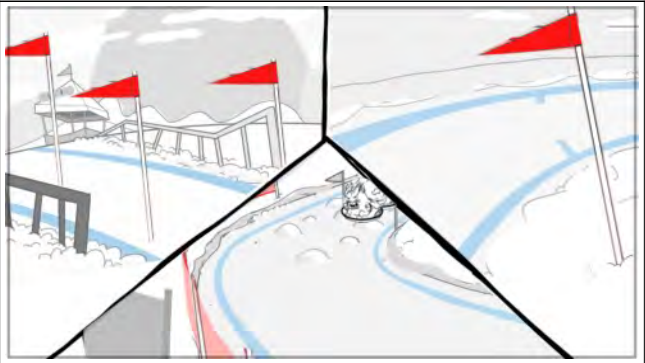


Scene	Duration	Panel	Duration
133	04:23	33	00:03

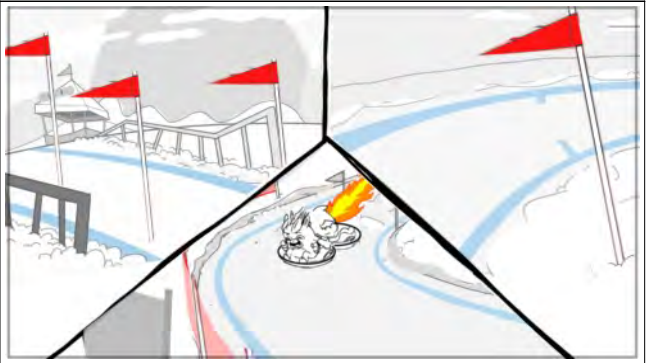


Notes
Io_MMPeakTrail_02

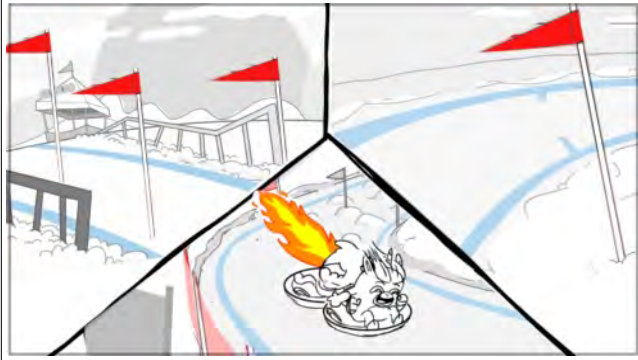
Scene	Duration	Panel	Duration
133	04:23	34	00:03



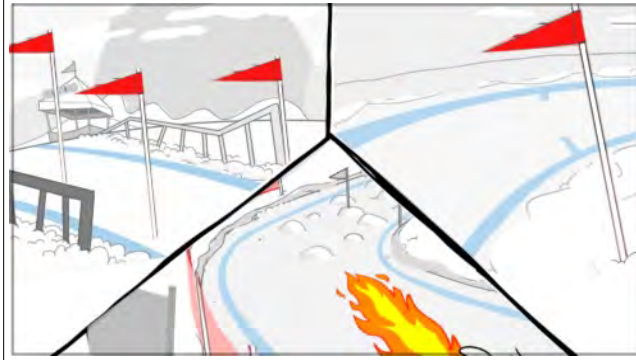
Scene	Duration	Panel	Duration
133	04:23	35	00:04



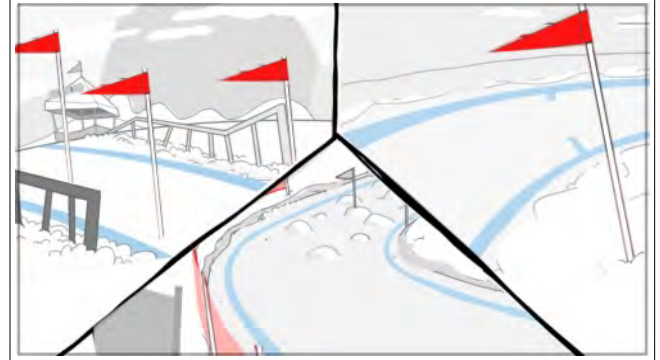
Scene	Duration	Panel	Duration
133	04:23	36	00:04



Scene	Duration	Panel	Duration
133	04:23	37	00:02



Scene	Duration	Panel	Duration
133	04:23	38	00:01



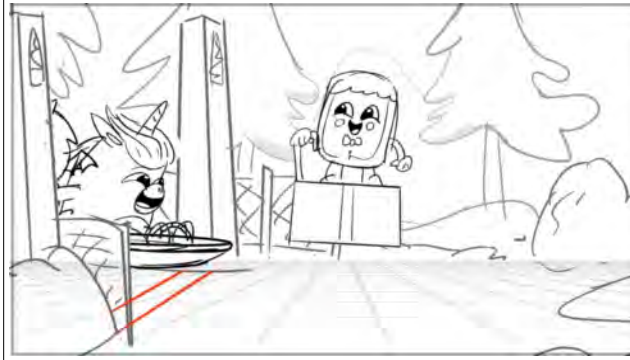
Scene	Duration	Panel	Duration
134	01:10	1	00:04



Action Notes

CUT

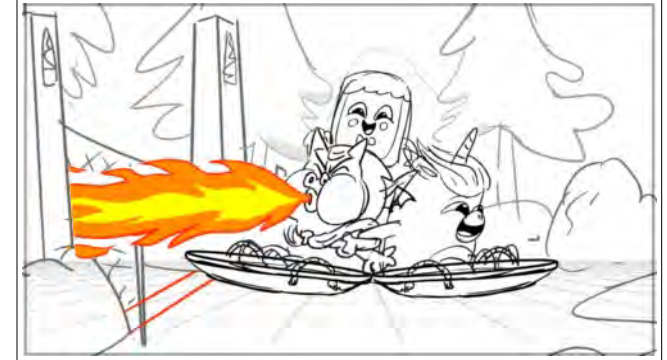
Scene	Duration	Panel	Duration
134	01:10	2	00:06



Action Notes

Tutti Bel and Blush enter from screen left.

Scene	Duration	Panel	Duration
134	01:10	3	00:08



Scene	Duration	Panel	Duration
134	01:10	4	00:07

**Action Notes**

Tutti Bel and Blush exit screen right.

Scene	Duration	Panel	Duration
134	01:10	5	00:09



Scene	Duration	Panel	Duration
135	04:01	1	01:21

**Dialog**

79 CRUMBLES 79
Now that's what

Action Notes

CUT

Scene	Duration	Panel	Duration
135	04:01	2	00:07

**Dialog**

79 CRUMBLES 79
Smashmas

Action Notes

Crumbles spins his bow tie.

Scene	Duration	Panel	Duration
135	04:01	3	00:20

**Dialog**

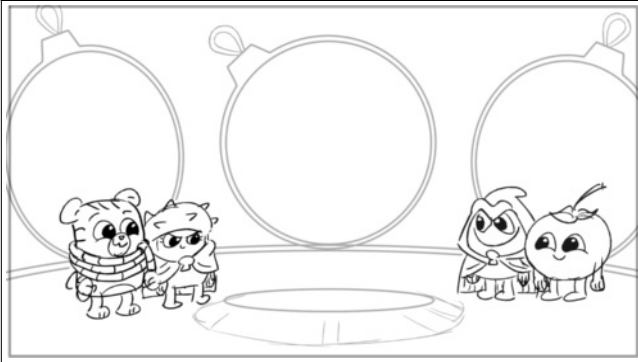
79 CRUMBLES 79
Smashmas

Scene	Duration	Panel	Duration
135	04:01	4	01:01

**Dialog**

79 CRUMBLES 79
spirit!

Scene	Duration	Panel	Duration
136	10:00	1	00:05



Action Notes

CUT

Jasper's tail is wrapped around his neck like a scarf.

Scene	Duration	Panel	Duration
136	10:00	2	00:05



Action Notes

Tutti Bel and Blush appear in the Winners Circle.

Scene	Duration	Panel	Duration
136	10:00	3	01:10



Dialog

80 BERRY, GRIBBY, JASPER, CONKS, TUTTI 80
<CHEERING>

Action Notes

Jasper, Conks, Gribby and Blush clap and cheer.

Scene	Duration	Panel	Duration
136	10:00	4	01:17



Dialog
81 CRUMBLES 81
The only thing standing between you

Scene	Duration	Panel	Duration
136	10:00	5	00:19



Dialog
81 CRUMBLES 81
and all those presents

Action Notes
Presents appear on the left and right screens.

Scene	Duration	Panel	Duration
136	10:00	6	01:06



Dialog
81 CRUMBLES 81
and all those presents

Scene	Duration	Panel	Duration
136	10:00	7	00:22



Dialog

81 CRUMBLES 81
is Jet

Action Notes

An angry Jet appears on the left screen.

Scene	Duration	Panel	Duration
136	10:00	8	00:16



Dialog

81 CRUMBLES 81
and Gruel

Action Notes

An angry Gruel appears on the right screen.

Scene	Duration	Panel	Duration
136	10:00	9	01:23



Dialog

81 CRUMBLES 81
working togetherrrr!

Action Notes

Crumbles clasps his fingers together.

Scene	Duration	Panel	Duration
136	10:00	10	00:21



Action Notes

The Smashlings/Bashlings deflate.

Scene	Duration	Panel	Duration
137	12:17	1	00:02



Action Notes

CUT

Scene	Duration	Panel	Duration
137	12:17	2	01:02



Dialog

82 BERRY BOO 82
Goodbye presents.

Scene	Duration	Panel	Duration
137	12:17	3	00:21

**Dialog**

GRIBBY
< SHAKES_HEAD_02_GRIBBY >

Action Notes

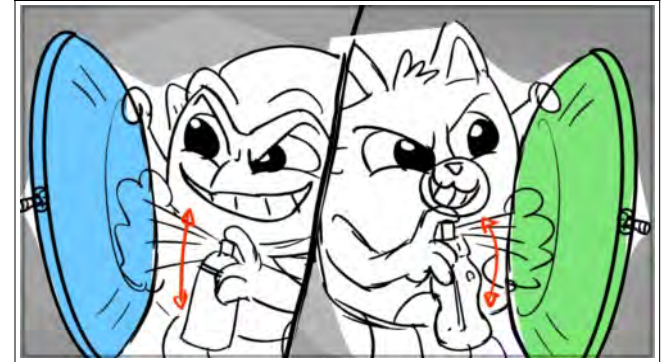
Gribby nods.

Scene	Duration	Panel	Duration
137	12:17	4	00:07

**Action Notes**

The screen splits to show Gruel and Jet spraying sleds.

Scene	Duration	Panel	Duration
137	12:17	5	00:08

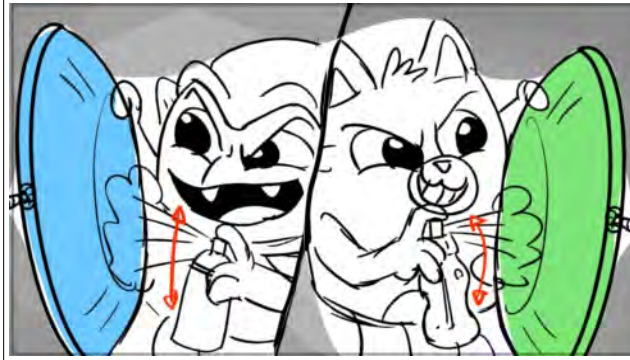


Scene	Duration	Panel	Duration
137	12:17	6	01:04

**Dialog**

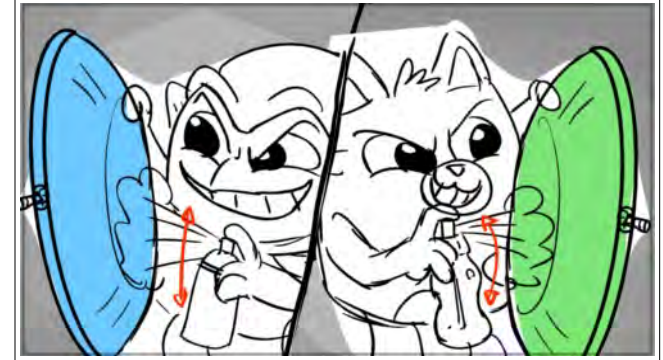
83 GRUEL (IN SPLIT SCREEN) 83
Heh heh heh.

Scene	Duration	Panel	Duration
137	12:17	7	03:20

**Dialog**

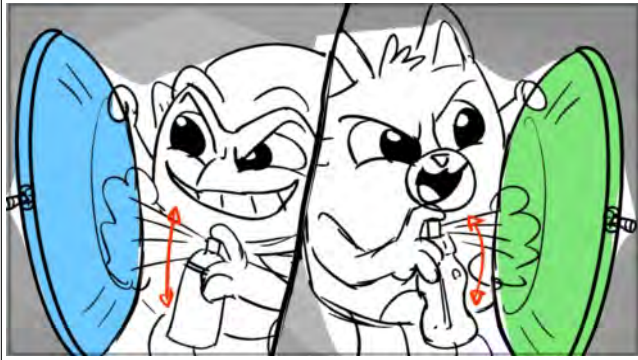
83 GRUEL (IN SPLIT SCREEN) 83
How 'bout a little
rocket fuel for the Jet?

Scene	Duration	Panel	Duration
137	12:17	8	01:15

**Dialog**

84 JET (IN SPLIT SCREEN) 84
Heh heh heh.

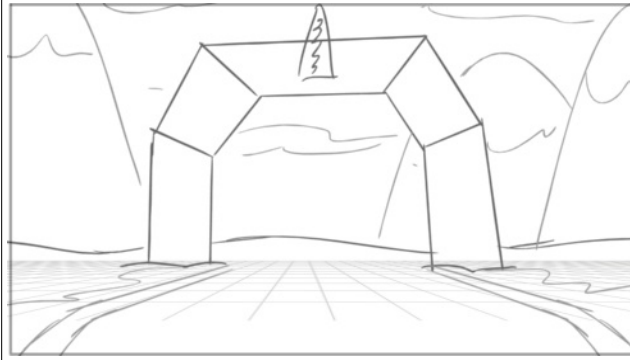
Scene	Duration	Panel	Duration
137	12:17	9	03:10



Dialog

84 JET (IN SPLIT SCREEN) 84
Let's see how that
bash brain handles some real speed.

Scene	Duration	Panel	Duration
138	02:19	1	00:06



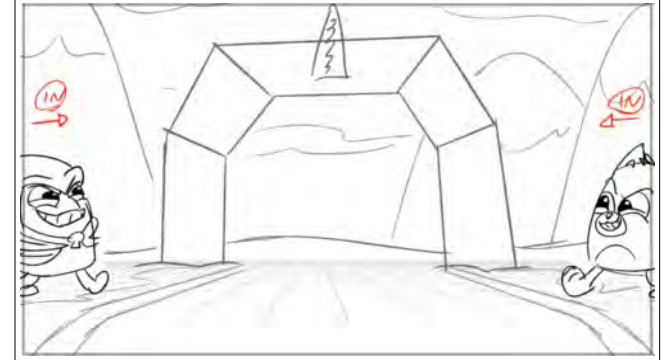
Dialog

GRUEL
<LAUGHS_26_GRUEL
JET
<LAUGHS_06_JET>

Action Notes

CUT

Scene	Duration	Panel	Duration
138	02:19	2	00:12



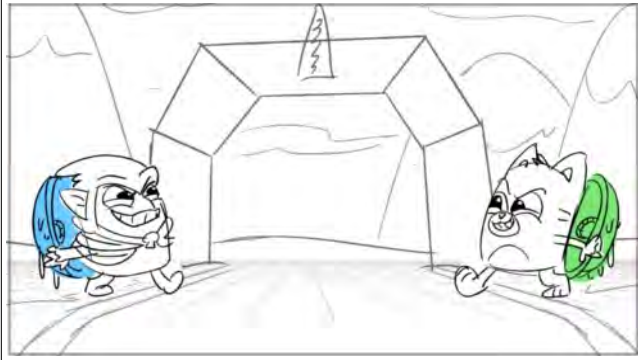
Dialog

GRUEL
<LAUGHS_26_GRUEL
JET
<LAUGHS_06_JET>

Action Notes

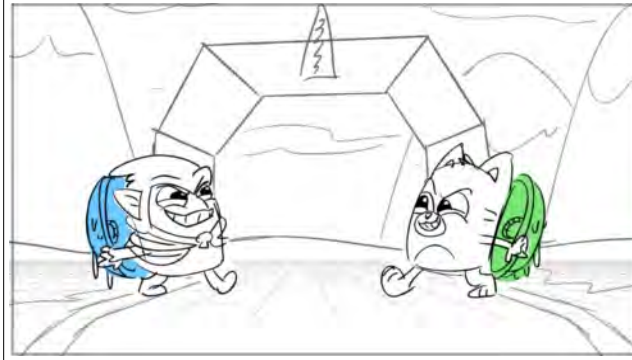
Gruel enters from screen left.
Jet enters from screen right.
They hide the sleds behind their backs.

Scene	Duration	Panel	Duration
138	02:19	3	00:13


Dialog

GRUEL
<LAUGHS_26_GRUEL
JET
<LAUGHS_06_JET>

Scene	Duration	Panel	Duration
138	02:19	4	00:13


Dialog

GRUEL
<LAUGHS_26_GRUEL
JET
<LAUGHS_06_JET>

Scene	Duration	Panel	Duration
138	02:19	5	00:23


Dialog

GRUEL
<LAUGHS_26_GRUEL
JET
<LAUGHS_06_JET>

Scene	Duration	Panel	Duration
139	02:16	1	00:03



Dialog

85 JET (CONT'D) 85
Hey partner!

Action Notes

CUT

Scene	Duration	Panel	Duration
139	02:16	2	01:03



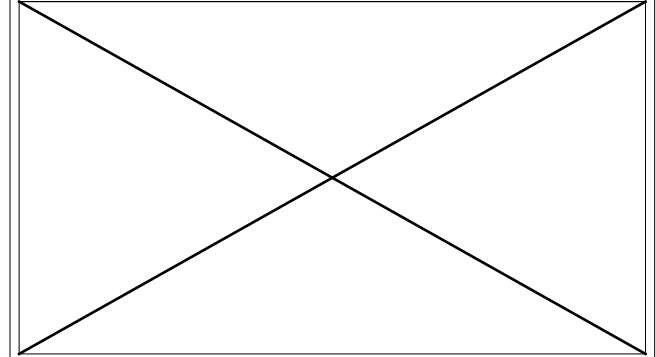
Dialog

85 JET (CONT'D) 85
Hey partner!

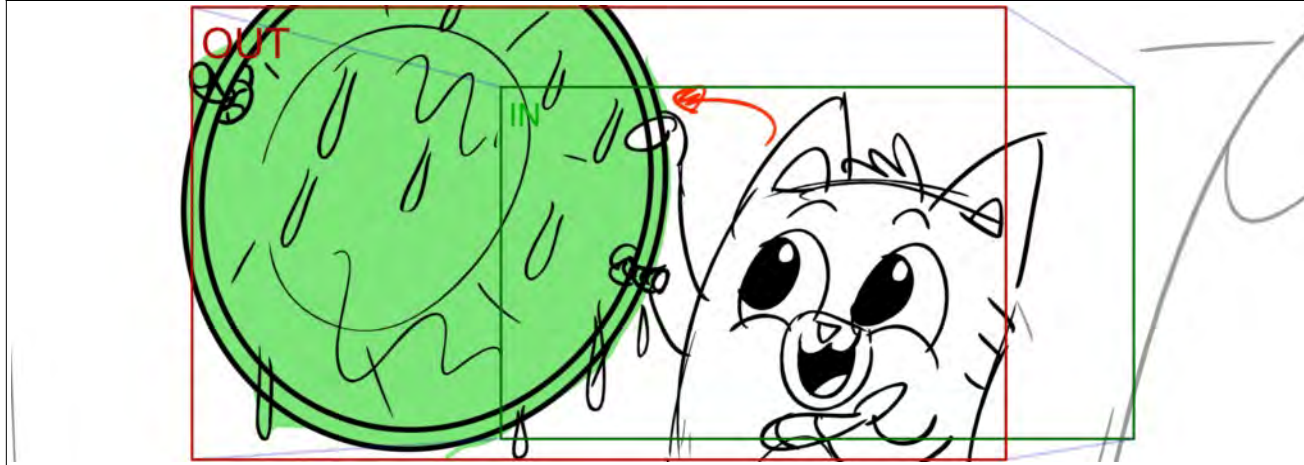
Action Notes

CUT

NO PANEL



Scene	Duration	Panel	Duration
139	02:16	3	01:10



Dialog

85 JET (CONT'D) 85
Got a sled for ya!

Action Notes

The camera shifts to show the sled.

Scene	Duration	Panel	Duration
140	05:13	1	00:04



Action Notes

CUT

Scene	Duration	Panel	Duration
140	05:13	2	00:14

**Dialog**

86 GRUEL 86
Really?

Scene	Duration	Panel	Duration
140	05:13	3	00:22

**Dialog**

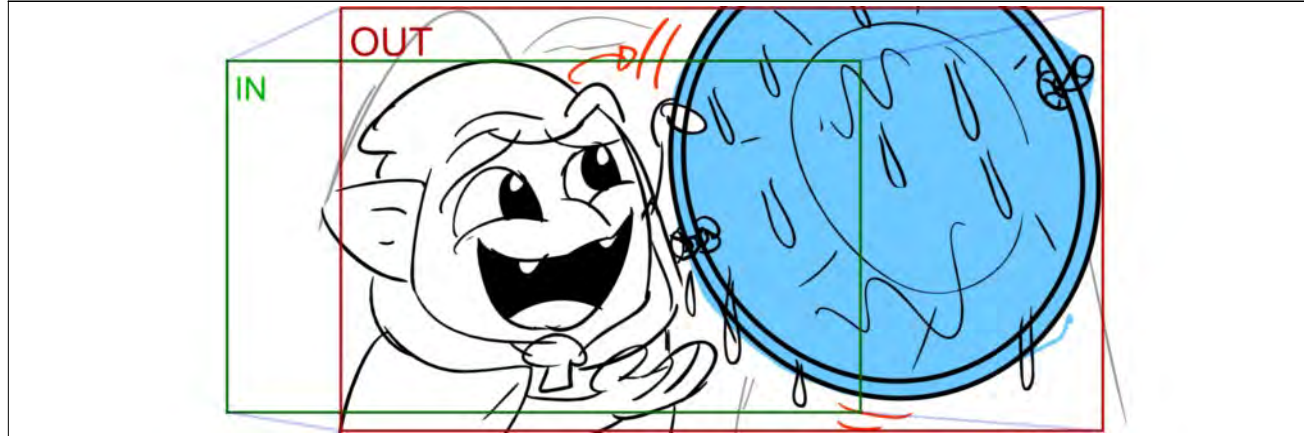
86 GRUEL 86
Wow!

Scene	Duration	Panel	Duration
140	05:13	4	01:14

**Dialog**

86 GRUEL 86
What a great teammate!

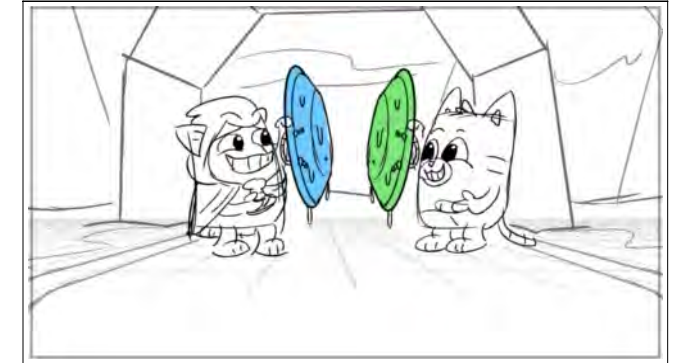
Scene	Duration	Panel	Duration
140	05:13	5	02:07



Dialog
86 GRUEL 86
I got one for you too!

Action Notes
The camera adjusts to show the sled.

Scene	Duration	Panel	Duration
141	06:17	1	01:00



Action Notes
CUT

Scene	Duration	Panel	Duration
141	06:17	2	01:01



Scene	Duration	Panel	Duration
141	06:17	3	01:06



Scene	Duration	Panel	Duration
141	06:17	4	00:22



Dialog

87 JET AND GRUEL (IN UNISON) 87
One...

Scene	Duration	Panel	Duration
141	06:17	5	00:07



Scene	Duration	Panel	Duration
141	06:17	6	00:17



Dialog

87 JET AND GRUEL (IN UNISON) 87
two...

Scene	Duration	Panel	Duration
141	06:17	7	00:09

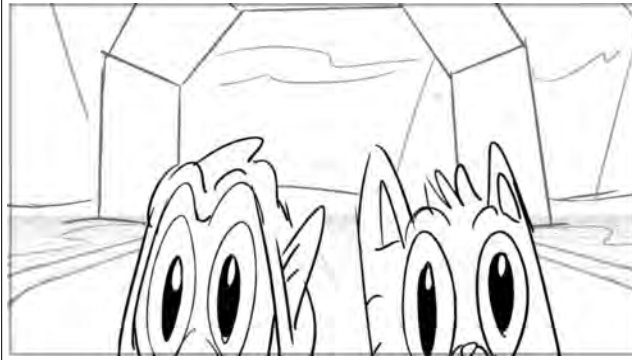


Scene	Duration	Panel	Duration
141	06:17	8	00:07

**Dialog**

87 JET AND GRUEL (IN UNISON) 87
th--

Scene	Duration	Panel	Duration
141	06:17	9	00:10

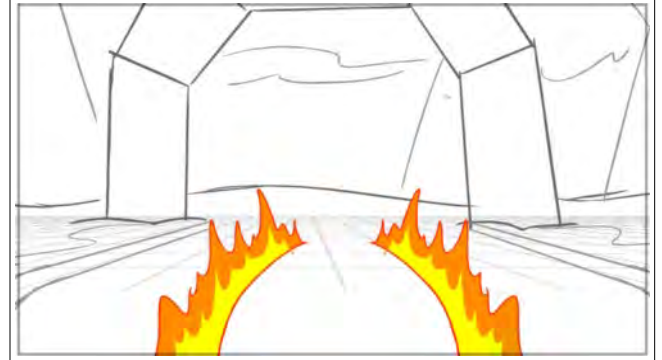
**Dialog**

87 JET AND GRUEL (IN UNISON) 87
AHHHHHHHHHHH!

Action Notes

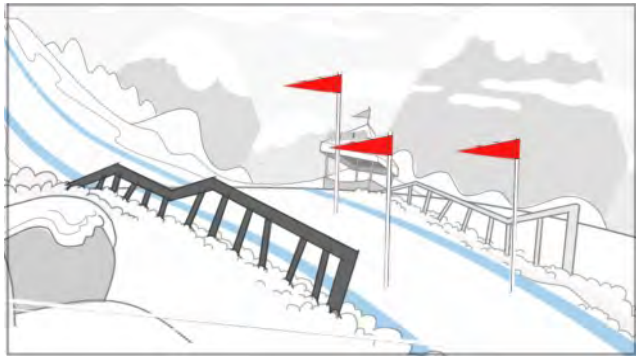
Gruel and Jet zip out the bottom of the screen.

Scene	Duration	Panel	Duration
141	06:17	10	00:10

**Action Notes**

Trails of flames follow them.

Scene	Duration	Panel	Duration
142	00:18	1	00:03

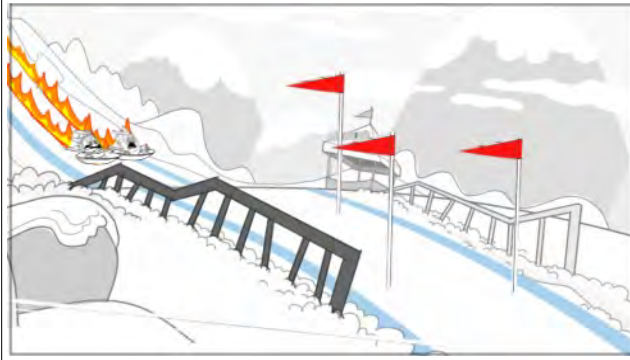

Action Notes

CUT

Notes

Io_MMPeakTrail_01

Scene	Duration	Panel	Duration
142	00:18	2	00:02

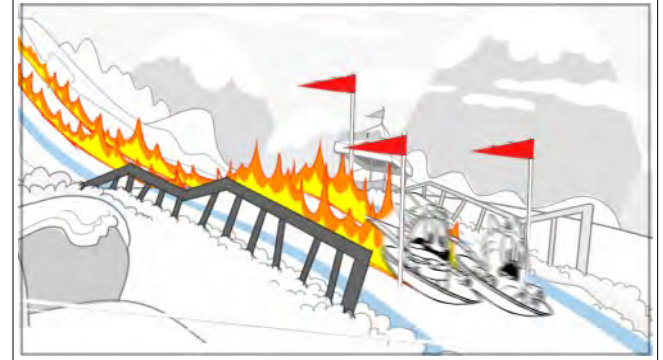

Dialog

88 JET AND GRUEL (CONT'D) 88
<WILD SCREAMING>

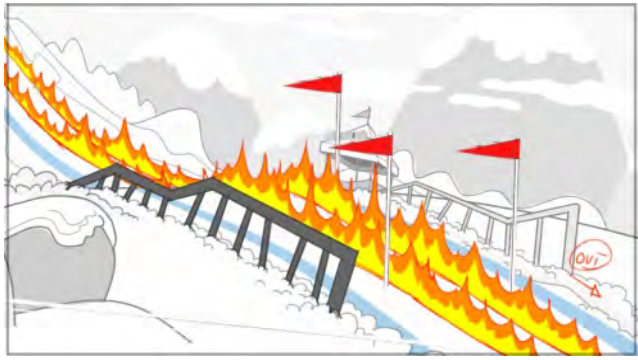
Action Notes

Gruel/Jet enter upper screen left followed by trails of flame.

Scene	Duration	Panel	Duration
142	00:18	3	00:03



Scene	Duration	Panel	Duration
142	00:18	4	00:03



Action Notes

Gruel/Jet exit lower screen right.

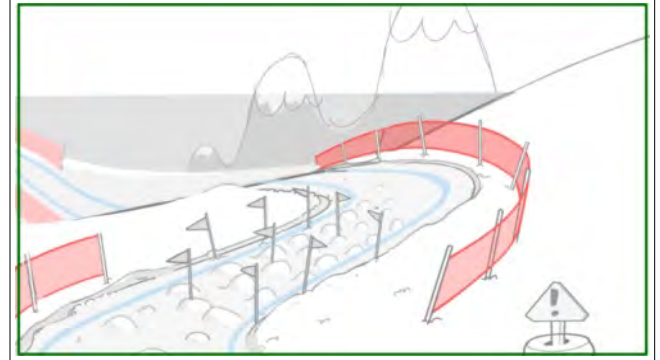
Scene	Duration	Panel	Duration
142	00:18	5	00:07



Action Notes

The flags burst into flames.

Scene	Duration	Panel	Duration
143	00:18	1	00:01



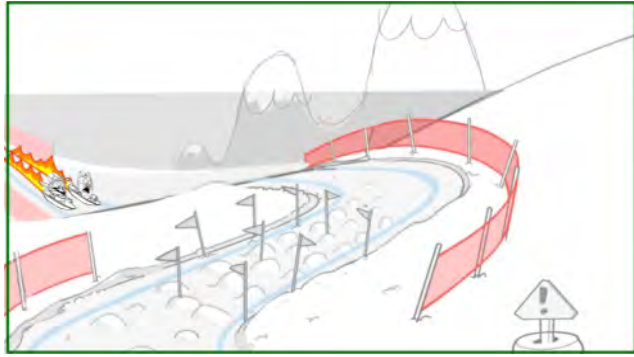
Action Notes

CUT

Notes

Io_MMPeakTrail_02

Scene	Duration	Panel	Duration
143	00:18	2	00:02



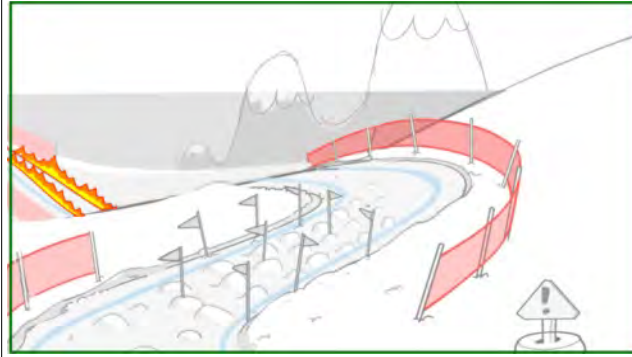
Dialog

88 JET AND GRUEL (CONT'D) 88
<WILD SCREAMING>

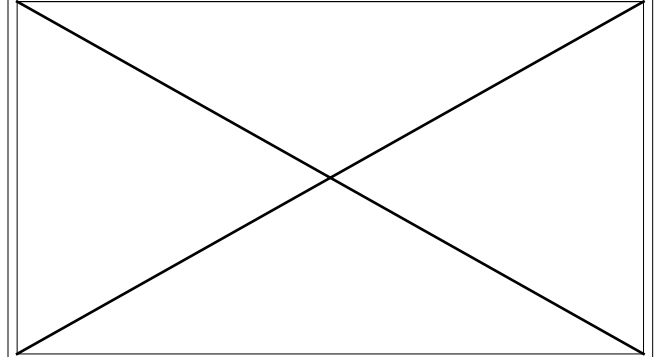
Action Notes

Gruel/Jet enter screen left

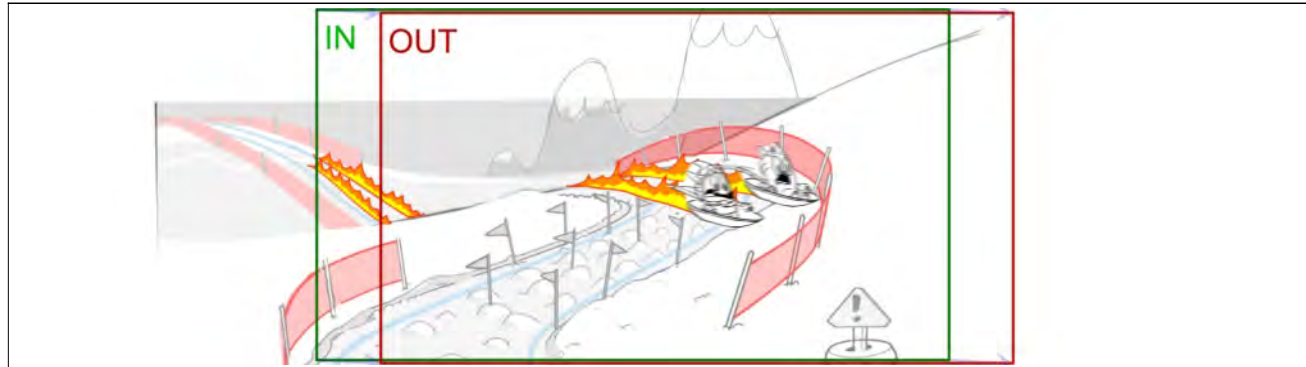
Scene	Duration	Panel	Duration
143	00:18	3	00:03



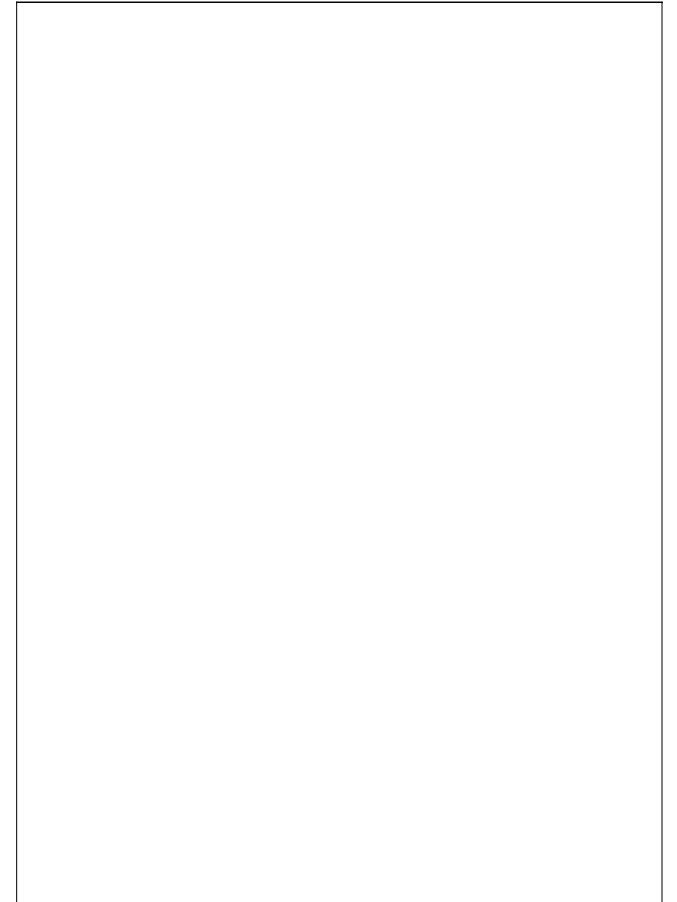
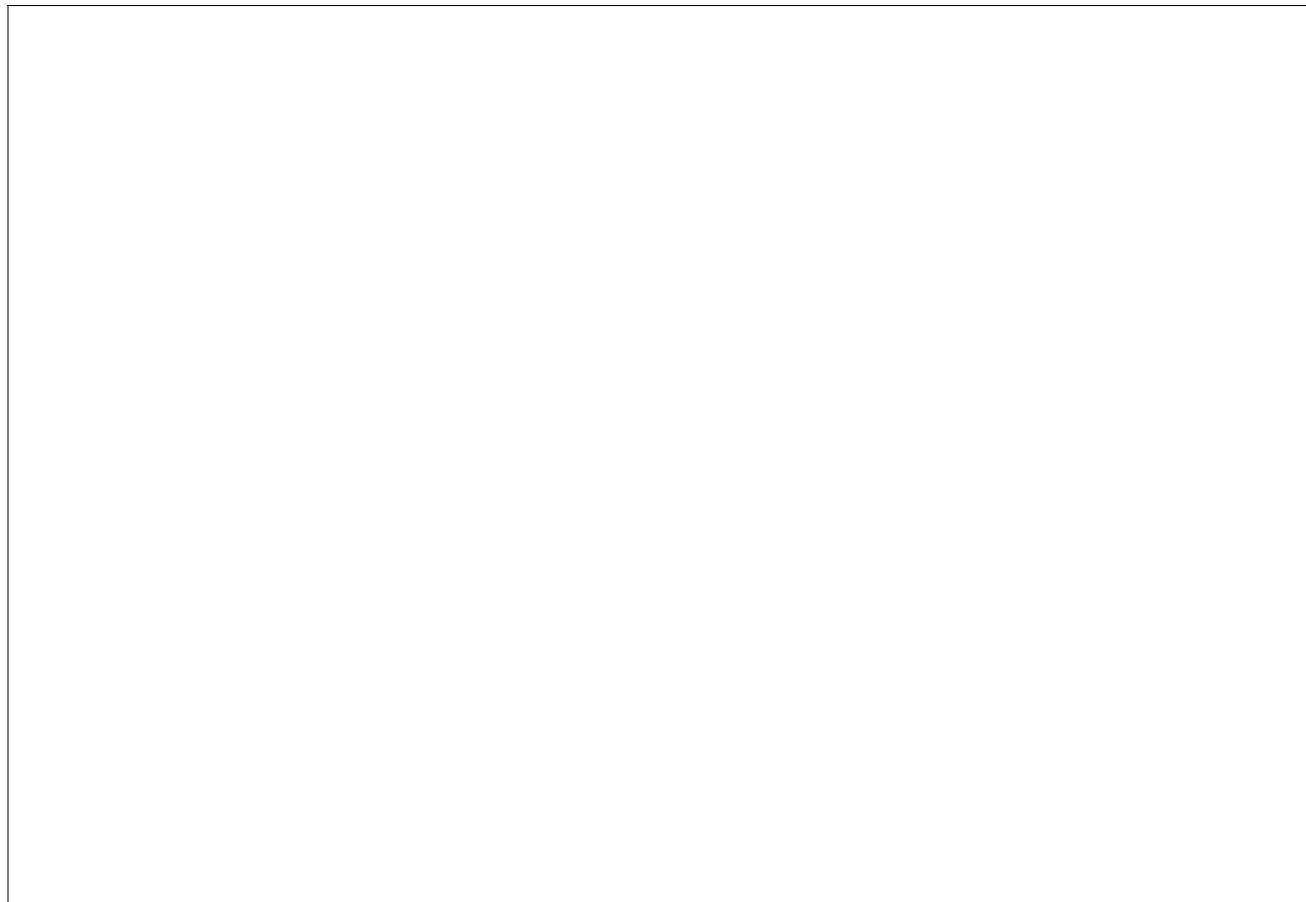
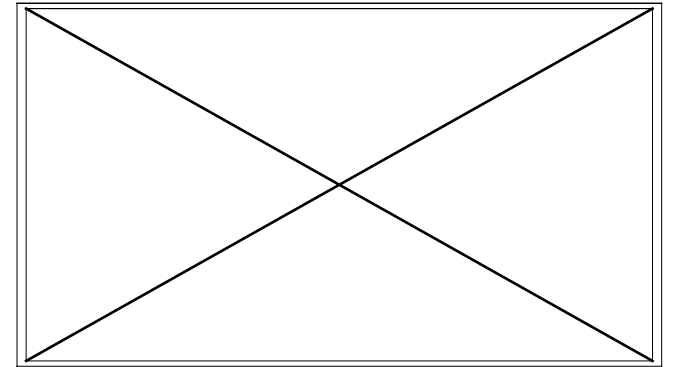
Scene	Duration	Panel	Duration
NO PANEL			



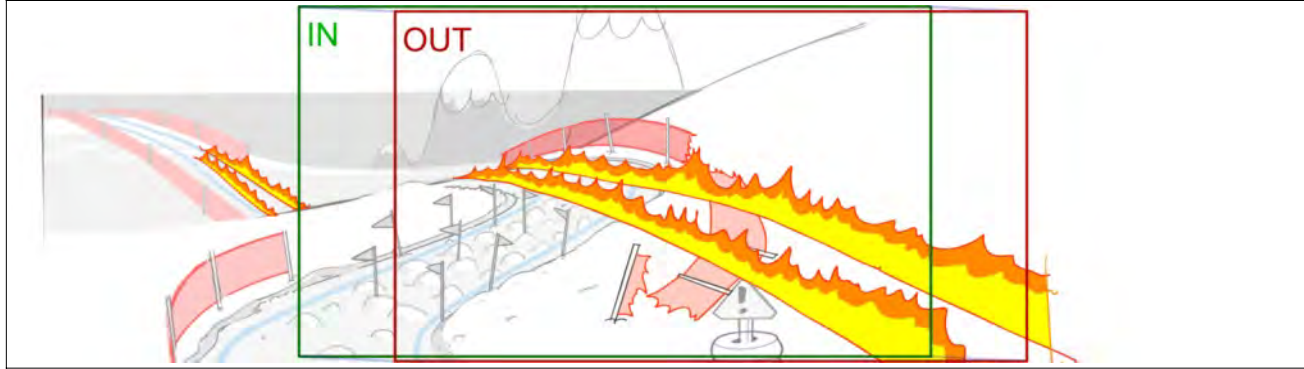
Scene 143	Duration 00:18	Panel 4	Duration 00:03
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NO PANEL



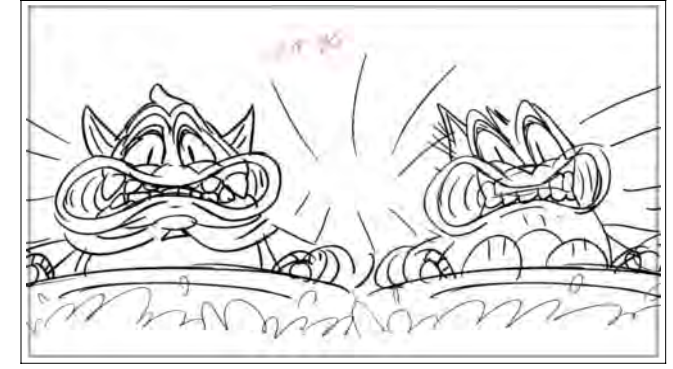
Scene	Duration	Panel	Duration
143	00:18	5	00:09



Action Notes

Gruel/Jet flatten the fence as they exit screen right.

Scene	Duration	Panel	Duration
144	01:18	1	00:20



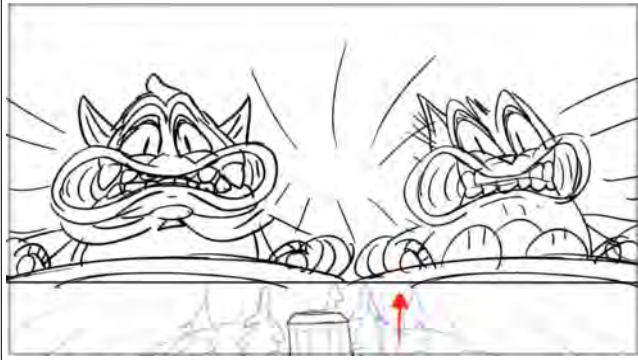
Dialog

88 JET AND GRUEL (CONT'D) 88
<WILD SCREAMING>

Action Notes

CUT
Gruel and Jet's faces are stretched from the high speed.

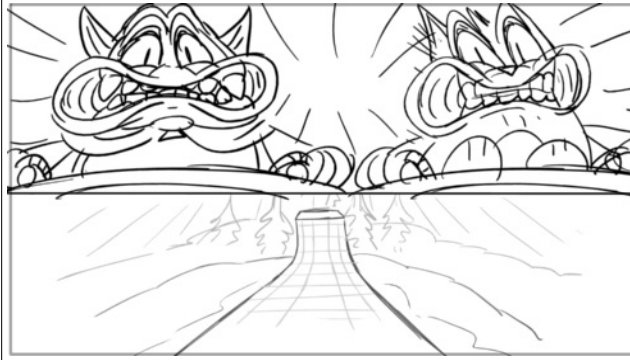
Scene	Duration	Panel	Duration
144	01:18	2	00:04



Dialog

88 JET AND GRUEL (CONT'D) 88
<WILD SCREAMING>

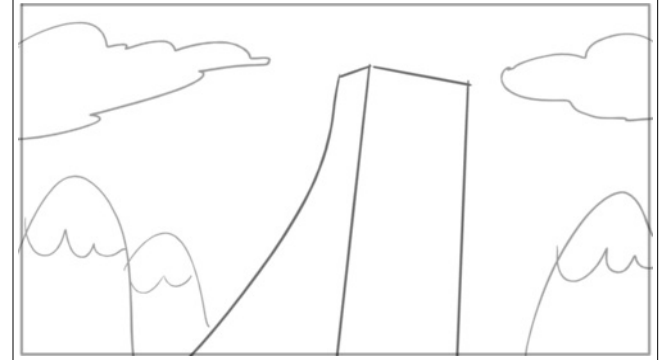
Scene	Duration	Panel	Duration
144	01:18	3	00:18



Dialog

88 JET AND GRUEL (CONT'D) 88
<WILD SCREAMING>

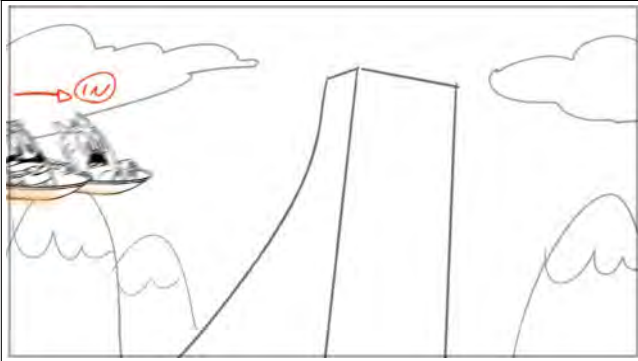
Scene	Duration	Panel	Duration
145	01:07	1	00:03



Action Notes

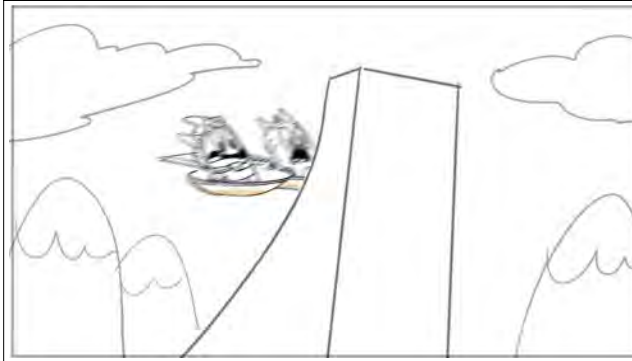
CUT

Scene	Duration	Panel	Duration
145	01:07	2	00:03

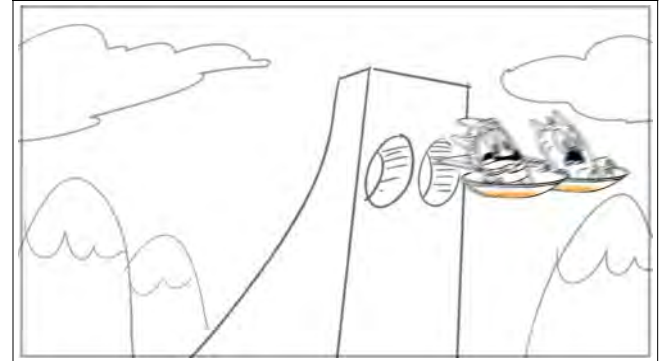

Action Notes

Gruel/Jet fly if from screen left.
The bottom of the sleds are glowing hot.

Scene	Duration	Panel	Duration
145	01:07	3	00:03

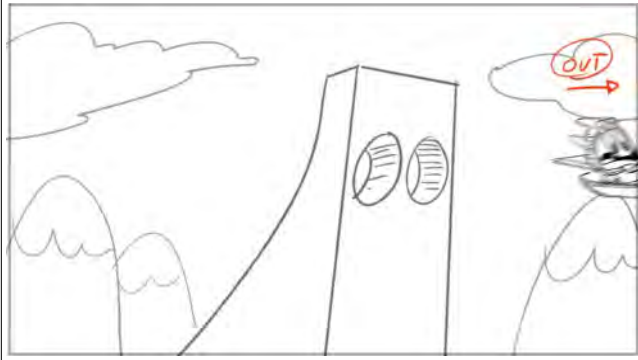


Scene	Duration	Panel	Duration
145	01:07	4	00:03


Action Notes

Gruel/Jet punch holes through the ramp.

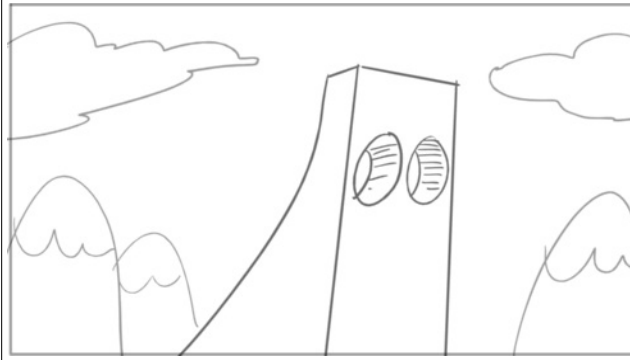
Scene	Duration	Panel	Duration
145	01:07	5	00:03



Action Notes

Gruel/Jet

Scene	Duration	Panel	Duration
145	01:07	6	00:16



Scene	Duration	Panel	Duration
146	01:00	1	00:11



Action Notes

CUT
Zip BG.

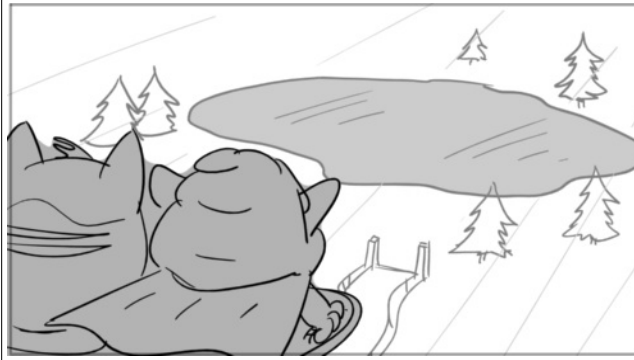
Scene	Duration	Panel	Duration
146	01:00	2	00:13



Action Notes

Gruel/Jet look down.

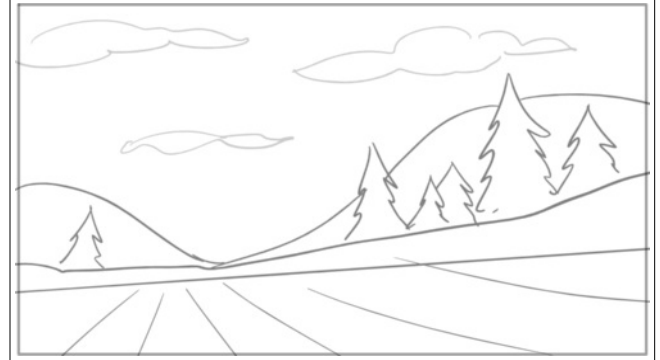
Scene	Duration	Panel	Duration
147	01:00	1	01:00



Action Notes

CUT
Gruel/Jet head towards a frozen lake.

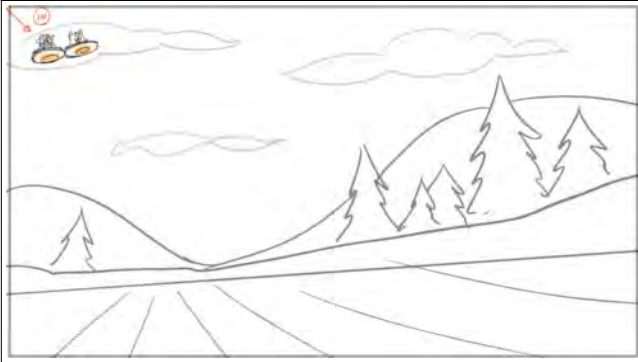
Scene	Duration	Panel	Duration
148	00:23	1	00:02



Action Notes

CUT

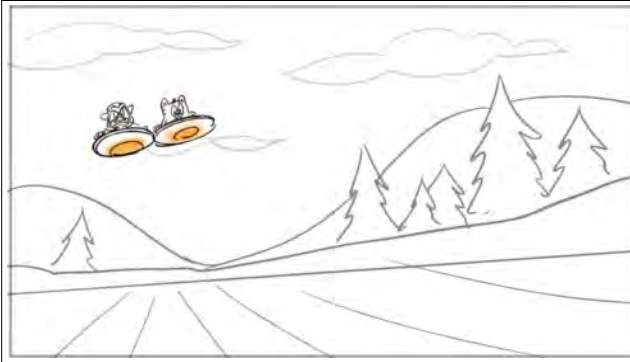
Scene	Duration	Panel	Duration
148	00:23	2	00:03



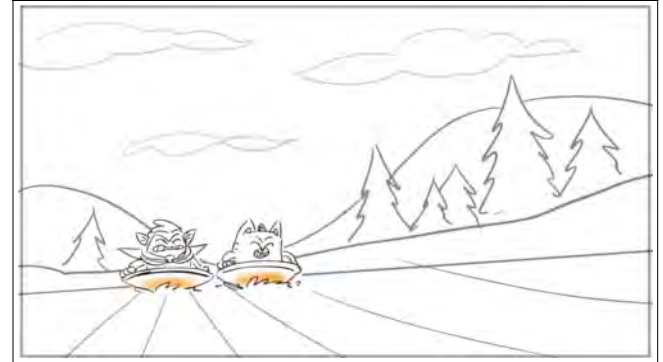
Action Notes

Gruel/Jet fly in from upper screen left.

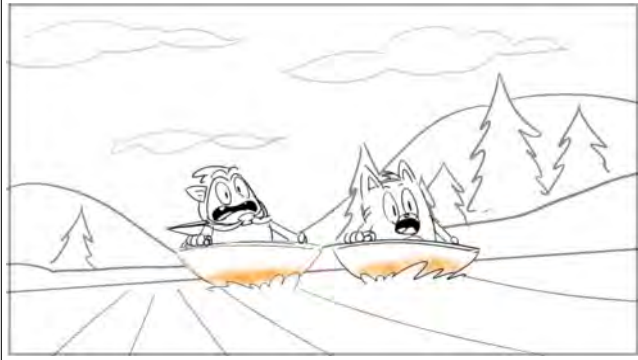
Scene	Duration	Panel	Duration
148	00:23	3	00:04



Scene	Duration	Panel	Duration
148	00:23	4	00:04



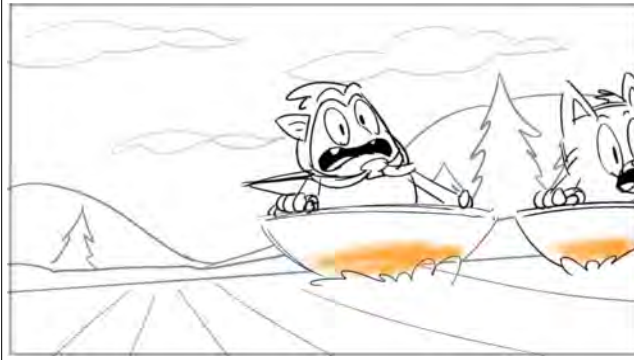
Scene	Duration	Panel	Duration
148	00:23	5	00:04



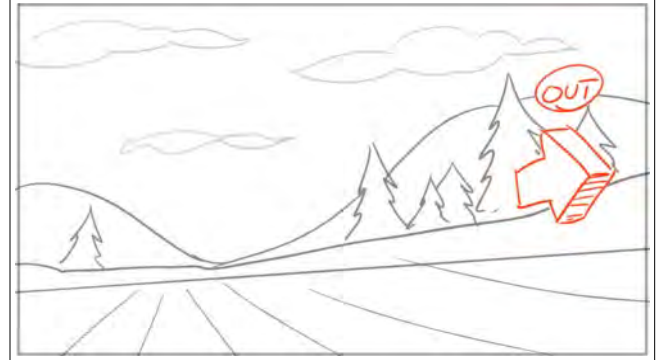
Action Notes

Gruel/Jet slide out towards screen right.

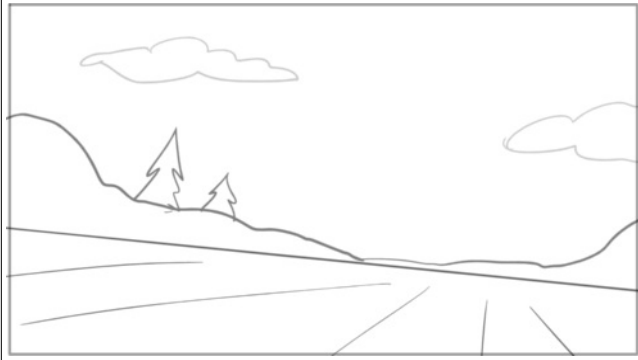
Scene	Duration	Panel	Duration
148	00:23	6	00:03



Scene	Duration	Panel	Duration
148	00:23	7	00:03



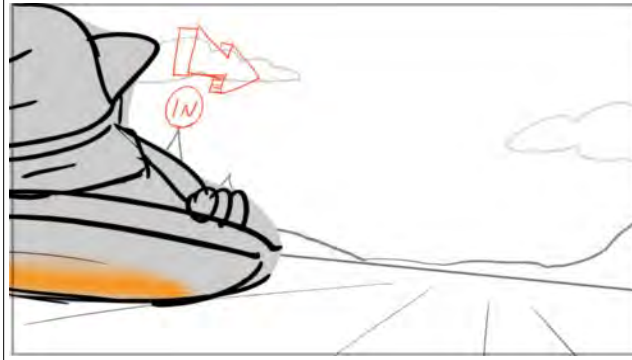
Scene	Duration	Panel	Duration
149	00:15	1	00:02



Action Notes

CUT

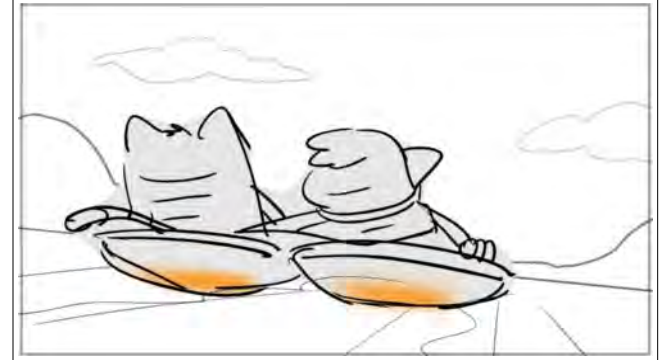
Scene	Duration	Panel	Duration
149	00:15	2	00:03



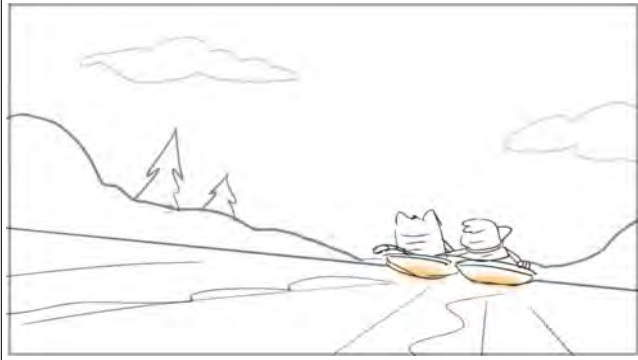
Action Notes

Gruel/Jet slide in screen left.

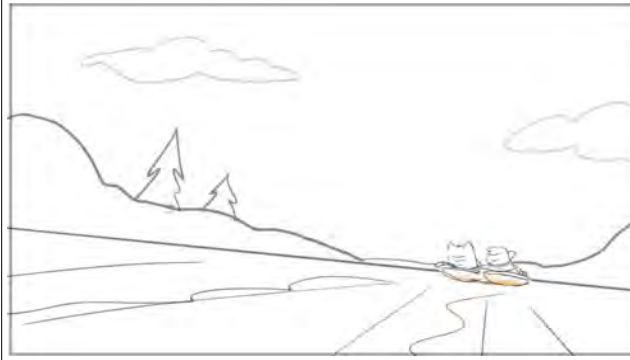
Scene	Duration	Panel	Duration
149	00:15	3	00:03



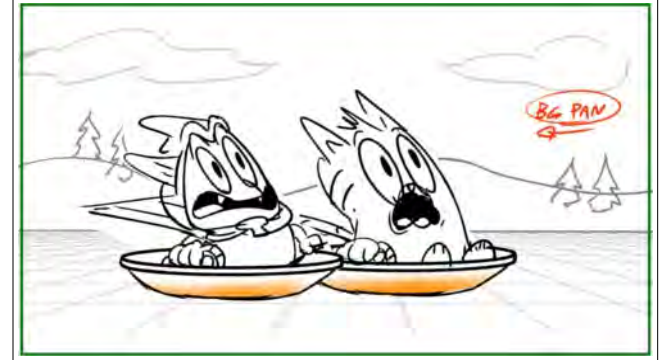
Scene	Duration	Panel	Duration
149	00:15	4	00:03



Scene	Duration	Panel	Duration
149	00:15	5	00:04



Scene	Duration	Panel	Duration
150	14:09	1	00:08



Action Notes

CUT

Scene	Duration	Panel	Duration
150	14:09	2	00:04

**Action Notes**

Gruel/Jet slow to a stop.

Scene	Duration	Panel	Duration
150	14:09	3	00:20

**Action Notes**

Steam rises from the sleds.
Gruel/Jet pant.

Scene	Duration	Panel	Duration
150	14:09	4	00:04

**Action Notes**

Gruel blinks.

Scene	Duration	Panel	Duration
150	14:09	5	00:03



Scene	Duration	Panel	Duration
150	14:09	6	00:04



Scene	Duration	Panel	Duration
150	14:09	7	00:08



Scene	Duration	Panel	Duration
150	14:09	8	00:04

**Dialog**

89 GRUEL (IN SHOCK) 89
is it

Action Notes

Gruel looks around.

Scene	Duration	Panel	Duration
150	14:09	9	00:05

**Dialog**

89 GRUEL (IN SHOCK) 89
is it

Scene	Duration	Panel	Duration
150	14:09	10	01:01

**Action Notes**

Jet shakes his head.

Scene	Duration	Panel	Duration
150	14:09	11	00:08



Dialog

89 GRUEL (IN SHOCK) 89
is it over?

Scene	Duration	Panel	Duration
150	14:09	12	00:02



Action Notes

Jet blinks.

Scene	Duration	Panel	Duration
150	14:09	13	00:02



Scene	Duration	Panel	Duration
150	14:09	14	00:06



Scene	Duration	Panel	Duration
150	14:09	15	00:15



Scene	Duration	Panel	Duration
150	14:09	16	00:18



Dialog

90 JET 90
Y-y-y-y-yeah...

Action Notes

Jet nods

Scene	Duration	Panel	Duration
150	14:09	17	00:19



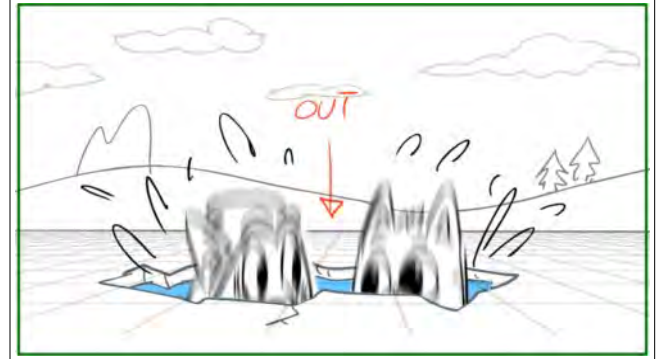
Scene	Duration	Panel	Duration
150	14:09	18	01:00



Dialog

90 JET 90
I think--

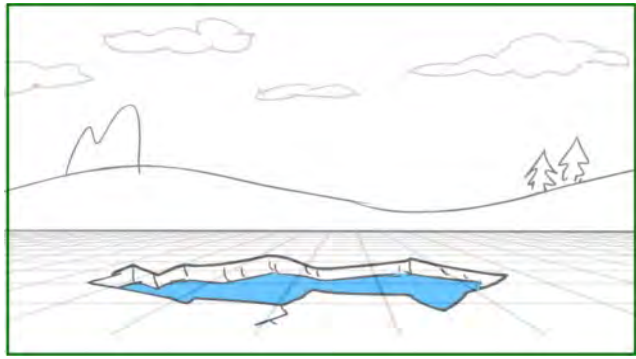
Scene	Duration	Panel	Duration
150	14:09	19	00:06



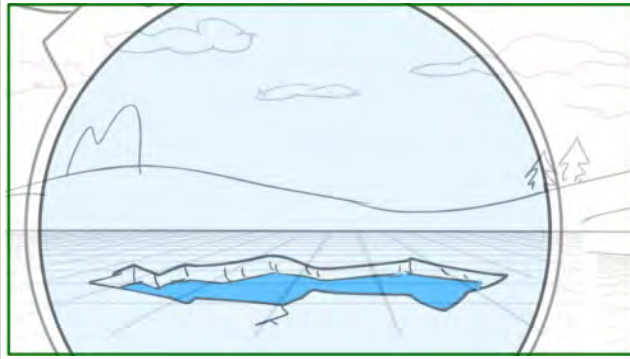
Action Notes

Gruel/Jet fall through the ice.

Scene	Duration	Panel	Duration
150	14:09	20	00:08



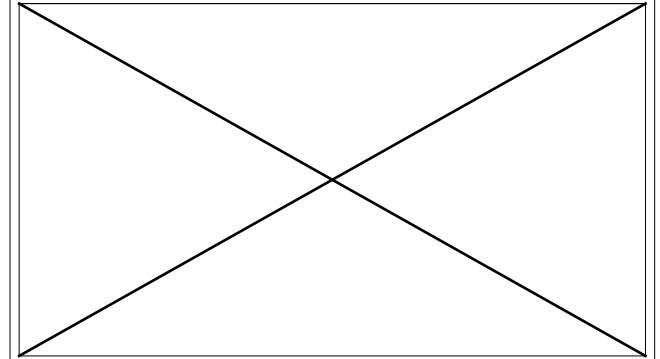
Scene	Duration	Panel	Duration
150	14:09	21	00:02



Action Notes

The scene switches to the winners circle.

NO PANEL

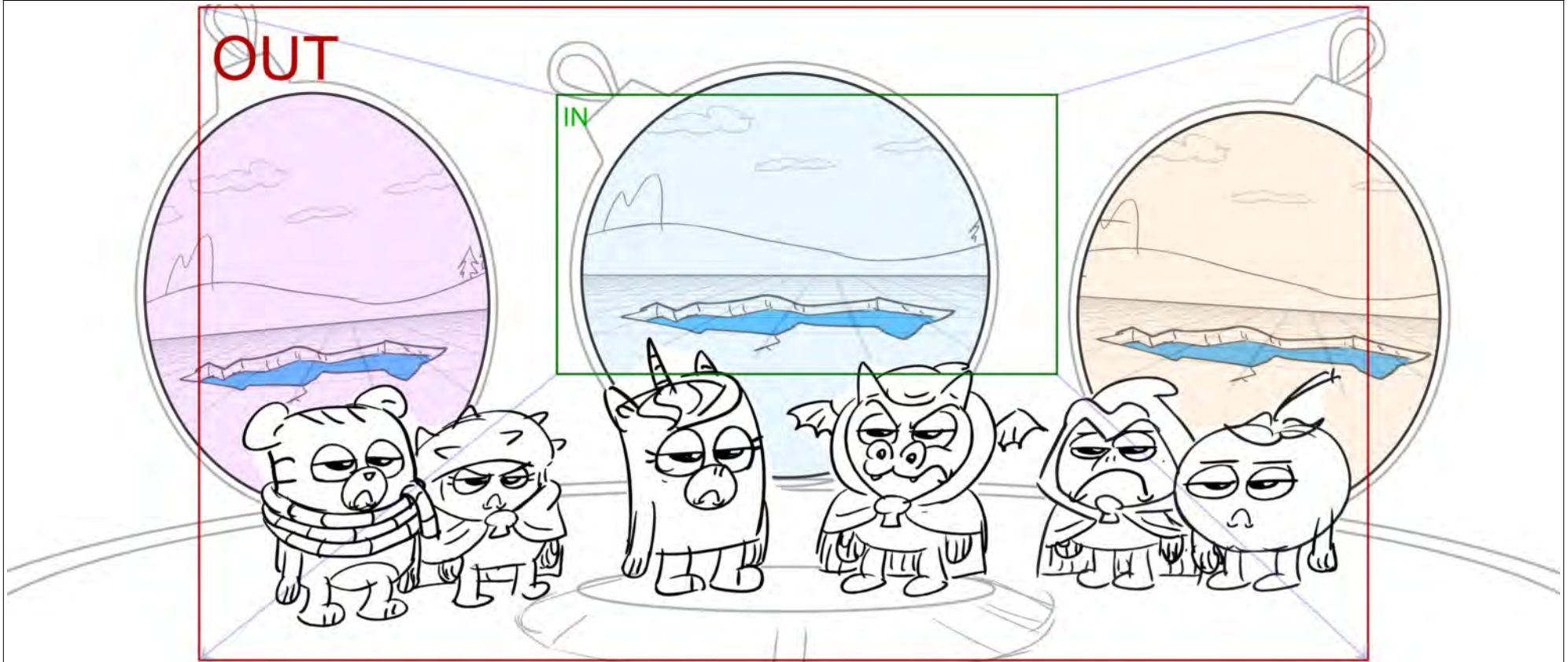


Scene
150

Duration
14:09

Panel
22

Duration
00:03

**Action Notes**

Camera widens.

Notes

Io_WinnersCircle_01

Scene	Duration	Panel	Duration
150	14:09	23	00:06



Scene	Duration	Panel	Duration
150	14:09	24	01:03



Dialog

91 CRUMBLES (STRAINED) 91
Yay.

Action Notes

Crumbles appears on the screens, trying to act enthusiastic.

Scene	Duration	Panel	Duration
150	14:09	25	02:14



Dialog

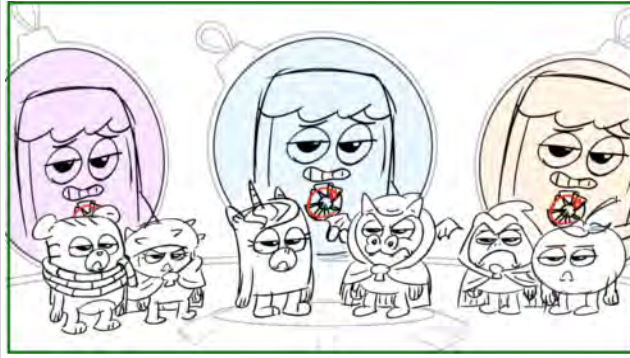
91 CRUMBLES (STRAINED) 91
We get to keep playing games.

Scene	Duration	Panel	Duration
150	14:09	26	00:13

**Action Notes**

Crumbles un-enthusiastically spins his bow tie.

Scene	Duration	Panel	Duration
150	14:09	27	01:15



Scene	Duration	Panel	Duration
151	01:07	1	00:06

**Action Notes**

CUT

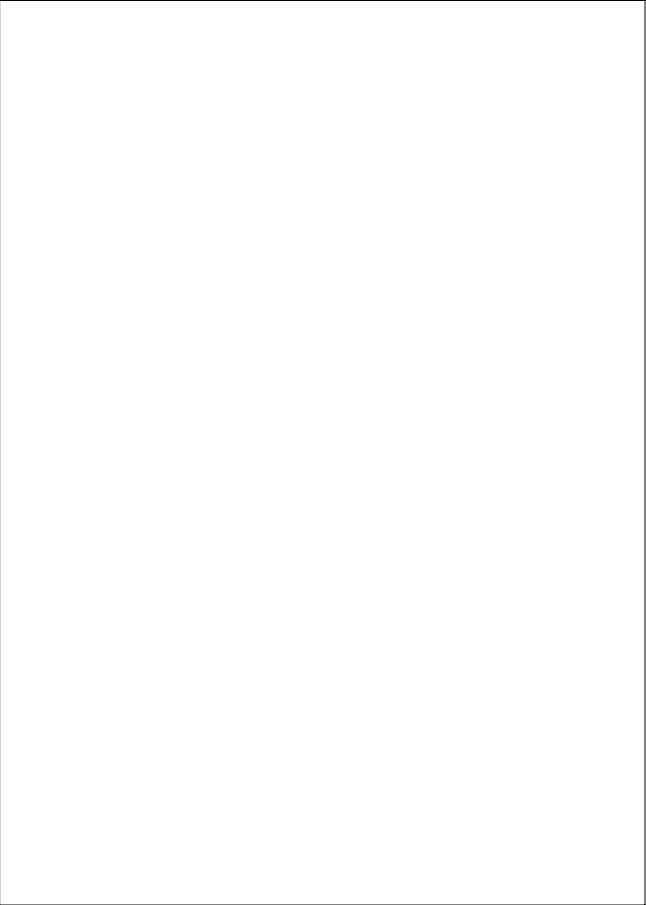
Scene	Duration	Panel	Duration
151	01:07	2	00:05



Scene	Duration	Panel	Duration
151	01:07	3	00:05



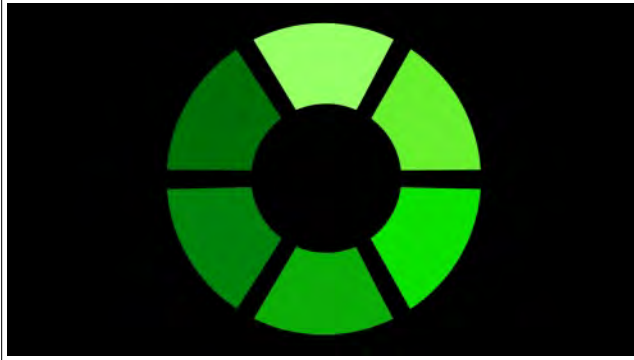
Scene	Duration	Panel	Duration
151	01:07	4	00:05



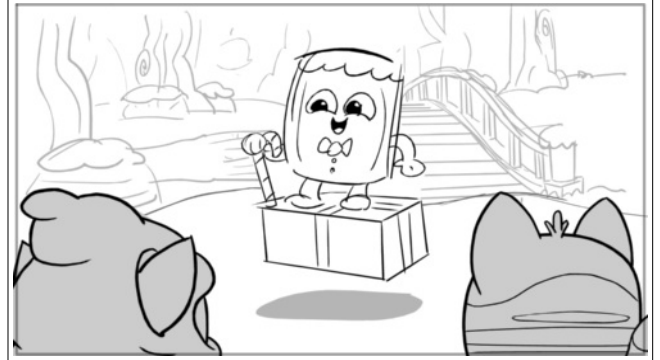
Scene	Duration	Panel	Duration
151	01:07	5	00:04



Scene	Duration	Panel	Duration
151	01:07	6	00:06



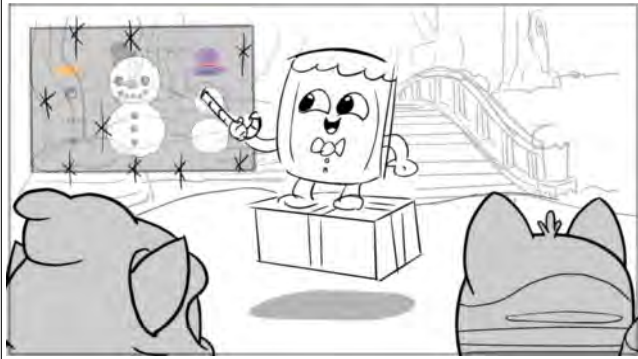
Scene	Duration	Panel	Duration
152	01:06	1	00:04



Action Notes

CUT

Scene	Duration	Panel	Duration
152	01:06	2	00:04

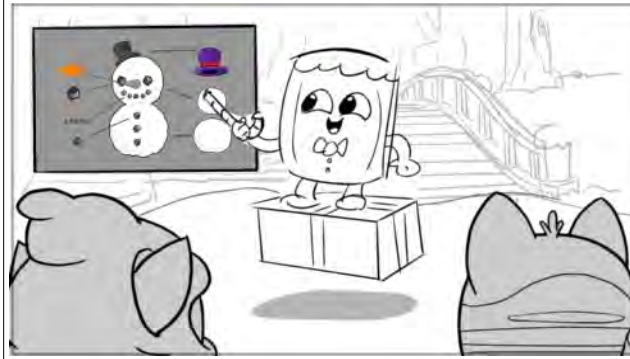
**Action Notes**

Crumbles magically gestures and an instruction screen appears screen left.

Notes

pr_snowman

Scene	Duration	Panel	Duration
152	01:06	3	00:05



Scene	Duration	Panel	Duration
152	01:06	4	00:04

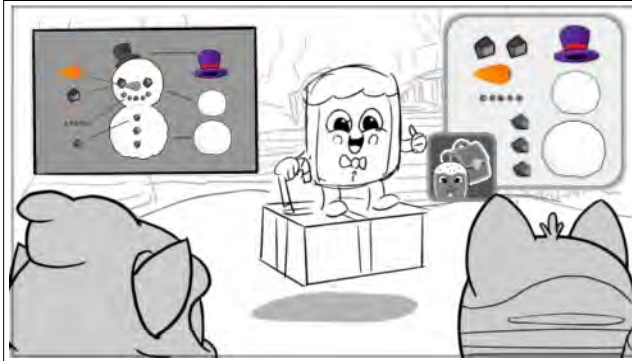
**Action Notes**

Crumbles magically gestures and an inventory screen appears screen right.

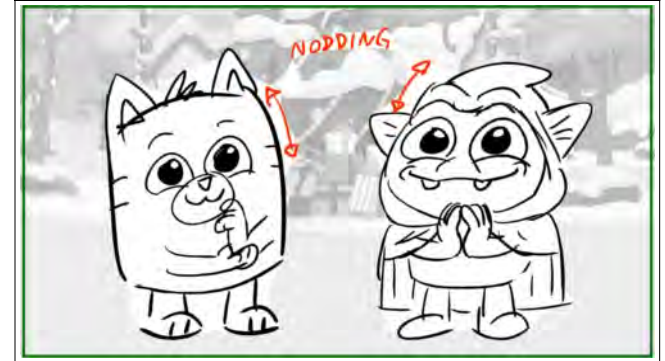
Scene	Duration	Panel	Duration
152	01:06	5	00:07



Scene	Duration	Panel	Duration
152	01:06	6	00:06



Scene	Duration	Panel	Duration
153	01:22	1	00:13



Action Notes

CUT

Jet/Gruel nod in agreement.

Scene	Duration	Panel	Duration
153	01:22	2	00:10

**Action Notes**

Beat as they look at each other.

Scene	Duration	Panel	Duration
153	01:22	3	00:05

**Action Notes**

Camera pushes in as they switch to rage.

Scene	Duration	Panel	Duration
153	01:22	4	00:18



Action Notes

BG switches to flaming VS. CC

Scene	Duration	Panel	Duration
154	04:17	1	00:07



Action Notes

CUT

Jet/Gruel face off as in STREET FIGHTER 2.
Gruel bounces a la STREET FIGHTER 2

Scene	Duration	Panel	Duration
154	04:17	2	00:07



Action Notes

Jet taps the inventory screen and a snowball appears in his hand.

Scene	Duration	Panel	Duration
154	04:17	3	00:04



Scene	Duration	Panel	Duration
154	04:17	4	00:06



Scene	Duration	Panel	Duration
154	04:17	5	00:08


Notes

pr_snowman

Scene	Duration	Panel	Duration
154	04:17	6	00:06



Action Notes

Jet throws the snowball at Gruel. Gruel's health meter goes down.

Scene	Duration	Panel	Duration
154	04:17	7	00:05



Action Notes

The snowball pixilates away.

Scene	Duration	Panel	Duration
154	04:17	8	00:03



Action Notes

Jet bounces a la STREET FIGHTER 2

Scene	Duration	Panel	Duration
154	04:17	9	00:05



Action Notes

Gruel taps the inventory screen and a top hat appears in his hand.

Scene	Duration	Panel	Duration
154	04:17	10	00:03



Scene	Duration	Panel	Duration
154	04:17	11	00:05



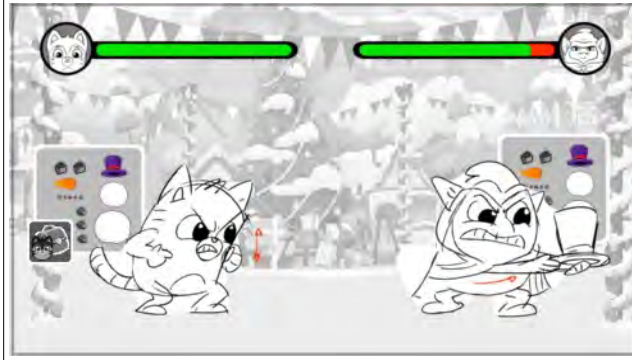
Scene	Duration	Panel	Duration
154	04:17	12	00:05



Notes

pr_snowman

Scene	Duration	Panel	Duration
154	04:17	13	00:04



Scene	Duration	Panel	Duration
154	04:17	14	00:05



Action Notes

Gruel throws the hat at Jet.

Scene	Duration	Panel	Duration
154	04:17	15	00:04



Action Notes

Jet's health meter goes down as he is hit.
Gruel bounces a la STREET FIGHTER 2

Scene	Duration	Panel	Duration
154	04:17	16	00:03



Scene	Duration	Panel	Duration
154	04:17	17	00:04



Scene	Duration	Panel	Duration
154	04:17	18	00:04



Action Notes

Jet taps the inventory screen and a carrot and coal appear.

Scene	Duration	Panel	Duration
154	04:17	19	00:04



Scene	Duration	Panel	Duration
154	04:17	20	00:04



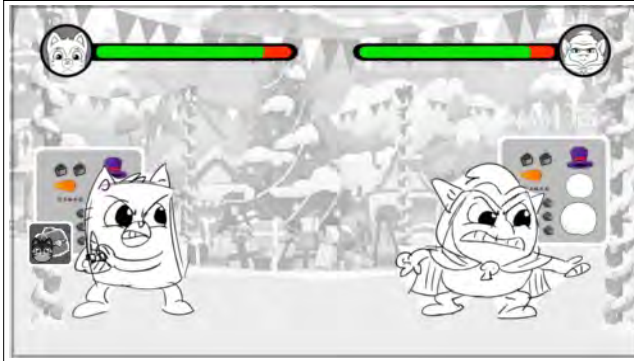
Notes

pr_snowman

Scene	Duration	Panel	Duration
154	04:17	21	00:03



Scene	Duration	Panel	Duration
154	04:17	22	00:04



Scene	Duration	Panel	Duration
154	04:17	23	00:10



Action Notes

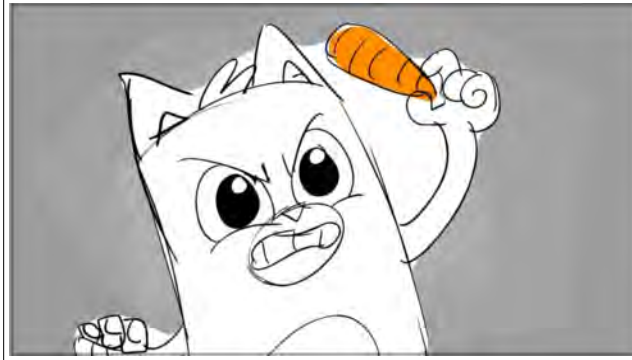
Jet grabs the carrot and coal as Gruel taps the inventory screen for a snowball.

Scene	Duration	Panel	Duration
155	00:20	1	00:05

**Action Notes**

CUT

Scene	Duration	Panel	Duration
155	00:20	2	00:06

**Action Notes**

Jet winds up to throw the carrot out screen right.

Scene	Duration	Panel	Duration
155	00:20	3	00:09



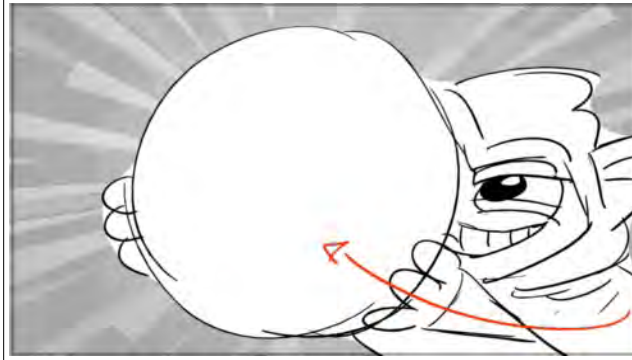
Scene	Duration	Panel	Duration
156	01:12	1	00:05



Action Notes

CUT

Scene	Duration	Panel	Duration
156	01:12	2	00:03



Action Notes

Gruel thrusts the snowball out in front of him to block the carrot and coal.

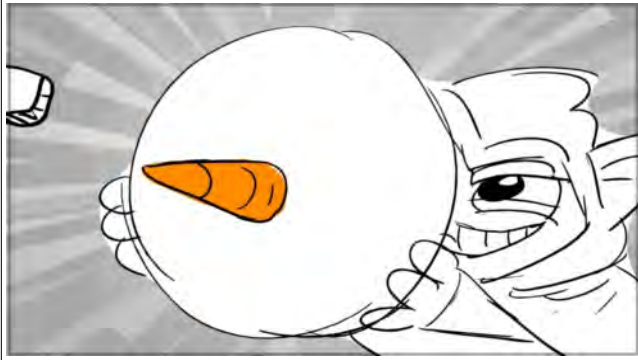
Scene	Duration	Panel	Duration
156	01:12	3	00:02



Action Notes

A snowman face forms on the snowball.

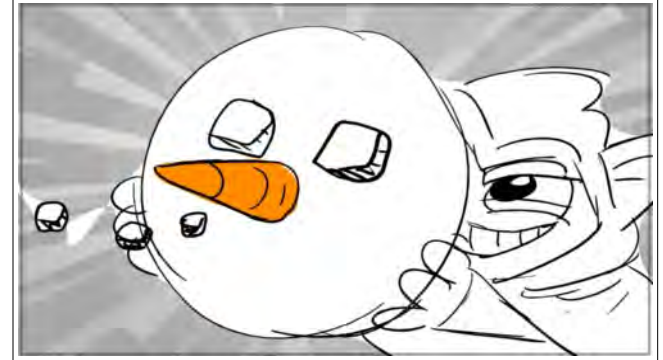
Scene	Duration	Panel	Duration
156	01:12	4	00:02



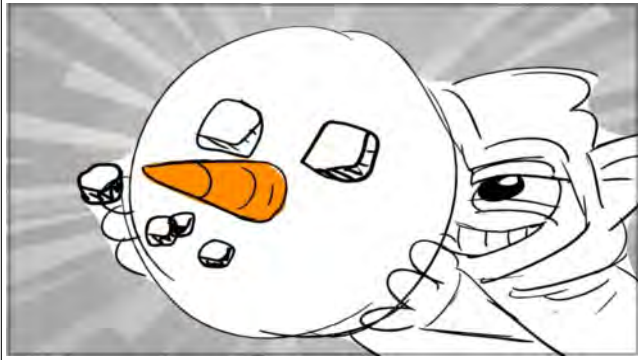
Scene	Duration	Panel	Duration
156	01:12	5	00:02



Scene	Duration	Panel	Duration
156	01:12	6	00:03



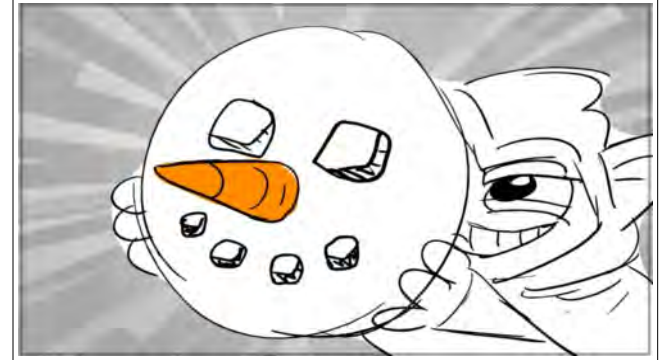
Scene	Duration	Panel	Duration
156	01:12	7	00:03



Scene	Duration	Panel	Duration
156	01:12	8	00:03



Scene	Duration	Panel	Duration
156	01:12	9	00:05



Scene	Duration	Panel	Duration
156	01:12	10	00:03



Action Notes

Gruel throws the snowman head off screen left at Jet.

Scene	Duration	Panel	Duration
156	01:12	11	00:05



Scene	Duration	Panel	Duration
157	03:18	1	00:09



Action Notes

CUT
The Smashlings/Bashlings look deflated as the chaos continues on the screens.

Scene	Duration	Panel	Duration
157	03:18	2	00:08



Scene	Duration	Panel	Duration
157	03:18	3	00:07



Scene	Duration	Panel	Duration
157	03:18	4	00:03



Scene	Duration	Panel	Duration
157	03:18	5	00:05



Scene	Duration	Panel	Duration
157	03:18	6	00:03



Scene	Duration	Panel	Duration
157	03:18	7	00:04



Scene	Duration	Panel	Duration
157	03:18	8	00:11



Action Notes

Tutti Bel face palms.

Scene	Duration	Panel	Duration
157	03:18	9	00:06



Action Notes

Christmas light wipe.

Scene	Duration	Panel	Duration
157	03:18	10	00:05



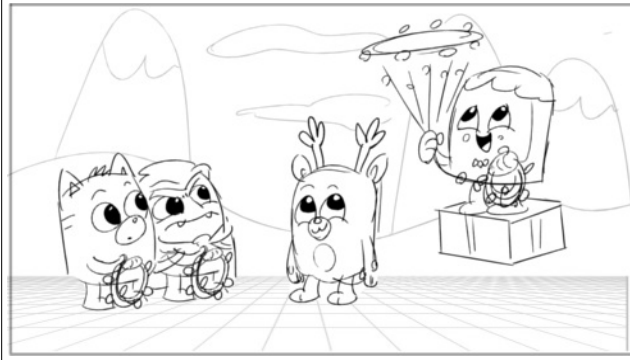
Notes

ch_rayne

Scene	Duration	Panel	Duration
157	03:18	11	00:06



Scene	Duration	Panel	Duration
157	03:18	12	00:05



Action Notes

Crumbles demonstrates lassoing a Rayne.

Scene	Duration	Panel	Duration
157	03:18	13	00:07



Scene 157	Duration 03:18	Panel 14	Duration 00:11
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Action Notes

Crumbles gestures outward.

NO PANEL

NO PANEL

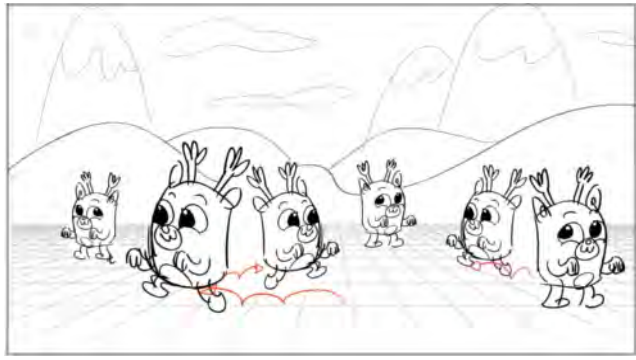
Scene 158	Duration 00:05	Panel 1	Duration 00:05
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Action Notes

CUT
Zip pan.

Scene	Duration	Panel	Duration
159	01:00	1	01:00



Action Notes

CUT

Wide shot of Raynes frolicking.

Scene	Duration	Panel	Duration
160	01:19	1	00:05



Action Notes

CUT

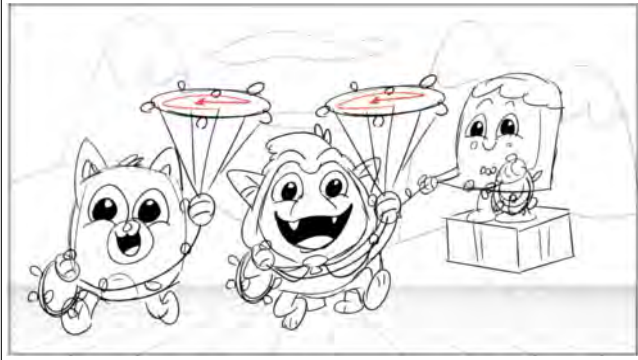
Scene	Duration	Panel	Duration
160	01:19	2	00:08



Action Notes

Jet/ Gruel nod in understanding.

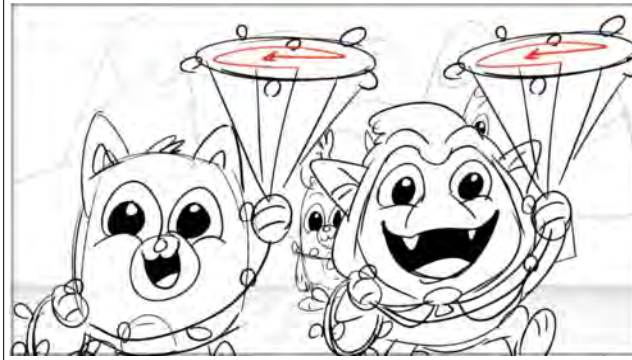
Scene	Duration	Panel	Duration
160	01:19	3	00:09



Action Notes

Jet/Gruel run towards the camera while spinning their lassos.

Scene	Duration	Panel	Duration
160	01:19	4	00:09



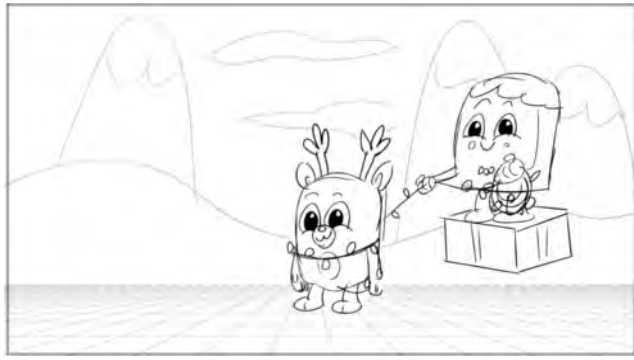
Scene	Duration	Panel	Duration
160	01:19	5	00:06



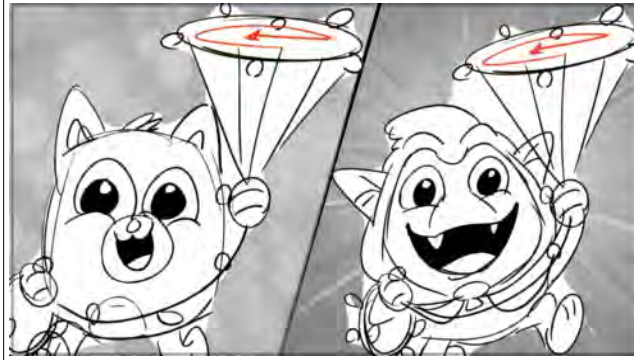
Action Notes

Jet exits screen left.
Gruel exits screen right.

Scene	Duration	Panel	Duration
160	01:19	6	00:06



Scene	Duration	Panel	Duration
161	01:00	1	00:05

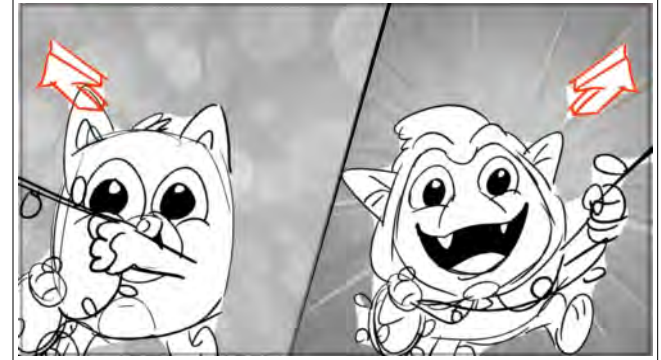
**Action Notes**

CUT

Split screen of Jet and Gruel running.

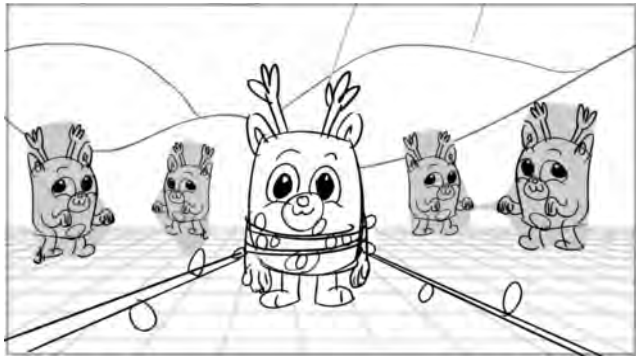
CCs

Scene	Duration	Panel	Duration
161	01:00	2	00:19

**Action Notes**

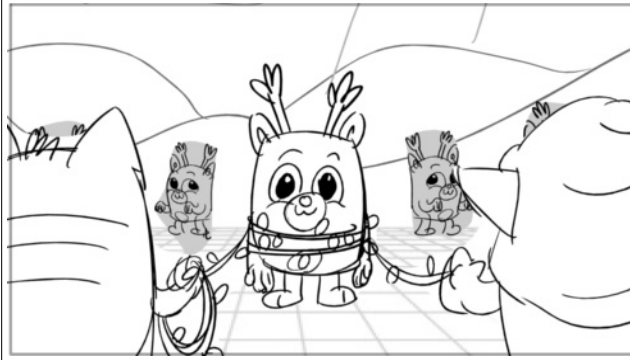
Jet/Gruel toss the lassos off screen.

Scene	Duration	Panel	Duration
162	02:13	1	00:08

**Action Notes**

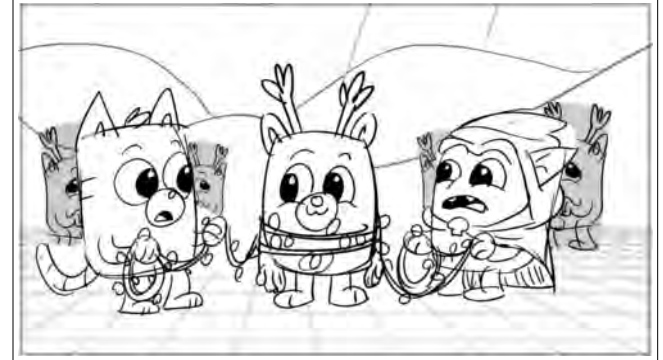
CUT

Scene	Duration	Panel	Duration
162	02:13	2	00:13

**Action Notes**

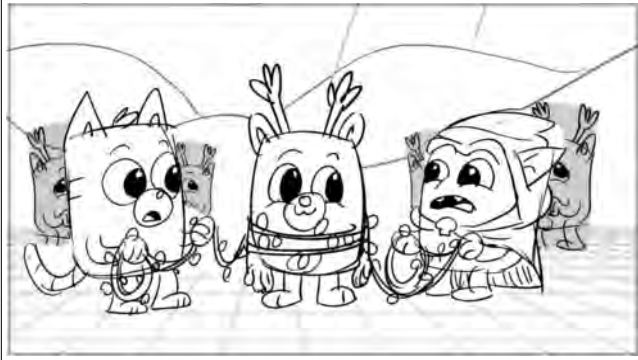
Jet enters screen left.
Gruel enters screen right.

Scene	Duration	Panel	Duration
162	02:13	3	00:08

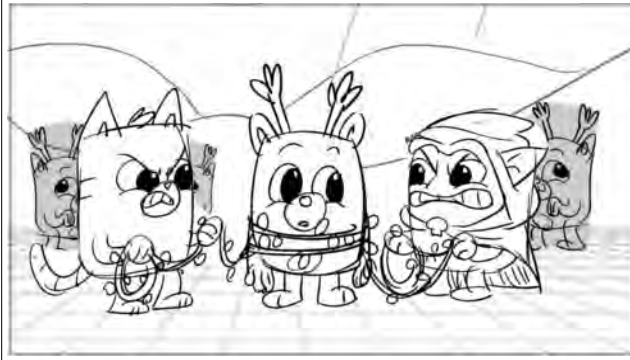
**Action Notes**

They notice that they've lassooed the same Rayne.

Scene	Duration	Panel	Duration
162	02:13	4	00:08



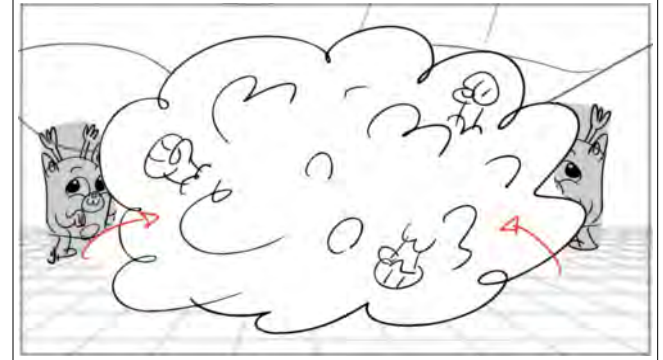
Scene	Duration	Panel	Duration
162	02:13	5	00:09



Action Notes

Jet/Gruel growl at each other.

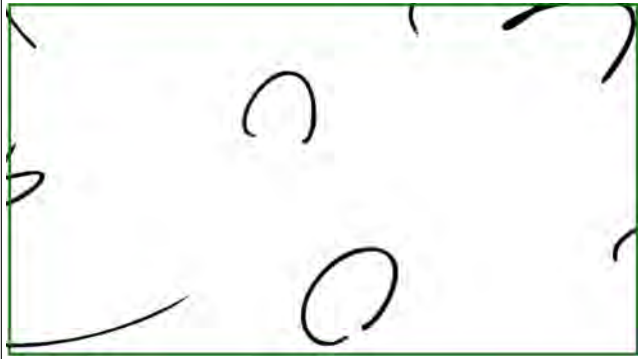
Scene	Duration	Panel	Duration
162	02:13	6	00:15



Action Notes

They explode into a cloud of flying fists.

Scene	Duration	Panel	Duration
163	02:21	1	00:10



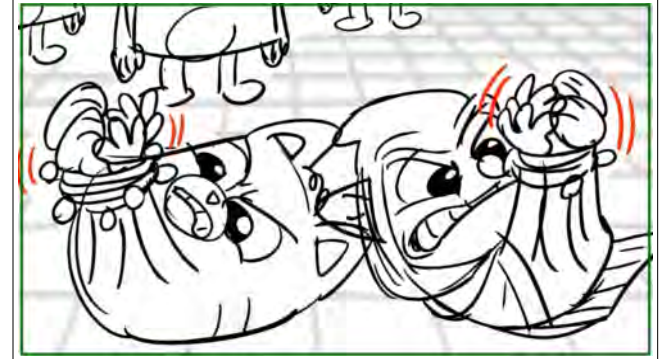
Scene	Duration	Panel	Duration
163	02:21	2	00:10



Action Notes

The cloud clears to reveal Jet/Gruel hogtied in their own lassos.

Scene	Duration	Panel	Duration
163	02:21	3	00:11

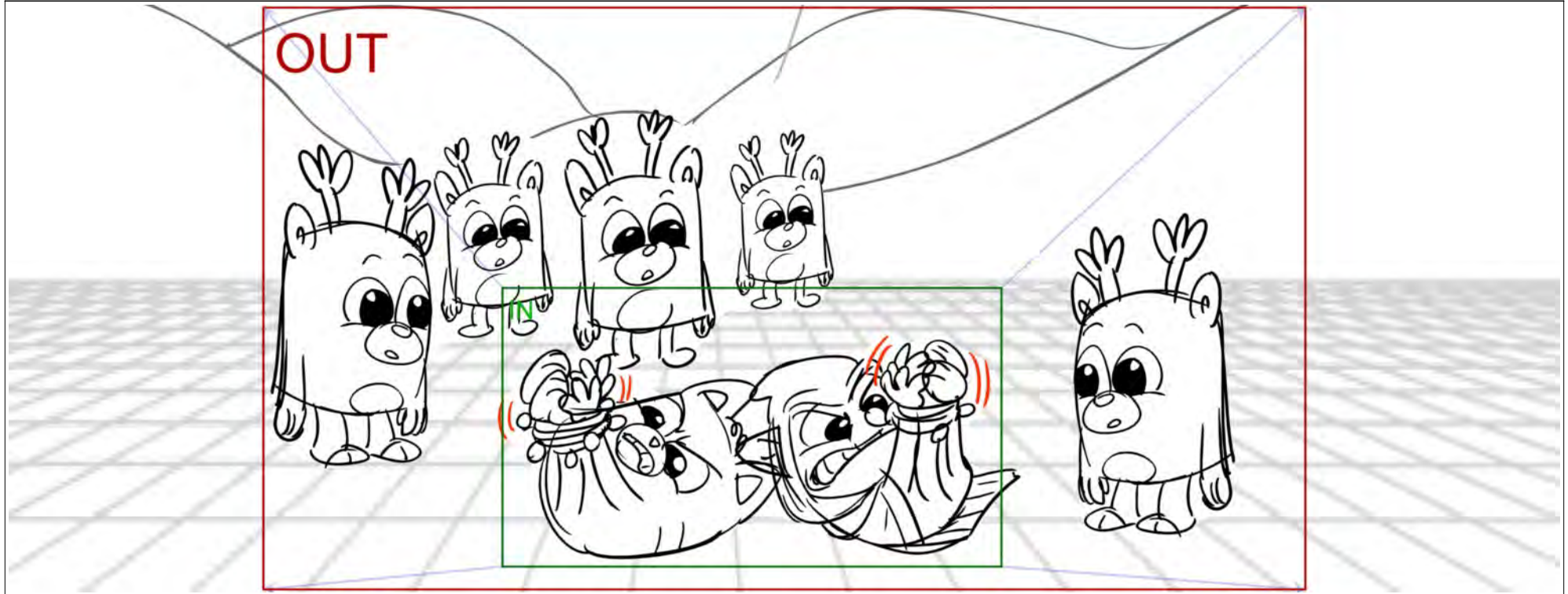


Scene
163

Duration
02:21

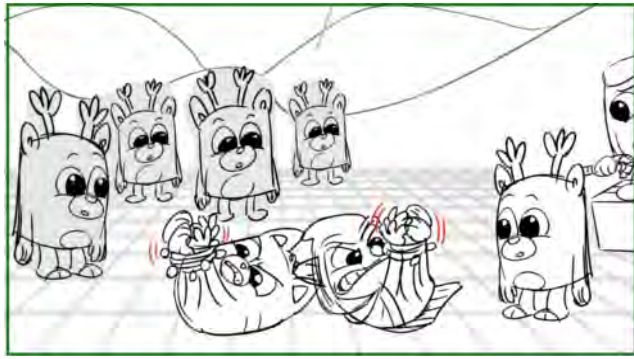
Panel
4

Duration
00:07

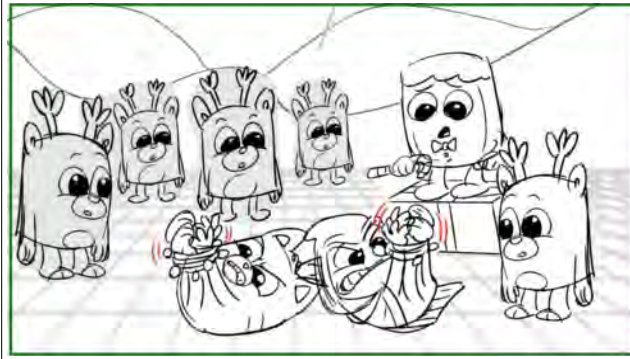
**Action Notes**

Camera widens to reveal Crumbles entering screen right and the Rayne

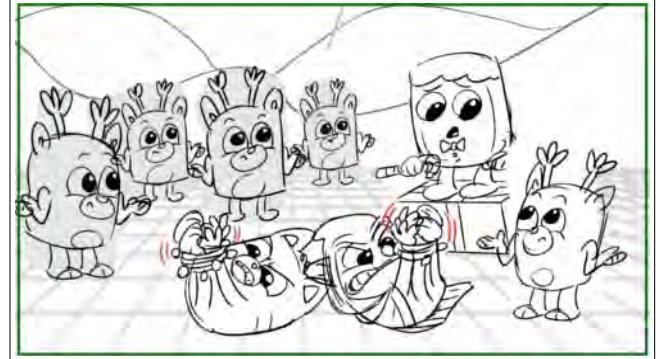
Scene	Duration	Panel	Duration
163	02:21	5	00:06



Scene	Duration	Panel	Duration
163	02:21	6	00:09



Scene	Duration	Panel	Duration
163	02:21	7	00:07



Action Notes

The Rayne all shrug.

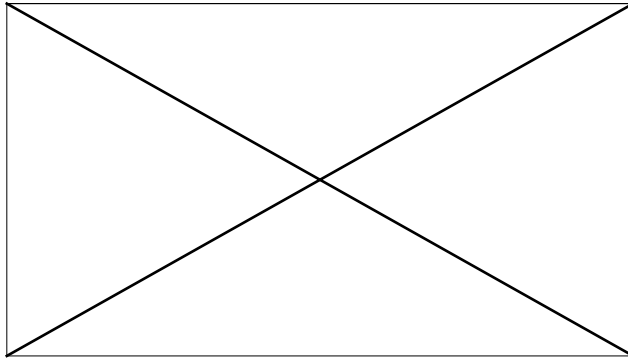
Scene 163	Duration 02:21	Panel 8	Duration 00:09
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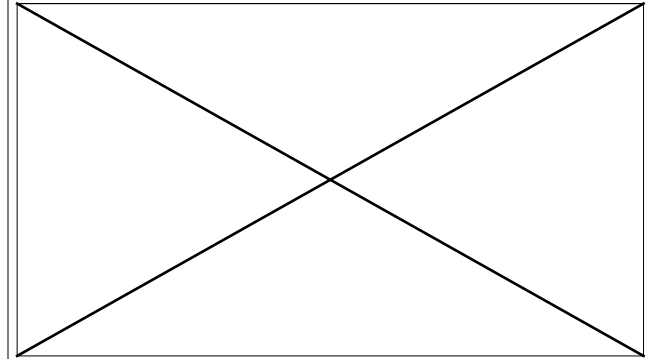
Action Notes

The Rayne all shrug.

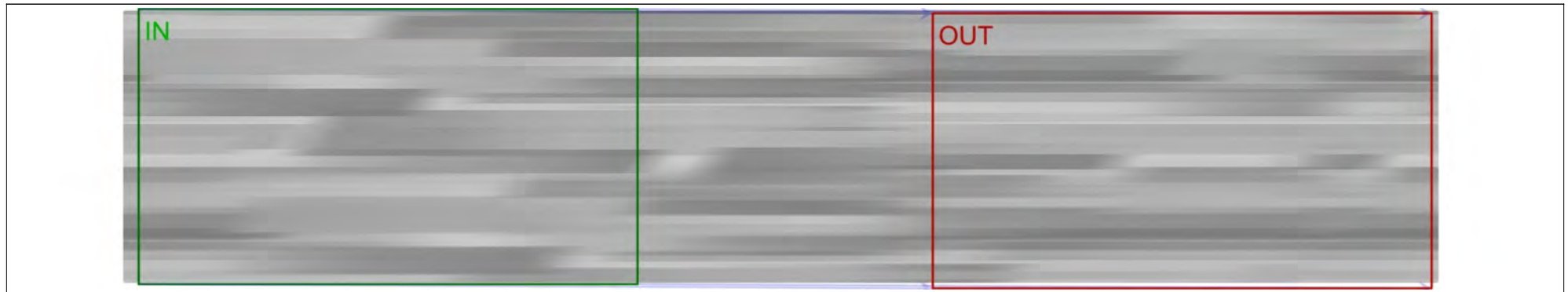
NO PANEL



NO PANEL



Scene 164	Duration 00:04	Panel 1	Duration 00:04
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Action Notes

CUT
Zip pan

Notes

smash_zip_001

Scene	Duration	Panel	Duration
165	02:20	1	00:10

**Action Notes**

CUT

The Smashlings/Bashlings look deflated as Jet/Gruel struggle on the screens.

Notes

Io_WinnersCircle_01

Scene	Duration	Panel	Duration
165	02:20	2	00:11

**Action Notes**

They all face palm.

Scene	Duration	Panel	Duration
165	02:20	3	00:06

**Action Notes**

Wreath wipe.

Scene	Duration	Panel	Duration
165	02:20	4	00:06



Scene	Duration	Panel	Duration
165	02:20	5	00:06



Scene	Duration	Panel	Duration
165	02:20	6	00:07



Notes

lo_GingBrdHouse_01

Scene	Duration	Panel	Duration
165	02:20	7	00:08



Scene	Duration	Panel	Duration
165	02:20	8	00:14



Scene	Duration	Panel	Duration
166	01:20	1	00:07



Action Notes

CUT

Crumbles hopefully demonstrates putting a wreath on the door.

Notes

pr_wreath

Scene	Duration	Panel	Duration
166	01:20	2	00:15



Scene	Duration	Panel	Duration
166	01:20	3	00:04



Scene	Duration	Panel	Duration
166	01:20	4	00:08



Scene	Duration	Panel	Duration
166	01:20	5	00:10



Scene	Duration	Panel	Duration
167	01:23	1	00:04



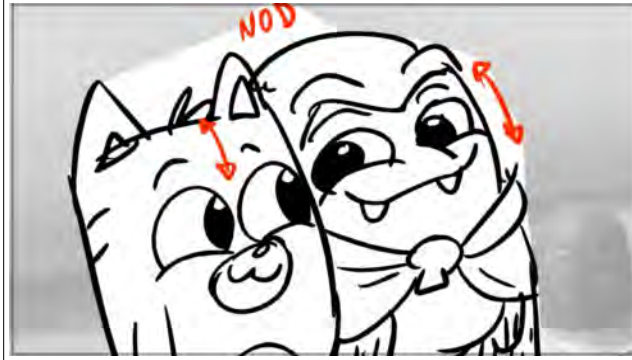
Action Notes

CUT

Scene	Duration	Panel	Duration
167	01:23	2	00:10



Scene	Duration	Panel	Duration
167	01:23	3	00:09

**Action Notes**

Jet/Gruel nod with understanding.

Scene	Duration	Panel	Duration
167	01:23	4	00:08

**Action Notes**

Gruel reaches off screen right.

Scene	Duration	Panel	Duration
167	01:23	5	00:16



Action Notes

Gruel pulls in the wreath from screen right.

Scene	Duration	Panel	Duration
168	01:00	1	00:06



Action Notes

CUT

Crumbles looks cautiously hopeful.

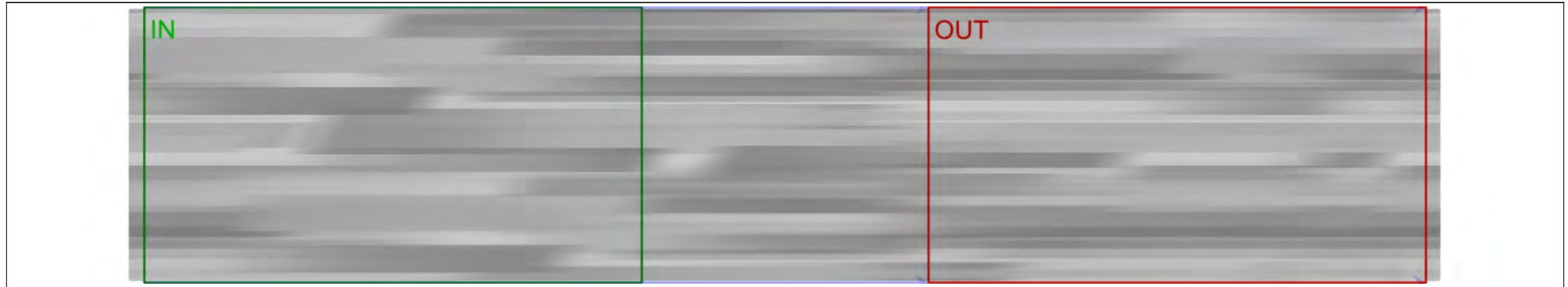
Scene	Duration	Panel	Duration
168	01:00	2	00:18



Action Notes

Crumbles looks relieved.

Scene 169	Duration 00:05	Panel 1	Duration 00:05
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Action Notes

CUT
Zip pan

Scene	Duration	Panel	Duration
170	01:23	1	00:17



Action Notes

CUT
Tutti Bel, Blush and Berry Boo look hopeful.

Notes

Io_WinnersCircle_01

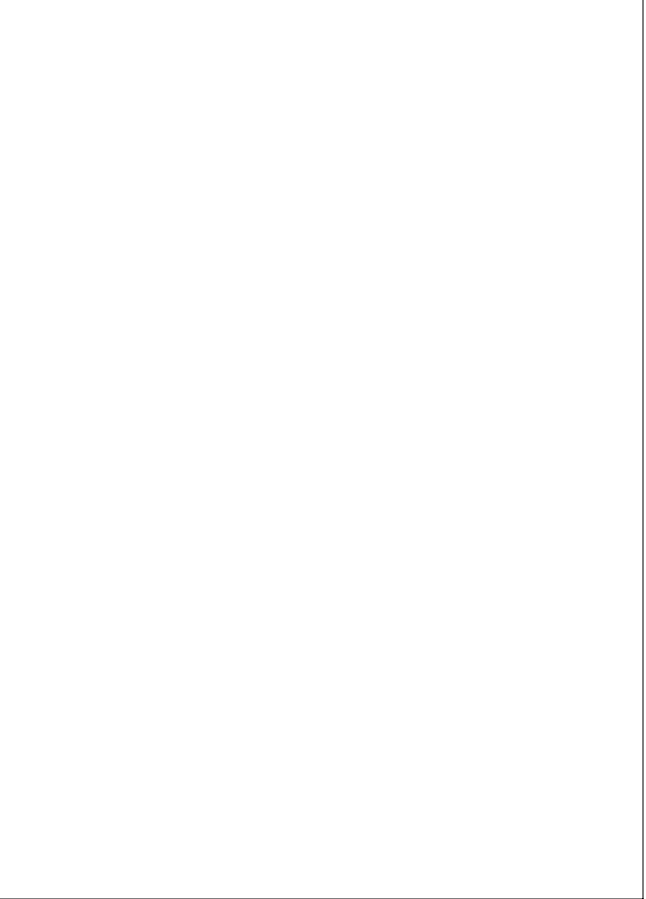
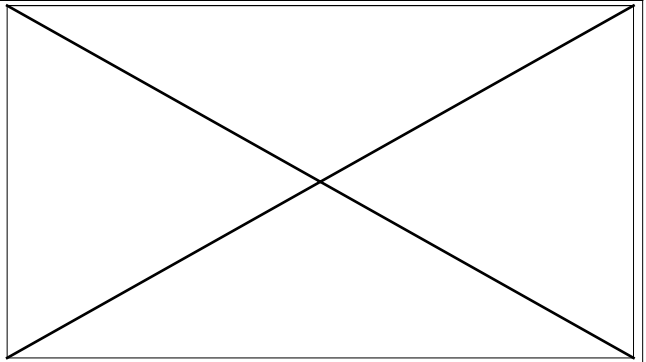
Scene	Duration	Panel	Duration
170	01:23	2	01:06



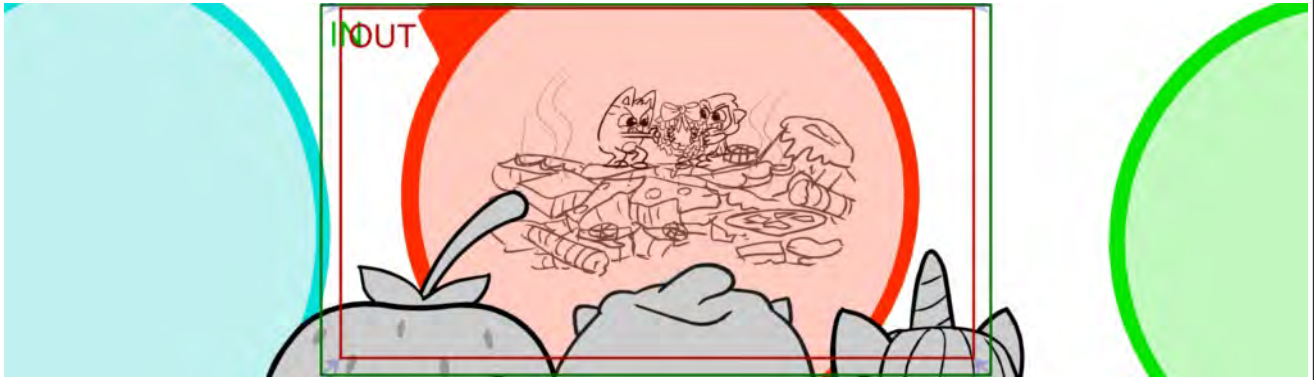
Action Notes

Their expressions turn to horror.

Scene	Duration	Panel	Duration
NO PANEL			



Scene 171	Duration 01:14	Panel 1	Duration 00:07
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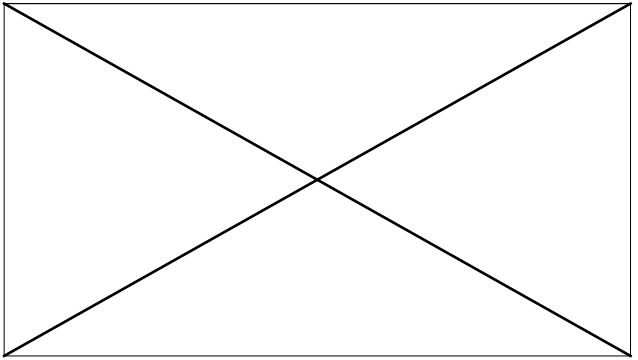
Action Notes

CUT
Jet/Gruel are on the screen pulling a wreath back and forth.

Notes

Io_WinnersCircle_01

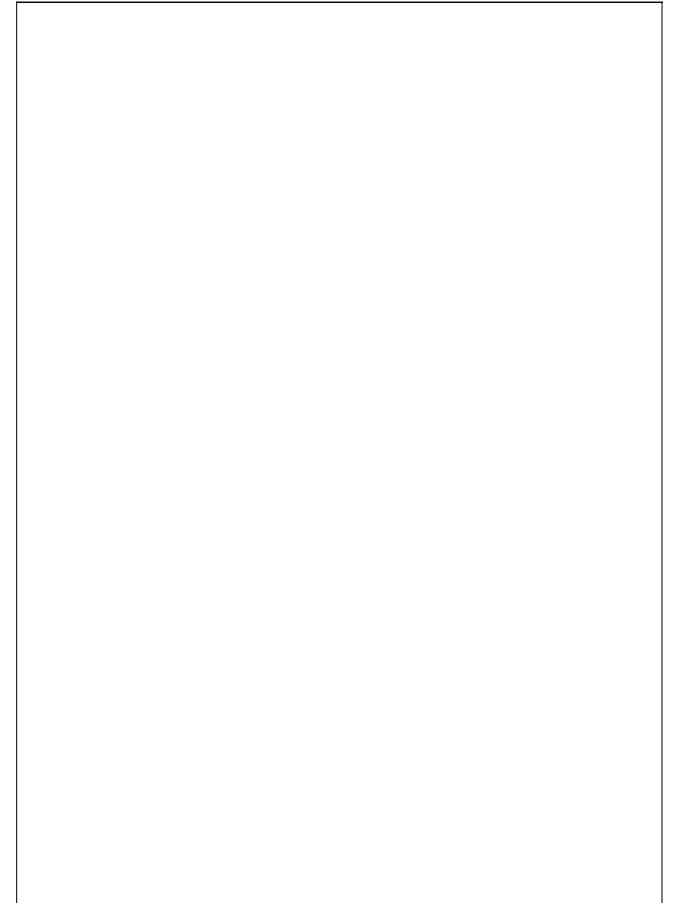
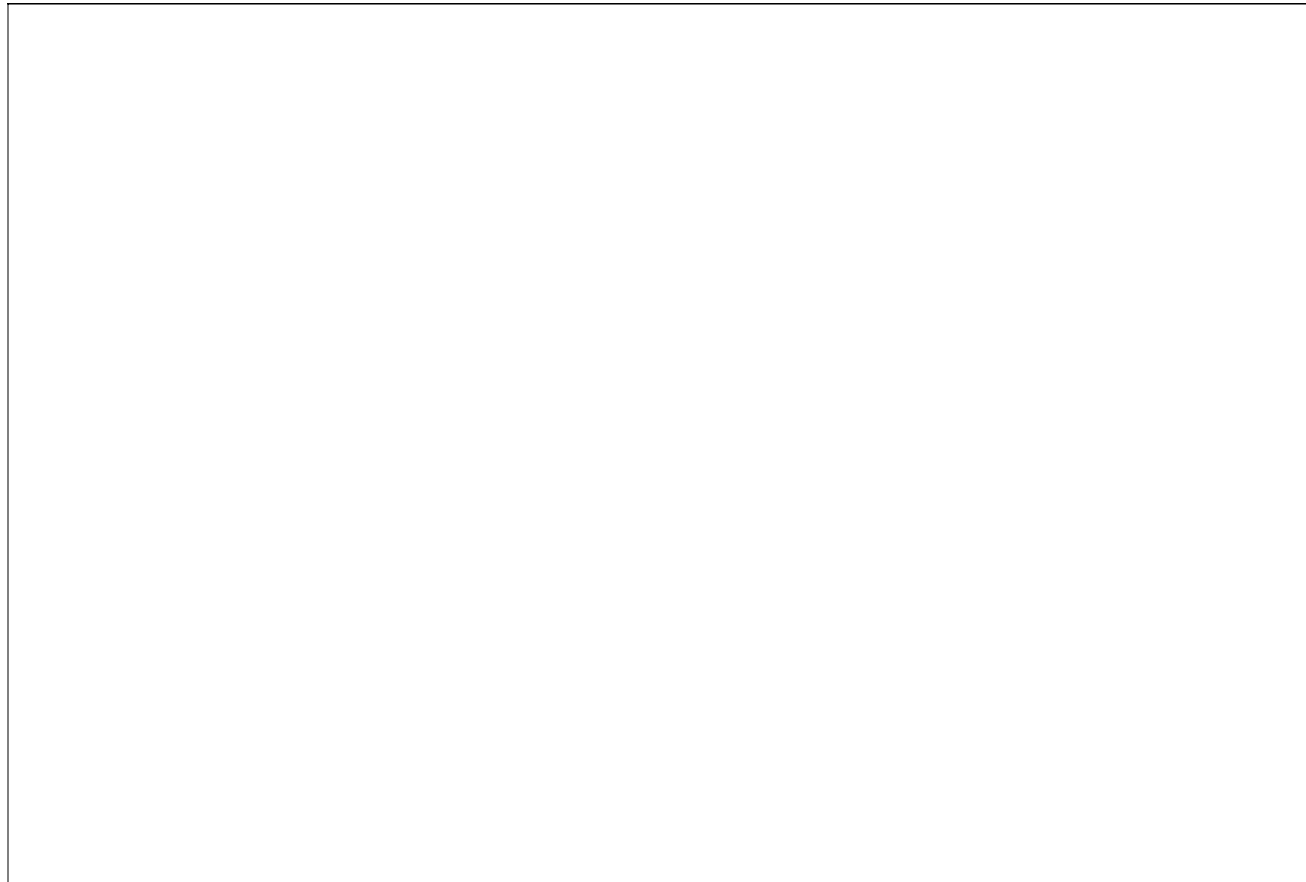
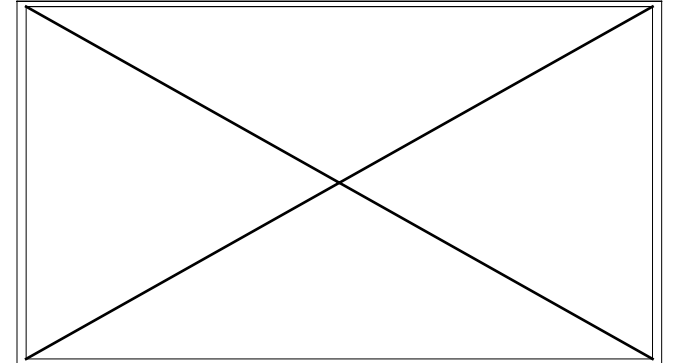
NO PANEL



Scene 171	Duration 01:14	Panel 2	Duration 00:07
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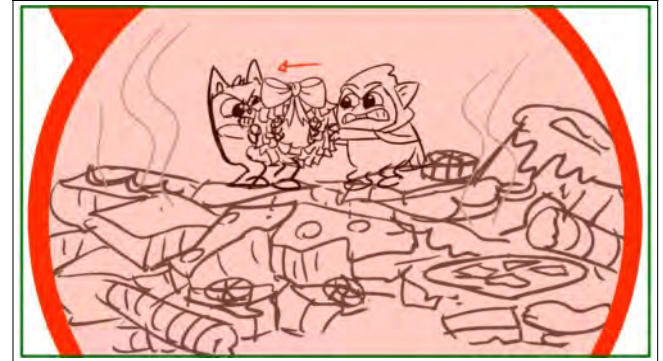
NO PANEL



Scene	Duration	Panel	Duration
171	01:14	3	00:09



Scene	Duration	Panel	Duration
171	01:14	4	00:08



Scene	Duration	Panel	Duration
171	01:14	5	00:07



Scene	Duration	Panel	Duration
172	03:03	1	00:11



Dialog

91A TUTTI BEL 91A
...But

Action Notes

CUT
Tutti Bel, Blush and Berry Boo look in disbelief.

Scene	Duration	Panel	Duration
172	03:03	2	00:07



Scene	Duration	Panel	Duration
172	03:03	3	00:13



Dialog

91A TUTTI BEL 91A
how?

Scene	Duration	Panel	Duration
172	03:03	4	01:20



Dialog

92 BERRY BOO 92
At least the wreath is fine.

Scene	Duration	Panel	Duration
173	02:09	1	00:13



Action Notes

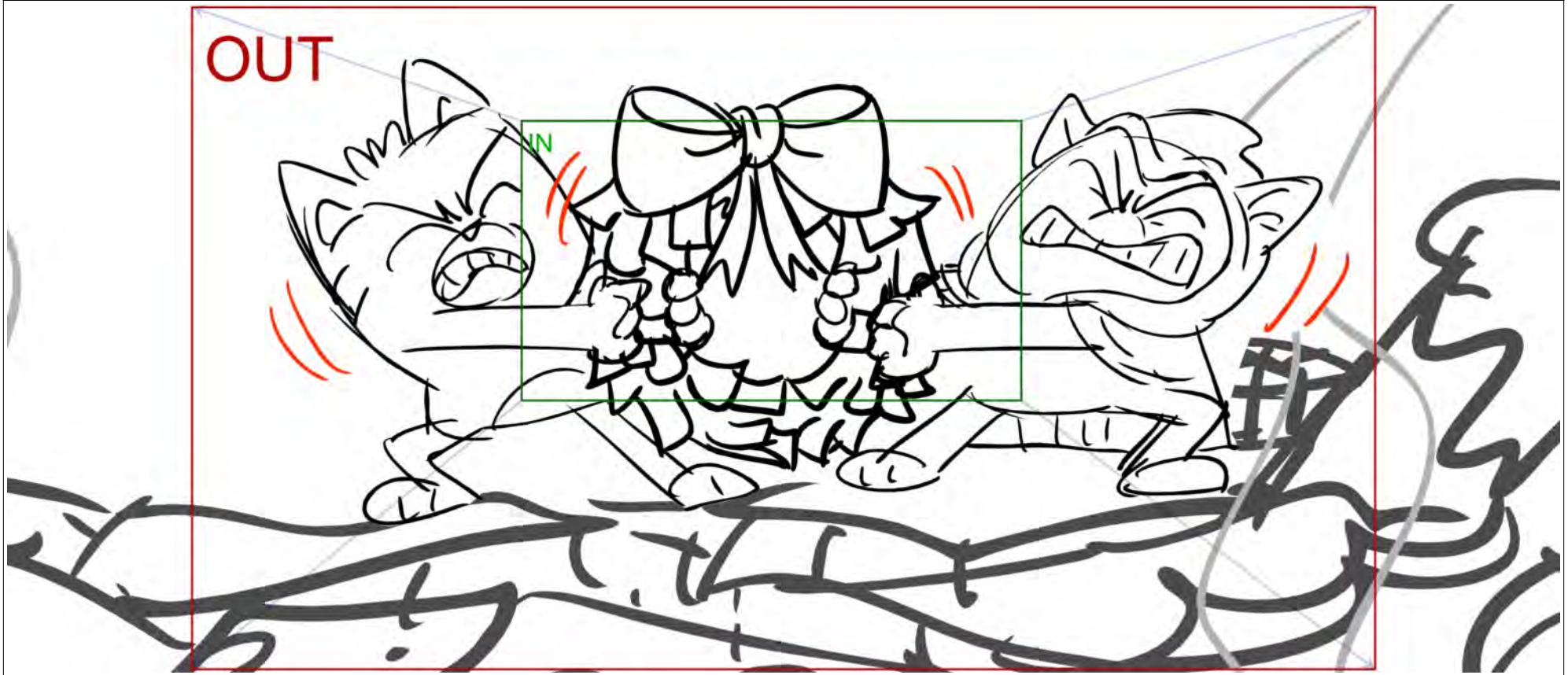
CUT
Close up of the wreath being pulled back and forth.

Scene
173

Duration
02:09

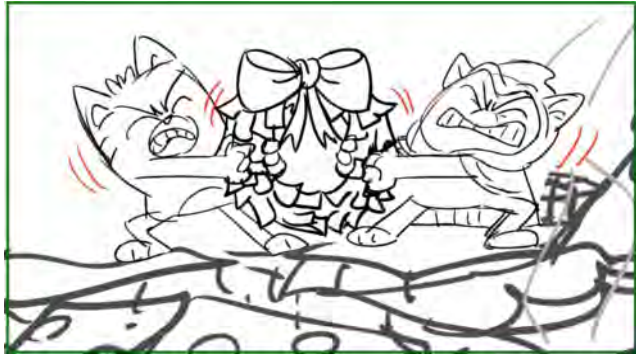
Panel
2

Duration
00:08

**Action Notes**

Camera widens to include Jet and Gruel.

Scene	Duration	Panel	Duration
173	02:09	3	00:08



Scene	Duration	Panel	Duration
173	02:09	4	00:08



Action Notes

The wreath breaks in half.

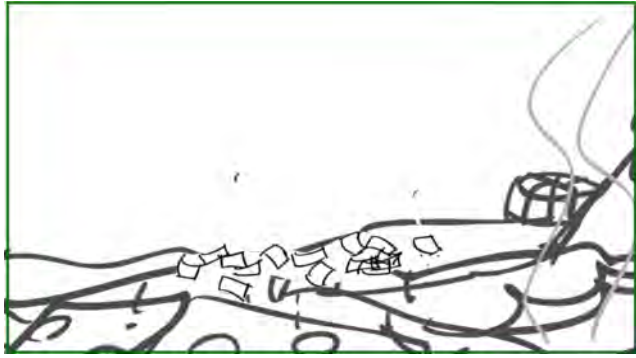
Scene	Duration	Panel	Duration
173	02:09	5	00:08



Action Notes

Jet flies off screen left.
Gruel flies off screen right.

Scene	Duration	Panel	Duration
173	02:09	6	00:12



Scene	Duration	Panel	Duration
174	01:11	1	00:04



Action Notes

CUT

Jet and Gruel look at the destruction they caused.

Scene	Duration	Panel	Duration
174	01:11	2	00:06



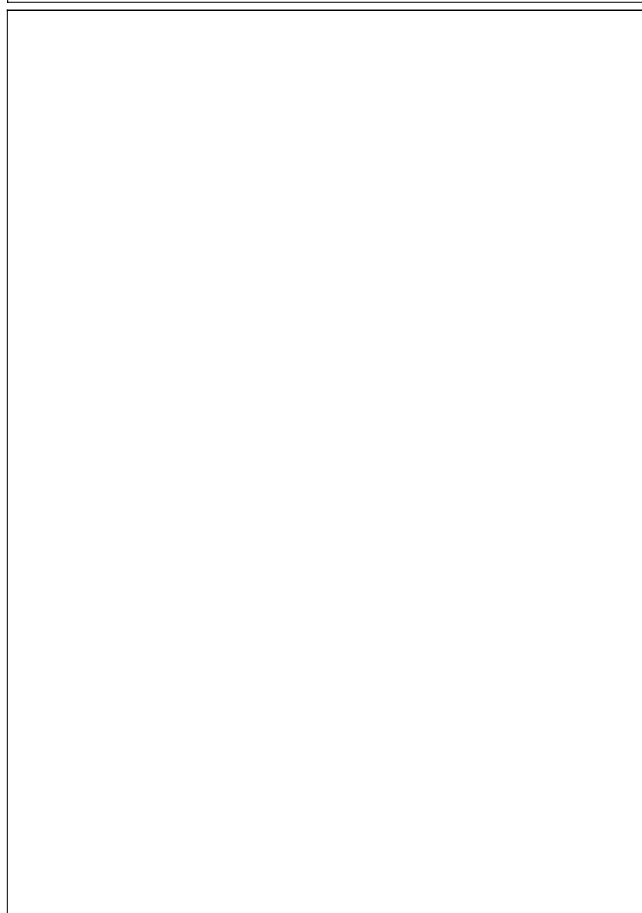
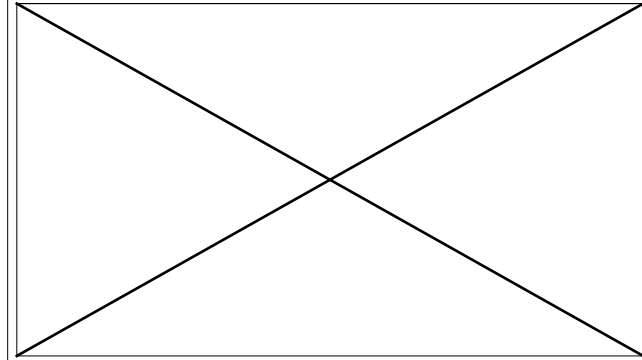
Action Notes

Crumbles rises up from behind the rubble, looking in disbelief.

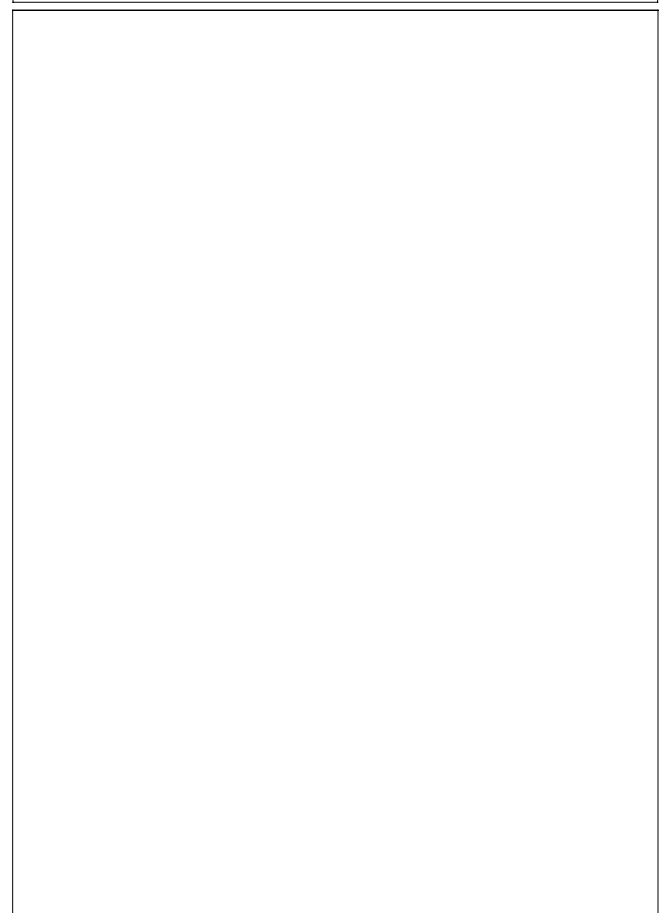
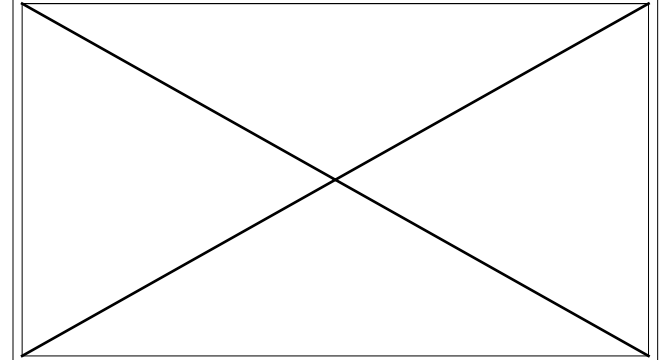
Scene 174	Duration 01:11	Panel 3	Duration 00:06
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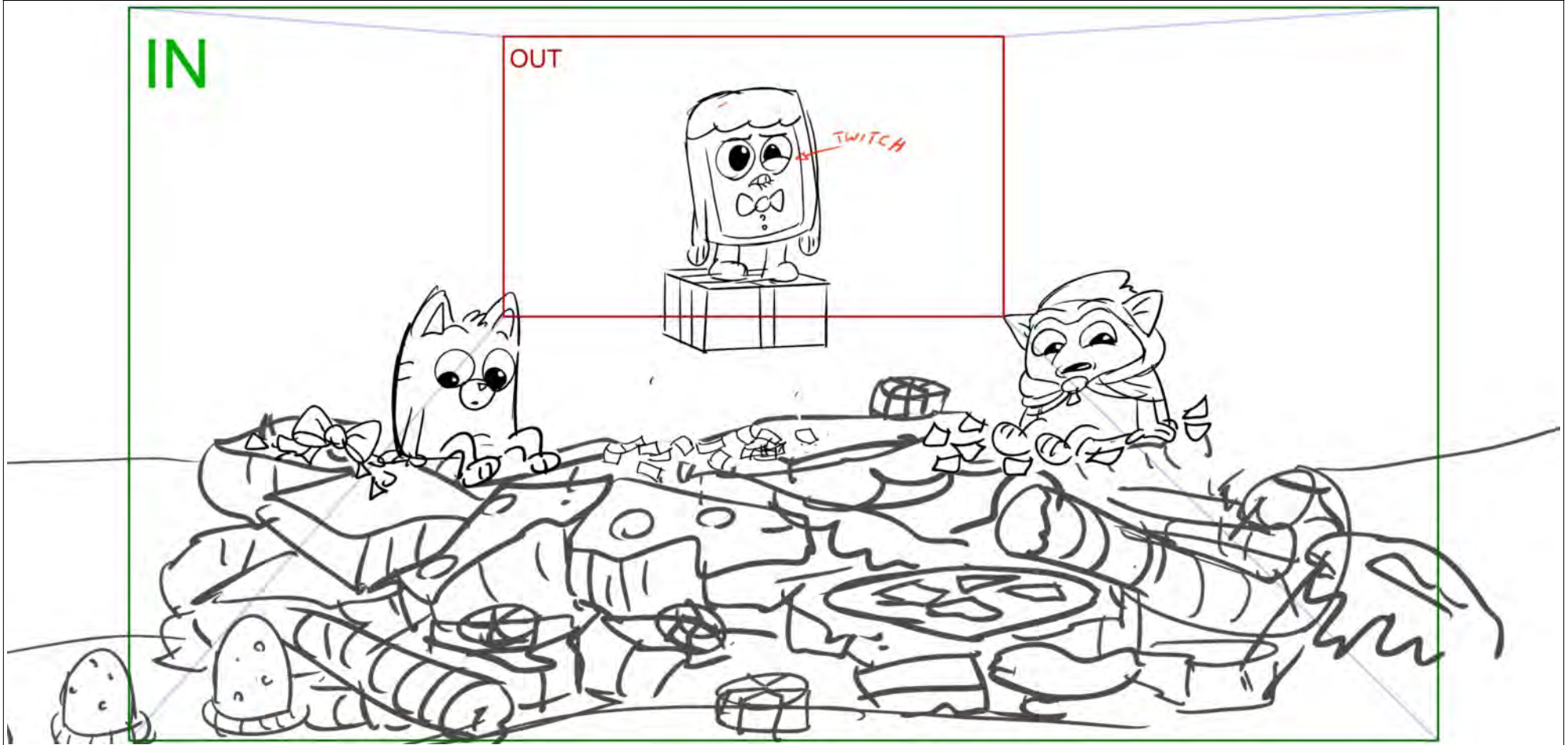


NO PANEL



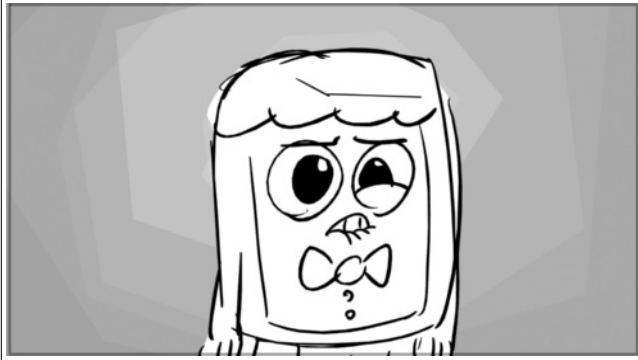
NO PANEL



Scene
174Duration
01:11Panel
4Duration
00:19**Action Notes**

Crumbles looks up with his eye twitching.

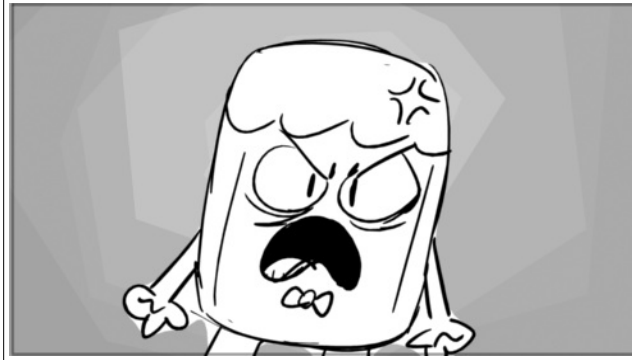
Scene	Duration	Panel	Duration
175	00:21	1	00:03



Action Notes

CUT

Scene	Duration	Panel	Duration
175	00:21	2	00:18



Dialog

93 CRUMBLES 93
THAAAAAAT

Scene	Duration	Panel	Duration
176	00:20	1	00:20



Dialog

93 CRUMBLES 93
ISSSSS

Action Notes

CUT

Scene	Duration	Panel	Duration
177	01:09	1	00:07

**Dialog**

93 CRUMBLES 93
ITTTTTTTTTTTT!

Action Notes

CUT

Scene	Duration	Panel	Duration
177	01:09	2	00:06

**Dialog**

93 CRUMBLES 93
ITTTTTTTTTTTT!

Action Notes

CUT

Scene	Duration	Panel	Duration
177	01:09	3	00:05

**Dialog**

93 CRUMBLES 93
ITTTTTTTTTTTT!

Action Notes

CUT

Scene	Duration	Panel	Duration
177	01:09	4	00:04

**Dialog**

93 CRUMBLES 93
ITTTTTTTTTTTTT!

Action Notes

CUT

Scene	Duration	Panel	Duration
177	01:09	5	00:04

**Dialog**

93 CRUMBLES 93
ITTTTTTTTTTTTT!

Action Notes

CUT

Scene	Duration	Panel	Duration
177	01:09	6	00:04

**Dialog**

93 CRUMBLES 93
ITTTTTTTTTTTTT!

Action Notes

CUT

Scene	Duration	Panel	Duration
177	01:09	7	00:03



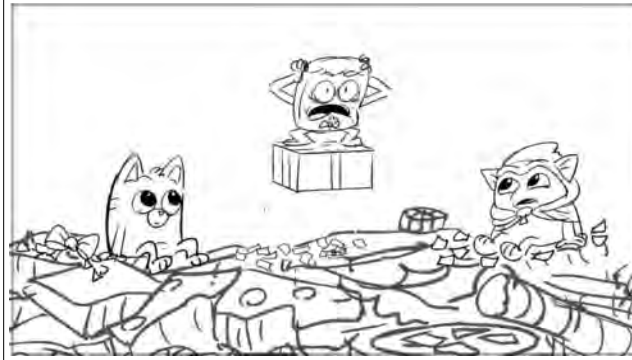
Dialog

93 CRUMBLES 93
ITTTTTTTTTTTT!

Action Notes

CUT

Scene	Duration	Panel	Duration
178	02:15	1	01:16



Dialog

94 CRUMBLES (CONT'D) 94
I can't take it anymore!

Action Notes

CUT

Scene	Duration	Panel	Duration
178	02:15	2	00:09



Action Notes

Crumbles floats towards the camera.

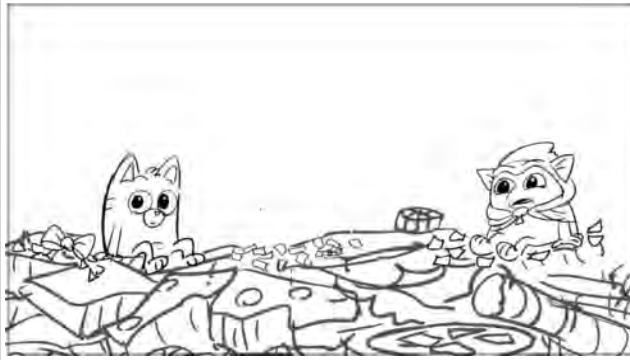
Scene	Duration	Panel	Duration
178	02:15	3	00:07



Action Notes

Crumbles exits screen left.

Scene	Duration	Panel	Duration
178	02:15	4	00:07



Scene	Duration	Panel	Duration
179	12:01	1	00:04



Action Notes

CUT

Notes

lo_PVSmashMass_01

Scene	Duration	Panel	Duration
179	12:01	2	00:05



Action Notes

Crumbles enters screen right.

Scene	Duration	Panel	Duration
179	12:01	3	00:20



Dialog

94 CRUMBLES (CONT'D) 94
Smashmas is

Scene	Duration	Panel	Duration
179	12:01	4	00:18



Dialog

94 CRUMBLES (CONT'D) 94
CANCELLED!

Scene	Duration	Panel	Duration
179	12:01	5	00:14


Dialog

94 CRUMBLES (CONT'D) 94
I'm returning all the presents!

Action Notes

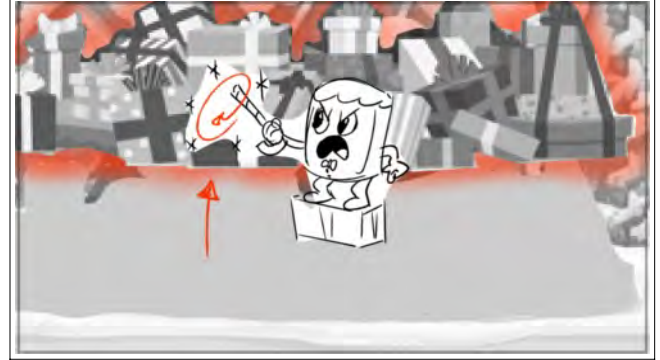
Crumbles waves his cane and magics the presents away.

Scene	Duration	Panel	Duration
179	12:01	6	00:10


Dialog

94 CRUMBLES (CONT'D) 94
I'm returning all the presents!

Scene	Duration	Panel	Duration
179	12:01	7	00:11


Dialog

94 CRUMBLES (CONT'D) 94
I'm returning all the presents!

Scene	Duration	Panel	Duration
179	12:01	8	00:03



Dialog

94 CRUMBLES (CONT'D) 94
I'm returning all the presents!

Scene	Duration	Panel	Duration
179	12:01	9	00:02



Dialog

94 CRUMBLES (CONT'D) 94
I'm returning all the presents!

Scene	Duration	Panel	Duration
179	12:01	10	00:07



Dialog

94 CRUMBLES (CONT'D) 94
I'm returning all the presents!

Scene	Duration	Panel	Duration
179	12:01	11	00:07

**Action Notes**

Crumbles breaths heavily with rage.

Scene	Duration	Panel	Duration
179	12:01	12	00:18

**Dialog**

95 TUTTI BEL 95

But-but-but! We did such a good job
of working together!

Action Notes

The screen splits to show Tutti Bel on screen
left.

Scene	Duration	Panel	Duration
179	12:01	13	00:12

**Dialog**

95 TUTTI BEL 95

But-but-but! We did such a good job
of working together!

Action Notes

Tutti Bel reaches off screen left.

Scene 179	Duration 12:01	Panel 14	Duration 01:18
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Dialog

95 TUTTI BEL 95

But-but-but! We did such a good job of working together!

Scene 179	Duration 12:01	Panel 15	Duration 01:00
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Dialog

96 BERRY BOO 96

And becoming our best selves!

Scene	Duration	Panel	Duration
179	12:01	16	01:10



Dialog

96 BERRY BOO 96

And becoming our best selves!

Action Notes

Tutti Bel brings Blush in from screen left.

Action Notes

Blush nods.
Screen splits on the screen right side to show
Berry Boo.

Scene	Duration	Panel	Duration
179	12:01	17	02:10

**Dialog**

97 JASPER 97
And learning the true meaning of
Smashmas!

Action Notes

Jasper appears in the centre split.

Scene	Duration	Panel	Duration
180	04:13	1	00:05

**Action Notes**

CUT
Crumbles is on the screen

Notes

Io_WinnersCircle_01

Scene	Duration	Panel	Duration
180	04:13	2	00:17

**Dialog**

98 CRUMBLES (SARCASTIC WHINY
IMPRESSION) 98
Tuh tuh

Scene	Duration	Panel	Duration
180	04:13	3	02:09

**Dialog**

98 CRUMBLES (SARCASTIC WHINY IMPRESSION) 98
twue meaning of Smashmuh-

Scene	Duration	Panel	Duration
180	04:13	4	01:06

**Dialog**

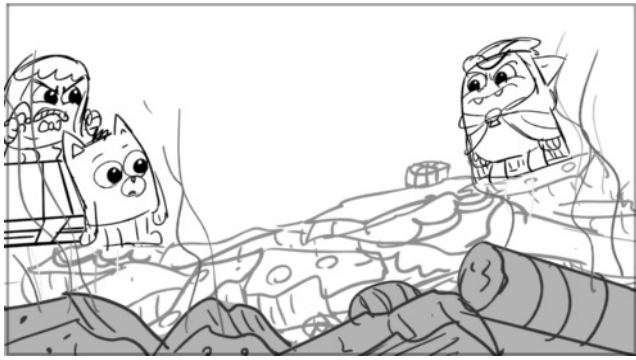
98 CRUMBLES (SARCASTIC WHINY IMPRESSION) 98
BAH HUMBUG!

Scene	Duration	Panel	Duration
181	02:22	1	00:06

**Action Notes**

CUT

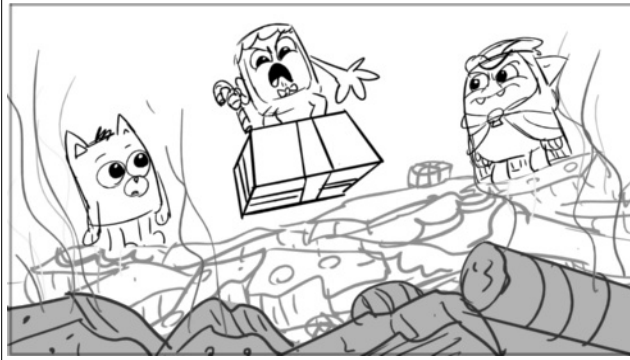
Scene	Duration	Panel	Duration
181	02:22	2	00:11



Action Notes

Crumbles flies in screen left.

Scene	Duration	Panel	Duration
181	02:22	3	01:03



Dialog

98 CRUMBLES (SARCASTIC WHINY IMPRESSION) 98
LOOK AT MY HOUSE!

Action Notes

Crumbles gestures towards the rubble.

Scene	Duration	Panel	Duration
181	02:22	4	01:02



Action Notes

Jet and Gruel look guilty.

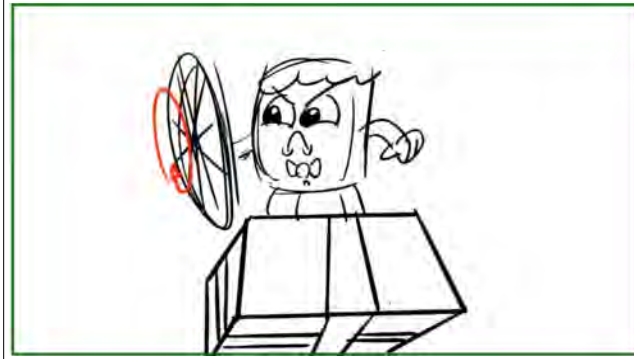
Scene	Duration	Panel	Duration
182	03:19	1	00:09



Action Notes

CUT

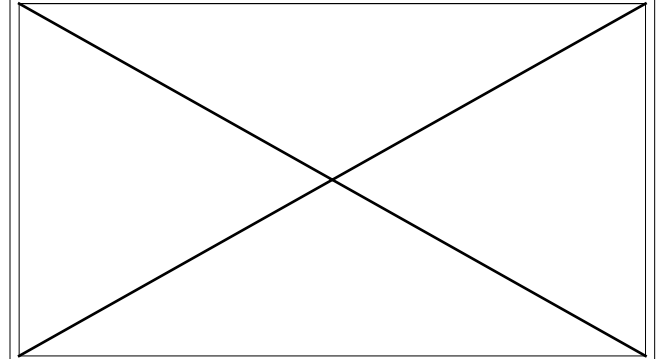
Scene	Duration	Panel	Duration
182	03:19	2	00:12



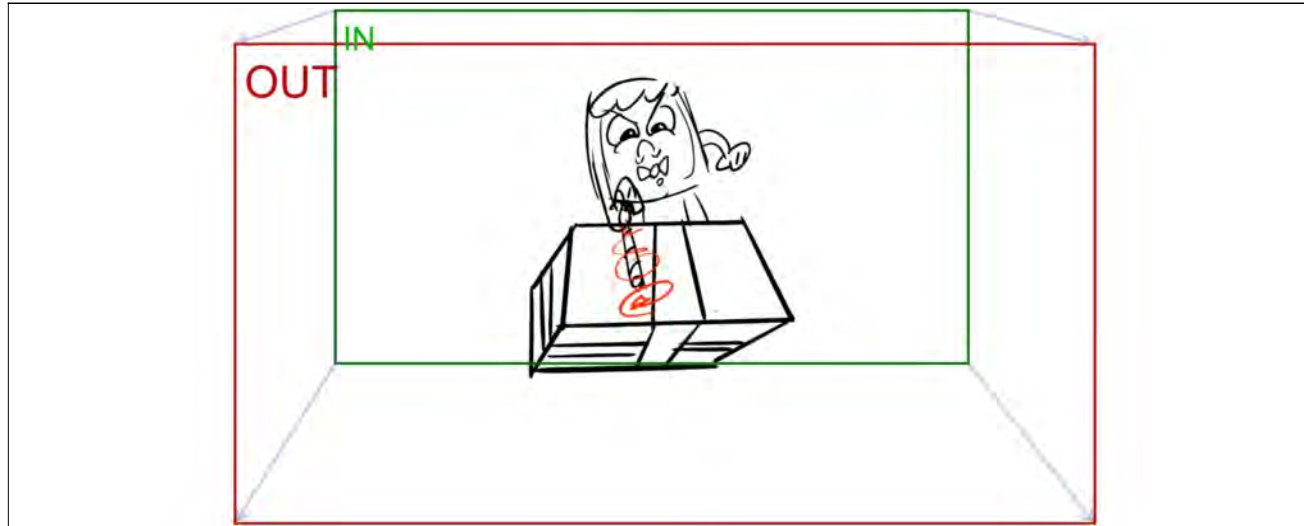
Action Notes

Crumbles twirls his cane.

NO PANEL



Scene	Duration	Panel	Duration
182	03:19	3	00:13



Scene	Duration	Panel	Duration
182	03:19	4	00:15



Action Notes

A tornado appears below Crumbles.

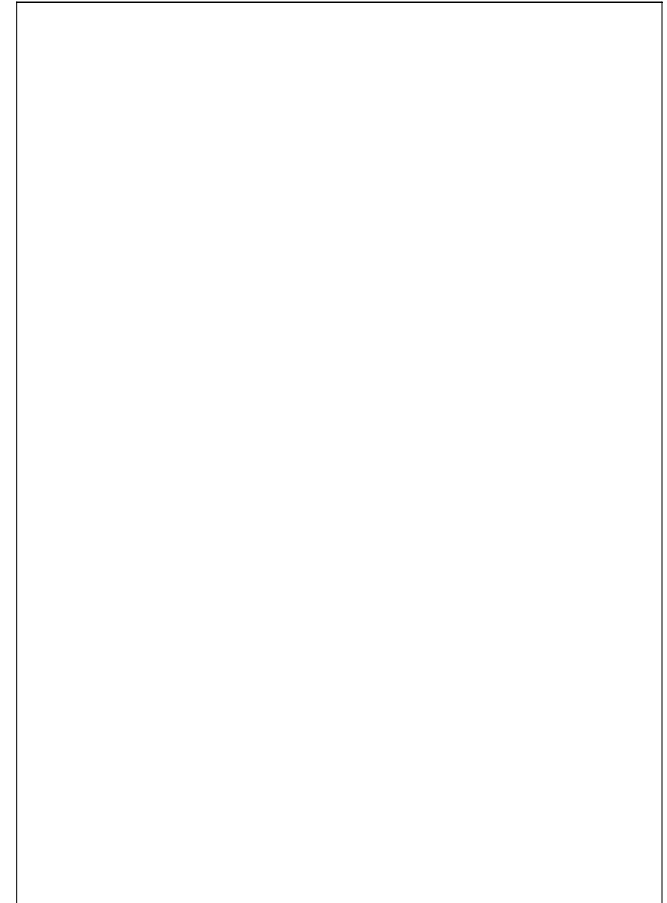
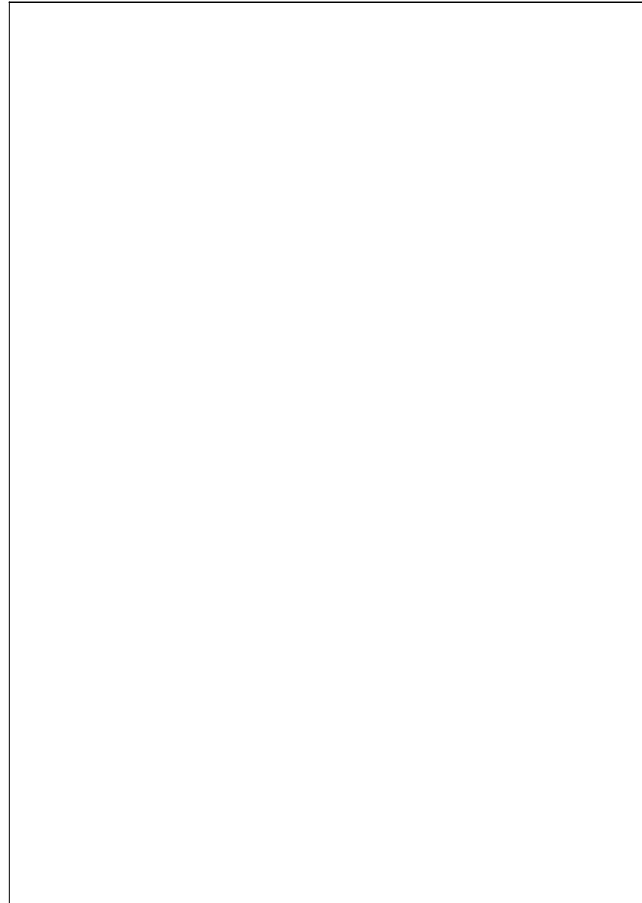
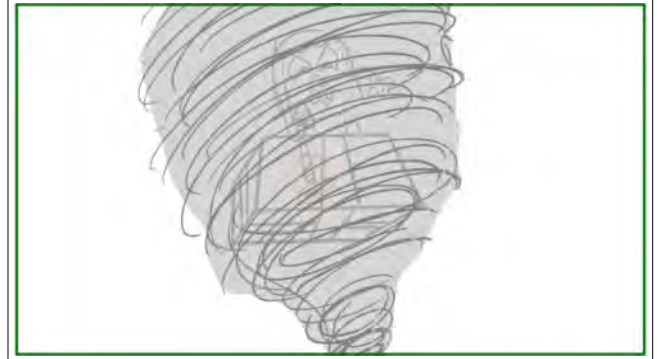
Scene	Duration	Panel	Duration
182	03:19	5	00:13



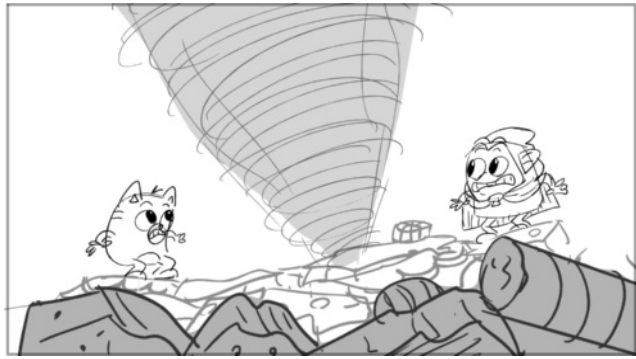
Scene	Duration	Panel	Duration
182	03:19	6	00:12



Scene	Duration	Panel	Duration
182	03:19	7	00:17



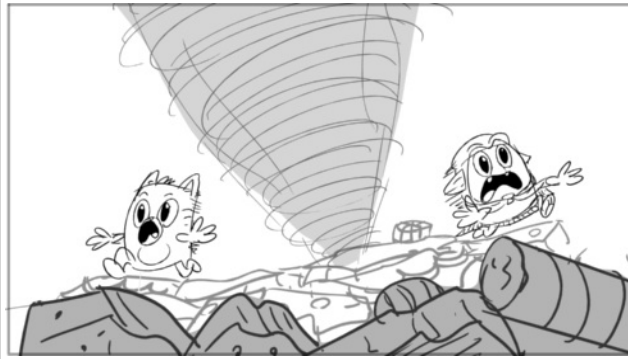
Scene	Duration	Panel	Duration
183	05:09	1	00:05



Action Notes

CUT

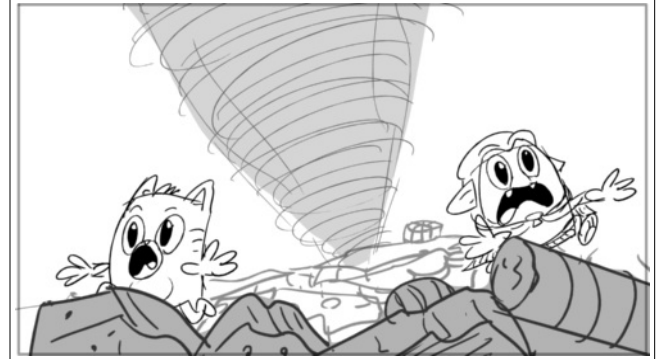
Scene	Duration	Panel	Duration
183	05:09	2	00:05



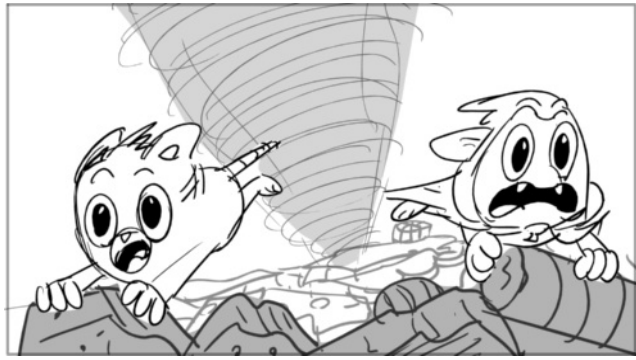
Action Notes

Jet/Gruel try to run as they get sucked into the tornado.

Scene	Duration	Panel	Duration
183	05:09	3	00:05

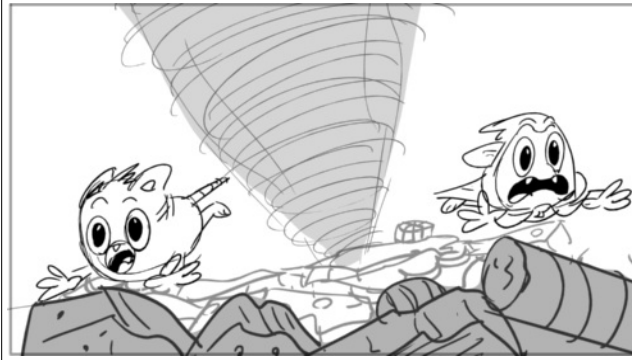


Scene	Duration	Panel	Duration
183	05:09	4	00:16

**Action Notes**

Jet/Gruel grab on to rubble for dear life.

Scene	Duration	Panel	Duration
183	05:09	5	00:16



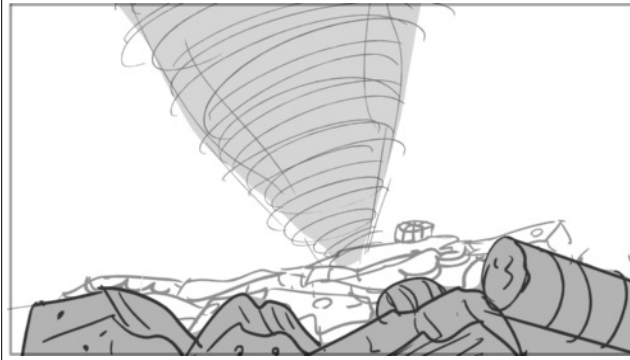
Scene	Duration	Panel	Duration
183	05:09	6	00:15



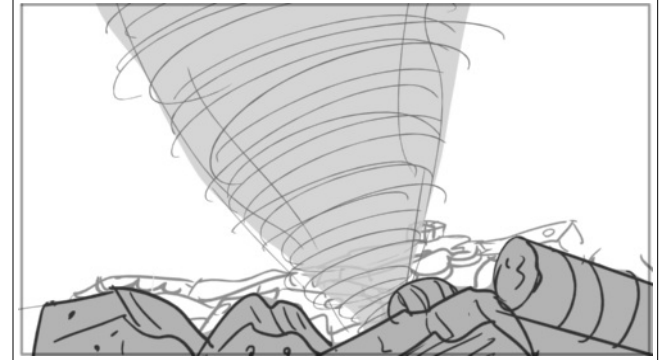
Scene	Duration	Panel	Duration
183	05:09	7	00:13



Scene	Duration	Panel	Duration
183	05:09	8	00:11



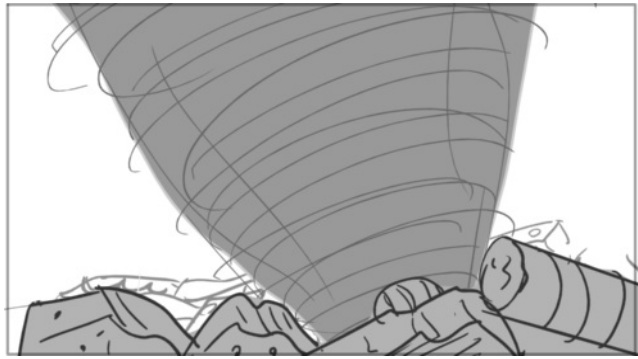
Scene	Duration	Panel	Duration
183	05:09	9	00:12



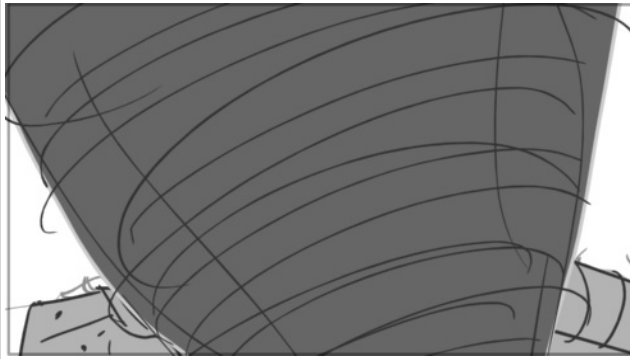
Action Notes

The tornado moves towards the camera.

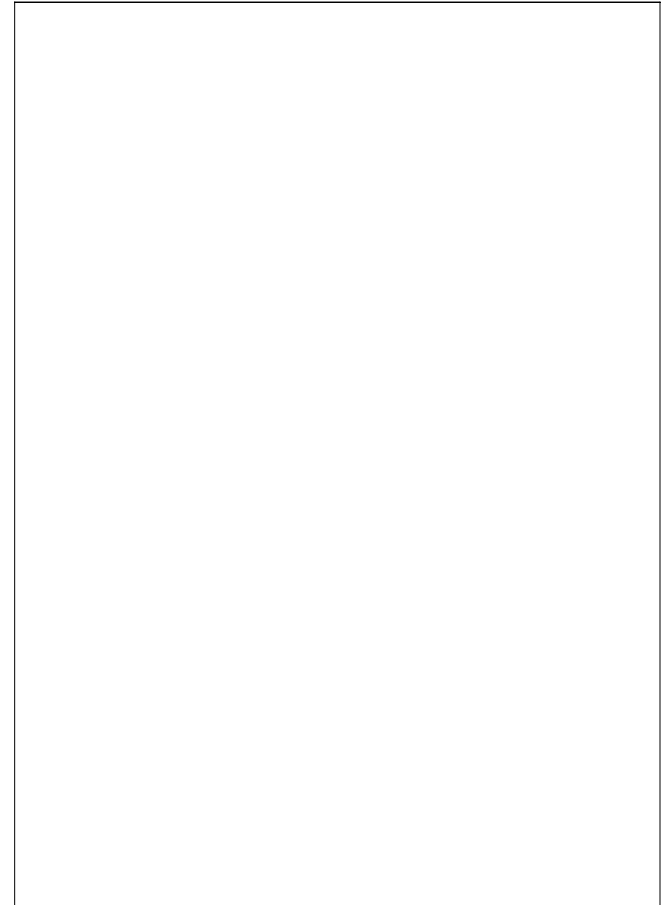
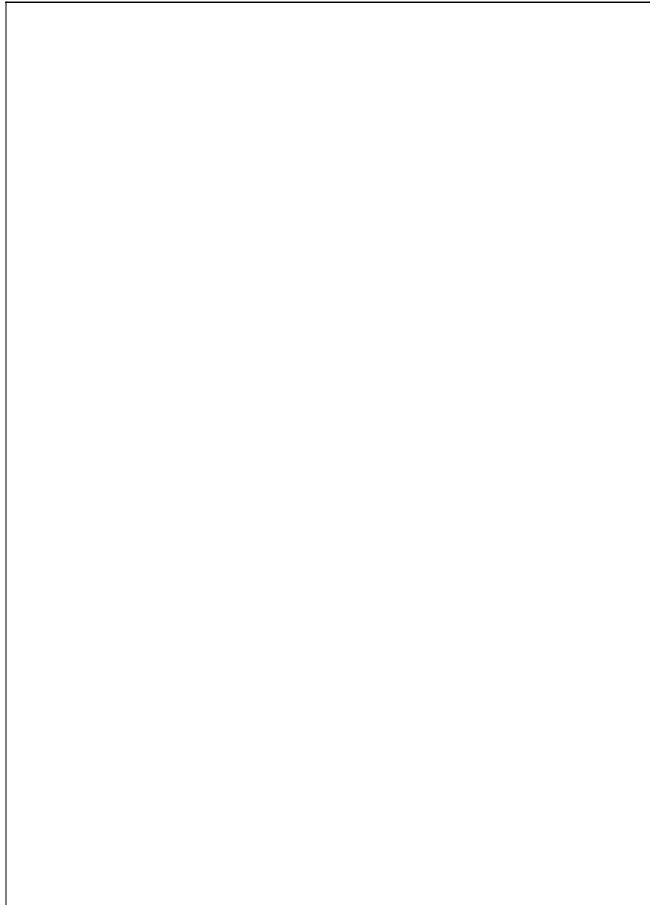
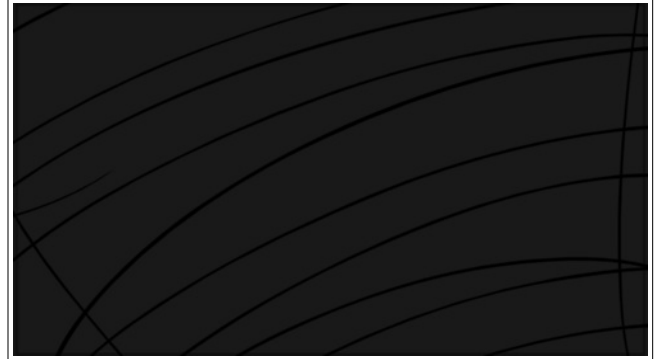
Scene	Duration	Panel	Duration
183	05:09	10	00:11



Scene	Duration	Panel	Duration
183	05:09	11	00:10



Scene	Duration	Panel	Duration
183	05:09	12	00:10



Scene 184	Duration 04:11	Panel 1	Duration 00:16
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Action Notes

CUT

Notes

Io_WinnersCircle_01

Scene 184	Duration 04:11	Panel 2	Duration 00:14
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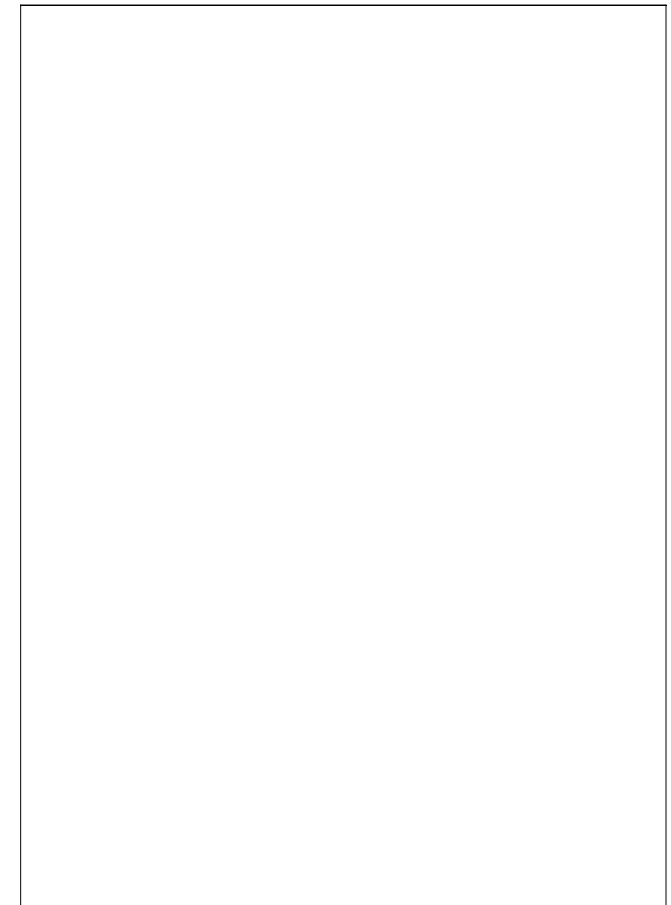
Action Notes

The tornado lowers in from the top of the screen and sucks in the Smashlings/Bashlings. Camera widens.

Scene	Duration	Panel	Duration
184	04:11	3	00:14



Scene	Duration	Panel	Duration
184	04:11	4	00:20



Scene	Duration	Panel	Duration
184	04:11	5	00:17



Scene	Duration	Panel	Duration
184	04:11	6	01:02



Scene	Duration	Panel	Duration
185	10:17	1	00:12



Action Notes

CUT

The Smashlings/Bashlings are tossed around inside the tornado.

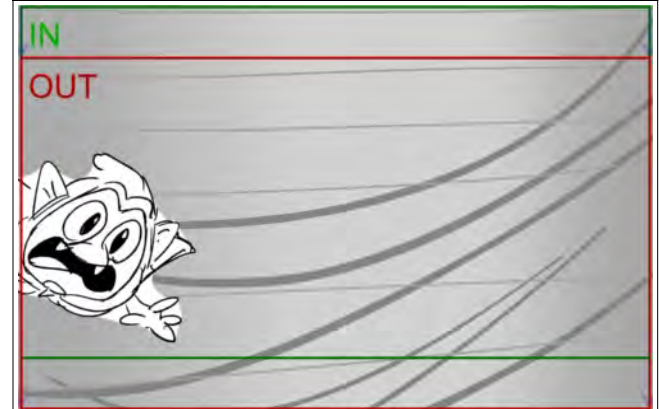
Scene	Duration	Panel	Duration
185	10:17	2	00:15



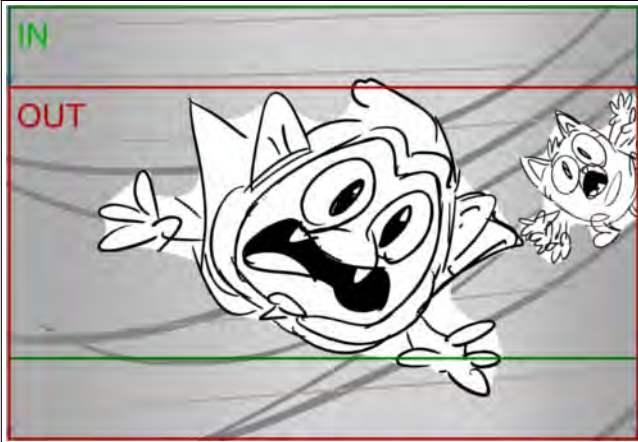
Scene	Duration	Panel	Duration
185	10:17	3	00:15



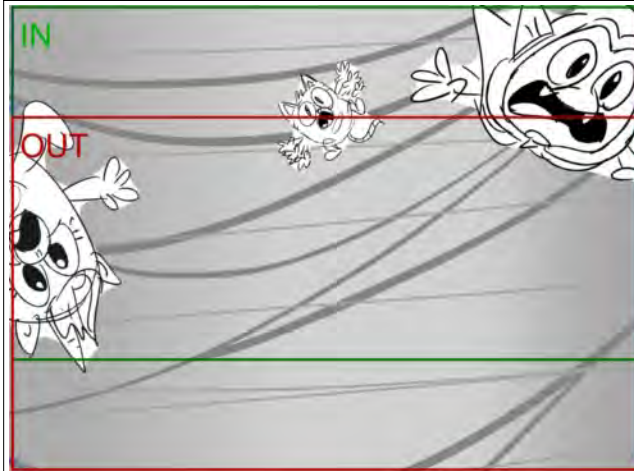
Scene	Duration	Panel	Duration
185	10:17	4	00:15



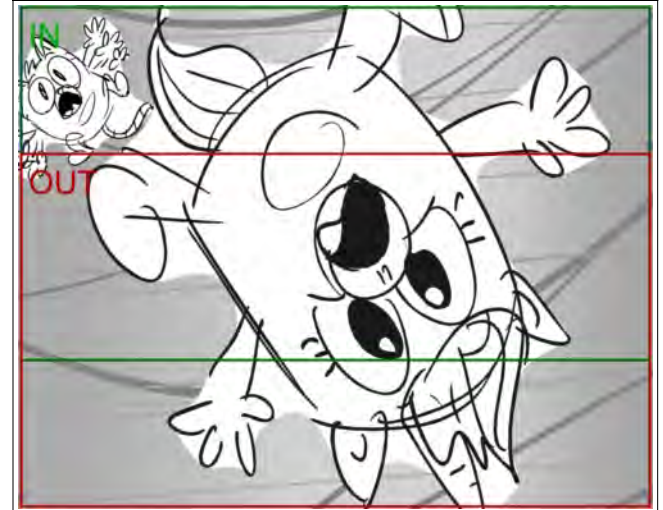
Scene	Duration	Panel	Duration
185	10:17	5	00:16



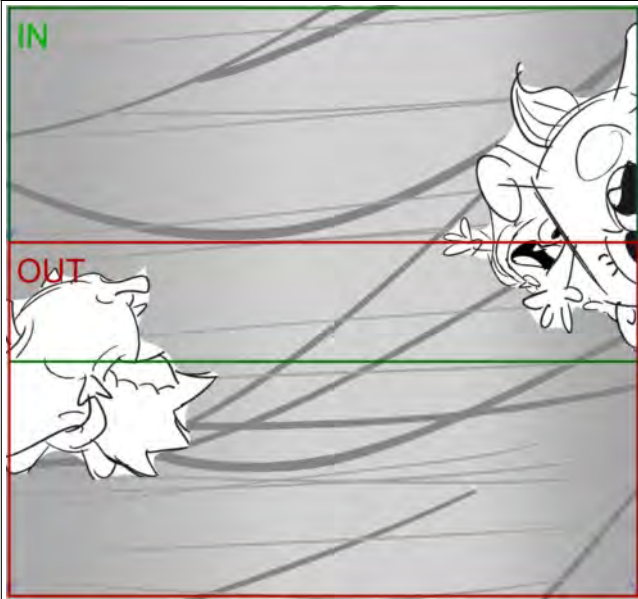
Scene	Duration	Panel	Duration
185	10:17	6	00:16



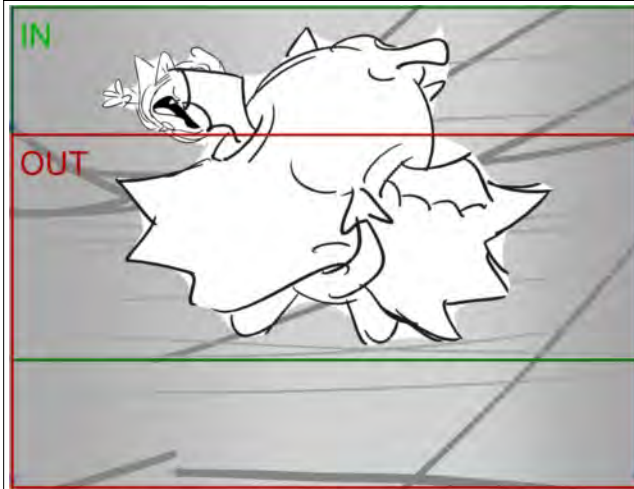
Scene	Duration	Panel	Duration
185	10:17	7	00:15



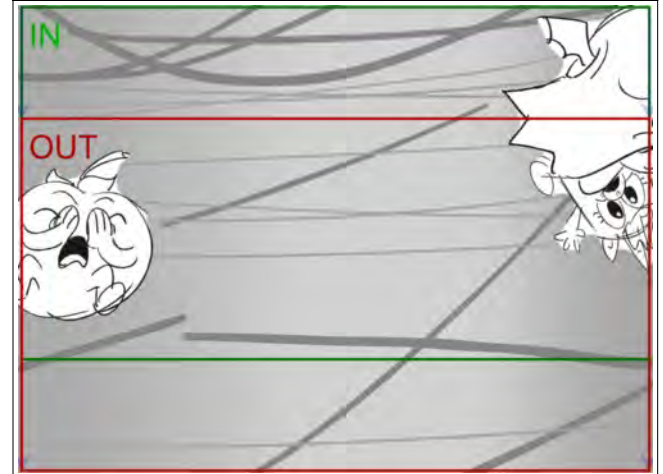
Scene	Duration	Panel	Duration
185	10:17	8	00:17



Scene	Duration	Panel	Duration
185	10:17	9	00:17



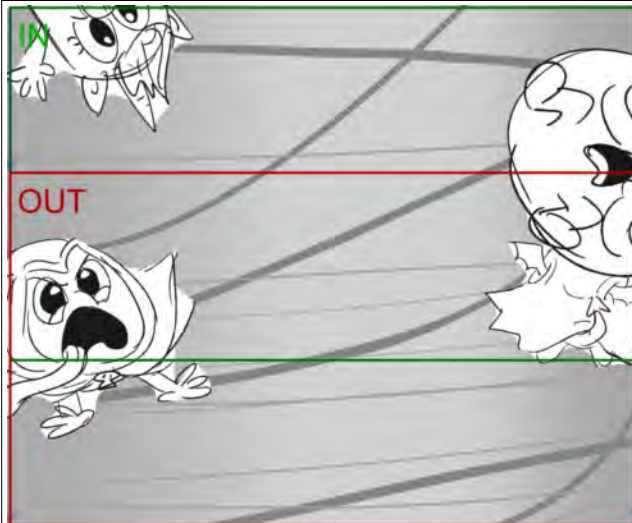
Scene	Duration	Panel	Duration
185	10:17	10	00:15



Scene	Duration	Panel	Duration
185	10:17	11	00:17



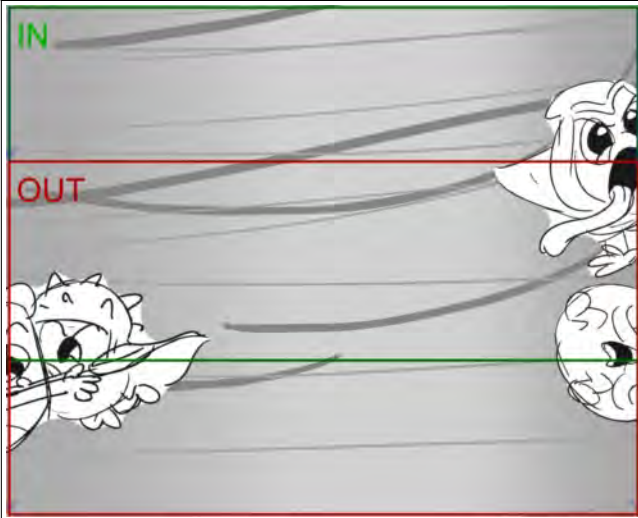
Scene	Duration	Panel	Duration
185	10:17	12	00:15



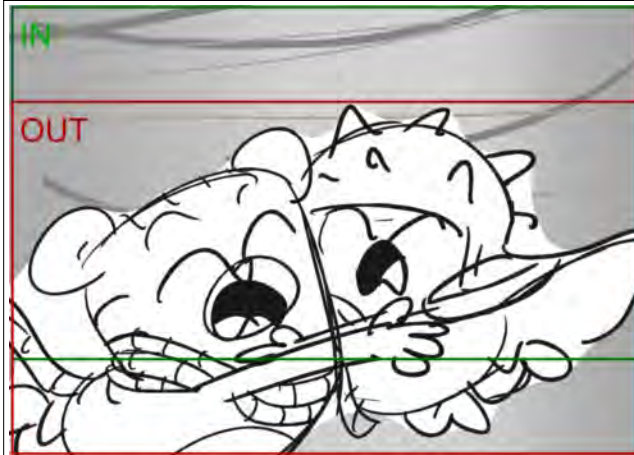
Scene	Duration	Panel	Duration
185	10:17	13	00:15



Scene	Duration	Panel	Duration
185	10:17	14	00:14



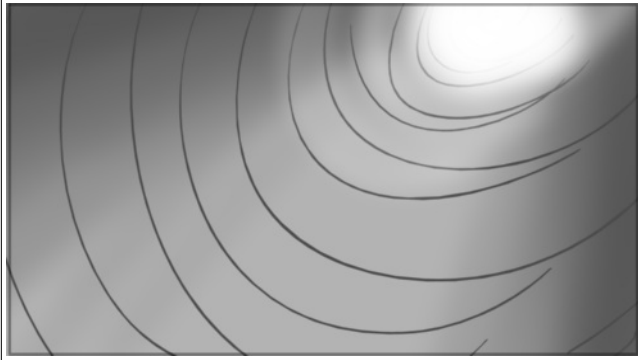
Scene	Duration	Panel	Duration
185	10:17	15	00:16



Scene	Duration	Panel	Duration
185	10:17	16	01:03



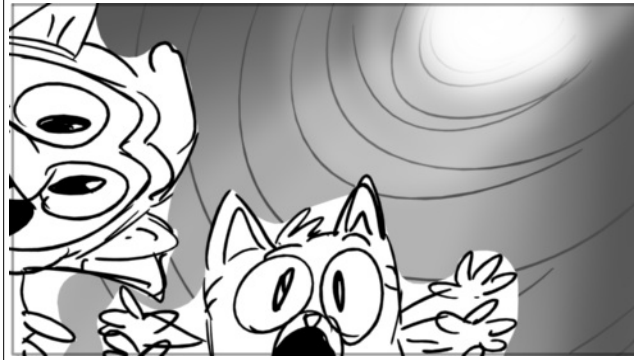
Scene	Duration	Panel	Duration
186	01:00	1	00:02



Action Notes

CUT

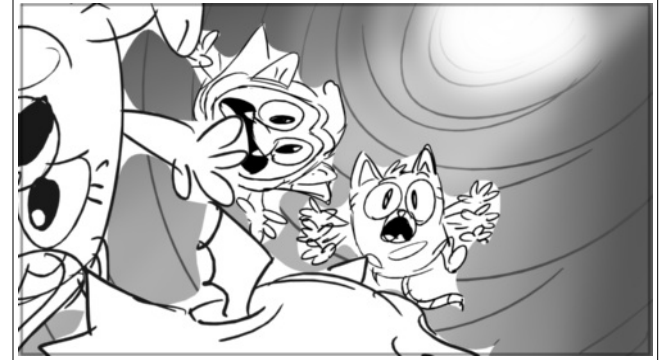
Scene	Duration	Panel	Duration
186	01:00	2	00:03



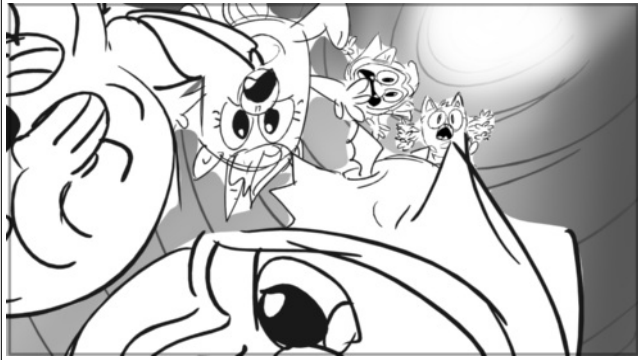
Action Notes

The Smashlings/Bashlings fly upwards inside the tornado.

Scene	Duration	Panel	Duration
186	01:00	3	00:03



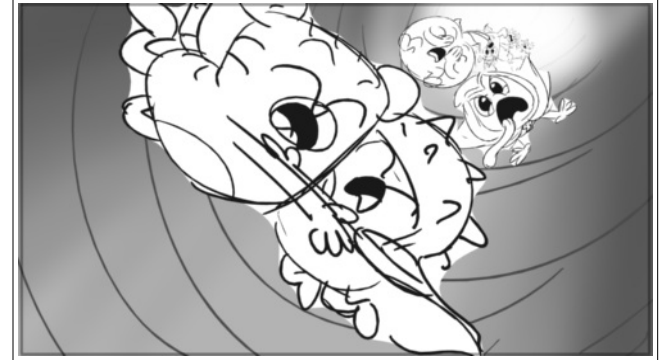
Scene	Duration	Panel	Duration
186	01:00	4	00:03



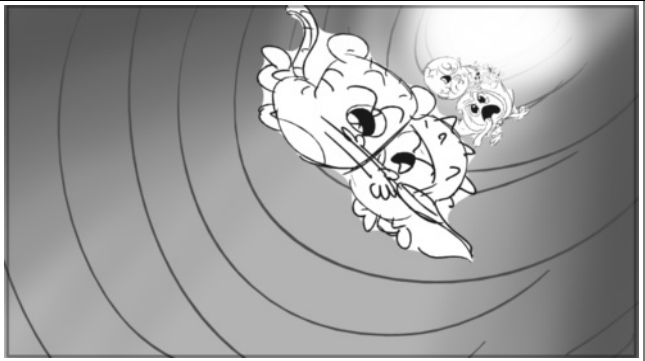
Scene	Duration	Panel	Duration
186	01:00	5	00:03



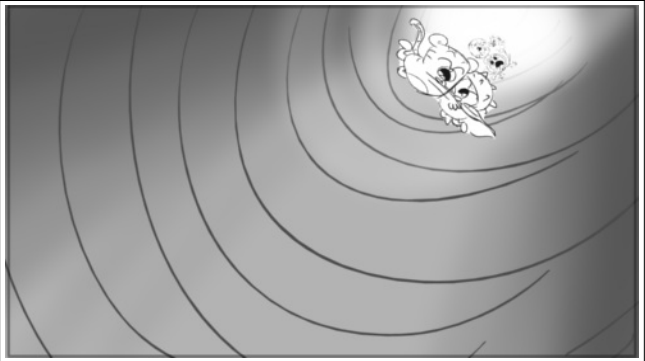
Scene	Duration	Panel	Duration
186	01:00	6	00:03



Scene	Duration	Panel	Duration
186	01:00	7	00:03



Scene	Duration	Panel	Duration
186	01:00	8	00:04



Scene	Duration	Panel	Duration
187	04:21	1	00:09



Action Notes
CUT

Notes
Io_RmJngStock_01

Scene	Duration	Panel	Duration
187	04:21	2	00:12



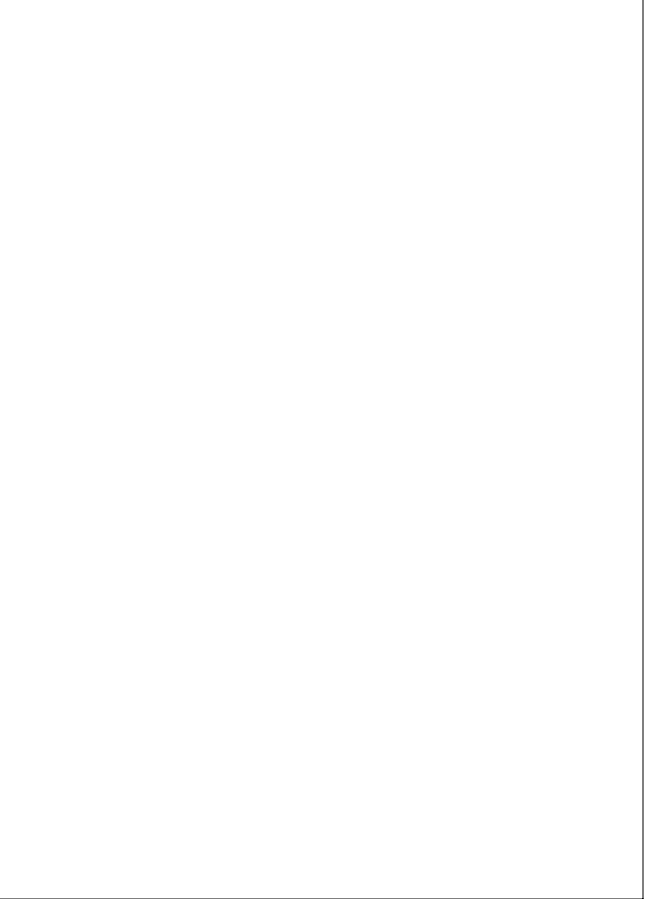
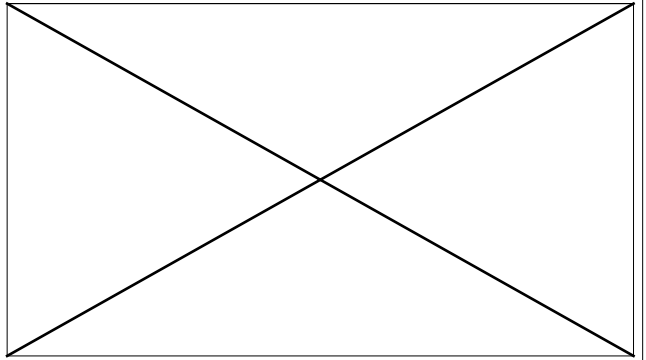
Action Notes

Camera shake.

Scene	Duration	Panel	Duration
187	04:21	3	00:13



NO PANEL



Scene	Duration	Panel	Duration
187	04:21	4	00:05



Action Notes

The Smashlings/Bashlings fly up out of the stocking.
Camera push in.

Scene	Duration	Panel	Duration
187	04:21	5	00:07



Action Notes

The Smashlings/Bashlings fly up out of the stocking.

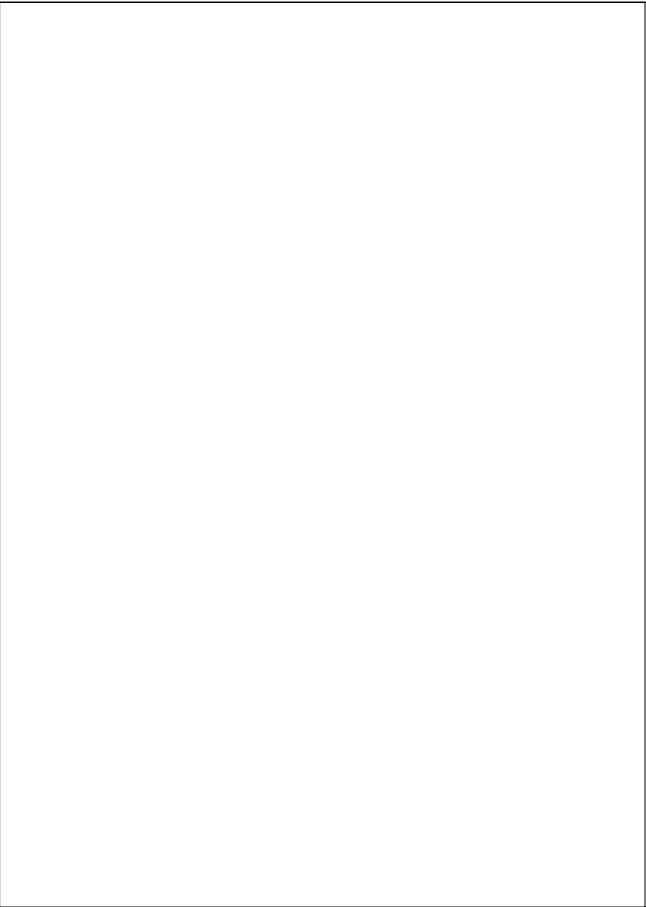
Scene	Duration	Panel	Duration
187	04:21	6	00:10



Scene	Duration	Panel	Duration
187	04:21	7	00:12



Scene	Duration	Panel	Duration
187	04:21	8	00:13

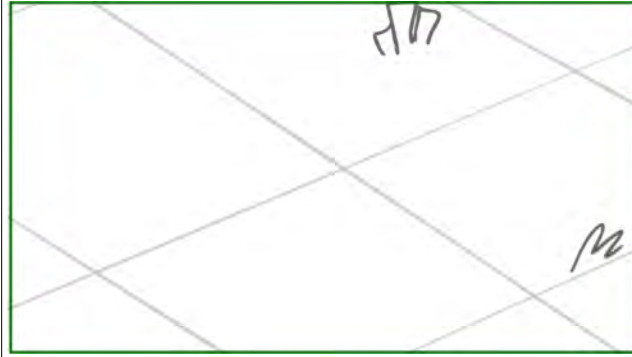


Scene	Duration	Panel	Duration
187	04:21	9	01:12

**Action Notes**

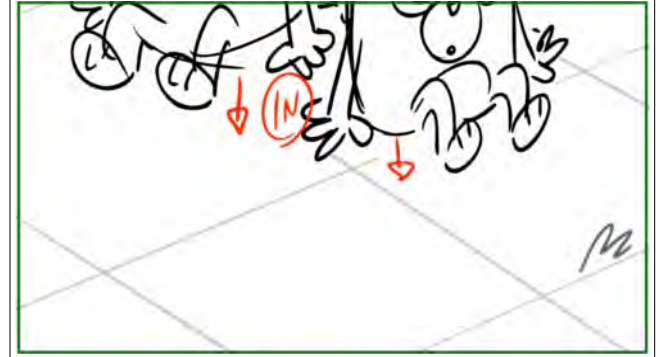
The Smashlings/Bashlings fly out the top of the screen.

Scene	Duration	Panel	Duration
188	04:01	1	00:09

**Action Notes**

CUT

Scene	Duration	Panel	Duration
188	04:01	2	00:14

**Action Notes**

Jet/Gruel drop in from the top of the screen.

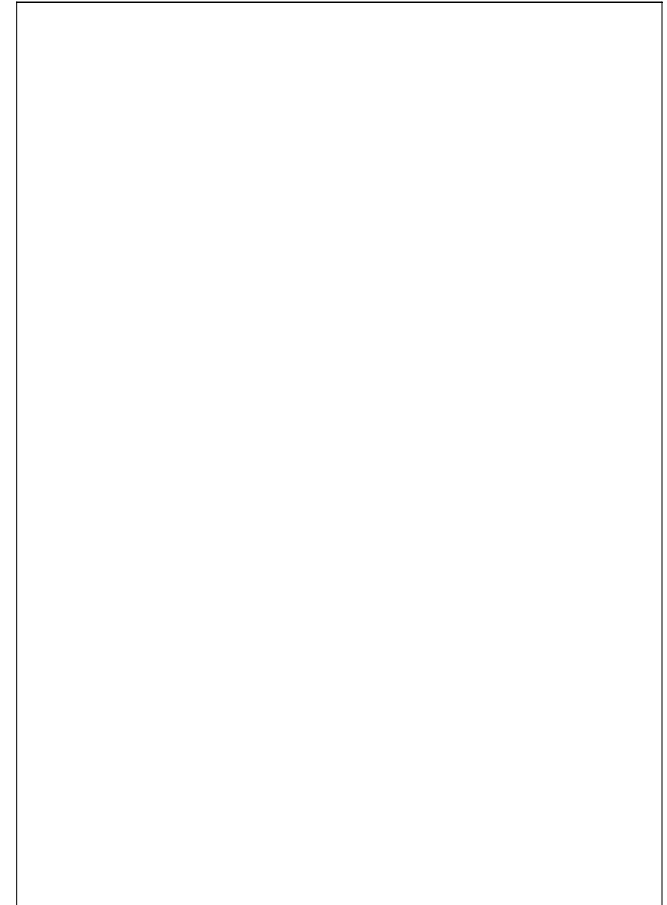
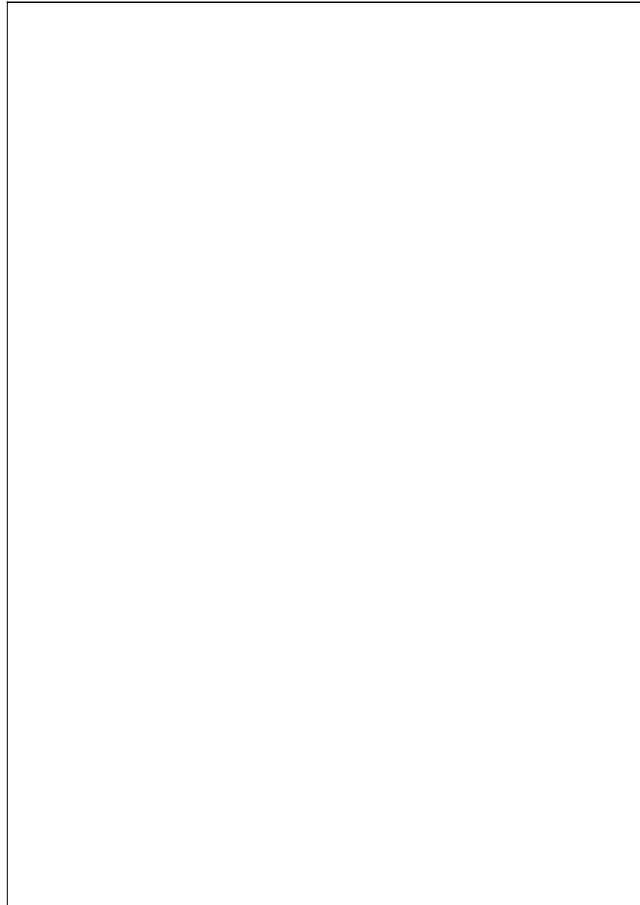
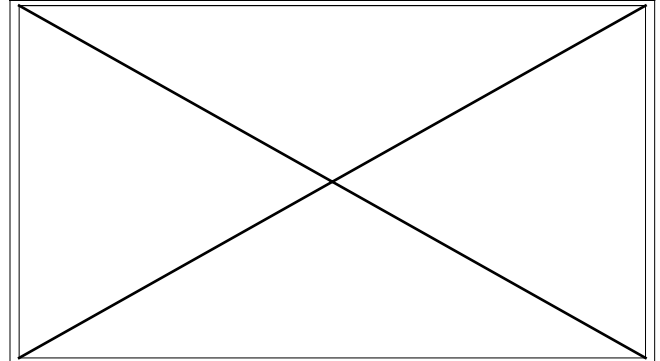
Scene	Duration	Panel	Duration
188	04:01	3	00:13



Scene	Duration	Panel	Duration
188	04:01	4	01:00



Scene	Duration	Panel	Duration
NO PANEL			

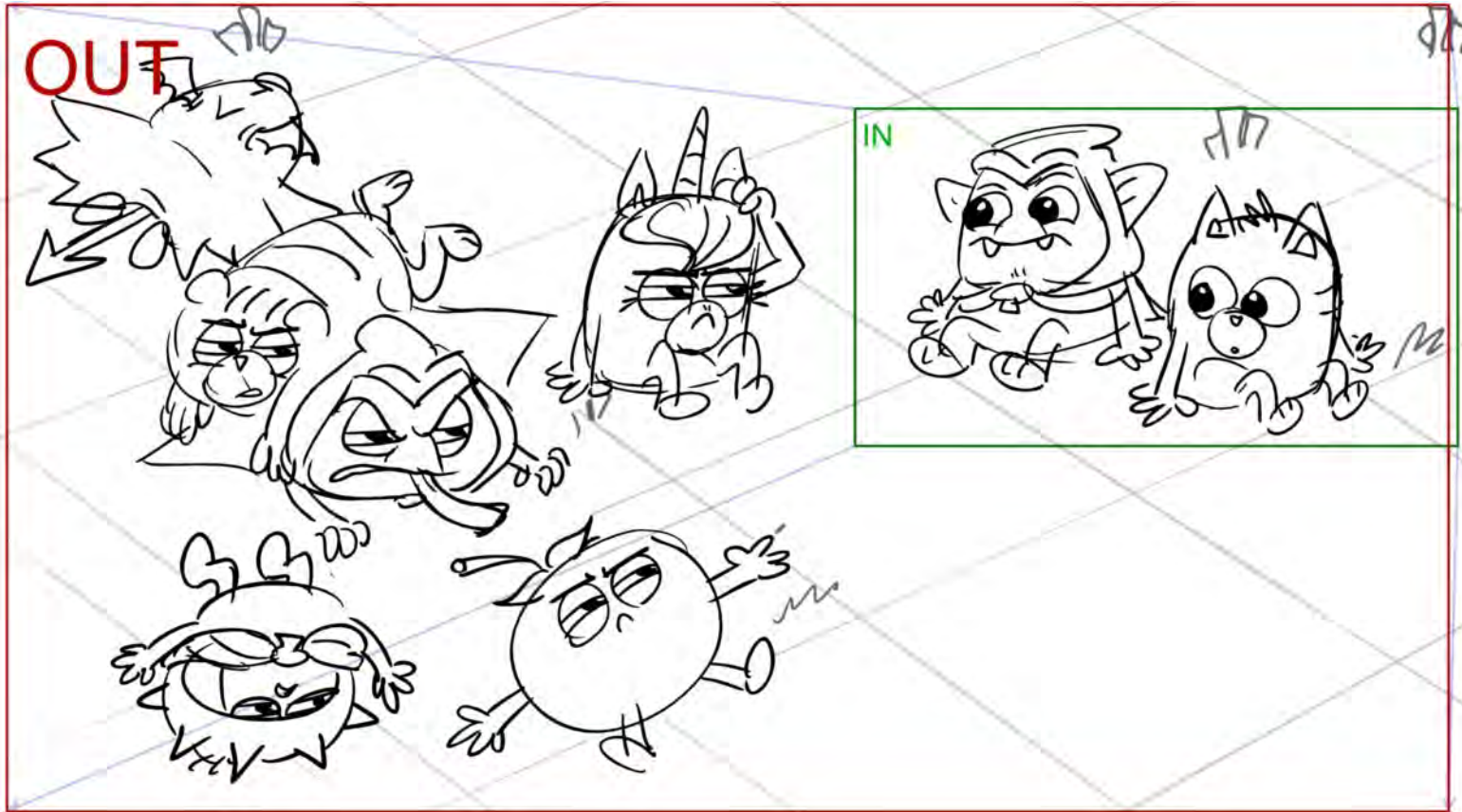


Scene
188

Duration
04:01

Panel
5

Duration
00:13



Action Notes

Camera widens to reveal the smashlings and bashlings giving Jet and Gruel dirty looks.

Scene	Duration	Panel	Duration
188	04:01	6	01:00



Scene	Duration	Panel	Duration
189	07:10	1	00:07



Action Notes
CUT

Scene	Duration	Panel	Duration
189	07:10	2	00:12



Action Notes
Jet/Gruel rise up from the bottom of the screen.

Scene	Duration	Panel	Duration
189	07:10	3	01:03

**Dialog**

101 JET 101
So...

Action Notes

Jet reaches behind his head.

Scene	Duration	Panel	Duration
189	07:10	4	00:18

**Dialog**

101 JET 101
heh,

Scene	Duration	Panel	Duration
189	07:10	5	00:14

**Dialog**

101 JET 101
wow.

Scene	Duration	Panel	Duration
189	07:10	6	00:05

**Action Notes**

Gruel mouths out "Wow!"

Scene	Duration	Panel	Duration
189	07:10	7	00:04



Scene	Duration	Panel	Duration
189	07:10	8	00:05

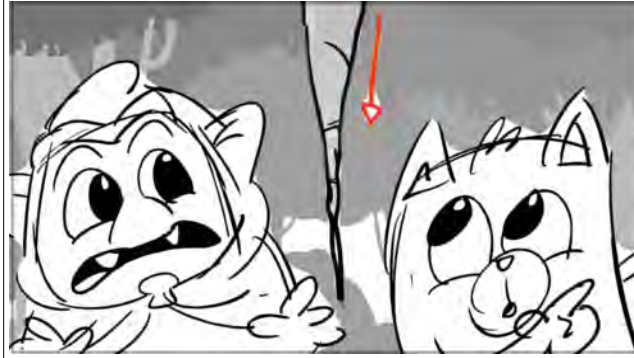


Scene	Duration	Panel	Duration
189	07:10	9	00:18

**Dialog**

101 JET 101
Some day, huh-

Scene	Duration	Panel	Duration
189	07:10	10	00:07

**Action Notes**

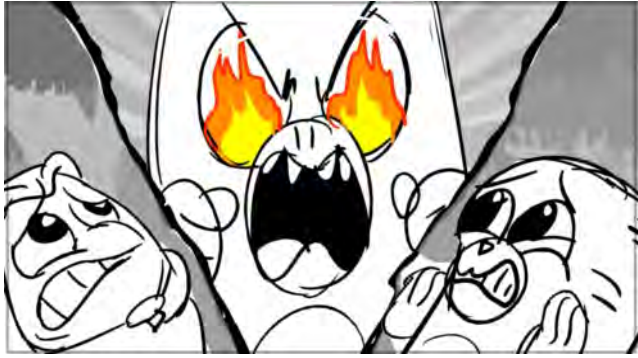
The screen tears down the middle for split screen of Tutti Bel.

Scene	Duration	Panel	Duration
189	07:10	11	01:13

**Dialog**

102 TUTTI BEL 102
YOU RUINED

Scene	Duration	Panel	Duration
189	07:10	12	01:00



Dialog

102 TUTTI BEL 102
SMASHMAS!

Action Notes

Flames appear in Tutti Bel's eyes.

Scene	Duration	Panel	Duration
190	07:19	1	01:10



Action Notes

CUT

Scene	Duration	Panel	Duration
190	07:19	2	01:07



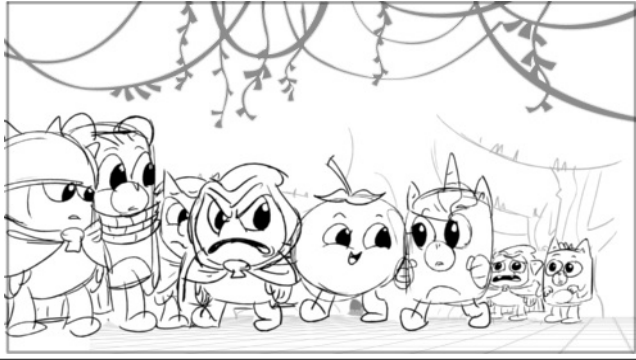
Dialog

103 BERRY BOO (RESIGNED) 103
C'mon, everyone.

Action Notes

Berry Boo puts her arms around Tutti Bel and Gribby.

Scene	Duration	Panel	Duration
190	07:19	3	00:22



Dialog

103 BERRY BOO (RESIGNED) 103
I got a day old

Action Notes

She leads them forward.

Scene	Duration	Panel	Duration
190	07:19	4	01:11



Dialog

103 BERRY BOO (RESIGNED) 103
fruitie-cake we can share.

Scene	Duration	Panel	Duration
190	07:19	5	00:21



Action Notes

Everyone but Jet and Gruel exit screen left.

Scene	Duration	Panel	Duration
190	07:19	6	00:17



Action Notes

Jet and Gruel look at each other hopefully.

Scene	Duration	Panel	Duration
190	07:19	7	01:03



Action Notes

They start to walk forward after the rest.

Scene	Duration	Panel	Duration
191	05:14	1	00:13



Action Notes

CUT
BG pans as Jet/Gruel walk.

Scene	Duration	Panel	Duration
191	05:14	2	00:06

**Action Notes**

Berry Boo zips in screen left with her hand thrust out.

Scene	Duration	Panel	Duration
191	05:14	3	01:06

**Dialog**

103 BERRY BOO (RESIGNED) 103
NOT YOU TWO!

Action Notes

BG pan stops.

Scene	Duration	Panel	Duration
191	05:14	4	00:08



Scene	Duration	Panel	Duration
191	05:14	5	00:10



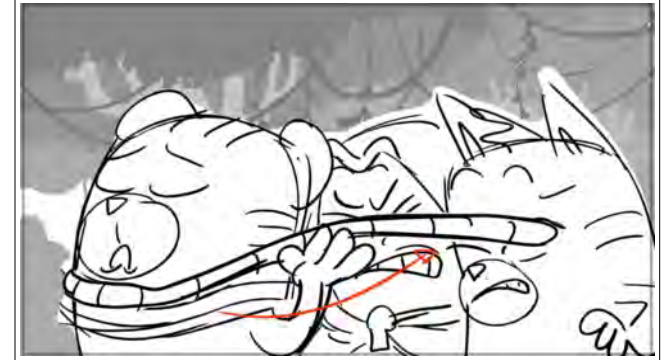
Action Notes

Berry Boo turns and exits screen left.
Jasper enters screen left.

Scene	Duration	Panel	Duration
191	05:14	6	00:13



Scene	Duration	Panel	Duration
191	05:14	7	00:15



Action Notes

Jasper turns and flings the last of his tail back over his shoulder haughtily, hitting Jet/Gruel in the face.

Scene	Duration	Panel	Duration
191	05:14	8	00:09



Scene	Duration	Panel	Duration
191	05:14	9	00:08



Action Notes

Jasper exits screen left.

Scene	Duration	Panel	Duration
191	05:14	10	00:11



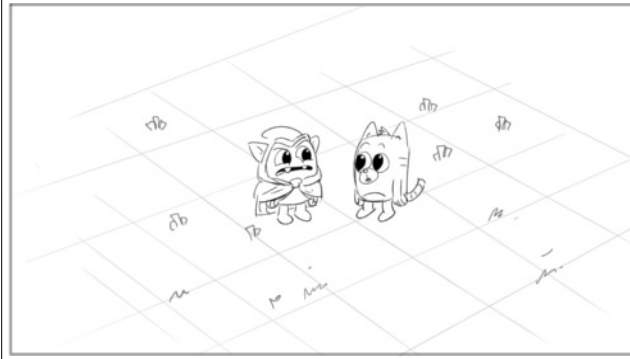
Scene	Duration	Panel	Duration
191	05:14	11	00:11



Dialog

105 GRUEL 105
Huh.

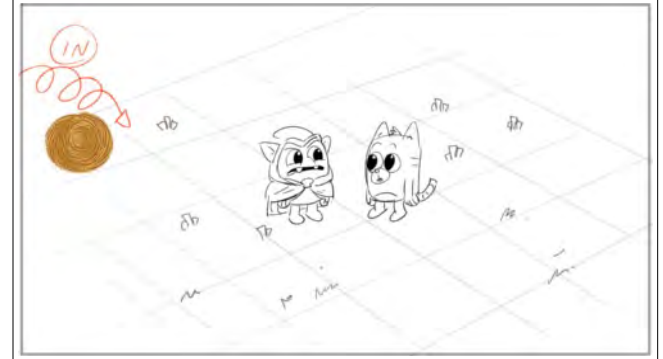
Scene	Duration	Panel	Duration
192	03:06	1	00:11



Action Notes

CUT

Scene	Duration	Panel	Duration
192	03:06	2	00:07



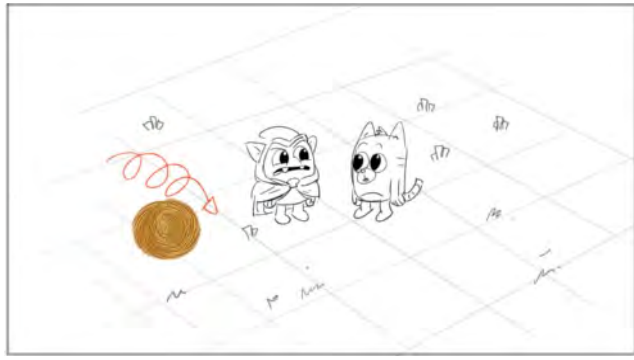
Action Notes

A tumbleweed rolls in from screen left.

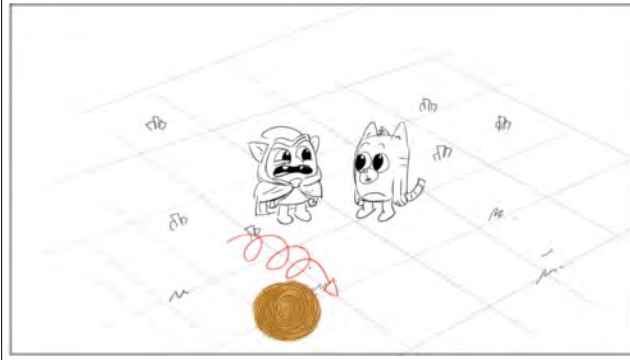
Notes

pr_tumbleweeds

Scene	Duration	Panel	Duration
192	03:06	3	00:10

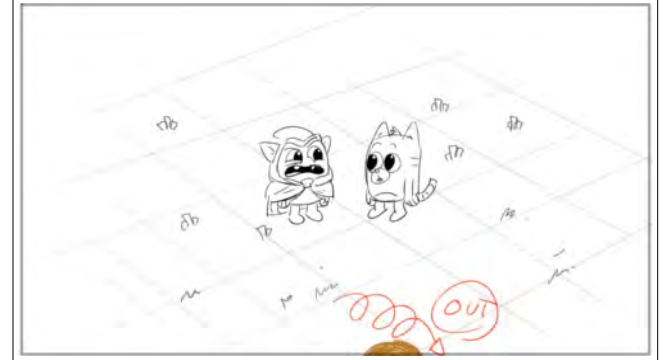


Scene	Duration	Panel	Duration
192	03:06	4	00:16

**Dialog**

105 GRUEL 105
Yeesh.

Scene	Duration	Panel	Duration
192	03:06	5	00:11

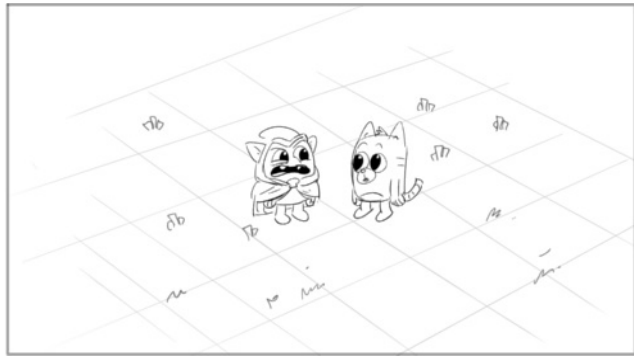
**Dialog**

105 GRUEL 105
What's their problem?

Action Notes

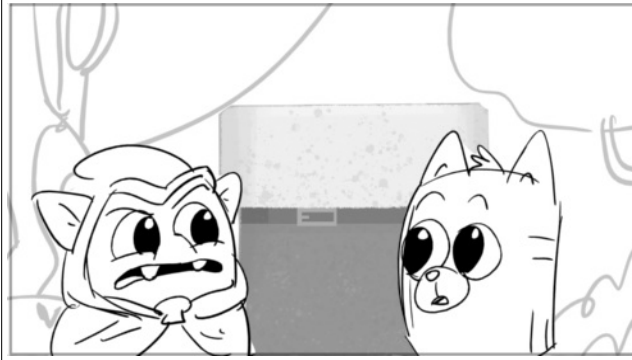
The tumbleweed exits the bottom of the screen towards screen right.

Scene	Duration	Panel	Duration
192	03:06	6	00:23

**Dialog**

105 GRUEL 105
What's their problem?

Scene	Duration	Panel	Duration
193	05:19	1	00:06

**Action Notes**

CUT

Scene	Duration	Panel	Duration
193	05:19	2	00:20

**Dialog**

106 JET 106
Sh'ya.

Action Notes

Jet nods.

Scene	Duration	Panel	Duration
193	05:19	3	00:18

**Dialog**

106 JET 106
Smashlings

Action Notes

Pixilated images of the Smashlings appears

Scene	Duration	Panel	Duration
193	05:19	4	00:20

**Dialog**

106 JET 106
and Bashlings

Action Notes

Pixilated images of the Bashlings appears

Scene	Duration	Panel	Duration
193	05:19	5	00:16

**Dialog**

106 JET 106
working together?

Action Notes

Jet links his fingers together.

Scene	Duration	Panel	Duration
193	05:19	6	00:20

**Dialog**

106 JET 106
Ridiculous!

Action Notes

Jet wipes away the pixelated images.

Scene	Duration	Panel	Duration
193	05:19	7	00:05

**Action Notes**

Jet turns towards screen right with his arms crossed.

Scene	Duration	Panel	Duration
193	05:19	8	01:05

**Dialog**

107 GRUEL 107
You can say that again.

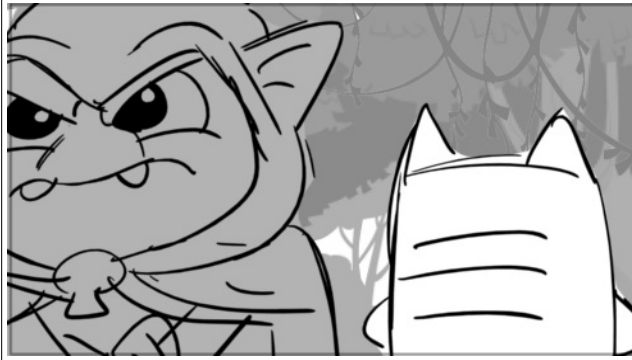
Action Notes

Gruel turns towards screen left with his arms crossed.

Scene	Duration	Panel	Duration
193	05:19	9	00:05



Scene	Duration	Panel	Duration
194	01:20	1	00:04



Action Notes
CUT

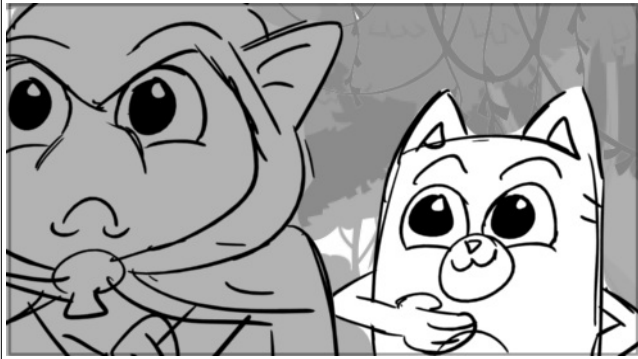
Scene	Duration	Panel	Duration
194	01:20	2	01:12



Dialog
108 JET 108
At least we're on the same page.

Action Notes
Jet turns towards Gruel.

Scene	Duration	Panel	Duration
194	01:20	3	00:04



Action Notes

Gruel reacts.

Scene	Duration	Panel	Duration
195	02:15	1	00:02



Action Notes

CUT

Scene	Duration	Panel	Duration
195	02:15	2	00:09



Dialog

109 GRUEL 109
Y'know,

Action Notes

Gruel turns towards Jet.

Scene	Duration	Panel	Duration
195	02:15	3	00:10



Scene	Duration	Panel	Duration
195	02:15	4	01:18

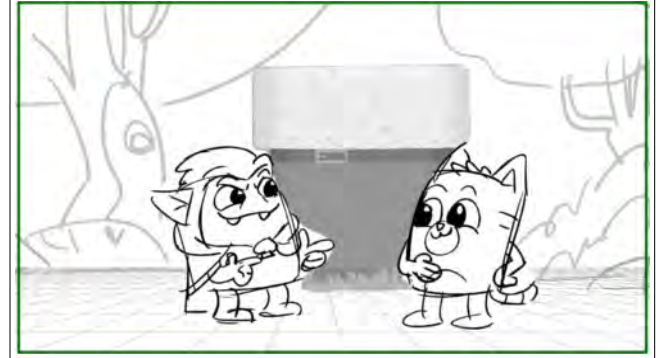
**Dialog**

109 GRUEL 109
you're alright, Jet.

Action Notes

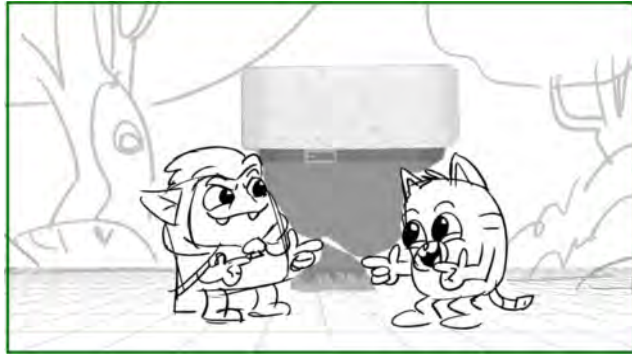
Gruel points finger guns at Jet.

Scene	Duration	Panel	Duration
196	14:09	1	00:05

**Action Notes**

CUT

Scene	Duration	Panel	Duration
196	14:09	2	01:15


Dialog

110 JET 110
Right back atcha buddy.

Action Notes

Jet points finger guns at Gruel.

Scene	Duration	Panel	Duration
196	14:09	3	01:01


Dialog

110 JET 110
Merry Smashmas.

Action Notes

Jet offers his hand to shake.

Scene	Duration	Panel	Duration
196	14:09	4	00:18


Action Notes

Gruel pulls Jet in for a bro-hug.

Scene	Duration	Panel	Duration
196	14:09	5	00:12

**Dialog**

JET
<IMPACT_16_pushed_JET>

Scene	Duration	Panel	Duration
196	14:09	6	00:17



Scene	Duration	Panel	Duration
196	14:09	7	01:07

**Dialog**

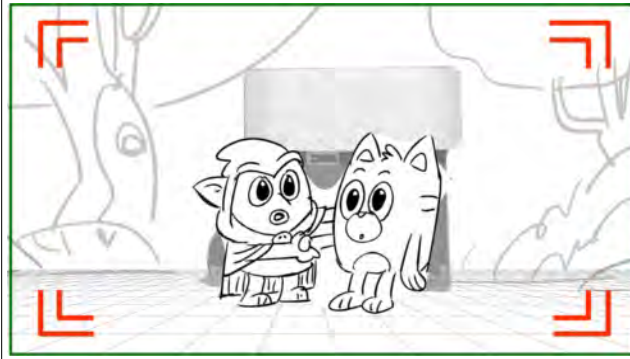
GRUEL
Ahhhhh.

Scene	Duration	Panel	Duration
196	14:09	8	01:04

**Dialog**

GRUEL
Y'know that feels right.

Scene	Duration	Panel	Duration
196	14:09	9	01:03

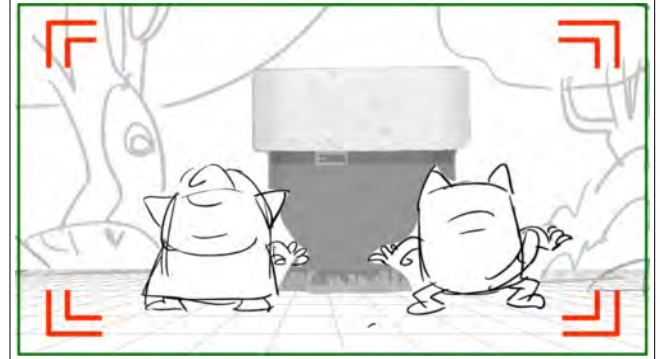
**Dialog**

111 CRUMBLES (O.S. FROM INSIDE STOCKING)
111
ARE YOU

Action Notes

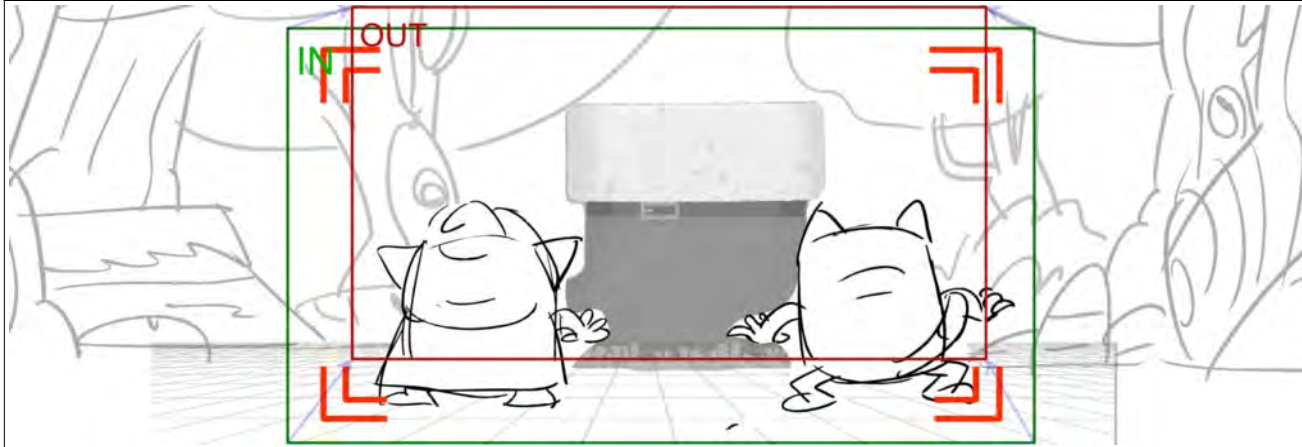
Jet/Gruel react.
Cam shake.

Scene	Duration	Panel	Duration
196	14:09	10	01:14

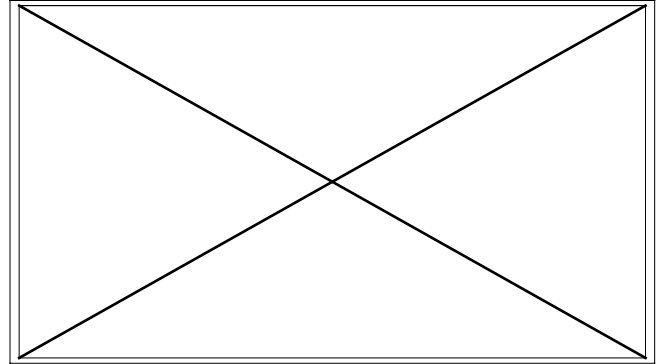
**Dialog**

111 CRUMBLES (O.S. FROM INSIDE STOCKING)
111
SERIOUS RIGHT NOW?!?

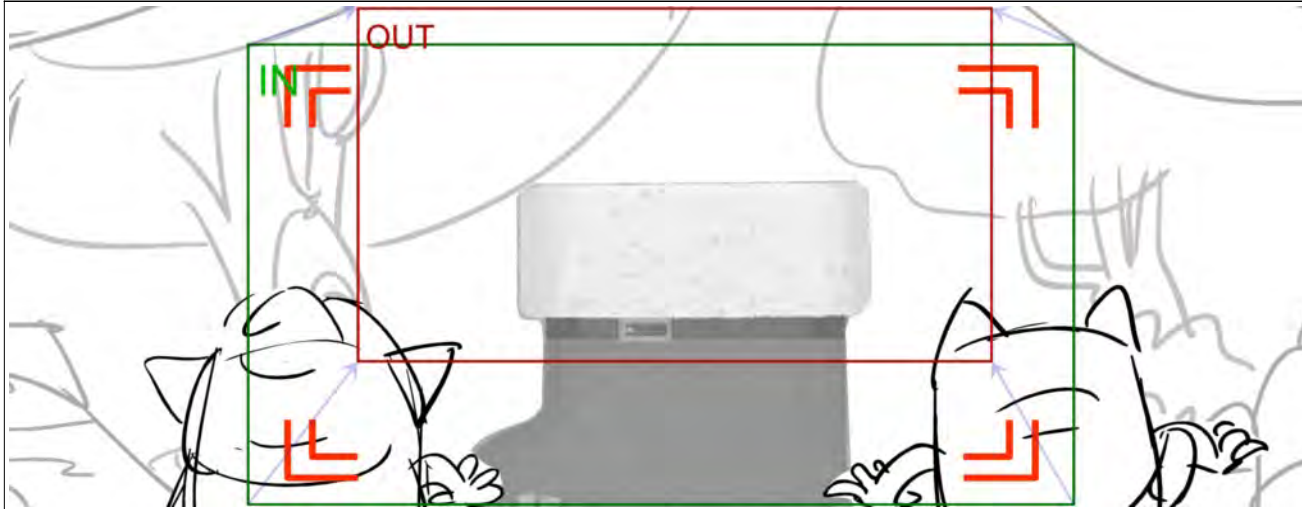
Scene 196	Duration 14:09	Panel 11	Duration 00:05
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**Action Notes**

Camera pushes past Jet/Gruel to the stocking.

NO PANEL

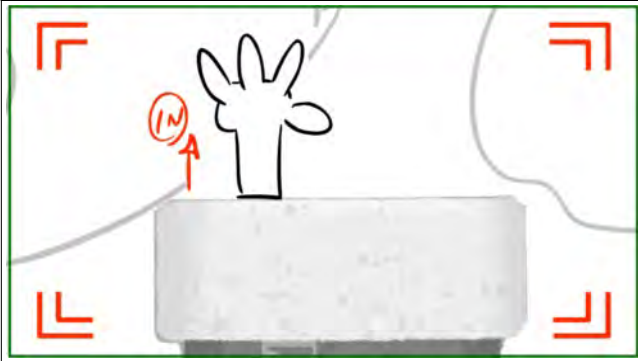
Scene	Duration	Panel	Duration
196	14:09	12	00:06



Scene	Duration	Panel	Duration
196	14:09	13	00:06

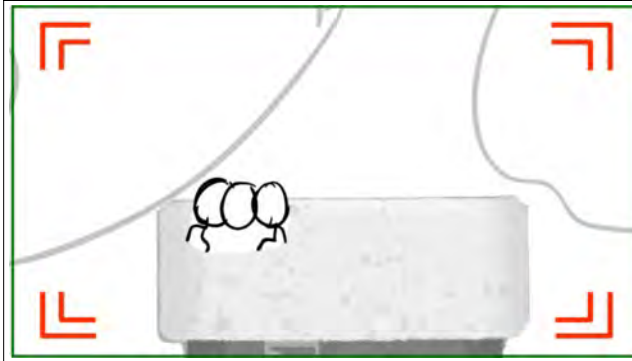


Scene	Duration	Panel	Duration
196	14:09	14	00:06

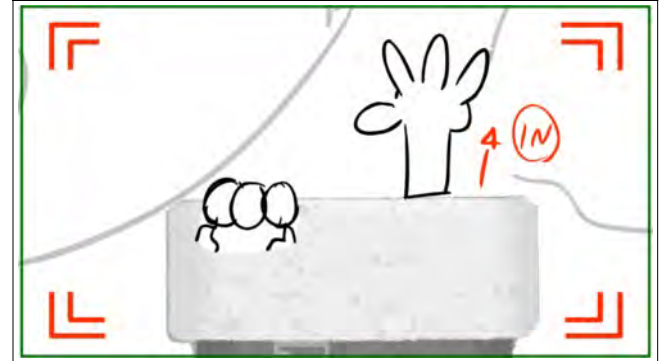

Action Notes

Crumbles arm reaches up out of the stocking.

Scene	Duration	Panel	Duration
196	14:09	15	00:06

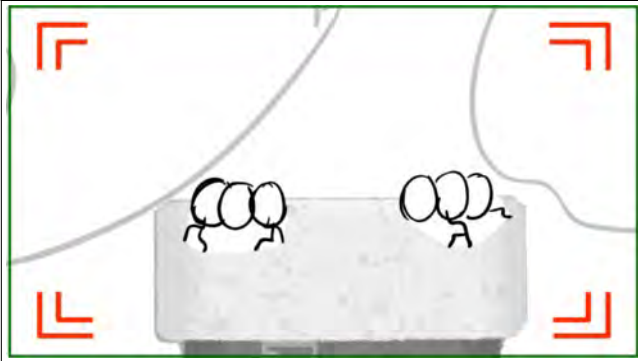


Scene	Duration	Panel	Duration
196	14:09	16	00:05

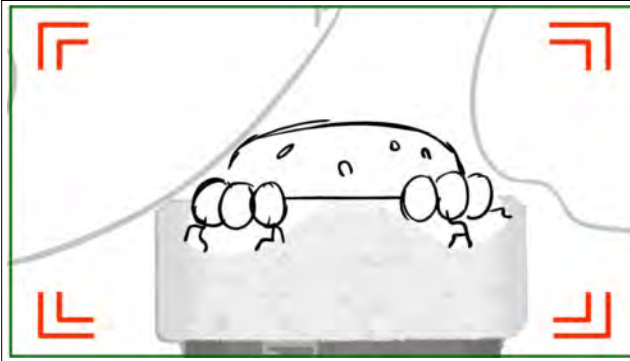

Action Notes

Crumbles other arm reaches up out of the stocking.

Scene	Duration	Panel	Duration
196	14:09	17	00:08



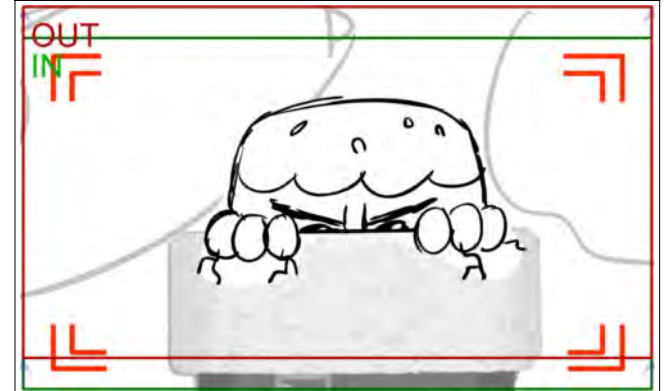
Scene	Duration	Panel	Duration
196	14:09	18	00:08



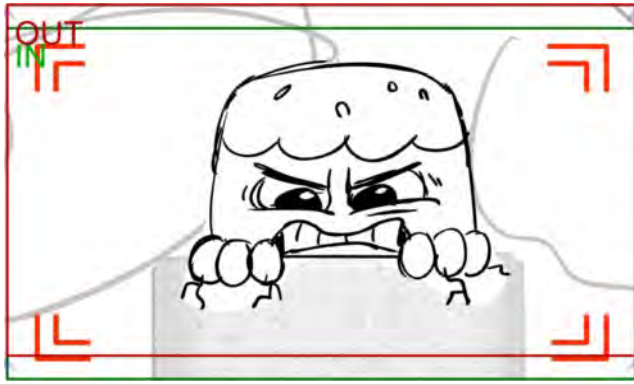
Action Notes

Crumbles rises up from the stocking, growing bigger as he does.

Scene	Duration	Panel	Duration
196	14:09	19	00:09

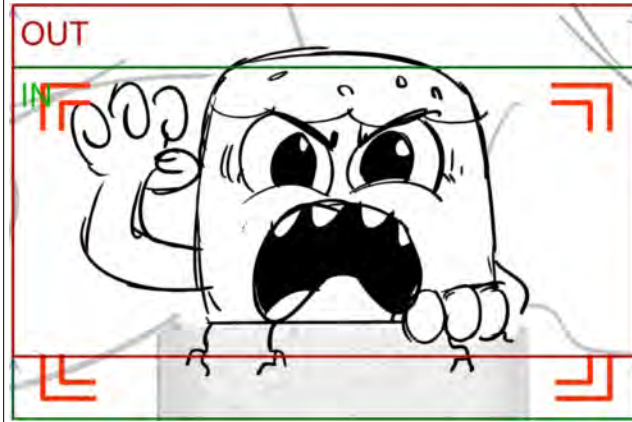


Scene	Duration	Panel	Duration
196	14:09	20	00:07

**Action Notes**

Camera pans up with Crumbles.

Scene	Duration	Panel	Duration
196	14:09	21	00:17

**Dialog**

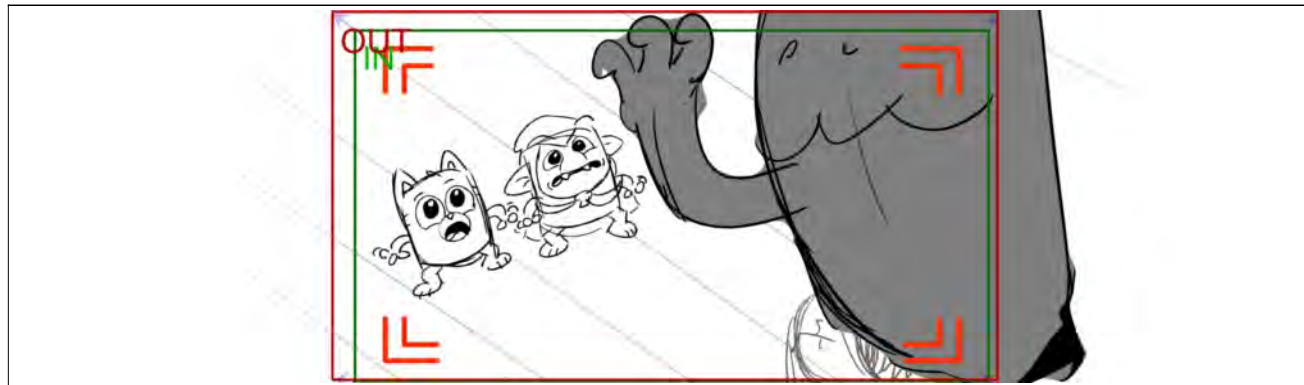
111 CRUMBLES 111
(then emerging ON SCREEN)
<ROARRRR>

Scene	Duration	Panel	Duration
196	14:09	22	00:22

**Dialog**

111 CRUMBLES 111
(then emerging ON SCREEN)
<ROARRRR>

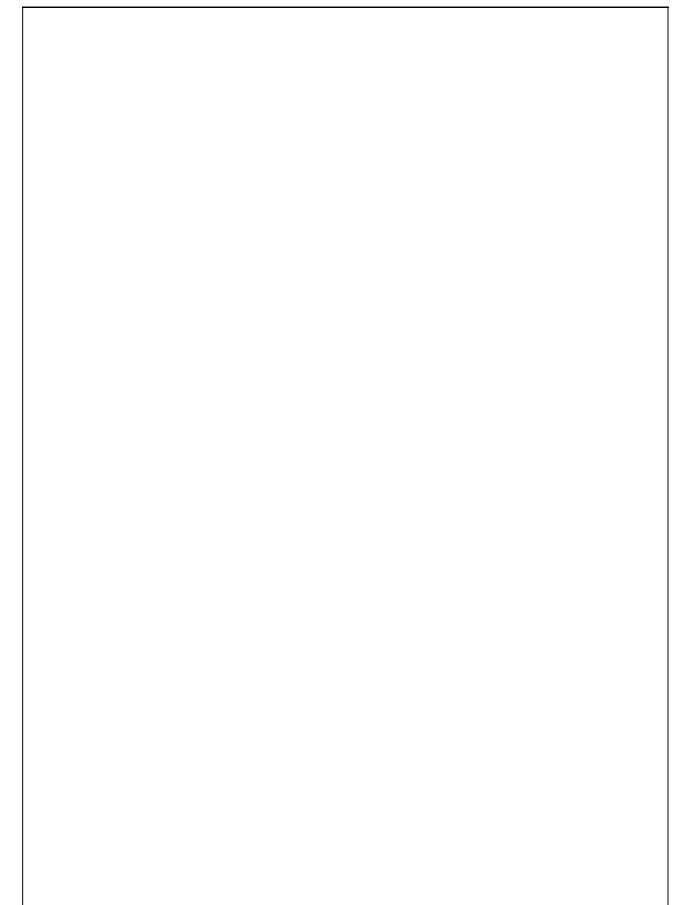
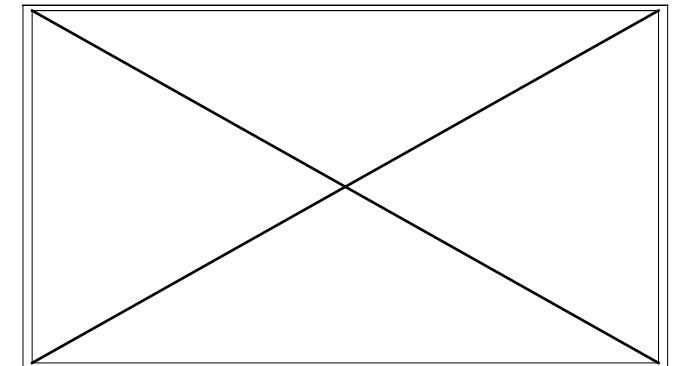
Scene 197	Duration 01:16	Panel 1	Duration 00:09
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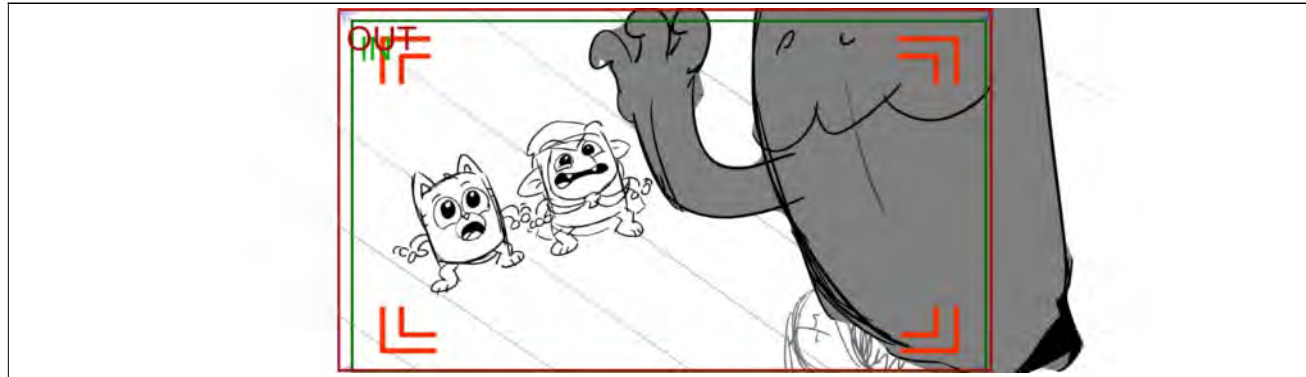
Action Notes

CUT
Cam shake continues.
Camera rises with the growing Crumbles.

NO PANEL

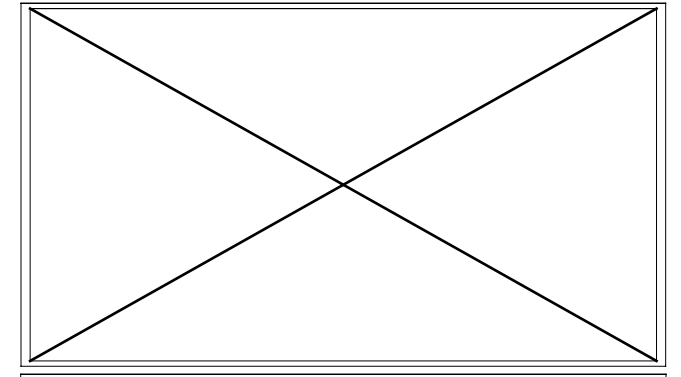


Scene 197	Duration 01:16	Panel 2	Duration 00:06
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Dialog
GRUEL
Huh?

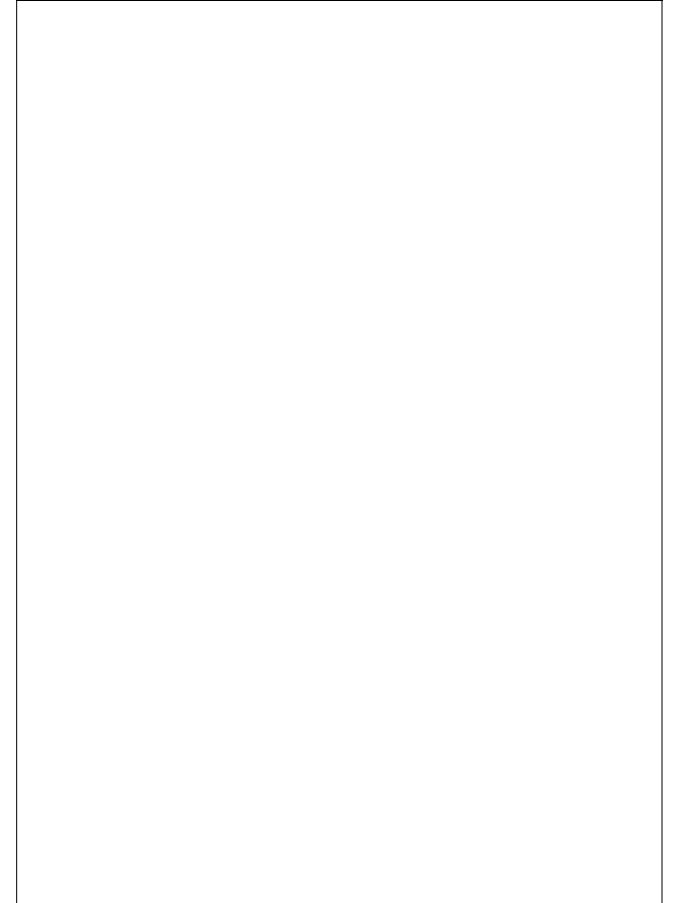
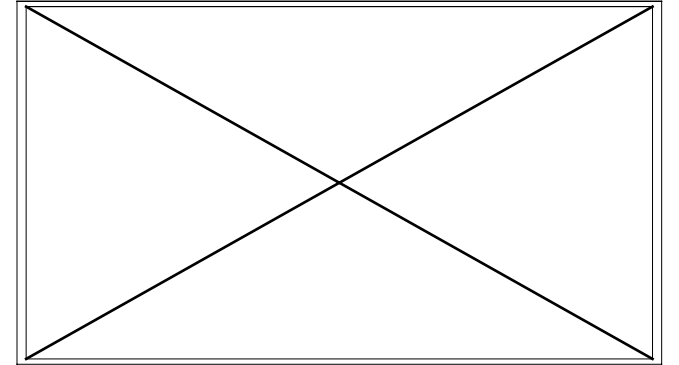
NO PANEL



Scene 197	Duration 01:16	Panel 3	Duration 00:15
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NO PANEL

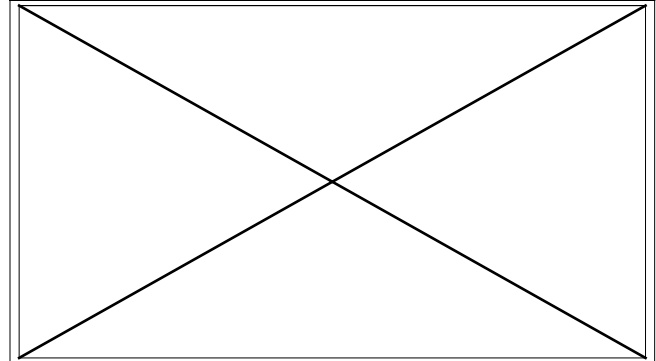


Scene 197	Duration 01:16	Panel 4	Duration 00:10
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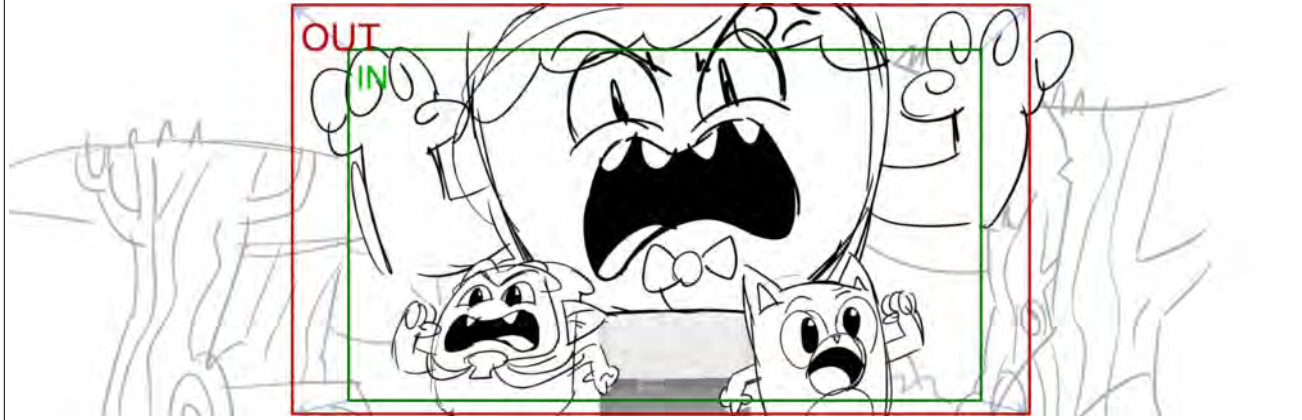
**Action Notes**

Jet/Gruel zip out upper screen left.

NO PANEL



Scene 198	Duration 03:15	Panel 1	Duration 00:18
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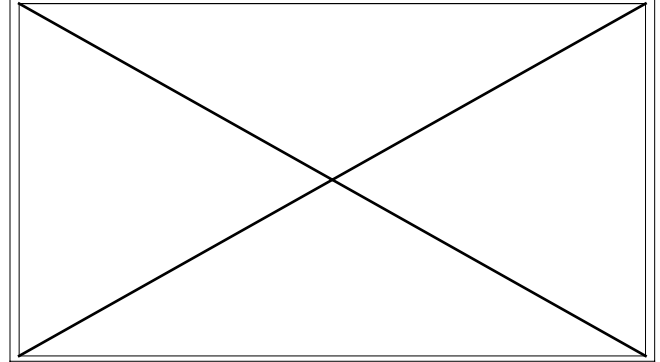
**Dialog**

112 JET AND GRUEL 112
<SCREAMING>

Action Notes

CUT
Camera stays with Jet/Gruel as they run from Crumbles.

NO PANEL



Scene	Duration	Panel	Duration
198	03:15	2	00:19



Dialog

112 JET AND GRUEL 112
<SCREAMING>

Scene	Duration	Panel	Duration
198	03:15	3	02:02



Action Notes

Freeze frame in woodcut style.

Dissolve	Duration 00:12
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Scene 199	Duration 02:07	Panel 1	Duration 02:07
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NO PANEL

