Tiger Millionaire

SU_1020-011

Final Board

Date: June 13 2013

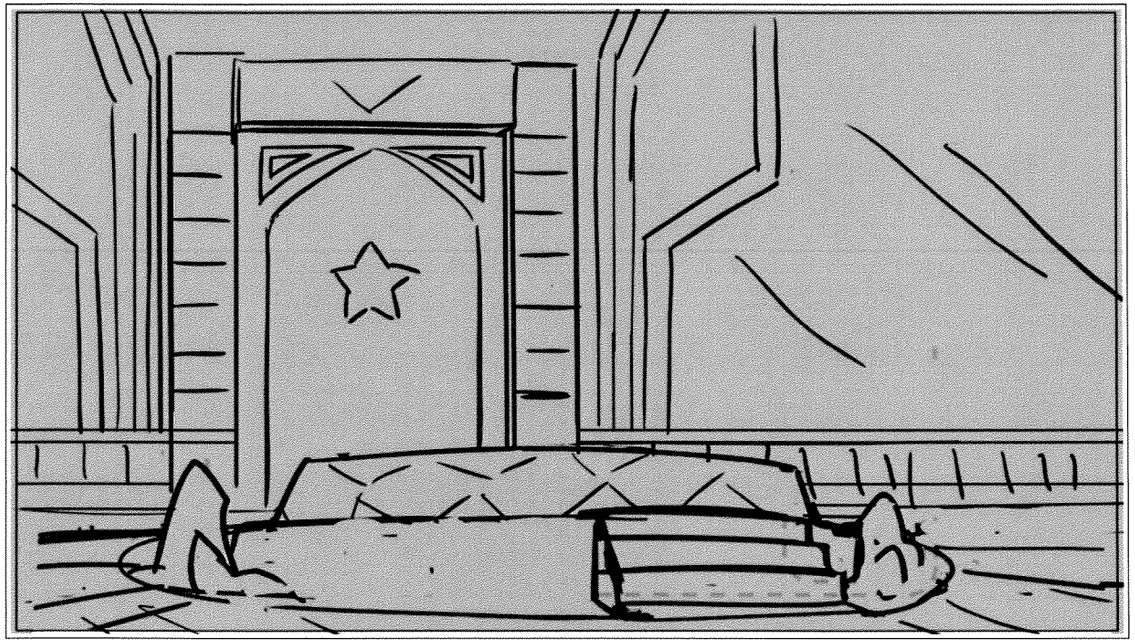
1020.011

1020.011

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1020.011

Scene	Panel
1	1



1020.011

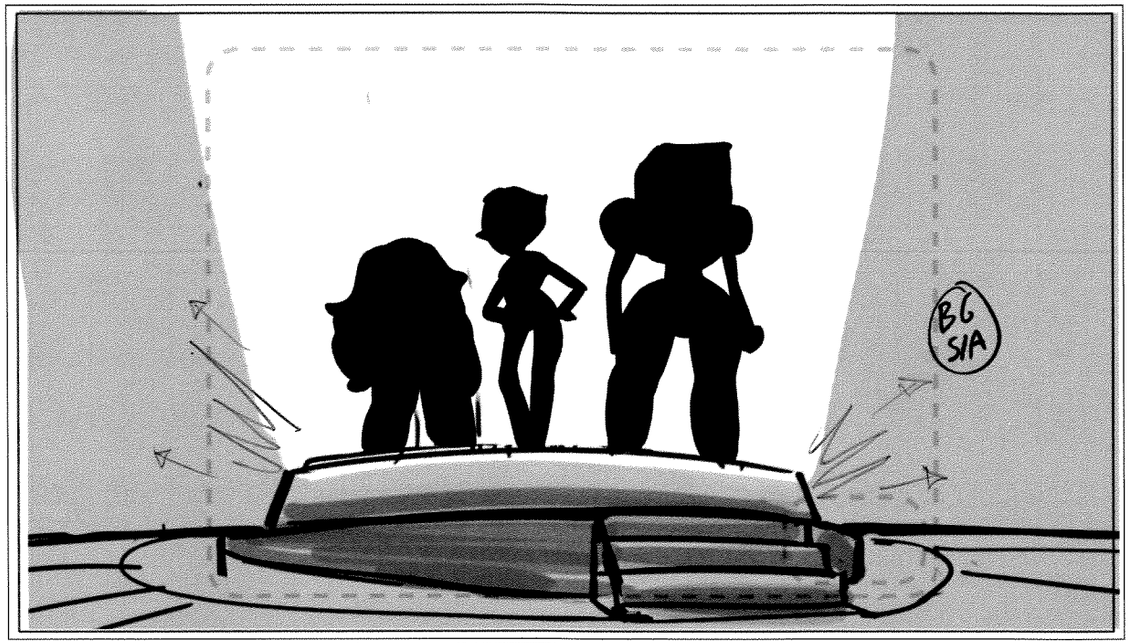
Action Notes

Dim, Natural light.

Slugging

1.03

Scene	Panel
1	CONT 2



1020.011

Action Notes

Gems teleport in

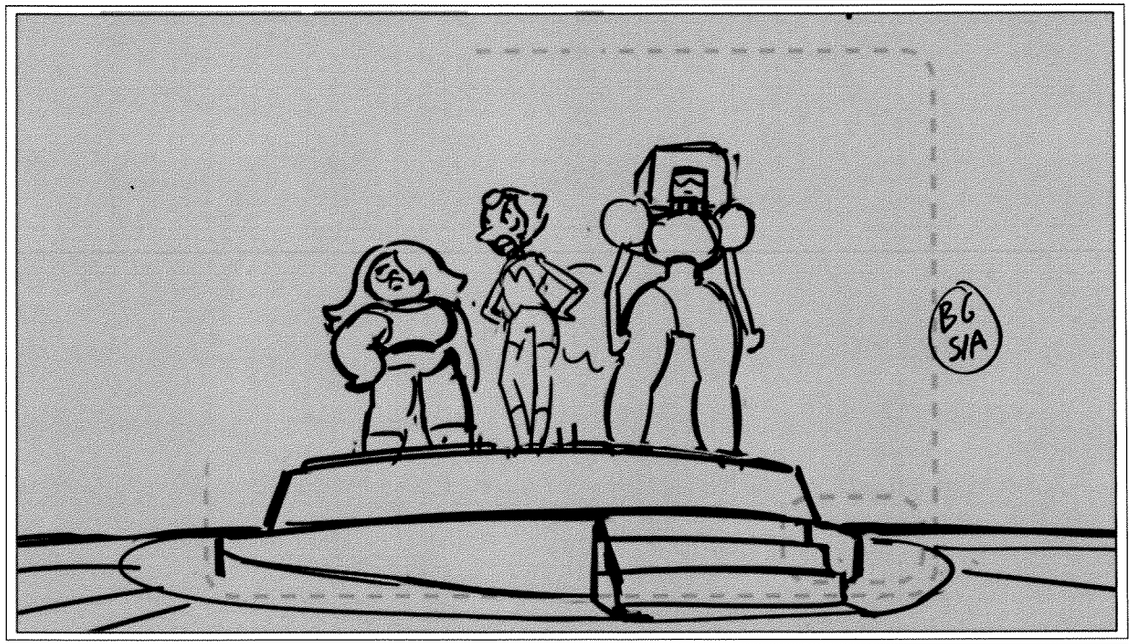
Slugging

1.03

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Scene	Panel
1	3 CONT



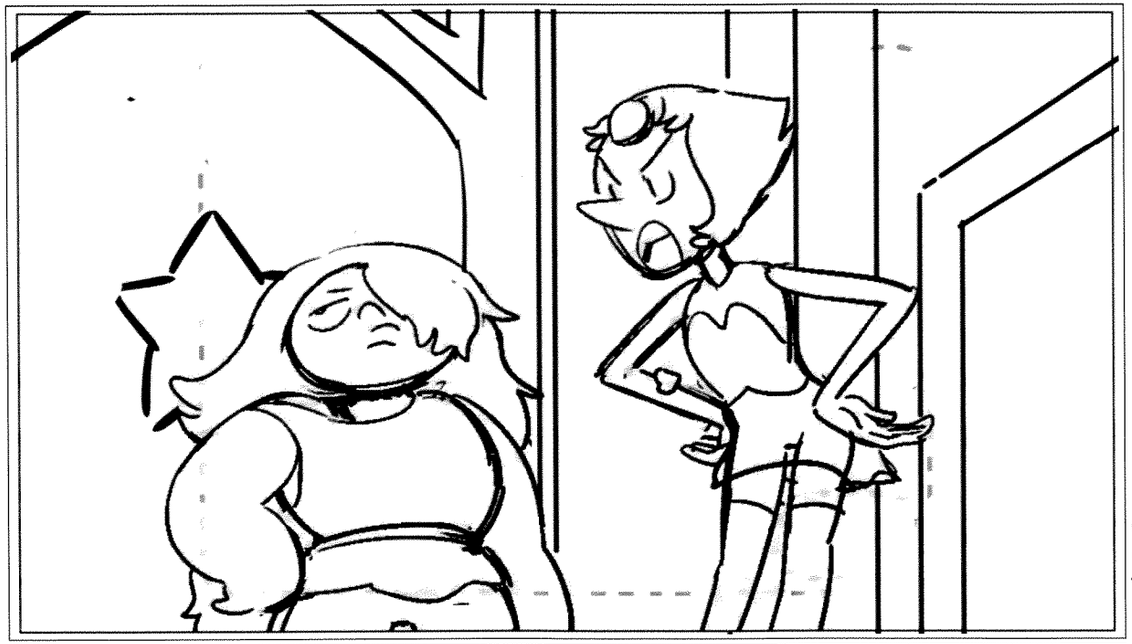
Dialog

PEARL: HOW COULD YOU POSSIBLLY THINK...

Slugging

1.09

Scene	Panel
2	1



Dialog

PEARL: PUNCHING A BLOOD POLYP WAS A GOOD IDEA?

Action Notes

Pearl and Amethyst argue

Slugging

5.04

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1020.011

1020.011

1020.011

Scene	Panel
2	2 CONT



Dialog

PEARL: LOOK AT ALL THIS GUNK YOU GOT ON ME!

Slugging

1.06

Scene	Panel
2	2 CONT 3



Slugging

0.04

JUL 09 20

1020.011

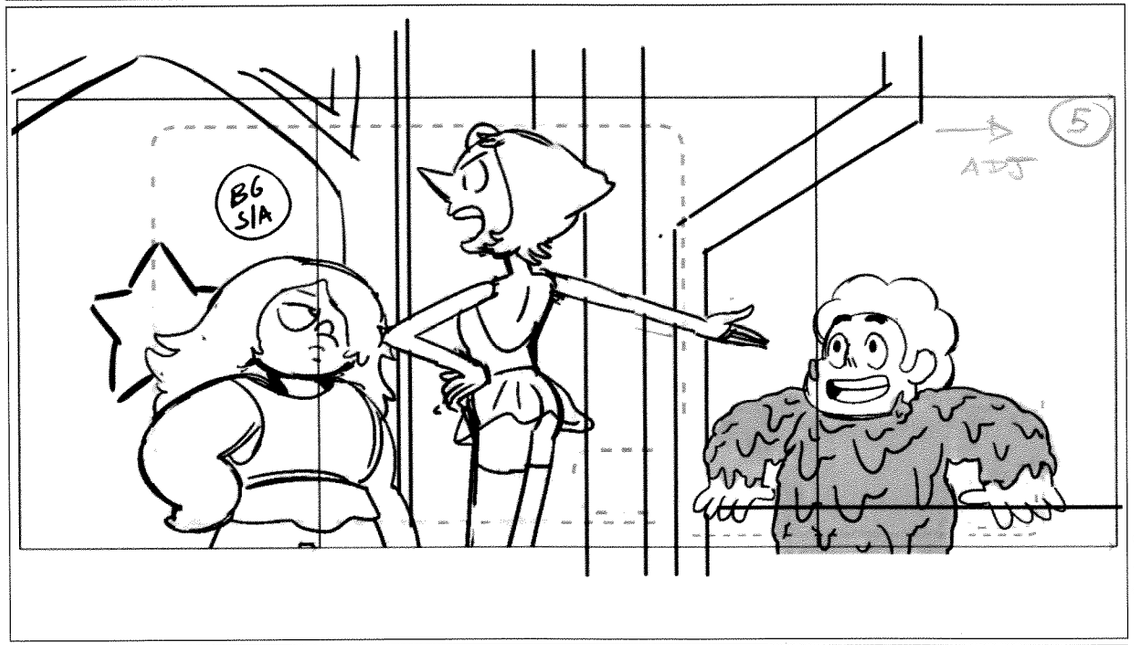
1020.011

Scene	Panel
2	4 CONT



Slugging
0.09

Scene	Panel
2	5 CONT



Dialog
PEARL: AND LOOK AT STEVEN!!

Action Notes
Adjust for Steven

Slugging
2.02

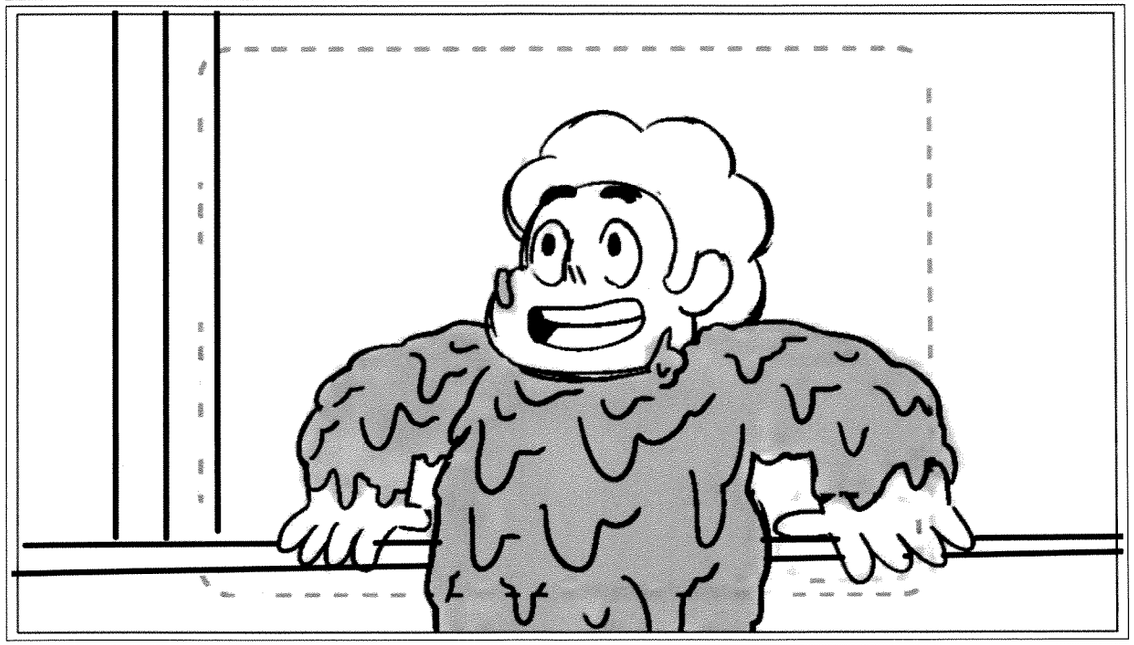
HOLD then ADJ then HOLD.

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1020.011

Scene	Panel
3	1



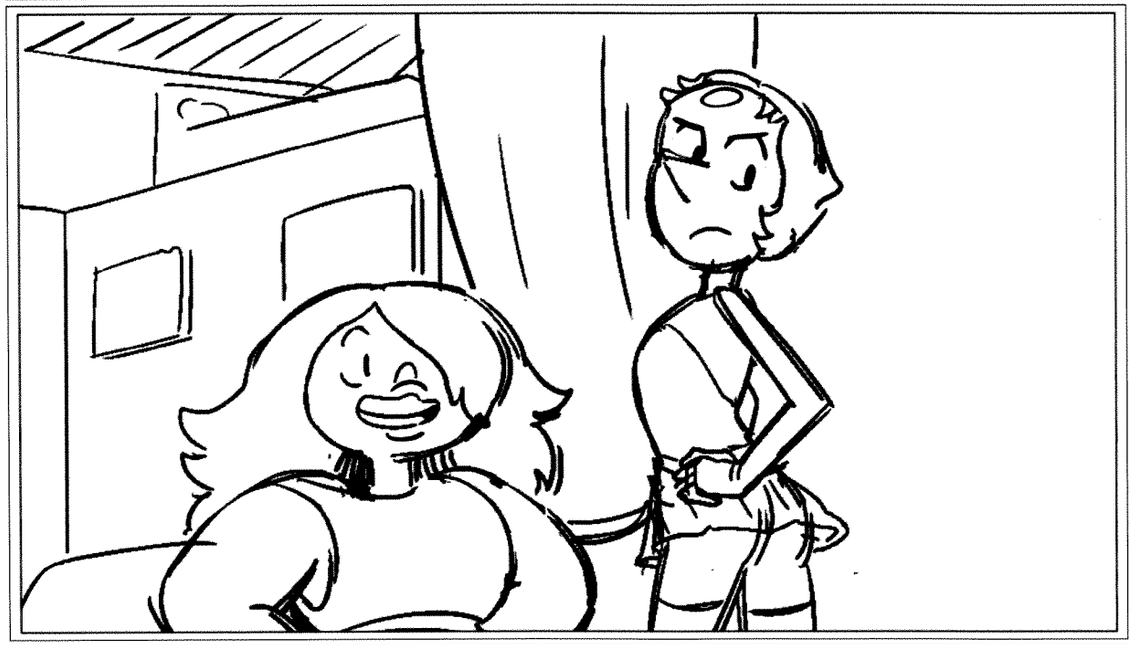
Dialog

STEVEN: IT'S NOT SO BAD ONCE YOU GET USED TO IT.

Slugging

3.09

Scene	Panel
4	1



Dialog

AMETHYST: SEE?

Slugging

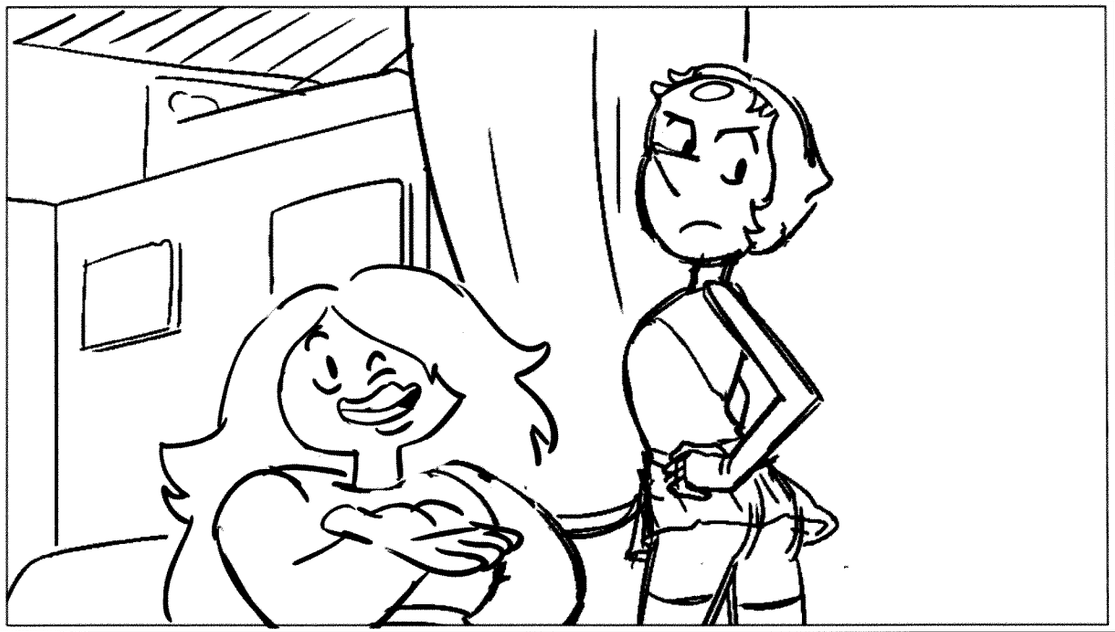
Panels 1 + 2 = 2.13

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1020.011

Scene	Panel
4	2 CONT



1020.011

Dialog

AMETHYST: HE LIKES IT!

Scene	Panel
4	3 CONT



1020.011

Dialog

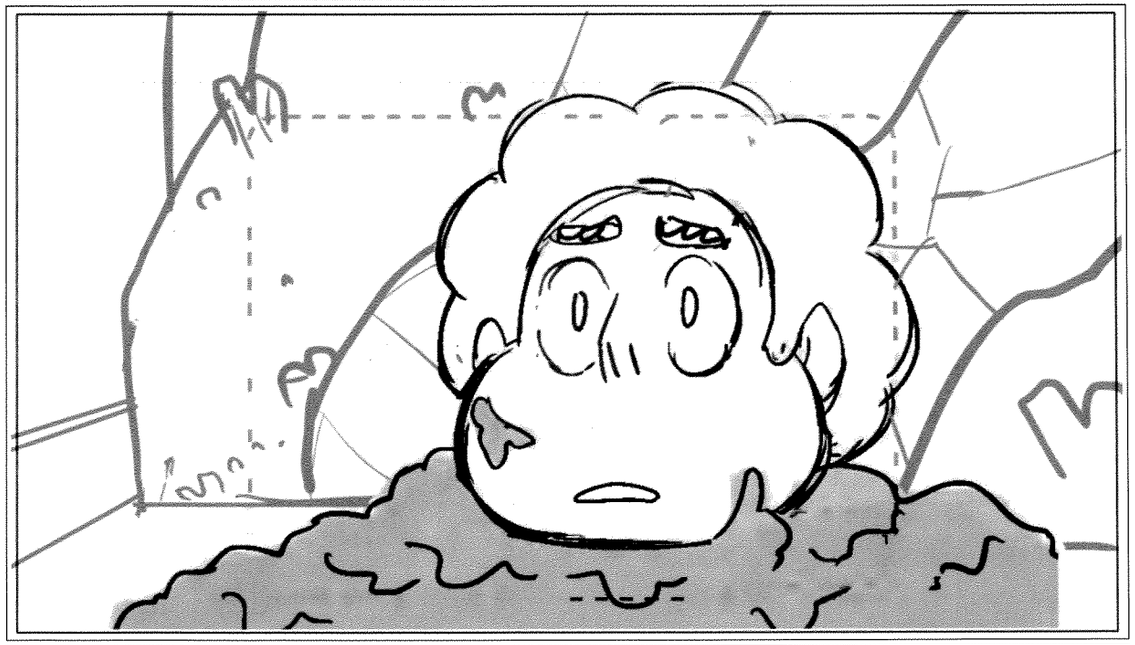
PEARL: HE CERTAINLY WON'T LIKE IT WHEN IT HARDENS!

Slugging

2.11

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Scene	Panel
5	1



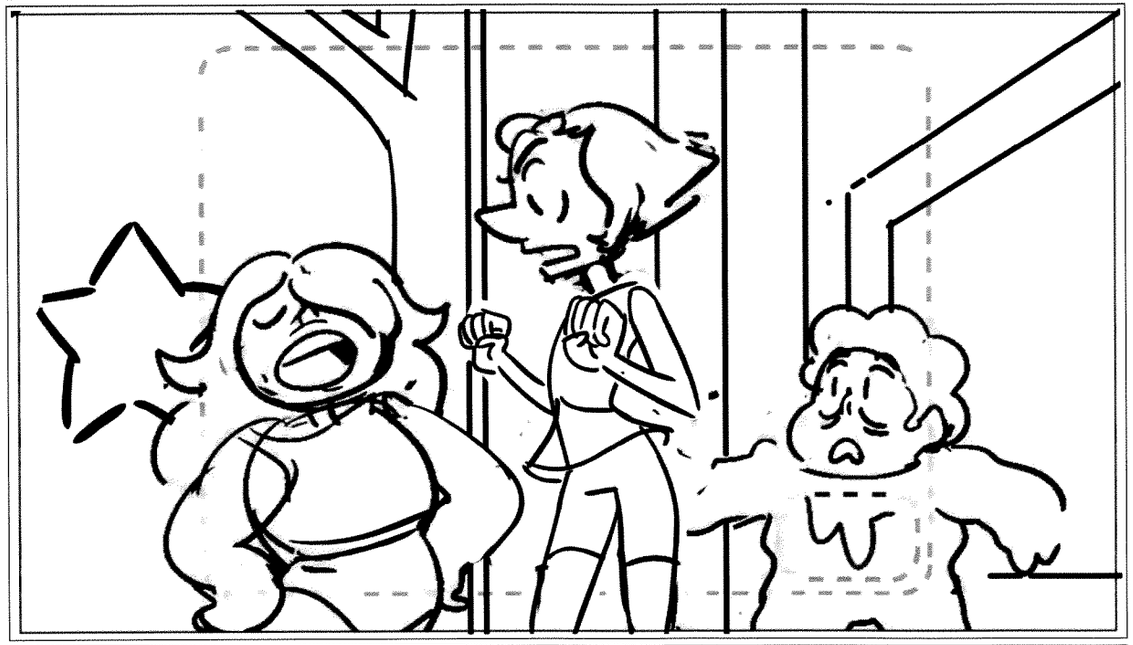
Dialog

STEVEN: UH… WHAT?

Slugging

2.01

Scene	Panel
6	1



Dialog

AMETHYST: MAYBE HE WILL!

Slugging

2.04

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1020.011

1020.011

Scene	Panel
6	CONT 2



1020.011

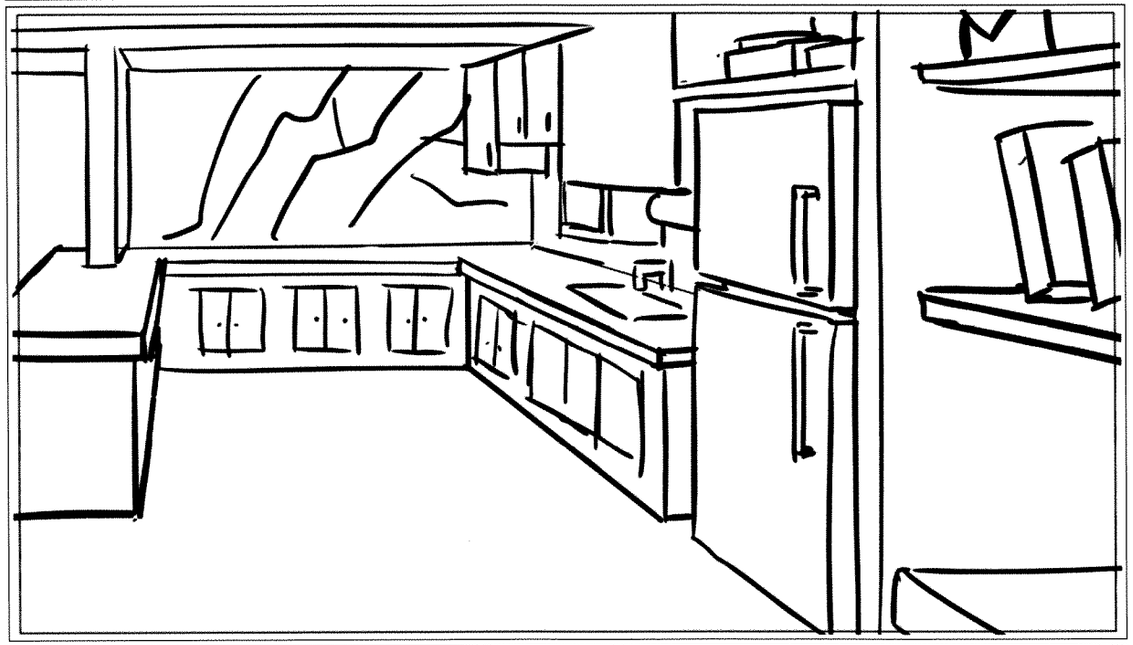
Dialog

STEVEN: I'M GONNA GO WASH.

Slugging

2.10

Scene	Panel
7	1



1020.011

Dialog

PEARL (os): HE SHOULDN'T ...

Action Notes

SFX: <Gunk loudly hardening>

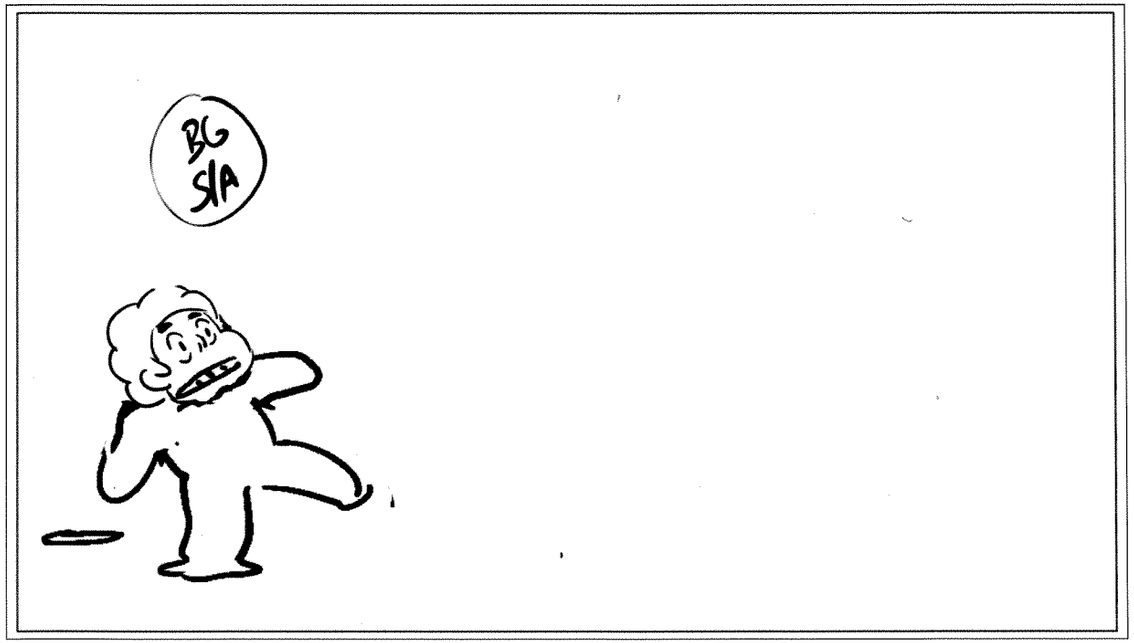
Slugging

0.04

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1020.011

Scene	Panel
7	2 CONT

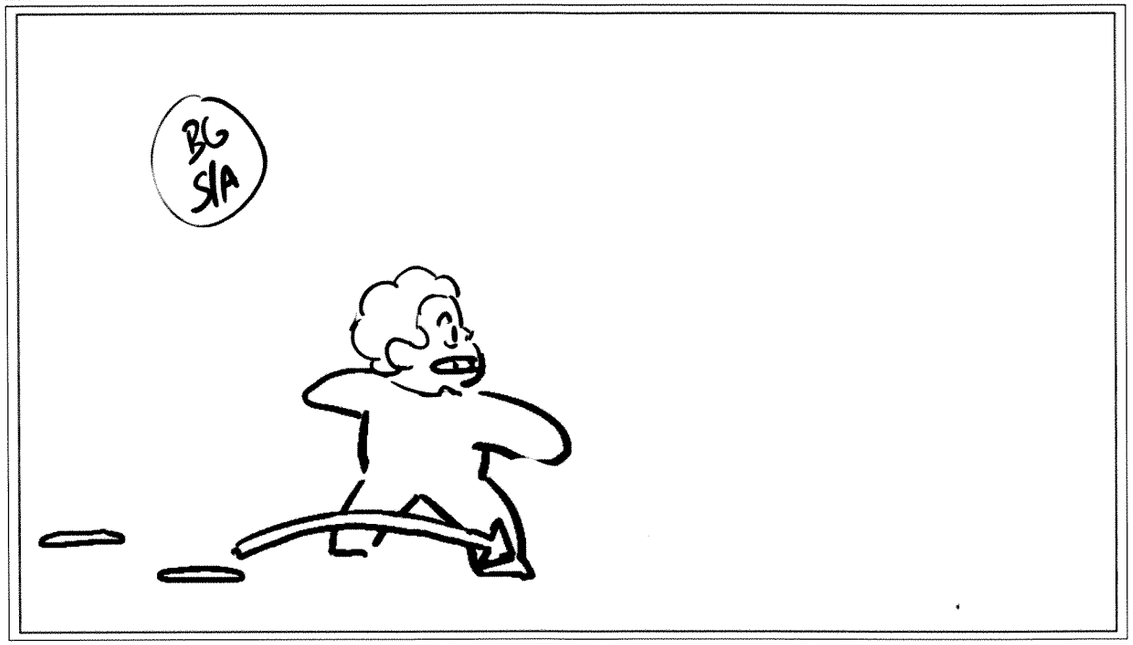


Dialog
PEARL (os): ...HAVE BEEN...

Action Notes
SFX: <Gunk loudly hardening>
Steven walks IN screen left.

Slugging
0.11

Scene	Panel
7	3 CONT



Dialog
PEARL (os): ...SO CLOSE ...

Action Notes
SFX: <Gunk loudly hardening>

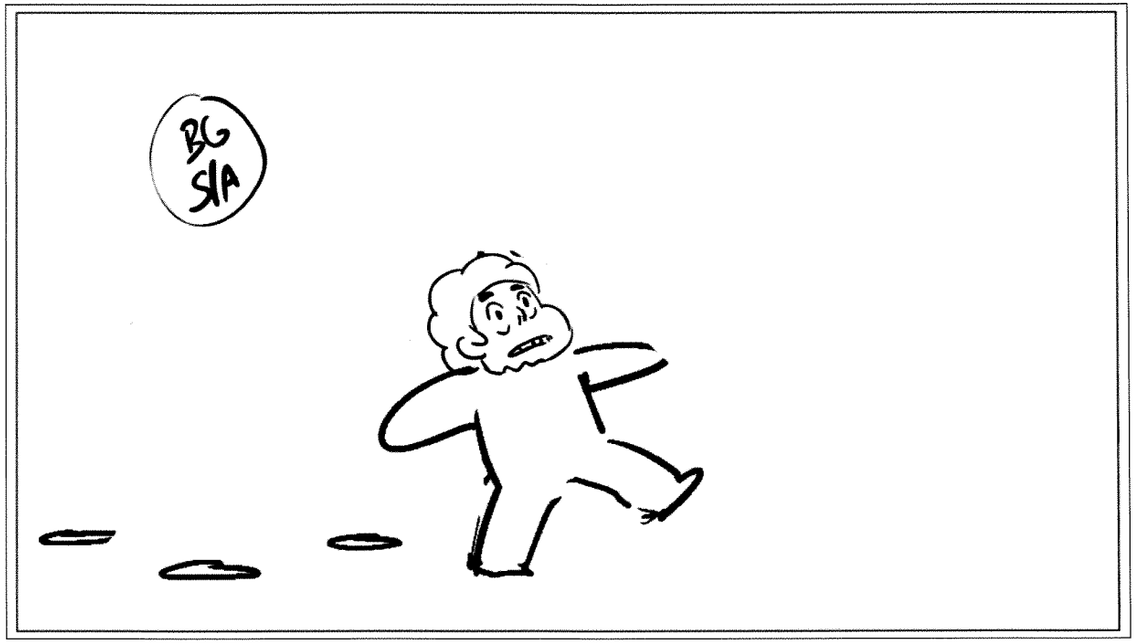
Slugging
0.11

JUL 09 201

1020.011

1020.011

Scene	Panel
7	4 CONT



Dialog

PEARL (os): ... IN THE FIRST...

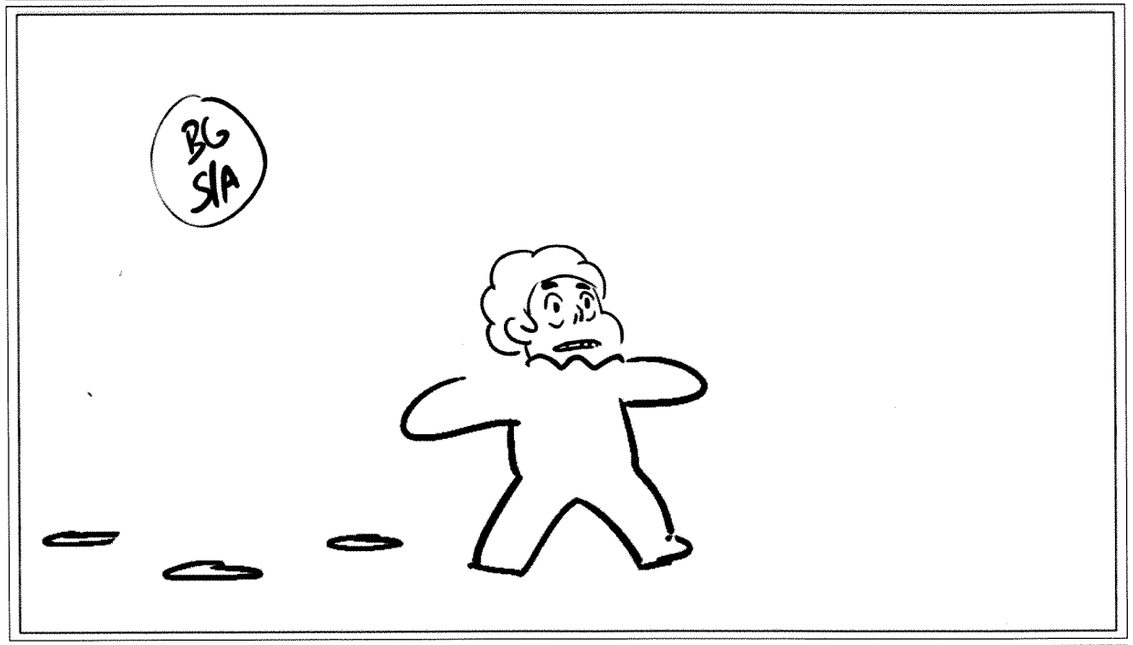
Action Notes

SFX: <Gunk loudly hardening>

Slugging

1.00

Scene	Panel
7	5 CONT



Dialog

PEARL(os): ...PLACE!

Action Notes

SFX: <Gunk loudly hardening>

Slugging

1.02

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Scene	Panel
7	CONT 6



Dialog

AMETHYST (os): HOW WAS I SUPPOSED TO KNOW THEY'D

Slugging

1.04

Scene	Panel
8	1



Dialog

AMETHYST (os): ...POP?

STEVEN: (STRAINING EFFORTS)

Slugging

Panels 1 +2 = 1.00

JUL 09 20..

1020.011

1020.011

1020.011

Scene	Panel
8	2 CONT



Dialog

AMETHYST (os): ...POP?

STEVEN: (STRAINING EFFORTS)

Action Notes

Steven struggles to move

Scene	Panel
8	3 CONT



Dialog

STEVEN: UH… GUYS?

Slugging

2.03

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1020.011

1020.011

Scene	Panel
8	4 CONT



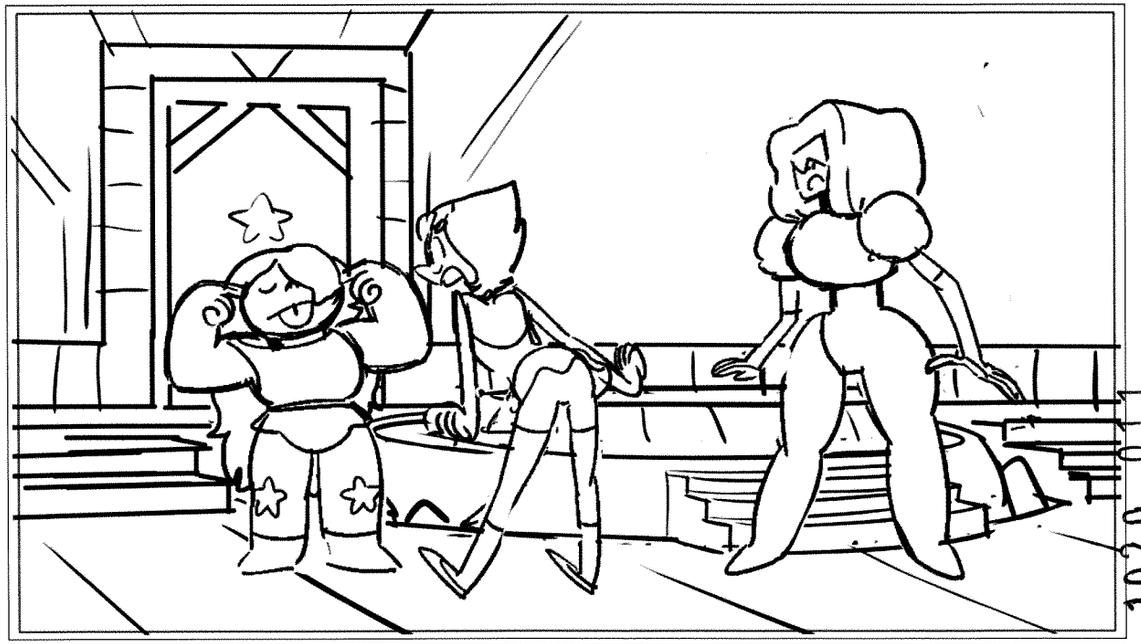
Dialog

PEARL (os): (*SHOUTING) YOU'RE ALWAYS PUTTING US IN DANGER ...

Slugging

2.00

Scene	Panel
9	1



Dialog

PEARL: ...WITH YOU LITTLE OUTBURSTS!

Slugging

2.08

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Scene	Panel
10	1



Dialog

PEARL: (*SHAKING IN ANGER) YOU ARE JUST…!!! SO…

Slugging

5.00

Notes

H.U. Pearl to previous scene.

Scene	Panel
11	1



Dialog

PEARL (os): ...CHILDISH…

Action Notes

Amethyst waves hand open
imitating Pearl rambling.
Cycle panels 1 + 2 x 3

Slugging

Panels 1 + 2 = 1.13

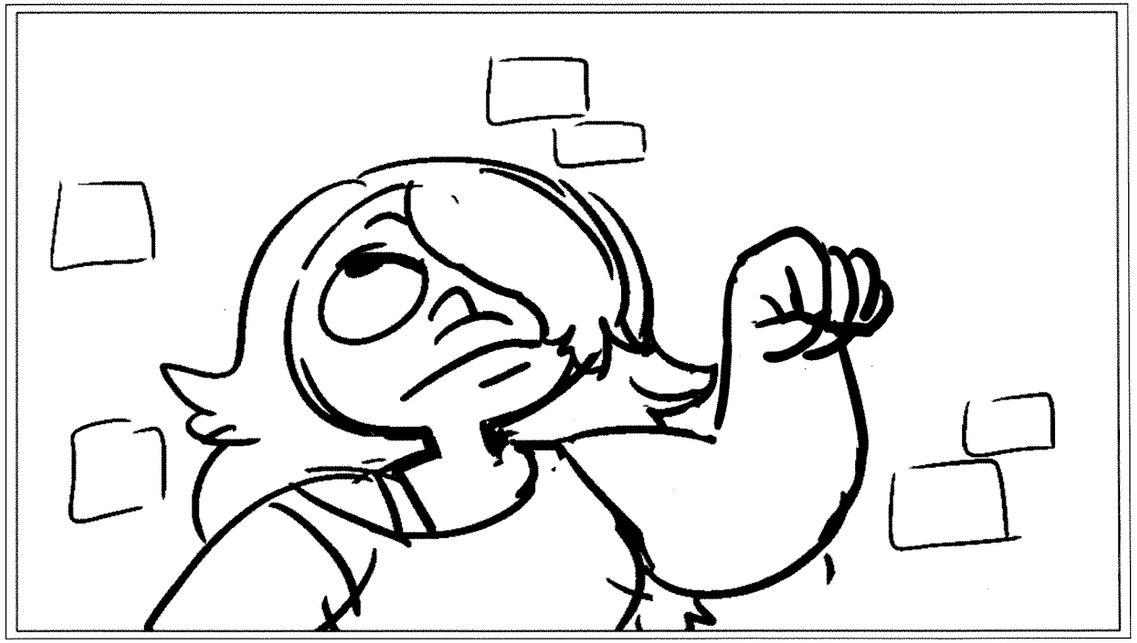
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1020.011

1020.011

Scene	Panel
11	2 CONT



1020.011

Dialog

PEARL (os): ...CHILDISH…

Action Notes

Amethyst waves hand closed.

Scene	Panel
11	3 CONT



1020.011

Dialog

AMETHYST: YEAH, YEAH.

Slugging

1.08

JUL 09 2013

Scene	Panel
11	4 CONT



Dialog

AMETHYST: DON'T FORGET "RECKLESS",

Action Notes

Amethyst counts the words on her fingers.

Slugging

Panels 4 to 6 = 3.06

Scene	Panel
11	5 CONT



Action Notes

Amethyst counts the words on her fingers.

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Scene	Panel
11	6 CONT



Dialog

AMETHYST: VULGAR",...

Action Notes

Amethyst counts the words on her fingers.

Scene	Panel
11	7 CONT



Dialog

AMETHYST: ..."LOUDMOUTH"…

Action Notes

Amethyst makes air quotes.
cycle this panel with next x2

Slugging

Panels 7 + 8 = 1.13

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1020.011

1020.011

Scene	Panel
11	CONT 8



Dialog

AMETHYST: ..."LOUDMOUTH"…

Scene	Panel
12	1



Slugging

Panels 1 + 2 = 3.13

Notes

H.U. Amethyst to previous scene.

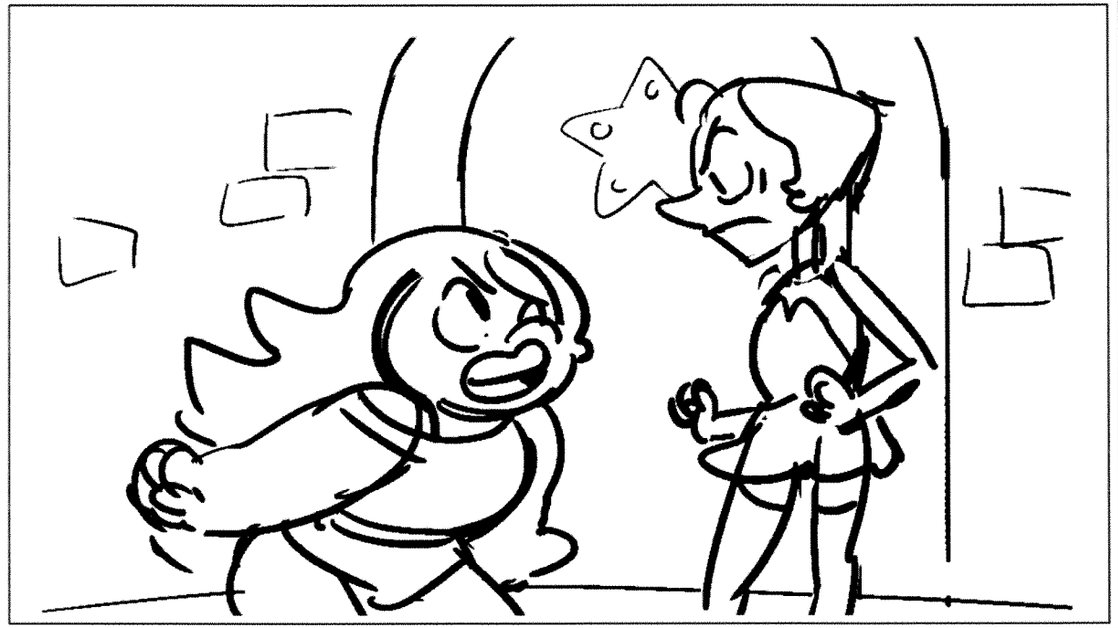
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1020.011

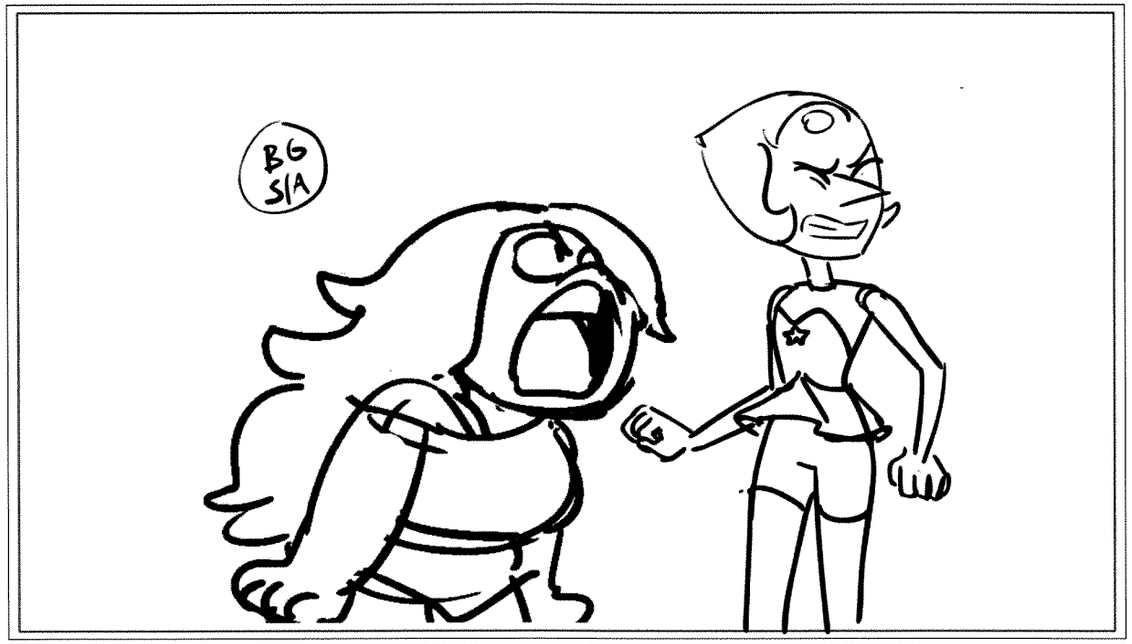
Scene	Panel
12	CONT 2



Dialog

AMETHYST: THAT'S JUST WHAT MAKES ME SO AWESOME!!

Scene	Panel
12	CONT 3



Dialog

AMETHYST: RIGHT...

Slugging

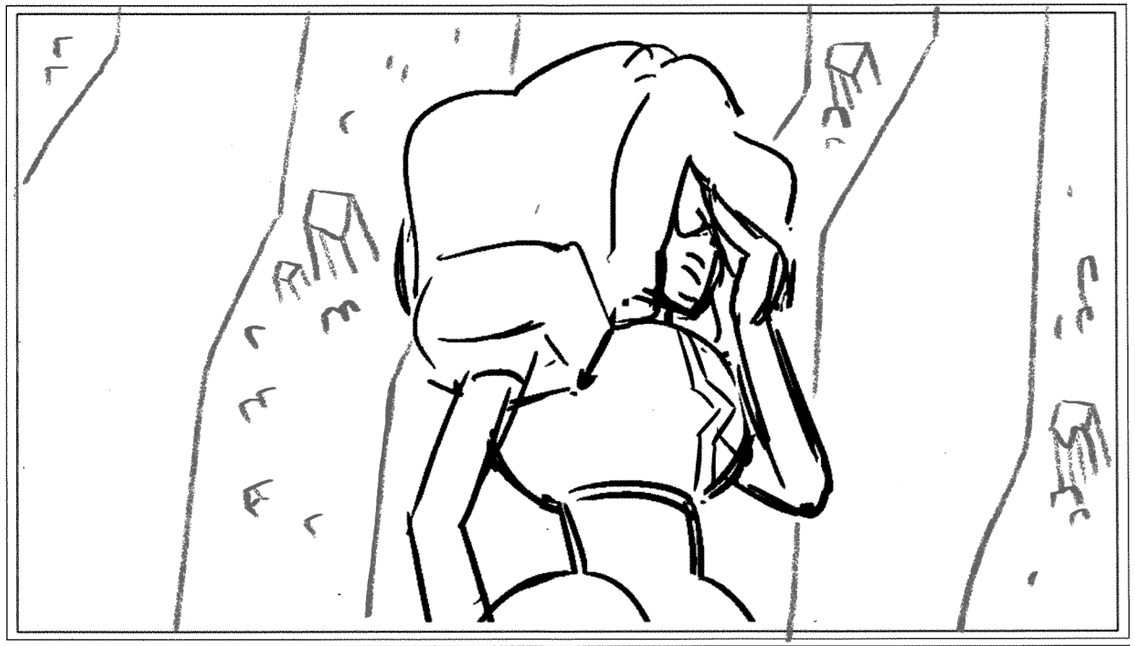
0.14

1020-011

1020.011

1020.011

Scene	Panel
13	1



Dialog

AMETHYST (os): ...GARNET?!!

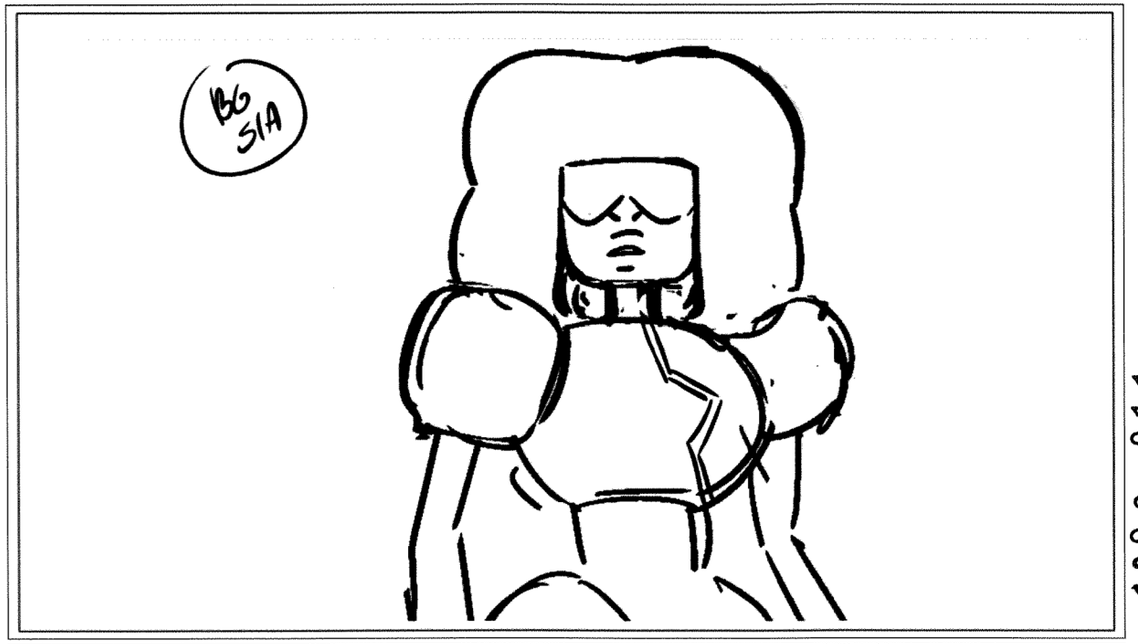
Action Notes

GARNET: <SLOW, PAINED, NASAL SIGH>

Slugging

1.15

Scene	Panel
13	CONT 2



Dialog

GARNET: AMETHYST.

Slugging

1.12

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Scene	Panel
14	1



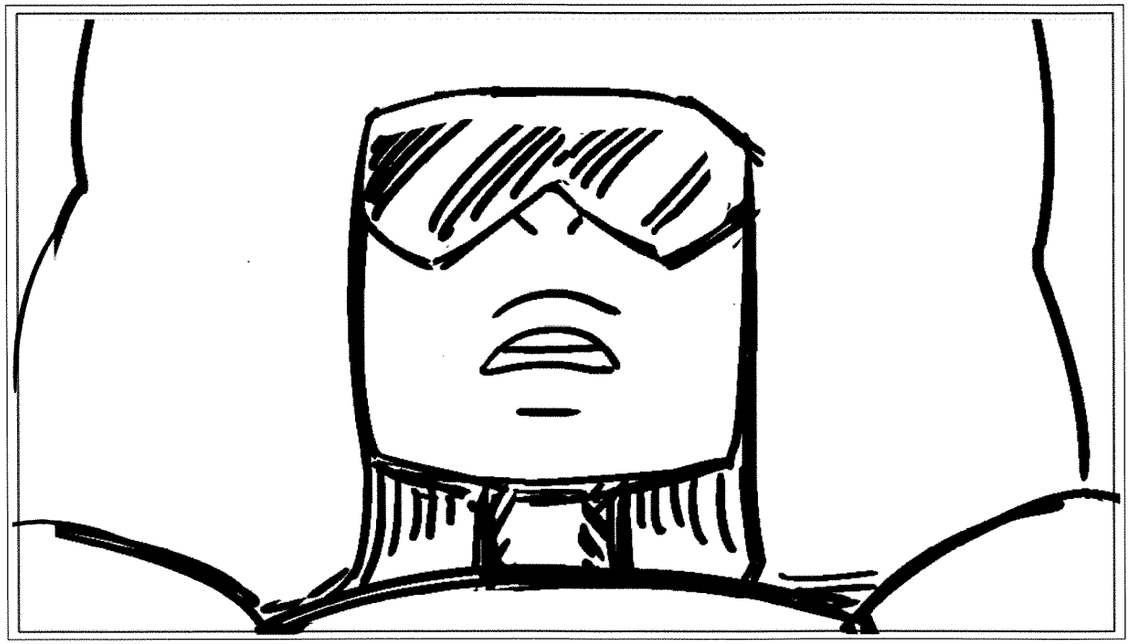
Dialog

GARNET (os): YOU ARE A CRYSTAL GEM.

Slugging

2.11

Scene	Panel
15	1



Dialog

GARNET: YOU NEED TO ACT LIKE IT.

Slugging

3.01

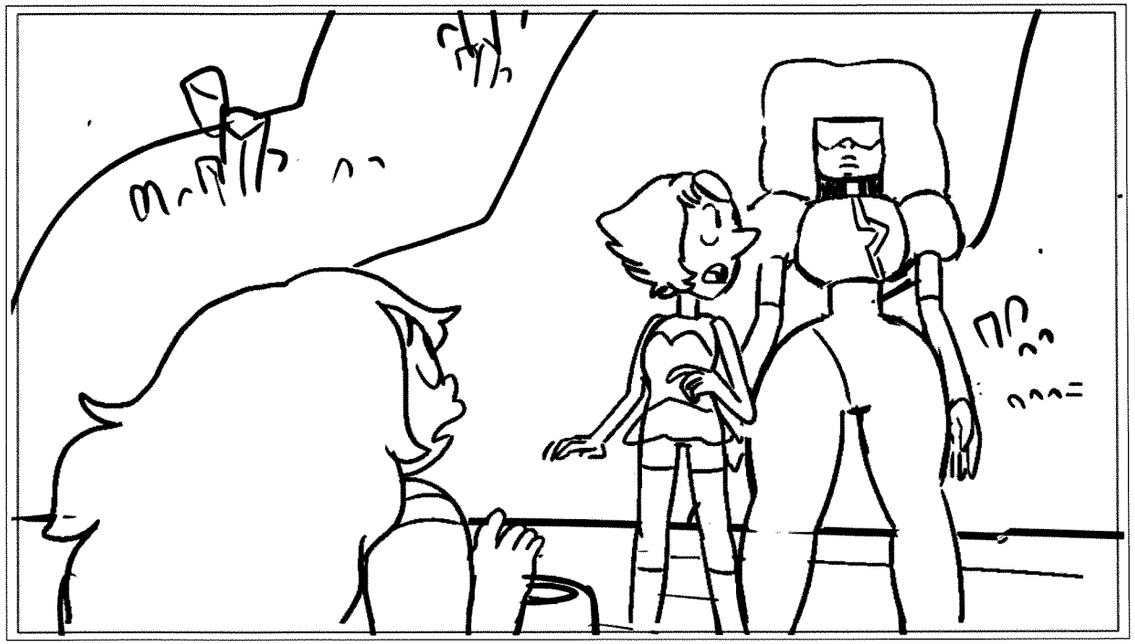
JUL 0 9 20

1020.011

1020.011

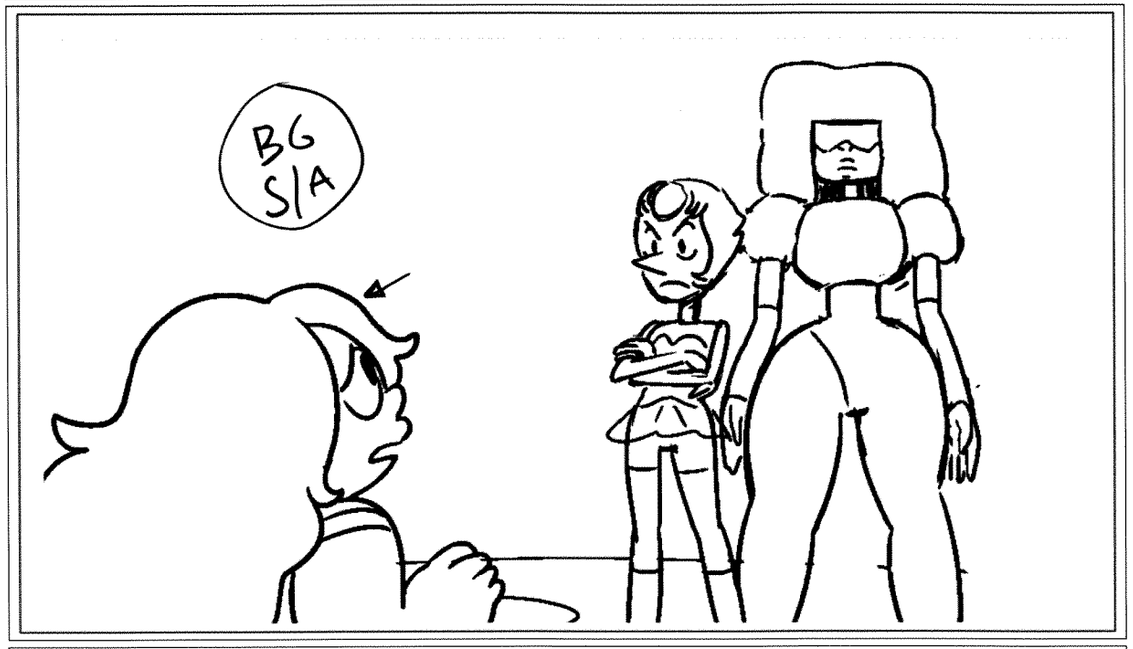
1020.011

Scene	Panel
16	1



Slugging
1.06

Scene	Panel
16	CONT 2



Slugging
1.05

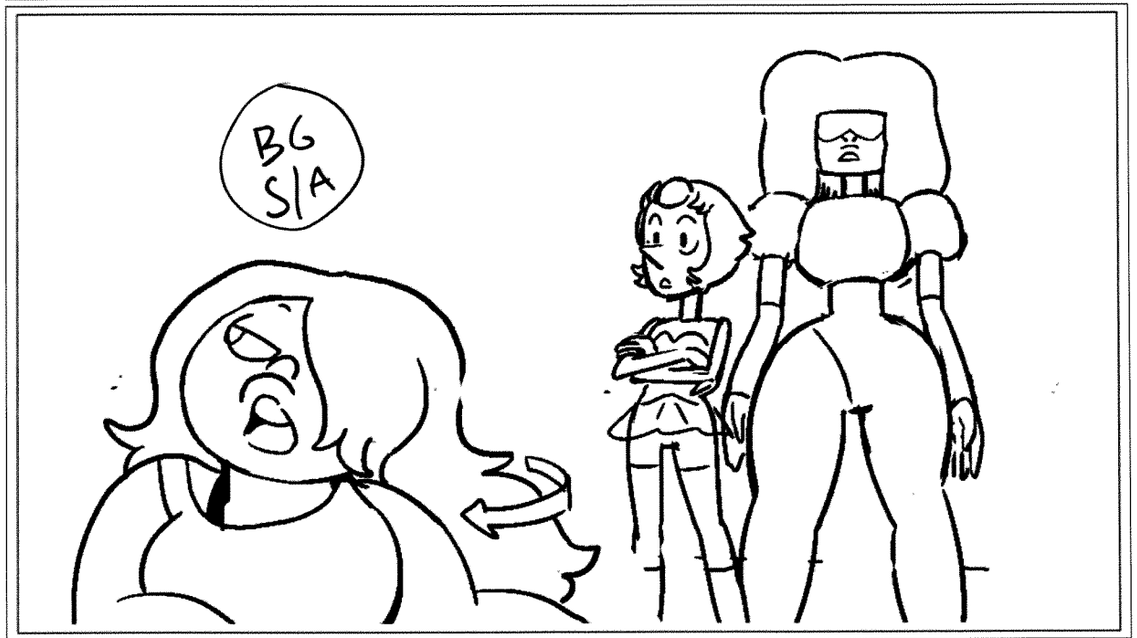
JUL 0 9 2013

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1020.011

1020.011

Scene	Panel
16	3 CONT



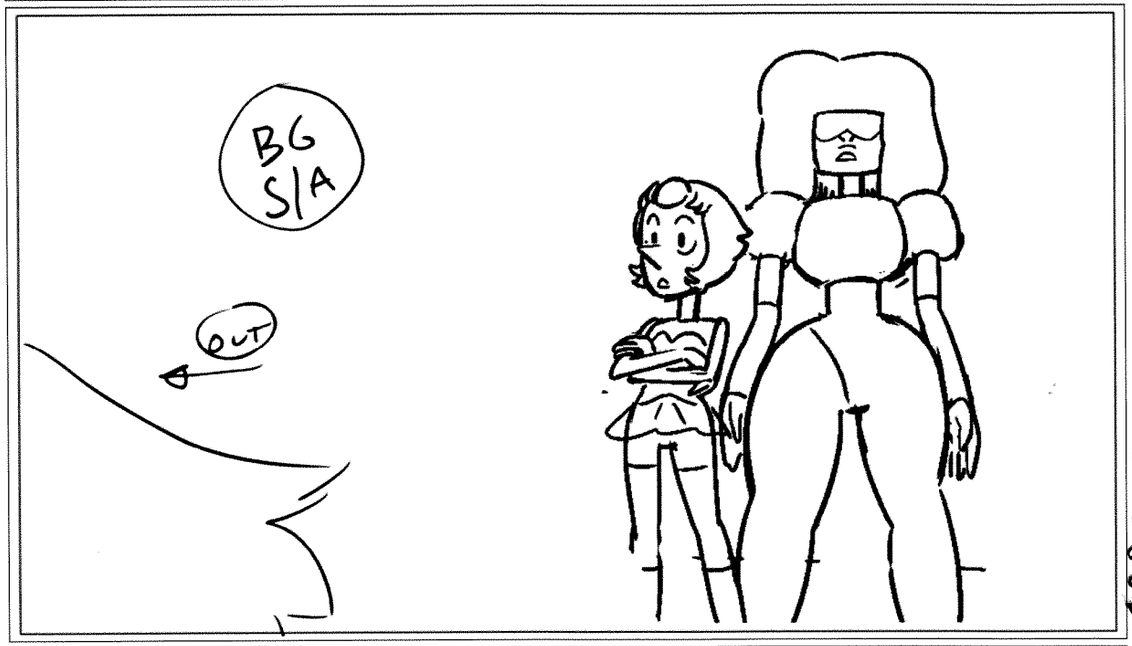
Dialog

AMETHYST: FINE!

Slugging

Panels 3 + 4 = 1.04

Scene	Panel
16	4 CONT



Action Notes

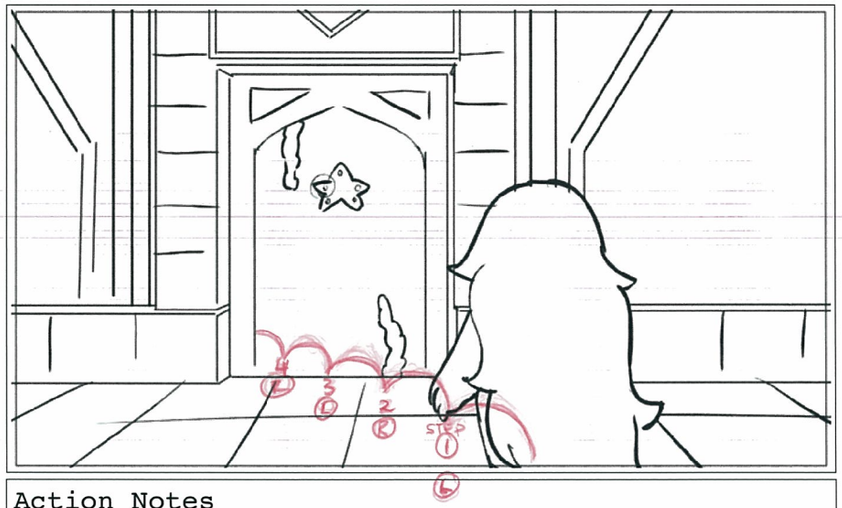
AMETHYST out

JUL 09

1020.011

1020.011

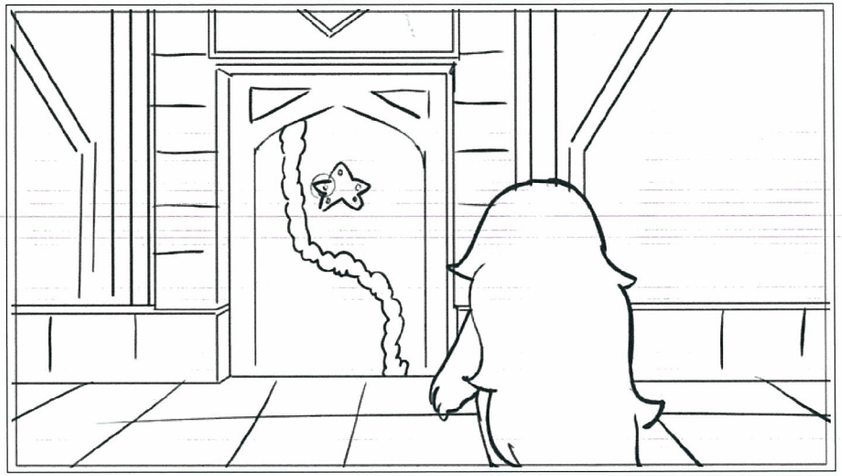
Scene	Duration	Panel	Duration
17	06:00	1	01:00



Action Notes

Amethyst walks toward the door, light shines from the left gem on the door

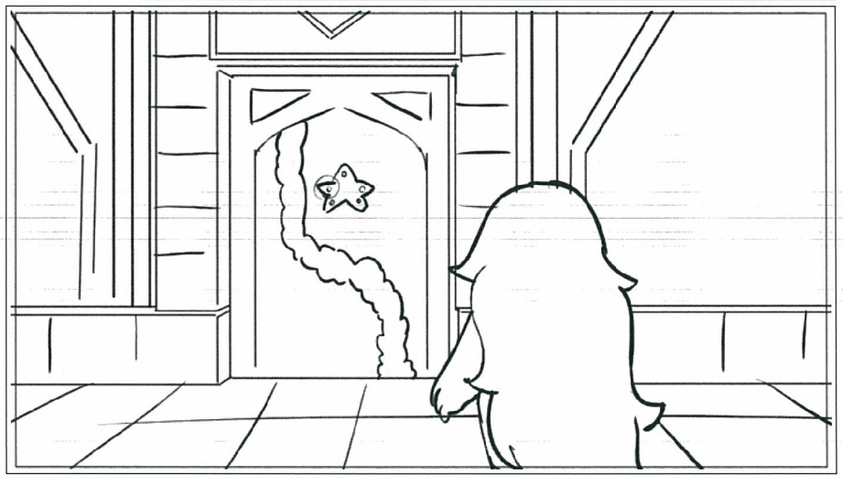
Scene	Duration	Panel	Duration
17	06:00	2	01:00



Action Notes

Amethyst walks toward the door, light shines from the left gem on the door

Scene	Duration	Panel	Duration
17	06:00	3	01:00



Action Notes

Amethyst walks toward the door, light shines from the left gem on the door

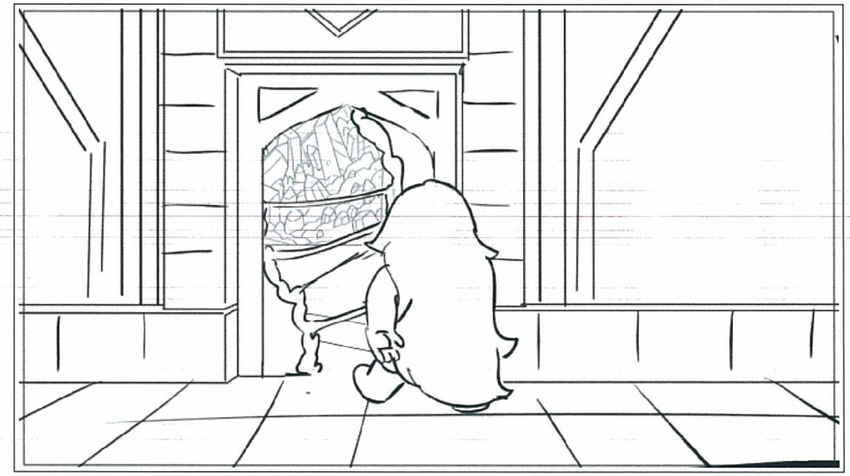
Scene	Duration	Panel	Duration
17	06:00	4	01:00



Action Notes

SFX: <Door opens>

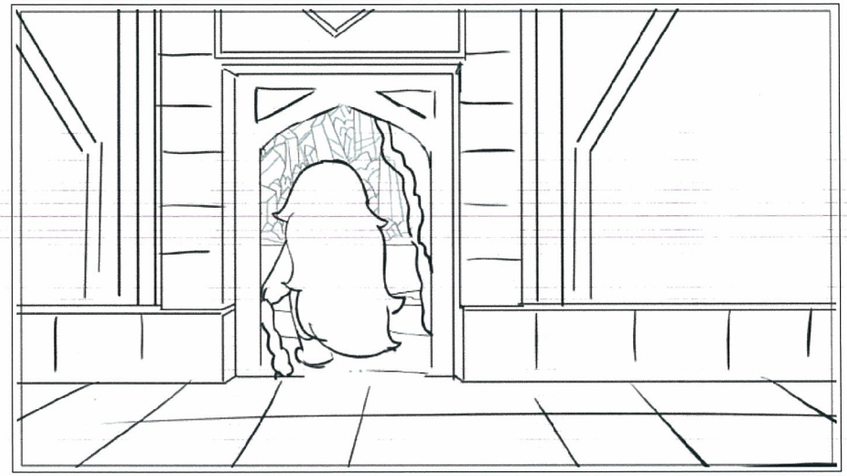
Scene	Duration	Panel	Duration
17	06:00	5	01:00



Action Notes

SFX: <Door opens>

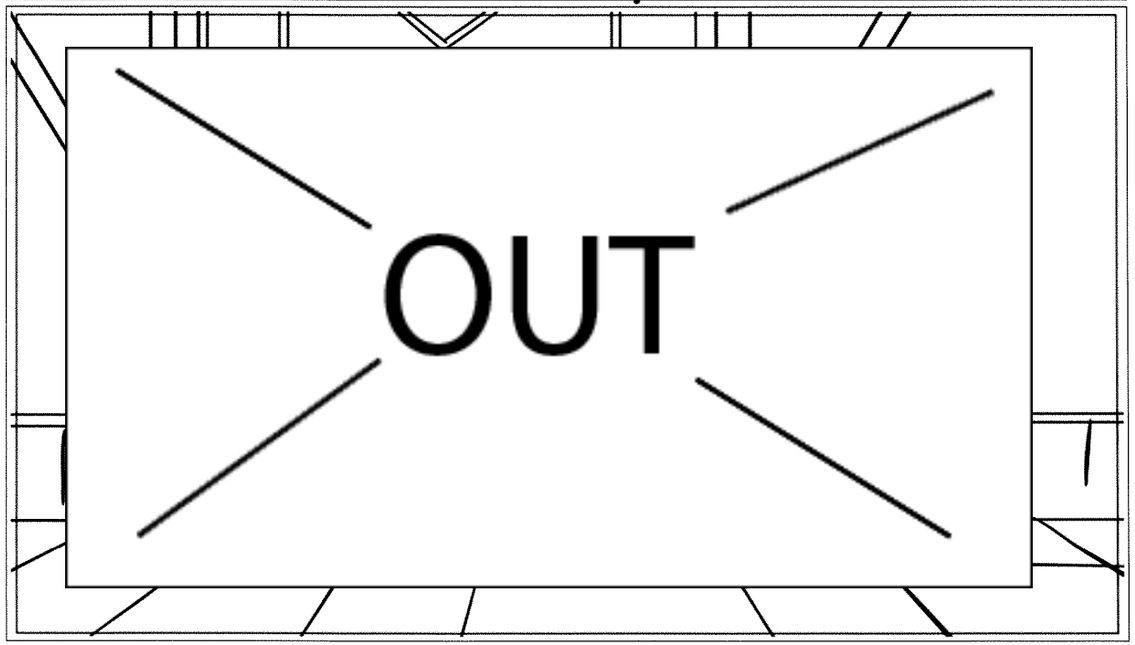
Scene	Duration	Panel	Duration
17	06:00	6	01:00



Action Notes

door closes

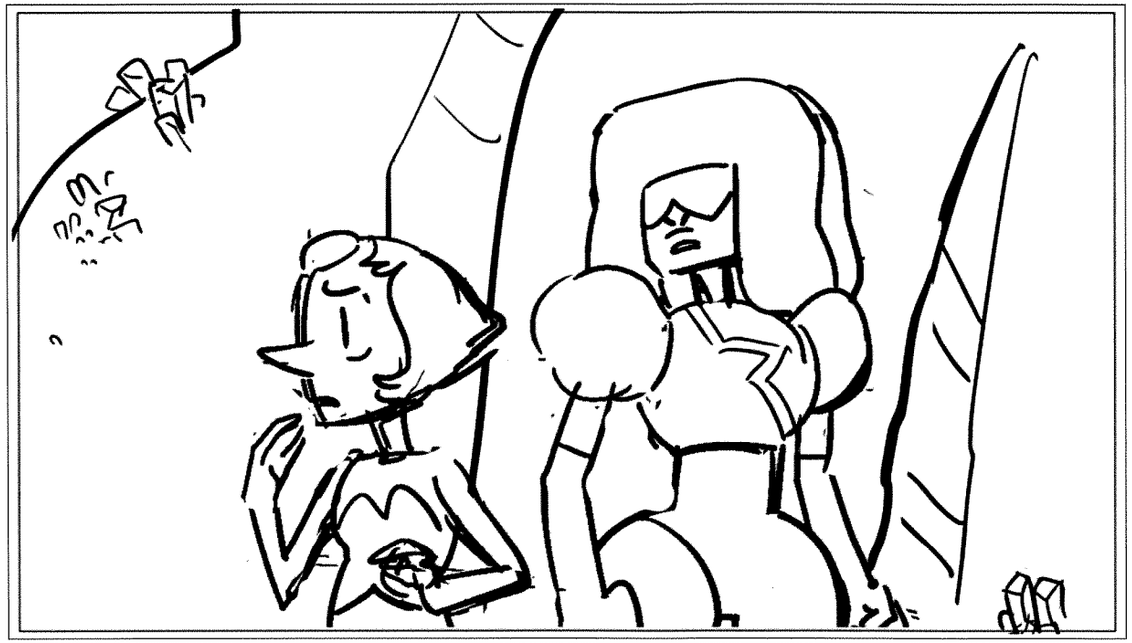
Scene	Panel
17	3 CONT



Action Notes
door closes

Slugging
0.11

Scene	Panel
18	1



Action Notes
SFX: <Door close OS>

Slugging
1.10

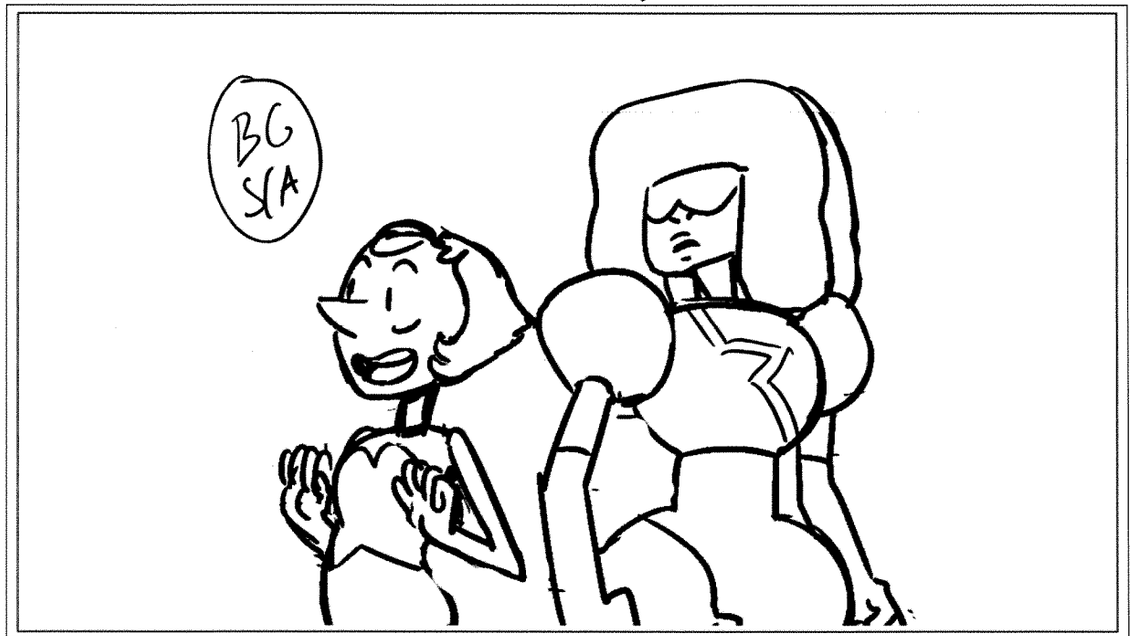
JUL 0 9 201

1020.011

1020.011

1020.011

Scene	Panel
18	2 CONT



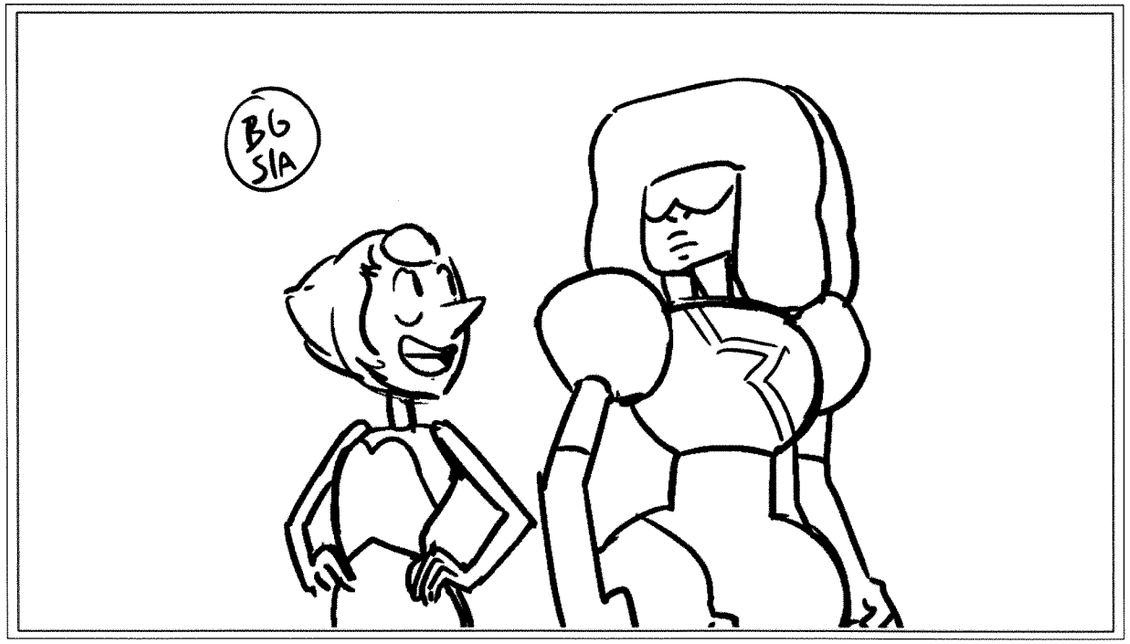
Dialog

PEARL: I THINK WE REALLY GOT...

Slugging

1.12

Scene	Panel
18	3 CONT



Dialog

PEARL: ...THROUGH TO HER!

Slugging

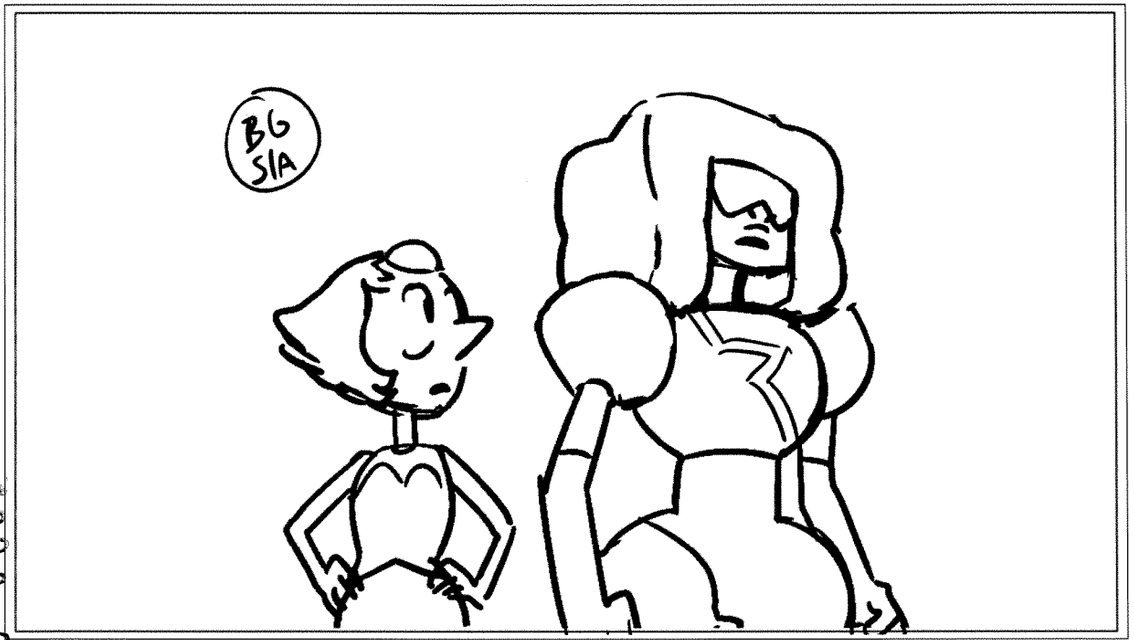
1.04

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1020.011

1020.011

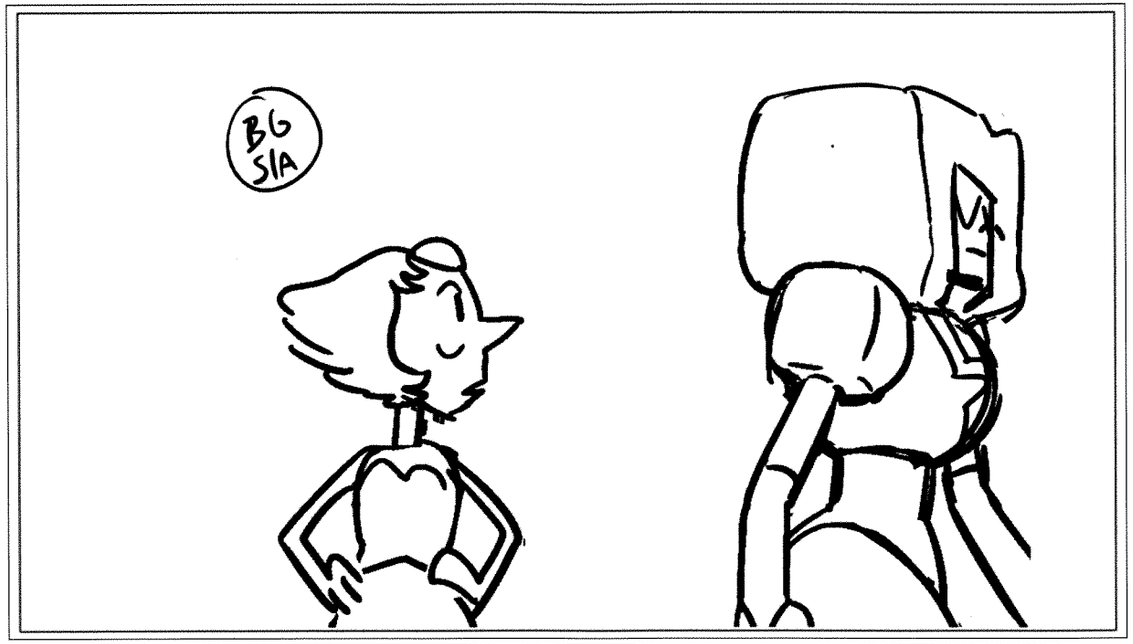
Scene	Panel
18	CONT 4



Dialog
GARNET: <SIGH>

Slugging
1.01

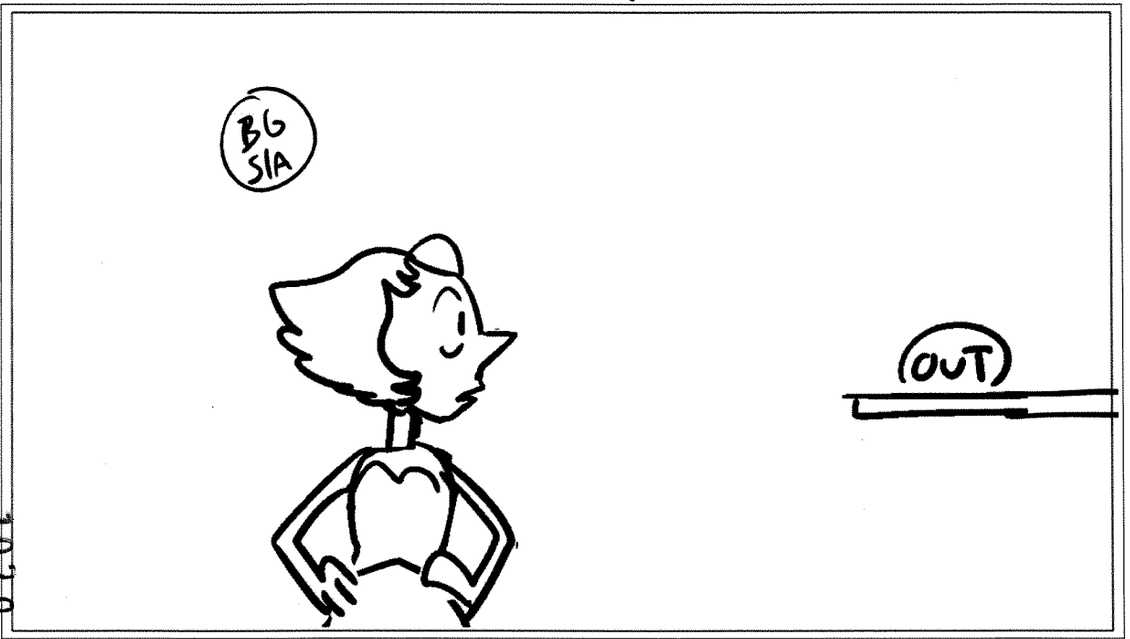
Scene	Panel
18	CONT 5



Slugging
0.11

JUL 0 9

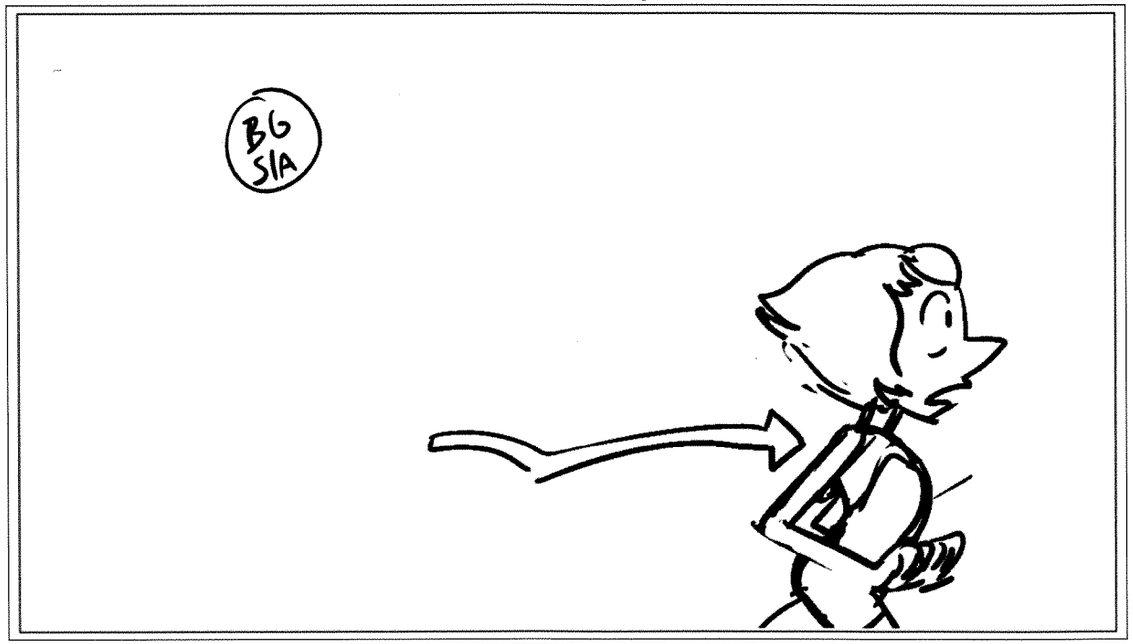
Scene	Panel
18 CONT	6



Action Notes
Garnet OUT screen right.

Slugging
0.04

Scene	Panel
18 CONT	7



Action Notes
Pearl follows Garnet OUT screen right.

Slugging
0.10

JUL 0 9 2013

1020.011

1020.011

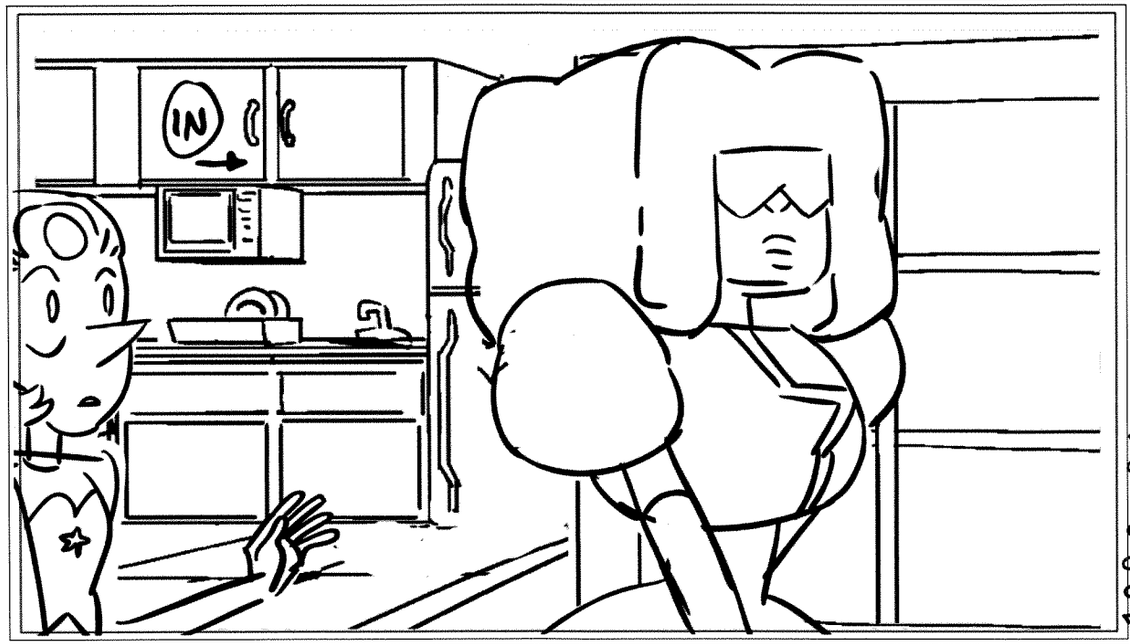
1020.011

Scene	Panel
19	1



Slugging
0.04

Scene	Panel
19	CONT 2



Action Notes
Pearl IN screen left - follows Garnet.

Slugging
Panels 2 + 3 = 0.08

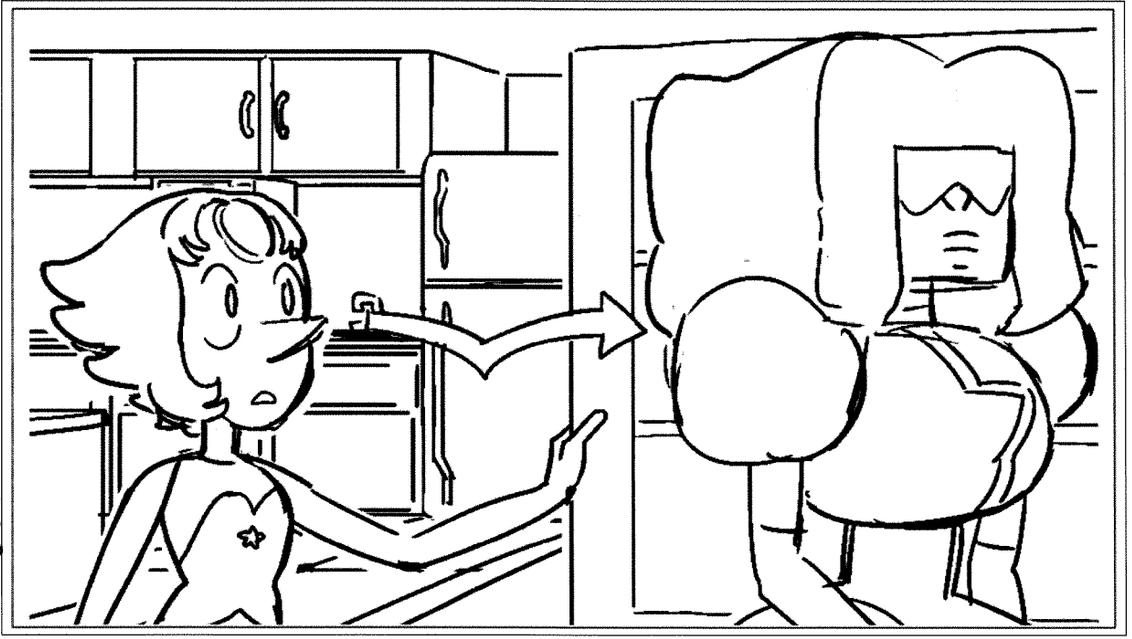
JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
19	CONT 3



Action Notes

Pearl IN screen left - follows Garnet.

Scene	Panel
19	CONT 4



Dialog

PEARL: RIGHT, GARNET?

Action Notes

Garnet OUT screen right.

Slugging

1.00

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1020-011

1020-011

1020-011

Scene	Panel
19	5 CONT



Action Notes
Pearl OUT screen right.

Slugging
0.08

Notes
Pearl closes door behind her.

Scene	Panel
19	6 CONT



Slugging
1.11

JUL 09 2013

1020.011

1020.011

Scene	Panel
19	7 CONT



1020.011

Dialog

STEVEN: … GUYS?

Slugging

1.10

Scene	Panel
19	8 CONT



1020.011

Slugging

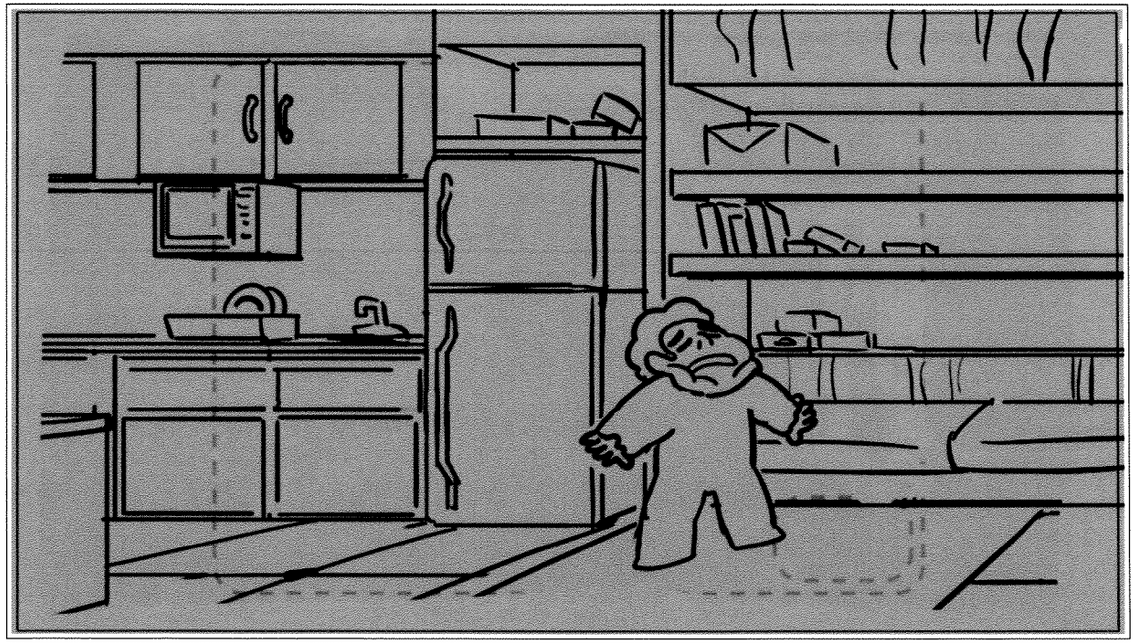
1.05

Cross-fade the end to panel 9.

JUL 09 2015

1020.011

Scene	Panel
19	9 CONT



Dialog

STEVEN: <SNORING>

Action Notes

Crossfade to night time.

Slugging

2.11

Scene	Panel
20	1



Slugging

2.10

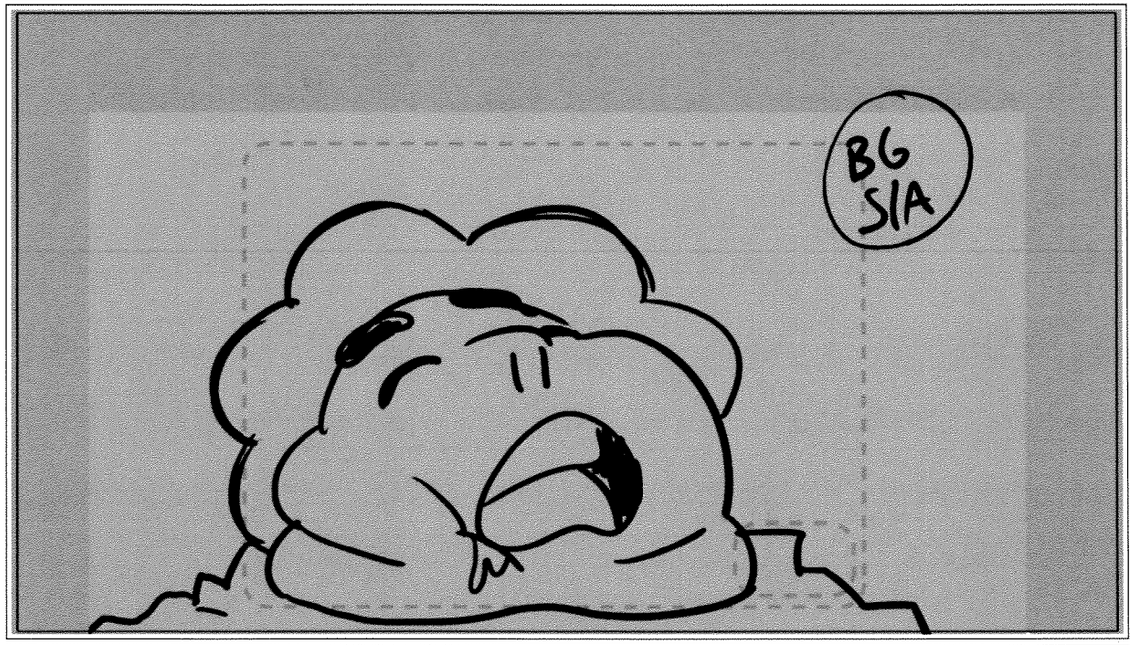
JUL 0 3 2013

1020.011

1020.011

1020.011

Scene	Panel
20 CONT	2



Dialog

STEVEN: <SNORING>

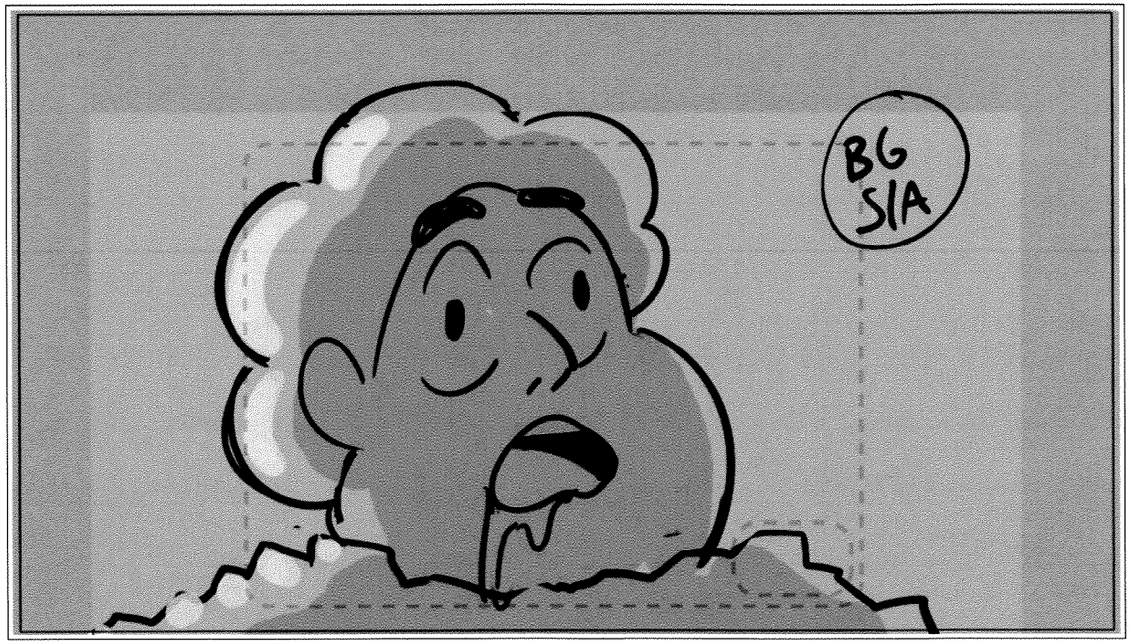
Action Notes

SFX: <Door opening OS>

Slugging

2.08

Scene	Panel
20 CONT	3



Dialog

STEVEN: SN-HUH?

Slugging

1.02

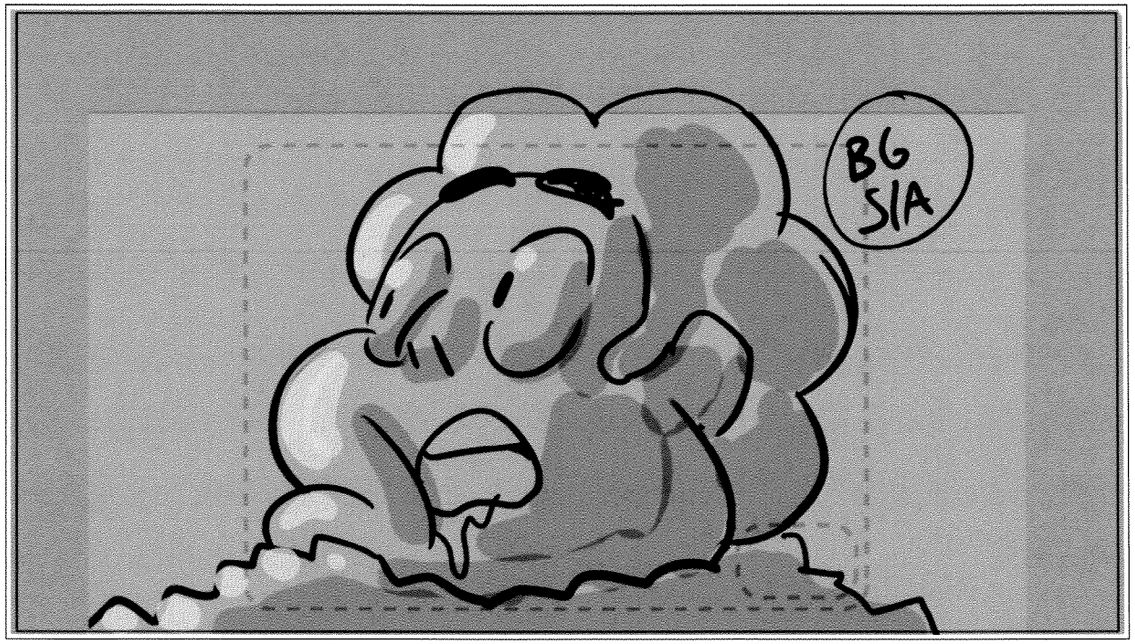
JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
20 CONT	4



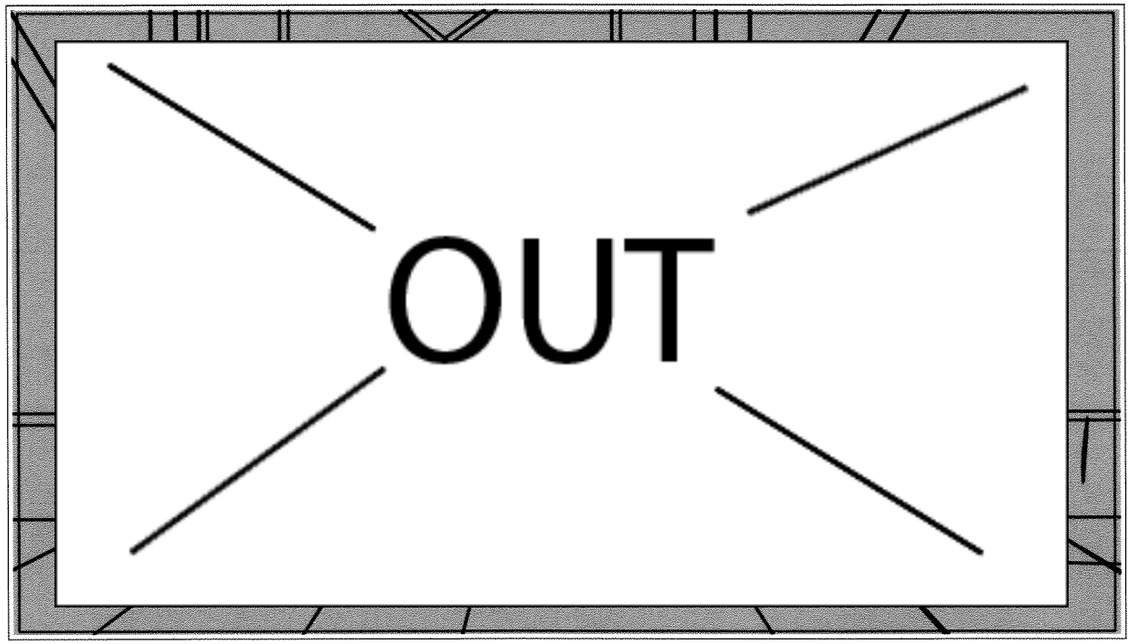
Dialog

STEVEN: HWUH?

Slugging

1.01

Scene	Panel
21	1



Slugging

0.07

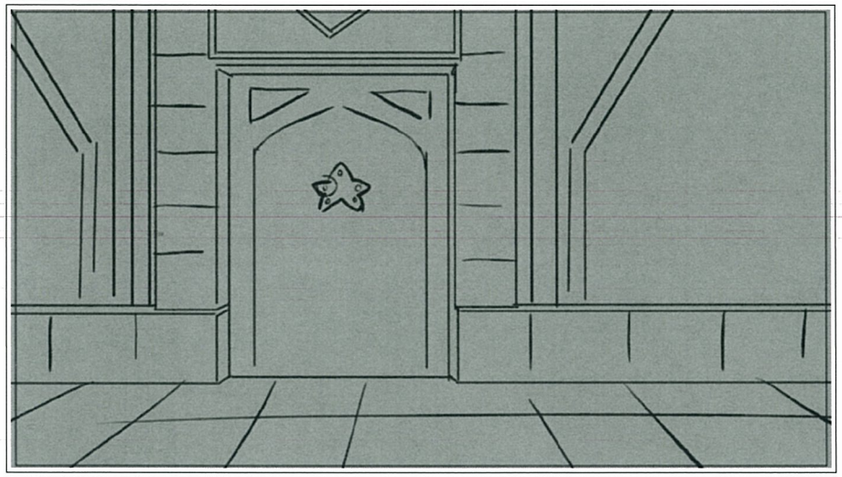
JUL 09 2013

1020.011

1020.011

1020.011

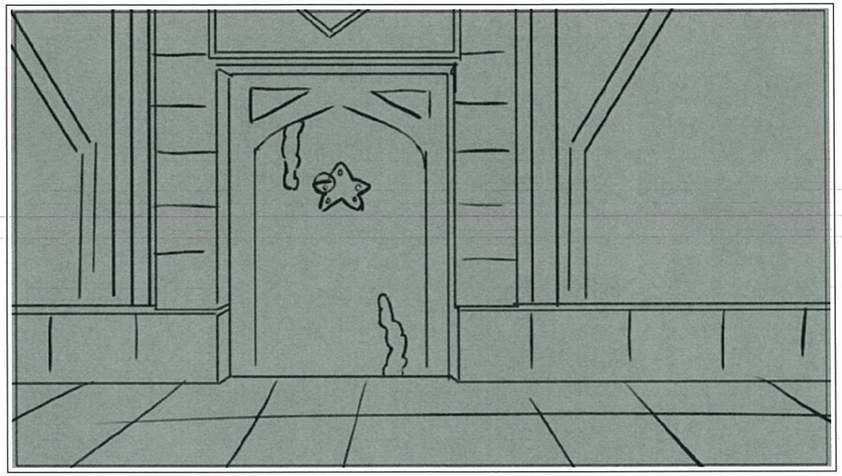
Scene	Duration	Panel	Duration
21	08:00	1	01:00



Action Notes

Left gem glows on star

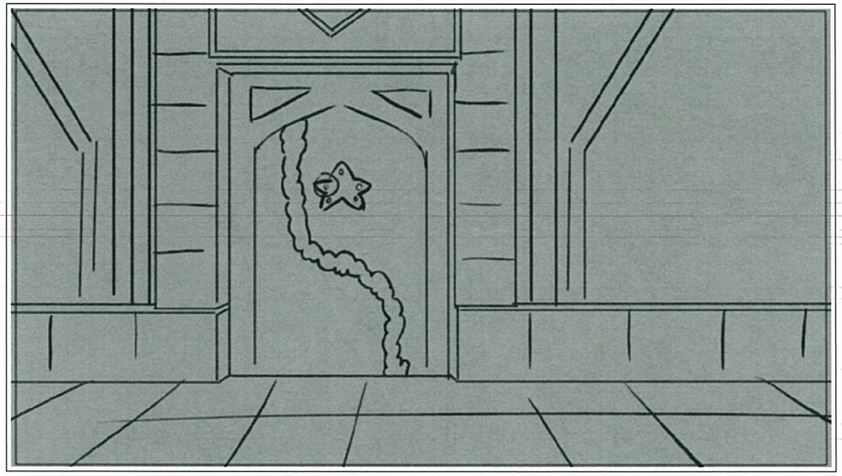
Scene	Duration	Panel	Duration
21	08:00	2	01:00



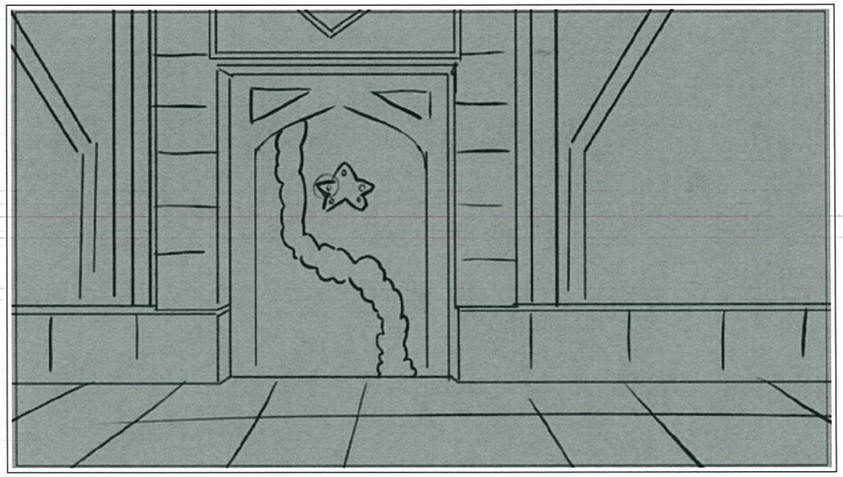
Action Notes

AMETHYST's door begin to open

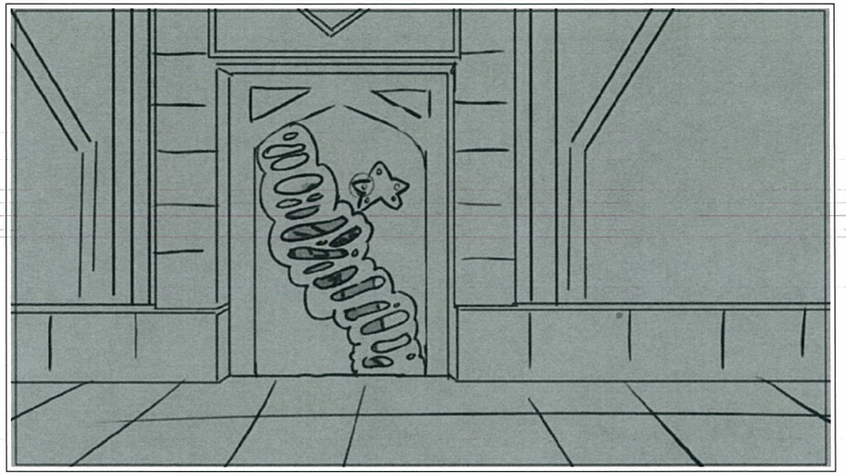
Scene	Duration	Panel	Duration
21	08:00	3	01:00



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



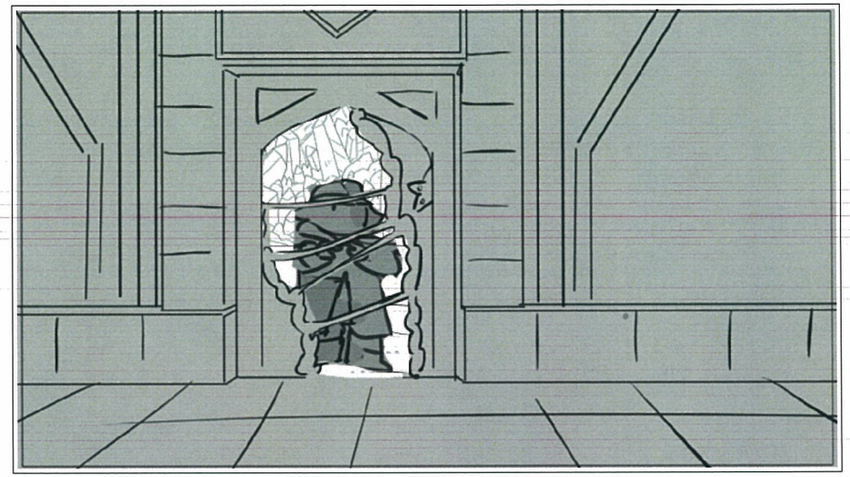
Scene	Duration	Panel	Duration
21	08:00	5	01:00



Action Notes

Door opens to show Amethsyt in disguise

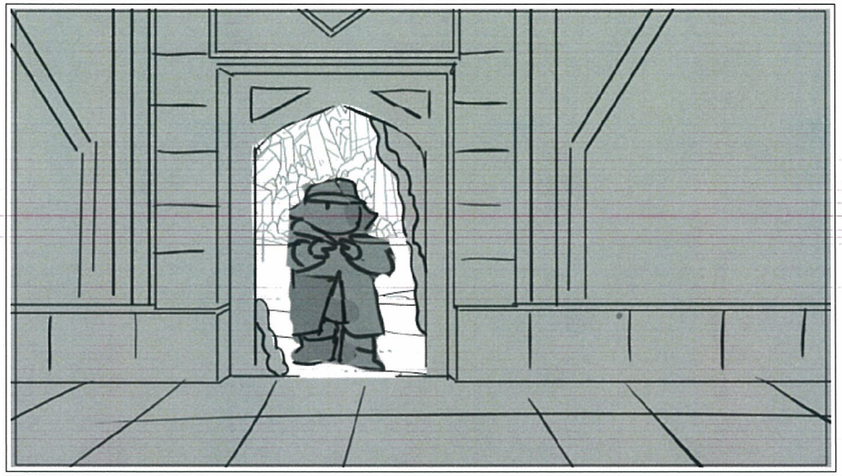
Scene	Duration	Panel	Duration
21	08:00	6	01:00



Action Notes

Door opens to show Amethsyt in disguise

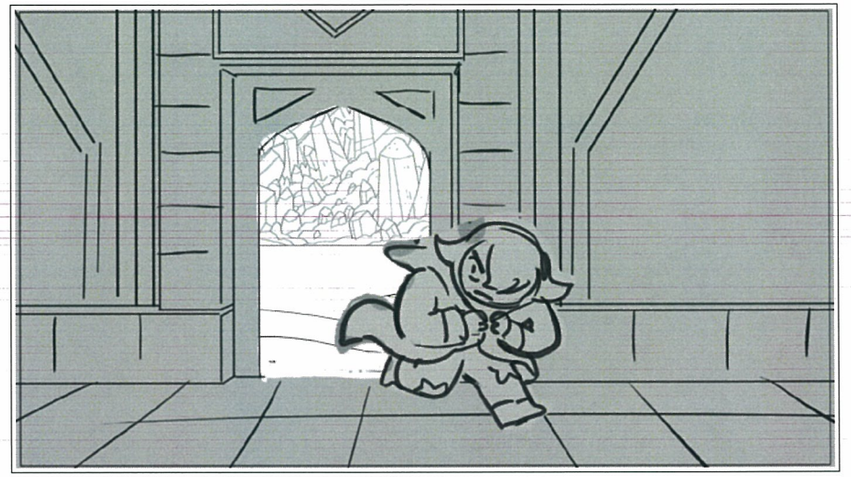
Scene	Duration	Panel	Duration
21	08:00	7	01:00



Action Notes

Door opens to show Amethsyt in disguise

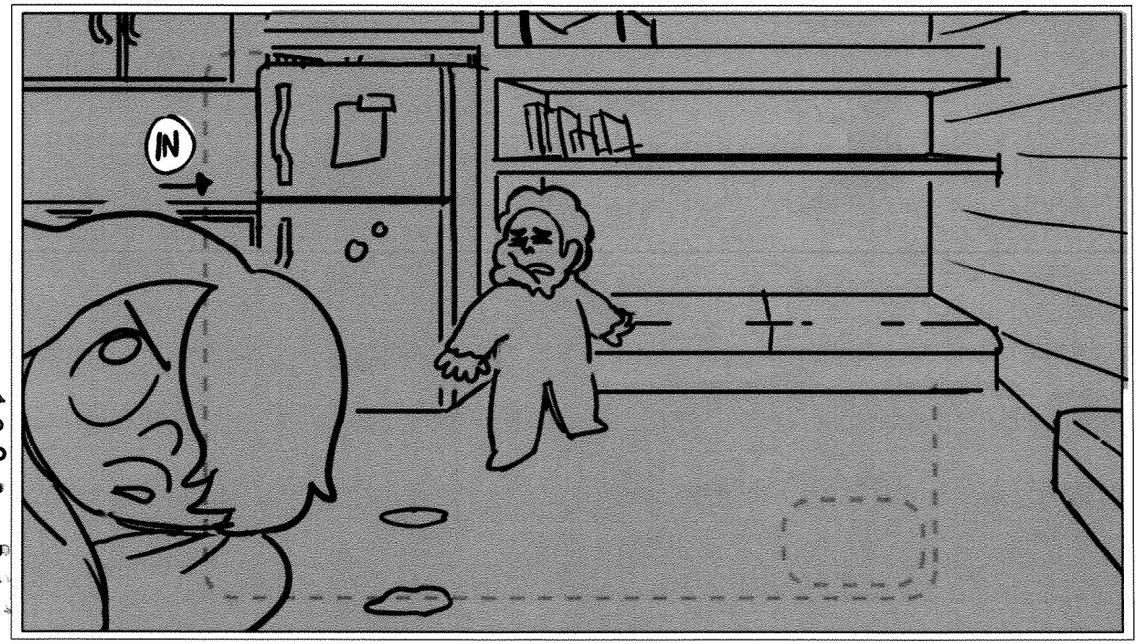
Scene	Duration	Panel	Duration
21	08:00	8	01:00



Action Notes

Amethyst sneaks into room

Scene	Panel
22	1



1020.011

Dialog

STEVEN: … AMETHYST?

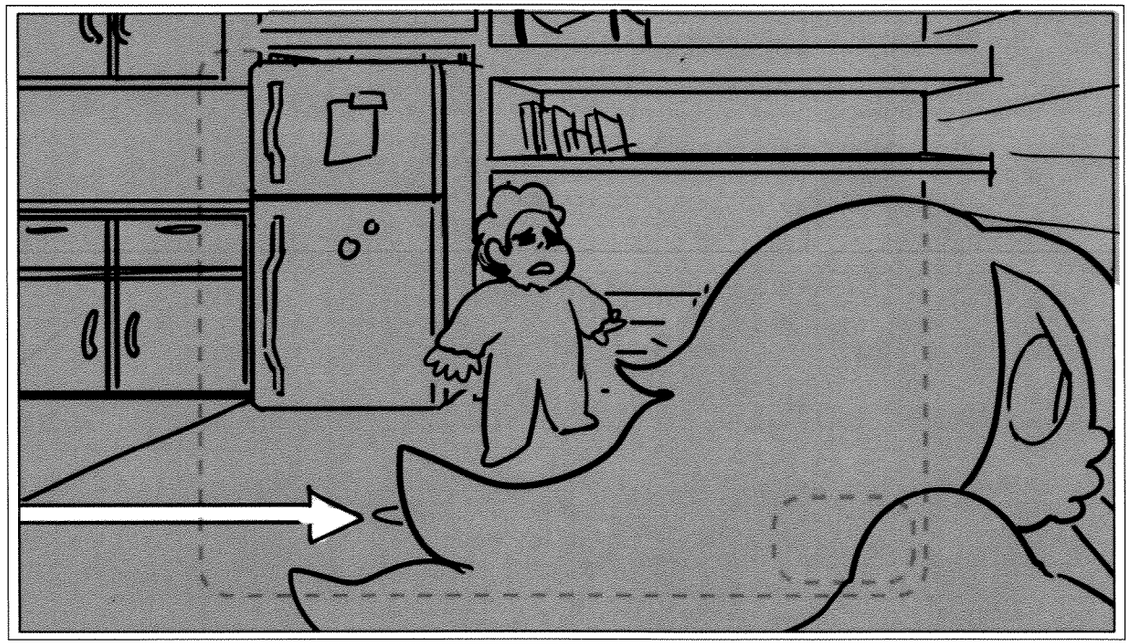
Action Notes

Amethyst into scene.

Slugging

0.04

Scene	Panel
22	CONT 2



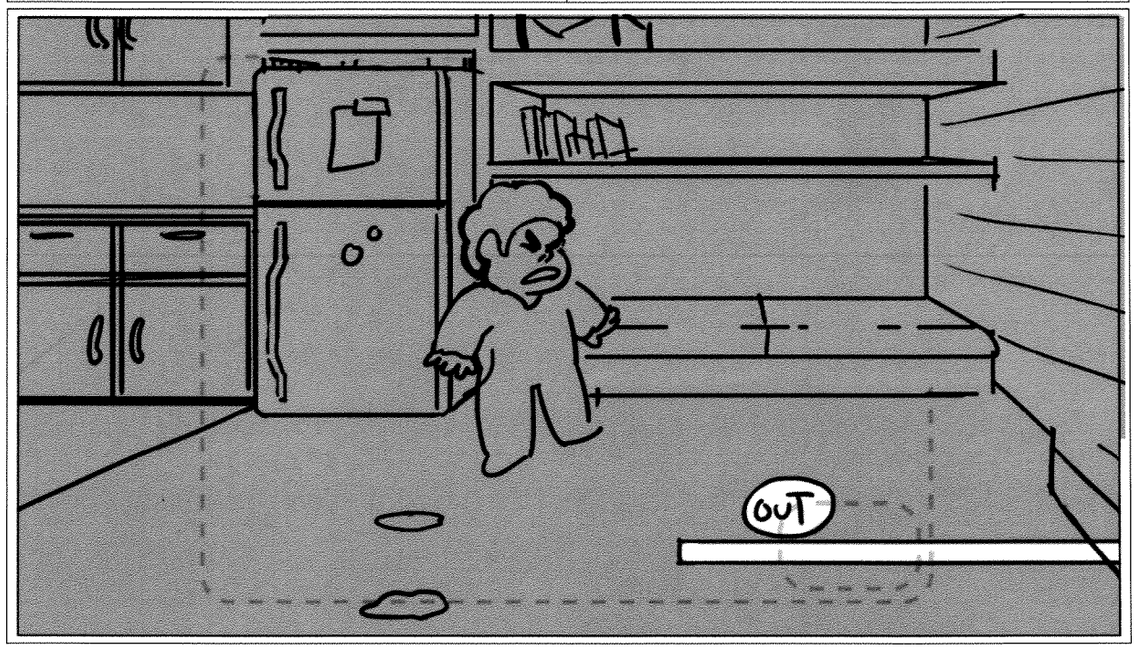
1020.011

Slugging

0.06

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Scene	Panel
22 CONT	3



1020.011

Dialog

STEVEN: <STRUGGLING AGAINST CAST>

Action Notes

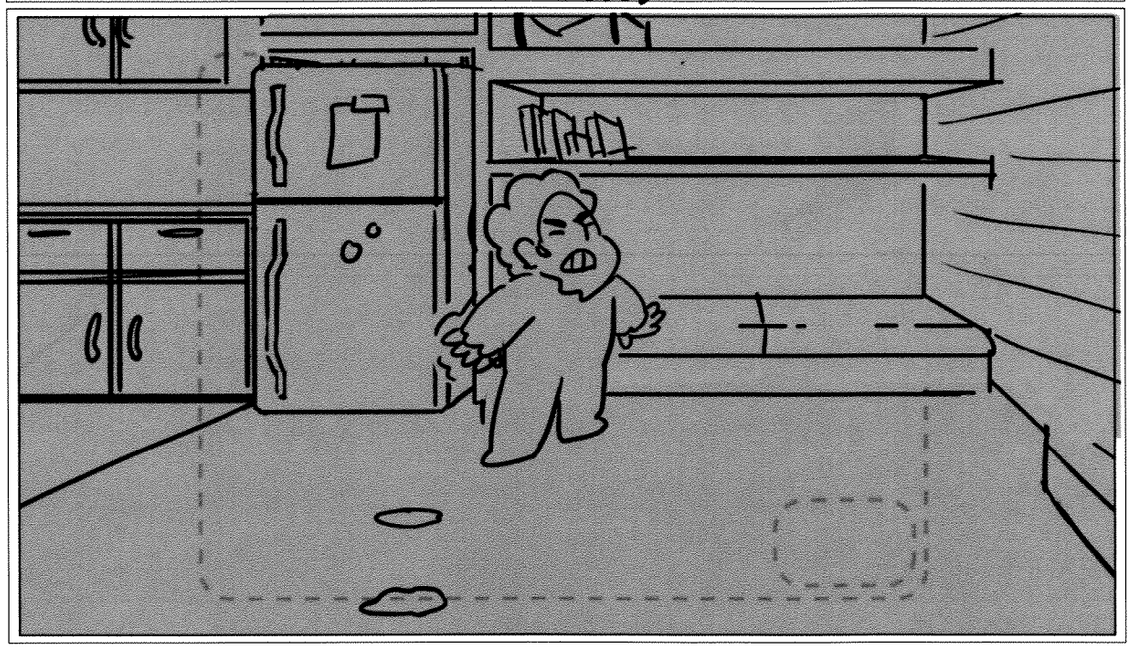
SFX: <Door close OS>

Amethyst OUT screen right.

Slugging

1.08

Scene	Panel
22 CONT	4



1020.011

Dialog

STEVEN: <STRUGGLING AGAINST CAST>

Action Notes

SFX: <Door close OS>

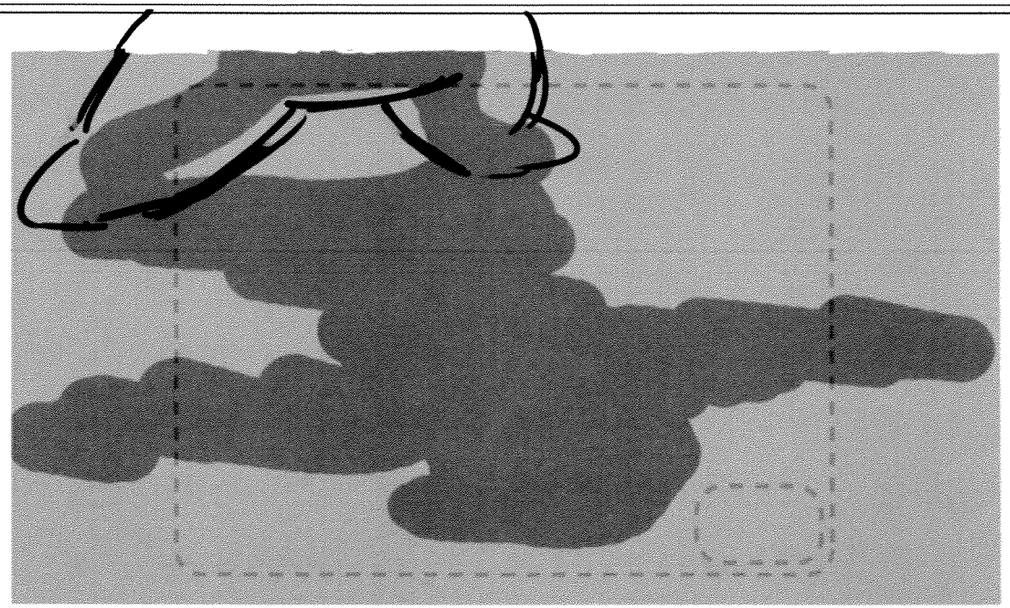
Slugging

0.09

JUL 09 201

1020.011

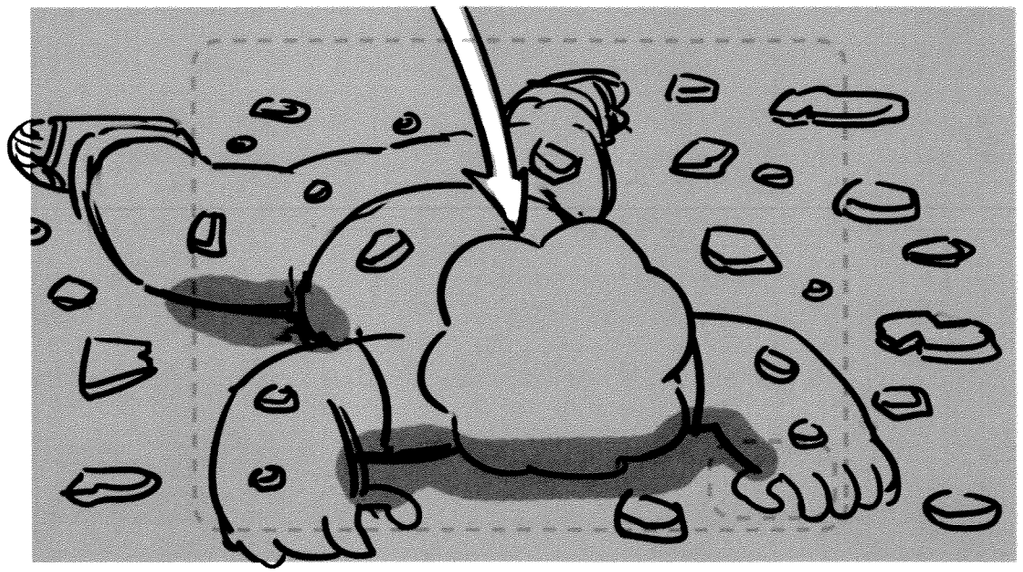
Scene	Panel
23	1



Action Notes
Steven is falling down.

Slugging
0.05

Scene	Panel
23	2 CONT



Dialog
STEVEN: <HITS GROUND FACE DOWN>

Action Notes
Hardened blood-polyp casing shatters on impact

Slugging
1.03

JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
23	3 CONT



1020.011

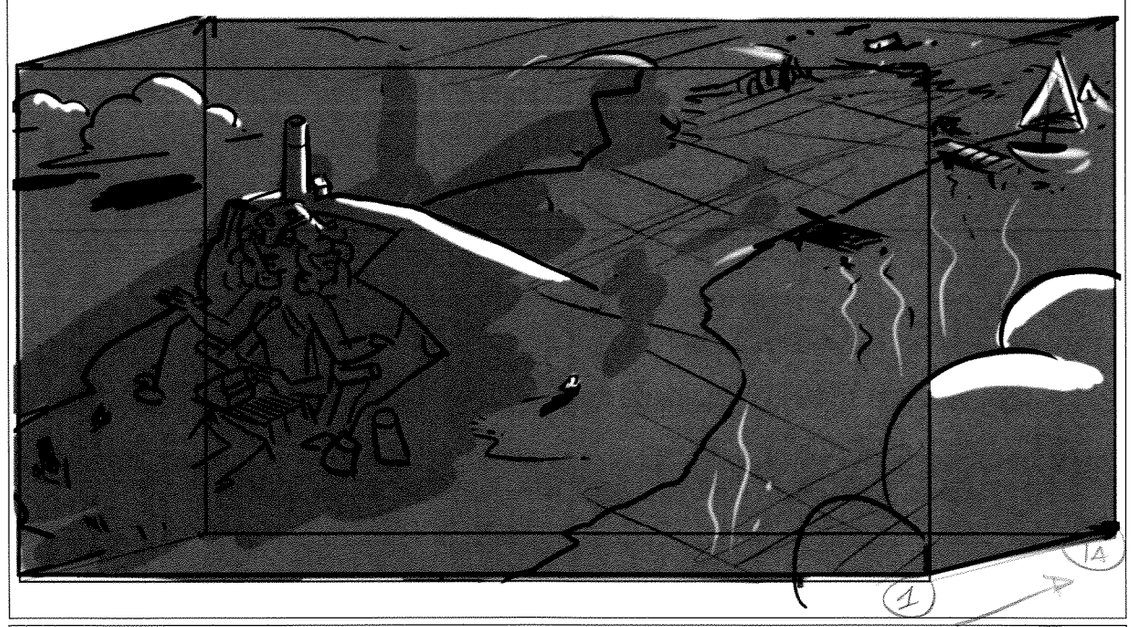
Dialog

STEVEN: AMETHYST?

Slugging

1.11

Scene	Panel
24	1



1020.011

Action Notes

Amethyst runs away from the temple.

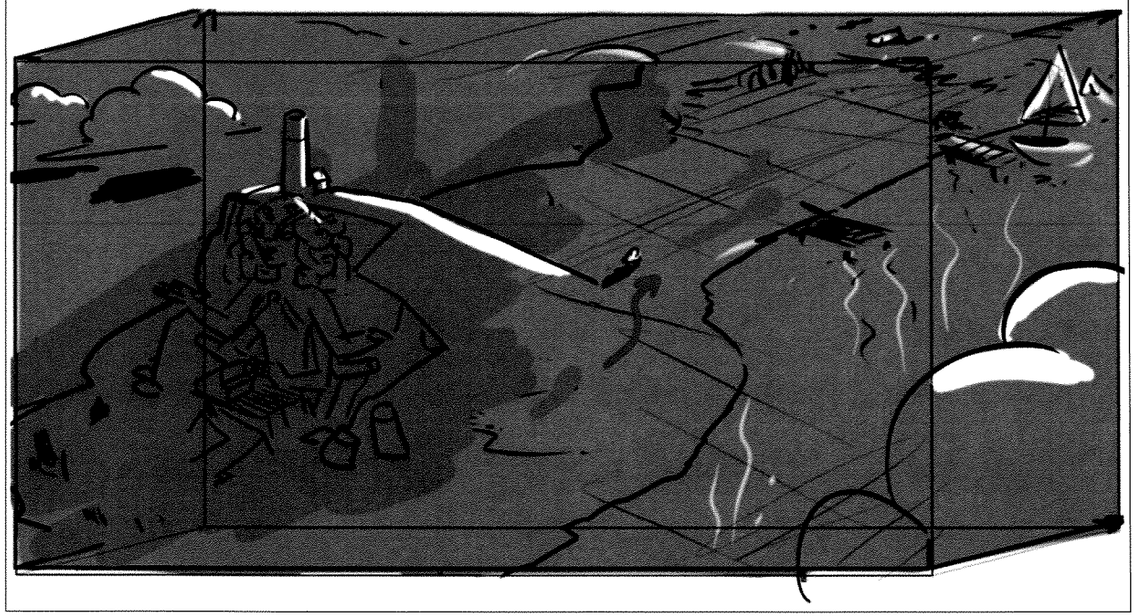
Slugging

Panels 1 to 3 = 2.08

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1020.011

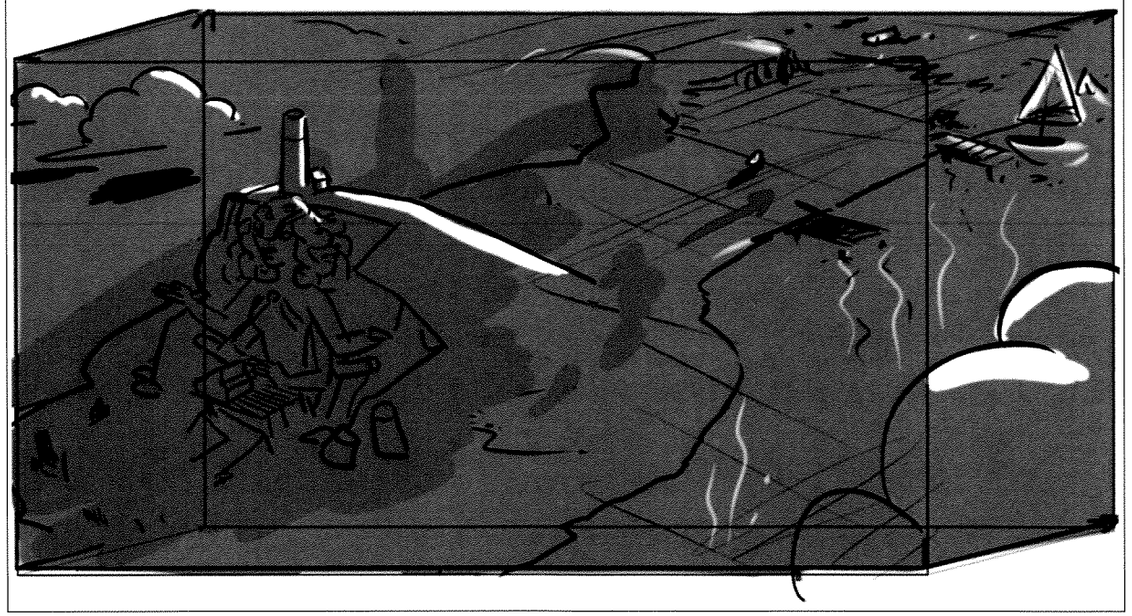
Scene	Panel
24	2 CONT



Action Notes

Amethyst runs away from the temple.

Scene	Panel
24	3 CONT

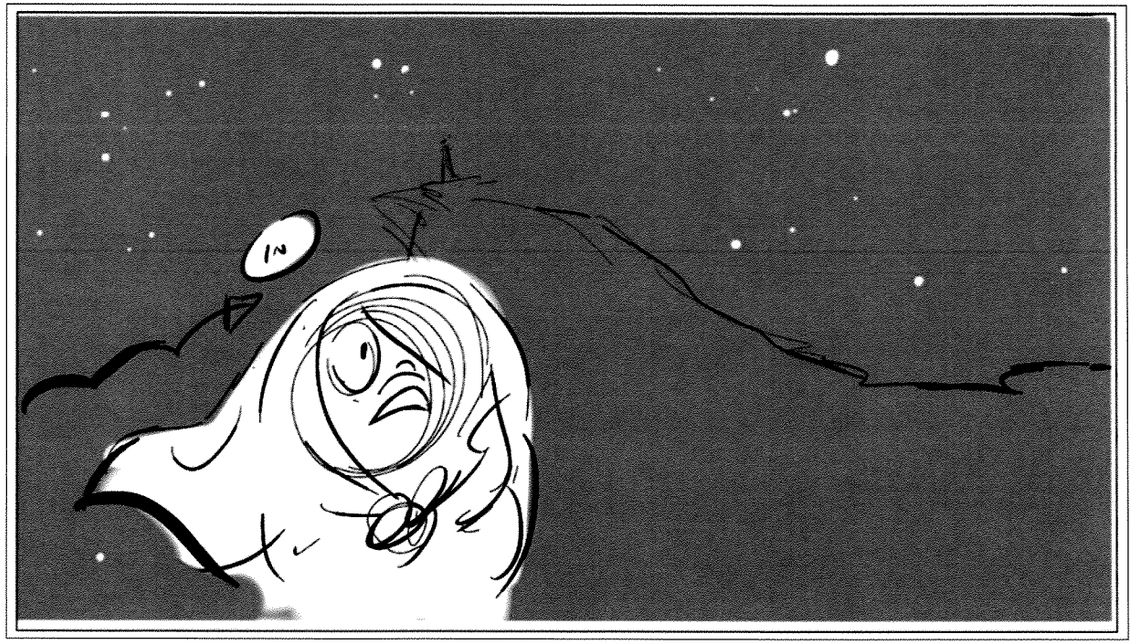


Action Notes

Amethyst runs away from the temple.

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Scene	Panel
25	1



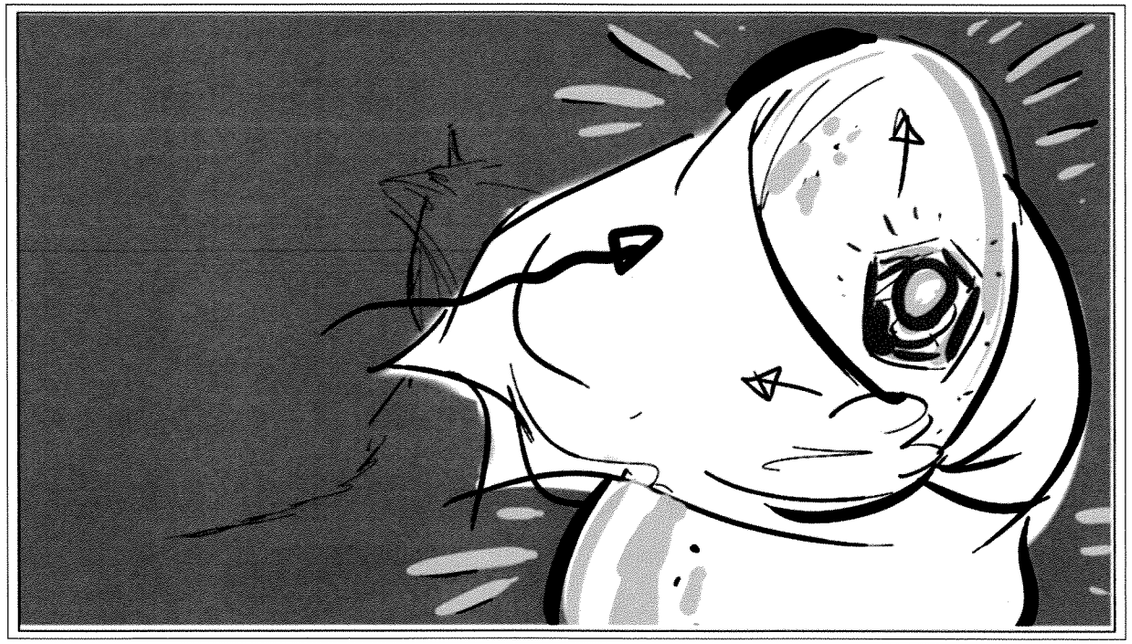
Action Notes

Amethyst runs IN to scene.

Slugging

0.13

Scene	Panel
25	CONT 2



Action Notes

Amethyst starts to morph as she runs to O/S right.

Slugging

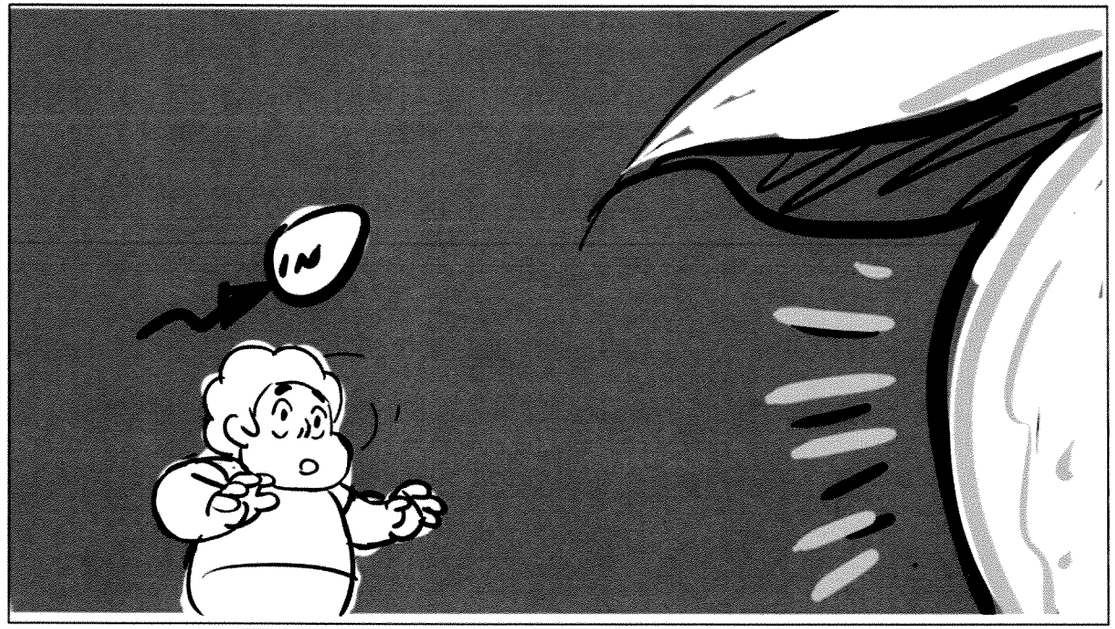
0.12

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1020.011

1020.011

Scene	Panel
25	CONT 3



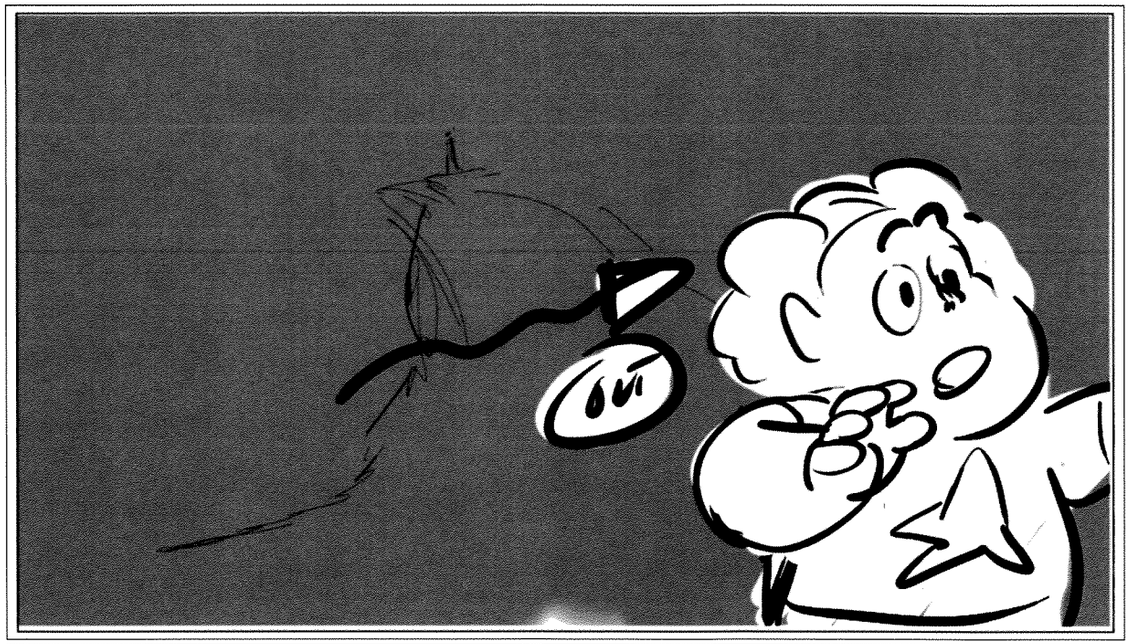
Action Notes

Steven IN - follows Amethyst.

Slugging

1.00

Scene	Panel
25	CONT 4



Action Notes

Steven runs OUT of the scene.

Slugging

1.08

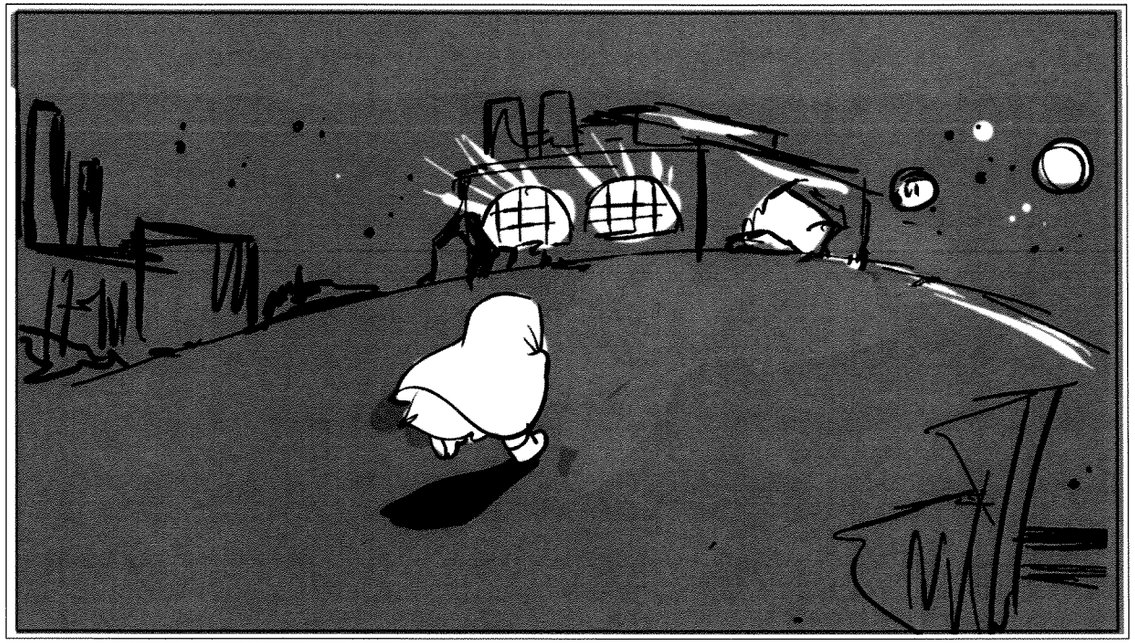
JUL 09 201

1020.011

1020.011

1020.011

Scene	Panel
26	1



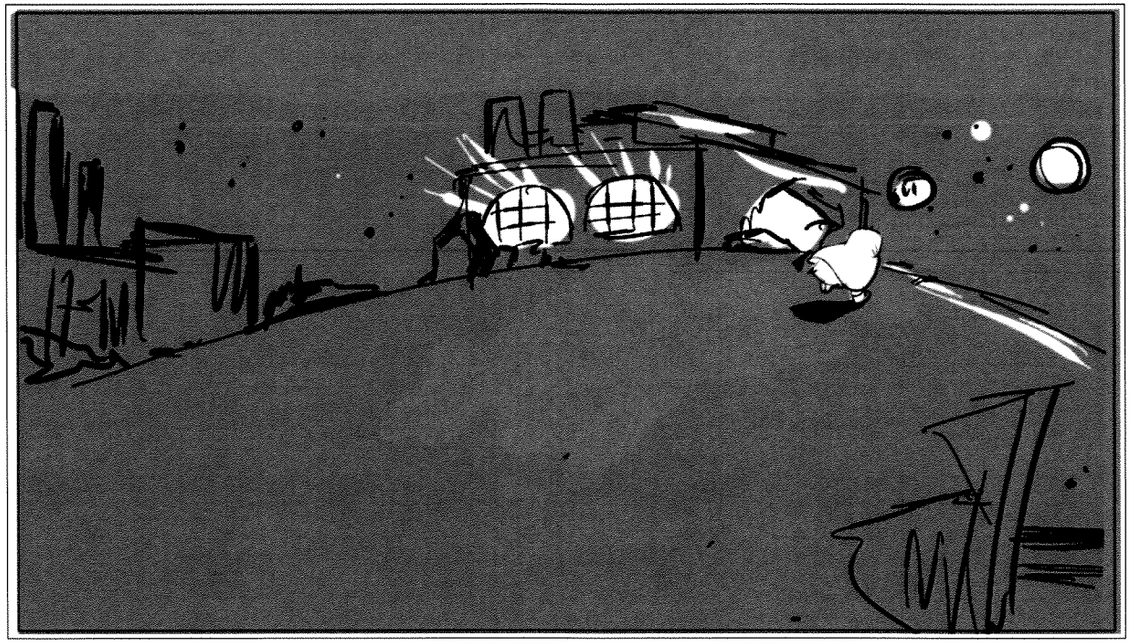
Action Notes

Amethyst runs up

Slugging

1 to 3 = 1.07

Scene	Panel
26	CONT 2



Action Notes

and over the hill

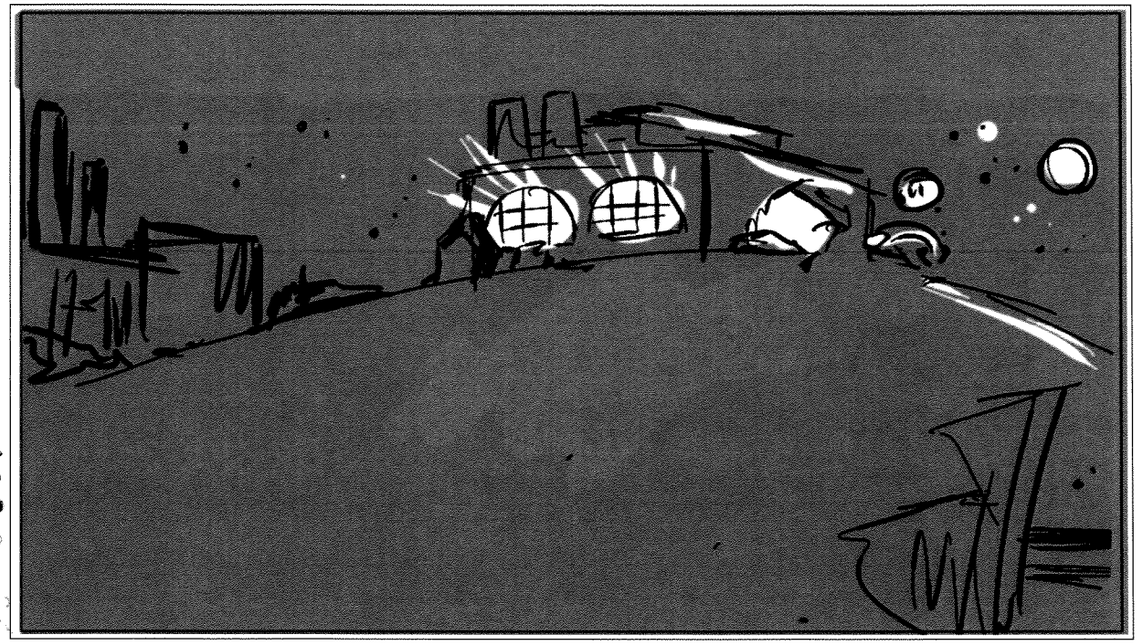
JUL 0 9 2013

1020-011

1020.011

1020.011

Scene	Panel
26 CONT	3



Action Notes

towards a lit warehouse.

Scene	Panel
26 CONT	4



Dialog

MR SMILEY (os): FOR THOSE...

Slugging

1.07

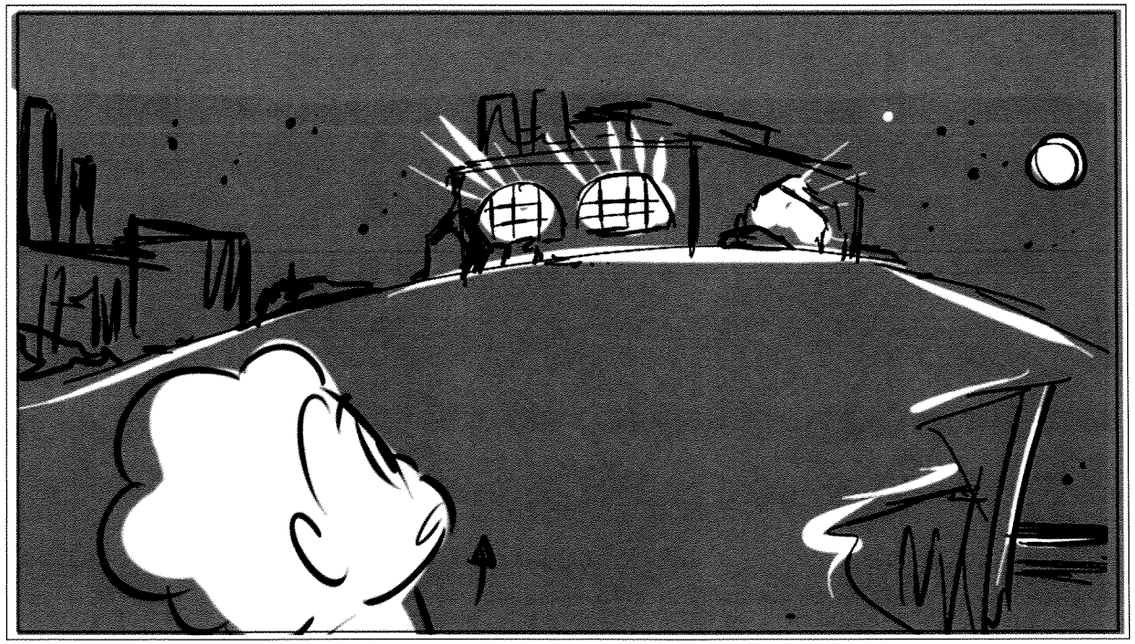
JUL 09 201

1020.011

1020.011

1020.011

Scene	Panel
26	5 CONT



Dialog

MR SMILEY (os): ...OF YOU BEFUDDLED ...

Action Notes

Steven IN - looks to the hill.

Slugging

1.07

Scene	Panel
27	1



Dialog

MR SMILEY (os): BY THE EVENTS OF ATHLETICISM ...

Slugging

2.04

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1020.011

1020.011

1020.011

Scene	Panel
27	2 CONT



1020.011

Dialog

MR SMILEY (os): ...YOU'RE ABOUT TO SEE---

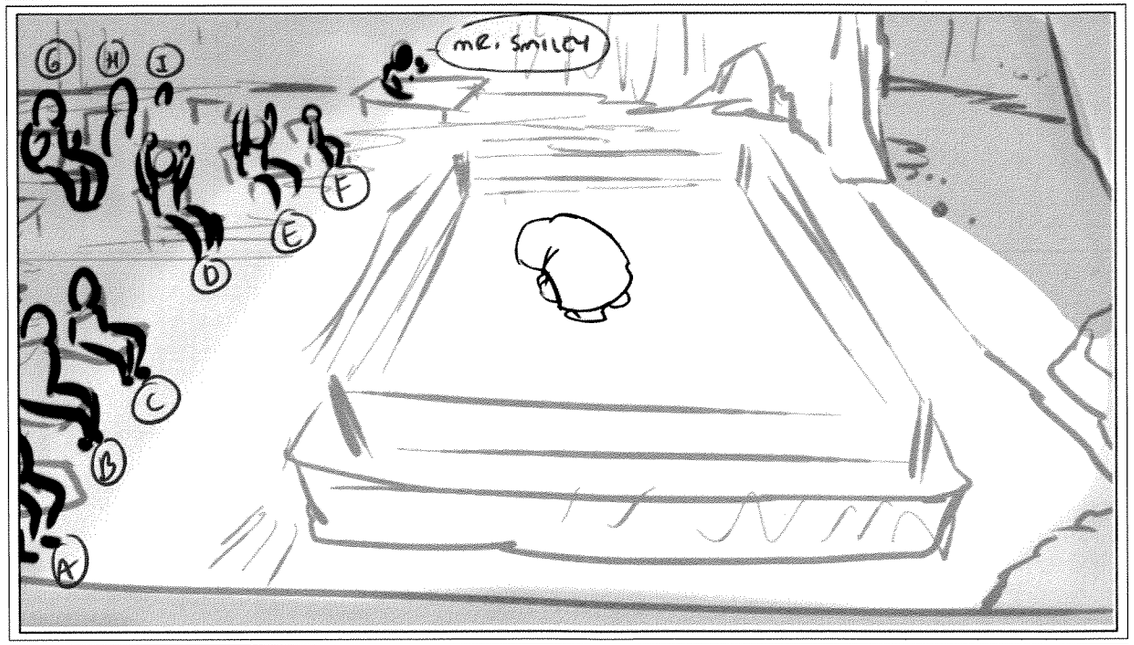
Action Notes

Steven IN - peeks in thru the window.

Slugging

2.03

Scene	Panel
28	1



1020.011

Dialog

MR. SMILEY: ...THE PURPLE...

Action Notes

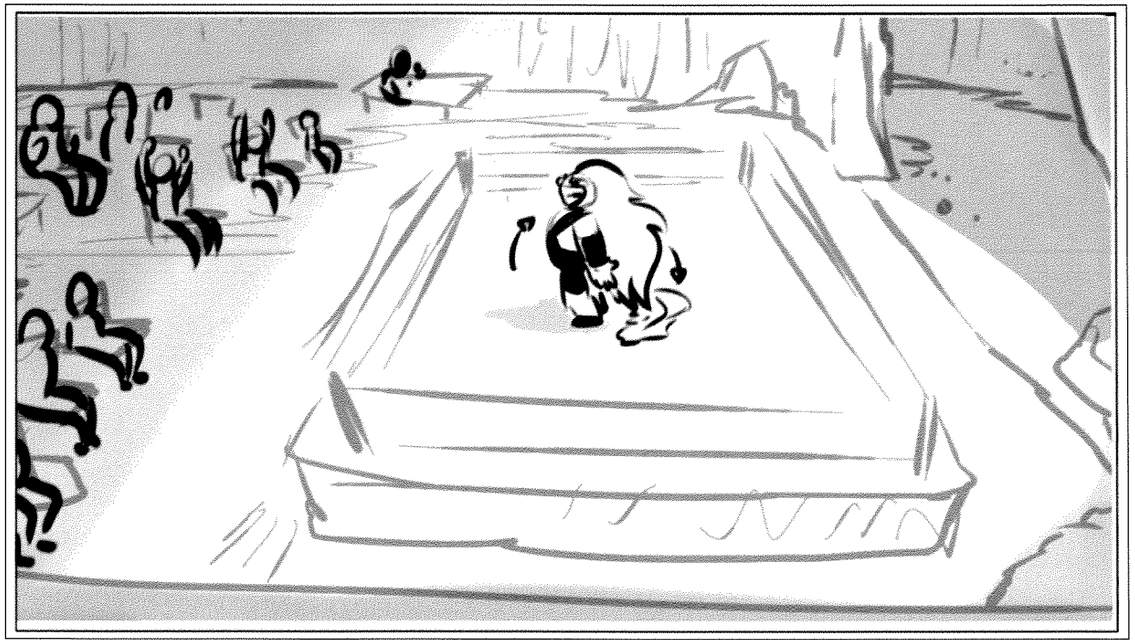
Steven's POV - a shabby wrestling ring with crowd.

Slugging

0.10

JUL 09 2013

Scene	Panel
28	CONT 2



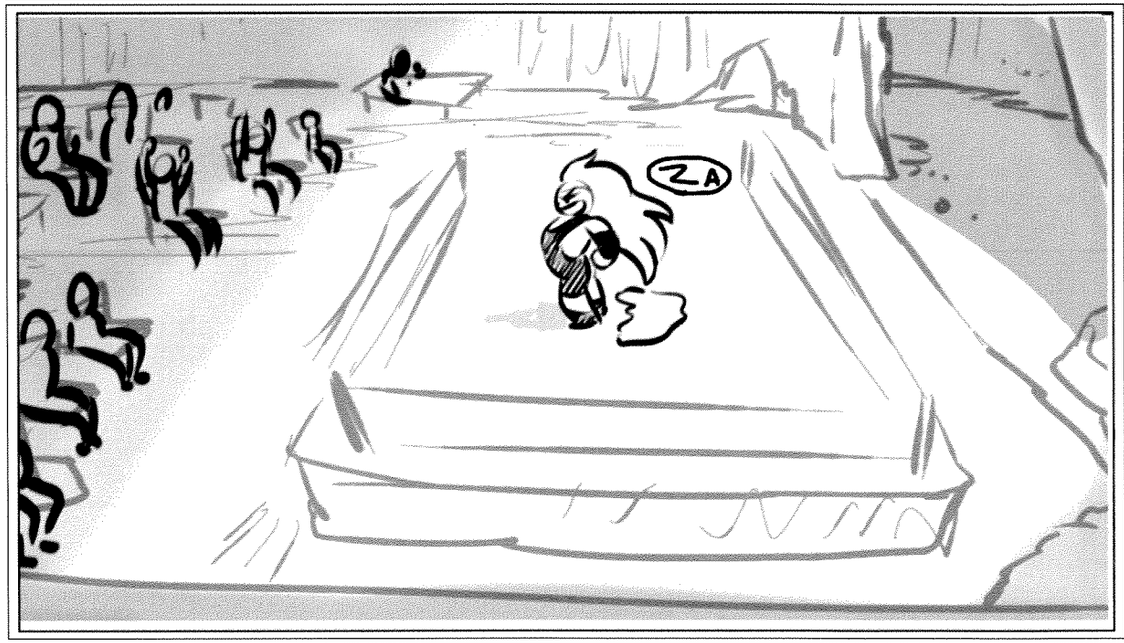
Action Notes

Amethyst as "The Purple Puma" disrobes.

Slugging

0.10

Scene	Panel
28	CONT 3



Slugging

0.07

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1020.011

1020.011

1020.011

Scene	Panel
29	1



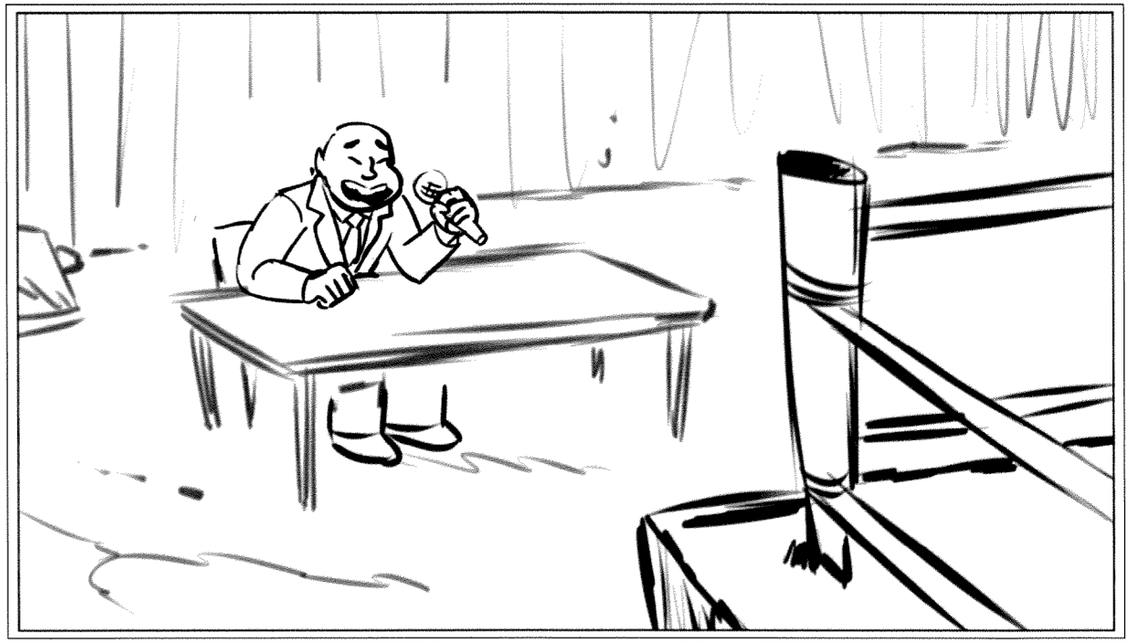
Dialog

MR. SMILEY (os): ...PUMA. RWAR!

Slugging

3.02

Scene	Panel
30	1



Dialog

MR. SMILEY: IS THE

Action Notes

Mr. Smiley sits with a mic wearing a suit.

Slugging

Panels 1 + 2 = 4.02

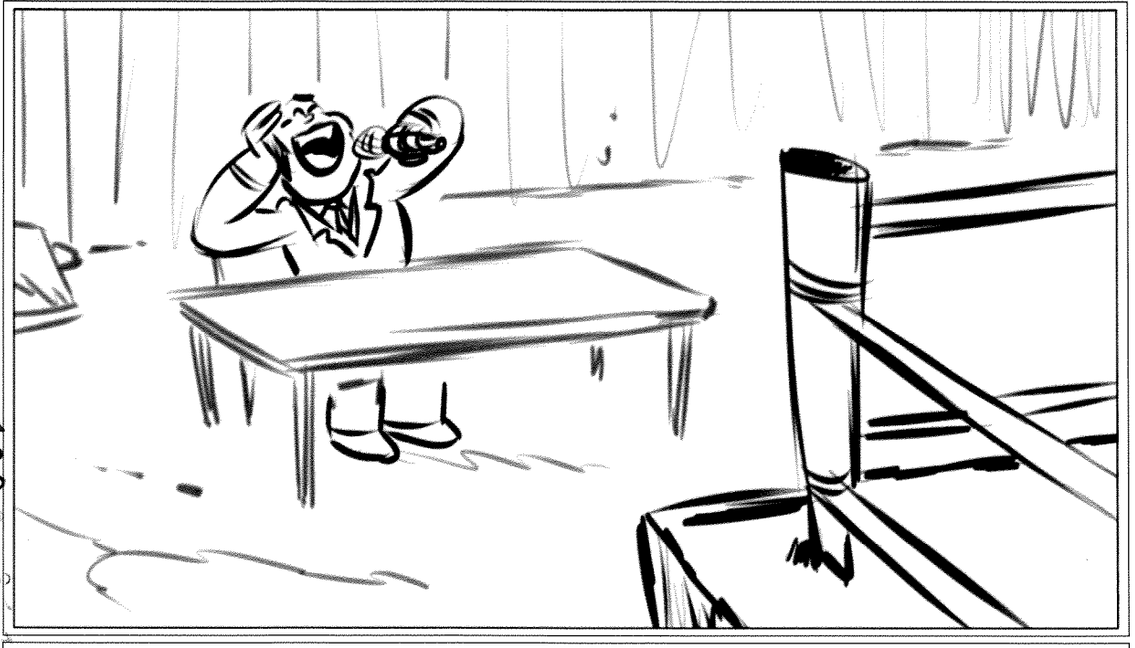
JUL 09 20

1020.011

1020.011

1020.011

Scene	Panel
30	2 CONT

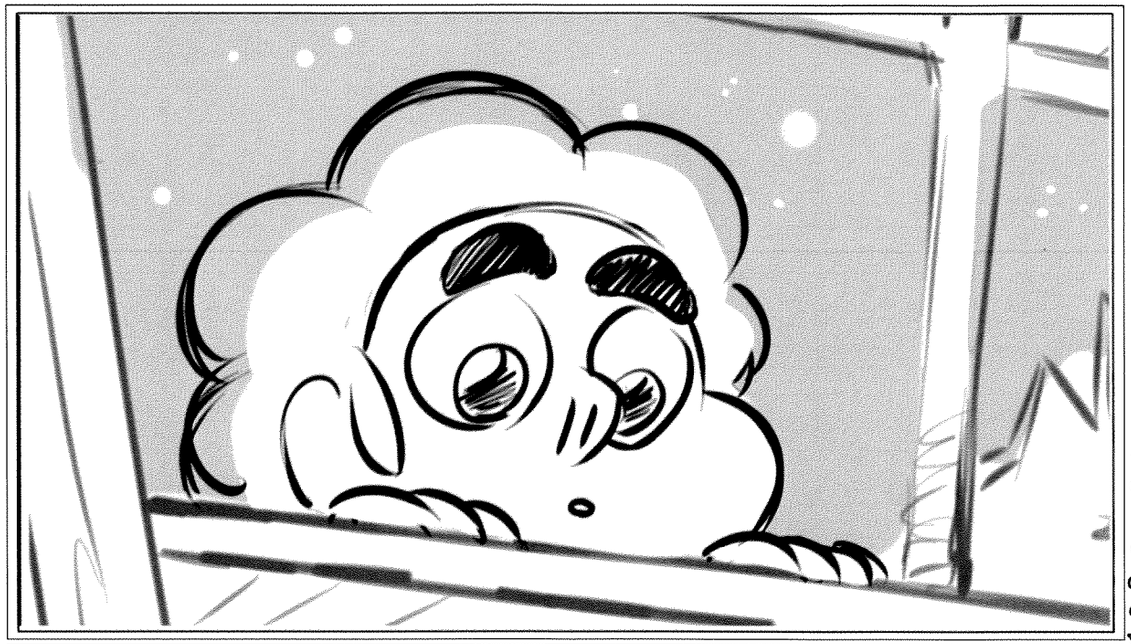


1020.011

Dialog

MR. SMILEY: SINGLE MOST HATED WRESTLER IN ...

Scene	Panel
31	1



1020.011

Dialog

MR. SMILEY (os): ...BEACH CITY UNDERGROUND'S HISTORYYYY!!

CROWD: BOO!

Slugging

4.14

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Scene	Panel
31	2 CONT



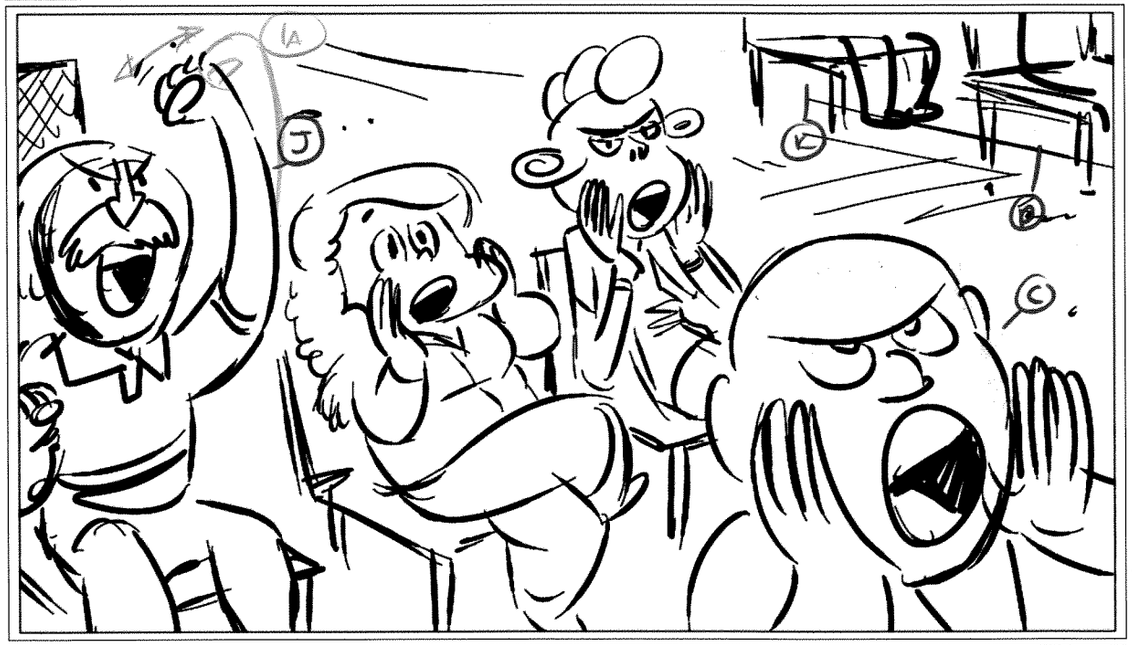
Dialog

STEVEN: … WHAT …

Slugging

2.04

Scene	Panel
32	1



Dialog

CROWD: <BOO'S & WALLA>

Slugging

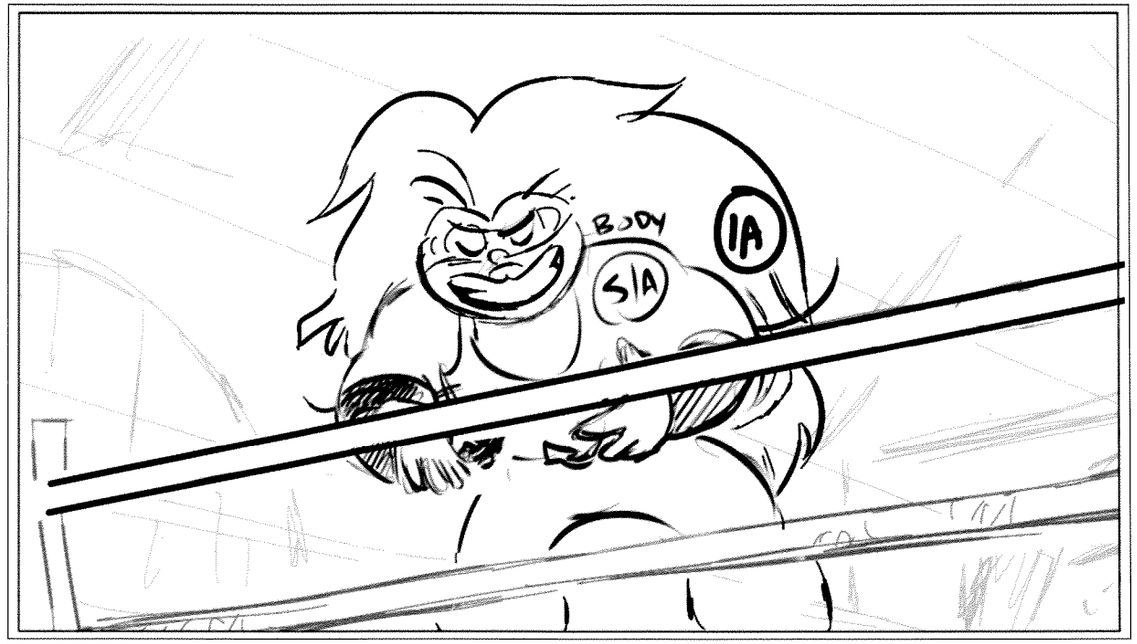
1.08

JUL 09 201

1020.011

1020.011

Scene	Panel
33	1



1020.011

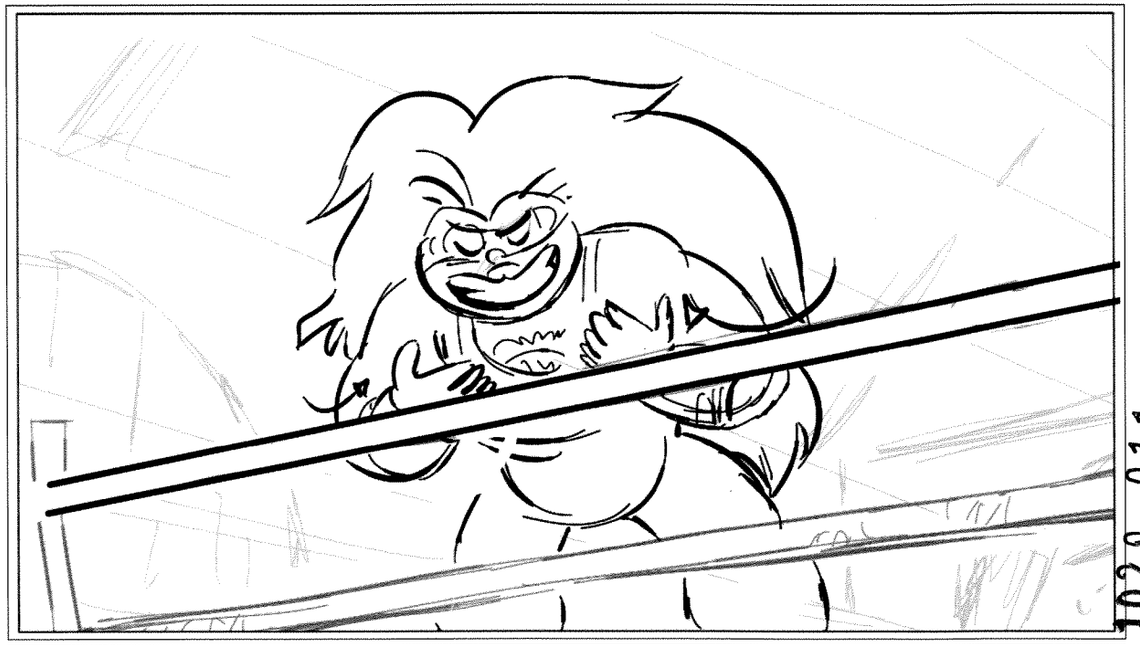
Dialog

CROWD: <BOO'S & WALLA>

Slugging

0.05

Scene	Panel
33	CONT 2



1020.011

Dialog

CROWD: <BOO'S & WALLA>

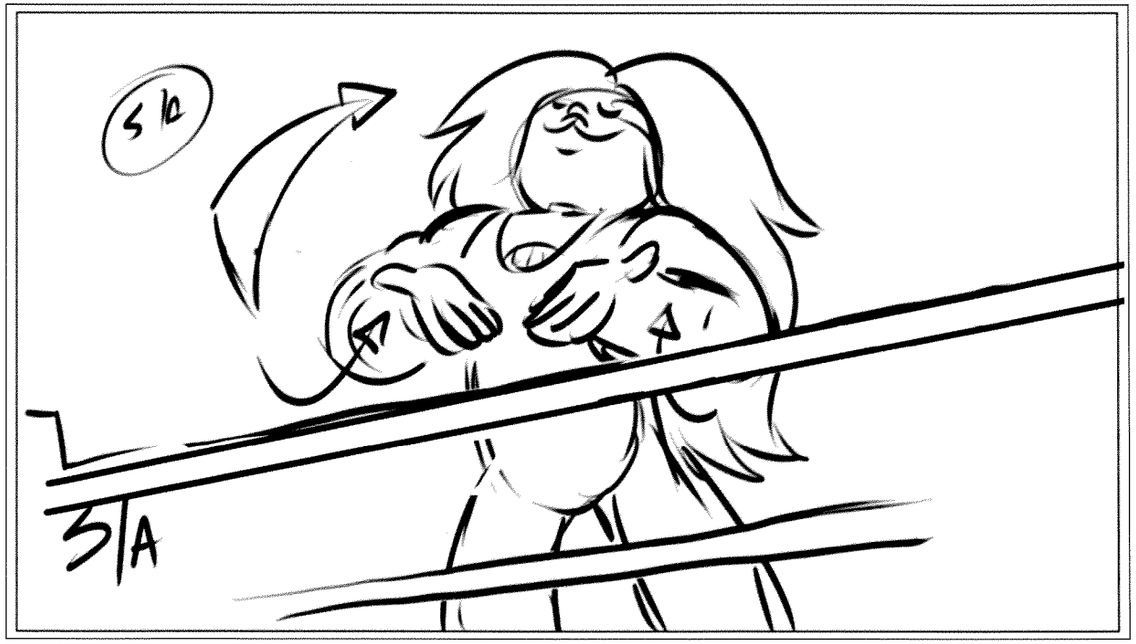
Slugging

0.11

JUL 09

1020.011

Scene	Panel
33	3 CONT



Dialog

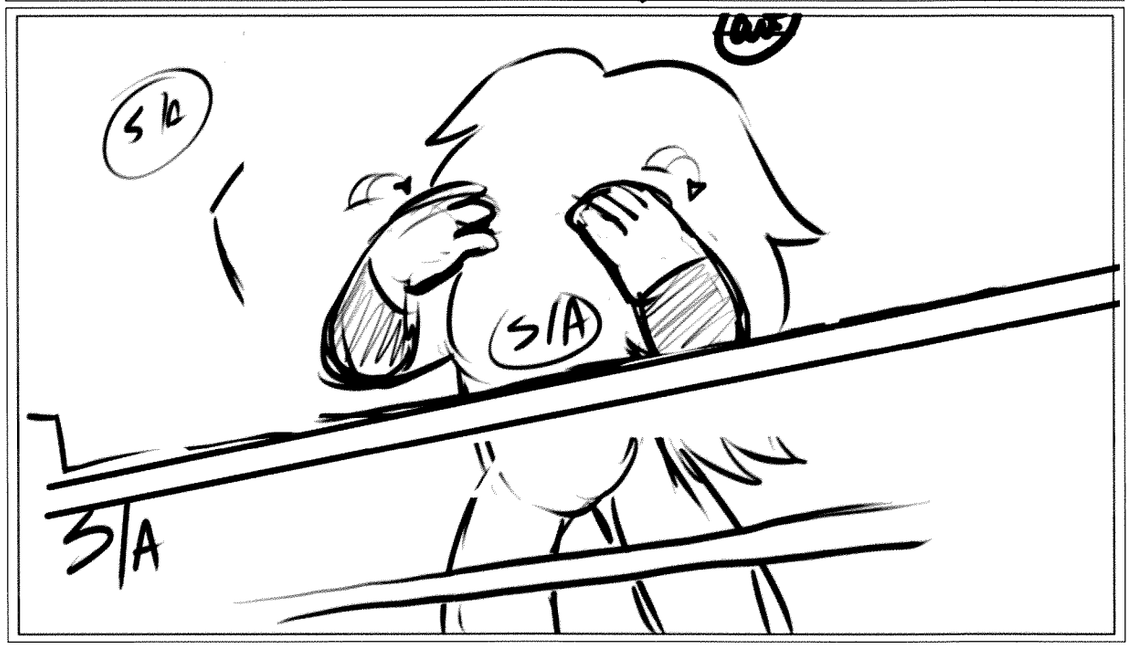
CROWD: <BOO'S & WALLA>

MR. SMILEY (os): ALRIGHT LADIES AND GENTELMEN,

Slugging

0.09

Scene	Panel
33	4 CONT



Dialog

CROWD: <BOO'S & WALLA>

Slugging

1.00

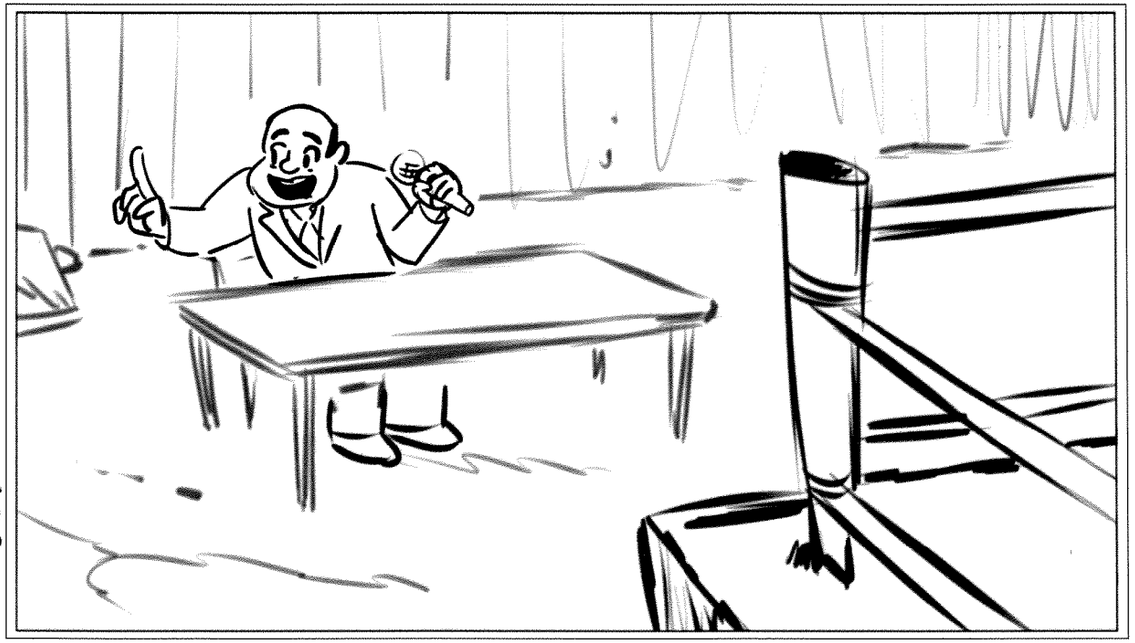
JUL 0 9 201

1020.011

1020.011

1020.011

Scene	Panel
34	1



1020.011

Dialog

MR. SMILEY: LET'S INTRODUCE HIS OPPONENT---

Action Notes

Mr. Smiley speaking to crowd

Slugging

2.12

Scene	Panel
35	1



1020.011

Dialog

MR. SMILEY: OR SOULD I SAY VICTIM… HAHAHA!

Slugging

4.03

Notes

H.U. MR. SMILEY to previous scene

JUL 09 20

1020.011

Scene	Panel
36	1



1020.011

Dialog

MR. SMILEY (os): THE LOCHNESS...

Slugging

1.09

1020.011

JUL 09 20

1020.011

Scene	Panel
36	CONT 2



Dialog

MR. SMILEY (os): BLOGSTEEER!!

Action Notes

Pan over slowly with action as Amethyst looks over her shoulder to reveal Ronaldo dressed in kilt and costume.

Slugging

HOLD: 1.03
Then ADJ: 0.08
Then HOLD: 1.00

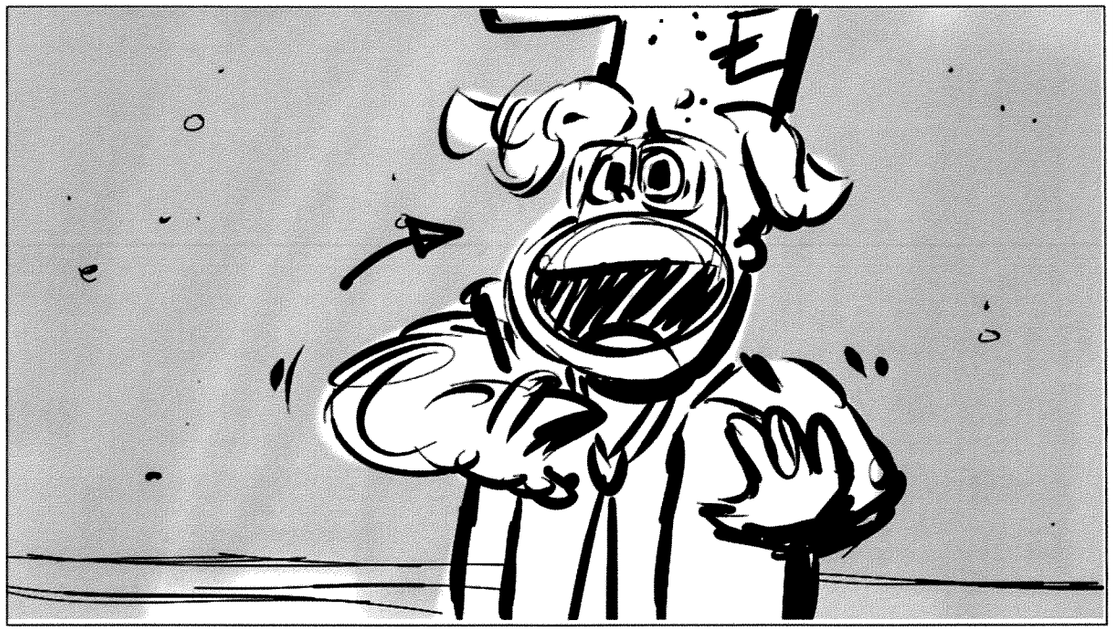
JUL 09 20

1020.011

1020.011

1020.011

Scene	Panel
37	1



Dialog

RONALDO: I'M UHHH!!...

Action Notes

H.U. Ronaldo to previous scene

Slugging

3.03

Scene	Panel
37 CONT	2



Dialog

RONALDO: ...GOING TO END YOUR REIGN OF TERROR!!

Slugging

3.04

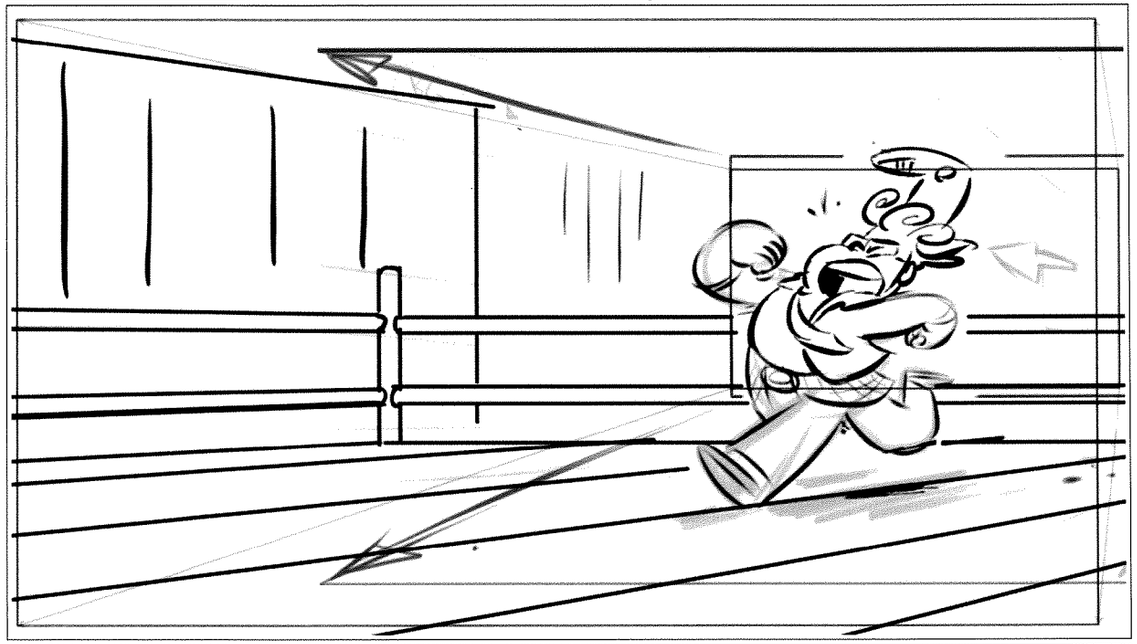
JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
37 CONT	3



Dialog

RONALDO: YAAAAAAAARGH!!!

Action Notes

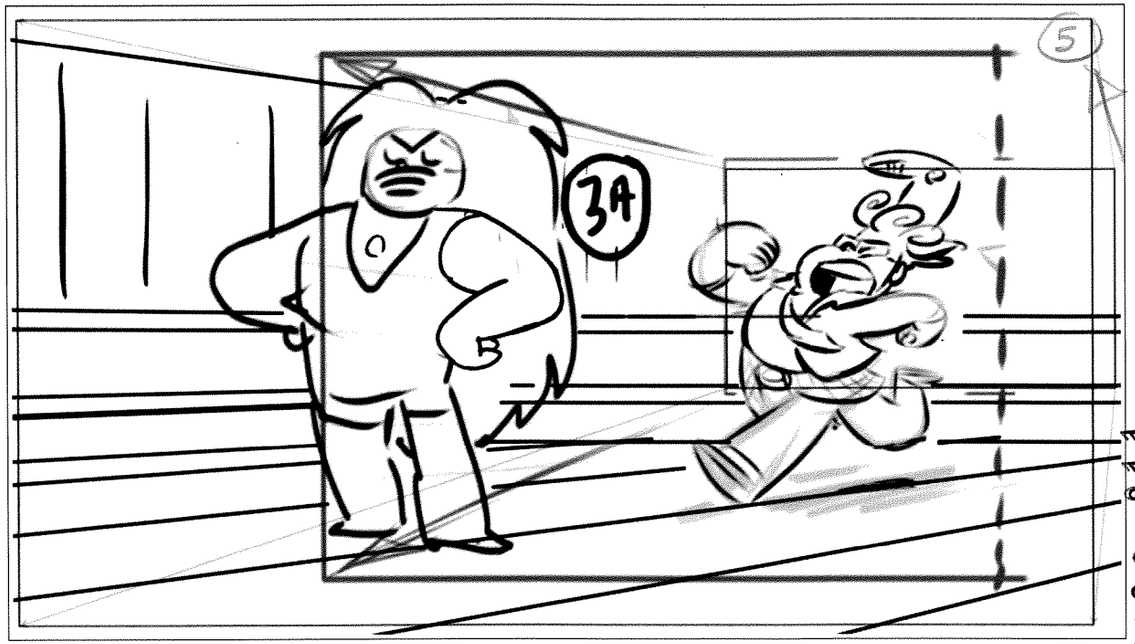
T.O. with Ronaldo running forward / BG speeds by / Amethyst Pans IN.

Slugging

Panels 3 + 4 = ADJ: 1.13

Panel 3: ADJ: 0.11
Panel 4: ADJ: 1.02

Scene	Panel
37 CONT	4



Dialog

RONALDO: YAAAAAAAARGH!!!

Action Notes

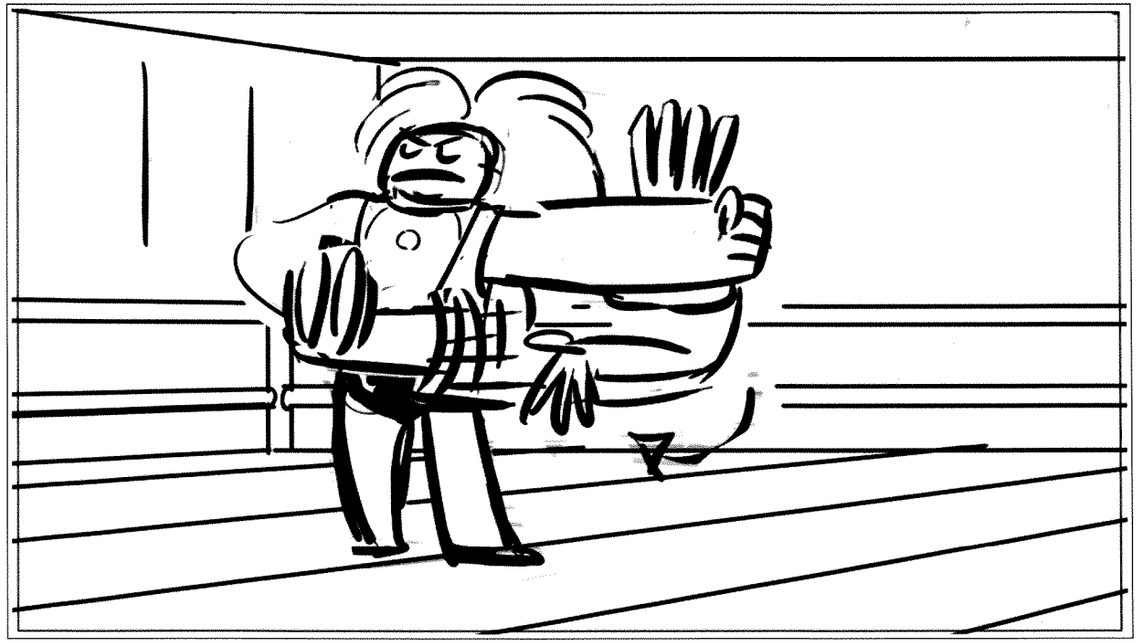
T.O. with Ronaldo running forward / BG speeds by / Amethyst Pans IN.

JUL 09 2015

1020.011

1020.011

Scene	Panel
37	5 CONT



Dialog

RONALDO: YAAAAAAAARGH!!!
RONALDO: <HIT IN THE FACE>

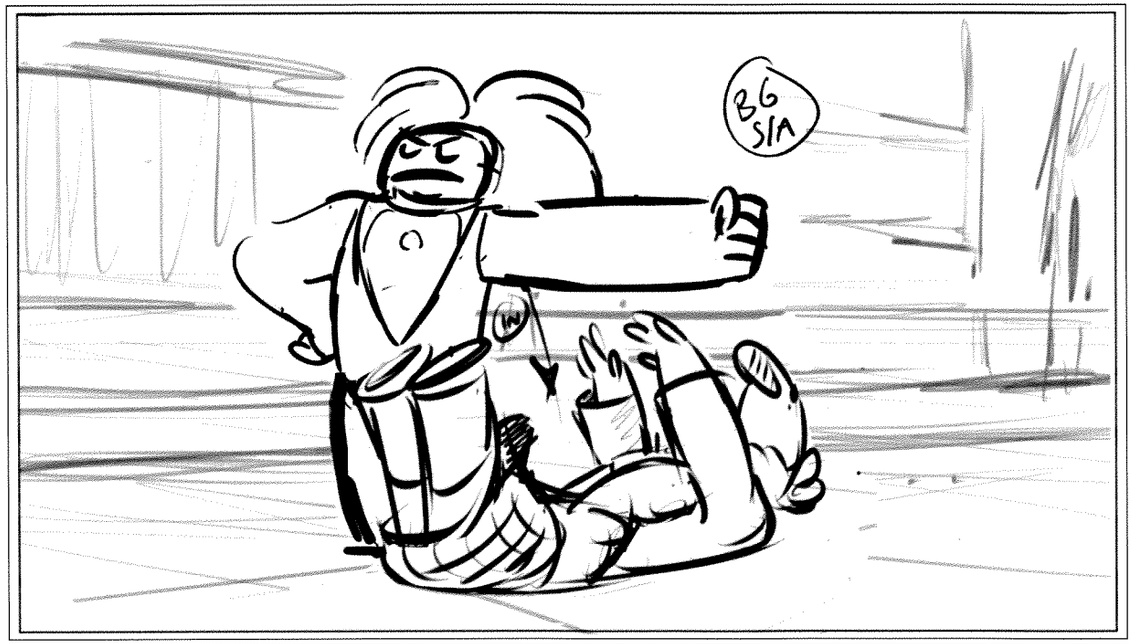
Action Notes

Amethyst raises arm / Ronaldo hits arm / Camera SHAKES

Slugging

0.11

Scene	Panel
37	6 CONT



Slugging

0.10

JUL 0 9 2013

Scene	Panel
37	CONT 7



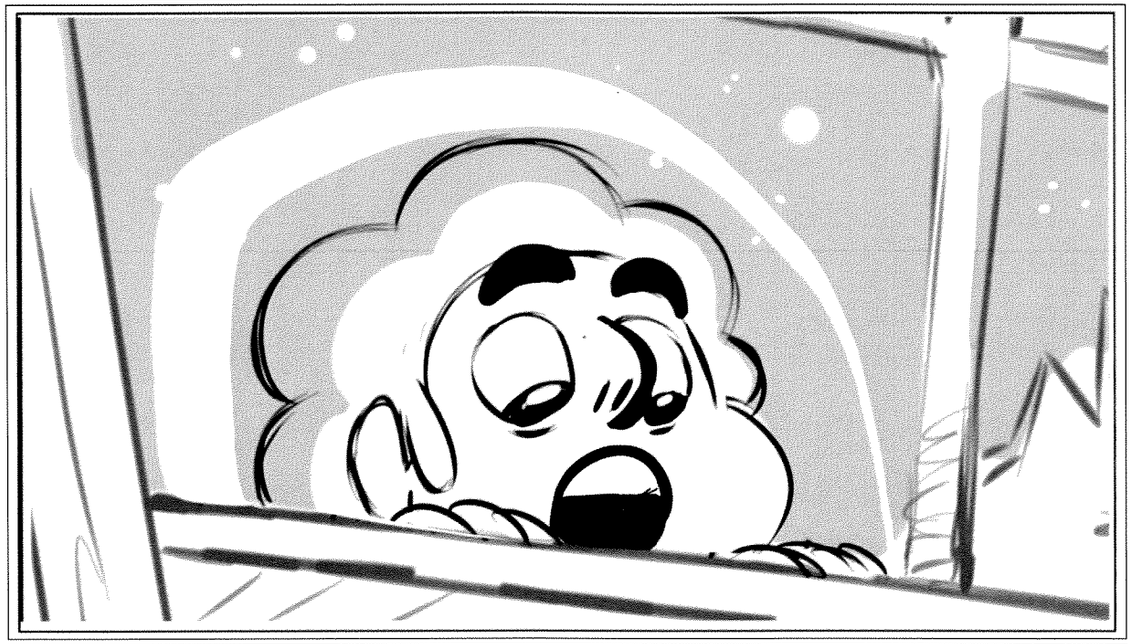
Dialog

CROWD: <DISAPPOINTED AWE'S & WOAH'S>

Slugging

0.08

Scene	Panel
38	1



Action Notes

START POSE

Slugging

Panels 1 + 2 = 0.06

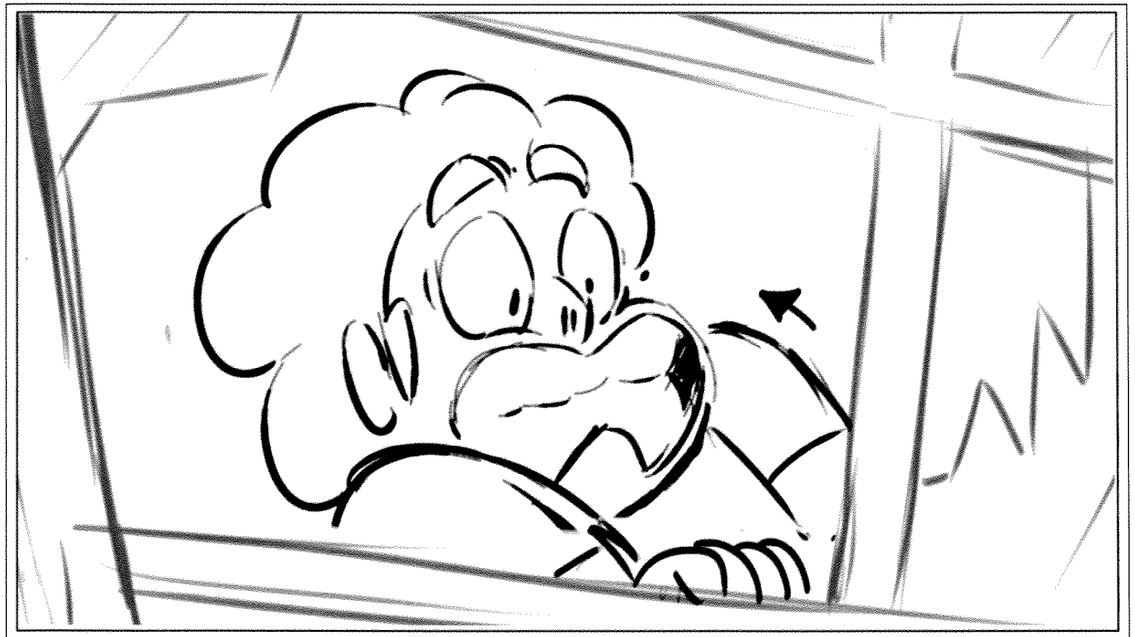
JUL 09 20

1020.011

1020.011

1020.011

Scene	Panel
38	CONT 2



1020.011

Dialog

CROWD: <DISAPPOINTED AWE'S & WOAH'S>

MR. SMILEY (os): WELL NOW-

Action Notes

Steven reacts back.

Scene	Panel
38	CONT 3



1020.011

Dialog

STEVEN (REACTION): UGG!

Action Notes

Cringes

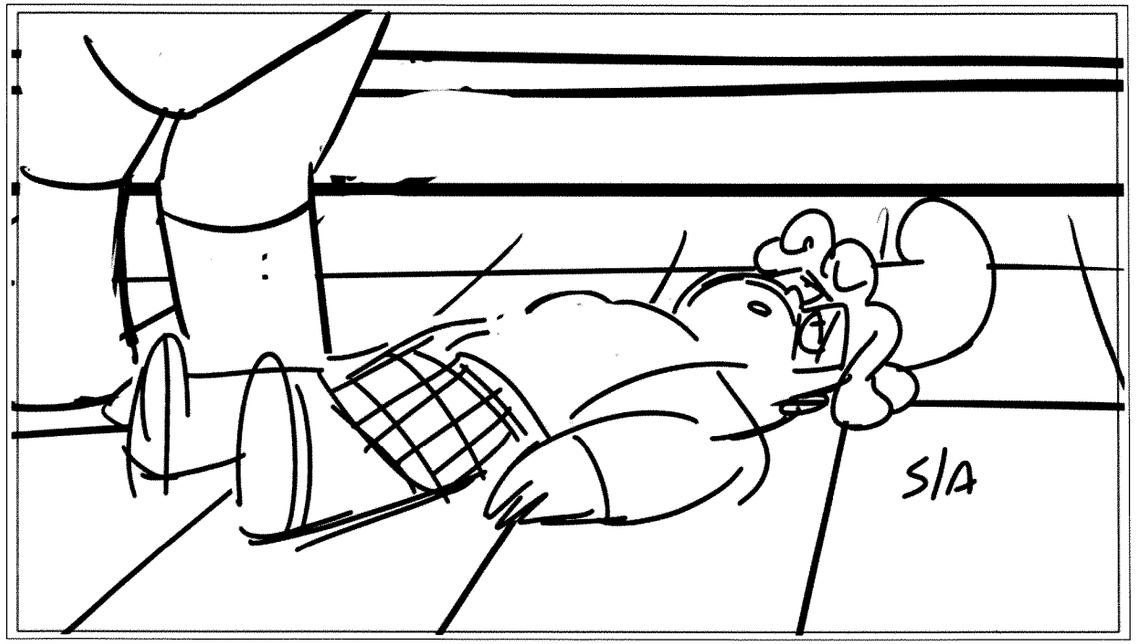
Slugging

1.07

JUL 09 201

1020.011

Scene	Panel
39	1



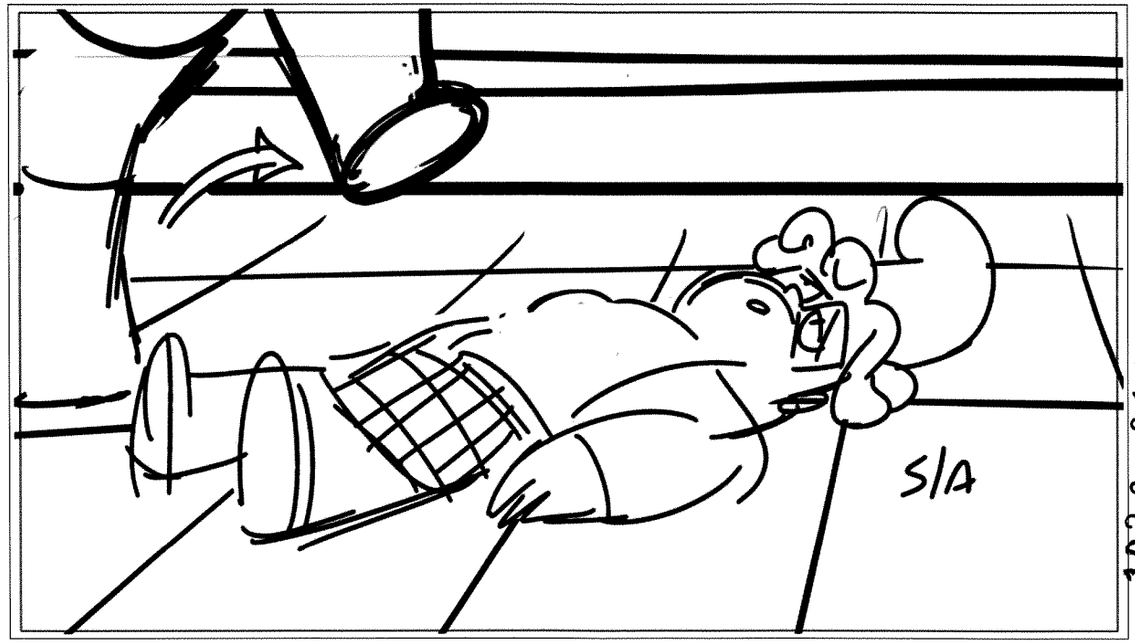
Dialog

MR. SMILEY (os): THAT WAS...

Slugging

Panels 1 + 2 = 0.04

Scene	Panel
39 CONT	2



Dialog

MR. SMILEY (os): THAT WAS...

Action Notes

Amethyst lifts her foot...

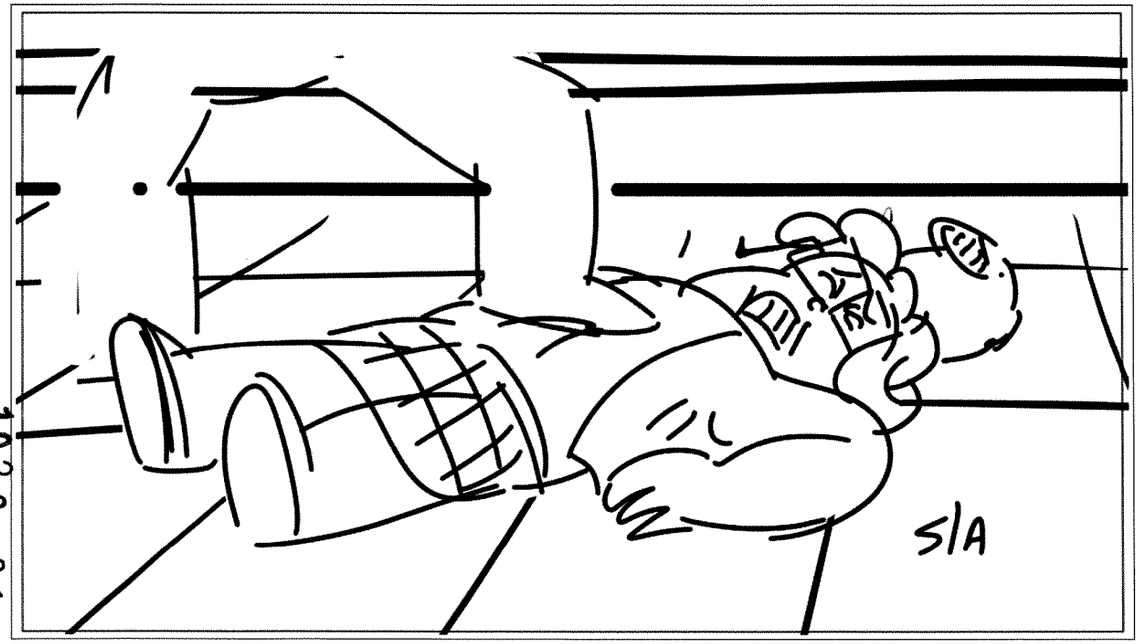
JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
39	3 CONT



1020.011

Dialog

MR. SMILEY (os): ...QUICK,

CROWD: BOO!

Action Notes

and stomps on opponents chest.

Slugging

1.02

1020.011

JUL 09 2013

1020.011

Scene	Panel
39 CONT	4



Dialog

AMETHYST: <SIGH>

CROWD: BOO!

Action Notes

T.O. to show Amethsyt expression.

Slugging

ADJ: 0.08

Then HOLD: 1.03

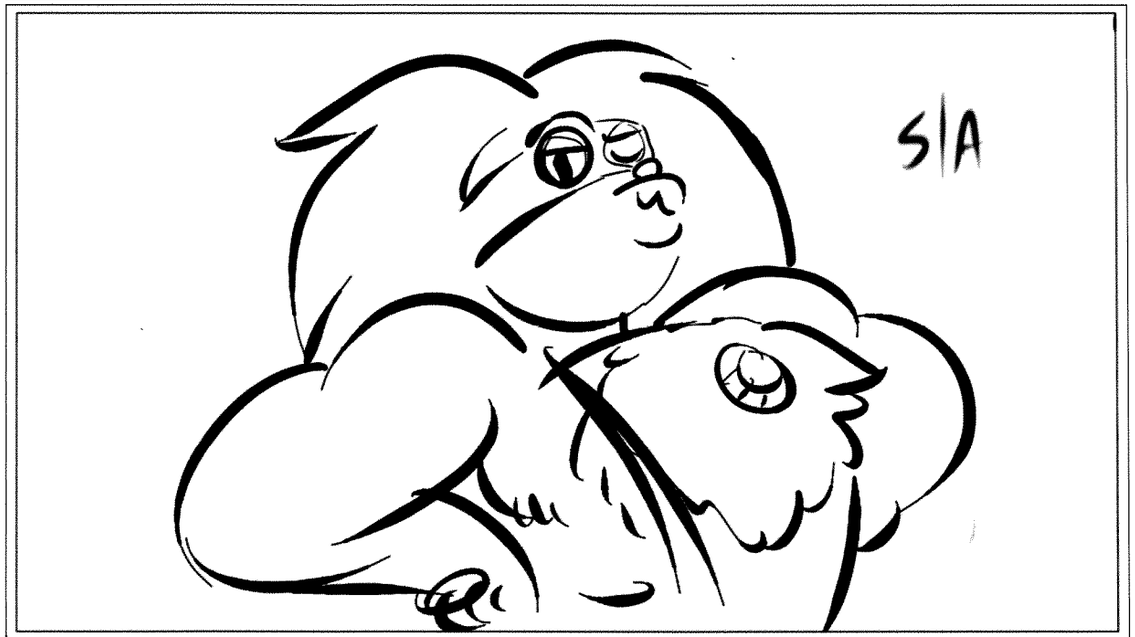
JUL 09 2013

1020-011

1020.011

1020.011

Scene	Panel
39	5 CONT



1020.011

Dialog

MR. SMILEY (os): YEAH YEAH, I DON'T LIKE IT ...

CROWD: BOO!

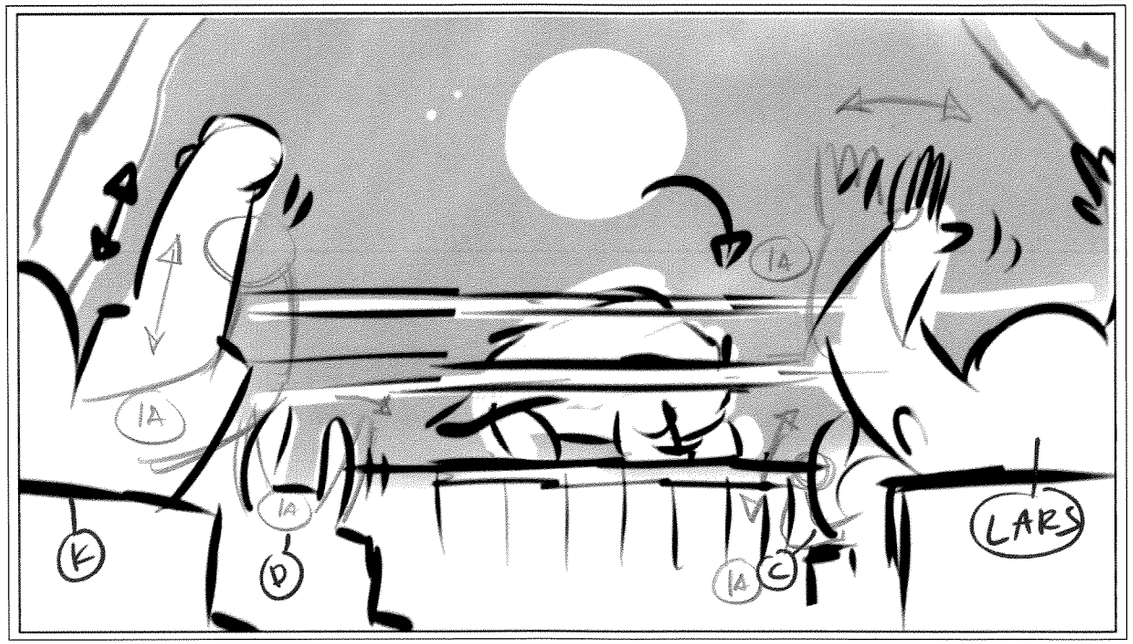
Action Notes

AMETHYST winks at the camera

Slugging

1.06

Scene	Panel
40	1



1020.011

Dialog

MR. SMILEY (os): ...EITHER...

CROWD: BOO!

Action Notes

Amethyst picks up Ronaldo.

Slugging

0.05

Notes

Hook Up Amethyst to previous scene.

JUL 09 2013

Scene	Panel
40	2 CONT



1020.011

Dialog

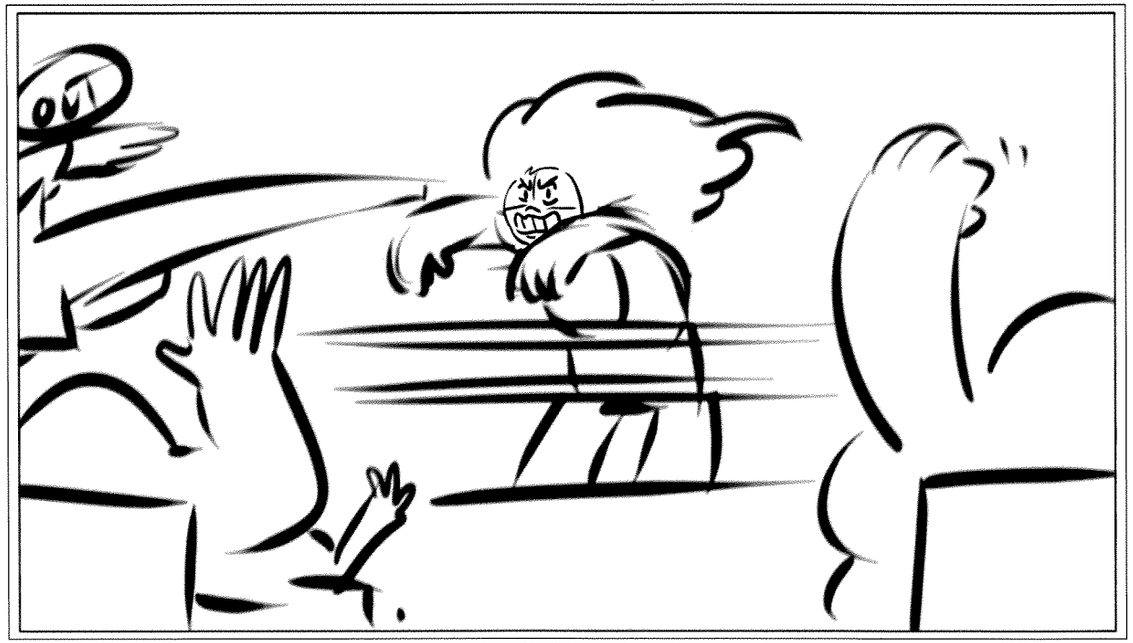
MR. SMILEY (os): ...BUT WHADO YOU DO?

CROWD: BOO!

Slugging

1.12

Scene	Panel
40	3 CONT



1020.011

Dialog

RONALDO: WAAAUGHH- OOF!

CROWD: <GASP!>

Action Notes

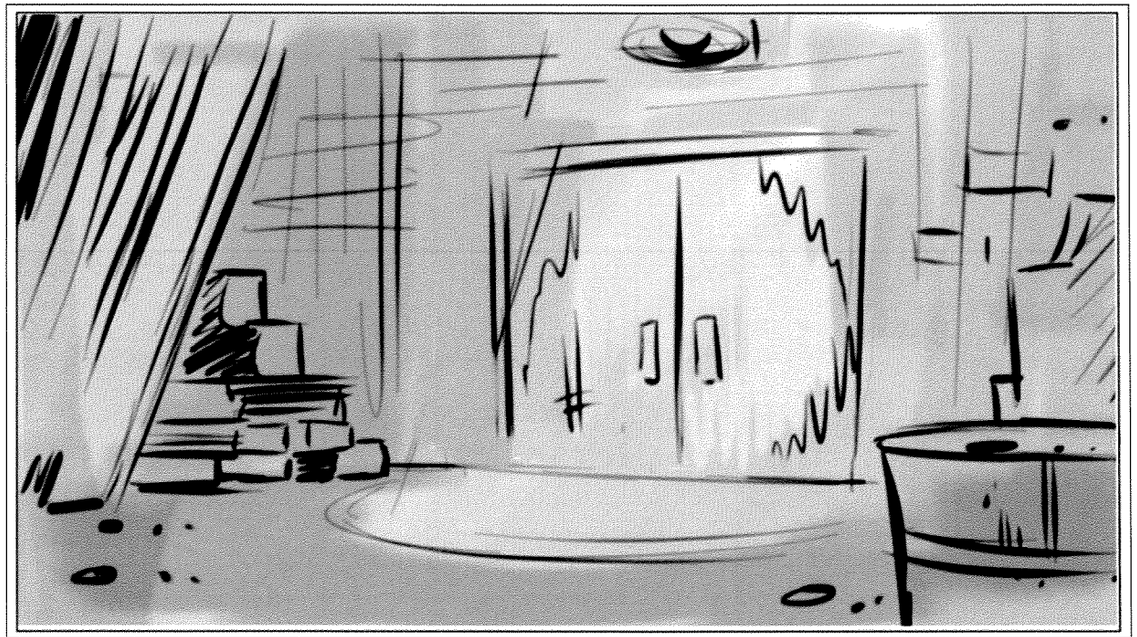
Amethyst throws Ronaldo OUT of the scene.

Slugging

2.06

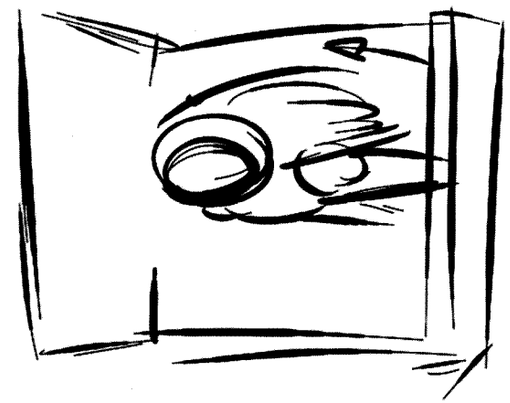
JUL 09 2013

Scene	Panel
41	1



Slugging
1.03

Scene	Panel
41	CONT 2



Action Notes
Amethyst bursts thru doors - head first.

Slugging
0.06

JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
41	CONT 3



Action Notes

She lands.

Slugging

0.13

Scene	Panel
41	CONT 4



Dialog

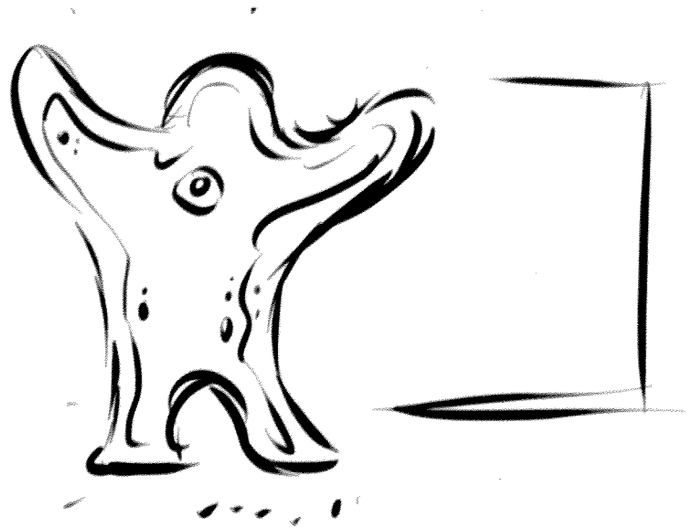
AMETHYST: AAAAAARRRRR....

Slugging

1.09

JUL 09 2013

Scene	Panel
41 CONT	5

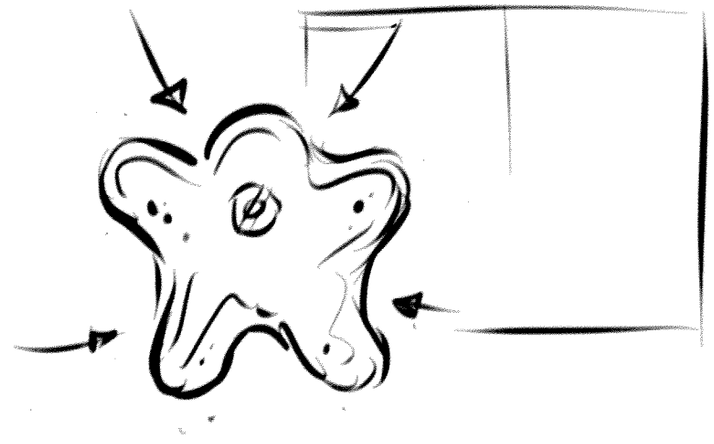


Dialog
AMETHYST: AAAAAARRRRR....

Action Notes
She begins to morph.

Slugging
0.13

Scene	Panel
41 CONT	6



Dialog
AMETHYST: ...RGGGGHH!

Action Notes
and shrink.

Slugging
0.15

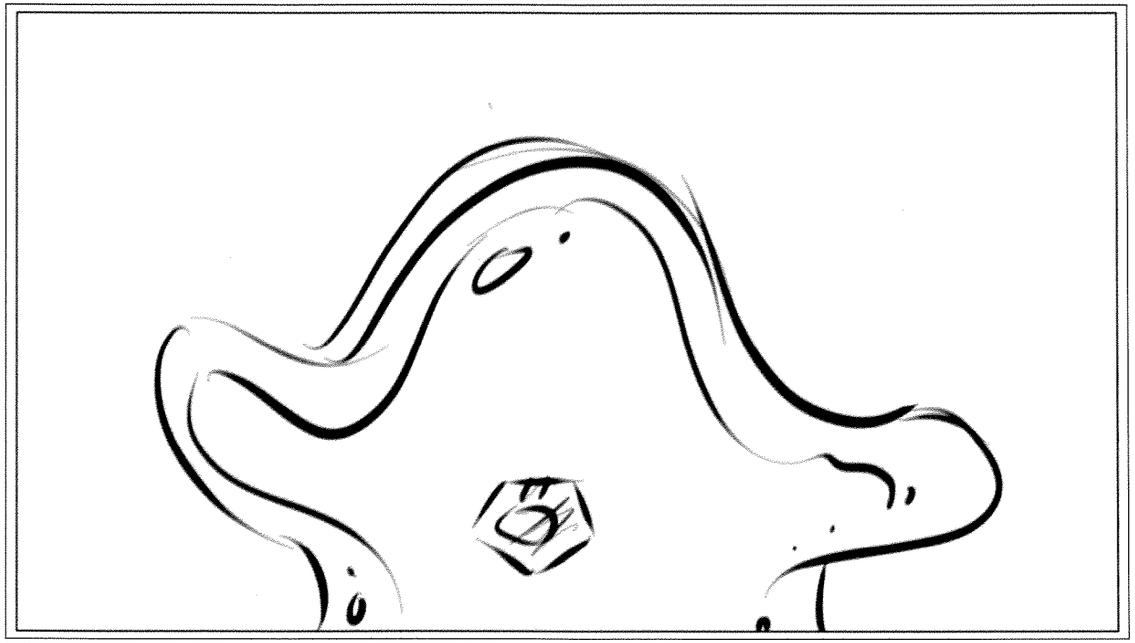
JUL 09 2015

1020.011

1020.011

1020.011

Scene	Panel
42	1

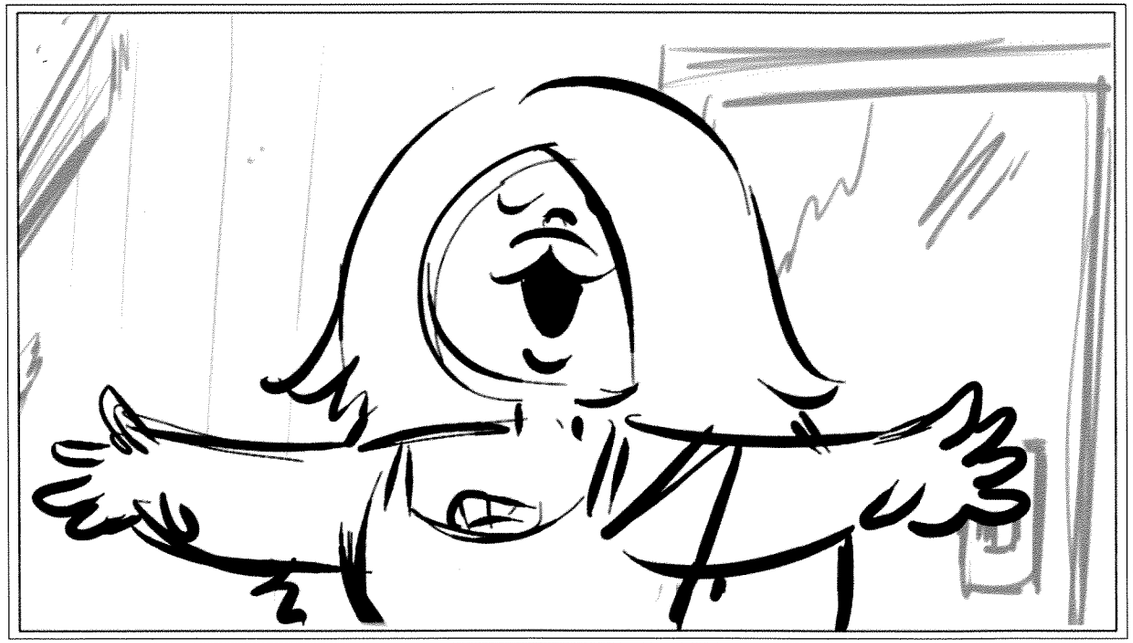


Dialog
AMETHYST: ...RGGGGHH!

Action Notes
Camera cut close-up.

Slugging
0.10

Scene	Panel
42	CONT 2



Dialog
AMETHYST: <SIGH>

Action Notes
Finishes morphing and sighs.

Slugging
2.10

JUL 09 2015

1020.011

1020.011

1020.011

Scene	Panel
42	3 CONT



Dialog
STEVEN: AMETHYST

Action Notes
IN comes Steven grabbing Amethyst.

Slugging
1.04

Scene	Panel
42	4 CONT



Dialog
STEVEN: UH!

Action Notes
Amethyst quickly ducks down while grabbing Steven's wrists.

Slugging
0.07

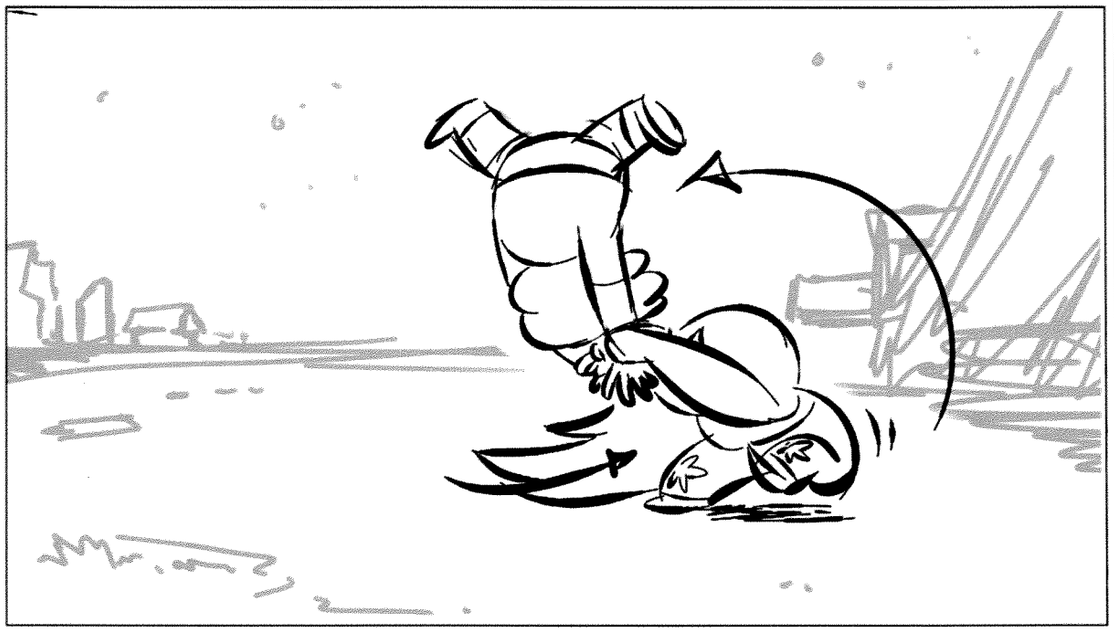
JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
43	1

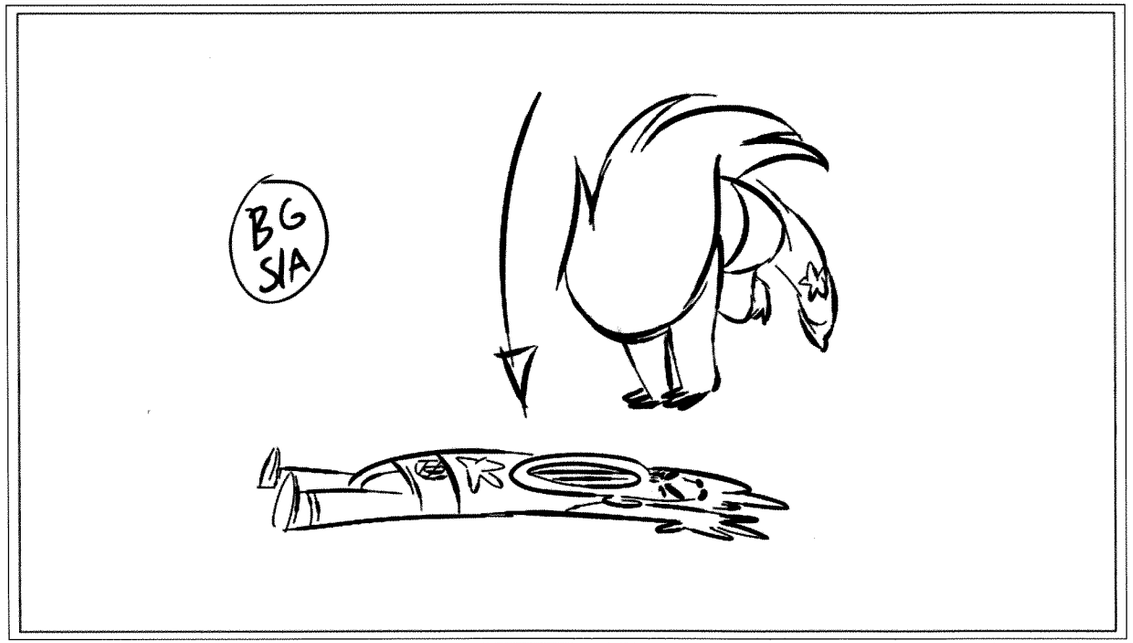


Action Notes
Amethsyt flips Steven

Slugging
0.05

Notes
Hook Up Amethyst and Steven to previous scene.

Scene	Panel
43	CUT 2



Dialog
STEVEN: <HITS GROUND> UGH!

Action Notes
Amethyst Slams Steven into the ground.

Slugging
0.04

JUL 09 2013

Scene	Panel
43	3 CONT



Slugging
0.14

Scene	Panel
44	1

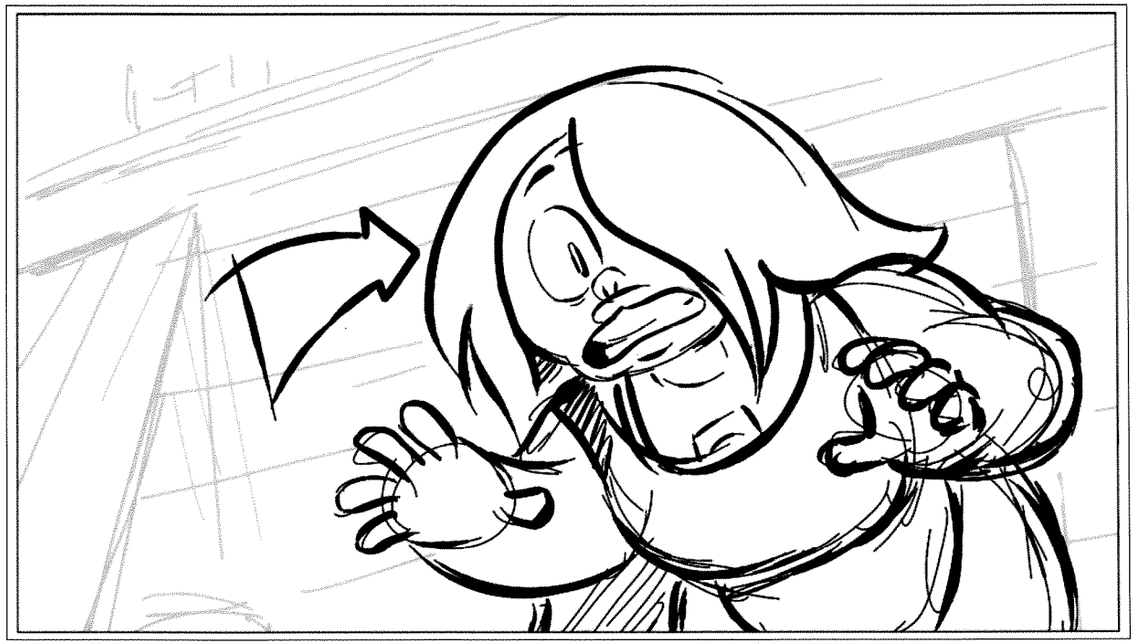


Action Notes
Camera cut to Steven's POV

Slugging
0.05

JUL 09 2013

Scene	Panel
44	CONT 2



Action Notes

Amethyst steps back.

Slugging

0.10

Scene	Panel
44	CONT 3



Dialog

AMETHYST: WHAT ARE YOU...

Slugging

0.15

JUL 09 2013

1020.011

1020.011

Scene	Panel
44	CONT 4



Dialog
AMETHYST: ...DOING ...

Action Notes
Looks aground 4A - 4B

Slugging
0.07

Scene	Panel
44	CONT 5



Dialog
AMETHYST: ...HERE?!

Slugging
0.09

JUL 09 2013

1020.011

1020.011

1020.011

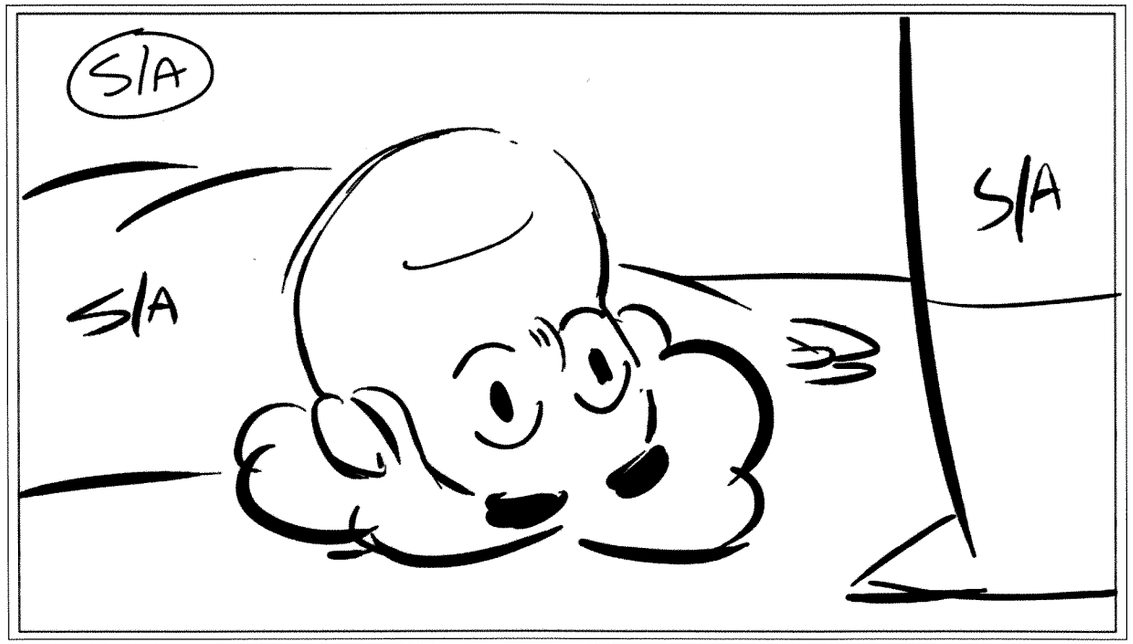
Scene	Panel
44	6 CONT



Slugging

0.10

Scene	Panel
45	1



Slugging

Panels 1 to 4 = 3.03

JUL 09

1020.011

1020-011

S 2

Scene 45 CONT

Panel 3



Dialog

STEVEN: (*LOUD WHISPER) ARE YOU A

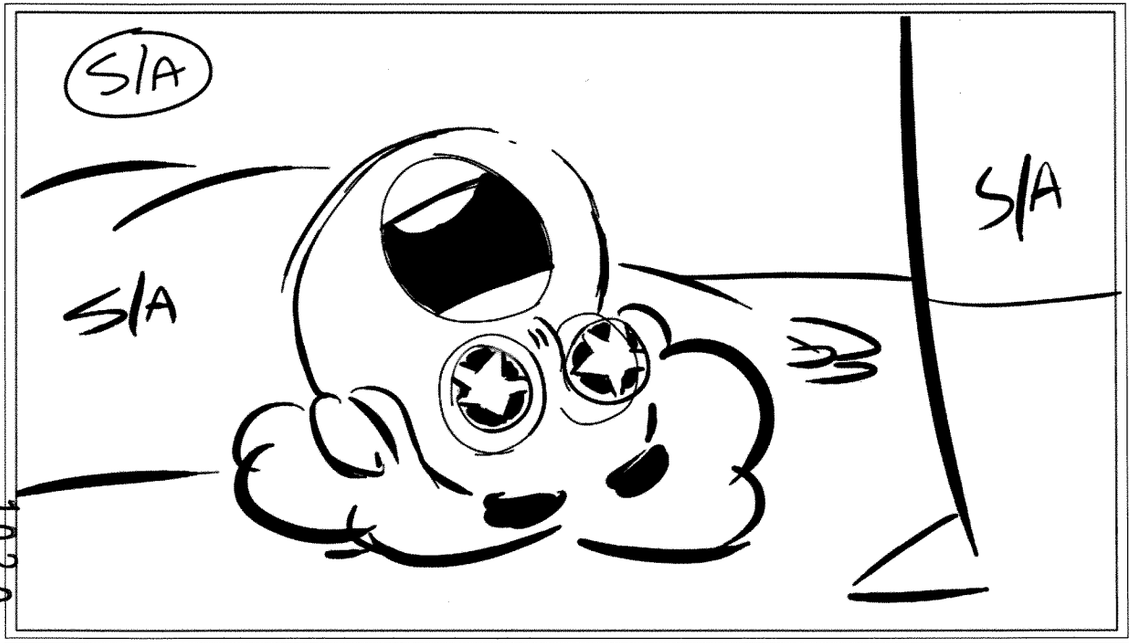
1020.011

JUL 09 2013

1020.011

1020.011

Scene	Panel
45	CONT 4



1020.011

Dialog

STEVEN: (SECRET WRESTLER!?!

Action Notes

Steven becomes star-eyed.

Scene	Panel
46	1



1020.011

Slugging

1.03

JUL 09 2013

Scene	Panel
46	2 CONT



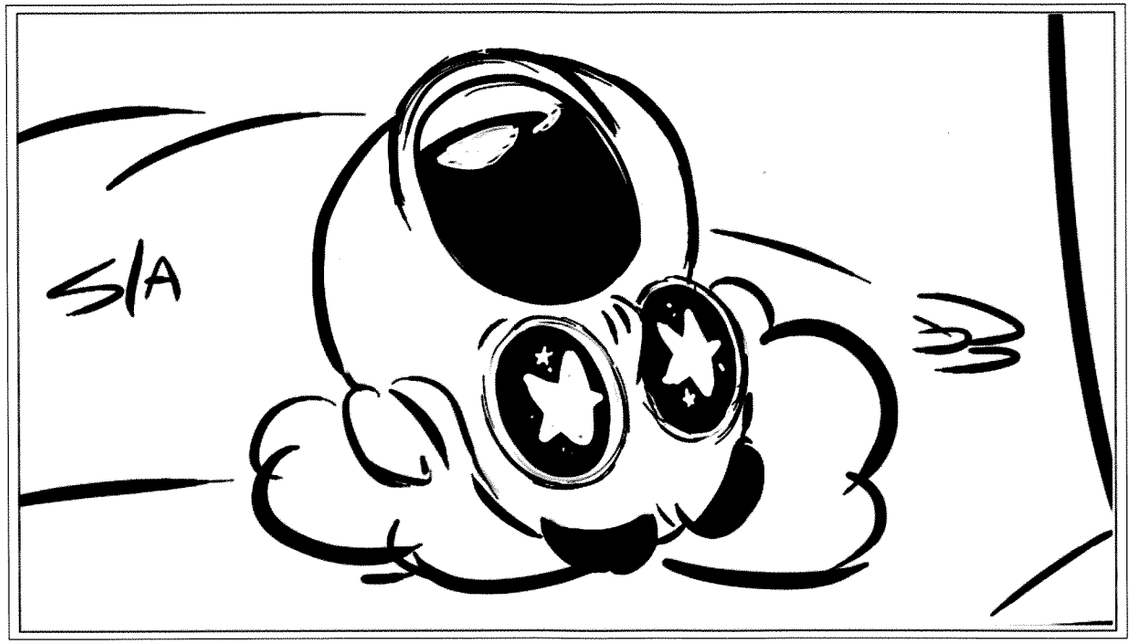
Dialog

AMETHYST: YEAH.

Slugging

1.01

Scene	Panel
47	1



Dialog

STEVEN: <GAAAASP!!>

Slugging

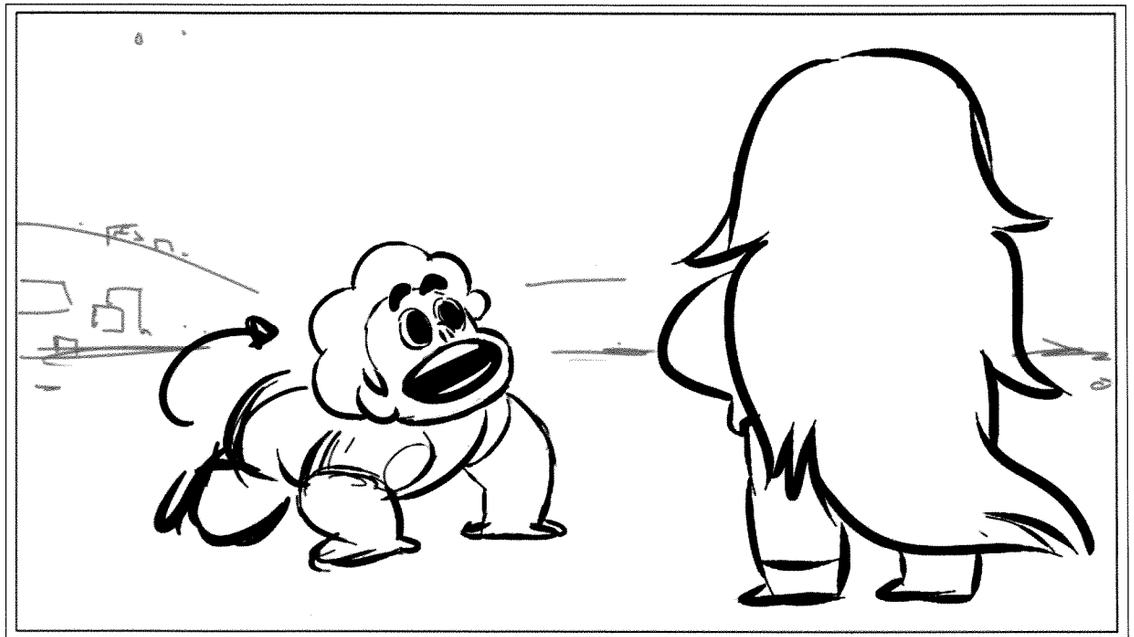
1.13

JUL 09

1020.011

1020.011

Scene	Panel
48	1



Dialog

STEVEN: BUT HOW, BUT WHEN?

Action Notes

Steven turns over.

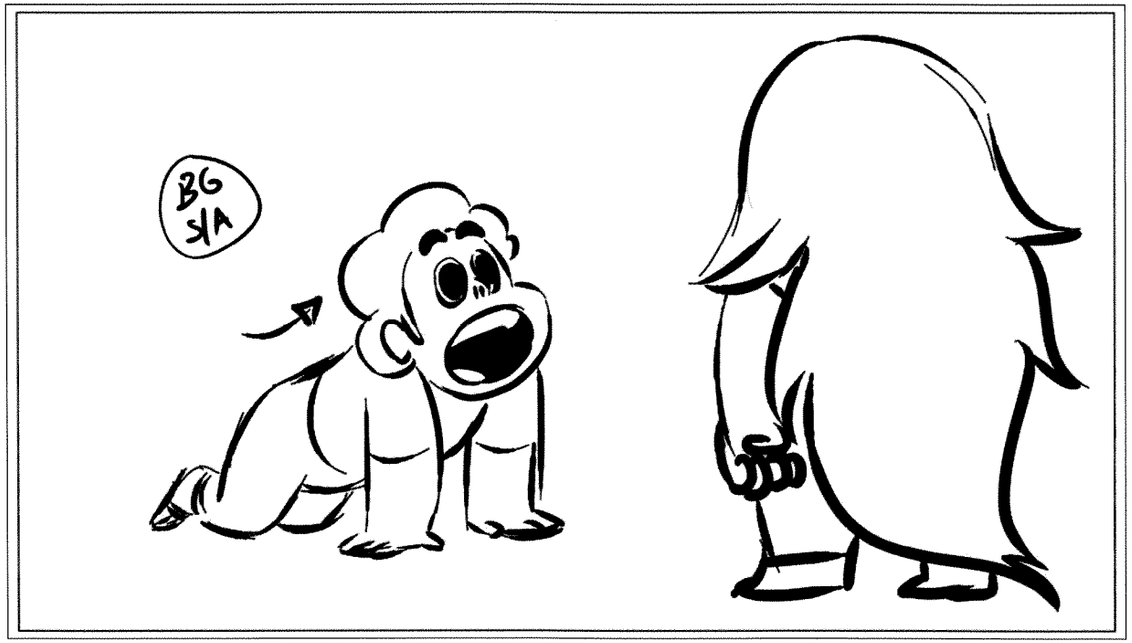
Slugging

2.13

Notes

H.U. Steven to previous scene.

Scene	Panel
48	CONT 2



Dialog

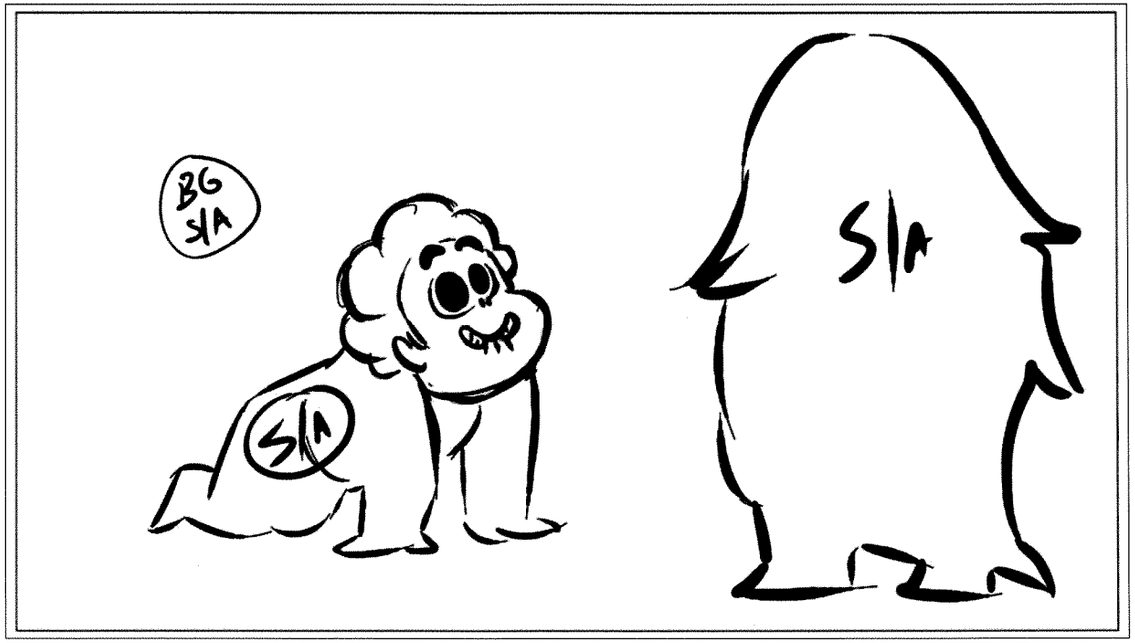
STEVEN: ...BUT WHY??

Slugging

1.10

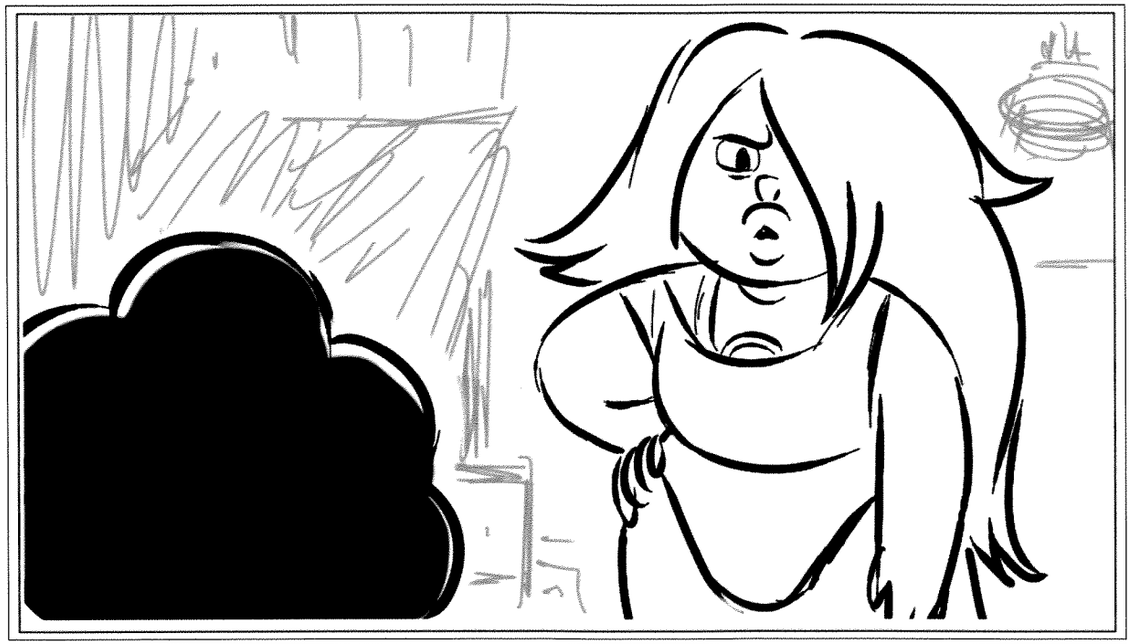
JUL 09 201

Scene	Panel
48	CONT 3



Slugging
0.15

Scene	Panel
49	1



Action Notes
Hold on Amethyst looking at Steven.

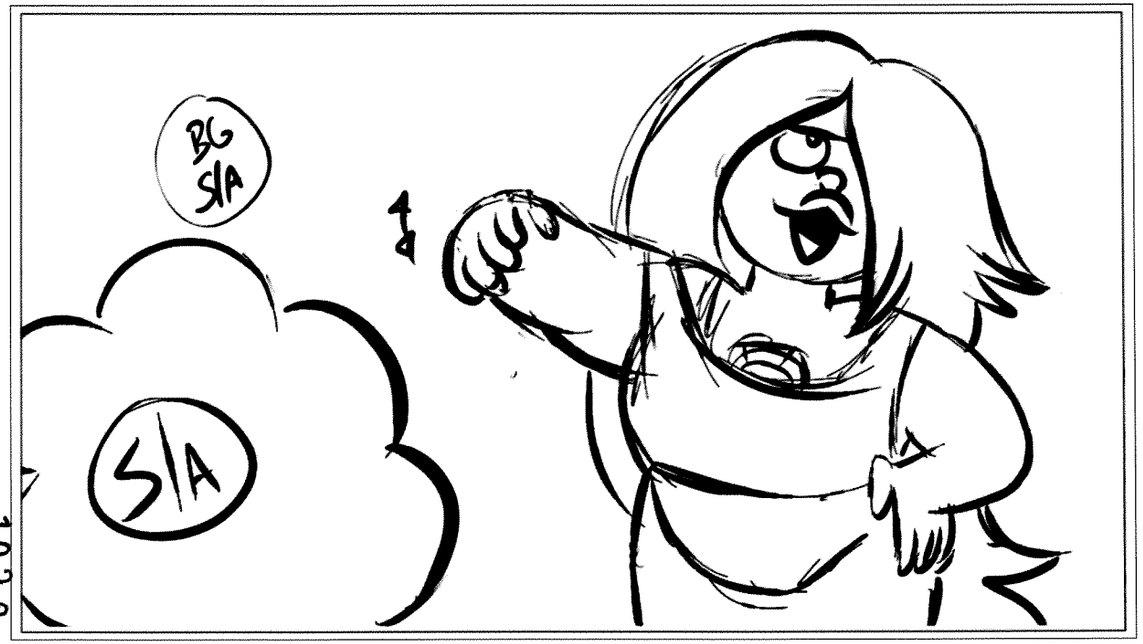
Slugging
1.01

JUL 09 2013

1020.011

1020.011

Scene	Panel
49	2 CONT



Dialog

AMETHYST: C'MERE.

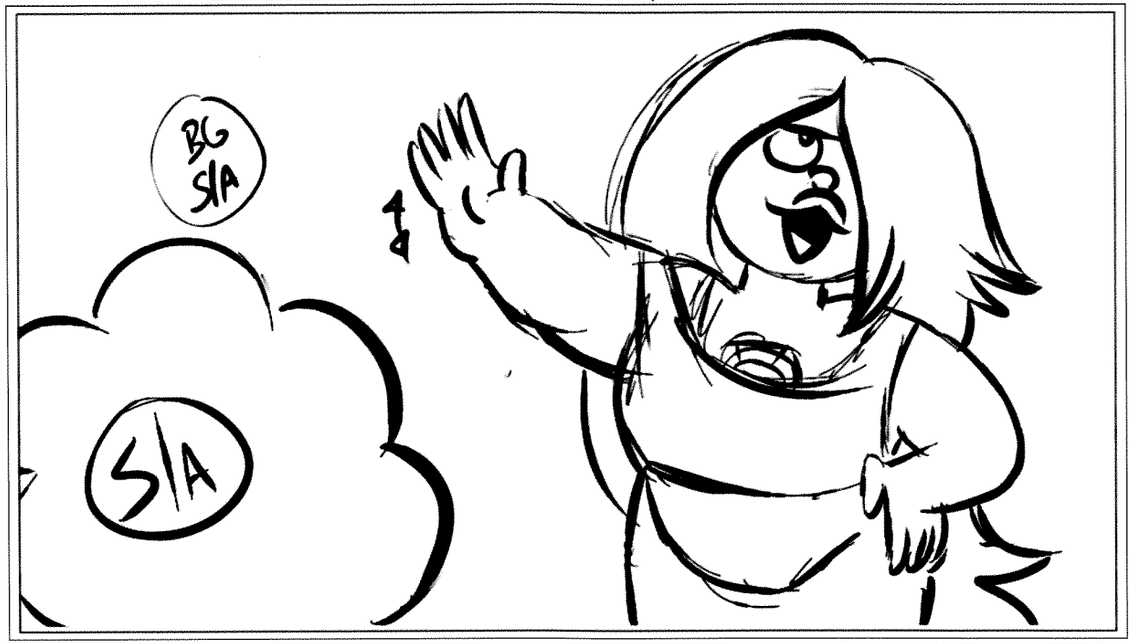
Action Notes

Amethyst hand repeatly wave. (cycle x3)

Slugging

Panels 2 + 3 = 1.08

Scene	Panel
49	3 CONT



Dialog

AMETHYST: C'MERE.

Action Notes

Amethyst hand repeatly wave.

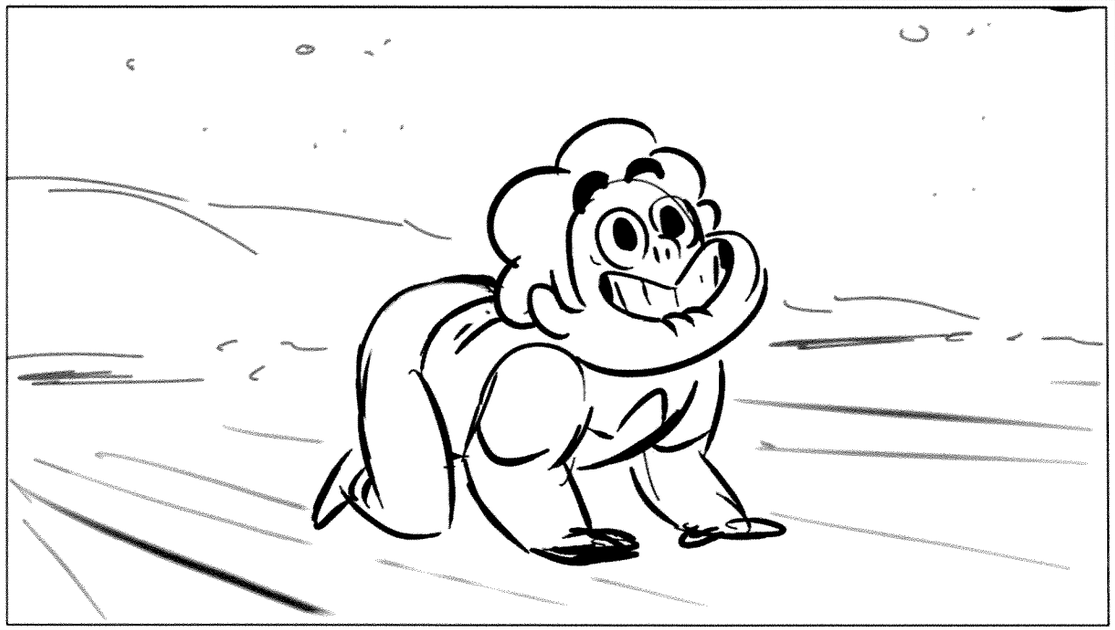
JUL 09 2015

1020.011

1020.011

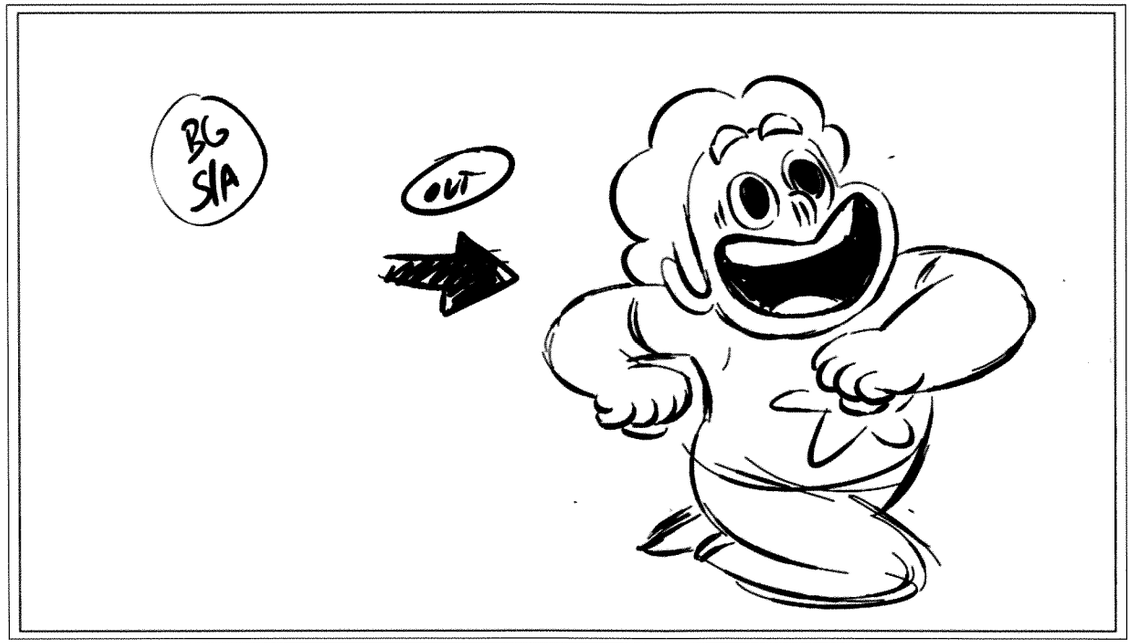
1020.011

Scene	Panel
50	1



Slugging
0.09

Scene	Panel
50	CONT 2



Dialog
AMETHYST (os): LET ME EXPLAIN...

Action Notes
Steven scoots forward on his knees.
Steven OUT.

Slugging
1.02

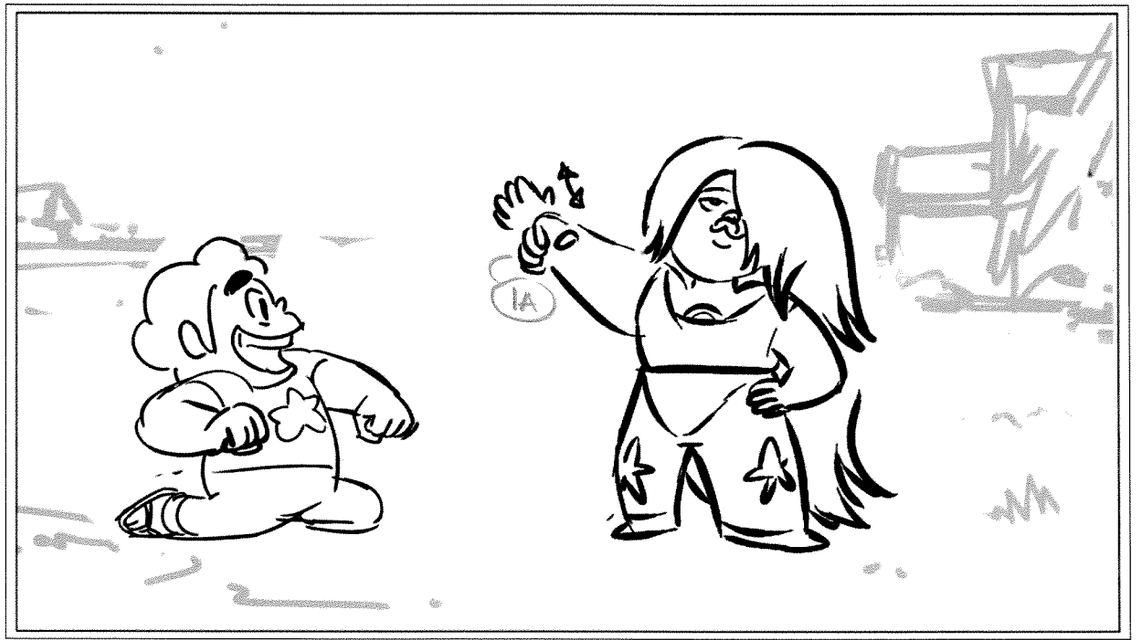
JUL 05

1020-011

1020-011

1020.011

Scene	Panel
51	1



Dialog

AMETHYST: ...SOMETHING TO YOU.

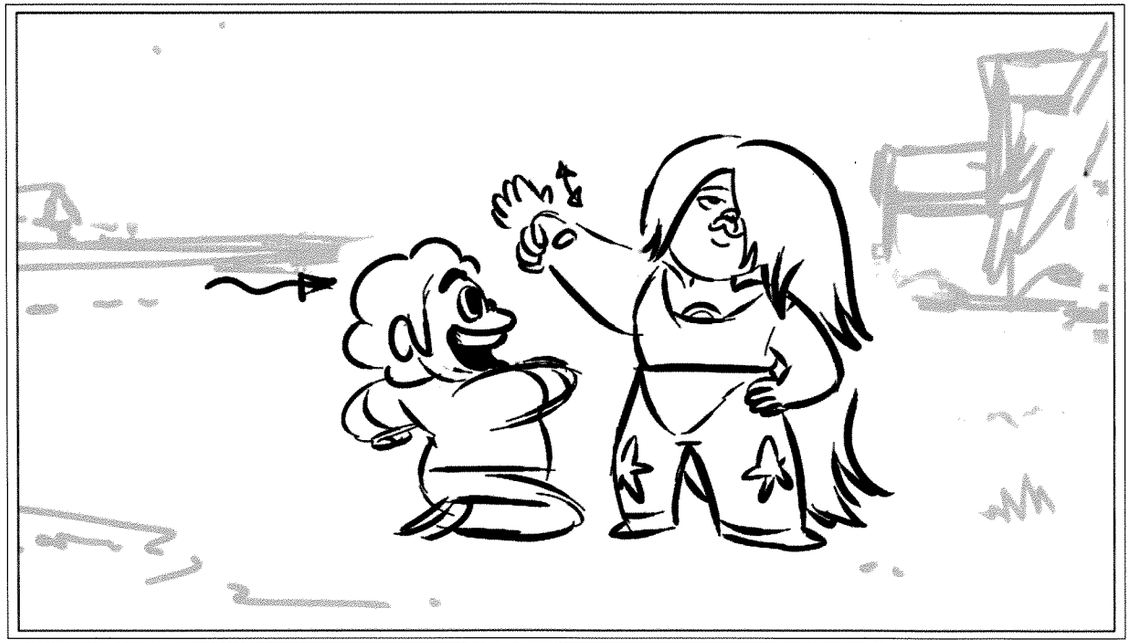
Action Notes

Amethyst beckons Steven, hand repeated wave / Steven continues scoot forward.

Slugging

Panels 1 + 2 = 1.06

Scene	Panel
51	CONT 2



Dialog

AMETHYST: ...SOMETHING TO YOU.

Action Notes

Amethyst beckons Steven, hand repeated wave / Steven continues scoot forward.

Slugging

0.12

JUL 09 2013

1020-011

1020-011

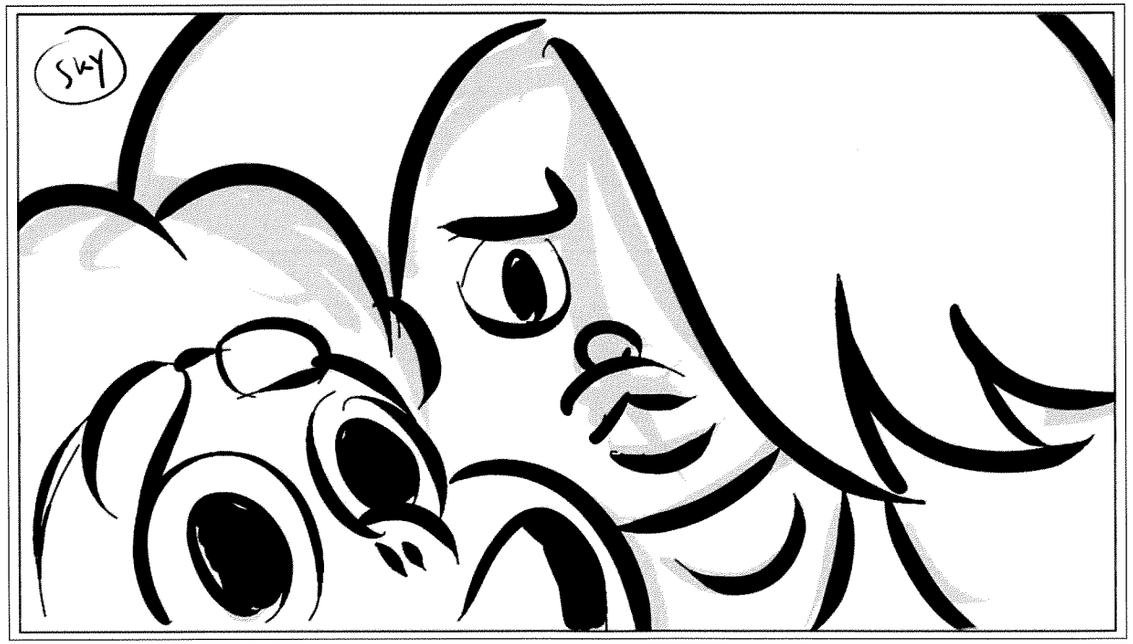
1020-011

Scene	Panel
51	CONT 3



Slugging
0.12

Scene	Panel
52	1



Action Notes
Camera cut in close.

Slugging
0.04

JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
52	2 CONT



Dialog

AMETHYST: IN THE RING,

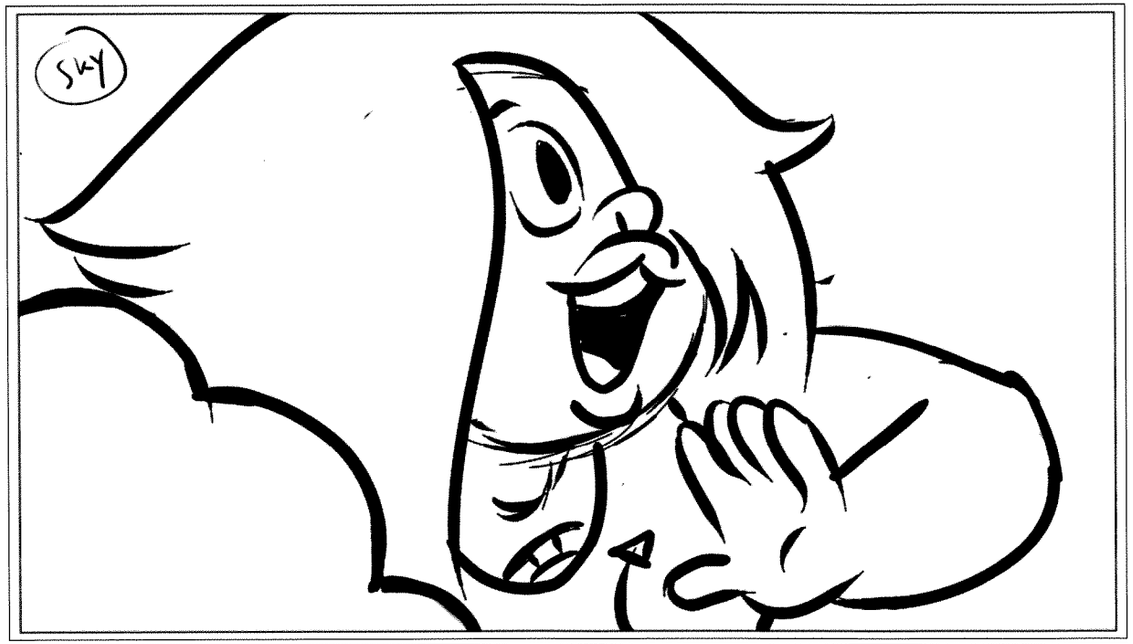
Action Notes

Steven turns his head towards Amethyst.

Slugging

1.07

Scene	Panel
52	3 CONT



Dialog

AMETHYST: NOBODY CAN TELL ME WHAT TO DO!

Action Notes

Amethyst arm stretch out from 1 to 2.

Slugging

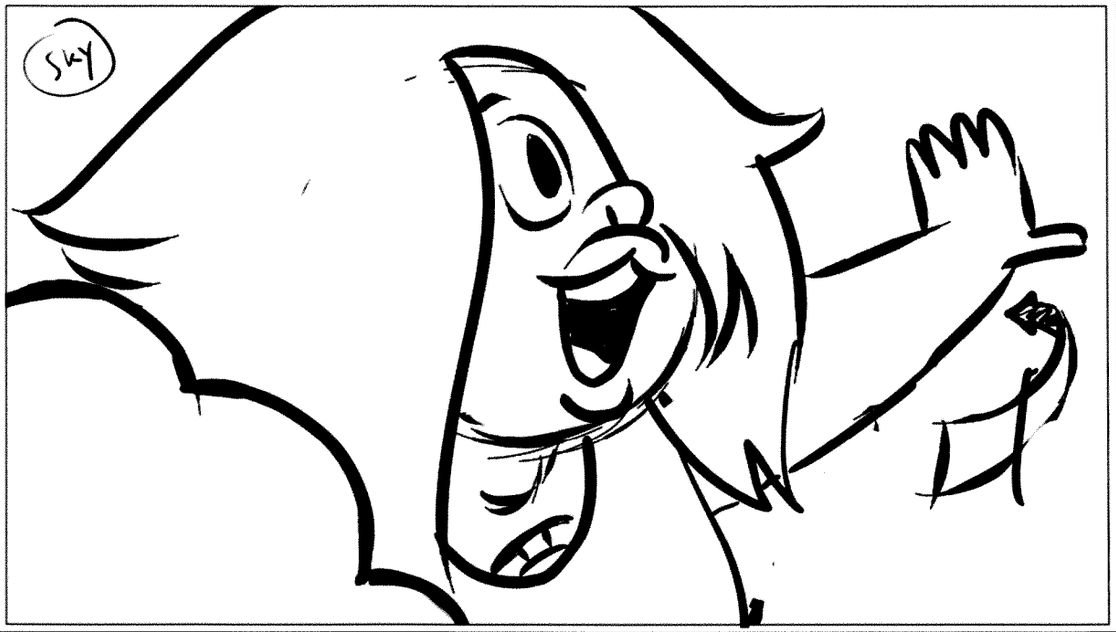
Panels 3 + 4 = 2.13

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1020.011

1020.011

Scene	Panel
52	4 cont



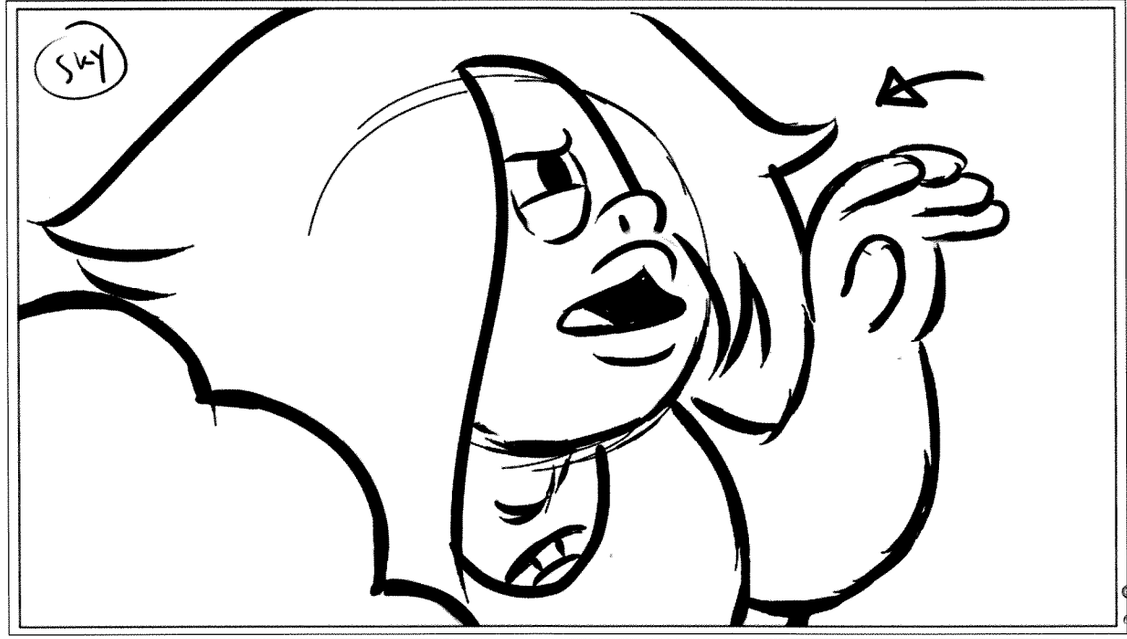
Dialog

AMETHYST: NOBODY CAN TELL ME WHAT TO DO!

Action Notes

Amethyst arm stretch out from 1 to 2.

Scene	Panel
52	5 cont



Dialog

AMETHYST: AND IF THEY TRY,

Slugging

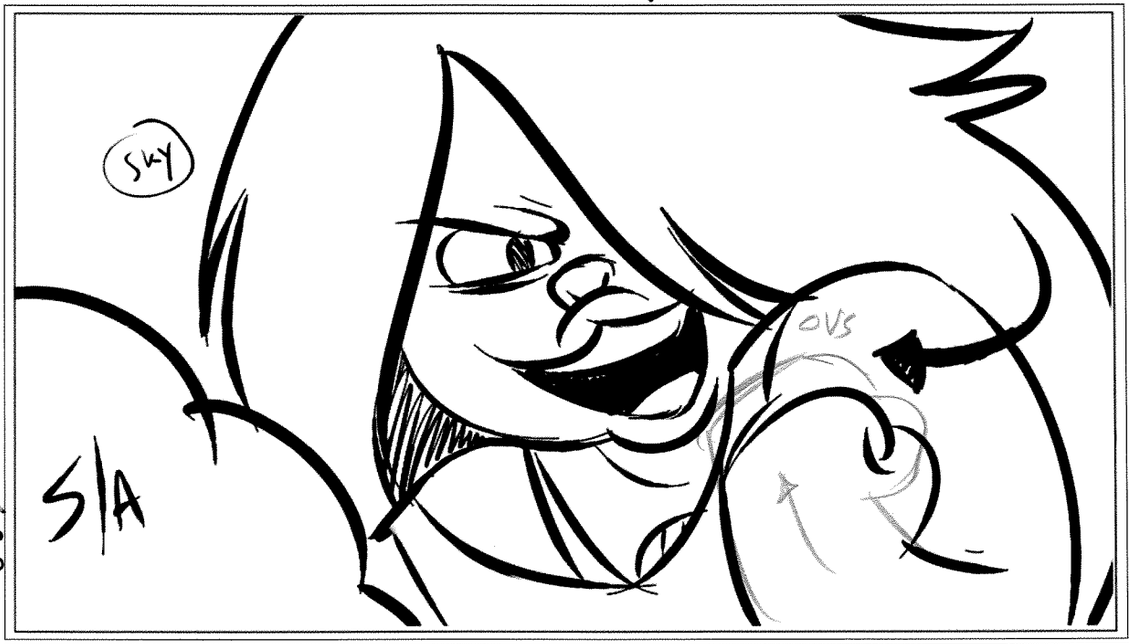
1.08

JUL 09 2015

1020.011

1020.011

Scene	Panel
52	6 CONT



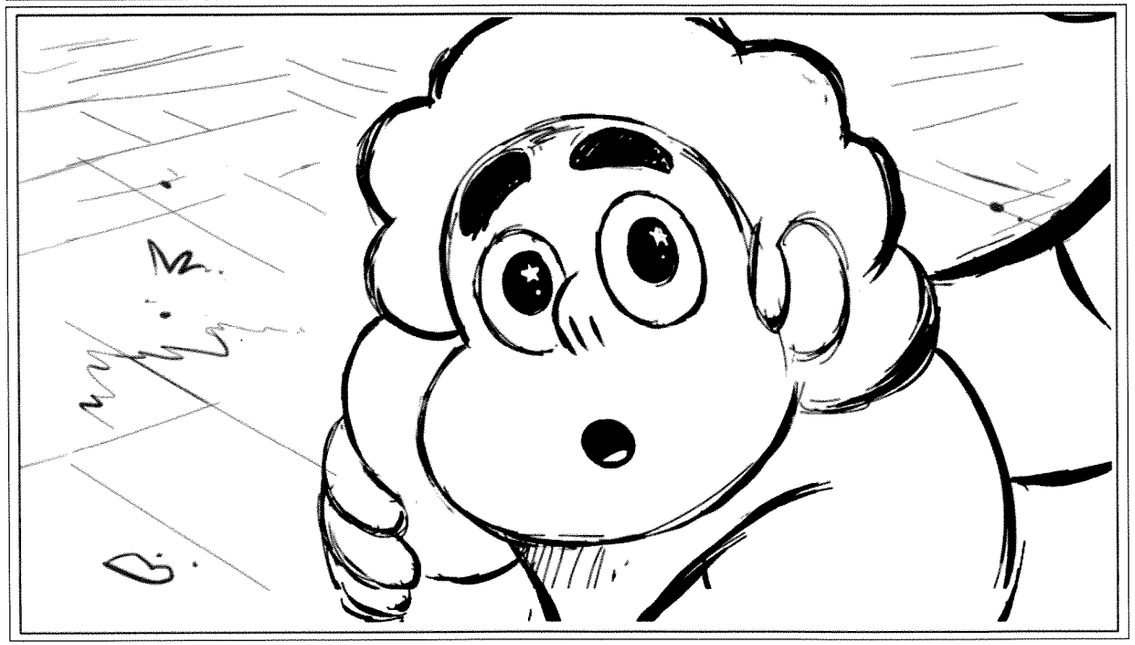
Dialog

AMETHYST: I HIT 'UM IN THE FACE WITH A CHAIR!

Slugging

3.01

Scene	Panel
53	1



Dialog

AMETHYST (os): (*EVIL VOICE) HA HA HA…

Slugging

2.00

JUL 09 2015

1020.011

1020.011

Scene	Panel
53	CONT 2



Dialog

STEVEN: AND PEOPLE…

Slugging

1.13

Scene	Panel
53	CONT 3



Dialog

STEVEN: ...LIKE THAT?

Slugging

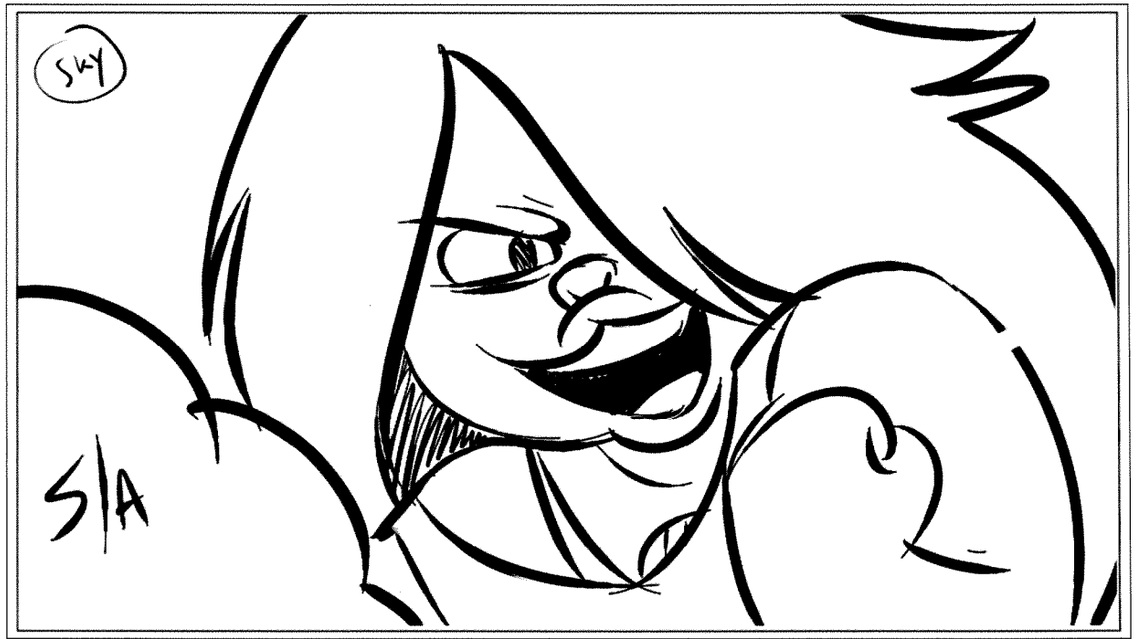
1.11

JUL 09 2013

1020-011

1020-011

Scene	Panel
54	1



Dialog

AMETHYST: LIKE IT?

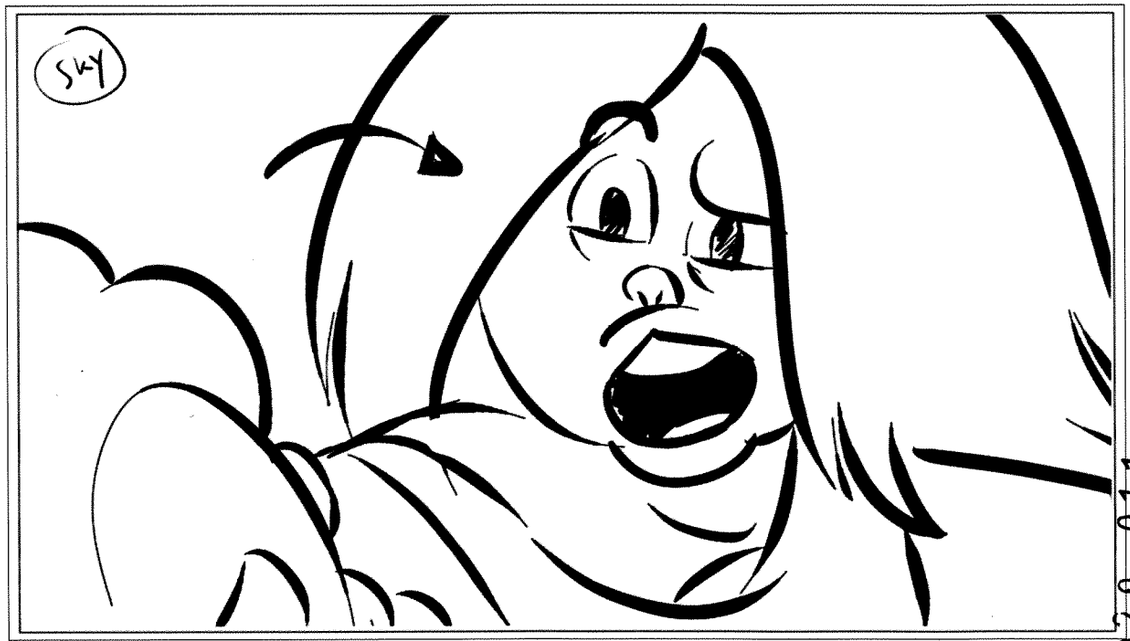
Action Notes

START POSE

Slugging

Panels 1 + 2 = 1.09

Scene	Panel
54	2



Dialog

AMETHYST: LIKE IT?

1020-011

1020-011

JUL 09 201

1020-011

Scene	Panel
55	1



Dialog

AMETHYST: THEY LOVE IT!

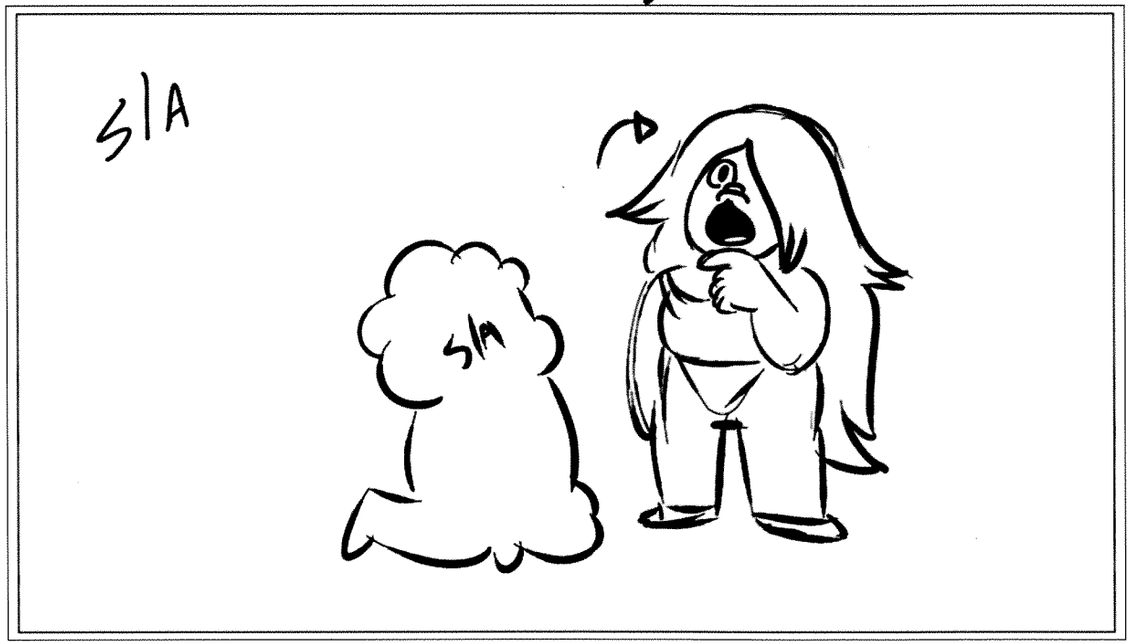
Slugging

3.00

Notes

H.U. Amethyst to previous scene.

Scene	Panel
55	CONT 2



Dialog

AMETHYST: WELL--- THEY HATE IT.

Slugging

2.04

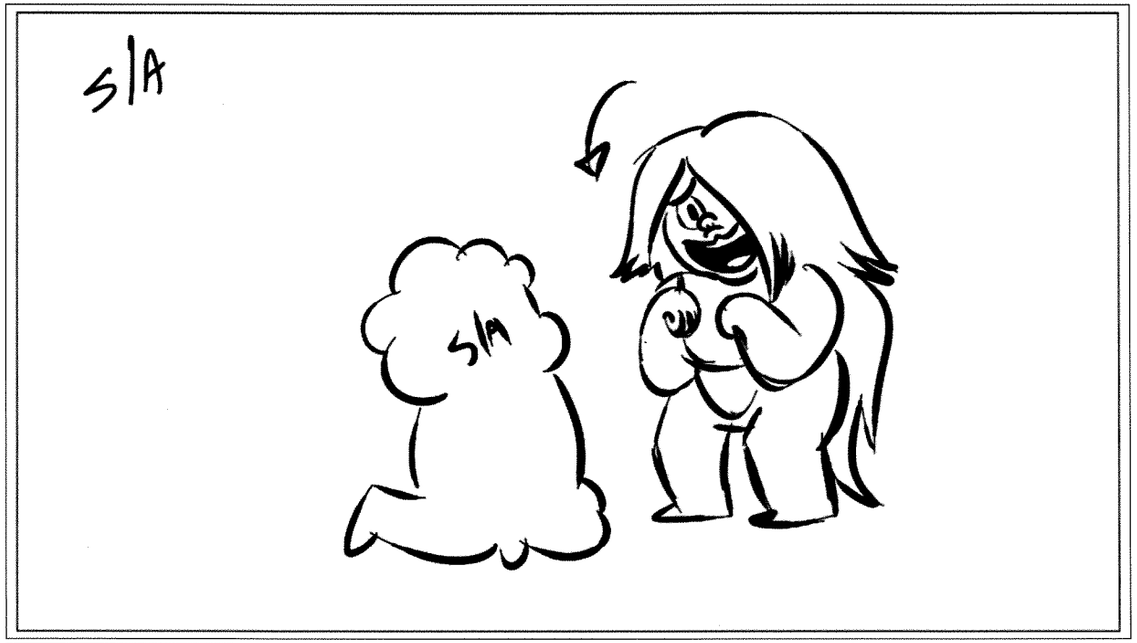
JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
55	CONT 3



Dialog

AMETHYST: BUT IT'S ALL PART OF THE FUN, YOU KNOW?

Slugging

2.15

Scene	Panel
55	CONT 4



Dialog

AMETHYST: EVERYONE HERE,... GETS THAT!

Slugging

3.08

JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
55	CONT 5



Dialog

AMETHYST: GAH! (grrrr)

Action Notes

amethyst growls.

Slugging

Panels 5 + 6 = 7.13

Scene	Panel
55	CONT 6



Dialog

AMETHYST: YOU DON'T KNOW WHAT IT'S LIKE HAVING PEARL AND GARNET ON YOUR BACK ALL THE TIME!!

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Scene	Panel
56	1

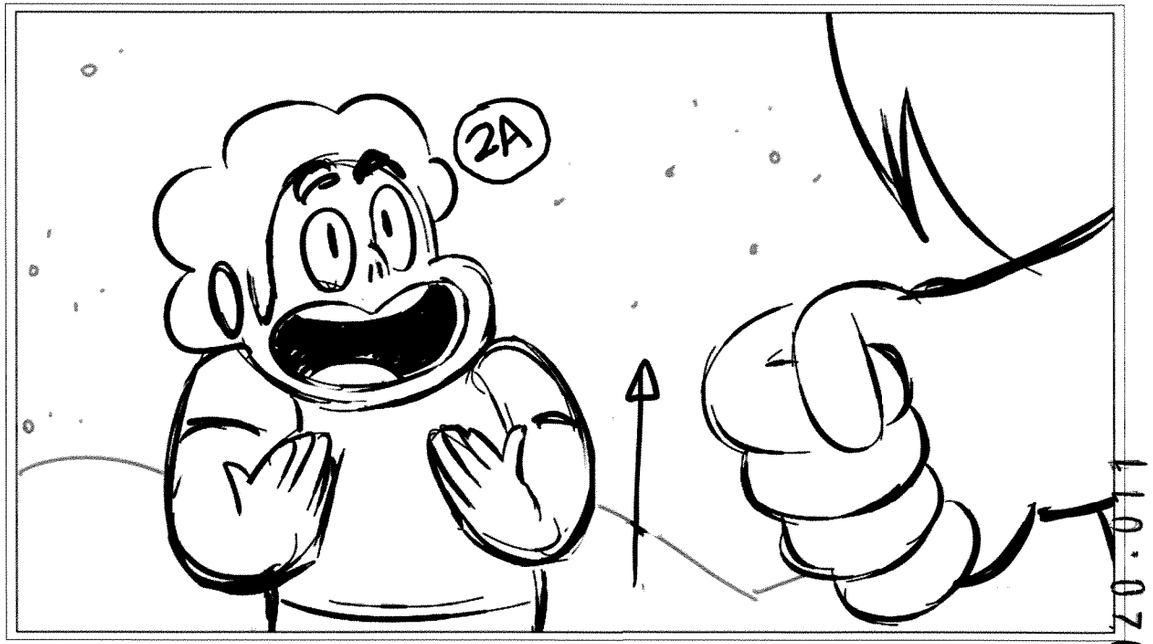


Action Notes
START POSE

Slugging
Panels 1 + 2 = 2.10

Notes
H.U. Steven to previous scene.

Scene	Panel
56 CONT	2



Dialog
STEVEN: ARE YOU KIDDING ME?!

Action Notes
STEVEN stands



1020-011

1020-011

JUL 09 2013

1020-011

Scene 56 | Panel 3 CONT



Dialog

STEVEN: (*AS PEARL) OH STEVEN! I TOLD YOU BEFORE NOT TO TAKE PEANUT BUTTER ON MISSIONS!

Slugging

5.14



Scene 56 | Panel 4 CONT



Dialog

STEVEN: (*AS GARNET) I'M NOT GOING TO SAY ANYTHING BUT I EXPECT YOU TO UNDERSTAND THAT THAT WAS WRONG.

Action Notes

Steven imitates GArnet.

Slugging

7.15



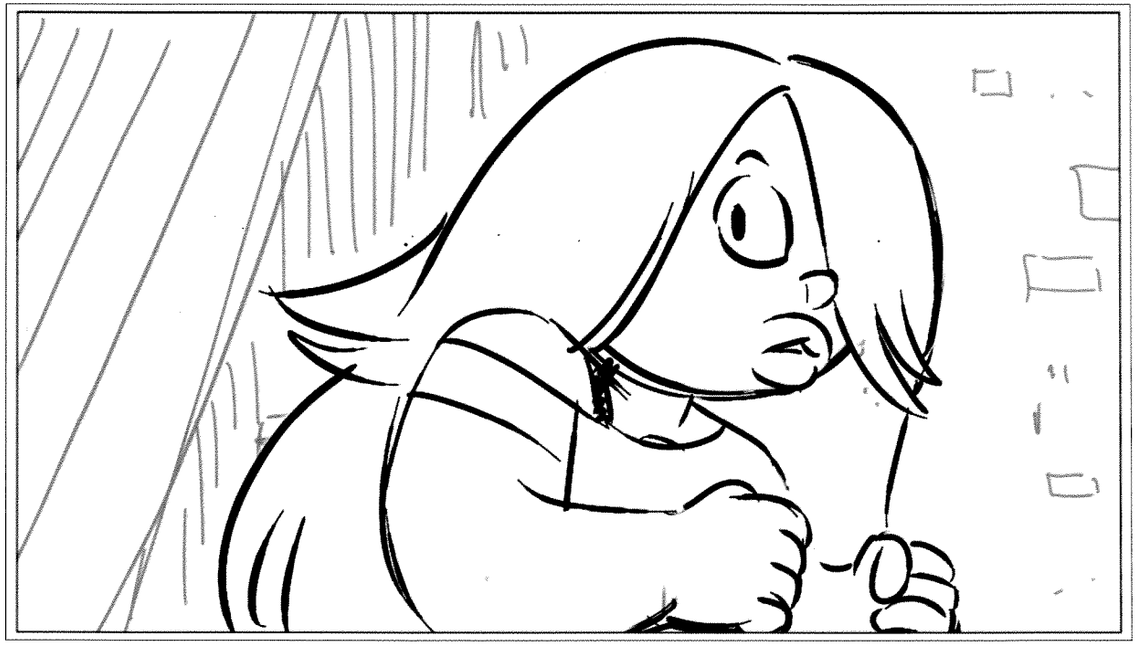
JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
57	1



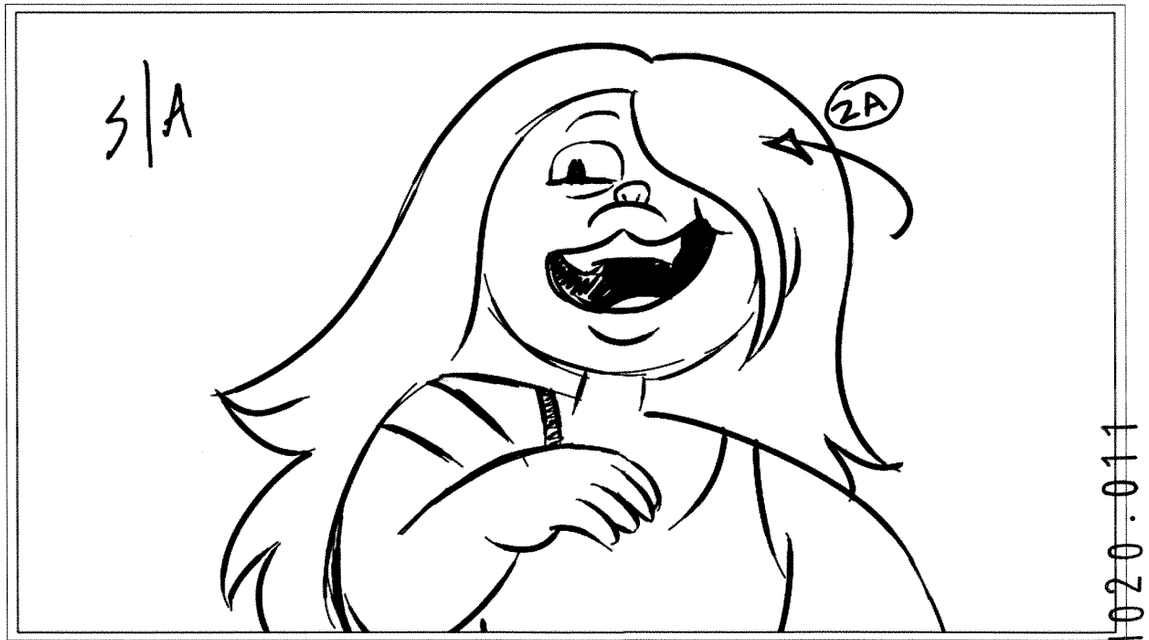
Action Notes

-SP-

Slugging

0.04

Scene	Panel
57	CONT 2

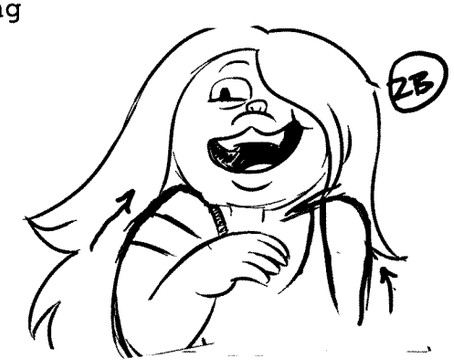


Dialog

AMETHYST: HA HA THAT PEANUT BUTTER GOT EVERYWHERE!

Slugging

4.09



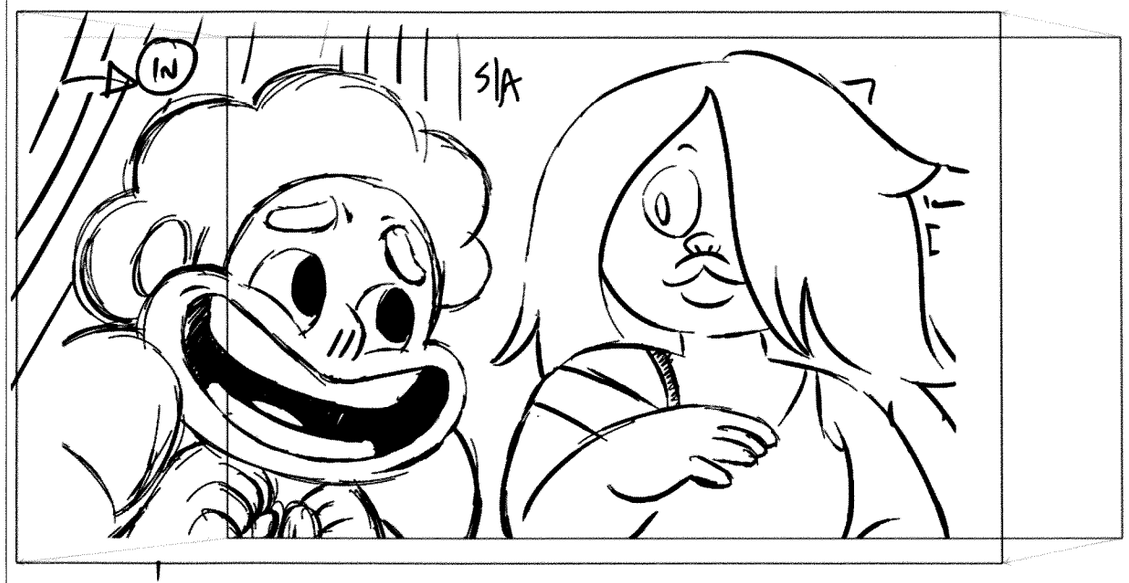
JUL 09 20

1020.011

1020.011

1020.011

Scene	Panel
57 CONT	3



Dialog

STEVEN: LET ME BE A WRESTLER WITH YOU!

Action Notes

Camera ADJ for Steven IN.

Slugging

2.09

ADJ then HOLD.

Scene	Panel
57 CONT	4



Dialog

STEVEN: I'M SO STIFLED!

Slugging

2.11

JUL 09 2015

1020-011

1020-011

1020-011

Scene	Panel
57	CONT 5



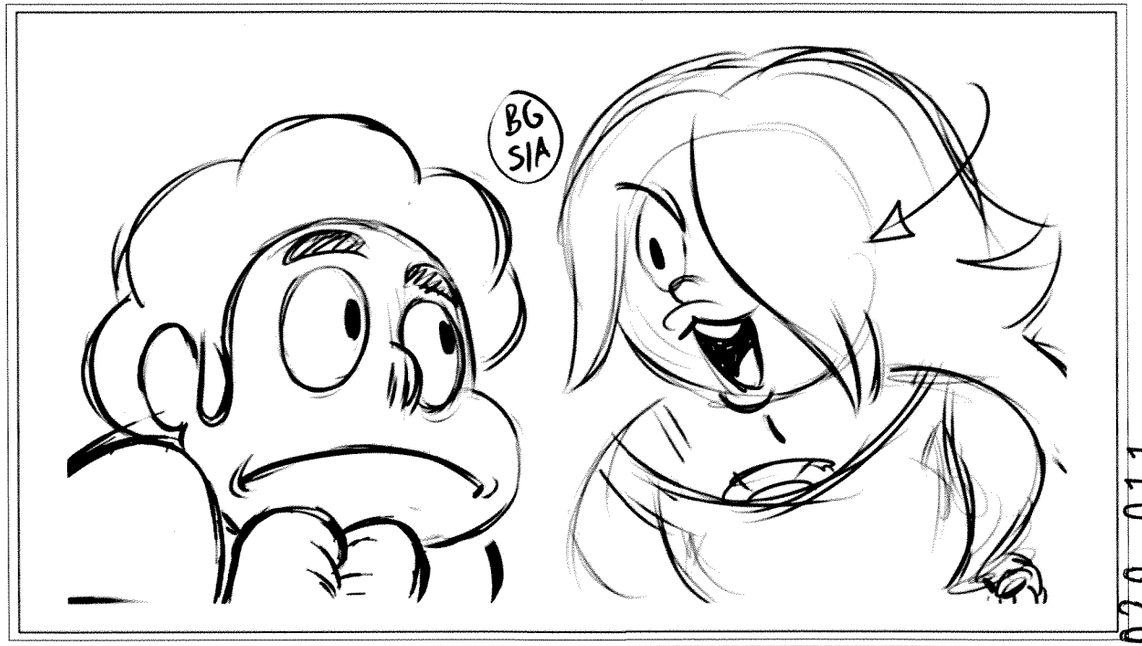
Dialog

AMETHYST: WELL, I HAVEN'T WON THE TAG TEAM BELT YET…

Slugging

4.09

Scene	Panel
57	CONT 6



Dialog

AMETHYST: BUT YOU CAN'T TELL PEARL AND GARNET!!

Slugging

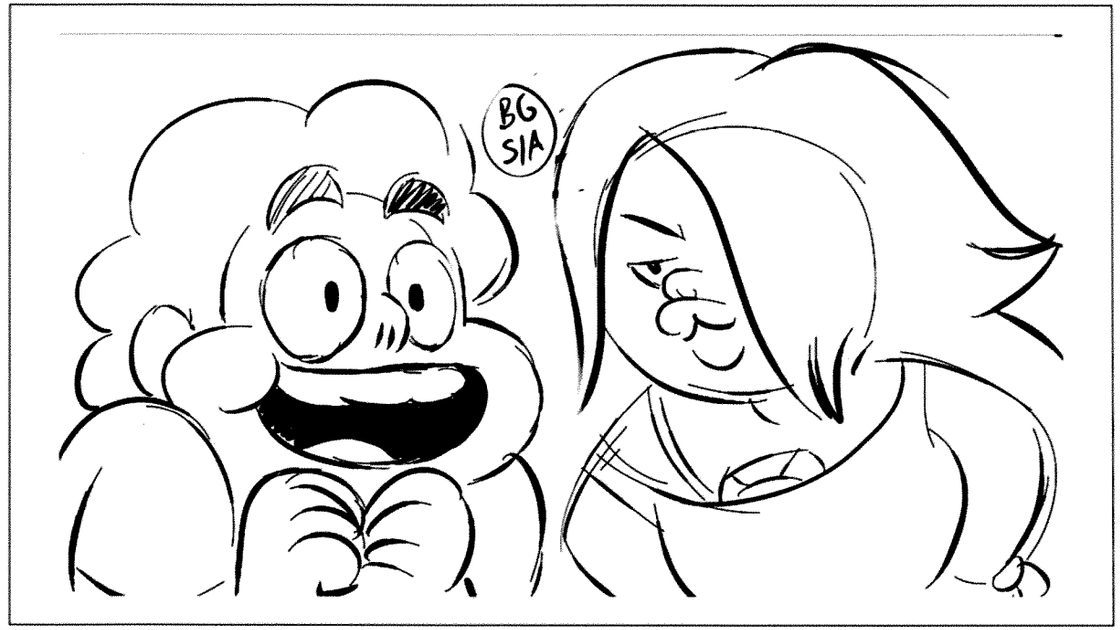
2.10

JUL 09 201

1020.011

1020.011

Scene	Panel
57	7 CONT



Dialog

STEVEN: DEAL!

Slugging

1.07

Scene	Panel
58	1



Action Notes

Closet full of pink shirts.

Slugging

0.10

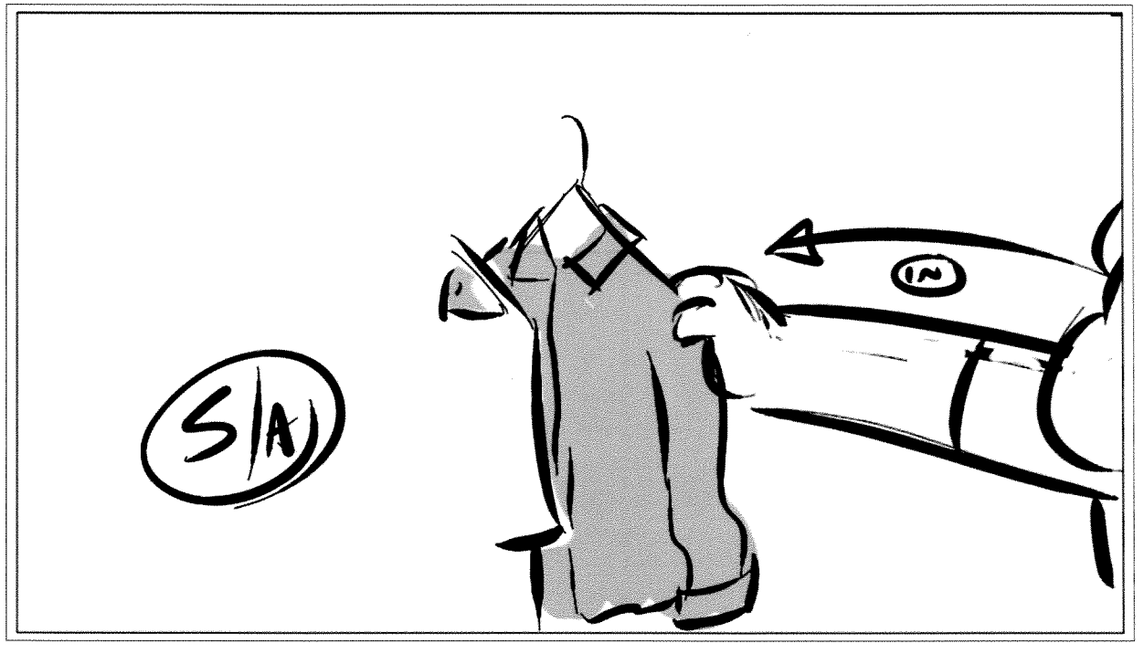
1020.011

JUL 09 2013

1020.011

1020.011

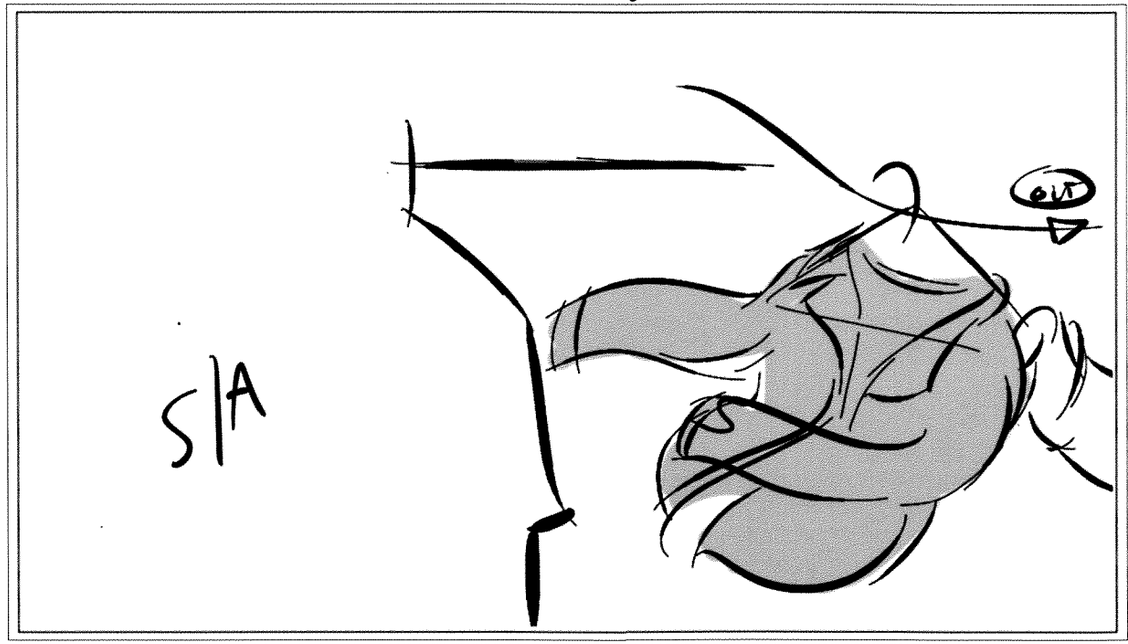
Scene	Panel
58	CONT 2



Action Notes
Steven hand IN

Slugging
0.04

Scene	Panel
58	CONT 3



Action Notes
Pulls out shirt.

Slugging
0.09

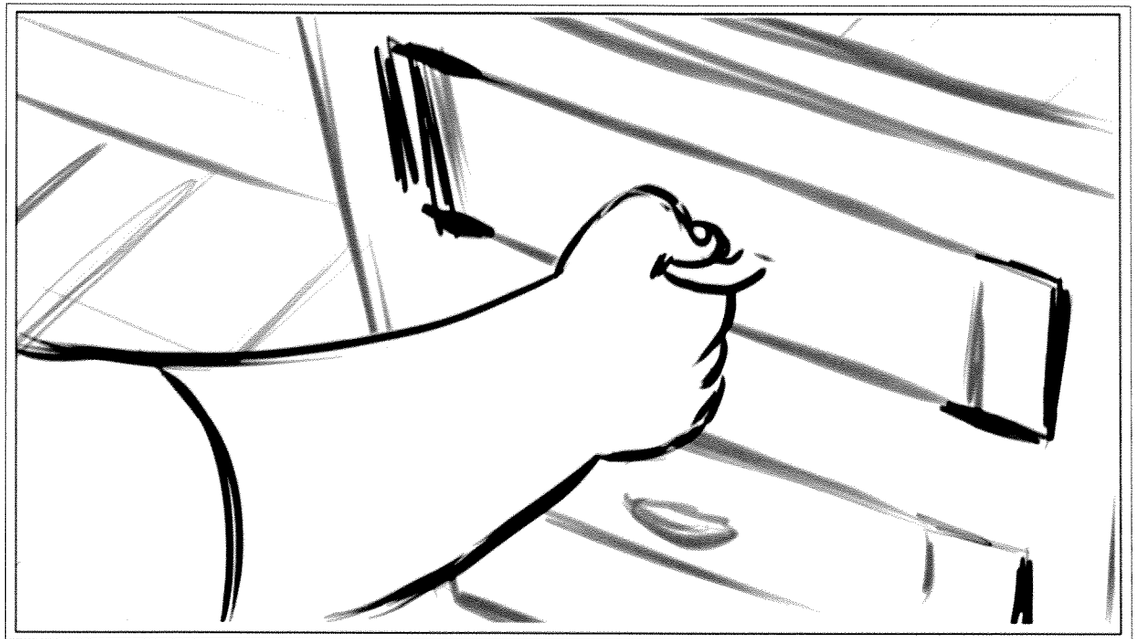
JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
60	1

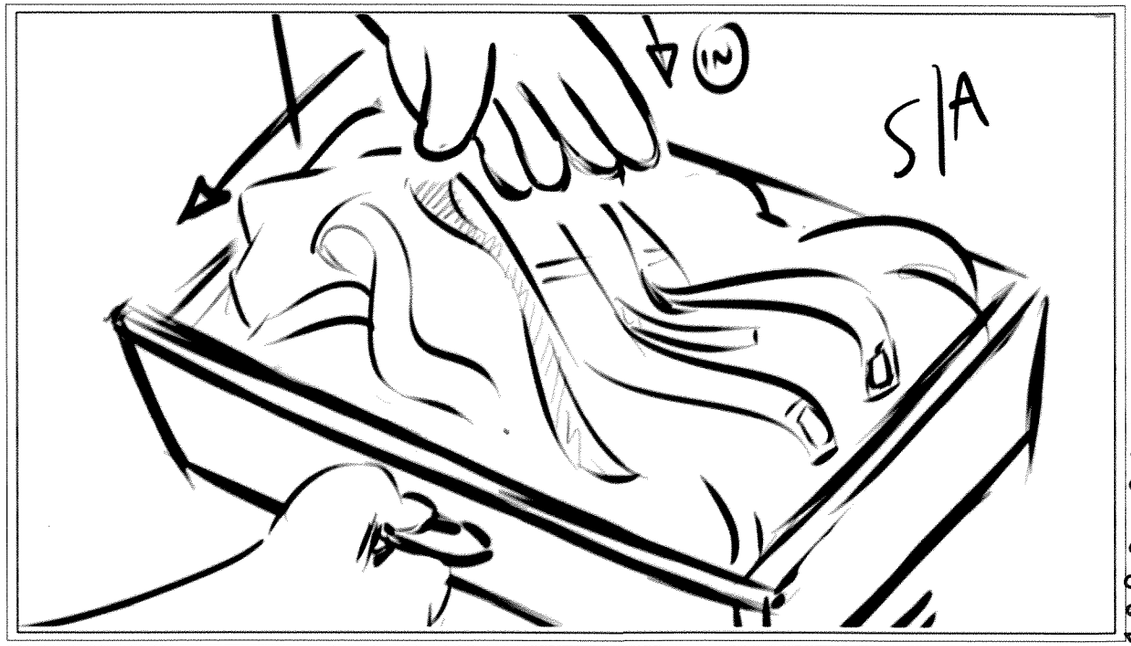


Action Notes
Steven's hand on drawer.

Slugging
0.06

NO SC.59

Scene	Panel
60	CONT 2



Action Notes
Steven hand IN.

Slugging
0.05

JUL 0 9 2013

1020.011

1020.011

1020.011

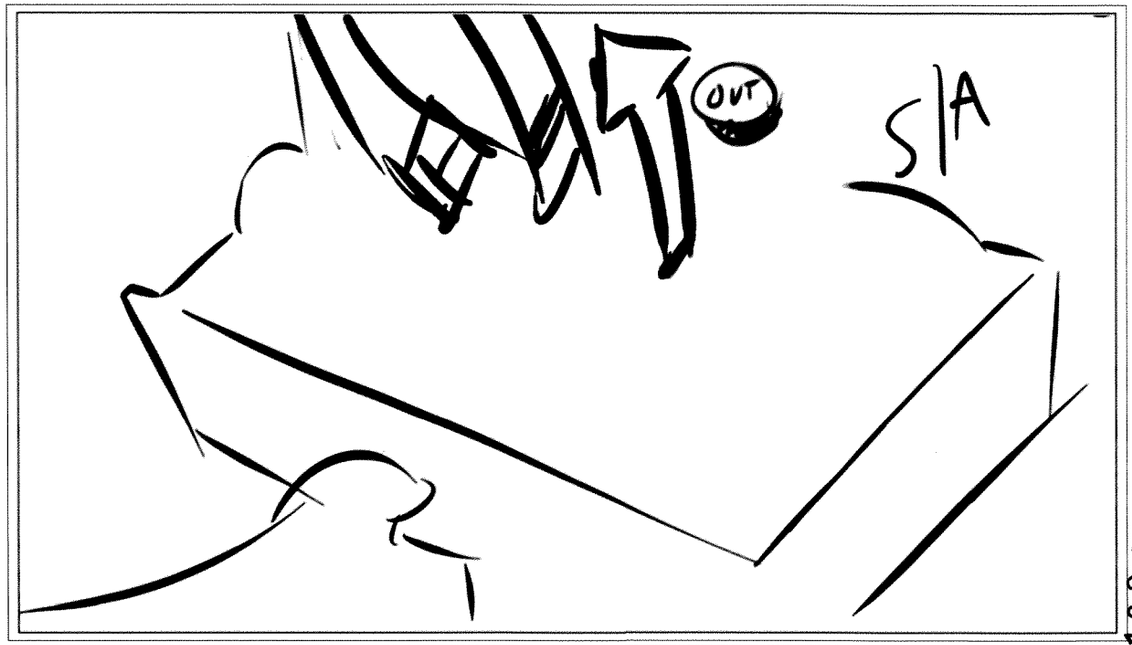
Scene	Panel
60 CONT	3



Action Notes
Steven grabs suspenders.

Slugging
0.05

Scene	Panel
60 CONT	4



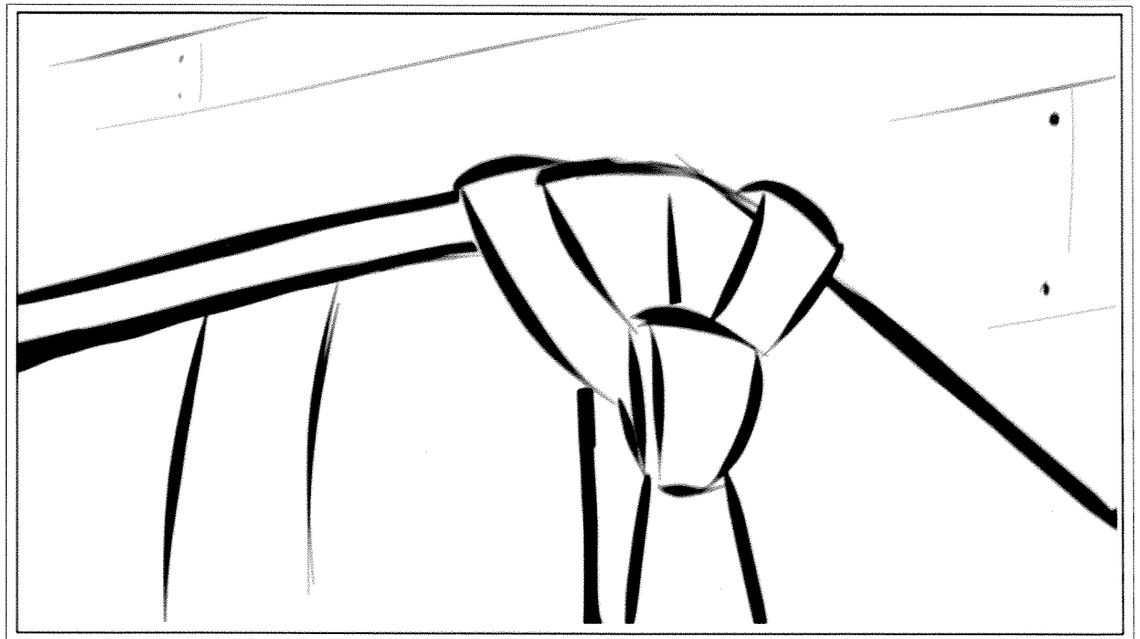
Slugging
0.08

JUL 09 2013

1020.011

1020.011

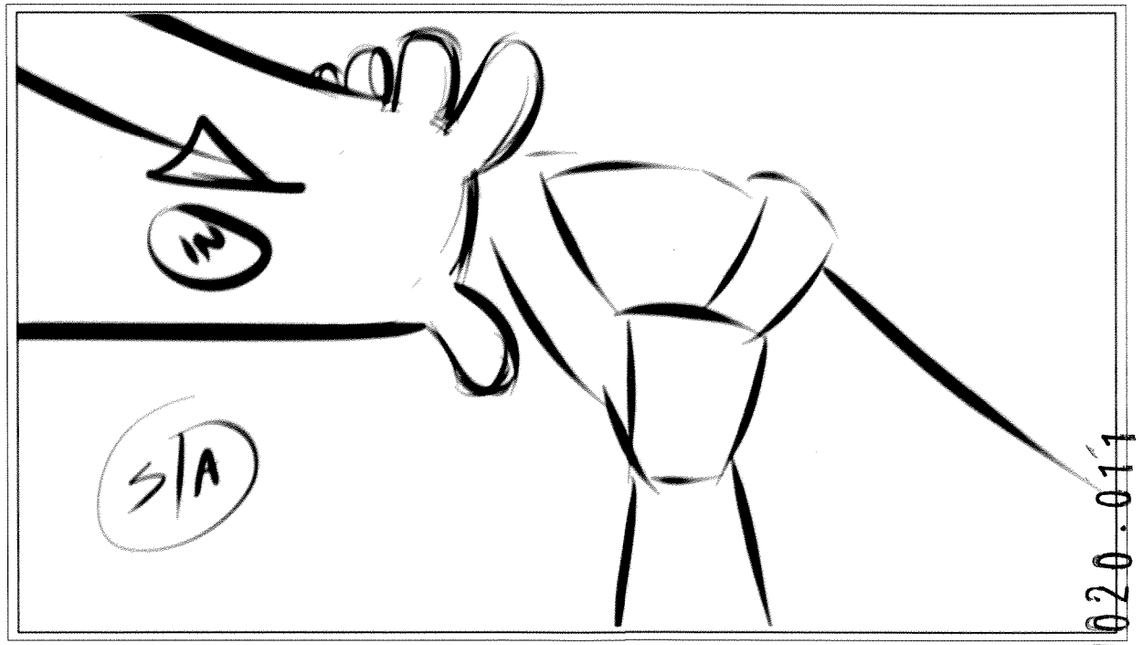
Scene	Panel
61	1



Action Notes
Cut to tie hanging on TV.

Slugging
0.05

Scene	Panel
61	CONT 2



Action Notes
Steven hand IN.

Slugging
0.05

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1020.011

1020.011

Scene	Panel
61	CONT 3



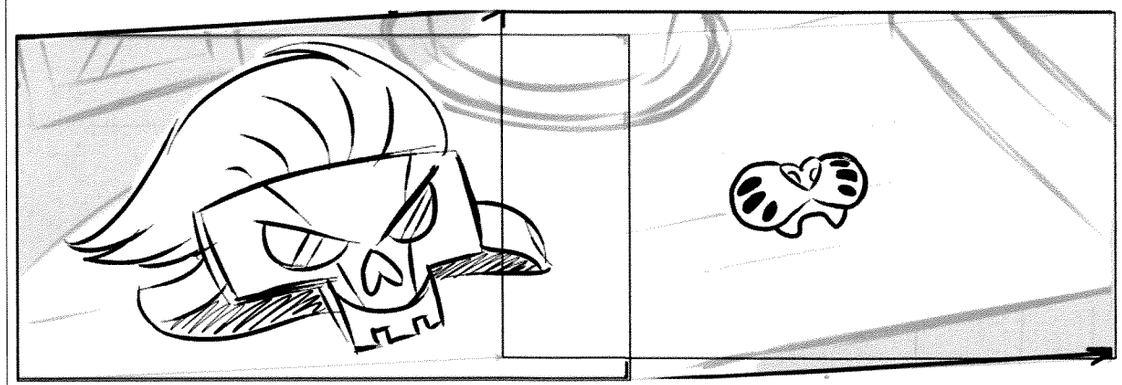
Action Notes

Grab tie - OUT.

Slugging

0.09

Scene	Panel
62	1



Action Notes

Hold on scary mask - pan over to cute tiger nose mask.

Slugging

HOLD: 0.15
Then ADJ: 0.12
Then HOLD: 0.14

JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
63	1



Action Notes

Steven looking very intense

Slugging

1.01



Scene	Panel
63 CONT	2



Action Notes

Push in on Steven.

Slugging

ADJ: 0.07

Then HOLD: 1.02

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1020.011

1020.011

1020.011

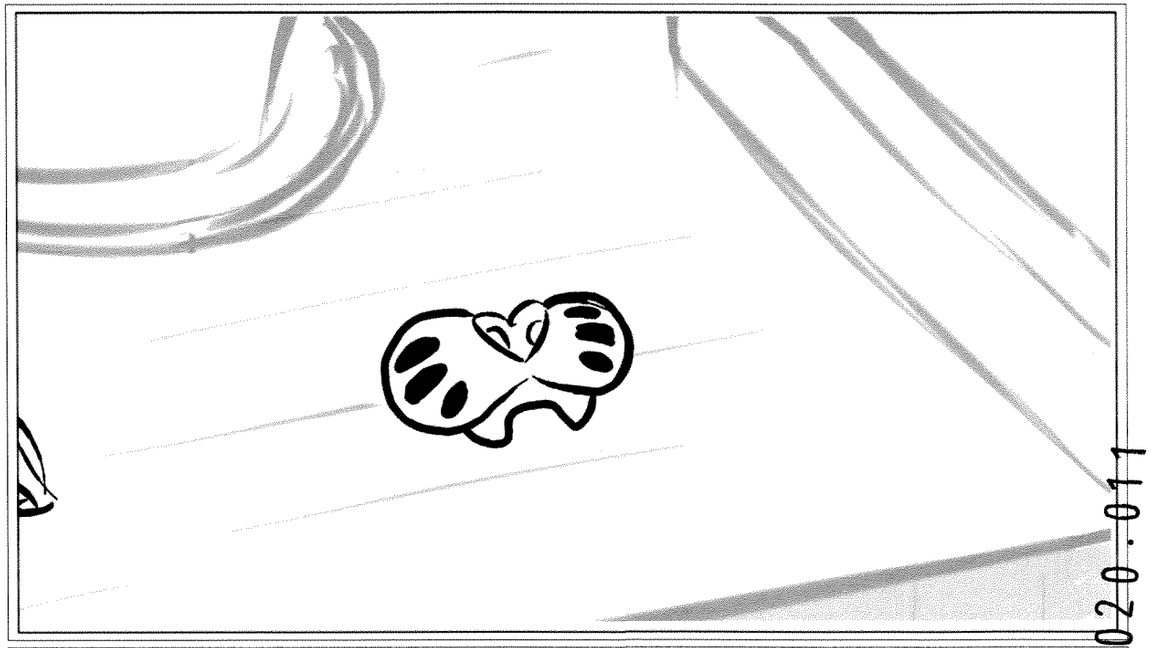
Scene	Panel
63	3



Action Notes
Steven's head goes up, hand goes down.

Slugging
0.12

Scene	Panel
64	1



Slugging
0.07

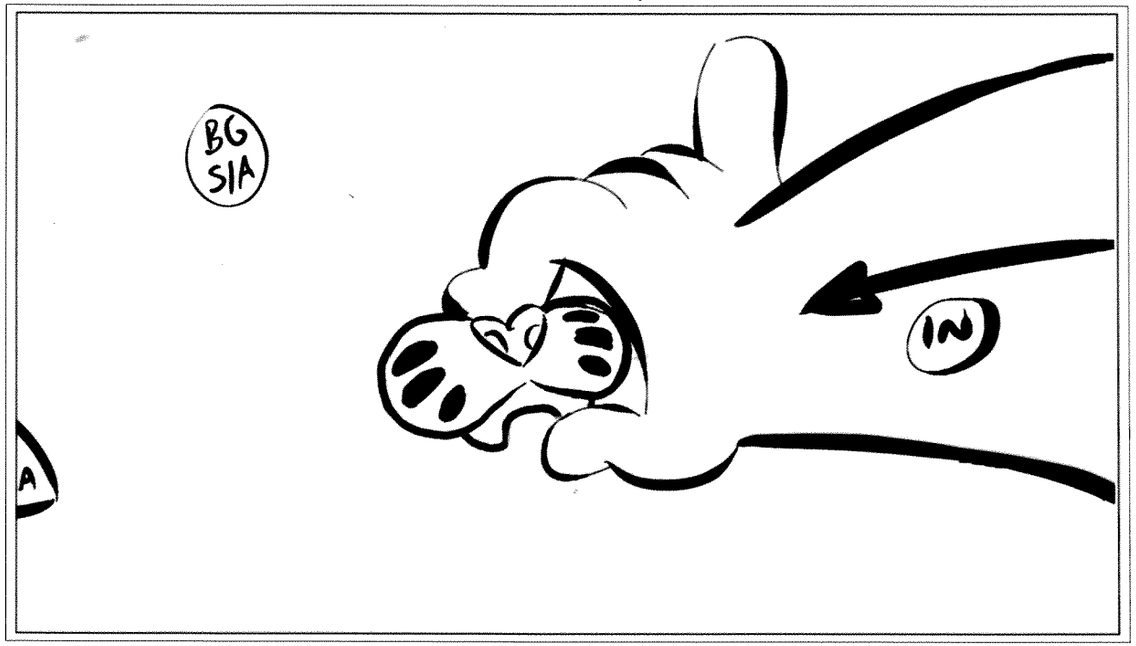
1020-011

JUL 09 2013

1020-011

1020-011

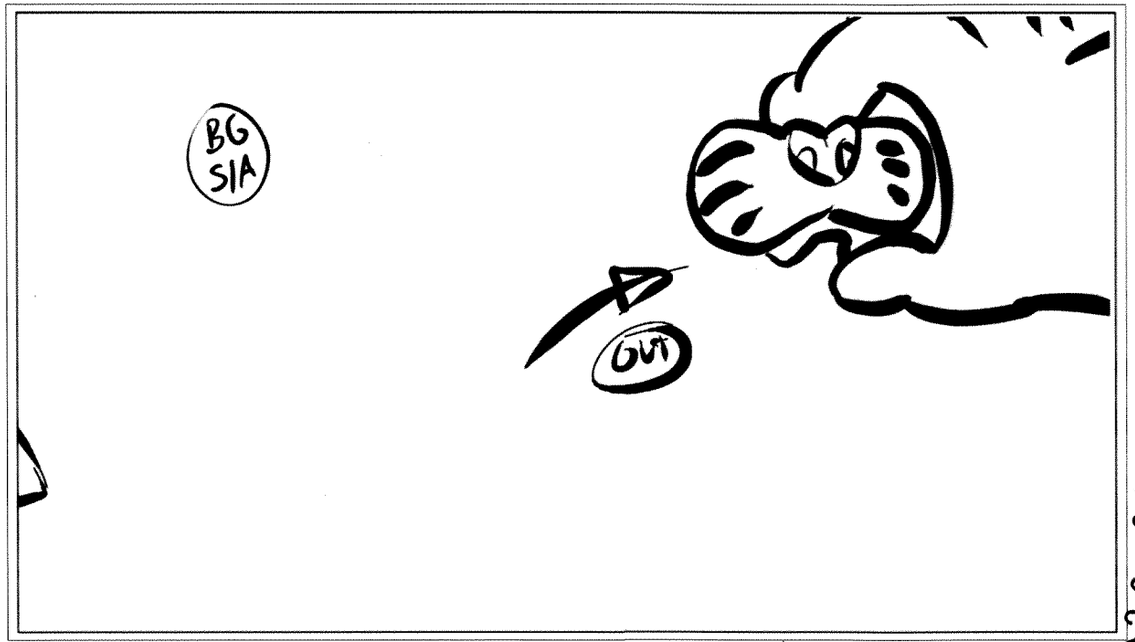
Scene	Panel
64	CONT 2



Action Notes
Steven hand IN.

Slugging
0.06

Scene	Panel
64	CONT 3



Action Notes
Steven's hand pulls OUT of screen.

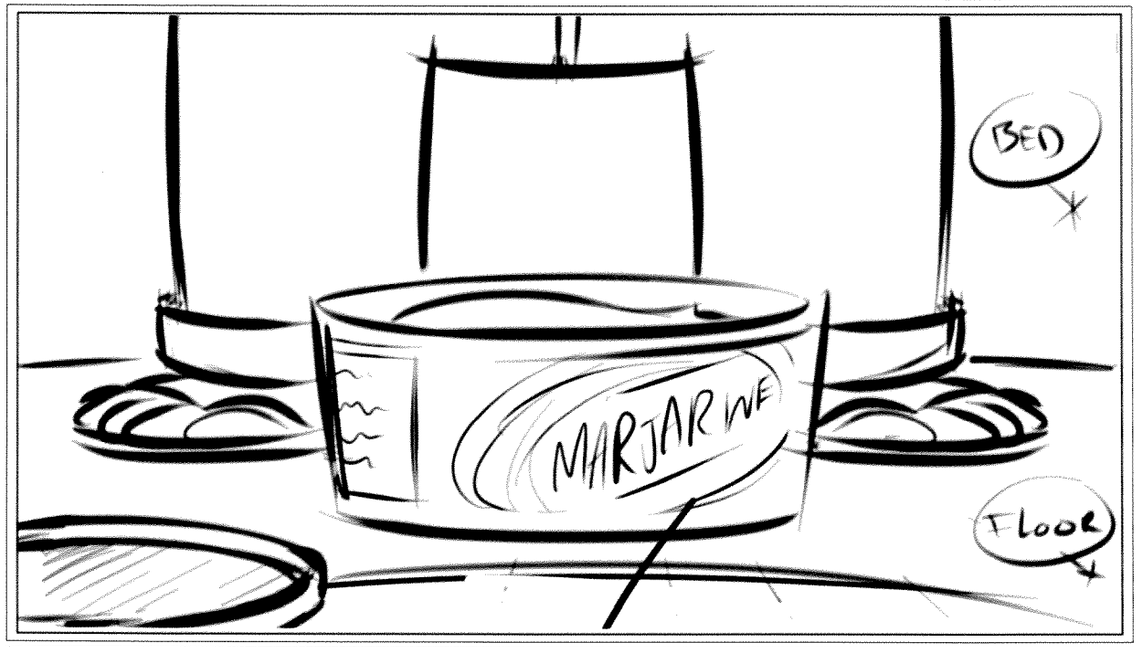
Slugging
0.10

JUL 09 2013

1020.011

1020.011

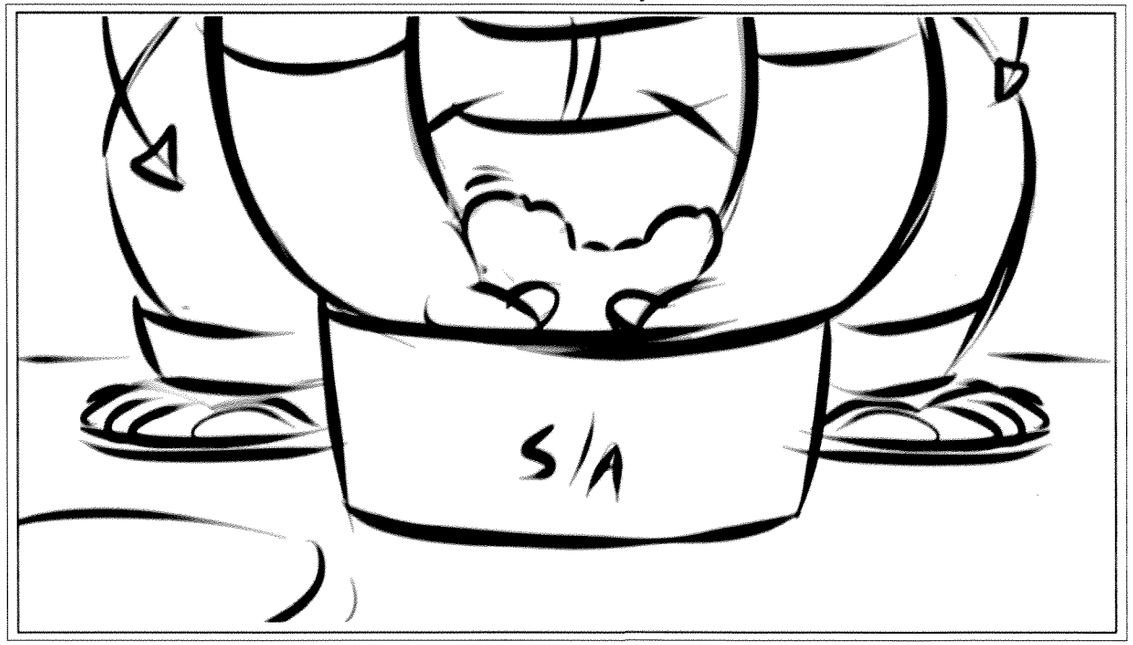
Scene	Panel
65	1



Action Notes
Steven stands over bucket of marjorine.

Slugging
0.10

Scene	Panel
65	CONT 2



Action Notes
Scoops out a handful.

Slugging
0.11

JUL 09 2013

1020.011

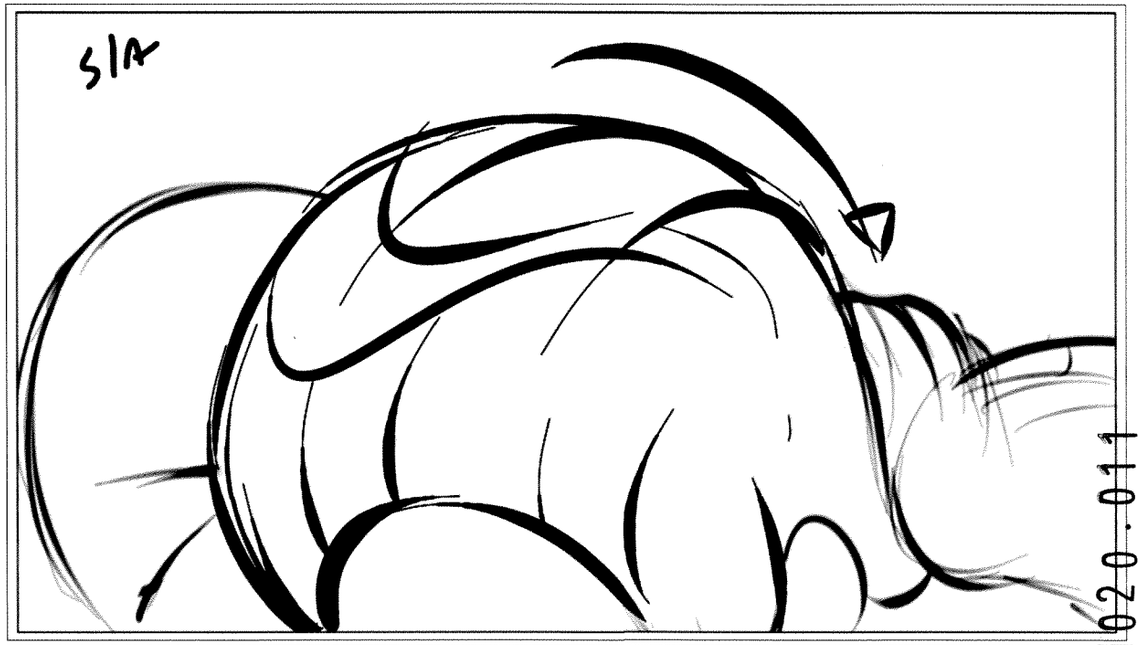
Scene	Panel
66	1



Action Notes
Steven smoothes his hair down.

Slugging
0.05

Scene	Panel
66	2 cont



Action Notes
Leaving it sleek, flat and shiny.

Slugging
0.07

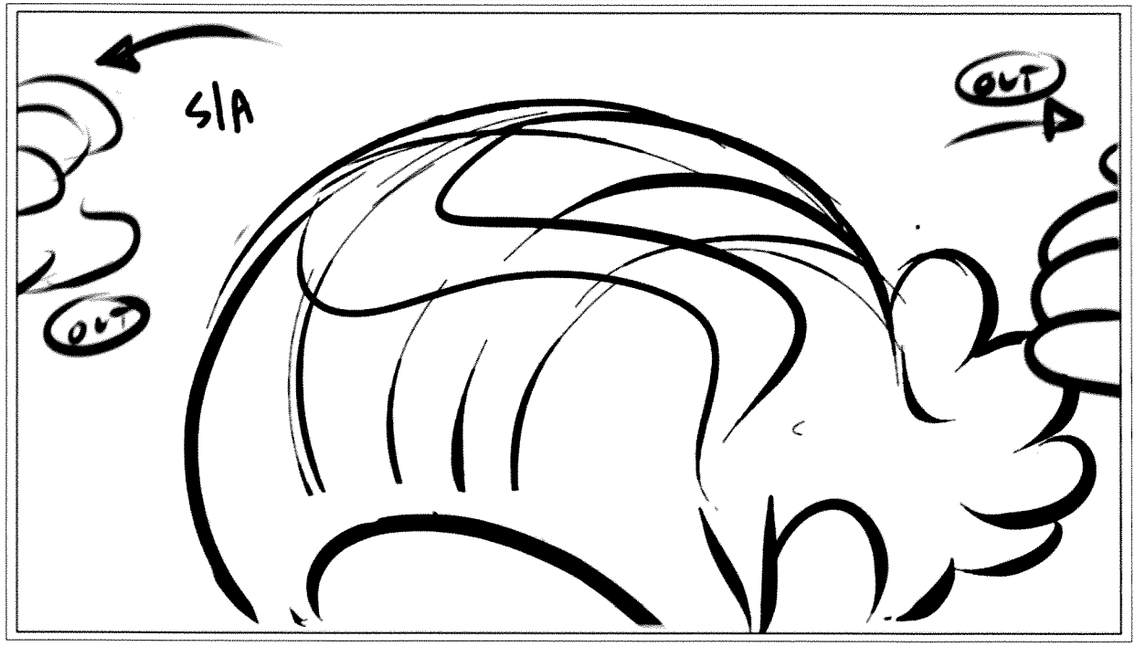
JUL 09 2013

1020_011

1020_011

1020_011

Scene	Panel
66 CONT	3



Action Notes
Steven hands OUT.

Slugging
0.04

Scene	Panel
66 CONT	4



Action Notes
Sparkles, "Classy"

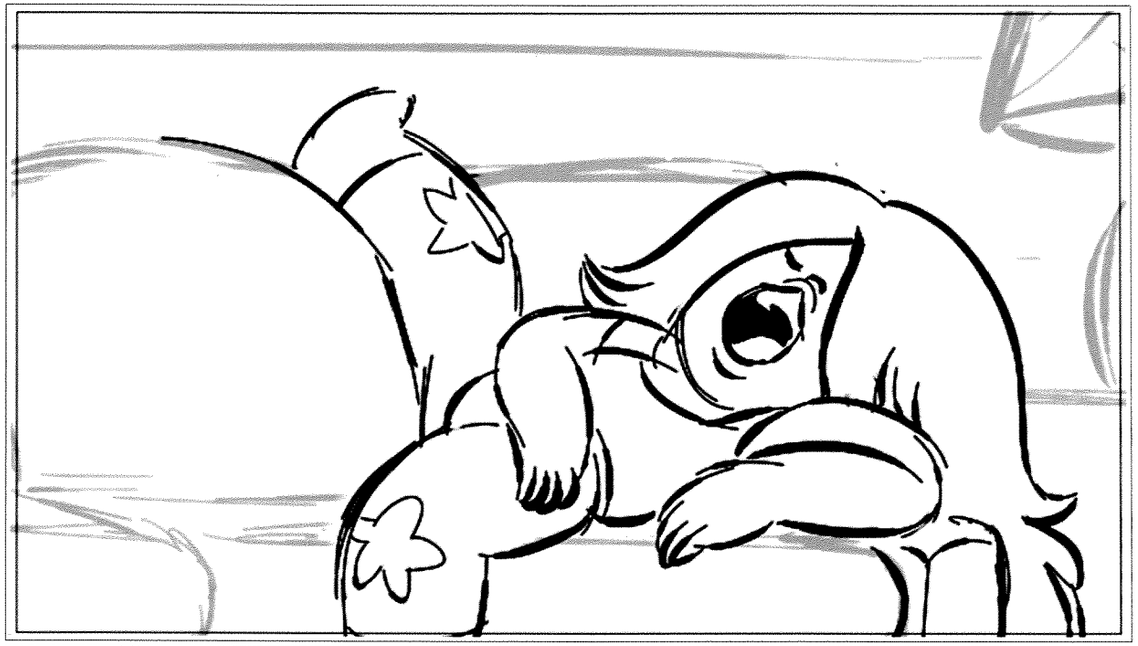
Slugging
1.01

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1020.011

Scene	Panel
67	1



Dialog

AMETHYST: <SNORING>

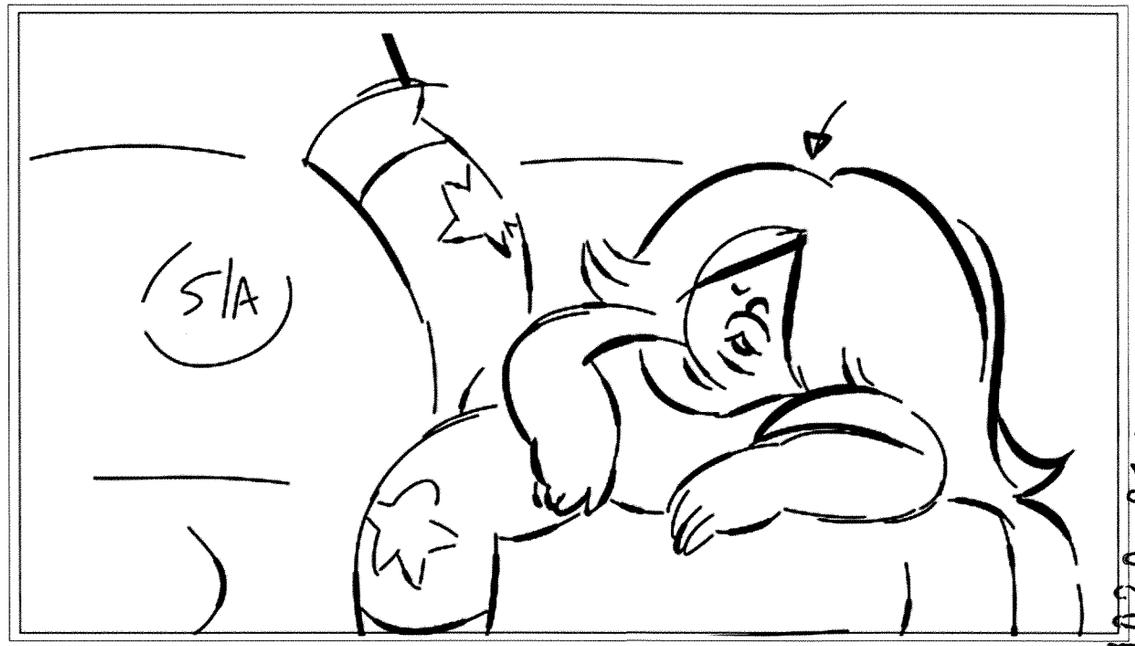
Action Notes

Cycle poses 1 - 1A - 1 - 1A

Slugging

2.08

Scene	Panel
67 CONT	2



Slugging

0.03

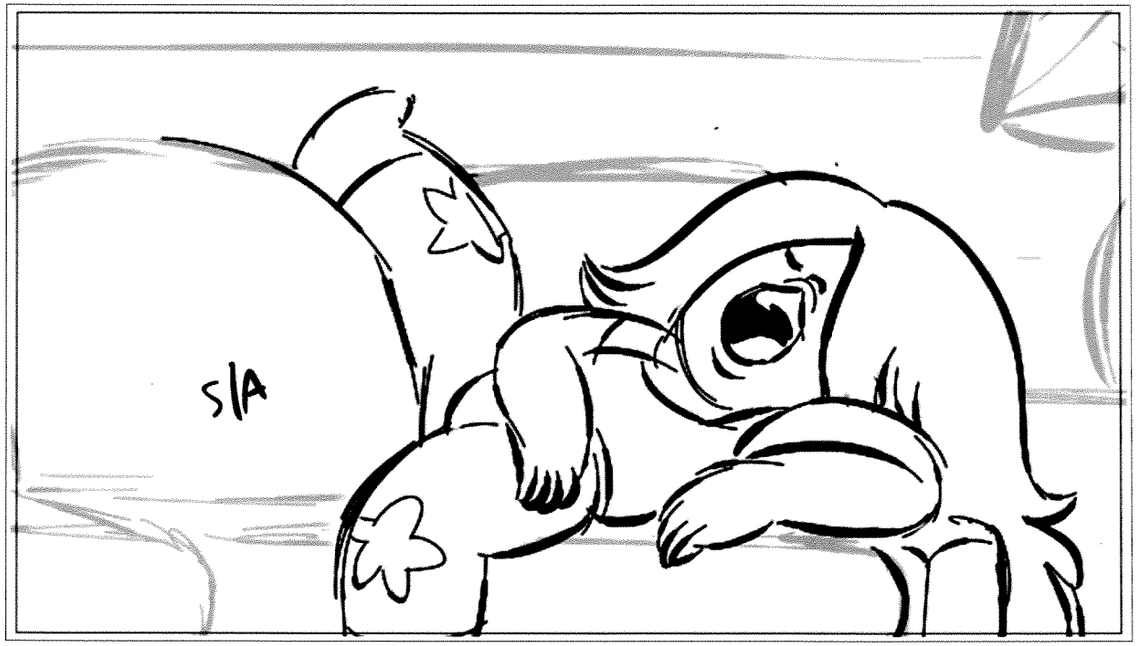
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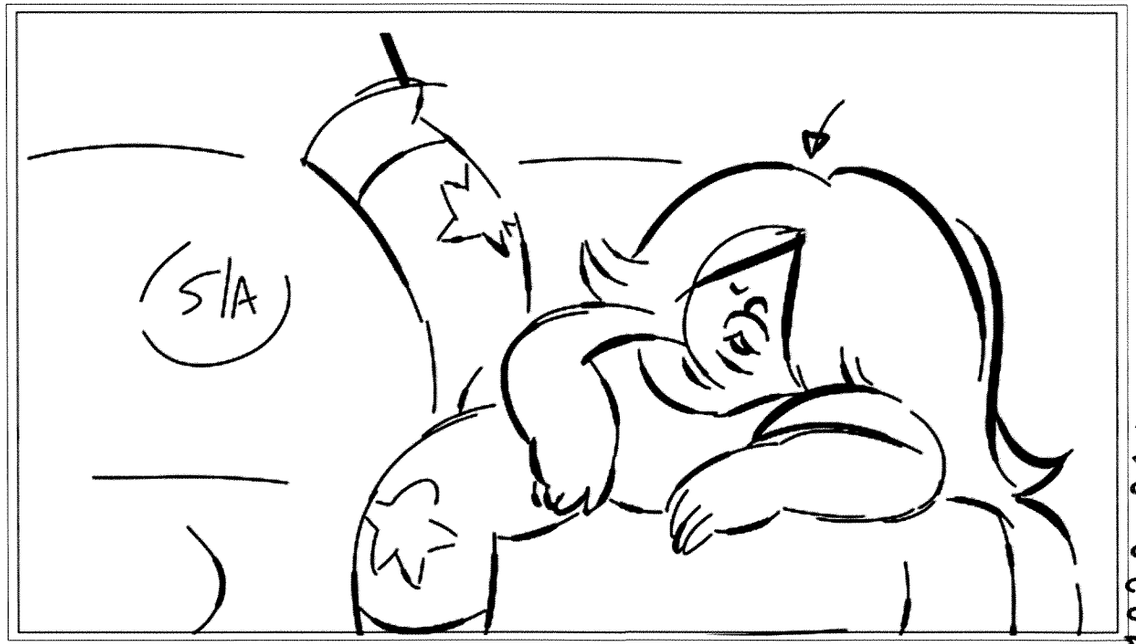
1020.011

Scene	Panel
67 CONT	3



Slugging
0.04

Scene	Panel
67 CONT	4



Slugging
0.06

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1020.011

1020.011

Scene	Panel
67 CONT	5



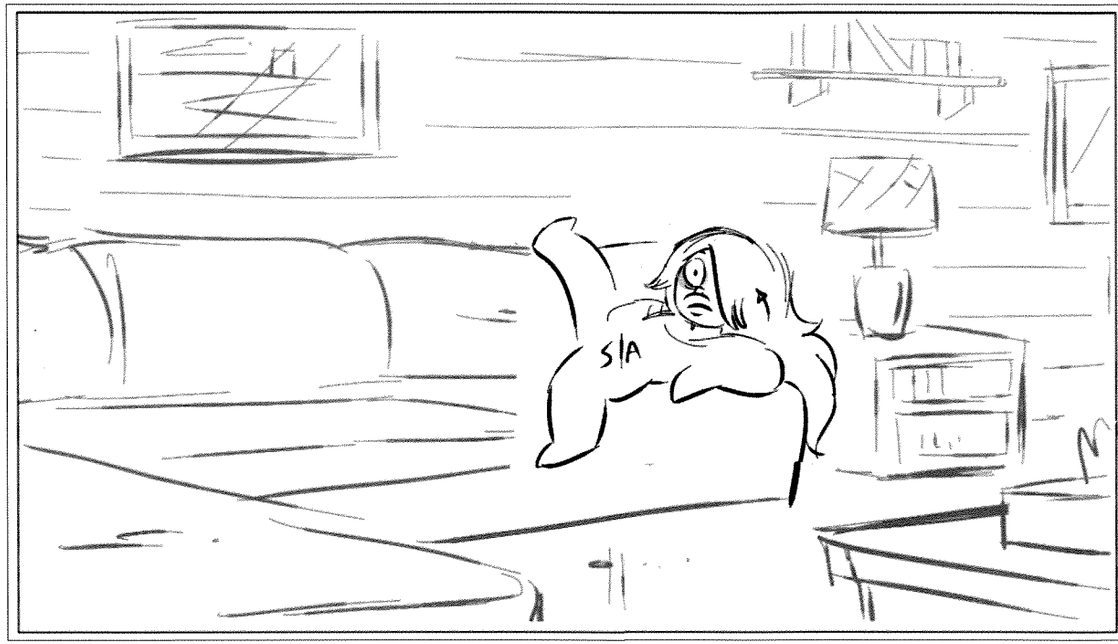
Dialog

STEVEN (os): ARE YOU READY?!

Slugging

2.05

Scene	Panel
68	1



Slugging

Panels 1 + 2 = 0.07

Notes

(MADE) H.U. Amethyst to previous scene.

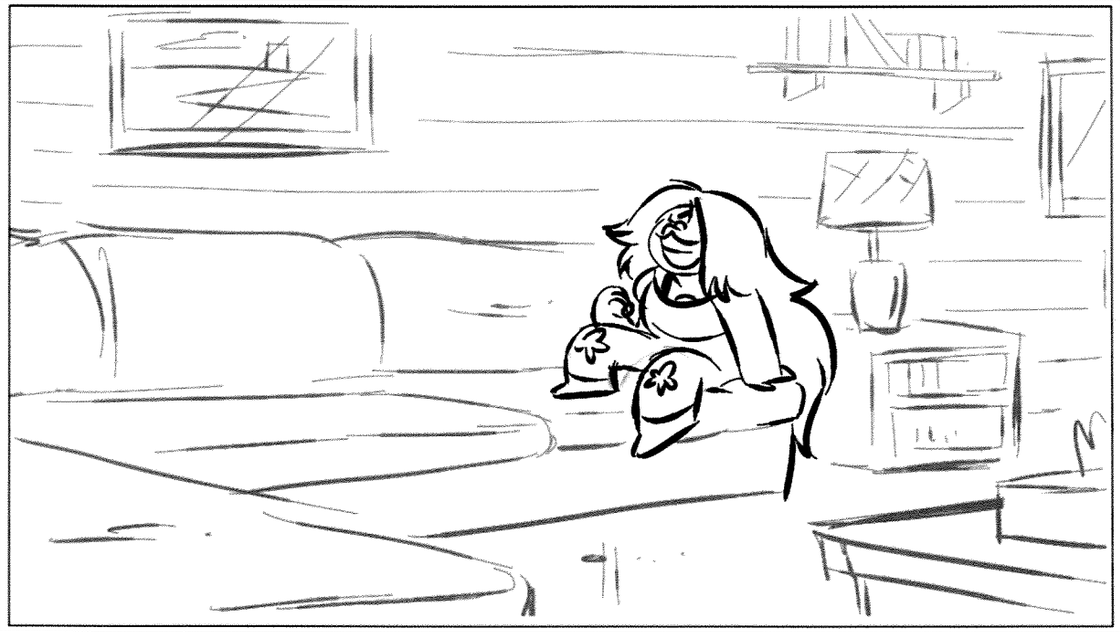
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1020.011

1020.011

Scene	Panel
68 CONT	2



Scene	Panel
68 CONT	3



Dialog

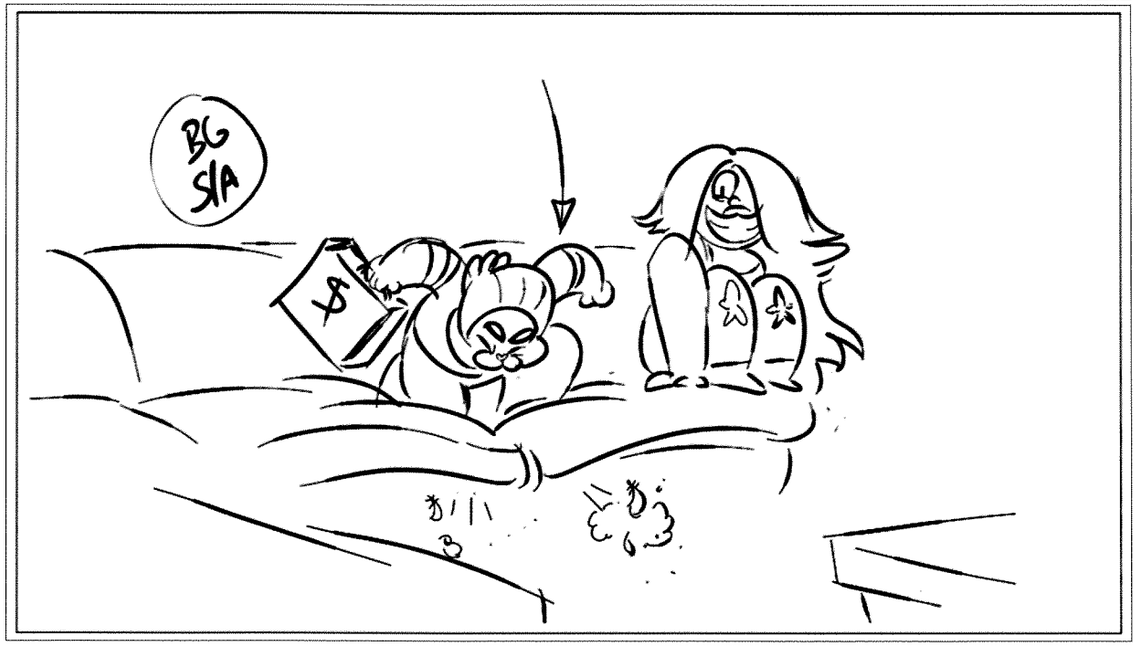
STEVEN: PRESENTING!

Slugging

0.11

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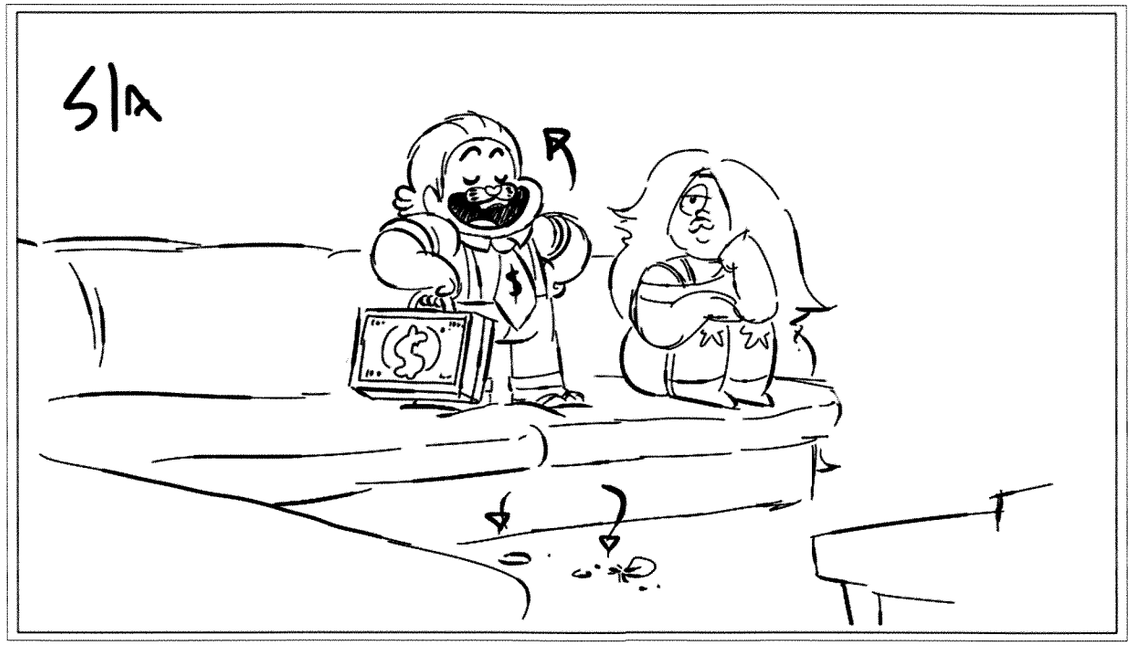
Scene	Panel
68 CONT	4



Action Notes
Steven lands on cushion. Feathers fly out of cushion.

Slugging
1.07

Scene	Panel
68 CONT	5



Dialog
STEVEN: TIGER MILLIONAIRE…

Action Notes
Feathers land on floor.

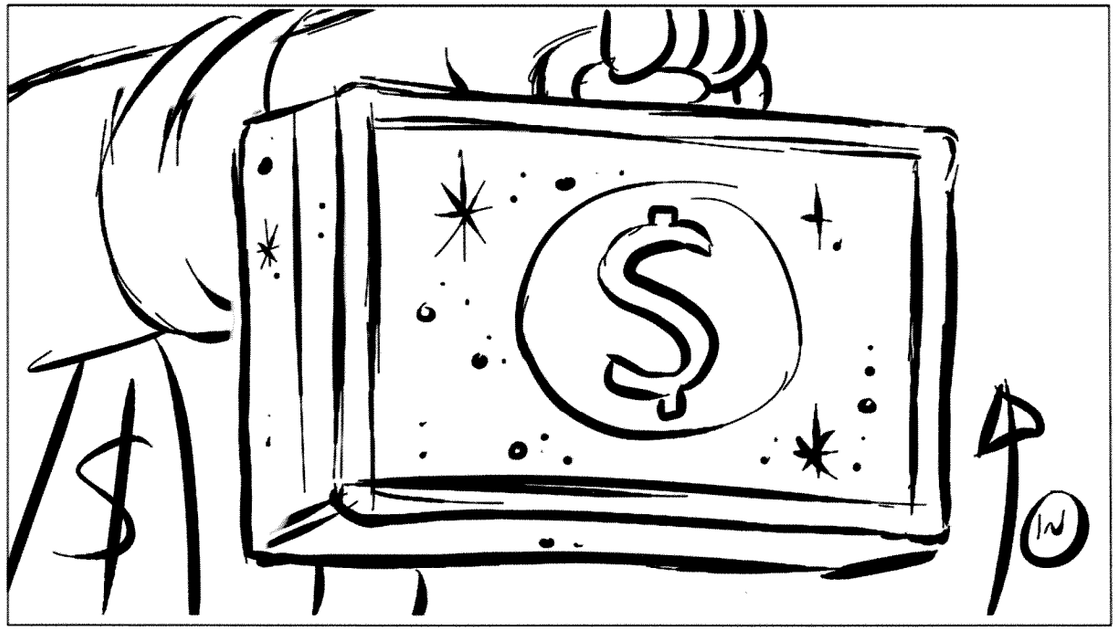
Slugging
2.13

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1020.011

1020.011

Scene	Panel
69	1



Dialog

STEVEN: RICH...

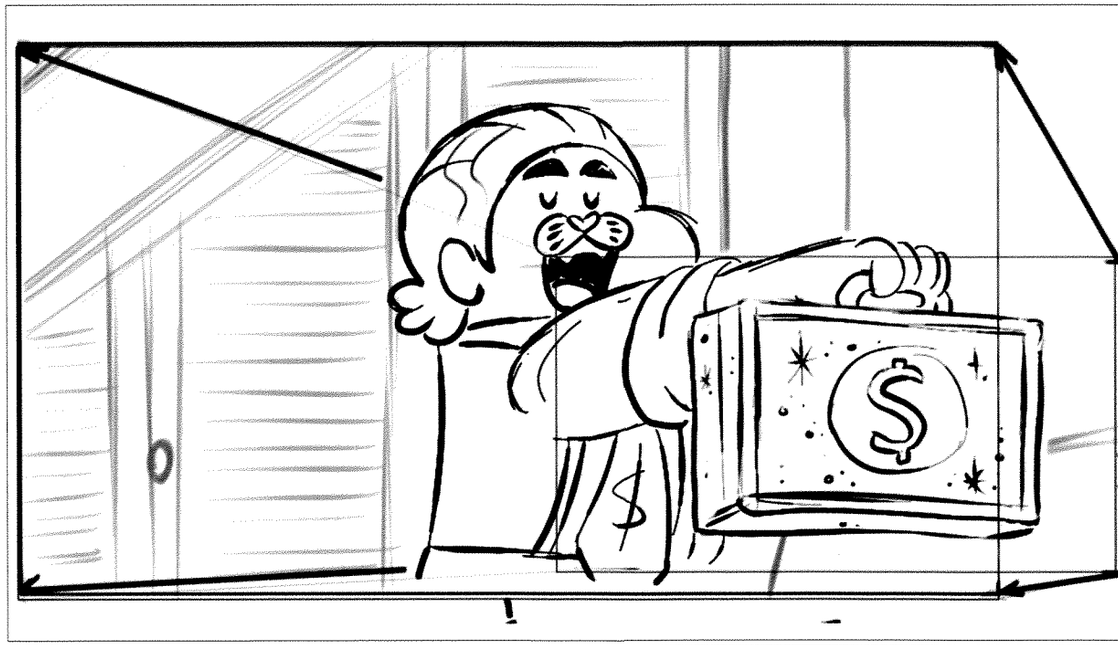
Action Notes

Money briefcase IN.

Slugging

0.10

Scene	Panel
69	CONT 2



Dialog

STEVEN: ...FELINE INDUSTRIALIST...

Action Notes

Camera pulls out.

Slugging

ADJ: 0.15

Then HOLD: 0.10

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1020.011

Scene	Panel
69	3 CONT



Dialog

STEVEN: ...FROM JUNGLE ISLAND!

Slugging

2.02

Scene	Panel
69	4 CONT



Dialog

STEVEN: ONCE ...

Slugging

0.11

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1020.011

Scene	Panel
69 CONT	5



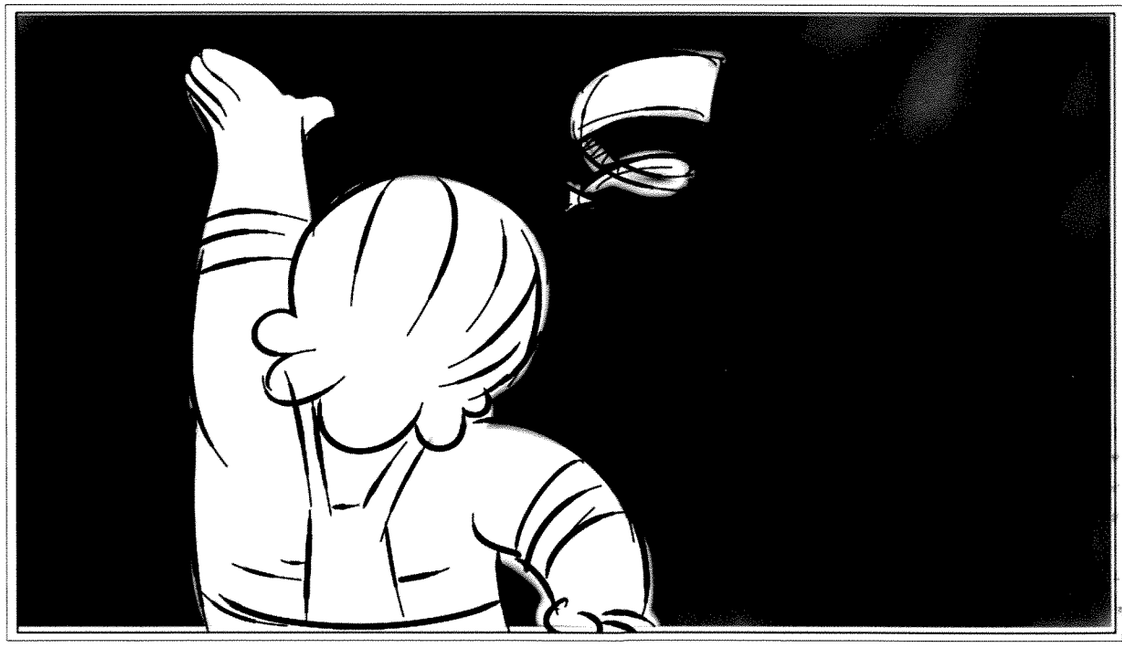
Dialog

STEVEN: ...THE SINGLE ...

Slugging

0.05

Scene	Panel
69 CONT	6



Dialog

STEVEN: ...CHILD...

Action Notes

Steven turns away from camera.

Slugging

0.05

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1020.011

1020.011

Scene	Panel
69 CONT	7



Dialog

STEVEN: ...OF ...

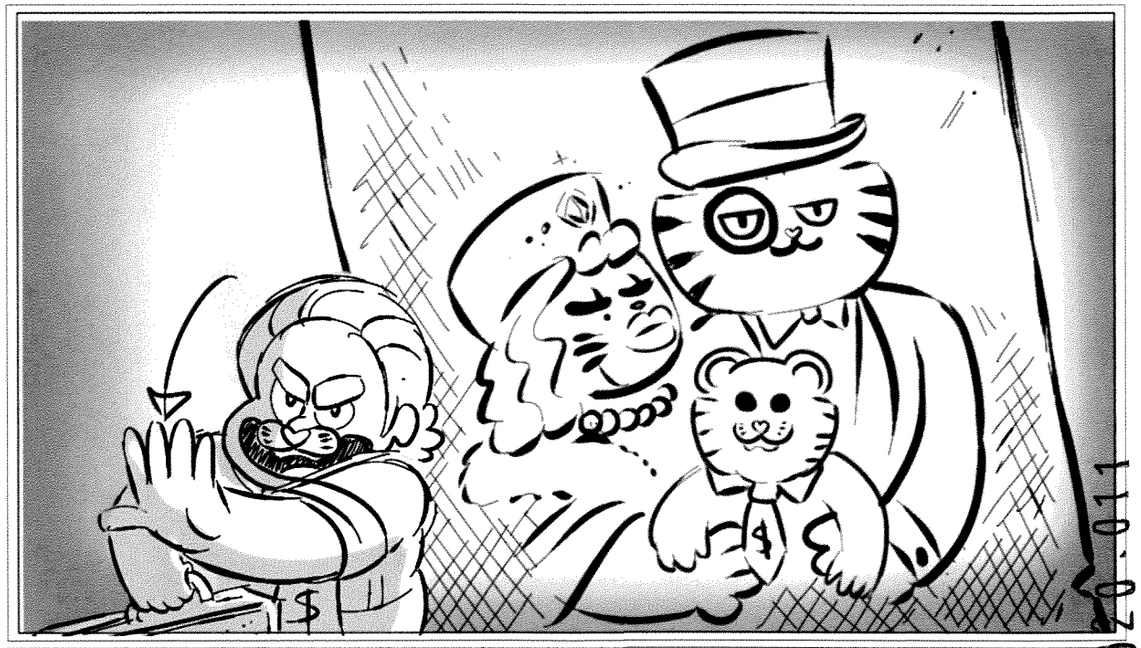
Action Notes

A photo tilts up behind him as if cast by a projector.

Slugging

0.13

Scene	Panel
69 CONT	8



Dialog

STEVEN: ...THE WEALTHY ...

Slugging

0.11

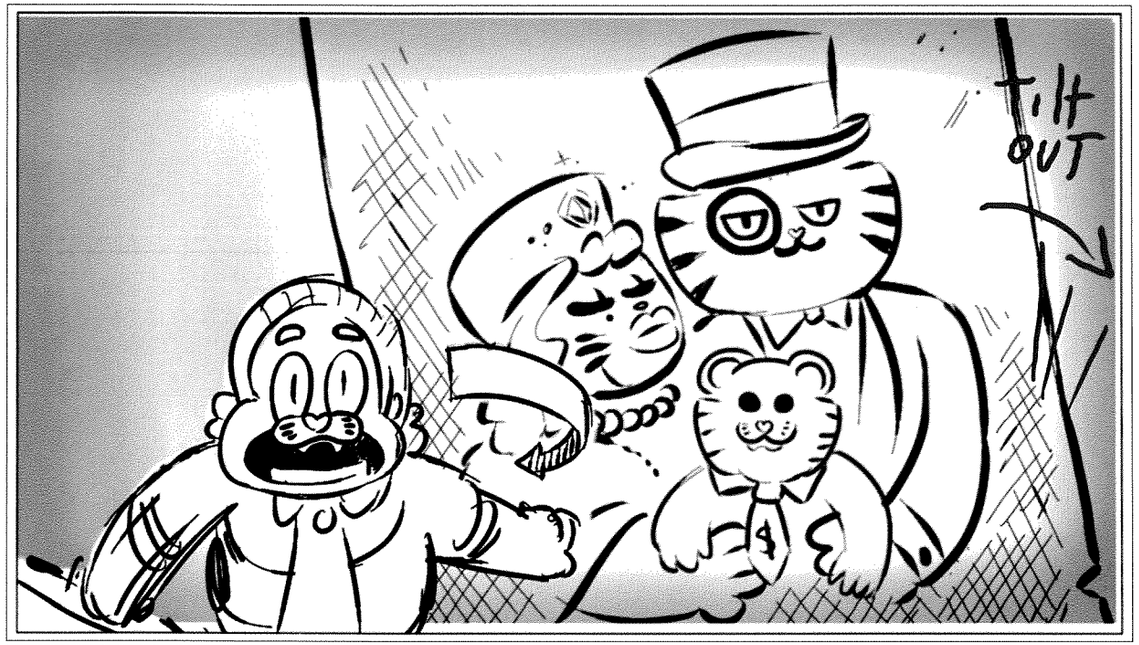
1020-011

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1020-011

1020-011

Scene	Panel
69	CONT 9



Dialog

STEVEN: ...TIGER FAMILY…

Slugging

1.06

Scene	Panel
69	CONT 10



Dialog

STEVEN: HE CLAWED OUT...

Action Notes

BG to black / Steven slides RT

Slugging

1.04

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1020.011

1020.011

1020.011

Scene	Panel
69 CONT	11



Dialog

STEVEN: ...HIS OWN DESTINY...

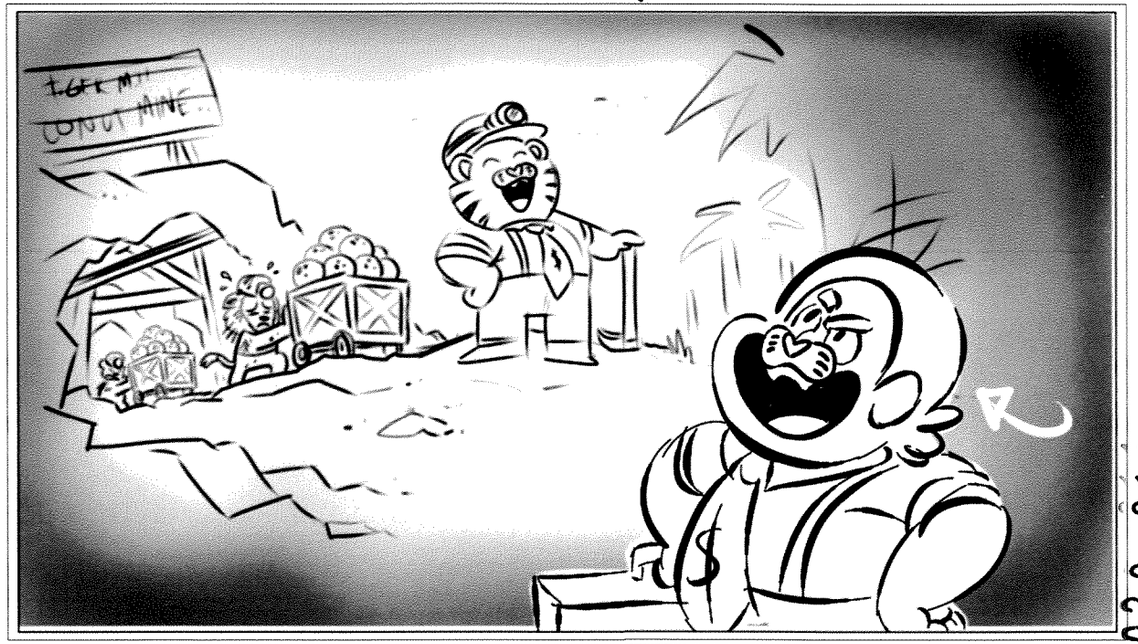
Action Notes

Another photo comes on behind Steven.

Slugging

1.06

Scene	Panel
69 CONT	12



Dialog

STEVEN: ...MAKING MONEY IN THE COCONUT MINES.

Slugging

4.01

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1020.011

Scene	Panel
69 CONT	13

BG REFERENCE ONLY, REFER TO FINAL BOARD FOR ACTION



Dialog

AMETHYST (os): WOW!

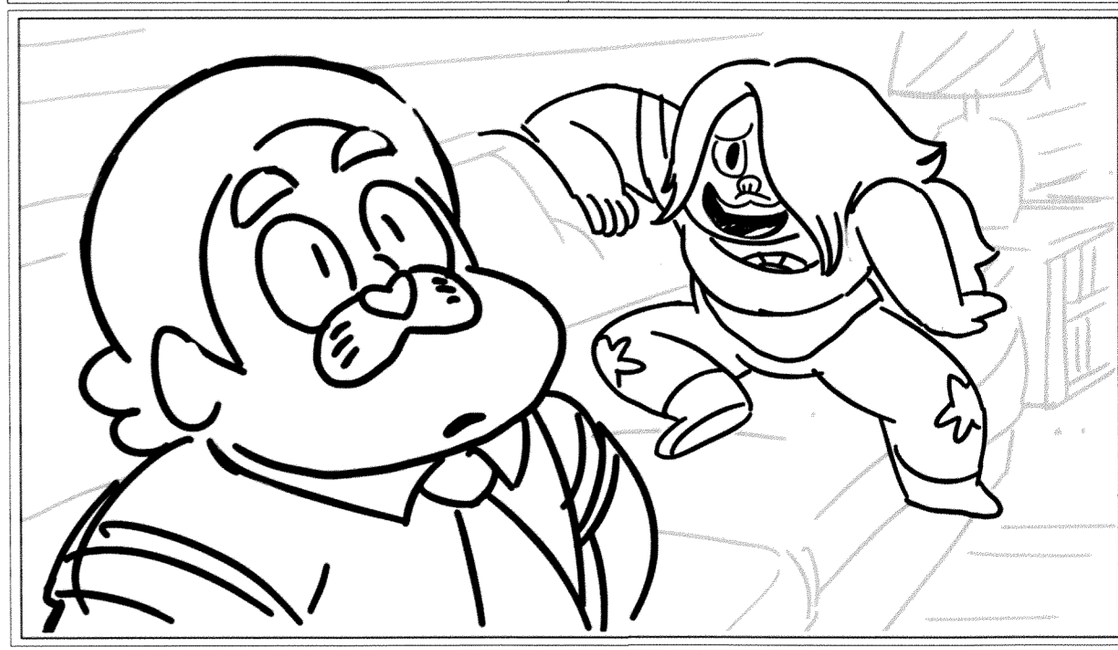
Action Notes

BG photo poofs away to reveal normal BG as Steven is pulled from his thoughts.

Slugging

1.03

Scene	Panel
70	1



Dialog

AMETHYST: YOU JUST COME UP WITH ALL THAT?

Slugging

2.05

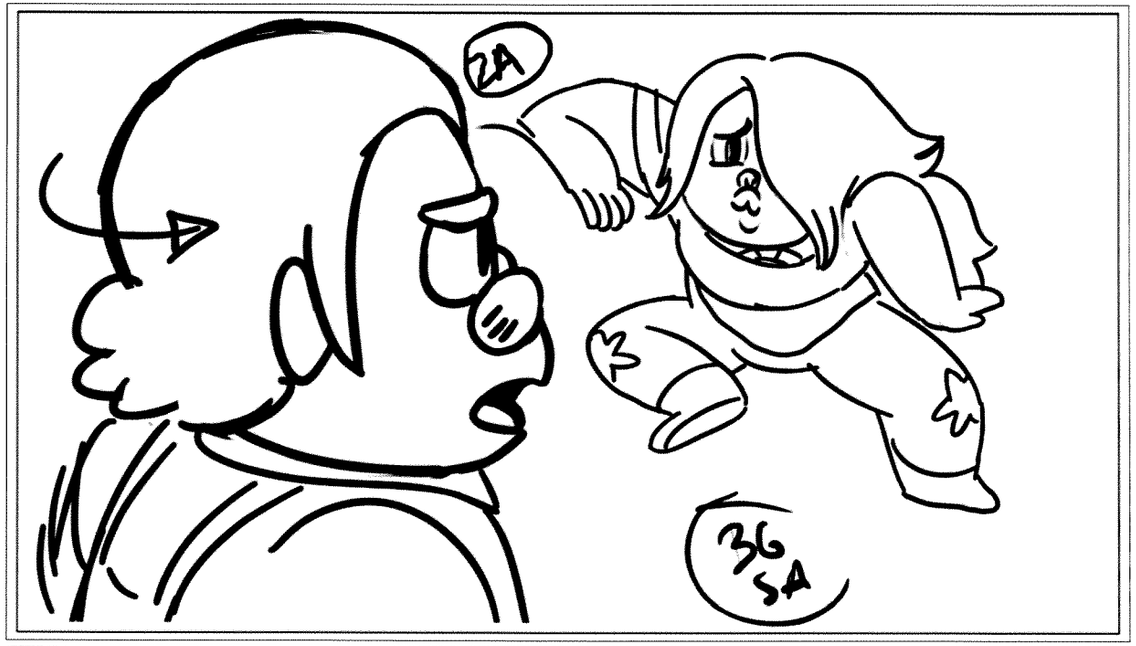
JUL 09 2013

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1020.011

1020.011

Scene	Panel
70	CONT 2



Dialog

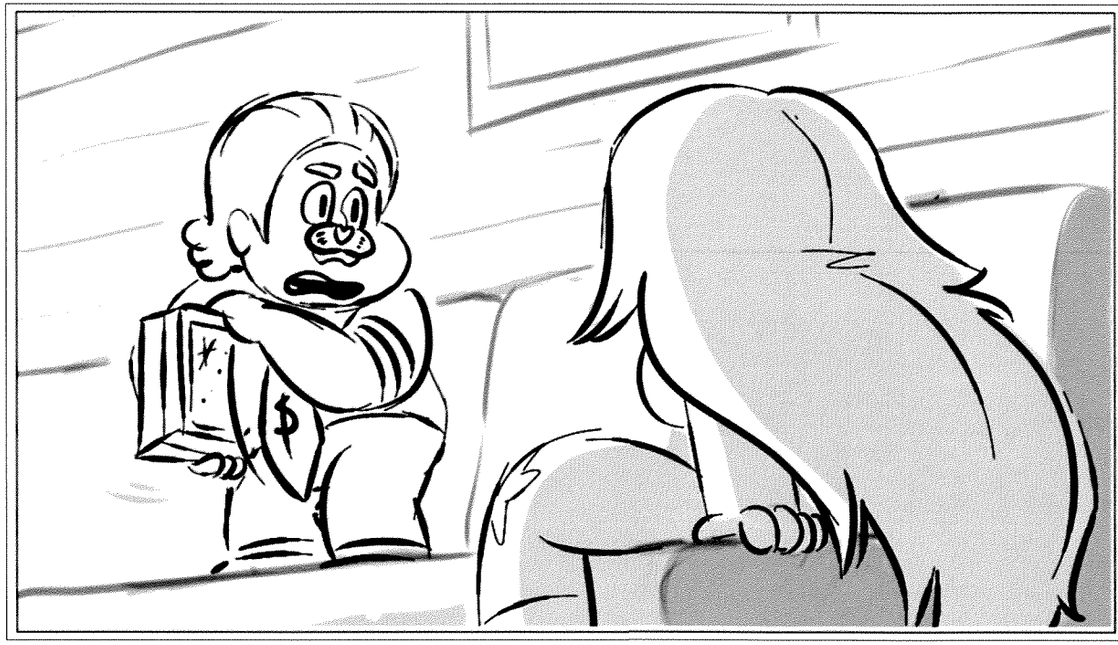
STEVEN: WELL… YEAH!

Slugging

1.14



Scene	Panel
71	1



Dialog

STEVEN: WHAT'S YOUR...

Slugging

0.15

Notes

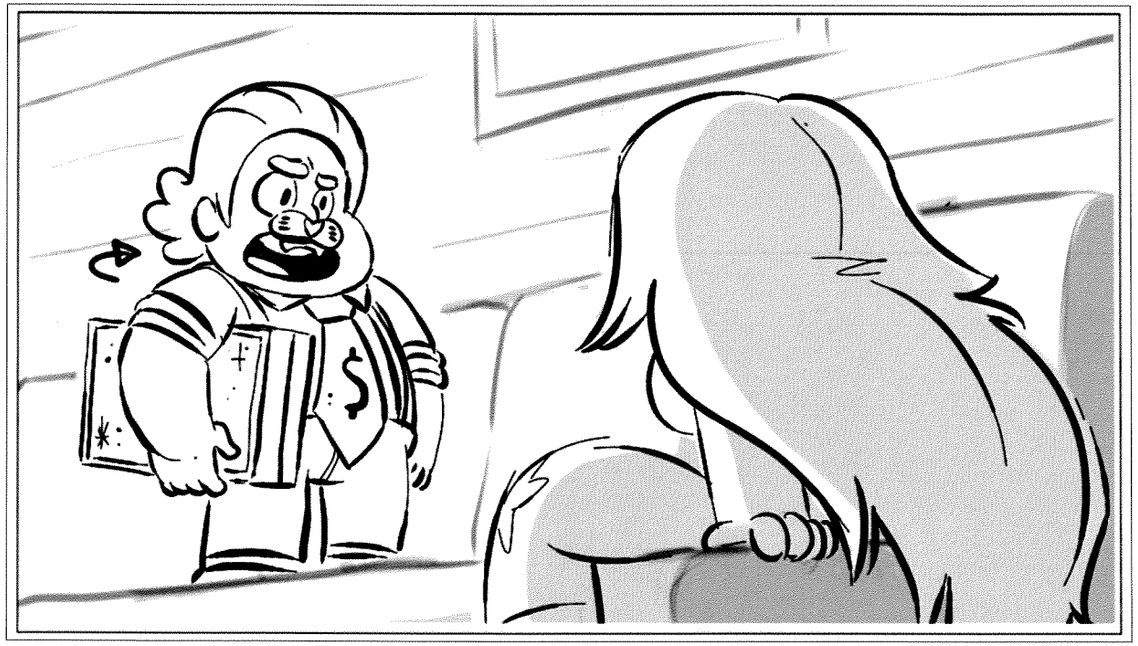
H.U. Stevens hand on case to previous scene. Put hand on case in scene 69 or start hand down in scene 70.

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1020.011

1020.011

Scene	Panel
71	2 CONT



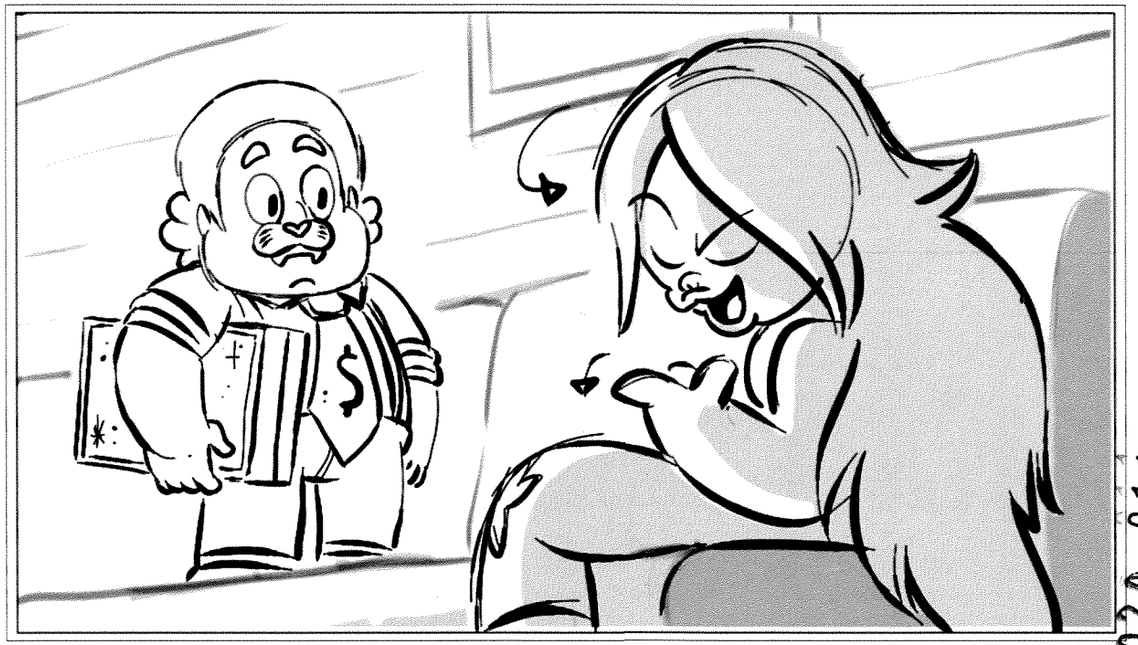
Dialog

STEVEN: ...BACK STORY?

Slugging

1.04

Scene	Panel
71	3 CONT



Dialog

AMETHYST: PUMAS ARE COOL!

Action Notes

AMETHYST snaps her fingers

Slugging

2.06

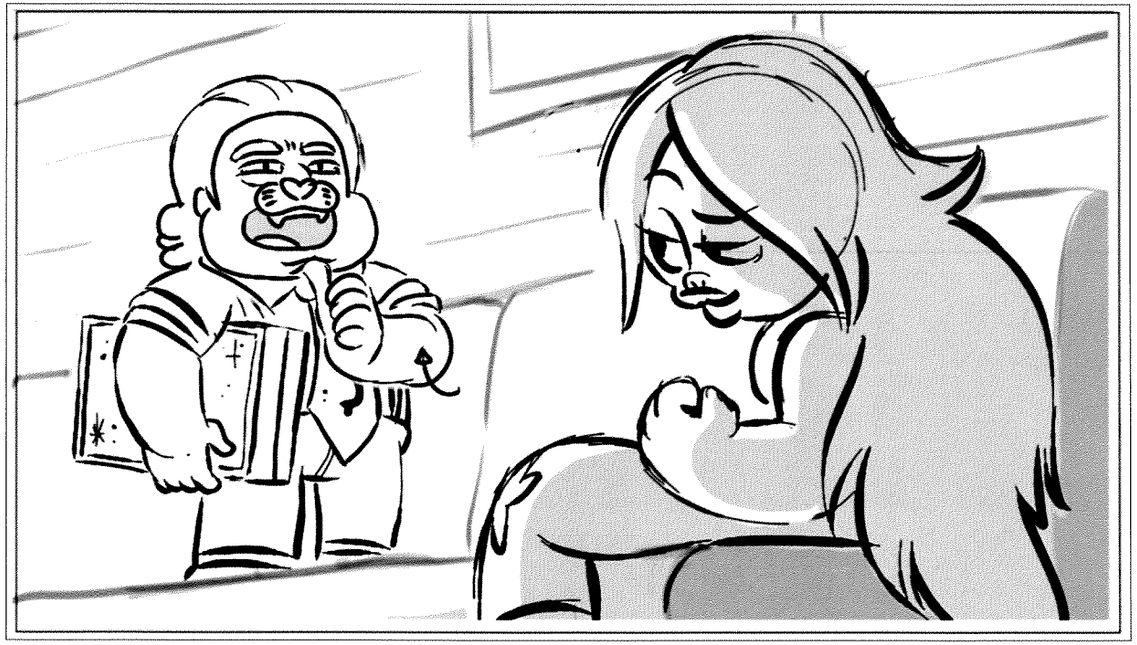
1020.011

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1020.011

1020.011

Scene	Panel
71	4 CONT



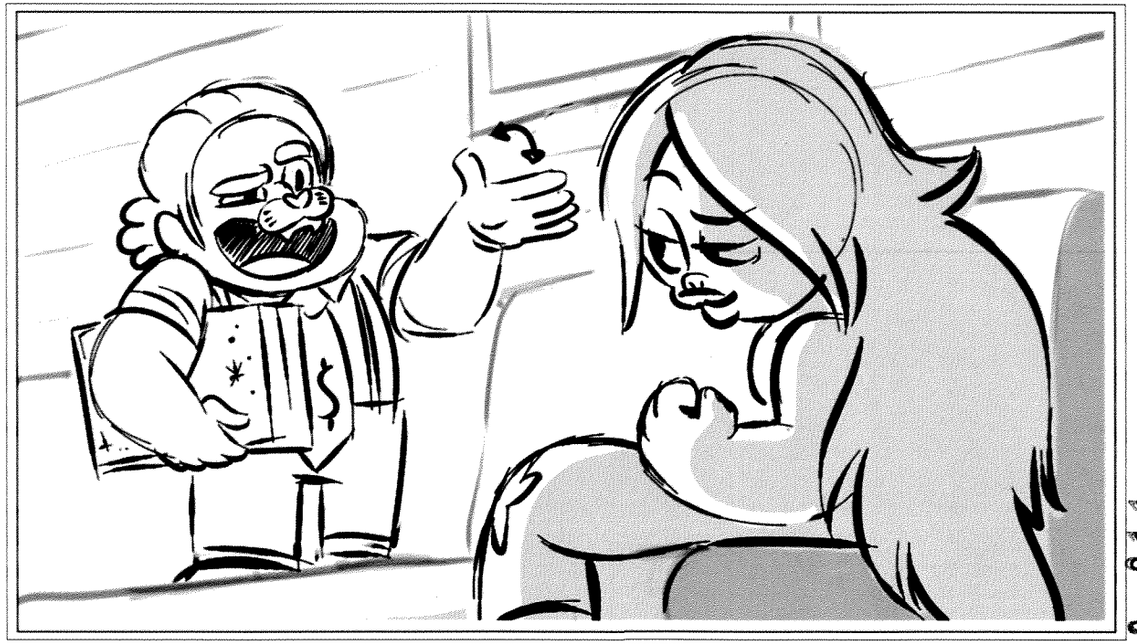
Dialog

STEVEN: EHHH…

Slugging

1.12

Scene	Panel
71	5 CONT



Dialog

STEVEN: WE'LL WORKSHOP THAT LATER.

Slugging

0.14

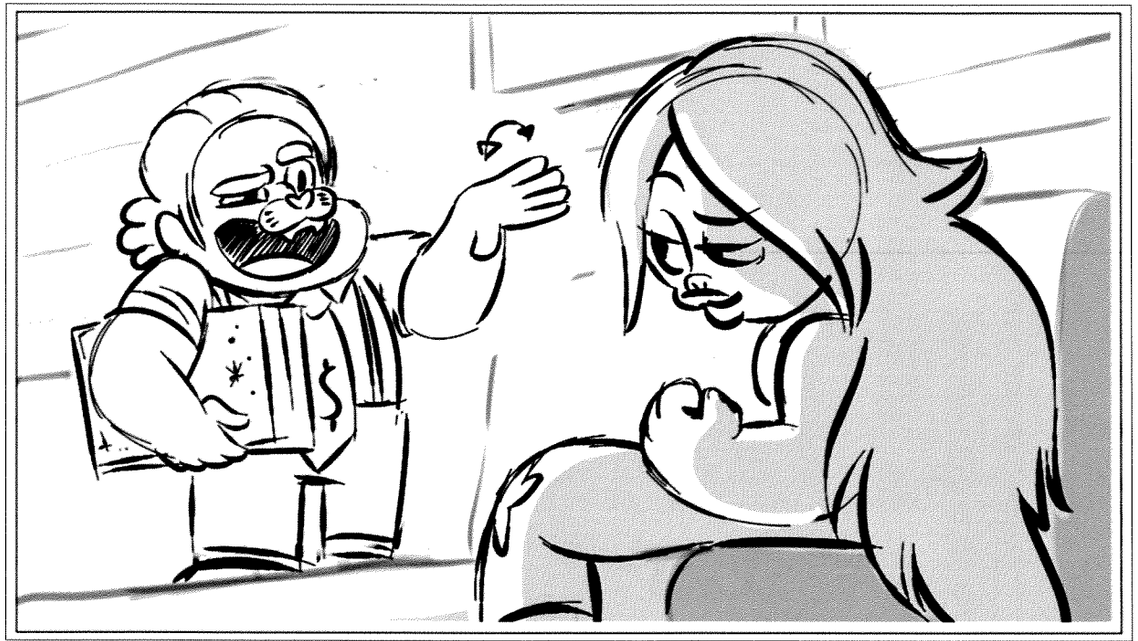
1020-011

1020.011

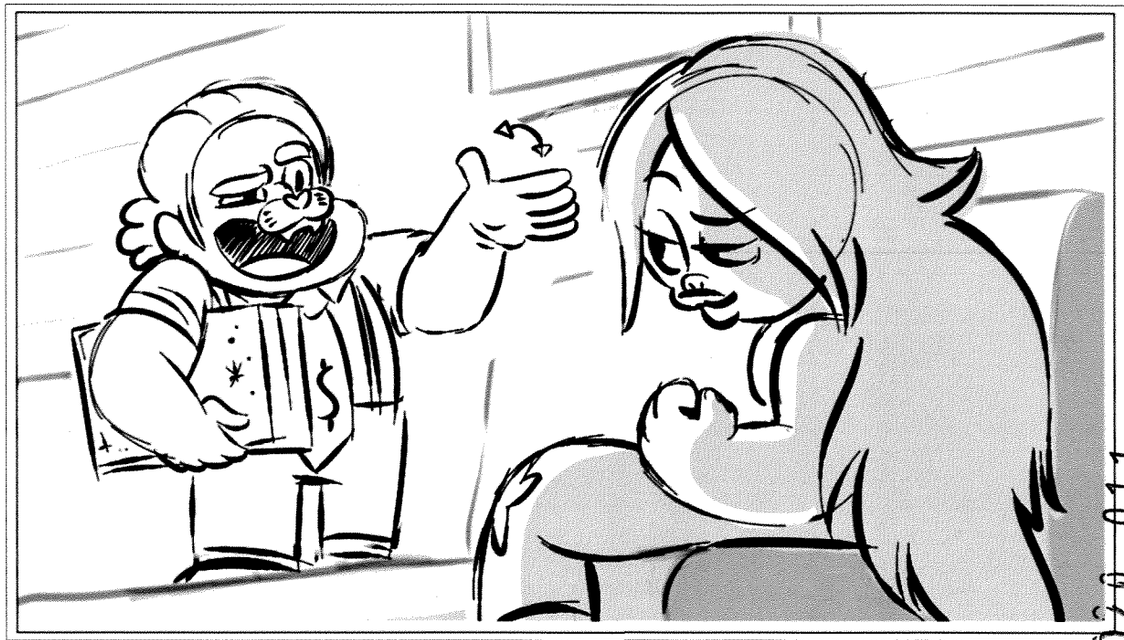
JUL 09

1020.011

Scene	Panel
71 CONT	6



Scene	Panel
71 CONT	7



Slugging

Panels 6 + 7 x 2.5 = 0.12

Total cycle frames: 1.12

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Scene	Panel
72	1



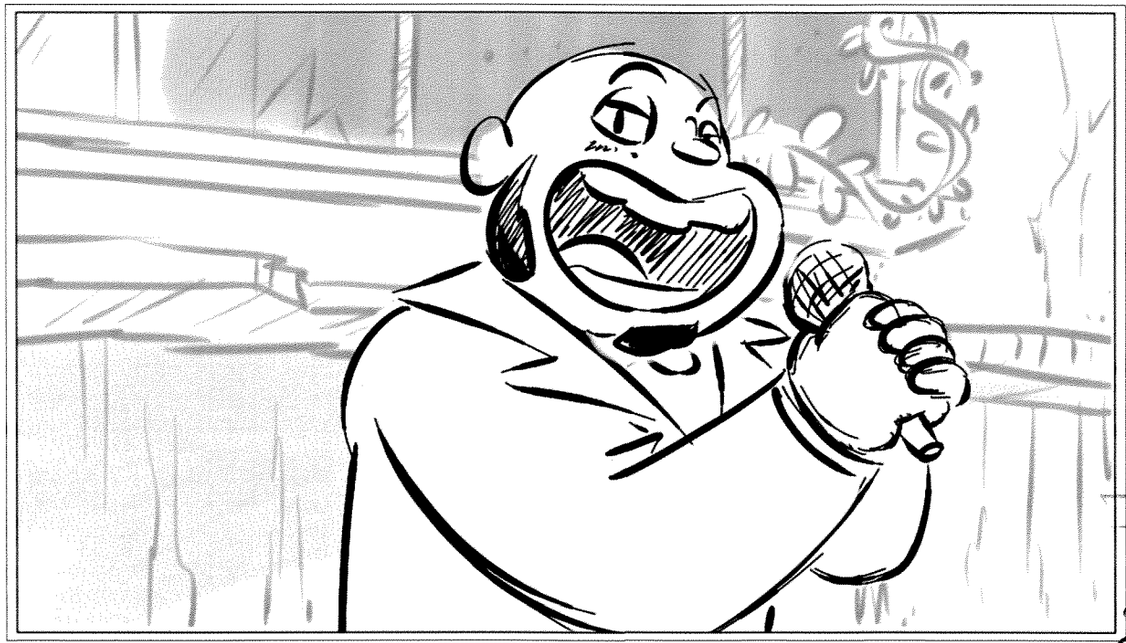
Dialog

MR. SMILEY (os): TWO LOCAL HEROES IN THE RING TONIGHT…!

Slugging

3.04

Scene	Panel
73	1



Dialog

MR. SMILEY: THEY BUILD HOSPITALS FOR THE SICK

Slugging

Panels 1 to 3 = 5.08

1020-011

1020-011

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1020.011

Scene	Panel
73 CONT	2



Dialog

MR. SMILEY: AND THEY BUILD

Scene	Panel
73 CONT	3



Dialog

MR. SMILEY: MUSCLES THAT LOOK SLICK!

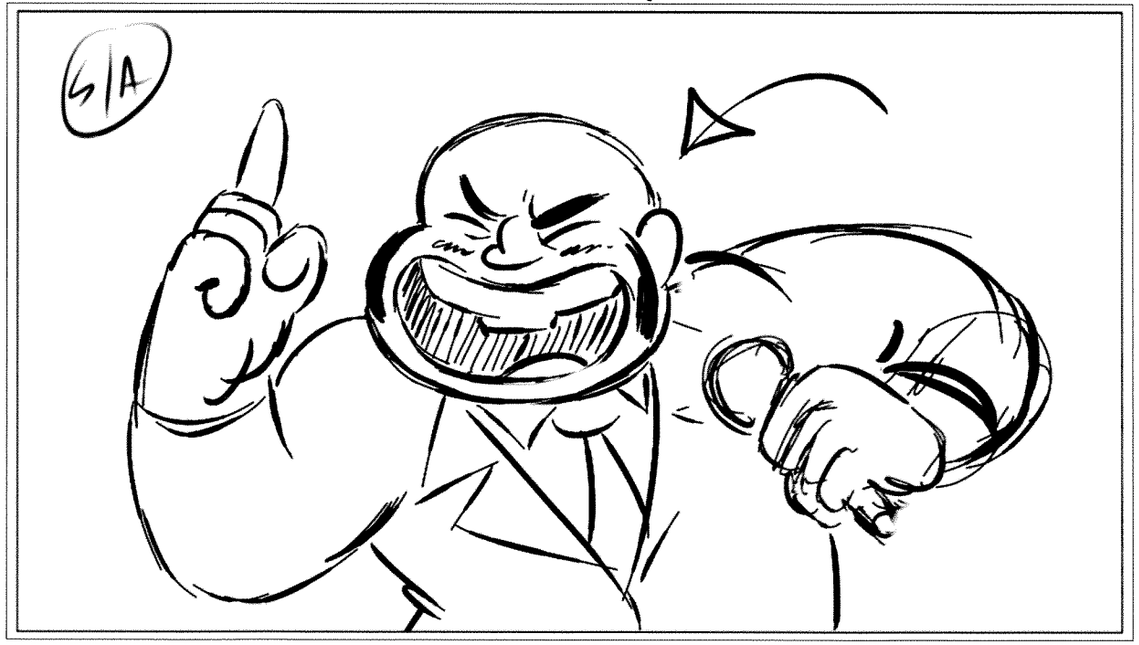
1020.011

1020.011

JUL 09 201

1020.011

Scene	Panel
73 CONT	4



Dialog

MR. SMILEY: GIVE IT UP FOR...

Slugging

1.03

Scene	Panel
73 CONT	5



Dialog

MR. SMILEY: ....CONCRETE HEAT AND CHUNK TRUCK!

Action Notes

Camera zip pans right to concrete heat and chunk truck

Slugging

Panels 5 + 6 =
HOLD: 0.05
Then ADJ: 0.05
Then HOLD: 4.09

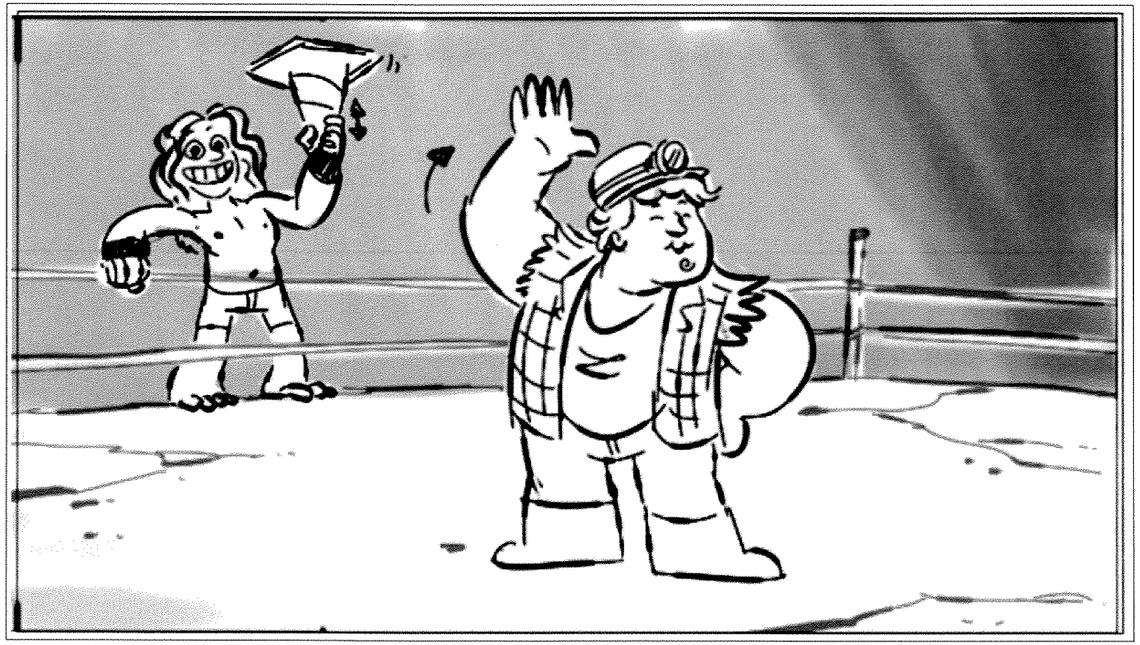
JUL 09 2012

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1020.011

1020.011

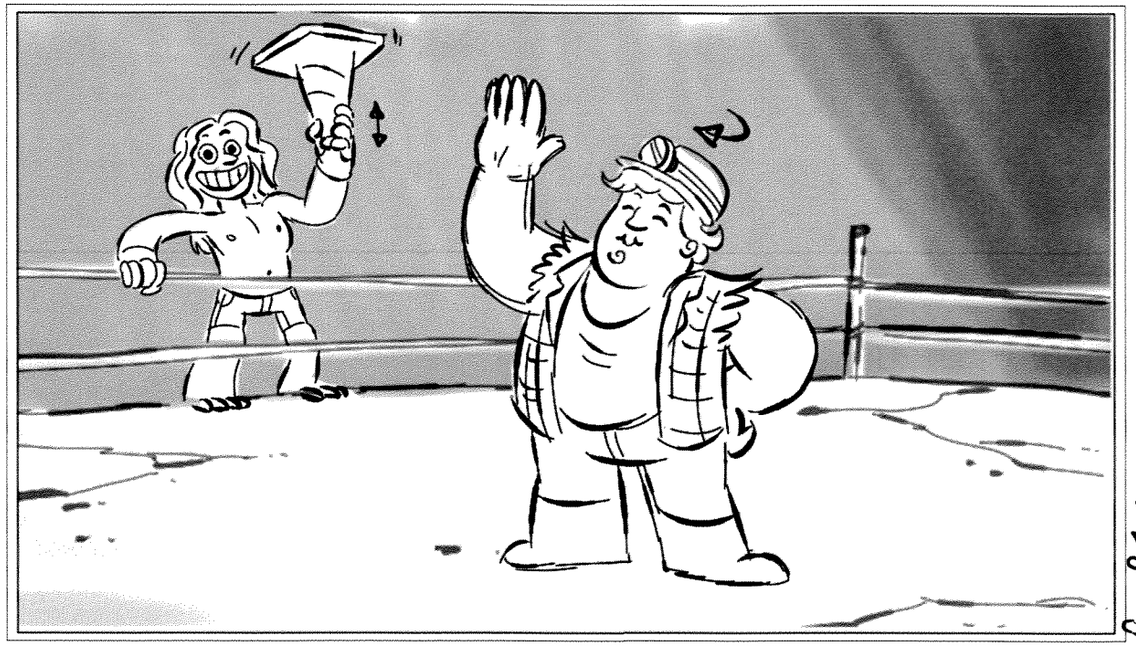
Scene	Panel
73	6 CONT



Dialog

MR. SMILEY: ....CONCRETE HEAT AND CHUNK TRUCK!

Scene	Panel
73	7 CONT



Dialog

CROWD: <CHEERS>

Slugging

2.04

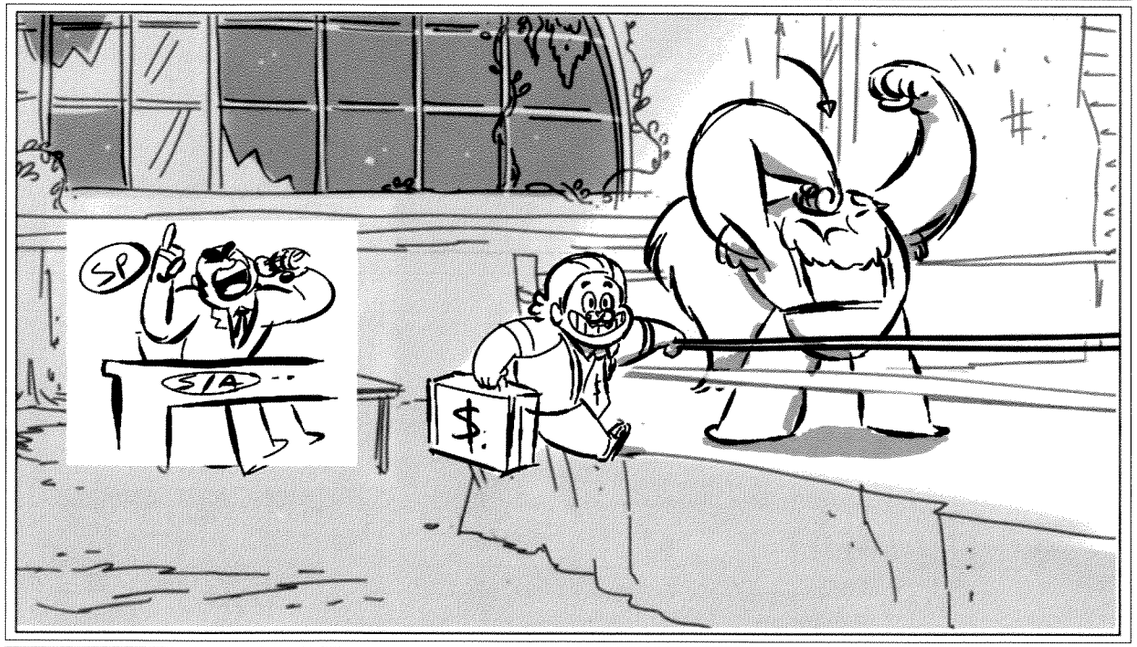
JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
74	1



Dialog

MR. SMILEY: FACING OFF AGAINST...

Action Notes

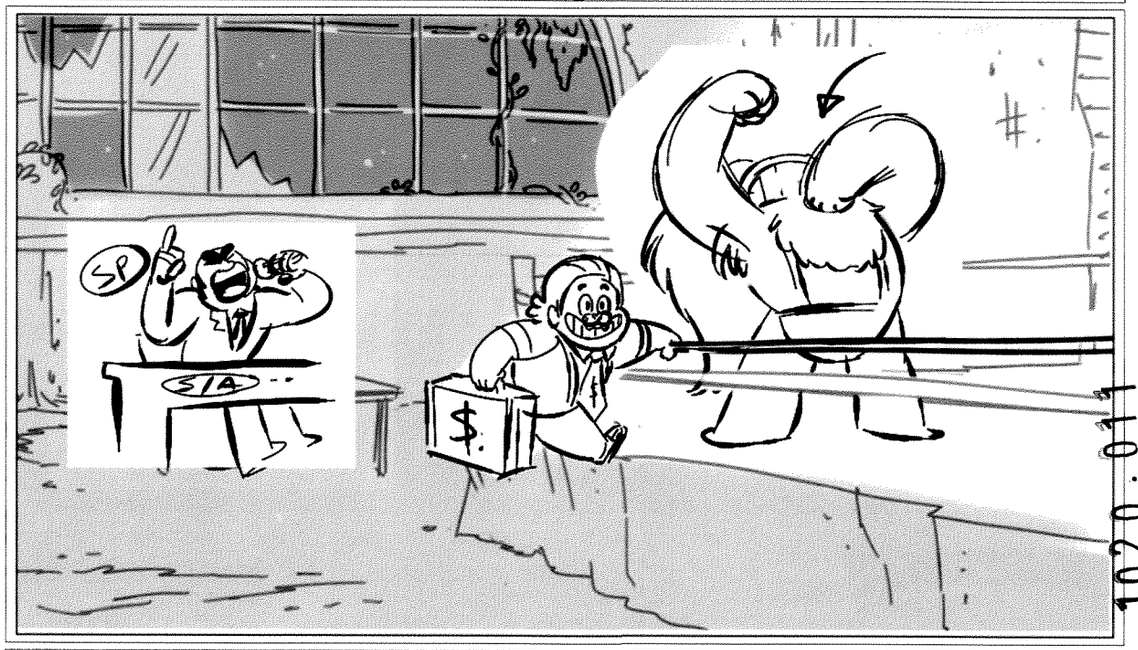
Amethyst hits chest repeatedly panel 1 + 2

Slugging

Panels 1 + 2 x 3 = 0.08

Total cycle frames: 1.08

Scene	Panel
74	CONT 2

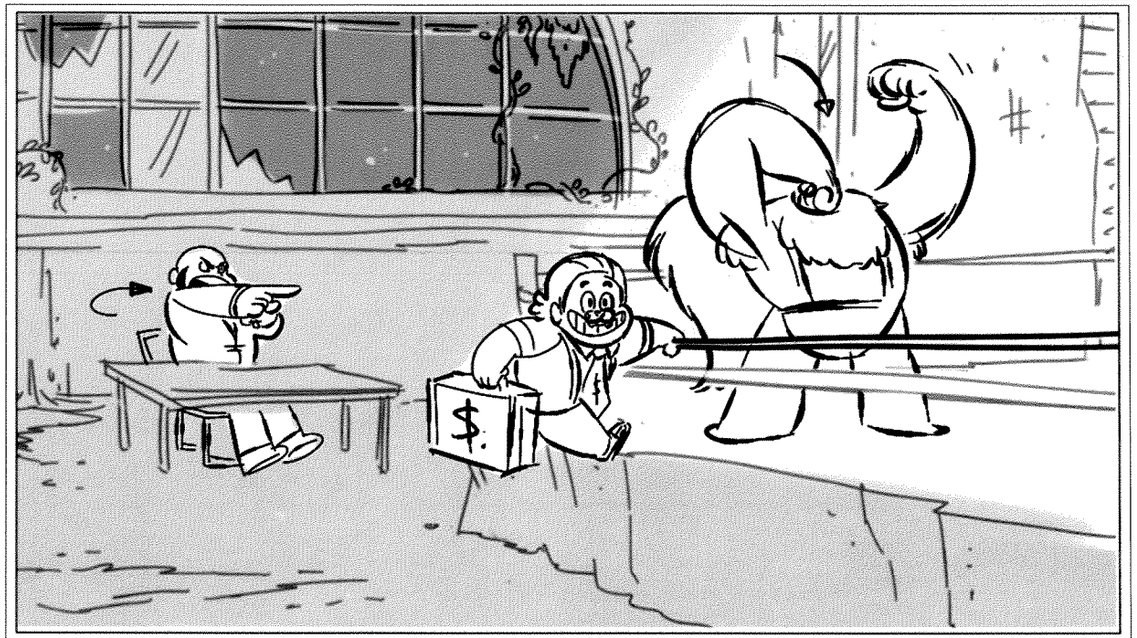


1020.011

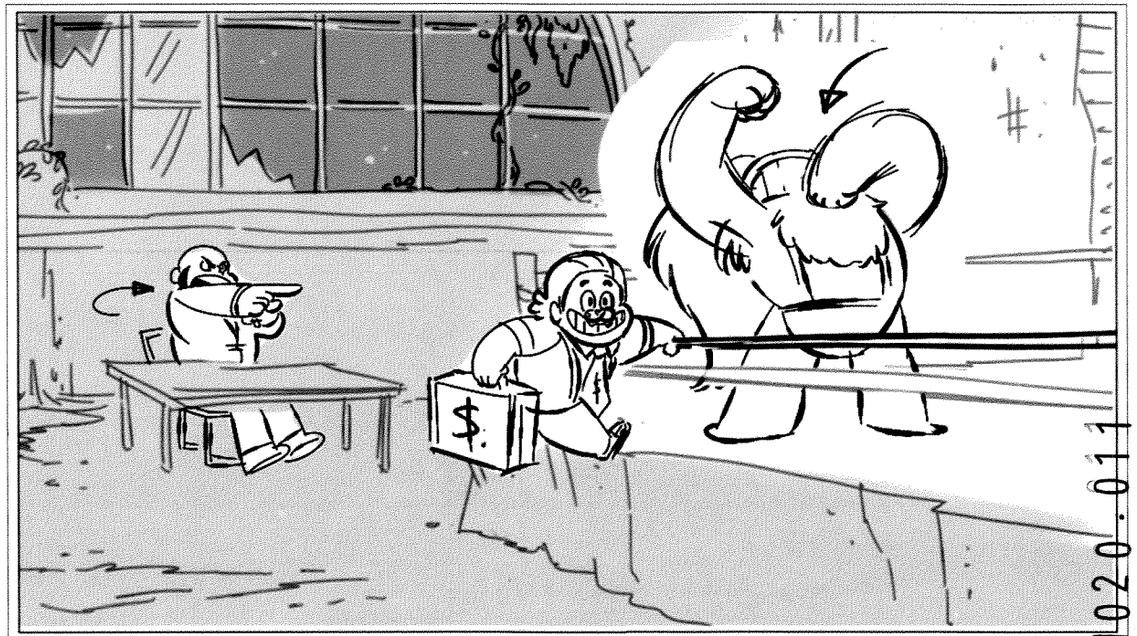
JUL 09 2013

1020.011

Scene	Panel
74	3 CONT



Scene	Panel
74	4 CONT



Dialog

MR. SMILEY: ...THE PURPLE PUMA.

Action Notes

Amethyst hits chest repeatedly panel 3 + 4

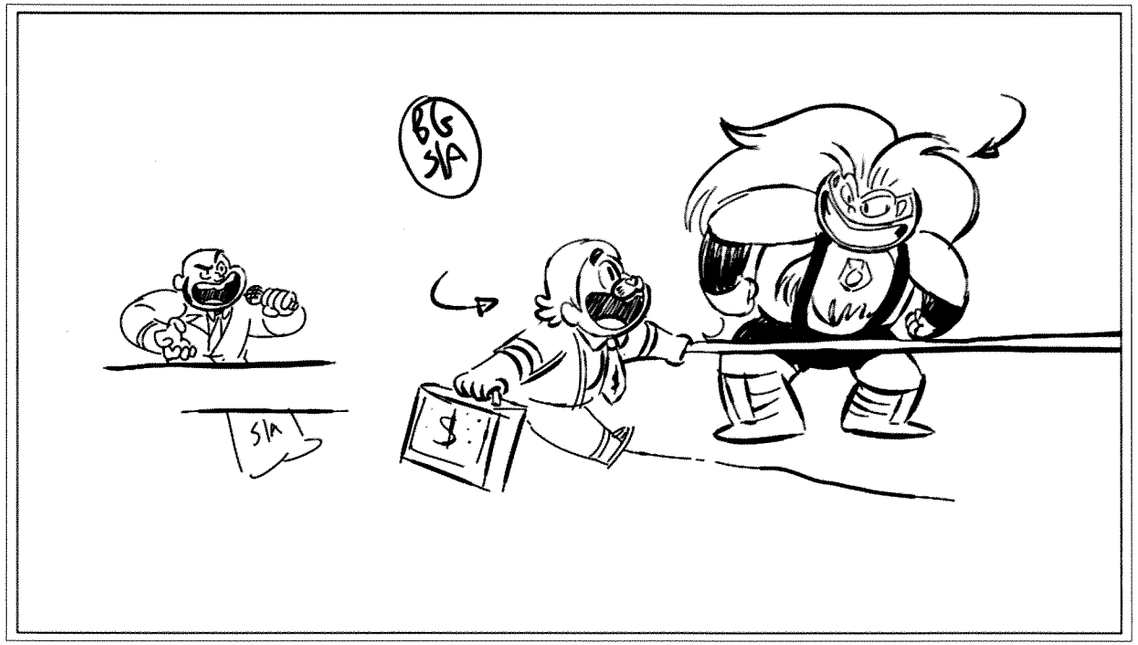
Slugging

Panels 3 + 4 x 3.5 = 0.07

Total cycle frames: 1.06

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Scene	Panel
74	5 CONT



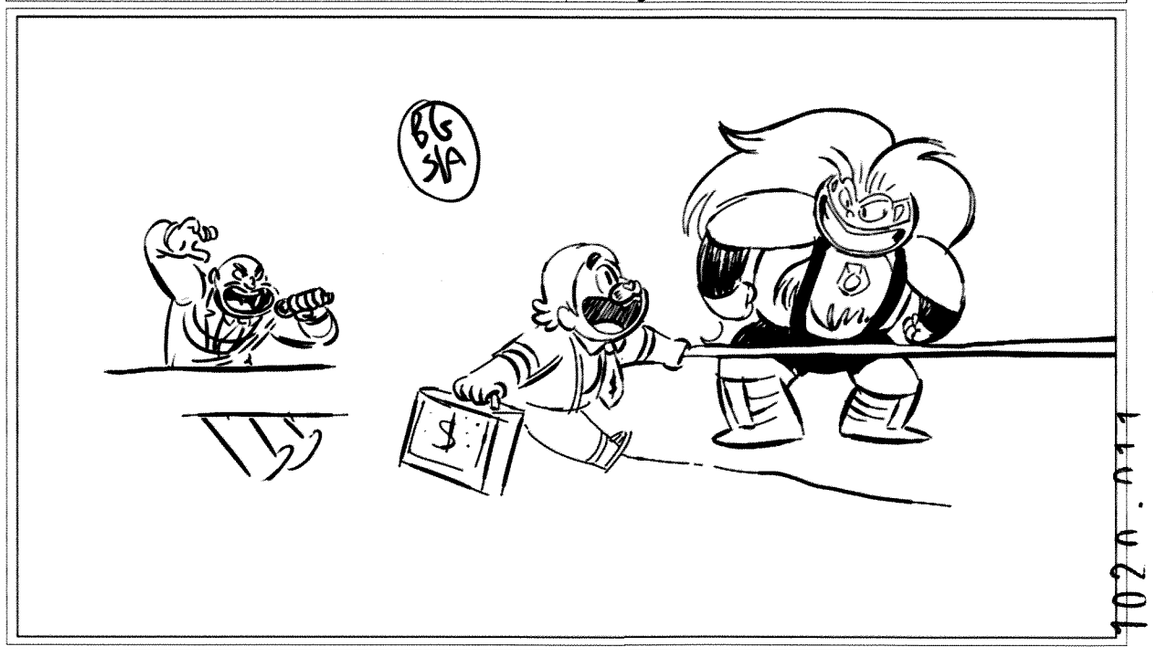
Dialog

MR. SMILEY: AND OUR NEWEST...

Slugging

Panels 5 + 6 = 4.04

Scene	Panel
74	6 CONT



Dialog

MR. SMILEY: ...MEW-EST COMPETITOR…

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1020.011

1020.011

1020.011

Scene	Panel
75	1



Dialog

MR. SMILEY (os): TIGERRRR MILLIONAIRRRRE!

CROWD: BOOOO!

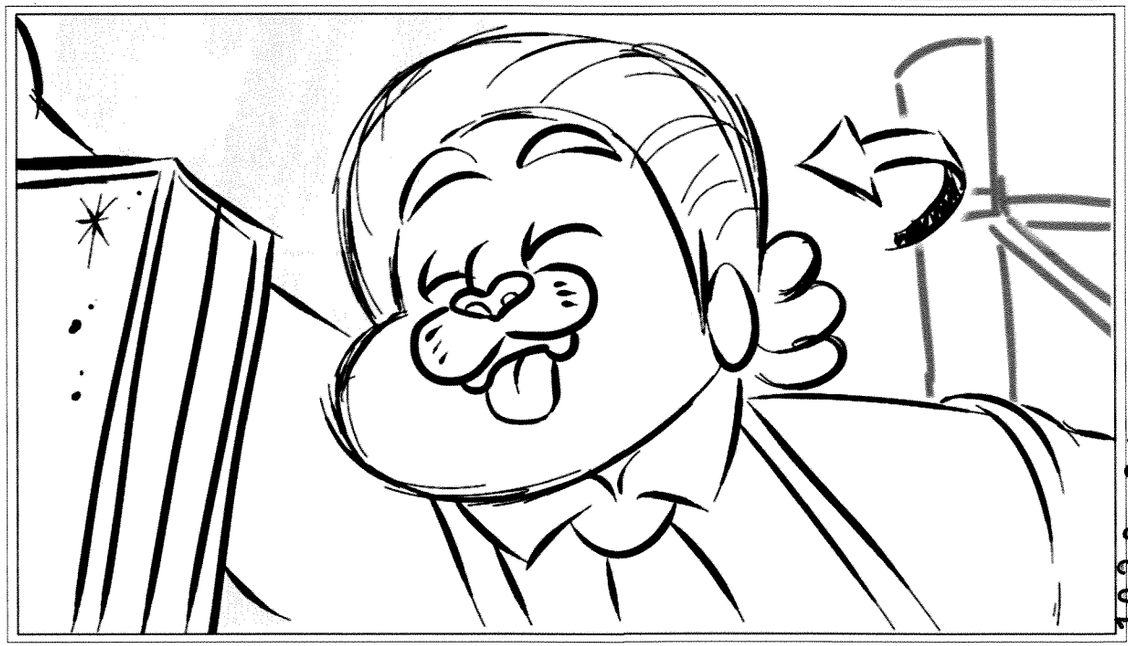
Slugging

Panels 1 + 2 = 5.15

Notes

H.U. Steven to previous scene.

Scene	Panel
75	CONT 2



Dialog

MR. SMILEY (os): TIGERRRR MILLIONAIRRRRE!

CROWD: BOOOO!

Action Notes

Steven raises briefcase

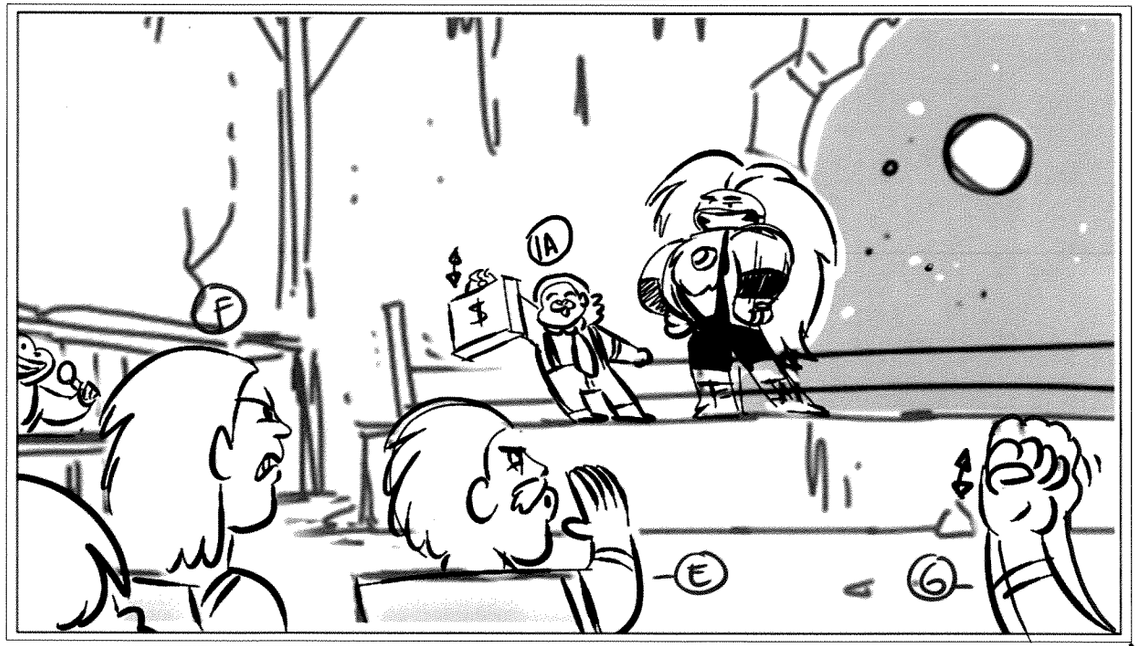
JUL 09 20

1020.011

1020.011

1020.011

Scene	Panel
76	1



Dialog

CROWD: BOOOO!

Action Notes

Steven waves money briefcase up and down.

Slugging

1.00



Scene	Panel
76	CONT 2



Dialog

CROWD: BOOOO!

LARS: THAT LITTLE GUY'S GONNA GET CREAMED!

Action Notes

Pan and T.O. to reveal Lars and Sadie in the audience.

Slugging

HOLD: 0.06
Then ADJ: 0.13
Then HOLD: 2.06

JUL 0 9 2013

1020.011

1020.011

1020.011

Scene	Panel
77	1



Dialog

SADIE (*MOUTH FULL): FROM HERE HE KINDA LOOKS LIKE...

Action Notes

Sadie with mouth full of popcorn speaks dialogue.

Slugging

2.15

Notes

H.U. LARS to previous - he is looking forward, then he turns to SADIE

Scene	Panel
77	CONT 2



Dialog

SADIE (*MOUTH FULL): ...STEVEN…

Slugging

0.13

JUL 09 2013

1020.011

1020.011

Scene	Panel
77 CONT	3



Dialog
LARS: PFT!

Slugging
1.00

Scene	Panel
77 CONT	4



Dialog
LARS: YEAH RIGHT!

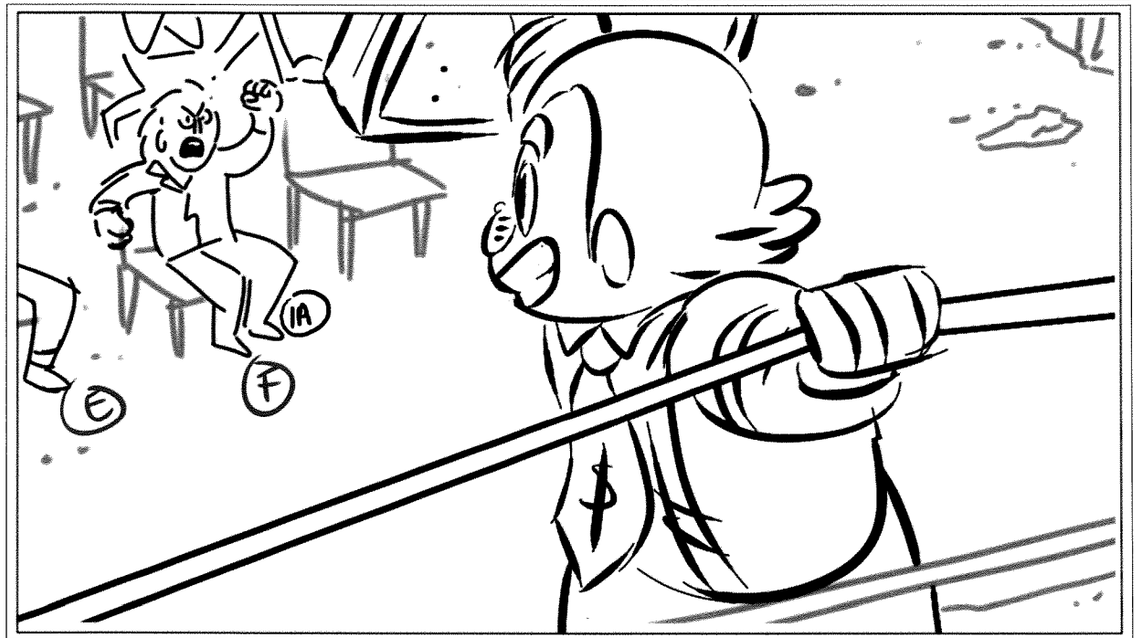
Slugging
1.07

JUL 0 9 20

1020.011

1020.011

Scene	Panel
78	1



Action Notes
-SP-

Slugging
0.04



Scene	Panel
78	CONT 2



Action Notes
SFX: <Bell Ding>

Slugging
0.09

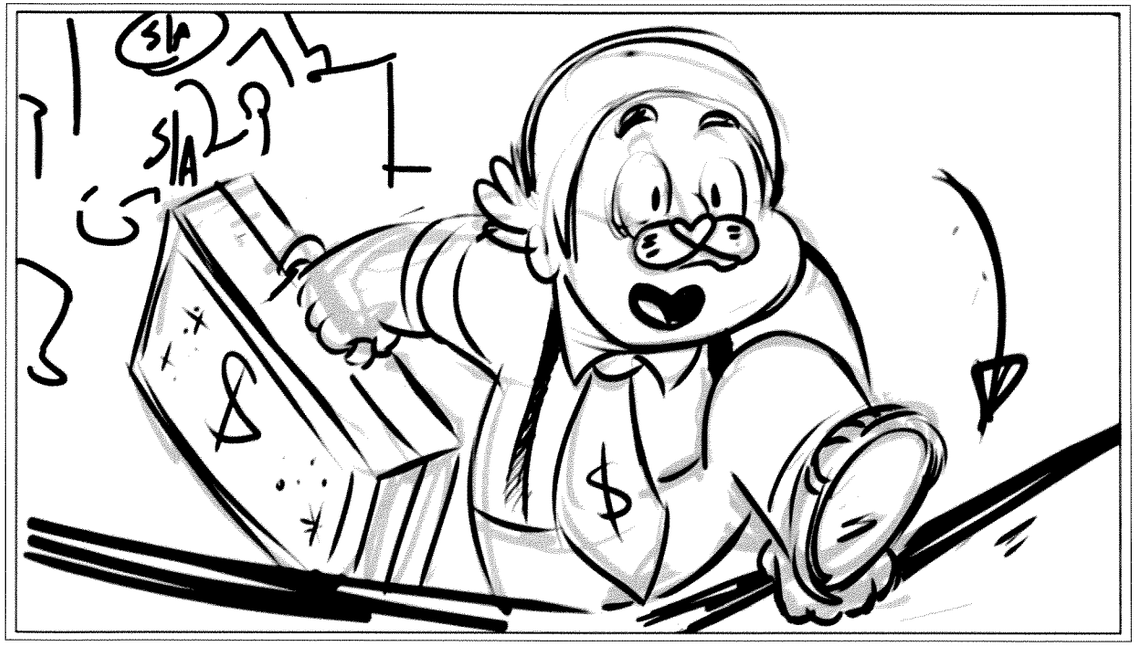
JUL 0 9 2013

1020.011

1020.011

1020.011

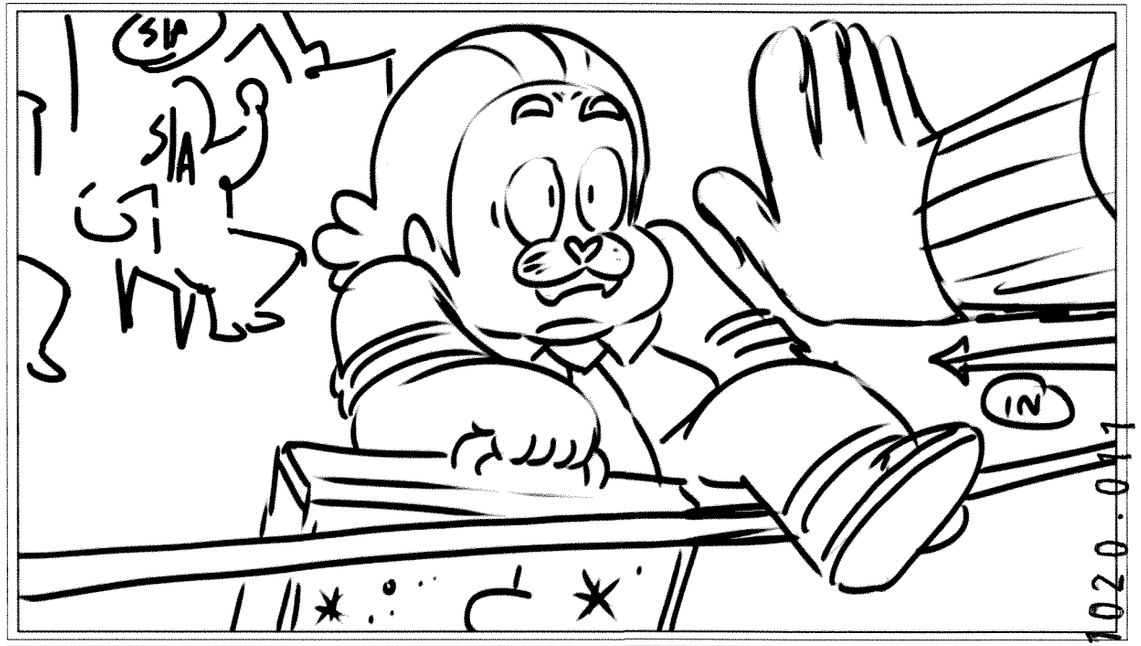
Scene	Panel
78	CONT 3



Action Notes
Steven steps over rope

Slugging
0.06

Scene	Panel
78	CONT 4



Dialog
AMETHYST: STEVEN, WAIT!

Action Notes
Amethyst's hand IN

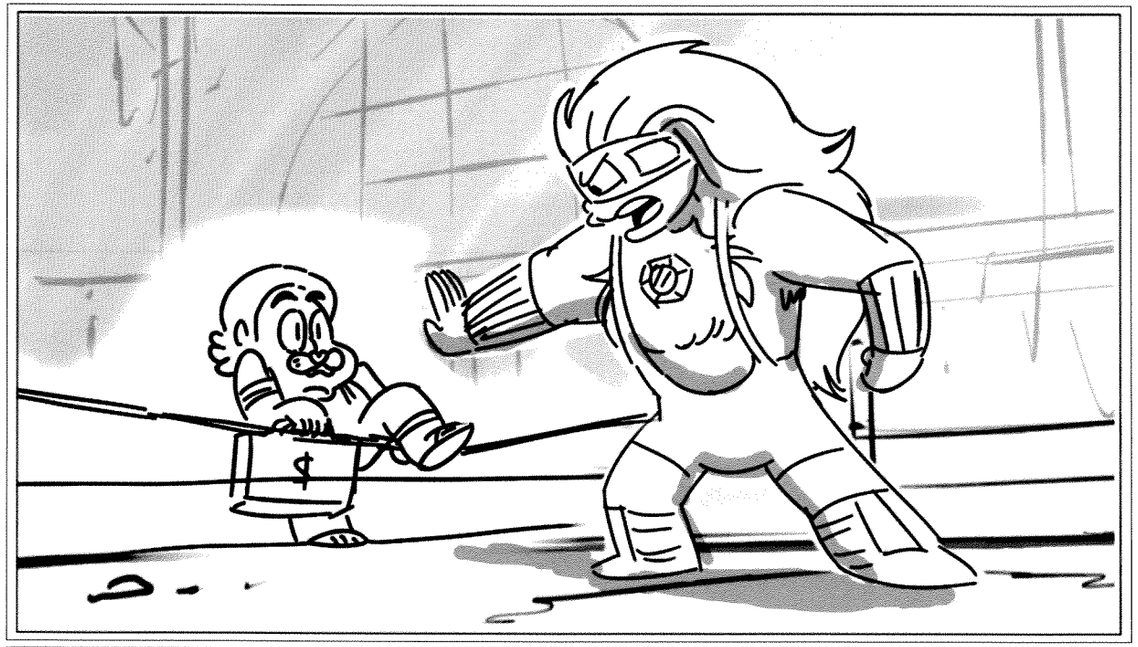
Slugging
2.01

JUL 0 9 2013

1020.011

1020.011

Scene	Panel
79	1

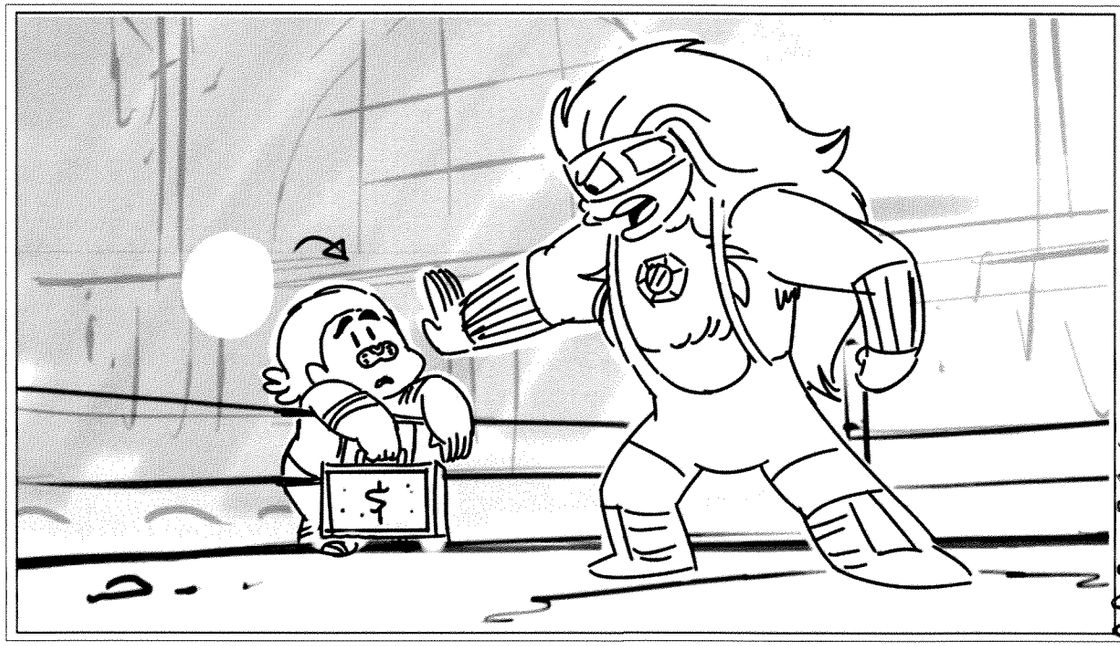


Action Notes
Camera cut back wide.

Slugging
Panels 1 + 2 = 4.01

Notes
H.U. pose.

Scene	Panel
79	CONT 2



Dialog
AMETHYST: I'M JUST USING YOU TO GET THE TAG TEAM BELT.

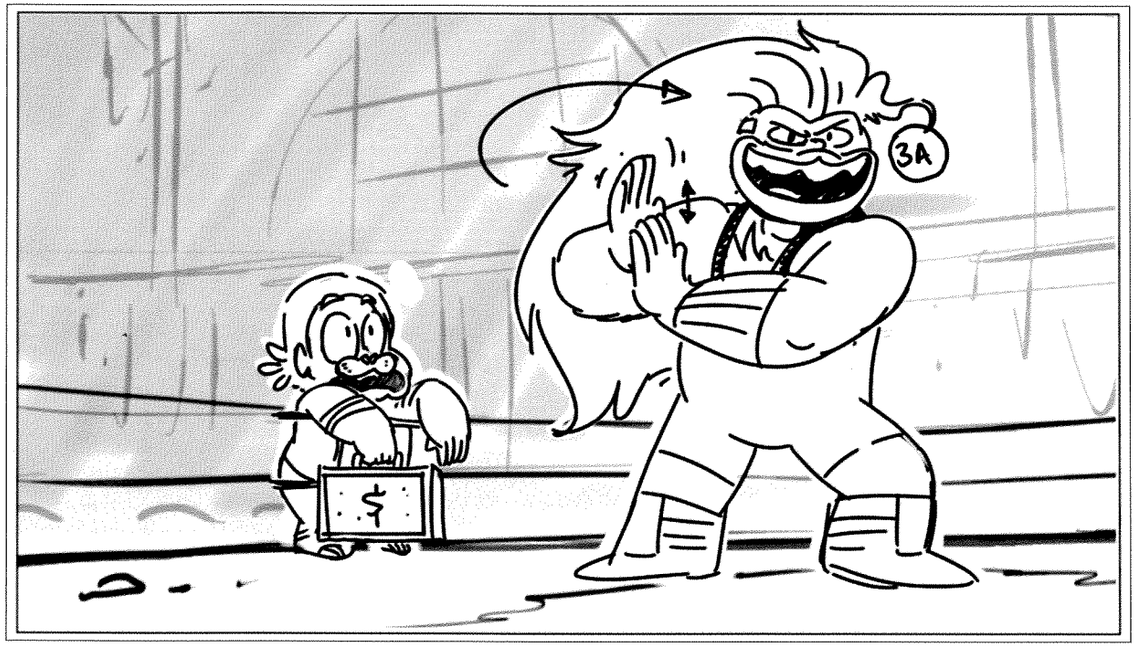
1020.011

JUL 09 2013

1020.011

1020.011

Scene	Panel
79	3 CONT



Dialog

AMETHYST: I'LL DO ALL THE ACTUAL FIGHTING.

Slugging

3.01



Scene	Panel
80	1



Dialog

STEVEN: DO I STILL GET TO WEAR THE COSTUME?!

Action Notes

Camera cut in close.

Slugging

3.07

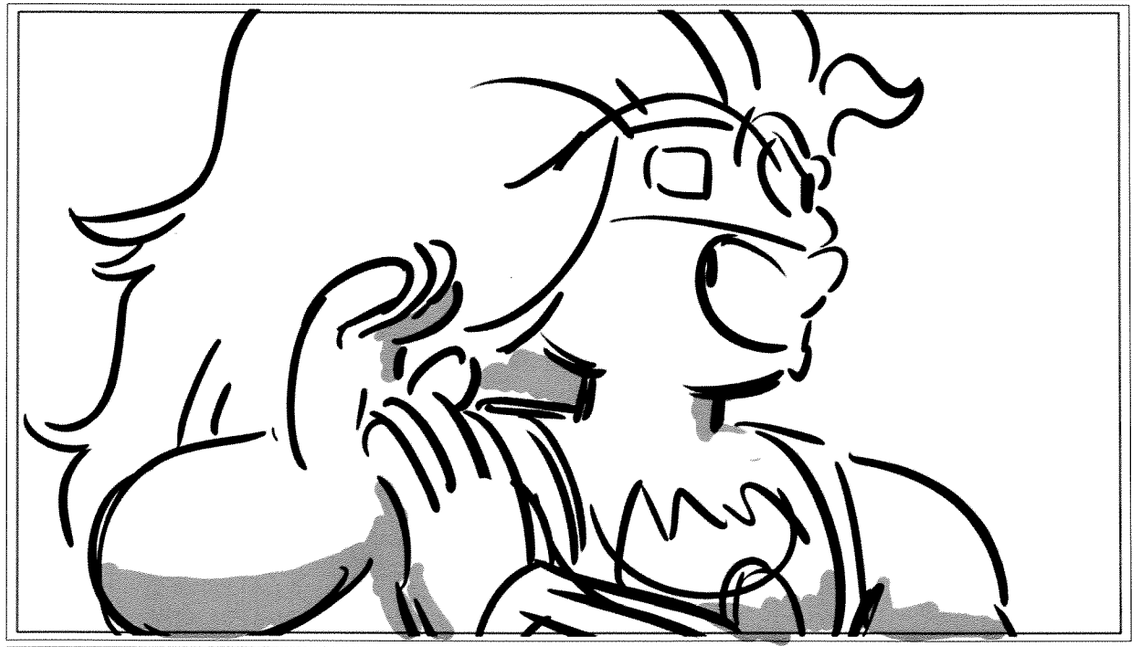
Notes

H.U. Steven's arms to previous scene.

JUL 0 9 2013

1020.011

Scene	Panel
81	1



Dialog

AMETHYST: I DON'T CARE.

Slugging

Panels 1 + 2 = 2.00

Scene	Panel
81	CONT 2



Dialog

AMETHYST: I DON'T CARE.

JUL 09

1020.011

1020.011

1020.011

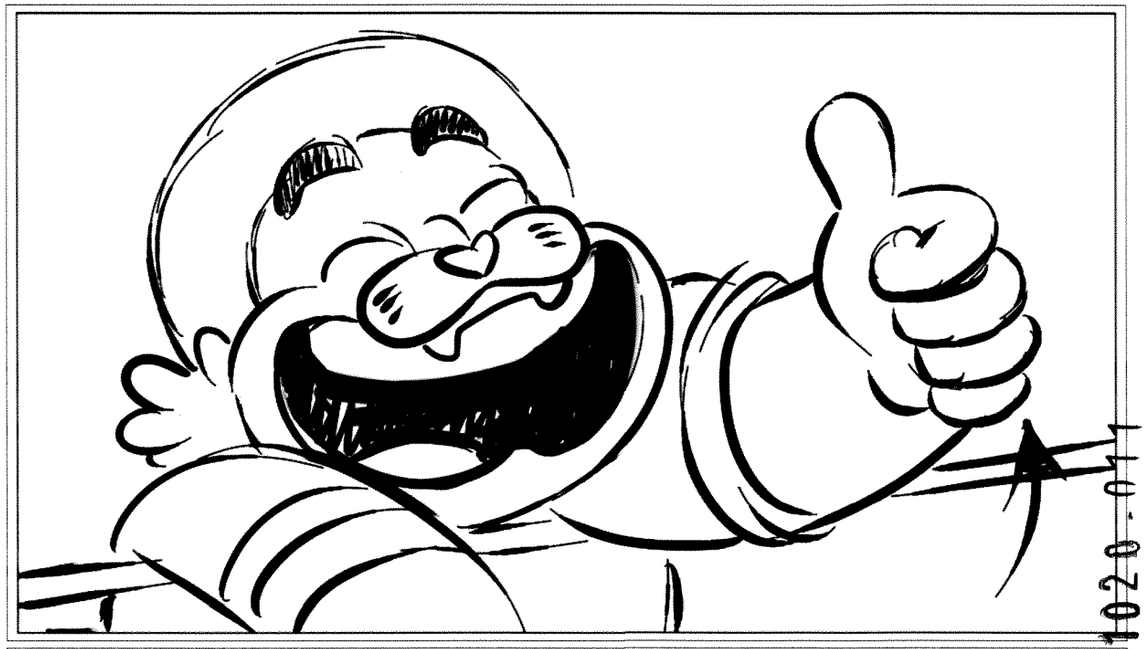
Scene	Panel
82	1



Action Notes
-SP-

Slugging
1.06

Scene	Panel
82	CONT 2



Dialog
STEVEN: OH-KAY!

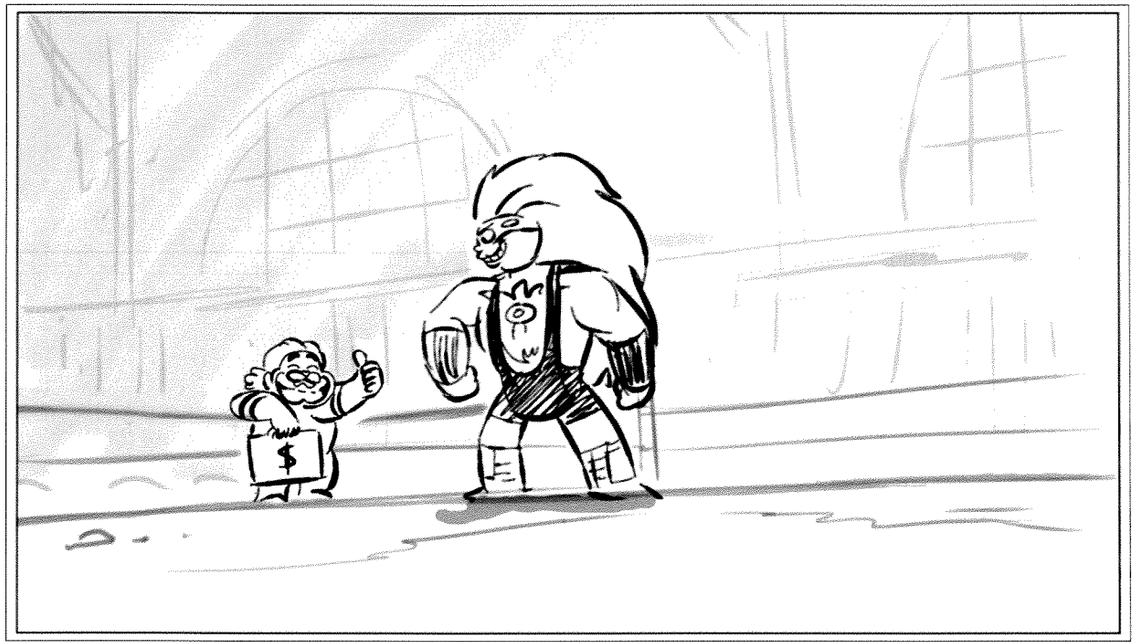
Slugging
1.12

JUL 09 -

1020.011

1020.011

Scene	Panel
83	1



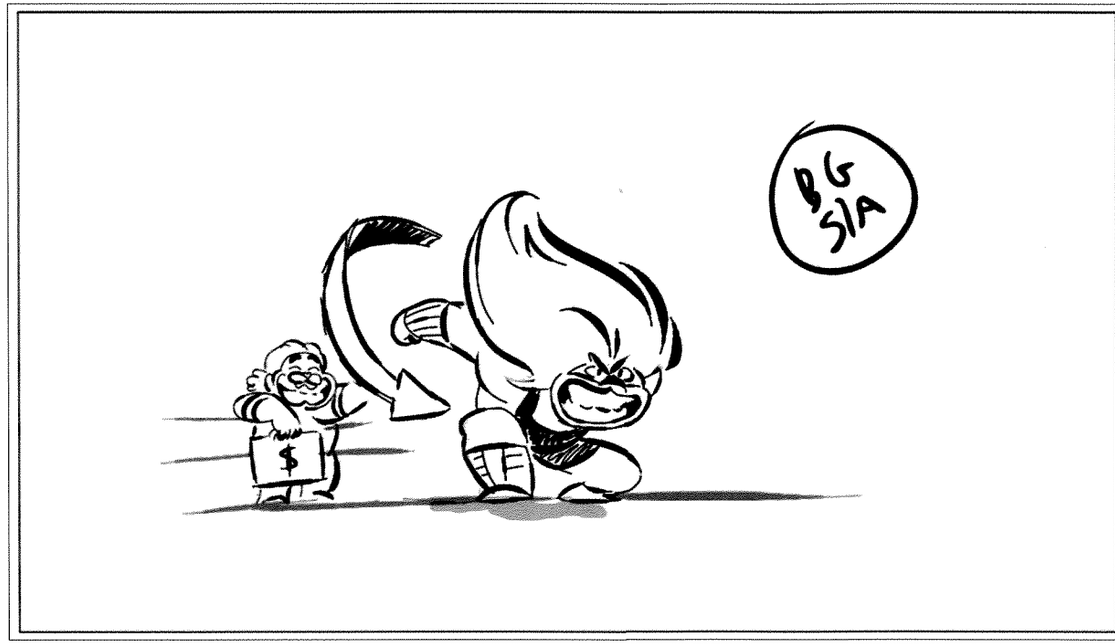
Action Notes

-SP-

Slugging

0.04

Scene	Panel
83	CONT 2



Dialog

AMETHYST: GRRR---

Slugging

2.09

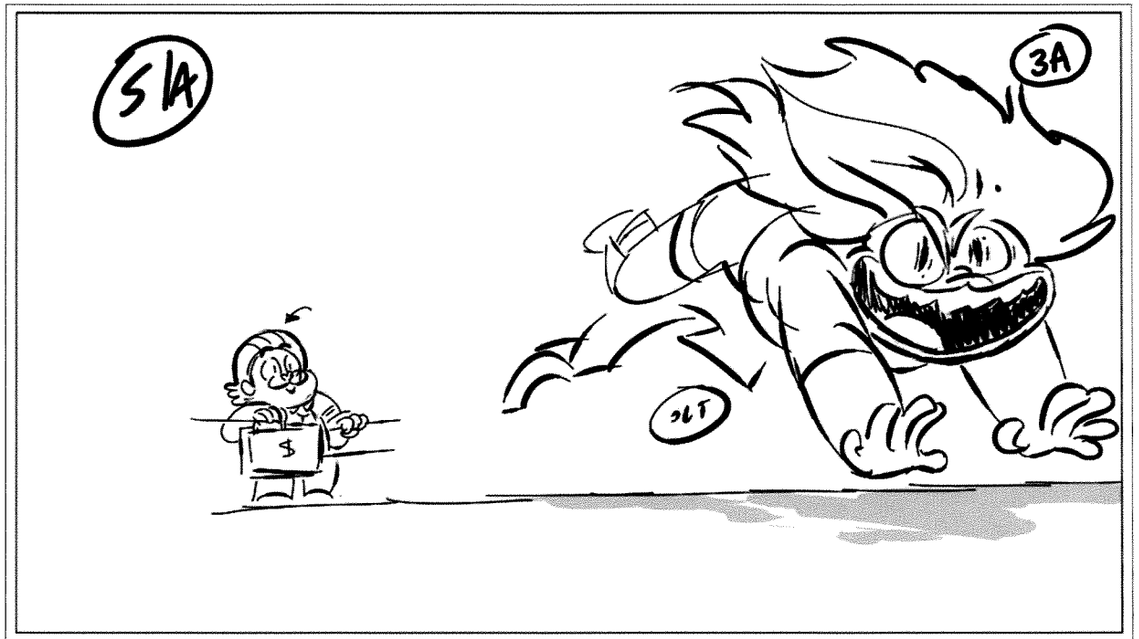
JUL 09 201

1020.011

1020.011

1020.011

Scene	Panel
83	CONT 3



Dialog

AMETHYST: RARRR!

Action Notes

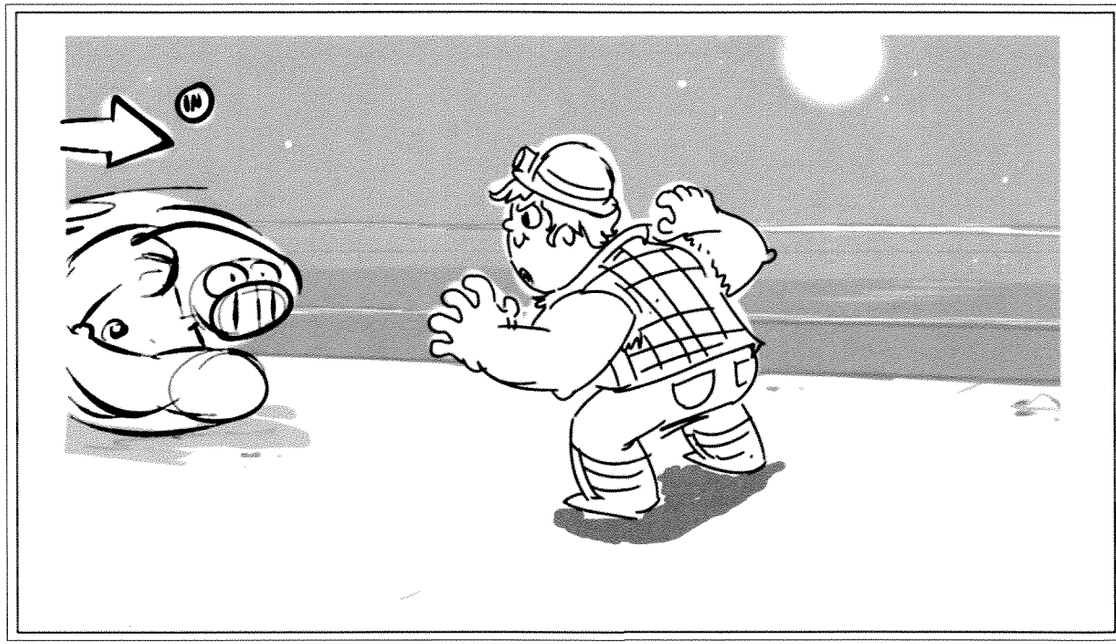
Amethyst runs OUT.



Slugging

1.12

Scene	Panel
84	1



Action Notes

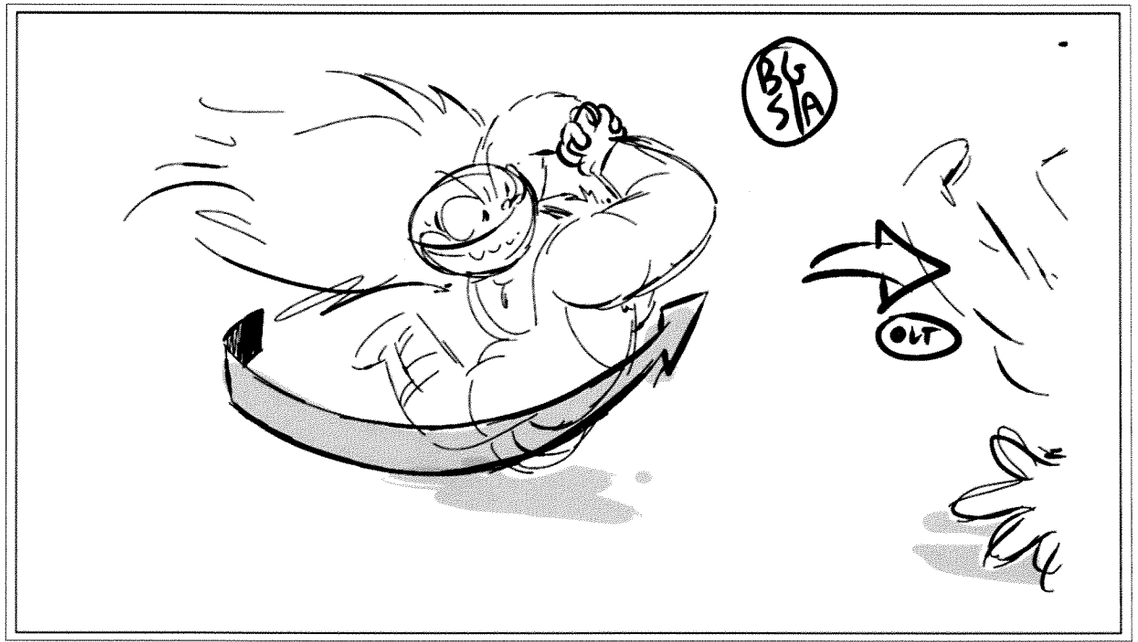
Amethyst IN towards Chunk Truck.

Slugging

0.07

JUL 09 2013

Scene	Panel
84	CONT 2



Dialog

MR. SMILEY (os): OOH!

Action Notes

Amethyst knocks Chunk Truck OUT of the scene.

Slugging

0.09

Scene	Panel
84	CONT 3



Dialog

MR. SMILEY (os): OOH!

Slugging

1.10



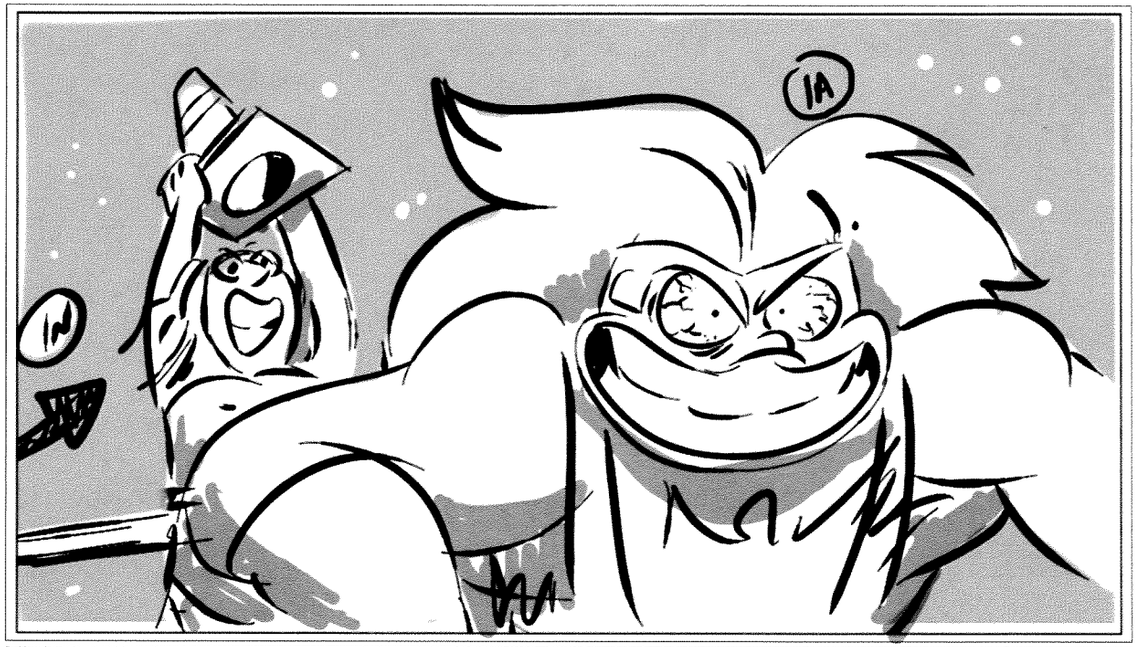
JUL 09 2015

1020.011

1020.011

1020.011

Scene	Panel
85	1



Dialog

MR. SMILEY (os): A DEVASTATING MOVE BY PUMA!

Action Notes

Concrete comes IN holding traffic cone over Purple Puma.

Slugging

1.13



Scene	Panel
86	1



Dialog

STEVEN: ER… PURPLE

Action Notes

Steven in shock. **BG Animates outward (Speed lines)**

Slugging

1.06

JUL 0 9 201

1020.011

1020.011

1020.011

Scene	Panel
86	CONT 2



Dialog

STEVEN: PURPLE

Slugging

0.04



Scene	Panel
86	CONT 3



Dialog

STEVEN: PUMA!

Slugging

1.03



JUL 09 20

1020.011

1020.011

1020.011

Scene	Panel
87	1



Dialog

STEVEN (os): LOOK OUT!

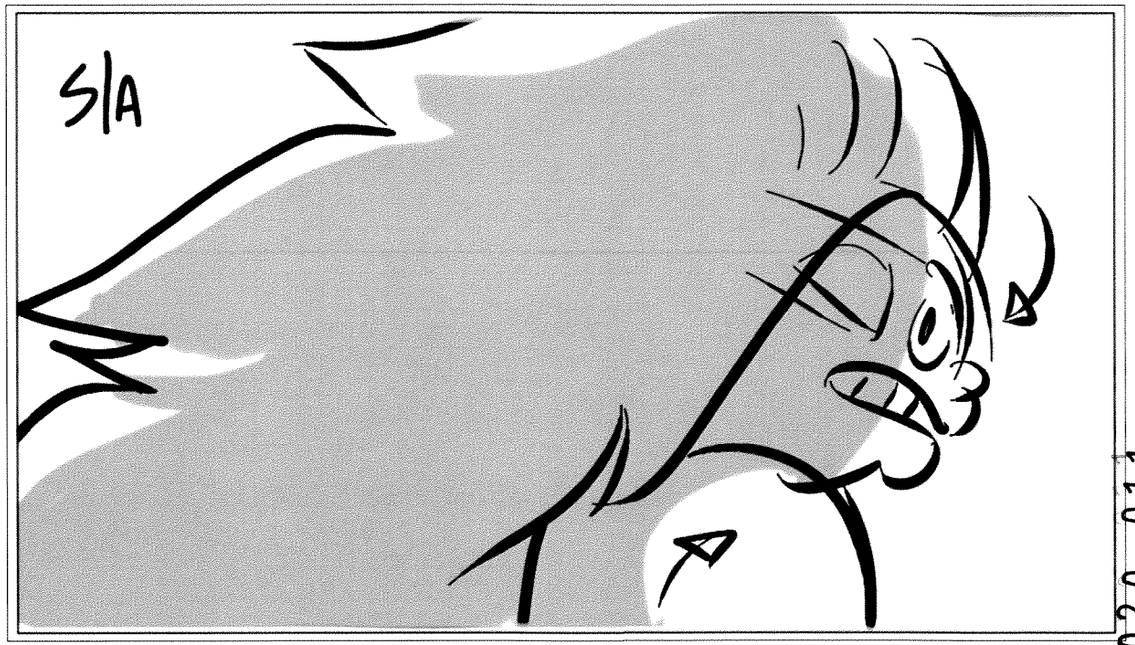
Action Notes

-SP-

Slugging

0.04

Scene	Panel
87 CONT	2



Slugging

0.04

1020.011

JUL 09 2015

1020.011

1020.011

1020.011

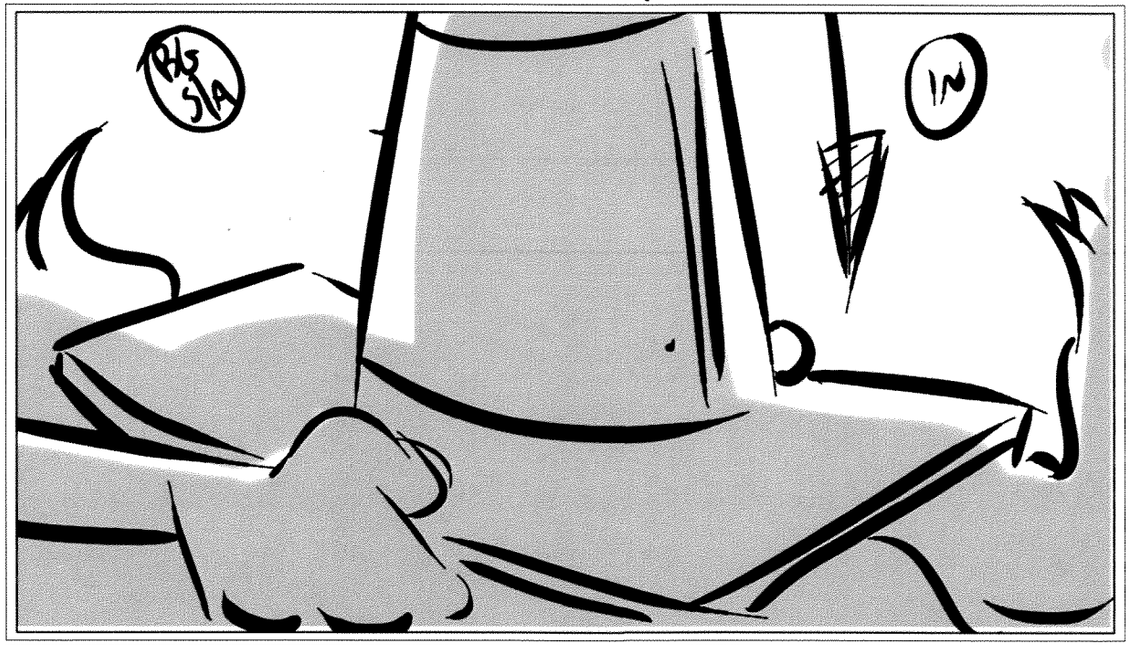
Scene	Panel
87 CONT	3



Action Notes
Amethyst turns (confused)

Slugging
0.07

Scene	Panel
87 CONT	4



Dialog
CROWD: <SHOCKED REACTIONS>

Action Notes
Traffic cone IN

Slugging
0.13

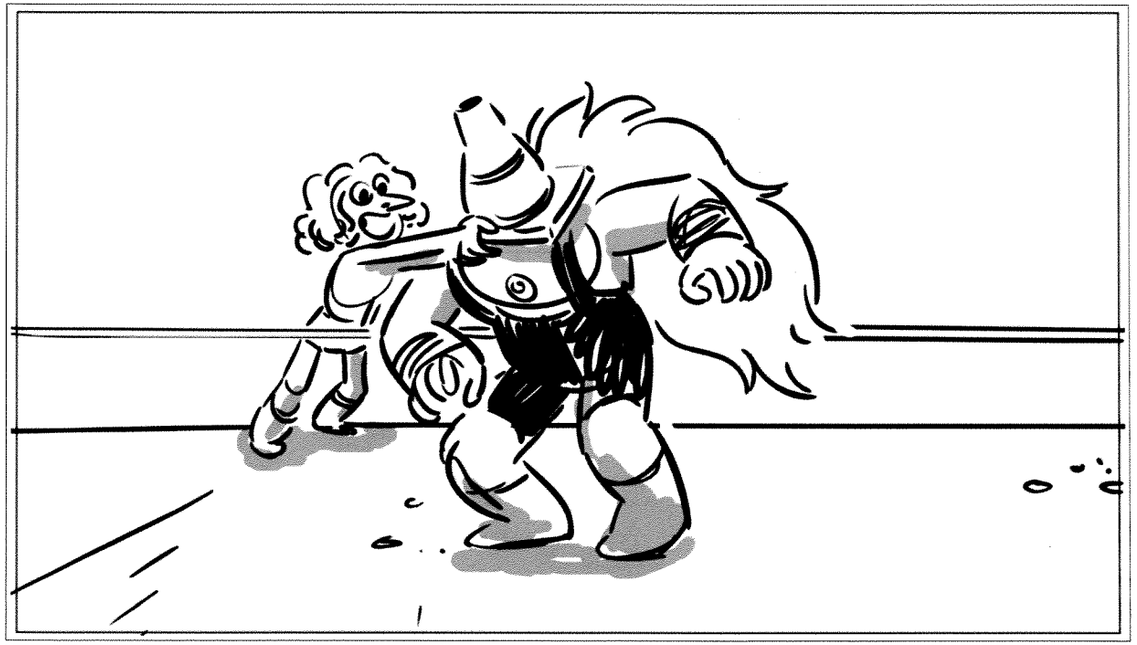
JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
88	1



Dialog

CROWD: <SHOCKED REACTIONS>

Action Notes

Amethyst stumbles backwards.

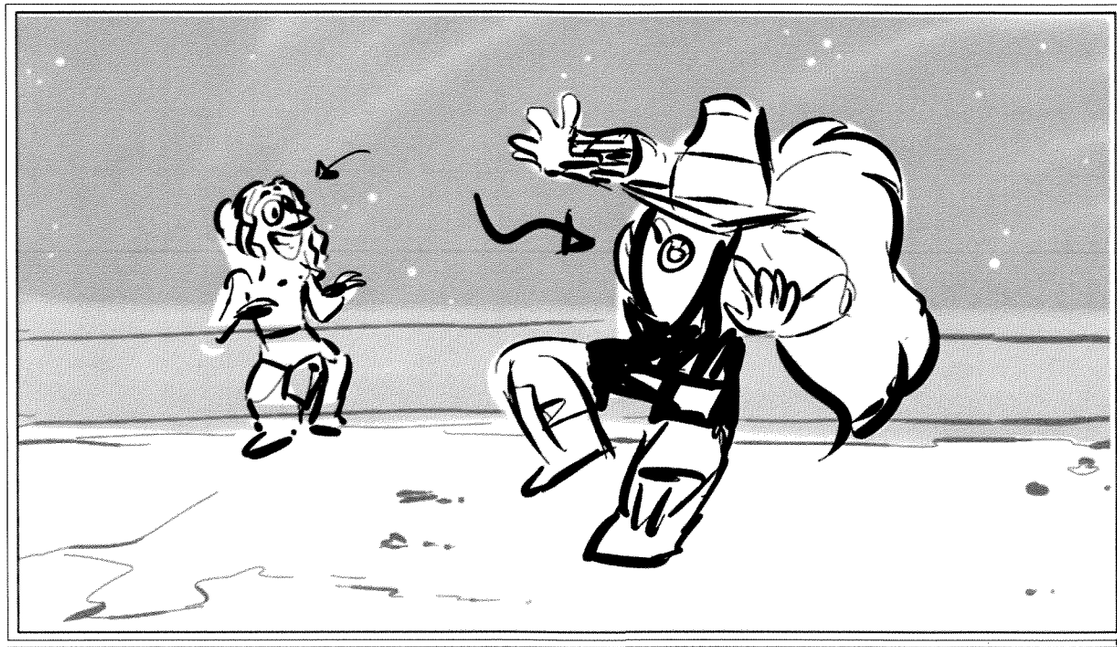
Slugging

Panels 1 + 2 = 1.03

Notes

H.U. to previous scene. Wrestler still has his hands on the cone.

Scene	Panel
88 CONT	2



Dialog

CROWD: <SHOCKED REACTIONS>

Action Notes

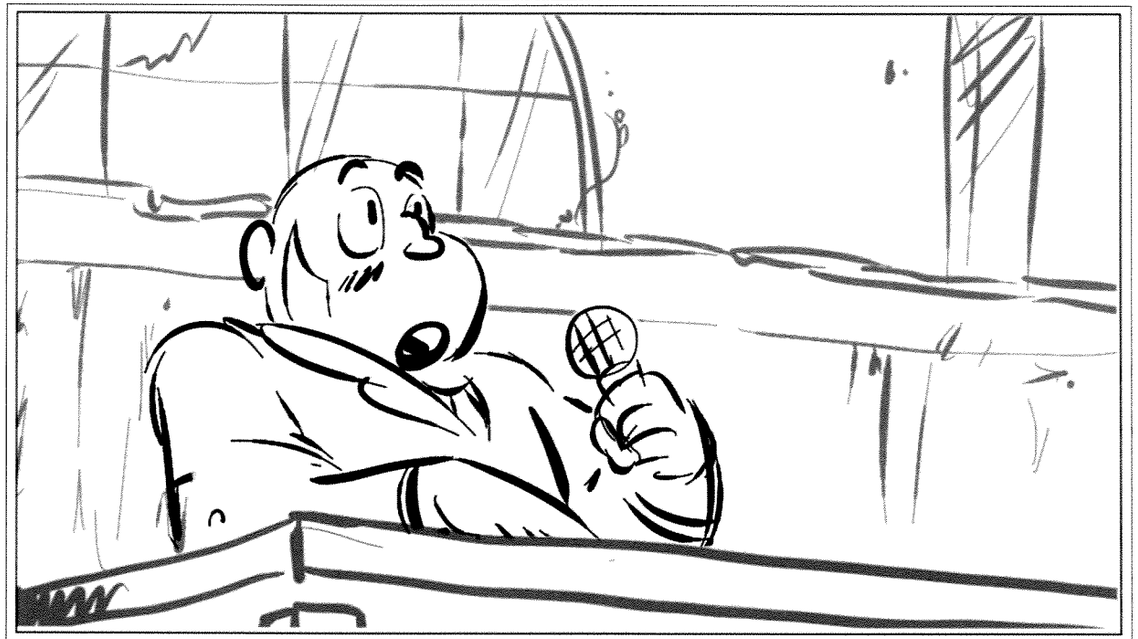
Amethyst stumbles backwards.

JUL 09 20

1020-011

1020-011

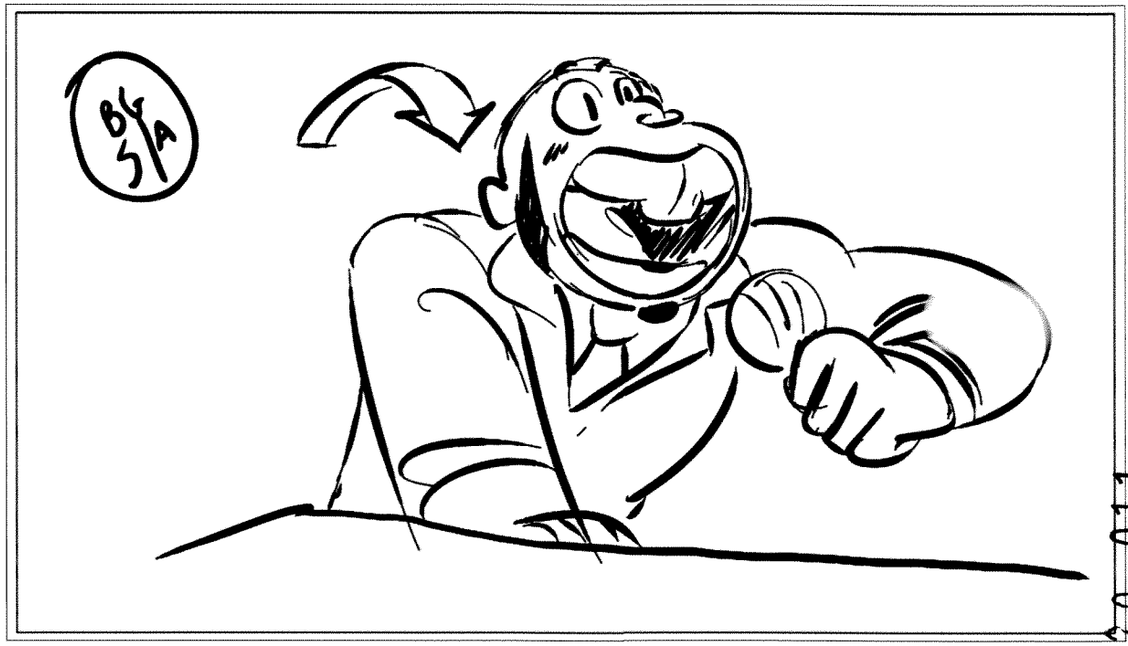
Scene	Panel
89	1



Action Notes
-SP-

Slugging
0.04

Scene	Panel
89 CONT	2

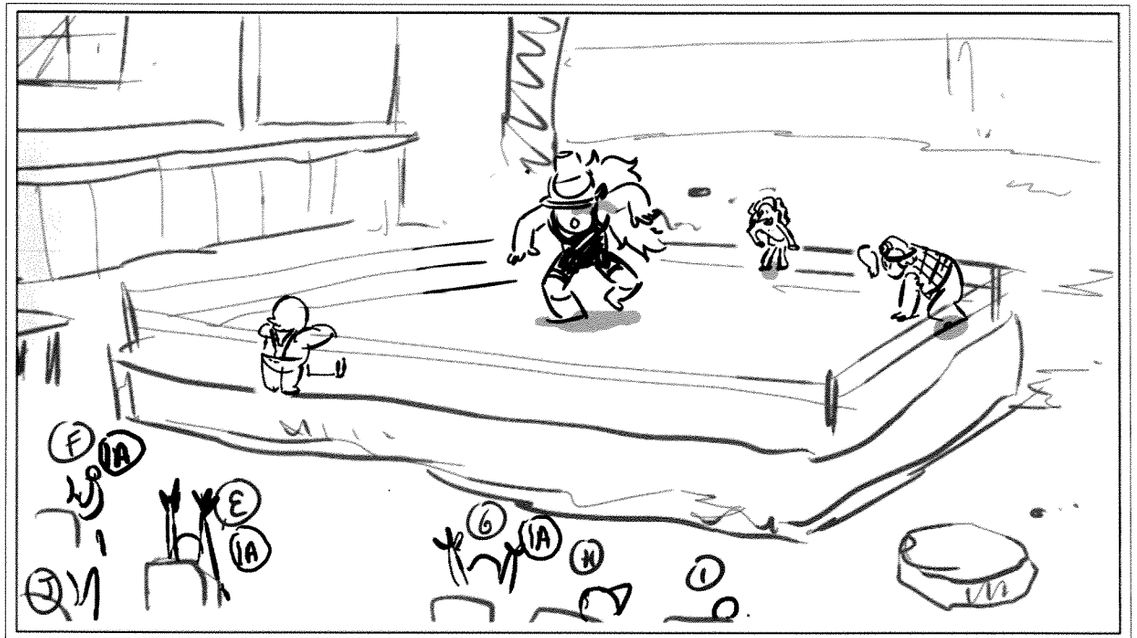


Dialog
MR. SMILEY: WHAT A GROSS...

Slugging
1.01

JUL 09 2013

Scene	Panel
90	1



Dialog

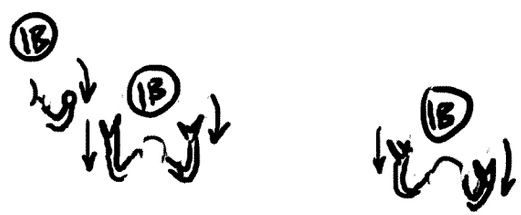
MR. SMILEY: ...MISUSE OF SAFETY EQUIPMENT!!

Action Notes

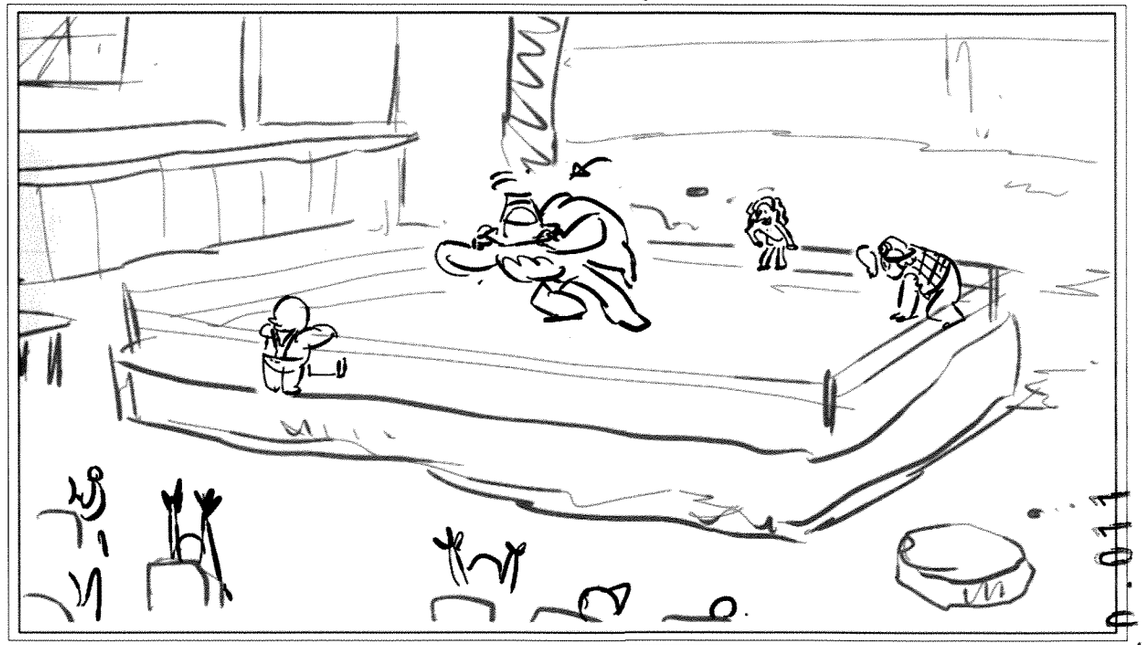
Amethyst with cone on head struggles to fight.
Crowd cheers

Slugging

Panels 1 + 2 = 0.06



Scene	Panel
90	CONT 2



Dialog

MR. SMILEY: ...MISUSE OF SAFETY EQUIPMENT!!

Action Notes

Amethyst with cone on head struggles to fight.

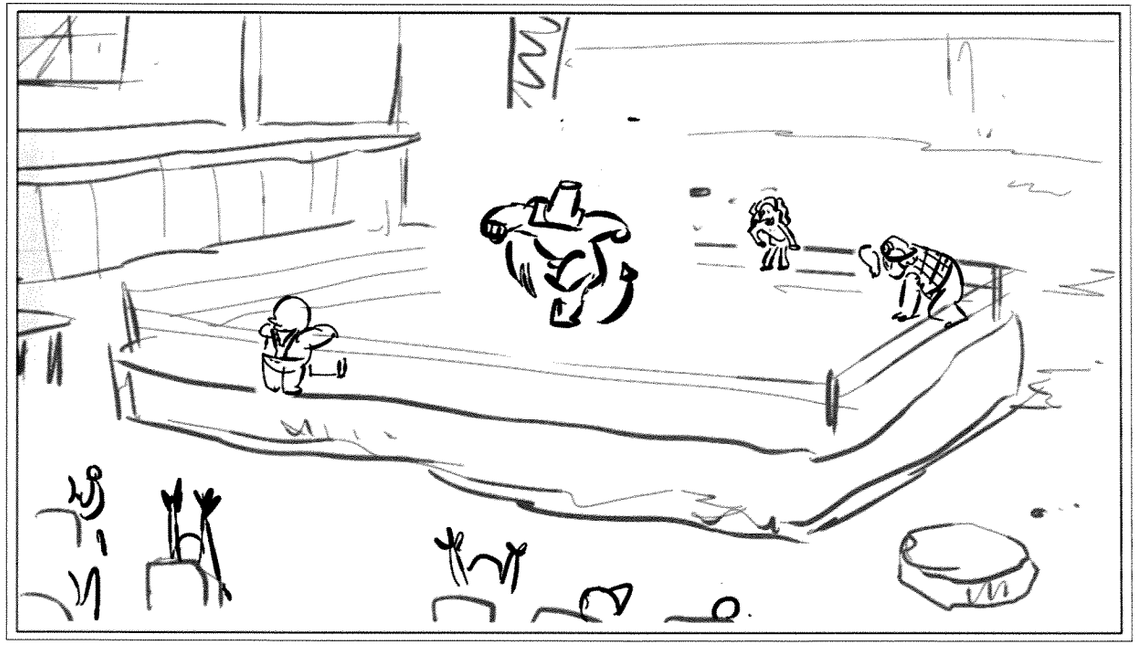
JUL 09 2013

1020.011

1020.011

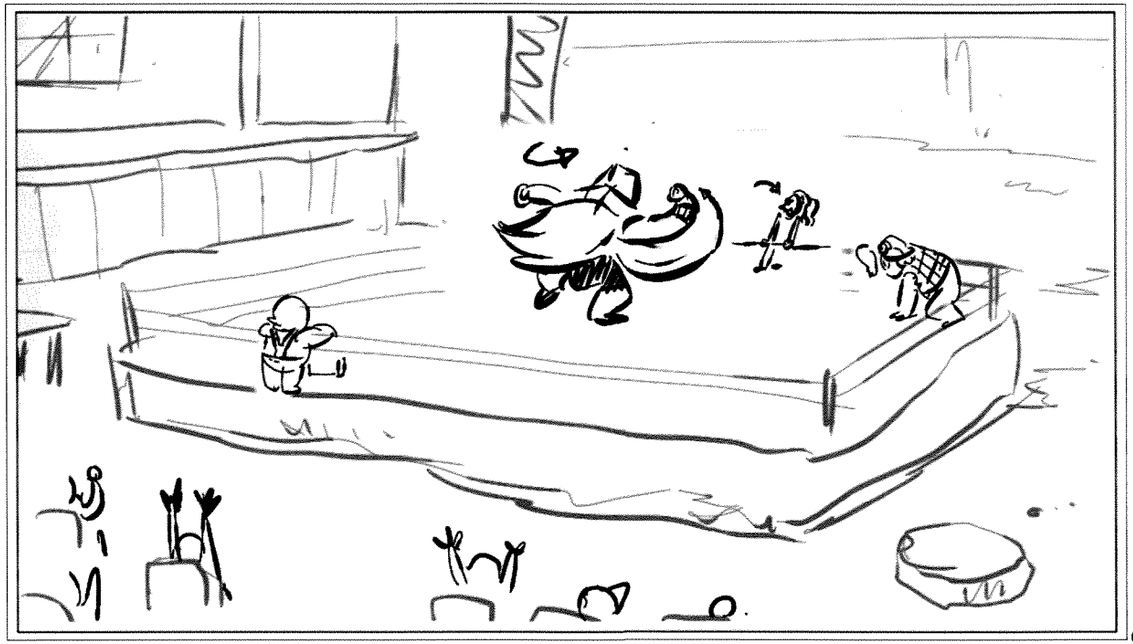
1020 011

Scene	Panel
90 CONT	3



Slugging
0.04

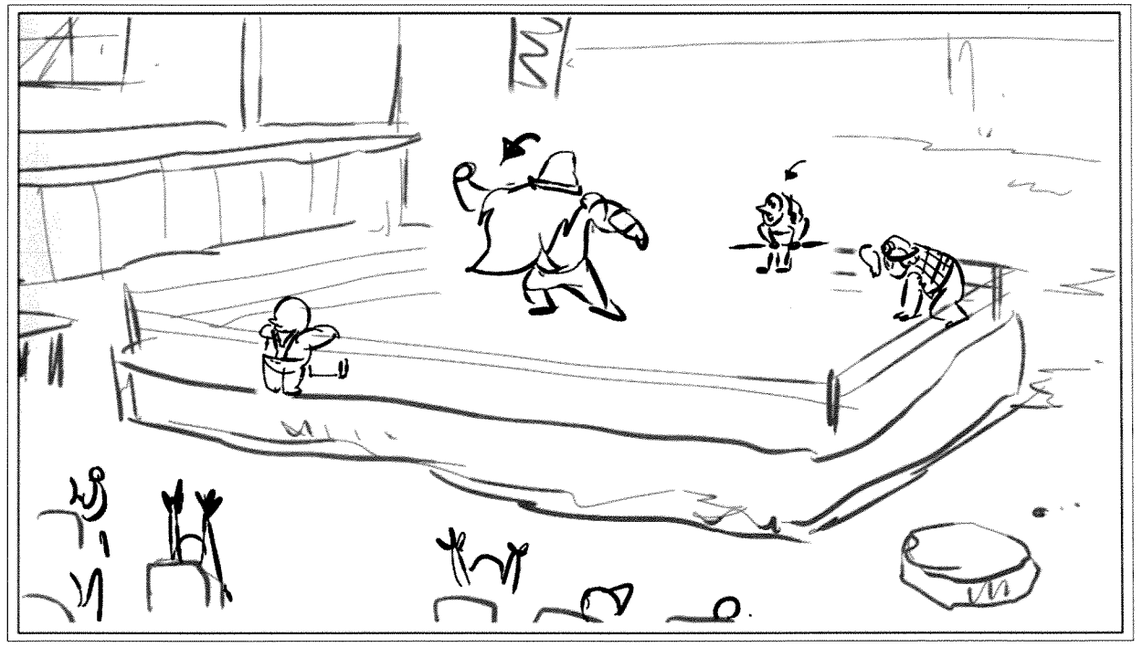
Scene	Panel
90 CONT	4



Slugging
0.04

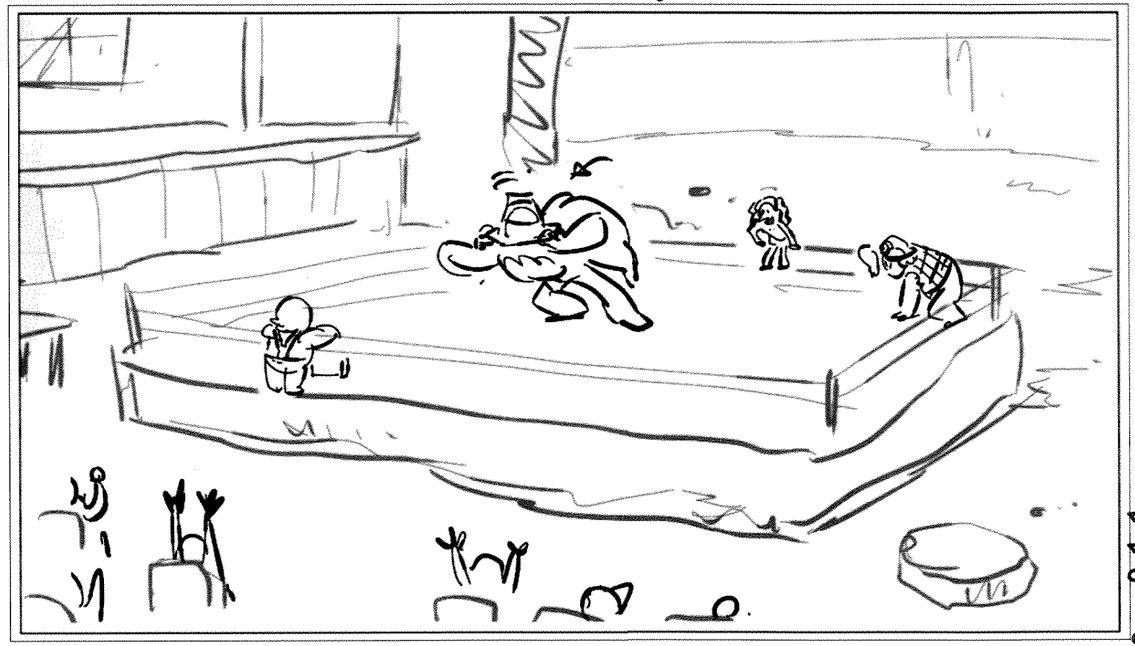
JUL 09 20

Scene	Panel
90	5 CONT



Slugging
0.12

Scene	Panel
90	6 CONT



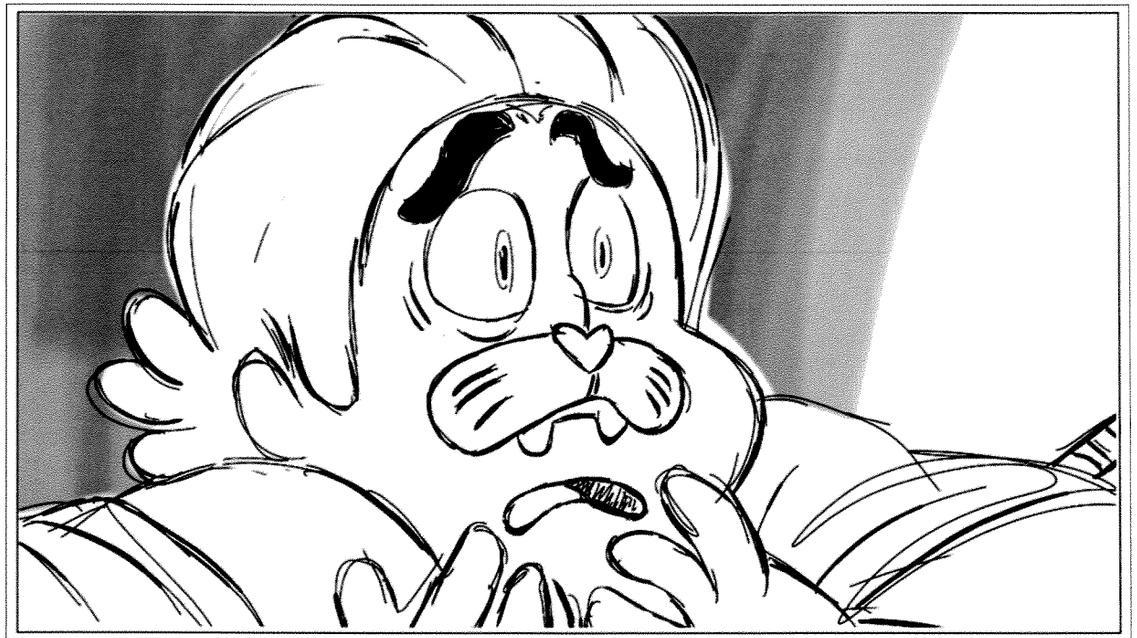
Dialog
MR. SMILEY: ...MISUSE OF SAFETY EQUIPMENT!!

Action Notes
Amethyst with cone on head struggles to fight.

Slugging
0.15

JUL 09 2015

Scene	Panel
91	1



1020.011

Dialog

MR. SMILEY (os): ...AND YOUR TAX DOLARS!

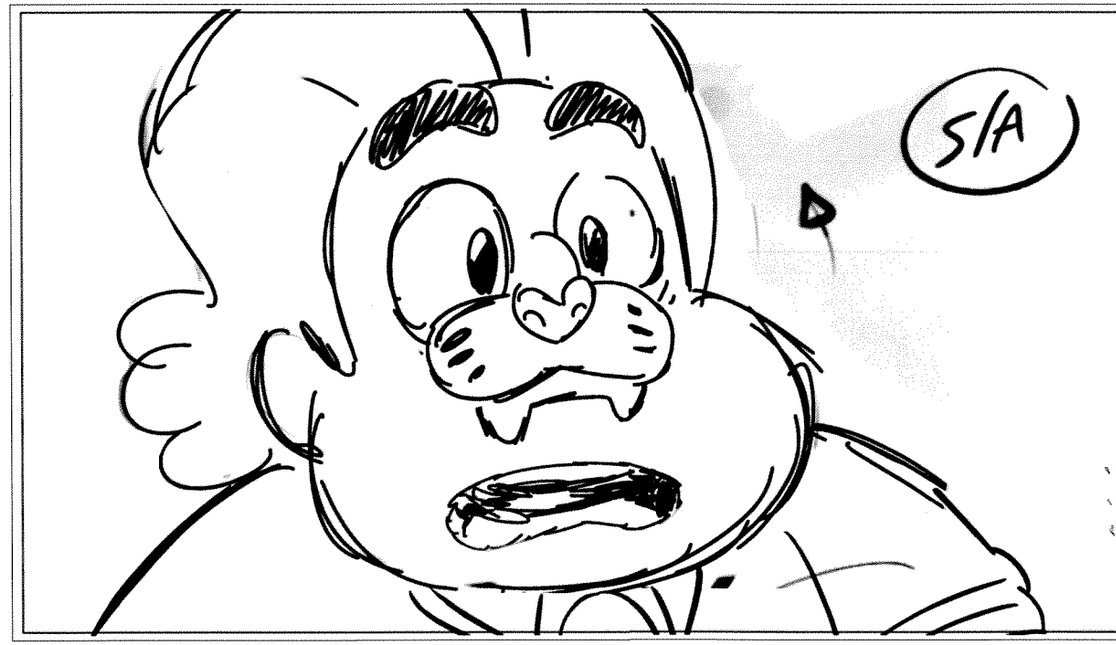
Action Notes

-SP-

Slugging

1.15

Scene	Panel
91 CONT	2



1020.011

Dialog

STEVEN: THAT'S NOT...

Action Notes

Camera cut in close.

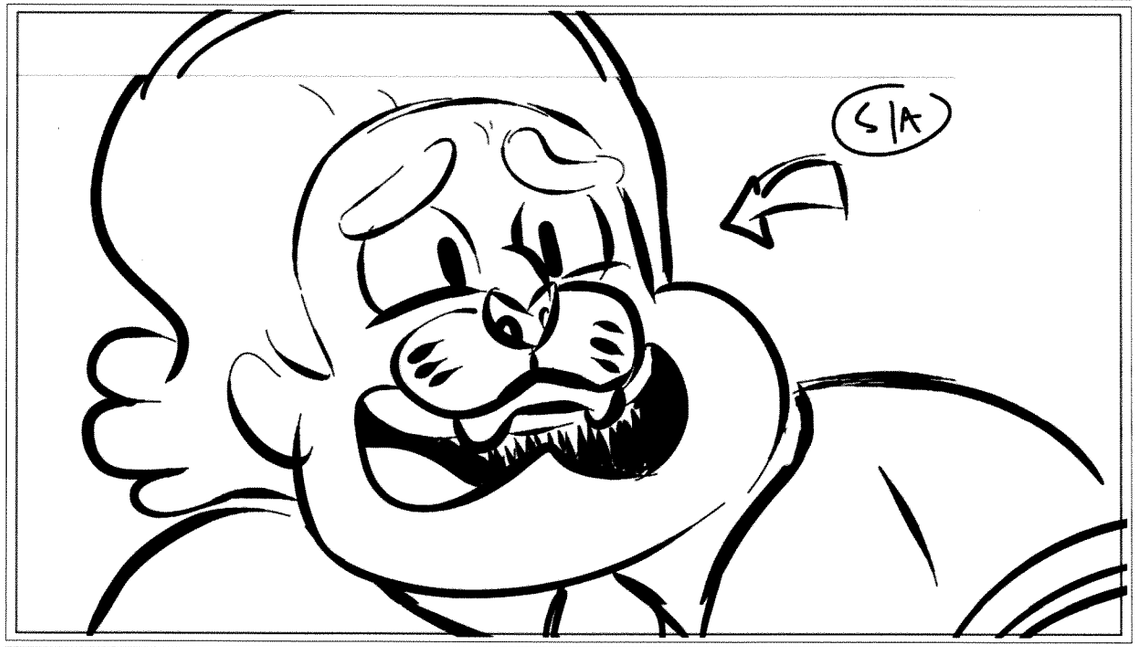
Slugging

1.00

JUL 09 2013

1020.011

Scene	Panel
91	CONT 3



Dialog

STEVEN: ...FAIR!

Slugging

1.08

Scene	Panel
92	1



Dialog

MR. SMILEY: IT MAY NOT SEEM FAIR,

Slugging

2.06

JUL 09 201

Scene	Panel
92	CONT 2



Dialog

MR. SMILEY: BUT HEY!

Slugging

1.09

Scene	Panel
92	CONT 3



Dialog

MR. SMILEY: ANYTHING GOES IN WRESTLING.

Slugging

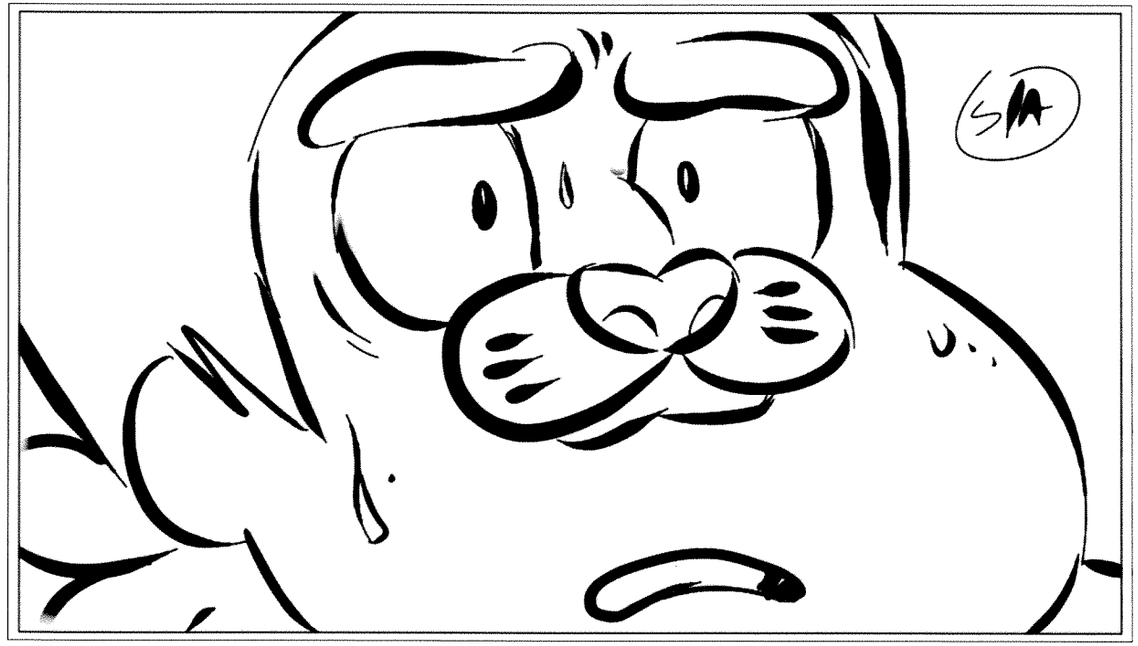
2.05

JUL 09 2015

1020.011

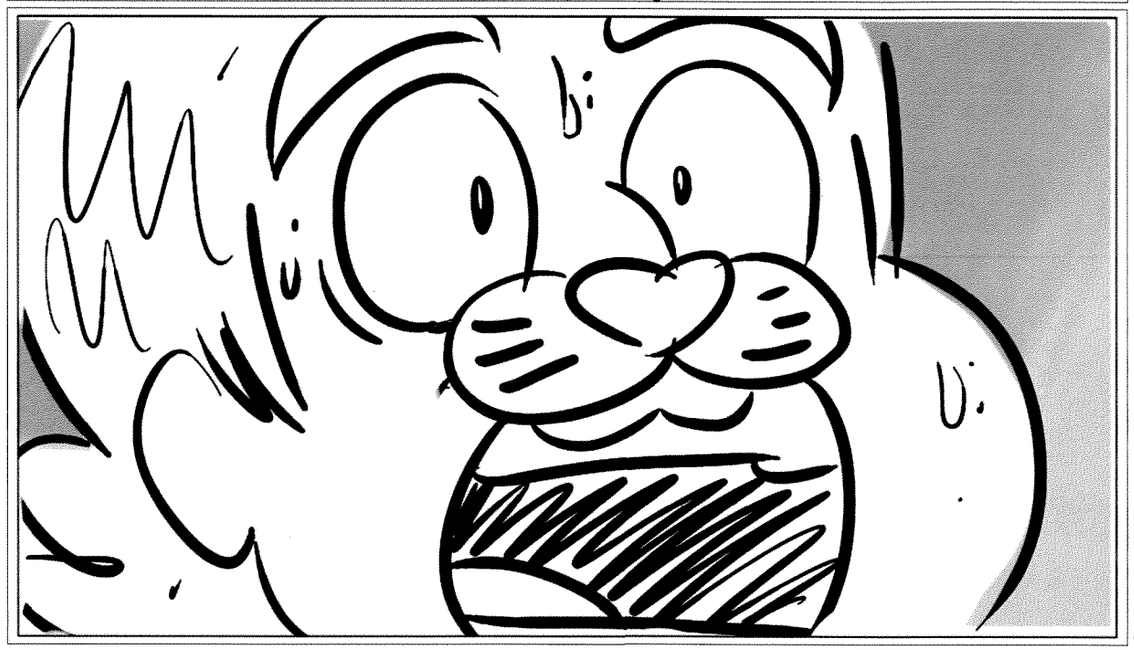
1020.011

Scene	Panel
93	1



Slugging
0.04

Scene	Panel
93	CONT 2

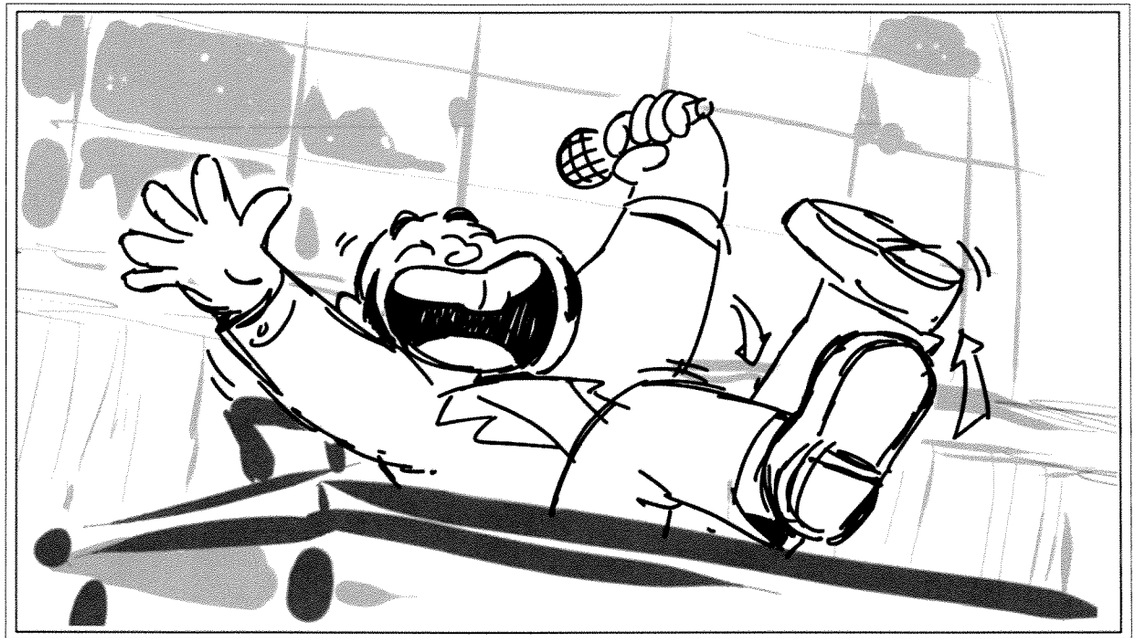


Dialog
STEVEN: IT DOES??

Slugging
2.01

JUL 09 2013

Scene	Panel
94	1



Dialog

MR. SMILEY: OOH!

Slugging

0.11

Scene	Panel
94	CONT 2



Dialog

MR. SMILEY: YESSSS

Slugging

0.11

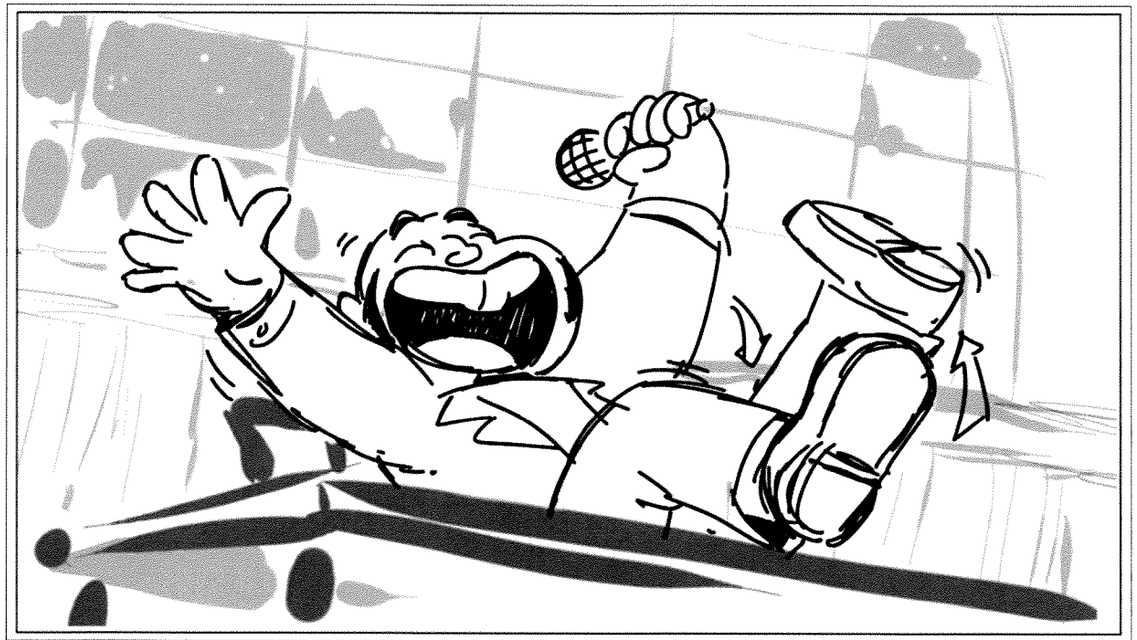
JUL 09 2013

1020-011

1020-011

1020 011

Scene	Panel
94	CONT 3



Dialog

MR. SMILEY: IT

Slugging

0.07

Scene	Panel
94	CONT 4



Dialog

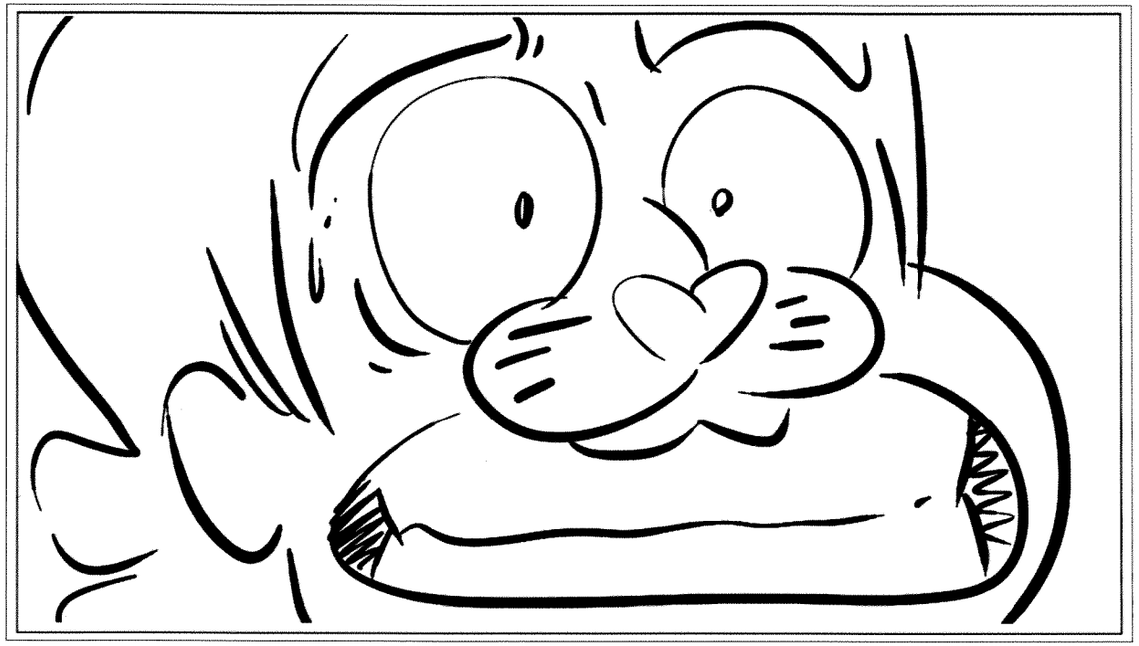
MR. SMILEY: DOOOOES!!!

Slugging

1.05

JUL 09 2013

Scene	Panel
95	1



Slugging
0.04

Scene	Panel
95	2 CUT



Dialog
STEVEN: LOOKS LIKE THIS TIGER'S GOTTA TURN 'CHEETAH!'

Slugging
4.14

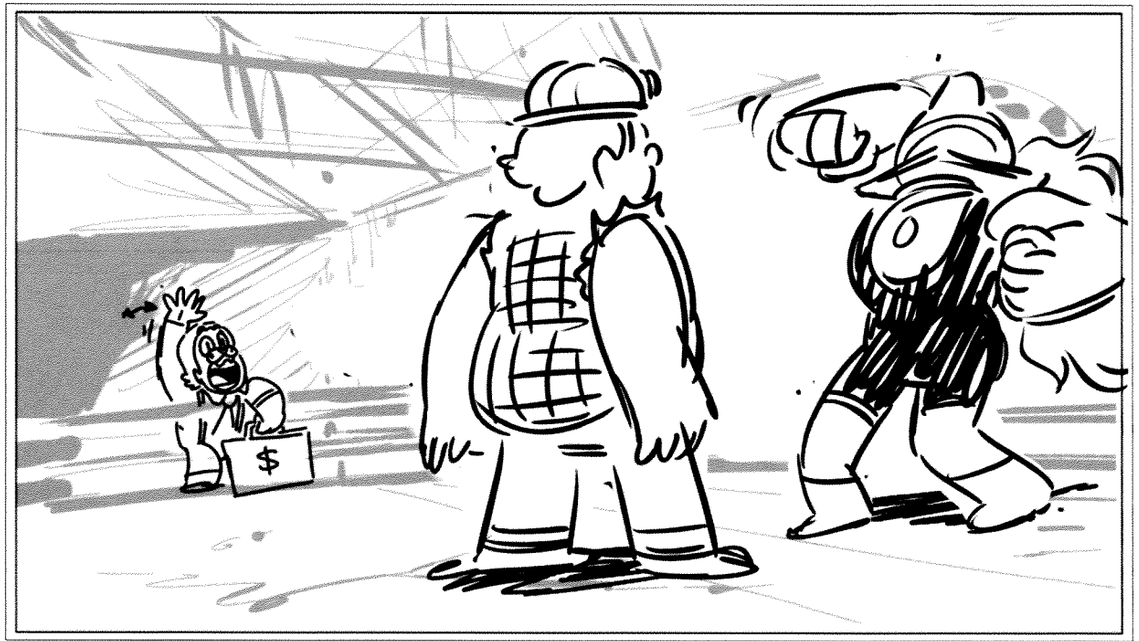
JUL 09 2013

1020-011

1020-011

1020-011

Scene	Panel
96	1



Dialog

STEVEN: HEY!!

Action Notes

Steven waves arm left and right repeatedly.

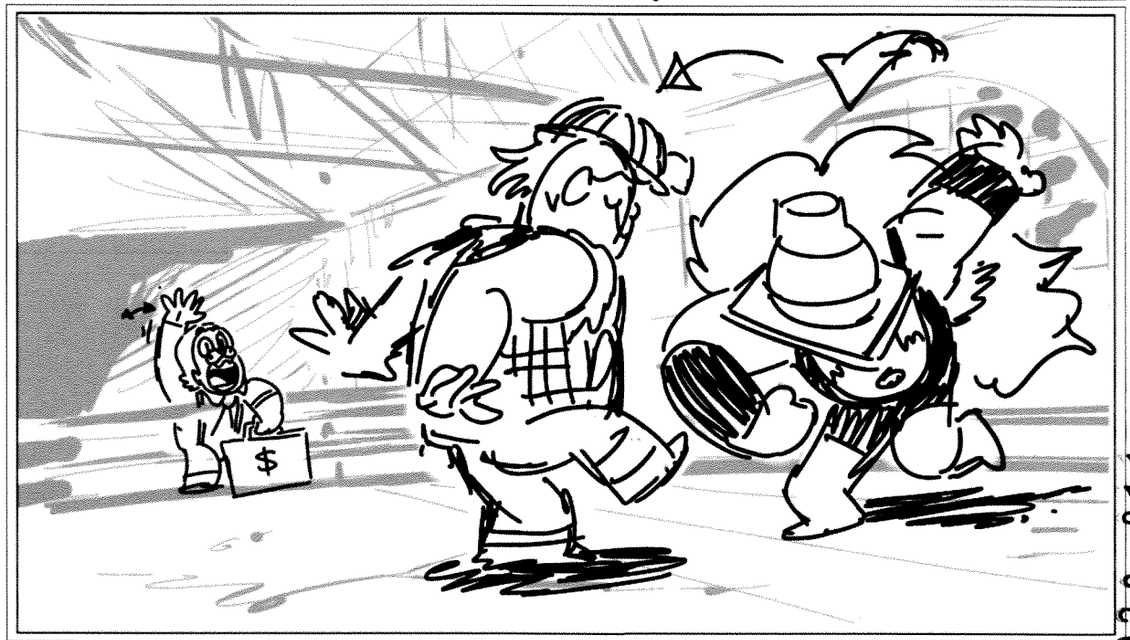
Slugging

Panels 1 + 2 = 1.05

Notes

H.U. Steven to previous scene.

Scene	Panel
96 CONT	2



Dialog

STEVEN: HEY!!

Action Notes

Steven waves arm left and right repeatedly.

Notes

H.U. Steven to previous scene.

JUL 09 2013

1020-011

1020-011

1020.011

Scene	Panel
96	CONT 3



Dialog

STEVEN: CHUNK TRUCK!

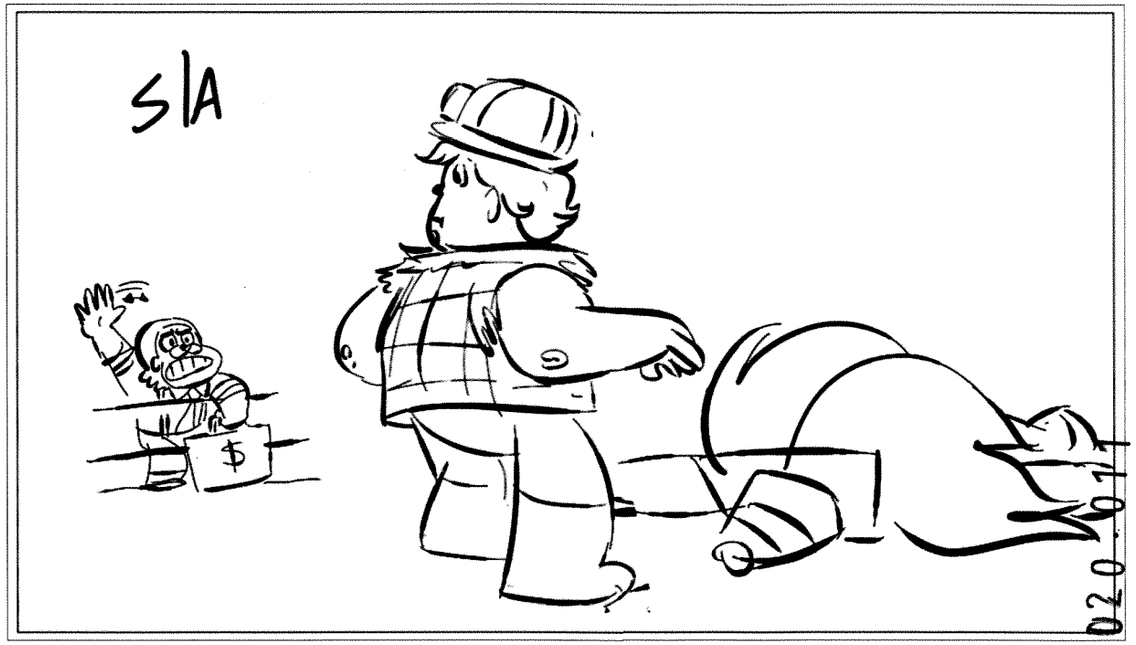
Action Notes

Amethyst falls to the ground / still.

Slugging

0.08

Scene	Panel
96	CONT 4

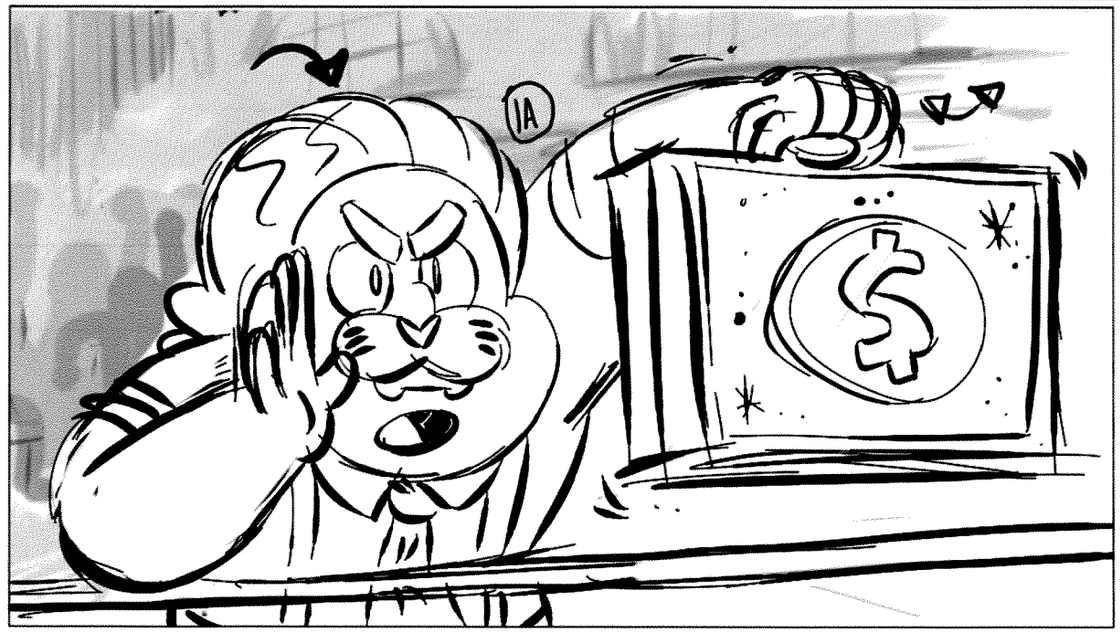


Slugging

1.03

JUL 09 2015

Scene	Panel
97	1



Dialog

STEVEN: I'LL GIVE YOU A MILLION JUNGLE BUCKS TO THROW THE MATCH!

Action Notes

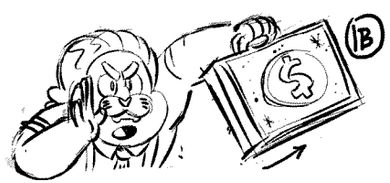
Steven waves money briefcase left and right.

Slugging

4.10

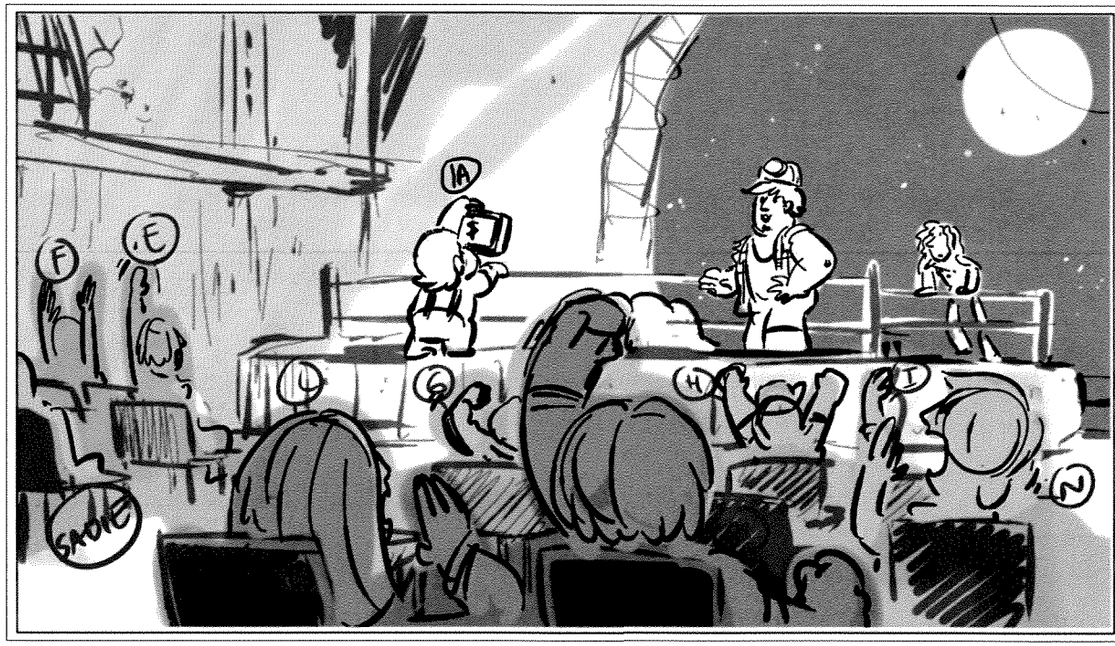
Notes

H.U. Steven previous scene, hands waving, bring money briefcase up.





Scene	Panel
98	1



Dialog

CROWD: <ANGRY WALLA>

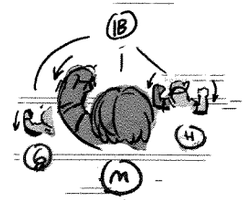
MR. SMILEY: WHAT'S THIS??



Action Notes

Steven waves money briefcase left and right.





Slugging

2.02

Notes

H.U. Steven to previous scene. Right hand up by his mouth.

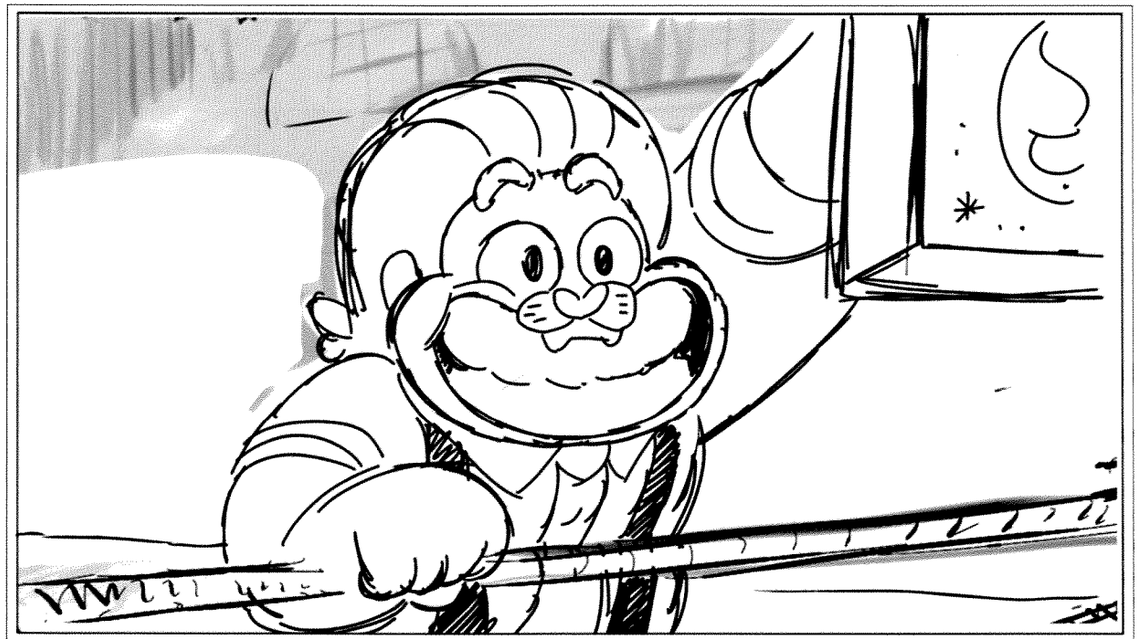
JUL 09 201

1020.011

1020.011

1020.011

Scene	Panel
99	1



Dialog

MR. SMILEY (os): IT LOOKS LIKE...

Slugging

1.01

Scene	Panel
99	CONT 2



Dialog

MR. SMILEY (os): ...TIGER MILLIONAIRE IS OFFERING ...

Slugging

2.06

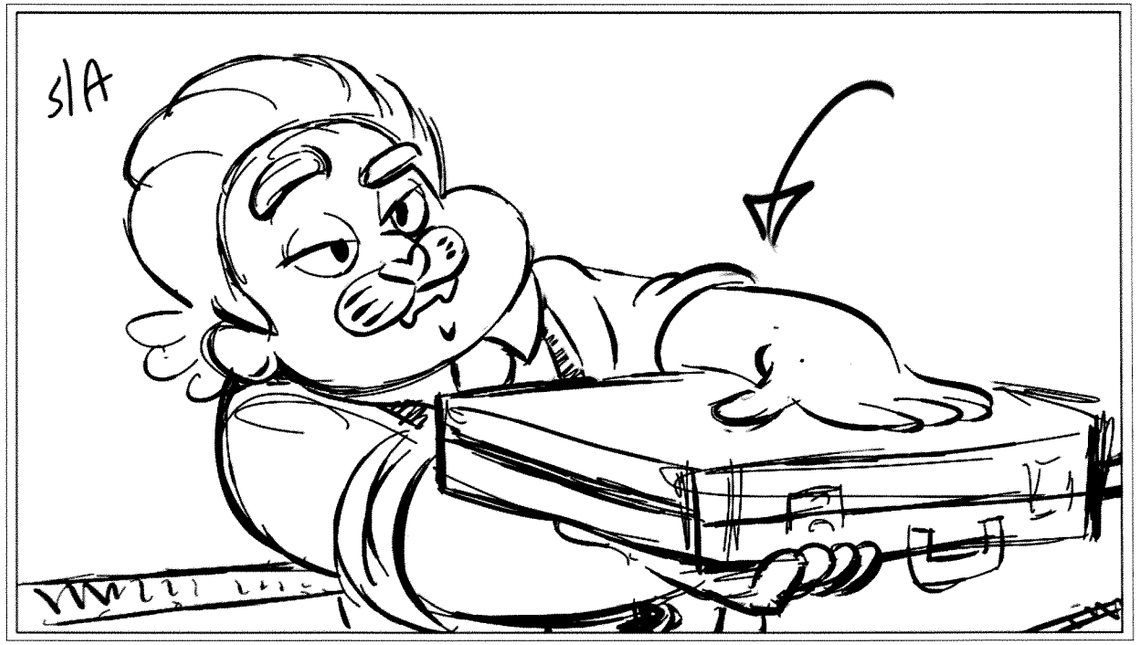
JUL 09 2013

1020-011

1020-011

1020.011

Scene	Panel
99 CONT	3



Dialog

MR. SMILEY (os): ...A BRIBE!

Action Notes

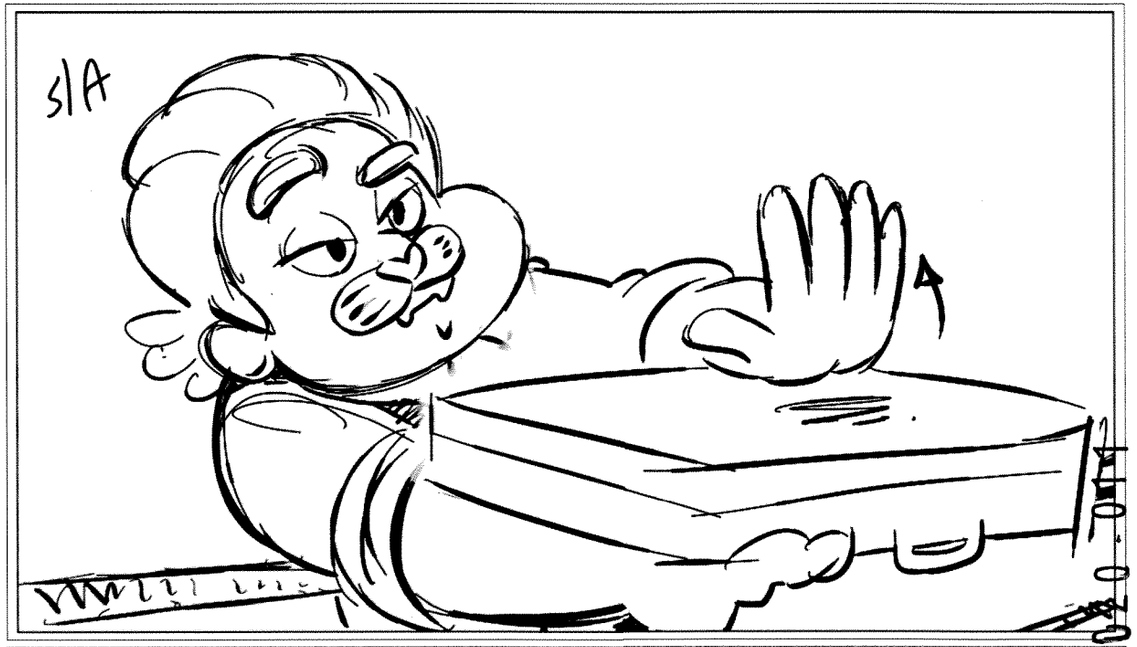
Steven pats breifcase 1A - 1B - 1A - 1B

Slugging

Panels 3 + 4 x 2.5 = 0.15

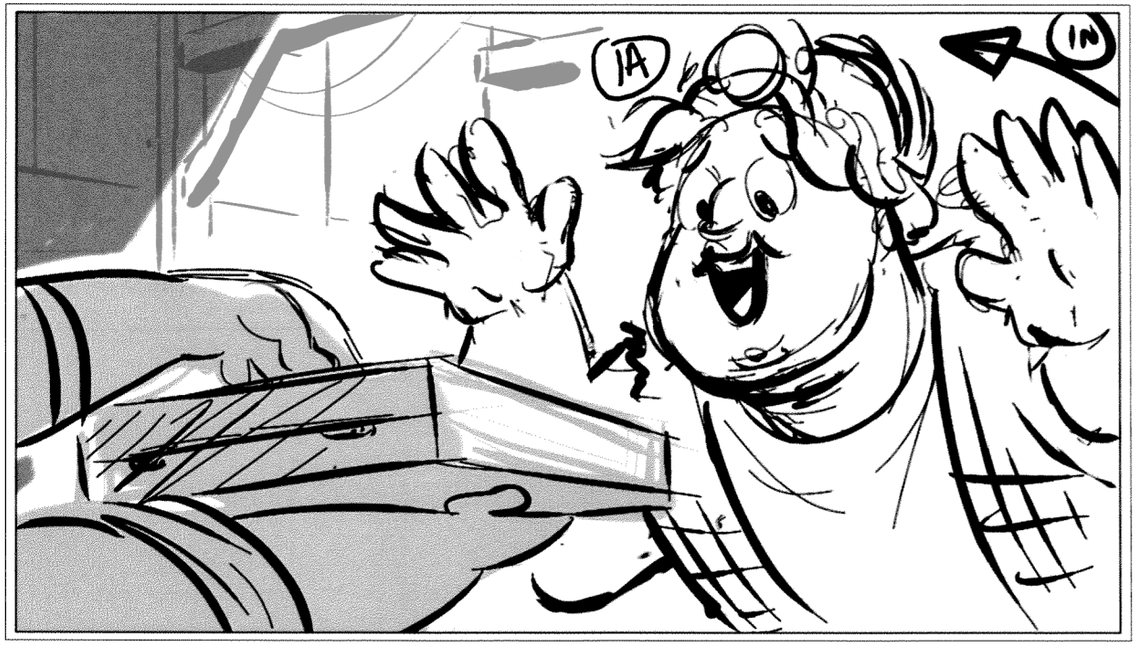
Total cycle frames: 2.08

Scene	Panel
99 CONT	4



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Scene	Panel
100	1



Dialog

CHUNK TRUCK: WHY--- WE COULD FILL A THOUSAND POTHOLES WITH....

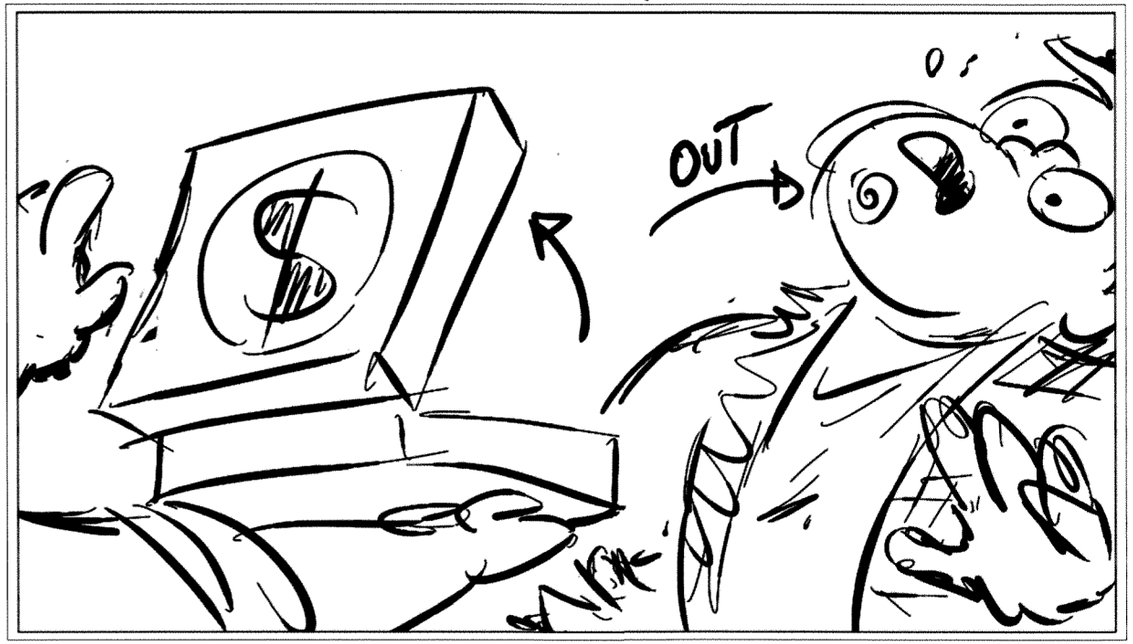
Action Notes

Chuck Truck IN - approaches suitcase.

Slugging

3.08

Scene	Panel
100	2



Action Notes

Steven opens suitcase - hits Chunk Truck in the face.

Slugging

0.12



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Scene	Panel
101	1



Action Notes
Lars and Sadie with popcorn.

Slugging
0.04

Scene	Panel
101 CONT	2



Dialog
LARS: AW SNAP!

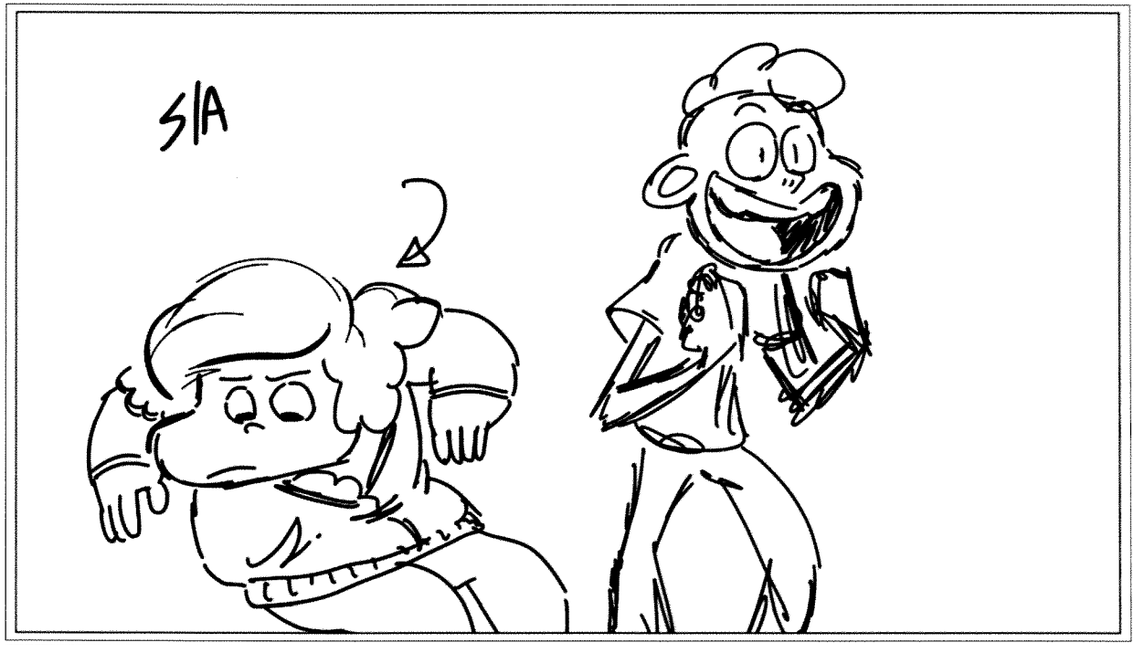
Action Notes
Lars shoots up, drops his own popcorn and knocks Sadies popcorn out of her hands.

Slugging
1.11



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Scene	Panel
101	3 CONT



Dialog

LARS: DID YOU SEE THAT!?!

Action Notes

Sadie looks down at lost popcorn.

Slugging

0.14

Scene	Panel
101	4 CONT



Action Notes

Sadie looks at excited Lars with disapproval.

Slugging

0.15

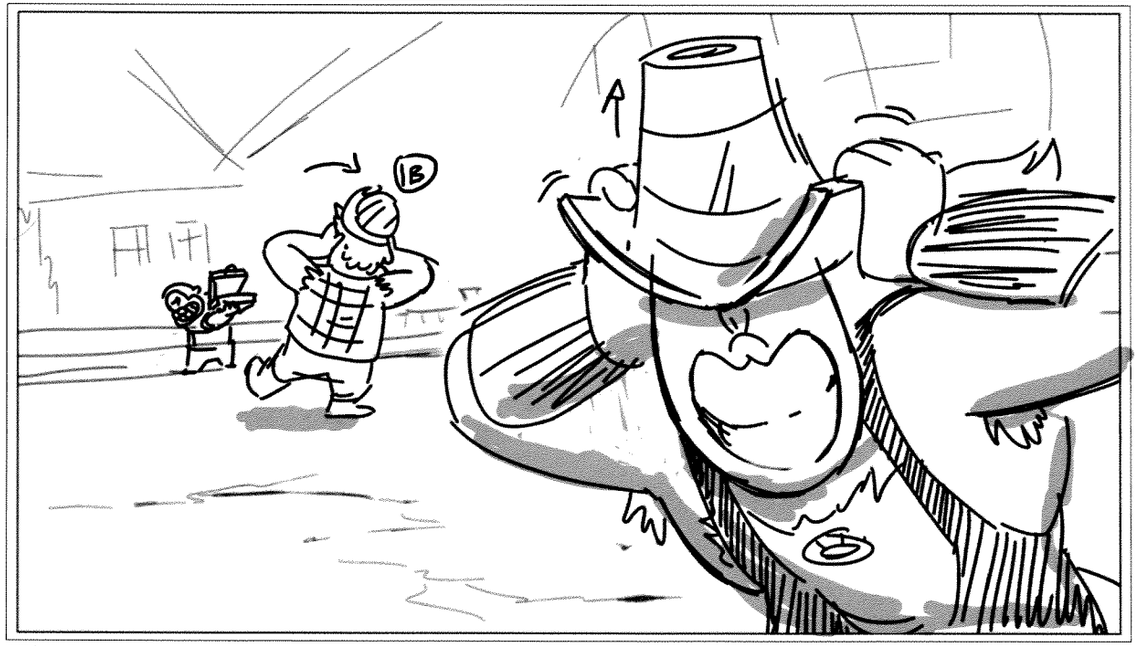
1020.011

1020.011

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1020.011

Scene	Panel
102	1



Dialog

CHUNK TRUCK: <IN PAIN>

Action Notes

Amethyst pulls the traffic cone.

Slugging

0.12



Scene	Panel
102	2 CONT



Action Notes

Cone pops off Amethyst. Chunk Truck stubles around.

Slugging

1.01

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1020.011

1020.011

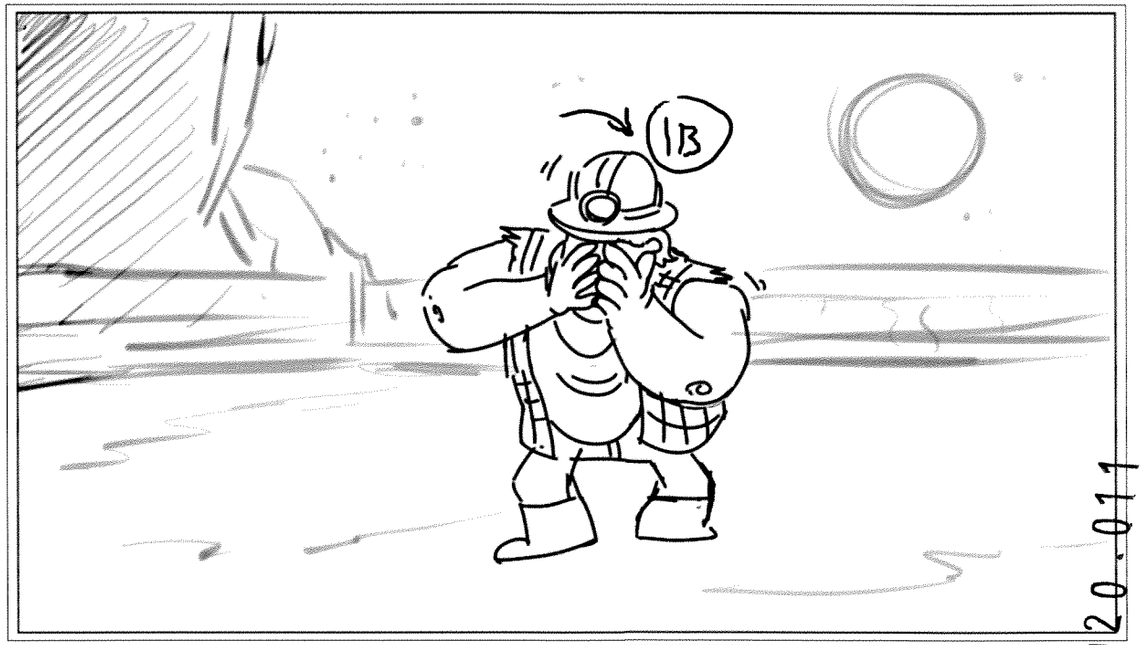
1020.011

Scene	Panel
102	3 CONT



Slugging
0.12

Scene	Panel
103	1



Dialog
CHUNK TRUCK: <IN PAIN>

Slugging
0.10



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1020-011

1020-011

Scene	Panel
103	2 CONT



Dialog

CHUNK TRUCK: <IMPACT> OOOW!

Slugging

0.05

Scene	Panel
103	3 CONT



Dialog

CROWD: <ROARS WITH ANGER >

Slugging

1.06

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1020.011

1020.011

Scene	Panel
104	1



Slugging
0.04

Scene	Panel
104	CONT 2



Dialog
CROWD: <ANGRY WALLA>

MR. SMILEY: OOH!

Slugging
1.00

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1020.011

1020.011

Scene	Panel
105	1



1020.011

Dialog

MR. SMILEY (os): ...I MEAN... JUST... WOW...

Action Notes

STEVEN blushes

Slugging

0.06

Scene	Panel
105 cont	2



1020.011

Action Notes

Steven wave 2A - 2B - 2A - 2B

Slugging

Panels 2 + 3 x 2.5 = 0.12

Total cycle frames: 1.14

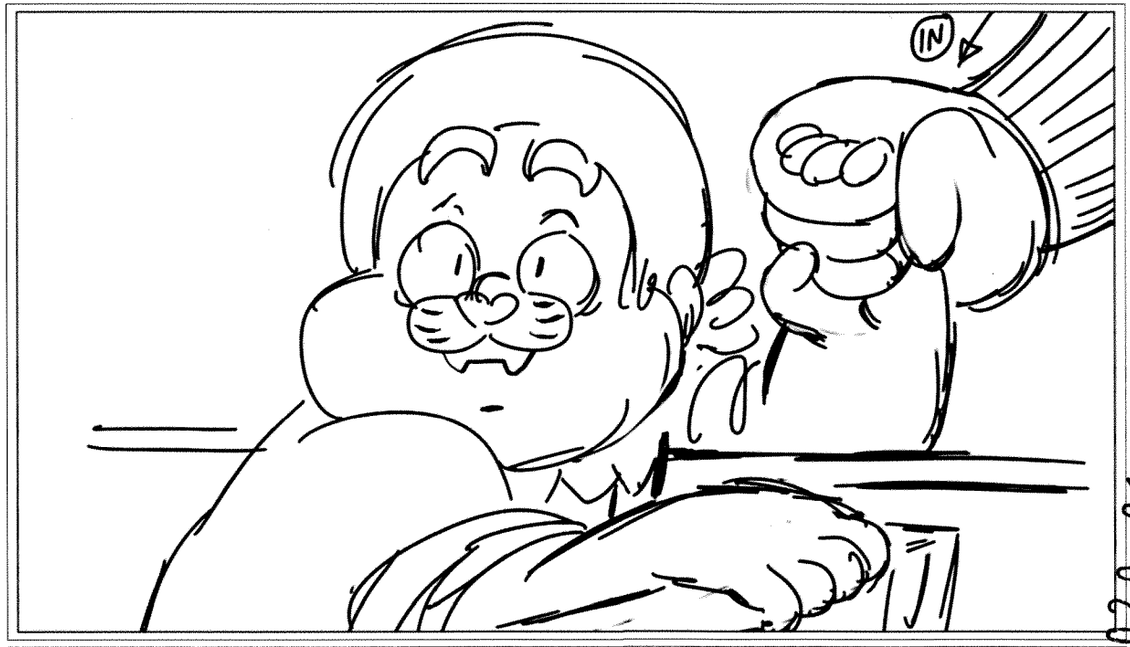
JUL 09 2013

1020.011

Scene	Panel
105	CONT 3



Scene	Panel
105	CONT 4



Action Notes

Amethyst hand IN grabs Steven's hand.

Slugging

0.06

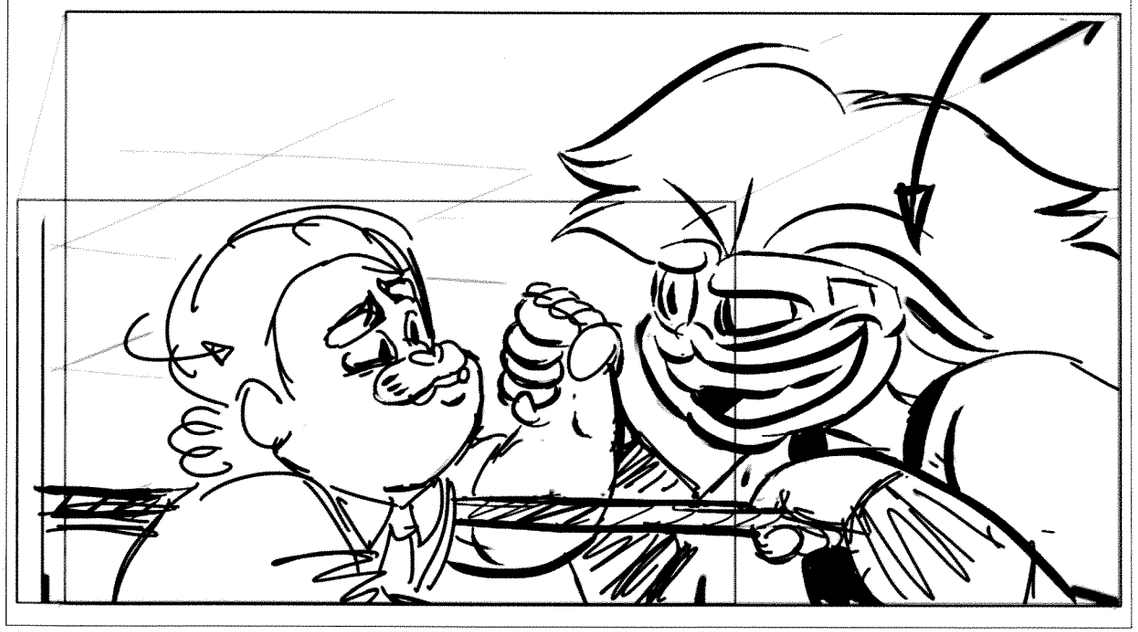
JUL 09 20

1020.011

1020.011

1020.011

Scene	Panel
105	CONT 5



Dialog

AMETHYST: WAY TO GO TIGER!

Action Notes

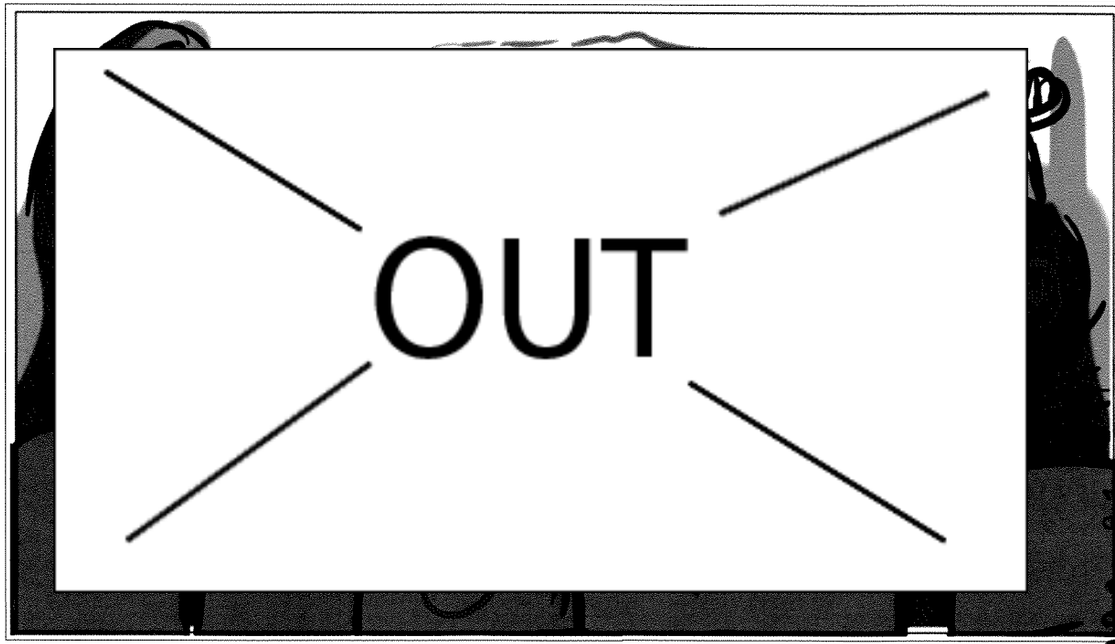
T.O. - Amethyst bends down into scene.

Slugging

ADJ: 0.05

Then HOLD: 2.02

Scene	Panel
106	1



Dialog

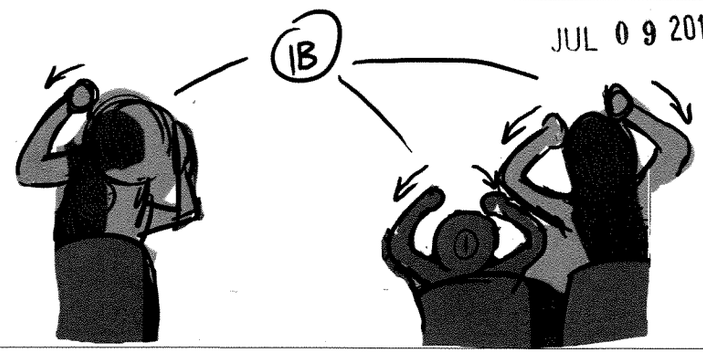
CROWD: <ROARS WITH ANGER > <BOOING>

Action Notes

Amethyst holds Steven up triumphantly in front of the cheering crowds.

Slugging

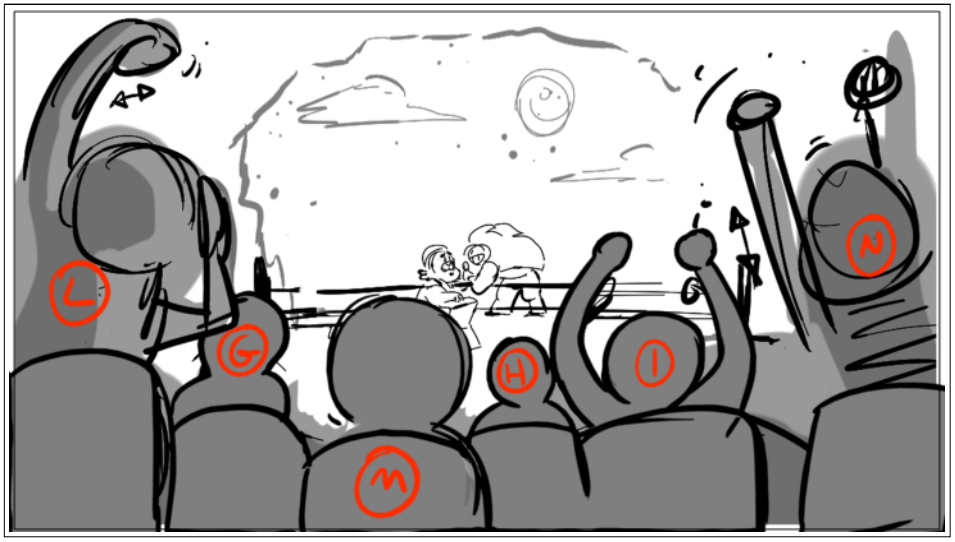
0.10



1020.011

1020.011

Scene	Duration	Panel	Duration
106	06:00	1	01:00



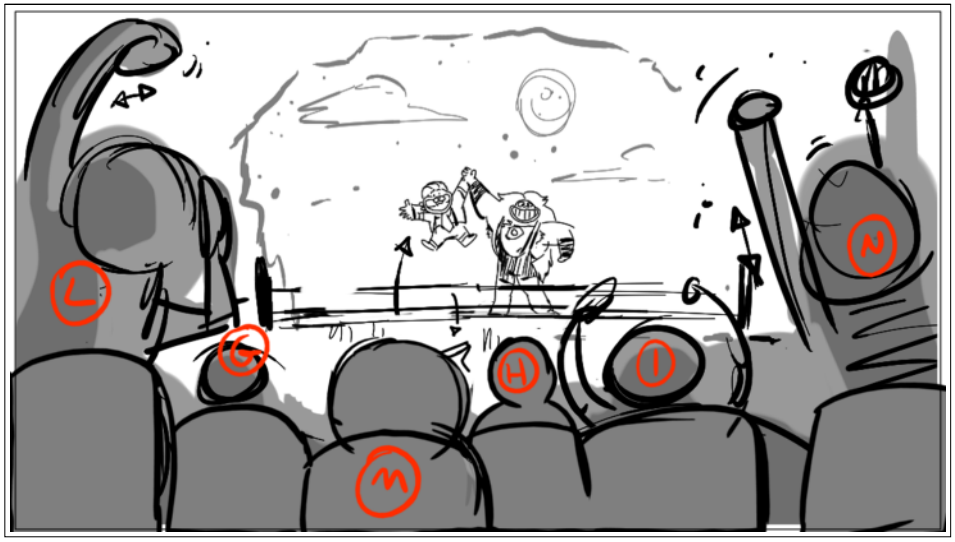
Dialog

CROWD: <ROARS WITH ANGER >
<BOOING>

Action Notes

Amethyst holds Steven up triumphantly in front of the cheering crowds.

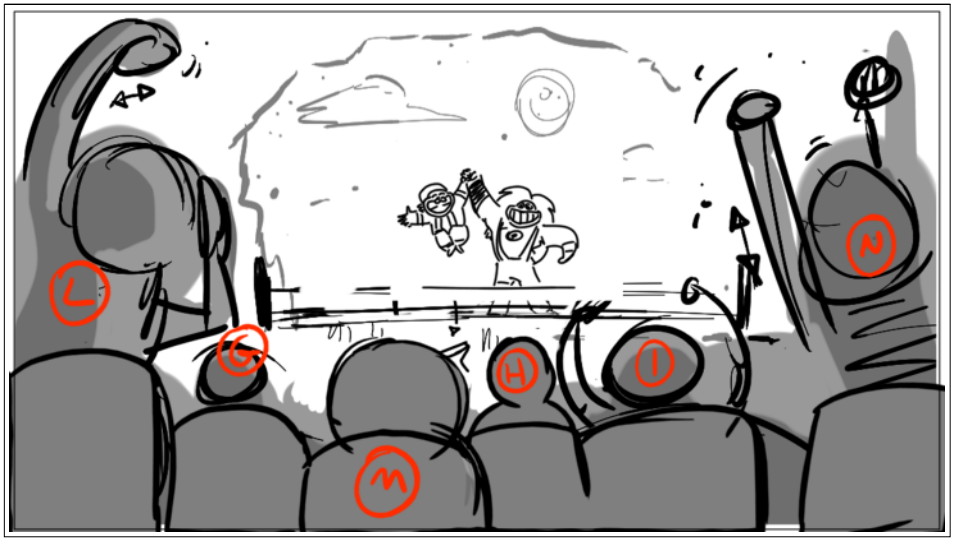
Scene	Duration	Panel	Duration
106	06:00	2	01:00



Dialog

CROWD: <ROARS WITH ANGER >
<BOOING>

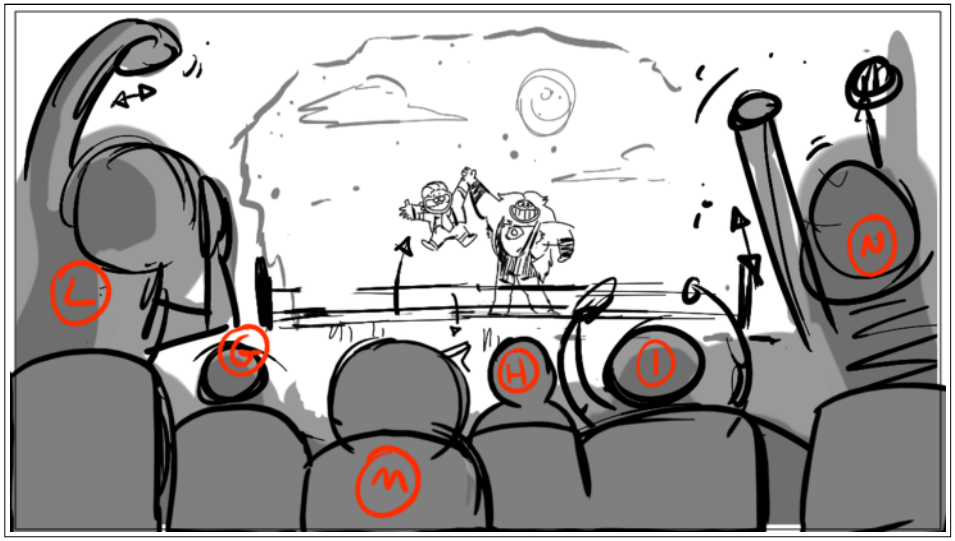
Scene	Duration	Panel	Duration
106	06:00	3	01:00



Dialog

CROWD: <ROARS WITH ANGER >
<BOOING>

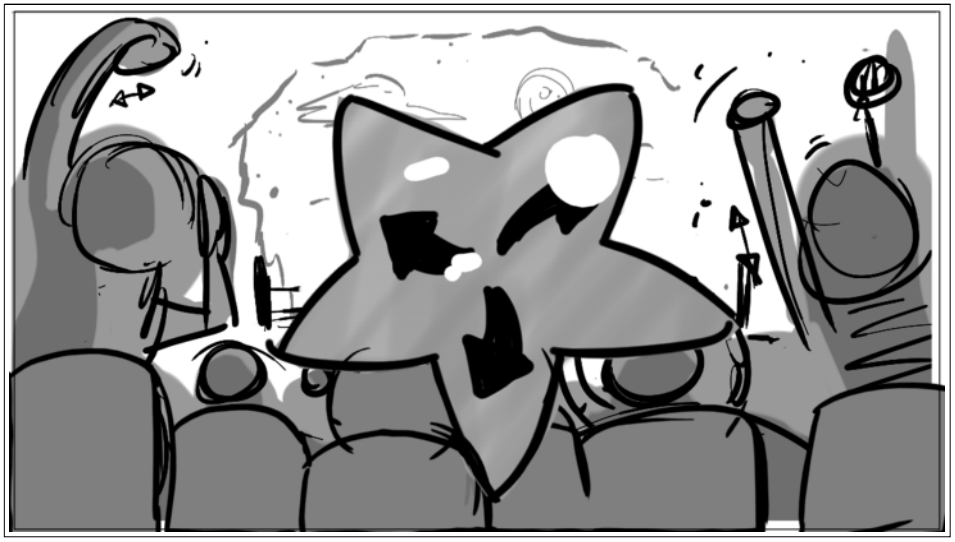
Scene	Duration	Panel	Duration
106	06:00	4	01:00



Dialog

CROWD: <ROARS WITH ANGER >
<BOOING>

Scene	Duration	Panel	Duration
106	06:00	5	01:00



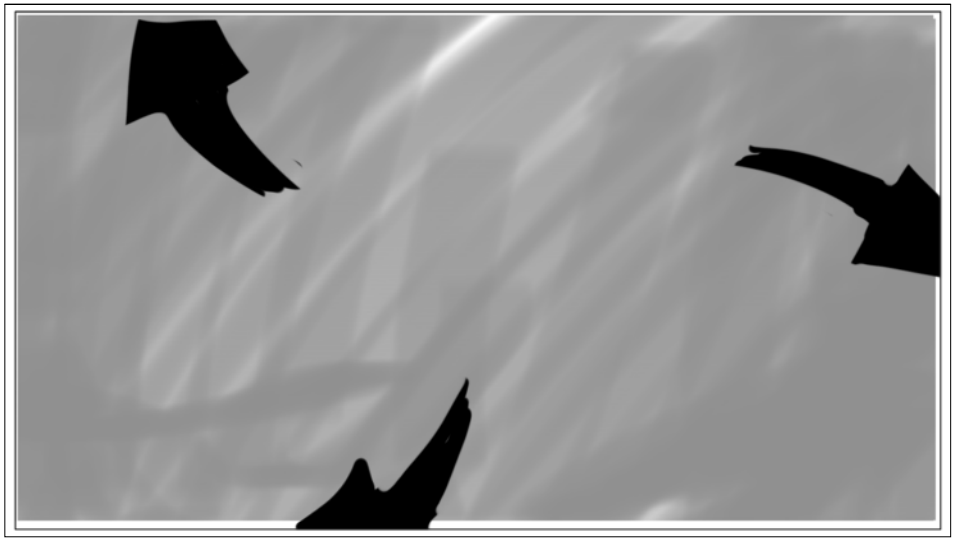
Dialog

CROWD: <ROARS WITH ANGER >
<BOOING>

Action Notes

Star wipe

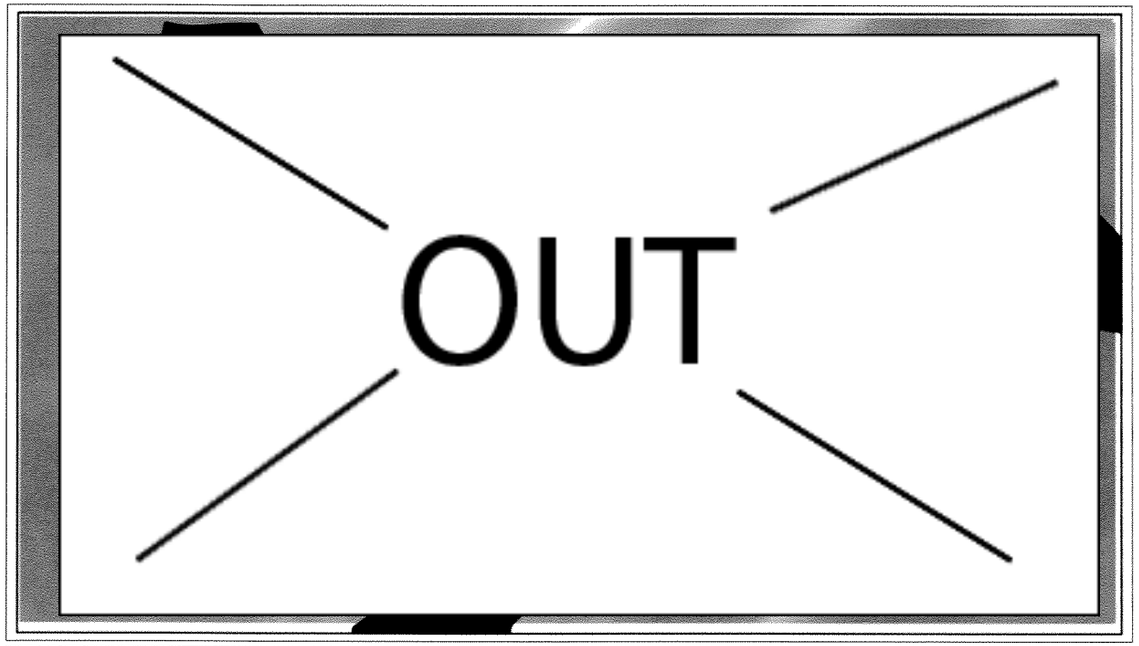
Scene	Duration	Panel	Duration
106	06:00	6	01:00



Dialog

CROWD: <ROARS WITH ANGER >
<BOOING>

Scene	Panel
106	OUT 6



Dialog

CROWD: <ROARS WITH ANGER > <BOOING>

Slugging

0.06

Scene	Panel
107	1



Action Notes

Amethyst IN with boot in teeth.

Slugging

Panels 1 + 2 = 0.08

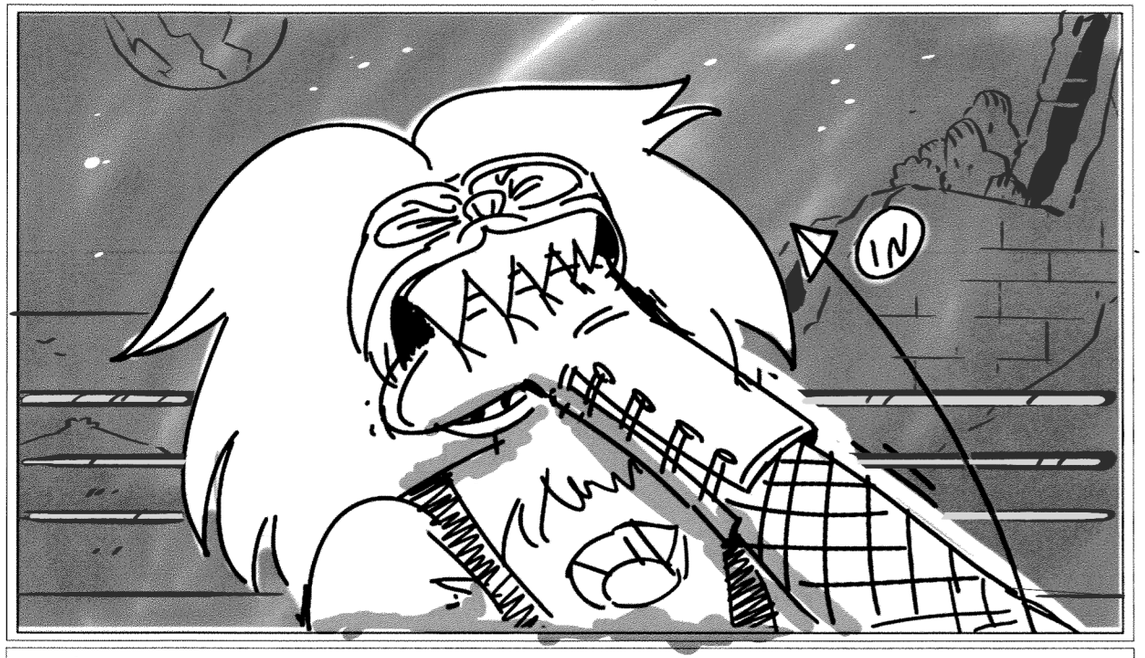
1020.011

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1020.011

1020.011

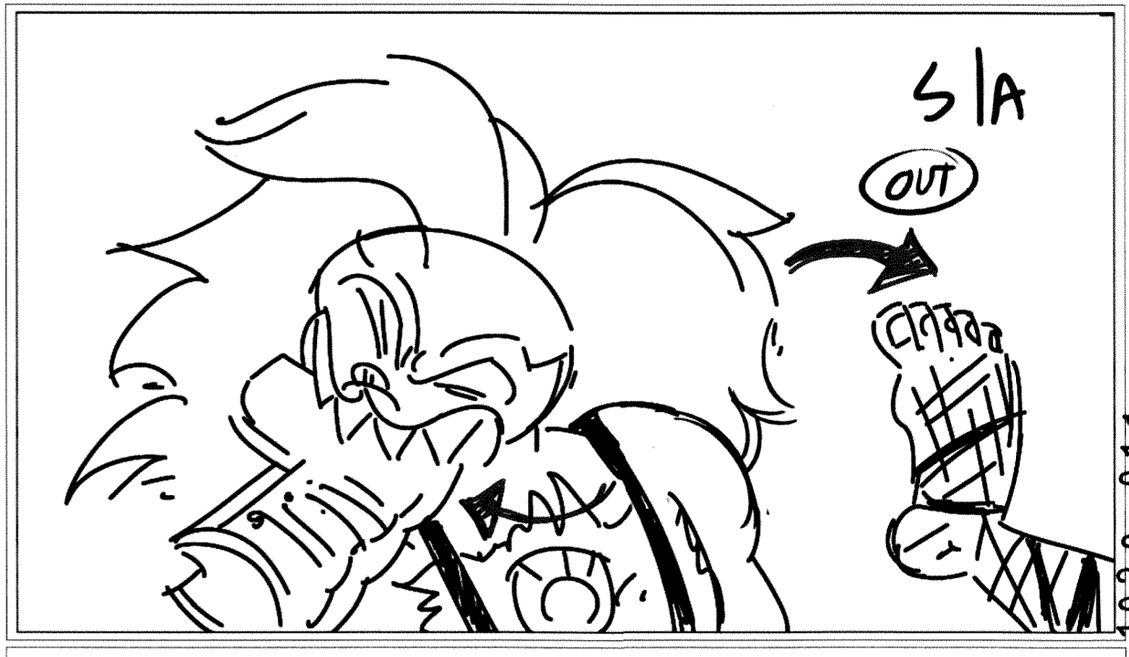
Scene	Panel
107	2 CONT



Action Notes

Amethyst IN with boot in teeth.

Scene	Panel
107	3 CONT



Action Notes

Pulls boot off the foot. Foot falls back off screen right.

Slugging

0.12

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1020.011

Scene	Panel
108	1



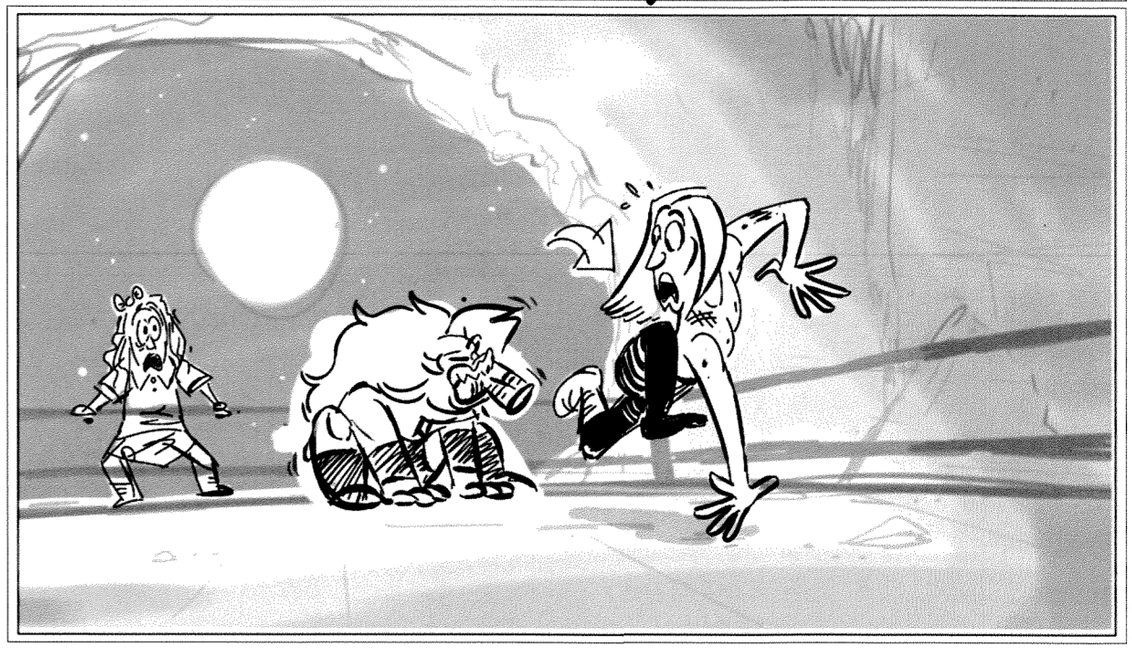
Action Notes

While Amethyst shakes boot / wrestler runs away.

Slugging

Panels 1 + 2 = 0.04

Scene	Panel
108	CONT 2



Action Notes

While Amethyst shakes boot / wrestler runs away.

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1020.011

1020.011

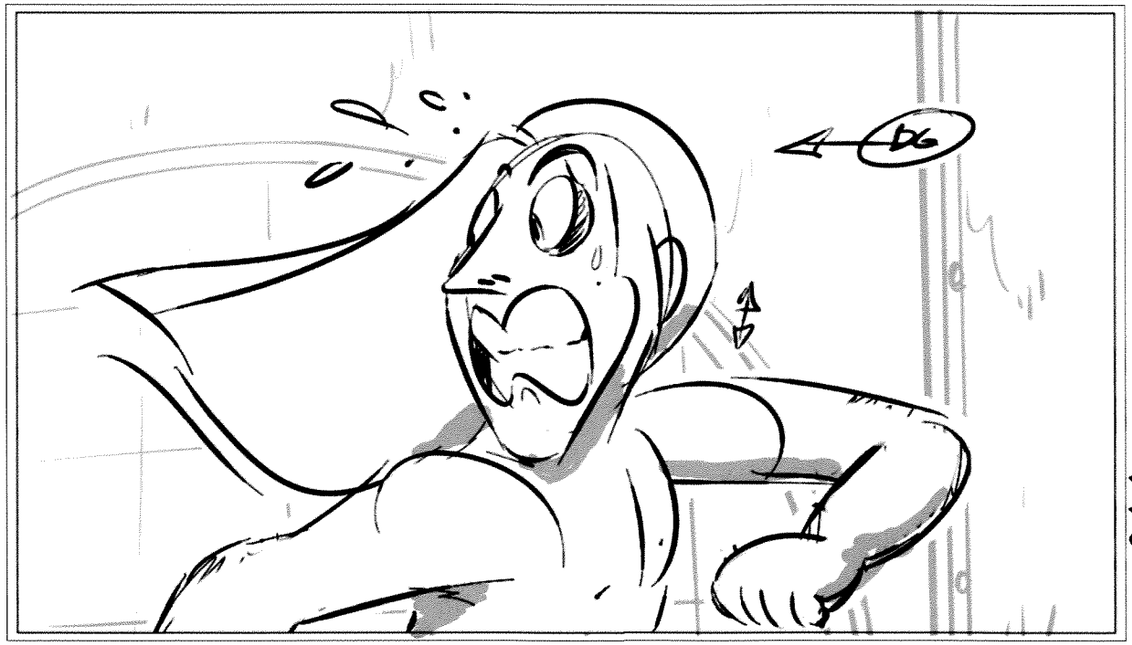
1020.011

Scene	Panel
108	3 CONT



Slugging
0.09

Scene	Panel
109	1



Action Notes
Wrestler is running. BG pans screen right to left.

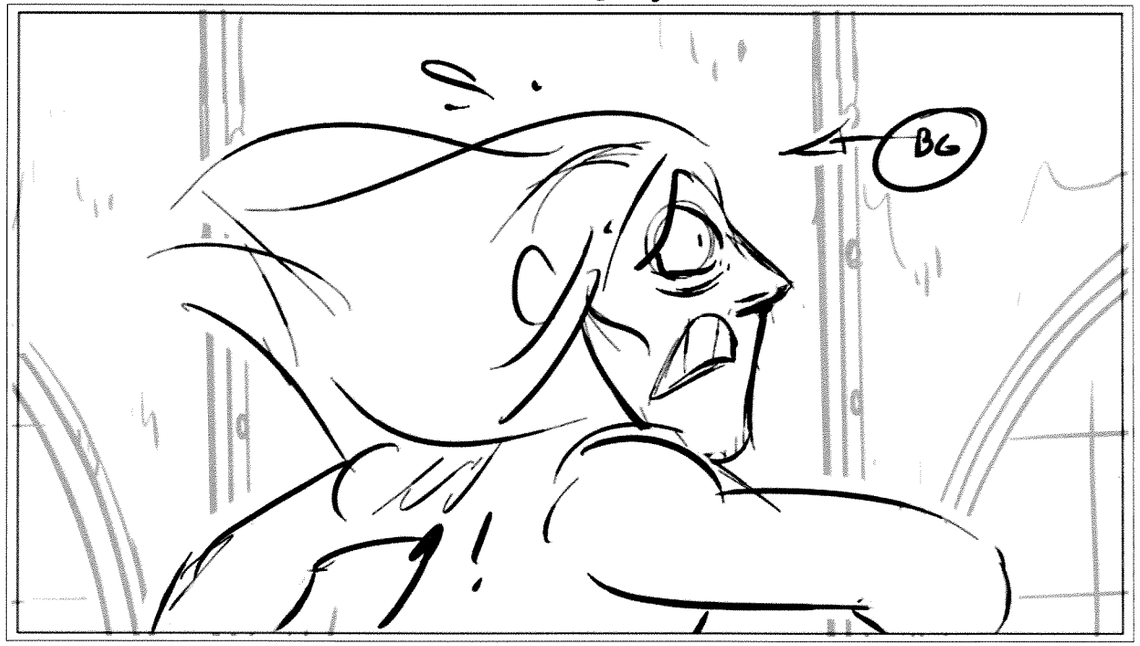
Slugging
0.15

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1020.011

1020.011

Scene	Panel
109	2 CONT



Slugging
0.06

Scene	Panel
109	3 CONT



Action Notes
STOP BG PAN

Phone prop IN hits wrestler in the head.

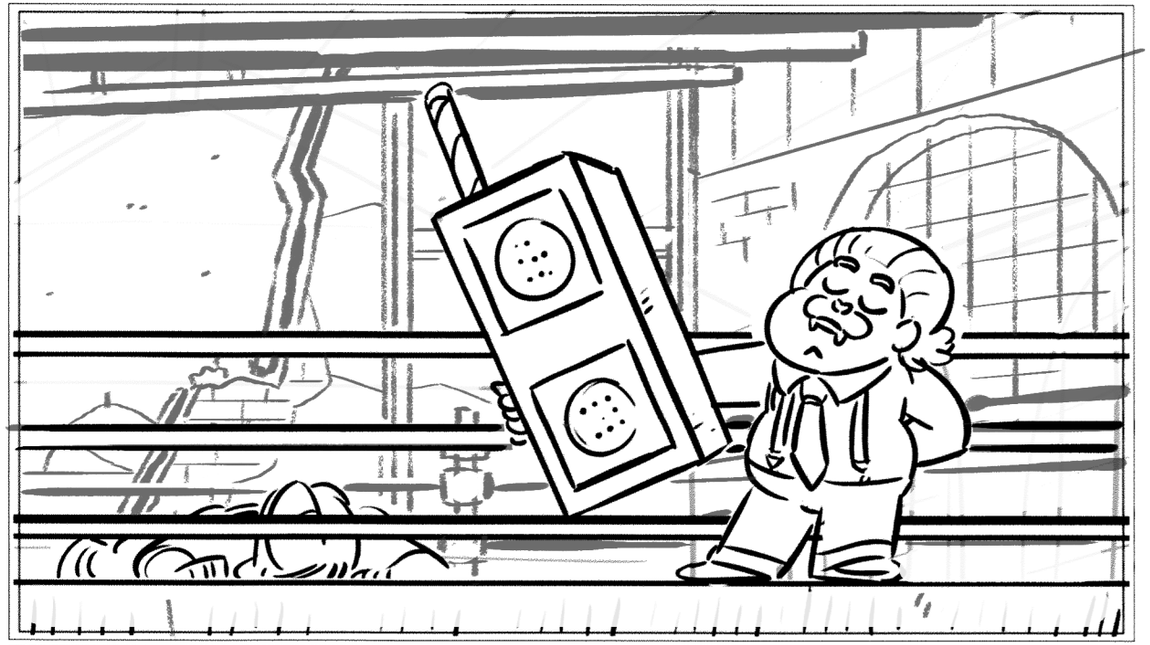
Slugging
0.10

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1020.011

1020.011

Scene	Panel
110	1



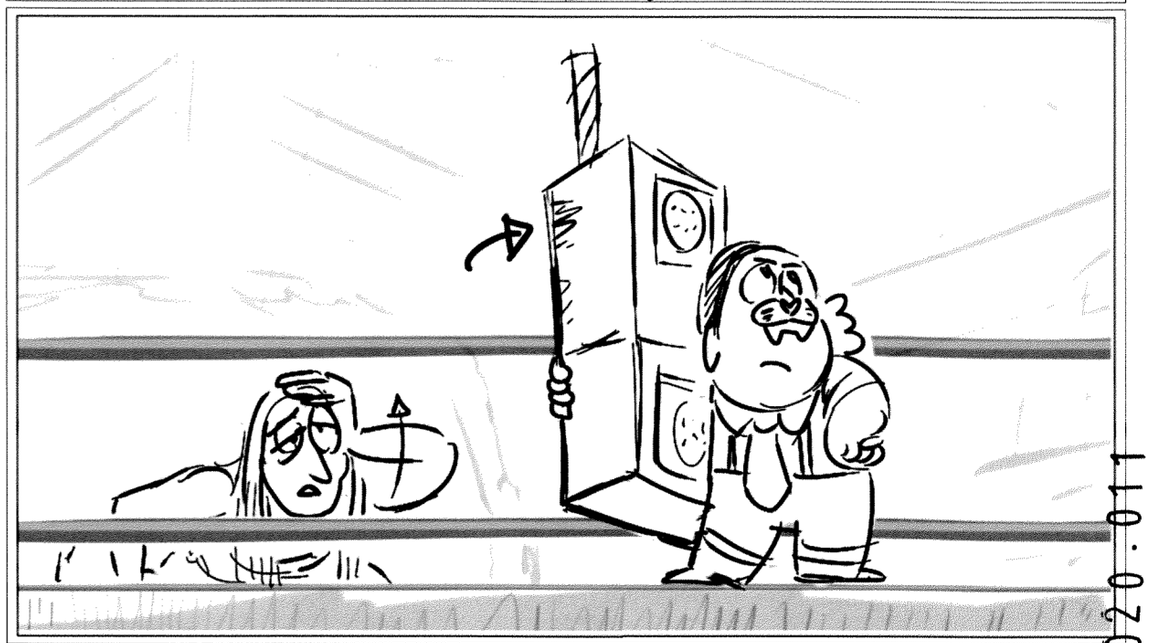
Action Notes

-SP- Camera cut wide.

Slugging

0.04

Scene	Panel
110	CONT 2



Action Notes

Steven stands impatiently with prop phone.

Slugging

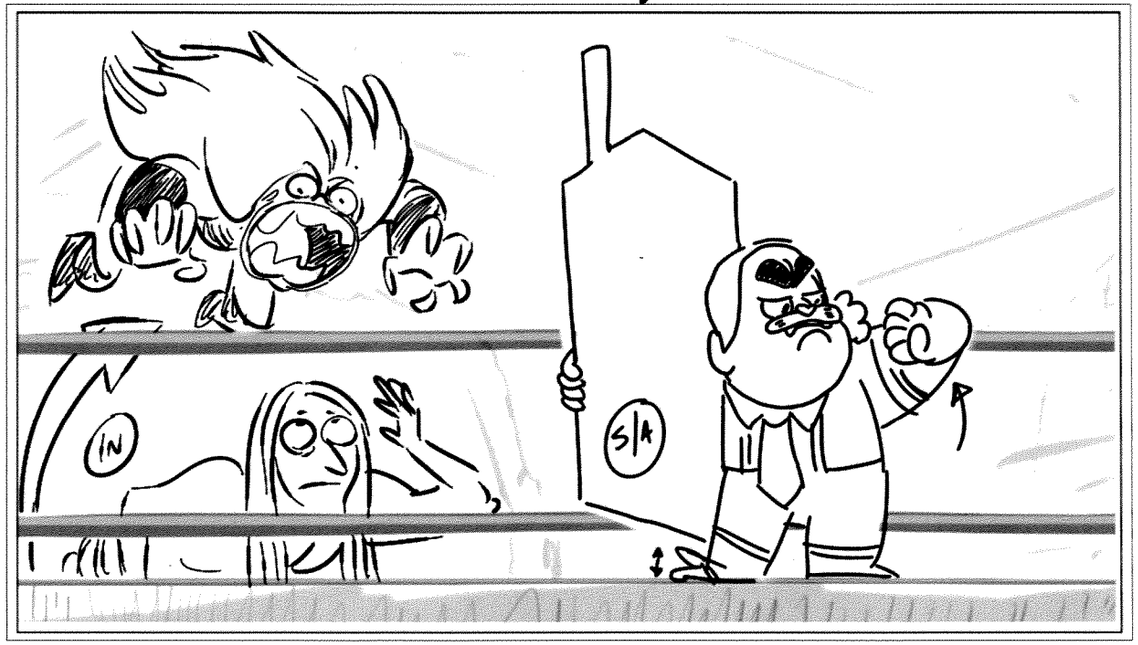
1.03

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1020.011

1020.011

Scene	Panel
110	CONT 3



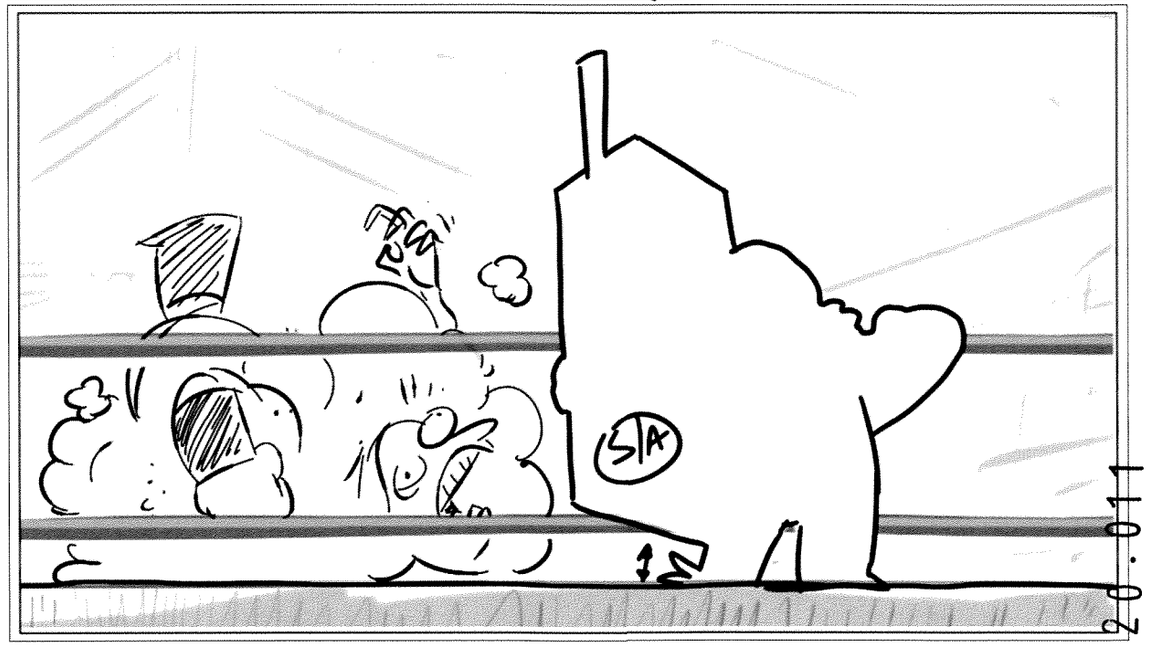
Action Notes

Amethyst jumps IN over Goth wrestler.

Slugging

0.06

Scene	Panel
110	CONT 4



Action Notes

Amethyst pummels wrestler in ring.

Slugging

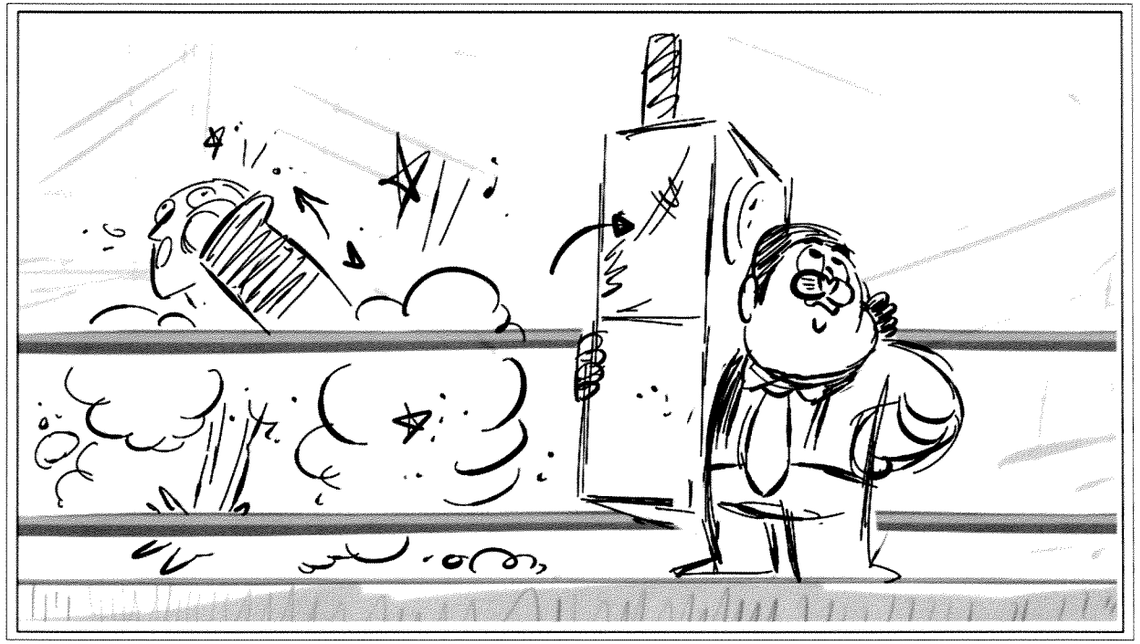
0.09

JUL 09 20

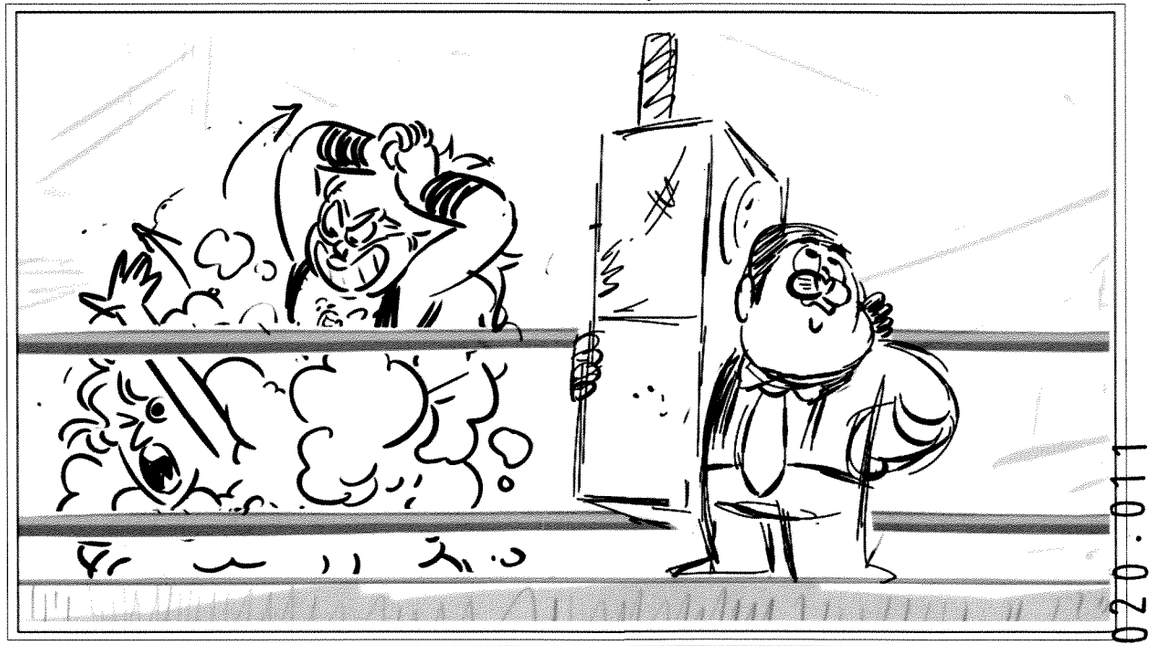
1020.011

1020.011

Scene	Panel
110	CONT 5



Scene	Panel
110	CONT 6



1020.011

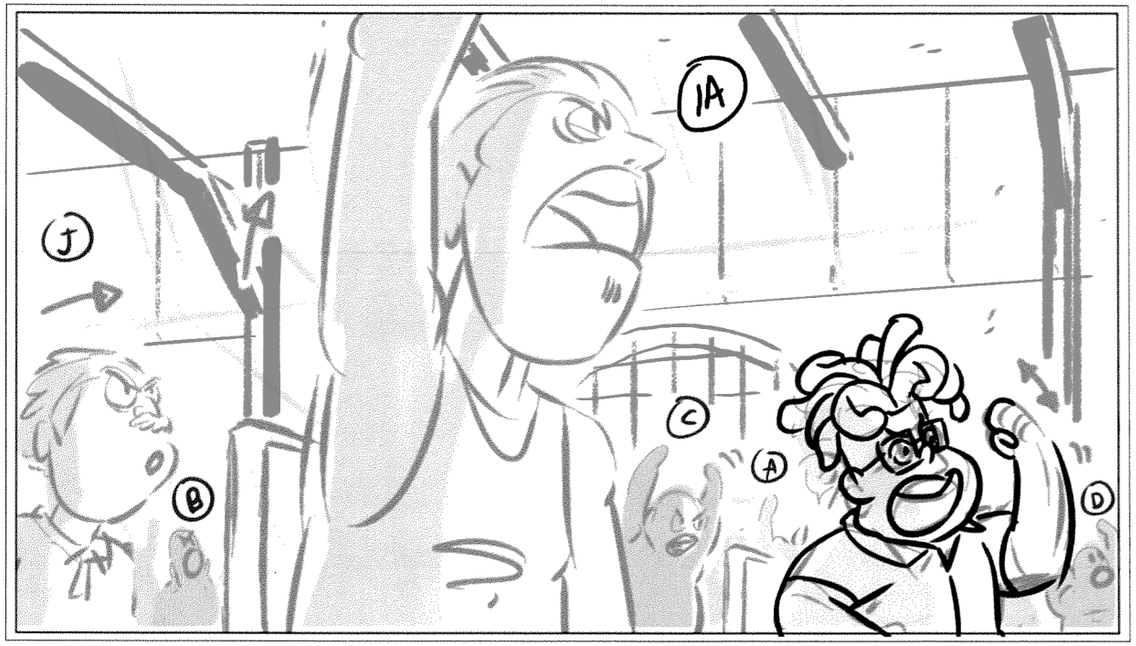
Slugging

Panels 5 + 6 = 1.02

1020.011

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Scene	Panel
111	1

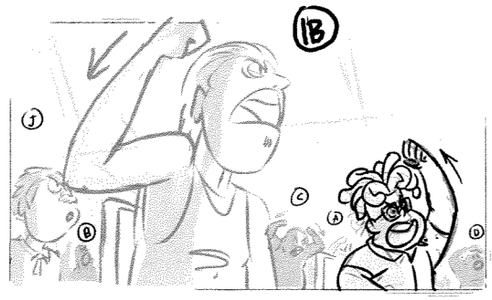


Action Notes

Crowd shaking and booing.

Slugging

2.05



Scene	Panel
112	1



Action Notes

START POSE

Slugging

Panels 1 + 2= 0.11

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1020.011

1020.011

Scene	Panel
112	CONT 2



Scene	Panel
112	CONT 3



Action Notes

Wipe to next scene.

Slugging

1.02

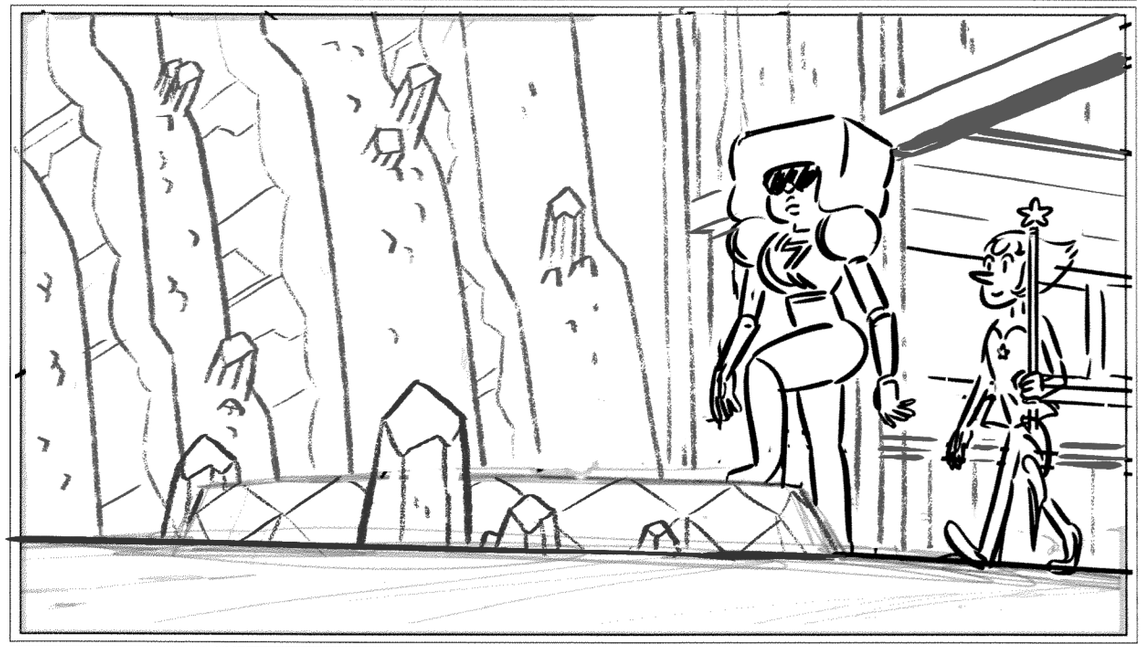
JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
113	1



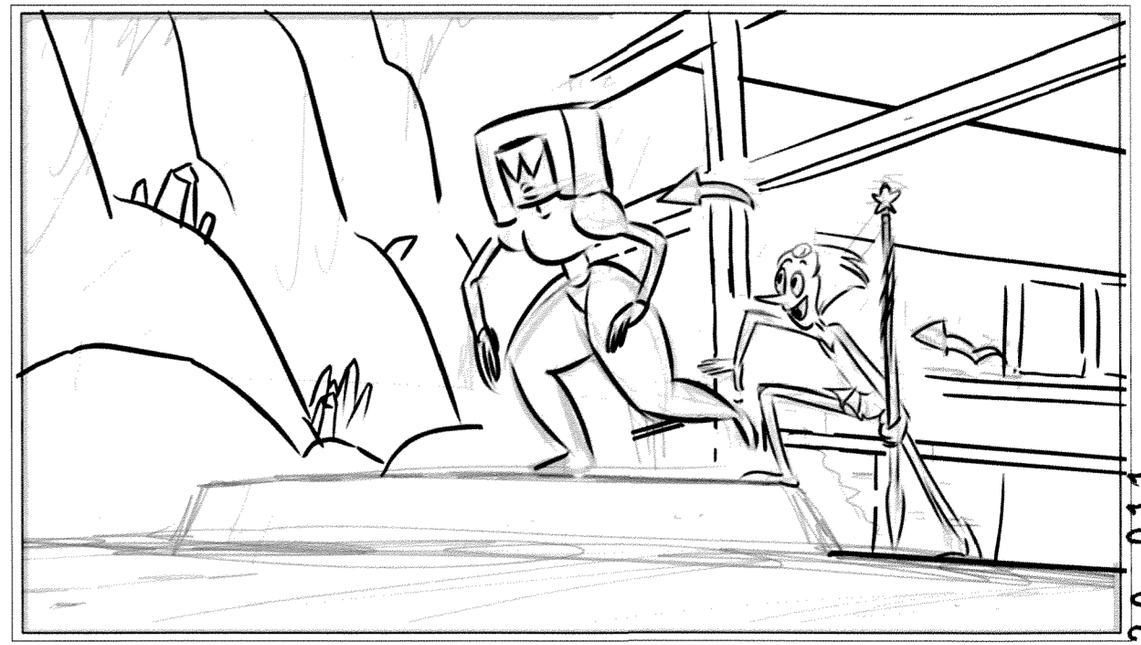
Action Notes

Garnet and Pearl approach warp pad.

Slugging

0.11

Scene	Panel
113	CONT 2



Action Notes

Garnet and Pearl approach warp pad.

Slugging

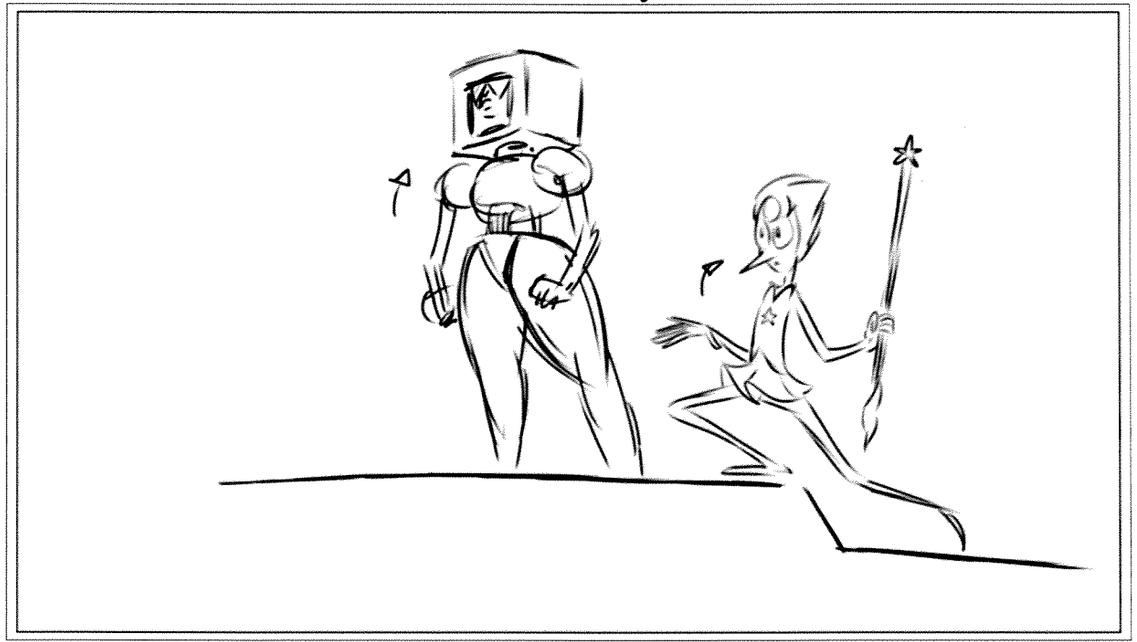
Panels 2 + 3 = 0.05

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1020.011

1020.011

Scene	Panel
113	3 CONT



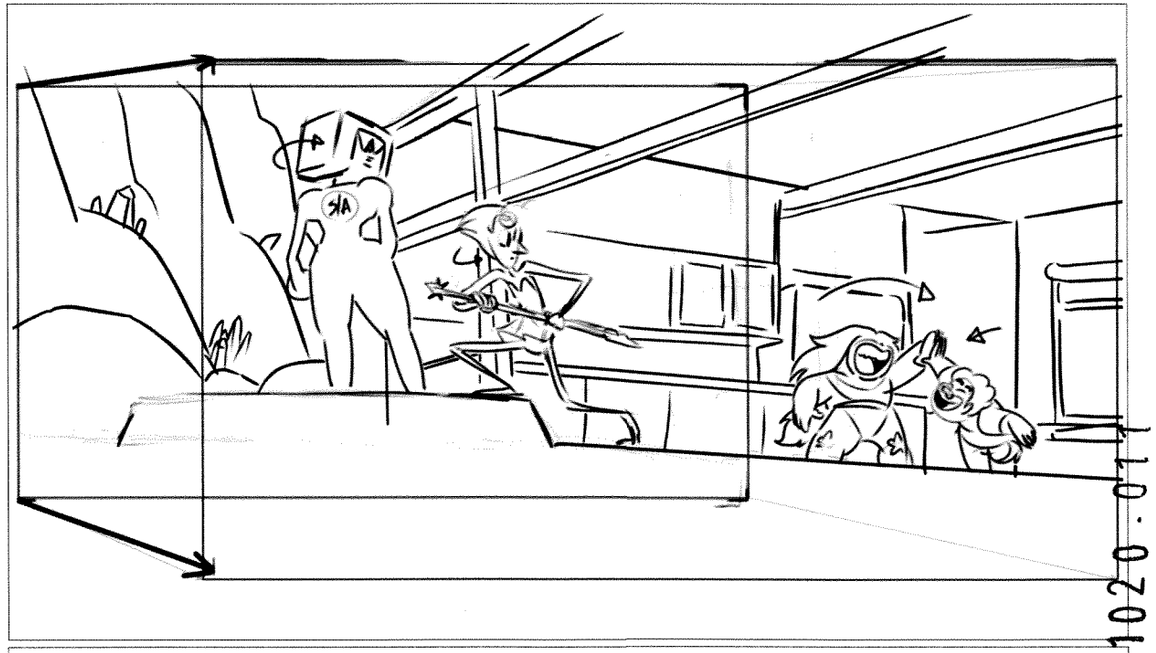
Dialog

SFX: <CLAP>

Action Notes

React to "CLAP" sound.

Scene	Panel
113	4 CONT



Action Notes

T.O. to reveal Amethyst and Steven Hi-fiving.

Slugging

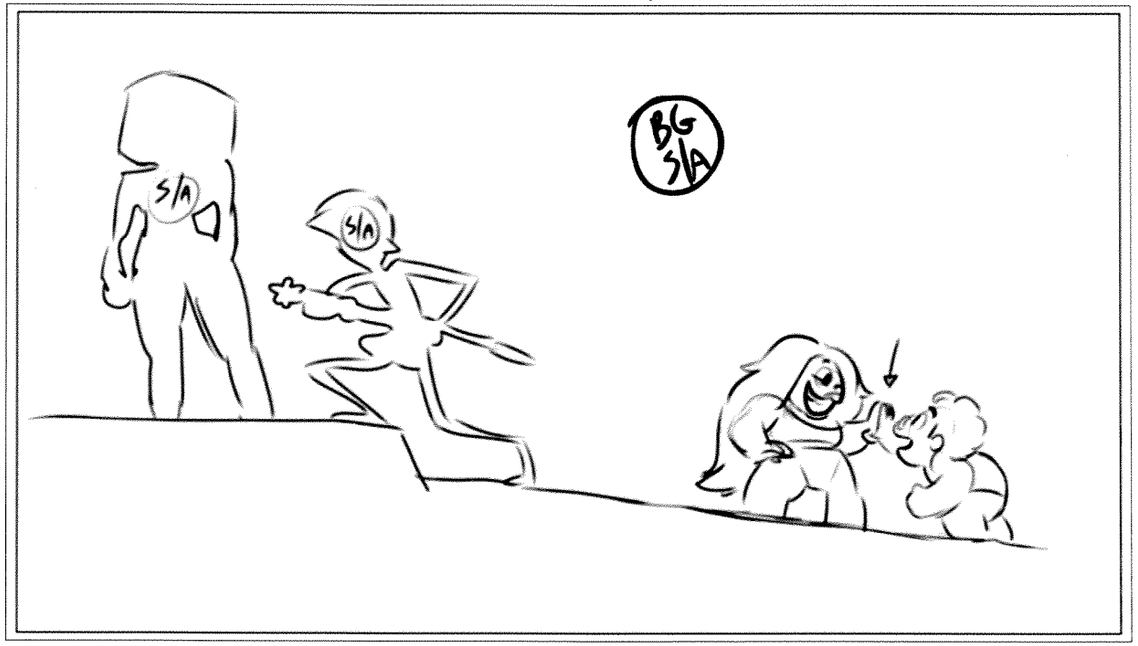
HOLD: 0.06
Then ADJ: 0.04
Then HOLD: 0.05

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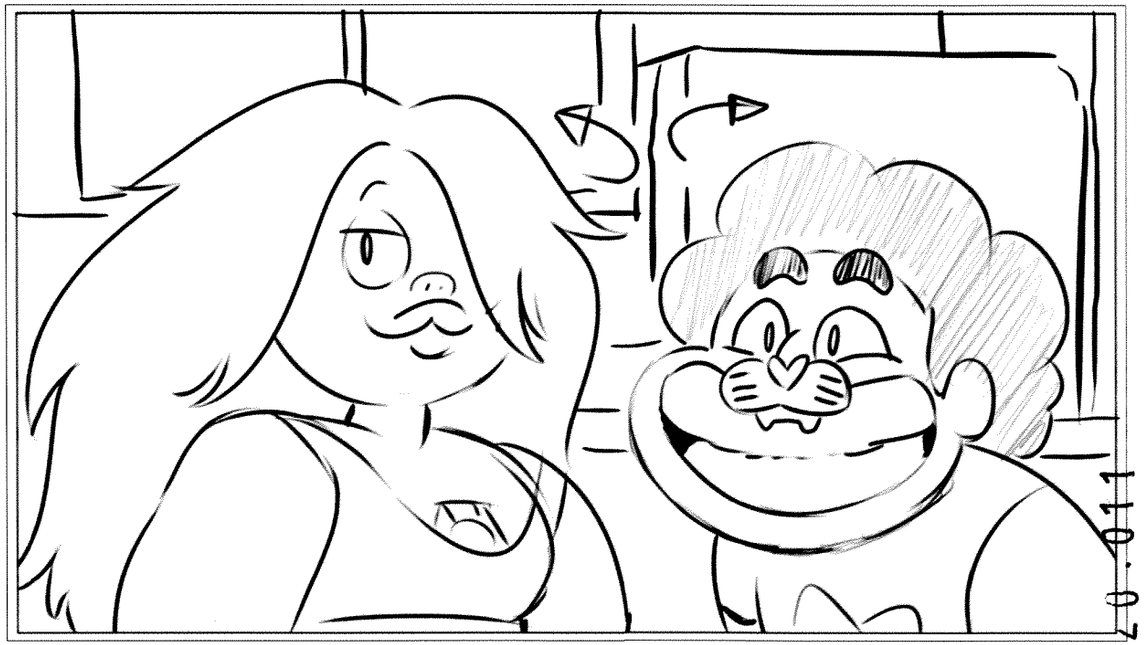
1020-011

Scene	Panel
113	CONT 5



Slugging
1.01

Scene	Panel
114	1



Action Notes
Amethyst and Steven look O/S

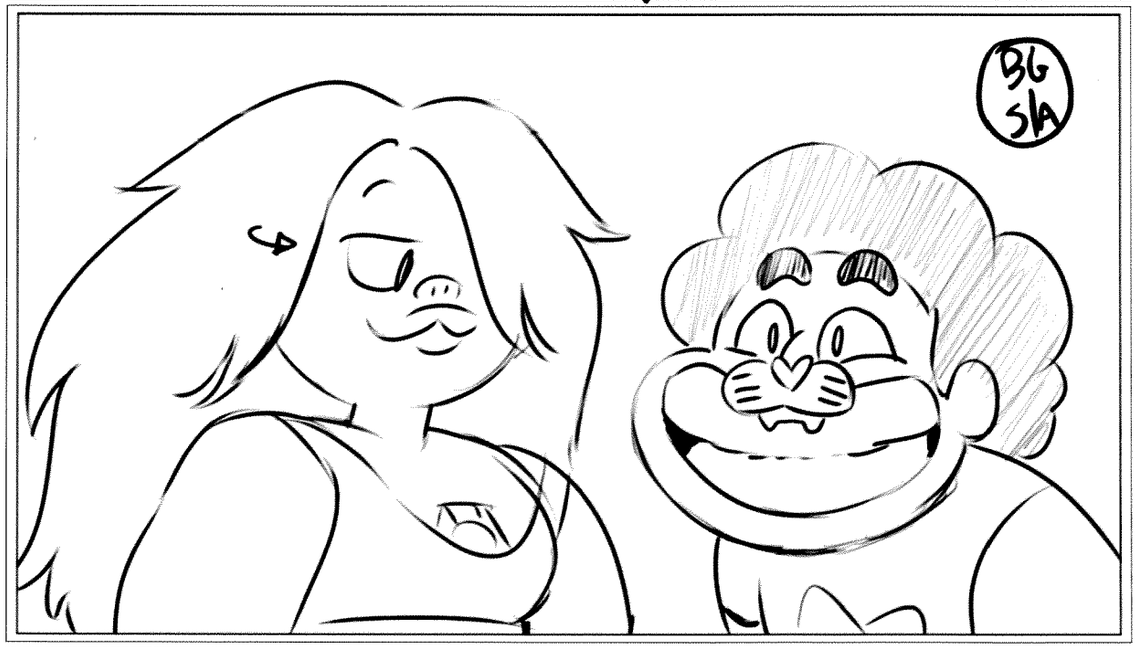
Slugging
0.09

Notes
H.U. to previous scene. Amehyst/Steven Hi-five, or finish hi-five in previous scene., and HU to here.

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Scene	Panel
114	2 CONT



Action Notes
Amethyst glances at Steven.

Slugging
0.09

Scene	Panel
114	3 CONT



Action Notes
Amethyst notices mask.

Slugging
0.06

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Scene	Panel
114	CONT 4



Action Notes

Amethyst covers Steven's face.

Slugging

0.06

Scene	Panel
114	CONT 5



Slugging

1.00

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Scene	Panel
114 CONT	6



Action Notes
Amethyst walks off screen right, moving Steven with her.

Slugging
0.07

Scene	Panel
114 CONT	7



Action Notes
Amethyst OUT.

Slugging
1.05

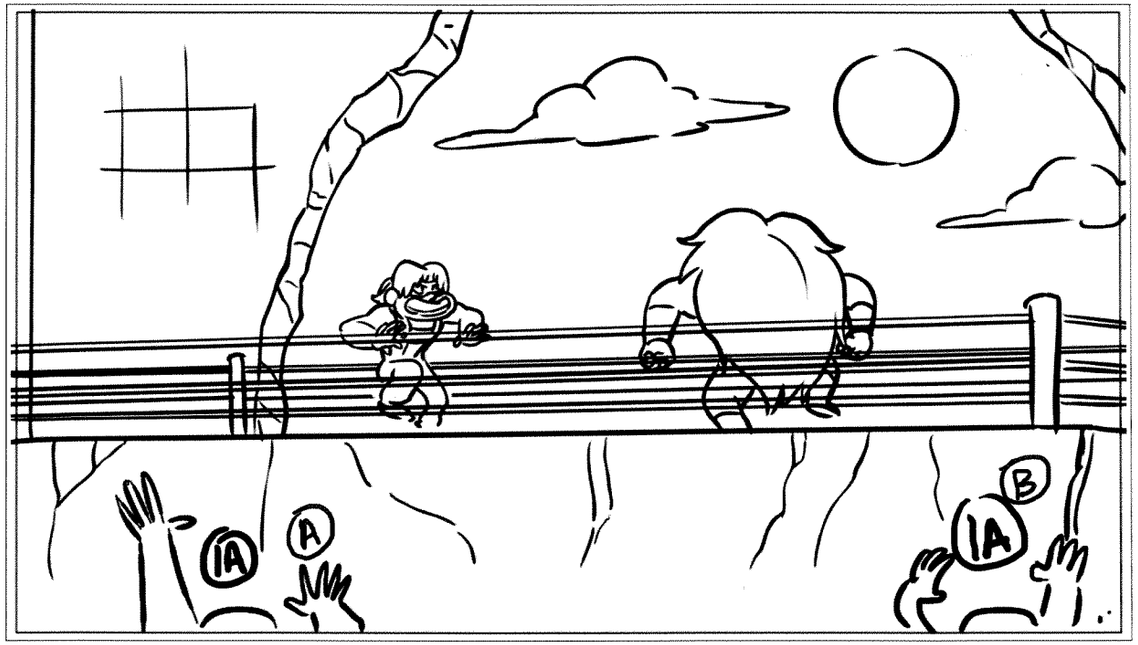
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1020.011

Scene	Panel
115	1

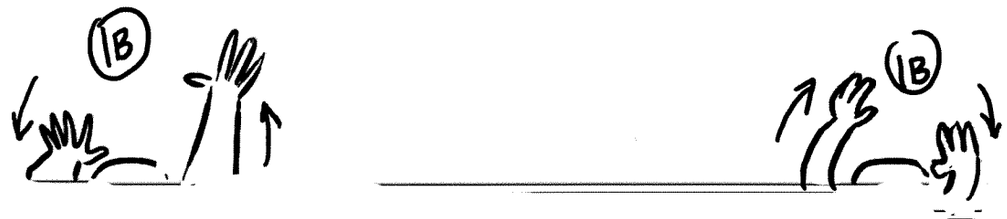


Action Notes

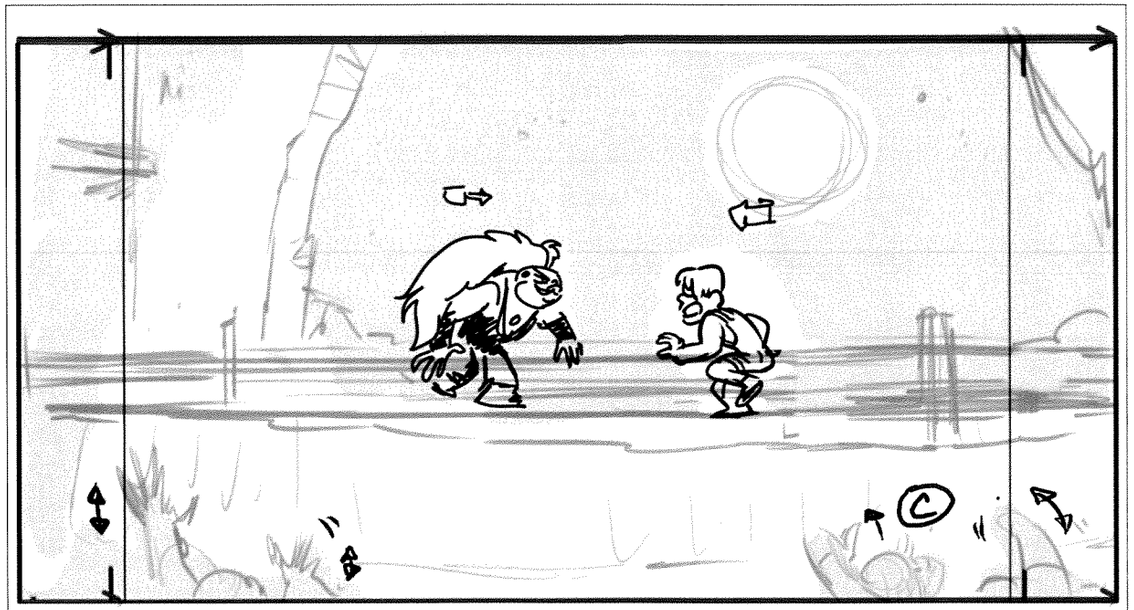
-SP-

Slugging

0.04



Scene	Panel
115	2 CONT



Action Notes

Amethyst and wrestler circle each other.

Crowds waves hands in the air cheering!

Slugging

ADJ: 1.07

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Scene	Panel
116	1



Action Notes

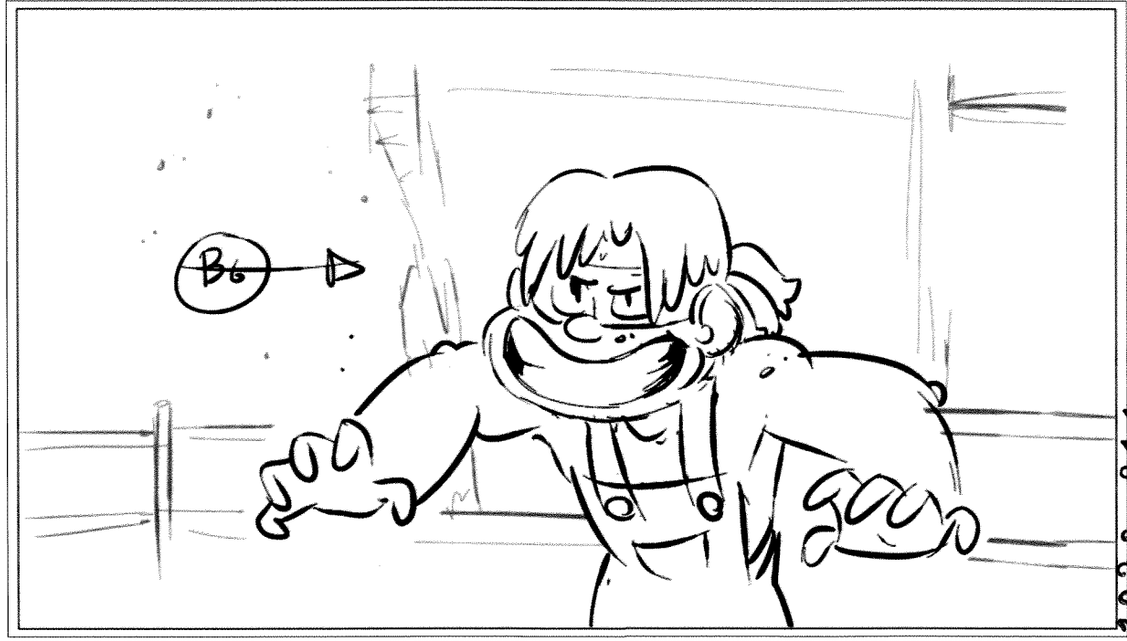
Puma circles opponent.

BG pans screen right to left.

Slugging

1.06

Scene	Panel
117	1



Action Notes

Marmalade boy circles Amethyst.

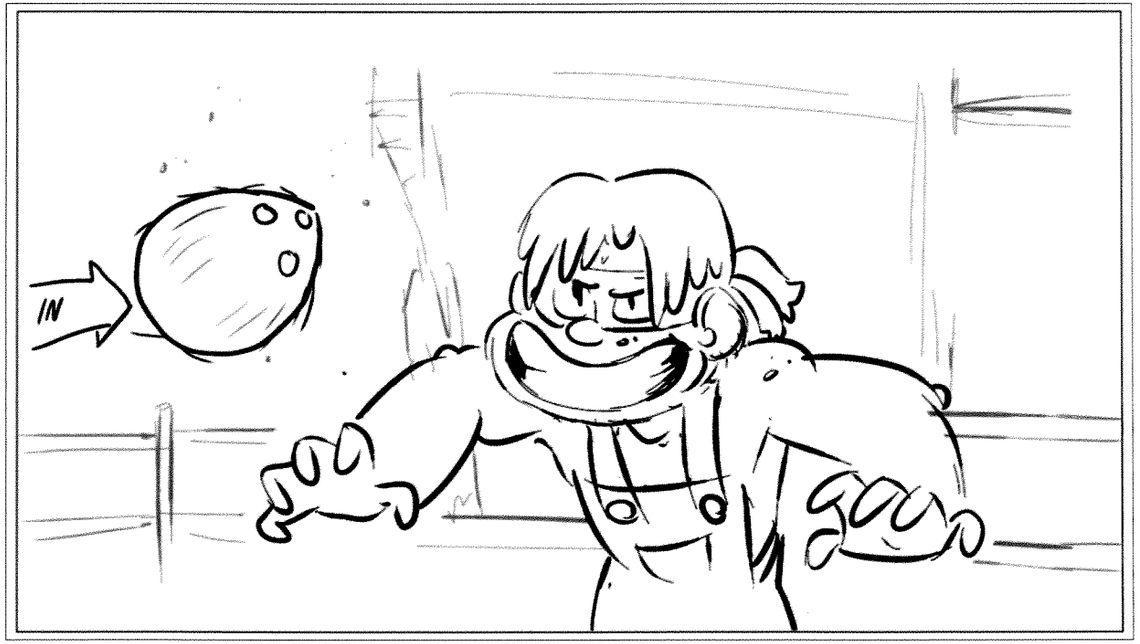
BG moves screen left to right.

Slugging

1.05

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Scene	Panel
117	CONT 2



Action Notes
Coconut flies in IN screen left.

Slugging
0.03

Scene	Panel
117	CONT 3



Slugging
0.03

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Scene	Panel
117	CONT 4



Slugging
0.03

Scene	Panel
117	CONT 5



Action Notes
Coconut falls OUT of the scene.

Slugging
0.07

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1020.011

1020.011

Scene	Panel
117	CONT 6



Action Notes
Another coconut flies IN screen left.

Slugging
0.04

Scene	Panel
117	CONT 7



Slugging
0.03

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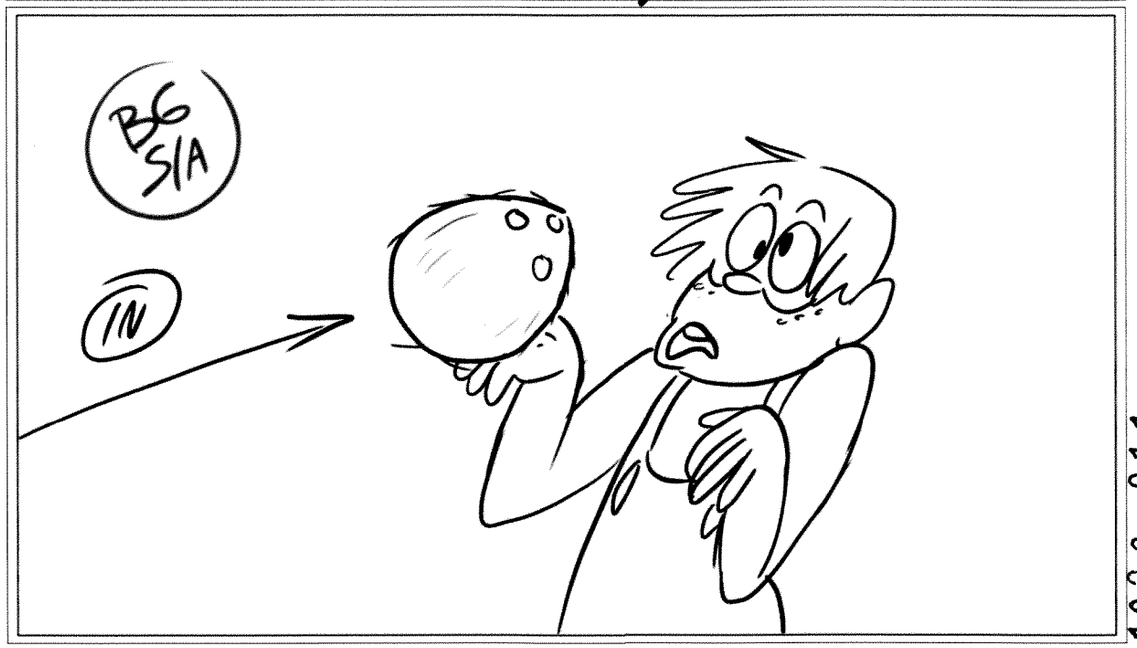
Scene	Panel
117	8 CONT



Action Notes
Coconut flies OUT of scene top.

Slugging
0.05

Scene	Panel
117	9 CONT



Action Notes
Another coconut flies IN screen left.

Slugging
0.04

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Scene	Panel
117	CONT 10



Slugging
0.03

Scene	Panel
117	CONT 11



Action Notes
Coconut flies OUT screen right.

Slugging
0.06

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Scene	Panel
118	1

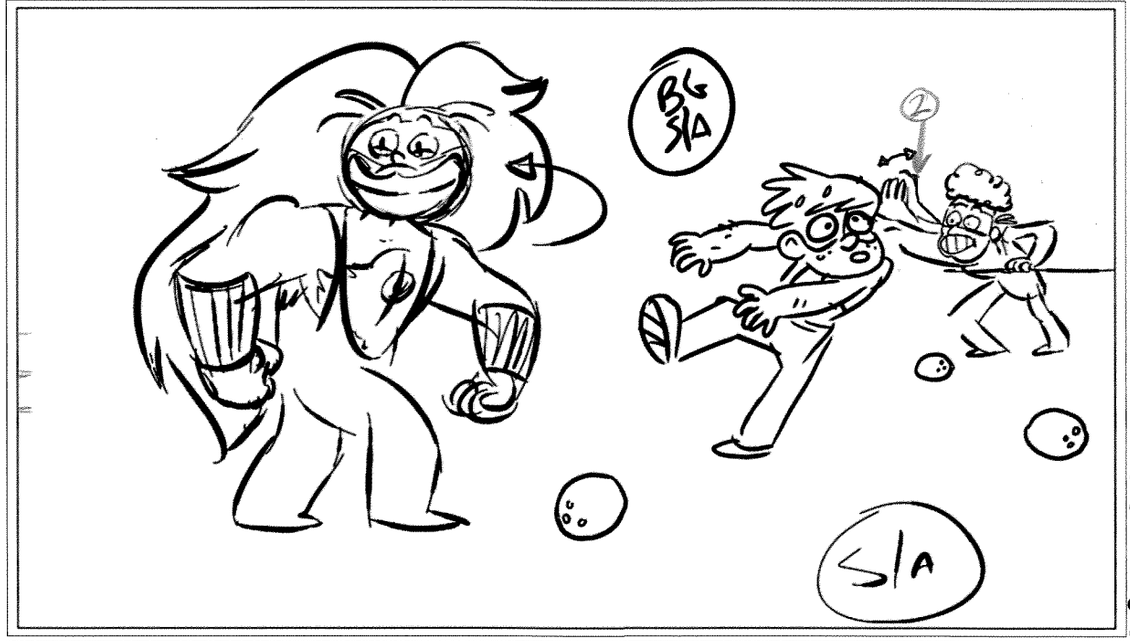


Action Notes
Camera cut out wide.

Slugging
0.11

Notes
Need H.U. coconut from previous scene flying right of wrestler.

Scene	Panel
118 CONT	2



Action Notes
Amethyst runs to look O/S to Steven.

Character in the background waves hand.

Slugging
0.10

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Scene	Panel
118	CONT 3



Action Notes

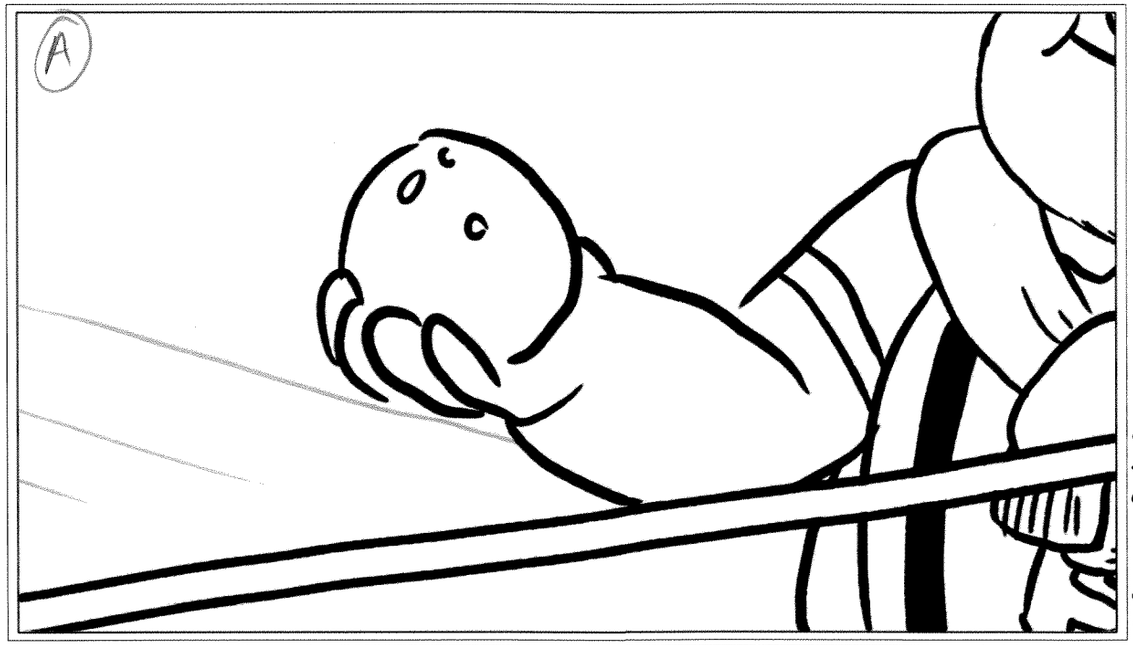
Wrestler falls down.

Character in the background waves hand.

Slugging

0.10

Scene	Panel
119	1



Slugging

Panels 1 to 4 =
ADJ: 0.06
Then HOLD: 1.13

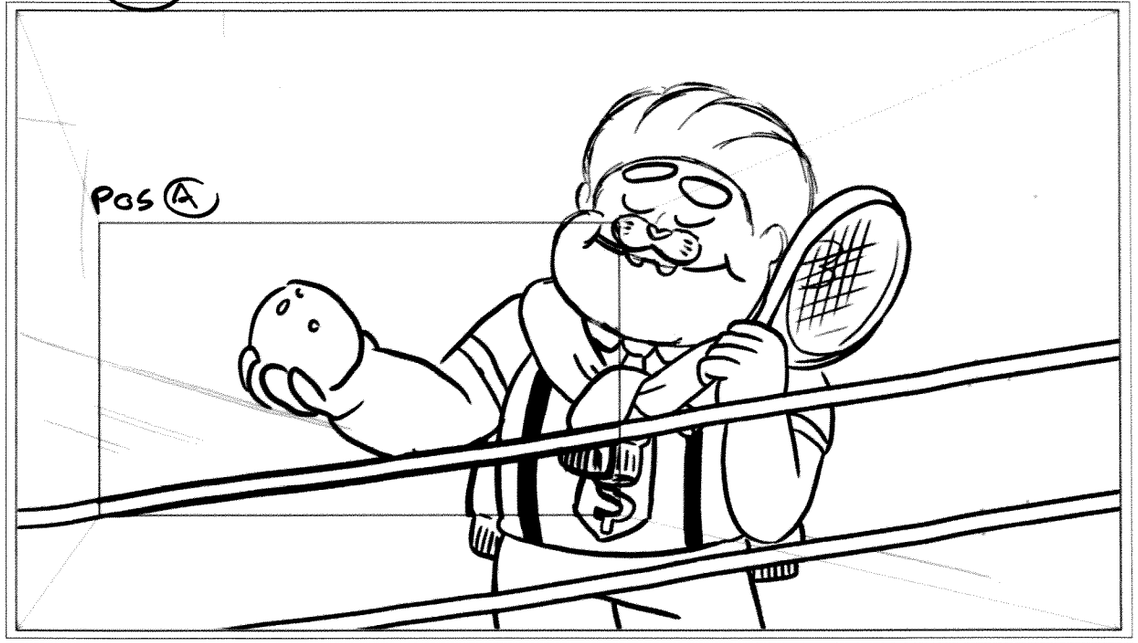
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1020.011

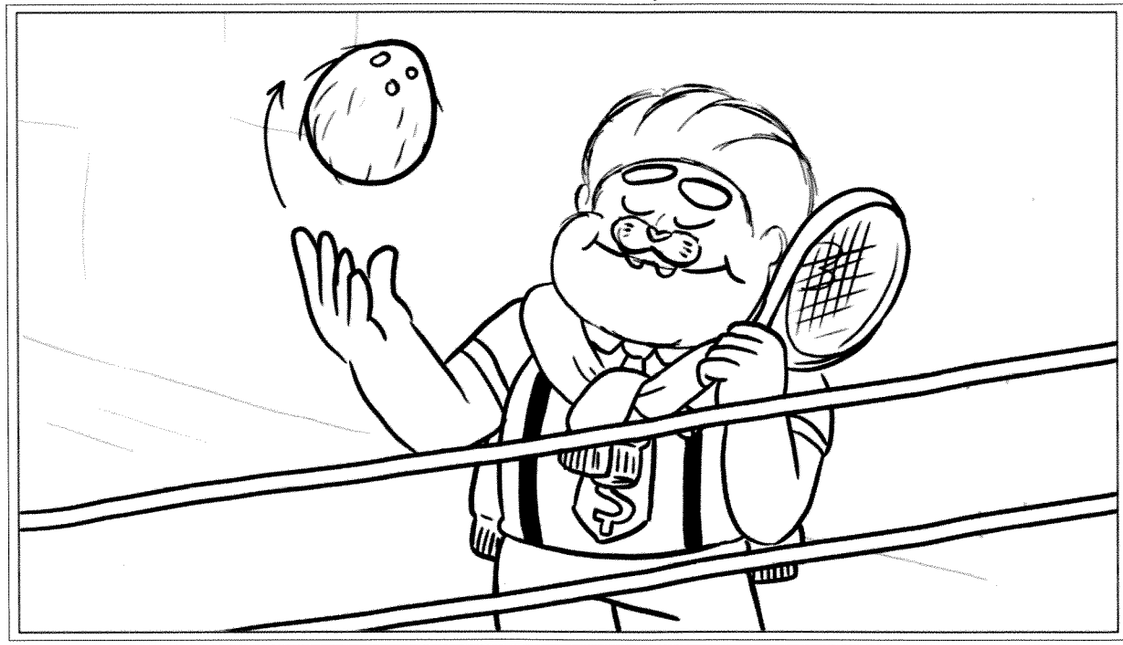
Scene	Panel
Pos B 119	CONT 2



Action Notes

Camera truck out to reveal Steven with tennis raquet

Scene	Panel
119	CONT 3



Action Notes

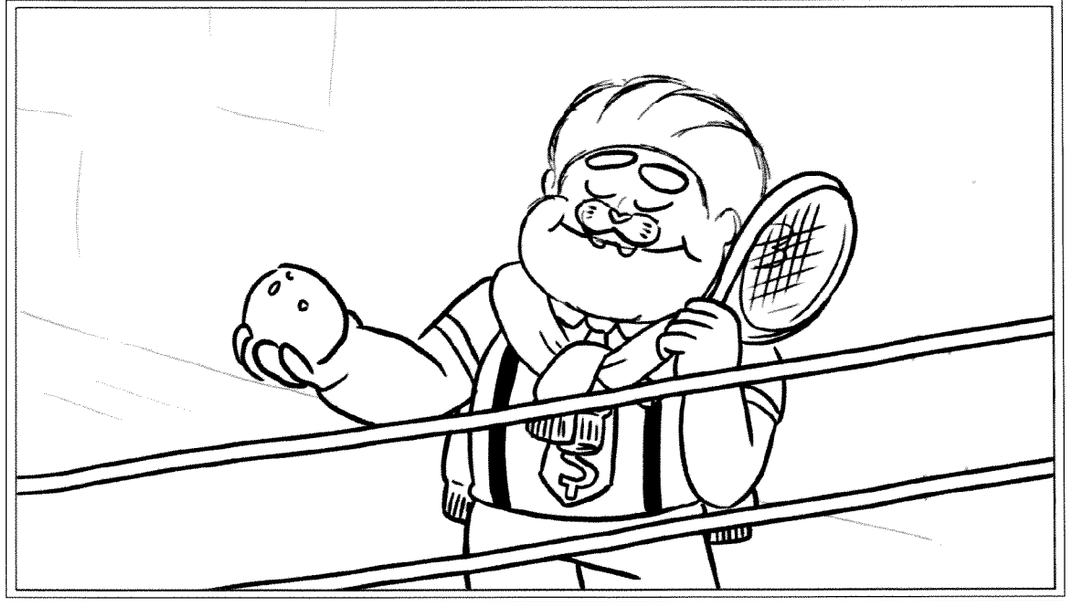
Repeat panels 3 + 4

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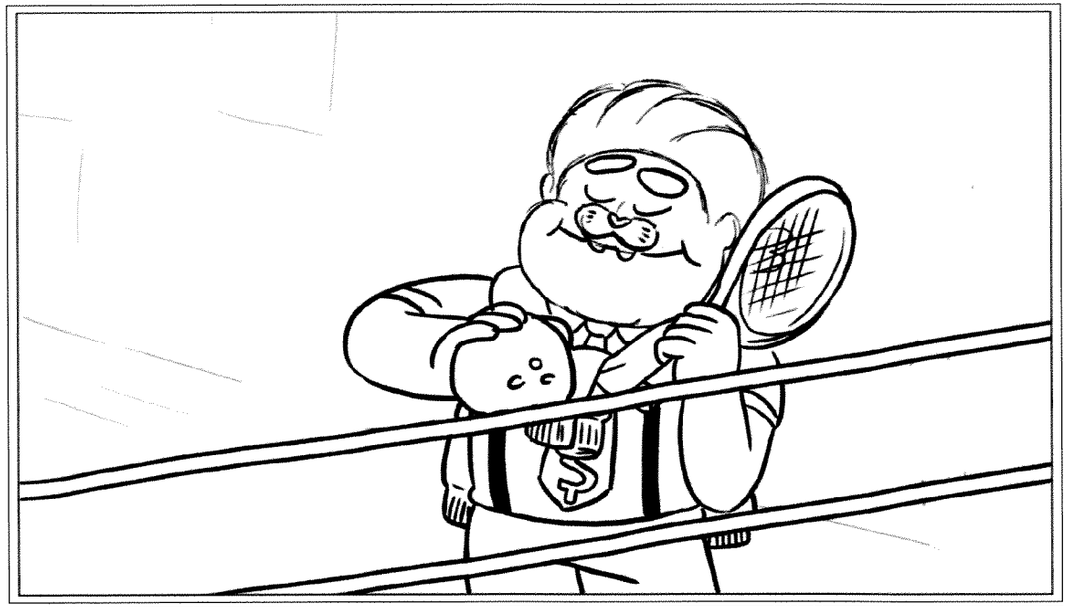
1020-011

1020.011

Scene	Panel
119	4 CONT



Scene	Panel
119	5 CONT



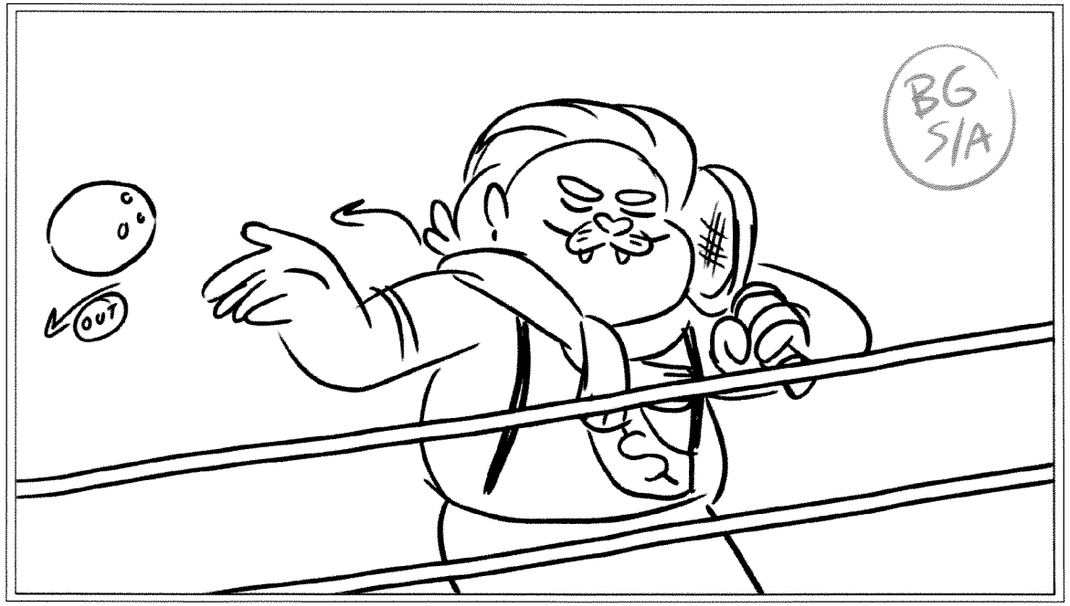
Slugging
0.04

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1020.011

Scene	Panel
119	6 CONT



Action Notes

Coconut thrown OUT screen left.

Slugging

0.10

Scene	Panel
119	7 CONT



Action Notes

Steven smiles proudly!

Slugging

1.04

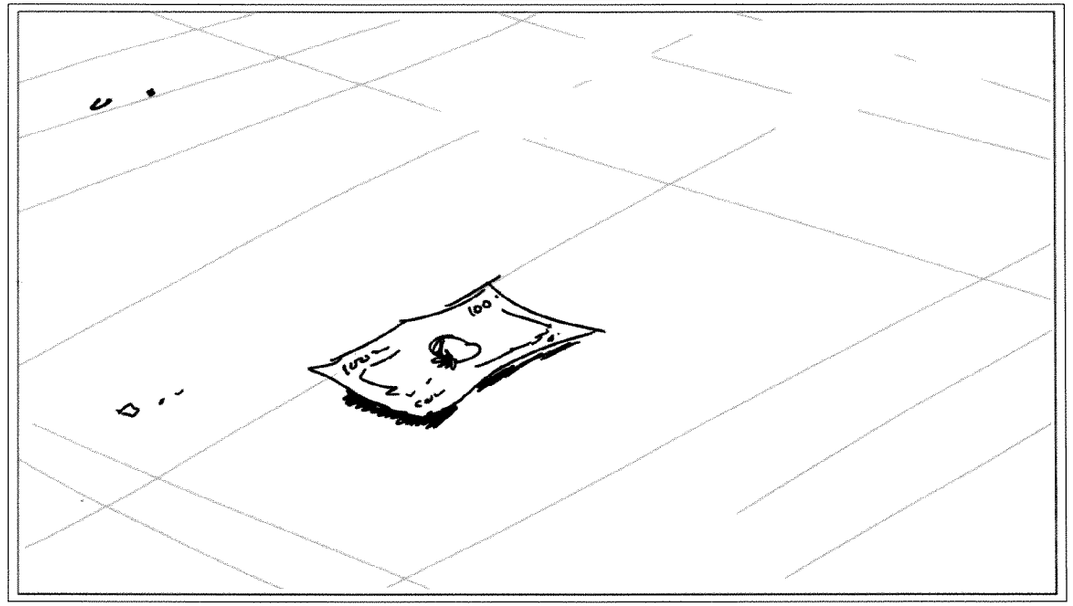
JUL 09 201

1020.011

1020.011

1020.011

Scene	Panel
120	1



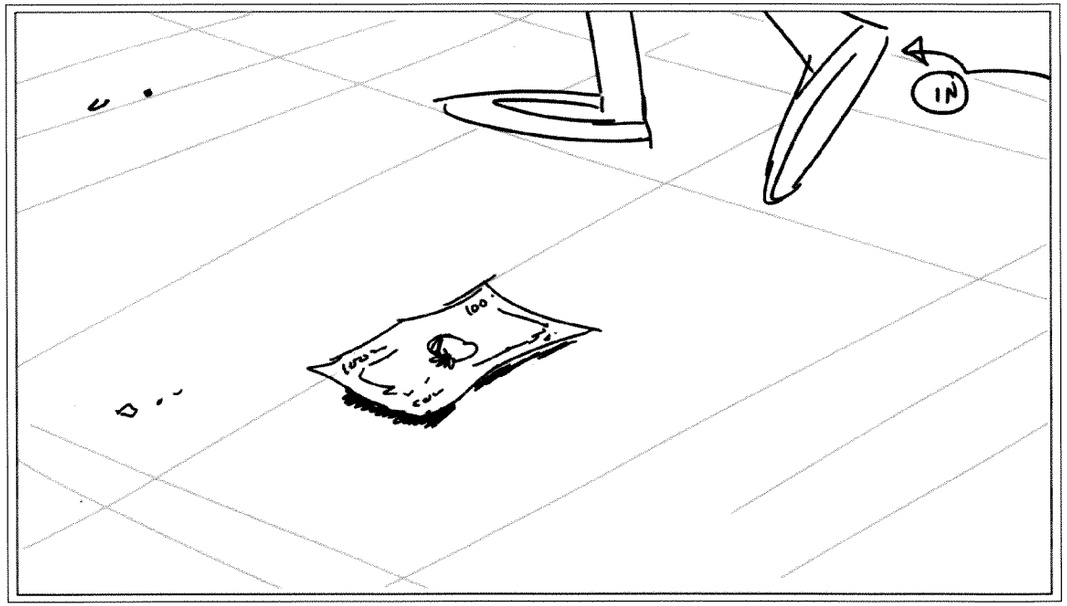
Action Notes

Pearl walks IN by dollar on ground.

Slugging

Panels 1 + 2 = 0.11

Scene	Panel
120	CONT 2



Action Notes

Pearl walks IN by dollar on ground.

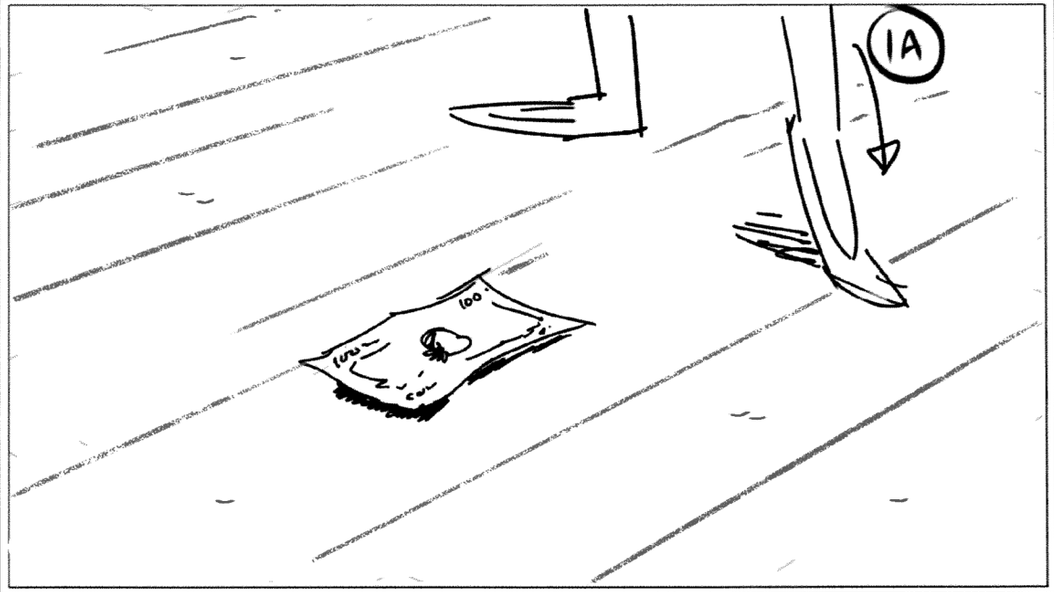
JUL 0 9 2013

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1020.011

1020.011

Scene	Panel
120	3 CONT



Action Notes
Pearl stops.

Slugging
0.14

Scene	Panel
120	4 CONT



Action Notes
Pearl hand IN, grabs the dollar.

Slugging
Panels 4 + 5 =0.14

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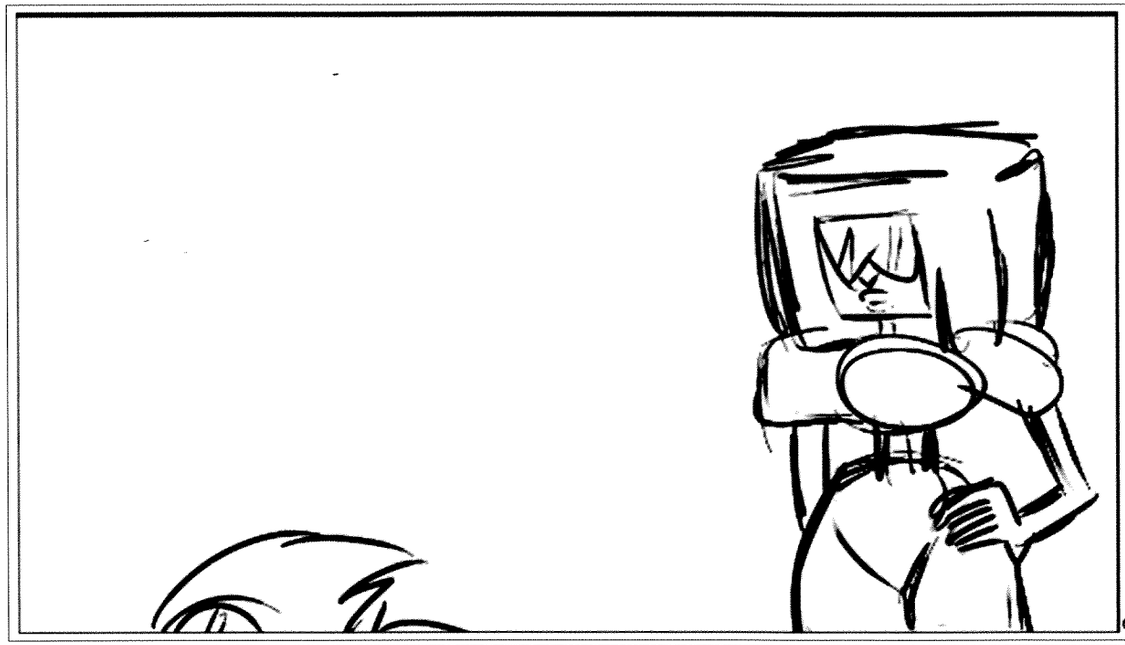
Scene	Panel
120	5 CONT



Action Notes

Pearl hand IN, grabs the dollar.

Scene	Panel
121	1



Action Notes

Pearl picks up the dollar.

Slugging

0.04

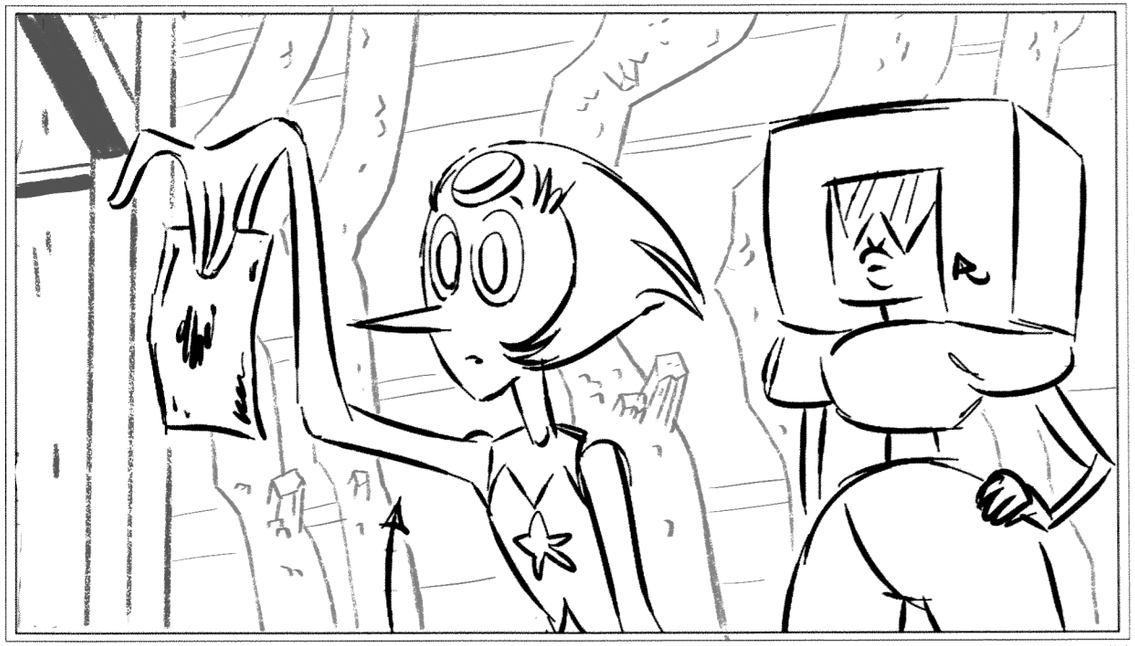
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1020-011

Scene	Panel
121	2 CONT



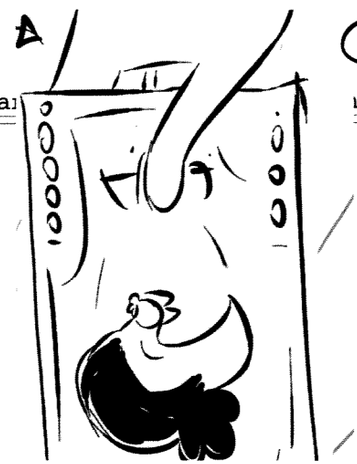
Slugging
1.02

Scene	Panel
122	1



Action Notes
H/U to previous

Pearl turns the dolla[illegible] drawing of a jungle buck!



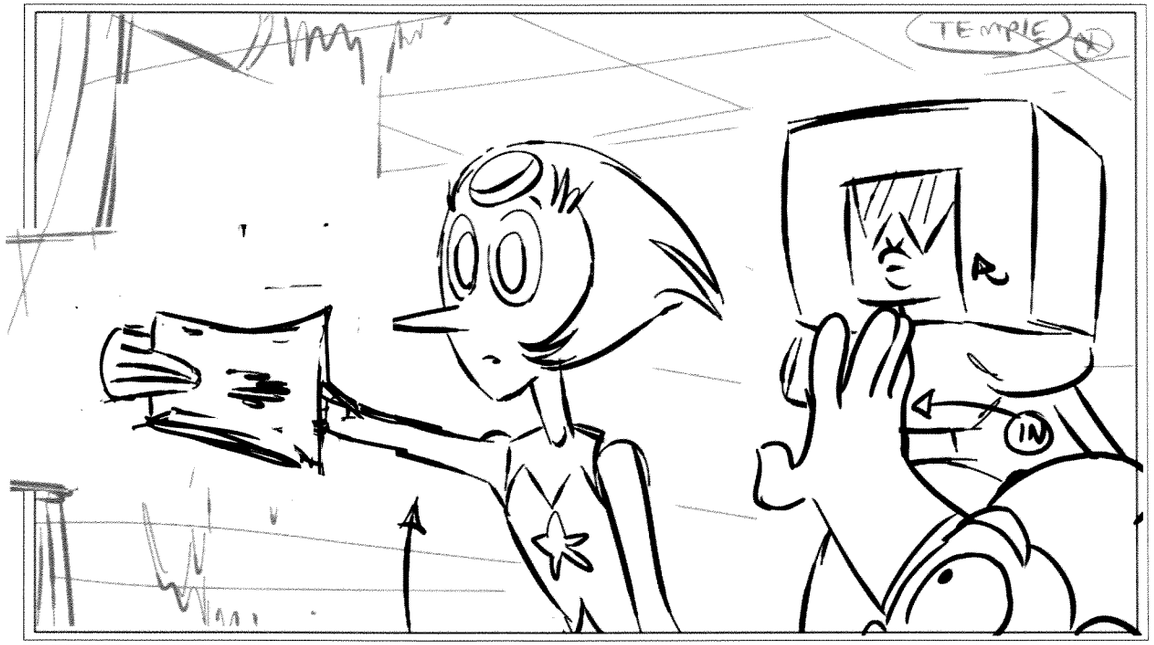
Slugging
1.08

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Scene	Panel
123	1



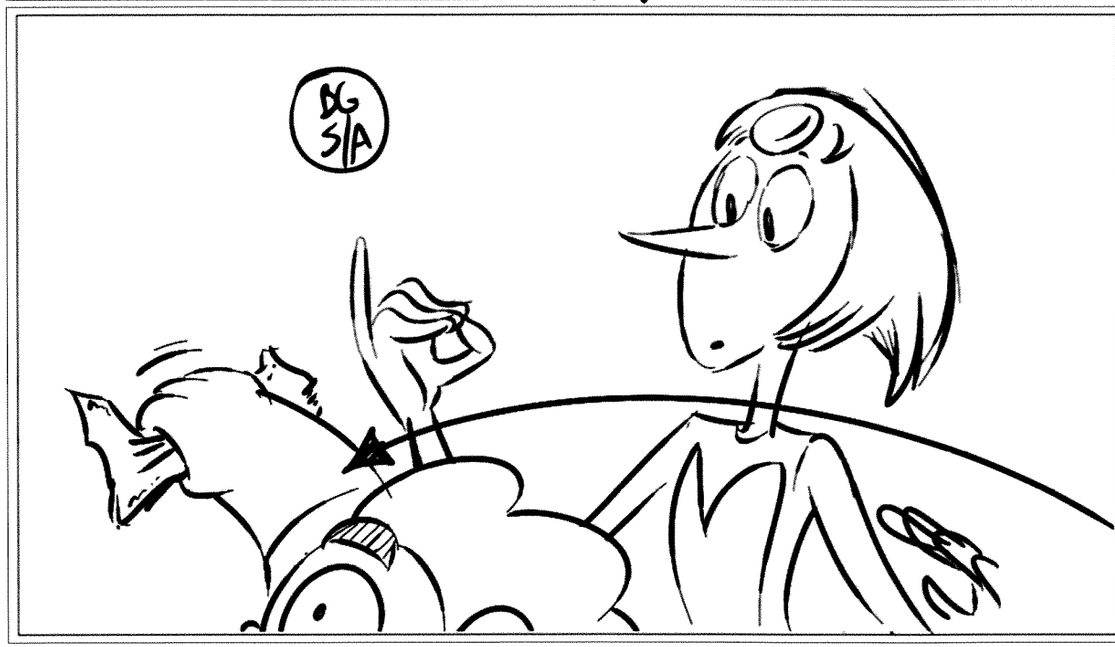
Action Notes

Steven runs IN

Slugging

Panels 1 + 2 = 0.05

Scene	Panel
123	CONT 2



Action Notes

Steven hand IN / grabs dollar.

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Scene	Panel
123	CONT 3



Action Notes
Steven's hand OUT.

Slugging
0.12

Scene	Panel
124	1



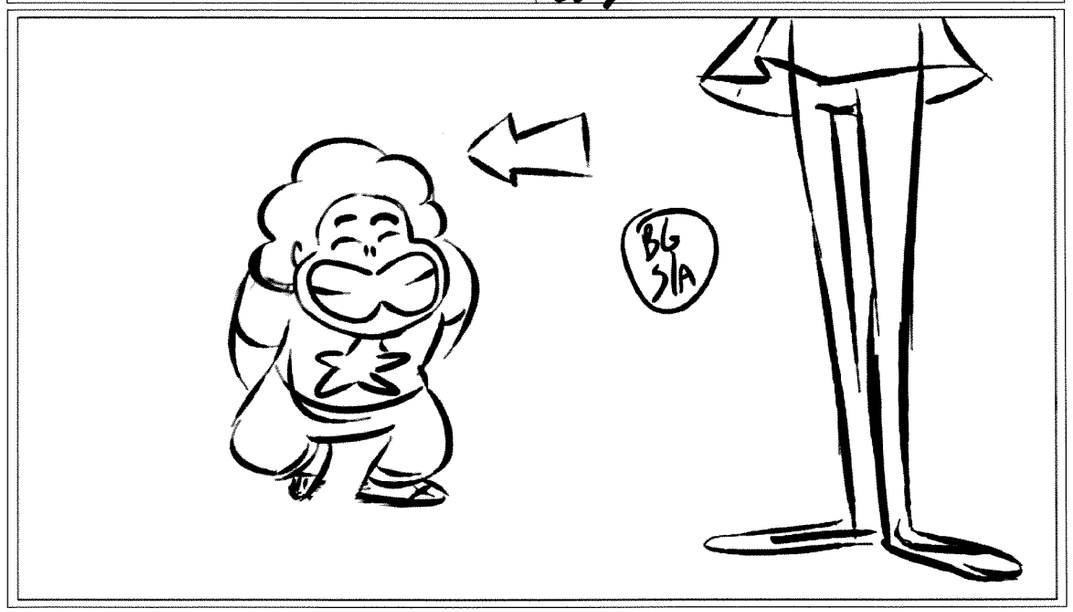
Action Notes
Steven nervously hides bill.

Slugging
0.12

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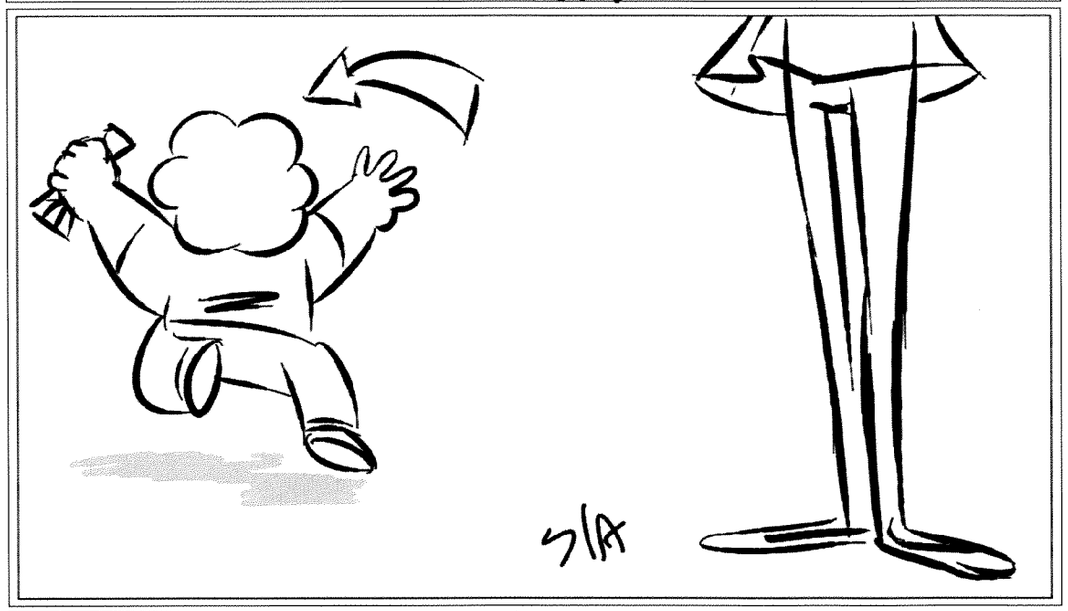
Scene	Panel
124	CONT 2



Action Notes
Steven backs away.

Slugging
0.14

Scene	Panel
124	CONT 3



Action Notes
Steven turns and runs off

Slugging
0.04

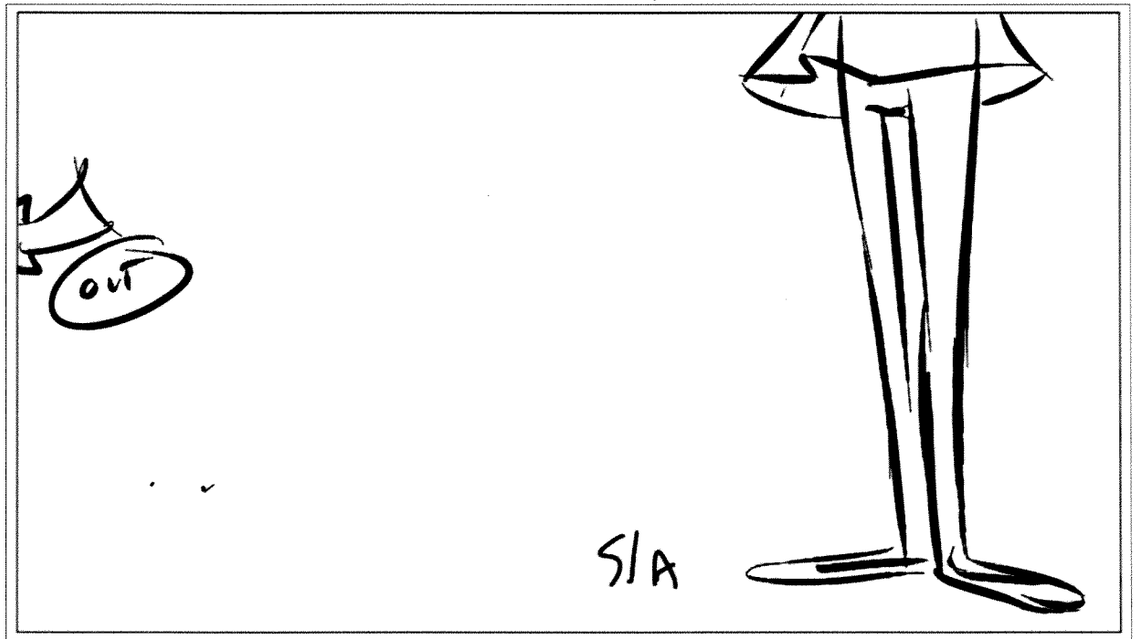
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1020-011

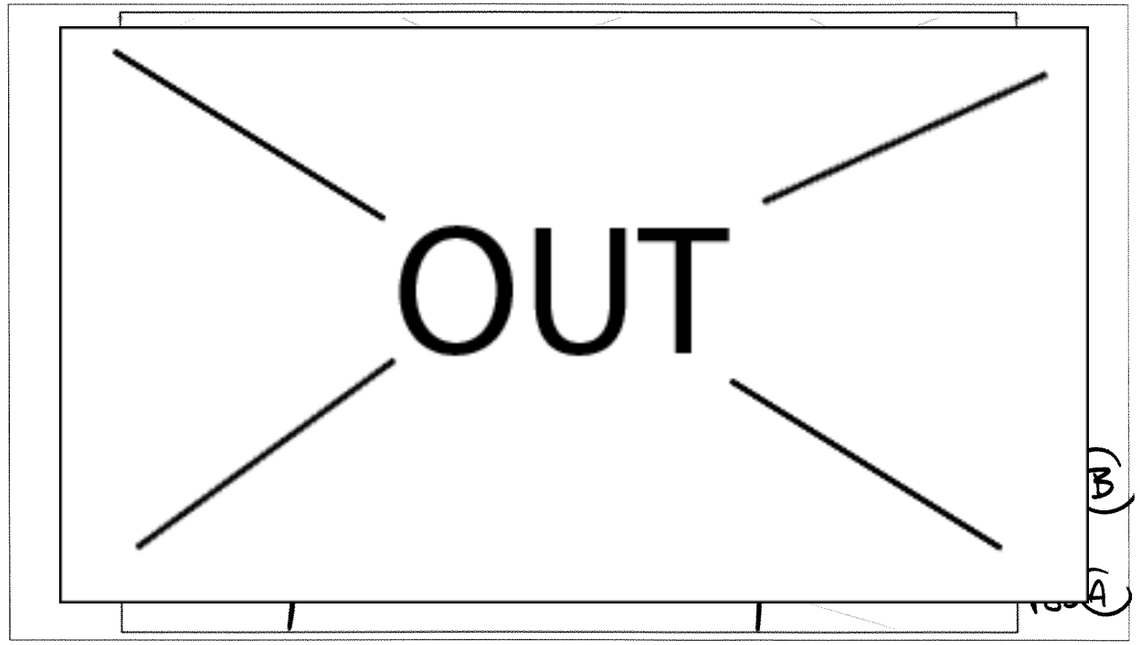
Scene	Panel
124	CONT 4



Action Notes
Steven OUT.

Slugging
0.14

Scene	Panel
125	1



Action Notes
Pan up to steven reading the paper.

Slugging
HOLD: 0.10
Then ADJ: 1.10
Then HOLD: 1.01

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Scene	Duration	Panel	Duration
125	01:00	1	01:00



Action Notes

Pan up to steven reading the paper.

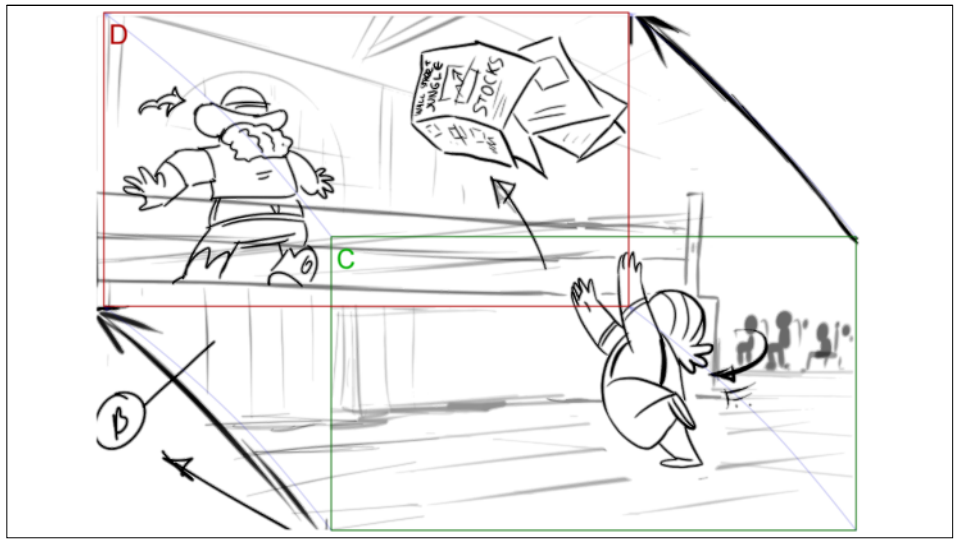
Scene	Duration	Panel	Duration
126	02:00	1	01:00



Action Notes

Steven spins on heel with paper.

Scene	Duration	Panel	Duration
126	02:00	2	01:00



Action Notes

Pan with paper as Steven flings it into the ring.

NO SC 127

Scene	Panel
126 CONT	3

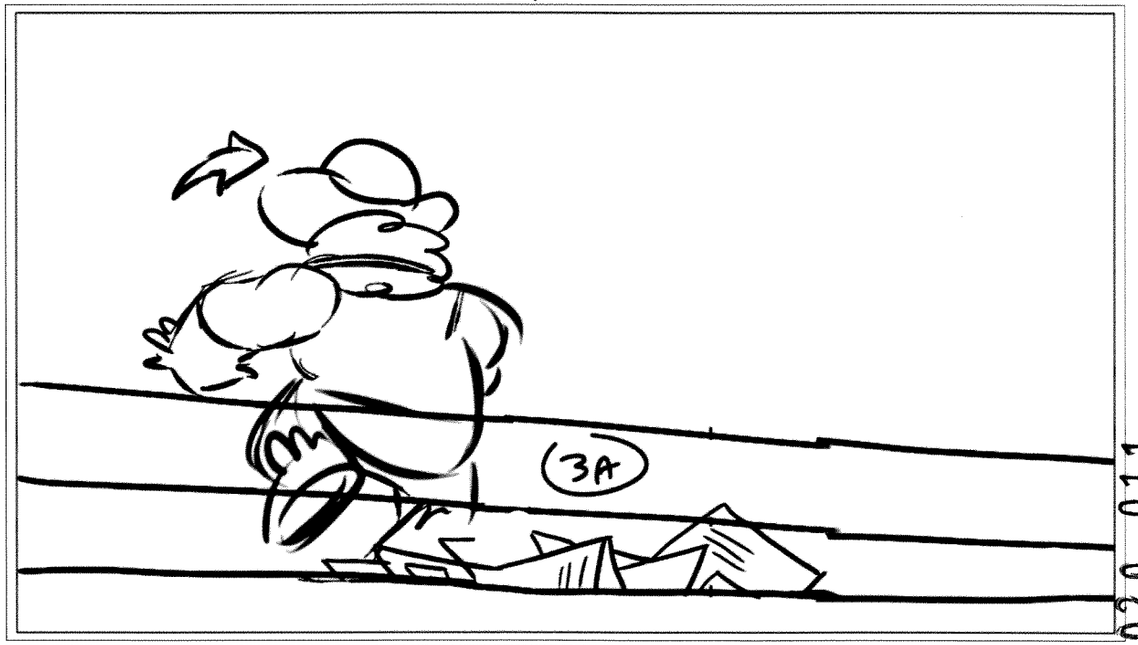


Action Notes
A cowboy wrestler steps backwards.

Paper flies in screen right and falls down on stage.

Slugging
0.07

Scene	Panel
126 CONT	4

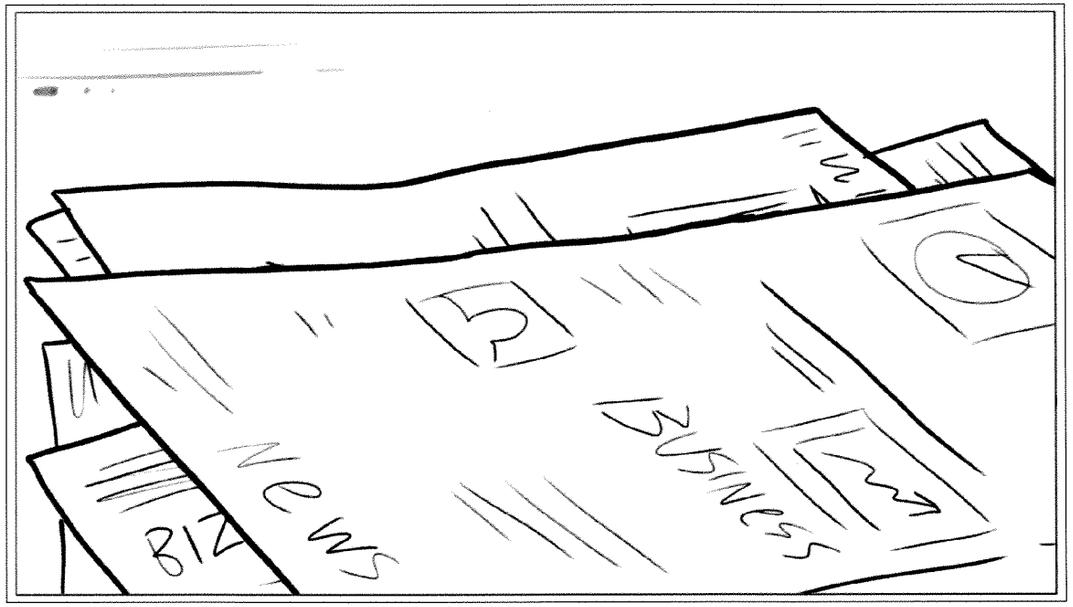


Action Notes
Paper lands.

Slugging
0.10

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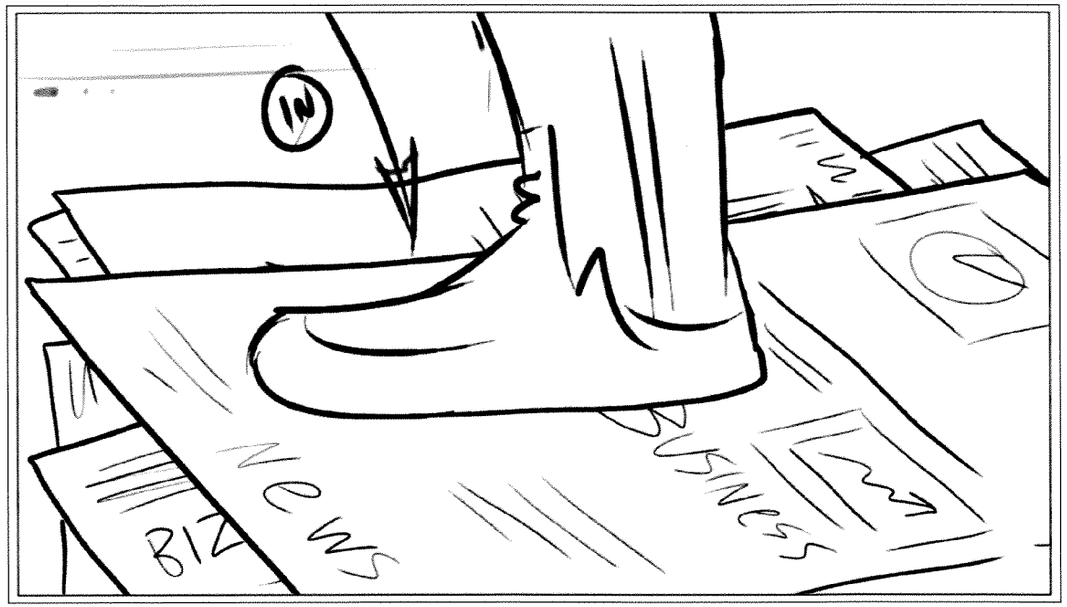
Scene	Panel
128	1



Slugging

0.04

Scene	Panel
128	CONT 2



Action Notes

Cowboy left foot steps on the paper!

Slugging

0.05

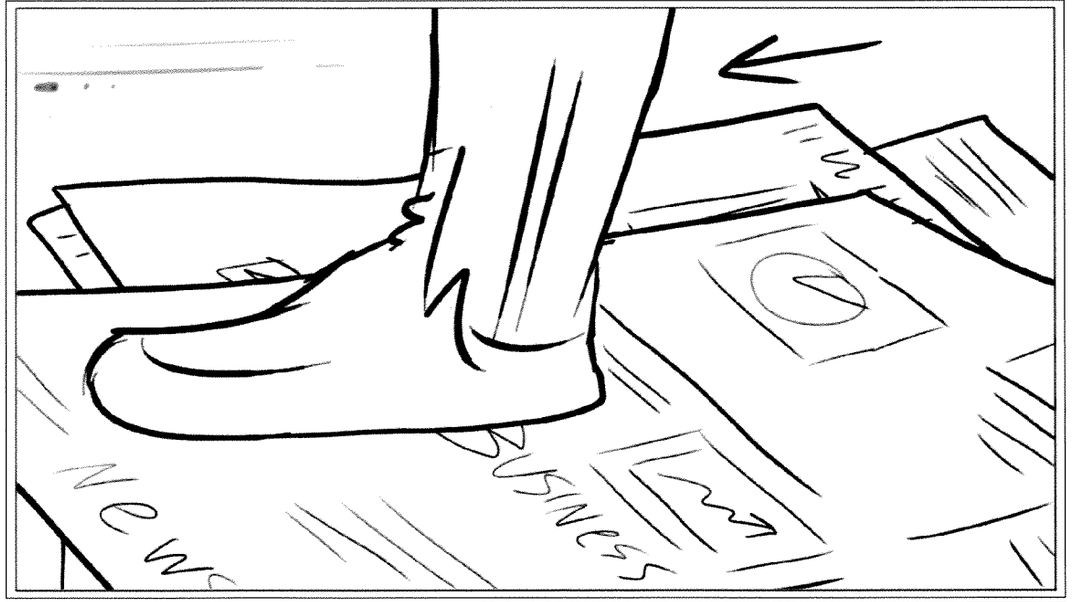
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1020.011

1020.011

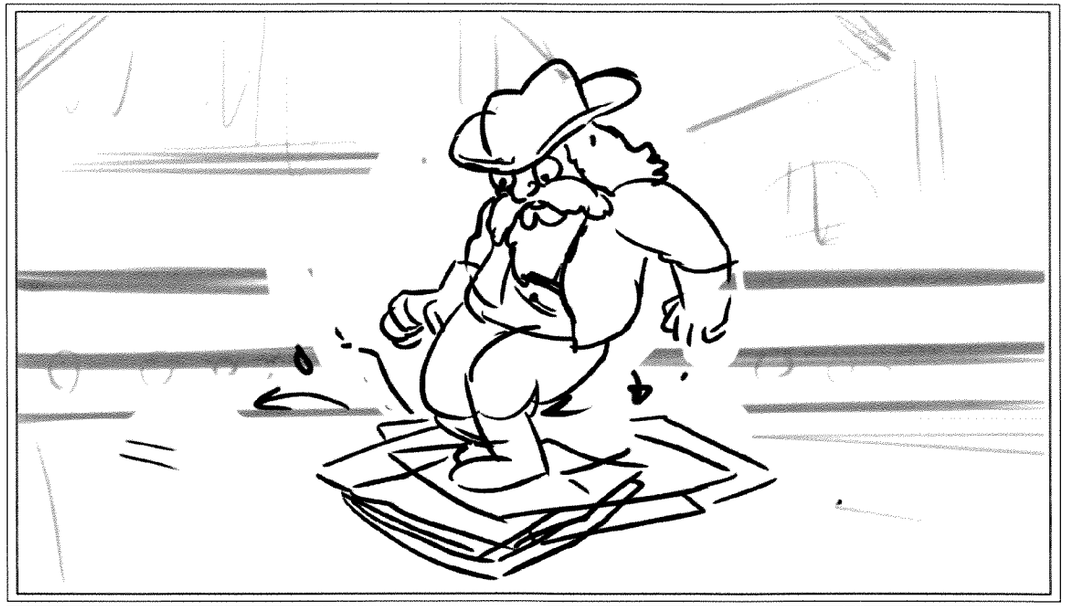
Scene	Panel
128	3 CONT



Action Notes
Cowboy left foot slips on the paper!

Slugging
0.04

Scene	Panel
129	1

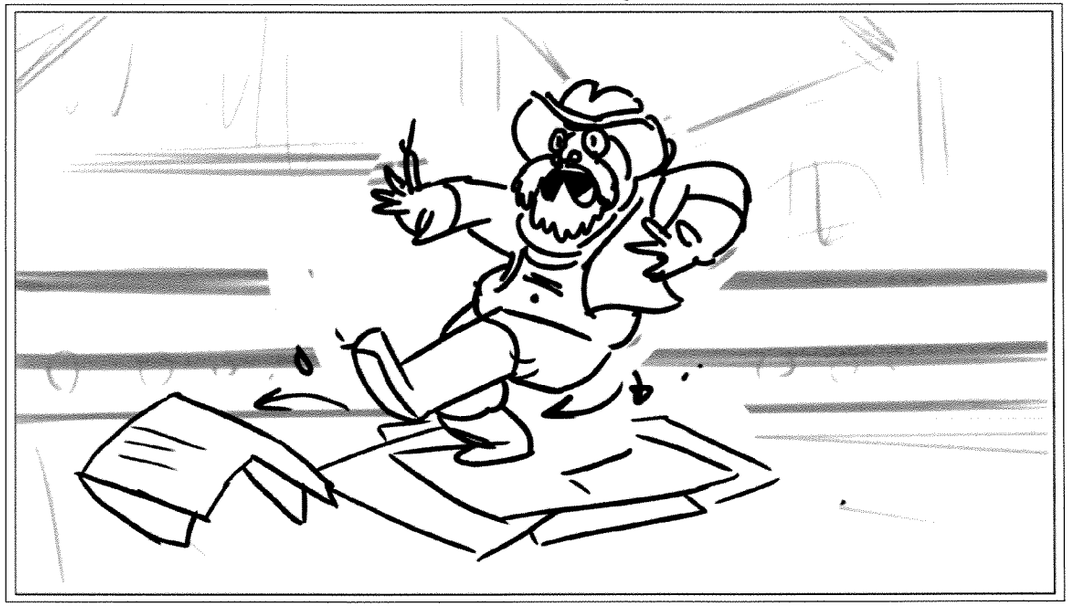


Action Notes
Lands on right food, slips on left foot.

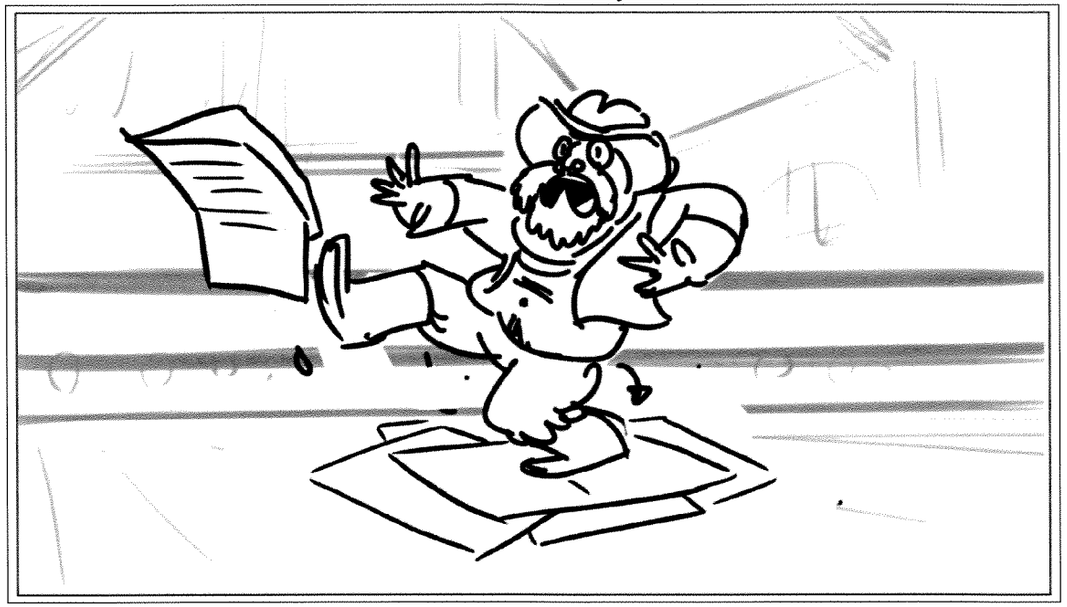
- SP -

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Scene	Panel
129	2 CONT



Scene	Panel
129	3 CONT



Action Notes

Lands on right food, slips on left foot.

Repeat panels 2 + 3, kicking paper in the air - lossing balance.

Slugging

Panels 2 + 3 x 2 = 0.08

total cycle frames: 1.00

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1020.011

1020.011

Scene	Panel
129	CONT 4



Action Notes
Cowboy looses balance and falls on his butt.

Slugging
0.12

Notes
H.U. to next scene, arms down.

Scene	Panel
130	1



Slugging
0.09

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1020.011

1020.011

1020.011

Scene	Panel
130	CONT 2



Action Notes

Paper falls IN on cowboy's head.

Slugging

1.00

Scene	Panel
130	CONT 3



Action Notes

Amethyst hands come IN - grabs paper and cowboy's head.

Slugging

0.09

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1020.011

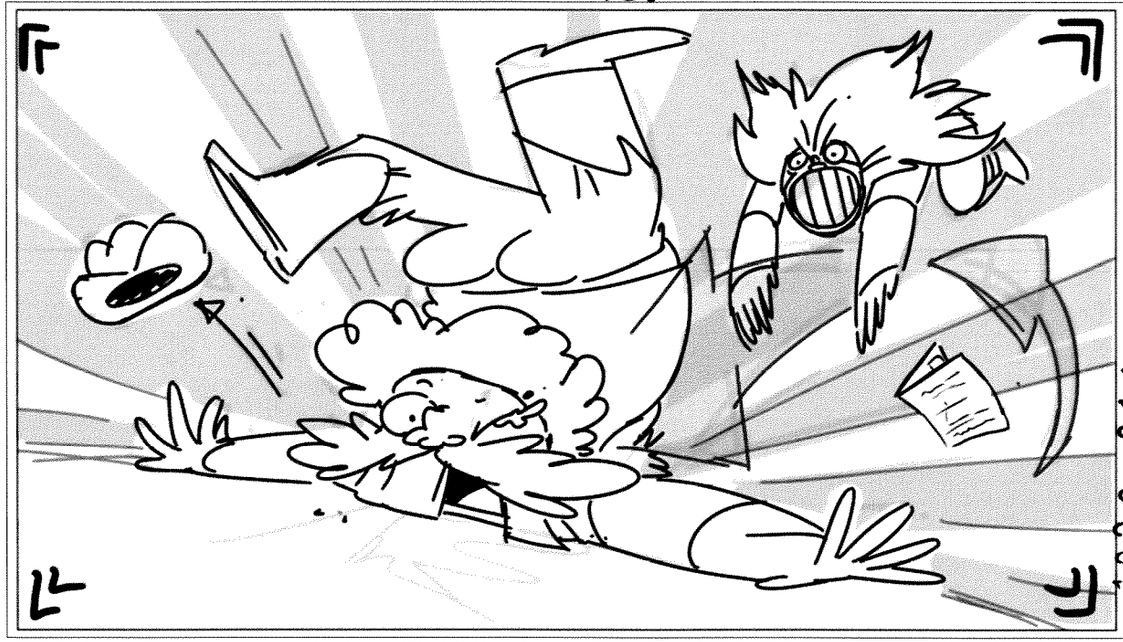
1020.011

Scene	Panel
131	1



Slugging
0.04

Scene	Panel
131	CONT 2



Action Notes
Camera Shake on impact - Scene freezes and BG fades to color card.

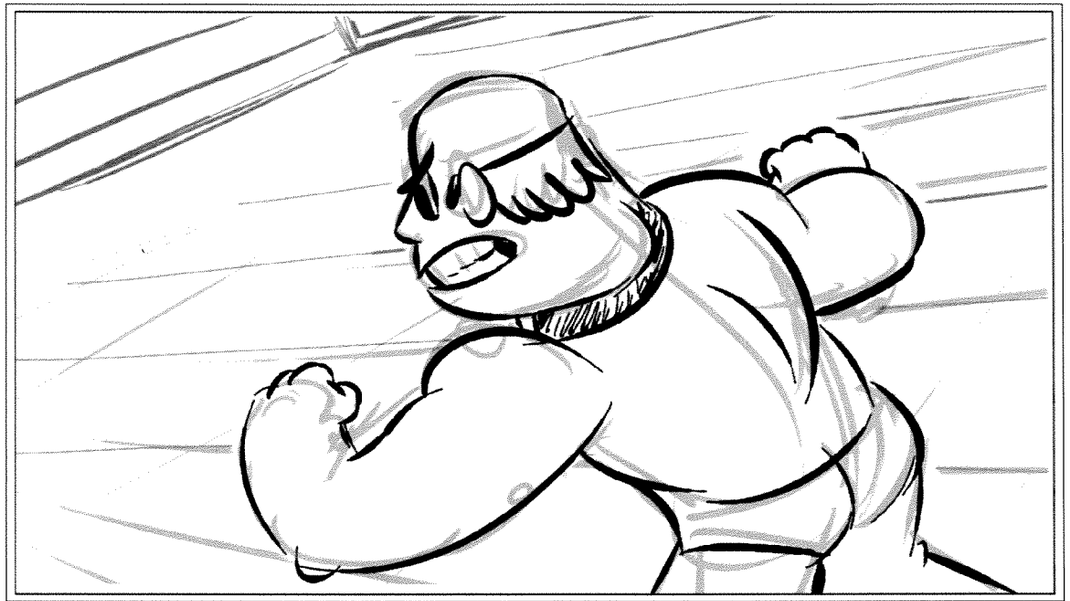
Slugging
1.07

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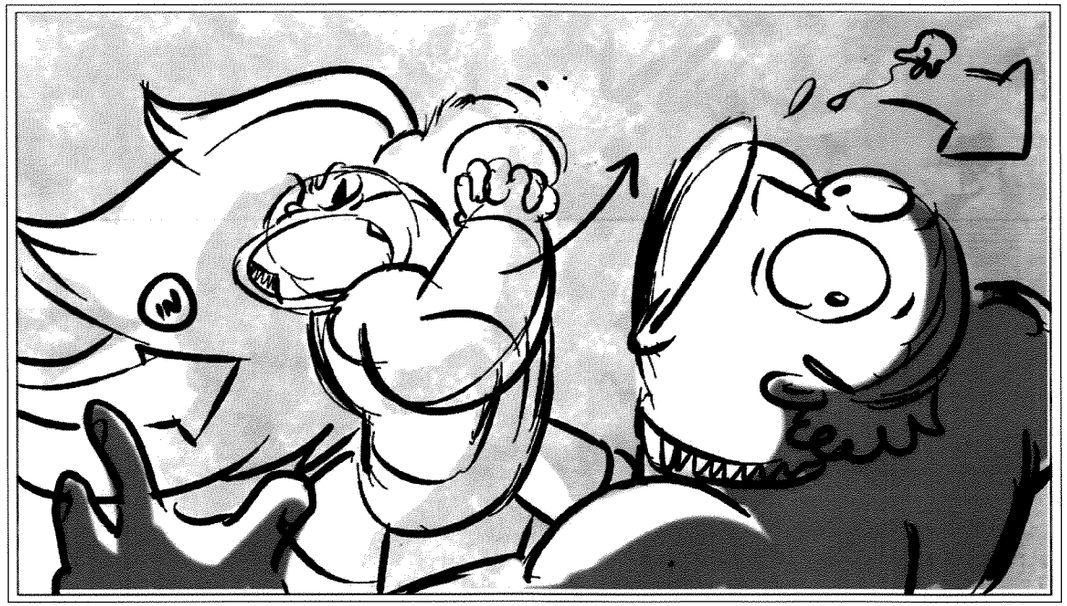
1020.011

Scene	Panel
132	1



Slugging
0.06

Scene	Panel
132	CONT 2



Action Notes
Scene freezes and BG fades to color card.

Slugging
1.03

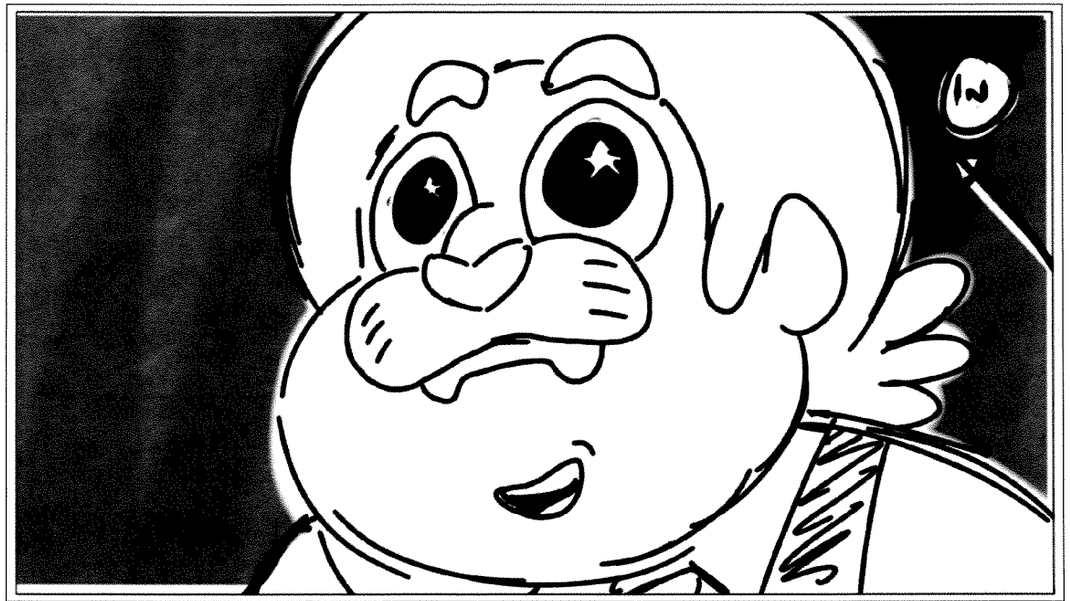
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1020.011

1020.011

1020.011

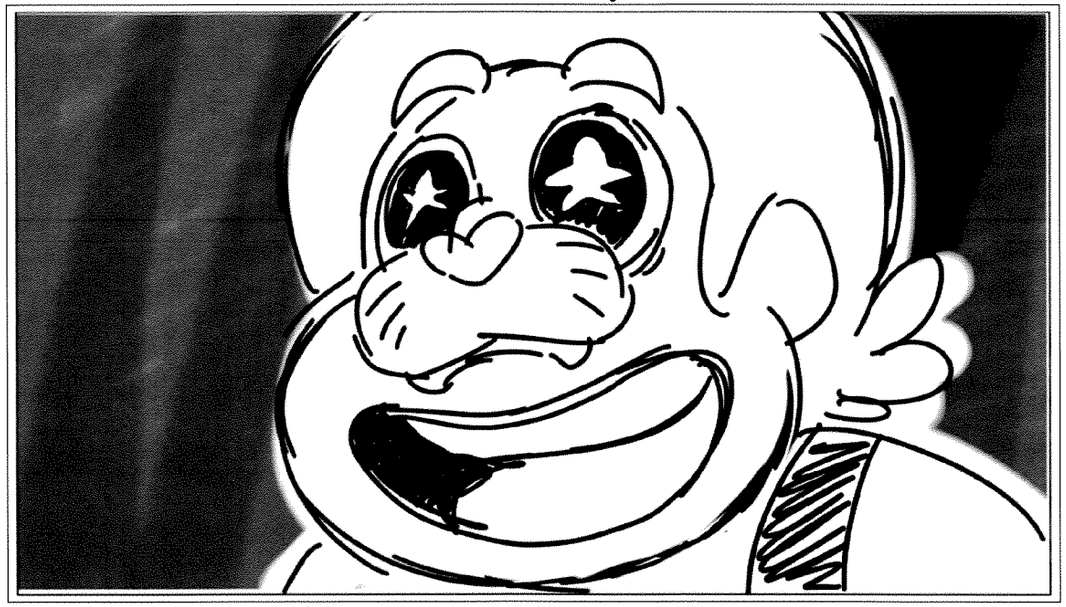
Scene	Panel
133	1



Action Notes
Steven IN with starry eyes.

Slugging
0.04

Scene	Panel
133	2



Slugging
1.02

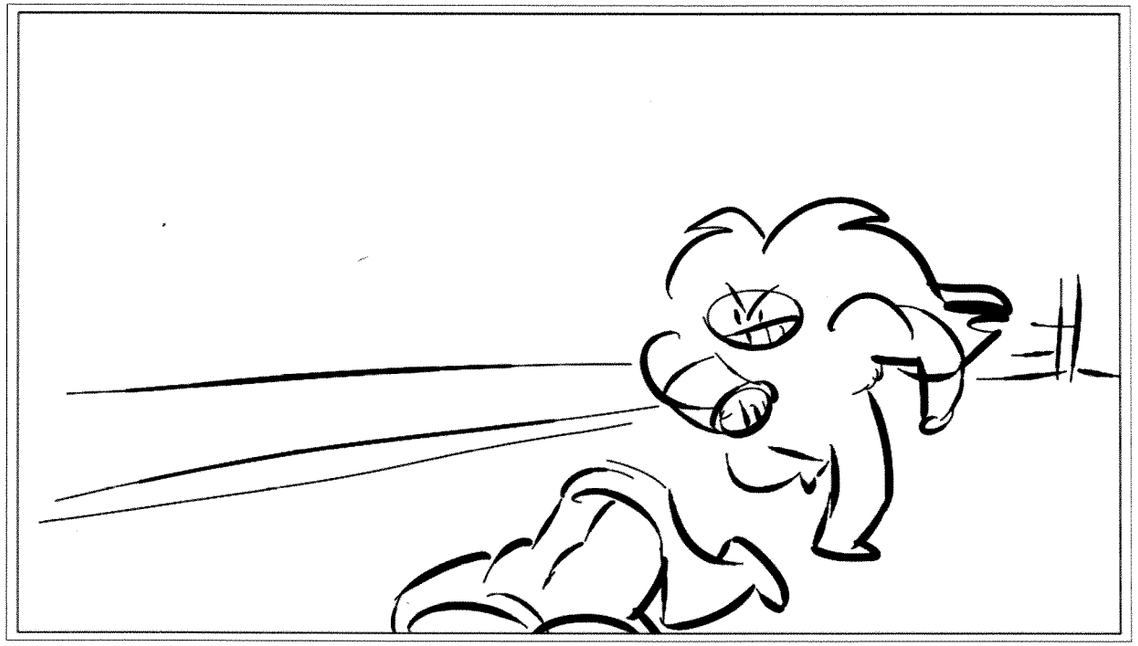
JUL 0 9 2013

1020-011

1020.011

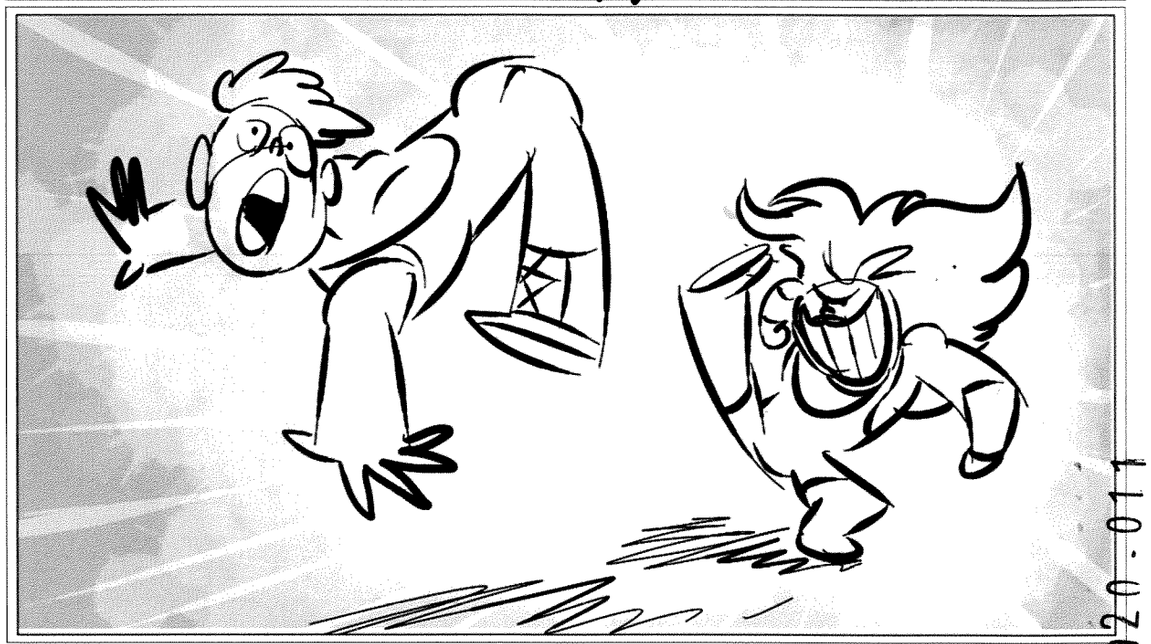
1020.011

Scene	Panel
134	1



Slugging
0.04

Scene	Panel
134	2 CONT



Action Notes
Scene freezes and BG fades to color card.

Slugging
1.02

1020-011

1020-011

JUL 09 20

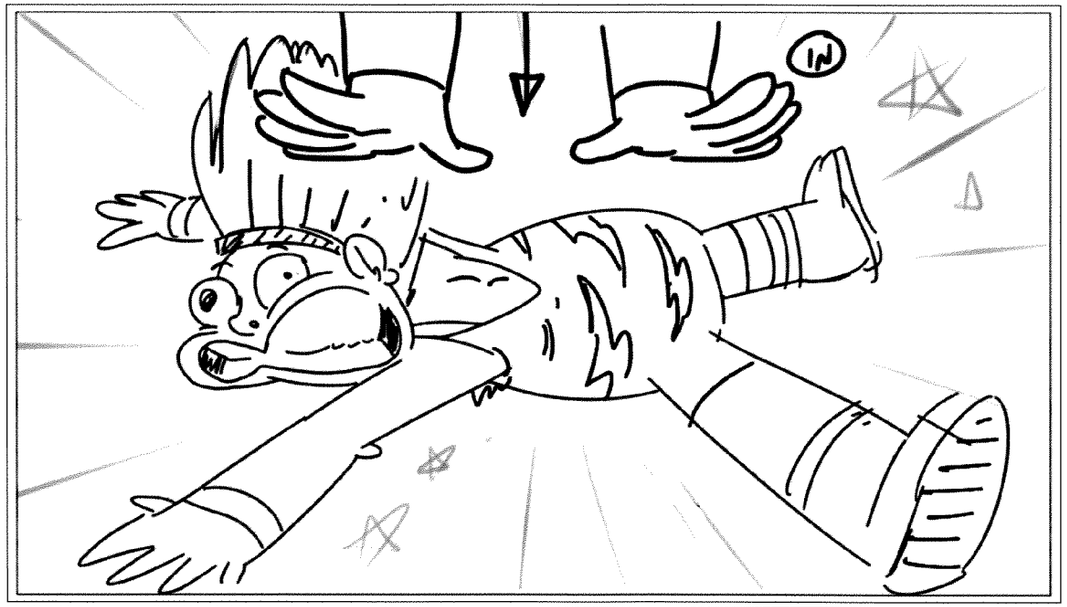
1020-011

Scene	Panel
135	1



Slugging
0.04

Scene	Panel
135	cont 2



Action Notes
Scene freezes and BG fades to color card.

Slugging
1.02

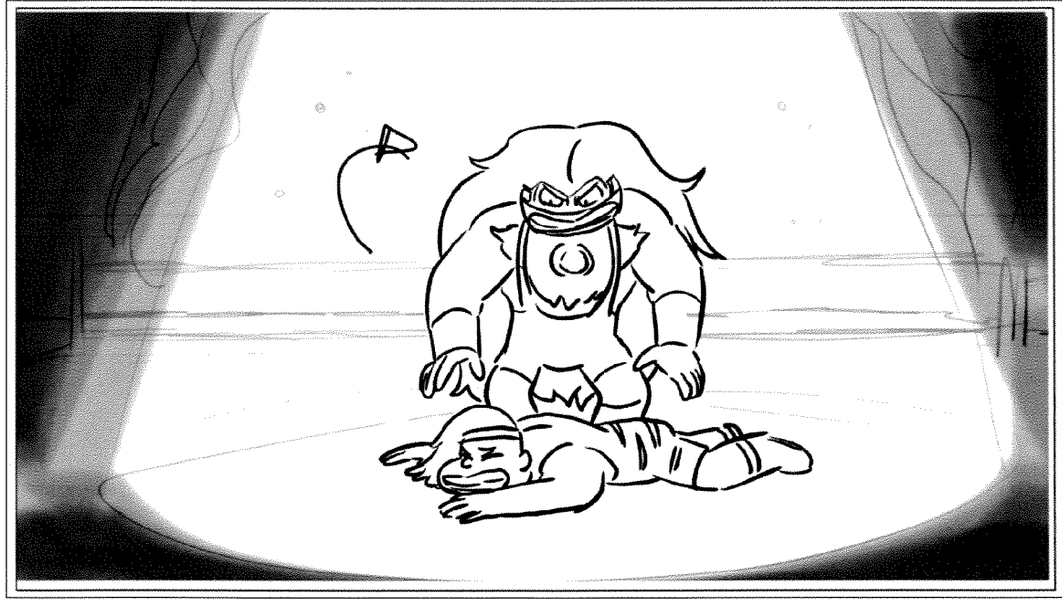
JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
136	1



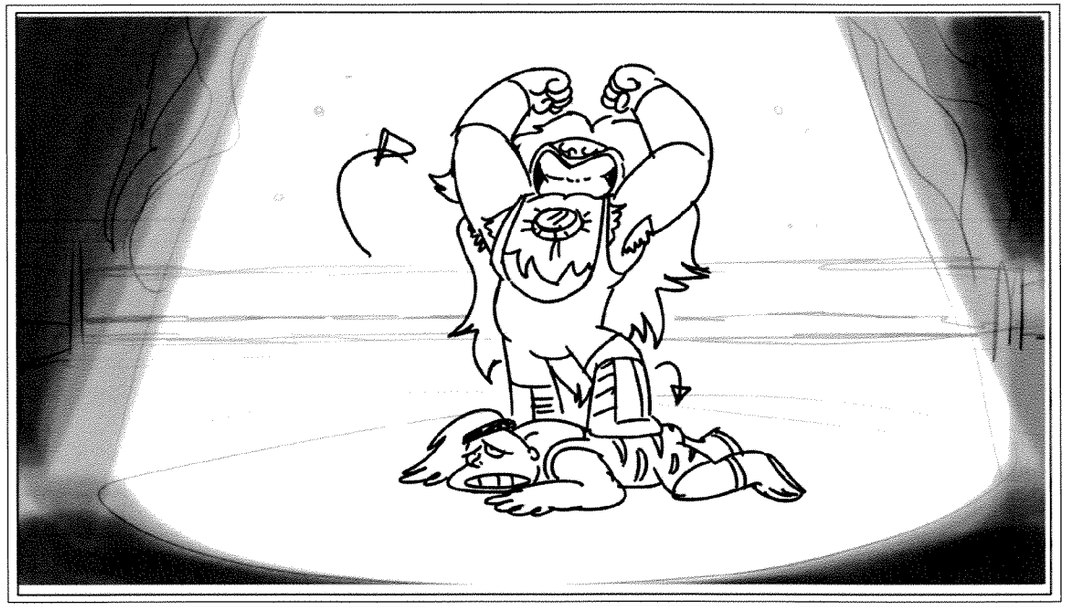
Action Notes

Amethyst in spot light - steps on opponent.

Slugging

Panels 1 + 2 = 0.08

Scene	Panel
136 cont	2



Action Notes

Amethyst in spot light - steps on opponent.

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1020.011

1020.011

Scene	Panel
136	CONT 3



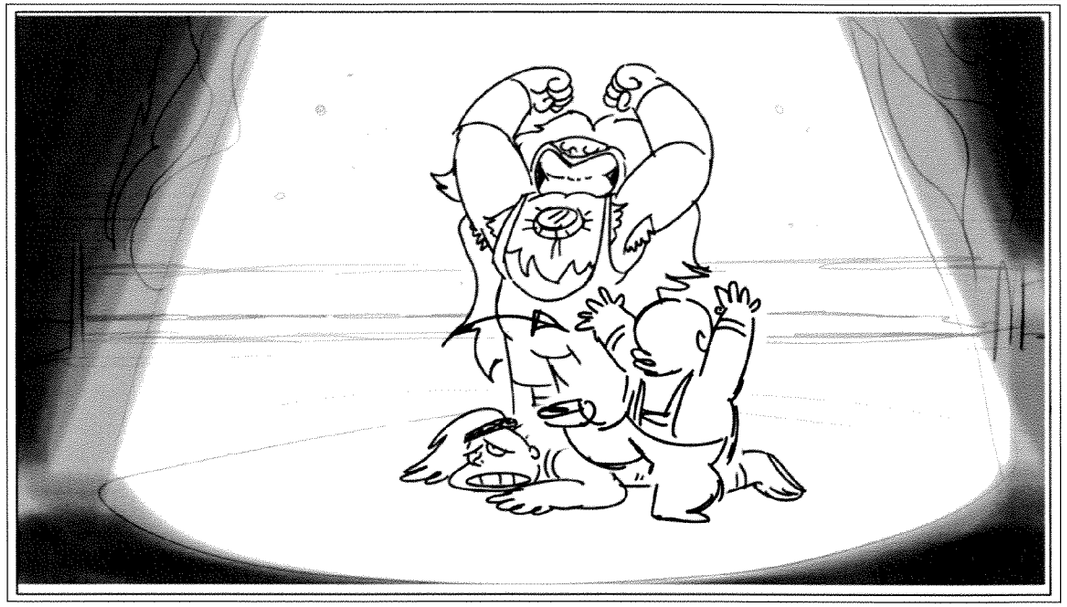
Action Notes

Steven IN dancing around Amethyst.

Slugging

0.08

Scene	Panel
136	CONT 4



Slugging

0.08

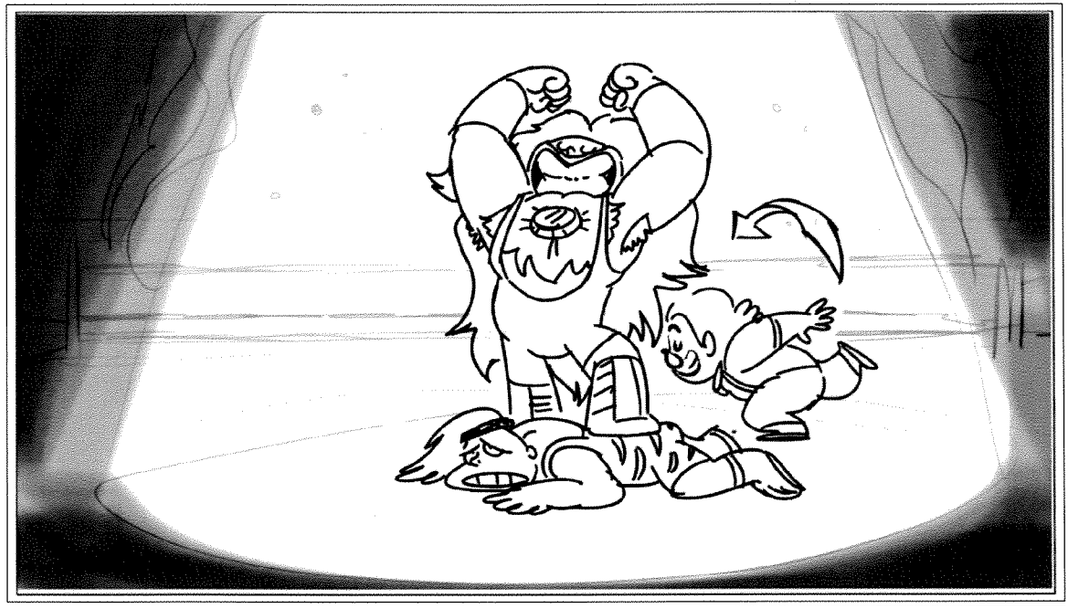
JUL 09 2013

1020.011

1020.011

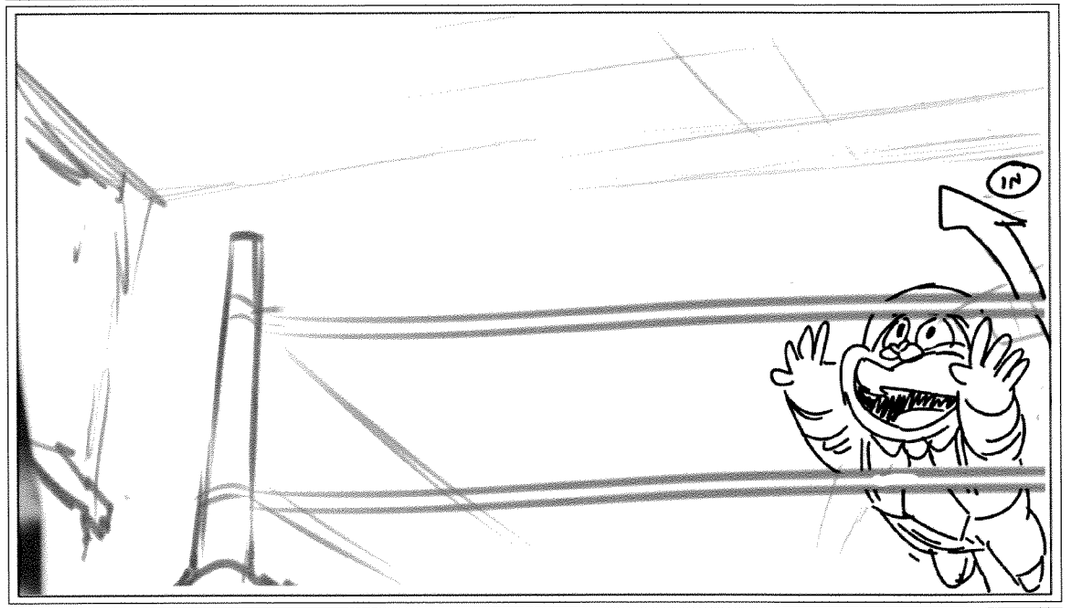
1020.011

Scene	Panel
136	CONT 5



Slugging
0.08

Scene	Panel
137	1



Action Notes
Steven IN.

Slugging
0.12

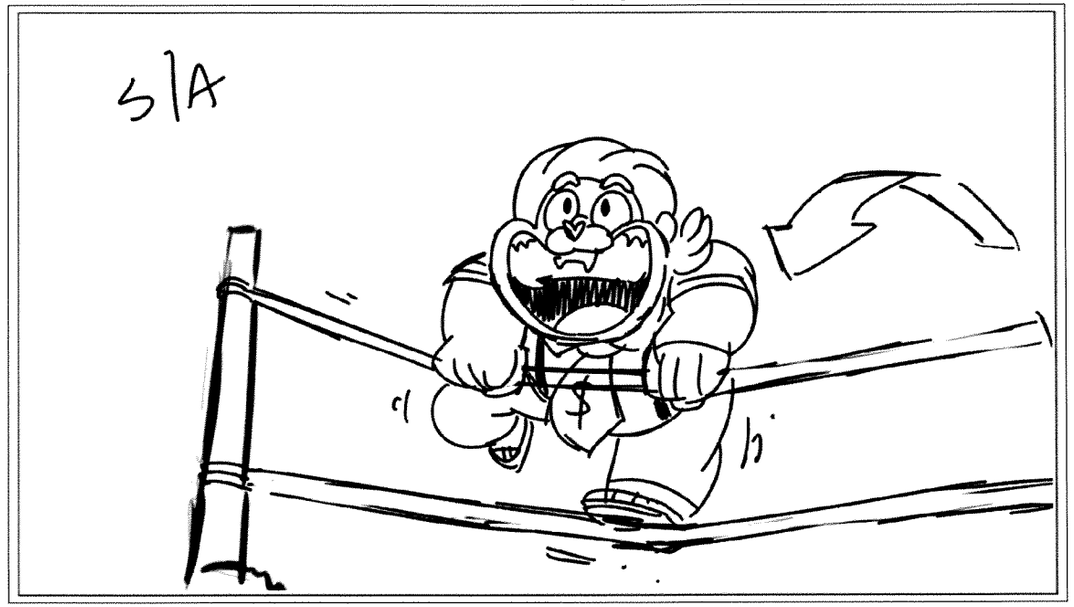
JUL 09 2013

1020.011

1020.011

1020.011

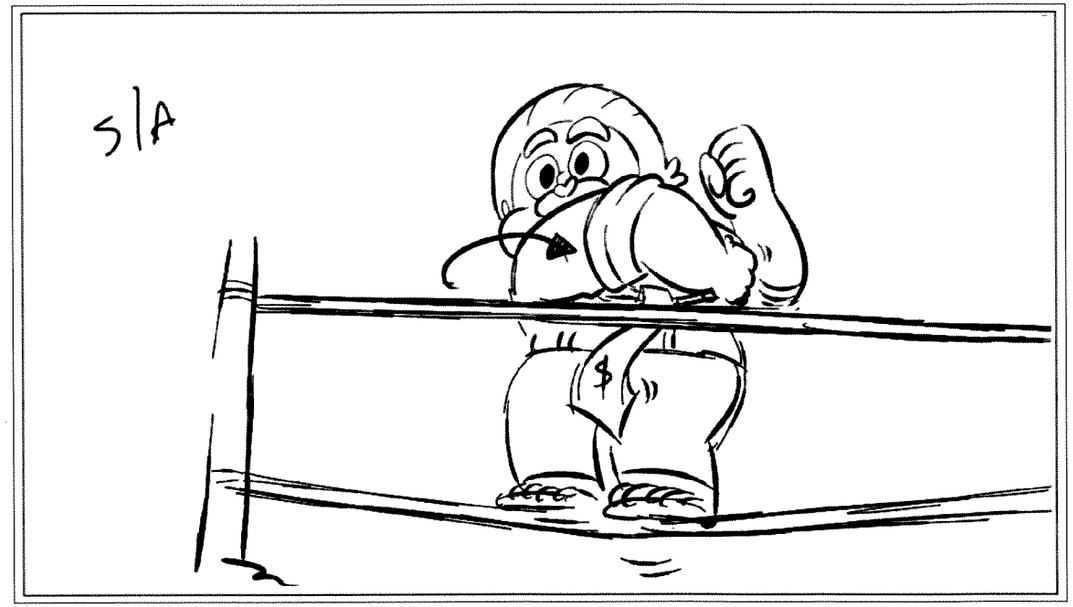
Scene	Panel
137	CONT 2



Action Notes
Steven on the ropes.

Slugging
0.08

Scene	Panel
137	CONT 3



Action Notes
Steven grabs tie.

Slugging
0.07

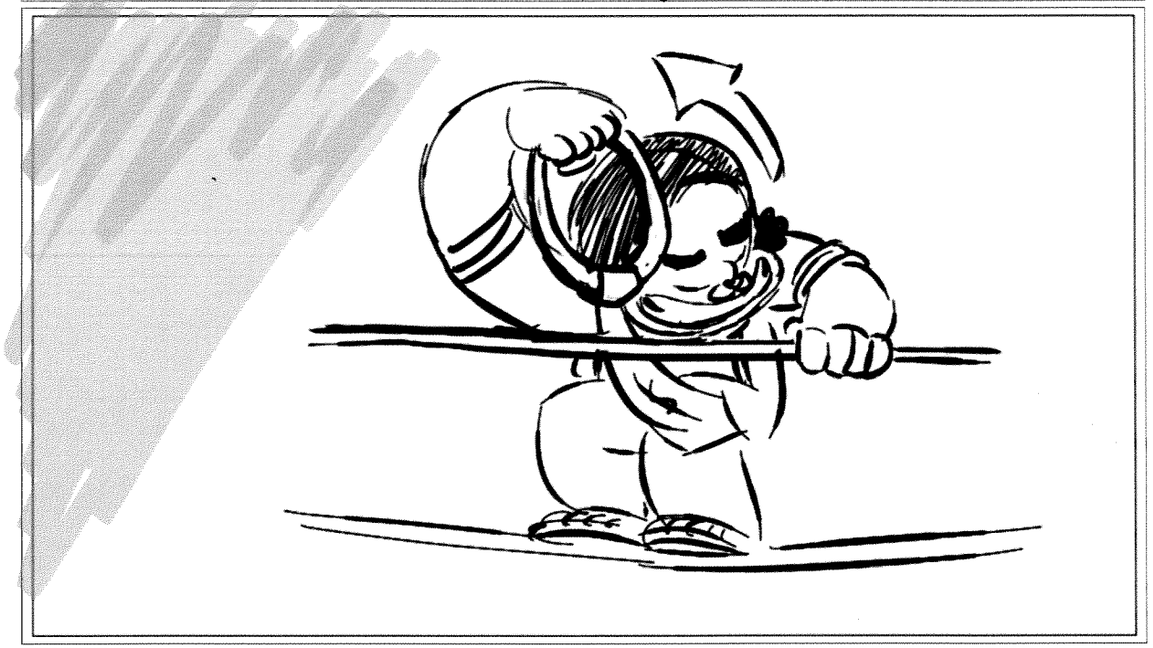
JUL 0 9 2013

1020.011

1020.011

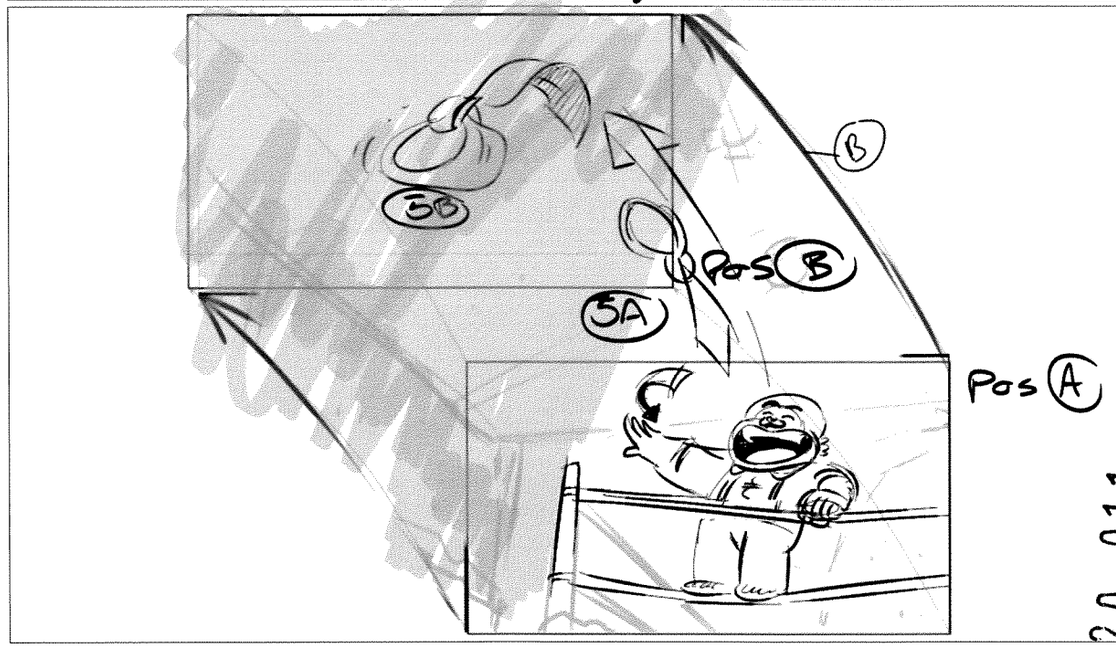
1020.011

Scene	Panel
137 CONT	4



Slugging
0.04

Scene	Panel
137 CONT	5



Action Notes
Pan with tie as its thrown over the crowd.

Slugging
ADJ: 0.07
Then HOLD: 0.11

JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
138	1



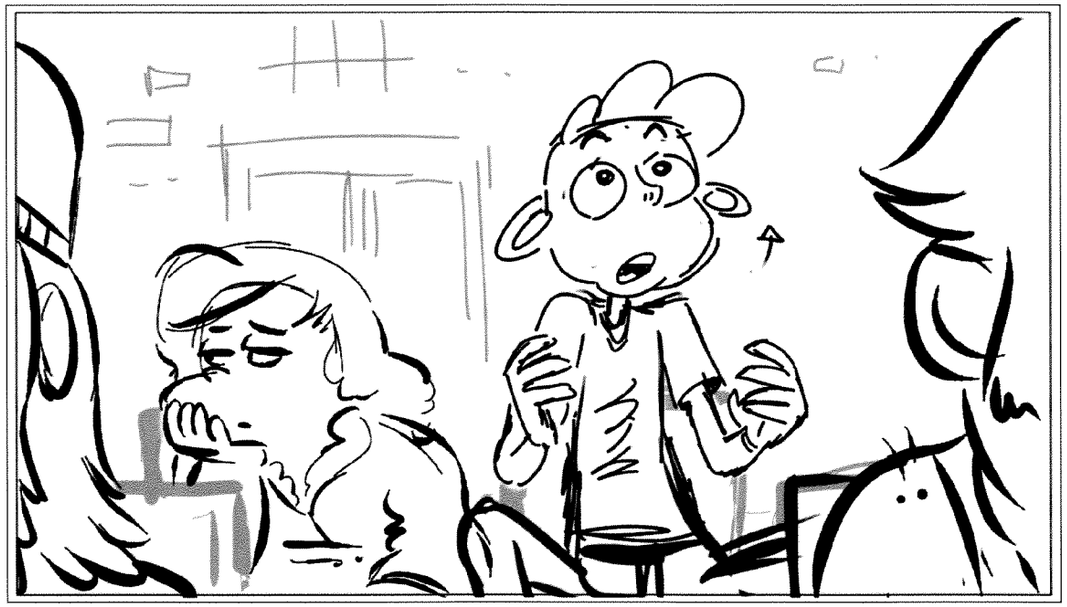
Action Notes

Lars looks up / Sadie is bored.

Slugging

Panels 1 + 2 = 0.08

Scene	Panel
138	CONT 2



Action Notes

Lars looks up / Sadie is bored.

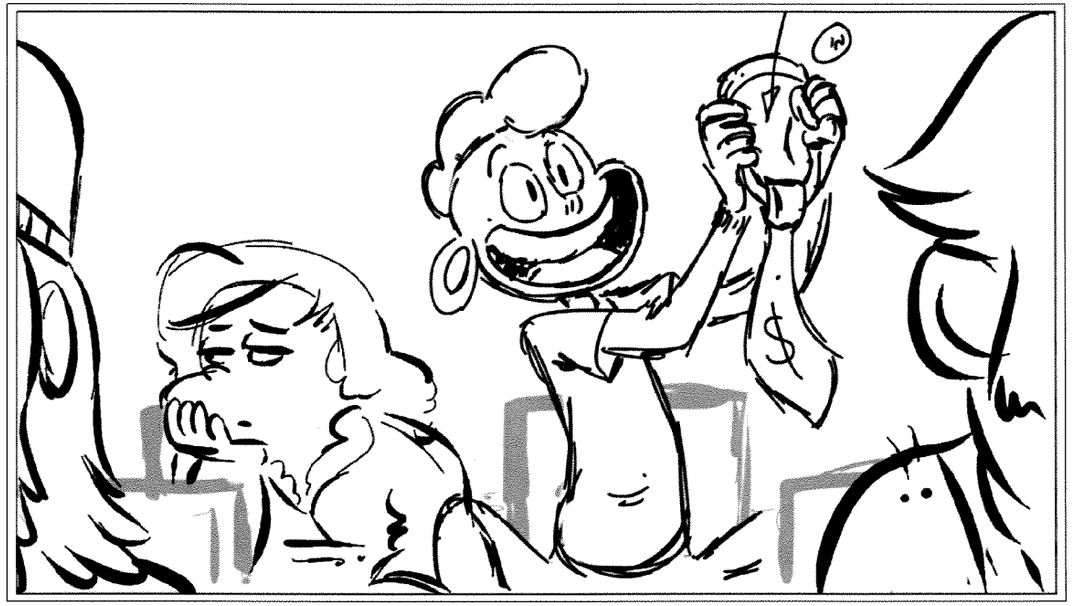
JUL 09 2013

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1020.011

1020 011

Scene	Panel
138	CONT 3



Action Notes
Lars catches tie.

Slugging
0.15

Scene	Panel
138	CONT 4



Action Notes
Lars puts on the tie.

Slugging
0.08

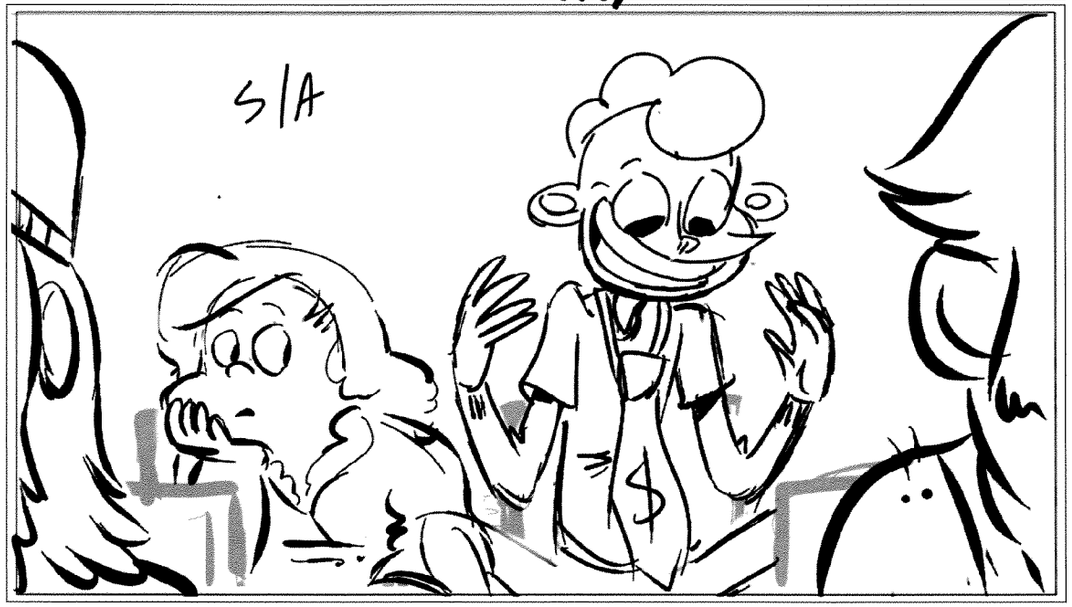
JUL 09 2015

1020.011

1020.011

1020.011

Scene	Panel
138	5 CONT



Action Notes
Sadie looks over.

Slugging
0.12

Scene	Panel
138	6 CONT



Dialog
LARS: YAAA!!

Action Notes
Lars cheers.

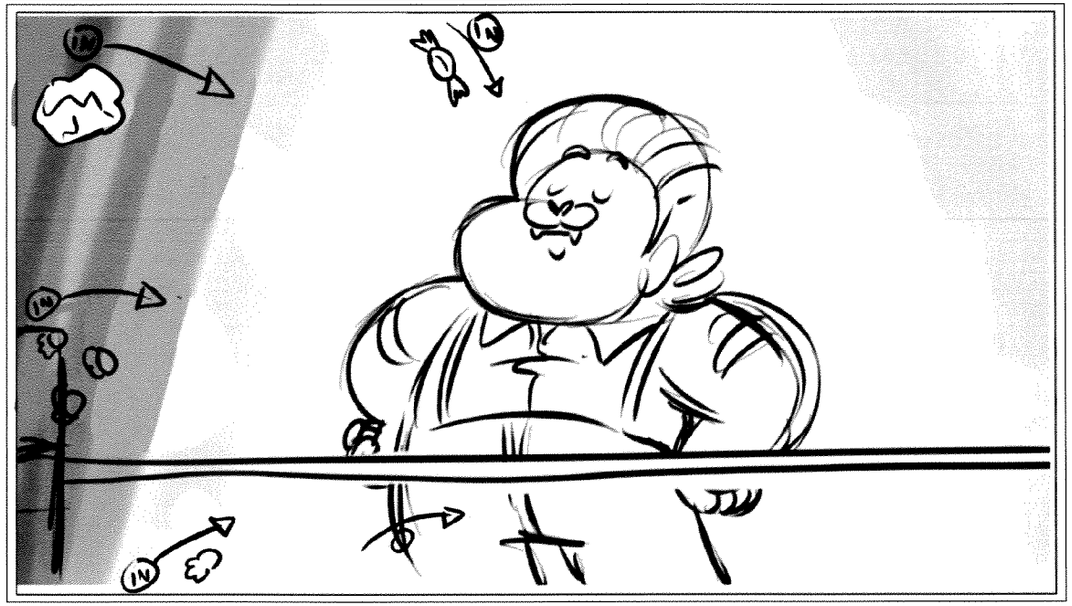
Slugging
2.03

JUL 09 2013

1020.011

1020.011

Scene	Panel
139	1

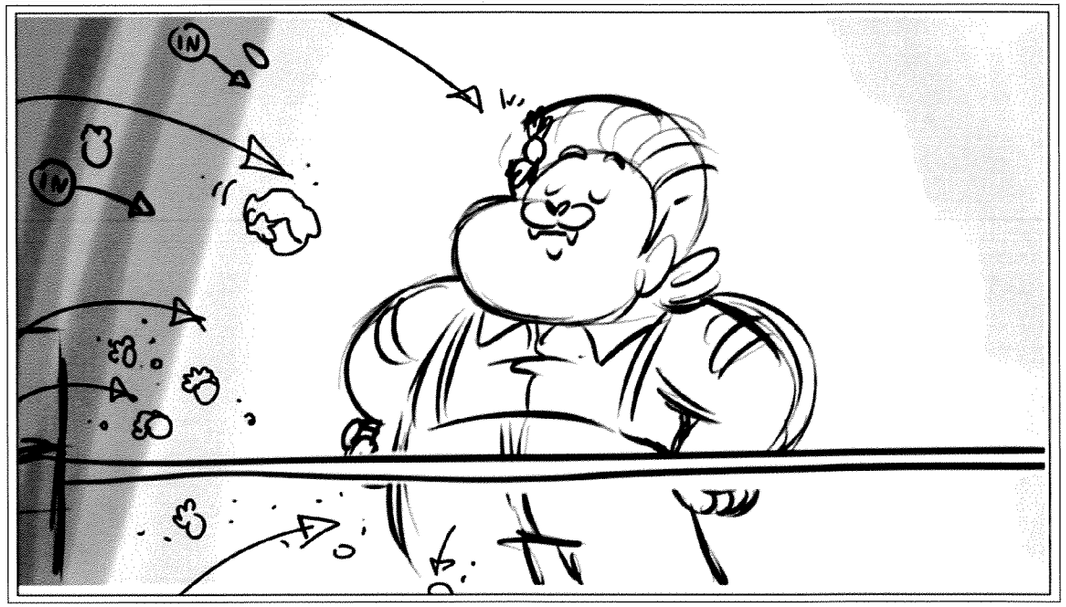


Dialog
CROWD: BOO!

Action Notes
Steven stands proudly as garbage from the audience bounces off him.

Slugging
Panels 1 to 4 = 2.03

Scene	Panel
139	CONT 2



Dialog
CROWD: BOO!

Action Notes
Steven stands proudly as garbage from the audience bounces off him.

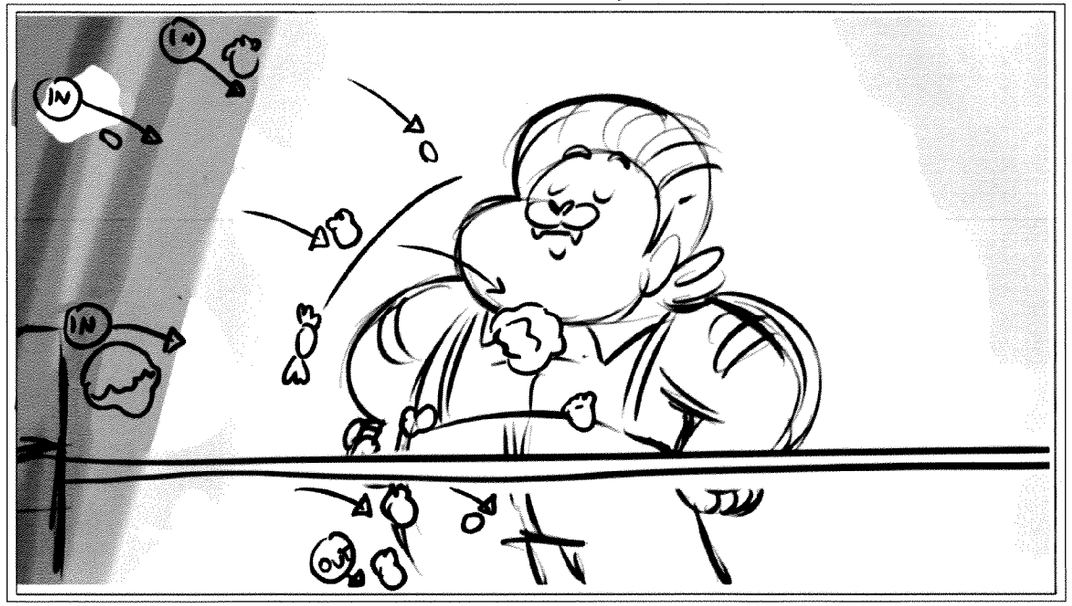
JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
139	CONT 3



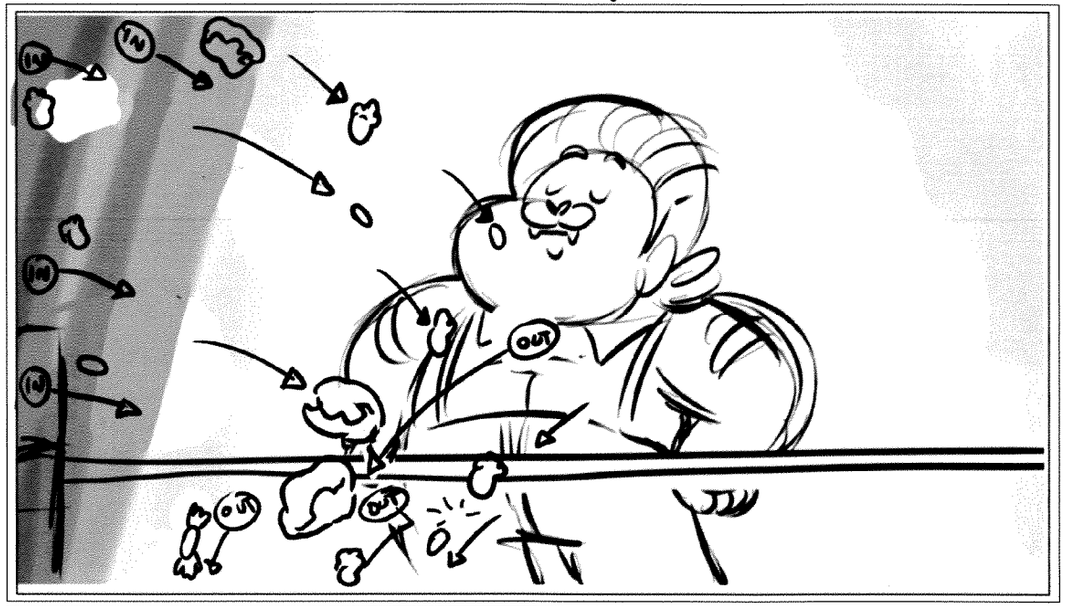
Dialog

CROWD: BOO!

Action Notes

Steven stands proudly as garbage from the audience bounces off him.

Scene	Panel
139	CONT 4



Dialog

CROWD: BOO!

Action Notes

Steven stands proudly as garbage from the audience bounces off him.

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1020.011

1020.011

1020.011

Scene	Panel
140	1



Dialog

MR. SMILEY (os): RECORD-BREAKING HEAT...

Slugging

1.11

Scene	Panel
141	1



Dialog

MR. SMILEY: ...TONIGHT, FOLKS!

Slugging

0.15

JUL 0 9 2013

1020.011

1020.011

1020.011

Scene	Panel
141	2 CONT



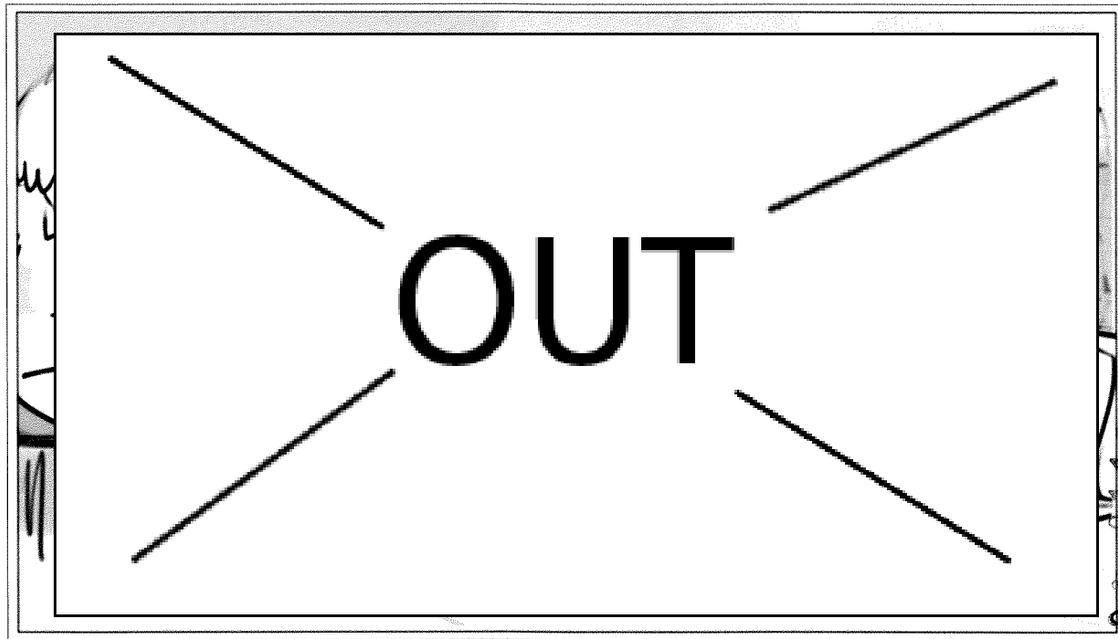
Dialog

MR. SMILEY: COULD IT BE?

Slugging

1.06

Scene	Panel
142	1



Dialog

MR. SMILEY (os): TIGER MILLIONAIRE HAS BOUGHT OUT OUR SODA STAND!

Action Notes

Steven walks up with armful of soda.

Slugging

Panels 1 + 2 = 3.14

1020.011

JUL 09 201?

1020.011

1020.011

Scene	Duration	Panel	Duration
142	05:00	1	01:00



Dialog

MR. SMILEY (os): TIGER MILLIONAIRE HAS BOUGHT OUT OUR SODA STAND!

Action Notes

Steven walks up with armful of soda.

Scene	Duration	Panel	Duration
142	05:00	2	01:00



Dialog

MR. SMILEY (os): TIGER MILLIONAIRE HAS BOUGHT OUT OUR SODA STAND!

Action Notes

Steven walks up with armful of soda.

Scene	Duration	Panel	Duration
142	05:00	3	01:00



Dialog

MR. SMILEY (os): MAYBE HE?LL SHARE WITH HIS THIRSTY---

Action Notes

Steven stops.

Scene	Duration	Panel	Duration
142	05:00	4	01:00



Dialog

MR. SMILEY (os): OOOOH!

Action Notes

Steven drops sodas intentionally - crowd reacts.

Scene	Duration	Panel	Duration
142	05:00	5	01:00



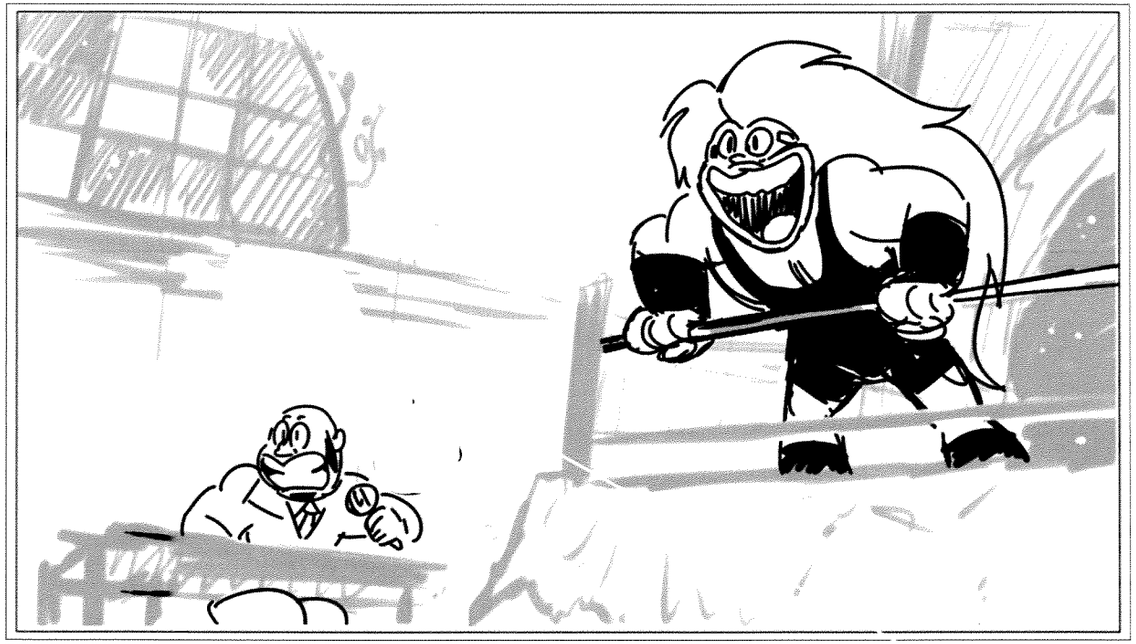
Dialog

MR. SMILEY (os): NOW THERE? S
NO SODAS FOR ANYBODY!

Action Notes

Steven smiles innocently.

Scene	Panel
143	1



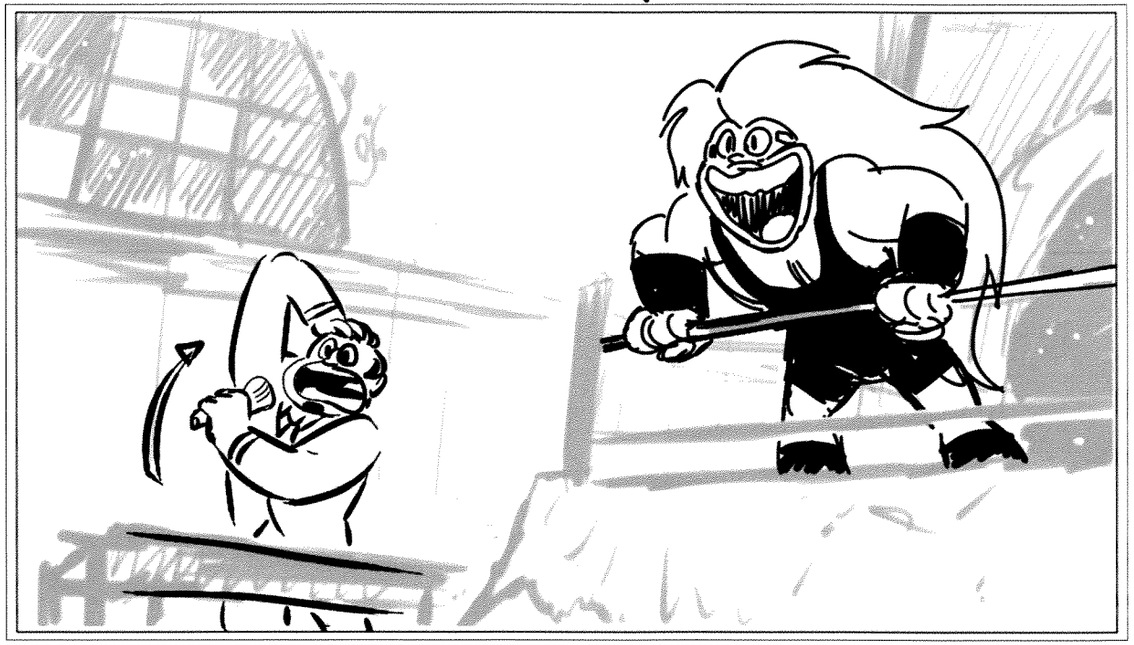
Action Notes

Mr. Smiley in shock / Amethyst highly amused.

Slugging

0.04

Scene	Panel
143	CONT 2



Dialog

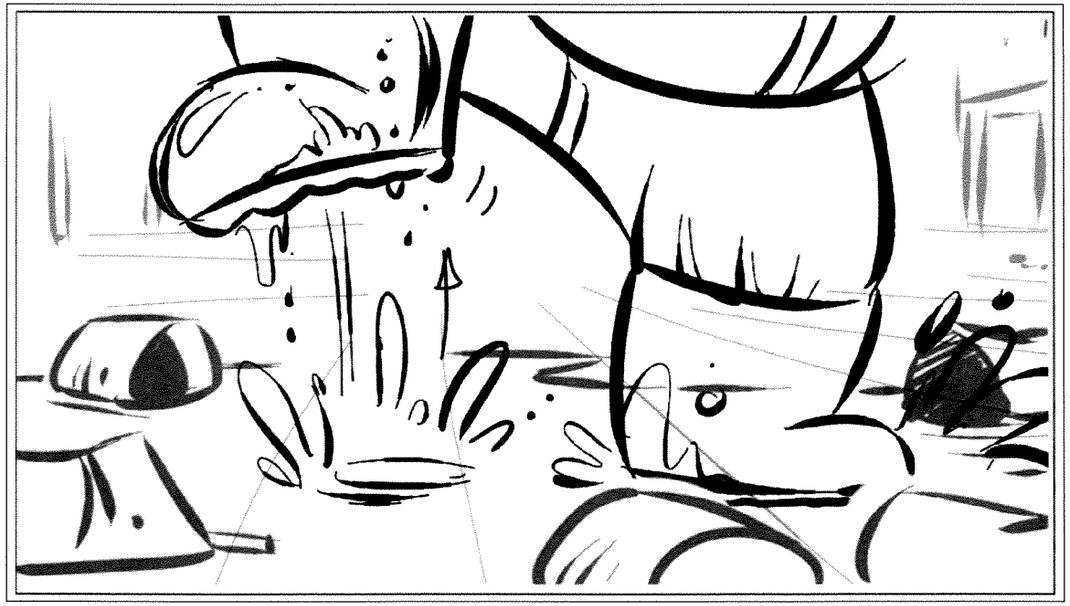
MR. SMILEY: AND NOW HE'S PUTTING ON GALOSHES!

Slugging

2.13

JUL 09 2013

Scene	Panel
144	1



Dialog

MR. SMILEY (os): WOW FOLKS....

Action Notes

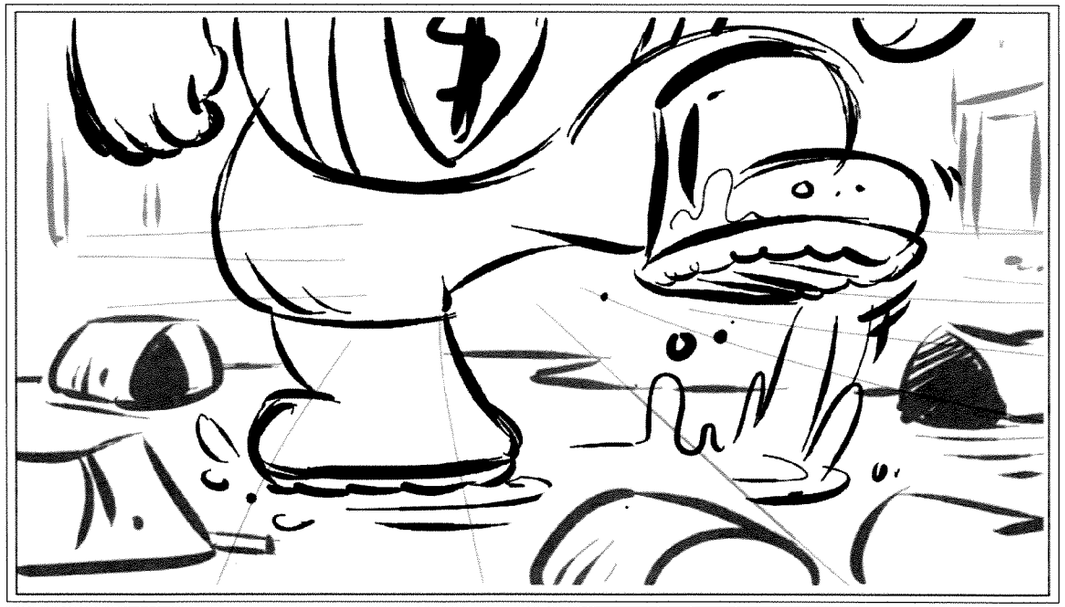
Steven stomps on soda.

Slugging

Panels 1 + 2 x 4.5 = 0.11

Total cycle frames: 3.01

Scene	Panel
144	CONT 2



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1020.011

1020.011

1020.011

Scene	Panel
144 CONT	3



Dialog

MR. SMILEY (os): ...THIS IS REALLY HARD TO WATCH!

Action Notes

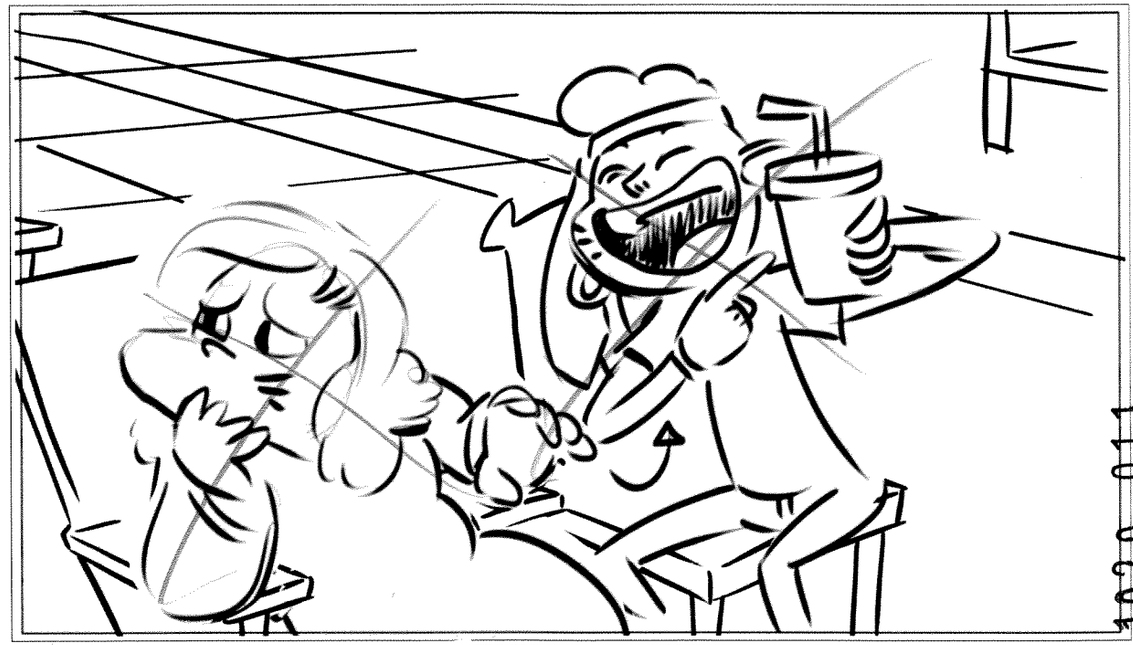
Pan up from Steven stomping sodas to Steven intense face.

Slugging

ADJ: 1.02

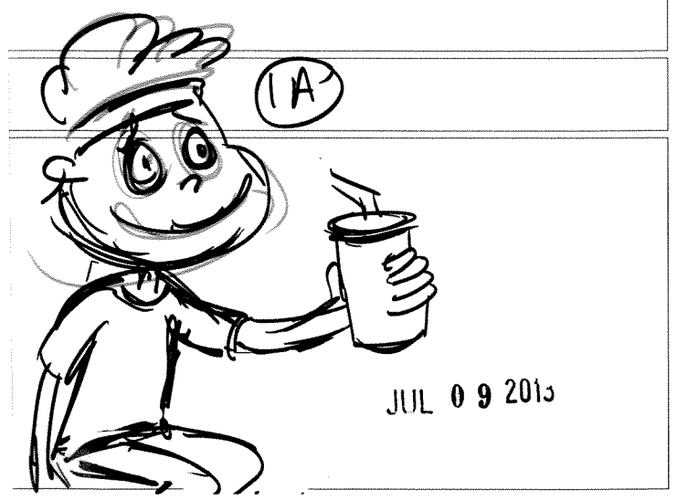
Then HOLD: 0.14

Scene	Panel
145	1



Dialog





1020.011

1020.011

1020.011

Scene	Panel
145	2 CONT



Action Notes
Lars antics.

Slugging
0.09

Scene	Panel
145	3 CONT



Action Notes
Lars runs OUT O/S

Slugging
0.12

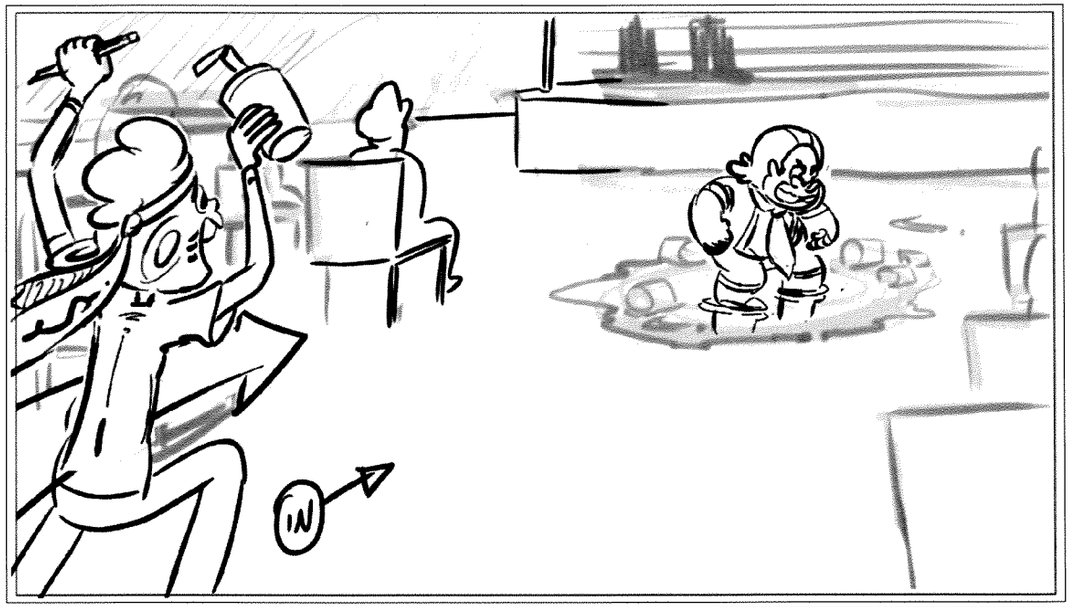
JUL 0 9 2013

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1020-011

1020-011

Scene	Panel
146	1



Dialog

LARS: TIGER! HEY TIGER!

Action Notes

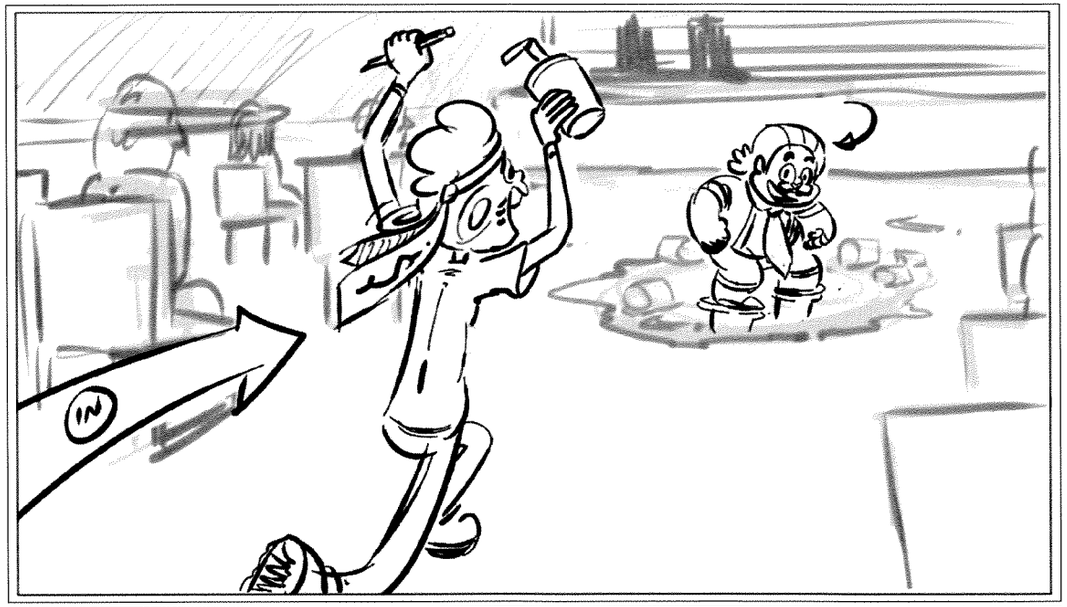
Lars runs IN

Steven turns to look at Lars.

Slugging

Panels 1 + 2 = 1.12

Scene	Panel
146	CONT 2



Dialog

LARS: TIGER! HEY TIGER!

Action Notes

Lars runs IN

Steven turns to look at Lars.

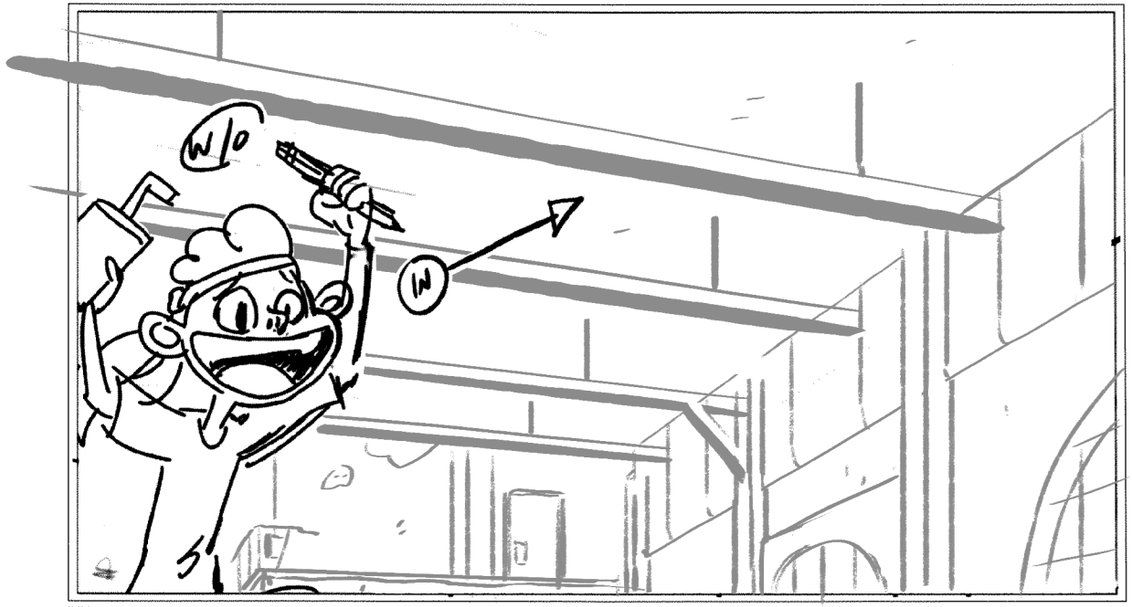
JUL 09 2013

1020.011

1020.011

1020.011

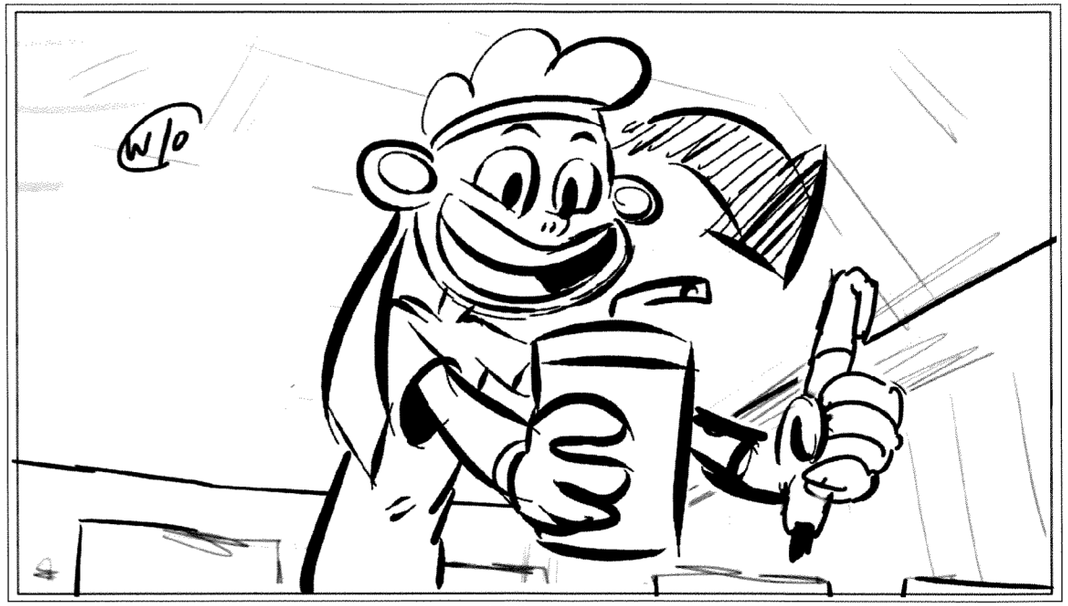
Scene	Panel
147	1



Slugging

Panels 1 + 2 = 1.10

Scene	Panel
147	CONT 2



Dialog

LARS: WOULD YOU SIGN THIS?

Action Notes

Lars offers soda and marker.

JUL 09 2012

1020.011

1020.011

1020.011

Scene	Panel
148	1



Dialog
LARS: IT'D BE SO RAD!

Action Notes
Steven looks on at Lars, starry-eyed.

Slugging
1.11

Scene	Panel
148	CONT 2



Dialog
STEVEN: YOU COULDN'T AFF---

Slugging
2.00

JUL 09 20

1020-011

1020-011

1020-011

Scene	Duration	Panel	Duration
149	02:00	1	01:00



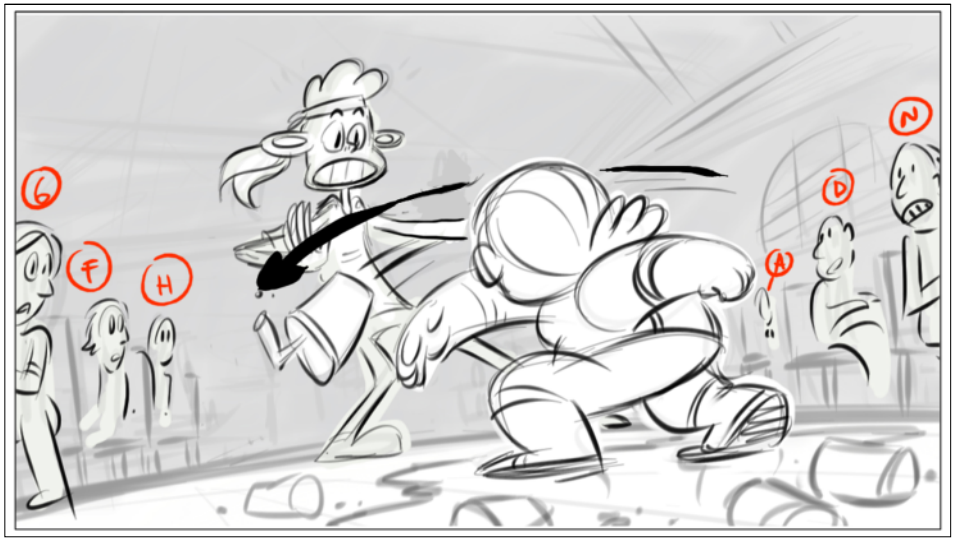
Dialog

STEVEN: ...AFF---

Action Notes

-SP-

Scene	Duration	Panel	Duration
149	02:00	2	01:00



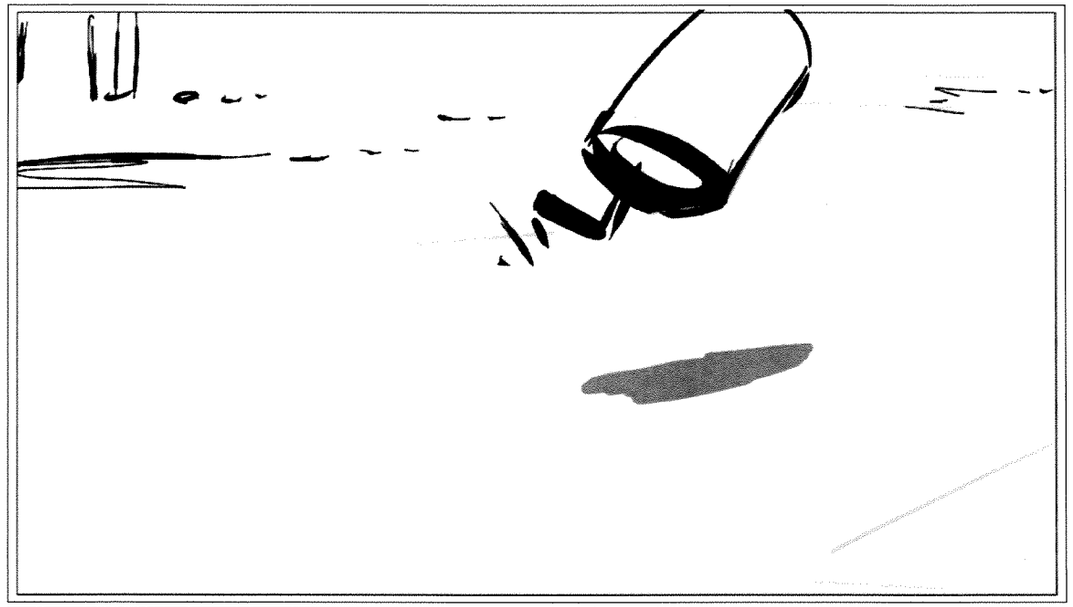
Dialog

STEVEN: ... FORD IT!!

Action Notes

Steven slaps the soda out of Lars hand.

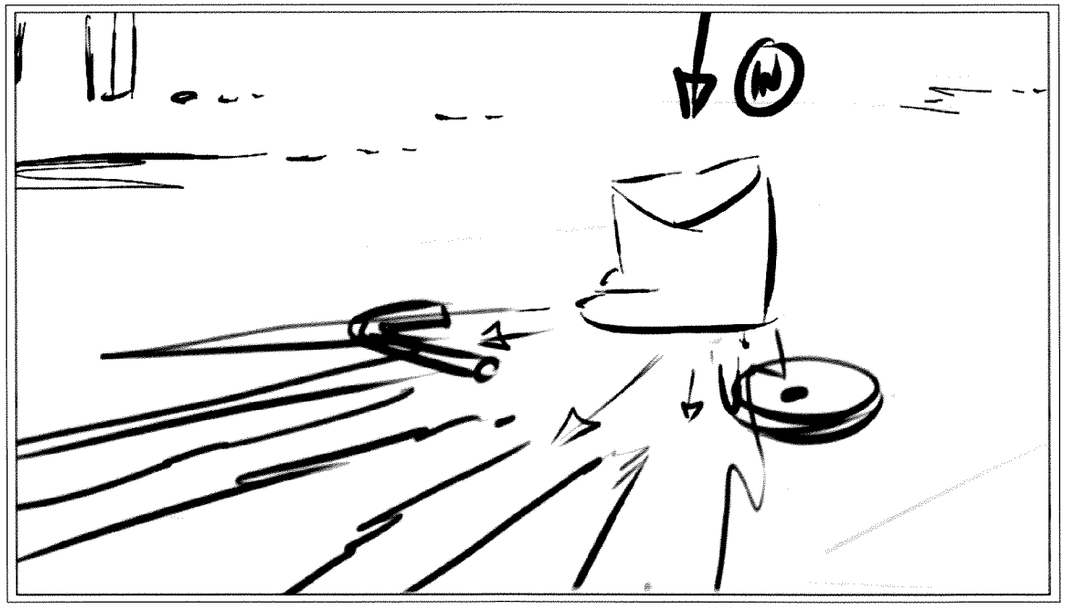
Scene	Panel
150	1



Action Notes
Soda is knocked to the ground.

Slugging
0.02

Scene	Panel
150 CONT	2



Action Notes
Soda shoots across floor on impact.

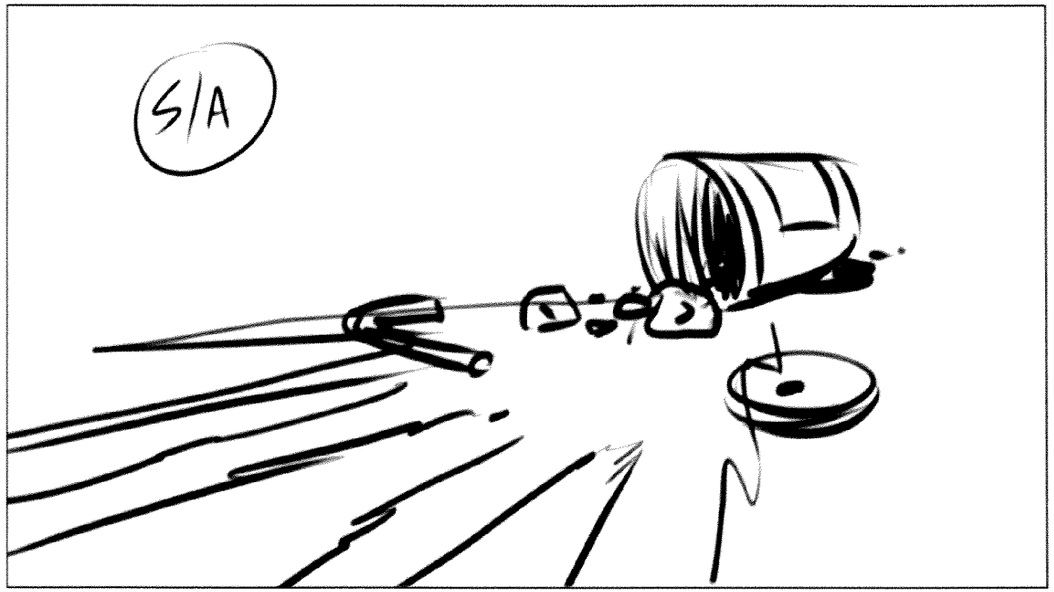
Slugging
0.04

JUL 09 201

1020.011

1020.011

Scene	Panel
150	CONT 3

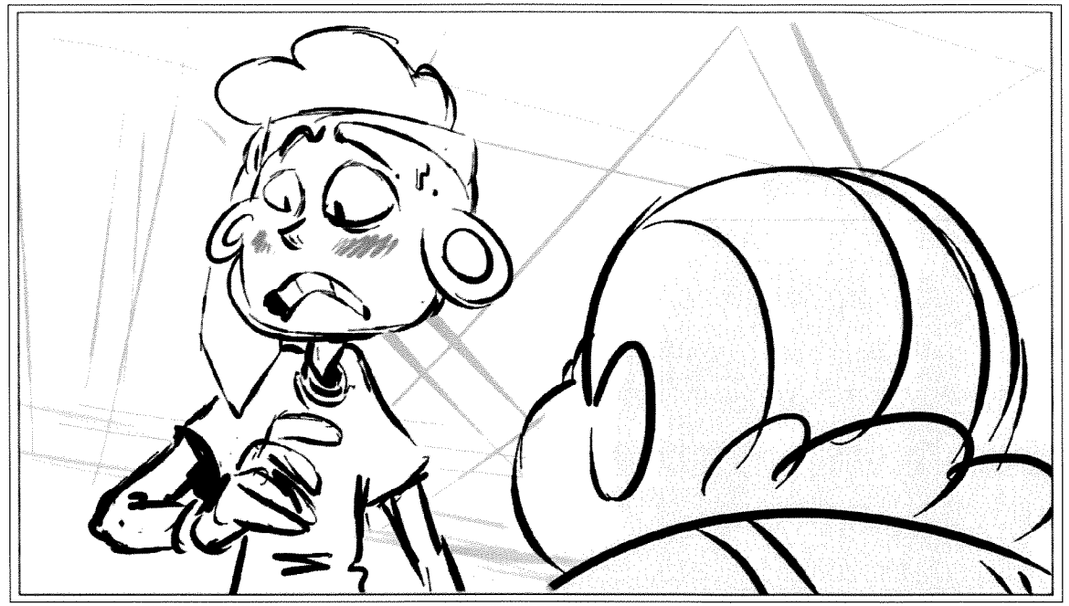


Dialog
CROWD: OOO....

Action Notes
Cup, straw, ice and lid still.

Slugging
1.15

Scene	Panel
151	1



Dialog
CROWD: OOO....

Action Notes
Lars is stunned and embarrassed.

Slugging
1.03

JUL 0 9 2013

1020.011

1020.011

1020.011

Scene	Panel
151	CONT 2



Dialog
MR. SMILEY (os): WHO-HO-HO…

Action Notes
Holds marker to chest and looks at Tiger with hurt expression.

Slugging
1.04

Scene	Panel
152	1



Dialog
MR. SMILEY (os): WHO-HO-HO…

Action Notes
Steven with angry expression.

Slugging
0.09

JUL 09

1020.011

1020.011

1020.011

Scene 152

Panel 2 CONT



Dialog

MR. SMILEY (os): WHO-HO-HO…

Action Notes

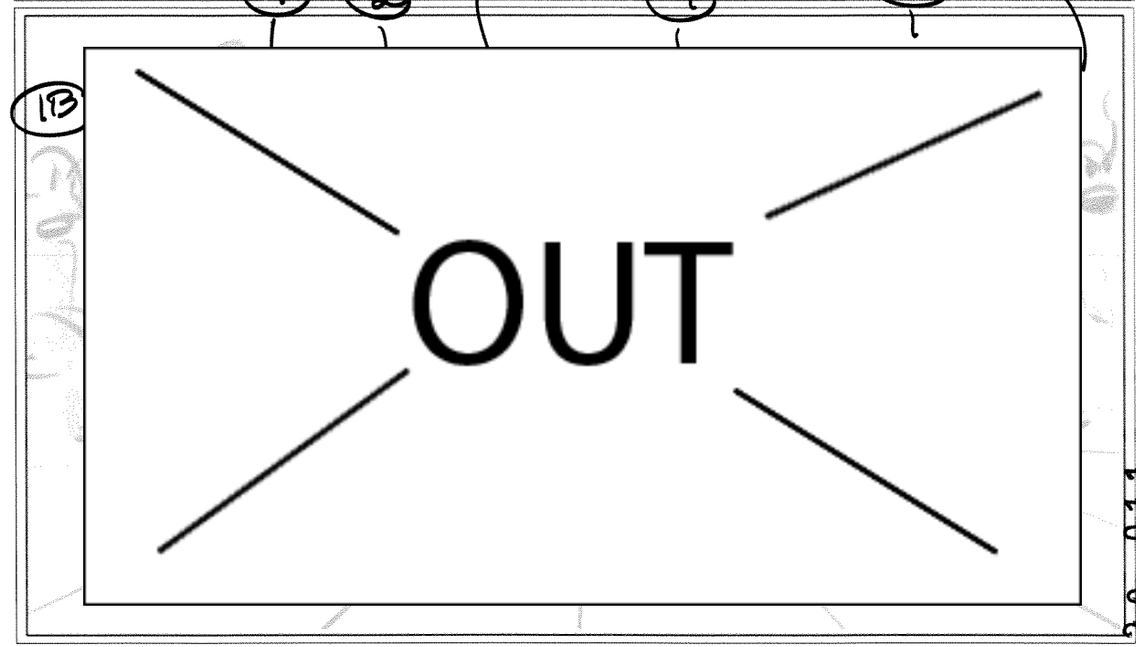
Reacts up, coming to his senses.

Slugging

1.09

Scene 153

Panel 1

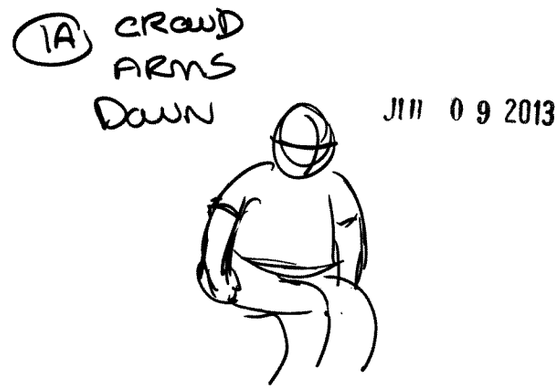


Dialog

MR. SMILEY (os): NEVER THOUGHT ...

Slugging

1.00



1020.011

1020.011

Scene	Duration	Panel	Duration
153	07:00	1	01:00



Dialog

MR. SMILEY (os): NEVER THOUGHT ...

Scene	Duration	Panel	Duration
153	07:00	2	01:00



Dialog

MR. SMILEY (os): ...I?D LIVE TO SEE THE DAY WHEN ...

Action Notes

Lars IN marches past the angry crowd.

Scene	Duration	Panel	Duration
153	07:00	3	01:00



Dialog

MR. SMILEY (os): ...A CONTENDER TURNED...

Action Notes

Lars yanks Tiger's tie off.

Scene	Duration	Panel	Duration
153	07:00	4	01:00



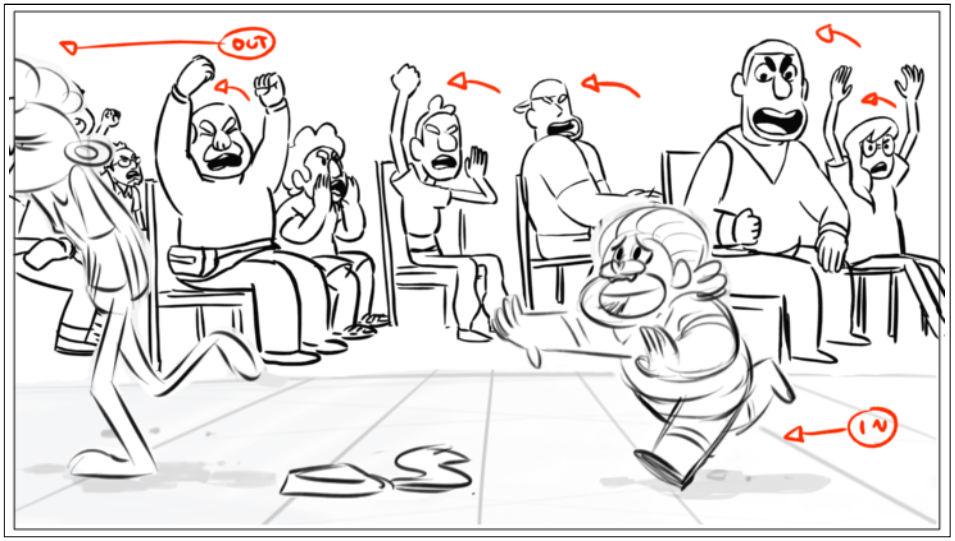
Dialog

MR. SMILEY (os): ...ON HIS OWN FANS!

Action Notes

And throws it down.

Scene	Duration	Panel	Duration
153	07:00	5	01:00



Dialog

STEVEN: I THOUGHT WE WERE JUST HAVING FUN!

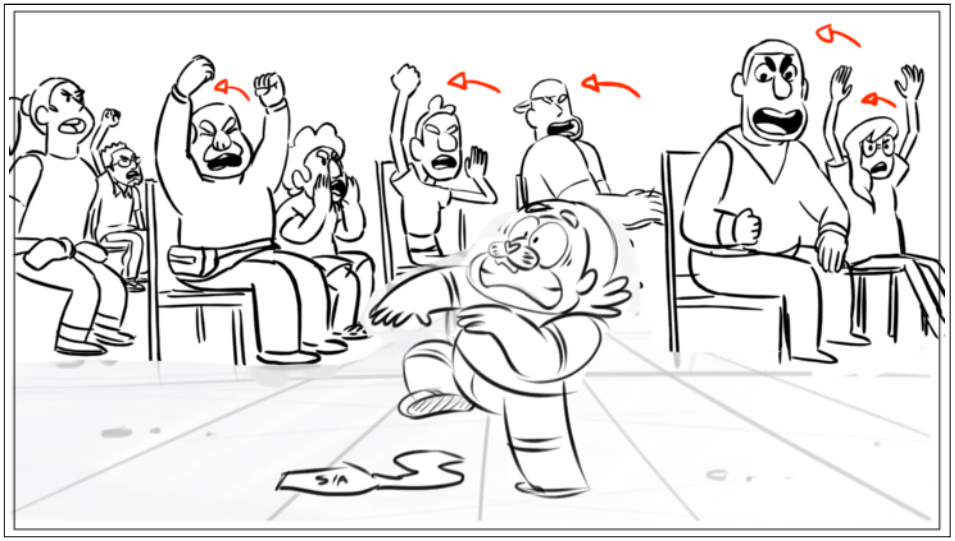
Action Notes

Lars OUT, Steven IN walking after Lars.

Crowd turns to look at

Steven.

Scene	Duration	Panel	Duration
153	07:00	6	01:00



Dialog

MR. SMILEY (os): TIGER...

Scene	Duration	Panel	Duration
153	07:00	7	01:00



Dialog

MR. SMILEY (os):
...MILLIONAIRE...

Scene	Panel
154	1



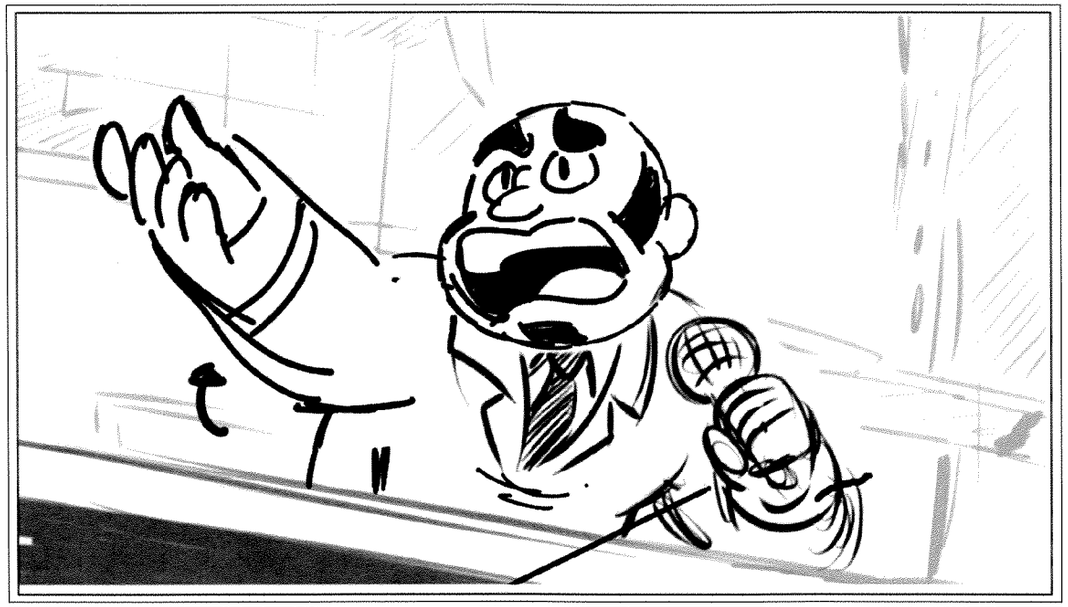
Dialog

MR. SMILEY: YOU ARE THE...

Slugging

Panels 1 + 2 = 0.14

Scene	Panel
154 cont	2



Dialog

MR. SMILEY: YOU ARE THE...

JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
154	3 CONT



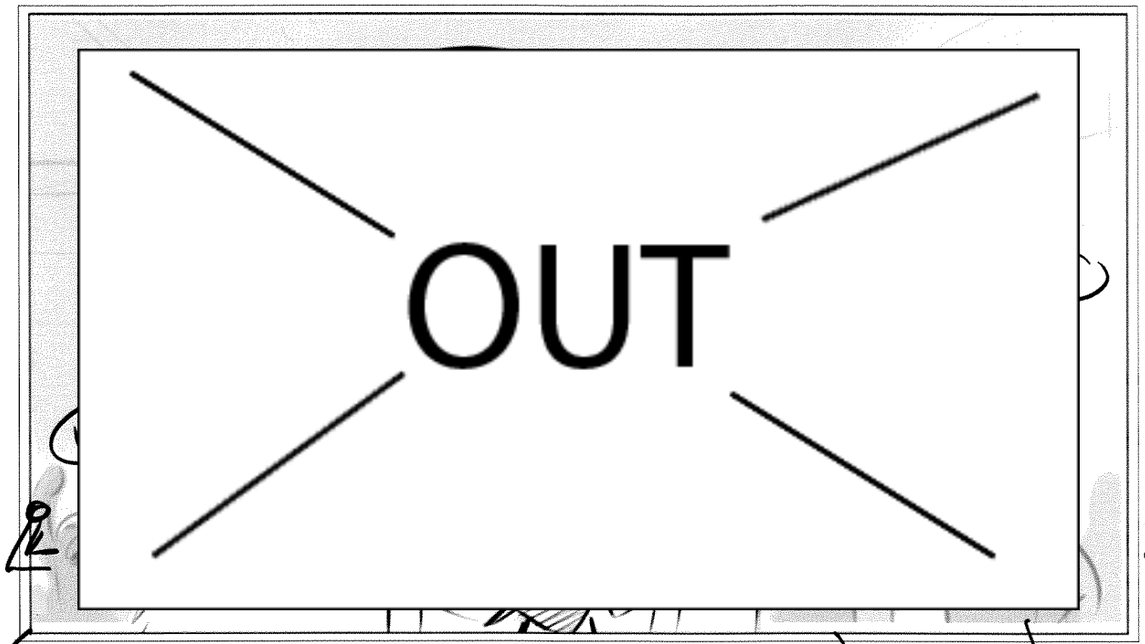
Dialog

MR. SMILEY: ... CRUELEST CREATURE ON THE PLANET!!!

Slugging

2.02

Scene	Panel
155	1



Dialog

CROWD: <ANGRY BOOING>

Slugging

0.04

1 CHAR

2 CHAR

3 CHAR

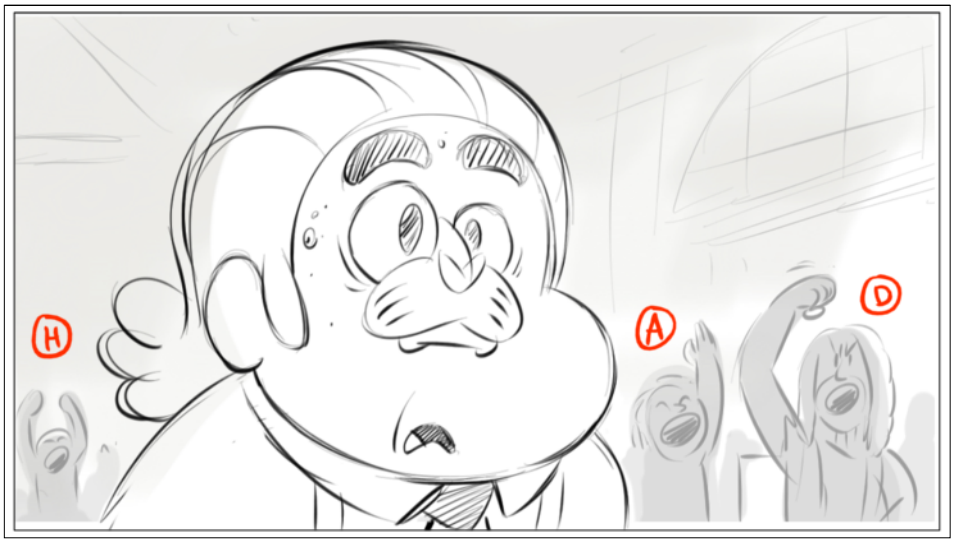
JUL 09 20

1020.011

1020.011

1020.011

Scene	Duration	Panel	Duration
155	04:00	1	01:00



Dialog

CROWD: <ANGRY BOOING>

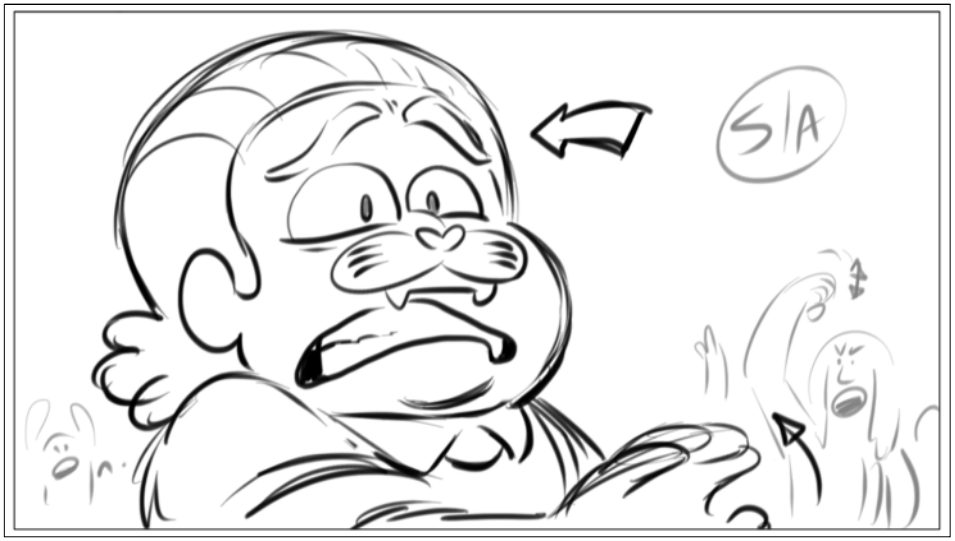
Scene	Duration	Panel	Duration
155	04:00	2	01:00



Dialog

CROWD: <ANGRY BOOING>

Scene	Duration	Panel	Duration
155	04:00	3	01:00



Dialog

CROWD: <ANGRY BOOING>

Scene	Duration	Panel	Duration
155	04:00	4	01:00



Dialog

CROWD: <ANGRY BOOING>

Scene	Duration	Panel	Duration
156	04:00	1	01:00



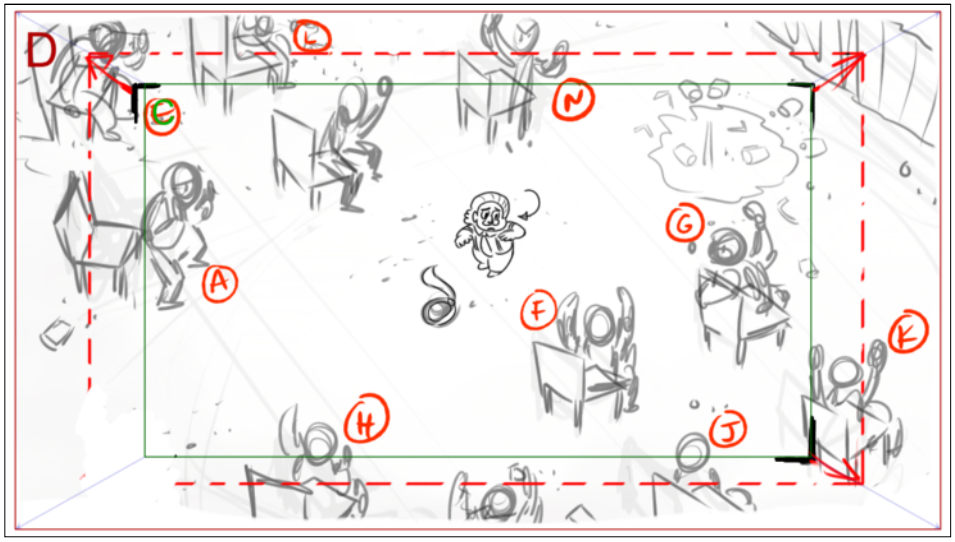
Dialog

CROWD: <ANGRY BOOING>

Action Notes

Steven looks around at the angry crowd.

Scene	Duration	Panel	Duration
156	04:00	2	01:00



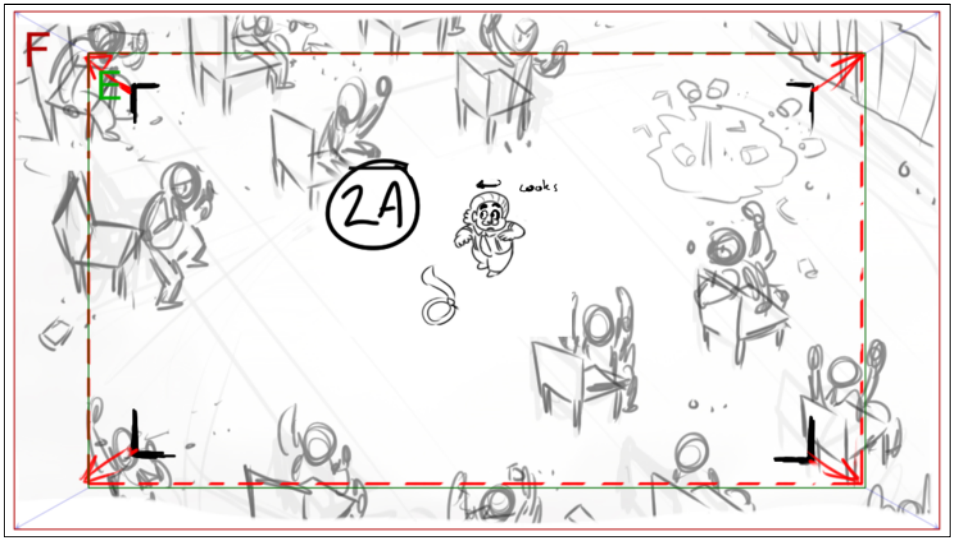
Dialog

CROWD: <ANGRY BOOING>

Action Notes

Slowly push out as Steven looks around.

Scene	Duration	Panel	Duration
156	04:00	3	01:00



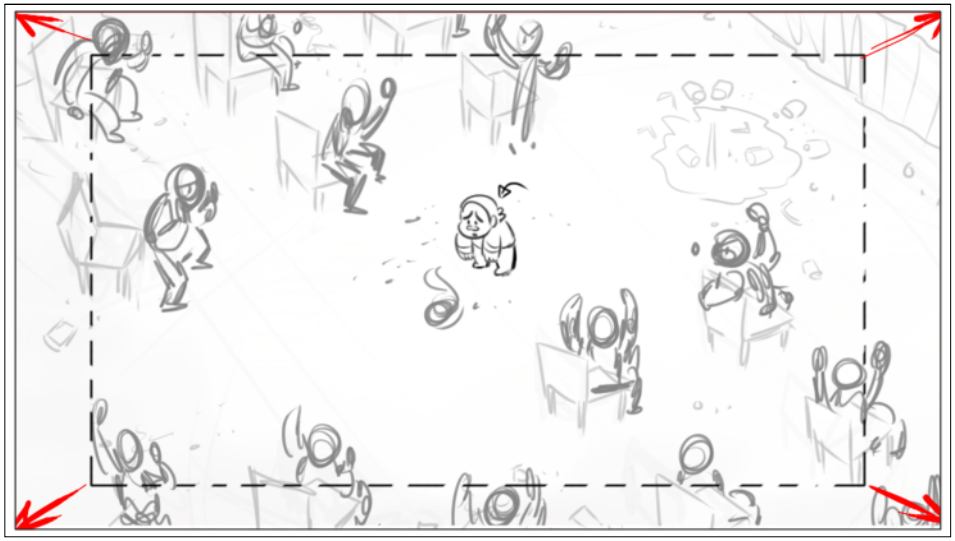
Dialog

CROWD: <ANGRY BOOING>

Action Notes

Steven looks to his right.

Scene	Duration	Panel	Duration
156	04:00	4	01:00



Dialog

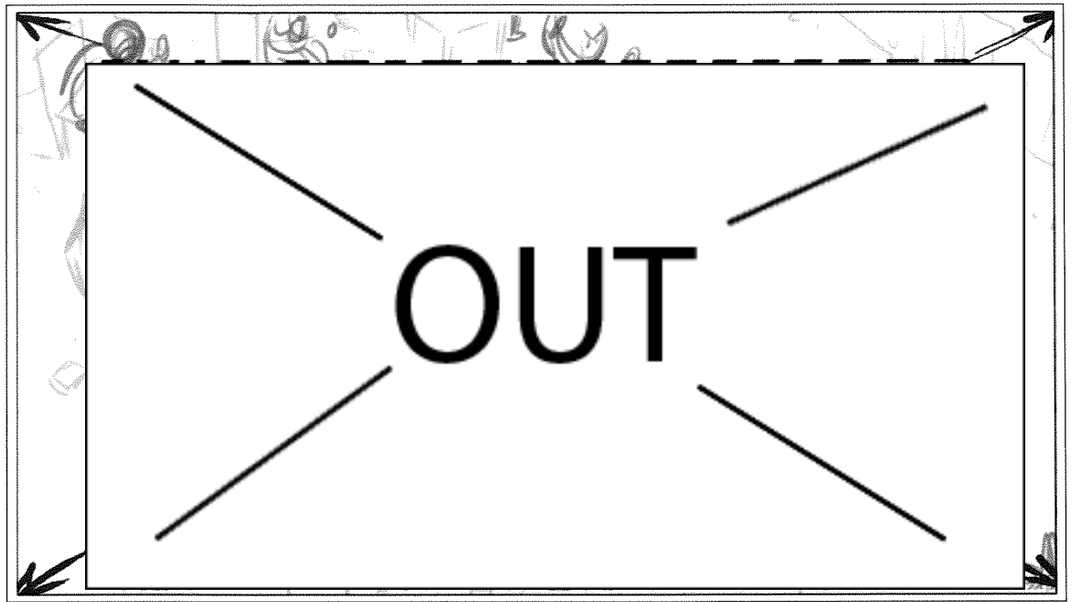
CROWD: <ANGRY BOOING>

Action Notes

Steven sinks...

Cross-fade into next scene.

Scene	Panel
156	cont 4



Dialog
CROWD: <ANGRY BOOING>

Action Notes
Steven sinks...
Cross-fade into next scene.

Slugging
2.07

Scene	Panel
157	1



Action Notes
Steven holds mask.

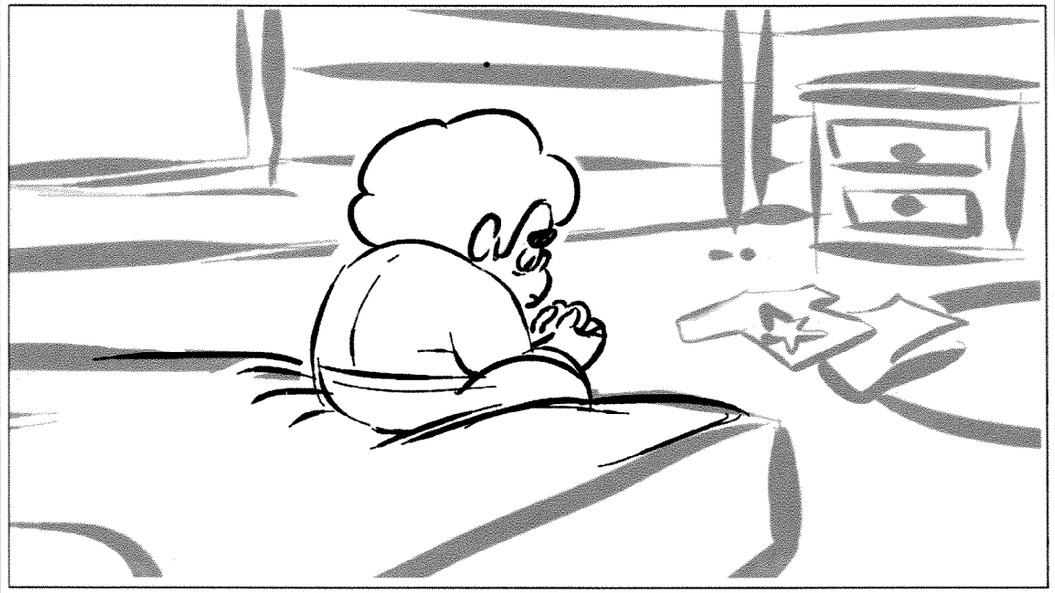
Slugging
1.12

JUL 09 2013

1020.011

1020.011

Scene	Panel
158	1



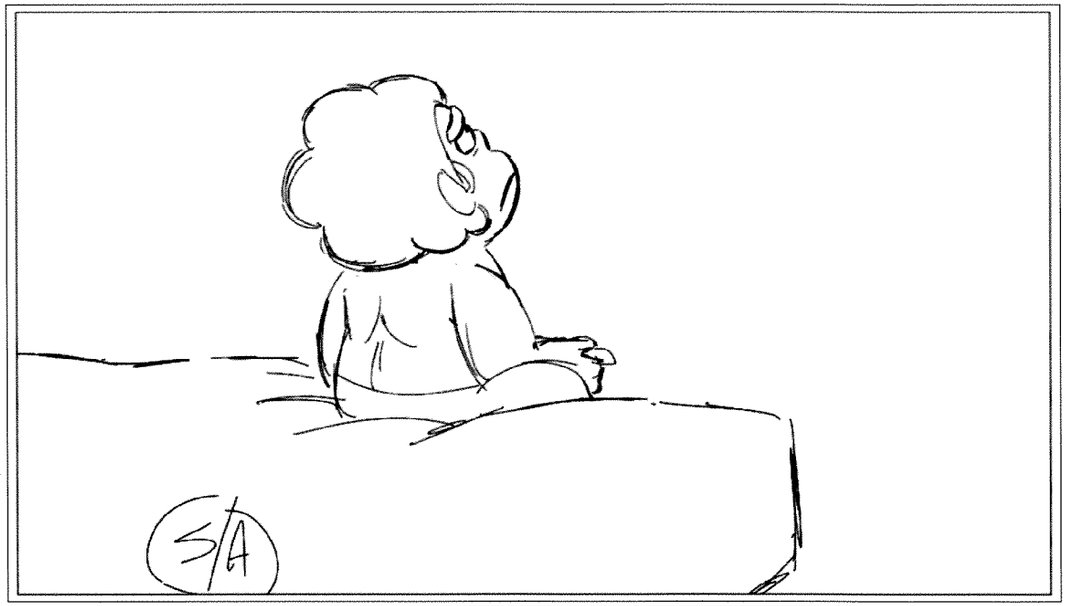
Action Notes

Steven half-dressed sitting on bed.

Slugging

1.03

Scene	Panel
158	CONT 2



Slugging

0.06

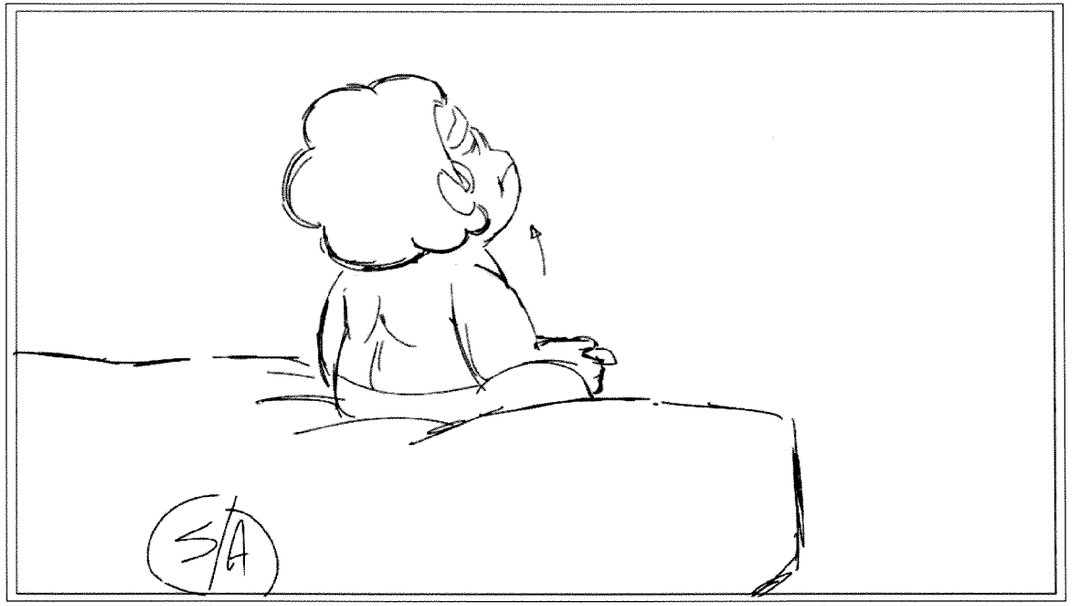
JUL 0 9 20

1020.011

1020.011

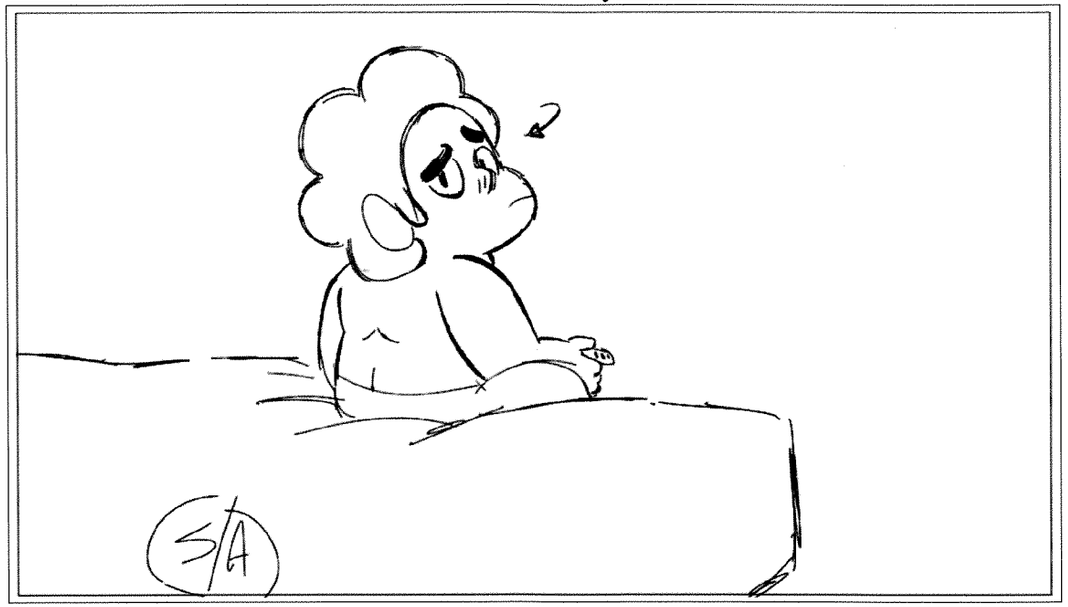
1020.011

Scene	Panel
158	CONT 3



Slugging
1.15

Scene	Panel
158	CONT 4



Dialog
AMETHYST (os): HEY TIGER!

Slugging
1.05

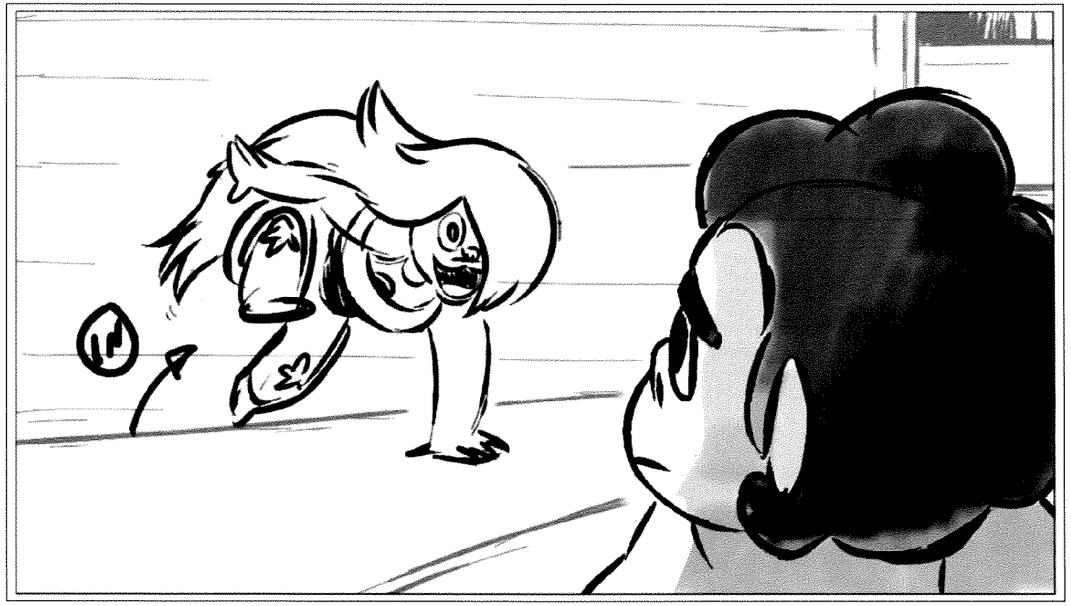
JUL 09 2015

1020.011

1020.011

1020.011

Scene	Panel
159	1



Dialog
AMETHYST: ARE YOU READY...

Action Notes
Amethyst hops up from the stairs.

Slugging
1.03

Scene	Panel
159	CONT 2



Dialog
AMETHYST: ...TO WIN OUR ...

Action Notes
Amethyst lands.

Slugging
0.13

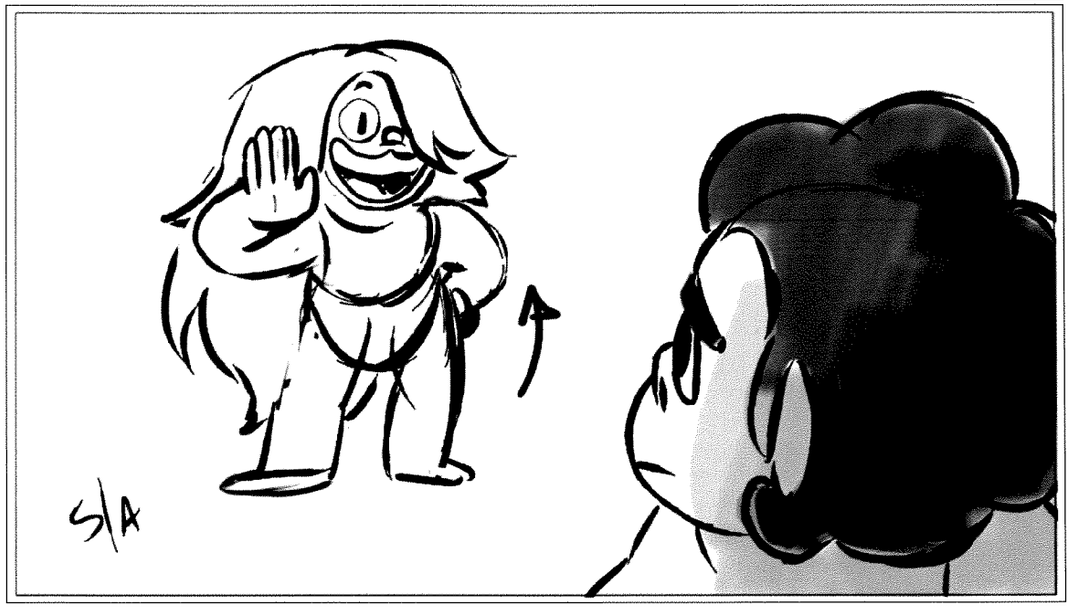
JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
159	CONT 3



Dialog

AMETHYST: ...FINAL MATCH?!

Slugging

1.15

Scene	Panel
159	CONT 4



Dialog

STEVEN: AMETHYST....

Slugging

2.08

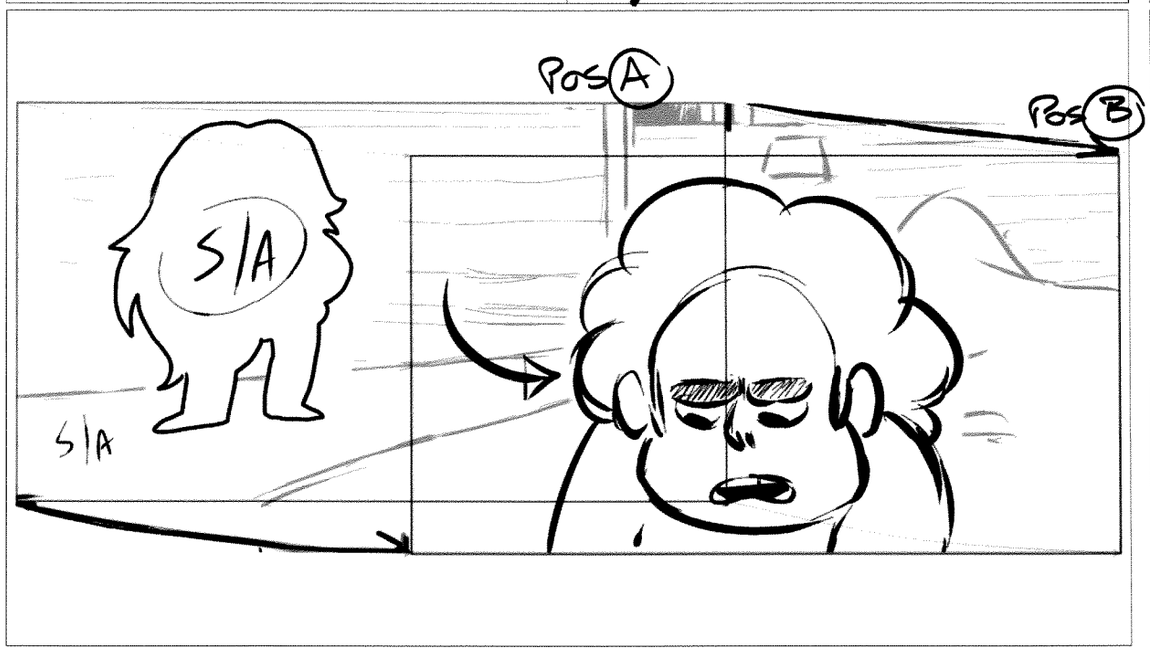
JUL 09 201

1020.011

1020.011

1020.011

Scene	Panel
159 CONT	5



Dialog

STEVEN: ...AM I....

Slugging

ADJ: 0.10

Then HOLD: 0.14

Scene	Panel
159 CONT	6



Dialog

STEVEN: ...THE CRUELEST CREATURE ON THE PLANET?

Slugging

2.04

JUL 09 2013

1020.011

1020.011

Scene	Panel
159	7 CONT



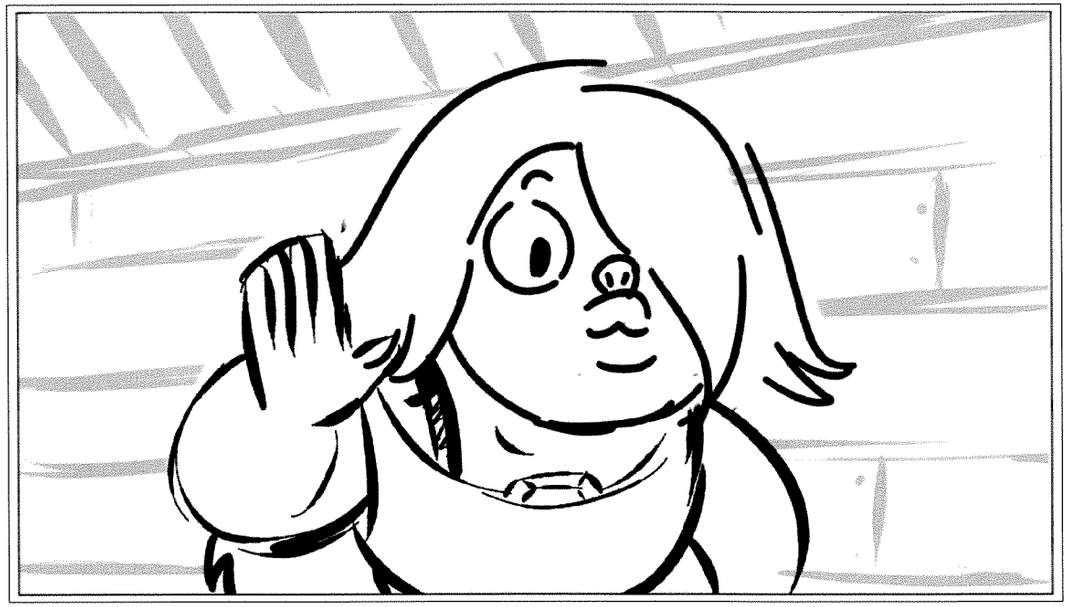
Action Notes

Steven Pouts

Slugging

1.03

Scene	Panel
160	1



Slugging

0.04

JUL 09 2

1020.011

1020.011

1020.011

Scene	Panel
160	CONT 2



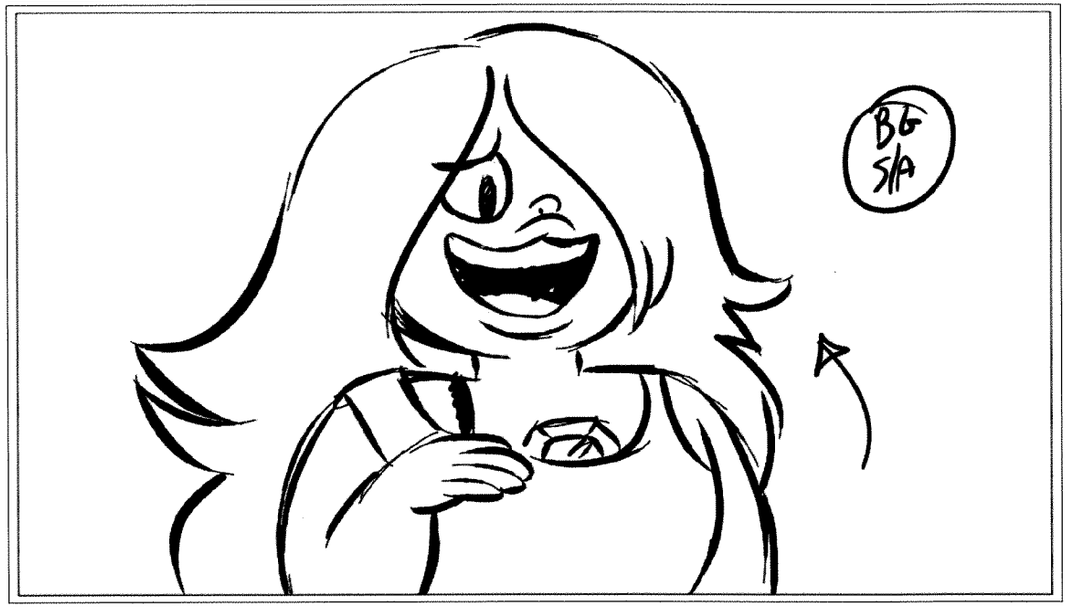
Dialog

AMETHYST (*LAUGHING): OH STEVEN!

Slugging

4.02

Scene	Panel
160	CONT 3



Dialog

AMETHYST: THOSE ARE JUST WORDS PEOPLE USE...

Slugging

2.09

JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
160	CONT 4



Dialog

AMETHYST: ...TO DESCRIBE HOW THEY FEEL ABOUT YOU!

Slugging

2.13

Scene	Panel
161	1



Slugging

0.05

JUL 09 2013

Scene	Panel
161	2 CONT



Action Notes

Steven reacts.

Slugging

1.01

Scene	Panel
161	3 CONT



Slugging

1.09

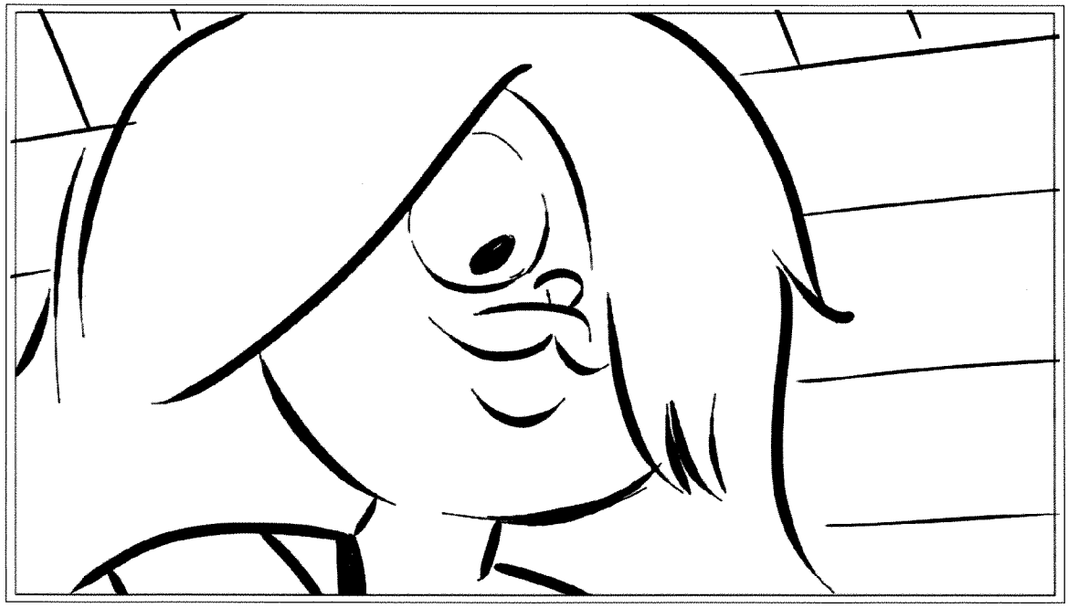
JUL 09 2013

1020-011

1020-011

1020-011

Scene	Panel
162	1



Slugging
0.04

Scene	Panel
162	2 cont



Dialog
AMETHYST: LISTEN STEVEN…

Slugging
2.00

JUL 0 9 2013

1020.011

1020.011

1020.011

Scene	Panel
163	1



Dialog

AMETHYST: ...MAKE YOU FEEL LIKE GARBAGE…

Action Notes

Amethyst stands up straight.

Slugging

Panels 1 + 2 = 2.09

Scene	Panel
163 CONT	2



Dialog

AMETHYST: ...YOU CAN'T LET ANYONE ...

Action Notes

Amethyst bends forward.

JUL 09 2015

1020-011

1020.011

1020.011

Scene	Panel
163	CONT 3



Dialog

AMETHYST: ...MAKE YOU FEEL LIKE GARBAGE…

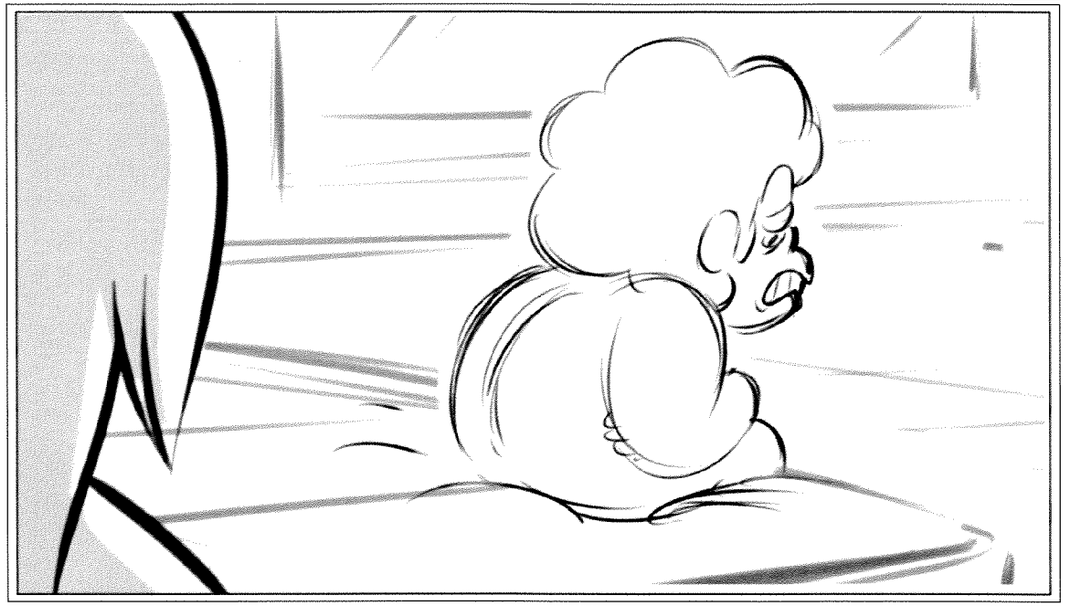
Action Notes

Amethyst stands up straight.

Slugging

2.07

Scene	Panel
164	1



Action Notes

-SP-

Slugging

0.04

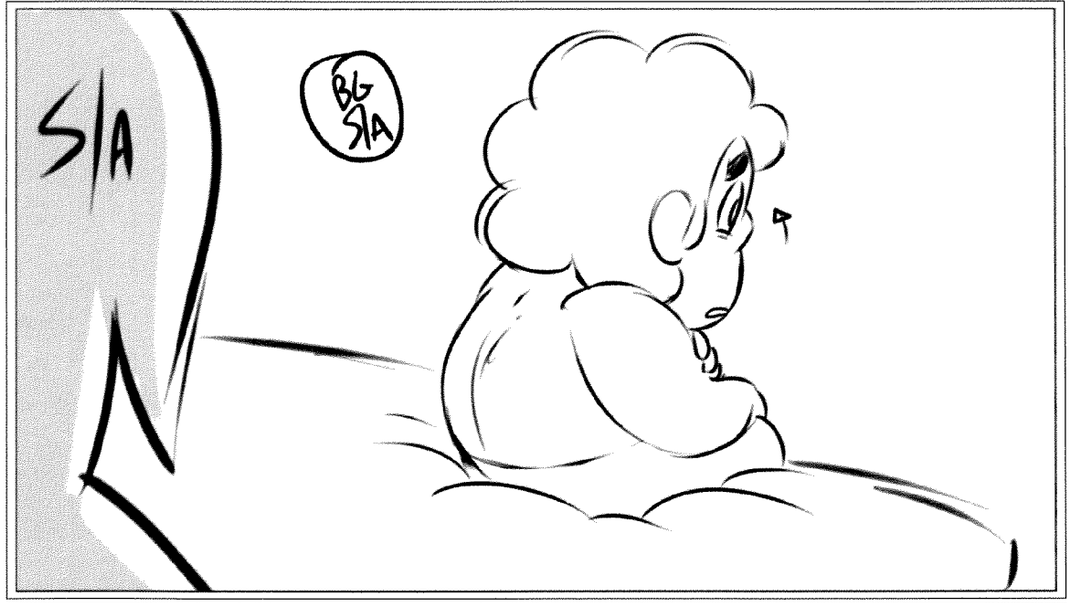
JUL 09 2013

1020.011

1020.011

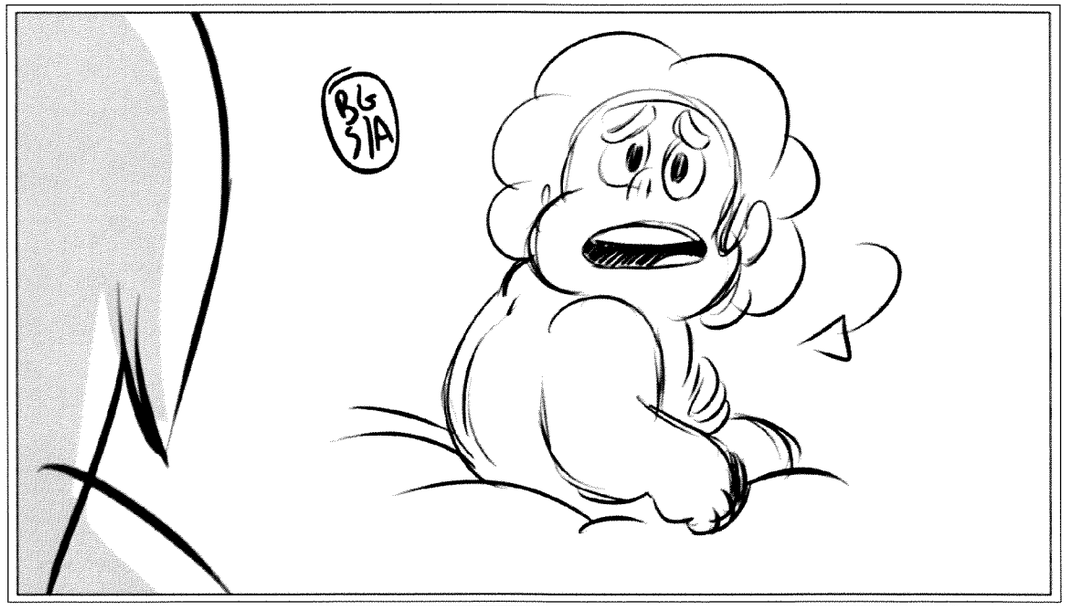
1020.011

Scene	Panel
164	CONT 2



Slugging
1.00

Scene	Panel
164	CONT 3



Dialog
STEVEN: IS THAT HOW...

Slugging
1.03

JUL 09 2

1020.011

1020.011

1020.011

Scene	Panel
164 CONT	4



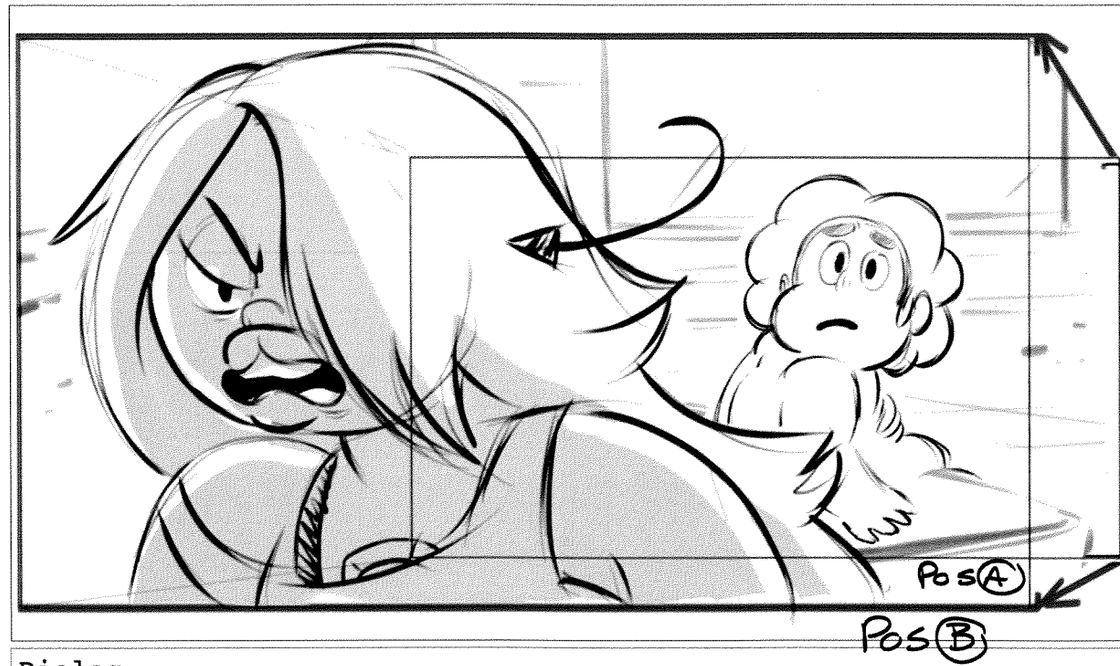
Dialog

STEVEN: … YOU FEEL?

Slugging

1.06

Scene	Panel
164 CONT	5



Dialog

AMETHYST: I ONLY FEEL HOW I WANNA FEEL.

Action Notes

Truck out with Amethyst as she turns to leave the shot.

Slugging

HOLD: 0.03
Then ADJ: 1.02
Then HOLD: 2.09

JUL 09 2013

1020-011

1020-011

1020-011

Scene	Panel
164	6 CONT

S|A



Action Notes
AMETHYST out

Slugging
1.05

Scene	Panel
165	1

Slugging
0.13

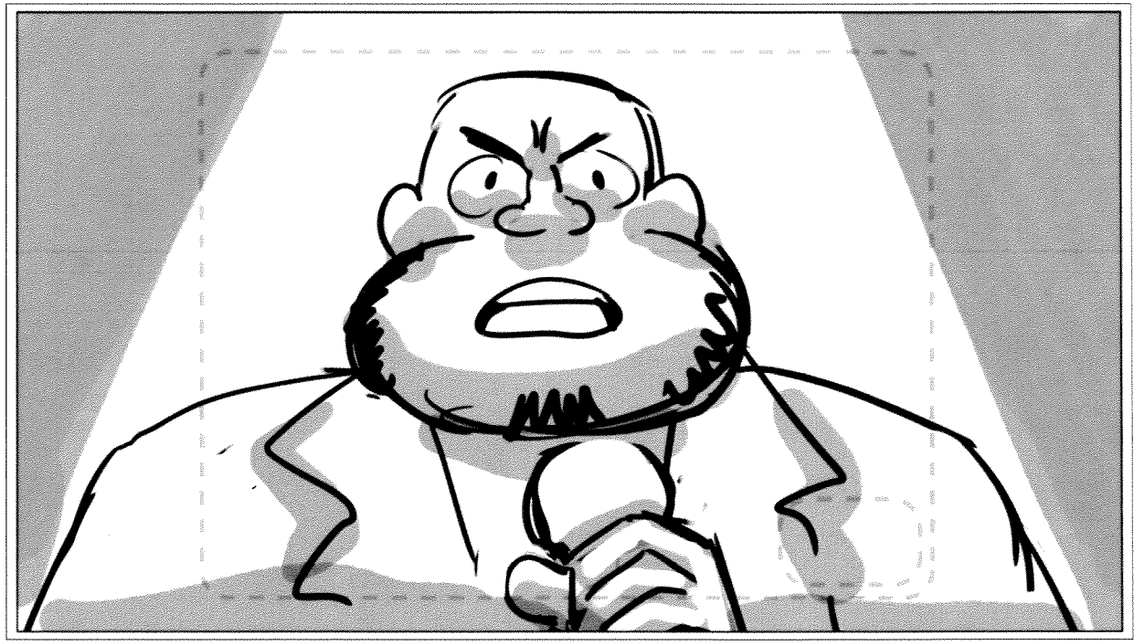
1020.011

1020.011

JUL 09 2012

1020.011

Scene	Panel
165 CONT	2



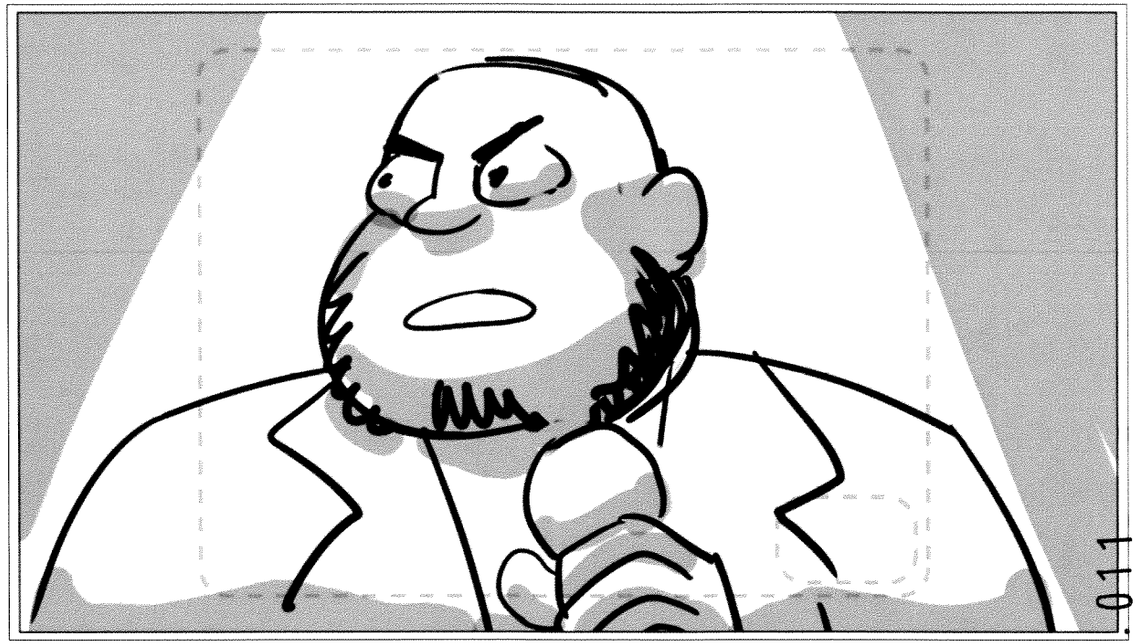
Dialog

MR. SMILEY: LADIES AND GENTLEMEN…

Slugging

1.14

Scene	Panel
165 CONT	3



Dialog

MR. SMILEY: FANS OF WRESTLING.

Slugging

1.15

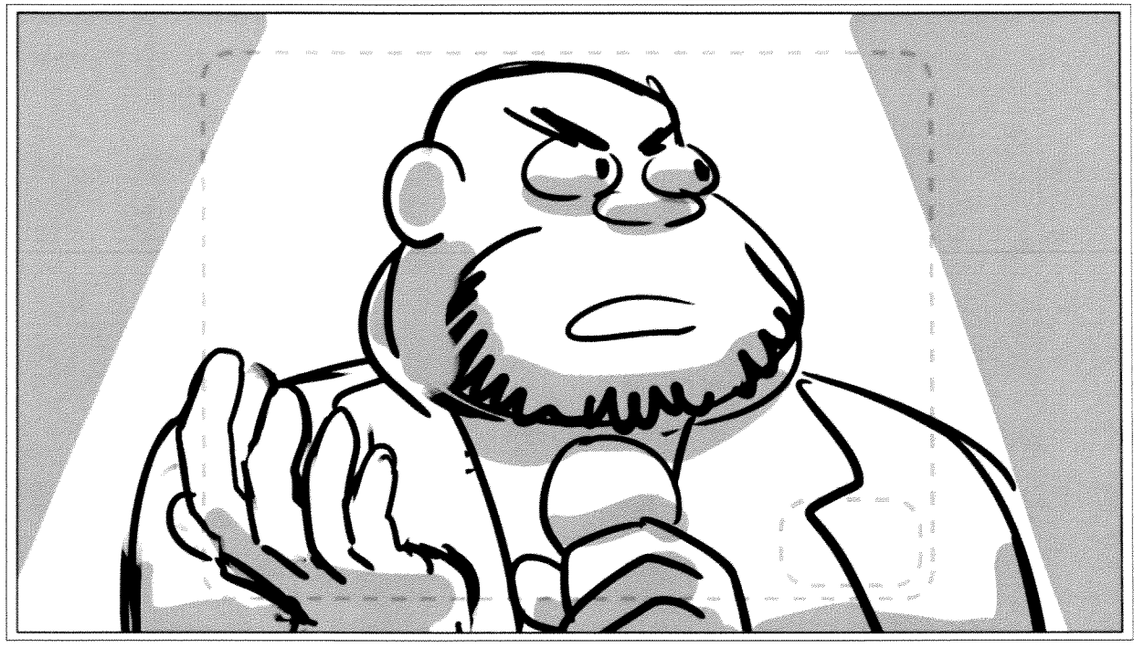
JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
165 CONT	4



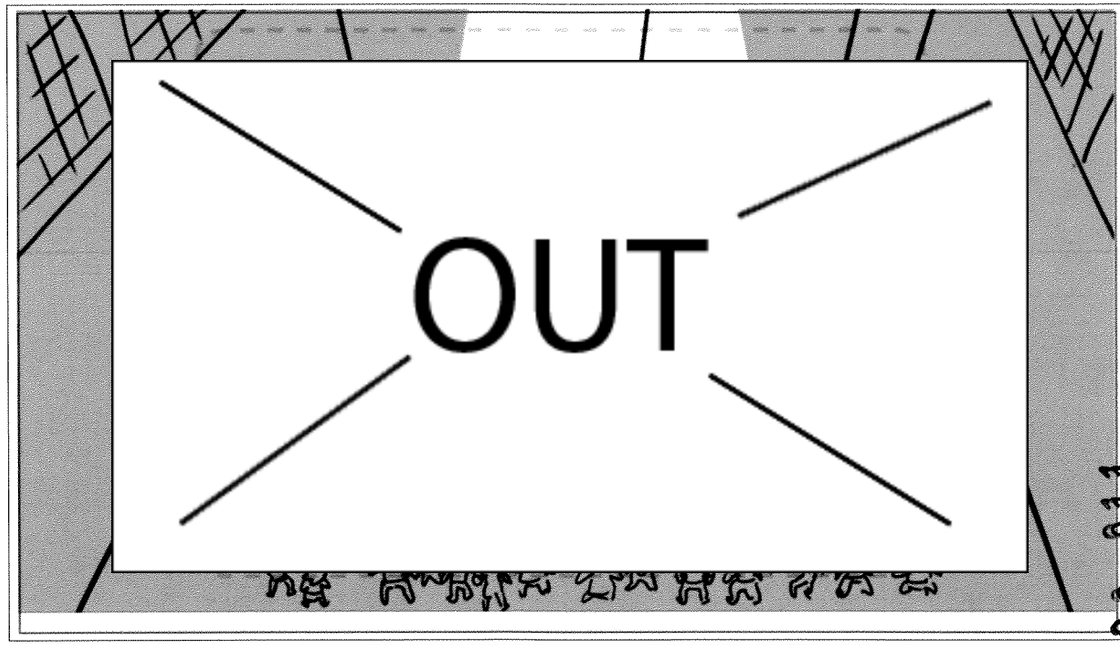
Dialog

MR. SMILEY: WELCOME…

Slugging

1.04

Scene	Panel
166	1



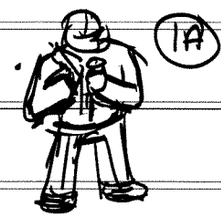
Dialog

MR. SMILEY: TO THE TAG TEAM CHAMPIONSHIP!!

CROWD: <CHEERS>

Action Notes

Spot lights loudly switch on, crowd cheers.



Slugging

5.09

Notes

H.U. Mr Smiley hand pose to previous scene.

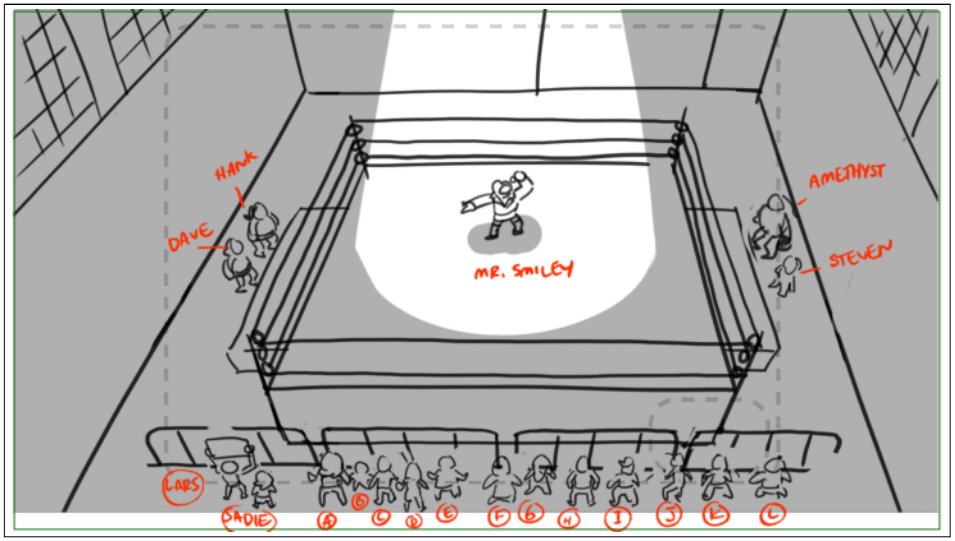
JUL 09 2013

1020.011

1020.011

1020.011

Scene	Duration	Panel	Duration
166	01:00	1	01:00



Dialog

MR. SMILEY: TO THE TAG TEAM CHAMPIONSHIP!!

CROWD: <CHEERS>

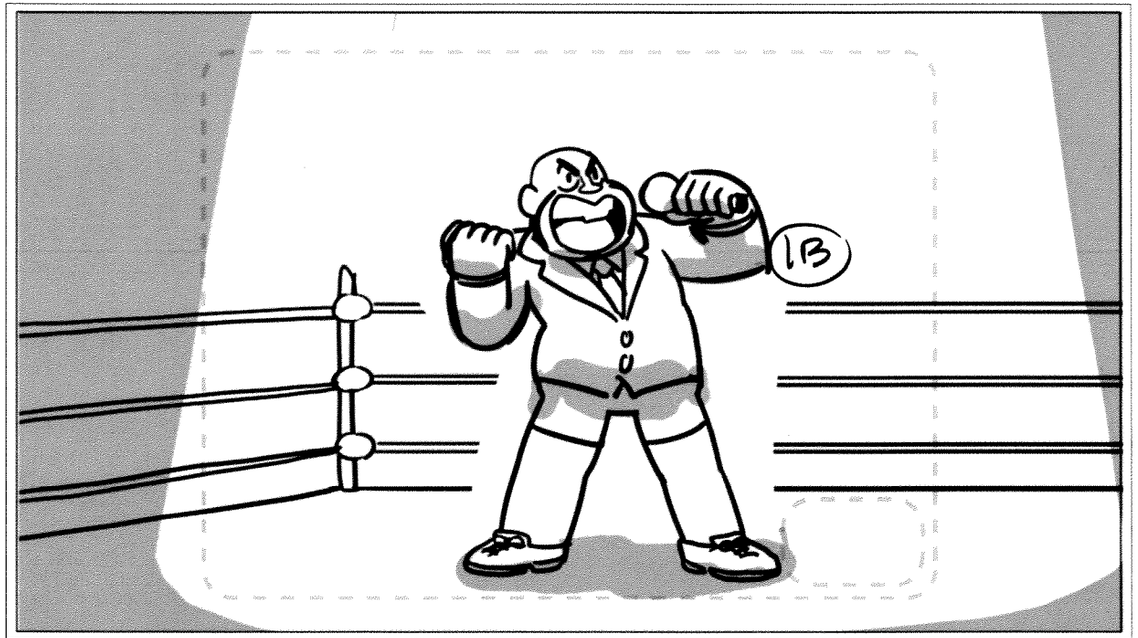
Action Notes

Spot lights loudly switch on, crowd cheers.

Notes

H.U. Mr Smiley hand pose to previous scene.

Scene	Panel
167	1



Dialog

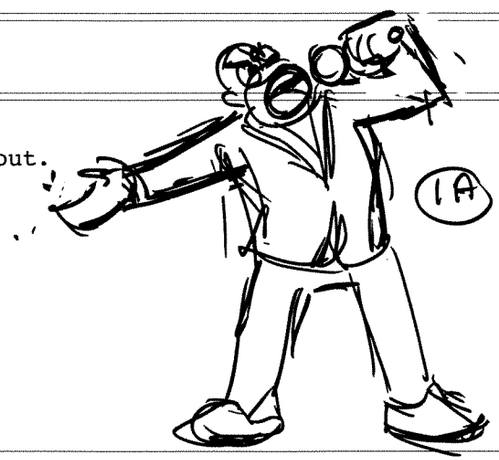
MR. SMILEY: IN THE RING...

Slugging

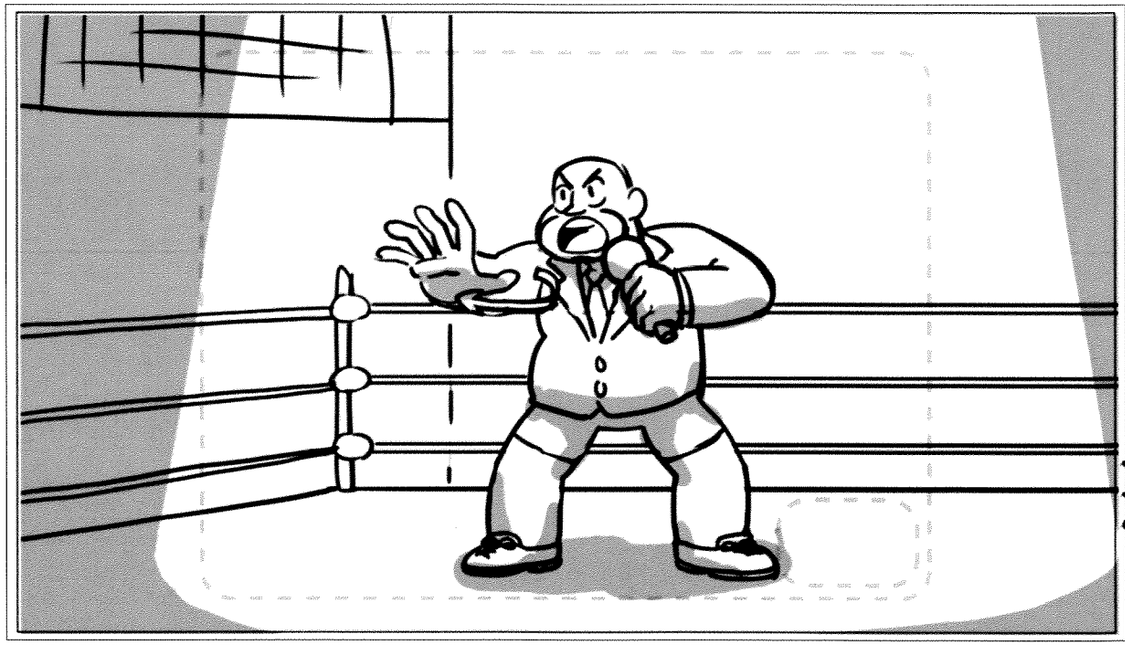
1.07

Notes

H.U. Mr Smiley to previous scene, arm out.



Scene	Panel
167 CONT	2



Dialog

MR. SMILEY: ...TONIGHT!

Slugging

0.15

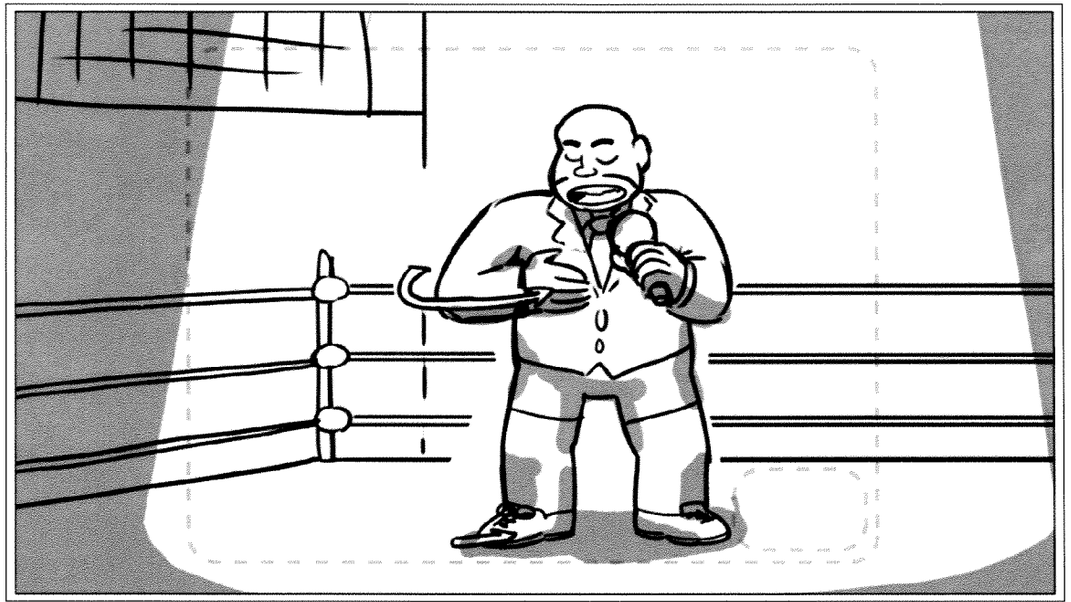
JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
167 CONT	3



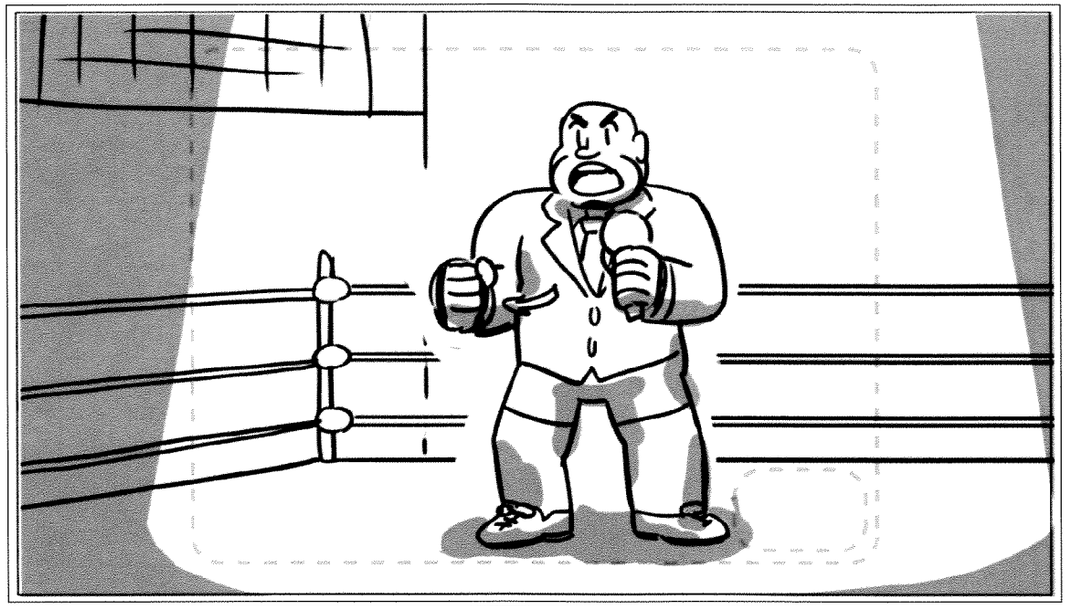
Dialog

MR. SMILEY: THEY'VE STOMPED THEIR WAY THROUGH THE TOURNAMENT...

Slugging

2.15

Scene	Panel
167 CONT	4



Dialog

MR. SMILEY: ...AND INTO OUR HEARTS.

Slugging

1.14

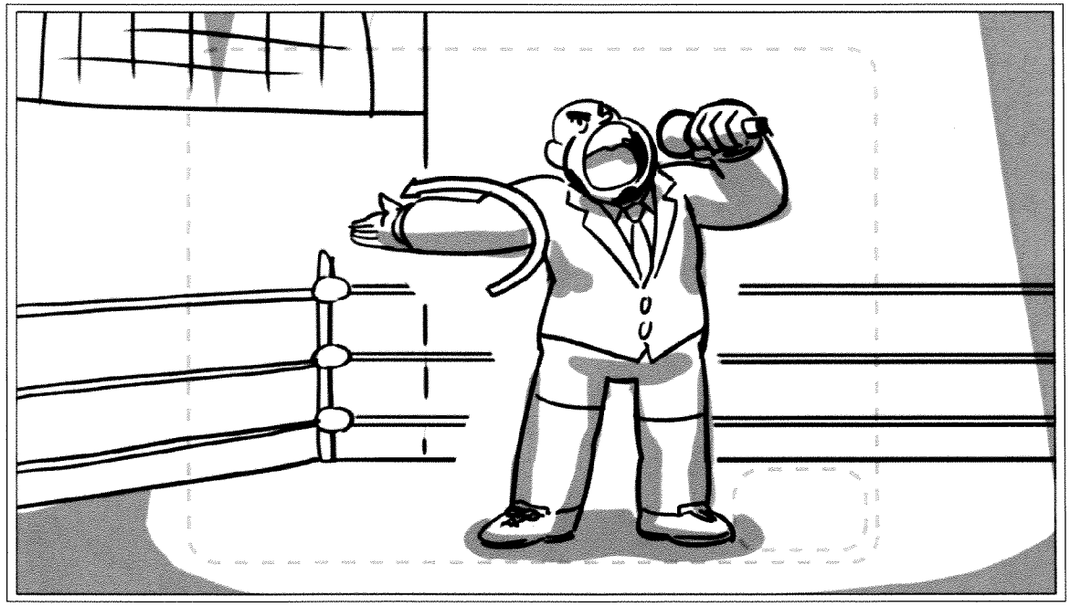
JUL 0 9 2013

1020.011

1020.011

1020.011

Scene	Panel
167 CONT	5



Dialog

MR. SMILEY: GIVE IT UP YA'LL!! GIVE IT UP!!

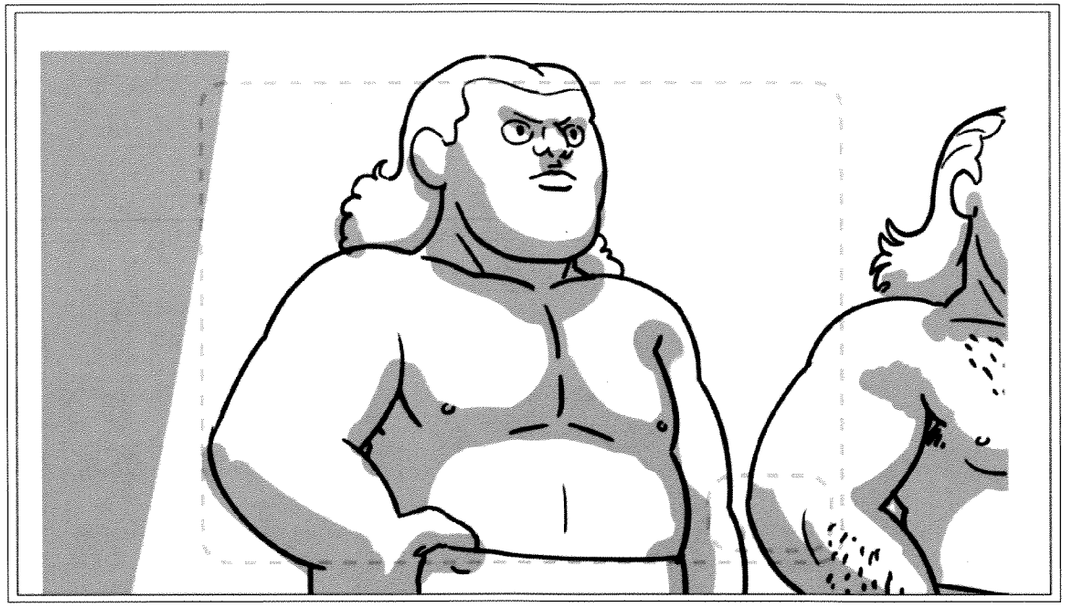
Action Notes

Another light comes on.

Slugging

2.12

Scene	Panel
168	1



Dialog

MR. SMILEY (os): DASHING! DAVE DOOBER!

Slugging

3.02

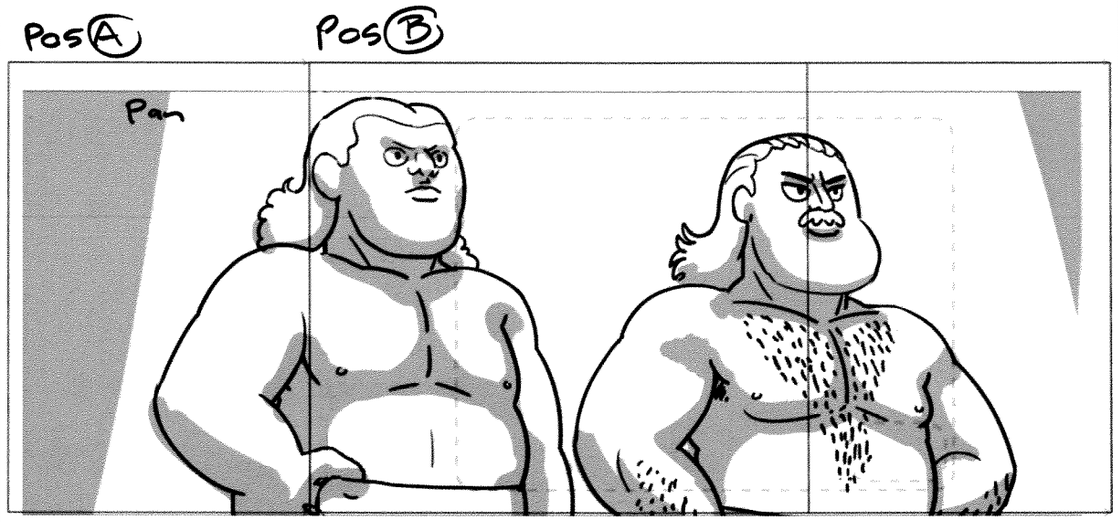
JUL 09 2015

1020.011

1020.011

1020.011

Scene	Panel
168	2 CONT



Dialog

MR. SMILEY (os): AND HANDSOME! HANK HAAAAACKLESCHMIIIIIIDT!

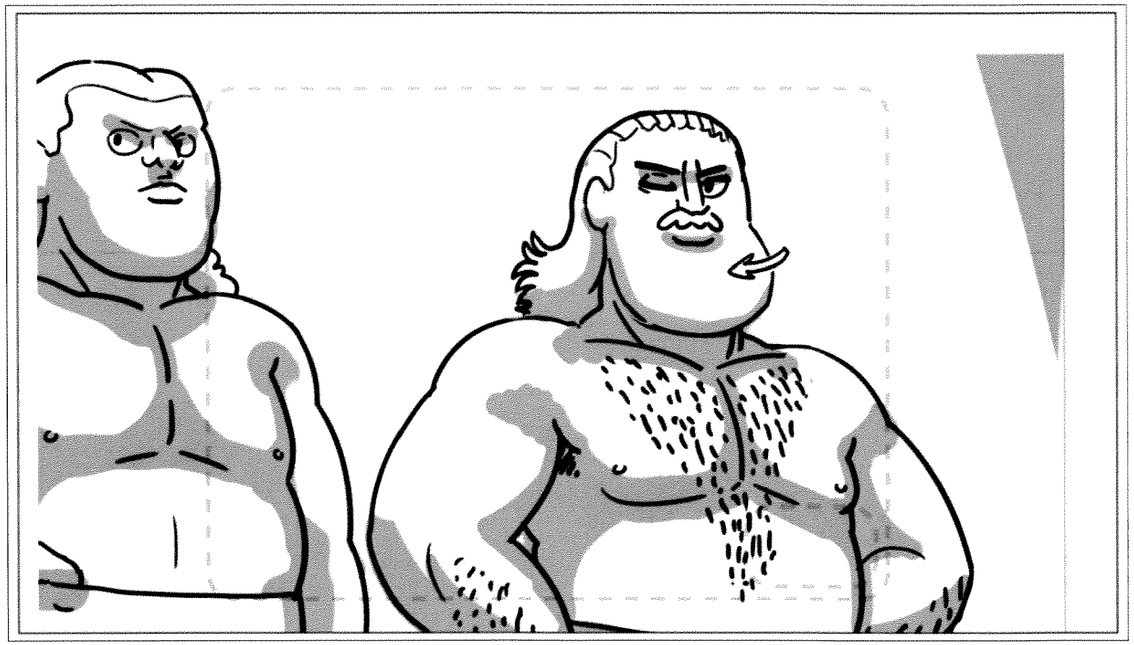
Action Notes

Camera pans right to hank

Slugging

ADJ: 1.02
Then HOLD: 3.08

Scene	Panel
168	3 CONT



Dialog

CROWD: <LOUD CHEERING>

Action Notes

Hank winks, crowd cheers.

Slugging

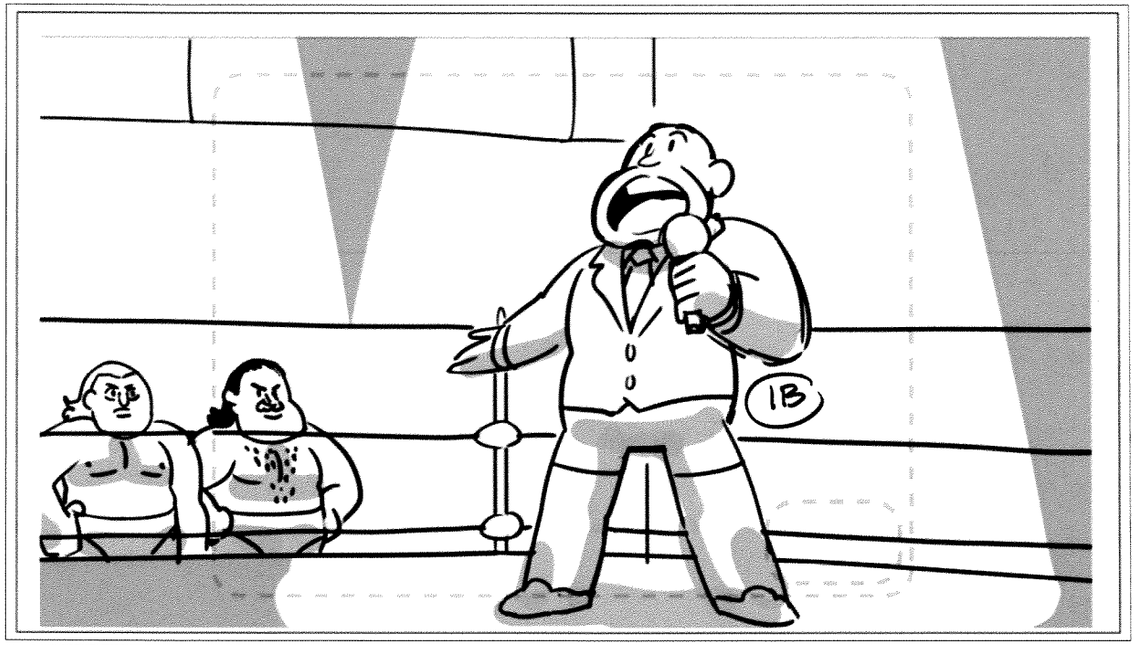
1.06

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1020.011

1020.011

Scene	Panel
169	1



Dialog

MR. SMILEY: ONLY ONE THING WOULD MAKE THESE MEN LOOK BETTER, FOLKS,

Slugging

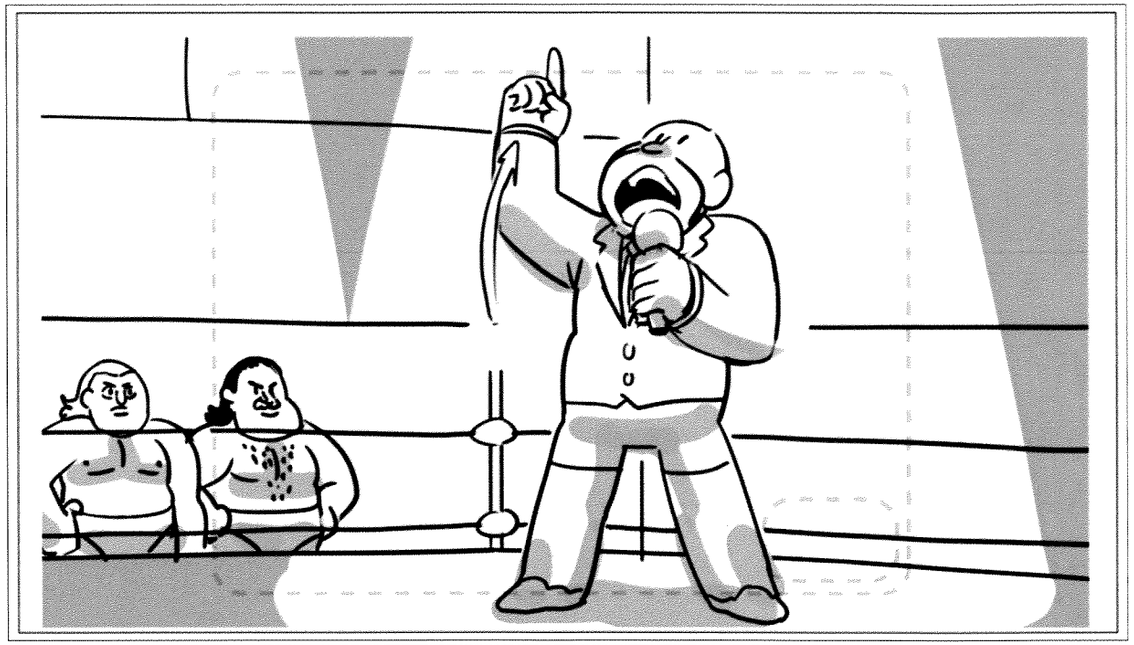
4.05

Notes

H.U. Hank's wink.



Scene	Panel
169 cont	2



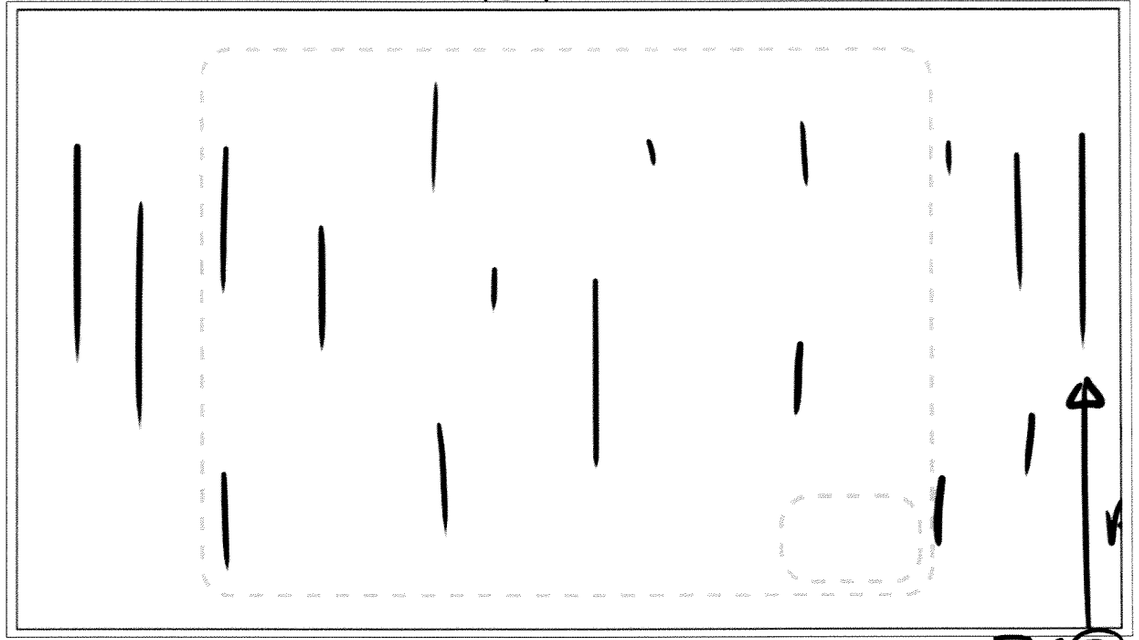
Slugging

0.04

JUL 09

1020.011

Scene	Panel
169 CONT	3



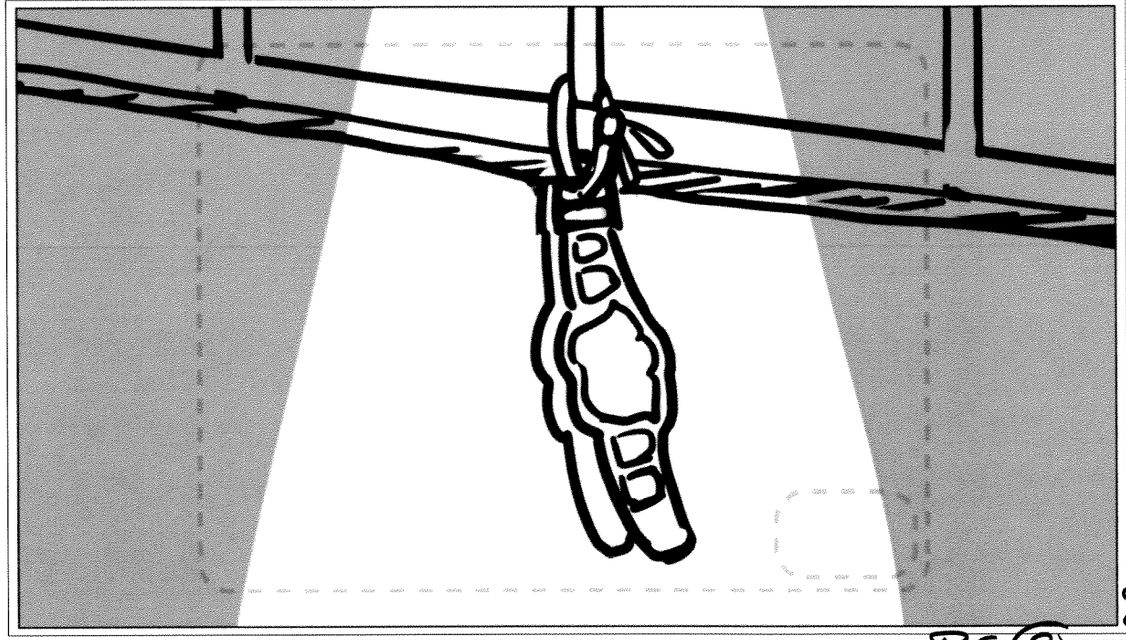
Action Notes

Whip pan

Slugging

0.07

Scene	Panel
169 CONT	4



Dialog

MR. SMILEY (os): IT'S THE TAG TEAM...

Slugging

2.06

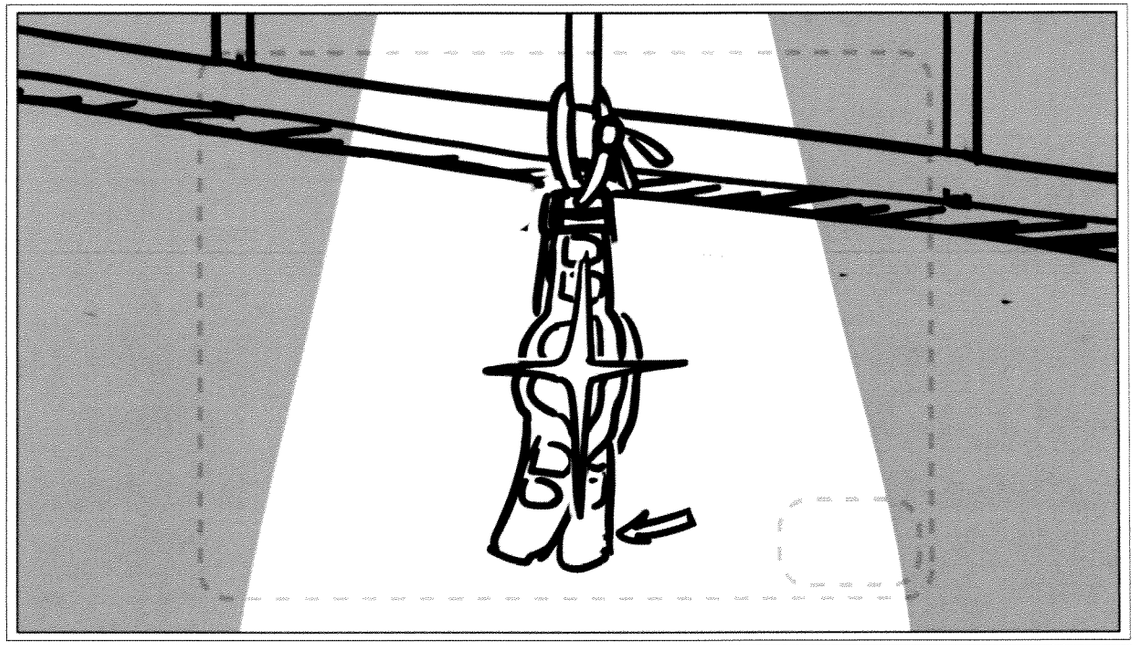
JUL 09 2015

1020.011

1020.011

NO SCS 170-171

Scene	Panel
169 CONT	5

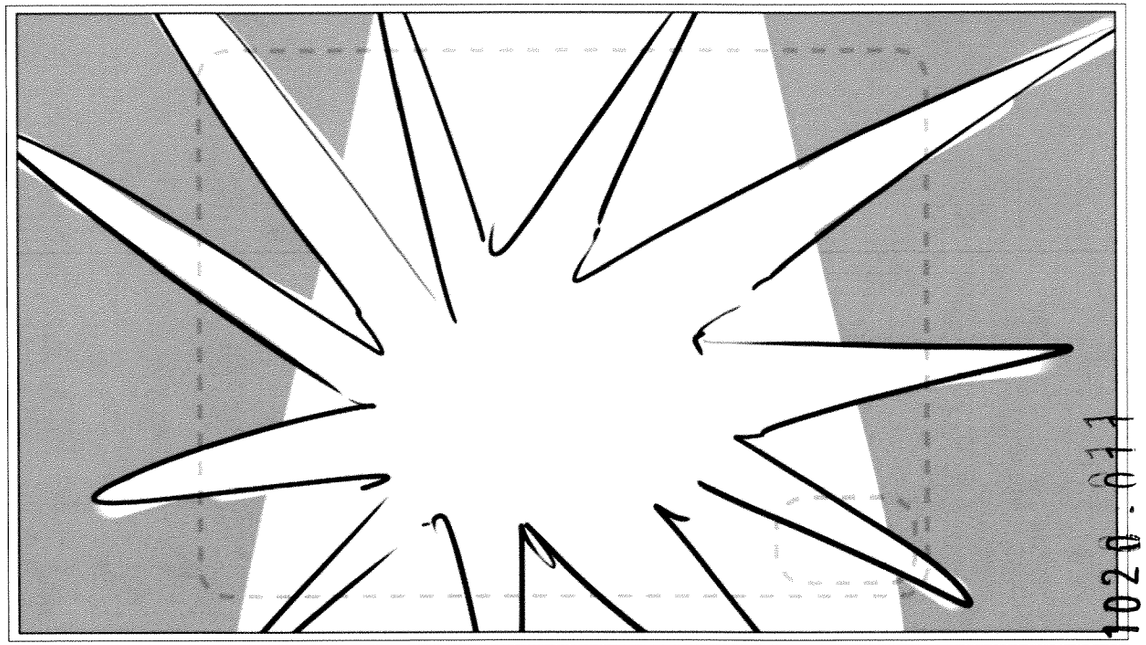


Dialog
MR. SMILEY (os): ...BELTS!

Action Notes
Belts sway, catching the light.

Slugging
0.14

Scene	Panel
169 CONT	6



Dialog
MR. SMILEY (os): BUT!

Action Notes
Reflected light whites out the screen.

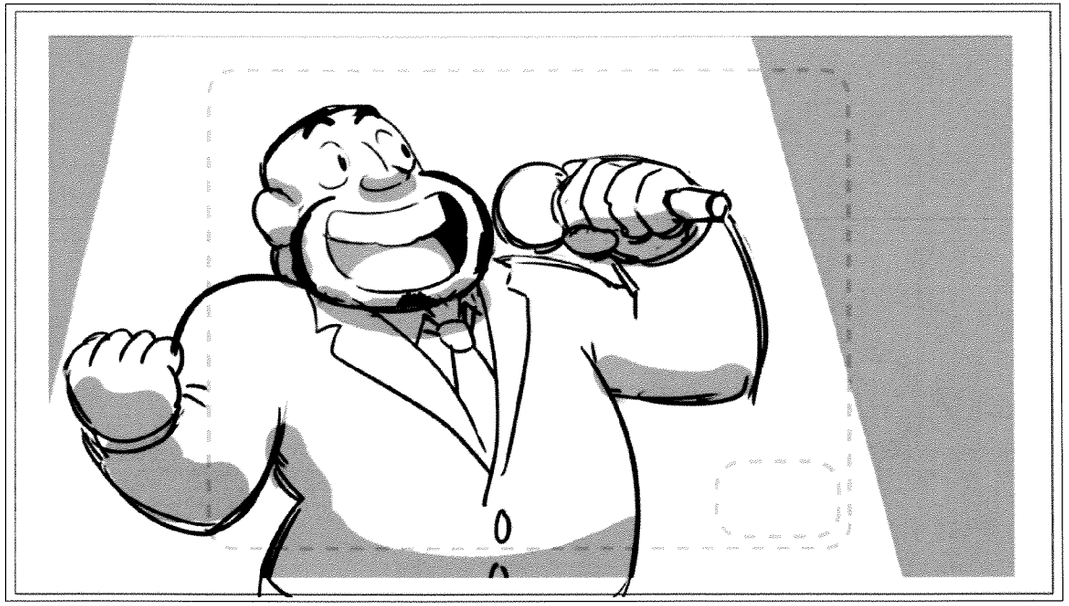
Slugging
0.09

JUL 09 201

1020.011

1020.011

Scene	Panel
172	1



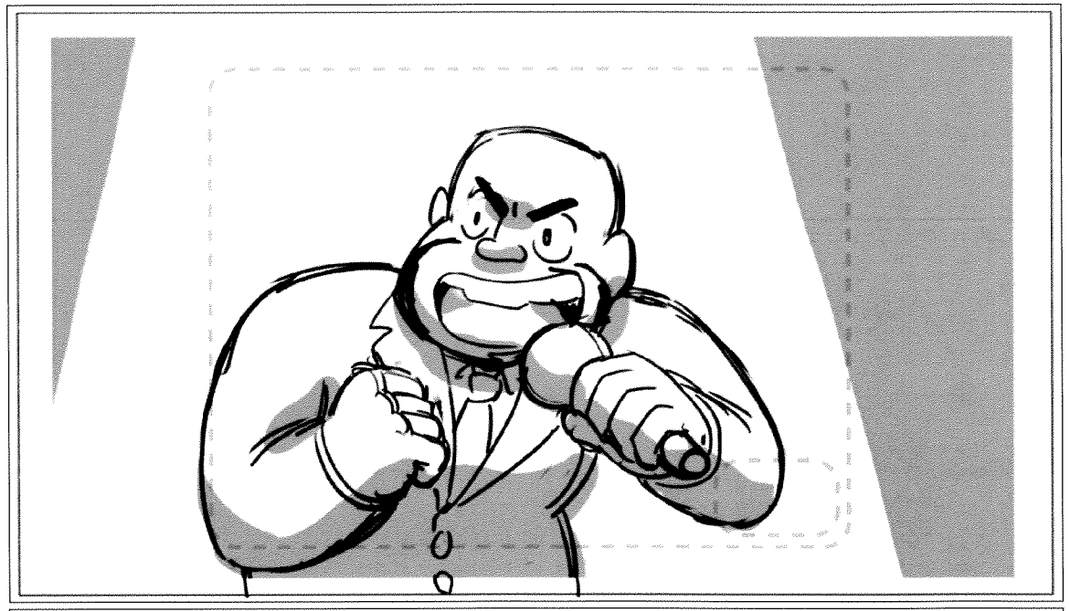
Dialog

MR. SMILEY: STANDING IN THEIR WAY...

Slugging

2.04

Scene	Panel
172	CONT 2



Dialog

MR. SMILEY: THE RUTHLESS KINGS ...

Slugging

1.13

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1020.011

1020.011

Scene	Panel
172 CONT	3



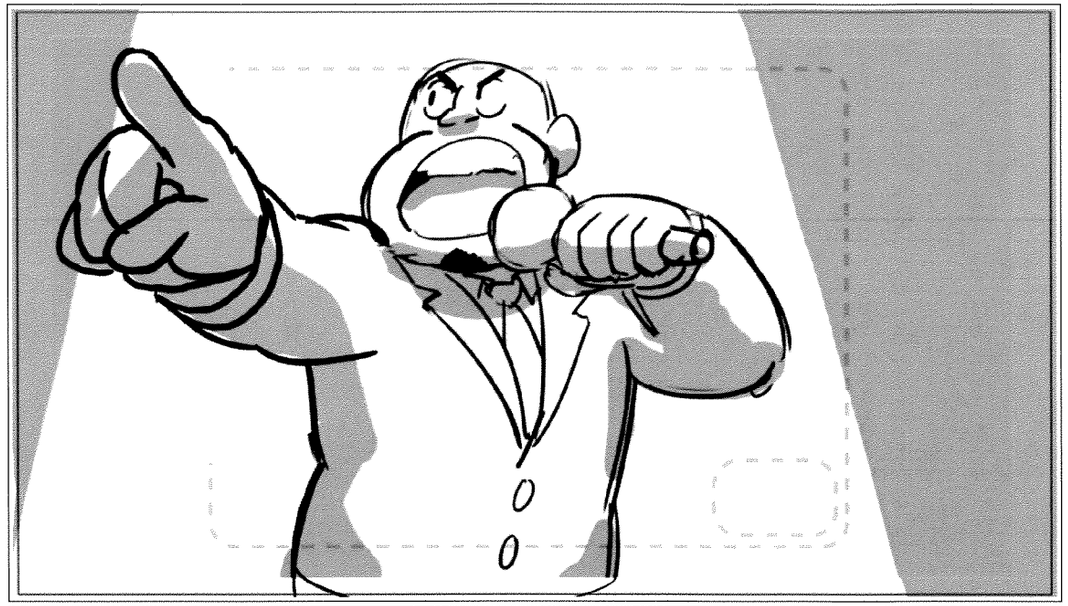
Dialog

MR. SMILEY: ...OF THE JUNGLE

Slugging

1.10

Scene	Panel
172 CONT	4



Dialog

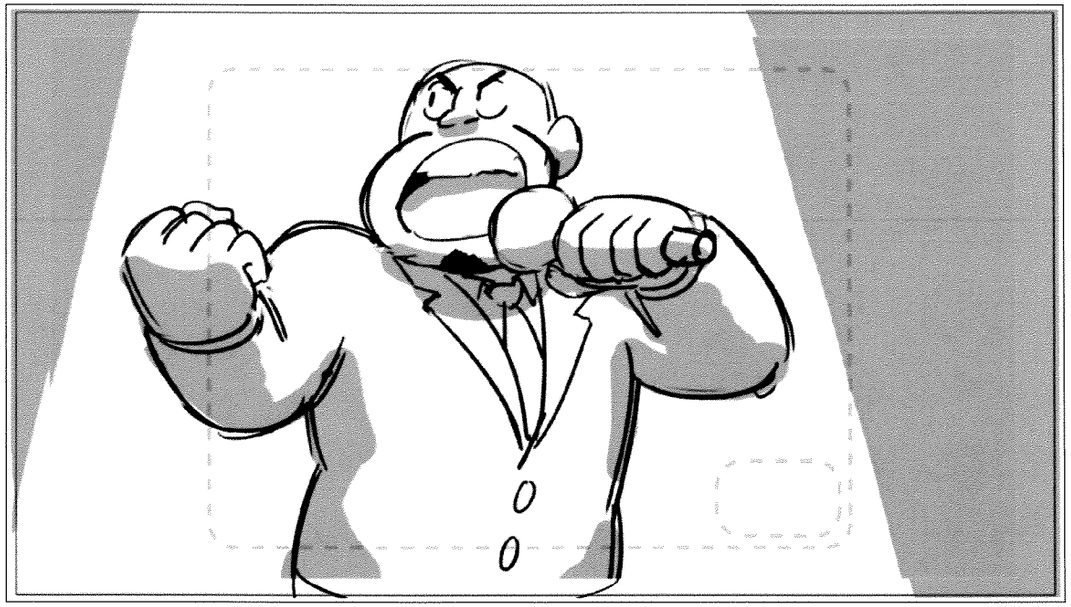
MR. SMILEY: THEY'LL EAT YOUR KIDS

Slugging

Panels 4 to 6 = 5.13

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Scene	Panel
172	CONT 5



Dialog

MR. SMILEY: FIRE YOUR PARENTS!

Scene	Panel
172	CONT 6



Dialog

MR. SMILEY: OOOH!

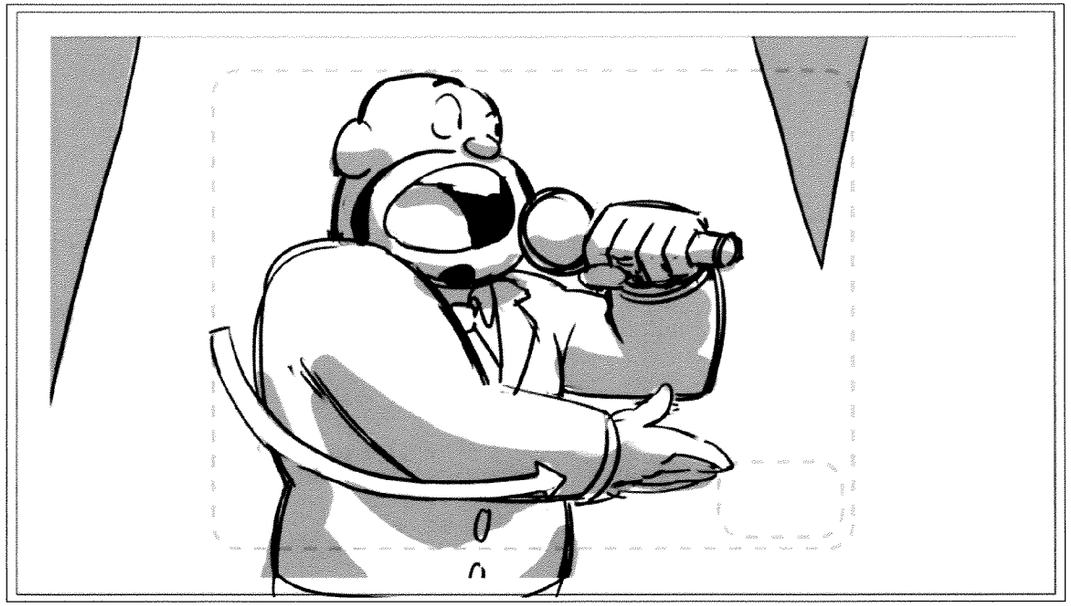
JUL 09 2013

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1020.011

1020.011

Scene	Panel
172	7 CONT



Dialog

MR. SMILEY: YES, IT COULD ONLY BE…

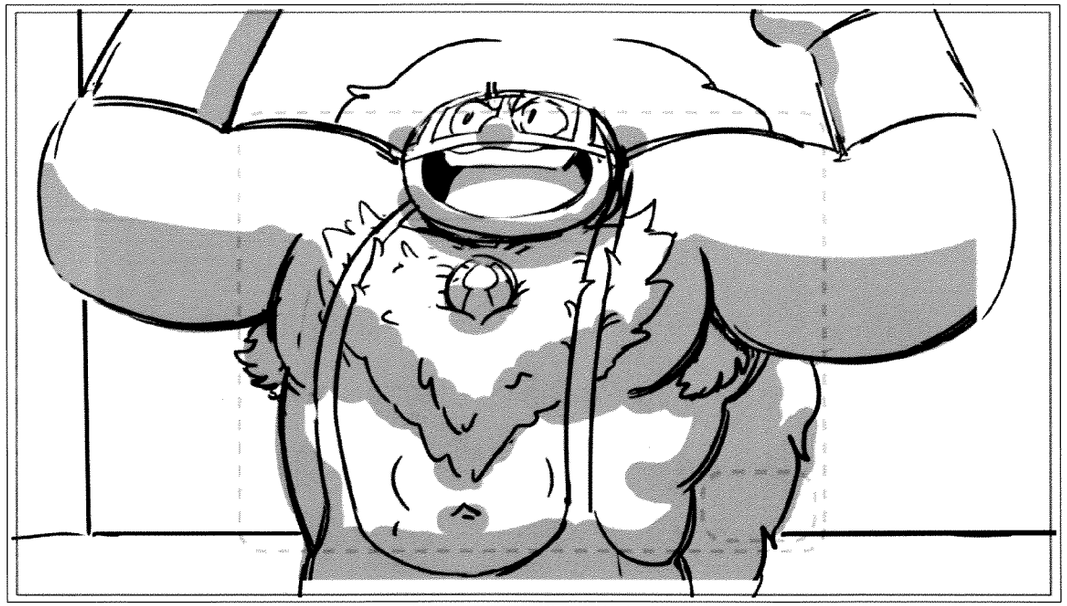
Action Notes

Another spotlight switches on.

Slugging

2.13

Scene	Panel
173	1



Dialog

MR. SMILEY (os): THE PURPLE

CROWD: <BOOING>

Slugging

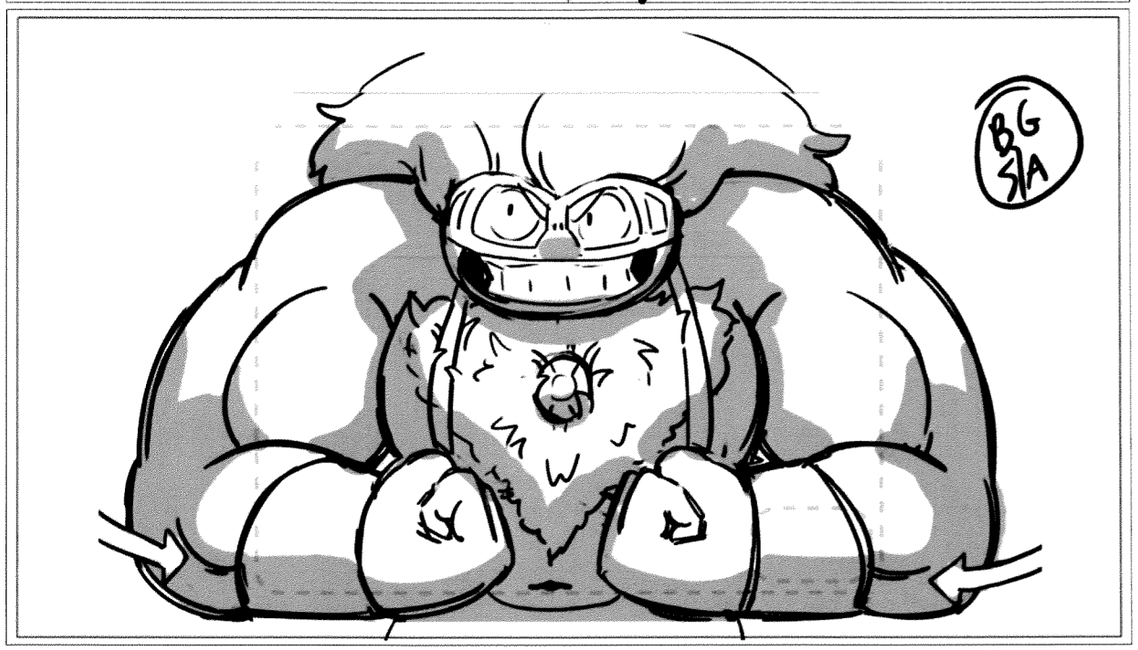
1.10

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1020.011

1020.011

Scene	Panel
173 CONT	2



Dialog

MR. SMILEY (os): PUMA…

CROWD: <BOOING>

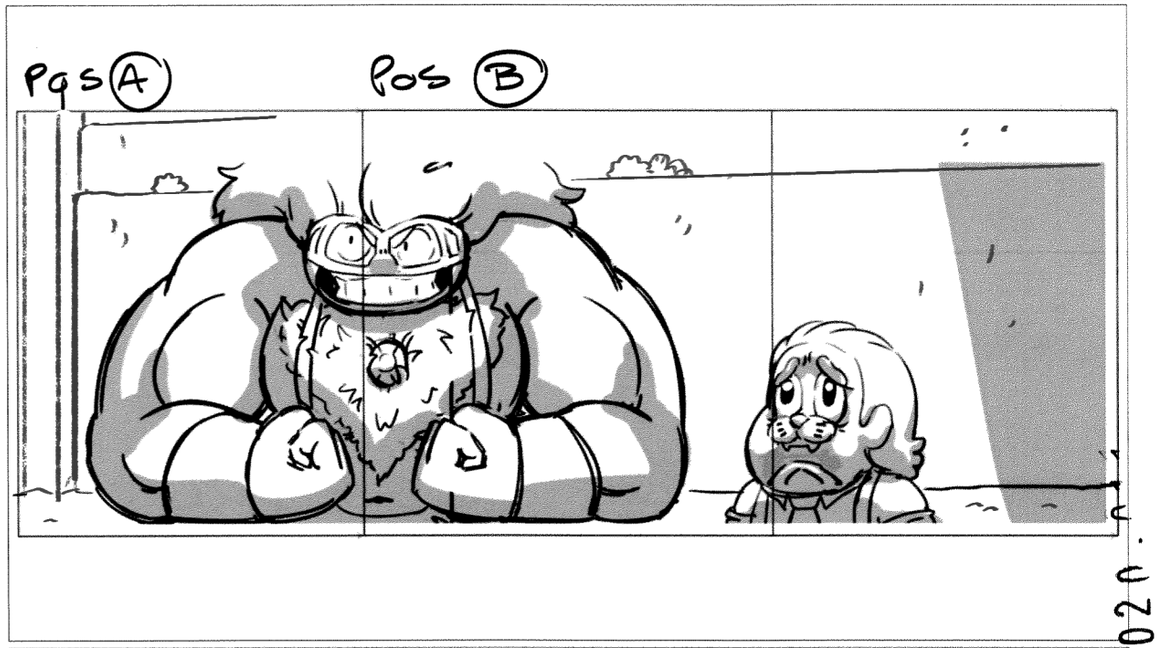
Action Notes

The crowd boos and Amethyst soaks up the attention, biceps bulge.

Slugging

1.03

Scene	Panel
173 CONT	3



Dialog

MR. SMILEY (os): AND TIGGGGERRRR MILLIONAIRRRREEEE!!!

Action Notes

Camera pans right to steven

Slugging

ADJ: 1.02

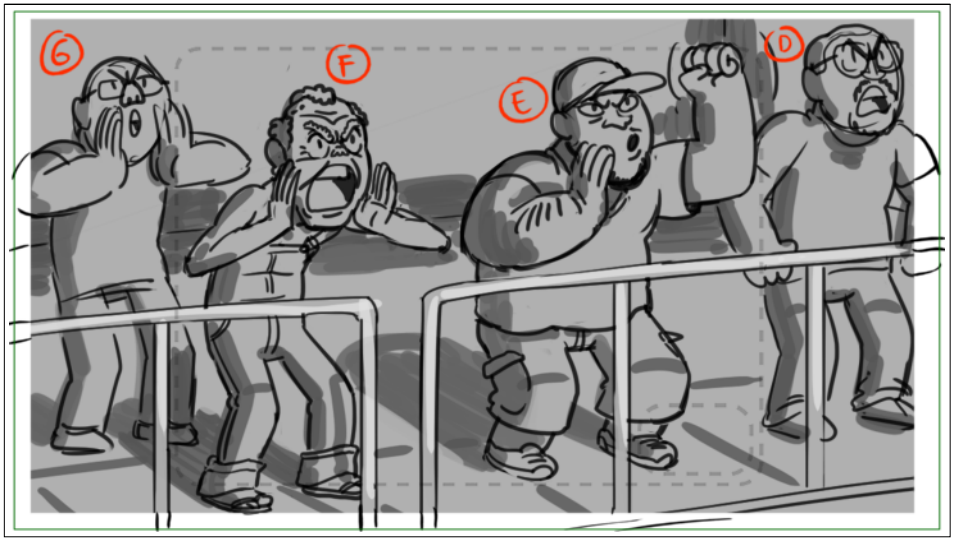
Then HOLD: 4.01

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1020.011

Scene	Duration	Panel	Duration
174	01:00	1	01:00



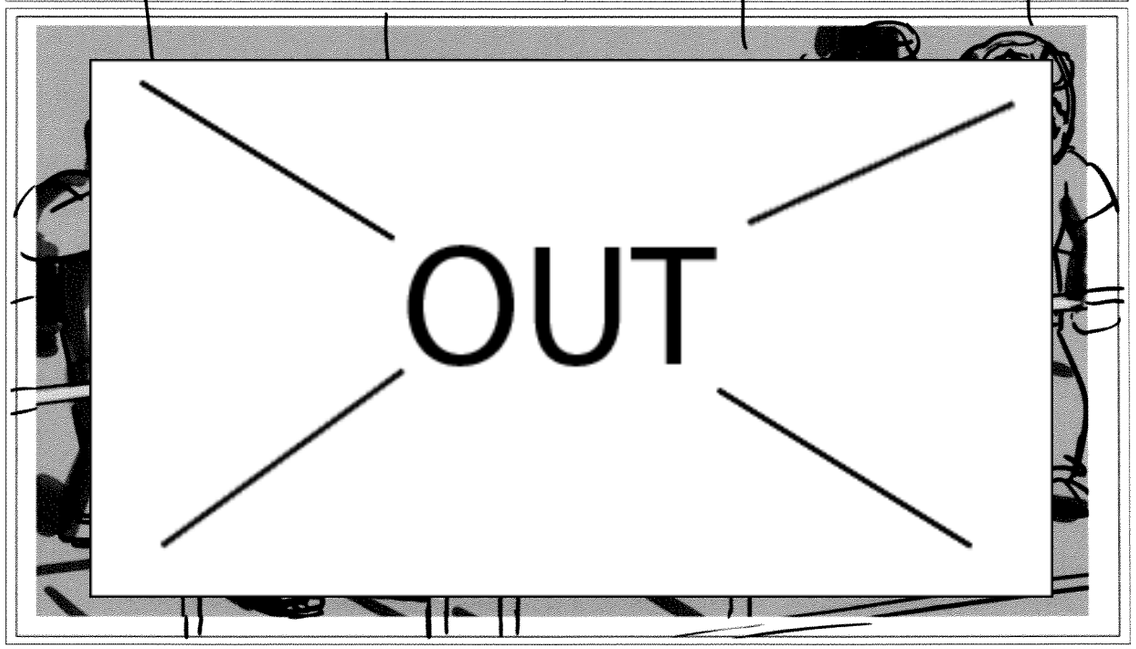
Dialog

MR. SMILEY (os):
...AIIIIIRRRE!!
OLD FARMER: DON?T YOU DARE HURT THOSE MEN, YOU MONSTERS!

CROWD: <BOOING>

Scene 174

Panel 1

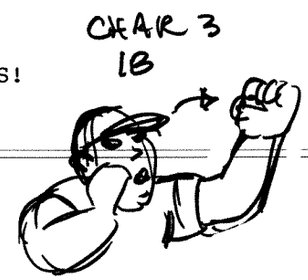


Dialog

MR. SMILEY (os): ...AIIIIIIRRRE!!

OLD FARMER: DON'T YOU DARE HURT THOSE MEN, YOU MONSTERS!

CROWD: <BOOING>



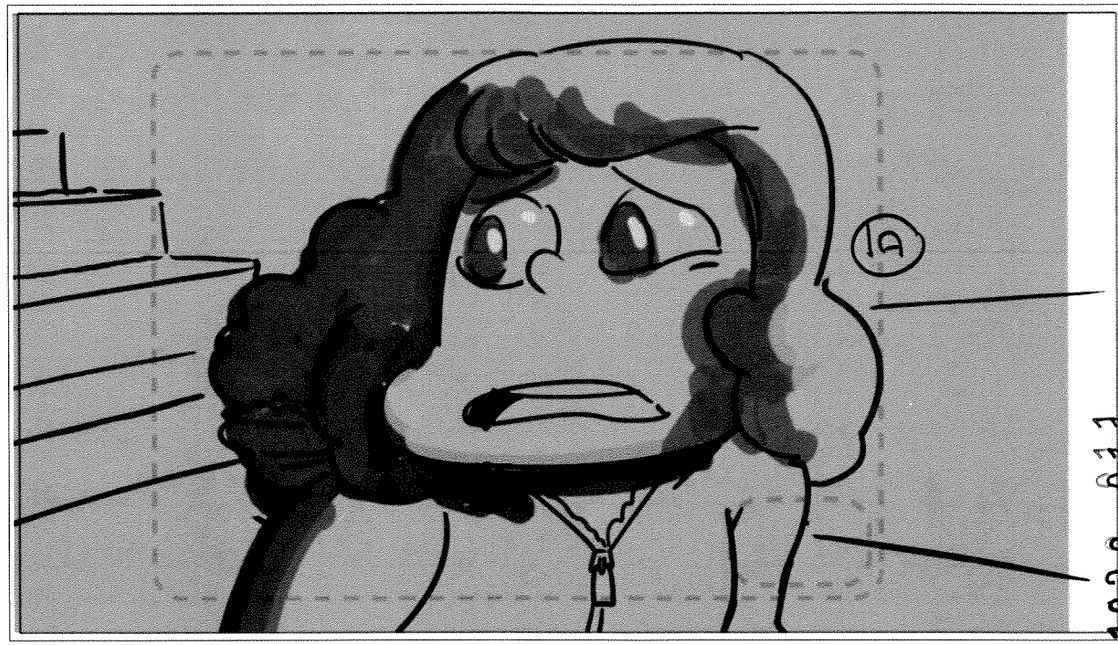


Slugging

4.09

Scene 175

Panel 1



Dialog

SADIE: MAN, PEOPLE ARE REALLY HATING ON TIGER M.

Slugging

5.07



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1020.011

1020.011

1020.011

Scene	Panel
176	1



Dialog

LARS: YEAH!! HE'S AWFUL BECAUSE HE HURT ME SPECIFICALLY!

Action Notes

Sadie turns to look at Lars.

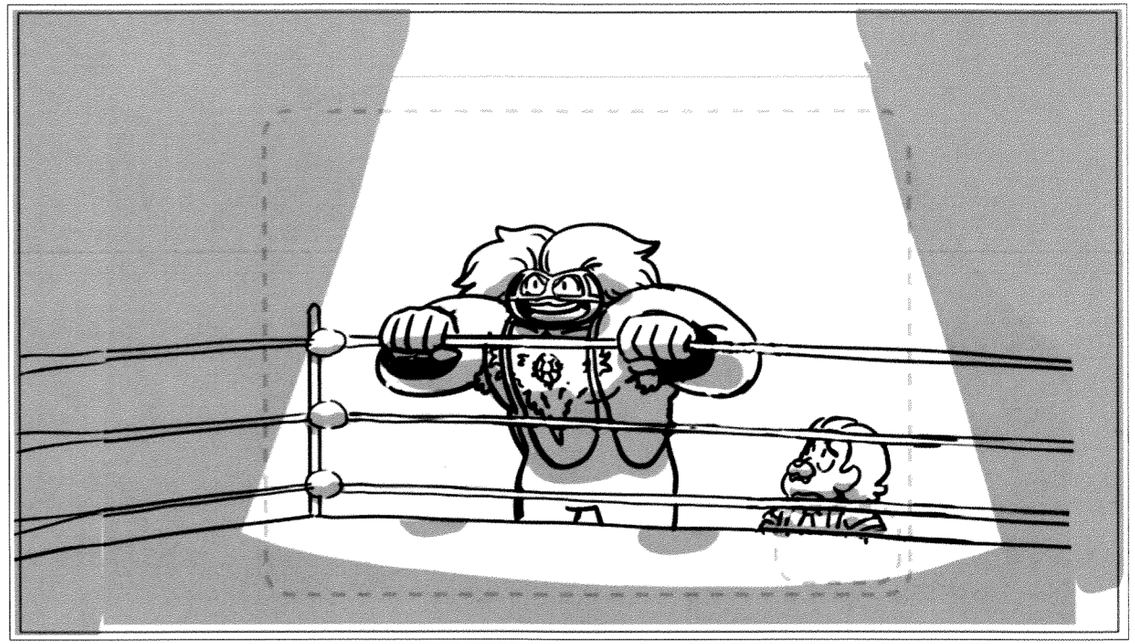
Slugging

4.02

Notes

H.U. Sadie to previous scene.

Scene	Panel
177	1



Dialog

CROWD: <BOOING>

Slugging

0.08

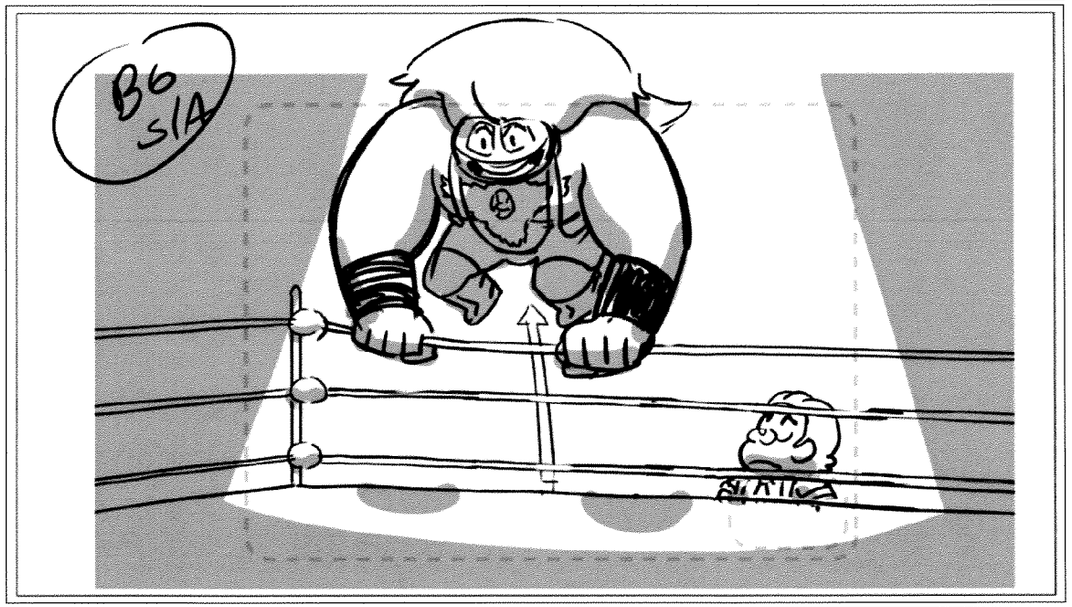
JUL 09 201

1020.011

1020.011

1020.011

Scene	Panel
177	2 CONT



Dialog

CROWD: <BOOING>

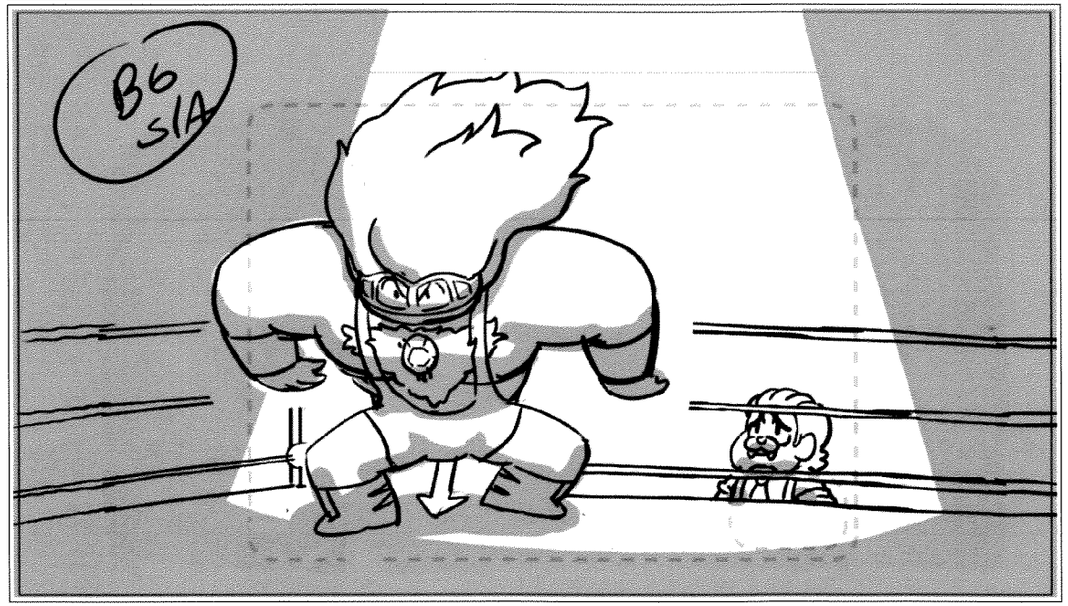
Action Notes

Amethyst jumps over the rope - Steven's head follows Amethyst.

Slugging

0.04

Scene	Panel
177	3 CONT



Dialog

CROWD: <BOOING>

Slugging

0.10

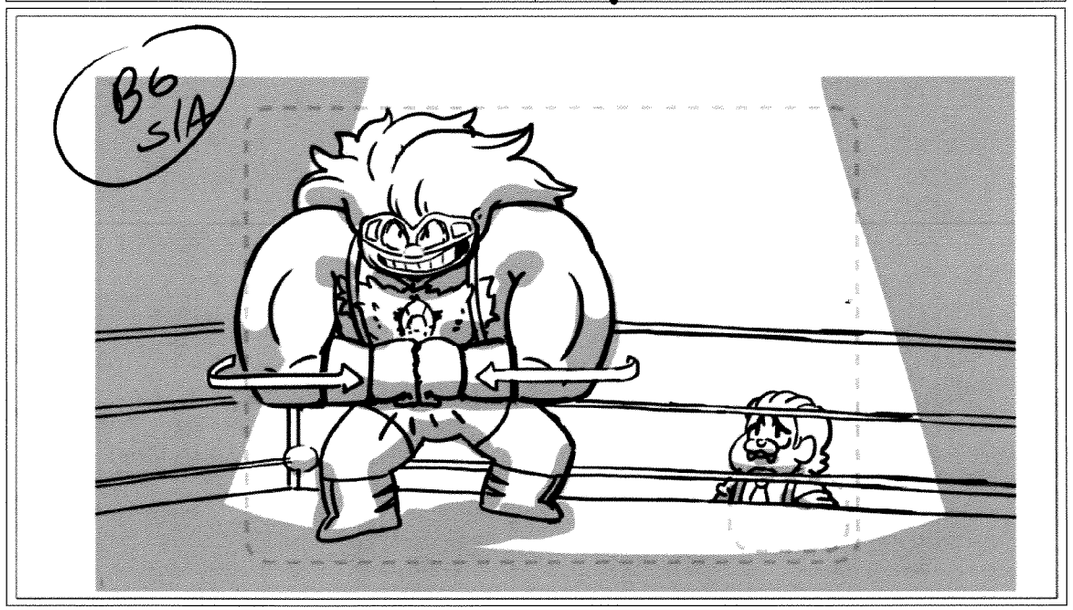
JUL 0 9 2013

1020-011

1020-011

1020.011

Scene	Panel
177 CONT	4



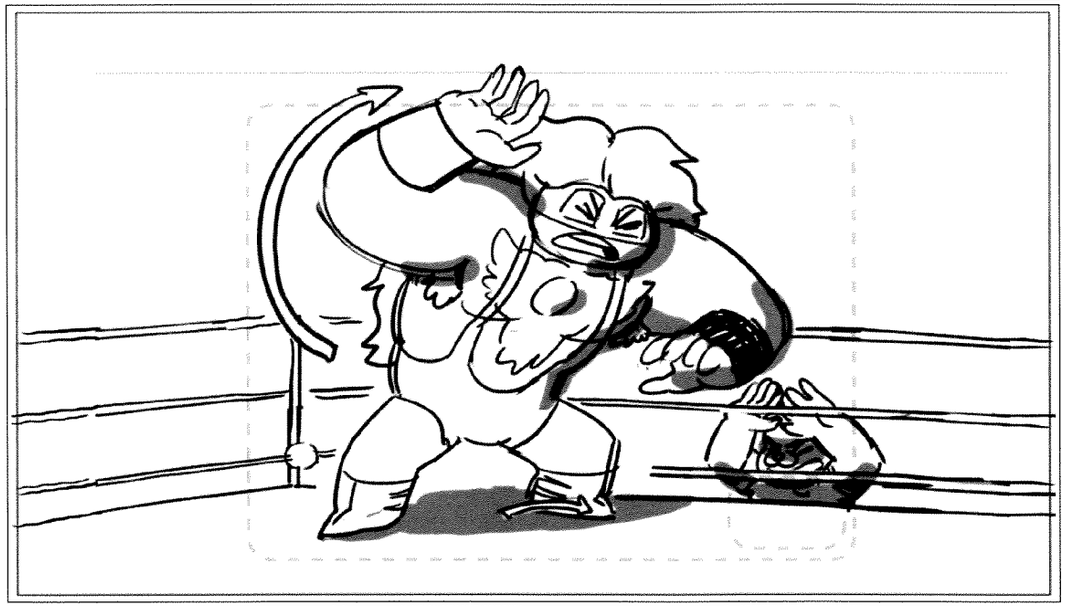
Dialog

CROWD: <BOOING>

Slugging

0.15

Scene	Panel
177 CONT	5



Action Notes

Door opens O/S - regular lights loudly clunks on, crowd murmurs.

Slugging

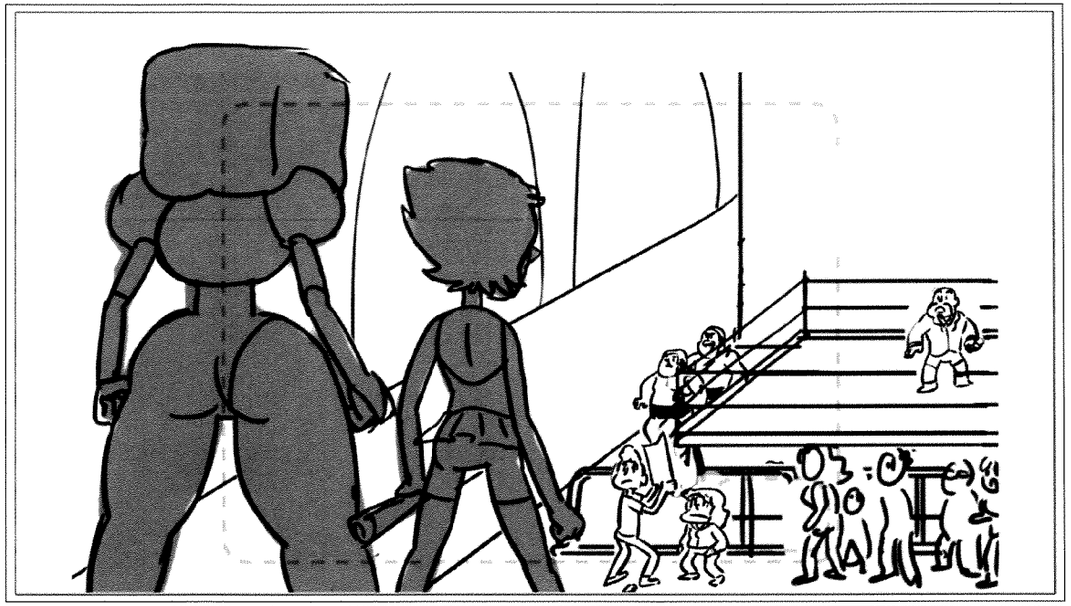
1.03

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1020.011

1020.011

Scene	Panel
178	1



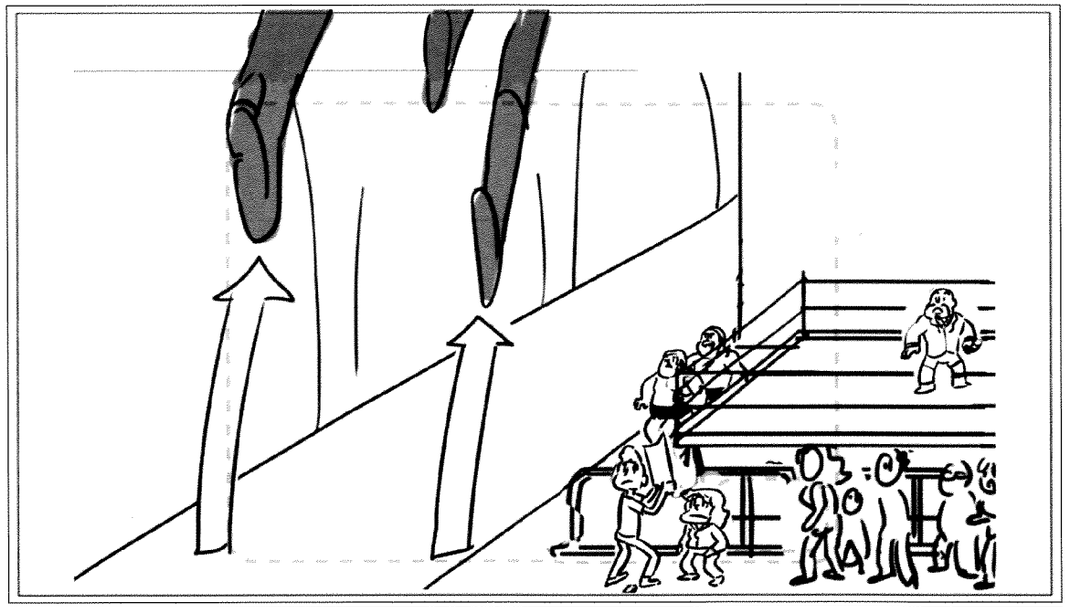
Dialog

CROWD: <MURMURING>

Slugging

1.07

Scene	Panel
178	CONT 2



Action Notes

Garnet and Pearl leap up, Mr. Smily, Lars and Sadie move their heads to follow the action.

Slugging

0.07

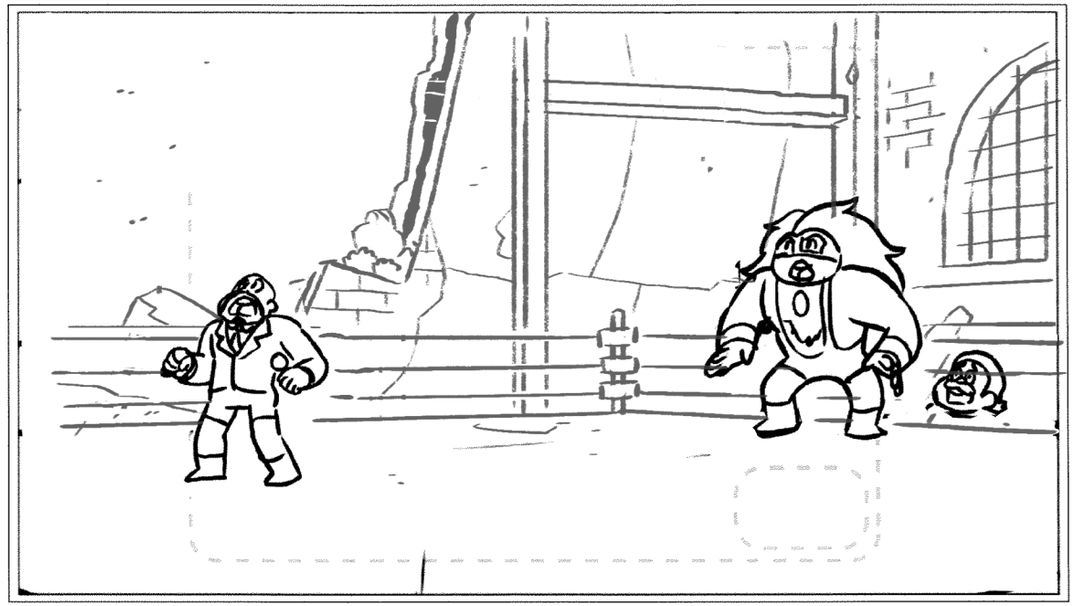
JUL 0 9 2013

1020.011

1020.011

1020.011

Scene	Panel
179	1



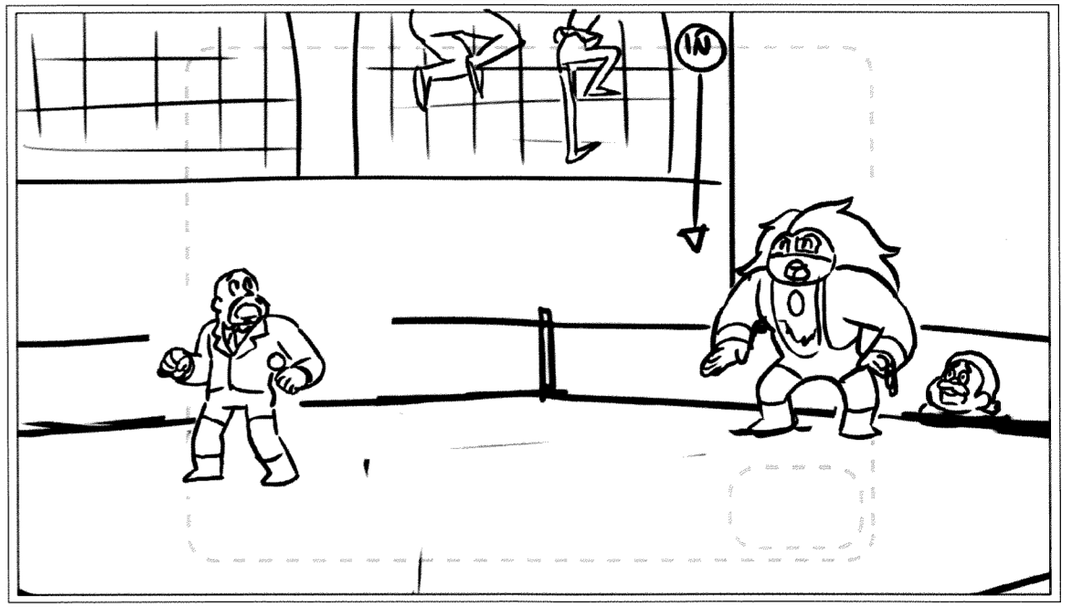
Action Notes

Mr. Smiley, Amethyst and Steven look O/S towards Pearl and Garnet in the air.

Slugging

0.08

Scene	Panel
179 CONT	2



Action Notes

Mr. Smiley, Amethyst and Steven look O/S towards Pearl and Garnet in the air.

Slugging

Panels 2 + 3 = 1.04

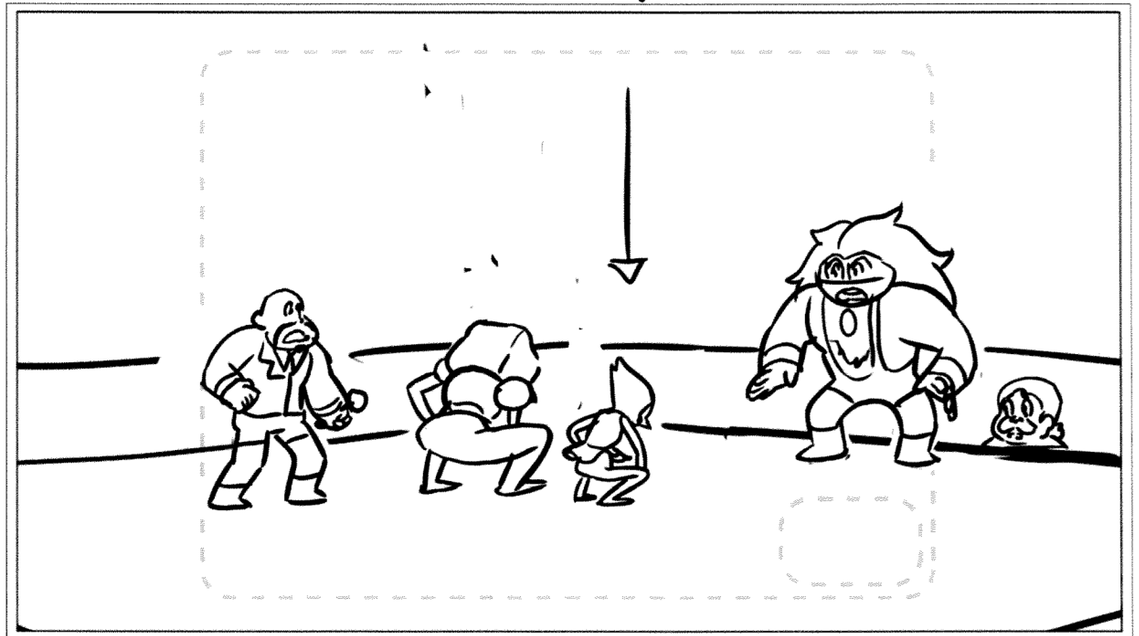
JUL 0 9 2013

1020.011

1020.011

1020.011

Scene	Panel
179	CONT 3



Action Notes

G and P land in the ring

Scene	Panel
180	1



Dialog

STEVEN: PEARL?! GARNET?

Action Notes

H/U Steven to previous

Slugging

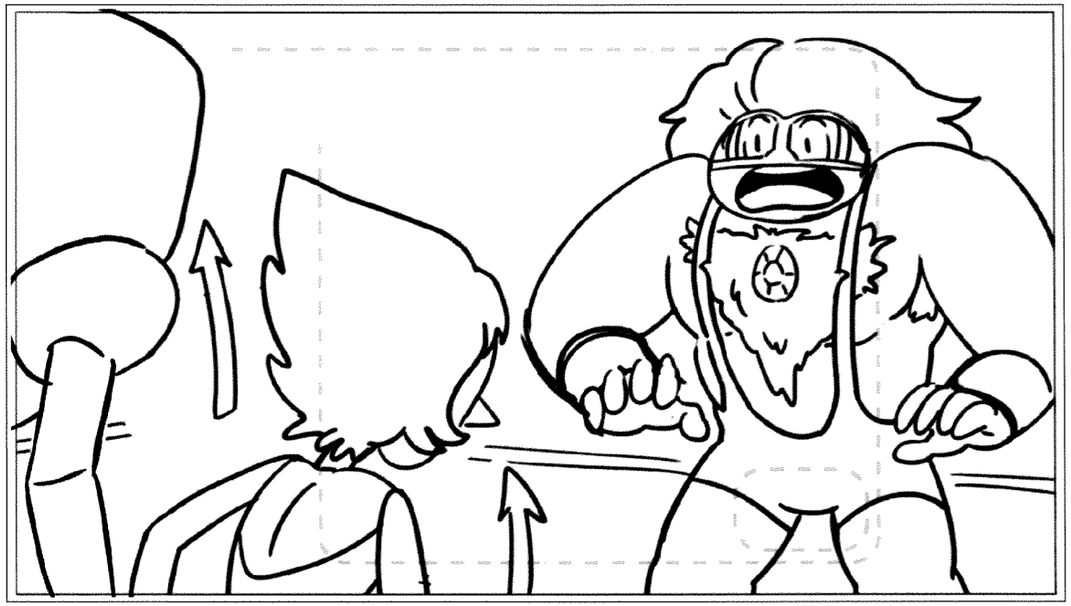
3.01

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1020.011

1020.011

Scene	Panel
181	1



Dialog
AMETHYST: WHAT ARE YOU...

Action Notes
Pearl and Garnet slowly rise.

Slugging
0.14

Scene	Panel
181	CONT 2

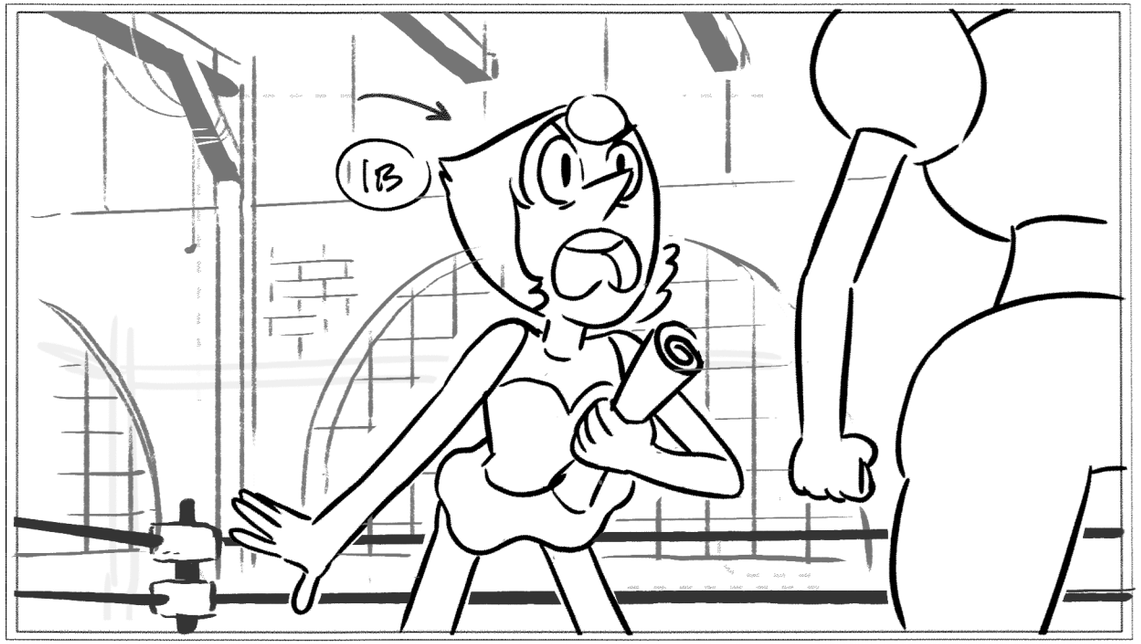


Dialog
AMETHYST: ...DOING?!

Slugging
1.06

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Scene	Panel
182	1



Dialog
PEARL: WHAT ARE WE DOING?!

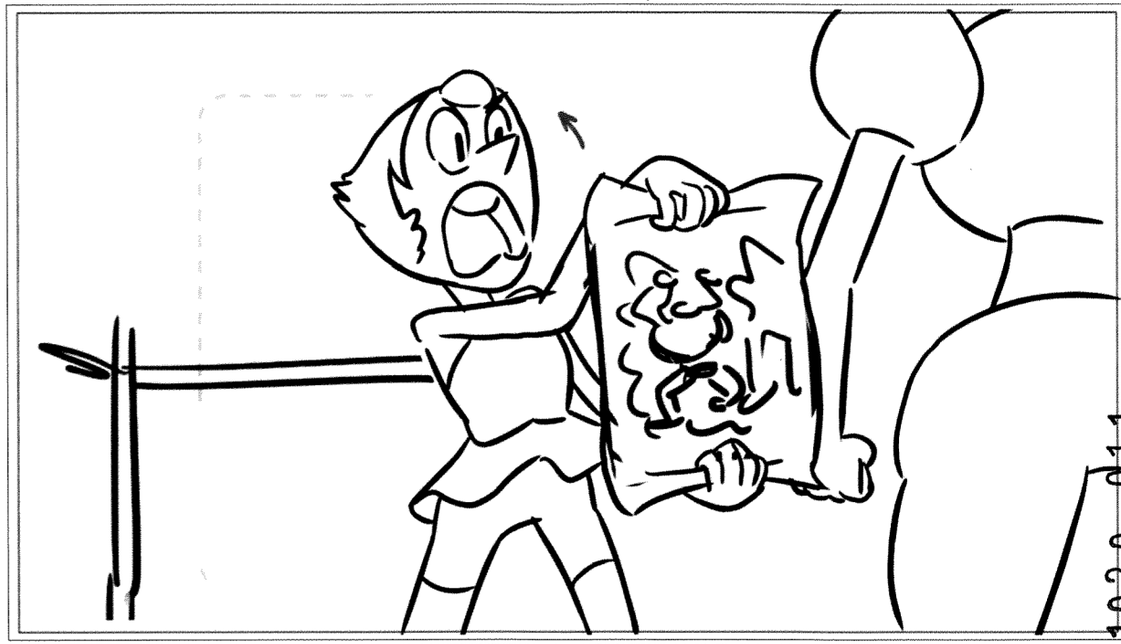
Action Notes
H/U to previous

Slugging
2.03

Notes
H.U. Pearl to previous scene.



Scene	Panel
182	2 CONT



Dialog
PEARL: WHAT IS THIS?!

Action Notes
Pearl unrolls the paper in her hand.

Slugging
1.15

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1020.011

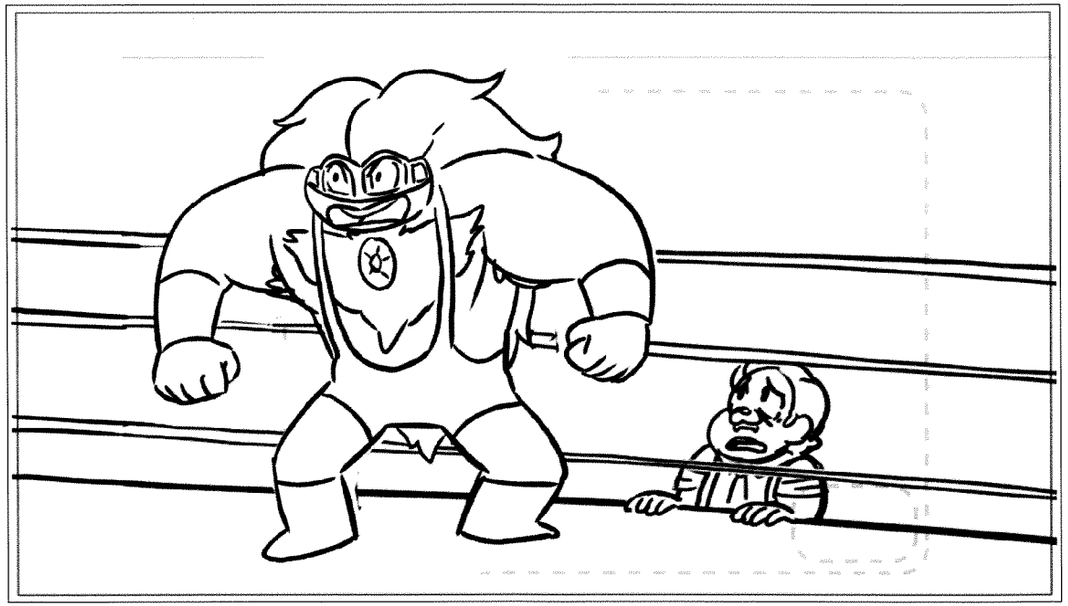
Scene	Panel
183	1



Slugging

1.10

Scene	Panel
184	1

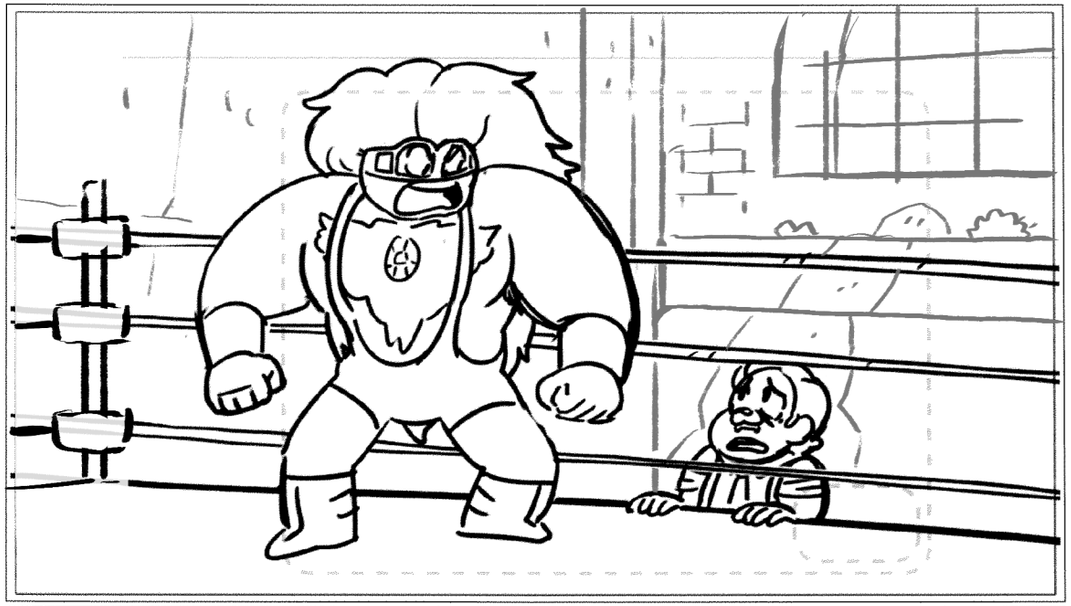


Slugging

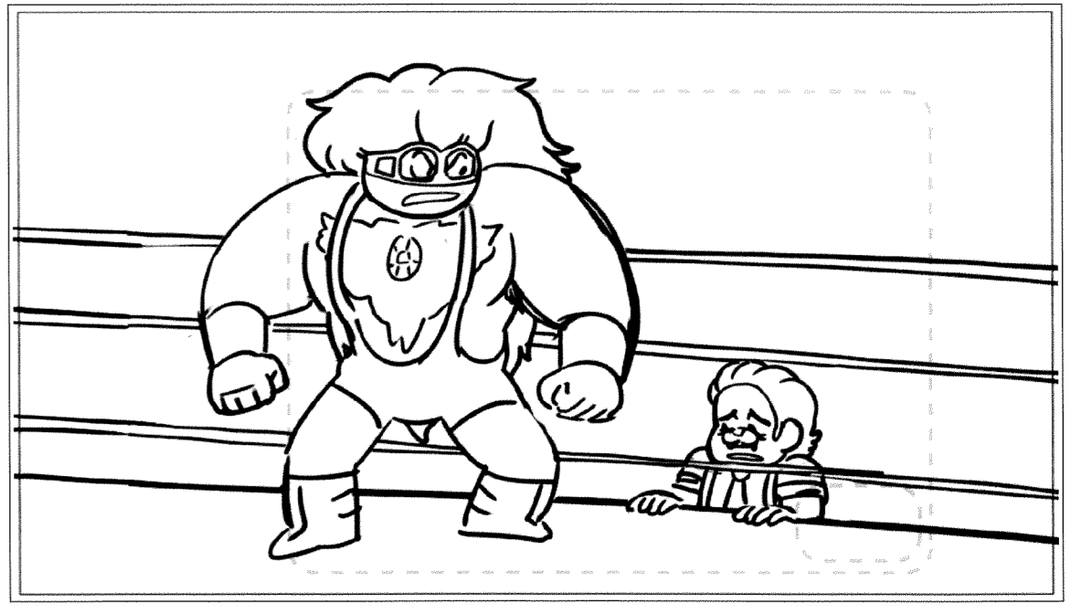
Panels 1 + 2 = 0.14

JUL 0 9 2012

Scene	Panel
184 CONT	2



Scene	Panel
184 CONT	3



Dialog

STEVEN (*APOLOGETICALLY): I THOUGHT WE COULD USE SOME PROMOTION…

Action Notes

Steven sounds apologetic, NOT defensive.

Slugging

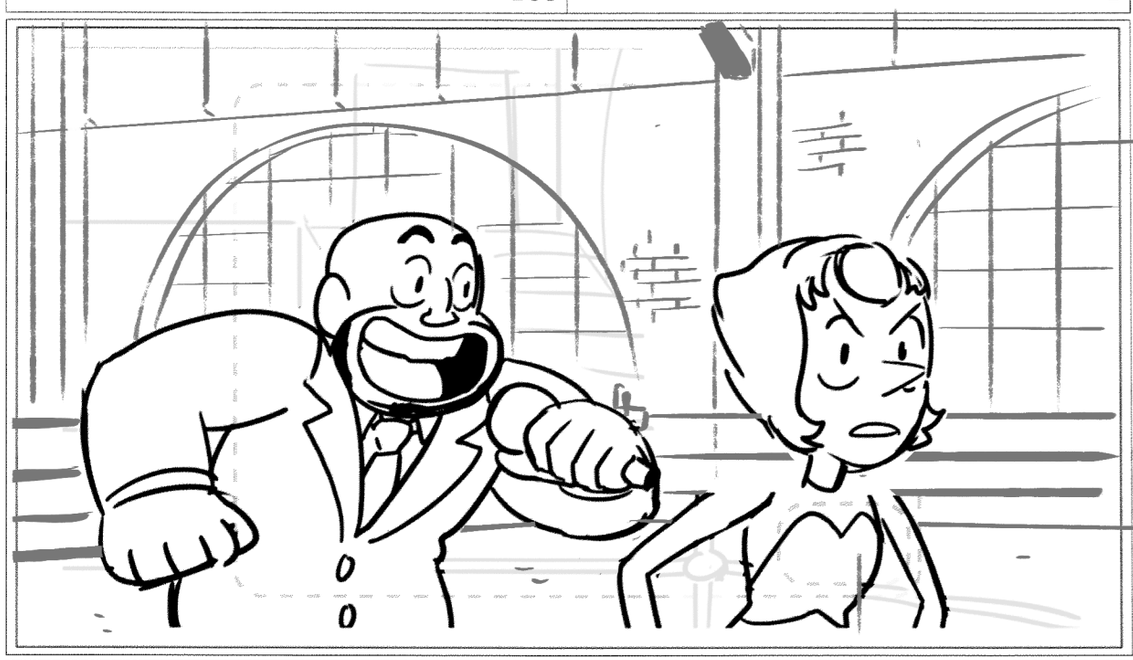
3.15

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1020.011

1020.011

Scene	Panel
185	1



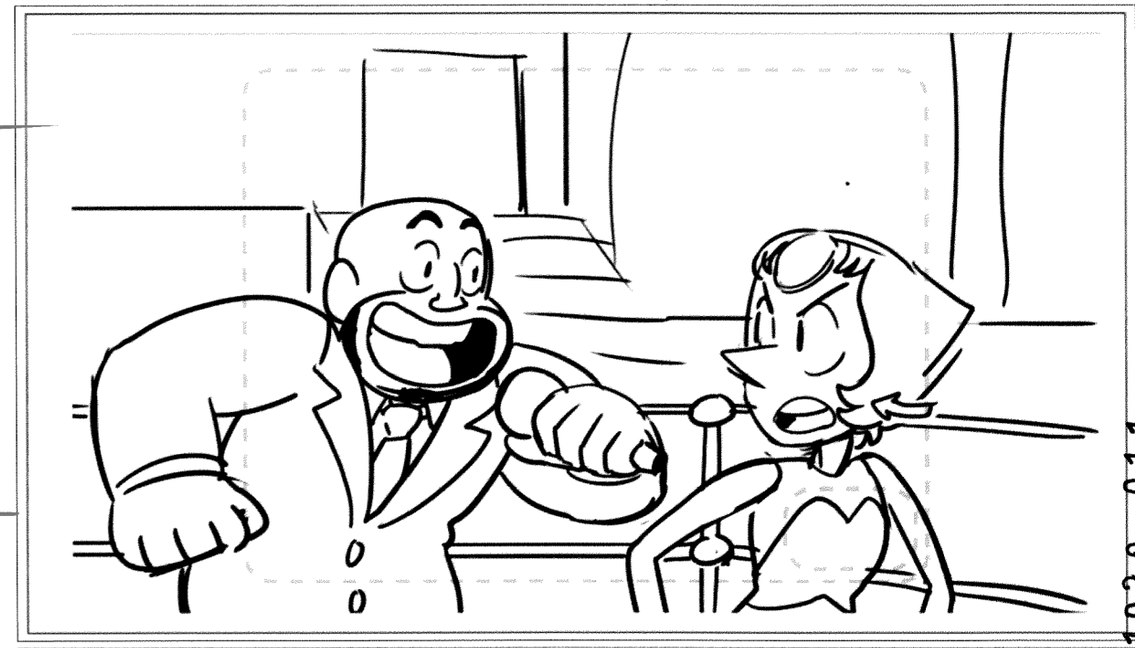
Dialog

MR. SMILEY: LOOKS LIKE WE HAVE SOME...

Slugging

1.14

Scene	Panel
185	CONT 2



Dialog

MR. SMILEY: ... NEW OPPONENTS!

Action Notes

Pearl turns in reaction to Mr Smiley.

Slugging

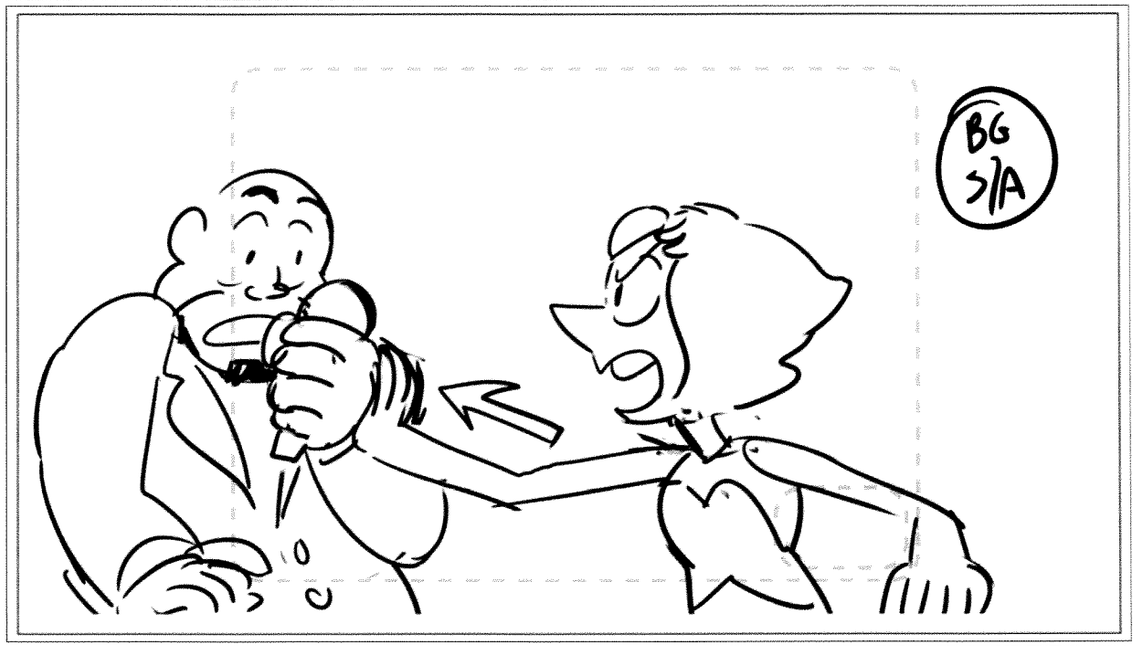
1.10

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1020.011

Scene	Panel
185	CONT 3



Dialog

PEARL: NO YOU DON'T!

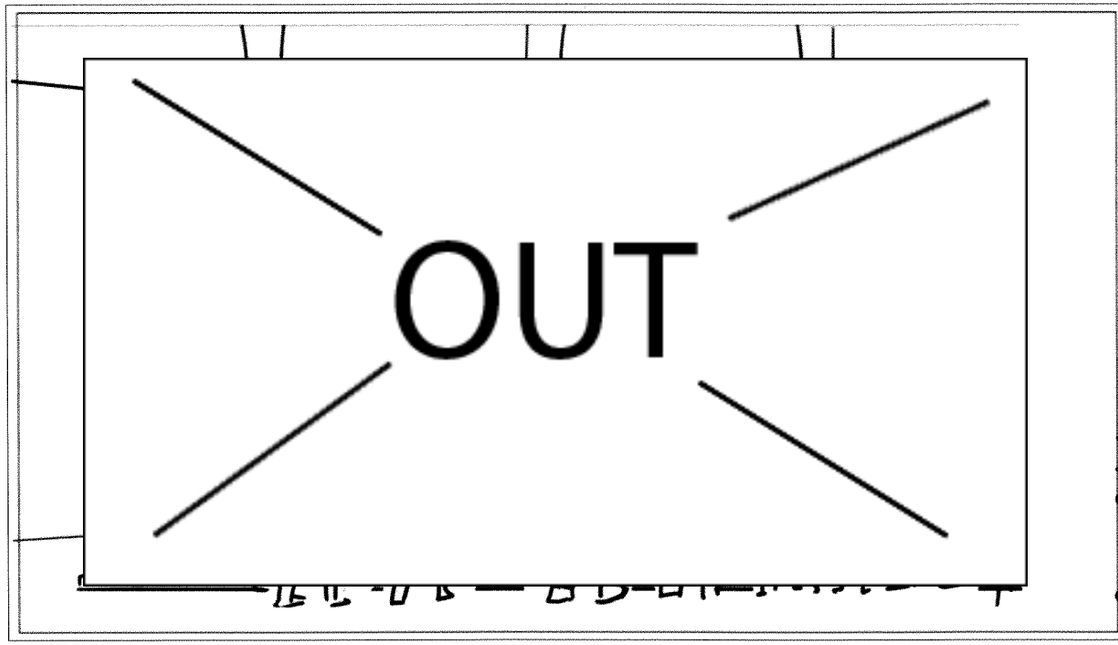
Action Notes

Pearl shoves Mr. Smiley.

Slugging

1.10

Scene	Panel
186	1



Slugging

0.04

Notes

H.U. Pearl to previous scene, facing/pushing Mr Smiley. Or in previous scene end it with Pearl turning towards screen right.



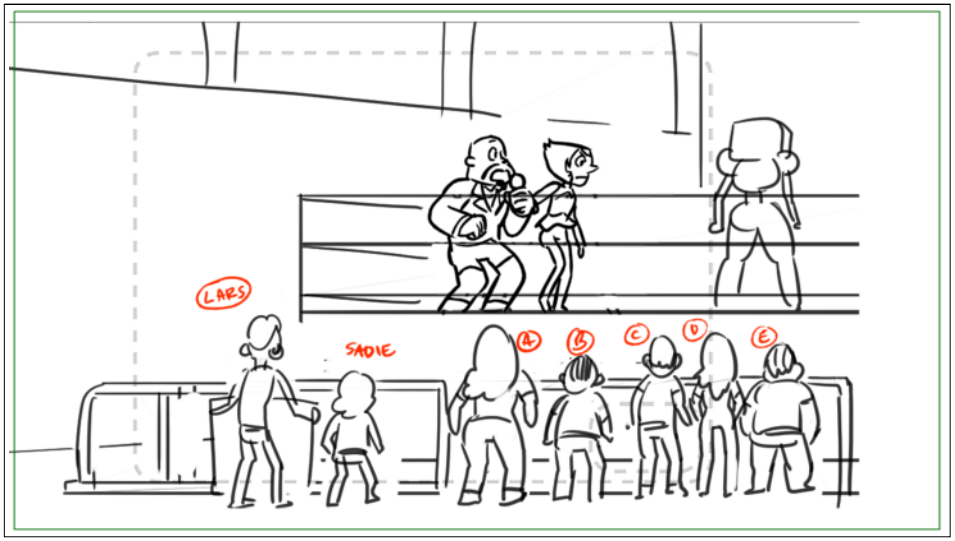
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1020.011

1020.011

1020.011

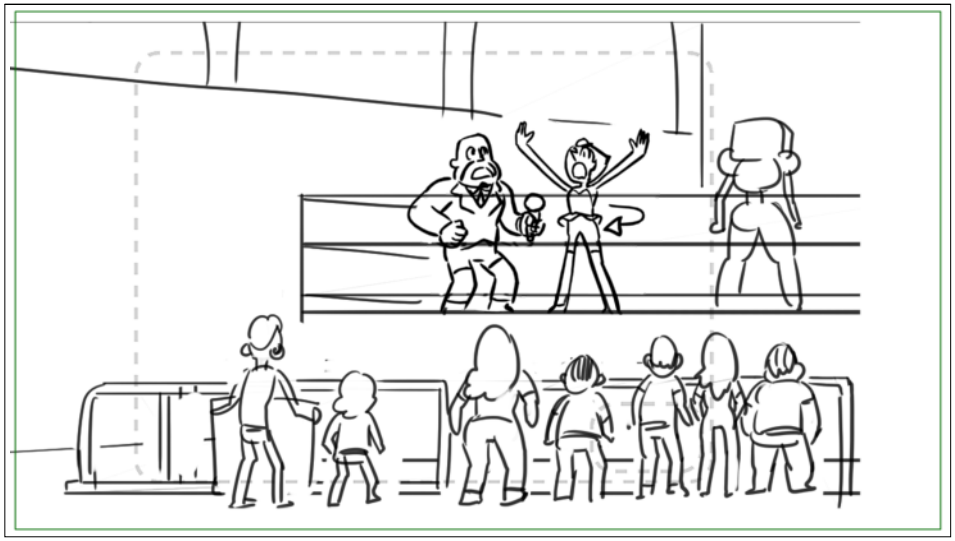
Scene	Duration	Panel	Duration
186	03:00	1	01:00



Notes

H.U. Pearl to previous scene, facing/pushing Mr Smiley. Or in previous scene end it with Pearl turning towards screen right.

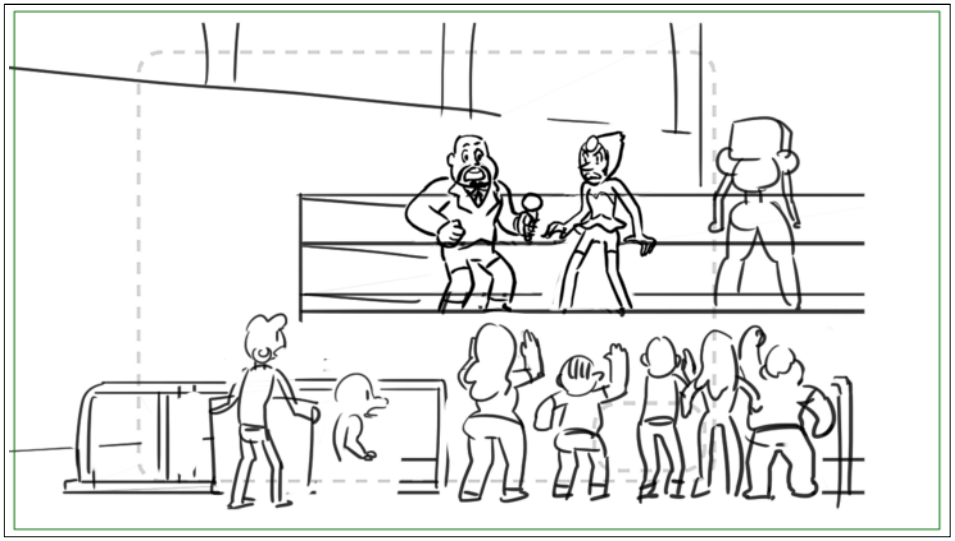
Scene	Duration	Panel	Duration
186	03:00	2	01:00



Dialog

PEARL: THIS MATCH IS CANCELLED!

Scene	Duration	Panel	Duration
186	03:00	3	01:00



Dialog

CROWD: <CONFUSED WALLA>

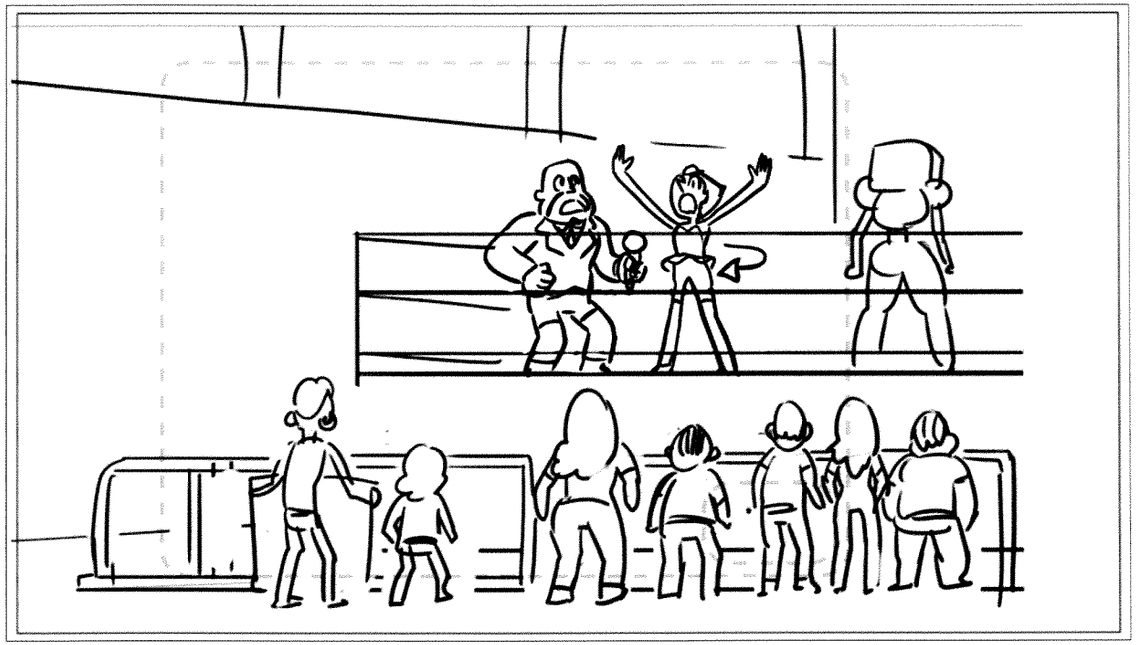
STEVEN (os): WHAT?!

Action Notes

Crowd reacts to Pearl.

Pearl reacts to crowd.

Scene	Panel
186 CONT	2



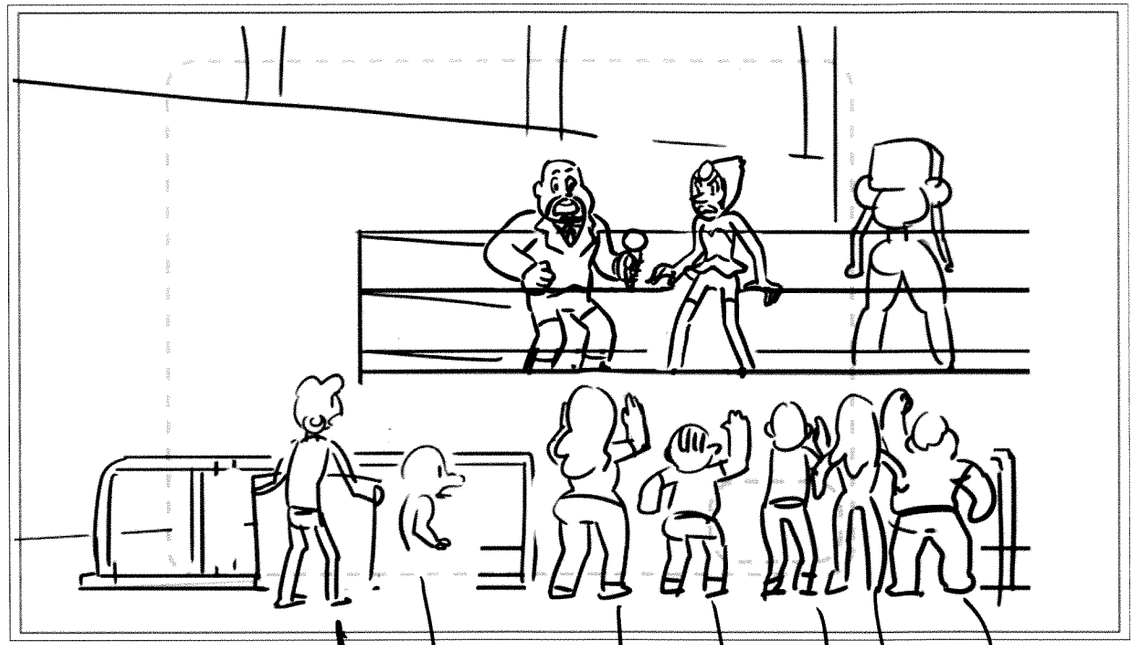
Dialog

PEARL: THIS MATCH IS CANCELLED!

Slugging

2.09

Scene	Panel
186 CONT	3



Dialog

CROWD: <CONFUSED WALLA>

STEVEN (os): WHAT?!

Action Notes

Crowd reacts to Pearl.

Pearl reacts to crowd.

Slugging

2.08

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1020.011

Scene	Panel
187	1



Dialog

STEVEN: WHY?!

Slugging

1.08

Scene	Panel
188	1



Dialog

PEARL: WHY?!

Slugging

1.05

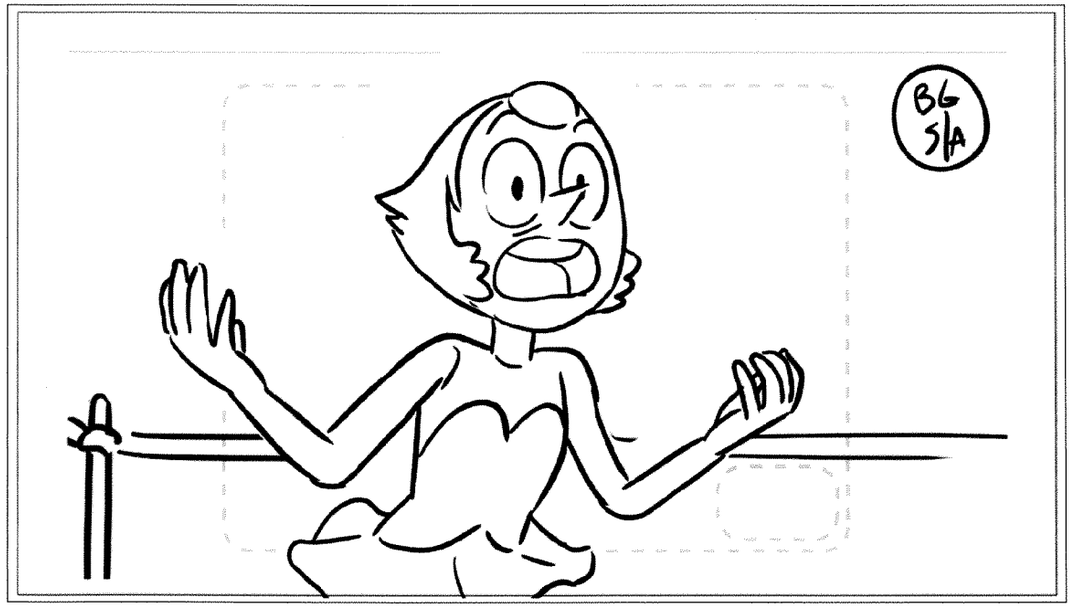
JUL 0 9 2013

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1020.011

Scene	Panel
188	CONT 2



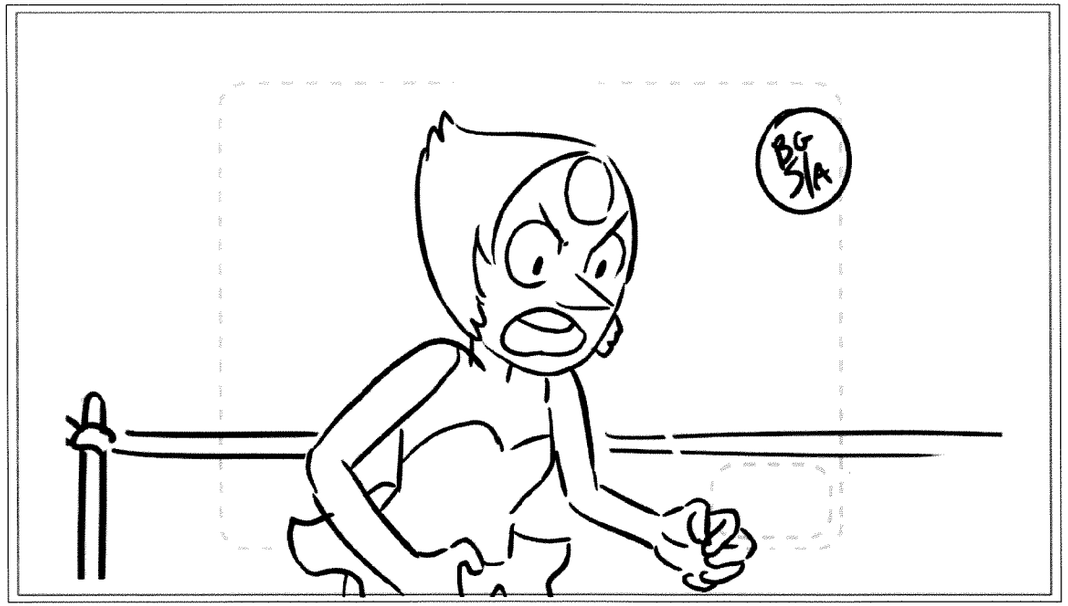
Dialog

PEARL: I CAN'T BELIEVE YOU'VE BEEN SNEAKING OFF TO THIS…

Slugging

3.08

Scene	Panel
188	CONT 3



Dialog

PEARL: THIS… CIRCUS OF VIOLENCE!

Slugging

4.07

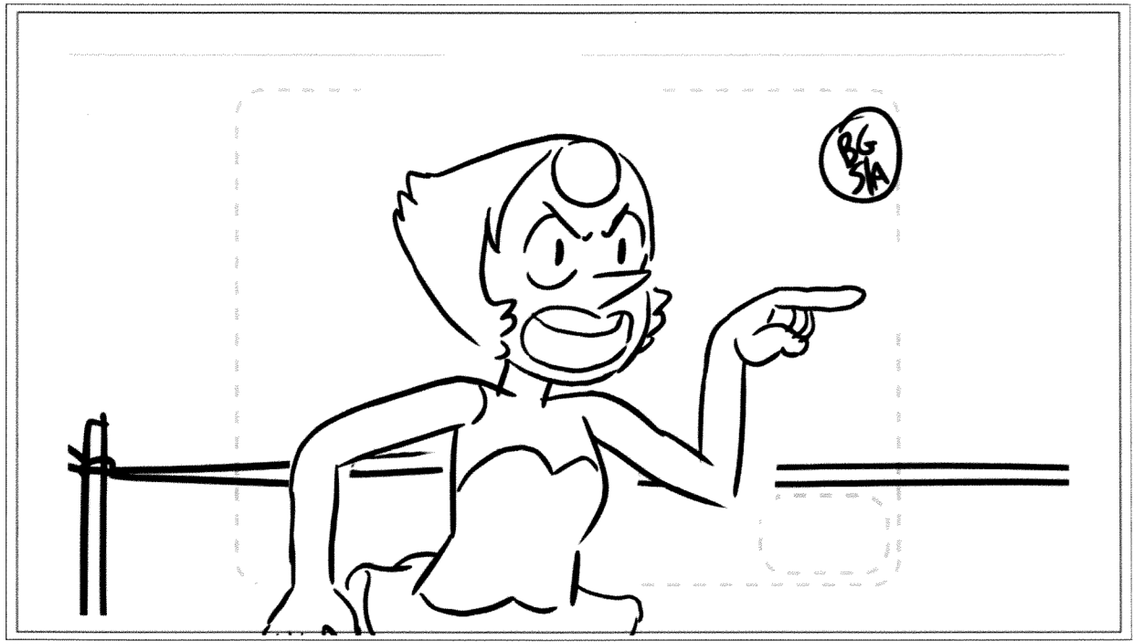
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1020.011

1020.011

Scene	Panel
188	4 CONT

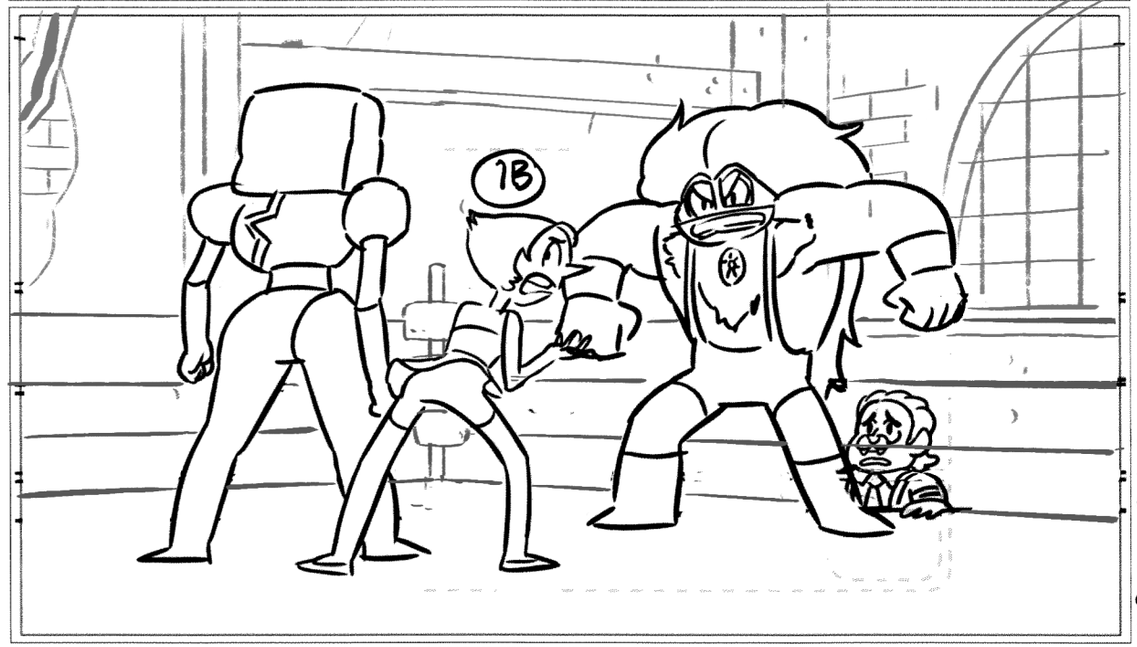


Dialog
PEARL: AND YOU!

Action Notes
Pearl points towards Amethyst.

Slugging
2.01

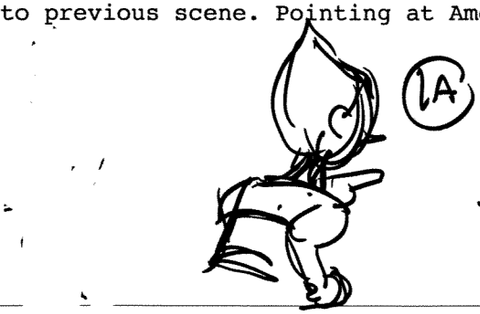
Scene	Panel
189	1



Dialog
PEARL: USING YOUR GEM POWERS ON HUMANS?!

Slugging
3.13

Notes
Need H.U. pose for Pearl to previous scene. Pointing at Amethyst.



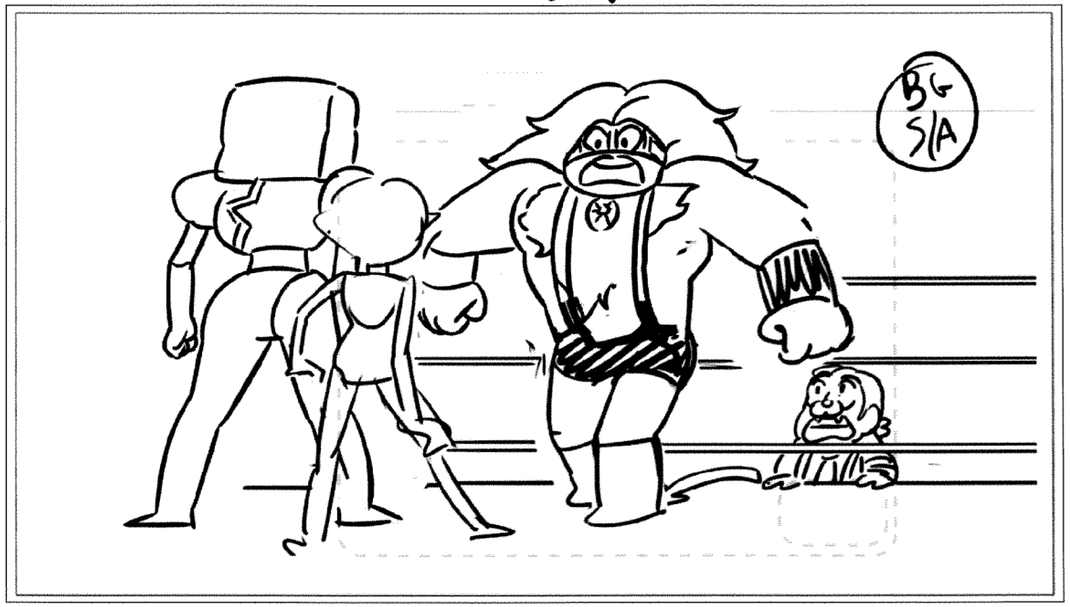
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1020-011

1020-011

Scene	Panel
189	2 CONT



Dialog

AMETHYST: IT'S NOT ENOUGH...

Slugging

1.13

Scene	Panel
190	1



Dialog

AMETHYST: ...THAT YOU'RE ON MY CASE ALL THE TIME,

Slugging

1.10

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1020.011

1020.011

Scene	Panel
190 CONT	2



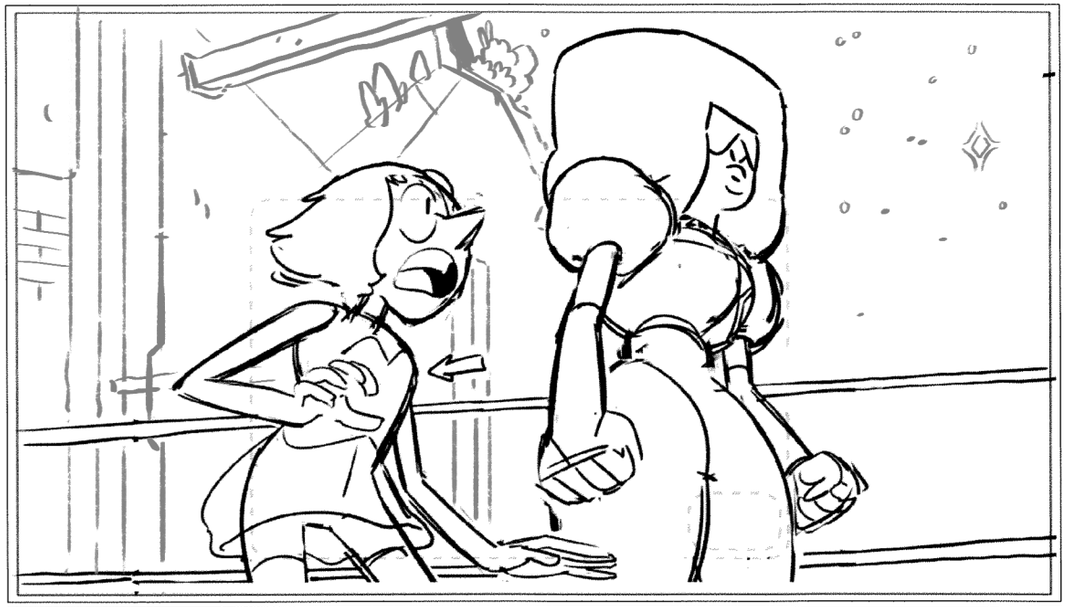
Dialog

AMETHYST: YOU HAVE TO RUIN THIS FOR ME TOO?!

Slugging

3.00

Scene	Panel
191	1



Dialog

PEARL: WE'RE NOT HERE TO FIGHT!

Action Notes

Pearl backs up.

Slugging

2.06

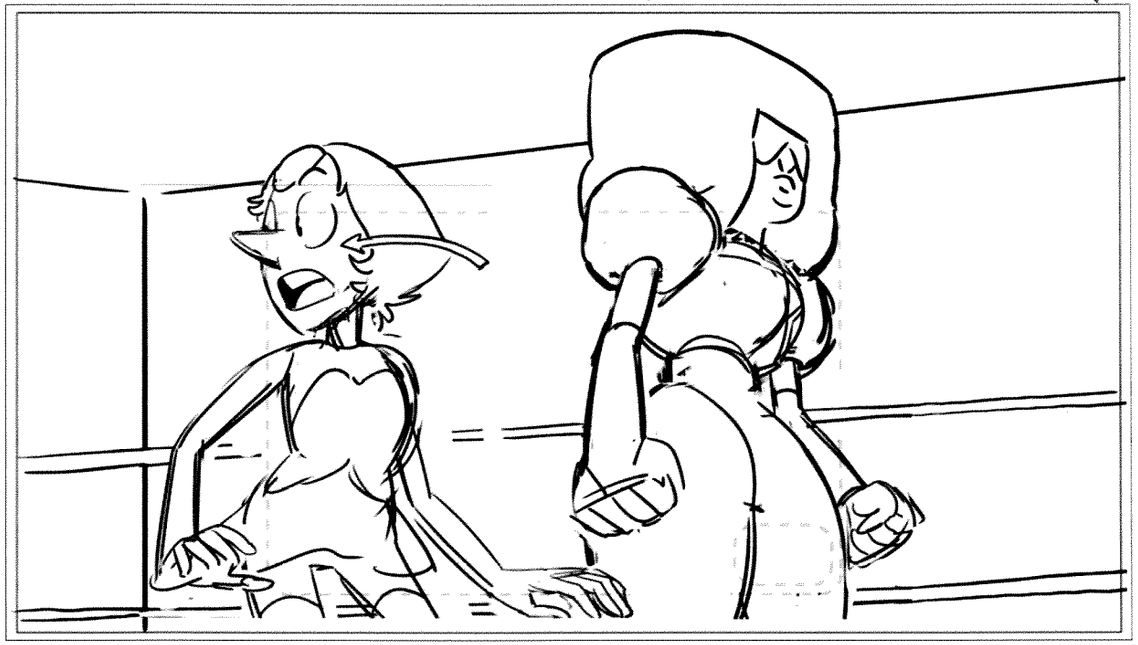
JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
191	2 CONT



Dialog

CROWD (*CHANTING): FIGHT FIGHT FIGHT!

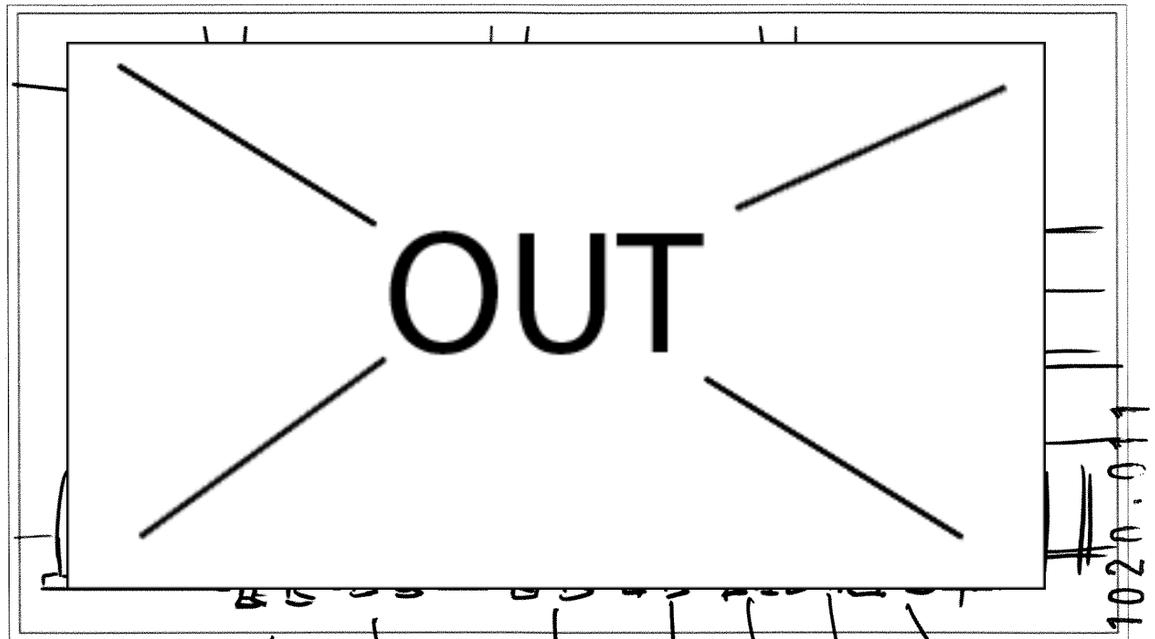
Action Notes

Pearl turns in reaction to crowd chanting.

Slugging

0.11

Scene	Panel
192	1



Slugging

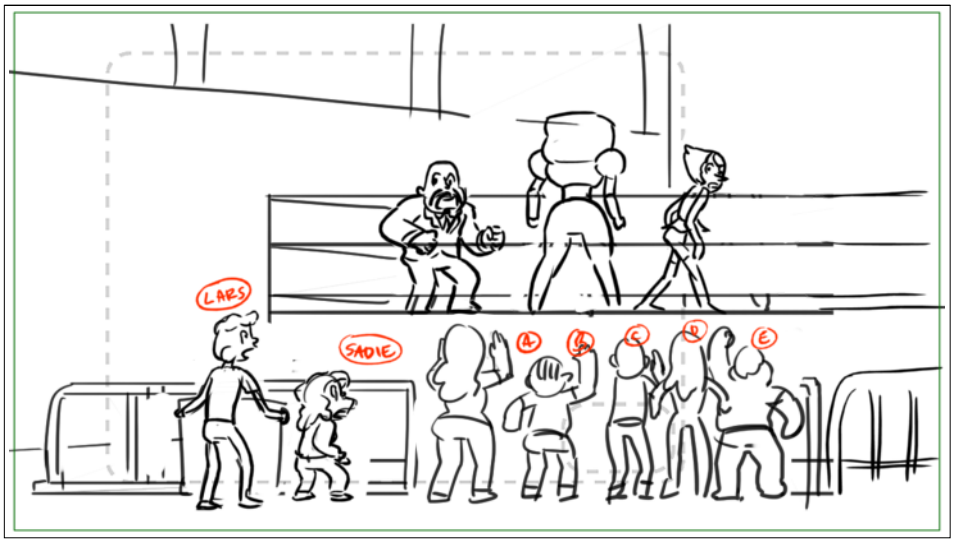
2.00

JUL 09 2013

1020-011

1020.011

Scene	Duration	Panel	Duration
192	01:00	1	01:00



Notes

Need H.U. to previous scene.
Pearl turns towards crowd.
Or in previous scene have pearl turn her whole body to face the crowd.

Garnet might be too far forward.

Scene	Panel
193	1



Dialog

GARNET: STEVEN, AMETHYST…

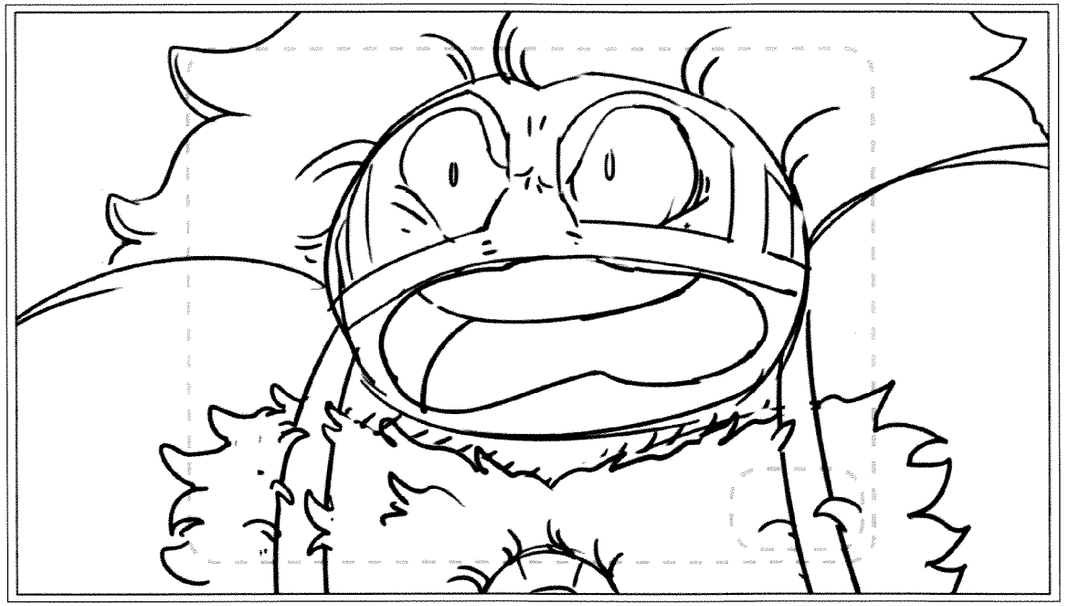
Slugging

2.10

Notes

BOARD REVISION - JUST A SHOT OF GARNET.

Scene	Panel
194	1



Dialog

AMETHYST: WHAT?!

Slugging

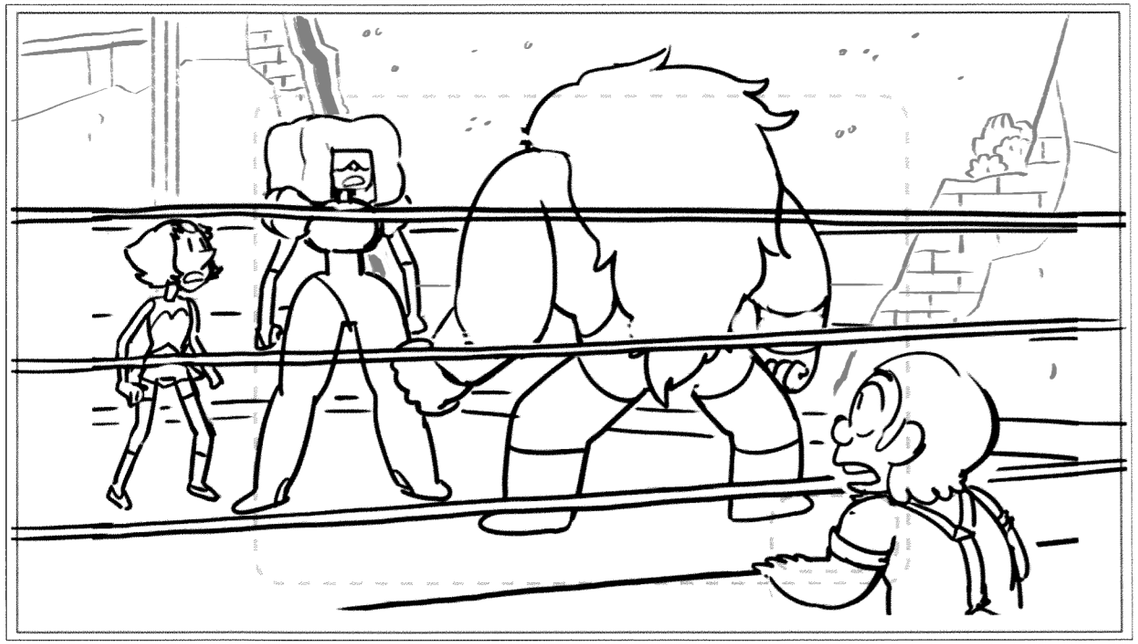
1.06

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1020.011

1020.011

Scene	Panel
195	1



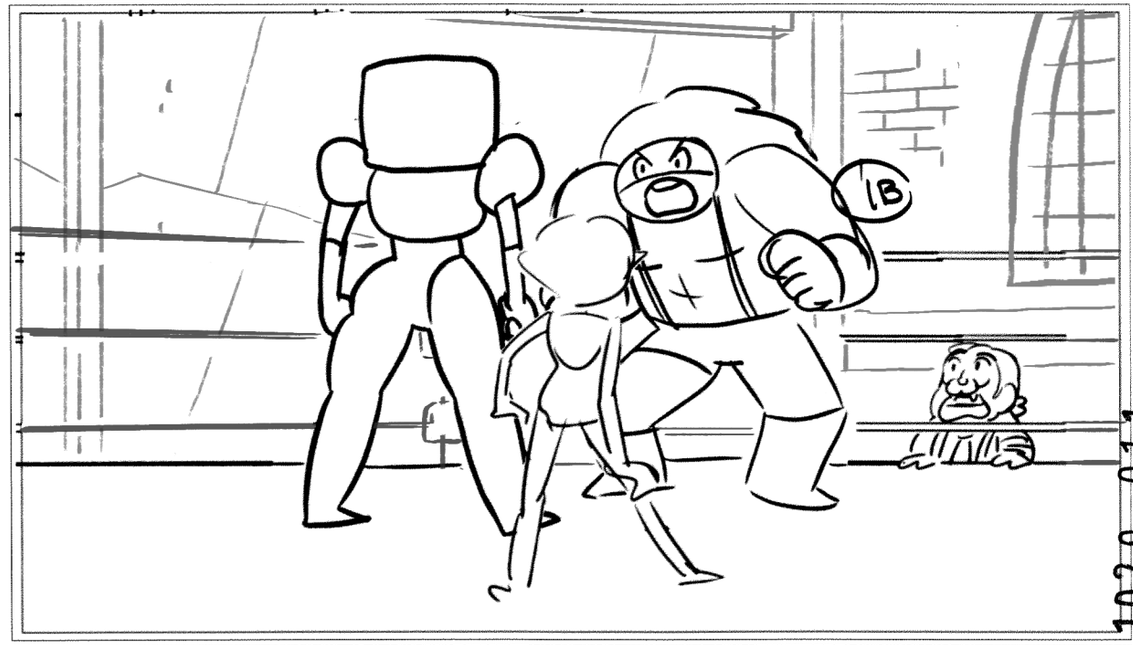
Dialog

GARNET: GO BACK TO THE TEMPLE.

Slugging

2.09

Scene	Panel
196	1



Slugging

1.06

Notes

H.U. Amethyst to previous scene, arms down.

H.U. Pearl to previous scene, looking at Garnet.



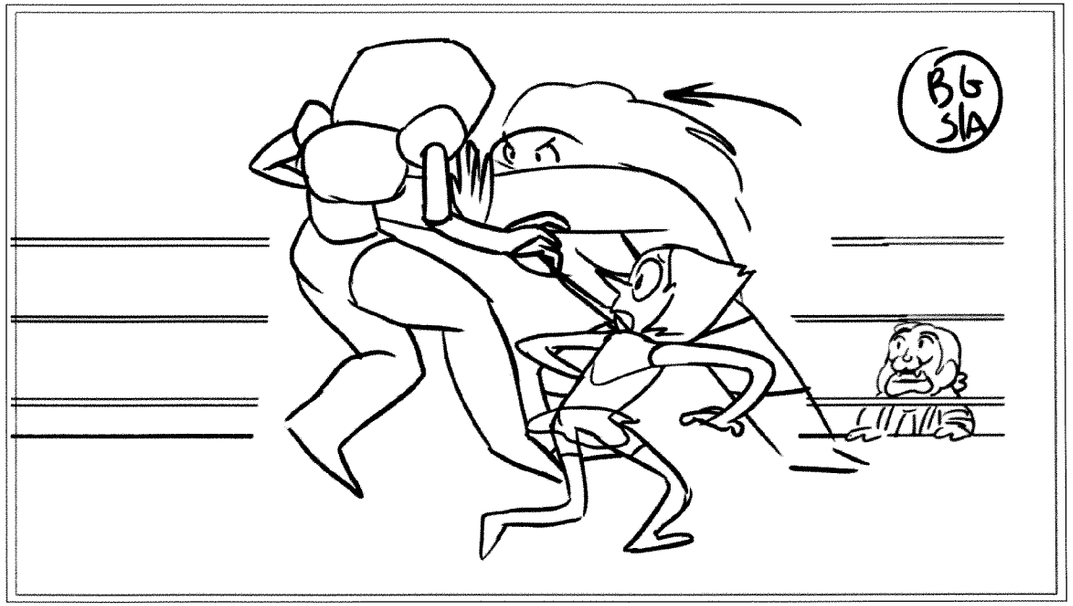
JUL 0 9 2013

1020-011

1020-011

1020.011

Scene	Panel
196 CONT	2



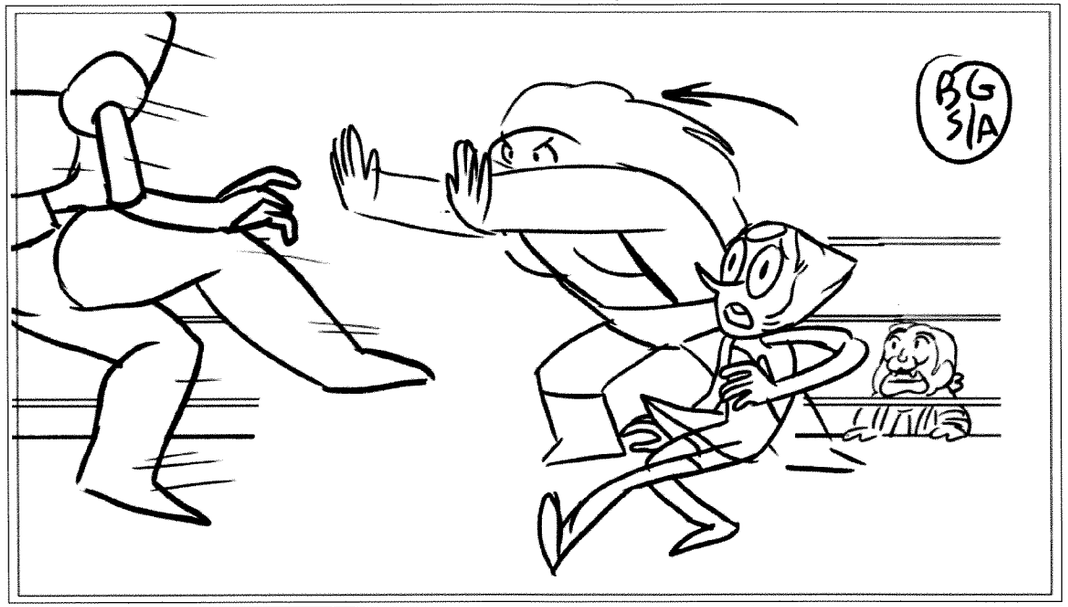
Action Notes

Amethyst pushes Garnet, Pearl dodges out of the way.

Slugging

0.03

Scene	Panel
196 CONT	3



Slugging

0.03

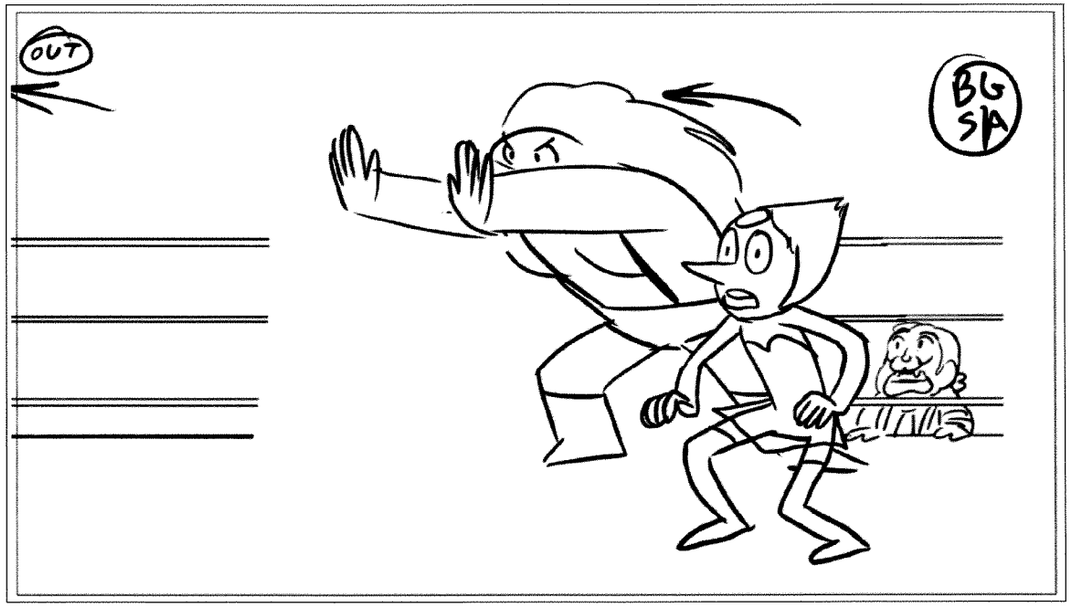
JUL 09 2013

1020.011

1020.011

1020.011

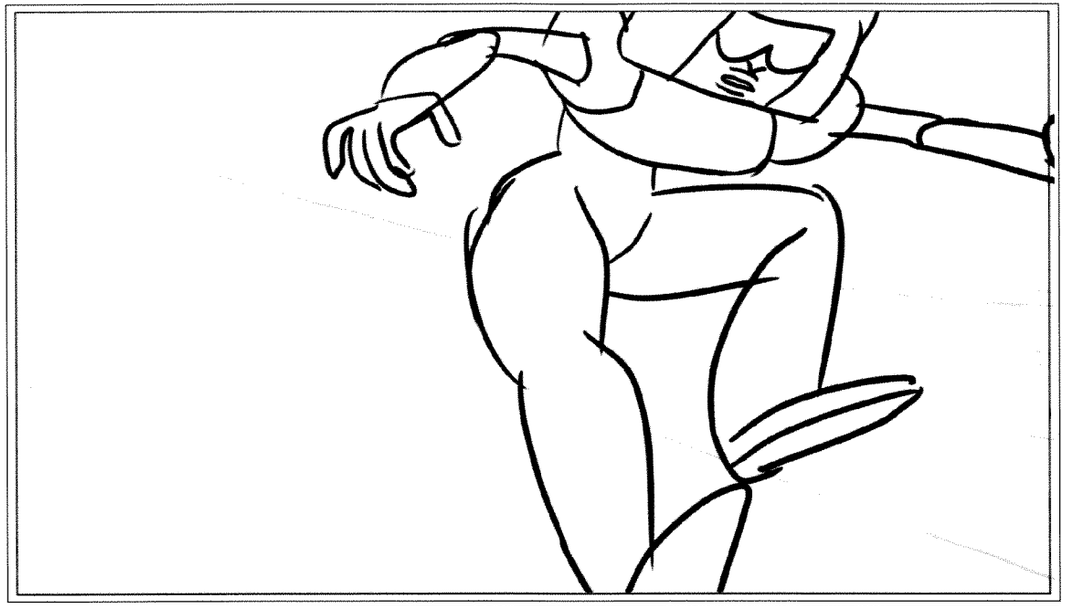
Scene	Panel
196	CONT 4



Action Notes
Garnet OUT screen left.

Slugging
0.06

Scene	Panel
197	1



Action Notes
Garnet IN screen right.

Slugging
0.02

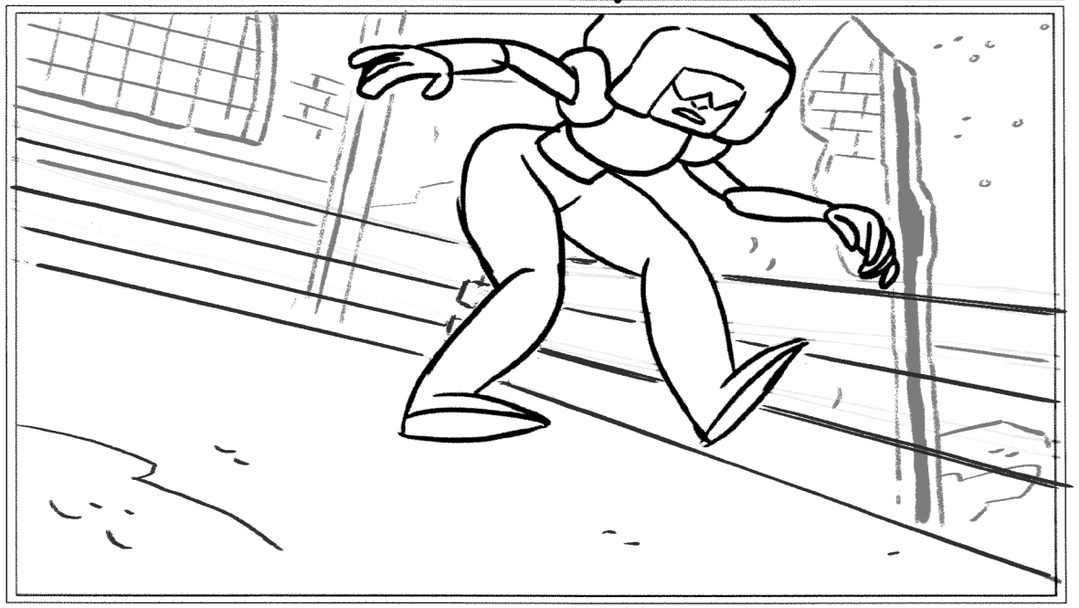
JUL 0 9 2013

1020.011

1020.011

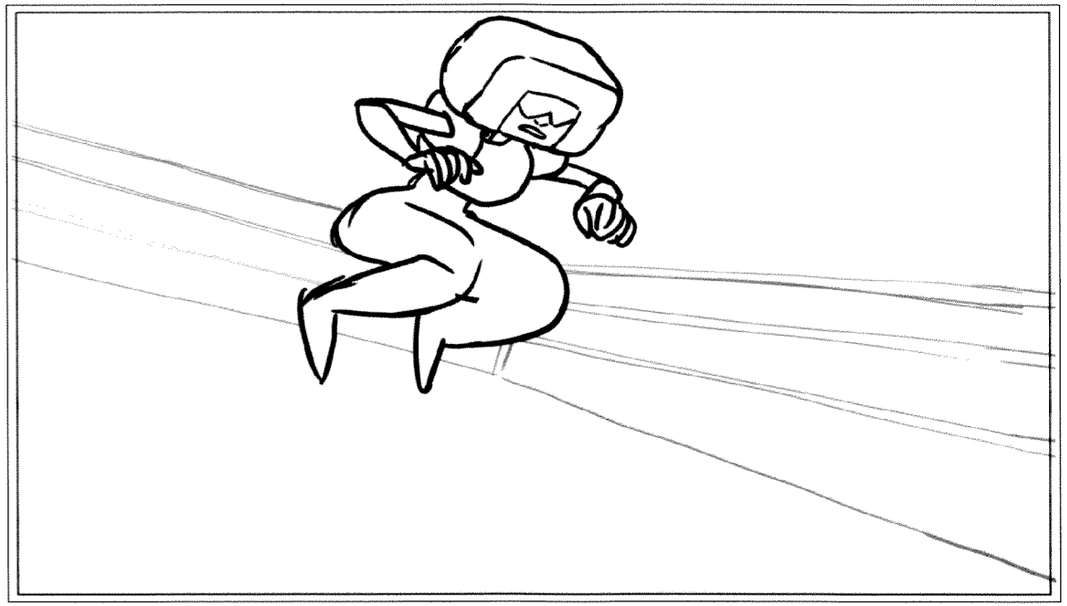
1020.011

Scene	Panel
197	2 CONT



Slugging
0.02

Scene	Panel
197	3 CONT



Slugging
0.04

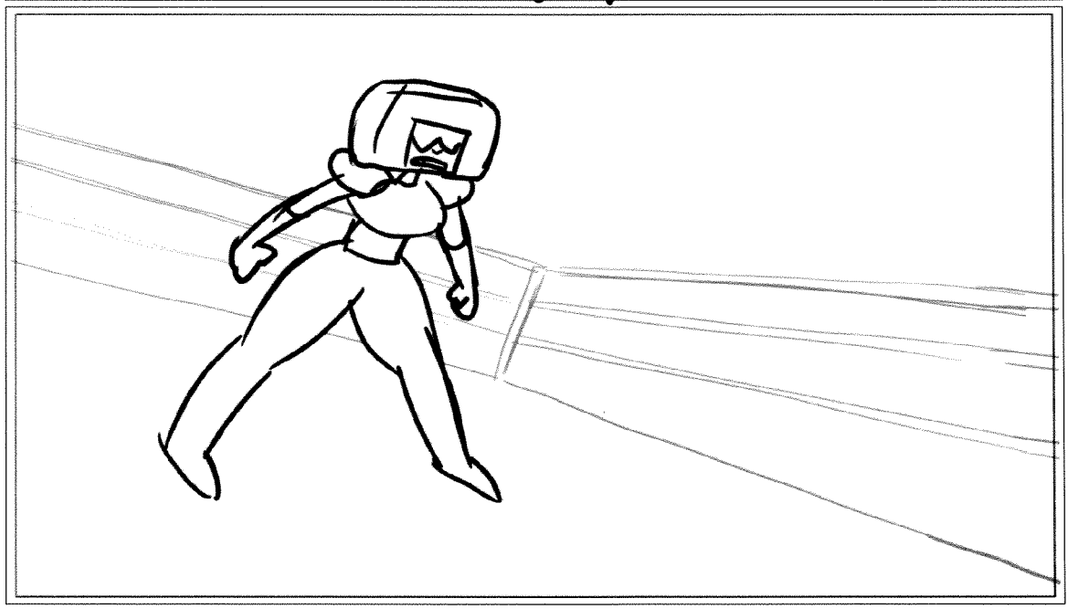
JUL 0 9 2012

1020.011

1020.011

1020.011

Scene	Panel
197	4 CONT



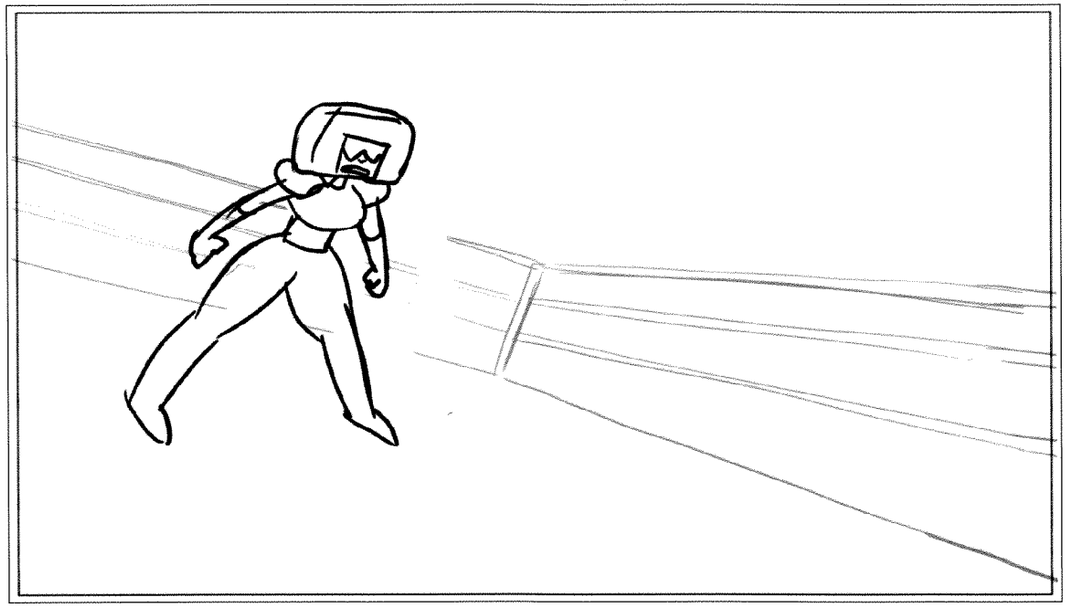
Action Notes

Garnet lands and slides back to a stop.

Slugging

0.05

Scene	Panel
197	5 CONT



Slugging

0.09

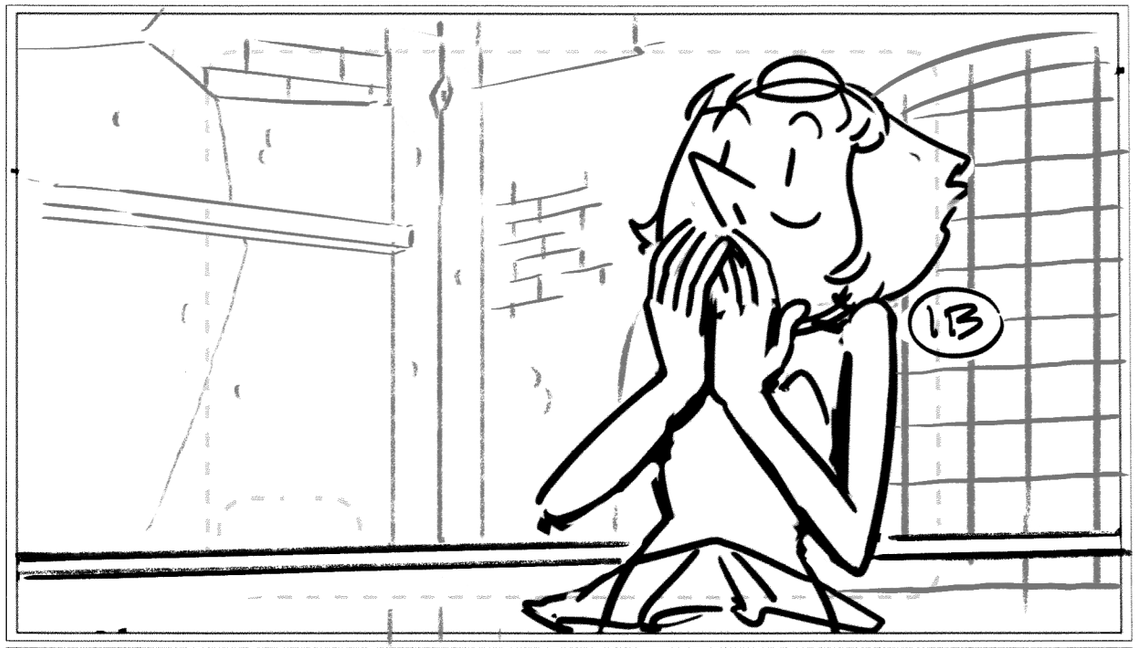
JUL 0 9 2013

1020.011

1020.011

1020.011

Scene	Panel
198	1



Slugging
0.15



Scene	Panel
199	1



Dialog
STEVEN: GASP!

Slugging
1.00

JUL 0 9 201

1020.011

1020.011

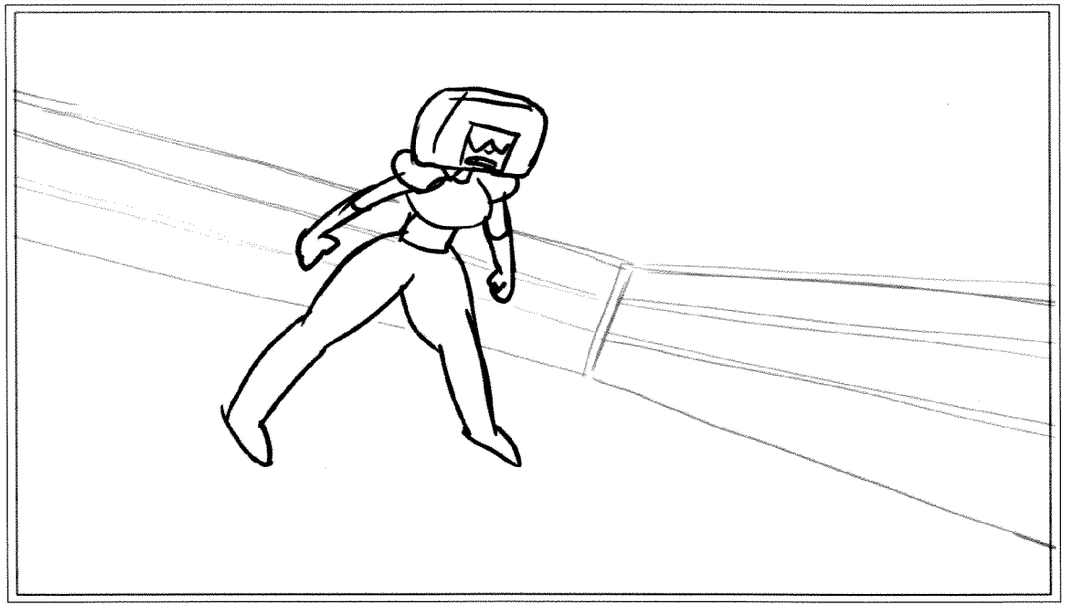
1020.011

Scene	Panel
200	1



Slugging
1.02

Scene	Panel
201	1



Slugging
0.14

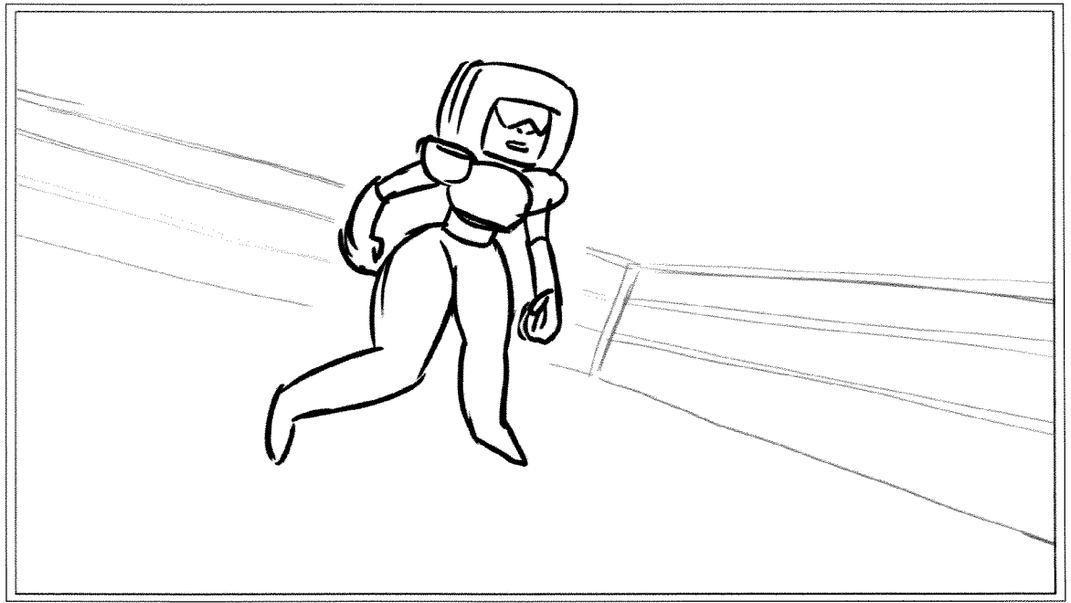
JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
201	2 CONT



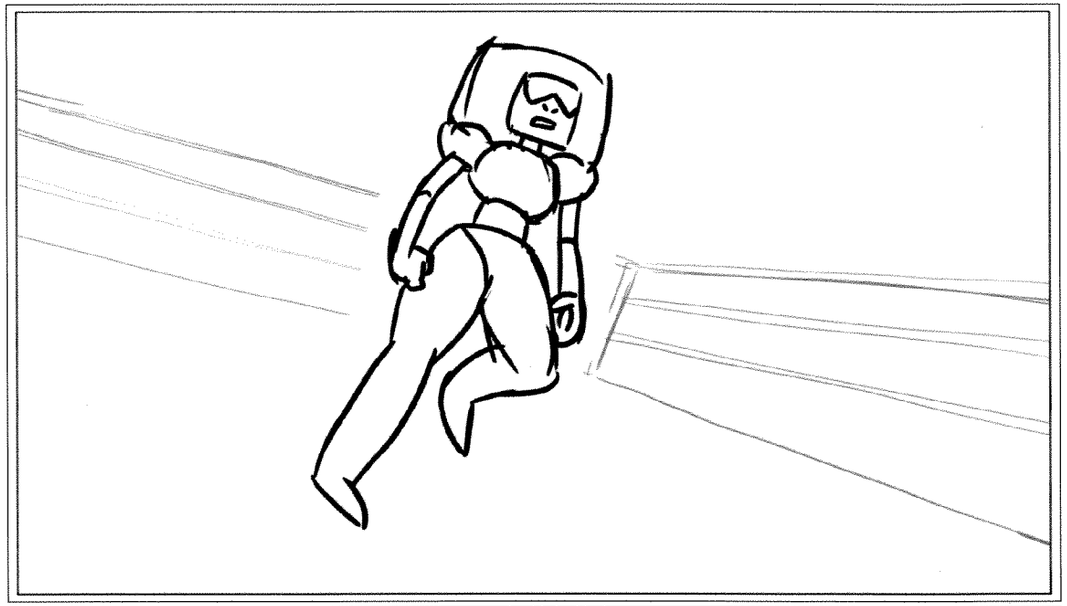
Dialog

GARNET: DON'T DO THIS.

Slugging

0.09

Scene	Panel
201	3 CONT



Action Notes

Garnet walks forward towards Amethyst O/S

Slugging

1.00

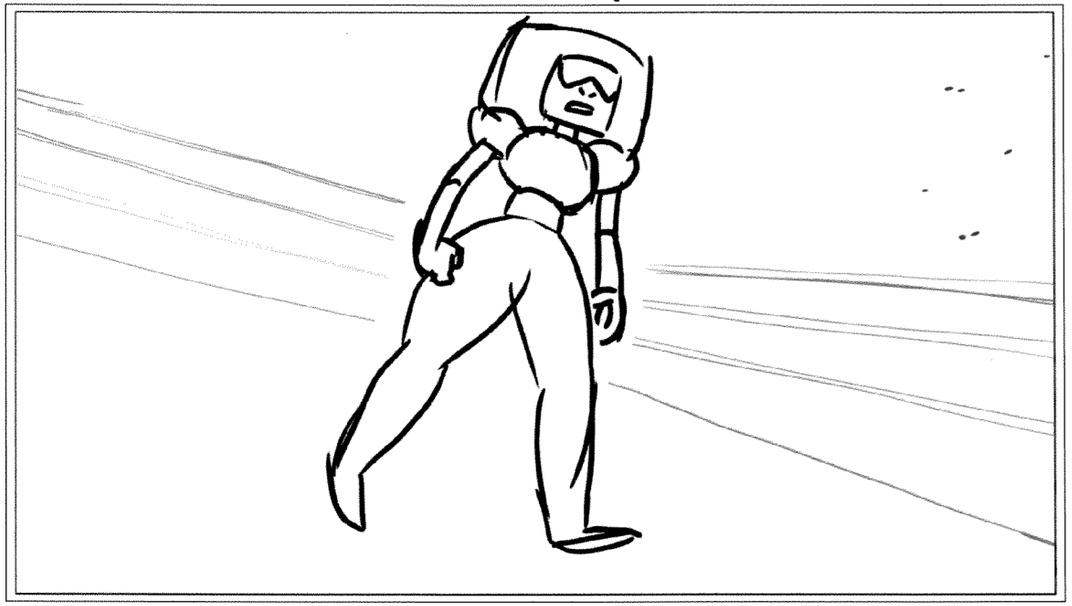
JUL 0 9 2013

1020.011

1020.011

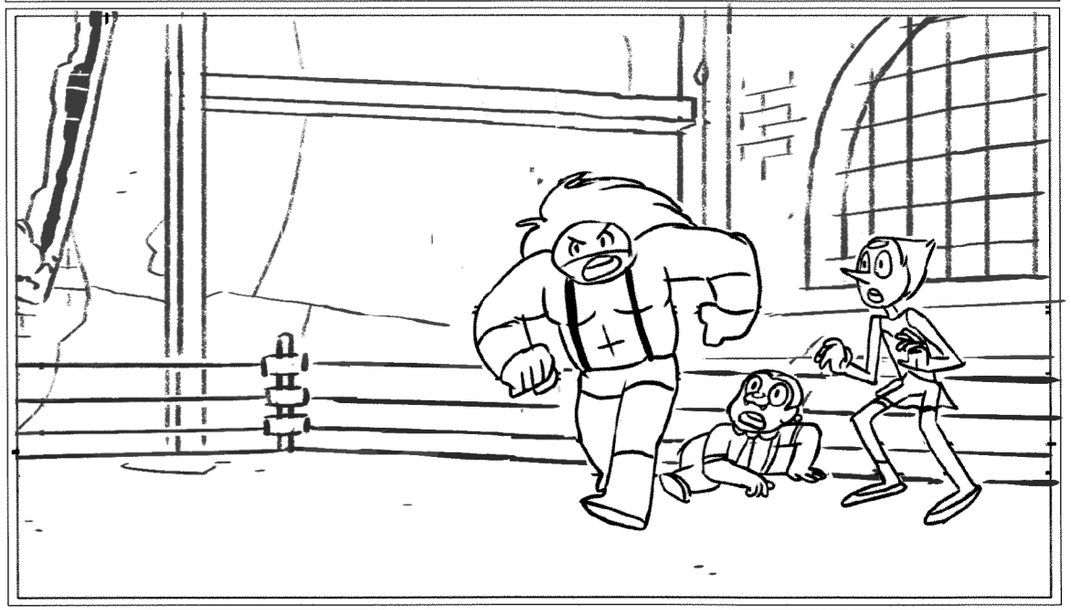
1020.011

Scene	Panel
201 CONT	4



Slugging
0.14

Scene	Panel
202	1



Action Notes
Amethyst walks forward towards Garnet.

Slugging
0.06

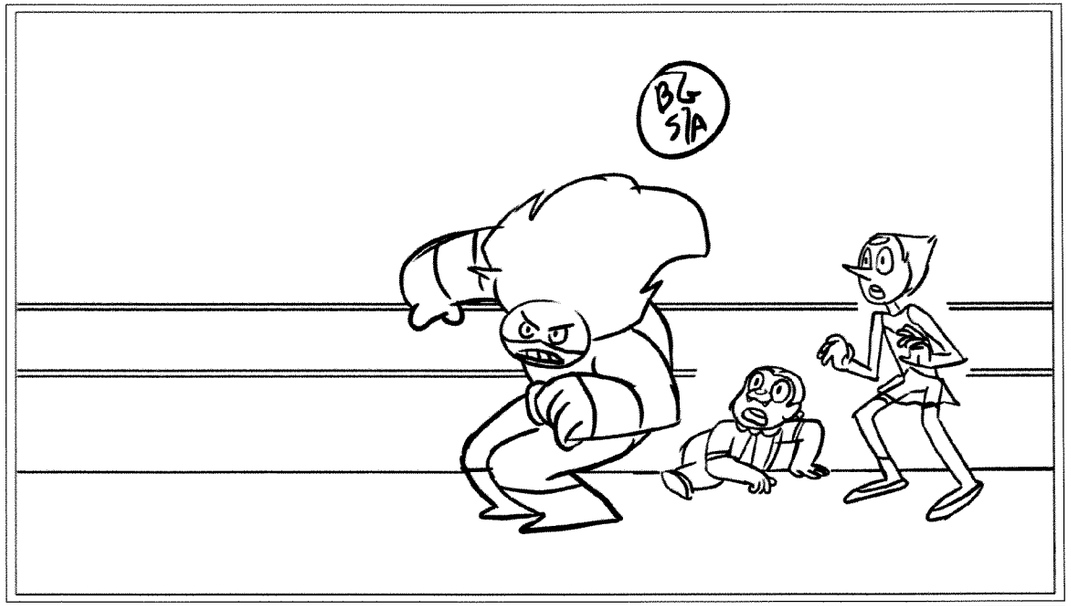
JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
202	CONT 2



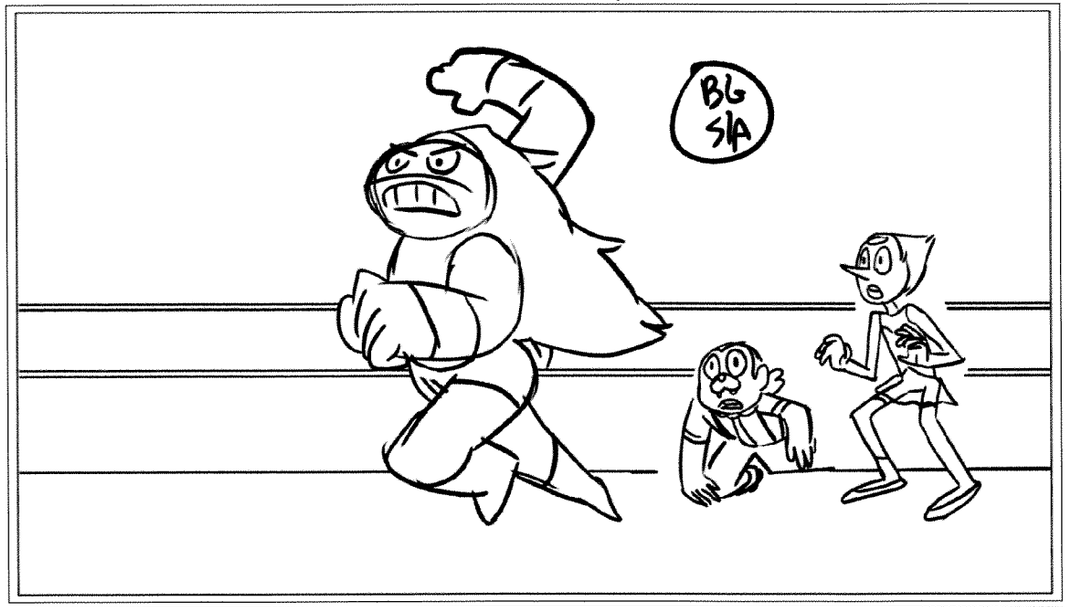
Action Notes

Amethyst antics to jump.

Slugging

0.08

Scene	Panel
202	CONT 3



Slugging

0.02

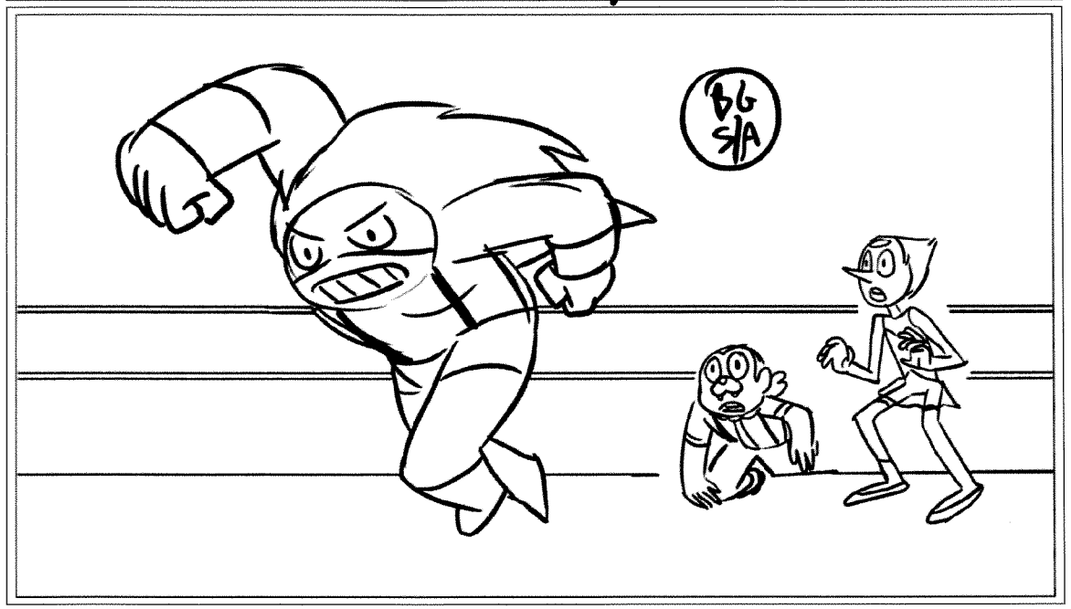
JUL 09 2013

1020.011

1020.011

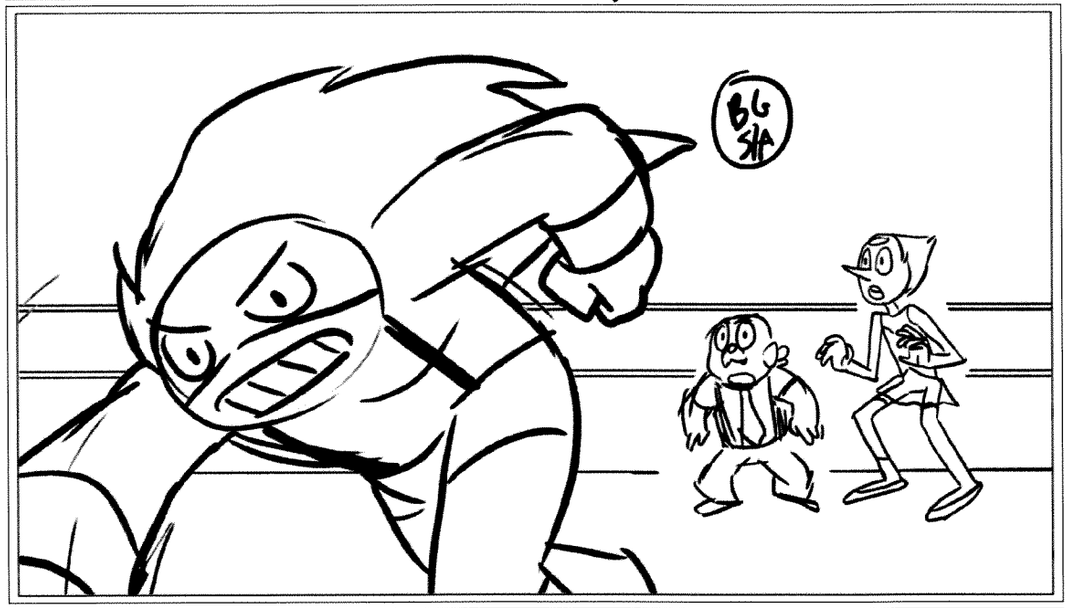
1020.011

Scene	Panel
202	CONT 4



Slugging
0.02

Scene	Panel
202	CONT 5



Slugging
0.02

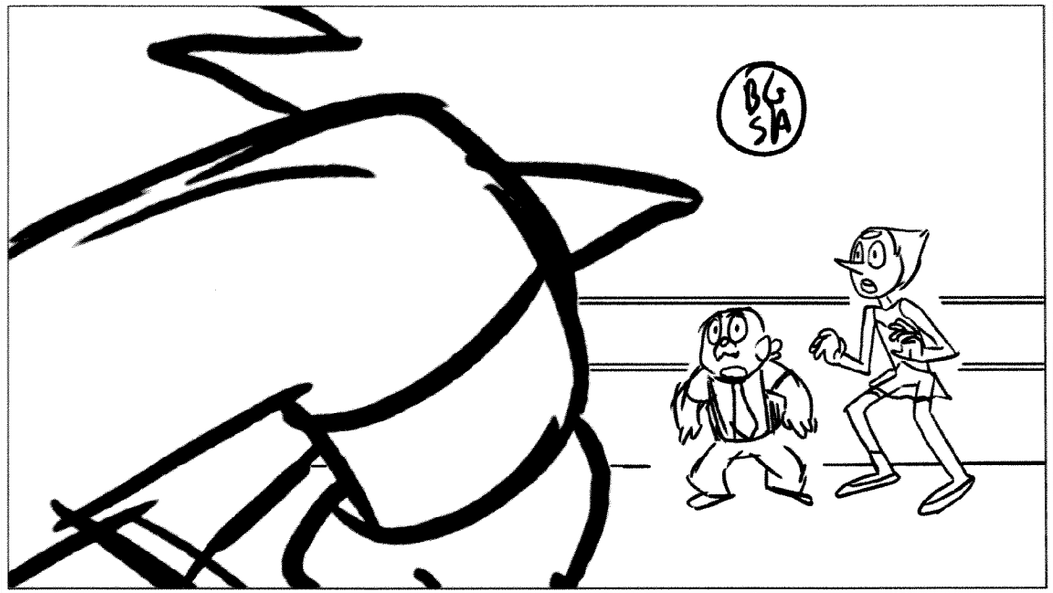
JUL 0 9 2013

1020.011

1020.011

1020.011

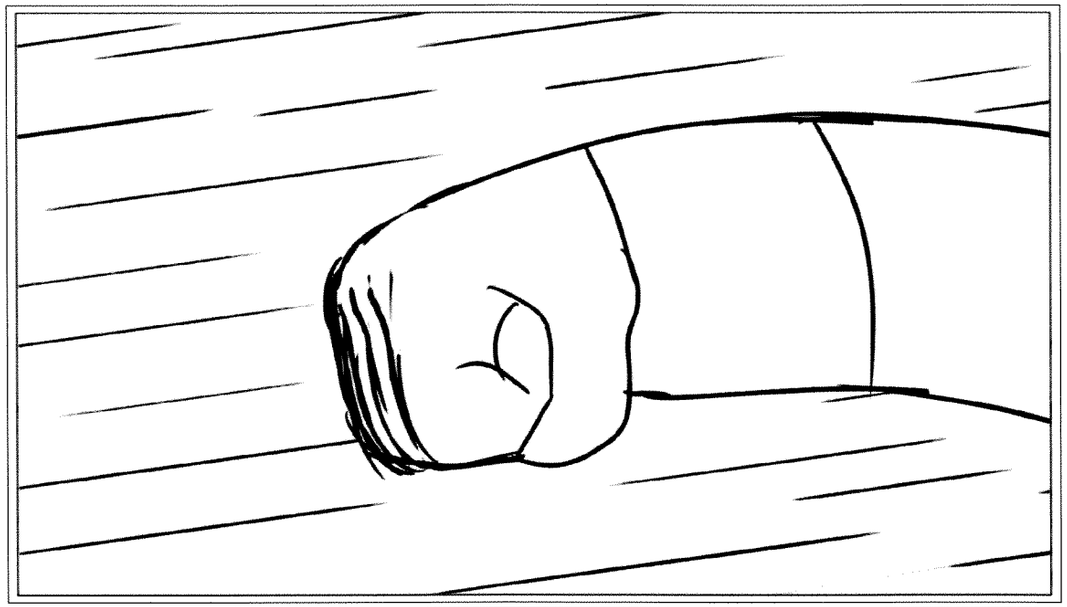
Scene	Panel
202	CONT 6



Slugging

0.02

Scene	Panel
203	1



Action Notes

BG pans screen left to right.

Slugging

Panels 1 + 2 x 2 = 0.04

Total cycle frames: 0.08

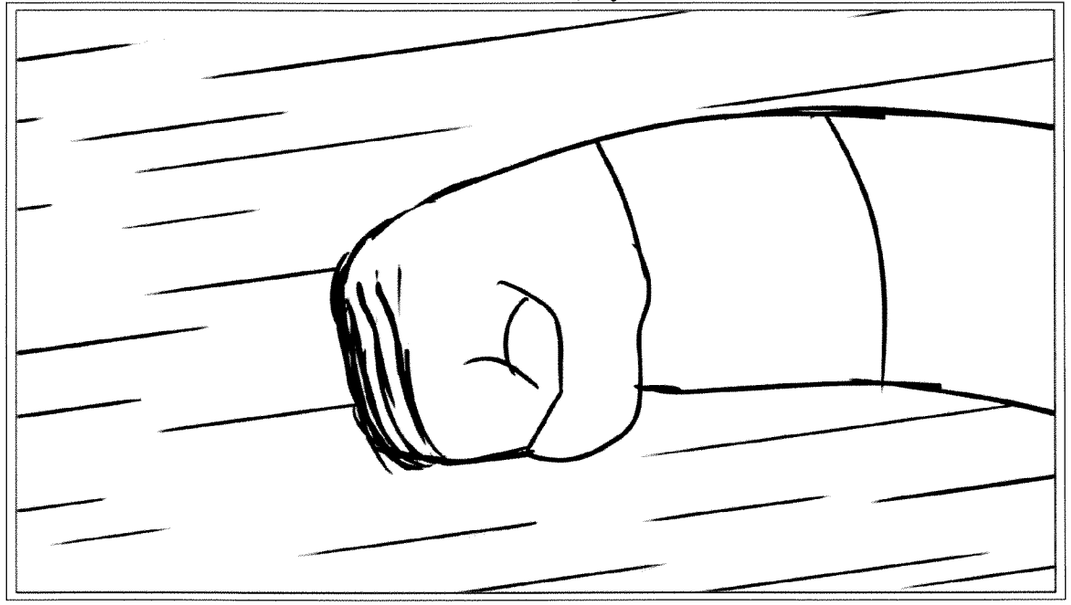
JUL 09 20

1020.011

1020.011

1020.011

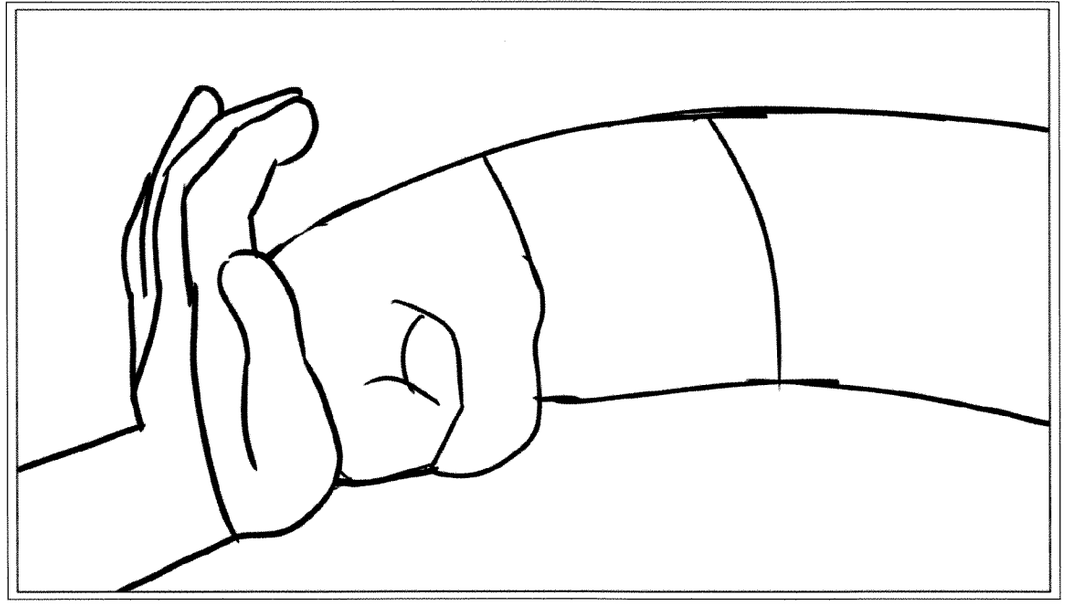
Scene	Panel
203 CONT	2



Action Notes

BG pans screen left to right.

Scene	Panel
203 CONT	3



Action Notes

Garnet hand IN screen left. Amethyst fist impacts Garnets hand.

BG stops

Slugging

0.02

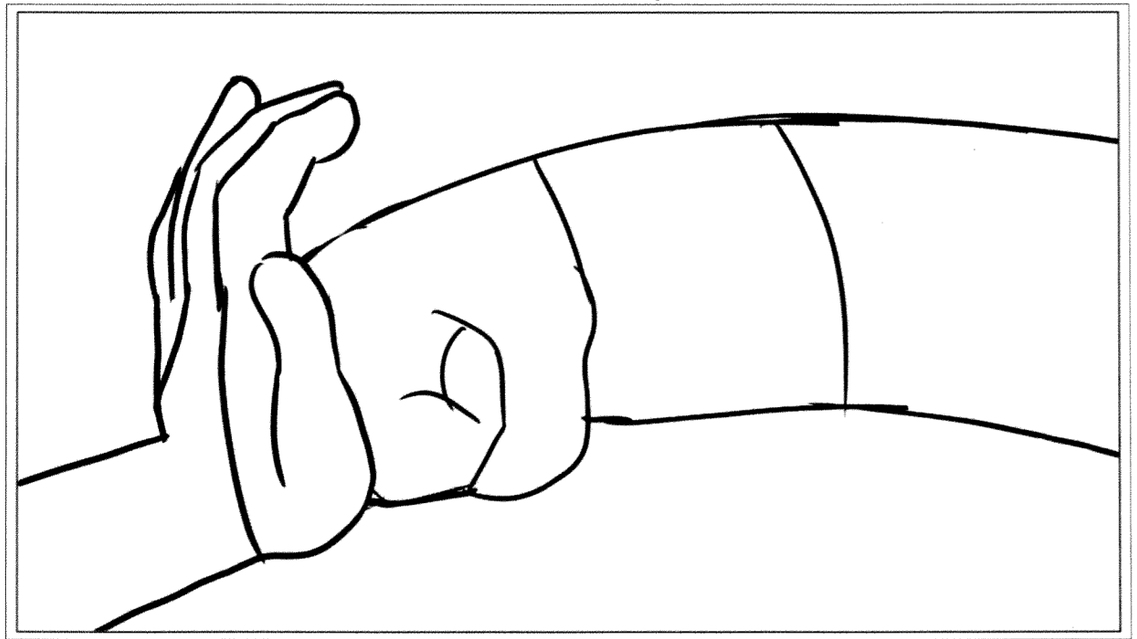
JAN 09 2013

1020.011

1020.011

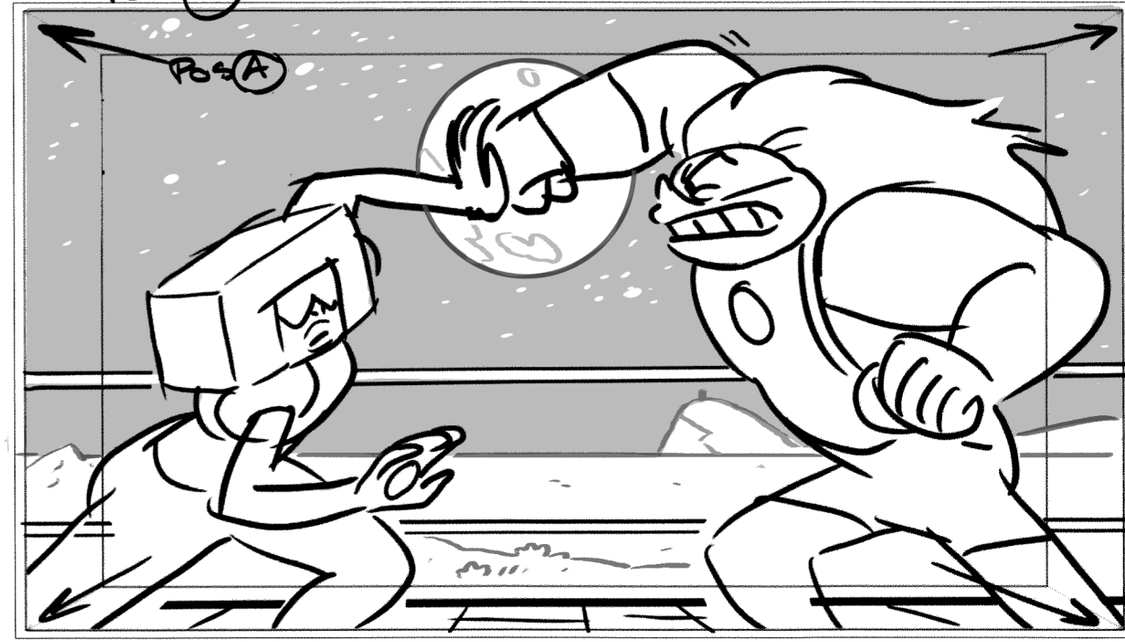
1020.011

Scene	Panel
203	CONT 4



Slugging
0.13

Scene	Panel
204	1



Action Notes
Camera quick pull out.

Slugging
ADJ: 0.04
Then HOLD: 0.11

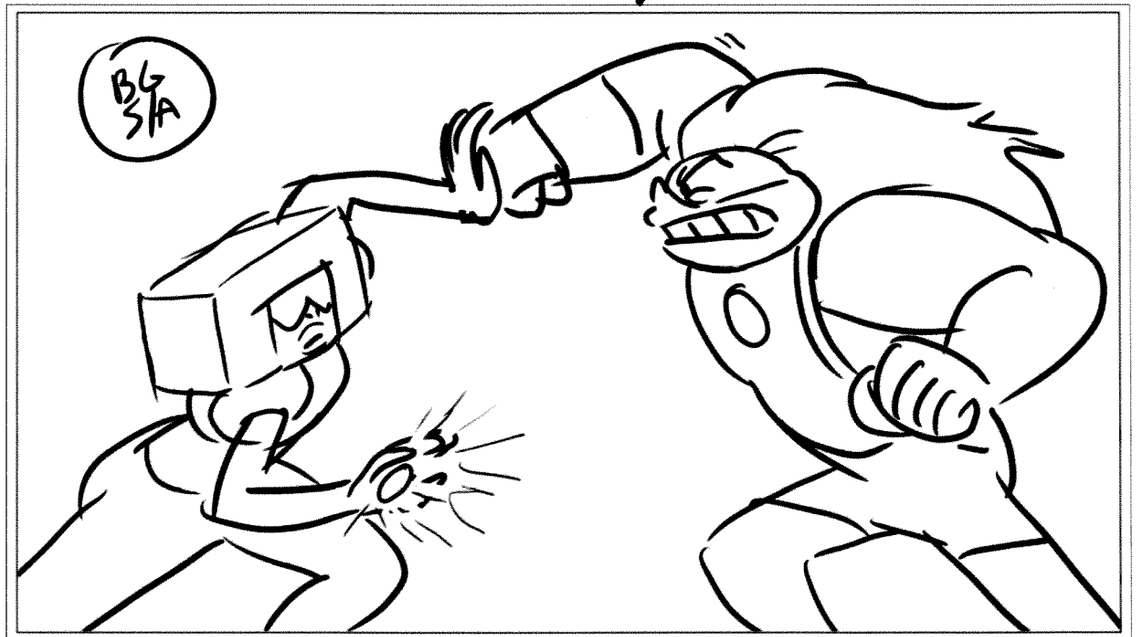
JUL 09 2013

1020.011

1020.011

1020.011

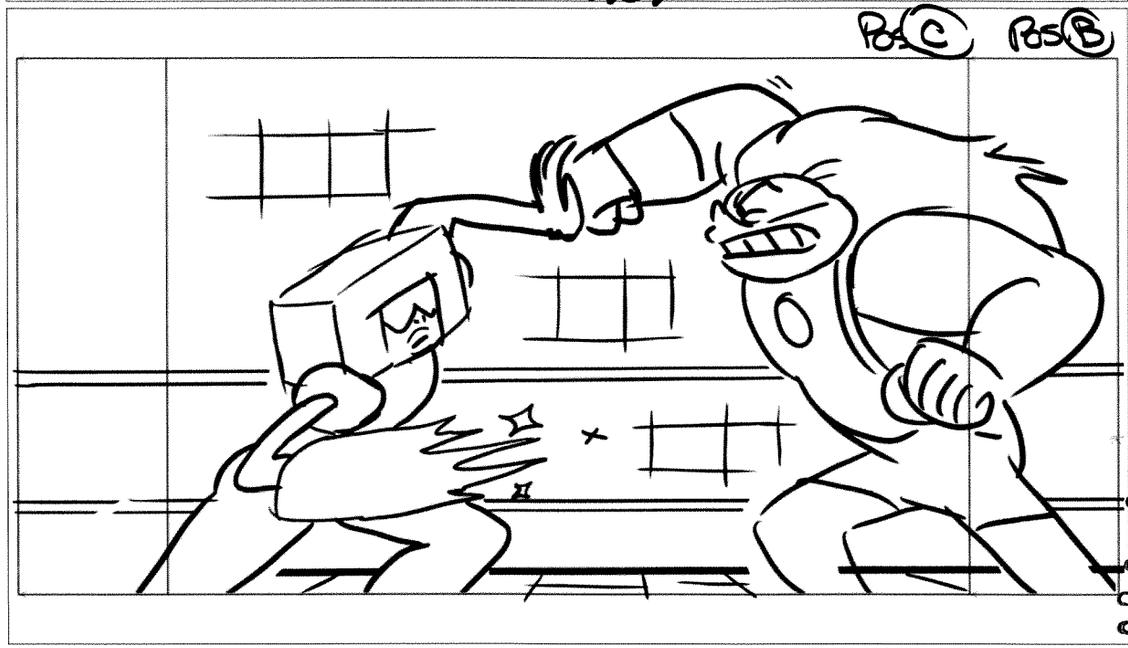
Scene	Panel
204 CONT	2



Action Notes
Garnet hand gem glows.

Slugging
0.12

Scene	Panel
204 CONT	3



Action Notes
Camera pans left to follow Garnets hand transformation.

Slugging
ADJ: 0.03

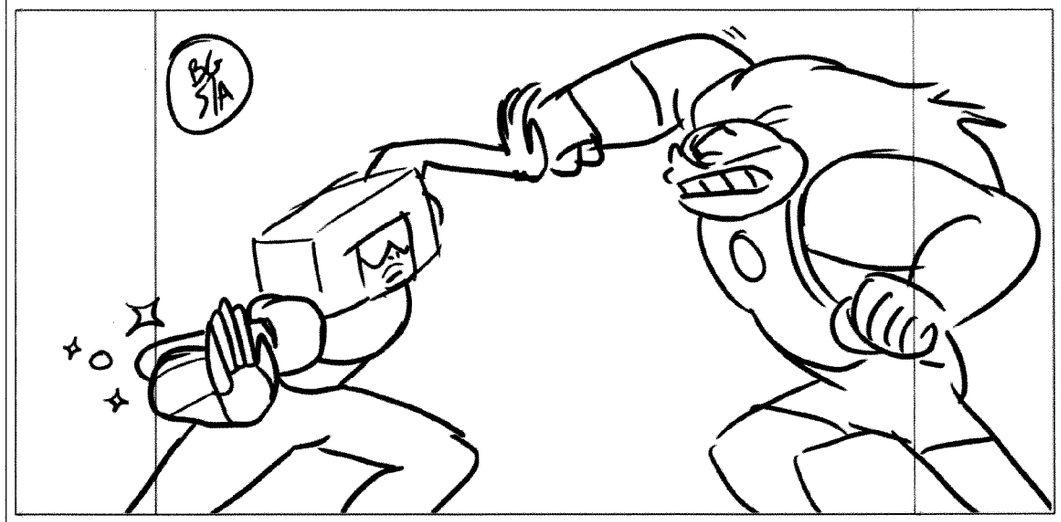
JUL 0 9 2013

1020.011

1020.011

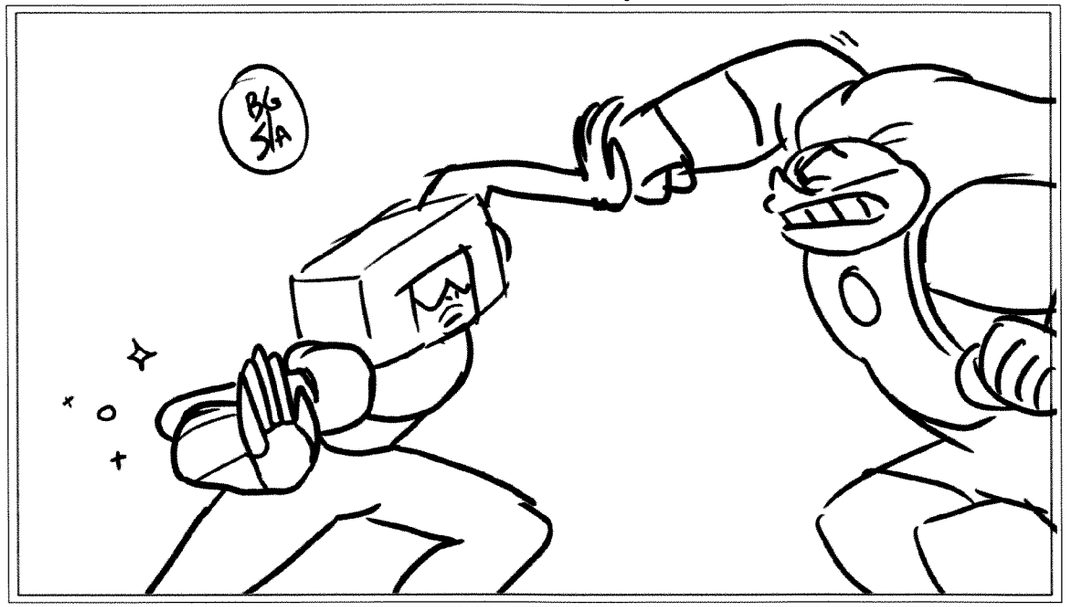
1020.011

Scene	Panel
204	4 CONT



Slugging
ADJ: 0.02
Then HOLD: 0.03

Scene	Panel
204	5 CONT



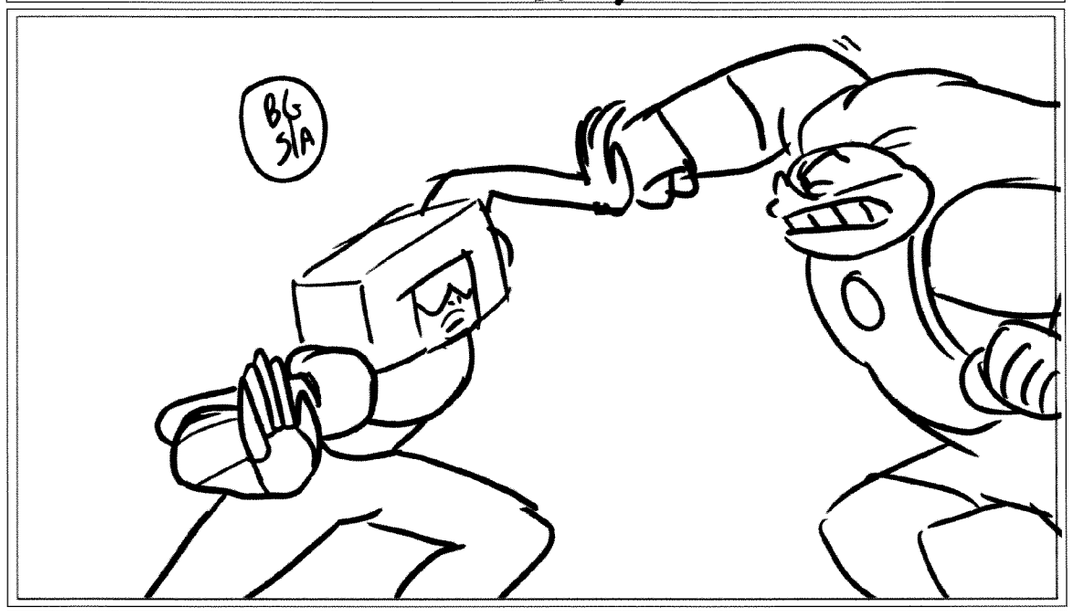
Slugging
0.04

JUL 09 20

1020.011

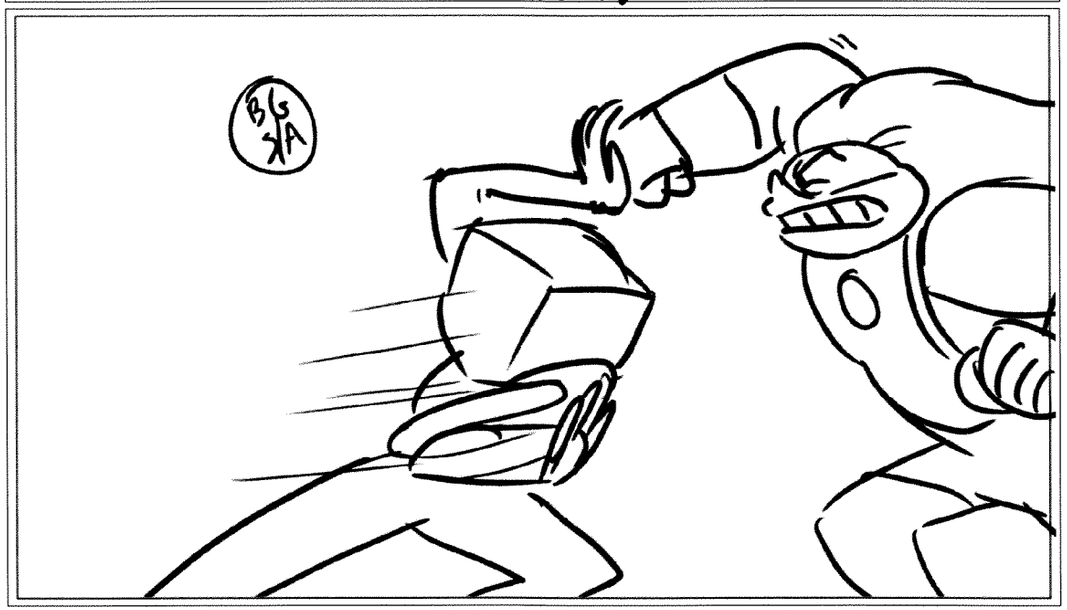
1020.011

Scene	Panel
204	6 CONT



Slugging
0.15

Scene	Panel
204	7 CONT



Slugging
0.02

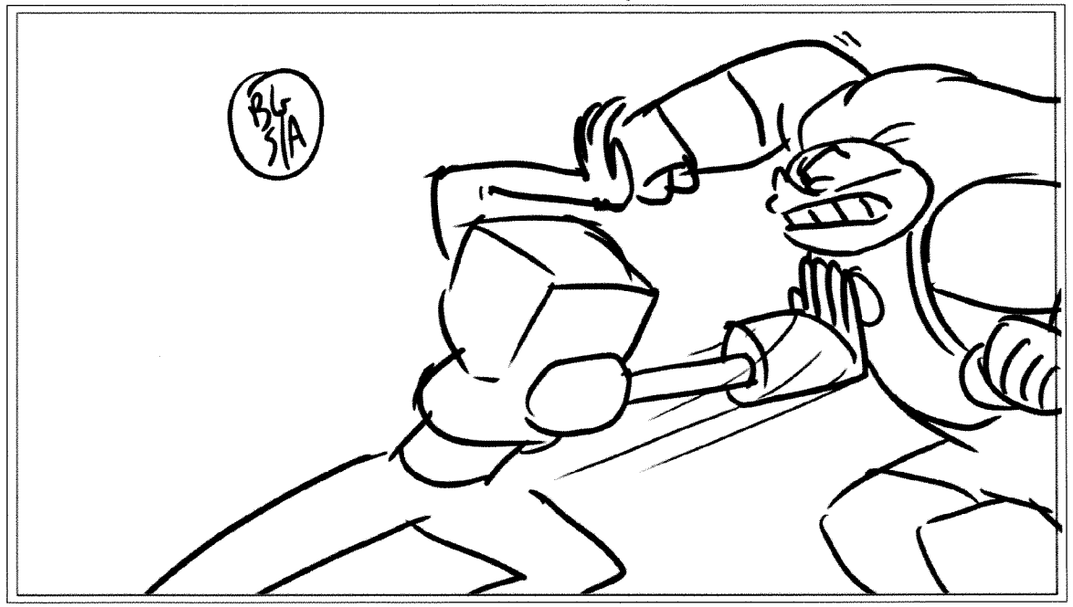
JUL 09 2013

1020.011

1020.011

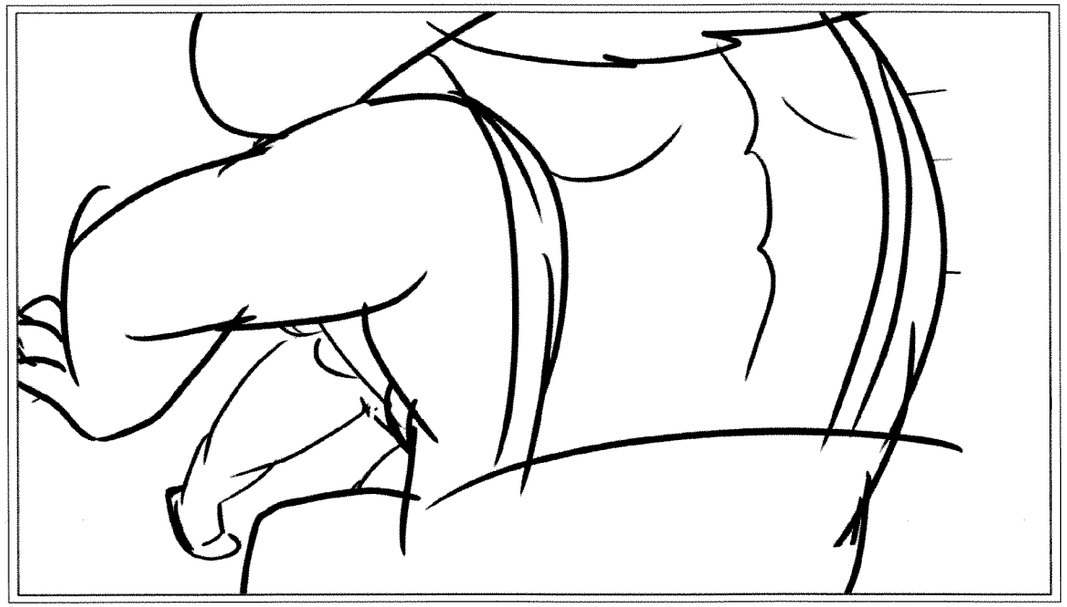
1020.011

Scene	Panel
204	8 CONT



Slugging
0.02

Scene	Panel
205	1



Slugging
0.02

JUL 0 9 2013

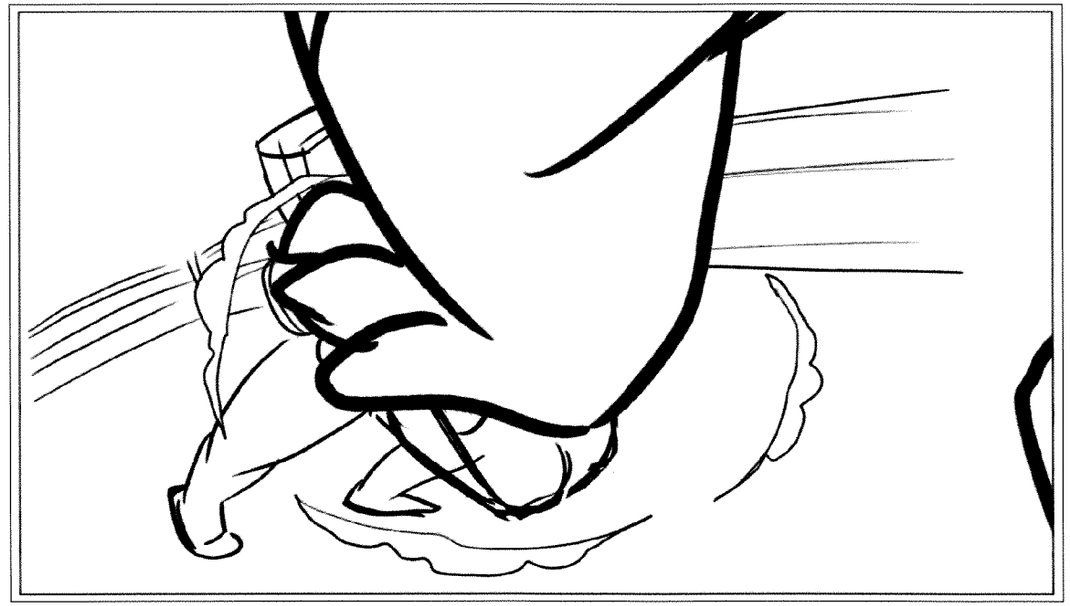
Scene	Panel
205 CONT	2



Action Notes
Amethyst flies OUT of screen right.

Slugging
0.02

Scene	Panel
205 CONT	3



Slugging
0.02

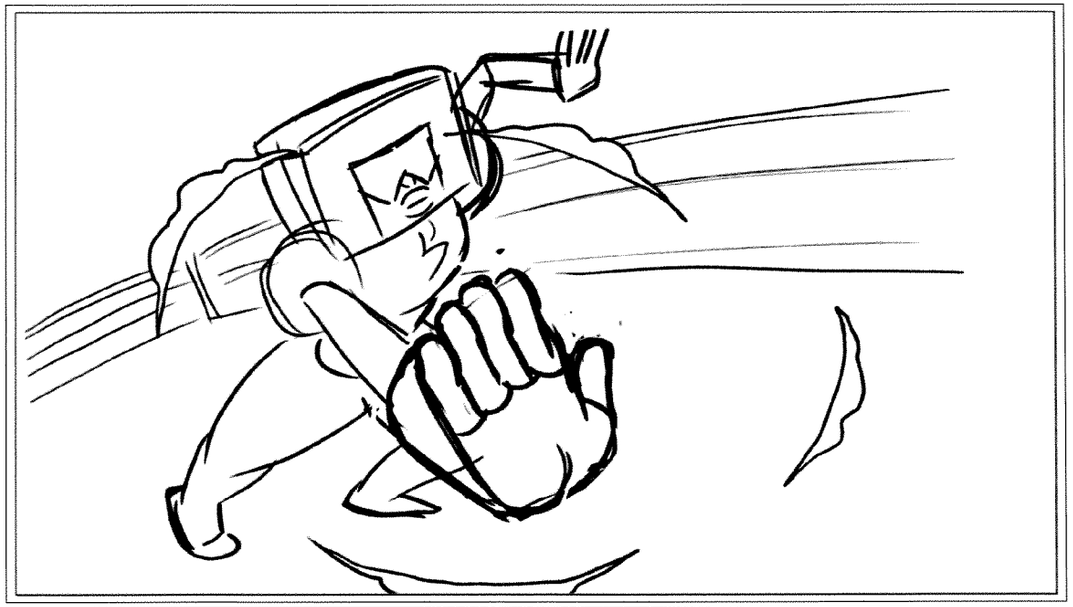
JUL 09 2013

1020.011

1020.011

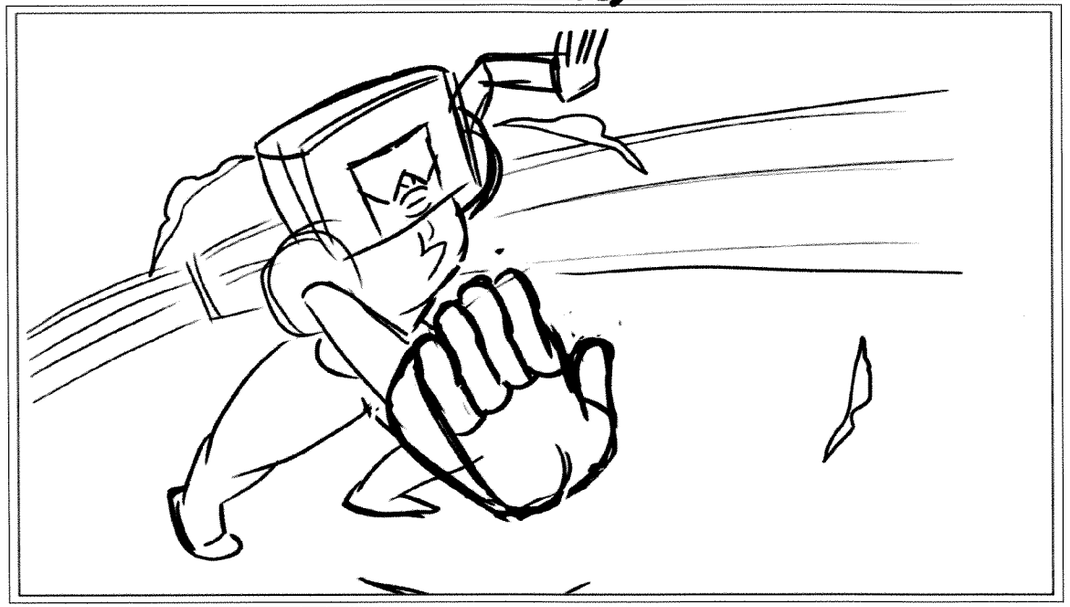
1020.011

Scene	Panel
205 CONT	4



Slugging
0.02

Scene	Panel
205 CONT	5



Slugging
0.02

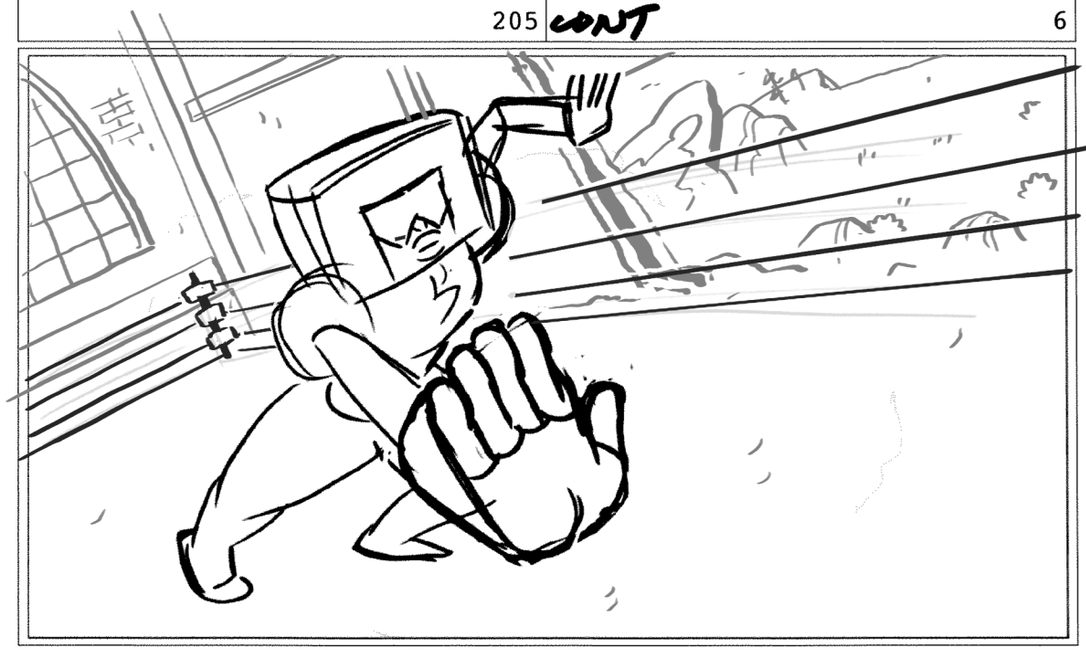
JUL 09 2015

1020.011

1020.011

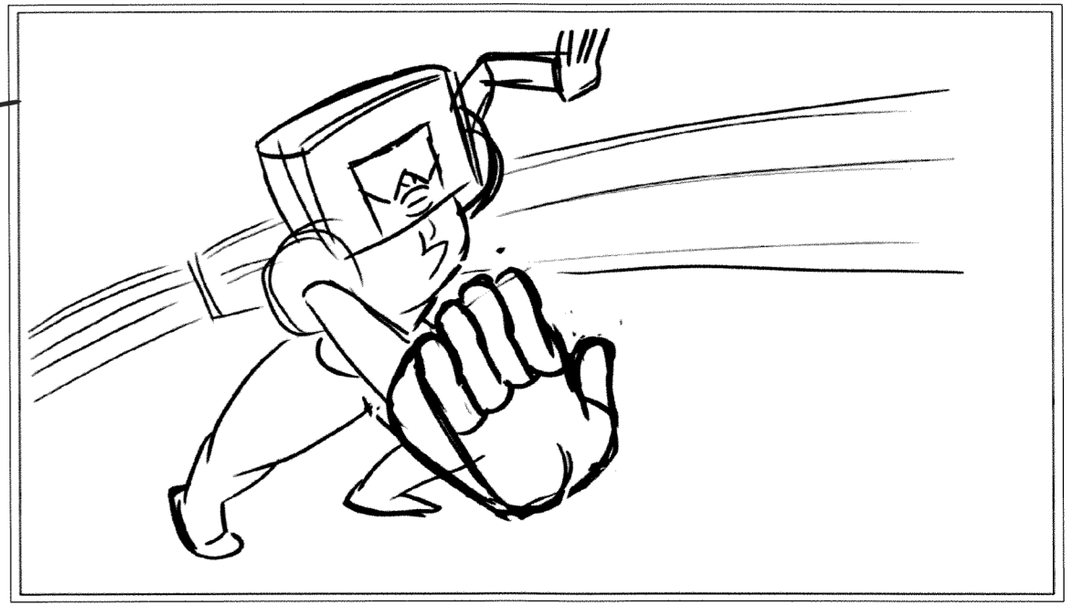
1020.011

Scene	Panel
205	CONT 6



Slugging
0.02

Scene	Panel
205	CONT 7



Slugging
0.04

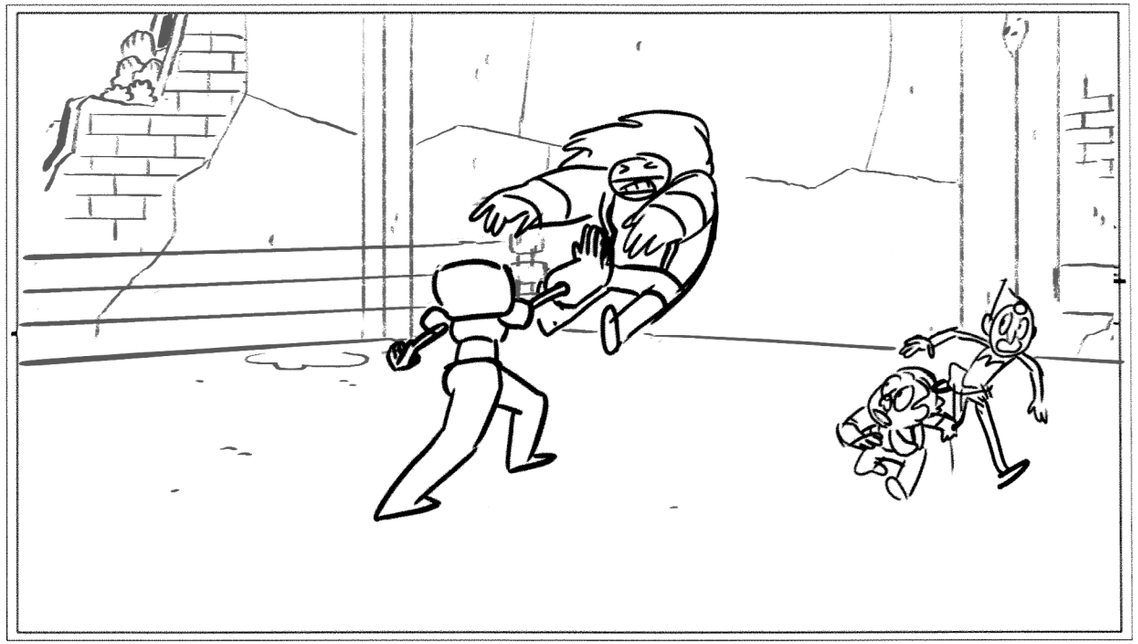
JUL 0 9 2013

1020.011

1020.011

1020.011

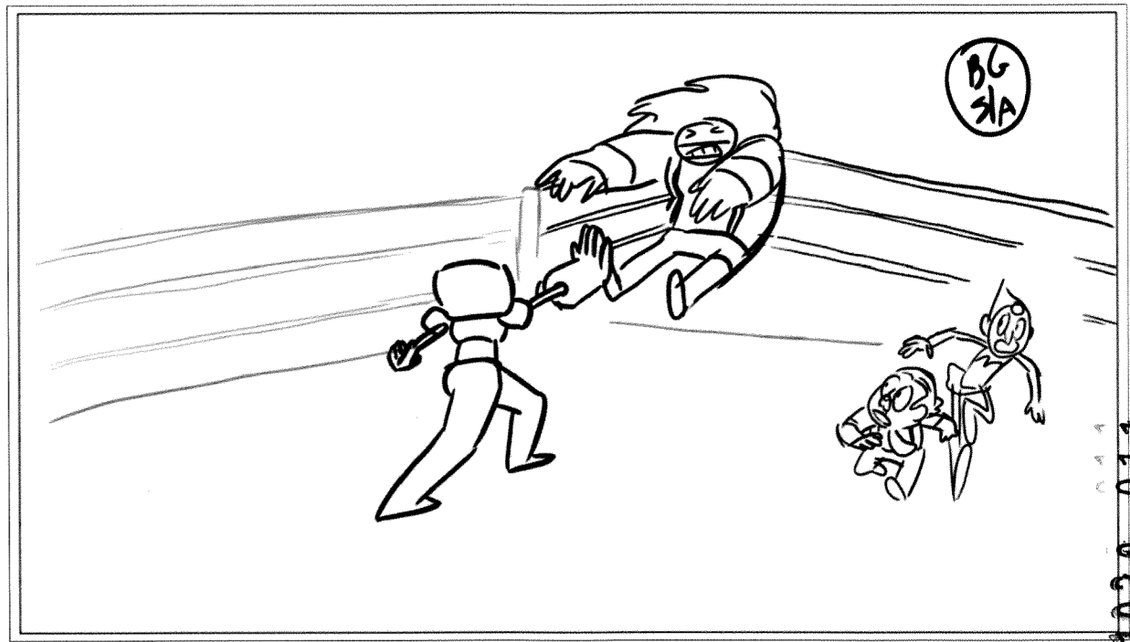
Scene	Panel
206	1



Action Notes
Pearl and Steven run forwards.

Slugging
0.02

Scene	Panel
206 CONT	2



Slugging
0.03

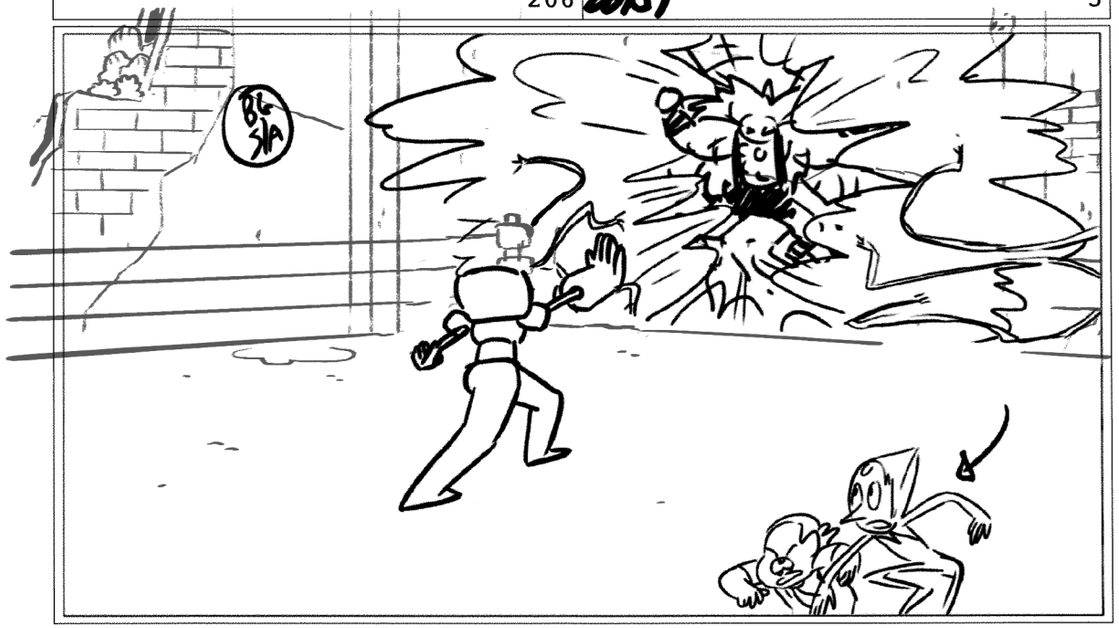
JUL 0 9 2013

1020.011

1020.011

1020.011

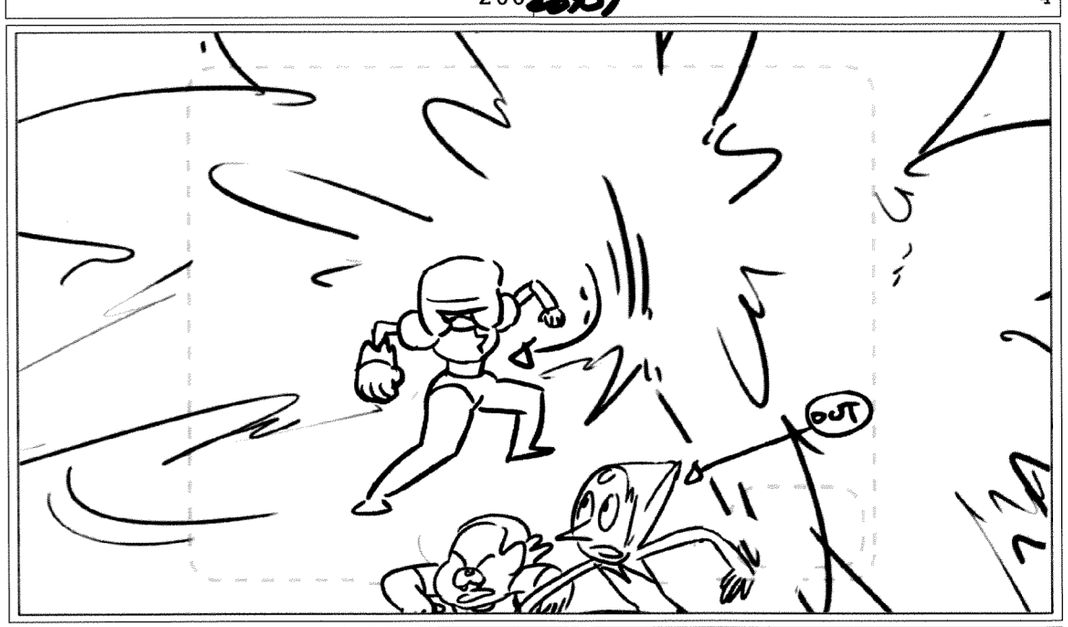
Scene	Panel
206	CONT 3



Action Notes
Amethyst slams into the back wall breaking the rope boundaries of the rings

Slugging
0.03

Scene	Panel
206	CONT 4



Action Notes
Pearl and Steven run OUT of the scene.

Slugging
1.03

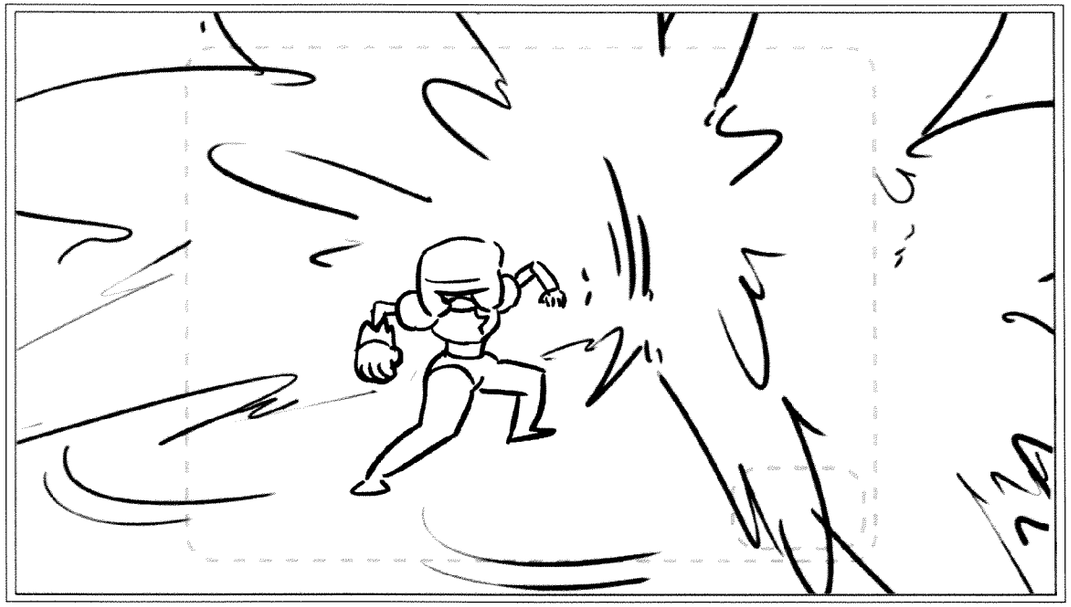
JUL 0 9 2013

1020.011

1020.011

1020.011

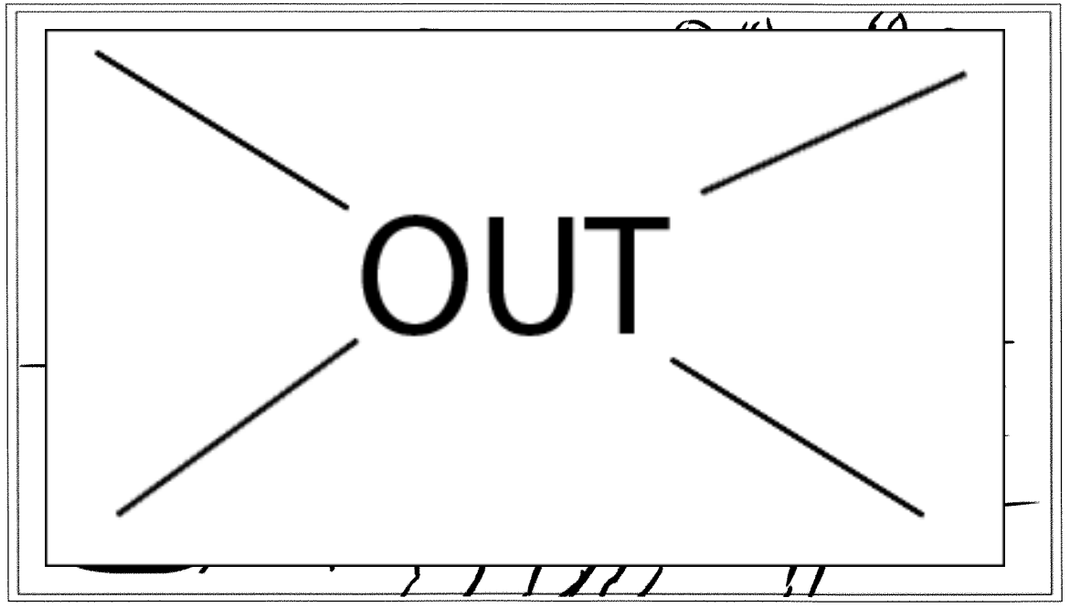
Scene	Panel
206	CONT 5



Slugging

0.06

Scene	Panel
207	1



Action Notes

Debris and clouds fly out.

Slugging

Panels 1 +2 = 1.10

JUL 0 9 2012

Scene	Duration	Panel	Duration
207	02:00	1	01:00



Action Notes

Debris and clouds fly out.

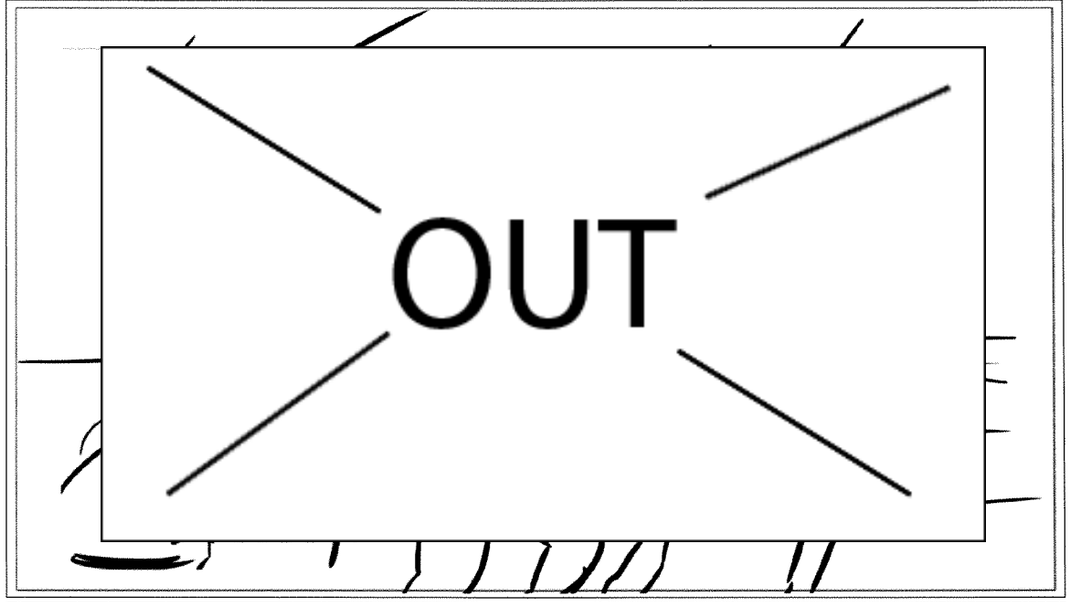
Scene	Duration	Panel	Duration
207	02:00	2	01:00



Action Notes

Debris and clouds fly out.

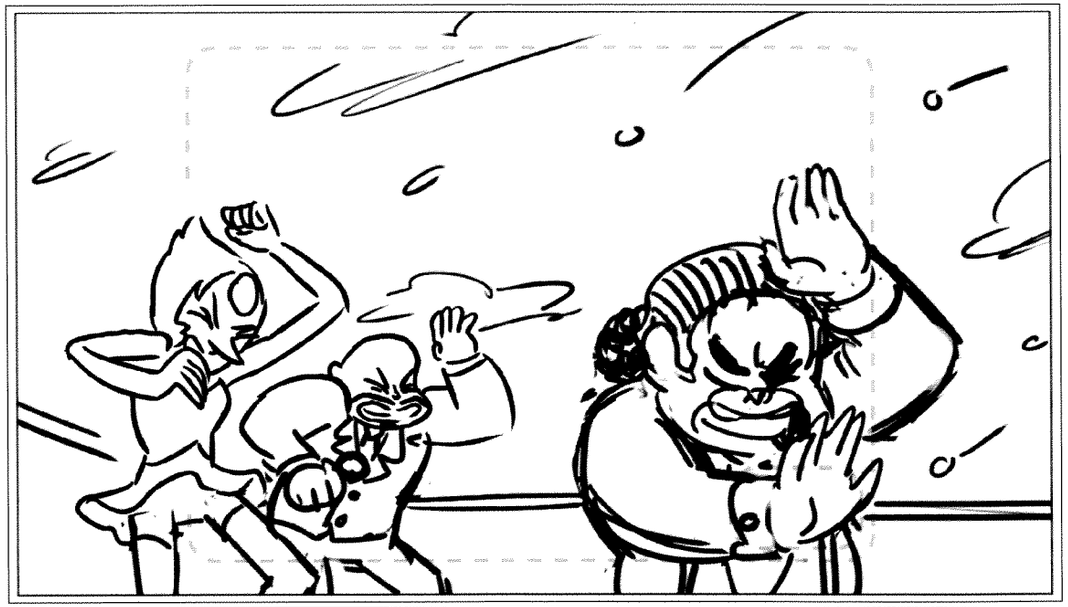
Scene	Panel
207 CONT	2



Action Notes

Debris and clouds fly out.

Scene	Panel
208	1



Action Notes

Debris and clouds fly out.

Slugging

1.04

JUL 0 9 20

1020.011

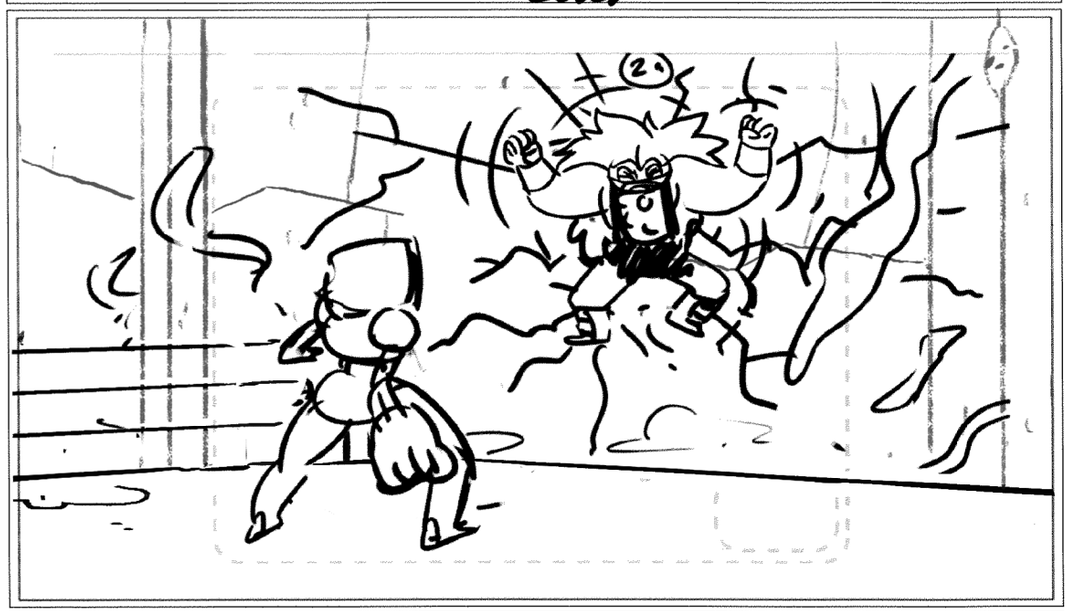
1020.011

Scene	Panel
209	1



Slugging
1.00

Scene	Panel
209	CONT 2



Slugging
1.03

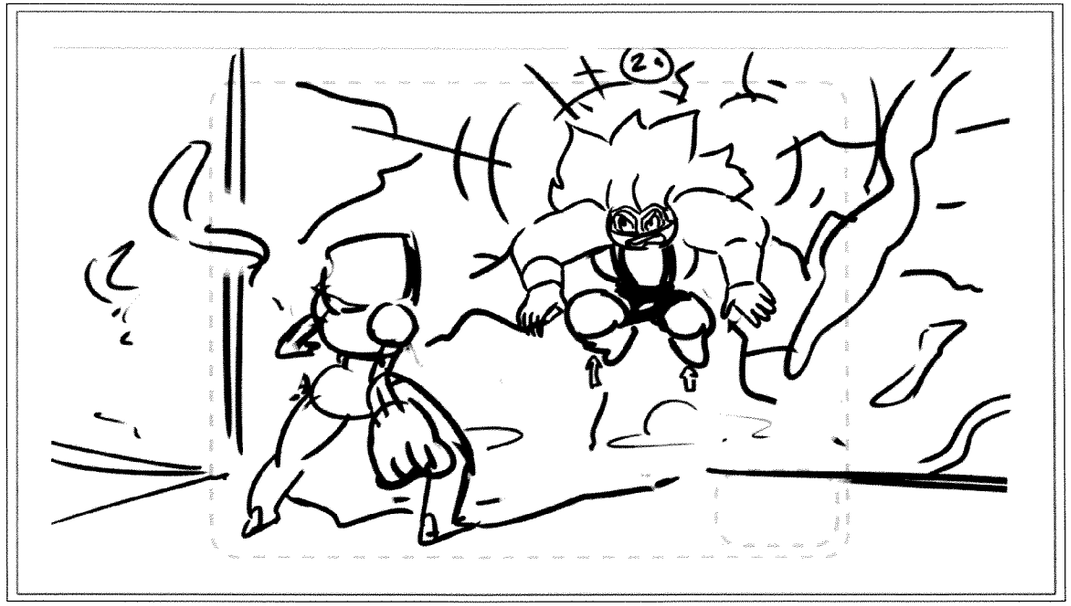
JUL 09 2013

1020-011

1020-011

1020-011

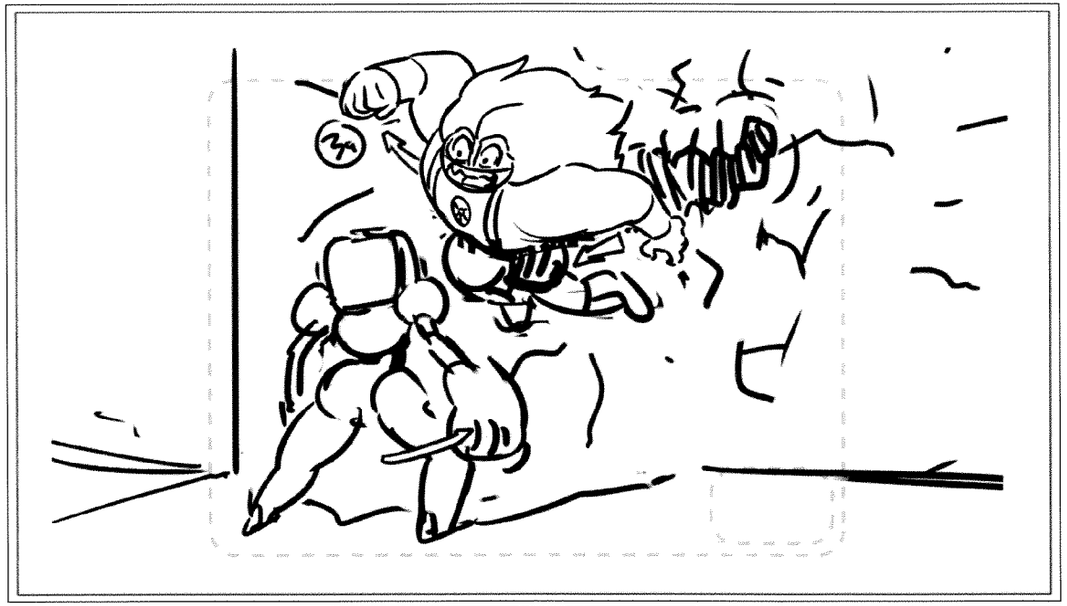
Scene	Panel
209 CONT	3



Action Notes
Amethyst prepares to jump.

Slugging
0.06

Scene	Panel
209 CONT	4



Action Notes
Amethyst jumps at Garnet.

Slugging
0.02

JUL 09 2013

1020.011

1020.011

1020-011

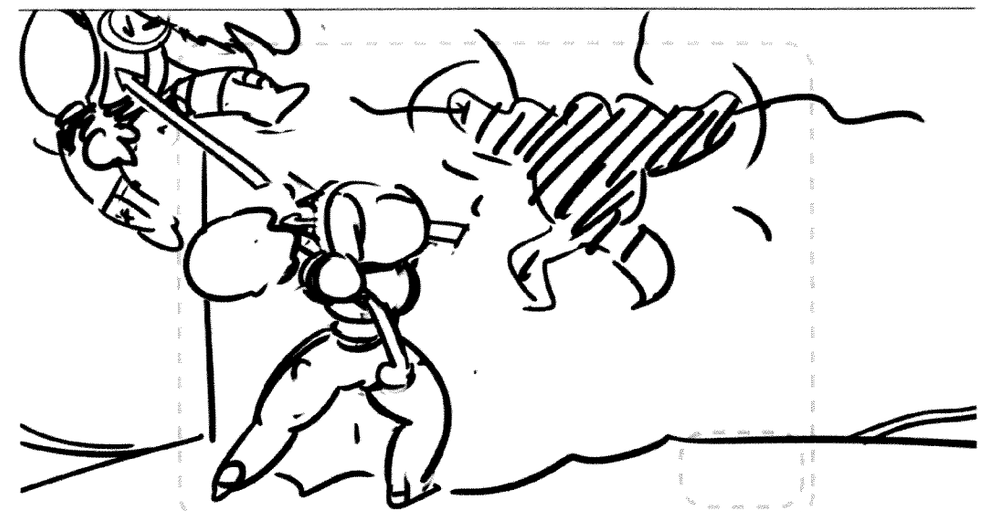
Scene	Panel
209	CONT 5



Action Notes
Garnet swings and hits Amethyst.

Slugging
0.03

Scene	Panel
209	CONT 6



Action Notes
Garnet knocks Amethyst OUT screen left.

Slugging
0.04

JUL 09 2015

1020-011

1020-011

Scene	Panel
209	7 CONT



Slugging
0.15

Scene	Panel
209	8 CONT



Action Notes
Amethyst Jumps back IN screen left. Garnet dodges Amethyst attack by stepping back.

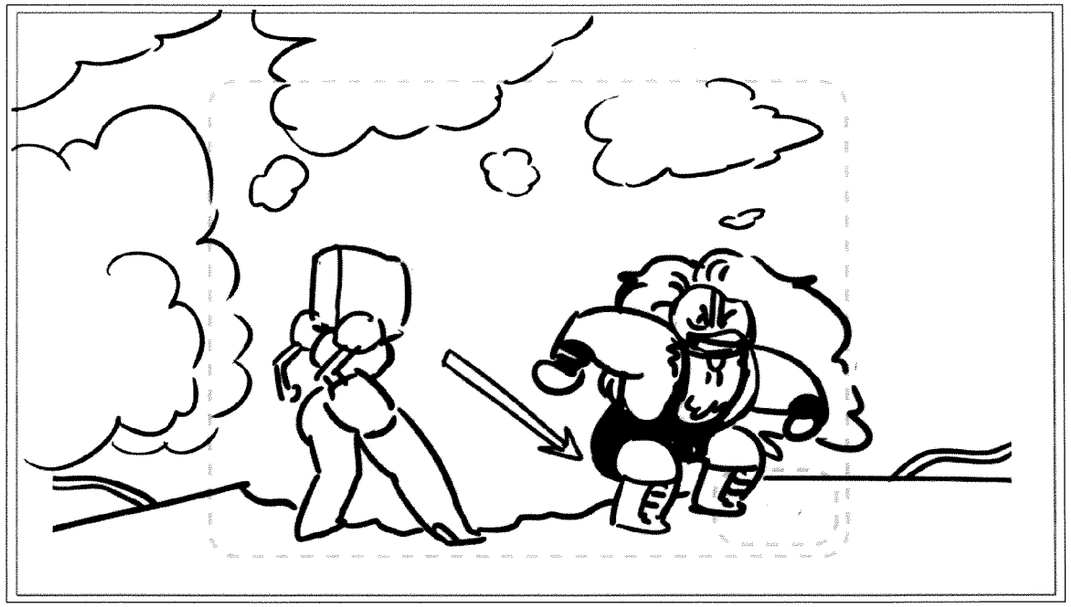
Slugging
0.06

JUL 09 2013

1020.011

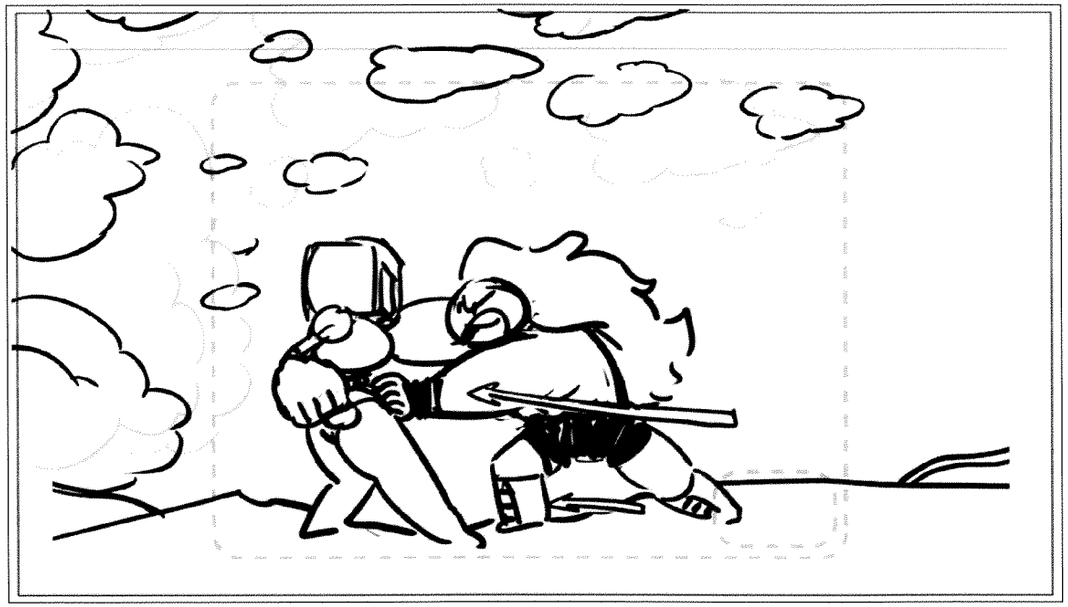
1020.011

Scene	Panel
209	9 CONT



Slugging
0.13

Scene	Panel
209	10 CONT



Action Notes
Amethyst grabs Garnet.

Slugging
0.04

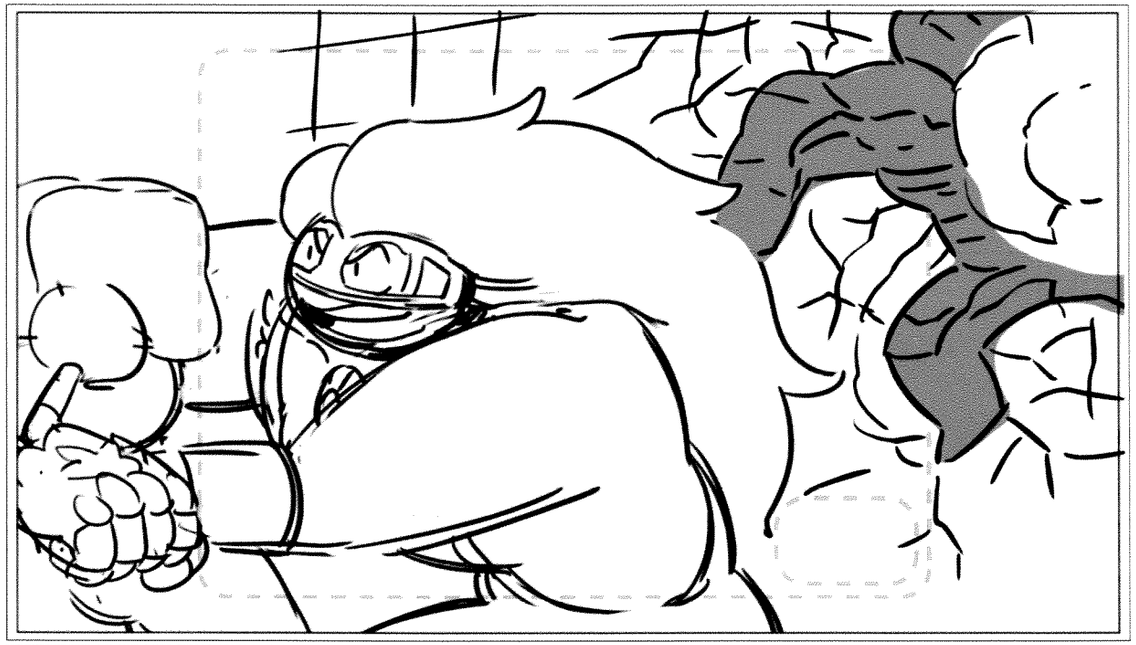
JUL 09 2015

1020-011

1020-011

1020-011

Scene	Panel
210	1



Slugging
0.04

Scene	Panel
210 cont	2



Action Notes
Amethyst resists Garnet pushing her.

Slugging
0.14

1020-011

1020-011

JUL 09 2013

1020.011

Scene	Panel
211	1



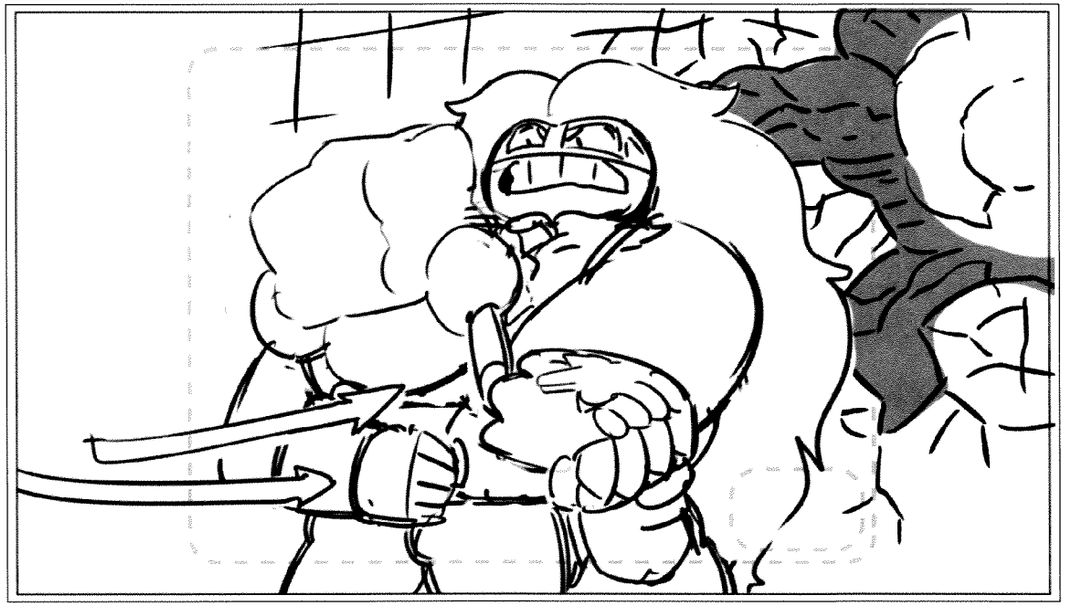
Dialog

STEVEN: GUYS STOP!
ALT: NO!

Slugging

1.15

Scene	Panel
212	1



Action Notes

Amethyst resists Garnet pushing her.

Slugging

0.10

JUL 09 2013

1020-011

1020-011

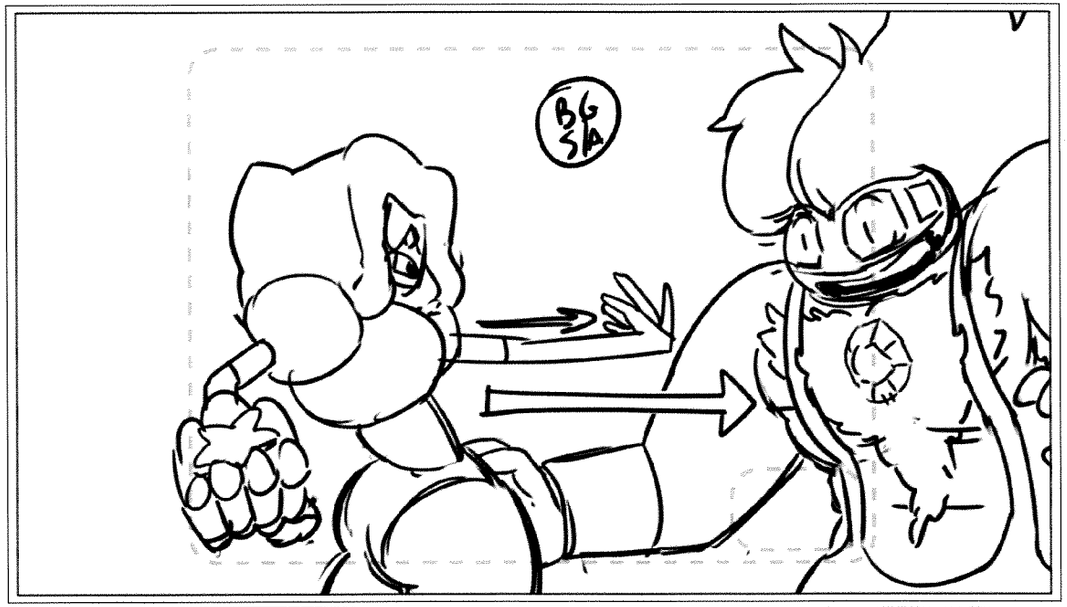
1020-011

Scene	Panel
212 CONT	2



Slugging
0.14

Scene	Panel
212 CONT	3



Action Notes
Garnet pushes Amethyst away.

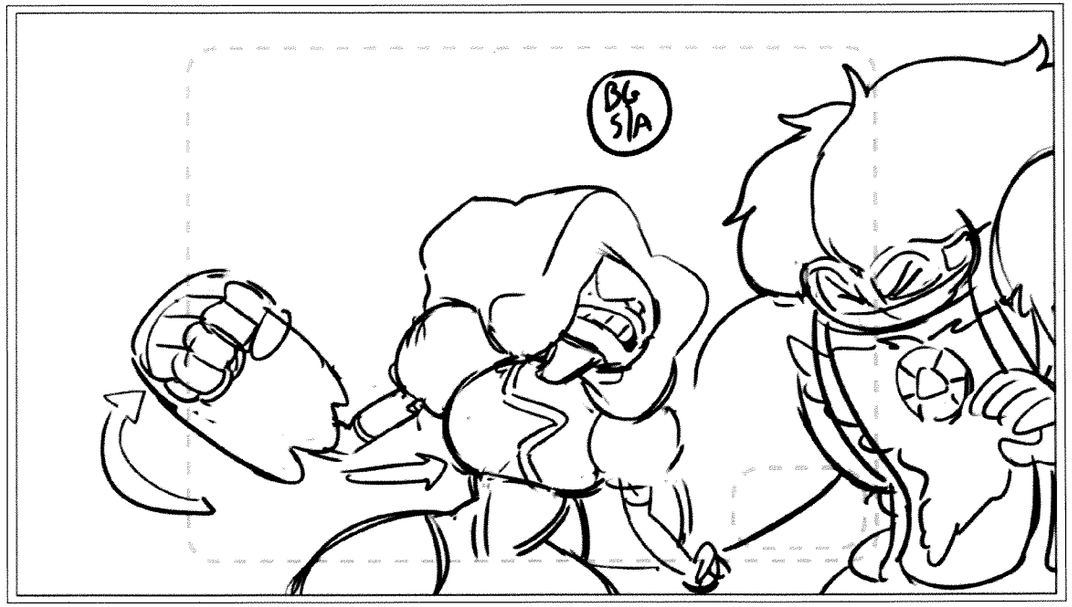
Slugging
0.08

JUL 0 9 2013

1020.011

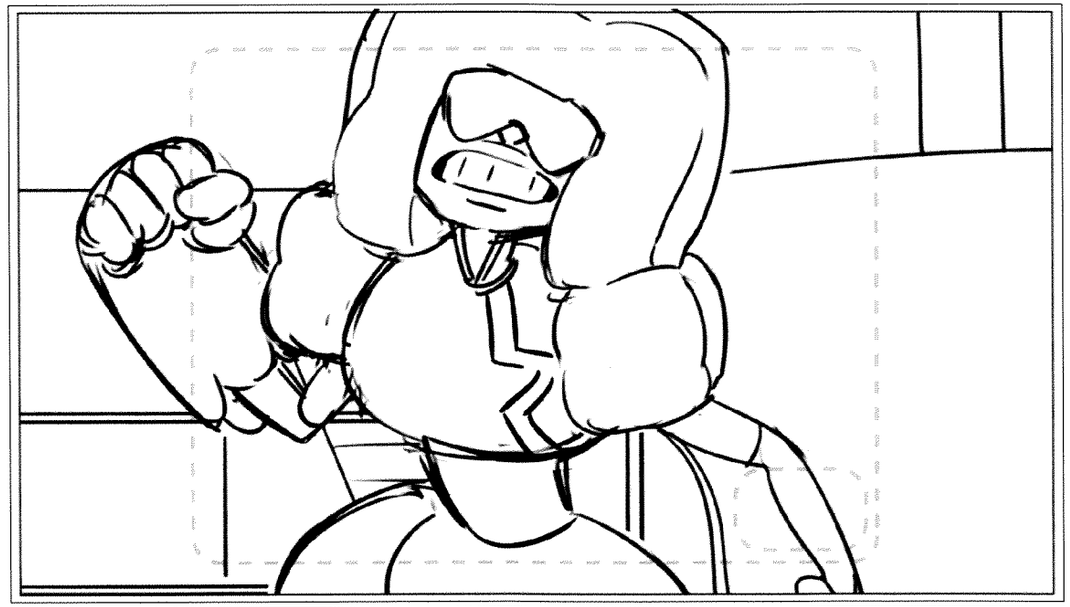
1020.011

Scene	Panel
212 CONT	4



Slugging
0.10

Scene	Panel
213	1



Action Notes
Amethyst POV.

Slugging
0.11

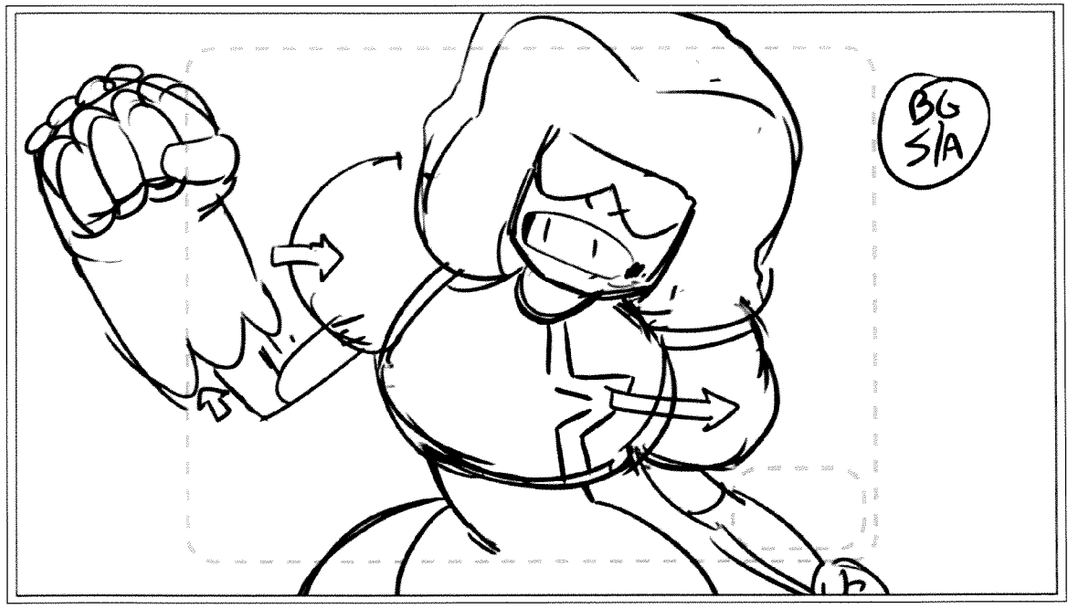
JUL 09 2013

1020.011

1020.011

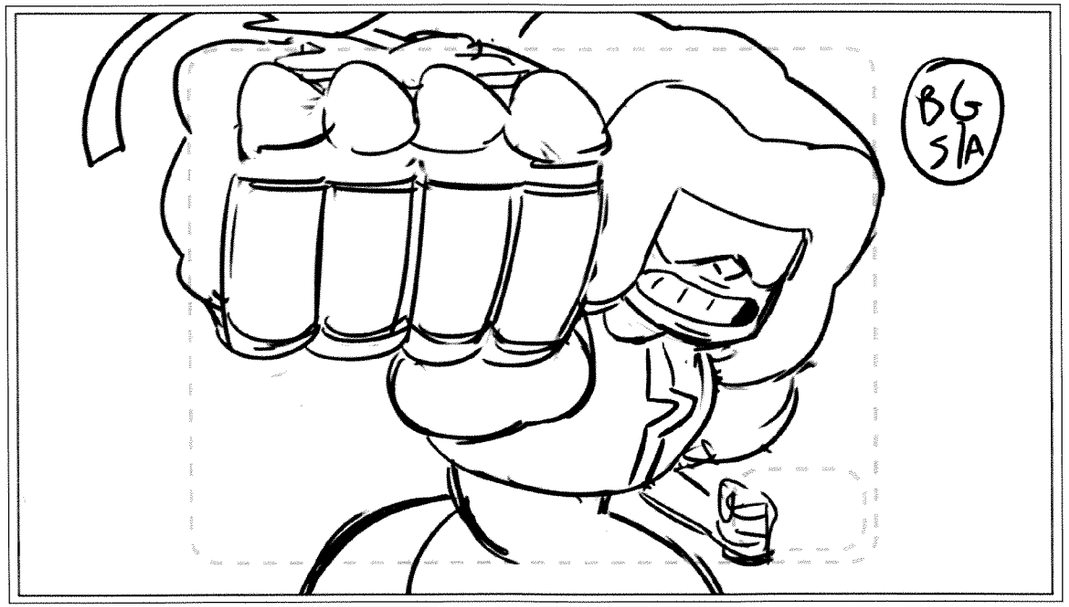
1020.011

Scene	Panel
213	CONT 2



Slugging
0.02

Scene	Panel
213	CONT 3



Slugging
0.02

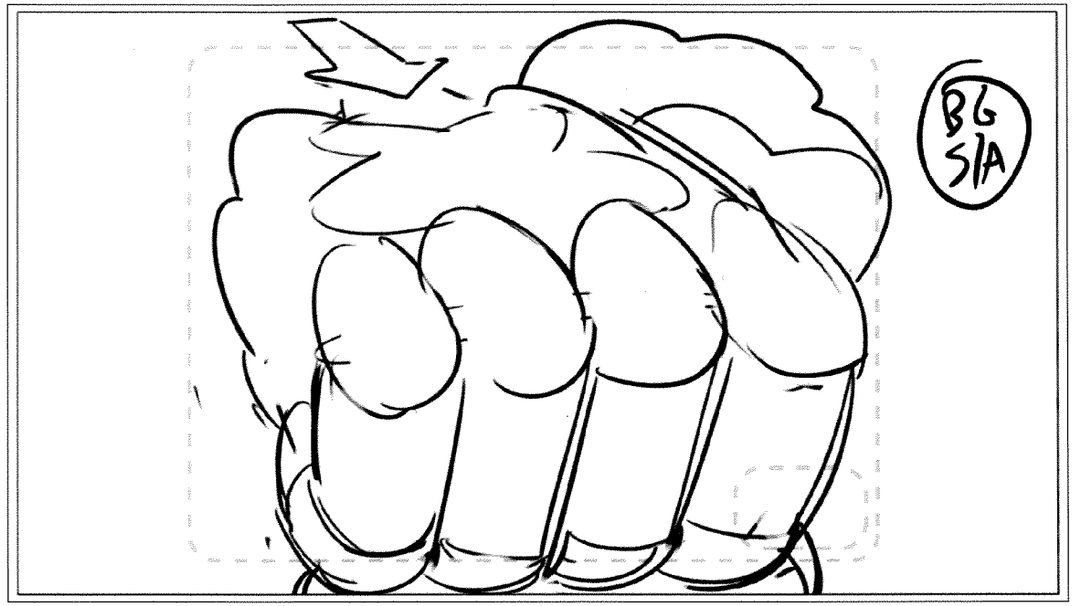
JUL 09 20

1020.011

1020.011

1020.011

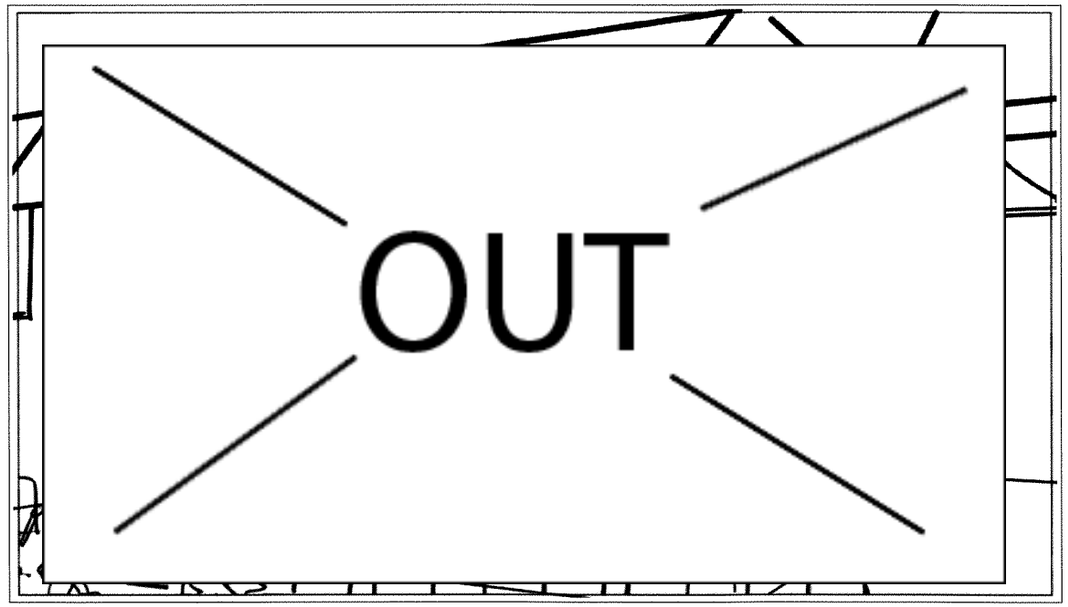
Scene	Panel
213	4 CONT



Slugging

0.02

Scene	Panel
214	1



Action Notes

START POSE

GARNET connects with AMETHYST

Slugging

Panels 1 + 2 = 0.08

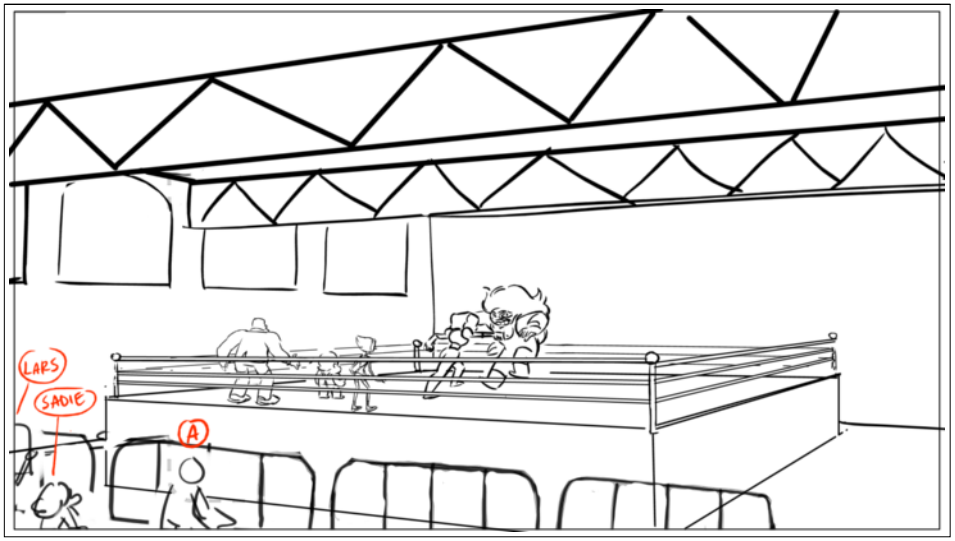
JUL 09 2013

1020.011

1020.011

1020.011

Scene	Duration	Panel	Duration
214	03:00	1	01:00

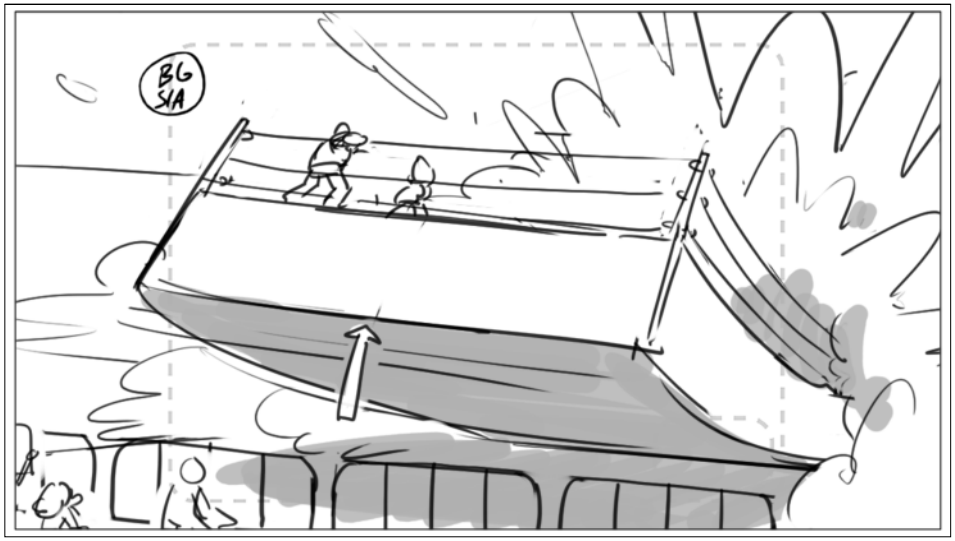


Action Notes

START POSE

GARNET connects with AMETHYST

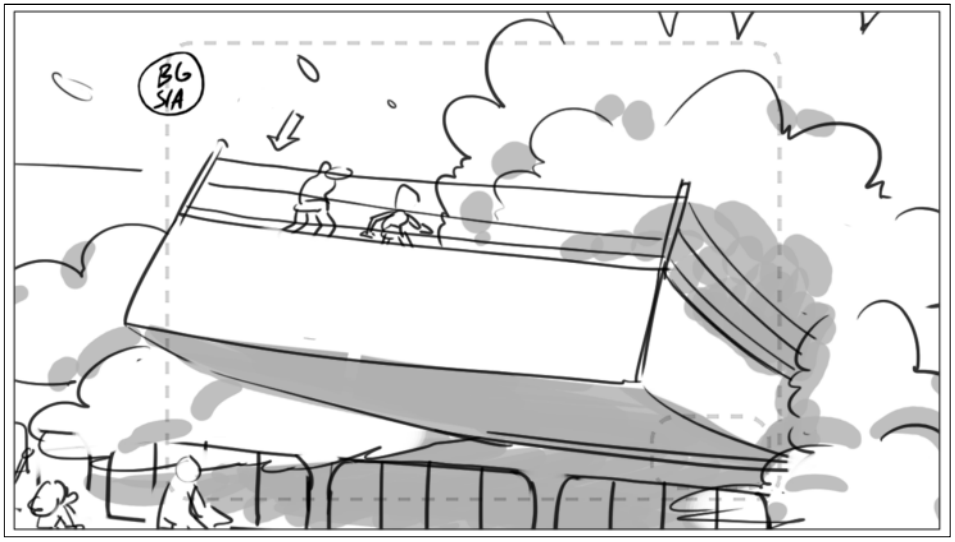
Scene	Duration	Panel	Duration
214	03:00	2	01:00



Action Notes

Impact causes stage to lift off the ground.

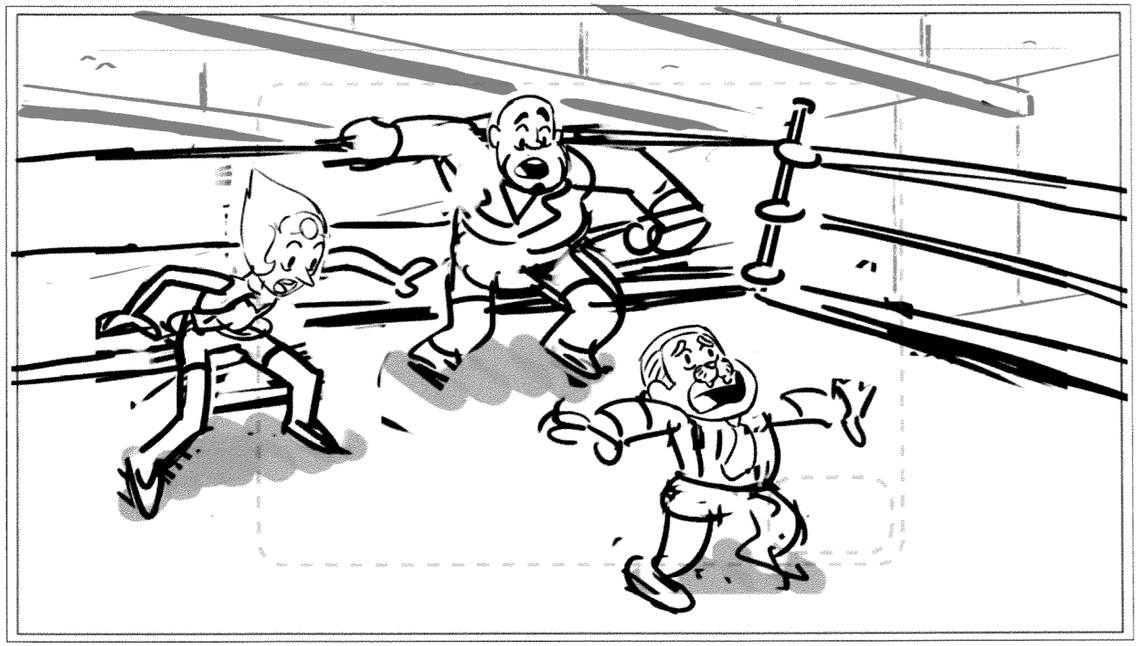
Scene	Duration	Panel	Duration
214	03:00	3	01:00



Action Notes

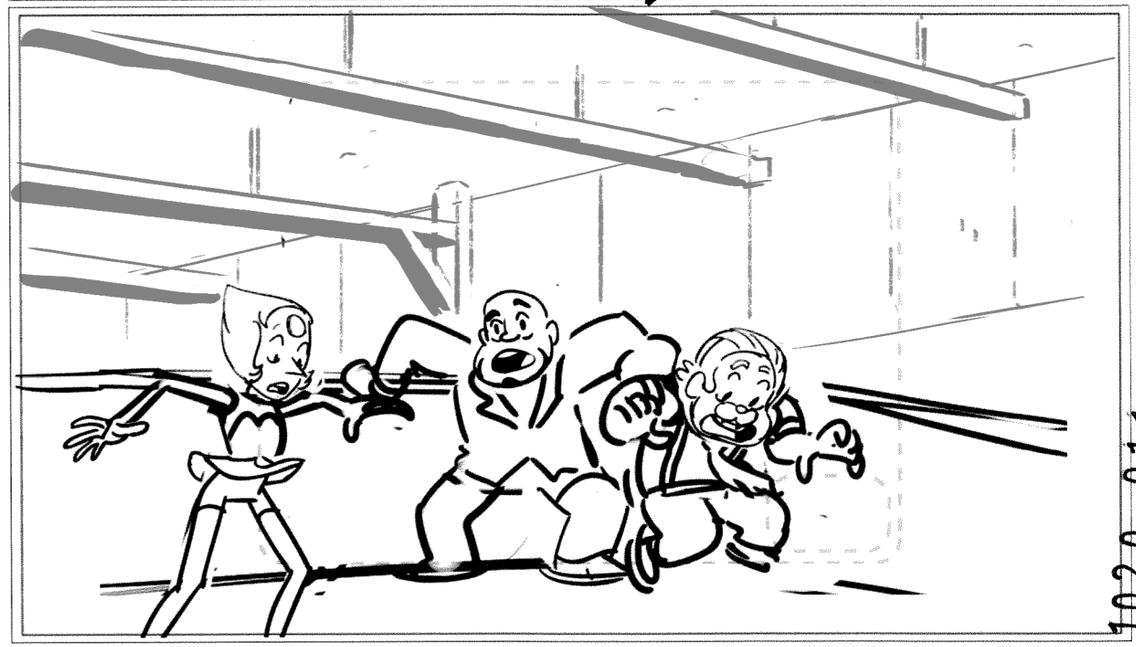
Stage falls back down.

Scene	Panel
215	1



Slugging
0.11

Scene	Panel
215	CONT 2



Action Notes
The ring starts to fall, Steven floats up.

Slugging
1.00

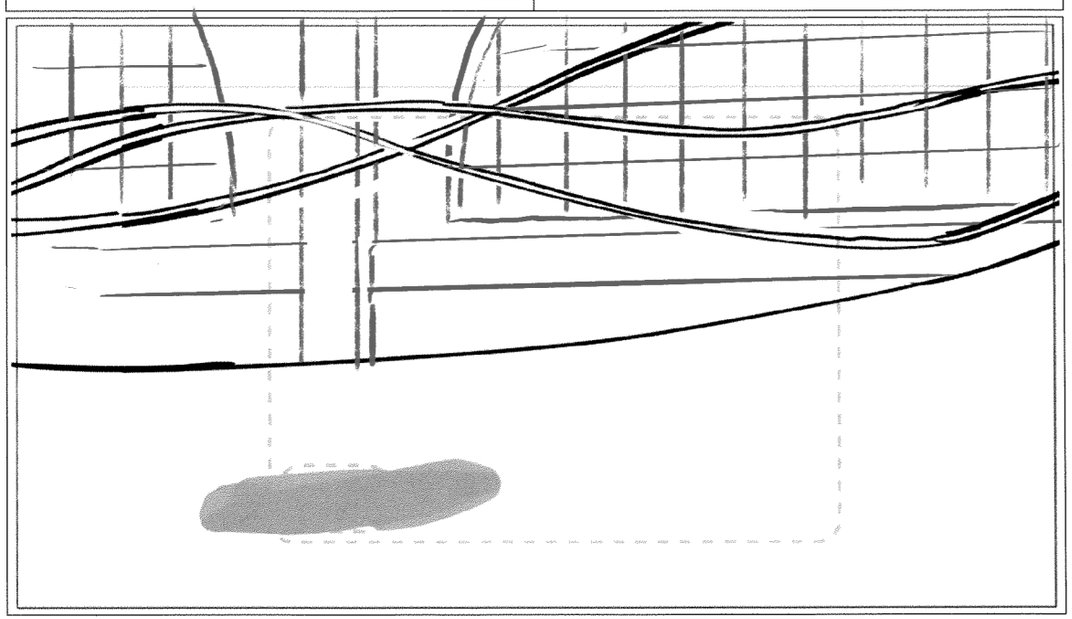
JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
216	1



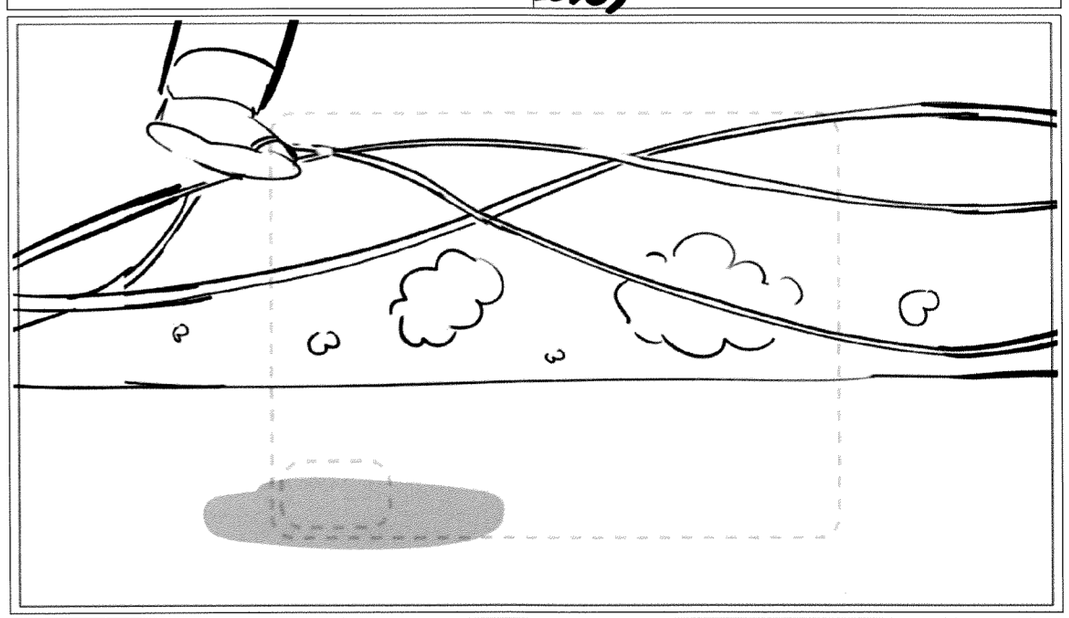
Action Notes

Close-up shot of the ring falling.

Slugging

0.04

Scene	Panel
216	2



Action Notes

The ring loudly hits the ground.

Slugging

0.04

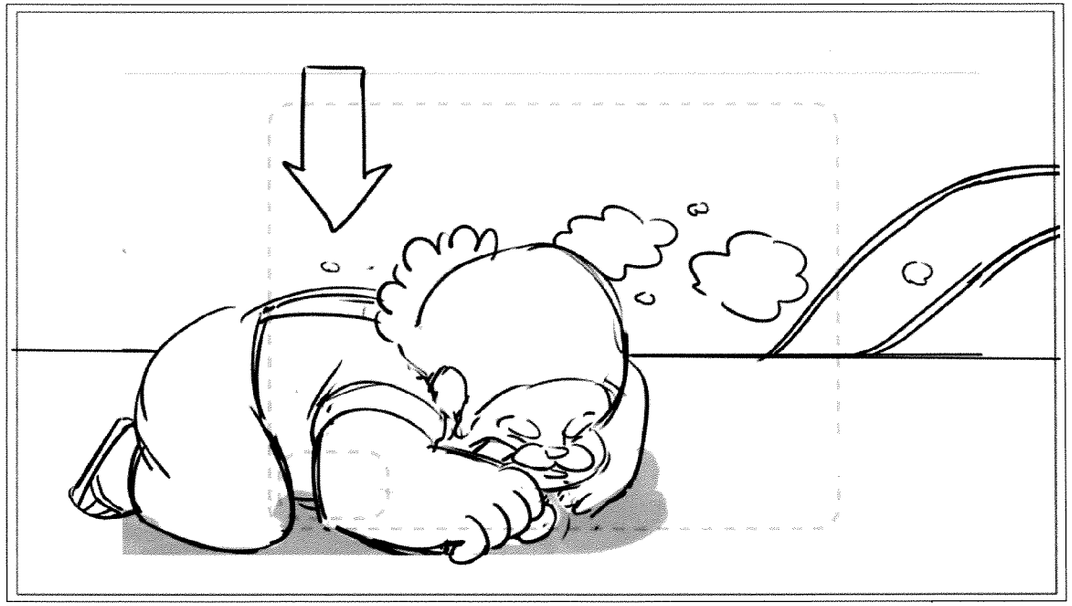
JUL 09 2013

1020.011

1020.011

1020.011

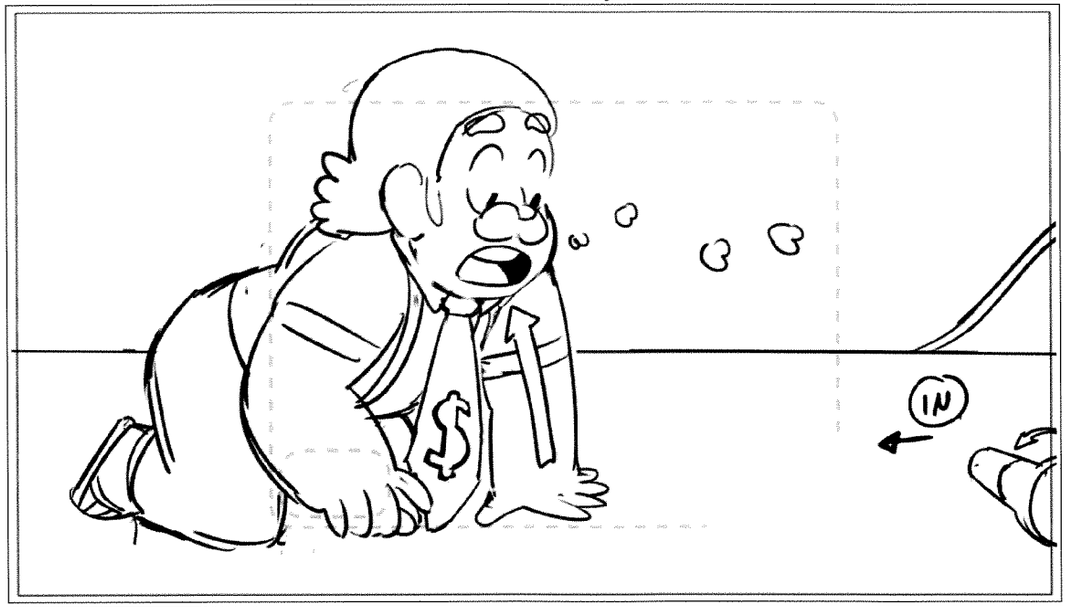
Scene	Panel
216 CONT	3



Action Notes
Steven hits the ring.

Slugging
1.06

Scene	Panel
216 CONT	4



Action Notes
Mic rolls in.

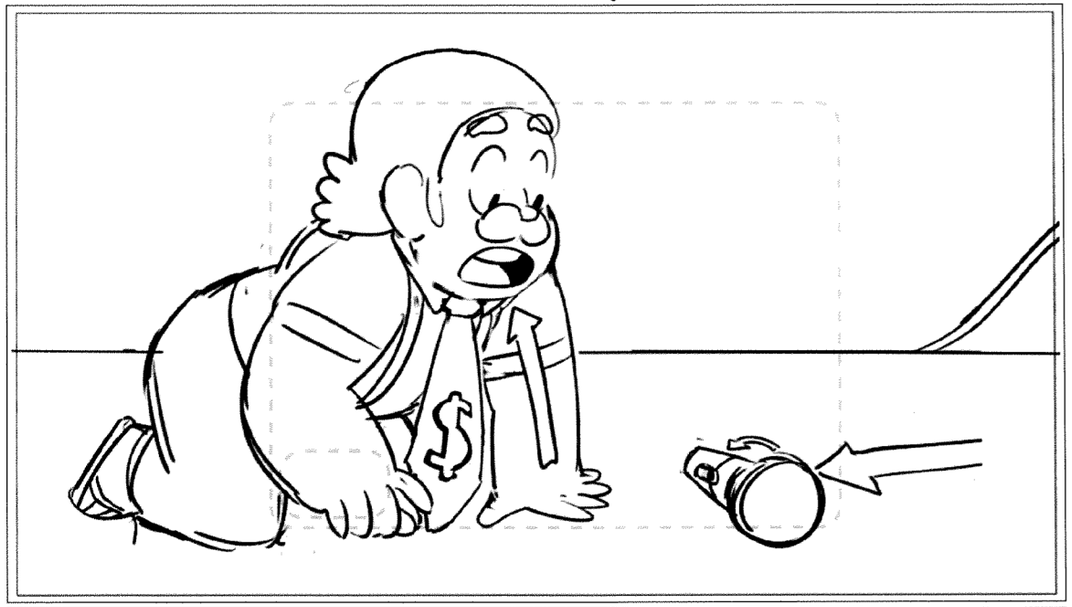
Slugging
Panels 4 + 5 = 1.04

JUL 09 201

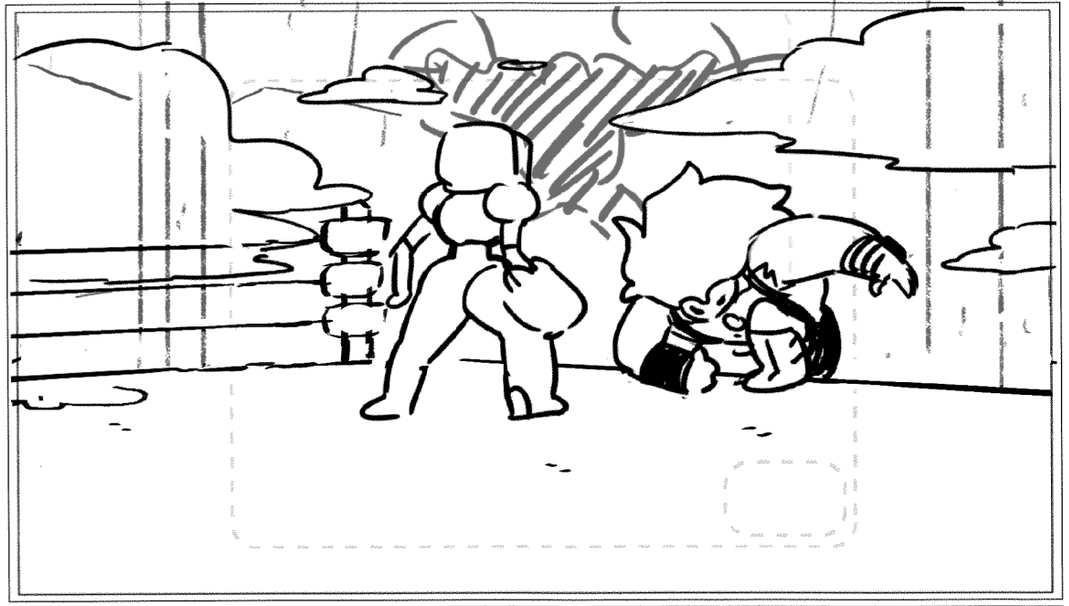
1020.011

1020.011

Scene	Panel
216 CONT	5



Scene	Panel
217	1



Slugging
0.15

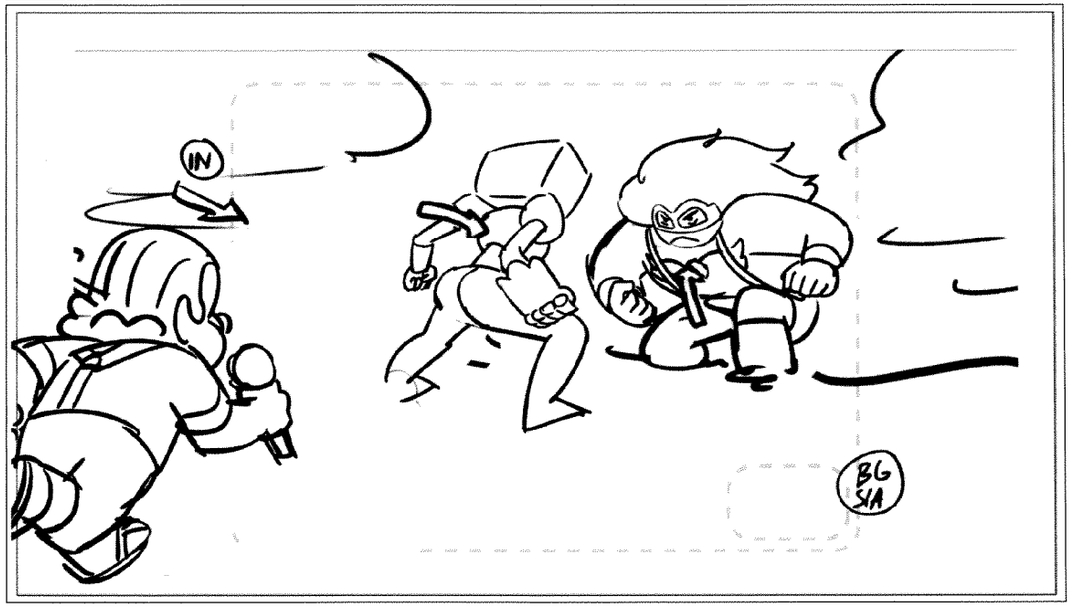
JUL 09 2013

1020-011

1020-011

1020-011

Scene	Panel
217 CONT	2



Dialog

STEVEN: WAIT!

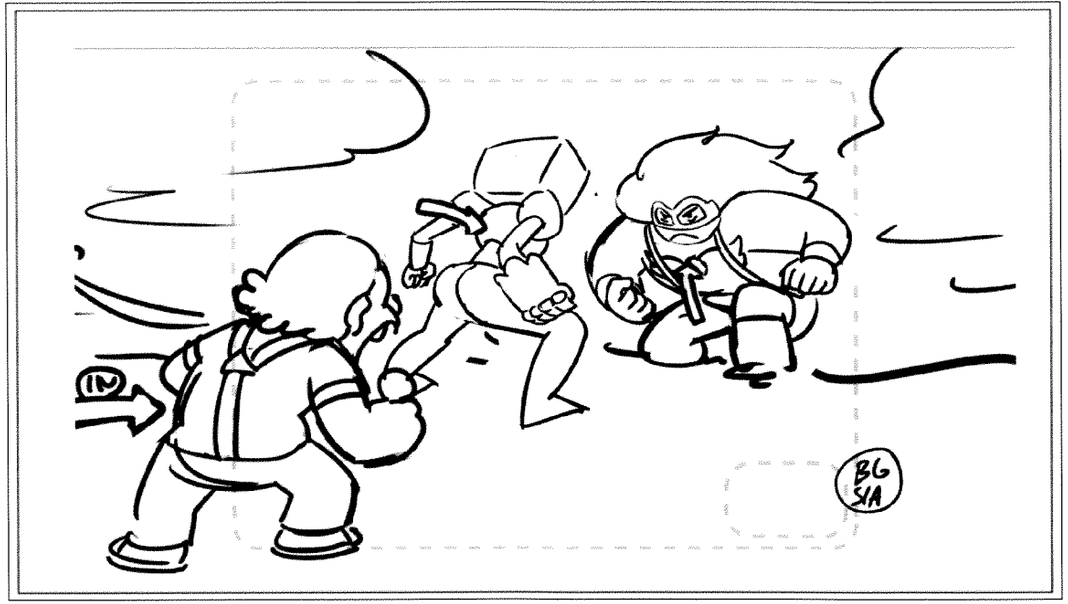
Action Notes

Steven IN screen left.

Slugging

Panels 2 + 3 = 1.08

Scene	Panel
217 CONT	3



Dialog

STEVEN: WAIT!

Action Notes

Garnet and Amethyst stand off.

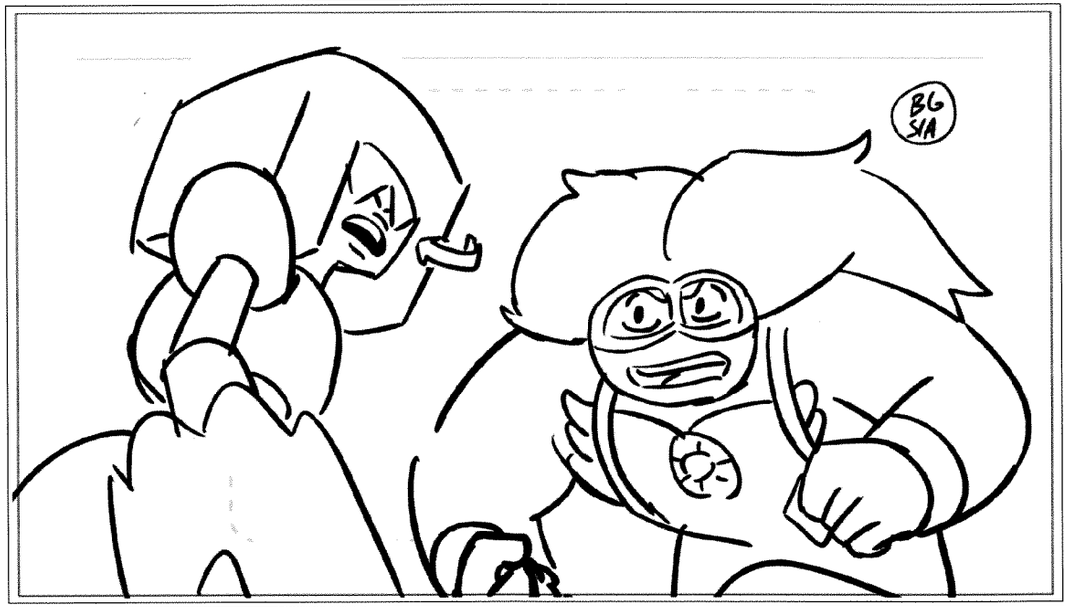
JUL 0 9 2013

Scene	Panel
218	1



Slugging
0.05

Scene	Panel
218	CONT 2



Action Notes
React to Steven, turn to look at him.

Slugging
1.03

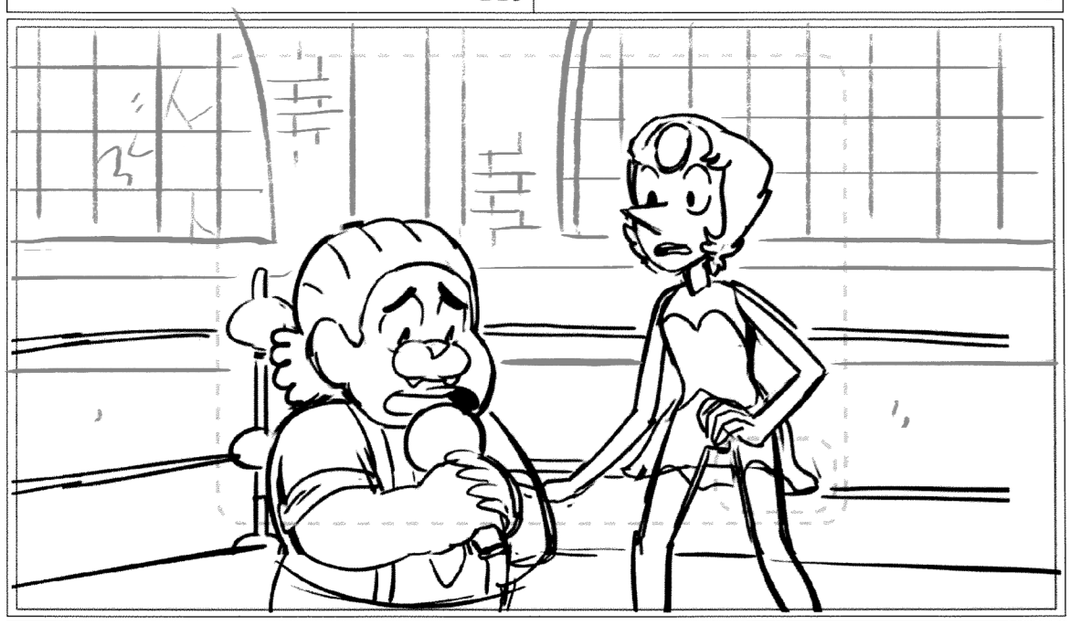
JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
219	1



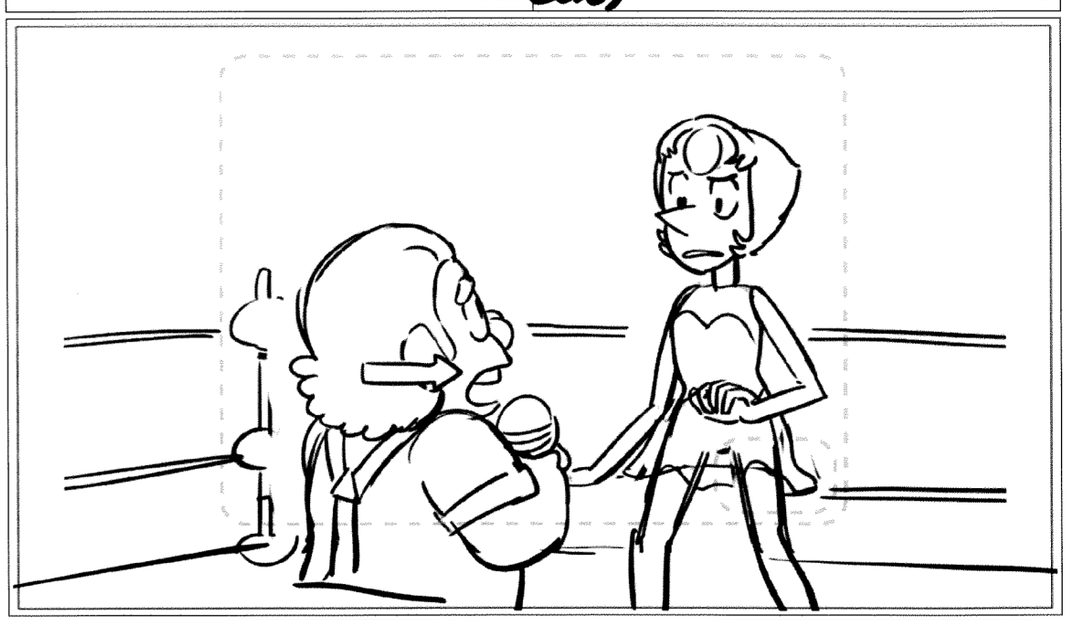
Dialog

STEVEN: I WANT TO TELL YOU...

Slugging

2.07

Scene	Panel
219	cont 2



Dialog

STEVEN: ...PURPLE PUMA'S BACK STORY.

Action Notes

Steven turns to Pearl.

Slugging

3.00

JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
220	1



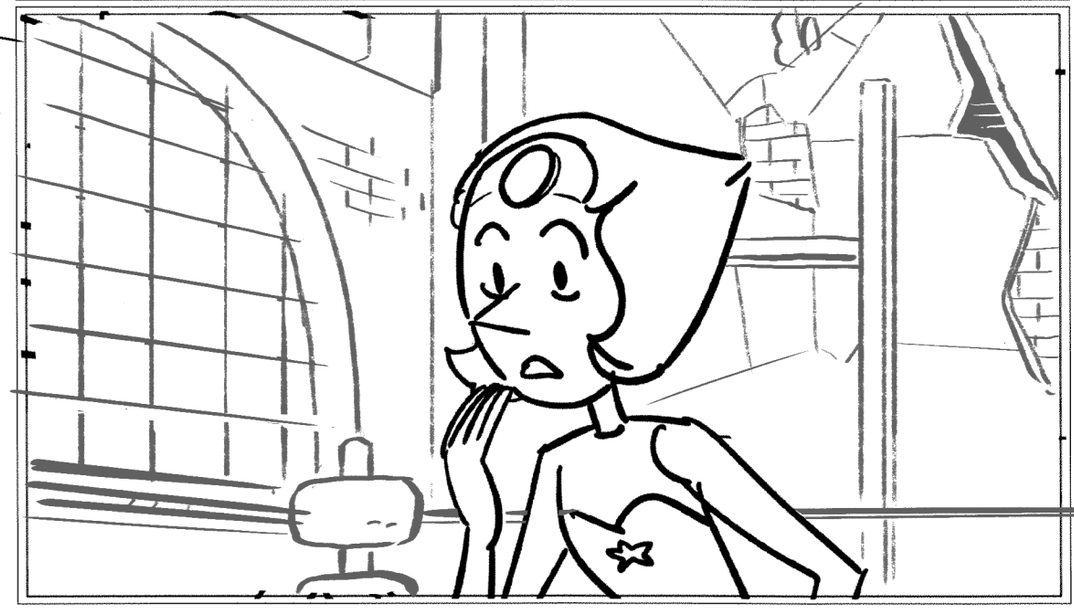
Dialog

STEVEN: HE WAS THE WILDEST CAT IN THE JUNGLE. SO WILD,

Slugging

5.13

Scene	Panel
221	1



Dialog

STEVEN (os): ... THE OTHER CATS COULDN'T TAKE IT.

Slugging

2.15

JUL 0 9 2013

1020.011

1020.011

1020.011

Scene	Panel
222	1



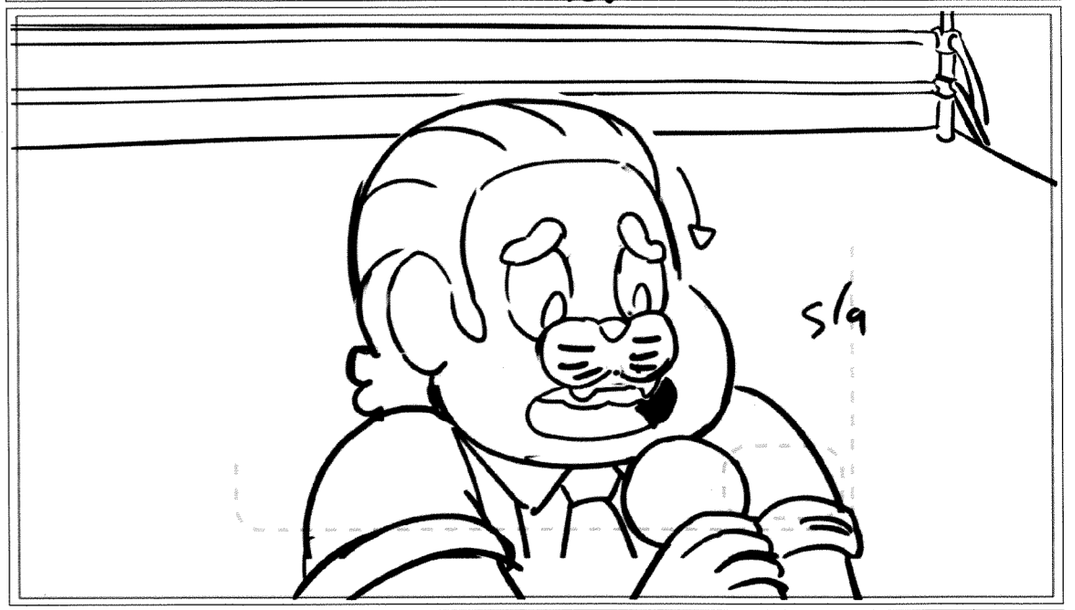
Action Notes

START POSE

Slugging

Panels 1 + 2 = 1.09

Scene	Panel
222 CONT	2



Dialog

STEVEN: SO SHE…

JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
222 CONT	3



Dialog

STEVEN: I MEAN HE…

Action Notes

Steven directs his speech towards the audience.

Slugging

1.08

Scene	Panel
222 CONT	4



Dialog

STEVEN: WENT TO LOOK FOR SOMEWHERE HE FIT IN. SOMEWHERE...

Slugging

6.01

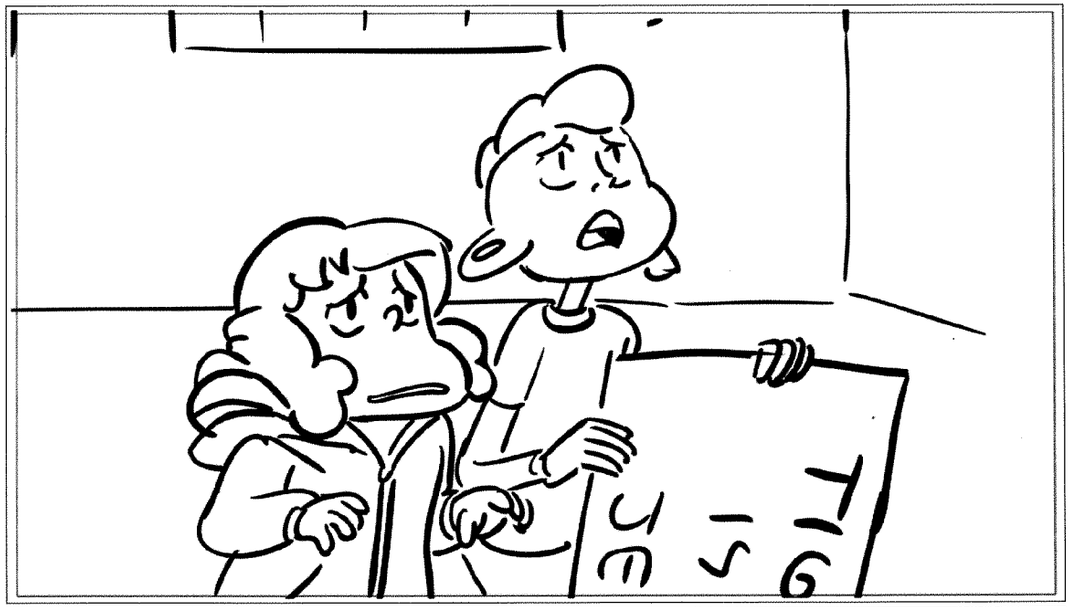
JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
223	1



Dialog

STEVEN (os): ...WITH OTHER PEOPLE WHO FELT MISUNDERSTOOD.

Slugging

4.04

Scene	Panel
223 CONT	2



Dialog

SADIE: THAT REALLY SOUNDS LIKE STEVEN.

Slugging

2.01

JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
223	CONT 3



Dialog

LARS: SHH!

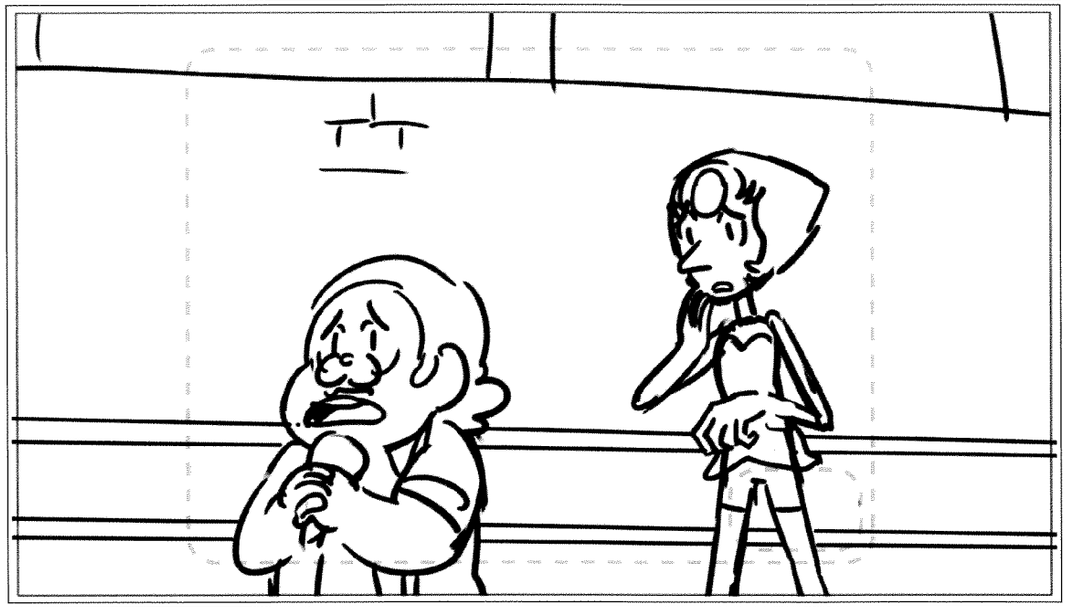
Action Notes

Lars nudges Sadie.

Slugging

0.15

Scene	Panel
224	1



Dialog

STEVEN: THAT'S WHY...

Slugging

0.10

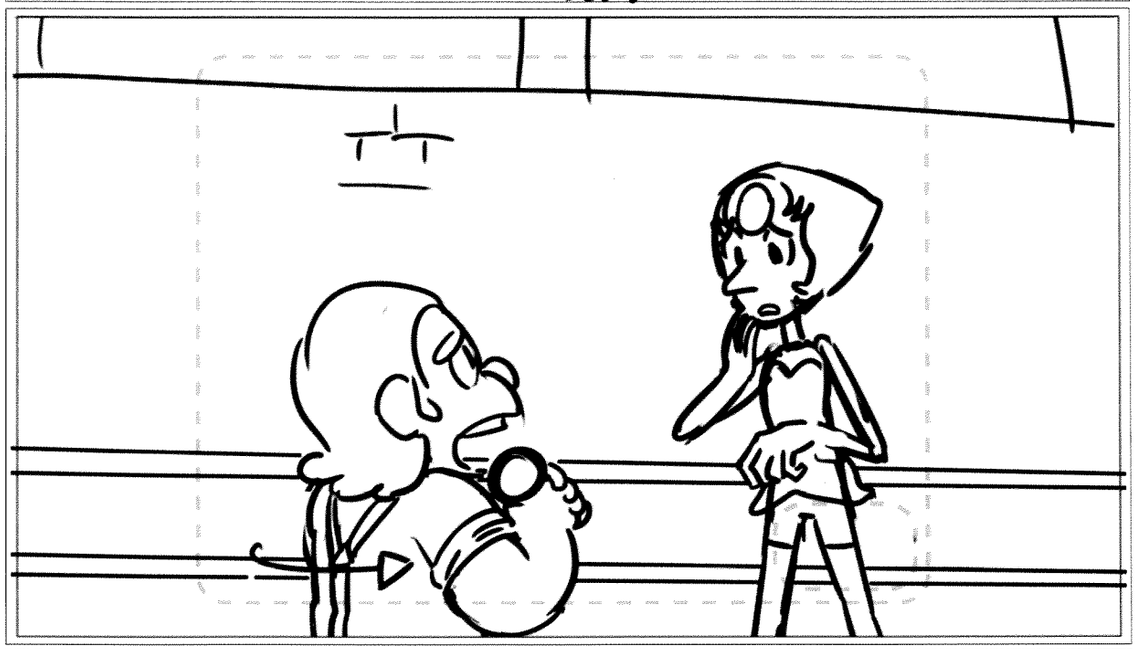
JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
224 CONT	2

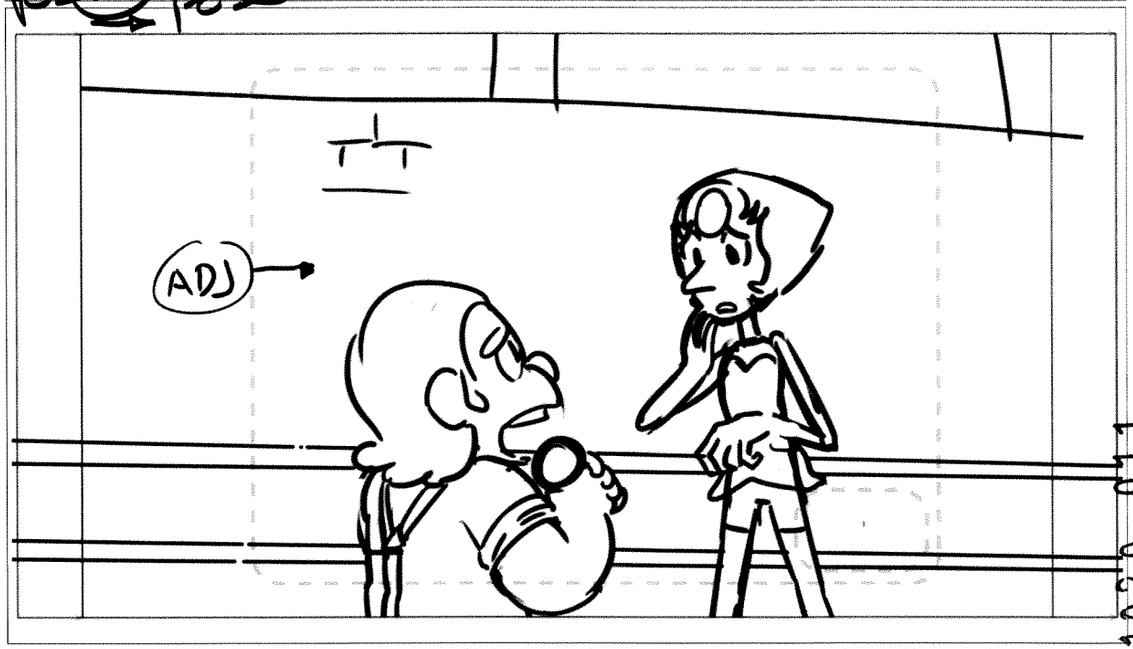


Dialog
STEVEN: ...WE'RE ALL HERE.

Action Notes
Steven turns back to Pearl.

Slugging
1.06

Scene	Panel
POS A POS B 224 CONT	3



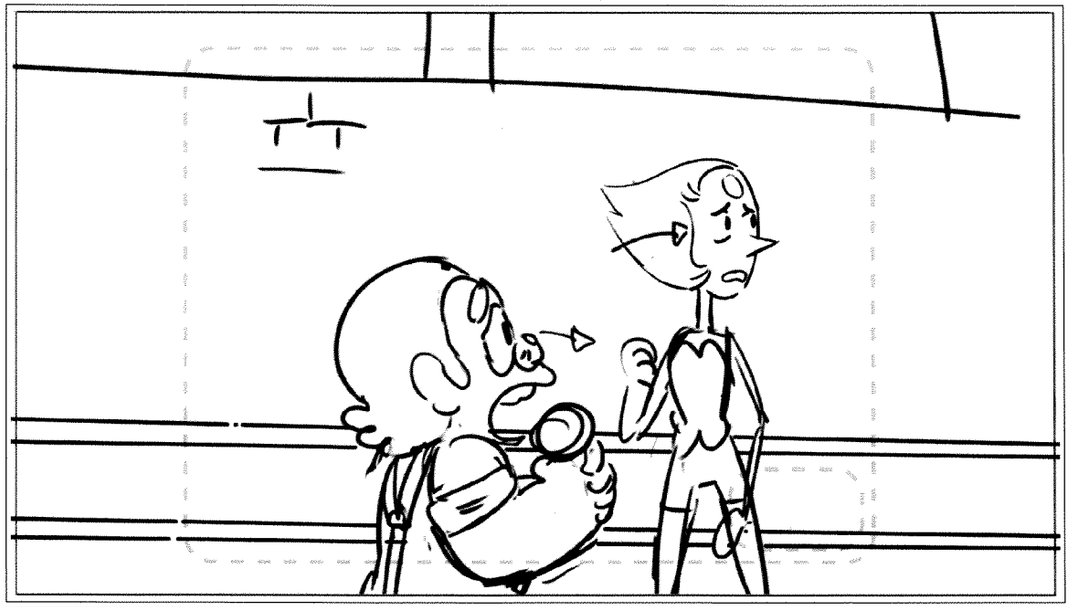
Dialog
STEVEN: TO BE WILD...

Action Notes
Steven takes a step forward towards Pearl.
Adjust camera with Steven

Slugging
1.06

JUL 09 2013

Scene	Panel
224 CONT	4



Dialog

STEVEN: ...AND FREE.

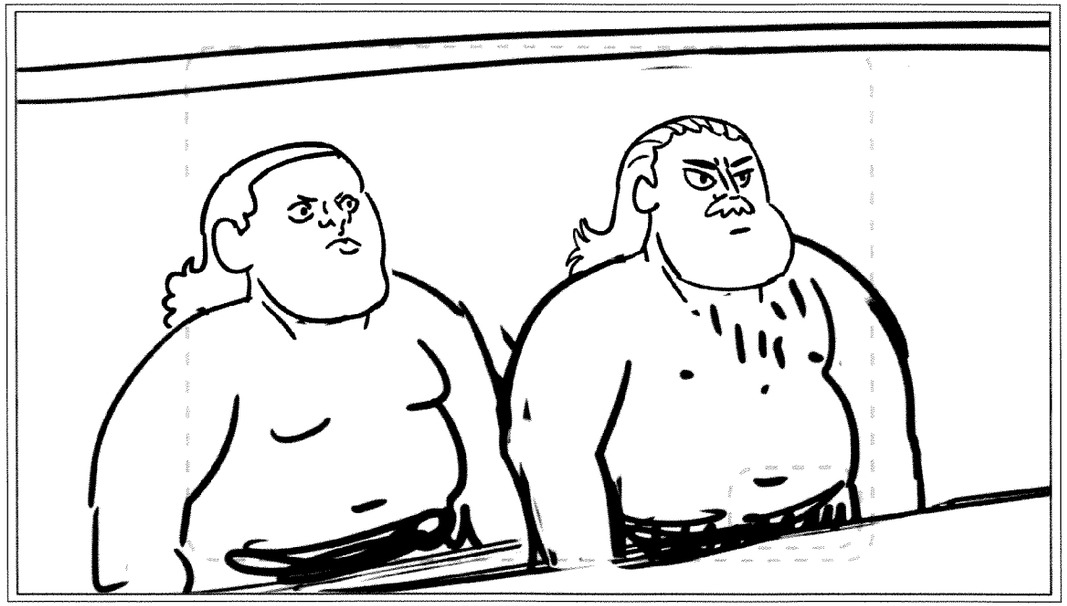
Action Notes

Steven turns to look at Garnet (stage right) and Pearl turns to look after him.

Slugging

1.06

Scene	Panel
225	1



Dialog

STEVEN (os): AND BODY SLAM EACH OTHER!

Slugging

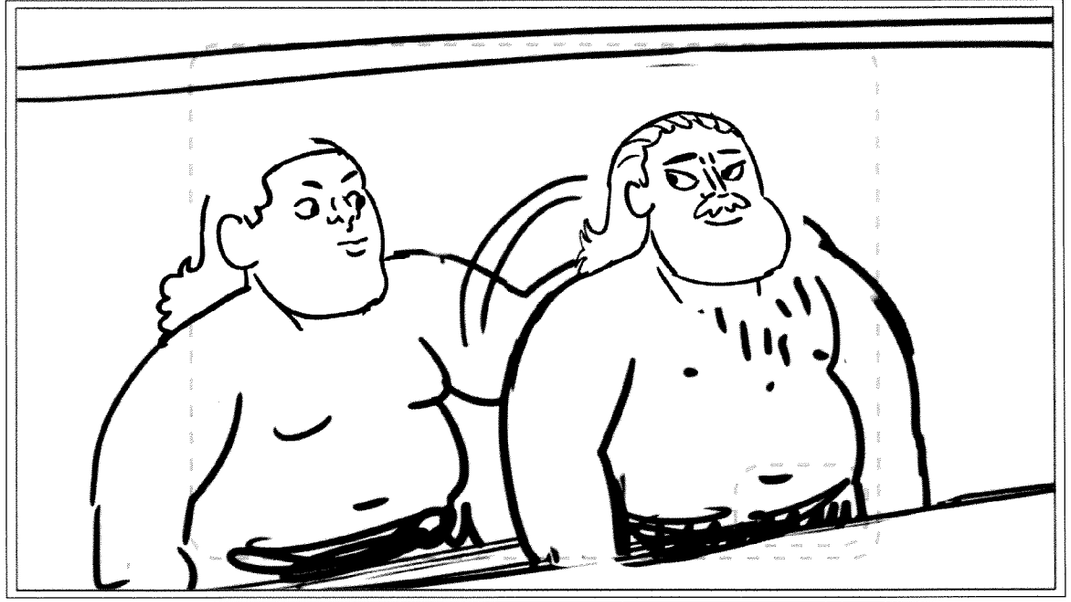
1.04

JUL 09 2013

1020.011

1020.011

Scene	Panel
225 CONT	2



Slugging
2.01

Scene	Panel
226	1



Dialog
STEVEN (os): AND WEAR COOL COSTUMES.

Slugging
2.03

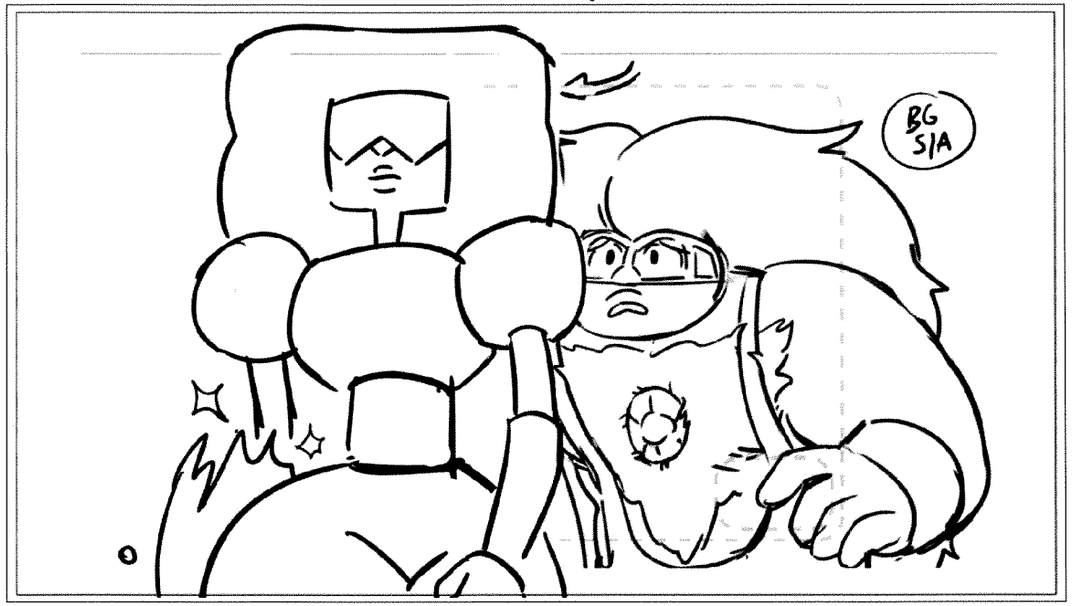
JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
226 CONT	2



Dialog

STEVEN (os): AND MAKE UP NICK NAMES.

Action Notes

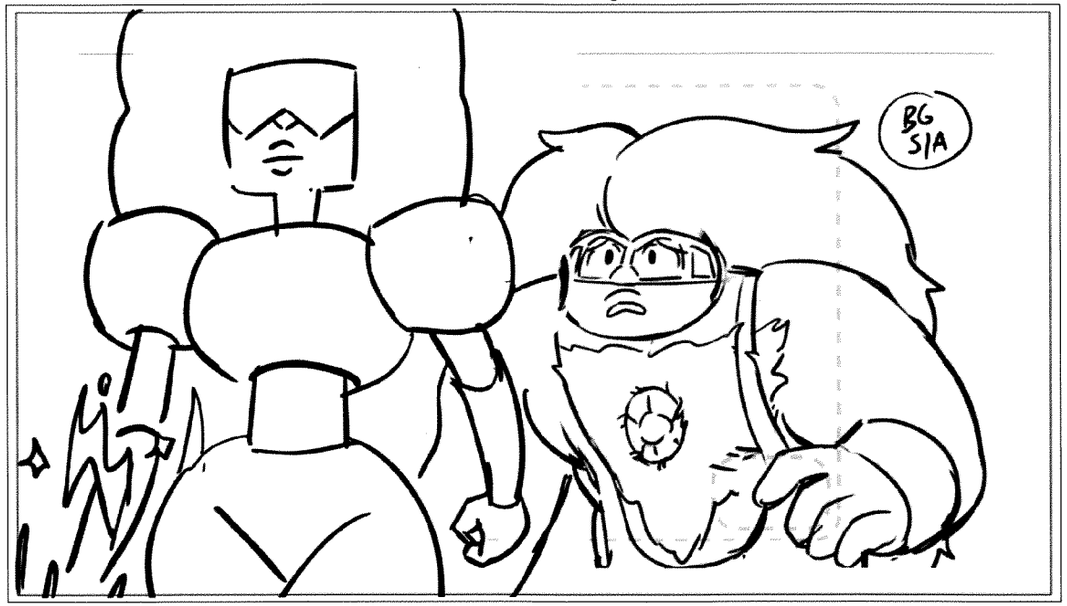
Garnet turns and walks slightly left and towards camera.

Amethyst eyes follow Garnet.

Slugging

Panels 2 to 4 = 1.06

Scene	Panel
226 CONT	3



Dialog

STEVEN (os): AND MAKE UP NICK NAMES.

Action Notes

Garnet's gauntlet disappears.

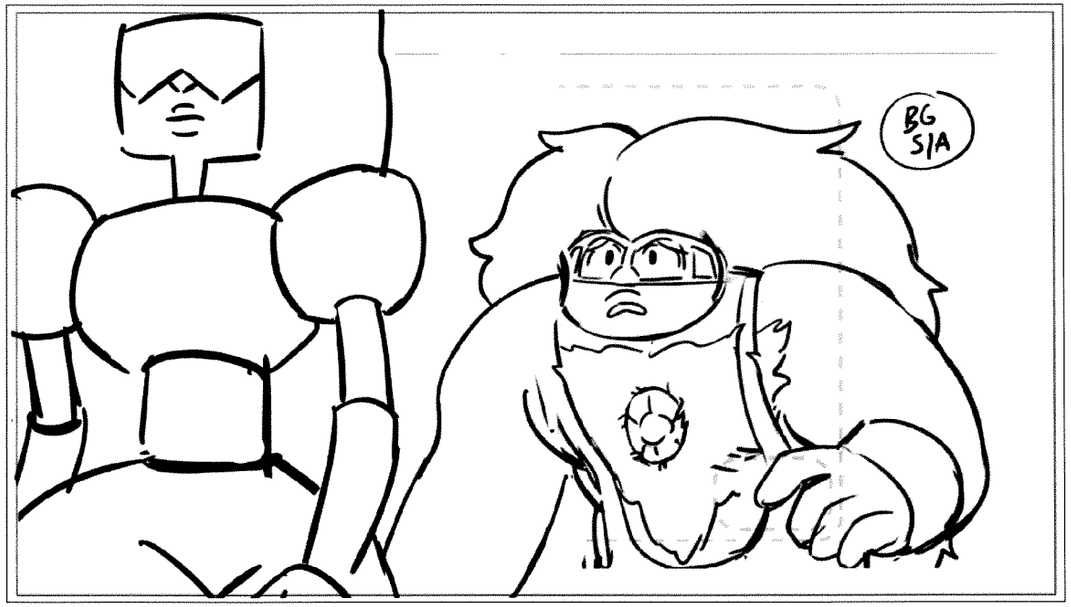
JUL 09 201

1020.011

1020.011

1020.011

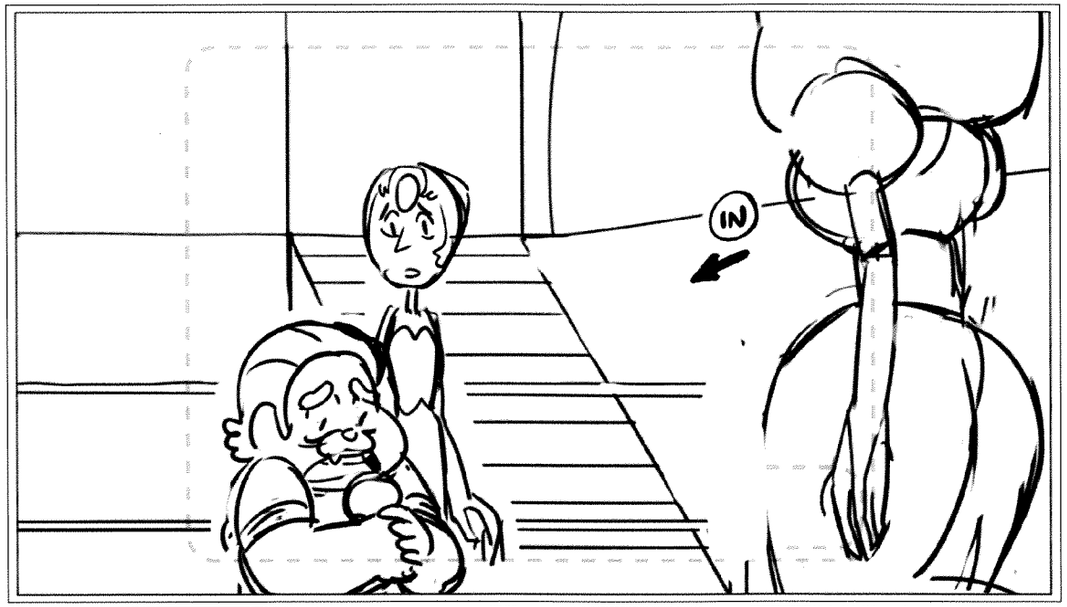
Scene	Panel
226	CONT 4



Dialog

STEVEN (os): AND MAKE UP NICK NAMES.

Scene	Panel
227	1



Dialog

STEVEN: AND...AND...UUH

Action Notes

Steven getting flustered.
Garnet in.

Slugging

2.03

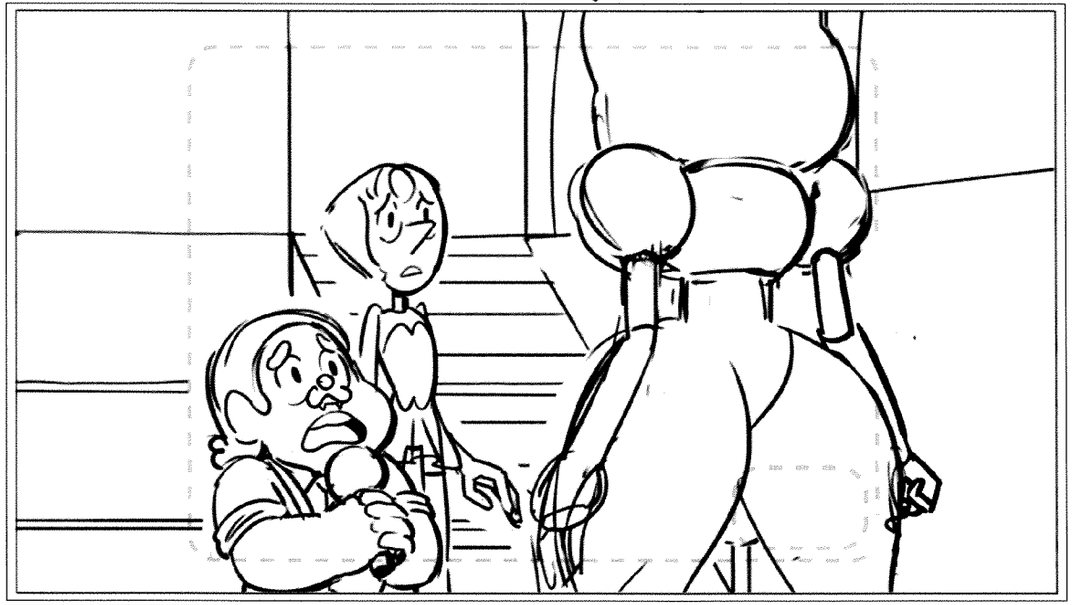
JUL 09 2015

1020.011

1020.011

1020.011

Scene	Panel
227 CONT	2



Dialog

STEVEN: SO?

Slugging

1.15

Scene	Panel
228	1



Dialog

STEVEN: CAN'T WE JUST HAVE THIS? CAN'T WE JUST…

Slugging

5.05

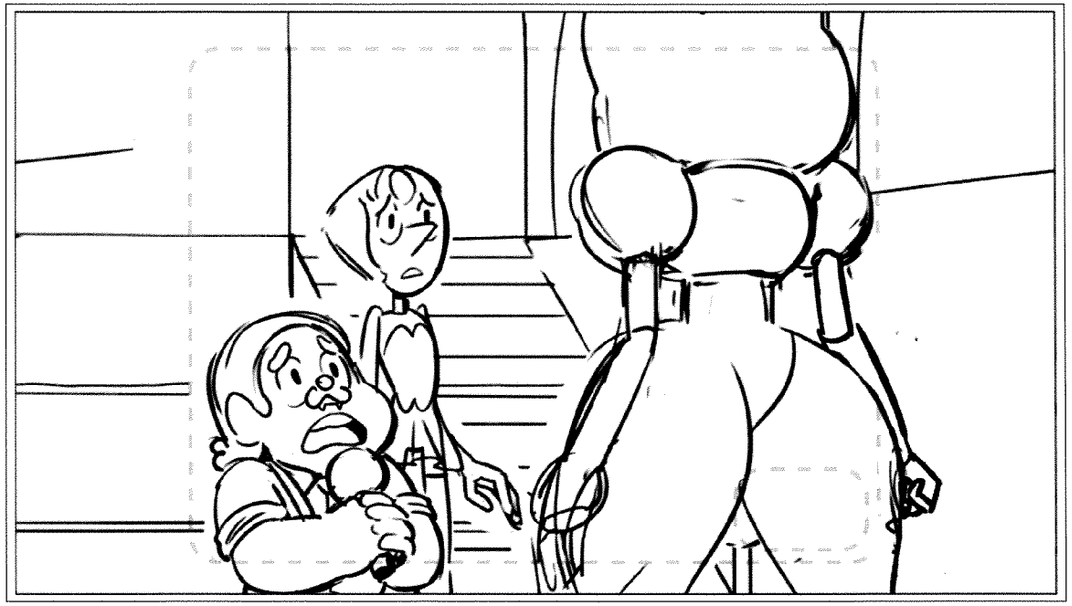
JUL 0 9 2013

1020.011

1020.011

1020.011

Scene	Panel
229	1



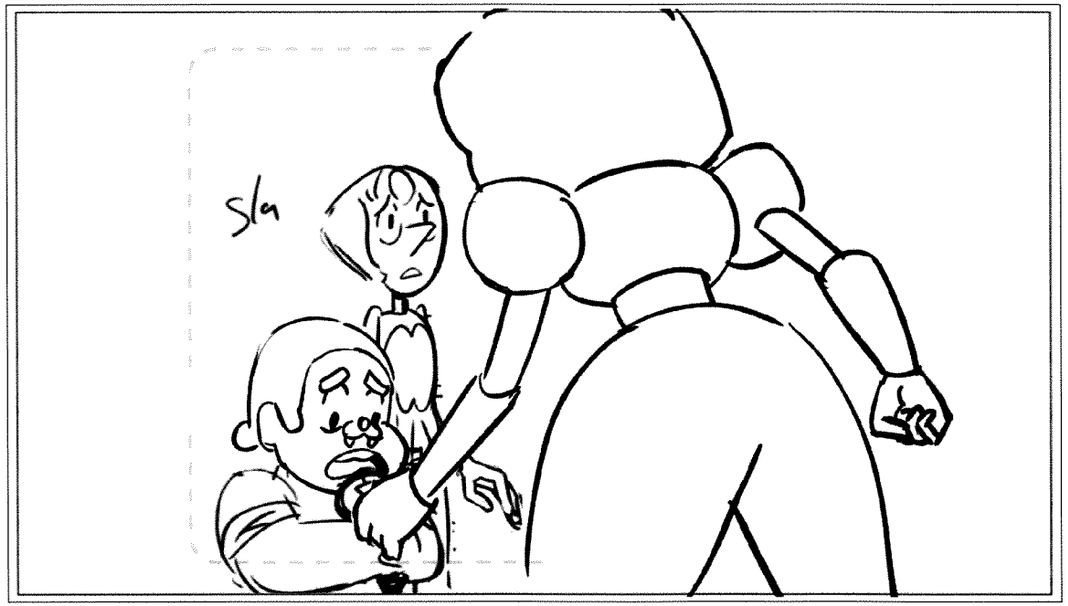
Dialog

STEVEN: WRESTLE?

Slugging

1.14

Scene	Panel
229	CONT 2



Action Notes

Garnet takes the mic from Steven.

Slugging

0.08

Notes

BOARD REVISION - GARNET GRABS MIC.

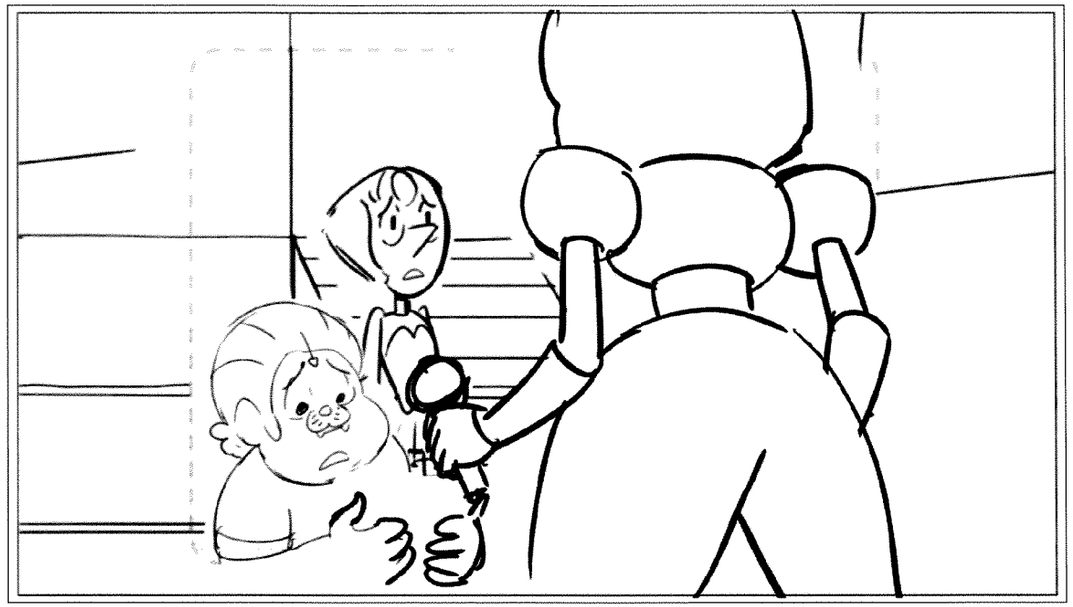
JUL 09 2013

1020.011

1020.011

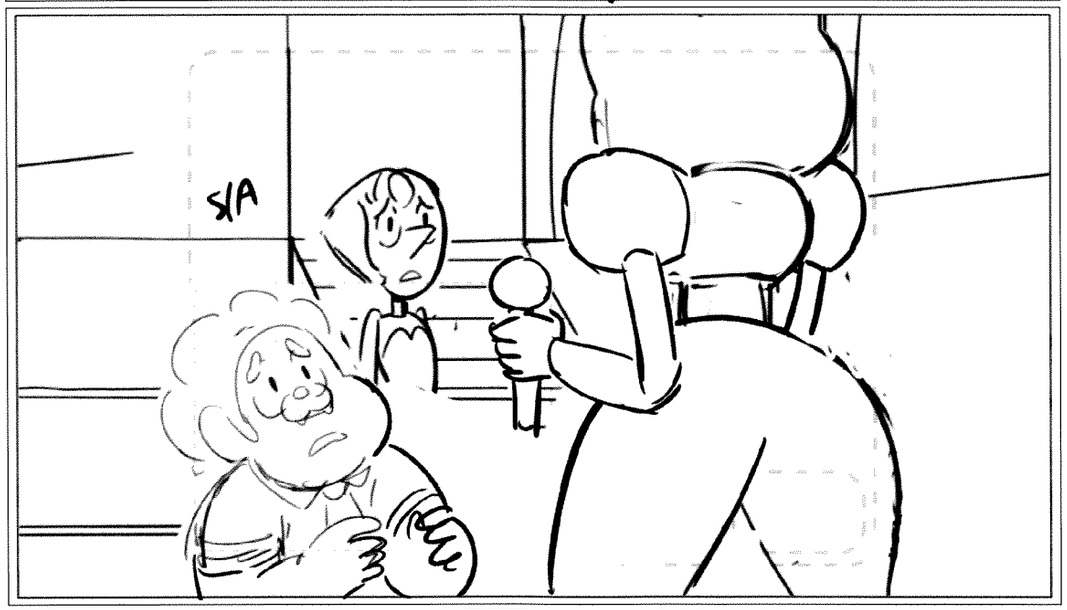
1020.011

Scene	Panel
229 CONT	3



Slugging
0.06

Scene	Panel
229 CONT	4



Slugging
0.11

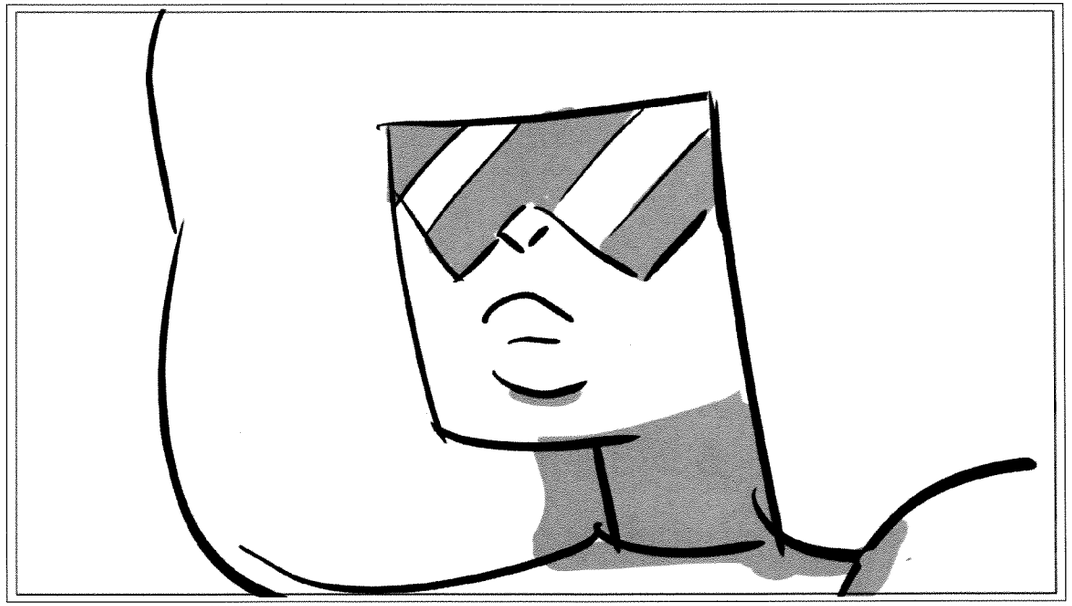
JUL 09 2015

1020.011

1020.011

1020.011

Scene	Panel
230	1



Action Notes

Match action to previous scene.

Slugging

Panels 1 to 3 = 2.04

Scene	Panel
230	CONT 2



Dialog

GARNET: NO.

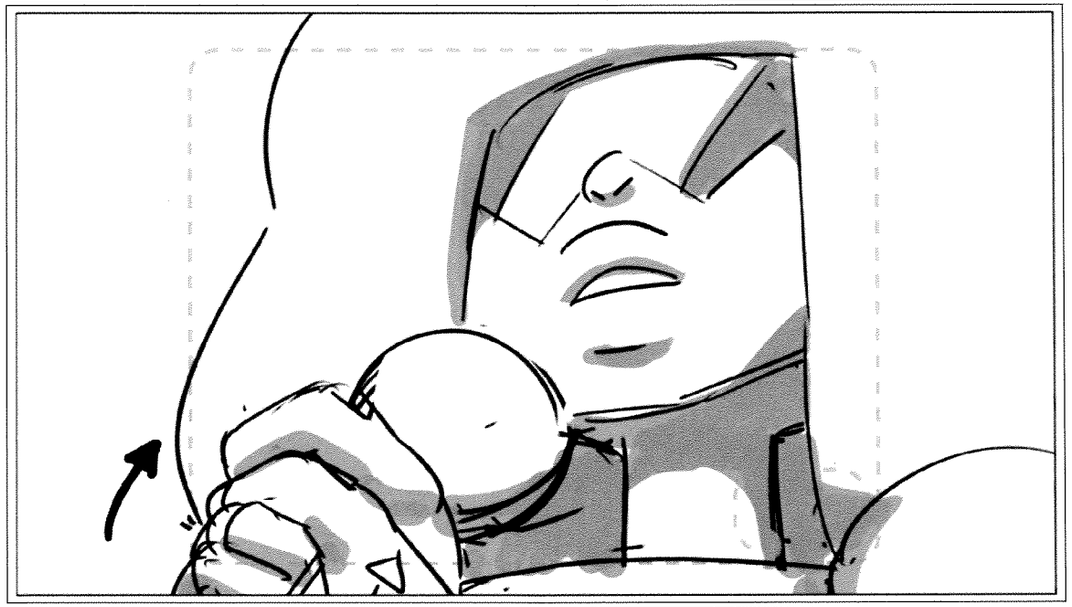
JUL 09 2013

1020.011

1020.011

1020.011

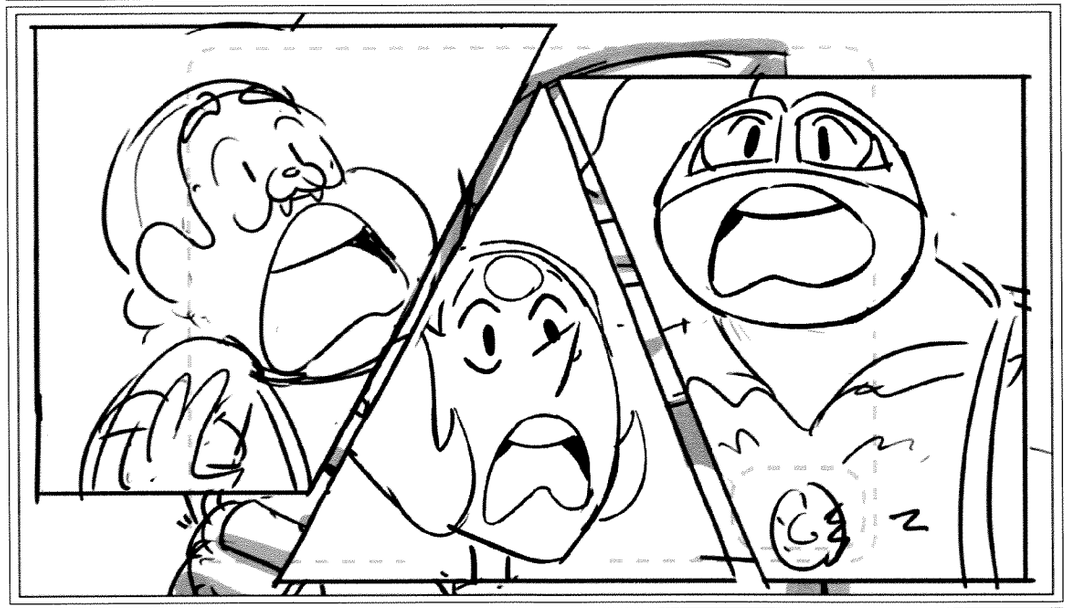
Scene	Panel
230 CONT	3



Dialog

GARNET: NO.

Scene	Panel
230 CONT	4



Action Notes

Steven, Pearl, and Amethyst shocked reactons.

Slugging

2.05

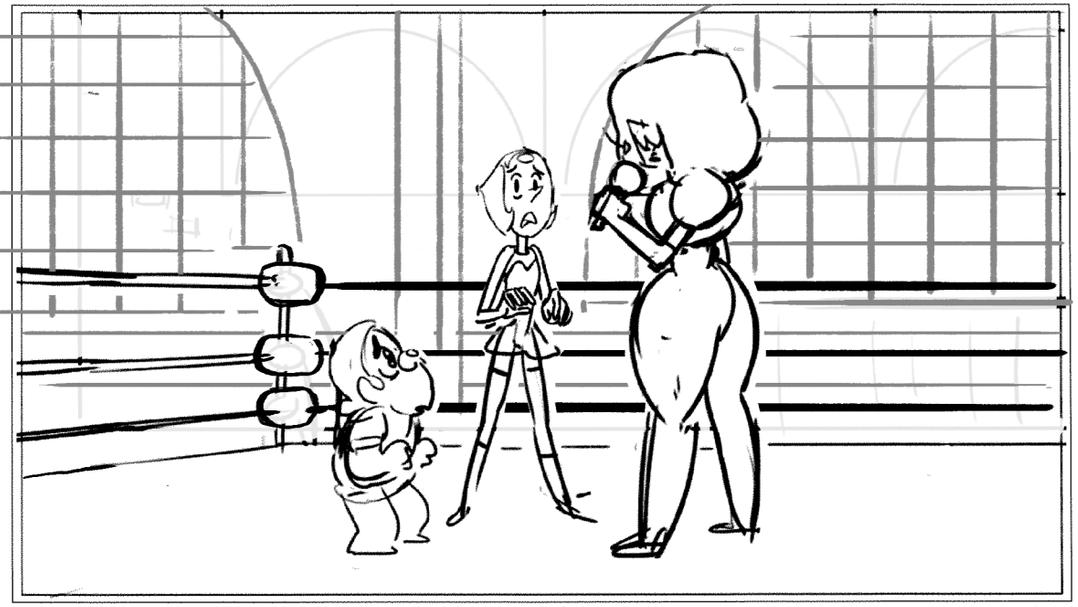
JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
231	1



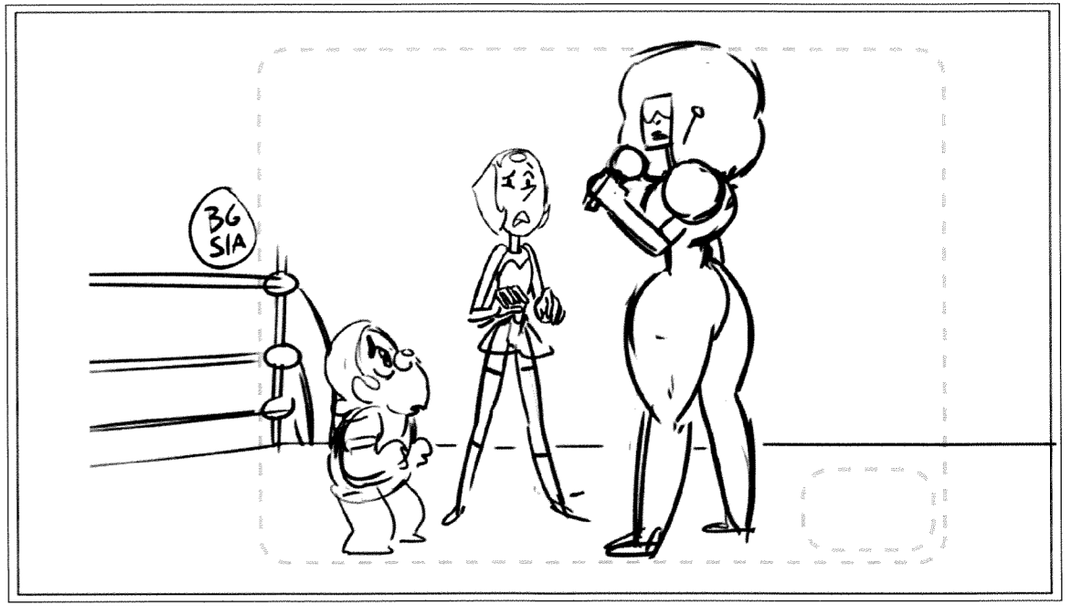
Dialog

GARNET: BECAUSE… WE ARE…

Slugging

2.10

Scene	Panel
231	CONT 2



Dialog

GARNET: … THE NOTORIOUS…

Slugging

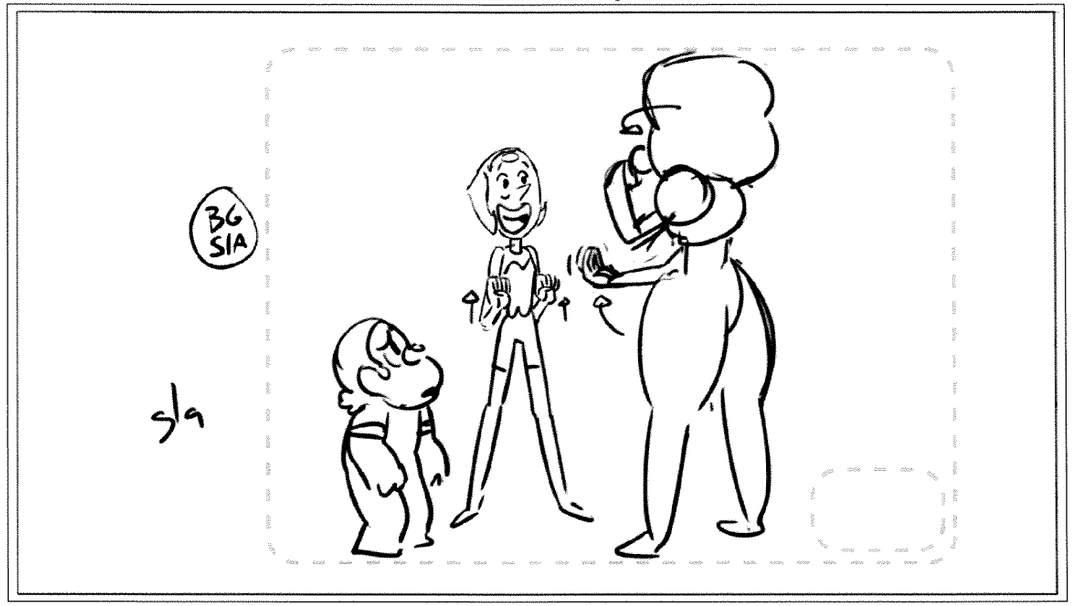
2.04

JUL 0 9 2013

1020.011

1020.011

Scene	Panel
231 CONT	3



Dialog

GARNET: …ORDER… OF WRESTLING HATERS!

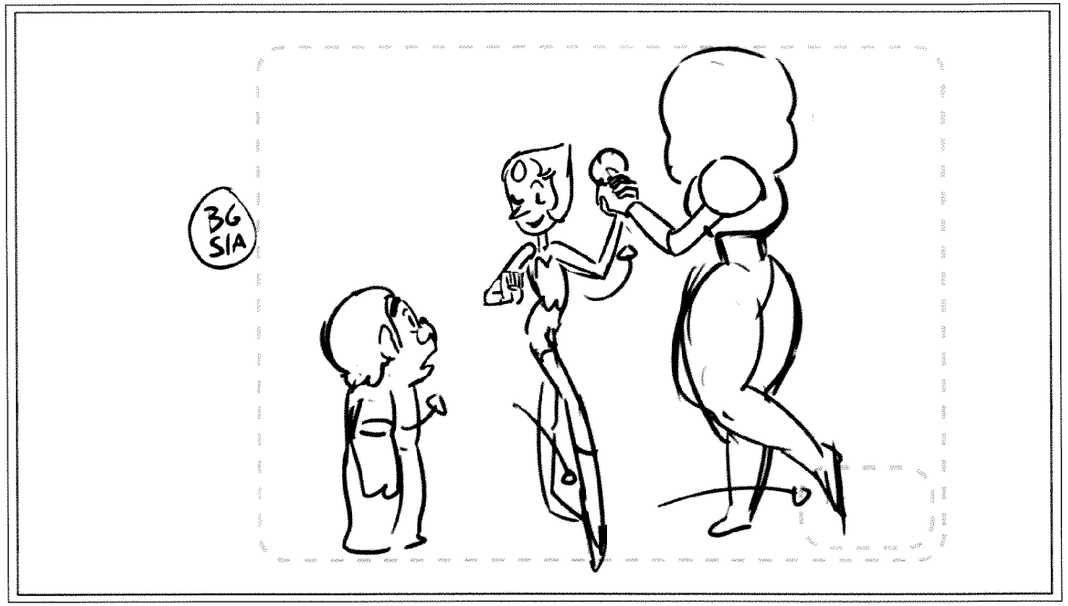
Action Notes

Garnet motions for Pearl to come over.

Slugging

4.03

Scene	Panel
231 CONT	4



Dialog

PEARL: THAT'S RIGHT! UMMM... HAHA...

Action Notes

Pearl winks at Steven as she clasps the microphone in GARNET's hand

Slugging

3.14

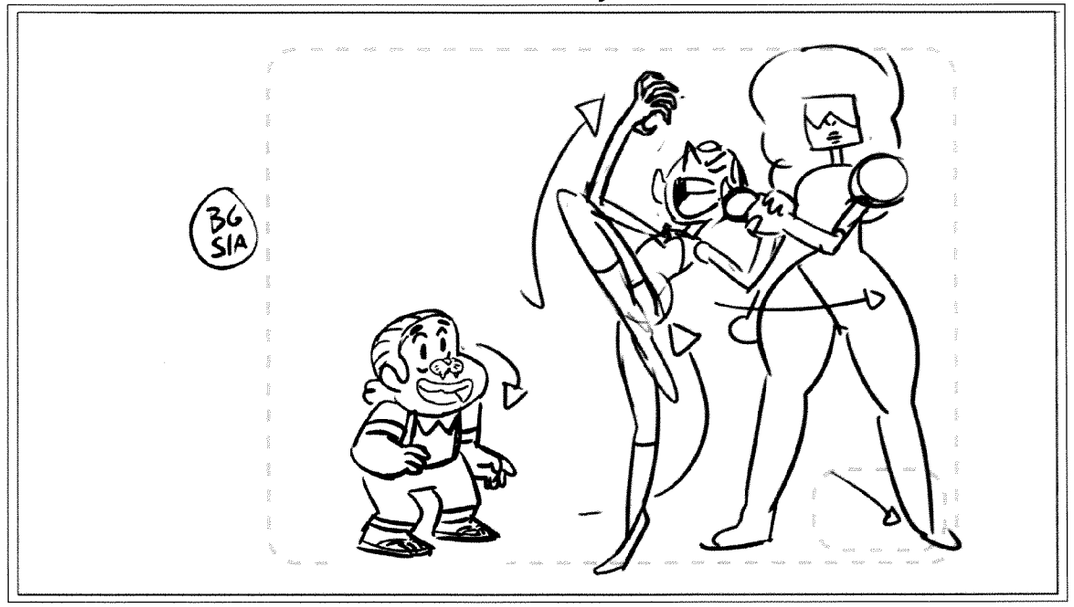
JUL 09 201

1020.011

1020.011

1020.011

Scene	Panel
231 CONT	5



Dialog

PEARL: WE WANNA STOP ALL WRESTLING EVERYWHERE! HAHA!

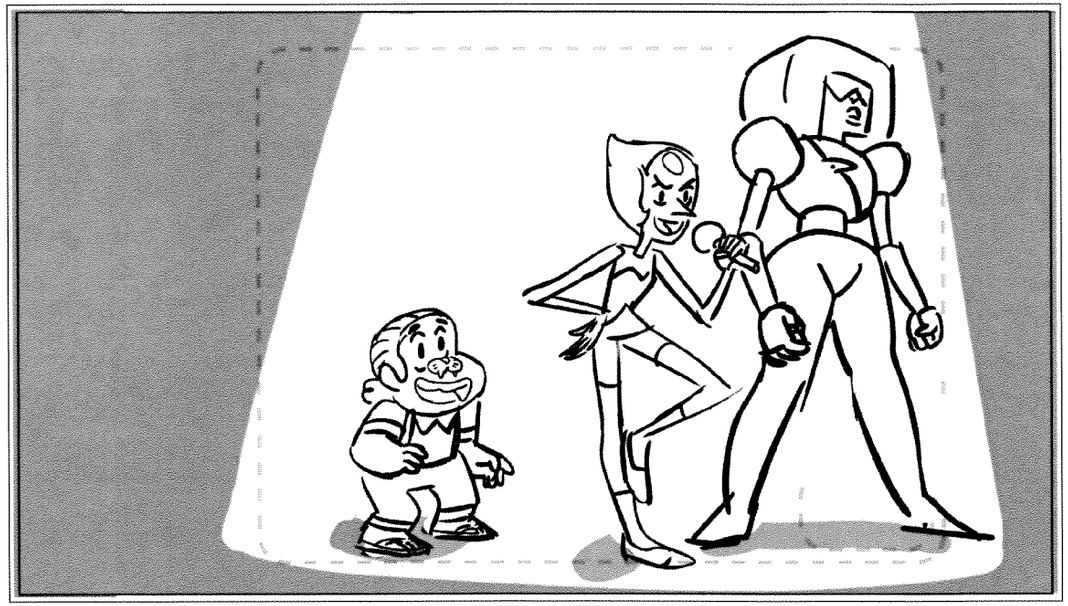
Action Notes

Pearl speaks into the mic .

Slugging

4.01

Scene	Panel
231 CONT	6



Dialog

PEARL: ARE YOU GOING TO LET US DESTROY ALL WRESTLING? HAHA!

Action Notes

The lights switch off.

Slugging

5.07

JUL 0 9 2013

1020.011

1020.011

1020.011

Scene	Panel
232	1



Dialog

LARS: YOU GOTTA SAVE WRESTLING!!

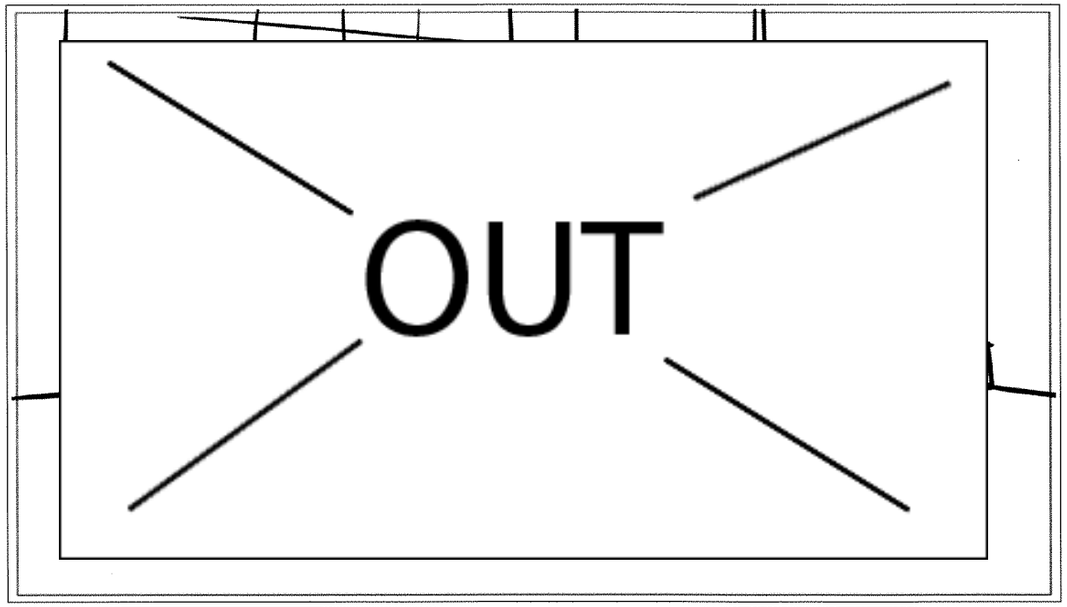
Action Notes

Lars yells.

Slugging

3.03

Scene	Panel
233	1



Dialog

LARS: C'MOOOOON!!

Slugging

Panels 1 + 2 = 1.15

Notes

H.U. Lars arm/hand to previous scene.

JUL 09 20

1020.011

1020.011

1020.011

Scene	Duration	Panel	Duration
233	08:00	1	01:00



Dialog

LARS: C?MOOOOON!!

Notes

H.U. Lars arm/hand to previous scene.

Scene	Duration	Panel	Duration
233	08:00	2	01:00



Dialog

LARS: C?MOOOOON!!

Action Notes

Lars lifts up sign...

Scene	Duration	Panel	Duration
233	08:00	3	01:00



Dialog

LARS: TI-GER! PU-MA!

Action Notes

cycle panels 3,4,5

Scene	Duration	Panel	Duration
233	08:00	4	01:00



Dialog

LARS: TI-GER! PU-MA!

Action Notes

cycle panels 3,4,5

Scene	Duration	Panel	Duration
233	08:00	5	01:00



Dialog

LARS: TI-GER! PU-MA!

Action Notes

cycle panels 3,4,5

Scene	Duration	Panel	Duration
233	08:00	6	01:00



Dialog

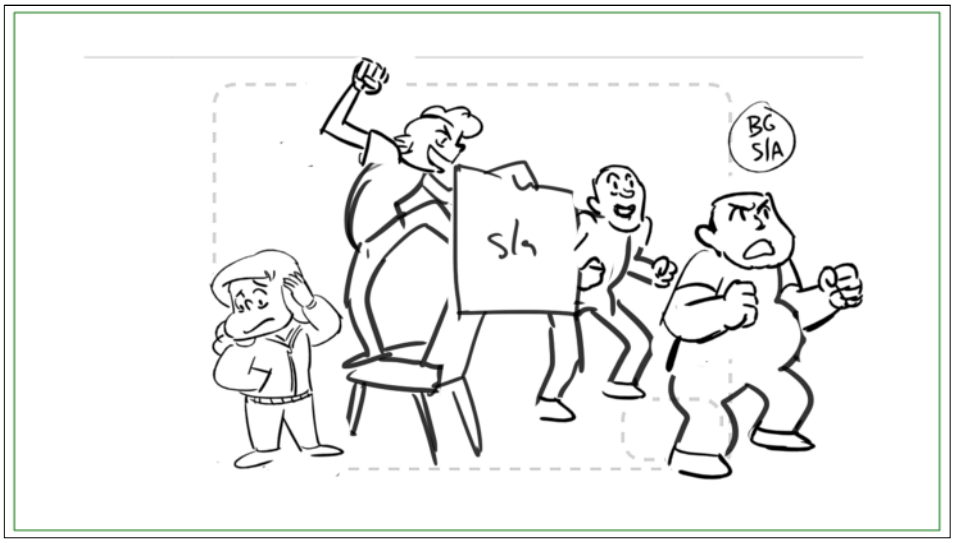
LARS: TI-GER! PU-MA!

CROWD: TI-GER! PU-MA!

Action Notes

cycle panels 6,7,8
Crowd joins in with the chant.

Scene	Duration	Panel	Duration
233	08:00	7	01:00



Dialog

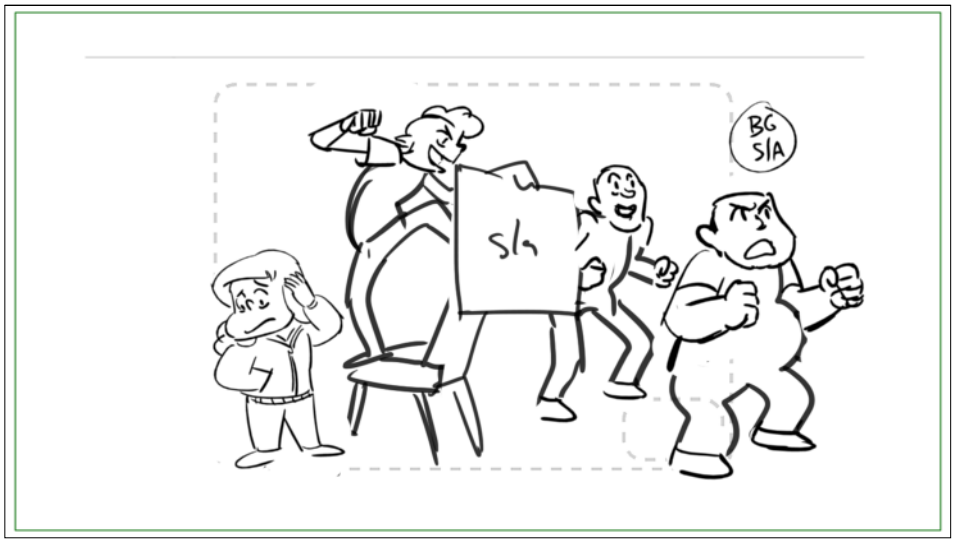
LARS: TI-GER! PU-MA!

CROWD: TI-GER! PU-MA!

Action Notes

cycle panels 6,7,8
Crowd joins in with the chant.

Scene	Duration	Panel	Duration
233	08:00	8	01:00



Dialog

LARS: TI-GER! PU-MA!

CROWD: TI-GER! PU-MA!

Action Notes

cycle panels 6,7,8
Crowd joins in with the chant.

Scene	Panel
233	8 CONT

OUT

Dialog

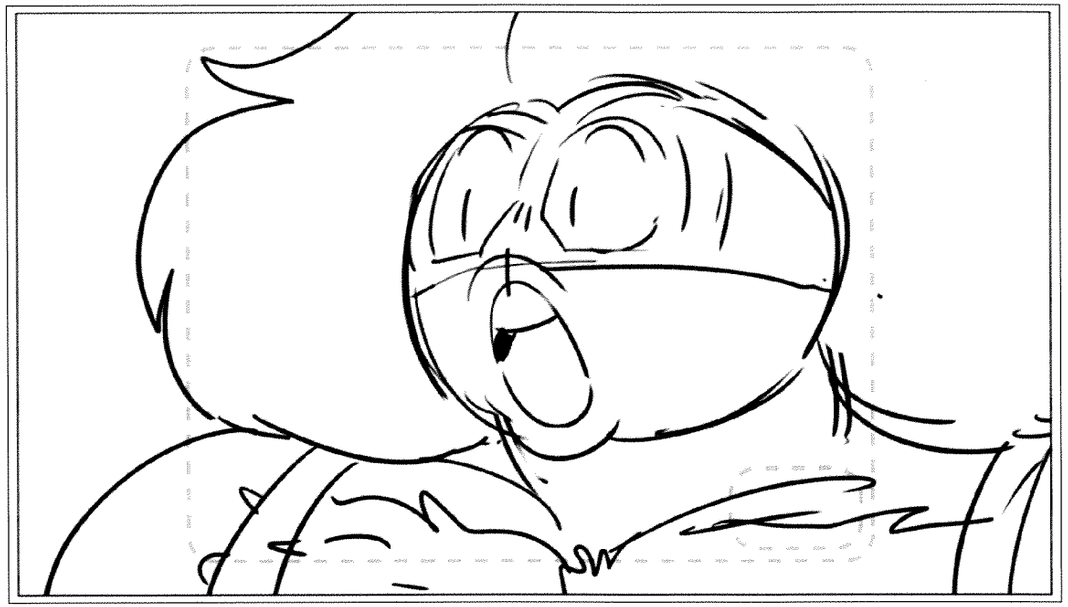
LARS: TI-GER! PU-MA!

CROWD: TI-GER! PU-MA!

Action Notes

cycle panels 6,7,8
Crowd joins in with the chant.

Scene	Panel
234	1



Dialog

LARS: TI-GER! PU-MA!

CROWD: TI-GER! PU-MA!

Slugging

1.09

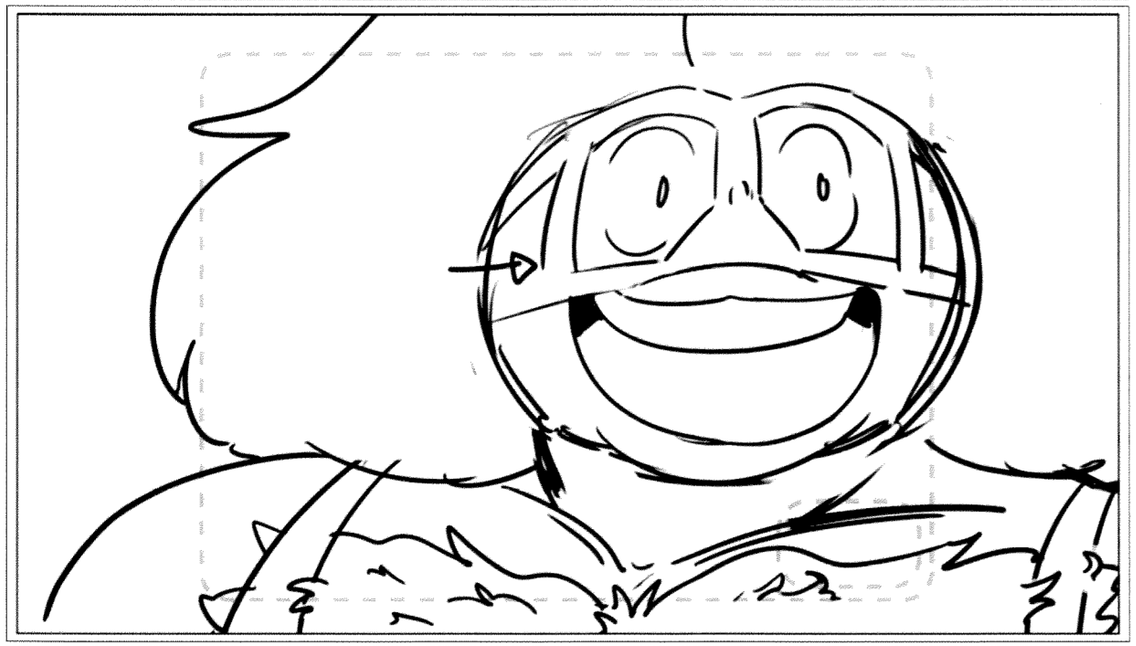
JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
234 CONT	2



Dialog

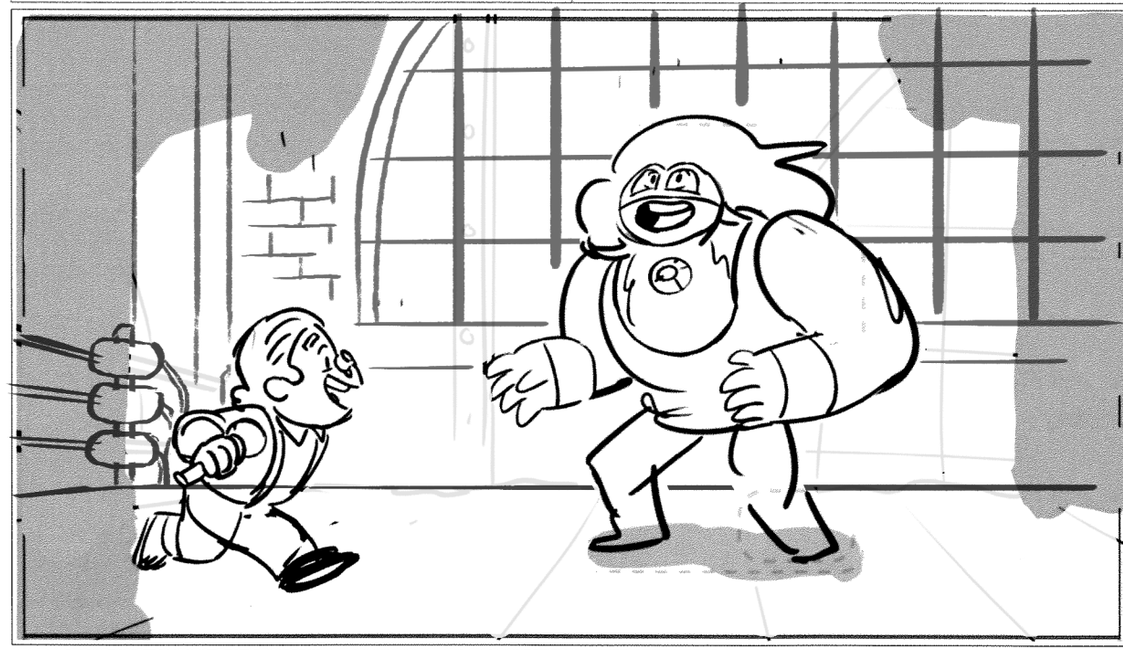
LARS: TI-GER! PU-MA!

CROWD: TI-GER! PU-MA!

Slugging

1.12

Scene	Panel
235	1



Action Notes

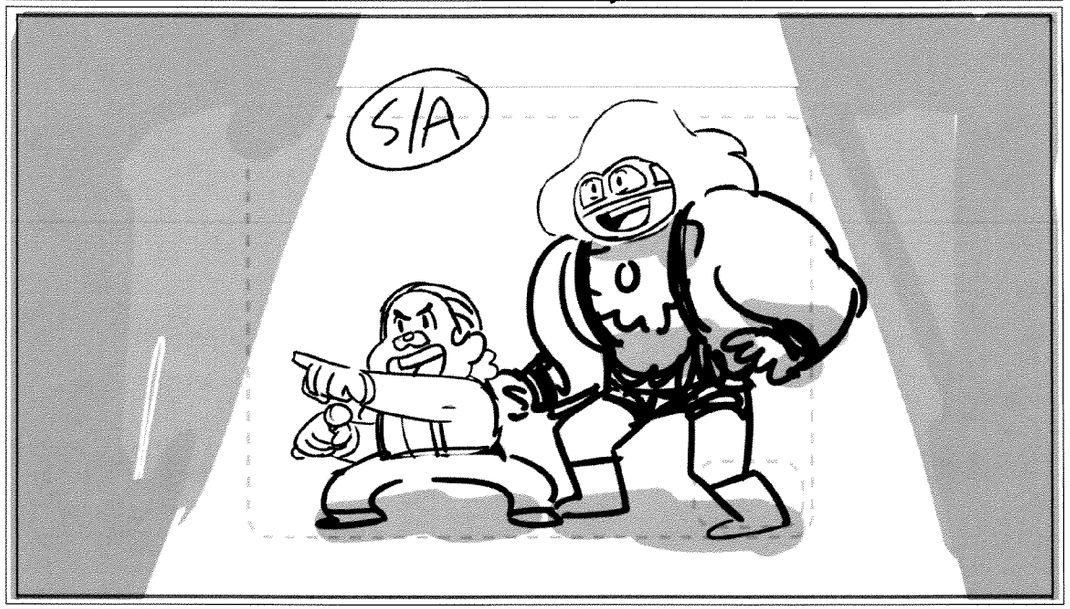
Steven runs IN screen left.

Slugging

0.07

JUL 0 9 201

Scene	Panel
235	CONT 2



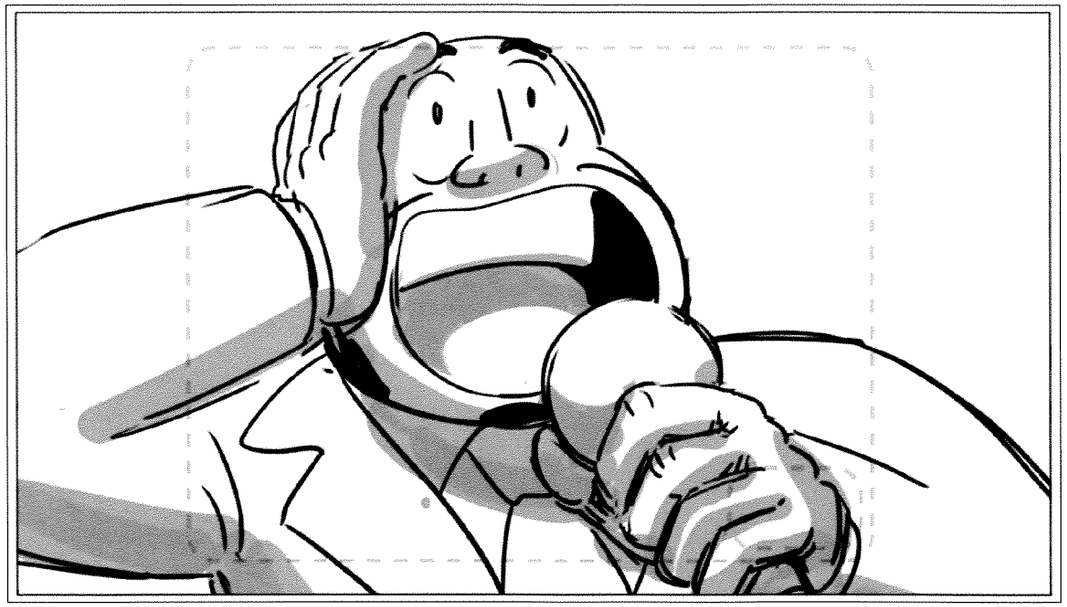
Dialog

STEVEN: WE'LL STOP YOU!

Slugging

2.08

Scene	Panel
236	1



Dialog

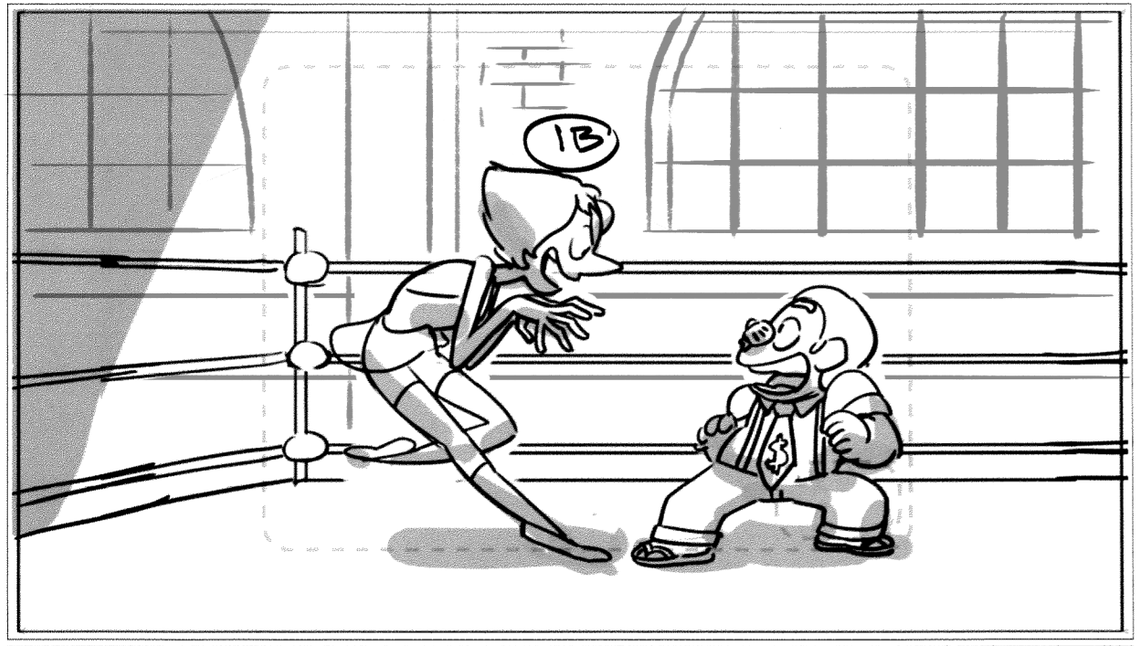
MR. SMILEY: WHAT A STUNNING TURN-AROUND!

Slugging

3.02

JUL 0 9 2013

Scene	Panel
237	1



Dialog

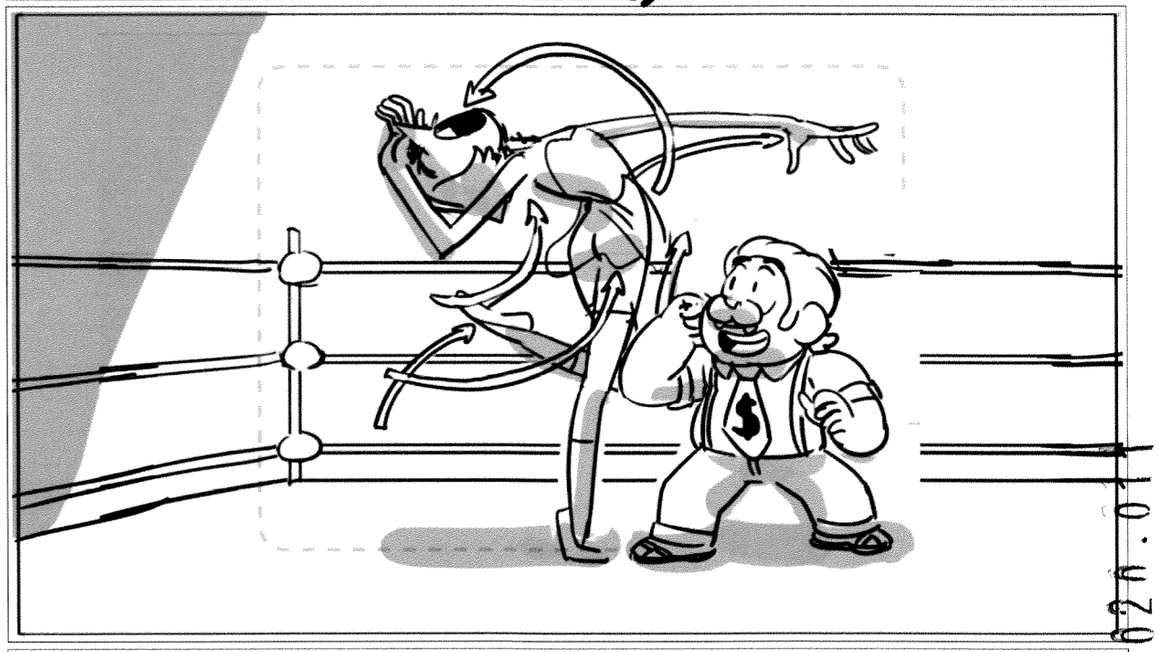
MR. SMILEY (os): THE JUNGLE DUO...

Slugging

0.09



Scene	Panel
237 CONT	2



Dialog

MR. SMILEY (os): ... FIGHTING...

Action Notes

Steven clearly misses Pearl with a fake elbow attack.

Slugging

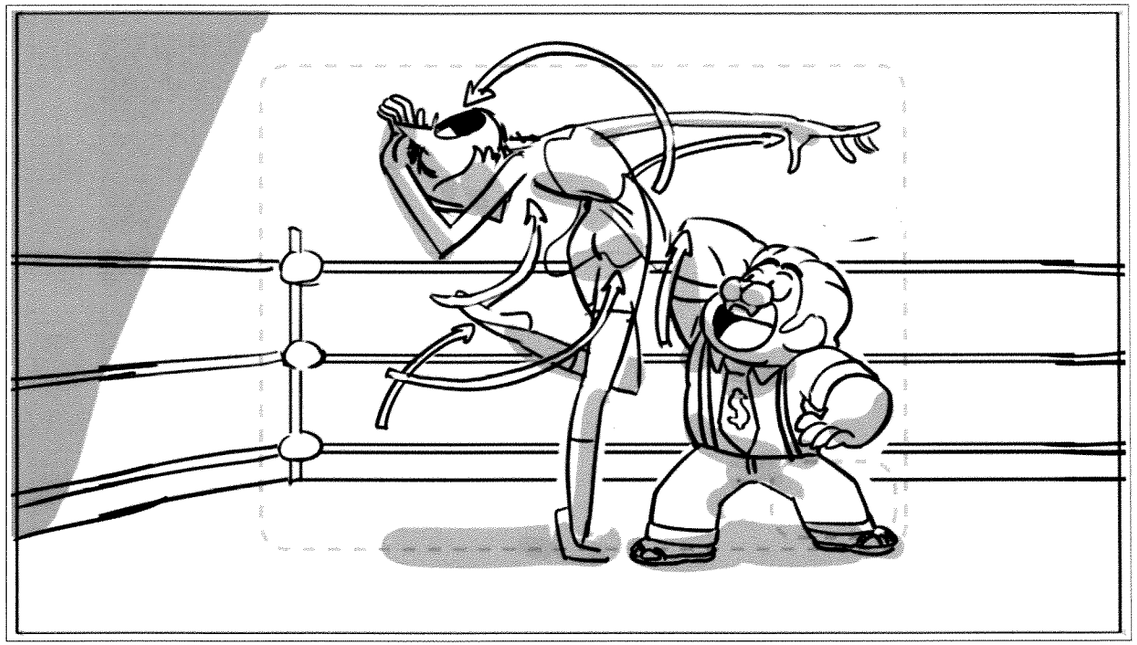
0.04

JUL 09 20

1020.011

1020.011

Scene	Panel
237 CONT	3



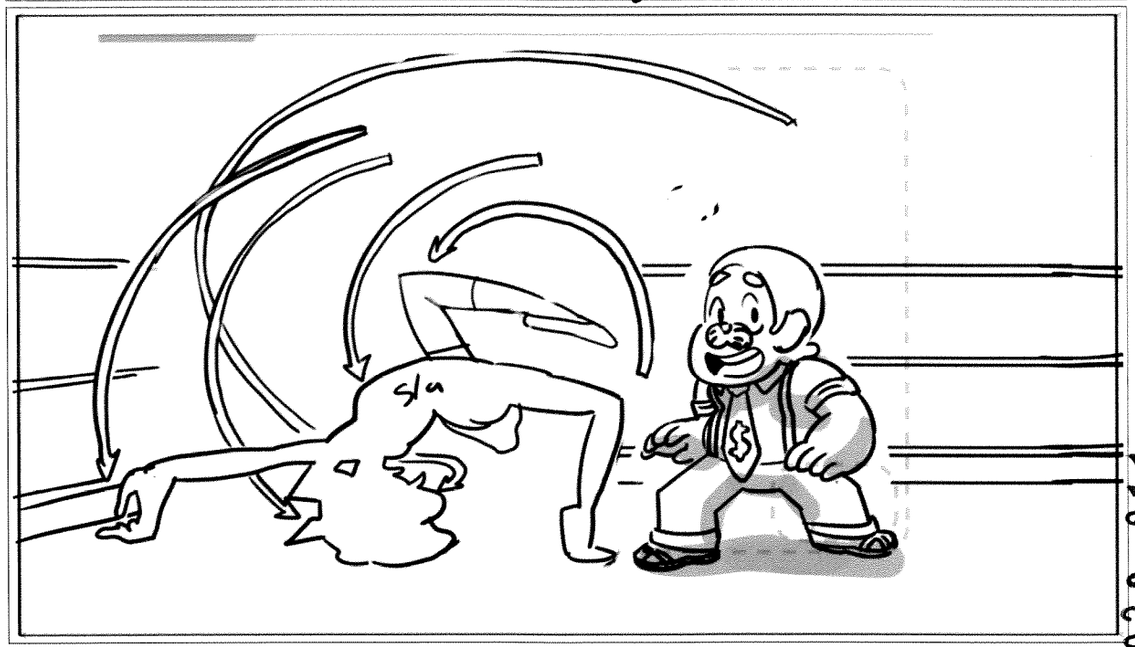
Dialog

MR. SMILEY (os): ...BACK!

Slugging

0.06

Scene	Panel
237 CONT	4



Slugging

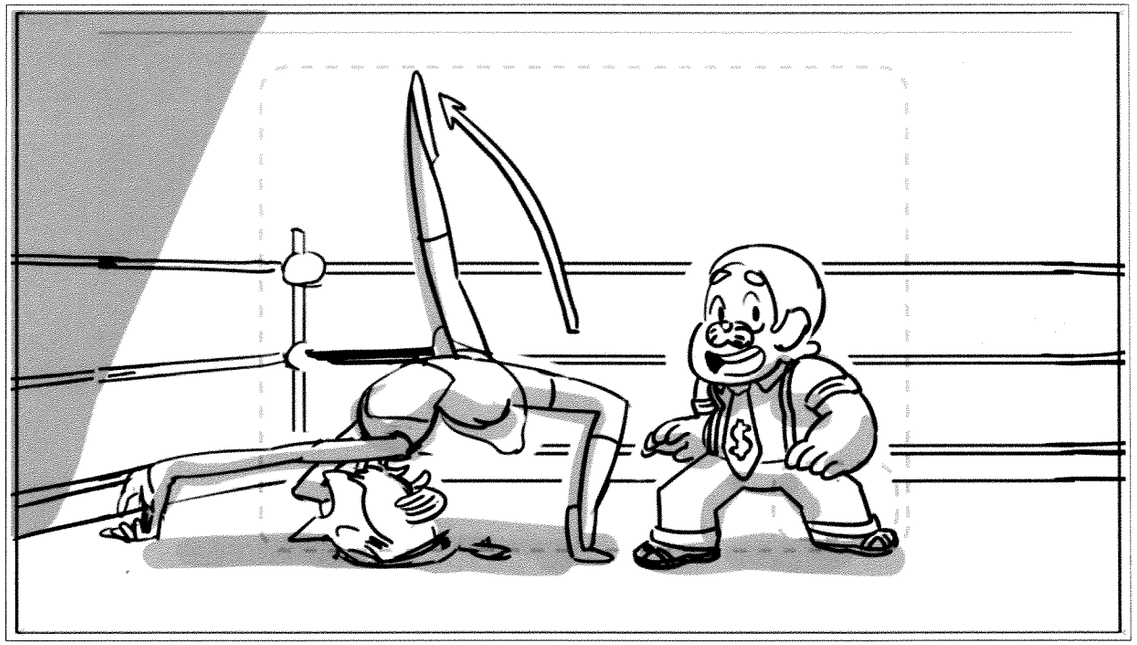
0.04

JUL 09 20

1020.011

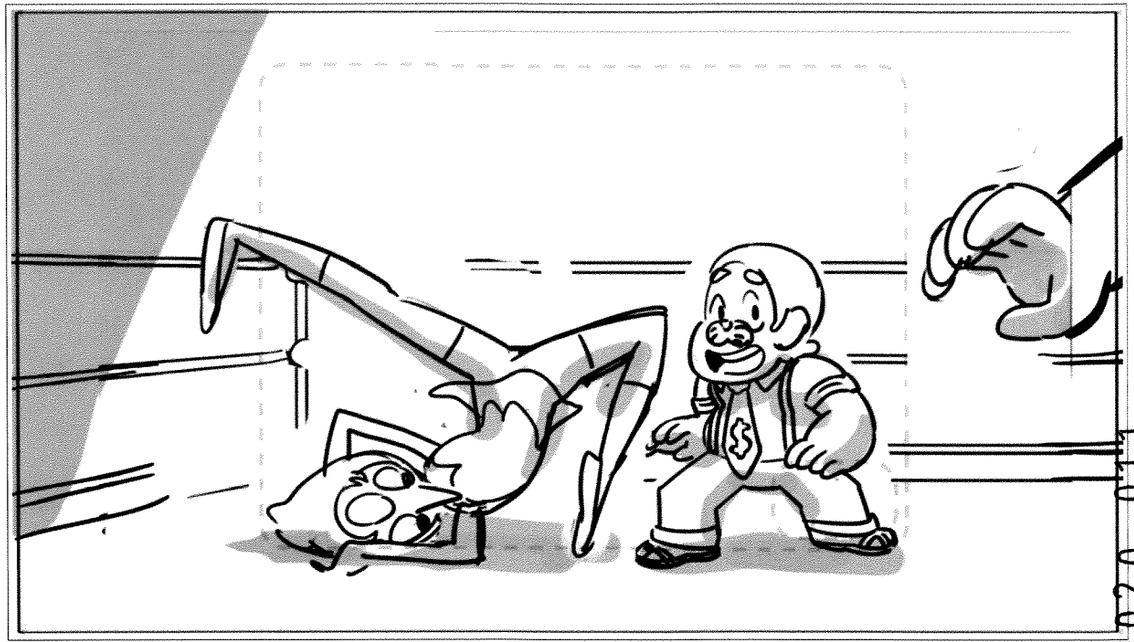
1020.011

Scene	Panel
237 CONT	5



Slugging
0.15

Scene	Panel
237 CONT	6



Action Notes
Amethyst hand IN screen right.

Slugging
0.04

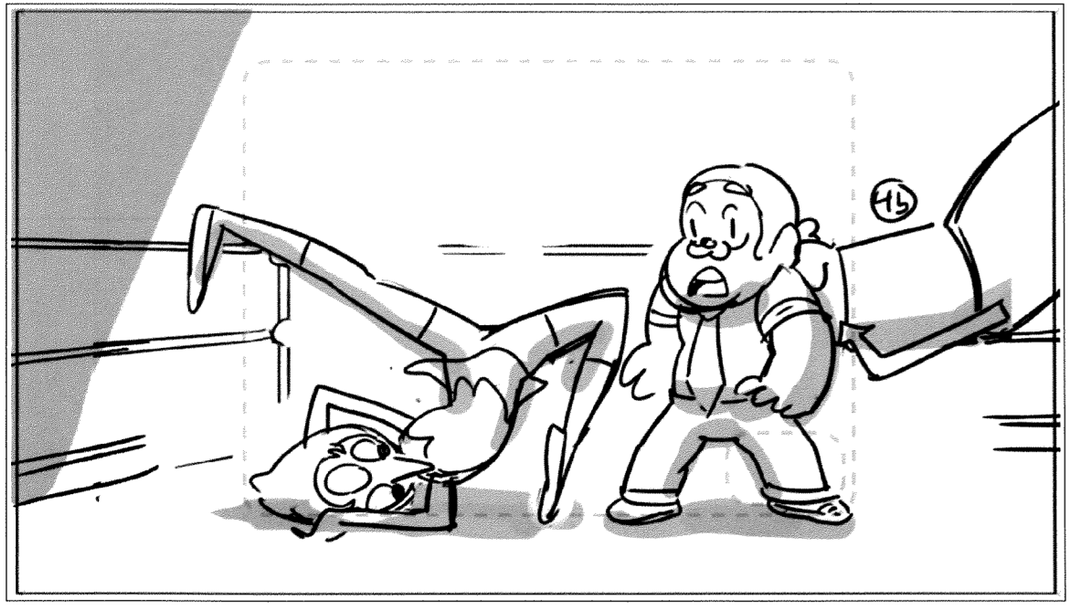
1020.011

JUL 09 201

1020.011

1020.011

Scene	Panel
237 CONT	7



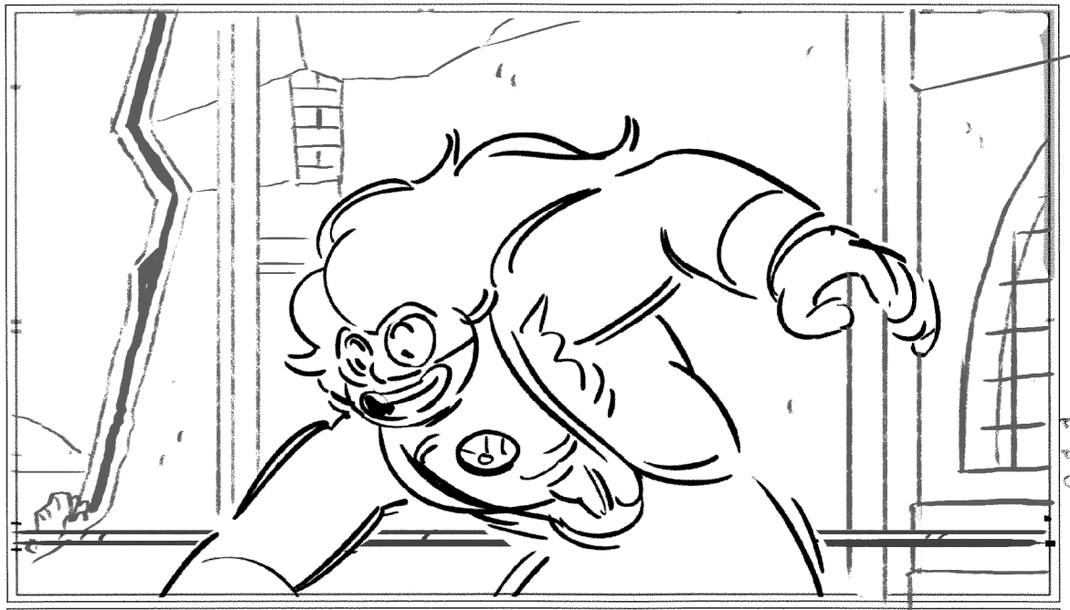
Action Notes

Amethyst hand grabs Steven and lifts him up.

Slugging

0.12

Scene	Panel
238	1



Slugging

Panels 1 + 2 = 1.00

Notes

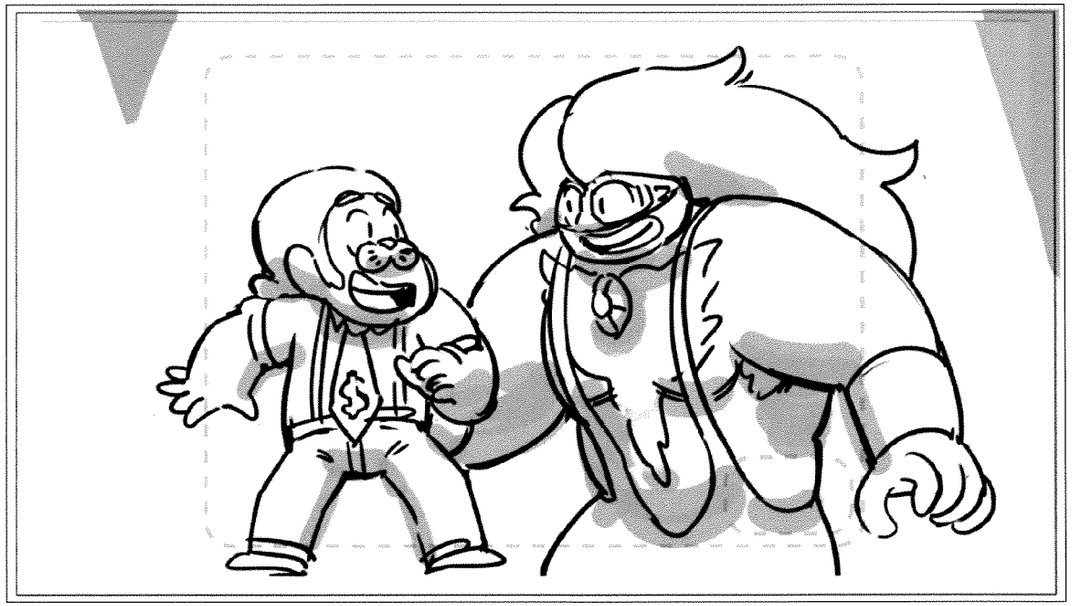
H.U. to previous scene, pulling Steven up.

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1020.011

1020.011

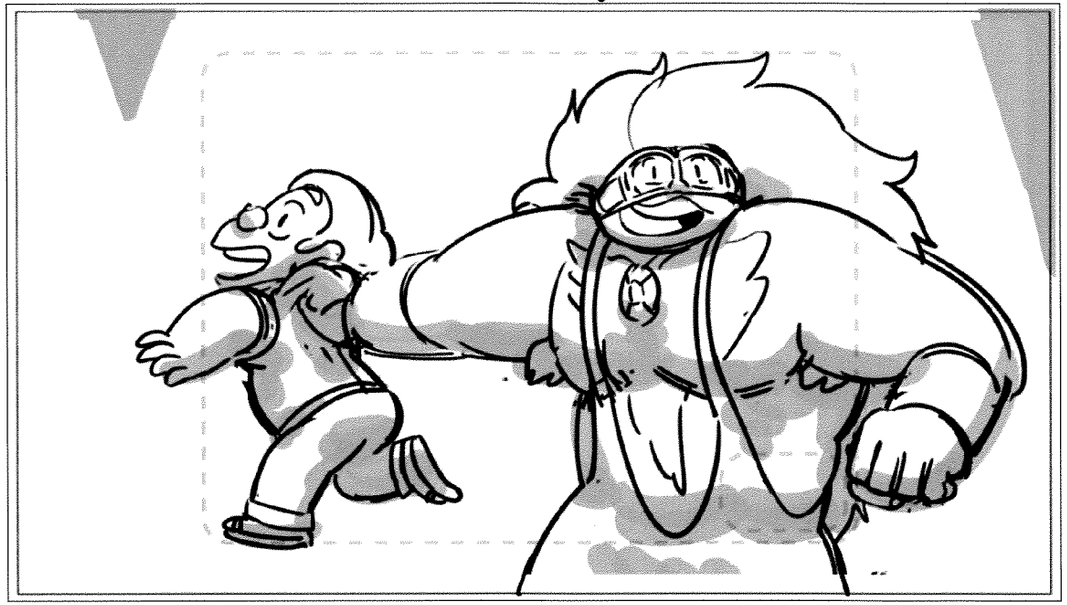
Scene	Panel
238	2 CONT



Notes

H.U. to previous scene, pulling Steven up.

Scene	Panel
238	3 CONT



Slugging

0.07

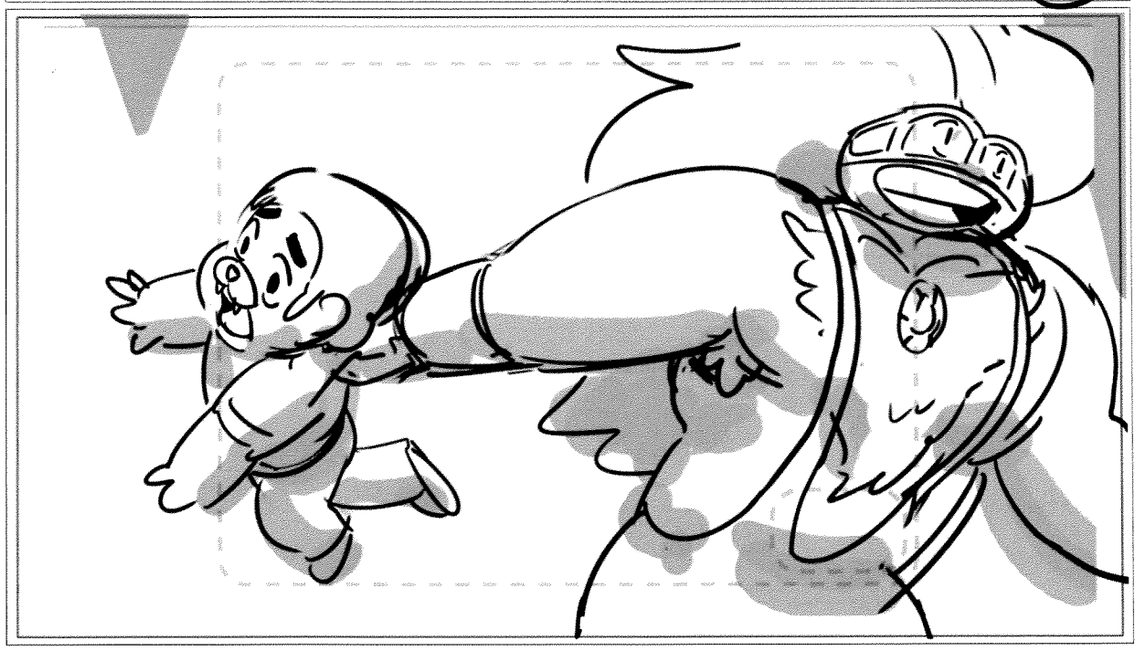
JUL 09 2013

1020.011

1020.011

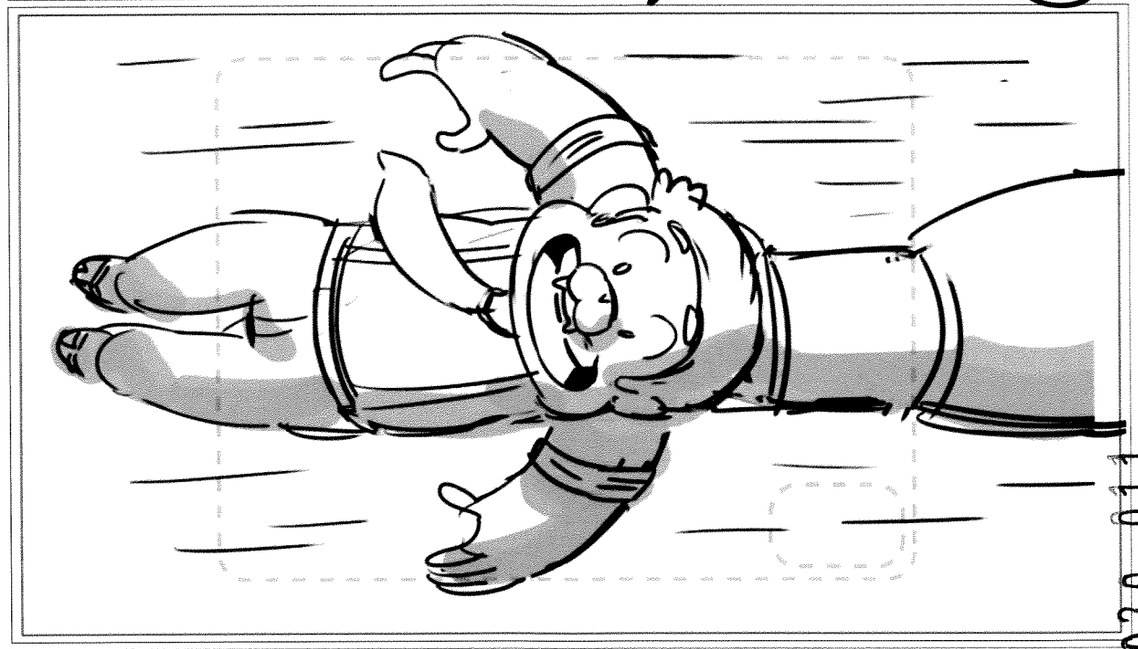
1020.011

Scene	Panel
238	CONT POS A 4



Slugging
0.04

Scene	Panel
238	CONT POS B 5



Action Notes
Background pans screen right to left.

Slugging
0.06

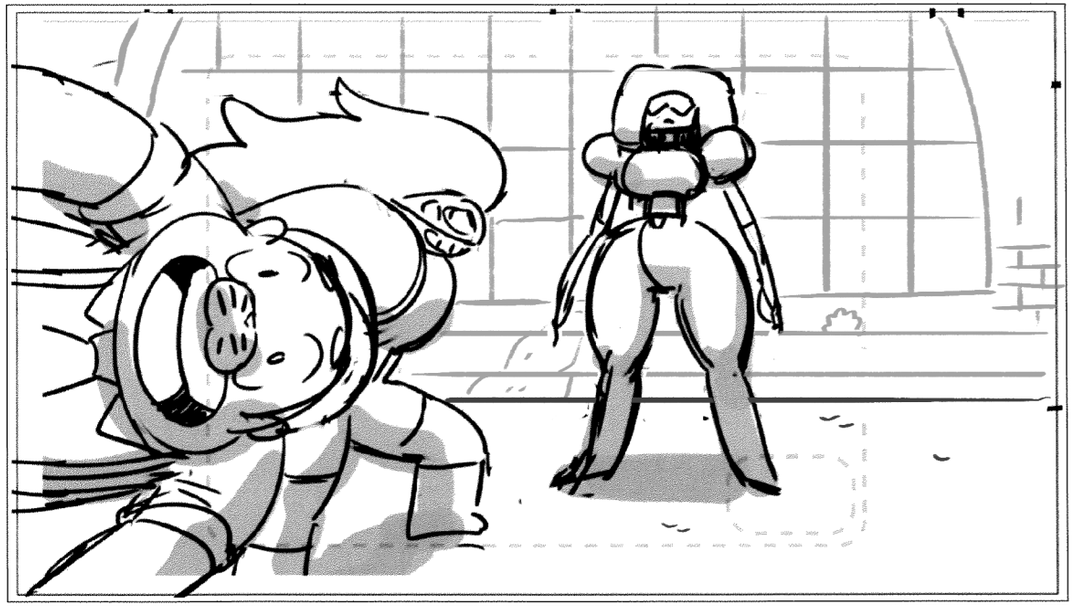
JUL 09 201

1020.011

1020.011

1020.011

Scene	Panel
239	1



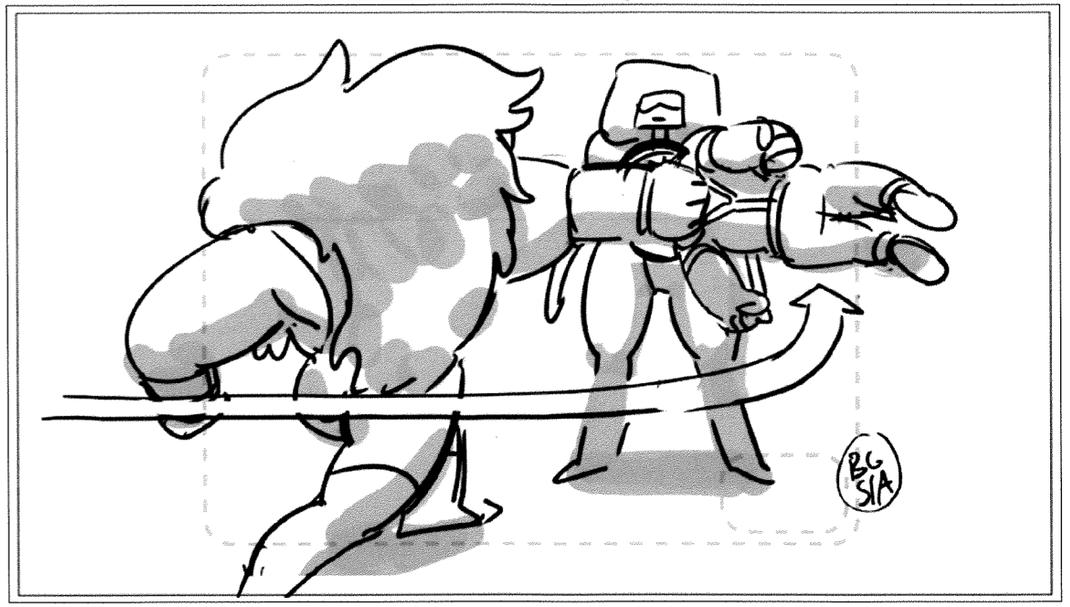
Action Notes

Steven IN from screen left.

Slugging

0.04

Scene	Panel
239	CONT 2



Slugging

0.04

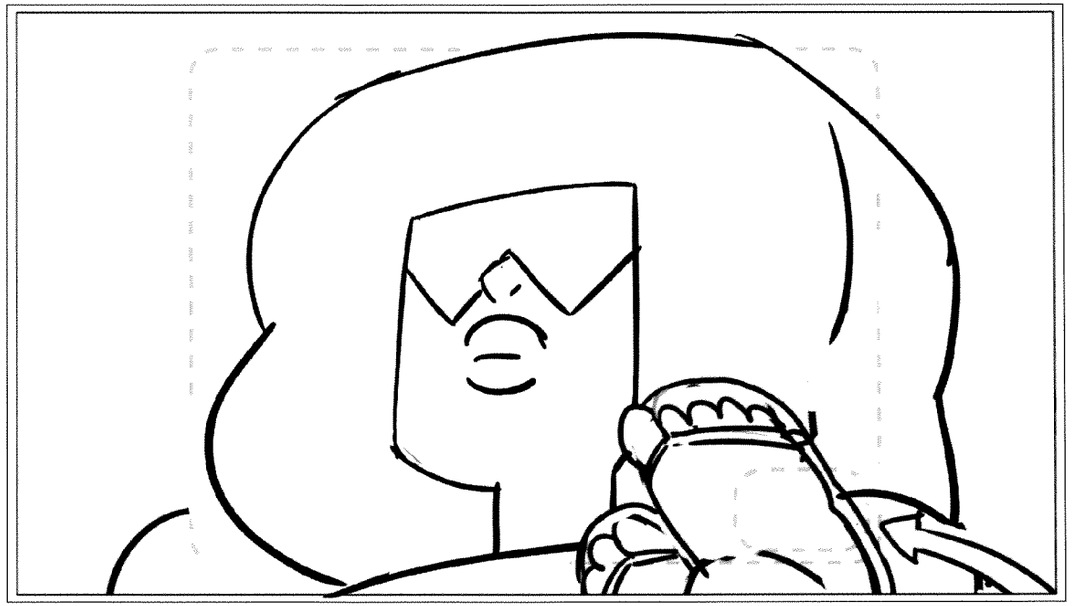
JUL 09 2015

1020.011

1020.011

1020.011

Scene	Panel
240	1



Action Notes
Stevens foot IN from bottom screen right.

Slugging
0.04

Scene	Panel
240	CONT 2



Action Notes
Steven's feet clearly miss Garnet's head, she doesn't even react.

Slugging
0.04

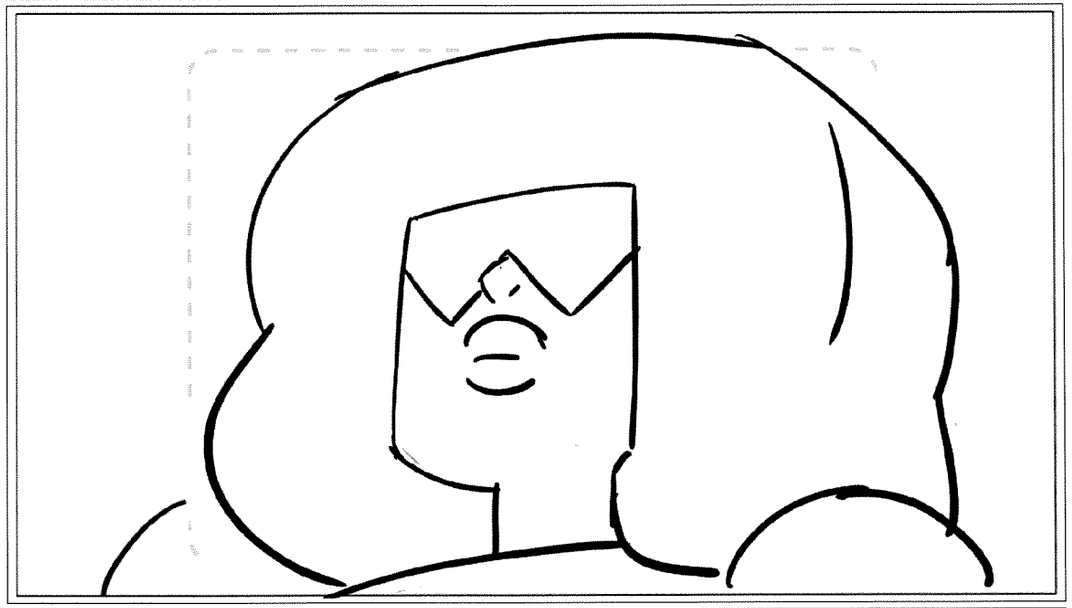
JUL 0 9 2013

1020.011

1020.011

1020.011

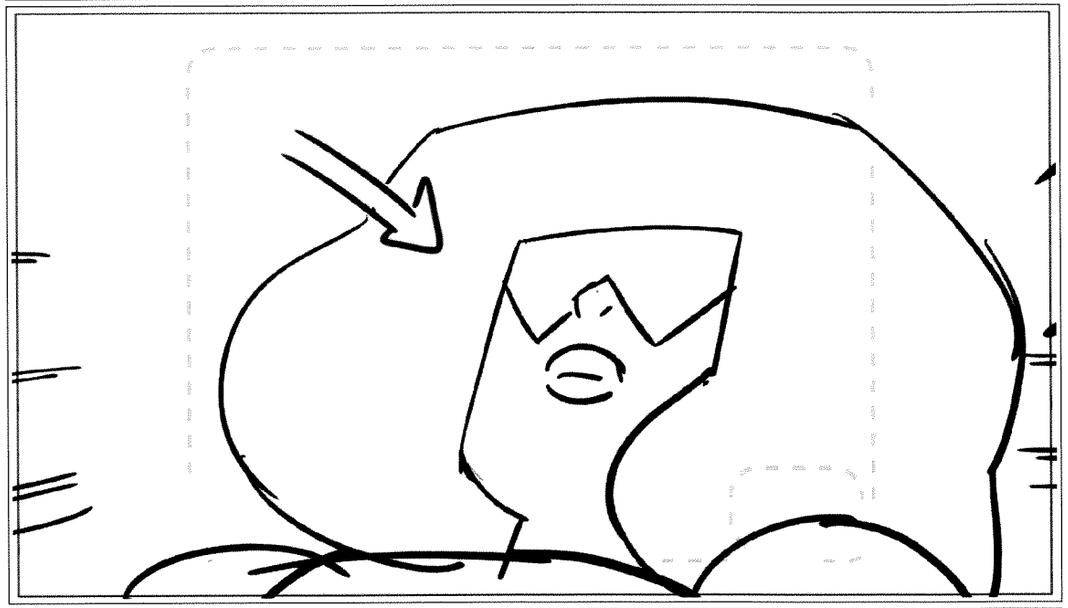
Scene	Panel
240 CONT	3



Action Notes
Steven's foot out bottom screen right.

Slugging
1.02

Scene	Panel
240 CONT	4



Action Notes
Garnet falls backwards.

Slugging
0.10

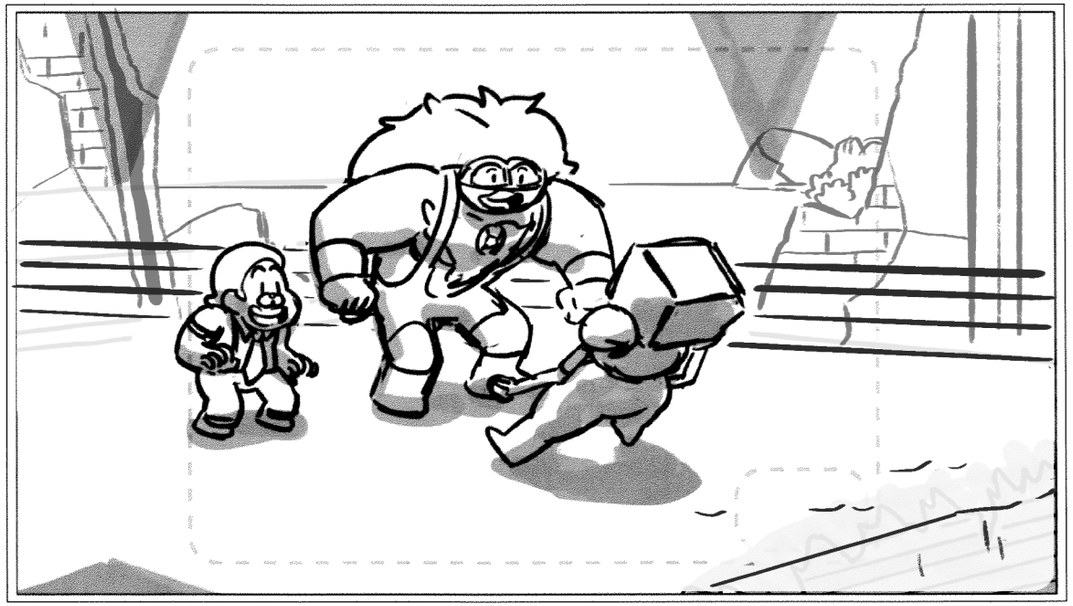
JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
241	1



Dialog

MR. SMILEY (os): AND THEY'VE TAKEN DOWN...

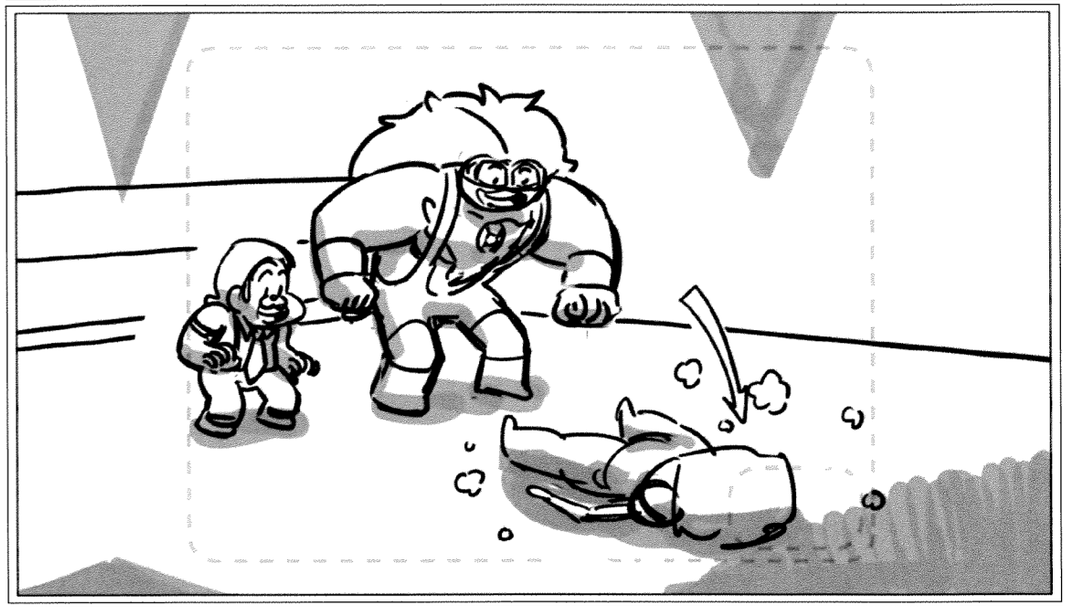
Action Notes

Garnet continues to fall backwards.

Slugging

0.12

Scene	Panel
241	CONT 2



Dialog

MR. SMILEY (os): ...CAPTAIN SQUARE!

Slugging

Panels 2 + 3 = 2.13

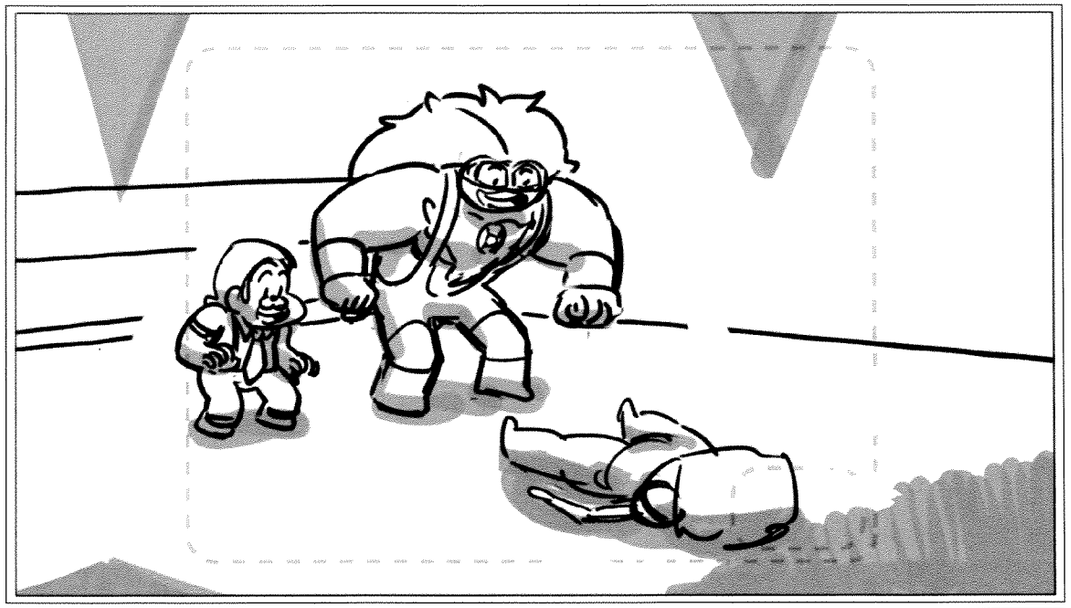
JUL 09 201

1020.011

1020.011

1020.011

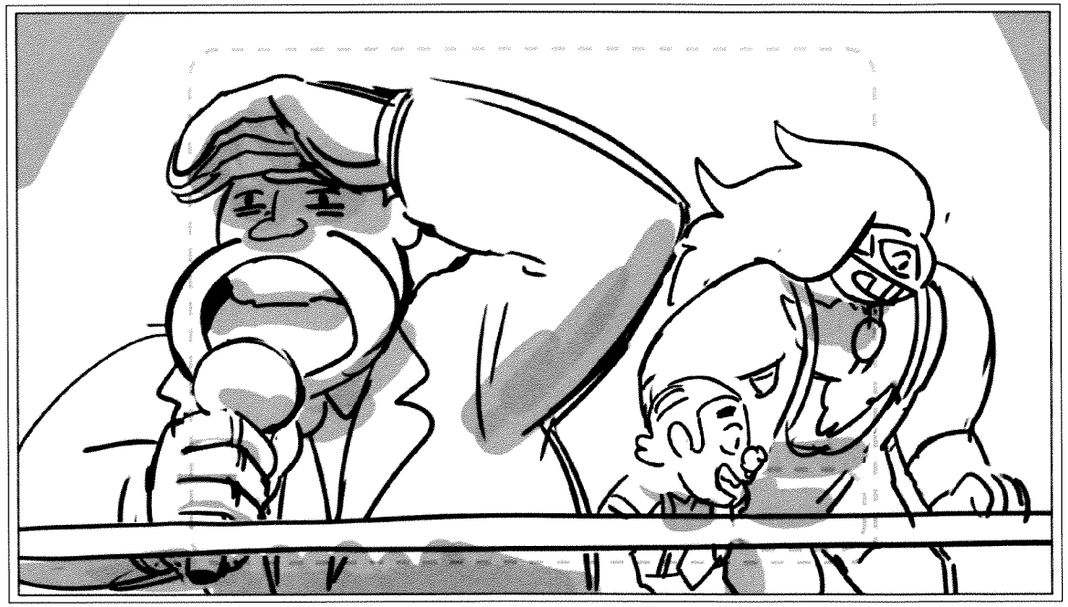
Scene	Panel
241 CONT	3



Dialog

MR. SMILEY (os): ...CAPTAIN SQUARE!

Scene	Panel
242	1



Dialog

MR. SMILEY: BUT WAIT WAIT.

Action Notes

Steven and Amethyst turn to look O/S towards what Mr. Smiley is looking at.

Slugging

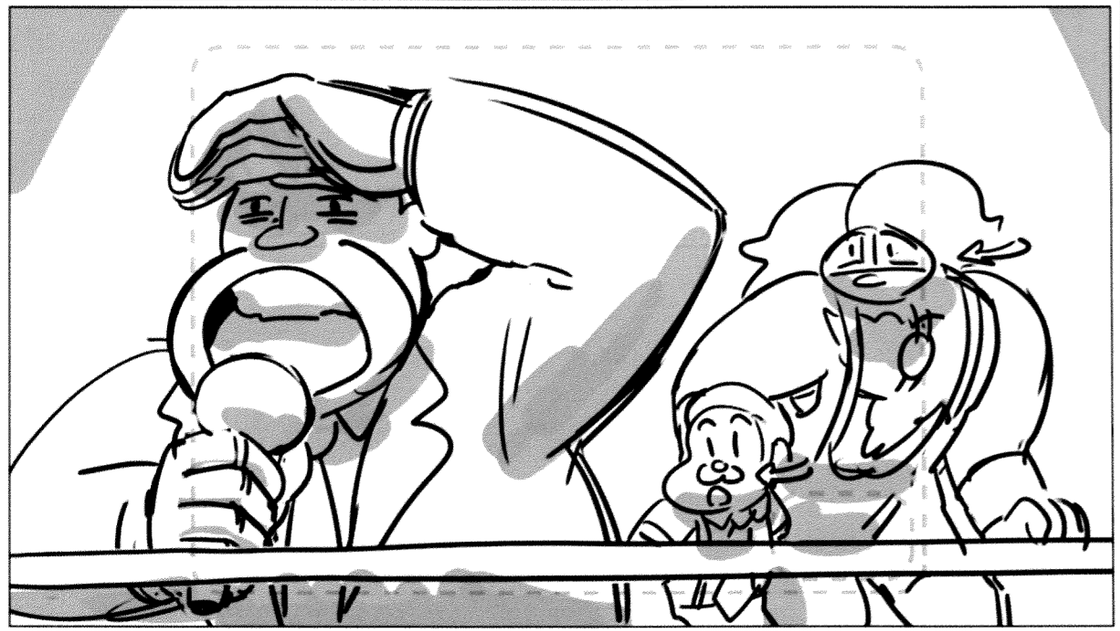
Panels 1 + 2 = 2.01

Notes

H.U. to previous scene, Steven and Amethyst looking forward.

JUL 0 9 2013

Scene	Panel
242	2



Dialog

MR. SMILEY: BUT WAIT WAIT.

Action Notes

Steven and Amethyst turn to look O/S towards what Mr. Smiley is looking at.

Notes

H.U. to previous scene, Steven and Amethyst looking forward.

Scene	Panel
243	1



Dialog

MR. SMILEY (os): IT'S THE GOOD LOOKING GANG WITH A LADDER!

Action Notes

Everyone turns to look at the good looking gang.

Slugging

3.04

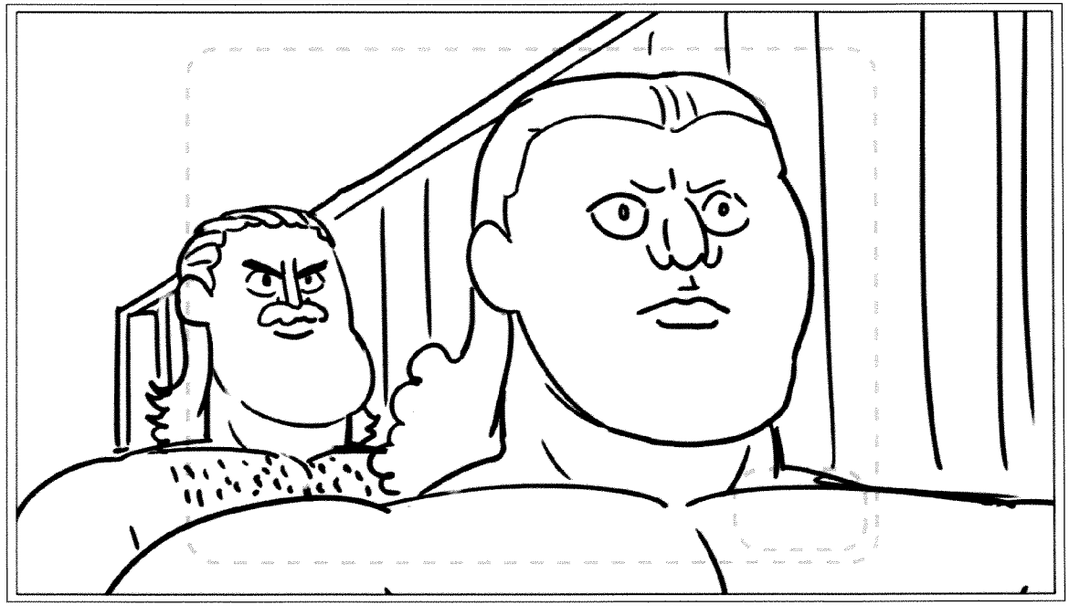


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1020.011

1020.011

Scene	Panel
244	1



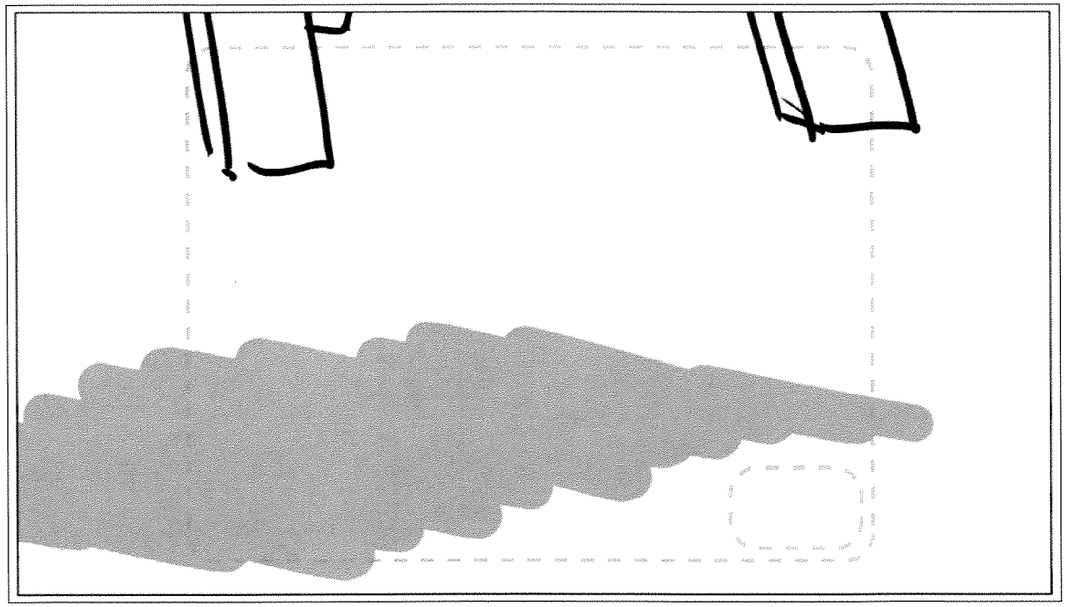
Dialog

MR. SMILEY (os): ARE THEY PLANNING TO STEAL THE BELT!?

Slugging

2.07

Scene	Panel
245	1



Action Notes

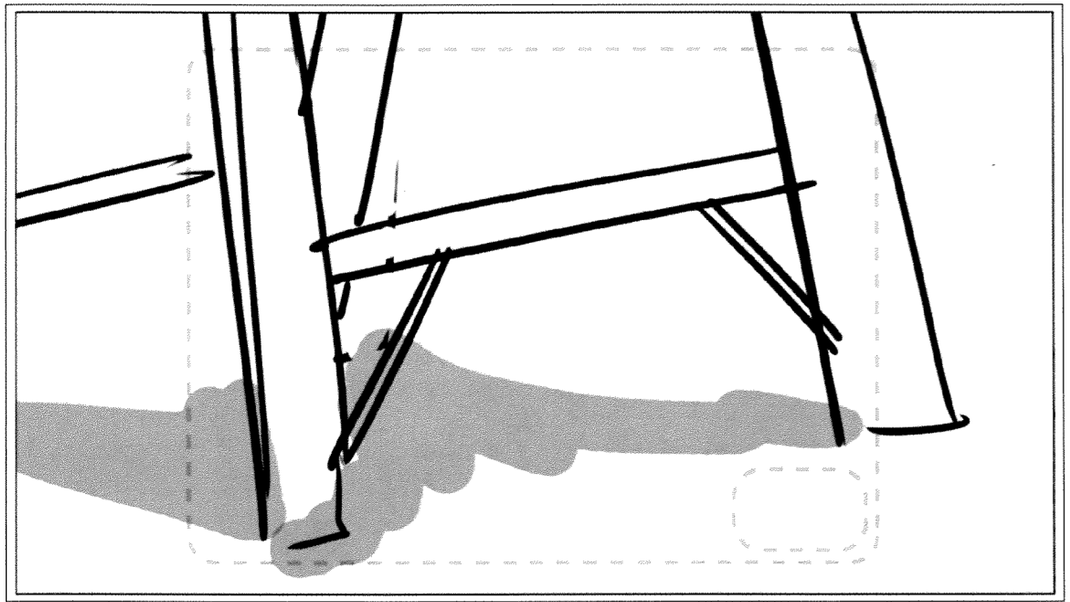
Ladder IN from top.

Slugging

0.05

JUL 0 9 2013

Scene	Panel
245	CONT 2



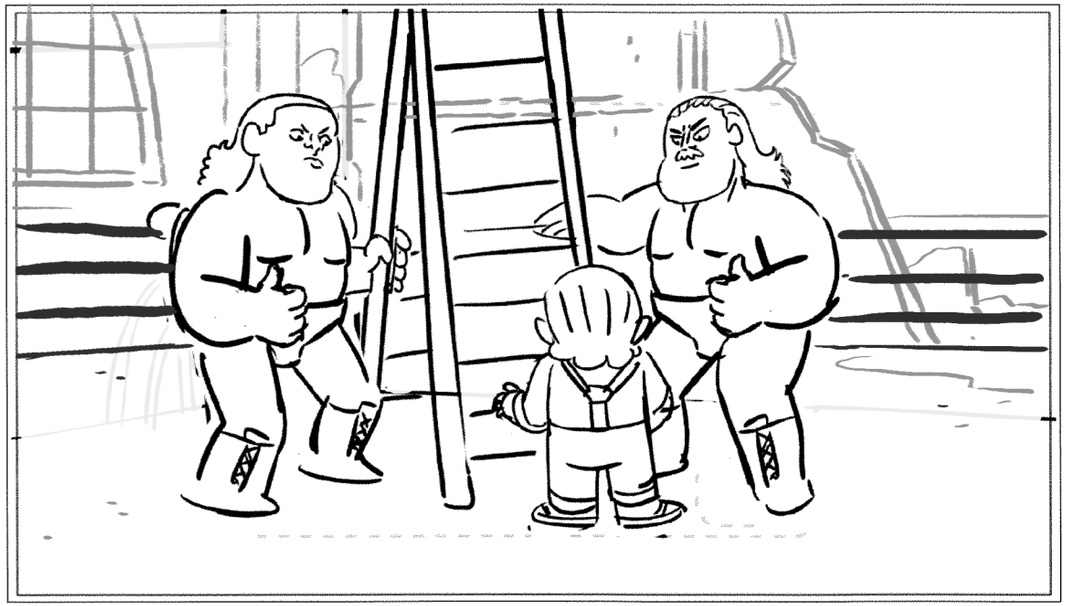
Dialog

MR. SMILEY (os): NO!!

Slugging

1.06

Scene	Panel
246	1



Dialog

MR. SMILEY (os): OOH! THEY'RE ACTUALLY...

Slugging

1.03

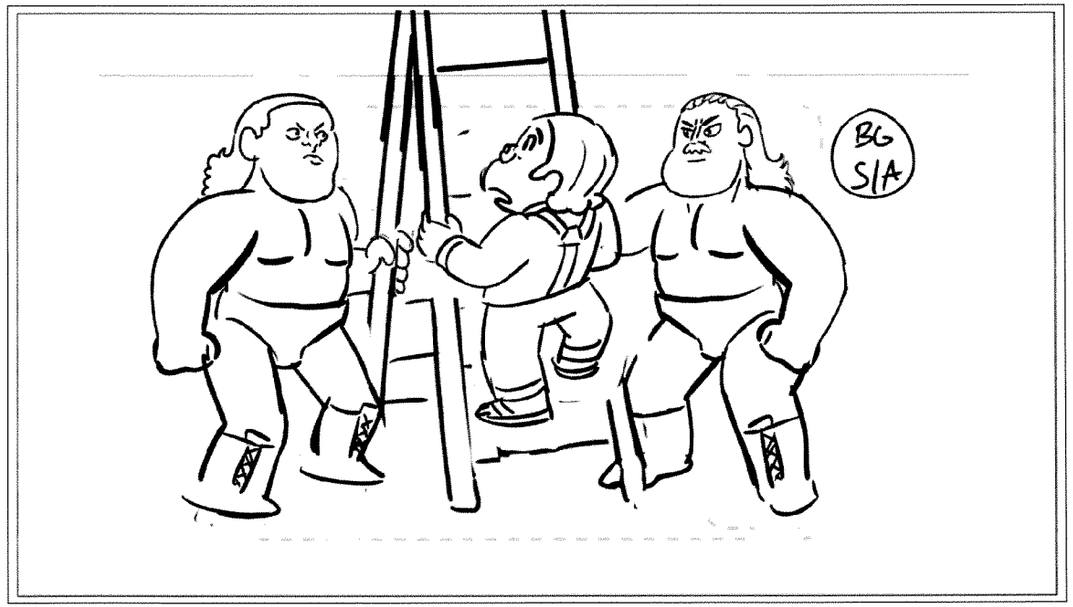
JUL 09 2012

1020-011

1020-011

1020-011

Scene	Panel
246	CONT 2



Dialog

MR. SMILEY (os): ... HELPING TIGER UP!

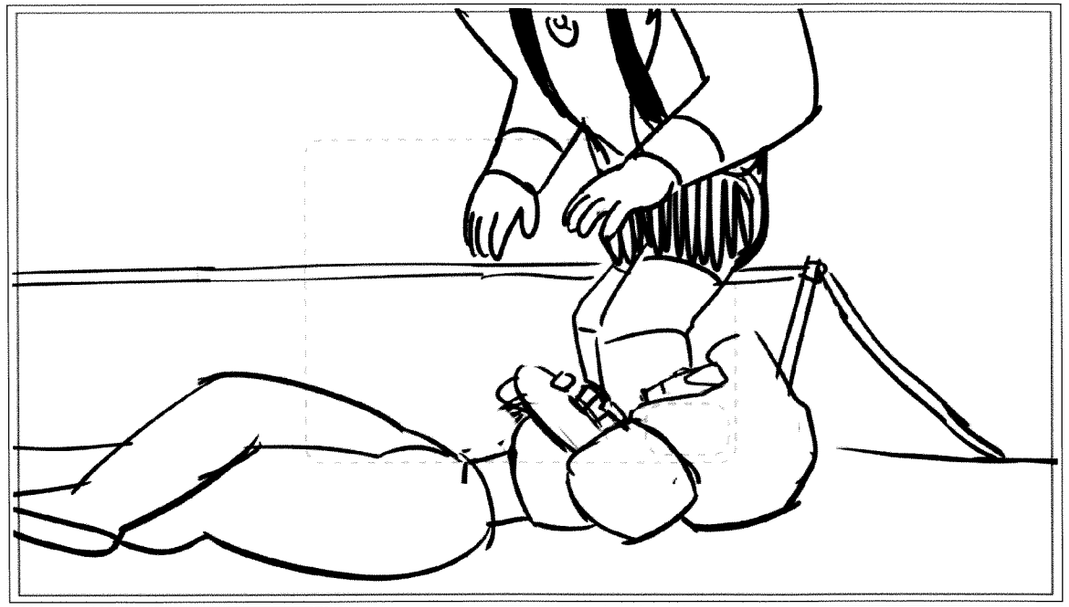
Action Notes

Steven climbs the ladder.

Slugging

2.01

Scene	Panel
247	1



Dialog

MR. SMILEY (os): HE'S CLIMBING AN ...

Slugging

2.00

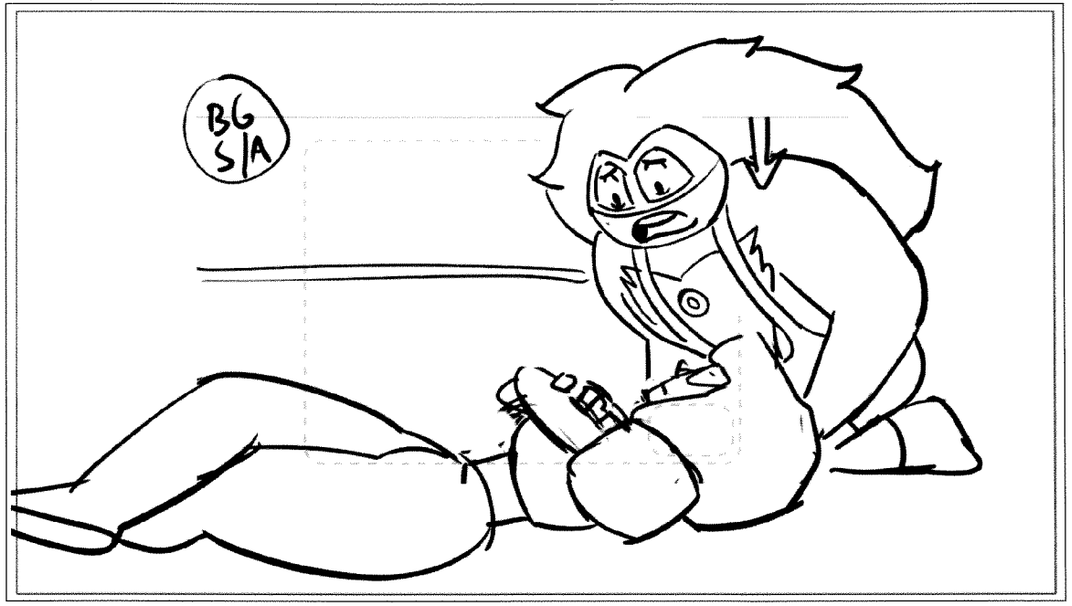
JUL 09 2013

1020-011

1020-011

1020-011

Scene	Panel
247 CONT	2



Dialog

AMETHYST: SORRY FOR… UM…

MR. SMILEY (os): ...ACTUAL...

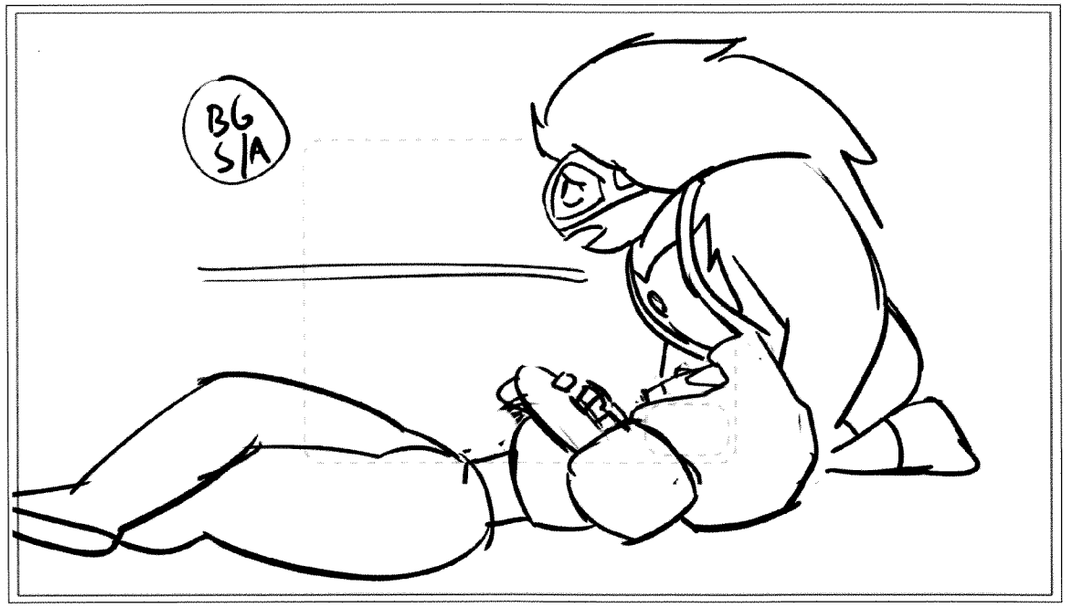
Action Notes

Amethyst squats down.

Slugging

2.05

Scene	Panel
247 CONT	3



Dialog

AMETHYST: SORRY.

MR. SMILEY (os): ... CORPORATE LADDER.

Slugging

1.15

JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
247	CONT 4



Dialog

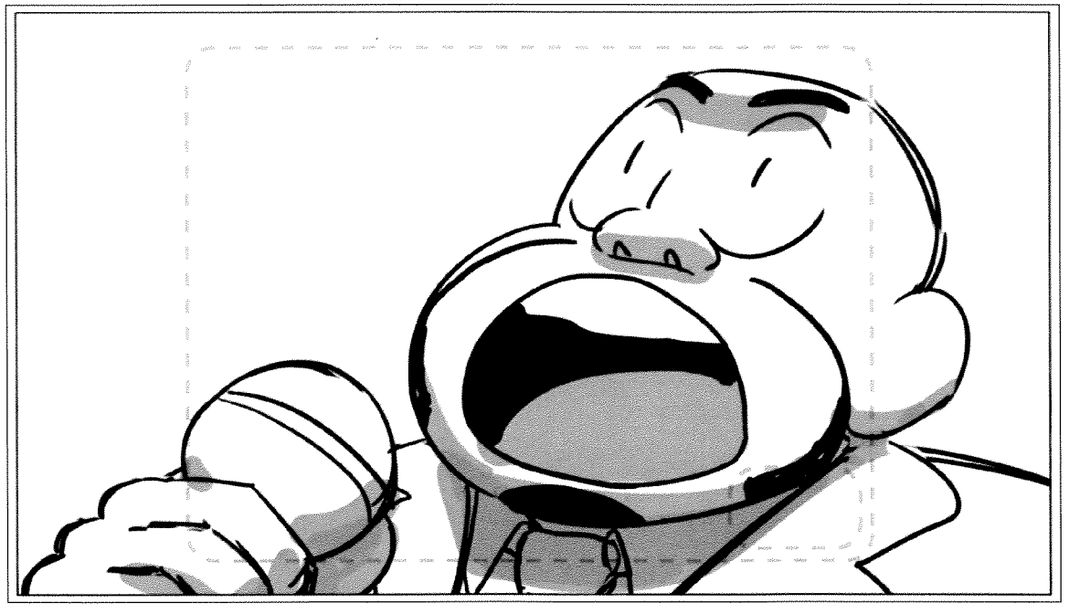
GARNET: SAME HERE.

MR. SMILEY (os): I THOUGHT I'D NEVER LIVE TO SEE THIS.

Slugging

1.14

Scene	Panel
248	1



Dialog

MR. SMILEY: TIGER MILLIONAIRE...

Slugging

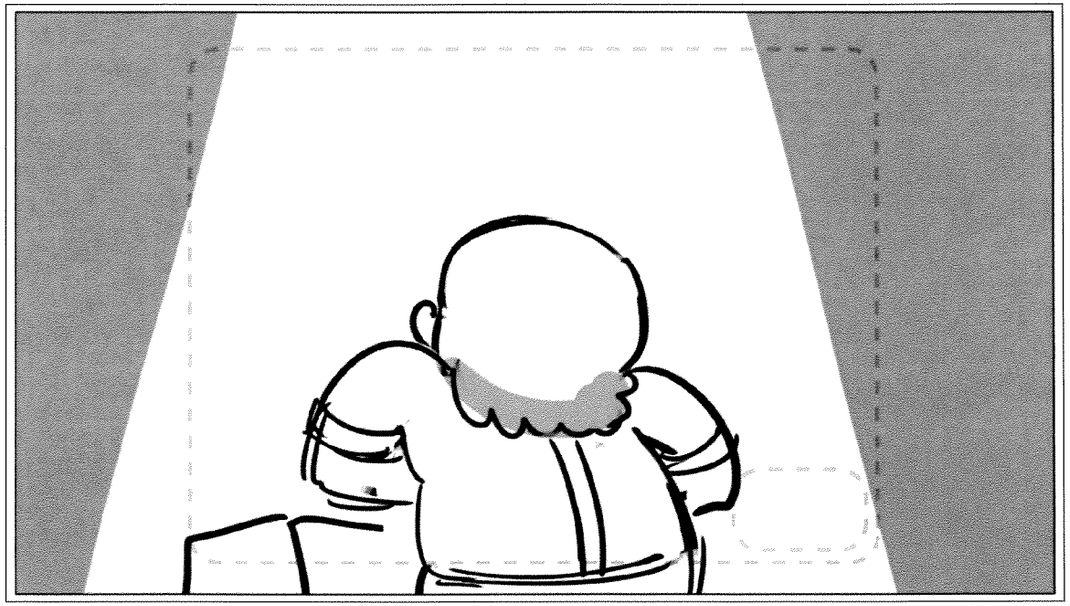
1.09

JUL 0 9 20

1020.011

1020.011

Scene	Panel
249	1



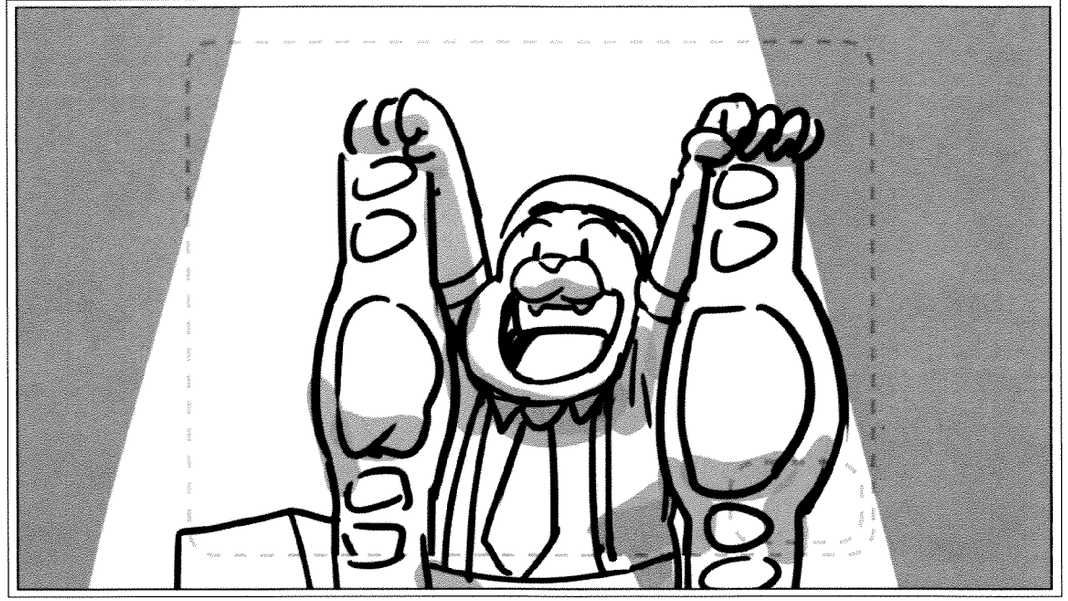
Dialog

MR. SMILEY (os): ...HAS CLAIMED...

Slugging

0.13

Scene	Panel
249	2 CONT



Dialog

MR. SMILEY (os): ... THE TAG TEAM BELTS!

Slugging

2.07

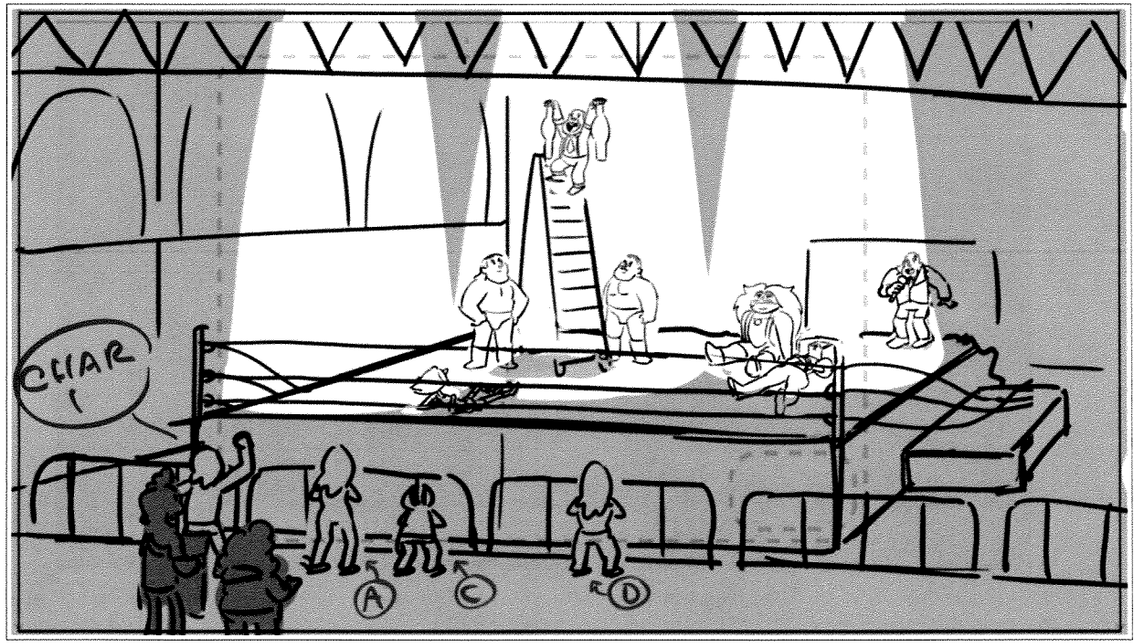
JUL 09 2012

1020.011

1020.011

1020.011

Scene	Panel
250	1



Dialog

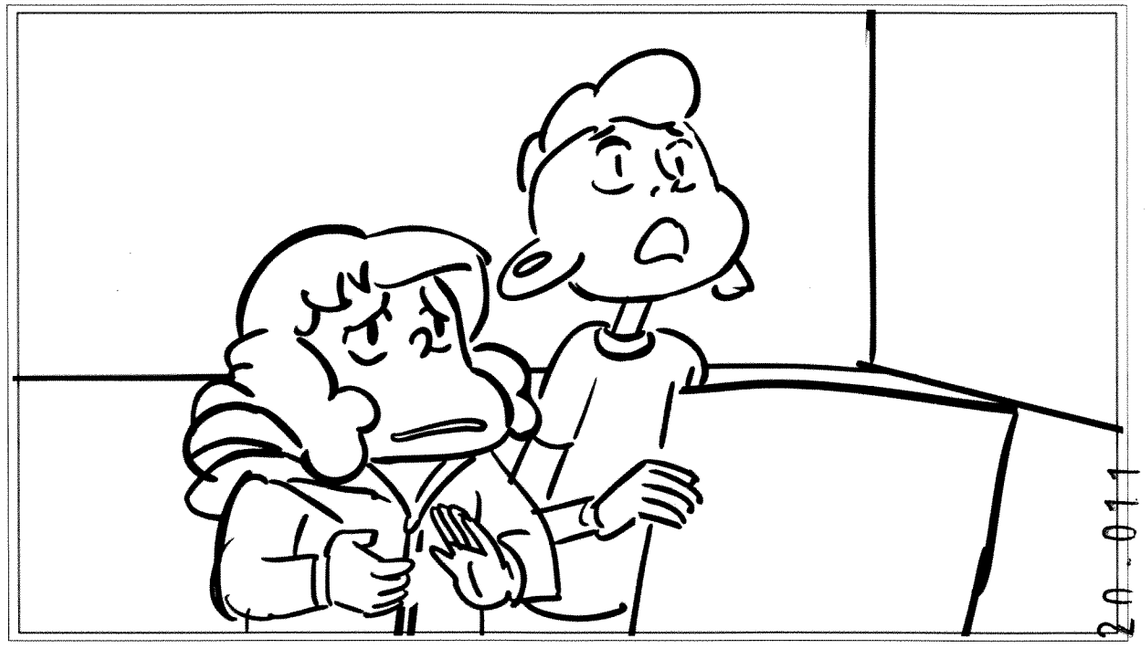
MR. SMILEY: TIGER AND PUMA HAVE WON THE CHAMPIONSHIP AND SAVED WRESTLING!!!

CROWD: <CHEERS AND APPLAUDS>

Slugging

6.14

Scene	Panel
251	1



Dialog

SADIE: LARS, I'M REALLY CONFUSED.

Action Notes

Sadie clapping confusedly. (slowly cycle panels 1-2 through scene)

Slugging

Panel 1 + 2 = 3.03

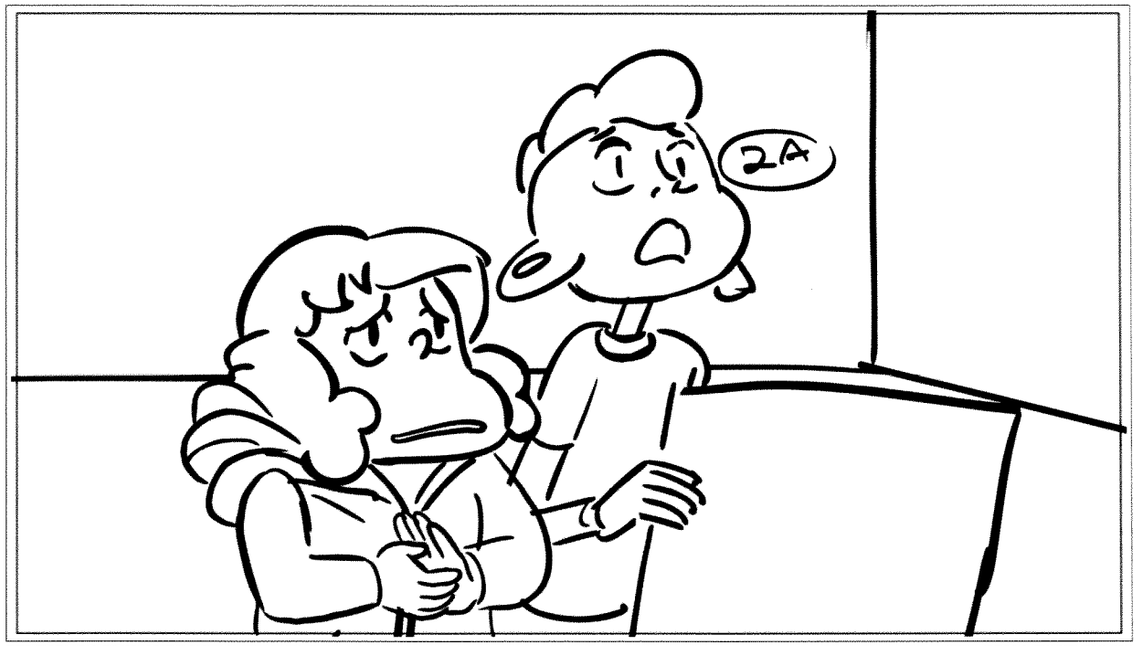
JUL 0 9 2013

1020.011

1020.011

1020.011

Scene	Panel
251 CONT	2

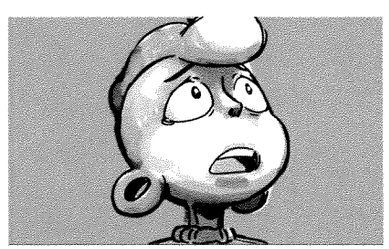


Dialog

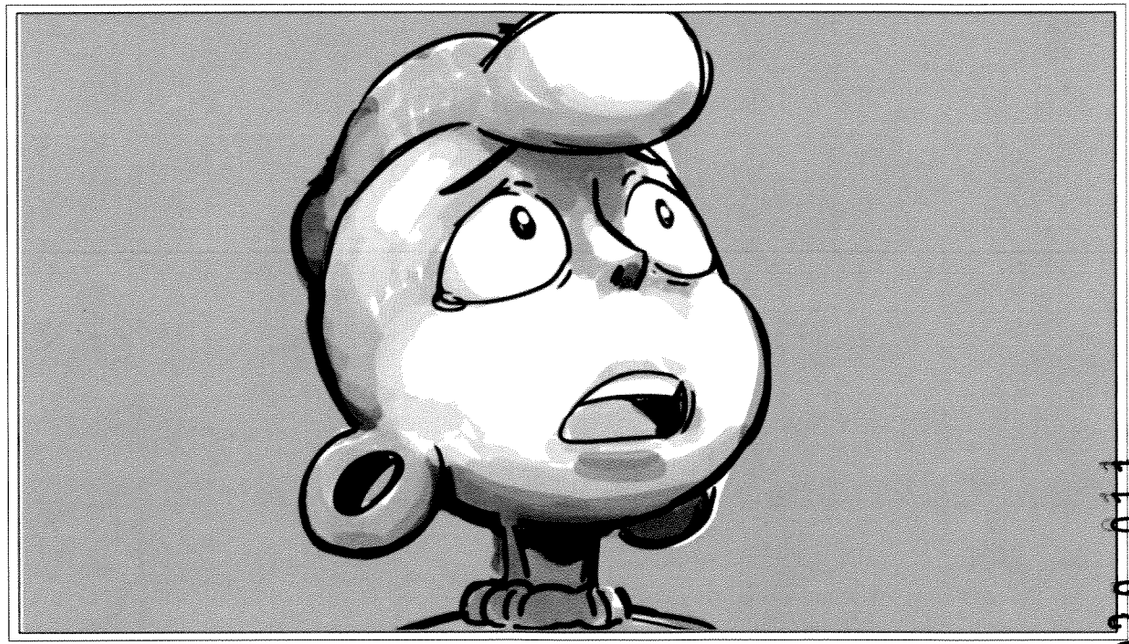
SADIE: LARS, I'M REALLY CONFUSED.

Slugging

Sadie clapping confusedly. (slowly cycle panels 1-2 through scene)



Scene	Panel
252	1



Dialog

LARS: I LOVE YOU, TIGER MILLIONAIRE.

Action Notes

Super sensitive-looking painting.

Slugging

3.03

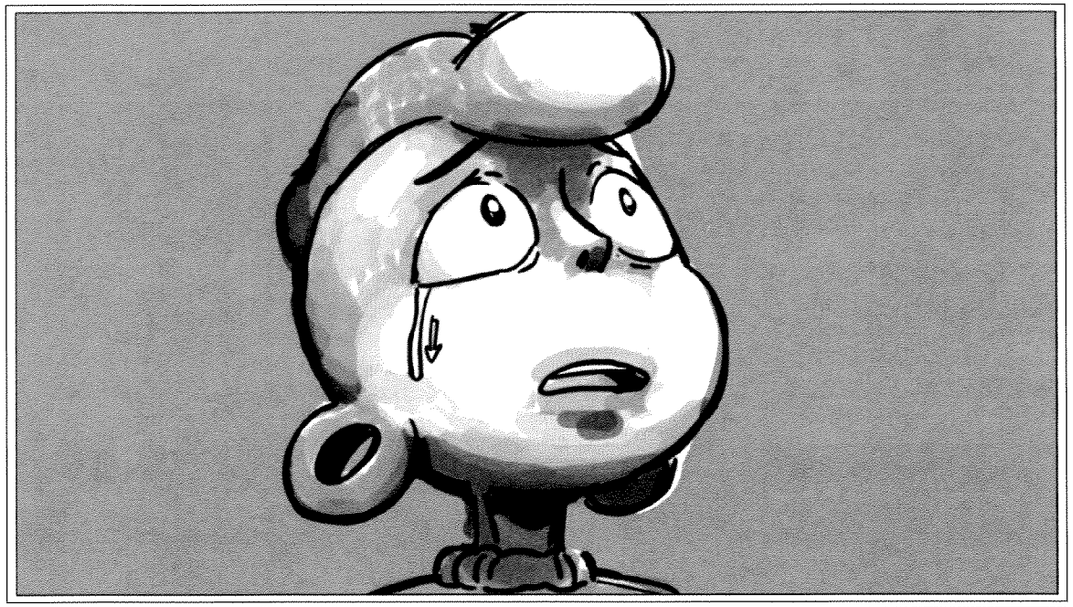
JUL 09 201

1020.011

1020.011

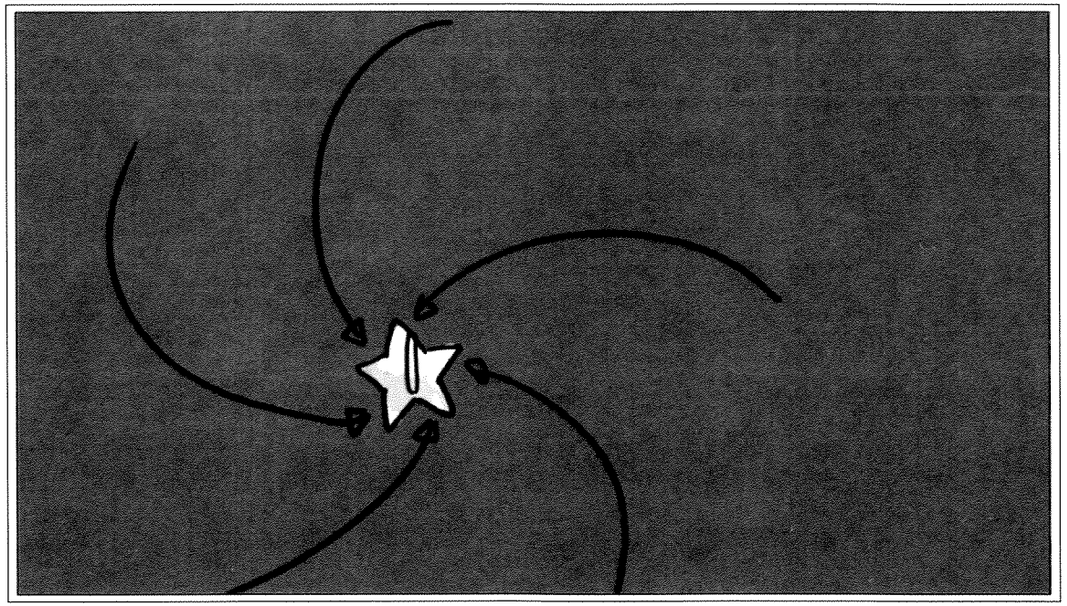
1020.011

Scene	Panel
252	2 CONT



Slugging
1.03

Scene	Panel
252	3 CONT



Action Notes
Star iris in on tear

Slugging
1.03

JUL 09 2013

1020.011

1020.011

1020.011