

# Steven The Sword Fighter

1020-013

Final Board

Date: July 24 2013

AUG 08 2013

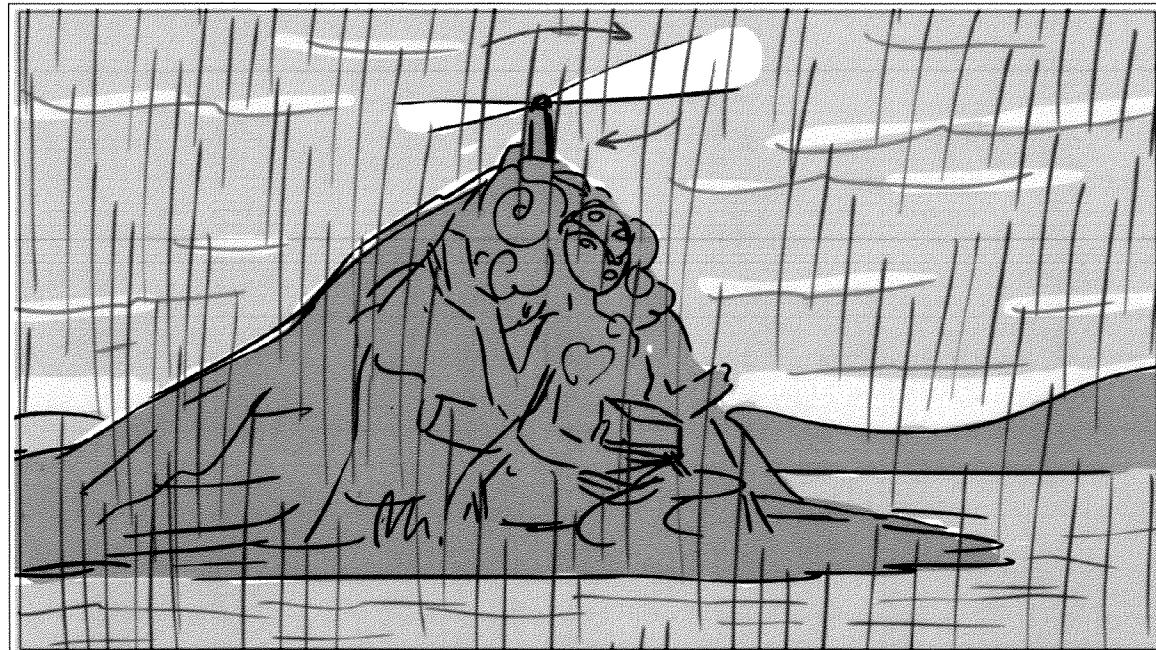
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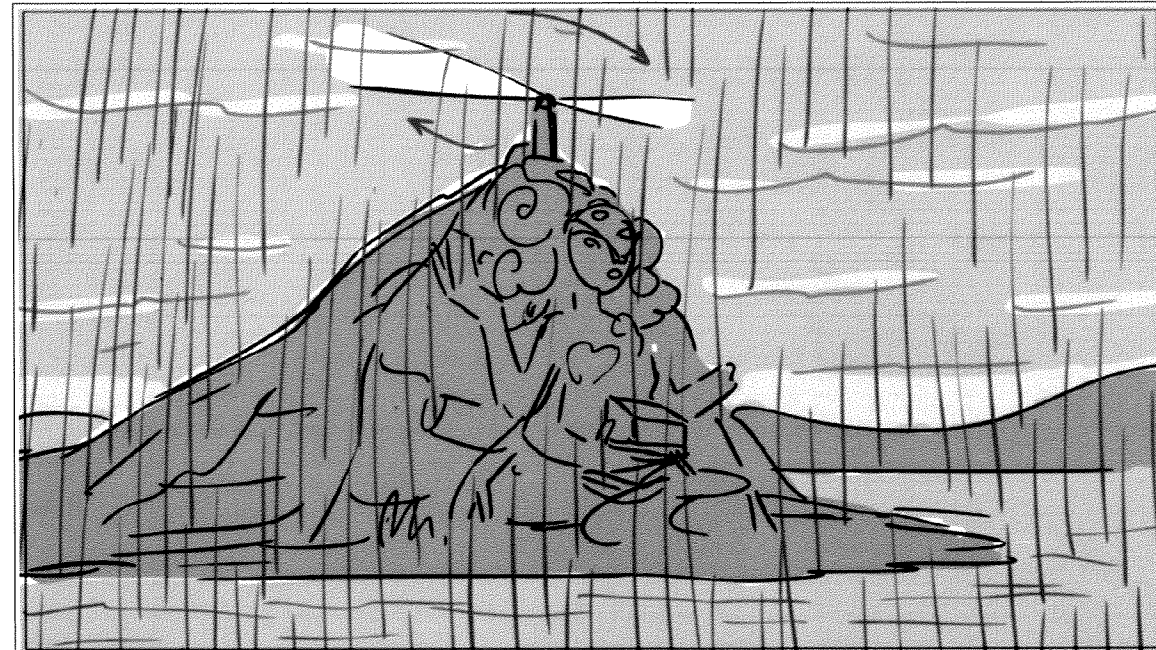
Scene	Panel
1	1



Action Notes  
Raining - Light from lighthouse spinning counter-clockwise.

Slugging  
Panels 1 + 2 = 2.08

Scene	Panel
1	2



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Scene	Panel
2	1



Action Notes

Rain Cycle.

Slugging

Panels 1 + 2 = 1.14

Scene	Panel
2	<i>CONT</i>



Dialogue

LION: \*YAWN\*

Action Notes

Lion yawns sleepily.  
Rain Cycle.

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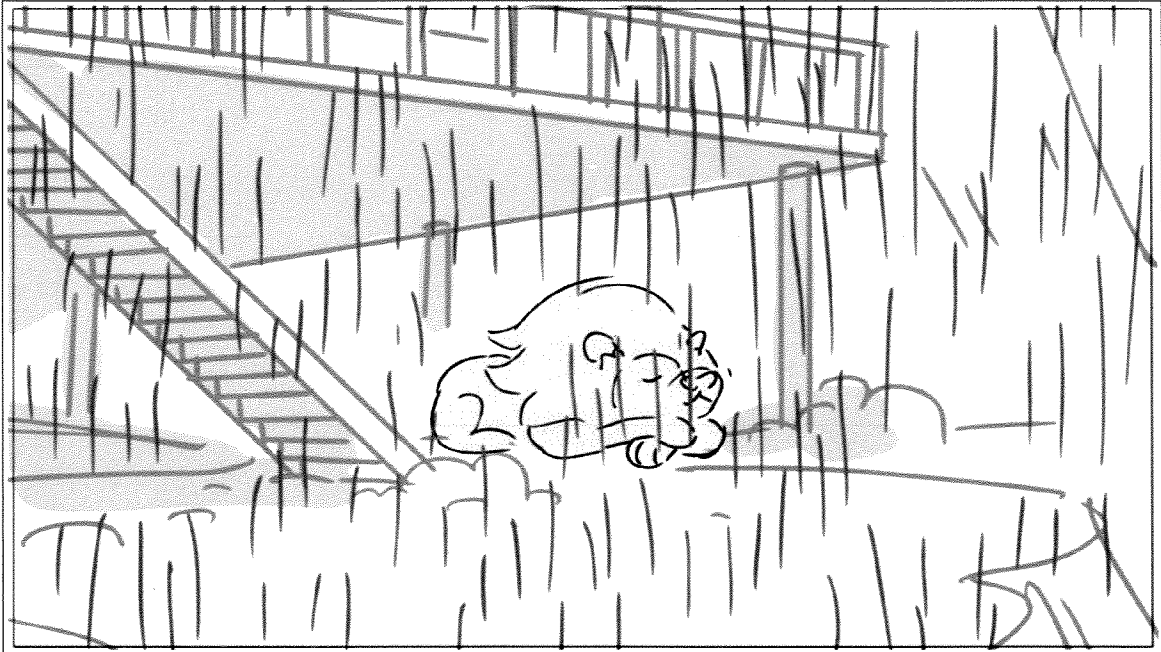
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Scene	Panel
2	CONT



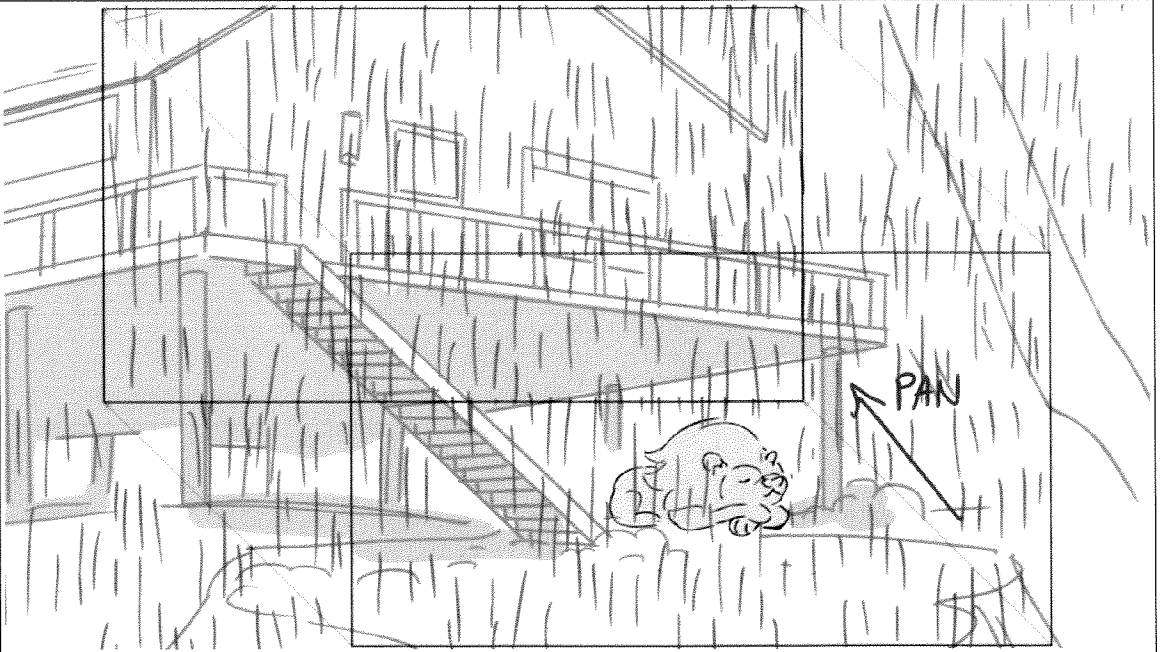
Action Notes

Lion lays his head down.

Slugging

1.01

Scene	Panel
2	CONT



Dialogue

SFX: \*Lonely Blade music\*

Action Notes

Camera pan up NW to the door.

Lonely Blade music fade in (heavy brass like a Kurosawa film).

Slugging

ADJ: 1.02

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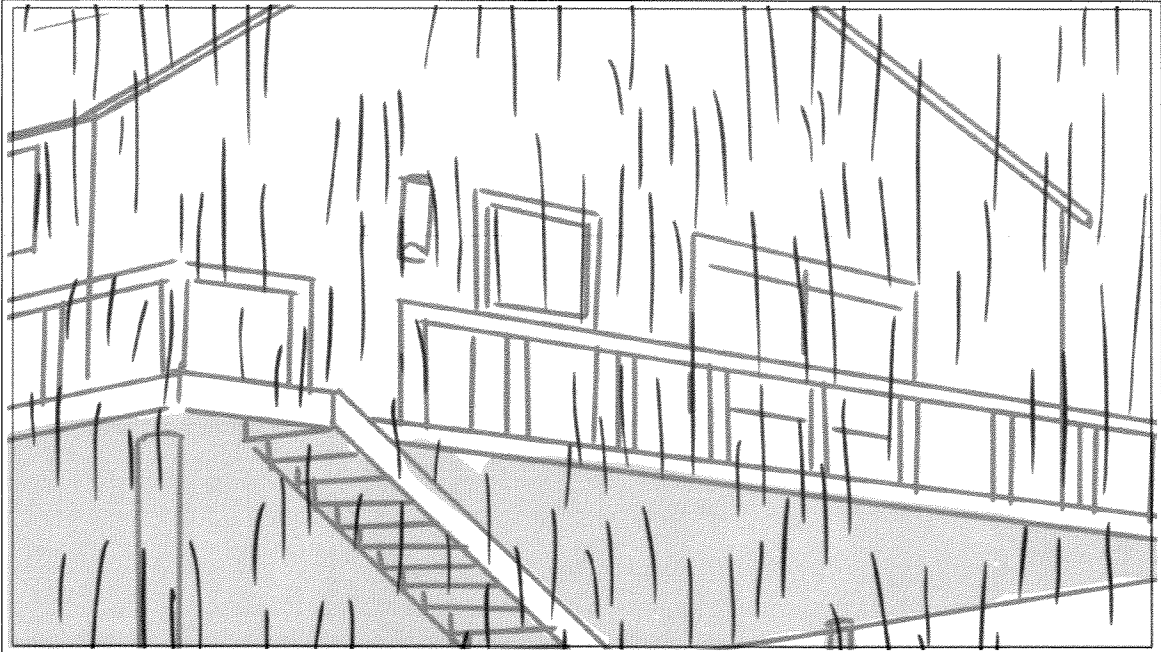
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Scene	Panel
	2 <b>CONT</b>



Dialogue

SFX: \*Lonely Blade music\*

Action Notes

Rain Cycle.

Slugging

1.00

Scene	Panel
	3



Dialogue

LONELY BLADE (In Japanese): Omae Dana!  
"It was you!"

Action Notes

Black and white samurai movie.  
Rain is falling in TV and outside window.

Slugging

0.13

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Scene 3 Panel 2  
*CONT*



Dialogue  
"It was you!"

Slugging  
1.02

Scene 3 Panel 3  
*CONT*



Dialogue  
LB: Omaega Aniuowo Koroshita...  
"You were the one who killed my brother."

Slugging  
2.06

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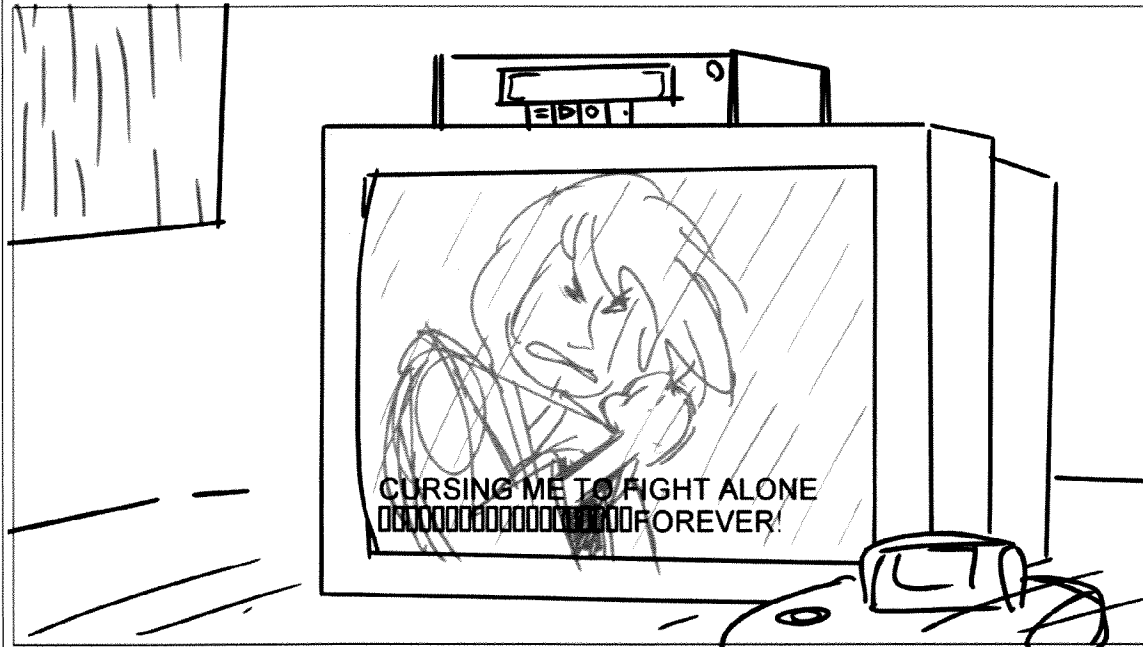
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Scene 3 Panel 4  
*CONT*



Dialogue

LB: ...Aniueno Kataki, Utasetemorau!  
"Cursing me to fight alone forever!"

Slugging

3.11

Scene 3 Panel 5  
*CONT*



Dialogue

"Cursing me to fight alone forever!"

Action Notes

Lightning flash on TV!

Slugging

0.12

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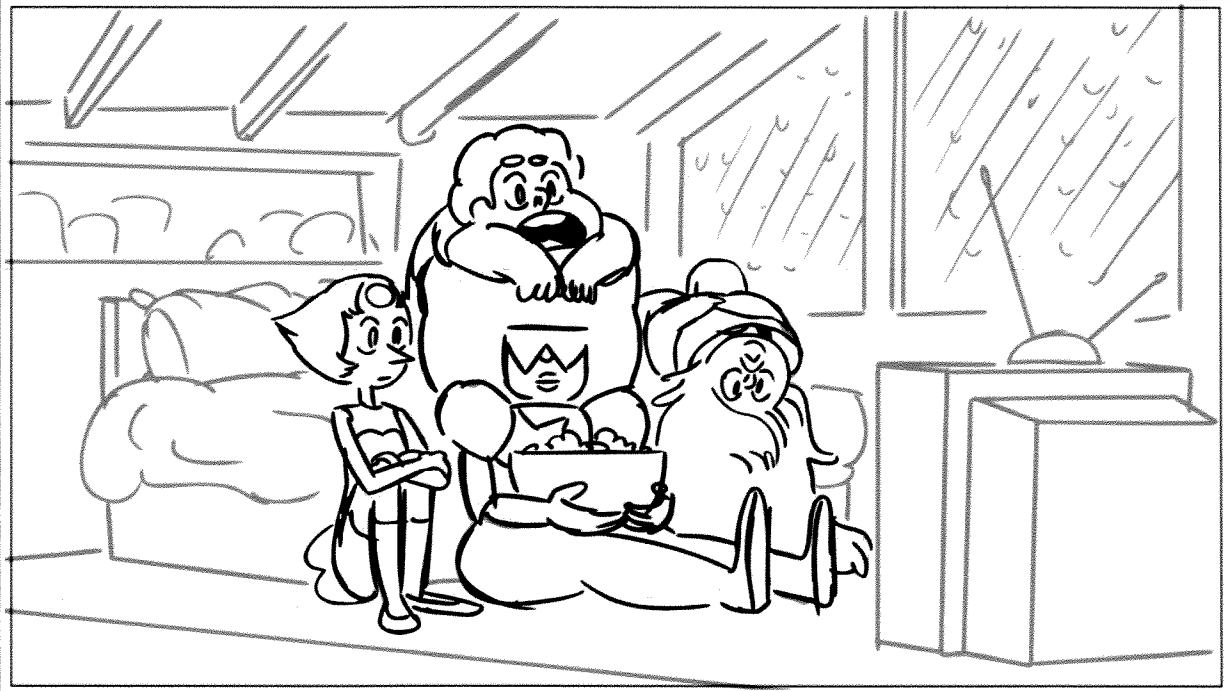
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Scene	Panel
4	1



Dialogue

STEVEN: Ooooh Lonely Blade,

EVIL JANITOR (Offscreen): Hahahaha Sono Toori Da!

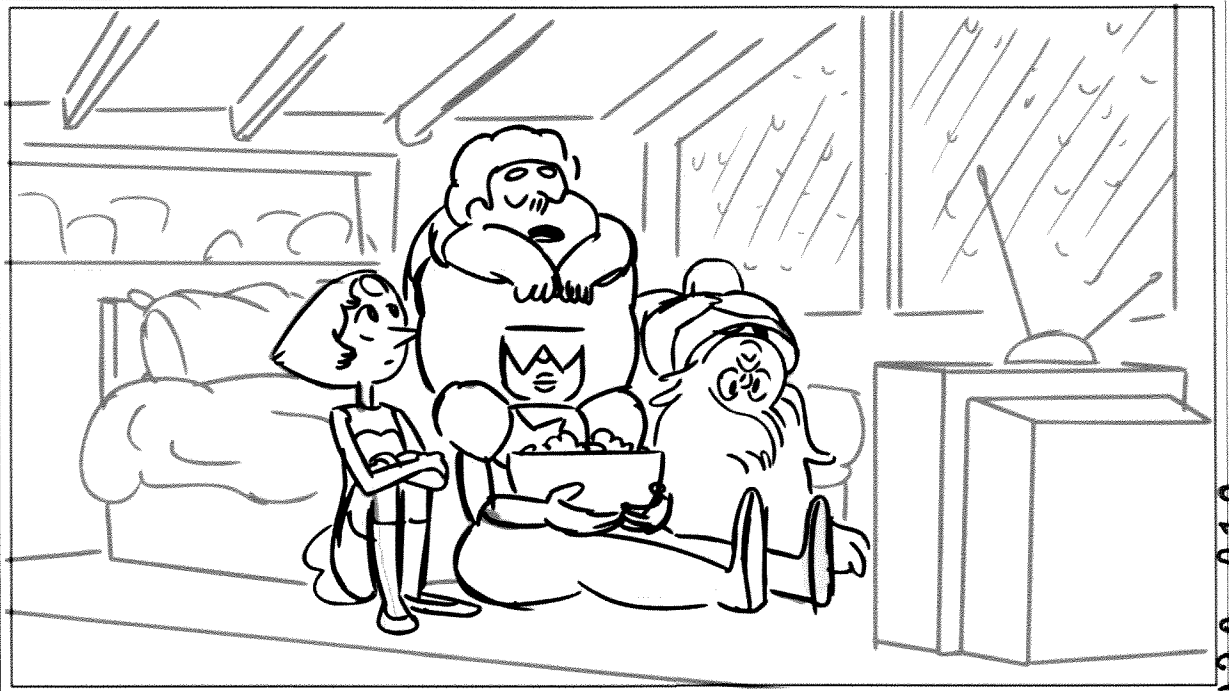
Action Notes

Rain splatters on the window.

Slugging

2.03

Scene	Panel
4	2



Dialogue

STEVEN: ...you so lonely.

EVIL JANITOR (Offscreen): Hahahaha Sono Toori Da!

Slugging

2.00

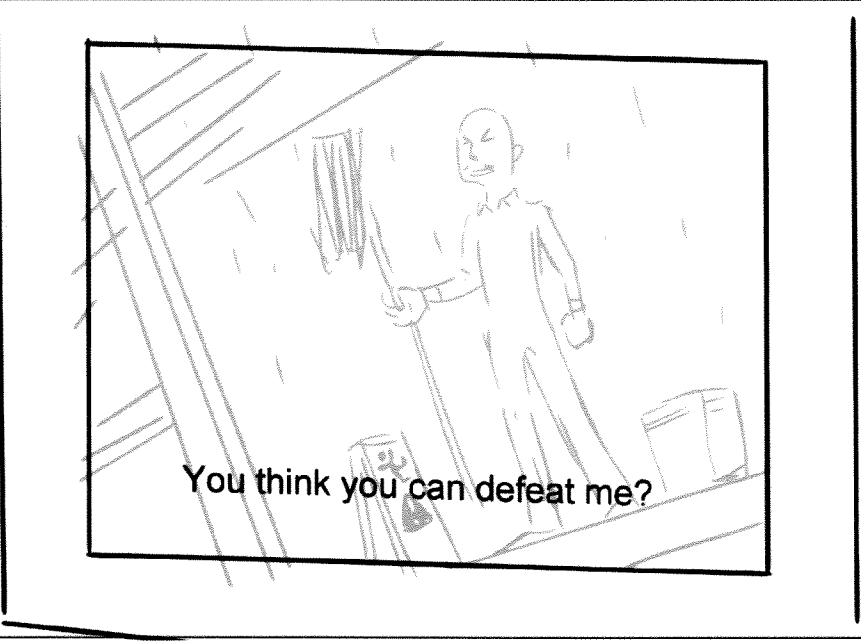
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Scene	Panel
5	1



You think you can defeat me?

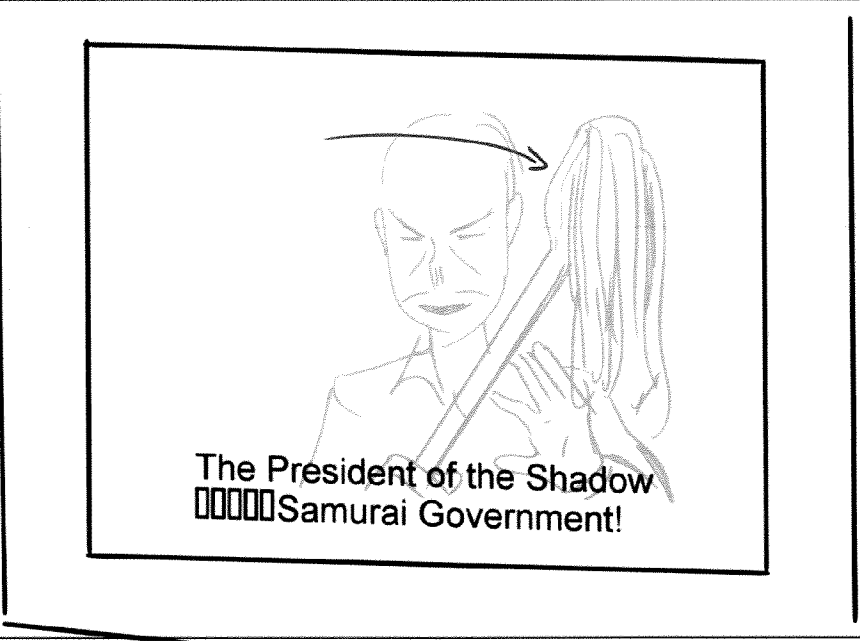
Dialogue

EVIL JANITOR: Kismagotokini Kagemushano  
"You think you can defeat me?"

Slugging

3.00

Scene	Panel
5	2



The President of the Shadow  
Samurai Government!

Dialogue

EVIL JANITOR: Tanchoudearu Oresamaga Taoserutodemo Omounoka?  
"The President of the Shadow Samurai Government."

Action Notes

Evil Janitor swings broom from screen left towards right.

Slugging

1.00

Notes

H.U. pose to previous scene.

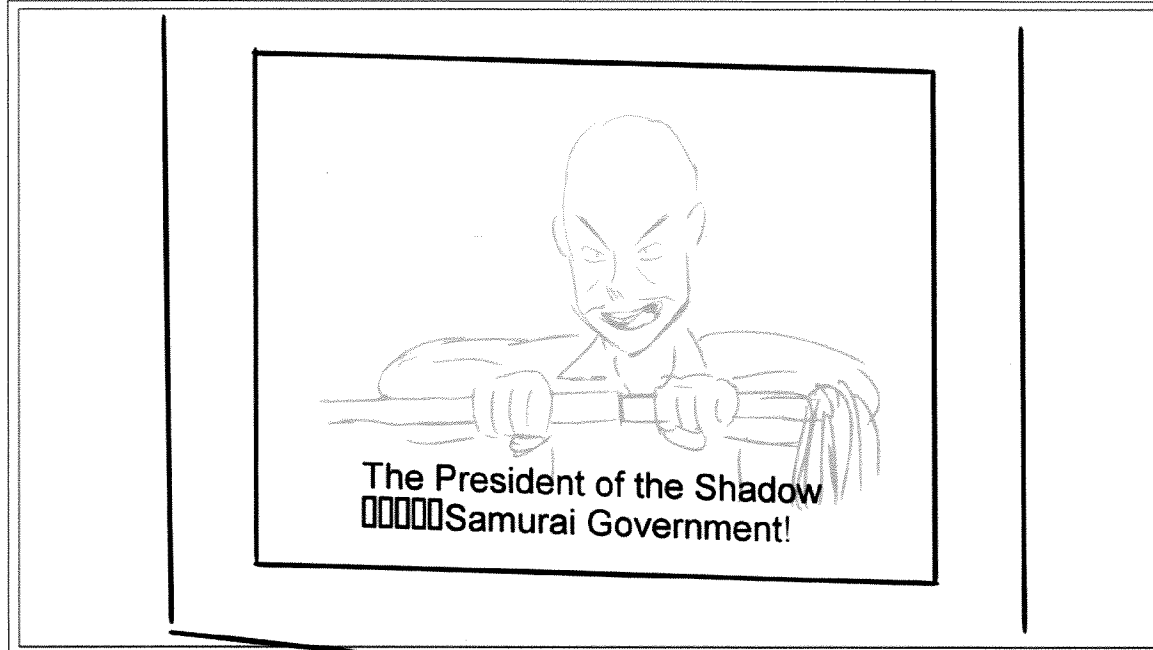
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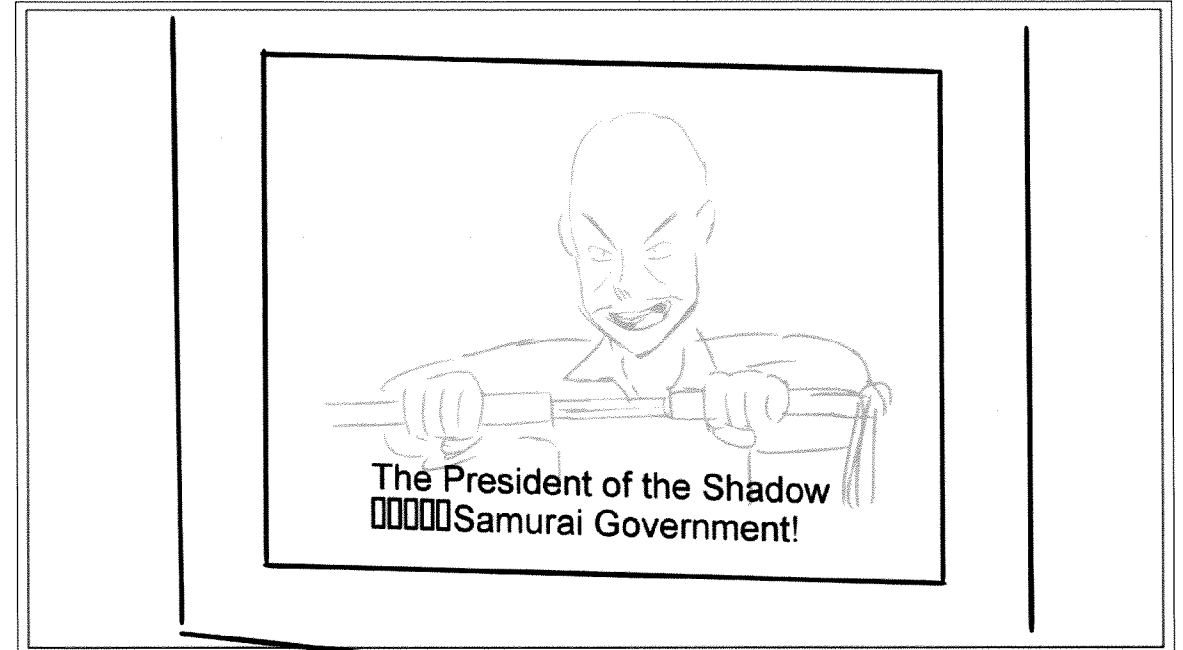
Scene 5 Panel 3  
*CONT*



Action Notes  
Evil Janitor starts to pull the broom stick apart.

Slugging  
2.06

Scene 5 Panel 4  
*CONT*



Action Notes  
Evil Janitor unsheaths his mop sword!

Slugging  
0.07

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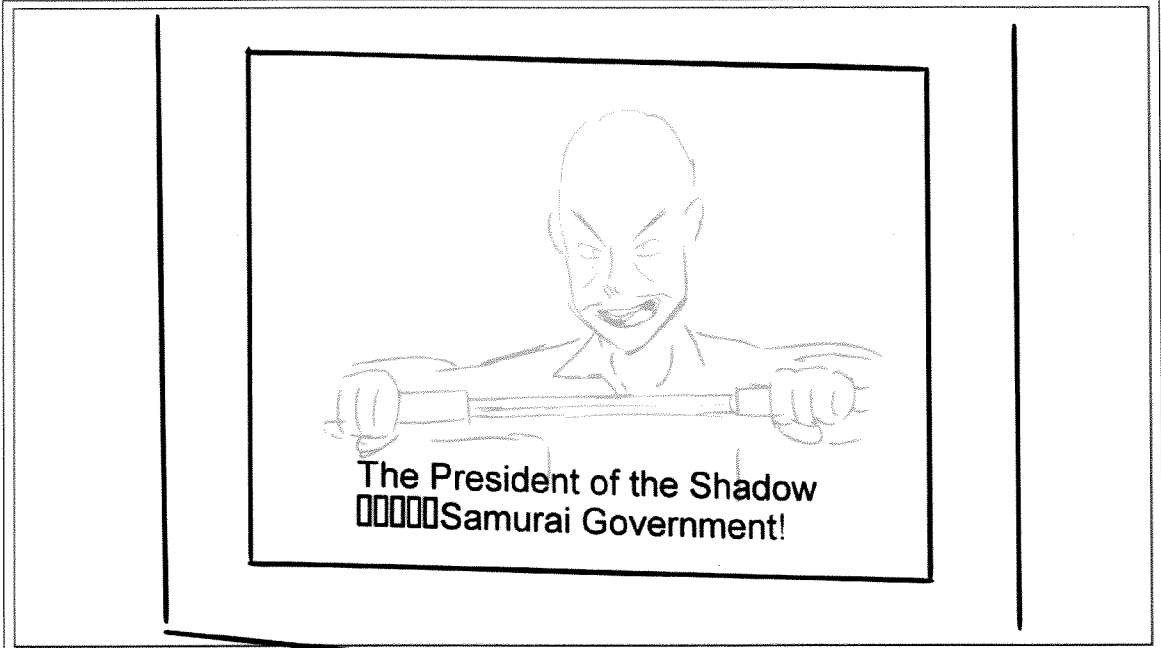
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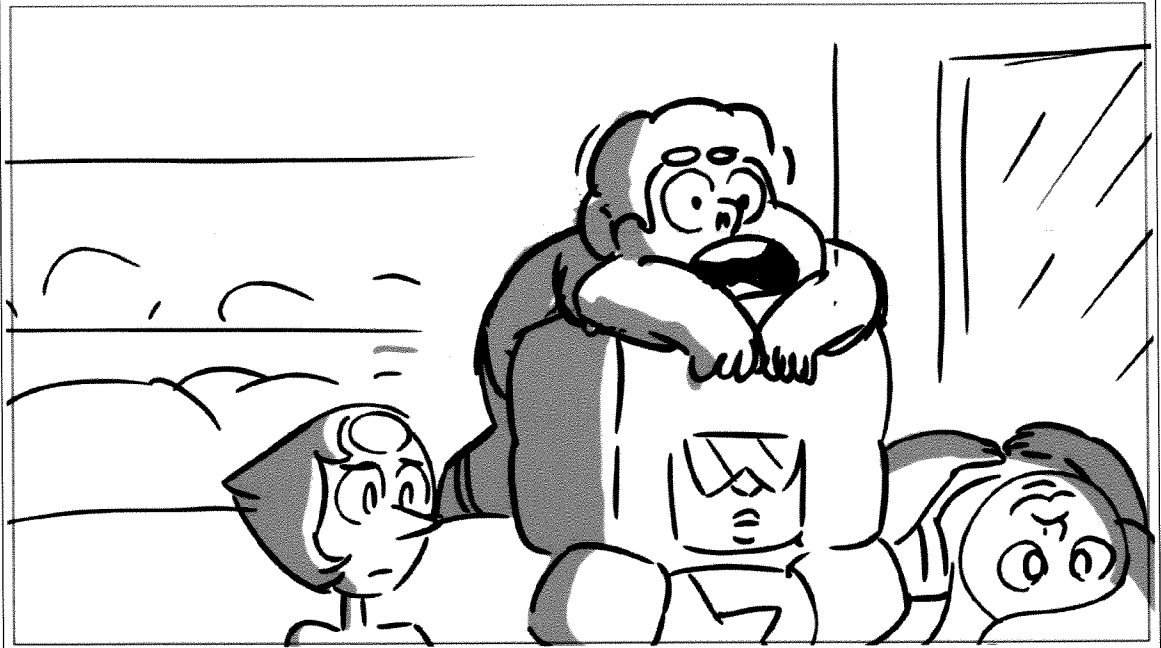


Scene	Panel
	5



Slugging  
0.14

Scene	Panel
	6



Dialogue  
STEVEN: What!

Slugging  
Panels 1 + 2 = 6.10

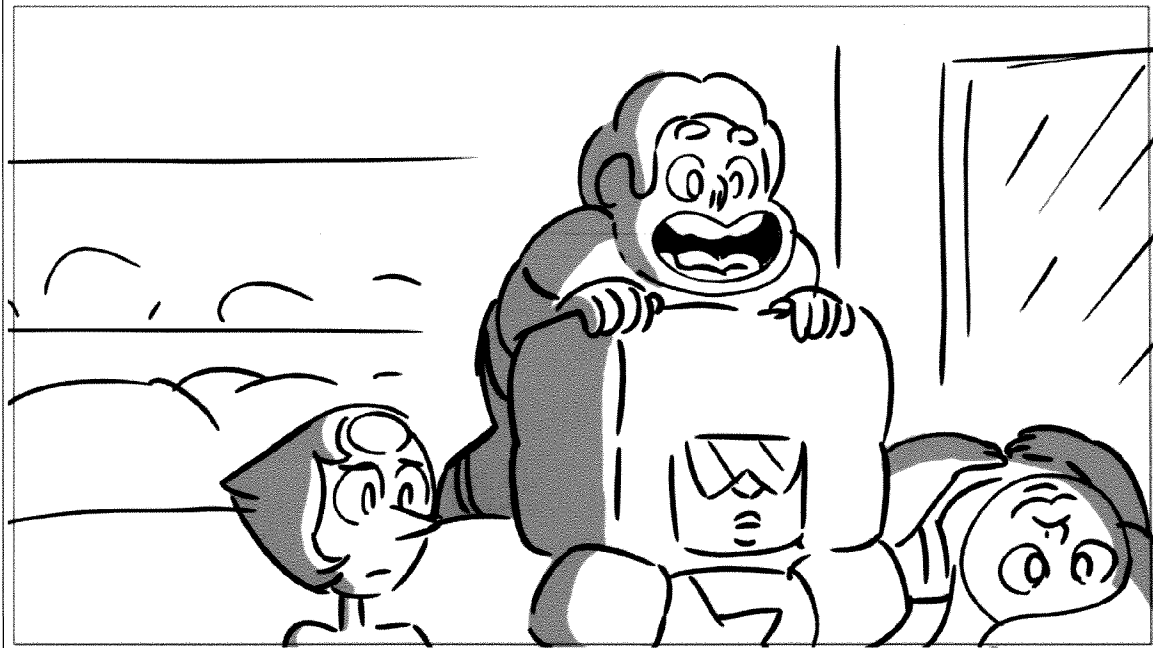
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Scene 6 Panel 2  
*CONT*

**Dialogue**

STEVEN: The Janitor is the evil samurai president?

Scene 6 Panel 3  
*CONT*

**Dialogue**

STEVEN: That's Bananas!

**Action Notes**

Steven slumps down on Garnets hair, Pearl looks up him.

**Slugging**

2.01

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Scene 6 Panel 4  
*CONT*



Dialogue

PEARL: Oh come on it was so obvious!

Action Notes

Camera ADJ SW towards Pearl.

Slugging

ADJ: 0.05  
Then HOLD: 3.01

Scene 6 Panel 5  
*CONT*



Dialogue

PEARL: He's been mopping in the background of every fight scene!

Action Notes

Pearl gestures at the TV.

Slugging

4.00

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Scene	Panel
	6 <i>CONT</i>



Dialogue  
PEARL: Look...

Action Notes  
Pearl reaches down next to her.

Slugging  
0.06

Scene	Panel
	6 <i>CONT</i>



Dialogue  
PEARL: ...here he is on the cover...

Action Notes  
Pearl holds up the VHS box.

Slugging  
1.04

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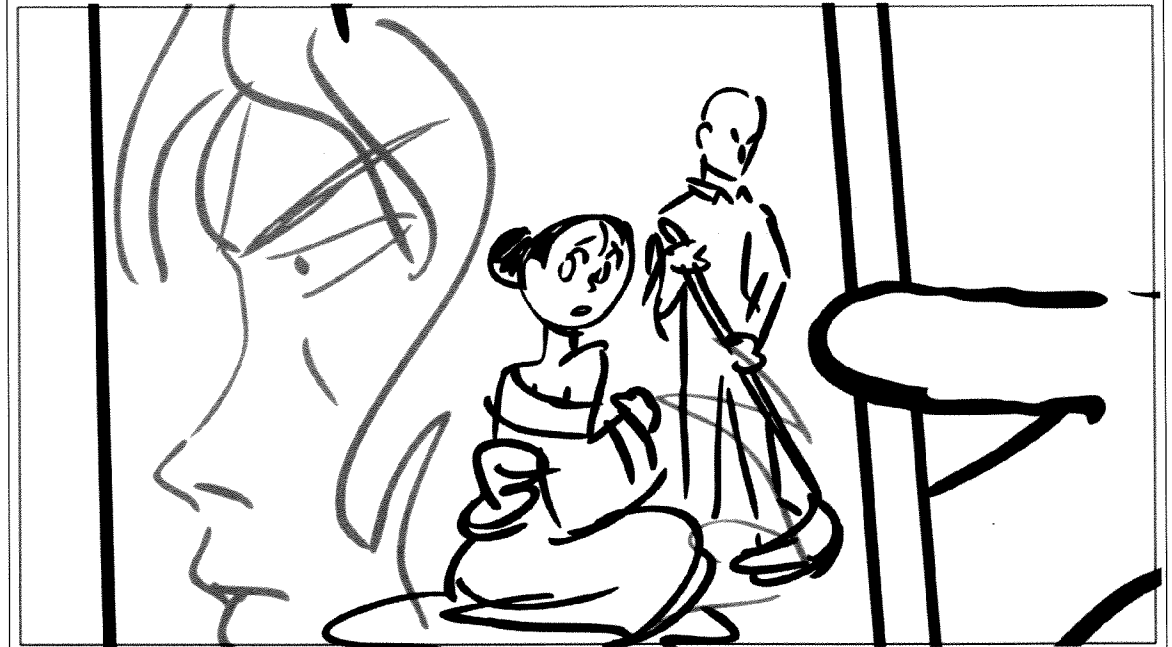
Scene	Panel
7	1



Dialogue
PEARL: ...of the box!

Slugging
1.04

Scene	Panel
8	1



Dialogue
STEVEN: Oh yeah...

Action Notes
Camera cut in close.

Slugging
2.05
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Scene	Panel
9	1



Dialogue  
LB: Mondoumuyou!  
"For my honor and for my brother"

Action Notes  
Rain is falling.

Slugging  
0.14

Scene	Panel
9	2

**CONT**



Slugging  
1.00

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Scene	Panel
	9 <b>cont</b>

Dialogue

"I will strike you down."

Action Notes

Lonely blade connects his swords at the hilt.

Slugging

0.15

Scene	Panel
	10

Dialogue

LB: Kaitenkenbu!  
"Bommerang..."

Action Notes

Rain is falling in BG.

Slugging

4.00

Notes

H.U. to previous scene.

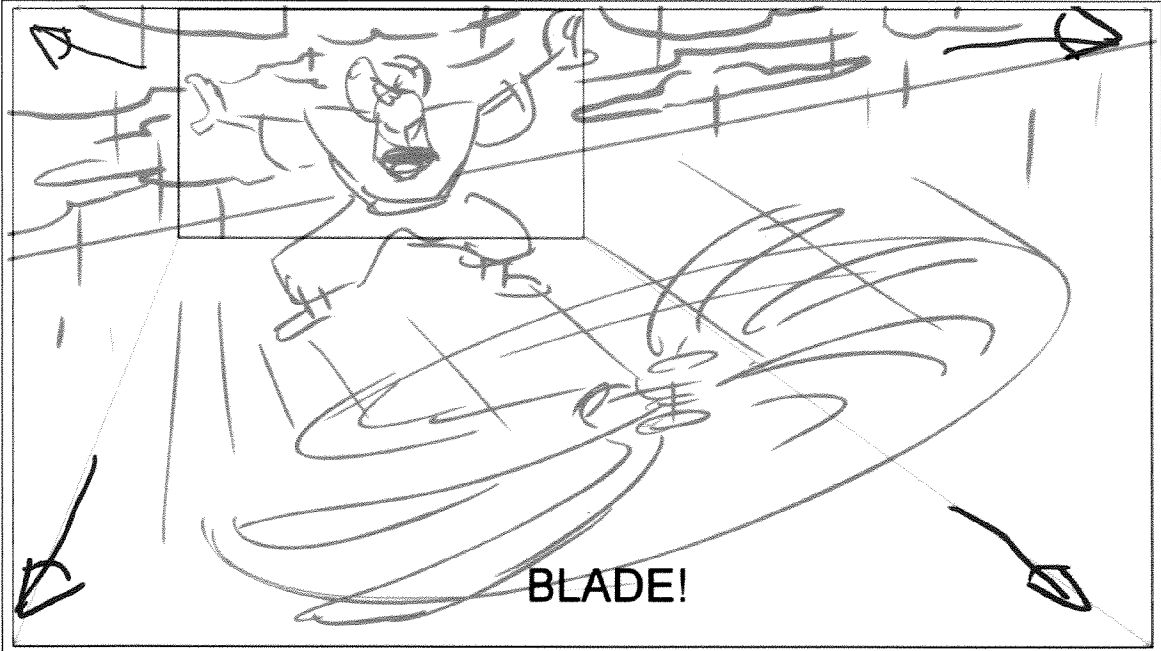
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Scene	Panel
10	CONT 2



Dialogue

LB: HAAAA!  
"BLADE!"

Action Notes

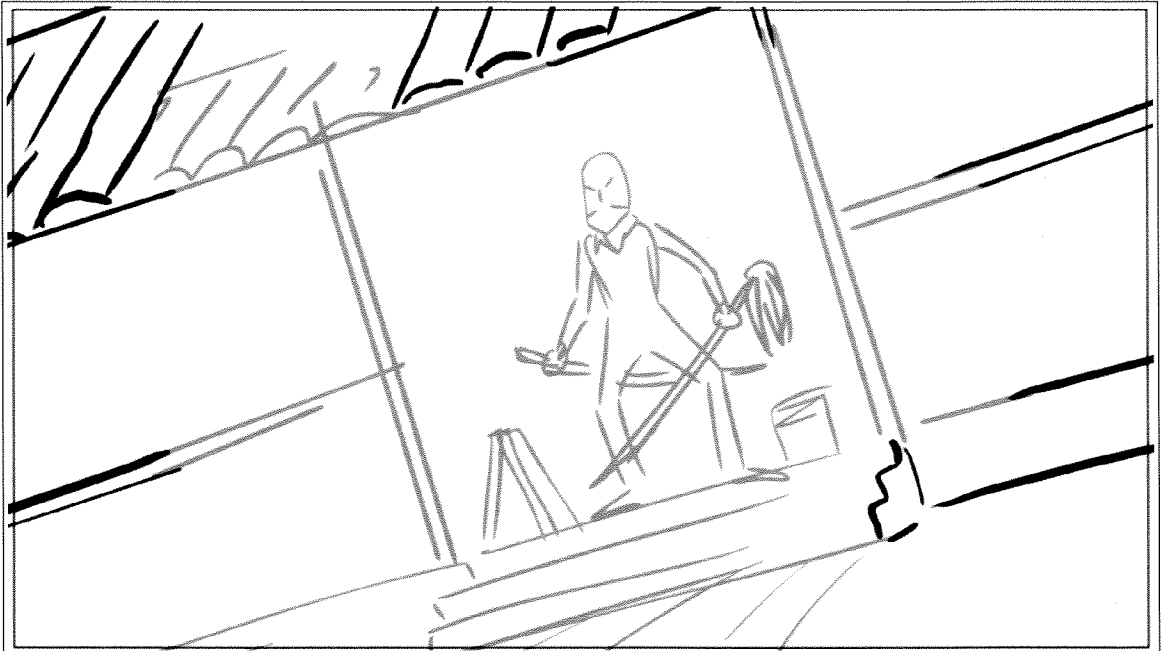
LB throws the combined blades.

Camera ADJ - pull back with spinning blades.

Slugging

ADJ: 0.05  
Then HOLD: 1.05

Scene	Panel
11	1



Action Notes

Rain is falling.

Slugging

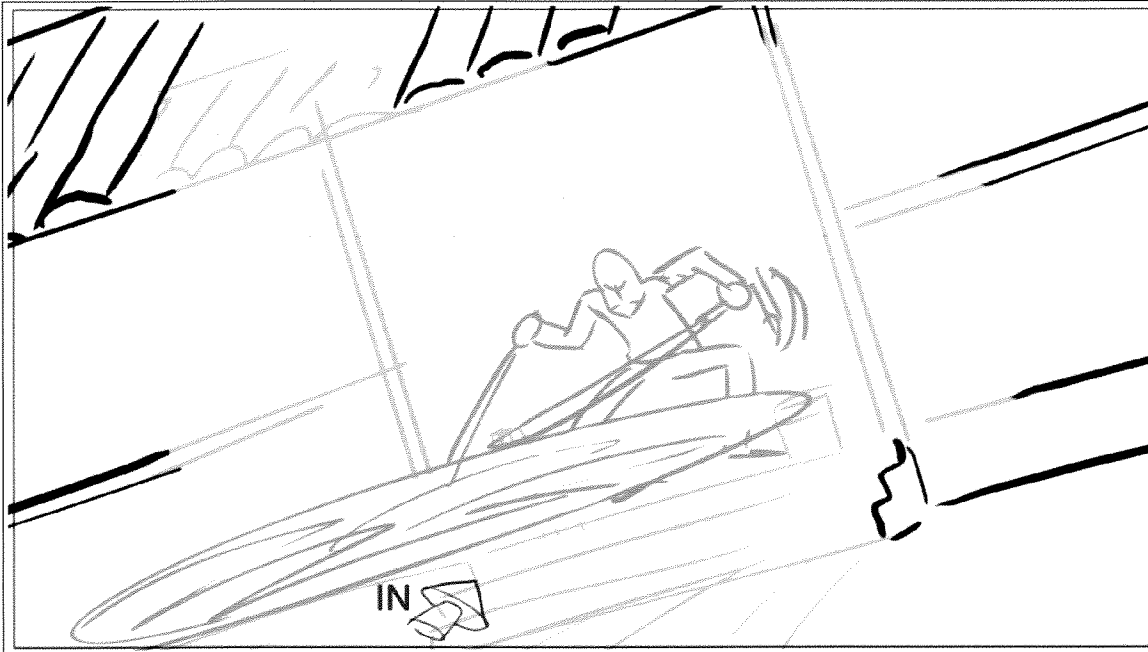
0.04

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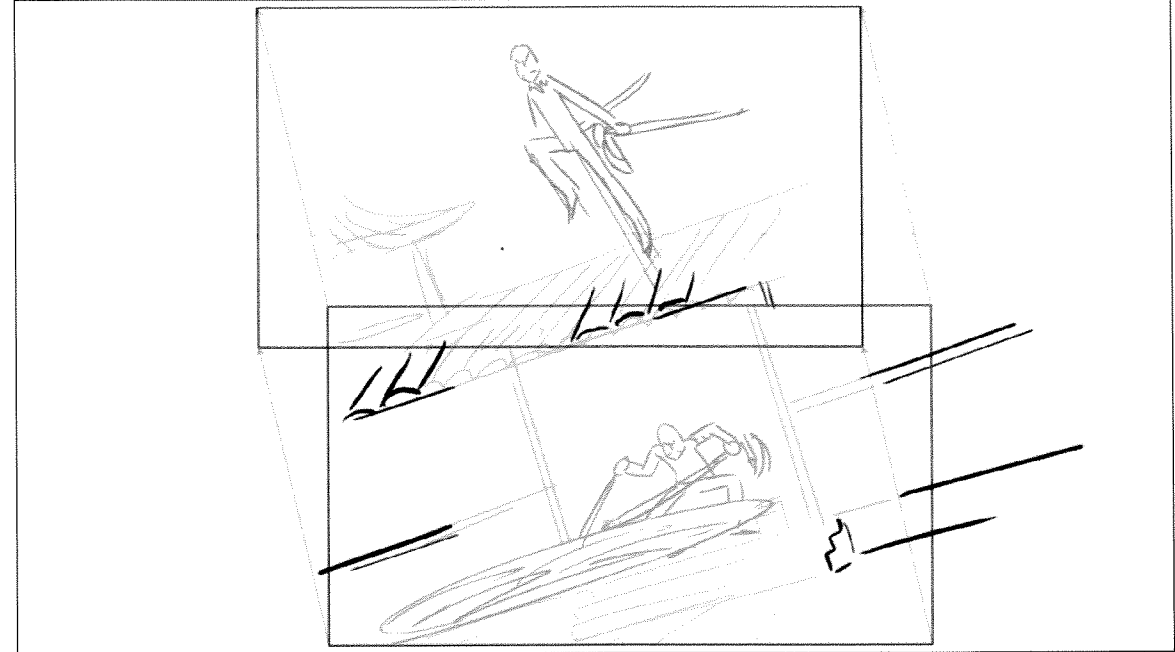
Scene 11 Panel 2  
CONT



Action Notes  
boomerang blade flies IN towards the evil janitor.

Slugging  
0.04

Scene 11 Panel 3  
CONT



Action Notes  
Evil janitor jumps into the air, camera ADJ up NW to follow him up.

Slugging  
ADJ: 0.06  
Then HOLD: 0.12

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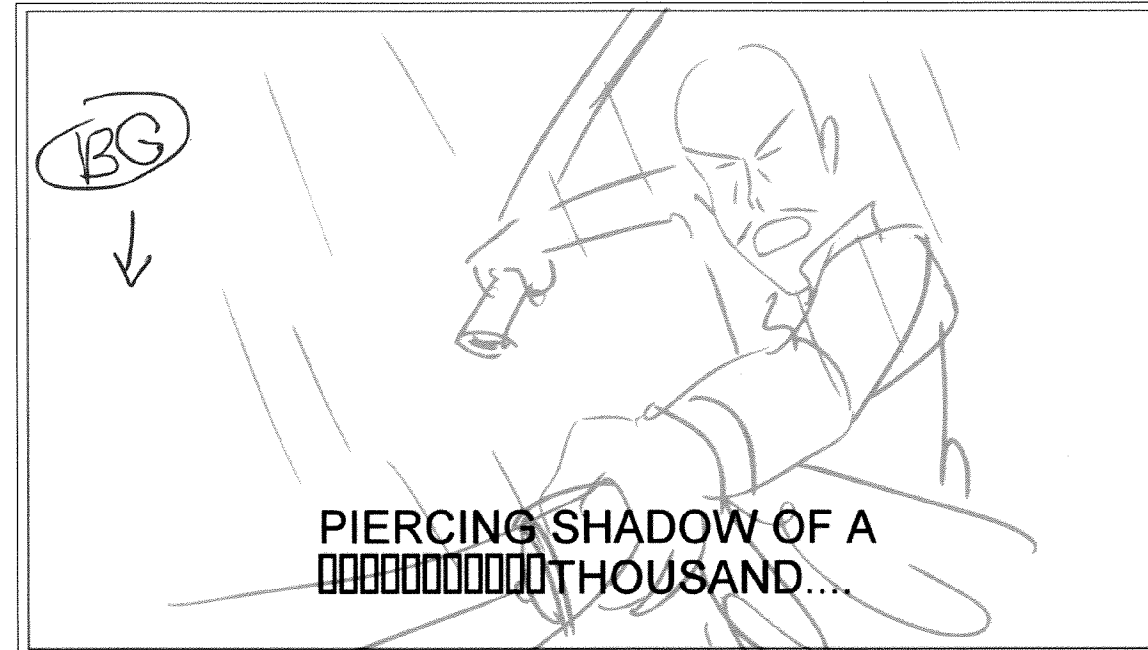
Scene	Panel
12	1



Action Notes  
lonely blade looks up.  
Rain is falling.

Slugging  
0.15

Scene	Panel
13	1



Dialogue  
Evil Janitor: Kurugayoi...  
"Piercing Shadow of a Thousand..."

Action Notes  
BG pans down.  
Rain is falling.

Slugging  
2.00

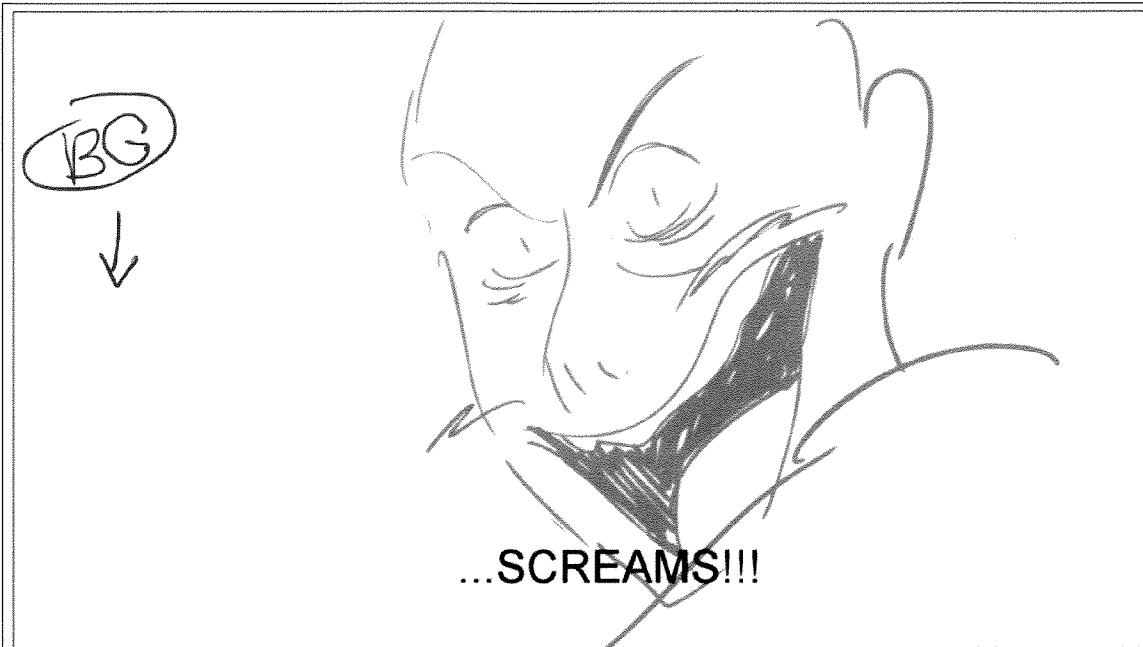
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Scene	Panel
14	1



## Dialogue

Evil Janitor: ...Shuntensatsu!  
"...SCREAMS!"

## Action Notes

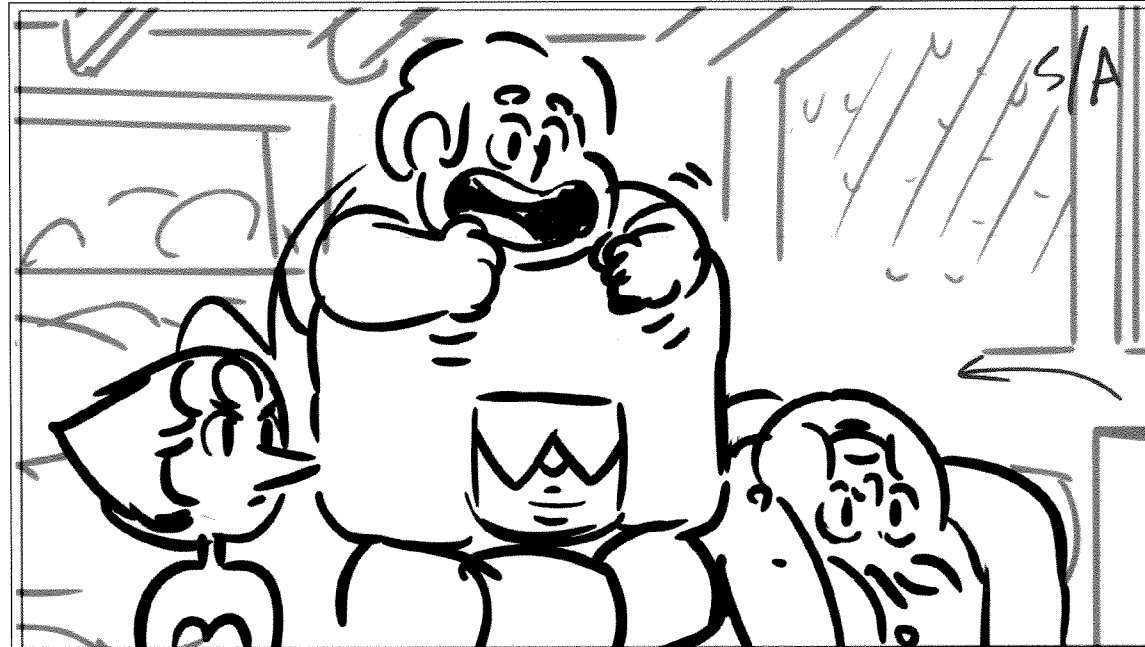
BG pans down.

Rain is falling.

## Slugging

3.01

Scene	Panel
15	1



## Dialogue

STEVEN: Go Lonely Go!

## Action Notes

We here sounds of fighting from the TV.

Amethyst shovels popcorn in her mouth.

Steven is shaking his arms with excitement.

## Slugging

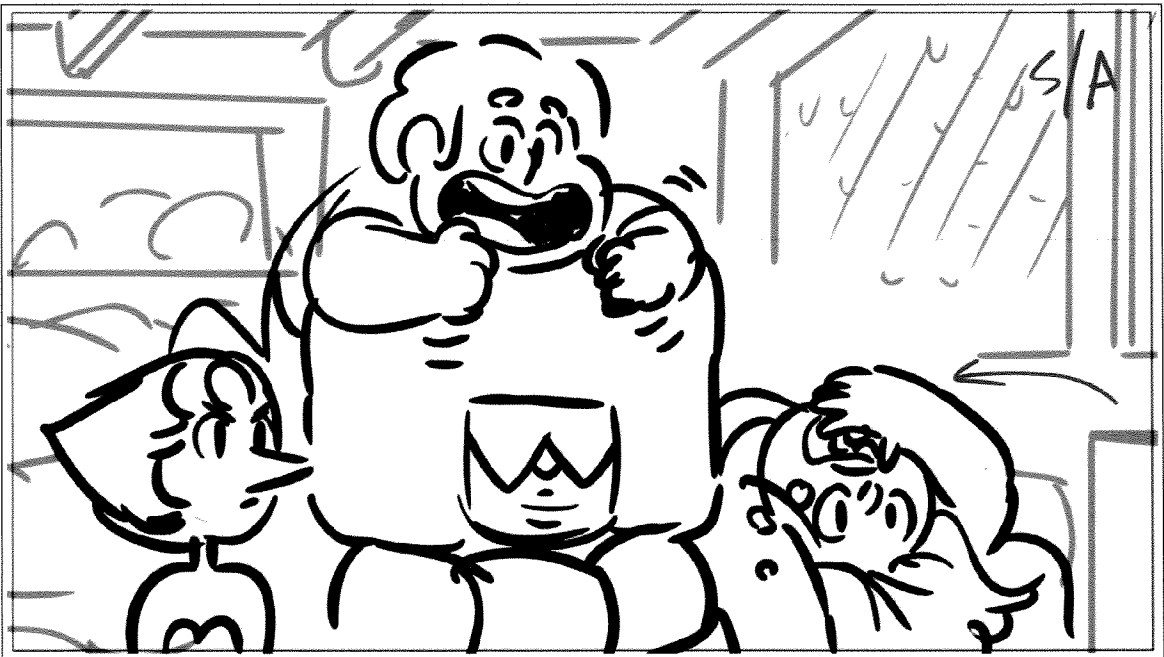
Panels 1 + 2 = 4.13

## Notes

Need -SP- for Amethyst.

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Scene 15 Panel 2  
CONT

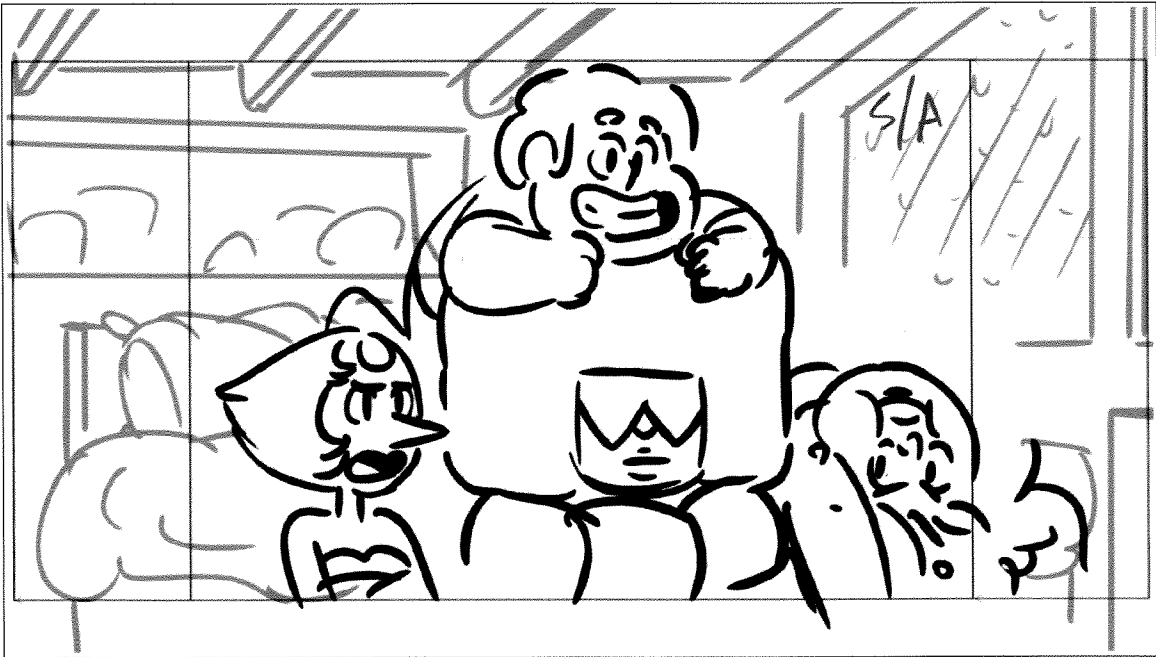


Dialogue  
STEVEN: Do the boomerang blade again!

Action Notes  
We here sounds of fighting from the TV.  
  
Amethyst shovels popcorn in her mouth.  
  
Steven is shaking his arms with excitement.

Notes  
Need -SP- for Amethyst.

Scene 15 Panel 3  
CONT



Dialogue  
PEARL: Oh come on, this is ridiculous!

Action Notes  
Camera ADJ W - screen left.  
  
Amethyst looks at Pearl.

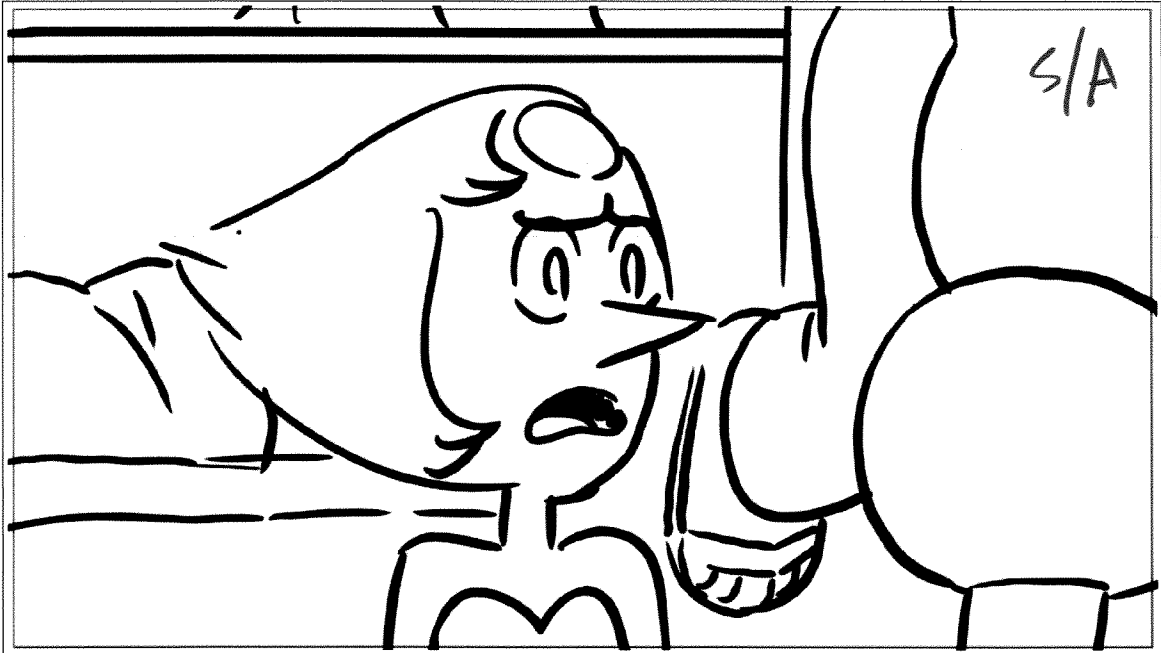
Slugging  
ADJ: 1.03  
Then HOLD: 2.08  
  
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Scene	Panel
16	1



Dialogue  
PEARL: Just...

Slugging  
0.09

Scene	Panel
16	2




Dialogue  
PEARL: ...look at their...

Action Notes  
Pearls hand comes IN from O/S bottom, covers her mouth.

Slugging  
0.13

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Scene	Panel
16	<i>CONT</i> 3
	
<b>Dialogue</b> PEARL: ...form! This is nothing like real sword fighting!	
<b>Slugging</b> 5.03	

Scene	Panel
17	1
	
<b>Action Notes</b> Amethyst and Garnet turn and shush Pearl.  Steven is still looking at the TV O/S.	
<b>Slugging</b> Panels 1 + 2 = 1.11	
<b>Notes</b> H.U. Pearl to previous scene. Need -SP- for all.	

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Scene	Panel
17	CONT



## Dialogue

GARNET+AMETHYST: SHHHHHHHHHH!!

## Action Notes

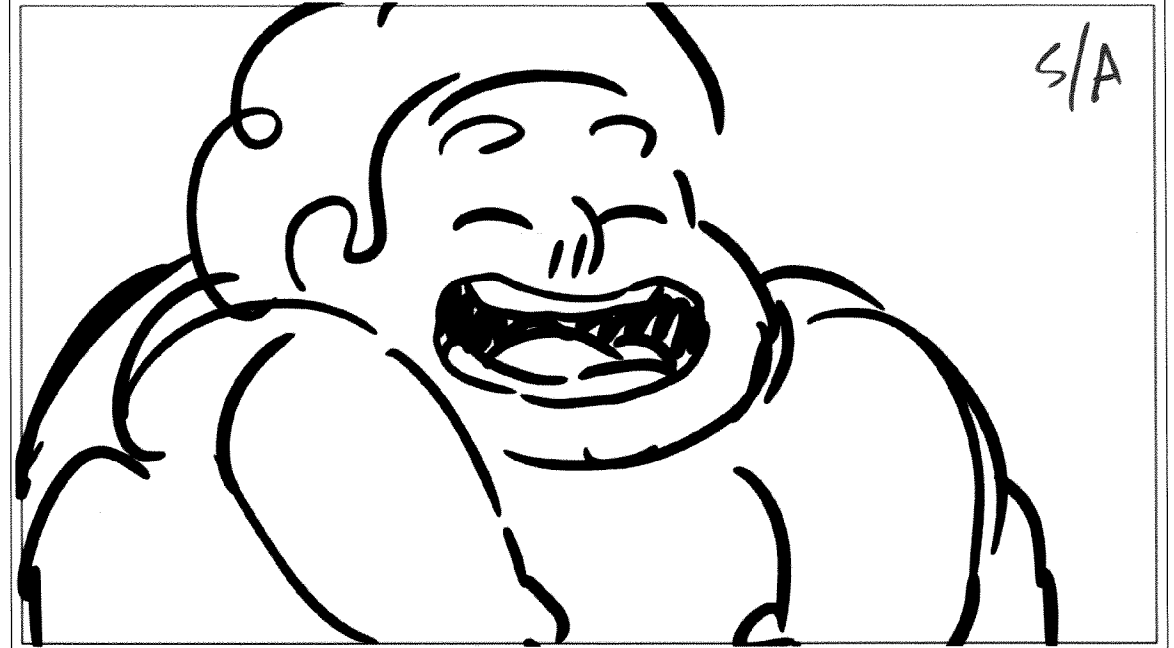
Amethyst and Garnet turn and shush Pearl.

Steven is still looking at the TV O/S.

## Notes

H.U. Pearl to previous scene.  
Need -SP- for all.

Scene	Panel
18	1



## Dialogue

STEVEN: hahaha!

## Slugging

1.11

## Notes

Need to H.U. Steven to previous scene. Steven should be looking over his left arm.

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Scene 18 Panel 2  
CONT



Dialogue

STEVEN: Its just a movie, Pearl.

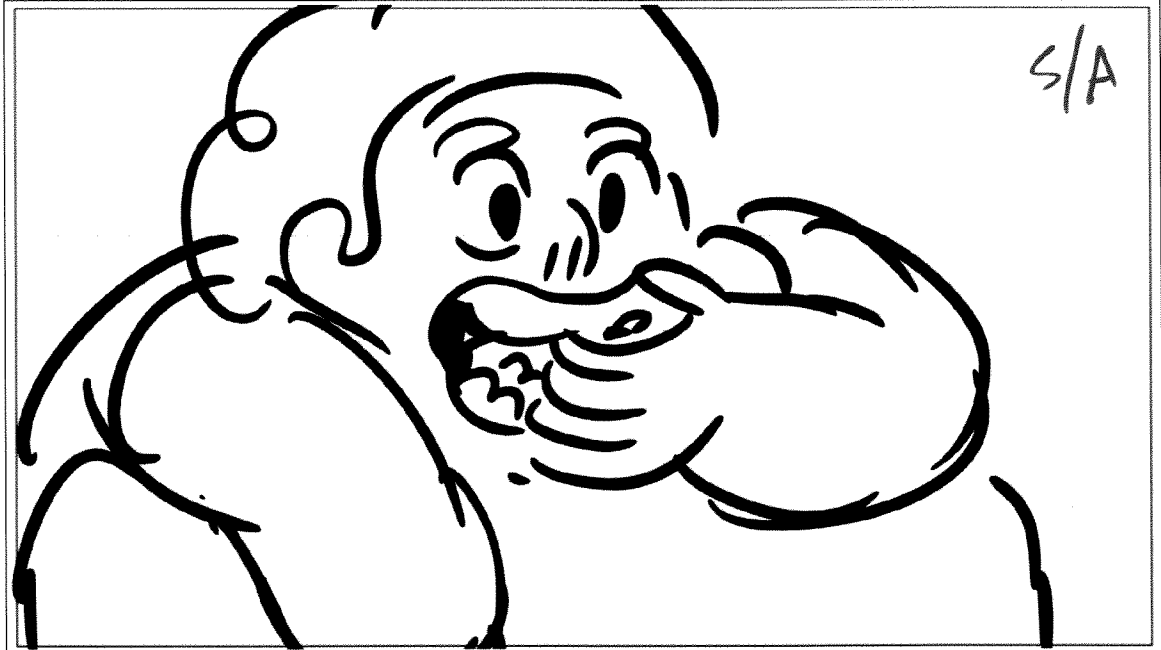
Action Notes

Steven reaches down to grab popcorn.

Slugging

2.07

Scene 18 Panel 3  
CONT



Action Notes

Steven shovels popcorn into his mouth.

Slugging

1.00

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Scene	Panel
18	cont 4



Dialogue  
STEVEN: It doesn't have to be realistic!

Action Notes  
Steven is talking with his mouth full of popcorn.  
Popcorn bits fall out of Steven's mouth.

Slugging  
3.10

Scene	Panel
19	1



Dialogue  
PEARL: Well if you ever want to see a demonstration of proper sword techniques, i'd be happy to show you.

Slugging  
7.06  
  
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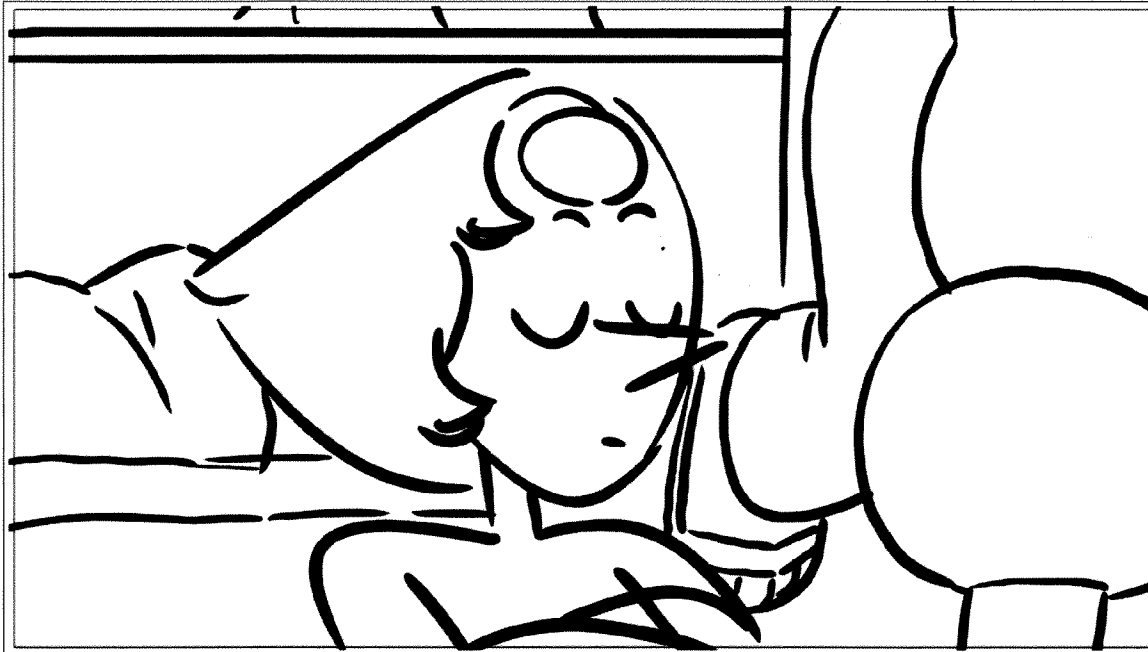
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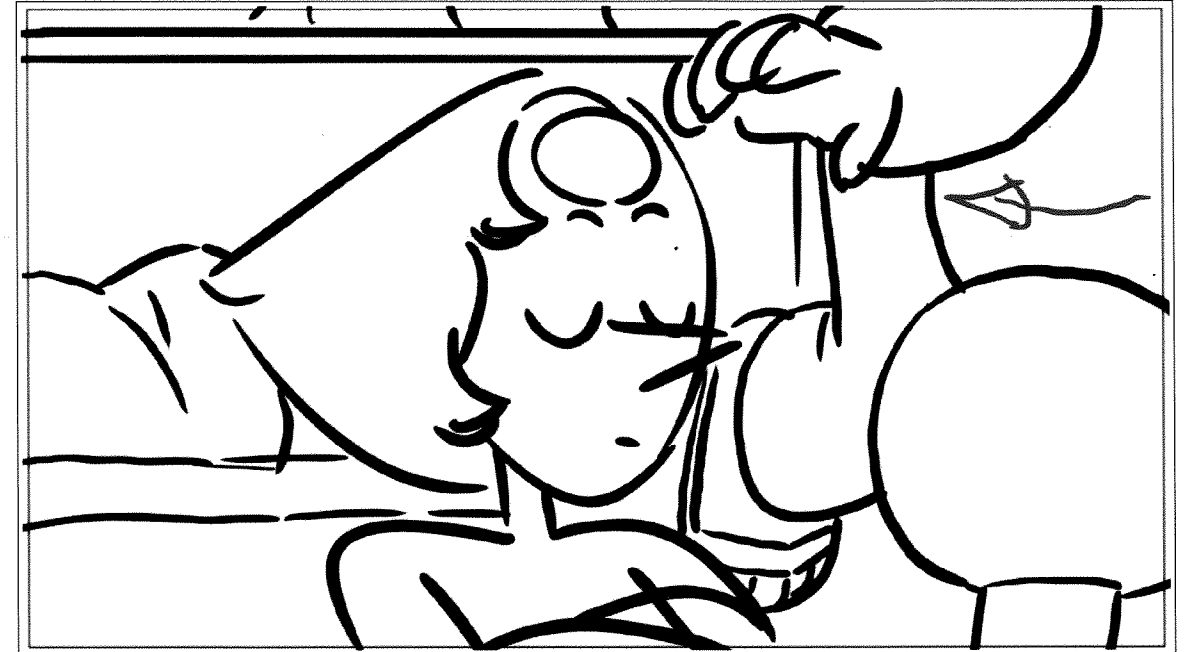


Scene	Panel
19	CONT
2	



Slugging  
0.09

Scene	Panel
19	CONT
3	



Action Notes  
Steven reaches his hand out towards Pearls head.

Slugging  
0.04

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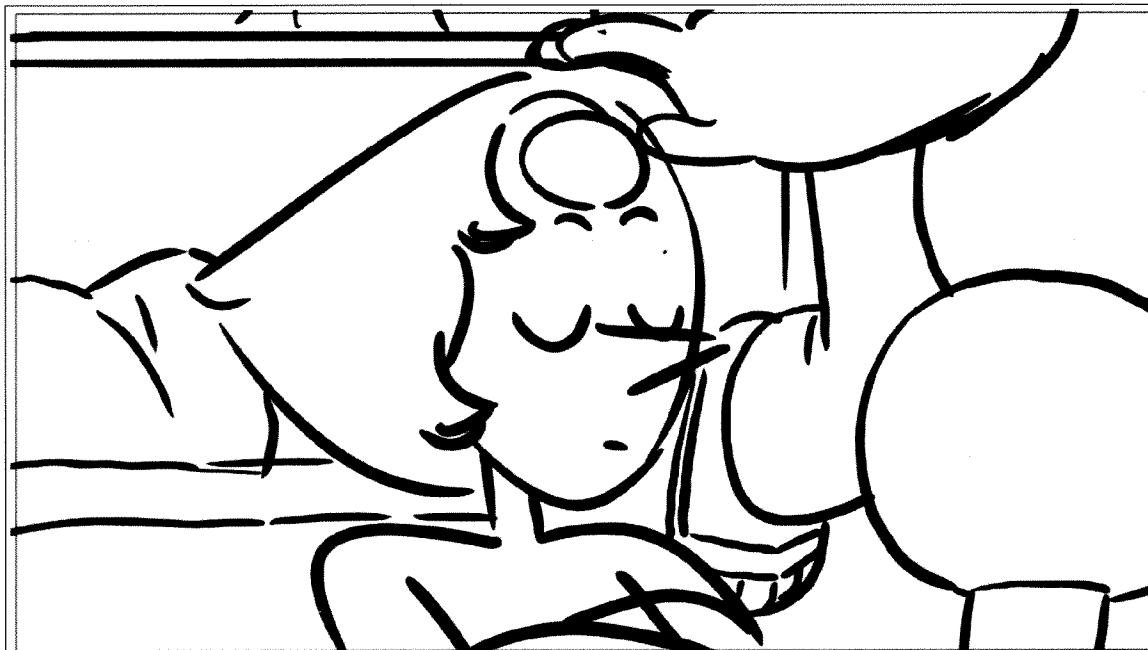
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Scene	Panel
19	<i>cont</i>

4



Slugging  
0.04

Scene	Panel
19	<i>cont</i>

5



Action Notes  
Steven pats Pearl on the head.

Slugging  
0.06

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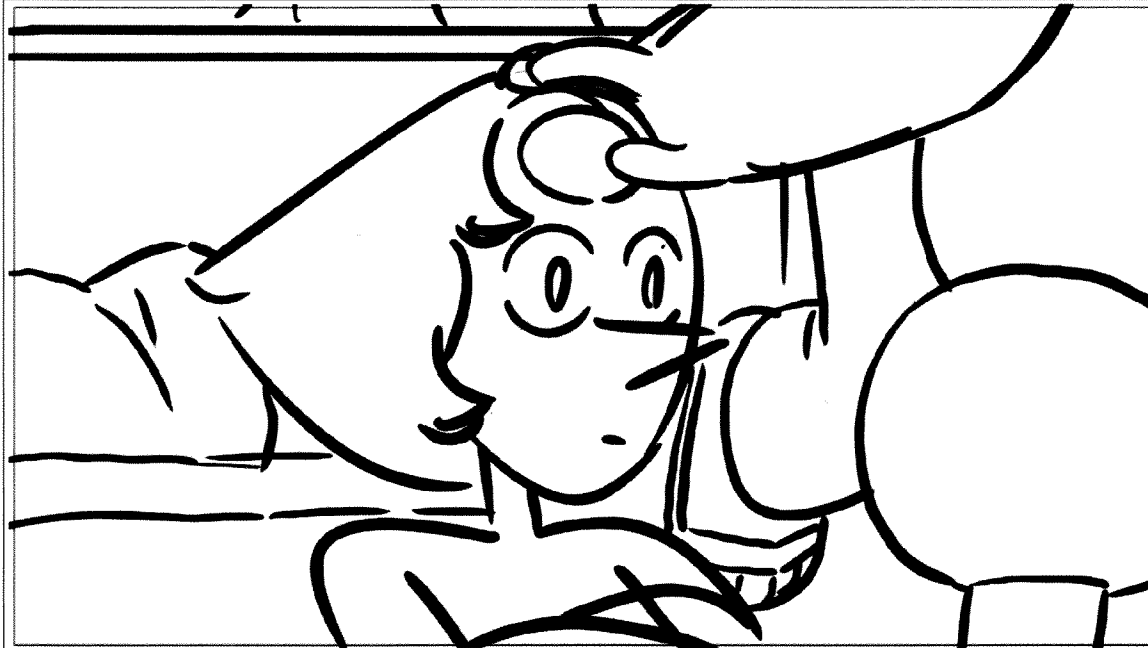
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Scene 19 Panel 6  
*cont*



Action Notes  
Pearl reacts to Steven's pat.

Slugging  
1.02

Scene 19 Panel 7  
*cont*



Action Notes  
Pearl looks at Steven O/S.

Steven's hand stays on Pearls head.

Slugging  
0.12

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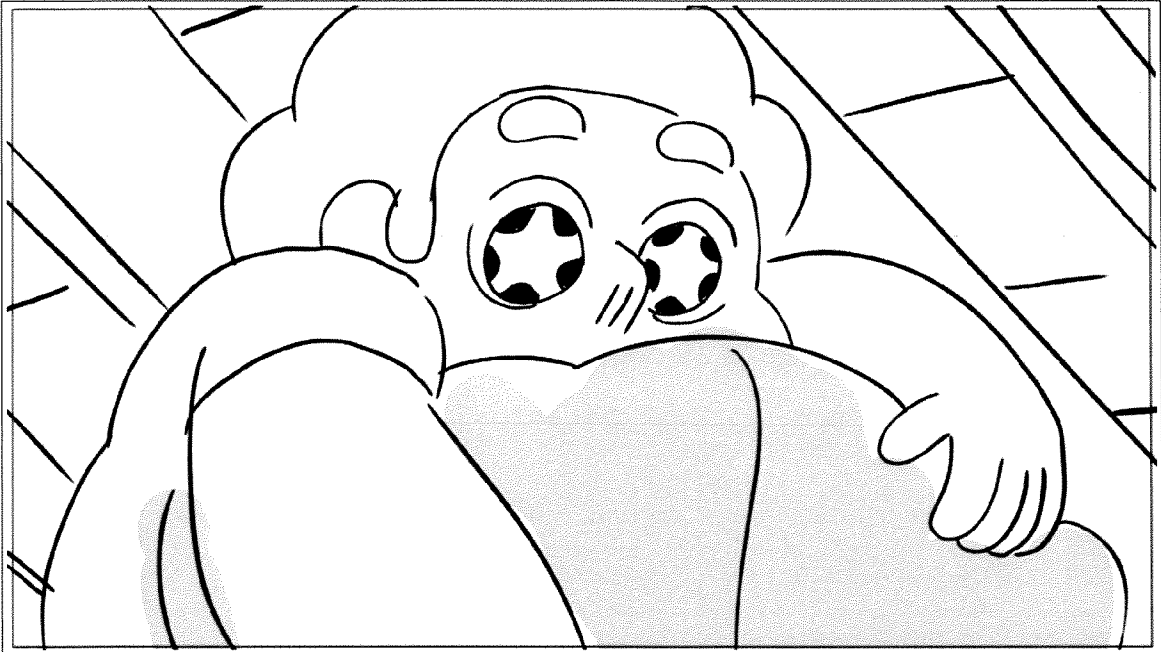
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Scene	Panel
20	1



Action Notes  
Steven looks \*star eyed\* at Pearl O/S.

Slugging  
2.00

Scene	Panel
21	1

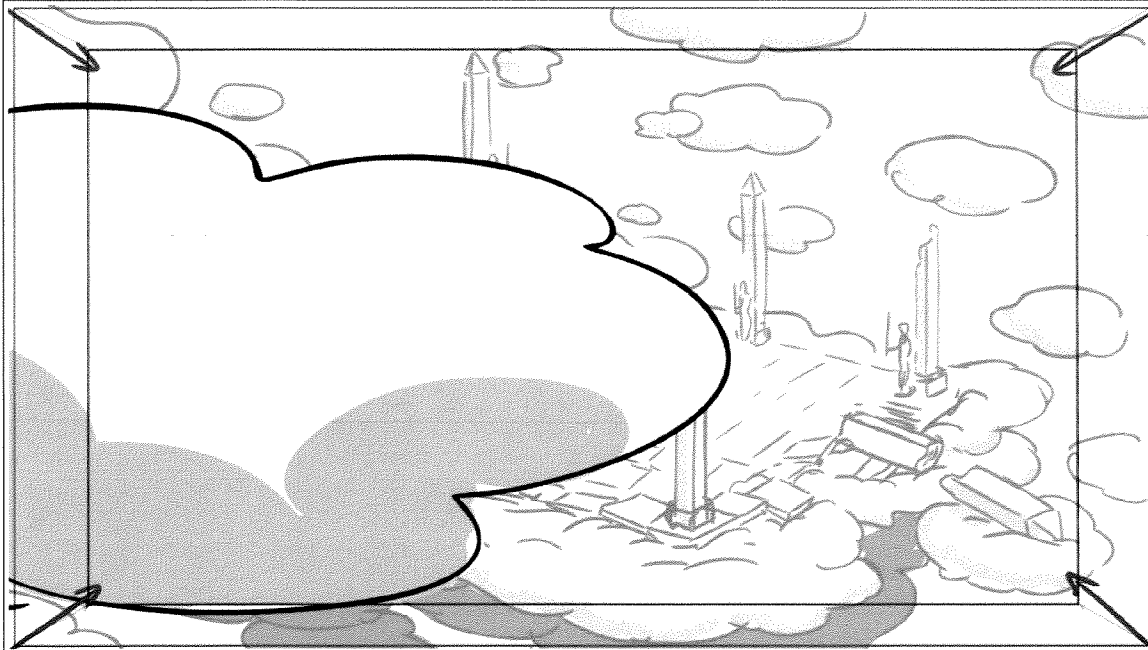


Dialogue  
PEARL: Now?

Slugging  
1.10

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Scene	Panel
22	1

**Action Notes**

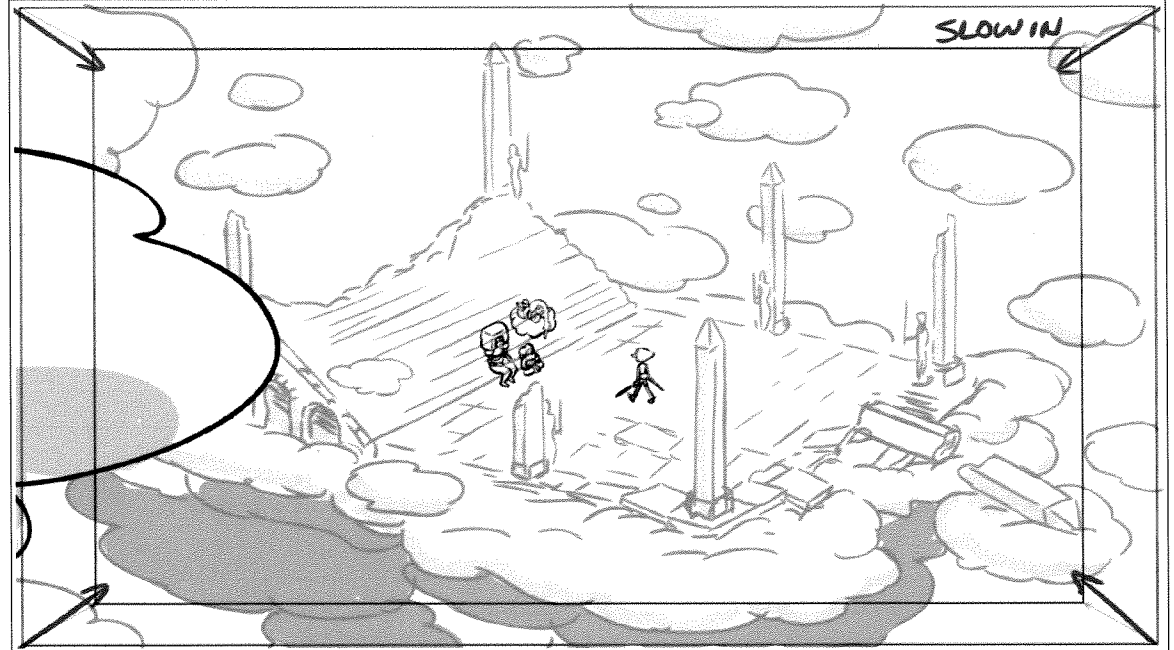
Clouds part.

Camera slow push IN through the scene.

**Slugging**

ADJ: 1.02

Scene	Panel
22	2 <i>CONT</i>

**Action Notes**

Clouds part revealing Pearl walking towards Garnet, Steven and Amethyst. Amethyst is sitting on a cloud.

**Slugging**

ADJ: 0.14

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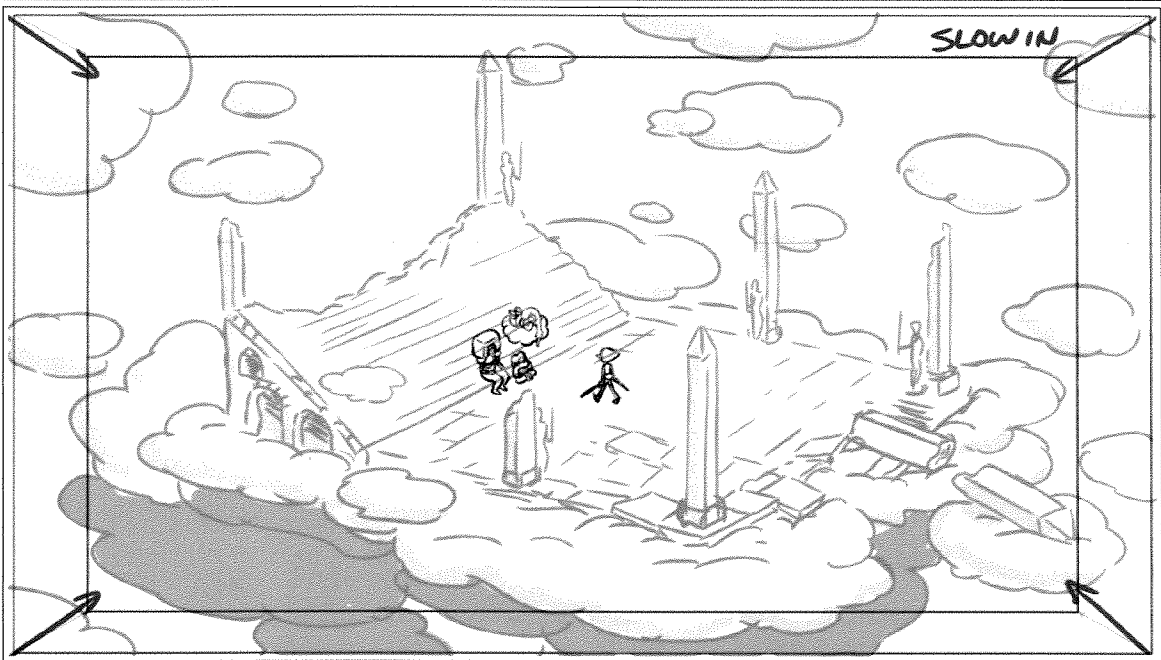
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Scene	Panel
22	CONT 3

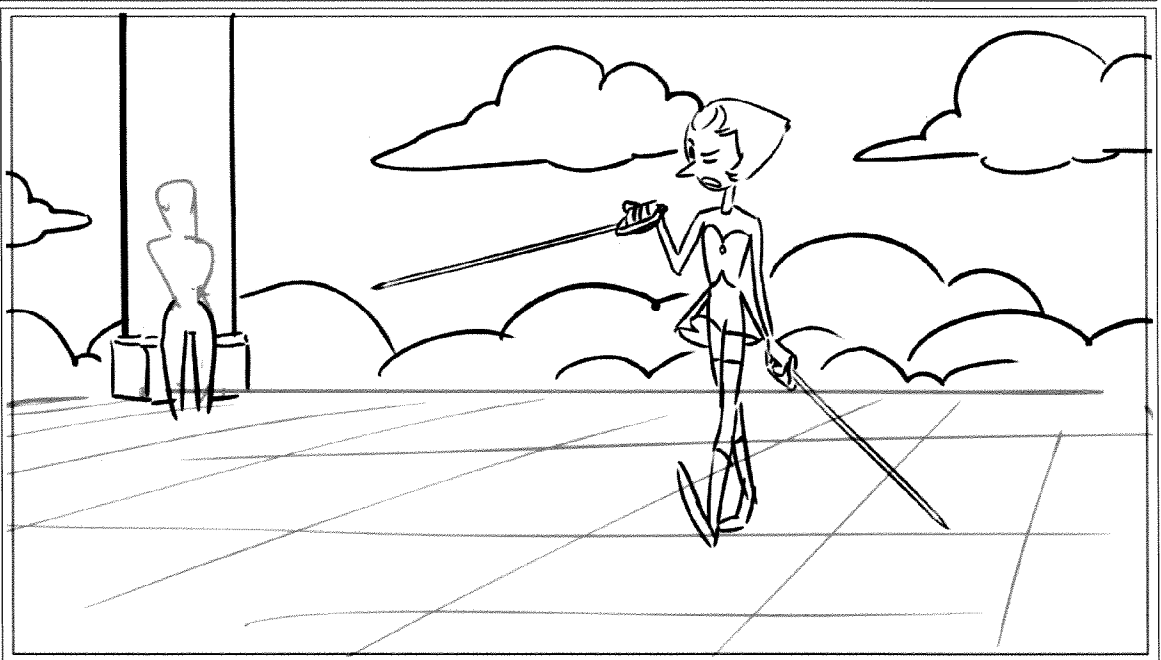


Dialogue  
PEARL: Alright...

Action Notes  
Pearl walks towards the group.

Slugging  
ADJ: 1.04

Scene	Panel
23	1



Dialogue  
PEARL: ..in order...

Action Notes  
Pearl is examining at her sword.

Slugging  
0.13

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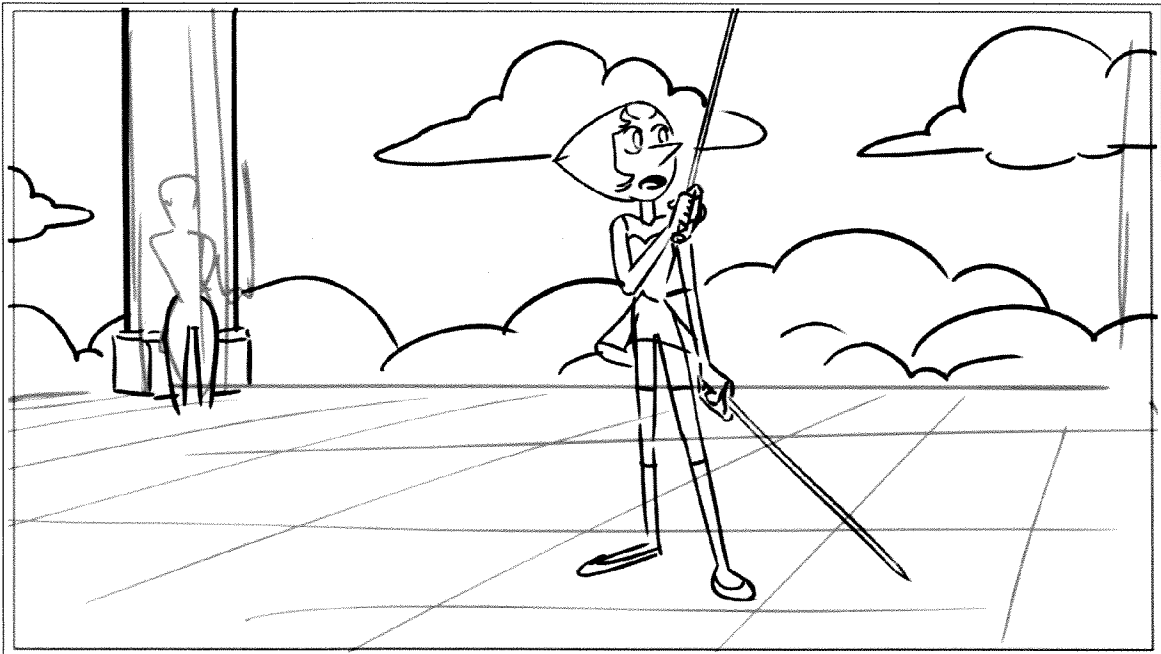
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Scene 23 Panel 2  
*CONT*



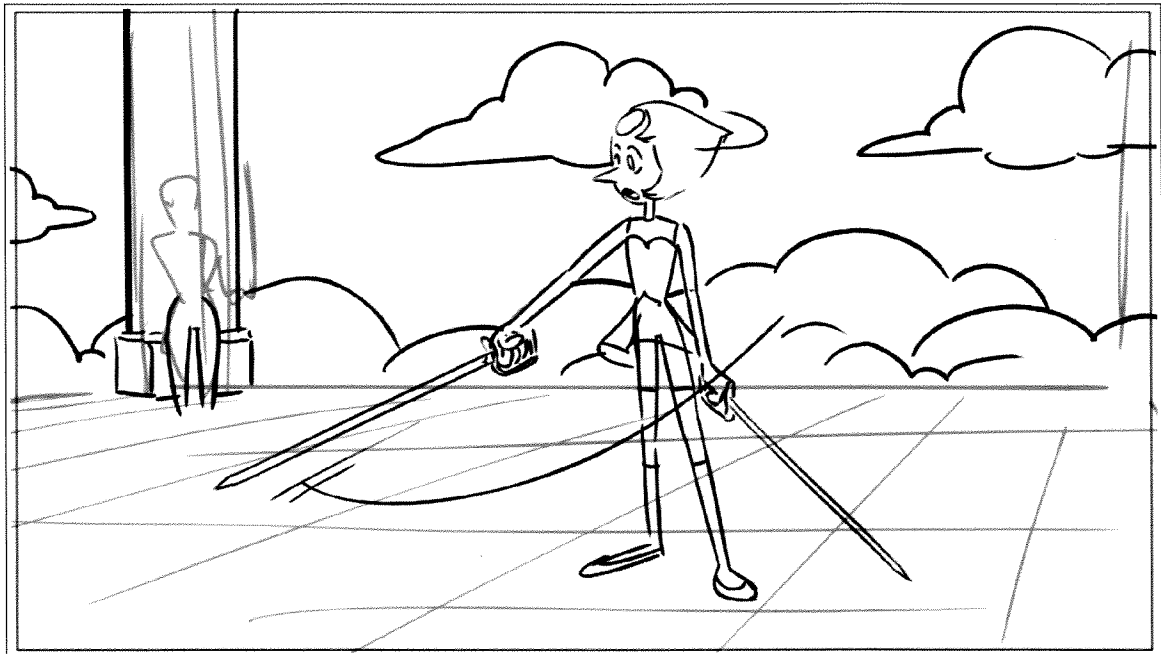
Dialogue

PEARL: ...to give a...

Slugging

0.08

Scene 23 Panel 3  
*CONT*



Dialogue

PEARL: ...proper demonstration I'm going need a...

Slugging

2.09

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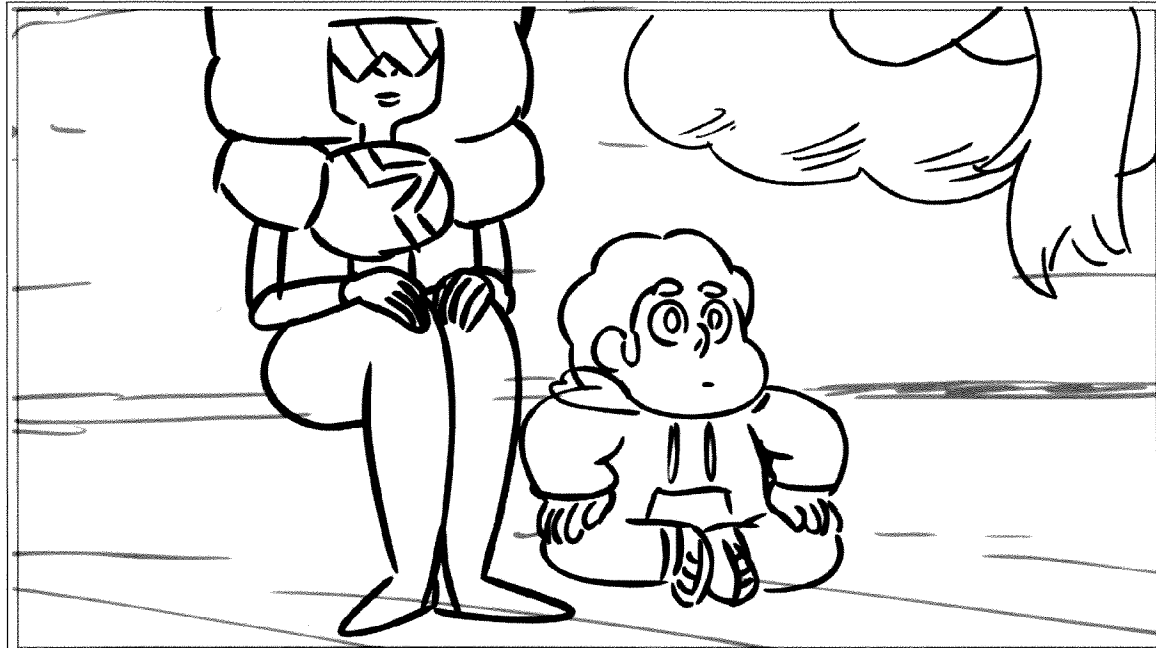
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Scene	Panel
24	1

**Dialogue**

PEARL (os): ... sparring partner.

**Action Notes**

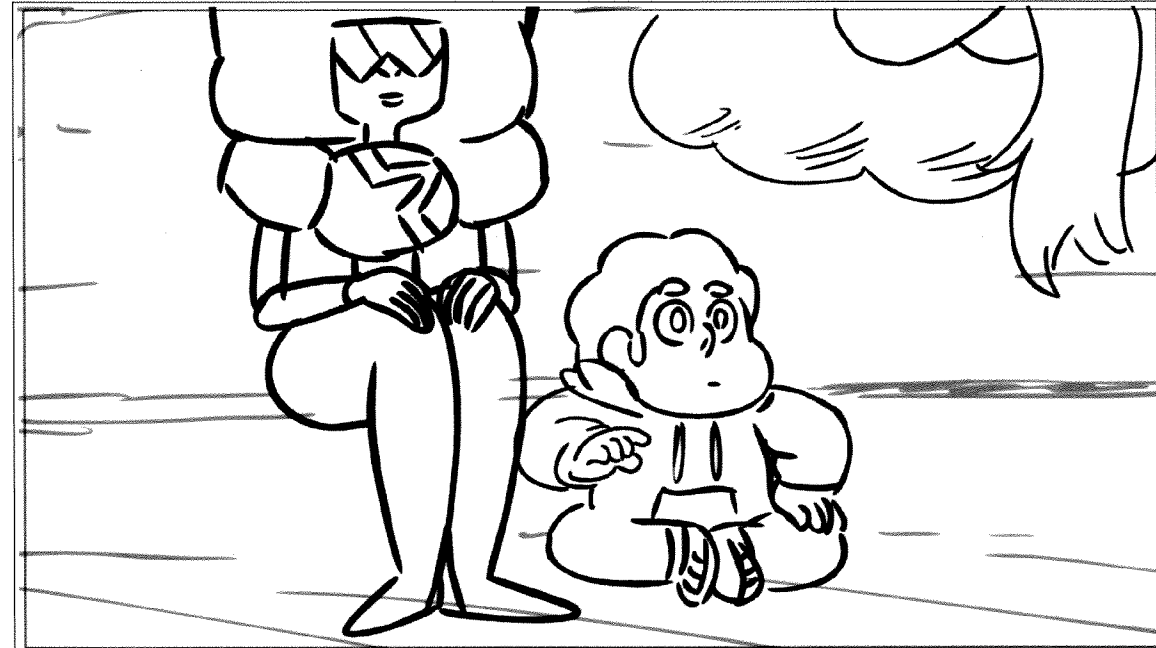
Garnet + Steven watching Pearl O/S.

Amethyst hair is hanging down from a cloud on screen right.

**Slugging**

1.14

Scene	Panel
24	2 <i>CONT</i>

**Action Notes**

Steven slowly raises his hand.

**Slugging**

0.04

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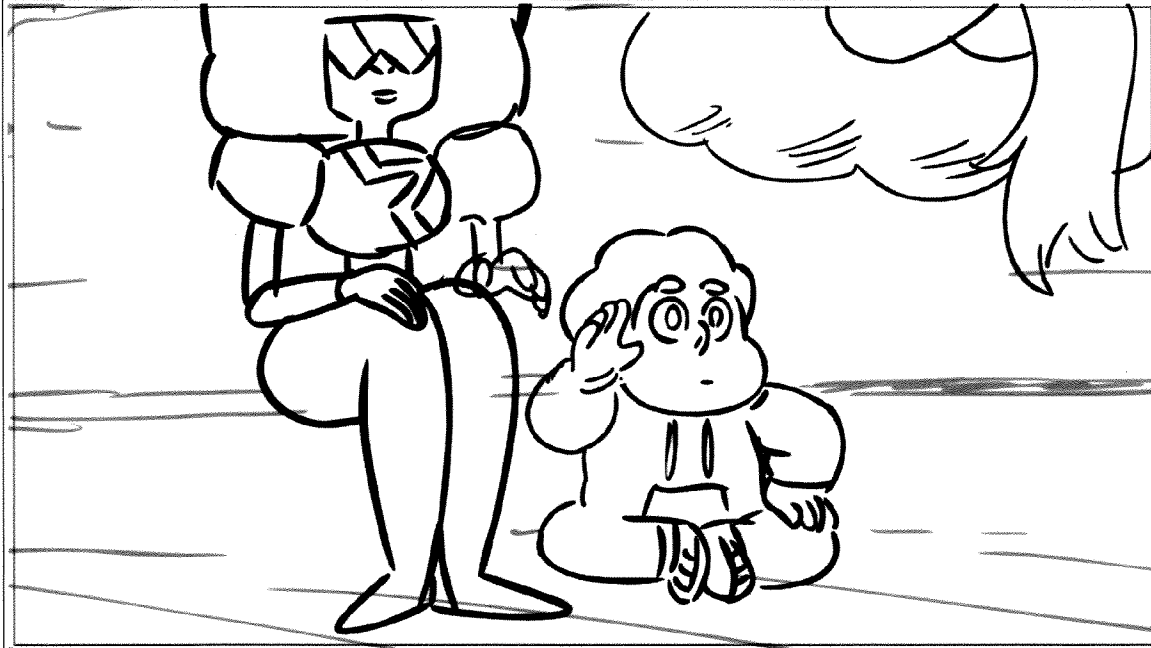
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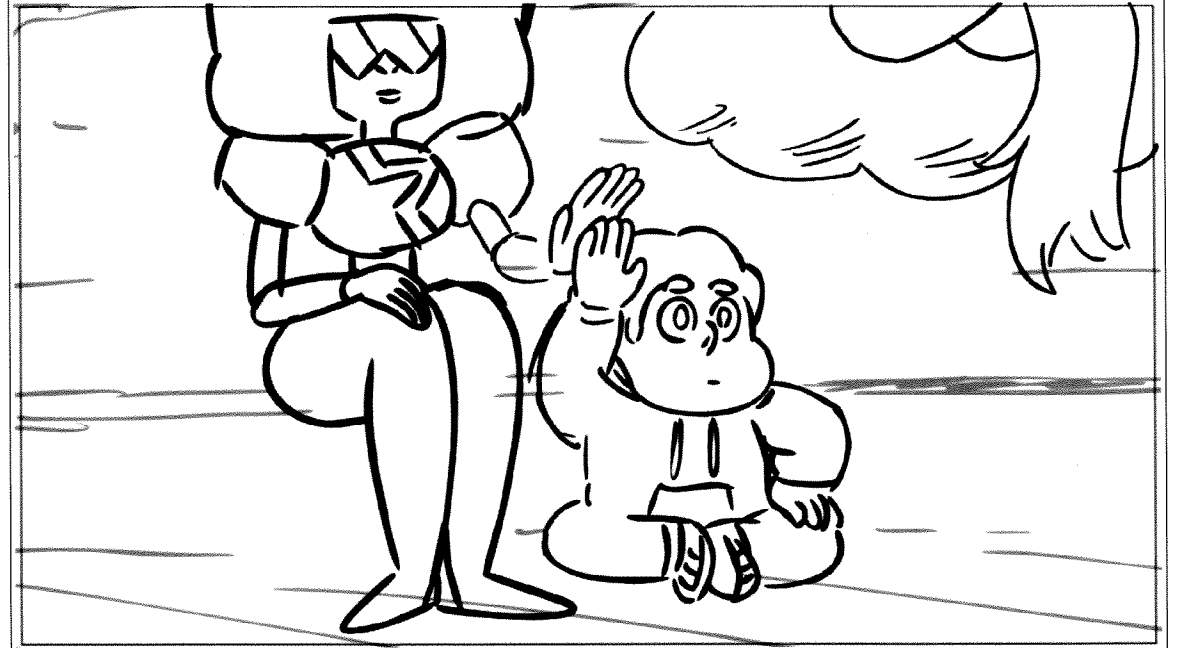
Scene 24 Panel 3  
*CONT*



Action Notes  
Garnet slowly stops him.

Slugging  
0.04

Scene 24 Panel 4  
*CONT*



Slugging  
0.04

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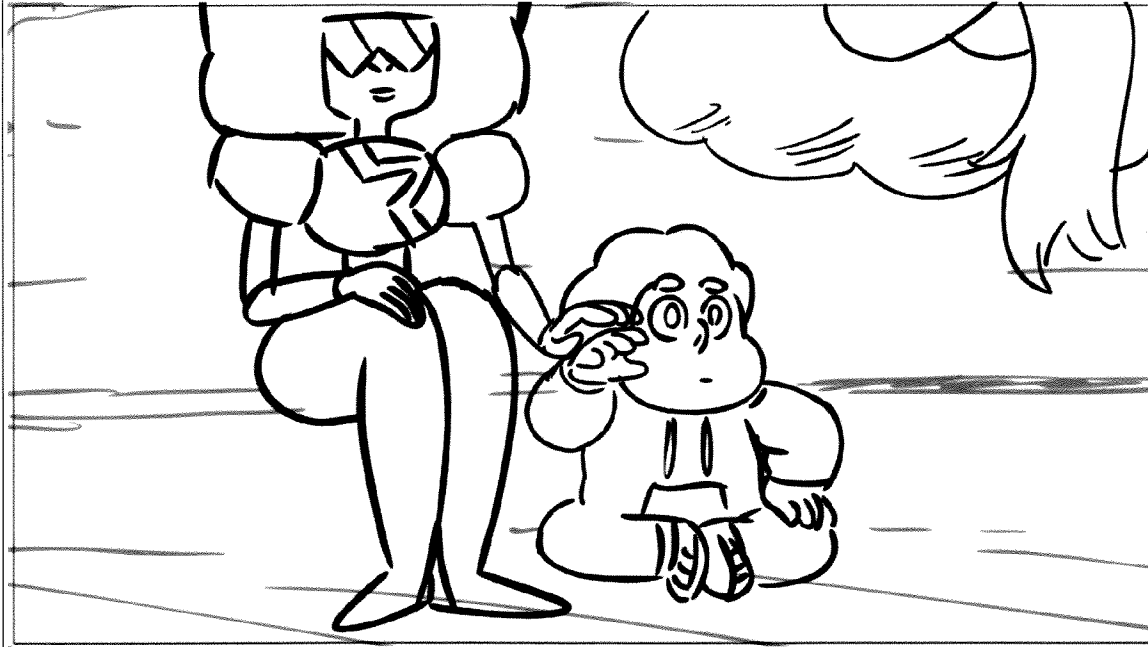
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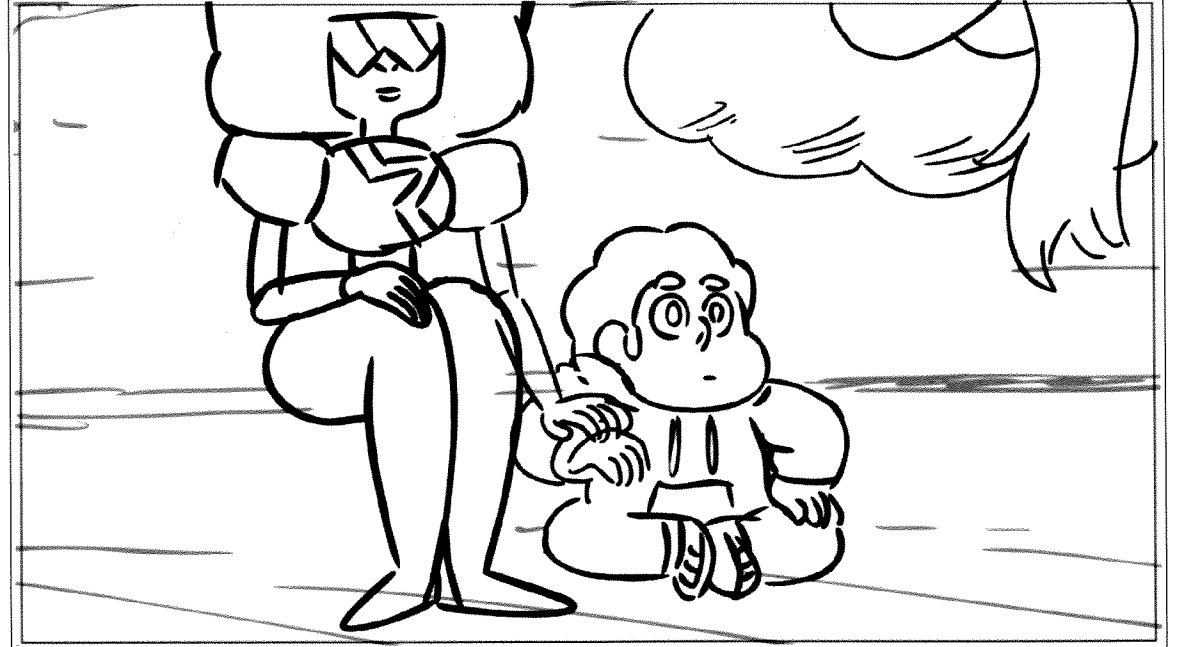
Scene 24 Panel 5  
*cont*



Action Notes  
Garnet pushes Steven's hand down.

Slugging  
0.09

Scene 24 Panel 6  
*cont*



Slugging  
0.11

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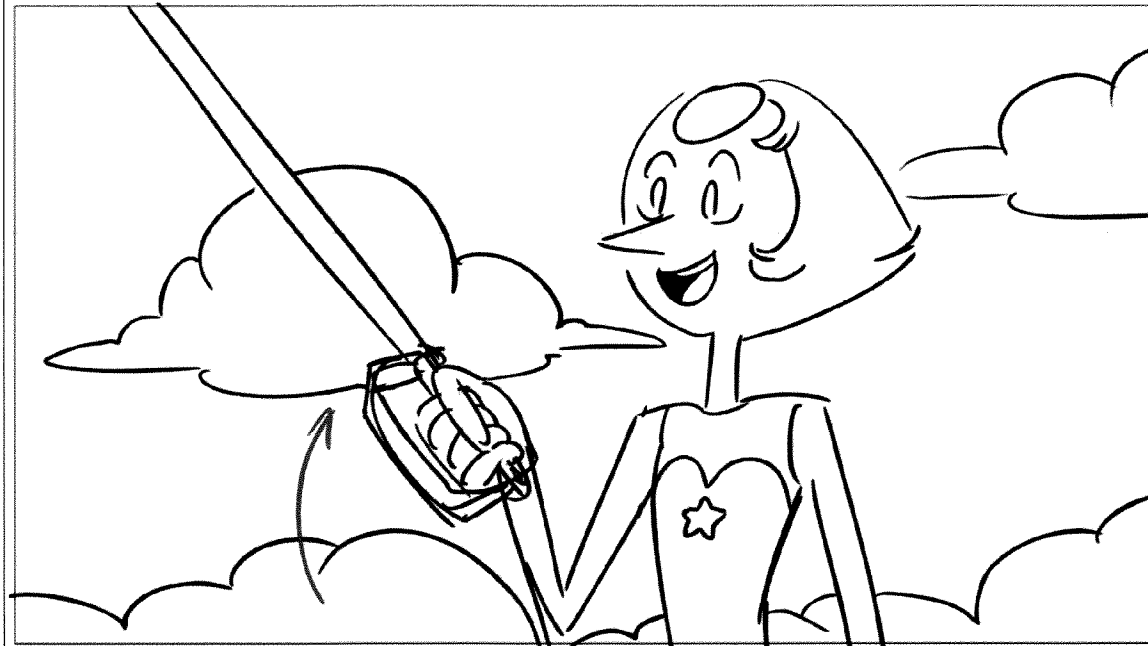
1020-013

1020-013

1020.013



Scene	Panel
25	1



Dialogue  
PEARL: Luckily I have the perfect candidate...

Action Notes  
Pearl raises her sword up from O/S bottom.

Slugging  
3.09

Scene	Panel
25	2 <i>CONT</i>



Dialogue  
PEARL: ...right here!

Slugging  
2.11

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1020.013

1020.013

1020.013



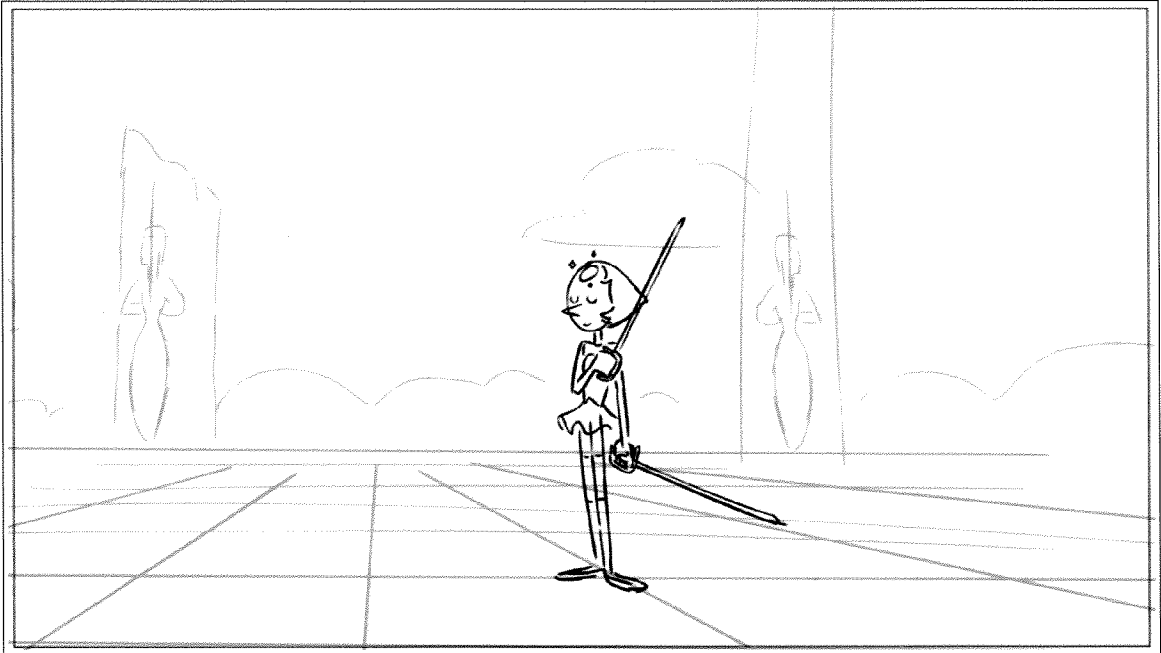
Scene	Panel
25	<i>CONT</i> 3



Action Notes  
Pearl's gem glows.

Slugging  
0.09

Scene	Panel
26	1



Action Notes  
Pearl spins elegantly into pose (see ref animation).  
Sparkles trail from her gem.

Slugging  
0.08

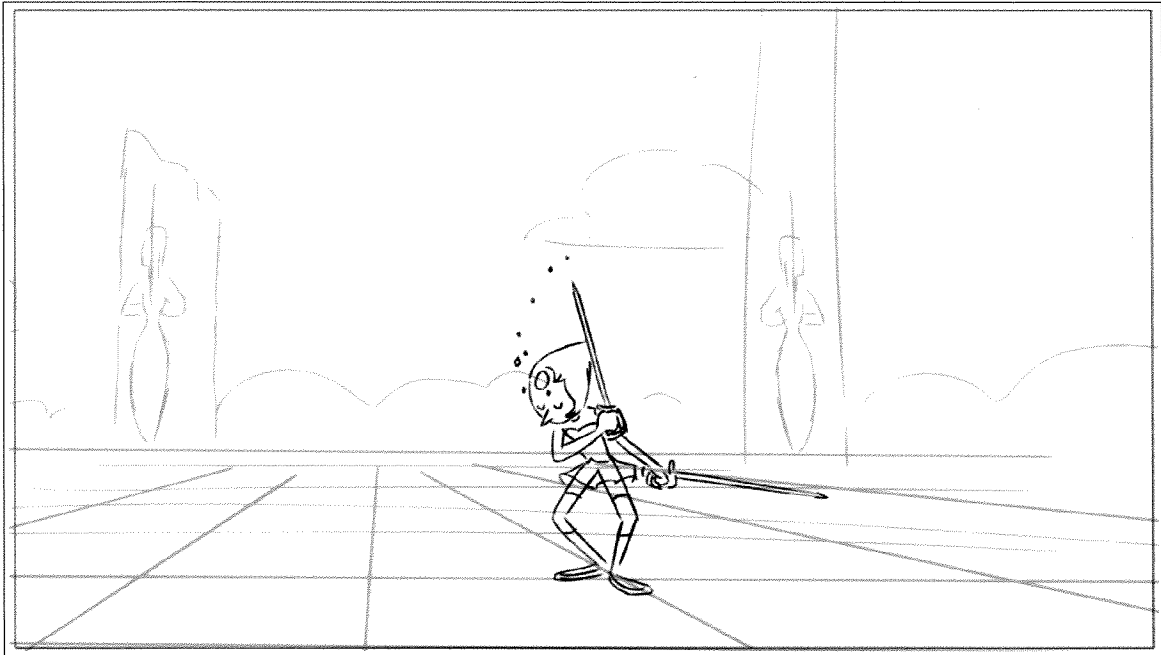
AUG 0 6 2013

1020.013

1020.013

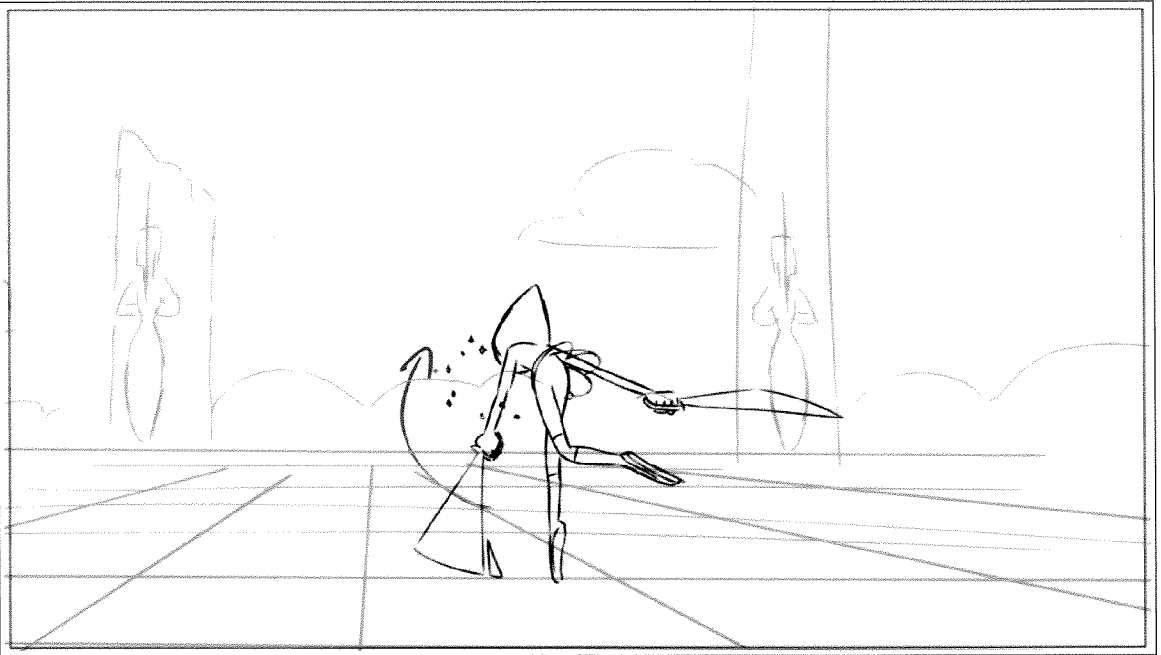


Scene	Panel	
26	CONT	2



Slugging  
0.10

Scene	Panel	
26	CONT	3



Slugging  
0.07

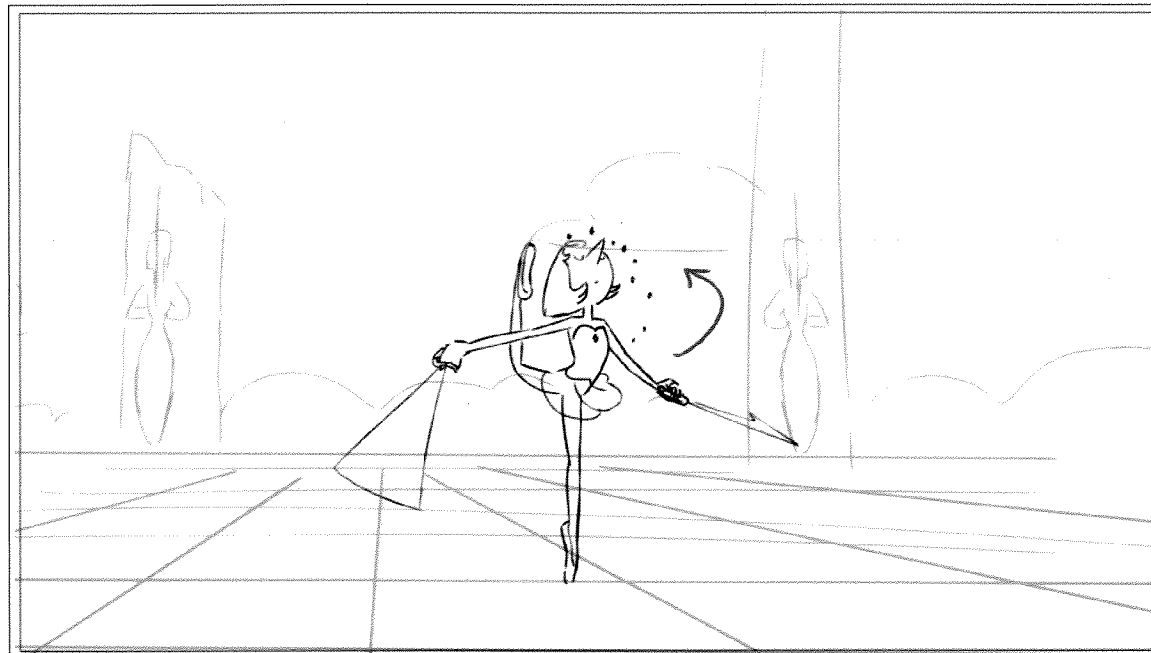
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1020.013

1020.013

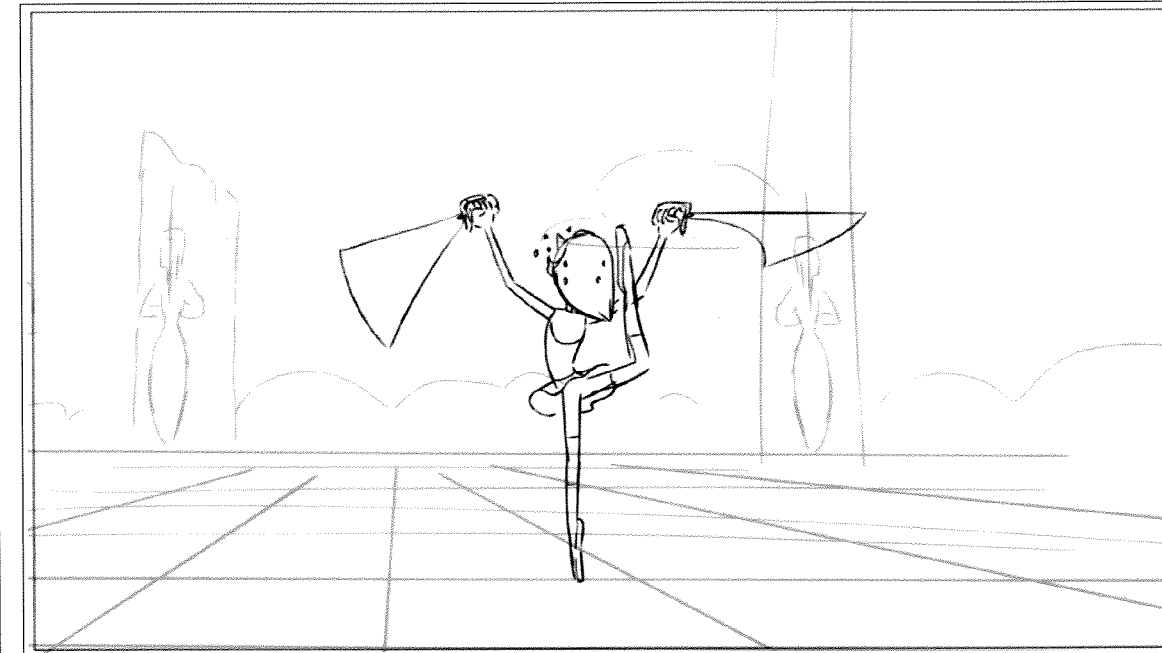
1020.013

Scene	Panel
26	CONT
	4



Slugging  
0.08

Scene	Panel
26	CONT
	5



Slugging  
0.06

AUG 0 6 2013

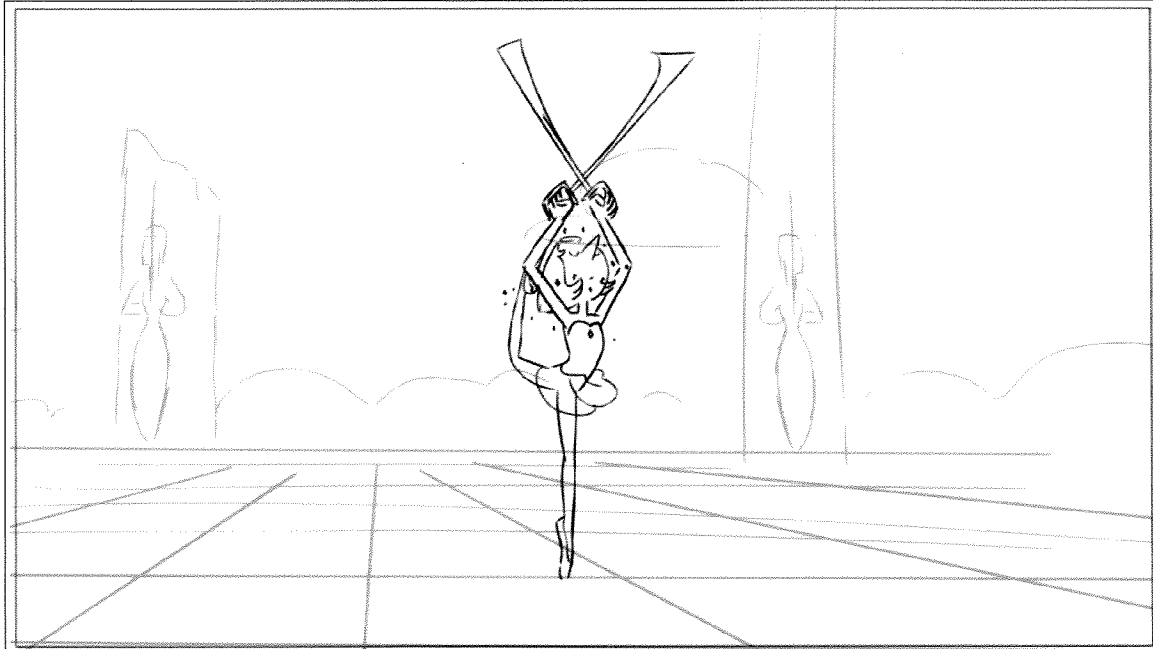
1020.013

1020.013

1020.013

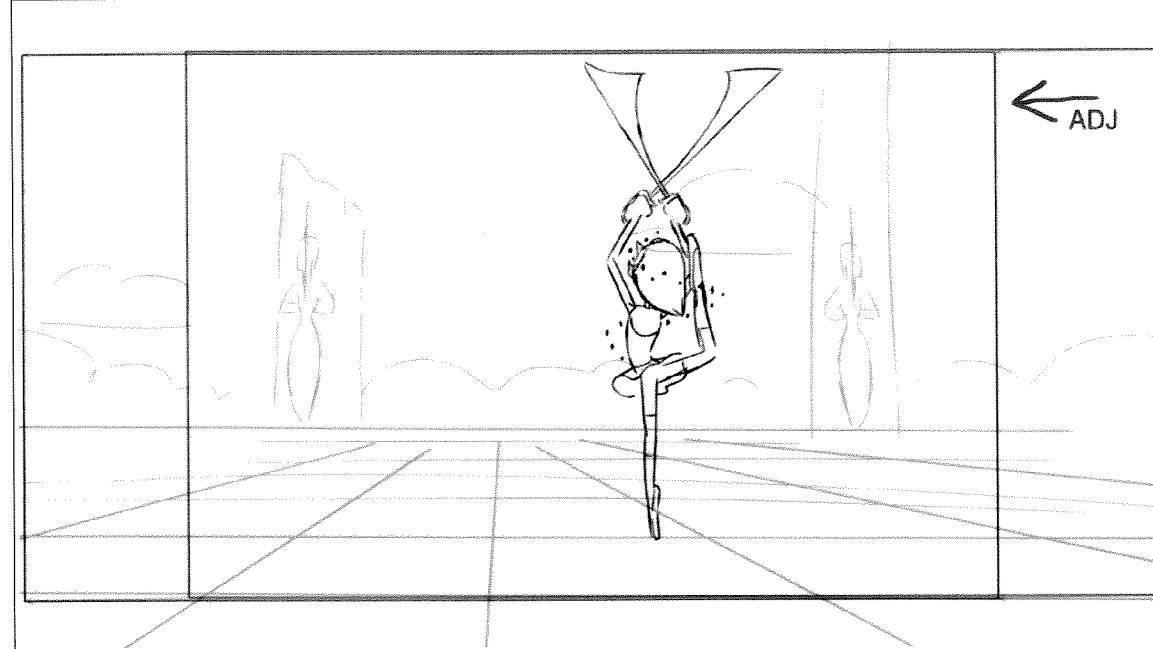


Scene	Panel
26	cont 6



Slugging  
0.04

Scene	Panel
26	cont 7



Action Notes  
Camera ADJ W.

Slugging  
ADJ: 0.04

Total ADJ 7 to 9 = 0.12

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1020.013

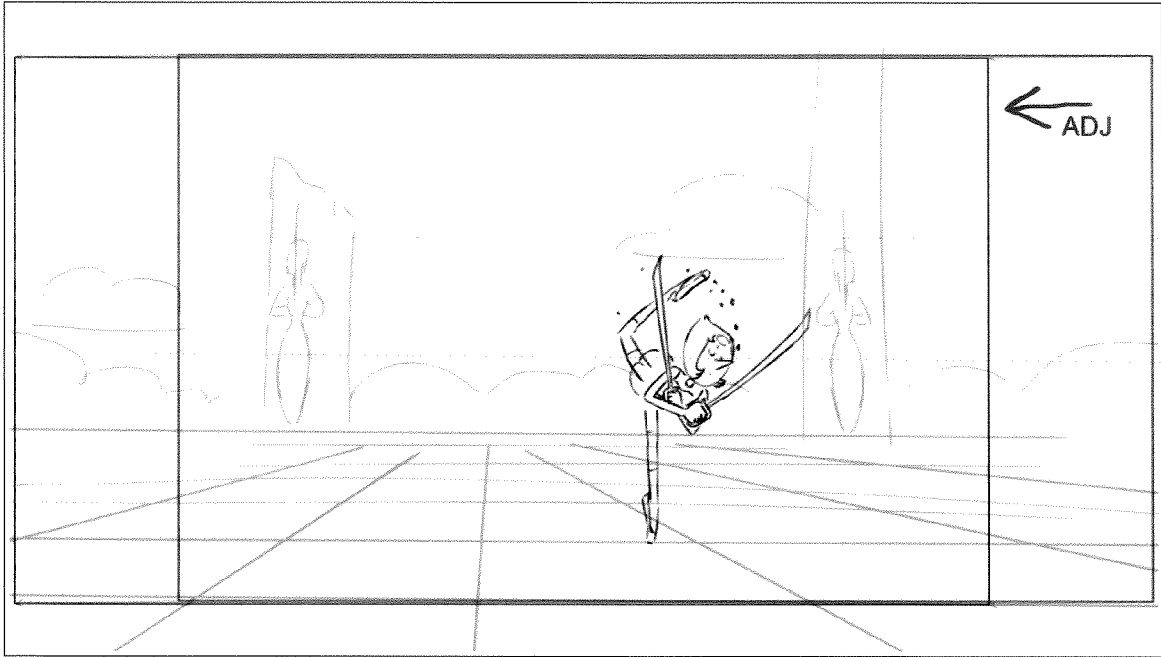
1020.013

1020.013





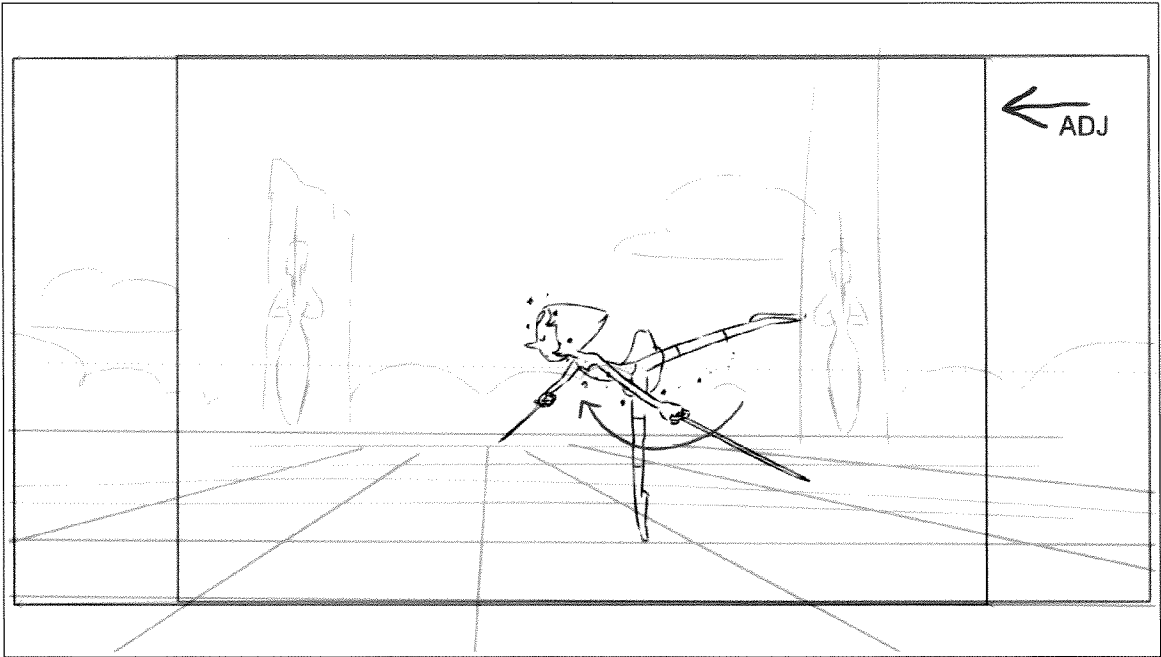
Scene	Panel	
26	<i>CONT</i>	8



Action Notes  
Camera ADJ W.

Slugging  
ADJ: 0.05

Scene	Panel	
26	<i>CONT</i>	9



Action Notes  
Camera ADJ W.

Slugging  
ADJ: 0.03

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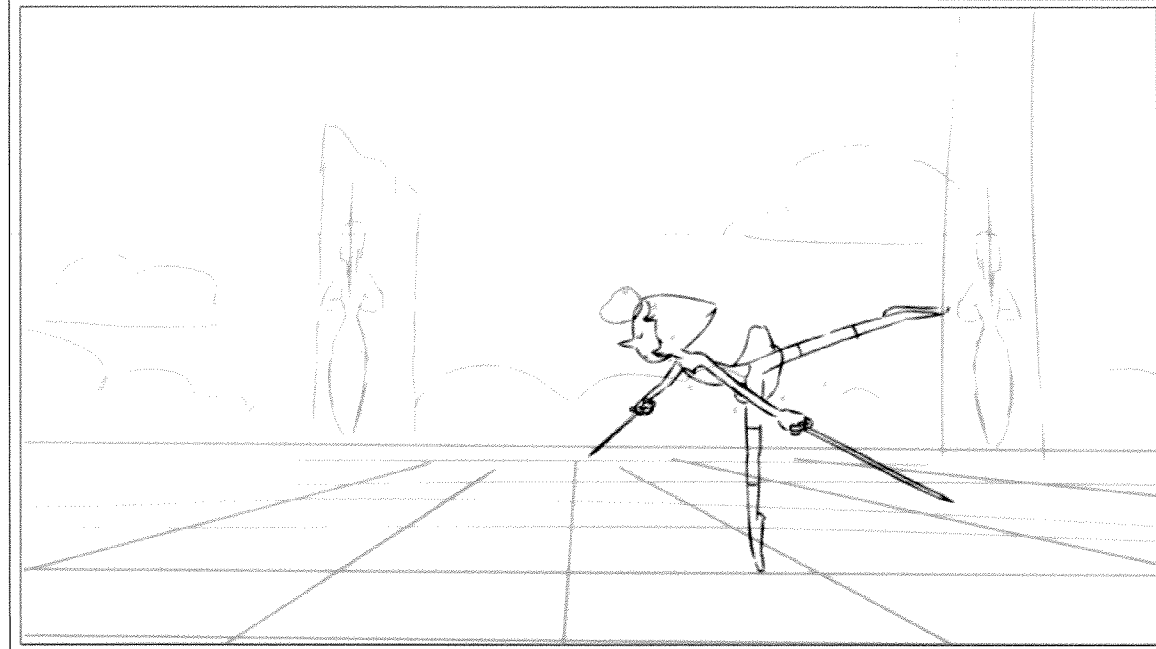
1020.013

1020.013

1020.013



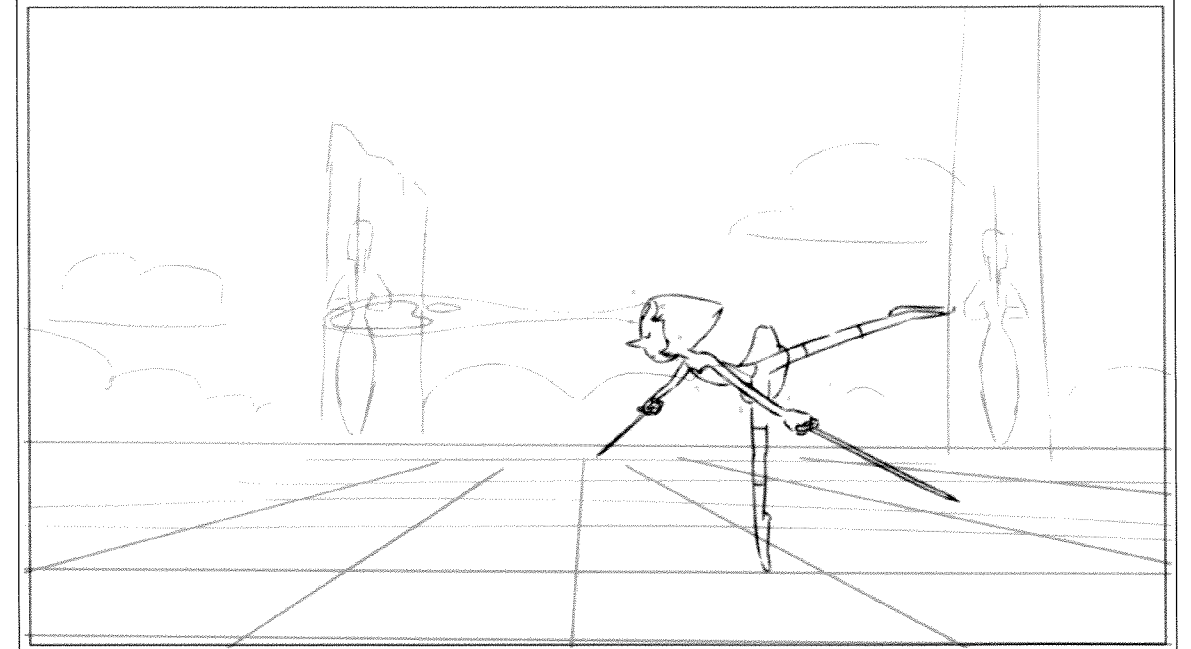
Scene	Panel
26	10
<i>CONT</i>	



**Action Notes**  
Holo-Pearl is projected out of her gem (see ref animation).

**Slugging**  
Panels 10 to 21 = 1.06

Scene	Panel
26	11
<i>CONT</i>	



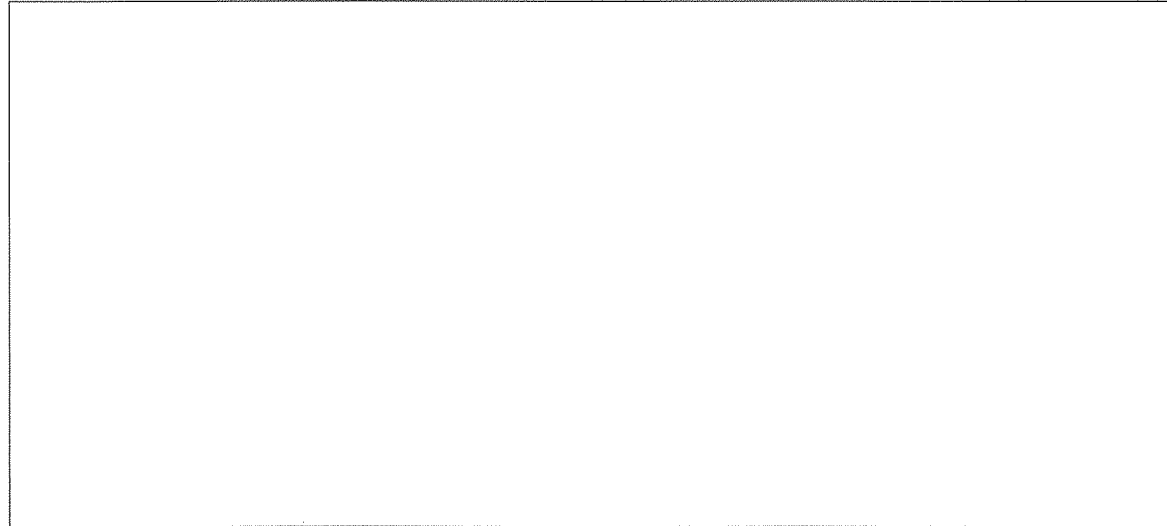
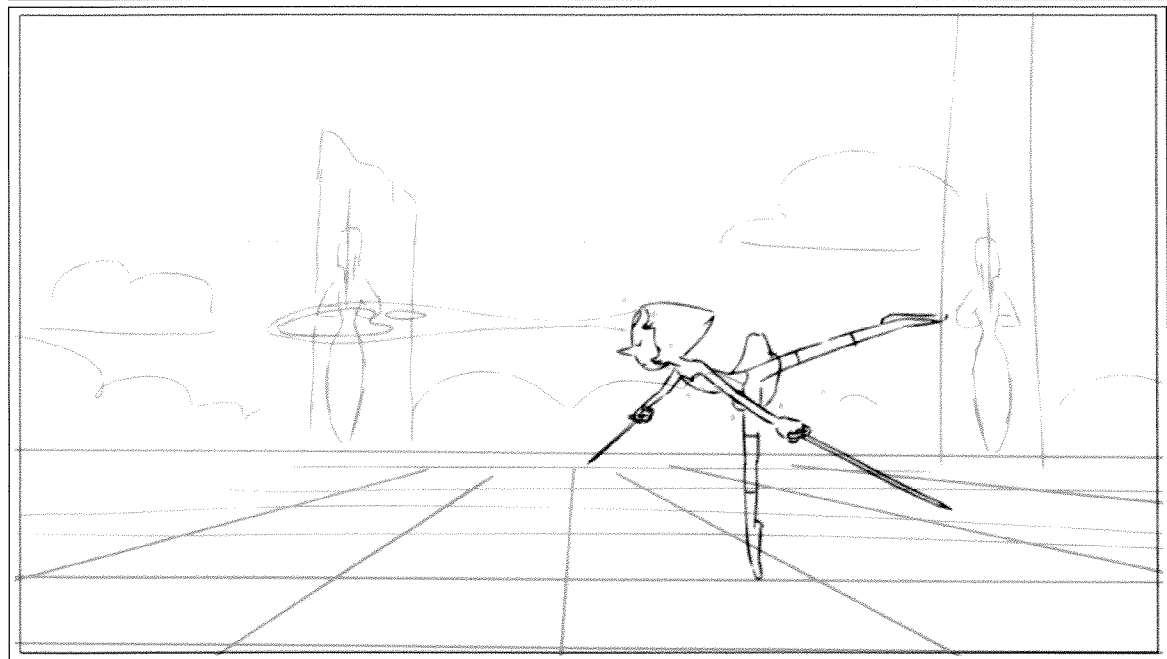
AUG 06 ZUL

1020.013

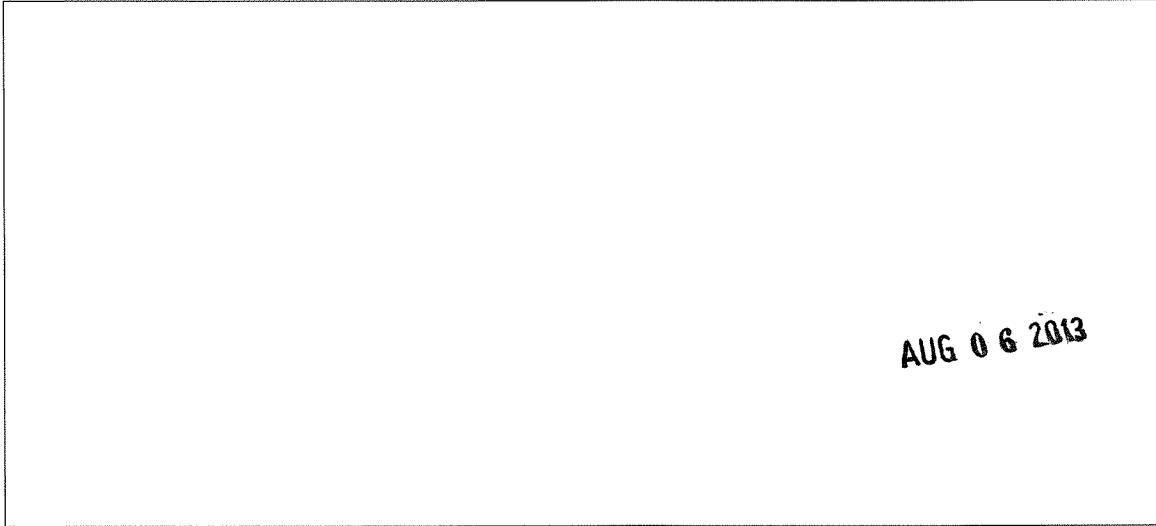
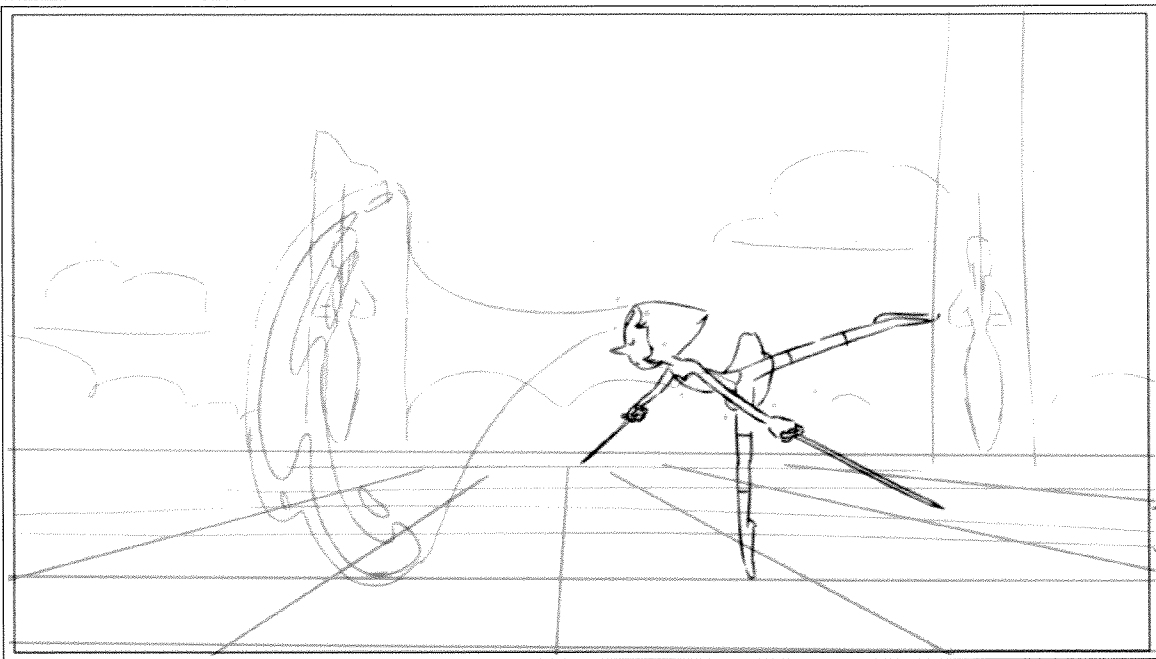
1020.013

1020.013

Scene 26 Panel 12



Scene 26 Panel 13



1020.013

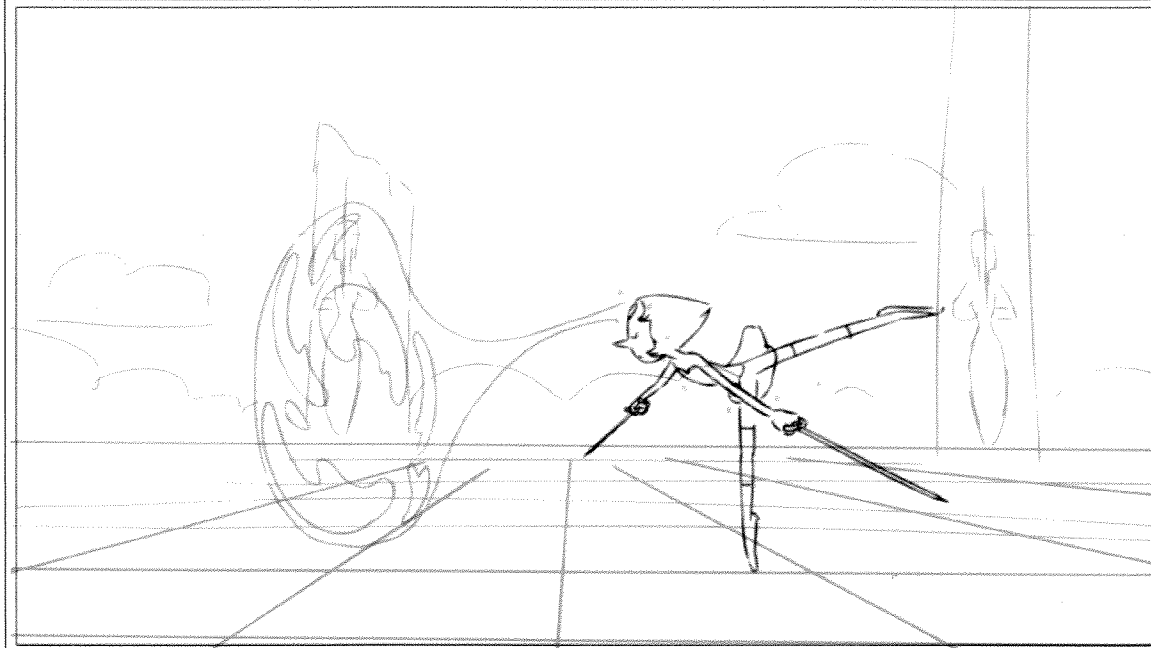
1020.013

AUG 06 2013

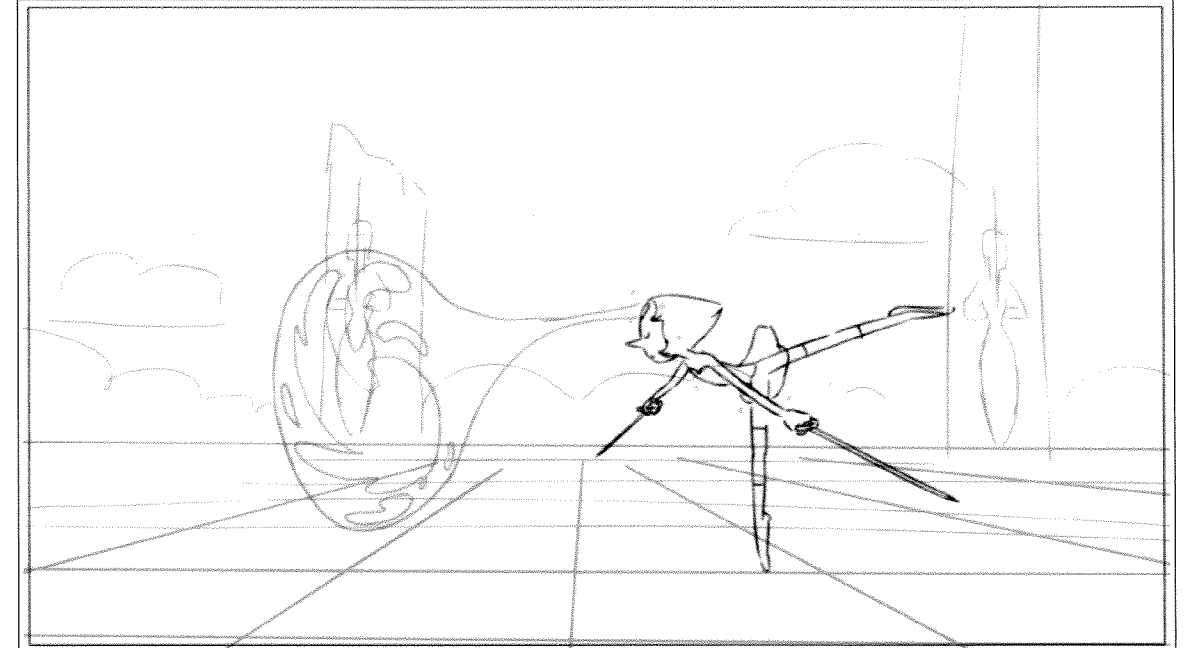
1020.013



Scene	Panel
26	<i>cont</i>
14	



Scene	Panel
26	<i>cont</i>
15	



AUG 06 2016

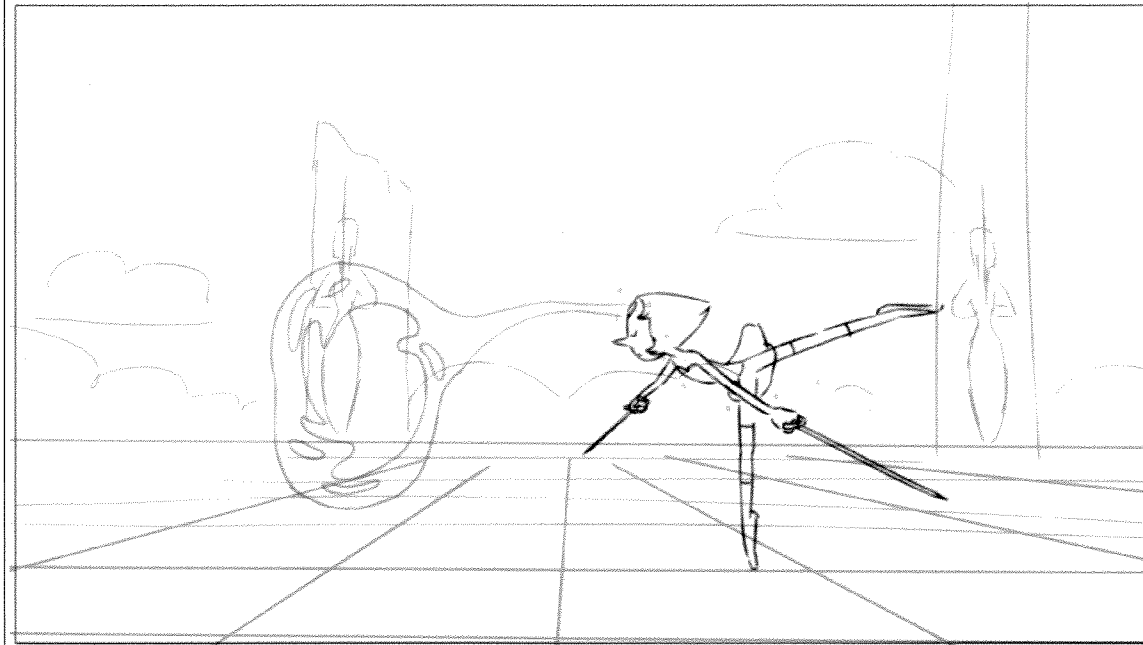
1020.013

1020.013

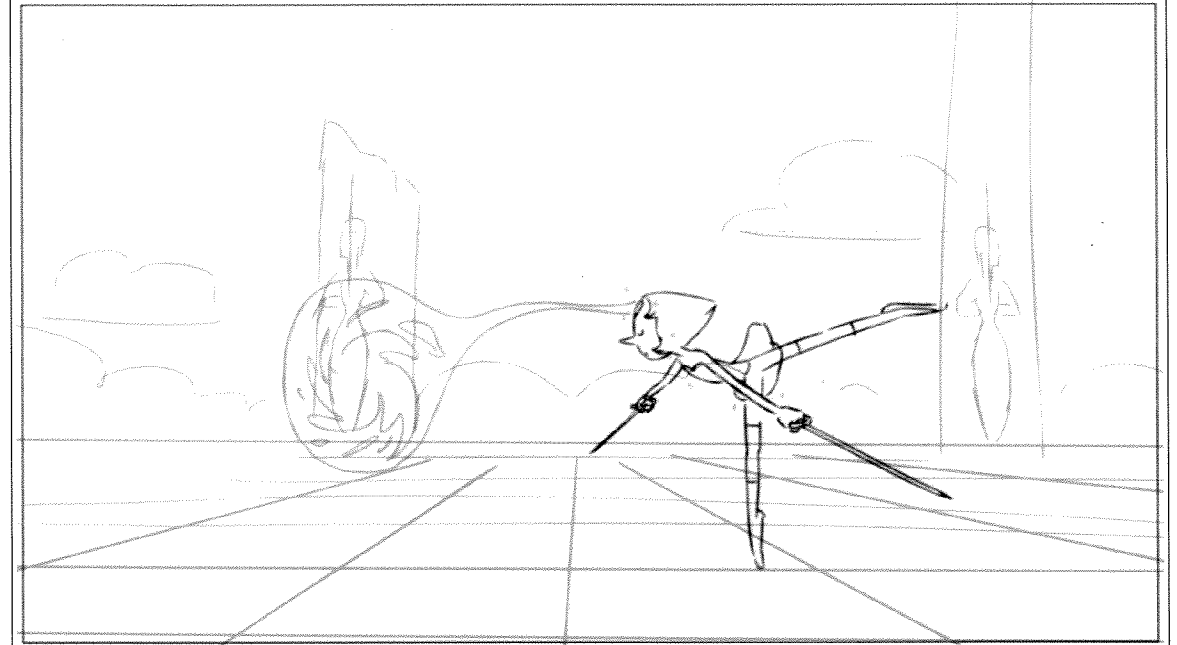
1020.013



Scene 26 Panel 16  
*CONT*



Scene 26 Panel 17  
*CONT*



AUG 06 2013

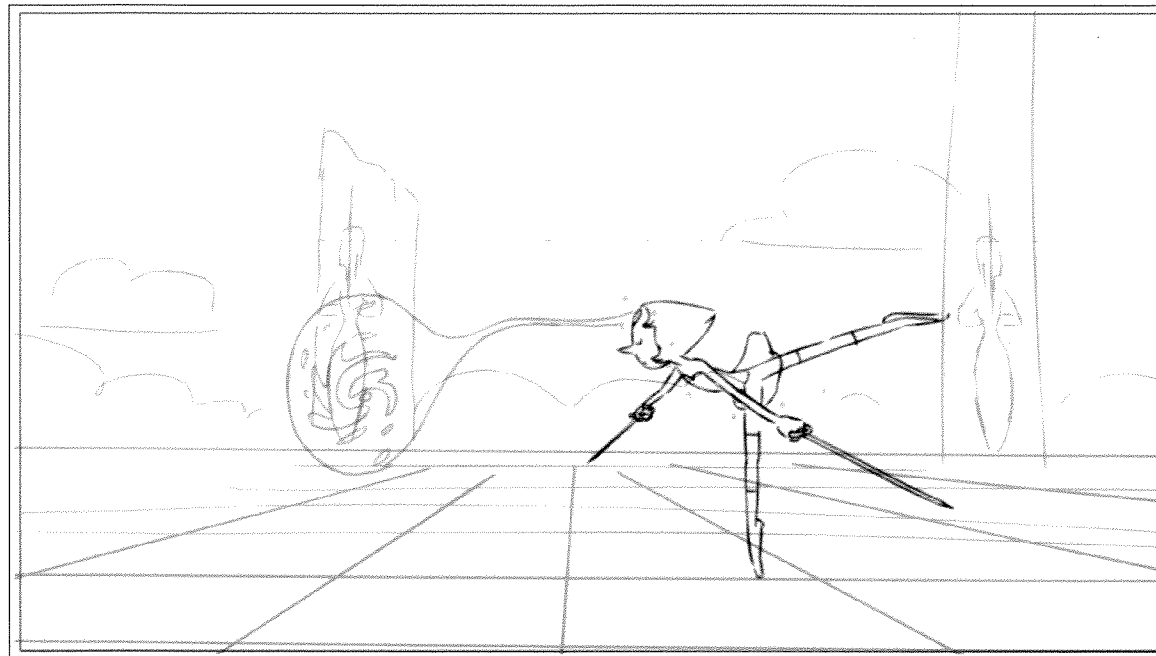
1020.013

1020.013

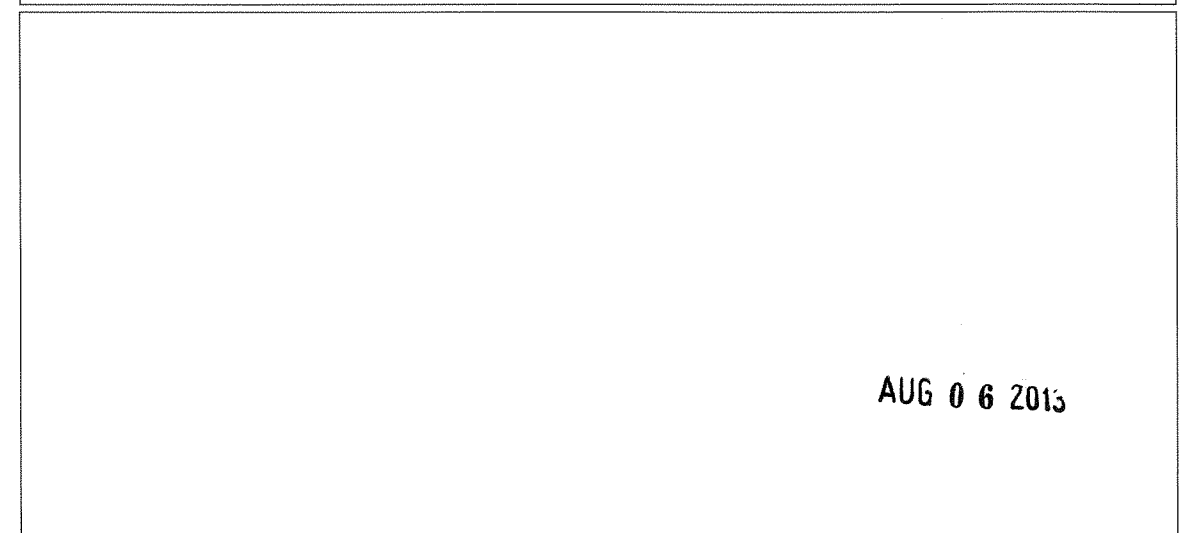
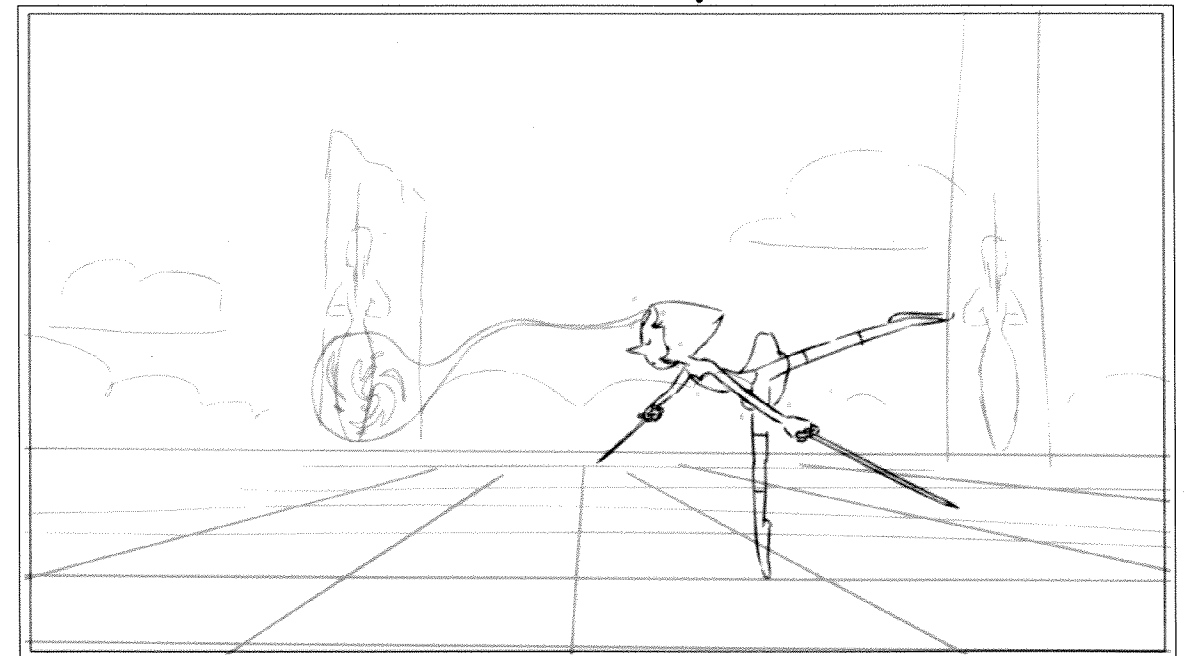
1020.013



Scene	Panel	
26	CONT	18



Scene	Panel	
26	CONT	19



AUG 06 2013

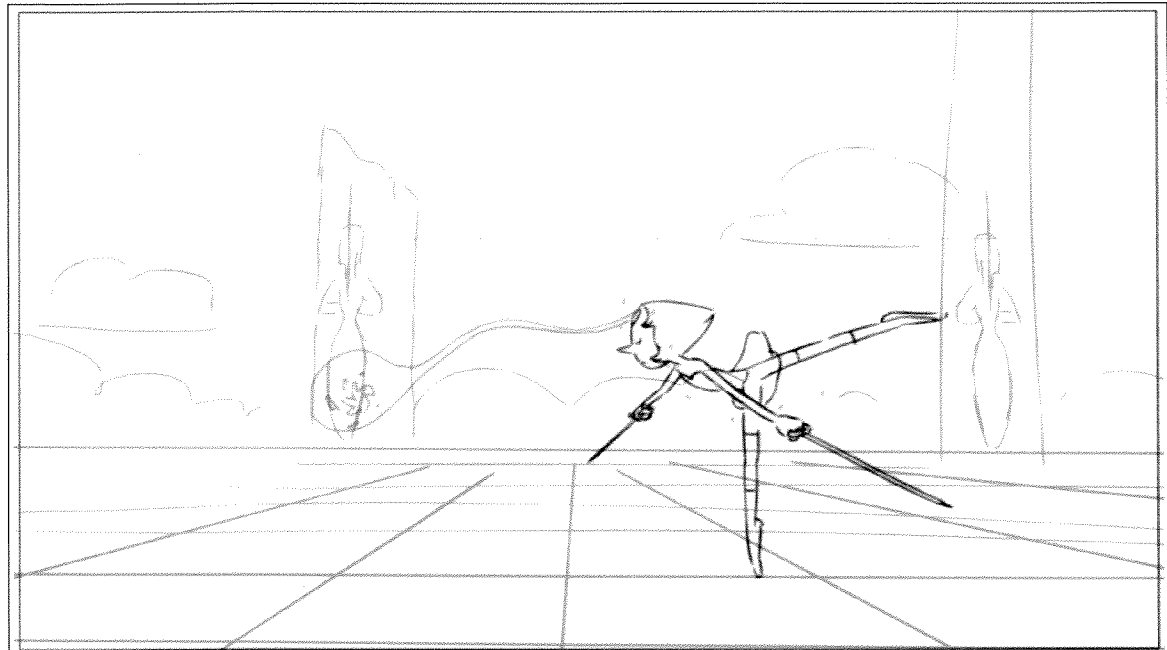
1020.013

1020.013

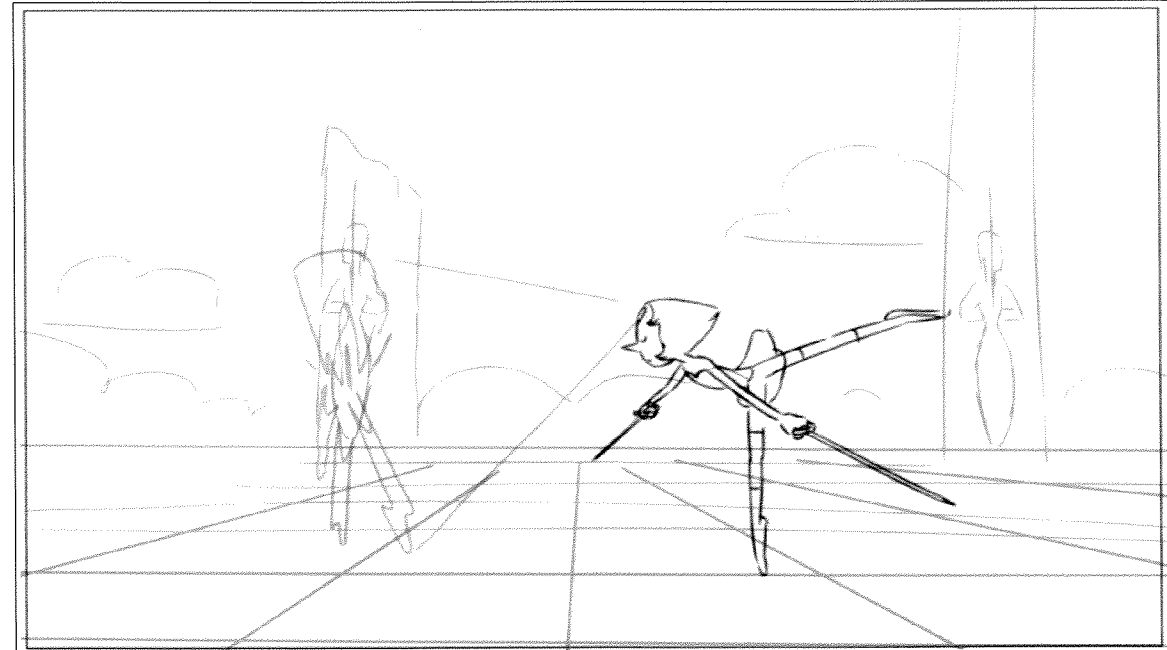
1020.013



Scene	Panel
26	<i>cont</i>
20	



Scene	Panel
26	<i>cont</i>
21	



AUG 08 2013

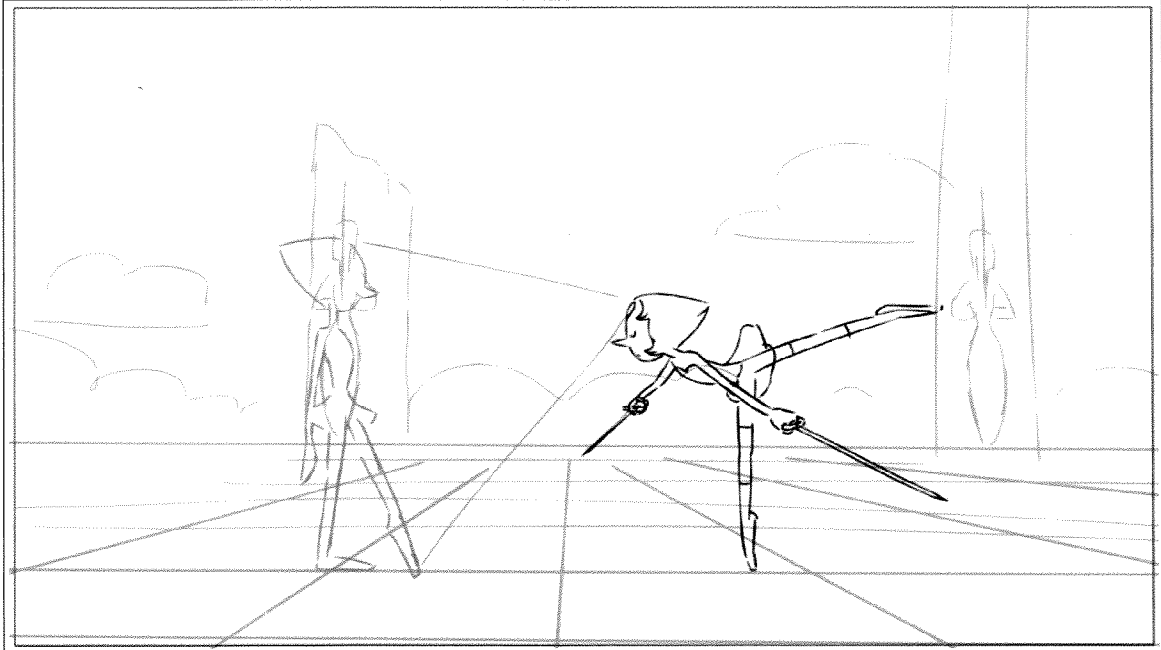
1020-013

1020-013

1020-013

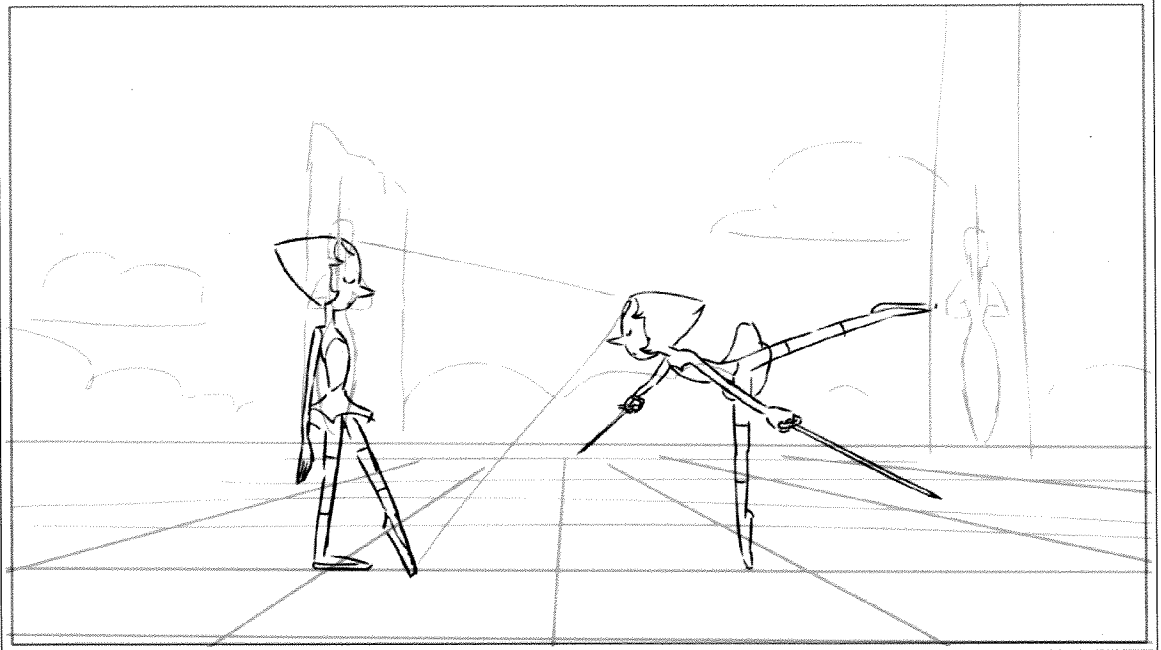


Scene	Panel
26	<i>CONT</i>



Slugging  
0.08

Scene	Panel
26	<i>CONT</i>



Slugging  
0.10

AUG 06 2013

1020.013

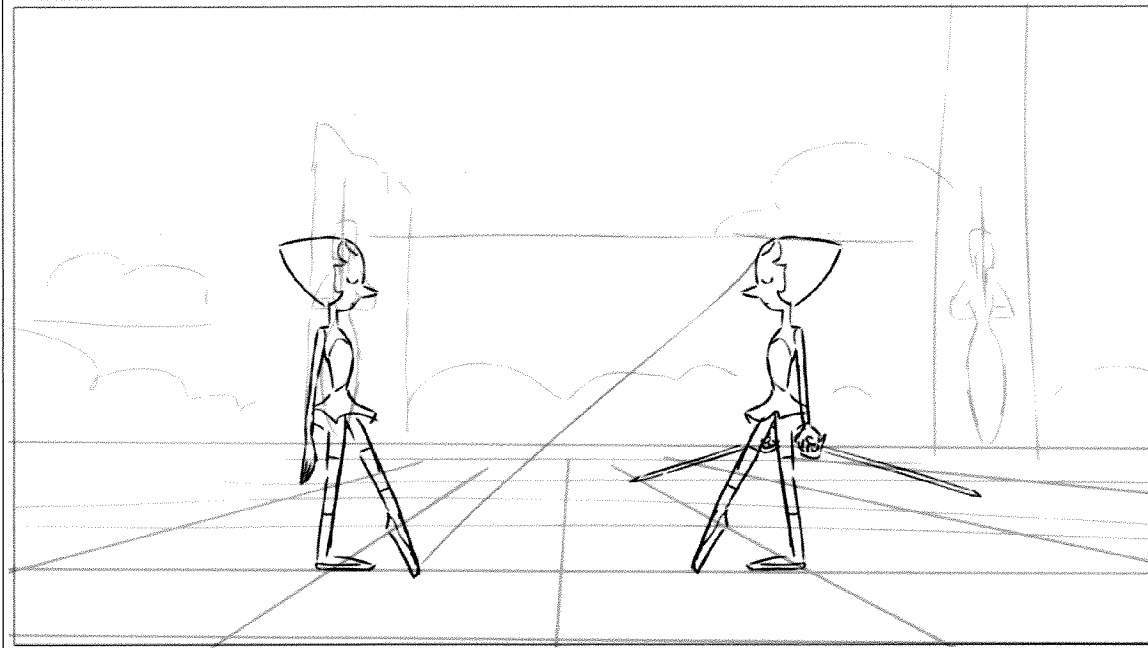
1020.013

1020.013





Scene	Panel
26	ONT 24



Dialogue  
Steven (os): COOOOL!

Slugging  
2.00

Scene	Panel
27	1



Dialogue  
STEVEN: Hologram Pearl!

Slugging  
Panels 1 + 2 = 2.08

AUG 0 0 2013

1020.013

1020.013

1020.013



Scene	Panel
27	<i>cont</i>



Dialogue  
STEVEN: Hologram Pearl!

Scene	Panel
27	<i>cont</i>



Dialogue  
AMETHYST: Aah jeez.

Slugging  
2.04

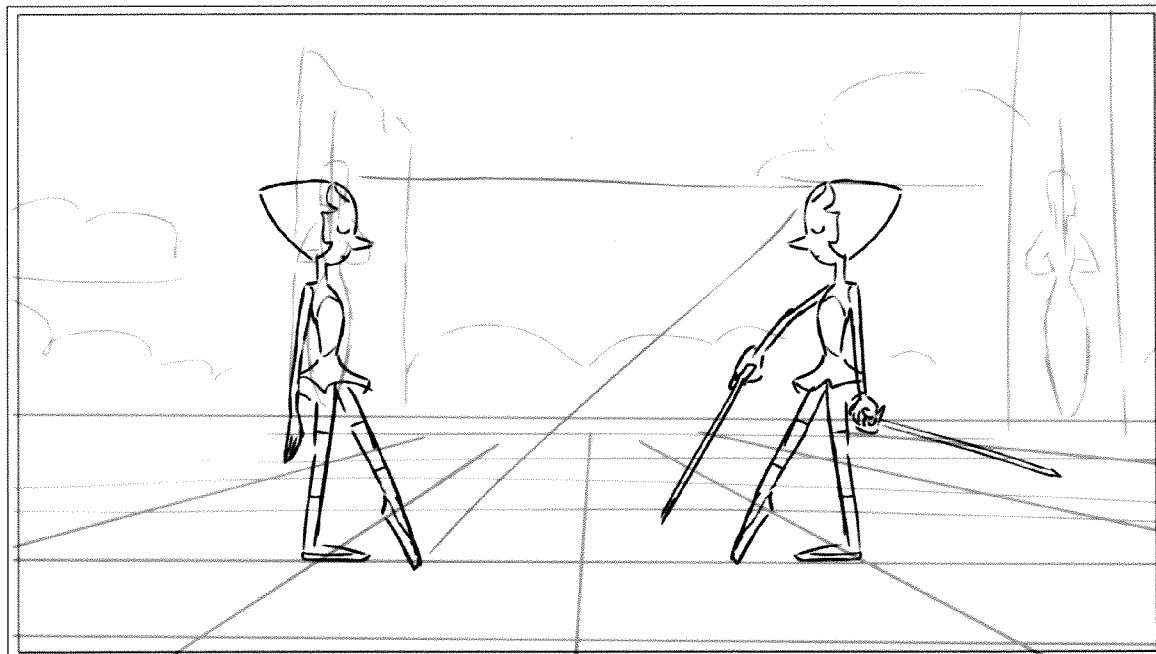
AUG 06 2013

1020.013

1020.013

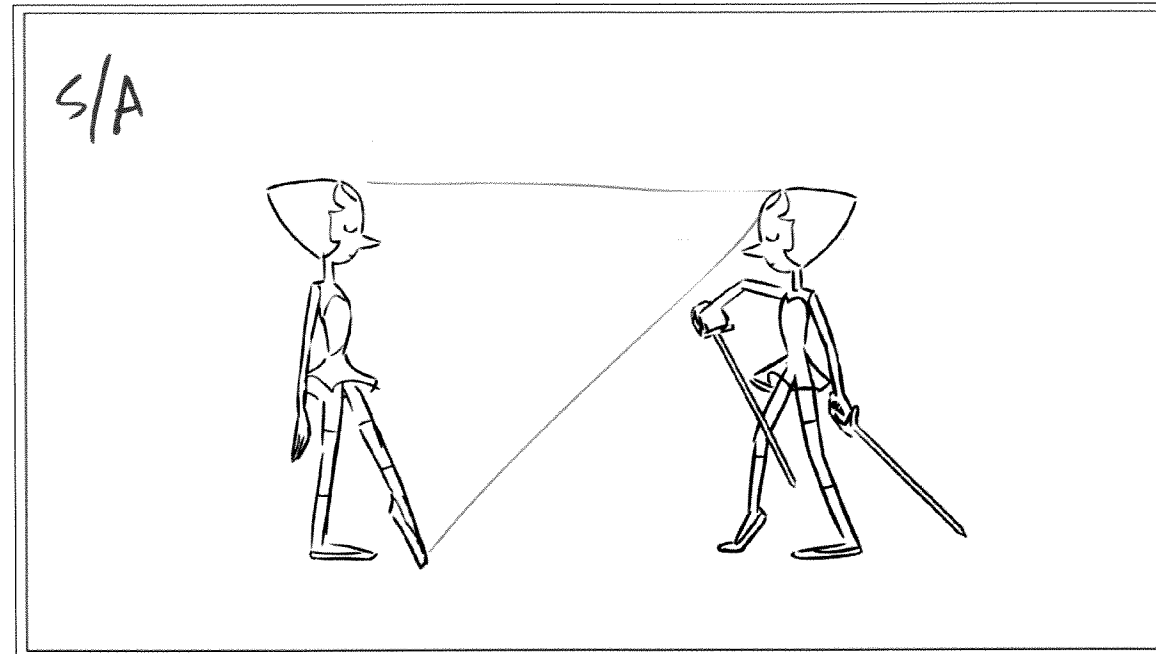
1020.013

Scene	Panel
28	1



Slugging  
0.15

Scene	Panel
28	2



Action Notes  
Pearl steps forward - putting her weight on her right foot.

Slugging  
0.06

AUG 06 2013

1020.013

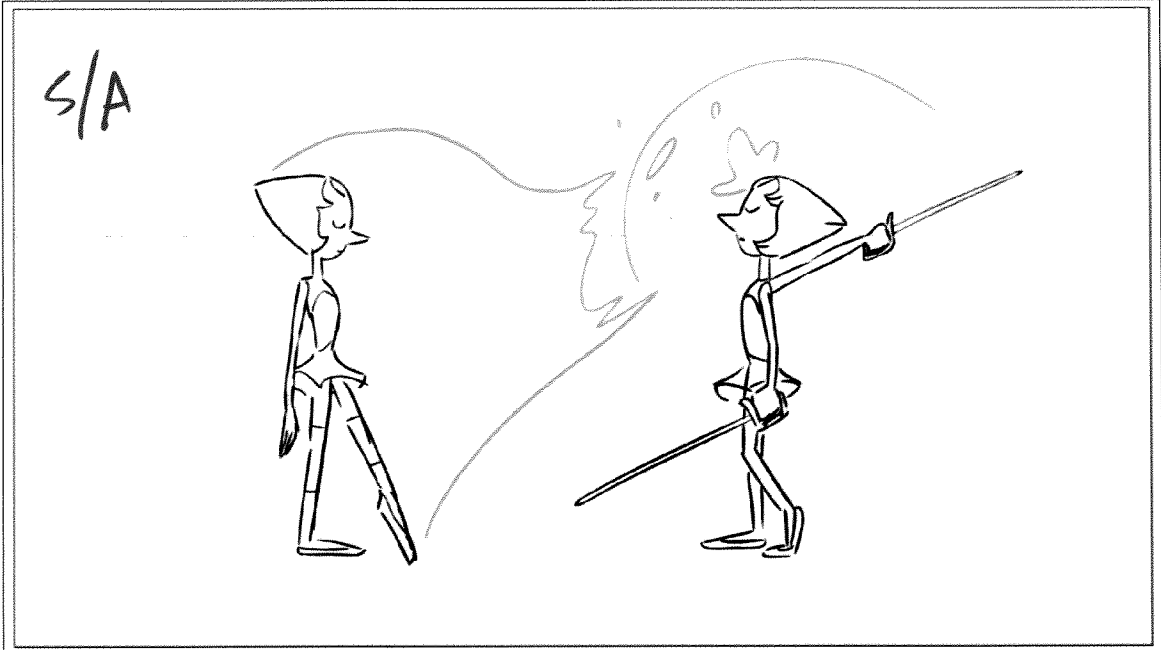
1020.013

1020.013



Scene	Panel
28	3

*CONT*



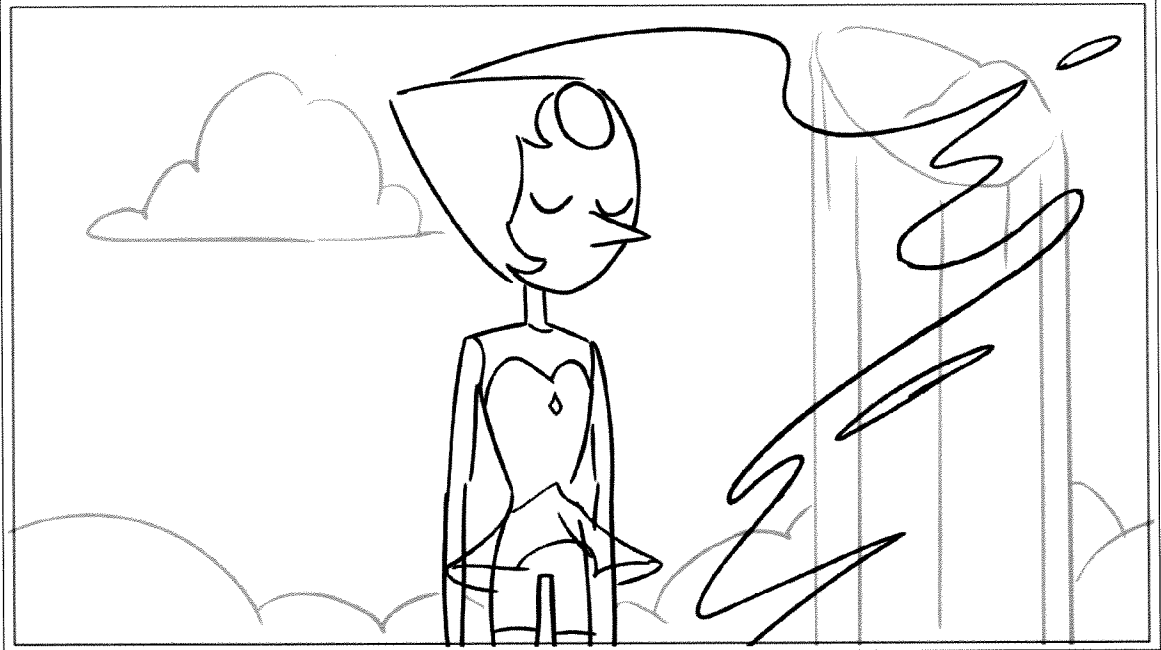
Action Notes

Pearl elegantly cut the connecting light.

Slugging

0.04

Scene	Panel
29	1



Action Notes

The projection light is sucked back into Holo-Pearl.

Slugging

0.06

AUG 6 1991

1020.013

1020.013

1020.013

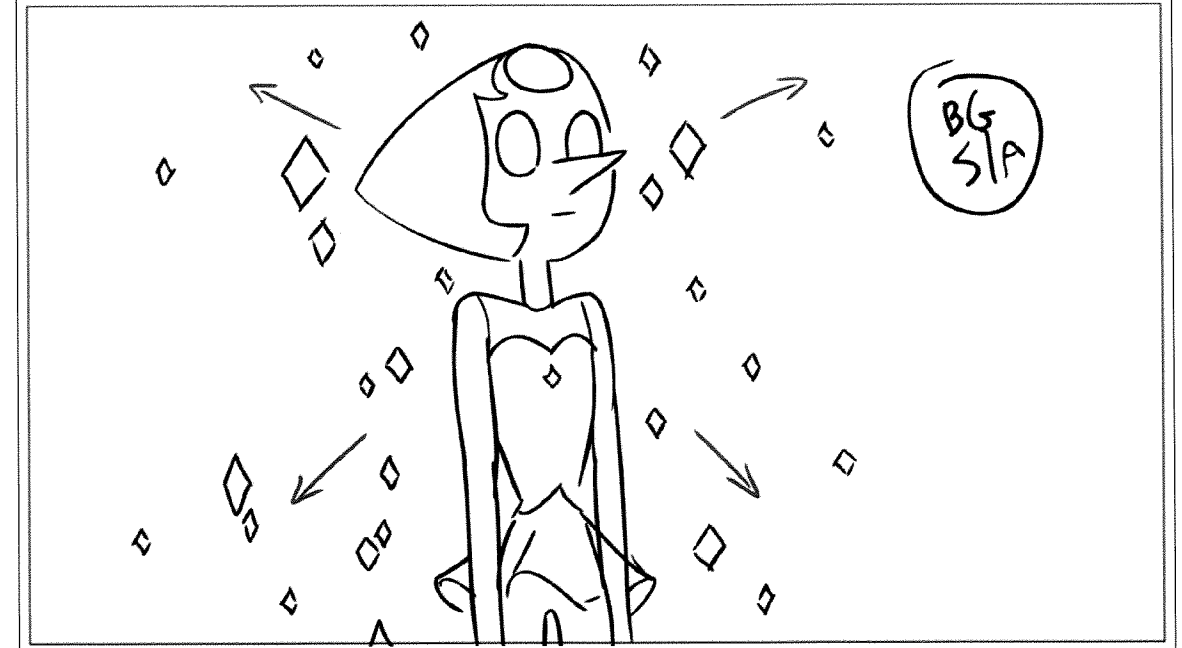


Scene	Panel
29	<i>CONT</i>



Slugging  
0.08

Scene	Panel
29	<i>CONT</i>



Action Notes  
Holo-Pearl springs to life, sparkles fly off.

Slugging  
0.11

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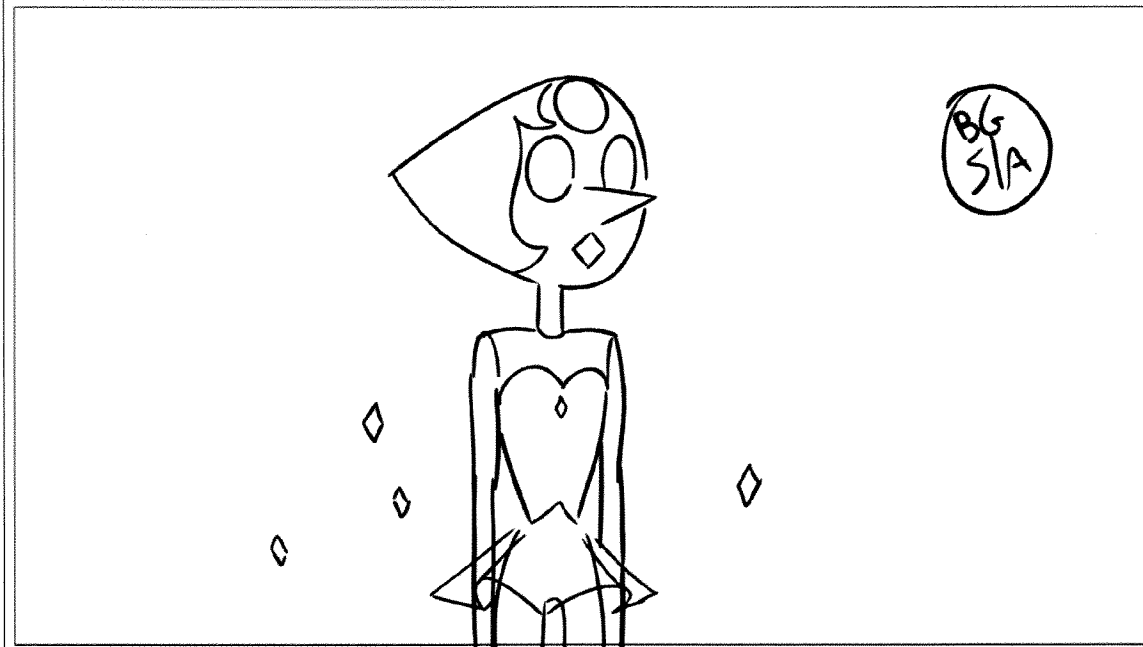
1020.013

1020.013

1020-013



Scene	Panel
29	CONT 4



Dialogue  
HOLO-PEARL: Do you wish to engage in combat?

Action Notes  
NO LIP SYNC on Holo-Pearl, she holds one mouth shape when speaking.

Slugging  
3.08

Scene	Panel
30	1



Dialogue  
PEARL: Let this be the...

Slugging  
1.14

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1020.013

1020.013

1020.013

Scene 30 Panel 2  
*CONT*



Dialogue

PEARL: ...perfect -

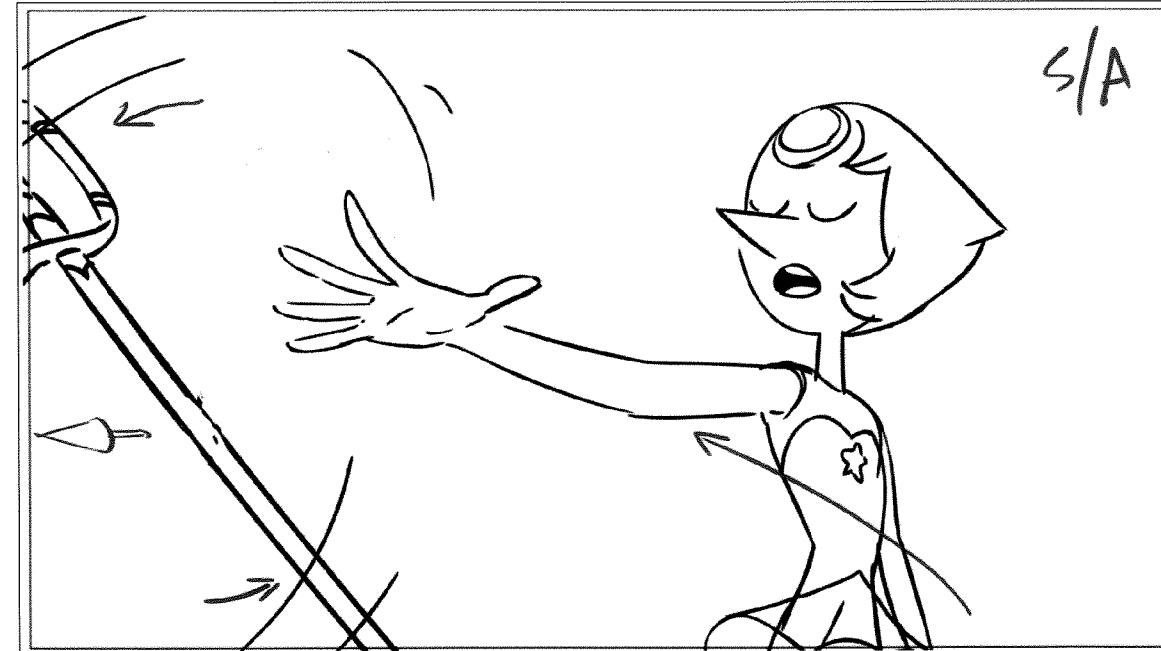
Action Notes

Pearl tosses her spare sword forward.

Slugging

Panels 2 + 3 = 1.13

Scene 30 Panel 3  
*CONT*



Dialogue

PEARL: -battle.

Action Notes

Pearl tosses her spare sword forward.

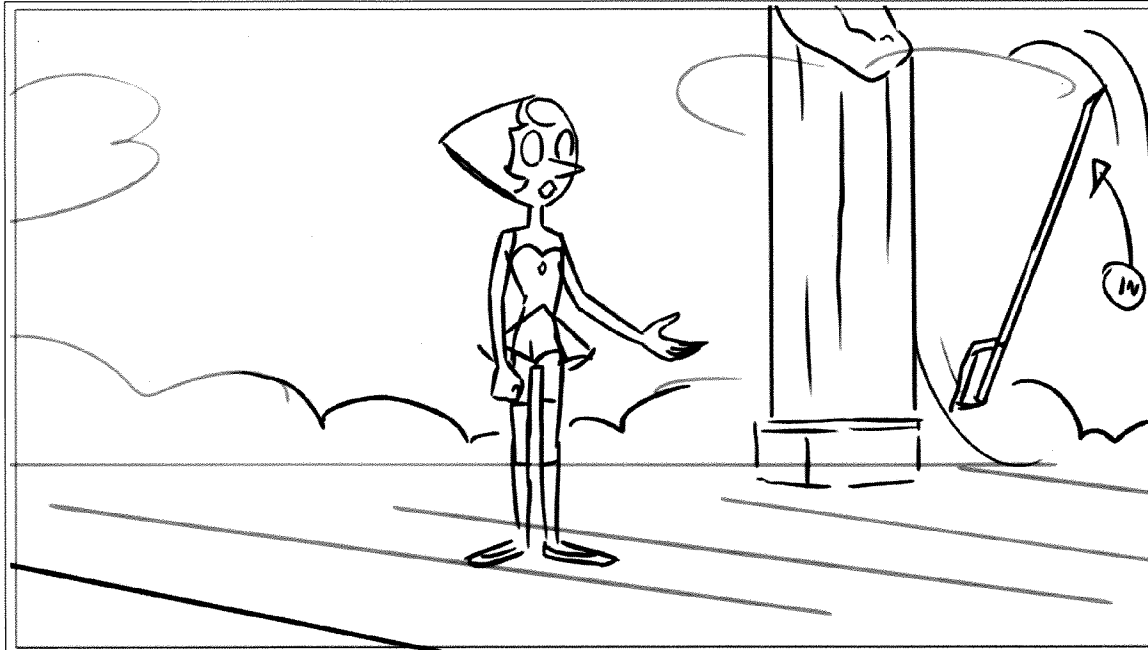
AUG 06 2013

1020-013

1020-013

1020-013

Scene	Panel
31	1



Dialogue

HP: You've -

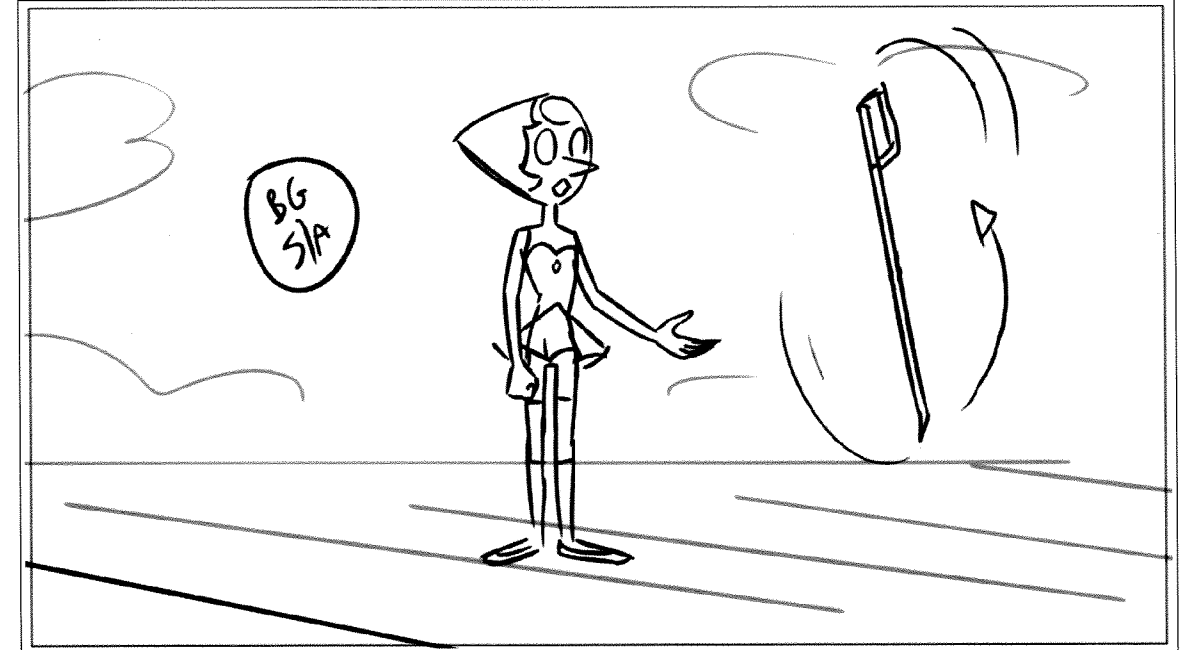
Action Notes

Pearl's spare sword spins IN towards Holo-Pearl.

Slugging

Panels 1 to 3 = 0.13

Scene	Panel
31	2



Dialogue

HP: -already...

Action Notes

Pearl's spare sword spins IN towards Holo-Pearl.

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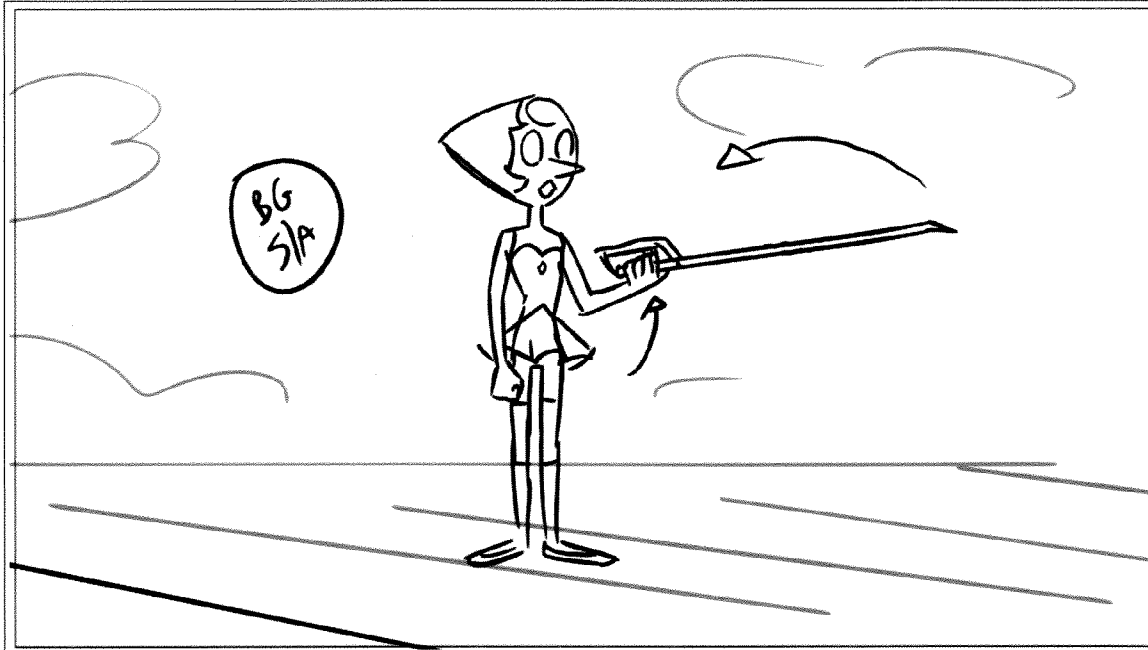
1020.013

1020.013





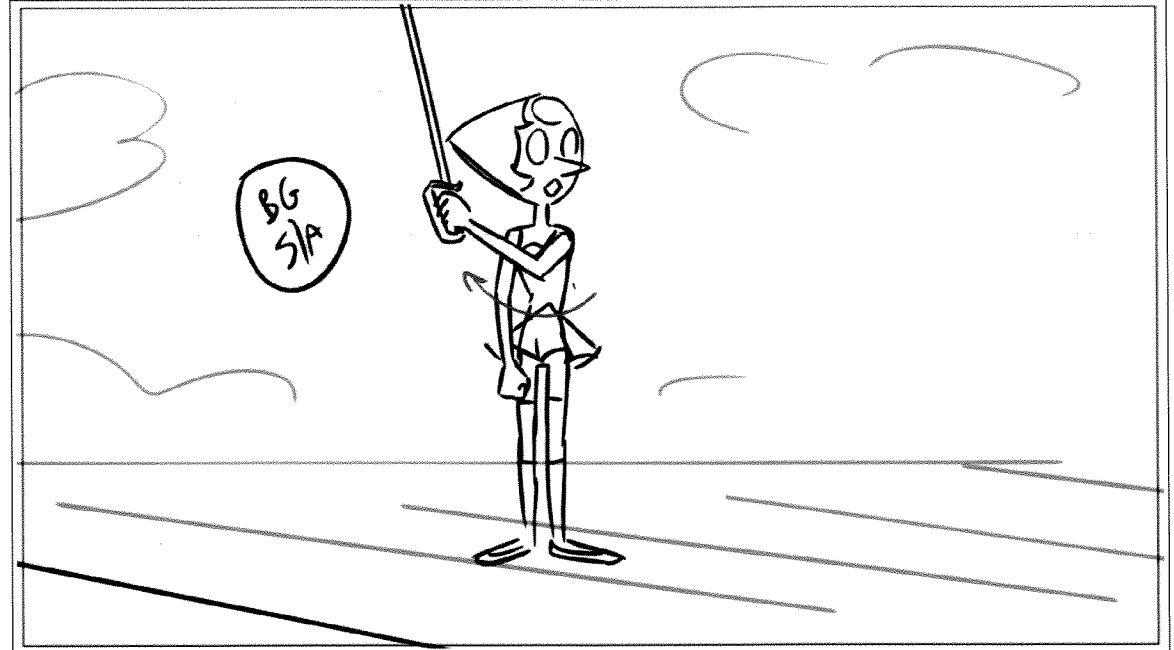
Scene 31 Panel 3  
*cont*



Dialogue  
HP: ...made a-

Action Notes  
Pearl's spare sword spins IN towards Holo-Pearl.

Scene 31 Panel 4  
*cont*



Dialogue  
HP: - mistake...

Action Notes  
Holo-Pearl catches the sword unflinchingly.

Slugging  
1.13

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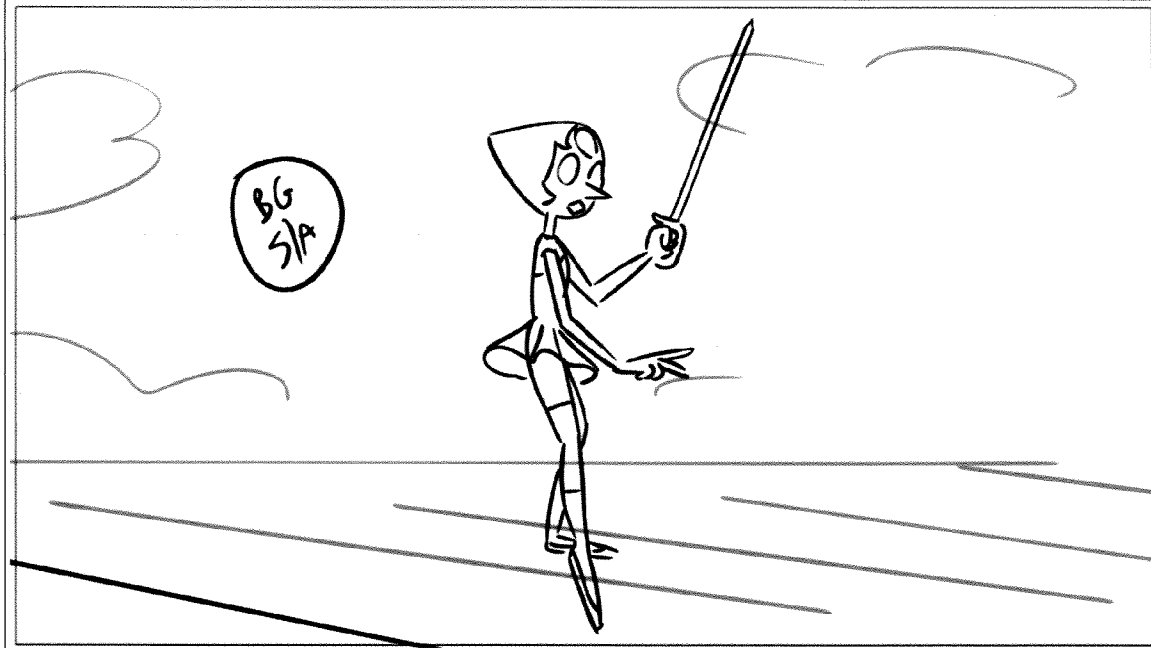
1020.013

1020.013

1020.013



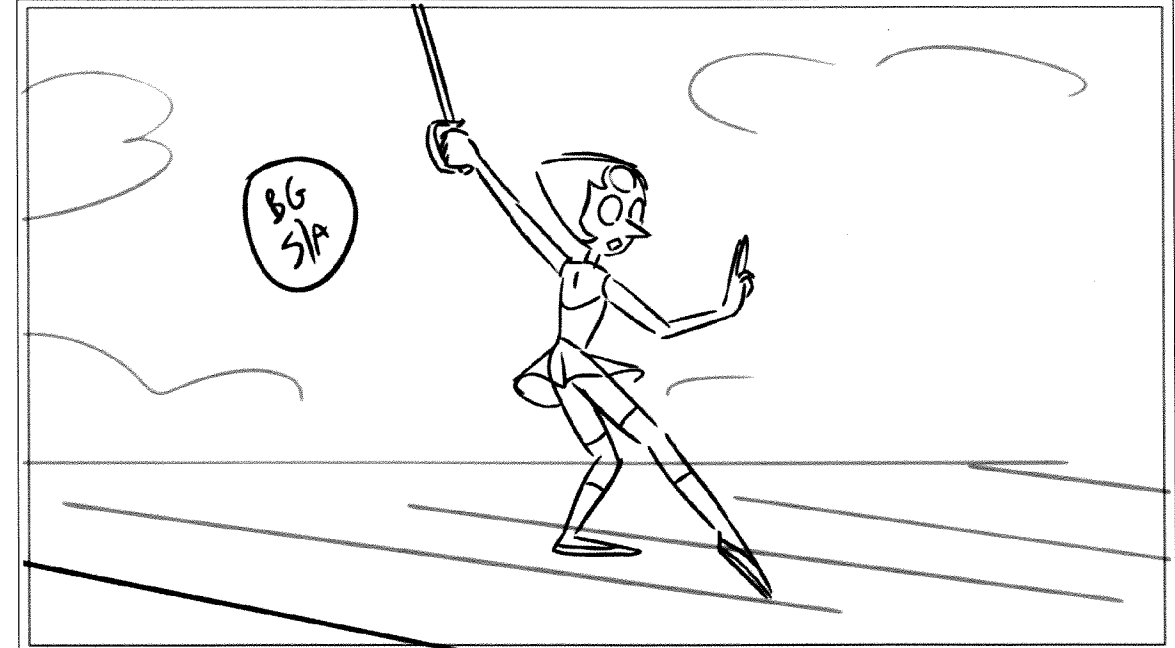
Scene 31 Panel 5  
*CONT*



Dialogue  
HP: ...by challenging...

Slugging  
1.02

Scene 31 Panel 6  
*CONT*



Dialogue  
HP: ...me!

Slugging  
1.02

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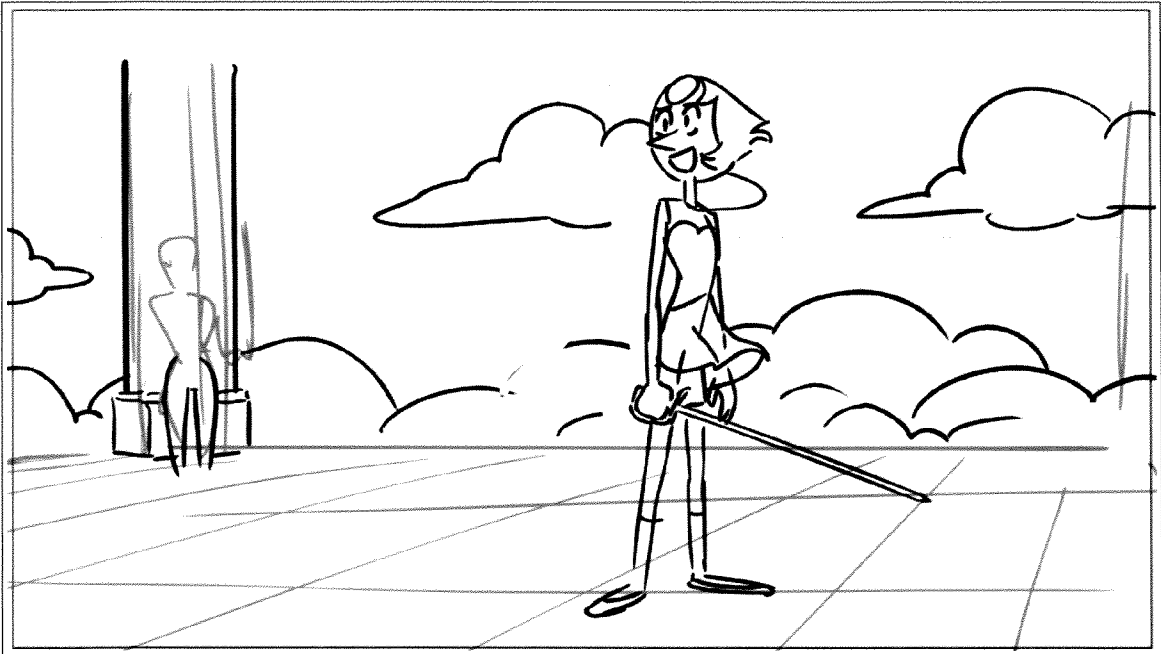
1020-013

1020-013

1020-013



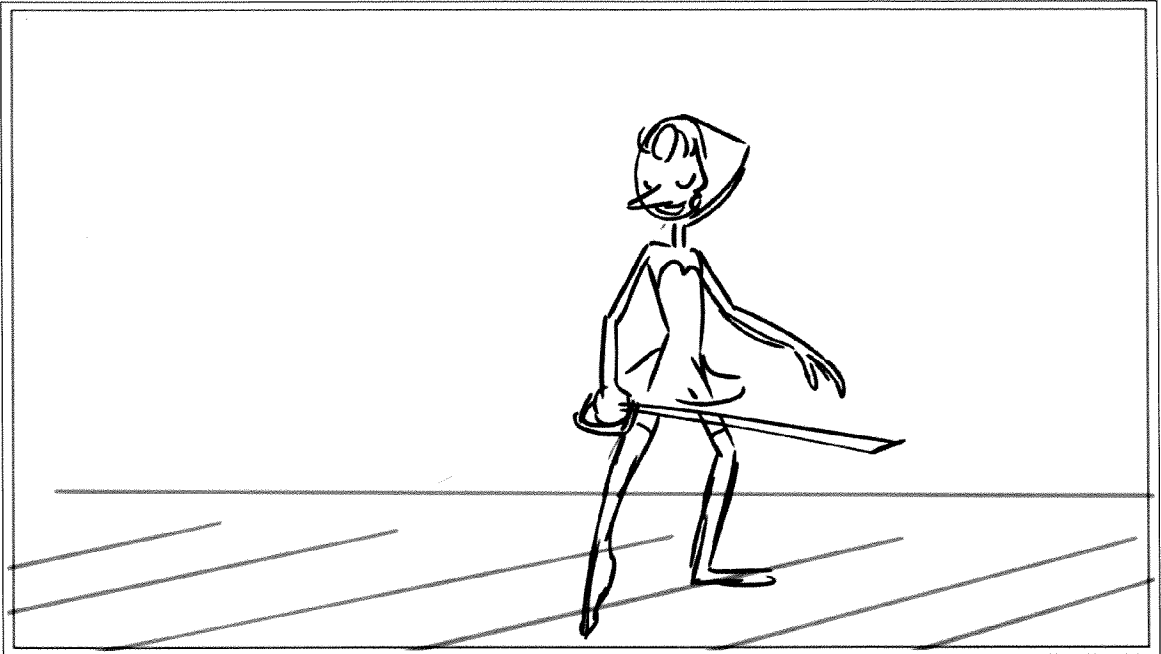
Scene	Panel
32	1



Dialogue  
PEARL: HA!

Slugging  
1.07

Scene	Panel
32	<i>CONT</i> 2



Dialogue  
PEARL: We shall...

Slugging  
1.04

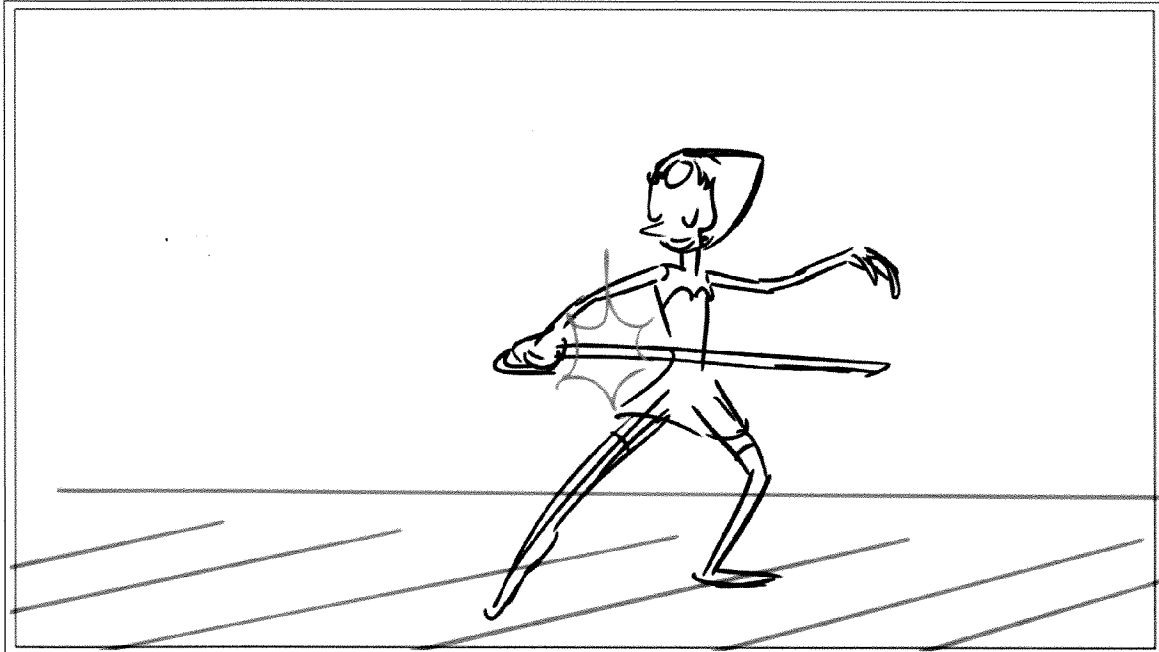
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1020.013

1020.013

1020.013

Scene	Panel
32	CONT
	3

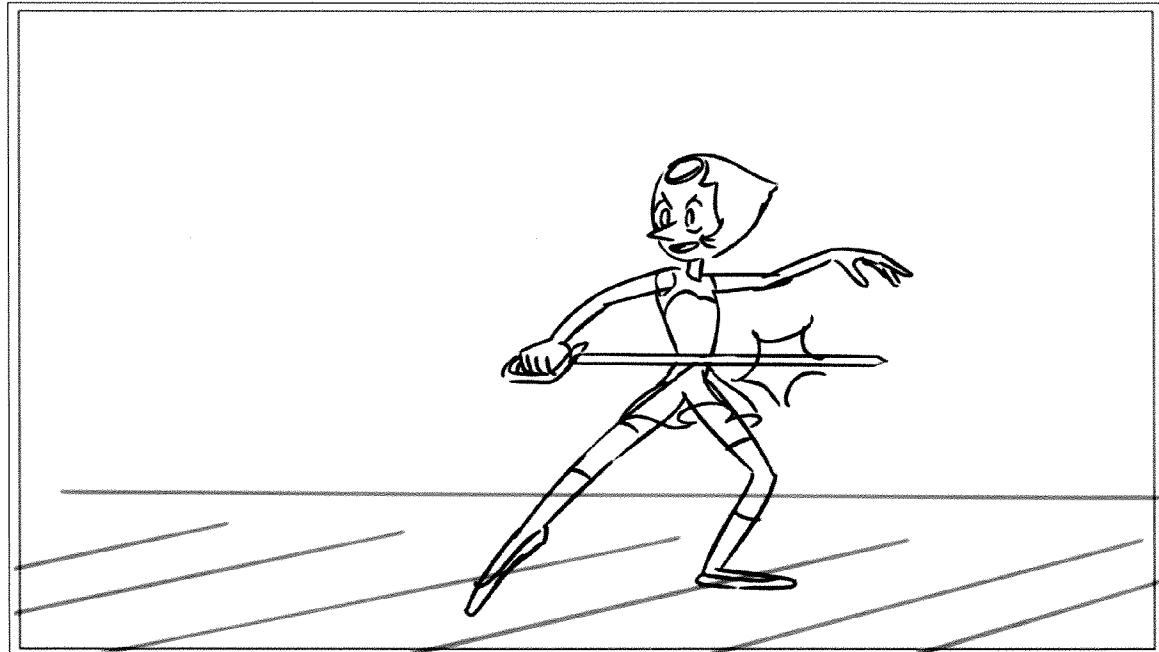


Dialogue  
PEARL: ...let our...

Action Notes  
A Shimmer of light reflects down the length of her blade as she raises the sword.

Slugging  
0.14

Scene	Panel
32	CONT
	4



Dialogue  
PEARL: ...swords decide.

Slugging  
0.09

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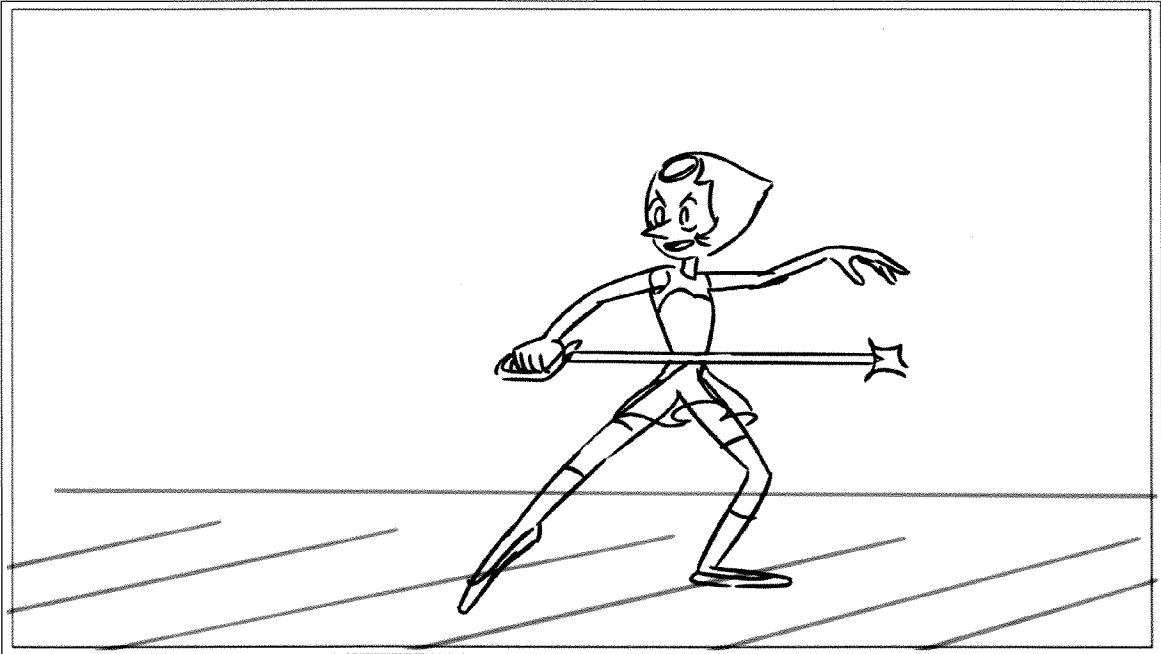
1020.013

1020.013

1020.013

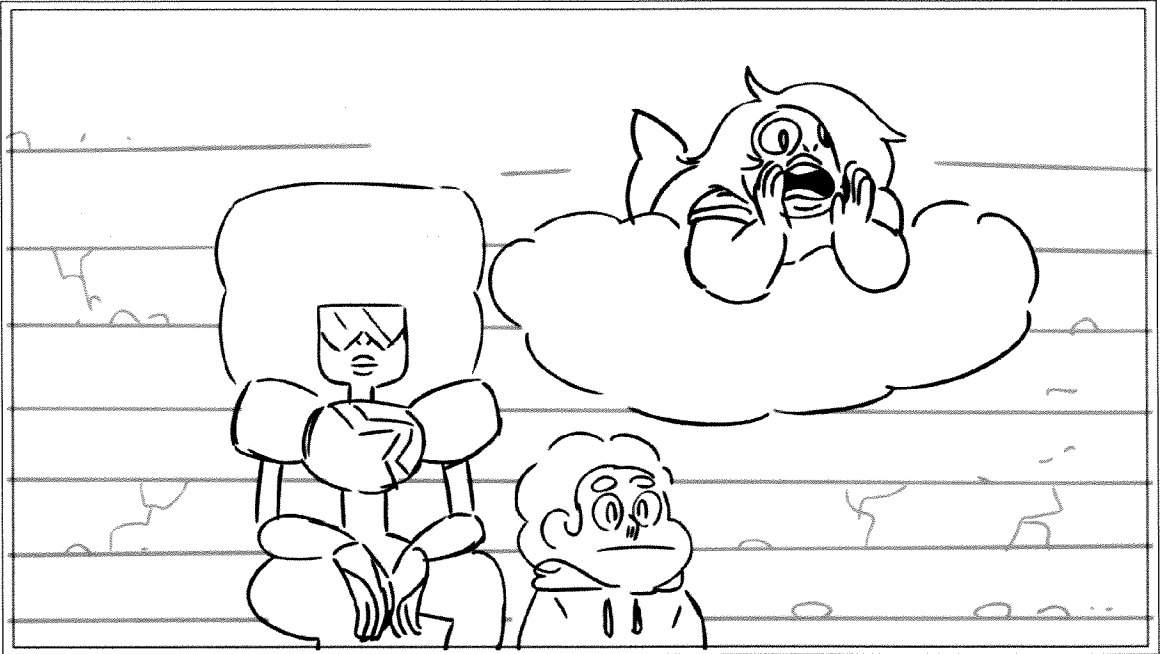


Scene	Panel
32	<i>CONT</i>



Slugging  
0.14

Scene	Panel
33	1



Dialogue  
AMETHYST: NERD!

Slugging  
1.10

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1020.013

1020.013

1020.013



Scene	Panel
33	cont 2



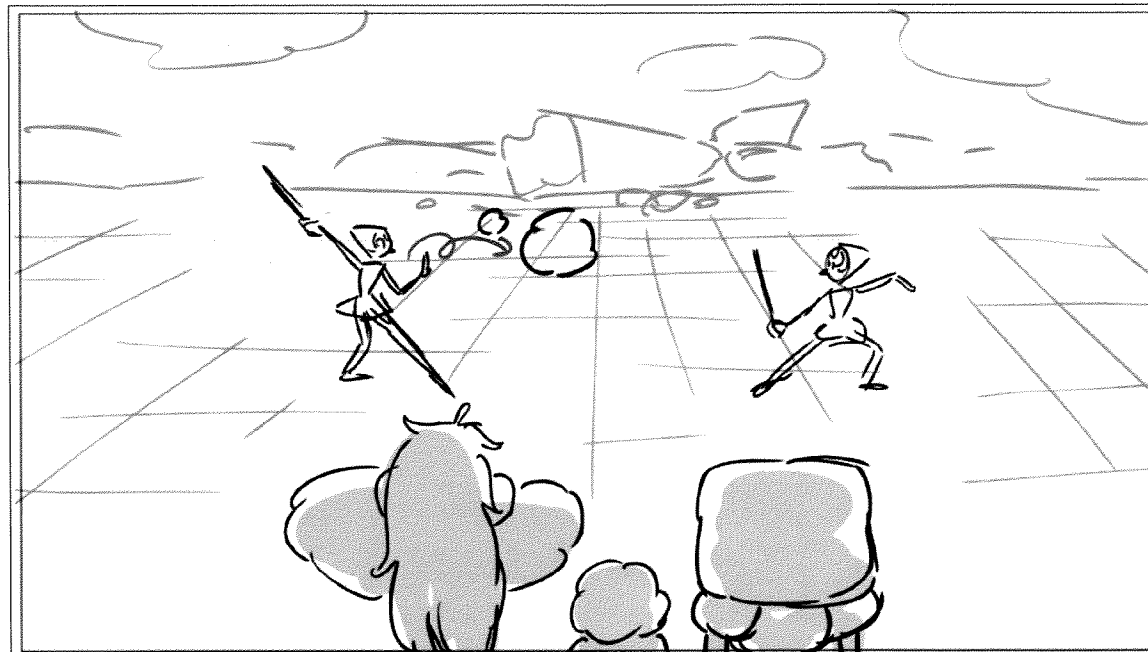
Dialogue

GARNET + STEVEN: SHHHHHHHHHHHH!!

Slugging

1.06

Scene	Panel
34	1



Action Notes

Cloud rolls by like a tumble weed in BG.

Slugging

1.00

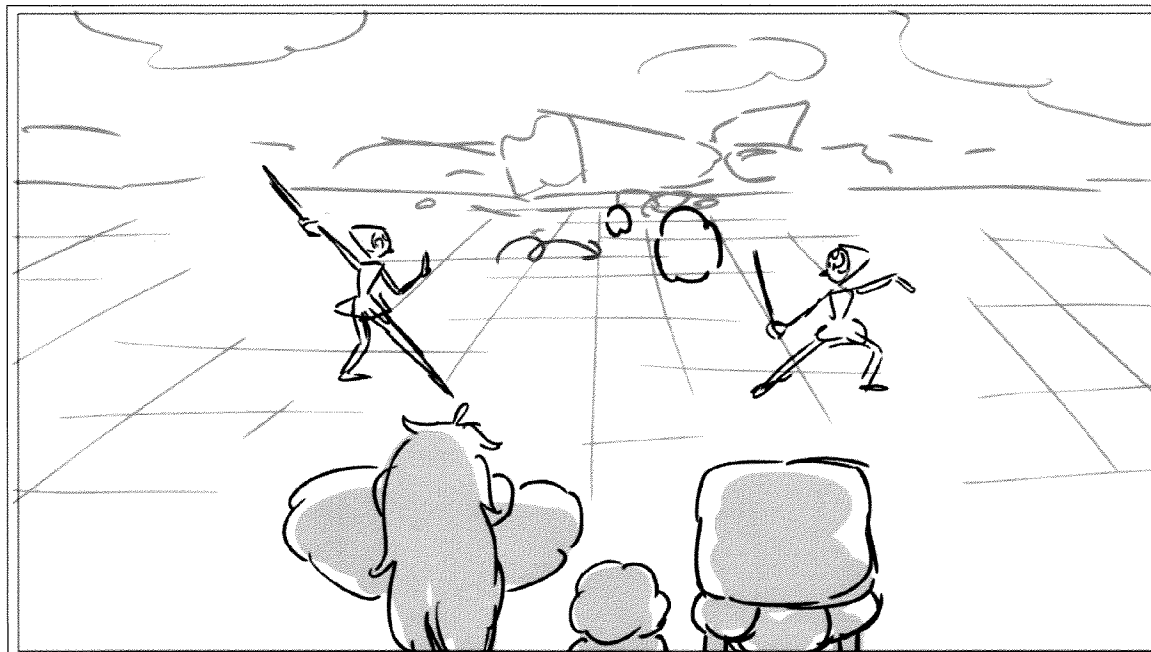
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1020.013

1020.013

1020.013

Scene	Panel
34	CONT 2



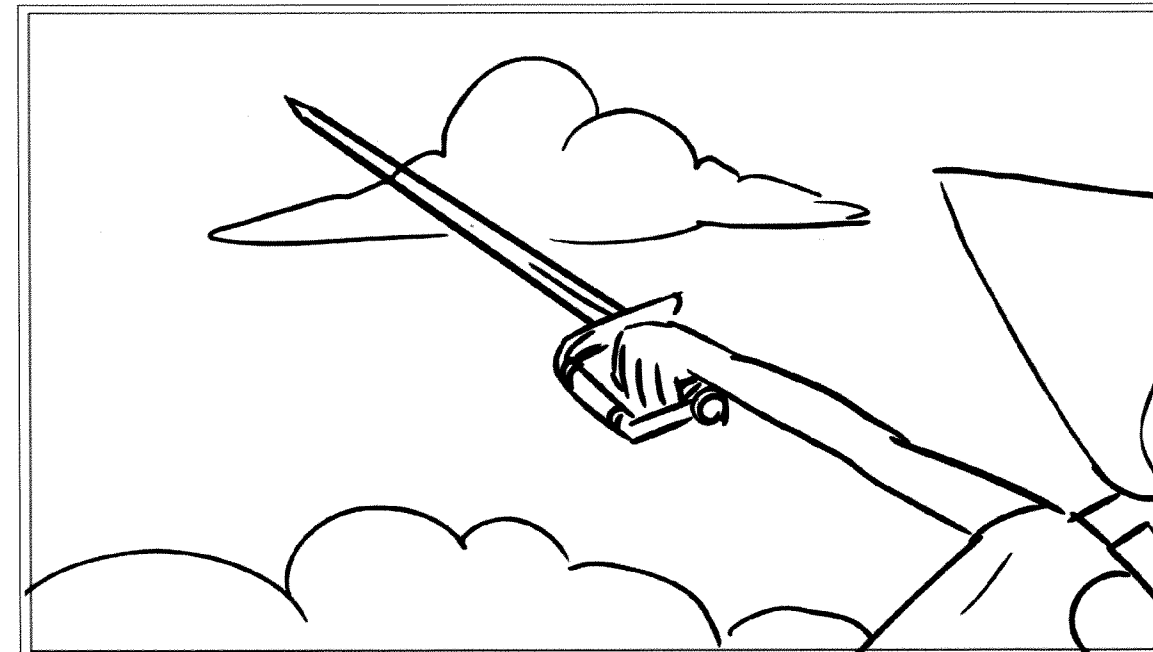
Action Notes

Cloud rolls by like a tumble weed in BG.

Slugging

1.07

Scene	Panel
35	1



Action Notes

Holo-Pearl's hair does not move.

Slugging

0.06

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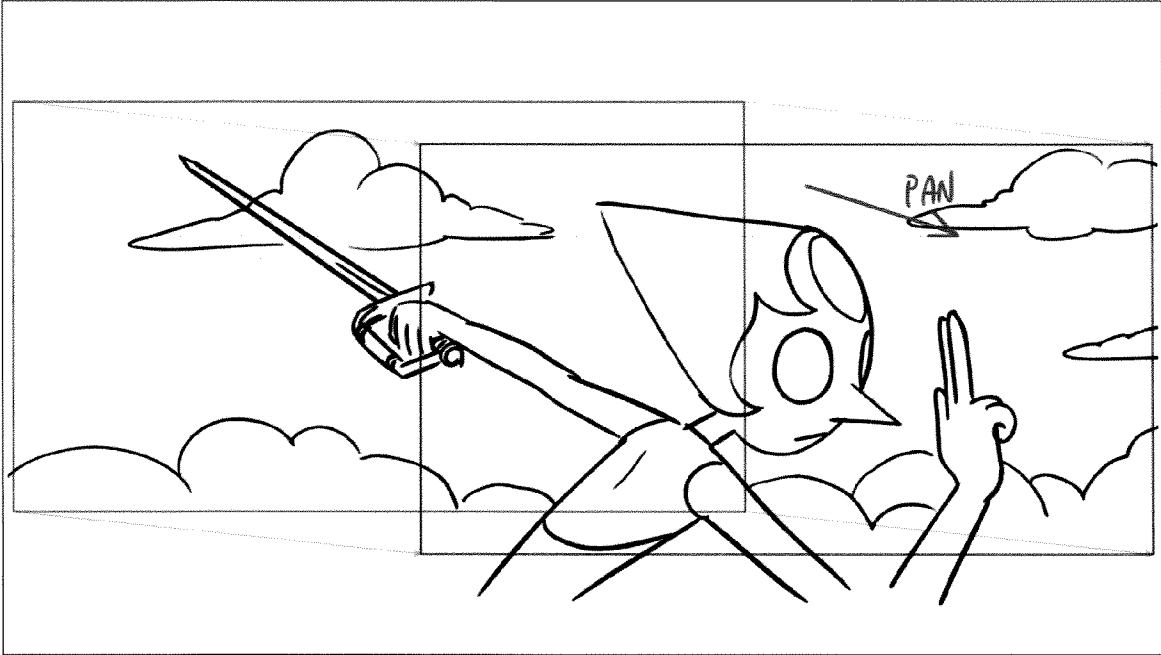
1020.013

1020.013

1020.013



Scene	Panel
35	<i>CONT</i>



Action Notes

Camera ADJ SE - screen right.

Slugging

ADJ: 0.10  
Then HOLD: 0.10

Scene	Panel
35	<i>CONT</i>



Dialogue

HP: Commencing Duel.

Action Notes

Holo-Pearl eyes narrow and glow red.

Slugging

2.03

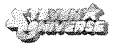
AUG 06 2013

1020.013

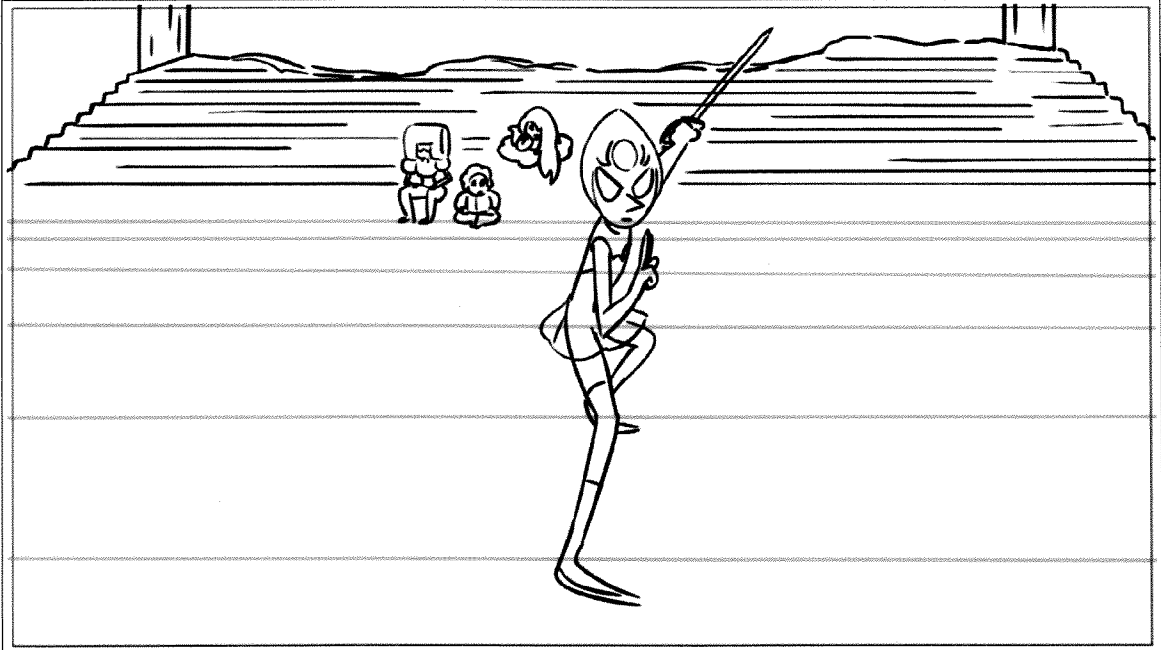
1020.013

1020.013





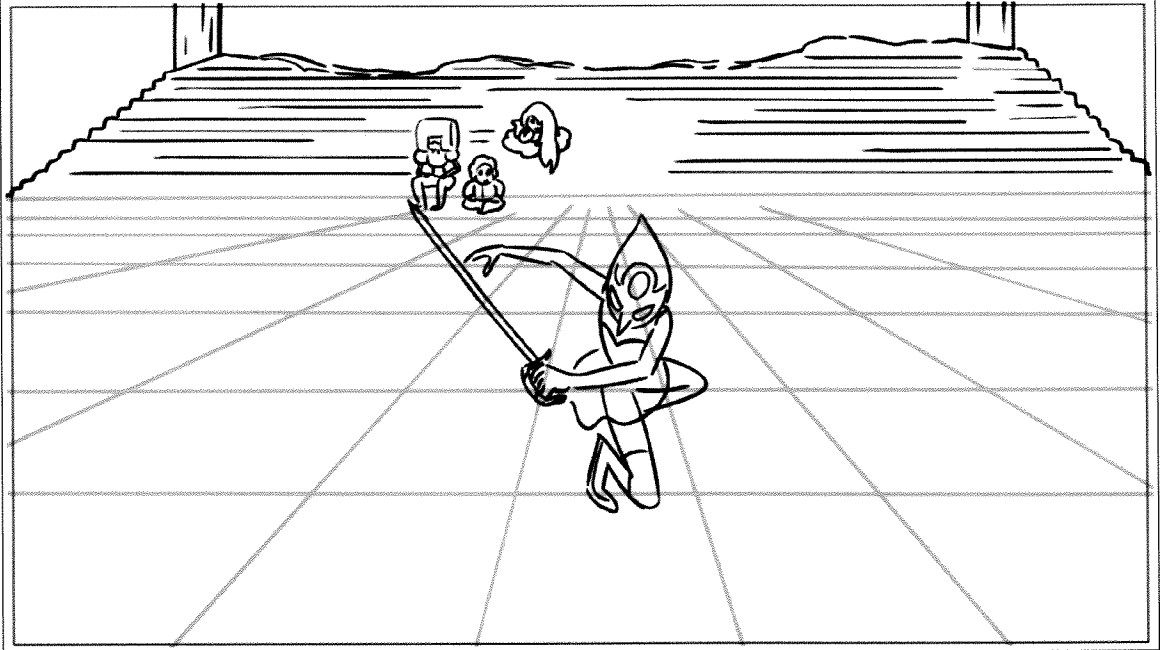
Scene	Panel
36	1



Action Notes  
BG moves back as Holo-Pearl flys forward towards camera.

Slugging  
0.08

Scene	Panel
36	2



Slugging  
0.08

AUG 0 6 2013

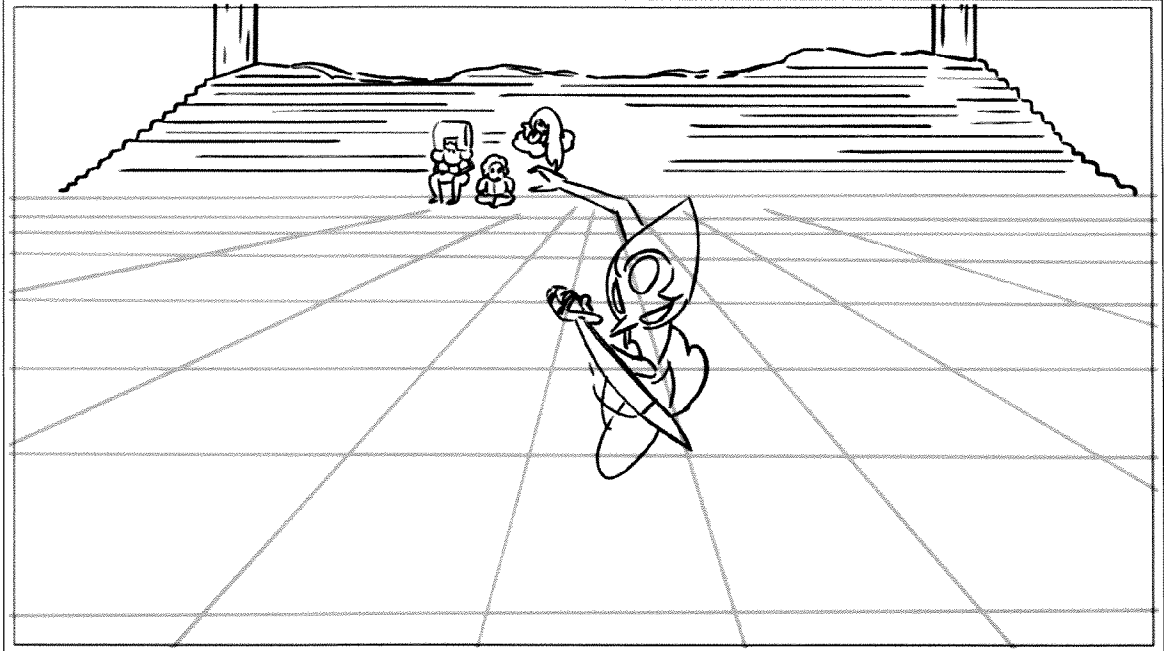
1020-013

1020-013

1020-013

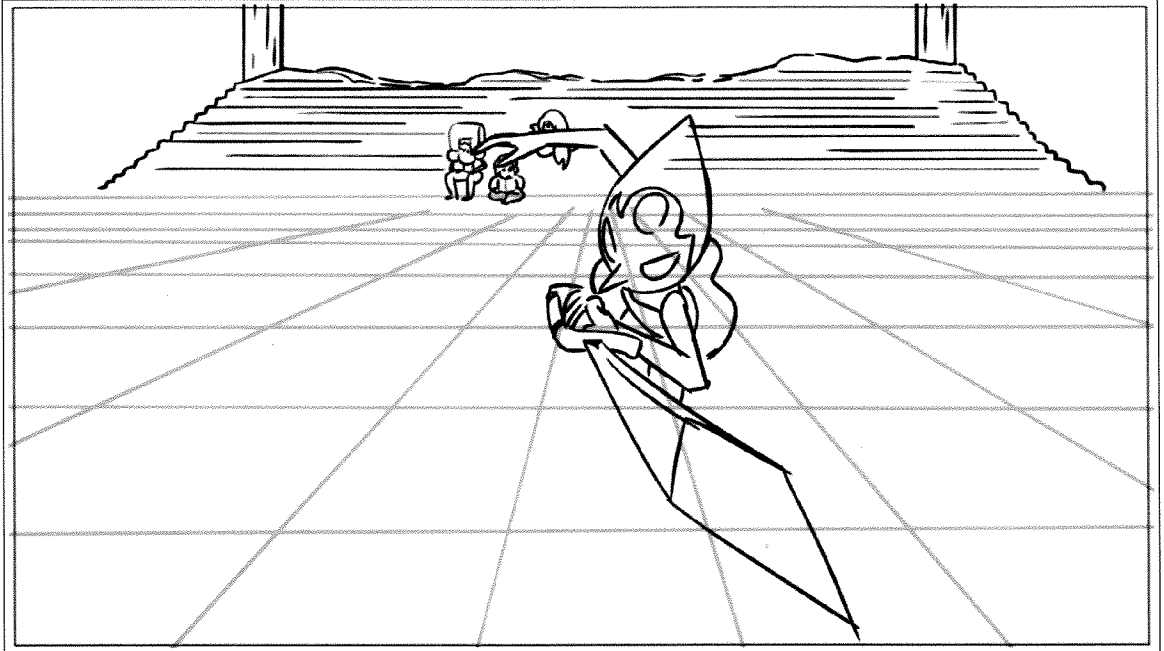


Scene 36 Panel 3  
*CONT*



Slugging  
0.04

Scene 36 Panel 4  
*CONT*



Slugging  
0.04

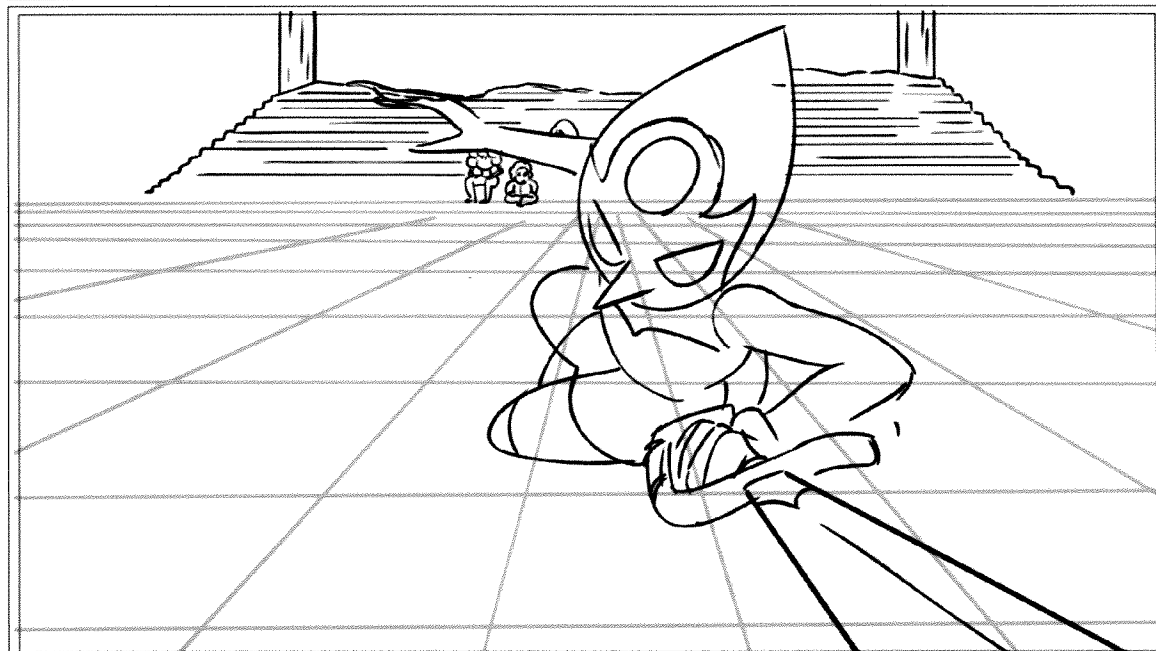
AUG 06 2013

1020-013

1020-013

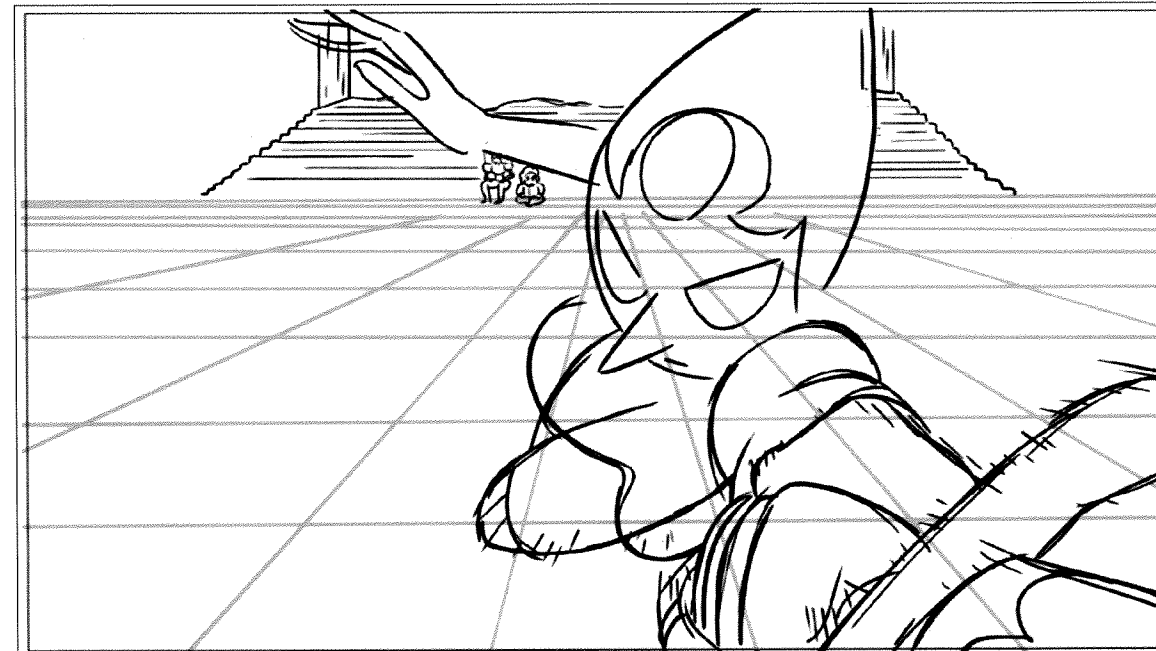
1020-013

Scene	Panel
36	CONT 5



Slugging  
0.04

Scene	Panel
36	CONT 6



Slugging  
0.04

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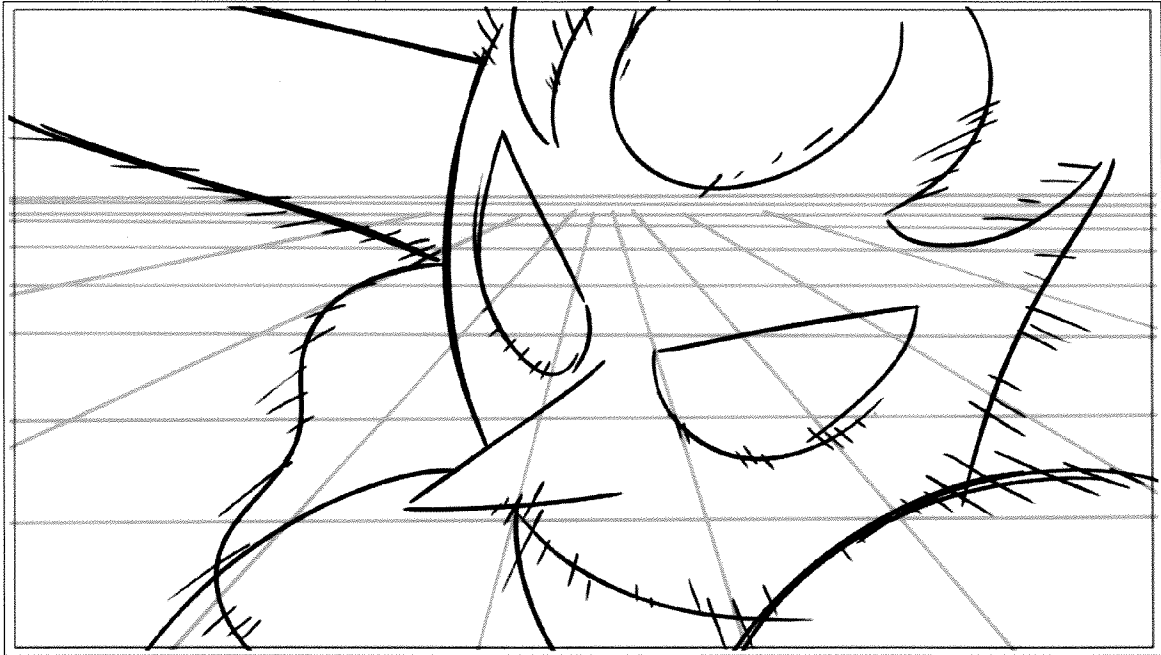
1020.013

1020.013

1020.013



Scene	Panel
36	7



Slugging  
0.04

Scene	Panel
37	1



Slugging  
0.04

AUG 06 2013

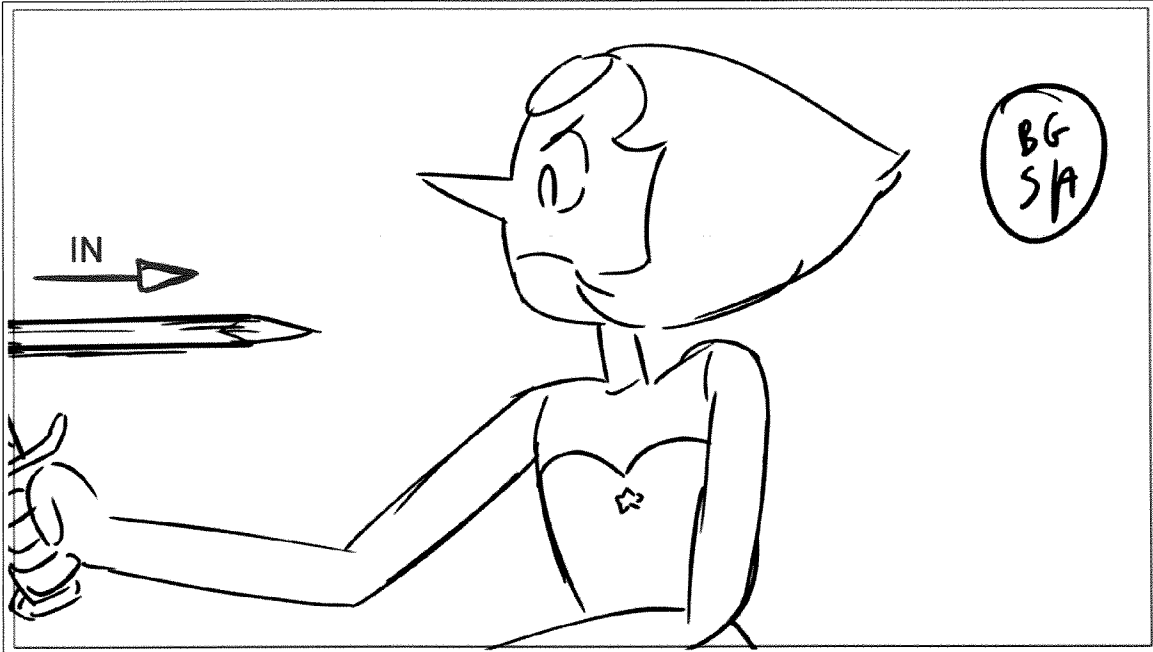
1020.013

1020.013

1020.013



Scene 37 Panel 2  
*CONT*



Action Notes  
Holo-Pearl sword IN.

Slugging  
0.02

Scene 37 Panel 3  
*CONT*



Slugging  
0.04

AUG 06 2013

1020.013

1020.013

1020.013

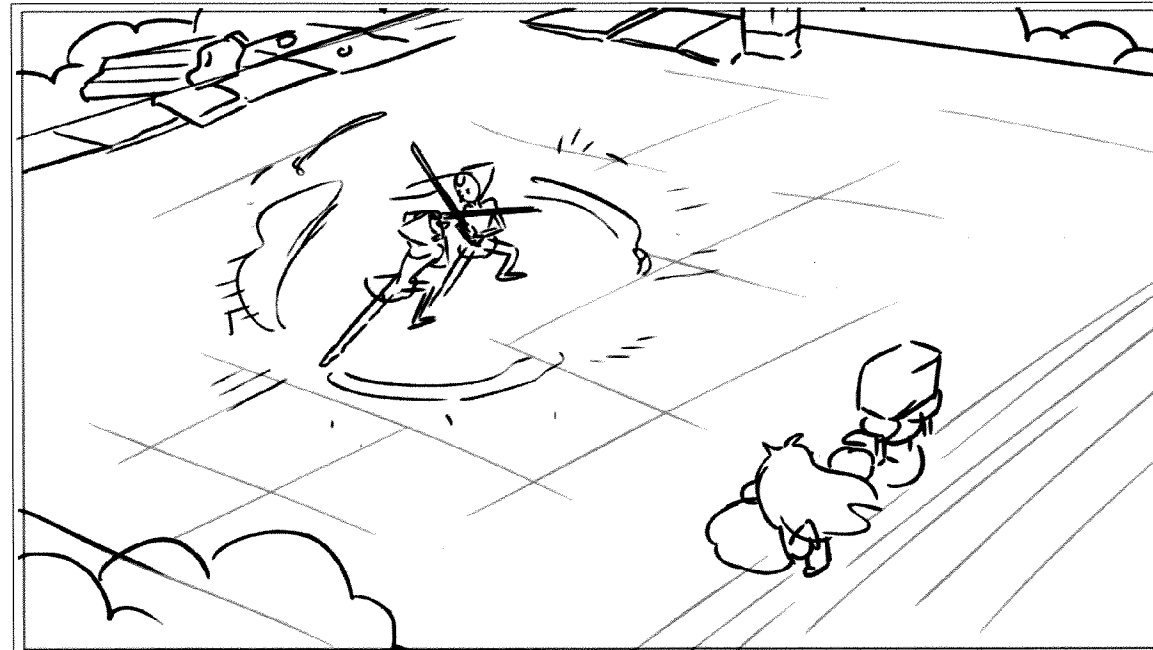
Scene 37 Panel 4



Action Notes  
They lock swords like Lady Eboshi and San in "Princess Monoke".

Slugging  
0.04

Scene 38 Panel 1



Action Notes  
A shock wave explodes off of them, picking up dust.

Slugging  
0.06

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1020.013

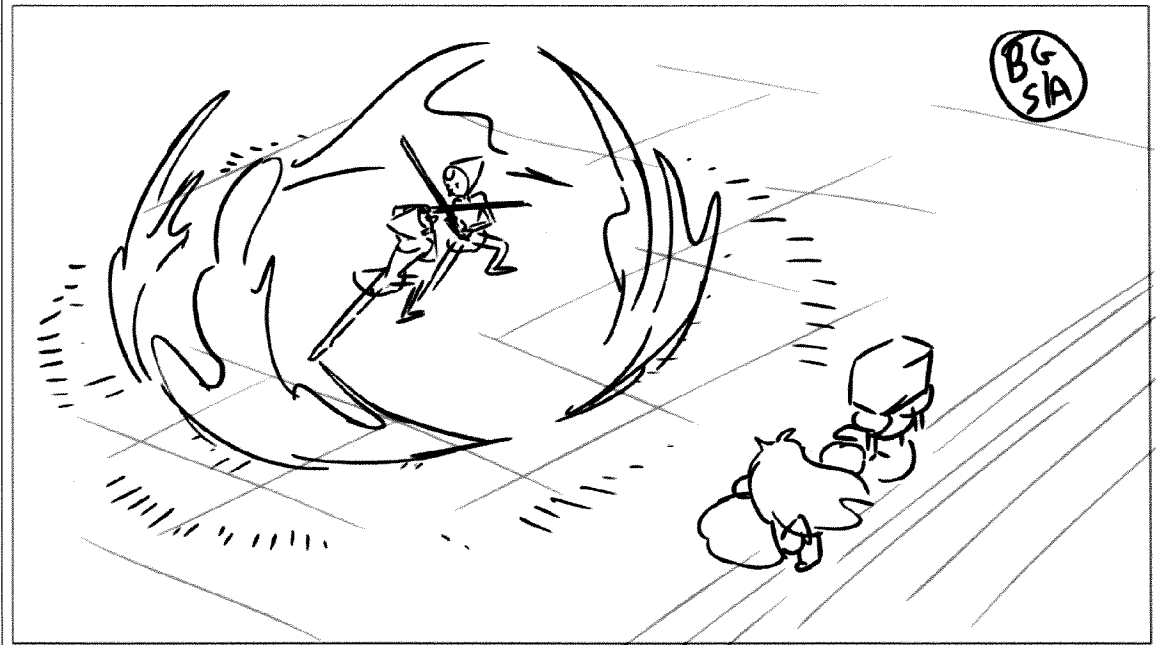
1020.013



Scene

Panel  
38 *CONT*

2

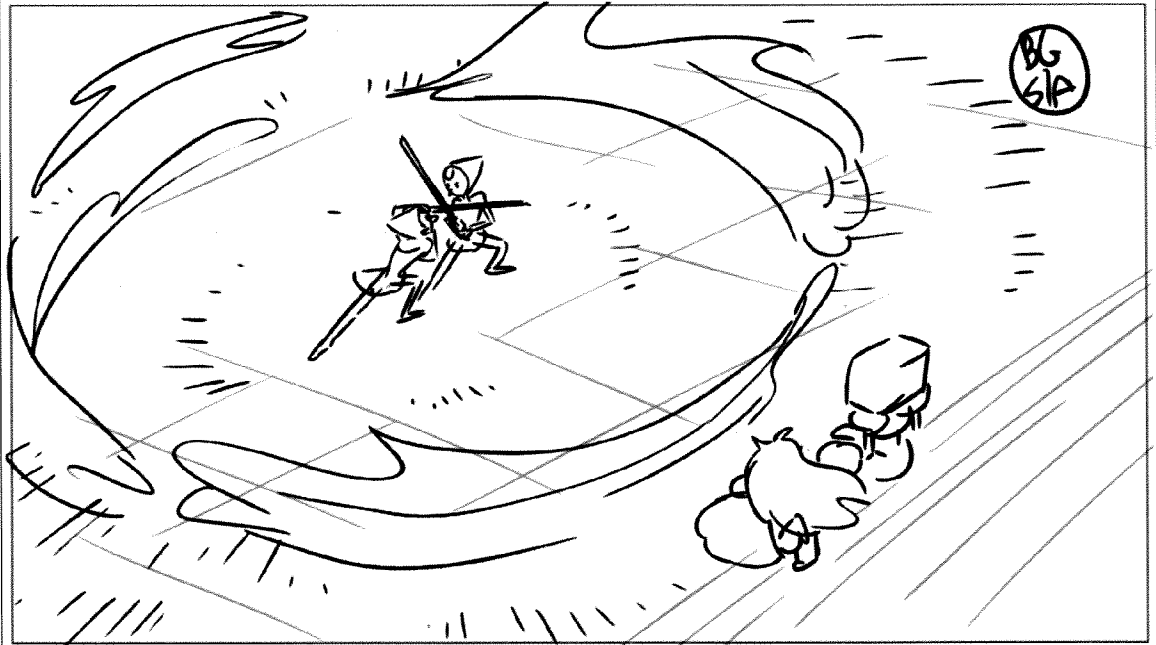


Slugging  
0.06

Scene

Panel  
38 *CONT*

3



Slugging  
0.07

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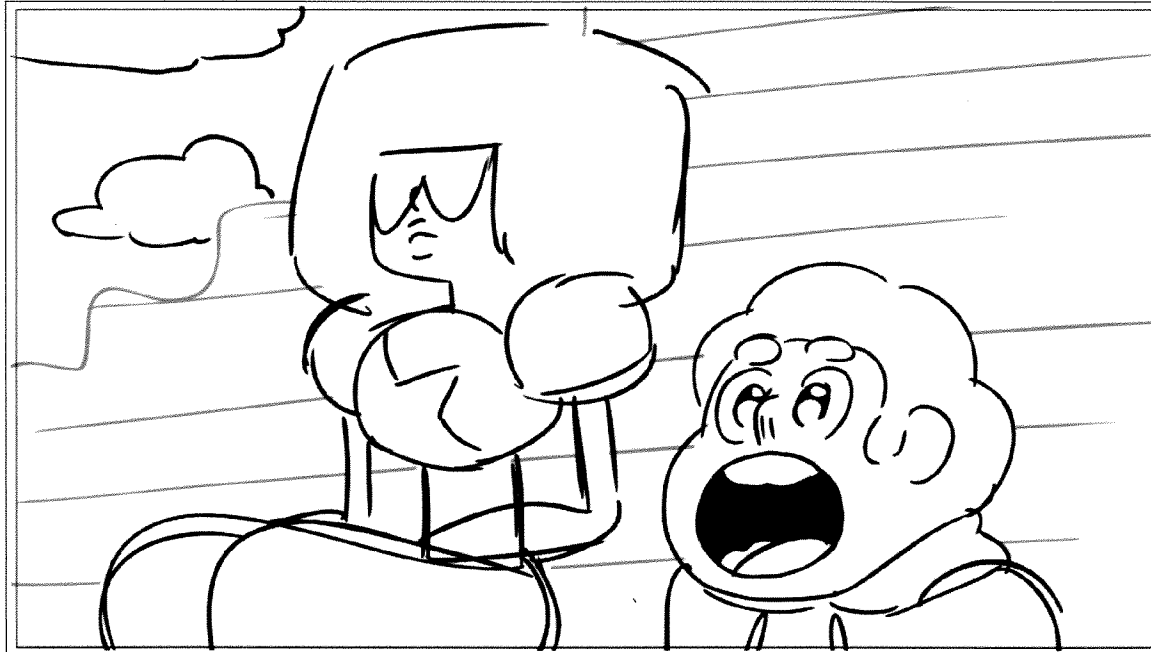
1020.013

1020.013

1020.013



Scene	Panel
39	1



Slugging  
0.08

Scene	Panel
39	<i>CONT</i> 2



Action Notes  
Shock wave hits Steven, knocking him off screen.

Slugging  
0.04

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1020.013

1020.013

1020.013





Scene 39 Panel 3  
*CONT*



Action Notes

Garnet is barely buffeted by shock wave, clouds of dust blow IN from SW.

Slugging

0.06

Scene 39 Panel 4  
*CONT*



Slugging

Panels 1 + 2 = 1.08

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1020.013

1020.013

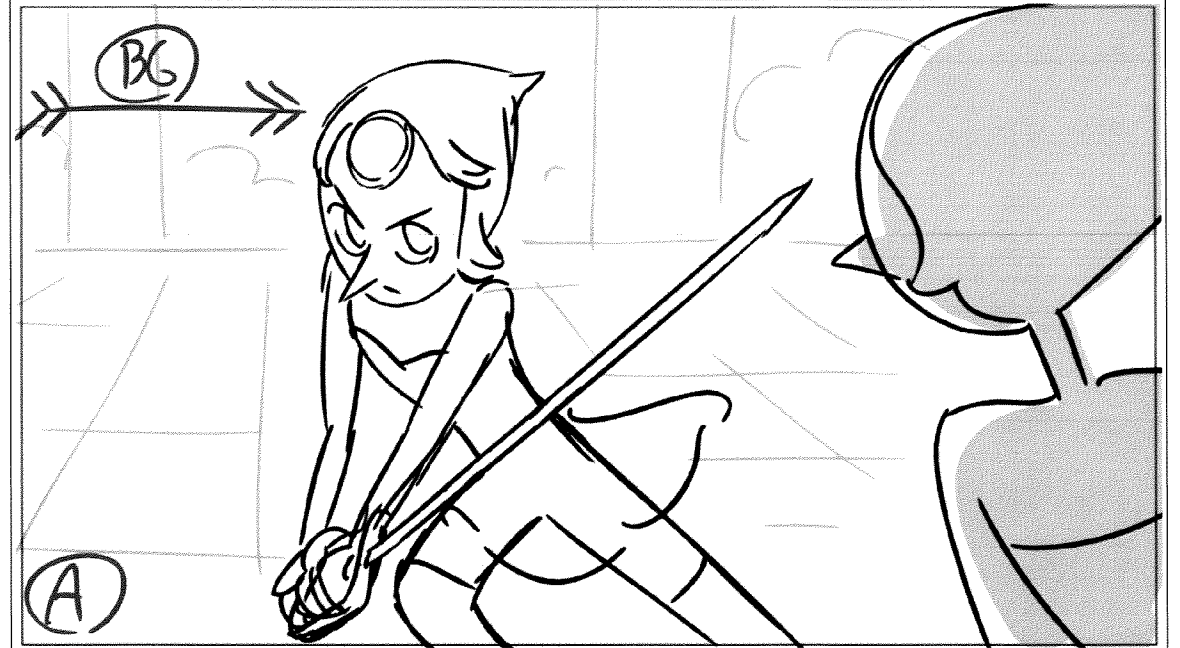
1020.013



Scene 39 Panel 5  
*CONT*



Scene 40 Panel 1



Action Notes

Pearl and holo-pearl run facing eachother.

BG moves East - towards screen right.

Slugging

Panels 1 + 2 x 2 = 0.12

Total cycle frames: 1.08

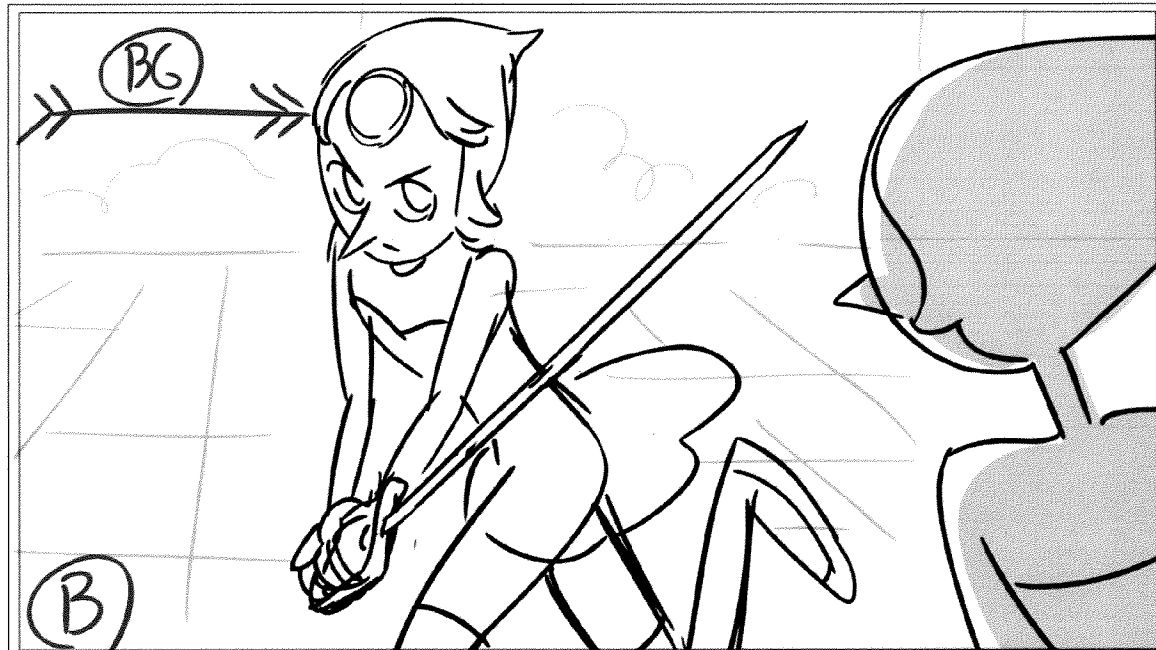
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1020.013

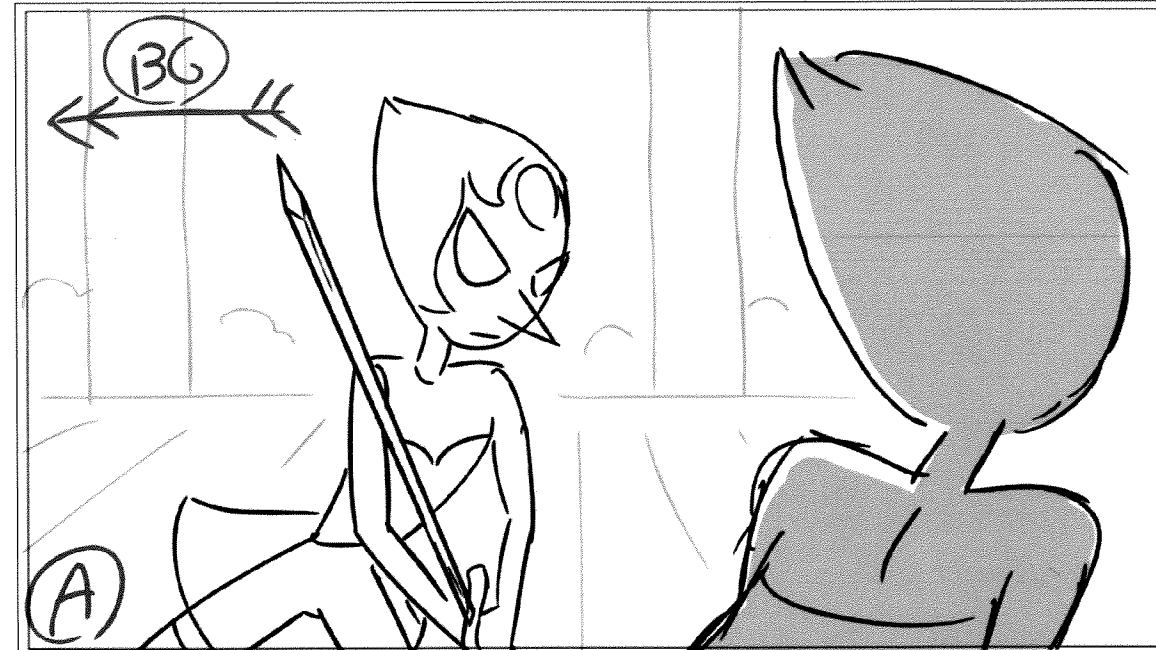
1020.013

1020.013

Scene	Panel
40	CONT 2



Scene	Panel
41	1



Action Notes  
BG moves West towards screen left.

Slugging  
Panels 1 + 2 x 2 = 0.12  
Total cycle frames: 1.08

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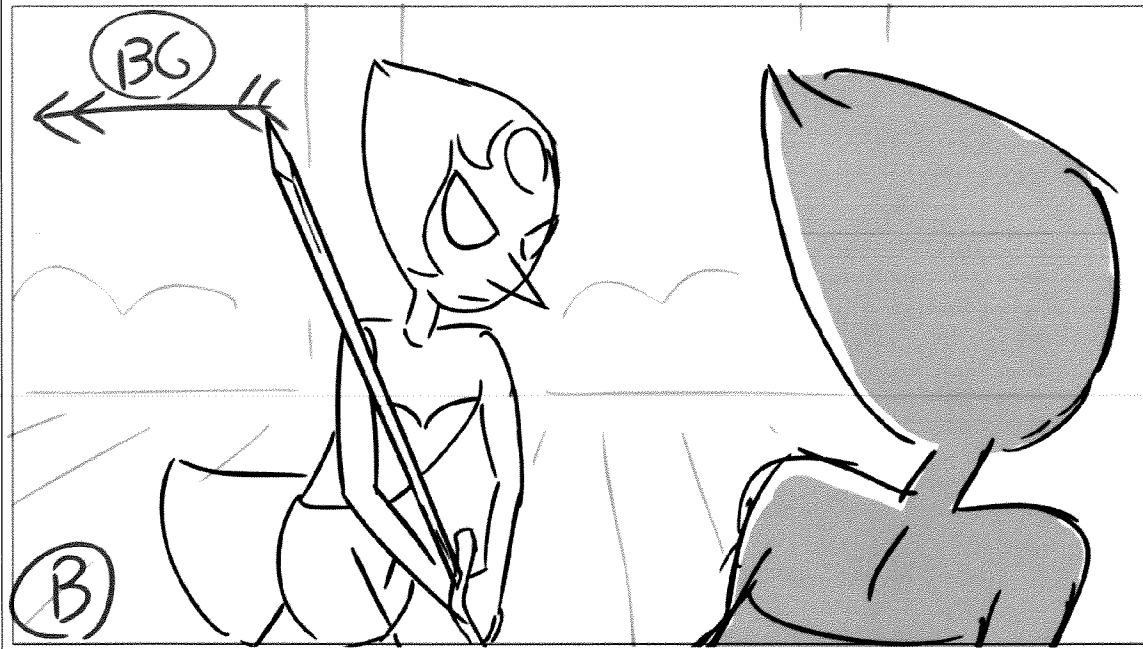
1020.013

1020.013

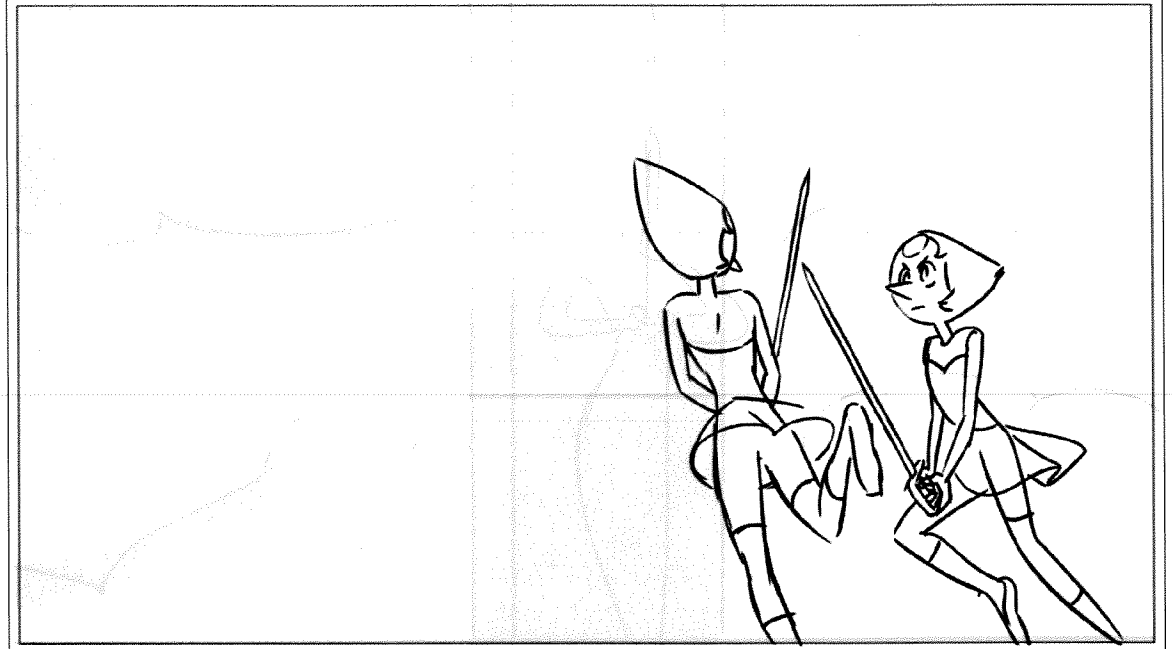
1020.013



Scene	Panel
41	2



Scene	Panel
42	1



Action Notes

Slight up shot, Feet remain cut off so BG can pan independently from foot placement.

Slugging

0.06

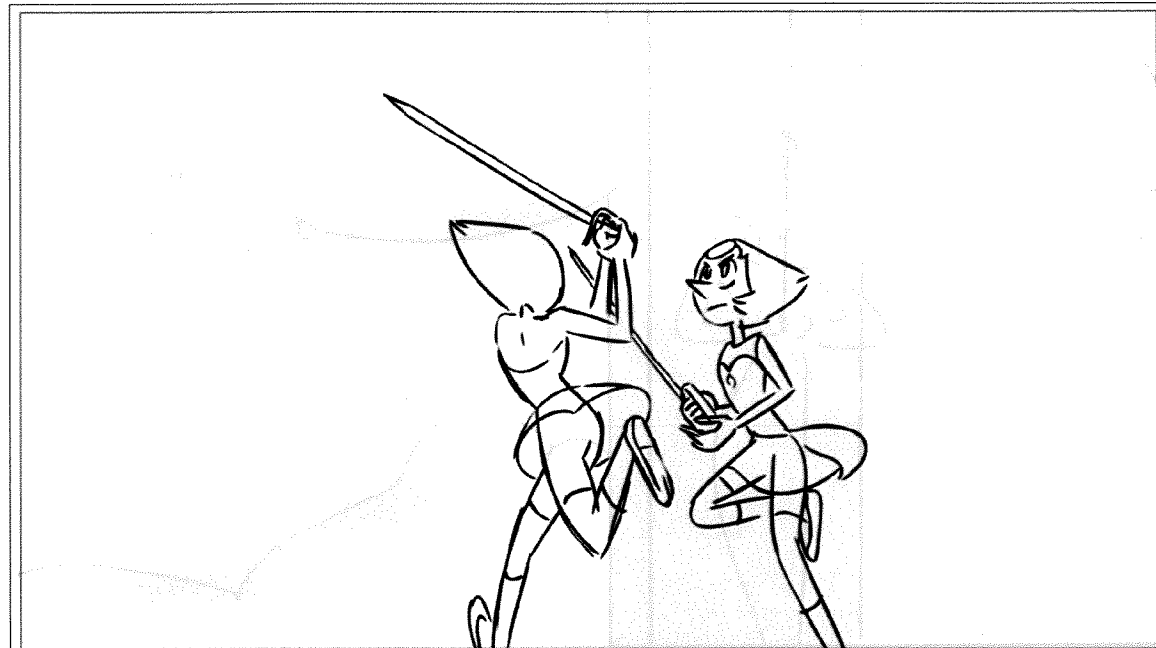
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1020.013

1020.013

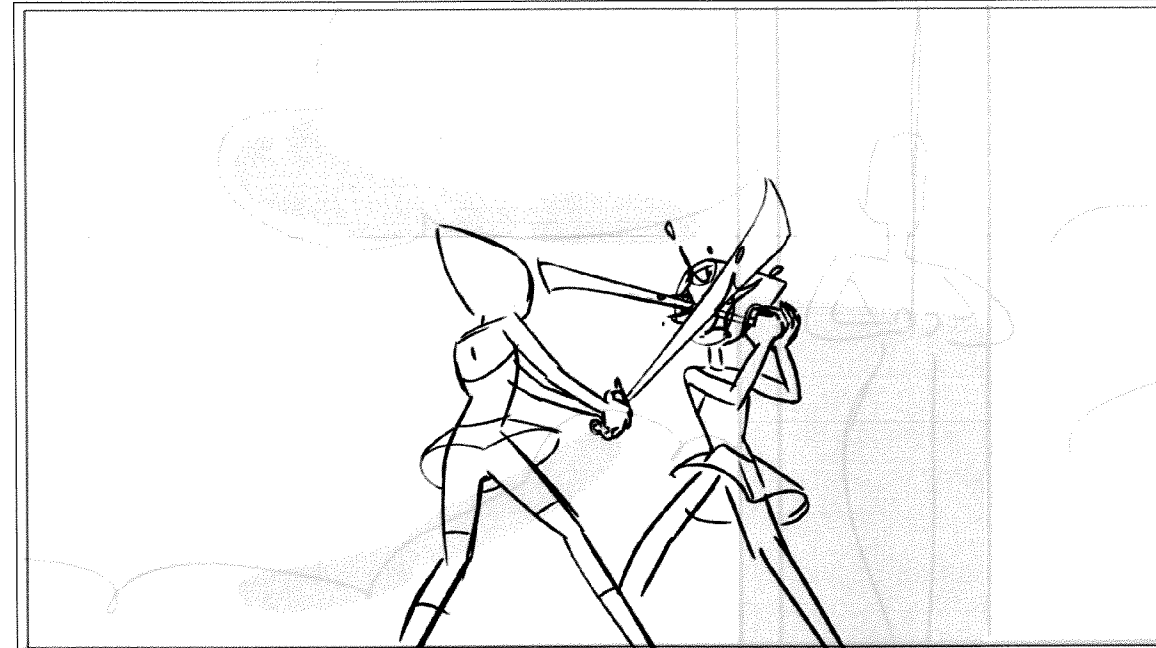
Scene	Panel
42	cont 2



**Action Notes**  
BG Pans constantly East towards screen right at a fixed rate.

**Slugging**  
0.06

Scene	Panel
42	cont 3

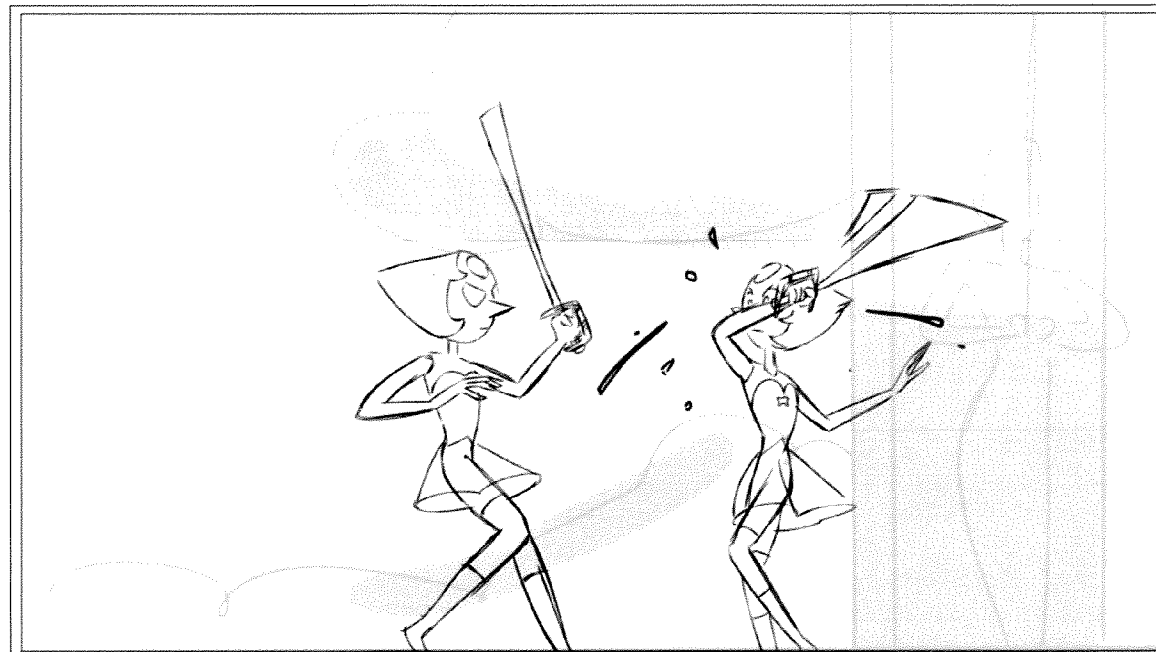


**Action Notes**  
Sparks fly on hits.

**Slugging**  
0.04

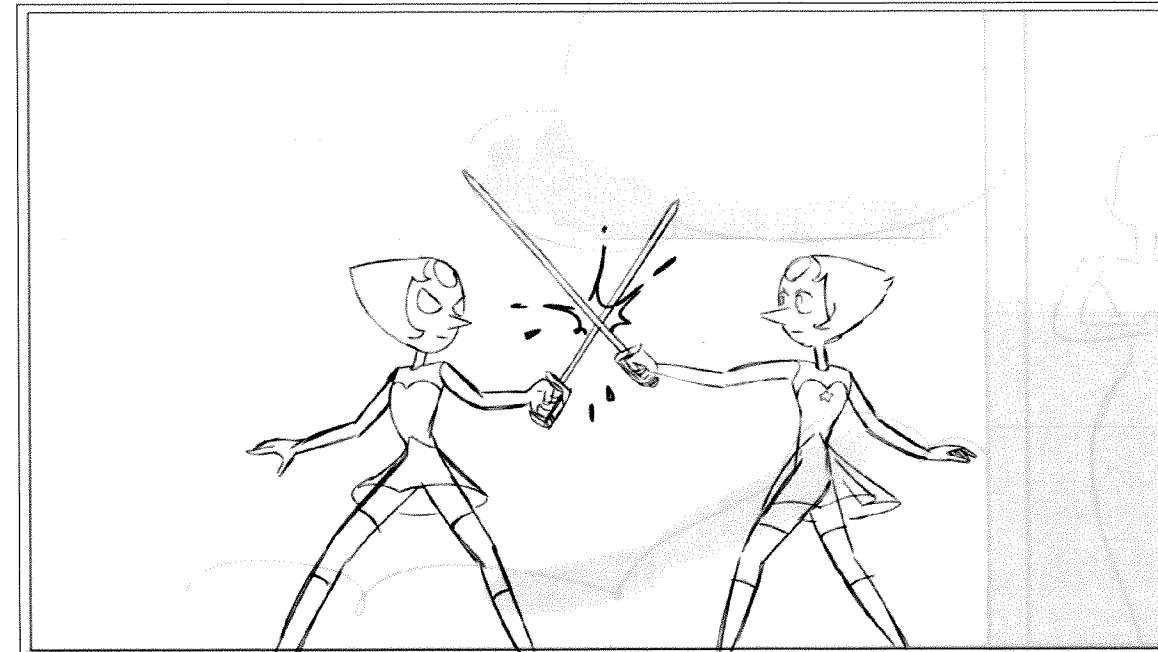
AUG 06 2013

Scene 42 Panel 4  
*CONT*



Slugging  
0.04

Scene 42 Panel 5  
*CONT*



Slugging  
0.04

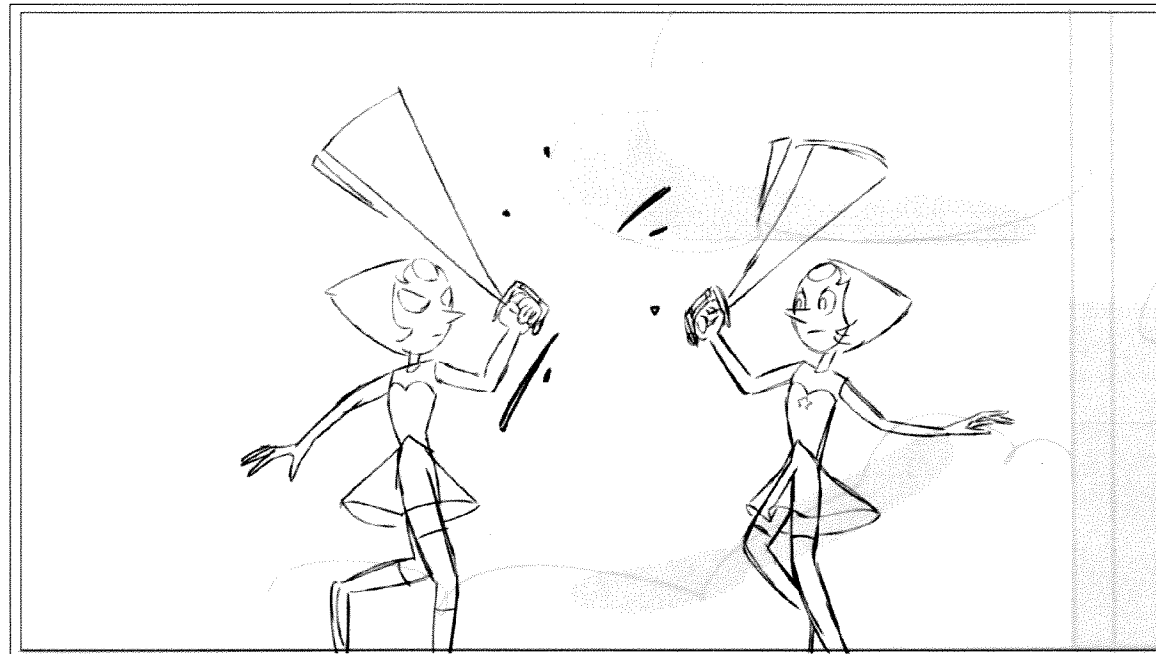
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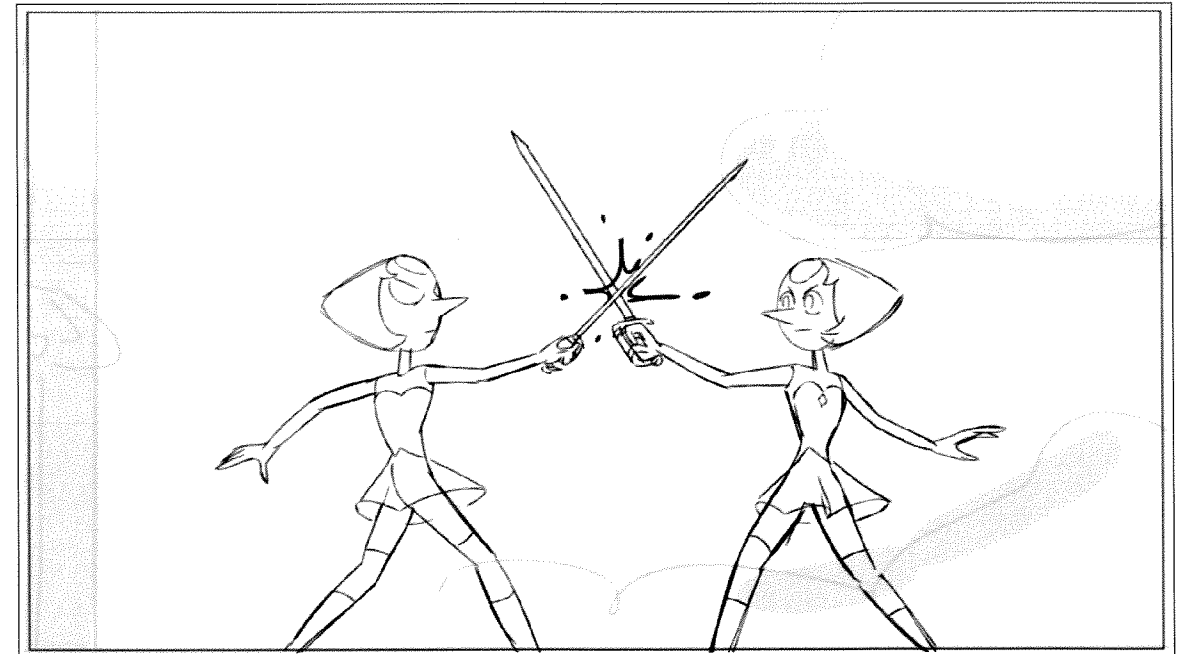
1020.013

Scene 42 Panel 6  
*CONT*



Slugging  
0.04

Scene 42 Panel 7  
*CONT*



Slugging  
0.04

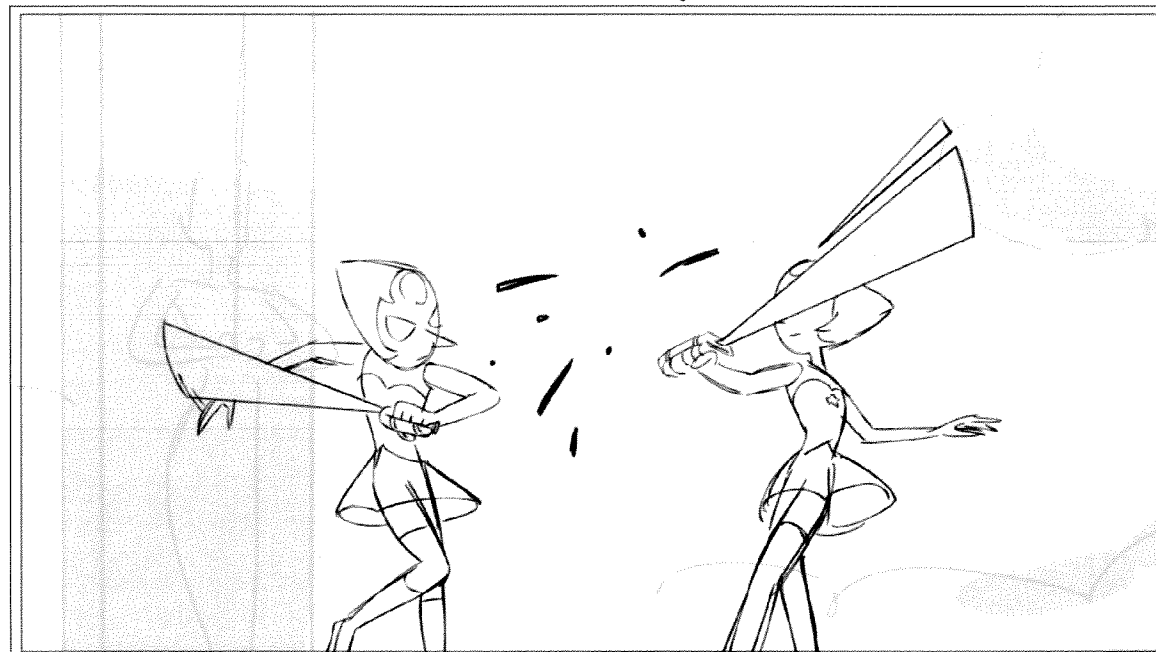
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1020.013

1020.013

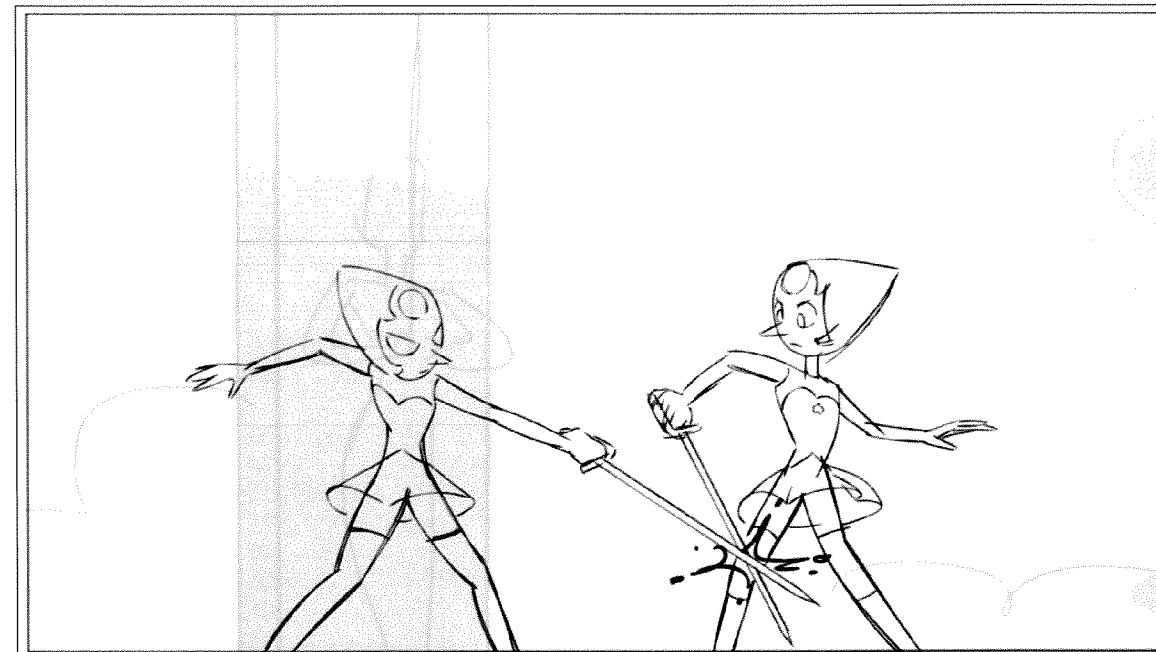
1020.013

Scene 42 Panel 8



Slugging  
0.04

Scene 42 Panel 9



Slugging  
0.04

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1020.013

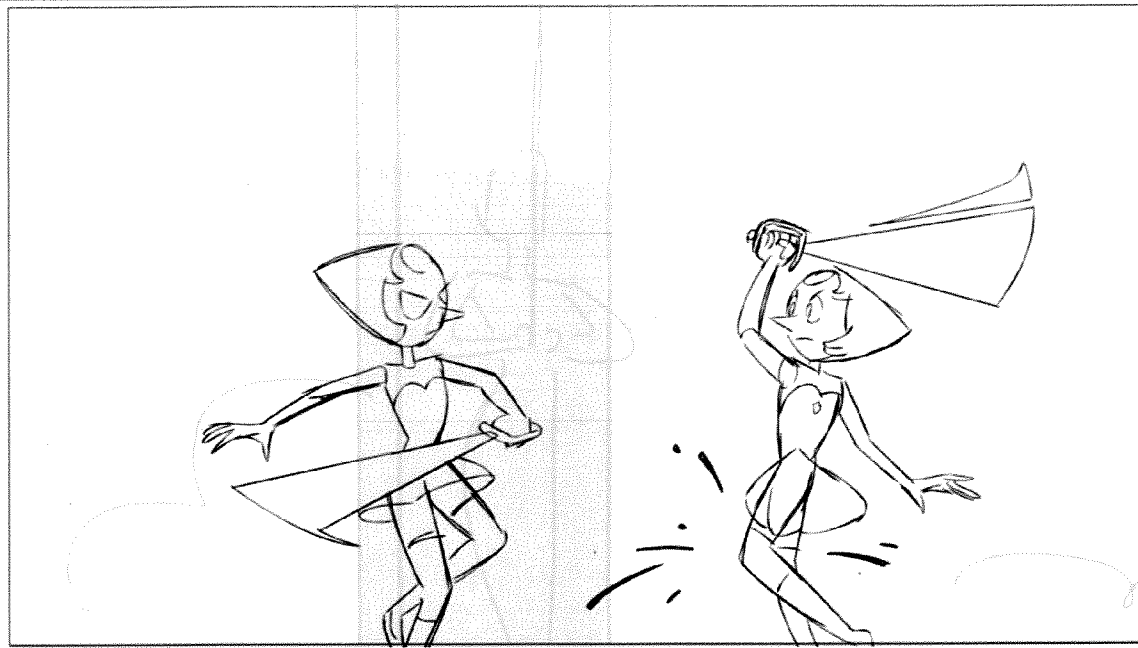
1020.013

1020.013



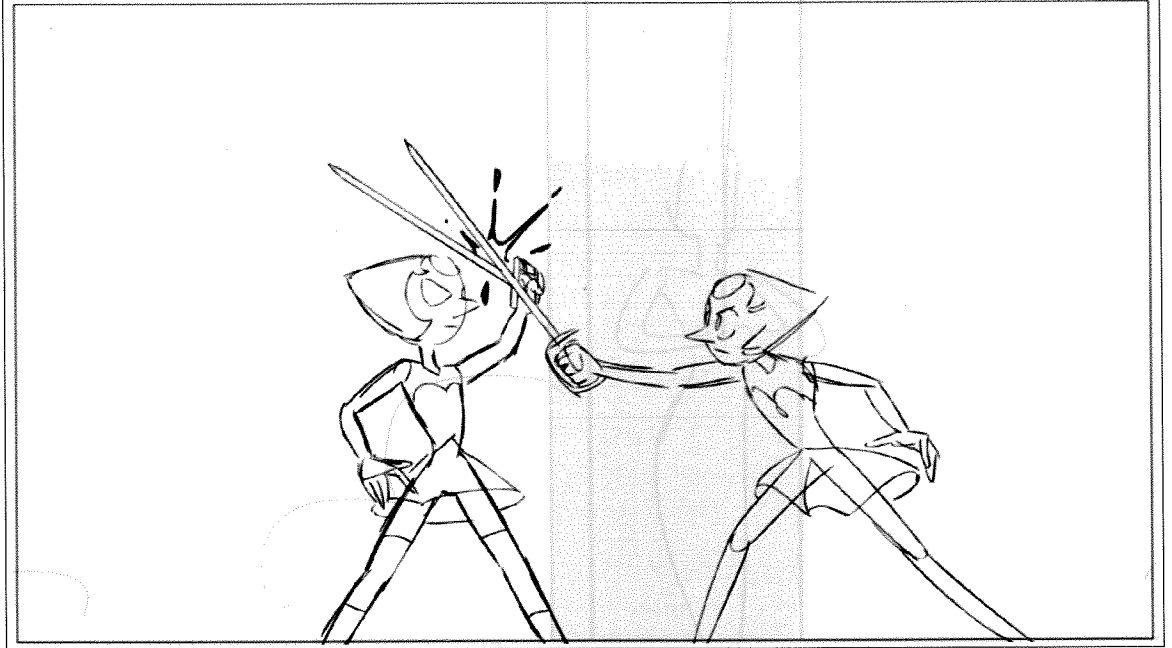


Scene	Panel
42	<i>cont</i>
	10



Slugging  
0.04

Scene	Panel
42	<i>cont</i>
	11



Slugging  
0.04

AUG 06 2013

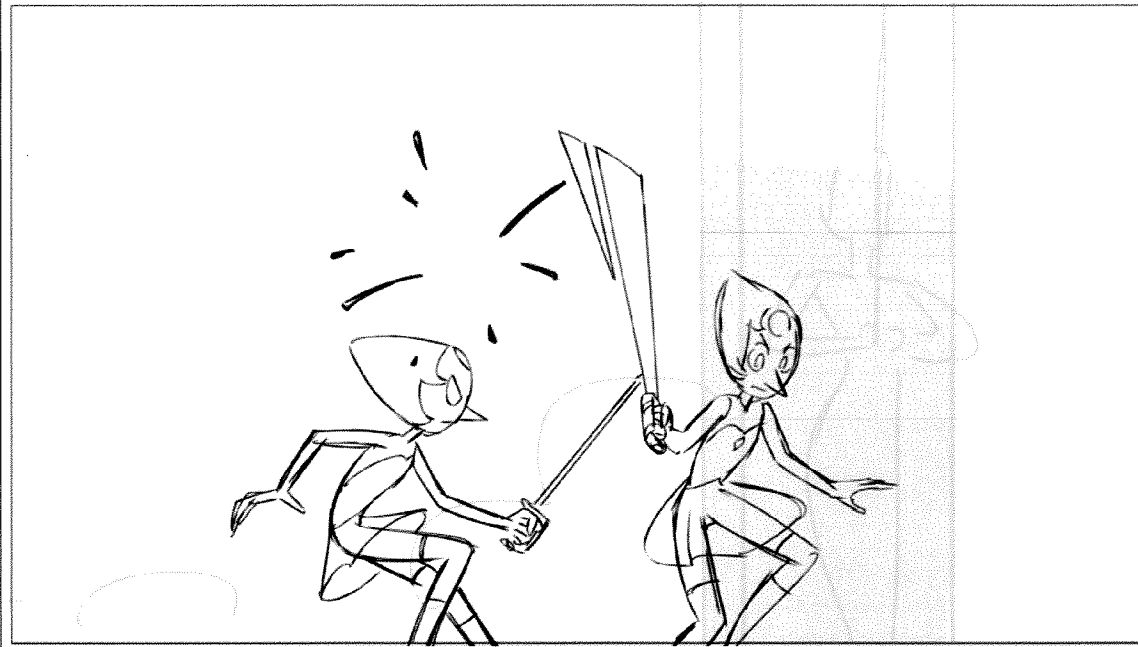
1020-013

1020-013

1020-013

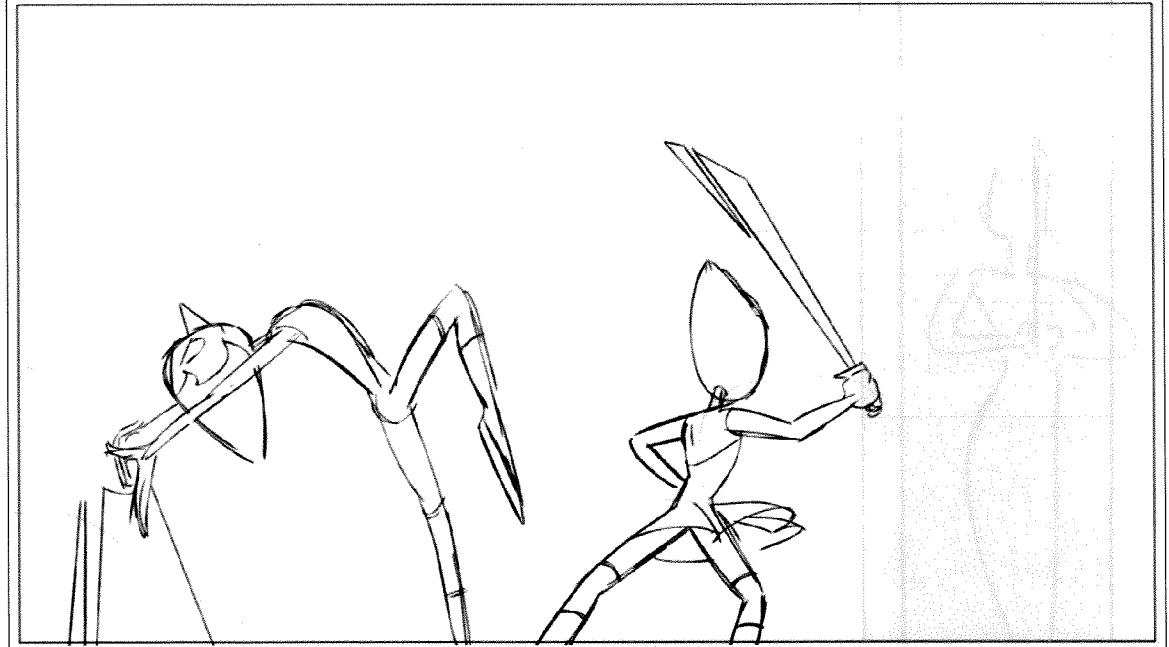


Scene	Panel
42	<i>CONT</i>
12	



Slugging  
0.04

Scene	Panel
42	<i>CONT</i>
13	



Slugging  
0.04

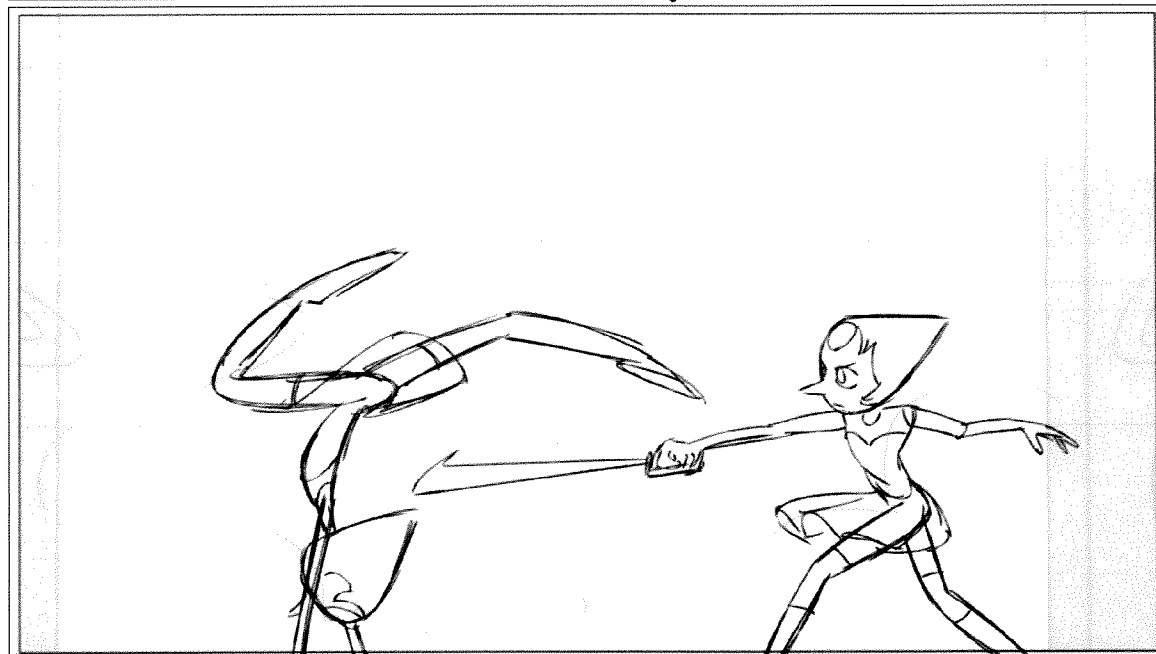
AUG 06 2013

1020.013

1020.013

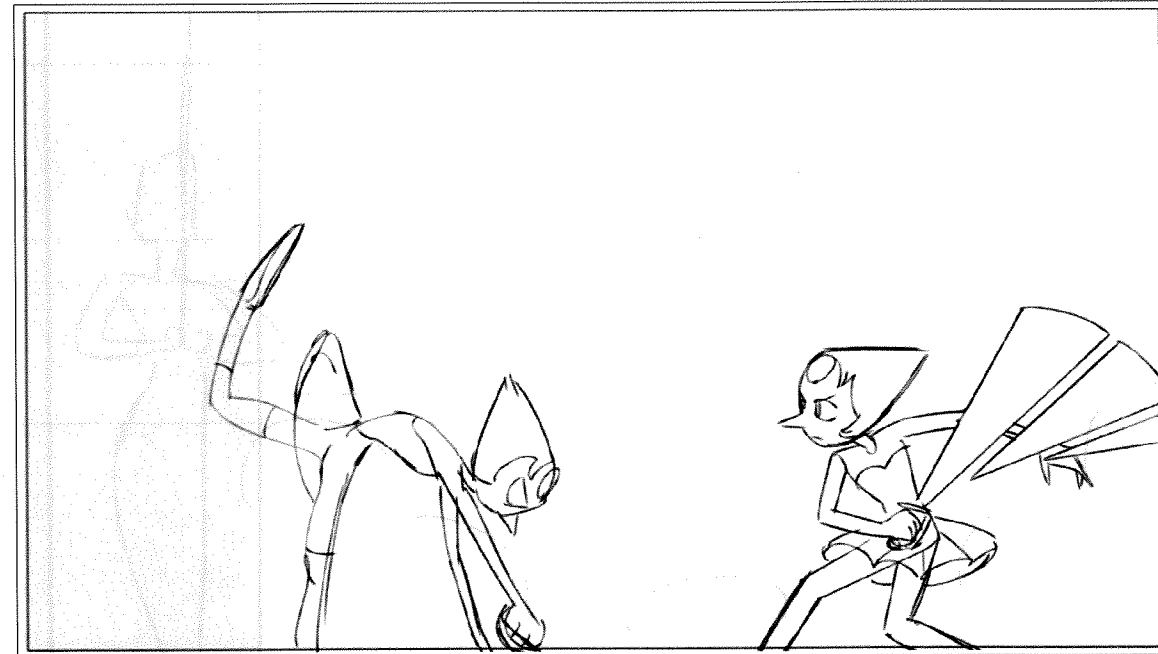
1020.013

Scene 42 Panel 14  
*CONT*



Slugging  
0.04

Scene 42 Panel 15  
*CONT*



Slugging  
0.04

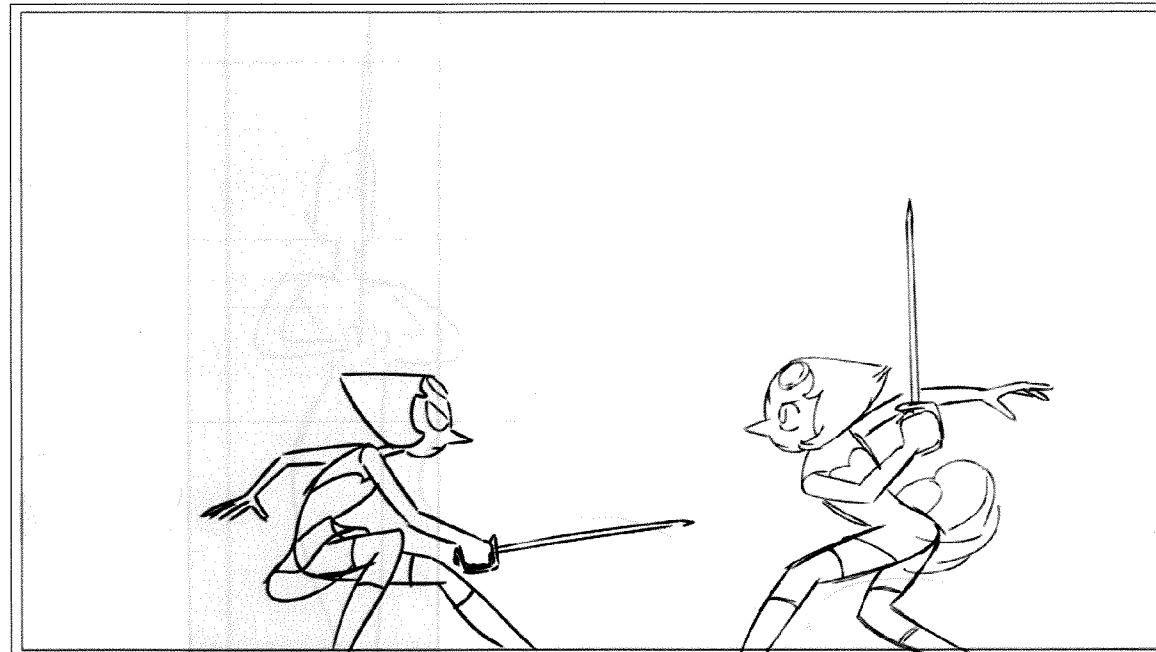
AUG 06 2013

1020.013

1020.013

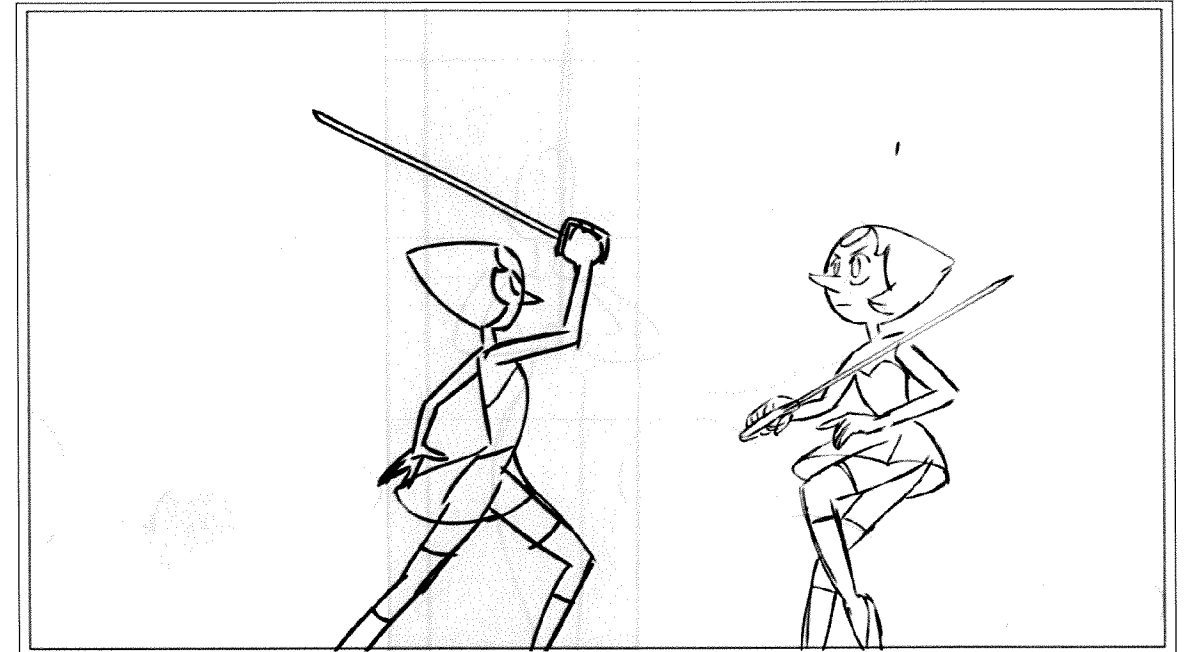
1020.013

Scene 42 Panel 16  
*cont*



Slugging  
0.04

Scene 42 Panel 17  
*cont*



Slugging  
0.06

AUG 08 2012

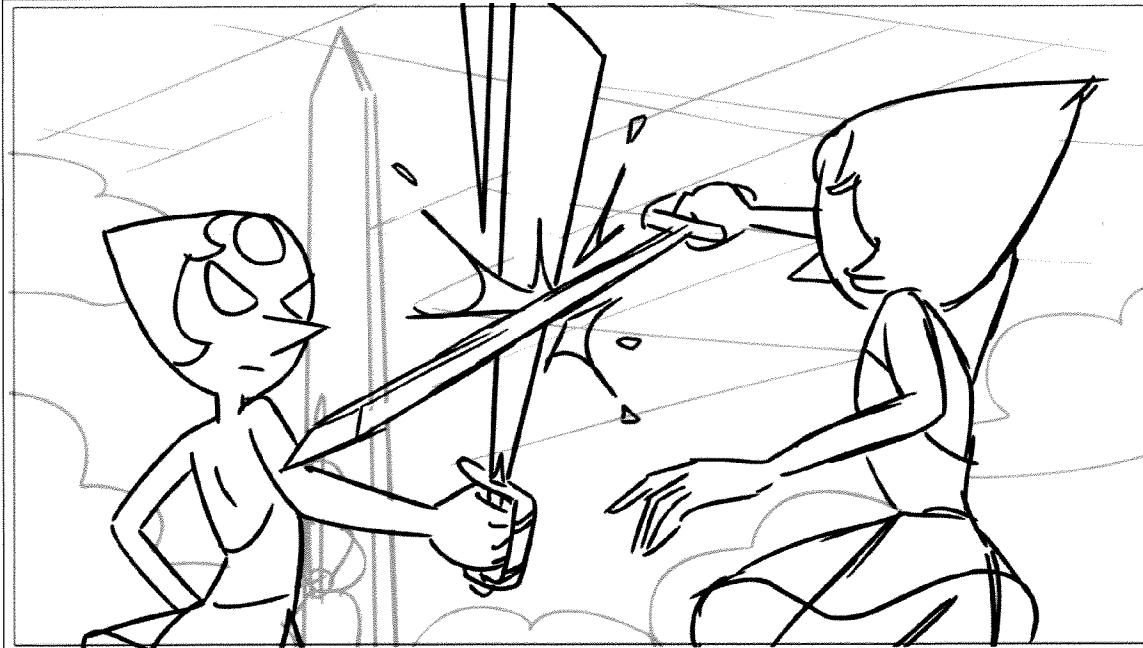
1020.013

1020.013

1020.013



Scene	Panel
43	1

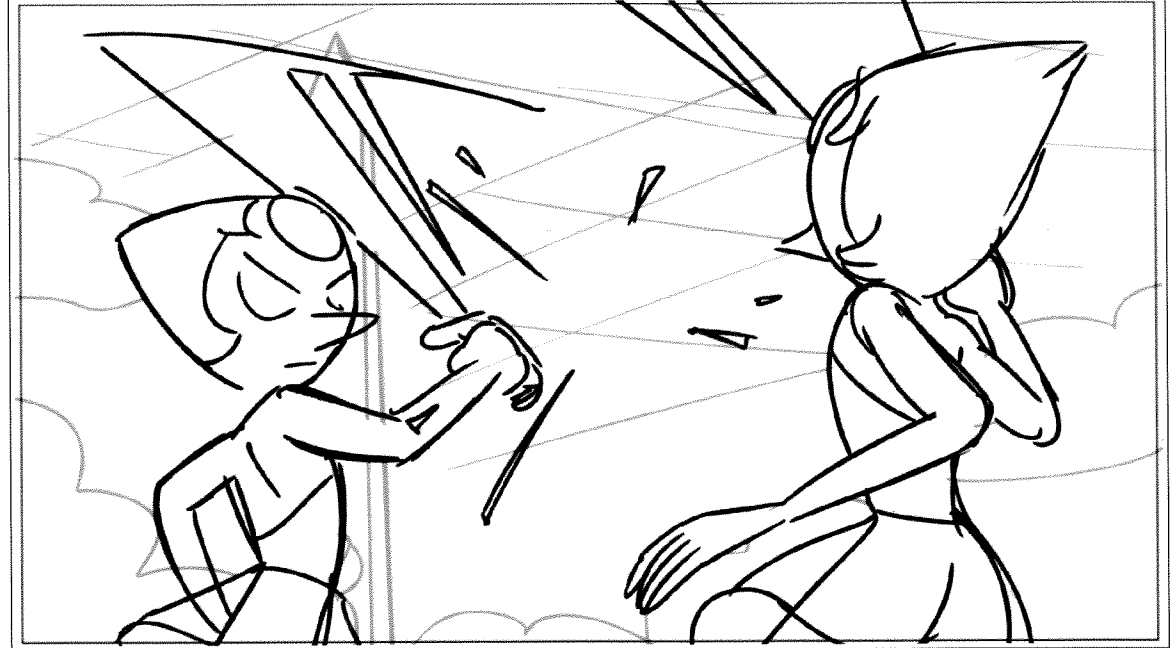


Action Notes  
BG Pans constantly SW towards screen left at a fixed rate.

Slugging  
0.04

Notes  
H/U to previous

Scene	Panel
43	2



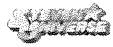
Slugging  
0.04

AUG 0 6 2013

1020.013

1020.013

1020.013

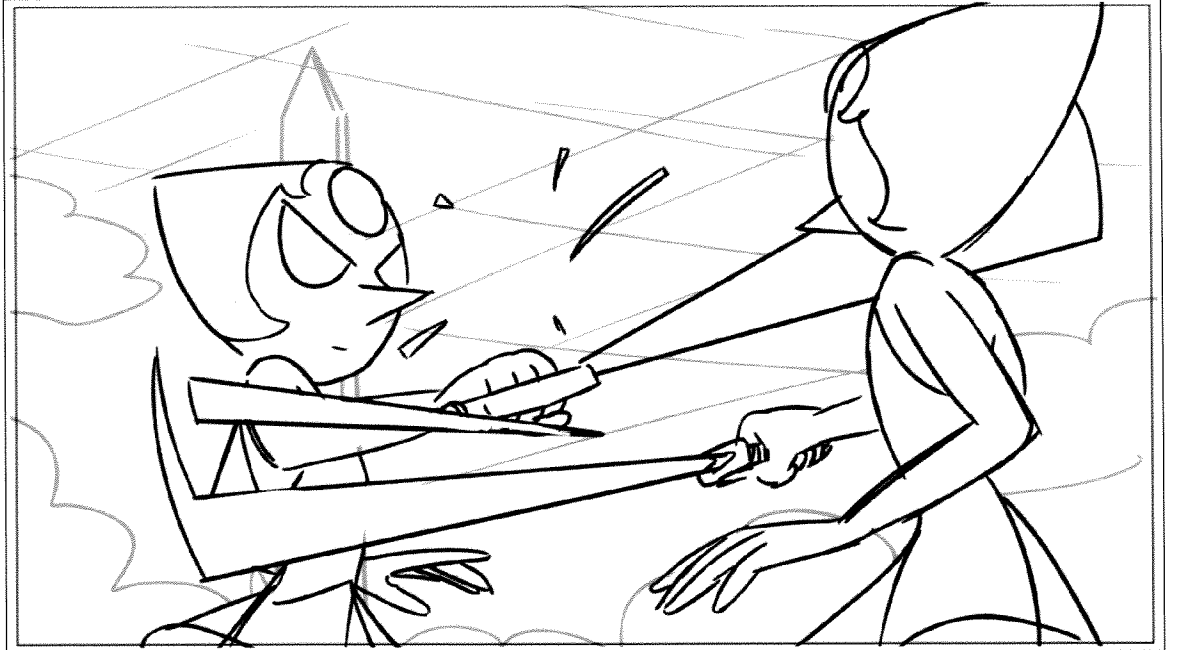


Scene	Panel
43	<i>cont</i>



Slugging  
0.04

Scene	Panel
43	<i>cont</i>



Slugging  
0.04

AUG 06 2013

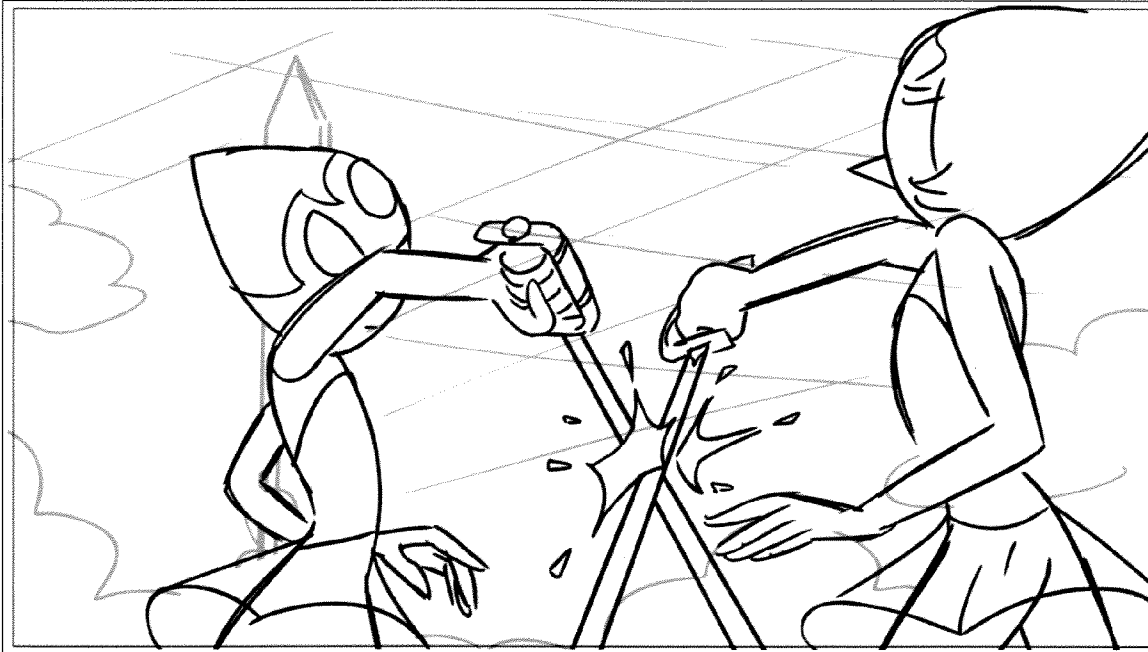
1020.013

1020.013

1020.013

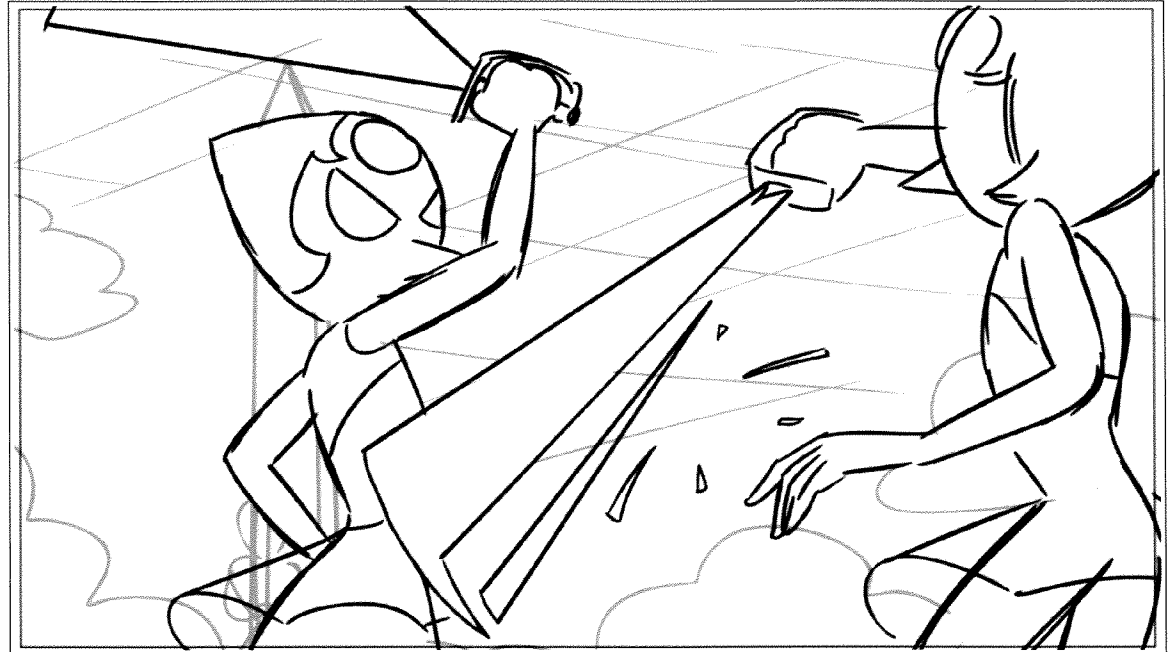


Scene 43 Panel 5  
*CONT*



Slugging  
0.04

Scene 43 Panel 6  
*CONT*



Slugging  
0.04

AUG 06 2013

1020.013

1020.013

1020.013



Scene	Panel
43	<i>CONT</i>

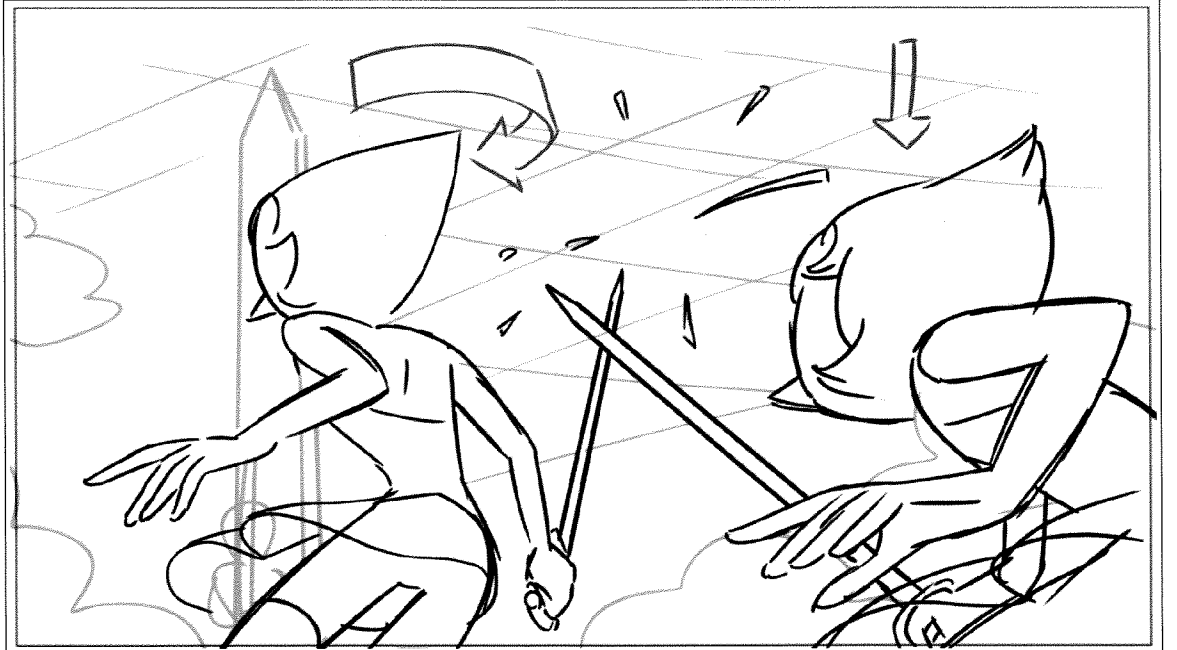
7



Slugging  
0.04

Scene	Panel
43	<i>CONT</i>

8



Slugging  
0.06

AUG 06 2013

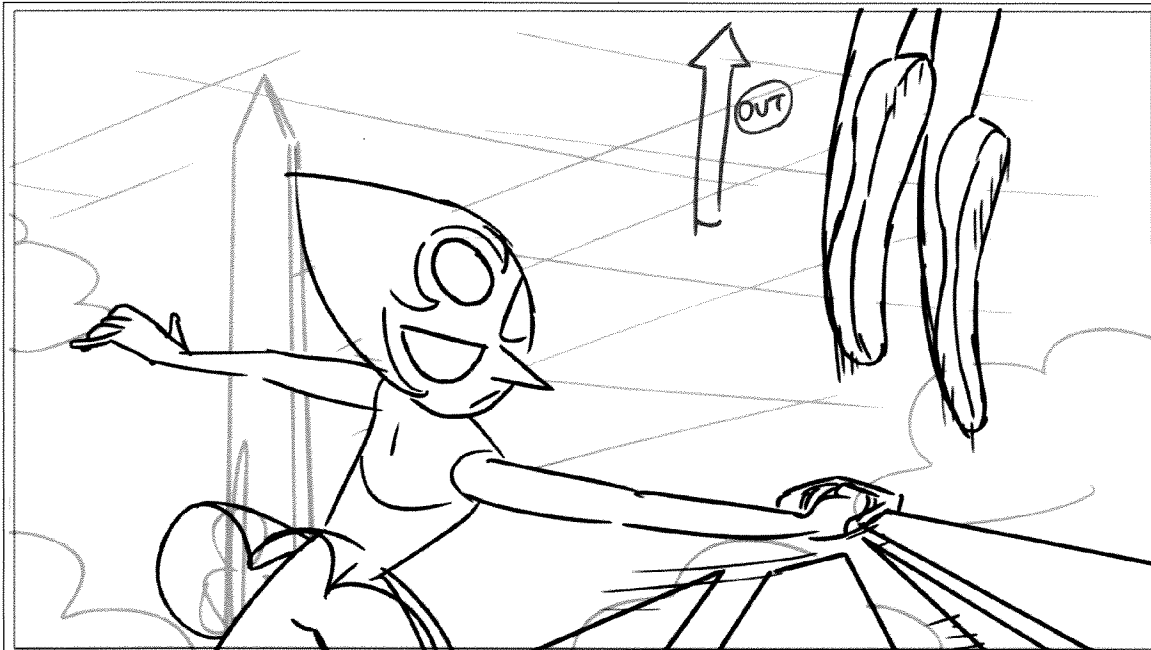
1020.013

1020.013

1020.013



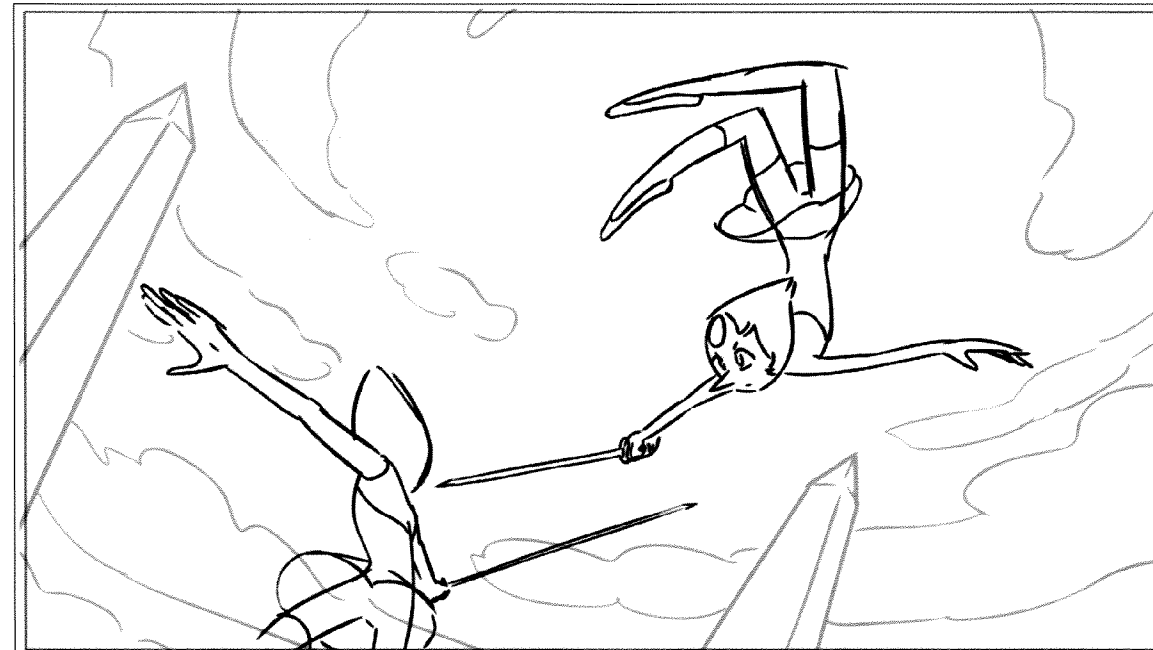
Scene 43 Panel 9



Action Notes  
Pearl Leaps OUT of frame.

Slugging  
0.04

Scene 44 Panel 1



Action Notes  
Slow-motion.

Slugging  
0.10

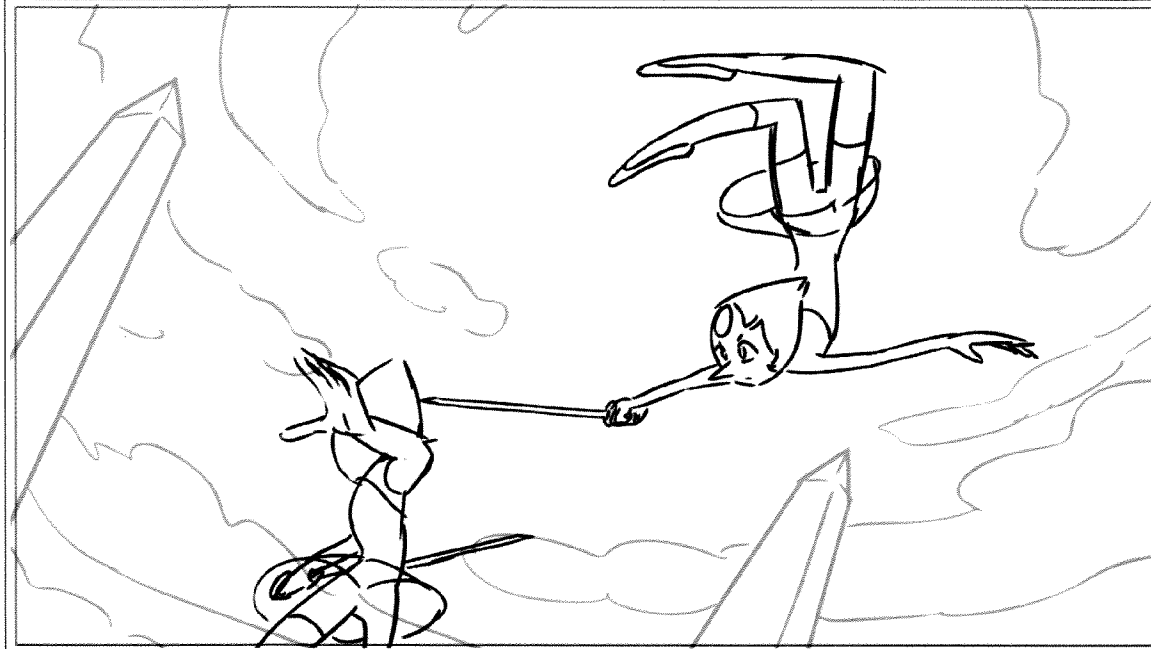
AUG 06 2015

1020.013

1020.013

1020.013

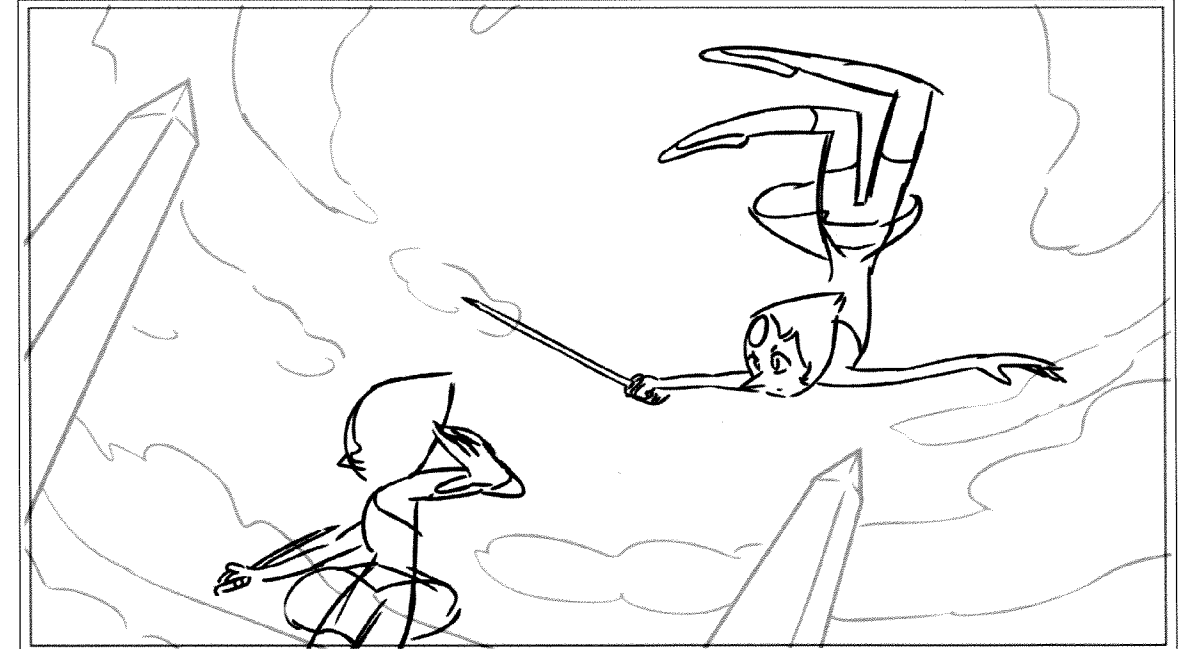
Scene 44 Panel 2  
CONT



Action Notes  
Slow-motion.

Slugging  
0.10

Scene 44 Panel 3  
CONT



Action Notes  
Slow-motion.

Slugging  
0.10

AUG 06 2000

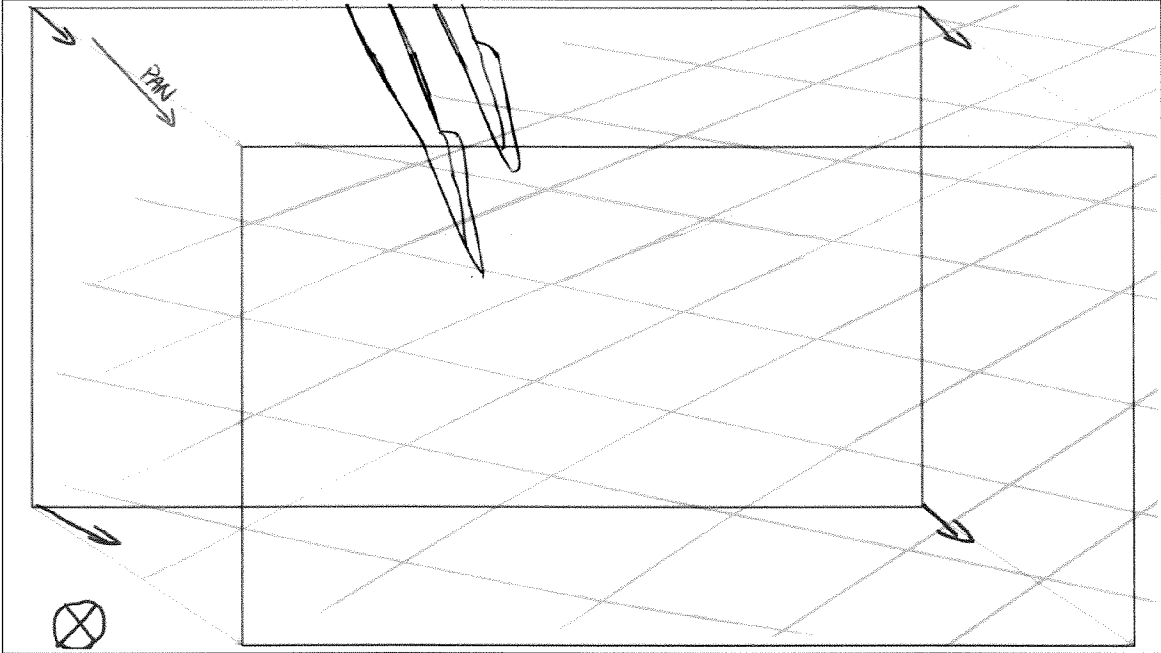
1020.013

1020.013

1020.013



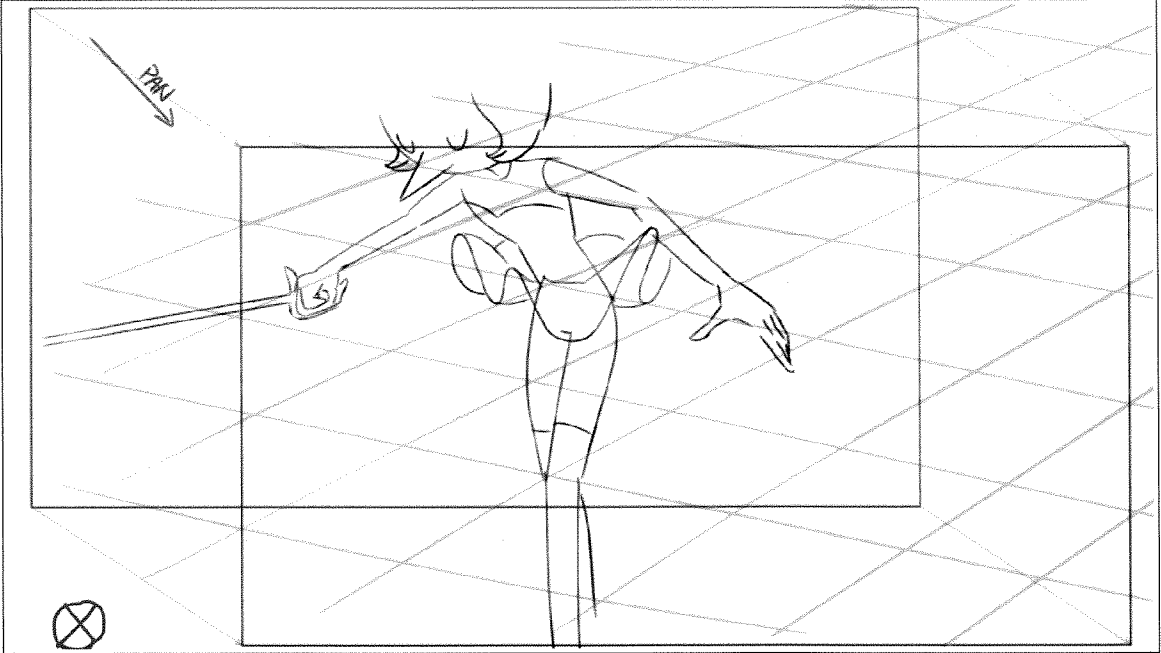
Scene	Panel
45	1



Action Notes  
Camera ADJ SE down with Pearl landing.

Slugging  
ADJ: 0.04  
  
Total frames ADJ panels 1 to 3 = 0.12

Scene	Panel
45	2



Action Notes  
Camera ADJ down with Pearl landing.

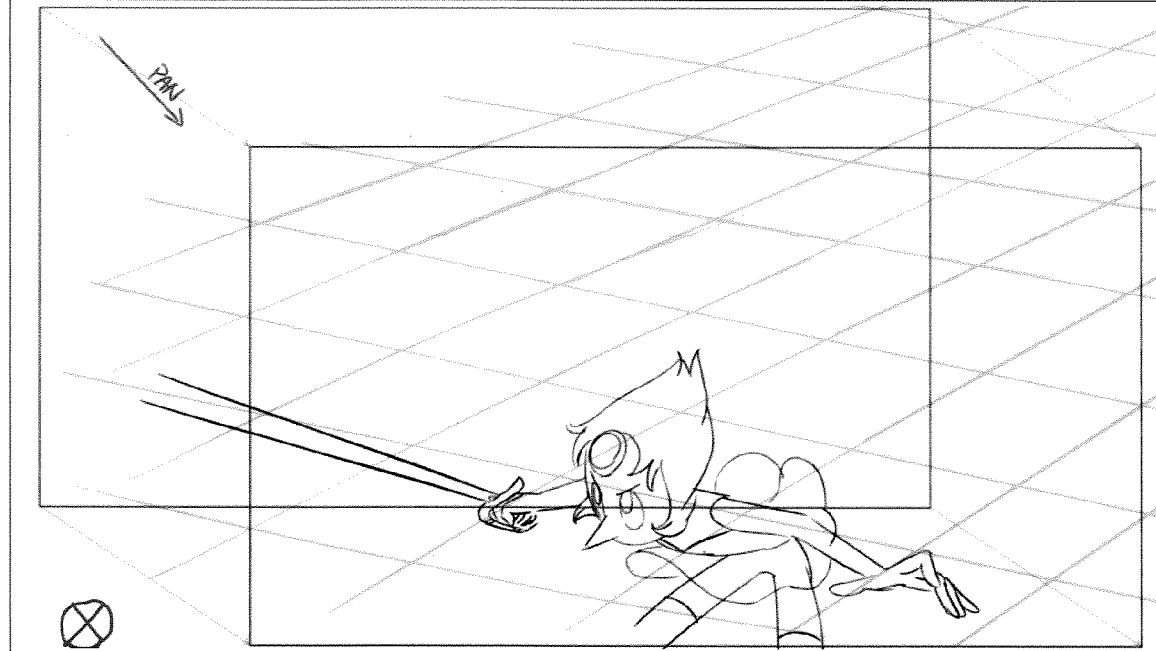
Slugging  
ADJ: 0.04  
  
AUG 06 2016

1020.013

1020.013



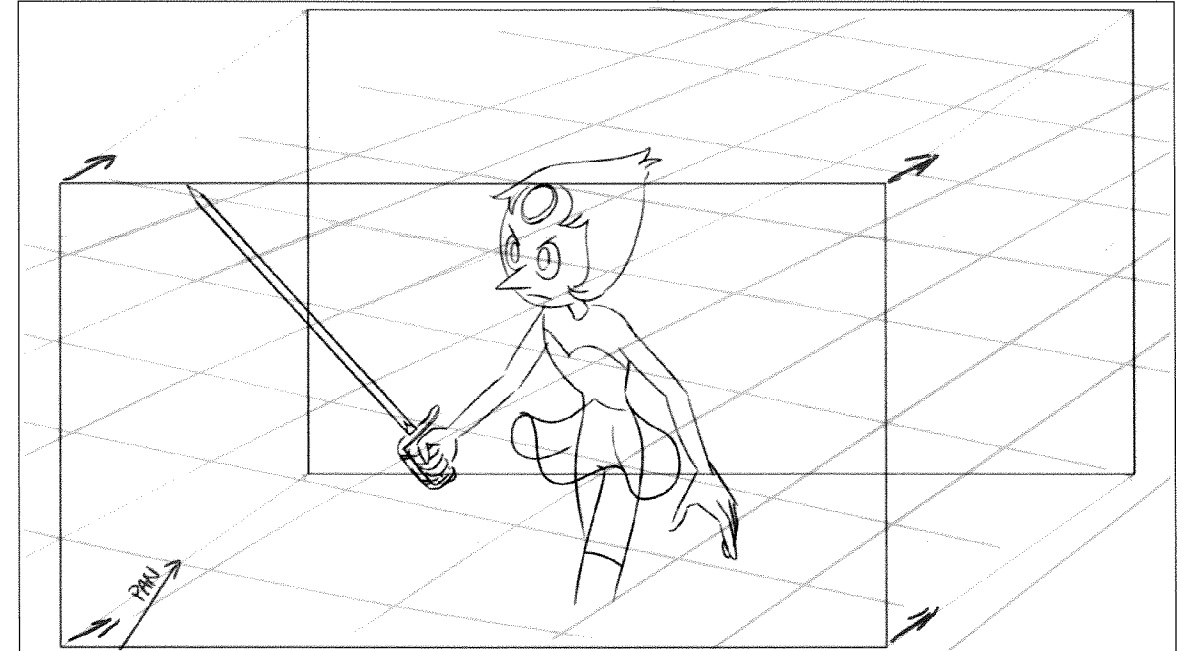
Scene 45 Panel 3  
*CONT*



Action Notes  
Camera ADJ down with Pearl landing.

Slugging  
ADJ: 0.04

Scene 45 Panel 4  
*CONT*



Action Notes  
Camera ADJ NE with Pearl standing up.

Slugging  
ADJ: 0.06

Total ADJ frames panels 4 to 14 = 3.10

AUG 06 2013

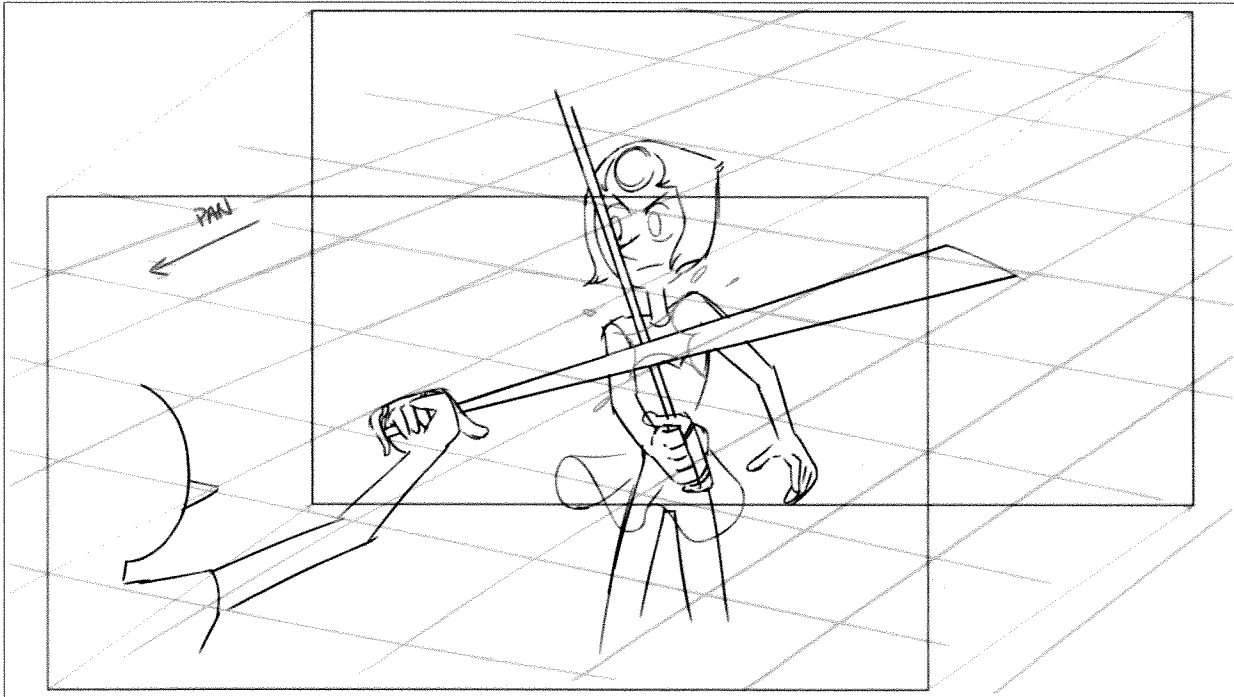
1020.013

1020.013

1020.013



Scene 45 Panel 5



### Action Notes

Camera ADJ back following Pearl as she walks backwards while blocking sword blows.

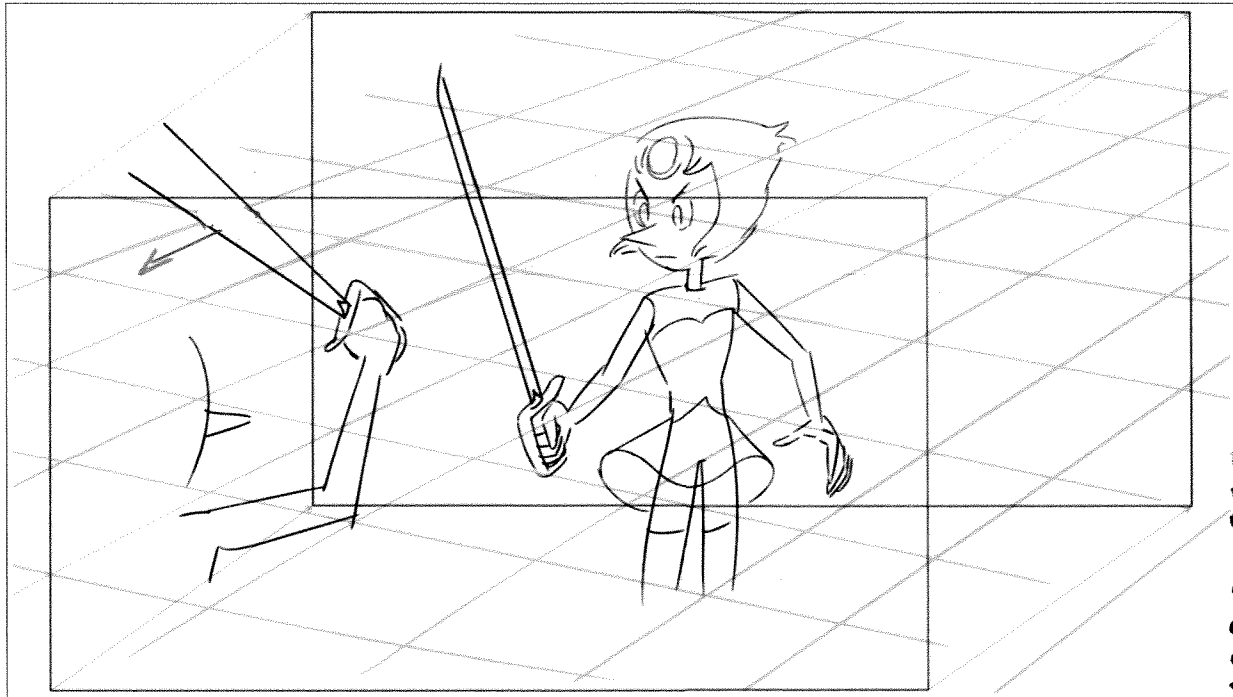
Holo-Pearl in F/G attacking Pearl.

Sparks fly from swords on each hit.

### Slugging

ADJ: 0.08

Scene 45 Panel 6



### Slugging

ADJ: 0.04

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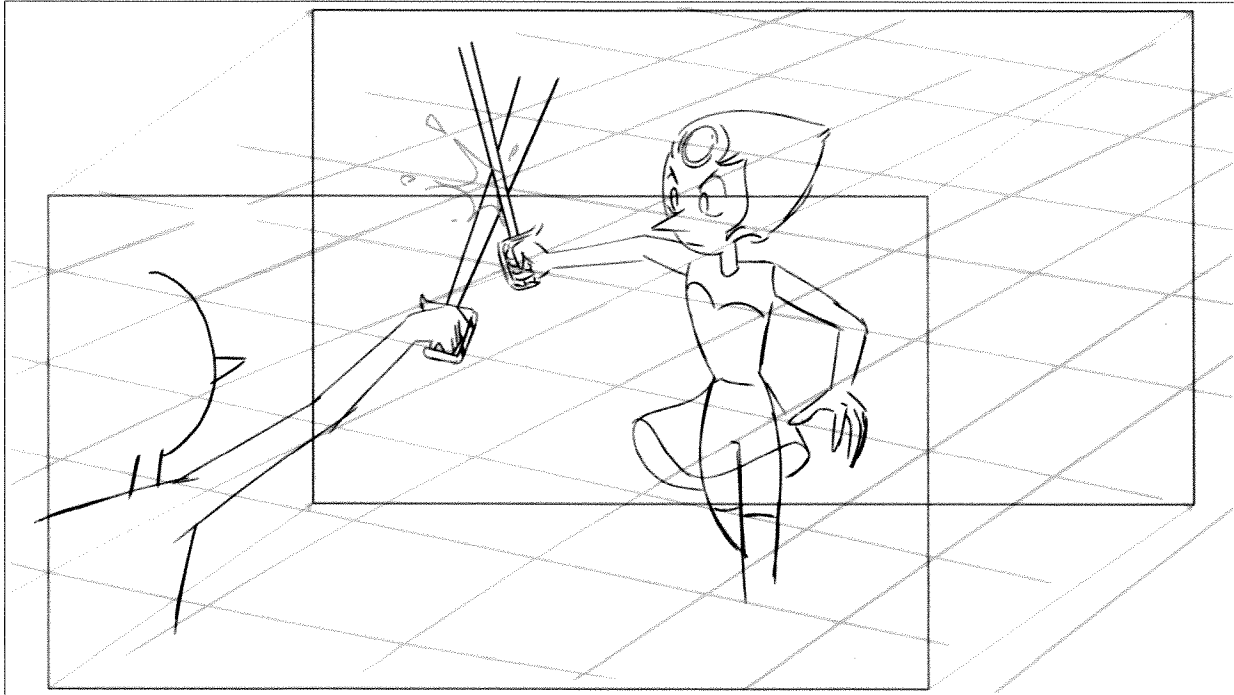
1020.013

1020.013

1020.013

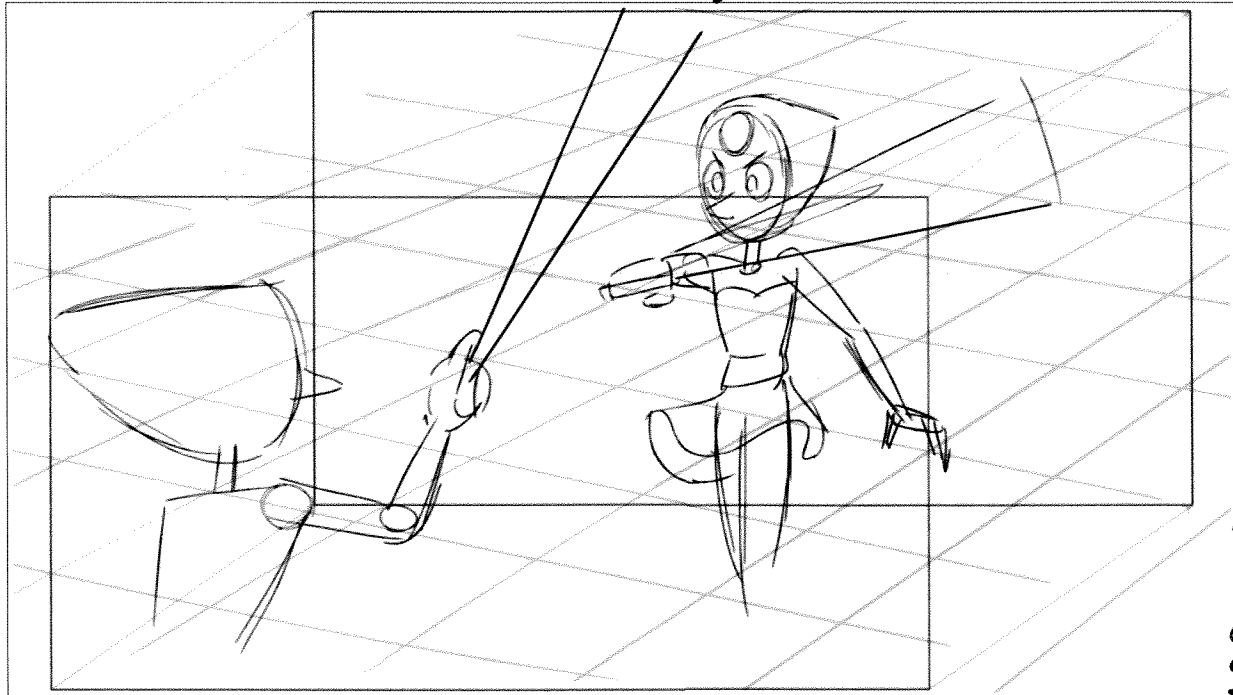


Scene	Panel	
45	CONT	7



Slugging  
ADJ: 0.04

Scene	Panel	
45	CONT	8



Slugging  
ADJ: 0.04

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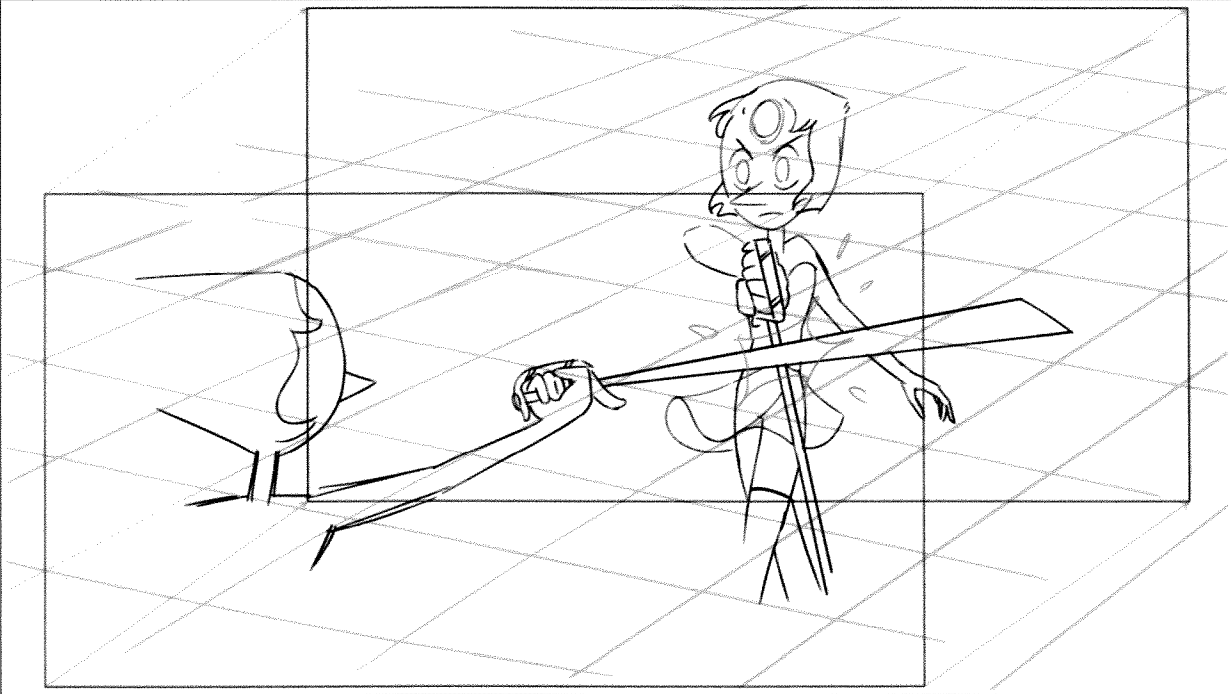
1020.013

1020.013

1020.013

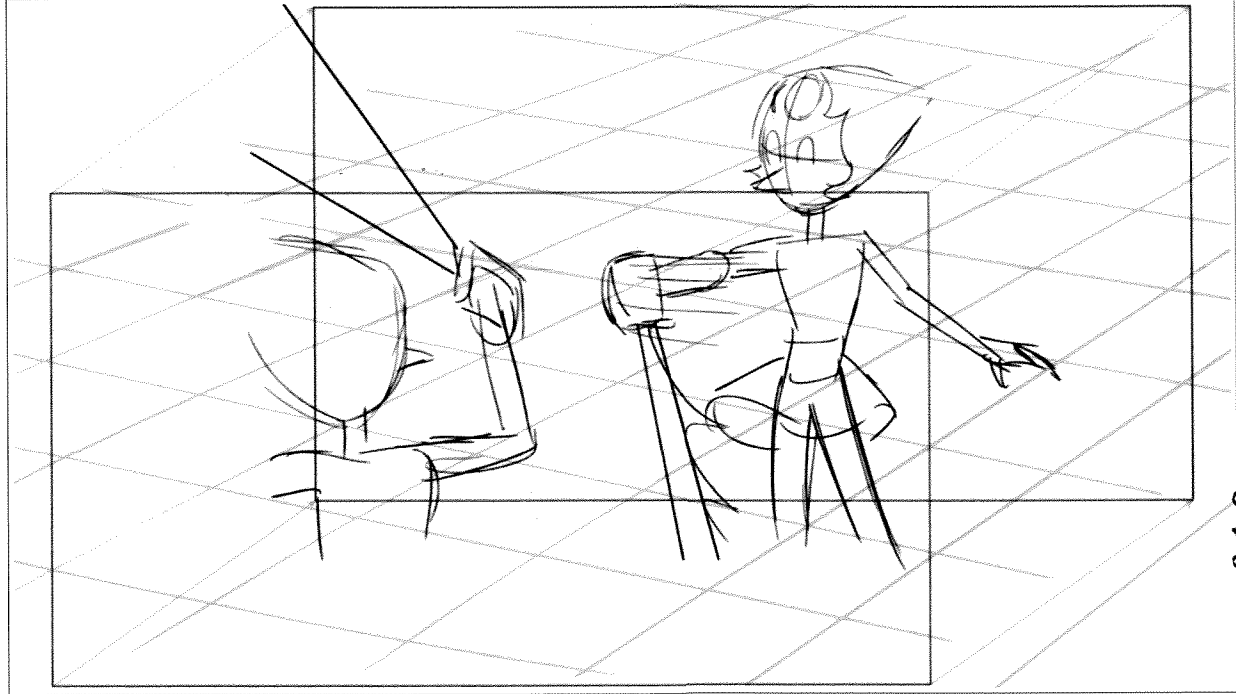


Scene	Panel	
45	CONT	9



Slugging  
ADJ: 0.04

Scene	Panel	
45	CONT	10



Slugging  
ADJ: 0.04

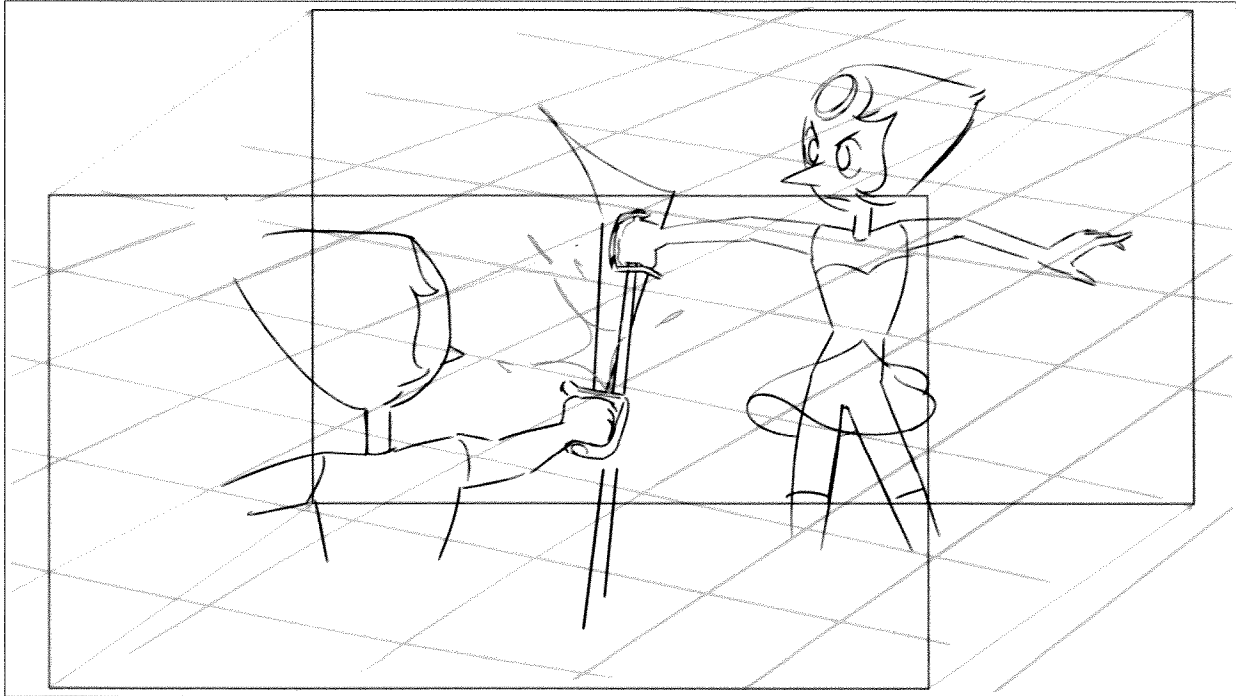
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1020.013

1020.013

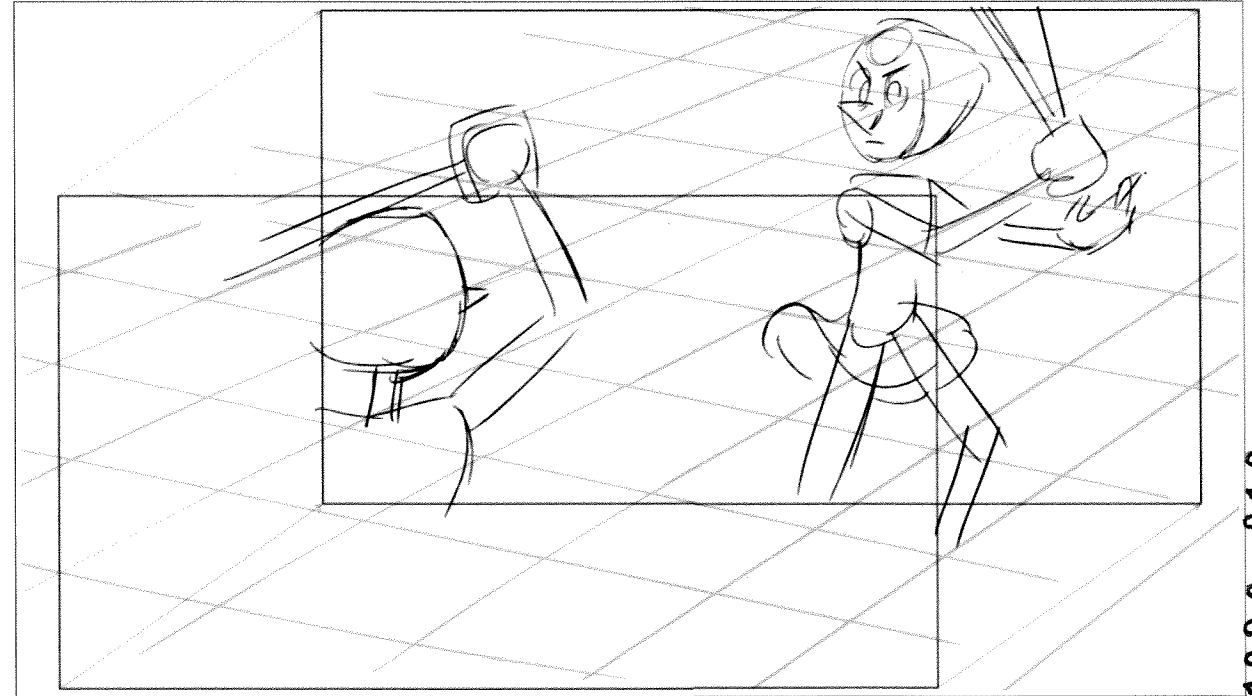
1020.013

Scene 45 Panel 11



Slugging  
ADJ: 0.04

Scene 45 Panel 12



Slugging  
ADJ: 0.04

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1020.013

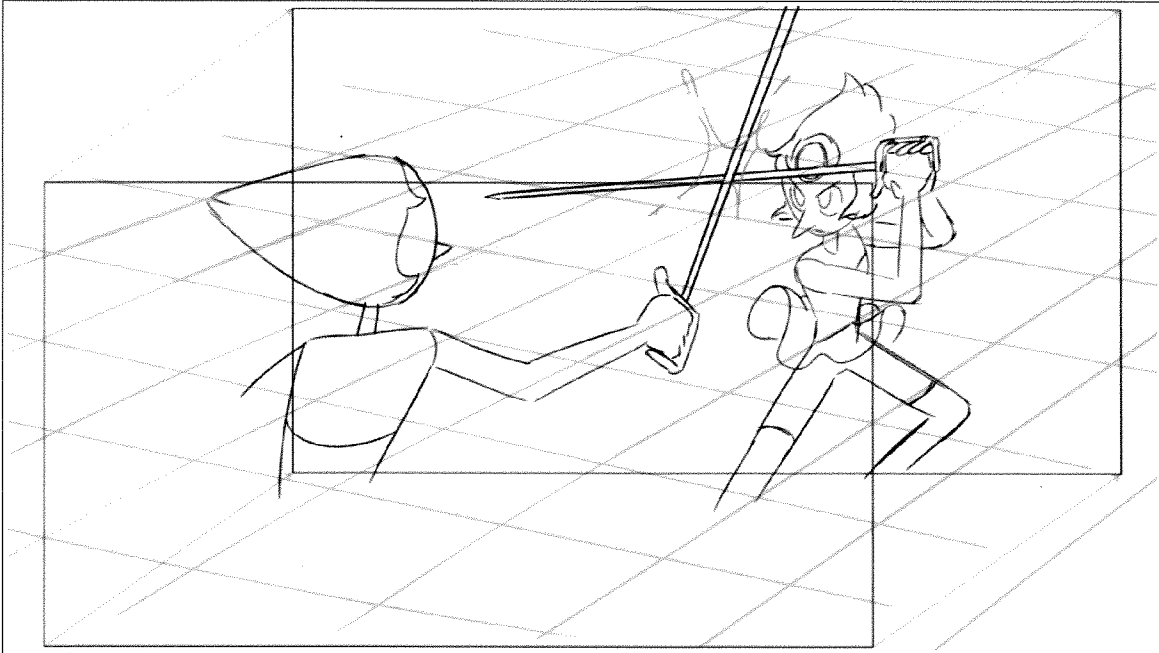
1020.013

1020.013





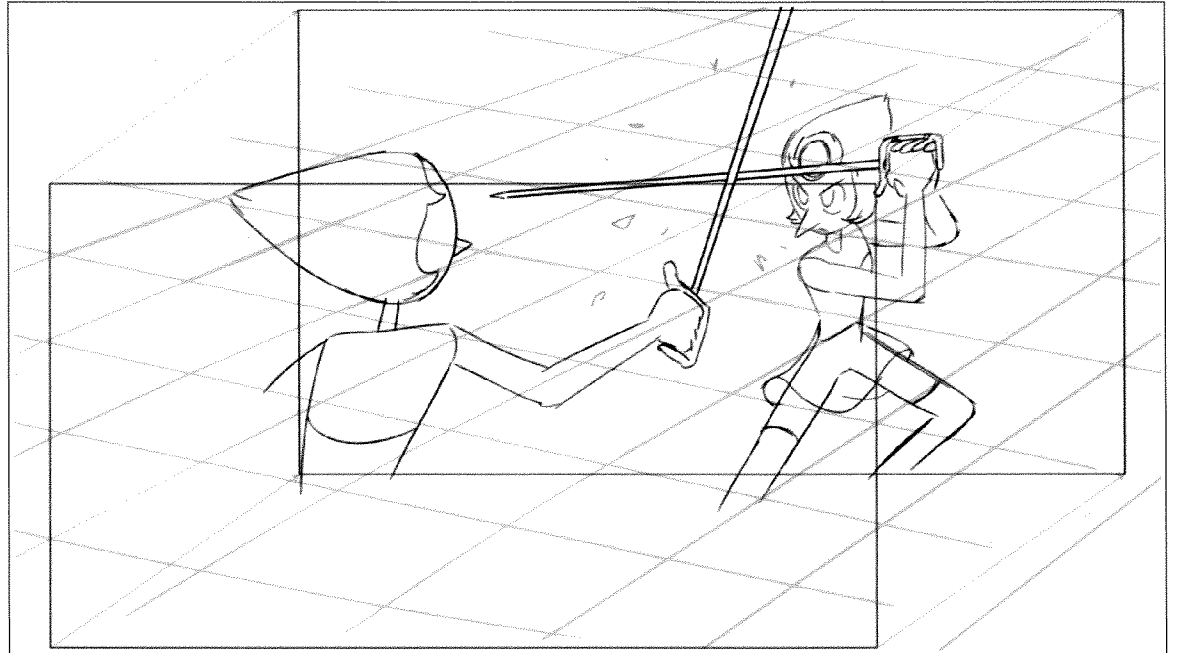
Scene 45 Panel 13  
*CONT*



Action Notes  
Pearl blocks major blow - She stops walking backwards.

Slugging  
ADJ: 0.04

Scene 45 Panel 14  
*CONT*



Slugging  
ADJ: 0.12

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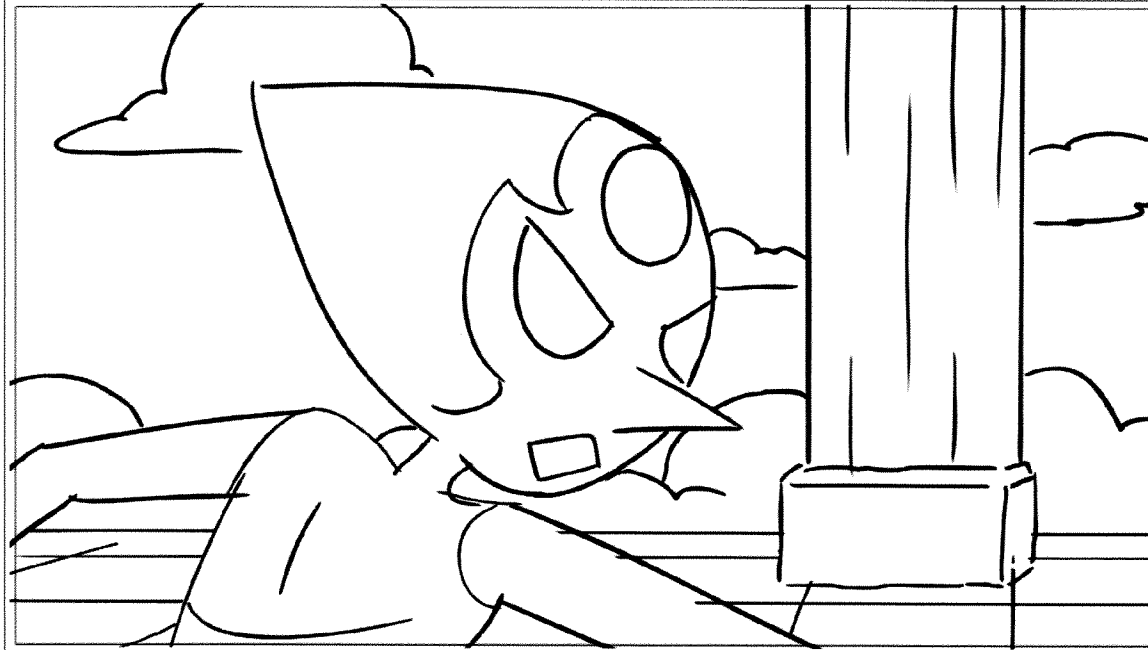
1020.013

1020.013

1020.013



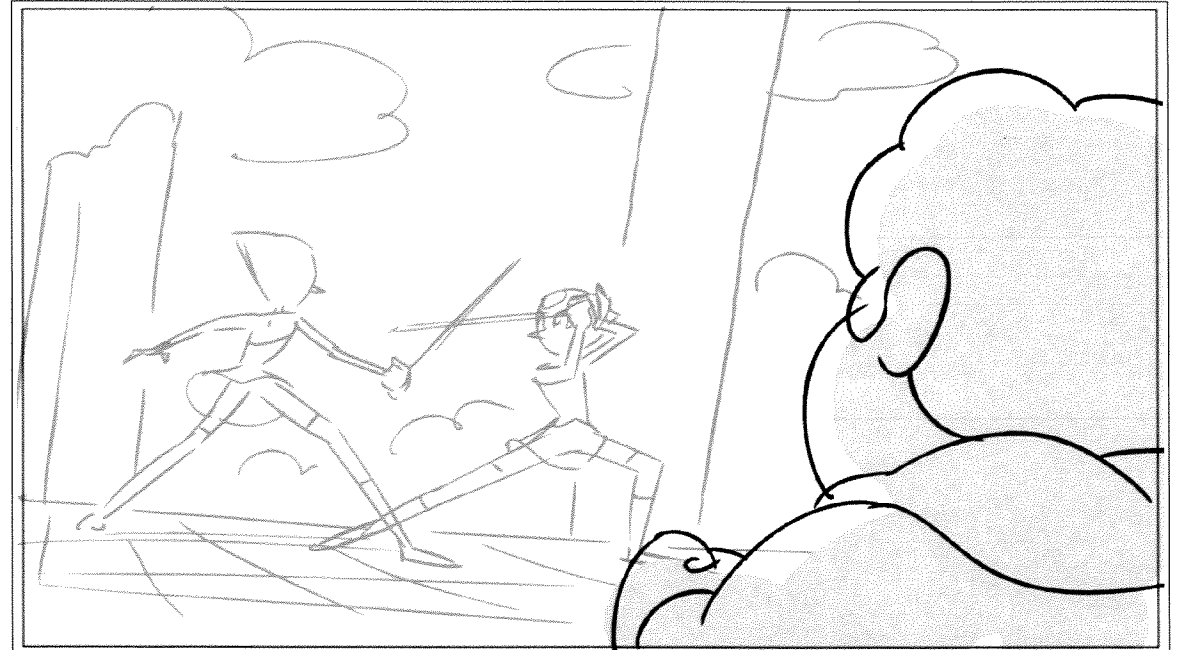
Scene	Panel
46	1



Dialogue  
HP: Defense Rank S.

Slugging  
2.05

Scene	Panel
47	1



Dialogue  
HP: Zero Openings detected.

Slugging  
3.02

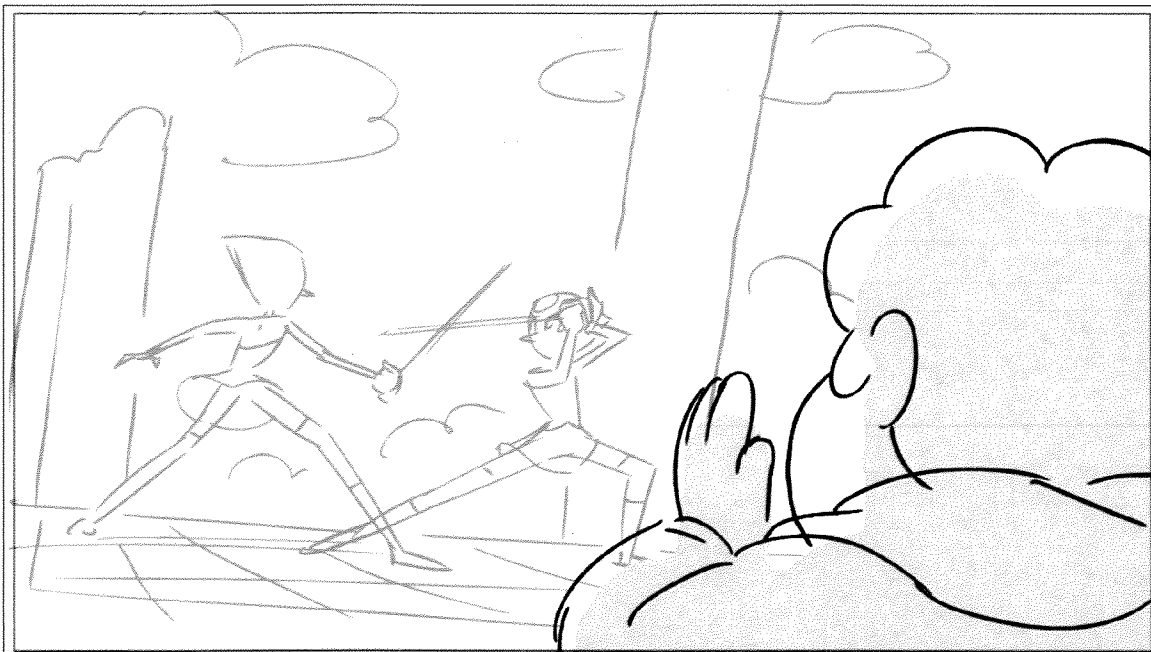
AUG 06 2013

1020.013

1020.013

1020.013

Scene 47 Panel 2



Dialogue

STEVEN: GO PEARL...

Slugging

1.08

Scene 48 Panel 1



Dialogue

STEVEN: ...GO!

Slugging

0.15

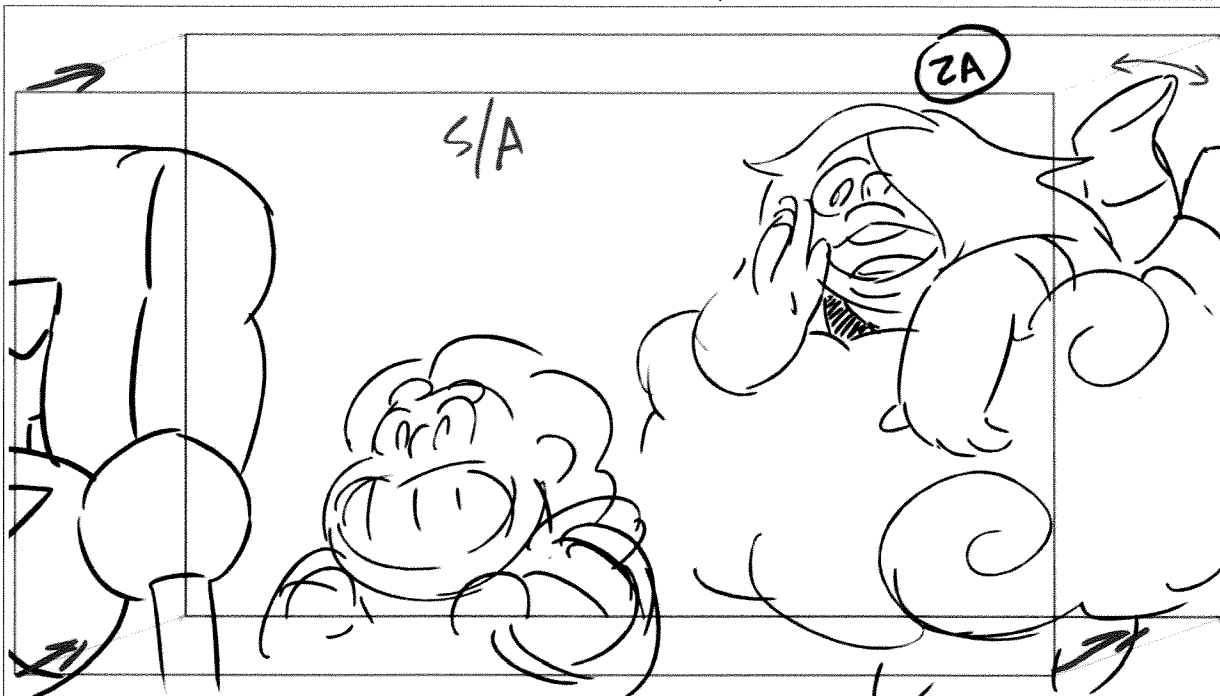
AUG 06 2013

1020.013

1020.013

1020.013

Scene	Panel
48	CONT 2



Dialogue

AMETHYST: Go HOLO-PEARL!

Action Notes

Camera ADJ NE up towards Amethyst on a cloud.

Amethyst is still swinging her feet.

Slugging

HOLD: 0.07

Then ADJ: 0.06

Then HOLD: 1.11



Scene	Panel
49	1



Dialogue

PEARL: Grrrrr...

Action Notes

Pearl looks annoyed towards Amethyst O/S.

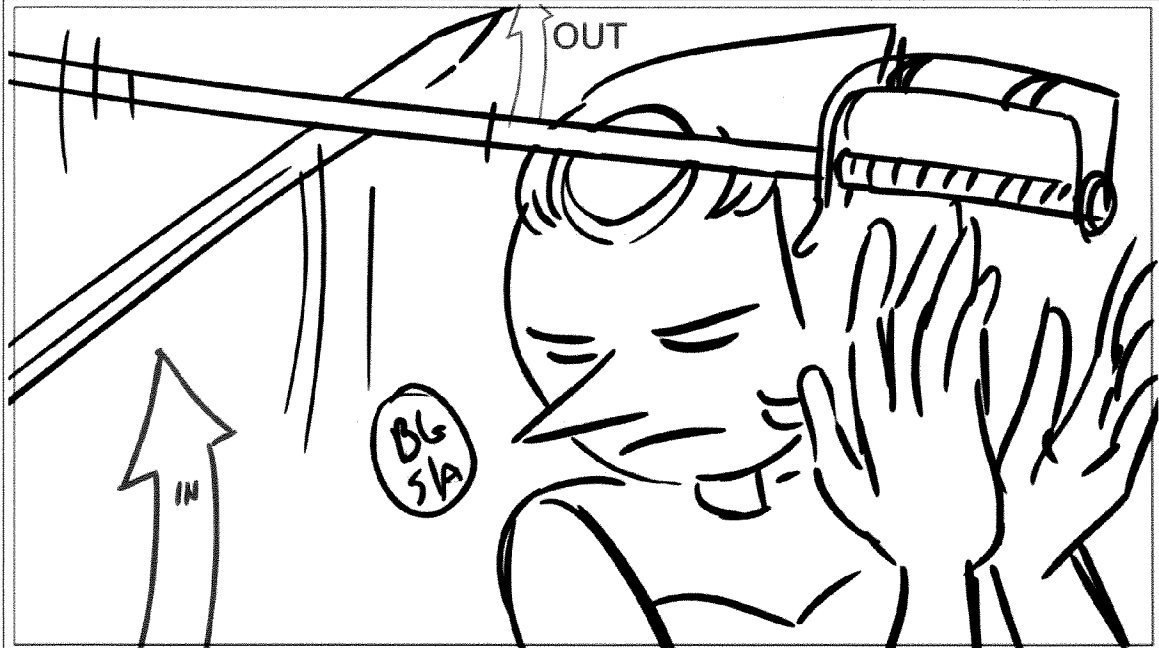
Slugging

1.03

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1020.013

Scene 49 Panel 2  
CONT



Action Notes

Holo-Pearl's sword IN from off-screen bottom.

Pearl's Sword is knocked out of her hands and away UP O/S.

Slugging

0.04

Scene 49 Panel 3  
CONT



Action Notes

Pearl looks up O/S to where her sword is flying.

Slugging

0.08

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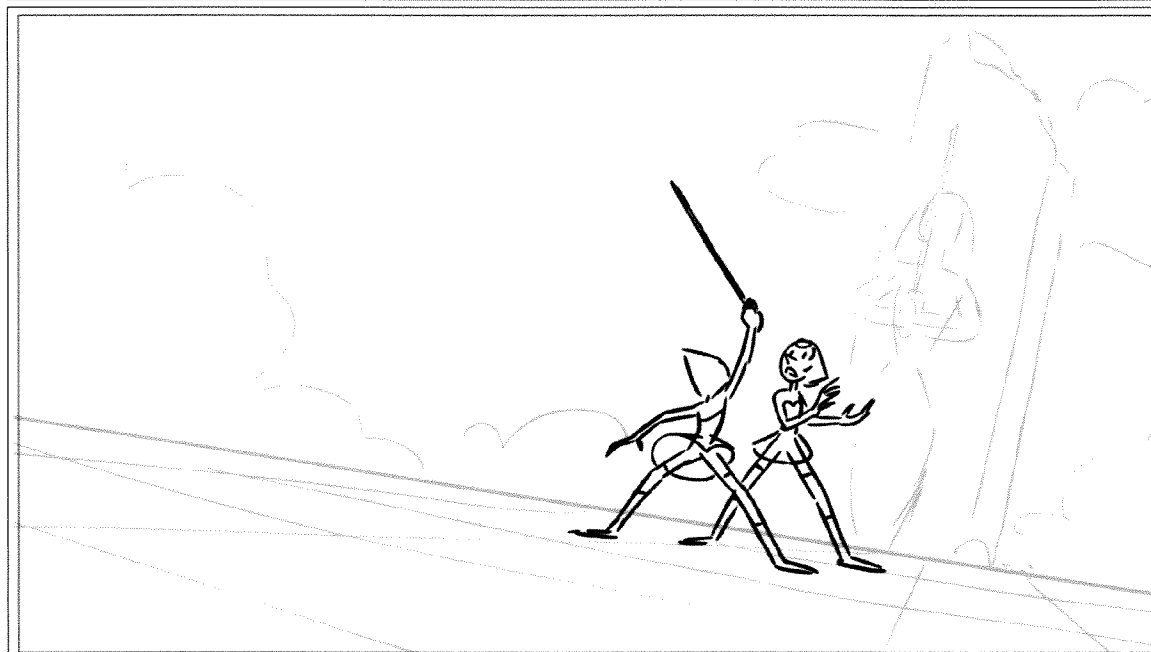
1020.013

1020.013

1020.013

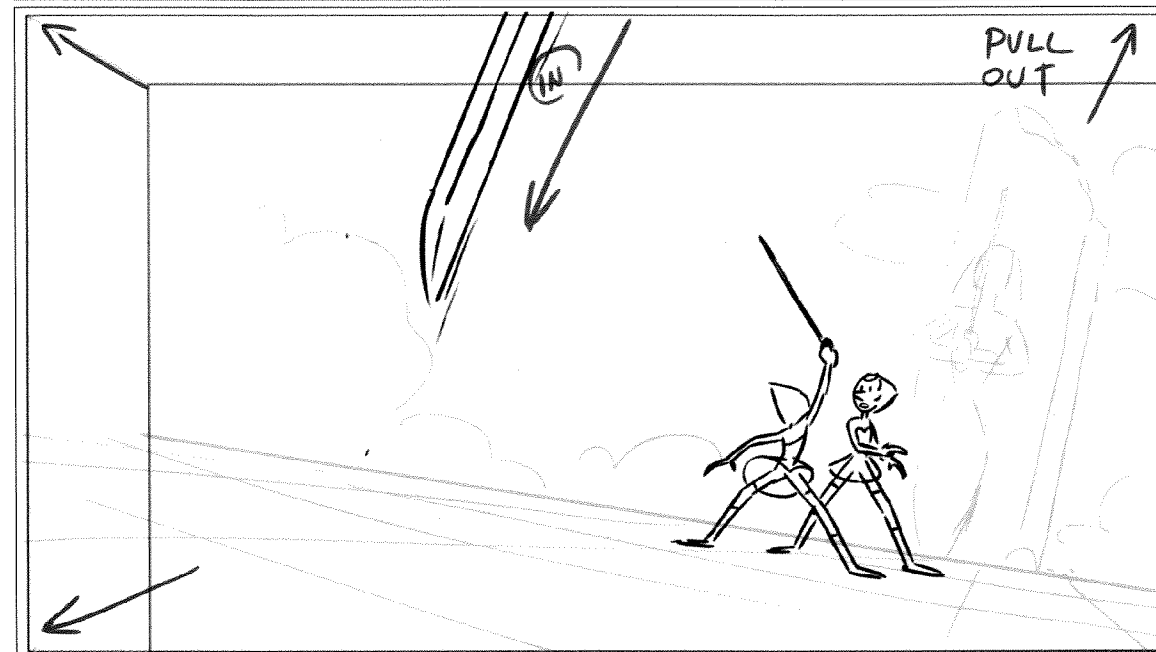


Scene	Panel
50	1



Slugging  
1.10

Scene	Panel
50	2



Action Notes  
Camera ADJ pull back, Pearls sword IN - lands in the foreground.

Slugging  
Panels 2 + 3 =  
ADJ: 0.05  
Then HOLD: 0.15

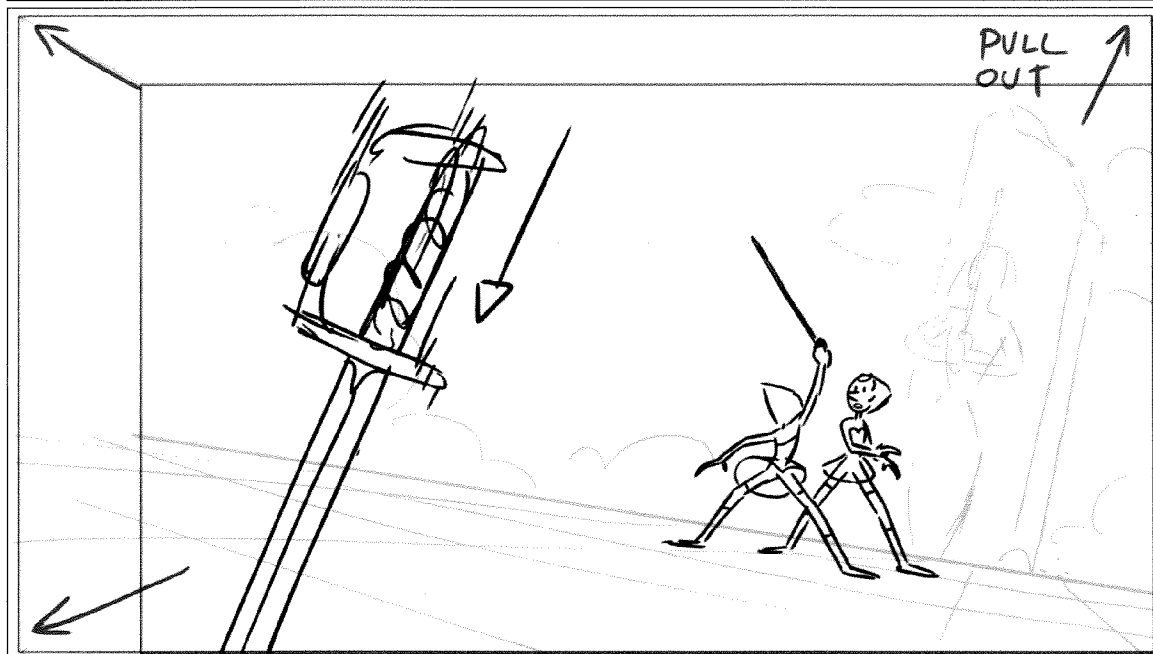
AUG 06 2013

1020.013

1020.013

1020.013

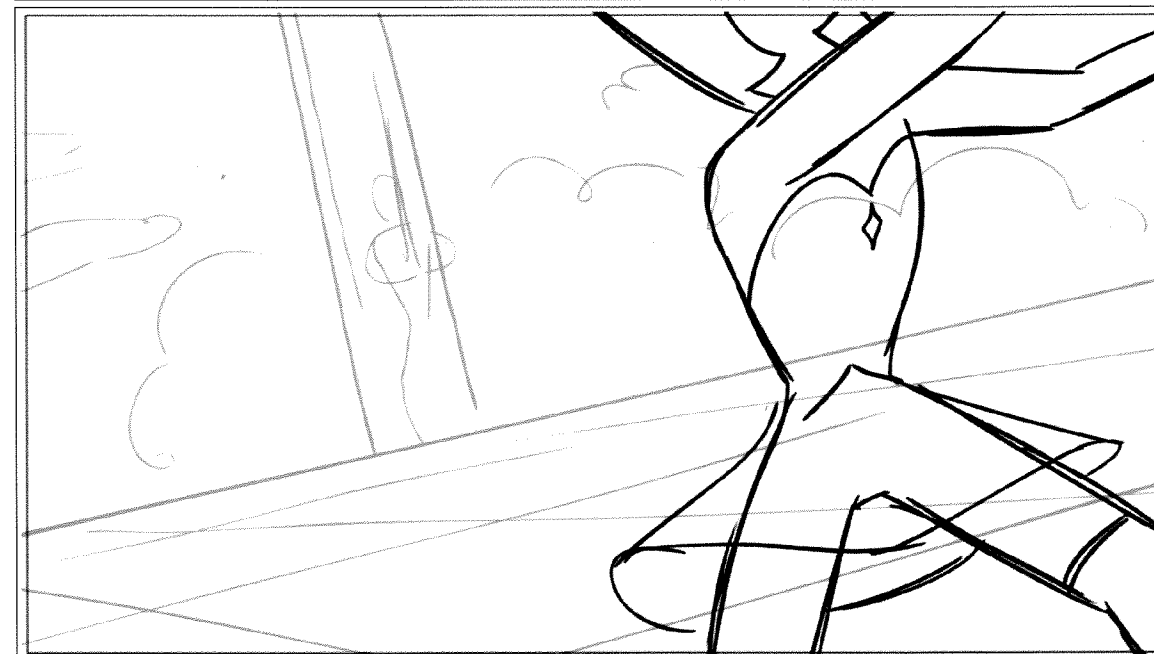
Scene	Panel
50	CONT
	3



Action Notes

Camera ADJ pull back, Pearls sword IN - lands in the foreground.

Scene	Panel
51	
	1



Slugging

0.06

AUG 06 2013

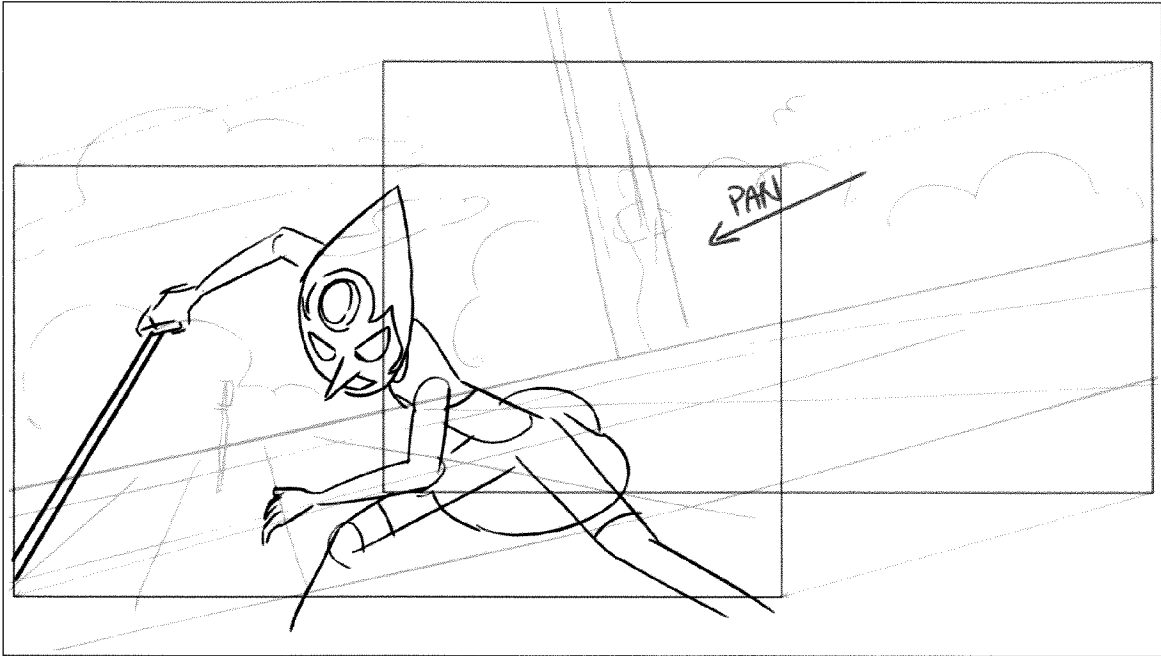
1020.013

1020.013

1020.013



Scene	Panel	
51	cont	2

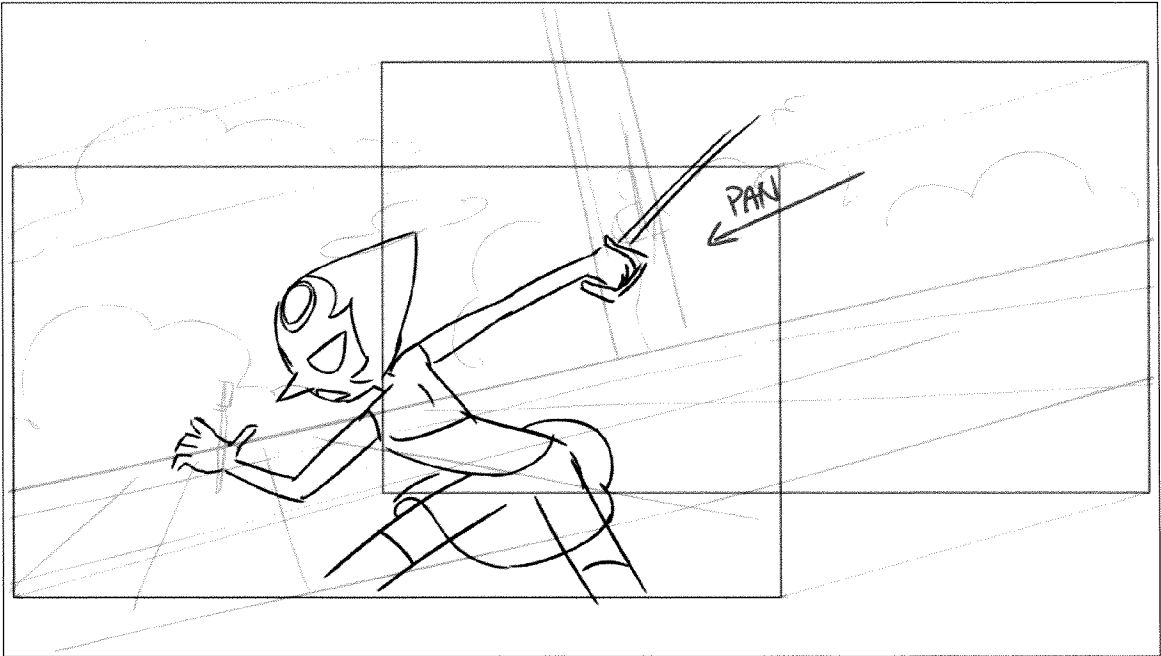


Dialogue  
HP: Opening...

Action Notes  
Camera ADJ SW follow Holo-Pearl towards screen left.

Slugging  
ADJ: 0.10

Scene	Panel	
51	cont	3



Dialogue  
HP: ...Detected

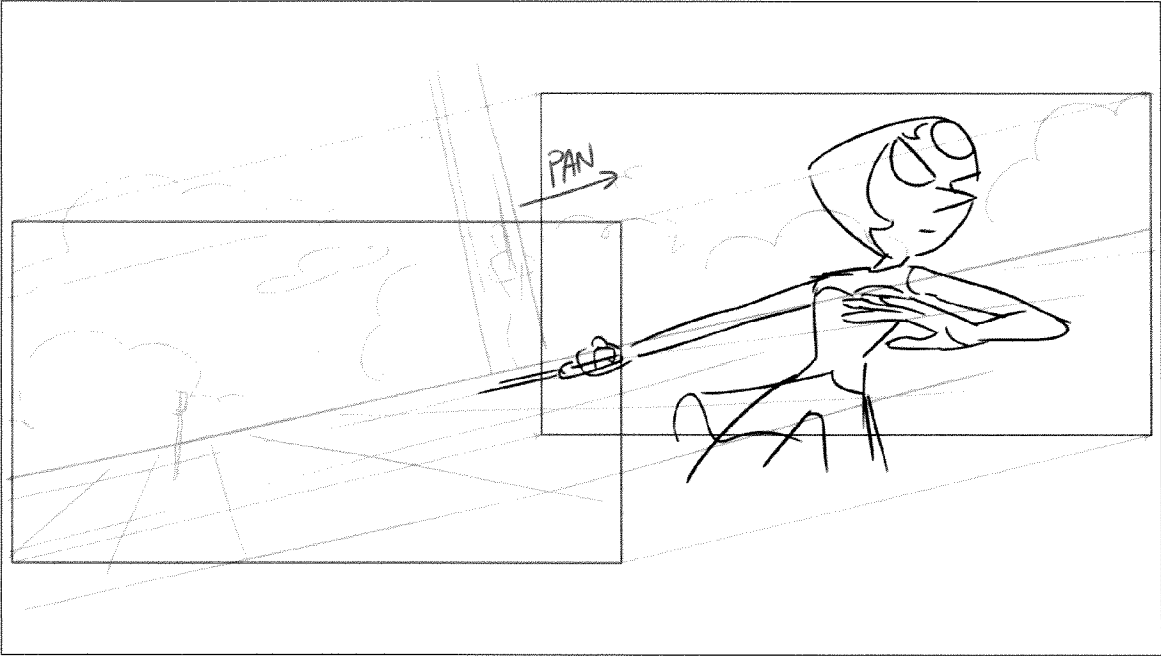
Slugging  
ADJ: 1.02

AUG 06 2013





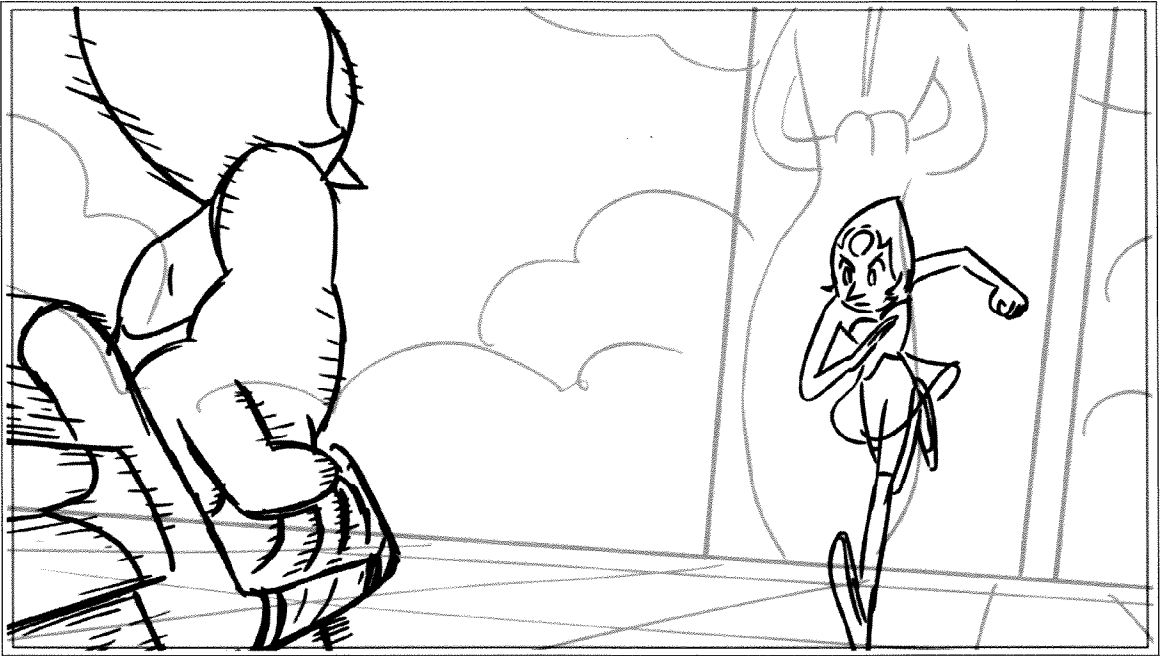
Scene	Panel
51	<b>CONT</b> 4



**Action Notes**  
Camera ADJ NE screen right to follow Holo-Pearls forward run towards Pearl O/S.

**Slugging**  
ADJ: 0.14

Scene	Panel
52	1



**Action Notes**  
Pearl is running forward towards Holo-Pearl.  
Holo-Pearl runs towards Pearl.

**Slugging**  
0.04

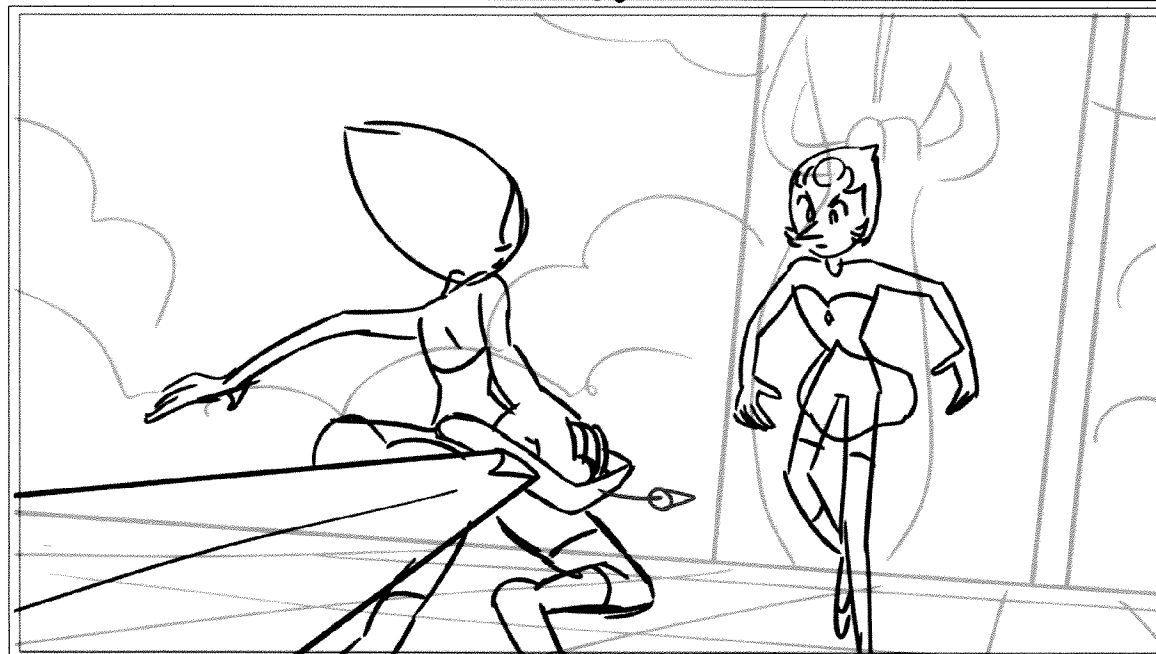
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1020.013

Scene	Panel
52	<i>CONT</i>

2



## Action Notes

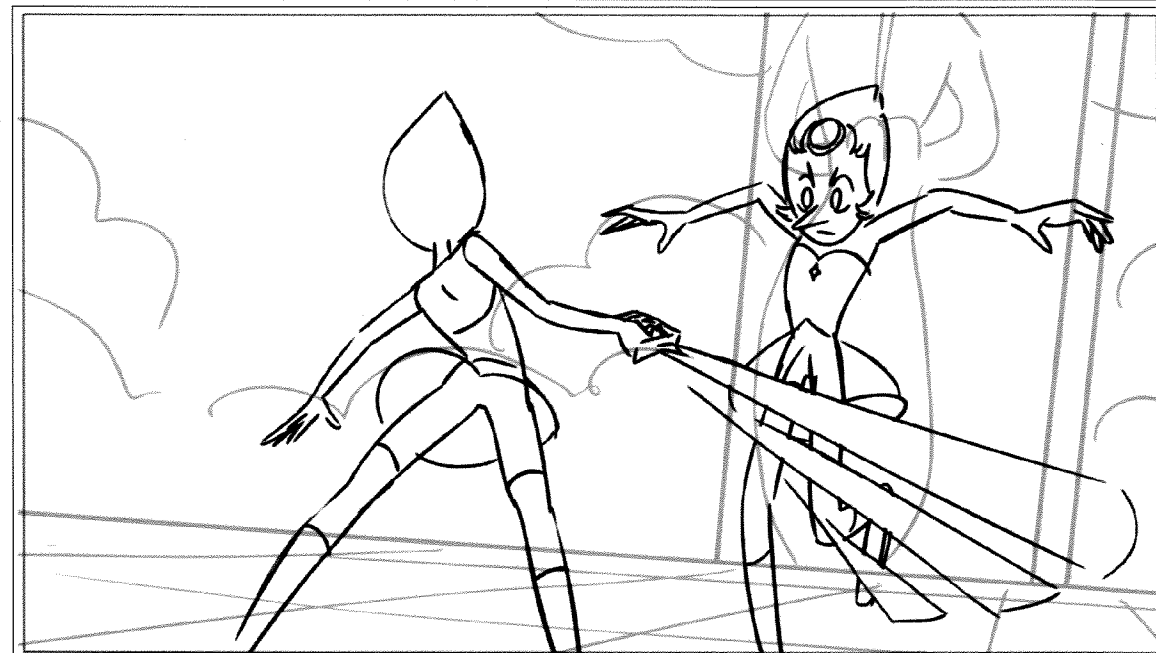
Holo-Pearl starts to swings her sword at Pearl.

## Slugging

0.04

Scene	Panel
52	<i>CONT</i>

3



## Action Notes

Pearl reacts to sword swing.

## Slugging

0.04

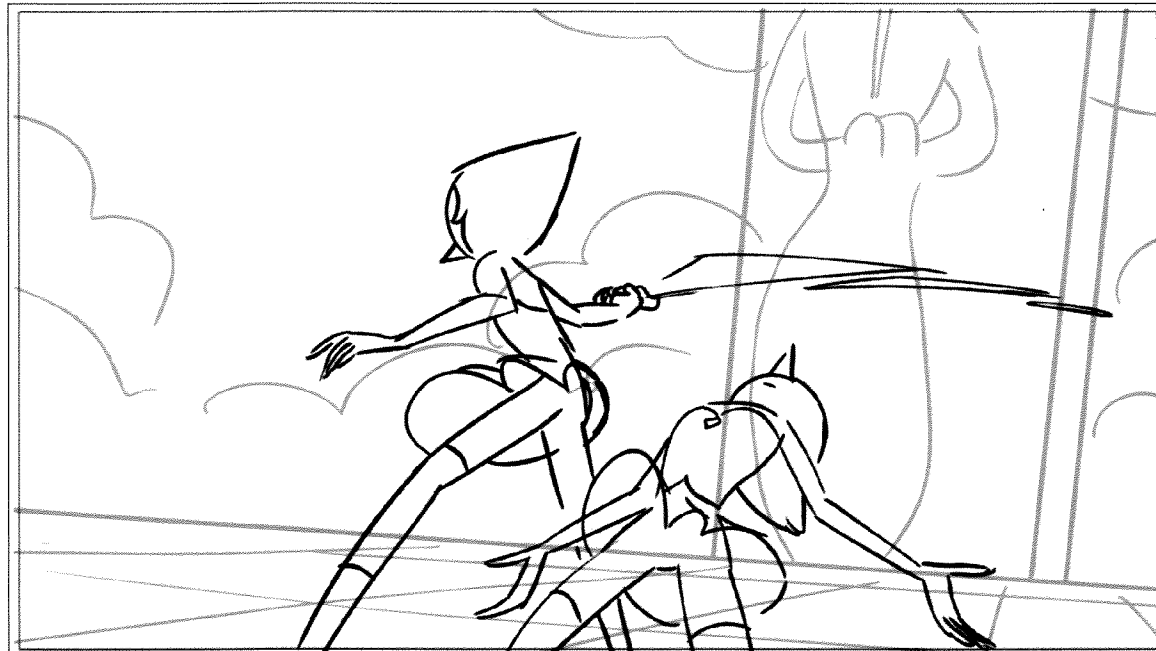
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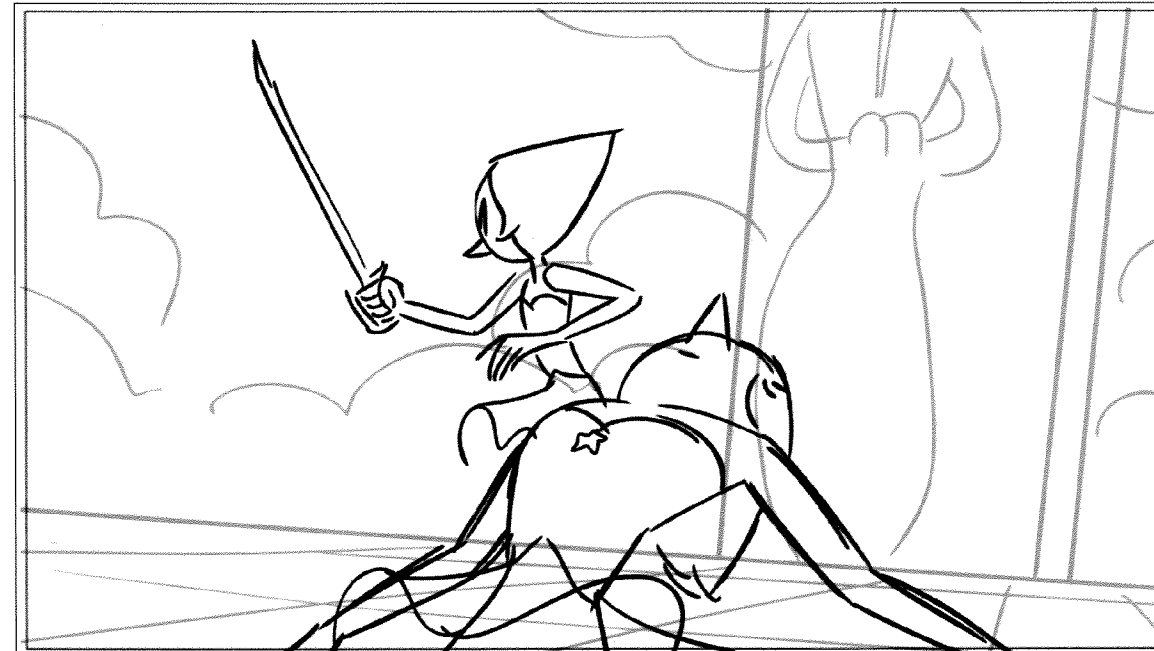
Scene	Panel
52	<i>cont</i>
	4



Action Notes  
 Pearl drops under the sword, sliding towards camera.

Slugging  
 0.04

Scene	Panel
52	<i>cont</i>
	5



Action Notes  
 Pearl sliding towards camera.

Slugging  
 0.04

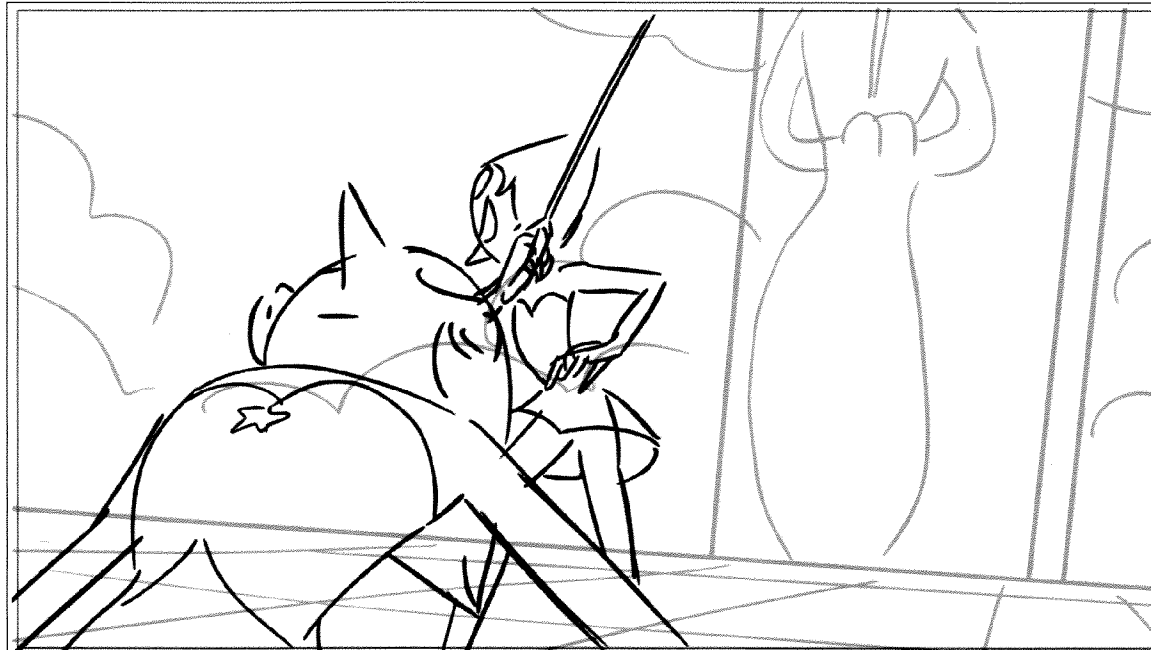
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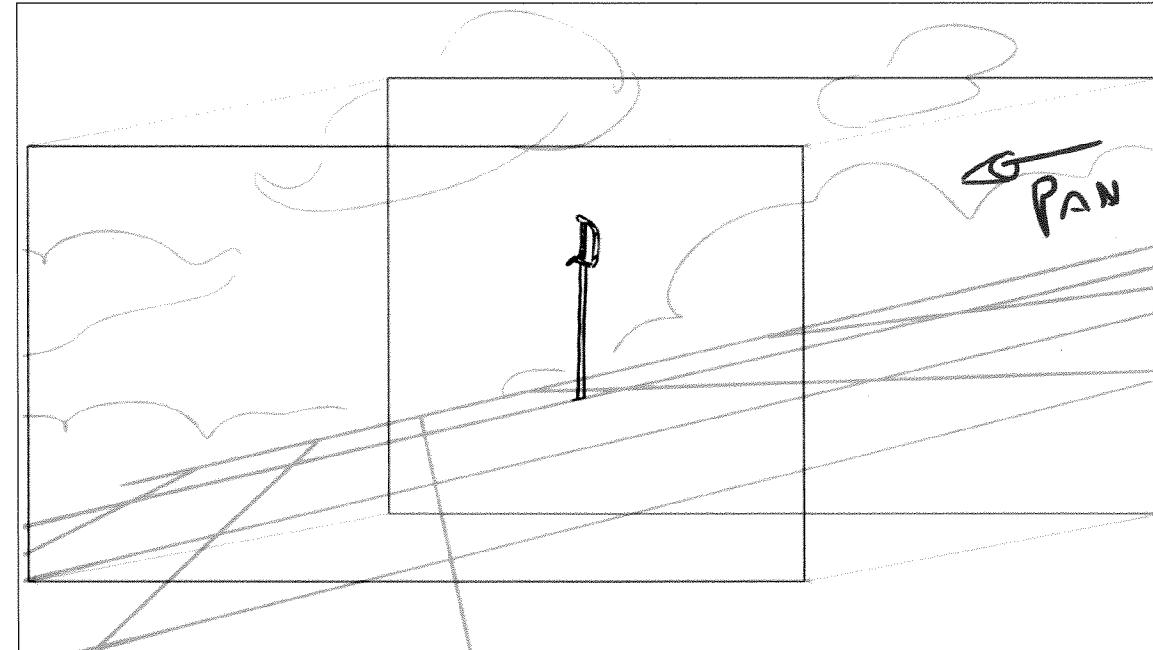
1020.013

Scene	Panel
52	CONT 6



Slugging  
0.04

Scene	Panel
53	1



Action Notes  
Camera ADJ SW follows Pearl as she slides to pick up the sword.

Slugging  
ADJ: 0.04

Total ADJ frames panels 1 to 7 = 2.06

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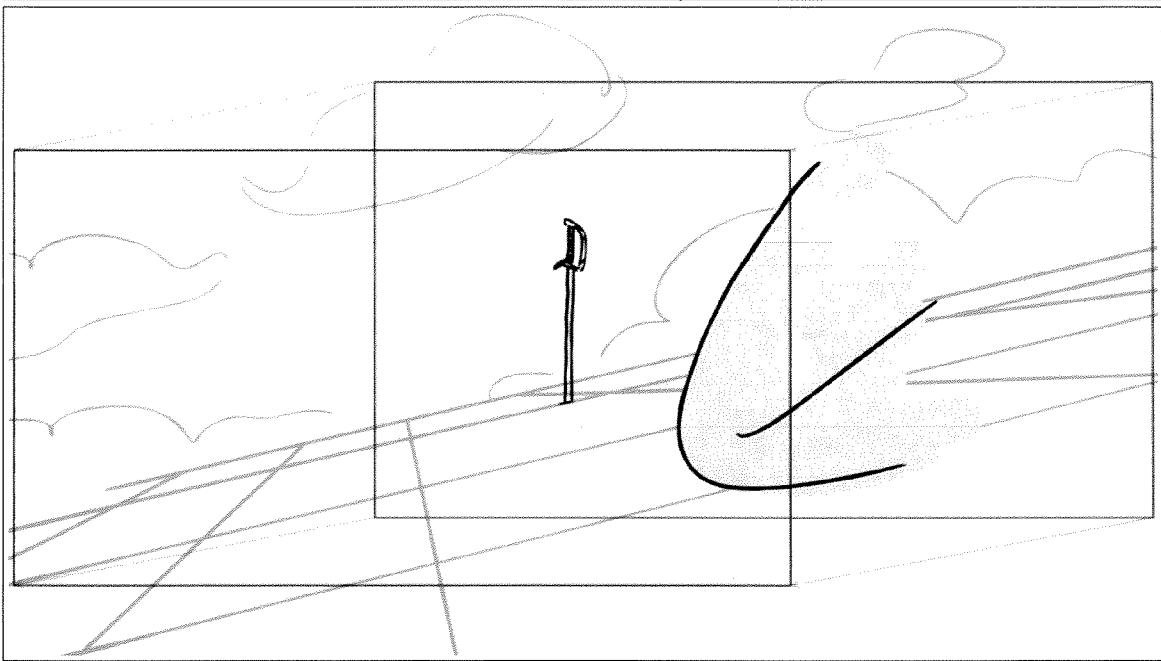
1020.013

1020.013

1020.013



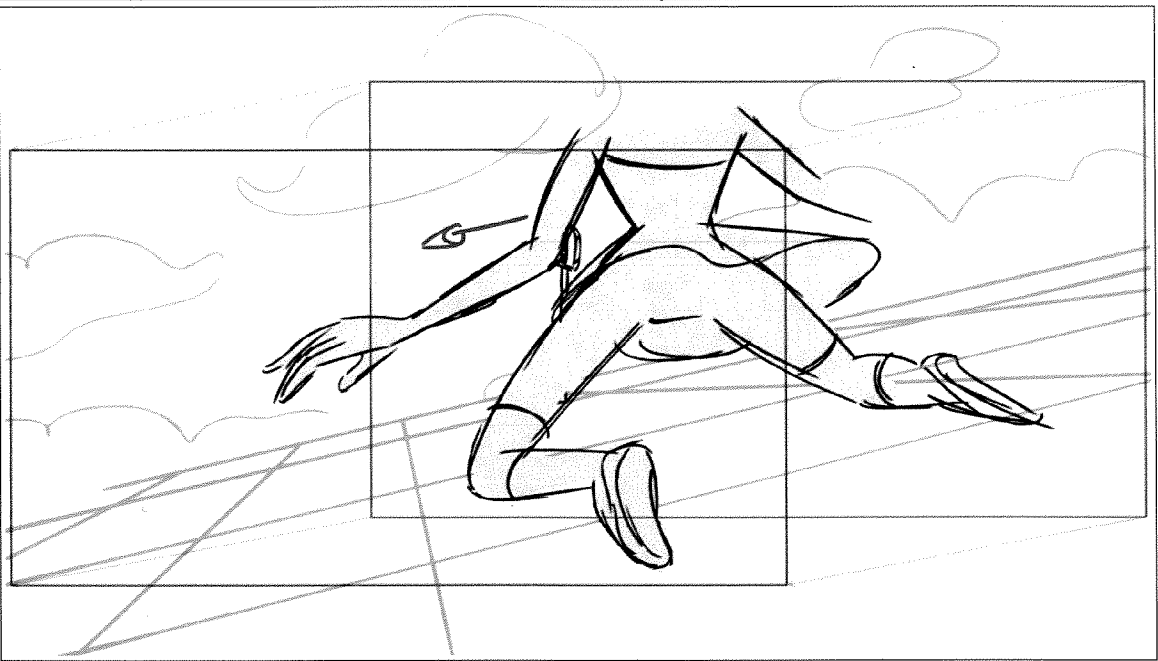
Scene	Panel
53	CONT



Action Notes  
Pearl appears in F/G.

Slugging  
ADJ: 0.04

Scene	Panel
53	CONT



Action Notes  
Pearls slide continues, camera follows

Slugging  
ADJ: 0.04

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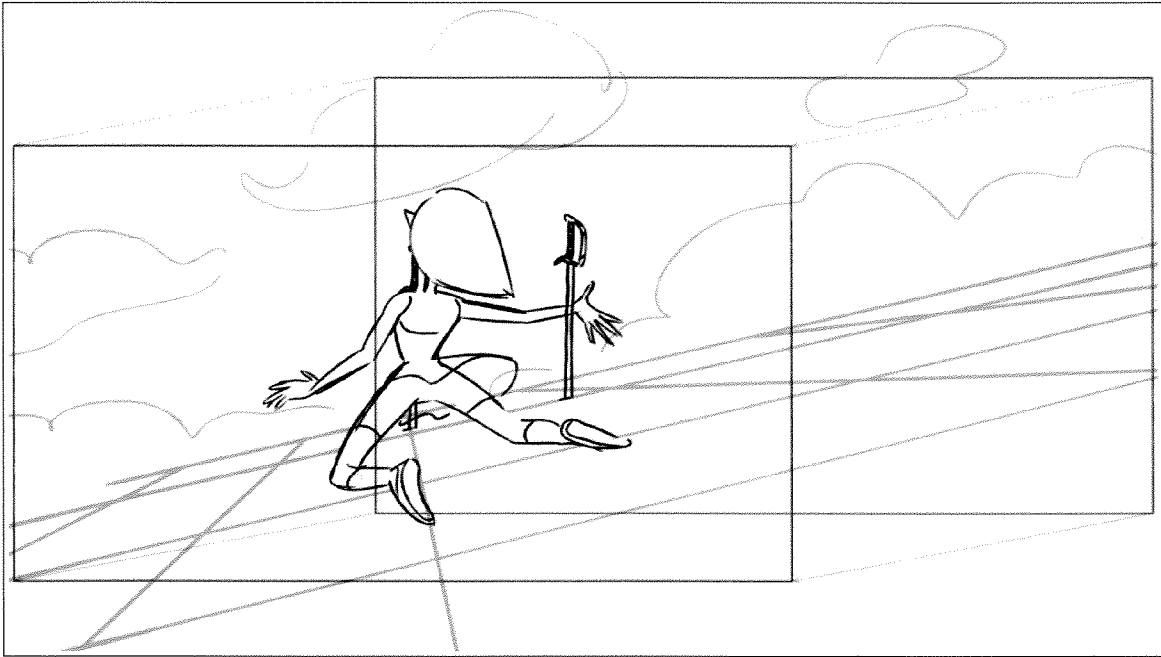
1020.013

1020.013



Scene	Panel
53	<i>CONT</i>

4

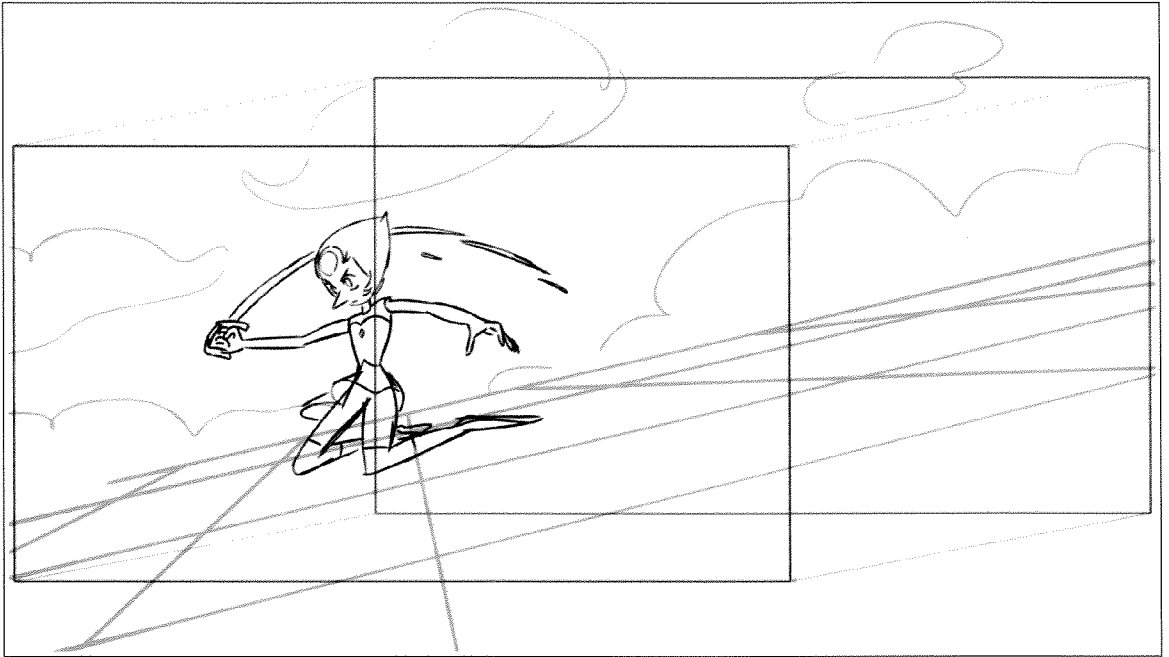


Slugging

ADJ: 0.04

Scene	Panel
53	<i>CONT</i>

5



Action Notes

Pearl grabs her sword as she spins around to a stop.

Slugging

ADJ: 0.06

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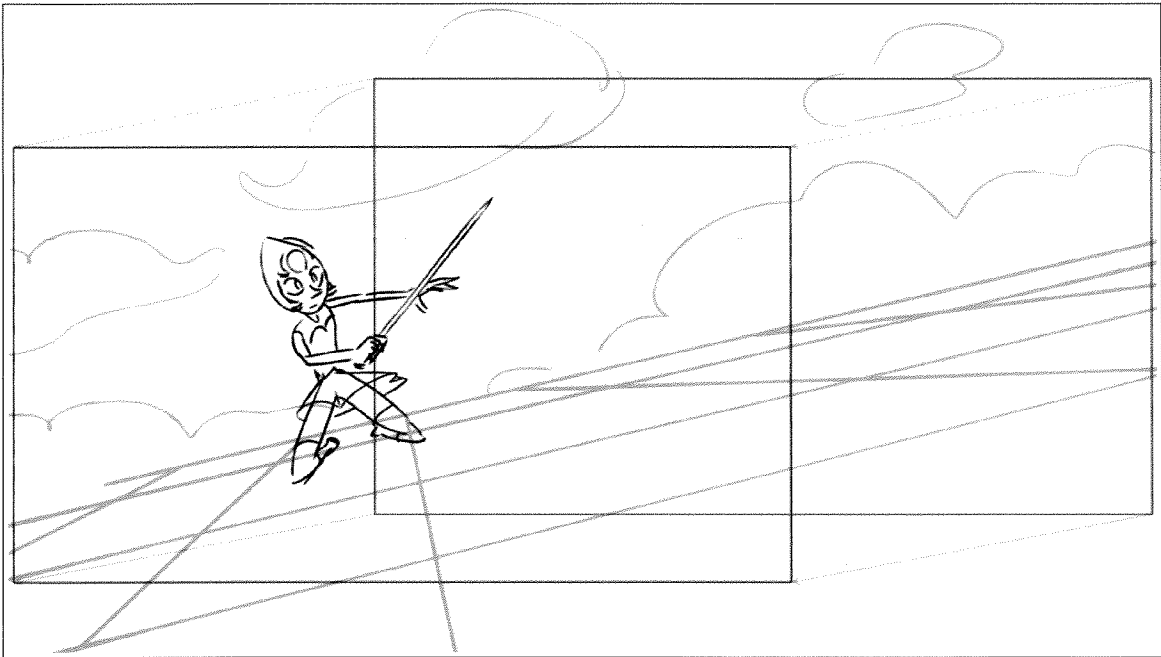
1020.013

1020.013



Scene	Panel
53	<i>CONT</i>

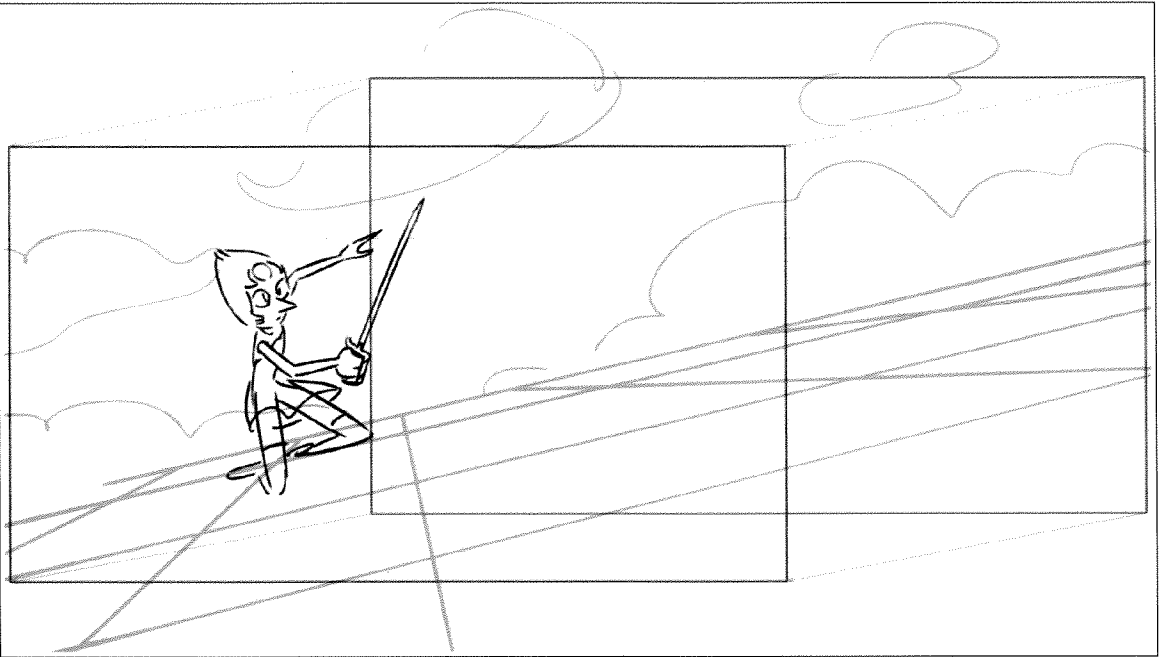
6



Slugging  
ADJ: 0.06

Scene	Panel
53	<i>CONT</i>

7



Slugging  
ADJ: 0.10

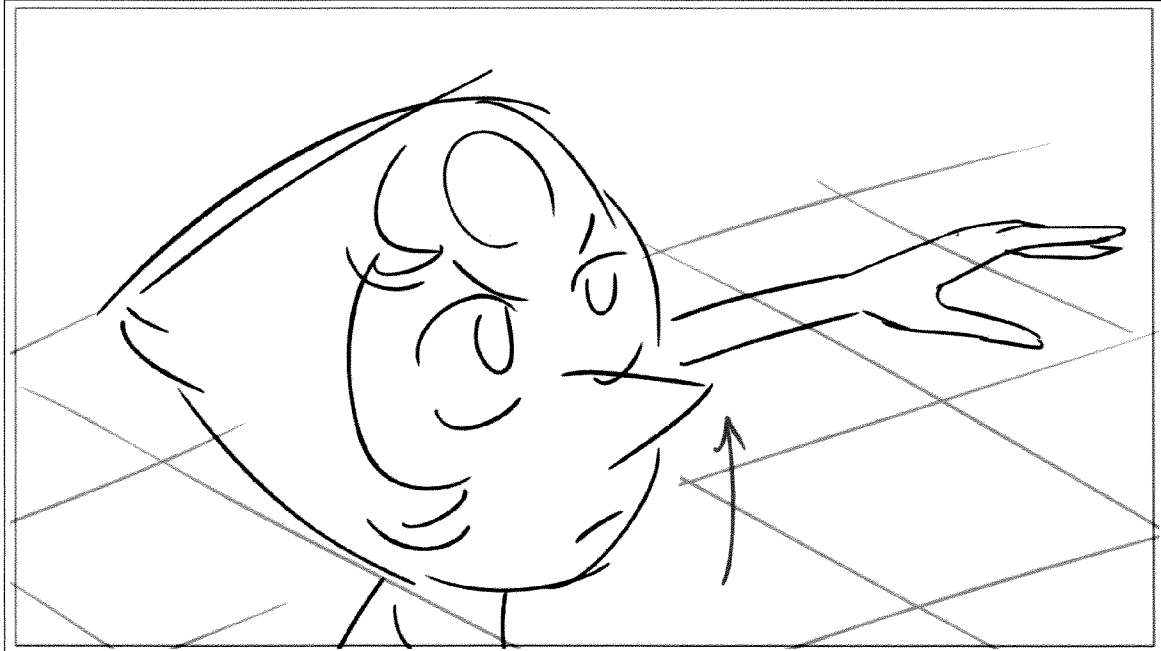
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1020.013

1020.013

Scene	Panel
54	1

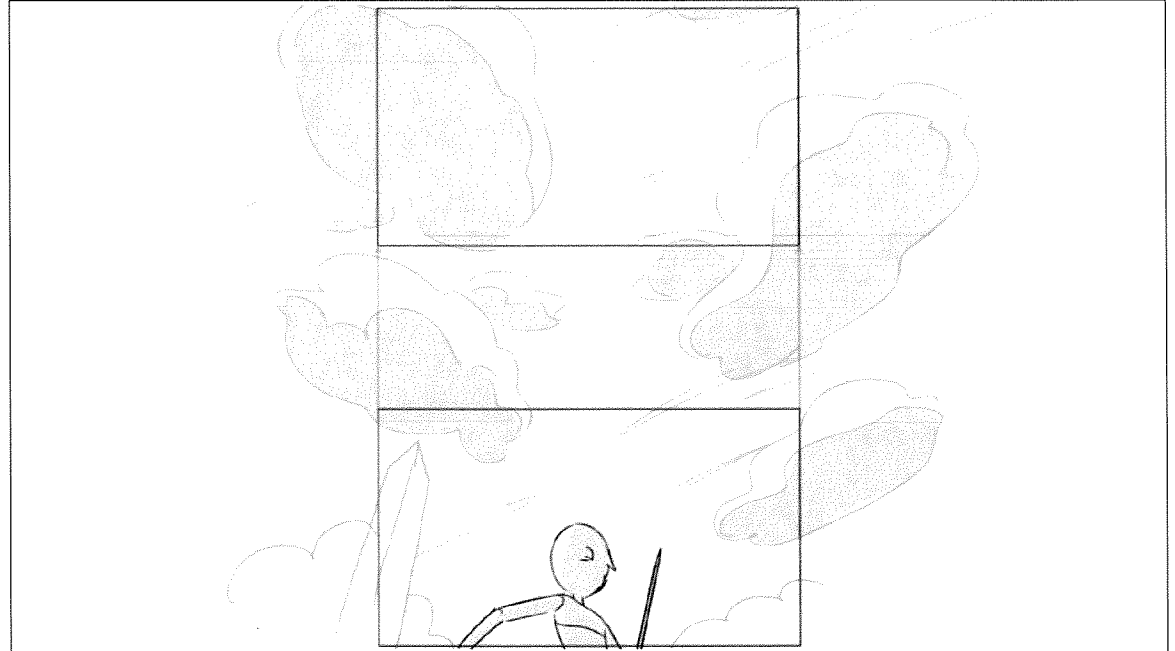


Action Notes  
Pearl looks up.

Slugging  
1.02

Notes  
H/U Pearl to previous

Scene	Panel
55	1



Slugging  
HOLD: 0.06

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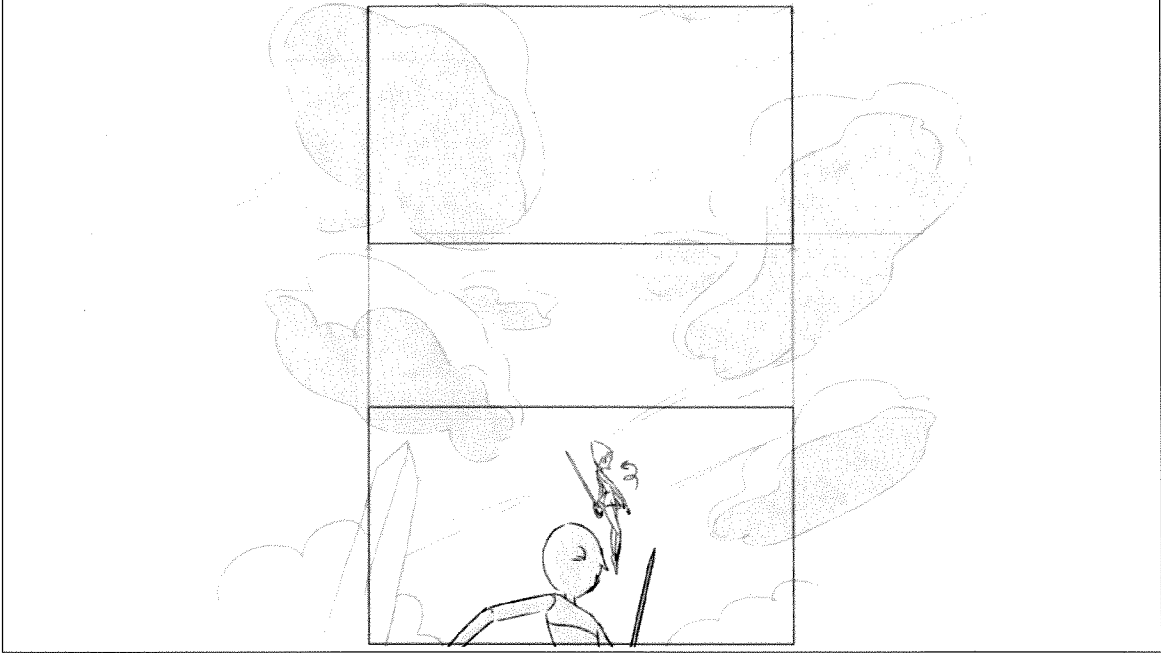
1020-013

1020-013





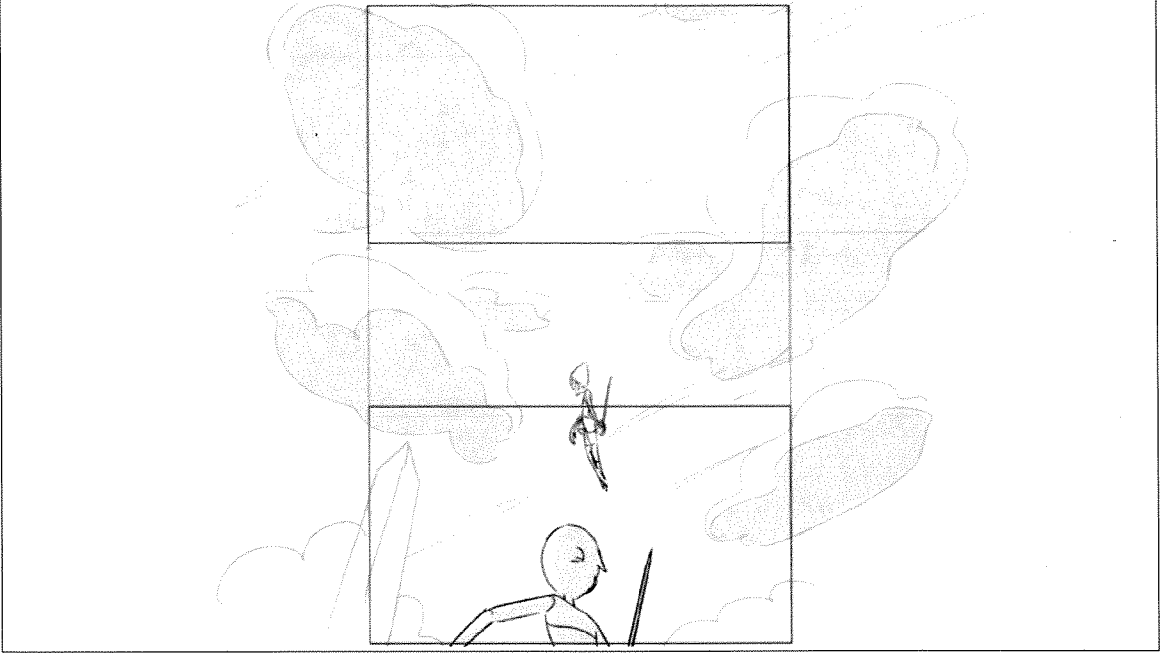
Scene	Panel
55	<i>CONT</i> 2



**Action Notes**  
Holo-Pearl rapidly spins counter-clockwise up into the air.  
  
Camera ADJ up to follow Holo-Pearl.

**Slugging**  
ADJ: 0.06  
  
Total ADJ frames panels 2 to 5 = 1.10

Scene	Panel
55	<i>CONT</i> 3



**Slugging**  
ADJ: 0.06  
  
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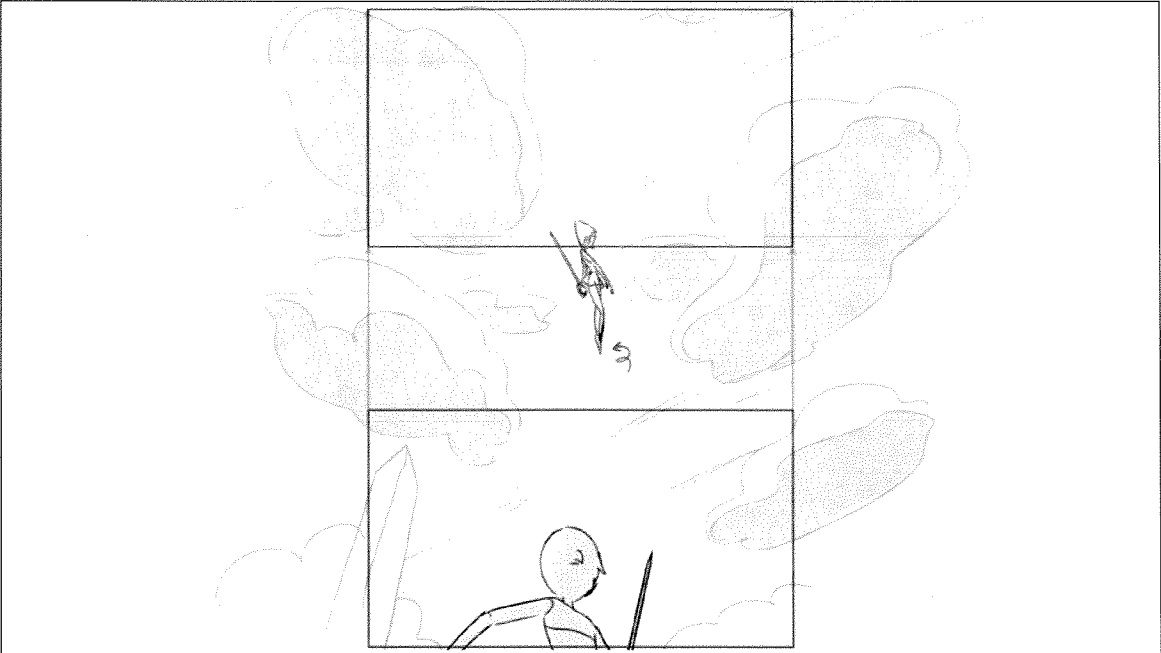
1020.013

1020.013

1020.013

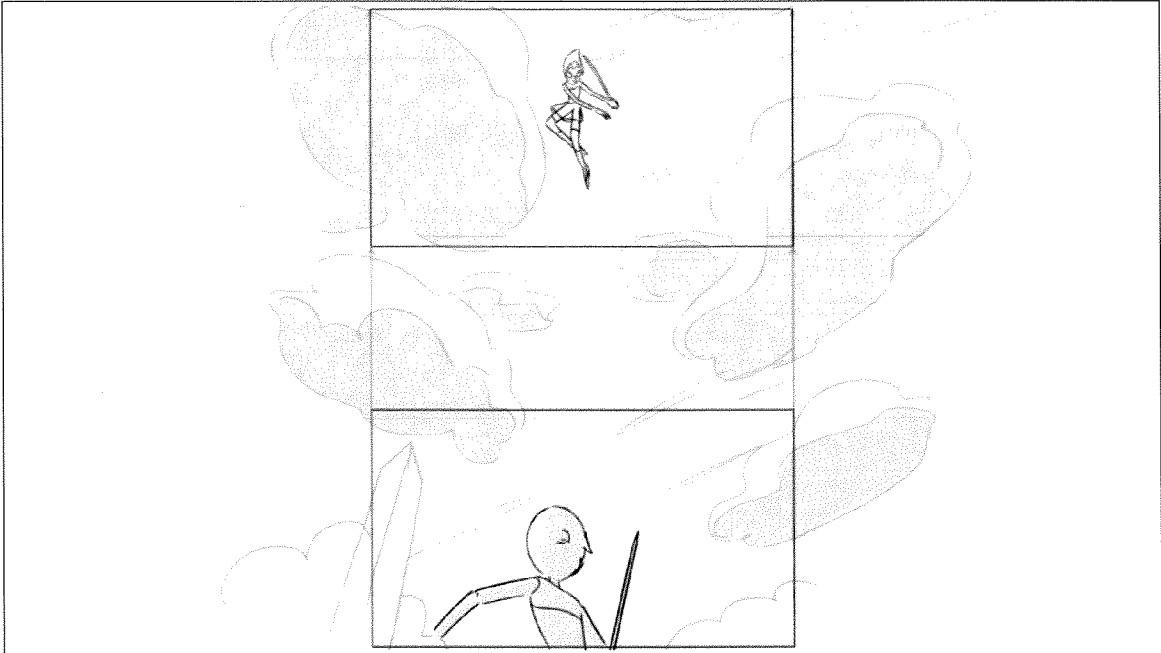


Scene	Panel	
55	CONT	4



Slugging  
ADJ: 0.06

Scene	Panel	
55	CONT	5



Action Notes  
Holo-Pearl slows at the apex of the jump up.

Slugging  
ADJ: 0.08

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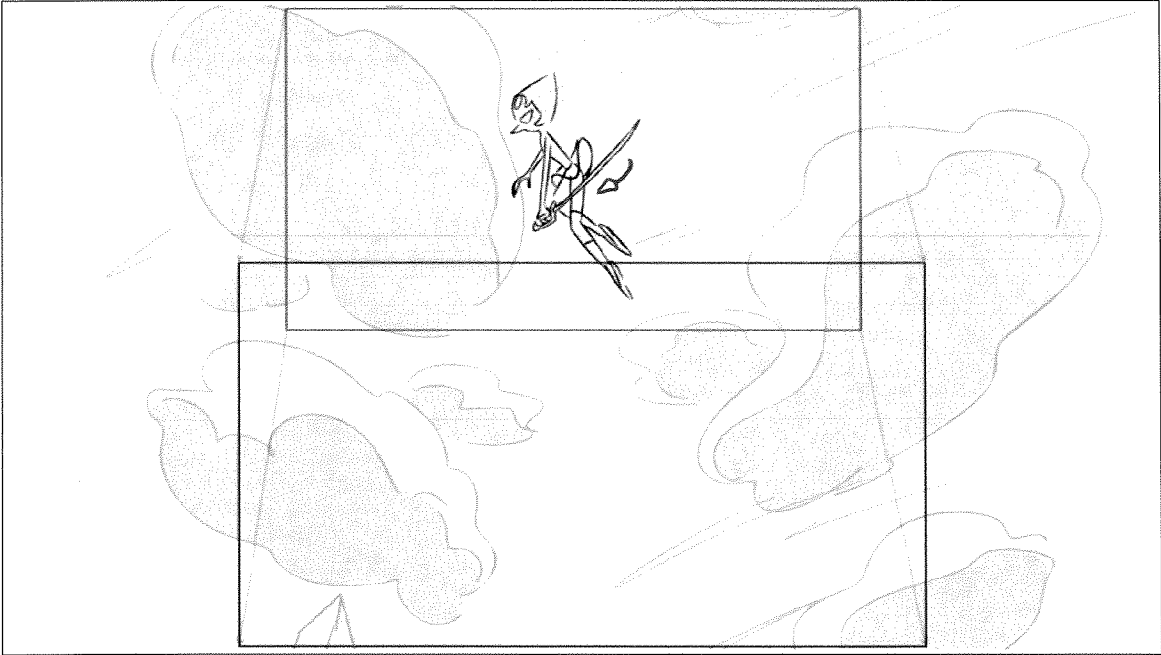
1020.013

1020.013



Scene	Panel
55	<i>CONT</i>

6



Action Notes

Holo-Pearl falls forward spinning clock-wise towards camera and O/S Pearl.

Camera ADJ South OUT to follow Holo-Pearl.

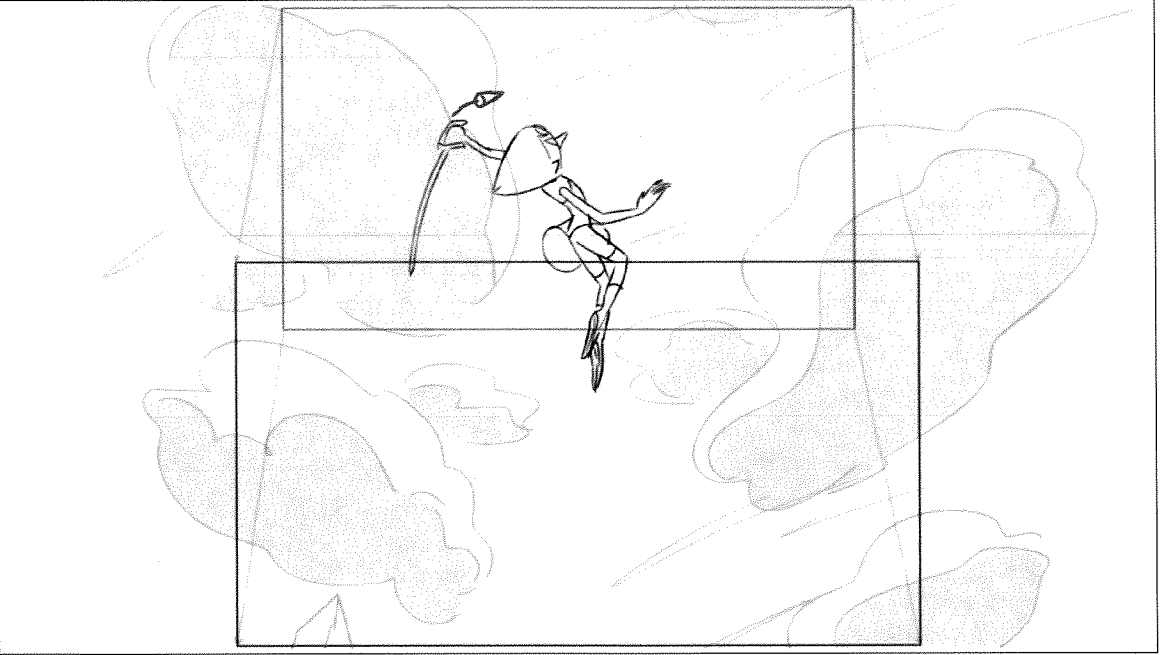
Slugging

ADJ: 0.06

Total ADJ frames panels 6 to 8 = 1.00

Scene	Panel
55	<i>CONT</i>

7



Slugging

ADJ: 0.06

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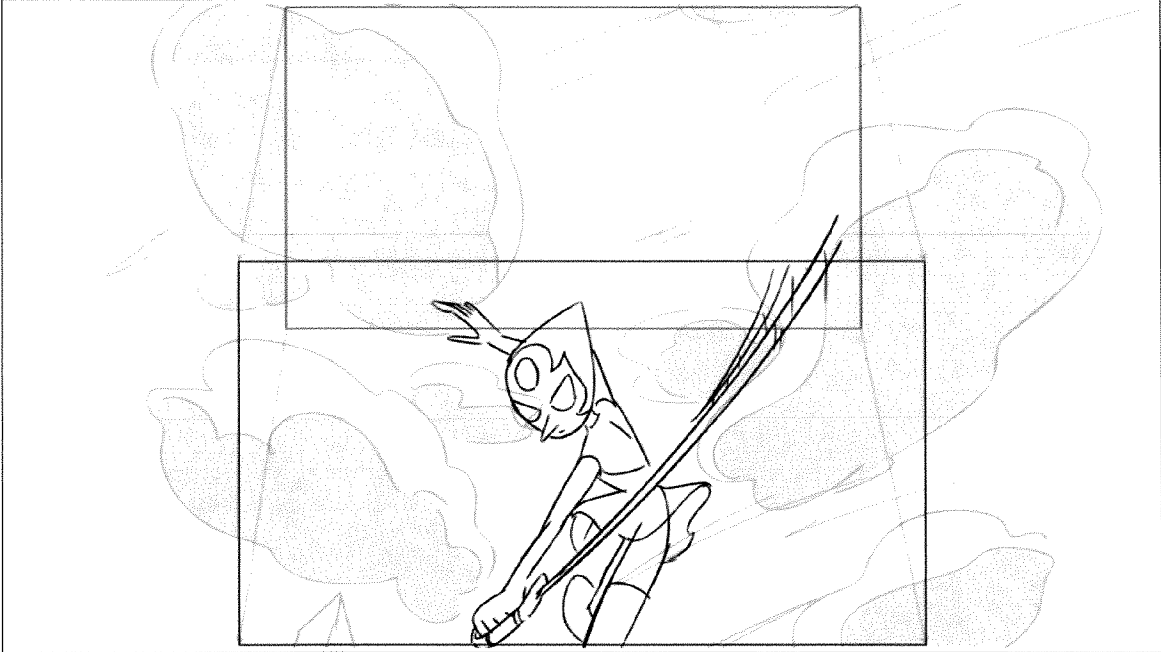
1020.013

1020.013

1020.013



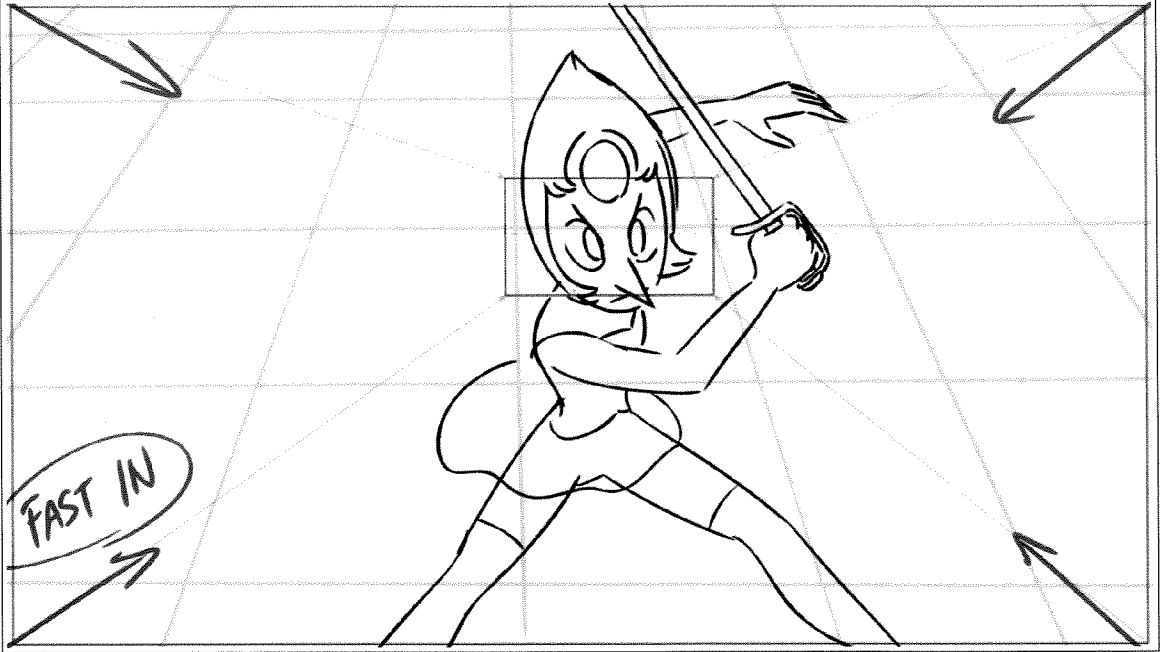
Scene	Panel
55	cont 8



**Action Notes**  
Holo-Pearl swings her sword towards Pearl O/S bottom.

**Slugging**  
ADJ: 0.04

Scene	Panel
56	1



**Action Notes**  
Camera fast truck in on Pearl.

**Slugging**  
ADJ: 0.08

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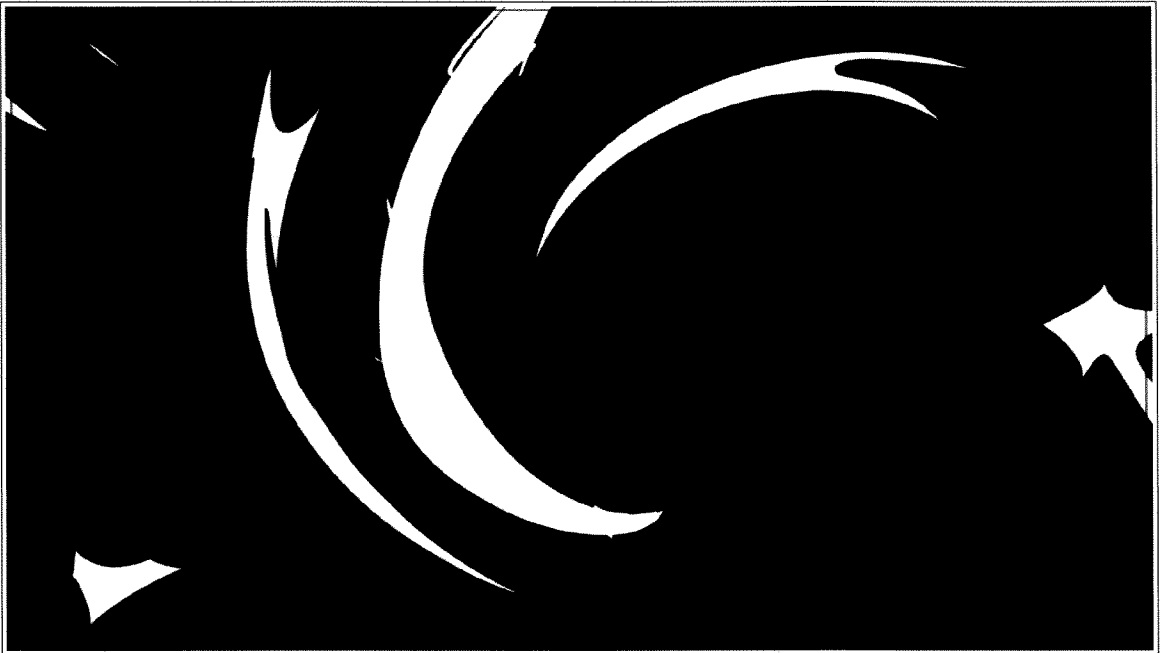


Scene	Panel
56	cont 2



Slugging  
0.08

Scene	Panel
57	1



Action Notes  
\*Sparkles\*

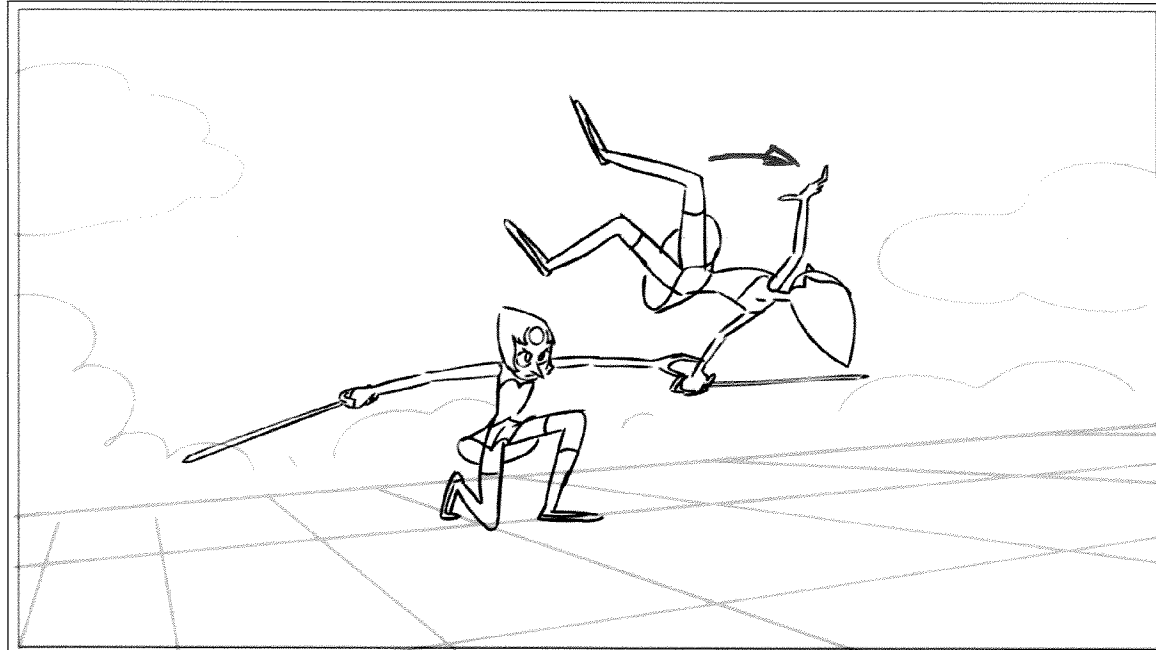
Slugging  
0.06

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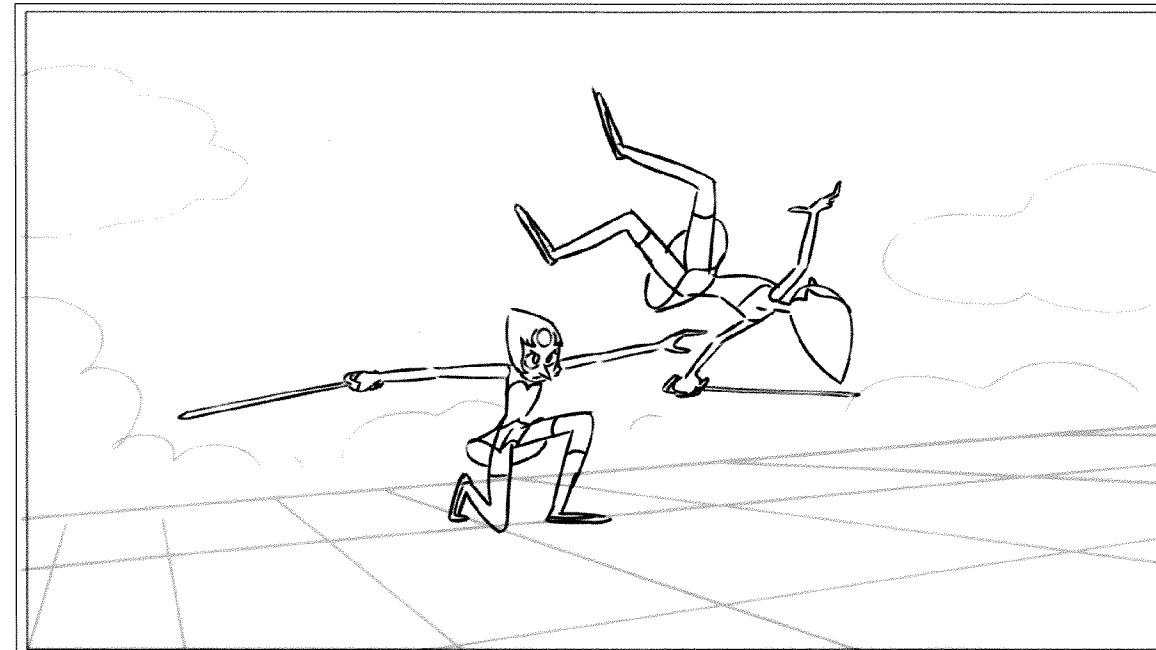
Scene	Panel
58	1



**Action Notes**  
 Slow-motion.  
 Holo-Pearl spins clock-wise.

**Slugging**  
 0.08

Scene	Panel
58	2 <i>CONT</i>



**Action Notes**  
 Slow-motion.

**Slugging**  
 0.08

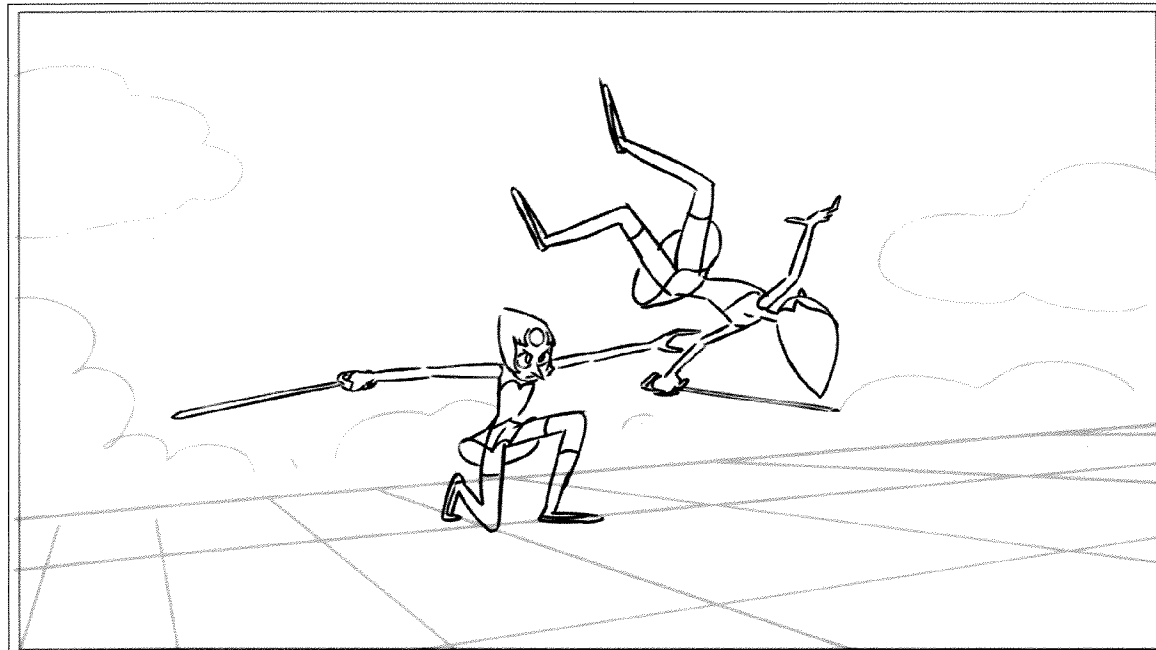
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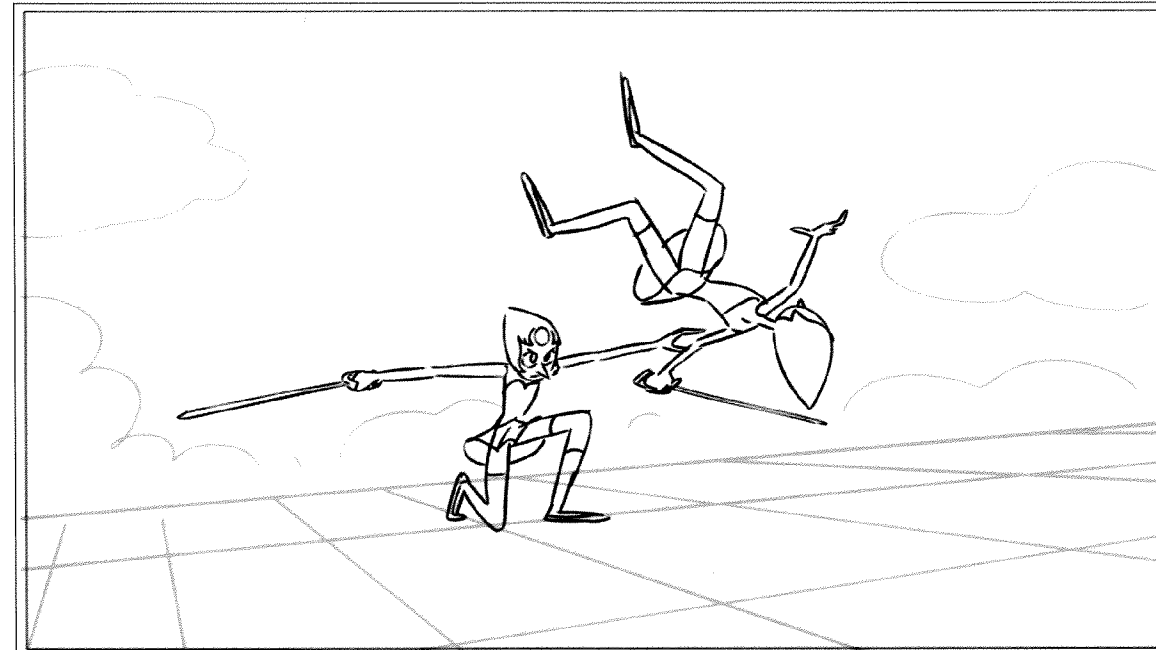
Scene Panel  
58 *CONT* 3



Action Notes  
Slow-motion.

Slugging  
0.08

Scene Panel  
58 *CONT* 4



Action Notes  
Slow-motion.

Slugging  
0.08

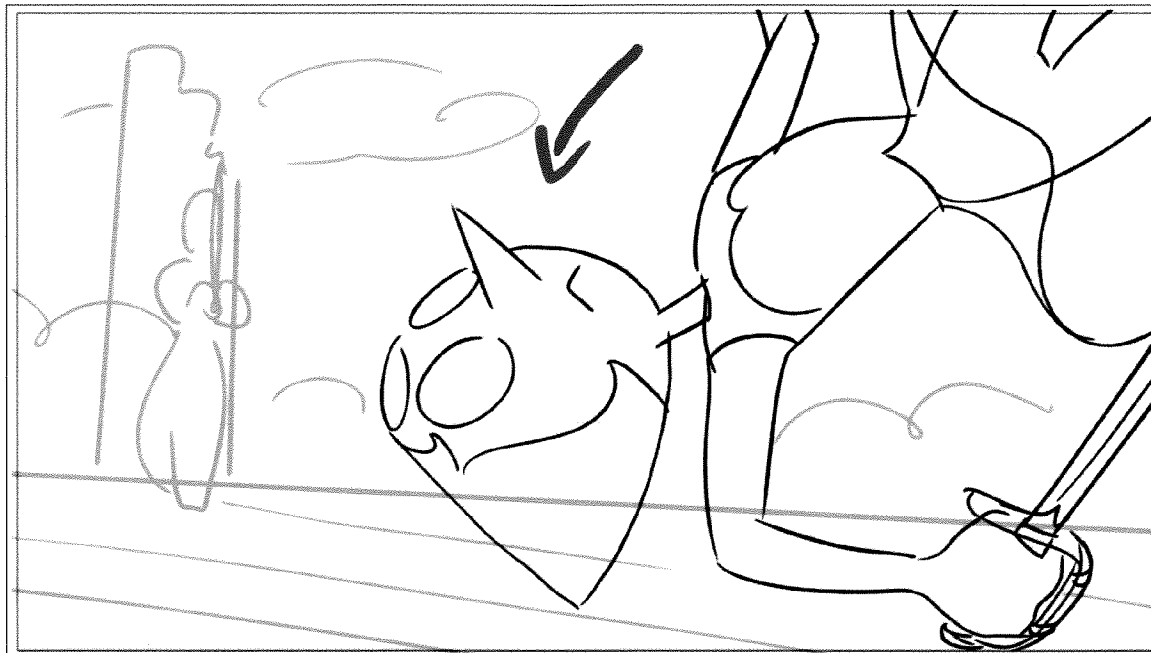
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1020.013

1020.013

Scene	Panel
59	1

**Action Notes**

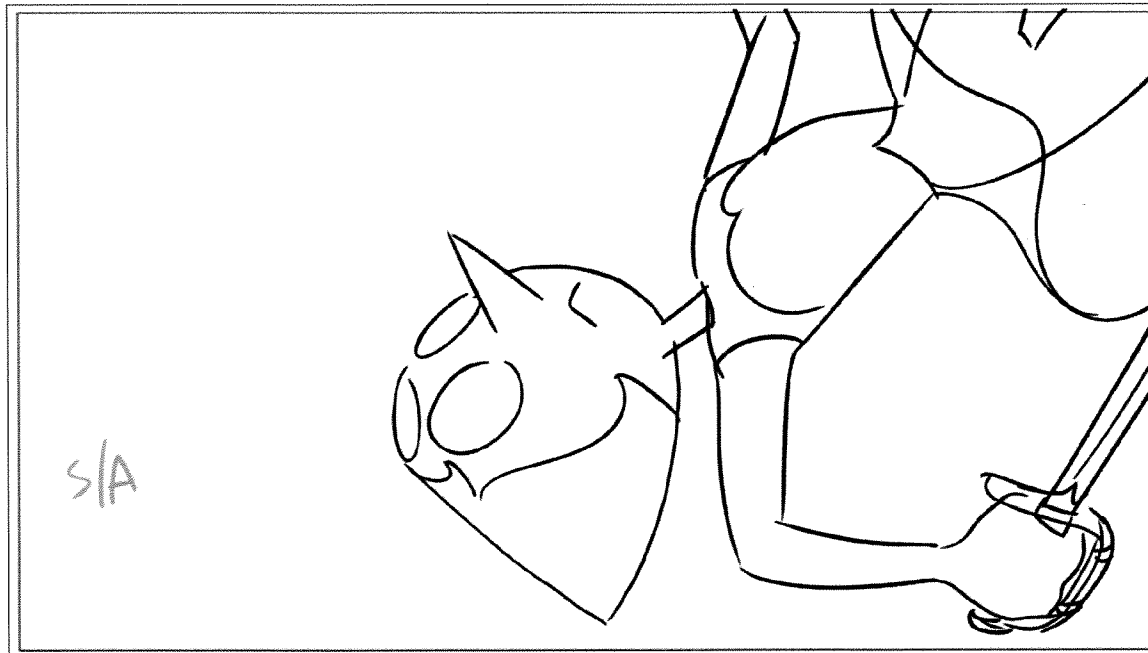
Slow-motion.

Holo-Pearl spins counter clock-wise.

**Slugging**

0.08

Scene	Panel
59	2

**Slugging**

0.08

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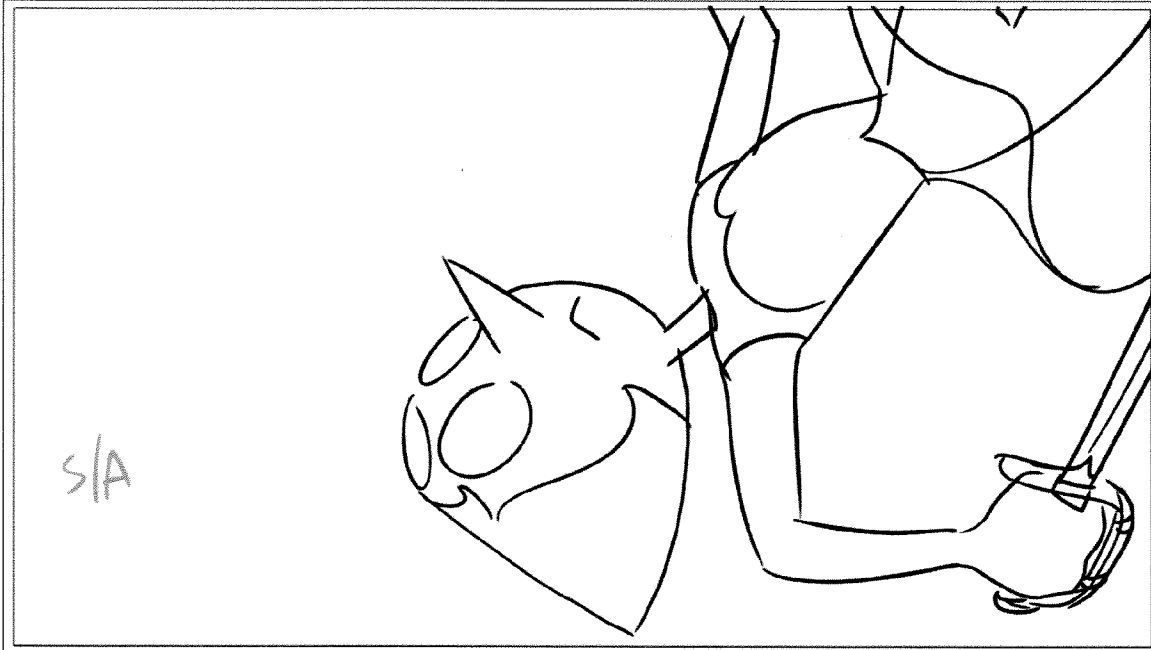
1020.013

1020.013





Scene	Panel
59	cont 3



Slugging  
0.08

Scene	Panel
60	1



Action Notes  
Slight up shot on Pearl.

Slugging  
0.12

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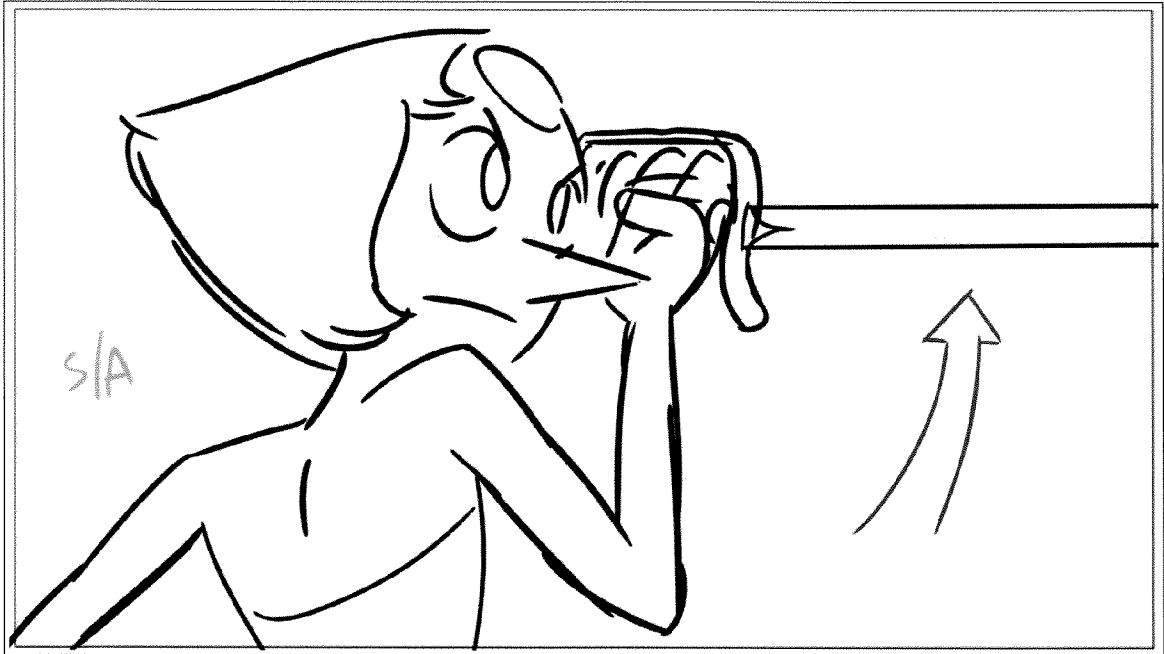
1020.013

1020.013

1020.013



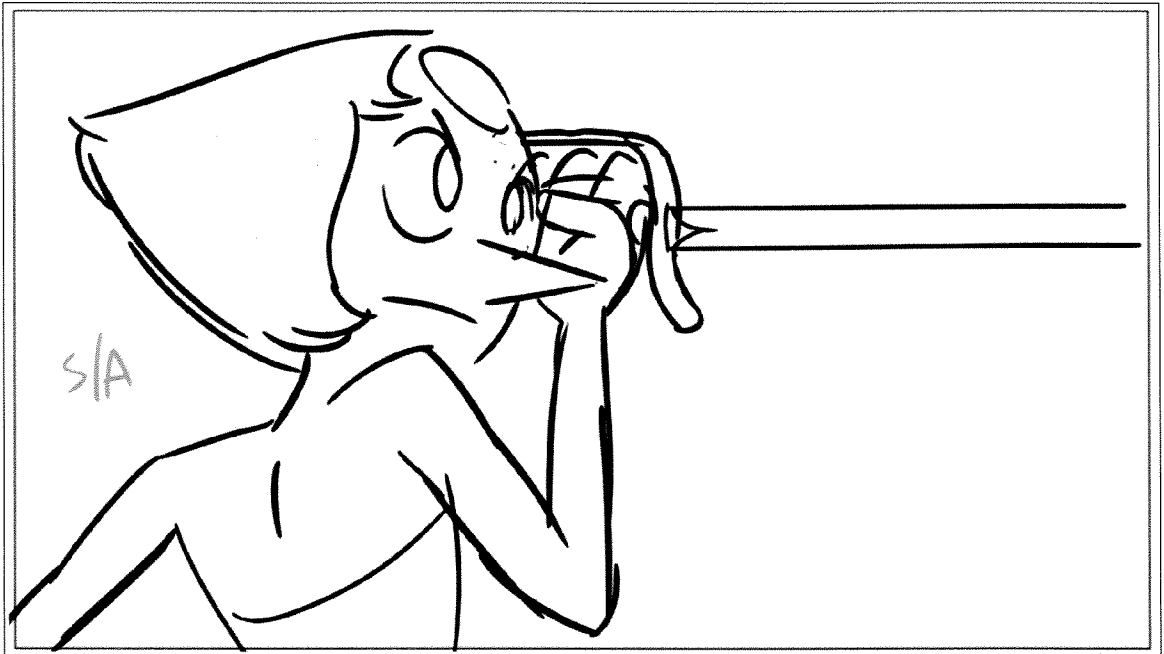
Scene	Panel
60	<i>CONT</i>
	2



Action Notes  
Pearl brings her sword UP from O/S bottom.

Slugging  
0.06

Scene	Panel
60	<i>CONT</i>
	3



Action Notes  
Pearl pulls her sword back firmly - antic.

Slugging  
0.12

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Scene	Panel
60	<i>cont</i>

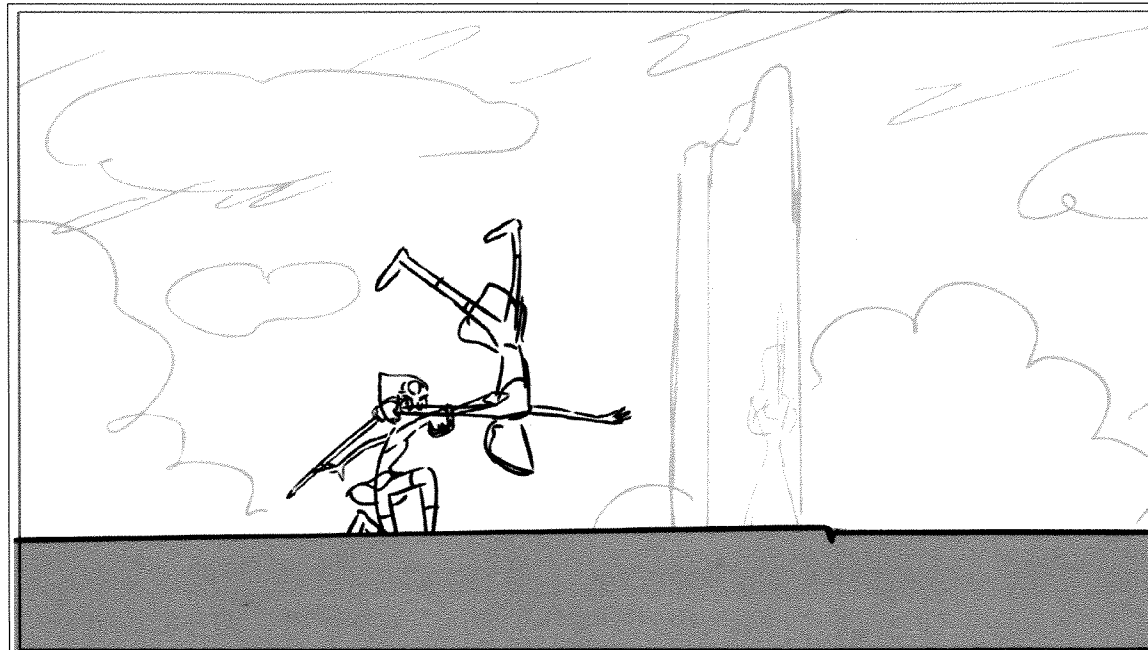
**Action Notes**

Pearl thrusts her sword forward O/S.

**Slugging**

0.06

Scene	Panel
61	1

**Action Notes**

Holo-Pearl is knocked back, Pearl and BG truck back at different rates, Foreground element pans quickly.

**Slugging**

0.04

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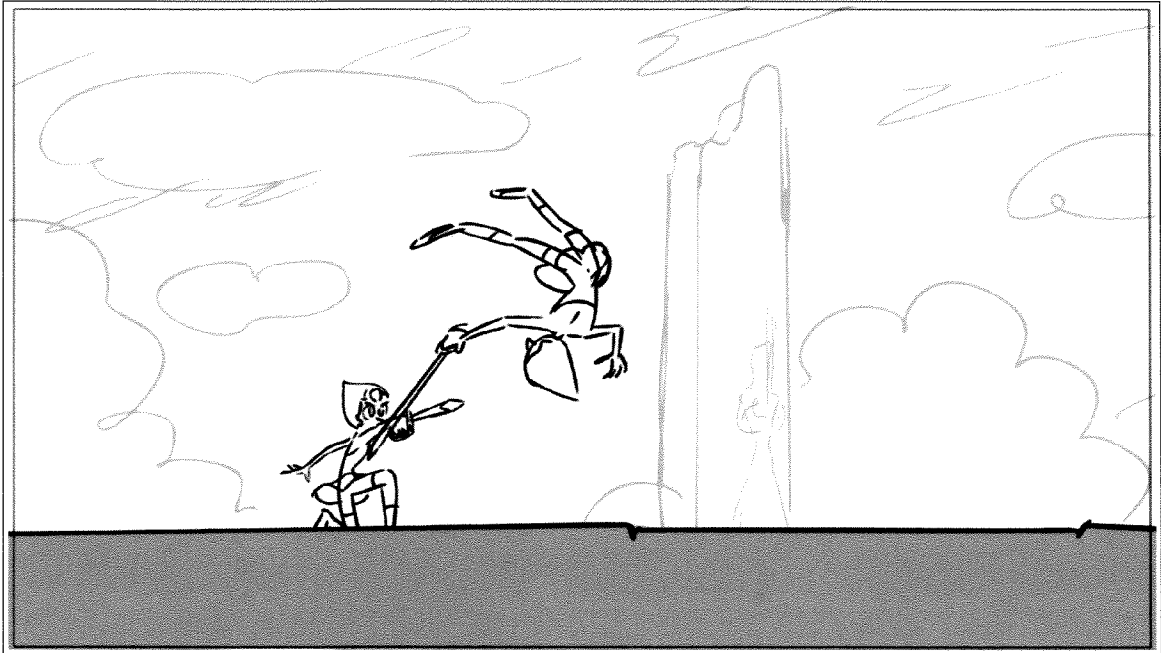
1020.013

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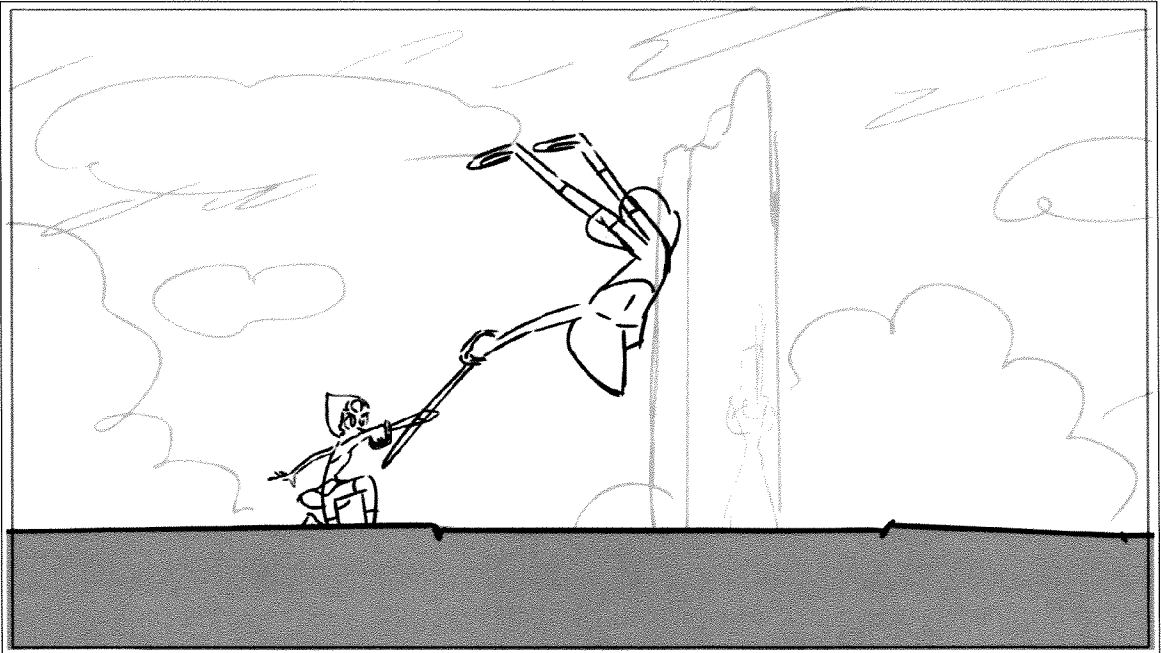


Scene	Panel
61	<i>CONT</i>
	2



Slugging  
0.04

Scene	Panel
61	<i>CONT</i>
	3



Slugging  
0.04

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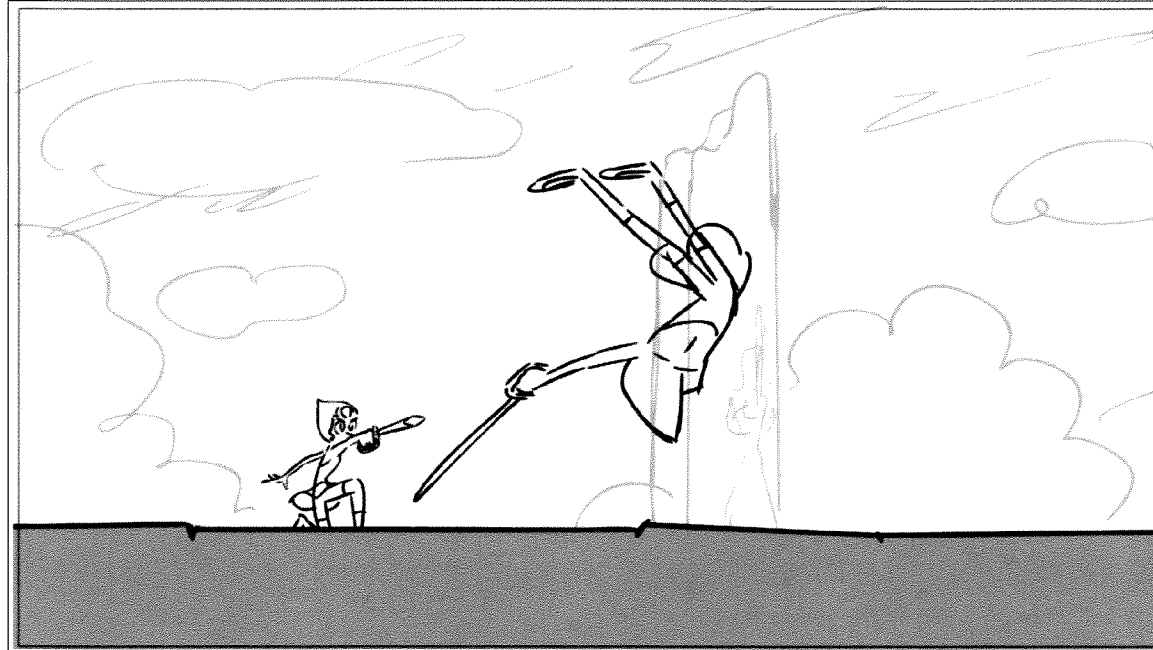
1020-013

1020-013

1020-013

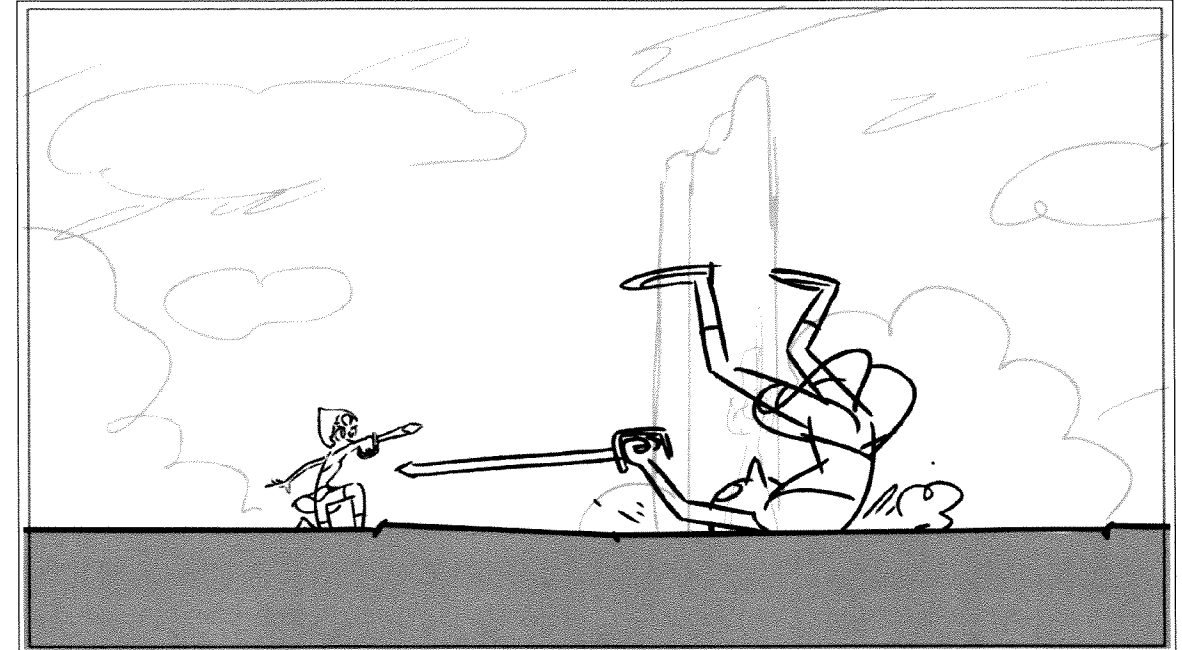


Scene	Panel
61	<i>CONT</i>



Slugging  
0.04

Scene	Panel
61	<i>CONT</i>



Action Notes  
Holo-Pearl hits the floor - starts to roll.

Slugging  
0.04

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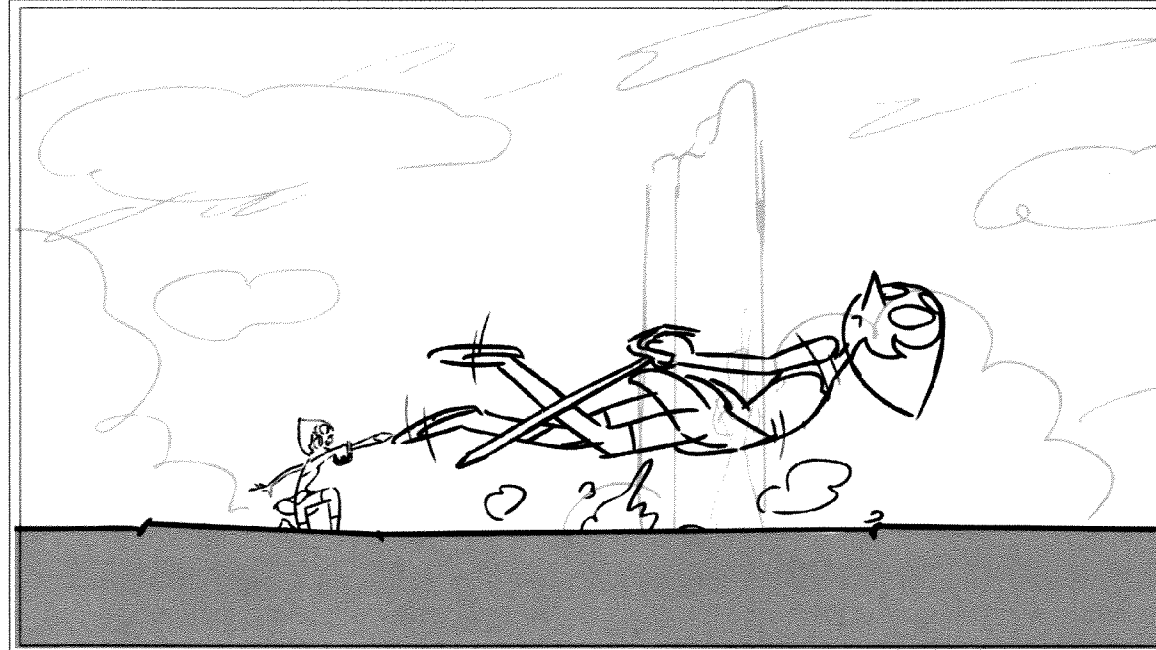
1020-013

1020-013



Scene	Panel
61	<i>CONT</i>

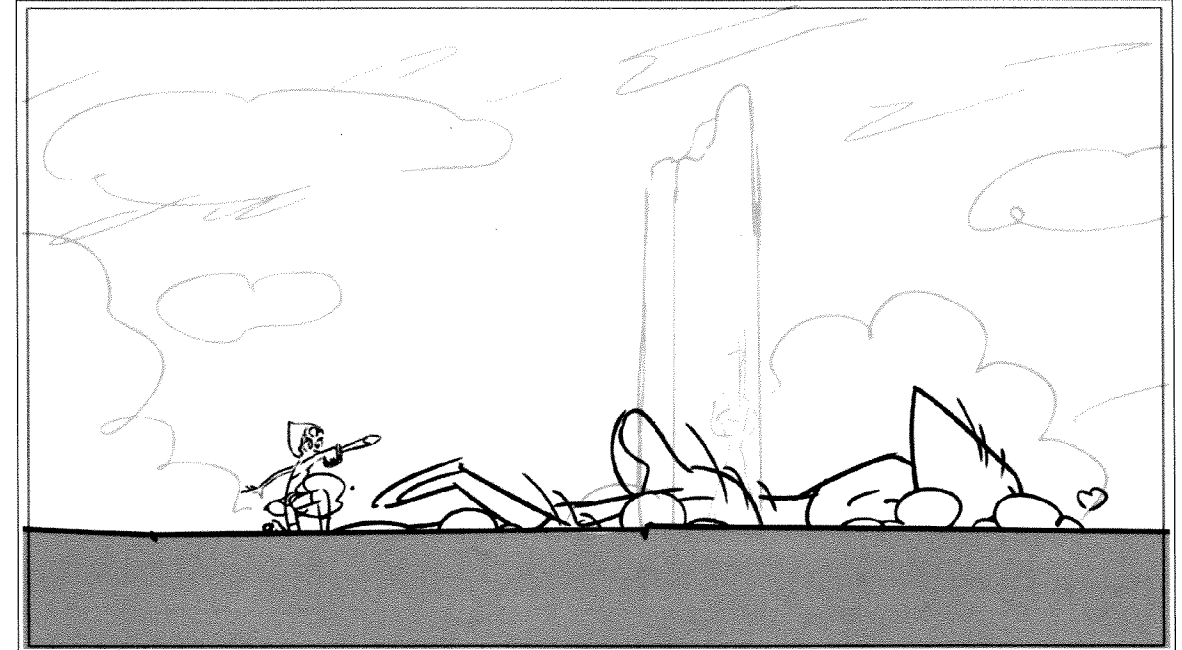
6



Slugging  
0.06

Scene	Panel
61	<i>CONT</i>

7



Slugging  
0.04

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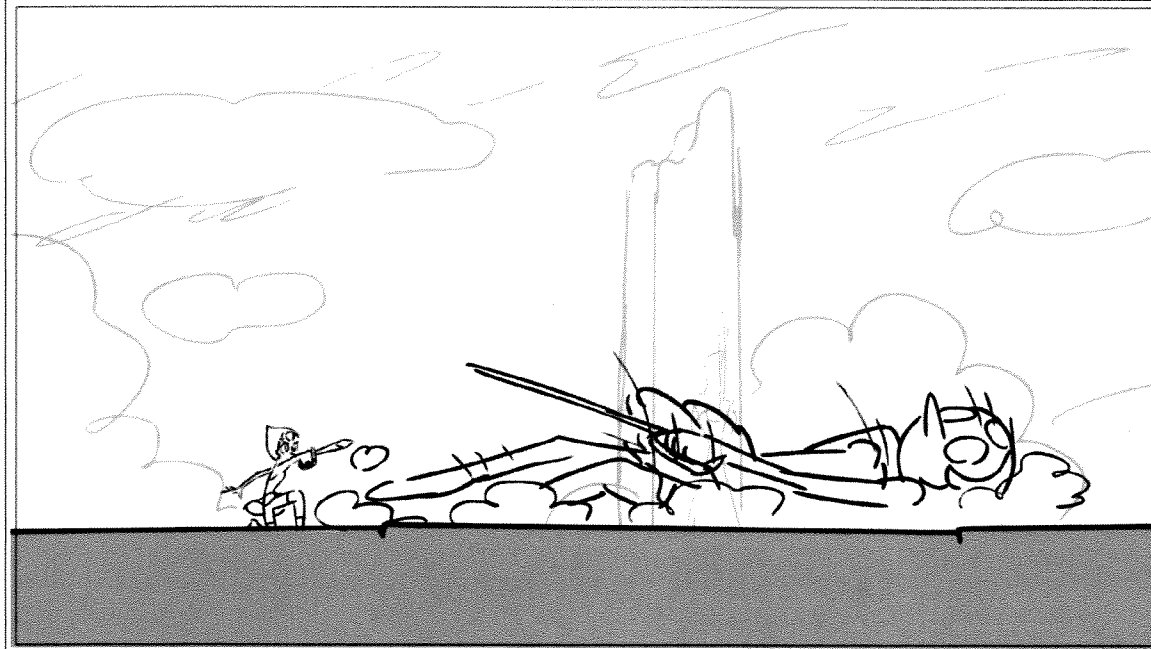
1020.013

1020.013

1020.013

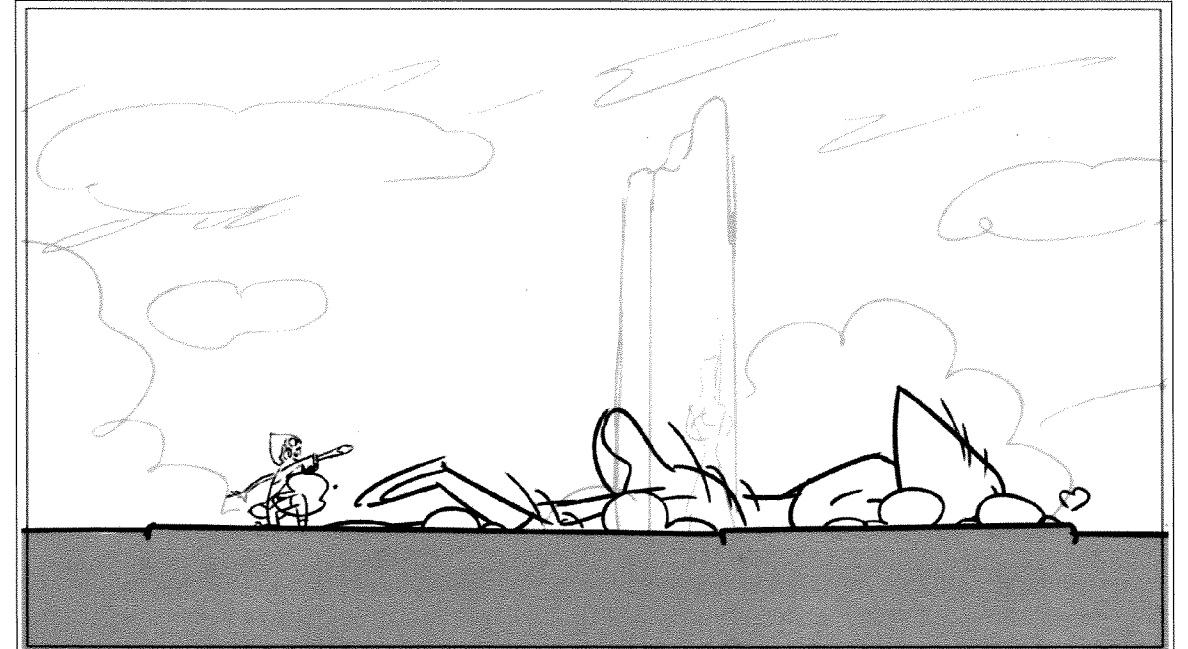


Scene	Panel
61	<i>cont</i>



Slugging  
0.04

Scene	Panel
61	<i>cont</i>



Slugging  
0.04

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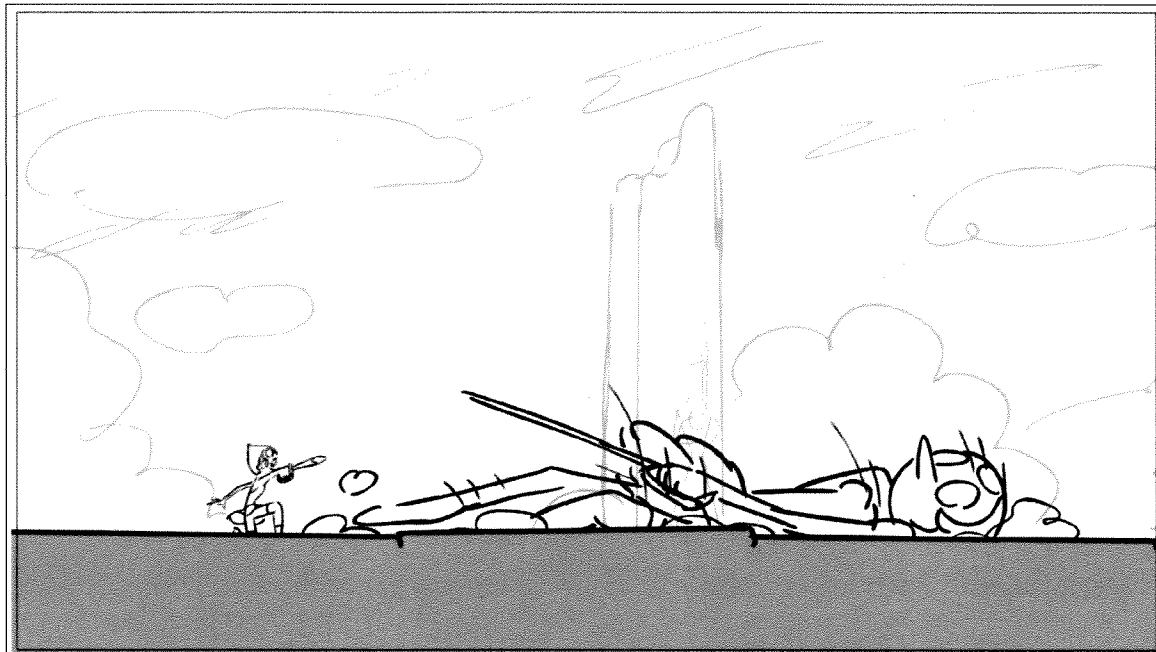
1020.013

1020.013

1020.013

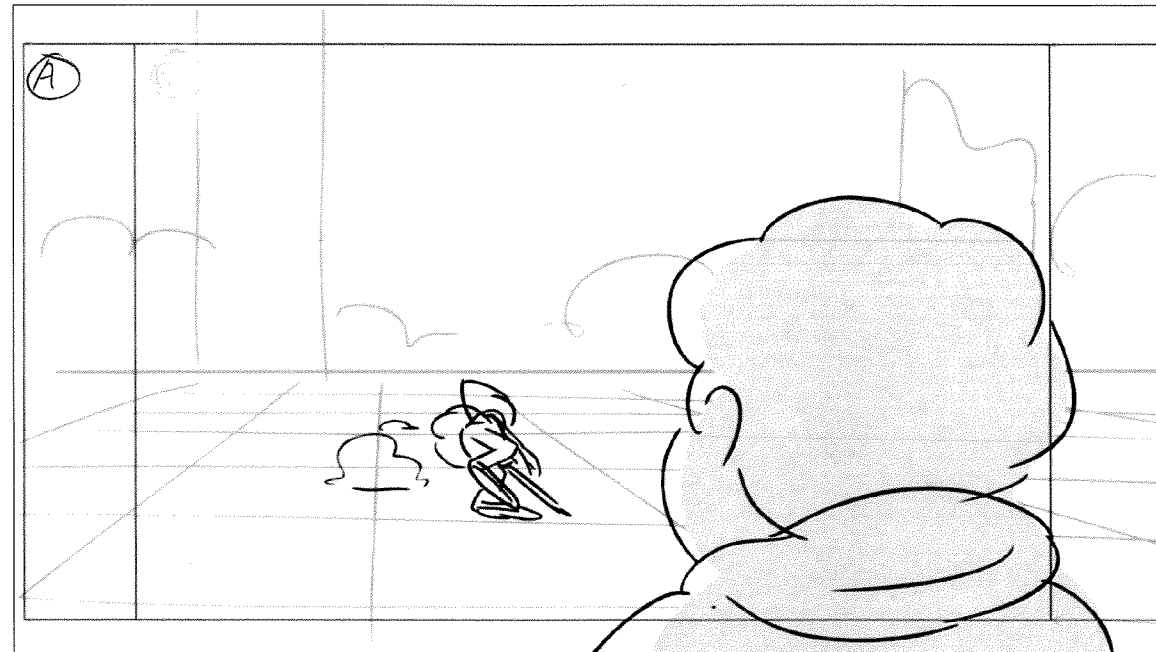


Scene	Panel
61	<i>CONT</i> 10



Slugging  
0.04

Scene	Panel
62	1



Action Notes  
Steven watches her roll by.  
Holo-Pearl kicks up dust where she rolls.  
Camera ADJ *EAST* towards screen left through whole scene.

Slugging  
ADJ: 0.08  
Total ADJ frames panels 1 to 5 = 2.00

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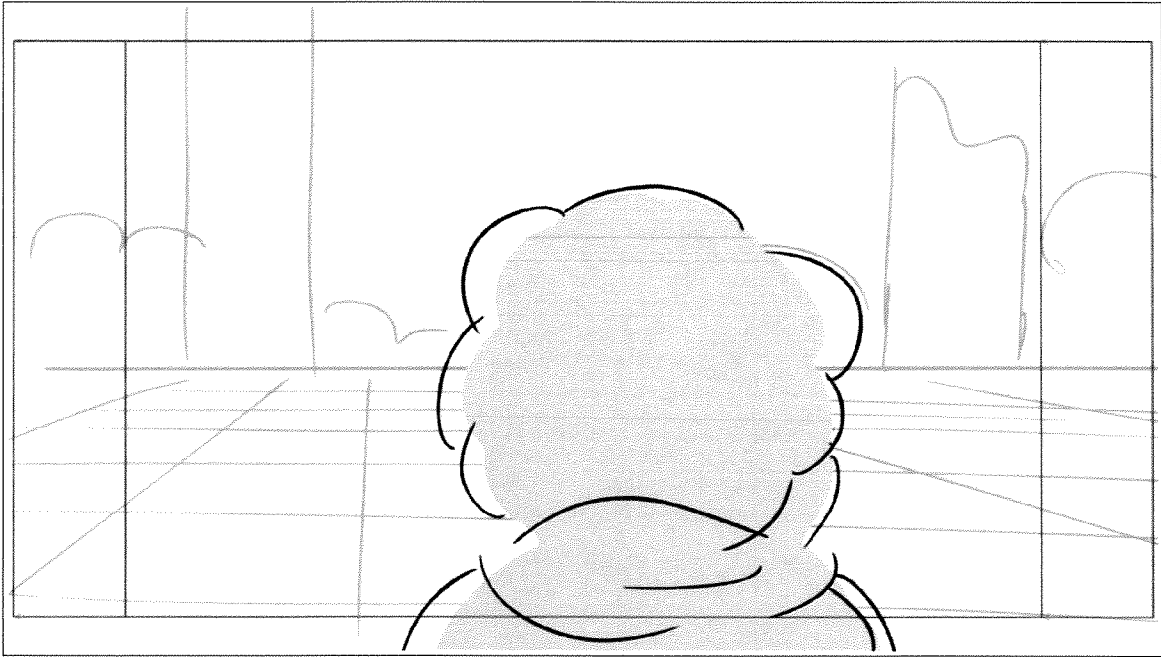
1020-013

1020-013



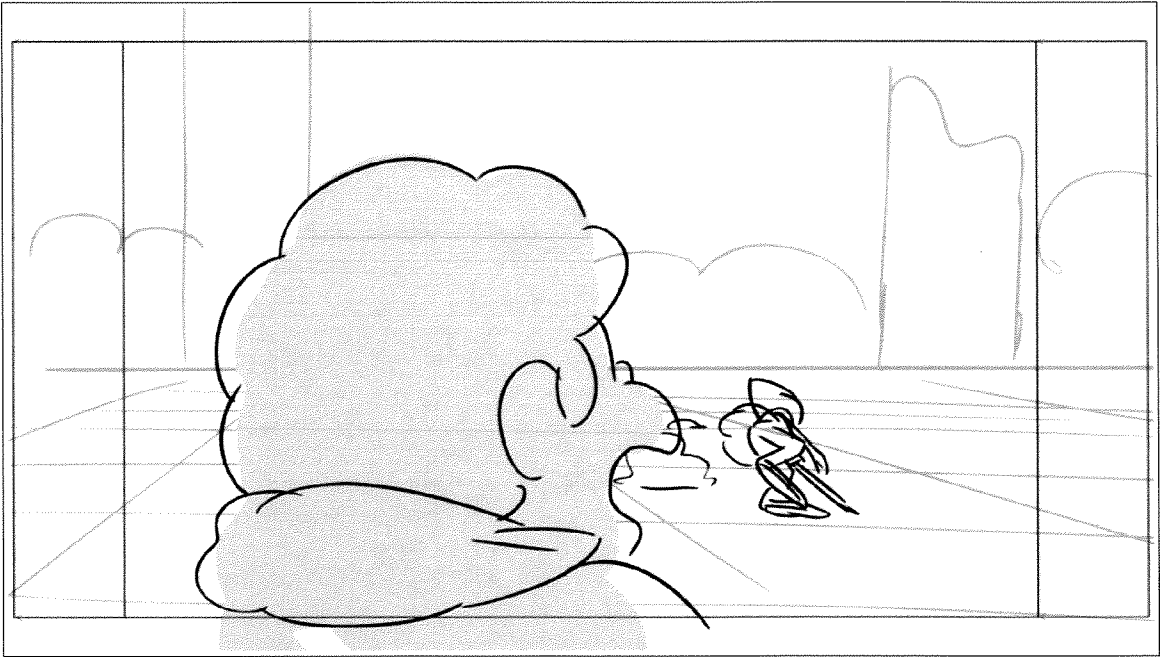


Scene	Panel
62	<i>CONT</i>
	2



Slugging  
ADJ: 0.06

Scene	Panel
62	<i>CONT</i>
	3



Slugging  
ADJ: 0.06

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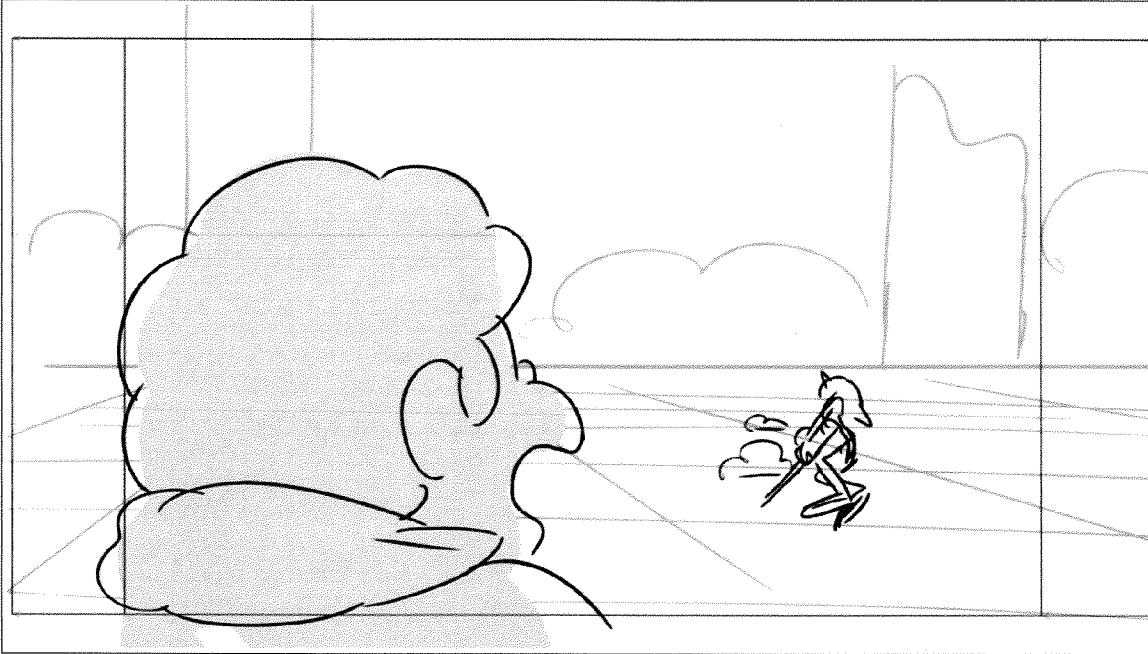
1020.013

1020.013

1020.013

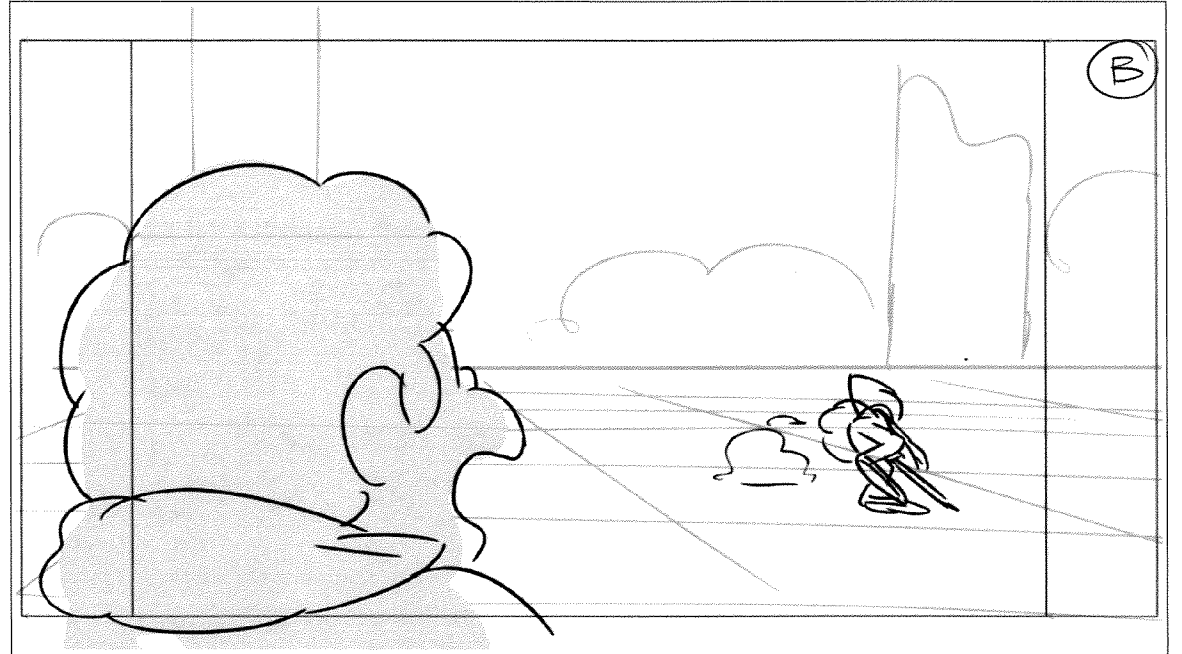


Scene	Panel	
62	CONT	4



Slugging  
ADJ: 0.06

Scene	Panel	
62	CONT	5



Slugging  
ADJ: 0.06

CAM ADJUST TO POS. (B)

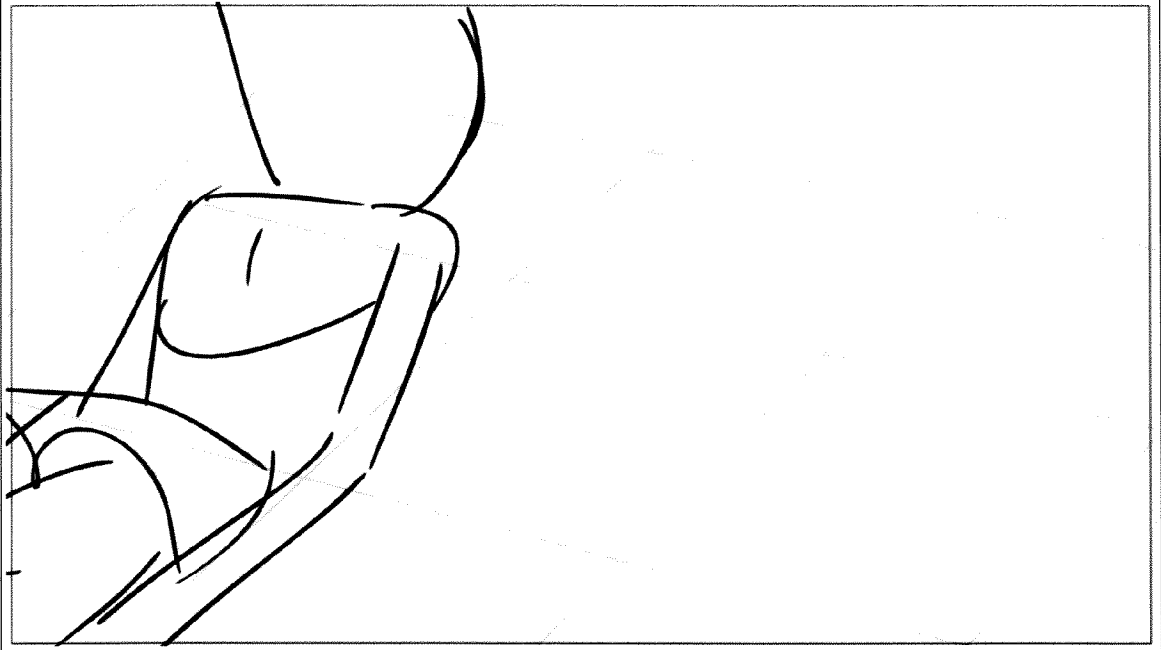
AUG 06 2013

1020.013

1020.013



Scene	Panel
63	1

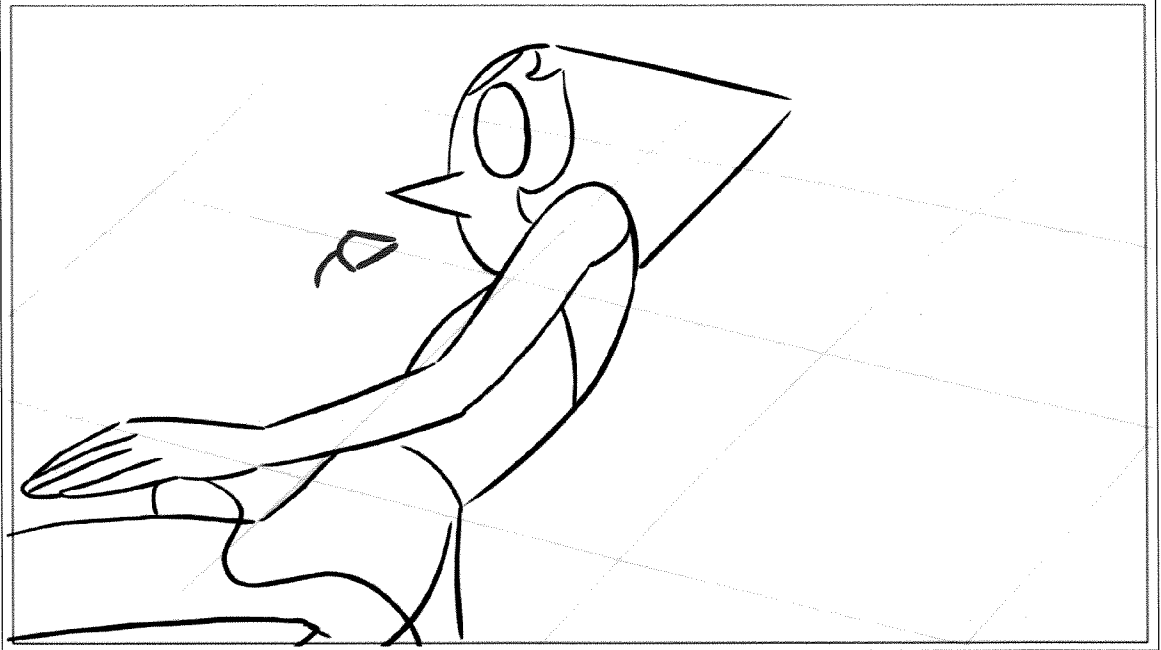


Action Notes  
Holo-Pearl rolling.

Slugging  
0.08

Scene	Panel
63	2

*CONT*



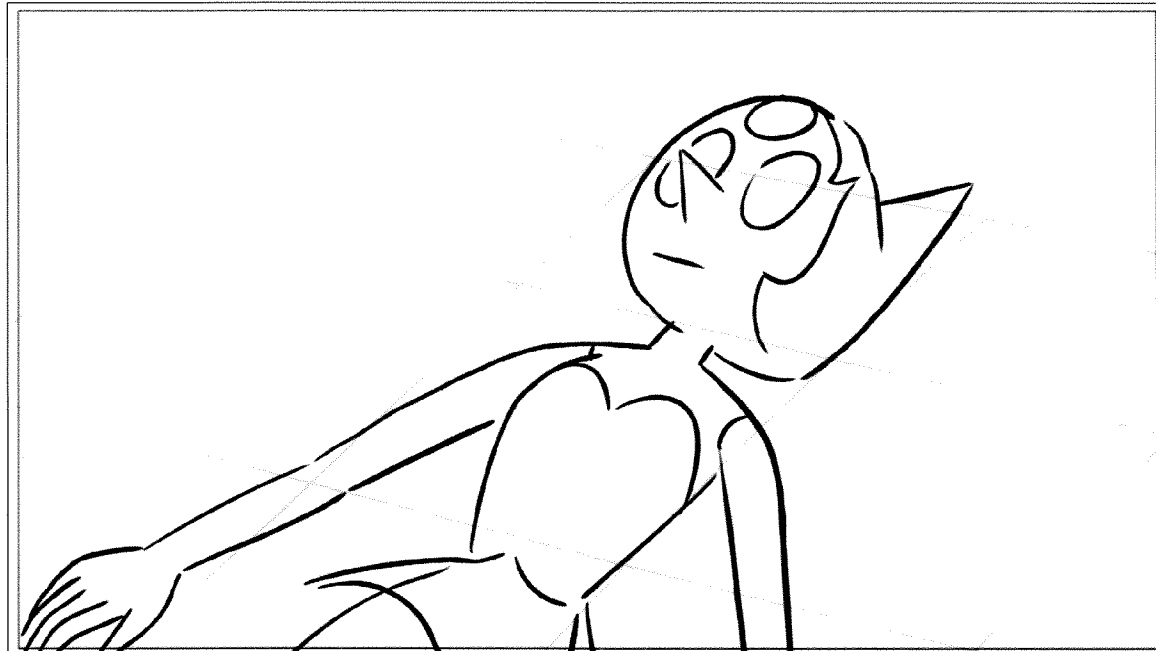
Slugging  
0.10

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Scene	Panel	
63	CONT	3



Slugging  
1.05

Scene	Panel	
63	CONT	4



Action Notes  
Holo-Pearl Shorts out for a moment.

Slugging  
0.09

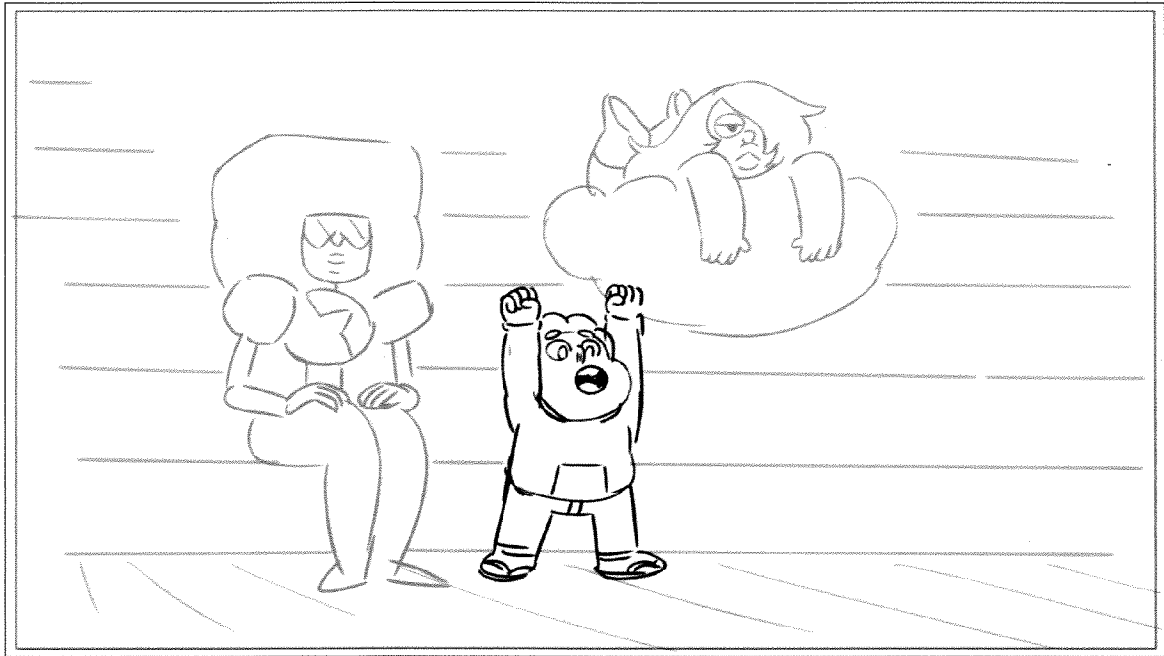
AUG 08 2013

1020.013

1020.013

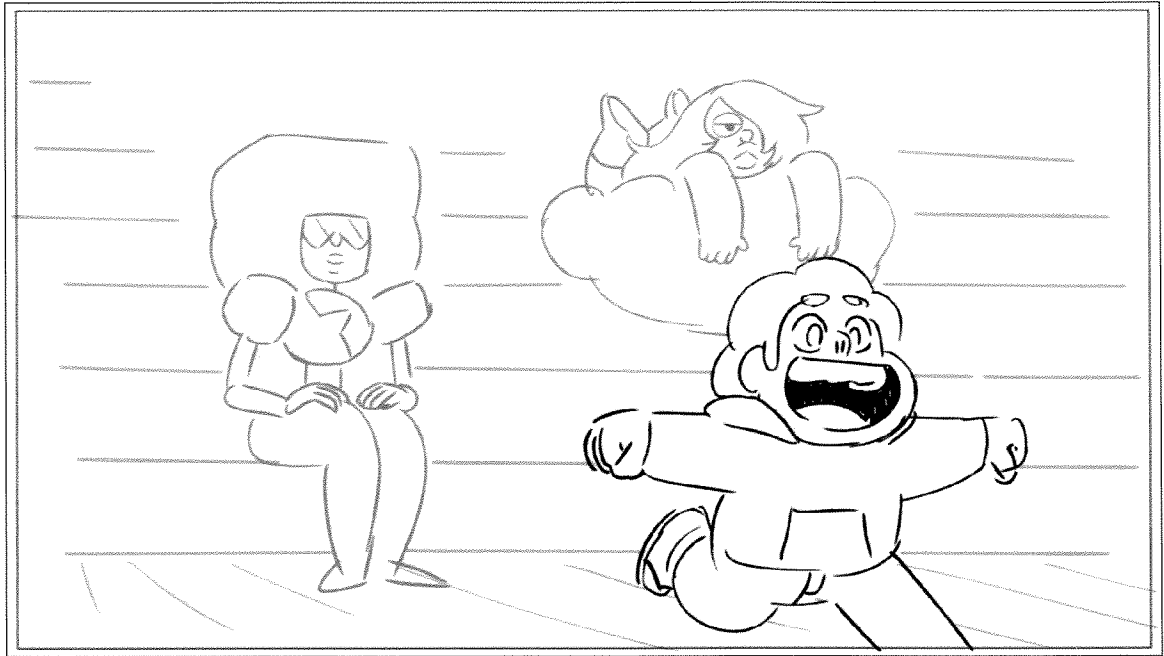
1020.013

Scene 64 Panel 2  
*CONT*



Dialogue  
STEVEN: WOOOOOOOOOOH!!

Scene 64 Panel 3  
*CONT*



Dialogue  
STEVEN: YAAAY PEARL!

Action Notes  
Steven runs forward towards Pearl O/S.

Slugging  
2.10

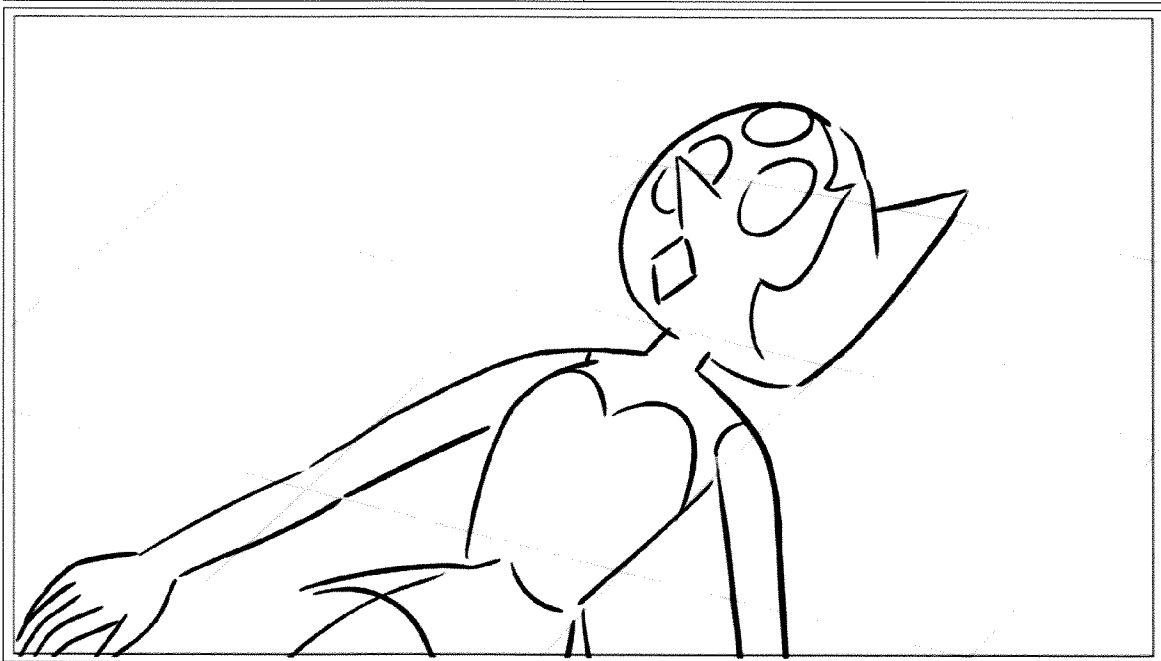
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1020-013

1020-013

Scene	Panel
63	5

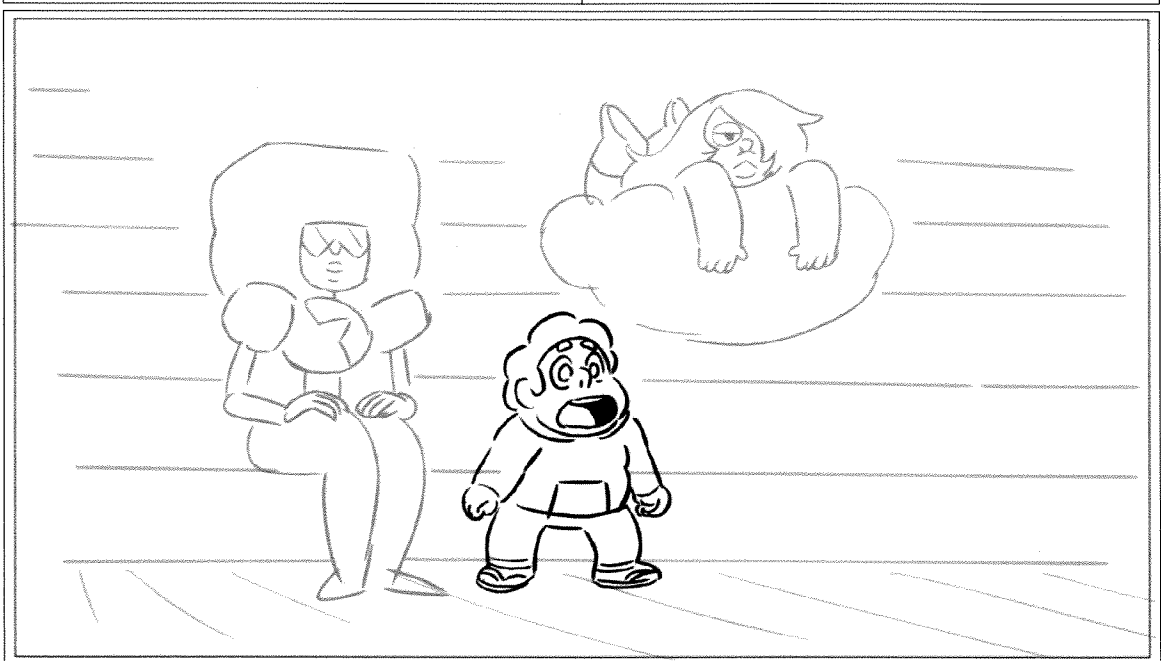


Dialogue  
HP: Match set, Challenger wins!

Action Notes  
holo-pearl eyes go back to normal

Slugging  
3.08

Scene	Panel
64	1



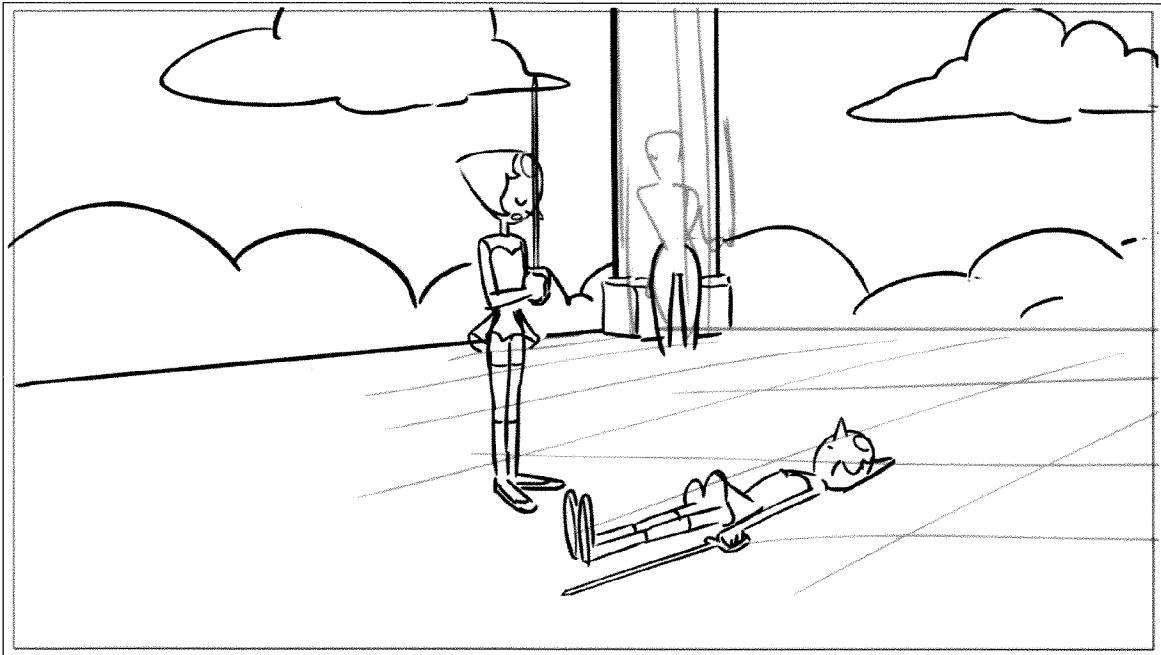
Action Notes  
START POSE

Slugging  
Panels 1 + 2 = 1.07

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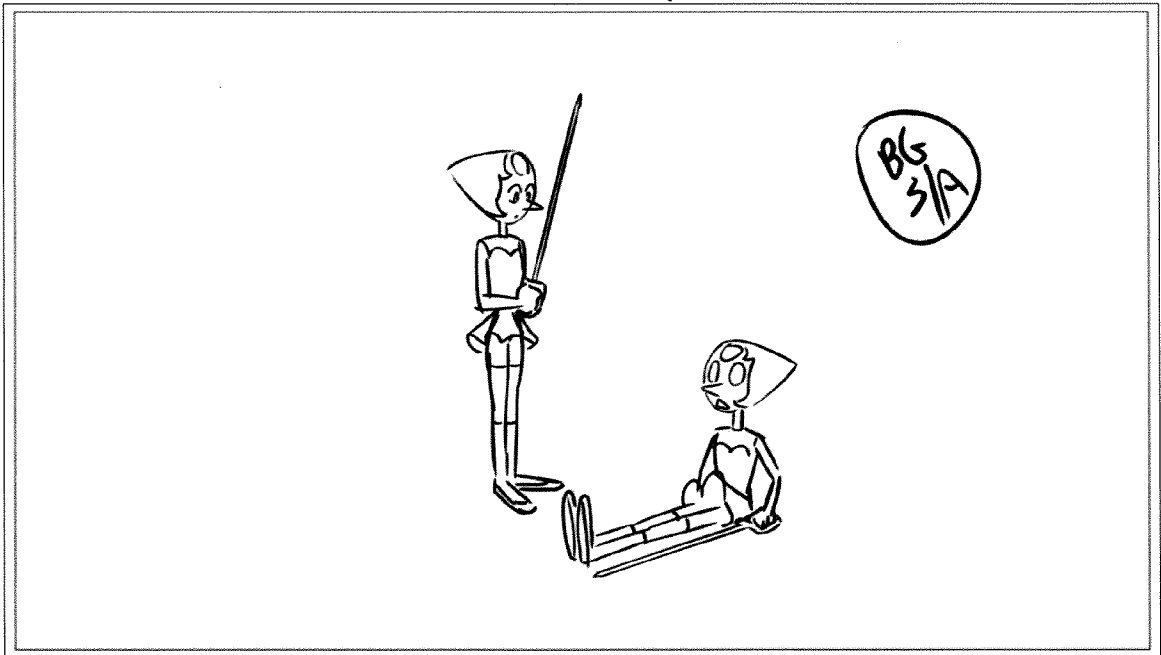
Scene	Panel
65	1



Dialogue  
PEARL: You were a worthy opponent.

Slugging  
3.00

Scene	Panel
65	2



Dialogue  
HP: Do you wish to battle again?

Action Notes  
Holo-Pearl sits up.

Slugging  
3.00

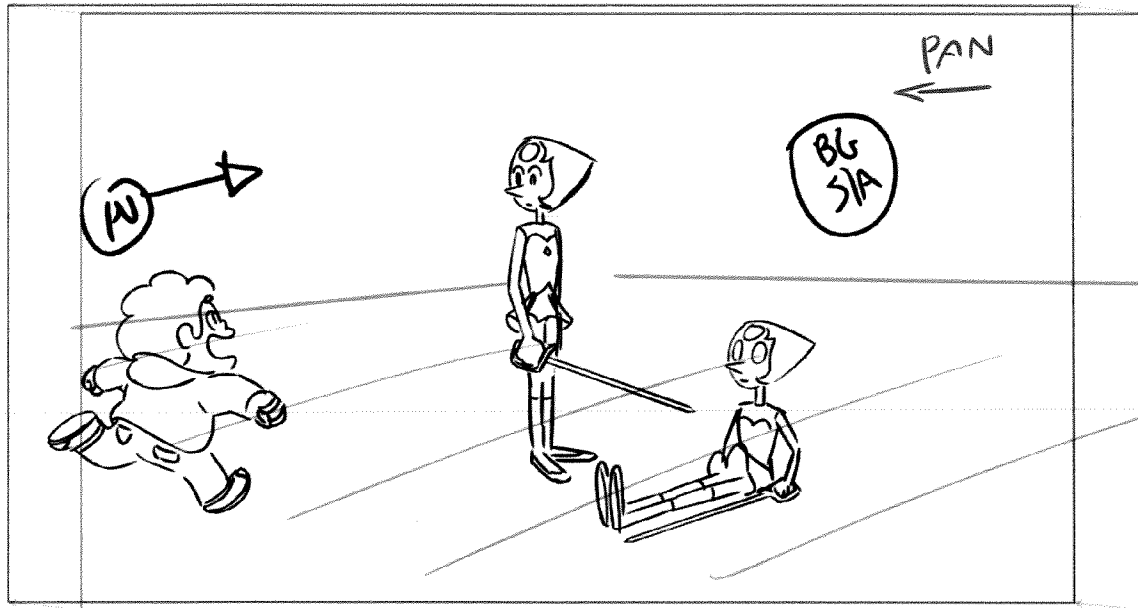
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1020-013



Scene 65 Panel 3  
*CONT*



Dialogue

STEVEN: PEARL!

Action Notes

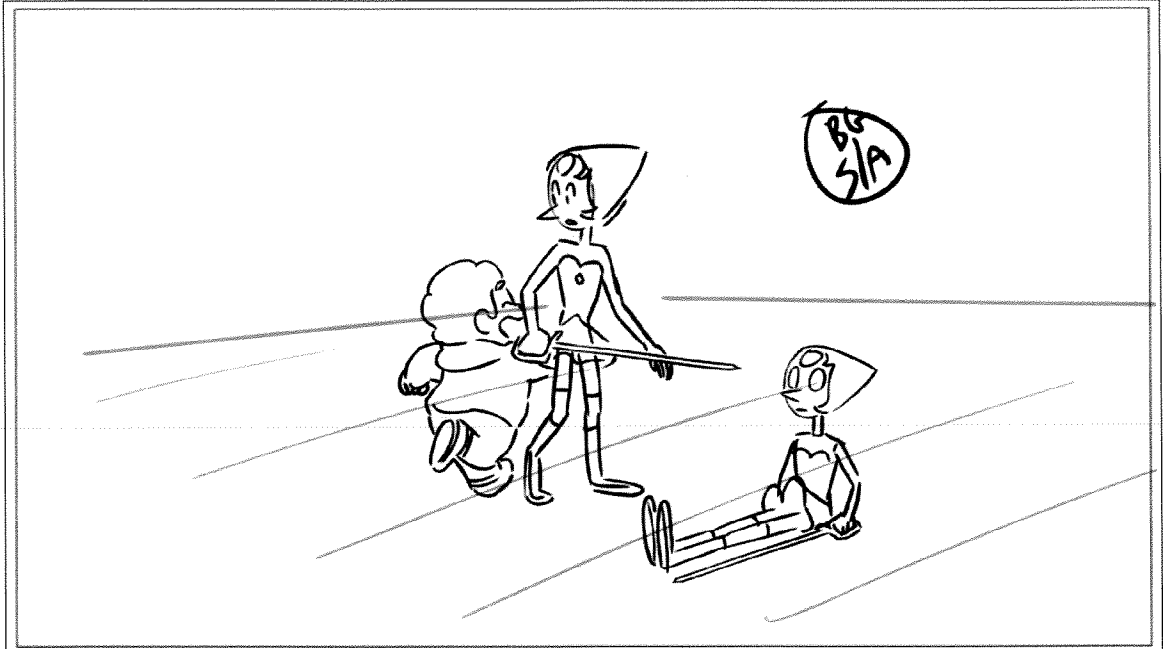
Camera ADJ West - as Steven runs in.

Slugging

ADJ: 0.06

Then HOLD: 1.07

Scene 65 Panel 4  
*CONT*



Dialogue

STEVEN: That was...

Action Notes

Steven starts to run around Pearl.

Slugging

1.00

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1020-013

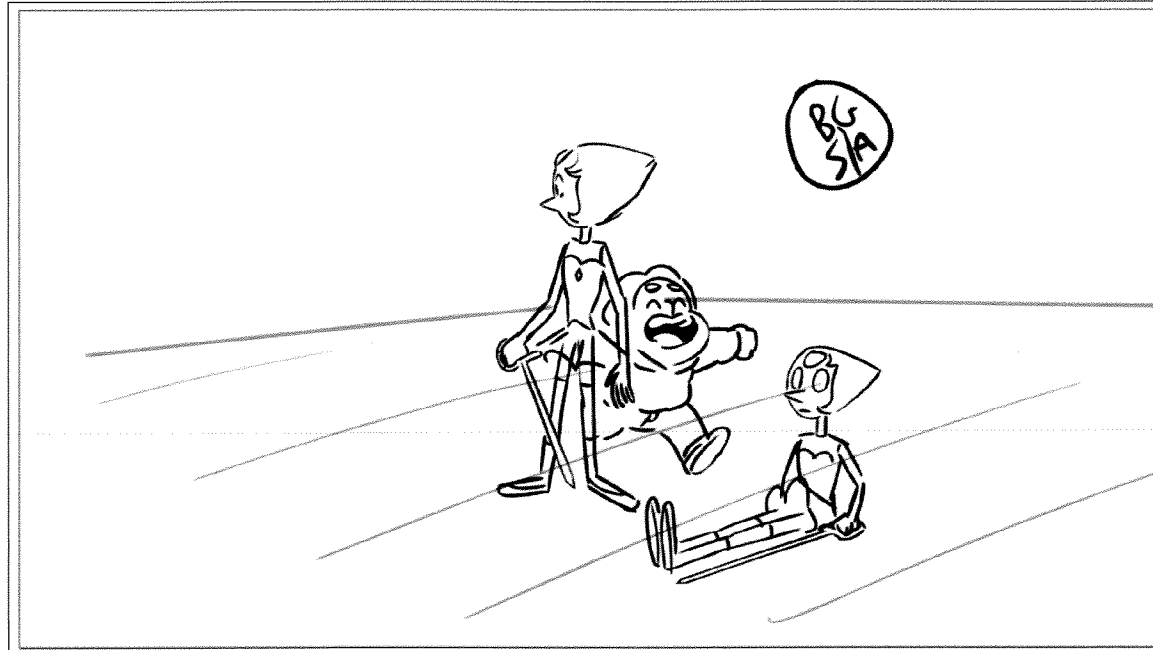
1020-013

1020-013





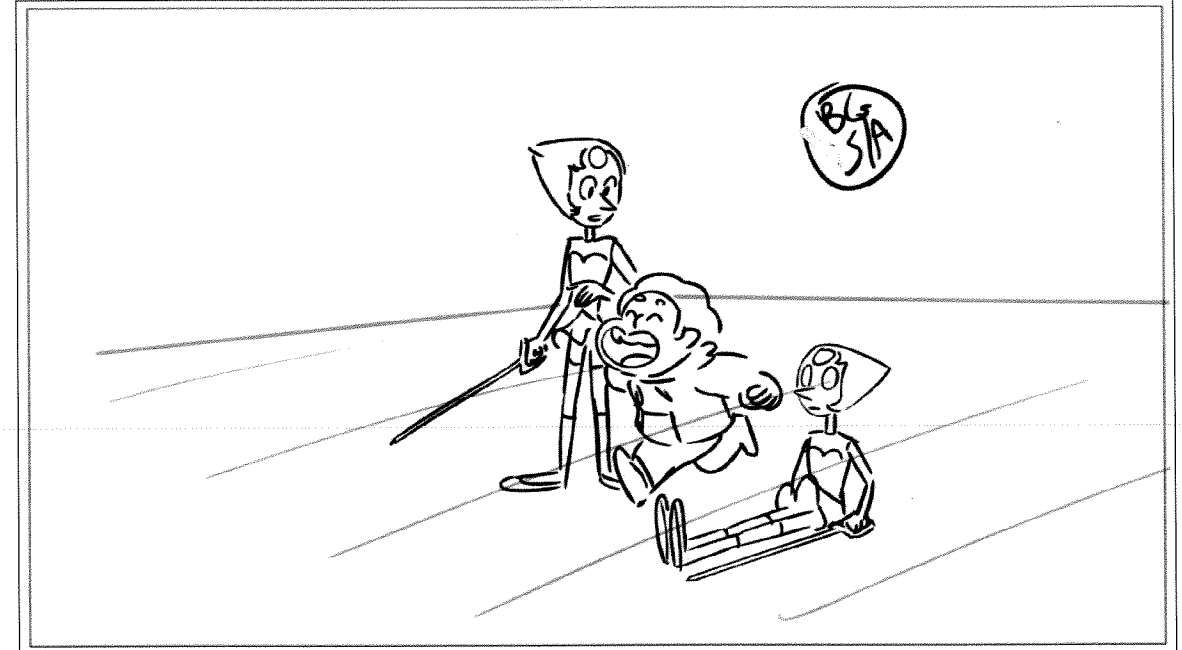
Scene	Panel	
65	CONT	5



Dialogue  
STEVEN: ...amazing!

Slugging  
0.12

Scene	Panel	
65	CONT	6



Slugging  
0.14

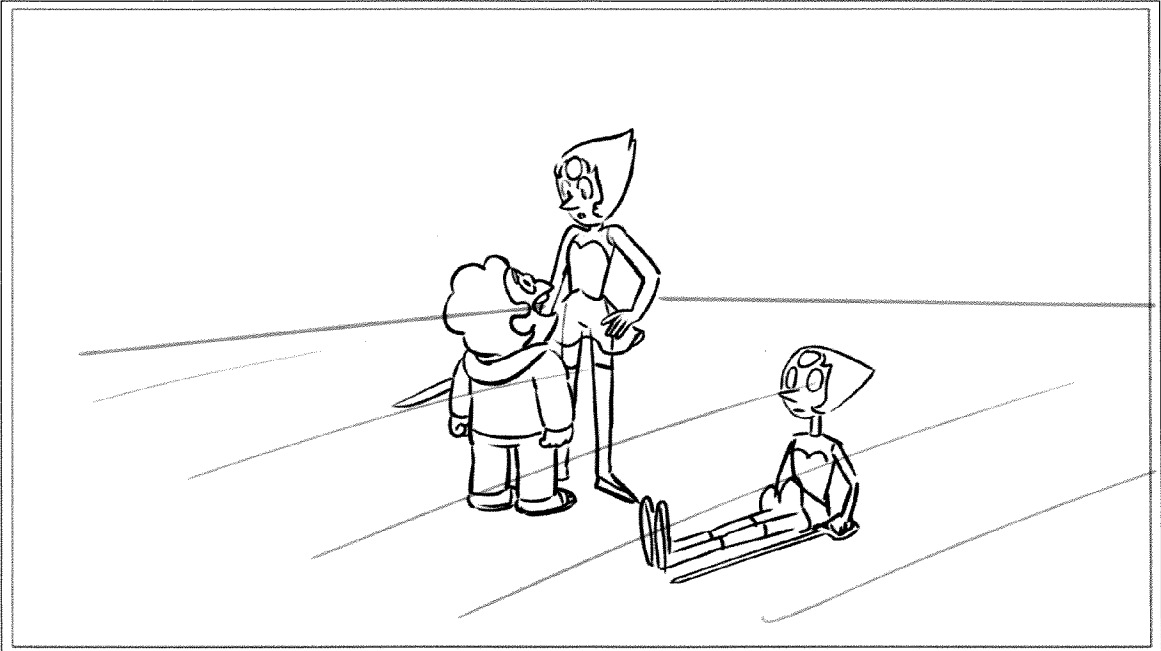
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1020-013



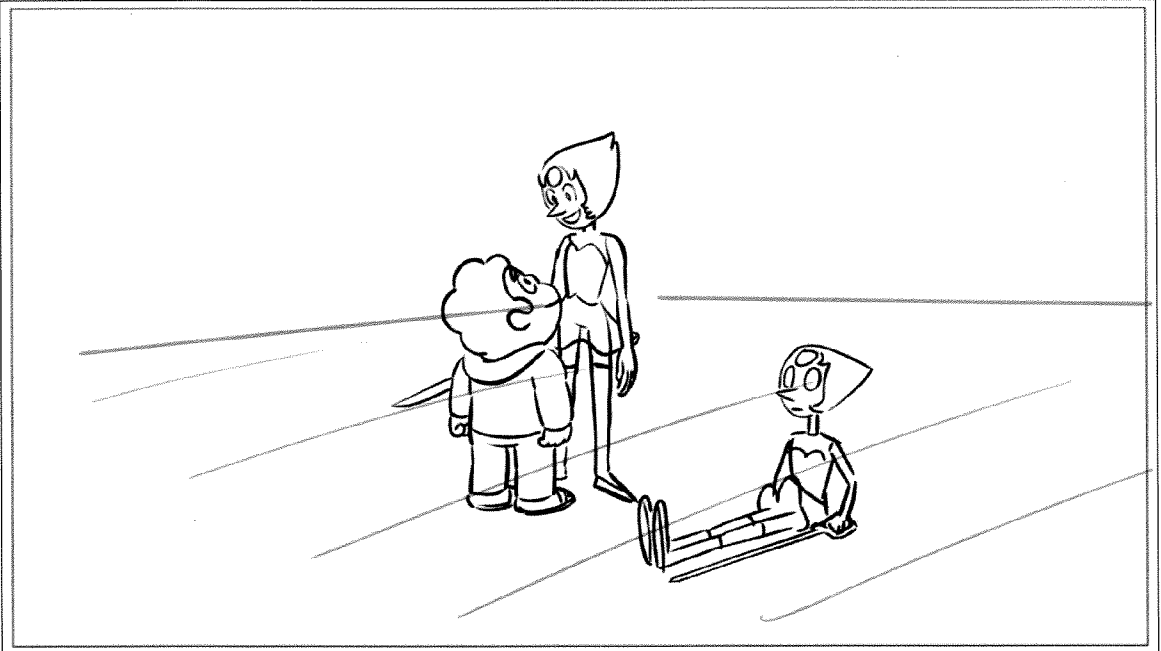
Scene	Panel	
65	<i>CONT</i>	7



Dialogue  
STEVEN: You were soooo cool!

Slugging  
1.09

Scene	Panel	
65	<i>CONT</i>	8



Slugging  
0.09

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Scene	Panel
66	1

Dialogue

PEARL: Oh!

Action Notes

Pearl is taken aback - she slightly leans back and blushes.

Slugging

1.00

Notes

H/U Pearl to previous

1020.013

Scene	Panel
66	CONT 2

Dialogue

PEARL: well...

Action Notes

Scratches her head twice.

Slugging

1.03

Notes

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Scene	Panel
66	3



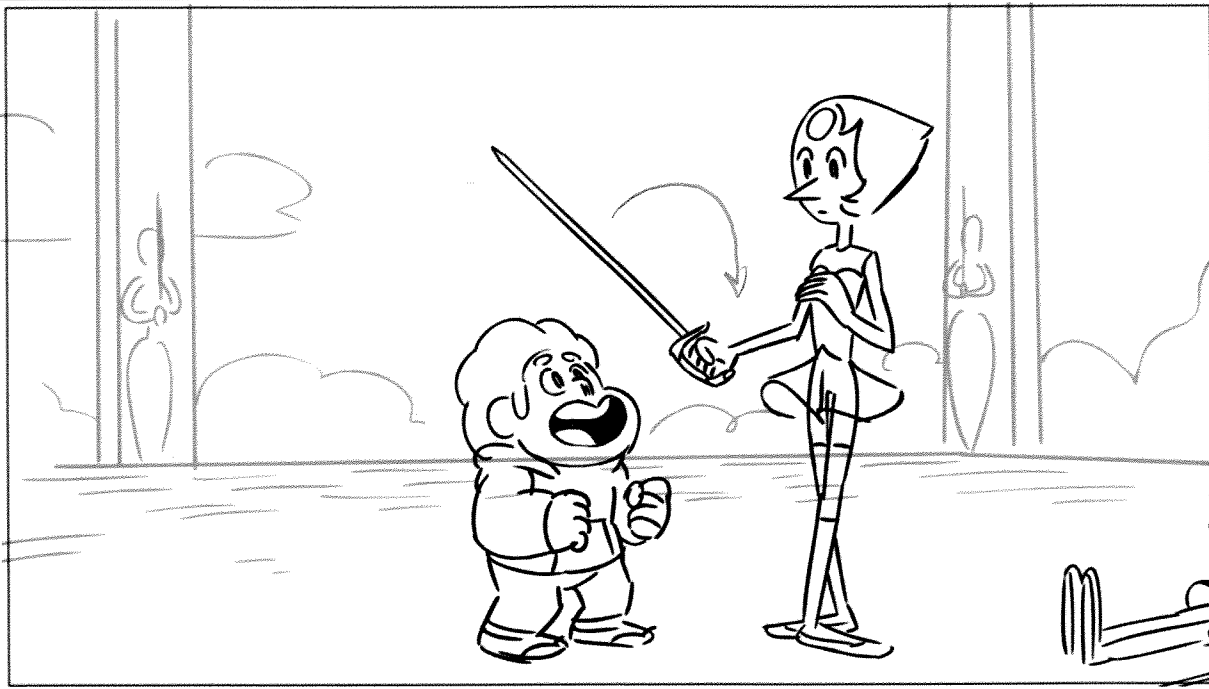
Dialogue

PEARL: ...one does try their best!

Slugging

2.13

Scene	Panel
67	1



Dialogue

STEVEN: Will...

Slugging

0.08

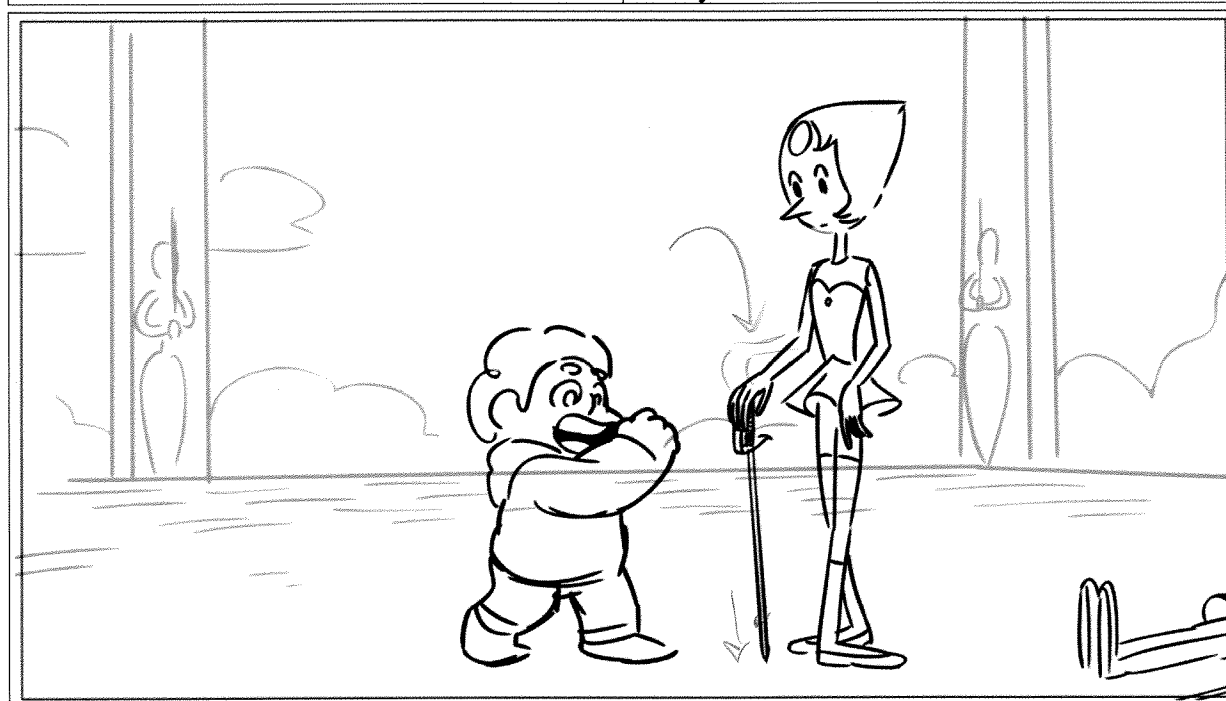
Notes

Need H.U. Pearl to previous scene - hands up - Shoulders shrugged.

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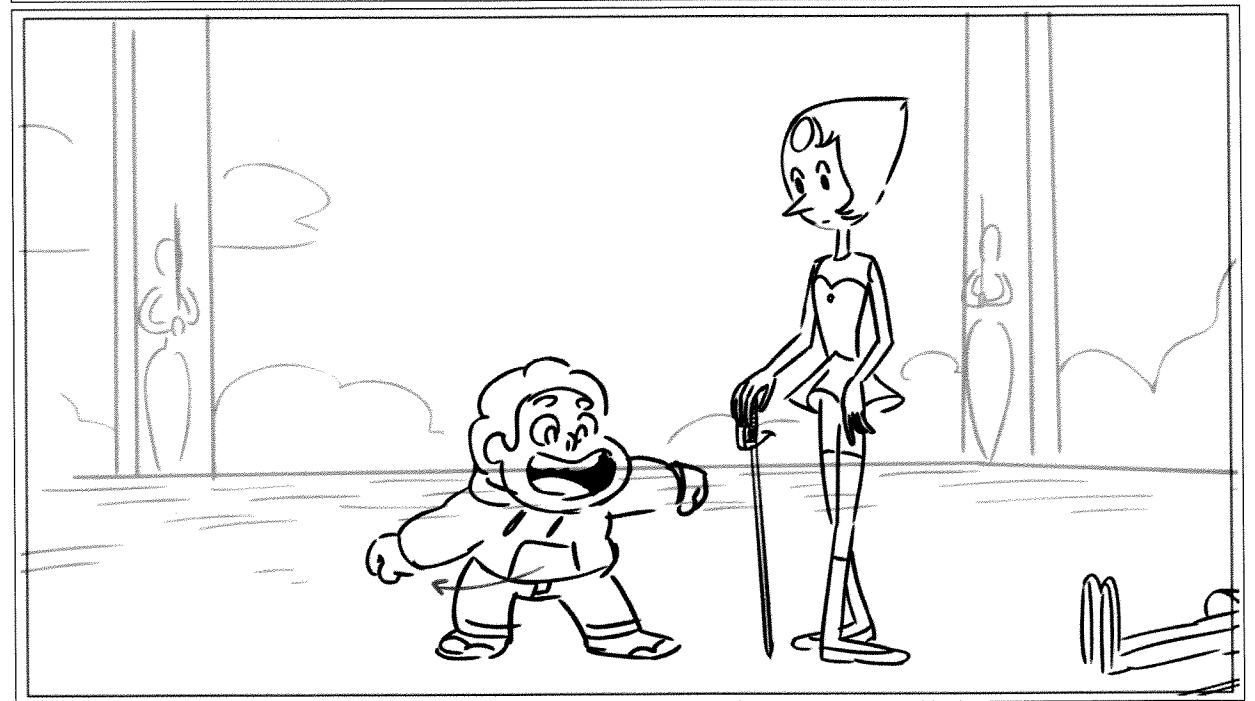
Scene	Panel
67	CONT



Dialogue  
STEVEN: ...you teach...

Slugging  
0.09

Scene	Panel
67	CONT



Dialogue  
STEVEN: ...me to sword...

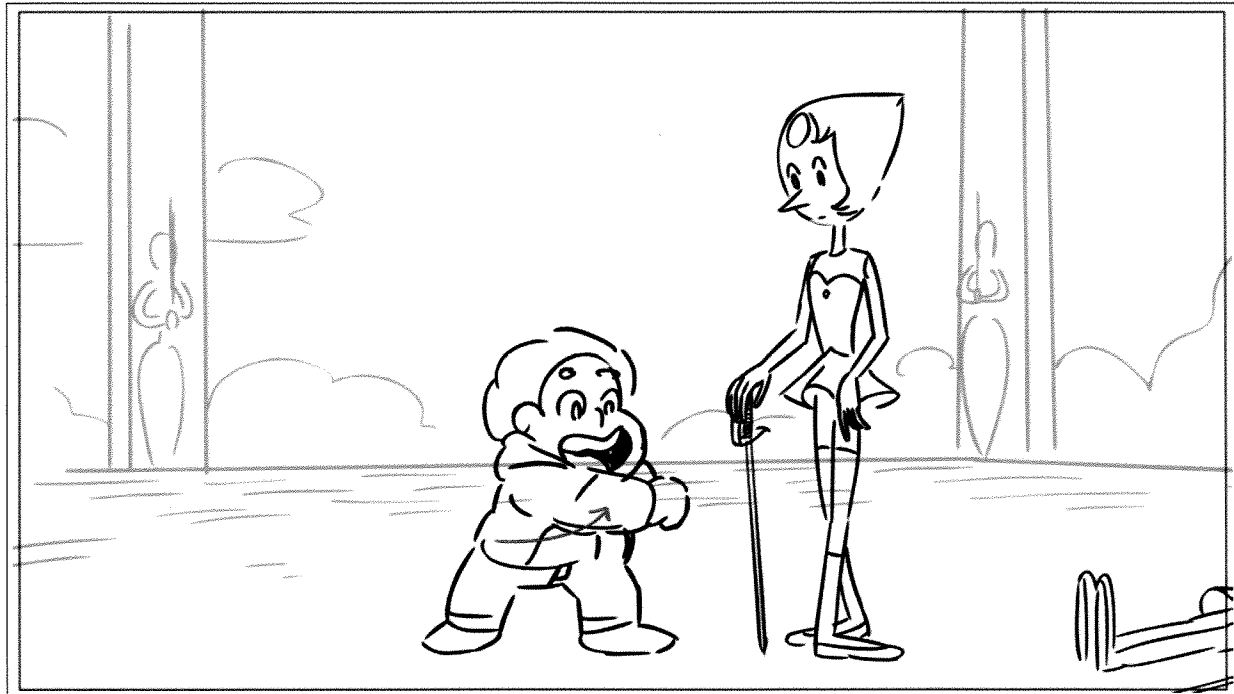
Action Notes  
Steven mimes sword moves exubrently.

Slugging  
0.07

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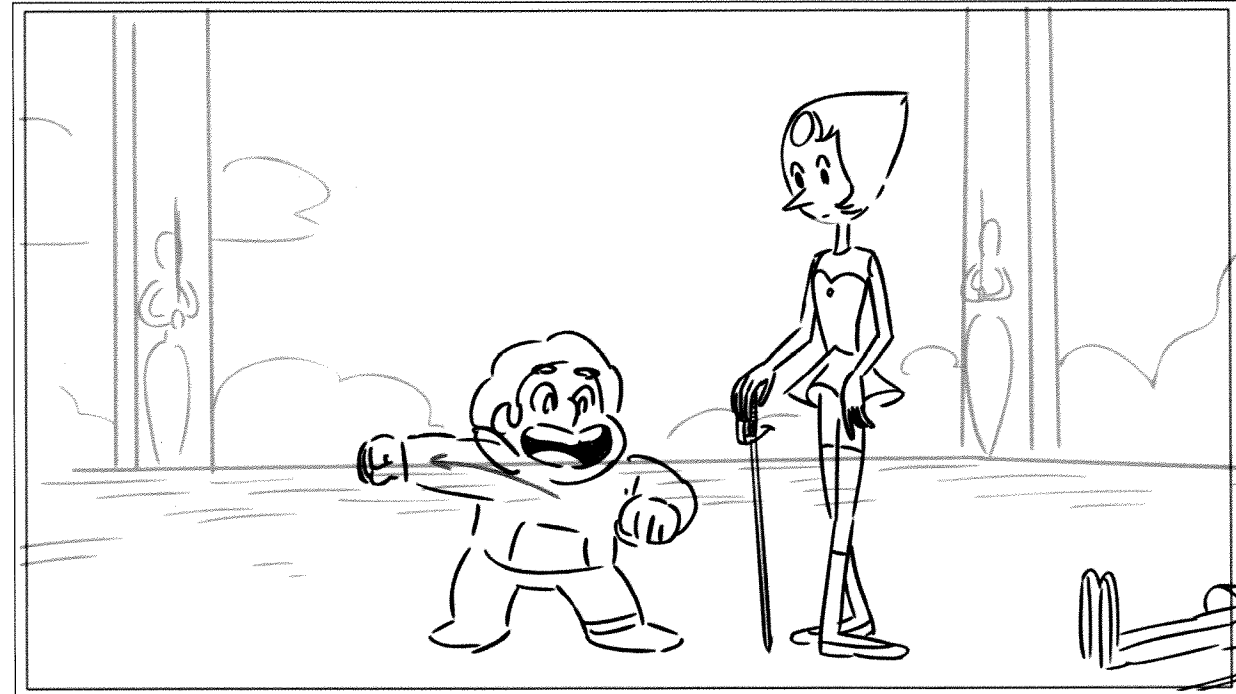
Scene	Panel
67	CONT



Dialogue  
STEVEN: ...fight...

Slugging  
0.09

Scene	Panel
67	CONT



Dialogue  
STEVEN: ...like...

Slugging  
0.12

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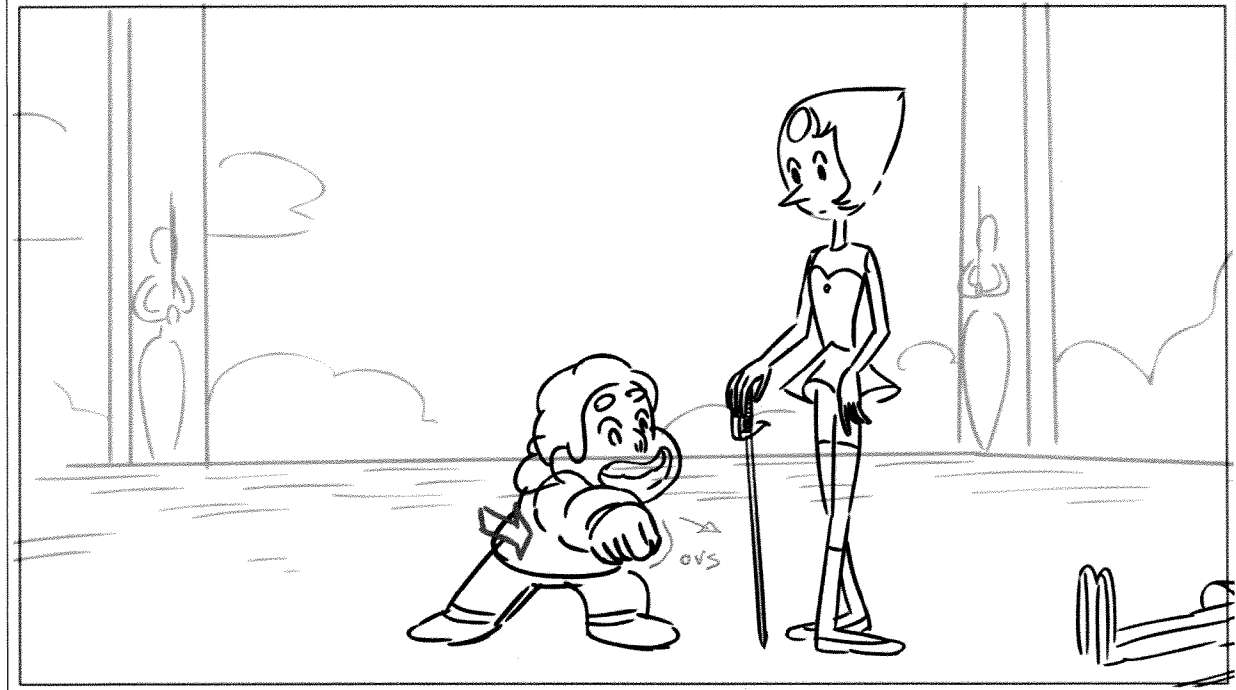
1020.013

1020.013

1020.013



Scene	Panel
67	CONT

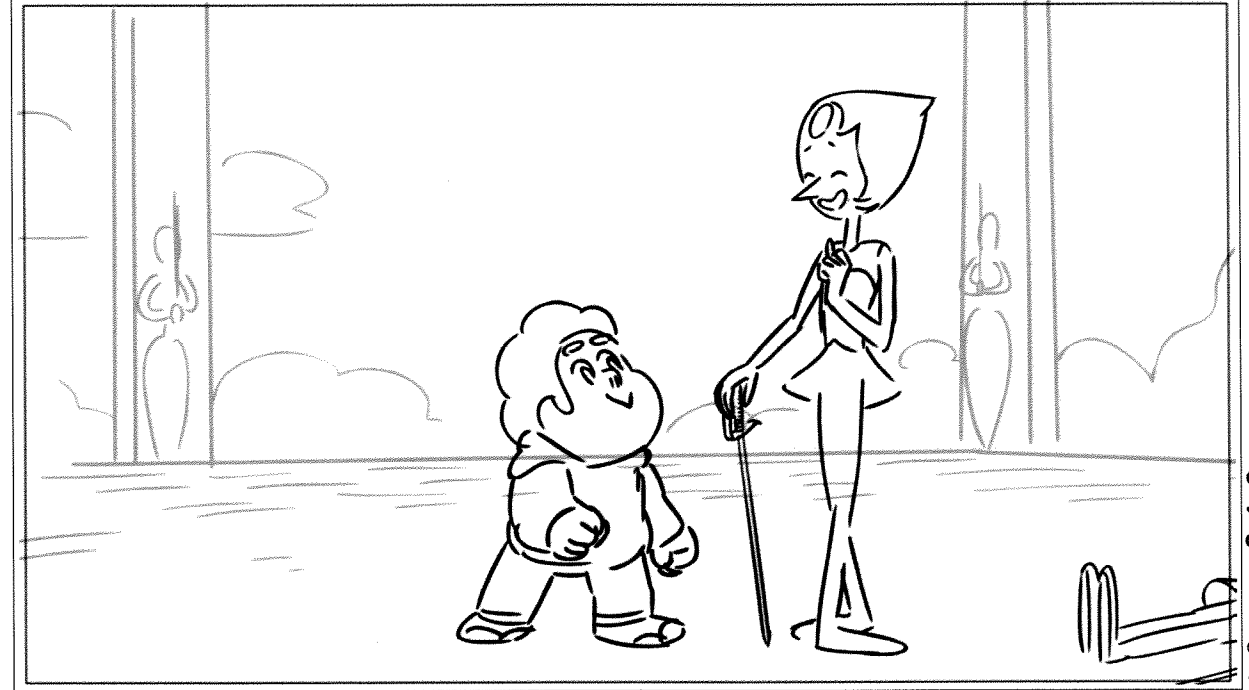


Dialogue  
STEVEN: ...you?

Action Notes  
Last move is a lunge forward.

Slugging  
0.11

Scene	Panel
67	CONT



Dialogue  
PEARL: \*Chuckles\*

Slugging  
2.11

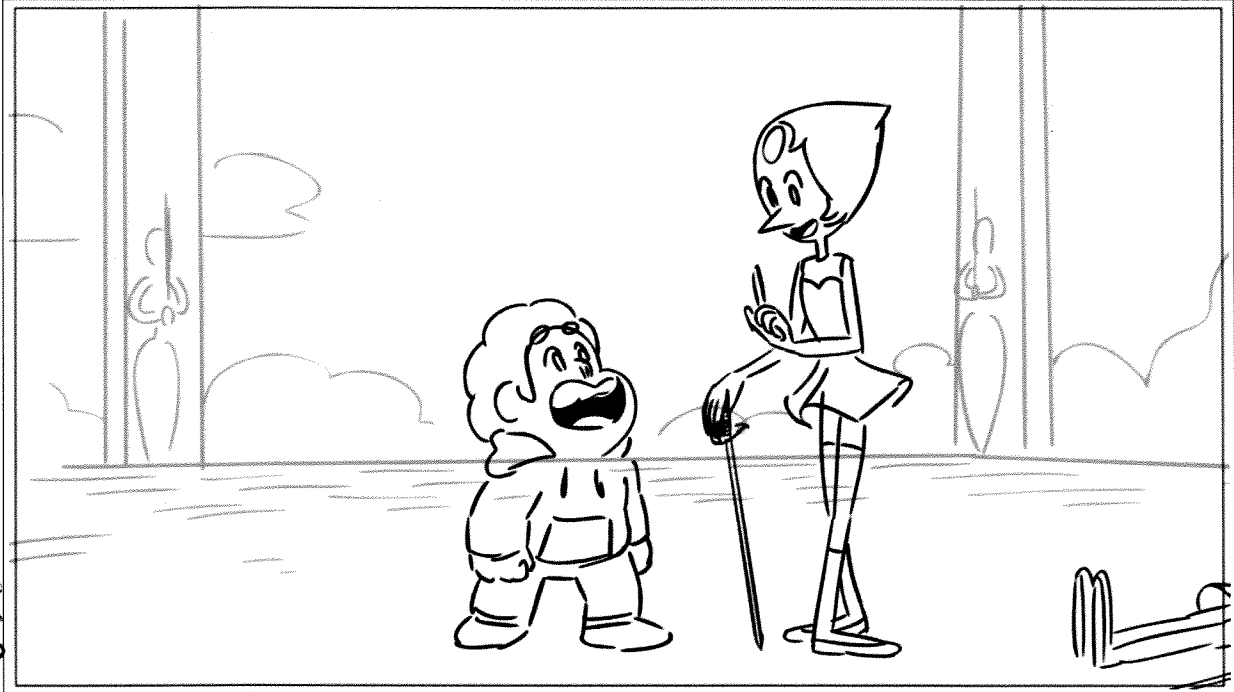
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1020.013

1020.013

1020.013

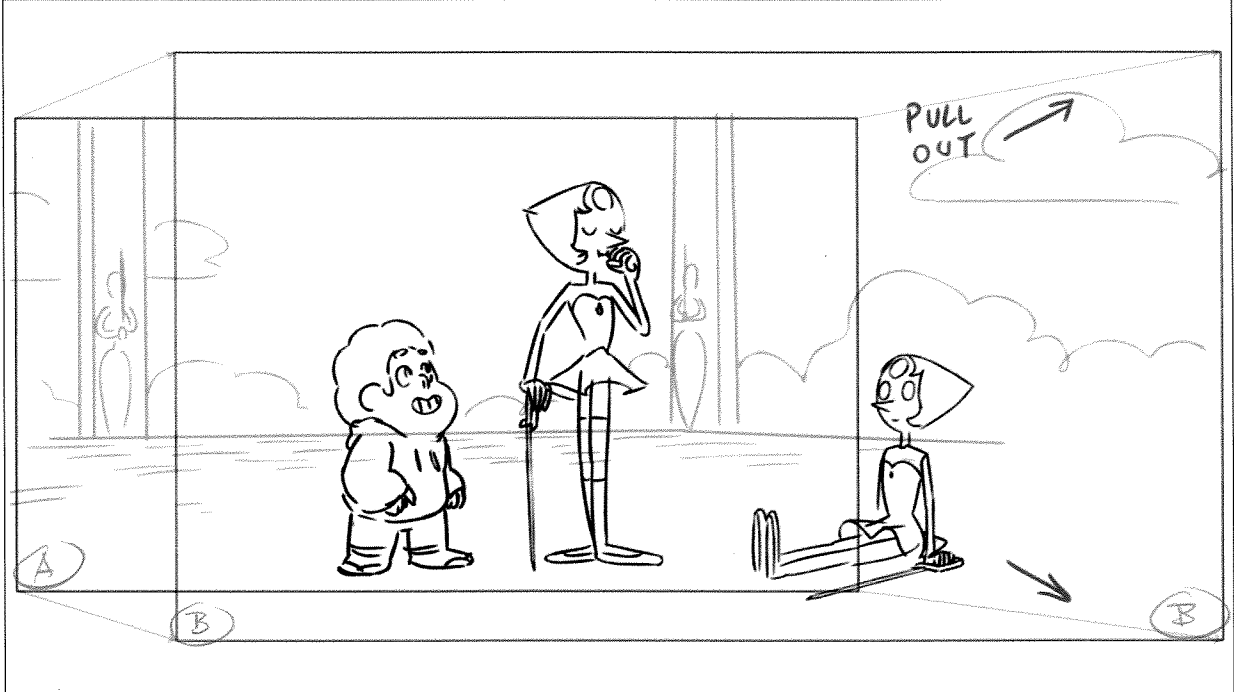
Scene	Panel
67	CONT
8	



Dialogue  
PEARL: Alright, but we should start with the basics.

Slugging  
2.13

Scene	Panel
67	CONT
9	



Action Notes  
Pearl clears her throat.

Camera ADJ - pulls out East.

Slugging  
ADJ: 0.10  
Then HOLD: 0.12

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1020.013

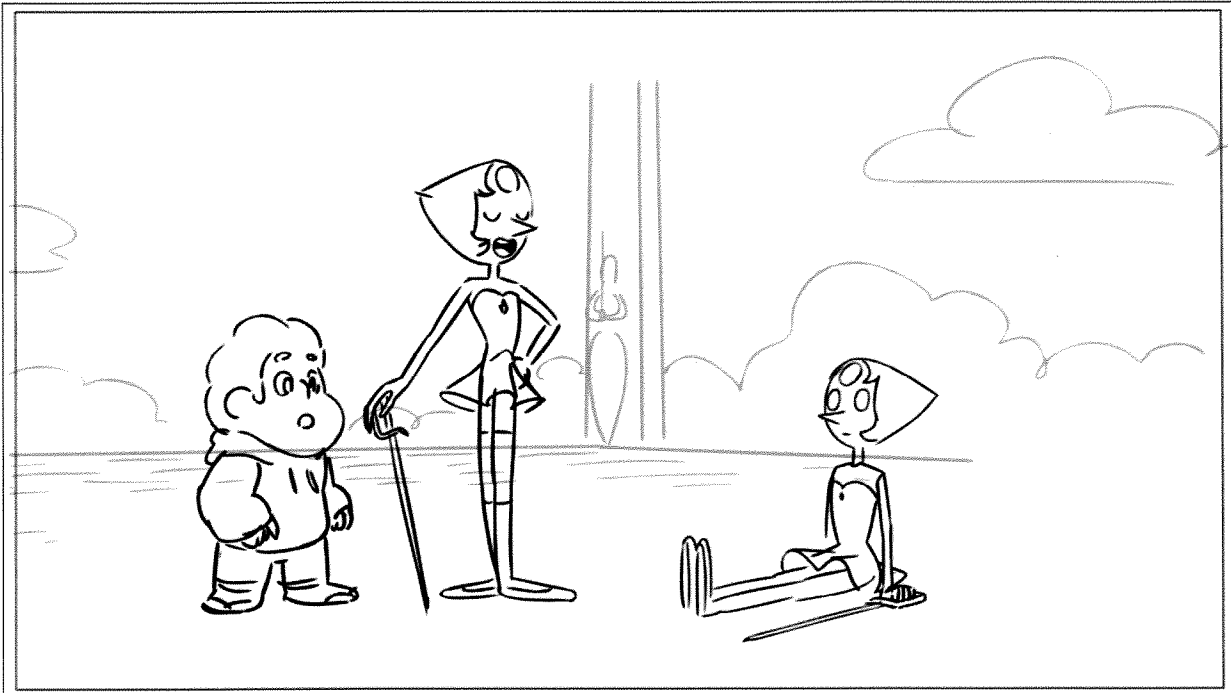
1020.013





Scene	Panel
	67 <i>CONT</i>

10

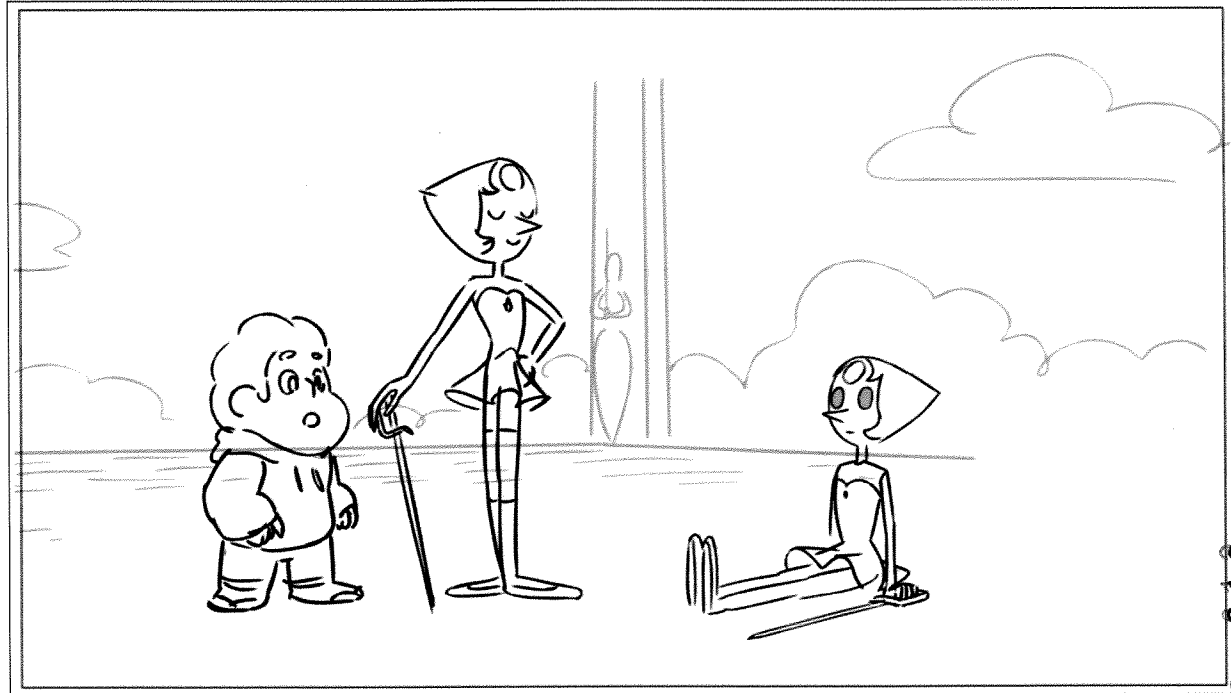


Dialogue  
PEARL: Iniciate Training Mode.

Slugging  
2.11

Scene	Panel
	67 <i>CONT</i>

11



Action Notes  
Holo-Pearl eyes glow blue.

Slugging  
0.13

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1020.013

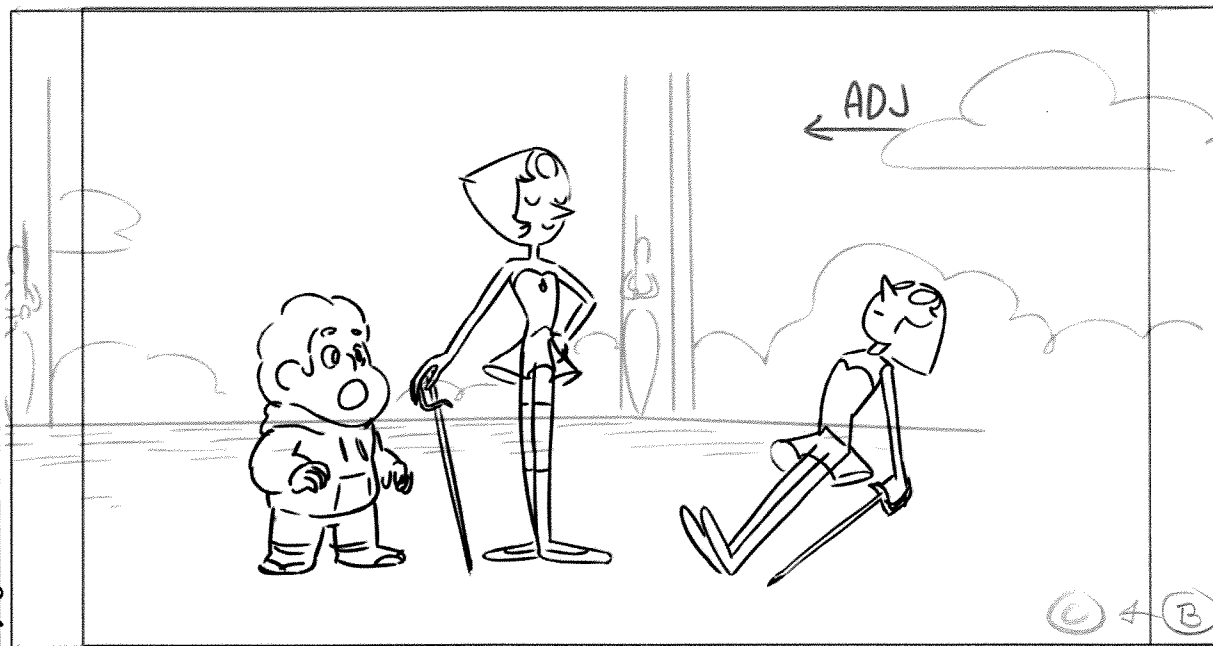
1020.013

1020.013



Scene	Panel
67	<i>CONT</i>

12



### Action Notes

Holo-Pearl lurches up unnaturally.

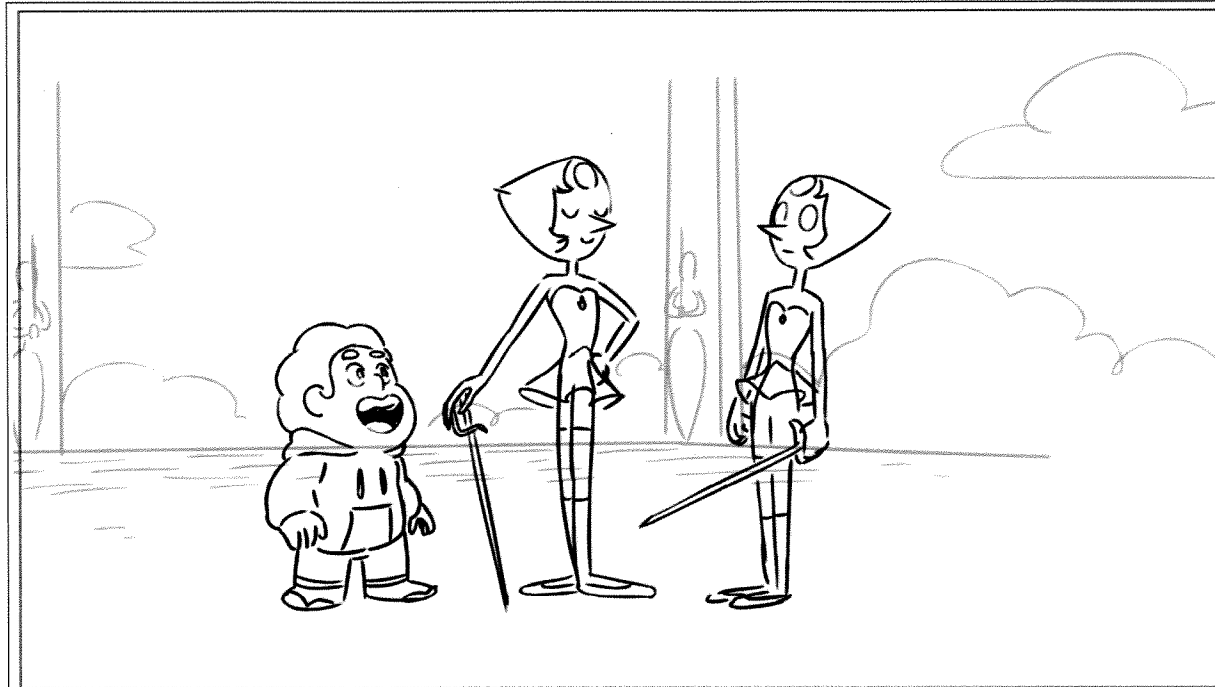
Camera ADJ West - following Holo-Pearls upward movement.

### Slugging

ADJ: 0.13

Scene	Panel
67	<i>CONT</i>

13



### Slugging

0.06

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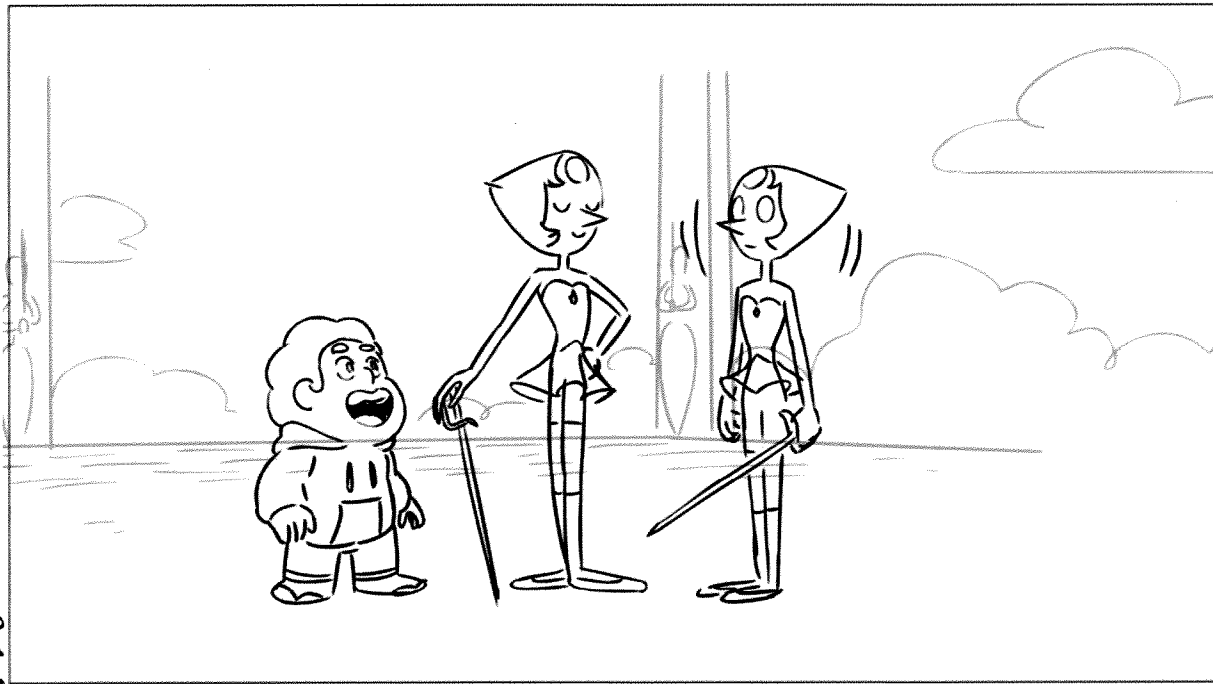
1020.013

1020.013



Scene	Panel	
	67	14

*CONT*



Action Notes

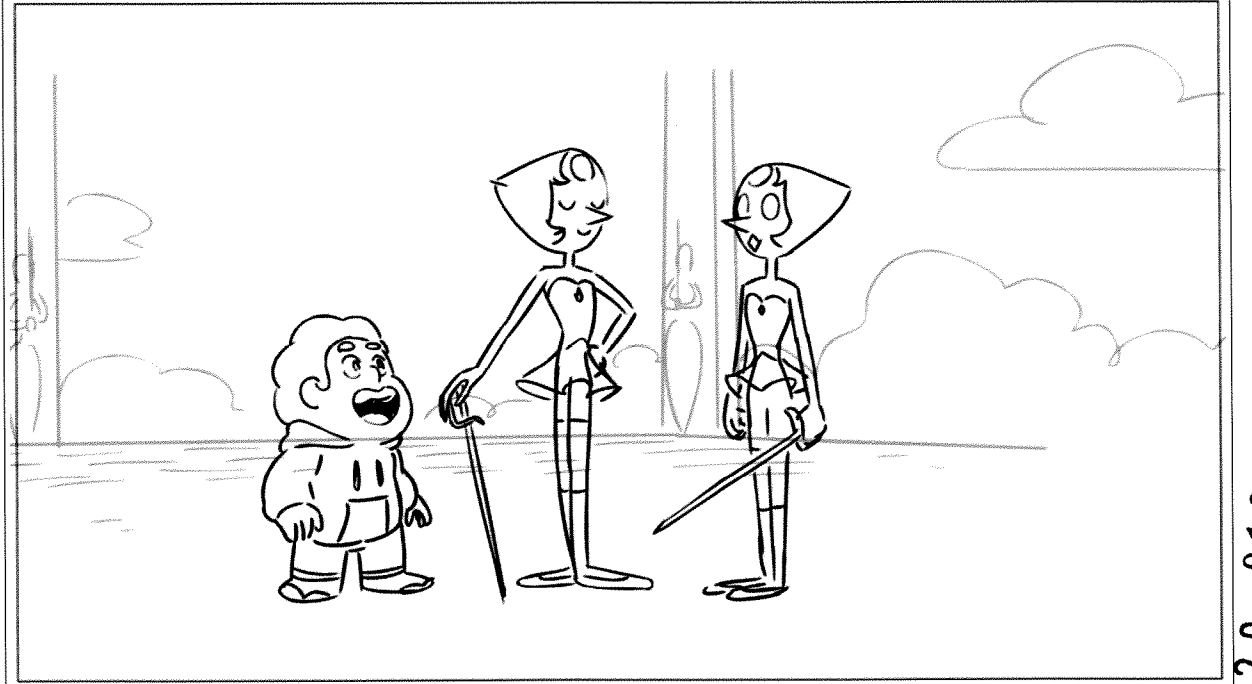
Holo-Pearl shakes to a stop.

Slugging

0.14

Scene	Panel	
	67	15

*CONT*



Dialogue

HP: Training mode initiated...

Slugging

2.10

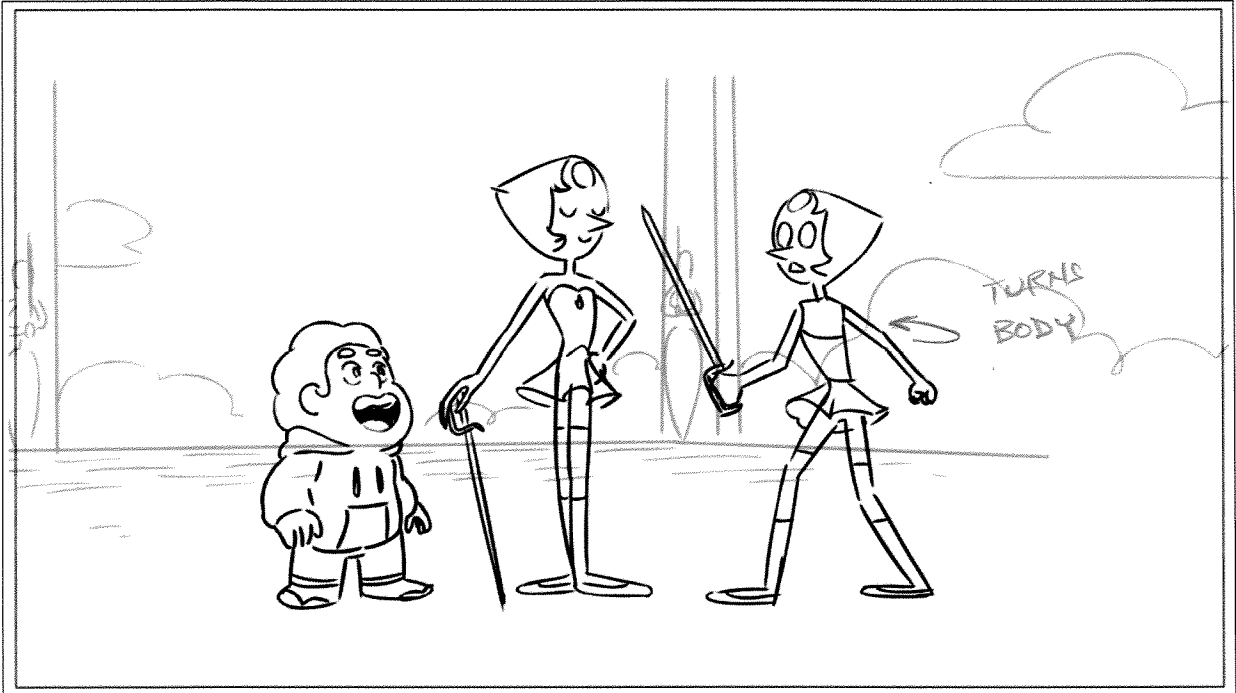
AUG 06 2013

1020.013

1020.013

1020.013

Scene	Panel	
	67	CONT
		16

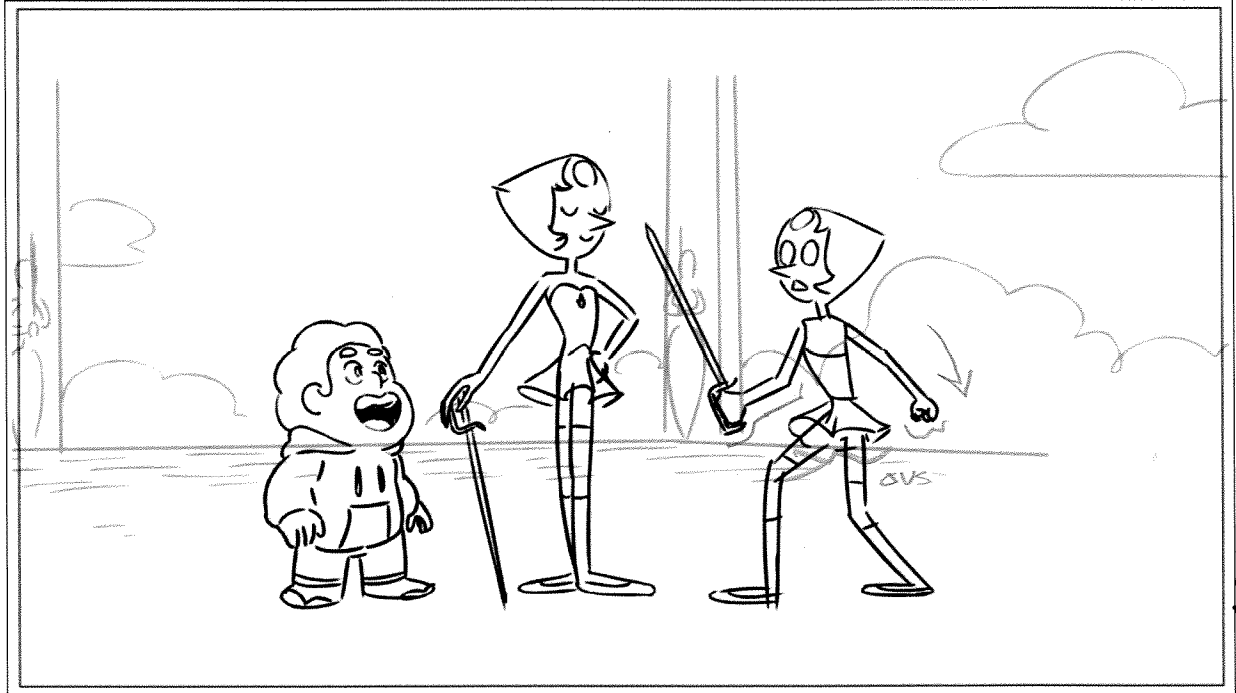


Dialogue  
HP: Level One...

Action Notes  
Holo-Pearl cycles in a street fighter way - bobbing up and down.

Slugging  
1.03

Scene	Panel	
	67	CONT
		17



Dialogue  
HP: ...begin.

Slugging  
1.06

AUG 0 6 2013

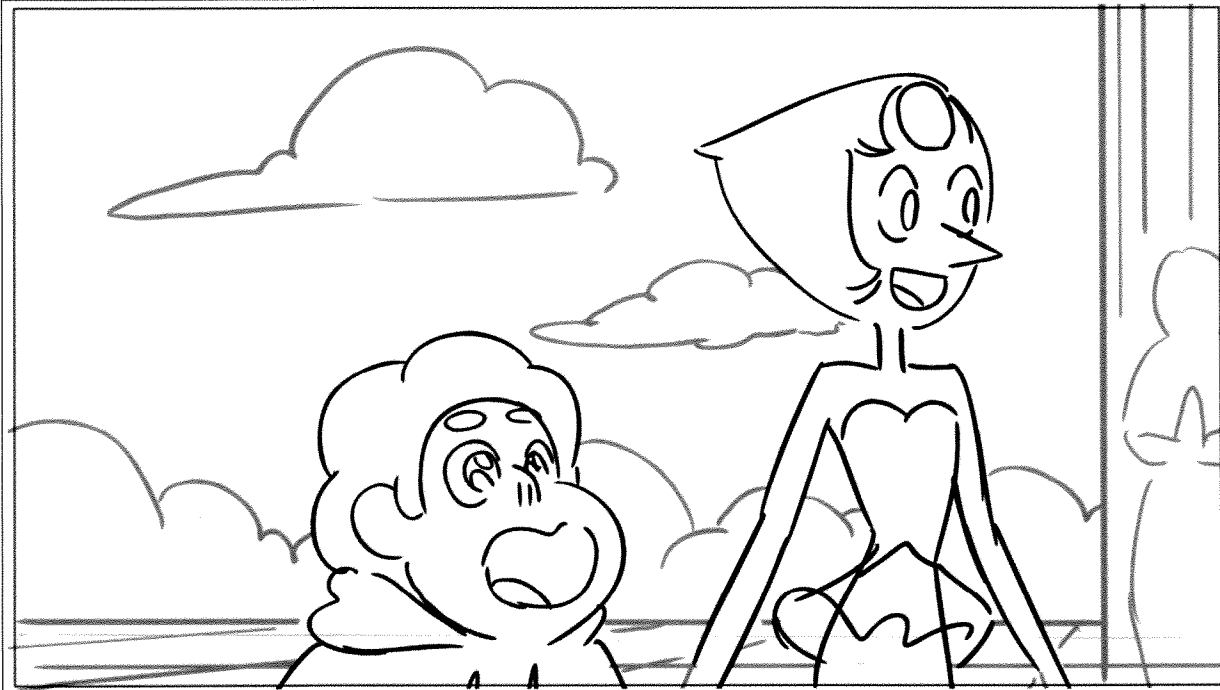
1020.013

1020.013

1020.013



Scene	Panel
68	1

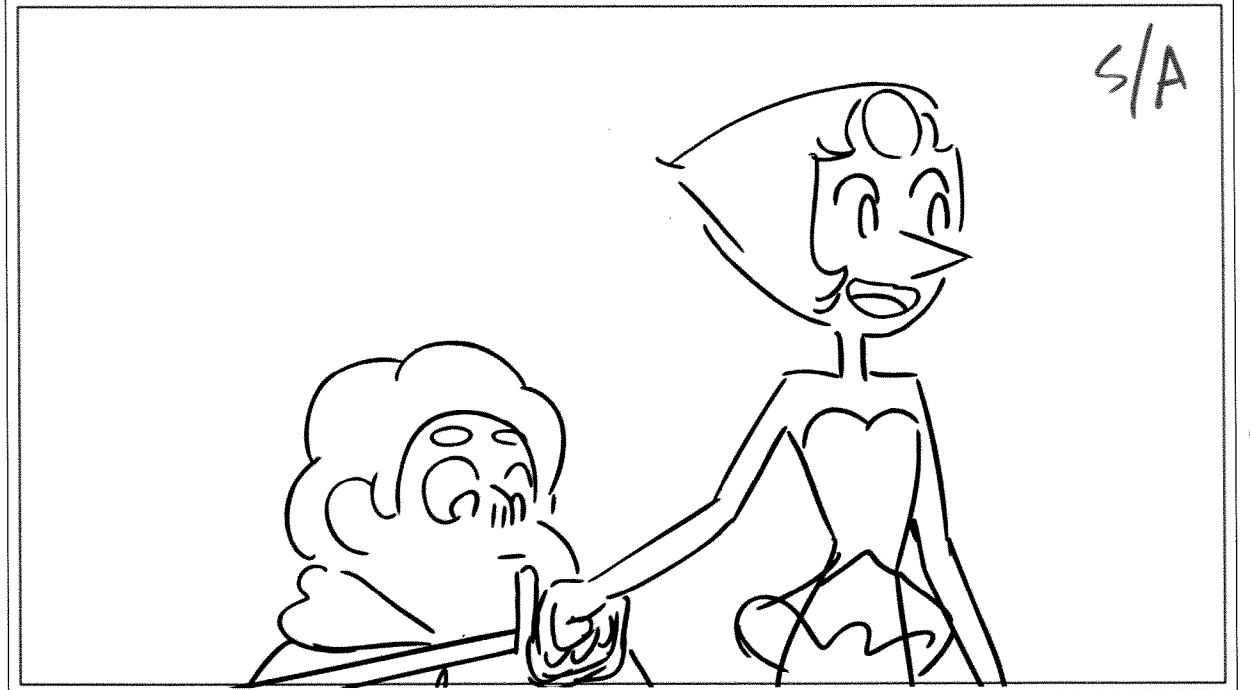


Dialogue  
PEARL: Alright,

Slugging  
1.06

Notes  
Need H.U. for Pearls face and left arm to previous scene.

Scene	Panel
68	<i>cont</i> 2



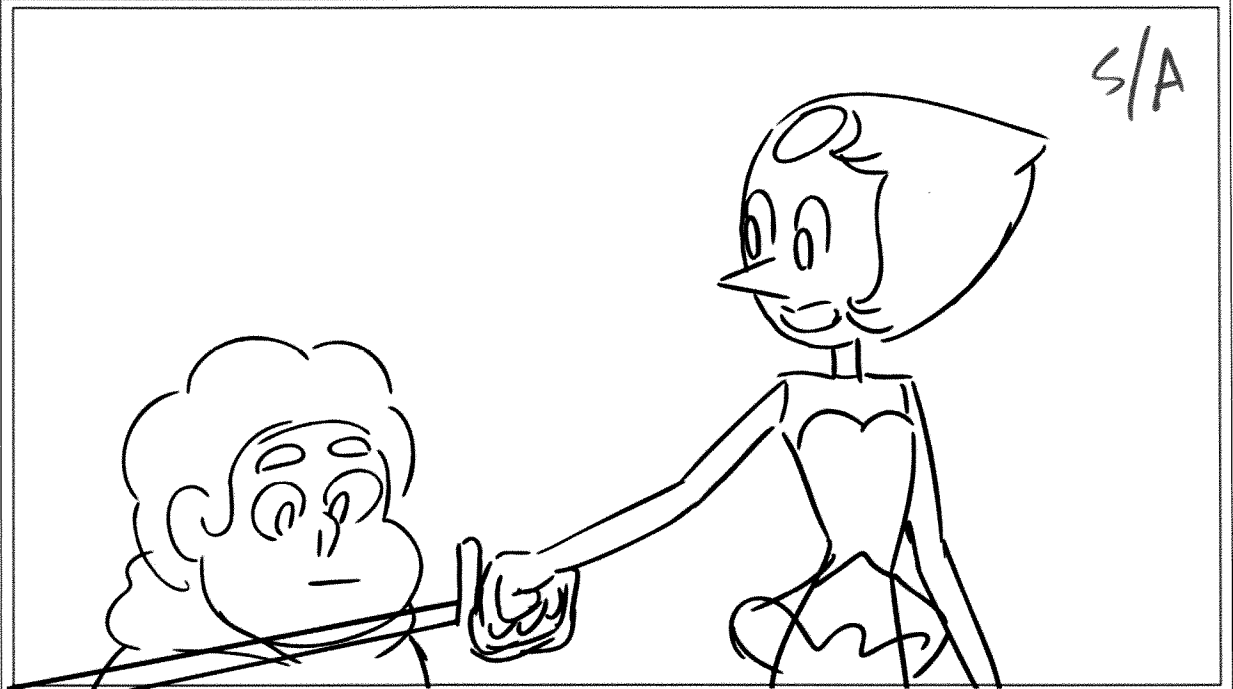
Dialogue  
PEARL: I want you to stand back,

Action Notes  
Steven looks at pearls sword as she pushes Steven back with her sword.

Slugging  
1.10  
  
AUG 06 2013



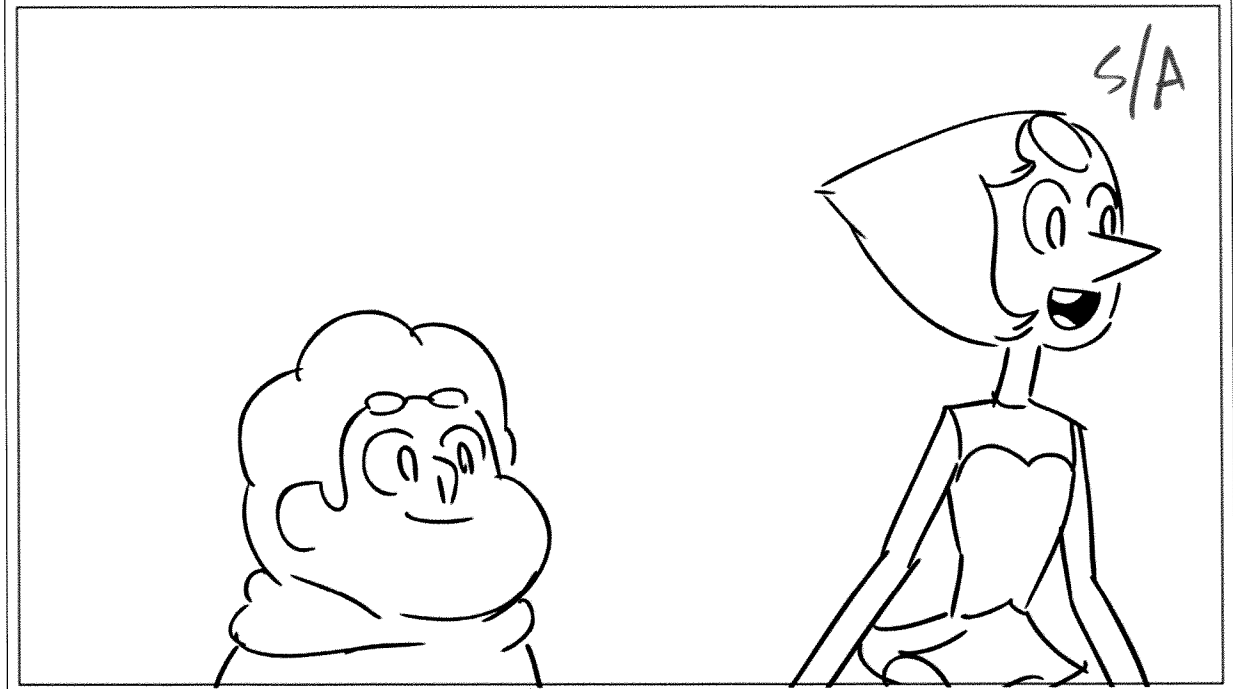
Scene	Panel
68	<i>cont</i>
3	



Dialogue  
PEARL: Steven.

Slugging  
0.13

Scene	Panel
68	<i>cont</i>
4	



Dialogue  
PEARL: And...

Action Notes  
Pearl walks towards O/S East.

Slugging  
0.08

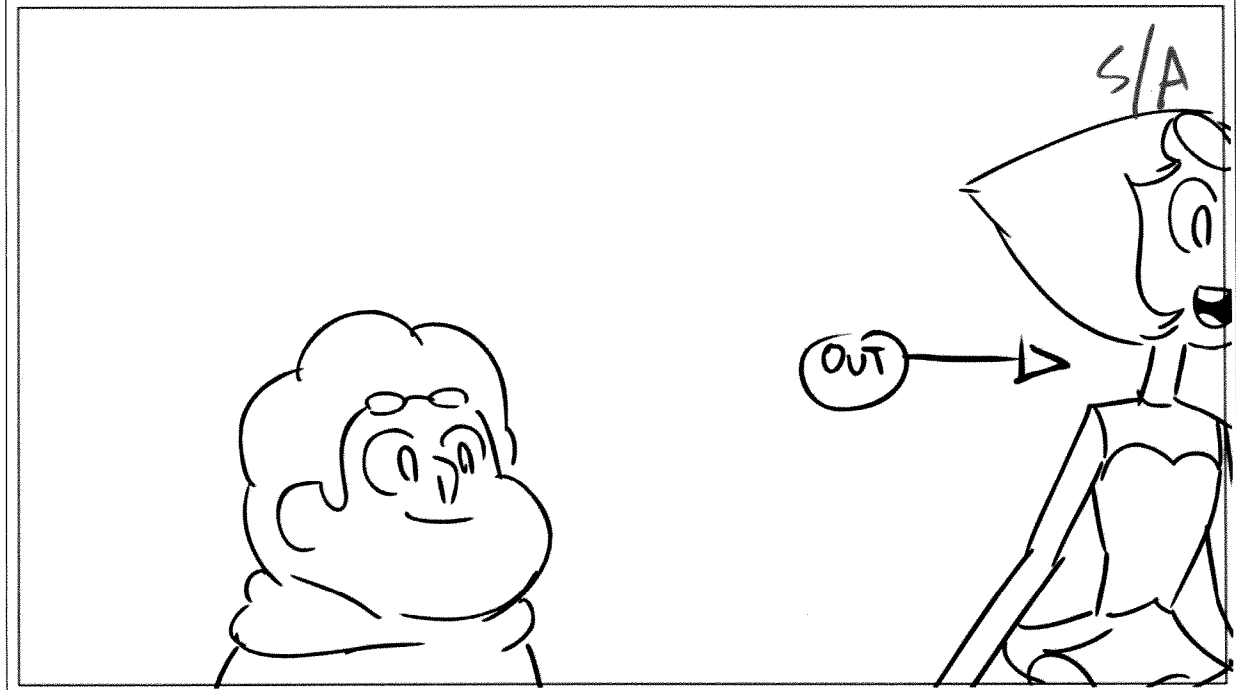
AUG 06 2013

1020.013

1020.013



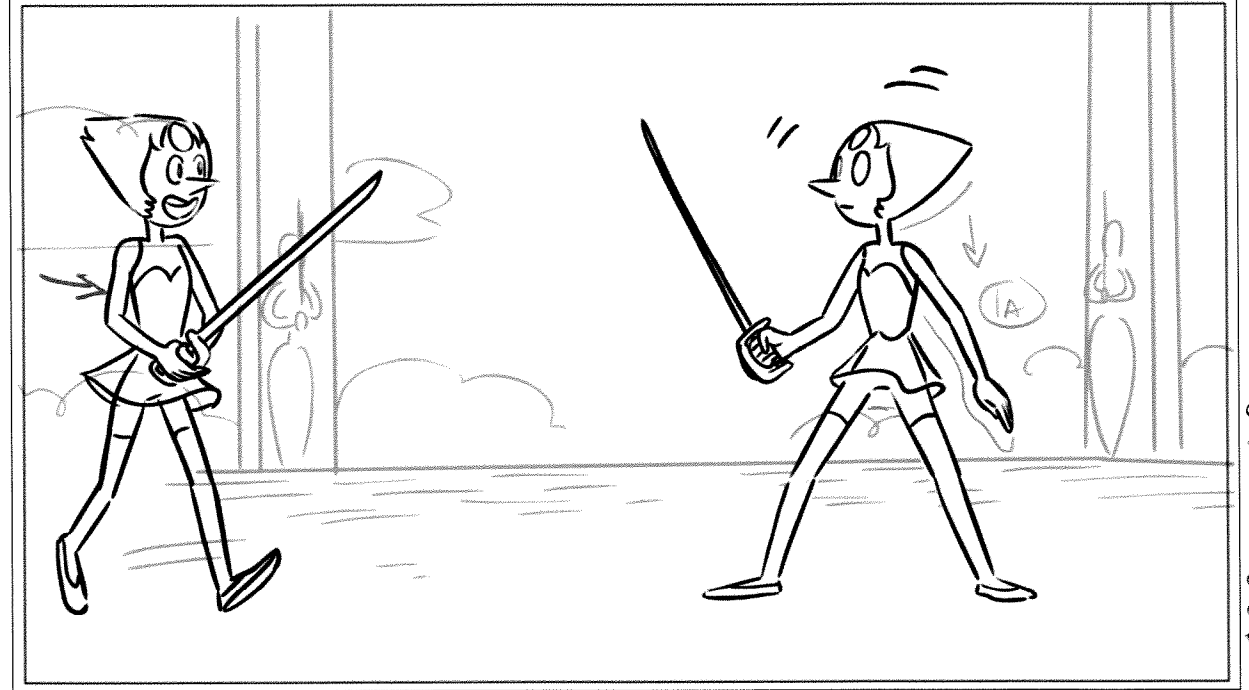
Scene	Panel
68	CONT 5



Dialogue  
PEARL: watch me...

Slugging  
0.08

Scene	Panel
69	1



Dialogue  
PEARL: ...carefully...

Action Notes  
Pearl walks East.  
  
Holo-Pearl cycles in a street fighter way - bobbing up and down.

Slugging  
1.00

Notes  
Need H.U. Pearl to previous scene - her arms are down.

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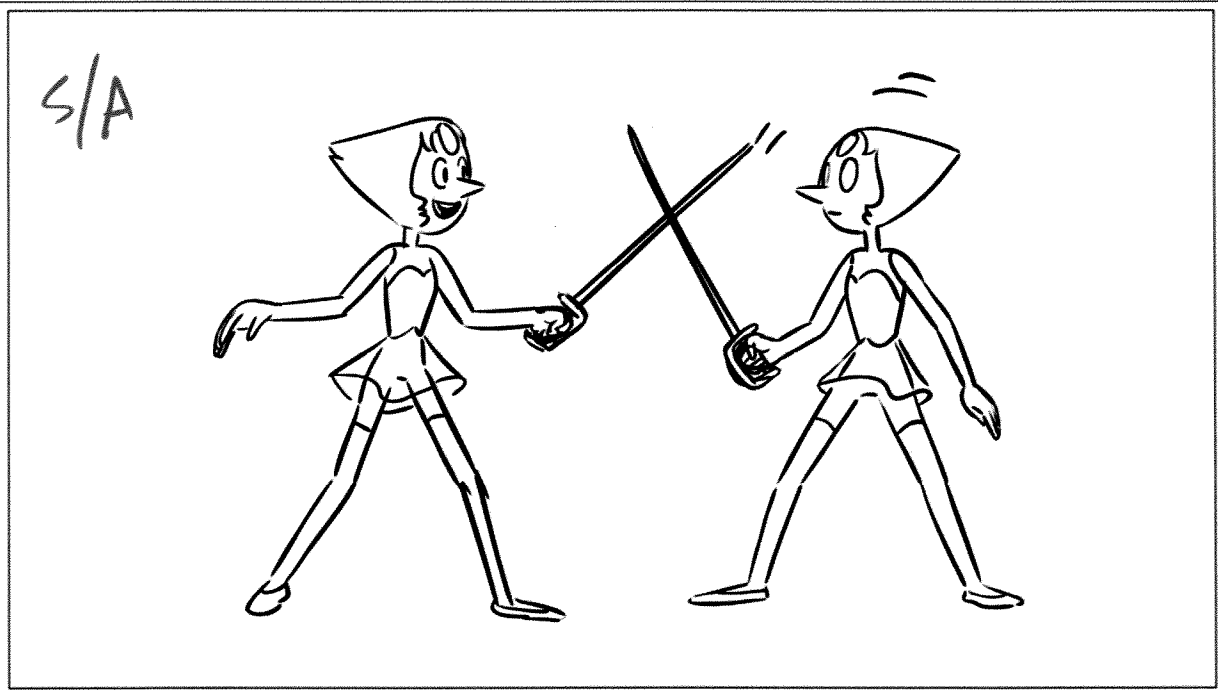
1020-013

1020-013



Scene	Panel
69	CONT

2



#### Dialogue

PEARL: ...Okay.

#### Action Notes

Pearl stops and gets into position.

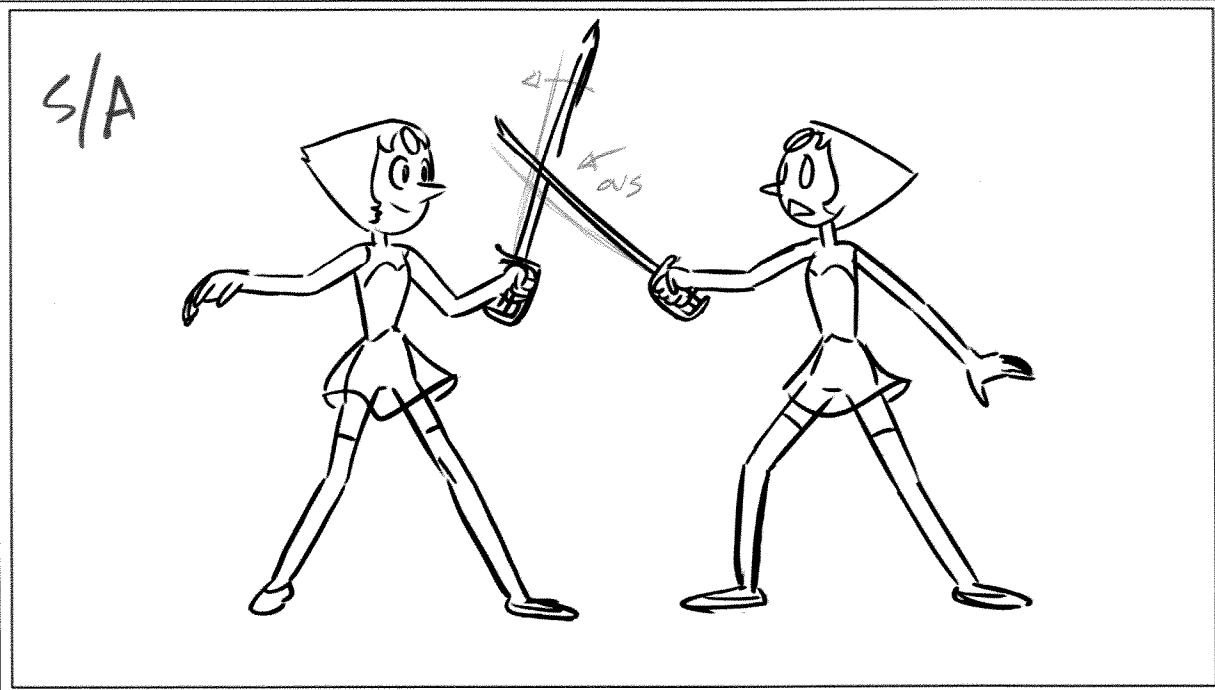
Holo-Pearl cycles in a street fighter way - bobbing up and down.

#### Slugging

1.01

Scene	Panel
69	CONT

3



#### Dialogue

HP: Parry...

#### Slugging

1.00

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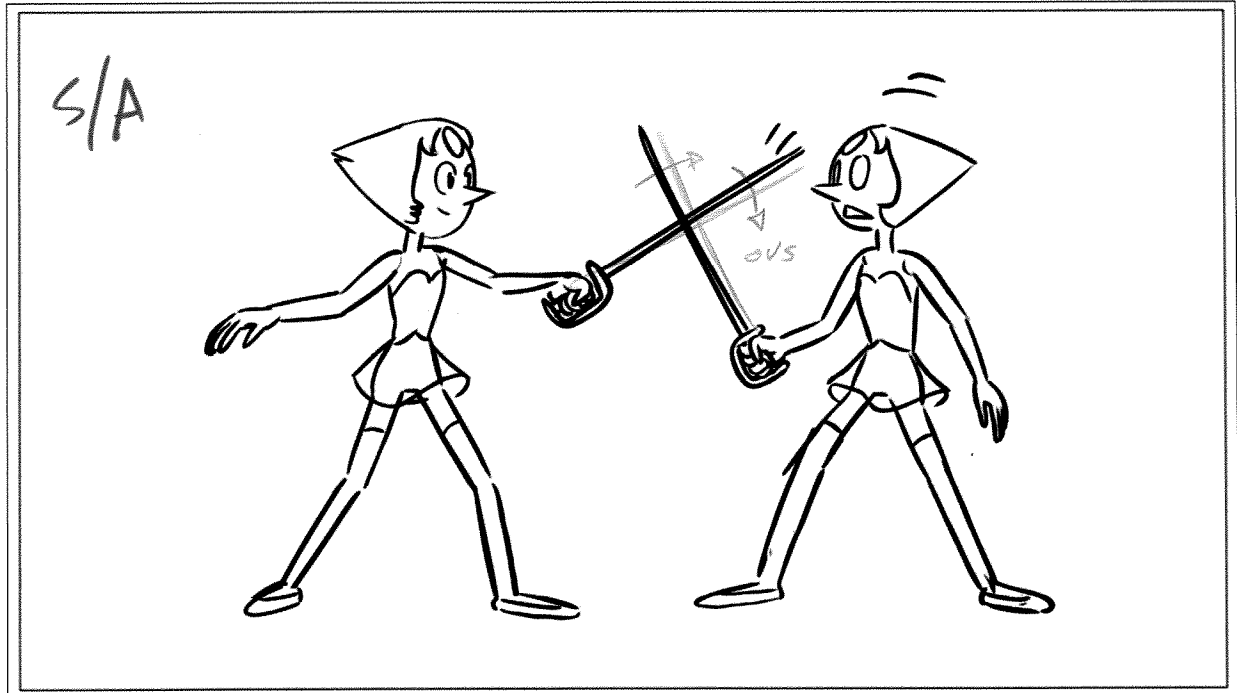
1020.013

1020.013





Scene	Panel	
69	CONT	4

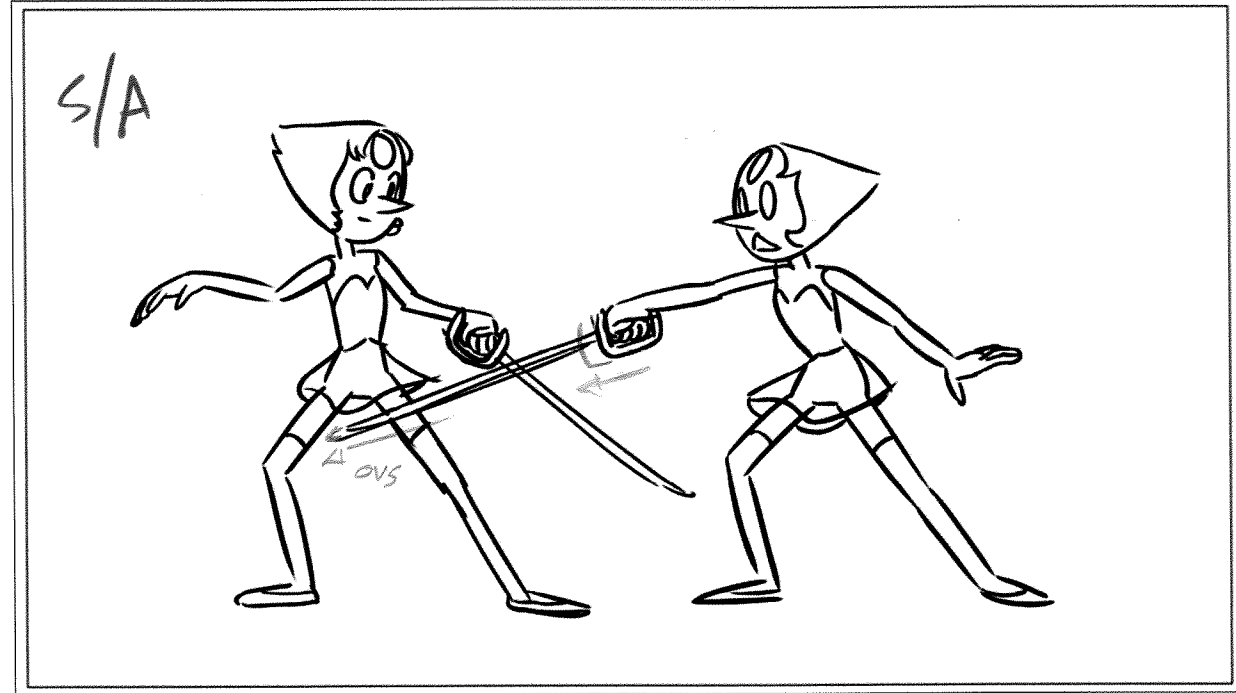


Dialogue  
HP: ...Parry...

Action Notes  
Holo-Pearl cycles in a street fighter way - bobbing up and down.

Slugging  
1.00

Scene	Panel	
69	CONT	5



Dialogue  
HP: Thrust!

Slugging  
1.01

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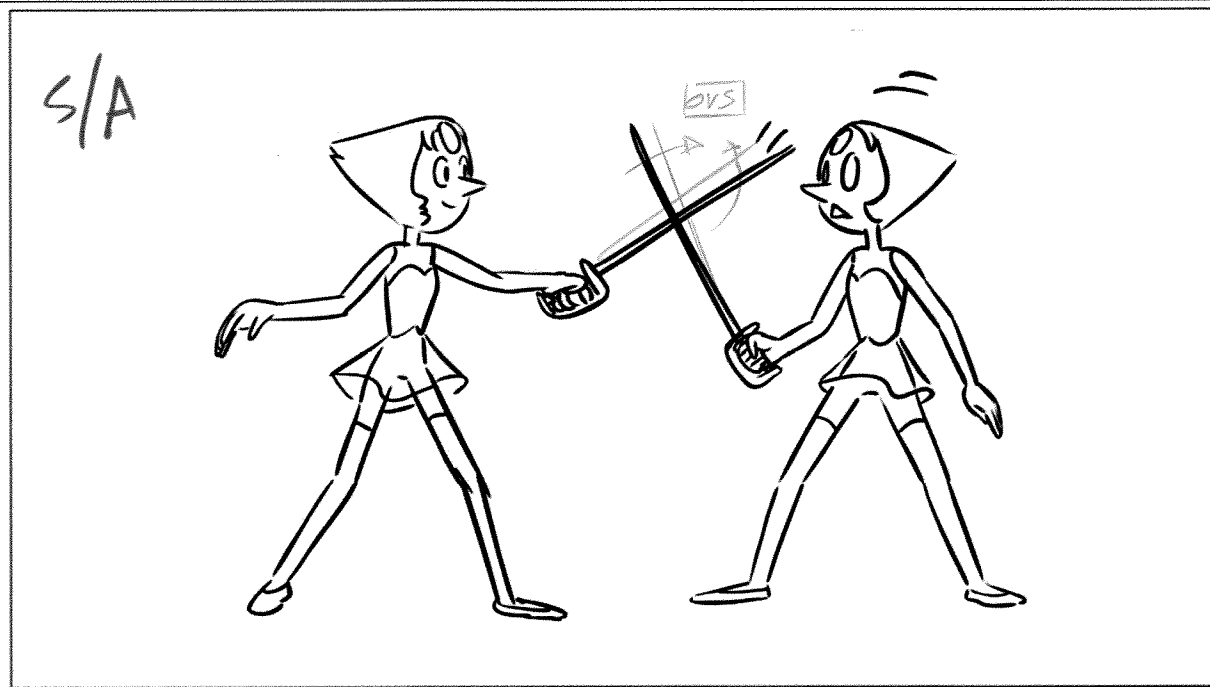
1020.013

1020.013



Scene	Panel
69	<i>CONT</i>

6



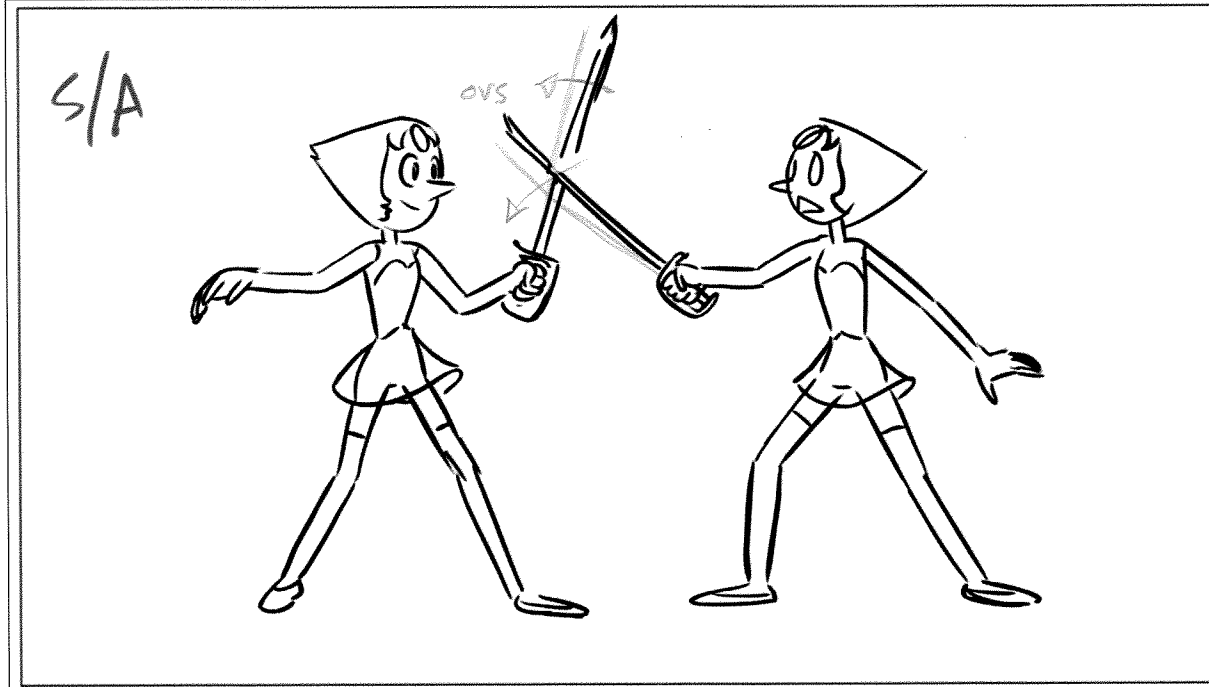
Dialogue  
HP: Parry...

Action Notes  
Holo-Pearl cycles in a street fighter way - bobbing up and down.

Slugging  
1.00

Scene	Panel
69	<i>CONT</i>

7



Dialogue  
HP: ...Parry...

Slugging  
1.00

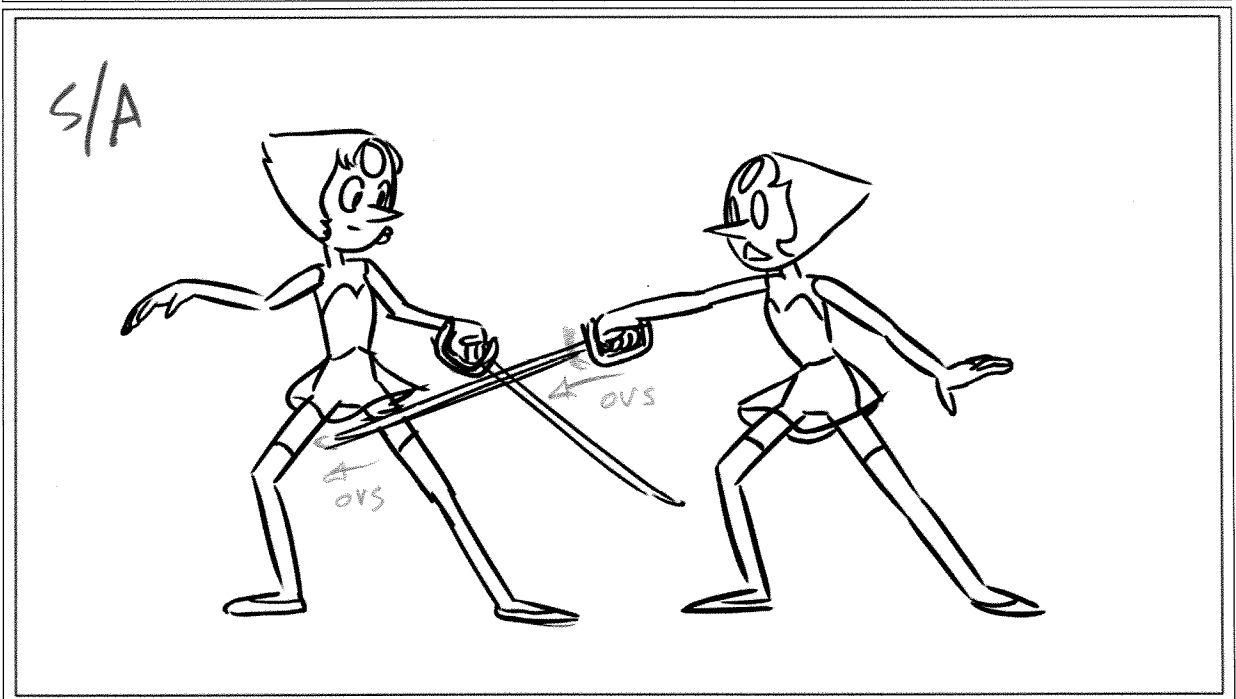
AUG 06 2014

1020.013

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1020.013

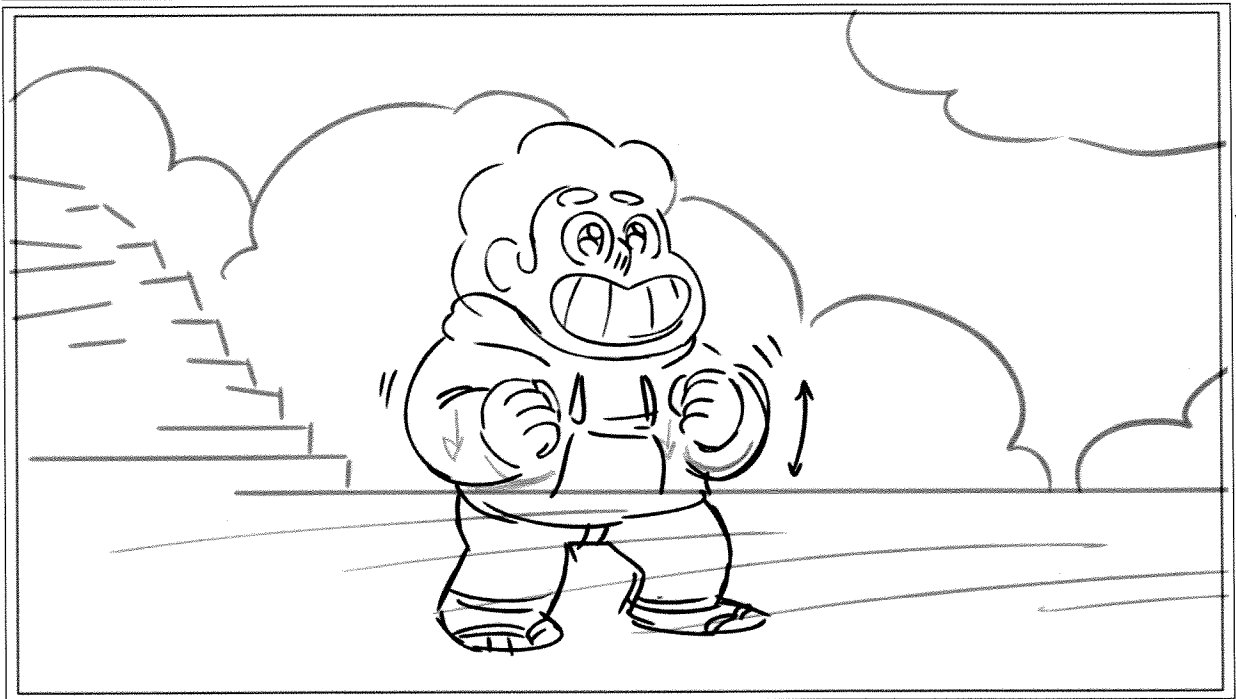
Scene	Panel
69	8



Dialogue  
HP: Thrust!

Slugging  
1.01

Scene	Panel
70	1



Dialogue  
PEARL (os): Do you see what im doing with my feet Steven?  
  
HP (os): Parry, Parry, Thrust.

Action Notes  
Steven shakes his hands up and down with excitement.

Slugging  
4.15

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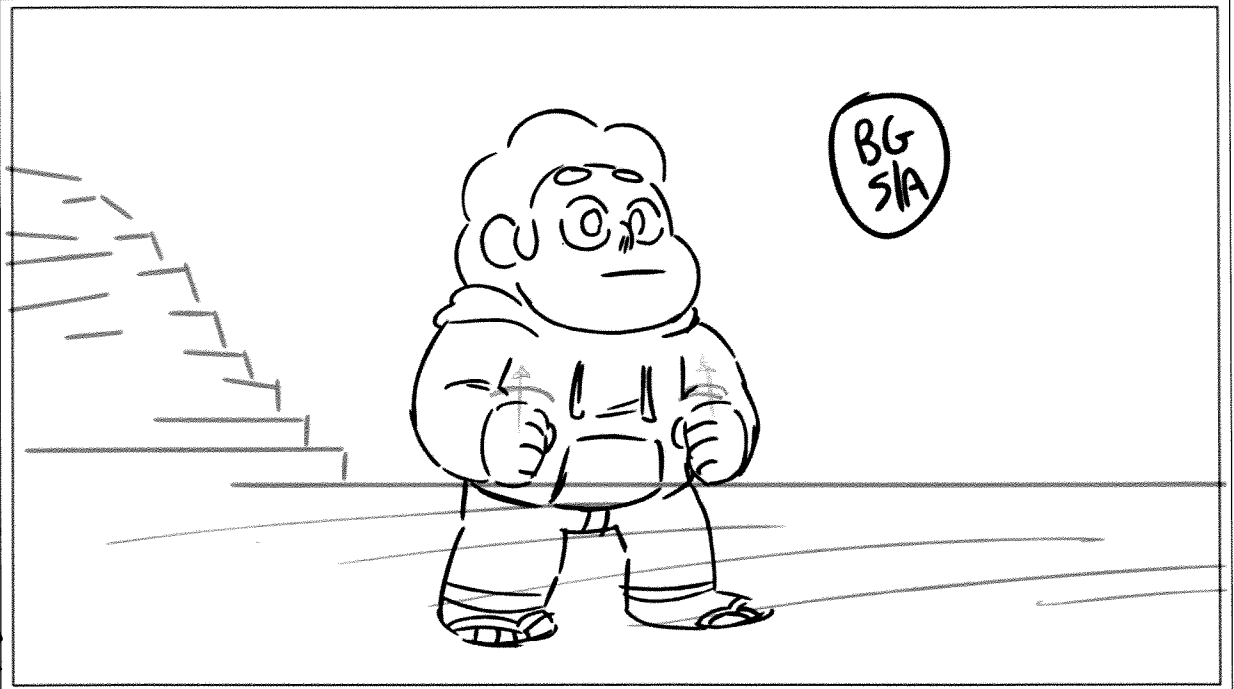
1020.013

1020.013

1020.013



Scene	Panel
70	CONT 2

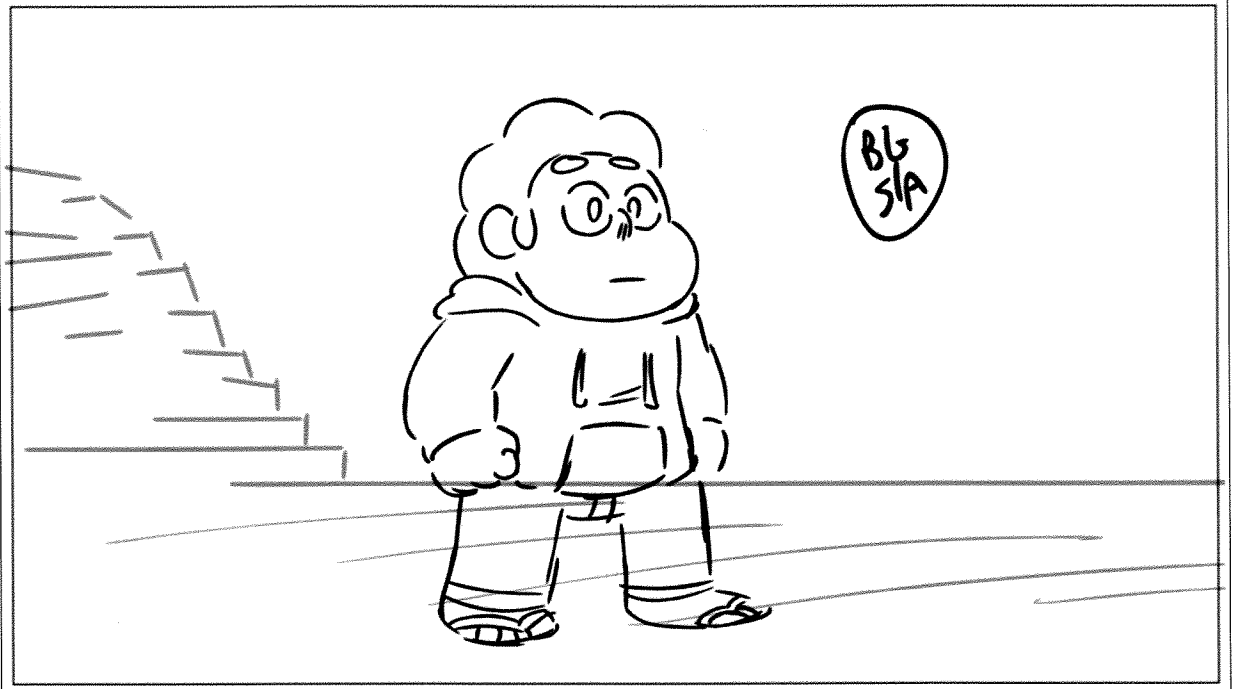


Dialogue  
HP (os): Parry...Parry...Thrust.

Action Notes  
Steven stops shaking his hands - less excited.

Slugging  
1.15

Scene	Panel
70	CONT 3



Dialogue  
PEARL (os): Notice where I keep my center of gravity.

HP (os): Parry, Parry, Thrust.

Slugging  
3.07

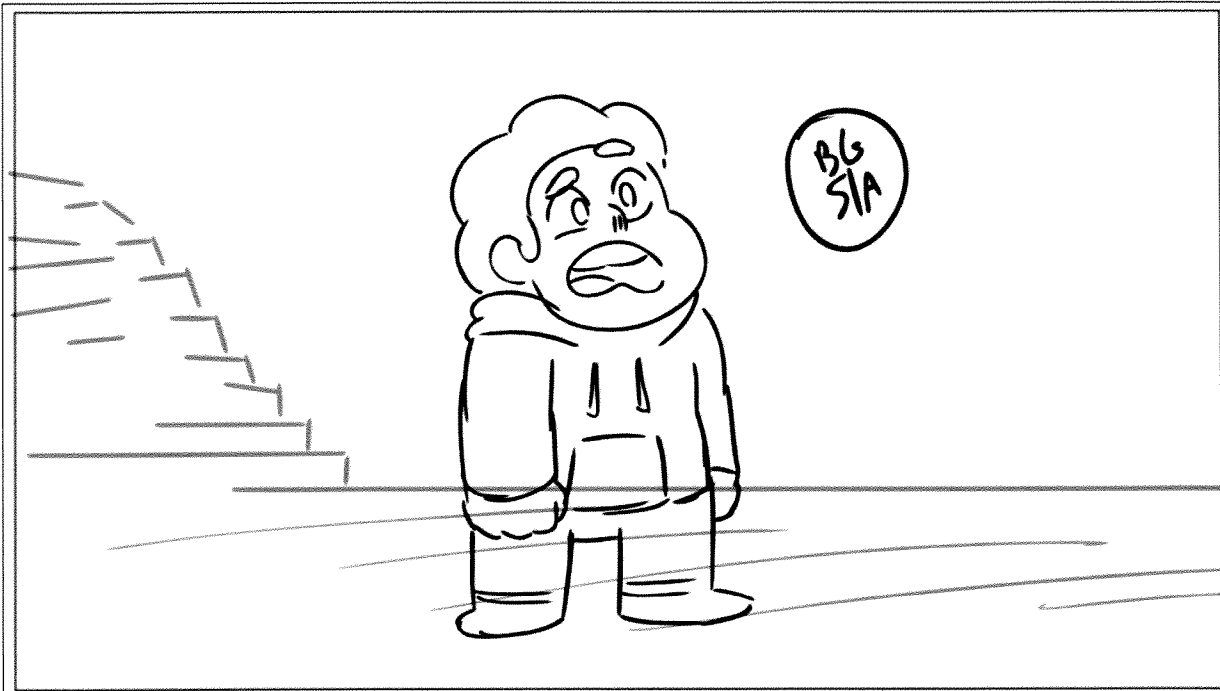
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1020.013

1020.013



Scene	Panel
70	CONT
4	



Dialogue

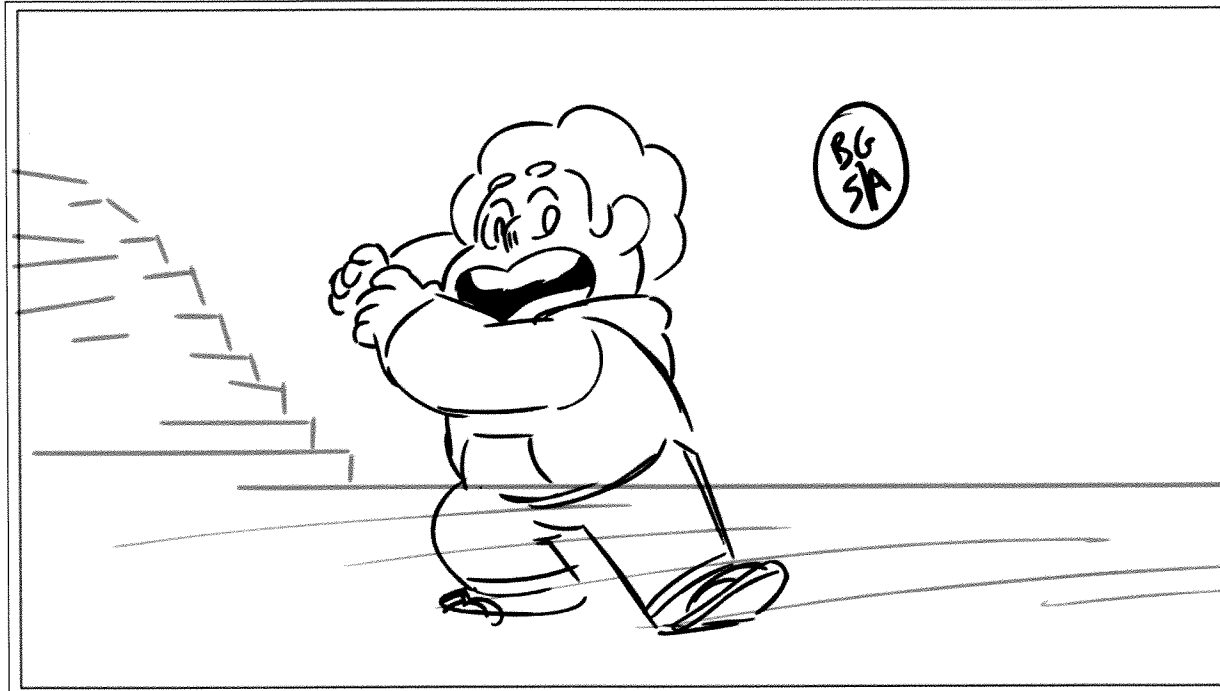
STEVEN: Awww, can you show me something cool?

HP (os): Parry, Parry, Thrust.

Slugging

3.11

Scene	Panel
70	CONT
5	



Dialogue

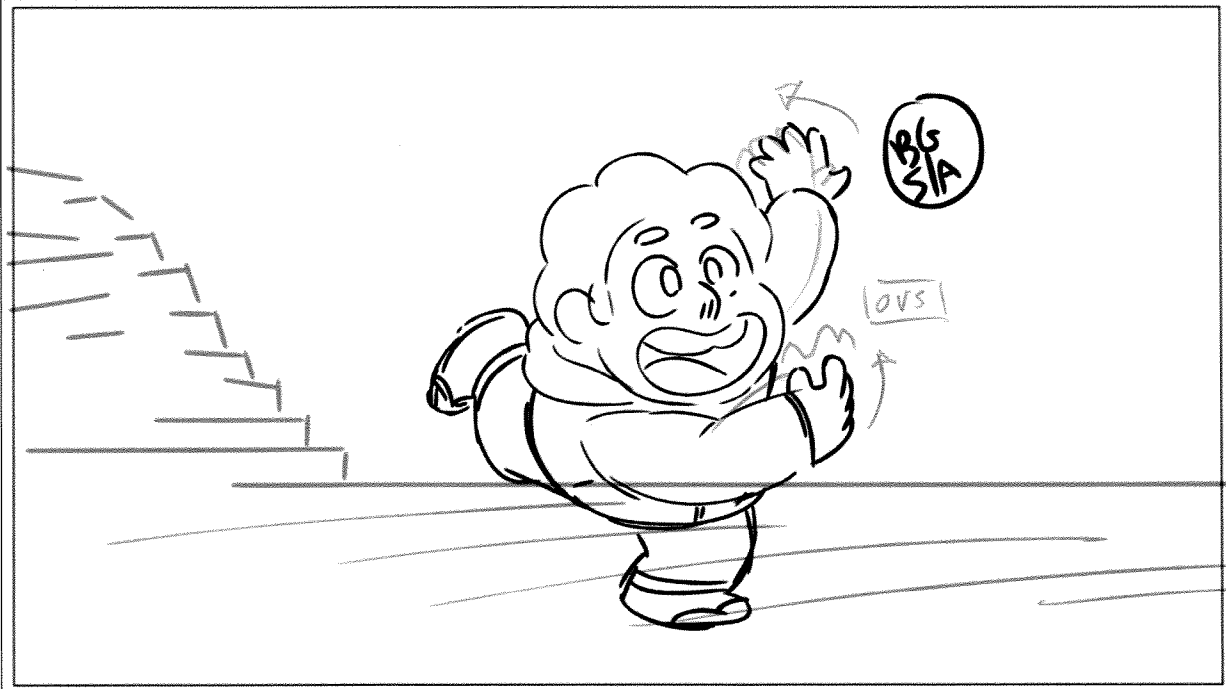
STEVEN: Like the Boomerang...

Slugging

1.08

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Scene	Panel
70	CONT 6



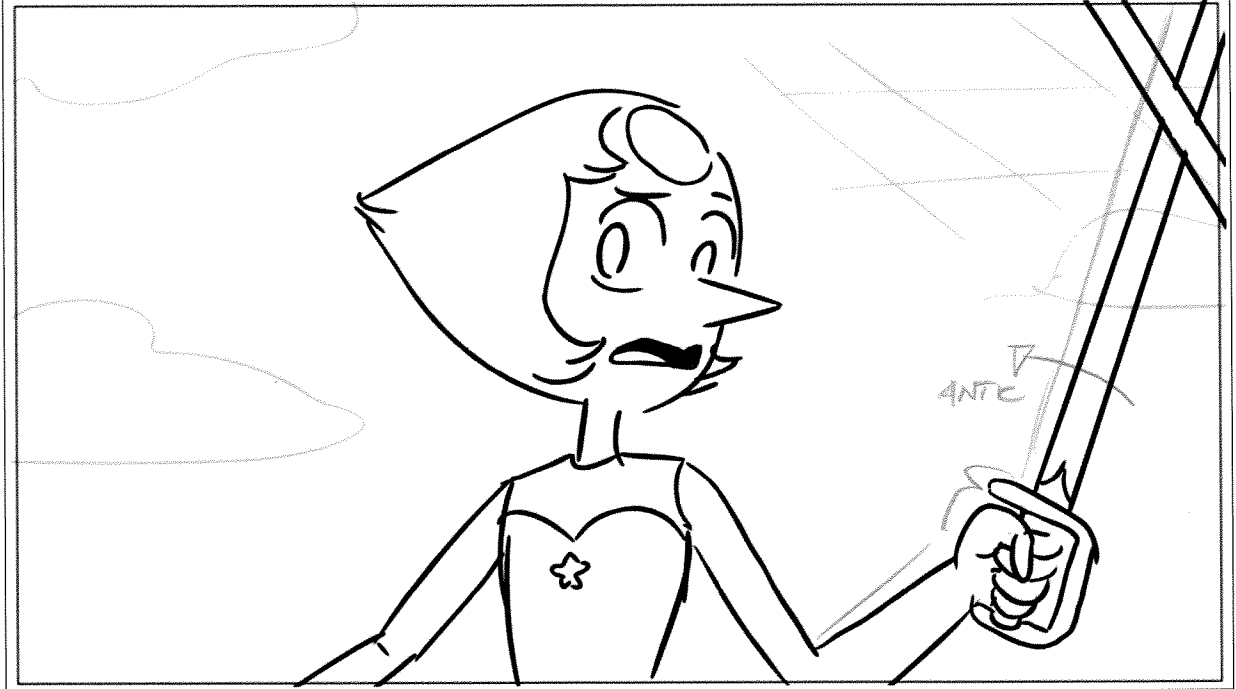
Dialogue

STEVEN: ...Blade!

Slugging

1.00

Scene	Panel
71	1



Dialogue

PEARL: Steven -

HP (os): Parry...Parry...Thrust.

Action Notes

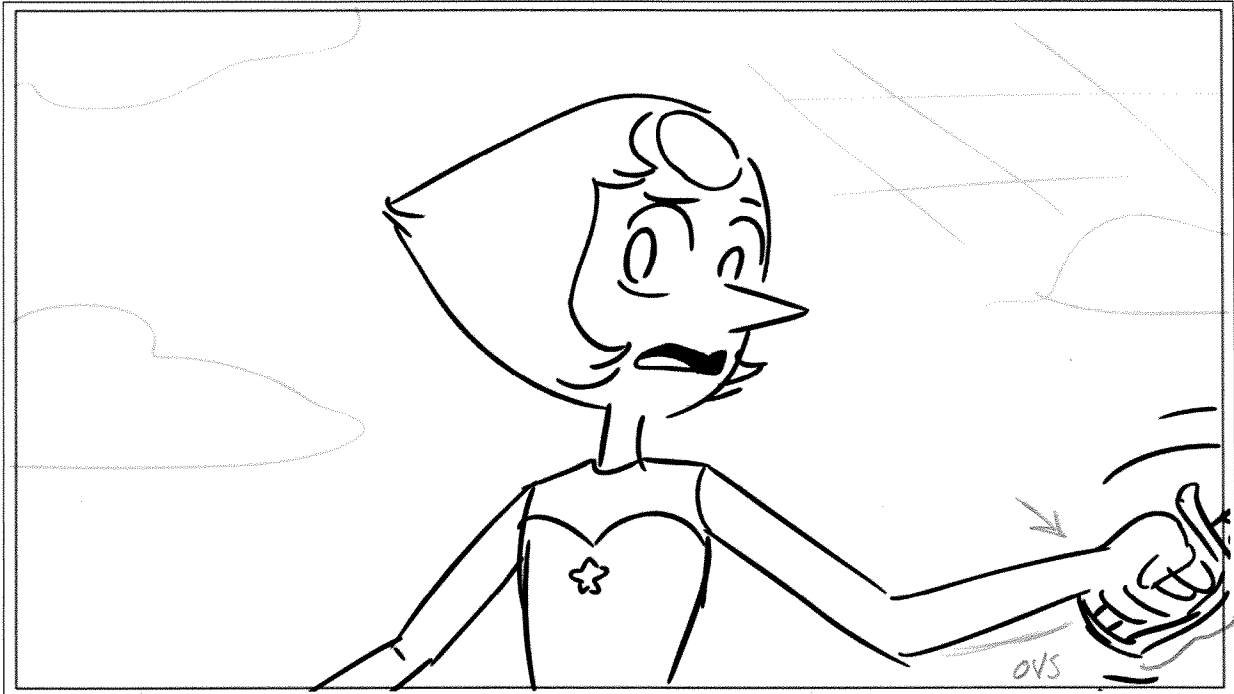
Pearl's hand is moving to counter Holo-Pearl O/S.

Slugging

Panels 1 to 3 = 4.14

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Scene	Panel
71	cont
	2



Dialogue

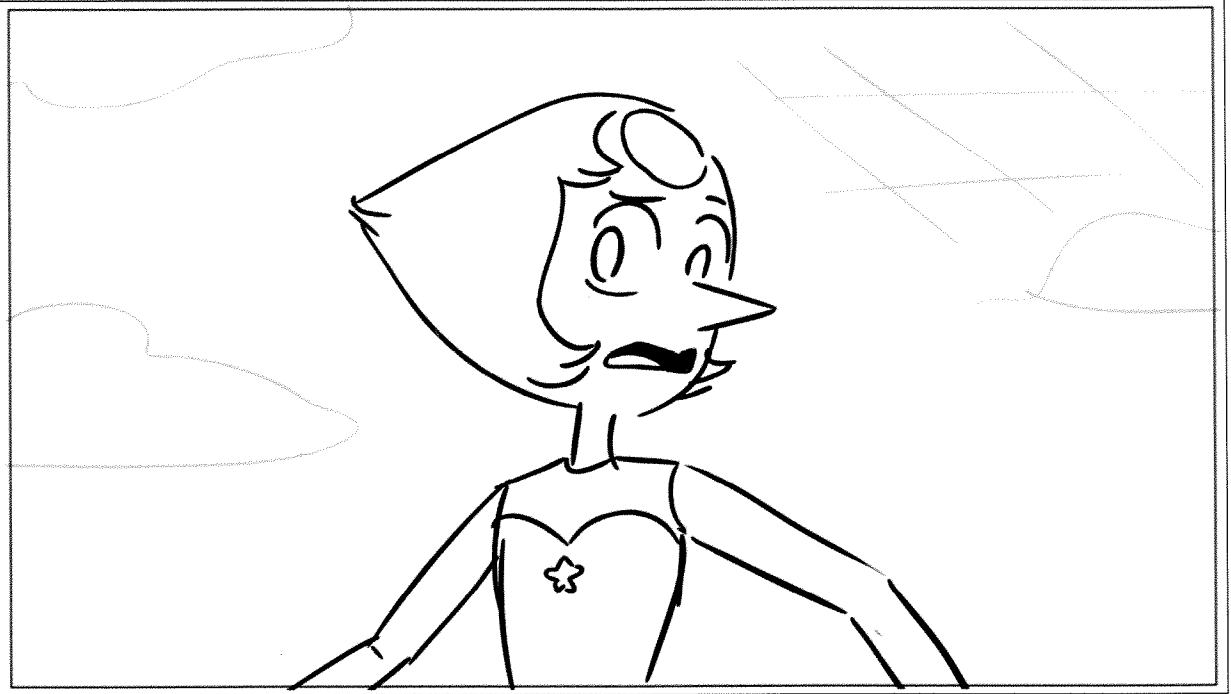
PEARL: -you KNOW that's not a real -

HP (os): Parry...Parry...Thrust.

Action Notes

Pearl's hand is moving to counter Holo-Pearl O/S.

Scene	Panel
71	cont
	3



Dialogue

PEARL: -sword technique!

HP (os): Parry...Parry...Thrust.

Action Notes

Pearl's hand is moving to counter Holo-Pearl O/S.

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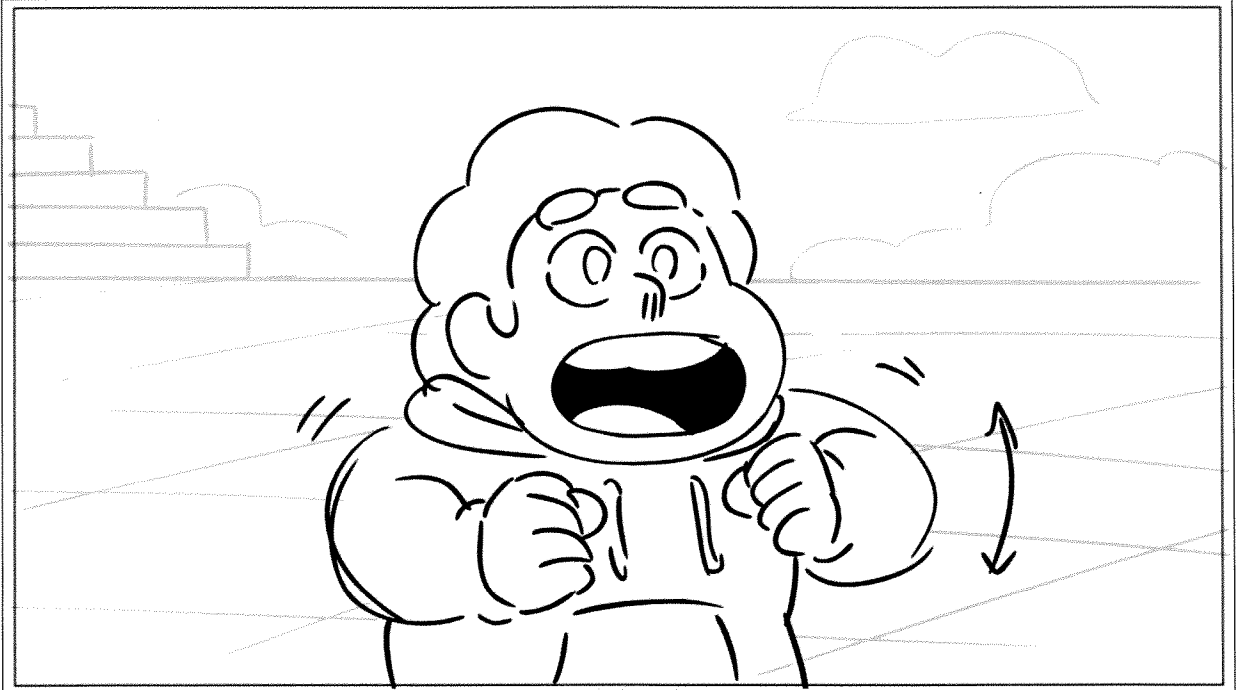
1020.013

1020.013

1020.013



Scene	Panel
72	1

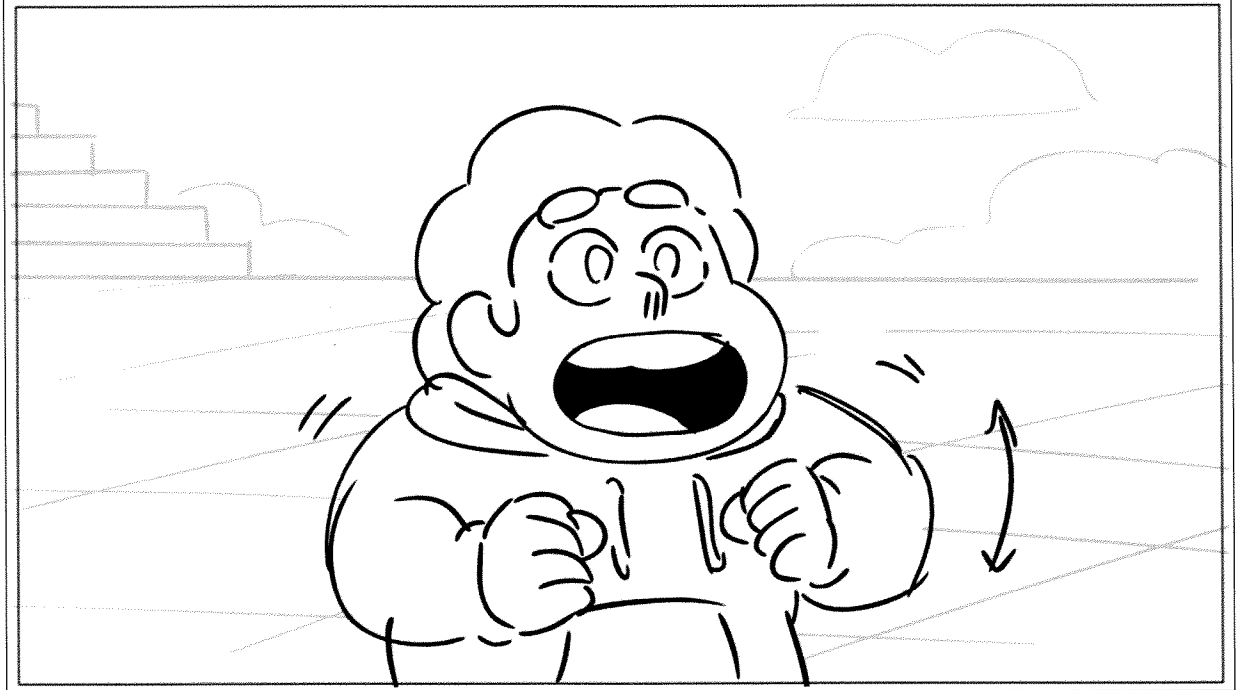


Dialogue  
STEVEN (repeats): Boomerang blade-

Action Notes  
Steven shakes his arms with excitement. A/B

Slugging  
1.05

Scene	Panel
72	2



Dialogue  
STEVEN (repeats): - boomerang blade

Slugging  
1.00

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Scene	Panel
72	cont
	3



Dialogue

STEVEN (repeats): Boomerang blade-

Action Notes

Steven shakes his arms with excitement. A/B

Slugging

1.01

Scene	Panel
72	cont
	4



Dialogue

STEVEN (repeats): -boomerang blade

Slugging

0.15

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Scene	Panel
73	1



Dialogue  
STEVEN (os): -boomerang blade

Slugging  
Panels 1 + 2 = 2.01

Notes  
Pearl is still engaged with HP

Scene	Panel
73	2



Dialogue  
STEVEN (os): Boomerang blade-

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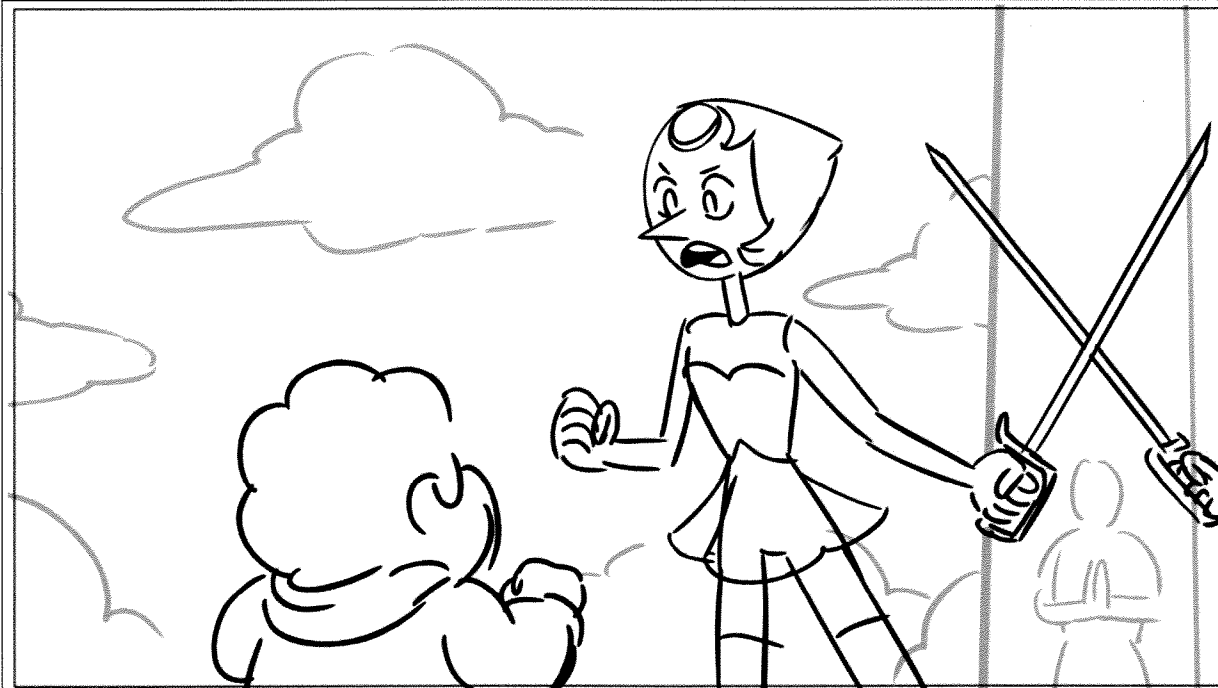
1020.013

1020.013

1020.013



Scene	Panel
74	1



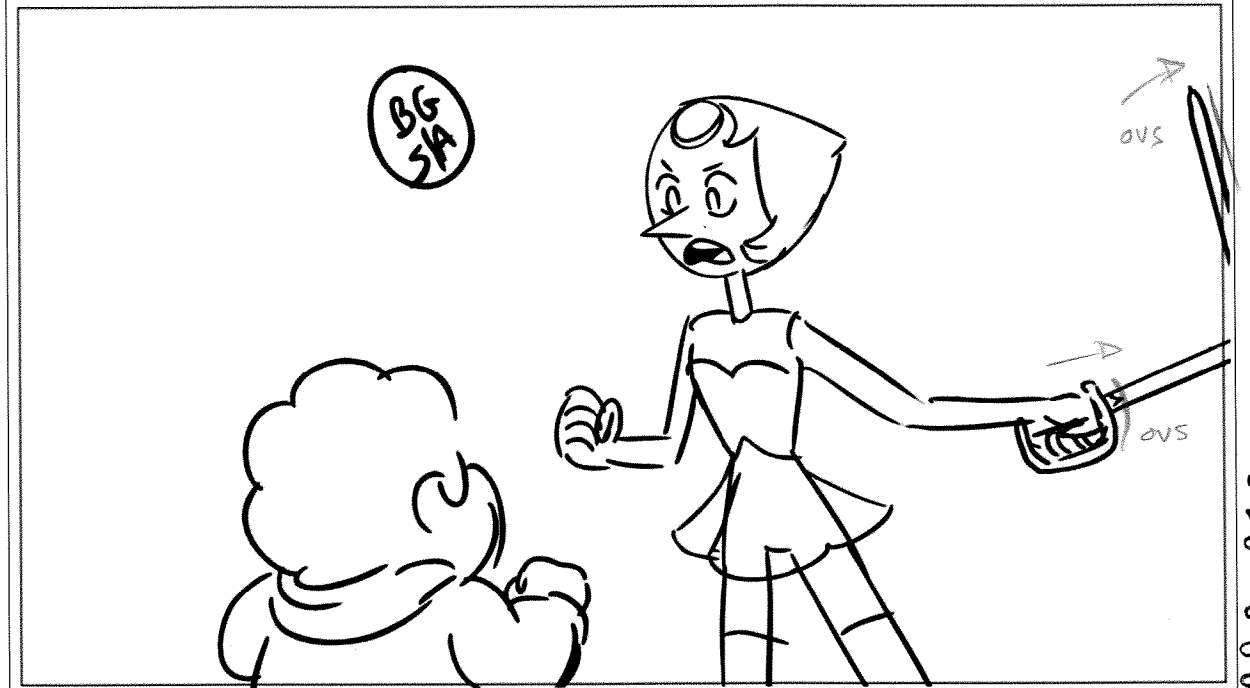
Dialogue
PEARL: Steven!
HP (os): Parry, Parry, Thrust.

Action Notes
Cycle Pearl's arm movements to match dialog track "Parry, parry, thrust"

Slugging
Panels 1 to 3 = 3.14

Notes
H/U P to previous

Scene	Panel
74	2



Dialogue
PEARL: These are real -
HP (os): Parry, Parry, Thrust.

Action Notes
Cycle Pearl's arm movements to match dialog track "Parry, parry, thrust"

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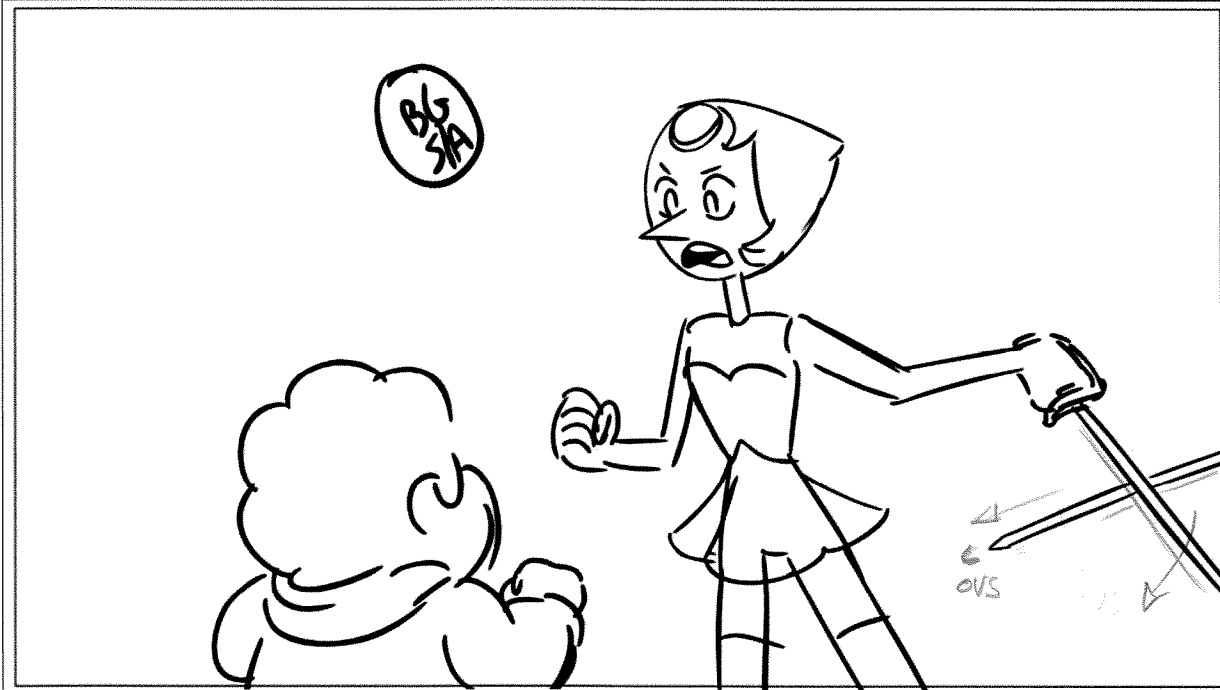
1020.013

1020.013

1020.013



Scene	Panel
74	CONT



#### Dialogue

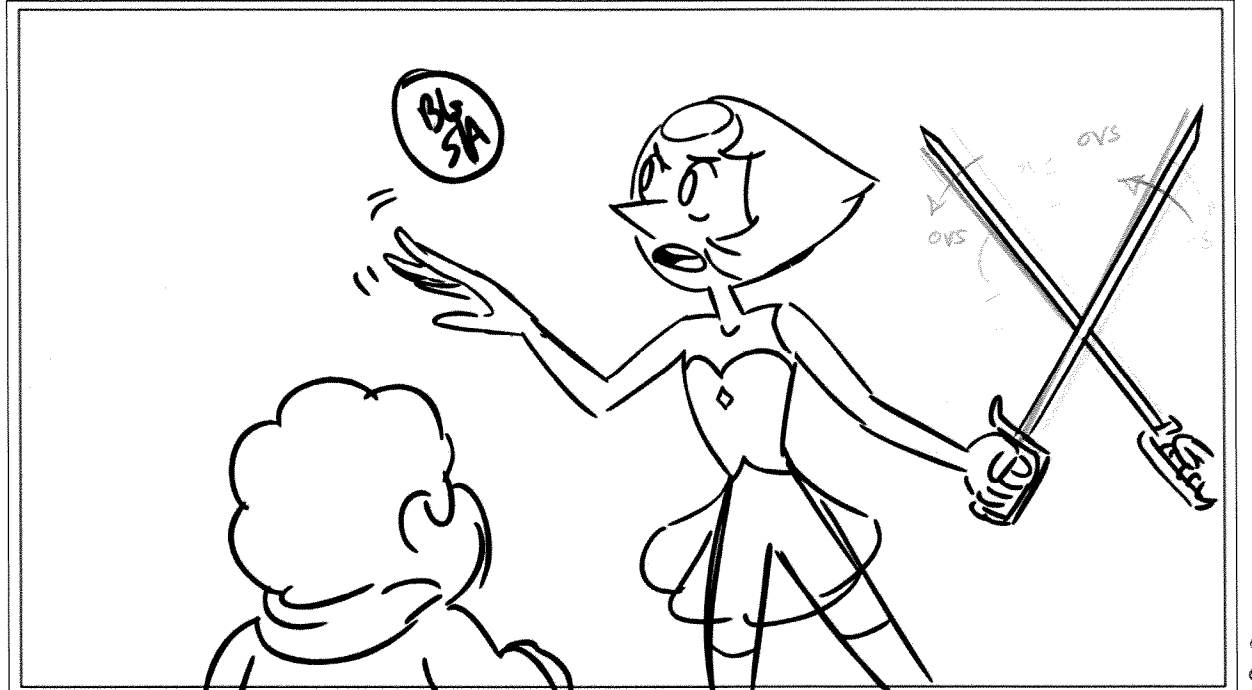
PEARL: -sword techniques!

HP (os): Parry, Parry, Thrust.

#### Action Notes

Cycle Pearl's arm movements to match dialog track "Parry, parry, thrust"

Scene	Panel
74	CONT



#### Dialogue

PEARL: Not those -

HP (os): Parry, Parry, Thrust.

#### Action Notes

Pearl waves her fingers.

Cycle Pearl's arm movements to match dialog track "Parry, parry, thrust"

#### Slugging

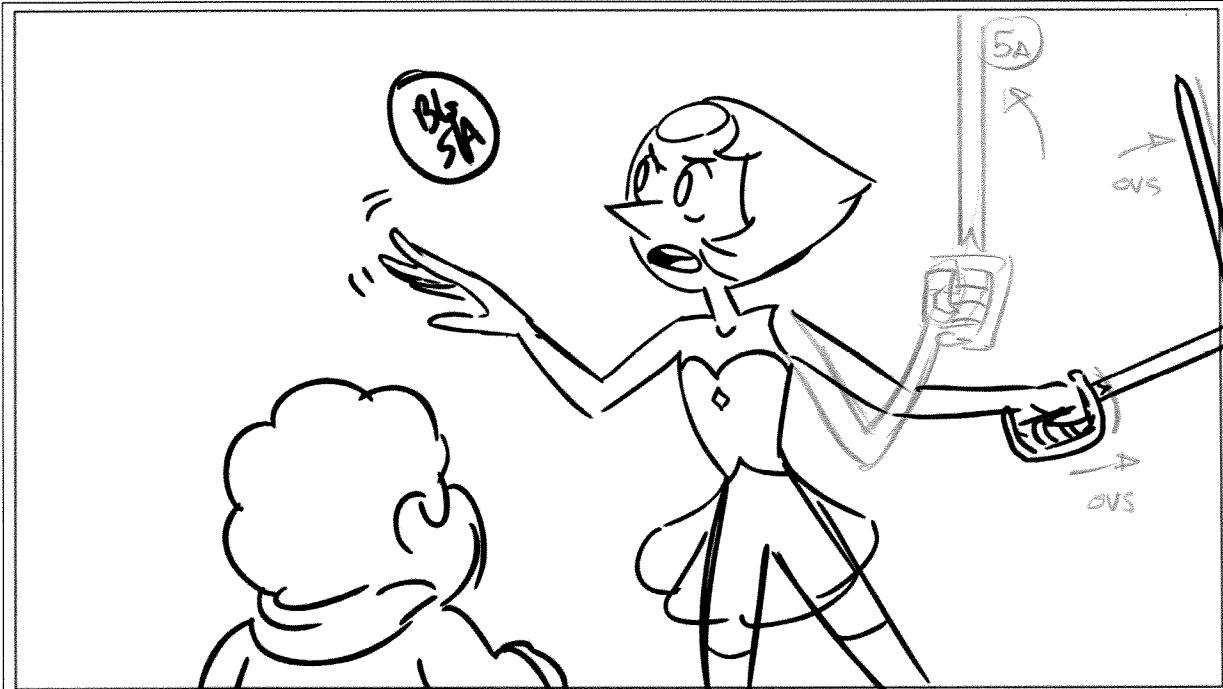
Panels 4 to 6 = 3.04

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1020.013



Scene	Panel
74	CONT
5	



Dialogue

PEARL: -silly things -

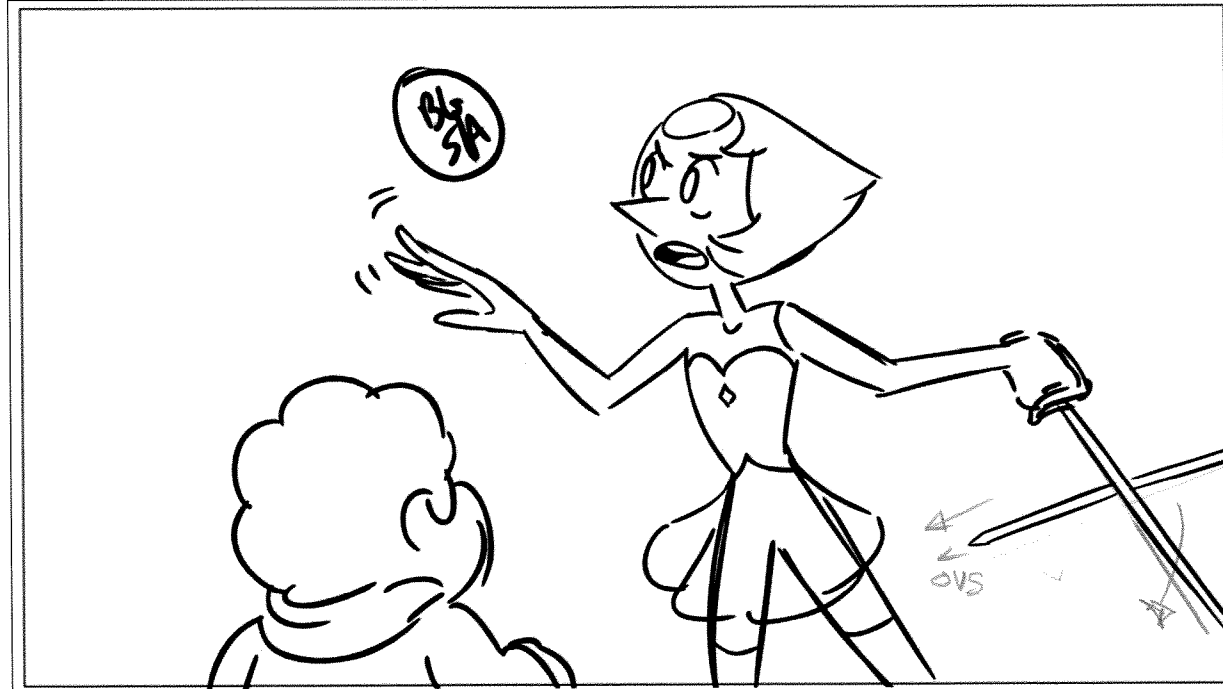
HP (os): Parry, Parry, Thrust.

Action Notes

Pearl waves her fingers.

Cycle Pearl's arm movements to match dialog track "Parry, parry, thrust"

Scene	Panel
74	CONT
6	



Dialogue

PEARL: -from your movies!

HP (os): Parry, Parry, Thrust.

Action Notes

Pearl waves her fingers.

Cycle Pearl's arm movements to match dialog track "Parry, parry, thrust"

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1020.013

1020.013

1020.013

Scene	Panel
75	1



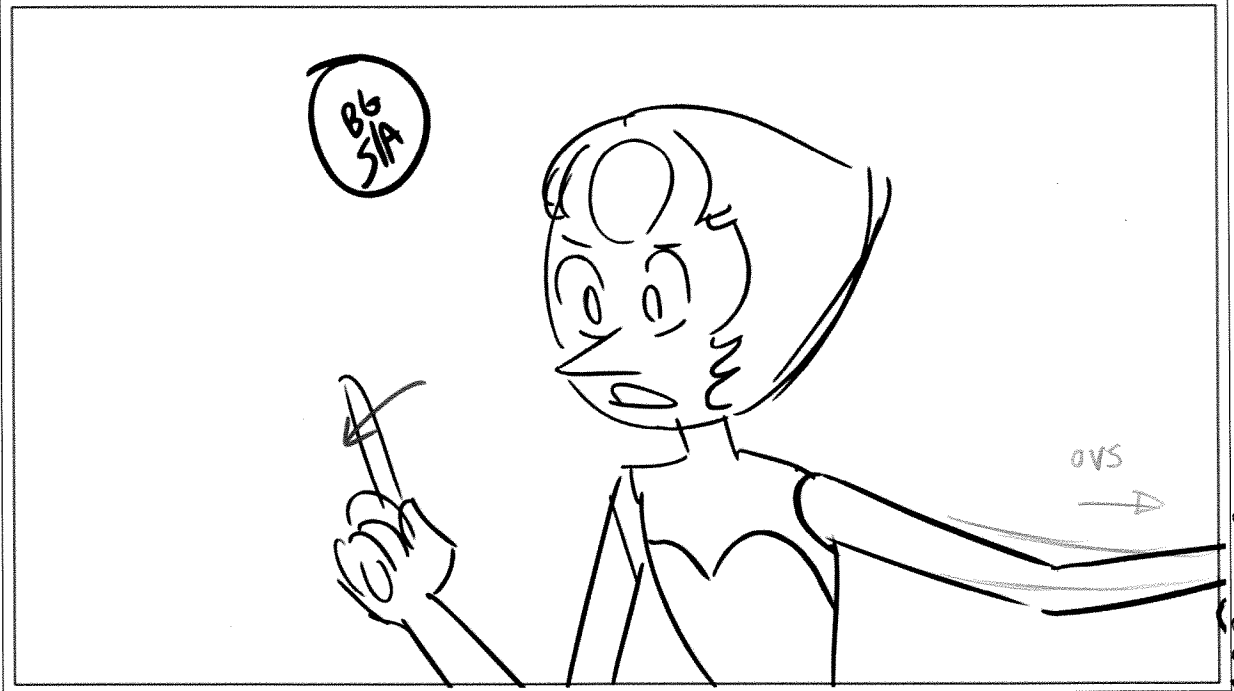
Dialogue  
PEARL: Its about -

Action Notes  
Cycle Pearl's arm movements to match dialog track "Parry, parry, thrust"

Slugging  
Panels 1 + 2 = 2.15

Notes  
H/U P to previous

Scene	Panel
75	<i>CONT</i> 2



Dialogue  
PEARL: -waiting carefully...

Action Notes  
Cycle Pearl's arm movements to match dialog track "Parry, parry, thrust"

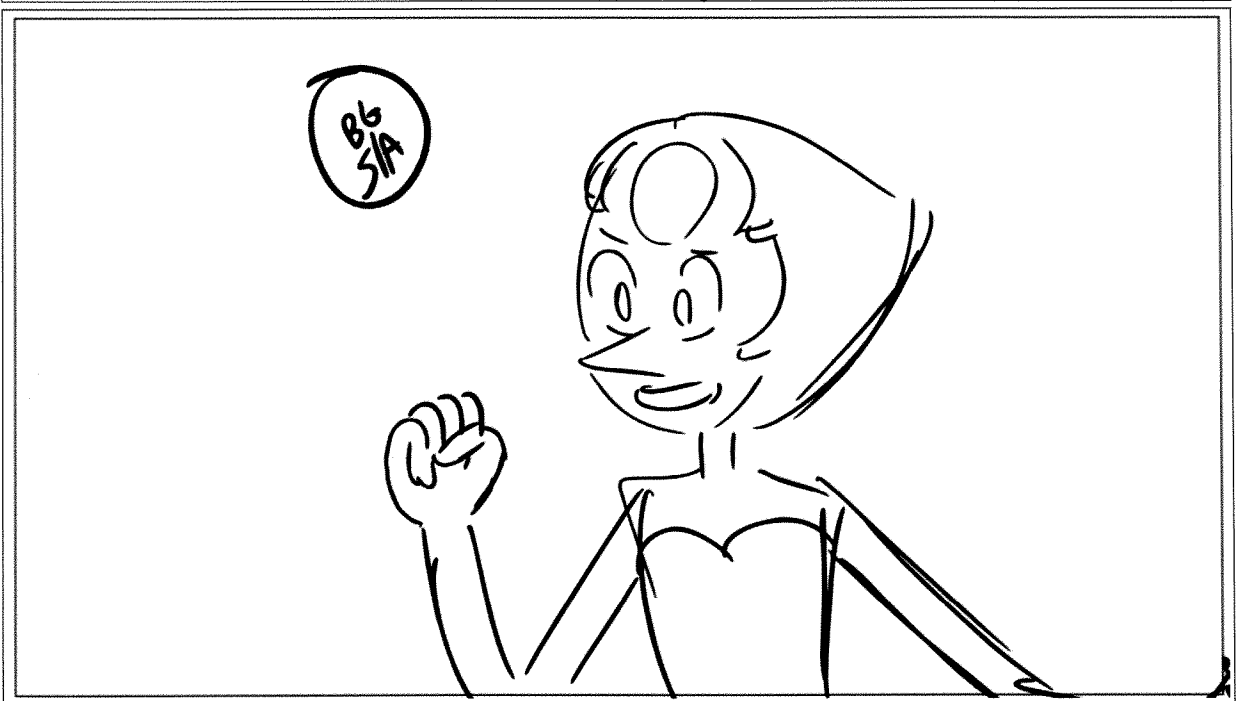
Notes  
H/U P to previous

AUG 06 2013

1020.013

1020.013

Scene	Panel
75	CONT 3



Dialogue

PEARL: ...for that -

HP (os): Parry, Parry...

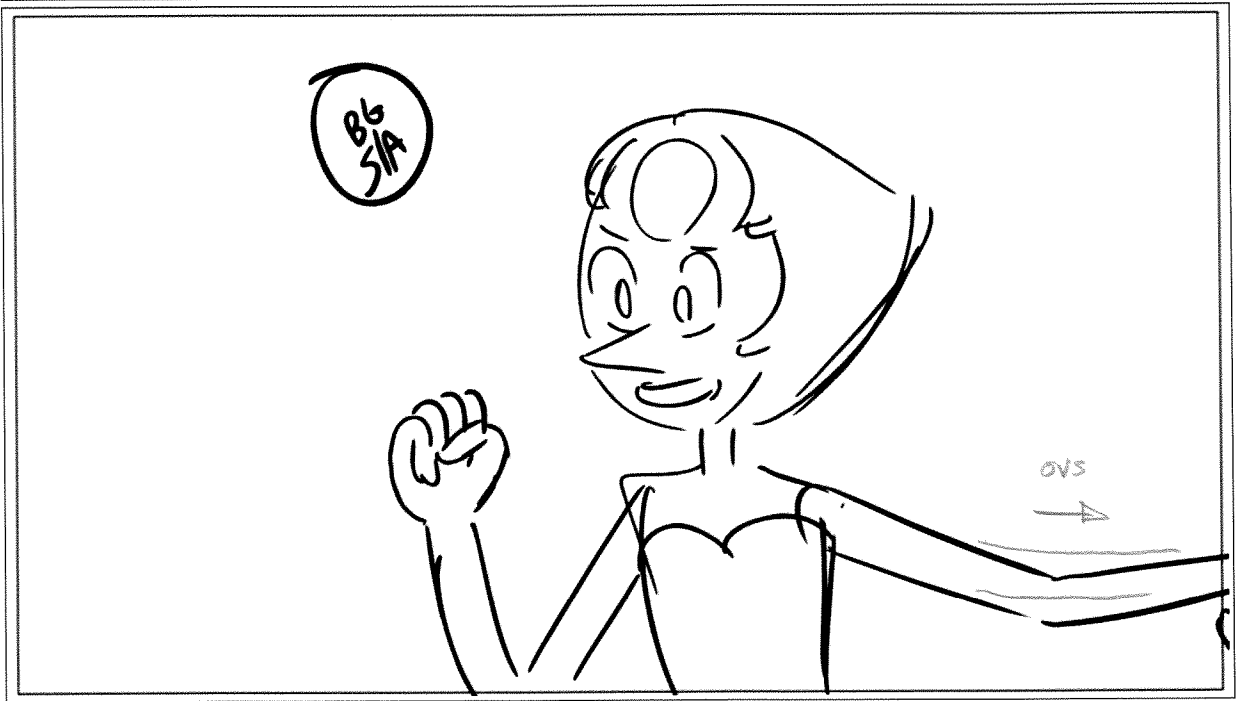
Action Notes

Cycle Pearl's arm movements to match dialog track "Parry, parry, thrust"

Slugging

Panels 3 to 5 = 1.14

Scene	Panel
75	CONT 4



Dialogue

PEARL: -perfect moment -

HP (os): Parry, Parry...

Action Notes

Cycle Pearl's arm movements to match dialog track "Parry, parry, thrust"

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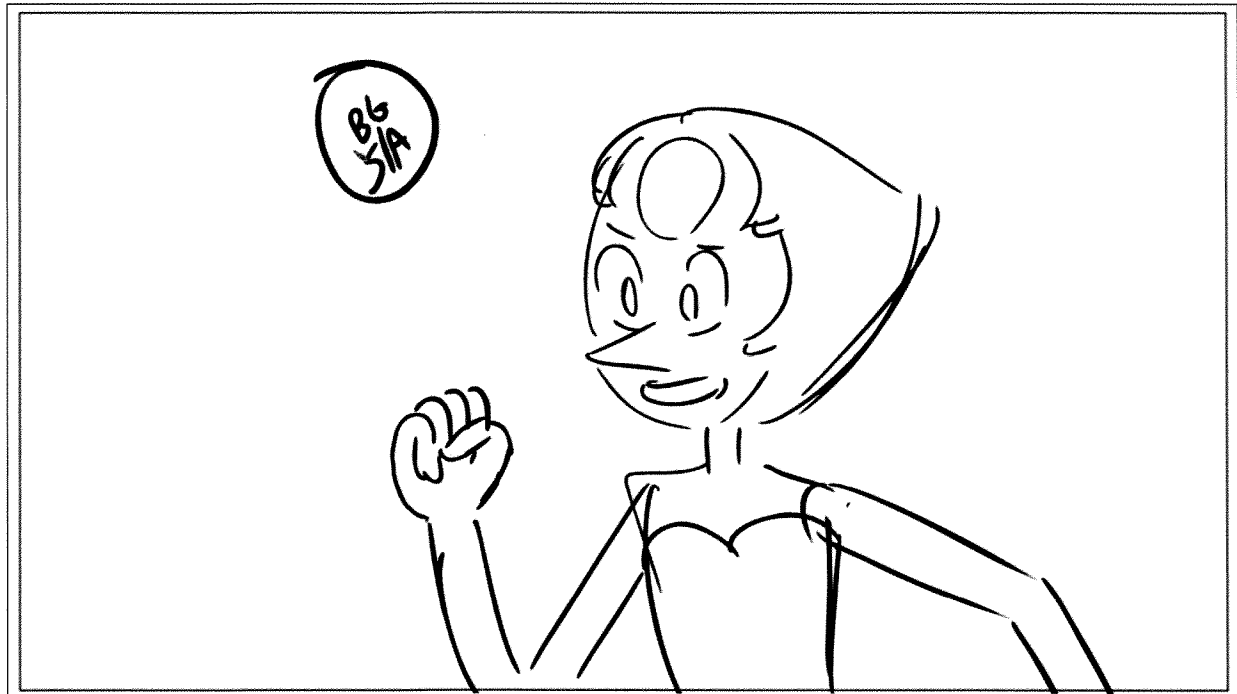
1020.013

1020.013

1020.013



Scene	Panel
75	CONT



Dialogue

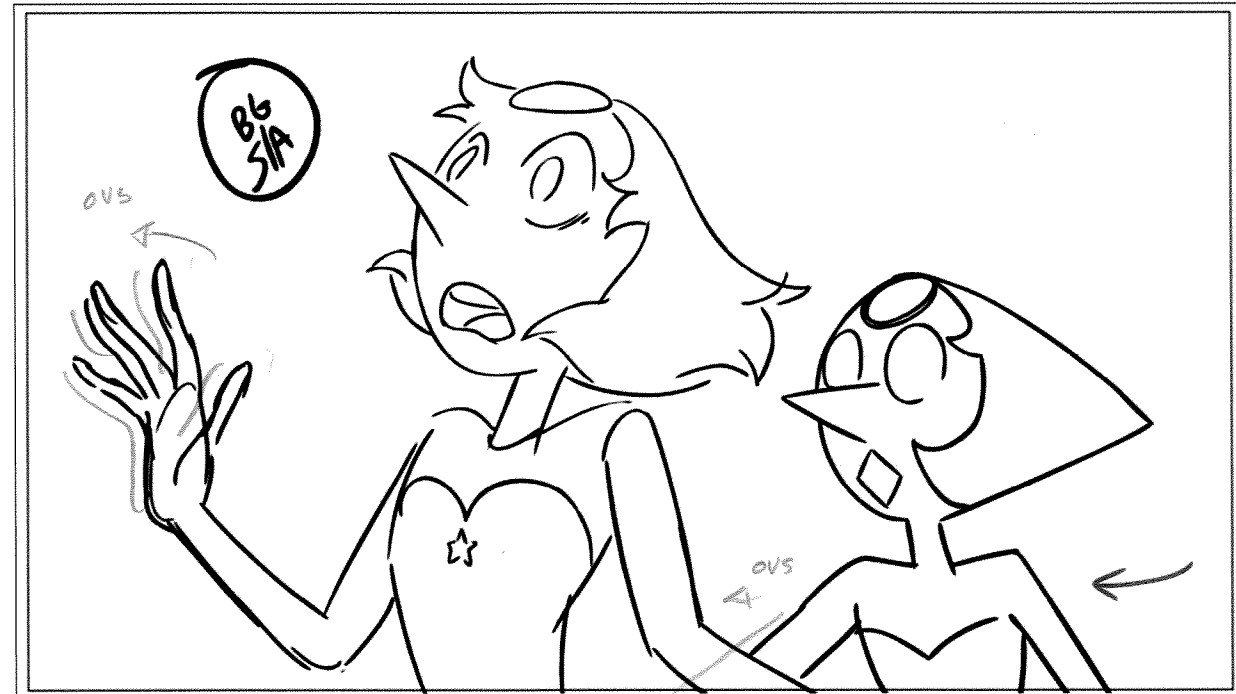
PEARL: -to...

HP (os): Parry, Parry...

Action Notes

Cycle Pearl's arm movements to match dialog track "Parry, parry, thrust"

Scene	Panel
75	CONT



Dialogue

HP: Thrust.

Action Notes

Holo-Pearl IN - thrusts her sword into Pearls back.

Pearl is pushed forward.

Slugging

1.01

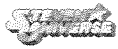
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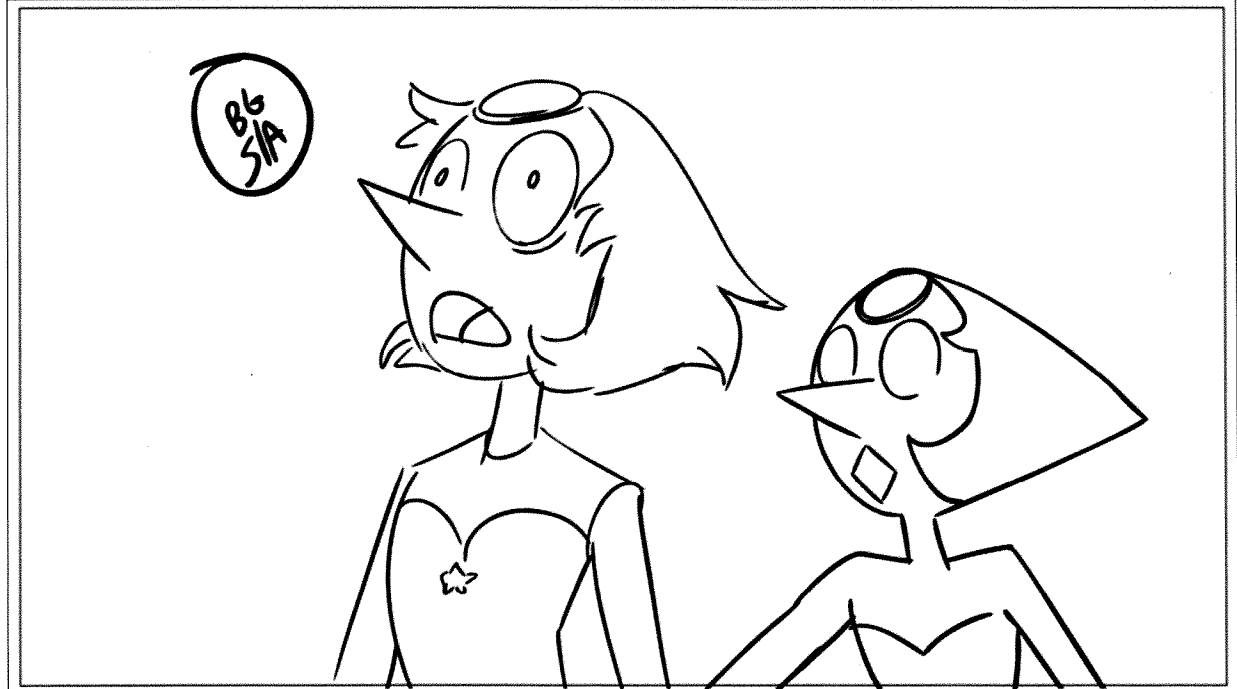
1020.013

1020.013





Scene	Panel
75	<i>cont</i>



Slugging  
1.00

Scene	Panel
76	1



Dialogue  
STEVEN: GASP!

Slugging  
0.04

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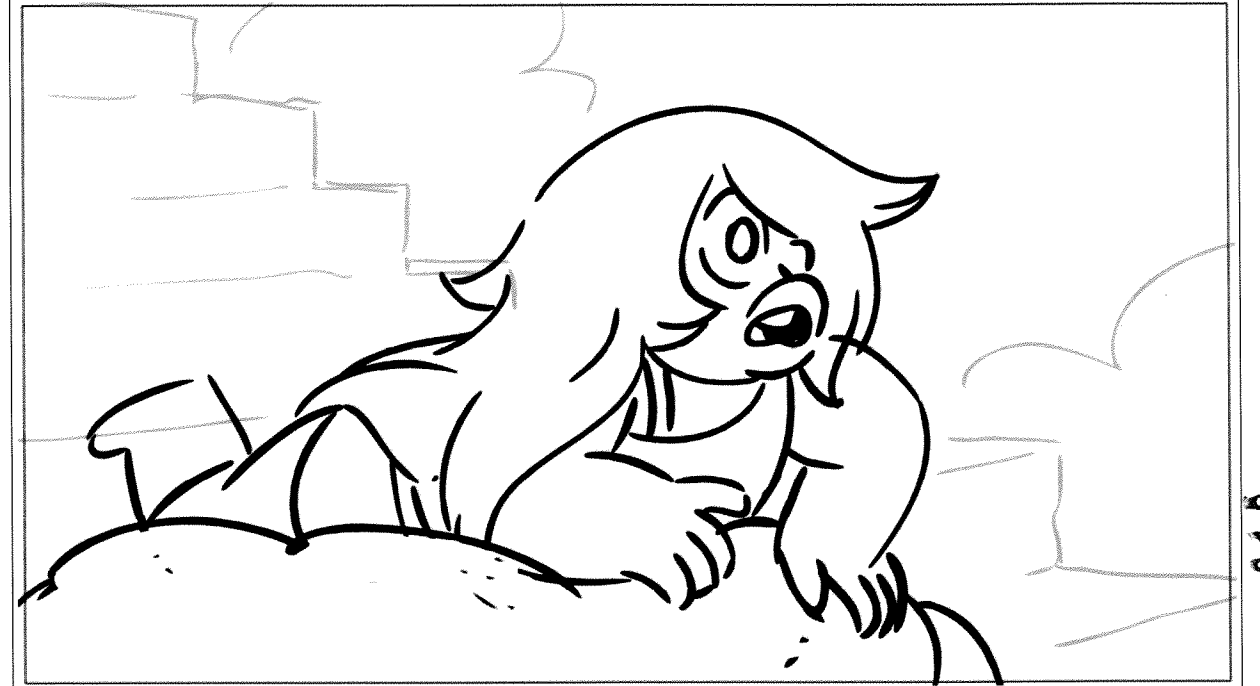
Scene	Panel
76	<i>cont</i> 2



Dialogue  
STEVEN: GASP!

Slugging  
1.04

Scene	Panel
77	1



Slugging  
0.04

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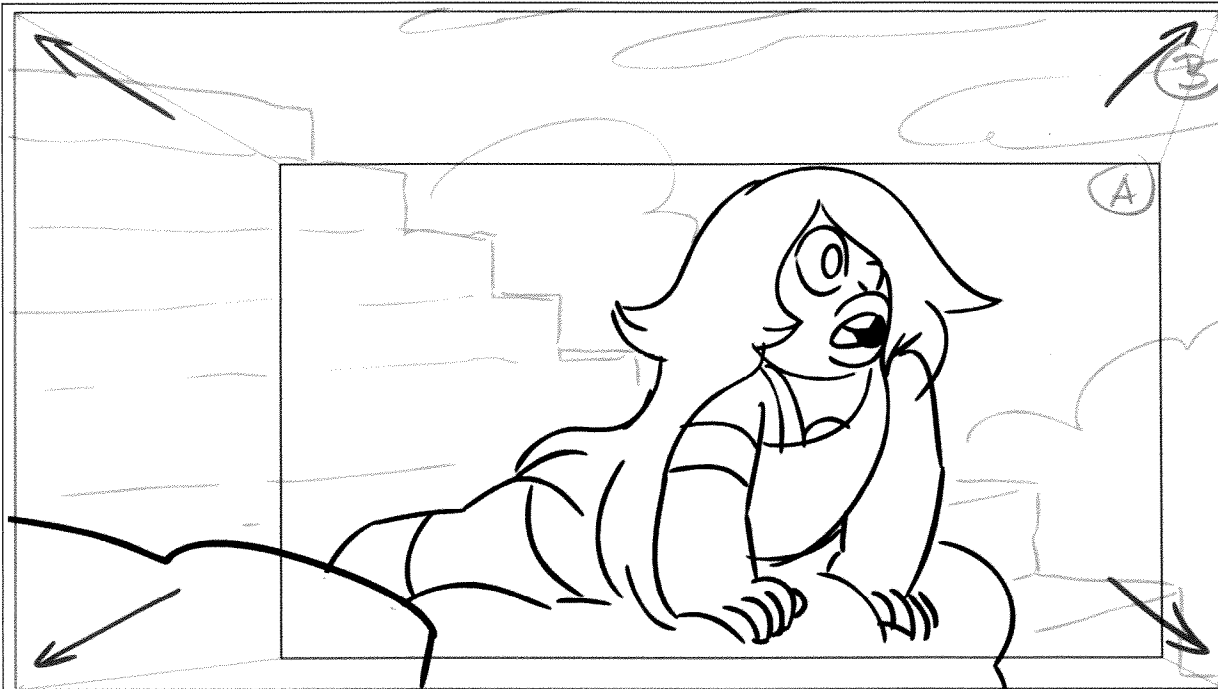
1020.013

1020.013

1020.013



Scene	Panel
77	CONT 2



Dialogue  
AMETHYST: WHOAH!

Action Notes  
Camera pulls OUT.

Slugging  
ADJ: 0.05  
Then HOLD: 0.13

Scene	Panel
77	CONT 3



Dialogue  
GARNET: Oh no.

Action Notes  
Garnet IN.

Slugging  
1.13

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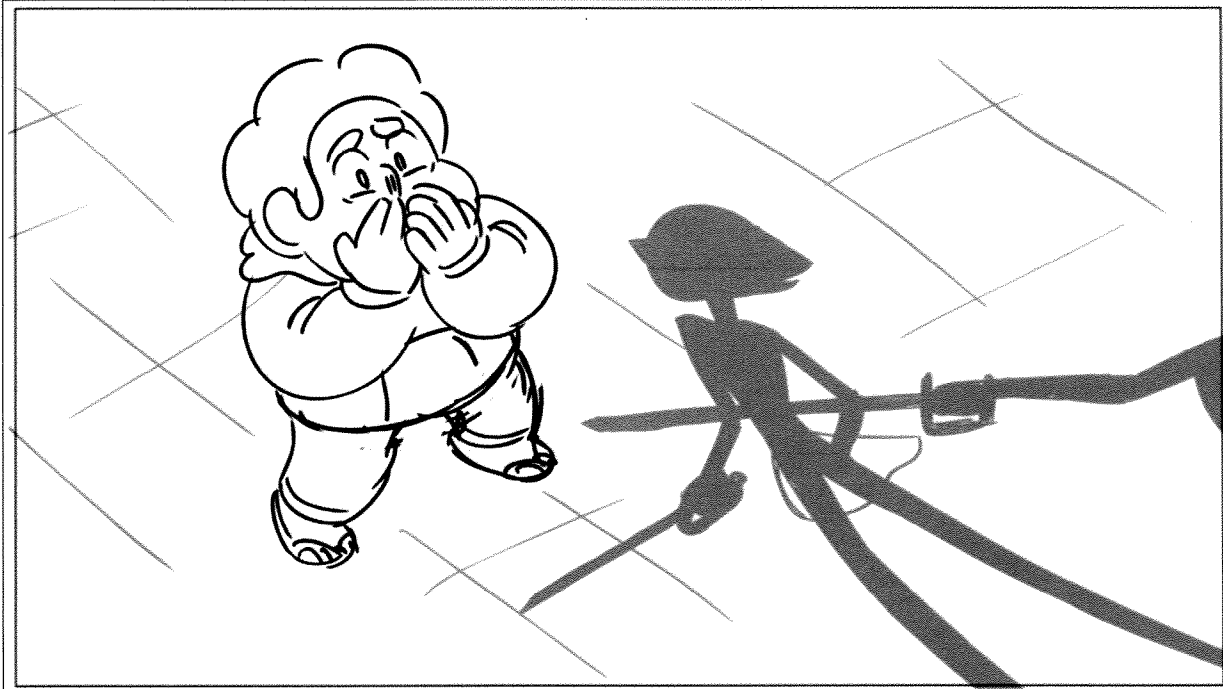
1020.013

1020.013

1020.013

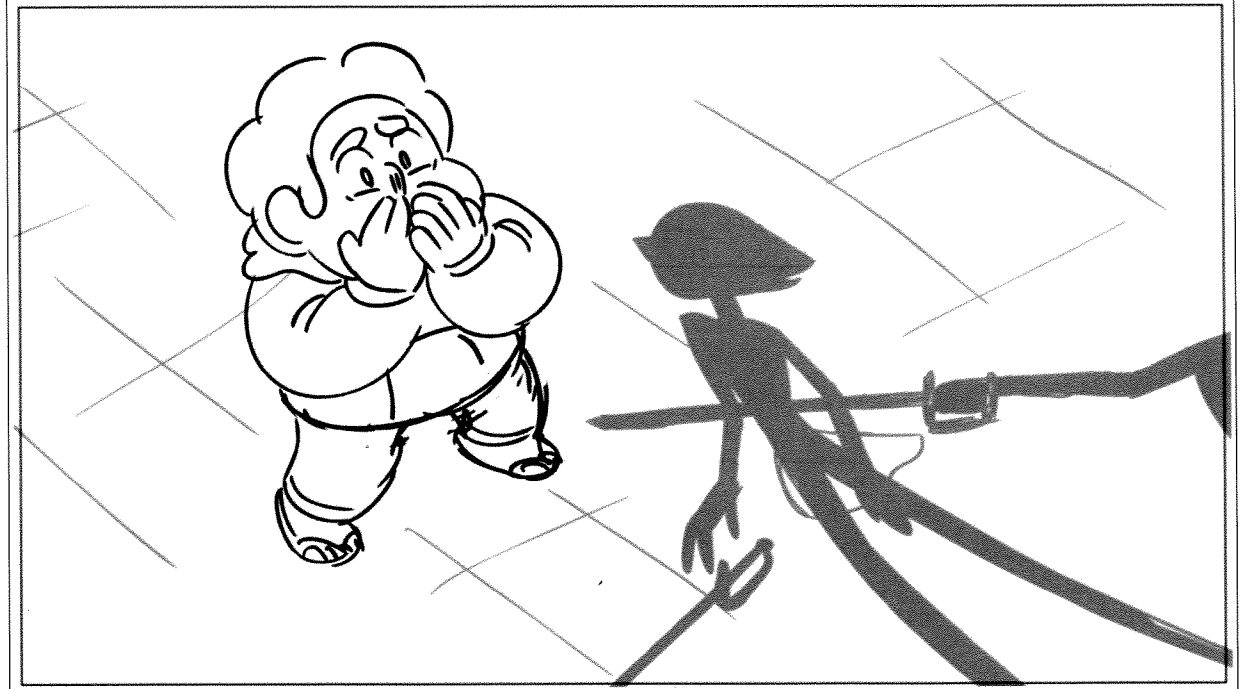


Scene	Panel
78	1



Slugging 1.07
------------------

Scene	Panel
78	2



Slugging 0.06
------------------

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Scene	Panel
78	CONT
	3



Action Notes

Steven's head follows the sword dropping O/S.

Slugging

0.04

Scene	Panel
78	CONT
	4



Dialogue

SFX sword clattering to the ground.

Slugging

1.09

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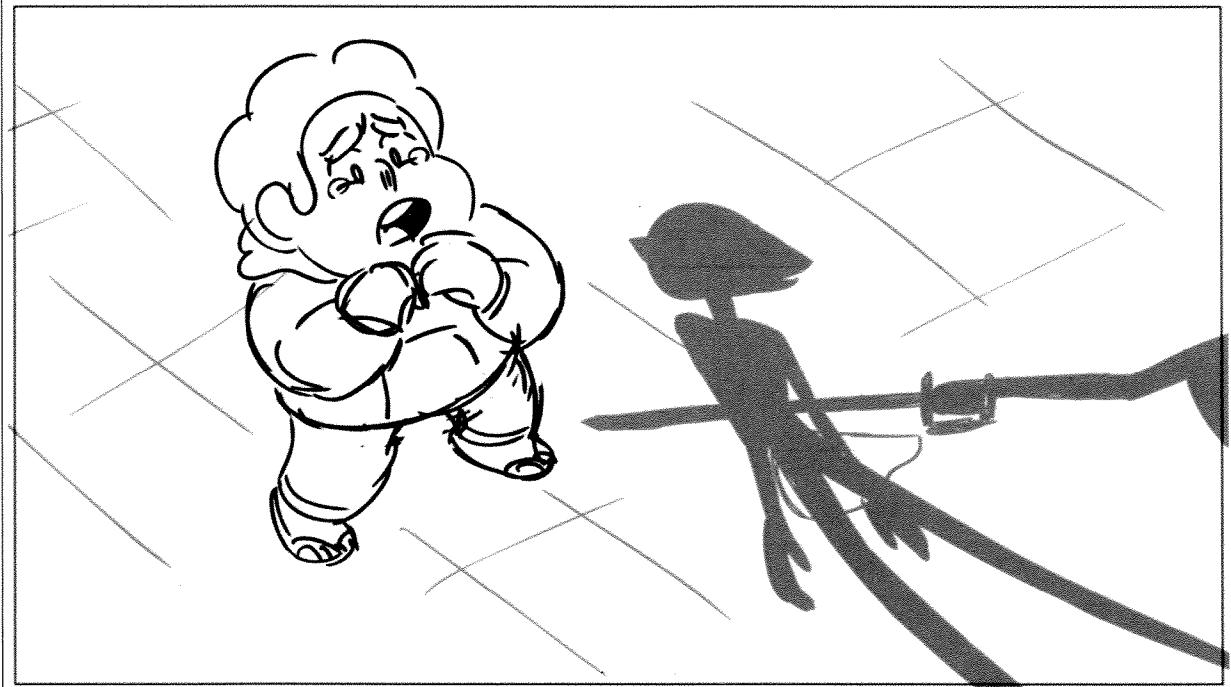
1020.013

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1020.013



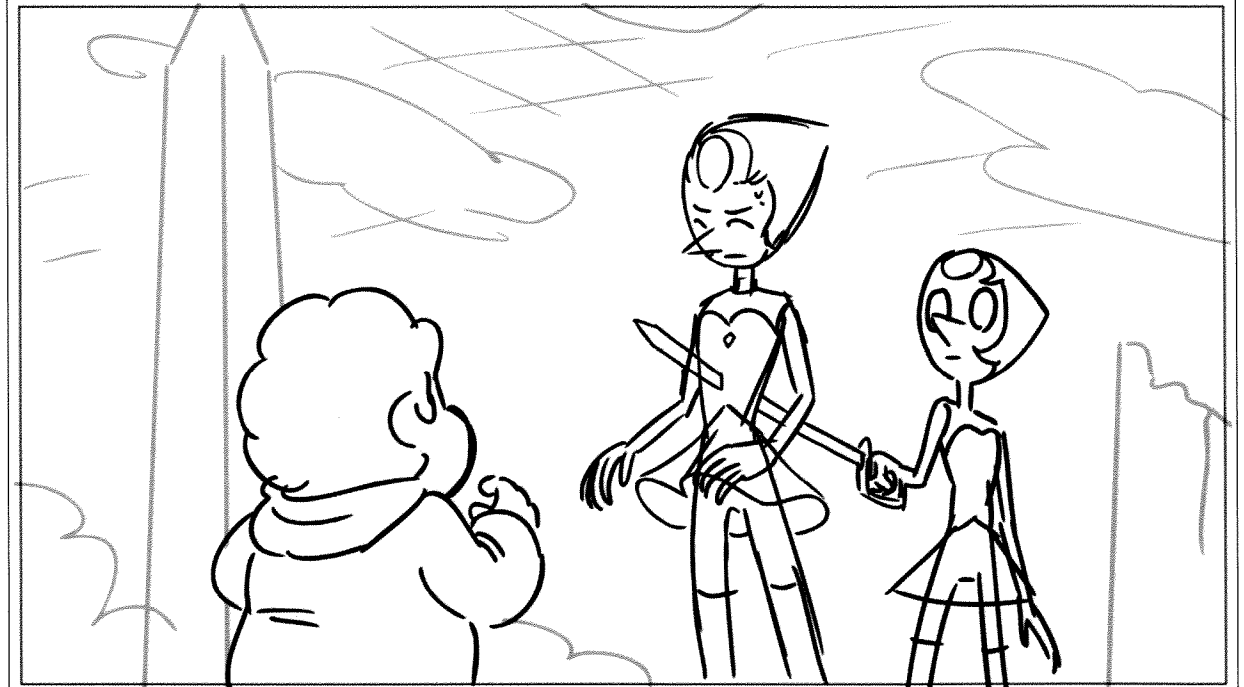
Scene	Panel
78	CONT



Dialogue  
STEVEN: Peeaarrrl?

Slugging  
1.05

Scene	Panel
79	1



Dialogue  
PEARL: uuuugggghhh

Slugging  
0.04

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1020.013

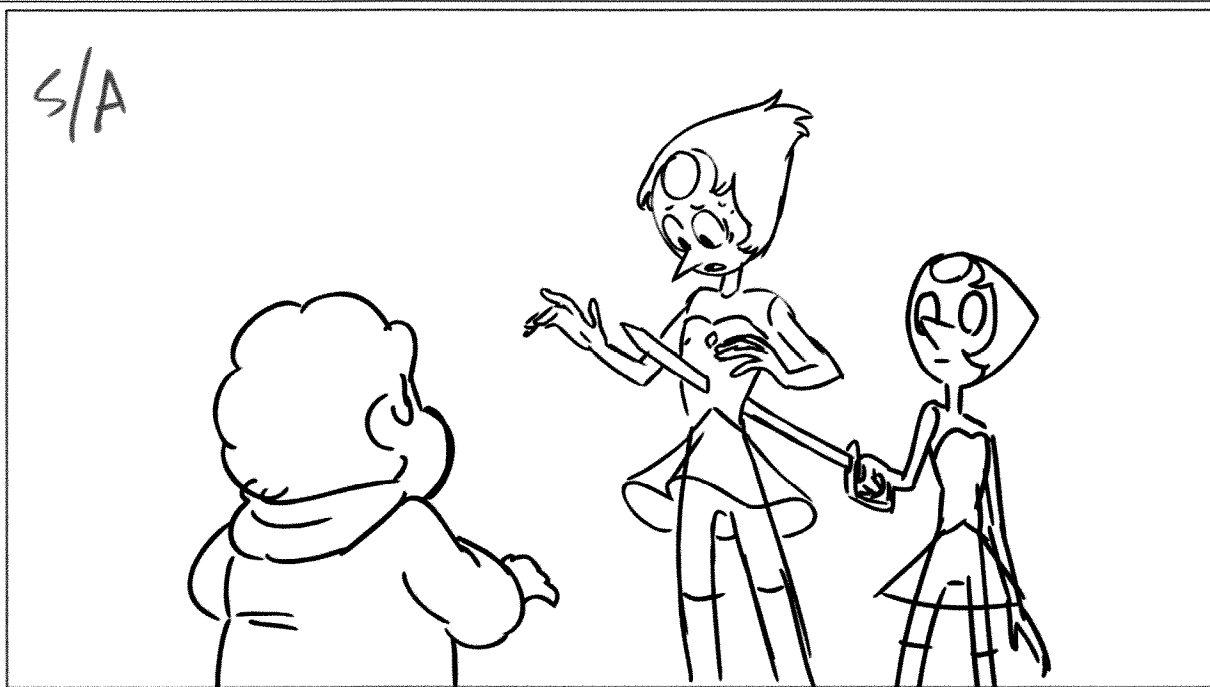
1020.013

1020.013



Scene	Panel
79	<i>CONT</i>

2

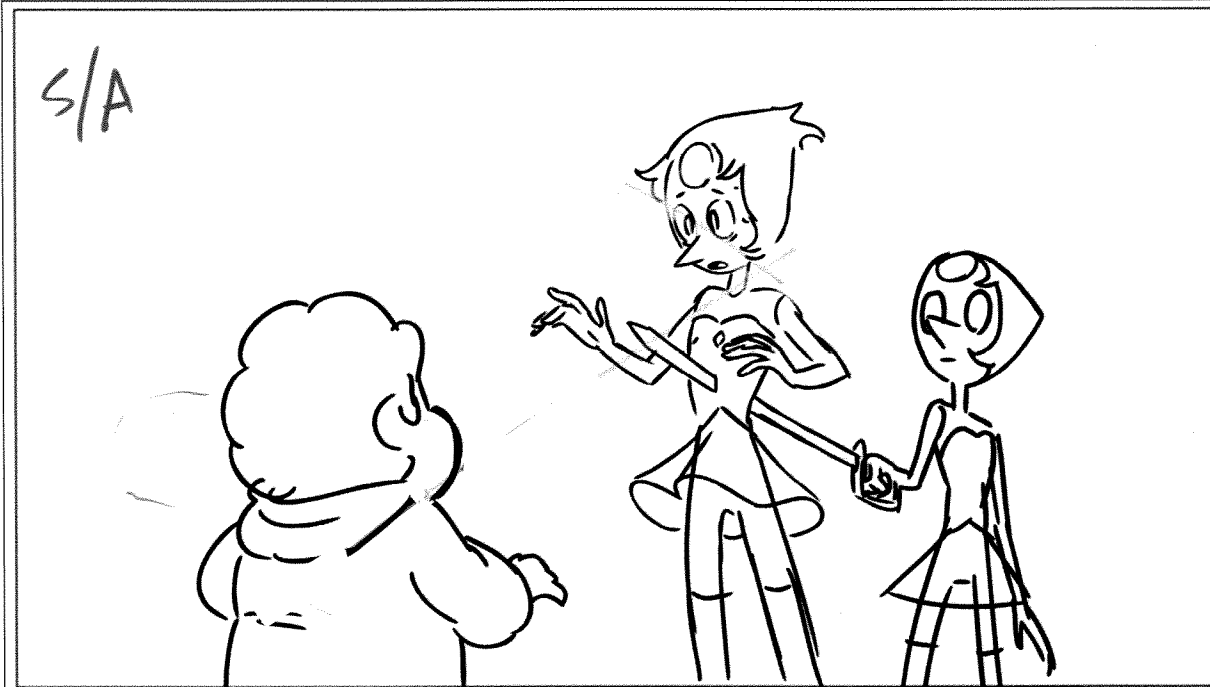


Slugging

0.12

Scene	Panel
79	<i>CONT</i>

3



Dialogue

PEARL: um...

Slugging

0.04

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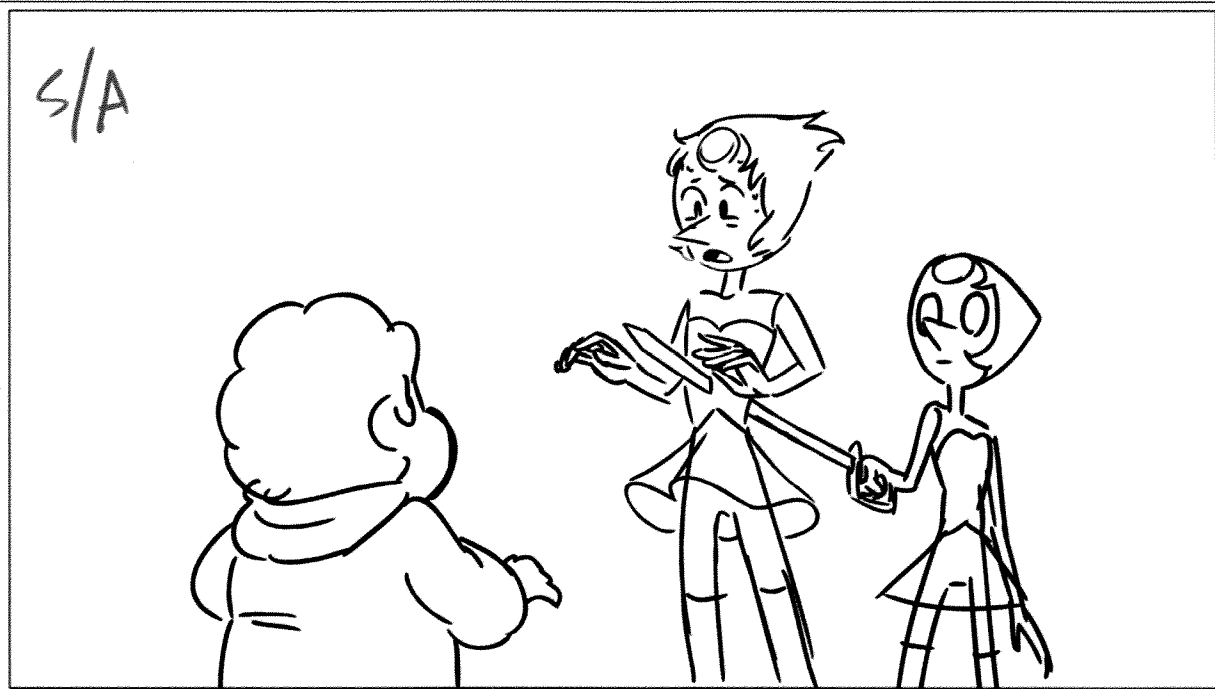
1020.013

1020.013

1020.013



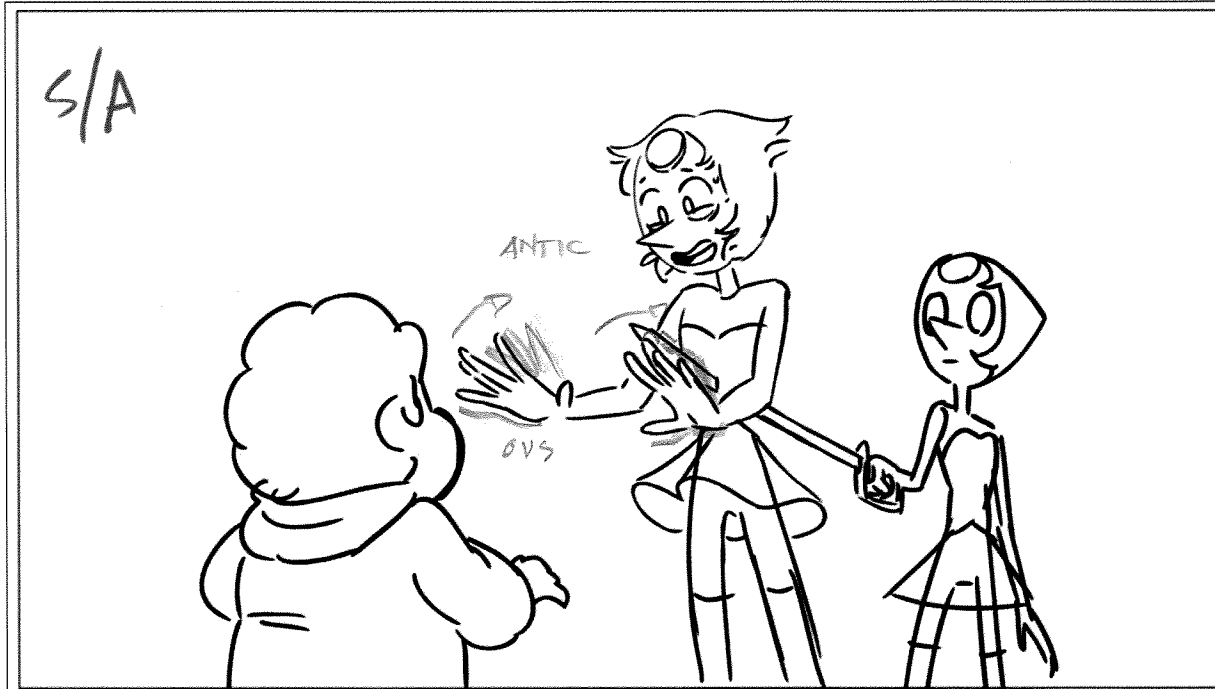
Scene	Panel	
79	CONT	4



Dialogue  
PEARL: whoopsie daisy...

Slugging  
2.02

Scene	Panel	
79	CONT	5



Dialogue  
PEARL: Steven its okay. I'm gonna be just...

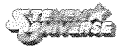
Slugging  
4.08

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1020.013

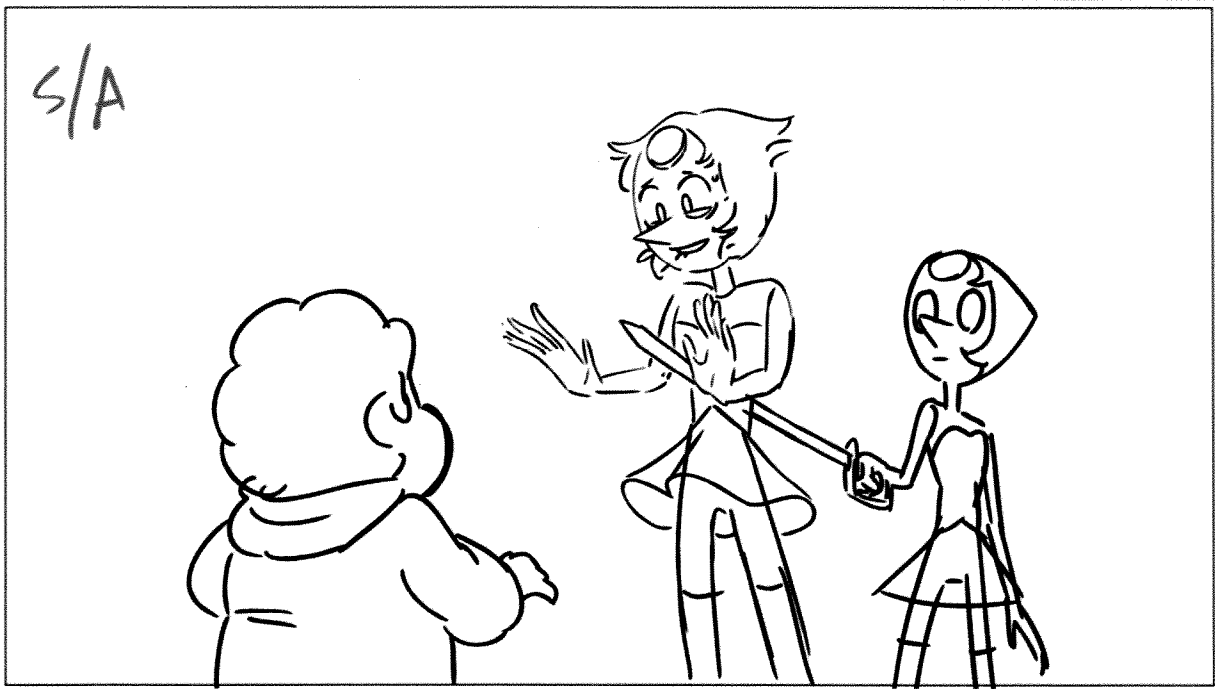
1020.013





Scene	Panel
79	CONT

6



Dialogue  
PEARL: ...fi...

Slugging  
0.03

Scene	Panel
79	CONT

7



Dialogue  
SFX: \*POOF!\*

Slugging  
0.04

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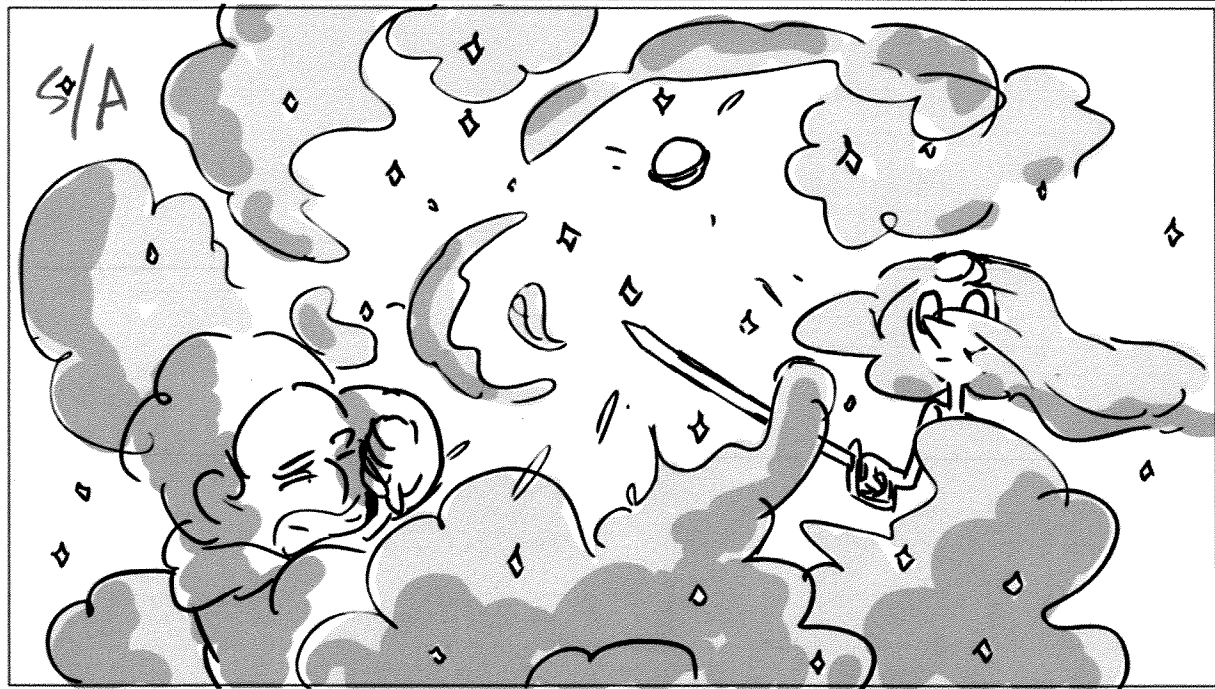
1020.013

1020.013

1020.013

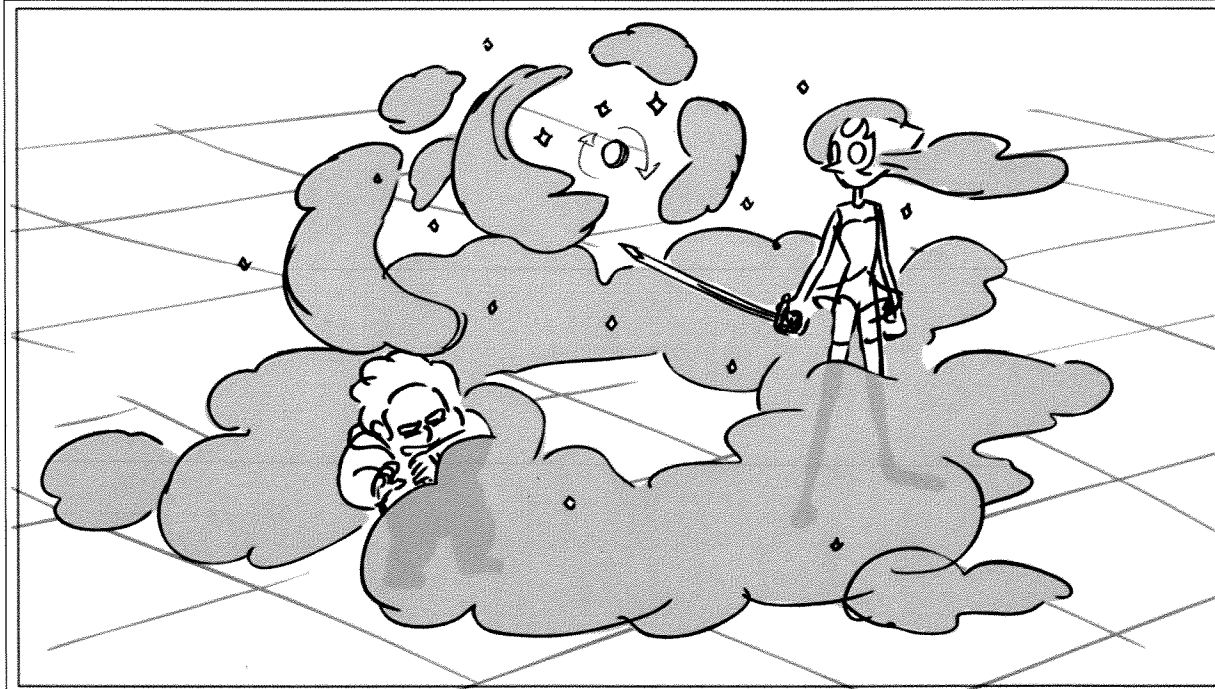


Scene	Panel
79	CONT 8



Slugging  
0.06

Scene	Panel
80	1



Slugging  
0.07

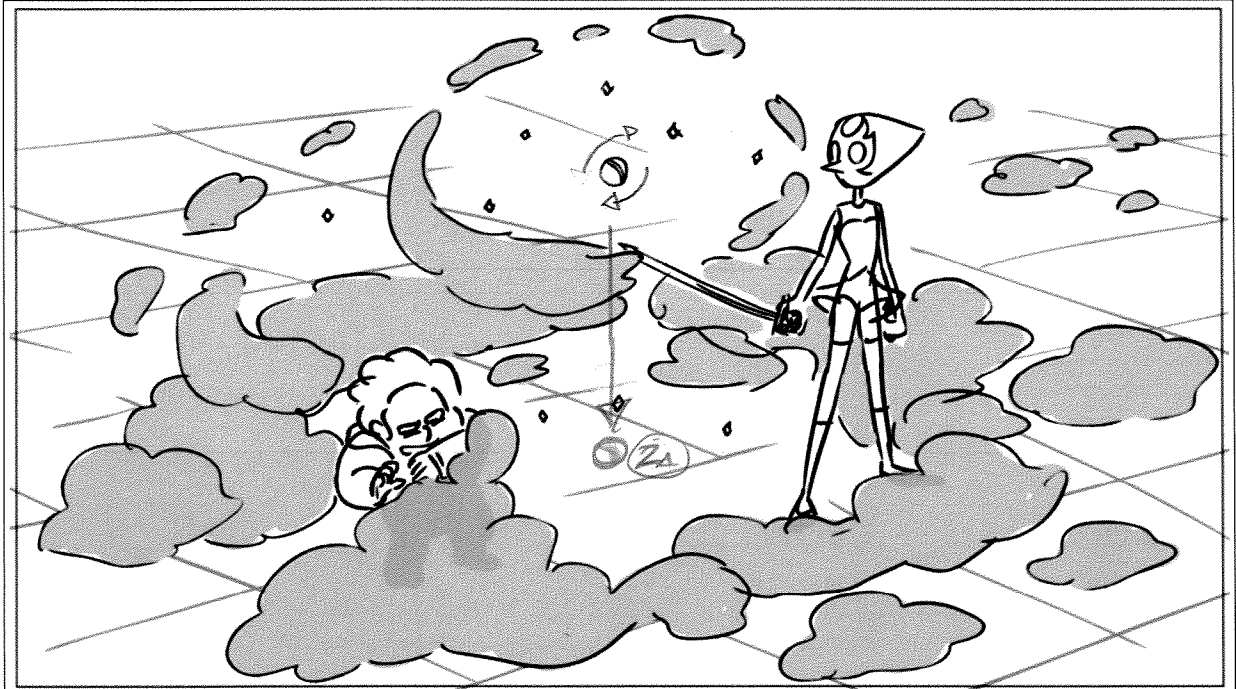
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1020.013

1020.013

1020.013

Scene	Panel
80	cont 2



Slugging  
1.07

Scene	Panel
81	1



Action Notes  
Pearls Gem falls to the ground.

Slugging  
0.04

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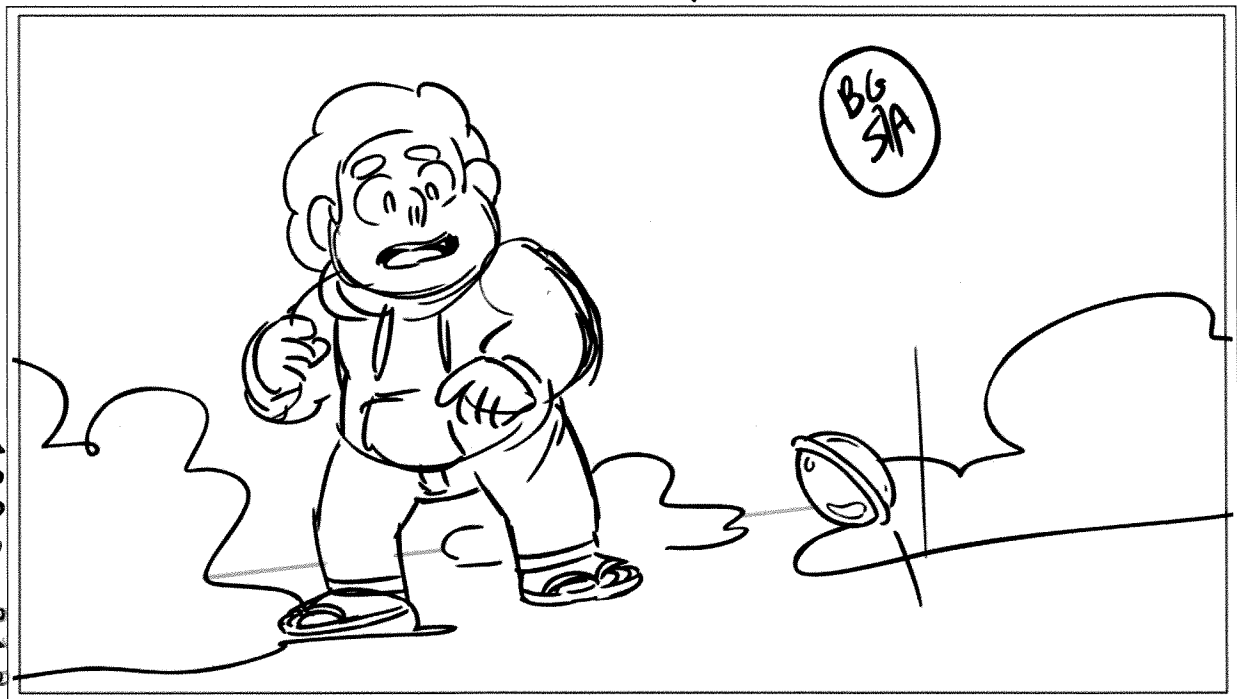
1020.013

1020.013

1020.013



Scene	Panel
81	<i>CONT</i>

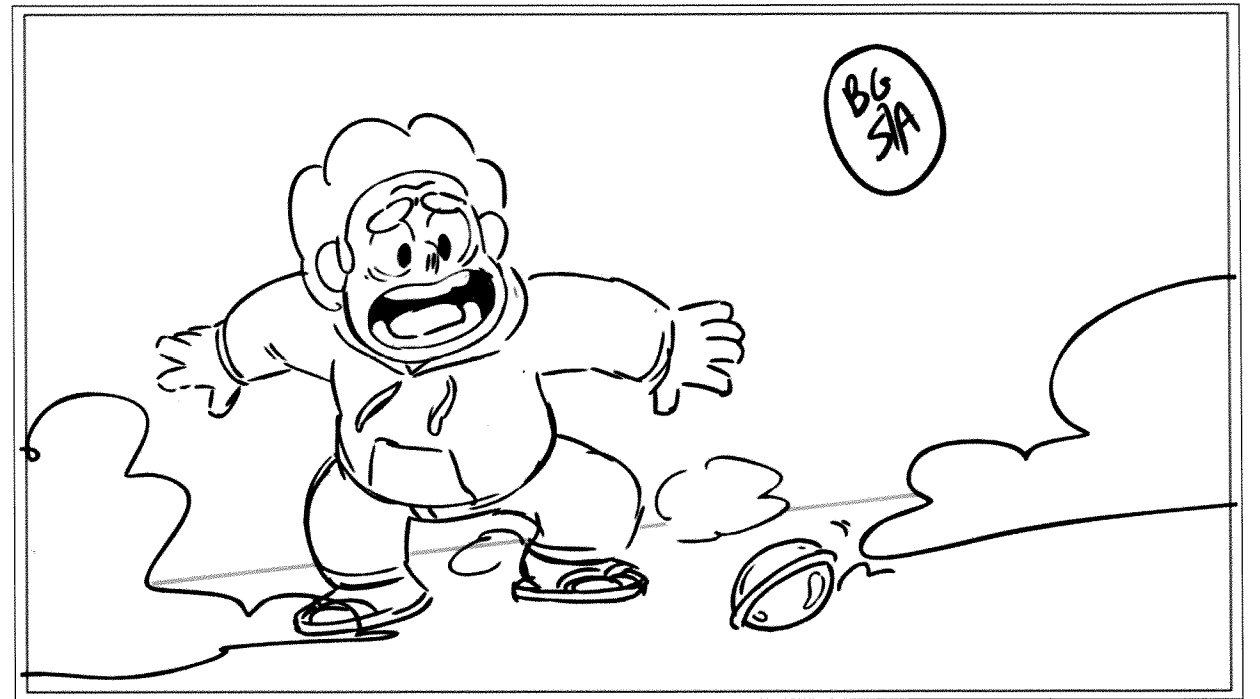


Dialogue  
SFX: \*Pearl hitting ground\*

Action Notes  
Pearls Gem bounces off the ground.

Slugging  
1.00

Scene	Panel
81	<i>CONT</i>



Dialogue  
STEVEN: NOOOOOOOO!

Slugging  
0.13

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1020.013

1020.013

1020-013



Scene	Panel
81	<i>CONT</i>

4



Dialogue  
STEVEN: NOOOOOOOO!

Action Notes  
Dust clears.

Slugging  
0.11

Scene	Panel
81	<i>CONT</i>

5



Dialogue  
STEVEN: NOOOOOOOO!

Slugging  
0.12

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1020.013

1020.013

1020.013

Scene	Panel
81	CONT



Action Notes

Steven drops to his knees and slide forward on his momentum.

Slugging

1.01

Scene	Panel
81	CONT



Action Notes

Big miyazaki tears.

Slugging

0.14

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1020.013

1020.013



Scene	Panel
81	CONT

8



Dialogue  
STEVEN: Pearl?

Slugging  
0.08

Scene	Panel
81	CONT

9



Dialogue  
STEVEN: Pearl?

Slugging  
1.05

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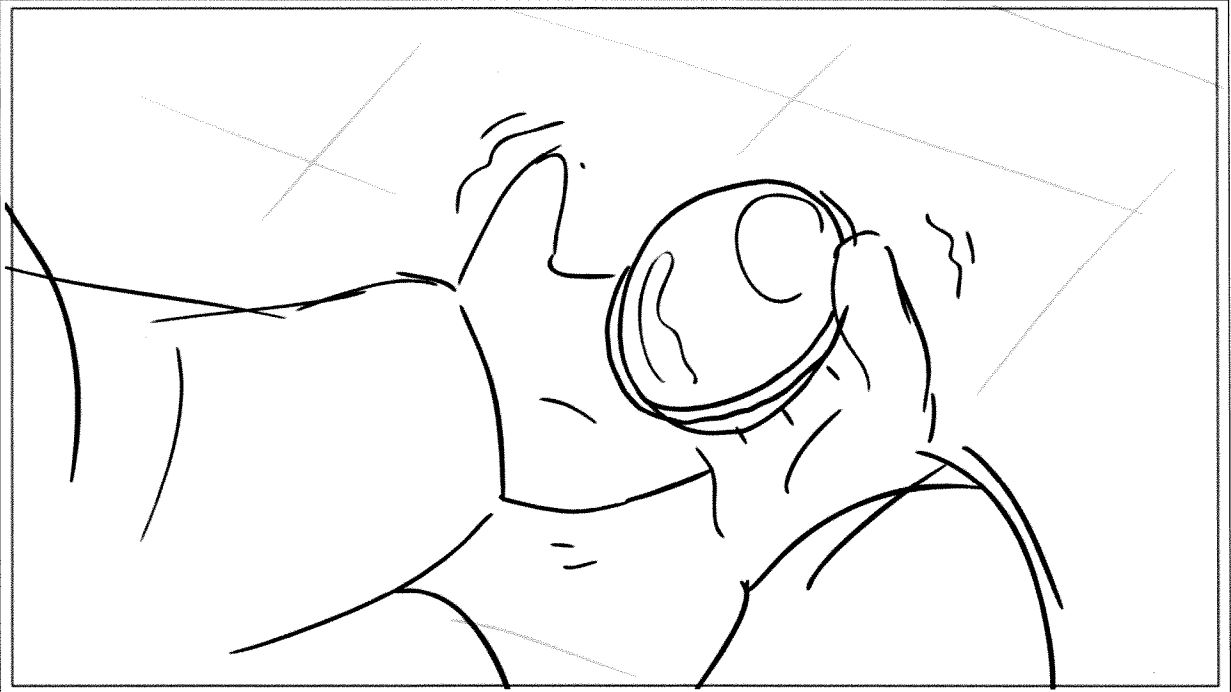
1020.013

1020.013

1020.013



Scene	Panel
82	1

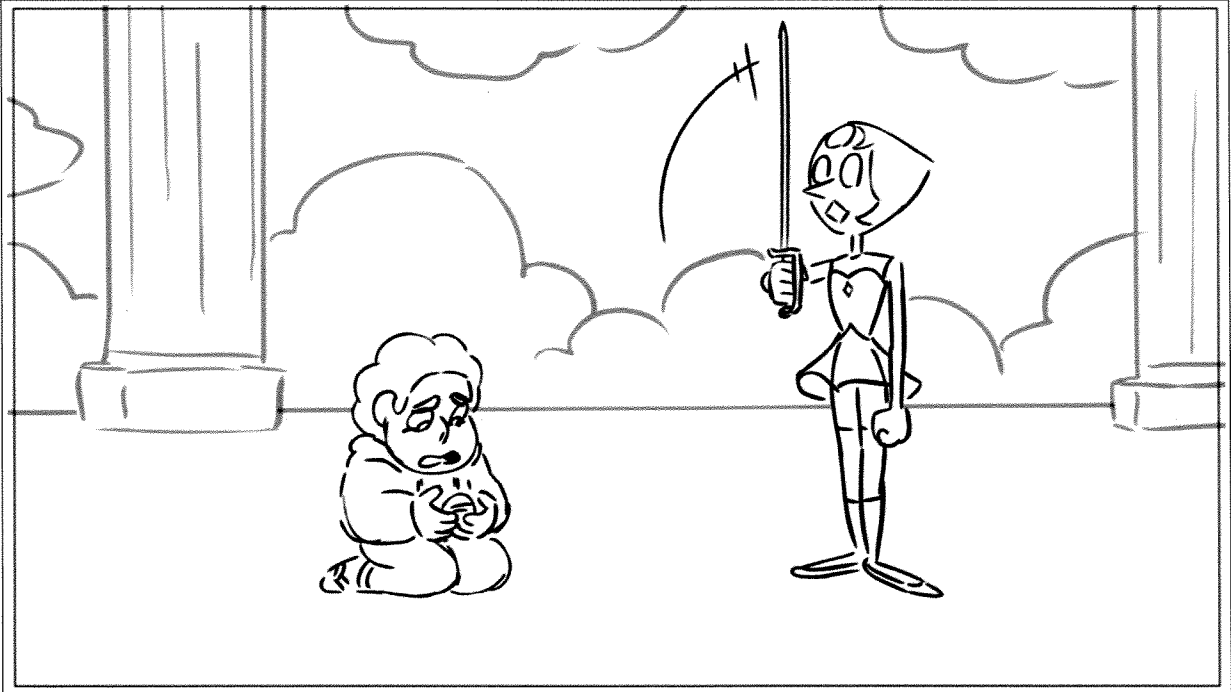


Dialogue  
STEVEN: PEARL!

Action Notes  
Steven's hands are trembling.

Slugging  
2.07

Scene	Panel
83	1



Dialogue  
HP: Challenger Defeated.

Action Notes  
Holo-Pearl pulls her sword up.

Slugging  
2.02

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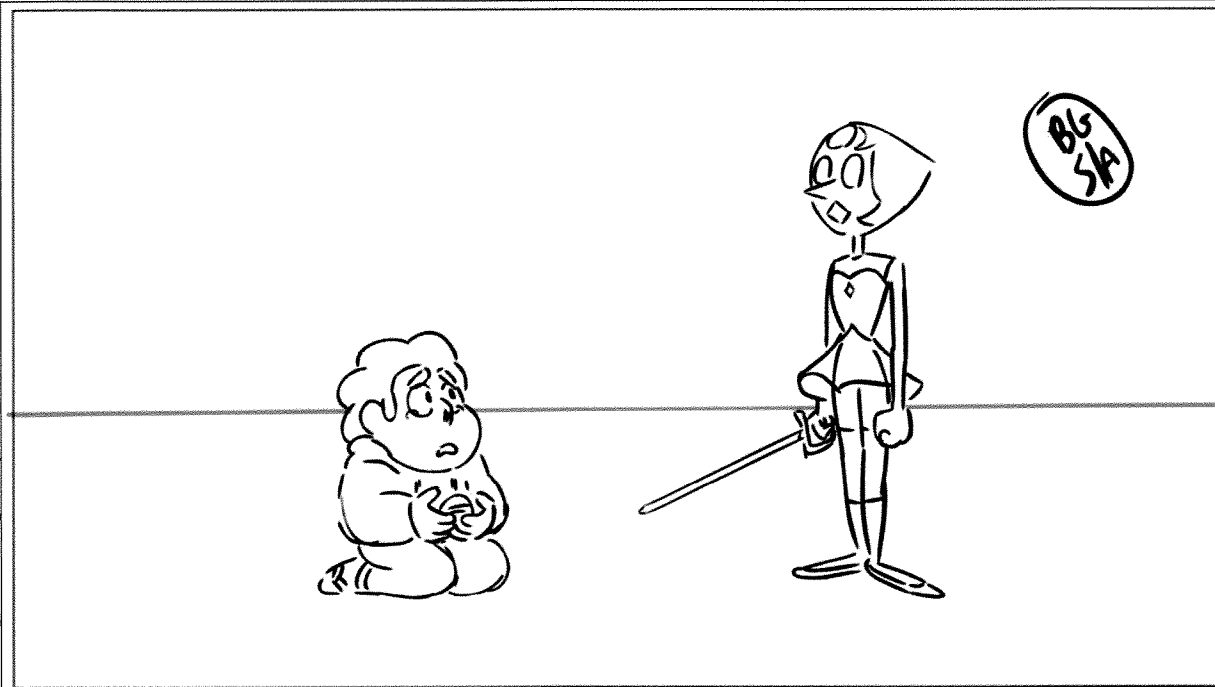
1020.013

1020.013





Scene	Panel	
	83 CONT	2

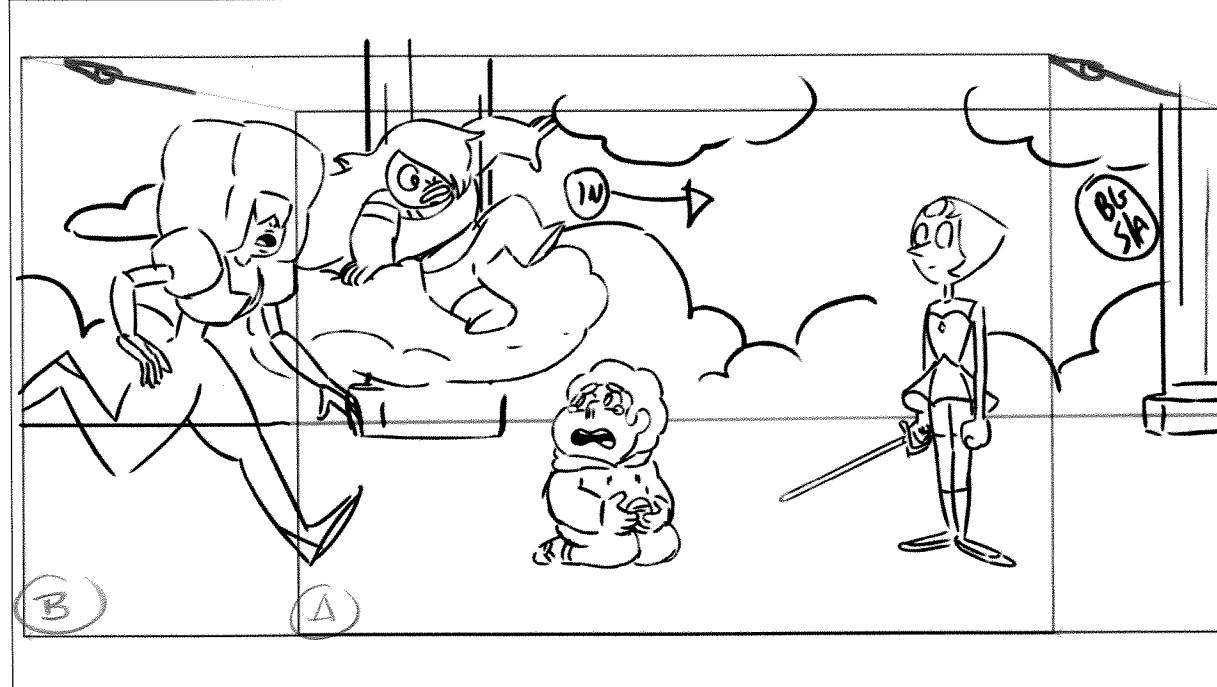


Dialogue  
HP: Level One Failed.

Action Notes  
Steven looks at Holo-Pearl.

Slugging  
2.08

Scene	Panel	
	83 CONT	3



Dialogue  
GARNET + AMETHYST: Steven!

Action Notes  
Garnet and Pearl enter.

Camera ADJ NW- pulls OUT.

Slugging  
ADJ: 0.05  
Then HOLD: 1.01

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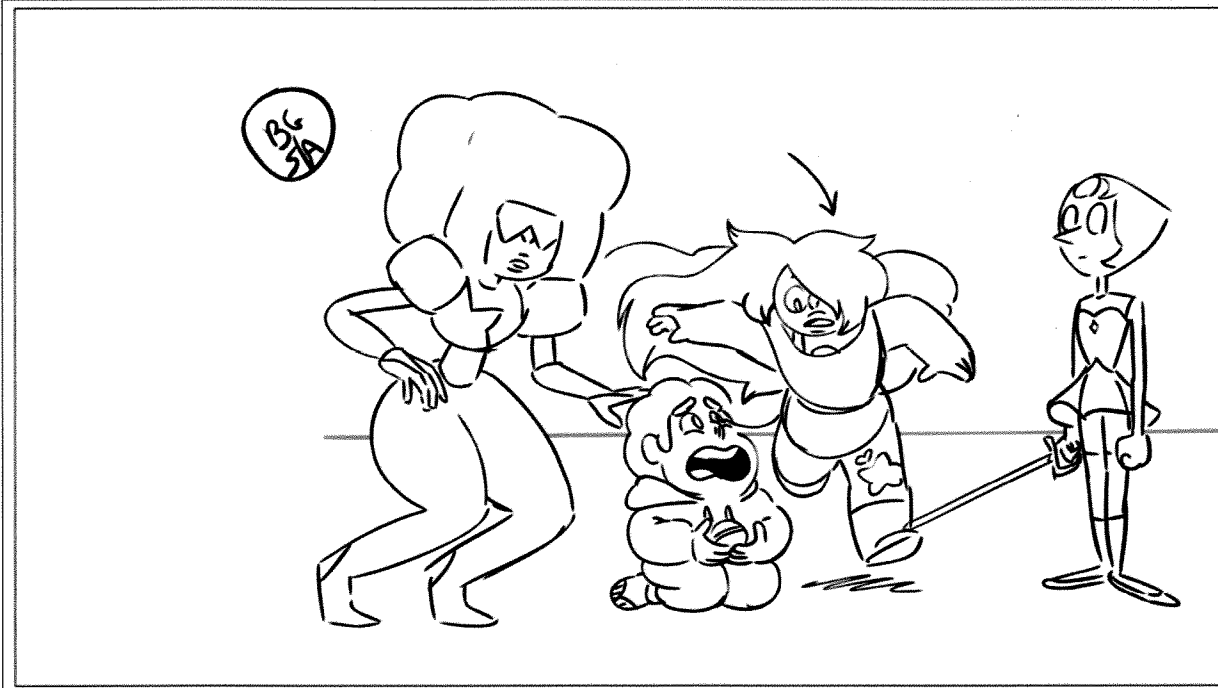
1020.013

1020.013

1020.013



Scene	Panel <b>83 CONT</b>	4
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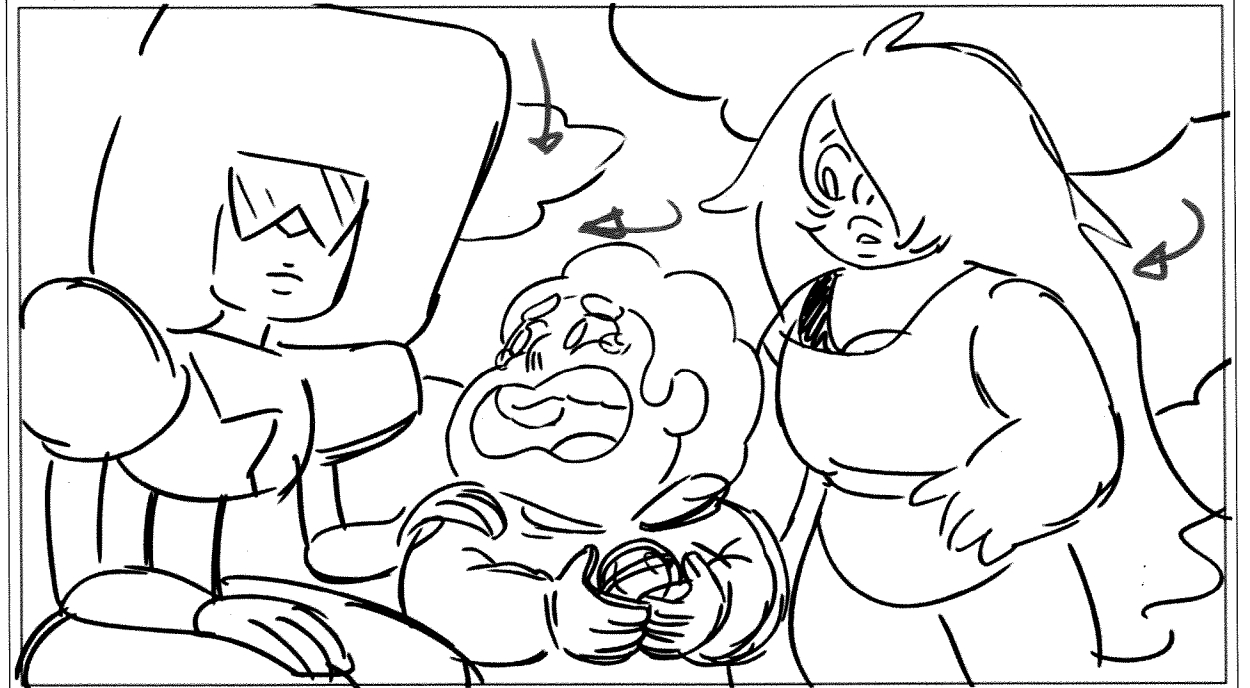


Dialogue  
STEVEN: I.. I was just...

Action Notes  
Amethyst hops off her cloud.

Slugging  
3.04

Scene	Panel 84	1
-------	-------------	---



Dialogue  
STEVEN: and..and she was trying to...

Slugging  
2.15

Notes  
H.U. ALL to previous scene.

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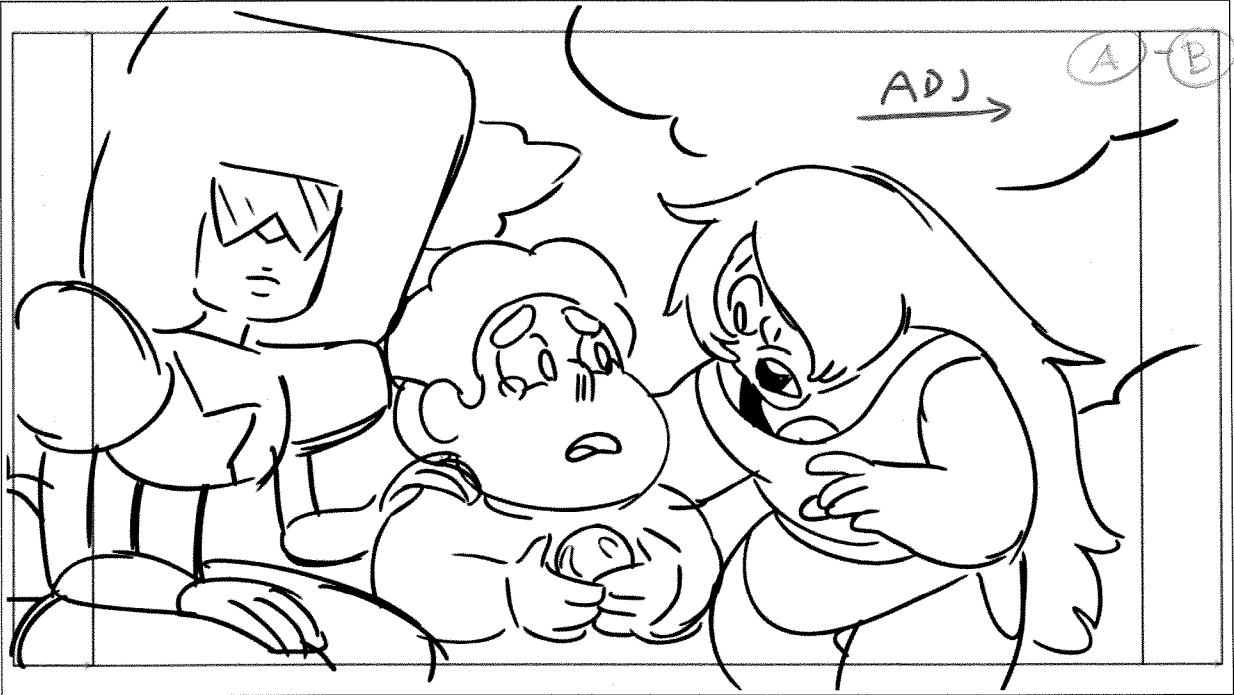
1020.013

1020.013

1020.013



Scene	Panel
84	<b>CONT</b>
2	

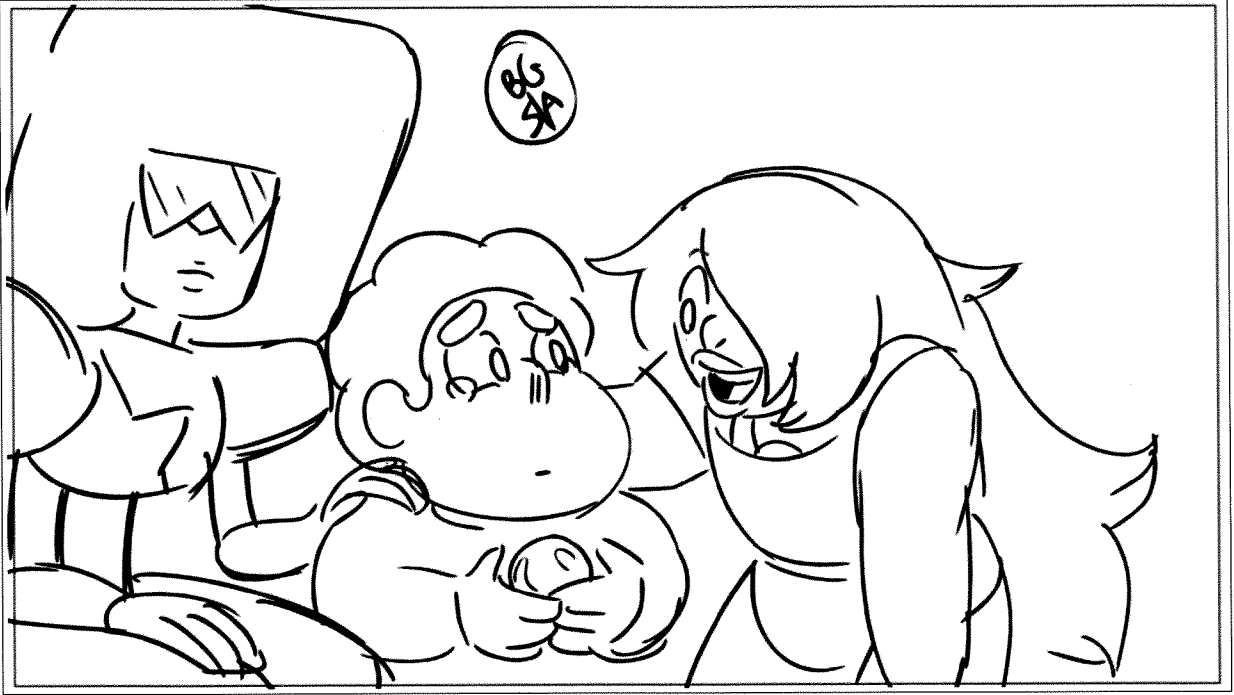


Dialogue  
AMETHYST: Steven its okay...

Action Notes  
Camera ADJ East.

Slugging  
ADJ: 0.05  
Then HOLD: 1.05

Scene	Panel
84	<b>CONT</b>
3	



Dialogue  
AMETHYST: Pearl's gonna be just fine.

Slugging  
2.06

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1020.013



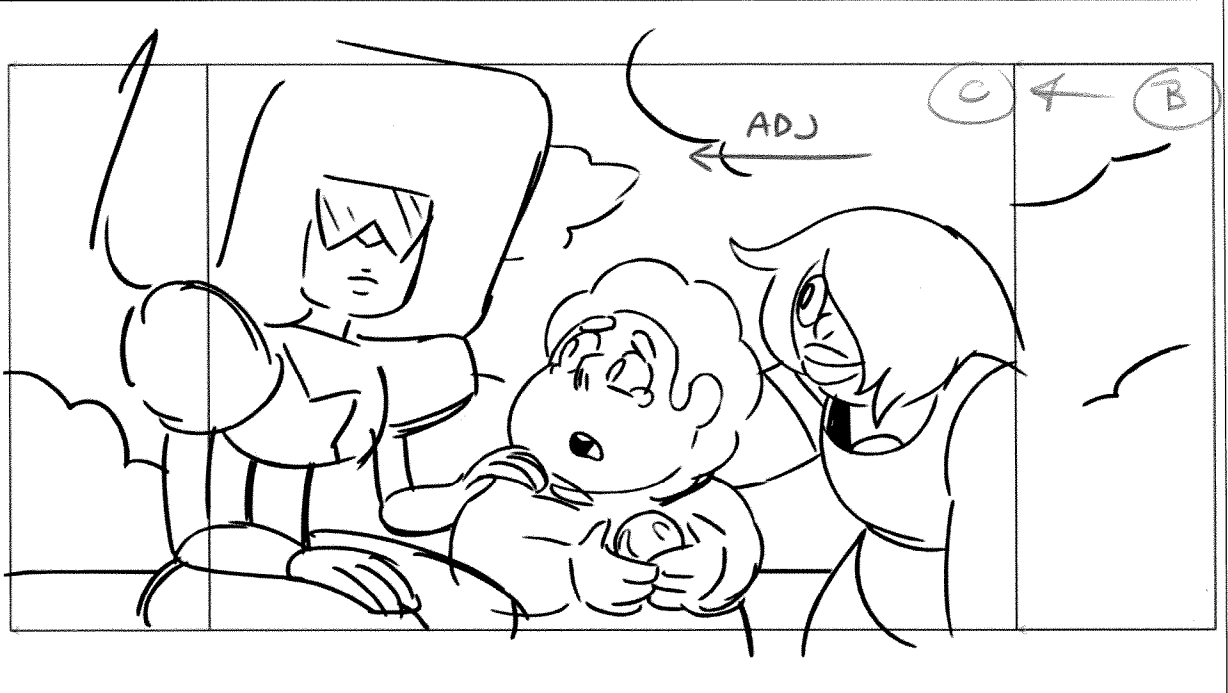
Scene	Panel
84	<i>cont</i>



Dialogue  
STEVEN: \*Sniff\*

Slugging  
0.10

Scene	Panel
84	<i>cont</i>



Dialogue  
STEVEN: What do you mean?

Action Notes  
Camera ADJ West.

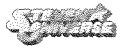
Slugging  
ADJ: 0.15  
Then HOLD: 1.05

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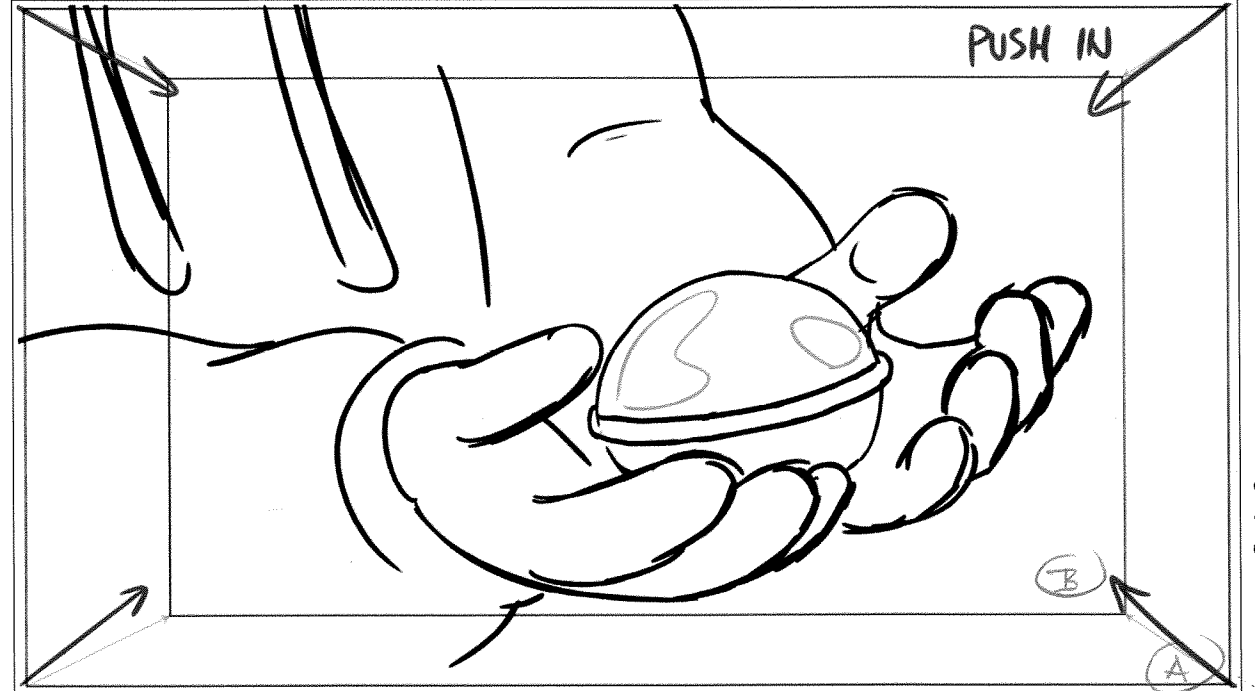
Scene	Panel
85	1



Dialogue
GARNET: Sometimes if our bodies are badly damaged, we release our physical forms...

Slugging
6.10

Scene	Panel
86	1



Dialogue
GARNET (os): ...and retreat to our gems to regenerate.

Action Notes
Camera ADJ - slowly push in.

Slugging
ADJ: 3.12

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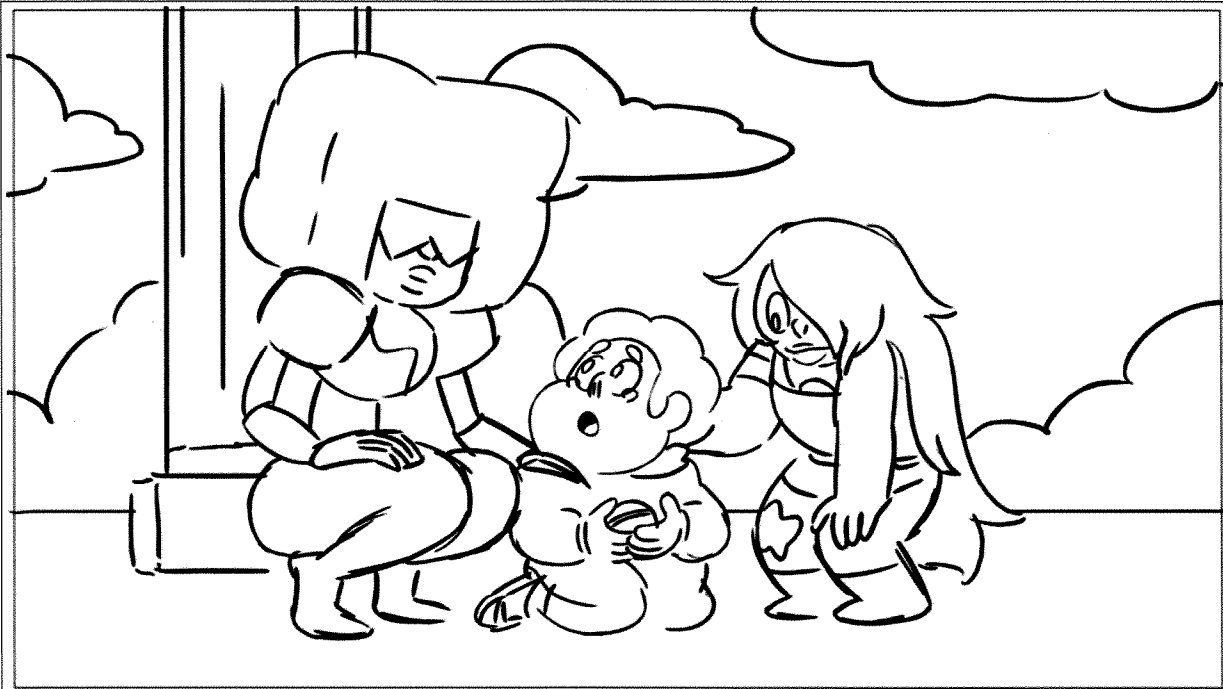
1020.013

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1020.013



Scene	Panel
87	1

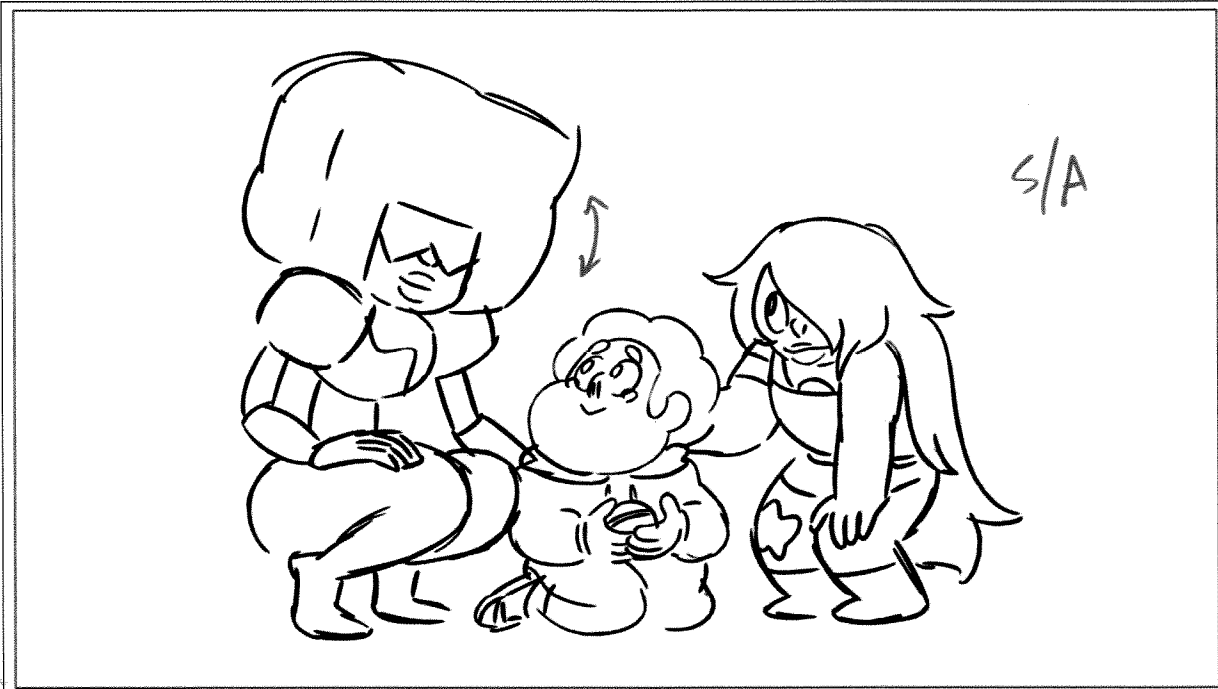


Dialogue
STEVEN: So she's gonna be ok?

Slugging
2.13

Scene	Panel
87	2

CONT



Action Notes
Garnet NODS her head.
Amethyst looks at Garnet.

Slugging
0.14

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1020-013

1020-013



Scene	Panel
87	<i>CONT</i> 3



Dialogue

AMETHYST: Don't worry bud..

Action Notes

Steven whips his tears away with his sleeve.

Slugging

2.06

Scene	Panel
87	<i>CONT</i> 4



Dialogue

AMETHYST: ...this kinda thing just happens sometimes...

Slugging

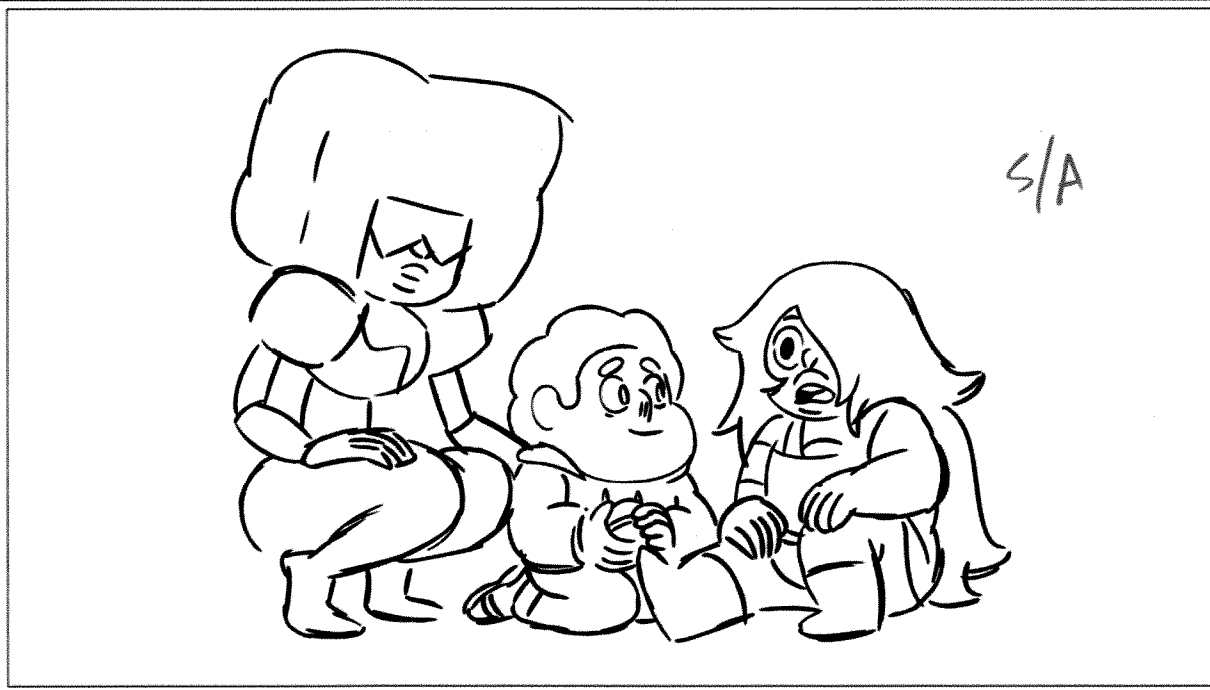
3.05

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Scene	Panel
87	<i>CONT</i>

5

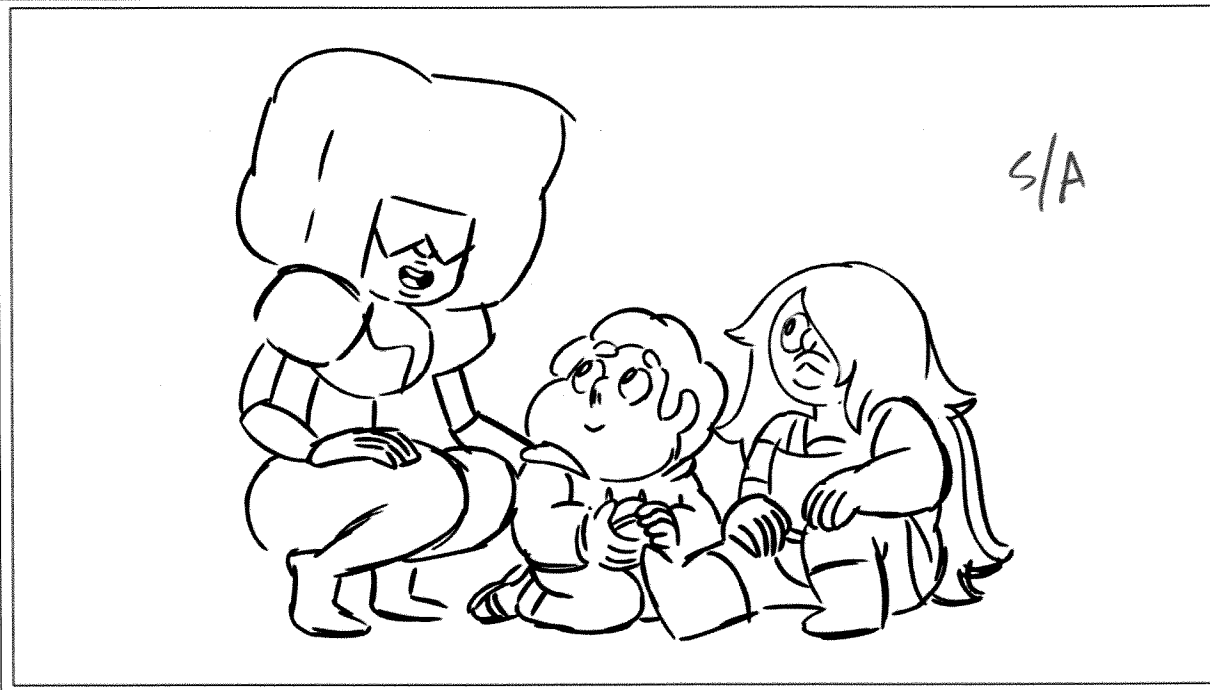


Dialogue  
AMETHYST: ...usually to me.

Slugging  
1.10

Scene	Panel
87	<i>CONT</i>

6



Dialogue  
GARNET: Always to you.

Slugging  
2.00

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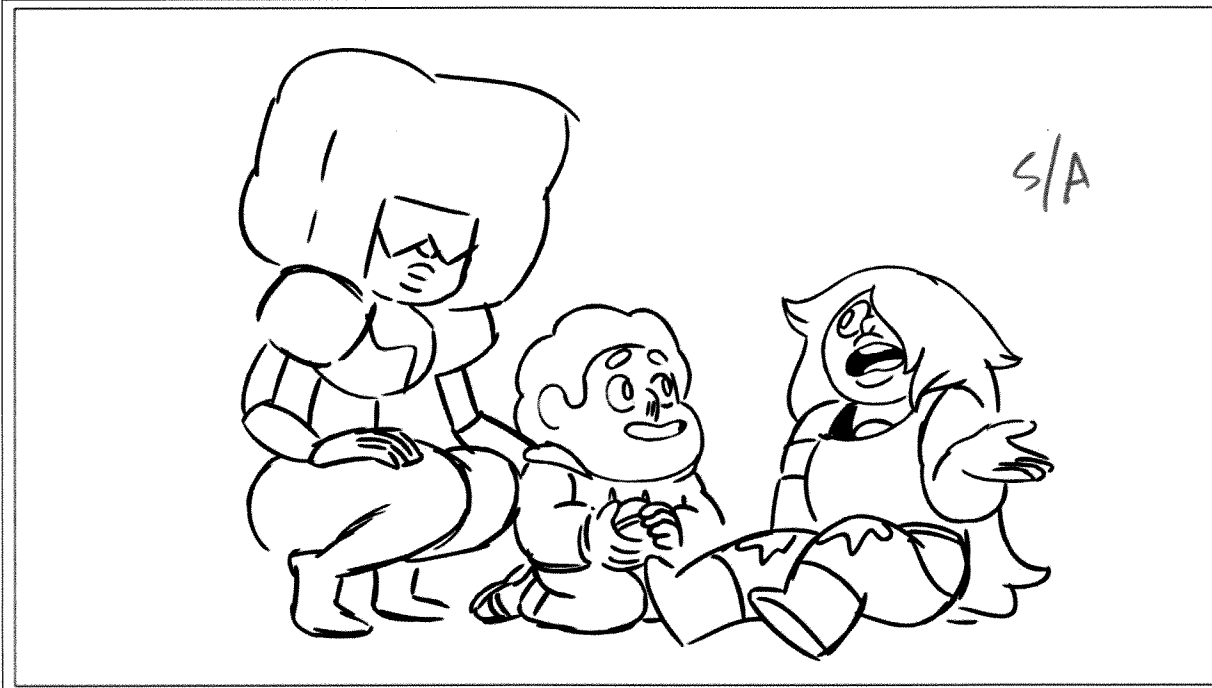
1020.013





Scene	Panel
87	<i>CONT</i>

7

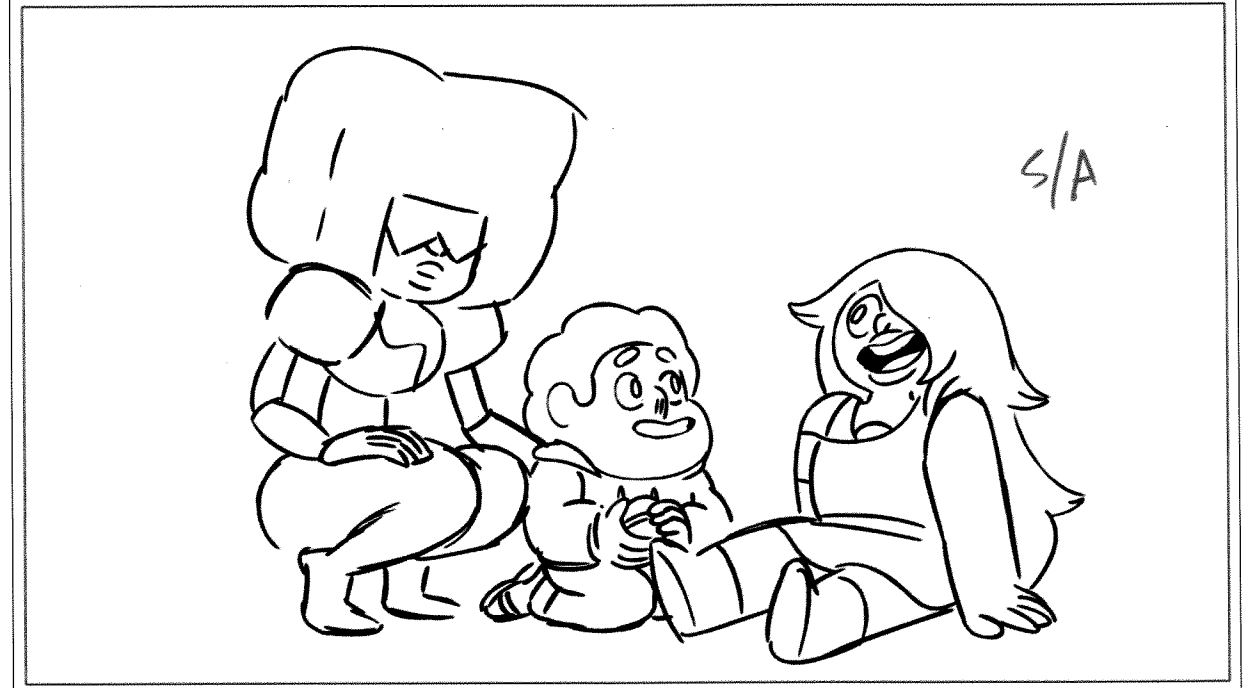


Dialogue  
AMETHYST: Hey Im scrappy...

Slugging  
1.12

Scene	Panel
87	<i>CONT</i>

8



Dialogue  
AMETHYST: ...waddya want?

Slugging  
1.03

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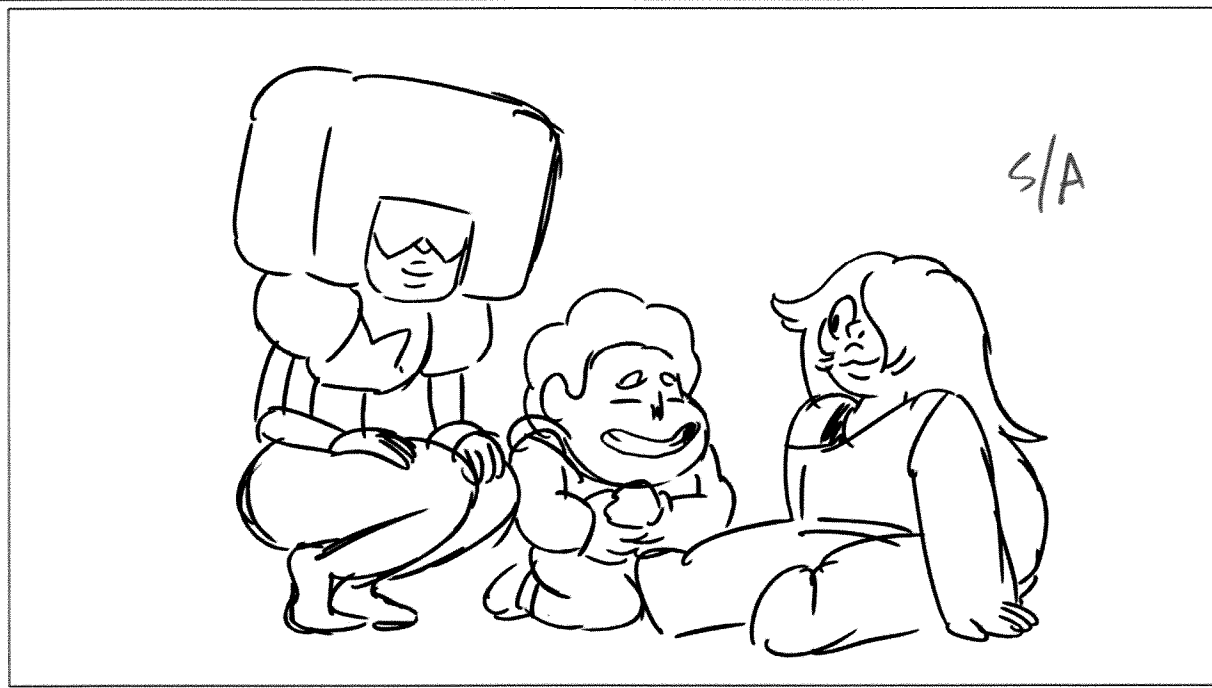
1020.013

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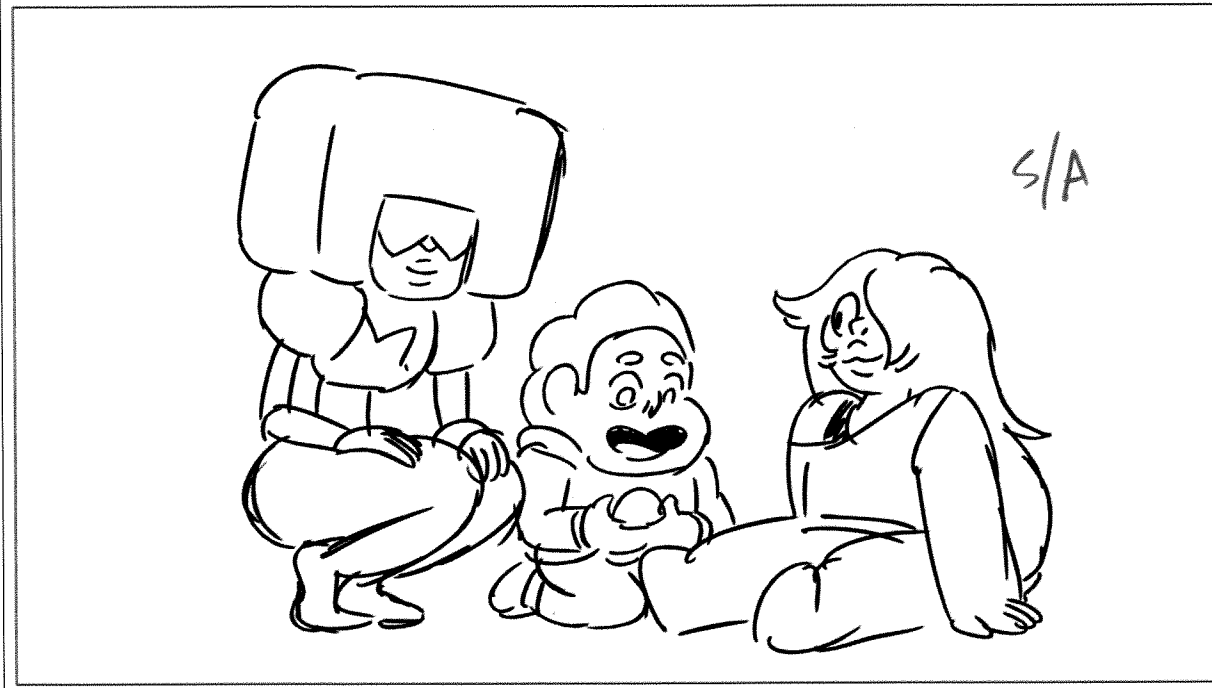
Scene	Panel
87	CONT 9



Dialogue
STEVEN: *Giggles*

Slugging
1.03

Scene	Panel
87	CONT 10



Dialogue
STEVEN: So how long will it take her to regenerate?

Slugging
4.08

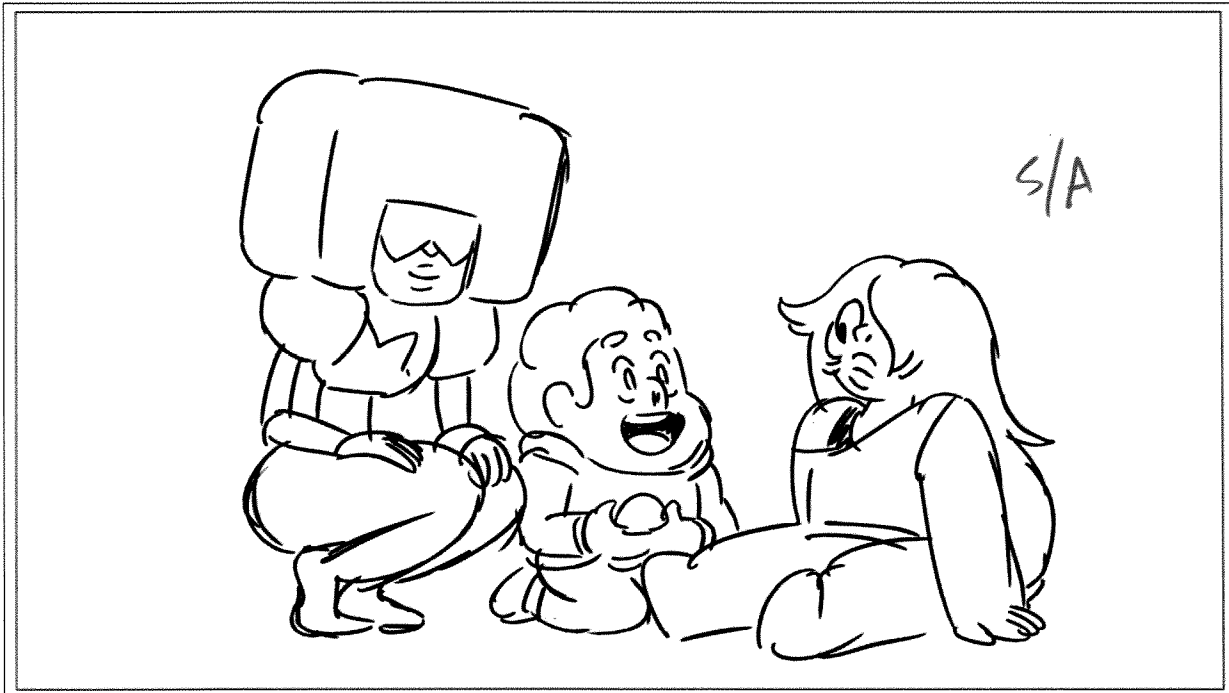
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1020.013

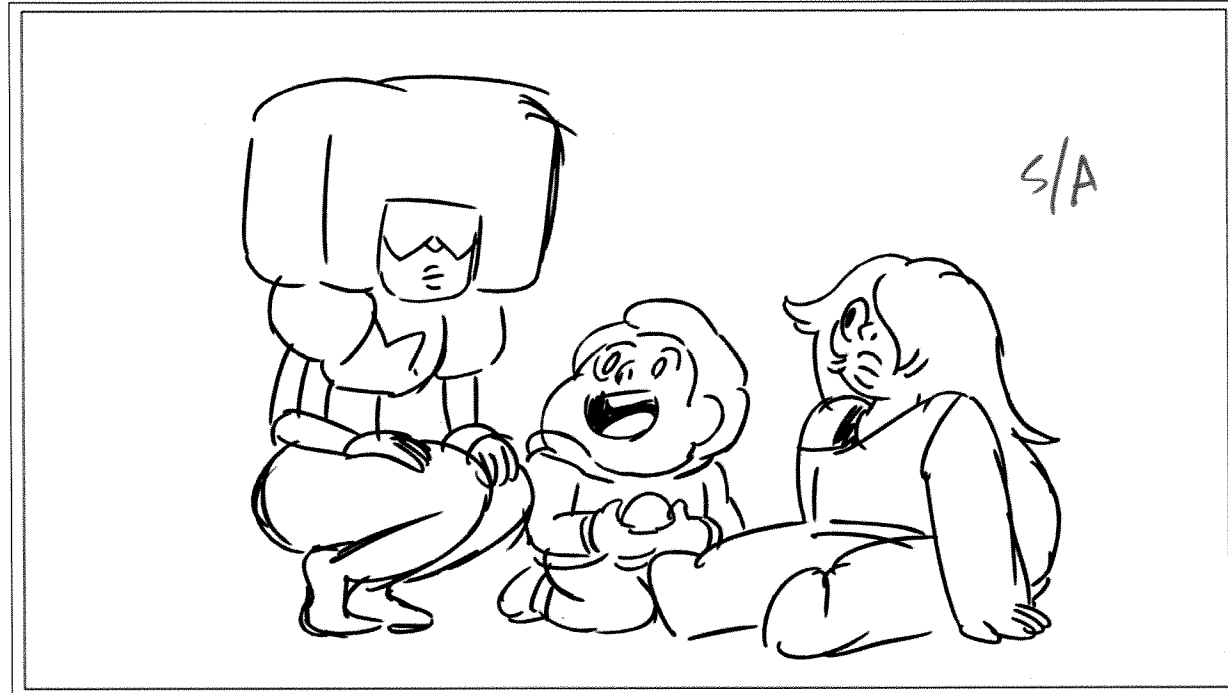
Scene	Panel
87	<i>CONT</i>
11	



Dialogue  
STEVEN: 5 minutes?

Slugging  
2.01

Scene	Panel
87	<i>CONT</i>
12	



Dialogue  
STEVEN: 10 minutes?

Slugging  
1.12

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1020.013



Scene	Panel
88	1



Action Notes  
Skys are partly cloudy - it just finished raining.

Slugging  
3.04

Scene	Panel
89	1



Action Notes  
Pearl's gem in a basket.

Slugging  
1.10

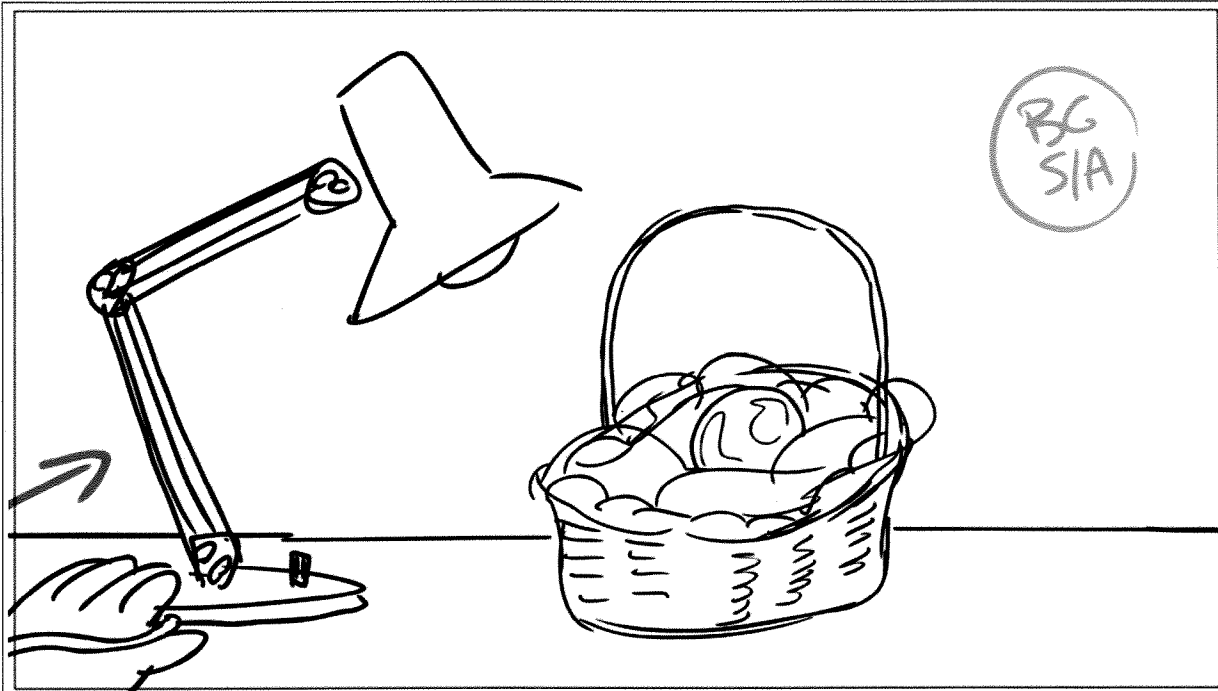
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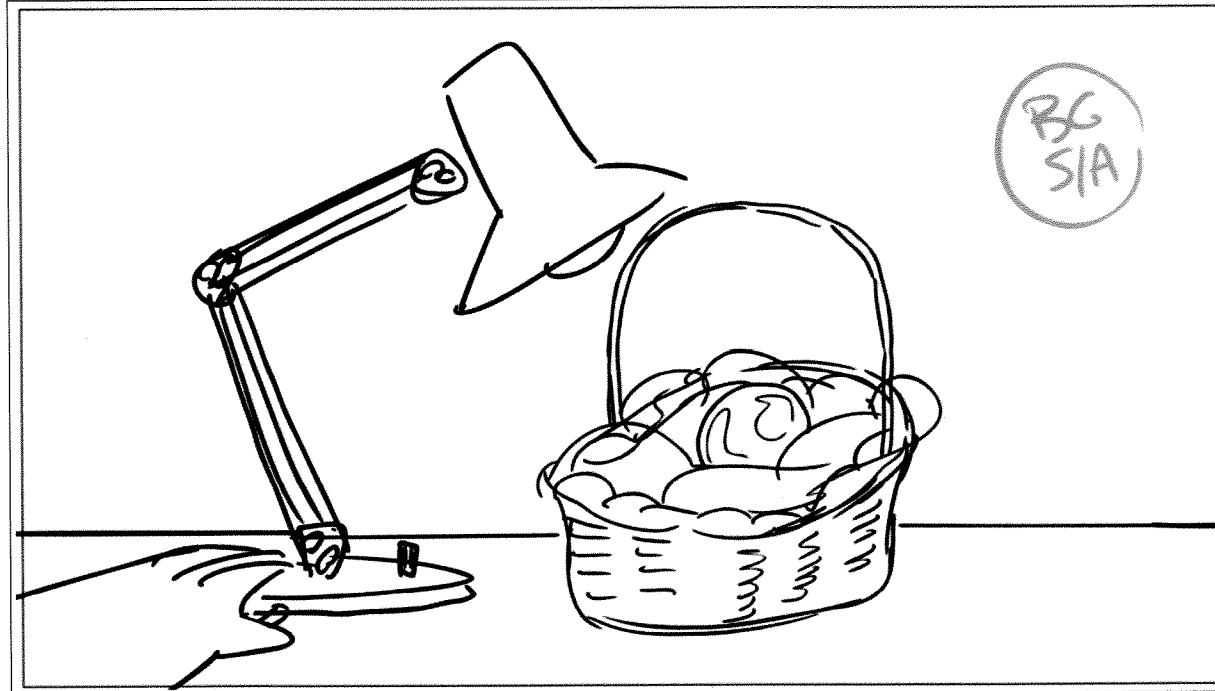
Scene	Panel
89	<i>CONT</i>
2	



Action Notes  
Steven's left hand comes IN - pushing a lamp.

Slugging  
0.10

Scene	Panel
89	<i>CONT</i>
3	



Slugging  
0.10

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1020.013

1020.013



Scene	Panel
89	<i>CONT</i>

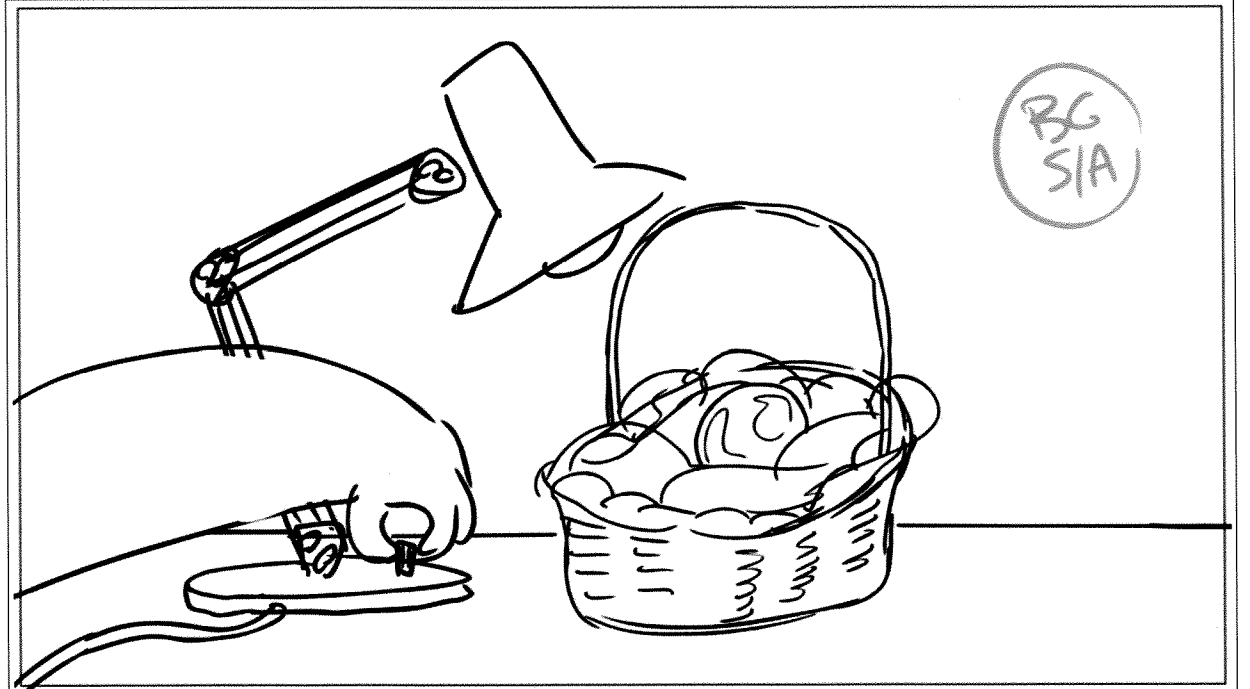
4



Slugging  
0.04

Scene	Panel
89	<i>CONT</i>

5



Slugging  
0.08

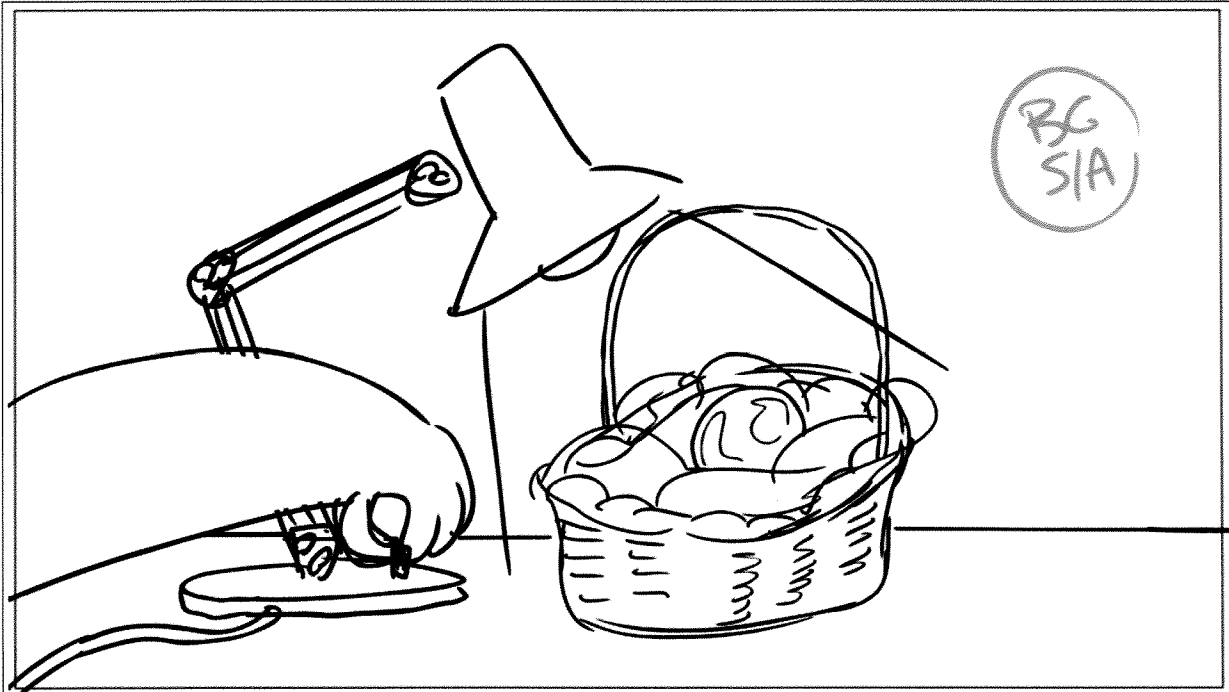
AUG 06 2011

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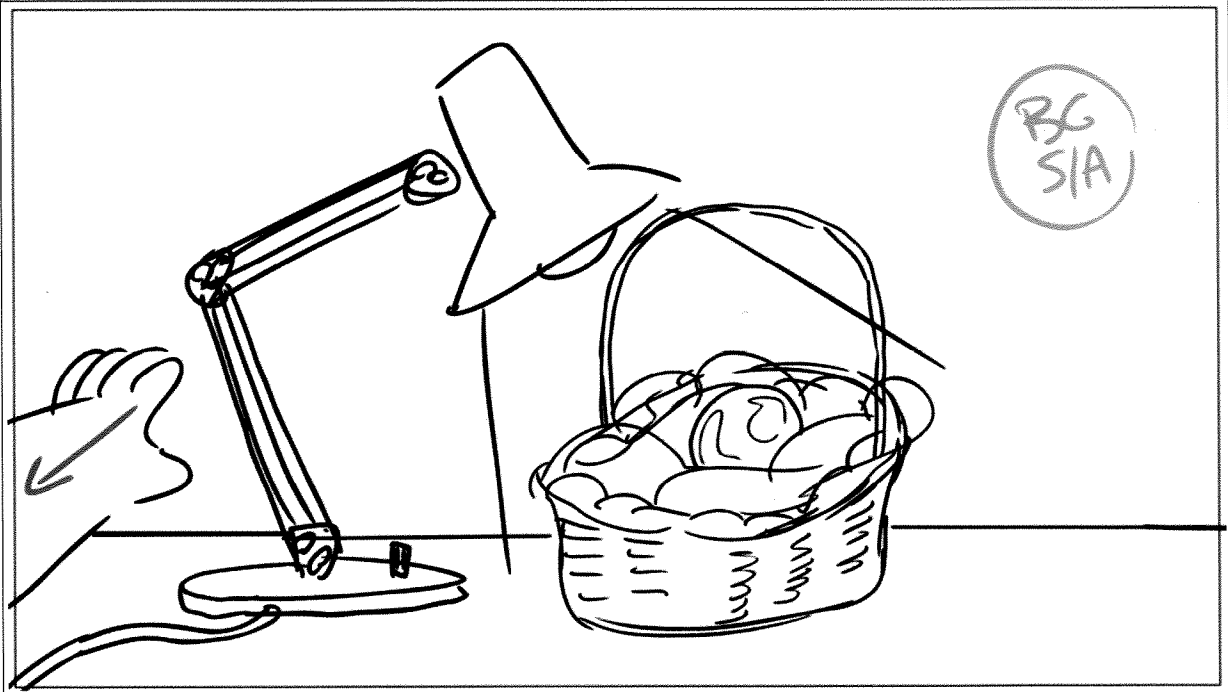
Scene 89 Panel 6  
CONT



Action Notes  
Steven turns on the lamp.

Slugging  
0.09

Scene 89 Panel 7  
CONT



Action Notes  
Steven's hand OUT.

Slugging  
0.04

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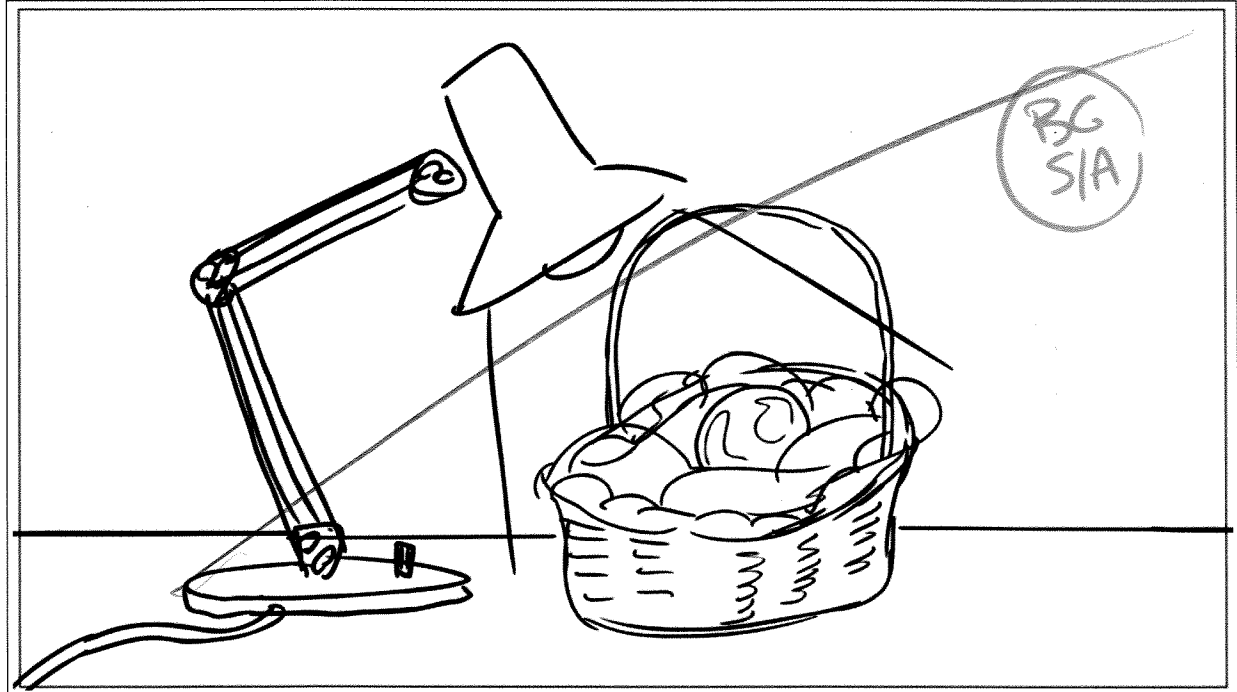
1020-013

1020-013

1020-013



Scene	Panel
89	<i>CONT</i>



Slugging  
0.08

Scene	Panel
89	<i>CONT</i>



Action Notes  
Camera ADJ East.  
Steven IN from below the table.

Slugging  
ADJ: 0.10

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1020.013



Scene	Panel
89	CONT
10	



Slugging  
0.04

Scene	Panel
89	CONT
11	



Action Notes  
Steven checks to see if the lamp is warm.

Slugging  
1.10

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1020.013

1020.013



Scene	Panel
89	CONT 12



Dialogue  
STEVEN: \*Exhale\*

Slugging  
1.14

Scene	Panel
90	1



Action Notes  
H.U.

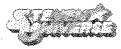
Slugging  
Panels 1 + 2 = 0.10

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1020.013

1020.013

1020.013



Scene	Panel
90	2



Dialogue  
STEVEN: What's...

Action Notes  
Steven pats his hands on the table. A/B

Scene	Panel
90	3



Dialogue  
STEVEN: ...taking...

Slugging  
0.12

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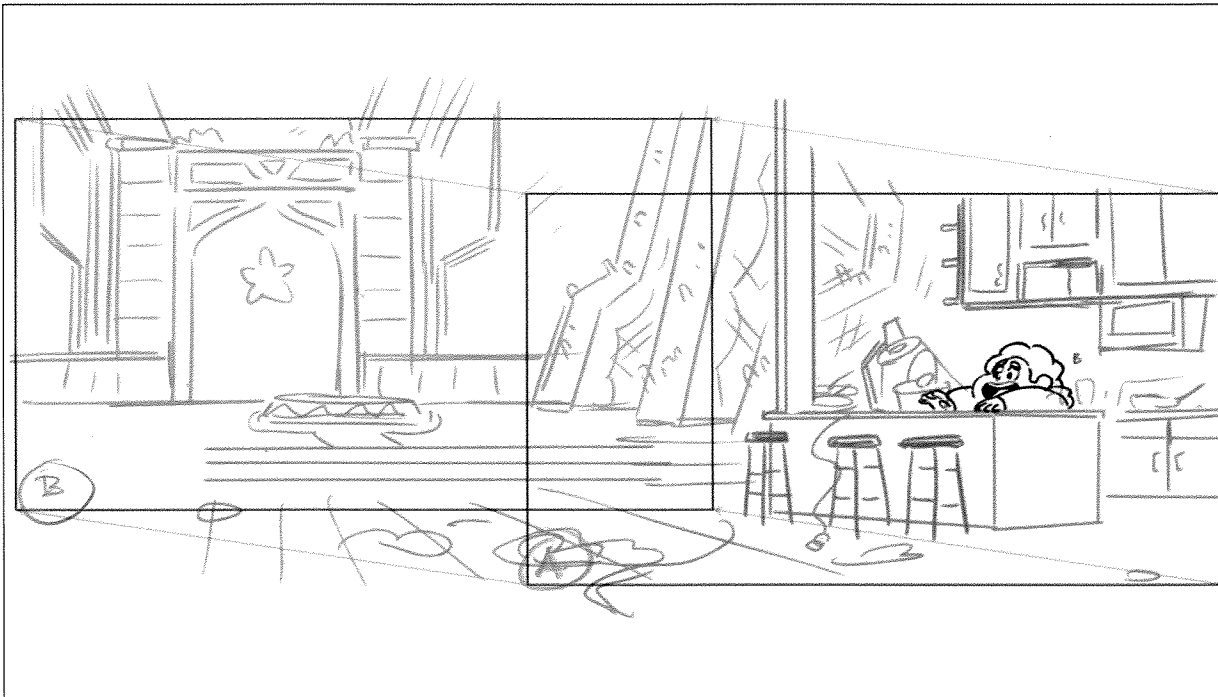
1020.013

1020.013

1020.013



Scene	Panel
90	<i>CONT</i>



Dialogue
STEVEN: ...so long.

Action Notes
Camera ADJ NW to warp platform.

Slugging
ADJ: 2.06

Scene	Panel
90	<i>CONT</i>



Slugging
1.01

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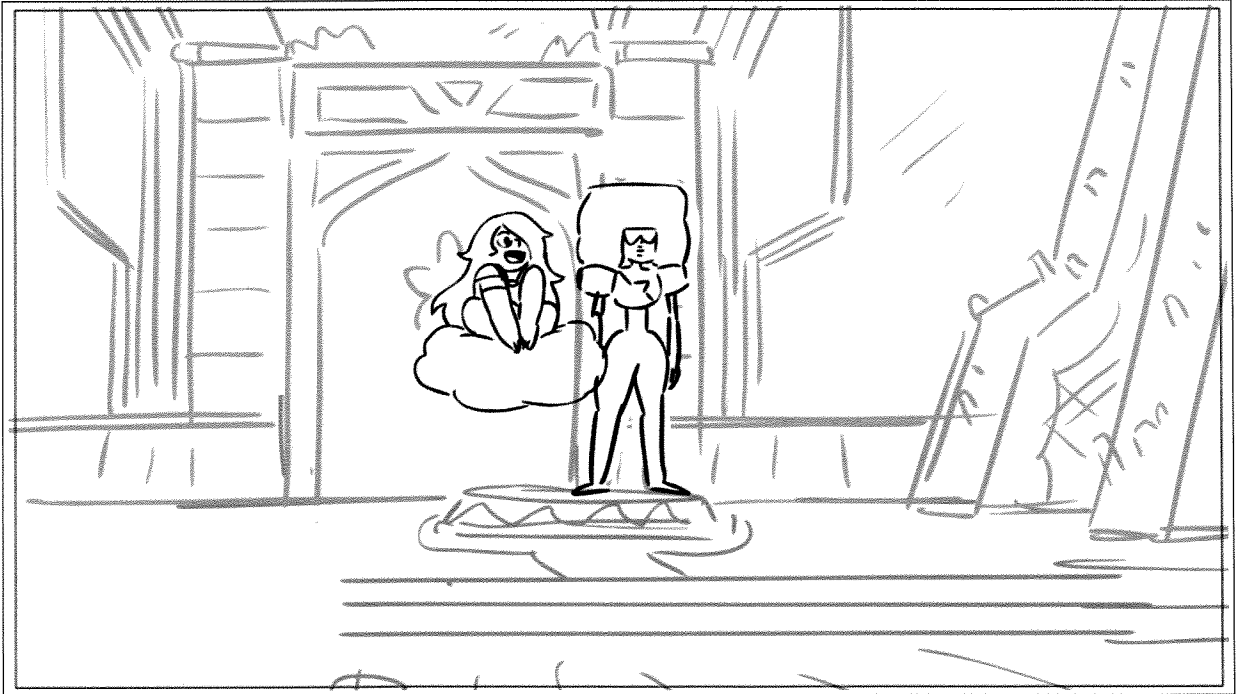
1020.013

1020.013

1020.013



Scene	Panel
90	6



Dialogue  
AMETHYST: WHUT UUP!

Slugging  
1.15

Scene	Panel
91	1



Dialogue  
STEVEN: heeeeeeey...

Slugging  
2.07

AUG 06 2011



Scene	Panel
Slugging 0.09	

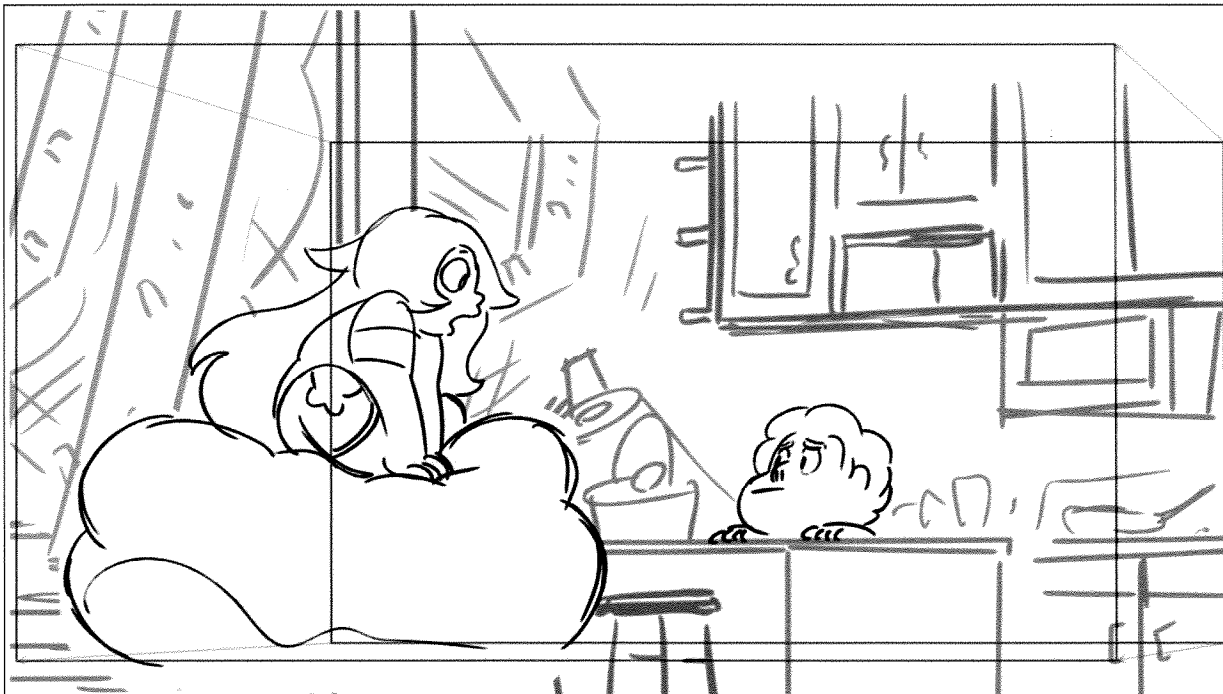
Scene	Panel
91	cont 3
Action Notes Camera ADJ NW - pulls out.  Amethyst floats IN West - on a cloud.	
Slugging Panels 3 + 4 = ADJ: 1.01 Then HOLD: 5.15	
AUG 06 2013	

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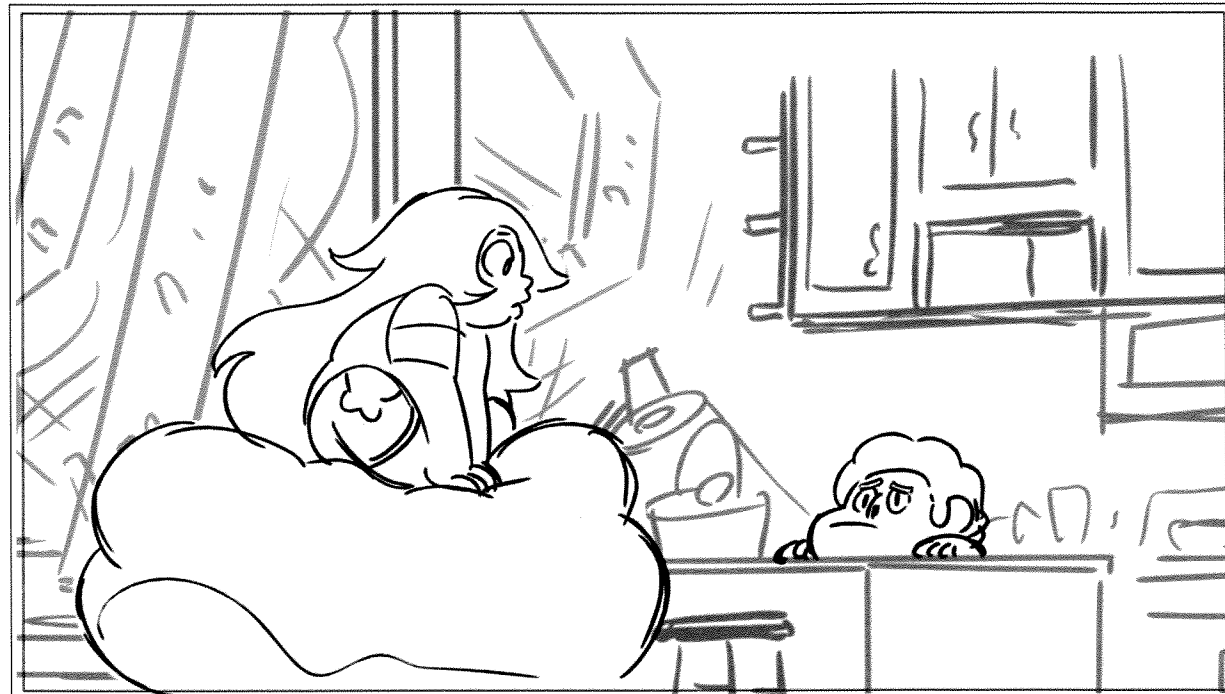
Scene	Panel
91	CONT
	4



Dialogue

AMETHYST: She's still not done? Man she's really taking her time with this one...

Scene	Panel
91	CONT
	5



Dialogue

STEVEN: mmmmmmm...

Slugging

1.11

AUG 06 2015

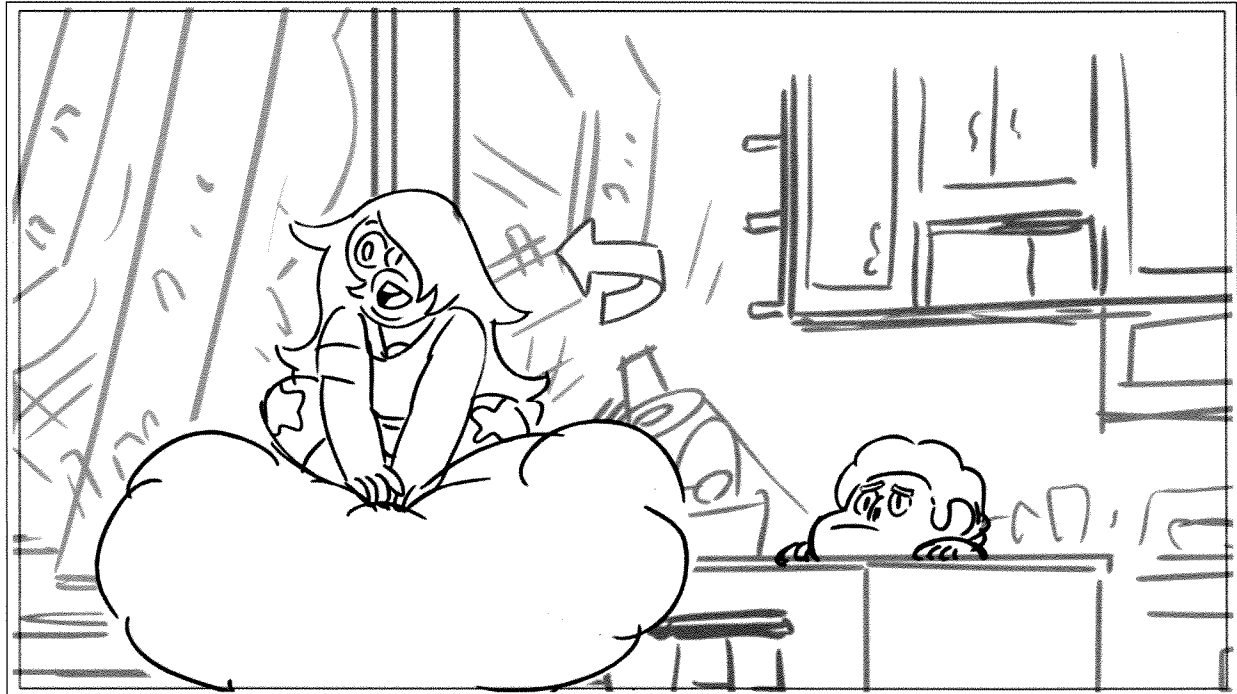
1020-013

1020-013

1020-013



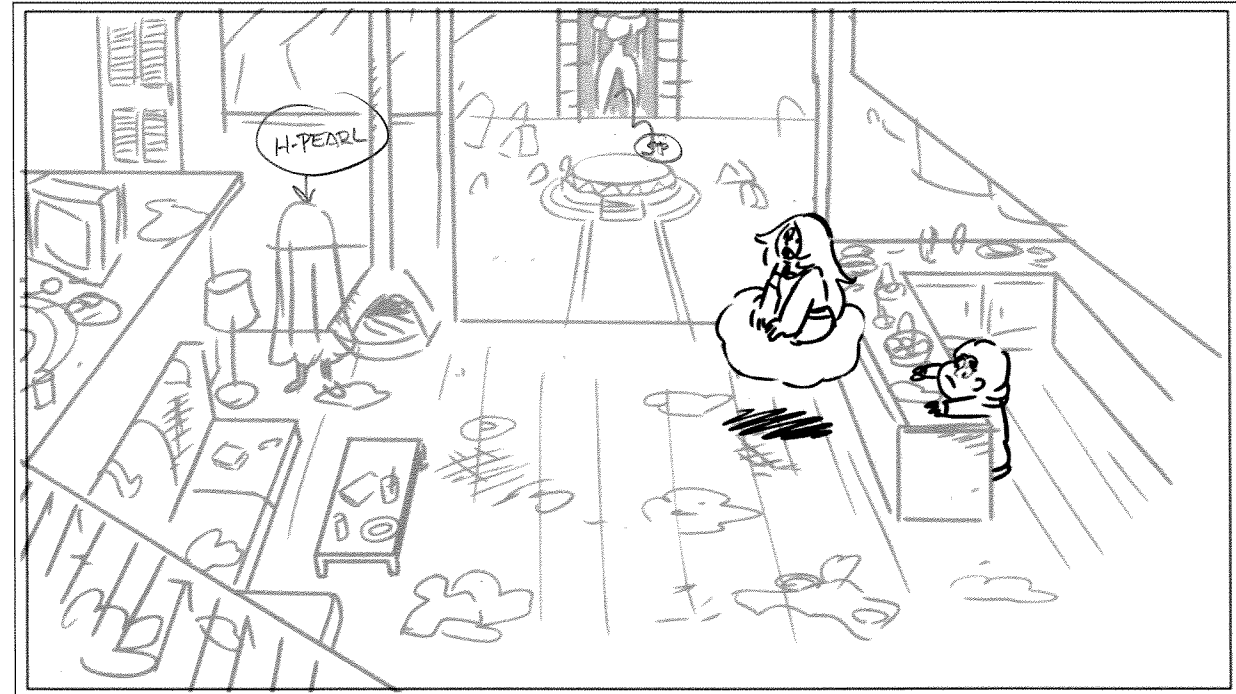
Scene	Panel
91	cont



Dialogue  
AMETHYST: Gotta tell ya though...

Slugging  
1.13

Scene	Panel
92	1



Dialogue  
AMETHYST: Love what you've done...

Action Notes  
Garnet stand by the door in BG.

Slugging  
1.08

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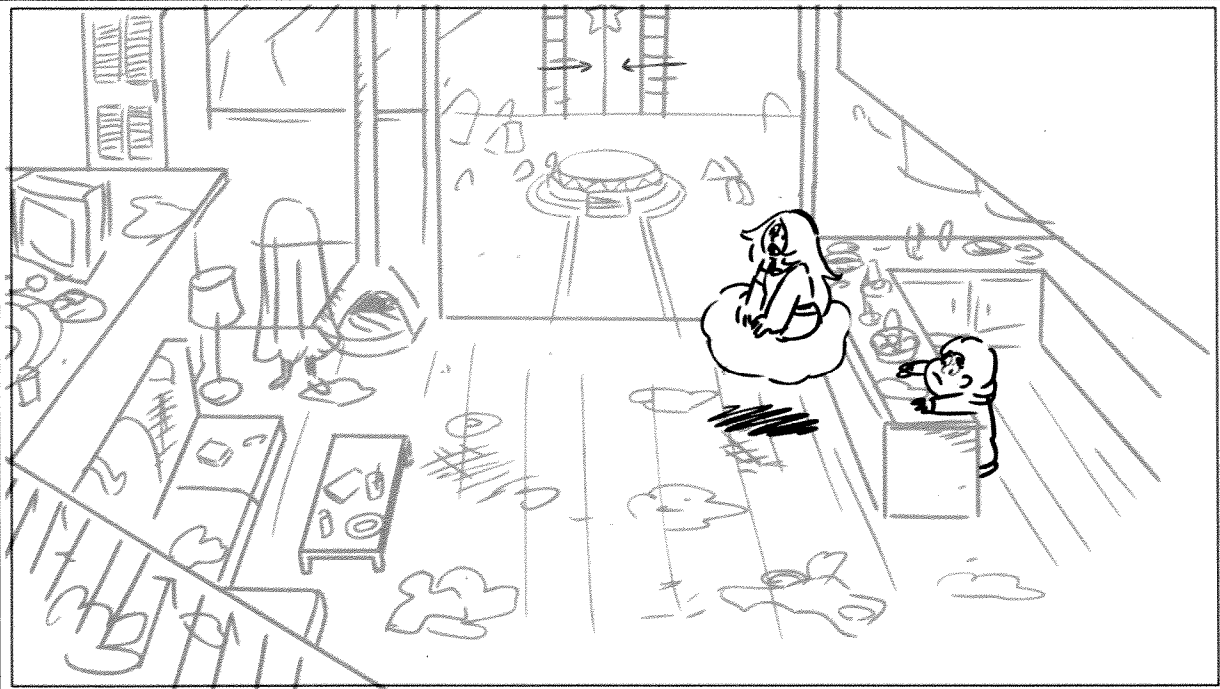
1020.013

1020.013





Scene	Panel
92	CONT



Dialogue

AMETHYST: ...with the place.

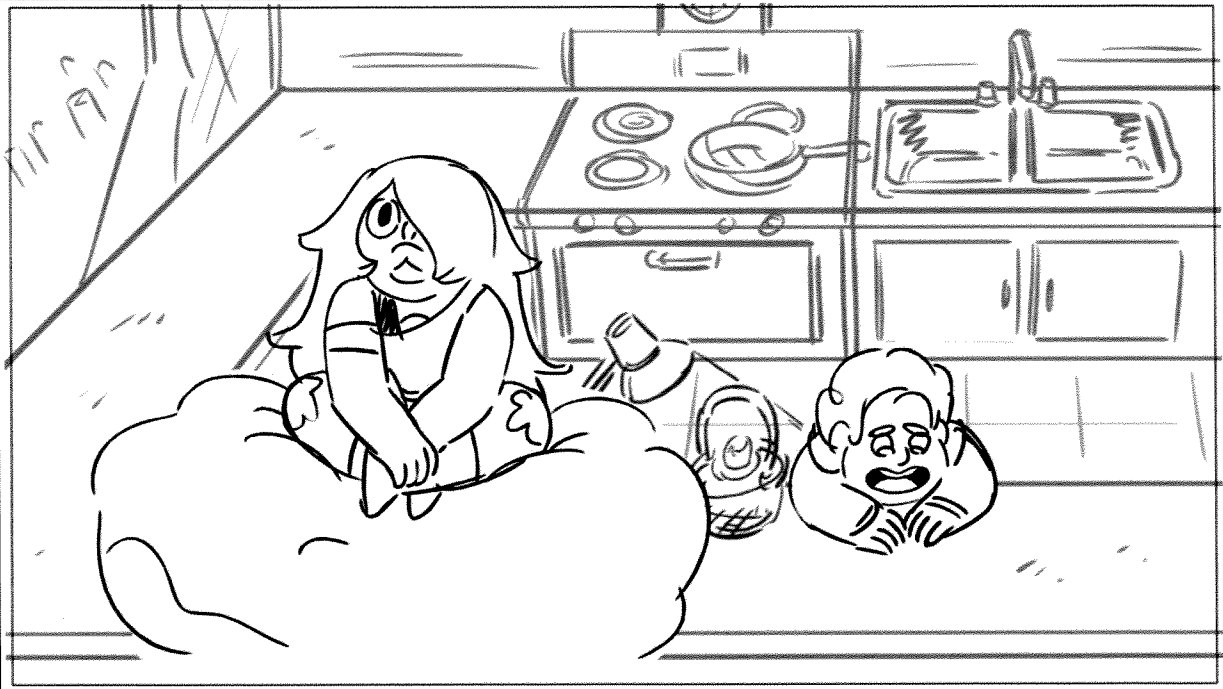
Action Notes

Door closes in BG.

Slugging

1.06

Scene	Panel
93	1



Dialogue

STEVEN: Pearl usually helps me tidy up.

Slugging

3.09

Notes

H.U. Steven + Amethyst to previous scene.

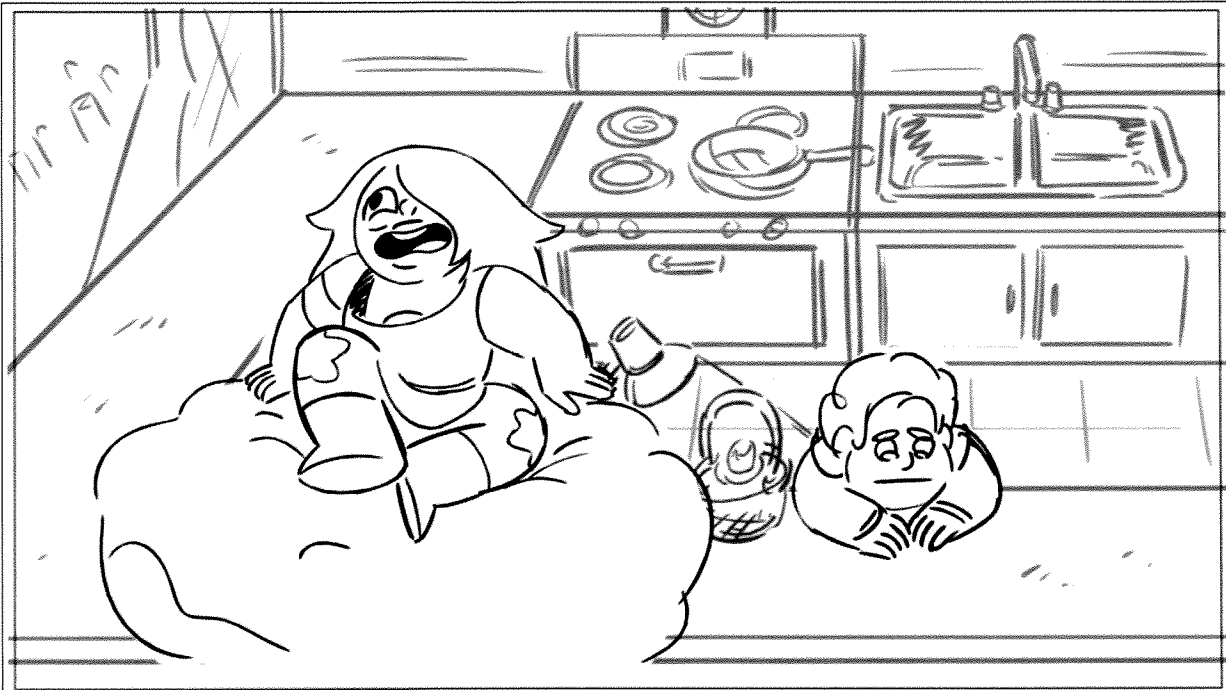
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1020.013



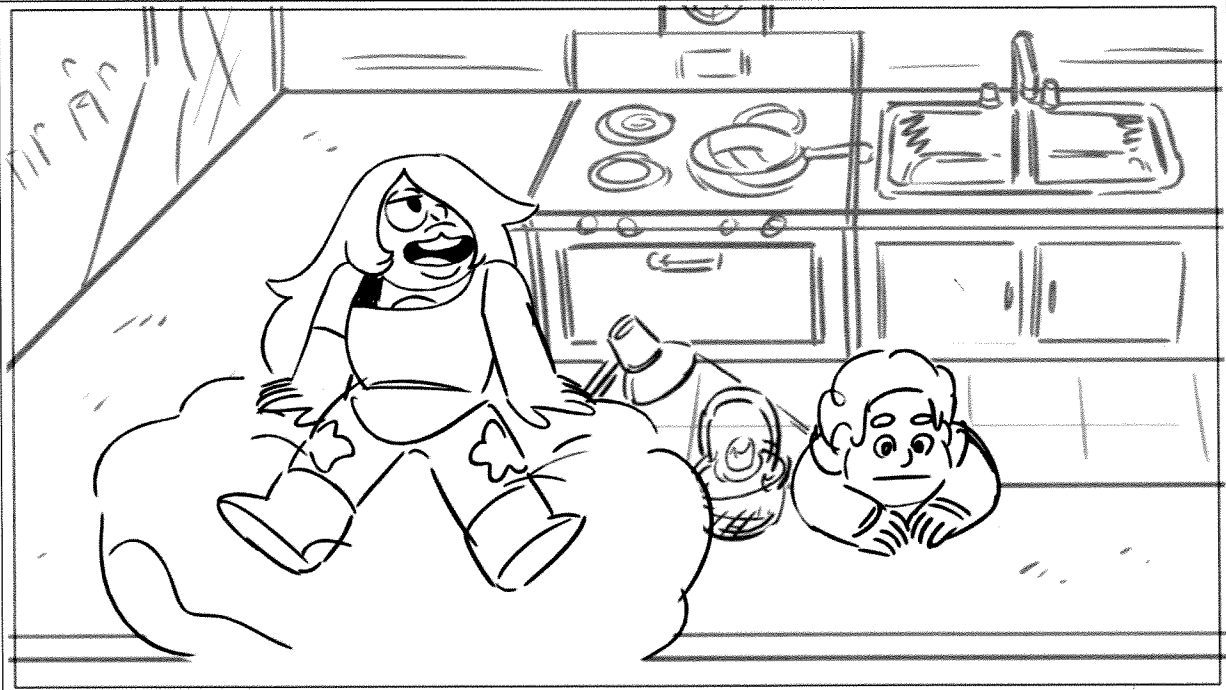
Scene	Panel
93	<i>CONT</i>
	2



Dialogue  
AMETHYST: Eeeehh...

Slugging  
0.09

Scene	Panel
93	<i>CONT</i>
	3



Dialogue  
AMETHYST: ...I say leave it.

Slugging  
1.09

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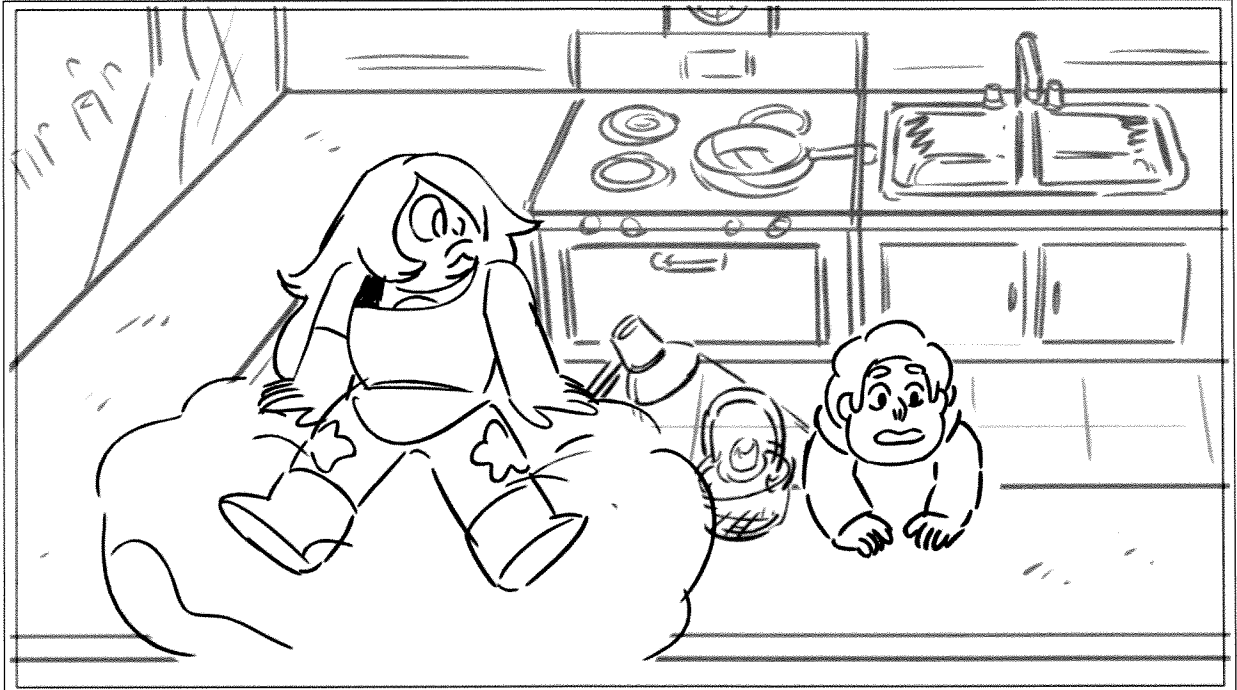
1020.013

1020.013

1020.013



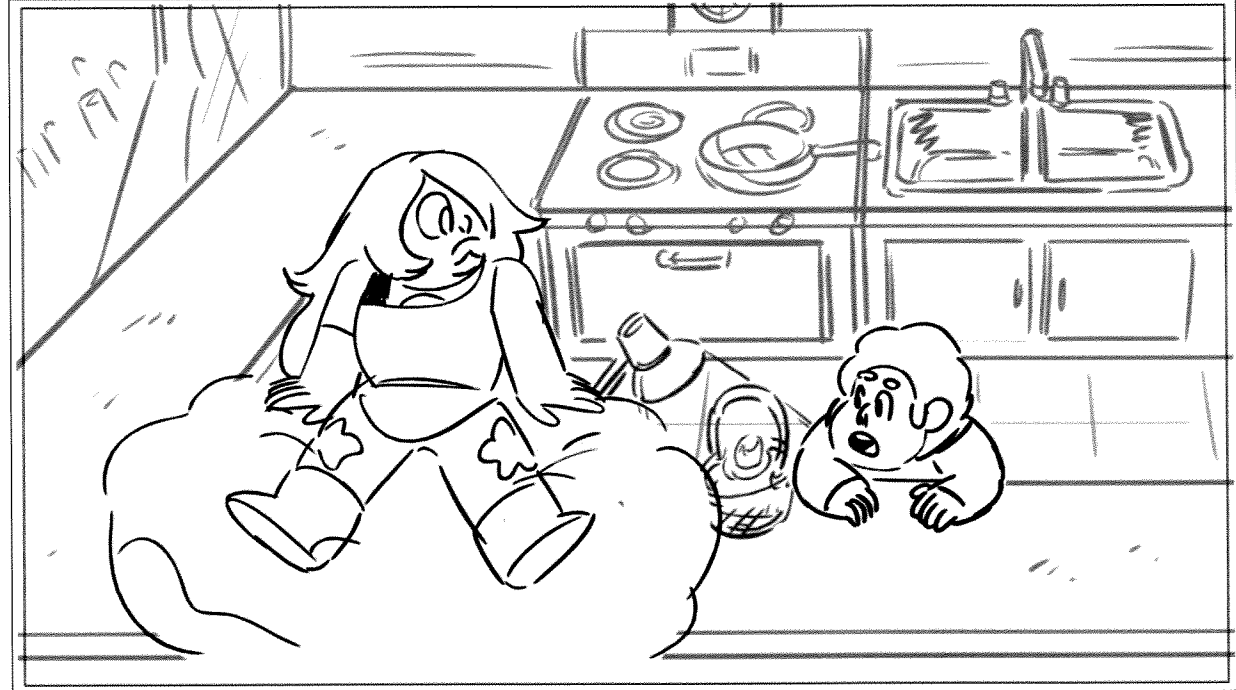
Scene	Panel
93	<i>cont</i>
	4



Dialogue  
STEVEN: Hey!

Slugging  
0.15

Scene	Panel
93	<i>cont</i>
	5



Dialogue  
STEVEN: If real Pearl can't be here...

Slugging  
2.08

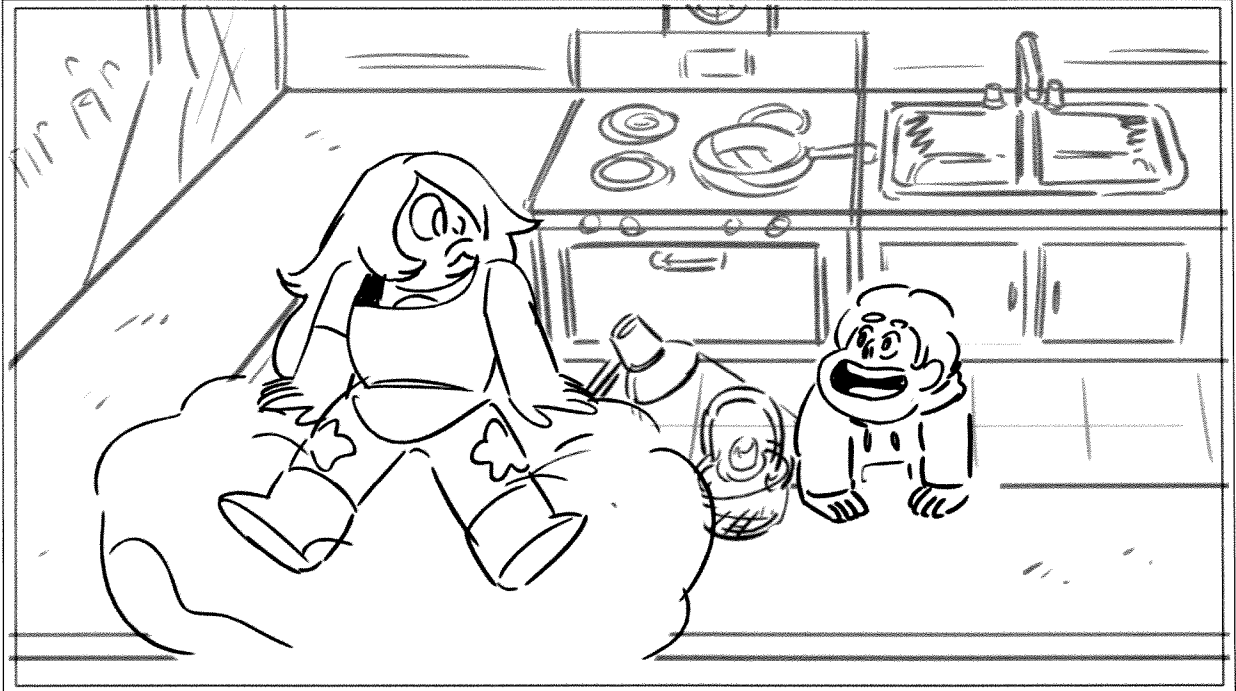
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1020.013

Scene	Panel
93	CONT 6



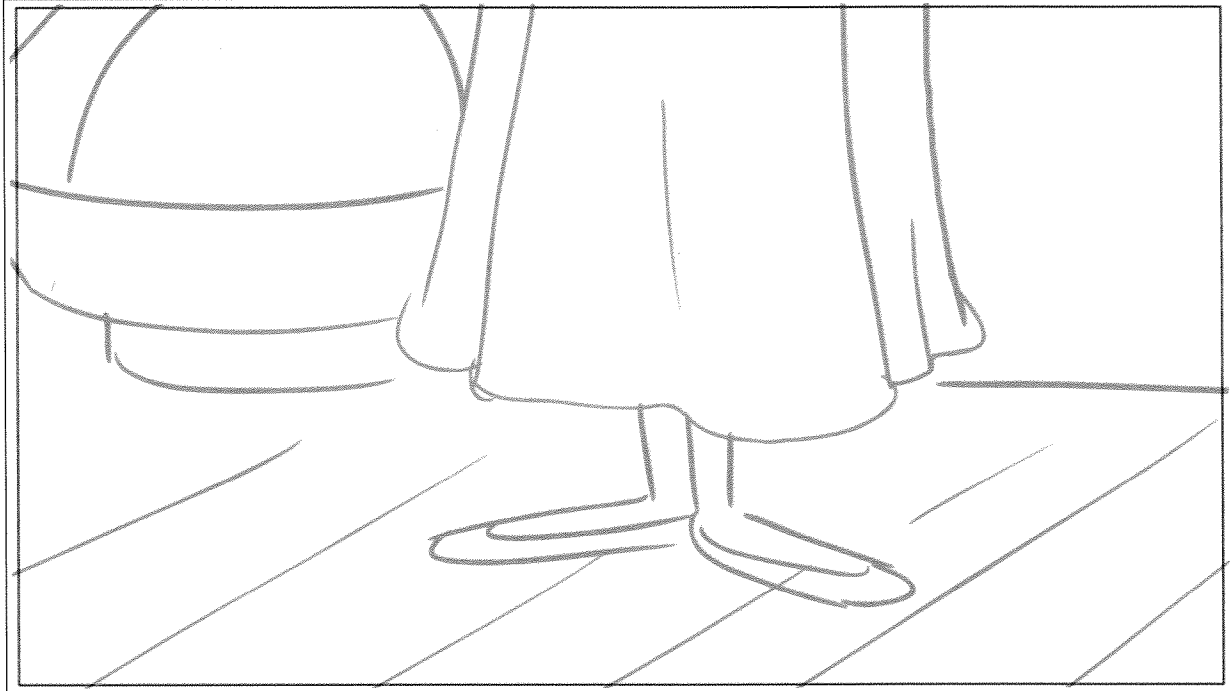
Dialogue

STEVEN: There's always the next best thing!

Slugging

2.09

Scene	Panel
94	1



Action Notes

Camera looks at the feet of Holo-Pearl.

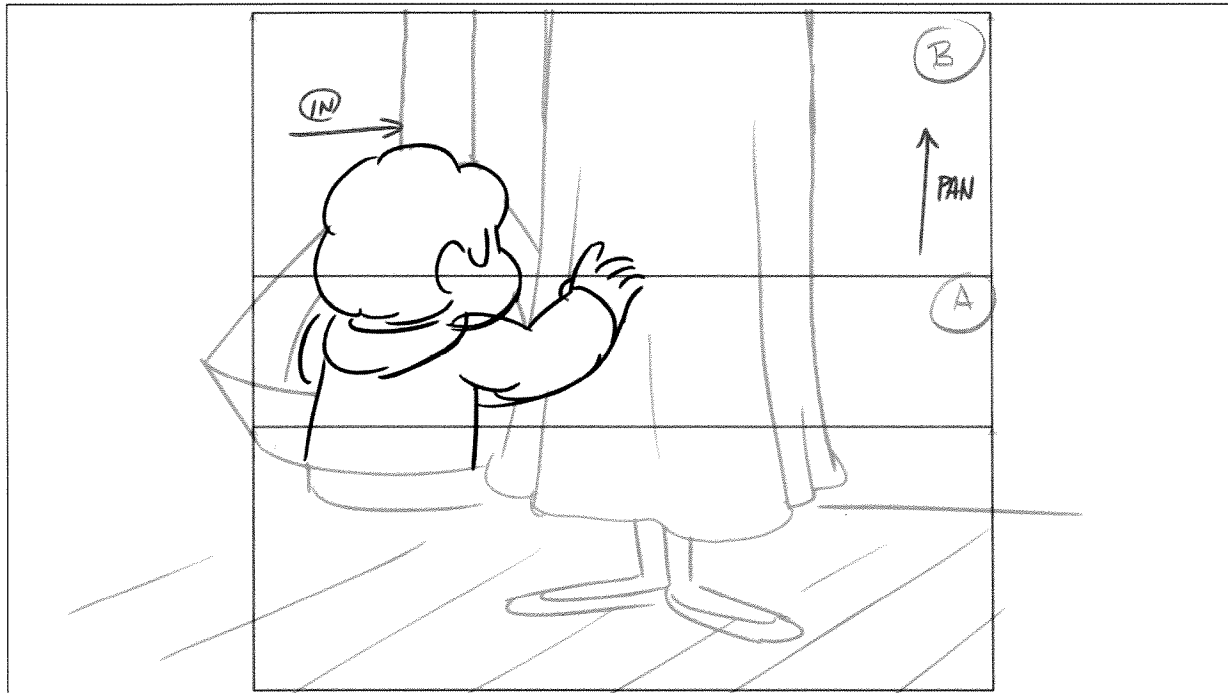
Slugging

0.12

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Scene	Panel
94	CONT 2



#### Action Notes

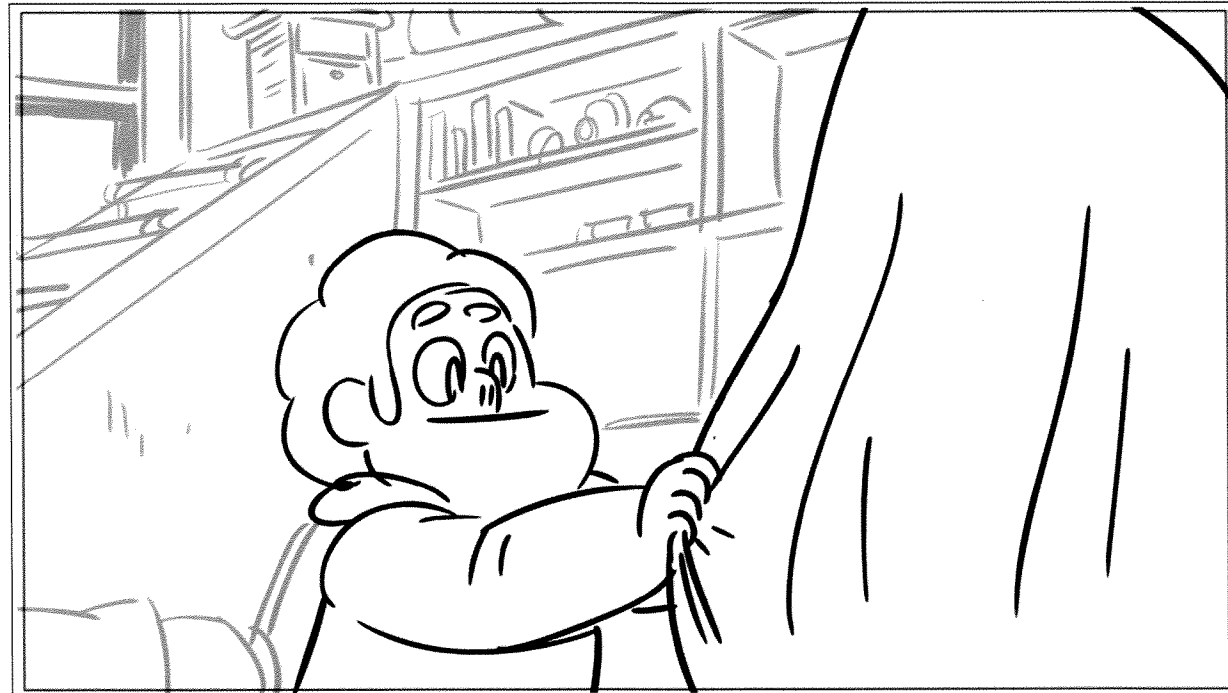
As camera ADJ up, Steven walks IN West.

Steven reaches out to grab the blanket covering Holo-Pearl.

#### Slugging

ADJ: 0.12

Scene	Panel
95	1



#### Slugging

0.06

#### Notes

Need H.U. to previous scene, before Steven grabs the blanket?

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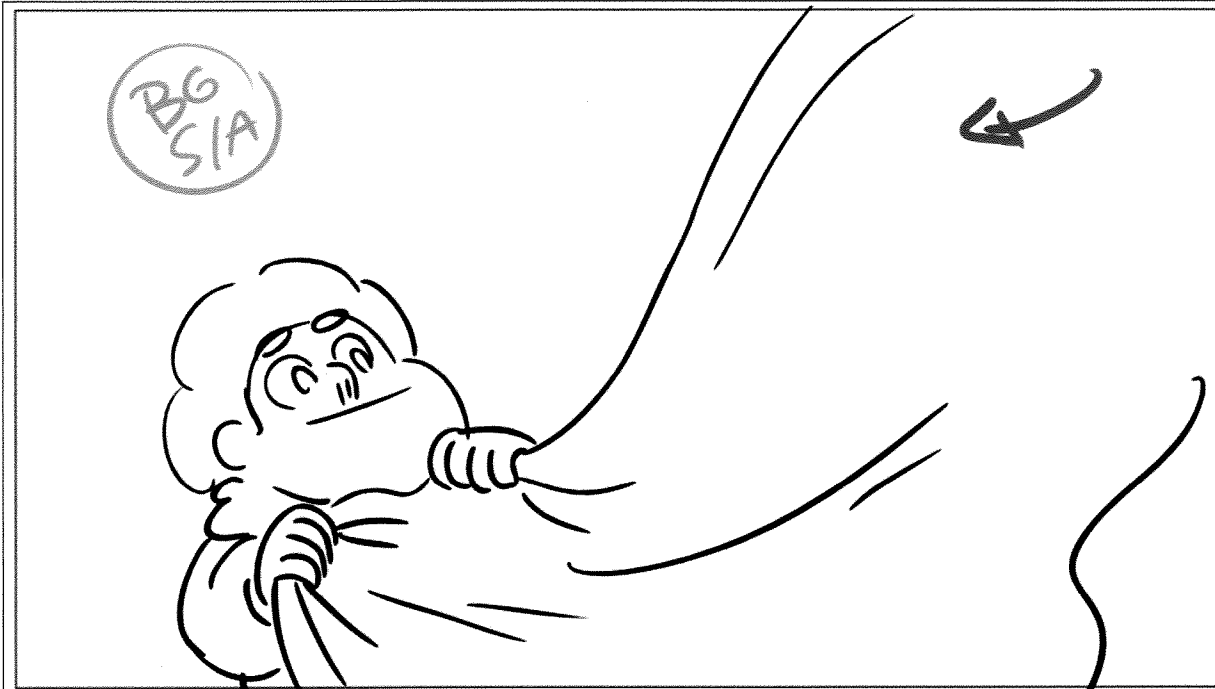
1020.013

1020.013

1020.013



Scene	Panel
95	cont 2



Action Notes  
Cut on Steven pulling blanket down.

Slugging  
0.06

Scene	Panel
96	1



Action Notes  
Action continues from previous scene.

Slugging  
0.04

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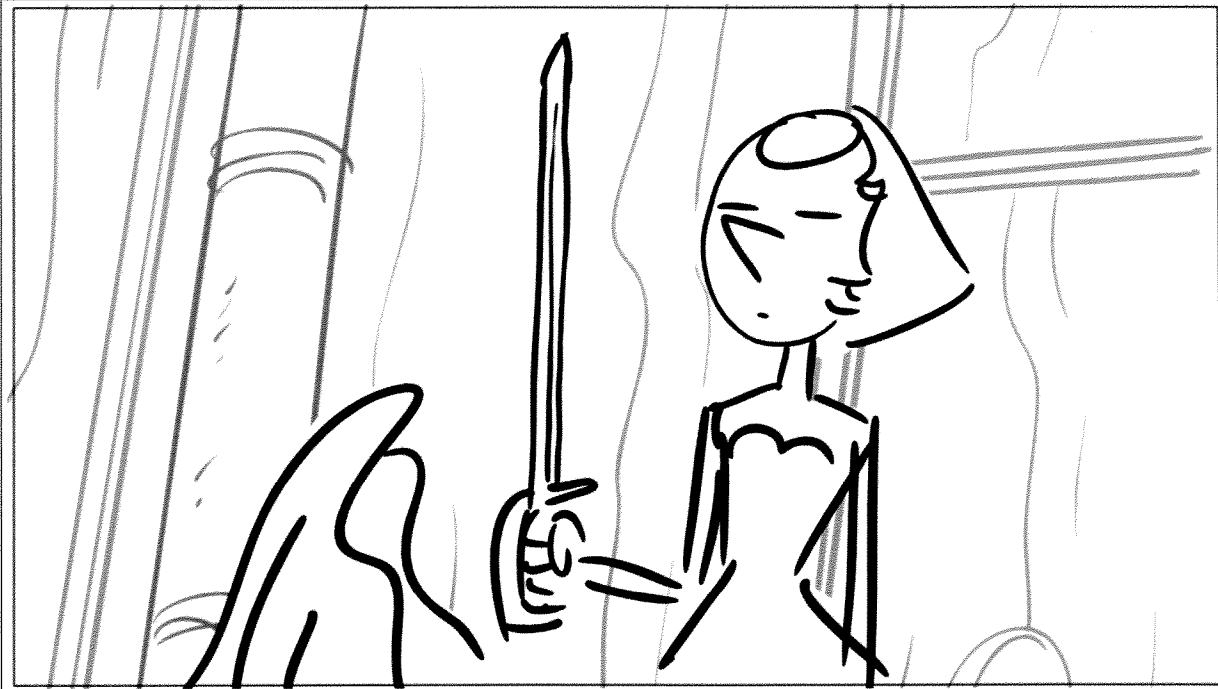
1020.013

1020.013

1020.013

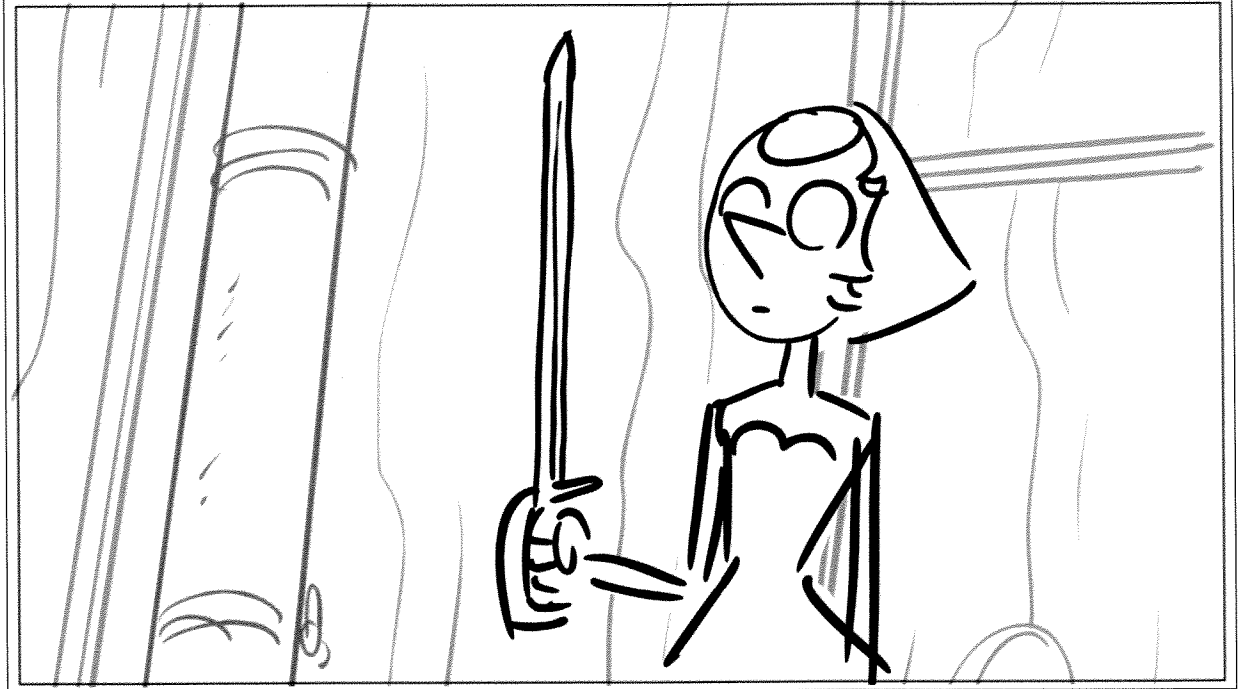


Scene	Panel
96	<i>cont</i>
	2



Slugging  
0.04

Scene	Panel
96	<i>cont</i>
	3



Slugging  
0.04

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1020.013

1020.013

1020.013



Scene

Scene

Panel

97

1



Dialogue

HP: Do you wish to engage in combat?

Dialogue

AMETHYST: Steven...

Slugging

3.09

Slugging

1.03

AUG 06 2013

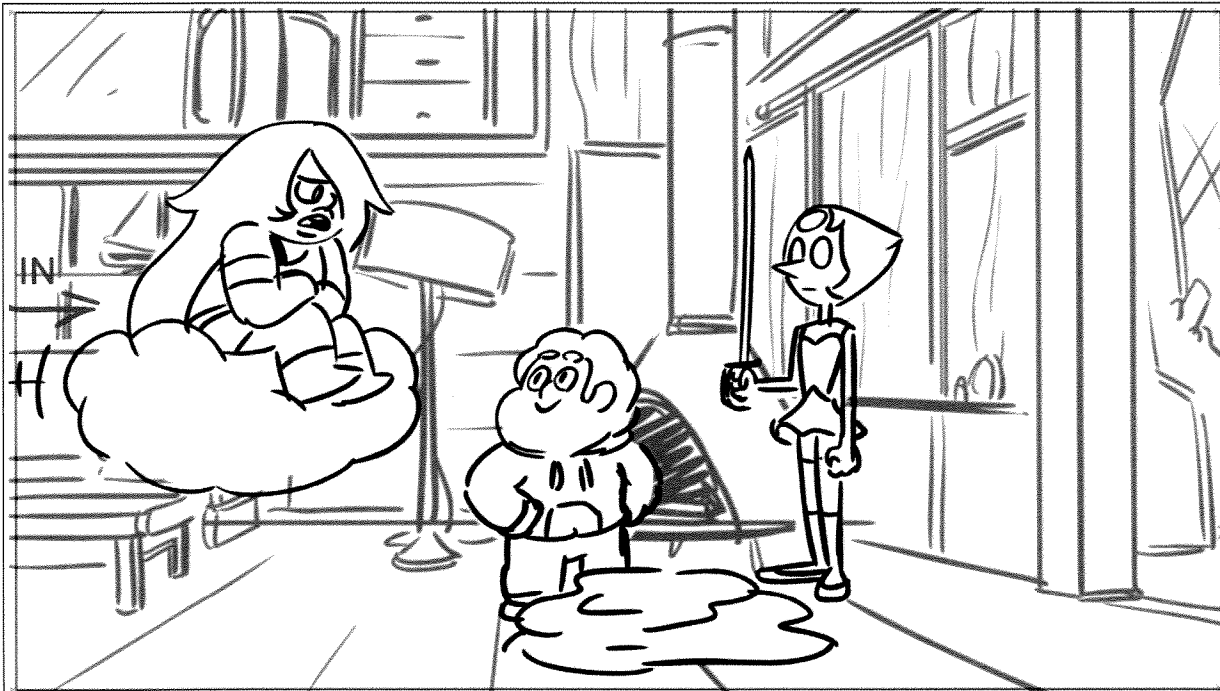
1020.013

1020.013

1020.013



Scene	Panel
97	CONT 2

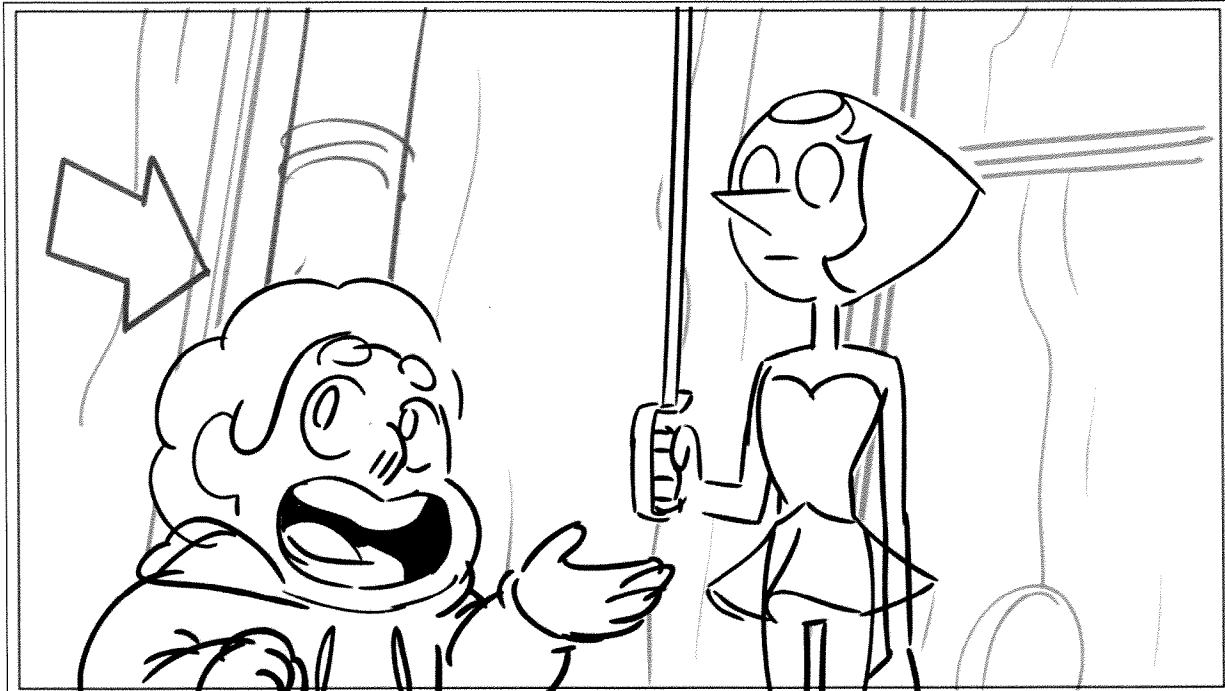


Dialogue  
AMETHYST: ...cover that thing back up.

Action Notes  
Amethyst floats IN West on her cloud.

Slugging  
2.14

Scene	Panel
98	1



Dialogue  
STEVEN: But it's like Pearl.

Action Notes  
Steven walks towards Holo-Pearl.

Slugging  
1.10

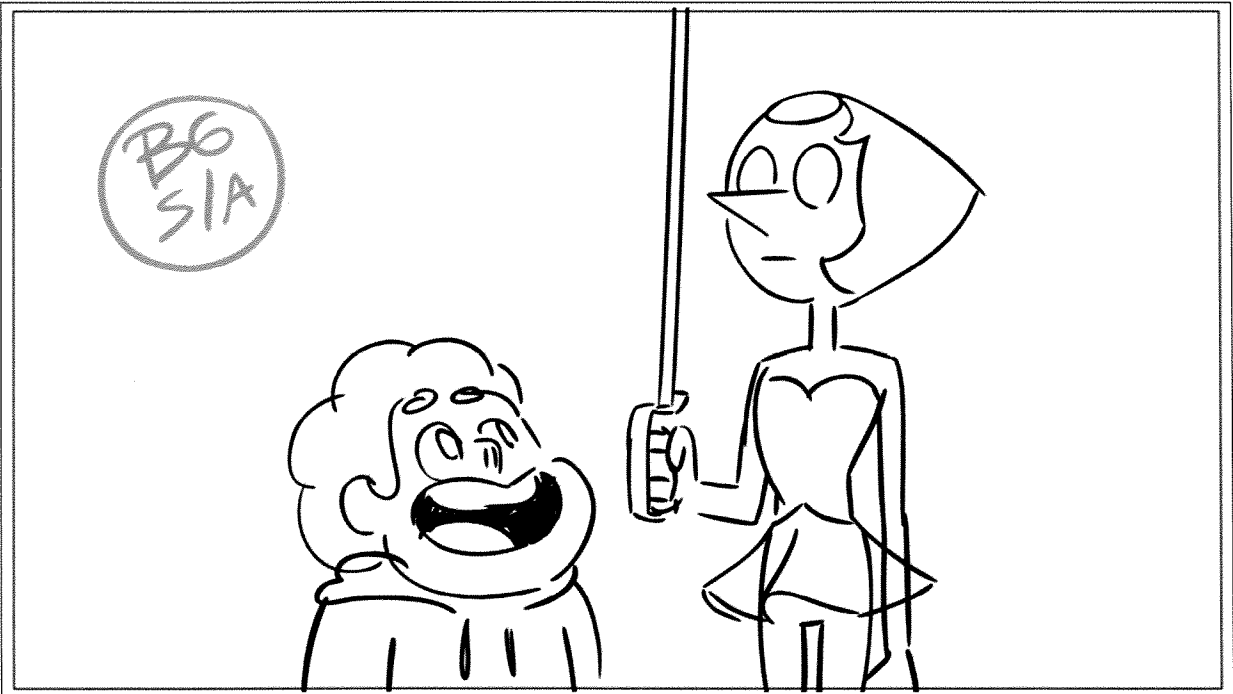
Notes  
Need -SP- H.U. for Steven to previous scene - standing with his hands on his hips looking at Amethyst.

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1020.013



Scene	Panel
98	<i>CONT</i> 2



Dialogue  
STEVEN: Look at it!

Slugging  
1.15

Scene	Panel
99	1



Slugging  
Panels 1 to 3 = 4.06

Notes  
Add -SP-

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1020.013

1020.013



Scene	Panel
99	CONT 2



Dialogue

AMETHYST: Yeeeeaaaaah,

Action Notes

Amethyst lifts up.

Notes

Add -SP-

Scene	Panel
99	CONT 3



Dialogue

AMETHYST: that ain't Pearl.

Action Notes

Amethyst lifts up.

Notes

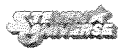
Add -SP-

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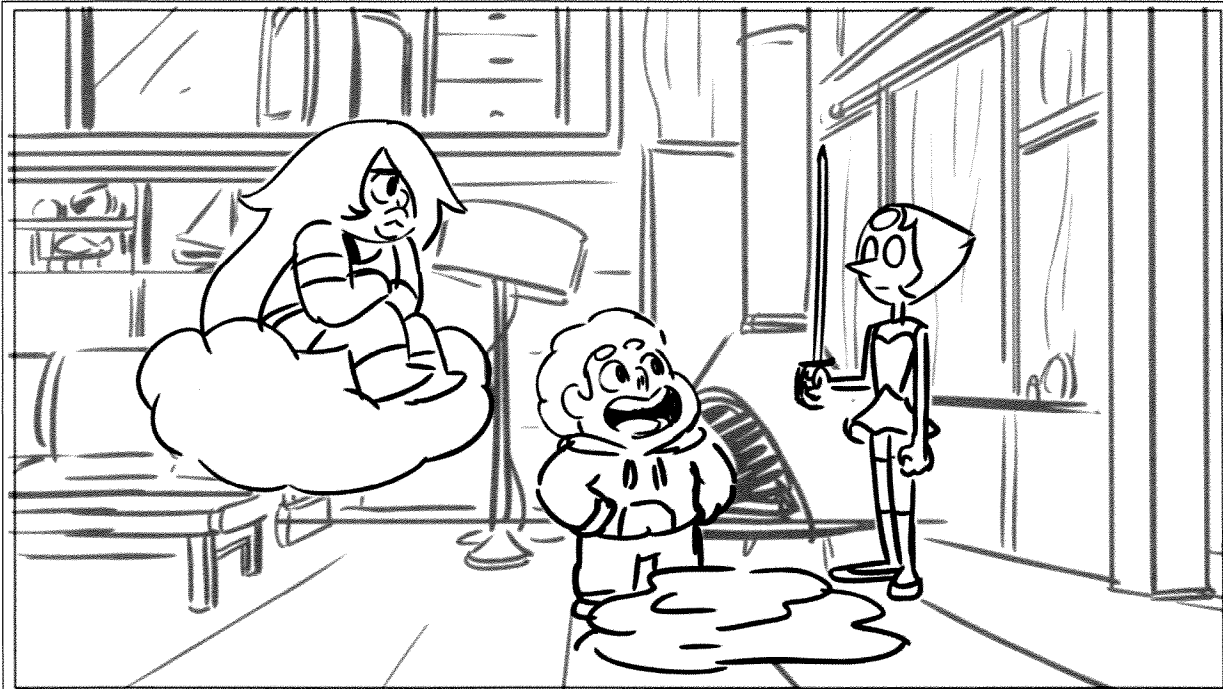
1020.013

1020.013

1020.013



Scene	Panel
100	1



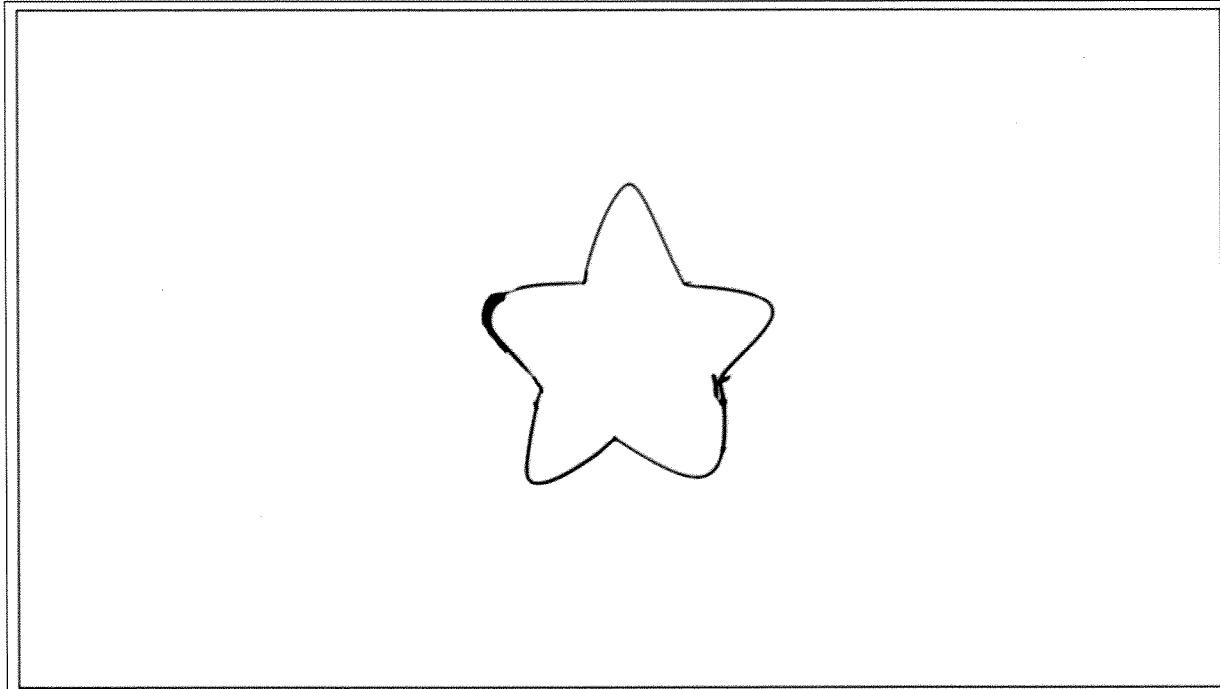
Dialogue  
STEVEN: Well maybe I can get it to act like her.

Slugging  
Panels 1 + 2 = 4.00  
Star wipe starts at: 3.07

Notes  
H.U. Amethyst to previous scene.

Scene	Panel
100	2

CONT



Action Notes  
STAR WIPE.

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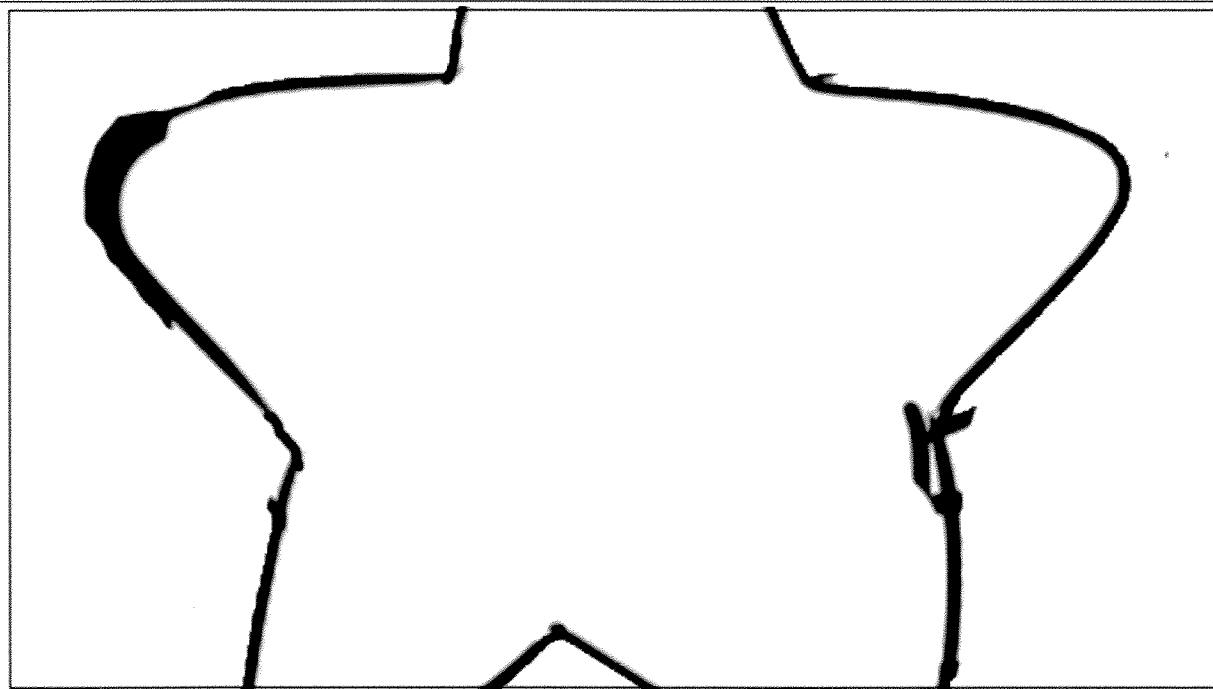
1020.013

1020.013

1020.013



Scene	Panel
101	1



Action Notes

STAR WIPE.

Slugging

Panels 1 + 2 = 1.15

Scene	Panel
101	cont



Dialogue

STEVEN: Here we have..

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1020.013

1020.013

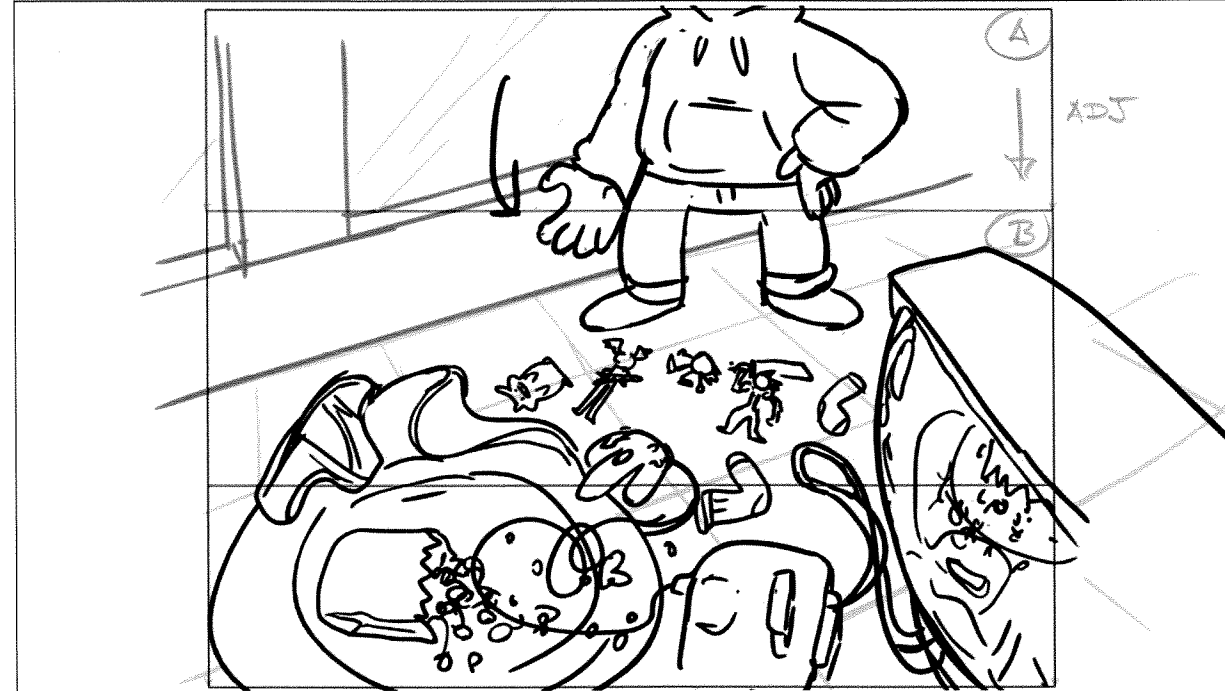
1020.013

Scene	Panel
102	1



Slugging  
0.07

Scene	Panel
102	CONT 2



Dialogue

STEVEN: .. a MESS.

Action Notes

Camera ADJ South follows Steven's hand's movement DOWN, reveal messy floor.

Slugging

ADJ: 0.09

Then HOLD: 0.14

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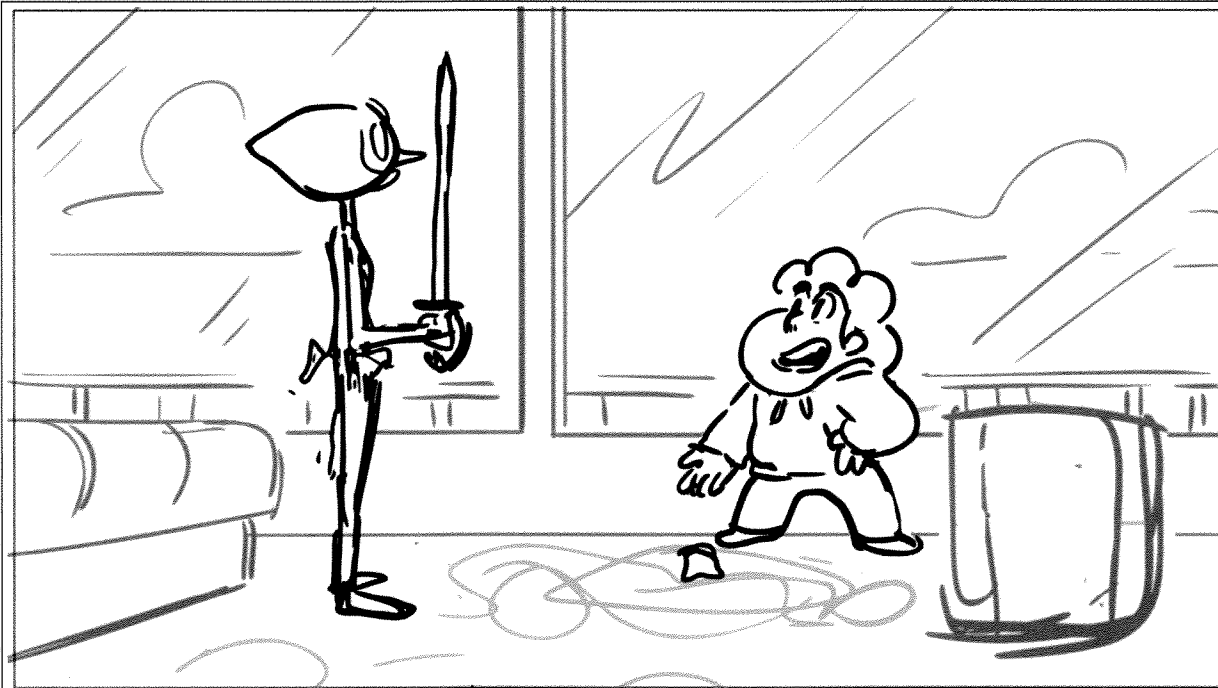
1020.013

1020.013

1020.013



Scene	Panel
103	1



Dialogue  
STEVEN: Organizing messes is one of Pearl's favorite hobbies!

Slugging  
4.05

Scene	Panel
104	1



Dialogue  
STEVEN: Here, let me show you how it's done.

Action Notes  
Steven bends down towards bottom of frame.

Slugging  
3.03

Notes  
-SP- H.U. Steven to previous scene.

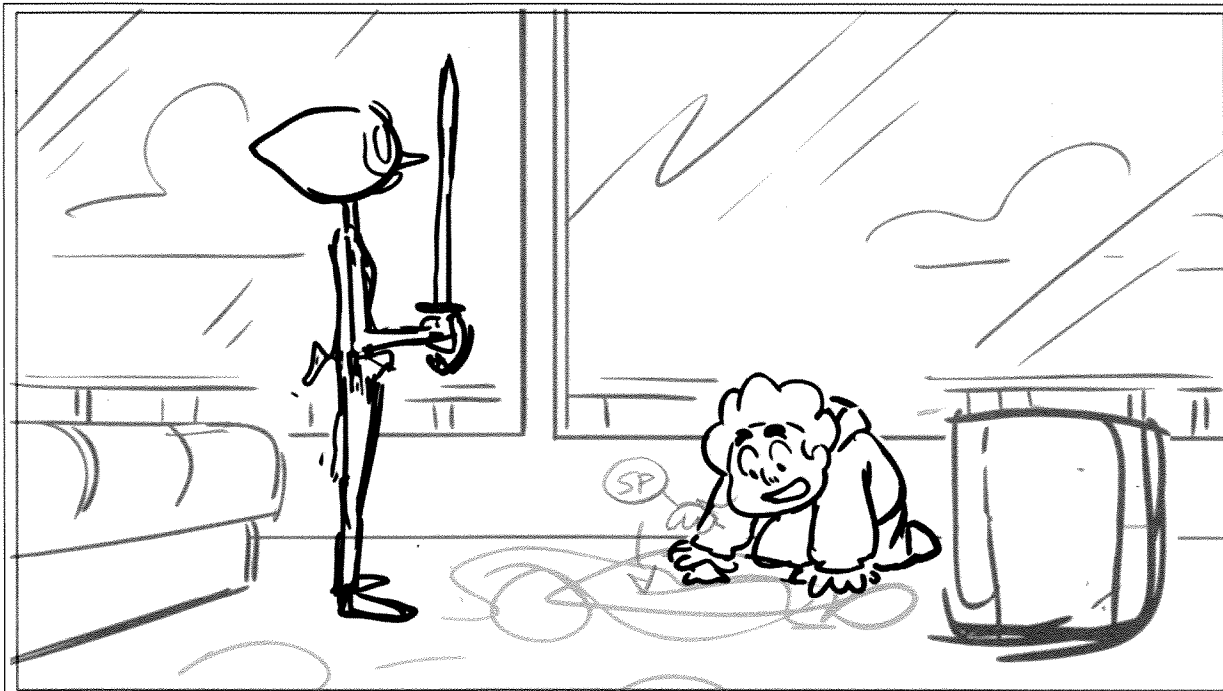
AUG 06 2013

1020.013

1020.013

1020.013

Scene	Panel
105	1



## Dialogue

STEVEN: Pearl likes to organize them by...

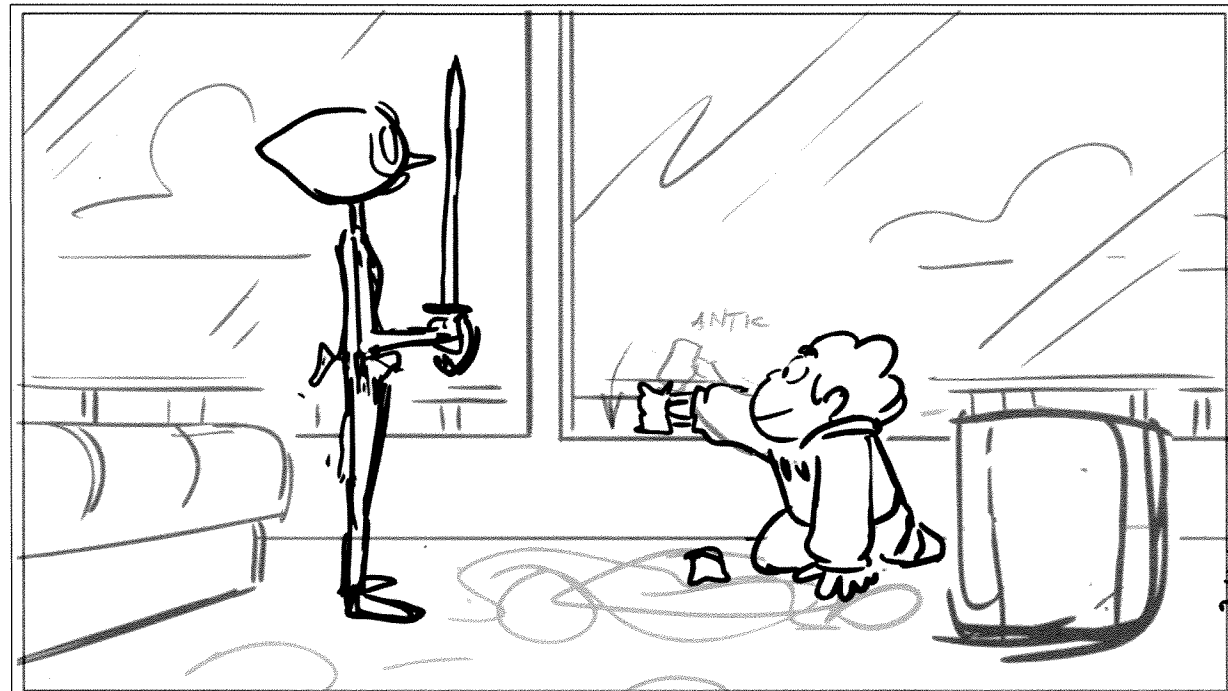
## Slugging

2.09

## Notes

Need H.U. for Steven - H.U. to previous scene by having Steven stand and then bend down OR in previous scene have Steven look down and drop out of frame.

Scene	Panel
105	2



## Dialogue

STEVEN: ...type.

## Action Notes

Steven lifts a toy off the ground and places it on the windowsill.

## Slugging

1.00

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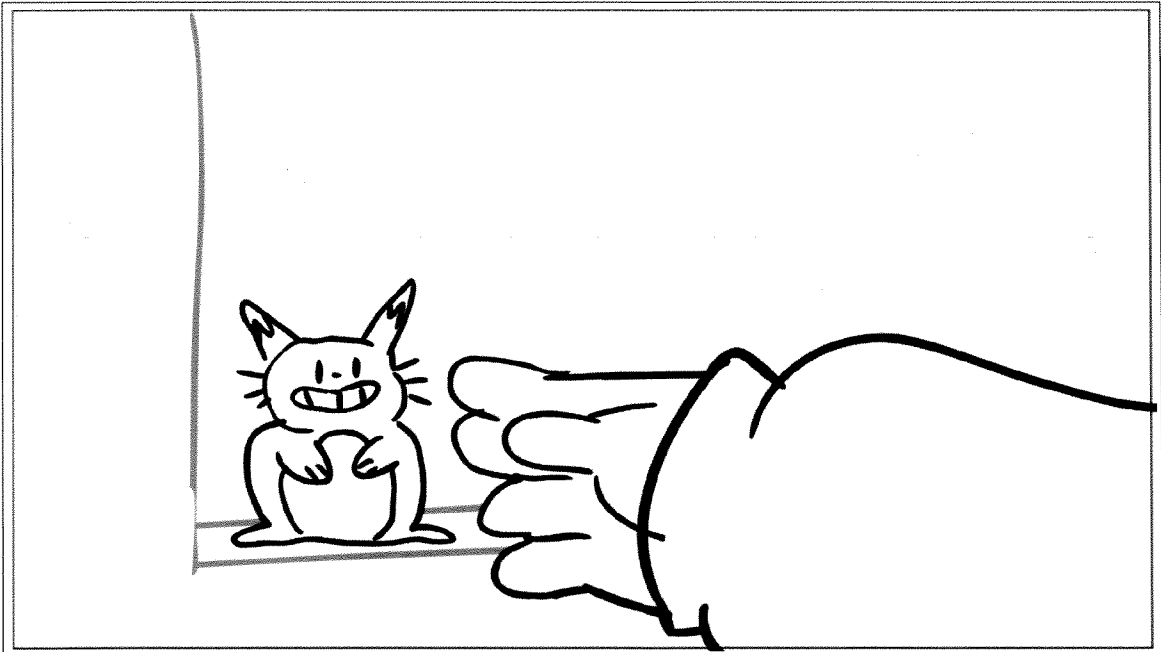
1020.013

1020.013





Scene	Panel
106	1

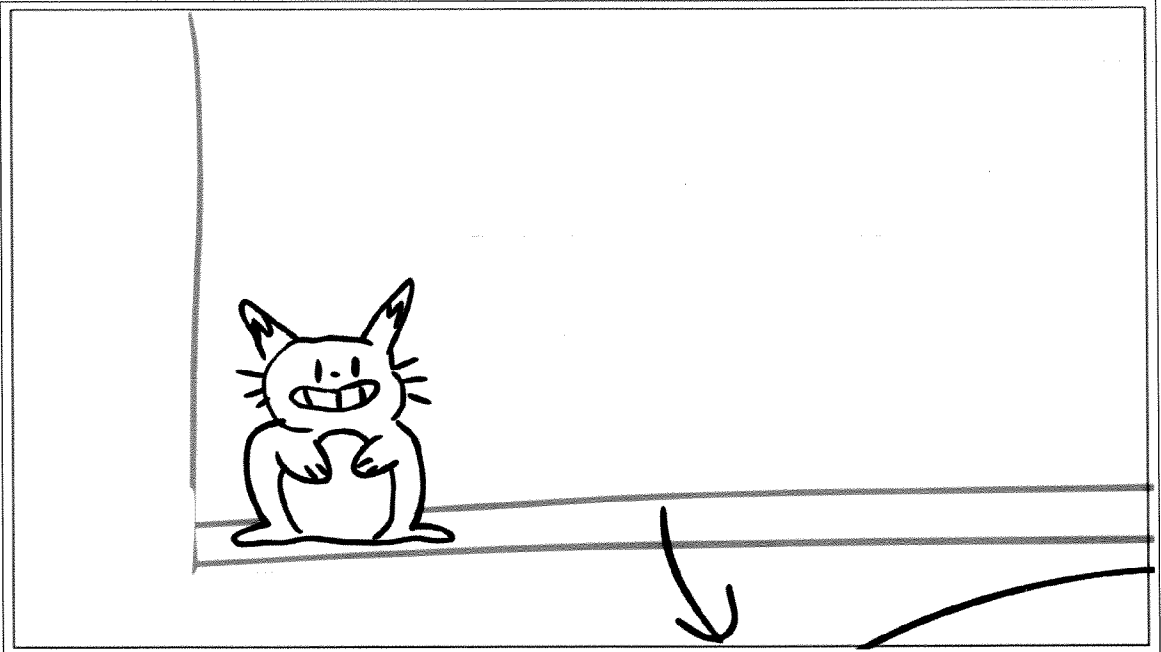


Dialogue  
STEVEN: Animal,

Action Notes  
Steven's right hand places the toys on the sill, one by one.

Slugging  
1.06

Scene	Panel
106	2



Action Notes  
Stevens hand OUT screen bottom.

Slugging  
0.10

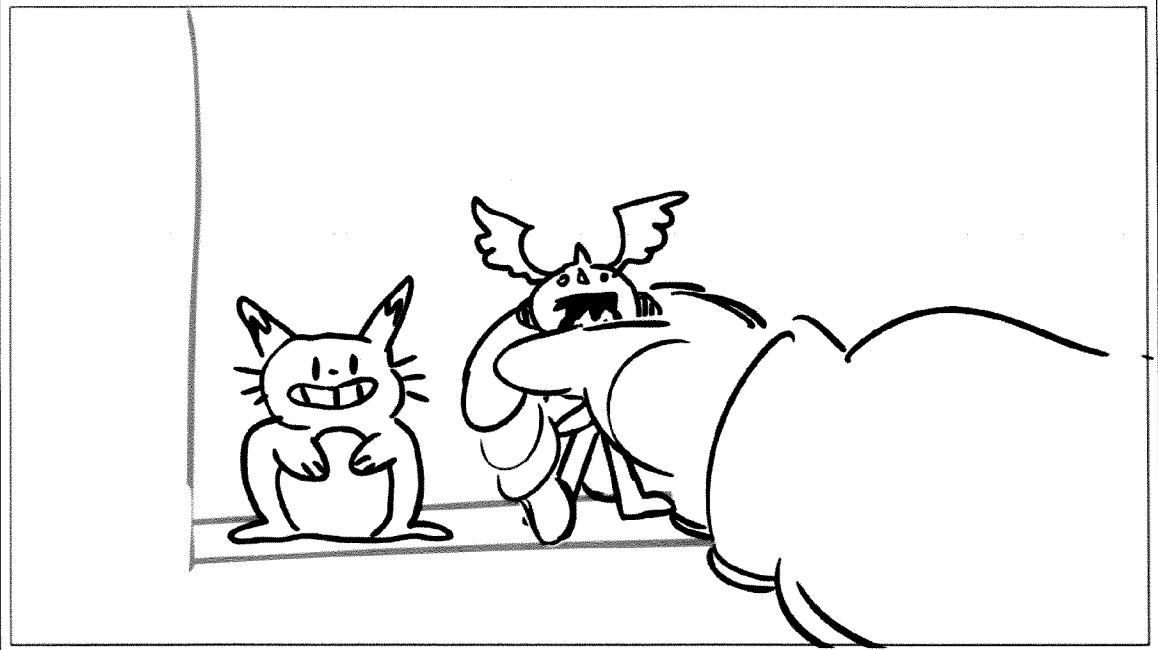
AUG 0 6 2015

1020.013

1020.013



Scene	Panel
106	<i>cont</i> 3

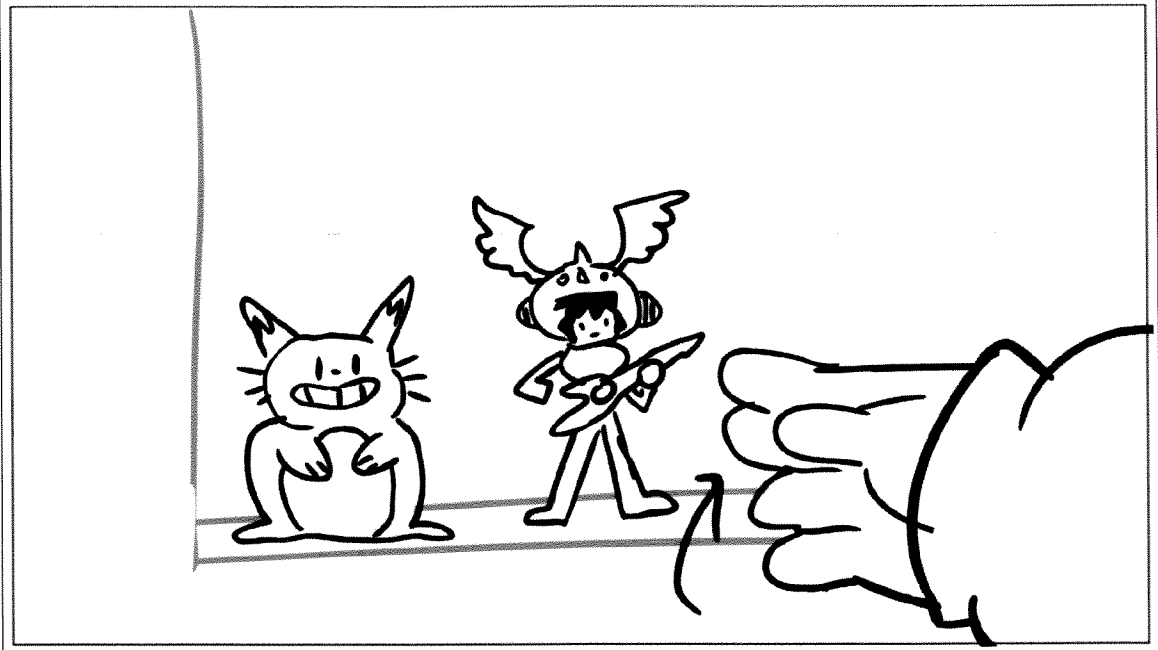


Dialogue  
STEVEN: humanoid,

Action Notes  
Steven places another toy on sill.

Slugging  
Panels 3 + 4 = 1.13

Scene	Panel
106	<i>cont</i> 4



Dialogue  
STEVEN: humanoid,

Action Notes  
Steven places another toy on sill.

Slugging  
1.13

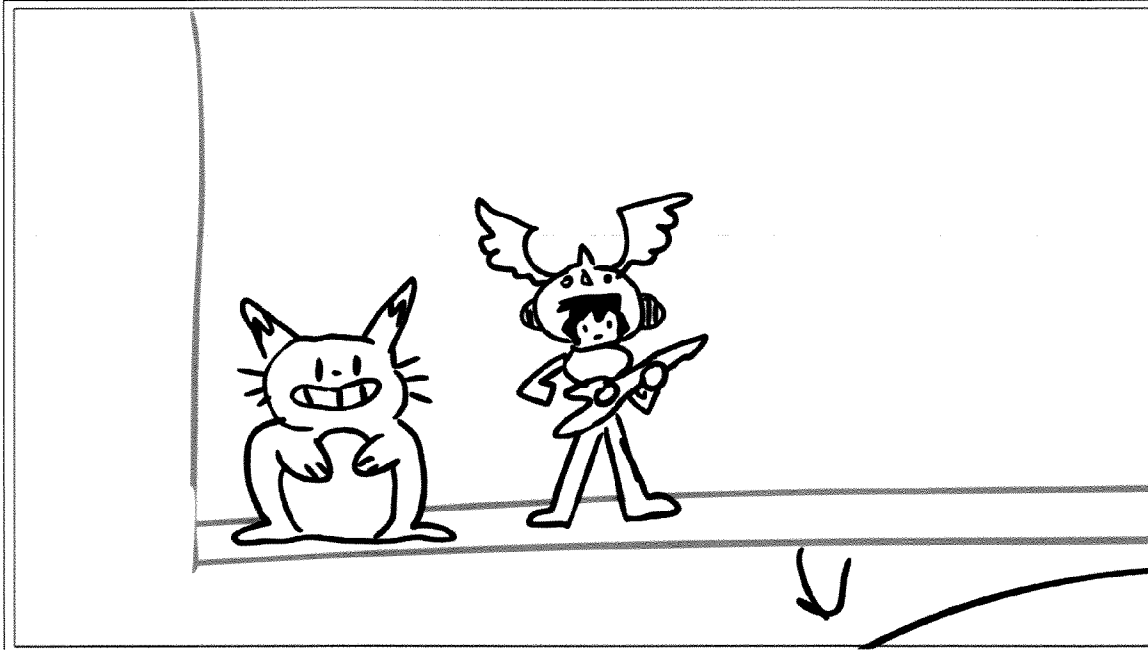
AUG 0 0 2013

1020.013

1020.013



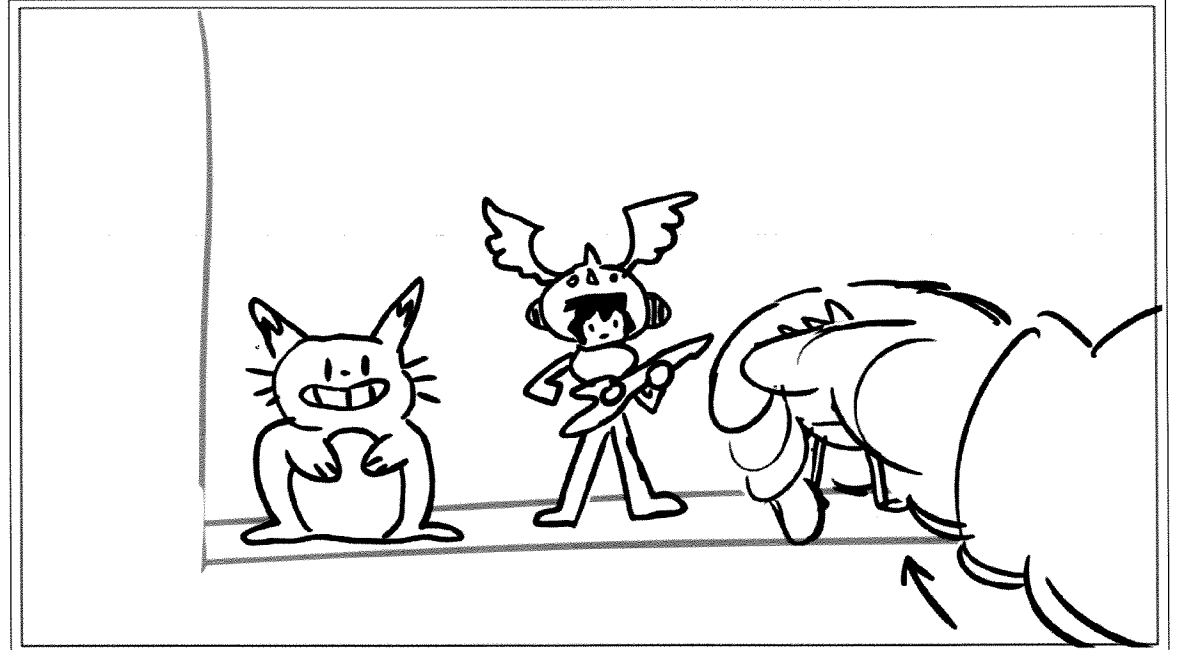
Scene	Panel
106	<i>CONT</i> 5



Action Notes  
Stevens hand OUT screen bottom.

Slugging  
0.10

Scene	Panel
106	<i>CONT</i> 6



Dialogue  
STEVEN: miscellaneous..

Action Notes  
Steven places another toy on sill.

Slugging  
Panels 6 + 7 = 2.07

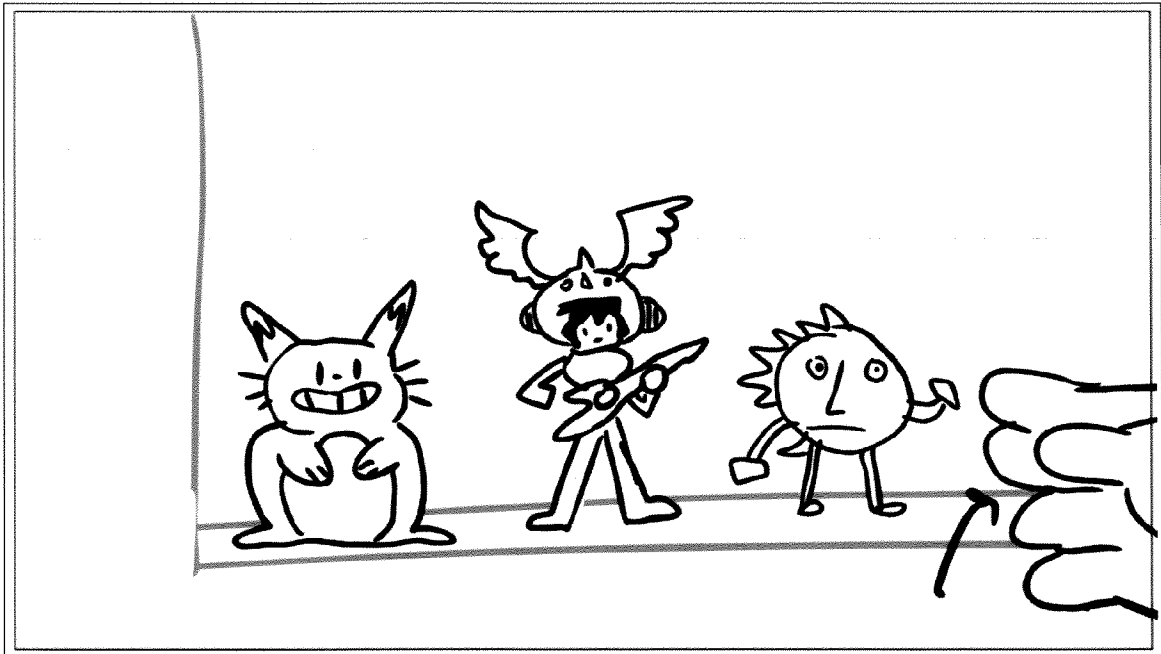
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1020-013

1020-013

Scene	Panel
106	CONT 7



Dialogue  
STEVEN: miscellaneous..

Action Notes  
Steven places another toy on sill.

Scene	Panel
107	1



Dialogue  
STEVEN: See?

Slugging  
1.02

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1020.013

1020.013

Scene	Panel
107	cont 2



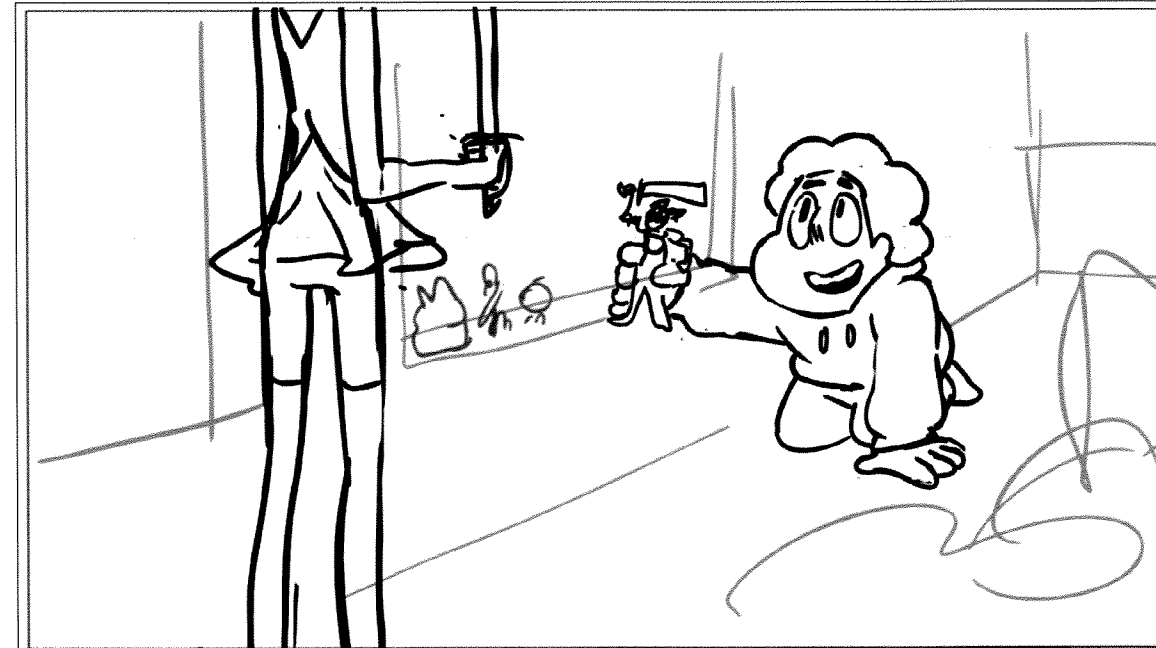
Action Notes

Steven reaches down to pick up another toy.

Slugging

0.08

Scene	Panel
107	cont 3



Dialogue

STEVEN: Now you try!

Action Notes

Steven presents toy to Holo-Pearl.

Slugging

2.04

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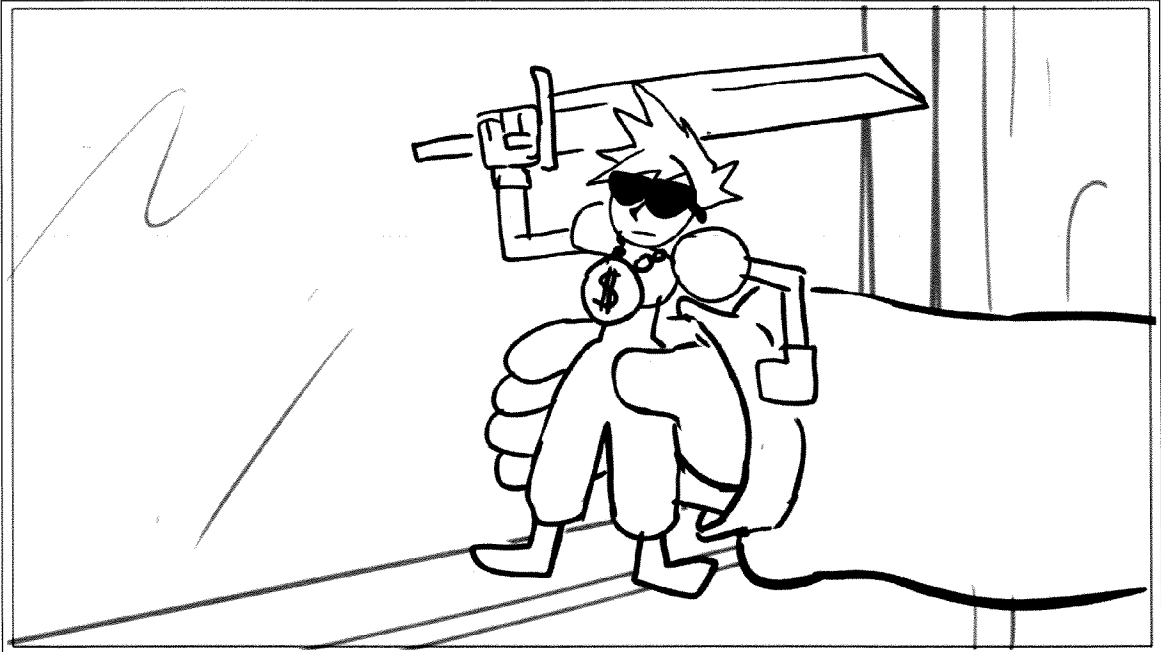
1020.013

1020.013

1020.013

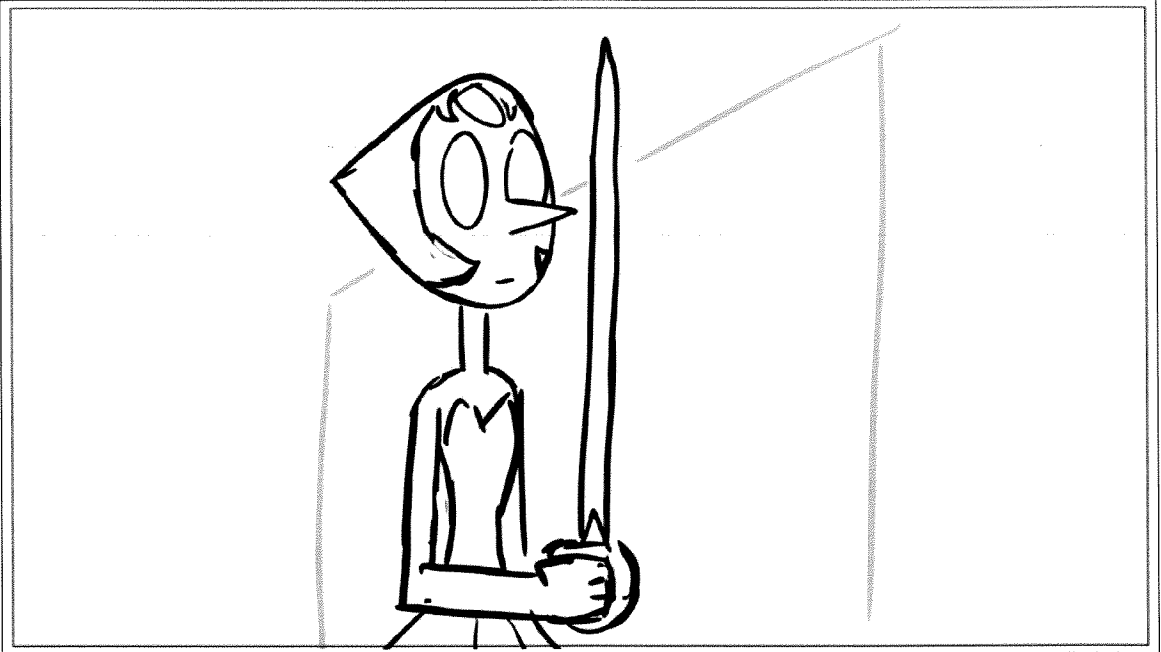


Scene	Panel
108	1



Slugging  
1.09

Scene	Panel
109	1



Slugging  
1.01

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1020-013

1020-013

Scene 109 Panel 2  
109 *cont*



Action Notes

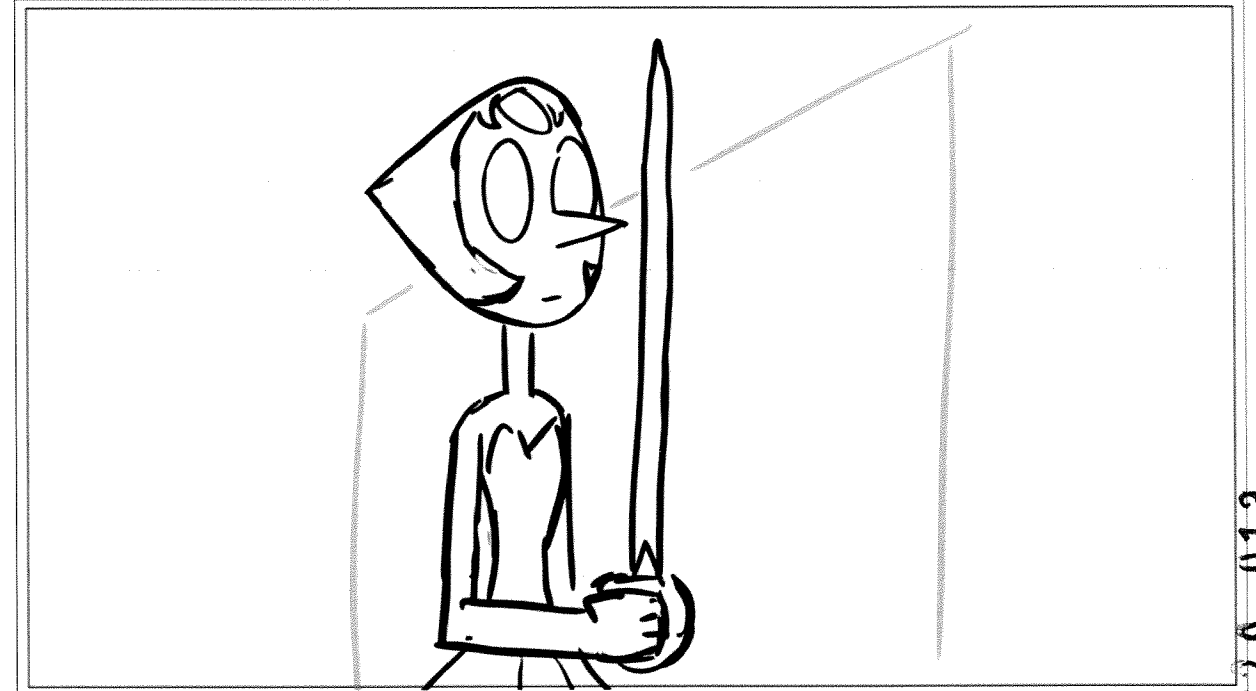
Holo-Pearl glitches, the sword is unaffected.

Slugging

0.09



Scene 109 Panel 3  
109 *cont*



Slugging

0.11

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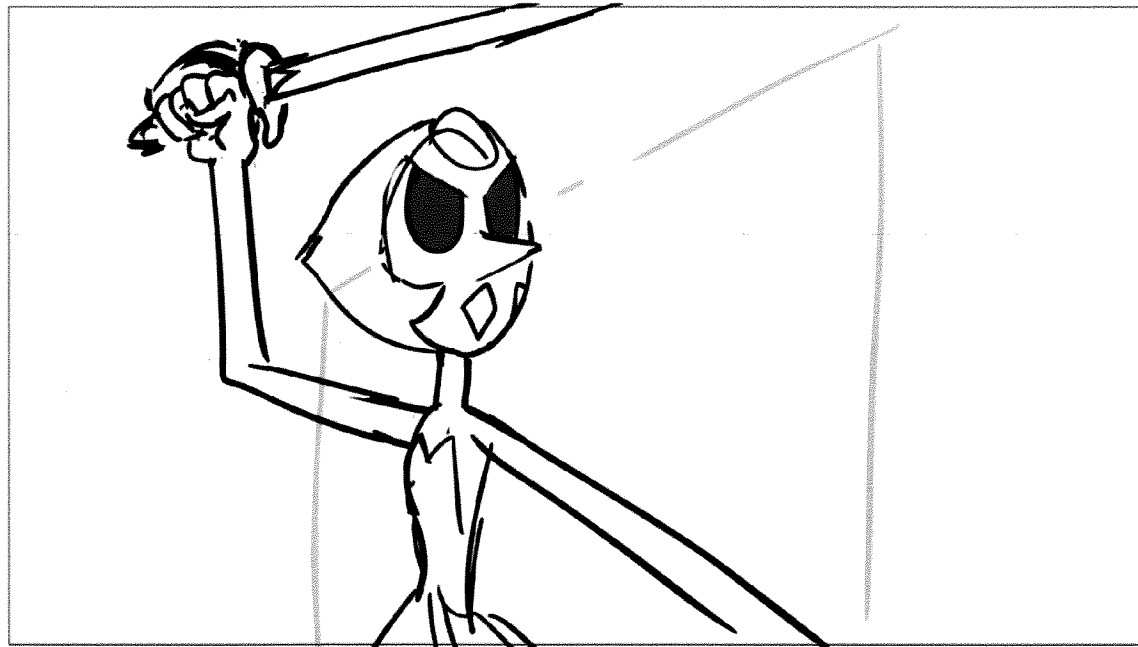
1020.013

1020.013

1020.013



Scene	Panel
109	CONT 4

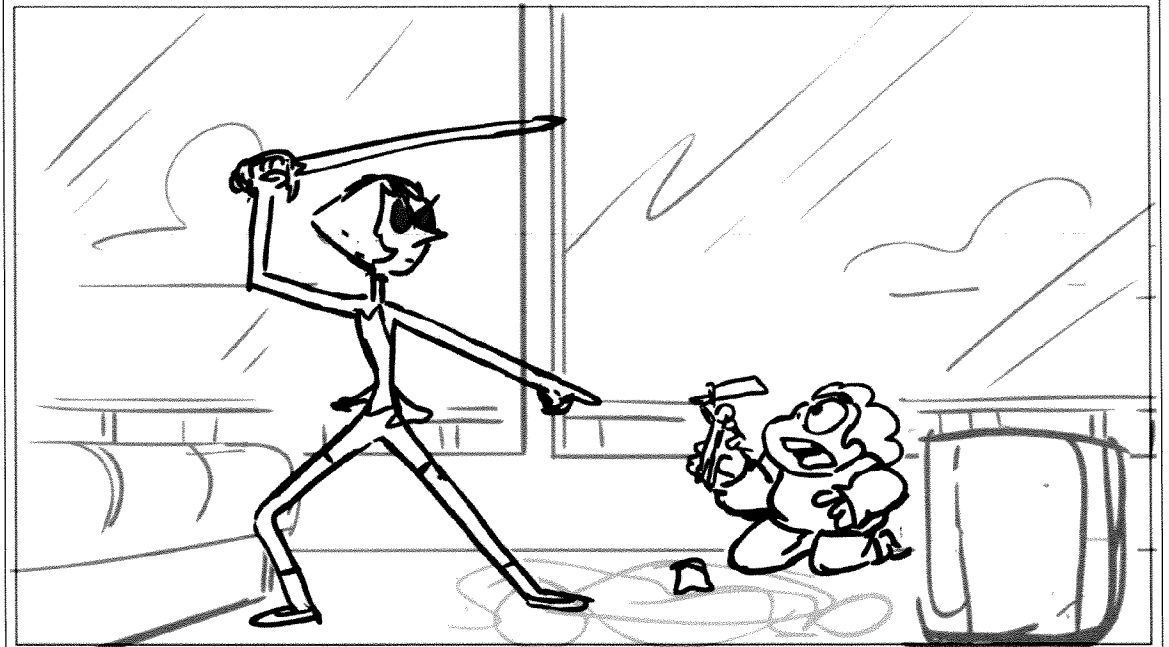


Dialogue  
HP: You've drawn your sword in vain!

Action Notes  
Holo-Pearl suddenly raises sword and eyes turn red.

Slugging  
2.09

Scene	Panel
110	1



Dialogue  
STEVEN: Wh-what?

Slugging  
1.06

AUG 06 2015

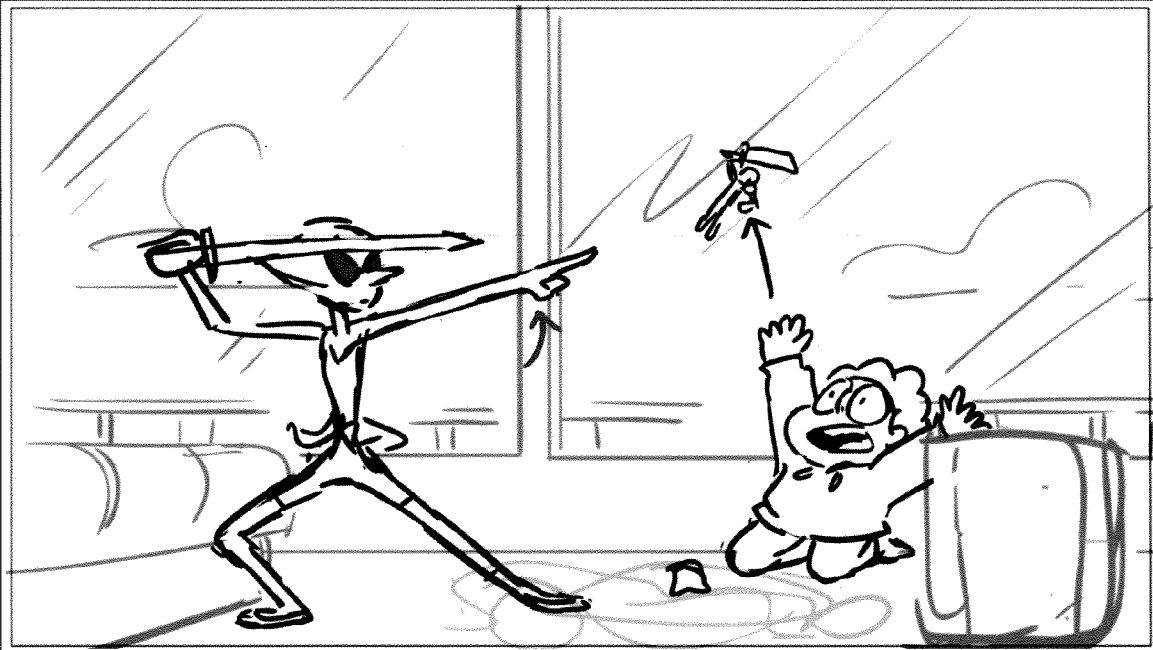
1020.013

1020.013

1020.013



Scene	Panel
110	CONT 2

**Action Notes**

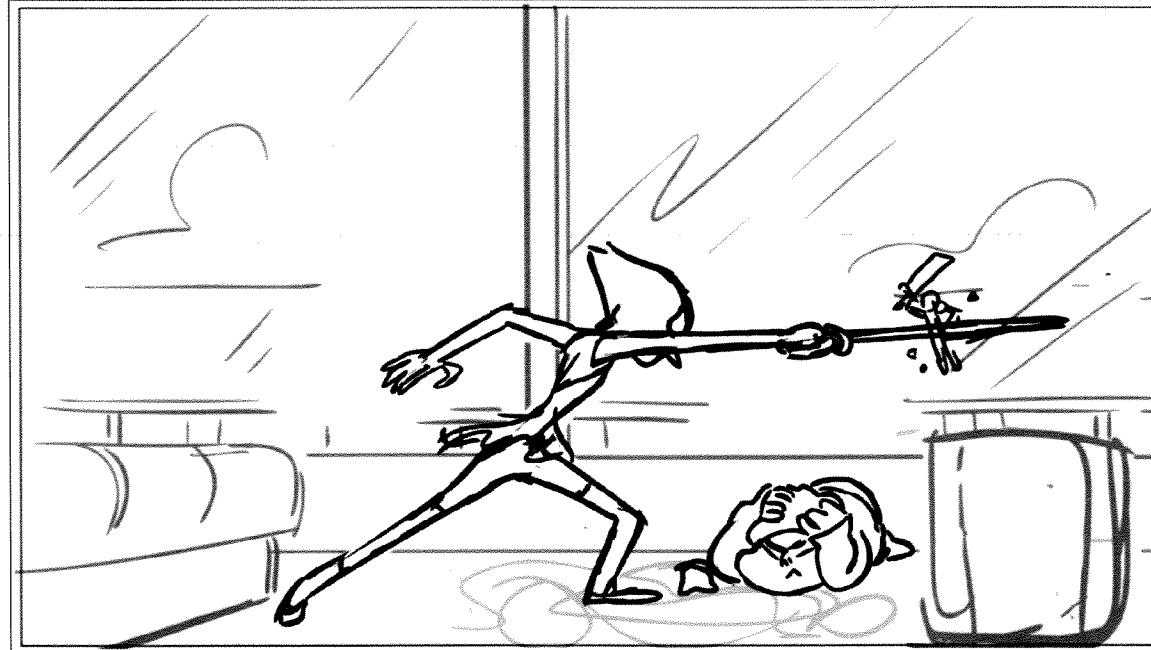
Steven throws his arms in the air in surprise, accidentally throwing the toy into the air.

Holo-Pearl raises her point finger towards the toy. She antics back.

**Slugging**

0.08

Scene	Panel
110	CONT 3

**Dialogue**

STEVEN: Ah!

**Action Notes**

Holo-Pearl stabs sword through toy as Steven ducks for cover.

**Slugging**

0.13

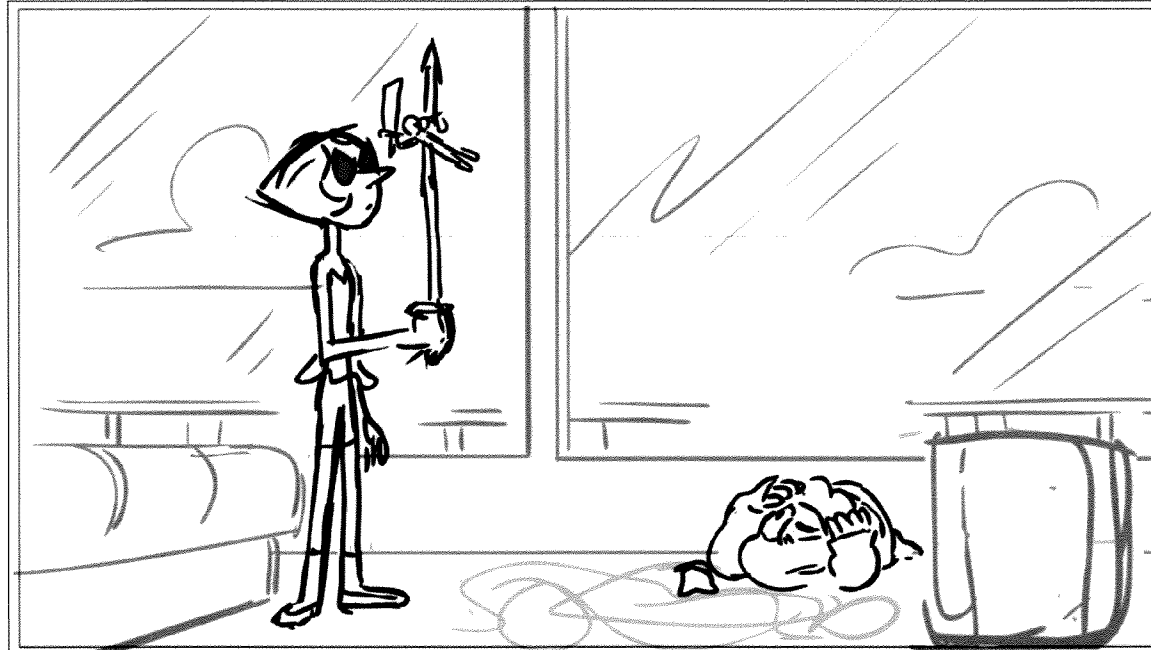
AUG 06 2013

1020.013

1020.013

1020.013

Scene 110 Panel 4  
cont



Action Notes

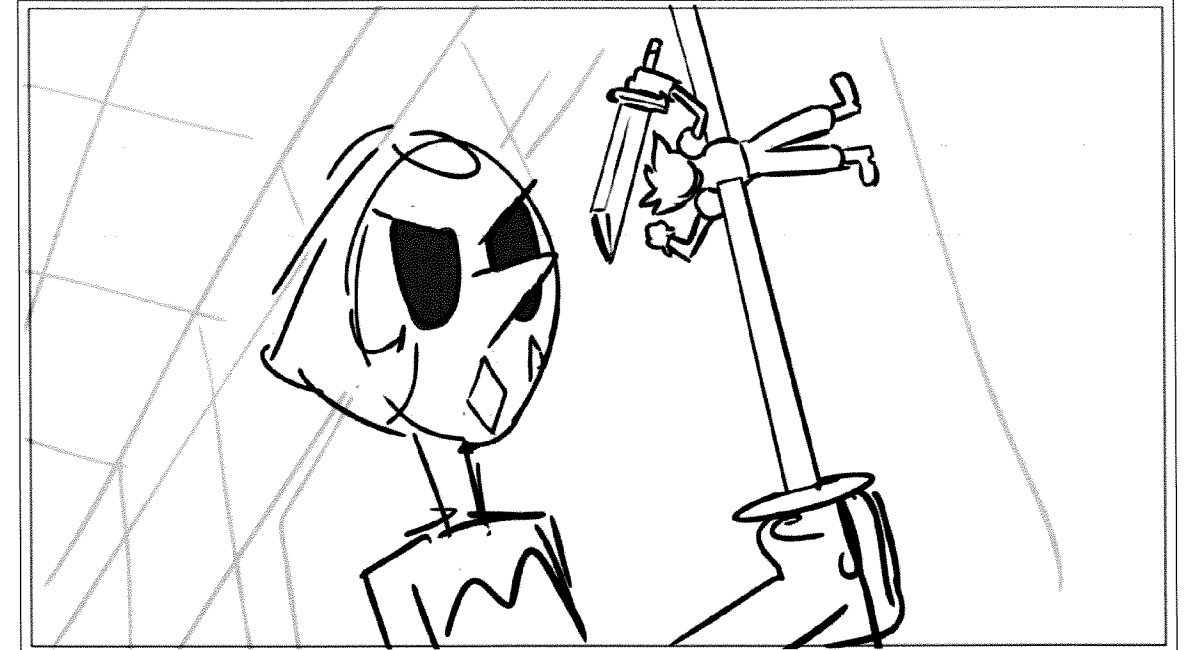
Holo-Pearl steps back and looks at skewered toy.

Steven peeks one eye open to look.

Slugging

1.00

Scene 111 Panel 1



Dialogue

HP: Challenger defeated.

Slugging

2.05

AUG 0 6 2013

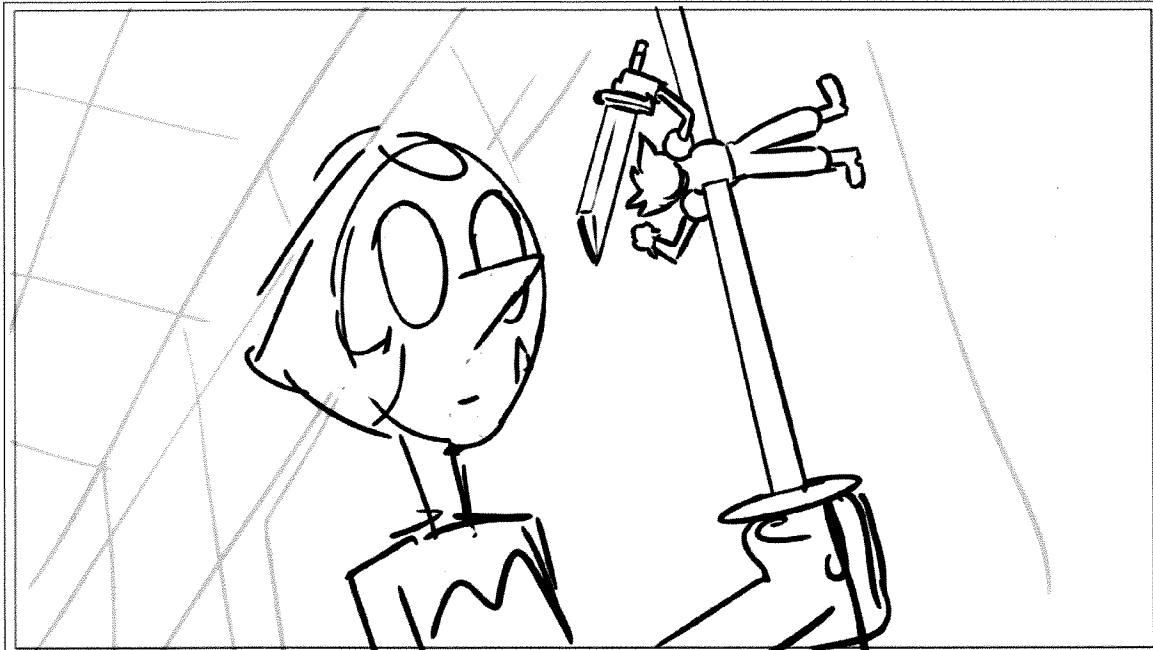
1020.013

1020.013

1020.013



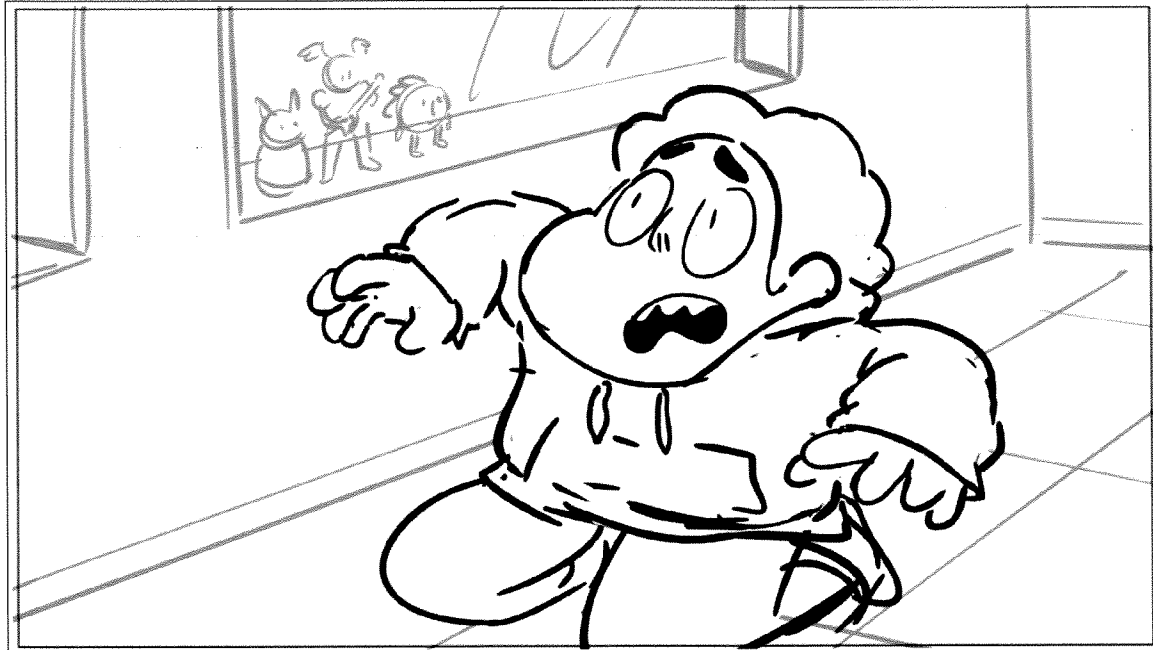
Scene	Panel
111	cont 2



Action Notes  
Holo-Pearl's eyes return to normal.

Slugging  
1.07

Scene	Panel
112	1



Slugging  
0.06

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1020.013

1020.013

1020.013

Scene	Panel
112	2

**Dialogue**

STEVEN: \*Exhale\* Maybe we need to try something else..

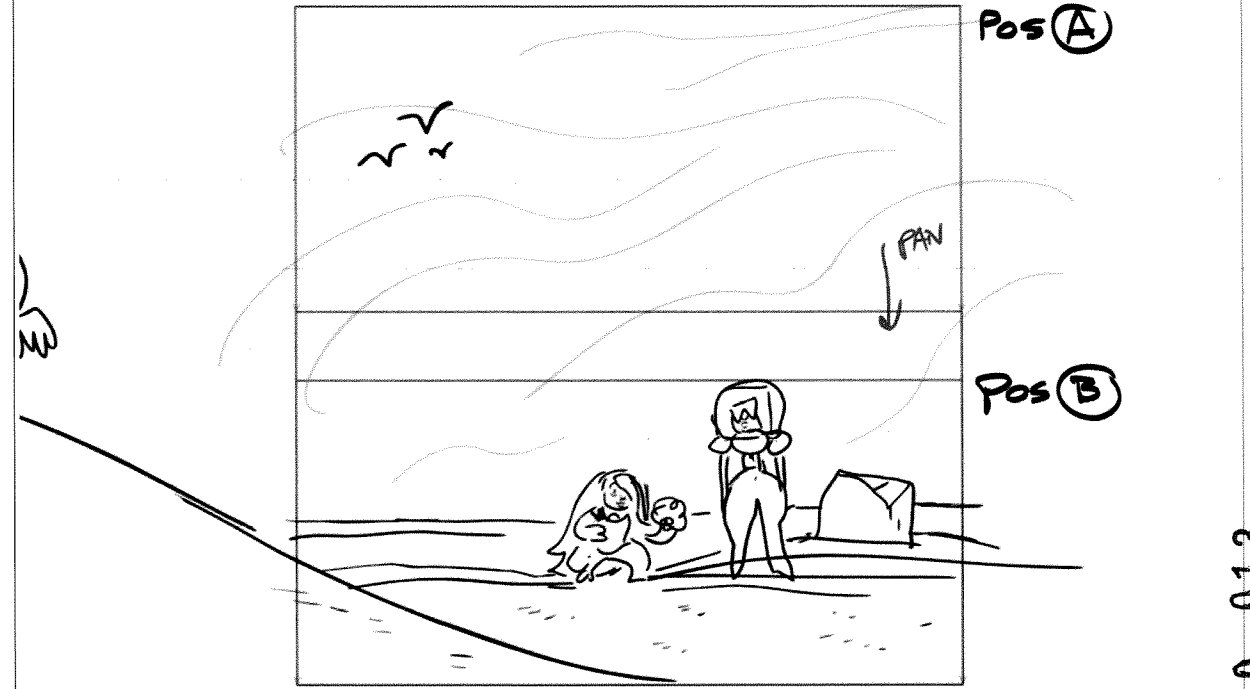
**Action Notes**

Steven scratches his head.

**Slugging**

4.08

Scene	Panel
113	1

**Action Notes**

Shot of overcast sky with seagulls flying in the distance.

Camera ADJ South - to show Amethyst and Garnet.

**Slugging**

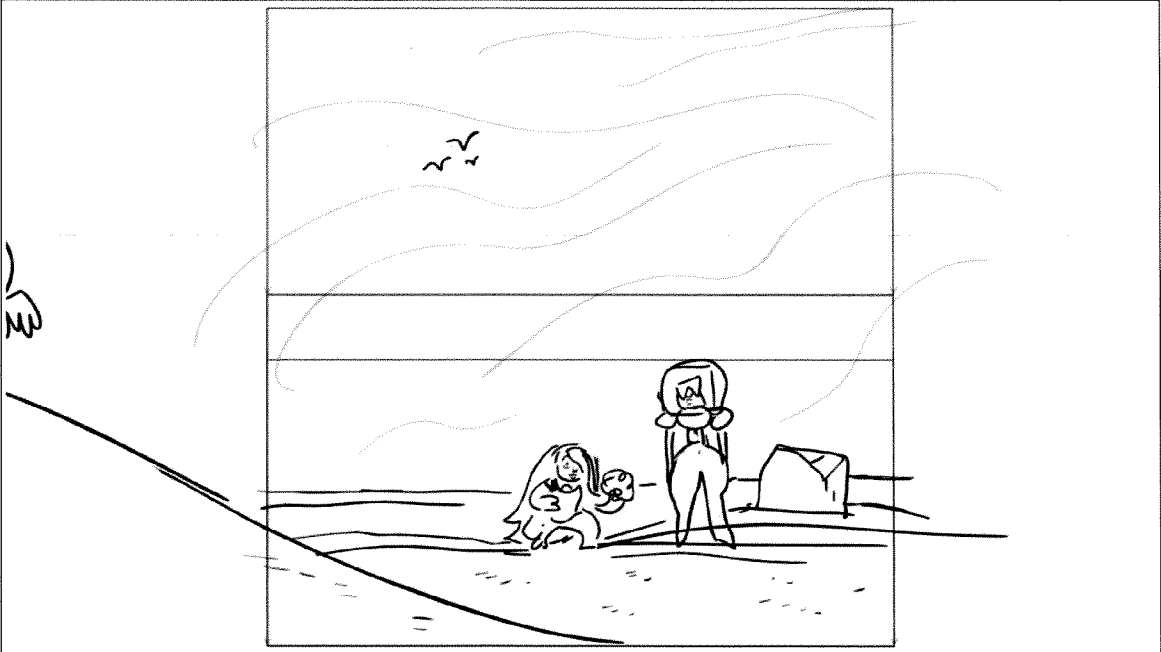
HOLD: 1.12

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1020.013



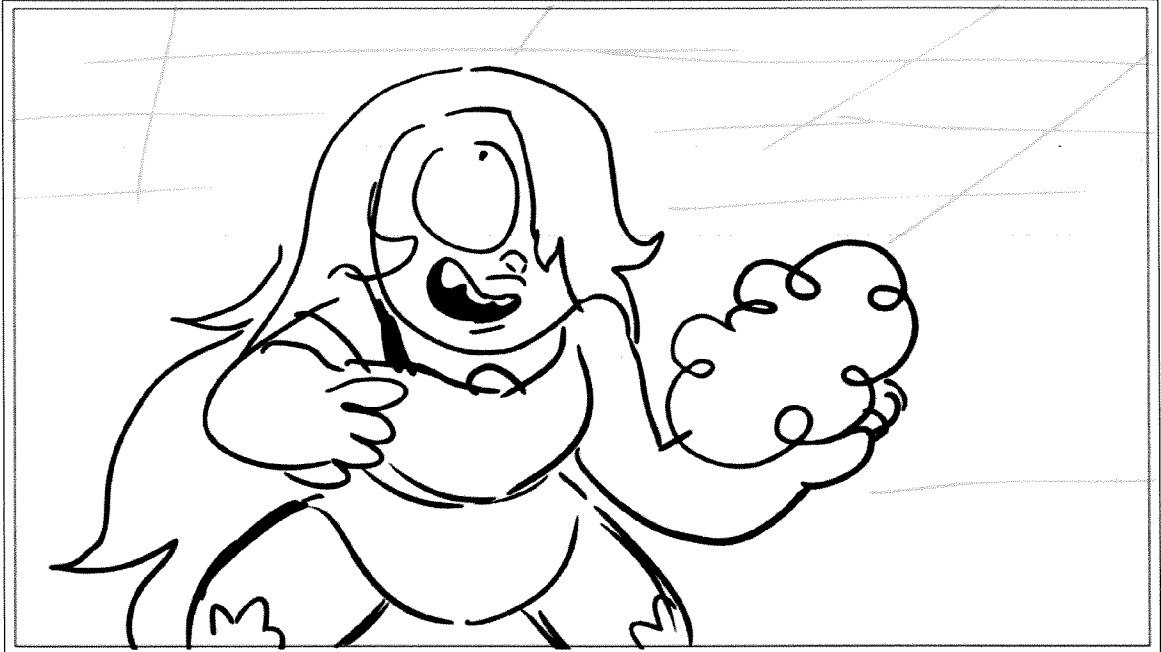
Scene	Panel
113	2



Action Notes  
Shot of overcast sky with seagulls flying in the distance.  
Amethyst has a cloud in her hand.

Slugging  
ADJ: 0.11  
Then HOLD: 0.14

Scene	Panel
114	1



Dialogue  
AMETHYST: I'm gonna do it.

Action Notes  
Amethyst has a cloud in her hand.

Slugging  
2.05  
  
AUG 06 2013

1020.013

1020.013

Scene	Panel
115	1



Dialogue  
GARNET: Go on then.

Slugging  
1.10

Scene	Panel
116	1



Slugging  
0.04

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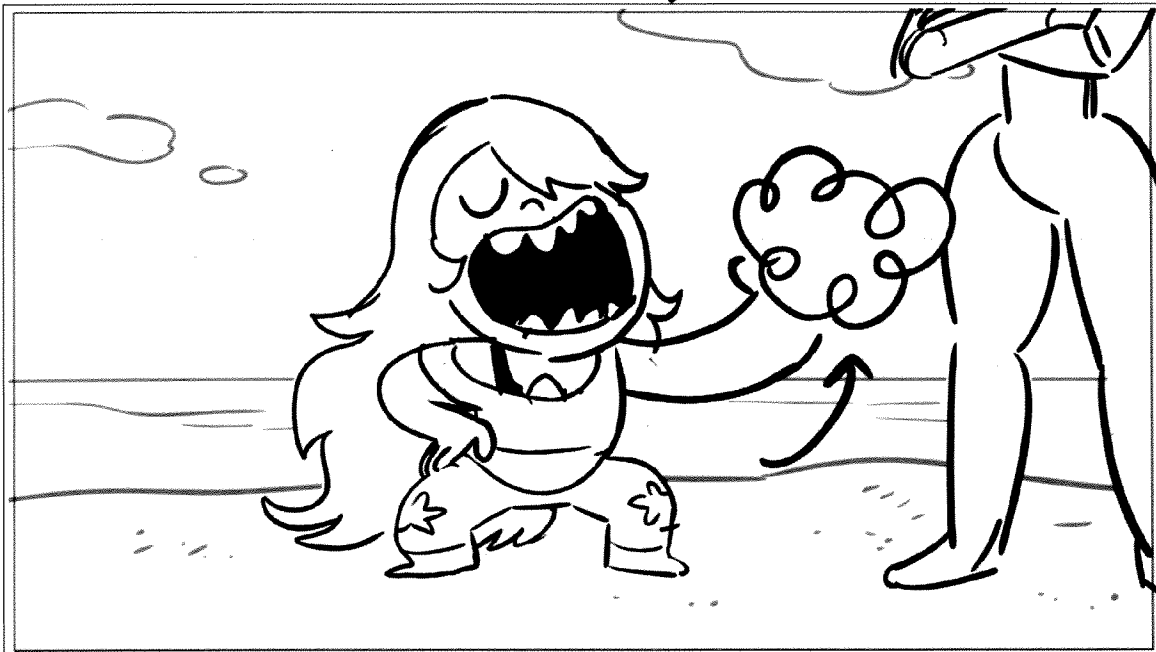
1020.013

1020.013

1020.013



Scene 116 Panel 2  
*CONT*



Slugging  
0.05

Scene 116 Panel 3  
*CONT*



Action Notes  
Amethyst stretches her mouth open super wide to eat cloud.

Slugging  
0.05

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1020.013

1020.013

1020.013



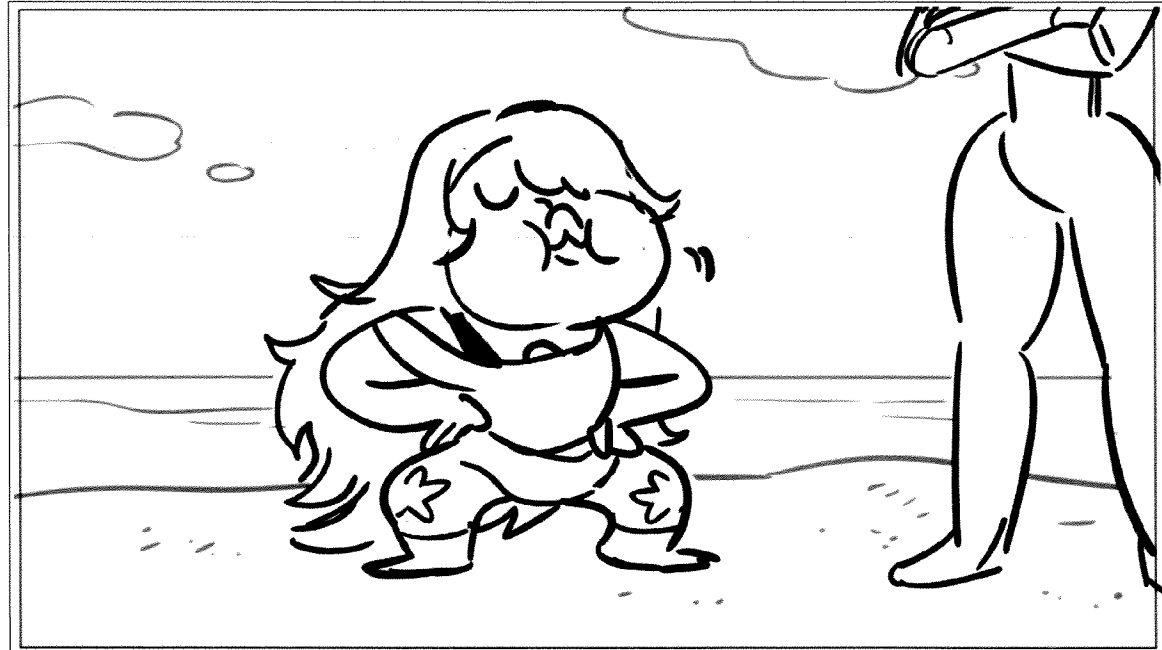
Scene	Panel
116	CONT 4



**Action Notes**  
Amethyst fits whole cloud in her mouth. Tiny cloud bits dissipate around her.

**Slugging**  
0.11

Scene	Panel
116	CONT 5



**Dialogue**  
AMETHYST: \*Chewing\*

**Action Notes**  
Amethyst chews contently for a beat.

**Slugging**  
2.02

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1020.013

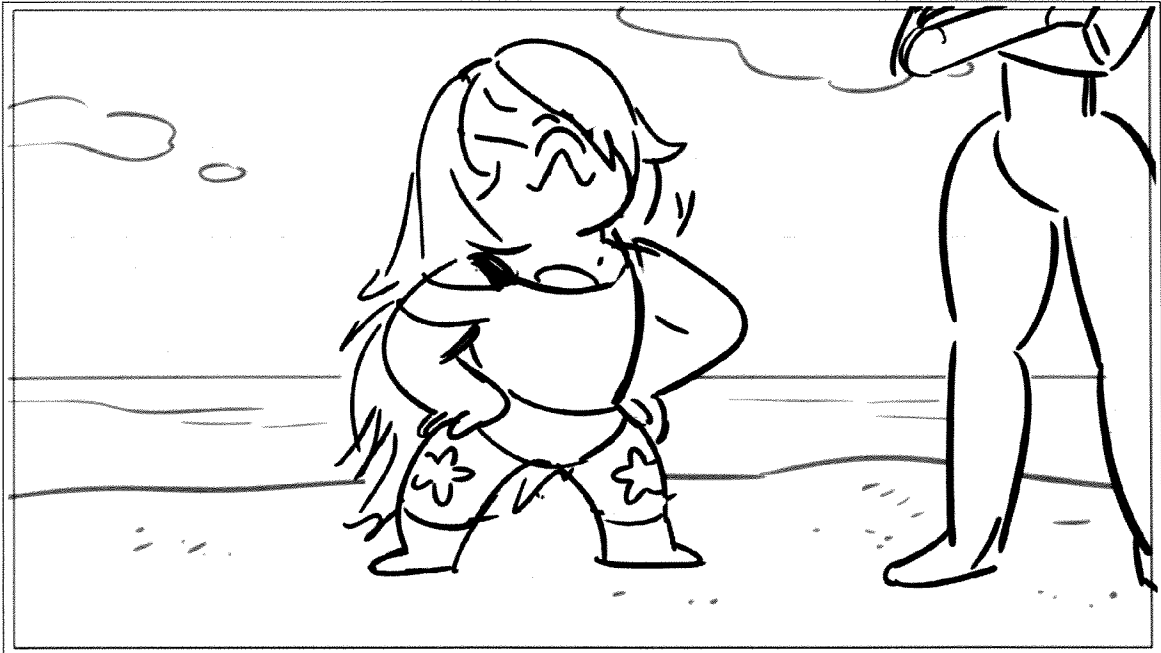
1020.013





Scene	Panel
116	<i>cont</i>

6



Dialogue

AMETHYST: \*gulp\*

Action Notes

Amethyst swallows cloud.

Slugging

1.00

Scene	Panel
116	<i>cont</i>

7



Action Notes

Amethyst smiles for a beat.

Slugging

1.07

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Scene 116 *cont* Panel 8



Action Notes  
Amethyst suddenly poofs up like a balloon to her surprise.

Slugging  
1.10

Scene 116 *cont* Panel 9



Action Notes  
Amethyst slowly starts floating upwards.

Slugging  
0.13

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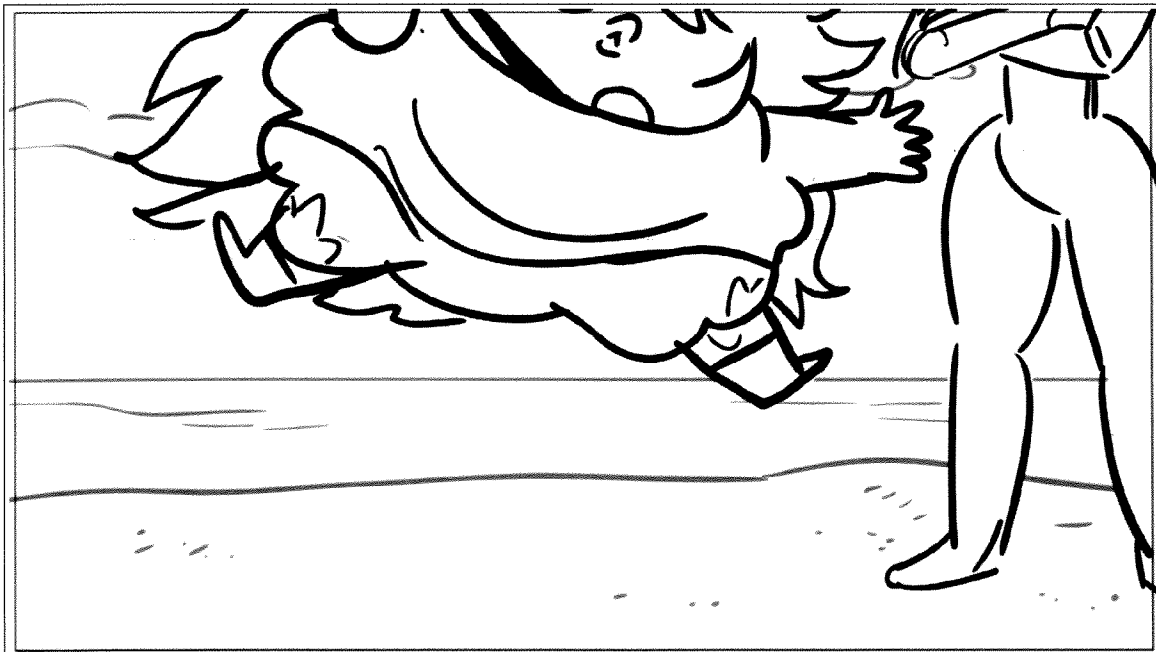
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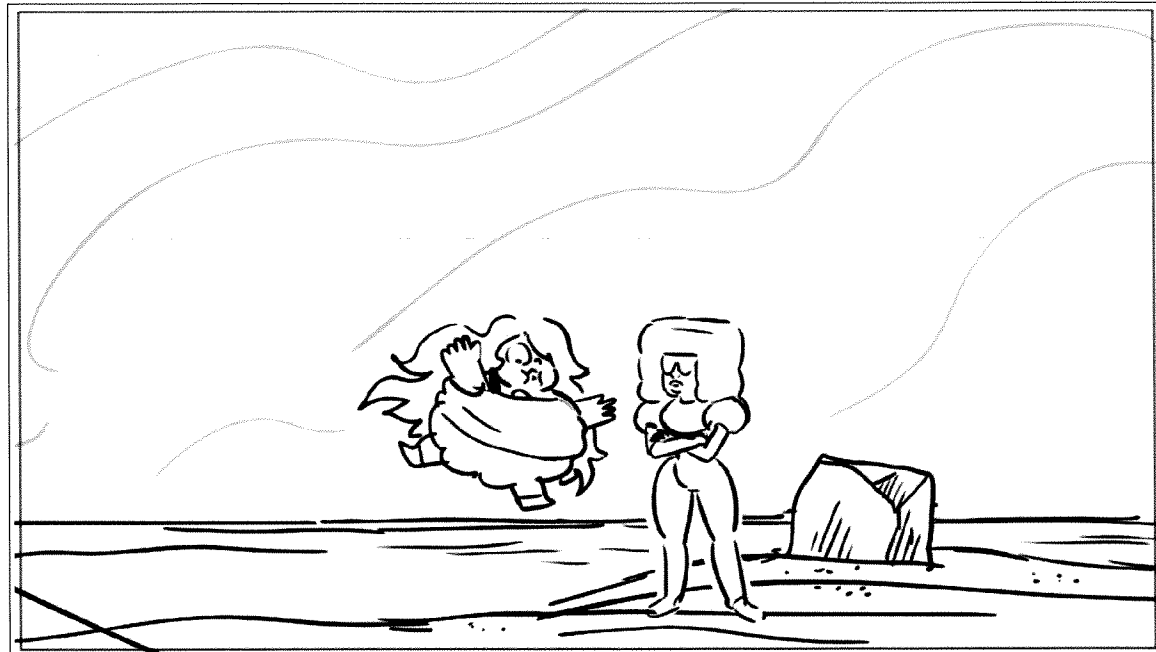
Scene	Panel
116	10



Action Notes  
Amethyst begins to leave frame.

Slugging  
0.13

Scene	Panel
117	1



Action Notes  
Amethyst slowly floating upwards.

Slugging  
0.09

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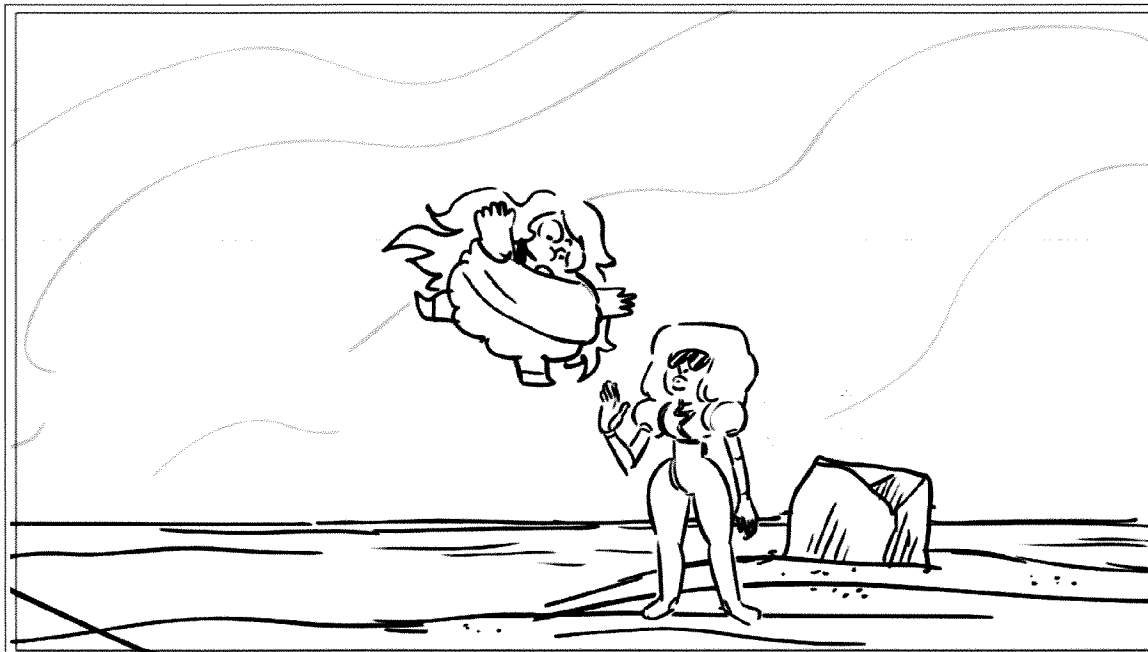
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1020.013



Scene 117 *cont* Panel 2



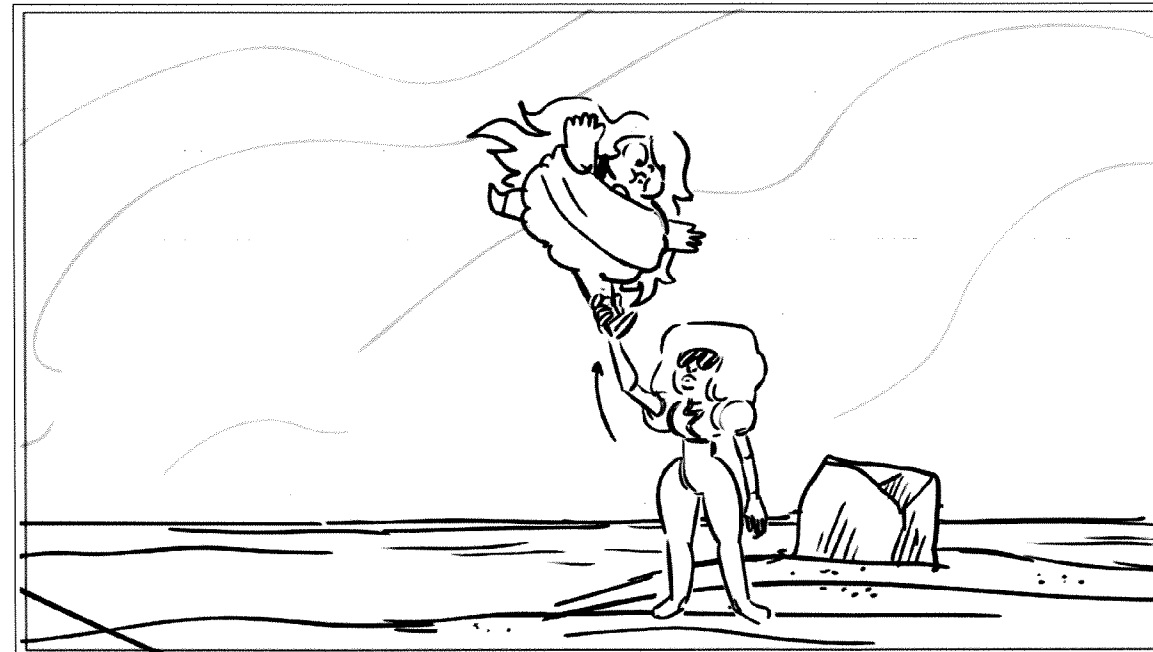
Action Notes

Garnet uncrosses her arms and reaches towards Amethyst.

Slugging

0.10

Scene 117 *cont* Panel 3



Action Notes

Garnet grabs onto Amethyst's foot. They stay there for a beat, Amethyst's hair blowing slightly in the wind.

Slugging

Hold for a beat.

1.08

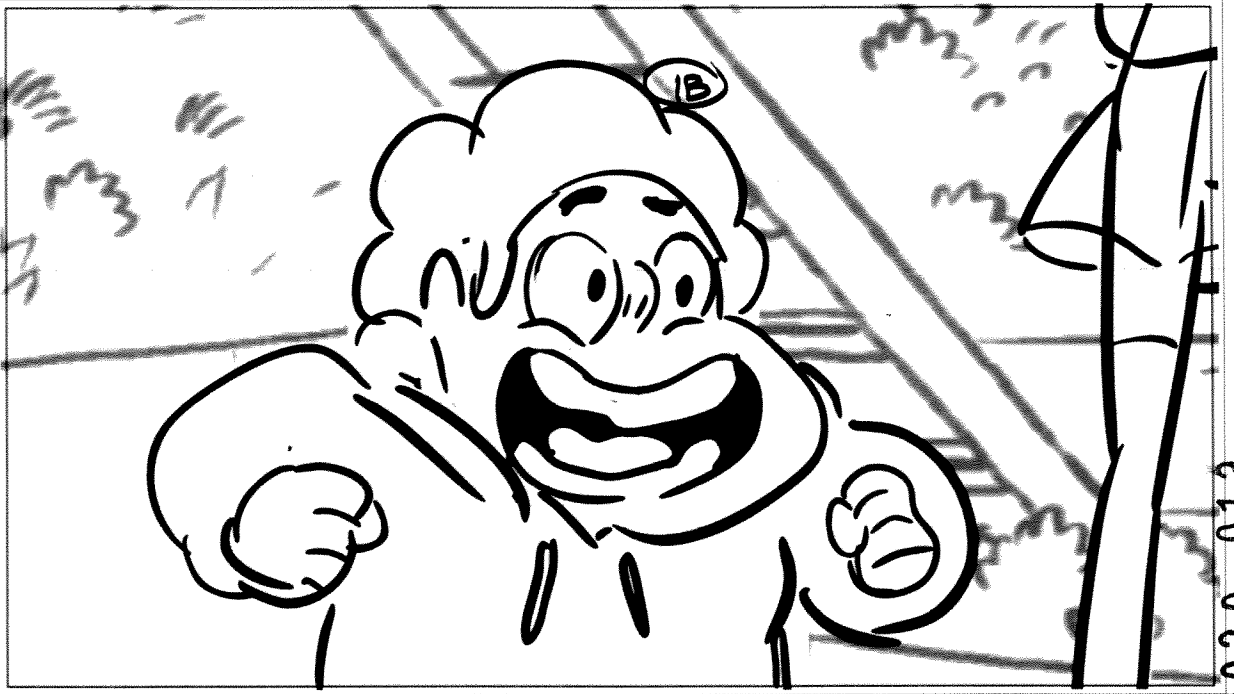

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Scene	Panel	
117	CONT	4
		
<b>Dialogue</b> STEVEN: *Laughing*		
<b>Action Notes</b> Camera ADJ NW - over to Steven and Holo-Pearl.  First camera ADJ West then slightly upwards to Steven.		
<b>Slugging</b> ADJ: 2.02 Then HOLD: 0.12		

Scene	Panel	
118		1
		
<b>Dialogue</b> STEVEN: Pearl always likes to tease Amethyst...		
<b>Slugging</b> 2.08		
<b>Notes</b> Need H.U. for Steven to previous scene.		
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Scene	Panel
118	CONT 2



Dialogue

STEVEN: ... when she does funny stuff like this.

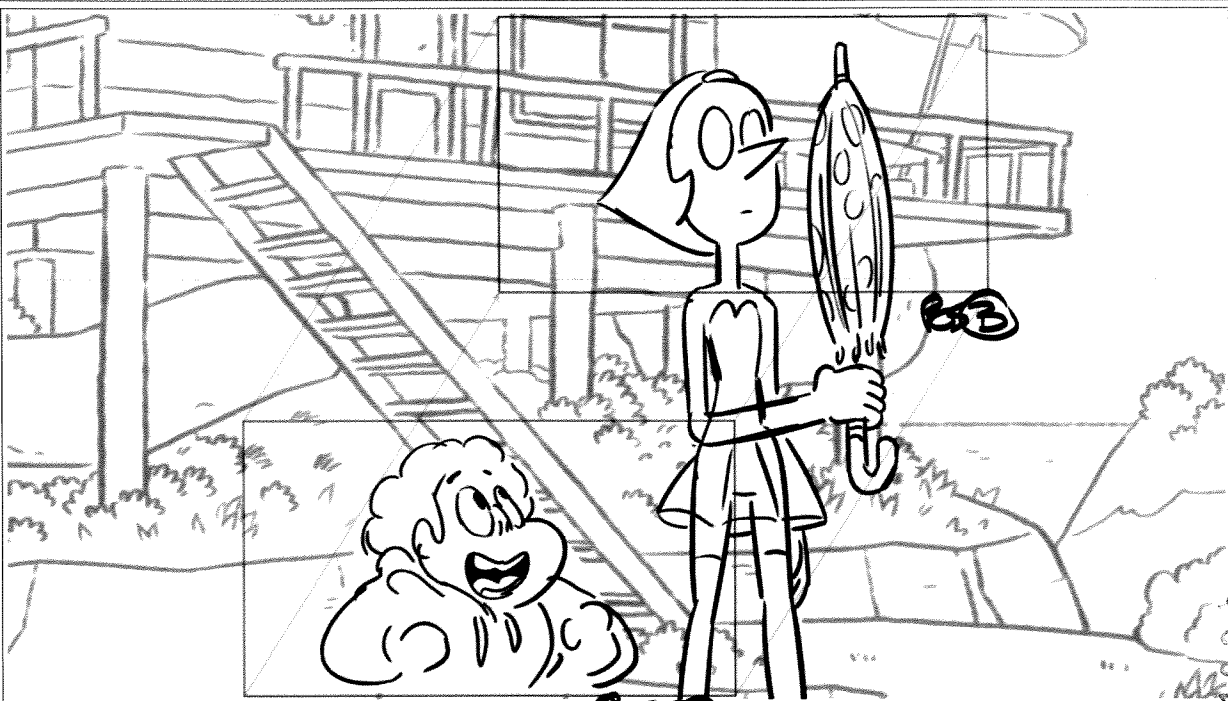
Action Notes

Steven looks up at Holo-Pearl.

Slugging

2.11

Scene	Panel
118	CONT 3



Action Notes

Pan ADJ NE to show Holo-Pearl's face.

Slugging

ADJ: 0.06

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Scene 118 Panel 4



Slugging

Panels 4 + 5 = 3.00

Scene 118 Panel 5



Dialogue

HP: I won't go easy on you this time!

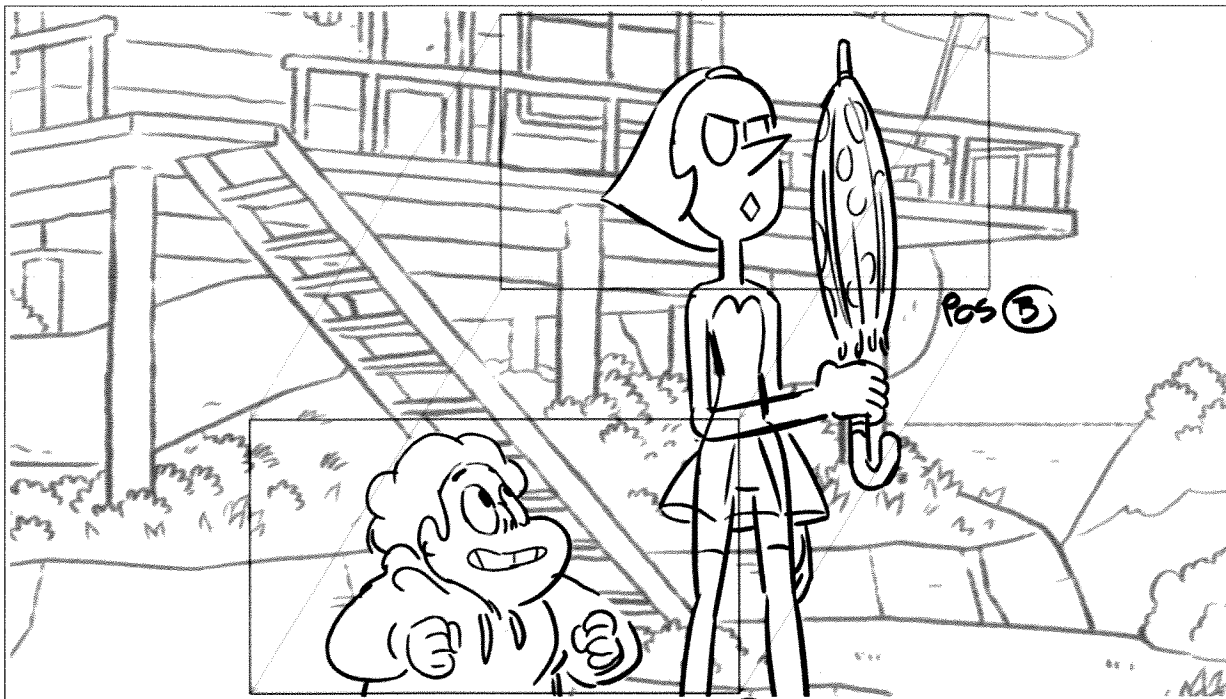
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Scene 118 Panel 6  
CONT



### Action Notes

Camera ADJ SW back down to Steven.

### Slugging

ADJ: 0.06

Scene 118 Panel 7  
CONT



### Dialogue

STEVEN: That's the spirit!

### Slugging

2.02

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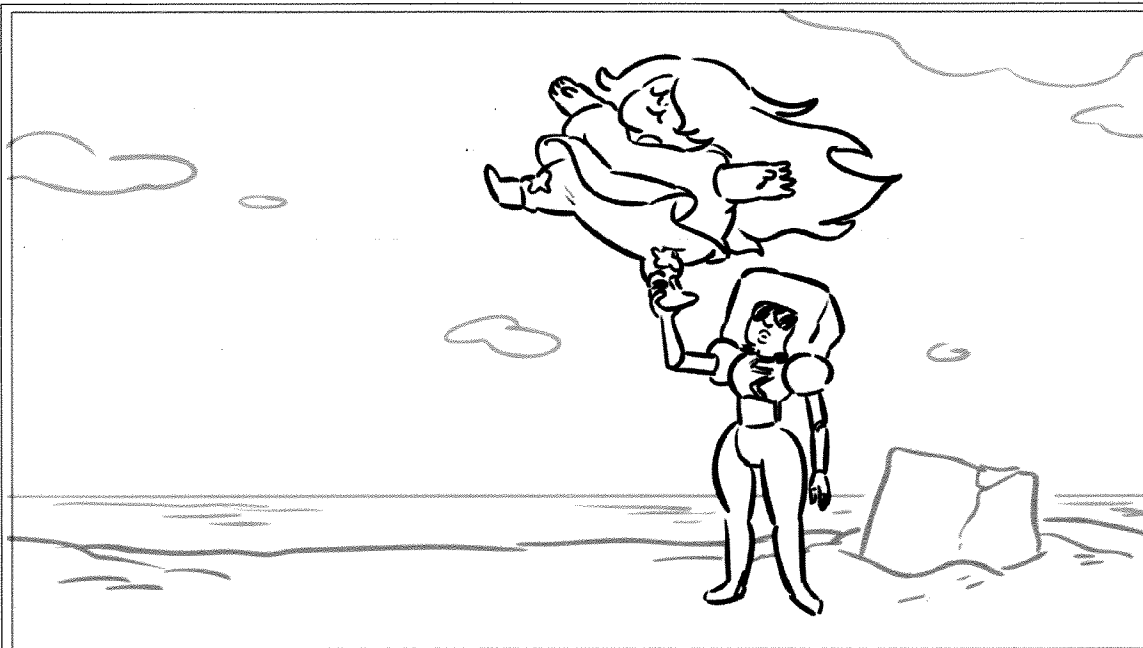
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1020-013



Scene	Panel
119	1



## Dialogue

STEVEN (os): What are...

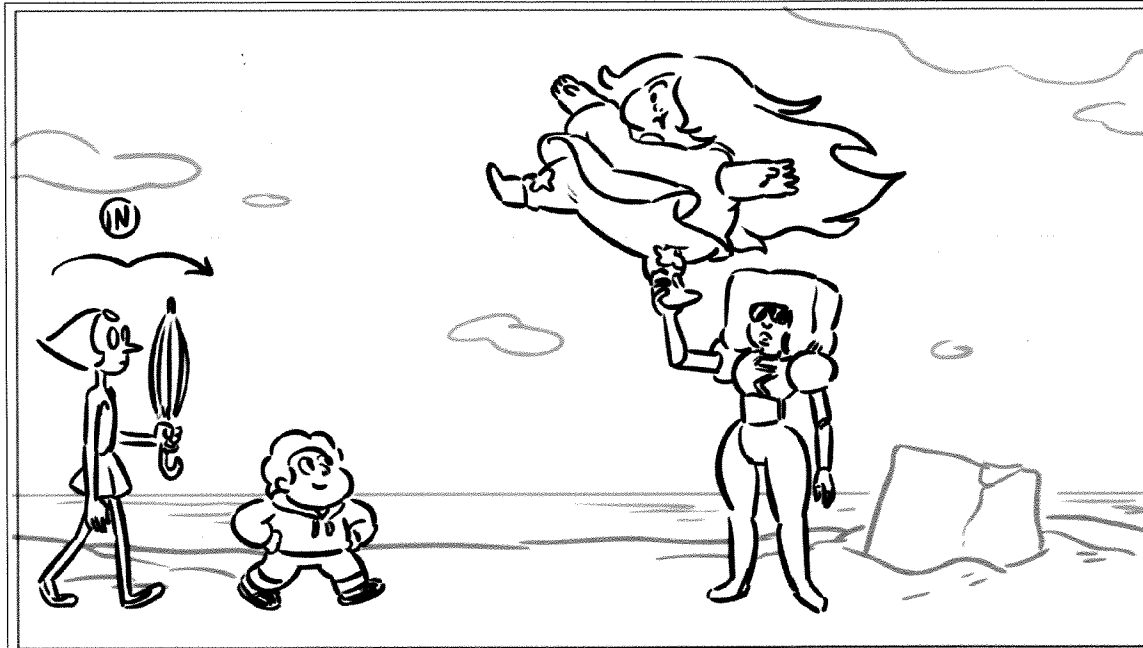
## Action Notes

Amethyst's hair blowing slightly in the wind.

## Slugging

1.01

Scene	Panel
119	CONT 2



## Dialogue

STEVEN: ...you...

## Action Notes

Steven and Holo-Pearl enter from West, Amethyst and Garnet look at them.

## Slugging

0.08

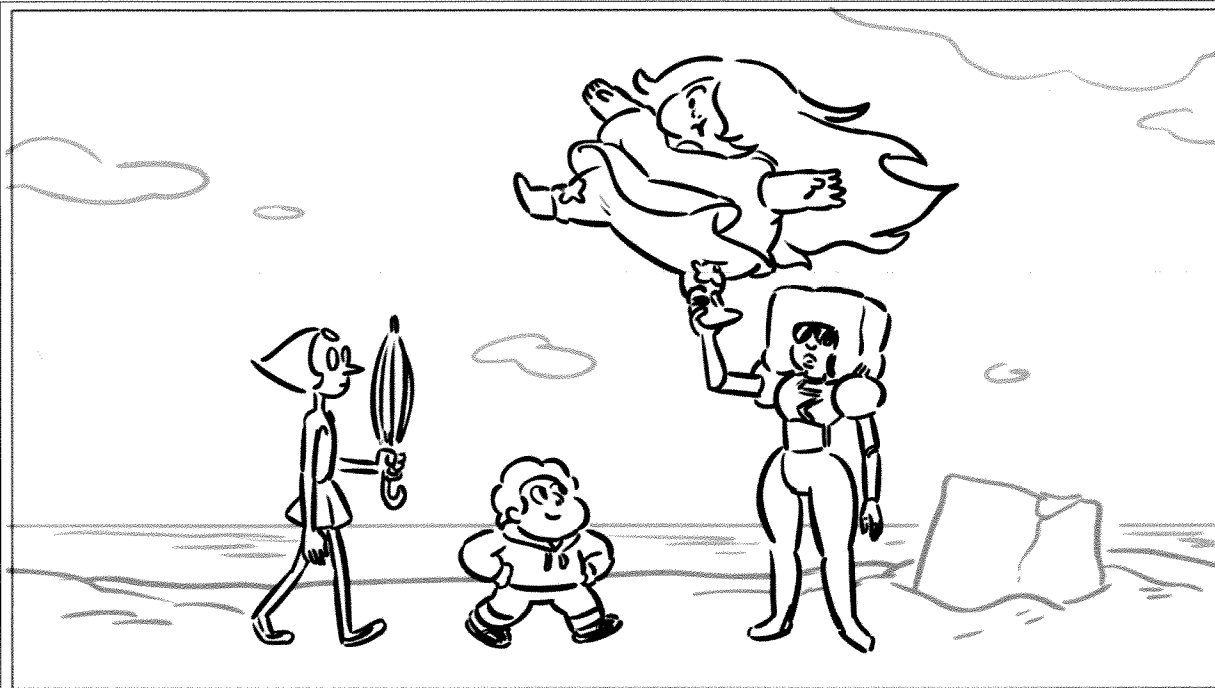
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Scene	Panel
119	3



#### Dialogue

STEVEN: ...rascals...

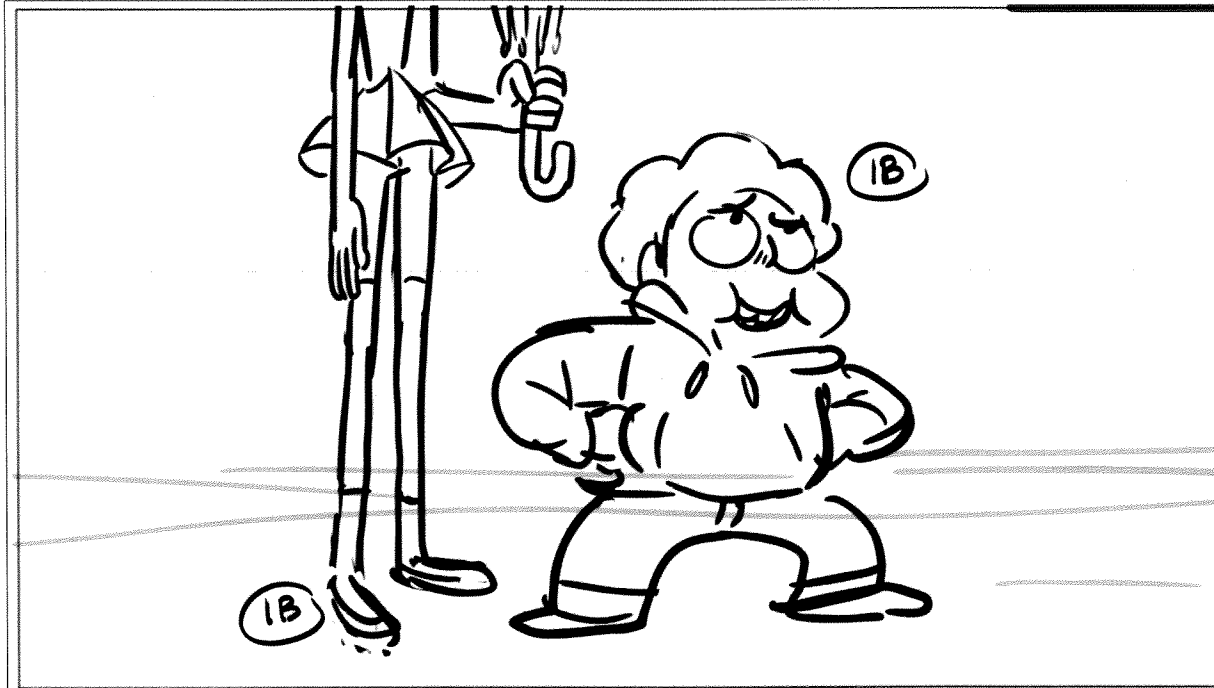
#### Action Notes

H/U STEVEN AND HOLO PEARL to next scene

#### Slugging

1.00

Scene	Panel
120	1



#### Dialogue

STEVEN: ...doin' over here?

#### Slugging

1.10

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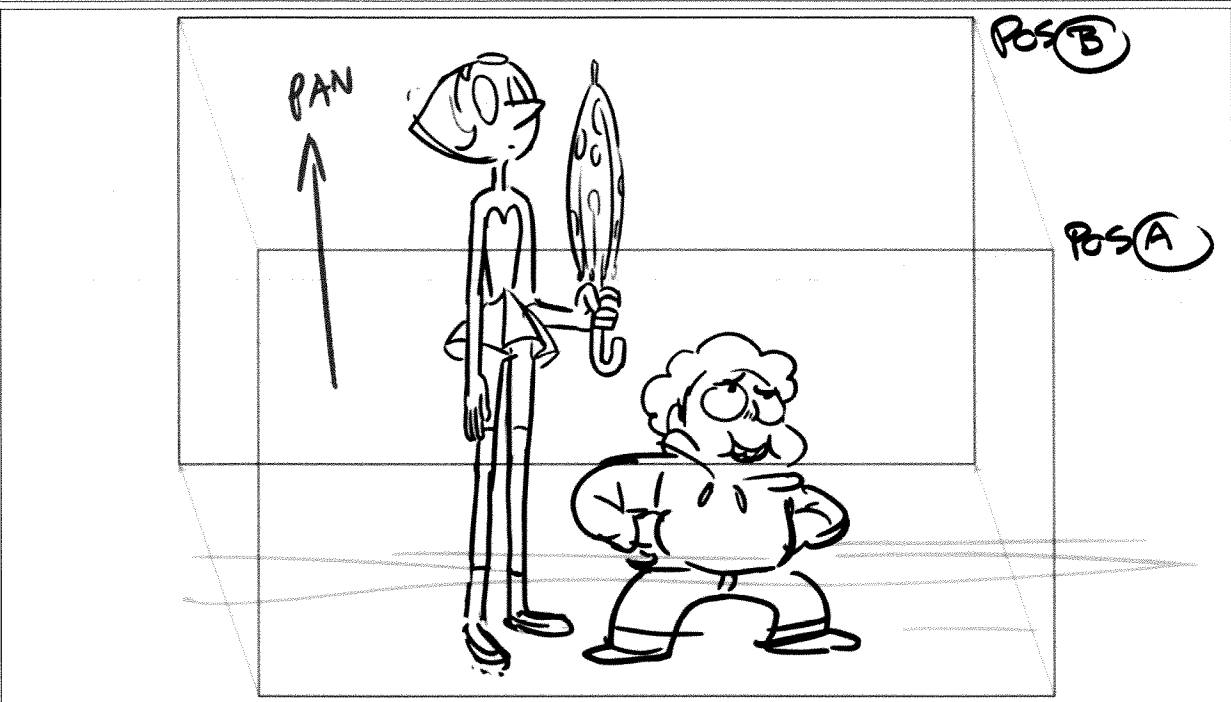
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1020.013

1020.013



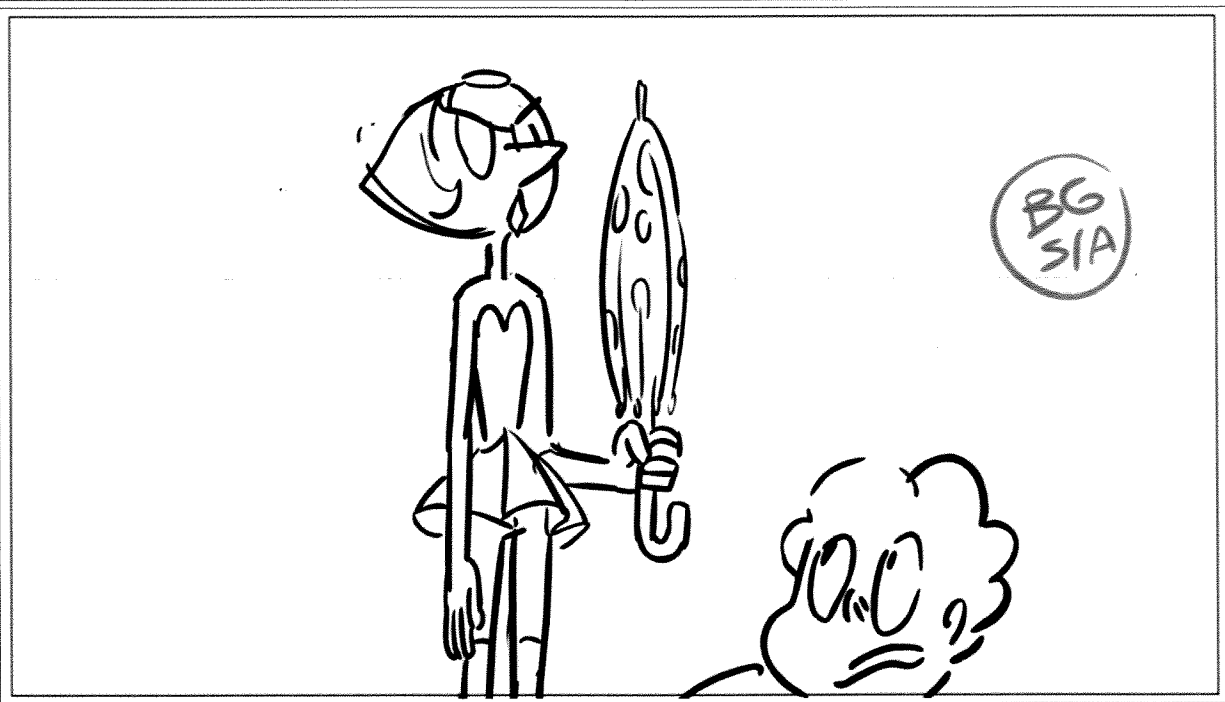
Scene	Panel
120	cont 2



Action Notes  
Camera ADJ NW to show Holo-Pearl.

Slugging  
ADJ: 0.06

Scene	Panel
120	cont 3



Dialogue  
HP: DRAW YOUR WEAPON CHALLENGER!!

Action Notes  
Steven turns, surprised by Holo-Pearl's line.

Slugging  
2.07

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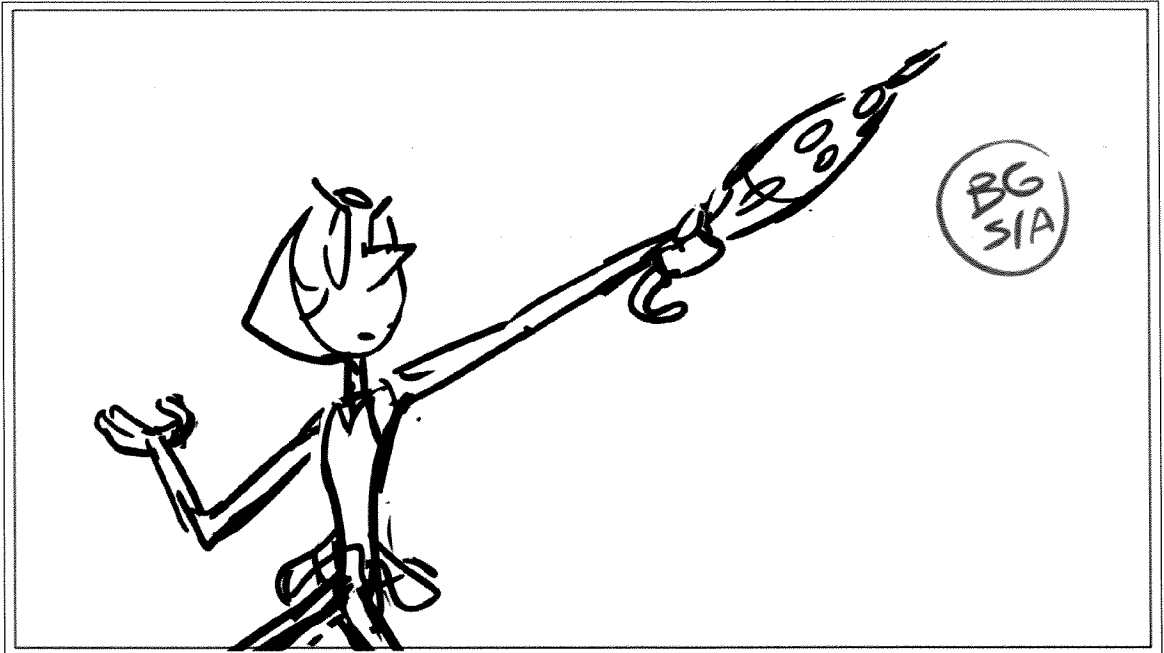
Scene	Panel
120	cont



Action Notes  
Holo-Pearl spins umbrella.  
Steven ducks OUT of frame to avoid spinning umbrella.

Slugging  
0.07

Scene	Panel
120	cont



Action Notes  
Holo-Pearl strikes a pose.

Slugging  
0.14

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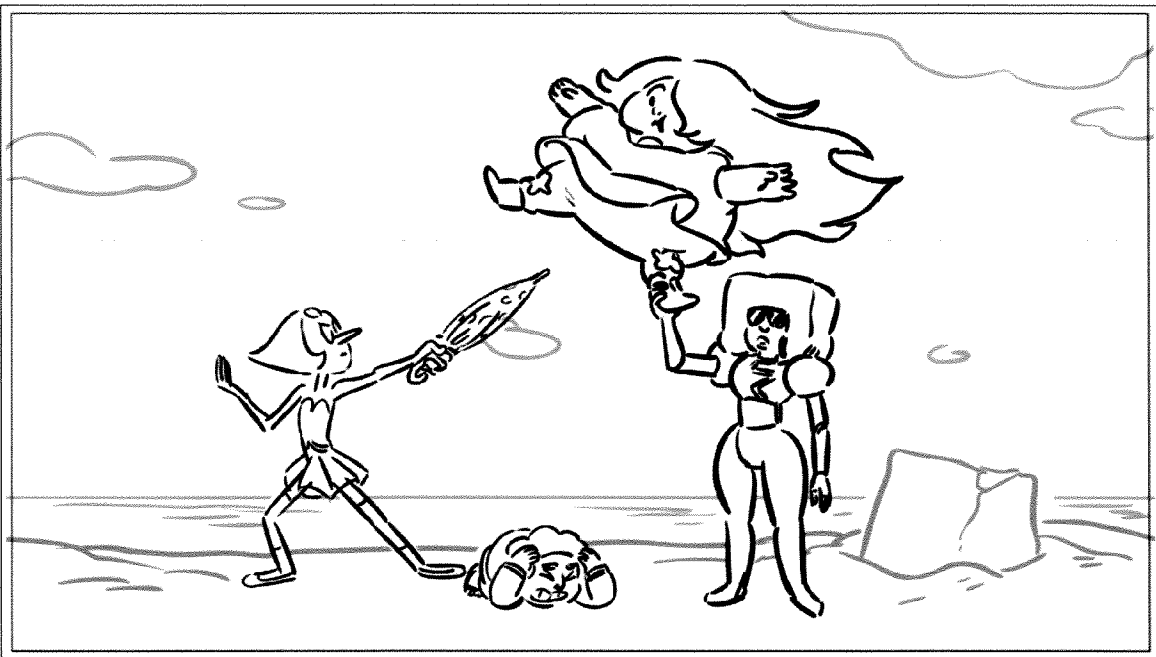
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Scene	Panel
121	1

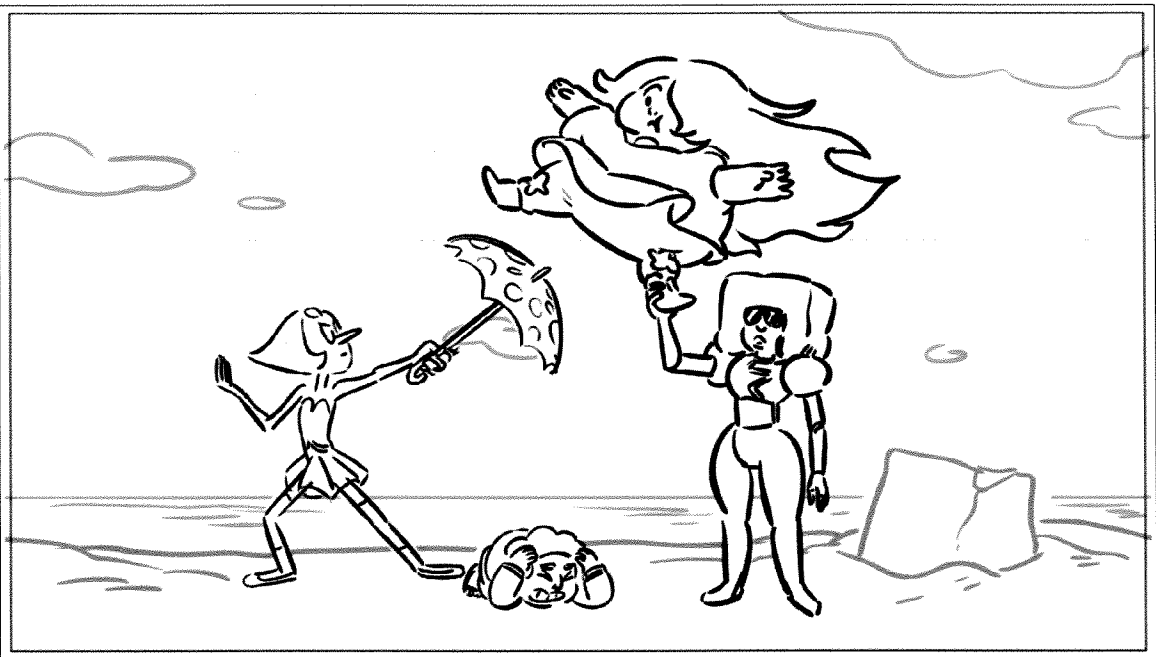


Action Notes  
Hold for a beat.

Amethyst's hair blowing slightly in the wind.

Slugging  
0.09

Scene	Panel
121	2



Action Notes  
Umbrella pops open.

Slugging  
0.04

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Scene	Panel
121	3



Action Notes  
Garnet moves Amethyst out of the way.

Slugging  
0.15

Scene	Panel
122	1



Dialogue  
AMETHYST: Ugh, Steven, why are you still hanging out with that thing? It's gross.

Slugging  
7.00

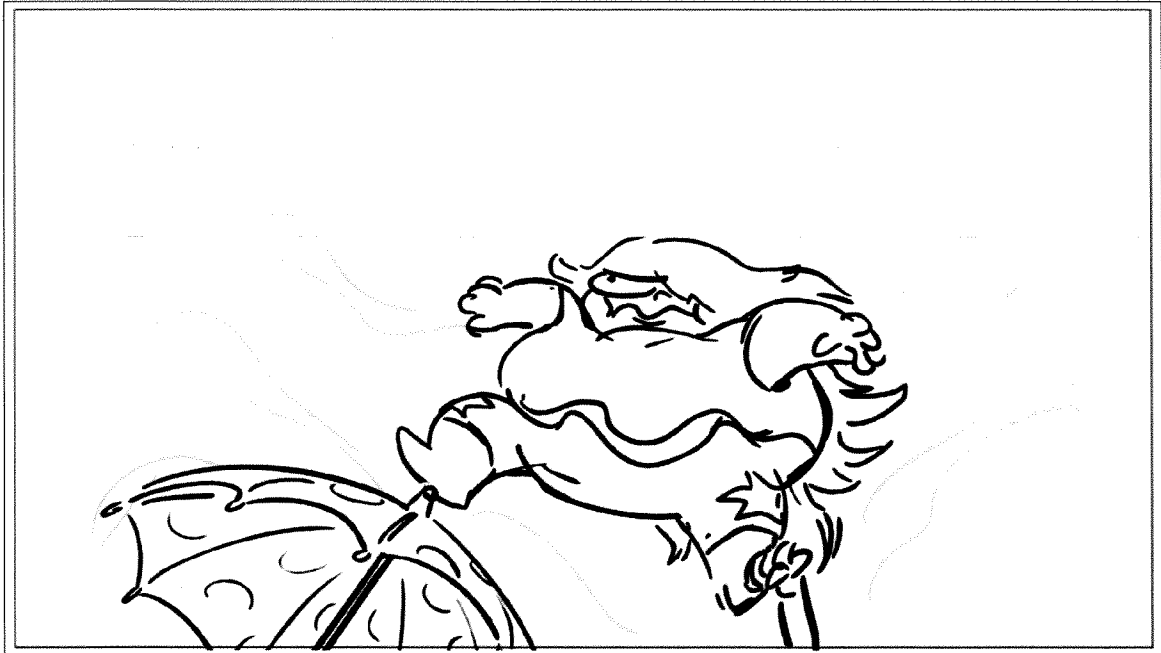
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Scene	Panel
122	<i>CONT</i>



Action Notes  
Amethyst's stomach grumbles.

Slugging  
0.11

Scene	Panel
122	<i>CONT</i>



Action Notes  
Amethyst burps and a purple cloud grows out of her mouth.

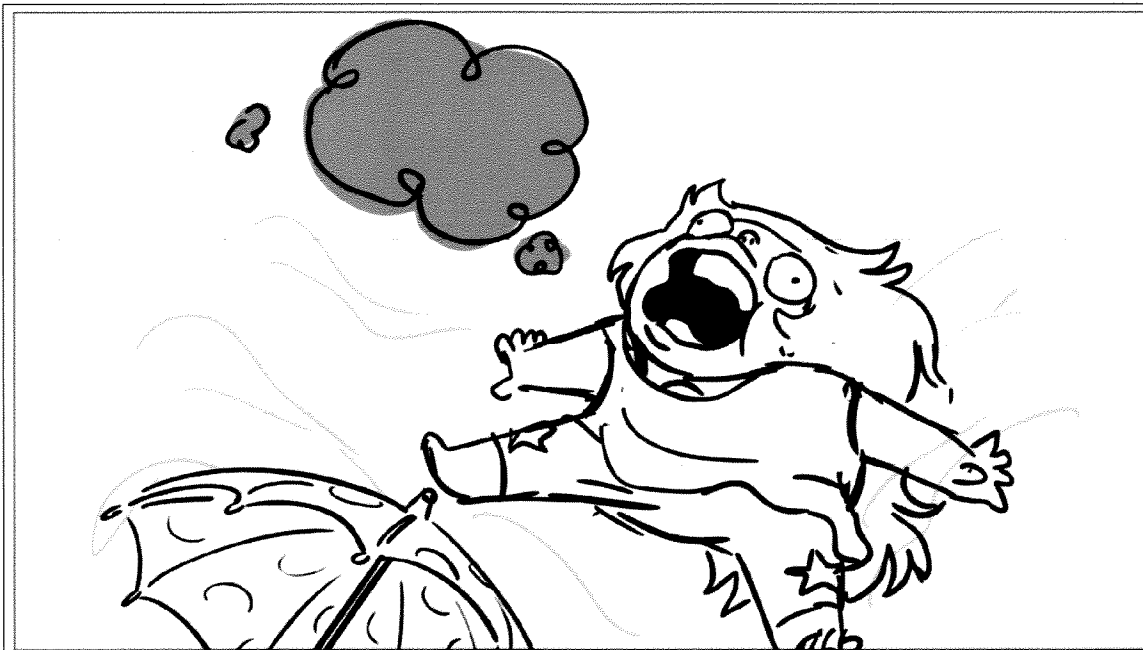
Slugging  
0.04

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Scene 122 Panel 4  
*CONT*



Dialogue

AMETHYST: \*Burp\*

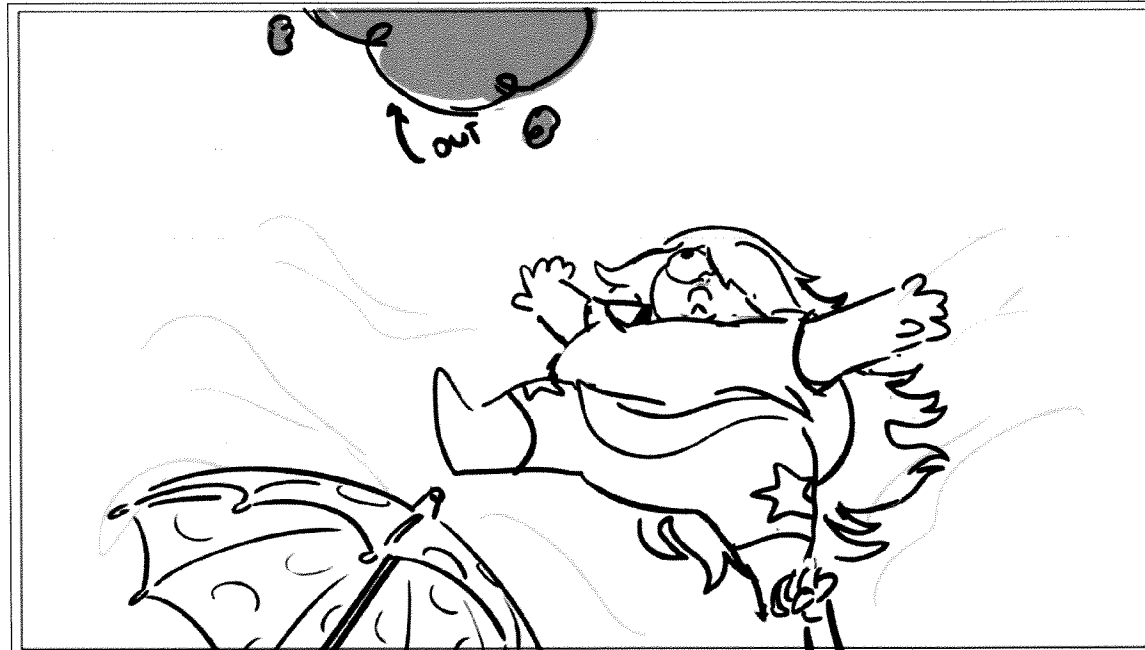
Action Notes

The purple cloud expands.

Slugging

0.08

Scene 122 Panel 5  
*CONT*



Action Notes

Purple cloud floats up OUT of frame, Amethyst watches it.

Slugging

0.12

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Scene	Panel
122	<i>cont</i> 6



Slugging  
0.13

Scene	Panel
123	1



Slugging  
0.04

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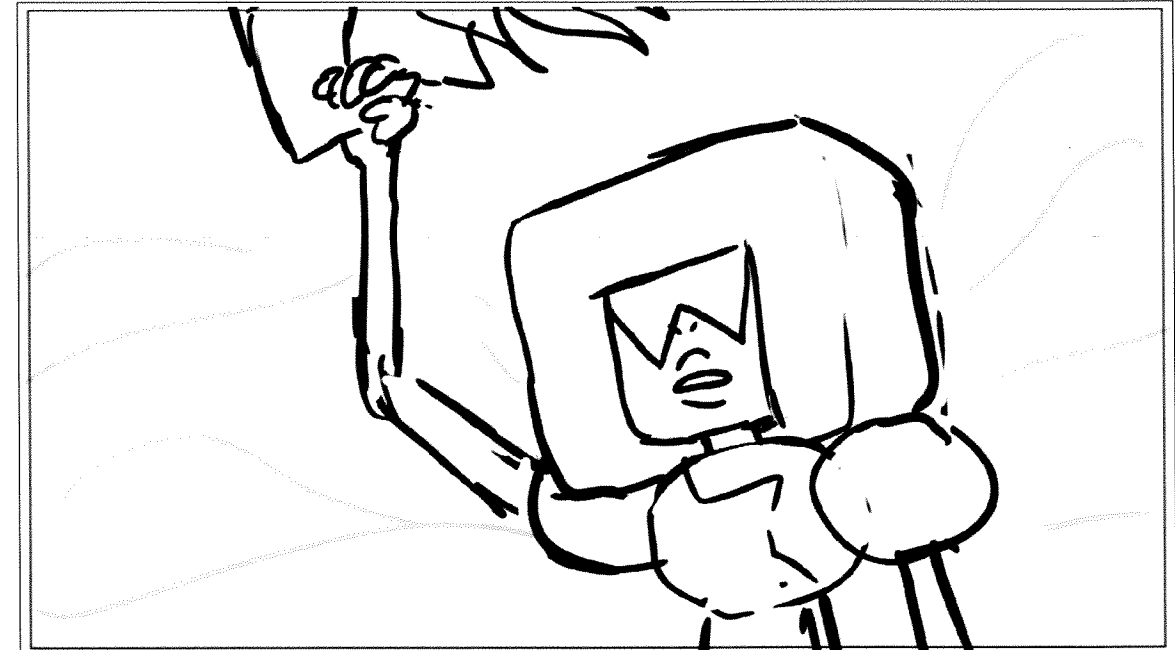
Scene	Panel
123	<i>cont</i> 2



Dialogue  
STEVEN: I just really miss spending time with Pearl.

Slugging  
3.14

Scene	Panel
124	1



Dialogue  
GARNET: Pearl will come back to us in time, Steven.

Slugging  
3.12

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Scene	Panel
125	1



Dialogue  
GARNET (os): Have patience.

Slugging  
1.12

Scene	Panel
125	2

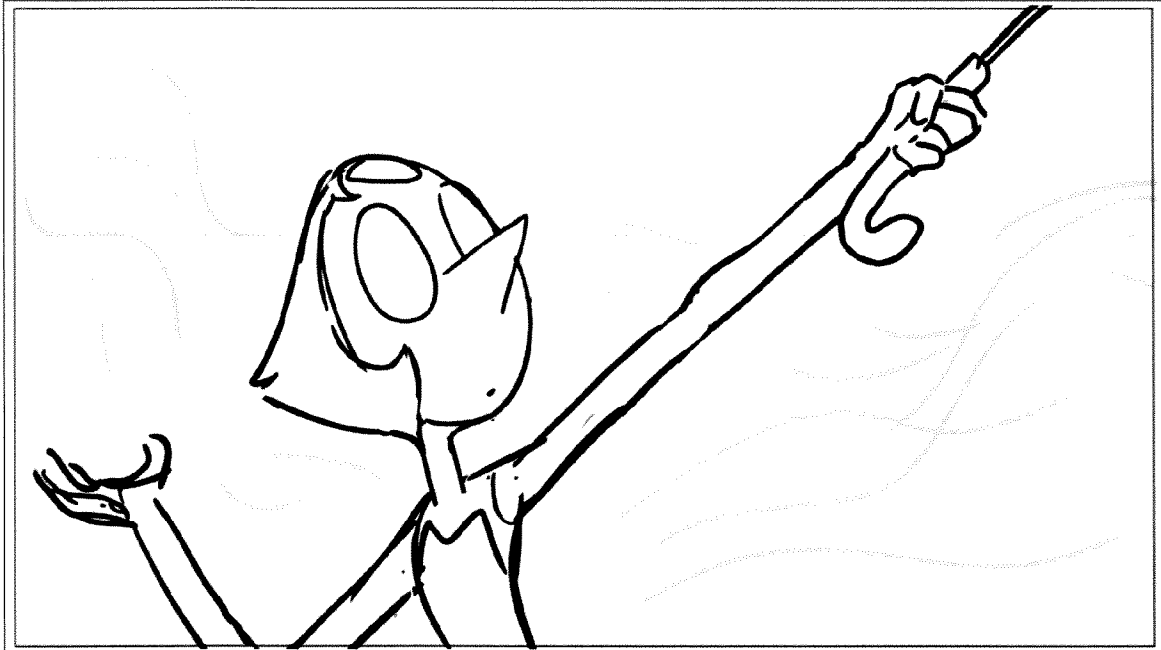


Action Notes  
Steven cautiously looks up at Holo-Pearl.

Slugging  
1.01

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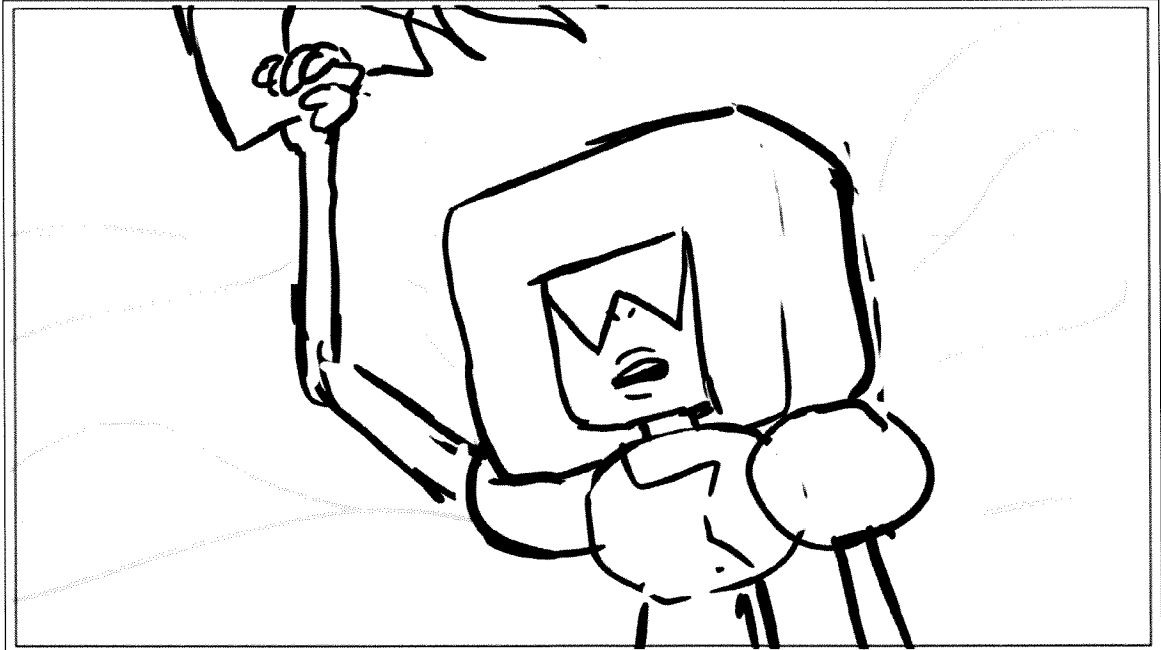
Scene	Panel
126	1



Action Notes  
Holo-Pearl does nothing.

Slugging  
1.11

Scene	Panel
127	1



Dialogue  
GARNET: And stop hanging out with that thing.

Slugging  
2.08

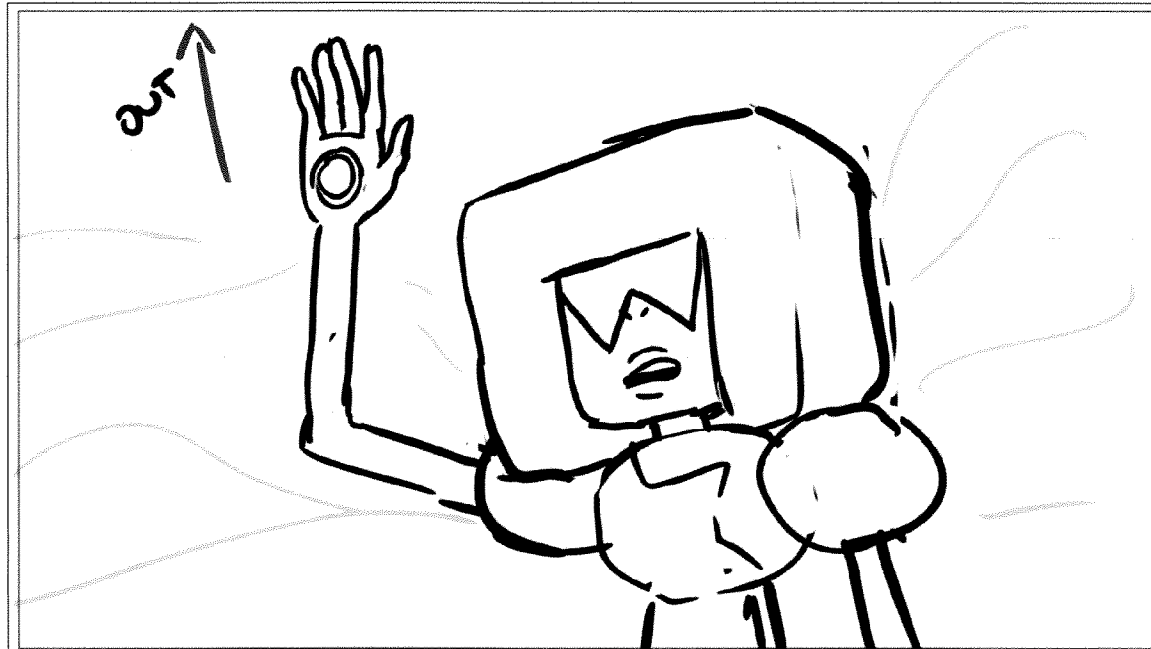
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Scene	Panel
127	<i>cont</i>

2



## Action Notes

Garnet lets go of Amethyst's foot and Amethyst floats up OUT of frame.

## Slugging

0.04

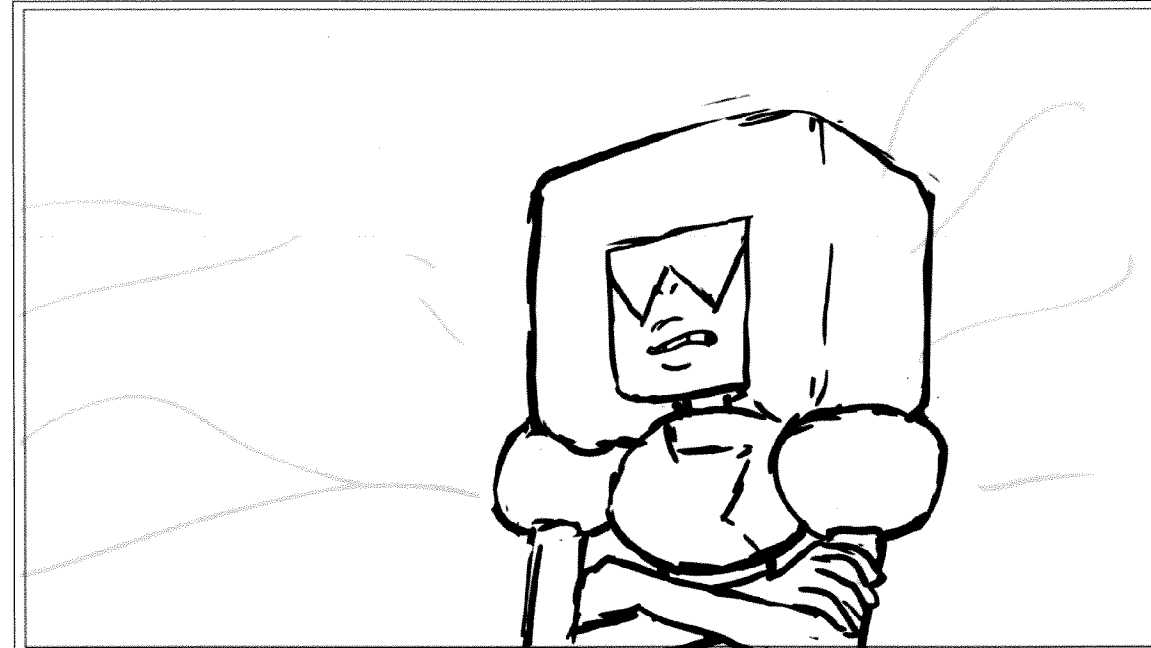
Scene

Panel

127

*cont*

3



## Dialogue

GARNET: It's creepy.

## Slugging

1.13

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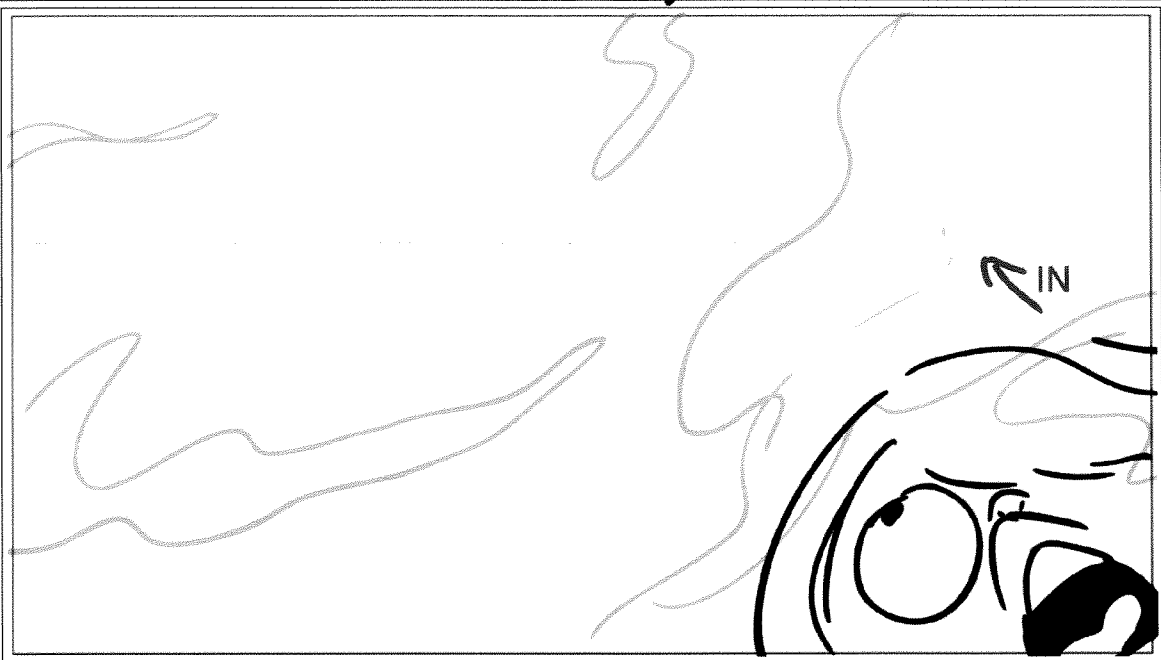
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Scene	127	Panel	4
<p>Dialogue</p> <p>AMETHYST (os): Wooooo....</p>			
<p>Action Notes</p> <p>Garnet looks up to where Amethyst is floating away.</p>			
<p>Slugging</p> <p>1.00</p>			

Scene	128	Panel	1
<p>Dialogue</p> <p>AMETHYST (os): Wooooaaahhh-!</p>			
<p>Slugging</p> <p>0.04</p>			
<p>AUG 06 2013</p>			



Scene	Panel
128	2



Dialogue

AMETHYST: Wooooaaahhh-!

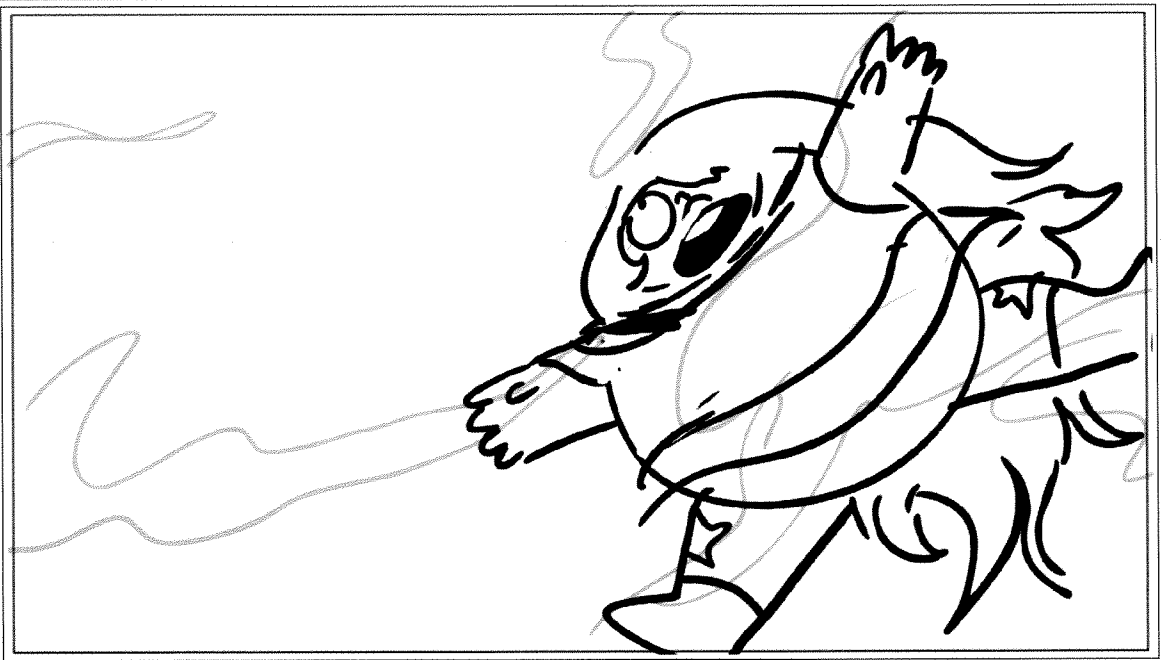
Action Notes

Amethyst enters IN frame from SE, then floats away into the sky.

Slugging

0.04

Scene	Panel
128	3



Action Notes

Amethyst floats away into the distance.

Slugging

0.04

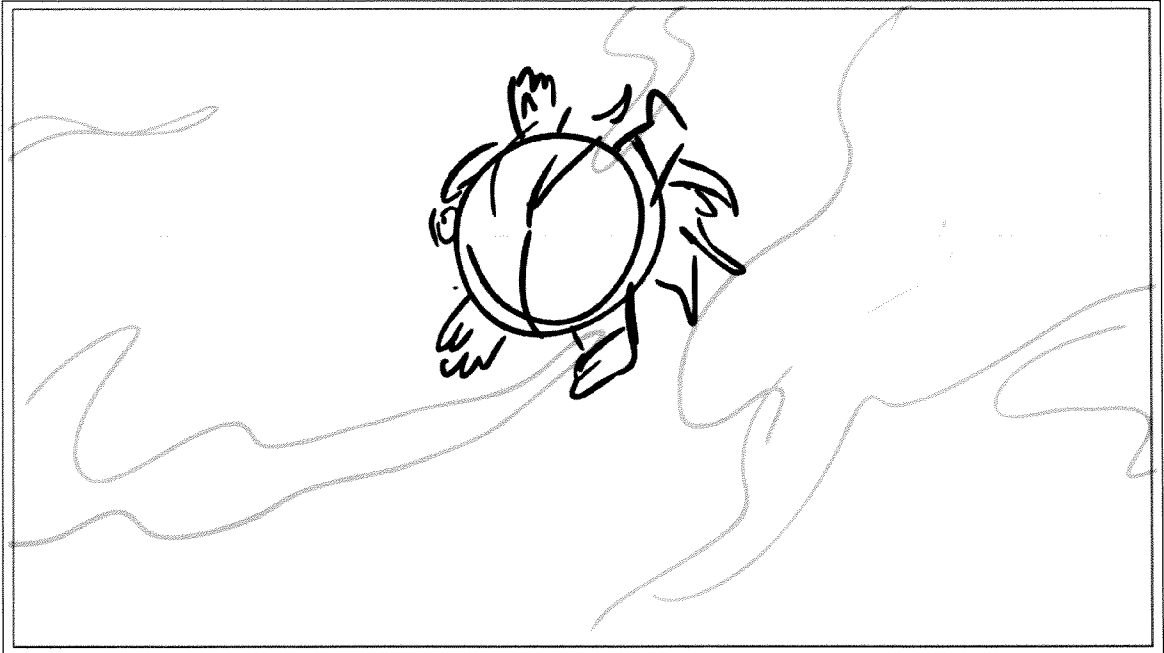
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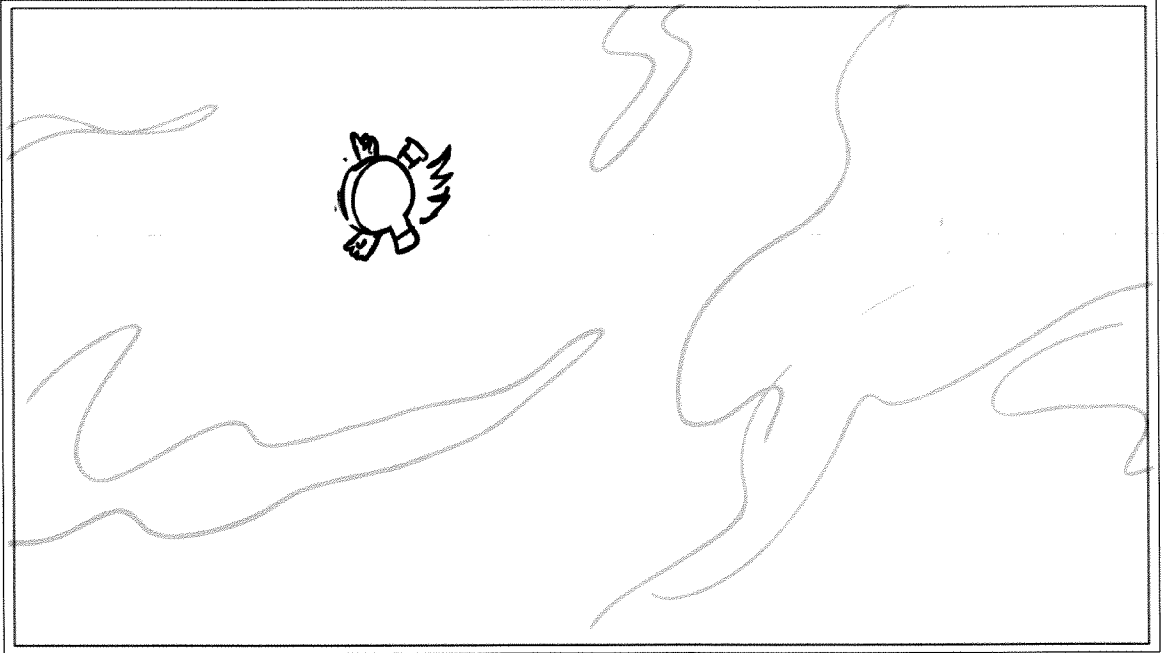


Scene	Panel
128	<i>CONT</i>
	4



Slugging  
0.06

Scene	Panel
128	<i>CONT</i>
	5



Slugging  
0.07

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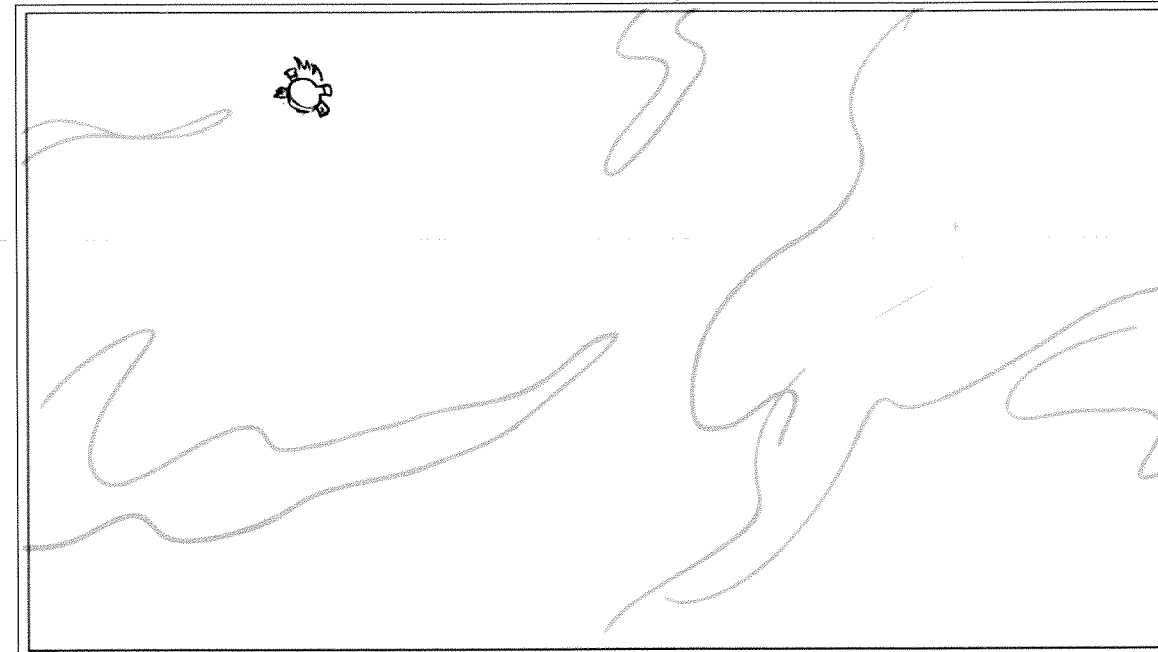


Scene	Panel
128	<i>cont</i> 6



Slugging  
0.14

Scene	Panel
128	<i>cont</i> 7



Slugging  
0.12

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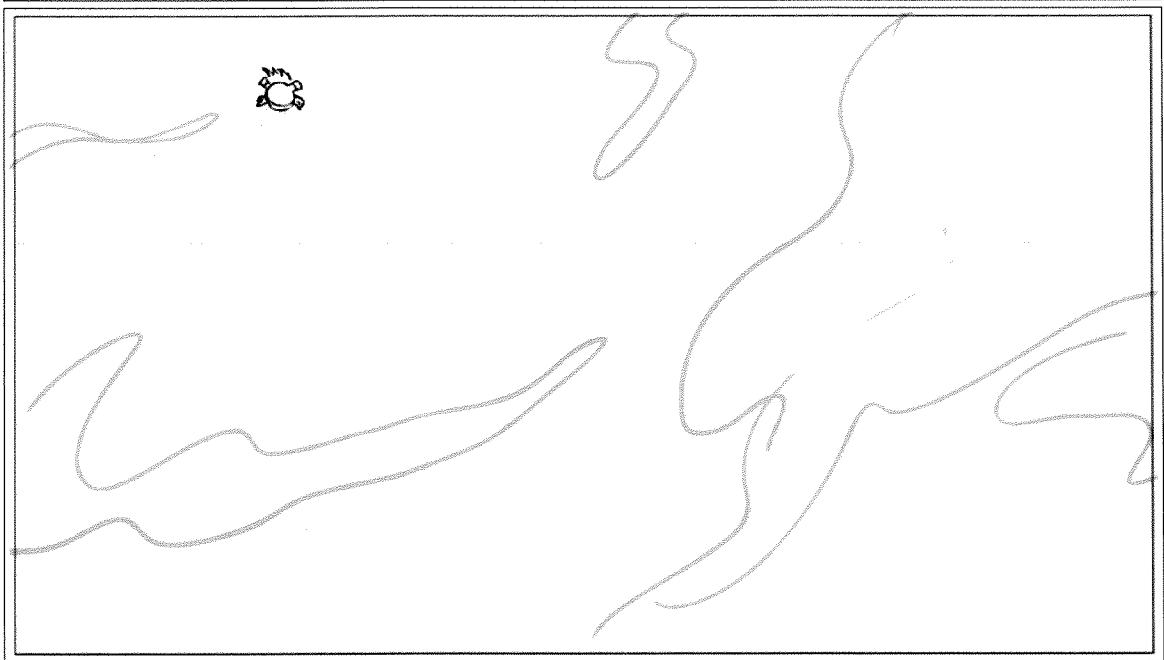
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1020.013

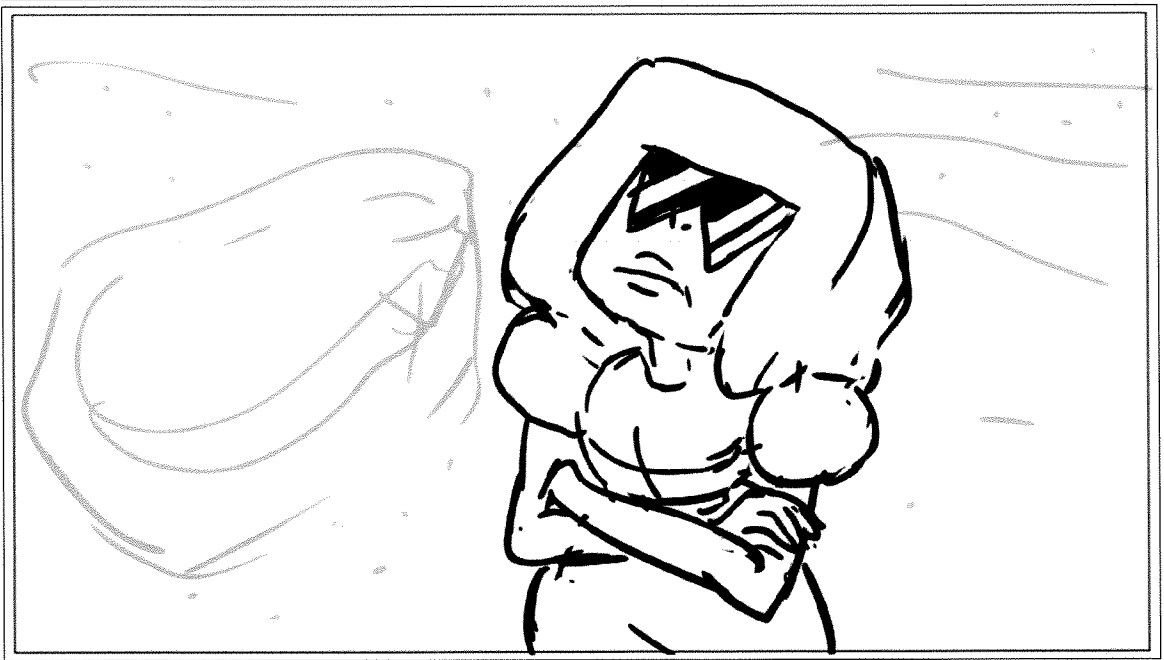


Scene	Panel
128	8



Slugging  
0.14

Scene	Panel
129	1



Dialogue  
GARNET: Hmm...

Action Notes  
Garnet frowns.

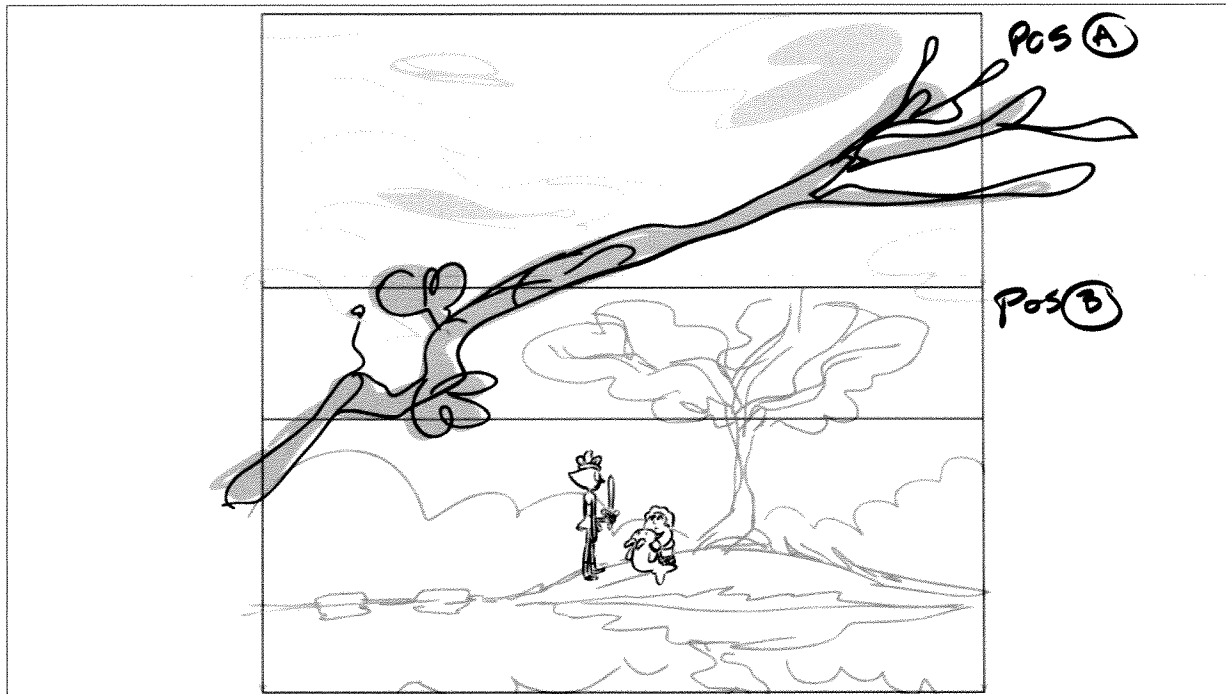
Slugging  
2.04

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Scene	Panel
130	1

**Dialogue**

STEVEN: You had fun at the boardwalk r

**Action Notes**

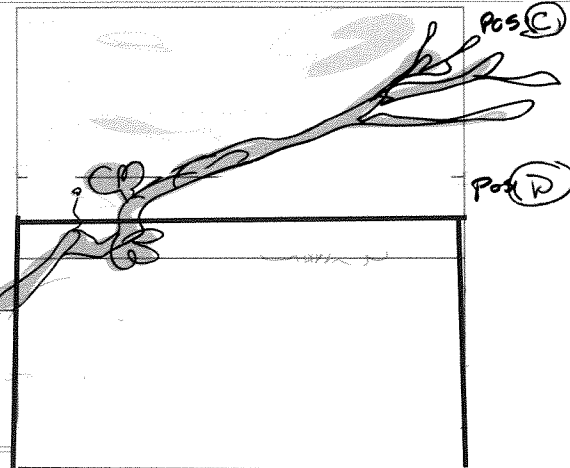
The sun is starting to go down a

Camera ADJ South.

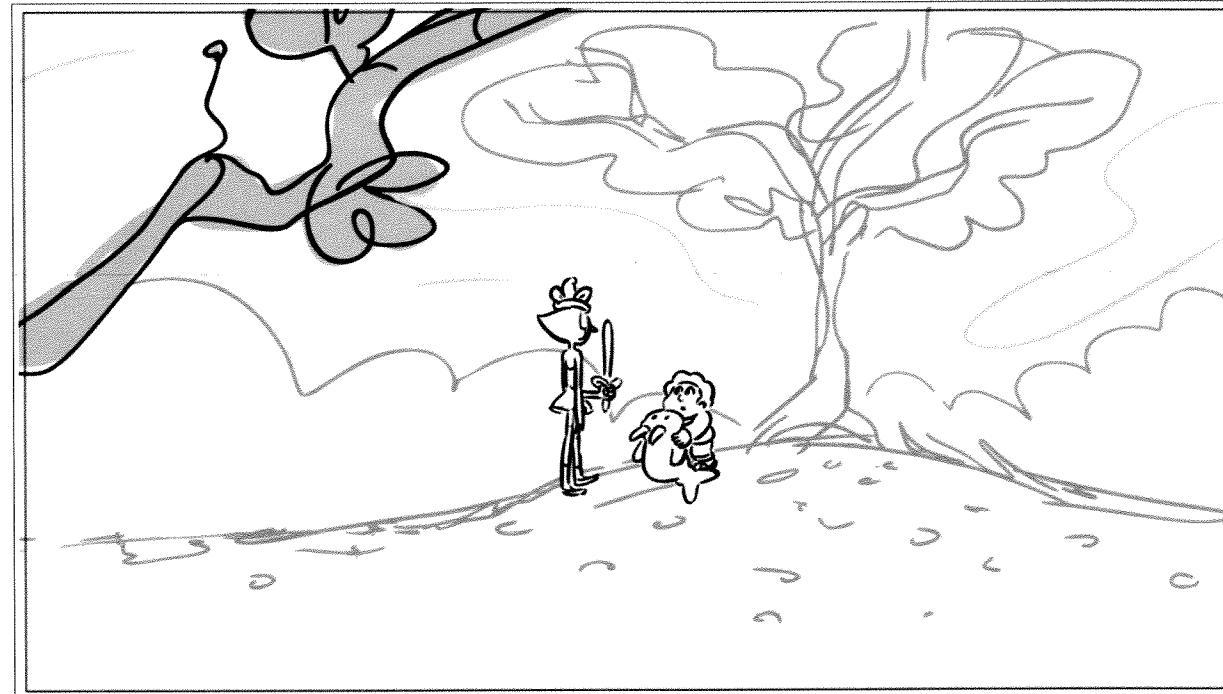
**Slugging**

HOLD: 1.00

Then ADJ: 1.06



Scene	Panel
130	2

**Action Notes**

Pan down to show Steven and Holo-Pearl standing by cherry tree. Steven is holding a stuffed walrus toy and Holo-Pearl is holding a balloon sword and has a balloon hat on its head.

**Slugging**

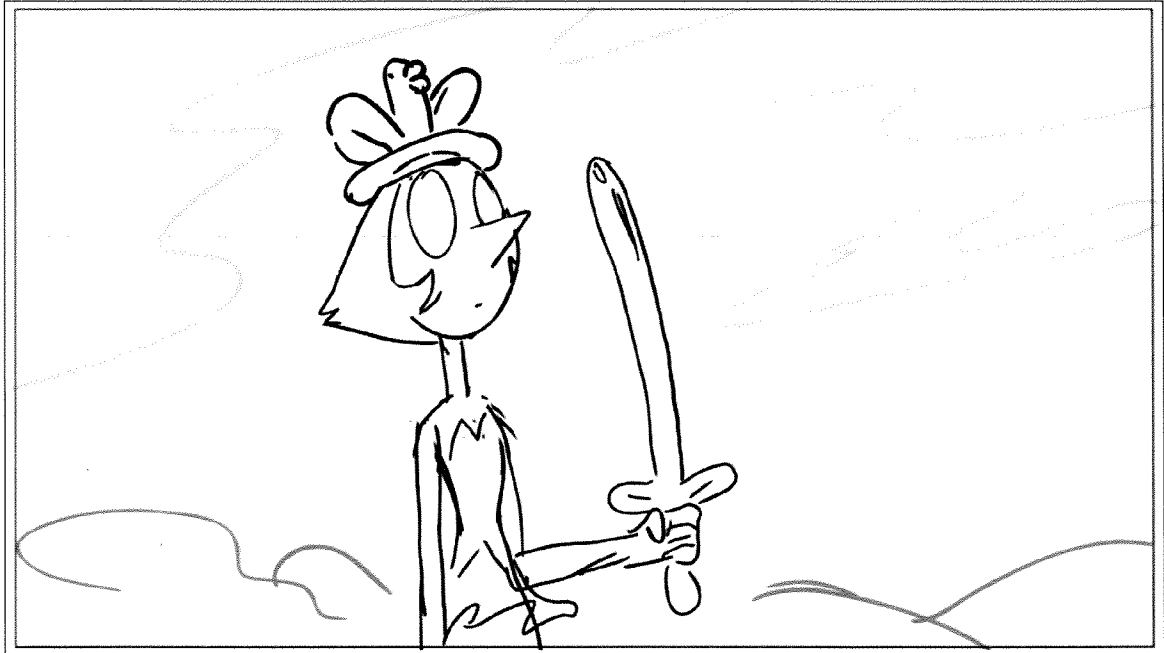
1.05

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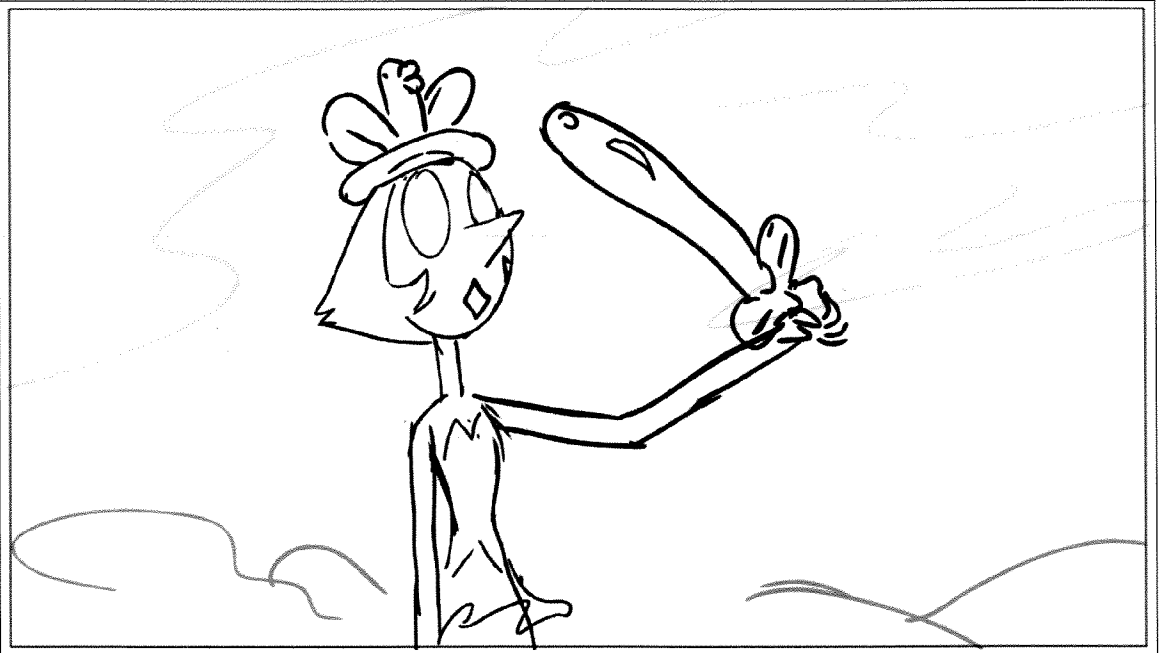


Scene	Panel
131	1



Slugging  
0.06

Scene	Panel
131	2



Dialogue  
HP: Parry!

Slugging  
Panels 2 + 3 = 1.02

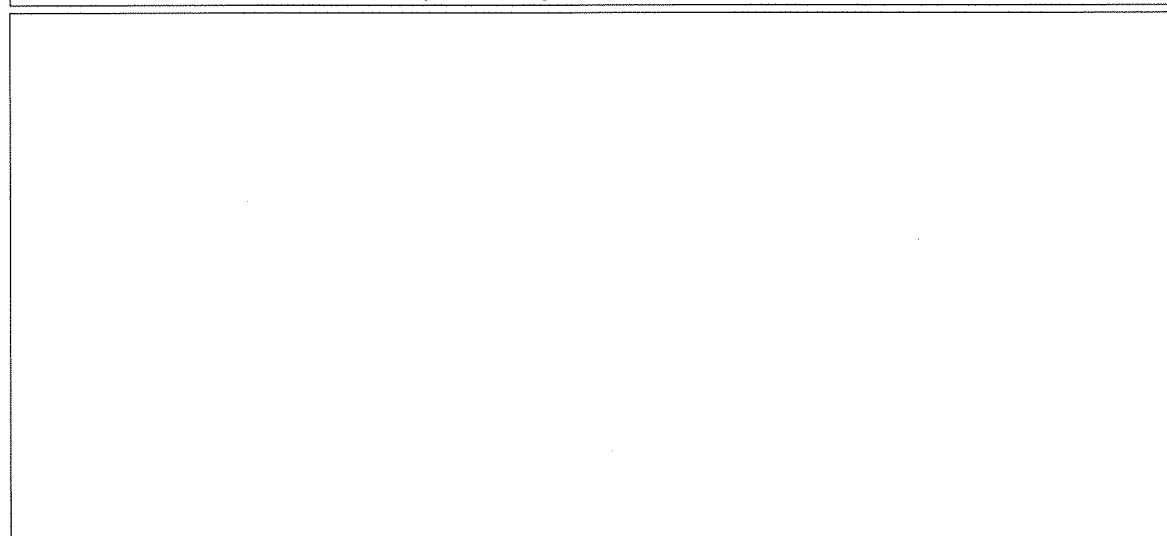
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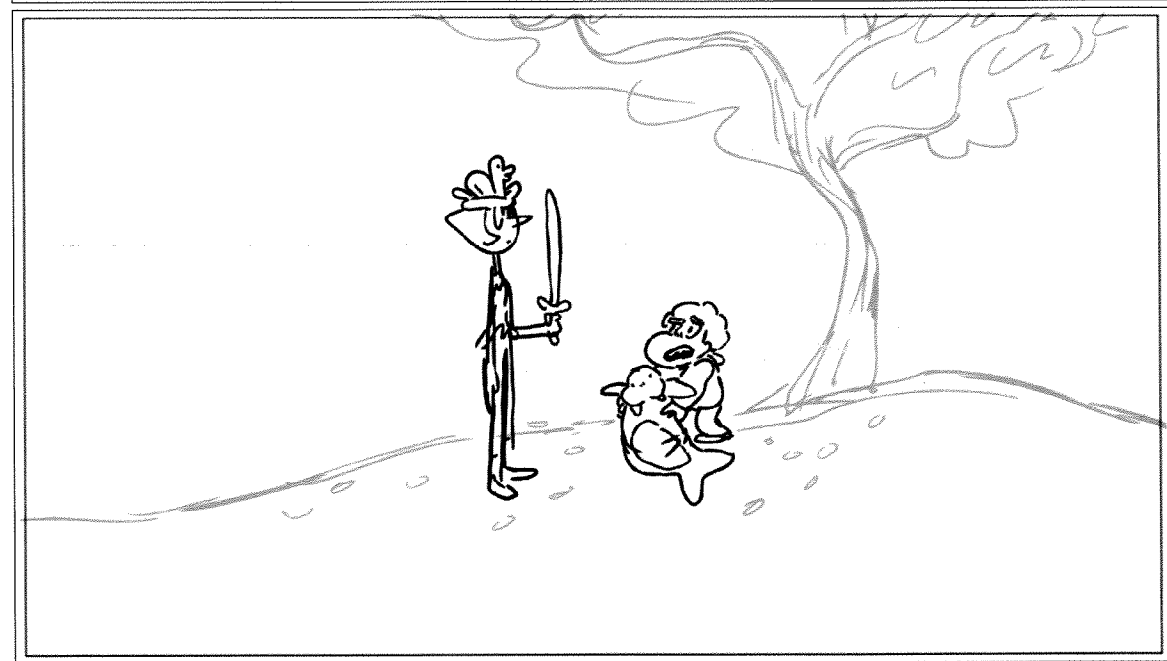
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Scene	131	Panel	3
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Scene	132	Panel	1
-------	-----	-------	---



Dialogue

STEVEN: Aw come on, you gotta work with me here.

Slugging

3.11

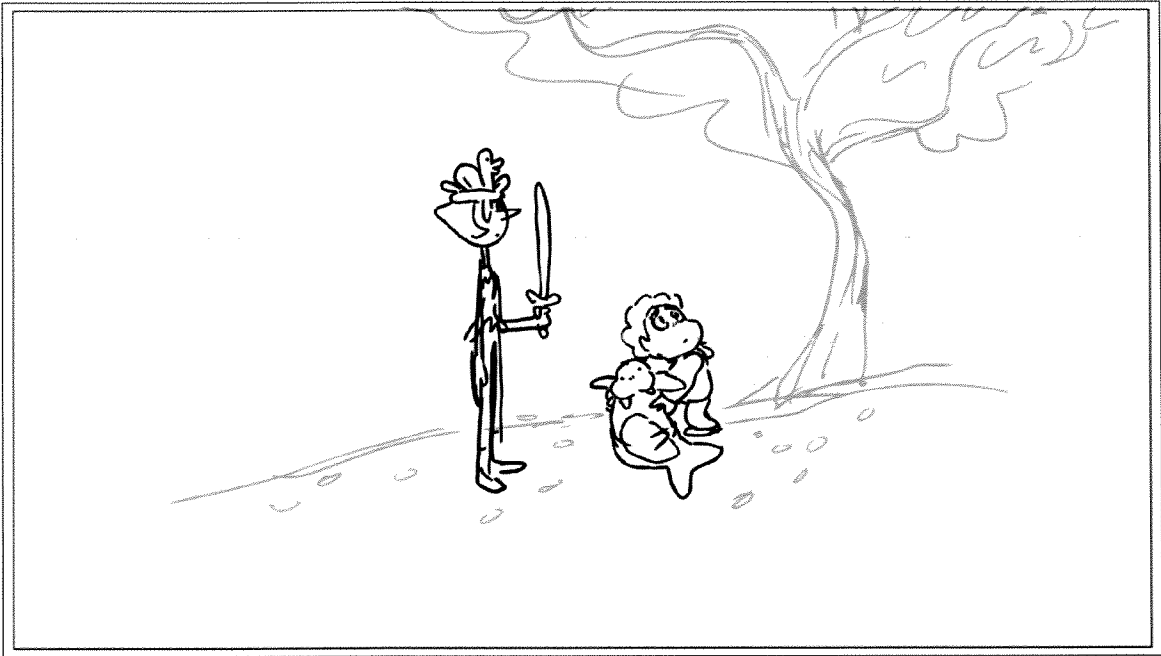
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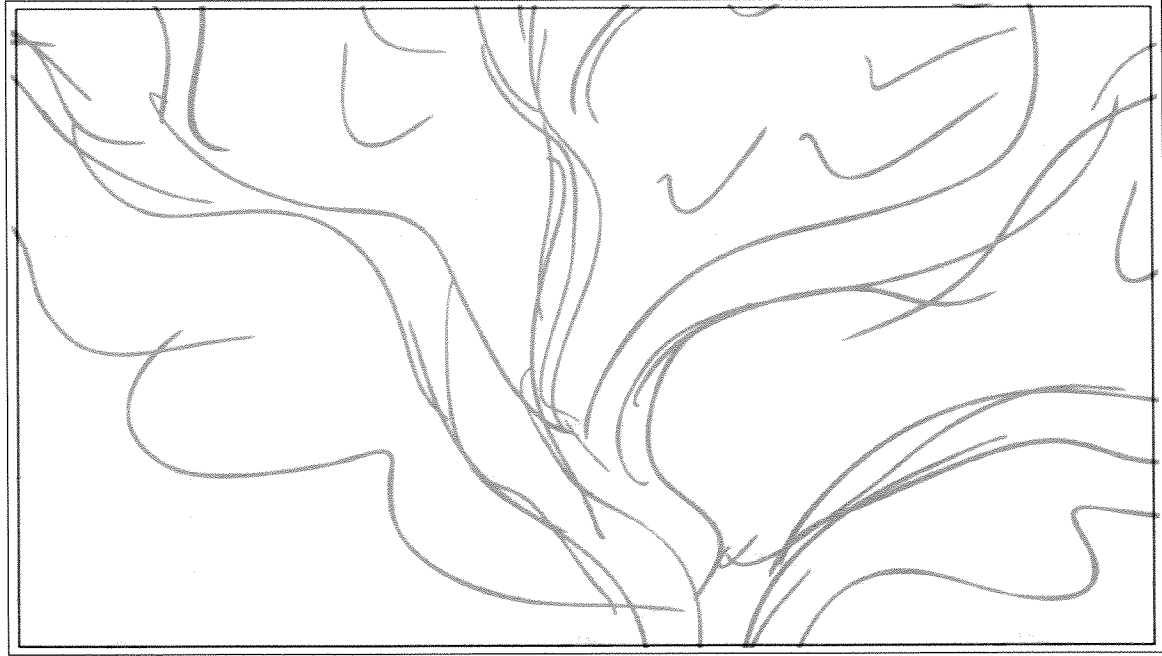
Scene	Panel
132	2



Action Notes  
Steven looks up at the tree.

Slugging  
1.06

Scene	Panel
133	1



Dialogue  
STEVEN (os): This is Pearl's favorite tree.

Action Notes  
Close-up of tree.

Slugging  
2.15

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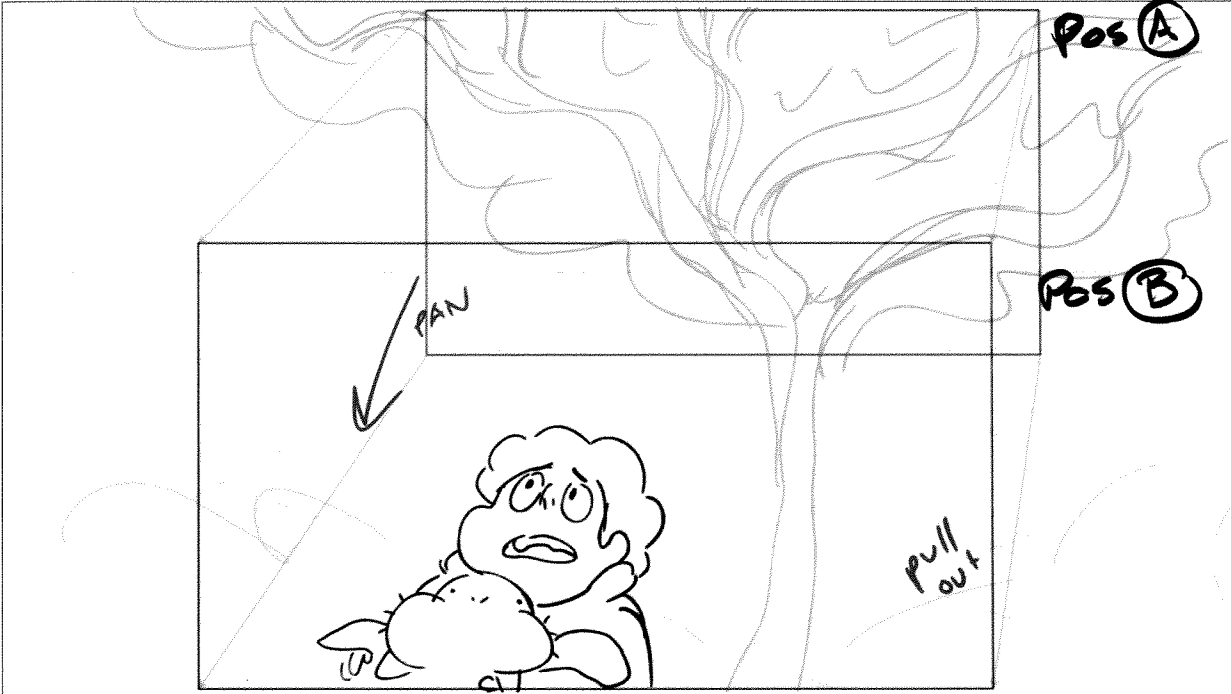
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1020-013



Scene	Panel
133	cont
	2



Action Notes

Camera ADJ SW and pull OUT from tree close-up.

Slugging

ADJ: 0.07

Scene	Panel
133	cont
	3



Dialogue

STEVEN: Don't you recognize it?

Slugging

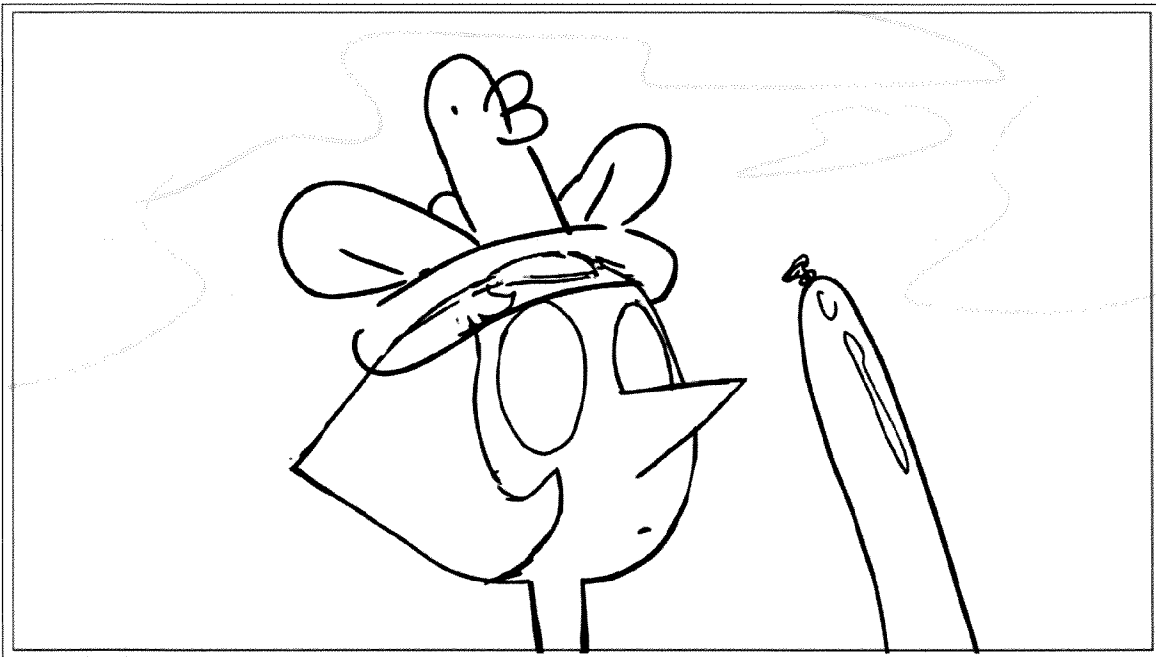
2.05

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Scene	Panel
134	1



Dialogue  
STEVEN (os): What's on your mind?

Action Notes  
Holo-Pearl does nothing.

Slugging  
2.03

Scene	Panel
135	1



Dialogue  
STEVEN: C'mon don't hold back.

Slugging  
2.08

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Scene	Panel
136	1



Slugging  
0.04

Scene	Panel
136	2



Action Notes  
Holo-Pearl glit

Slugging  
0.06



hat are unaffected.

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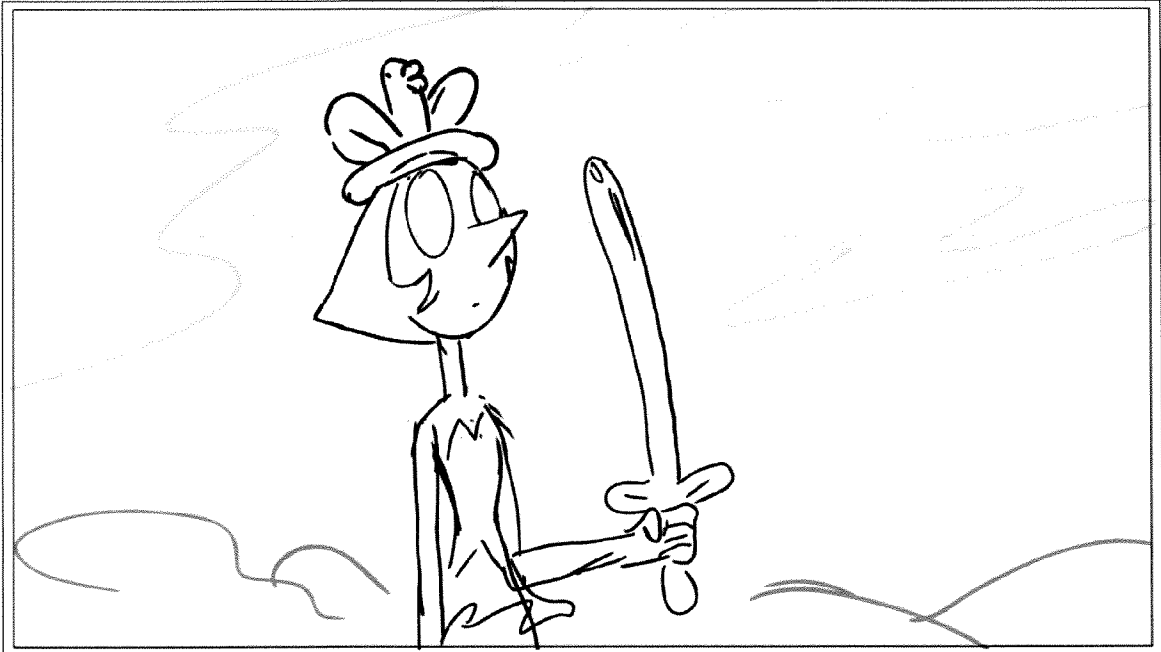
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1020.013



Scene	Panel
136	cont 3



Slugging  
0.12

Scene	Panel
136	cont 4



Dialogue  
Holo-Pearl: Challenge accepted!

Action Notes  
Holo-Pearl's eyes turn red.

Slugging  
2.04

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Scene	Panel
137	1



Slugging  
0.04

Scene	Panel
137	2



Action Notes  
Holo-Pearl steps forward with right leg, Swings left arm forward around, opens right hand and lifts right arm up.

Slugging  
0.04

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1020.013

Scene	Panel
137	3



Dialogue  
STEVEN: What??

Action Notes  
Holo-Pearl swings left hand (holding balloon sword) around to right side, then grabs it with right hand.  
Steven drops walrus in surprise.

Slugging  
0.14

Scene	Panel
138	1



Slugging  
0.05

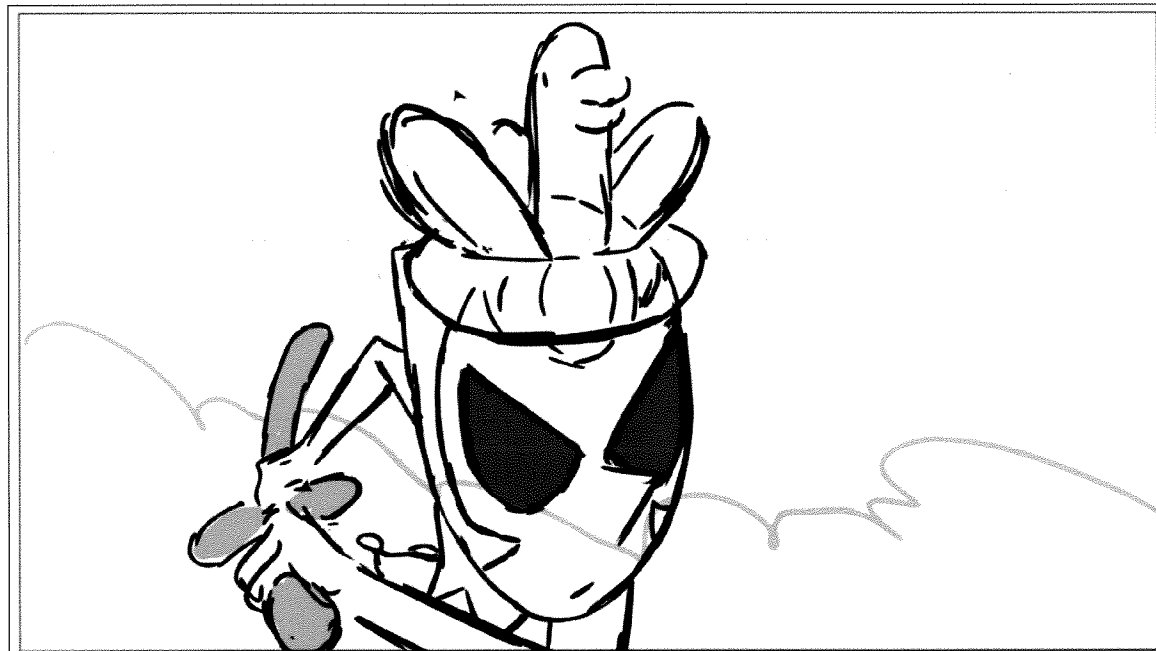
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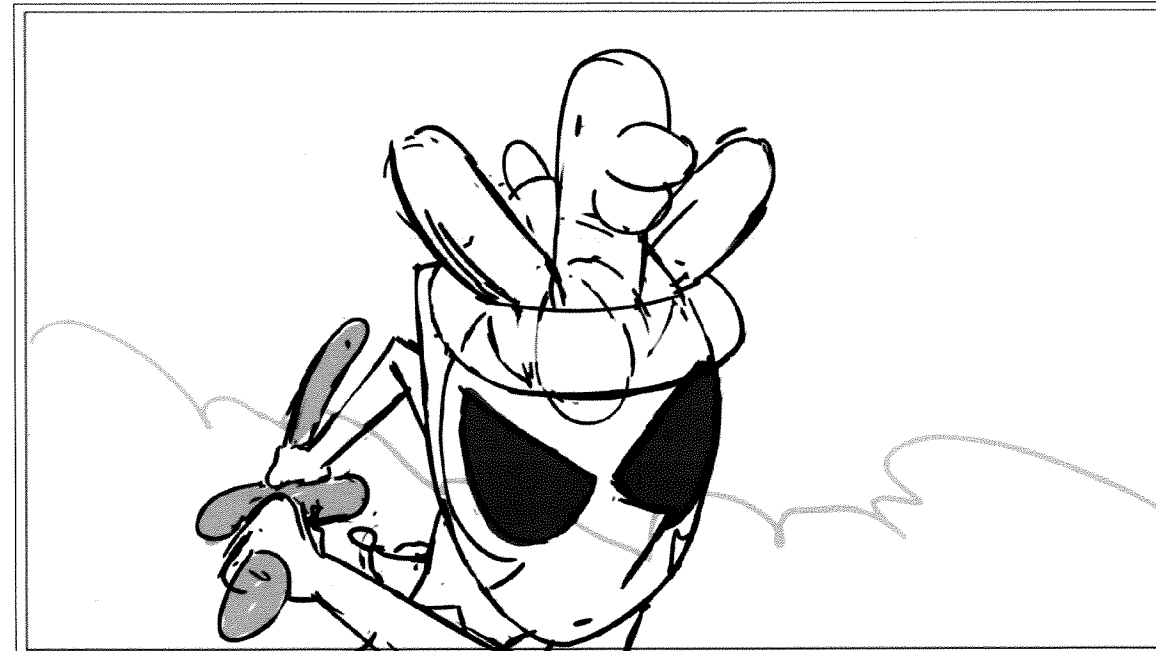
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Scene	Panel
138	2



Slugging  
0.02

Scene	Panel
138	3



Action Notes  
Holo-pearl leans forward in anticipation and comes to a stop.

Slugging  
0.02

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Scene	Panel
138	<i>cont</i>

4



## Action Notes

Holo-Pearl does a quick anticipation downwards and then extends upward as it swings the balloon sword.

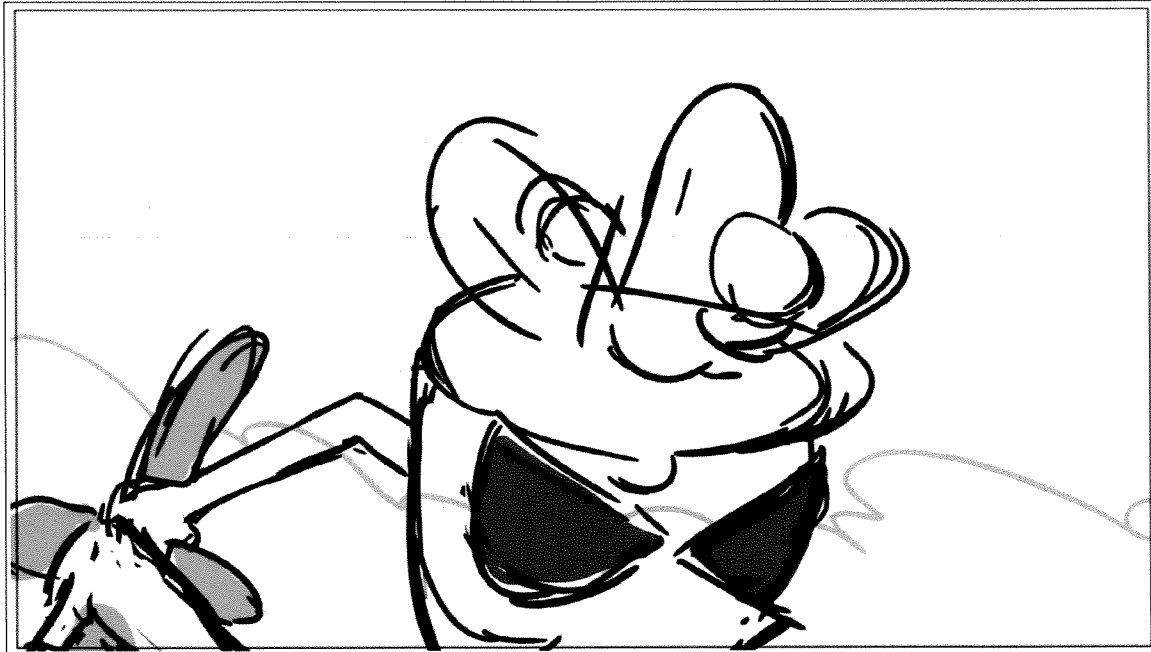
BG pans diagonally SW to simulate camera rotating around Holo-Pearl.

## Slugging

0.02

Scene	Panel
138	<i>cont</i>

5



## Action Notes

BG pans diagonally SW to simulate camera rotating around Holo-Pearl.

## Slugging

0.02

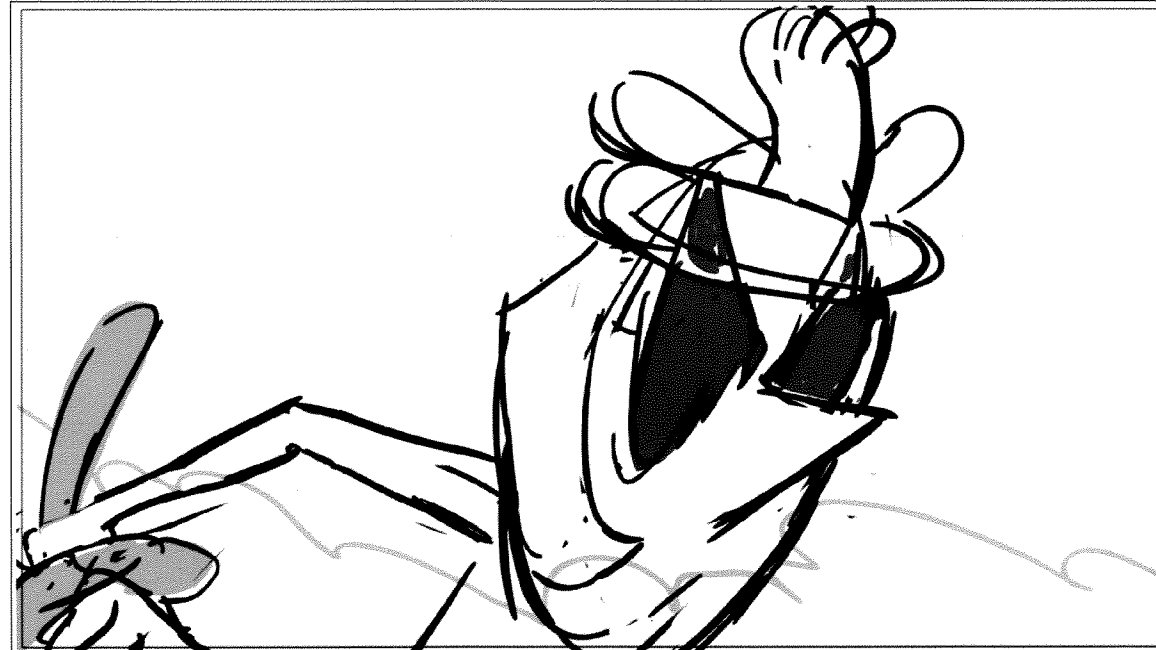
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1020.013

Scene	Panel
138	6



Slugging  
0.02

Scene	Panel
138	7



Slugging  
0.02

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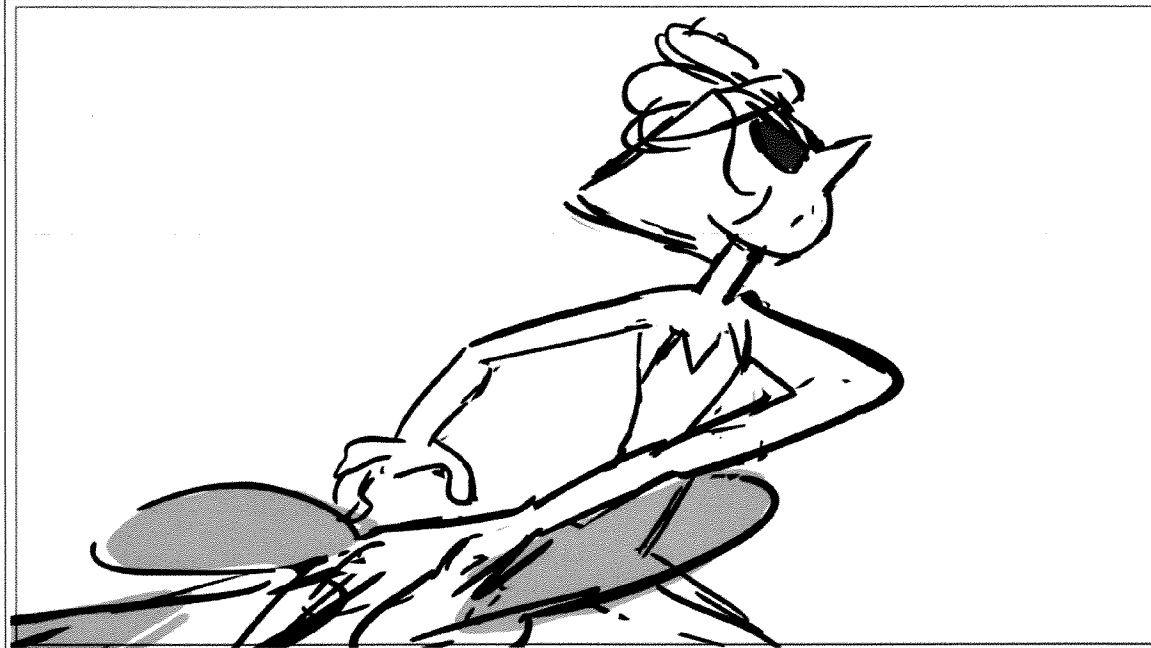
1020.013

1020.013



Scene	Panel
138	<i>CONT</i>

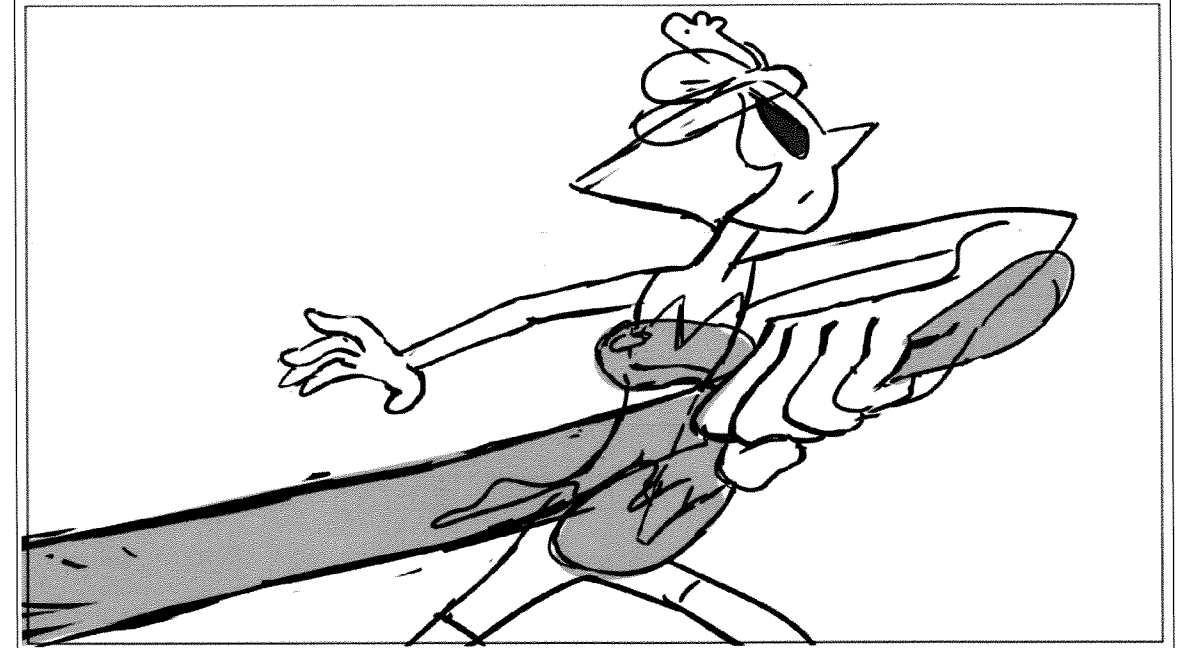
8



Slugging  
0.02

Scene	Panel
138	<i>CONT</i>

9



Slugging  
0.02

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1020.013

1020.013





Scene	Panel
138	<i>cont</i> 10



Action Notes  
Quick flash of abstract shapes to emphasize sword striking.

Slugging  
0.02

Scene	Panel
138	<i>CONT</i> 11



Action Notes  
Quick flash of abstract shapes to emphasize sword striking.

Slugging  
0.02

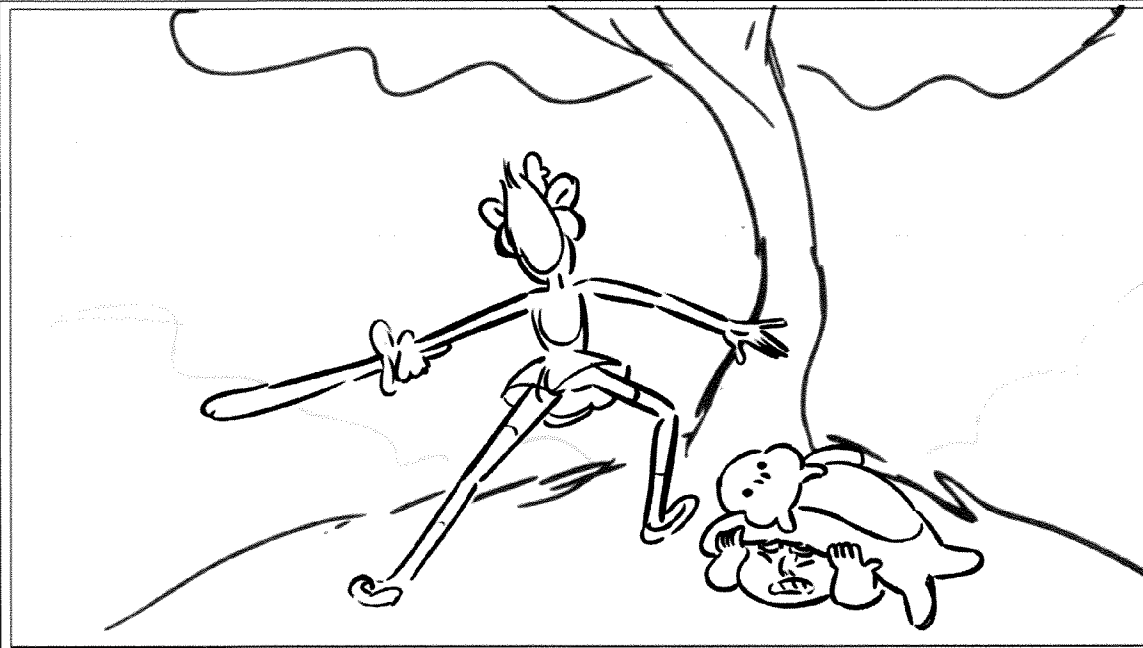
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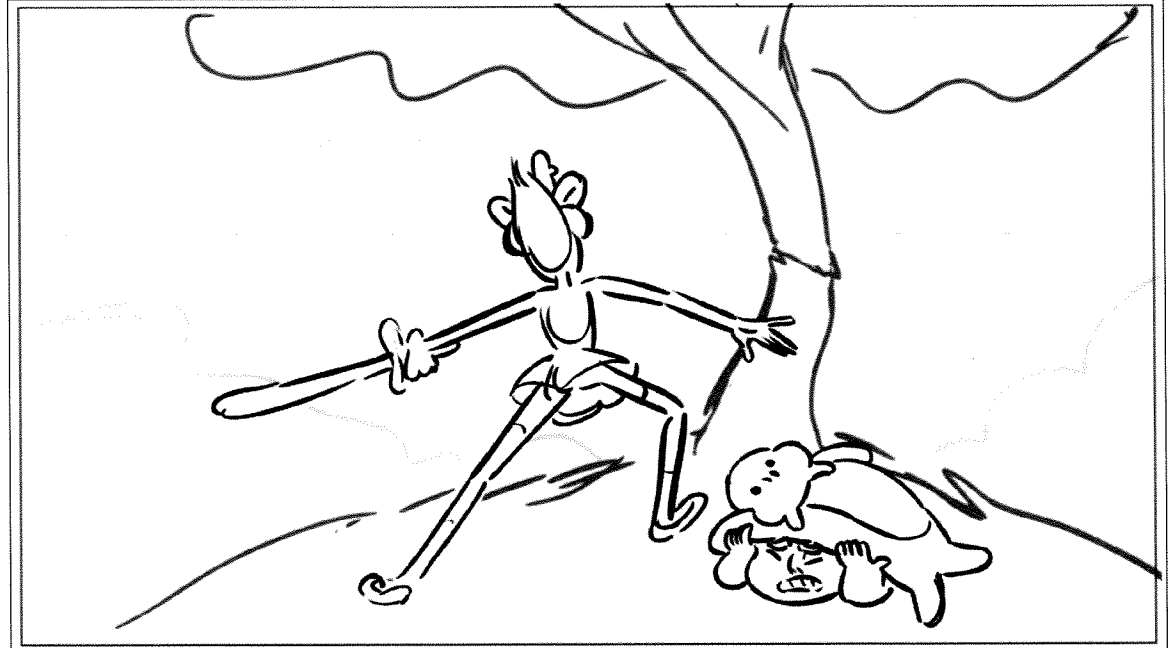
Scene	Panel
139	1



Action Notes  
Holding for a beat,  
Holo-Pearl stands still, having finished swinging balloon sword at tree.  
Steven hides underneath stuffed walrus.

Slugging  
0.08

Scene	Panel
139	2



Action Notes  
Tree slowly starts to slide from the point where it was cut.

Slugging  
0.08

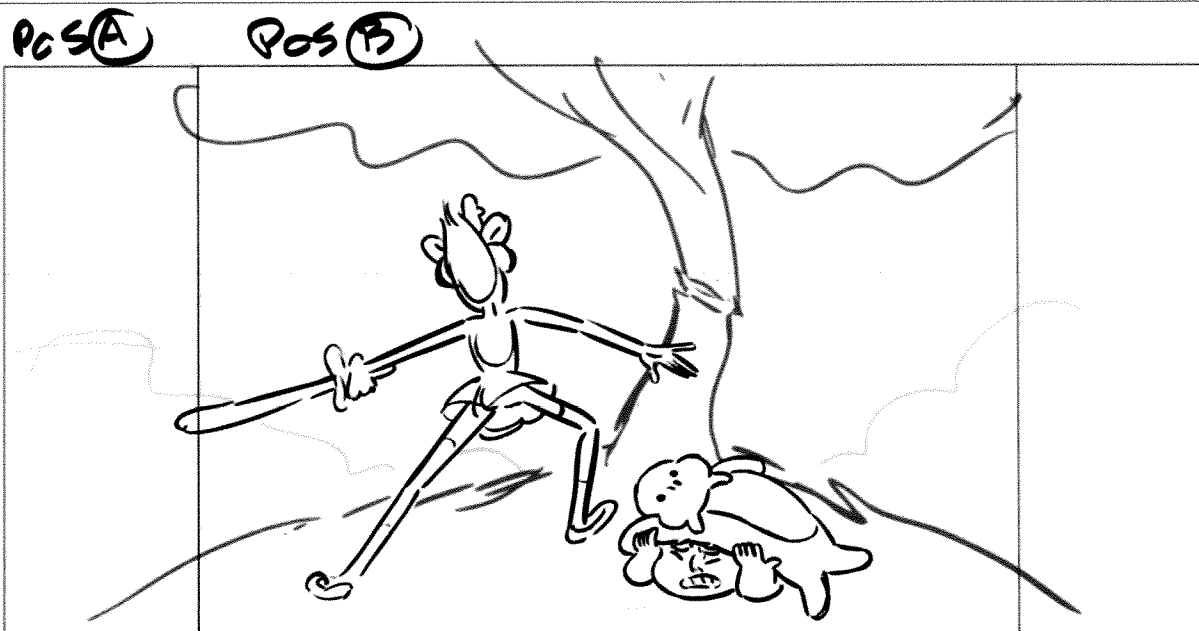
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1020.013

Scene	Panel
139	CONT 3



### Action Notes

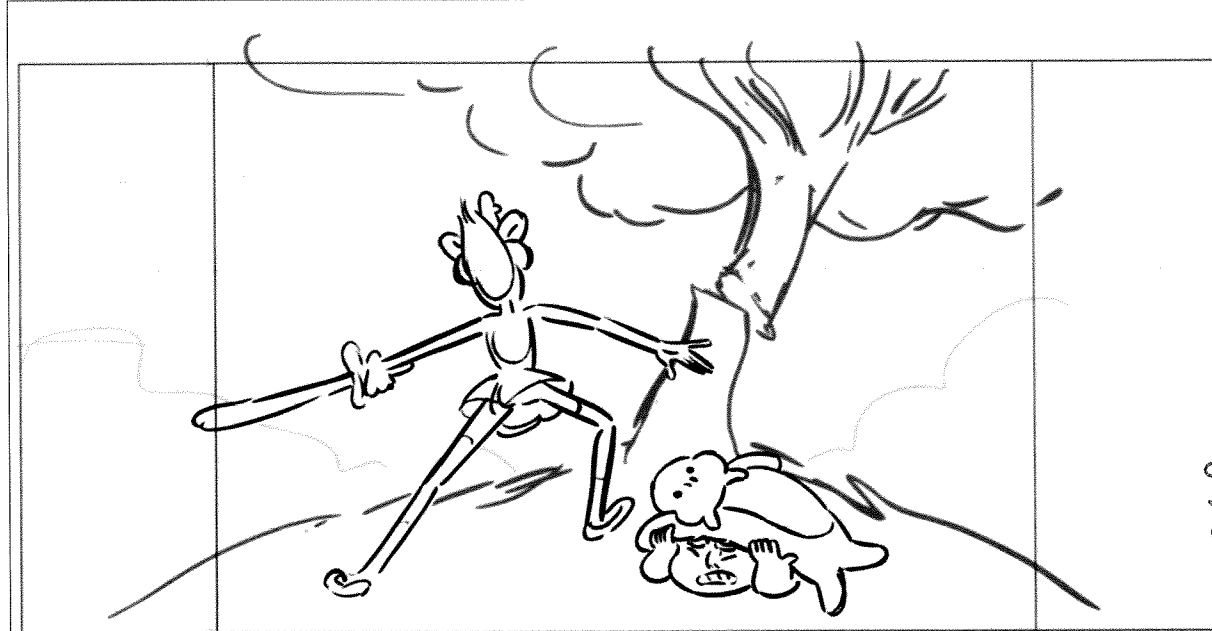
Camera ADJ East to follow the tree falling.

### Slugging

ADJ: 0.08

Total ADJ frames Panels 3 to 7 = 1.10

Scene	Panel
139	CONT 4



### Action Notes

Tree falls over, away from camera,  
Camera ADJ East to follow the falling tree.

### Slugging

ADJ: 0.06

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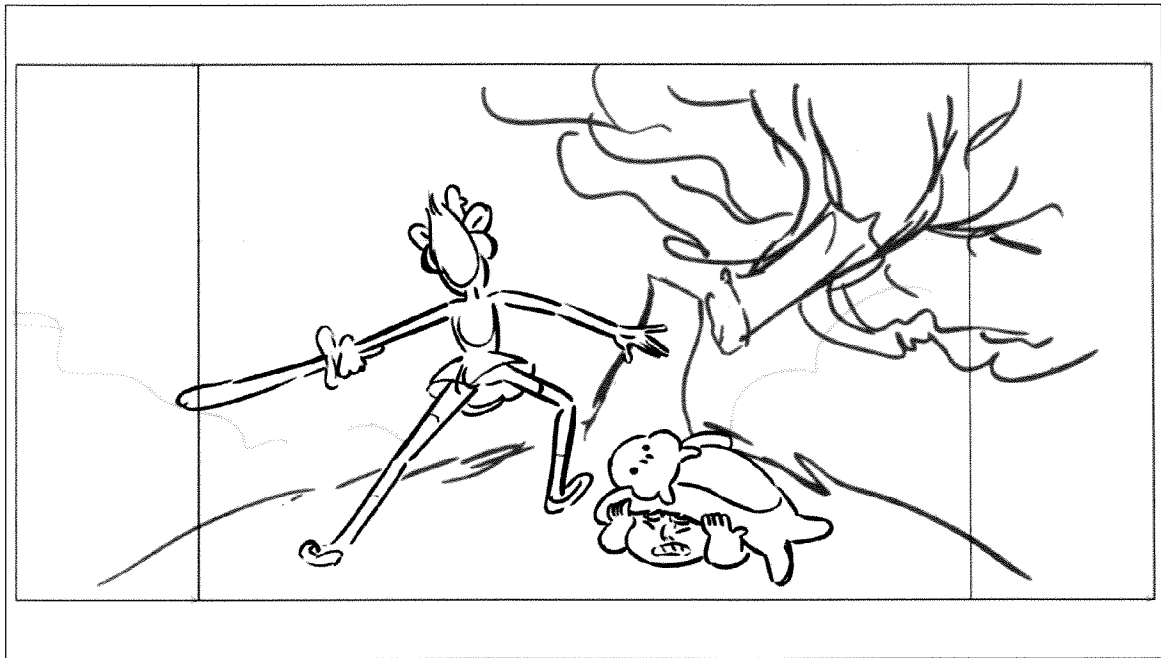
1020.013

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1020.013

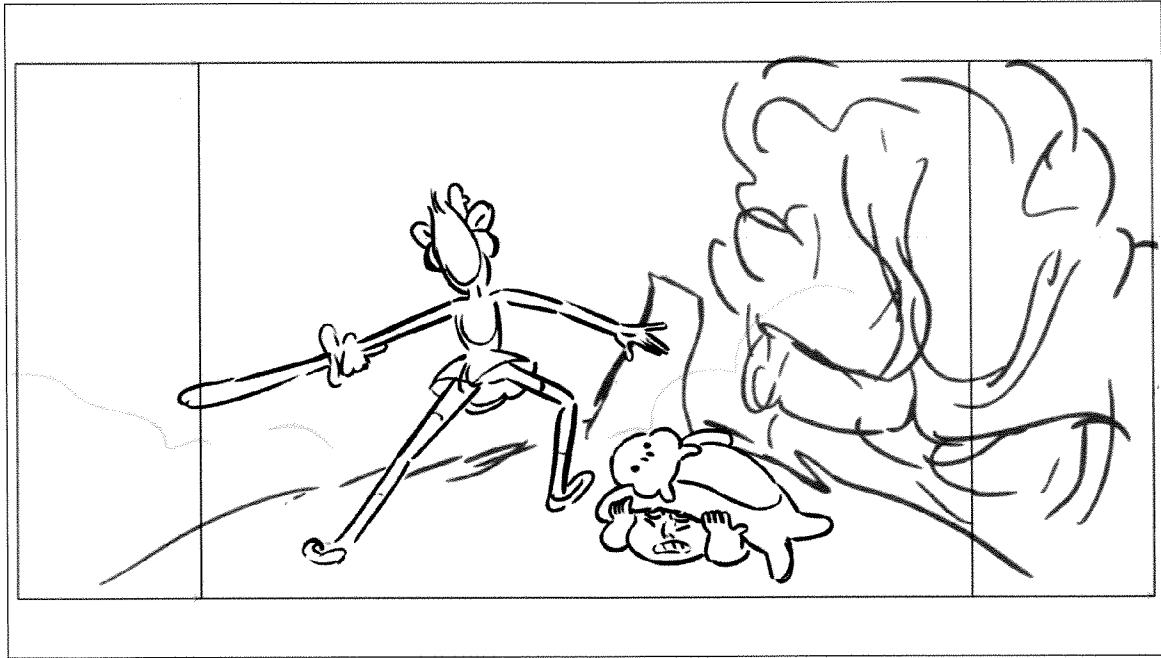


Scene	Panel
139	5



Slugging  
ADJ: 0.04

Scene	Panel
139	6



Slugging  
ADJ: 0.03

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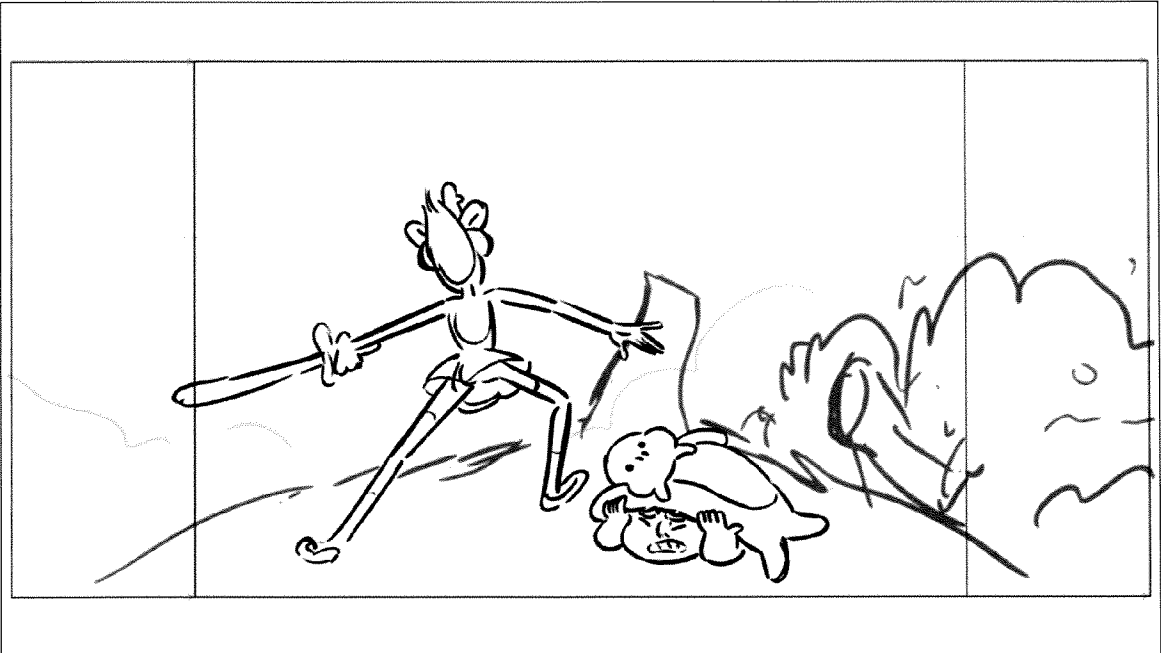
1020.013

1020.013

1020.013



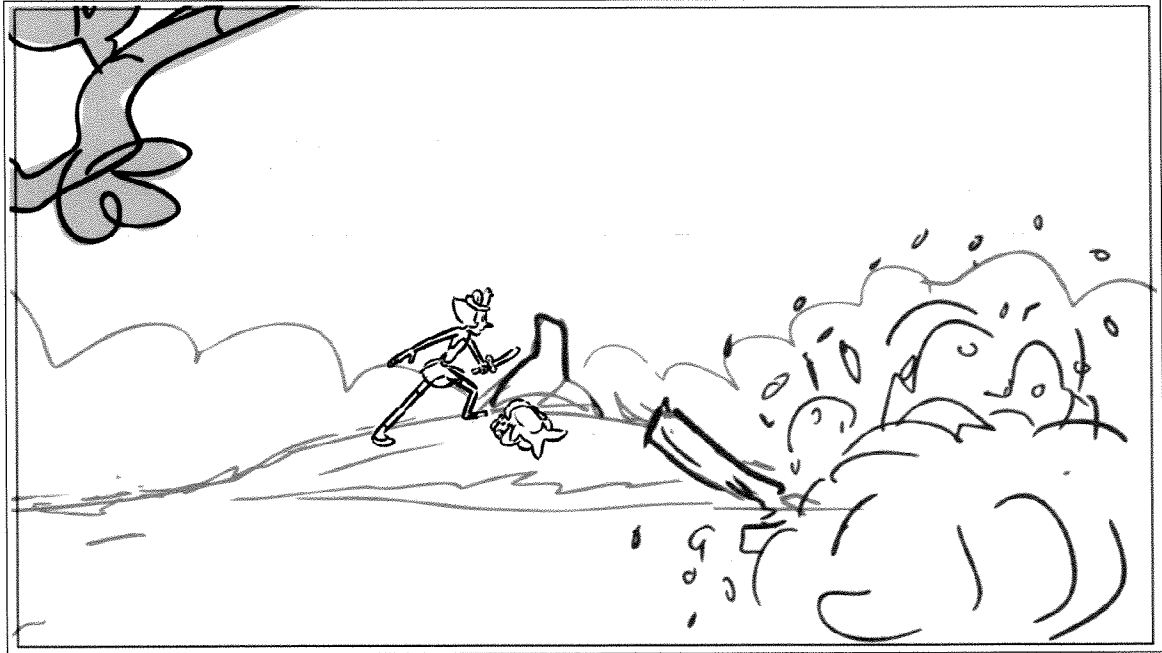
Scene	Panel
139	7



Action Notes  
Scene cuts on action as tree contacts ground.

Slugging  
ADJ: 0.05

Scene	Panel
140	1



Action Notes  
scene cuts on action as tree contacts ground, petals and bits of branches fly into the air.  
Holo-Pearl stands still, Steven is hiding under stuffed walrus.

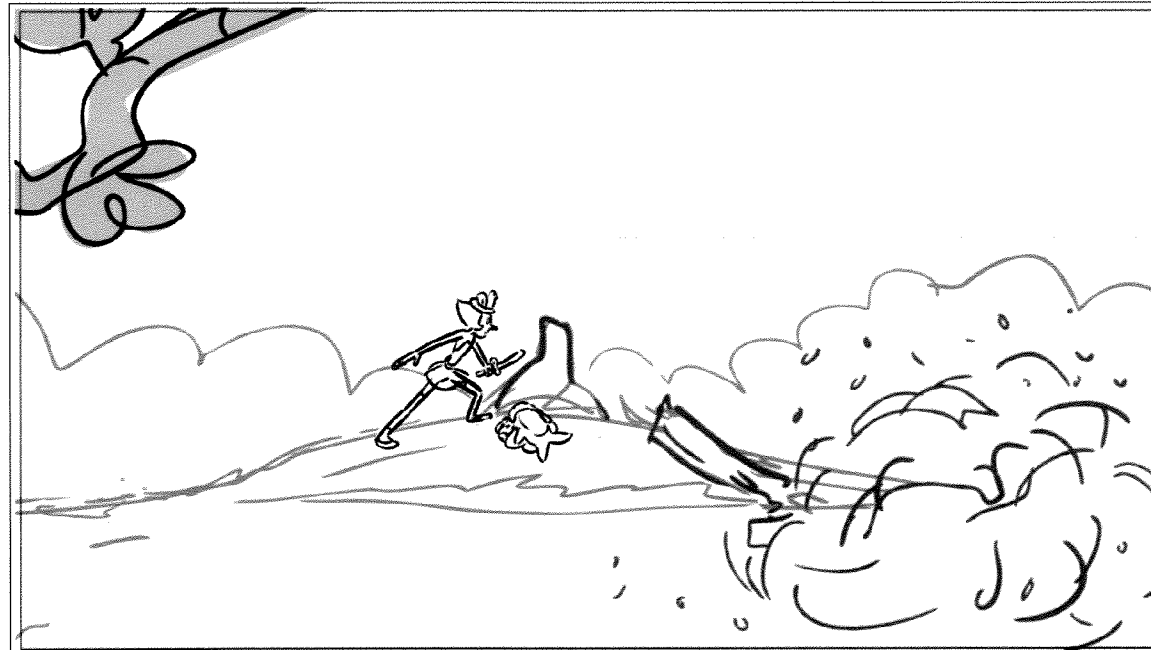
Slugging  
0.08

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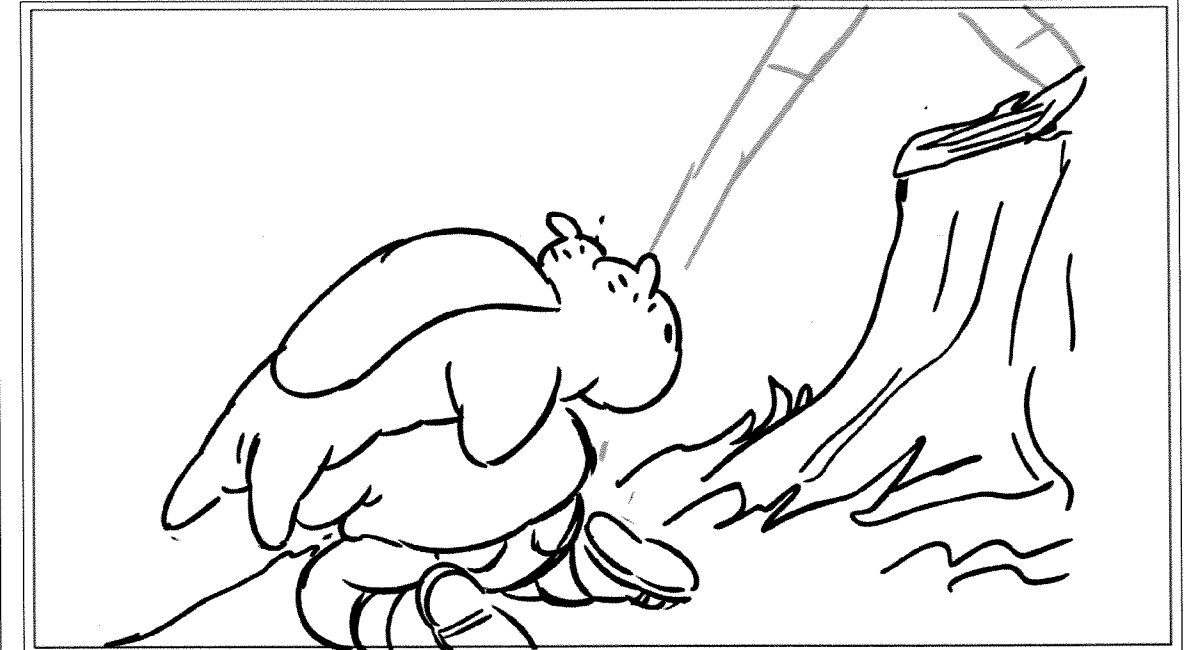
Scene	Panel
140	2



Action Notes  
Tree settles.

Slugging  
1.07

Scene	Panel
141	1



Action Notes  
Holo-Pearl is standing behind steven to his right.

Slugging  
0.08

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1020.013



Scene	Panel
141	CONT 2

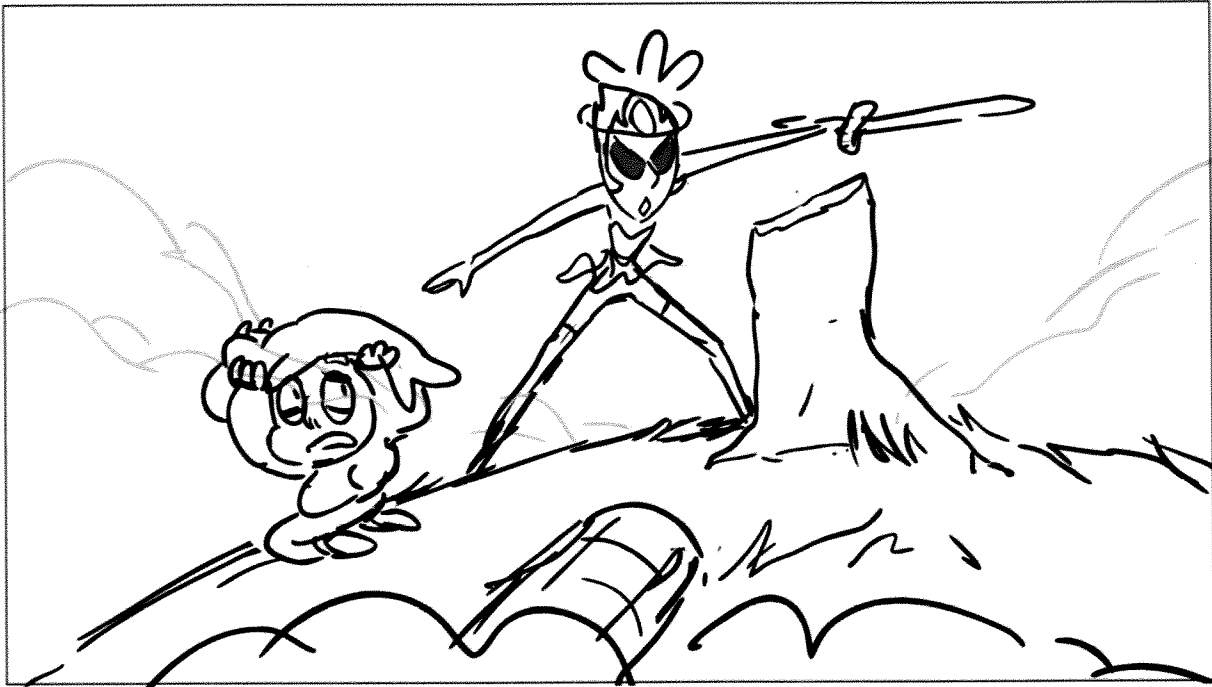


Dialogue  
STEVEN: Oh no the tree!!

Action Notes  
Steven twists around, still holding stuffed walrus over his head.

Slugging  
2.06

Scene	Panel
142	1



Dialogue  
HP: Challenger...

Slugging  
1.00

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Scene	Panel
142	<i>cont</i>



Dialogue  
HP: ...defeated.

Action Notes  
Camera ADJ North, following Holo-Pearl as it stands up.

Slugging  
ADJ: 0.05  
Then HOLD: 0.12

Scene	Panel
142	<i>cont</i>



Action Notes  
Holo-Pearl eyes no longer red.

Slugging  
1.00

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1020.013





Scene	Panel
143	1



Dialogue

STEVEN: Real Pearl would never do that!

Slugging

3.07

Notes

H.U. Steven to previous scene.



Scene	Panel
143	2



Dialogue

STEVEN: argh,

Slugging

Panels 2 + 3 = 2.13

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1020.013

1020.013

Scene	Panel
143	CONT 3



Dialogue  
STEVEN: you're hopeless!

Scene	Panel
144	1



Dialogue  
STEVEN: Get...

Slugging  
0.08

AUG 0 6 2013

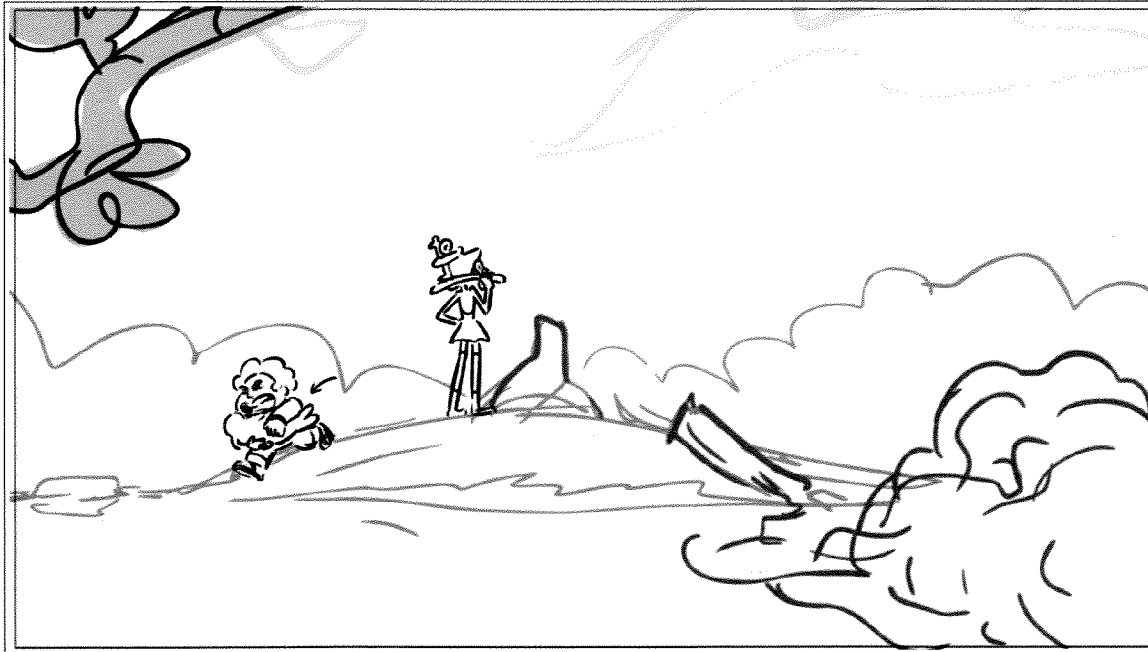
1020.013

1020.013

1020.013



Scene	Panel
144	<i>CONT</i>

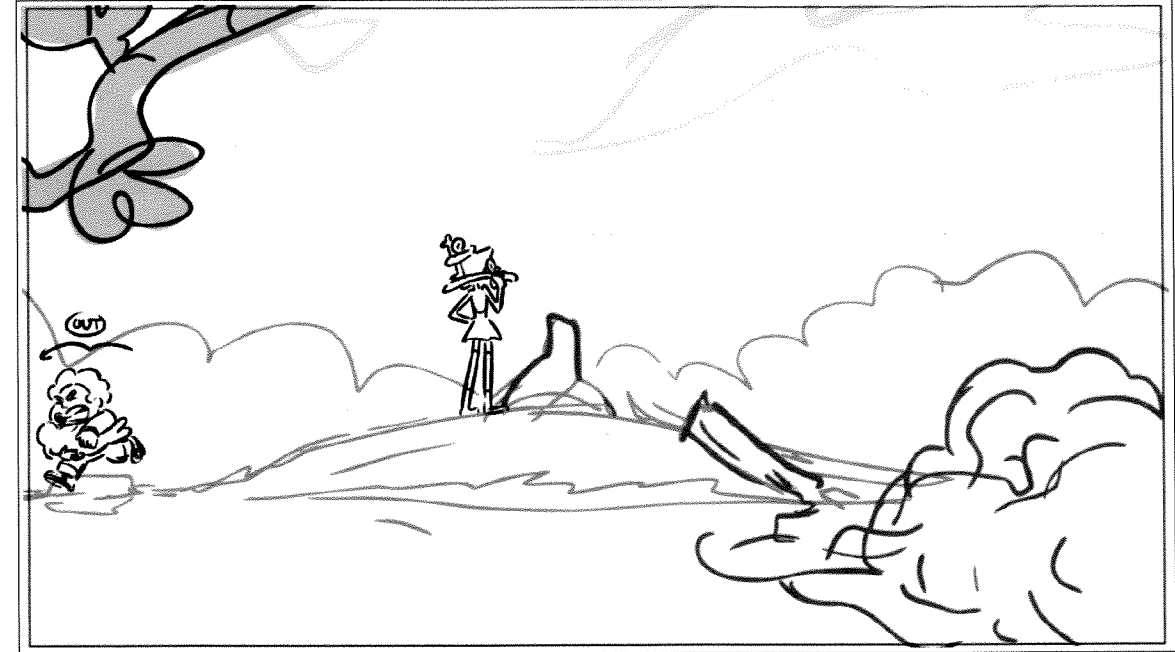


Dialogue  
STEVEN: ...away from me!

Action Notes  
Steven runs away, holding stuffed walrus

Slugging  
1.04

Scene	Panel
144	<i>CONT</i>



Action Notes  
Steven OUT West.

Slugging  
1.09

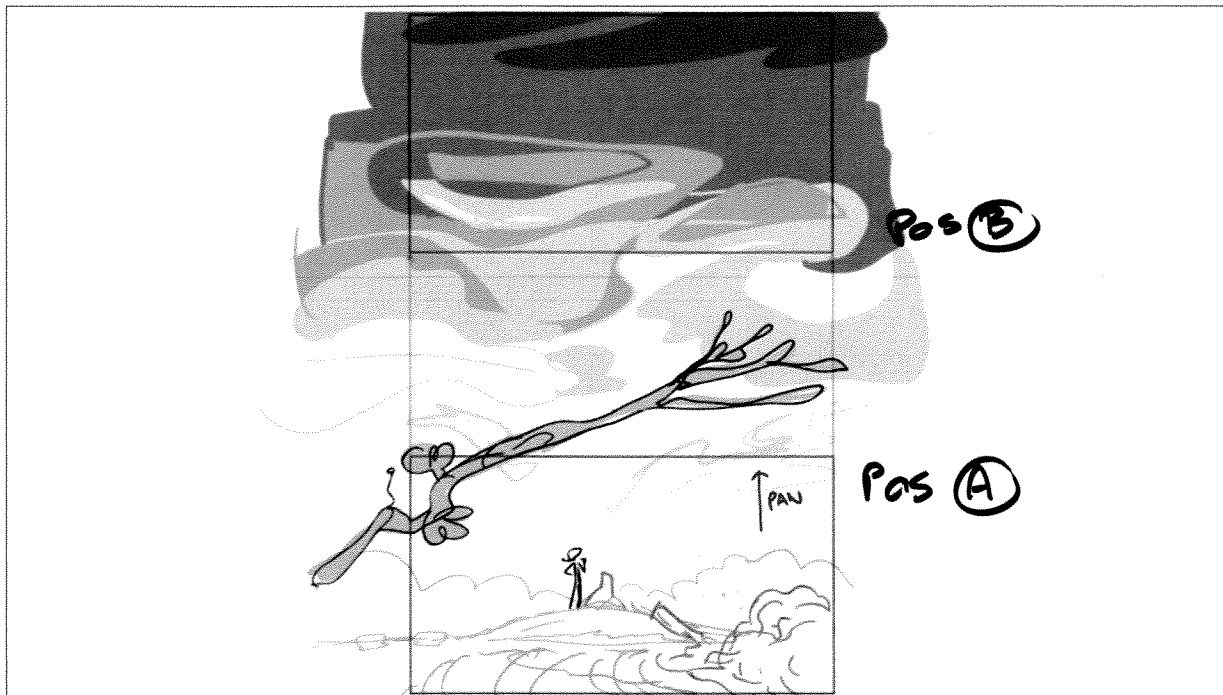
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1020.013

Scene	Panel
144	cont
4	



Action Notes  
Camera ADJ North to reveal storm in the sky.

Slugging  
 ADJ: 2.14  
 Then HOLD: 0.07

Scene	Panel
144	cont
5	



Action Notes  
Lightning flashes.

Slugging  
 0.04

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1020.013

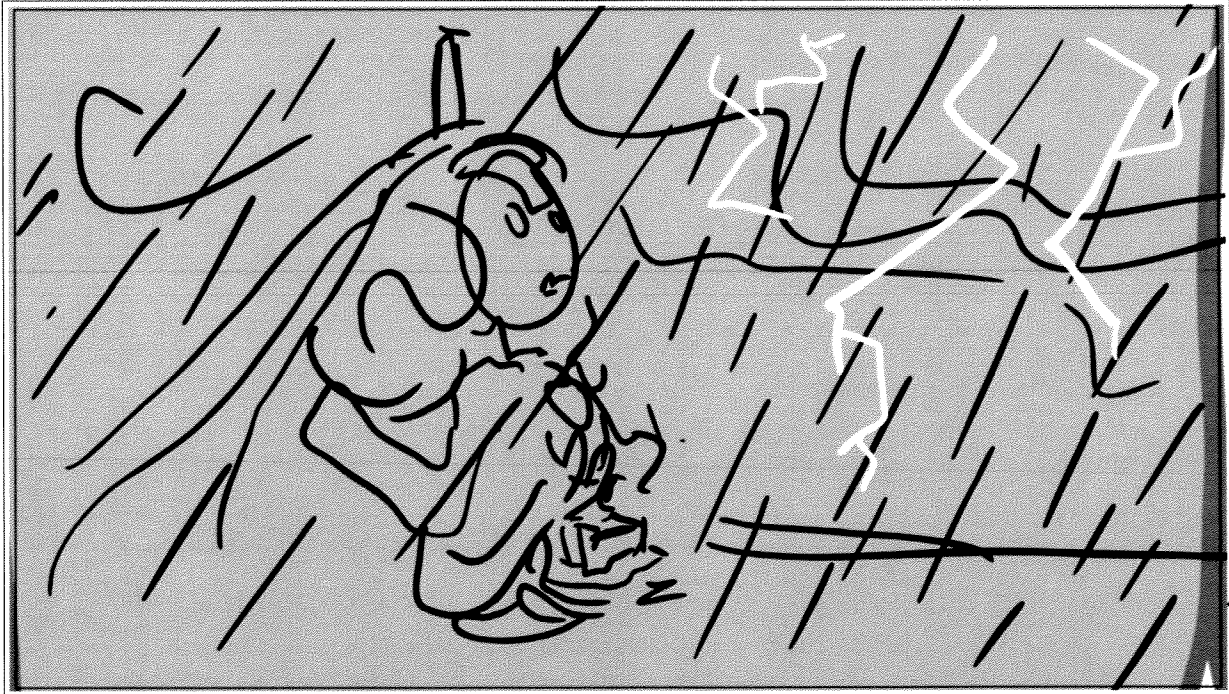
Scene	Panel
145	1



Action Notes  
Ext. temple, raining.

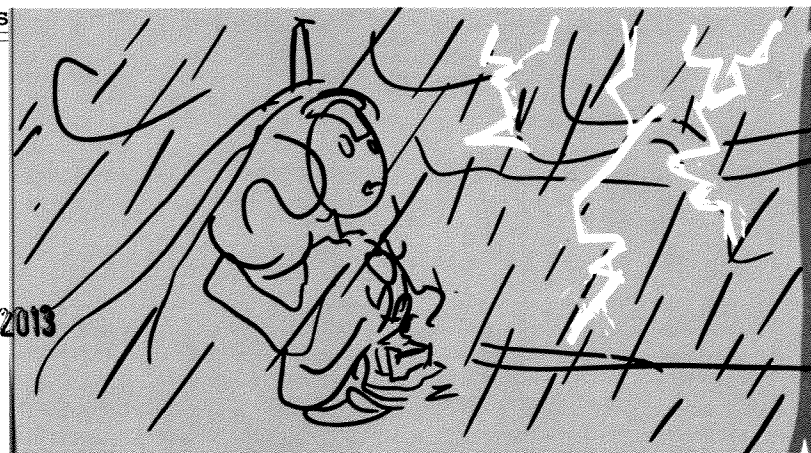
Slugging  
1.09

Scene	Panel
145	2



Action Notes  
Lightning flashes

Slugging  
0.06



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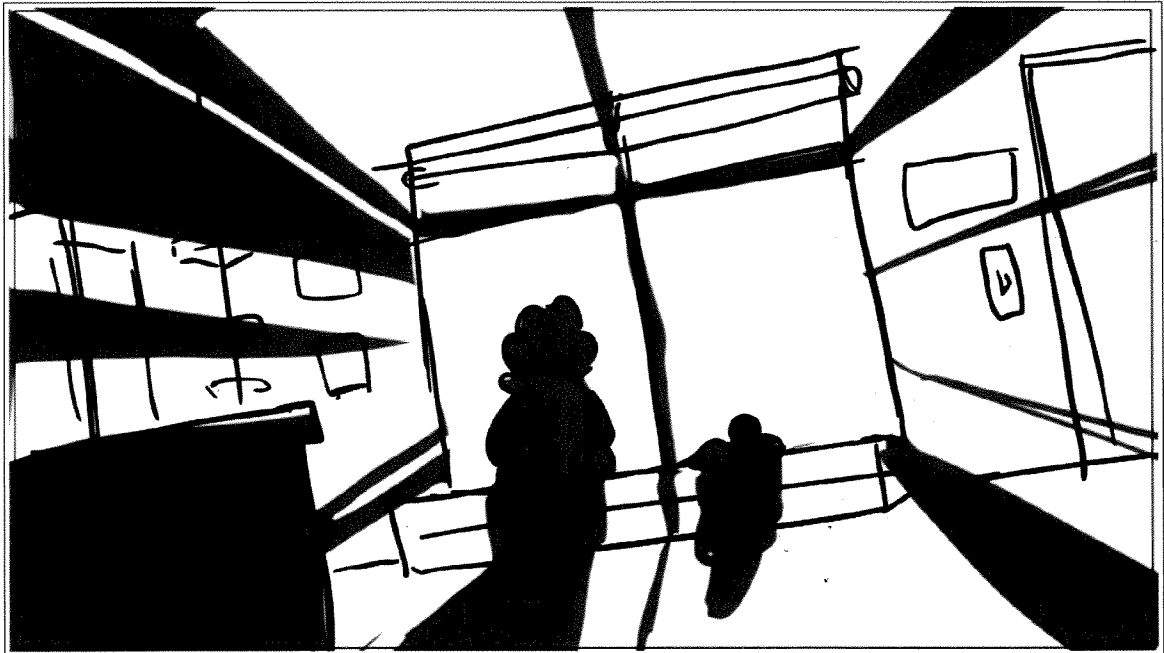
1020.013

1020.013

1020.013



Scene	Panel
146	1



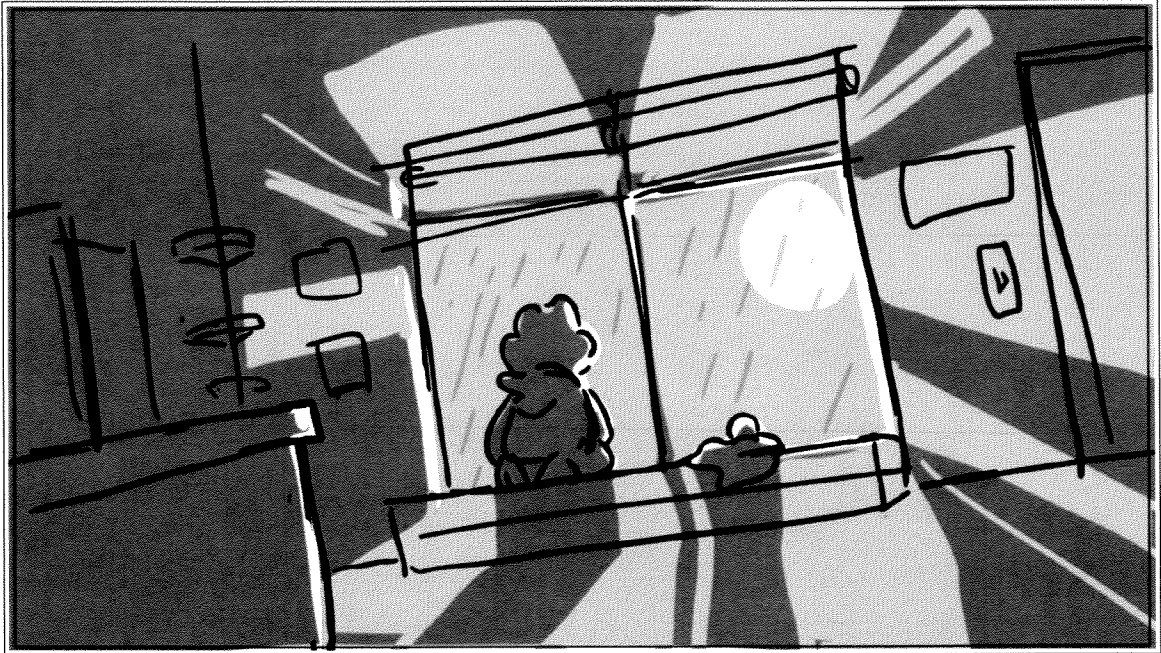
#### Action Notes

Lightning flashing outside lighting interior of kitchen dramatically.  
Steven kneeling - looking out the window.  
Pearl's gem next to him wrapped in a blanket.

#### Slugging

0.06

Scene	Panel
146	<i>cont</i> 2



#### Dialogue

STEVEN: It's too bad you're still not back, Pearl.

#### Action Notes

Raining outside, moon lighting.

#### Slugging

3.12

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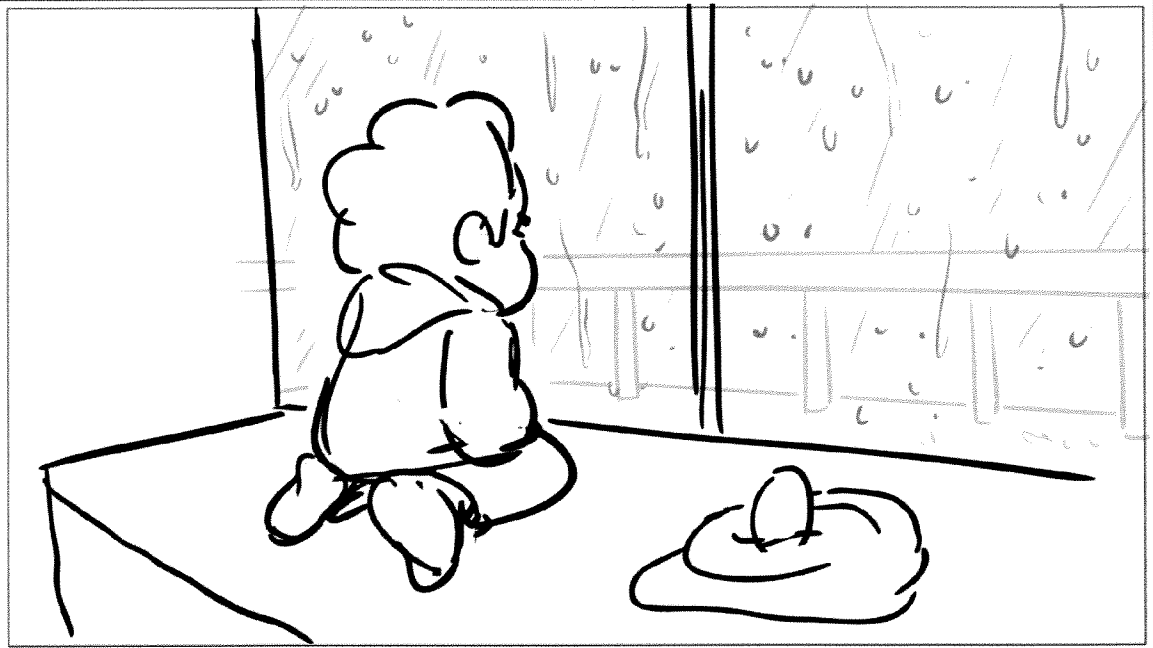
1020.013

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1020.013

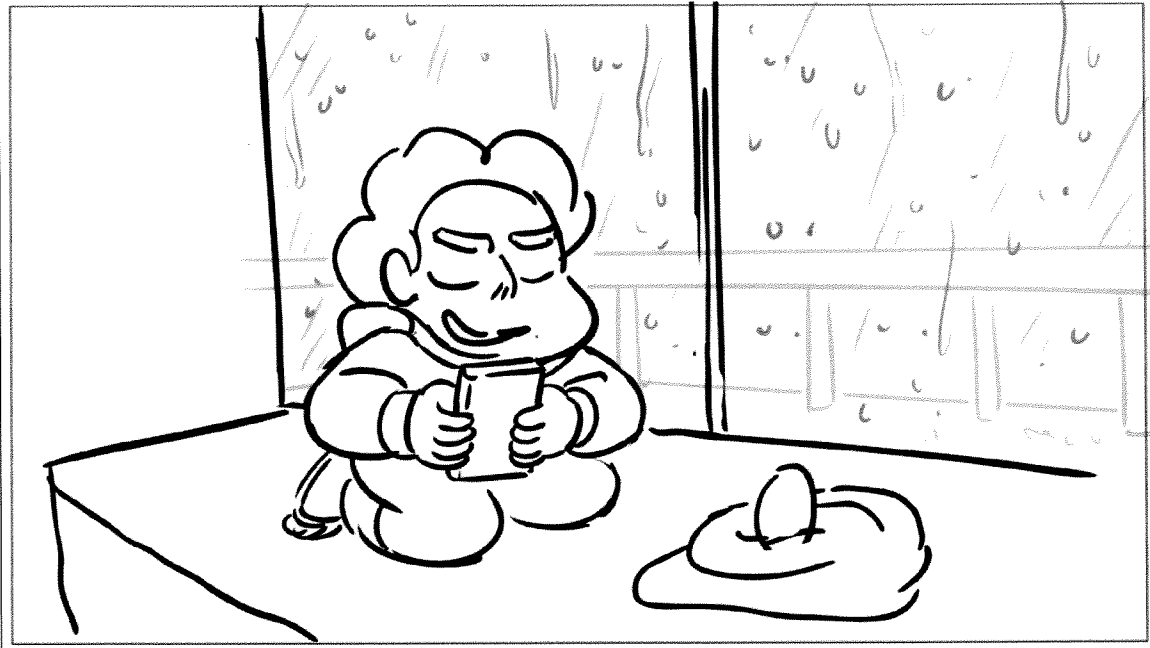


Scene 147 Panel 1



Slugging  
1.00

Scene 147 Panel 2



Dialogue  
STEVEN: Because I just found a copy of..

Action Notes  
Steven scoots around on his knees to face Pearl.

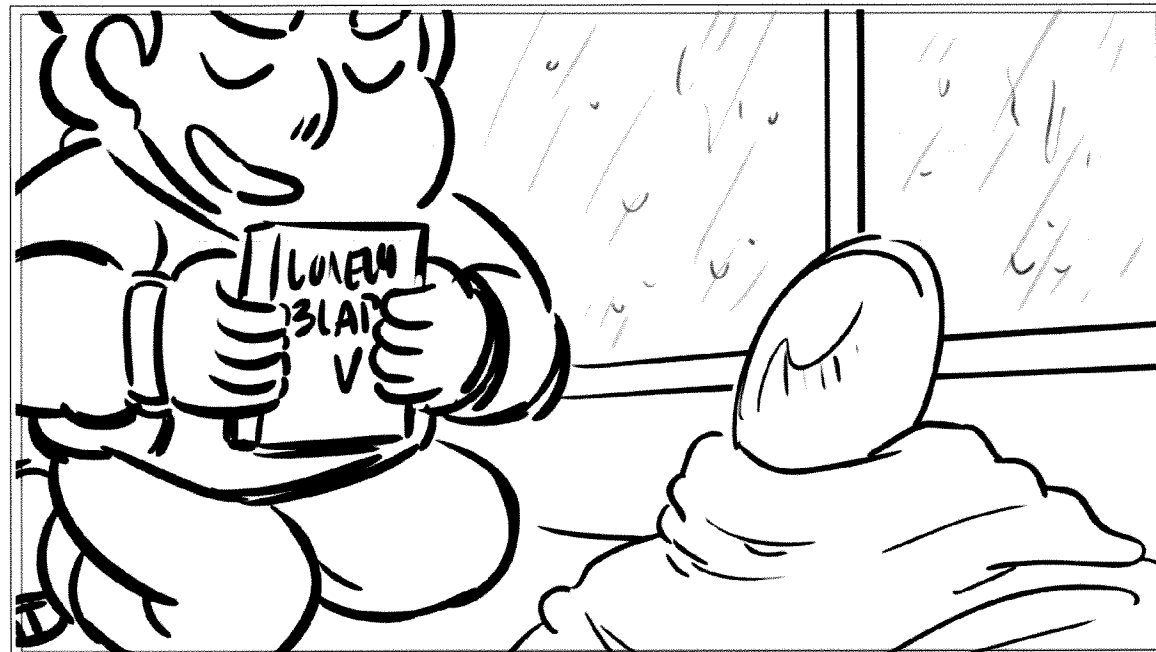
Slugging  
3.04

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1020.013

Scene	Panel
148	1



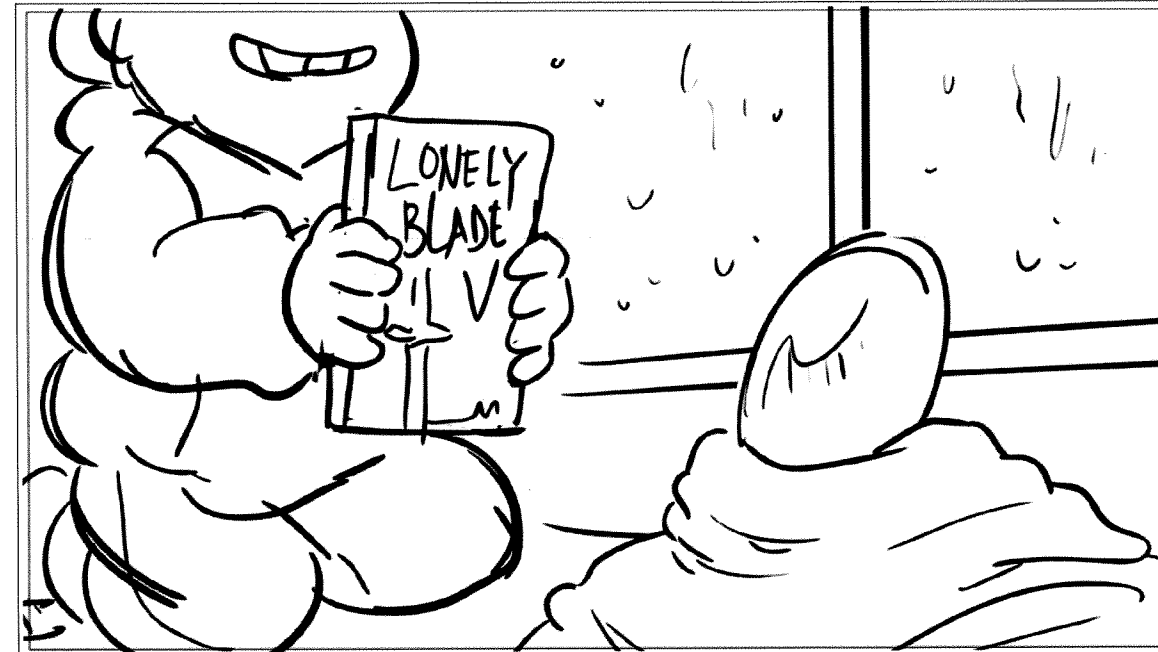
Dialogue

STEVEN: ..the...

Slugging

Panels 1 + 2 = 0.05

Scene	Panel
148	2



Dialogue

STEVEN: ..the...

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1020.013

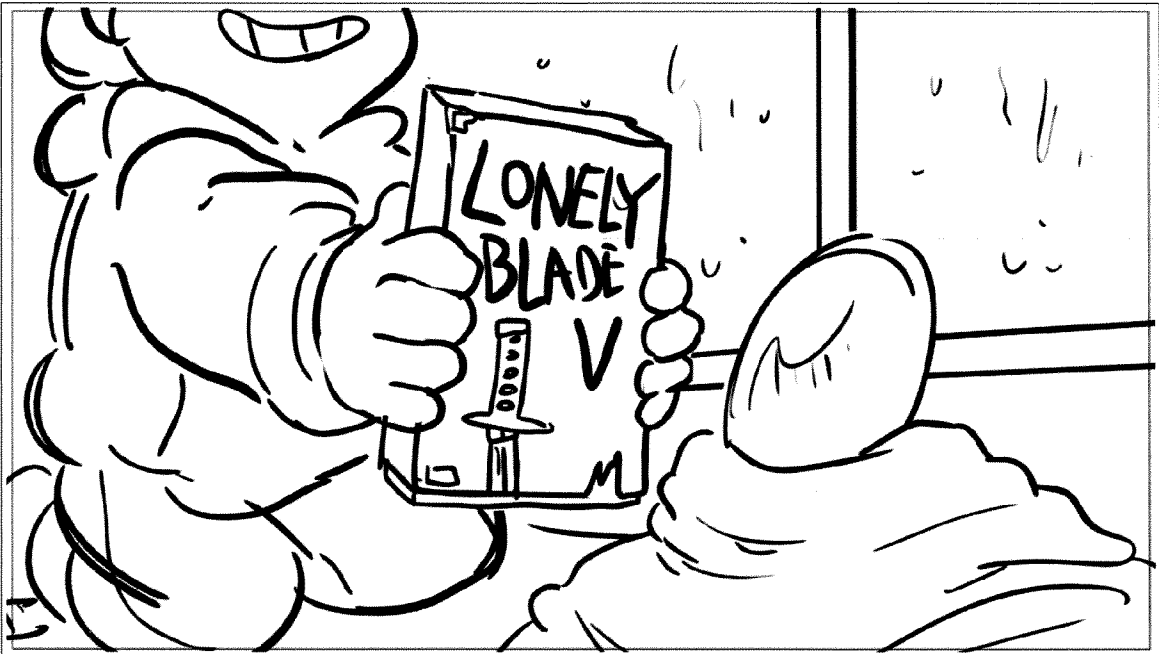
1020.013

1020.013





Scene	Panel
148	cont 3



Dialogue

STEVEN: ... fifth Lonely Blade movie!

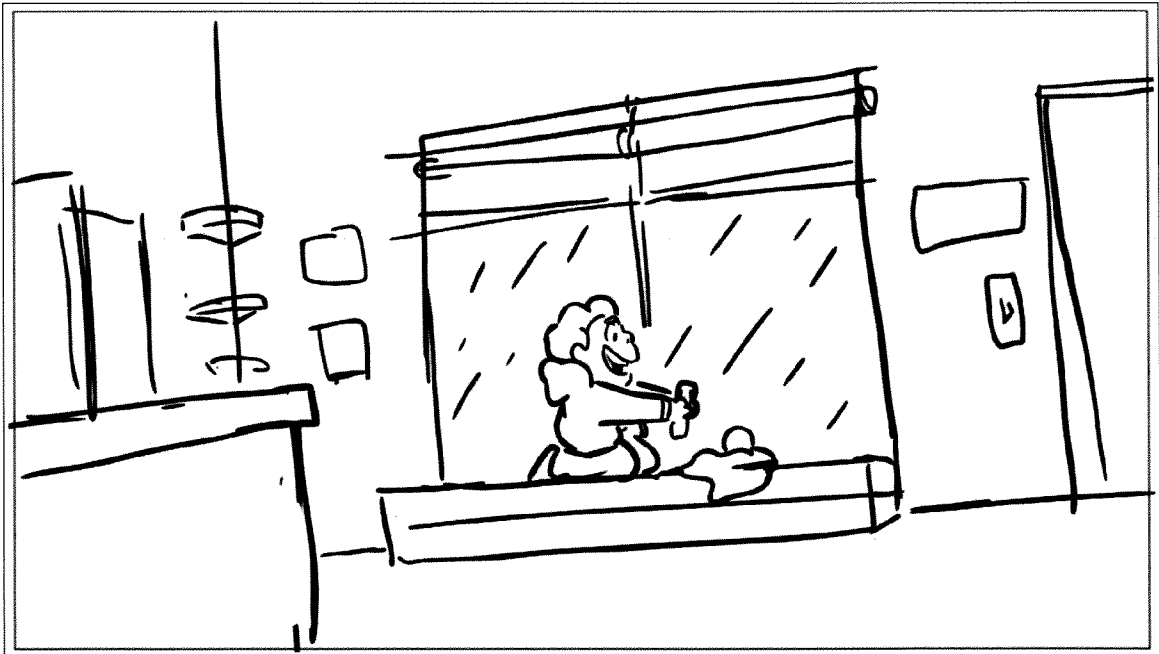
Action Notes

Steven presents Lonely Blade VHS to Pearl.

Slugging

3.03

Scene	Panel
149	1



Action Notes

Raining outside.

Hold for a beat, Steven hoping for a response from Pearl.

Slugging

1.07

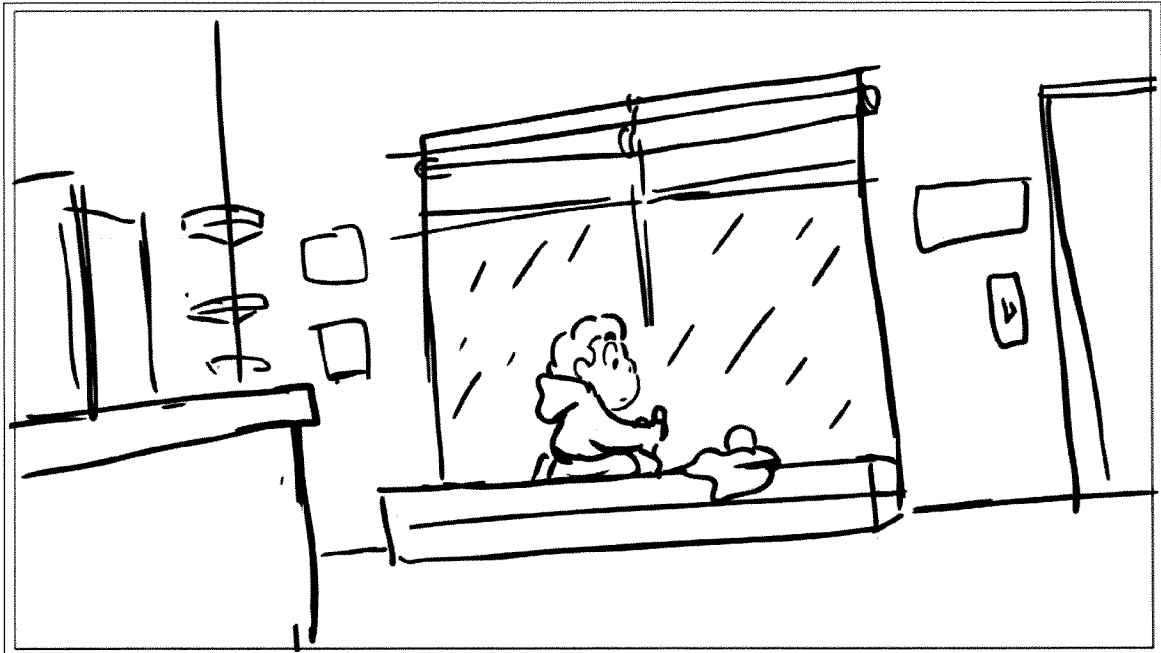
AUG 06 2013

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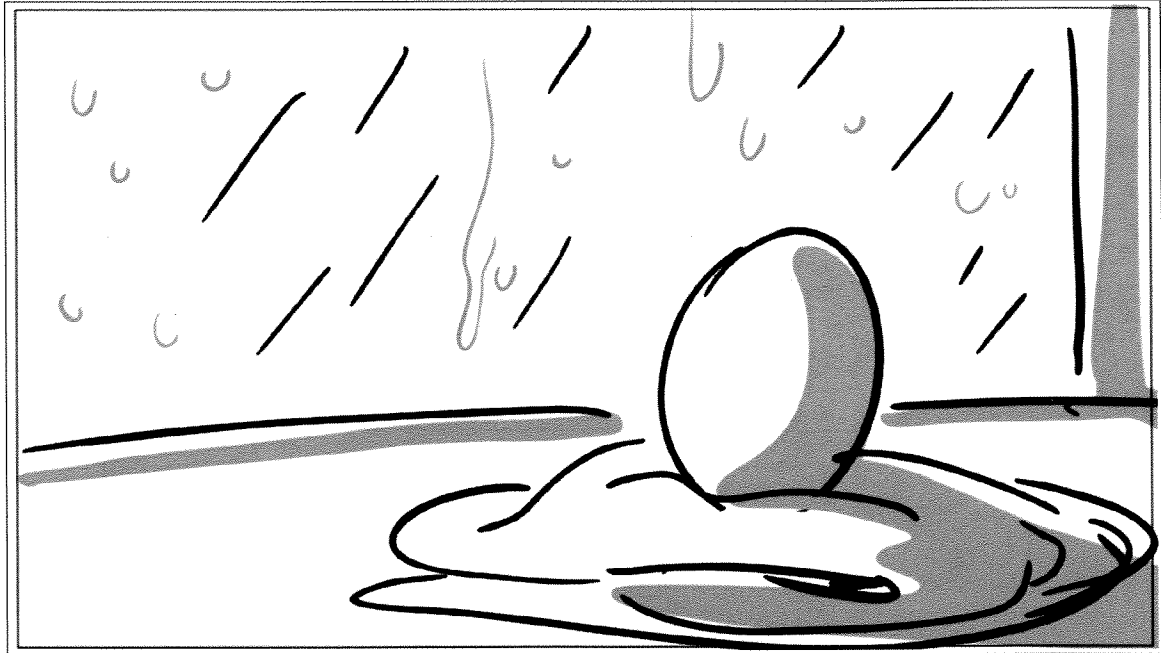
Scene	Panel
149	cont 2



Action Notes  
Steven is surprised by lack of reaction.

Slugging  
1.07

Scene	Panel
150	1



Dialogue  
STEVEN (os): \*Sigh\*

Action Notes  
Raining outside.

Slugging  
2.08

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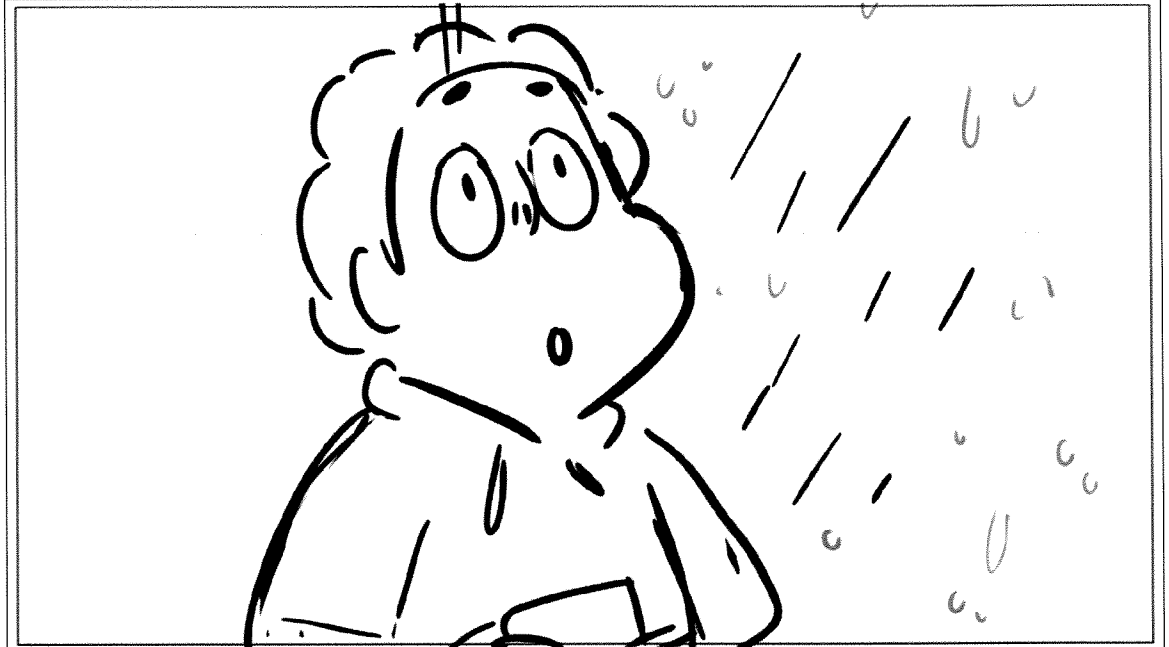
Scene	Panel
151	1



Dialogue  
STEVEN: How long are you gonna make me wait, Pearl?

Slugging  
4.10

Scene	Panel
151	<i>cont</i> 2



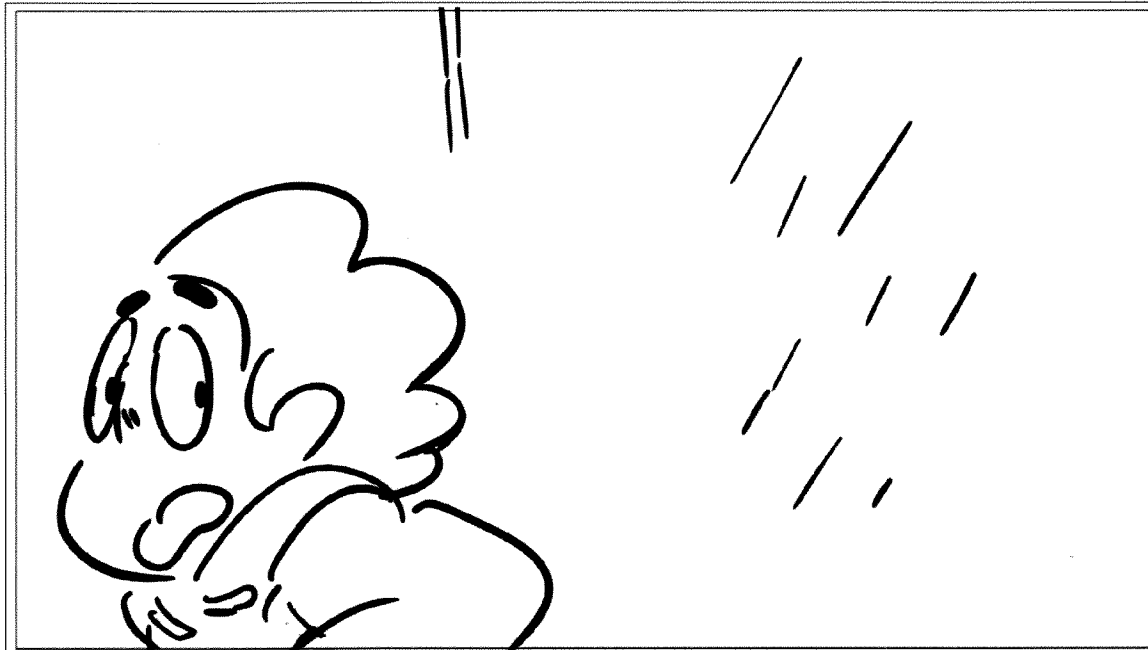
Dialogue  
Microwave: \*beepbeepbeep!\*

STEVEN: Oh, the popcorn's done!

Slugging  
2.09

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Scene	Panel
151	3



Dialogue  
STEVEN: Stay right there!

Action Notes  
Steven turns and runs towards the West.

Slugging  
1.08

Notes  
H.U. Steven's left arm to next scene - his arm is out wide.

Scene	Panel
152	1



Action Notes  
Steven puts down VHS.

Slugging  
0.04

AUG 0 6 2013

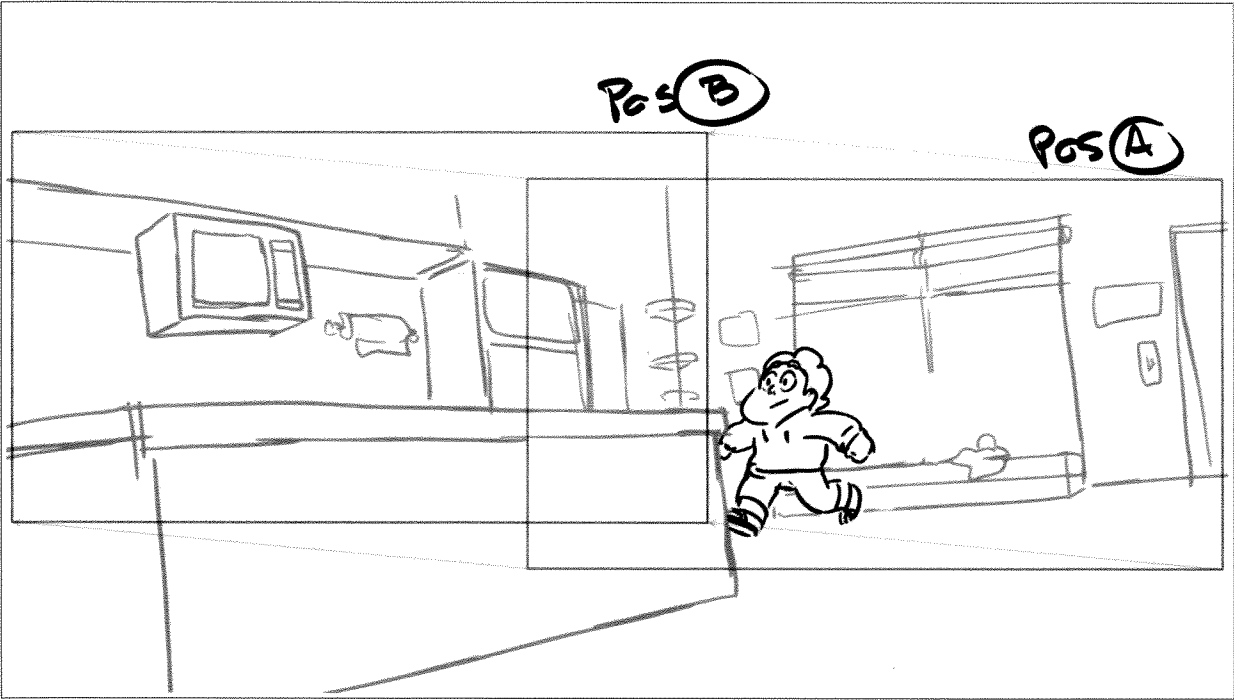
1020.013

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1020.013



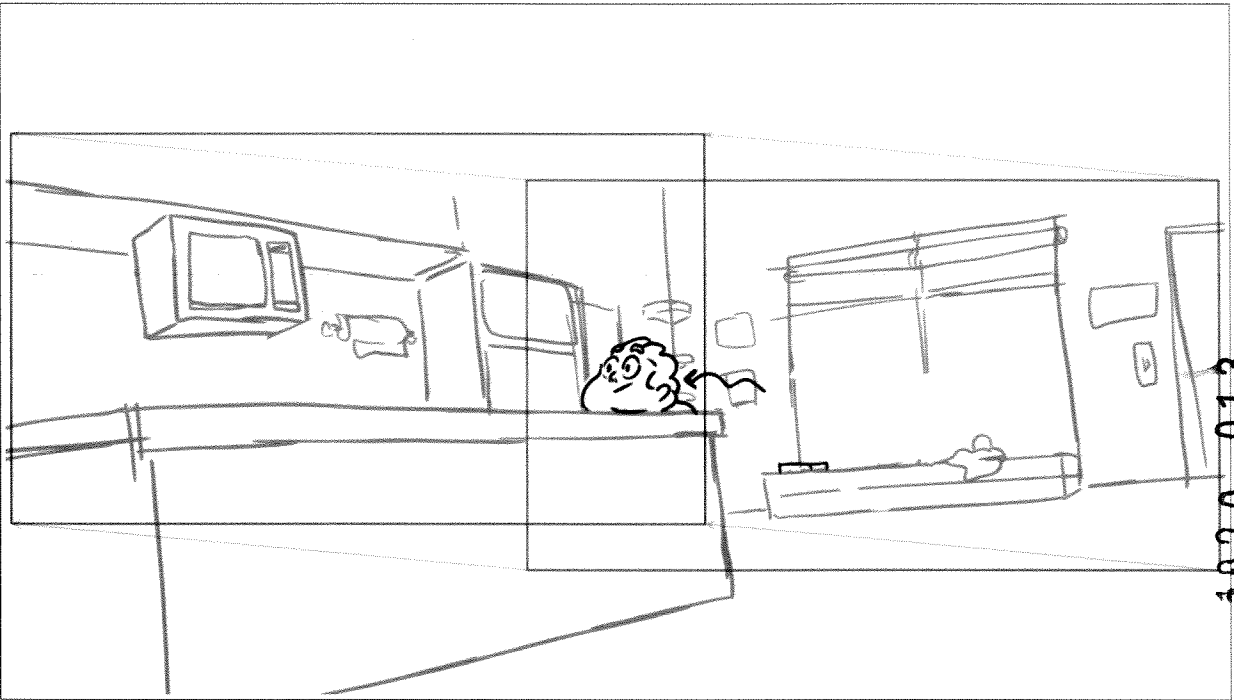
Scene	Panel
152	<i>cont</i> 2



Action Notes  
Steven runs over to microwave, camera ADJ NW with him as he moves.

Slugging  
ADJ: 0.13  
  
Total ADJ frames Panels 2 to 4 = 2.06

Scene	Panel
152	<i>cont</i> 3



Slugging  
ADJ: 0.12

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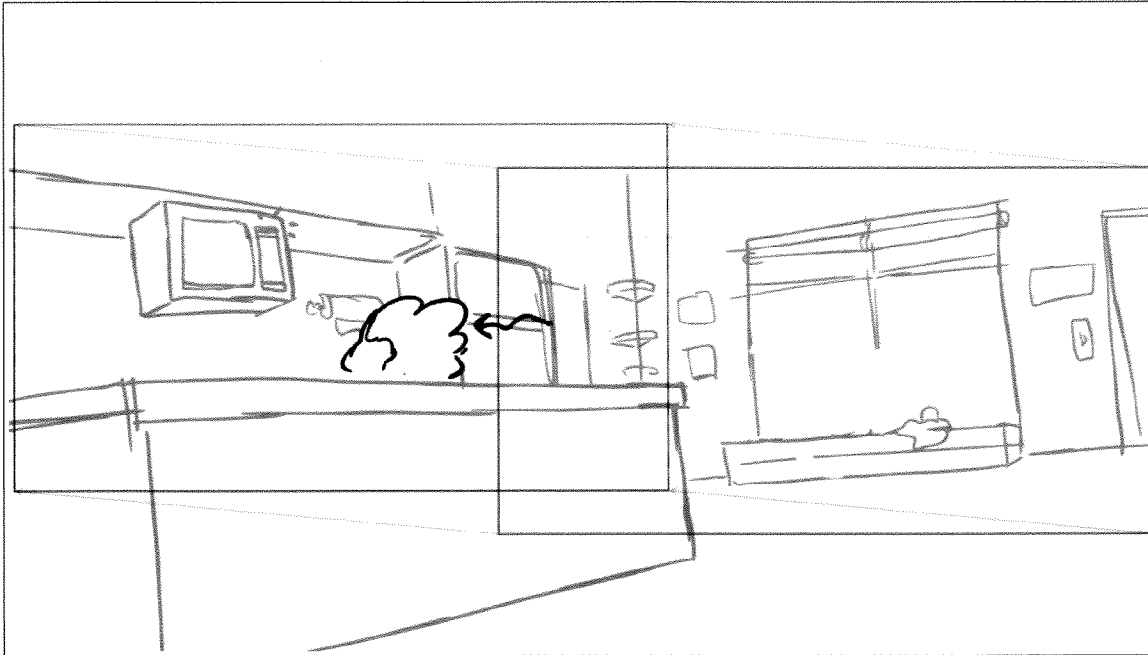
1020.013

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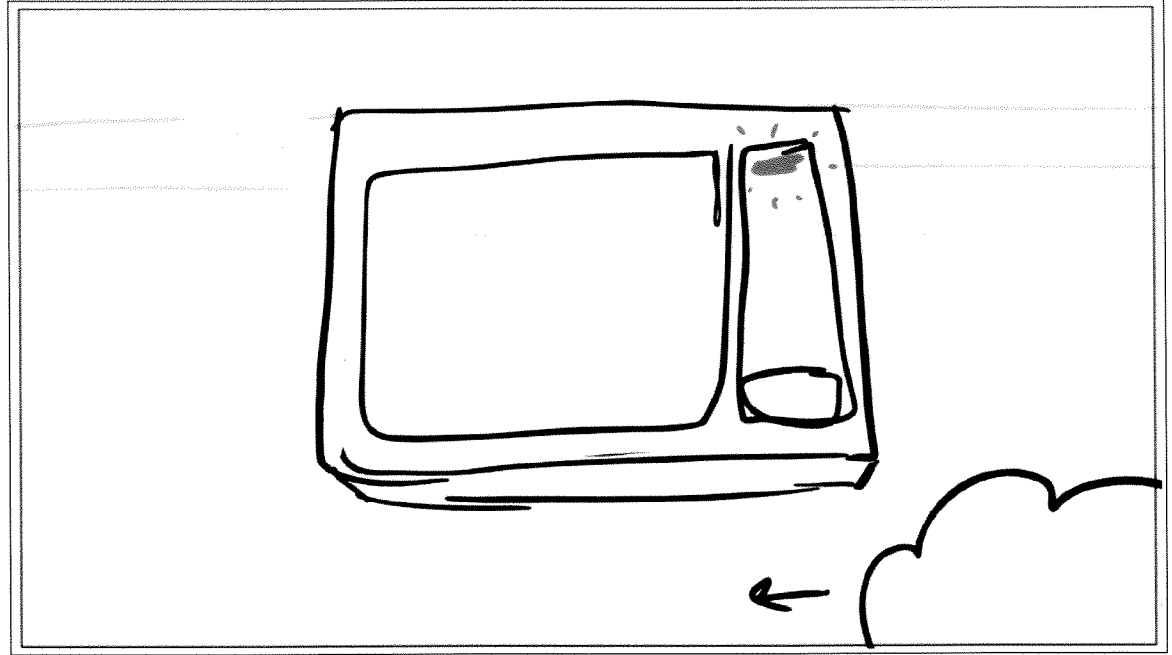


Scene	Panel
152	4



Slugging  
ADJ: 0.13

Scene	Panel
153	1



Action Notes  
Microwave beeping, flashing light to show that it's done cooking.  
Steven walks from East to center.

Slugging  
0.04

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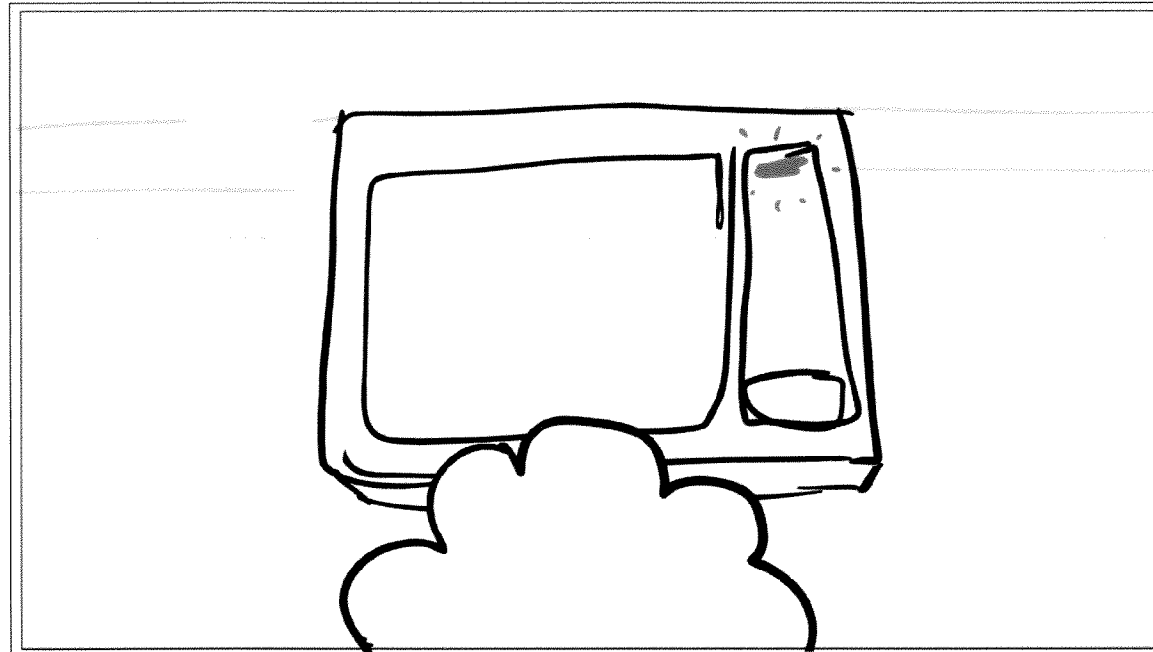
1020.013

1020.013

1020.013



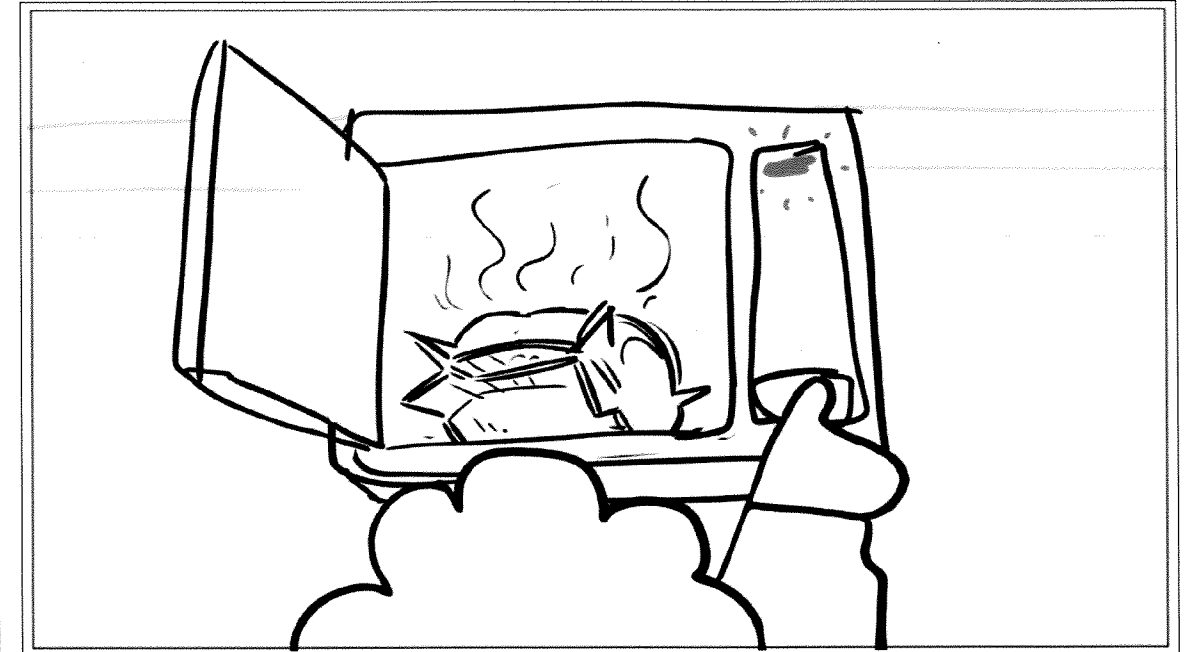
Scene	Panel
153	<i>cont</i>



Action Notes  
Steven stops beneath microwave.

Slugging  
0.06

Scene	Panel
153	<i>cont</i>



Action Notes  
Steven presses button on microwave and it opens.  
Steam rises from the popcorn.

Slugging  
0.08

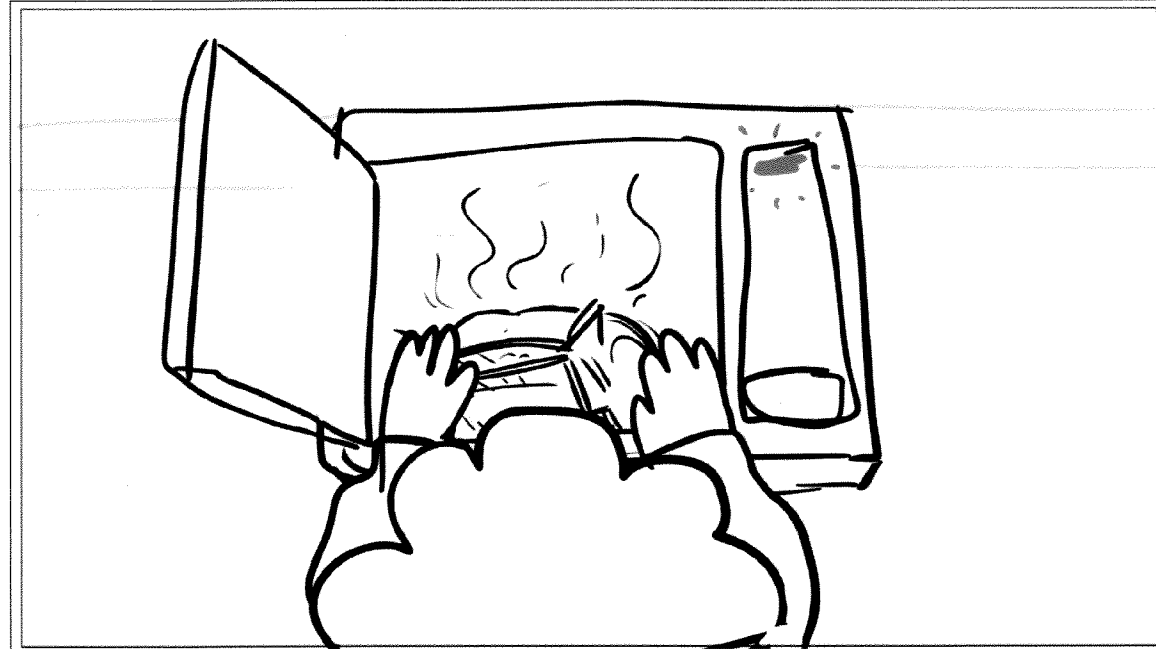
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1020.013

Scene 153 *cont* Panel 4



Action Notes  
Steven reaches in to grab popcorn.

Slugging  
0.07

Scene 154 Panel 1



Slugging  
0.06

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1020.013

1020.013





Scene	Panel
154	<i>cont</i> 2



Action Notes  
Steven pulls popcorn out of microwave onto the counter.

Slugging  
0.06

Scene	Panel
154	<i>cont</i> 3



Action Notes  
Steven turns to his right with his eyes closed.  
Camera ADJ West revealing Holo-Pearl.

Slugging  
ADJ: 0.03

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1020.013

Scene	Panel
154	CONT 4



**Action Notes**  
Steven is startled by the figure of Holo-Pearl standing next to him.

Slugging  
ADJ: 0.04

Scene	Panel
154	CONT 5



**Dialogue**  
STEVEN: \*Startled\*

Slugging  
0.12

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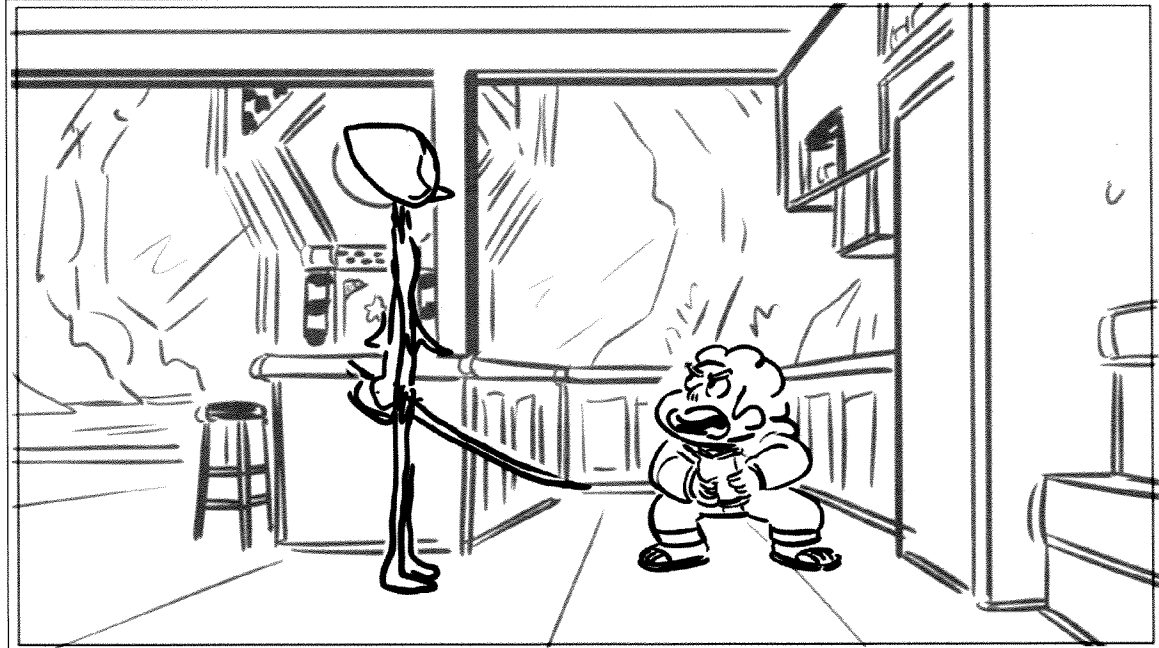
Scene	Panel
155	1



Dialogue  
HP: Do you wish to test your skills against me in a duel?

Slugging  
4.09

Scene	Panel
156	1



Dialogue  
STEVEN: No!

Slugging  
0.15

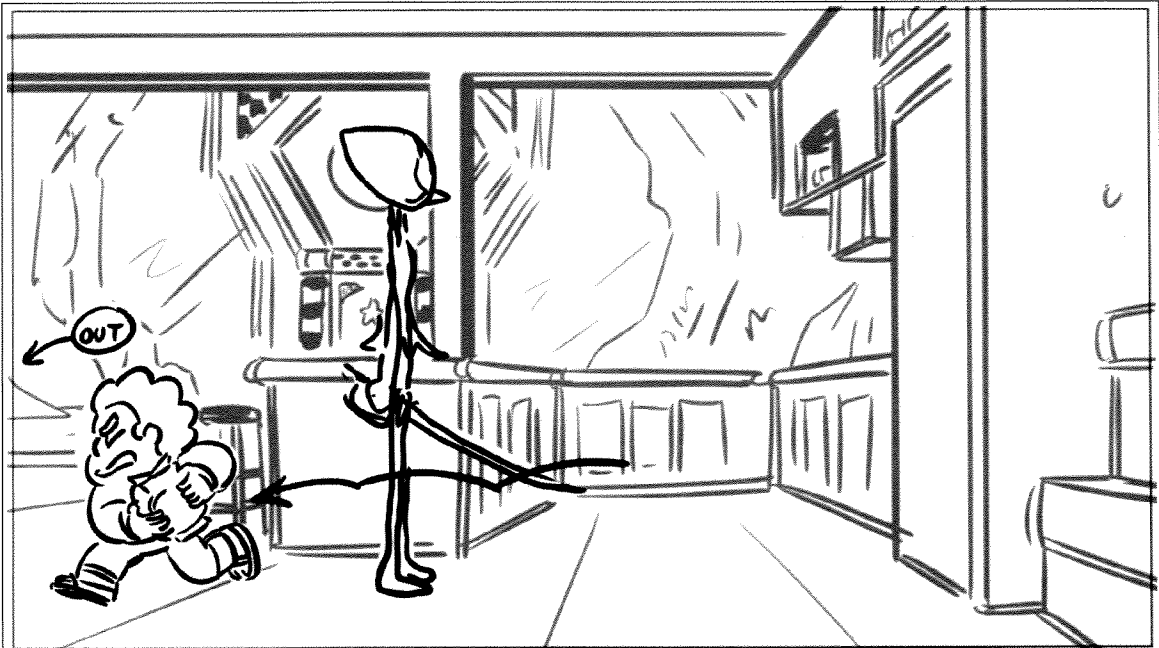
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1020.013

Scene	Panel
156	2



Dialogue

STEVEN: No sword fighting!!

Action Notes

Steven runs West and leaves OUT the frame.

Slugging

2.01

Scene	Panel
157	1



Action Notes

Holo-Pearl does nothing.

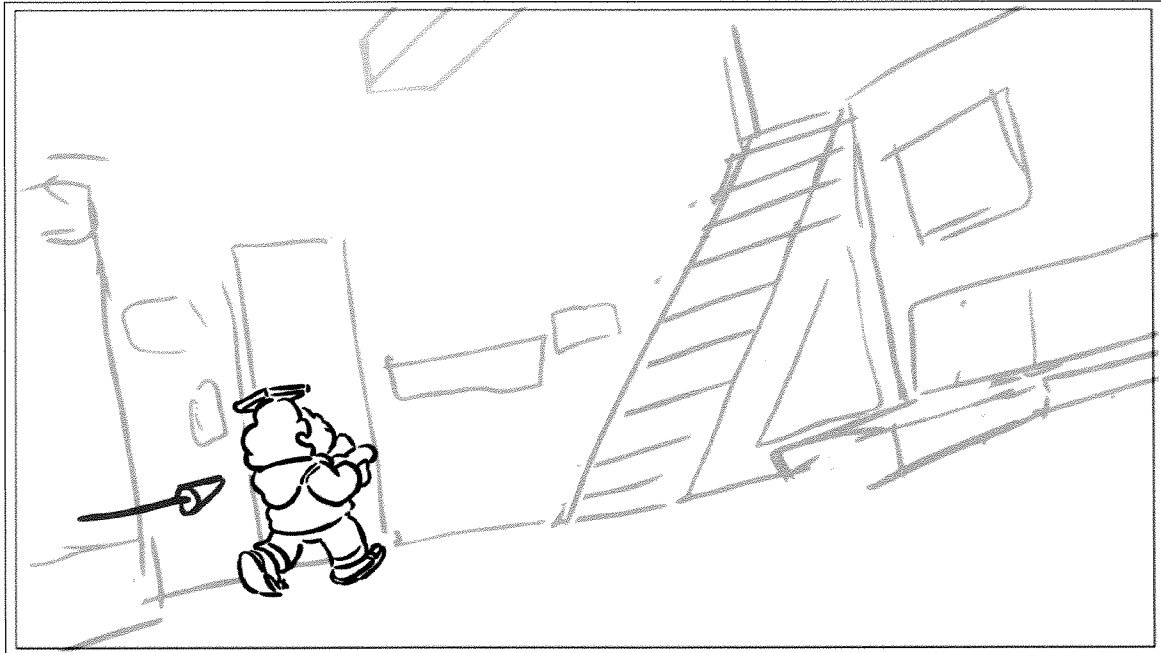
Slugging

1.12

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Scene	Panel
158	1



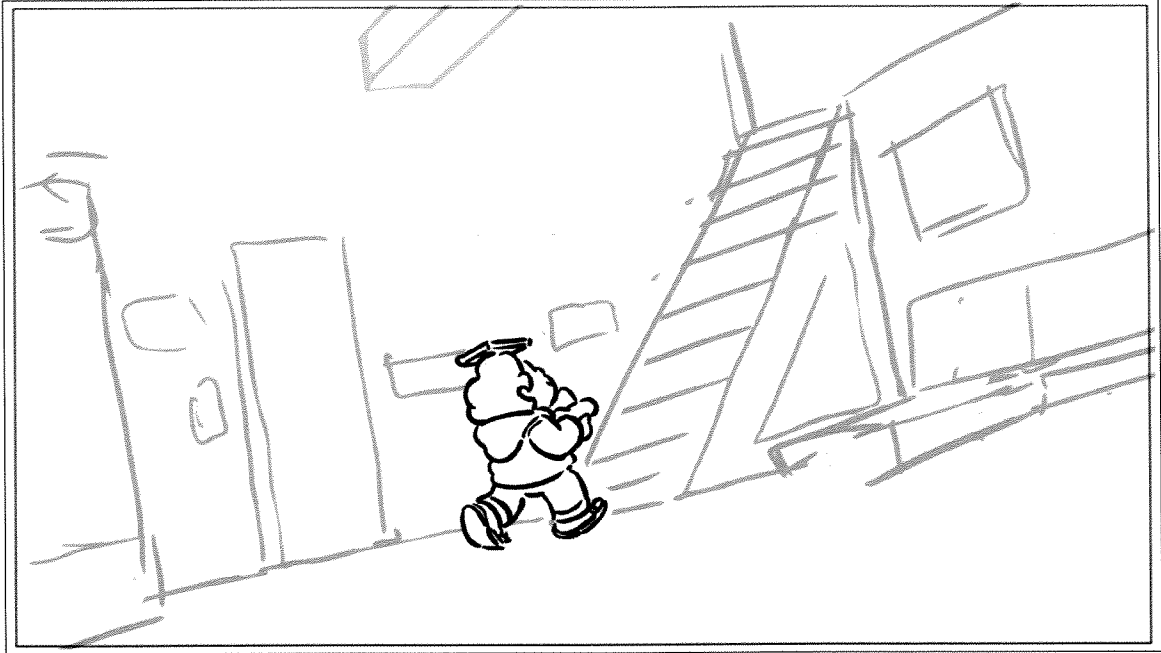
Action Notes

Steven is holding Pearl and her blanket in his right arm and balancing the VHS on his head.

Slugging

0.06

Scene	Panel
158	2



Action Notes

Steven walks towards stairs.

Slugging

0.10

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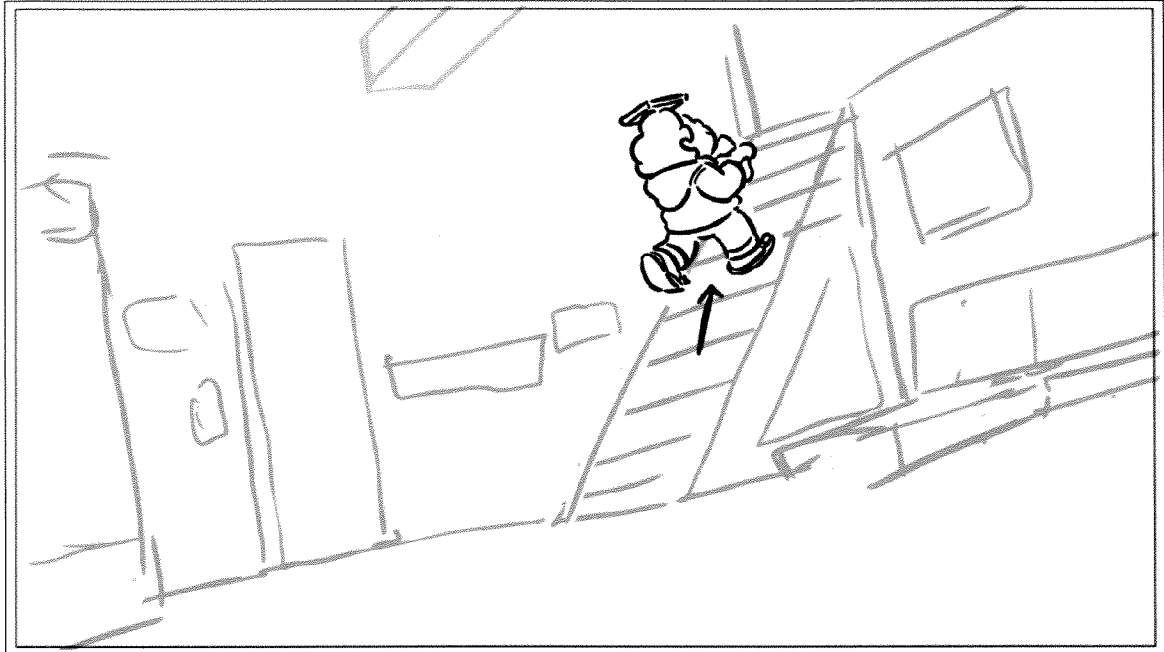
1020.013

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1020.013



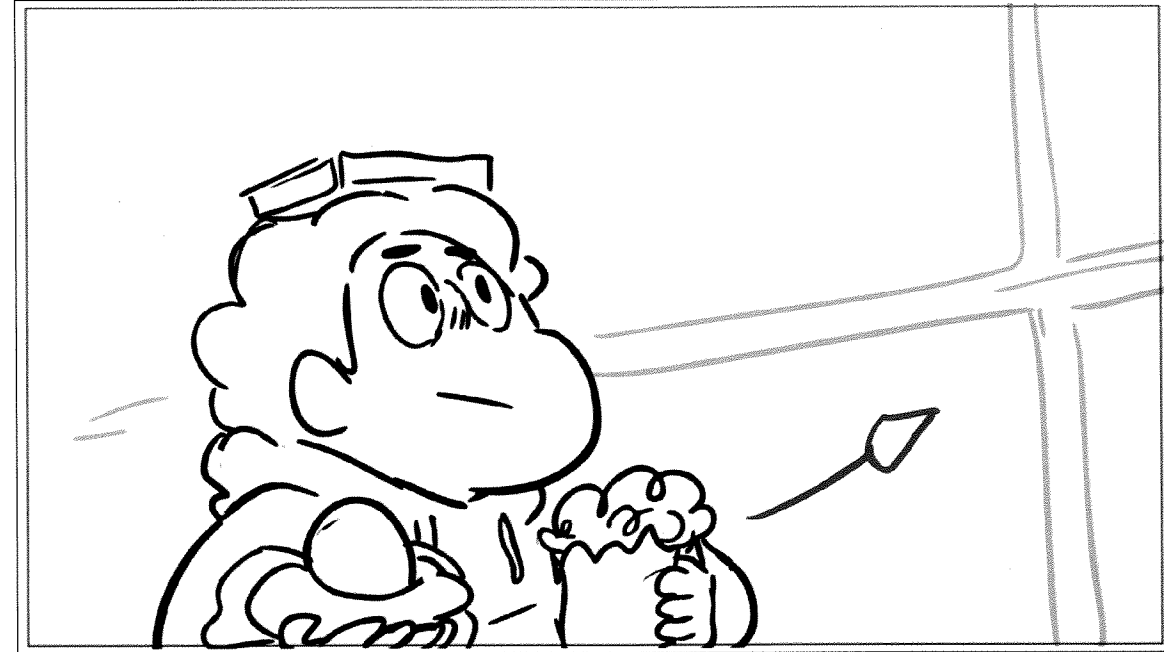
Scene	Panel
158	<i>cont</i> 3



Action Notes  
Steven walks up stairs.

Slugging  
0.14

Scene	Panel
159	1



Action Notes  
Steven walks up stairs.

Slugging  
0.09

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1020.013

1020.013



Scene	Panel
159	cont 2



Action Notes  
Steven walks up stairs.

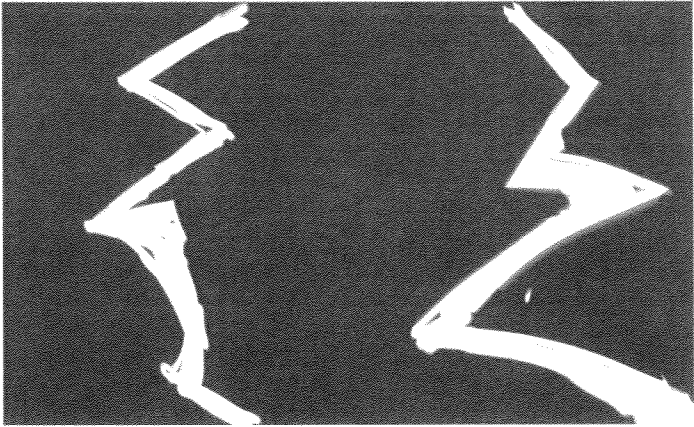
Slugging  
0.05

Scene	Panel
159	cont 3A 3



Action Notes  
Lightning flashes - Steven stops.

Slugging  
0.06



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1020:013

Scene 159 Panel 4



Action Notes  
Steven stops, feeling spooked.

Slugging  
0.15

Scene 159 Panel 5



Action Notes  
Cut on action: Steven turns around to his right, his eyes closed.

Slugging  
0.04

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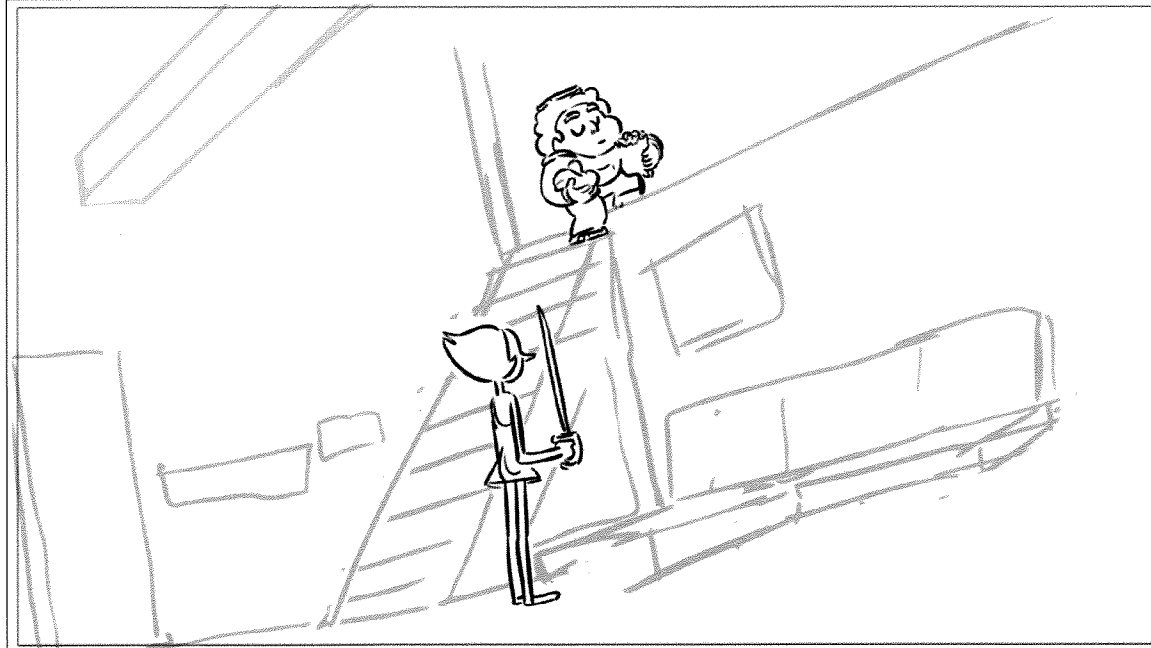
1020.013

1020.013

1020.013



Scene	Panel
160	1



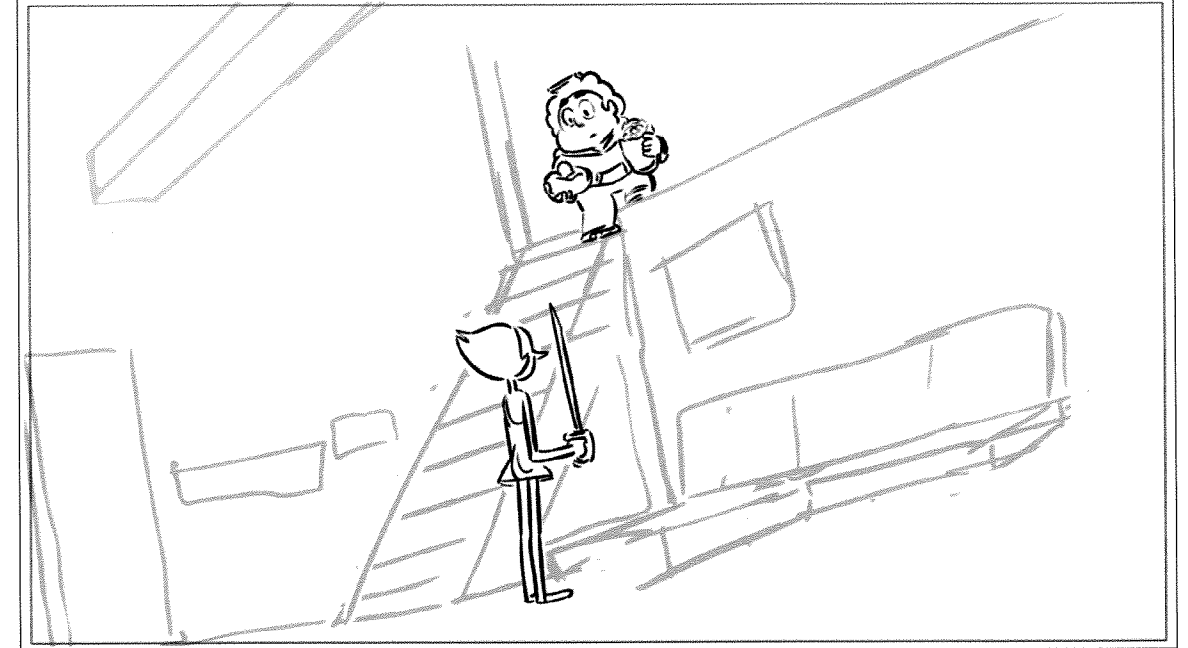
Action Notes

Cut on action: Steven turns around to his right.

Slugging

0.04

Scene	Panel
160	2 <i>CONT</i>



Action Notes

Steven opens eyes.

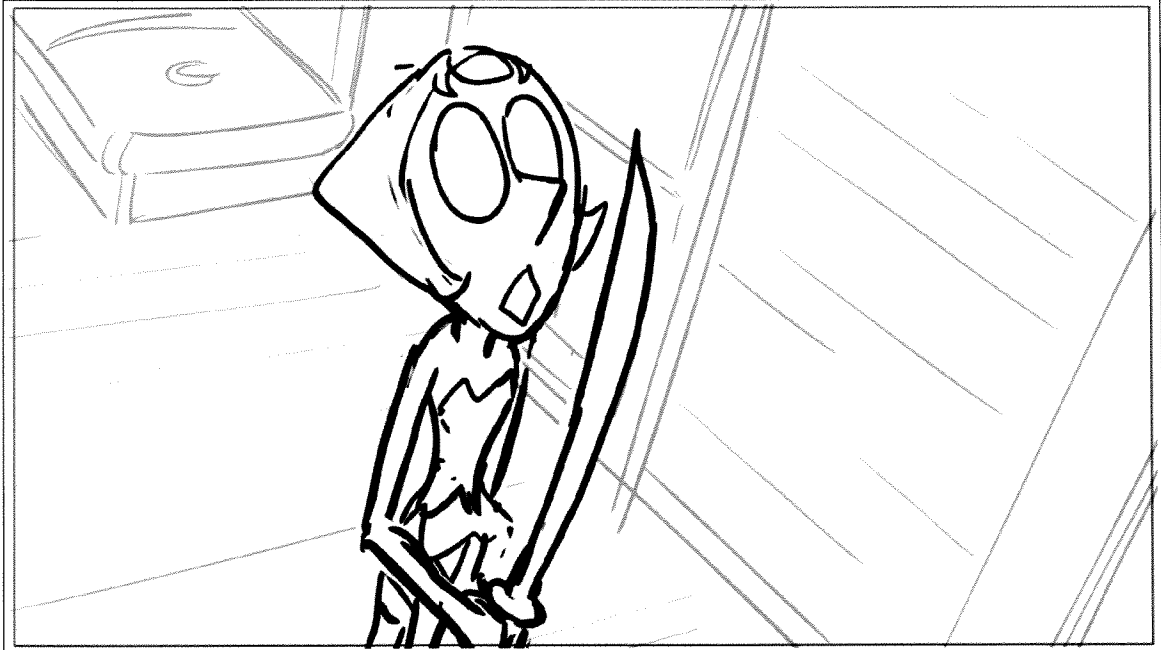
Slugging

1.08

AUG 06 2010



Scene	Panel
161	1



Dialogue  
HP: Draw your sword and fulfill your destiny!

Slugging  
3.14

Scene	Panel
162	1



Dialogue  
STEVEN: \*Spooked\*

Action Notes  
Steven is spooked.

Slugging  
1.06

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1020.013

1020.013



Scene	Panel
162	<i>cont</i>

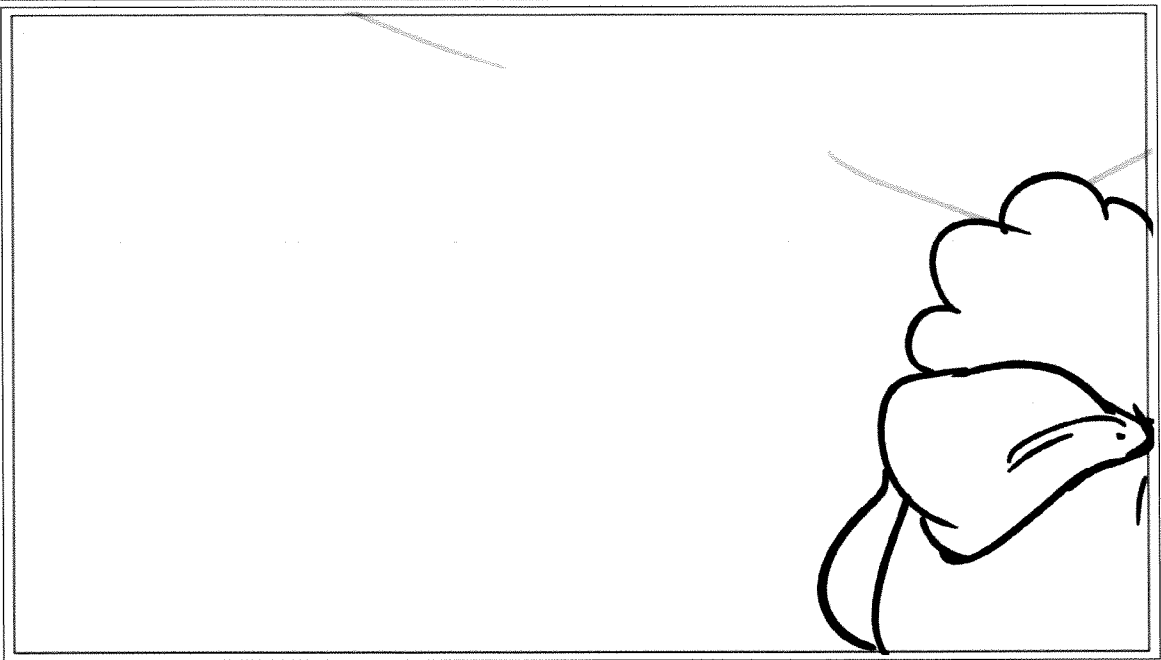


Dialogue  
STEVEN: NO! Leave REAL PEARL and me ALONE!!

Action Notes  
Steven yells angrily.

Slugging  
3.15

Scene	Panel
162	<i>cont</i>



Action Notes  
Steven turns and walks away.

Slugging  
0.10

AUG 06 2013

1020.013

1020.013

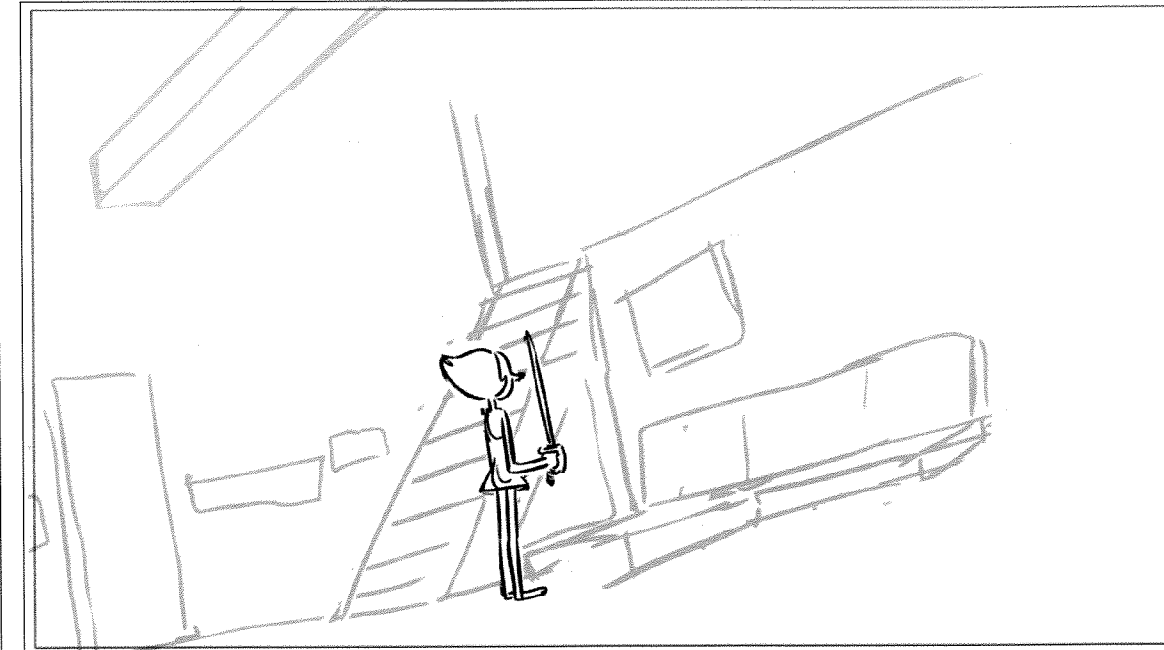
Scene	Panel
163	1



**Action Notes**  
Steven disappears behind the side of the loft.

**Slugging**  
0.07

Scene	Panel
163	2



**Slugging**  
1.04

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1020.013

1020.013

1020.013

Scene 163 *cont* Panel 3



Dialogue

STEVEN: Go back under ...

Action Notes

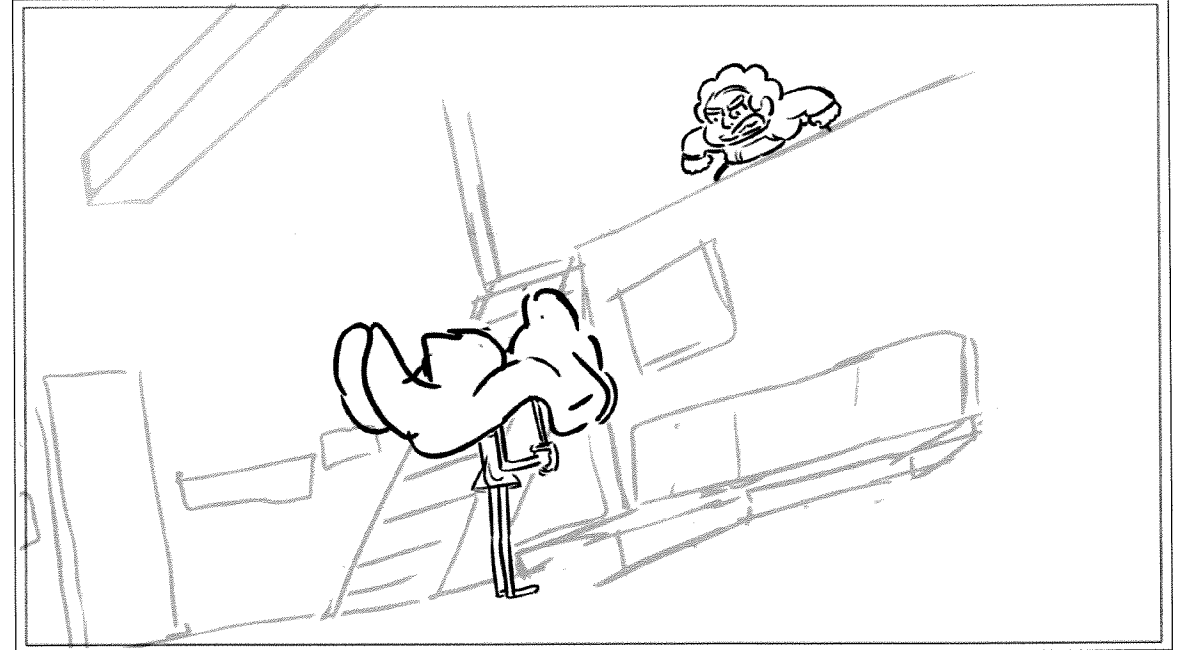
Steven runs back and flings sheet into the air.

The sheet hangs in the air for a brief moment.

Slugging

0.11

Scene 163 *cont* Panel 4



Dialogue

STEVEN: ...your SHEET!!

Action Notes

Sheet lands on Holo-Pearl and gracefully drapes itself over it.

Slugging

0.07

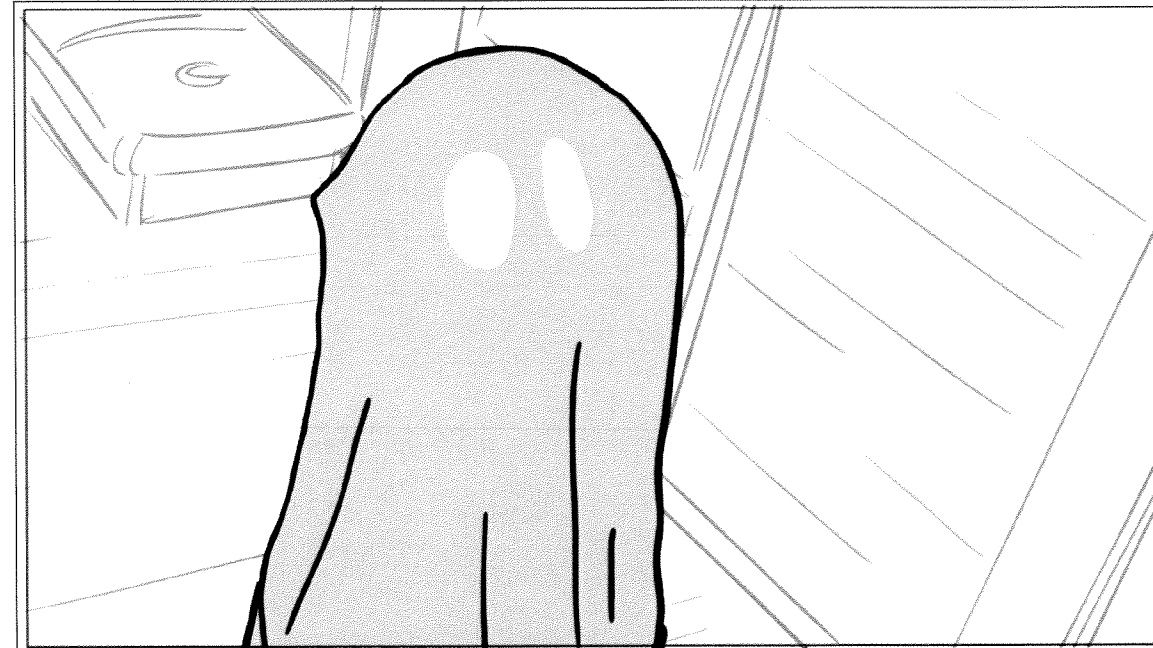
AUG 06 2013

Scene	Panel
163	CONT 5



Slugging  
1.05

Scene	Panel
164	1



Action Notes  
Holo-Pearl does nothing.  
Its eyes glow beneath the sheet.

Slugging  
1.09

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1020.013



Scene	Panel
165	1



Action Notes  
Lightning flashes.

Slugging  
0.06

Scene	Panel
166	1



Dialogue  
Lonely Blade: Br- Brother.. Is that you?

Action Notes  
Movie playing on TV:  
Lightning flashes, rain falls  
Lonelyblade's hair blows slightly in the wind  
  
Rain falls outside the window.

Slugging  
4.01

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1020.013

1020.013



Scene	Panel
166	2



Dialogue  
Loney Blade Brother: Yes... It's me... Your... Brother...

Action Notes  
Movie on TV: Rain falls  
both charaters' hair blowing slightly in the wind

Slugging  
4.01

Scene	Panel
167	1



Dialogue  
STEVEN: \*chewin\*

Action Notes  
Rain falls outside.

Slugging  
1.09  
  
AUG 06 2012



Scene 167 Panel 2  
*CONT*



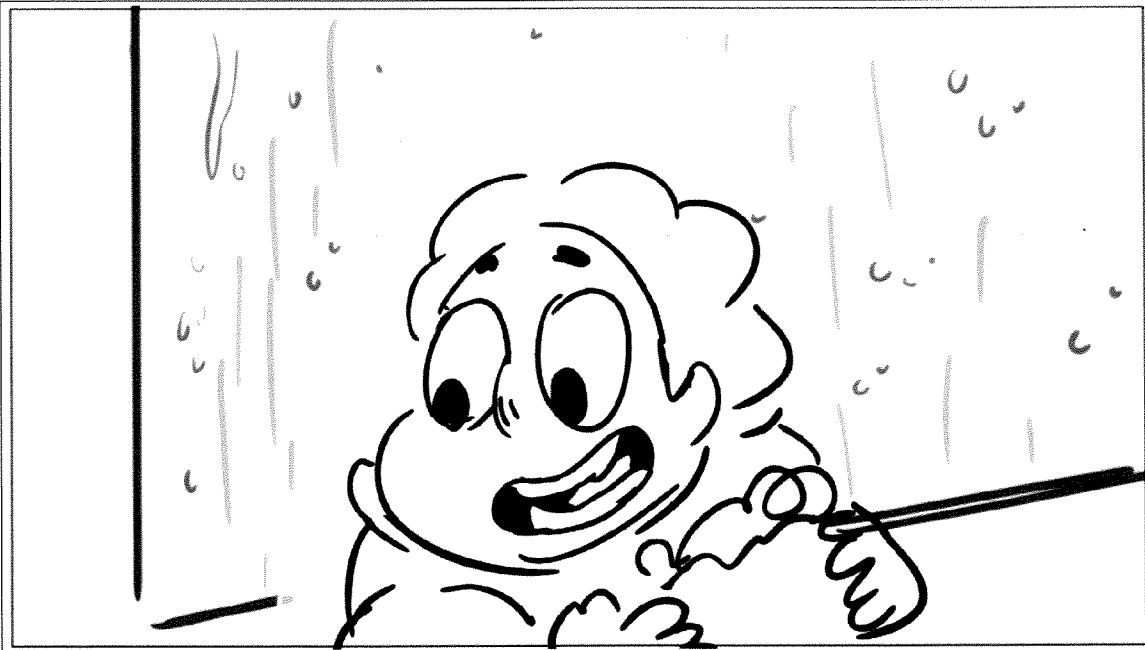
Dialogue

STEVEN: Woahhh... this dub is really good.

Slugging

6.01

Scene 167 Panel 3  
*CONT*



Dialogue

STEVEN: What do you think Pearl?

Action Notes

Steven turns to talk to Pearl on the ground next to him.

Slugging

1.15

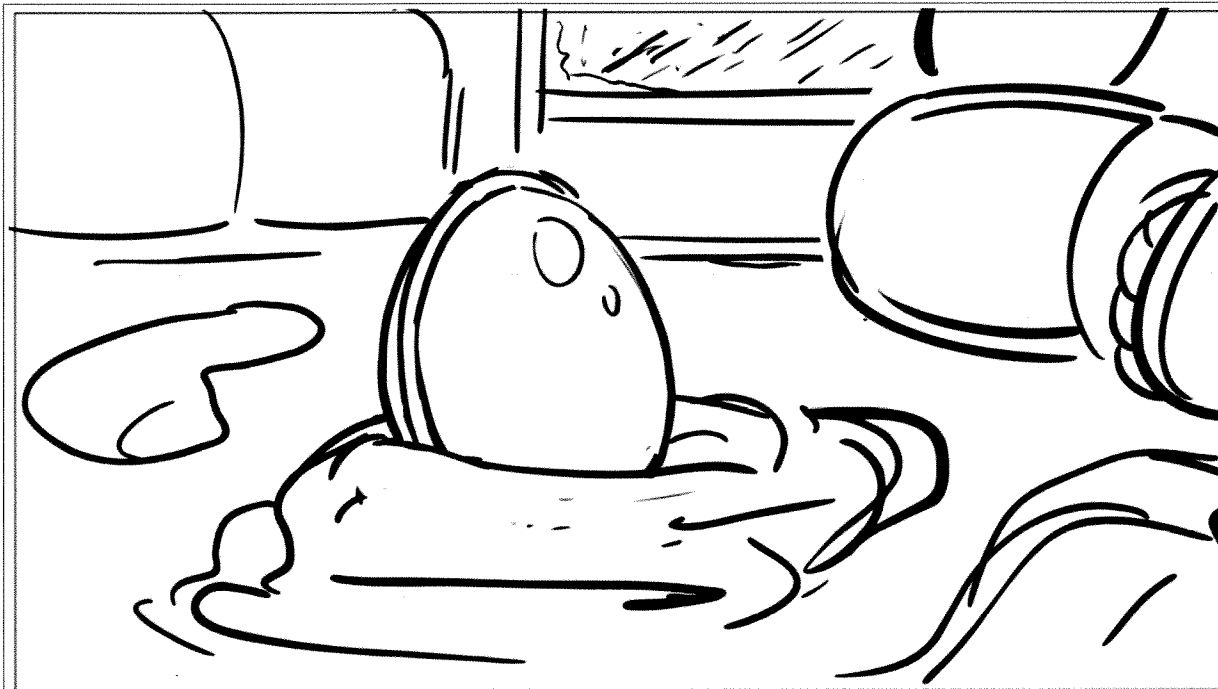
AUG 06 2015

1020.013

1020.013

1020.013

Scene	Panel
168	1



#### Dialogue

Holo-Pearl (os): Parry!

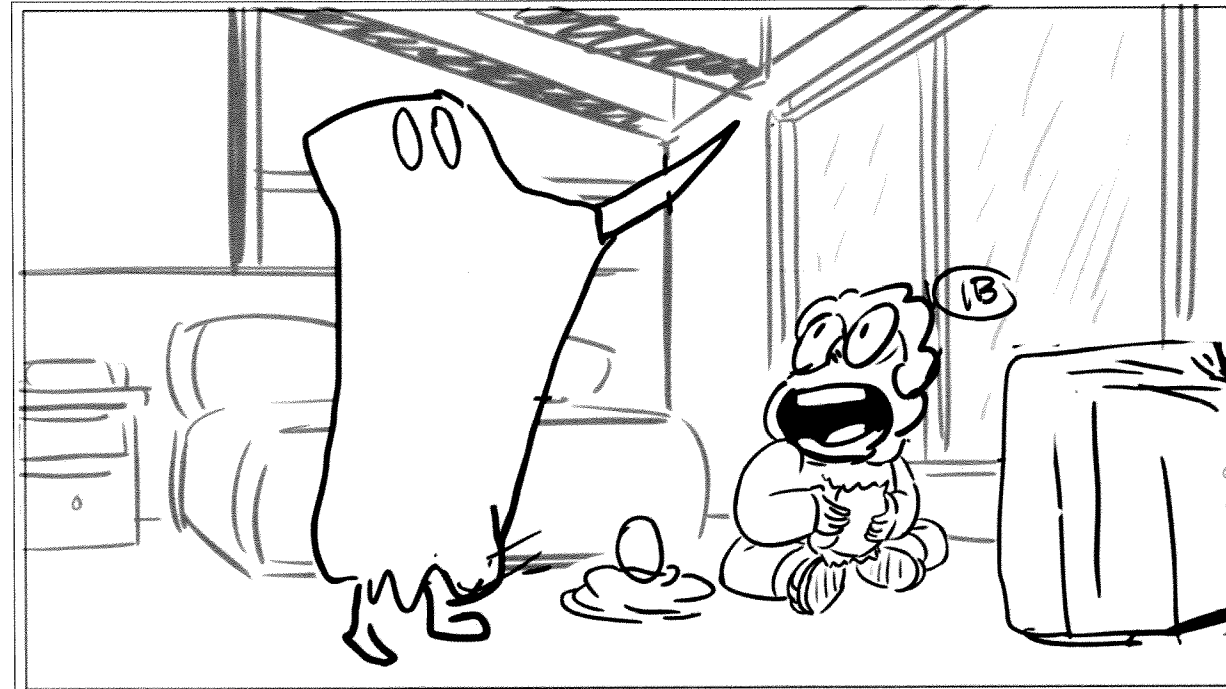
#### Action Notes

silence for a beat.  
then offscreen we hear Holo-Pearl.

#### Slugging

2.02

Scene	Panel
169	1



#### Dialogue

STEVEN: Yah!!

#### Action Notes

Rain falls outside.  
Holo-Pearl's sword is sticking out through sheet.

#### Slugging

0.07



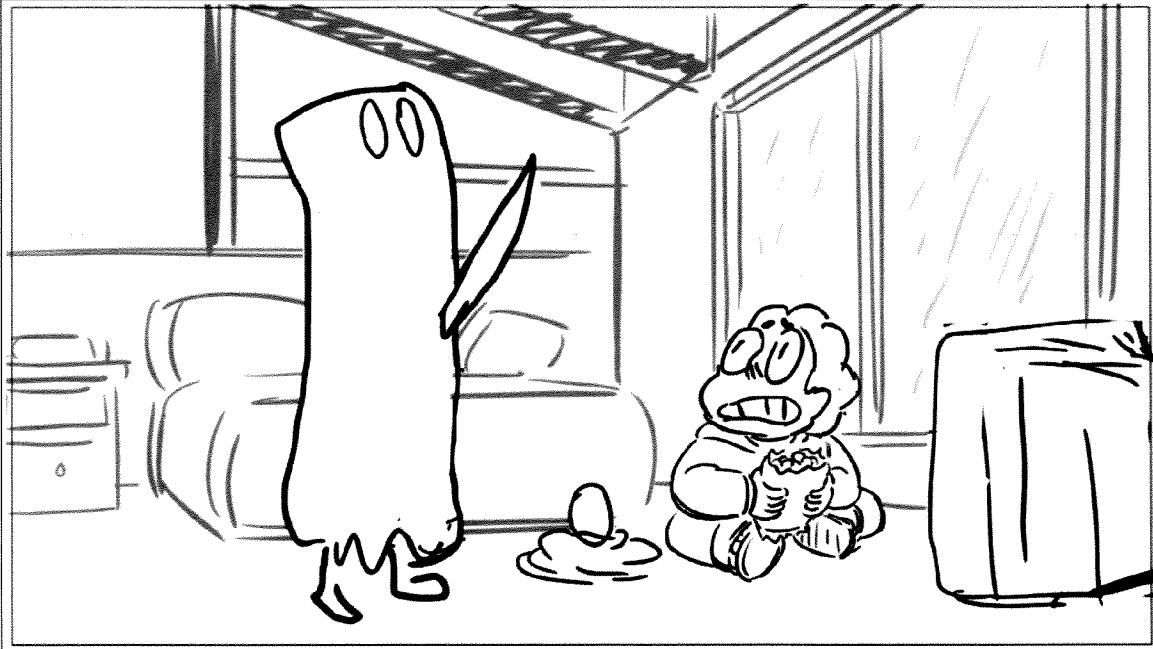
AUG 06 2013

1020.013

1020.013

1020.013

Scene	Panel
169	<i>cont</i> 2



## Action Notes

Holo-Pearl returns sword to idle position.

## Slugging

1.02

Scene	Panel
169	<i>cont</i> 3



## Dialogue

STEVEN: UGHH!

## Action Notes

Steven grits his teeth.

## Slugging

1.03

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1020.013

1020.013

Scene	Panel
169	cont 4



Slugging  
0.08

Scene	Panel
169	cont 5



Slugging  
Panels 5 + 6 = 1.13

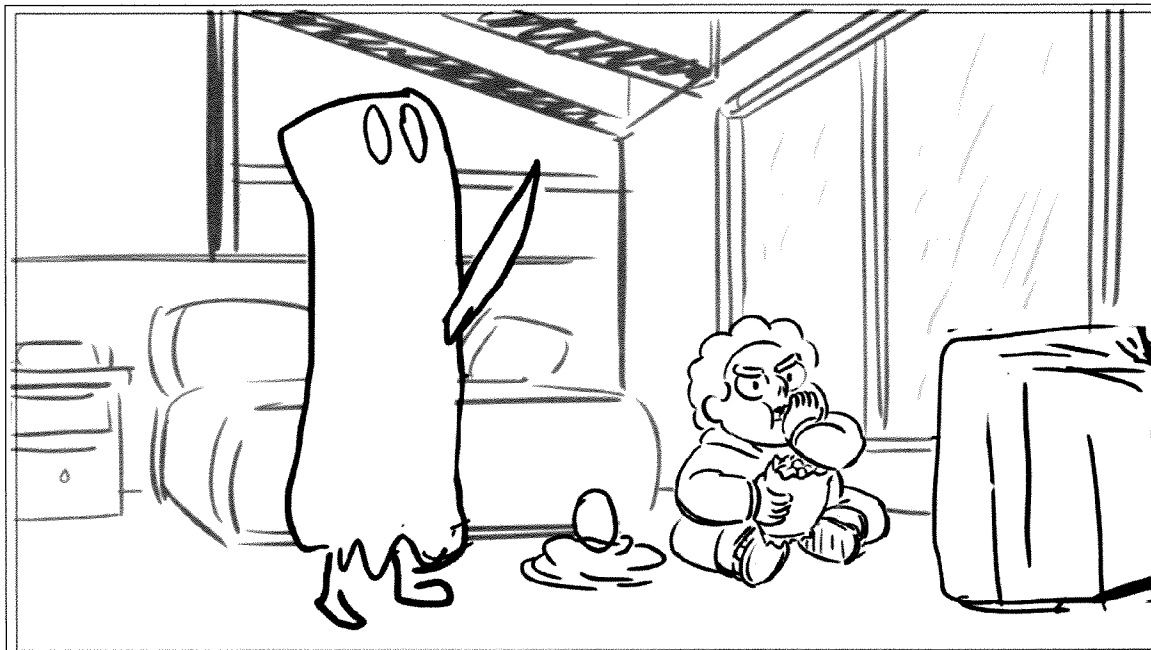
AUG 06 2013

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1020.013

Scene	Panel
169	6



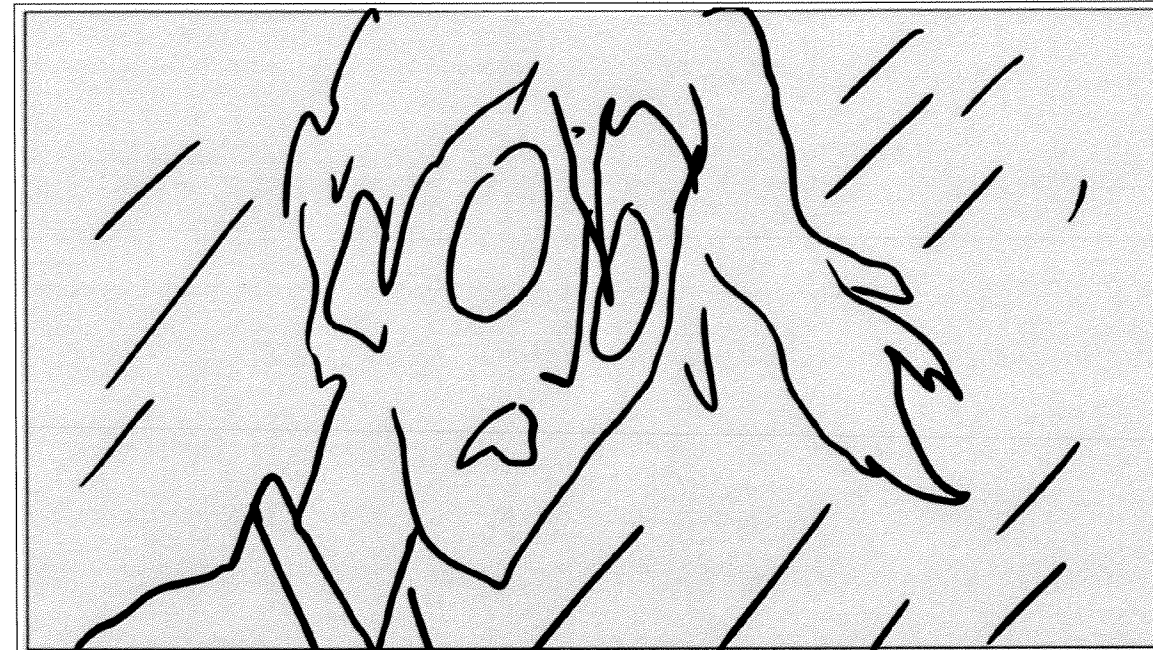
Dialogue

TV (Lonely Blade's Brother): "It's so nice to see you..."

Action Notes

Steven angrily eats more popcorn.

Scene	Panel
170	1



Dialogue

Lonely Blade Brother: "Brother!!"

Action Notes

Rain falling.  
Hair blowing in wind.

Slugging

0.04

AUG 06 2013

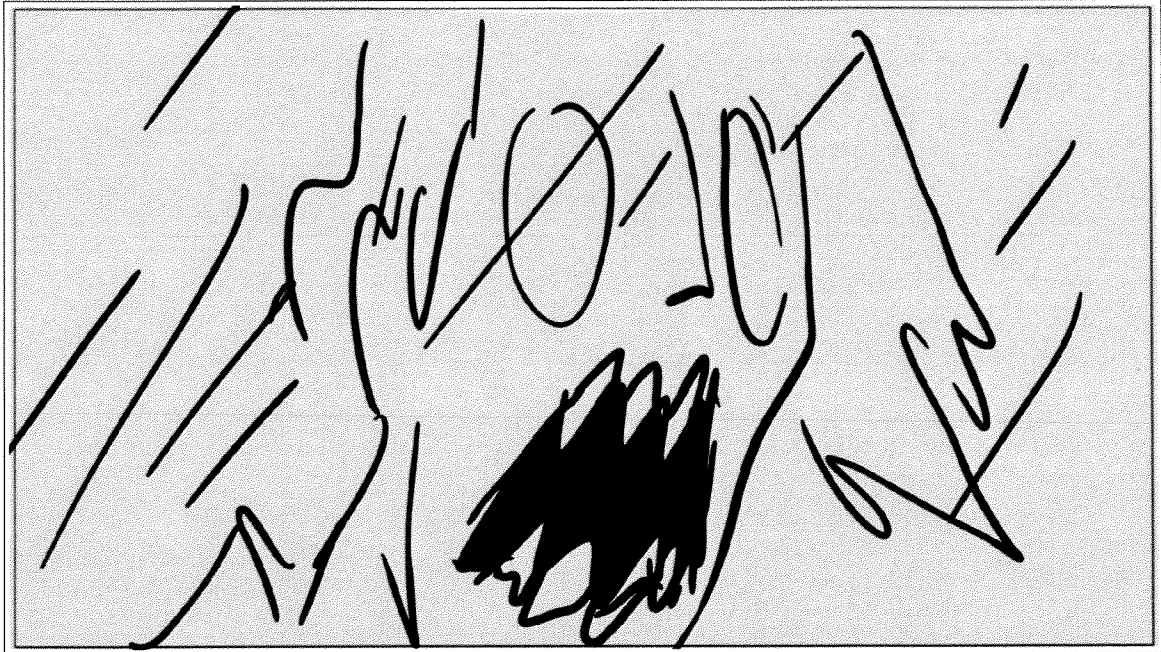
1020.013

1020.013

1020.013



Scene	Panel
170	<i>cont</i> 2



Dialogue

Lonely Blade Brother: BROTHER!!

Action Notes

Lonely Blade Brother's mouth morphs into scary monster mouth.

Slugging

1.12

Scene	Panel
171	1



Dialogue

Lonely Blade: Wait just a minute..

Action Notes

Rain falling.

Hair blowing in the wind.

Slugging

2.04

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1020.013

1020.013

1020.013



Scene	Panel
171	<i>cont</i> 2



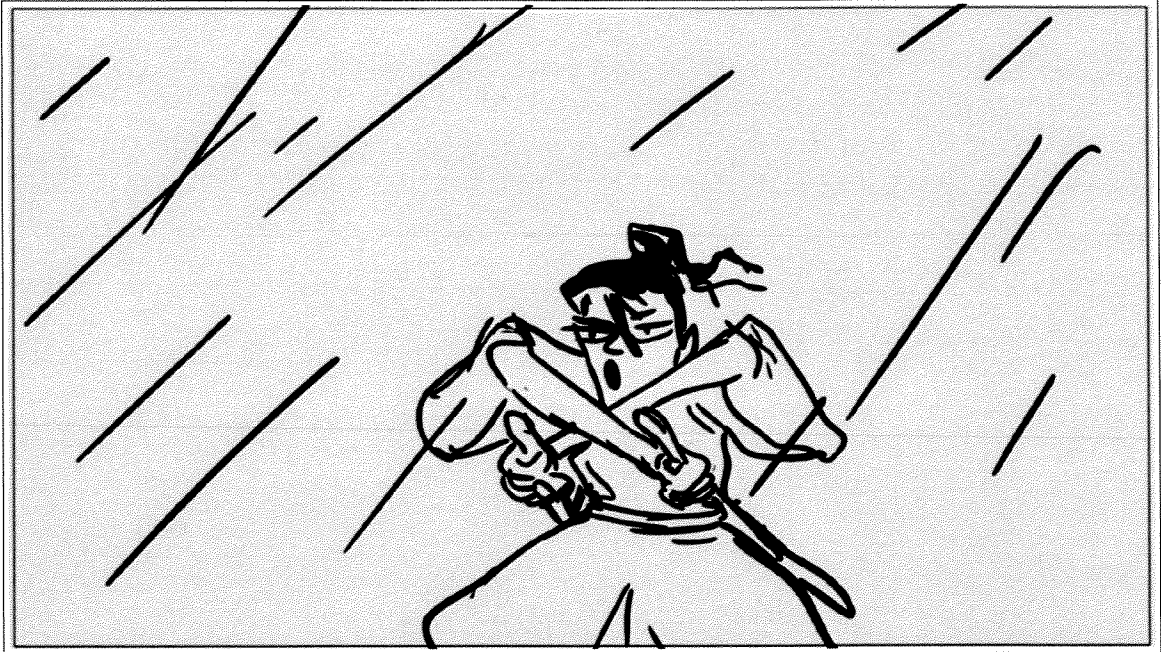
Dialogue

Lonely Blade: YOU'RE NOT MY REAL BROTHER!!

Slugging

2.10

Scene	Panel
172	1



Dialogue

Lonely Blade: BOOMERANG...

Action Notes

Rain falling.  
Hair blowing in wind.

Slugging

1.09

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1020.013

1020.013





Scene	Panel
172	CONT



Action Notes  
Lonely Blade draws both swords at once.

Slugging  
0.04

Scene	Panel
172	CONT



Dialogue  
Lonely Blade: BLADE!!

Slugging  
1.10

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1020.013





Scene	Panel
172	<i>cont</i> 4



Action Notes  
Lightning flashes.

Slugging  
1.06

Scene	Panel
173	1



Dialogue  
LONELY BLADE: "WALLA WALLA WALLA, COME ON YOU IMPOSTER, PREPARE TO BATTLE!"

Action Notes  
Steven chewing angrily.

Slugging  
3.10

AUG 06 2013



Scene	174	Panel	1
-------	-----	-------	---



Dialogue

SFX: \*sword clatter\*

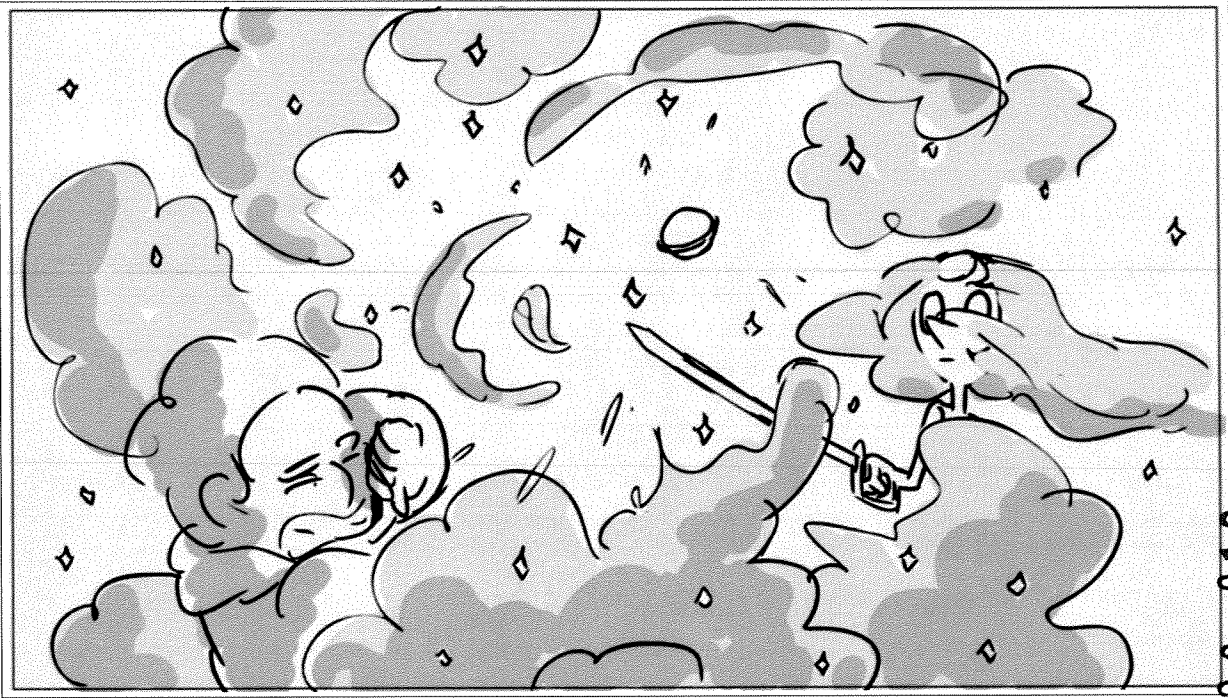
Action Notes

Flashback to shots from earlier in the episode.

Slugging

1.09

Scene	174	Panel	2
-------	-----	-------	---



Action Notes

Flashback to shots from earlier in the episode.

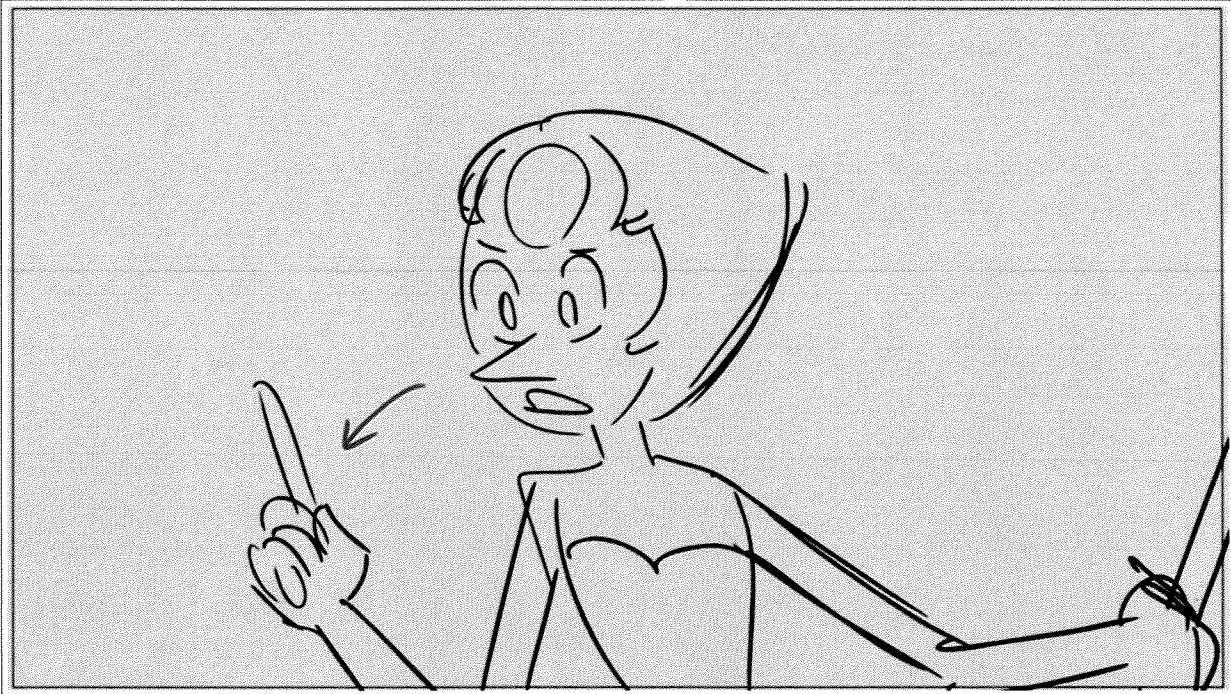
Slugging

0.10

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Scene	Panel
174	B 3



Dialogue  
PEARL: Its about waiting carefully for that perfect moment to...

Action Notes  
Flashback to shots from earlier in the episode.

Slugging  
4.08

Scene	Panel
175	1



Dialogue  
STEVEN: Rrghh....

Action Notes  
Steven strains, his eyes shut tight.

Slugging  
1.08

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Scene	Panel
175	2



Dialogue

SFX: \*SMASH!!\*

HP: Thrust!

Action Notes

Sword enters from West and stabs into TV offscreen, sending sparks and glass bits flying into the frame.

Steven is startled and opens his eyes.

Slugging

0.10

Scene	Panel
176	1



Slugging

0.04

Notes

Need H.U. Steven to previous scene.

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Scene	Panel
176	<i>cont</i>



Dialogue

STEVEN: Gahh!! The TV!

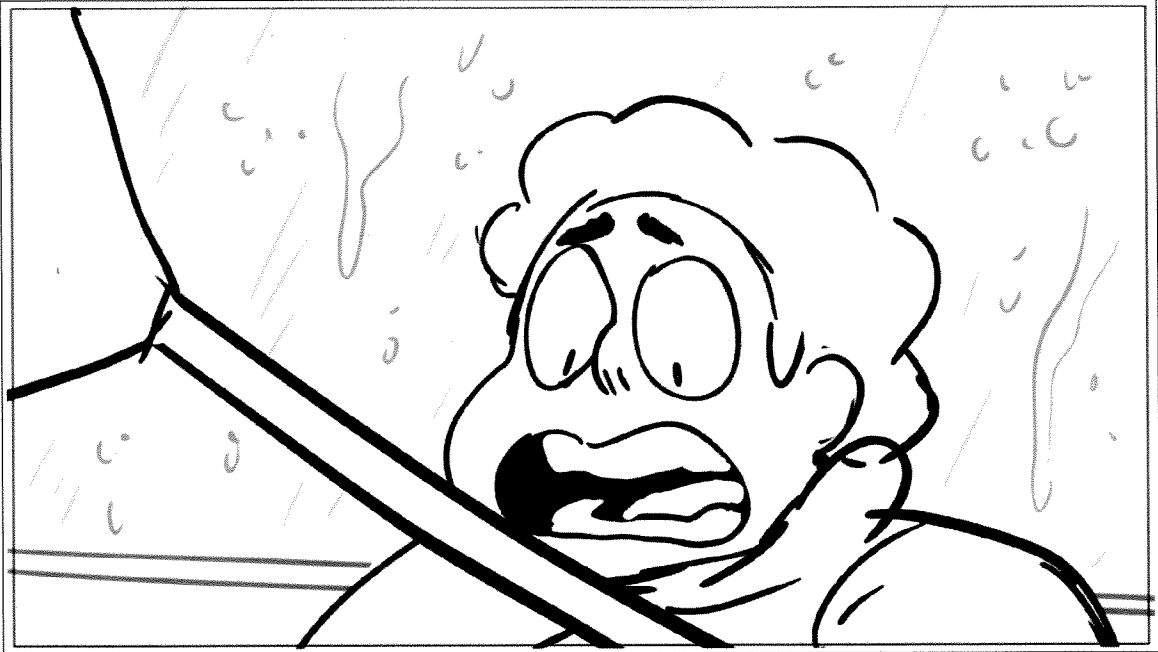
Action Notes

Steven stands up horrified.

Slugging

2.12

Scene	Panel
177	1



Slugging

0.06

Notes

Need H.U. Steven's arms to previous scene. Arms out wide.

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1020.013

1020.013

1020.013

Scene	Panel
177	2



#### Dialogue

STEVEN: Why must you destroy the things I love?!

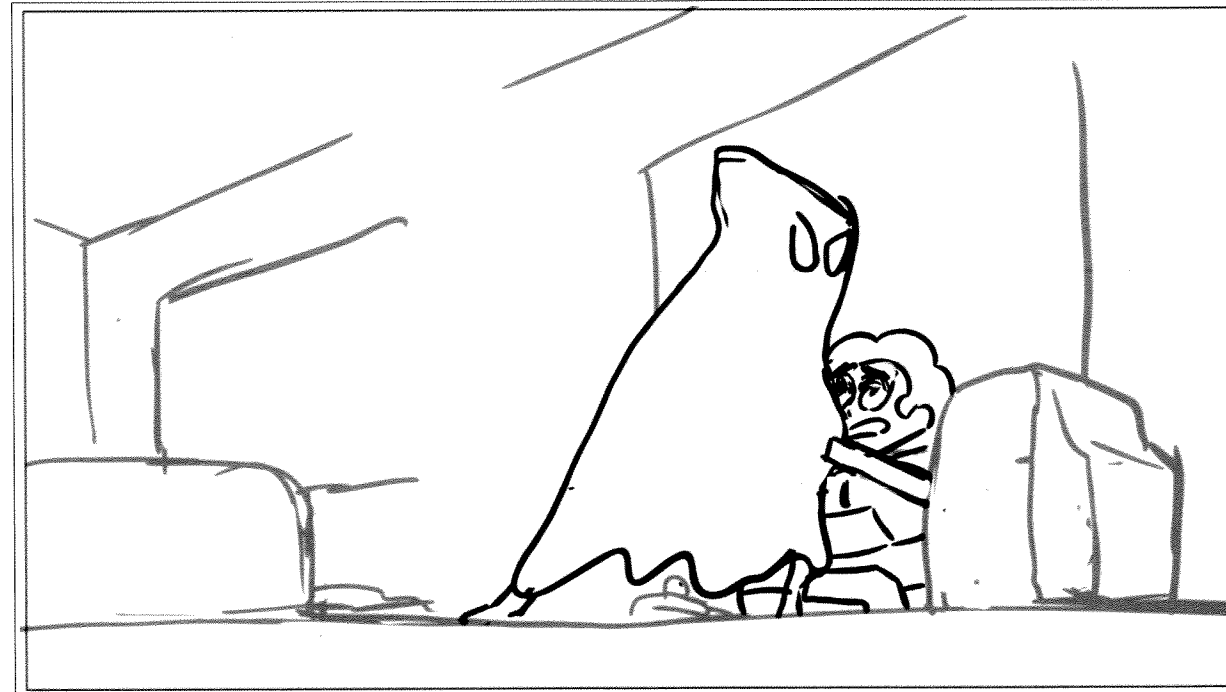
#### Action Notes

Steven looks up at Holo-Pearl.

#### Slugging

3.07

Scene	Panel
178	1



#### Dialogue

HP: Challenger...

#### Slugging

0.14

#### Notes

Need H.U. Steven to previous scene - sad face.

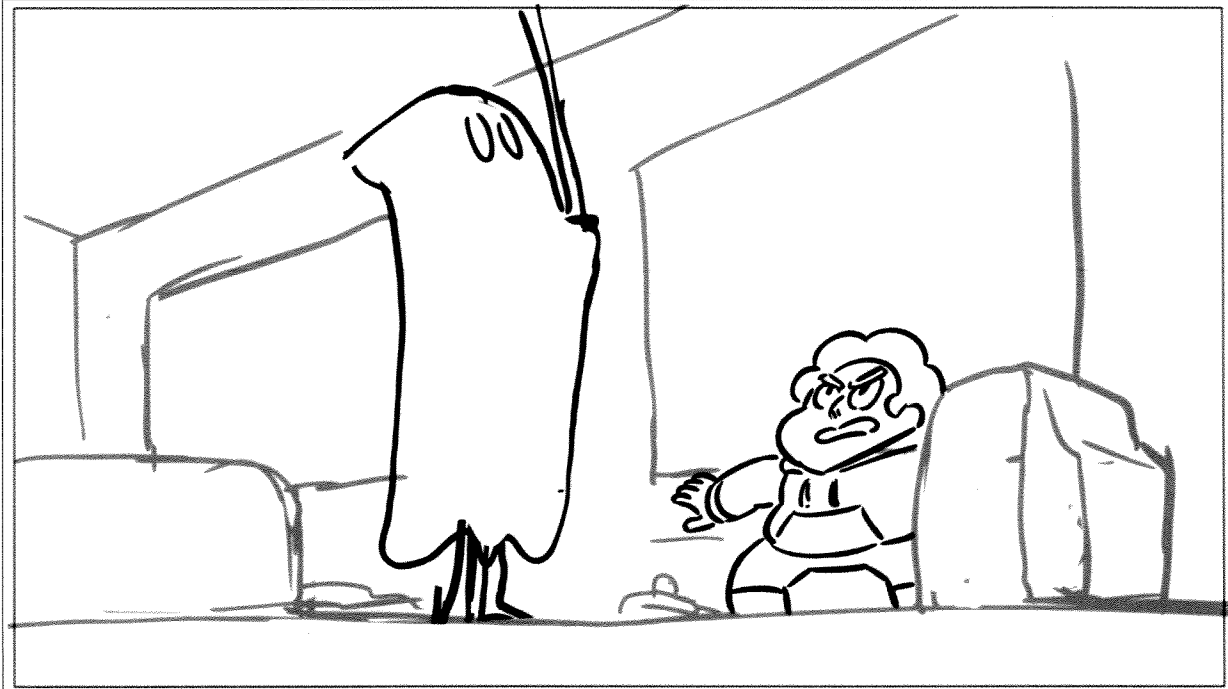
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1020.013

1020.013

1020.013

Scene	Panel
178	cont



Dialogue  
HP: ...defeated. Continue?

Action Notes  
Holo-Pearl steps back.

Slugging  
2.12

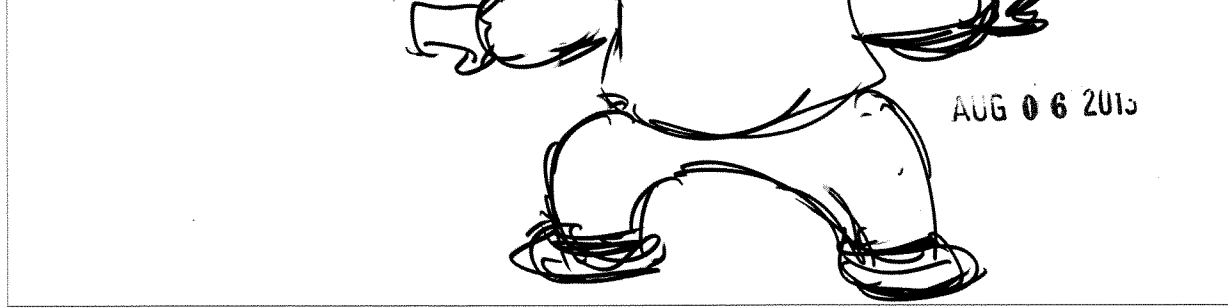
Scene	Panel
179	1



Dialogue  
STEVEN: I hate you I hate you!!

Slugging  
3.04

Notes  
H.U. Steven to previous, per



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Scene	Panel
179	<i>CONT</i> 2

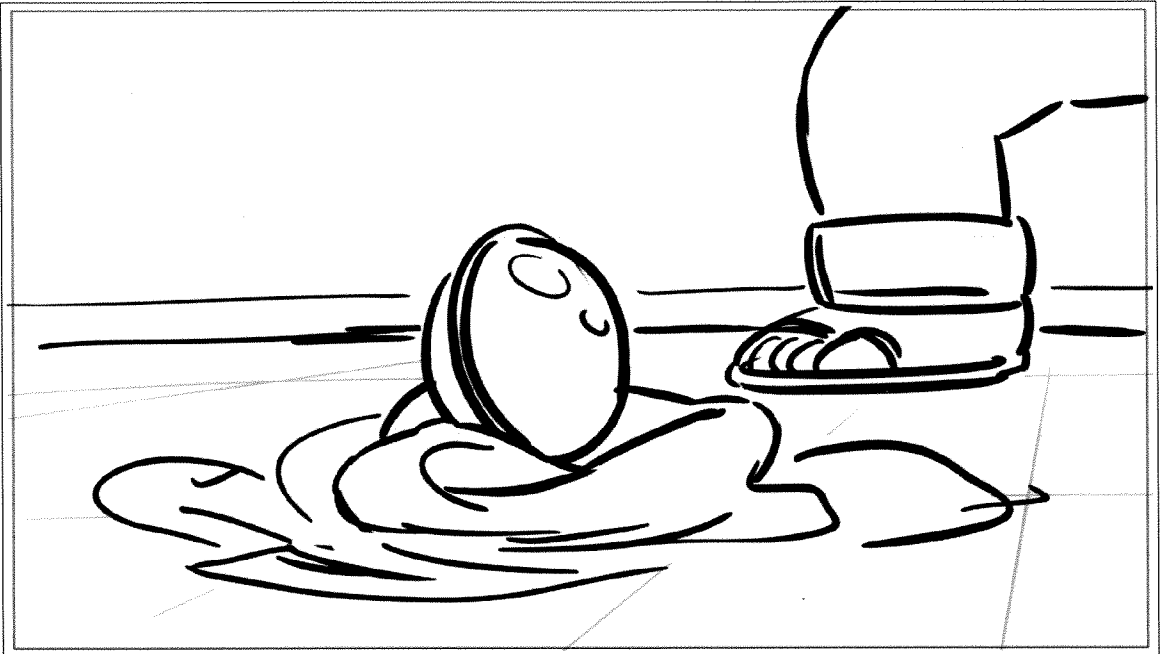


Dialogue  
STEVEN: You're nothing like Pearl!

Action Notes  
Tears appear in Steven's eyes.

Slugging  
2.10

Scene	Panel
180	1



Dialogue  
STEVEN: Pearl is smart and she always wants to protect me from danger.

Slugging  
5.09

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1020.013





Scene	Panel
181	1



Dialogue  
STEVEN: All YOU wanna do is...

Slugging  
1.12

Scene	Panel
181	2



Dialogue  
STEVEN: FIGHT ME!

Action Notes  
A little bit of tear flies off as Steven yells.

Slugging  
1.10

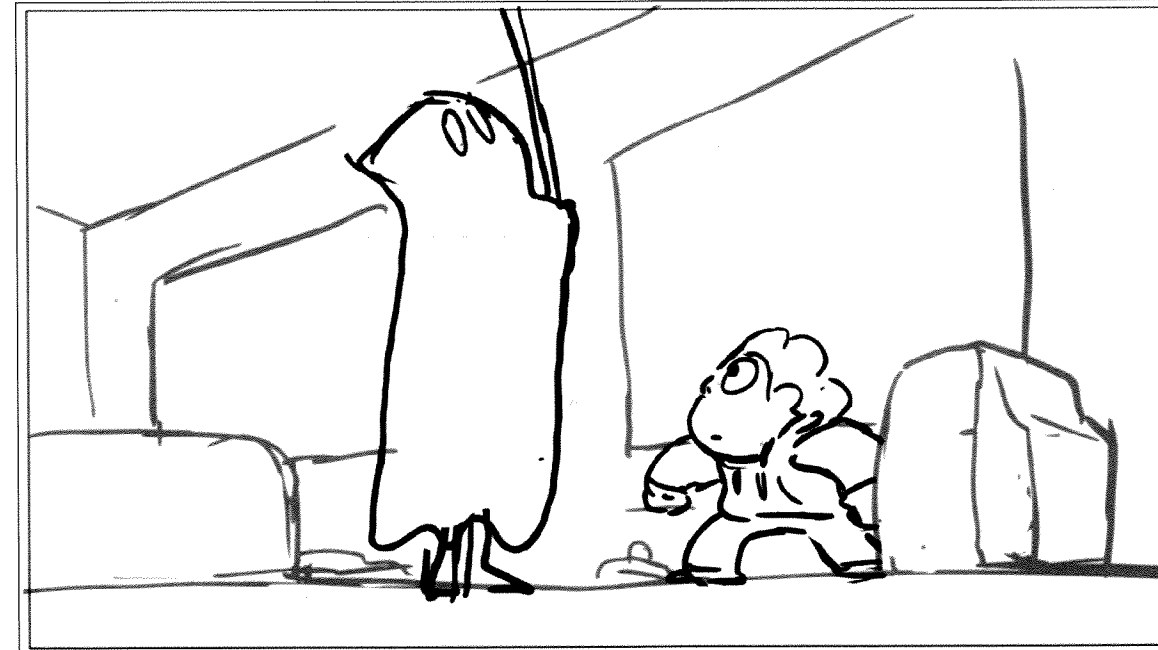
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Scene	Panel
182	1



Slugging  
0.04

Scene	Panel
182	2



Dialogue  
HP: Challenge Accepted.

Slugging  
2.06

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Scene	Panel
183	1



Dialogue

STEVEN: Rrghh!

Action Notes

Steven's fists shake.

Slugging

2.01

Notes

H/U STEVEN to previous.



Scene	Panel
184	1



Dialogue

STEVEN: Alright....

Slugging

0.07

Notes

H.U. Steven to previous scene.

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1020.013

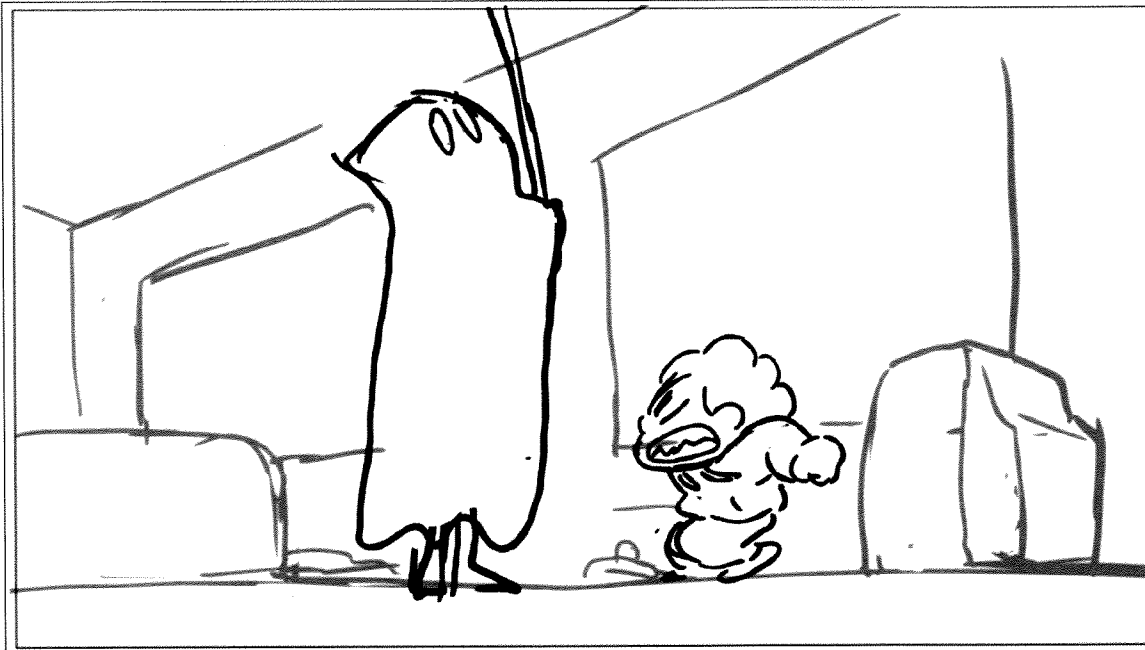
Scene 184 Panel 2  
*cont*



Action Notes  
Steven antics back.

Slugging  
0.06

Scene 184 Panel 3  
*cont*



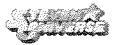
Slugging  
0.06

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1020.013



Scene	Panel
184	<i>cont</i>

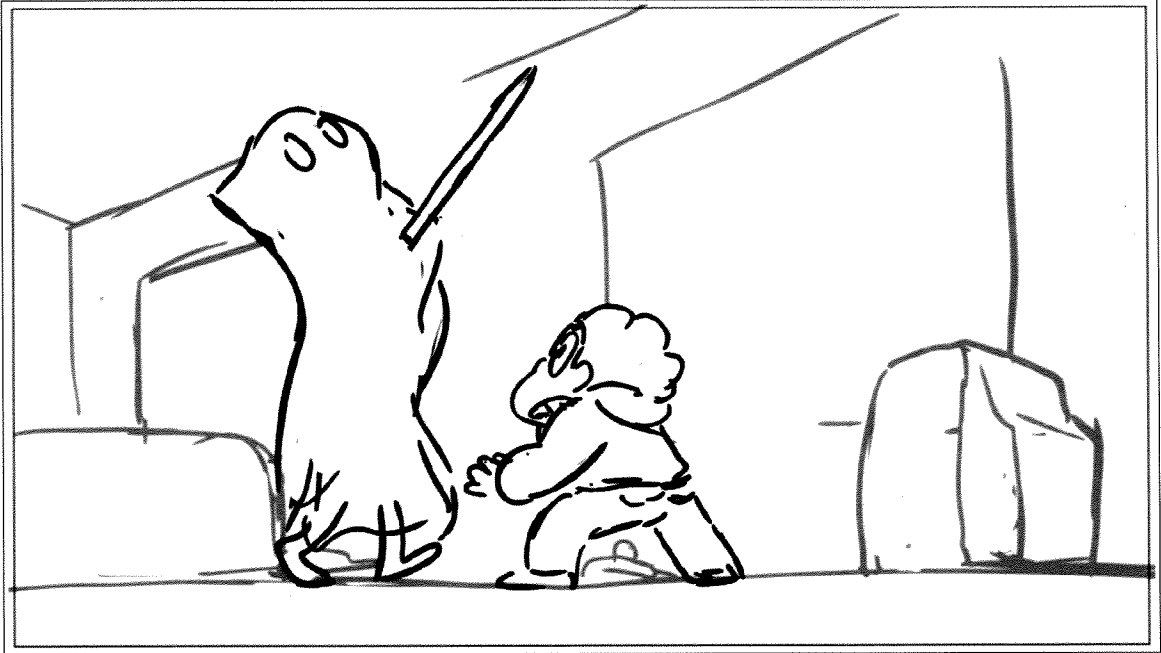


Dialogue  
STEVEN: ...fine!

Action Notes  
Steven pushes Holo-Pearl

Slugging  
0.10

Scene	Panel
184	<i>cont</i>



Action Notes  
Holo-Pearl wobbles as it takes a few quick steps backwards.

Slugging  
0.12

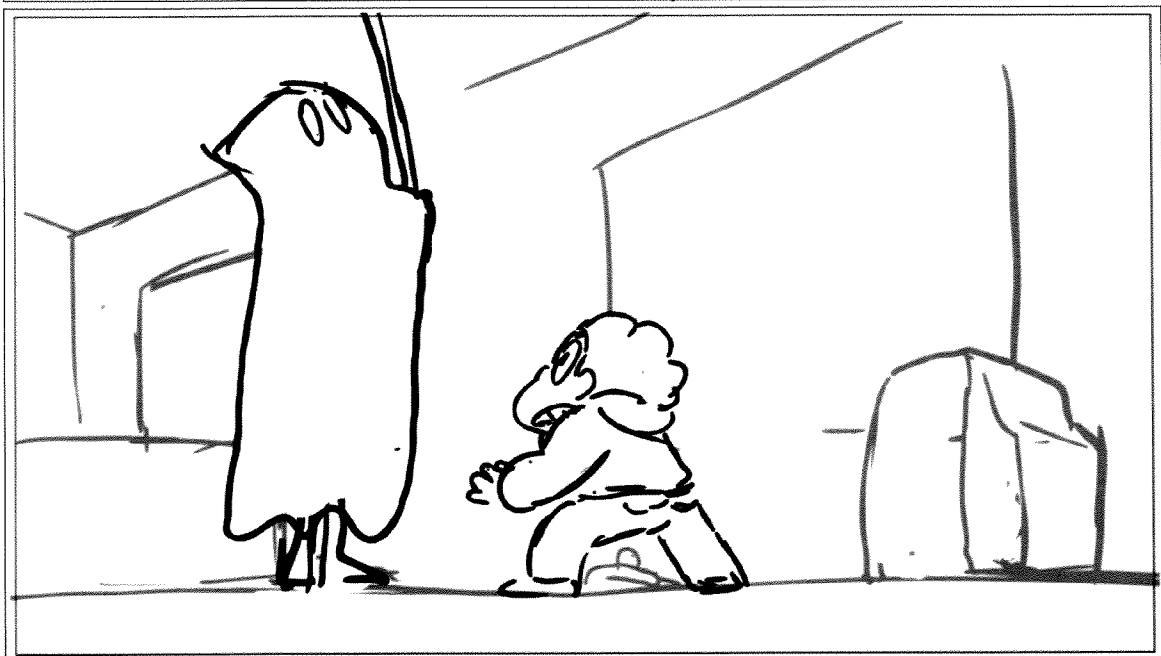
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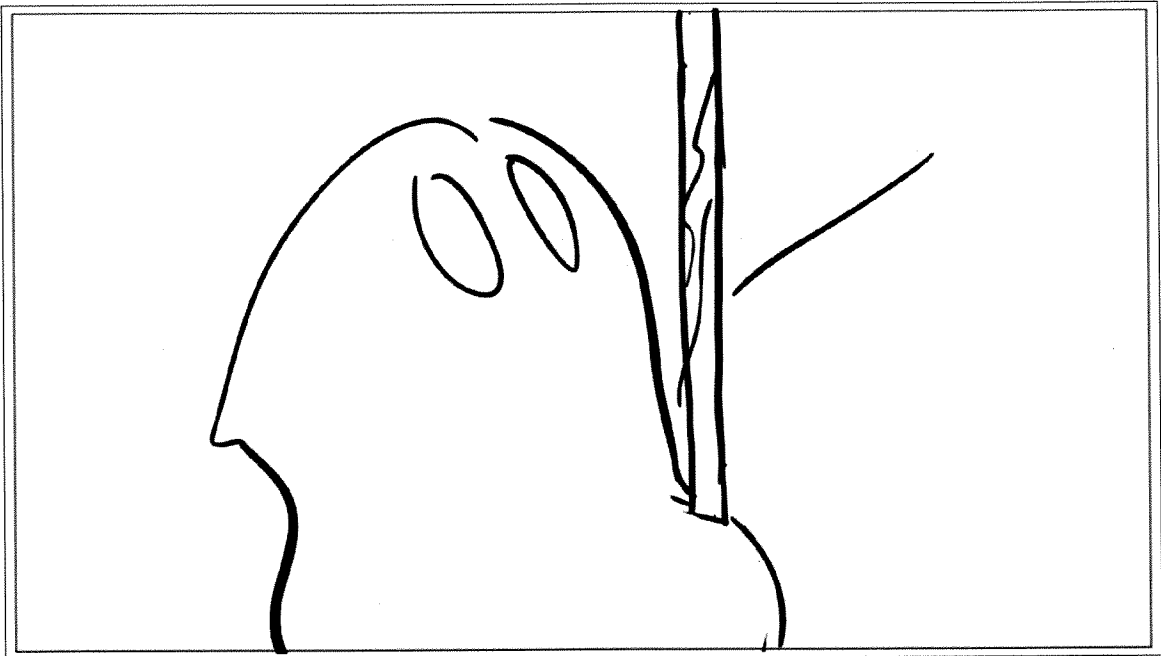
Scene	Panel
184	CONT 6



Action Notes  
Holo-Pearl steadys itself.

Slugging  
1.02

Scene	Panel
185	1



Dialogue  
HP: Basic Attack Mode Initiated.

Slugging  
3.12

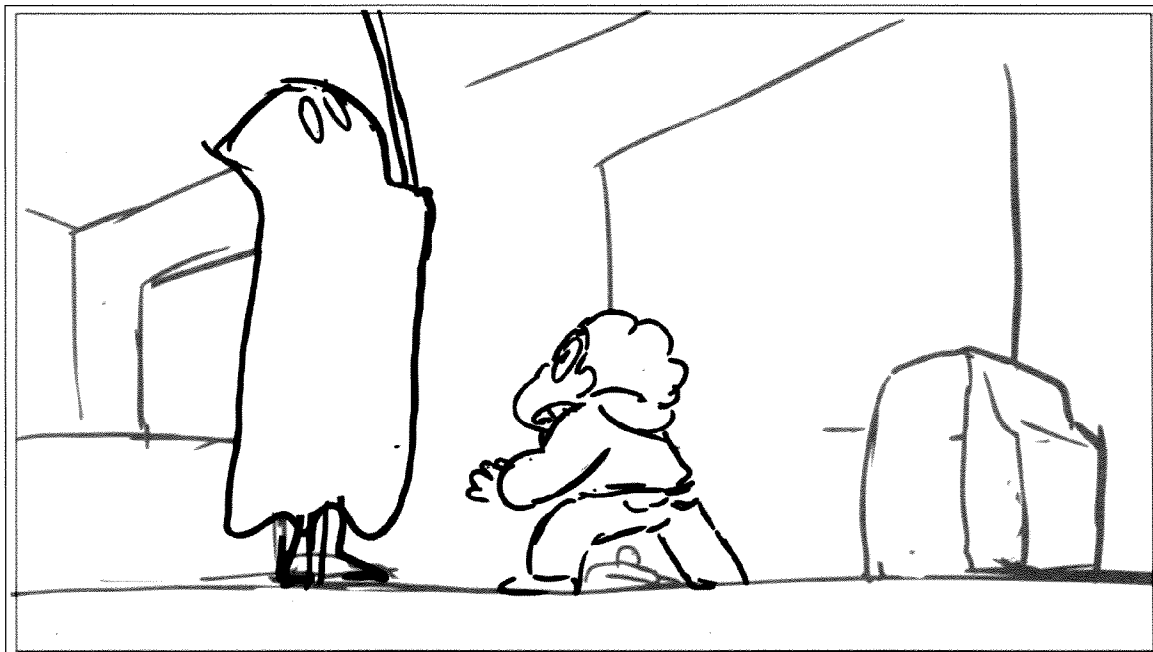
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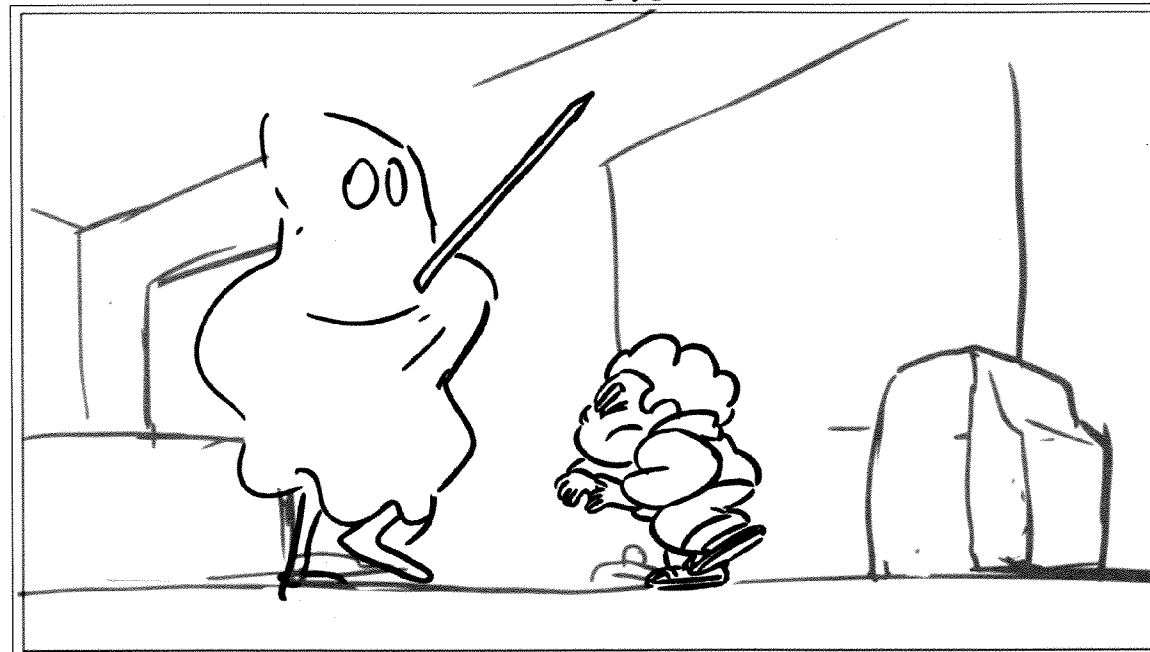
Scene	Panel
186	1



Slugging  
0.08

Scene	Panel
186	2

*cont*



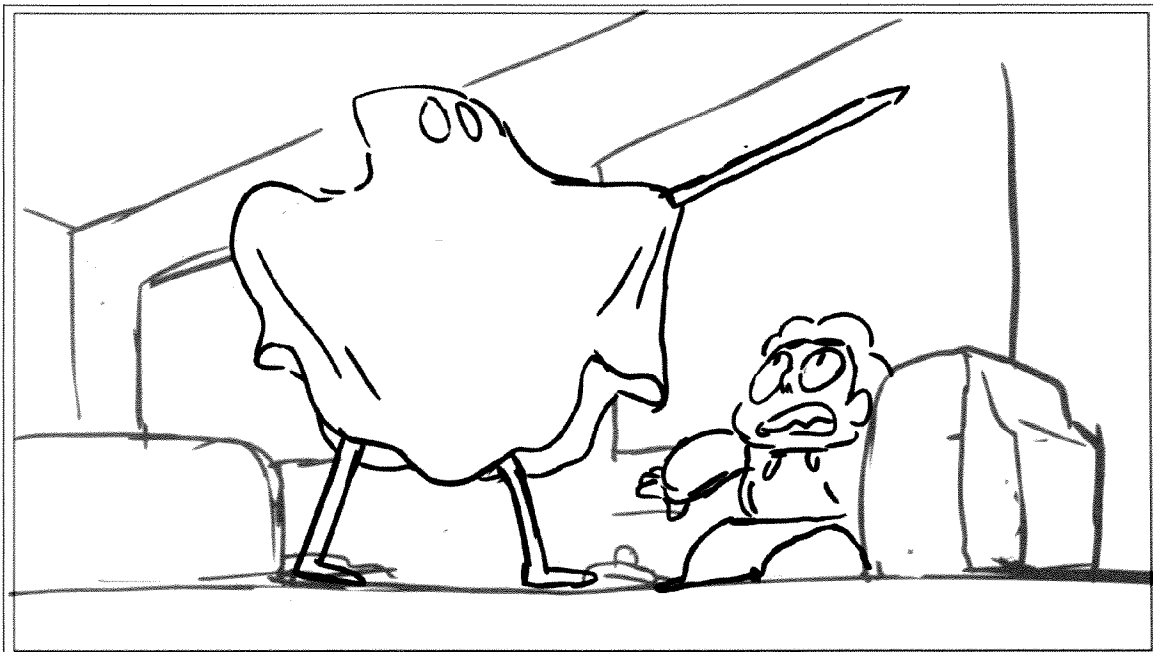
Slugging  
0.04

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1020.013

Scene	Panel	
186	cont	3



Dialogue

HP: Parry,

Action Notes

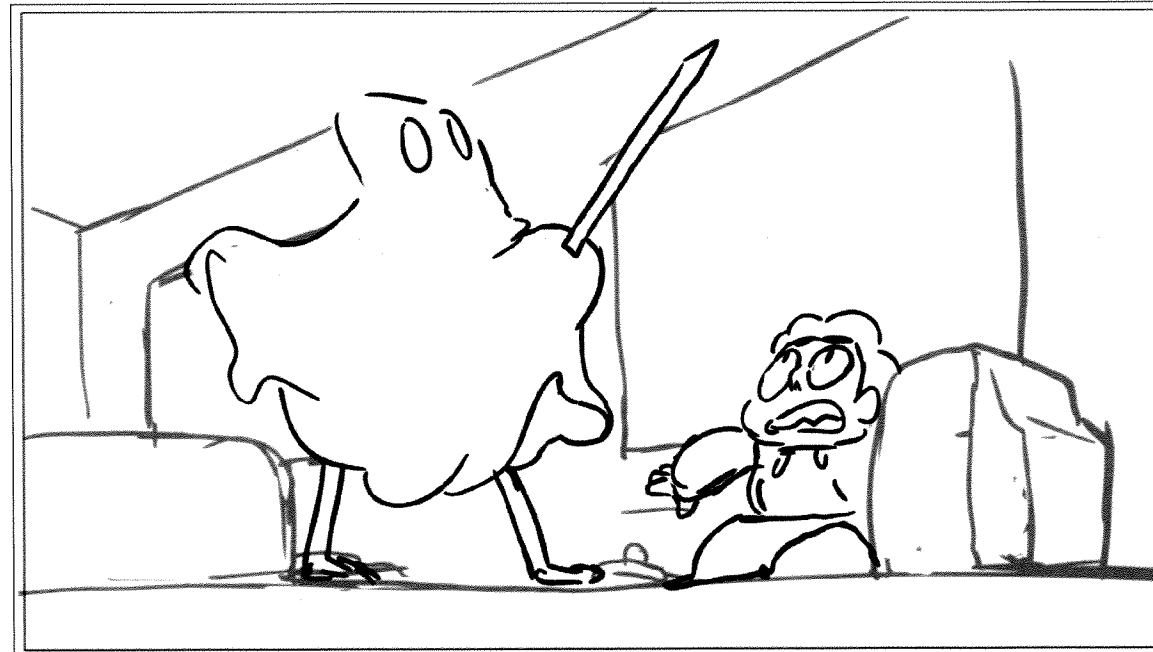
Steven steps back to avoid Holo-Pearl.

Holo-Pearl strikes a pose and holds briefly.

Slugging

1.00

Scene	Panel	
186	cont	4



Dialogue

HP: parry,

Action Notes

Holo-Pearl strikes pose and holds briefly.

Slugging

0.12

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Scene	Panel
187	1



Slugging  
0.04

Notes

H.U. Steven's right arm to previous scene. Wider out.

Scene	Panel
187	<i>cont</i> 2



Dialogue  
HP: Thrust

Action Notes

Steven ducks out of the way of sword which thrusts into frame from West.

Slugging  
1.01

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1020.013

Scene	Panel
188	1

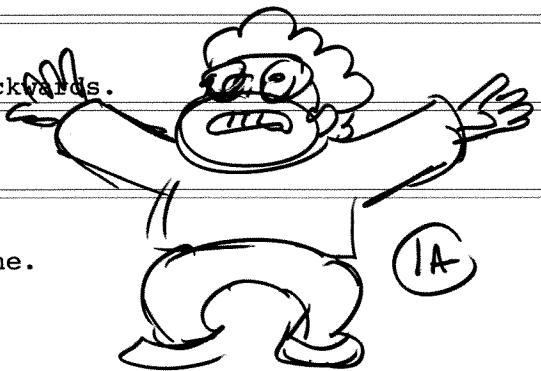


**Dialogue**  
HP (os): Parry, parry, thrust.

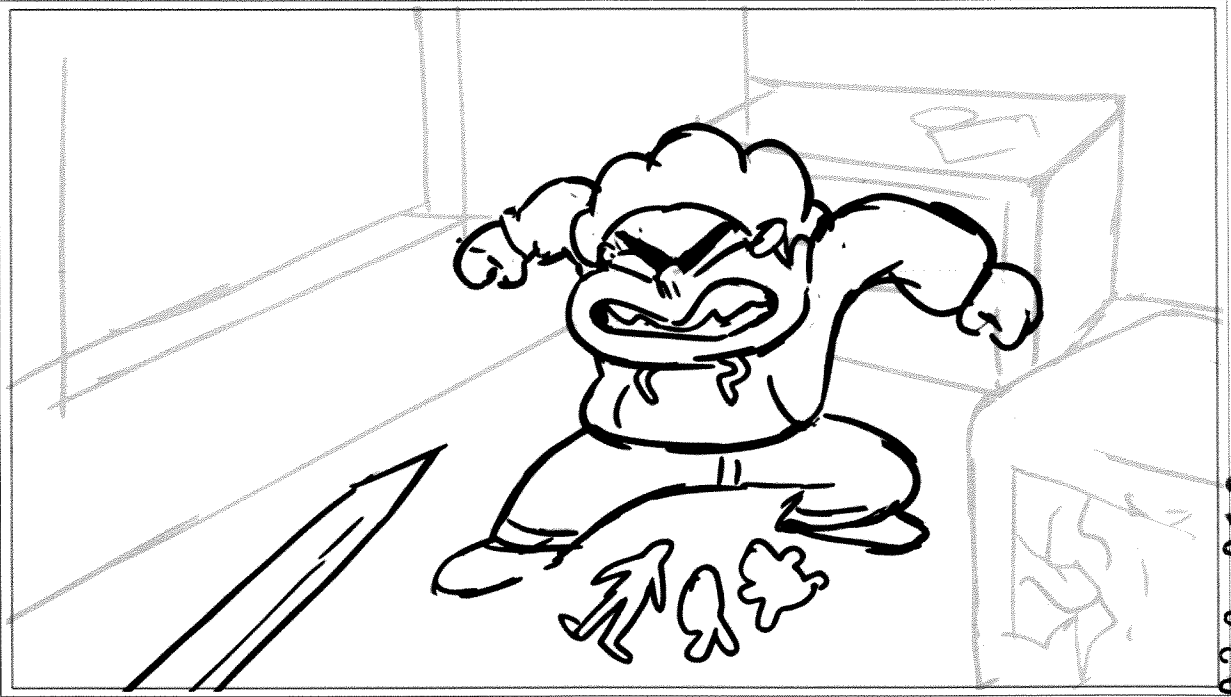
**Action Notes**  
Cut on Steven in the middle of stepping backwards.

**Slugging**  
0.04

**Notes**  
-SP- H.U. Steven and sword to previous scene.



Scene	Panel
188	2



**Dialogue**  
STEVEN: Rrrr-

**Action Notes**  
Steven grits his teeth, slight staggering.

**Slugging**  
0.04

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1020.013



Scene	Panel	
188	<i>cont</i>	3



Dialogue  
STEVEN: Stop saying...

Slugging  
1.13

Scene	Panel	
188	<i>cont</i>	4



Action Notes  
Steven reaches down to grab toys.

Slugging  
0.06

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1020.013



Scene	Panel	
188	<i>cont</i>	5



Dialogue  
STEVEN: ...that!!

Action Notes  
Steven lifts up a toy.

Slugging  
0.06

Scene	Panel	
188	<i>cont</i>	6



Action Notes  
Steven throws a toy, it comes towards camera West.

Slugging  
0.06

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1020.013

1020.013

Scene	Panel
189	1



Action Notes

Toy 1 IN East.

Slugging

0.05

Scene	Panel
189	2



Dialogue

HP: Parry

Action Notes

Holo-Pearl blocks first toy(1) and it bounces off the sword upwards before falling down.

Slugging

1.00

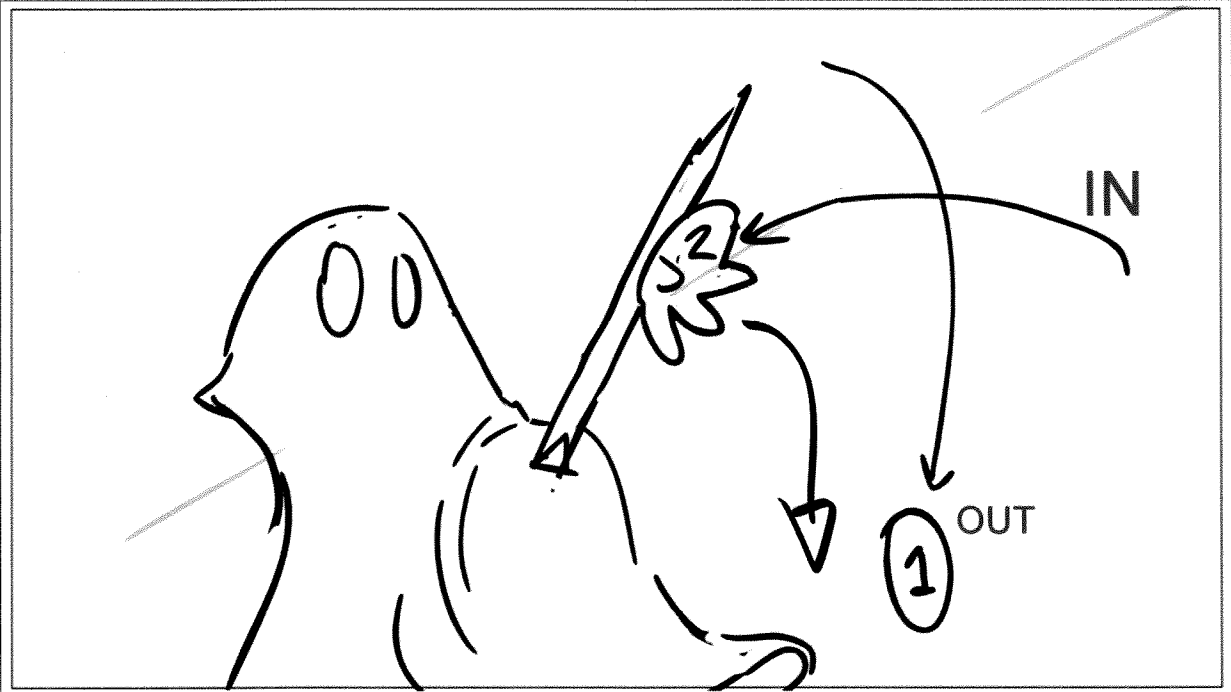
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1020.013

Scene 189 Panel 3



Dialogue

HP: Parry

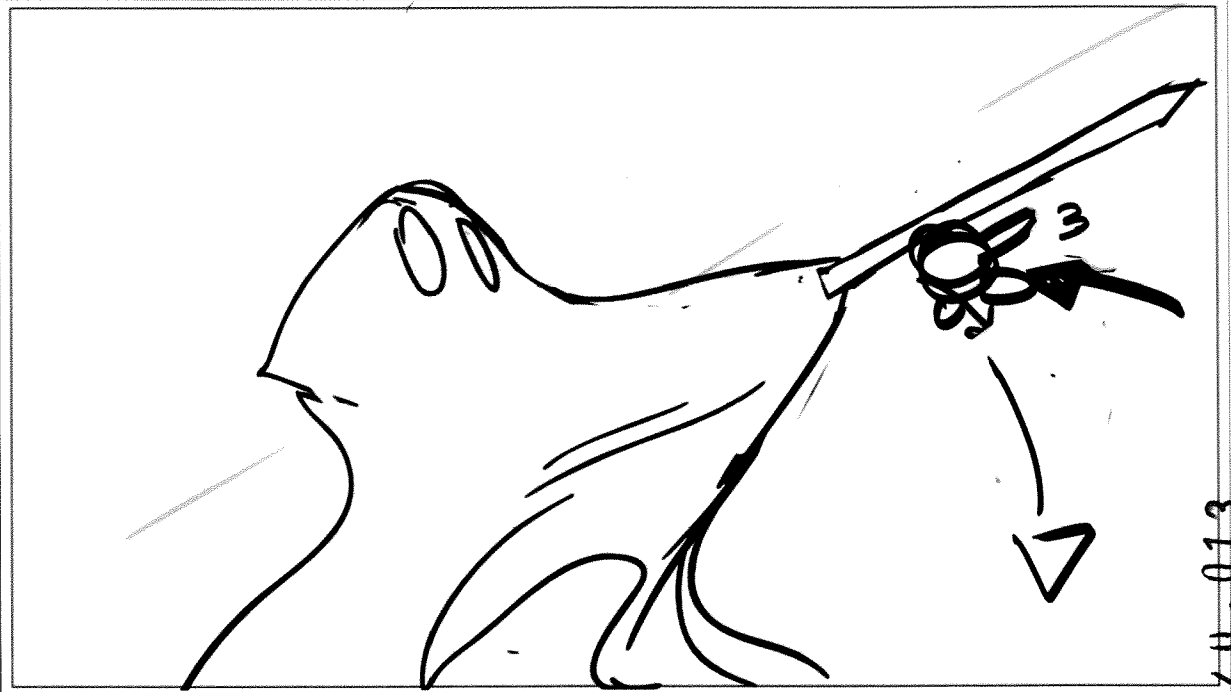
Action Notes

Holo-Pearl blocks second toy(2) and it remains briefly attached to the sword as toy(1) falls out of bottom frame.

Slugging

1.00

Scene 189 Panel 4



Dialogue

HP: Thrust!

Action Notes

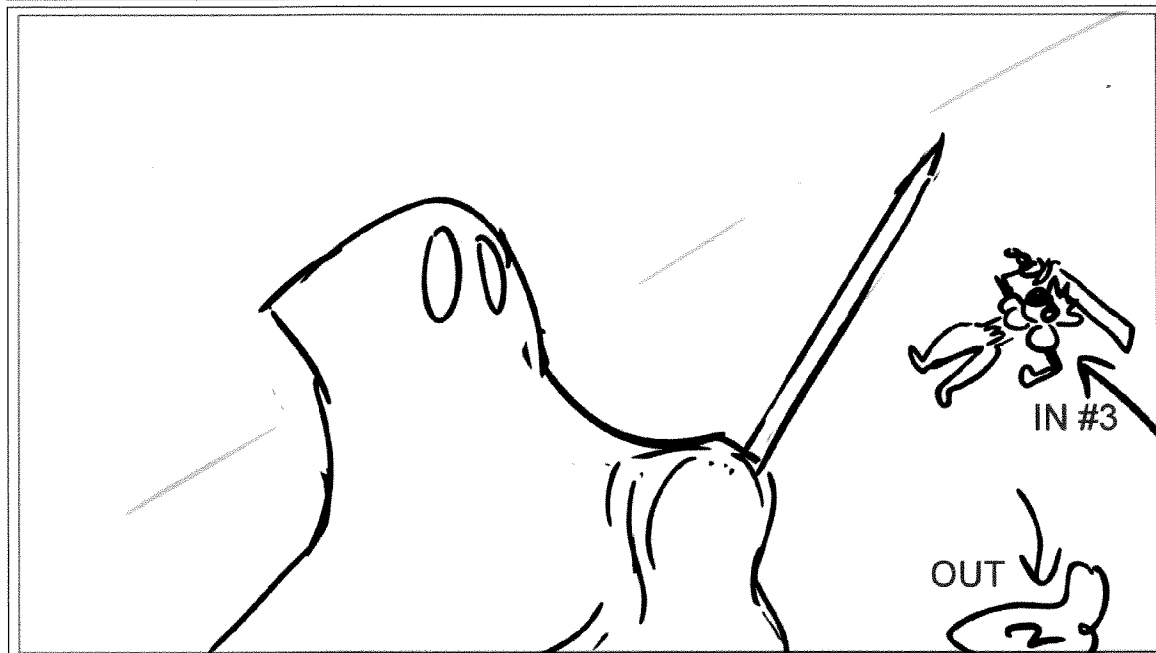
Holo-Pearl thrusts sword forward and toy(2) gets pushed off and falls to SE.

Slugging

0.09

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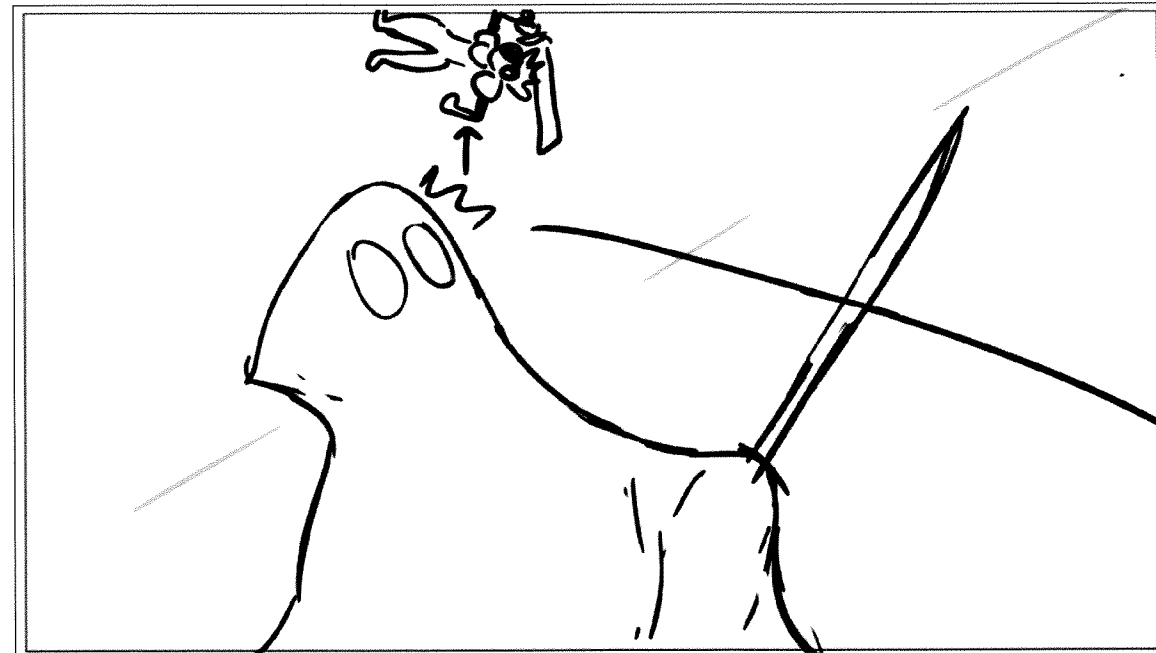
Scene 189 *CONT* Panel 5



Action Notes  
toy(2) leaves bottom frame as toy(3) enters from East.

Slugging  
0.08

Scene 189 *CONT* Panel 6



Action Notes  
toy(3) bounces off of Holo-Pearl's head.

Slugging  
0.11

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1020.013

Scene	Panel
189	7



Action Notes  
toy(3) falls down and out South.

Slugging  
0.15

Scene	Panel
190	1



Dialogue  
STEVEN: \*panting\*  
HP (os): Basic Attack Mode...

Action Notes  
Steven pants and sweats from the effort of throwing toys.

Slugging  
2.10

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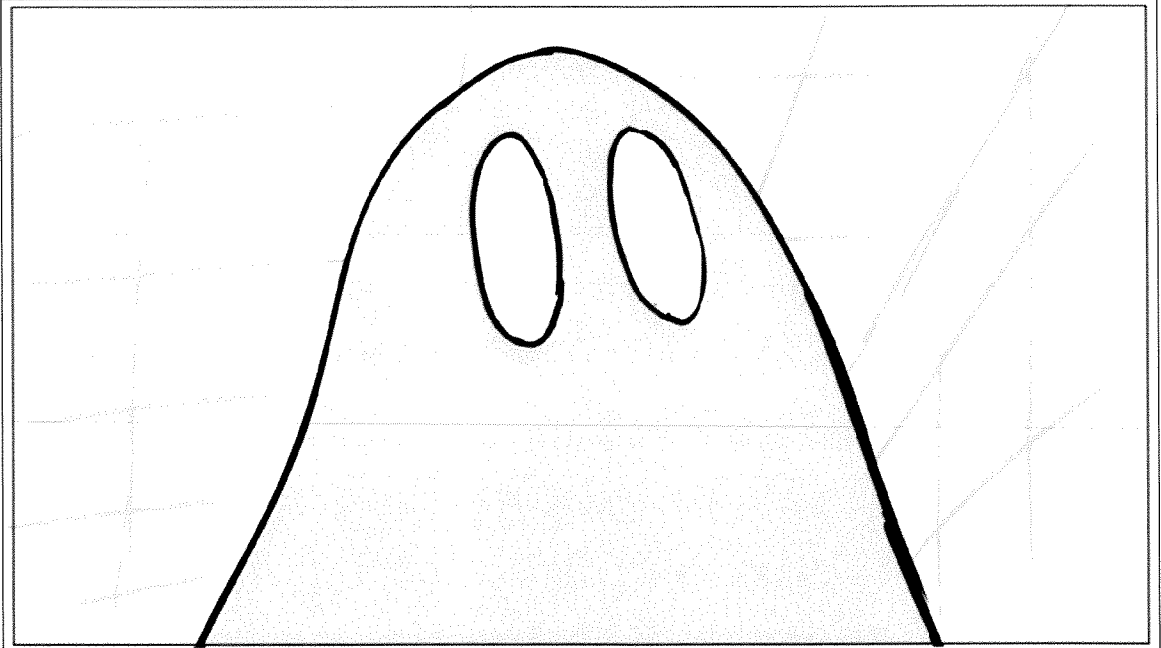
Scene	Panel
190	<i>cont</i> 2



Dialogue  
HP (os): ...Defeated.

Slugging  
1.01

Scene	Panel
191	1



Dialogue  
HP: Now initiating...

Slugging  
1.12

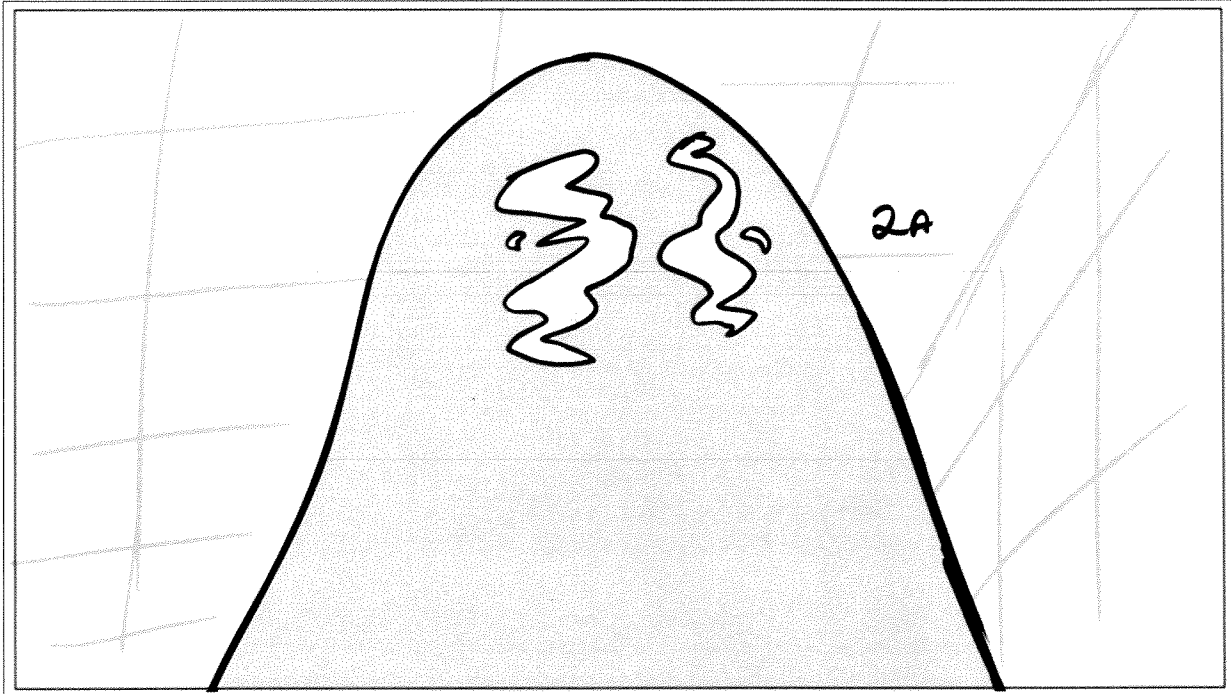
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1020.013

1020.013



Scene	Panel
191	cont 2

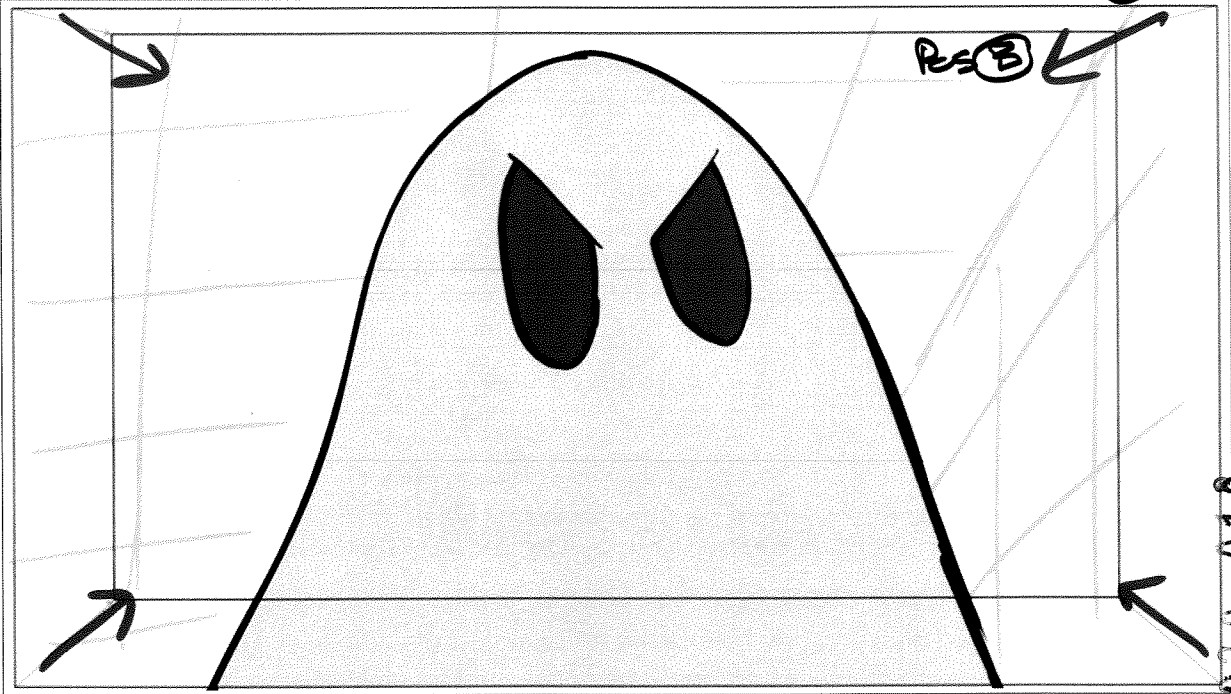


Action Notes  
Holo-Pearl's eyes glitch underneath the sheet.

Slugging  
0.14

2B

Scene	Panel
191	cont 3



Dialogue  
HP: Advanced mode.

Action Notes  
camera pushes IN.

Slugging  
ADJ: 2.05

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1020:013

1020:013



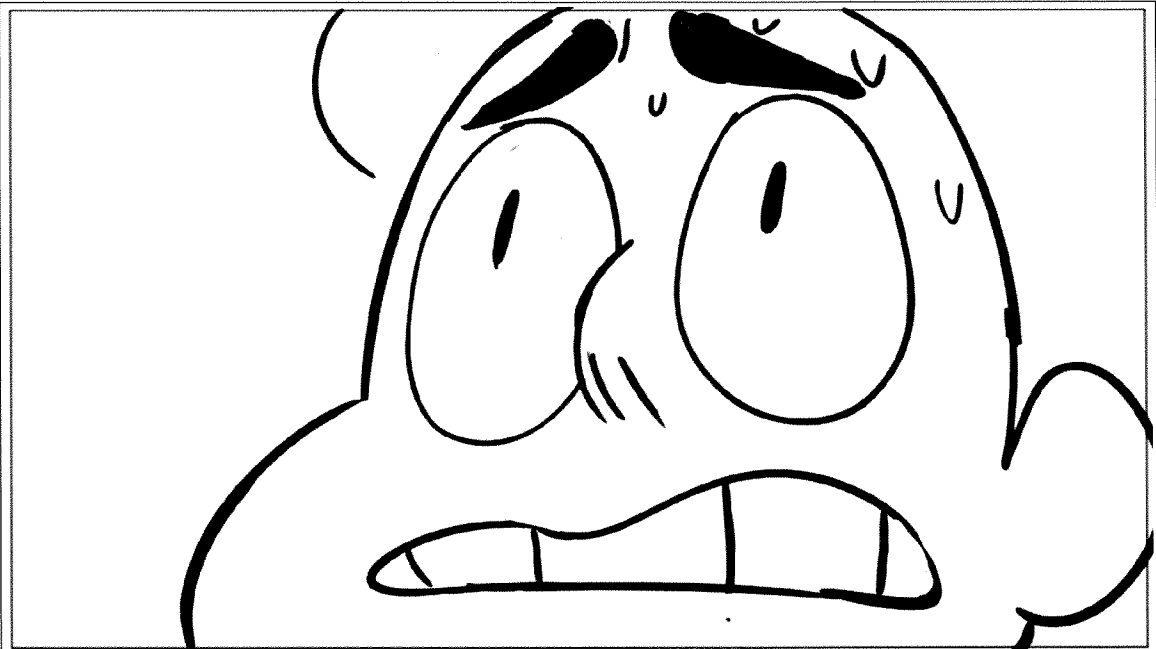
Scene	Panel
192	1



Action Notes  
Steven is sweating.

Slugging  
0.04

Scene	Panel
192	2



Action Notes  
Steven reacts.

Slugging  
0.12

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1020.013

1020.013

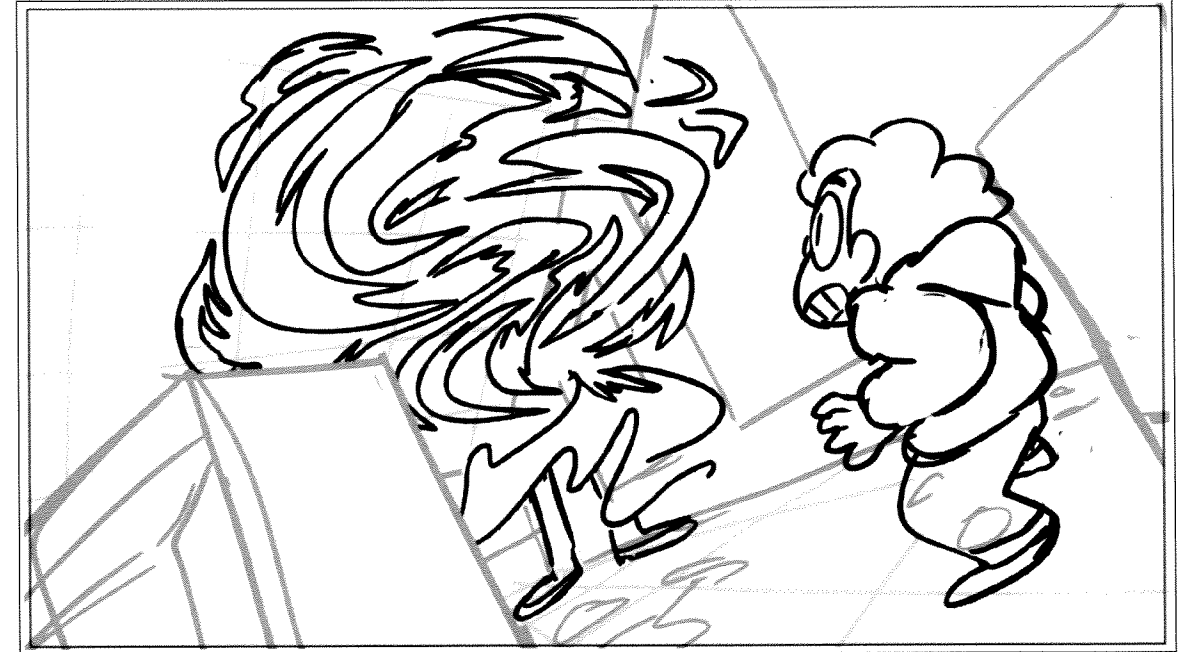
1020.013

Scene	Panel
193	1



Slugging  
0.10

Scene	Panel
193	2



Action Notes  
Holo-Pearl slices through sheet so fast that it appears as a whirlwind of metallic flashes and shredded bits of fabric.

Slugging  
0.04

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1020.013

1020.013



Scene	Panel
194	1



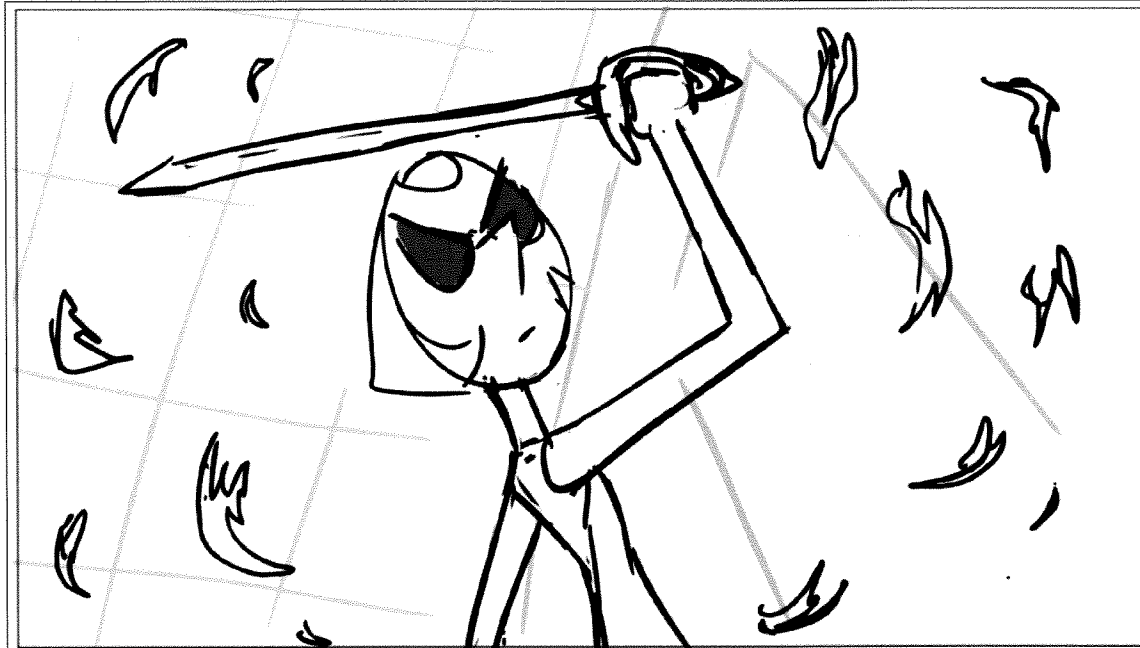
#### Action Notes

Cut on action from previous shot: Holo-Pearl slices through sheet so fast that it appears as a whirlwind of metallic flashes and shredded bits of fabric.

#### Slugging

0.06

Scene	Panel
194	cont 2



#### Action Notes

Holo-Pearl suddenly stops slicing and shreds of fabric hang in the air.

#### Slugging

0.05

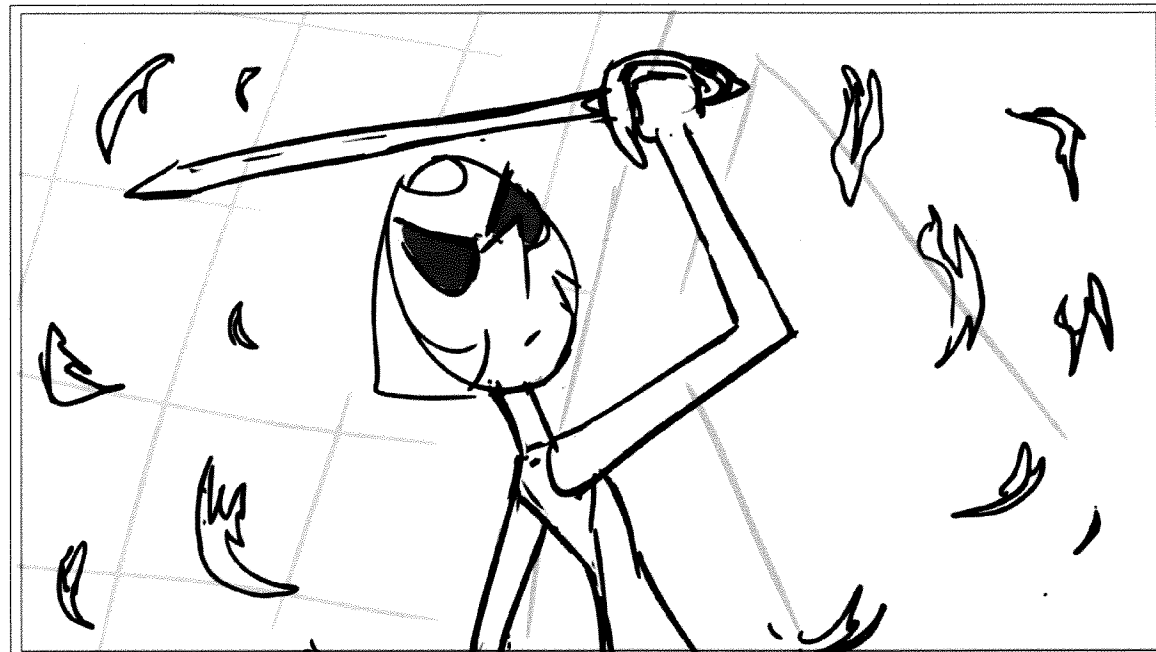
AUG 06 2013

1020.013

1020.013

1020.013

Scene	Panel
194	cont 3



Action Notes  
Shreds of fabric gently drift downwards.

Slugging  
0.11

Scene	Panel
195	1



Slugging  
0.05

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1020.013

1020.013

1020.013

Scene	Panel
195	cont 2



Slugging  
0.04

Scene	Panel
195	cont 3



Dialogue  
STEVEN: Ahh!

Action Notes  
Steven moves out of the way of sword which appears as a jagged effects shape that enters from top of the frame and sends up sparks where it hits the ground.

Slugging  
0.06

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Scene 195 Panel 4  
*cont*



Dialogue

STEVEN: Ahhh!!

Action Notes

Sword leaves up out of frame

Slugging

0.04

Scene 195 Panel 5  
*cont*



Action Notes

Camera ADJ East with Steven's run.

Slugging

0.04

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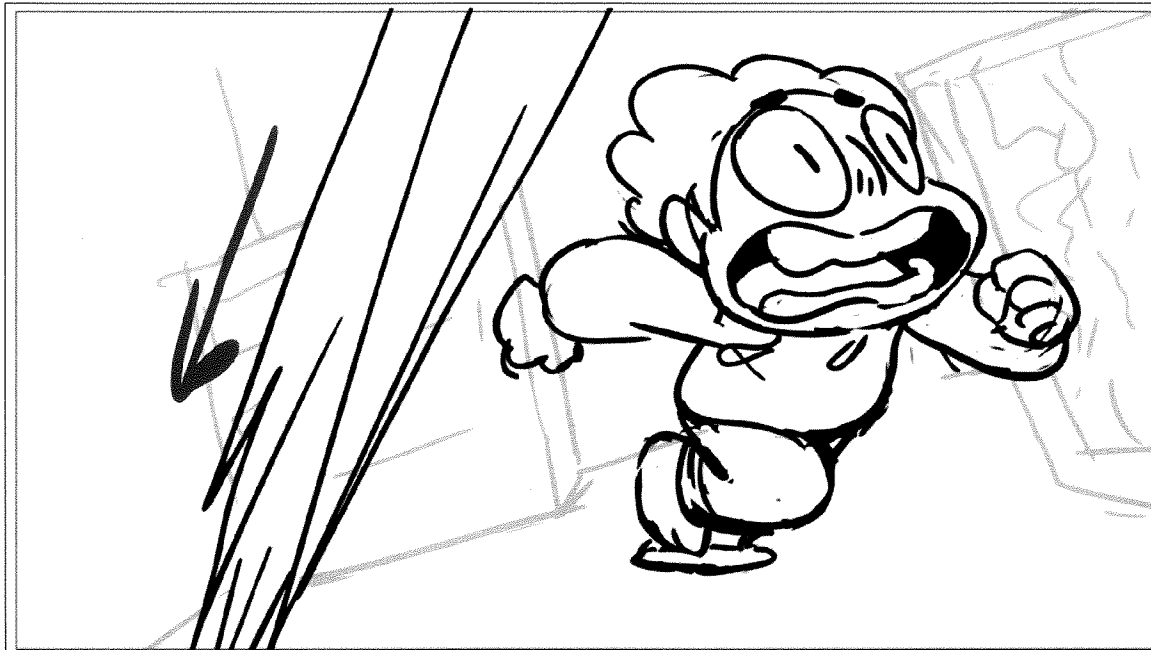
1020.013

1020.013

1020.013



Scene 195 Panel 6



Dialogue

STEVEN: Ahhh!!

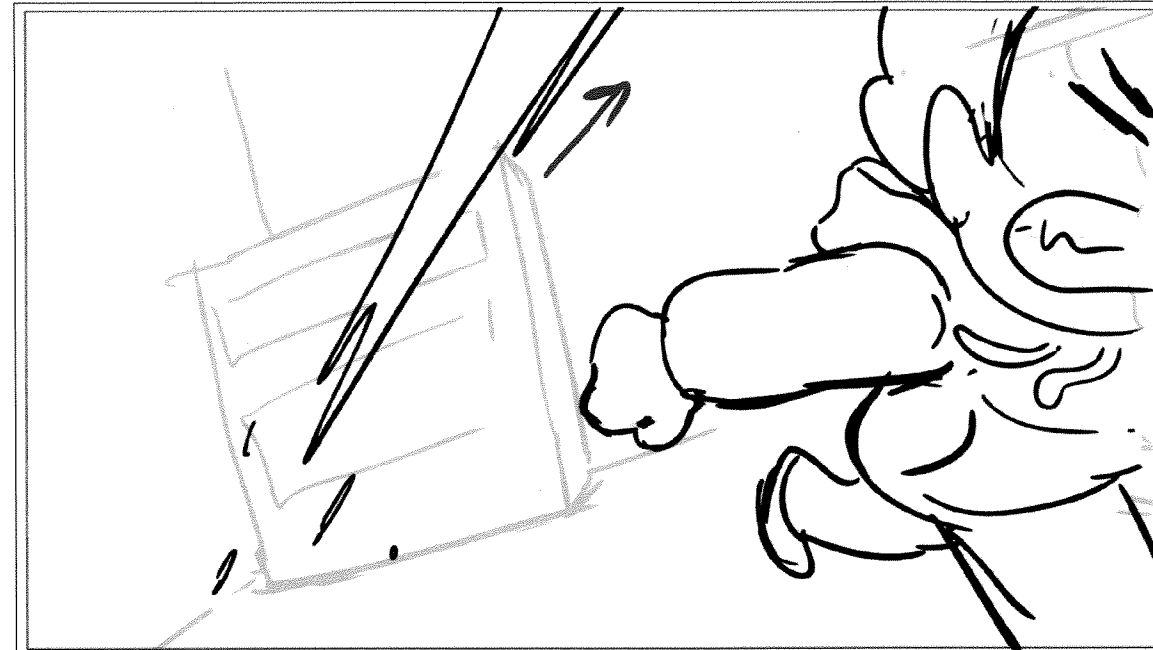
Action Notes

Steven runs East as sword strikes in from top, camera ADJ East to follow Steven's movement.

Slugging

0.06

Scene 195 Panel 7



Action Notes

Cut as steven reaches frame.

Slugging

0.06

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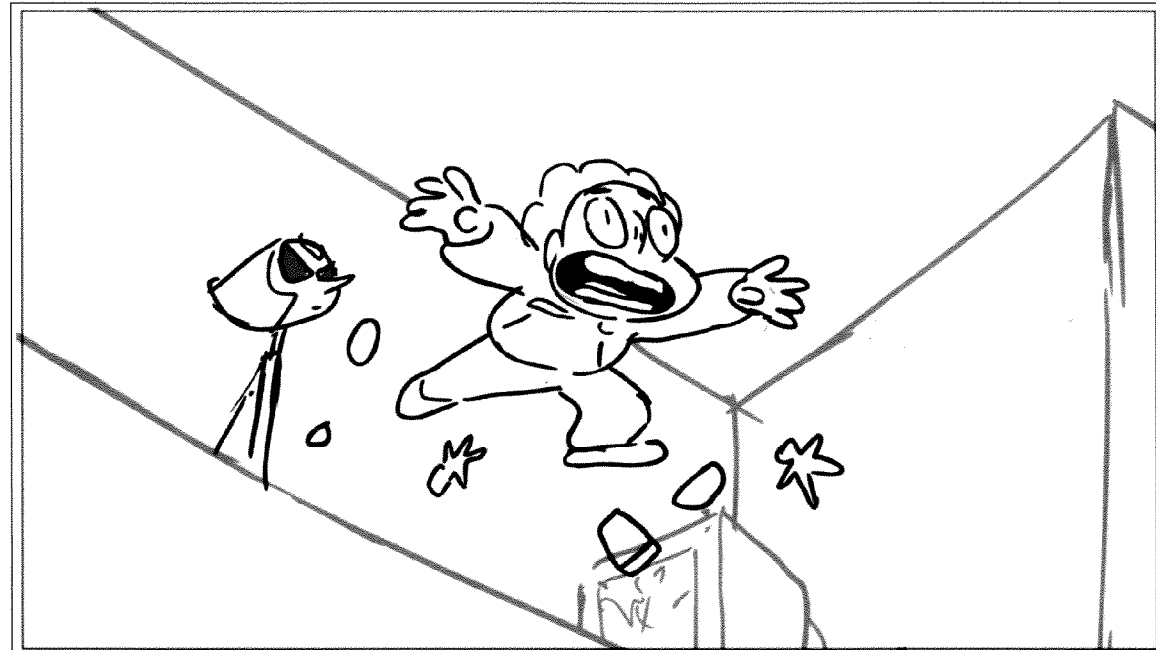
1020.013

Scene	Panel
196	1



Slugging  
0.04

Scene	Panel
196	2



Dialogue  
STEVEN: AHHHHHHHH!!!

Action Notes  
Steven jumps into the air and a burst of toys and random items fly up with him.

Slugging  
0.04

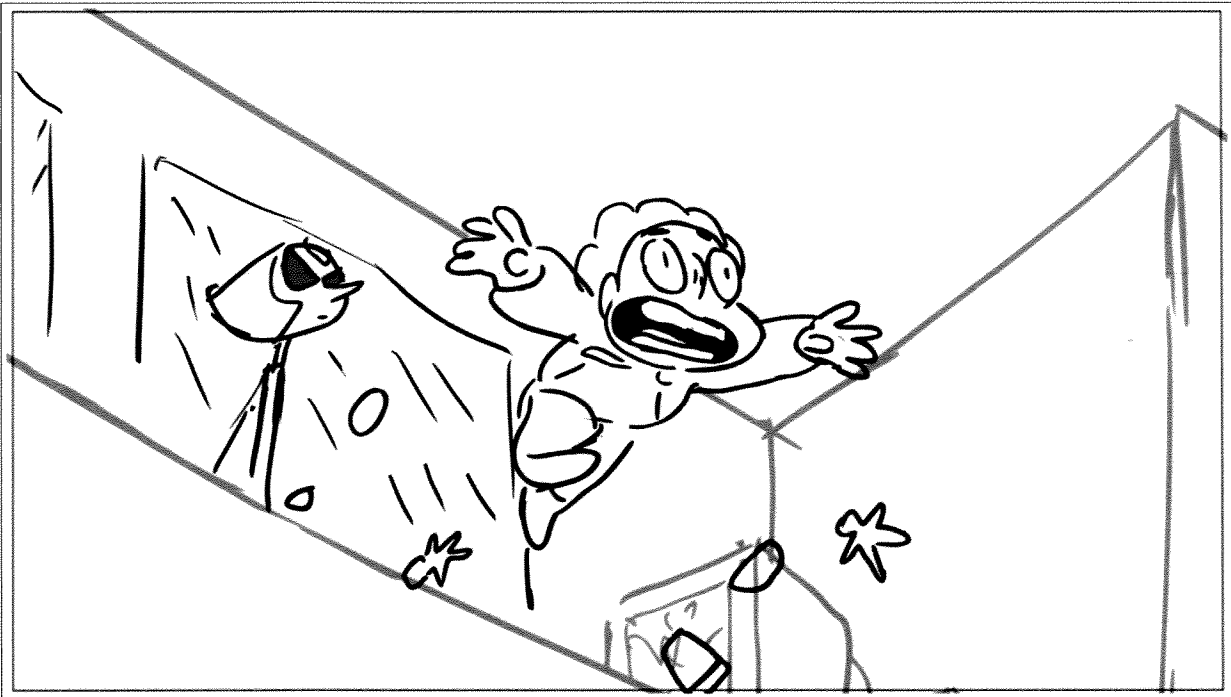
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Scene	Panel
196	cont 3



Dialogue

STEVEN: AHHHHHHHH!!!

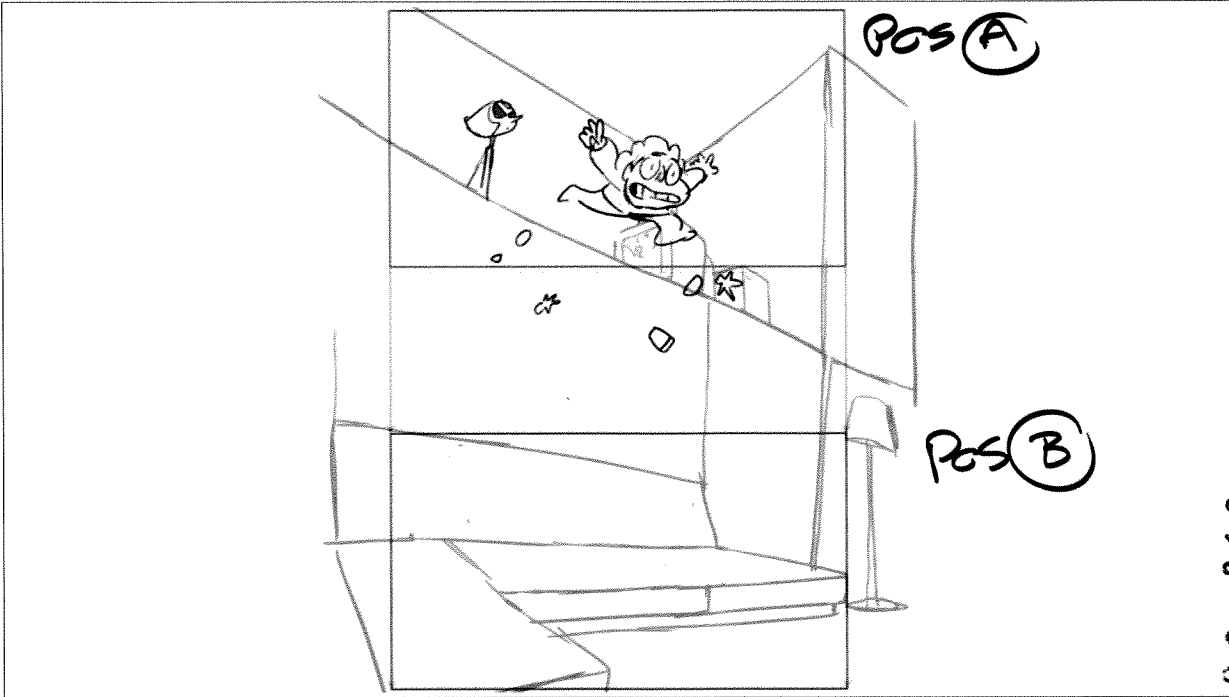
Action Notes

Steven hangs in the air for a moment, kicking his legs.

Slugging

0.04

Scene	Panel
196	cont 4



Action Notes

Camera ADJ South to follow Steven.

Slugging

ADJ: 0.04

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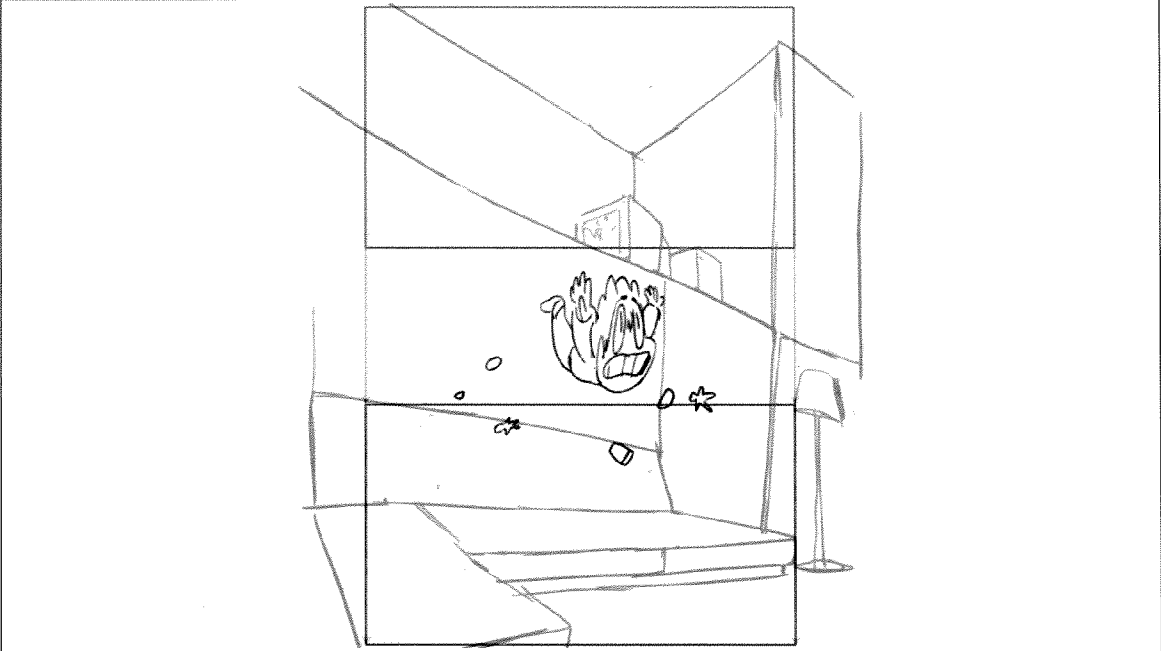
1020.013

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1020.013

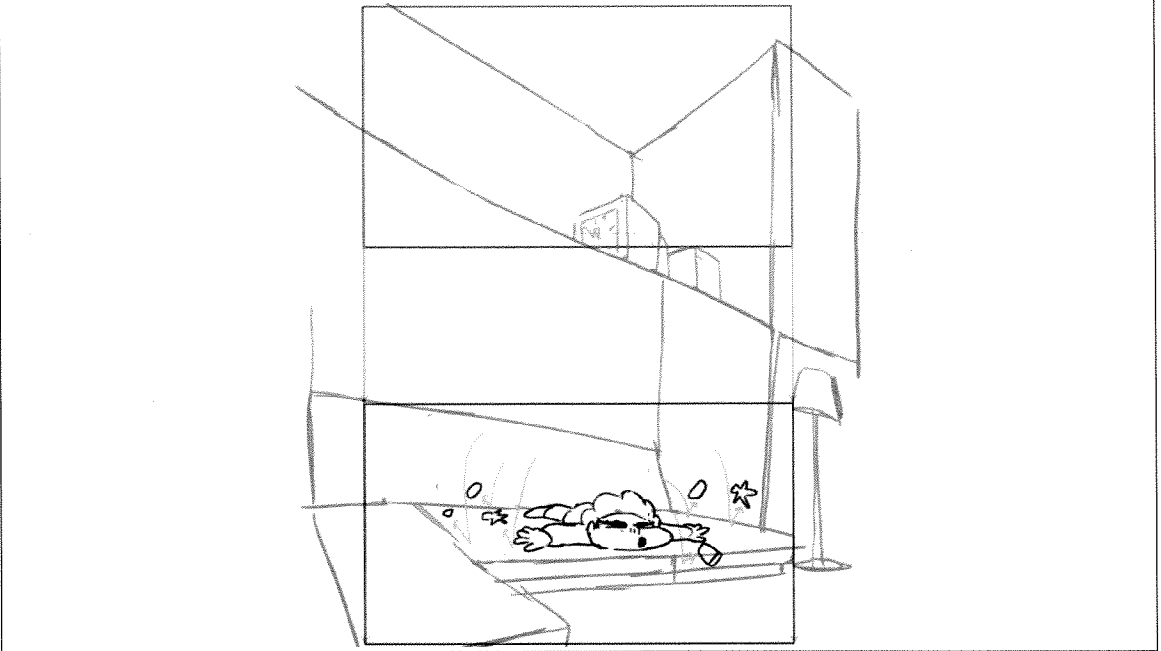


Scene 196 Panel 5



Slugging  
ADJ: 0.03

Scene 196 Panel 6



Dialogue  
STEVEN: Oooff!

Action Notes  
Steven lands flat on the couch below, toys and things bounce off couch.

Slugging  
ADJ: 0.02  
Then HOLD: 0.04

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1020.013

Scene	Panel
196	7



Slugging  
0.06

Scene	Panel
197	1



Action Notes  
Steven's body sinks into the couch creating wrinkles.

Slugging  
0.06

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Scene	Panel
197	10NT 2



Action Notes

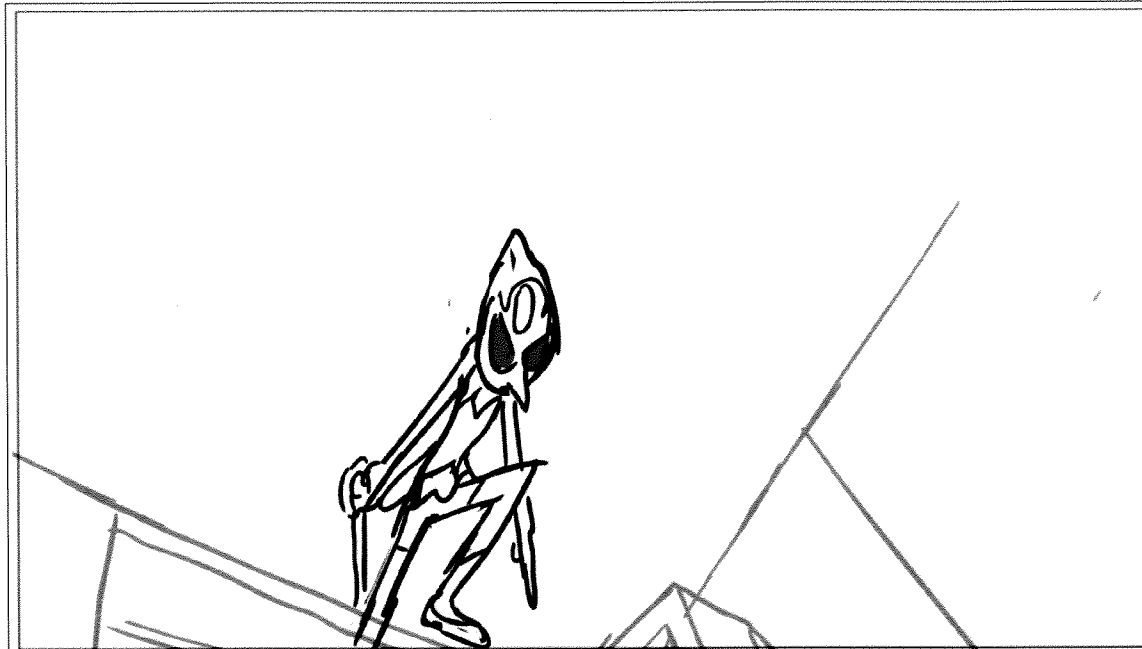
Steven gets up onto his hands and knees and turns back quickly to look behind him.

Steven's hands and knees sink into the couch creating wrinkles.

Slugging

0.06

Scene	Panel
198	1



Action Notes

Holo-Pearl leaps off of loft.

Slugging

0.04

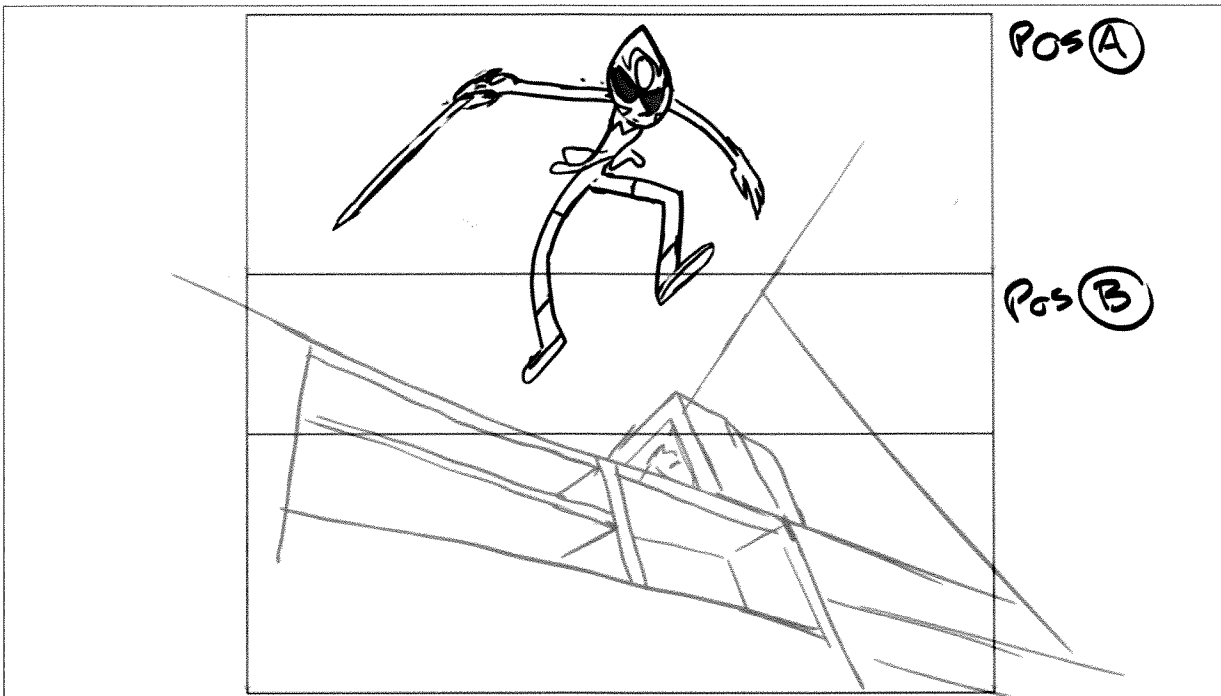
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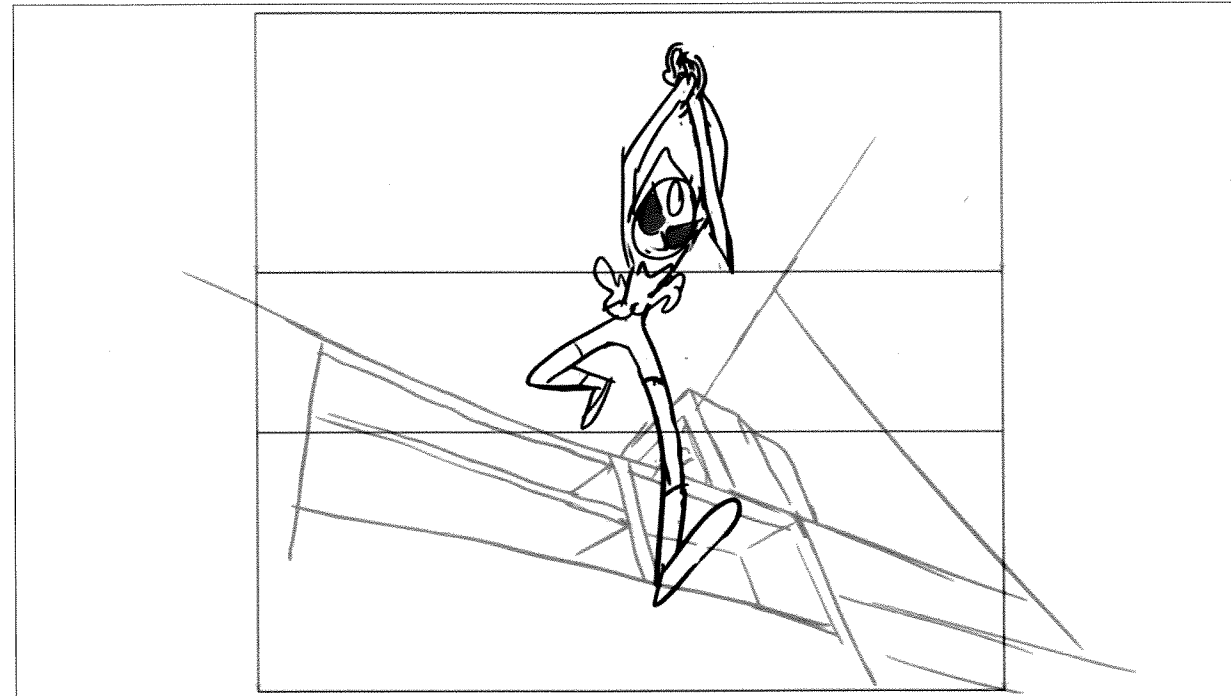
Scene	Panel
198	2



Action Notes  
Camera ADJ South to follow Holo-Pearl.

Slugging  
ADJ: 0.07

Scene	Panel
198	3



Action Notes  
Holo-Pearl raises sword above head as it falls down towards camera, getting larger in perspective.

Slugging  
ADJ: 0.04

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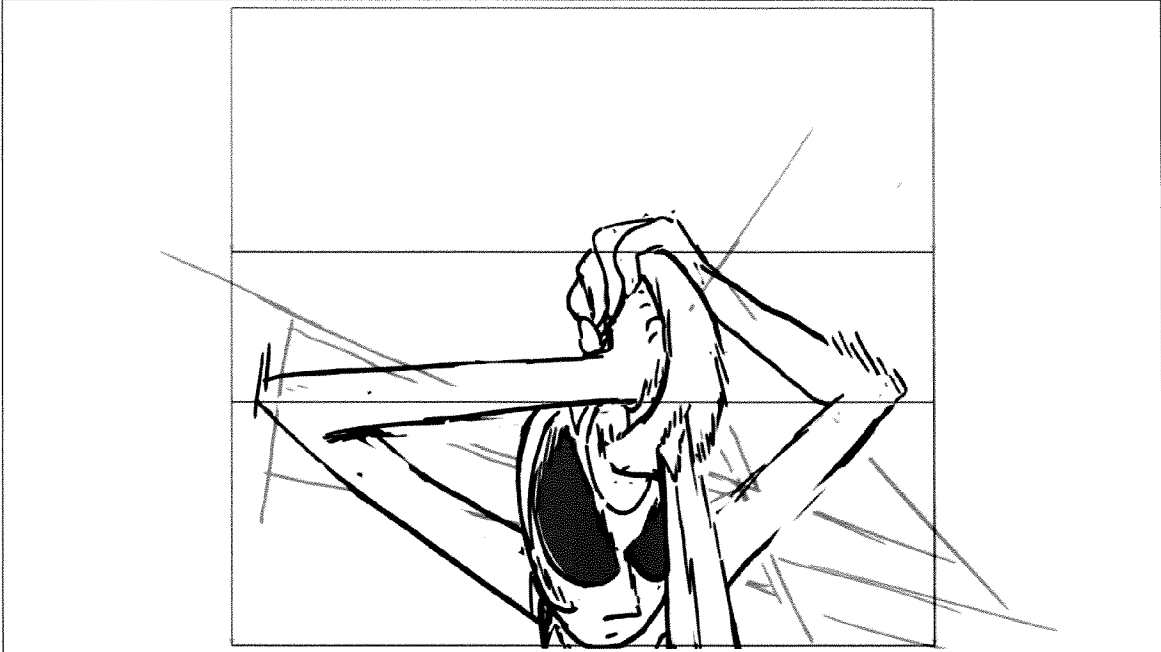
1020.013

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1020.013



Scene	Panel
198	<i>CONT</i> 4



**Action Notes**  
Holo-Pearl falls down very close to camera, cut as Holo-Pearl reaches bottom frame.  
Lines are drawn jagged to emphasize speed and danger.

**Slugging**  
ADJ: 0.02

Scene	Panel
199	1



**Slugging**  
0.04

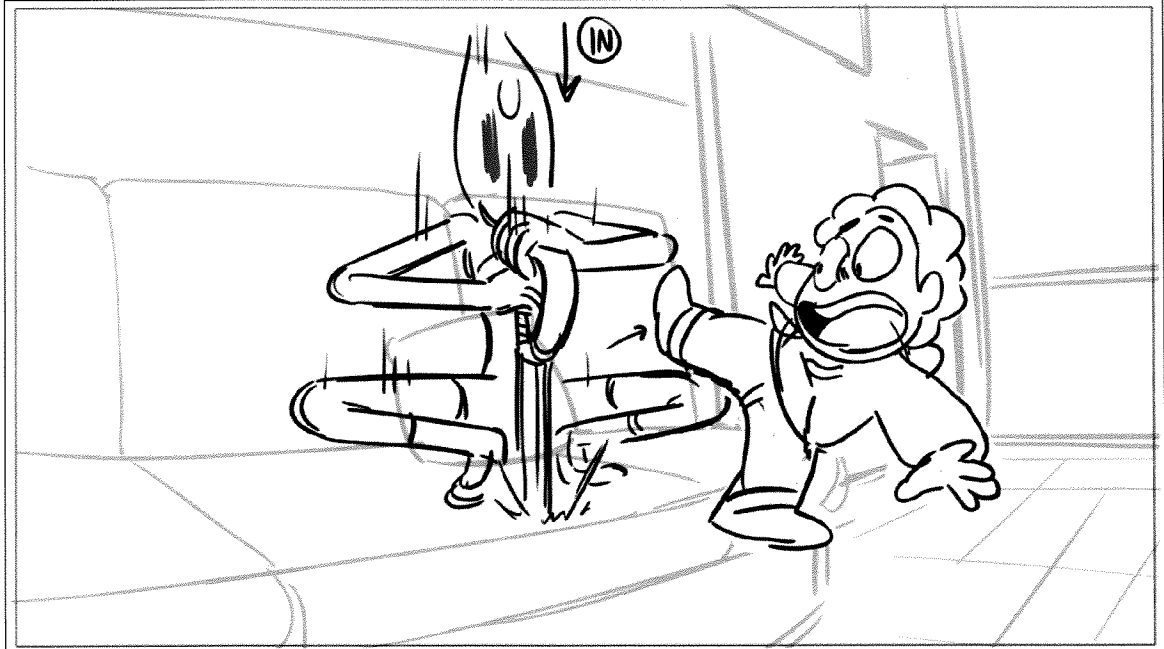
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Scene	Panel
199	cont 2

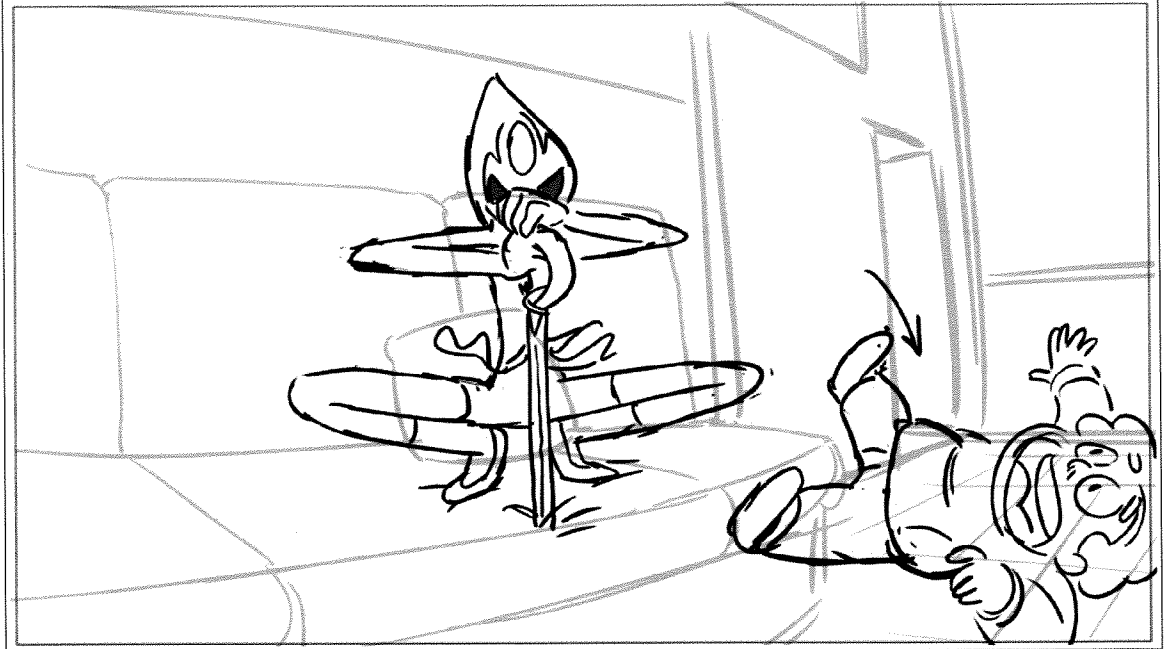


**Dialogue**  
STEVEN: Wahh!

**Action Notes**  
Steven jumps out of the way just in time to avoid Holo-Pearl IN from North.

**Slugging**  
0.05

Scene	Panel
199	cont 3



**Action Notes**  
Steven starts to roll OUT to the East.

**Slugging**  
Panels 3 to 5 = 0.15

**Notes**  
Roll out to H.U. to next scene.

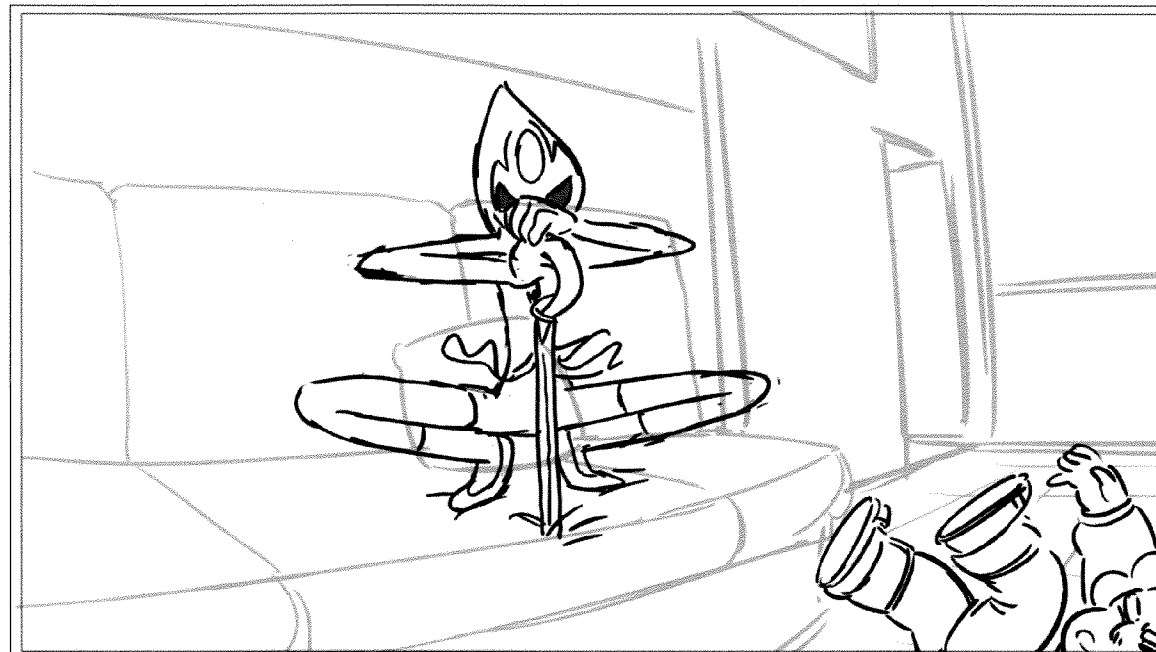
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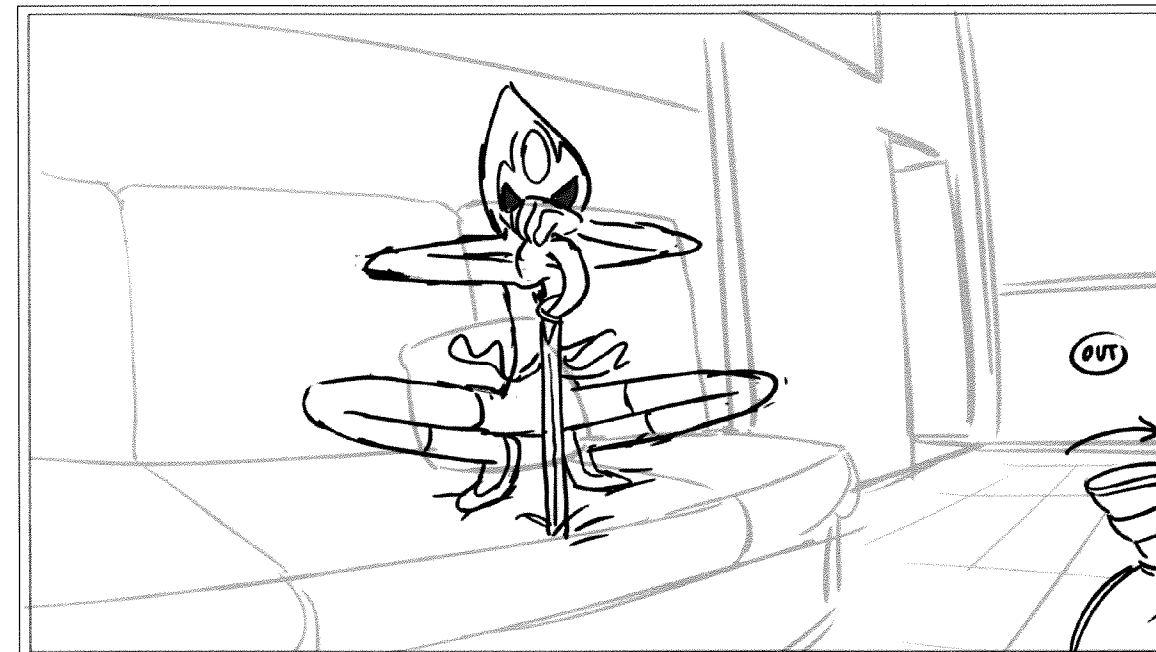
Scene	Panel
199	cont 4



**Action Notes**  
Steven starts to roll OUT to the East.

**Notes**  
Roll out to H.U. to next scene.

Scene	Panel
199	cont 5



**Action Notes**  
Steven starts to roll OUT to the East.

**Notes**  
Roll out to H.U. to next scene.

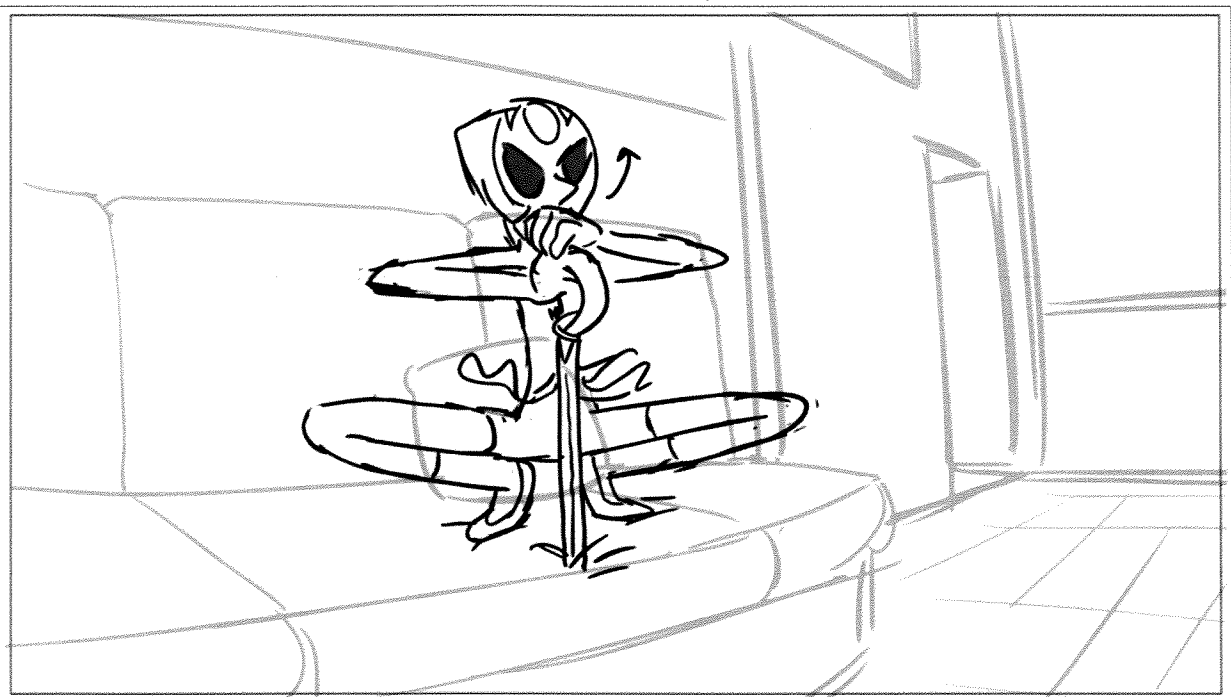
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1020.013

Scene	Panel
199	6



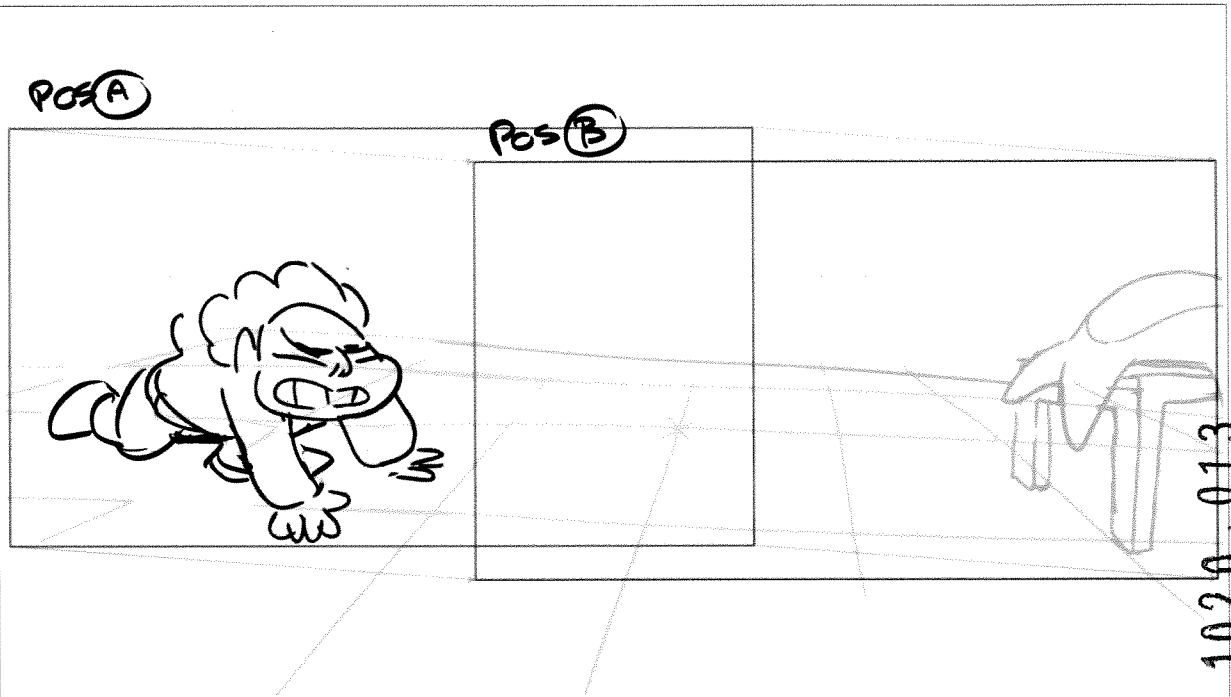
Action Notes

Steven rolled OUT East.

Slugging

0.07

Scene	Panel
200	1



Action Notes

Camera ADJ East with Steven running.  
Cut to Steven getting off the floor, running to the East.

Slugging

ADJ: 0.04

Notes

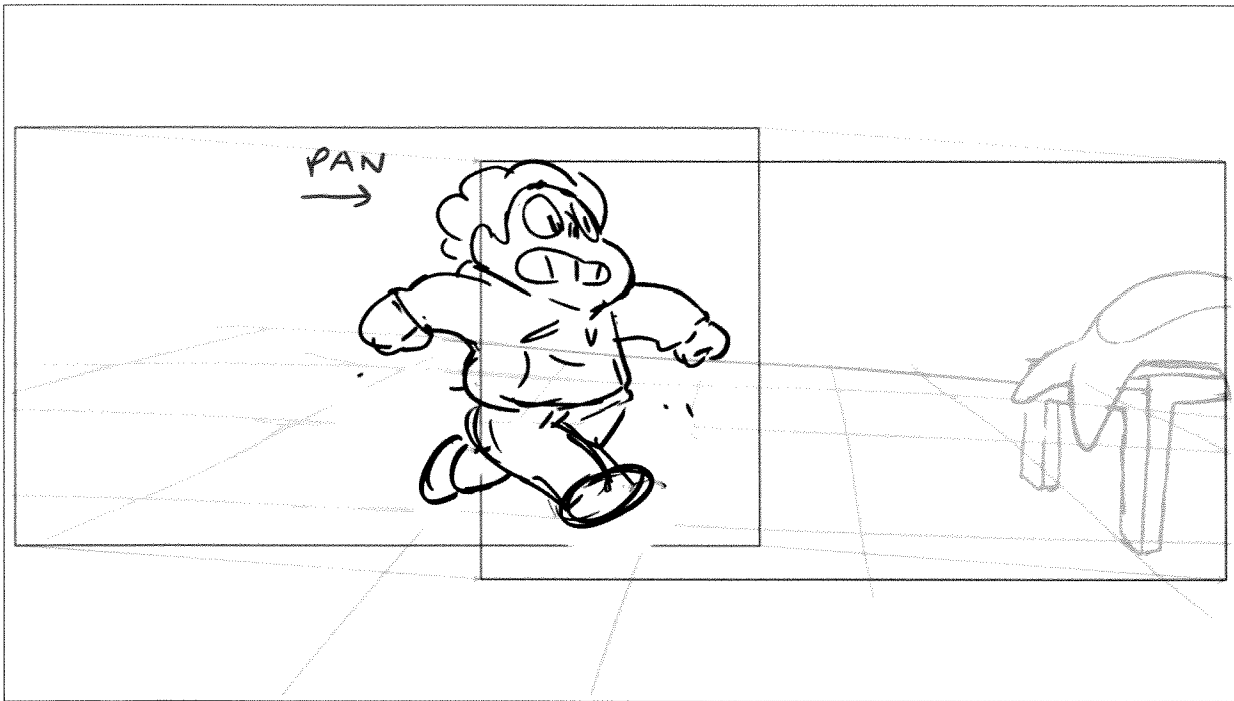
Roll in to HU

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1020.013

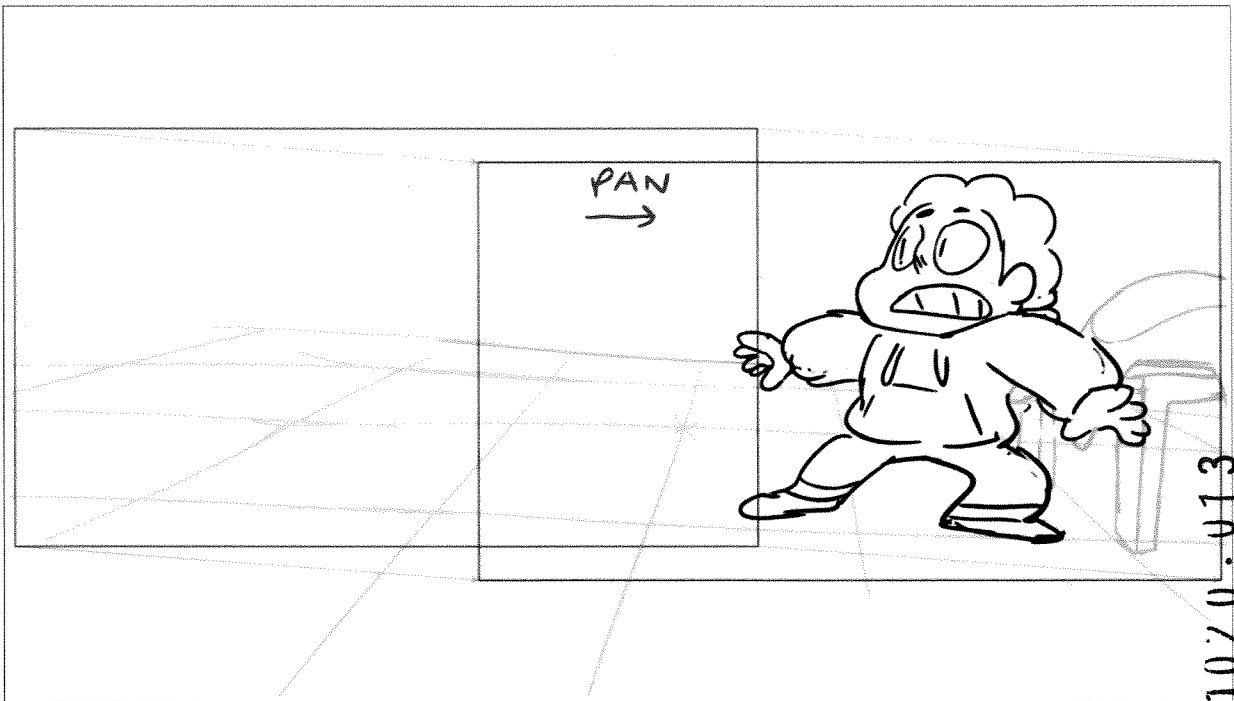
Scene	Panel
200	cont 2



Action Notes  
Camera pans East with Steven as he runs to the East.

Slugging  
ADJ: 0.10

Scene	Panel
200	cont 3



Action Notes  
Steven stops.

Slugging  
ADJ: 0.04  
Then HOLD: 0.12

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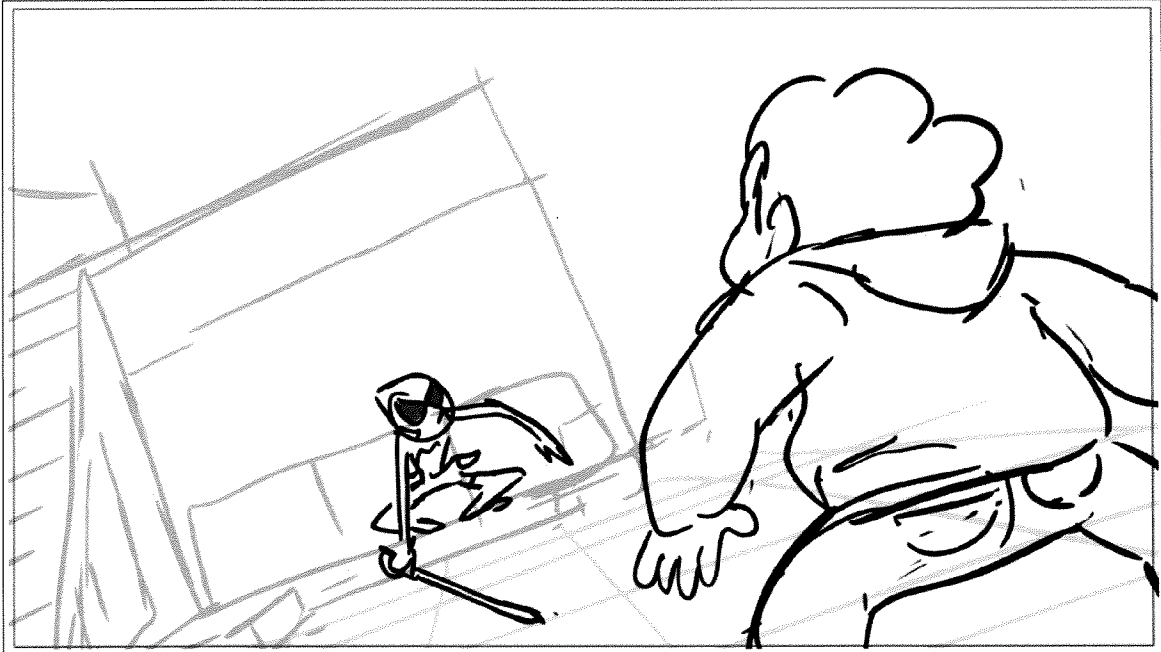
1020.013

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1020.013

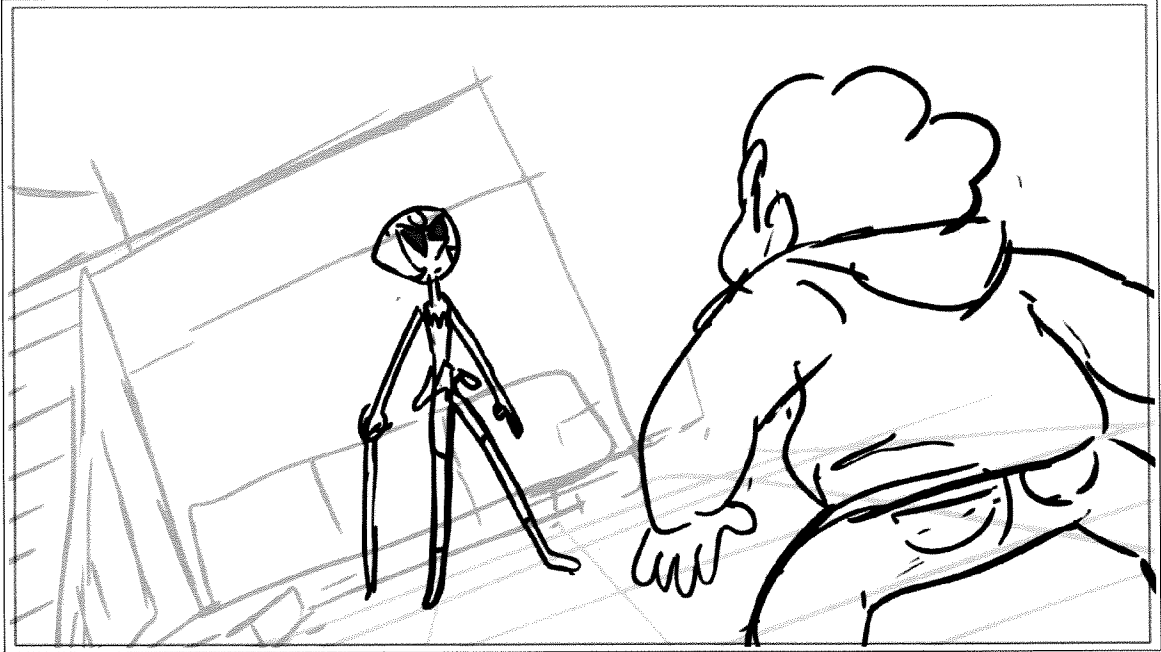


Scene	Panel
201	1



Slugging  
0.08

Scene	Panel
201	2



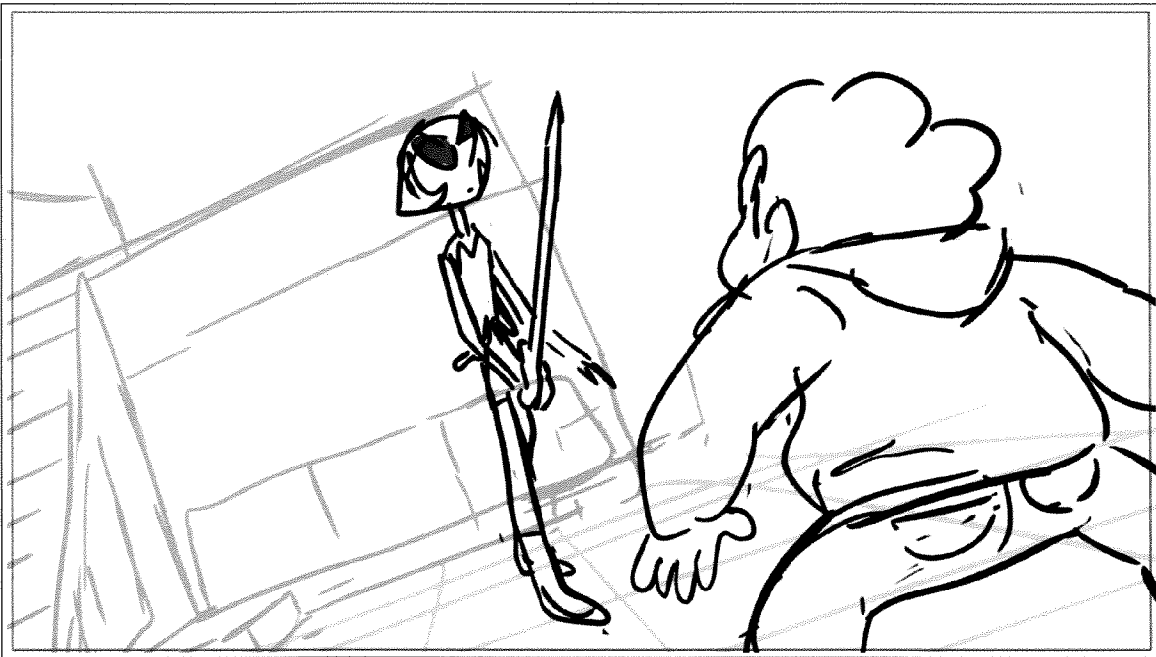
Action Notes  
Holo-Pearl stands up and walks towards Steven.

Slugging  
0.10

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Scene	Panel
201	cont 3



Action Notes

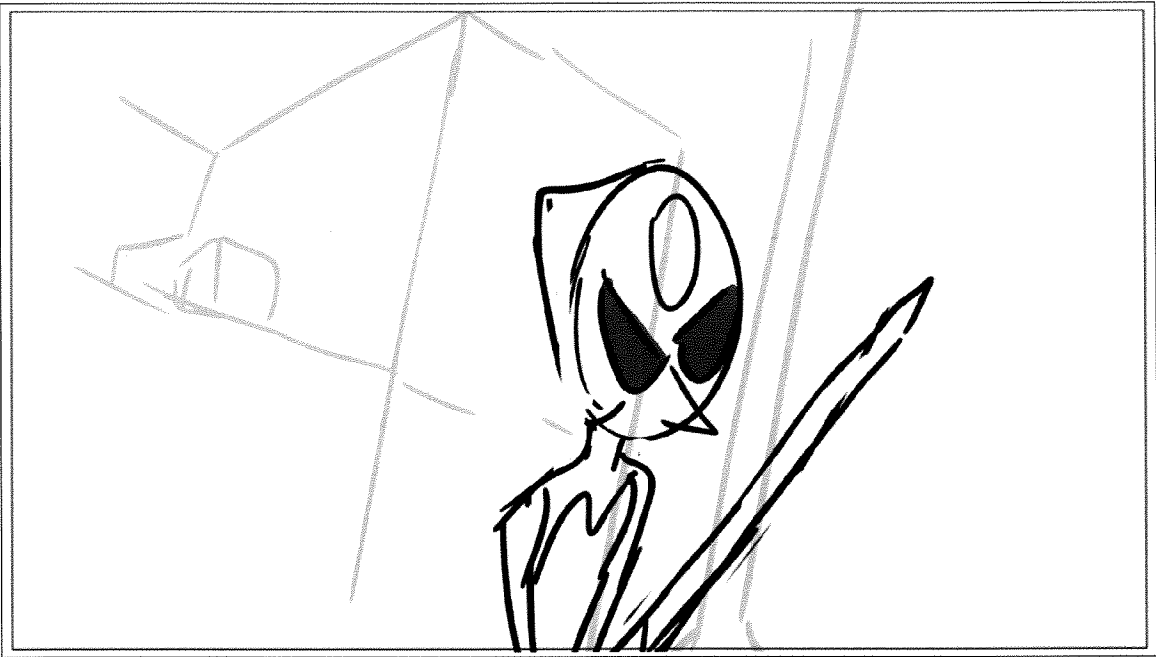
Holo-Pearl raises sword.

Holo-Pearl puts her right foot forward towards Steven.

Slugging

0.10

Scene	Panel
202	1



Slugging

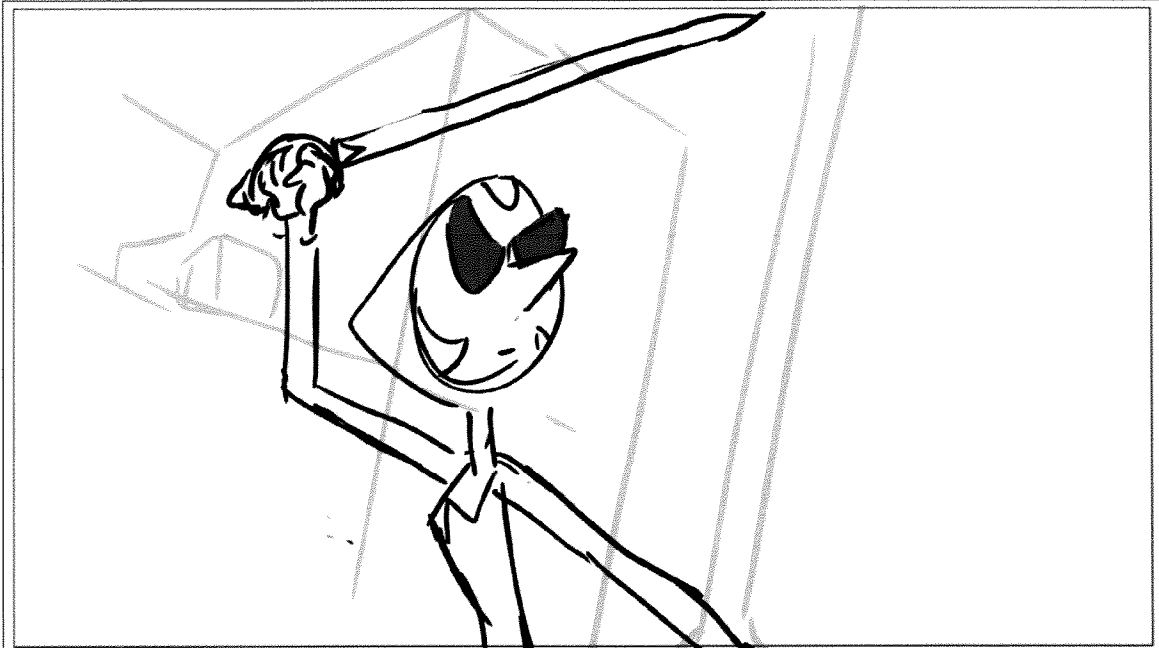
0.07

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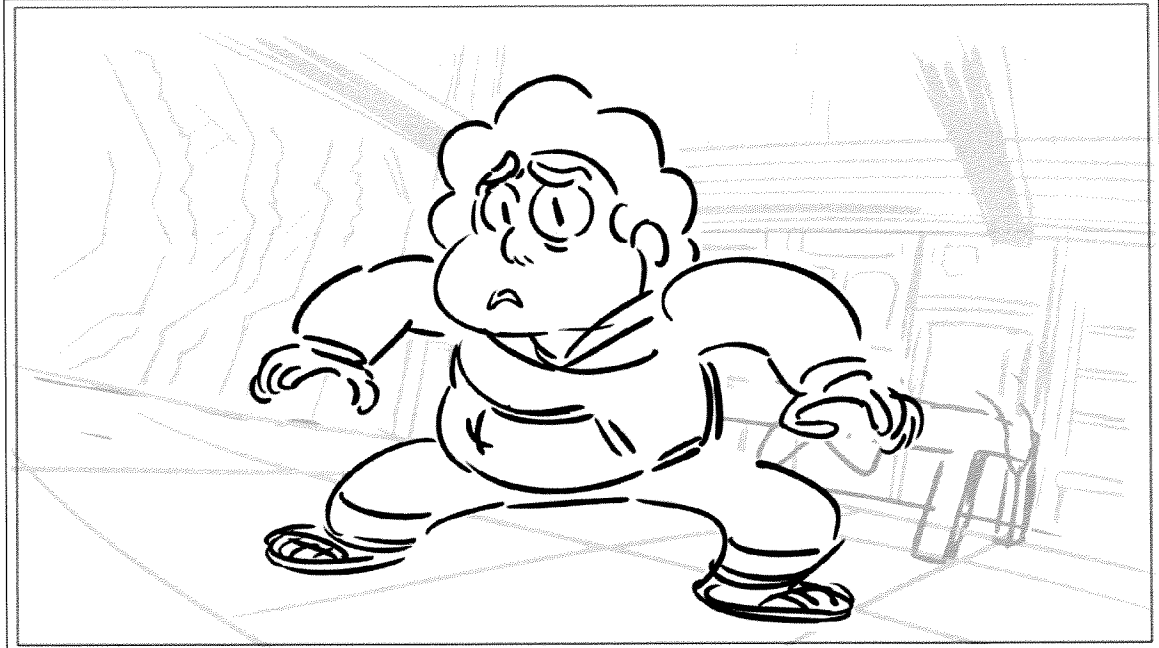
Scene	Panel
202	2



**Action Notes**  
Holo-Pearl rears back, holding sword above head.

**Slugging**  
1.00

Scene	Panel
203	1



**Action Notes**  
Steven grabs walrus.

**Slugging**  
Panels 1 + 2 = 0.05

**Notes**  
Need -SP-

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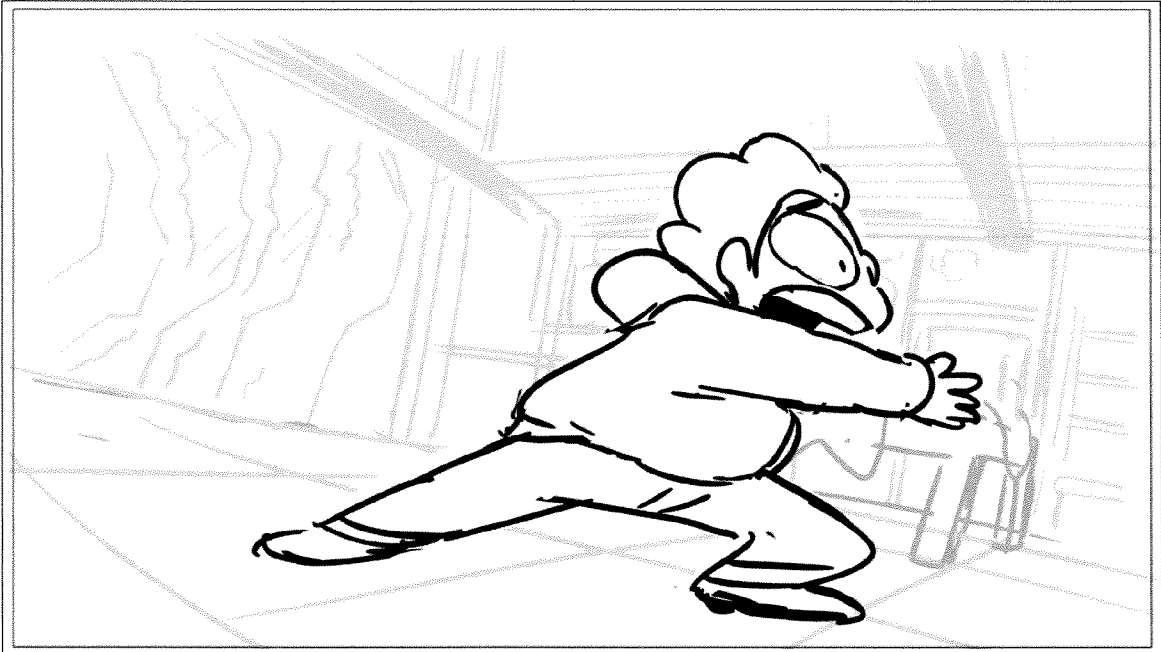
1020.013

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1020.013



Scene	Panel
203	<i>cont</i>



Action Notes  
Steven grabs walrus.

Notes  
Need -SP-

Scene	Panel
203	<i>cont</i>



Dialogue  
STEVEN: Walrus Shield!!

Action Notes  
Steven holds walrus up as shield.

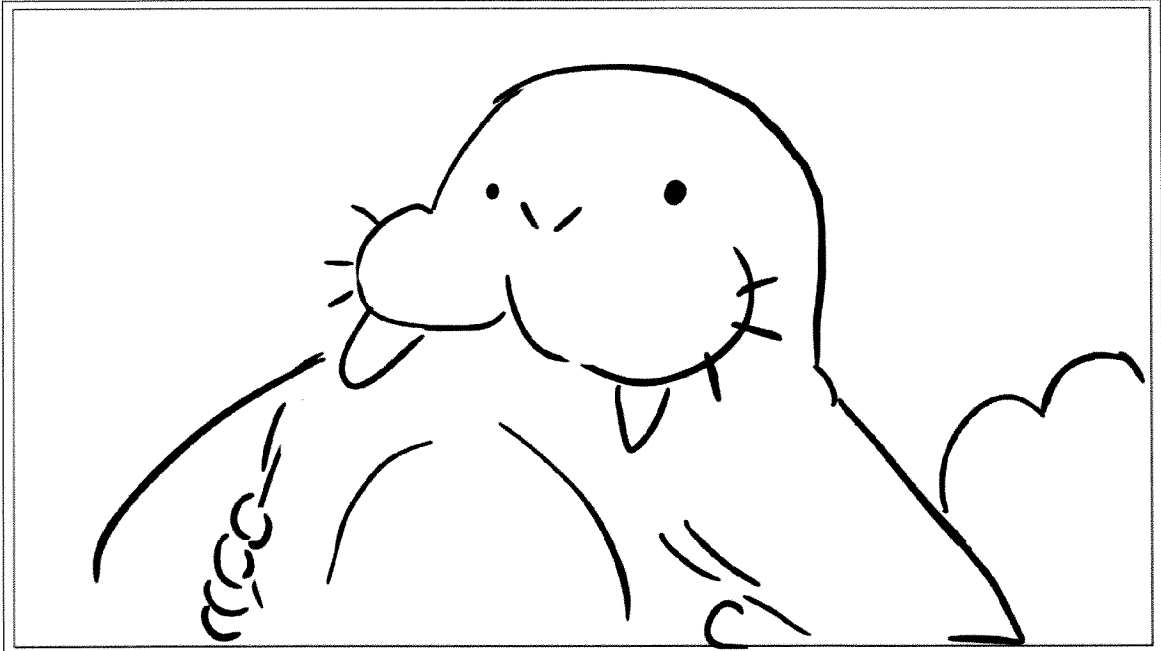
Slugging  
0.07

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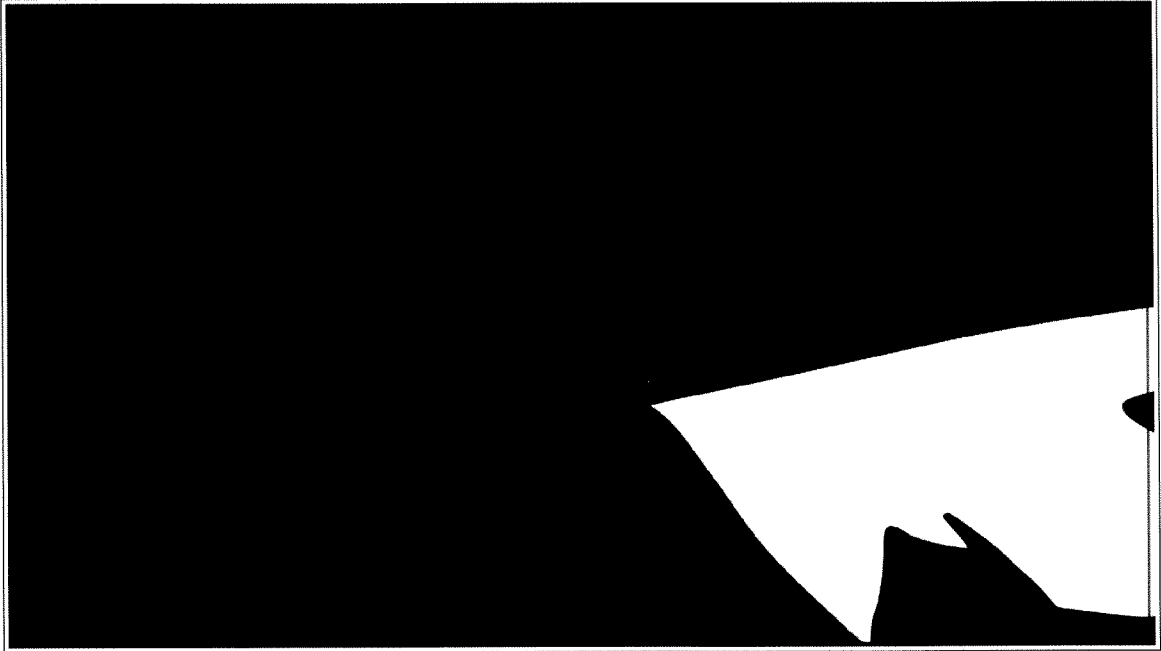
Scene	Panel
204	1



Dialogue  
STEVEN: ...Shield!!

Slugging  
0.10

Scene	Panel
204	2



Action Notes  
Super fast flash of jagged effects shape.

Slugging  
0.04

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Scene 204 Panel 3  
CONT



Action Notes  
Super fast flash of jagged effects shape.

Slugging  
0.04

Scene 204 Panel 4  
CONT



Action Notes  
Walrus head and stuffing fly into air towards West.

Slugging  
0.08

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1020.013



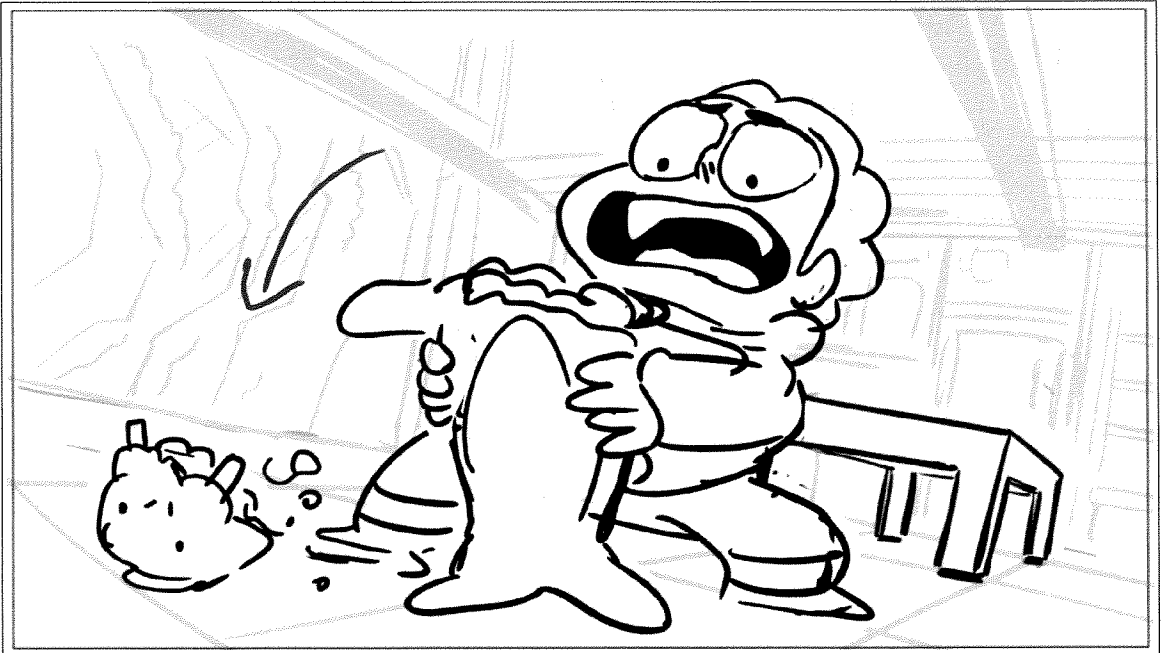
Scene	Panel
205	1



Action Notes  
Walrus head and stuffing bits hang in air for a moment.

Slugging  
0.10

Scene	Panel
205	2



Dialogue  
STEVEN: AHH!!

Action Notes  
Steven gives short yell.

Slugging  
0.15

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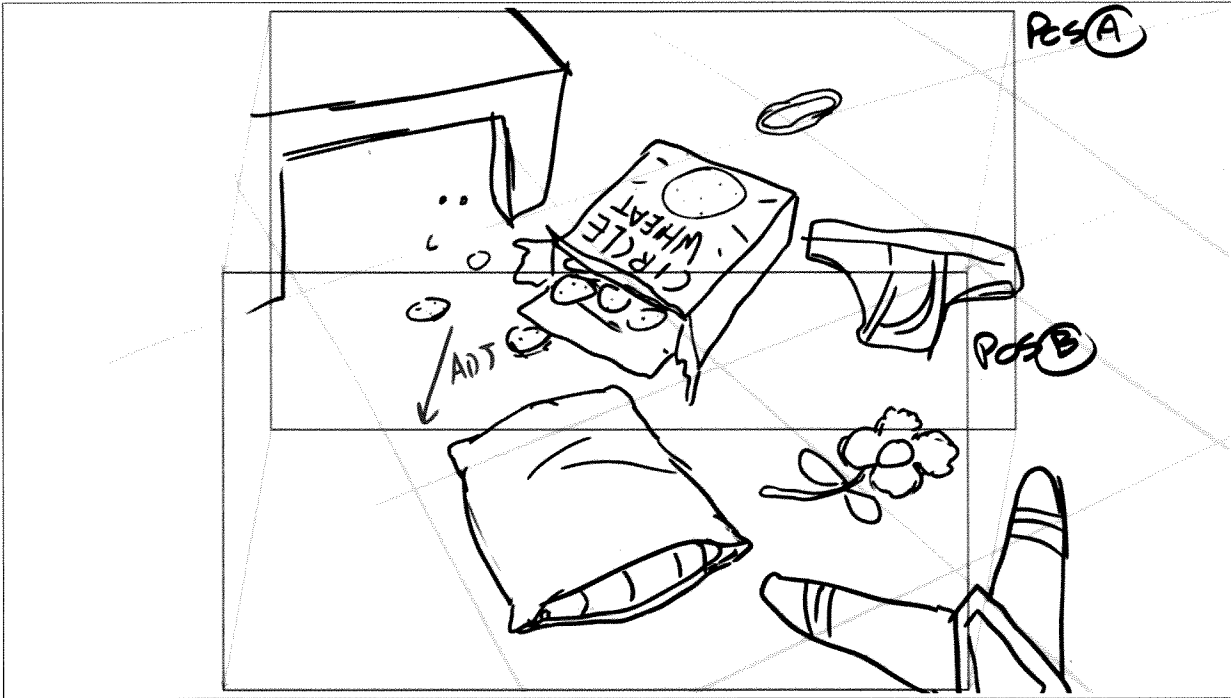
Scene	205	Panel	3
Action Notes			
Steven looks at ground towards SE.			
Slugging			
0.08			

Scene	206	Panel	1
Dialogue			
STEVEN: *frantic* Snacks..			
Action Notes			
Camera shows Steven's point of view.			
Slugging			
1.00			

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Scene 206 Panel 2  
cont



Dialogue

STEVEN: \*frantic\* Pillow...

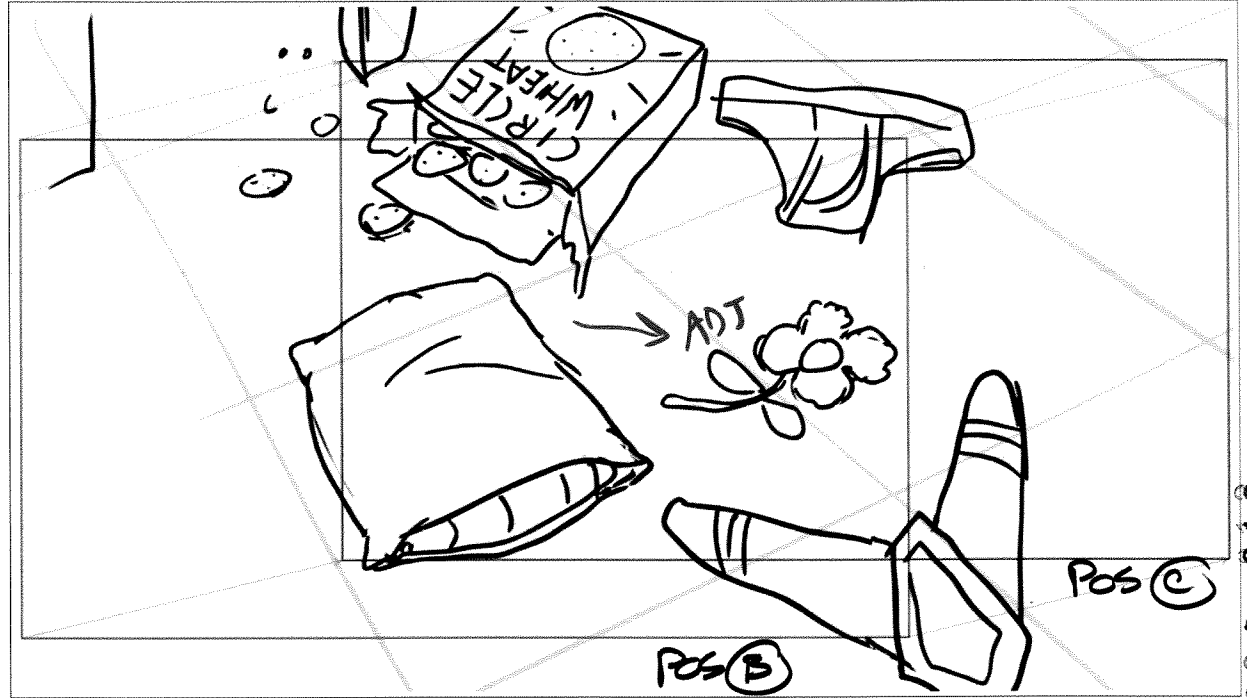
Action Notes

Camera ADJ shows Steven's point of view.

Slugging

ADJ: 0.04  
Then HOLD: 0.11

Scene 206 Panel 3  
cont



Dialogue

STEVEN: \*frantic\* Fuzy flower...

Action Notes

Camera ADJ shows Steven's point of view

Slugging

ADJ: 0.04  
Then HOLD: 1.03

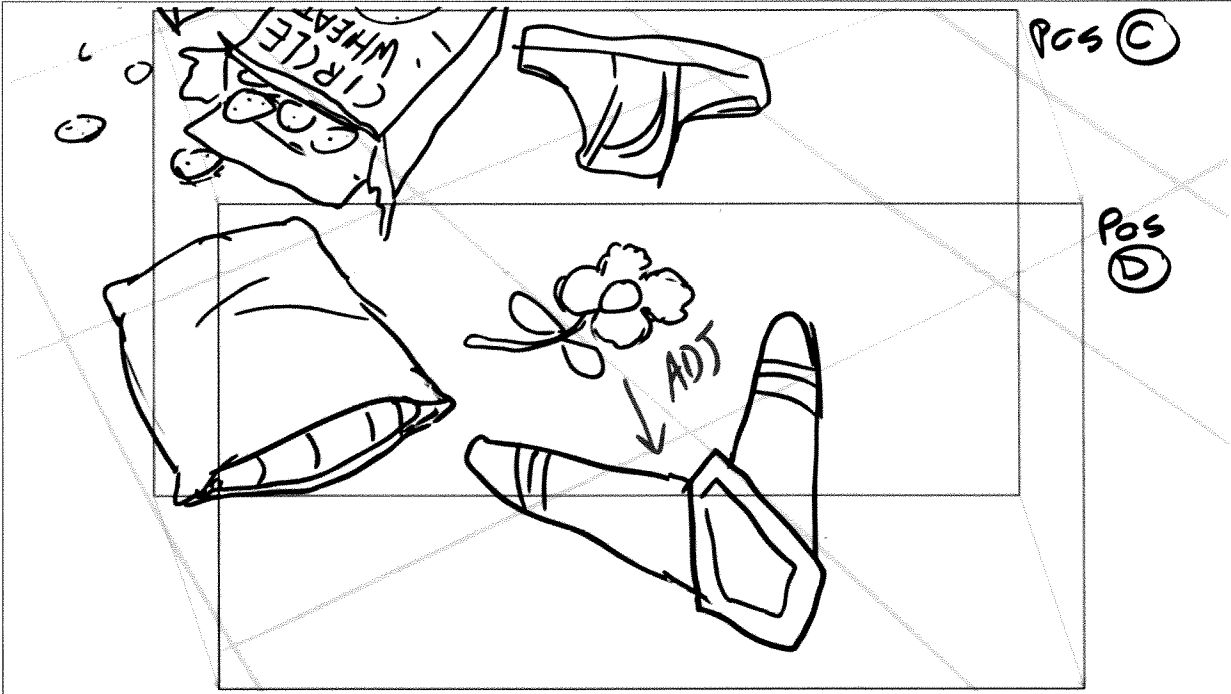
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Scene	Panel
206	CONT 4

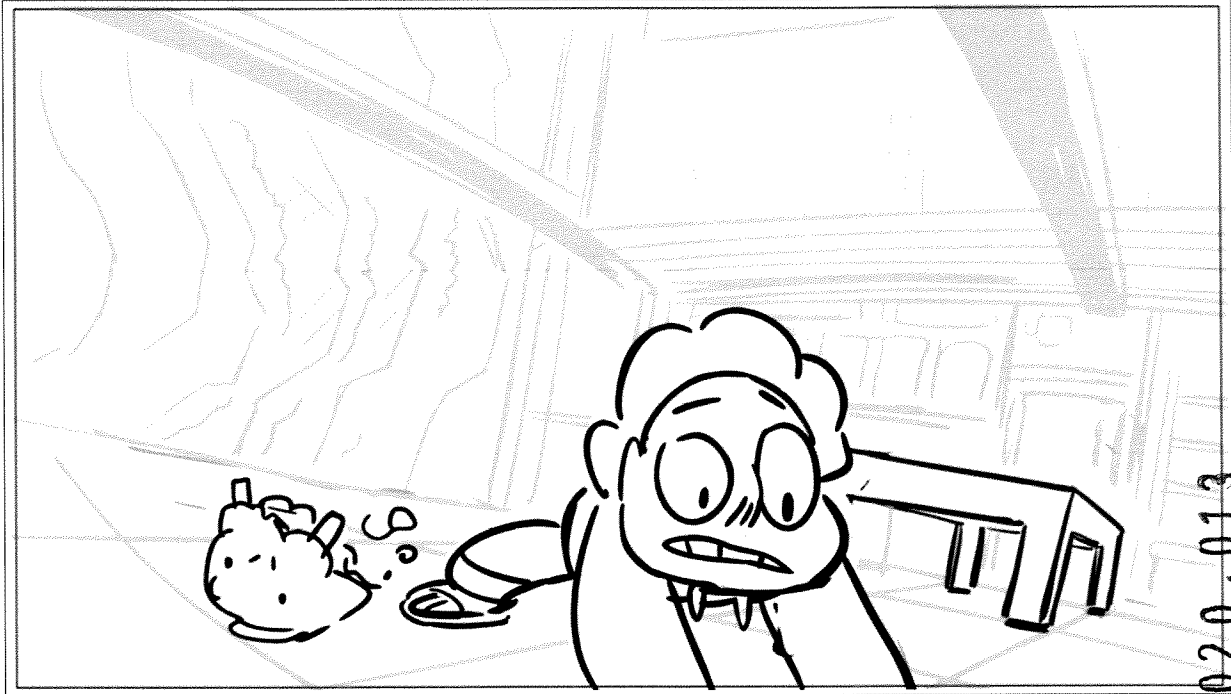


Dialogue  
STEVEN: \*frantic\* boomerang...

Action Notes  
Camera ADJ shows Steven's point of view

Slugging  
ADJ: 0.05  
Then HOLD: 1.11

Scene	Panel
207	1



Action Notes  
Steven reaches off screen South.

Slugging  
0.06

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1020-013



Scene	Panel
207	<i>cont</i>



Dialogue  
STEVEN: Boomerang...

Action Notes  
Cheesy star background appears behind Steven.

Slugging  
0.14

Scene	Panel
207	<i>cont</i>



Dialogue  
STEVEN: ..BOOMERANG!

Action Notes  
Steven throws boomerang.

Slugging  
0.14

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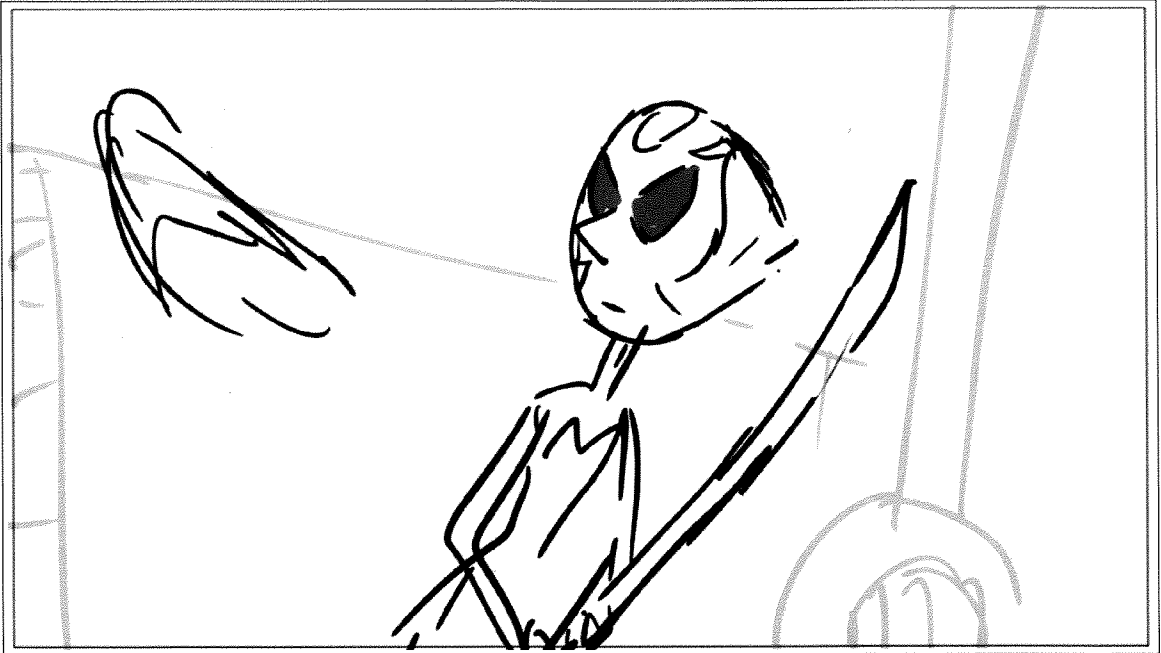
Scene	Panel
208	1



Action Notes  
Boomerang flies IN past HP.

Slugging  
0.04

Scene	Panel
208	2



Action Notes  
Holo-Pearl's head follows boomerang as it flies around.

Slugging  
0.05

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Scene	Panel
208	cont
	3



Action Notes

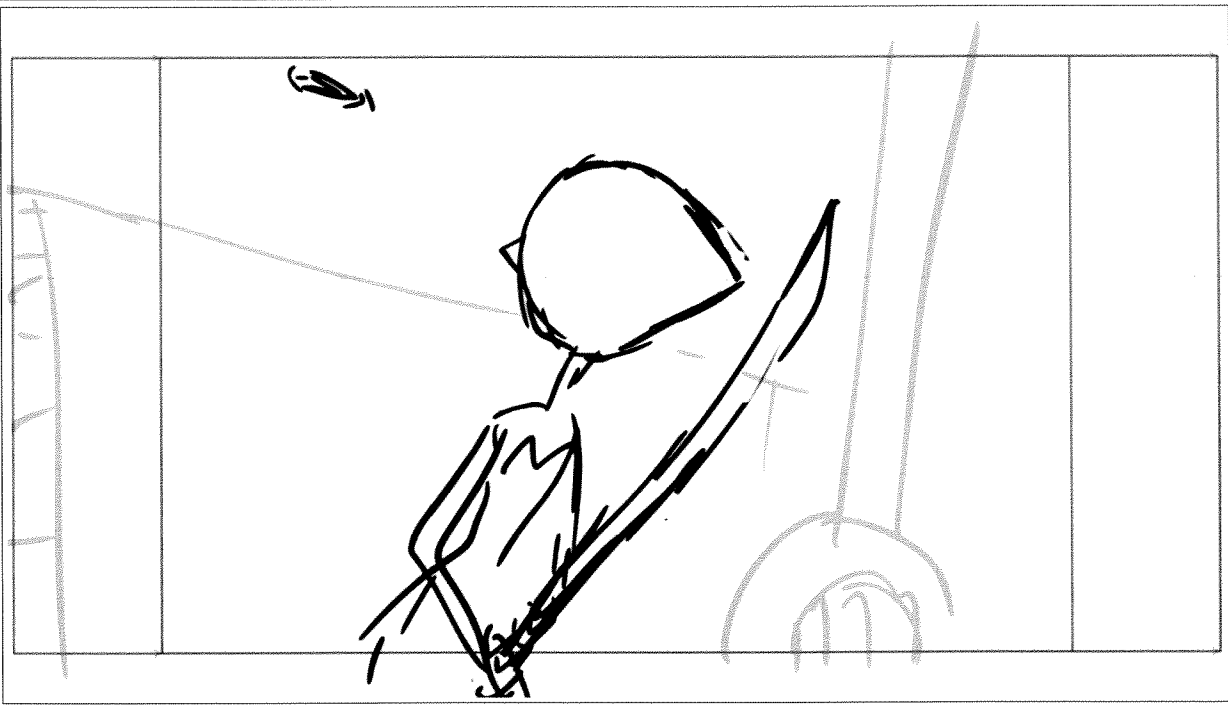
Camera slowly ADJ East to follow action.

Slugging

ADJ: 0.05

Total ADJ frames panels 3 to 8 = 2.00

Scene	Panel
208	cont
	4



Action Notes

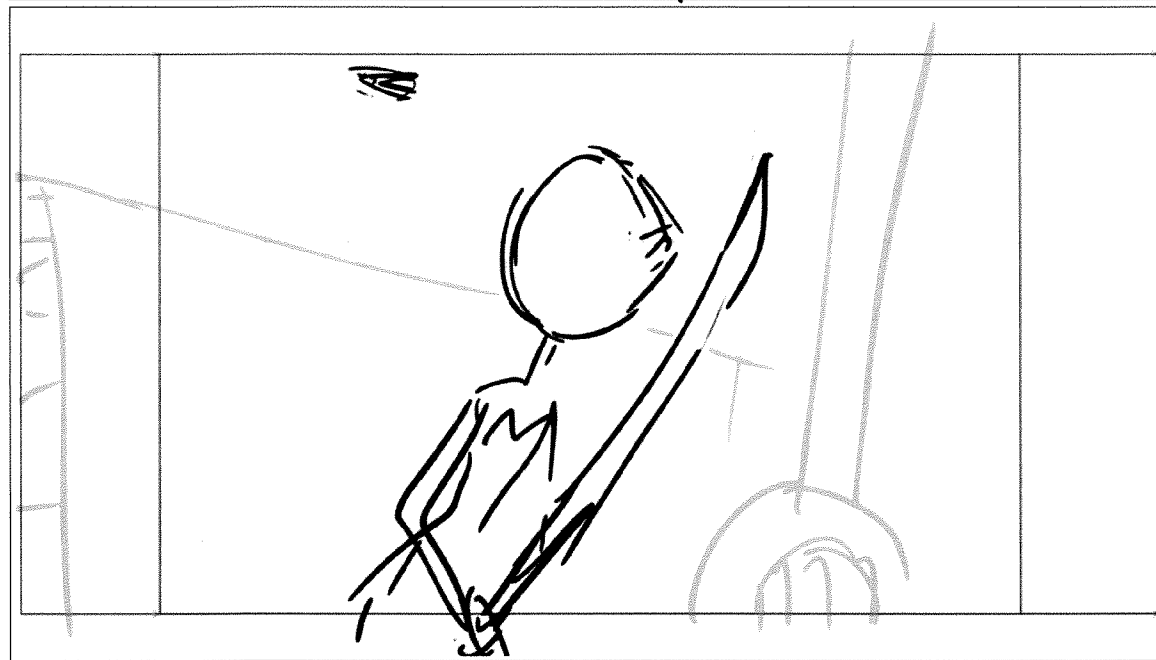
HP head turns all the way around.

Slugging

ADJ: 0.06

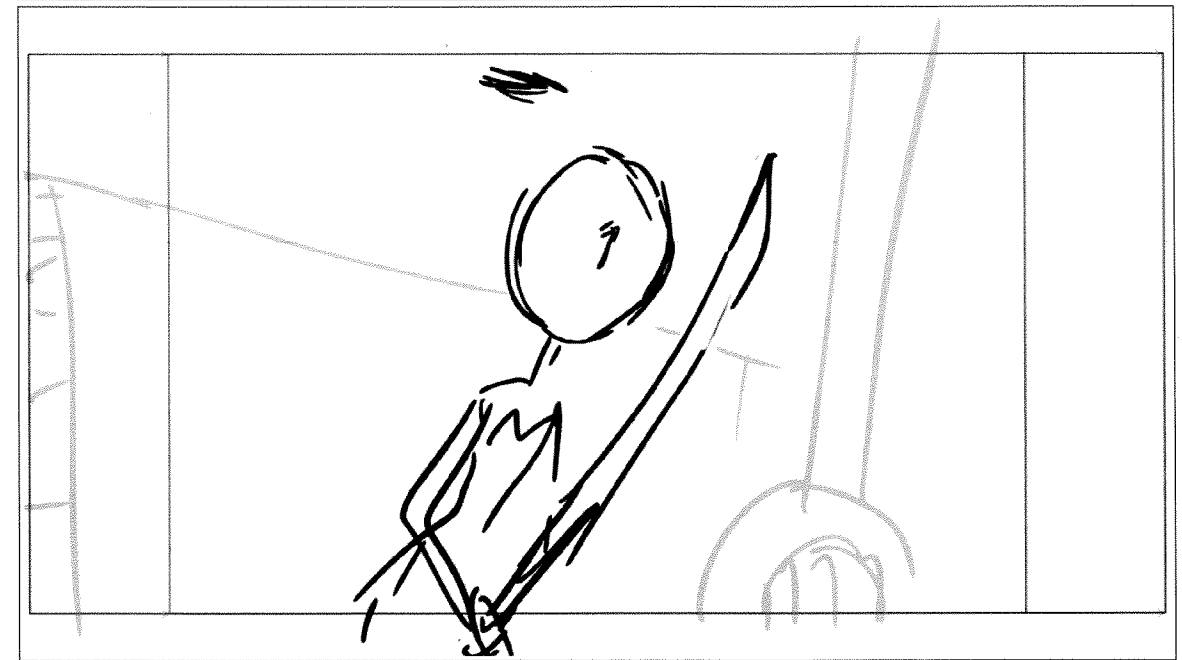
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Scene	Panel
208	CONT 5



Slugging  
 ADJ: 0.06

Scene	Panel
208	CONT 6



Slugging  
 ADJ: 0.05

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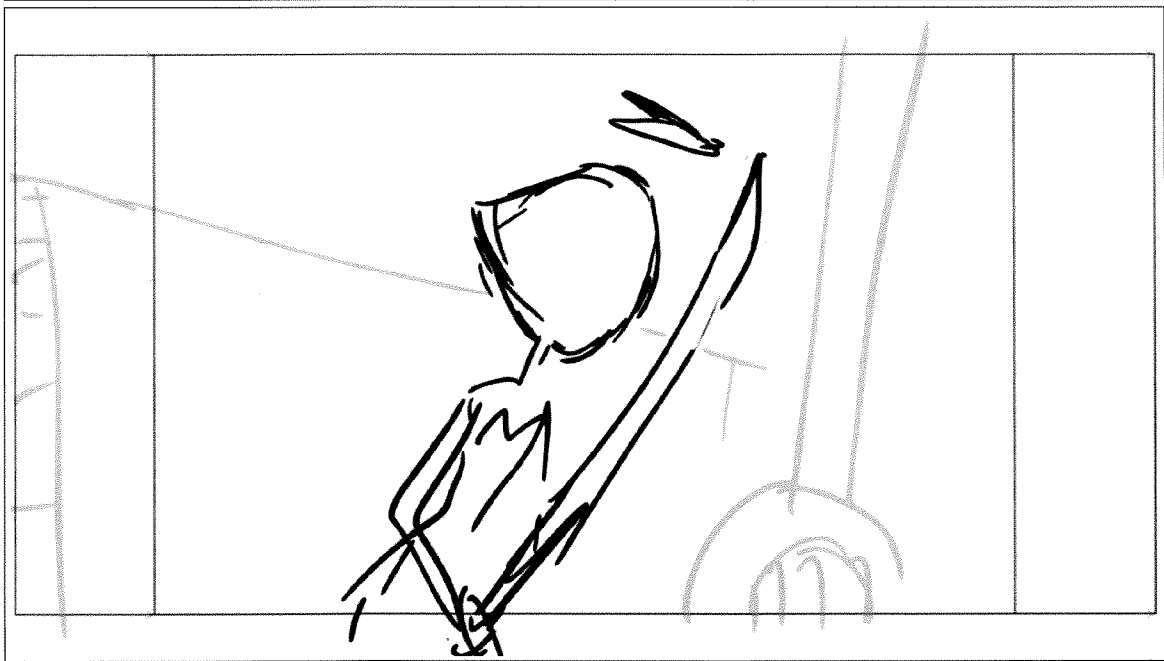
1020.013

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1020.013

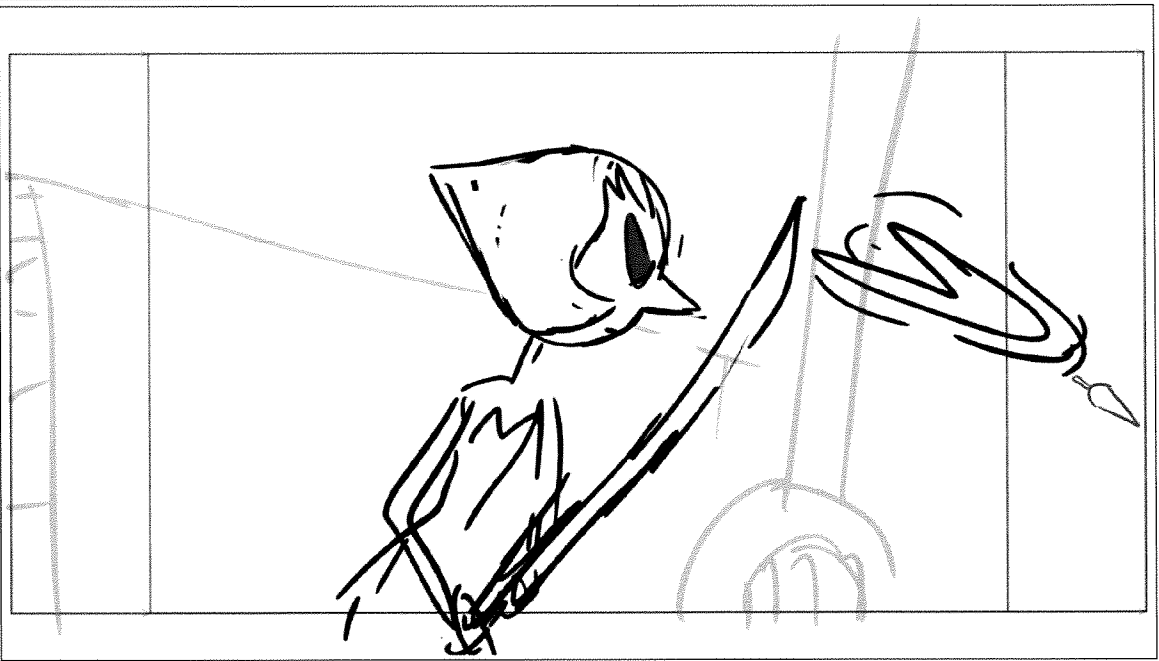


Scene	Panel
208	<i>cont</i>



Slugging  
ADJ: 0.04

Scene	Panel
208	<i>cont</i>



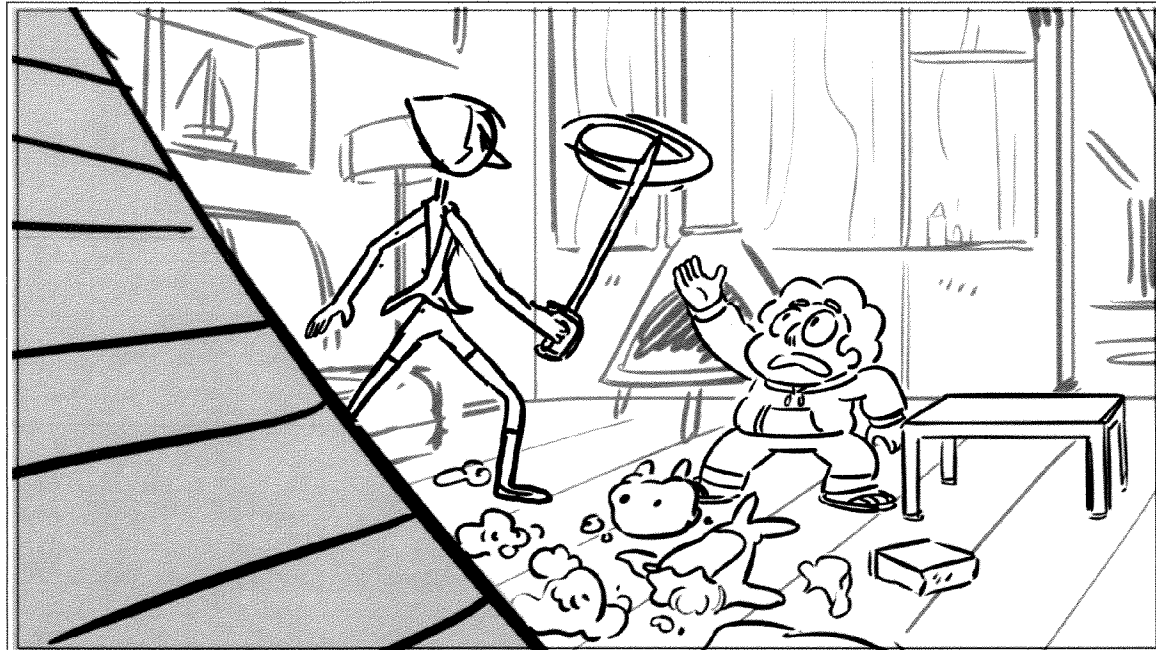
Slugging  
ADJ: 0.06

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Scene	Panel
209	1



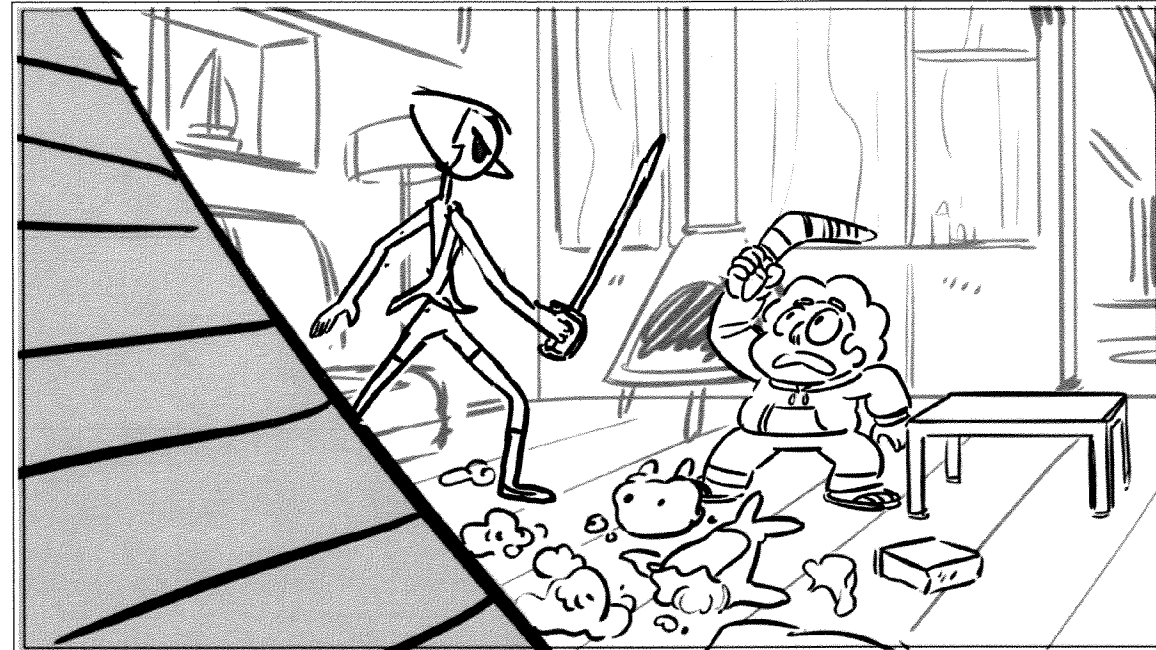
## Action Notes

Holo-Pearl's head is still following boomerang.

## Slugging

0.04

Scene	Panel
209	CONT



## Action Notes

Steven catches boomerang.

Hold for a beat

## Slugging

0.14

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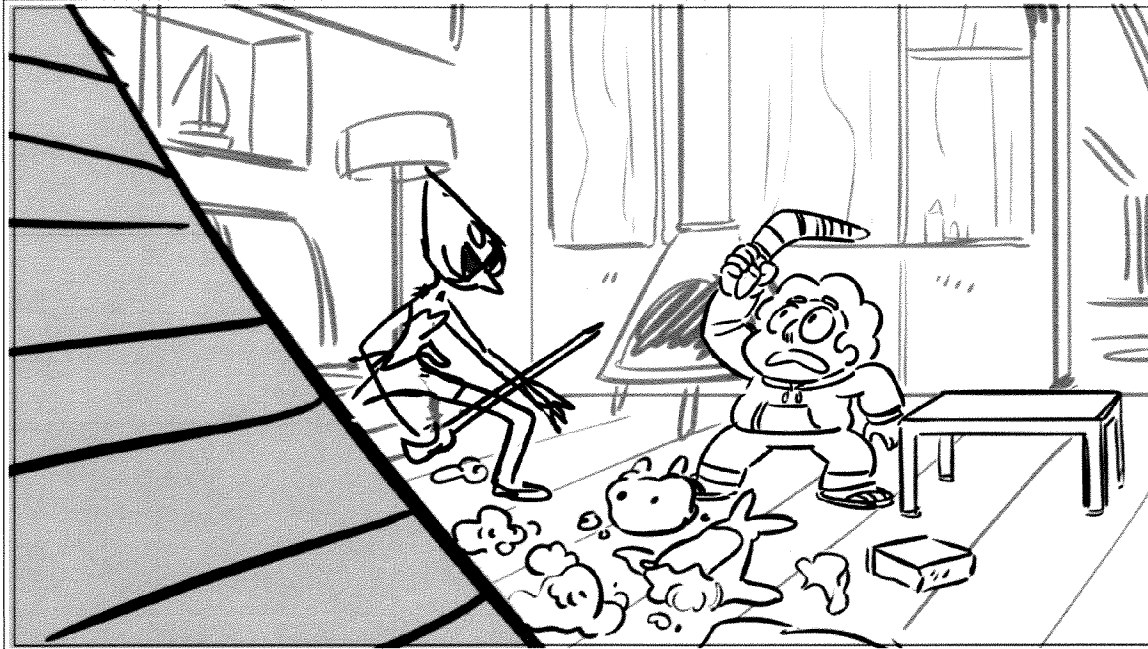
1020.013

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1020.013



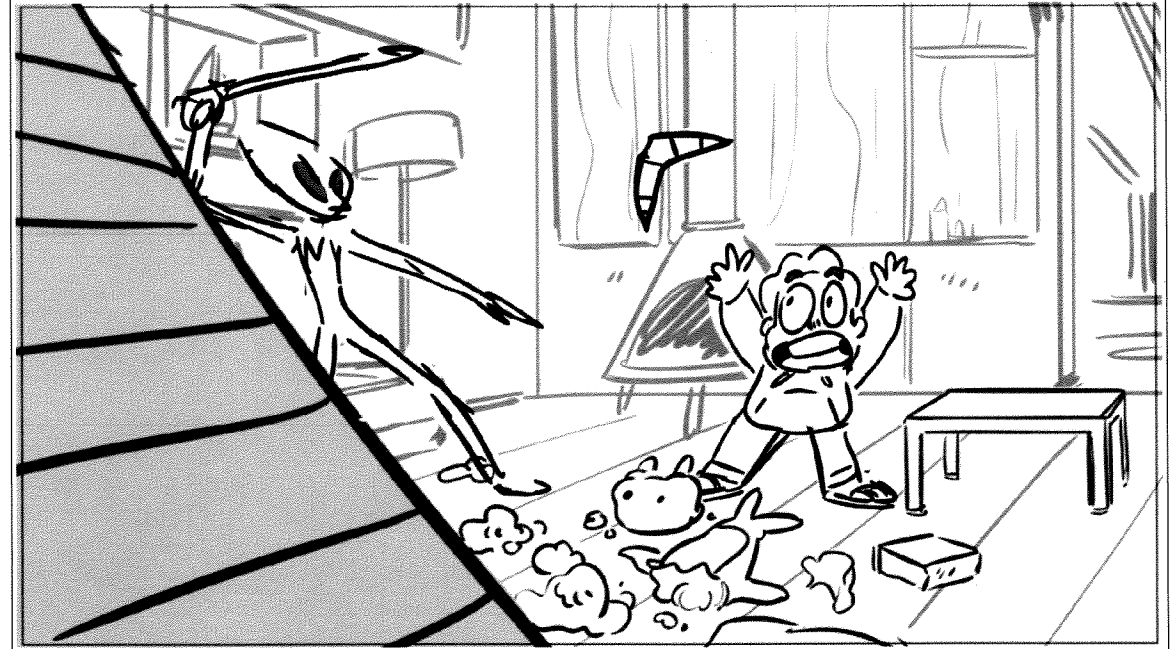
Scene	Panel
209	CONT 3



Action Notes  
Holo-Pearl antics down.

Slugging  
0.09

Scene	Panel
209	CONT 4



Dialogue  
STEVEN: AHHH!!

Action Notes  
Holo-Pearl prepares to attack Steven.  
Steven raises arms in terror, throwing boomerang upward.

Slugging  
0.04

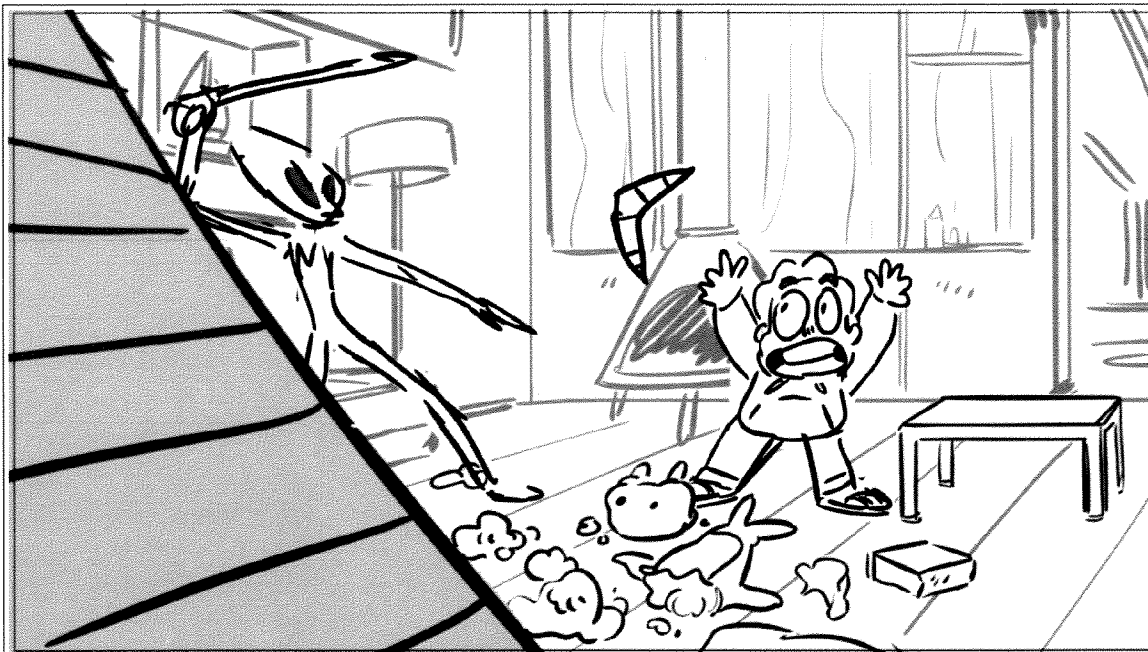
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1020.013

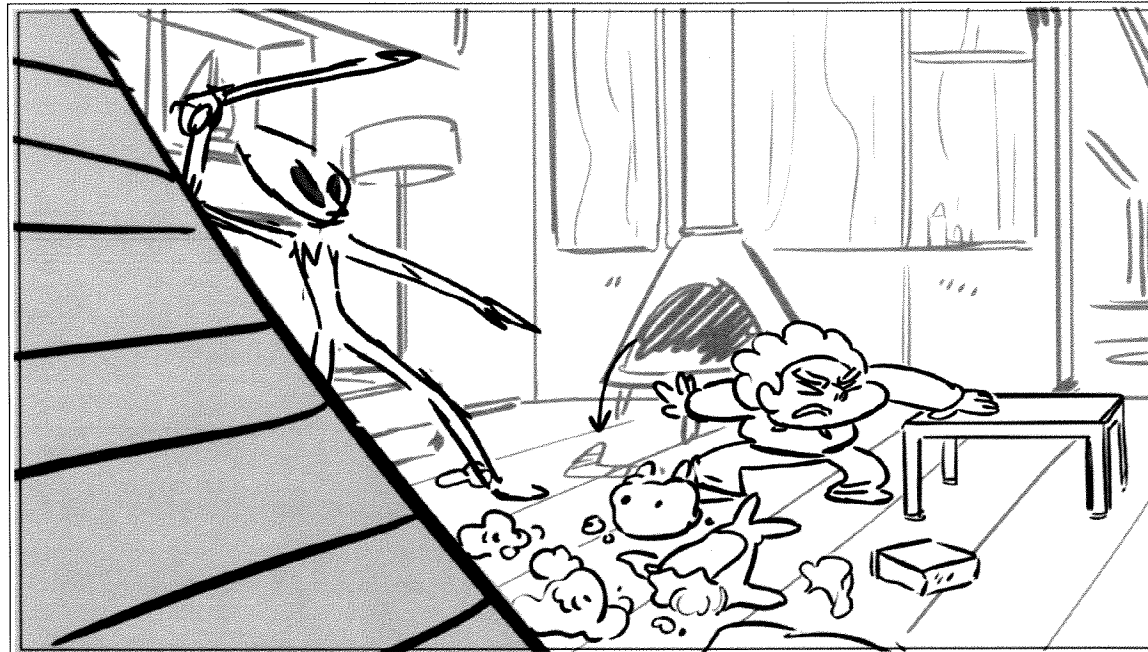
Scene 209 Panel 5  
*CONT*



Action Notes  
Boomerang hangs in air before falling.

Slugging  
0.04

Scene 209 Panel 6  
*CONT*



Action Notes  
Boomerang clatters slightly as it hits floor, Steven grabs onto table.

Slugging  
0.04

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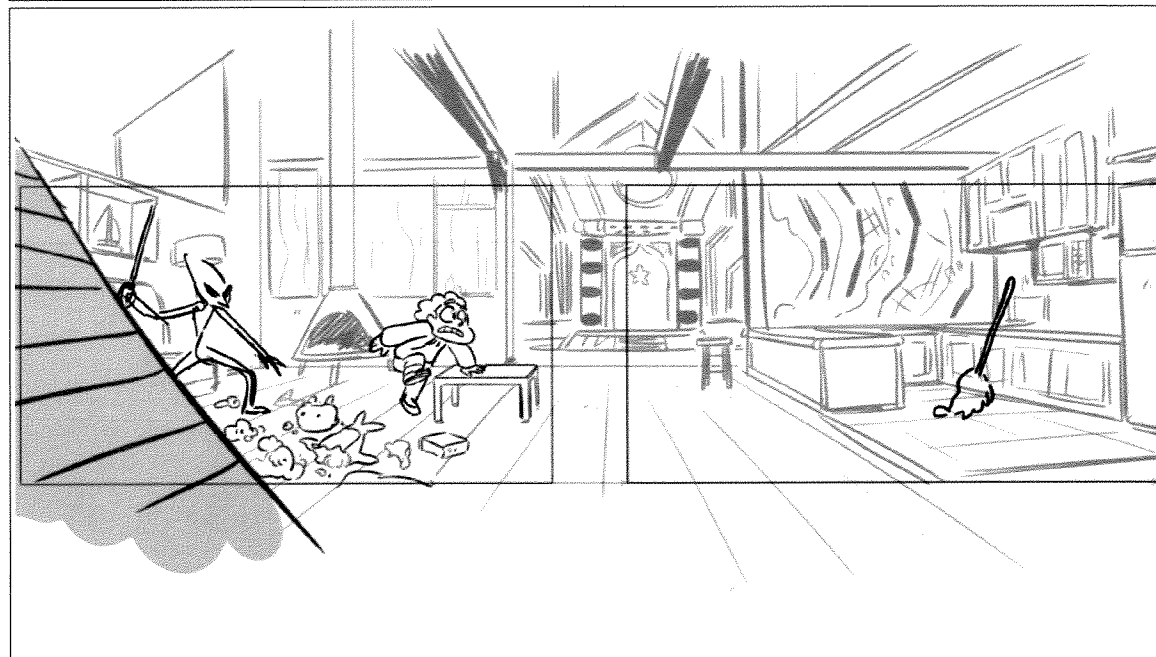
1020.013

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1020.013

Scene	Panel
209	<i>cont</i>

7



## Action Notes

Camera ADJ East - to follow Steven.

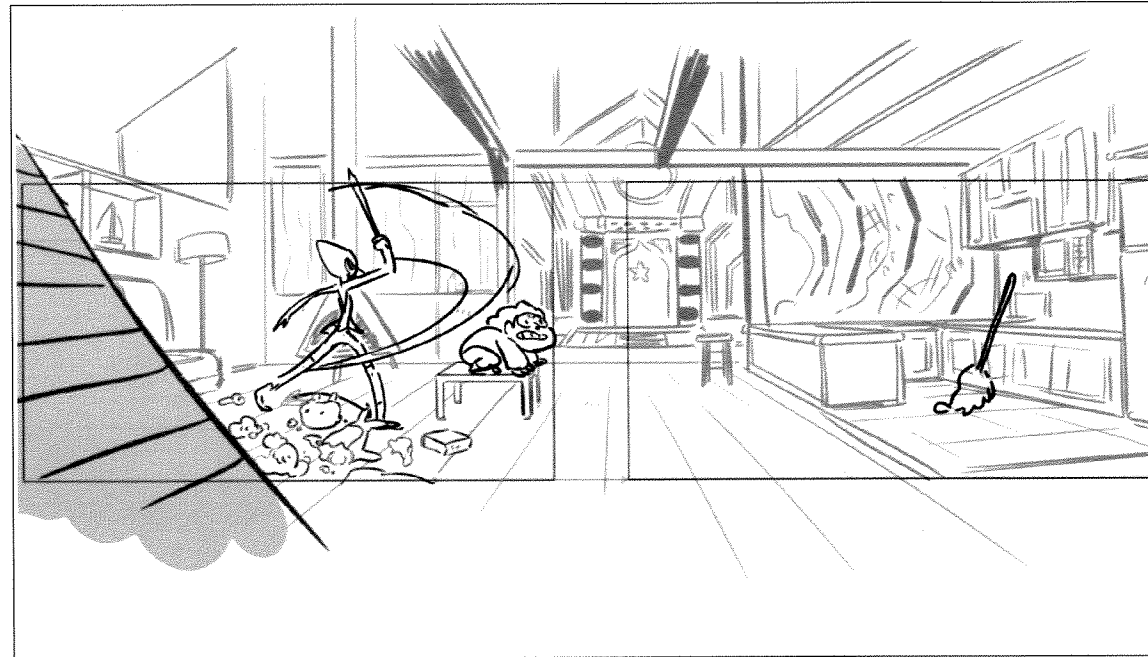
## Slugging

ADJ: 0.04

Total ADJ frames panels 7 to 15 = 3.06

Scene	Panel
209	<i>cont</i>

8



## Action Notes

Holo-Pearl steps forward with right foot.

Steven jumps up onto table just as Holo-Pearl swings sword at him.

## Slugging

ADJ: 0.06

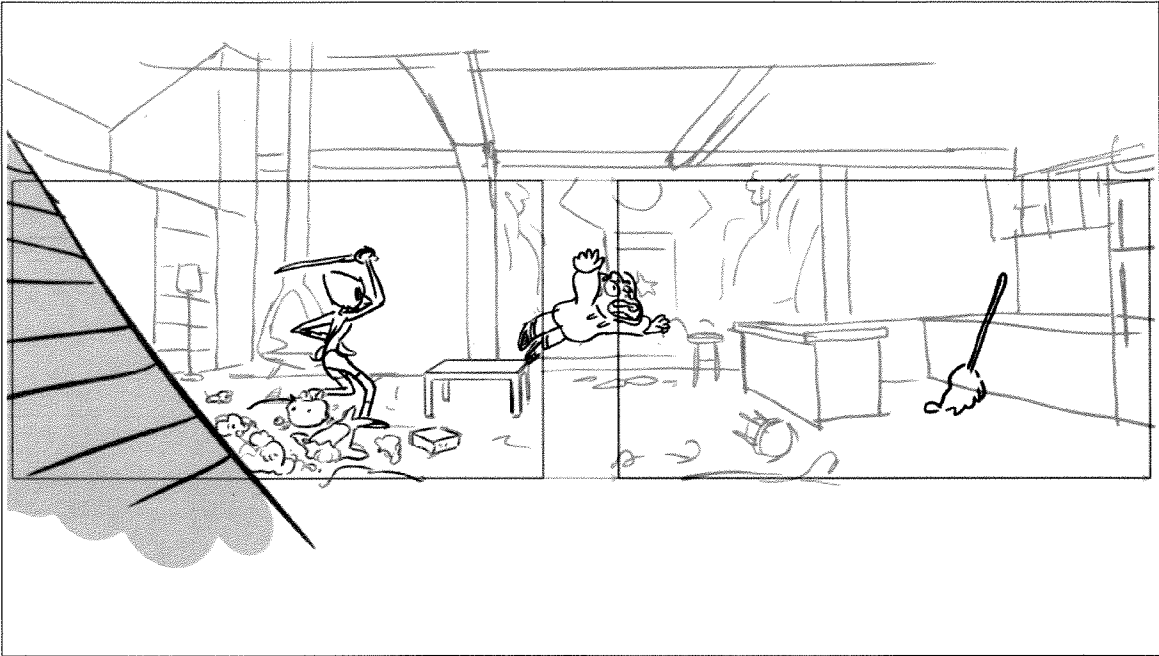
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Scene 209 Panel 9



Dialogue

STEVEN: Woahh!!!

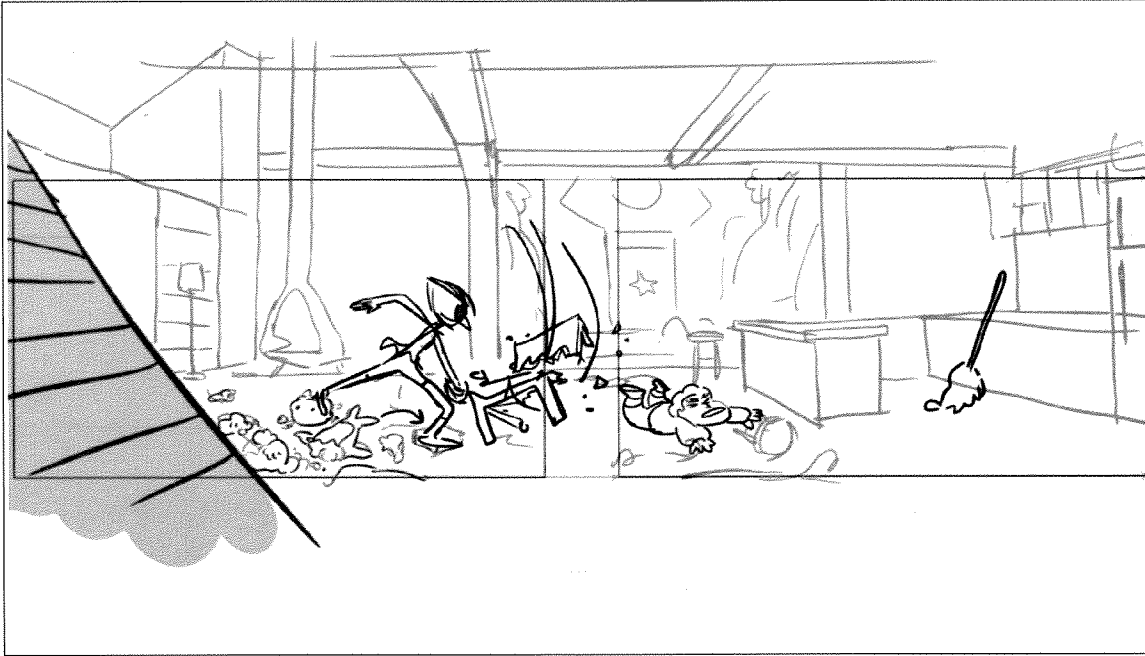
Action Notes

Holo-Pearl steps forward with left foot and plants it behind right foot.  
(position in drawing)  
Steven leaps off of table.

Slugging

ADJ: 0.04

Scene 209 Panel 10



Dialogue

STEVEN: Ooff

Action Notes

Holo-Pearl pushes off left foot and steps forward with right to swing sword at table which slices it in half.  
Steven lands on his belly.

Slugging

ADJ: 0.08

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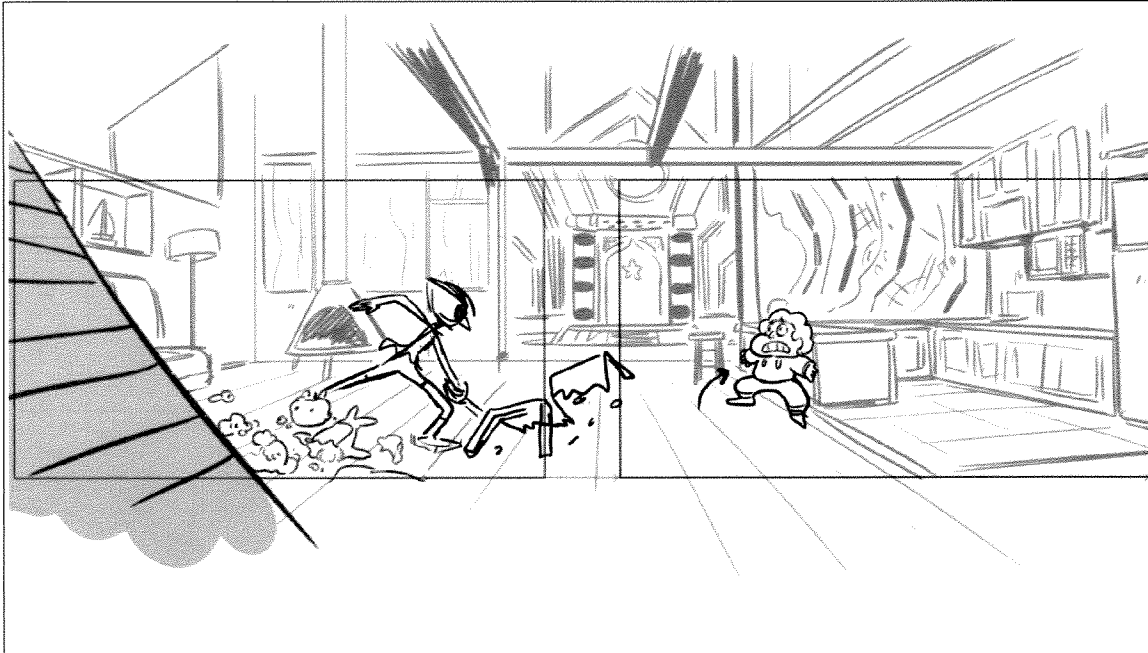
1020.013

1020.013





Scene	Panel
209	CONT 11

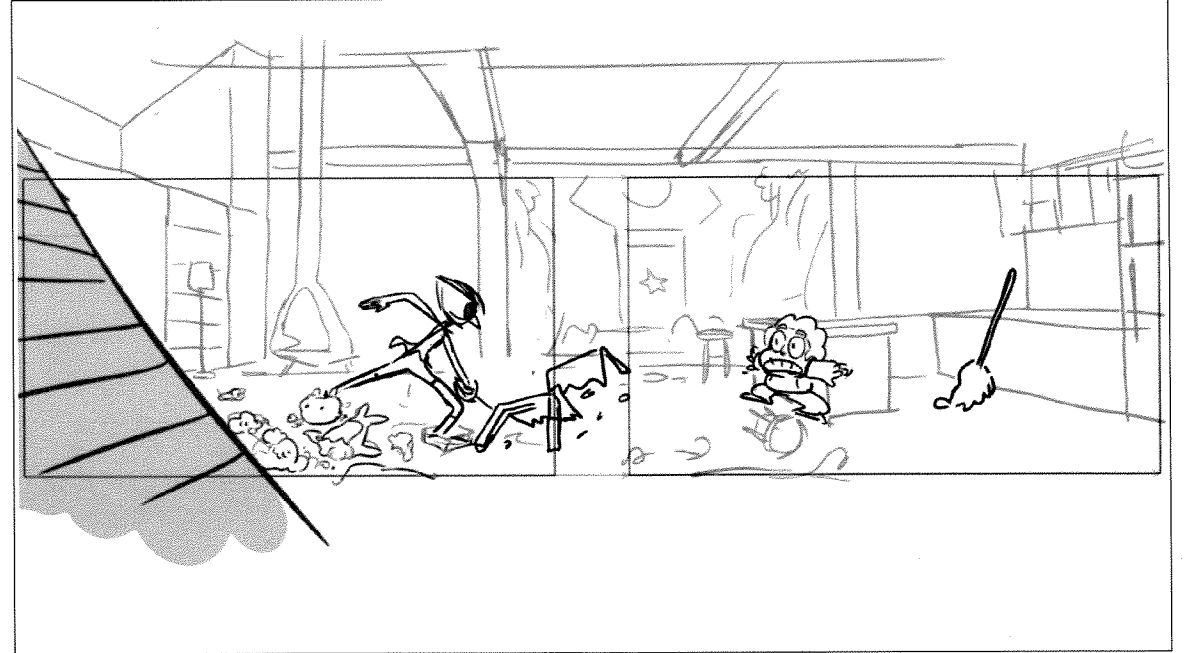


Dialogue  
STEVEN: \*gasp\*

Action Notes  
Steven quickly gets to his feet and braces himself against counter.

Slugging  
ADJ: 0.08

Scene	Panel
209	CONT 12



Action Notes  
Steven's eyes bug out in reaction to Holo-Pearl offscreen.

Slugging  
ADJ: 0.06

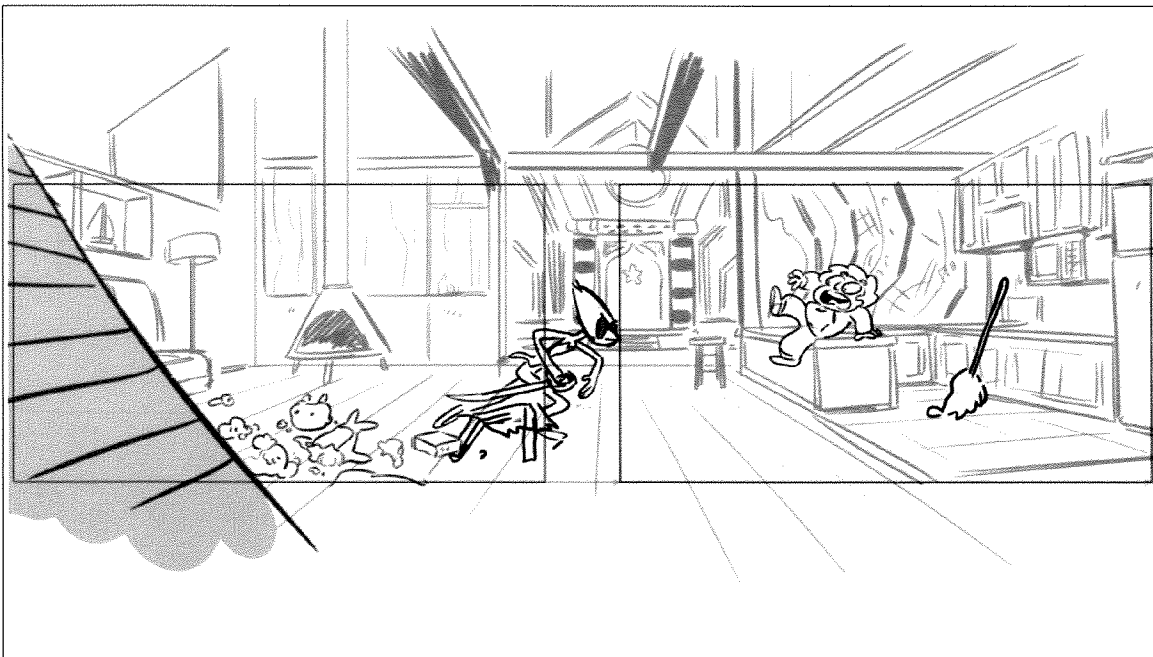
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1020.013

1020.013

1020.013

Scene	Panel
209	13

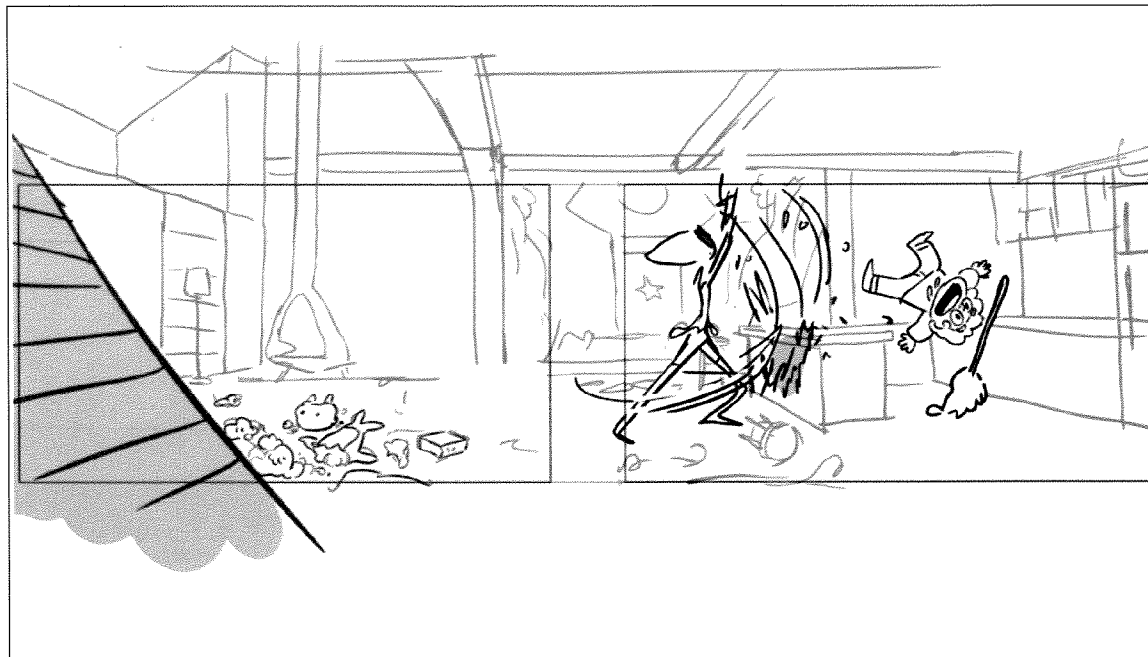
**Action Notes**

Steven scrambles up onto counter as Holo-Pearl enters frame.

**Slugging**

ADJ: 0.04

Scene	Panel
209	14

**Action Notes**

Holo-Pearl slices at counter, knocking Steven off of it.  
Bits of counter fly into the air.

**Slugging**

ADJ: 0.06

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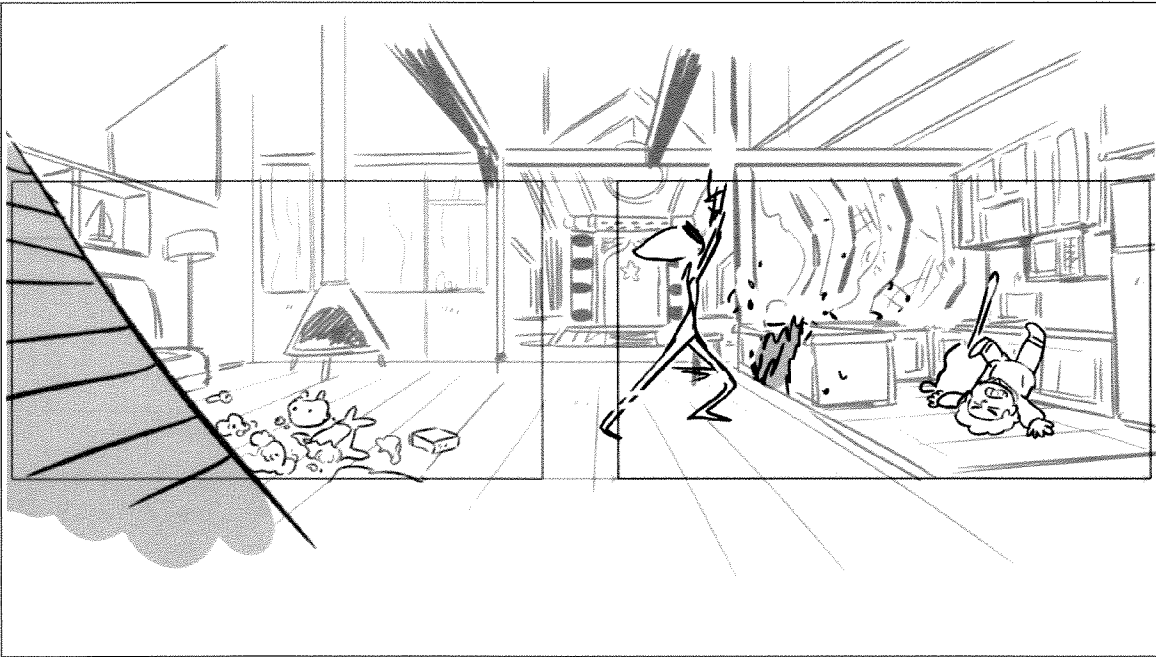
1020.013

1020.013

1020.013



Scene	Panel
209	ant 15



**Action Notes**  
Steven lands on the ground next to mop.  
Counter bits fall to ground.

**Slugging**  
ADJ: 0.08

Scene	Panel
210	1



**Slugging**  
0.12

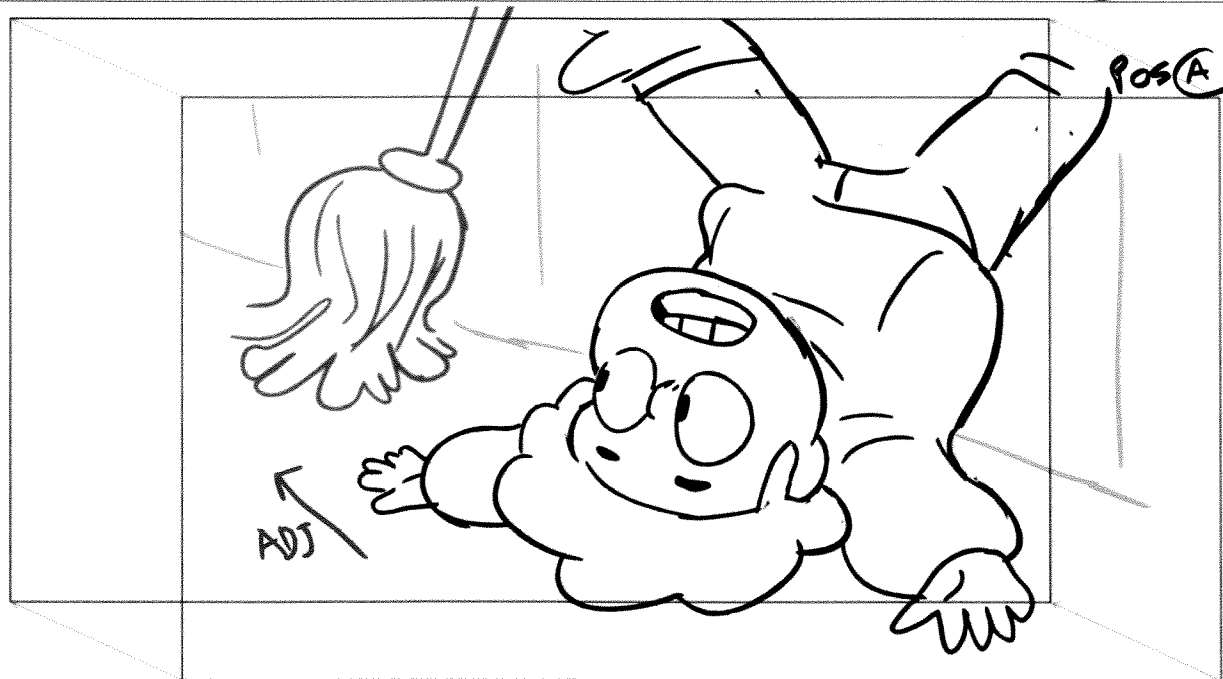
AUG 0 6 2013

1020.013

1020.013

1020.013

Scene 210 Panel 2  
*cont* Pos (B)



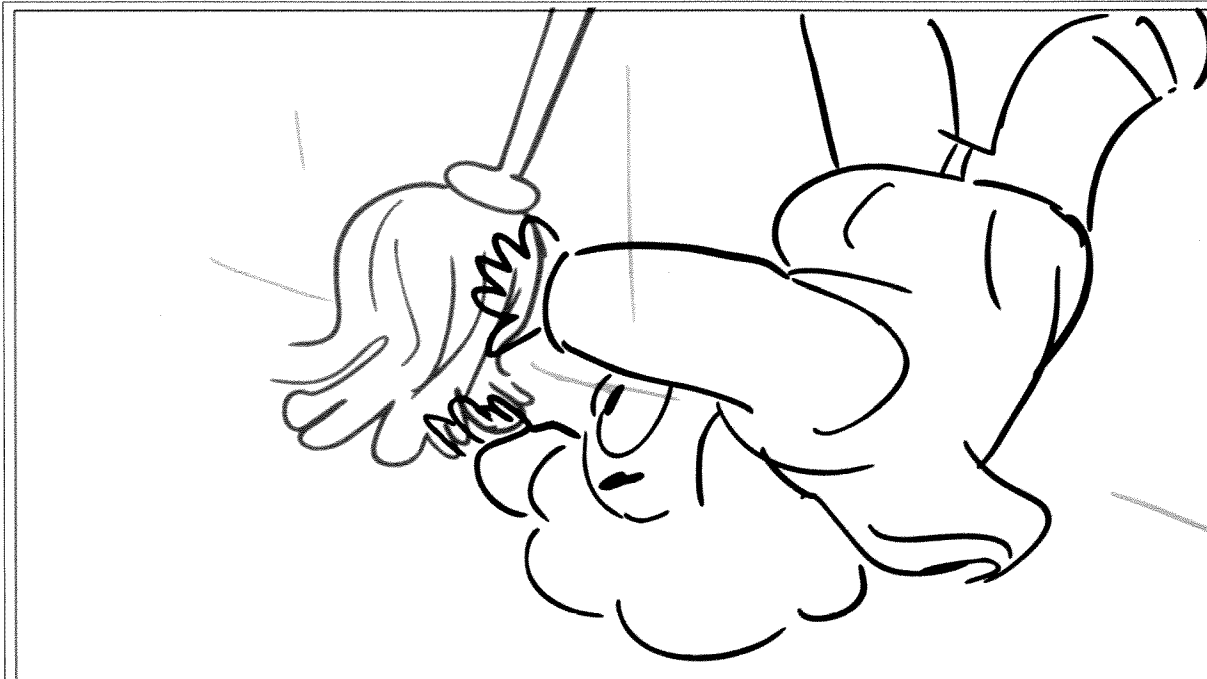
Action Notes

Steven looks over at mop.  
 camera ADJ NW.

Slugging

HOLD: 0.06  
 Then ADJ: 0.05

Scene 210 Panel 3  
*cont*



Action Notes

Steven reaches for the mop.

Slugging

0.13

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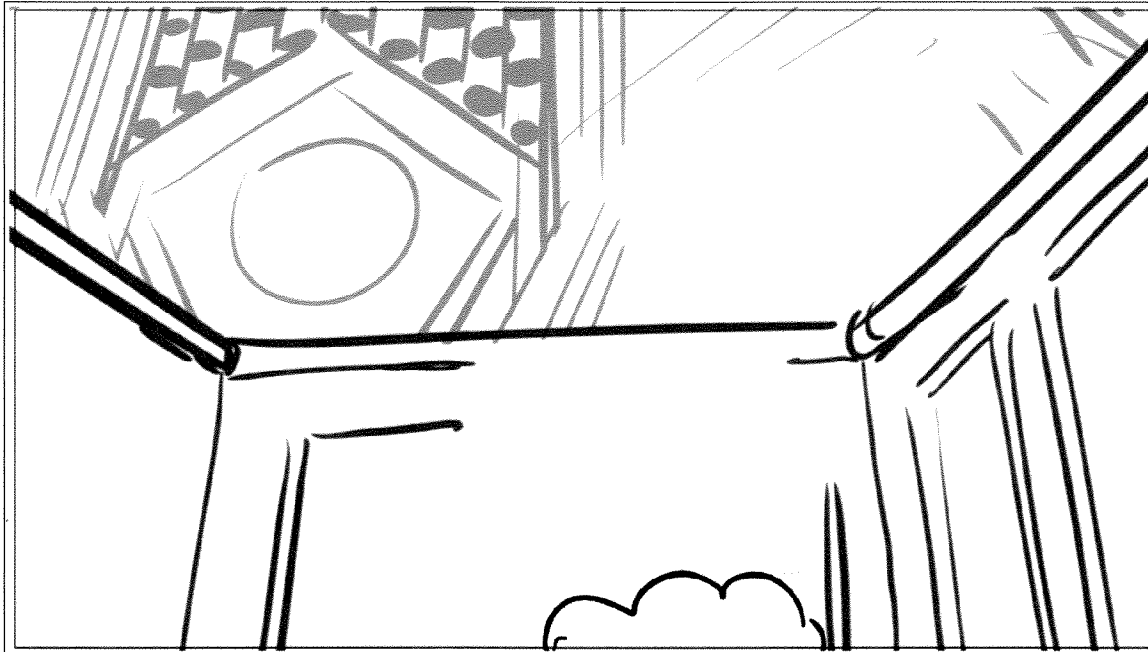
1020.013

1020.013

1020.013

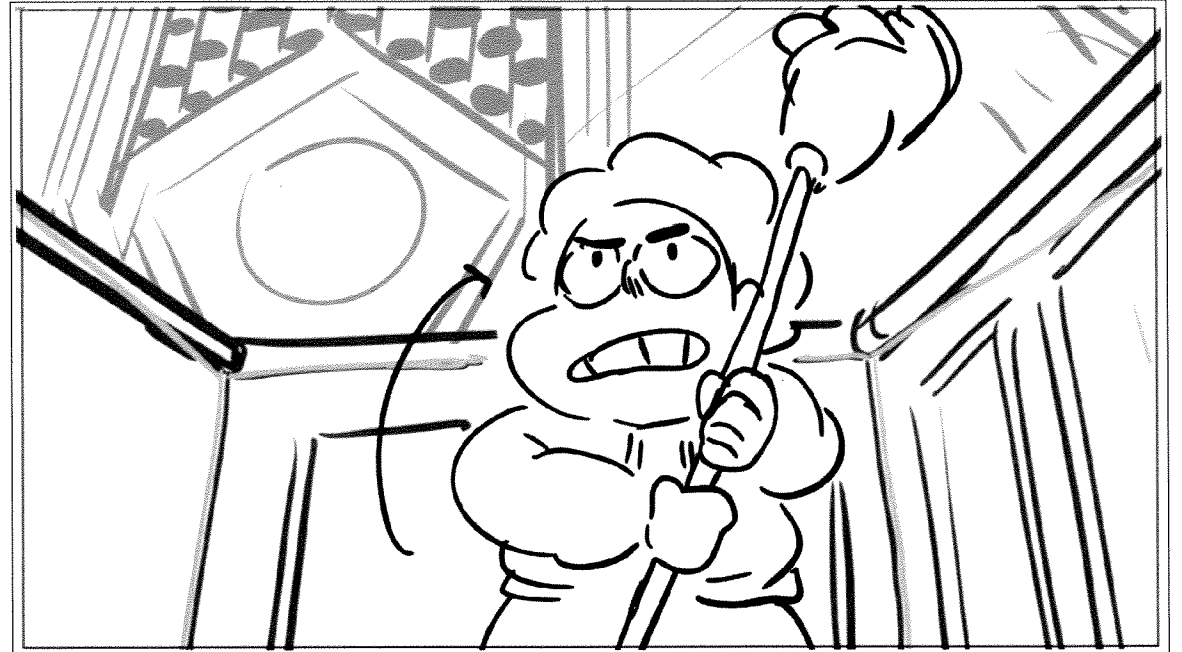


Scene	Panel
211	1



Slugging  
0.08

Scene	Panel
211	2



Action Notes  
Steven pops up, mop head flops after him.

Slugging  
0.10

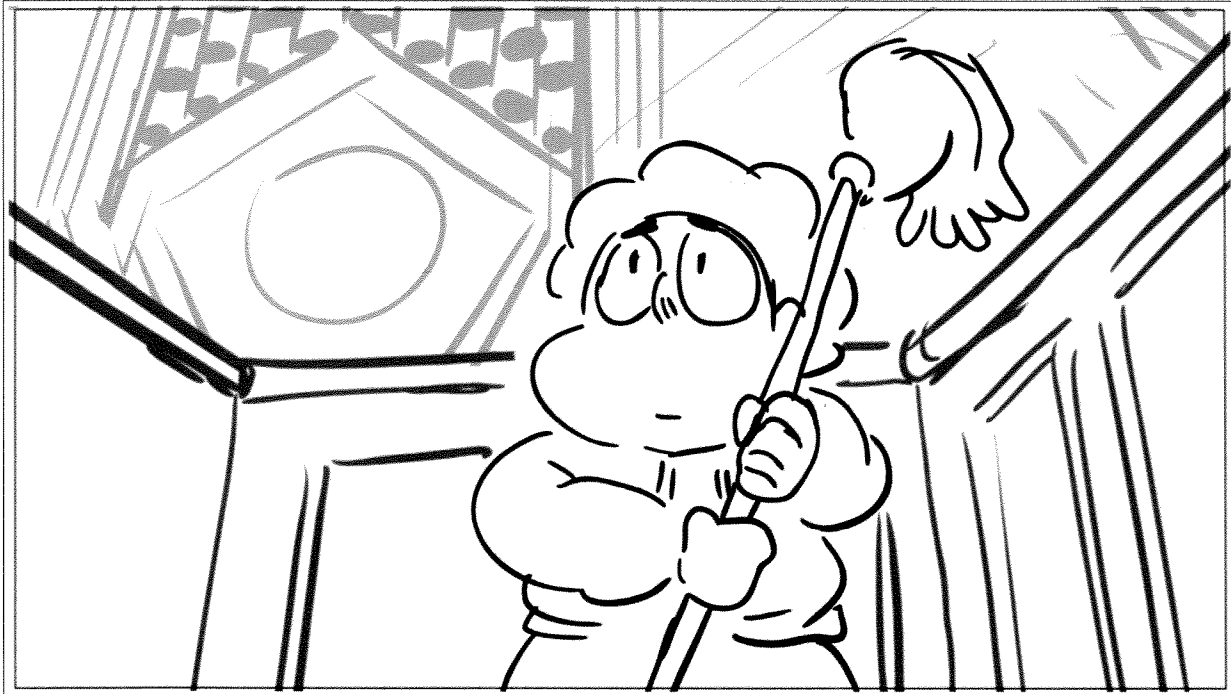
AUG 0 6 2013

1020.013

1020.013

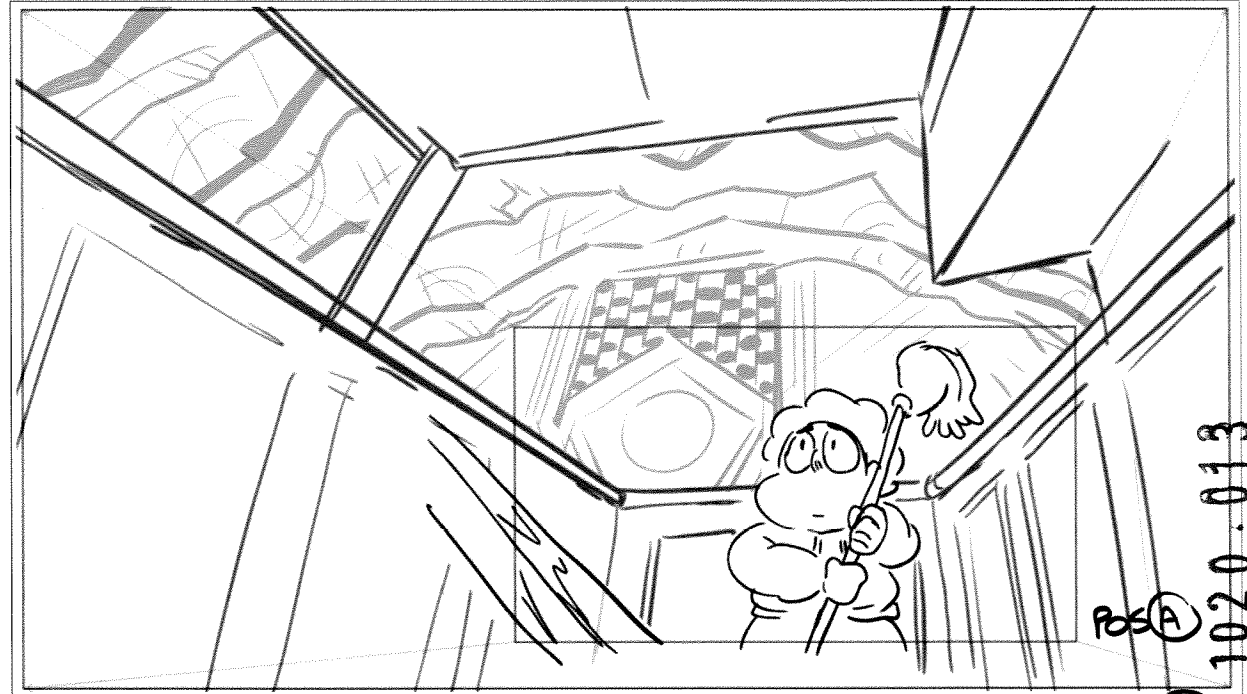
1020.013

Scene 211 Panel 3



Slugging  
0.13

Scene 211 Panel 4



Action Notes  
Camera starts to pull OUT.  
Holo-Pearl's sword appears in bottom left frame.

Slugging  
ADJ: 0.06

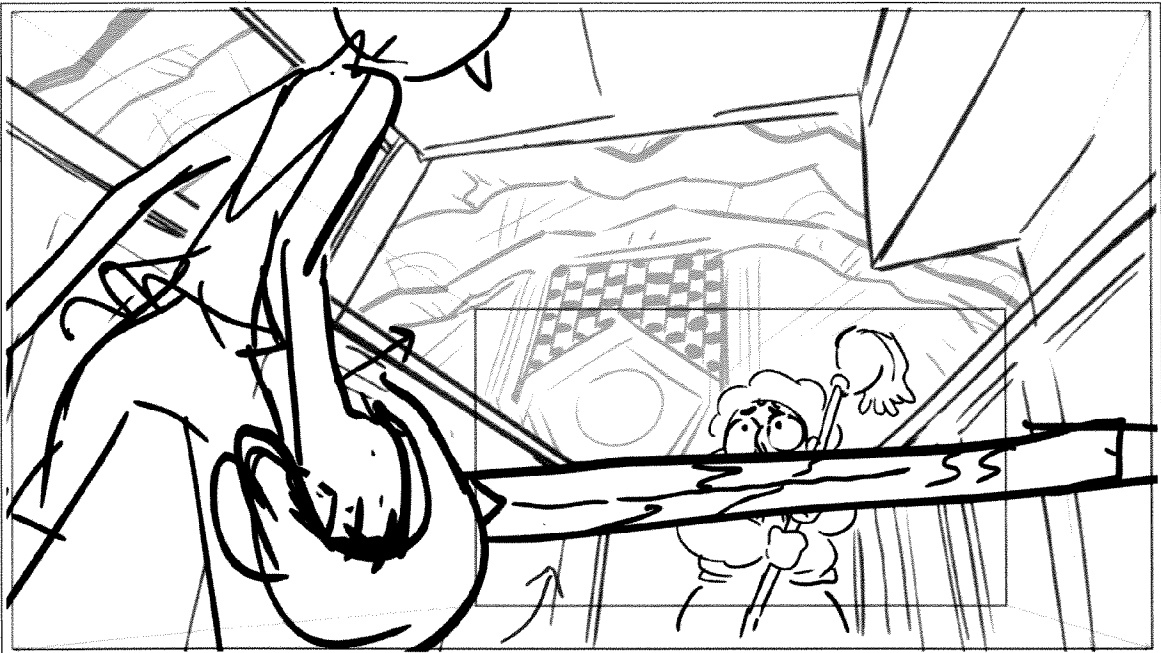
AUG 0 6 2013

1020.013

1020.013  
PDS A  
PDS B



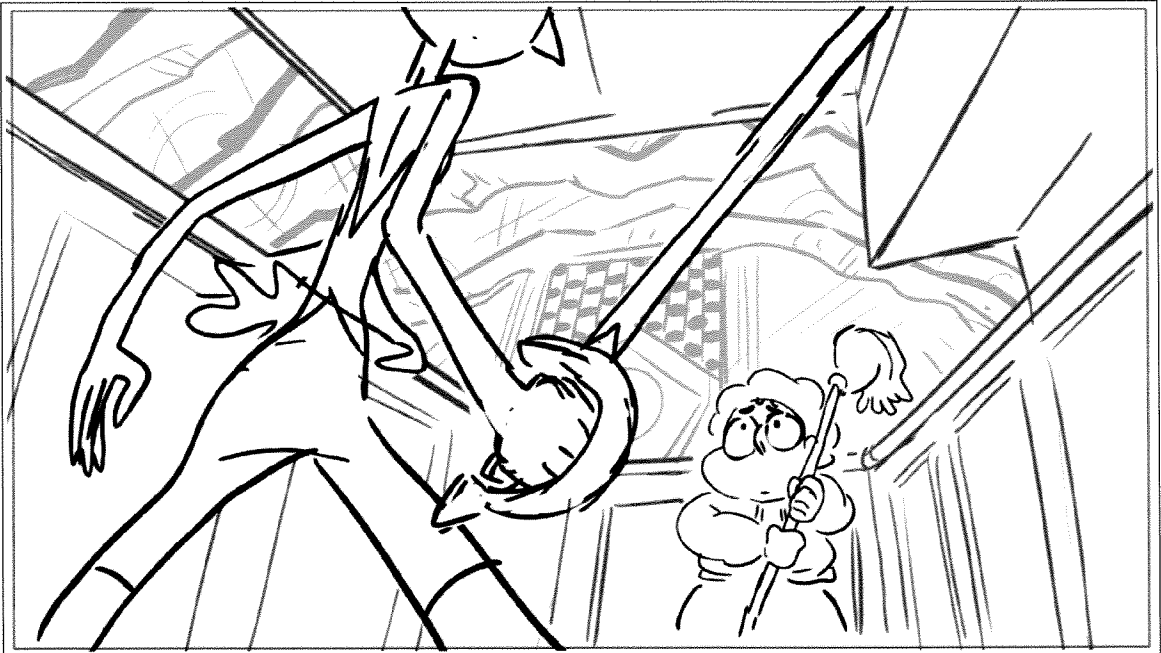
Scene 211 Panel 5



Action Notes  
Camera pulls OUT sharply as Holo-Pearl steps forward.

Slugging  
ADJ: 1.04

Scene 211 Panel 6



Action Notes  
Holo-Pearl slowly raises sword.

Slugging  
1.03

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1020.013

1020.013



Scene	Panel
212	1



Action Notes  
Holo-Pearl slowly moves forward.

Slugging  
0.09

Scene	Panel
212	cont



Action Notes  
Holo-Pearl glitches, sword is unaffected.

Slugging  
0.06

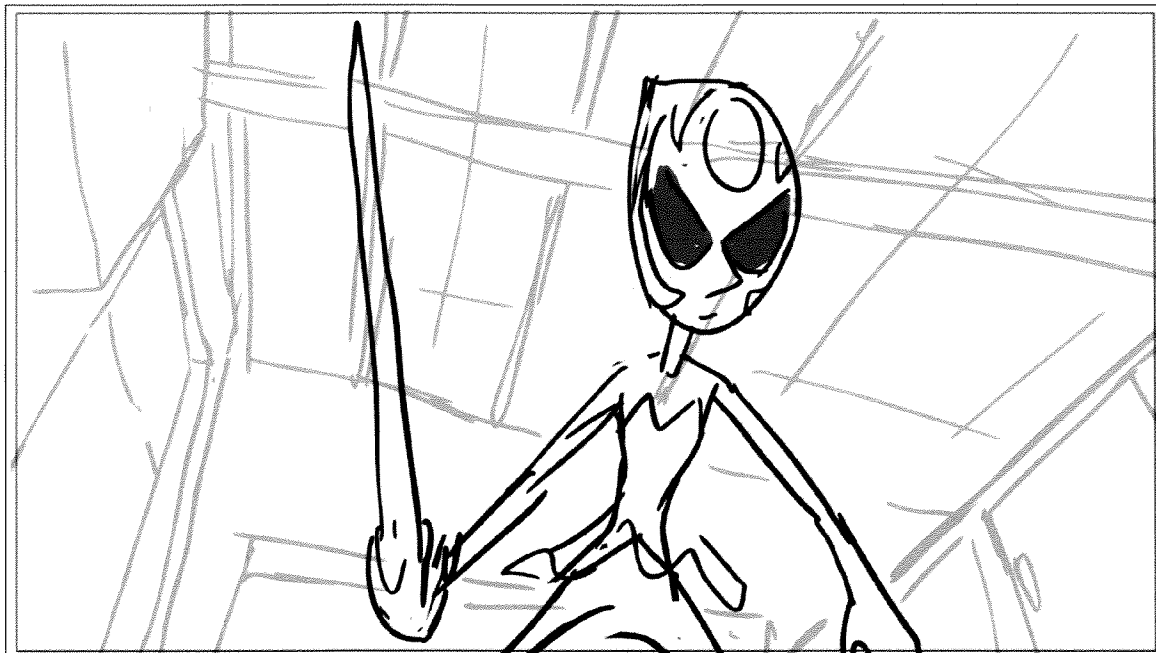
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1020.013



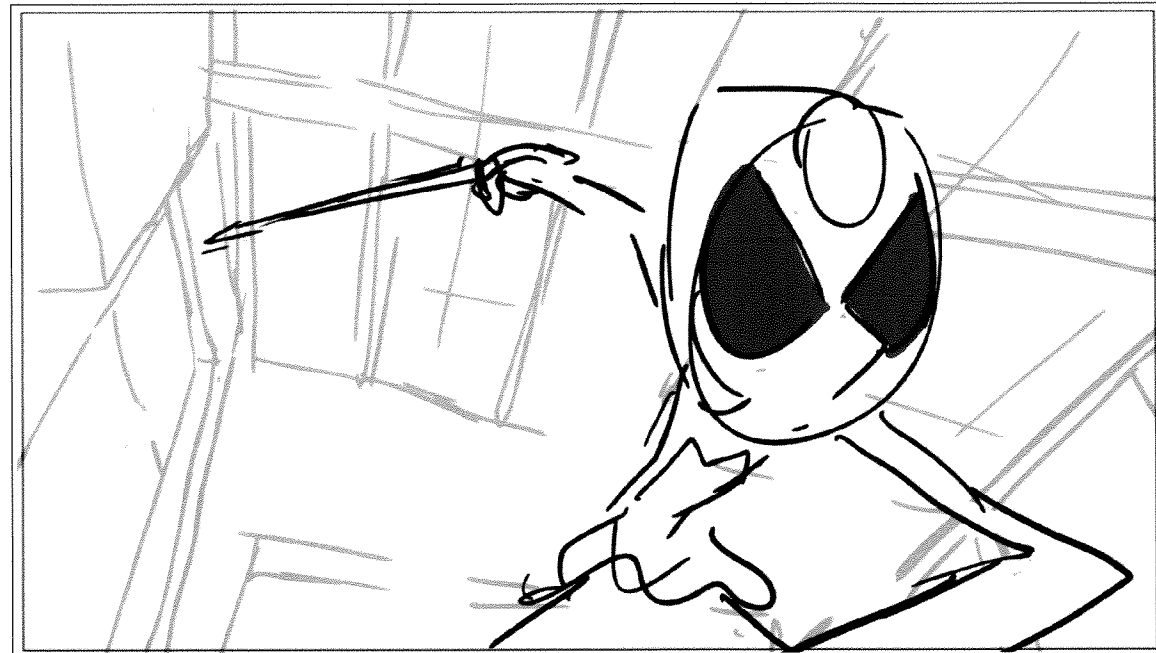
Scene 212 Panel 3



Slugging

Panels 3 + 4 = 0.06

Scene 212 Panel 4



Action Notes

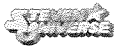
Holo-Pearl leans in quickly, pulling sword back behind it.

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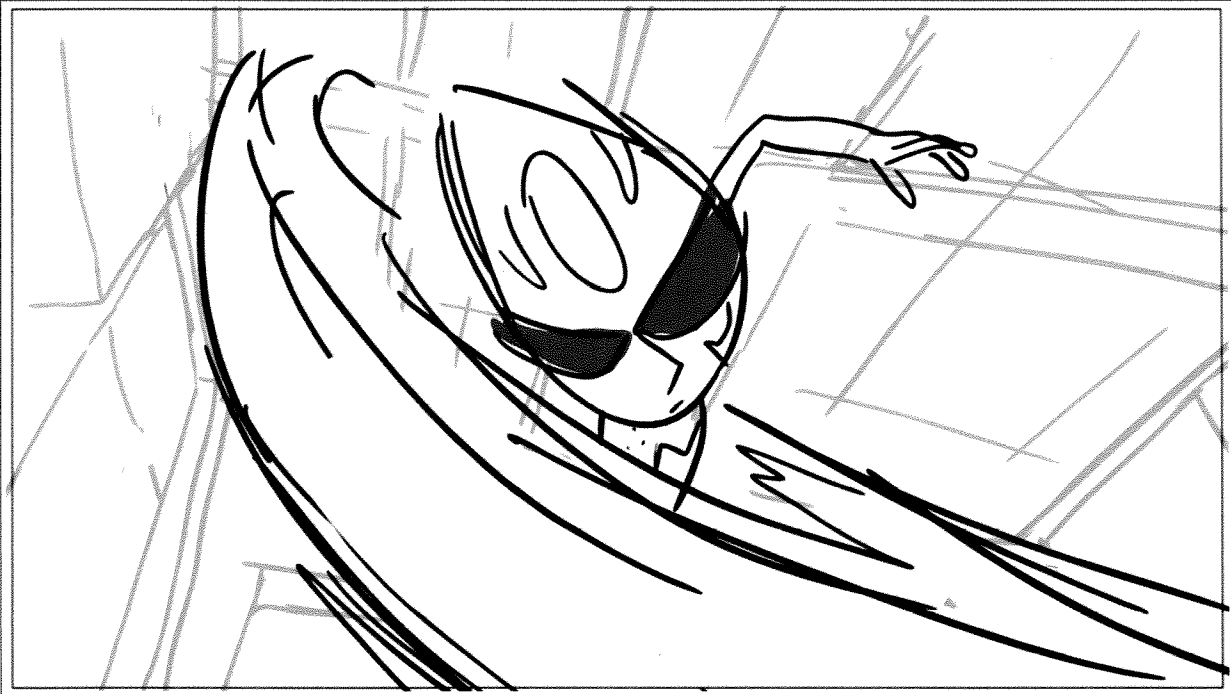
1020.013

1020.013

1020.013



Scene	Panel
212	5



Action Notes  
Holo-Pearl swings sword down at camera, sword appears as a metallic blur.

Slugging  
0.04

Scene	Panel
213	1



Action Notes  
Steven blocks repeated sword strikes with end of mop, tiny wood splinters fly off.

Slugging  
0.04

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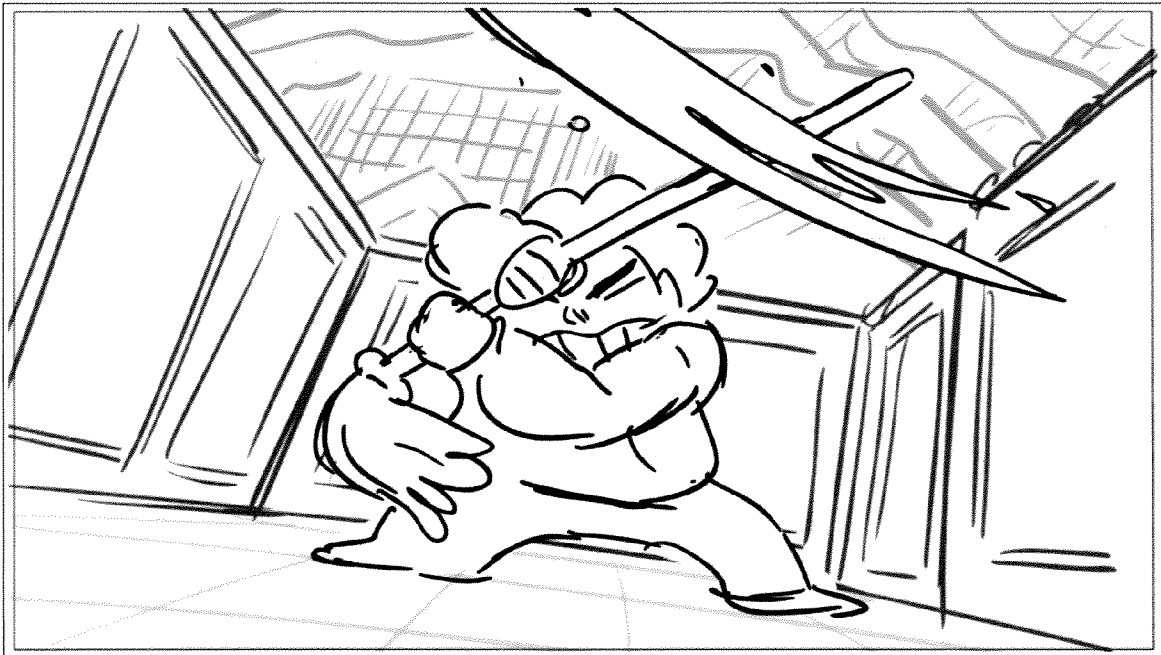
1020.013

1020.013

1020.013



Scene	Panel
213	<i>cont</i>



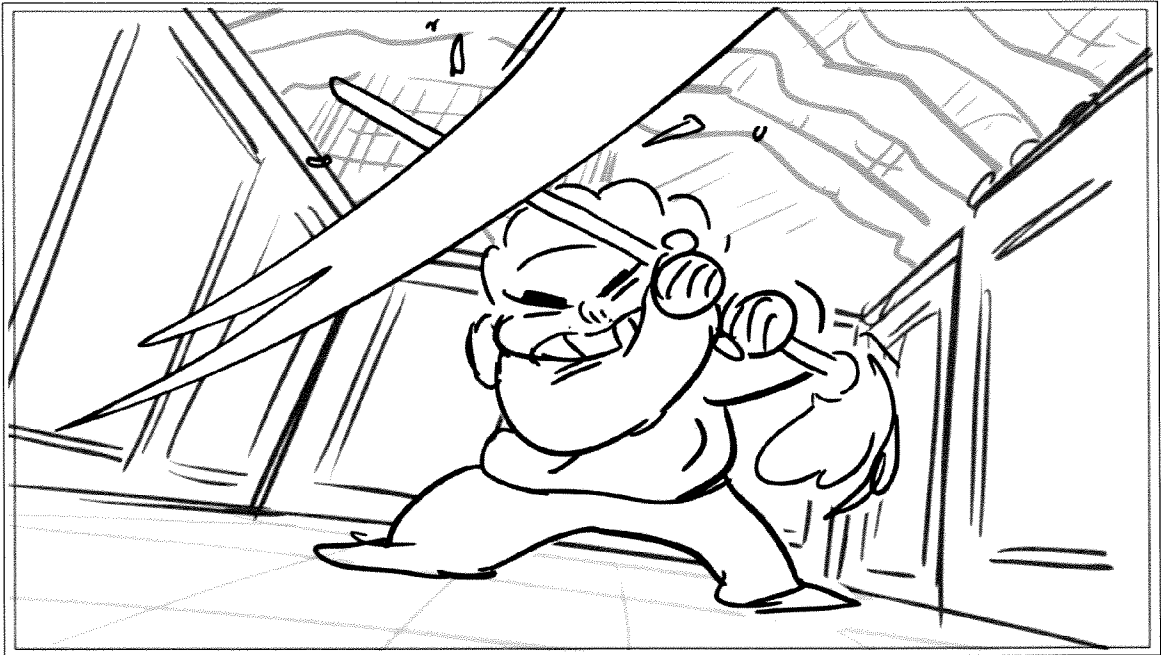
Action Notes

Steven blocks repeated sword strikes with end of mop, tiny wood splinters fly off.

Slugging

0.04

Scene	Panel
213	<i>cont</i>



Action Notes

Steven blocks repeated sword strikes with end of mop, tiny wood splinters fly off.

Slugging

0.04

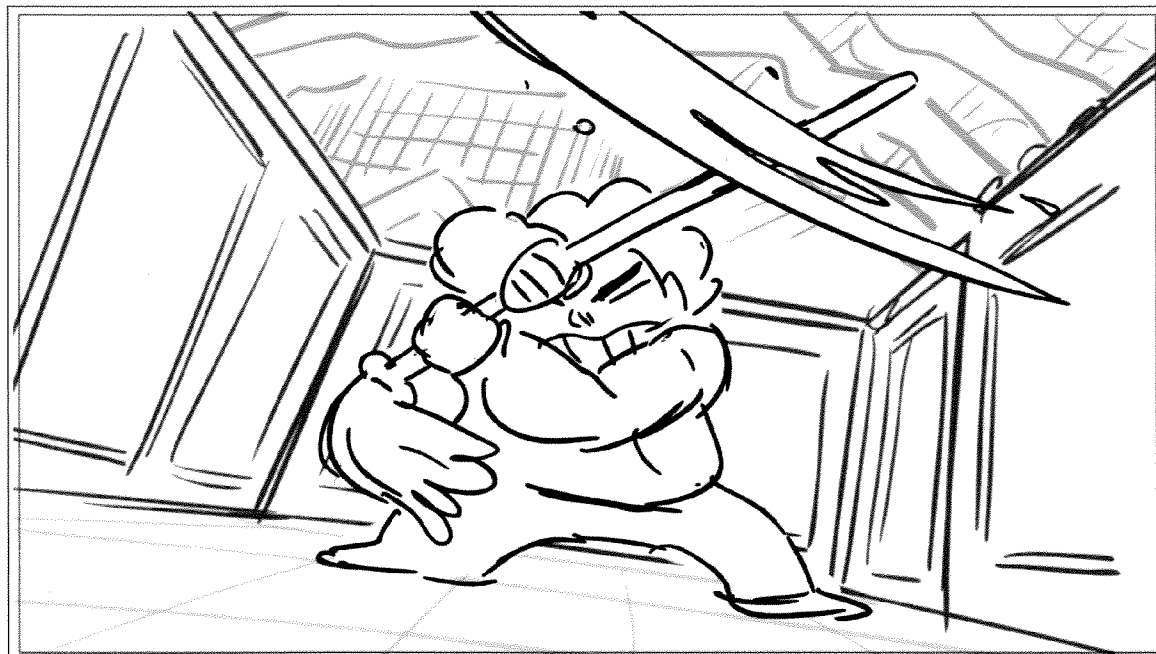
AUG 06 2013

1020.013

1020.013

1020.013

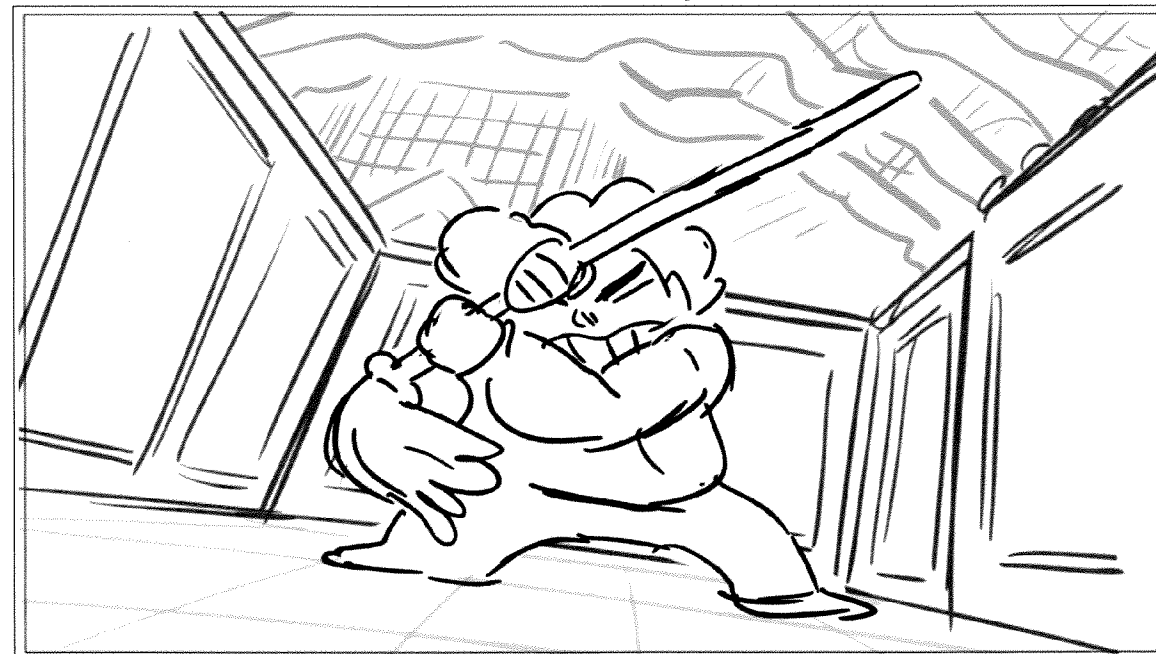
Scene	Panel
213	cont 4



**Action Notes**  
Steven blocks repeated sword strikes with end of mop, tiny wood splinters fly off.

**Slugging**  
0.04

Scene	Panel
213	cont 5



**Action Notes**  
Hold for a beat.

**Slugging**  
1.00

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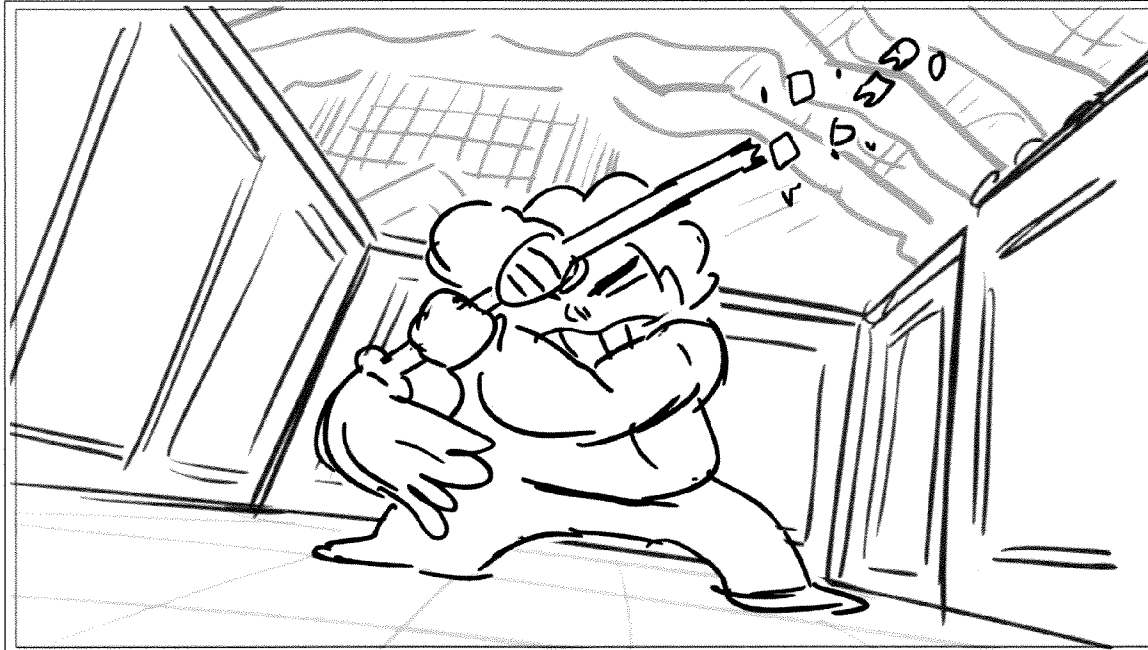
1020.013

1020.013

1020.013



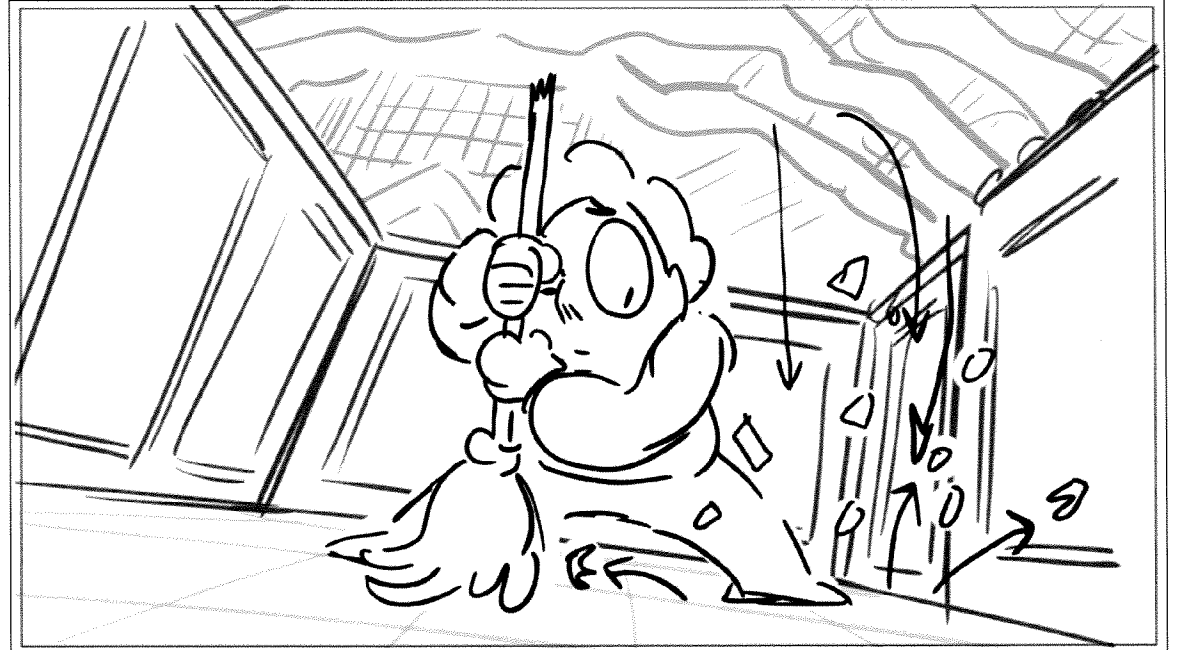
Scene	Panel
213	<i>CONT</i>
6	



Action Notes  
End of mop splits into multiple pieces.

Slugging  
0.07

Scene	Panel
213	<i>CONT</i>
7	



Action Notes  
Mop bits fall and bounce off of floor.

Slugging  
1.00

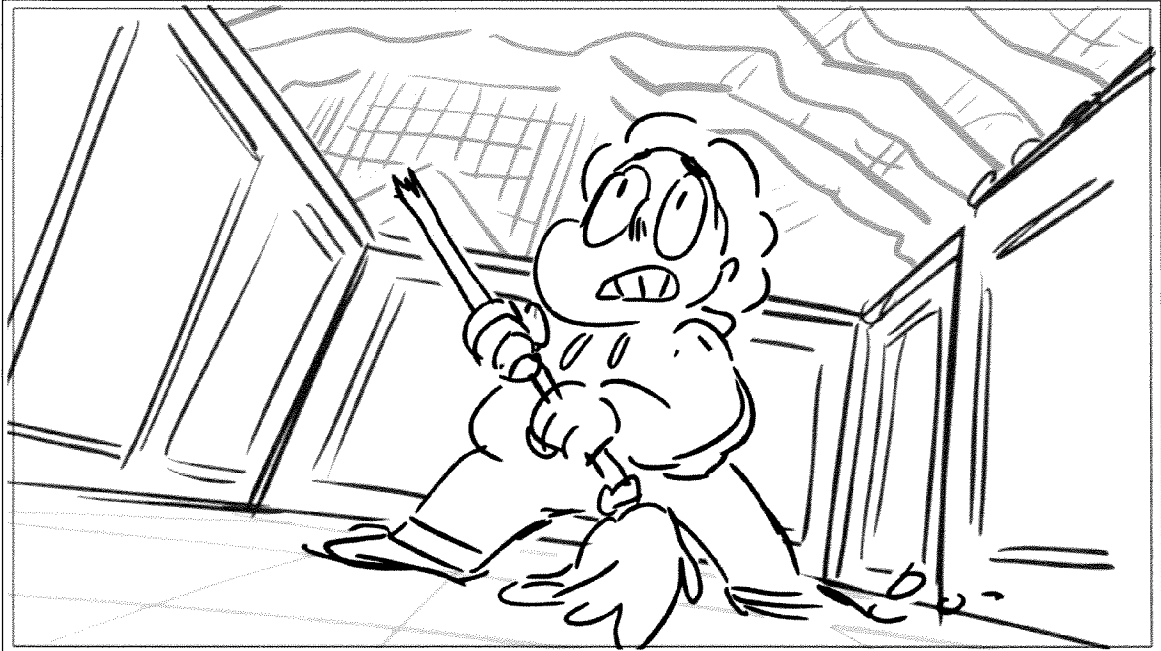
AUG 06 2013

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1020.013

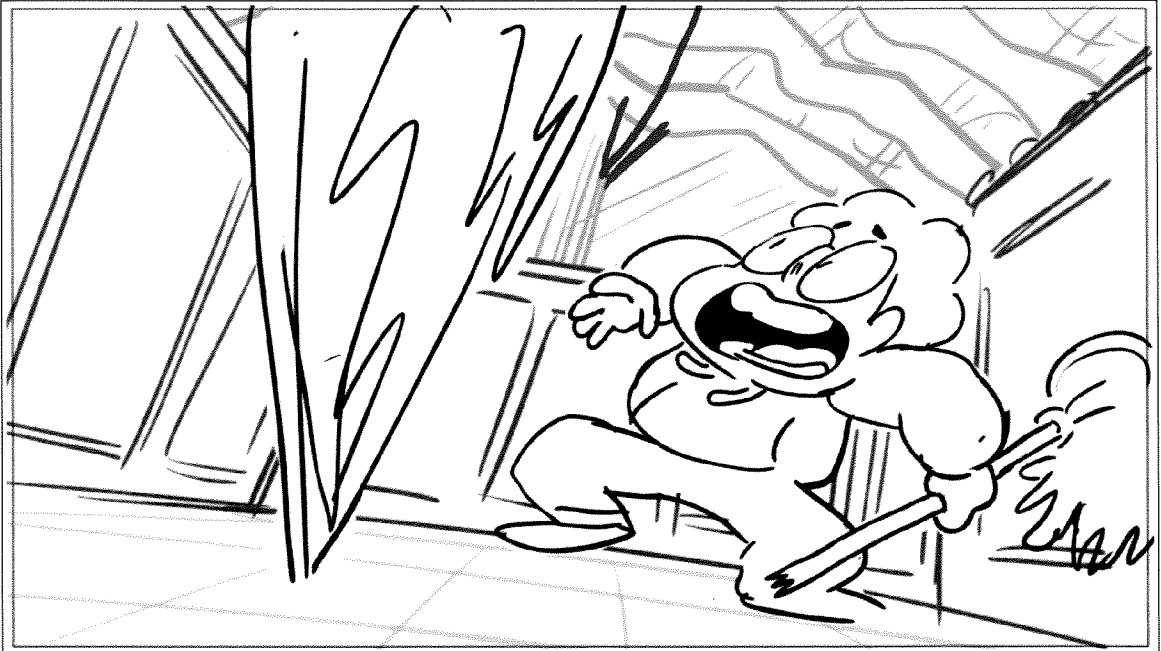
Scene 213 Panel 8  
CONT



Action Notes  
Steven looks up in fright.

Slugging  
0.12

Scene 213 Panel 9  
CONT



Dialogue  
STEVEN: AIEHH!!

Action Notes  
Holo-Pearl swings sword at Steven, Steven dodges to the East.

Slugging  
0.15

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1020.013

1020.013

1020.013



Scene	Panel
214	1

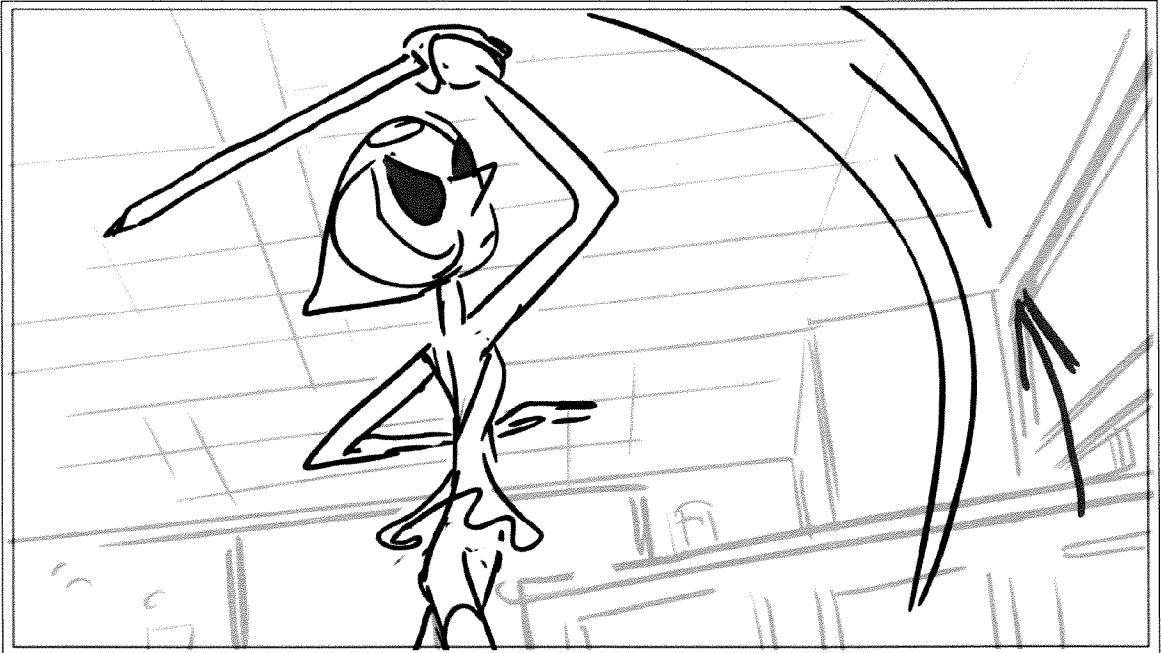


Dialogue  
STEVEN (os): AIEHH!!

Action Notes  
Holo-Pearl swings sword repeatedly at Steven.

Slugging  
0.06

Scene	Panel
214	2



Slugging  
0.08

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1020.013

1020.013

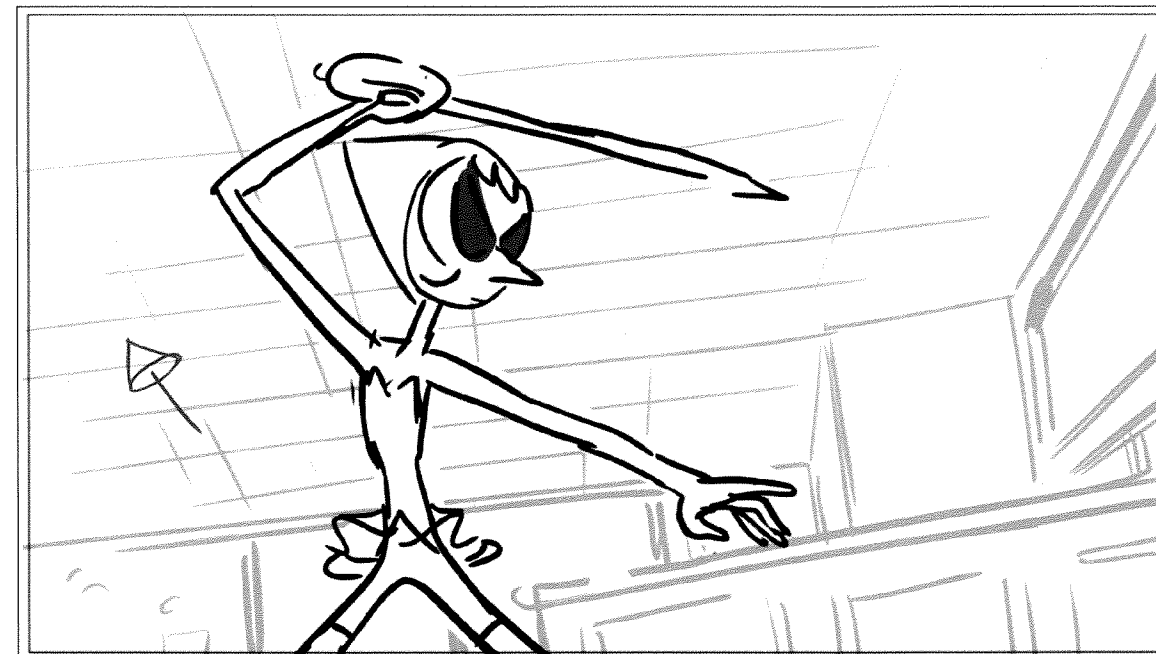
1020.013

Scene	214	Panel	3
		<i>cont</i>	



Slugging  
0.10

Scene	214	Panel	4
		<i>cont</i>	



Slugging  
0.06

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1020.013

1020.013



Scene	Panel
214	CONT 5



Slugging  
0.04

Scene	Panel
215	1



Slugging  
0.02

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1020.013

1020.013

1020.013

Scene 215 Panel 2



Dialogue

STEVEN: Ahh!!

Action Notes

Holo-Pearl stabs sword IN, but Steven dodges out of the way, wood chips and splinters fly into the air.

Slugging

0.12

Scene 215 Panel 3



Action Notes

Holo-Pearl draws sword back OUT of frame.

Slugging

0.04

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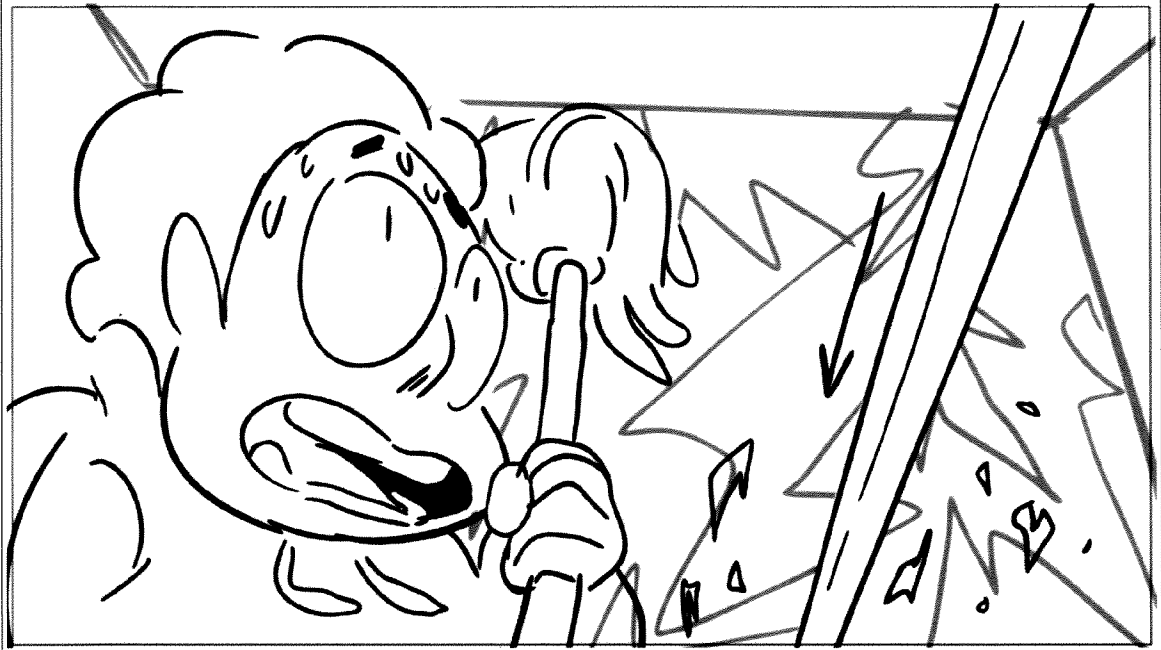
1020.013

1020.013

1020.013



Scene	Panel
215	CONT 4



Dialogue

STEVEN: Pearl!!

Action Notes

Holo-Pearl stabs sword IN, but Steven dodges out of the way, wood chips and splinters fly into the air.

Slugging

1.02

Scene	Panel
215	CONT 5



Dialogue

STEVEN: I should have...

Action Notes

Holo-Pearl draws sword back OUT of frame.

Slugging

1.04

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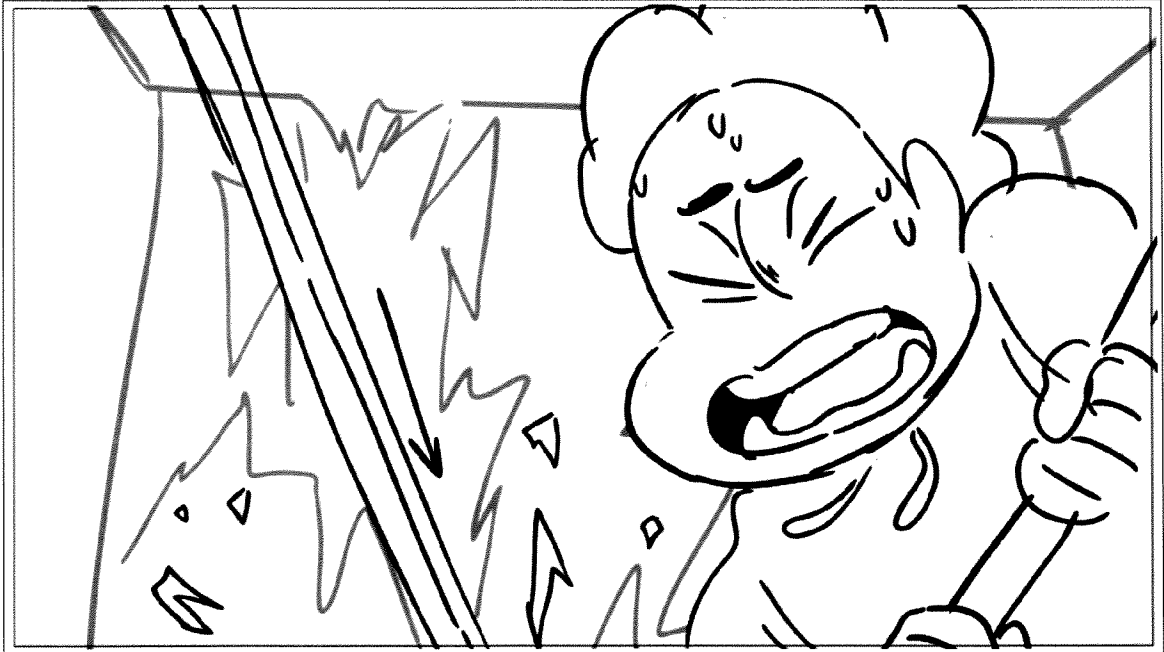
1020.013

1020.013

1020.013



Scene	215	Panel	6
-------	-----	-------	---



Dialogue

STEVEN: ...just...

Action Notes

Holo-Pearl stabs sword IN, but Steven dodges out of the way, wood chips and splinters fly into the air.

Steven closes his eyes.

Slugging

0.14

Scene	215	Panel	7
-------	-----	-------	---



Action Notes

Holo-Pearl draws sword back OUT of frame.

Slugging

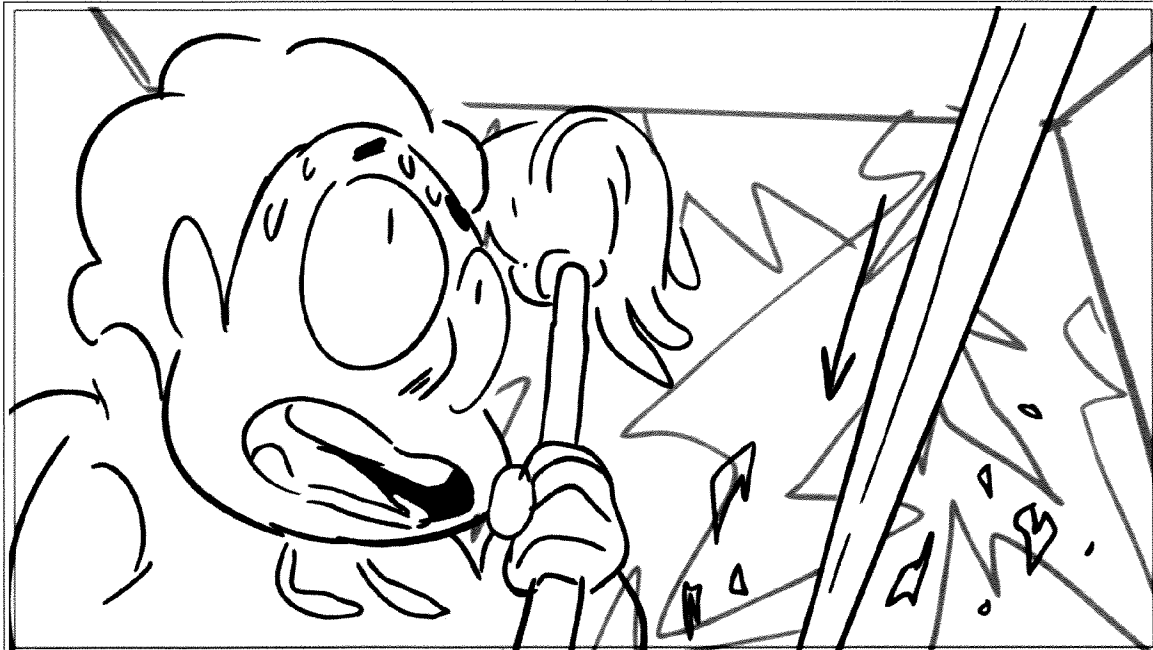
0.06

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1020.013

1020.013

Scene	Panel
215	<i>CONT</i>
	8



Dialogue

STEVEN: ... waited for you to...

Action Notes

Holo-Pearl stabs sword IN, but Steven dodges out of the way, wood chips and splinters fly into the air.

Slugging

1.02

Scene	Panel
215	<i>CONT</i>
	9



Dialogue

STEVEN: ...come back!

Action Notes

Holo-Pearl draws sword back OUT of frame.

Slugging

1.02

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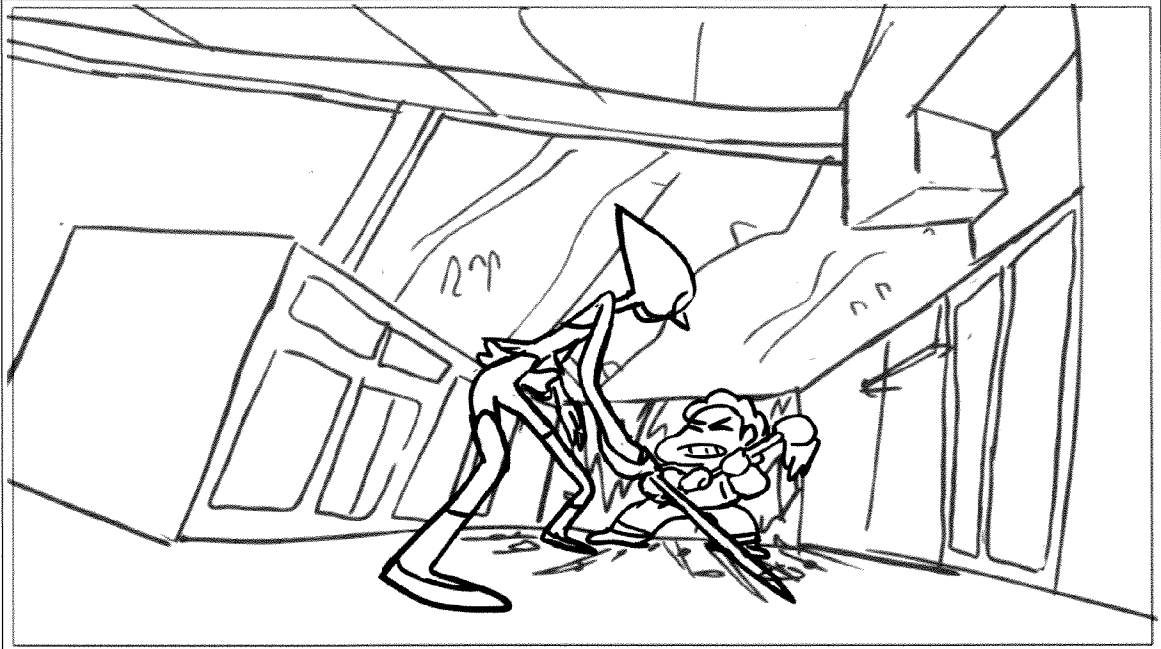
1020.013

1020.013

1020.013



Scene	Panel
216	1

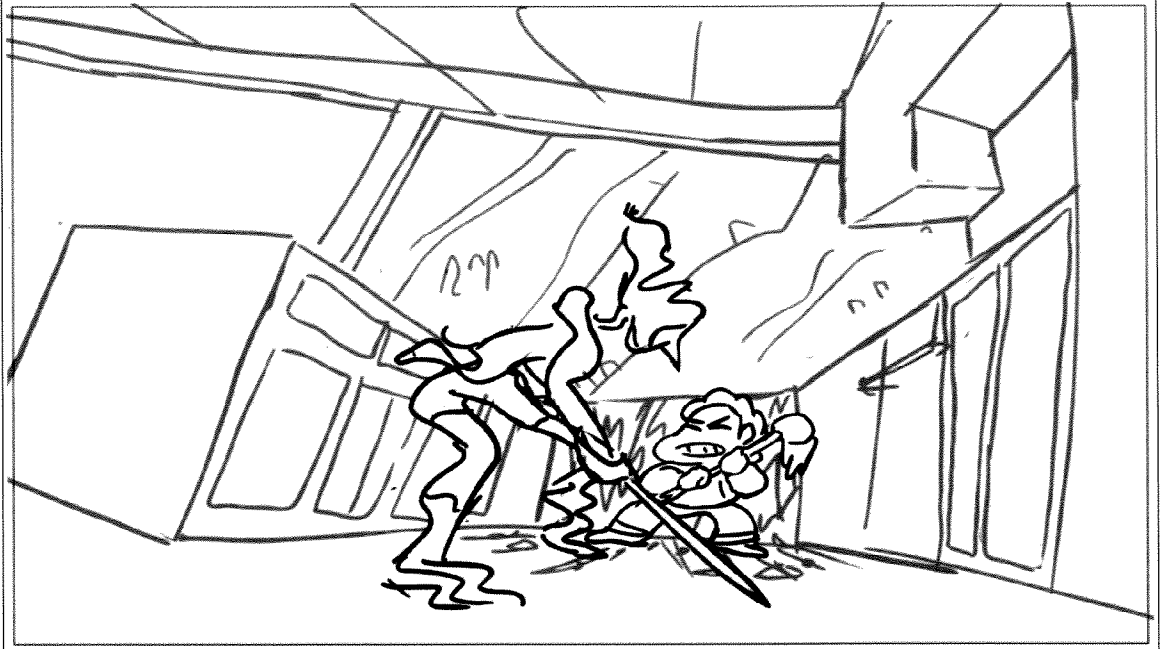


Dialogue  
STEVEN: I...

Action Notes  
Freaky forced perspective layout.

Slugging  
0.04

Scene	Panel
216	2



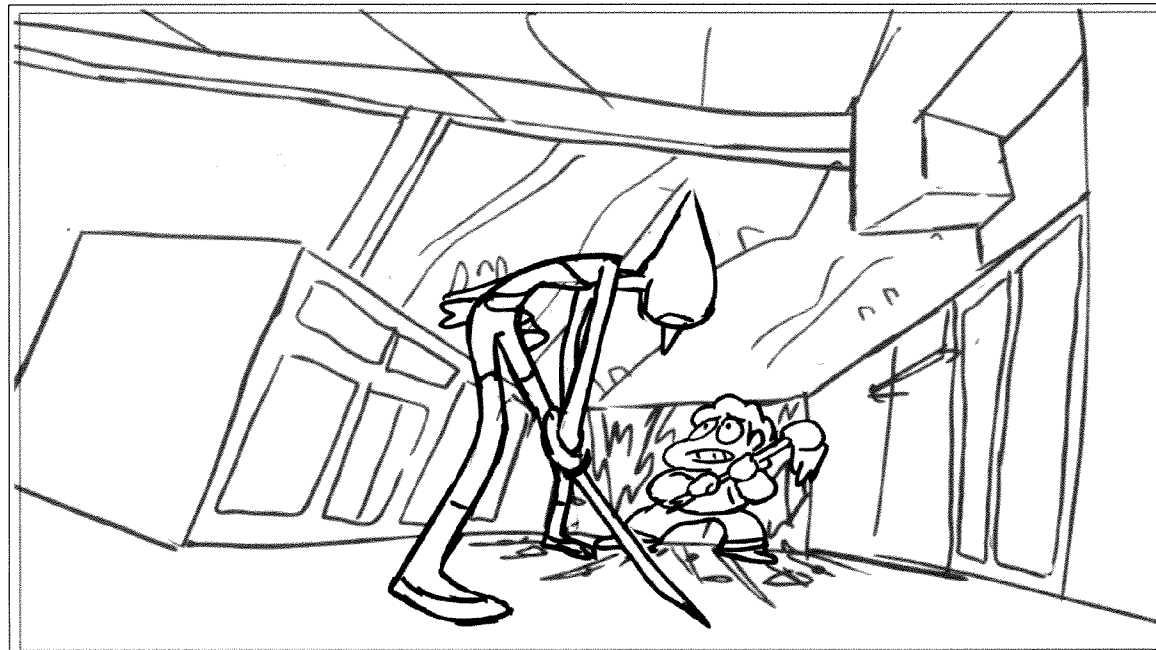
Dialogue  
STEVEN: ...should...

Action Notes  
Holo-Pearl glitches as it moves backwards, sword is unaffected.

Slugging  
0.06

AUG 0 6 2013

Scene	216	Panel	3
		<i>cont</i>	



Dialogue

STEVEN: ...have...

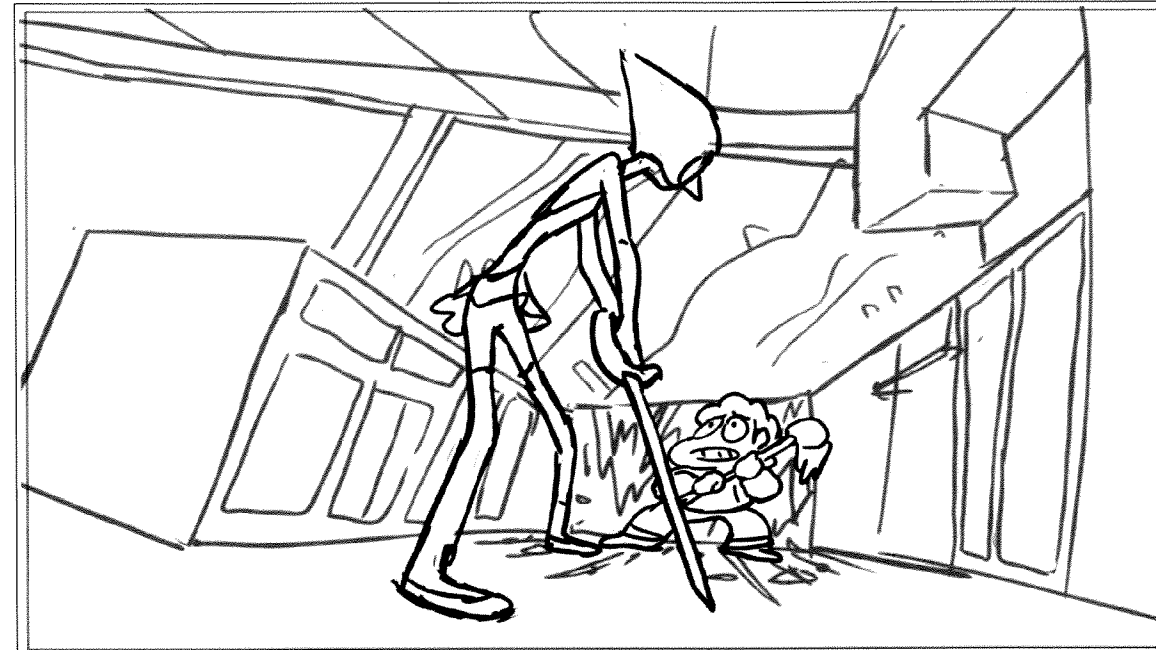
Action Notes

Holo-Pearl hangs its head limply as it stands up.

Slugging

0.04

Scene	216	Panel	4
		<i>cont</i>	



Slugging

0.04

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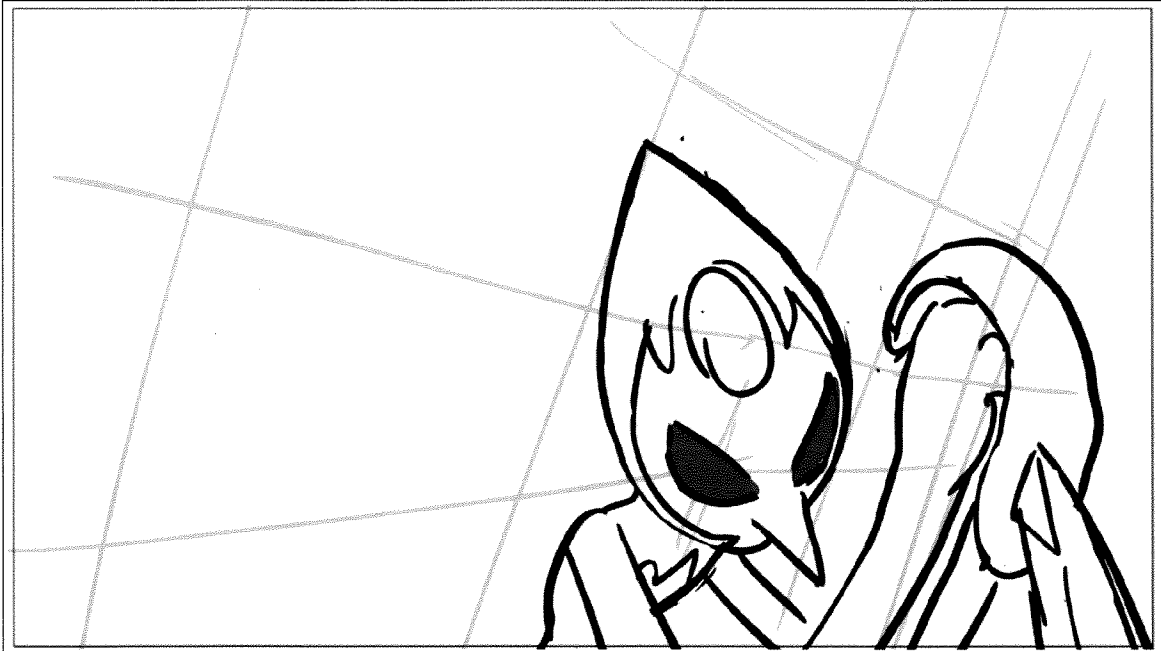
1020-013

1020-013

1020-013



Scene	Panel
217	1



Dialogue  
STEVEN: ...waited..

Action Notes  
Camera look up at Holo-Pearl.

Slugging  
0.04

Scene	Panel
217	2

*cont*



Dialogue  
STEVEN: ...for...

Slugging  
0.12

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1020.013

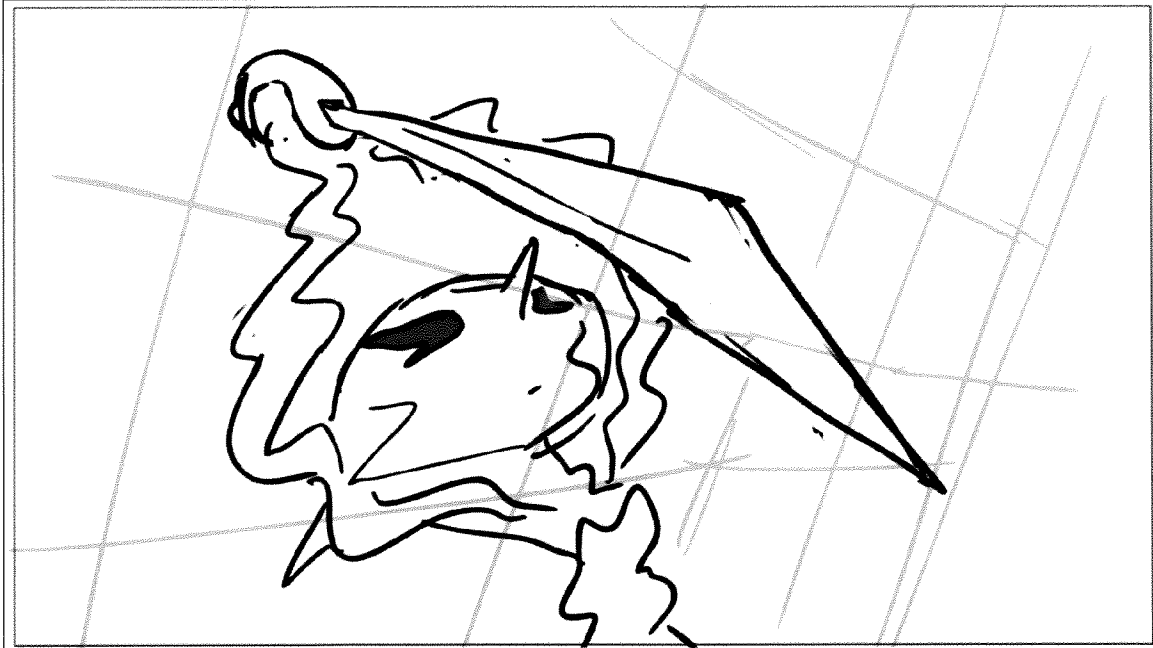
1020.013





Scene	Panel
217	<i>CONT</i>

3



Action Notes

Holo-Pearl glitches, sword is unaffected.

Slugging

0.06

Scene	Panel
217	<i>CONT</i>

4



Slugging

0.12

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1020.013

1020.013

1020.013

Scene	Panel
218	1



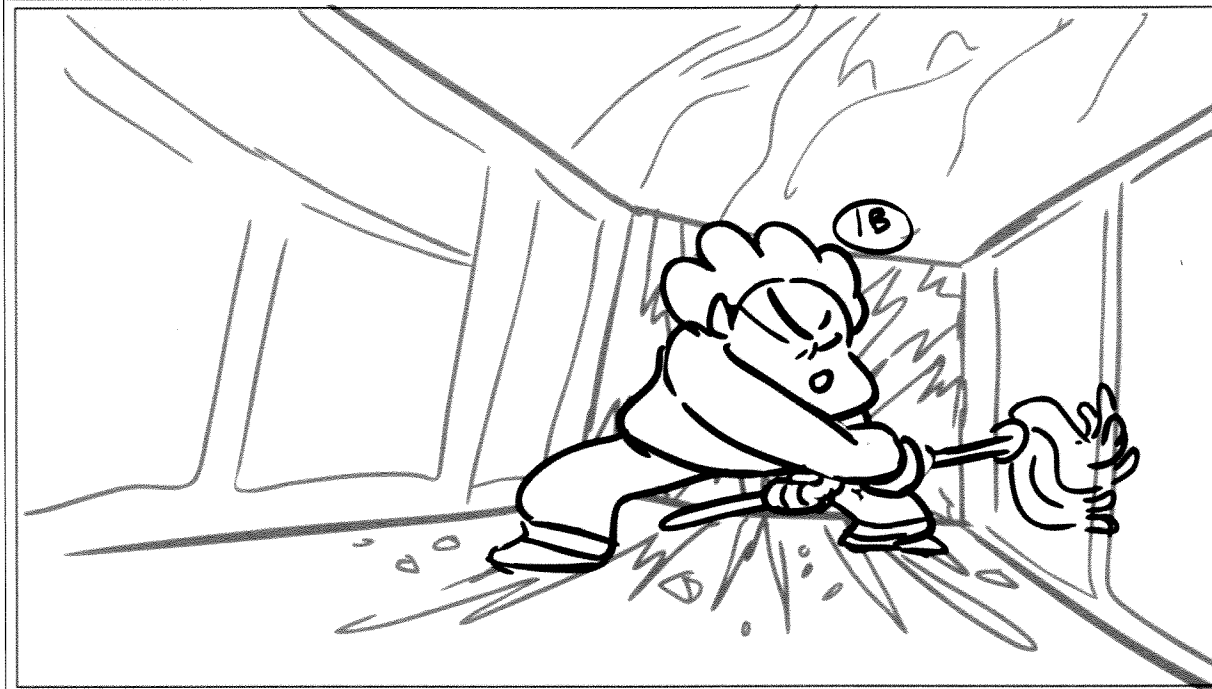
Dialogue

STEVEN: AH! The perfect moment!!

Slugging

2.10

Scene	Panel
219	1



Dialogue

STEVEN: Boomerang...

Slugging

1.11

Notes

H.U. Steven to previous scene.



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Scene	Panel
219	CONT 2



Dialogue

STEVEN: BLADE!

Action Notes

Steven throws mop and it turns into a spinning disc shape.

Slugging

1.10

Scene	Panel
220	1



Action Notes

Camera ADJ NW.

Slugging

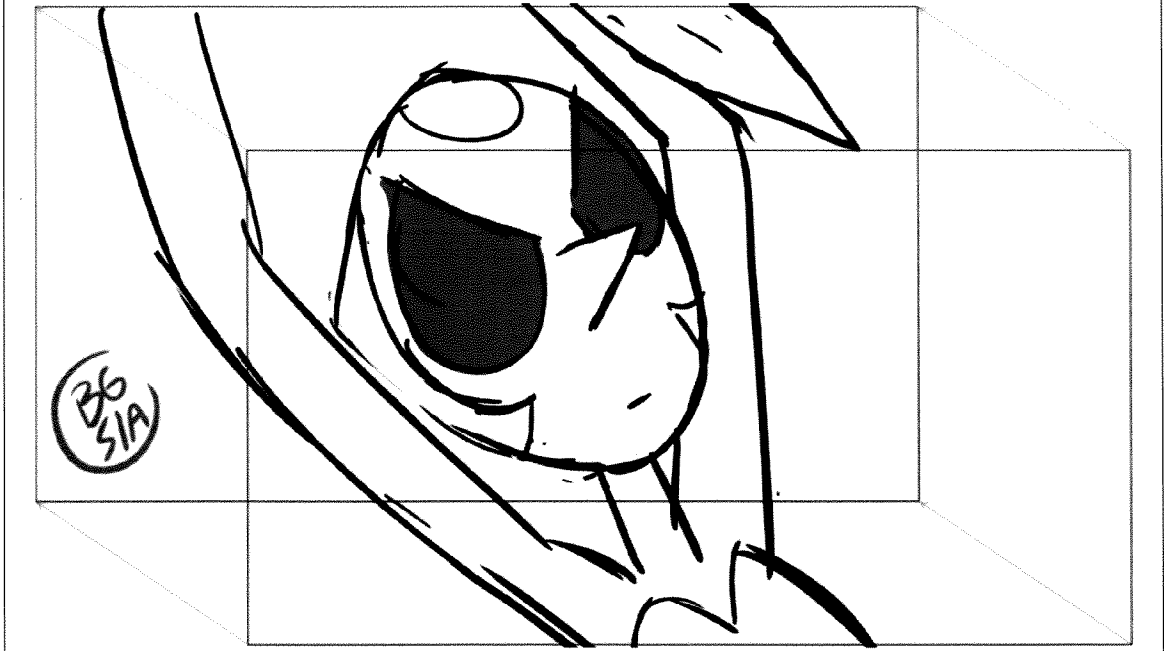
ADJ: 0.08

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Scene	Panel
220	<i>cont</i>

2



Action Notes

Holo-Pearl leans forward to strike, its sword moves upwards with a slight delay.

Slugging

ADJ: 0.13

Scene	Panel
220	<i>cont</i>

3



Action Notes

Suddenly Holo-Pearl glitches and its eyes return to normal, sword is unaffected.

Slugging

0.06

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1020.013

1020.013



Scene	Panel
220	cont 4



Slugging  
1.14

Scene	Panel
221	1



Dialogue  
STEVEN: \*panting\*

Action Notes  
Steven pants.

Slugging  
2.12

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1020.013

1020.013

1020.013



Scene	Panel
222	1

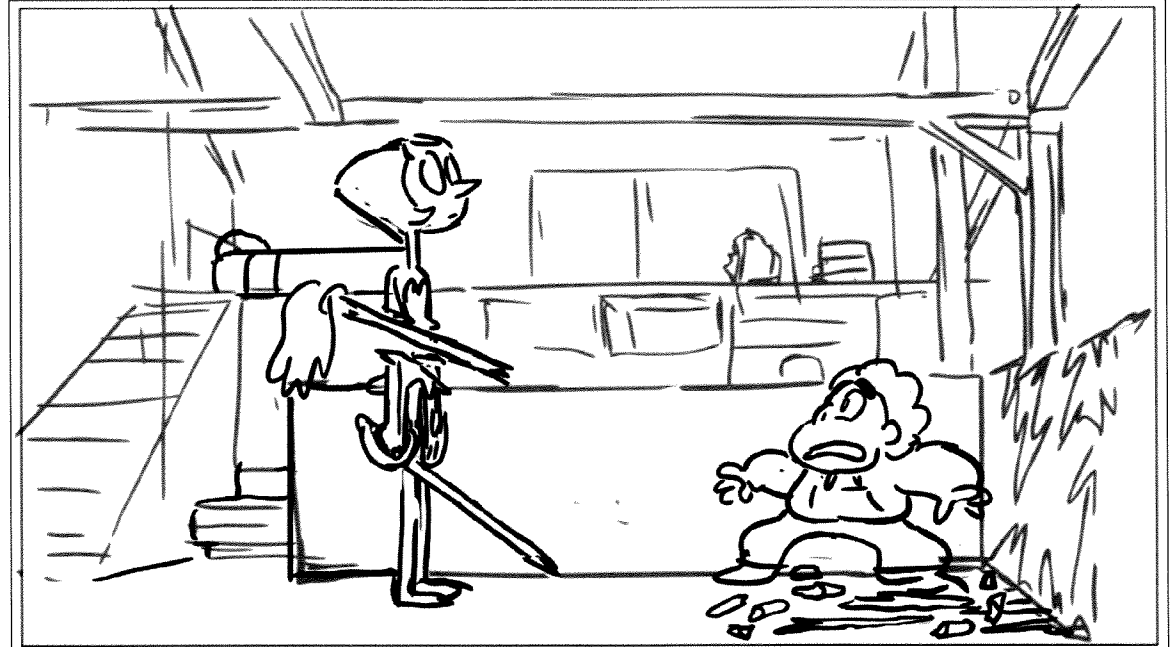


Action Notes  
Hold for a beat.

The broom is stuck through the middle of Holo-Pearl.

Slugging  
2.01

Scene	Panel
222	2



Action Notes  
Holo-Pearl steps back.

Slugging  
0.14

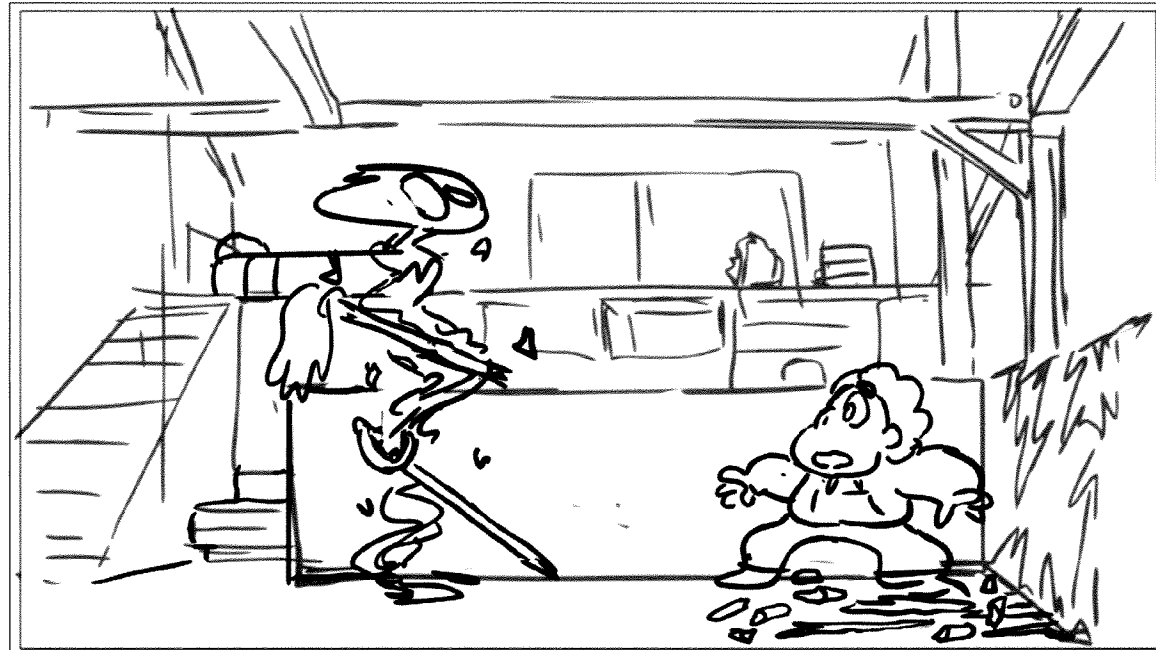
AUG 06 2013

1020.013

1020.013

1020.013

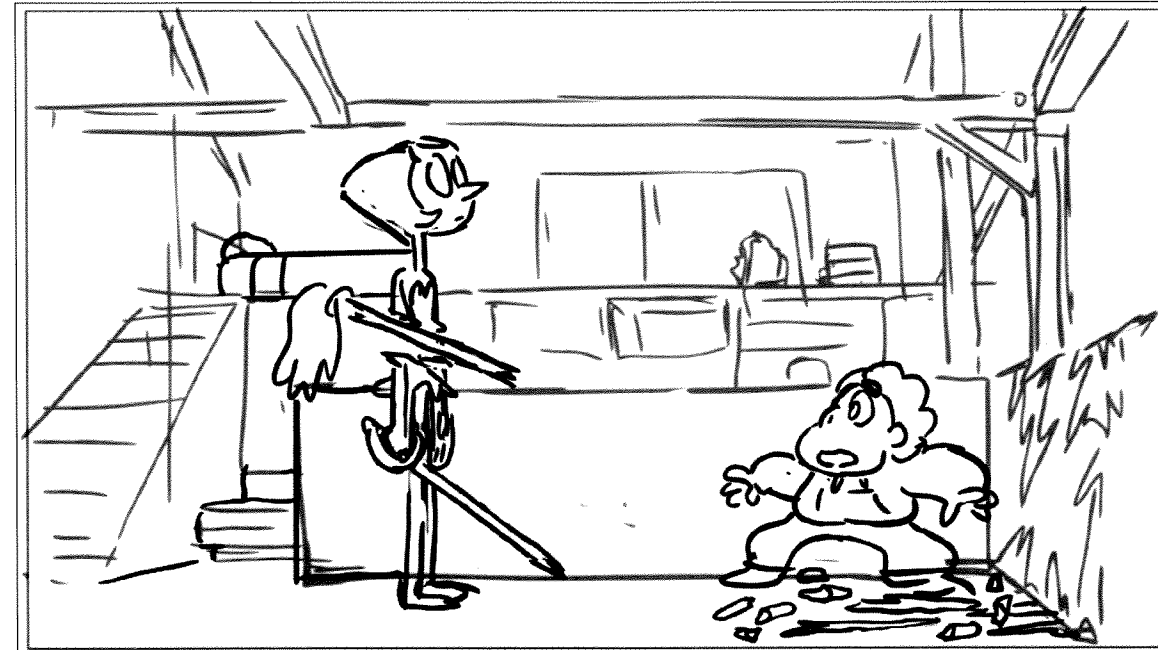
Scene	Panel
222	cont 3



Action Notes  
Holo-Pearl glitches, sword and mop are unaffected.

Slugging  
0.08

Scene	Panel
222	cont 4



Slugging  
1.01

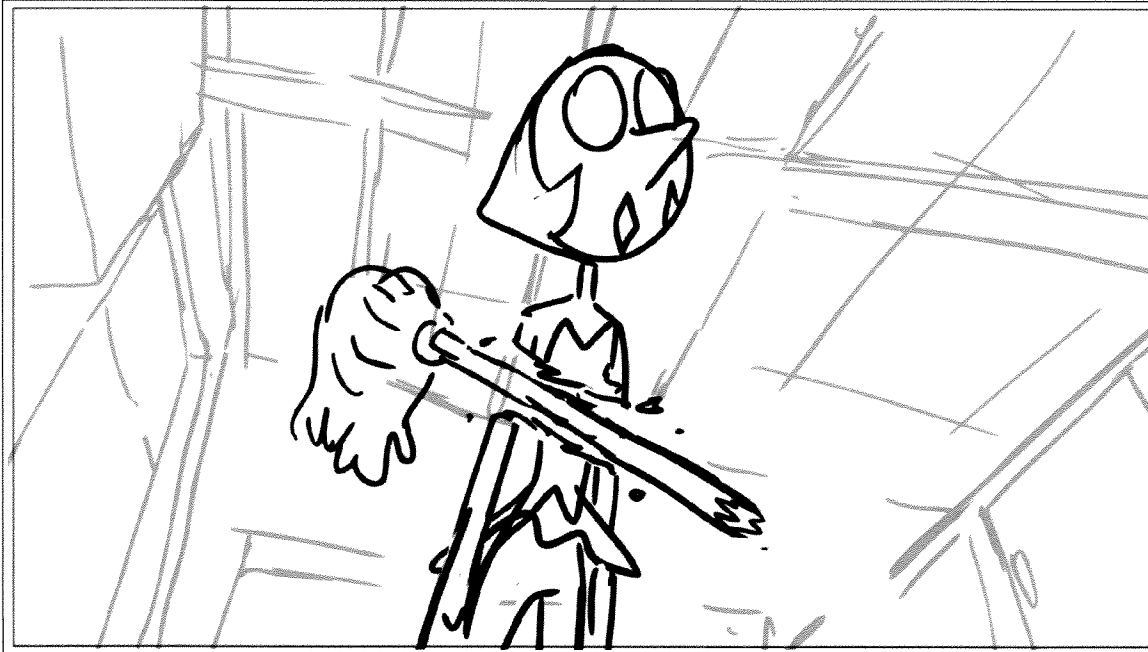
AUG 06 2013

1020.013

1020.013

1020.013

Scene	Panel
223	1



## Dialogue

HP: Challenger wins.

## Action Notes

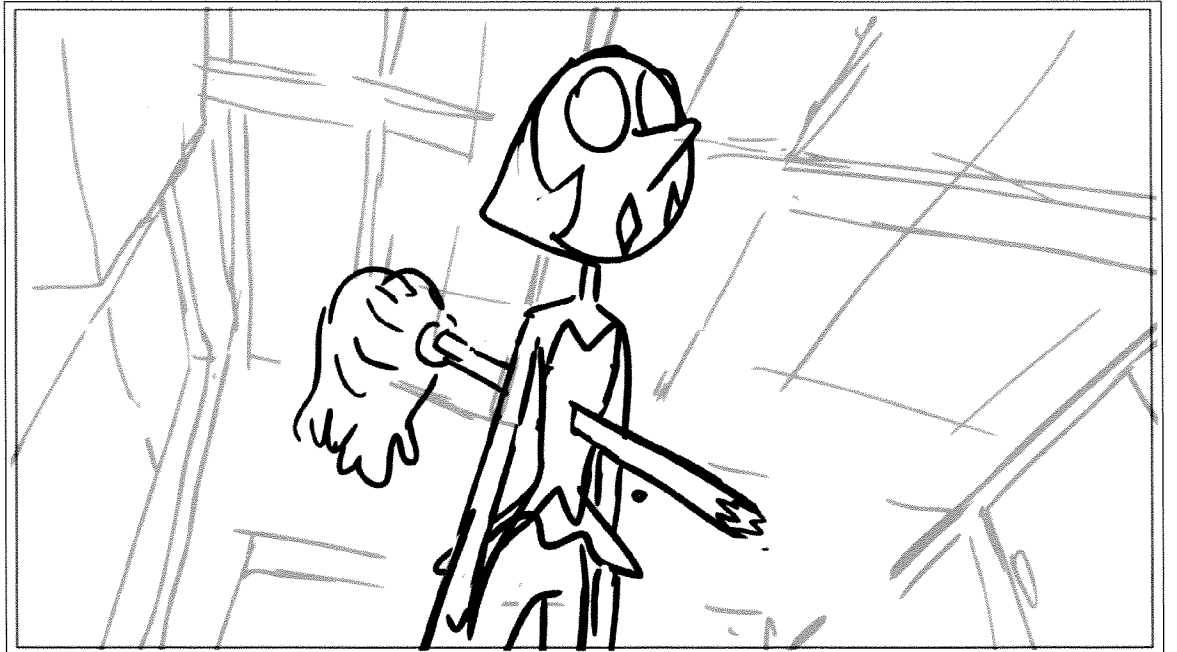
The area where the mop is sticking through Holo-Pearl glitches on and off.

Slugging

Panels 1 to 3 x 1.5 = 1.13

```
Total Frames for cycle: 3.02
```

Scene	Panel
223	2



## Dialogue

HP: Do you wish to duel again?

## Action Notes

The area where the mop is sticking through Holo-Pearl glitches on and off.

Slugging

0.07

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1020.013

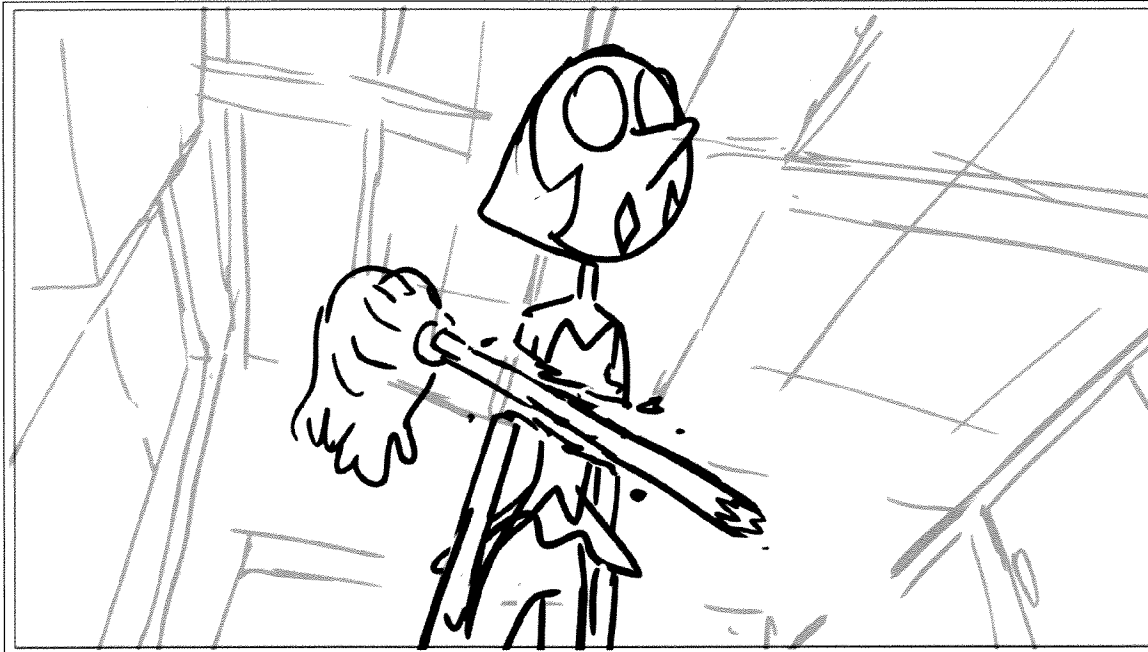
1020.013

1020.013





Scene	Panel
223	<i>CONT</i>



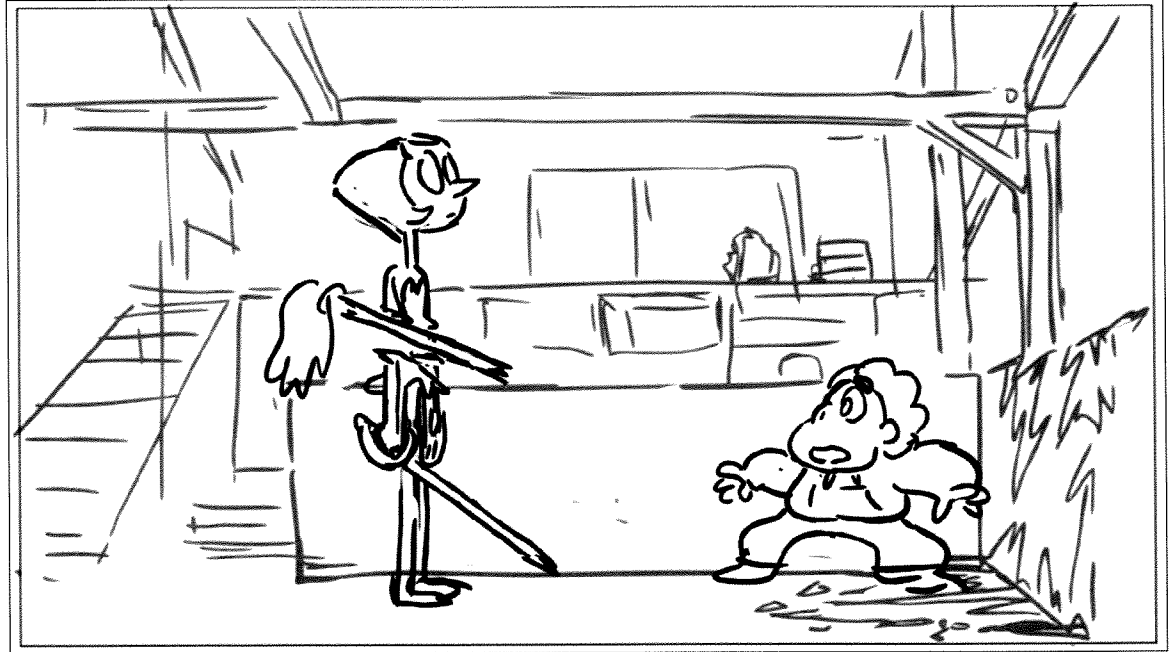
#### Action Notes

The area where the mop is sticking through Holo-Pearl glitches on and off

#### Slugging

0.08

Scene	Panel
224	1



#### Slugging

Panels 1 + 2 = 1.07

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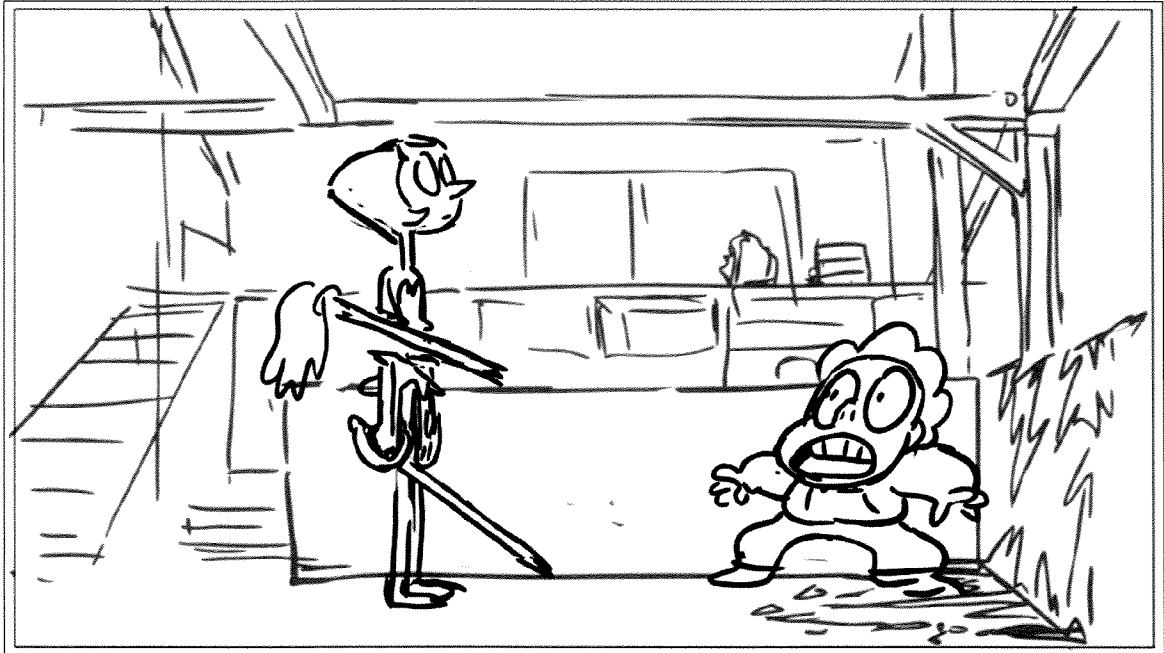
1020.013

1020.013

1020.013



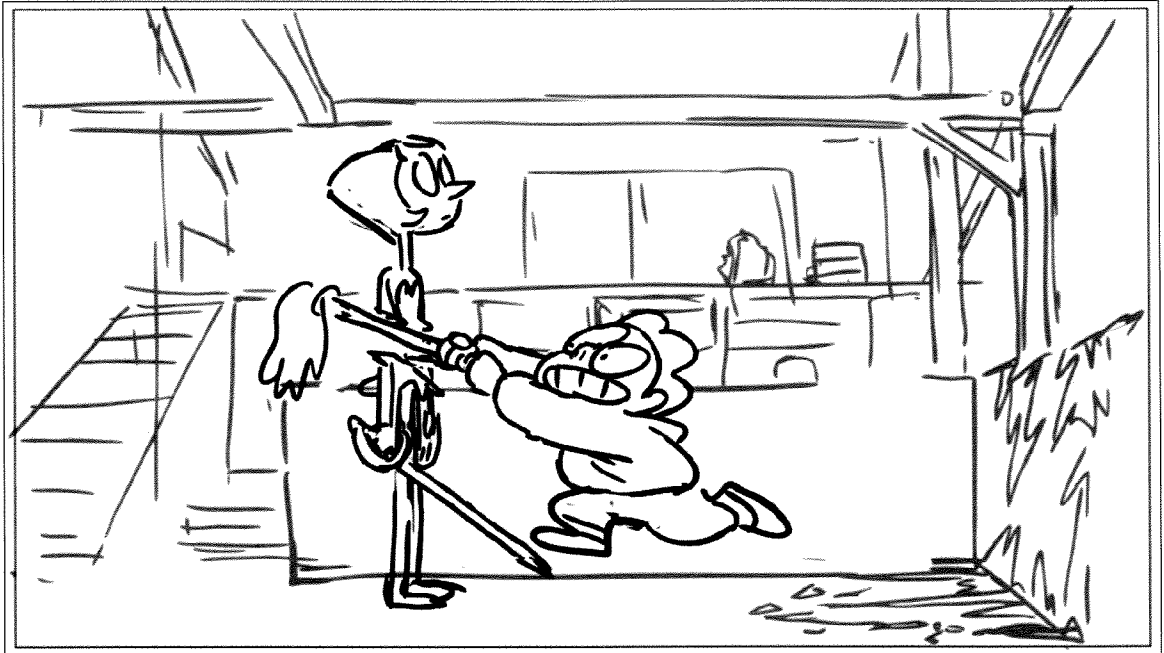
Scene	Panel
224	<i>cont</i>



Dialogue  
STEVEN: NOOOOOOOOOOO!!!

Action Notes  
Steven holds this pose as he yells for a bit.

Scene	Panel
224	<i>cont</i>



Dialogue  
STEVEN: NOOOOOOOOOOO!!!

Action Notes  
Steven grabs onto mop.

Slugging  
0.06

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1020.013



Scene	Panel
224	CONT
4	



Dialogue

STEVEN: NOOOOOOOOOOO!!!

Action Notes

Steven swipes repeatedly at Holo-Pearl's body which glitches with each swing.

Sword hangs in air for a moment.

Slugging

0.06

Scene	Panel
224	CONT
5	



Dialogue

STEVEN: NOOOOOOOOOOO!!!

Action Notes

sword starts to fall.

Slugging

0.06

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1020.013

1020.013



Scene	Panel	
224	CONT	6



Dialogue

STEVEN: NOOOOOOOOOOO!!!

Action Notes

Sword clatters on ground.

Slugging

Panels 6 + 7 x 2 = 0.08

Total cycle frames: 1.04

Scene	Panel	
224	CONT	7



Dialogue

STEVEN: NOOOOOOOOOOO!!!

Action Notes

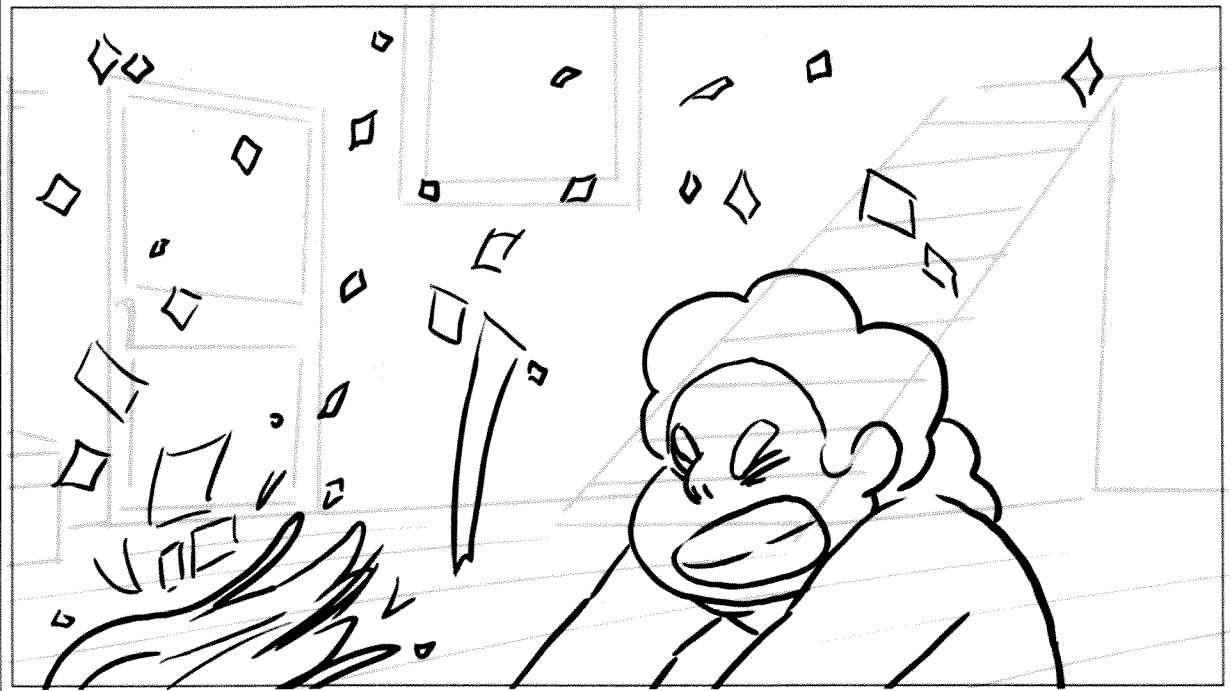
cycle with previous drawing a few times.

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1020.013

Scene	Panel
225	1



Action Notes

Steven IN from East.

Steven is swinging the mop back and forth.

Slugging

Panels 1 + 2 = 0.12

Notes

H.U. Steven to previous scene.

Scene	Panel
225	2



Action Notes

Steven IN from East.

Steven is swinging the mop back and forth.

Notes

H.U. Steven to previous scene.

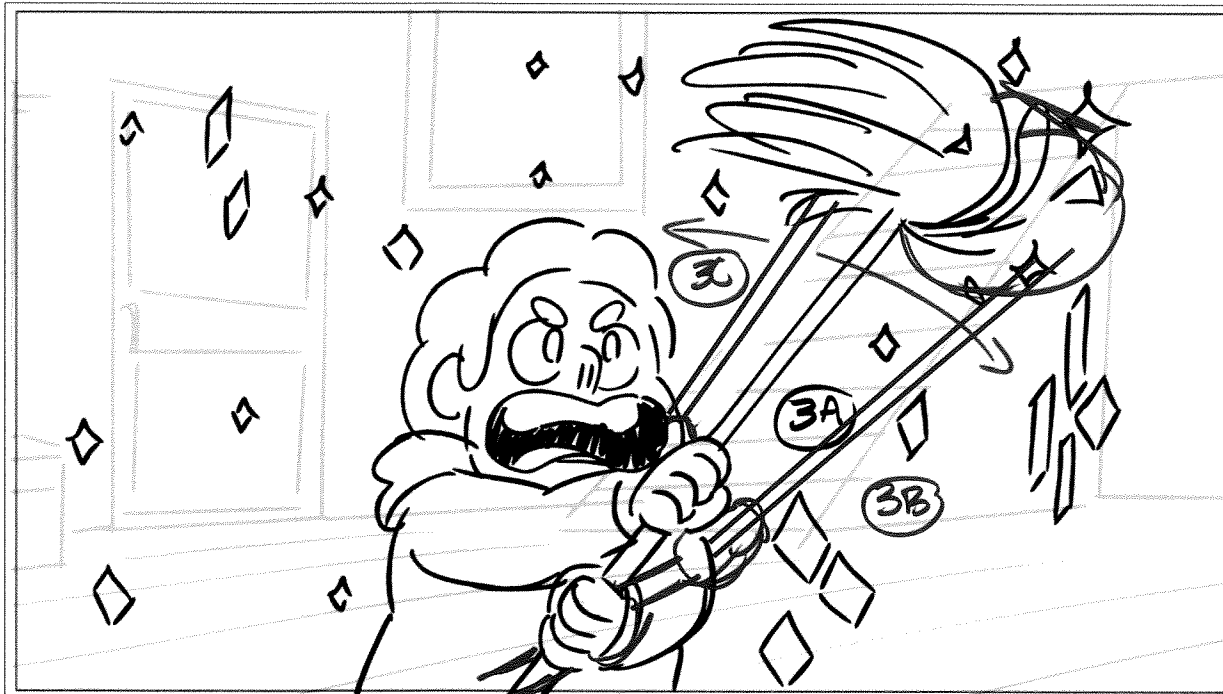
AUG 06 2013

1020.013

1020.013

1020.013

Scene	Panel
225	UNT



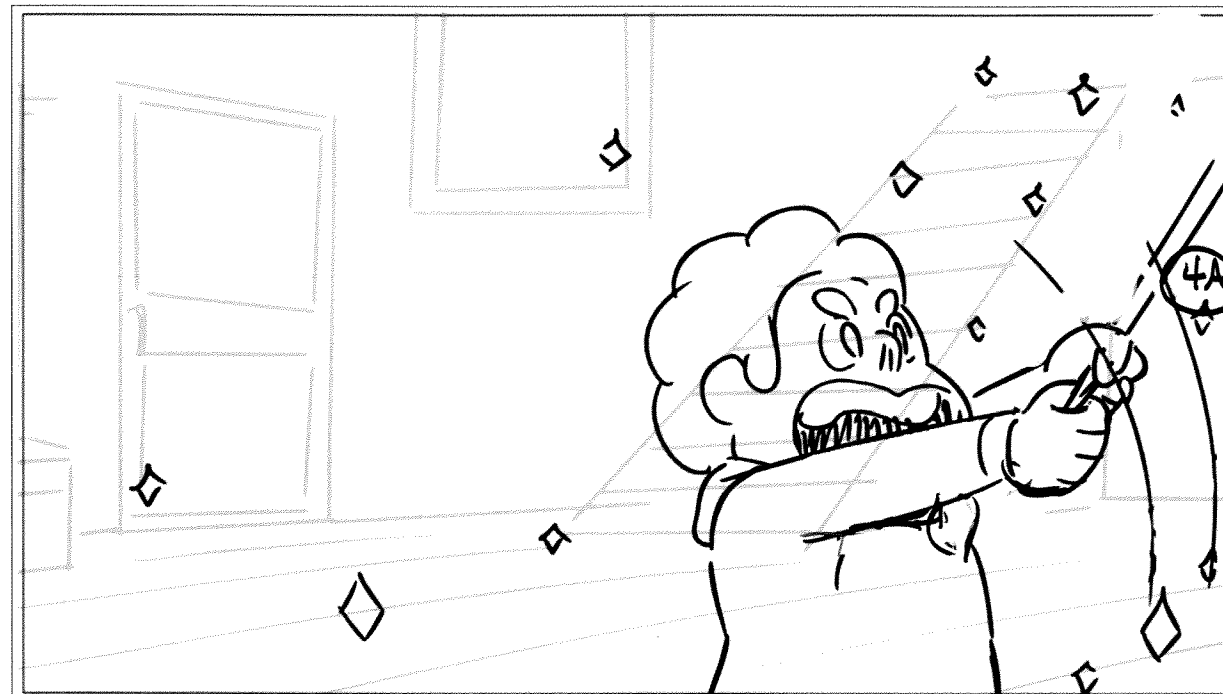
#### Action Notes

Steven is swinging the mop back and forth.

#### Slugging

0.10

Scene	Panel
225	UNT



#### Slugging

Panels 4 + 5 = 0.13

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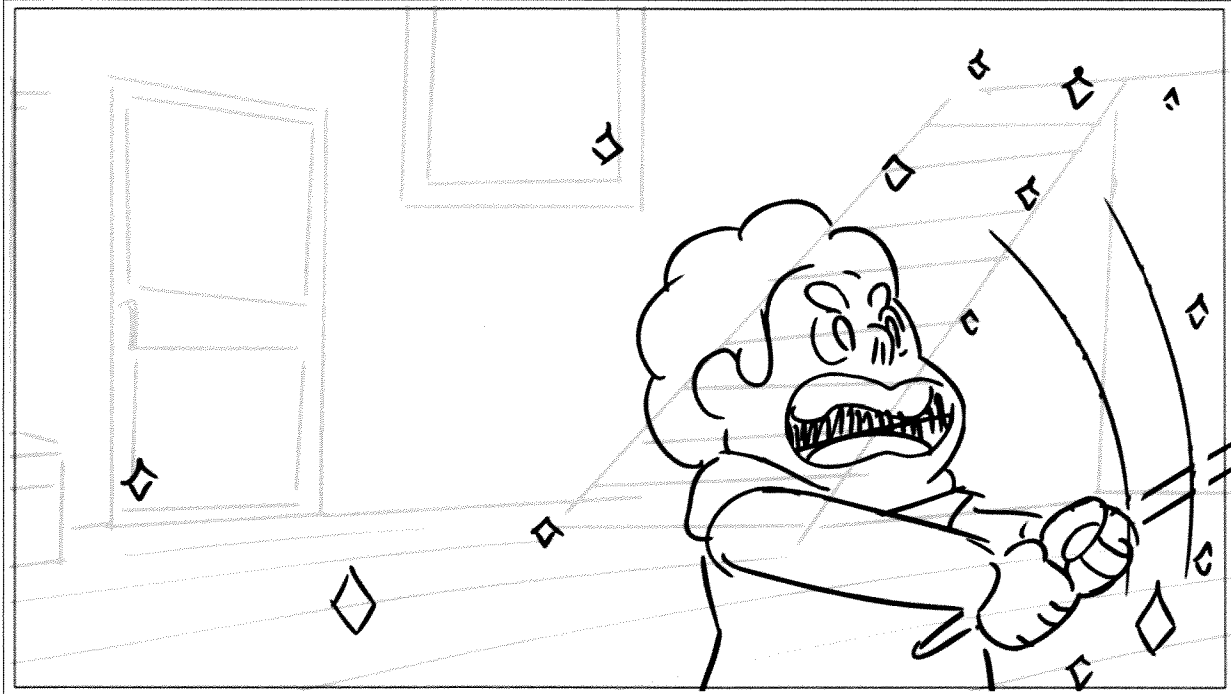
1020-013

1020-013

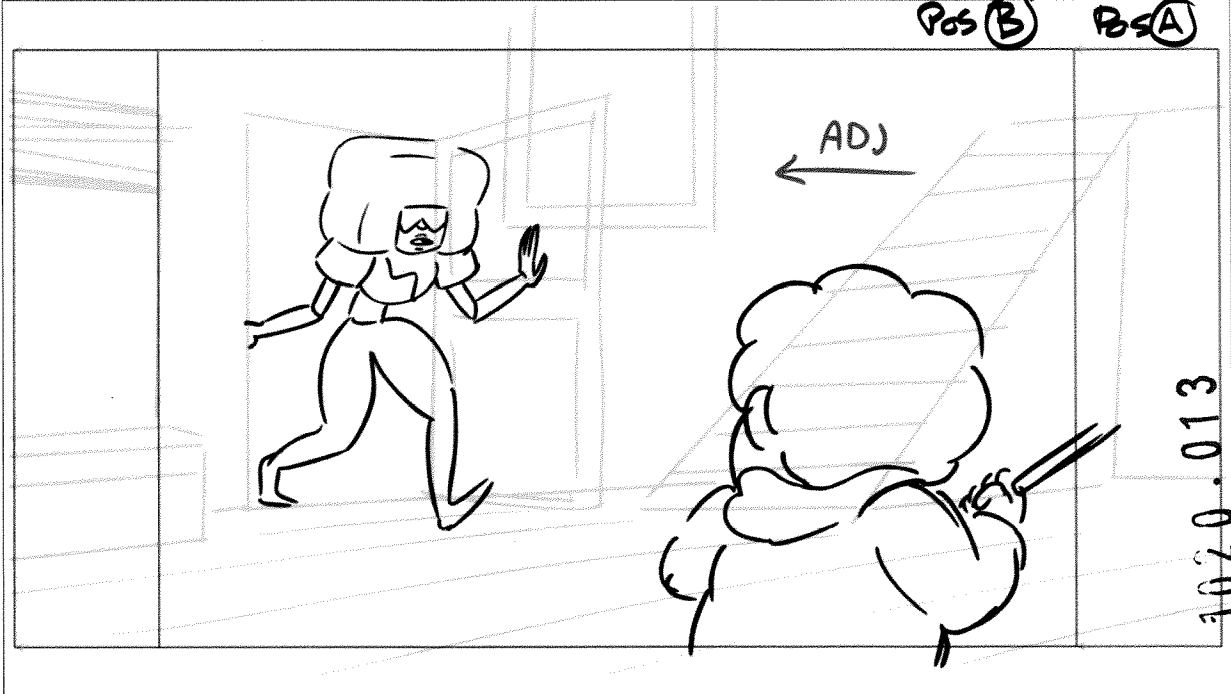
1020-013



Scene	Panel
225	CONT



Scene	Panel
225	CONT



Dialogue  
GARNET: Steven! We heard fighting!

Action Notes  
Camera ADJ West as Garnet enters.  
Garnet opens the door and walks in.

Slugging  
ADJ: 0.05  
Then HOLD: 2.10

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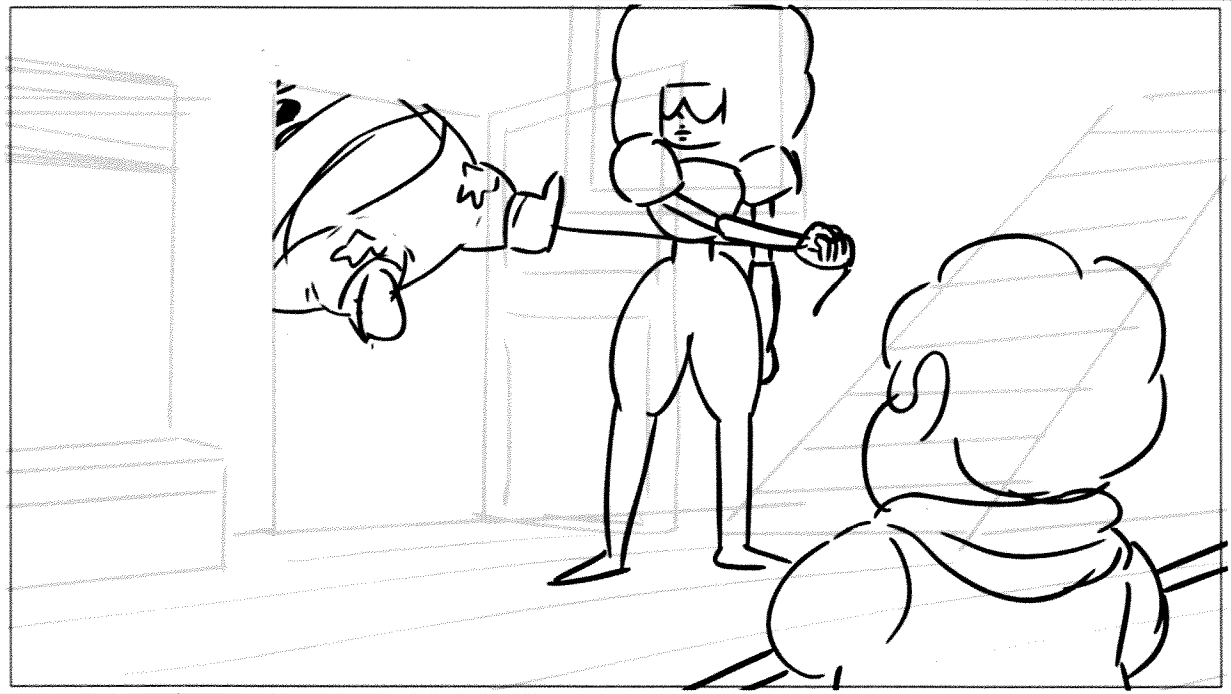
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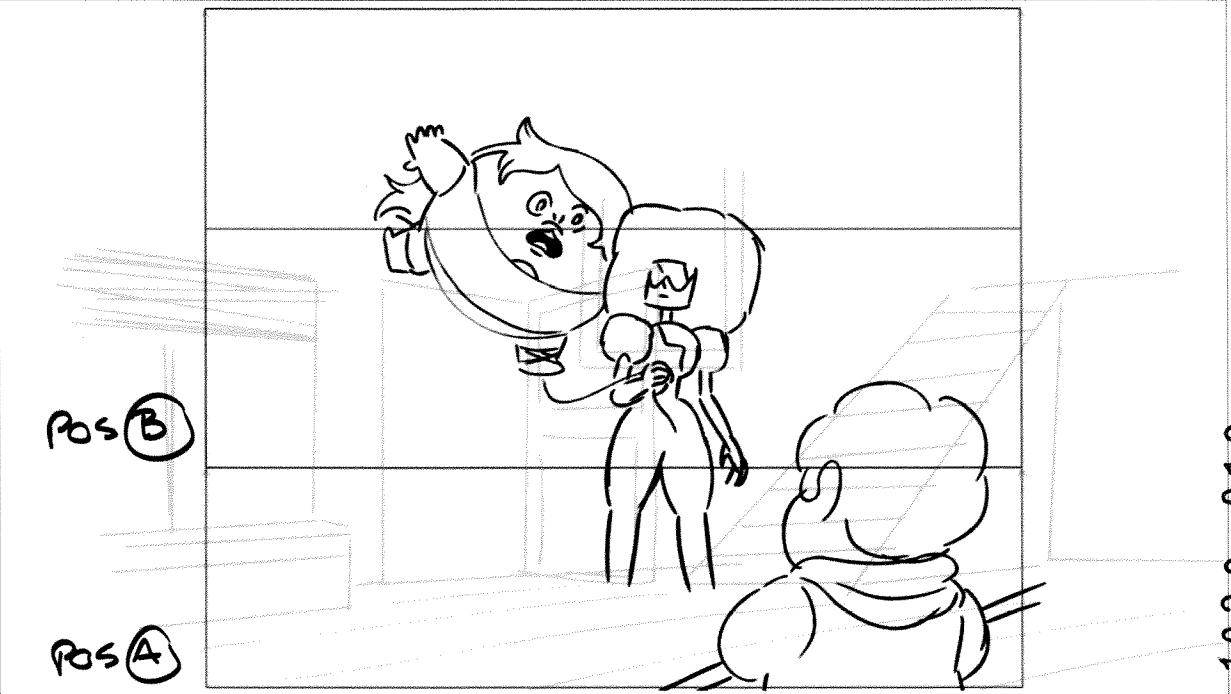
Scene	Panel
225	CONT 7



Dialogue  
AMETHYST: OW...

Slugging  
0.12

Scene	Panel
225	CONT 8



Dialogue  
AMETHYST: Are you all right? What's going on?

Action Notes  
Camera ADJ North as Amethyst is pulled into the house and floats up.

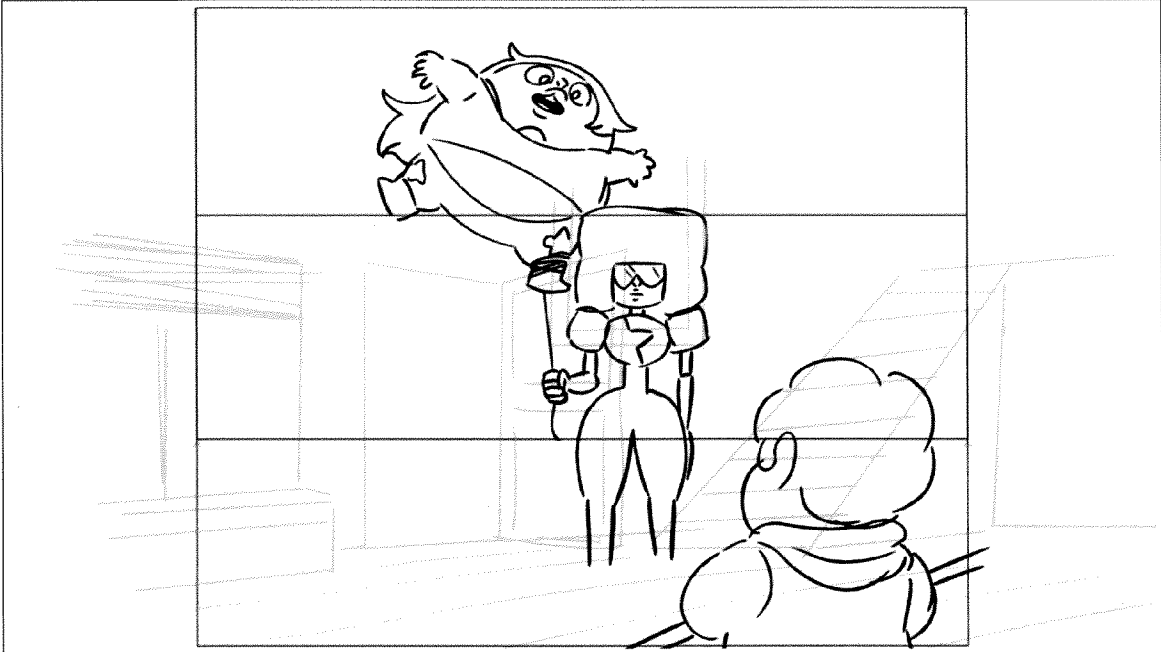
Slugging  
ADJ: 0.07

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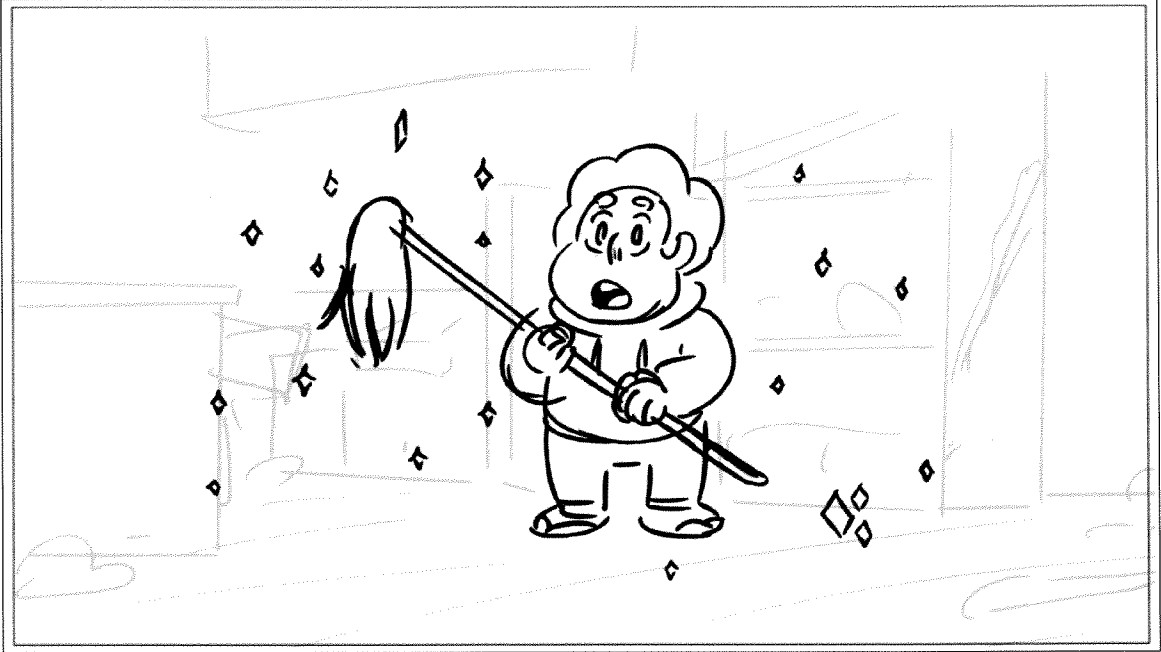
Scene	Panel
225	CONT 9



Dialogue  
AMETHYST: Are you all right? What's going on?

Slugging  
ADJ: 0.06  
Then HOLD: 2.11

Scene	Panel
226	1



Dialogue  
STEVEN: Oh...

Action Notes  
Sparkles float around Steven.

Slugging  
1.14

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Scene	Panel
226	<i>CONT</i>

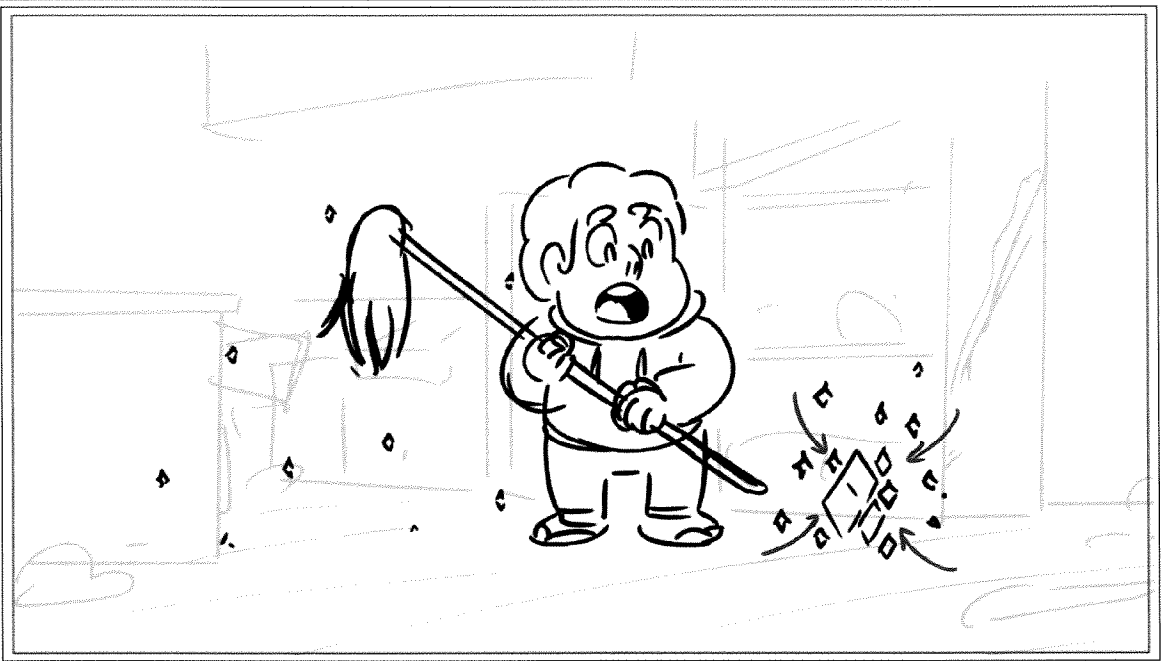


Dialogue  
STEVEN: just moppin...

Action Notes  
Sparkles start to gather together next to Steven.

Slugging  
2.00

Scene	Panel
226	<i>CONT</i>



Dialogue  
STEVEN: \*Gasp\*

Action Notes  
Steven notice sparkles gathering together next to Steven.

Slugging  
0.14

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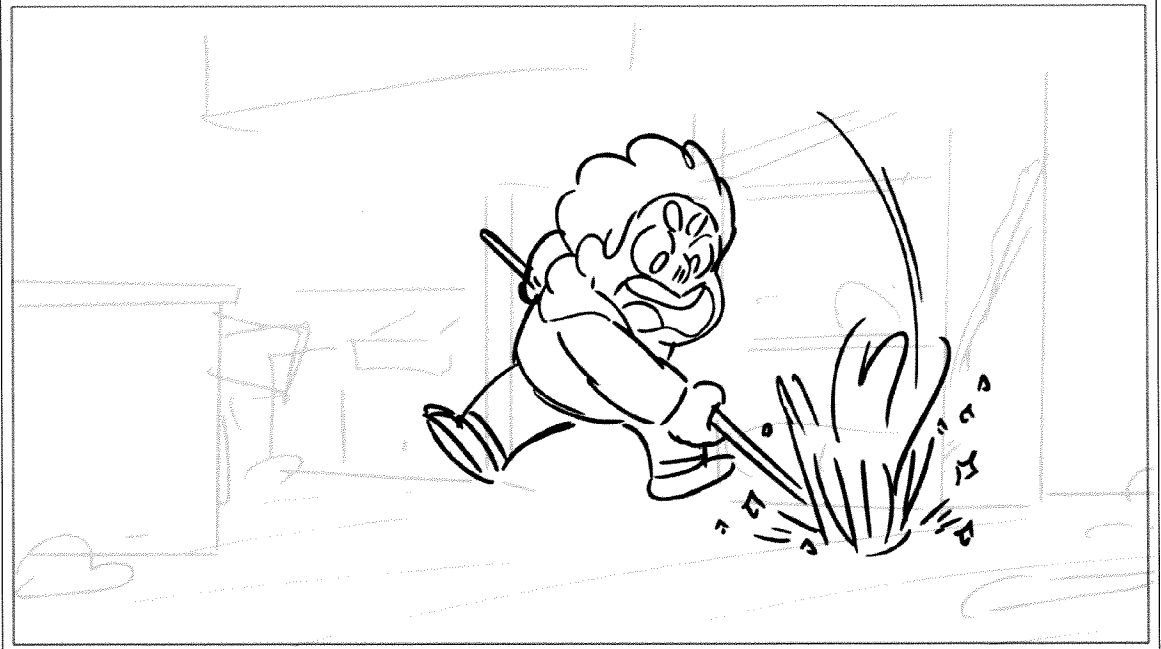


Scene	Panel
226	CONT 4



Slugging  
0.08

Scene	Panel
226	CONT 5



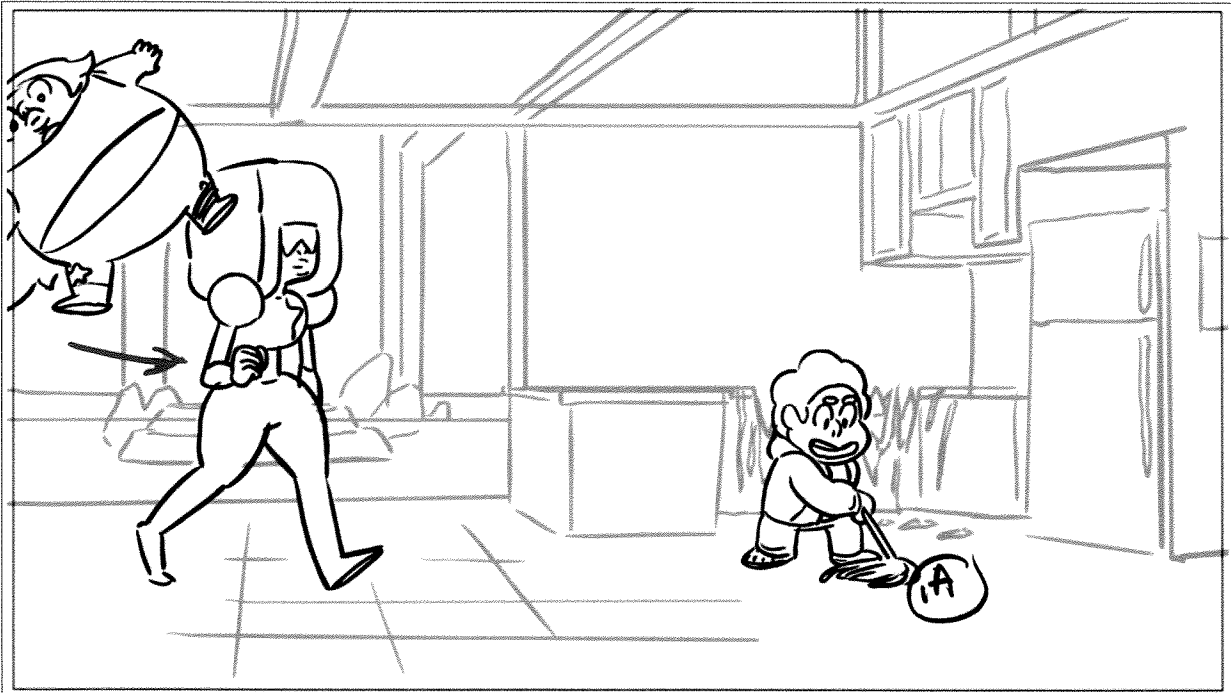
Dialogue  
STEVEN: DIE!!!

Action Notes  
Steven hits the clump of sparkles - Steven slightly lifted in the air because of the impact.

Slugging  
1.03

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Scene 227 Panel 1



Dialogue

STEVEN: You know...

Slugging

1.08

Notes

Need H.U. to previous scene. In Previous scene and start to mop



Scene 227 Panel 2



Dialogue

STEVEN: I might miss Pearl a whole lot but...

Action Notes

Steven is sweeping the mop back and forth.

Slugging

3.15



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Scene	Panel
228	1



Slugging

Panels 1 + 2 = 0.04

Notes

Need -SP- H.U. for Steven's hand to previous scene. His hand is higher on the mop handle.

Scene	Panel
228	<i>cont</i> 2



Action Notes

Steven looks up.

Notes

Need -SP- H.U. for Steven's hand to previous scene. His hand is higher on the mop handle.

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Scene 228 Panel 3



Dialogue

STEVEN: Some times you just have to...

Action Notes

Steven slightly pushes mop handle forward.

Slugging

2.07

Scene 228 Panel 4



Dialogue

STEVEN: ...accept things the way they are before...

Slugging

2.05

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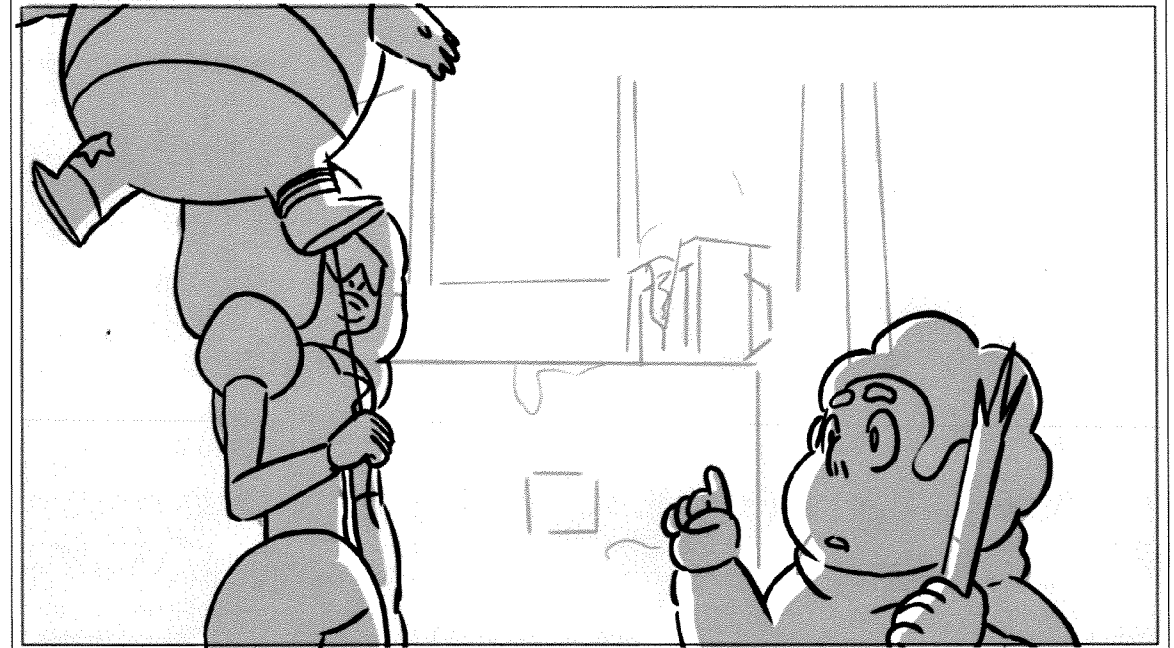
Scene	Panel
228	cont



Action Notes  
Pearl's gem GLOWS O/S - in front of Steven.

Slugging  
1.02

Scene	Panel
229	1



Action Notes  
Pearls Gem glowing in the BG.

Slugging  
Panels 1 + 2 = 1.04

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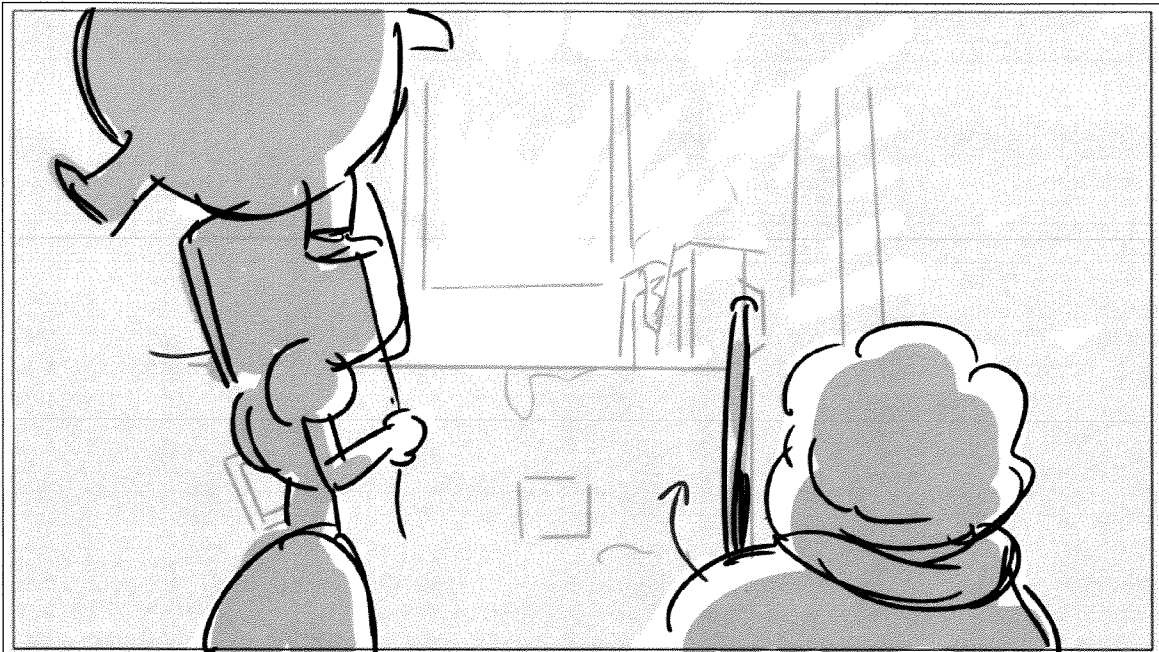
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Scene	Panel
229	2



Action Notes

Steven looks up.

Garnet turns towards the glow.

Pearls Gem glowing in the BG.

Scene	Panel
230	1



Action Notes

Pearl's gem is glowing bright.

Slugging

0.09

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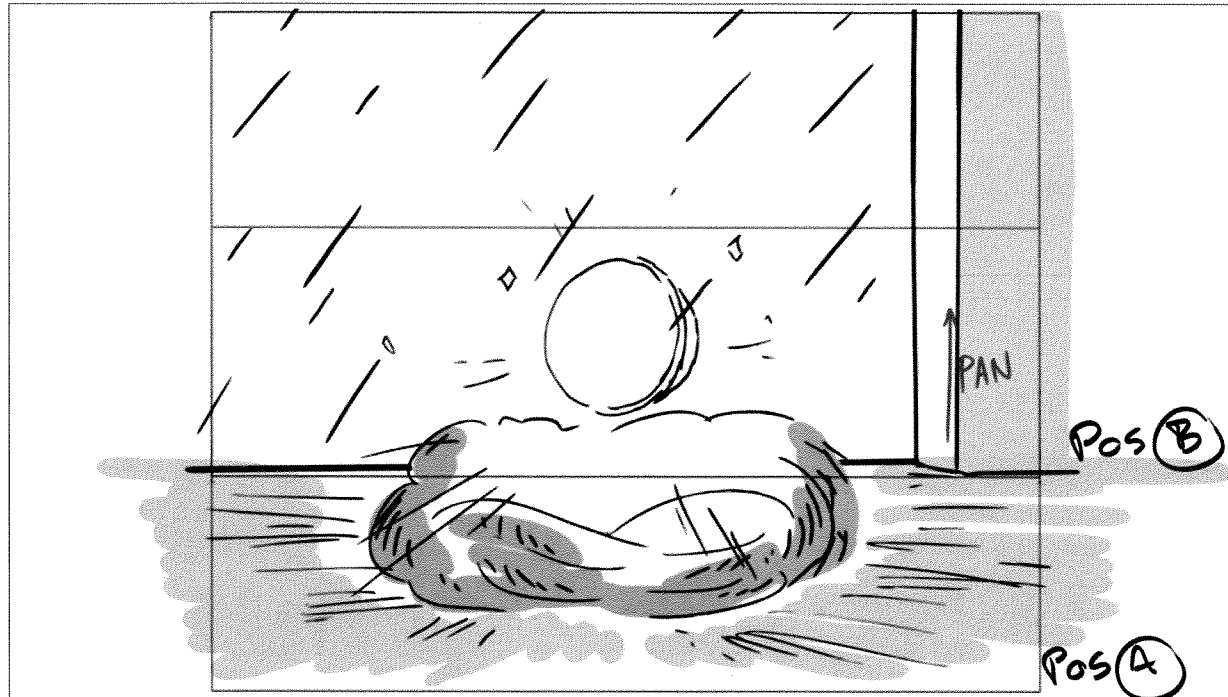
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Scene	Panel
230	ant
	2

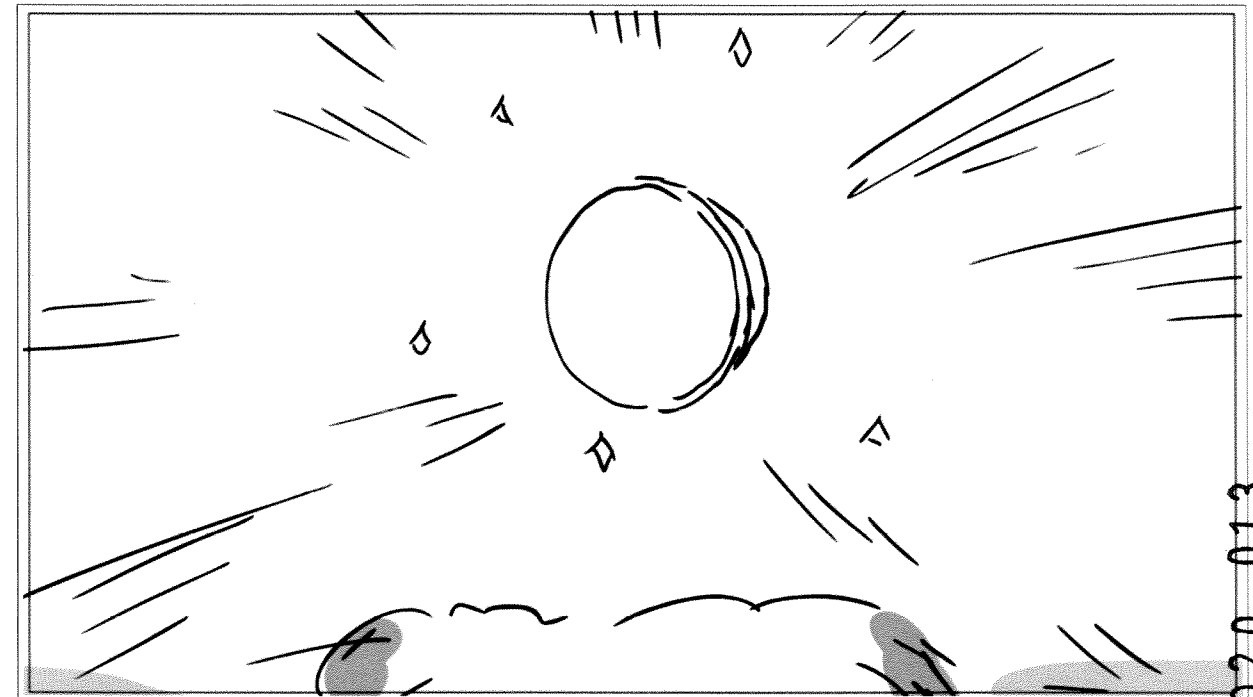


Action Notes  
Pearl's gem starts to lift up.

Camera ADJ North with gem.

Slugging  
ADJ: 1.03

Scene	Panel
230	ant
	3



Action Notes  
Pearl's gem glows bright.

Slugging  
1.08

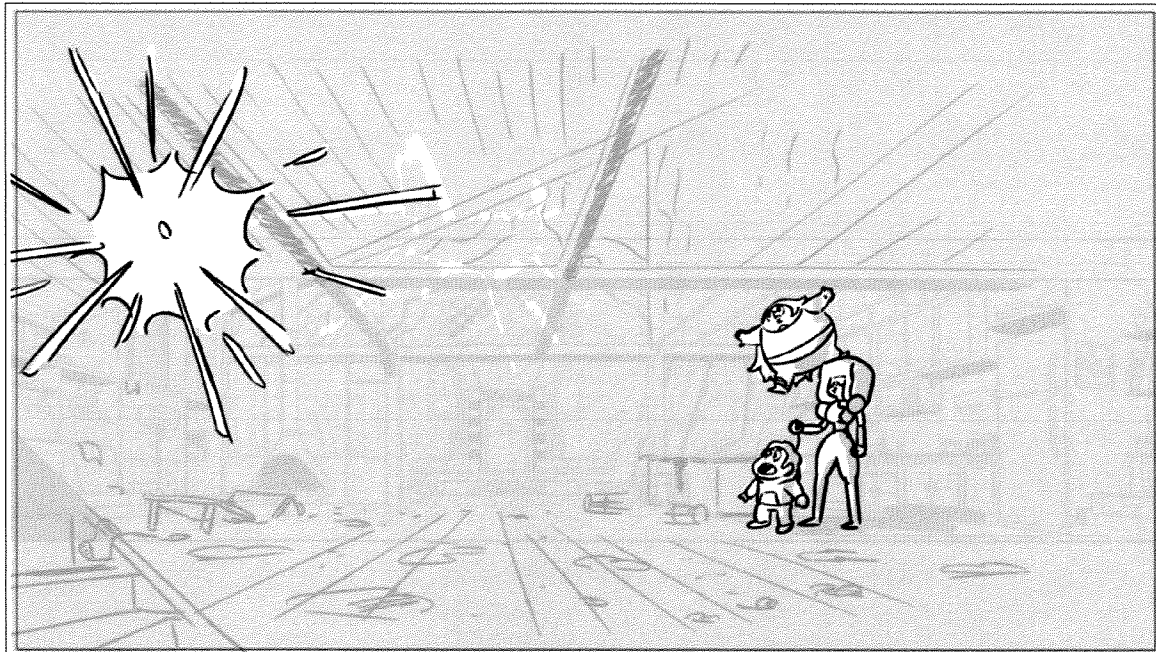
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Scene	Panel
231	1

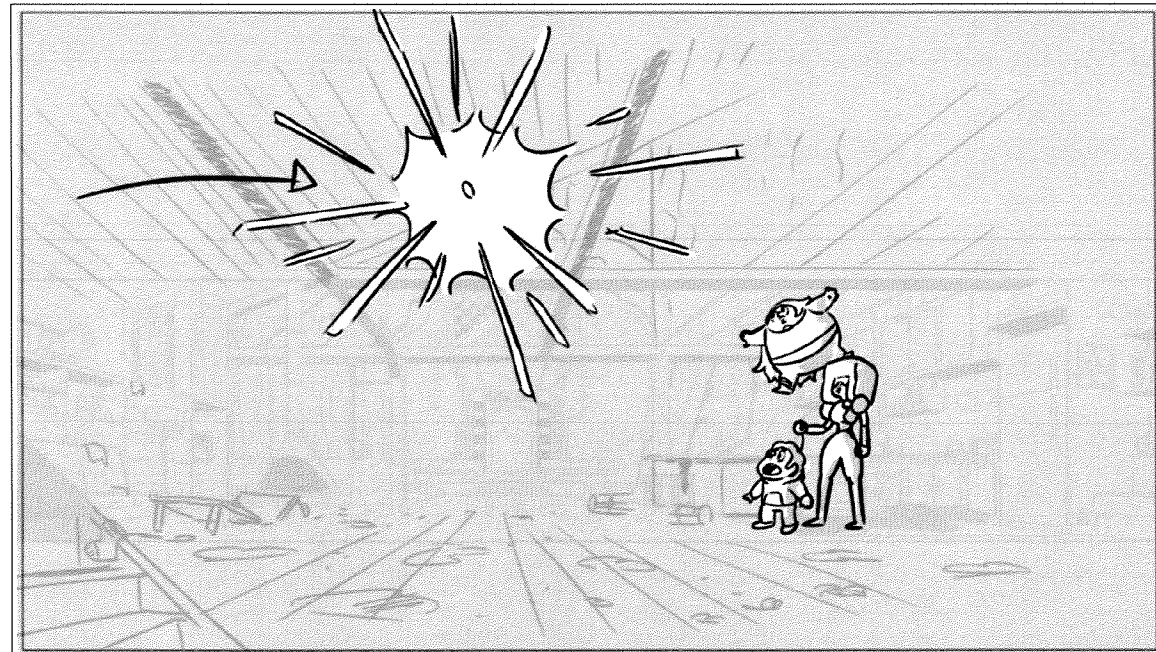


**Action Notes**  
 Pearl's gem is glowing bright.

**Slugging**  
 Panels 1 + 2 = 1.14

**Notes**  
 Gem climbing in this shot.

Scene	Panel
231	2



**Action Notes**  
 Pearl's gem is glowing bright.

pearl's gem floats towards A, G and S

**Notes**  
 Gem climbing in this shot.

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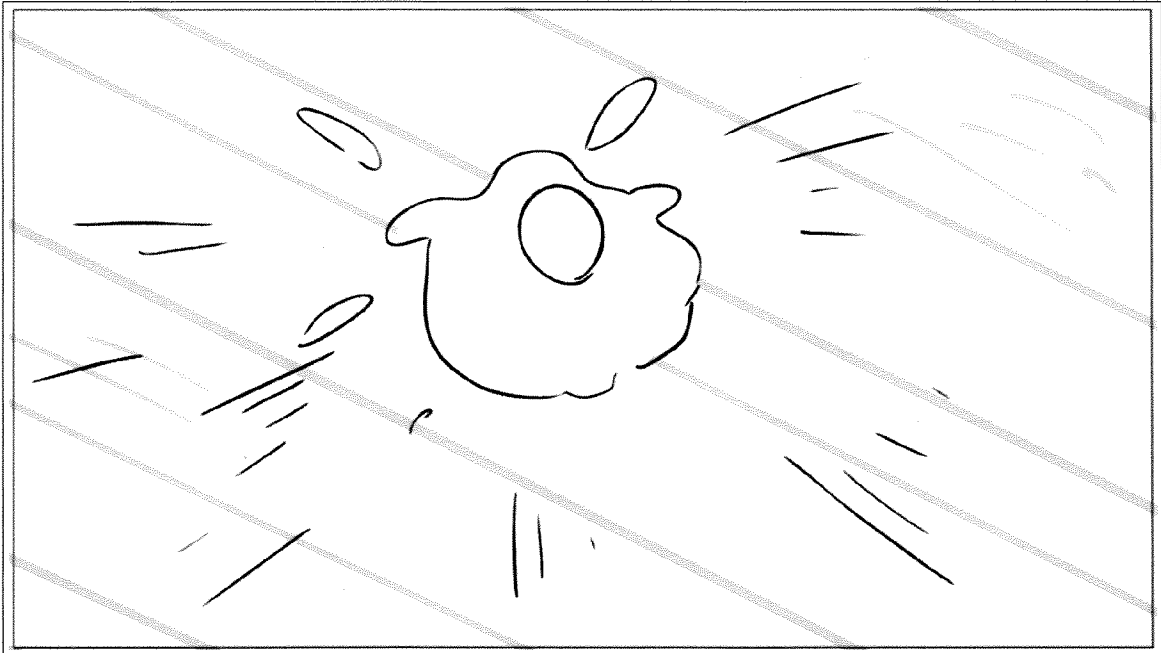
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Scene	Panel
232	1



Action Notes

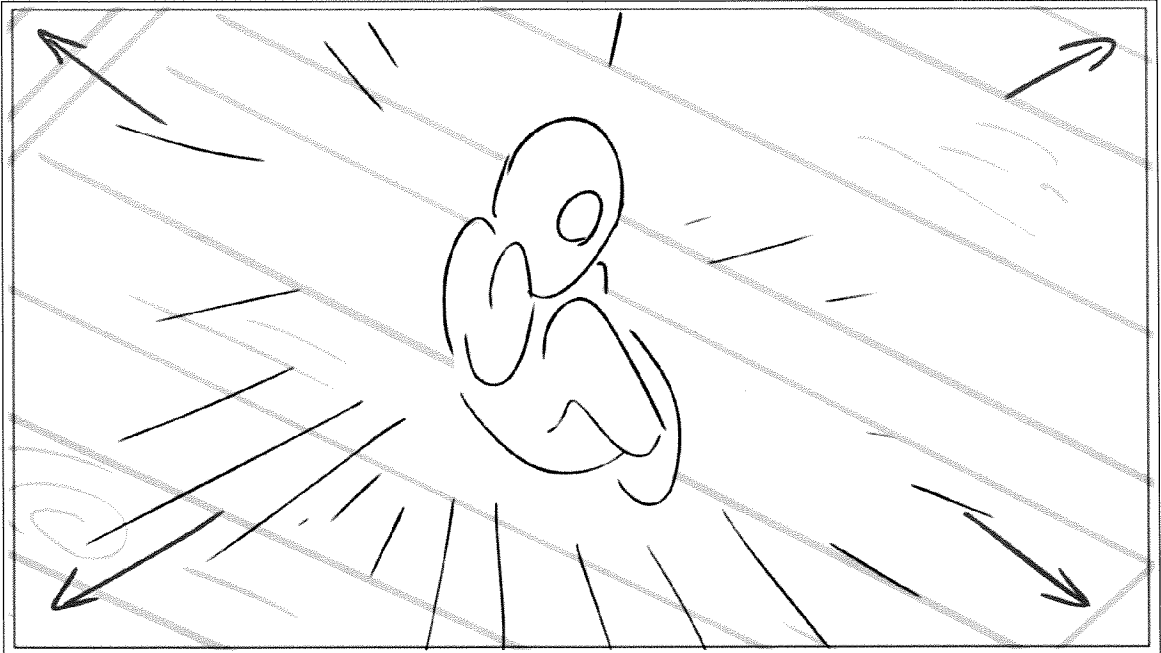
Lots of bright light.

The gem starts to morph into Pearl.

Slugging

0.07

Scene	Panel
232	2



Action Notes

BG shrink / pulls back.

Lots of bright light.

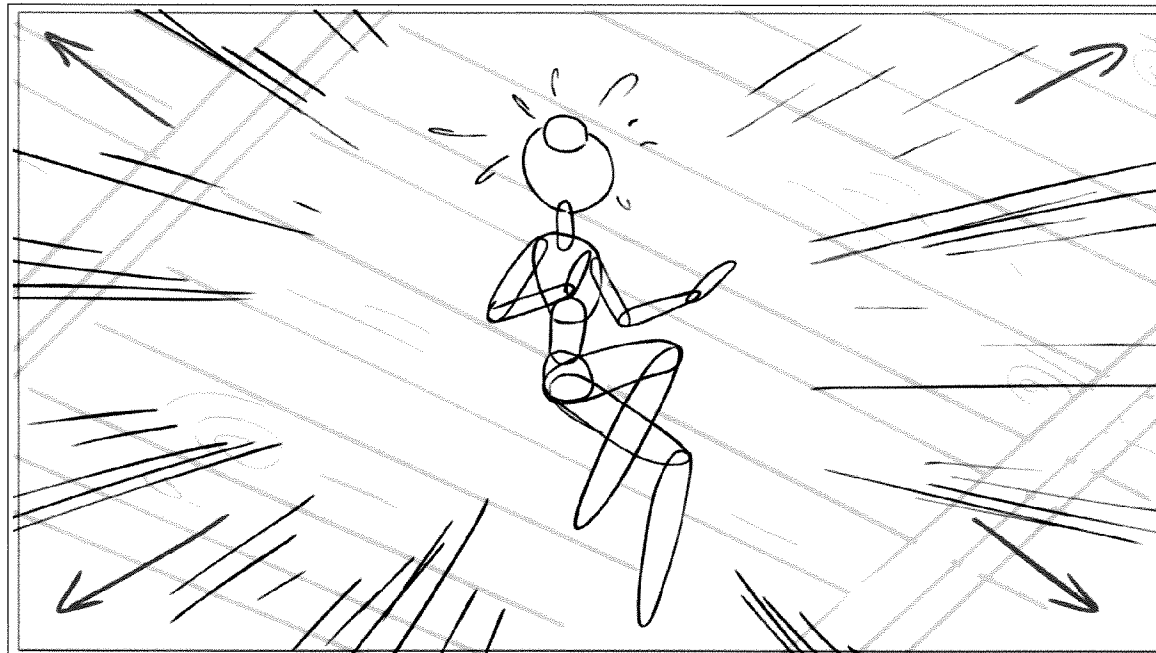
The gem starts to morph into Pearl.

Slugging

0.06

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Scene 232 Panel 3



Action Notes

BG shrinks/pulls back.

Lots of bright light.

The gem starts to morph into Pearl.

Slugging

0.09

Scene 232 Panel 4



Action Notes

BG shrinks/pulls back.

Lots of bright light.

The gem starts to morph into Pearl.

Slugging

1.02

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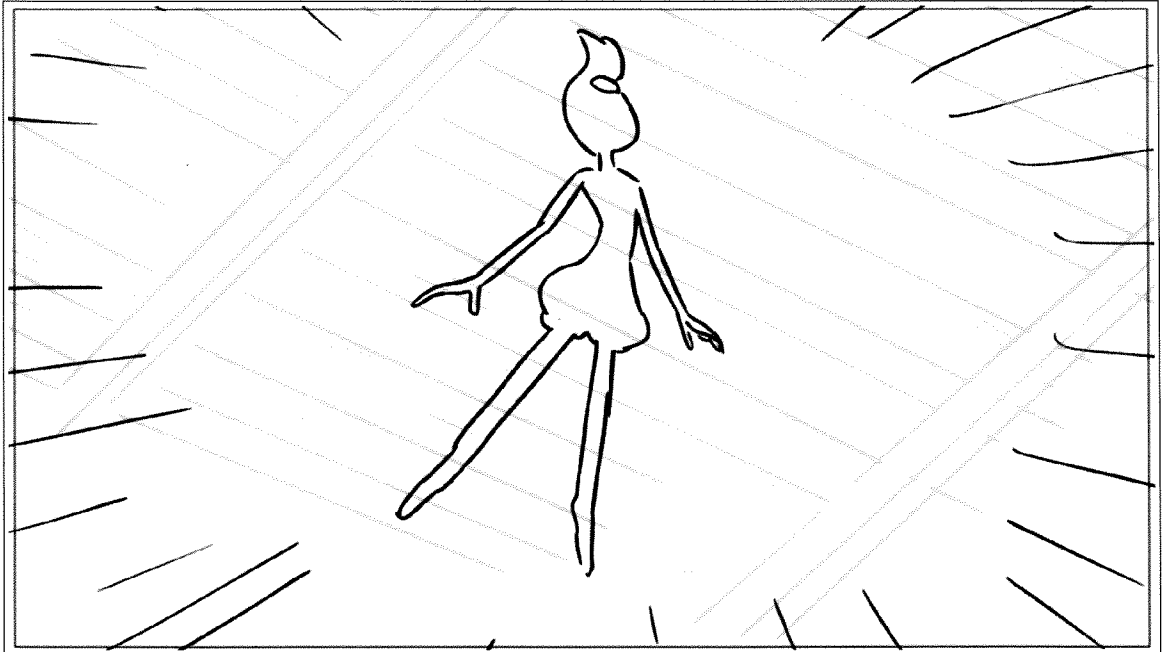
Scene	232	Panel	5
cont			



Action Notes  
Lots of bright light.

Slugging  
0.05

Scene	232	Panel	6
cont			



Action Notes  
Lots of bright light.

Slugging  
0.06

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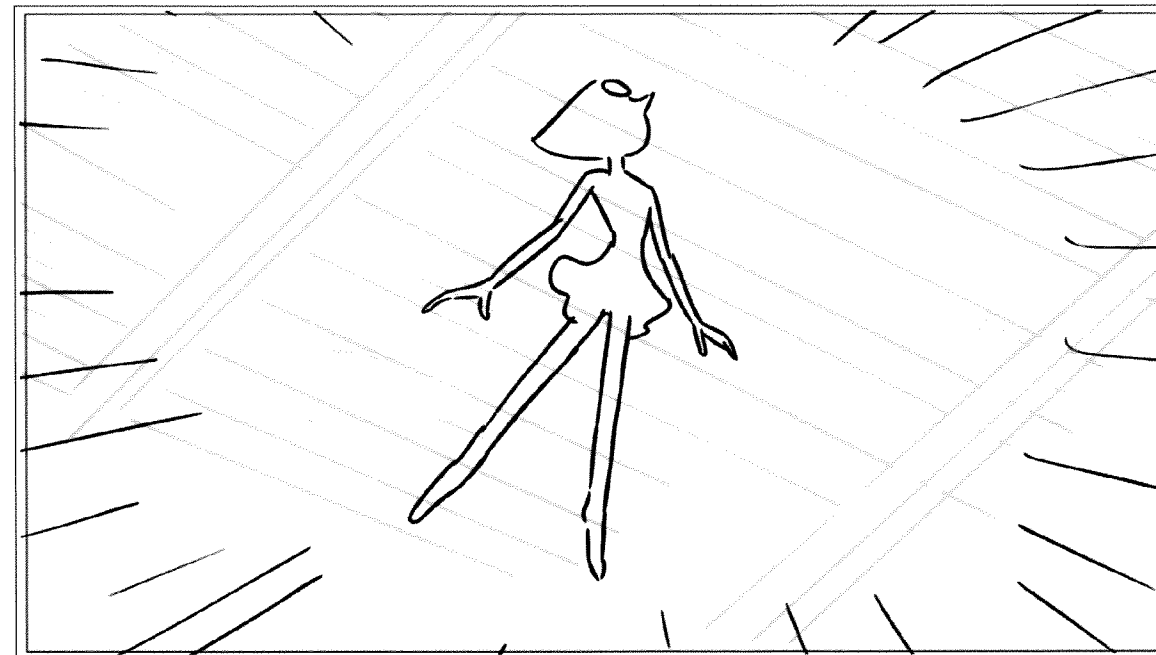
Scene	Panel
232	cont 7



Action Notes  
Lots of bright light.

Slugging  
0.06

Scene	Panel
232	cont 8



Action Notes  
Lots of bright light.

Slugging  
0.05

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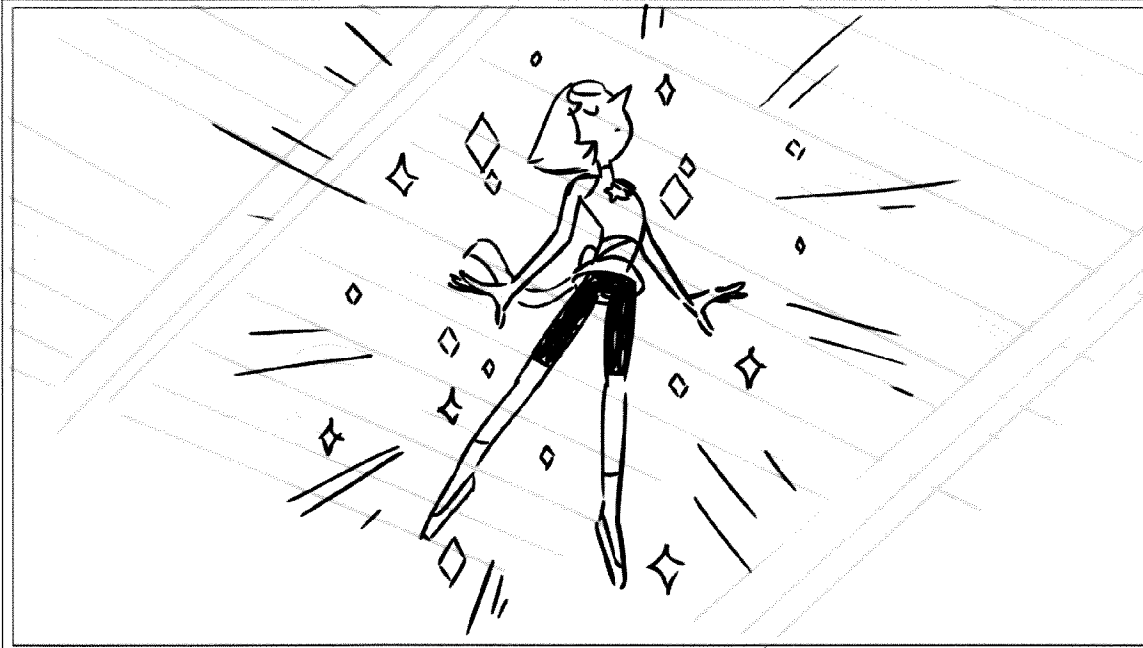
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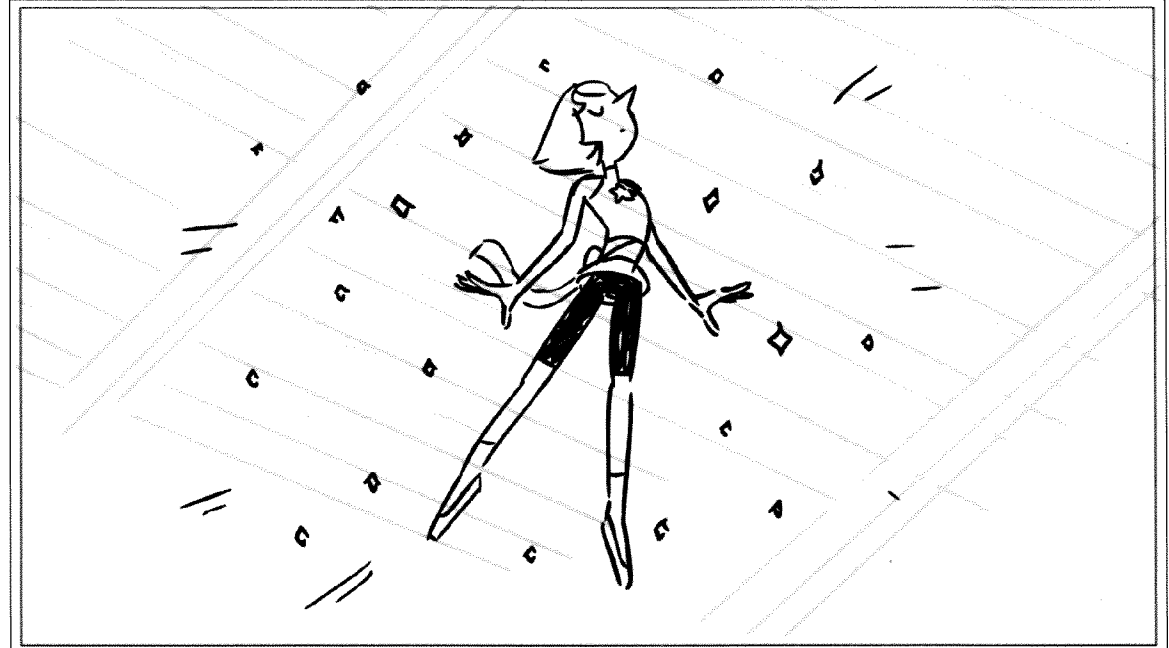
Scene	Panel	
232	cont	9



Action Notes  
Sparkles around Pearl.

Slugging  
0.06

Scene	Panel	
232	cont	10



Action Notes  
Sparkles fade - Light fades.

Slugging  
1.08

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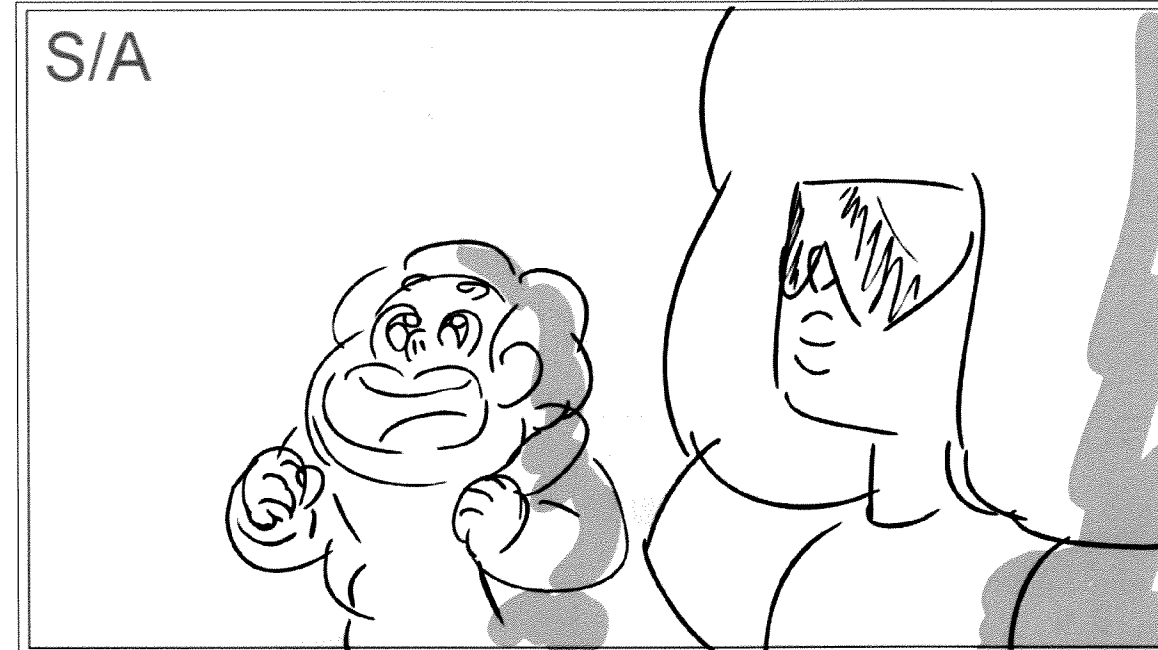
Scene	Panel
233	1



Dialogue  
STEVEN: Nevermind...

Slugging  
0.13

Scene	Panel
233	2



Dialogue  
STEVEN: Pearls back!

Slugging  
1.07

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Scene	Panel
234	1



Action Notes  
Pearl floats down to the ground.

Slugging  
0.04

Scene	Panel
234	2



Slugging  
0.05

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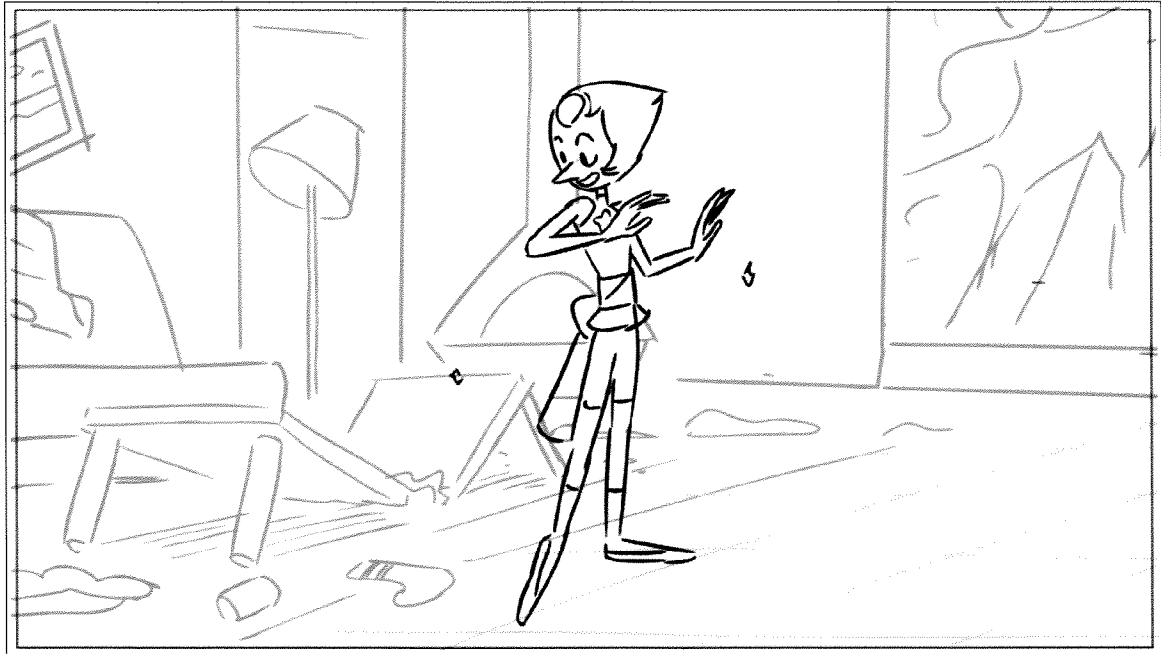
Scene	Panel
234	<i>cont</i>



Dialogue  
PEARL: (breathe in)

Slugging  
1.13

Scene	Panel
234	<i>cont</i>



Dialogue  
PEARL: \*Exhale\* That's much better.

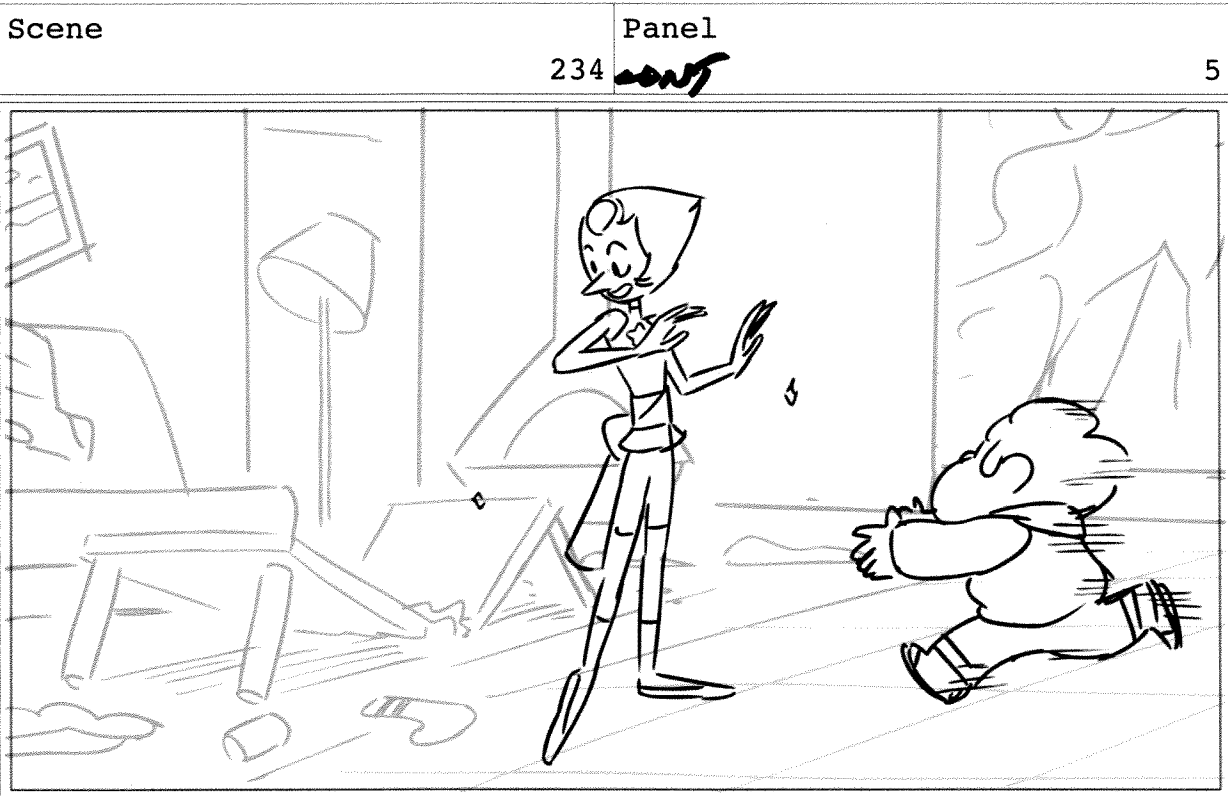
Slugging  
2.10

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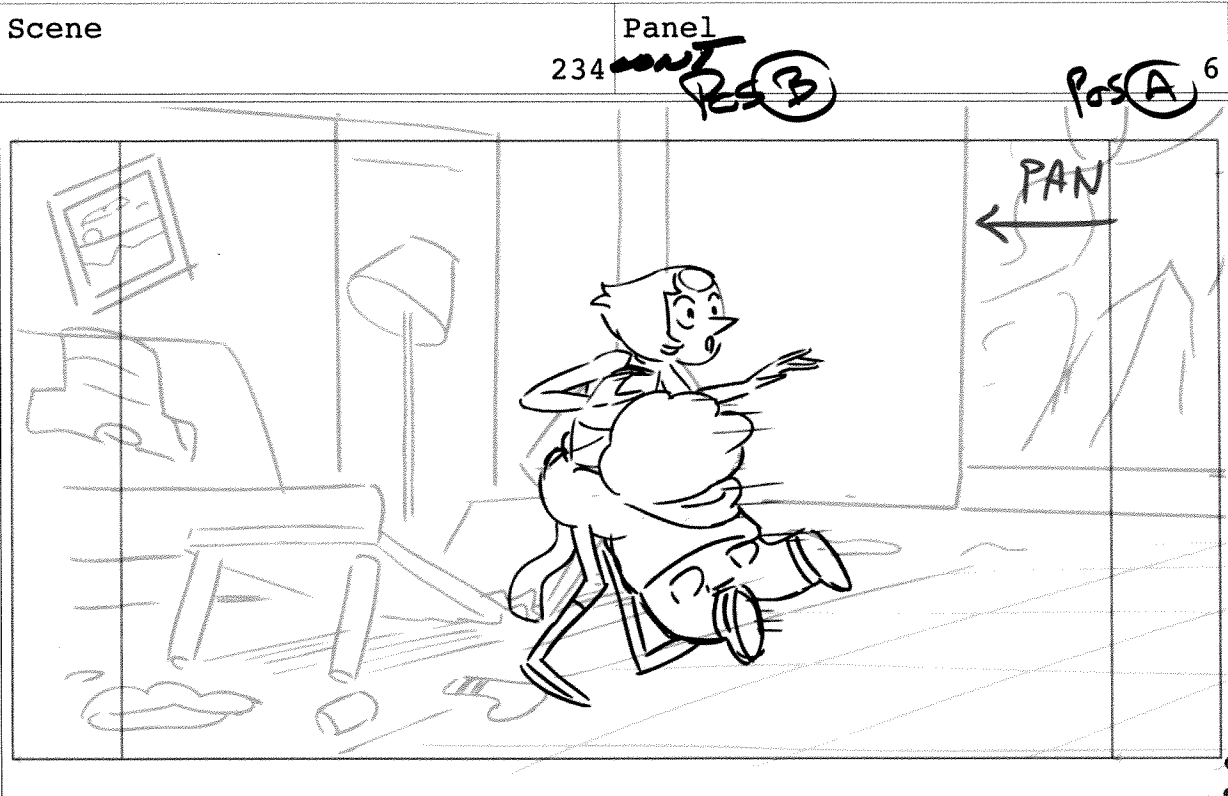
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Slugging  
0.06



Dialogue  
PEARL: OOOF

Action Notes  
Camera ADJ West - Follows Steven's impact hugging Pearl.

Slugging  
ADJ: 0.04  
Then HOLD: 0.13

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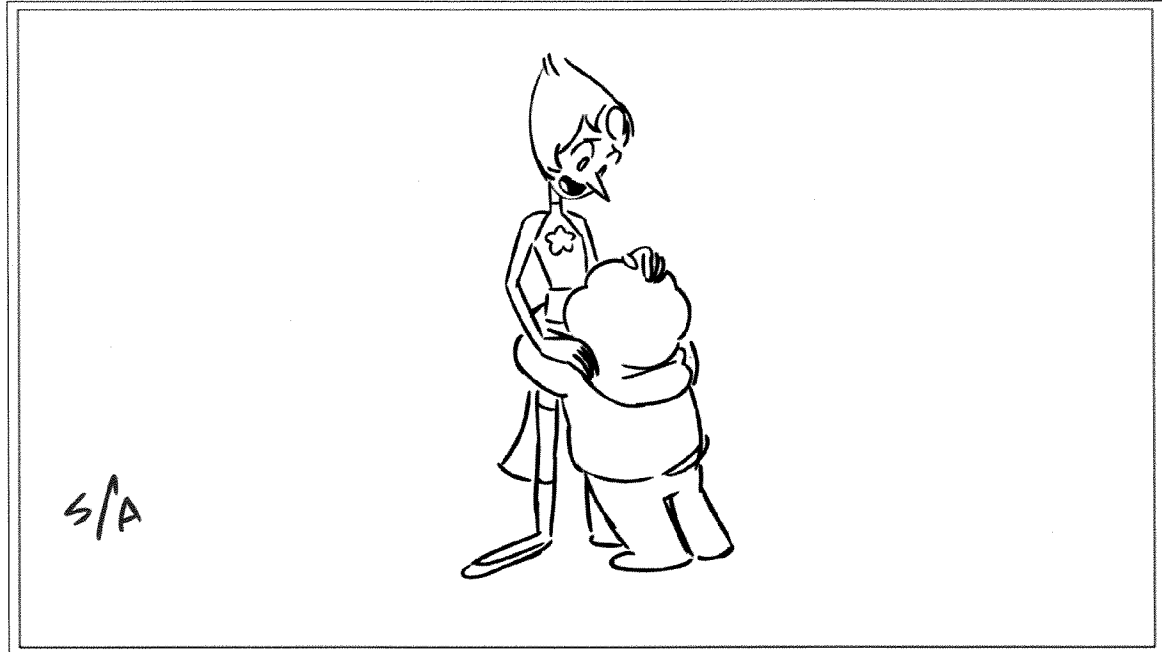
Scene	Panel
234	cont
	7



Dialogue  
PEARL: Hey!

Slugging  
1.05

Scene	Panel
234	cont
	8



Dialogue  
PEARL: Miss me much?

Slugging  
1.10

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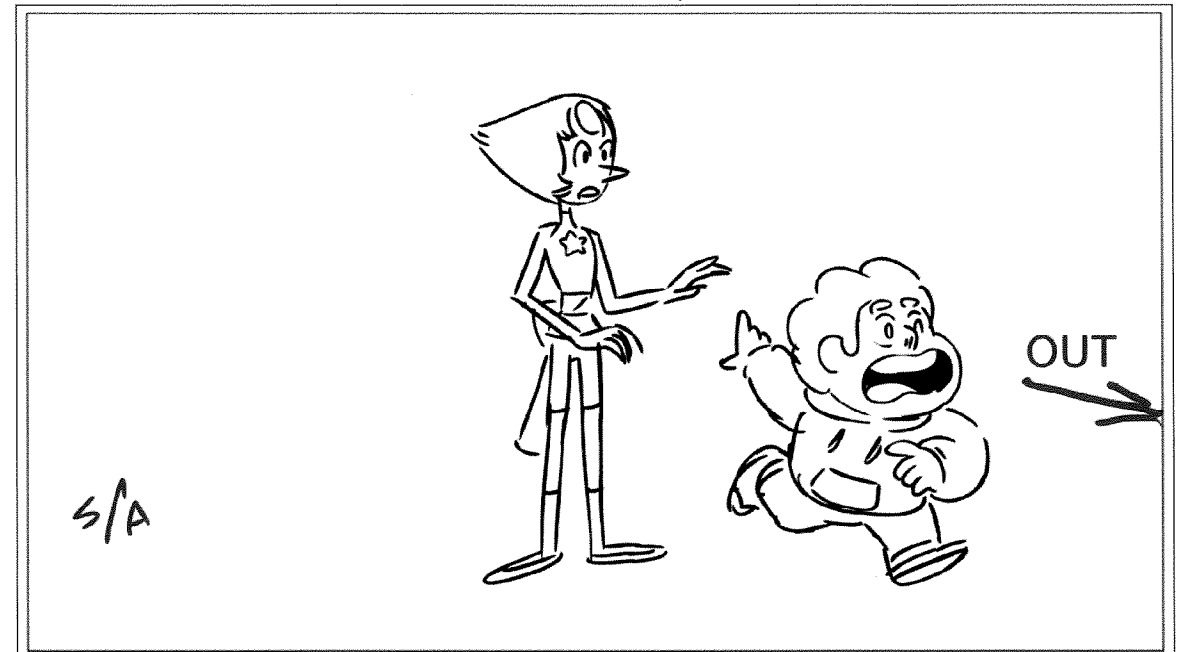
Scene	Panel
234	<i>cont</i> 9



Dialogue  
STEVEN: Aww man i had this whole thing...

Slugging  
2.09

Scene	Panel
234	<i>cont</i> 10



Dialogue  
STEVEN: ... planned out for when you...

Action Notes  
Steven runs OUT East.

Slugging  
1.04

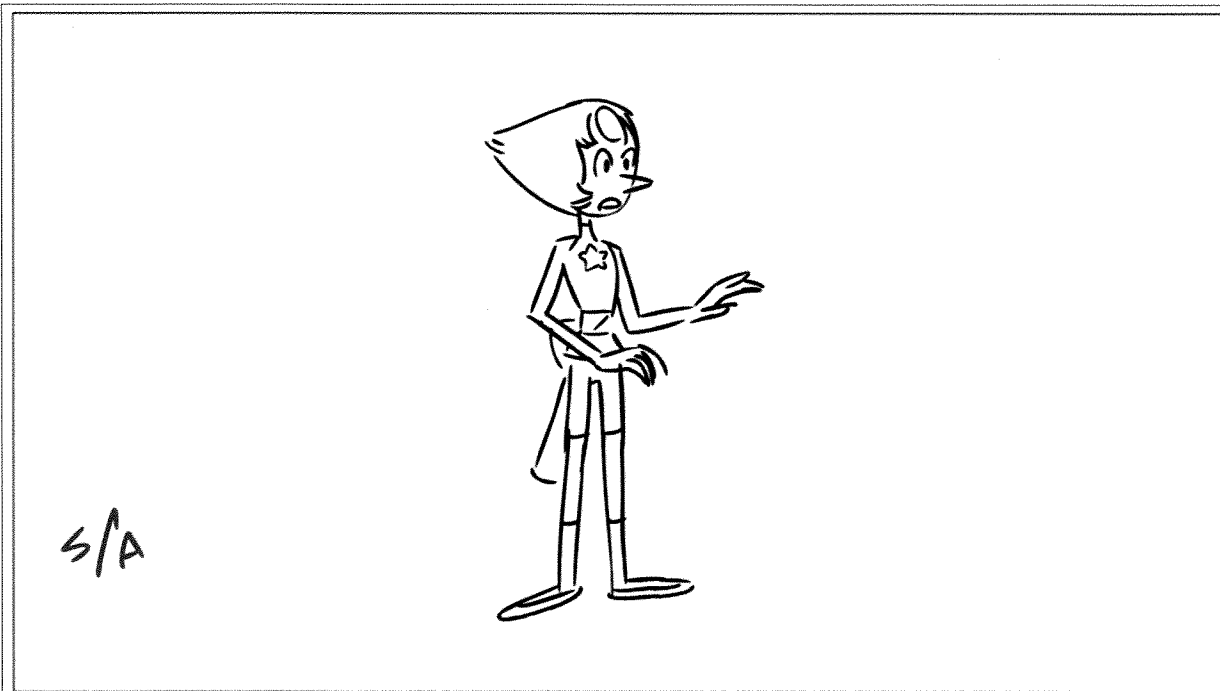
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Scene 234 Panel 11



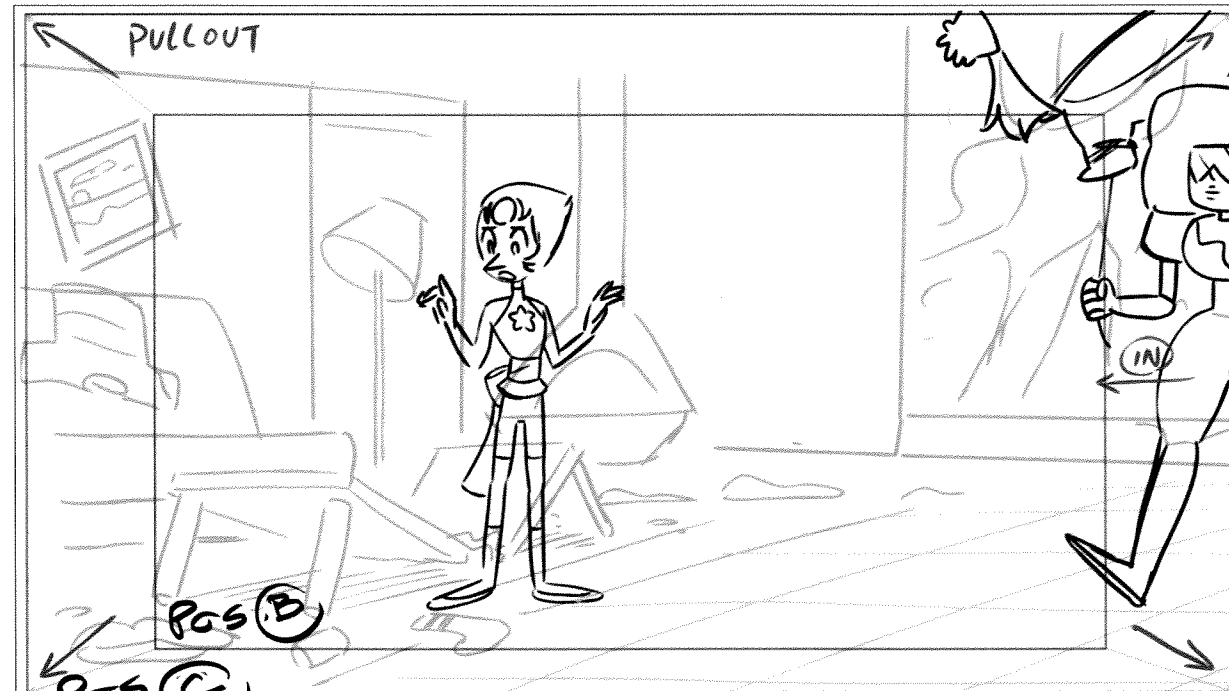
Dialogue

STEVEN: ... came back!

Slugging

0.08

Scene 234 Panel 12



Dialogue

PEARL: Uh...

Action Notes

Camera pull OUT.

Garnet walks IN East with Amethyst floating IN.

Slugging

HOLD: 0.15

Then ADJ: 0.12

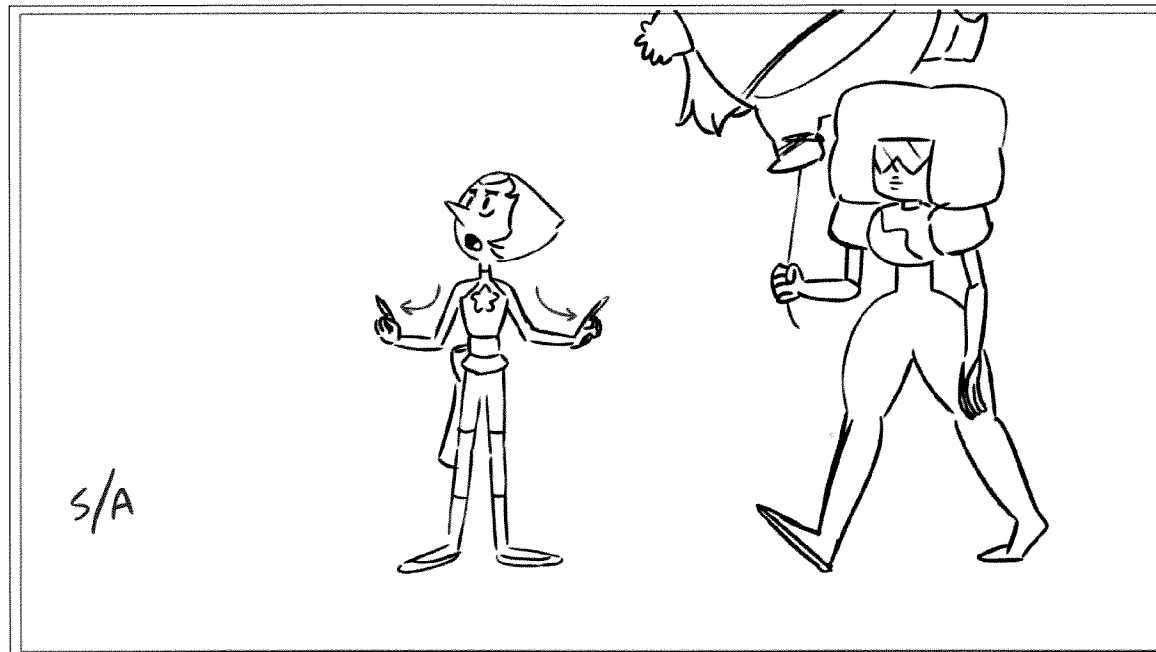
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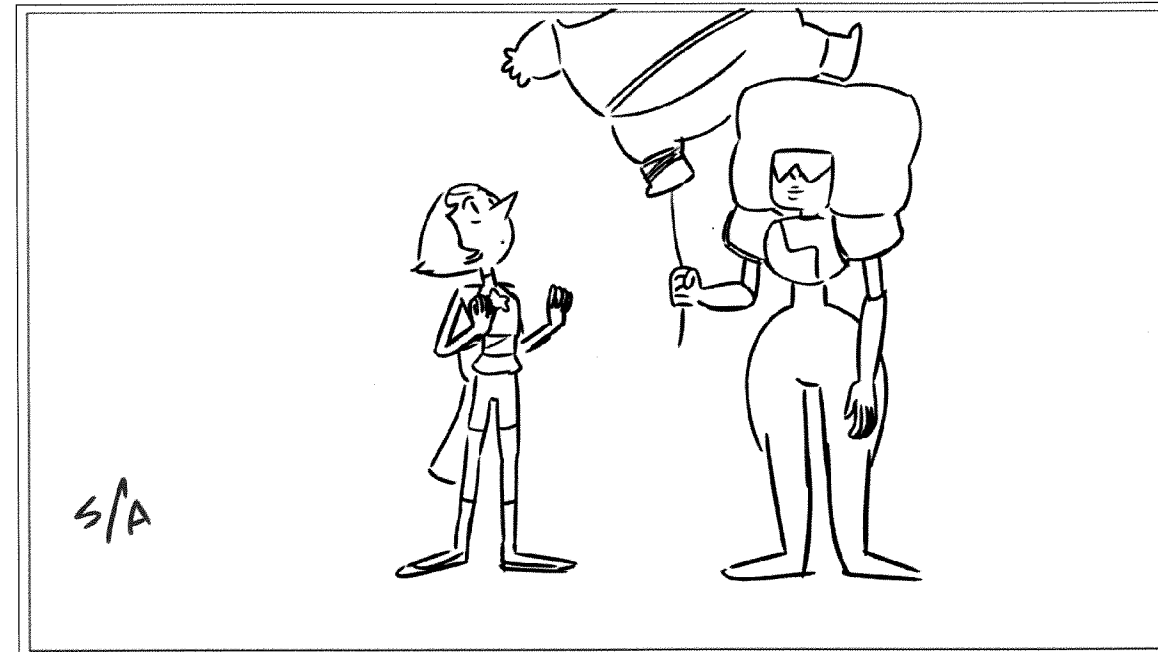
Scene	Panel
234	cont 13



Dialogue  
PEARL: Steven, what happened to your room?

Slugging  
3.09

Scene	Panel
234	cont 14

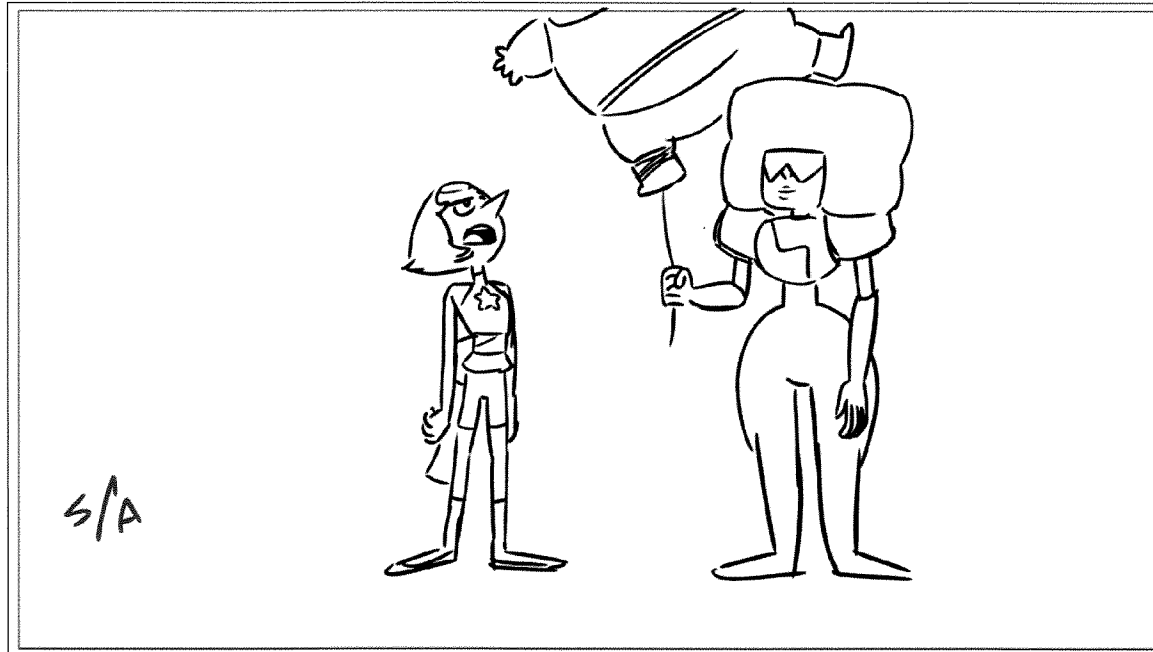


Slugging  
0.15

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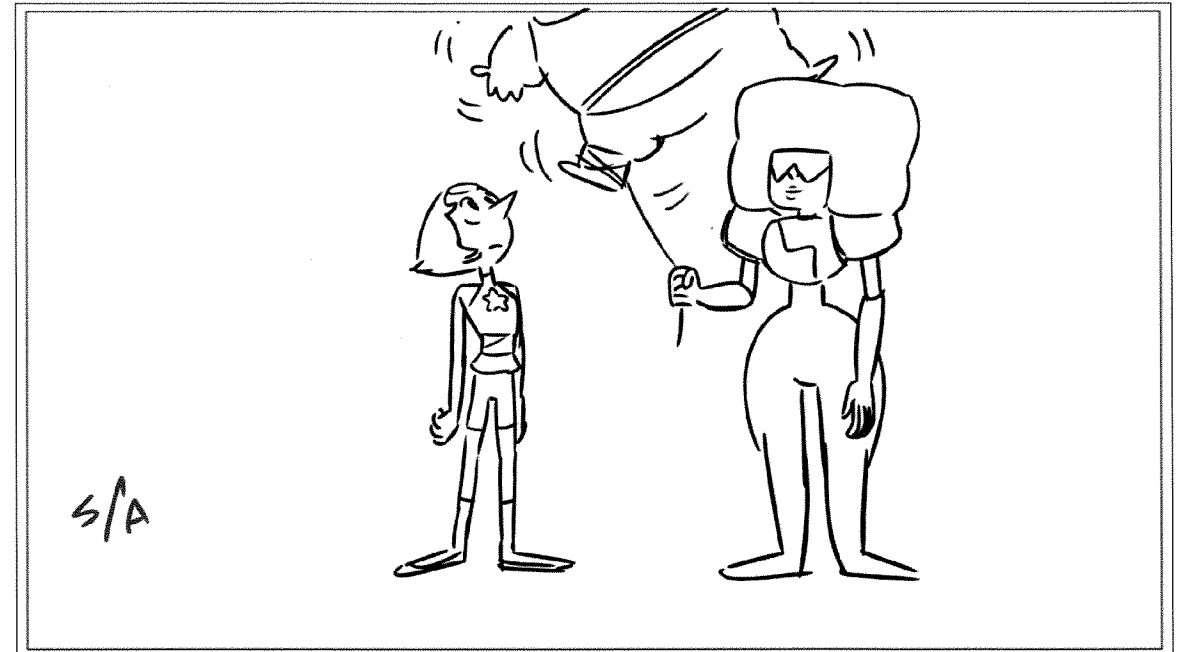
Scene 234 Panel 15



Dialogue  
PEARL: I don't even want to know what happened to you.

Slugging  
3.10

Scene 234 Panel 16



Dialogue  
AMETHYST: I got hit by airplane.

Action Notes  
Amethyst is shaking.

Slugging  
2.14

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Scene	Panel
234	cont 17



Dialogue  
STEVEN: Pearls back!

Action Notes  
Steven IN East.  
Steven is banging the spoon on the pot.

Slugging  
1.08

Scene	Panel
234	cont 18



Dialogue  
STEVEN: Pearls back!

Slugging  
1.12

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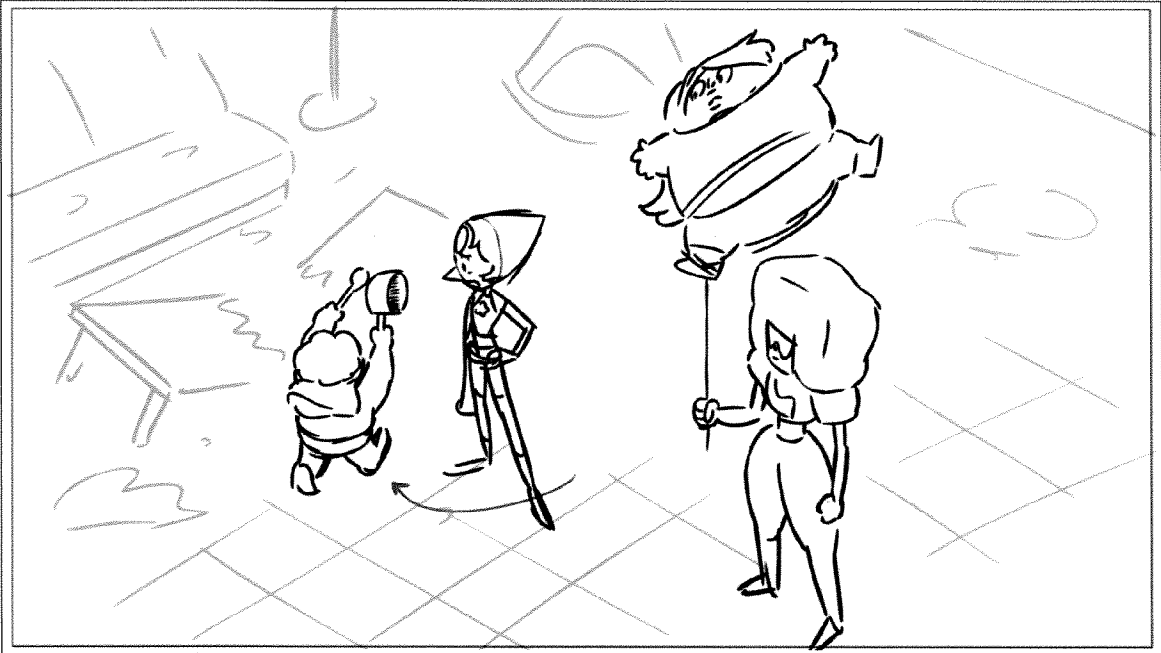
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Scene	Panel
235	1

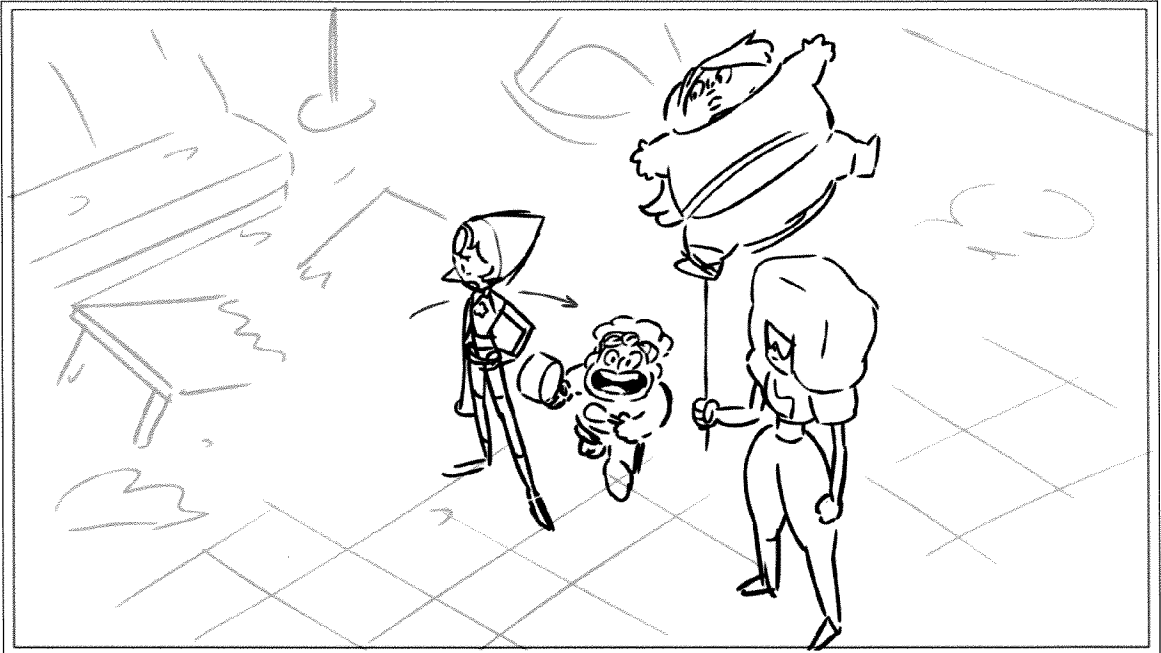


Dialogue  
STEVEN: Pearls back! Pearls back! Pearls back!

Action Notes  
Steven circles Pearl clockwise.

Slugging  
Panels 1 + 2 = 4.01

Scene	Panel
235	2



Dialogue  
PEARL: Steven, what are you doing?

STEVEN: Pearls back! Pearls back! Pearls back!

Action Notes  
Steven circles Pearl clockwise.

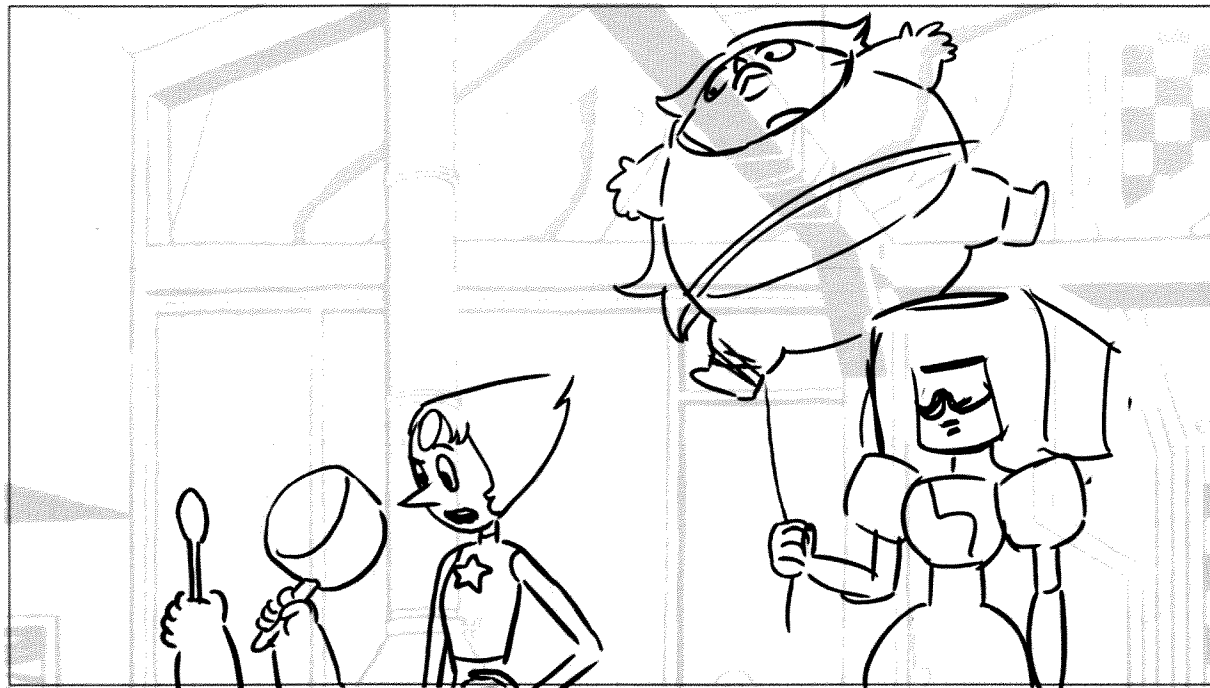
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Scene	Panel
236	1

**Action Notes**

Steven is banging the spoon on the pot.

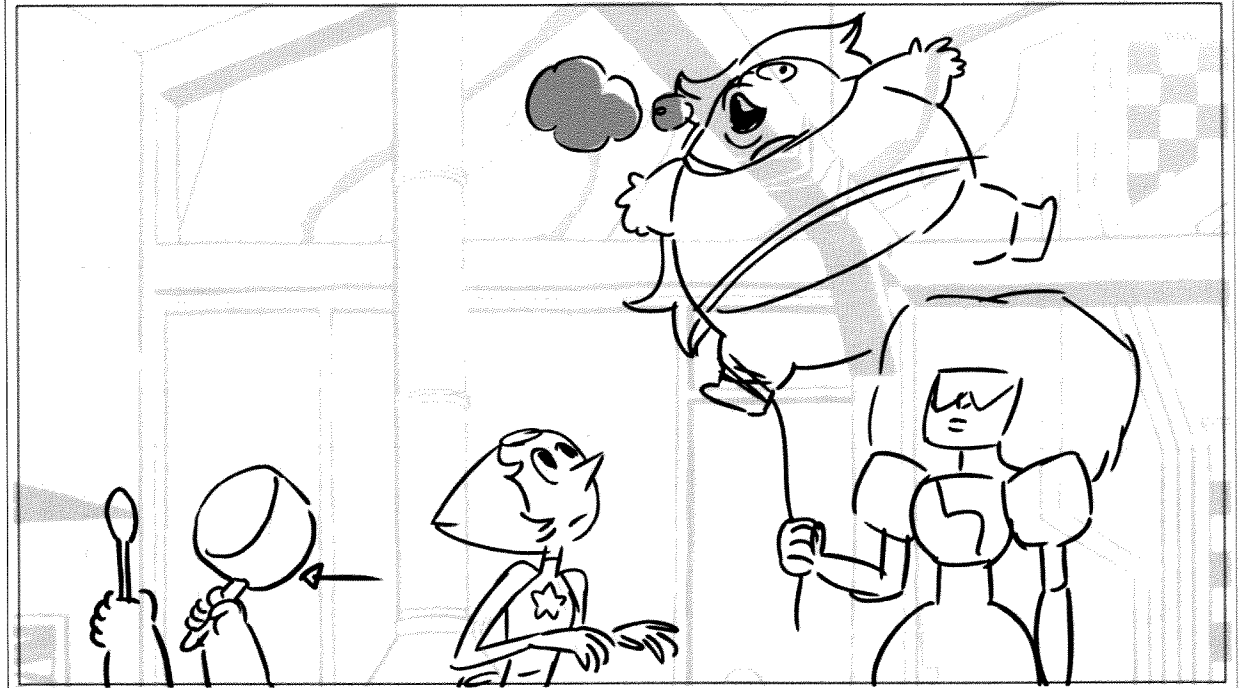
**Slugging**

Panels 1 + 2 = 1.09

**Notes**

Need -SP- H.U. Pearl to previous scene.

Scene	Panel
236	2

**Dialogue**

AMETHYST: \*burp\*

STEVEN: Pearls back!

**Action Notes**

Steven is banging the spoon on the pot.

Purple clouds come out of Amethyst's mouth.

**Notes**

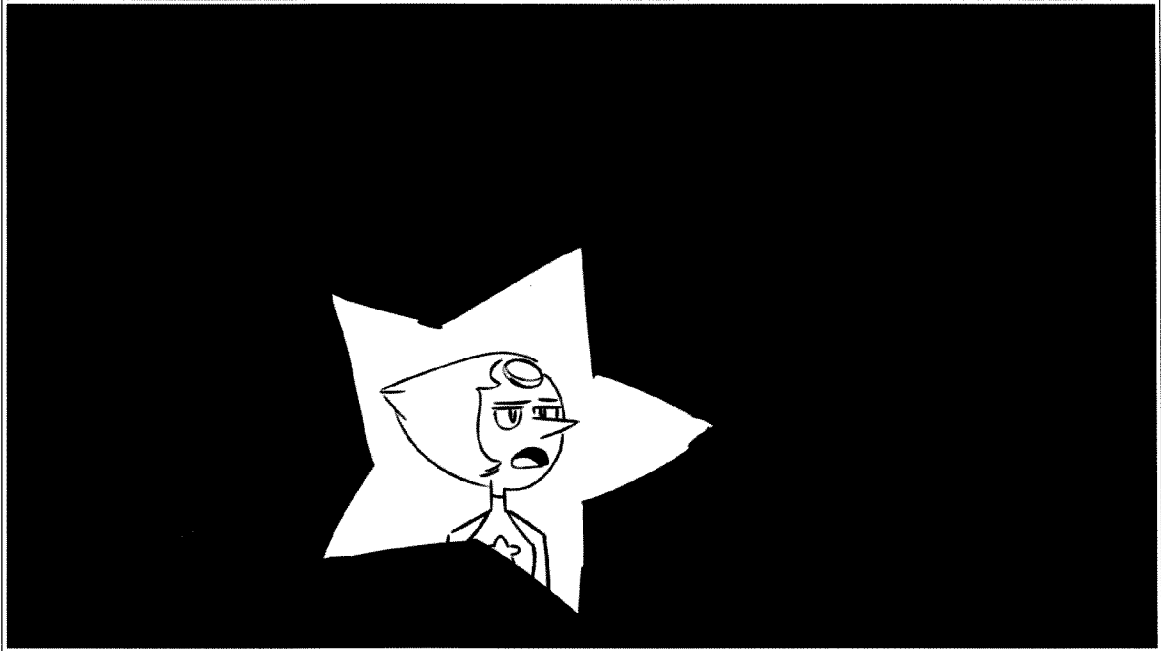
Need -SP- H.U. Pearl to previous scene.

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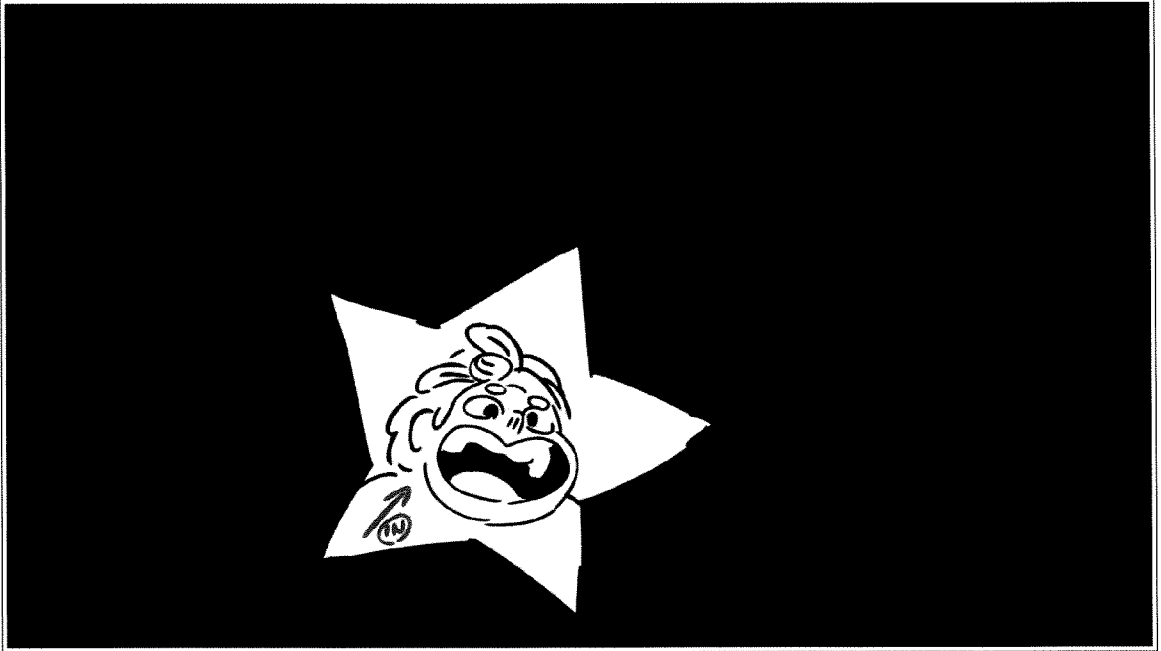
Scene	Panel
236	<i>cont</i> 3



Dialogue  
PEARL: \*Exhale\* I can't leave you guys alone for a second.

Slugging  
3.10

Scene	Panel
236	<i>cont</i> 4



Dialogue  
STEVEN: Pearls back!

Action Notes  
Steven IN in front of Pearl.

Slugging  
0.15

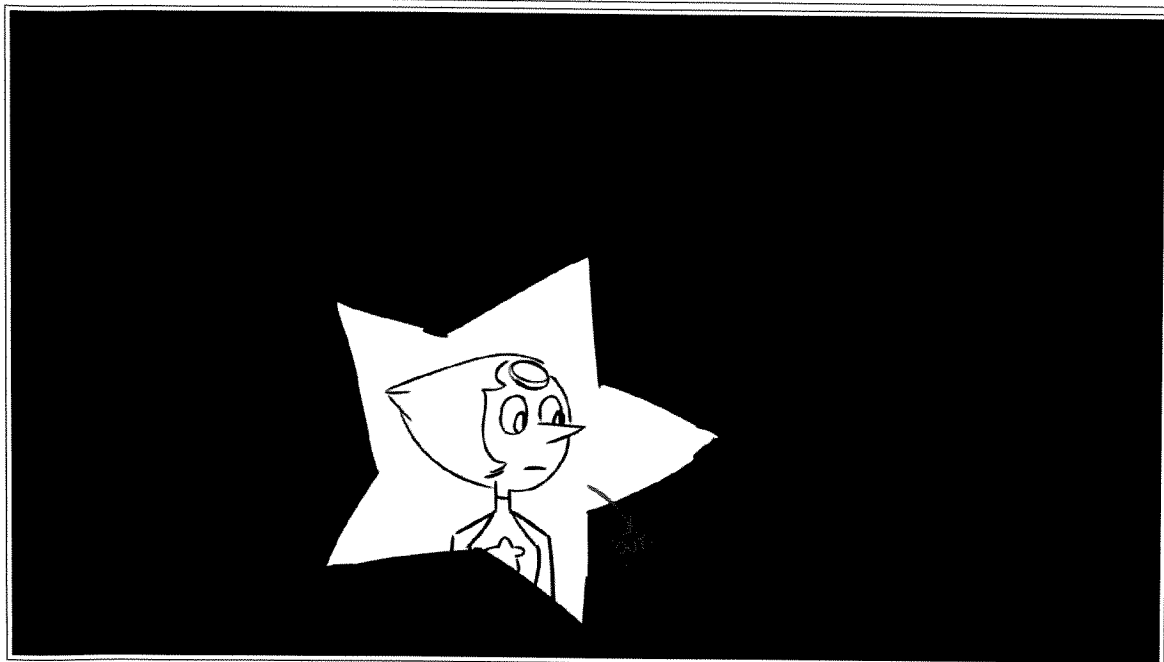
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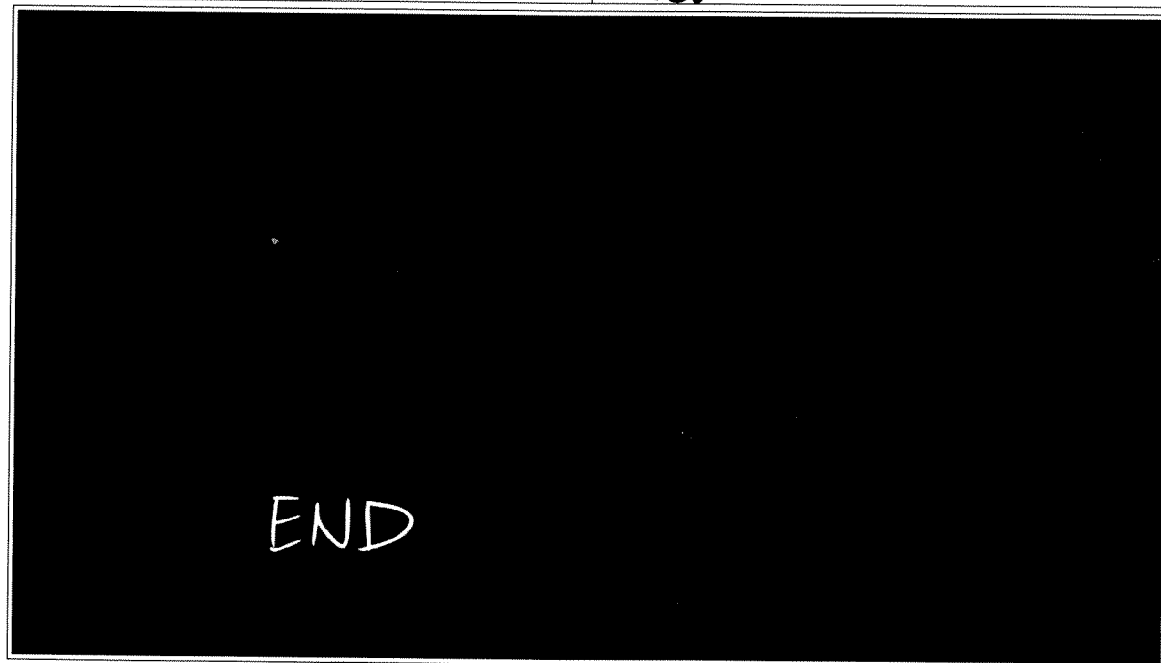
Scene	Panel
236	<i>cont</i>
	5



Action Notes  
Steven OUT.

Slugging  
1.02

Scene	Panel
236	<i>cont</i>
	6



Slugging  
1.03

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