

# Dorothy and The WIZARD of OZ

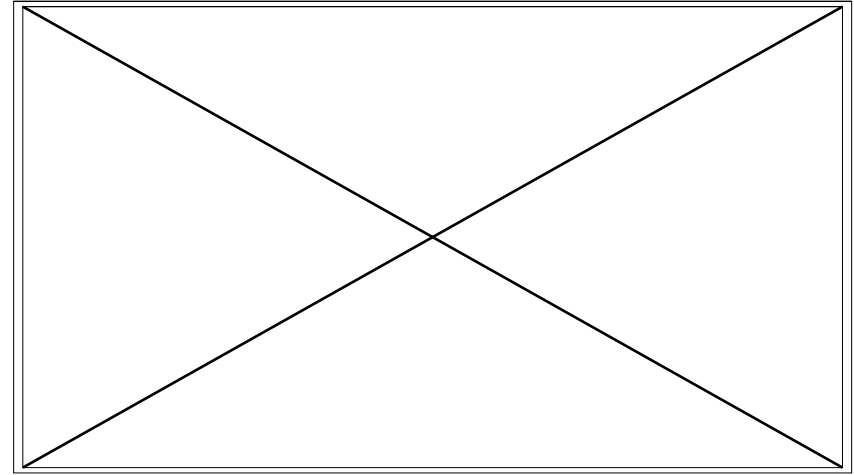
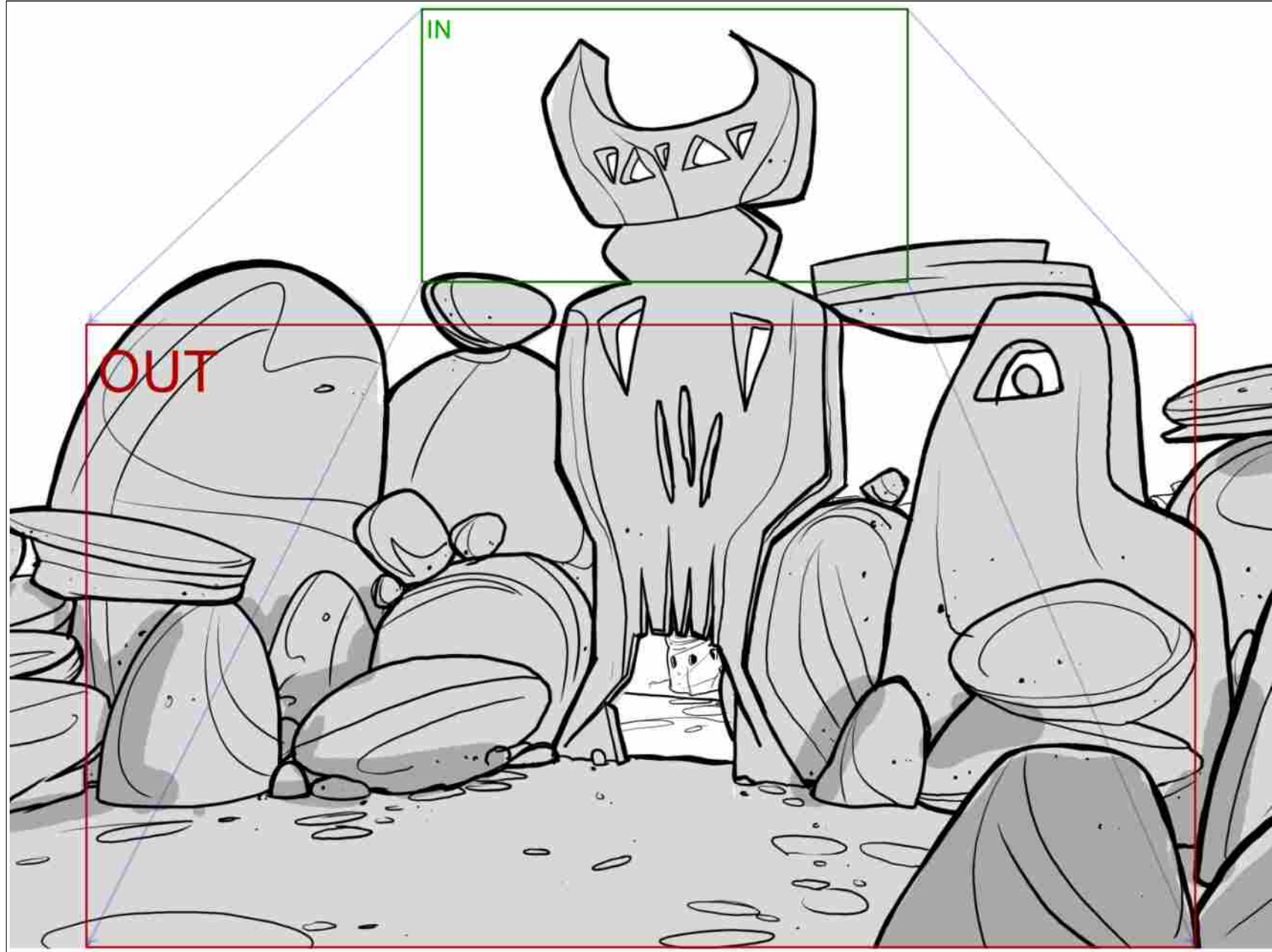
DWOZ998  
'SCOODLERS'





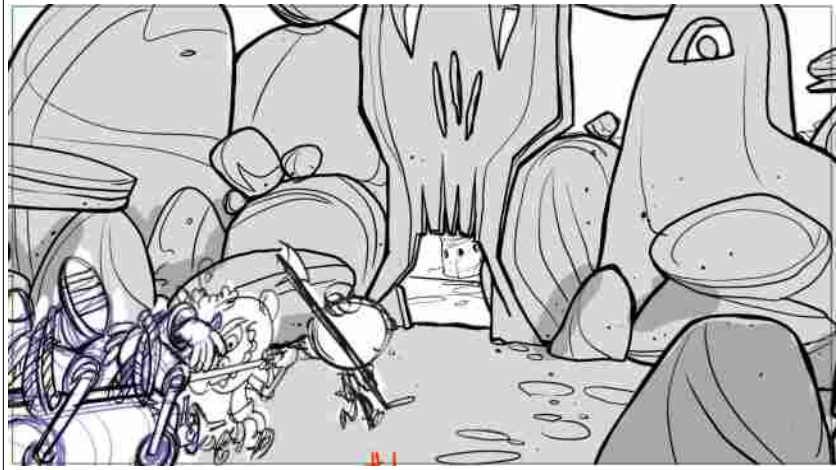
Scene	Duration	Panel	Duration
1	03:00	1	01:00

NO PANEL

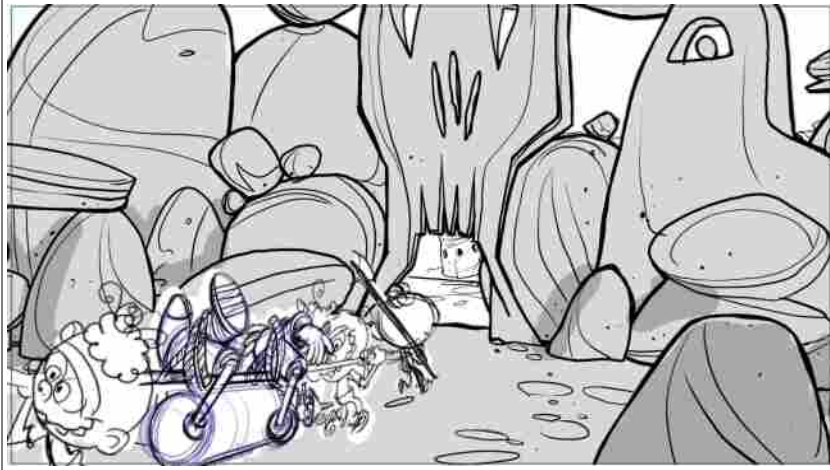


**Action Notes**  
 SEQ. 5) EXT. SCODLER VALLEY - CONTINUOUS  
 TRUCK OUT from Scodler Valley gate. The Scodlers enter carrying Tin Man into their rocky valley.

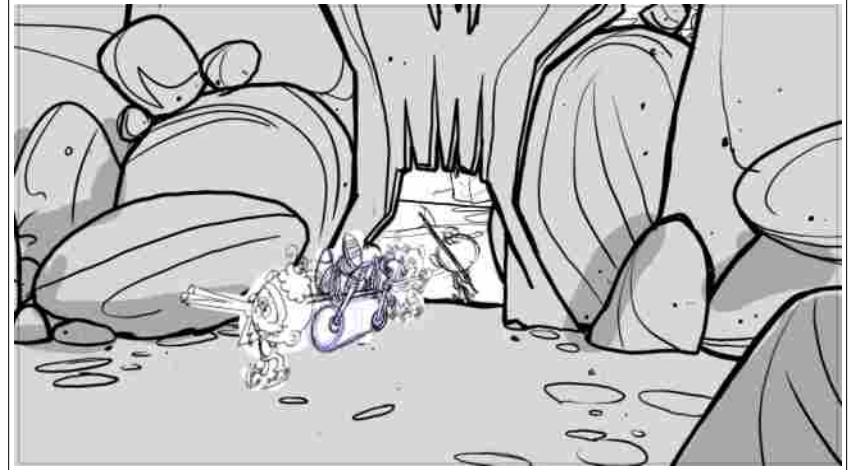
Scene	Duration	Panel	Duration
1	03:00	2	01:00



Scene	Duration	Panel	Duration
1	03:00	3	01:00



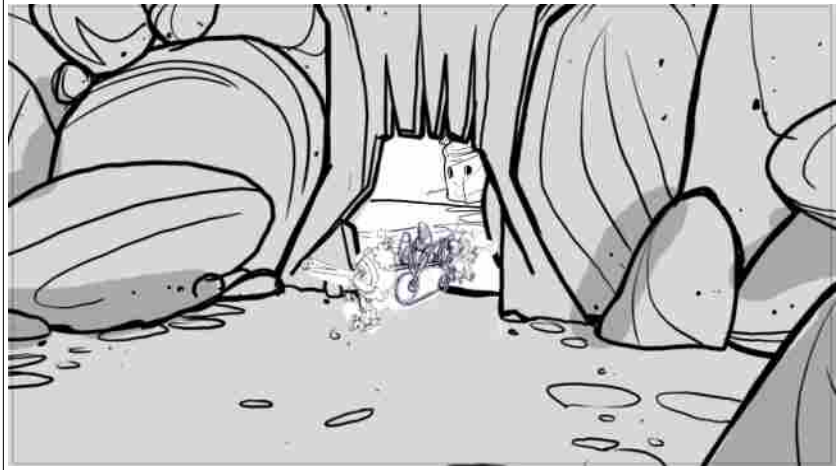
Scene	Duration	Panel	Duration
1_A	02:20	1	01:00



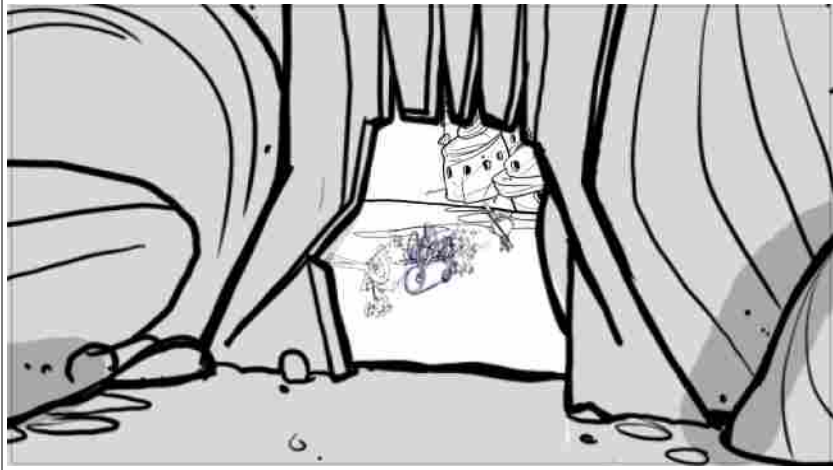
**Action Notes**

Closer on gate as yhe Scoodlers carry Tin Man into their rocky valley.

Scene	Duration	Panel	Duration
1_A	02:20	2	01:00



Scene	Duration	Panel	Duration
1_A	02:20	3	00:20



Scene	Duration	Panel	Duration
1_A_1	01:00	1	00:05



**Action Notes**

Wide on Scodler valley. High above the village, a GIANT STONE head rotates slowly, emanating force beams.



Scene	Duration	Panel	Duration
1_A_1	01:00	2	00:05



**Action Notes**  
 Wide on Scoodler valley. High above the village, a GIANT STONE head rotates slowly, emanating force beams.

Scene	Duration	Panel	Duration
1_A_1	01:00	3	00:05



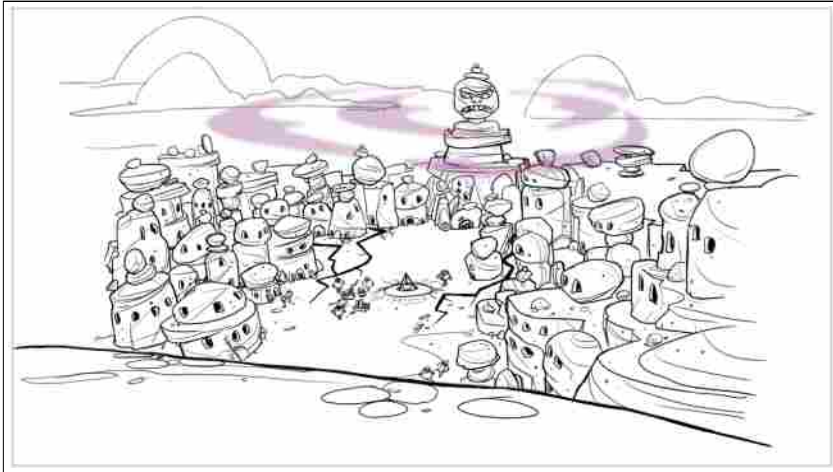
**Action Notes**  
 Wide on Scoodler valley. High above the village, a GIANT STONE head rotates slowly, emanating force beams.

Scene	Duration	Panel	Duration
1_A_1	01:00	4	00:04



**Action Notes**  
 Wide on Scoodler valley. High above the village, a GIANT STONE head rotates slowly, emanating force beams.

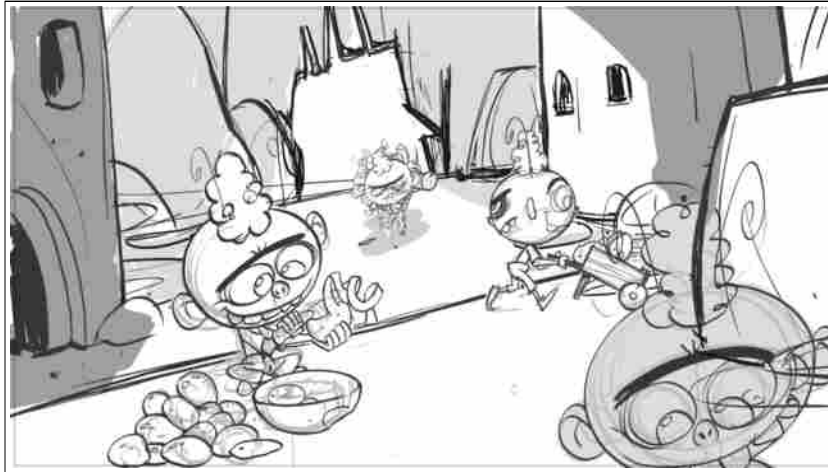
Scene	Duration	Panel	Duration
1_A_1	01:00	5	00:05



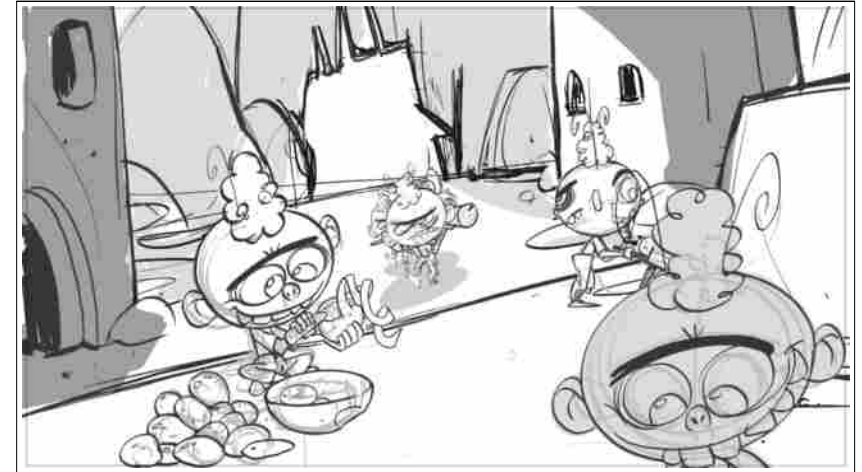
**Action Notes**

Wide on Scoodler valley. High above the village, a GIANT STONE head rotates slowly, emanating force beams.

Scene	Duration	Panel	Duration
1_A_2	00:14	1	00:06

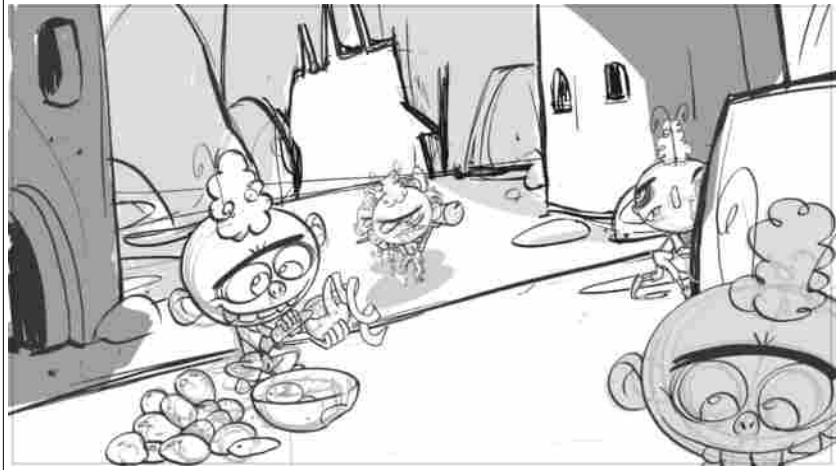


Scene	Duration	Panel	Duration
1_A_2	00:14	2	00:04

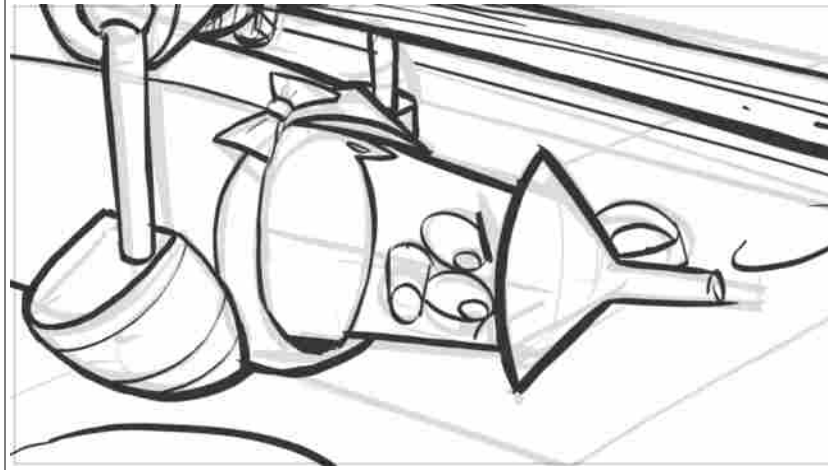




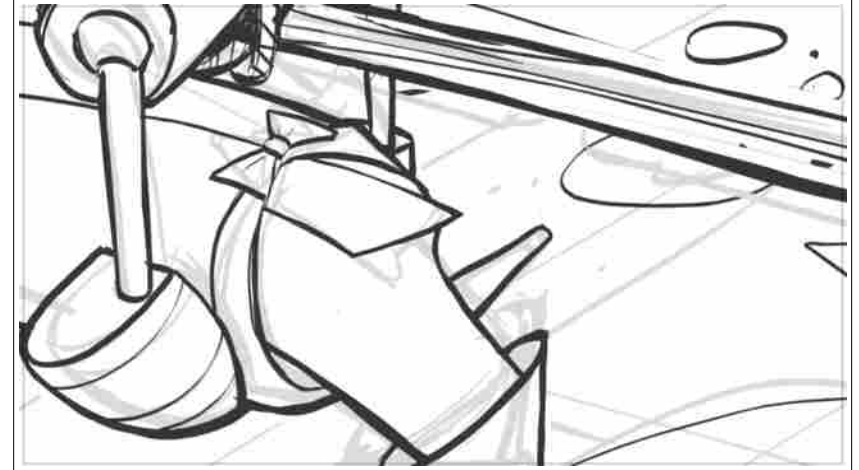
Scene	Duration	Panel	Duration
1_A_2	00:14	3	00:04



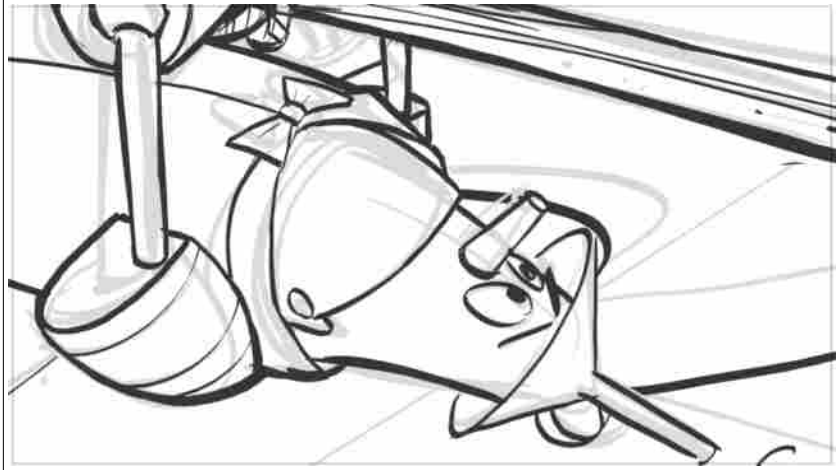
Scene	Duration	Panel	Duration
1_A_3	02:00	1	00:16



Scene	Duration	Panel	Duration
1_A_3	02:00	2	00:16



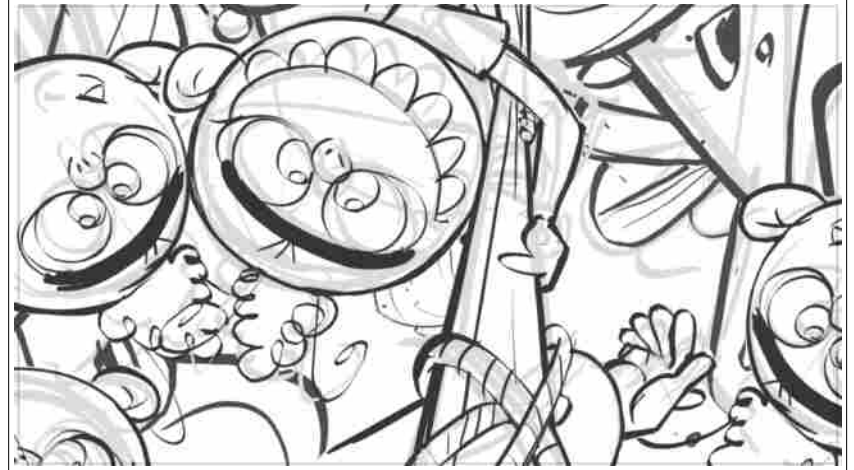
Scene	Duration	Panel	Duration
1_A_3	02:00	3	00:16



Scene	Duration	Panel	Duration
1_A_4	01:04	1	00:06



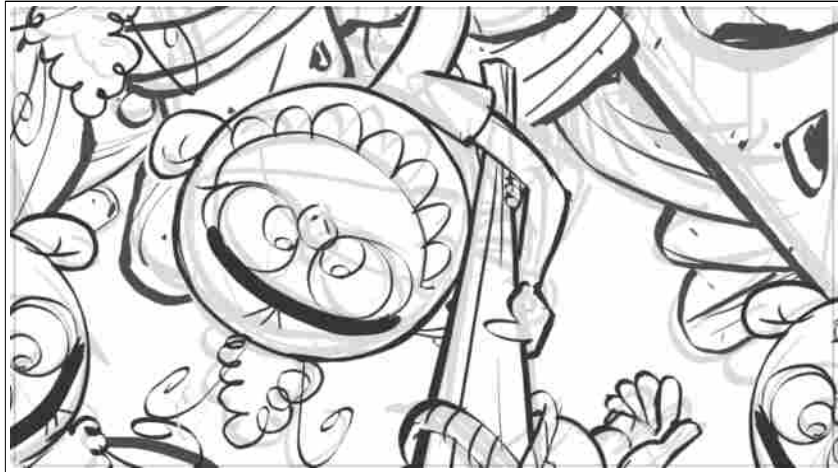
Scene	Duration	Panel	Duration
1_A_4	01:04	2	00:07



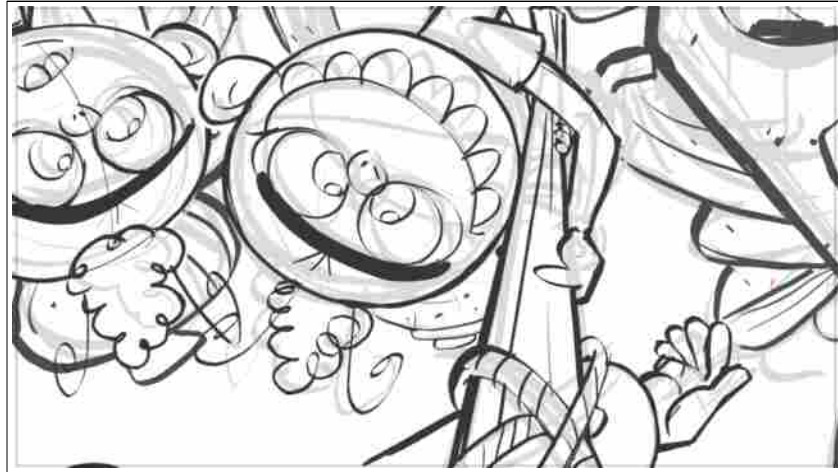




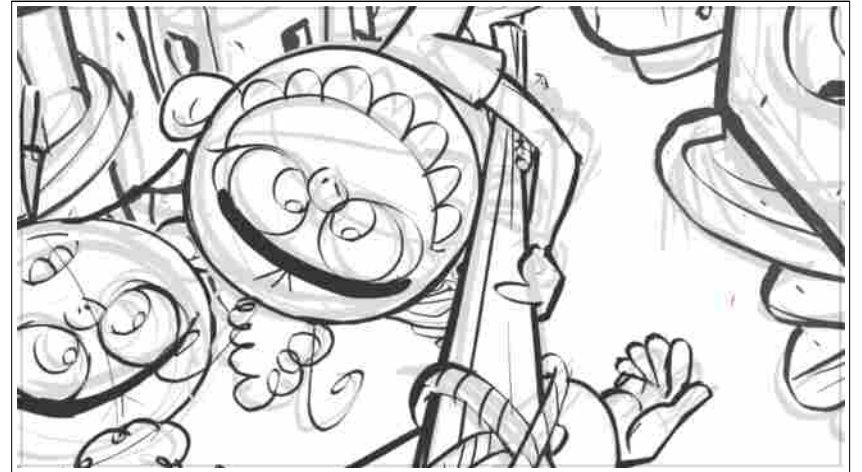
Scene	Duration	Panel	Duration
1_A_4	01:04	3	00:06



Scene	Duration	Panel	Duration
1_A_4	01:04	4	00:04



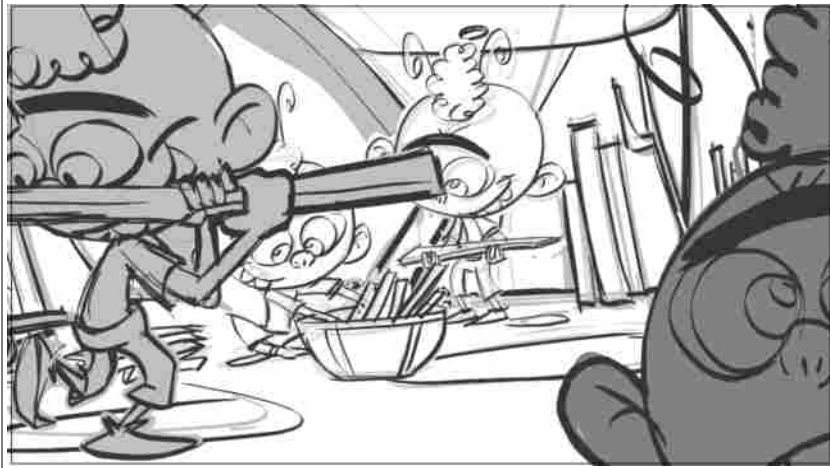
Scene	Duration	Panel	Duration
1_A_4	01:04	5	00:05



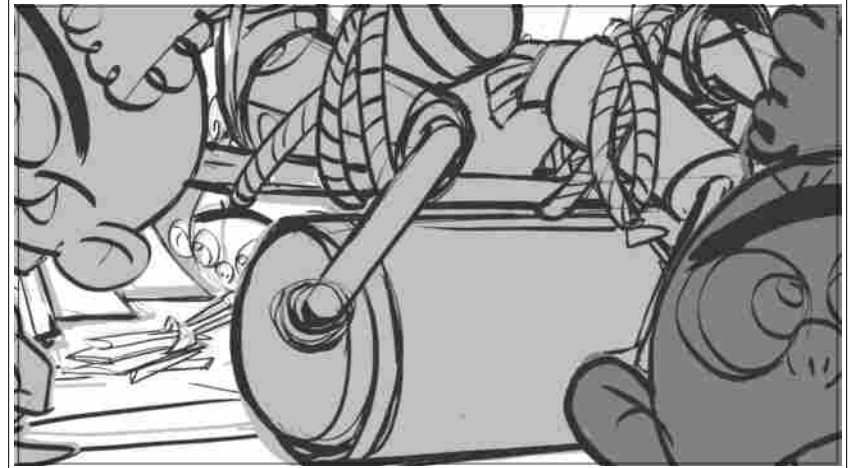
Scene	Duration	Panel	Duration
2	06:00	1	01:00



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



Scene	Duration	Panel	Duration
2	06:00	3	01:00

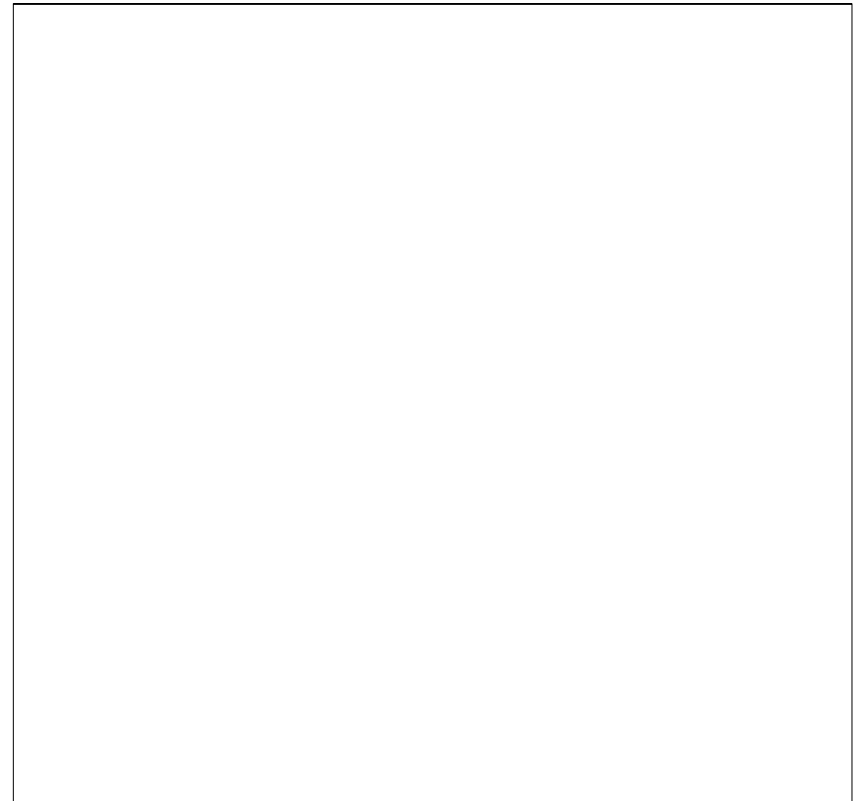
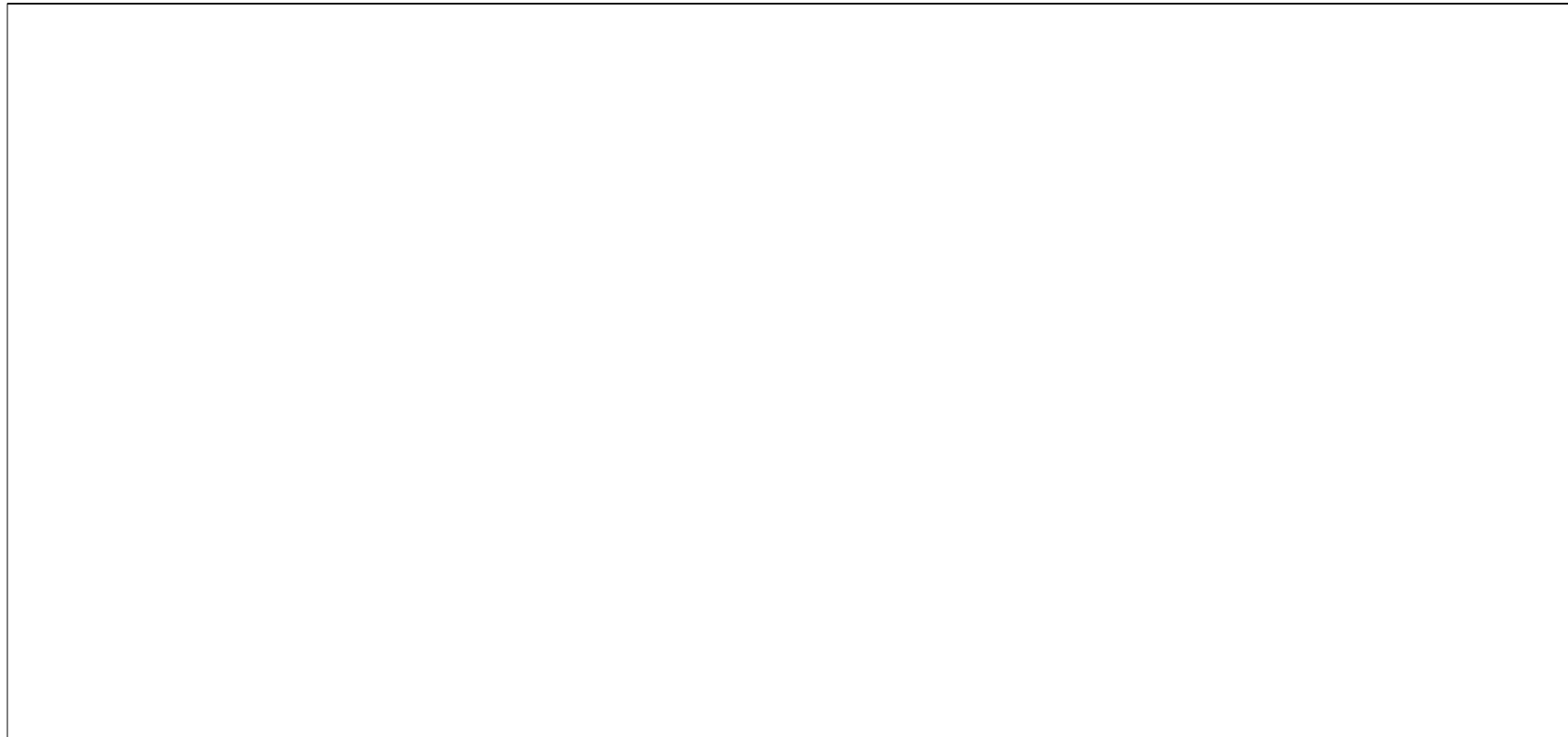




Scene	Duration	Panel	Duration
2	06:00	4	01:00



Scene	Duration	Panel	Duration
2	06:00	5	01:00

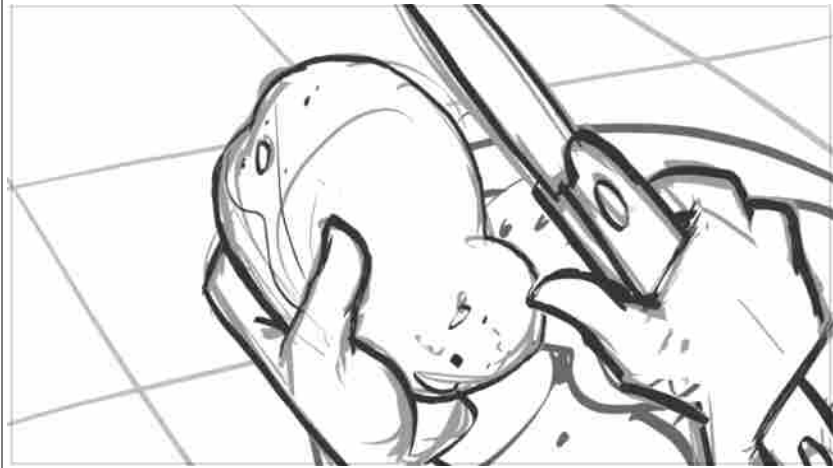




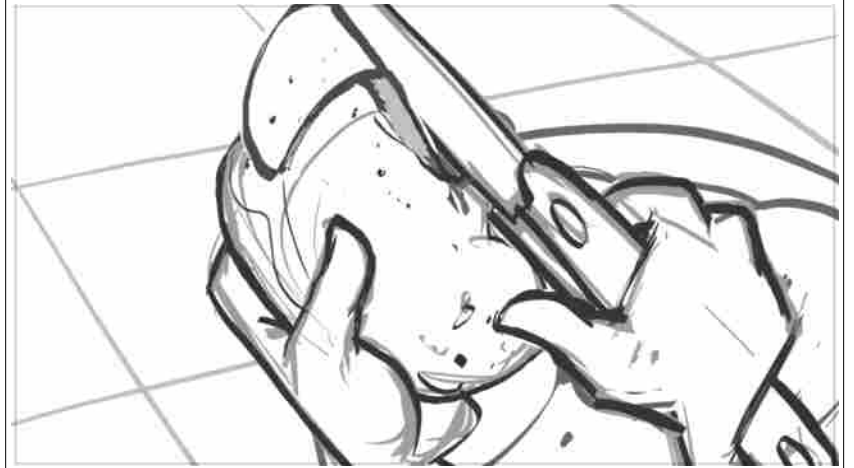
Scene	Duration	Panel	Duration
2	06:00	6	01:00



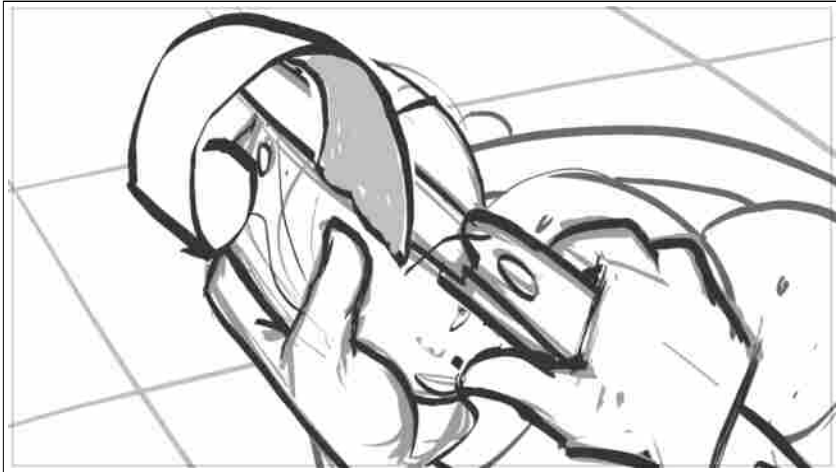
Scene	Duration	Panel	Duration
2_A	02:16	1	00:16



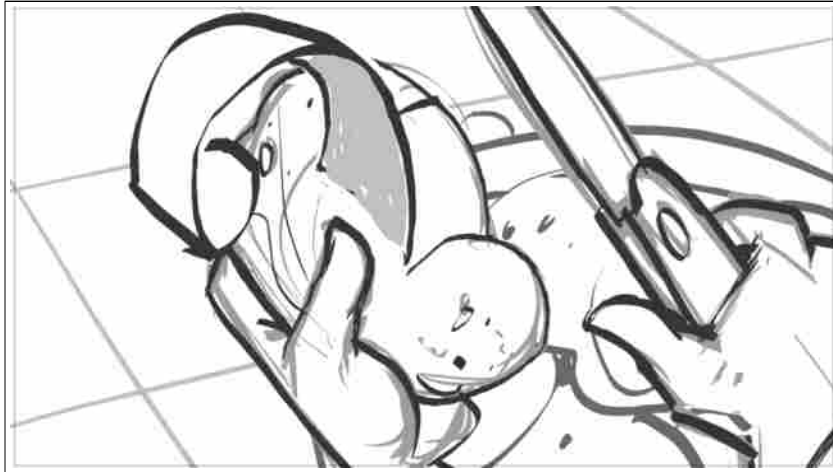
Scene	Duration	Panel	Duration
2_A	02:16	2	00:16



Scene	Duration	Panel	Duration
2_A	02:16	3	00:16



Scene	Duration	Panel	Duration
2_A	02:16	4	00:16

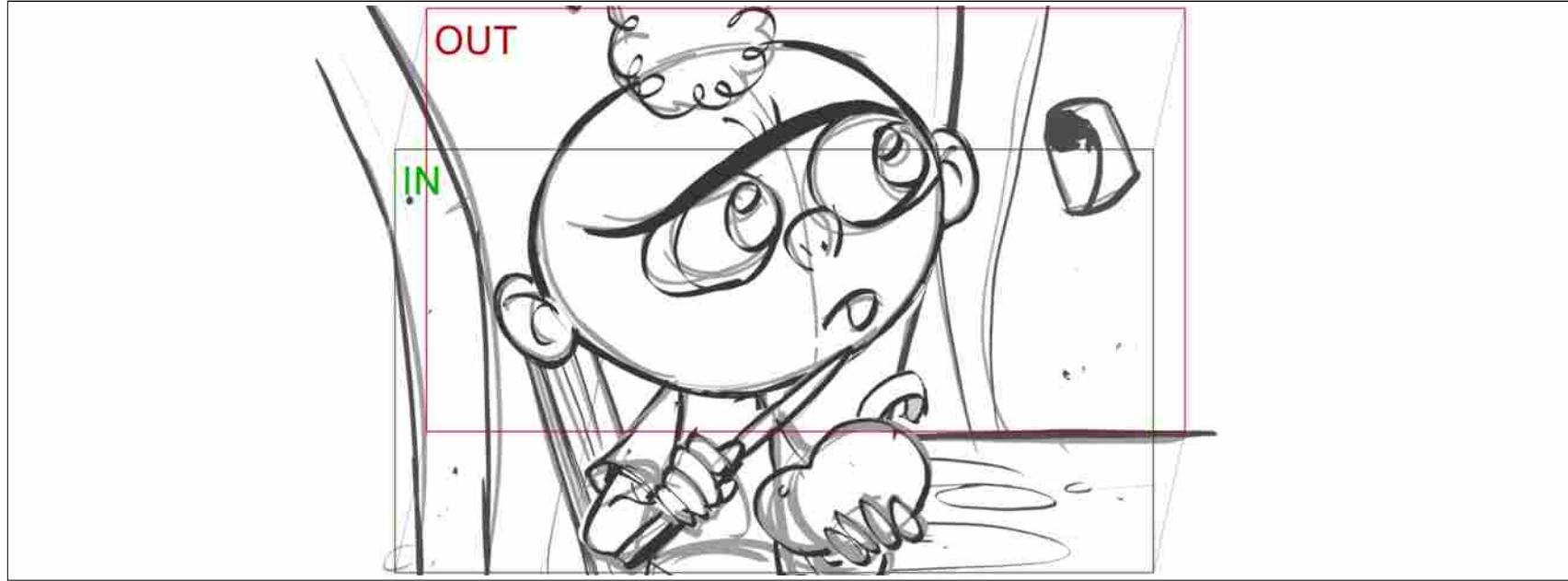


Scene	Duration	Panel	Duration
2_B	01:08	1	00:16

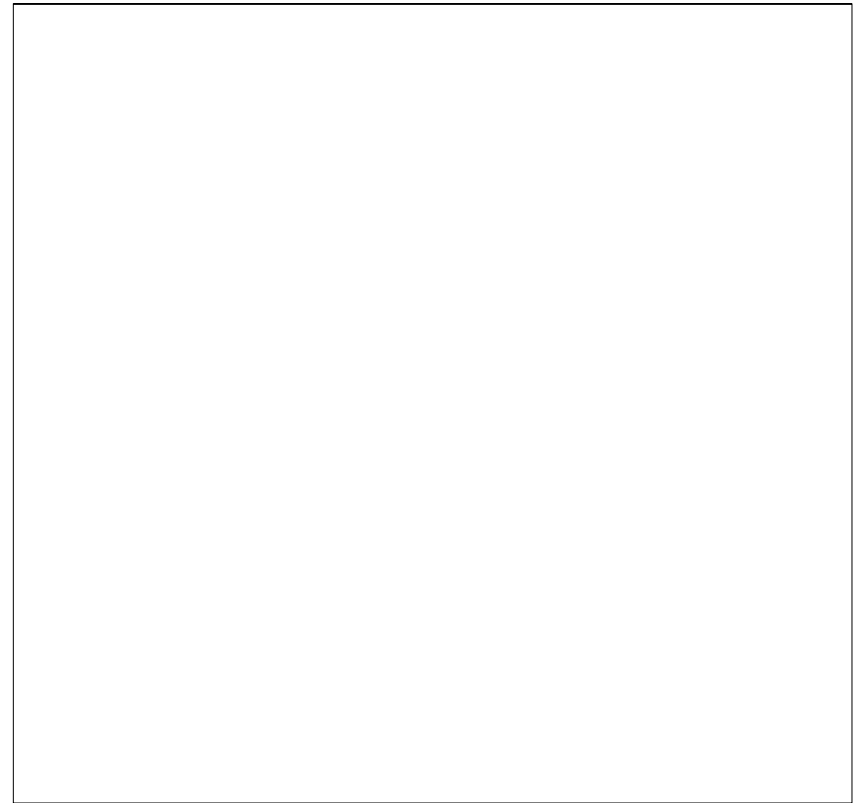
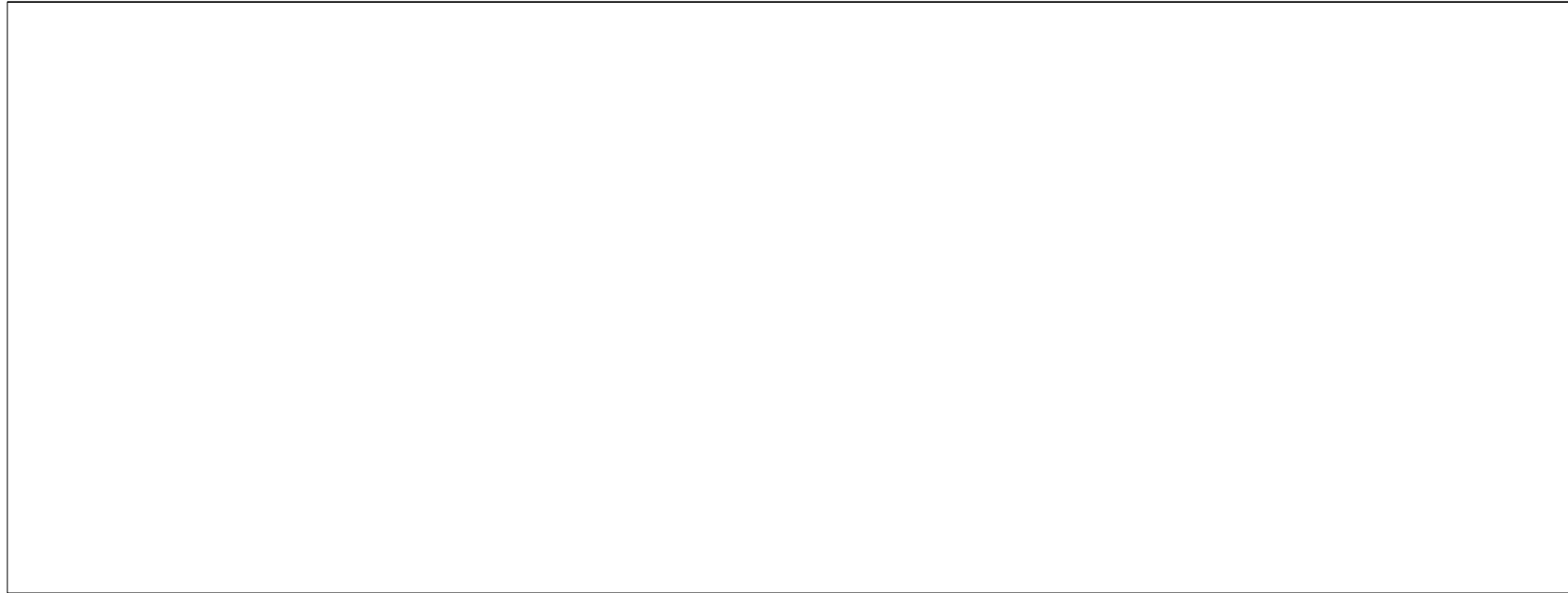




Scene	Duration	Panel	Duration
2_B	01:08	2	00:16



Scene	Duration	Panel	Duration
3	08:00	1	01:00



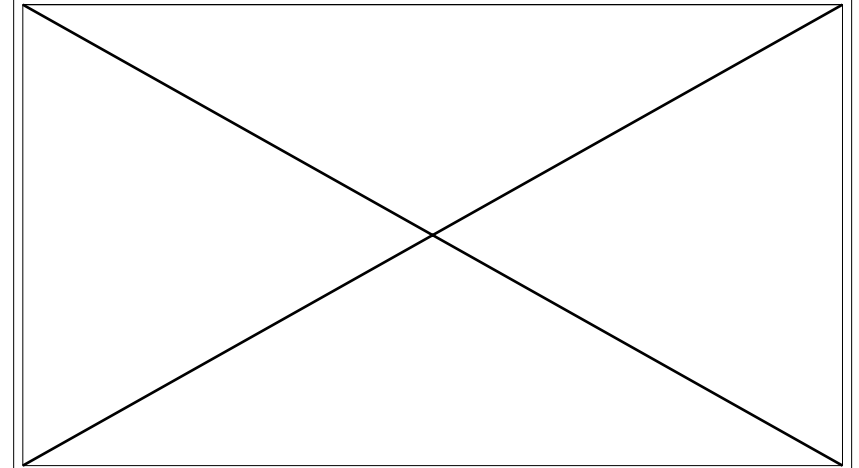
Scene	Duration	Panel	Duration
3	08:00	2	01:00



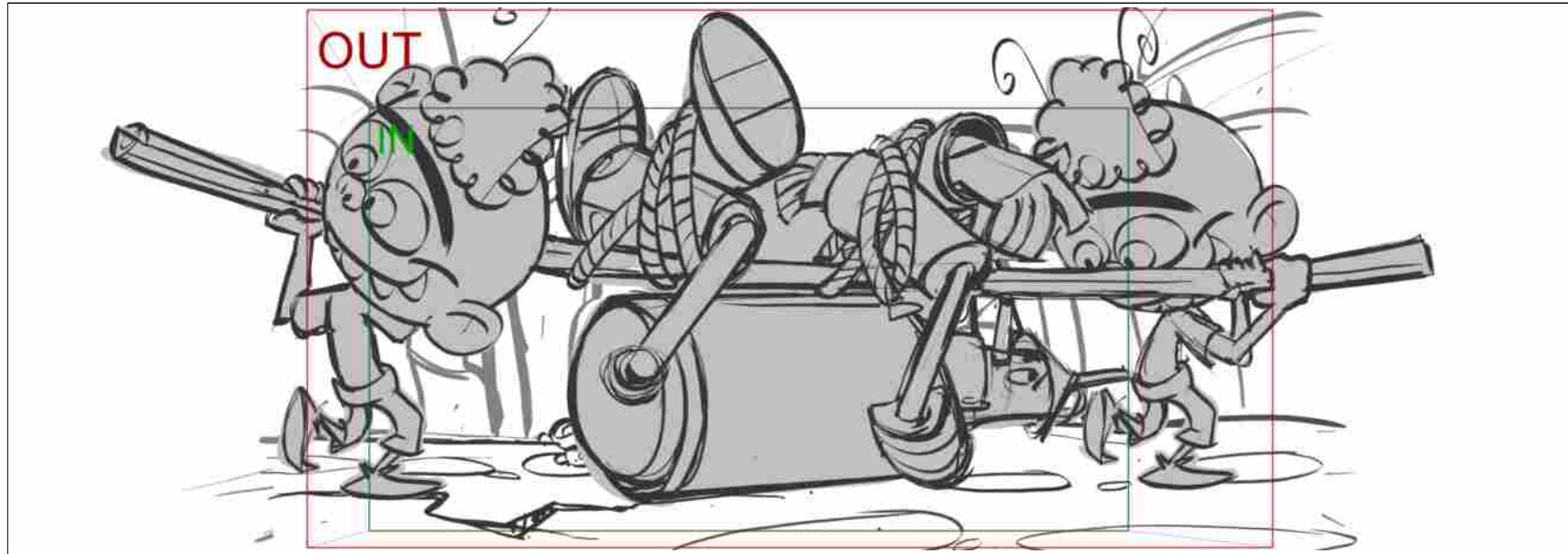
Scene	Duration	Panel	Duration
3	08:00	3	01:00



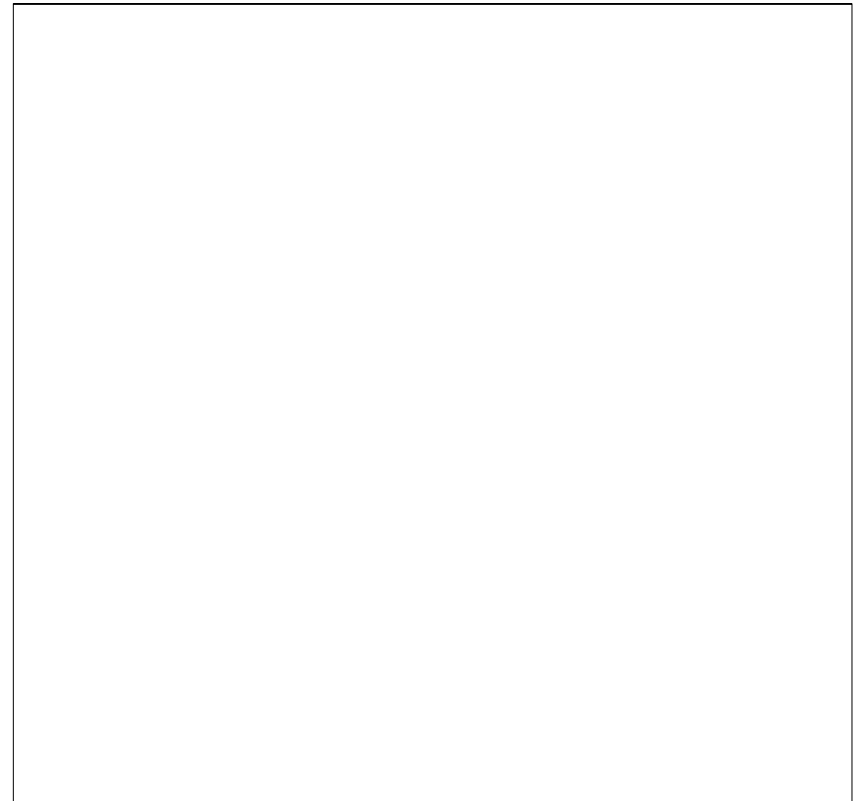
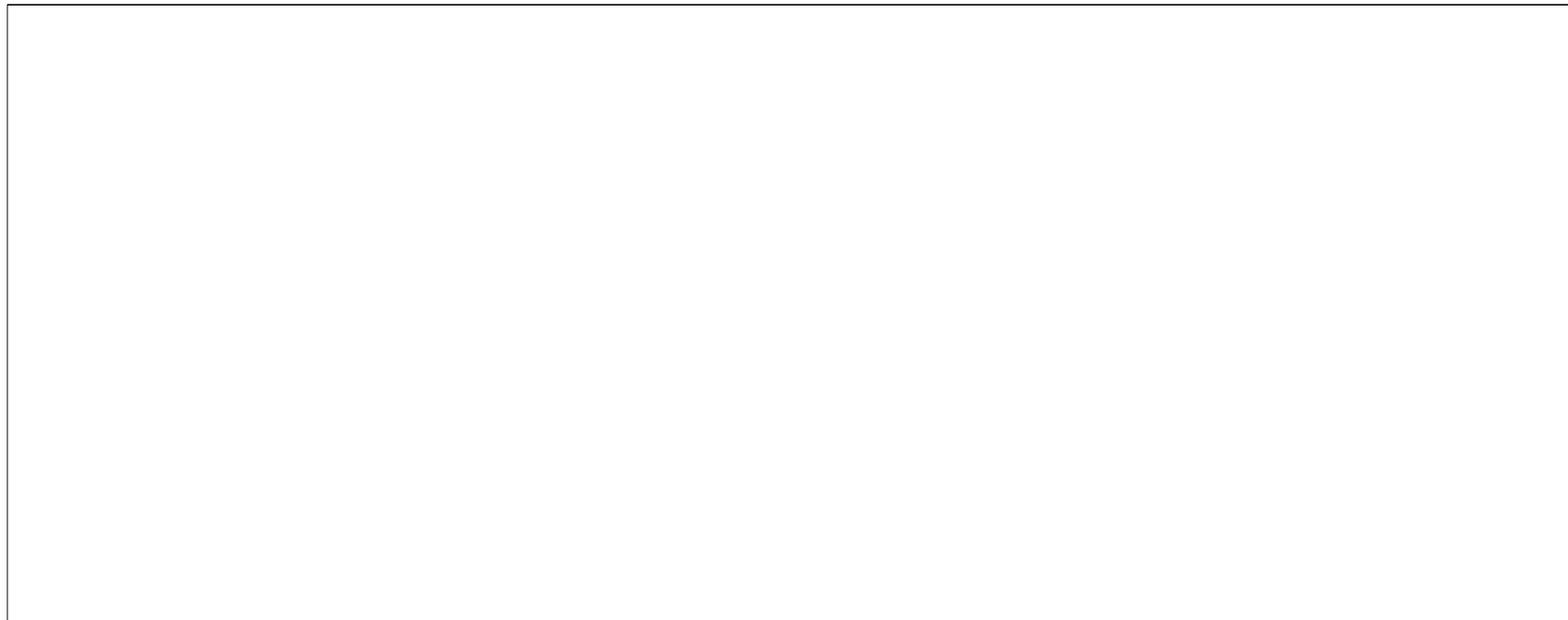
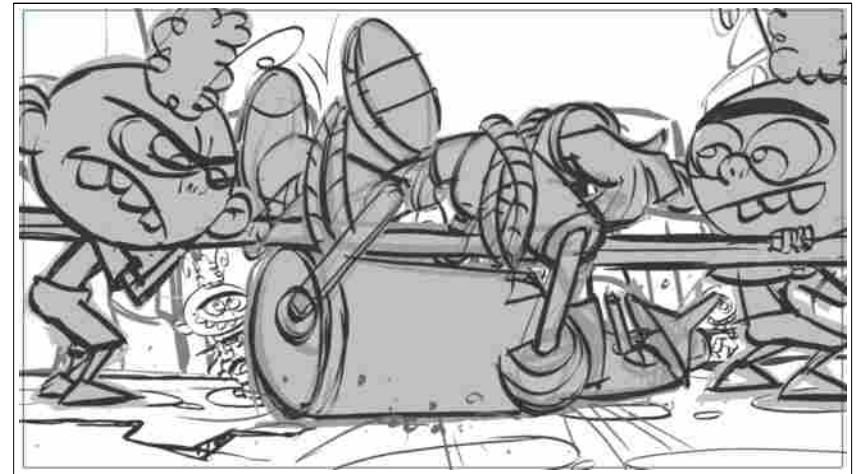
NO PANEL



Scene	Duration	Panel	Duration
3	08:00	4	01:00

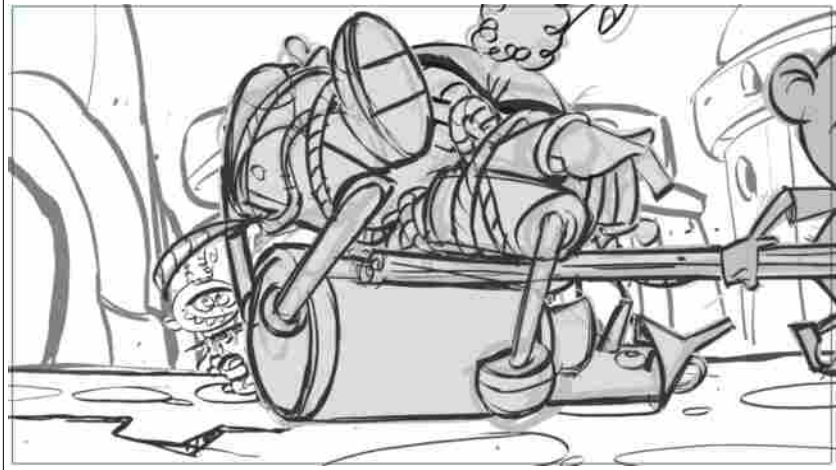


Scene	Duration	Panel	Duration
3	08:00	5	01:00





Scene	Duration	Panel	Duration
3	08:00	6	01:00



Scene	Duration	Panel	Duration
3	08:00	7	01:00

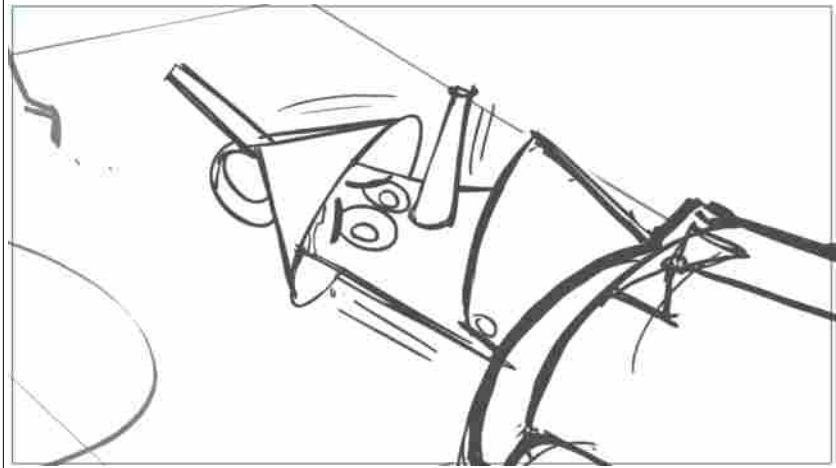


Scene	Duration	Panel	Duration
3	08:00	8	01:00

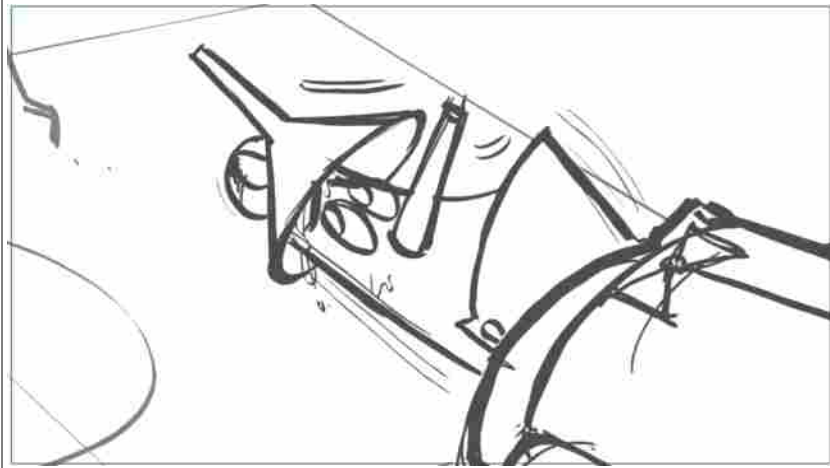




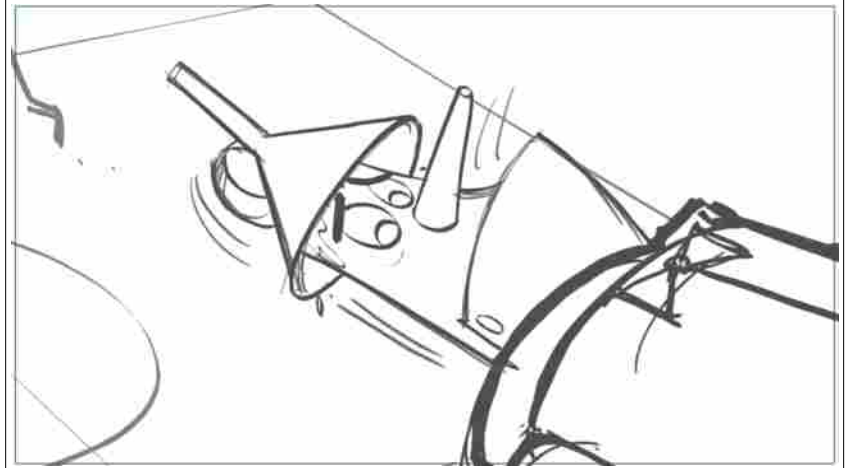
Scene	Duration	Panel	Duration
4	05:00	1	01:00



Scene	Duration	Panel	Duration
4	05:00	2	01:00



Scene	Duration	Panel	Duration
4	05:00	3	01:00

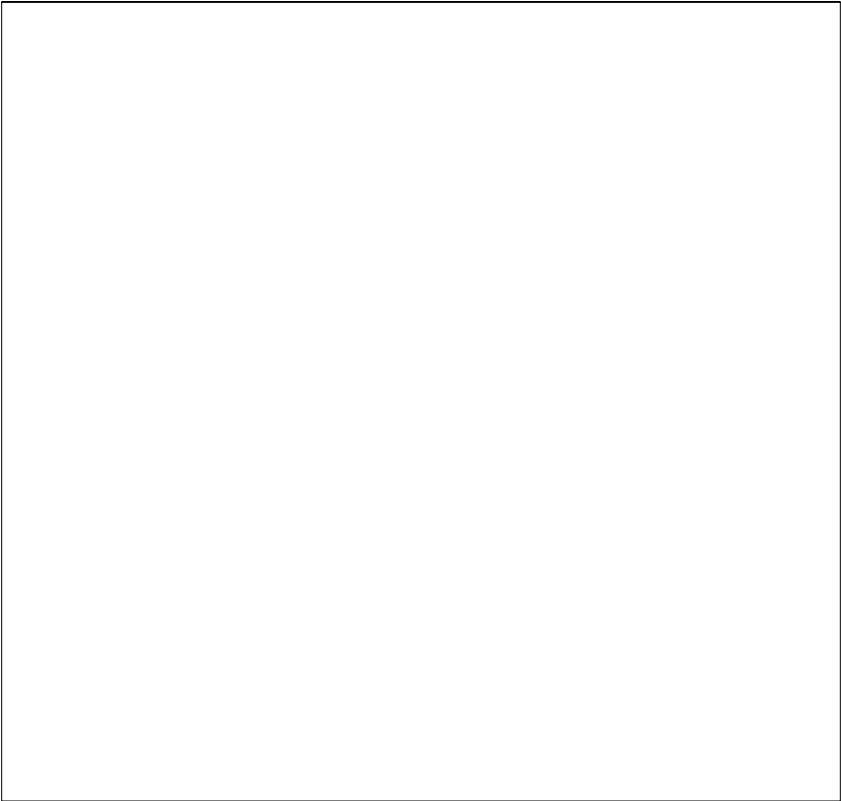
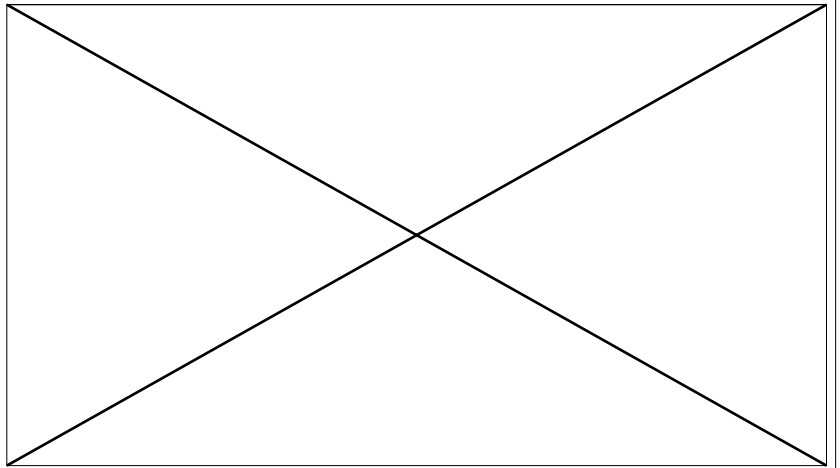
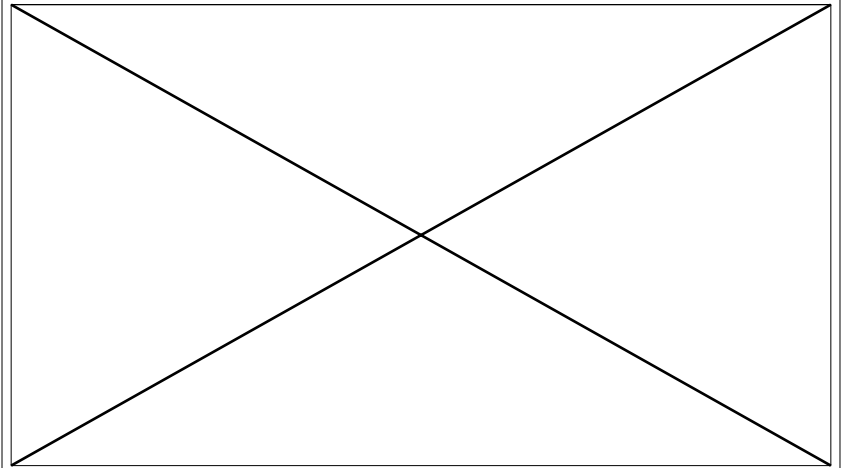
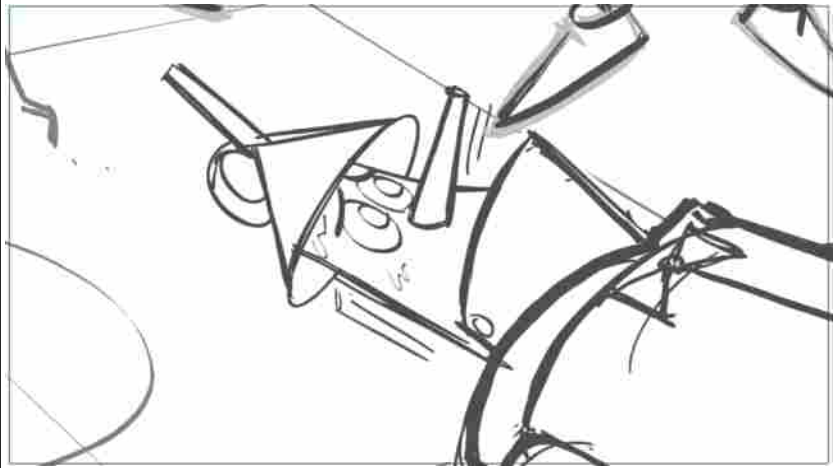




Scene	Duration	Panel	Duration
4	05:00	4	01:00

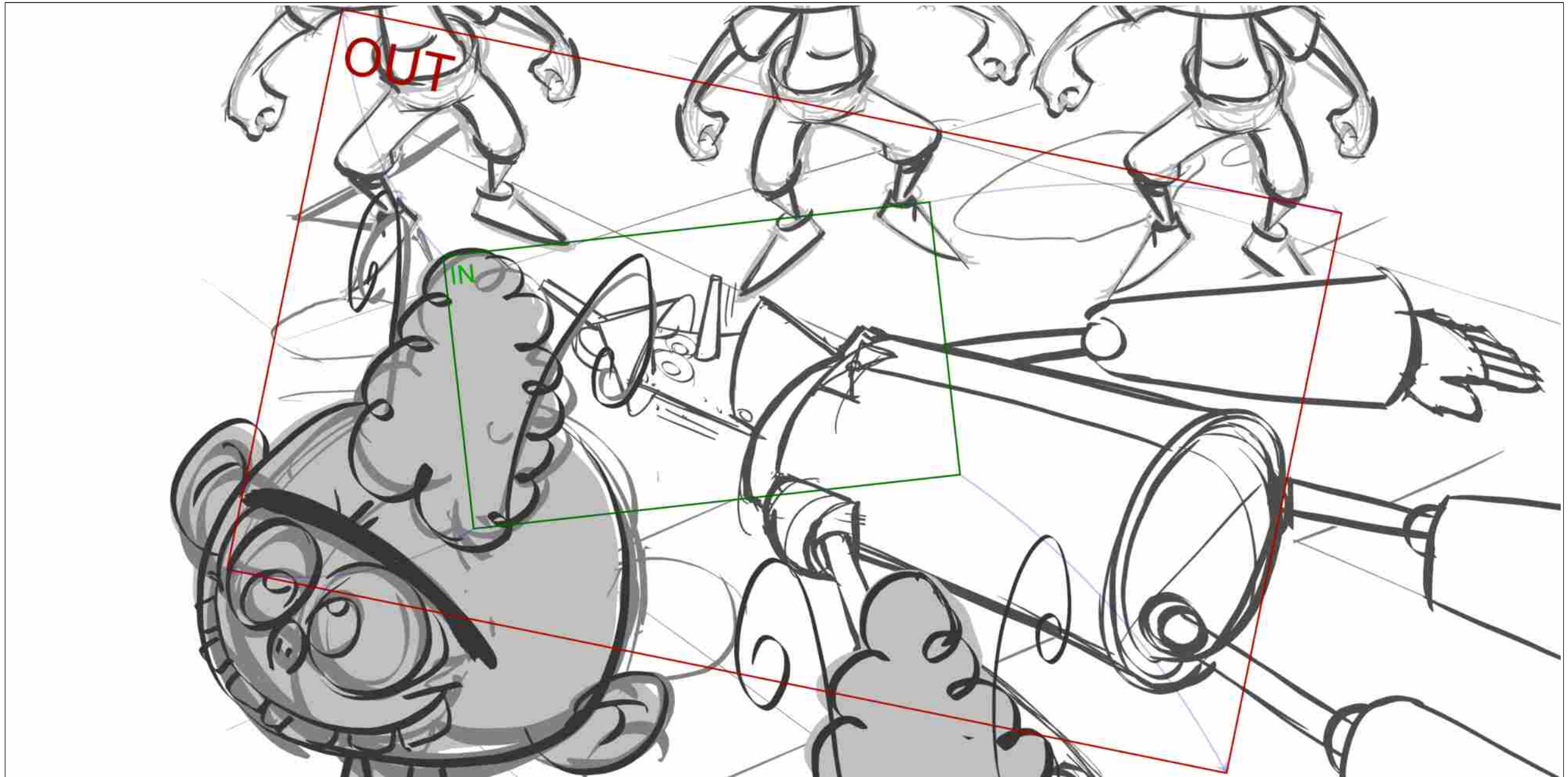
NO PANEL

NO PANEL





Scene	Duration	Panel	Duration
4	05:00	5	01:00



Scene	Duration	Panel	Duration
5	05:17	1	00:12



Scene	Duration	Panel	Duration
5	05:17	2	00:12



Scene	Duration	Panel	Duration
5	05:17	3	01:03



**Dialog**

68 SCODLERS (1-3)

Trespasser! Intruder! Trespasser!  
Intruder!

Scene	Duration	Panel	Duration
5	05:17	4	03:14



Scene	Duration	Panel	Duration
6	18:07	1	01:00



Scene	Duration	Panel	Duration
6	18:07	2	01:00

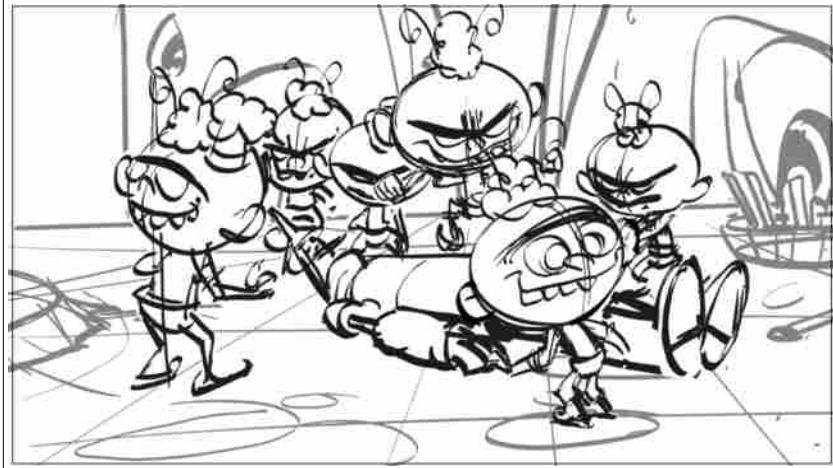


**Action Notes**

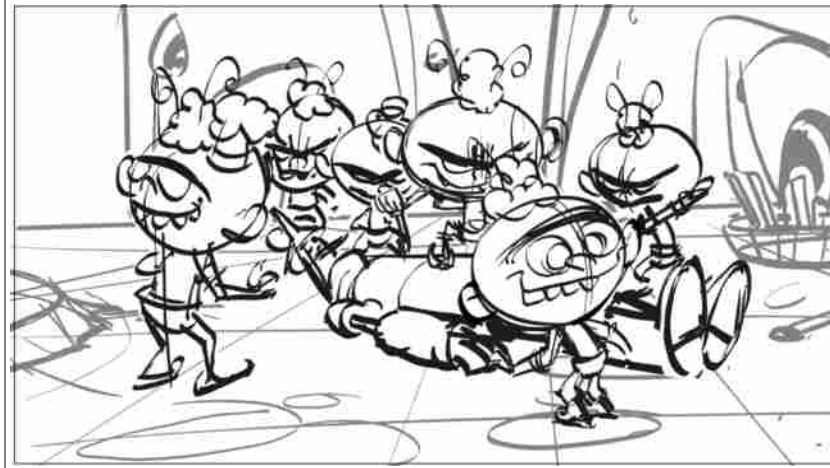
They all gather around Tin Man, curiously poking and prodding him -- they've never seen anything like him before. They start crawling all over him.



Scene	Duration	Panel	Duration
6	18:07	3	01:00



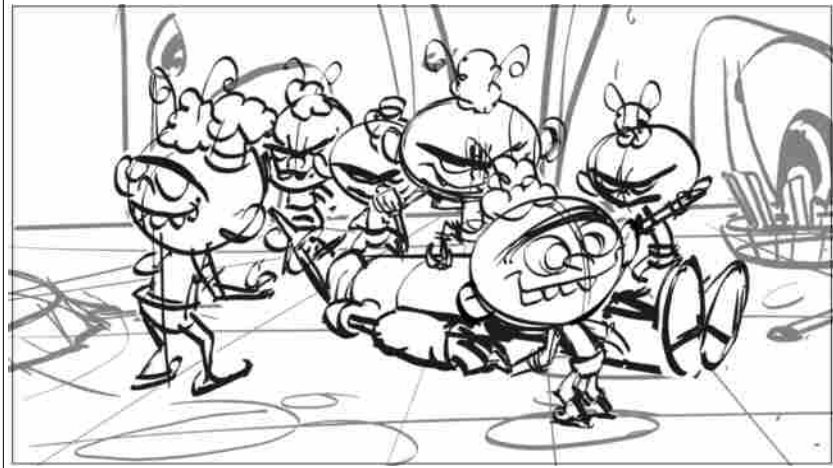
Scene	Duration	Panel	Duration
6	18:07	4	01:00



Scene	Duration	Panel	Duration
6	18:07	5	01:00



Scene	Duration	Panel	Duration
6	18:07	6	01:00



Scene	Duration	Panel	Duration
6	18:07	7	01:00



Scene	Duration	Panel	Duration
6	18:07	8	00:19



**Dialog**

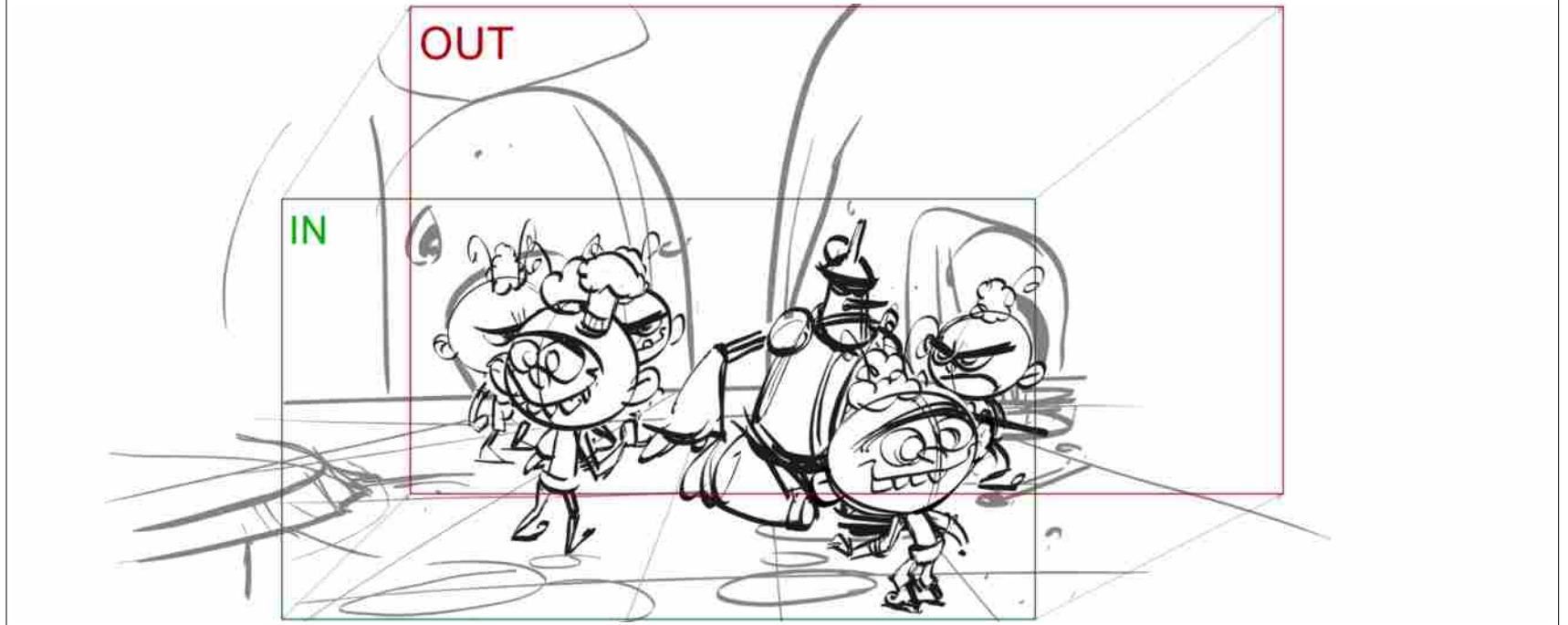
69 TIN MAN

Do you mind?

Scene	Duration	Panel	Duration
6	18:07	9	01:12



Scene	Duration	Panel	Duration
6	18:07	10	01:12



Scene	Duration	Panel	Duration
6	18:07	11	01:12



Scene	Duration	Panel	Duration
6	18:07	12	01:12



Scene	Duration	Panel	Duration
6	18:07	13	01:12





Scene	Duration	Panel	Duration
6	18:07	14	01:12



Scene	Duration	Panel	Duration
6	18:07	15	01:12



Scene	Duration	Panel	Duration
7	02:22	1	02:03



**Dialog**

70 SCOODLER 3

Soup pot! Soup pot! You are the perfect soup pot!

Scene	Duration	Panel	Duration
7	02:22	2	00:19



**Dialog**

70 SCOODLER 3

Soup pot! Soup pot! You are the perfect soup pot!

Scene	Duration	Panel	Duration
8	06:17	1	00:08



Scene	Duration	Panel	Duration
8	06:17	2	01:03



**Dialog**

71 TIN MAN

Oh no, you misunderstand. I might be made of tin, but I am a man.

(points at his heart)

And I have a heart.

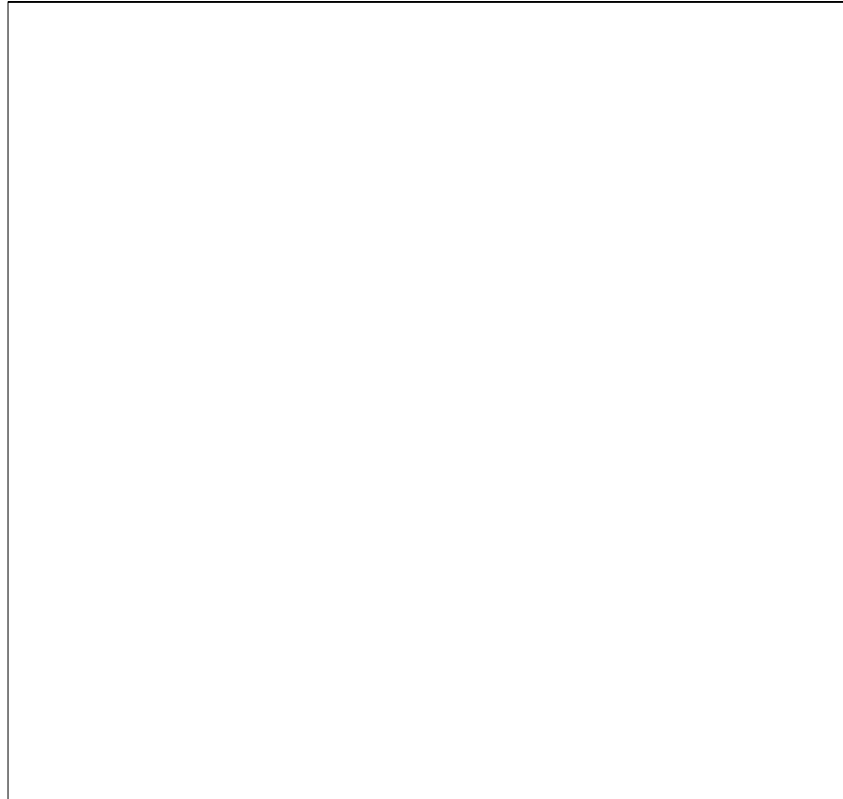
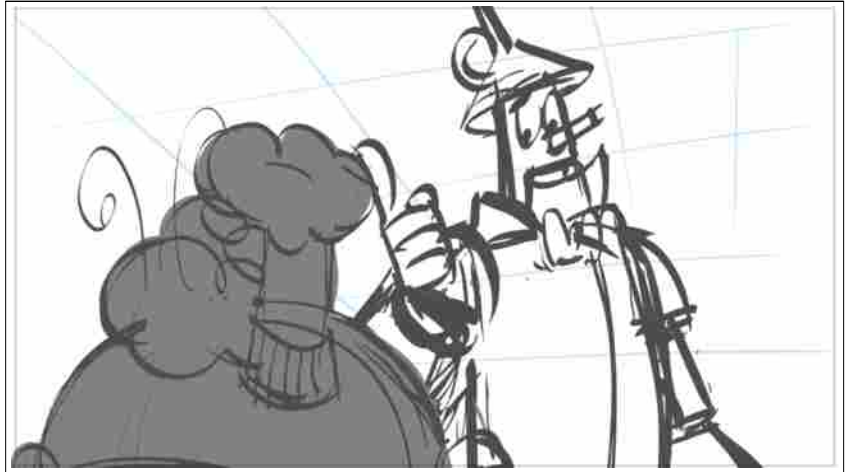
Scene	Duration	Panel	Duration
8	06:17	3	00:22



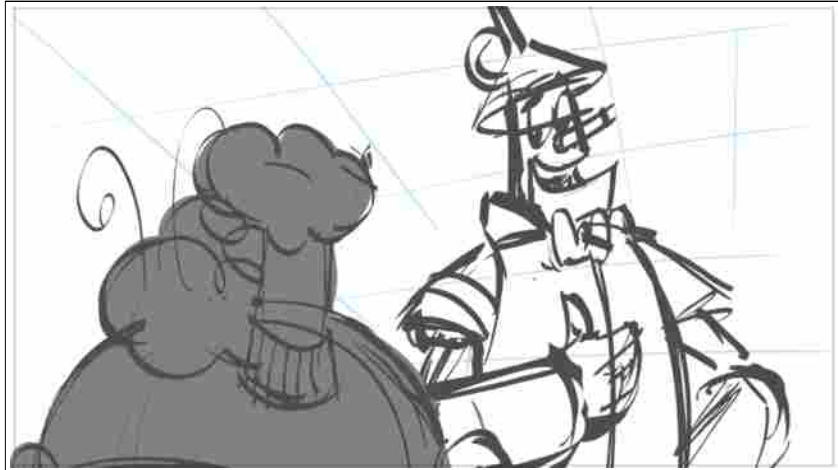
Scene	Duration	Panel	Duration
8	06:17	4	01:10



Scene	Duration	Panel	Duration
8	06:17	5	00:15



Scene	Duration	Panel	Duration
8	06:17	6	00:20



Scene	Duration	Panel	Duration
8	06:17	7	01:11



Scene	Duration	Panel	Duration
9	07:17	1	00:11



**Dialog**

72 SCOODLER 3

No, you misunderstand. You are a soup pot.  
And we're the Scoodlers!! (Creepy slurping  
sound)



Scene	Duration	Panel	Duration
9	07:17	2	01:10



**Dialog**

72 SCODLER 3

No, you misunderstand. You are a soup pot. And we're the Scoodlers!! (Creepy slurping sound)

Scene	Duration	Panel	Duration
9	07:17	3	01:14



**Dialog**

72 SCODLER 3

No, you misunderstand. You are a soup pot. And we're the Scoodlers!! (Creepy slurping sound)

Scene	Duration	Panel	Duration
9	07:17	4	01:01



**Dialog**

72 SCODLER 3

No, you misunderstand. You are a soup pot. And we're the Scoodlers!! (Creepy slurping sound)

Scene	Duration	Panel	Duration
9	07:17	5	01:01



**Dialog**

72 SCOODLER 3

No, you misunderstand. You are a soup pot. And we're the Scoodlers!! (Creepy slurping sound)

Scene	Duration	Panel	Duration
9	07:17	6	01:02



**Dialog**

72 SCOODLER 3

No, you misunderstand. You are a soup pot. And we're the Scoodlers!! (Creepy slurping sound)

Scene	Duration	Panel	Duration
9	07:17	7	01:02



**Dialog**

72 SCOODLER 3

No, you misunderstand. You are a soup pot. And we're the Scoodlers!! (Creepy slurping sound)



Scene	Duration	Panel	Duration
9_A	03:15	1	01:04



Scene	Duration	Panel	Duration
9_A	03:15	2	01:07



Scene	Duration	Panel	Duration
9_A	03:15	3	01:04



Scene	Duration	Panel	Duration
10	10:22	1	00:08



**Dialog**

73 SCOODLERS (1-3)

(Mumbling and grumbling agreement, more slurping sounds)

Scene	Duration	Panel	Duration
10	10:22	2	00:21



Scene	Duration	Panel	Duration
10	10:22	3	00:16



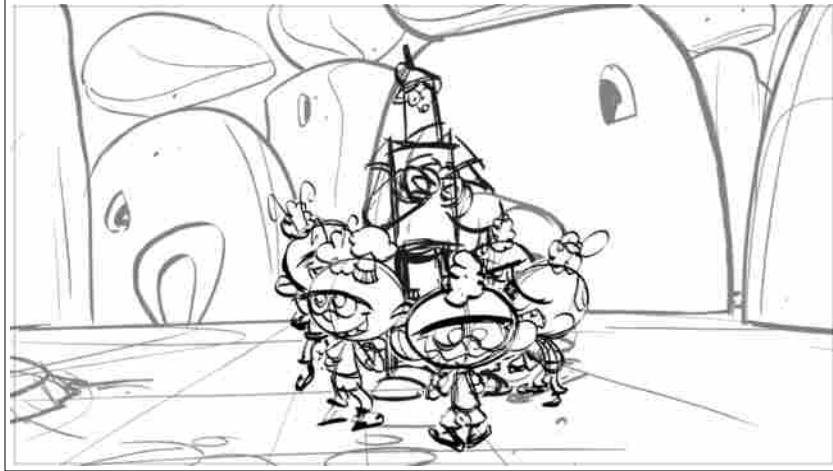




Scene	Duration	Panel	Duration
10	10:22	4	00:16



Scene	Duration	Panel	Duration
10	10:22	5	00:21



Scene	Duration	Panel	Duration
10	10:22	6	00:18



Scene	Duration	Panel	Duration
10	10:22	7	00:21



Scene	Duration	Panel	Duration
10	10:22	8	01:09



**Dialog**

74 TIN MAN

You want a soup pot, this one is a beauty.  
Brand new. Much better than my rusty old  
body.

Scene	Duration	Panel	Duration
10	10:22	9	01:09



**Action Notes**

Tin Man thinks quickly. He opens his chest  
and pulls out a new, gleaming soup pot.

Scene	Duration	Panel	Duration
10	10:22	10	03:03



Scene	Duration	Panel	Duration
12	04:17	1	02:08



**Dialog**  
 75 SCODLERS (1-3)  
 (Confused murmurs)

**Action Notes**  
 The Scodlers look confused.

Scene	Duration	Panel	Duration
12	04:17	2	02:09



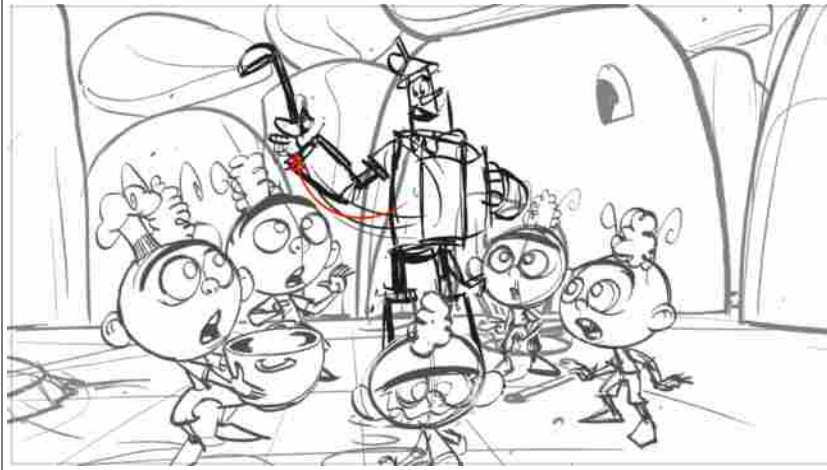
Scene	Duration	Panel	Duration
13	03:22	1	00:16



**Action Notes**

Tin Man pulls out a ladle next. Then a slinky.

Scene	Duration	Panel	Duration
13	03:22	2	00:16



Scene	Duration	Panel	Duration
13	03:22	3	00:16





Scene	Duration	Panel	Duration
13	03:22	4	00:16



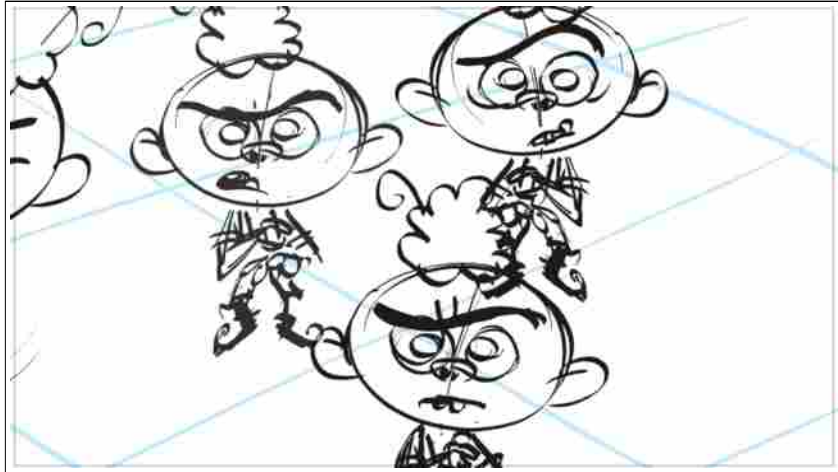
Scene	Duration	Panel	Duration
13	03:22	5	00:16



Scene	Duration	Panel	Duration
13	03:22	6	00:14



Scene	Duration	Panel	Duration
14	05:06	1	01:11



**Dialog**

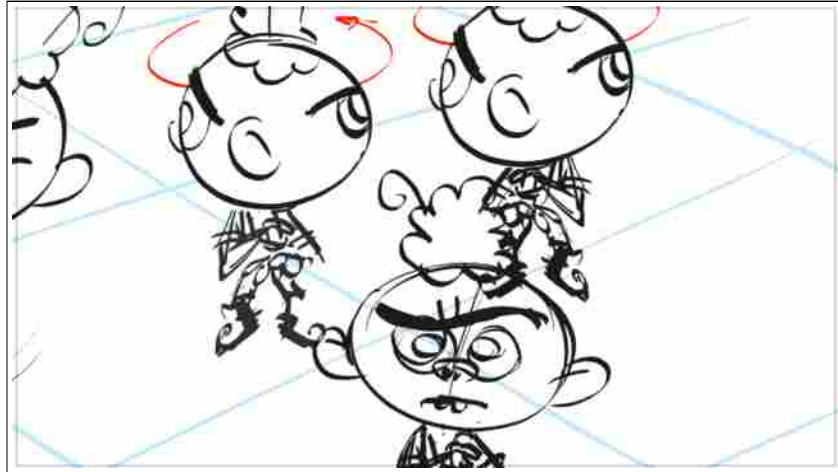
76 SCODLERS (1-3) (CONT'D)

(Oohs and ahs)

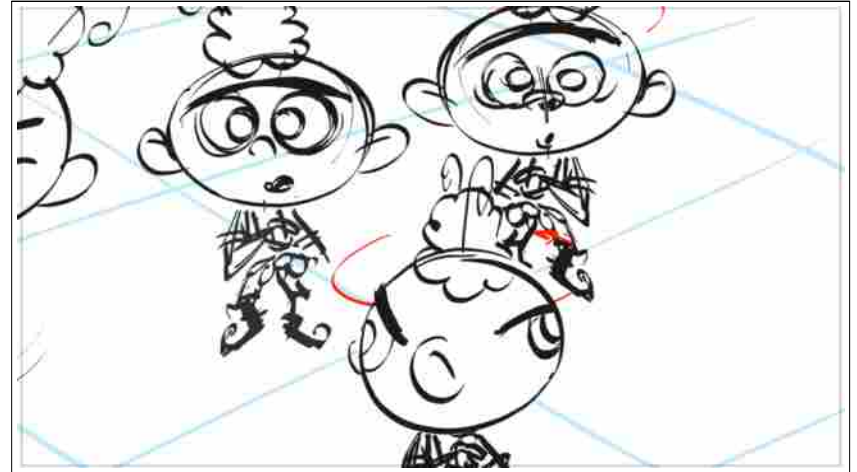
**Action Notes**

Delighted by the treasures coming out of his chest, they stop mumbling and TURN THEIR HEADS TO THE SMILEY POSITION

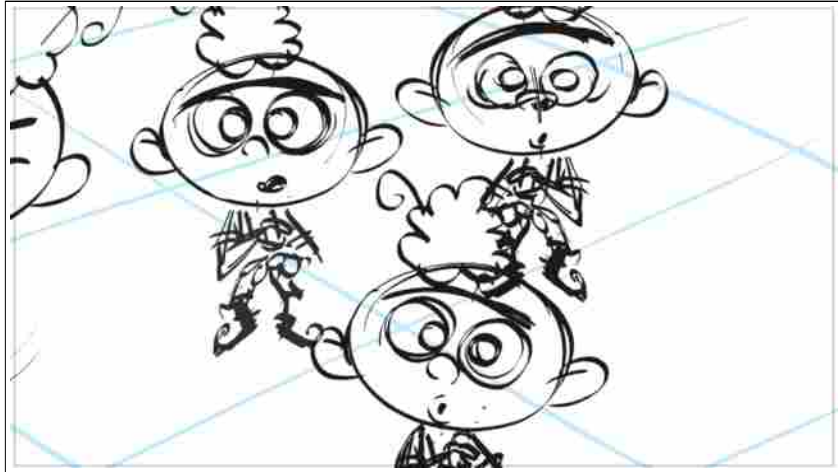
Scene	Duration	Panel	Duration
14	05:06	2	01:01



Scene	Duration	Panel	Duration
14	05:06	3	01:10



Scene	Duration	Panel	Duration
14	05:06	4	01:08



Scene	Duration	Panel	Duration
15	03:00	1	01:00



Scene	Duration	Panel	Duration
15	03:00	2	01:00

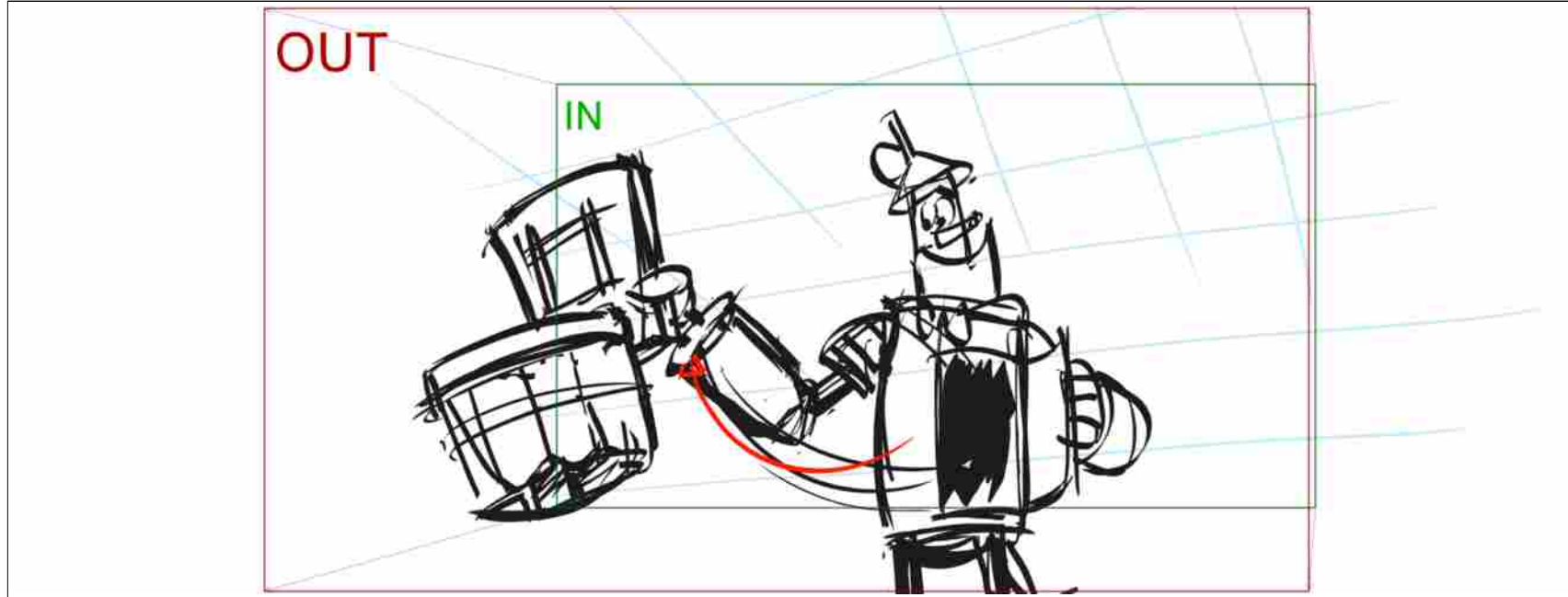


**Action Notes**

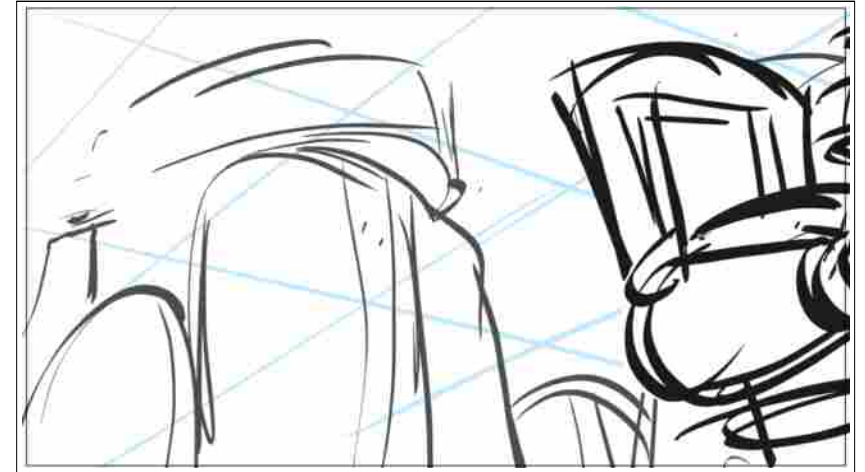
Next, Tin Man pulls out a basketball hoop. He hangs it on a tall rock outcropping. The Scoodlers look confused. Tin Man points at a Scoodler's head.

Scene	Duration	Panel	Duration
15	03:00	3	01:00

Scene	Duration	Panel	Duration
16	09:18	1	01:00



**Action Notes**  
Tin Man pulls out a basketball hoop.



**Action Notes**  
He hangs it on a tall rock outcropping.

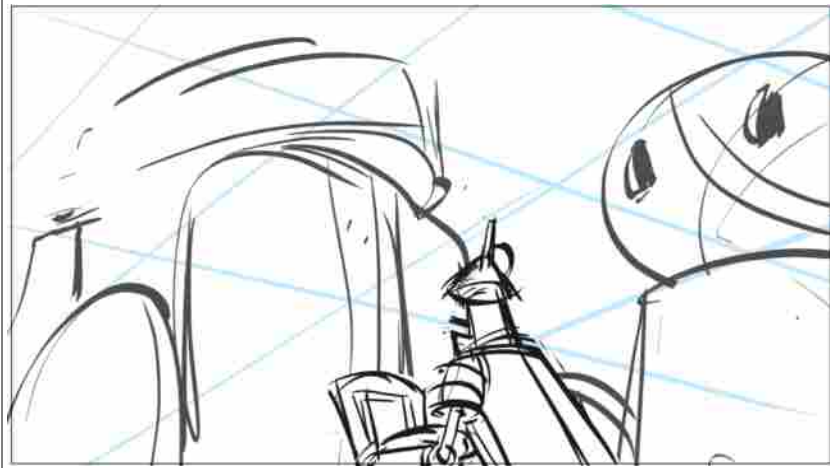




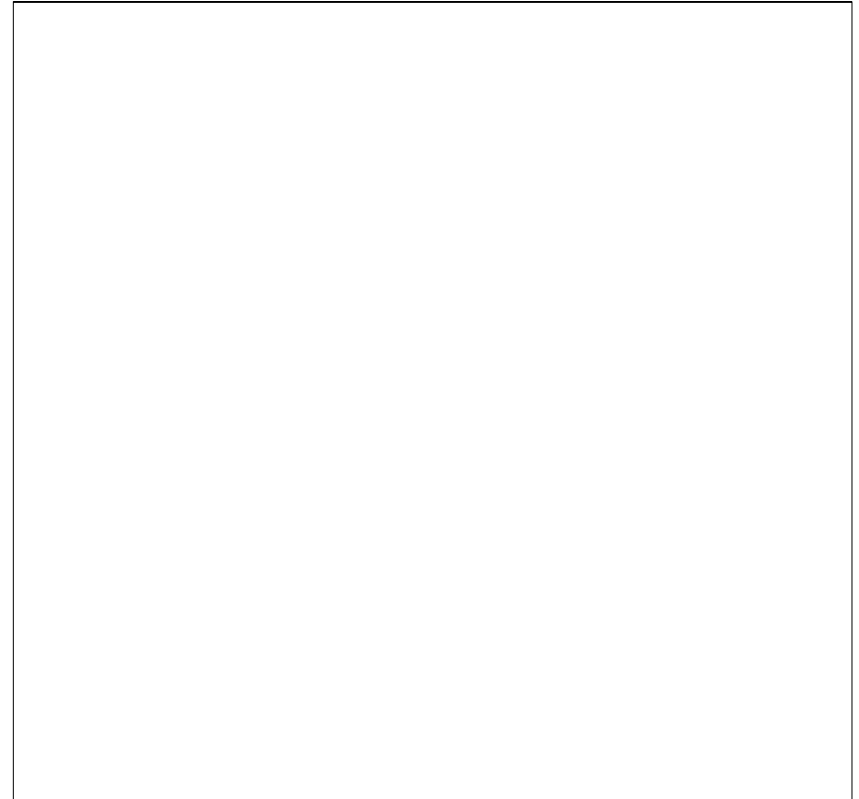
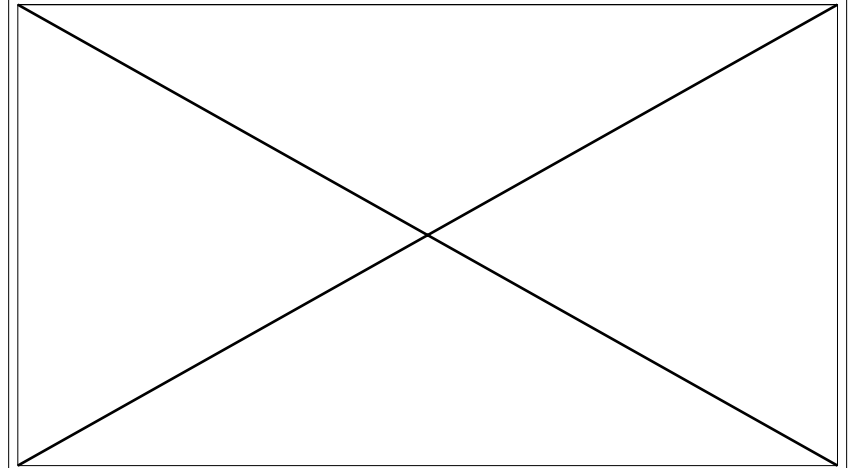
Scene	Duration	Panel	Duration
16	09:18	2	01:00



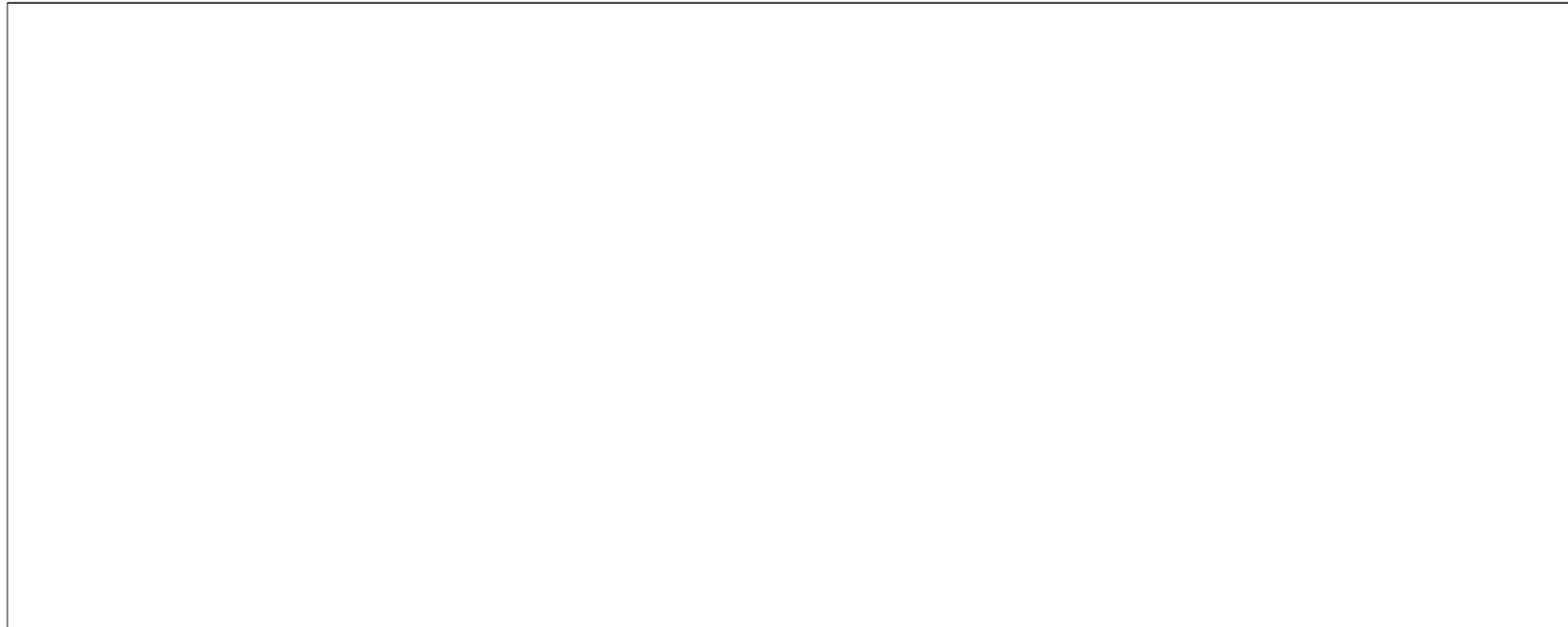
Scene	Duration	Panel	Duration
16	09:18	3	01:00



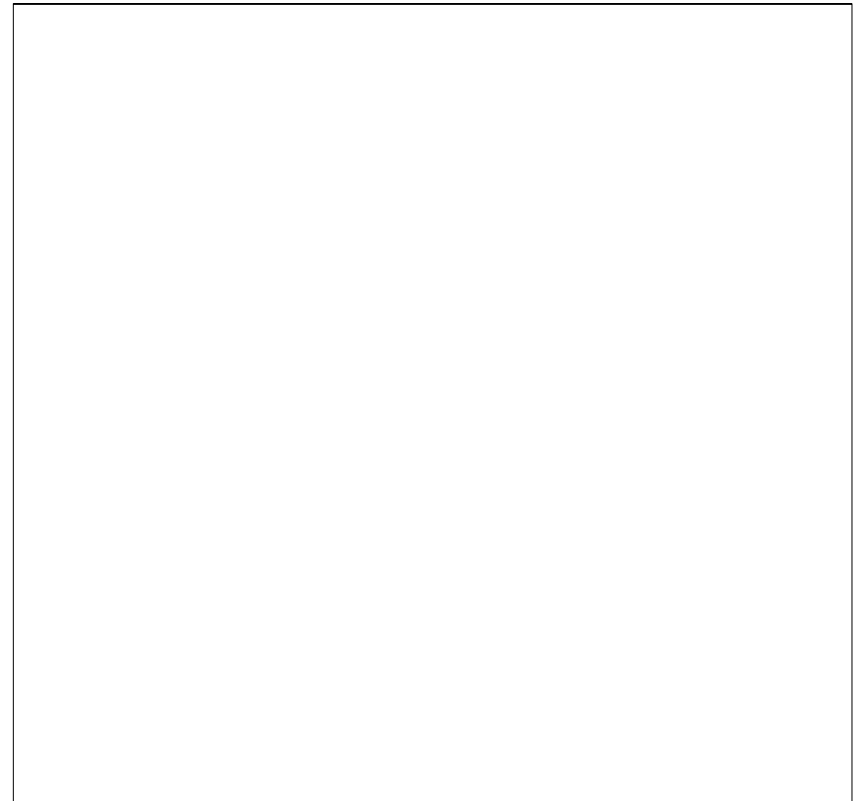
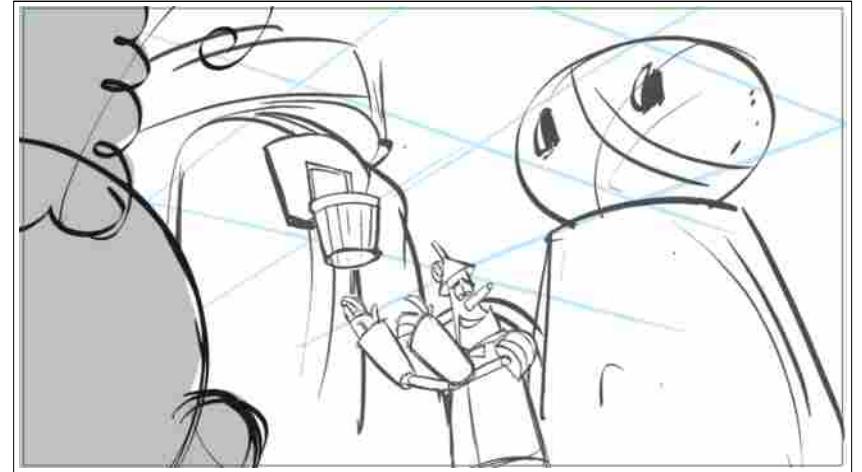
NO PANEL



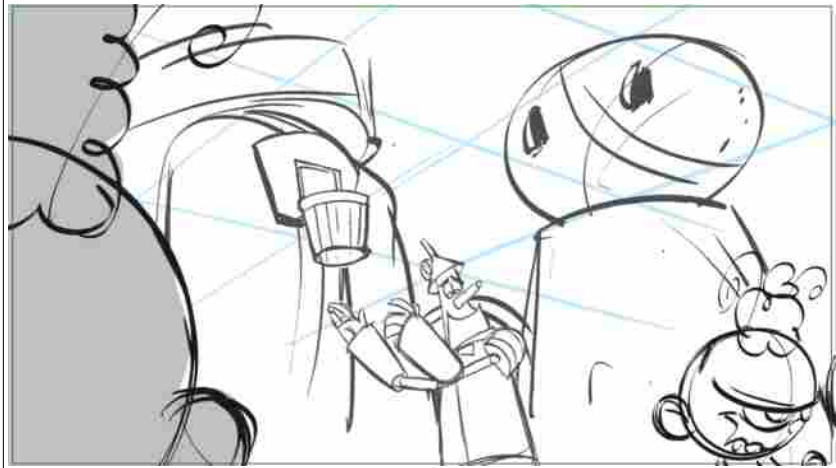
Scene	Duration	Panel	Duration
16	09:18	4	01:00



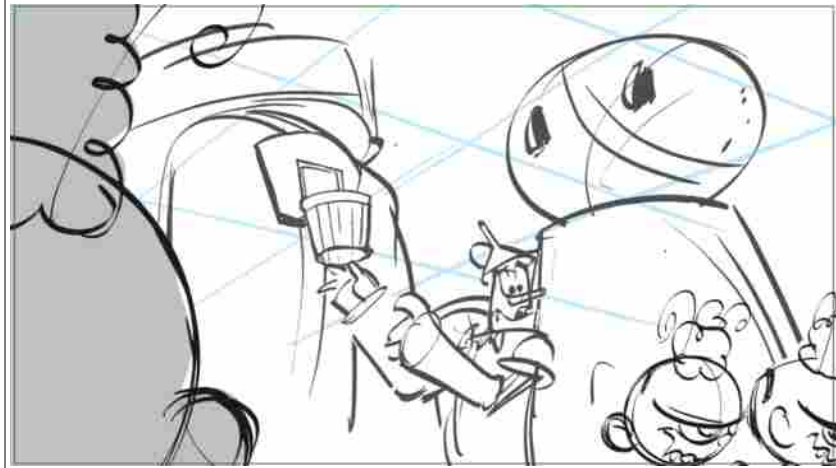
Scene	Duration	Panel	Duration
16	09:18	5	01:08



Scene	Duration	Panel	Duration
16	09:18	6	00:21



Scene	Duration	Panel	Duration
16	09:18	7	00:14

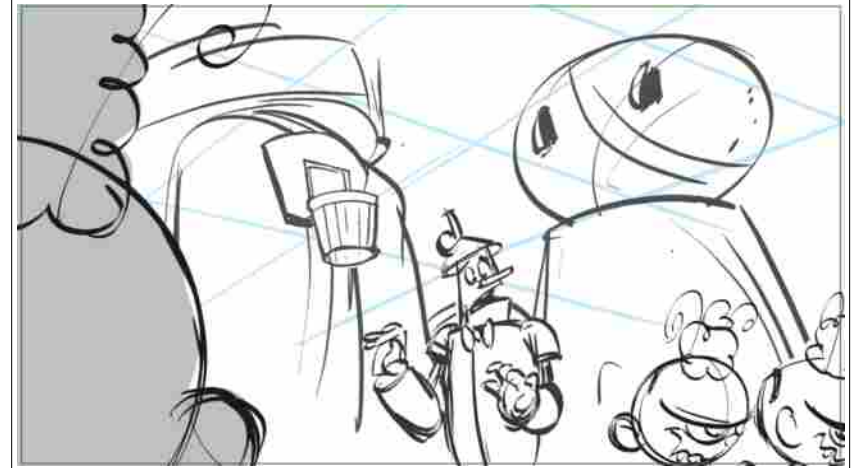


**Dialog**

77 TIN MAN

I'll show you how it's done. May I?

Scene	Duration	Panel	Duration
16	09:18	8	00:14



Scene	Duration	Panel	Duration
16	09:18	9	01:09

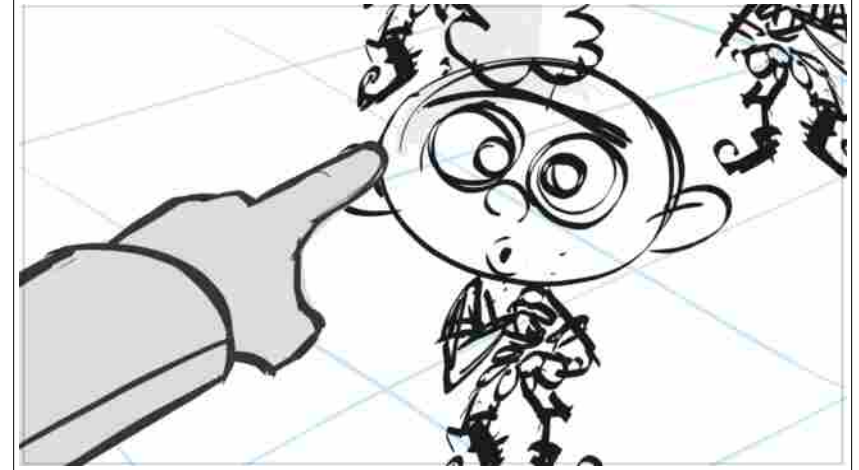


Scene	Duration	Panel	Duration
16	09:18	10	01:00



**Action Notes**  
Tin Man points at a Scoodler's head.

Scene	Duration	Panel	Duration
18	03:22	1	00:19



**Action Notes**  
The Scoodler takes his head off and hands it to Tin Man, who demonstrates shooting the head into the basket.





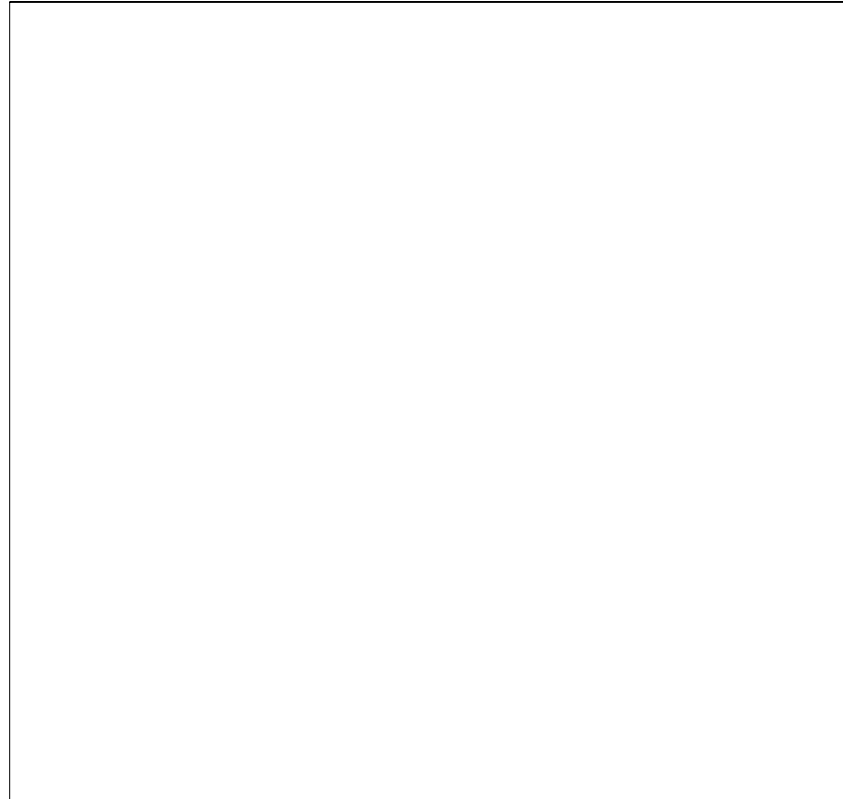
Scene	Duration	Panel	Duration
18	03:22	2	00:16



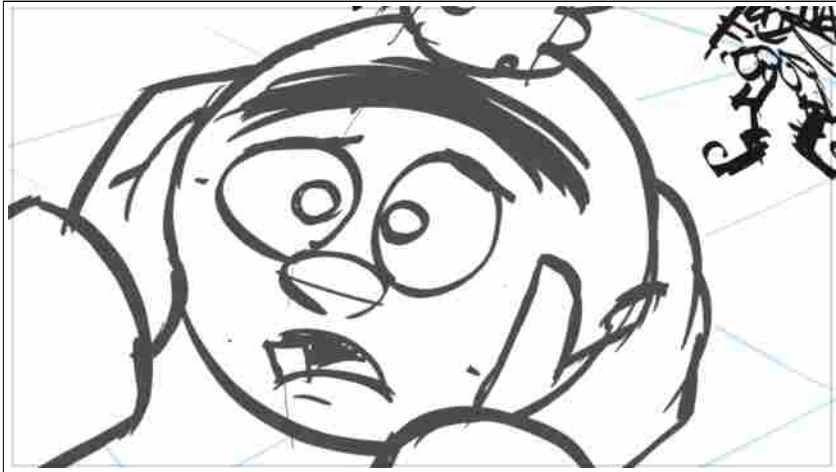
Scene	Duration	Panel	Duration
18	03:22	3	00:18



Scene	Duration	Panel	Duration
18	03:22	4	00:21



Scene	Duration	Panel	Duration
18	03:22	5	00:20



Scene	Duration	Panel	Duration
19	06:23	1	01:00



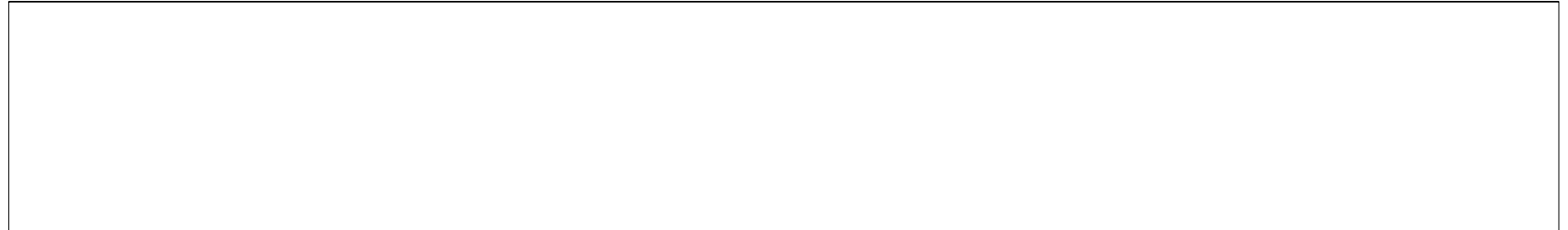
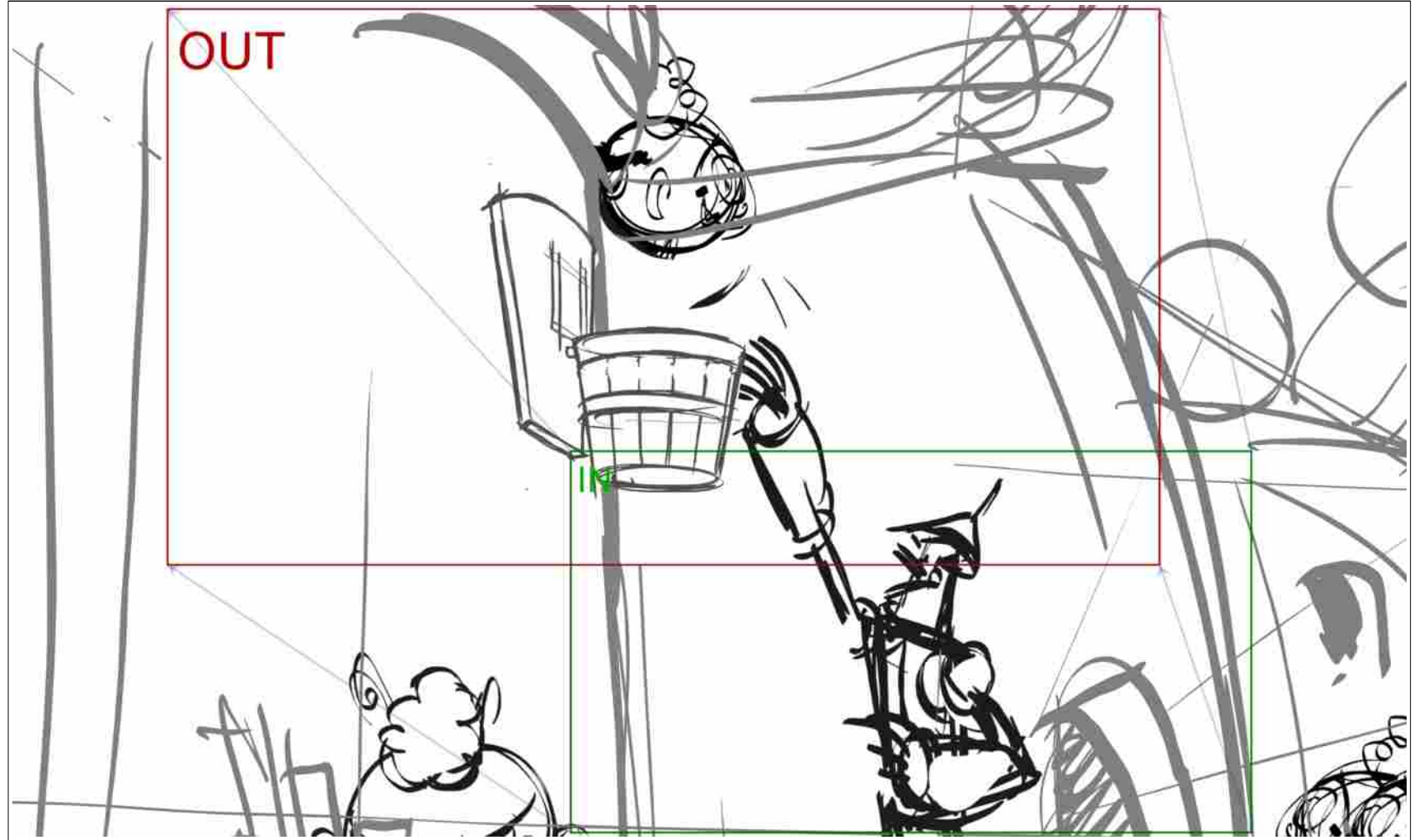
Scene	Duration	Panel	Duration
19	06:23	2	00:22



Scene	Duration	Panel	Duration
19	06:23	3	00:22



Scene	Duration	Panel	Duration
19	06:23	4	00:22





Scene	Duration	Panel	Duration
19	06:23	5	00:22



Scene	Duration	Panel	Duration
19	06:23	6	00:17



Scene	Duration	Panel	Duration
19	06:23	7	00:05







Scene	Duration	Panel	Duration
19	06:23	8	00:06



Scene	Duration	Panel	Duration
19	06:23	9	00:05



Scene	Duration	Panel	Duration
19	06:23	10	00:05

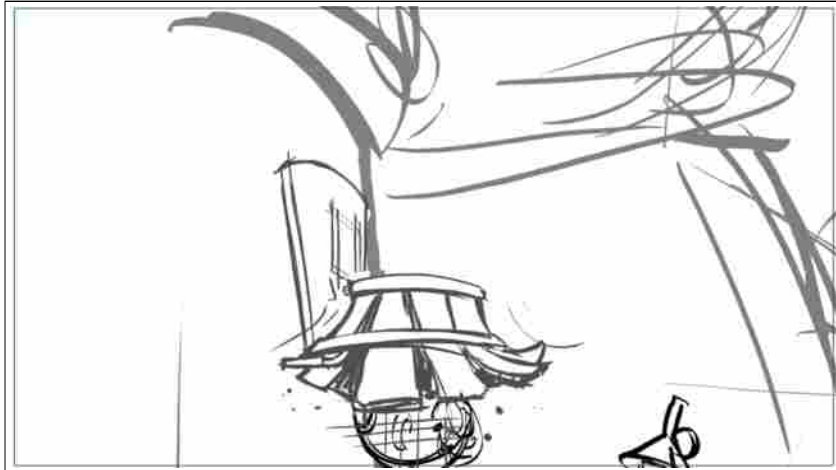




Scene	Duration	Panel	Duration
19	06:23	11	00:06



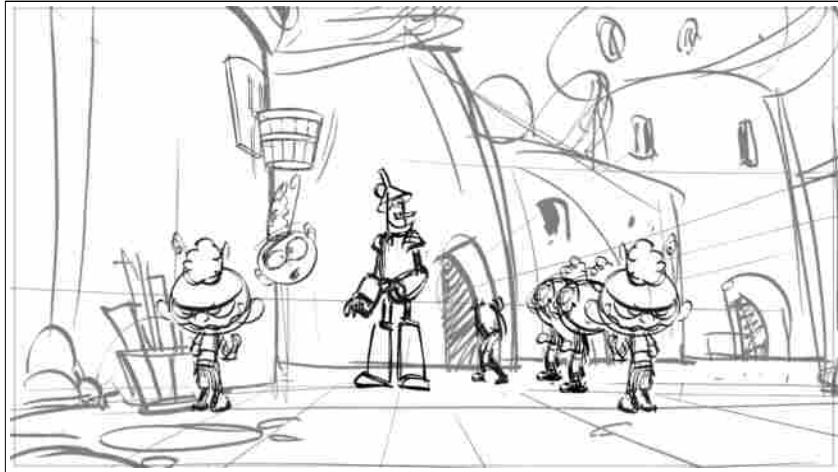
Scene	Duration	Panel	Duration
19	06:23	12	00:06



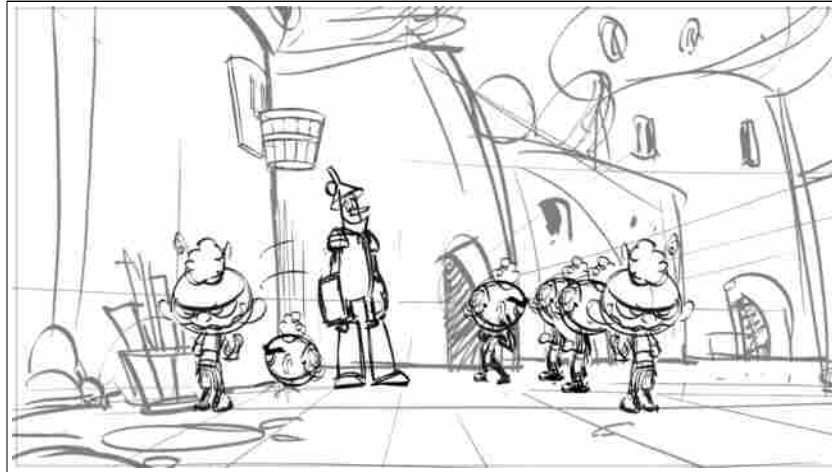
Scene	Duration	Panel	Duration
19	06:23	13	00:05



Scene	Duration	Panel	Duration
19_A	03:20	1	00:22



Scene	Duration	Panel	Duration
19_A	03:20	2	00:22



Scene	Duration	Panel	Duration
19_A	03:20	3	00:16



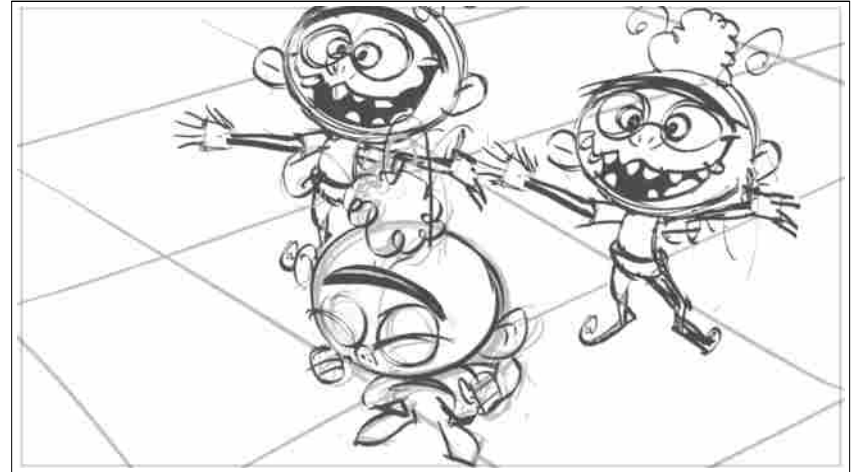
Scene	Duration	Panel	Duration
19_A	03:20	4	00:16



Scene	Duration	Panel	Duration
19_A	03:20	5	00:16



Scene	Duration	Panel	Duration
20	03:03	1	00:07



**Dialog**

78 SCODLERS (1-3)

I wanna try/Let's play!/Fun!

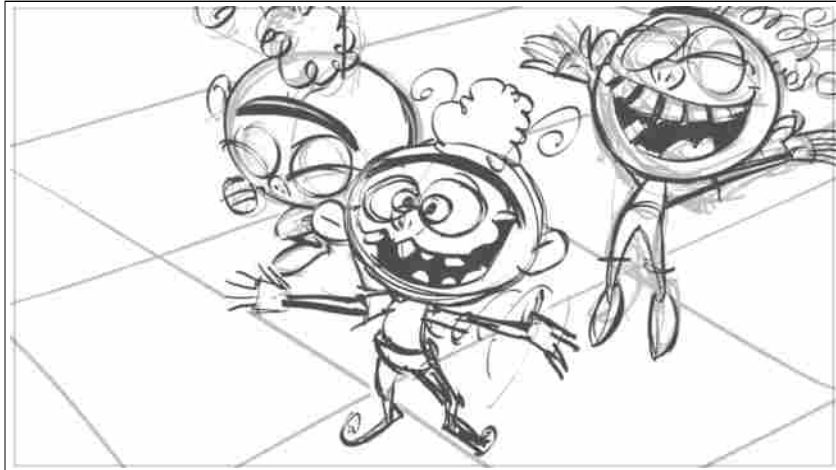




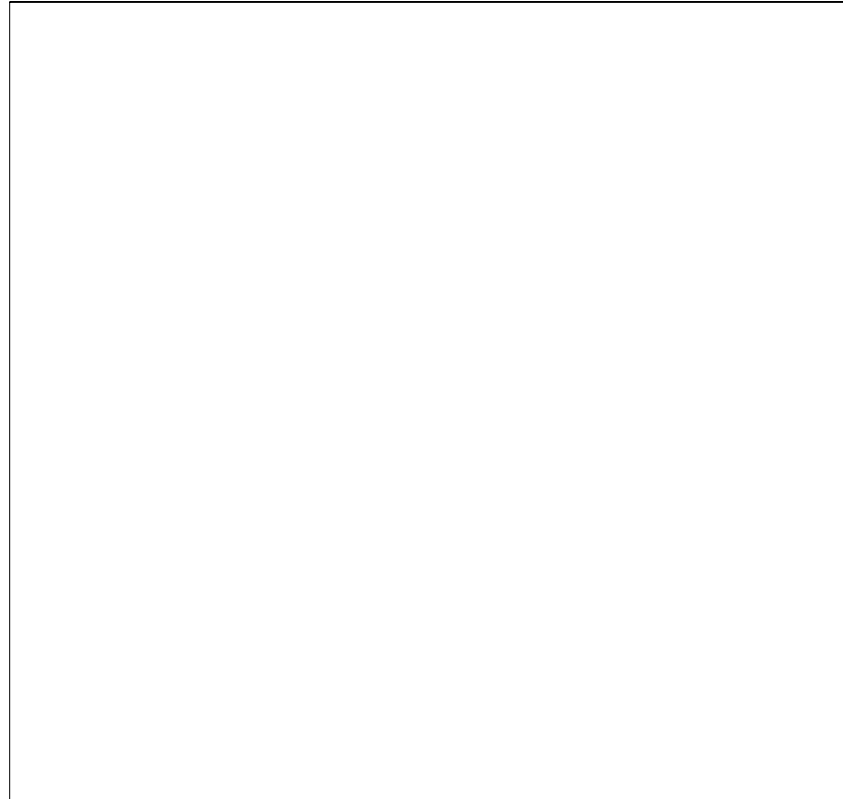
Scene	Duration	Panel	Duration
20	03:03	2	00:06



Scene	Duration	Panel	Duration
20	03:03	3	00:06



Scene	Duration	Panel	Duration
20	03:03	4	00:06

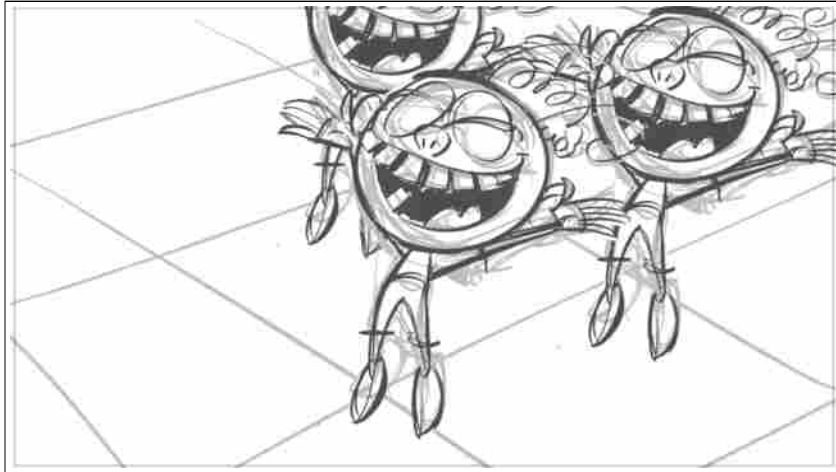




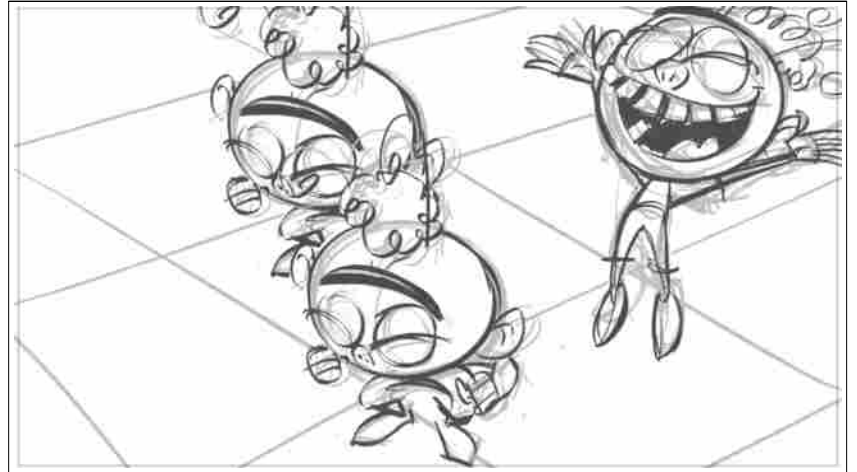
Scene	Duration	Panel	Duration
20	03:03	5	00:06



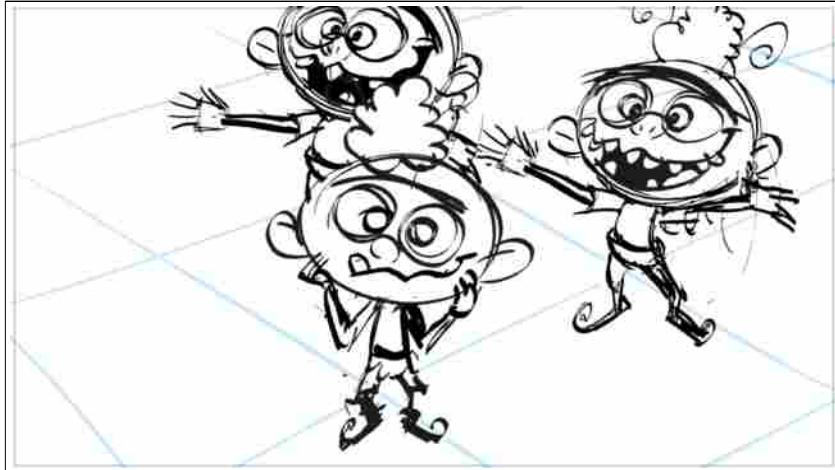
Scene	Duration	Panel	Duration
20	03:03	6	00:06



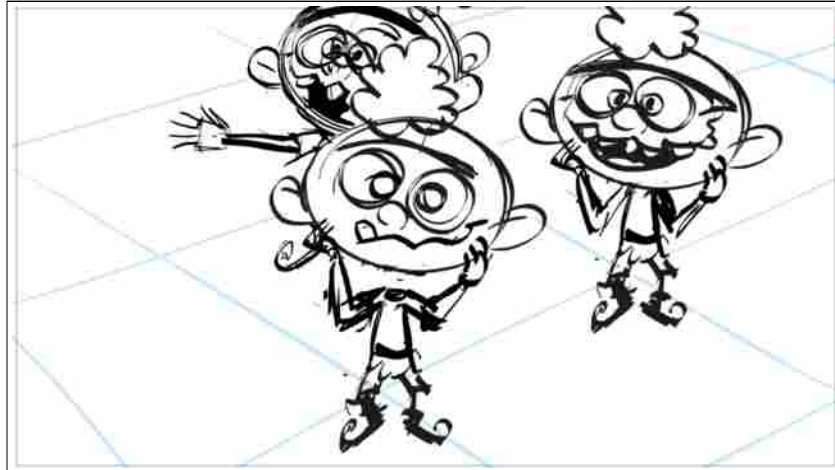
Scene	Duration	Panel	Duration
20	03:03	7	00:04



Scene	Duration	Panel	Duration
20	03:03	8	00:17



Scene	Duration	Panel	Duration
20	03:03	9	00:17



Scene	Duration	Panel	Duration
21	04:20	1	00:22



**Dialog**

79 SCODLERS (1-3) (CONT'D)

(EXCITED CHEERING WALLA)

**Action Notes**

The Scodlers start shooting hoops with their heads and are getting really into it.

Scene	Duration	Panel	Duration
21	04:20	2	00:22



Scene	Duration	Panel	Duration
21	04:20	3	00:22



Scene	Duration	Panel	Duration
21	04:20	4	01:01



Scene	Duration	Panel	Duration
21	04:20	5	01:01



**Action Notes**

Tin Man takes advantage of their distraction to SLINK AWAY.

Scene	Duration	Panel	Duration
21_A	03:00	1	00:12



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







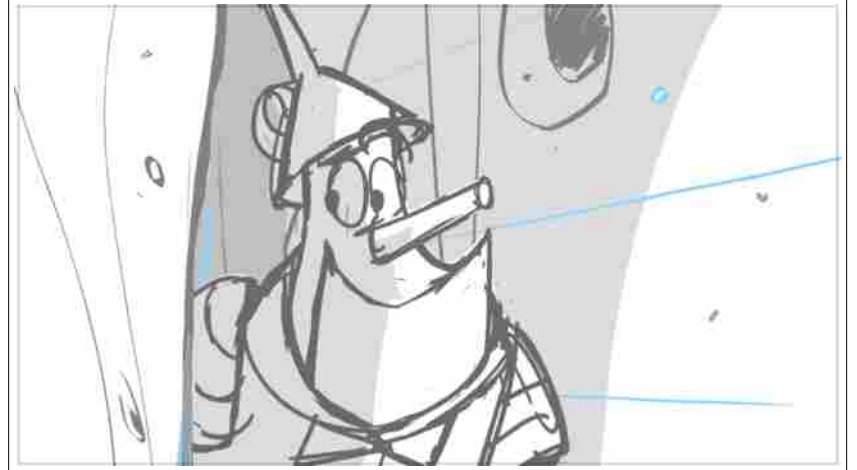
Scene	Duration	Panel	Duration
21_A	03:00	3	00:12



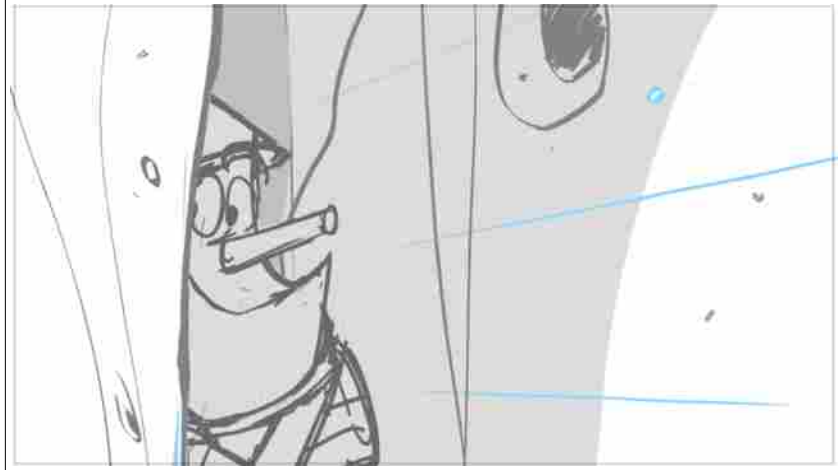
Scene	Duration	Panel	Duration
21_A	03:00	4	00:12



Scene	Duration	Panel	Duration
21_A	03:00	5	00:12



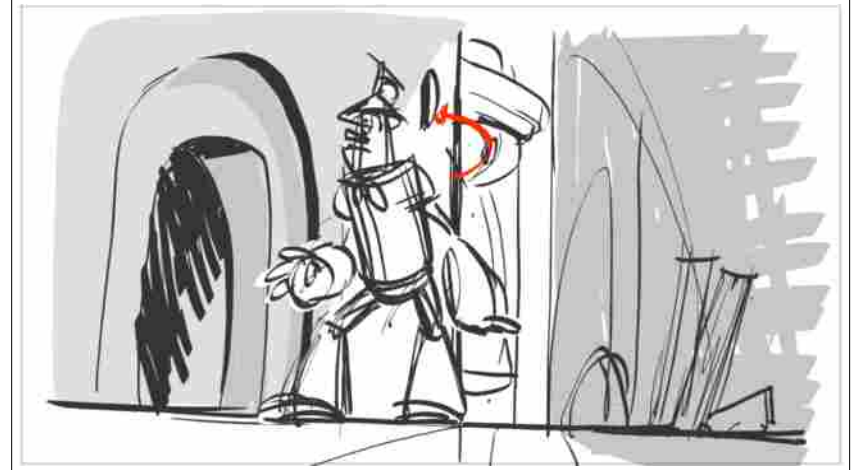
Scene	Duration	Panel	Duration
21_A	03:00	6	00:12



Scene	Duration	Panel	Duration
22	03:00	1	01:00



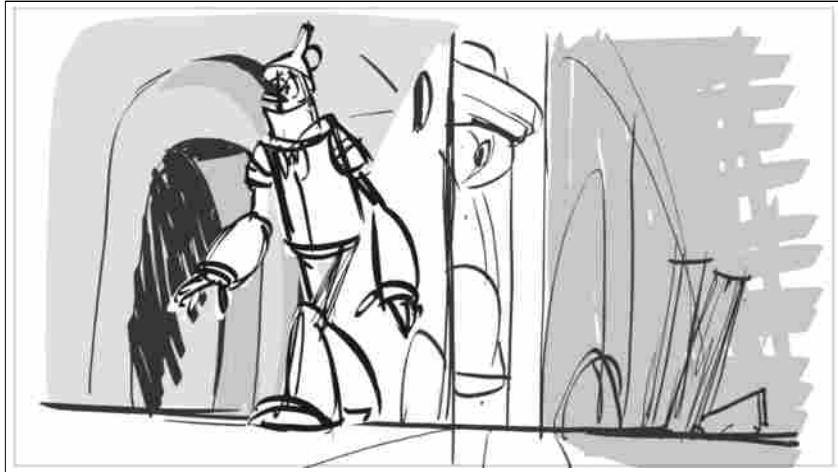
Scene	Duration	Panel	Duration
22	03:00	2	01:00



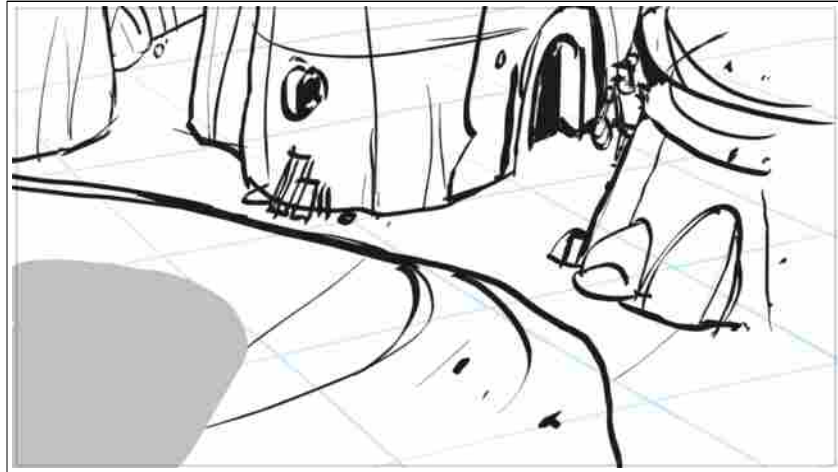
**Action Notes**

Tin Man takes advantage of their distraction to SLINK AWAY.

Scene	Duration	Panel	Duration
22	03:00	3	01:00



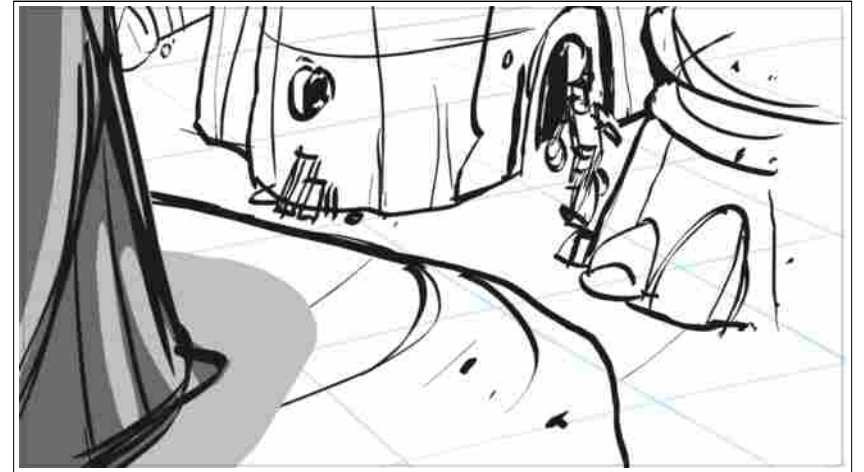
Scene	Duration	Panel	Duration
23	02:16	1	01:00



**Action Notes**

He's almost in the clear when a shrill voice rings out:

Scene	Duration	Panel	Duration
23	02:16	2	01:00

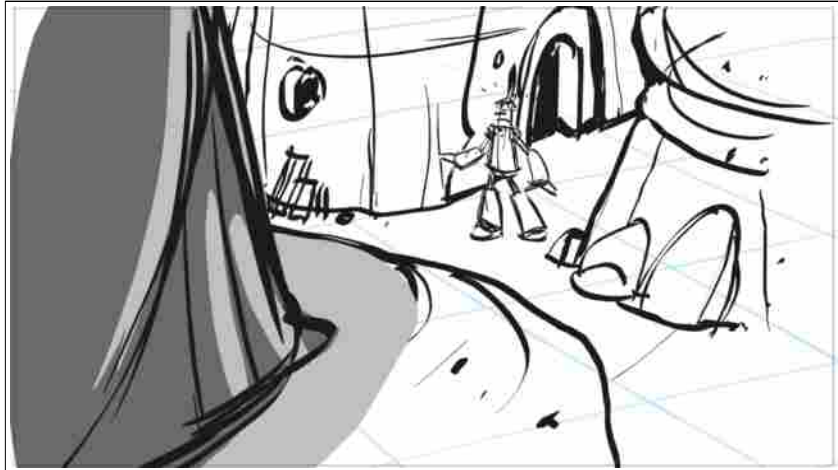


**Dialog**

80 SCODLER QUEEN (O.S.)

HALT!

Scene	Duration	Panel	Duration
23	02:16	3	00:16



**Dialog**

80 SCOODLER QUEEN (O.S.)

Get him!

Scene	Duration	Panel	Duration
24	06:12	1	00:10



**Action Notes**

Reverse to reveal the SCOODLER QUEEN, pointing at Tin Man. Her head is three times larger than the others, and she wears a crown of jagged metal.

Scene	Duration	Panel	Duration
24	06:12	2	01:23



**Dialog**

81 SCOODLER QUEEN (CONT'D)

Lock him up and get the fire going! In due time we will have our soup.

Scene	Duration	Panel	Duration
24	06:12	3	04:03

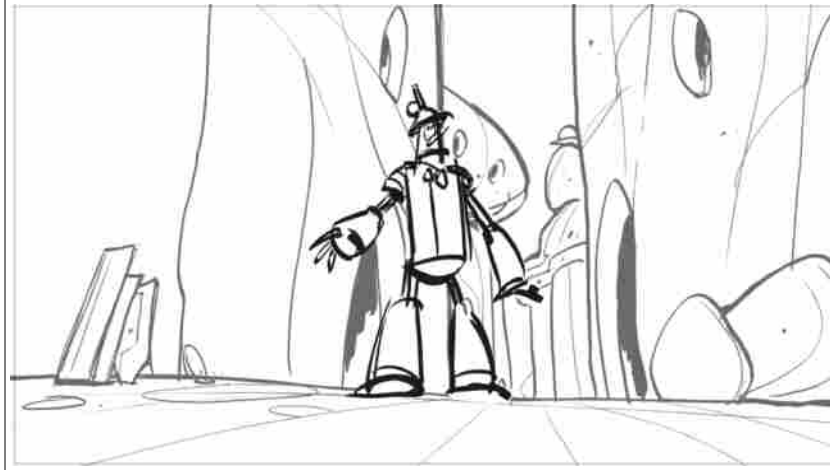


**Dialog**

81 SCODLER QUEEN (CONT'D)

Lock him up and get the fire going! In due time we will have our soup.

Scene	Duration	Panel	Duration
25	05:00	1	01:00



Scene	Duration	Panel	Duration
25	05:00	2	01:00





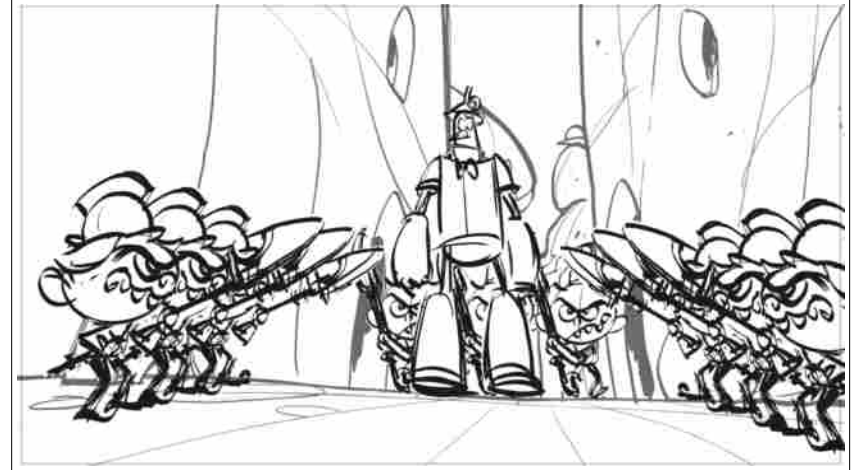
Scene	Duration	Panel	Duration
25	05:00	3	01:00



Scene	Duration	Panel	Duration
25	05:00	4	01:00



Scene	Duration	Panel	Duration
25	05:00	5	01:00





Scene	Duration	Panel	Duration
26	01:20	1	00:05



Scene	Duration	Panel	Duration
26	01:20	2	00:03

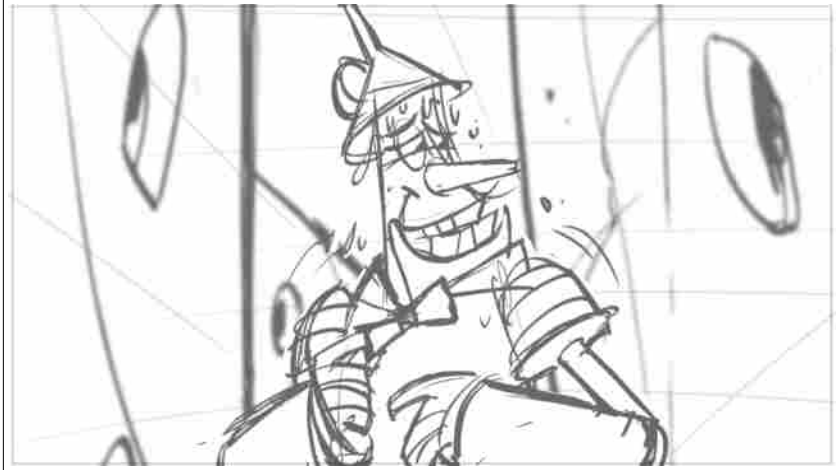


Scene	Duration	Panel	Duration
26	01:20	3	00:05

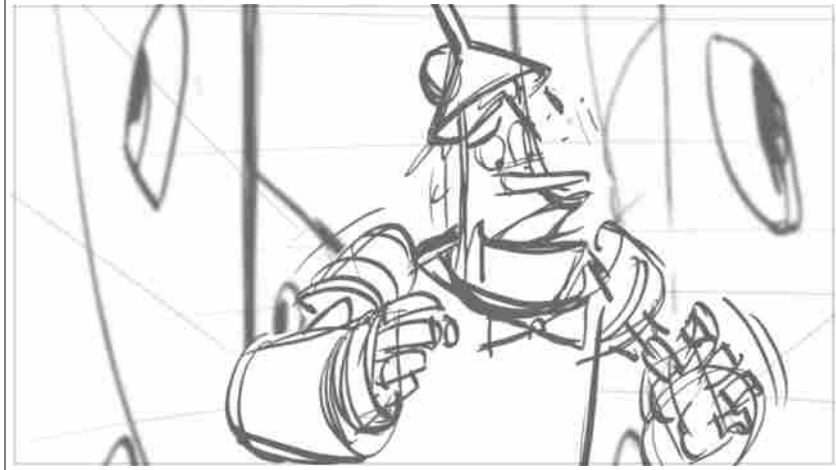




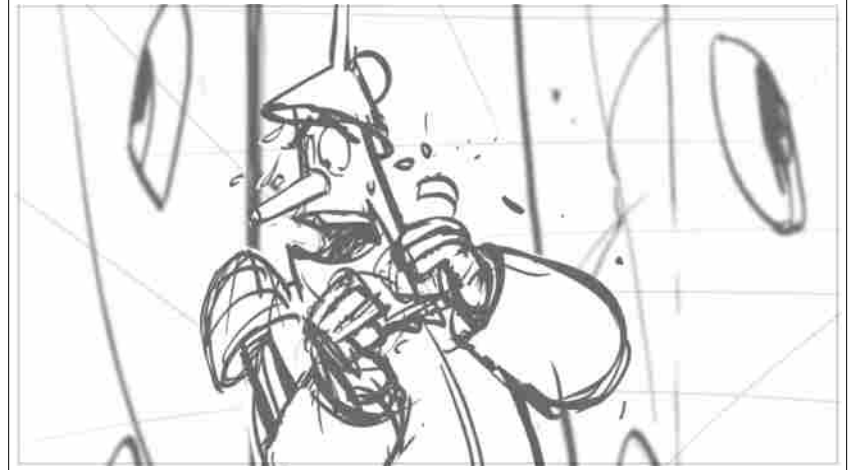
Scene	Duration	Panel	Duration
26	01:20	4	00:07



Scene	Duration	Panel	Duration
26	01:20	5	00:08



Scene	Duration	Panel	Duration
26	01:20	6	00:09

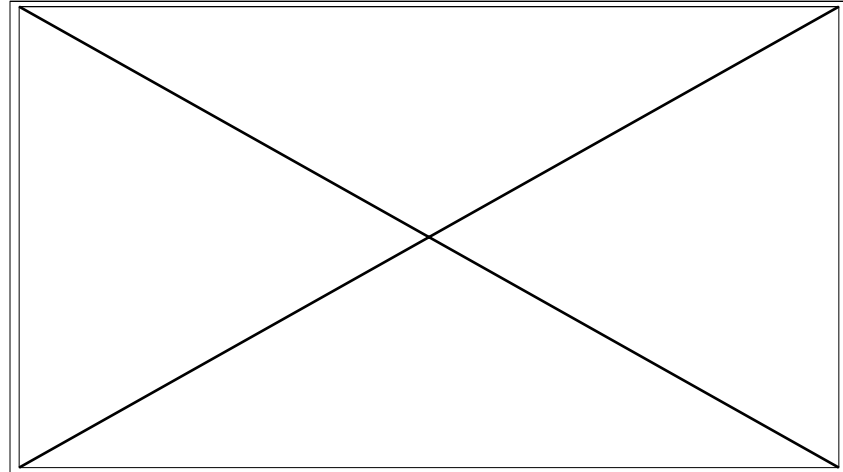




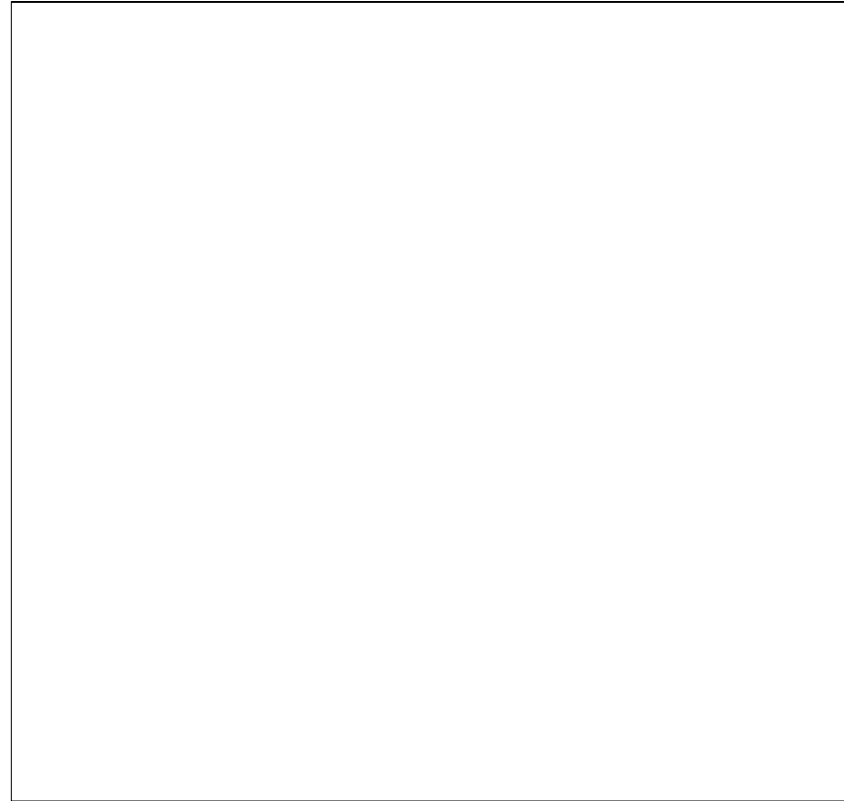
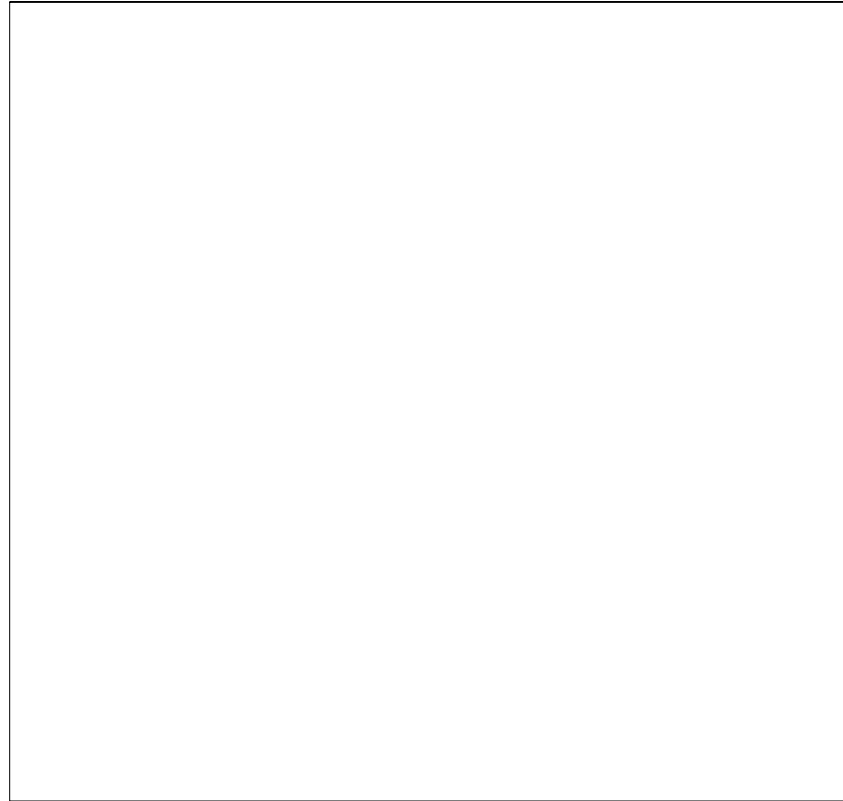
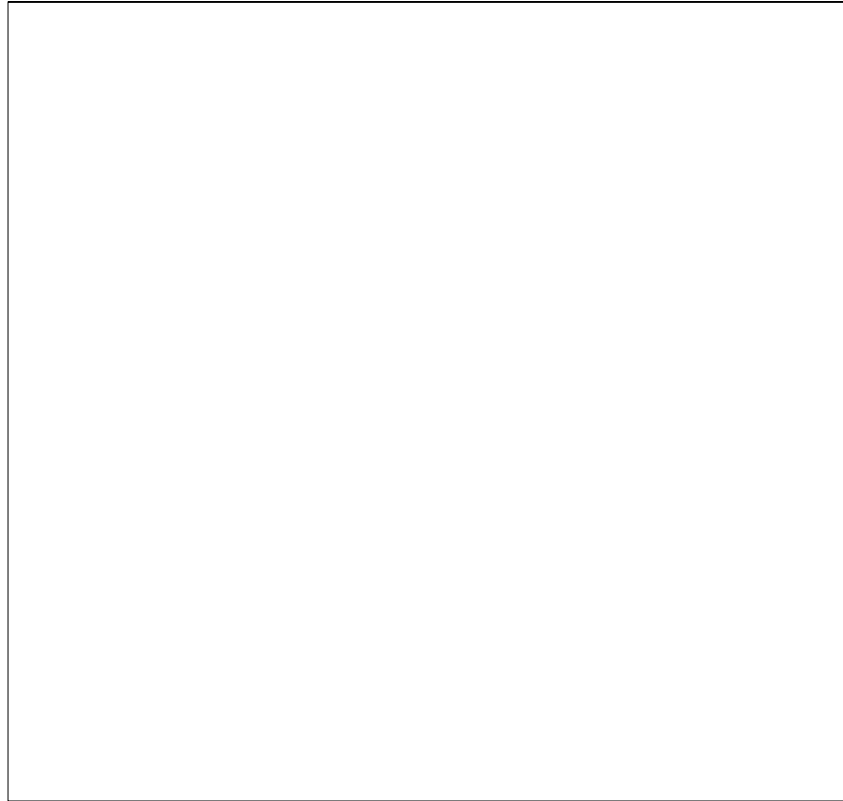
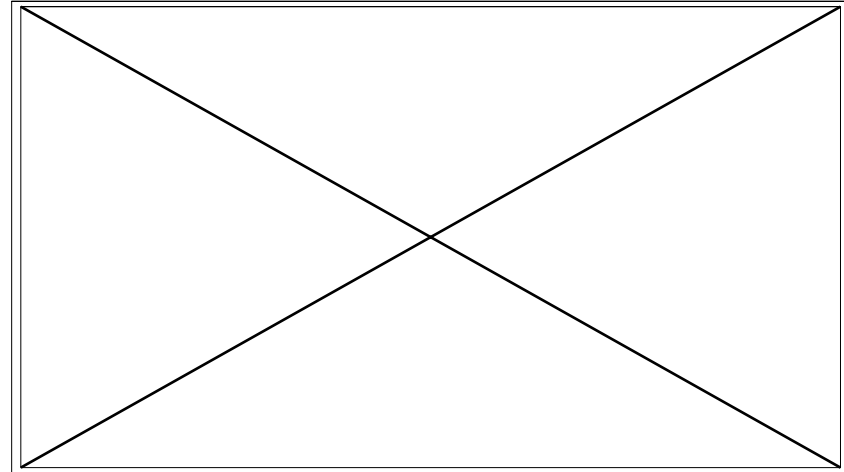
Scene	Duration	Panel	Duration
26	01:20	7	00:07



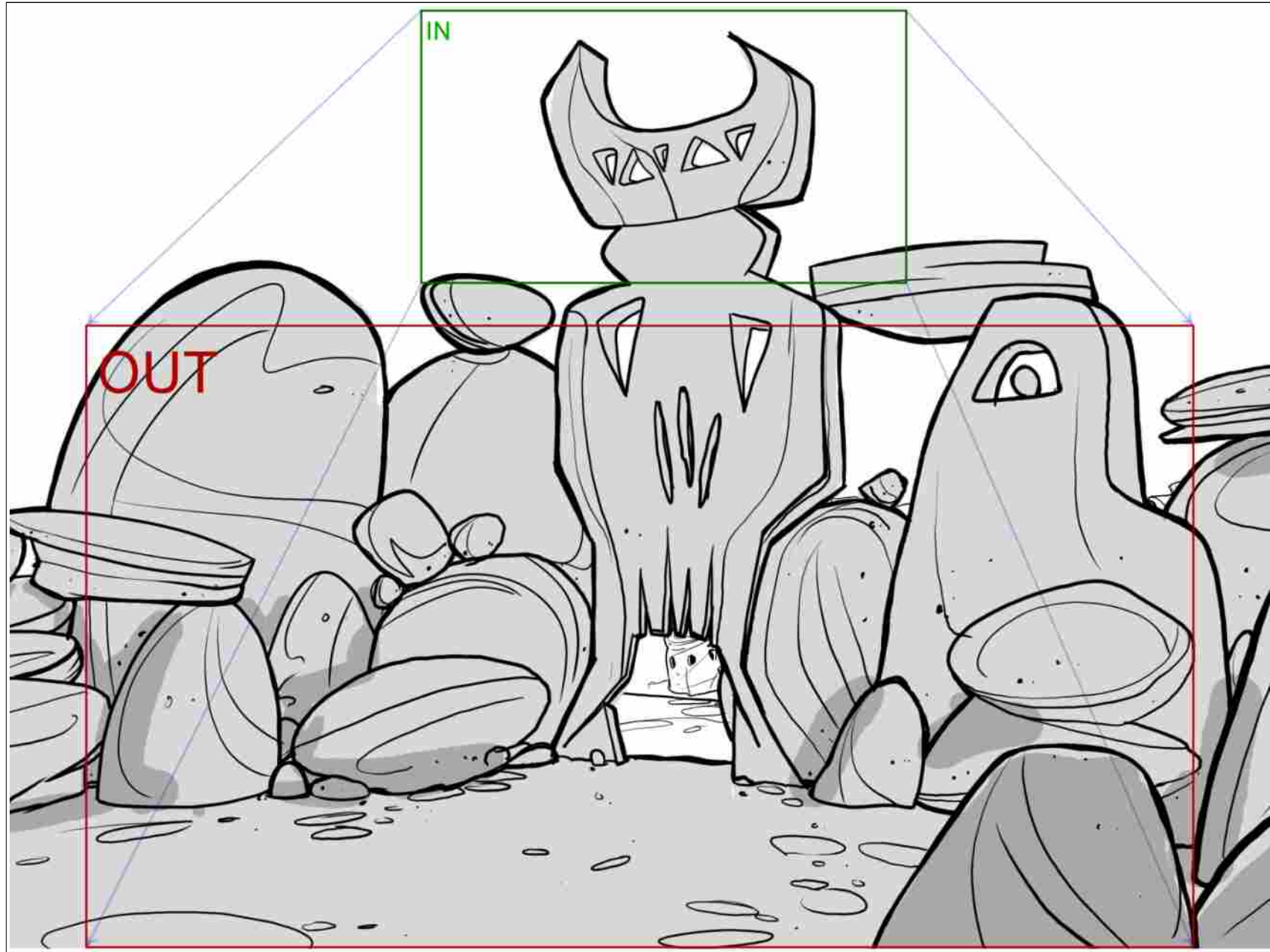
NO PANEL



NO PANEL



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



NO PANEL

**Action Notes**

SEQ. 5) EXT. SCODLER VALLEY - CONTINUOUS

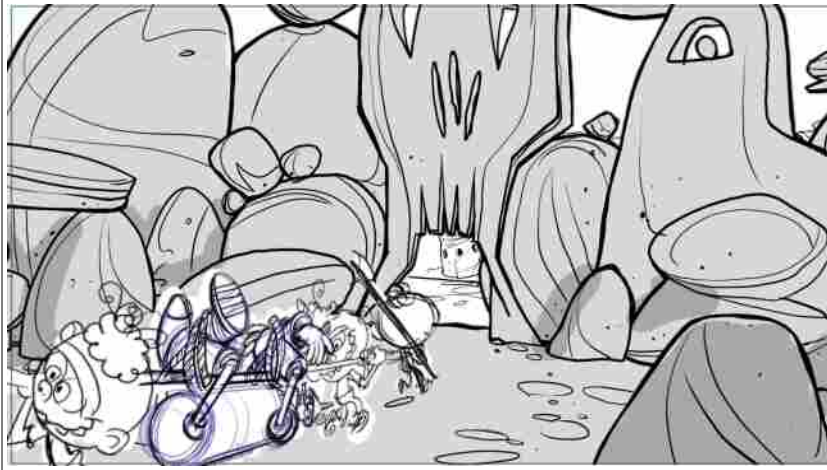
TRUCK OUT from Scodler Valley gate. The Scodlers enter carrying Tin Man into their rocky valley.



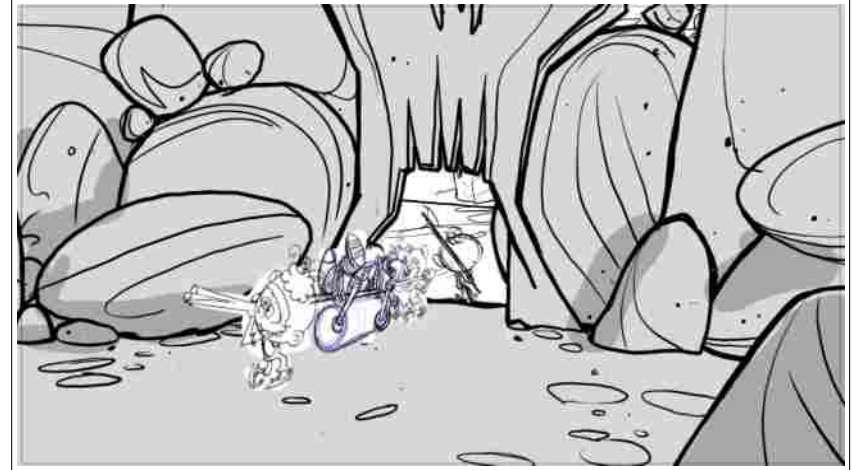
Scene	Duration	Panel	Duration
1	03:00	2	01:00



Scene	Duration	Panel	Duration
1	03:00	3	01:00



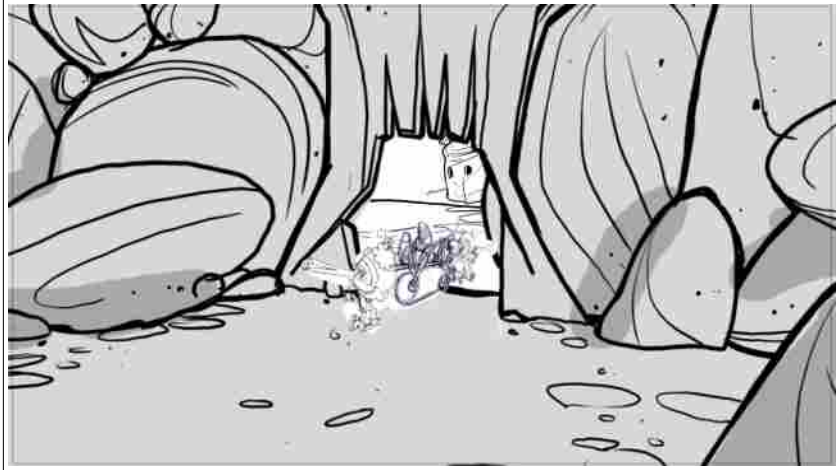
Scene	Duration	Panel	Duration
1_A	02:20	1	01:00



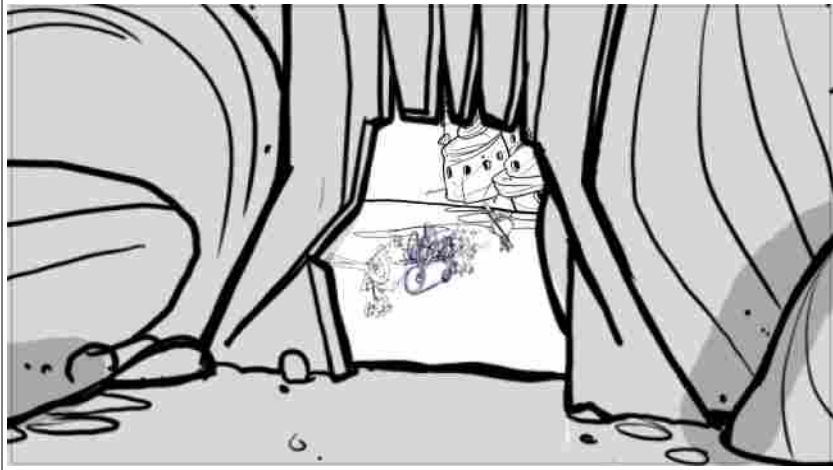
**Action Notes**

Closer on gate as yhe Scoodlers carry Tin Man into their rocky valley.

Scene	Duration	Panel	Duration
1_A	02:20	2	01:00



Scene	Duration	Panel	Duration
1_A	02:20	3	00:20



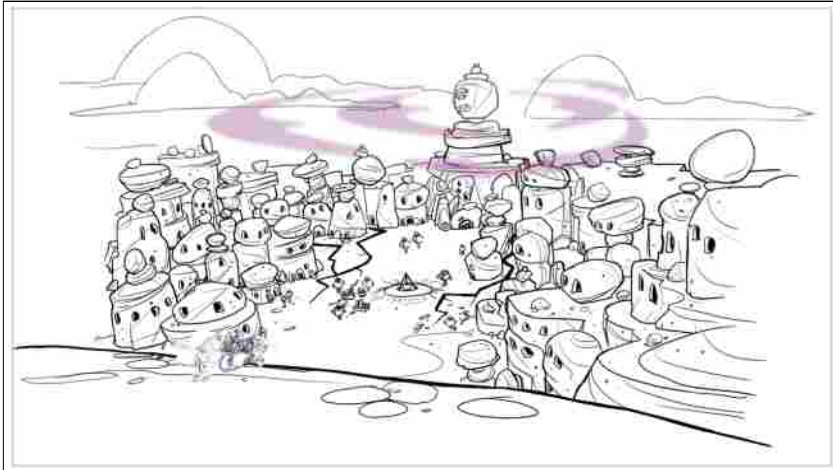
Scene	Duration	Panel	Duration
1_A_1	01:00	1	00:05



**Action Notes**

Wide on Scodler valley. High above the village, a GIANT STONE head rotates slowly, emanating force beams.

Scene	Duration	Panel	Duration
1_A_1	01:00	2	00:05



**Action Notes**  
 Wide on Scodler valley. High above the village, a GIANT STONE head rotates slowly, emanating force beams.

Scene	Duration	Panel	Duration
1_A_1	01:00	3	00:05



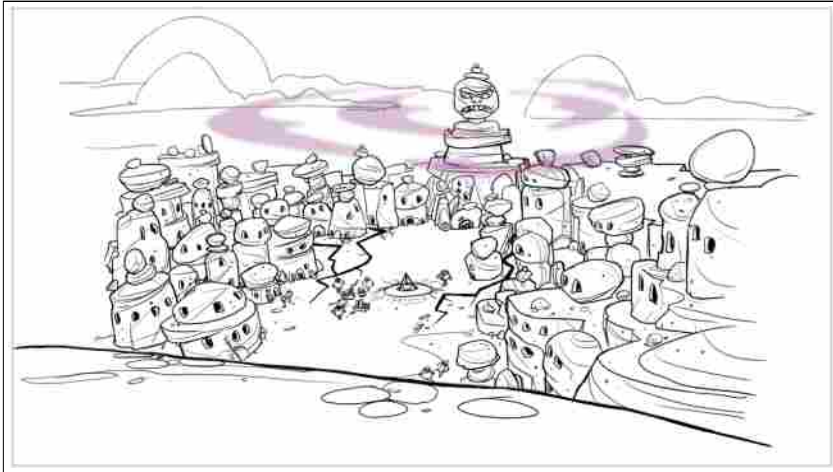
**Action Notes**  
 Wide on Scodler valley. High above the village, a GIANT STONE head rotates slowly, emanating force beams.

Scene	Duration	Panel	Duration
1_A_1	01:00	4	00:04



**Action Notes**  
 Wide on Scodler valley. High above the village, a GIANT STONE head rotates slowly, emanating force beams.

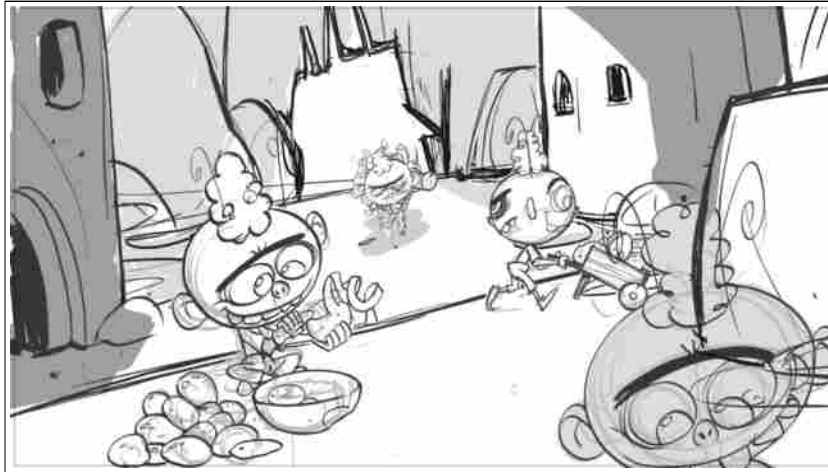
Scene	Duration	Panel	Duration
1_A_1	01:00	5	00:05



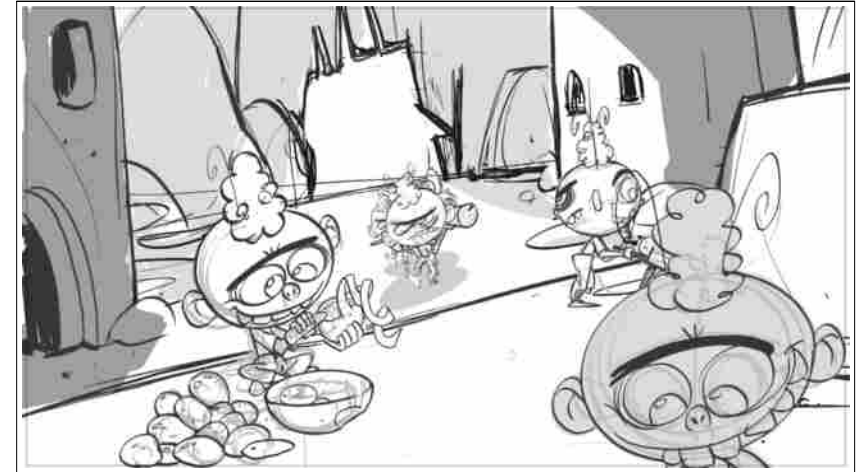
**Action Notes**

Wide on Scoodler valley. High above the village, a GIANT STONE head rotates slowly, emanating force beams.

Scene	Duration	Panel	Duration
1_A_2	00:14	1	00:06

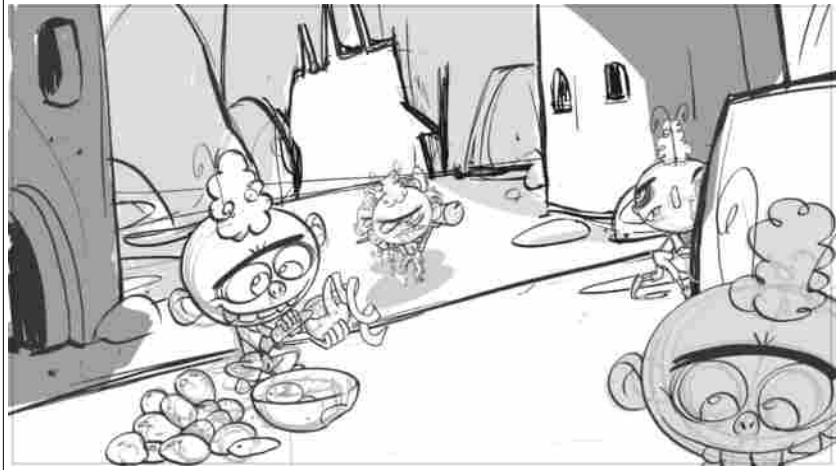


Scene	Duration	Panel	Duration
1_A_2	00:14	2	00:04

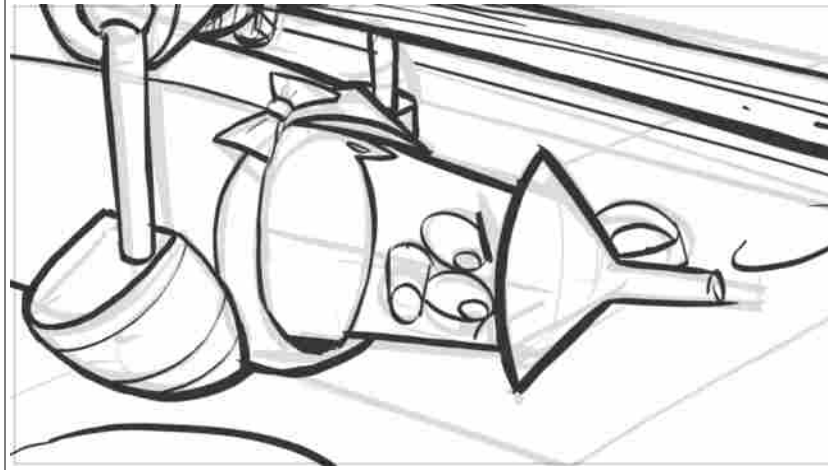




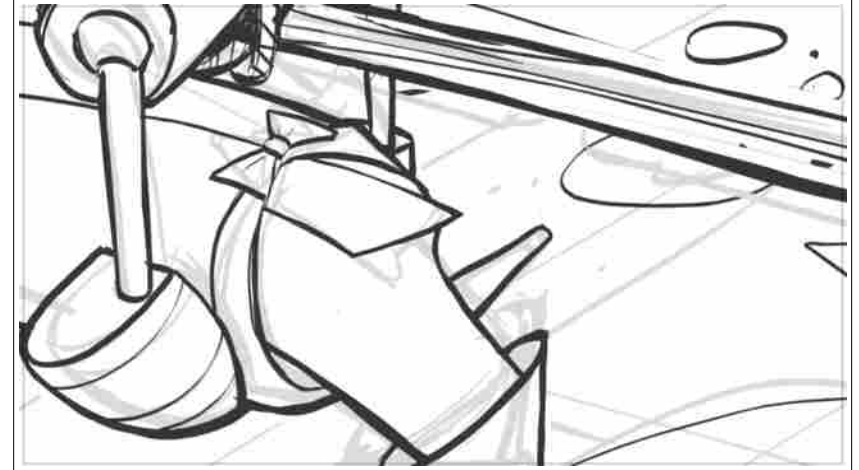
Scene	Duration	Panel	Duration
1_A_2	00:14	3	00:04



Scene	Duration	Panel	Duration
1_A_3	02:00	1	00:16

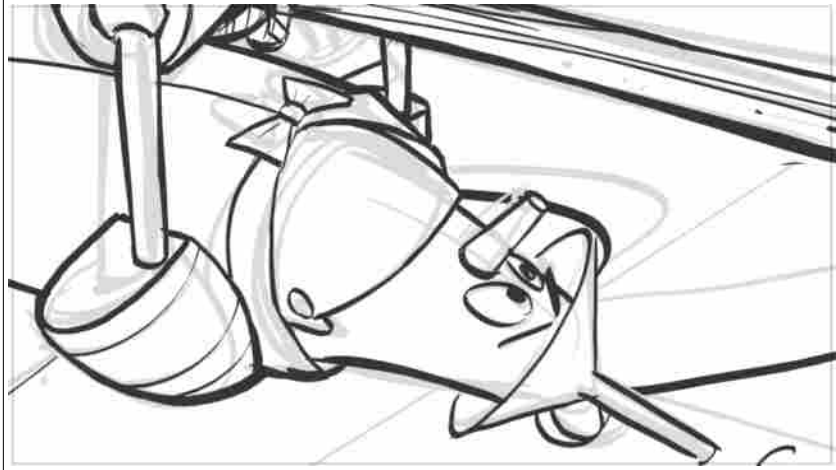


Scene	Duration	Panel	Duration
1_A_3	02:00	2	00:16





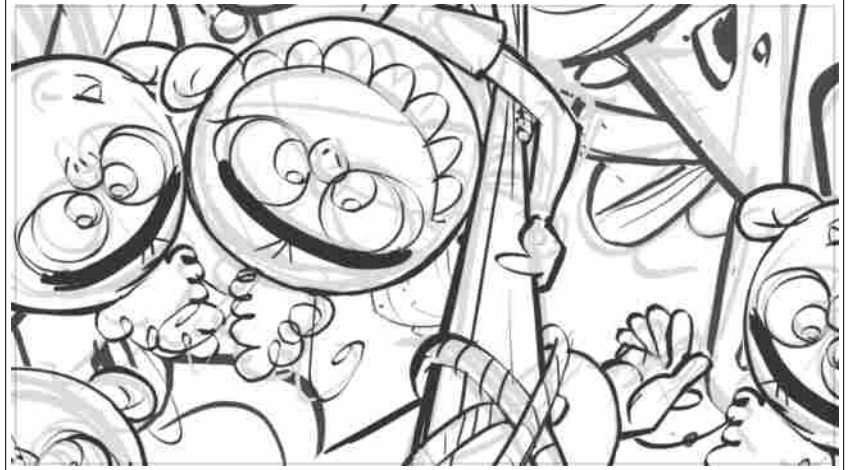
Scene	Duration	Panel	Duration
1_A_3	02:00	3	00:16



Scene	Duration	Panel	Duration
1_A_4	01:04	1	00:06

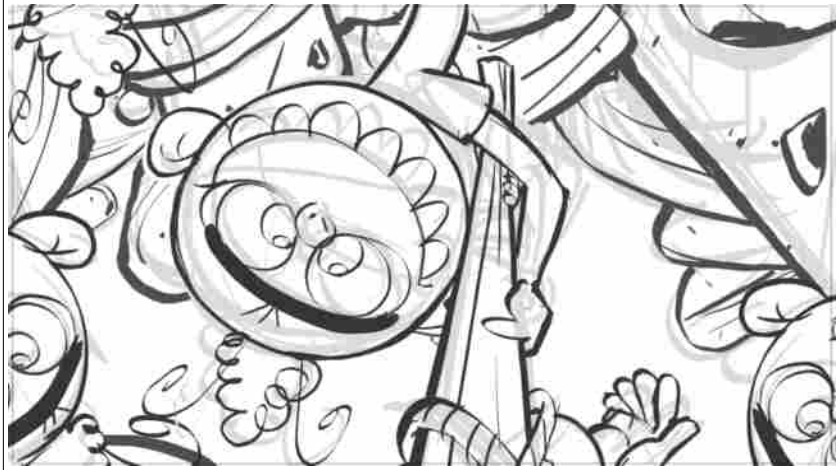


Scene	Duration	Panel	Duration
1_A_4	01:04	2	00:07

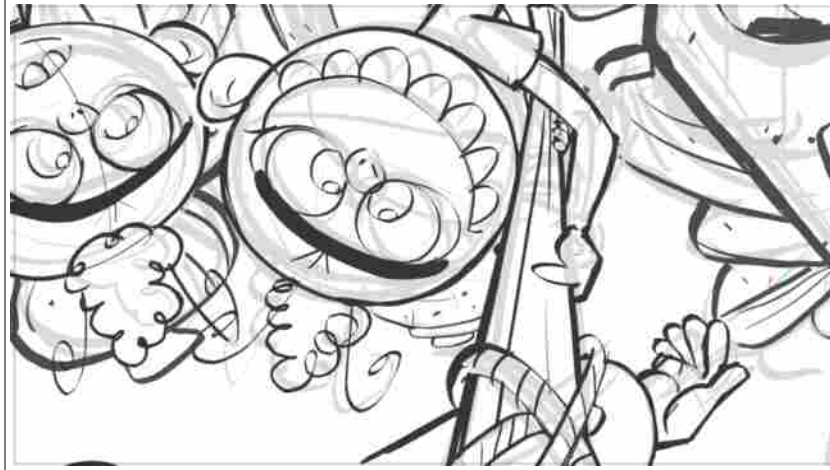




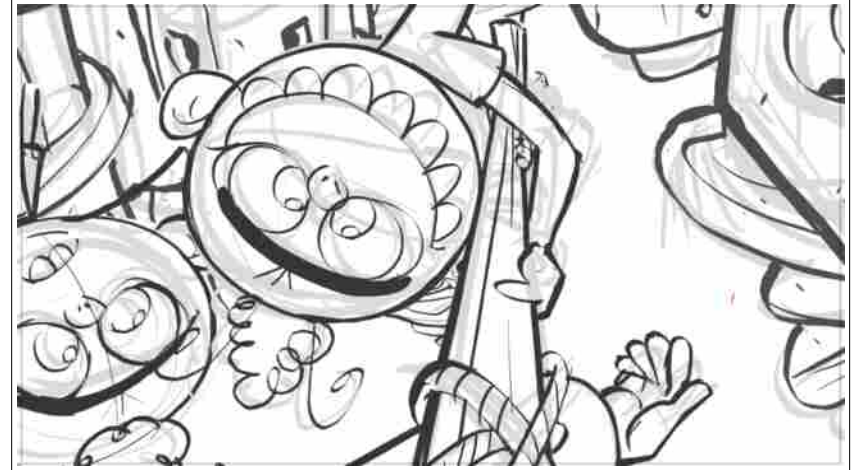
Scene	Duration	Panel	Duration
1_A_4	01:04	3	00:06



Scene	Duration	Panel	Duration
1_A_4	01:04	4	00:04



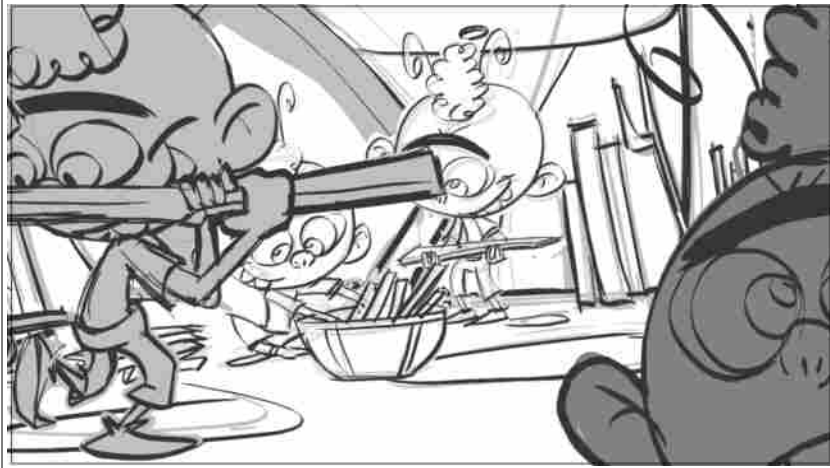
Scene	Duration	Panel	Duration
1_A_4	01:04	5	00:05



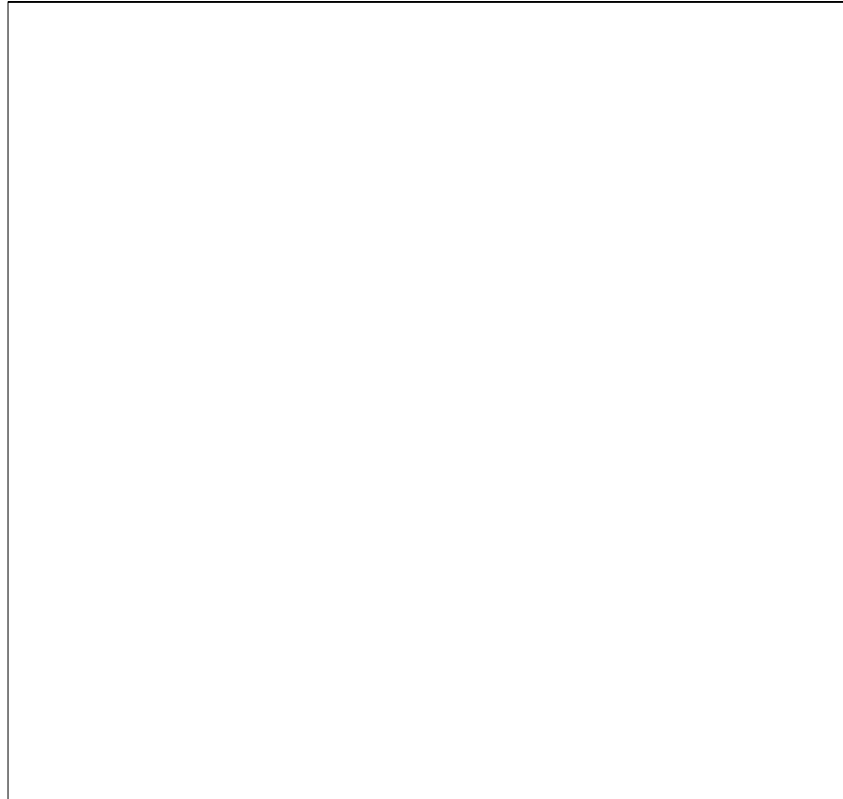
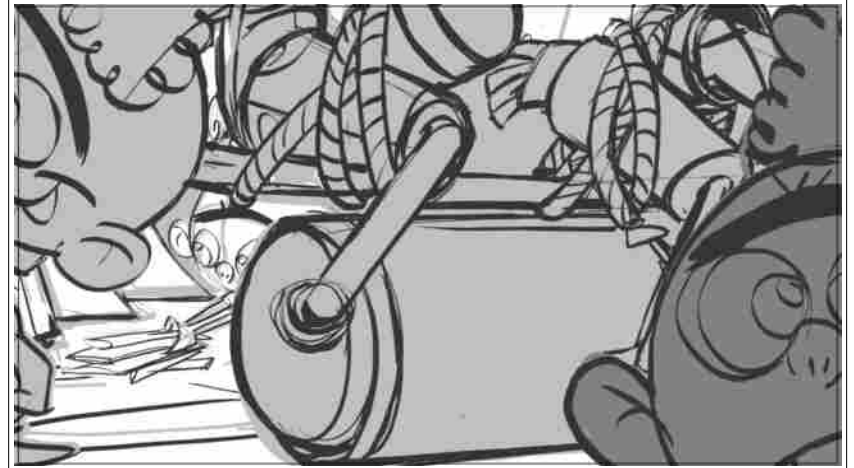
Scene	Duration	Panel	Duration
2	06:00	1	01:00



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



Scene	Duration	Panel	Duration
2	06:00	3	01:00

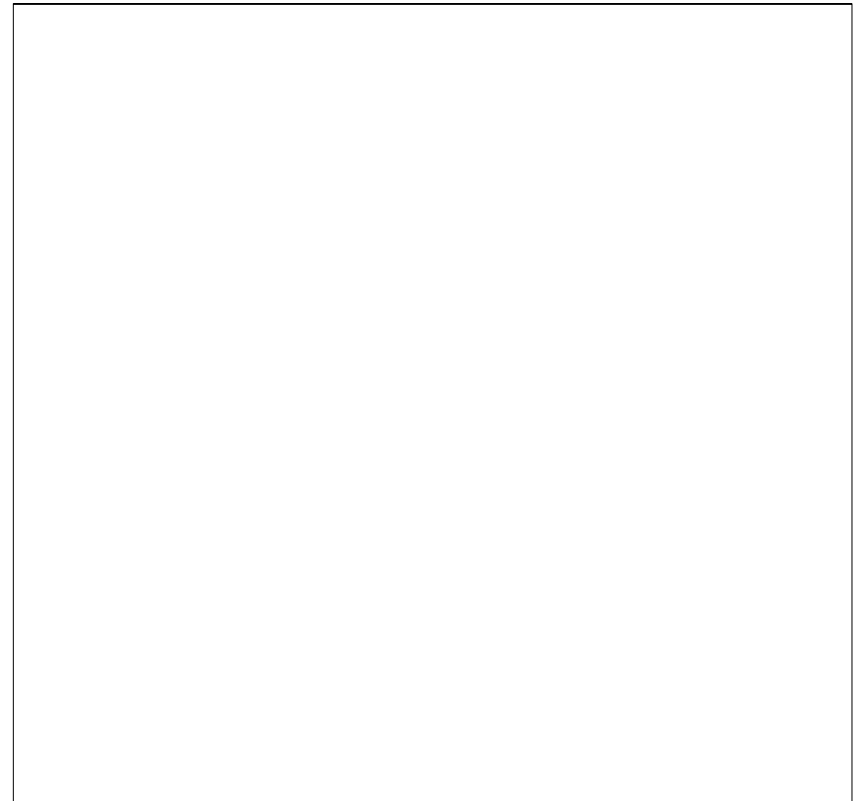
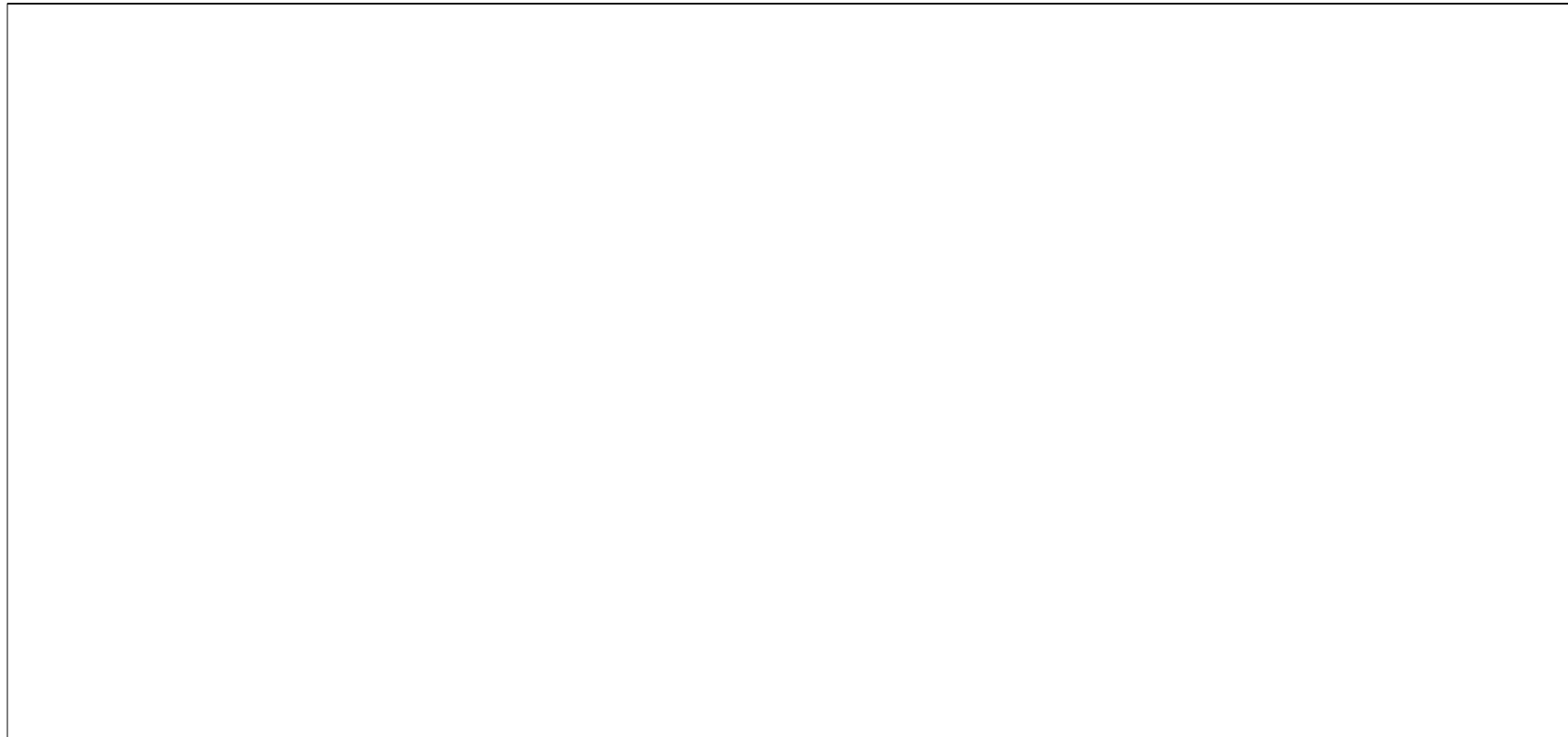




Scene	Duration	Panel	Duration
2	06:00	4	01:00



Scene	Duration	Panel	Duration
2	06:00	5	01:00

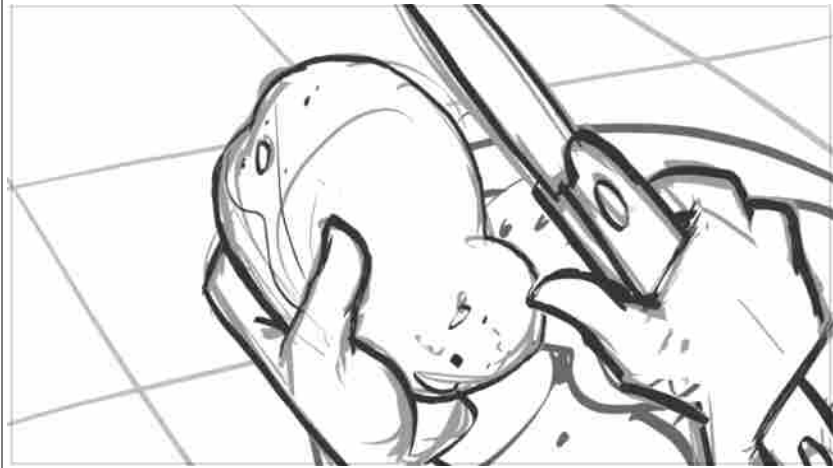




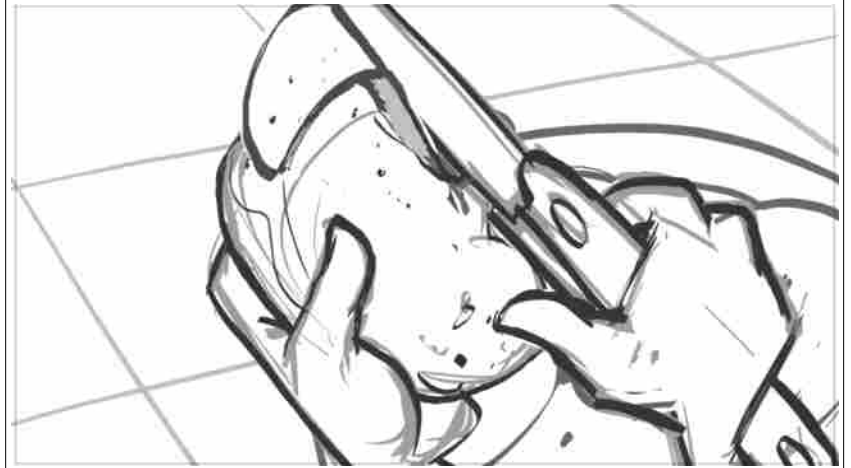
Scene	Duration	Panel	Duration
2	06:00	6	01:00



Scene	Duration	Panel	Duration
2_A	02:16	1	00:16

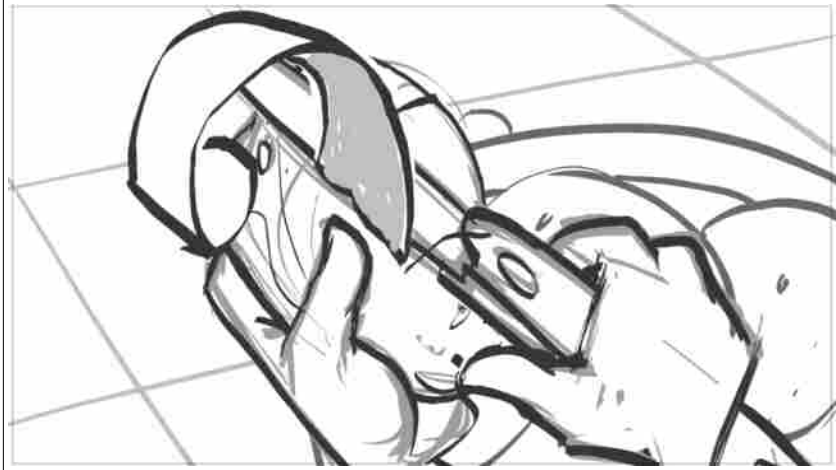


Scene	Duration	Panel	Duration
2_A	02:16	2	00:16





Scene	Duration	Panel	Duration
2_A	02:16	3	00:16



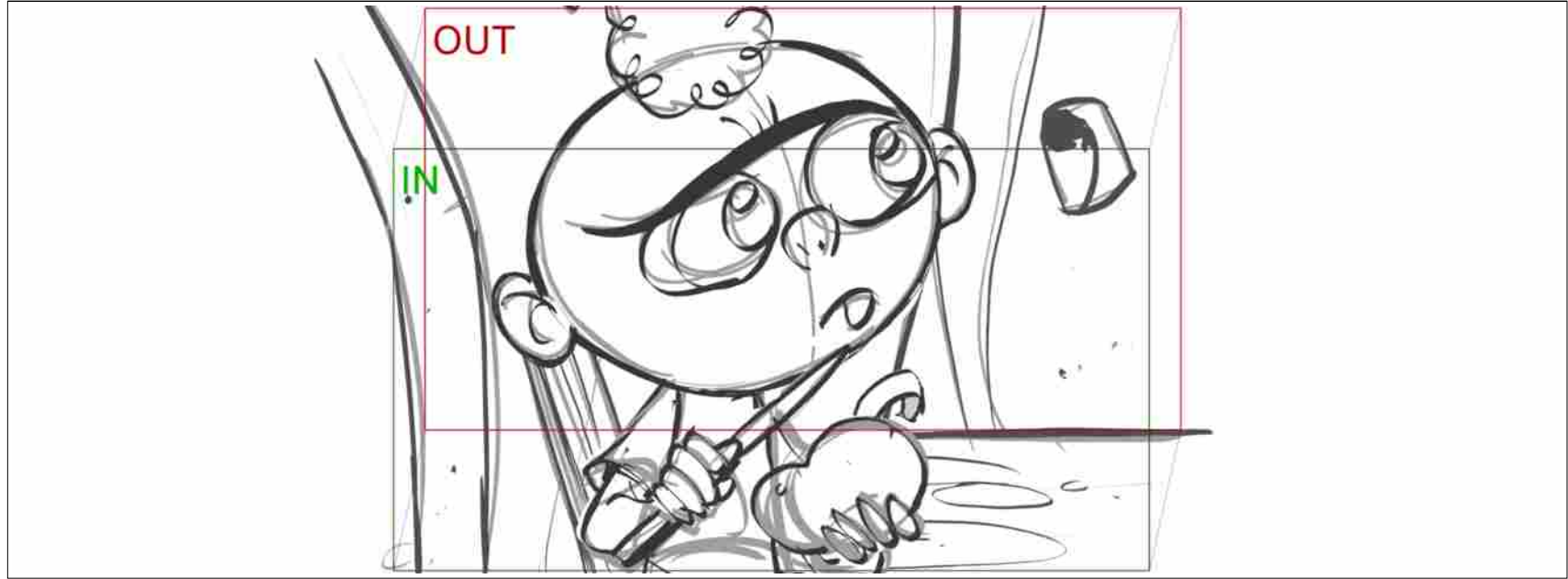
Scene	Duration	Panel	Duration
2_A	02:16	4	00:16



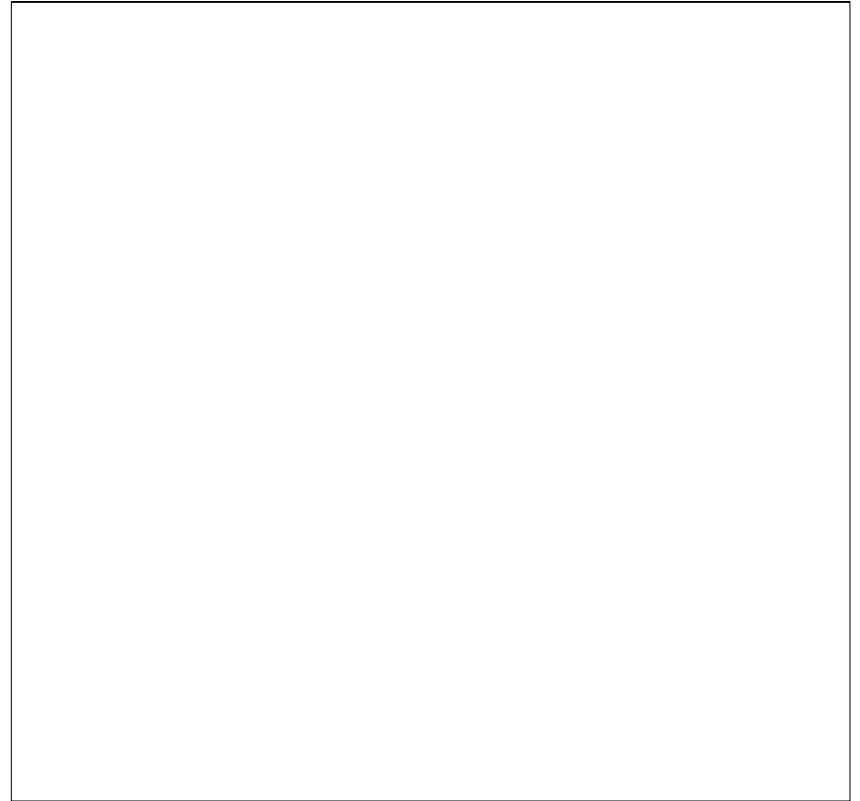
Scene	Duration	Panel	Duration
2_B	01:08	1	00:16



Scene	Duration	Panel	Duration
2_B	01:08	2	00:16



Scene	Duration	Panel	Duration
3	08:00	1	01:00



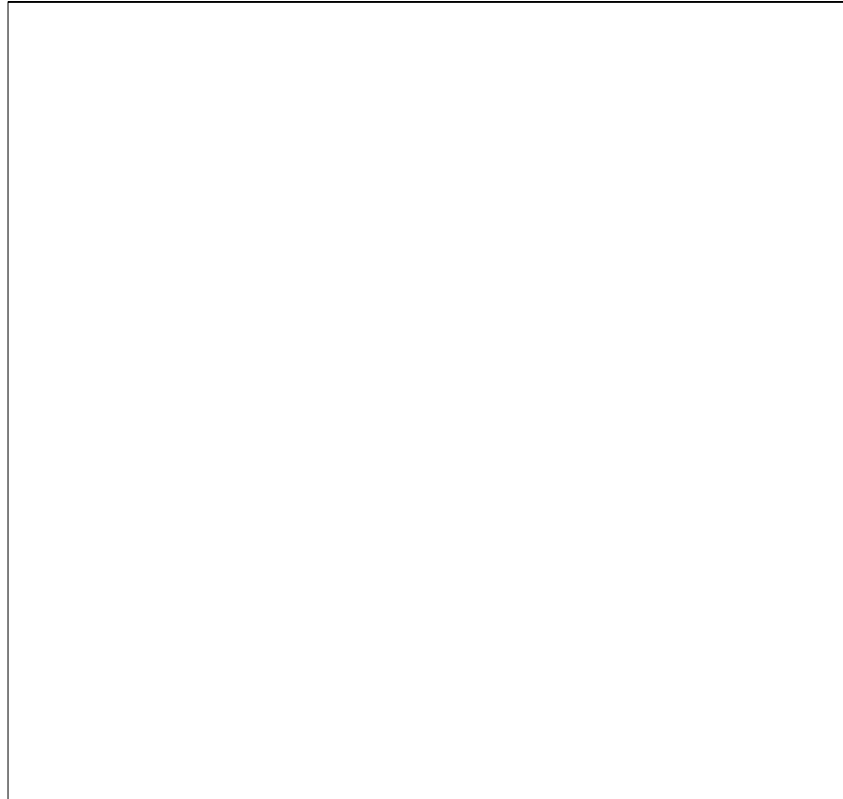
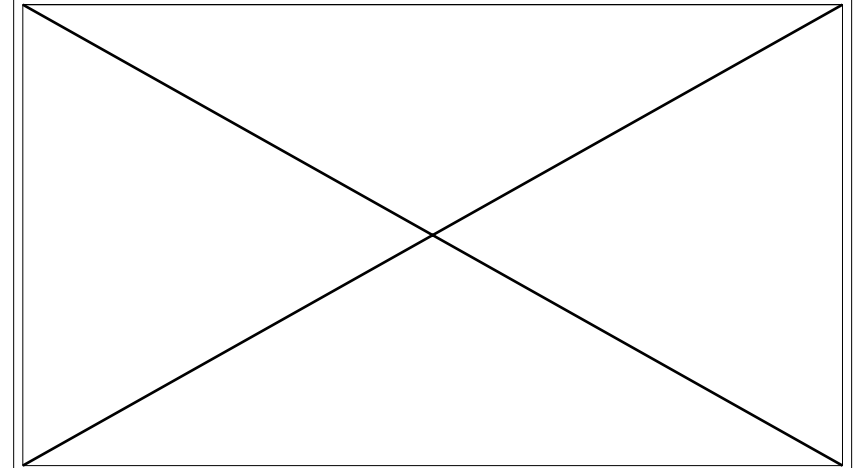
Scene	Duration	Panel	Duration
3	08:00	2	01:00



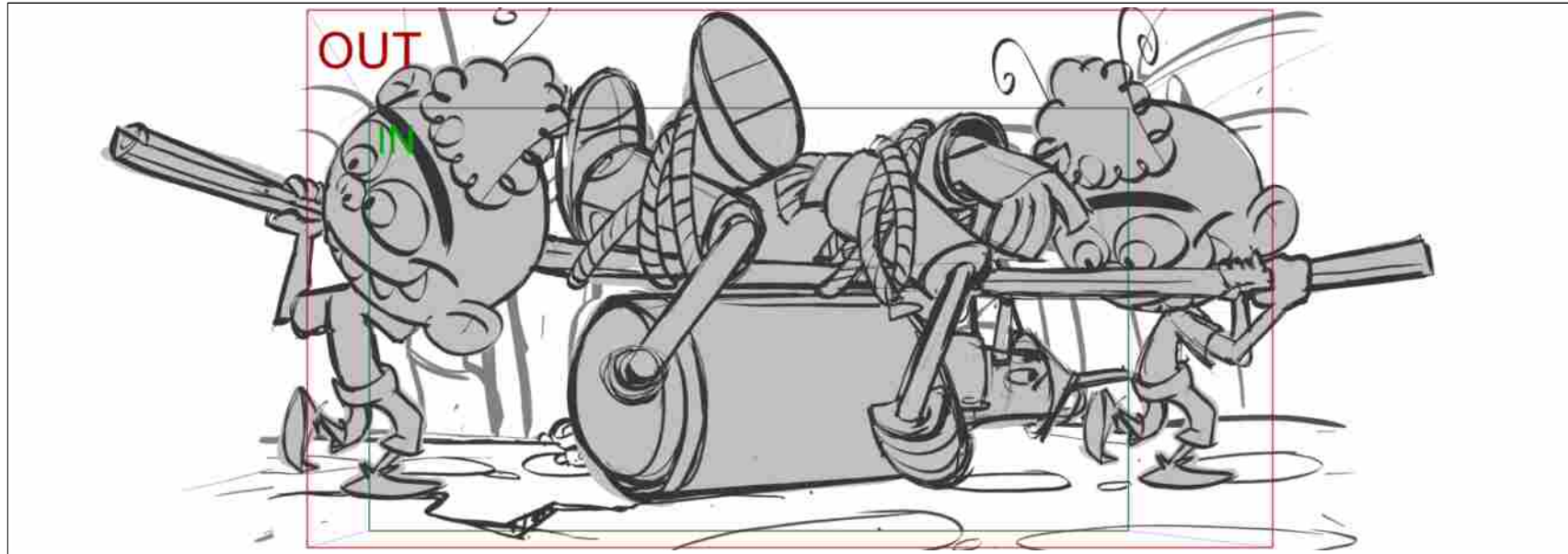
Scene	Duration	Panel	Duration
3	08:00	3	01:00



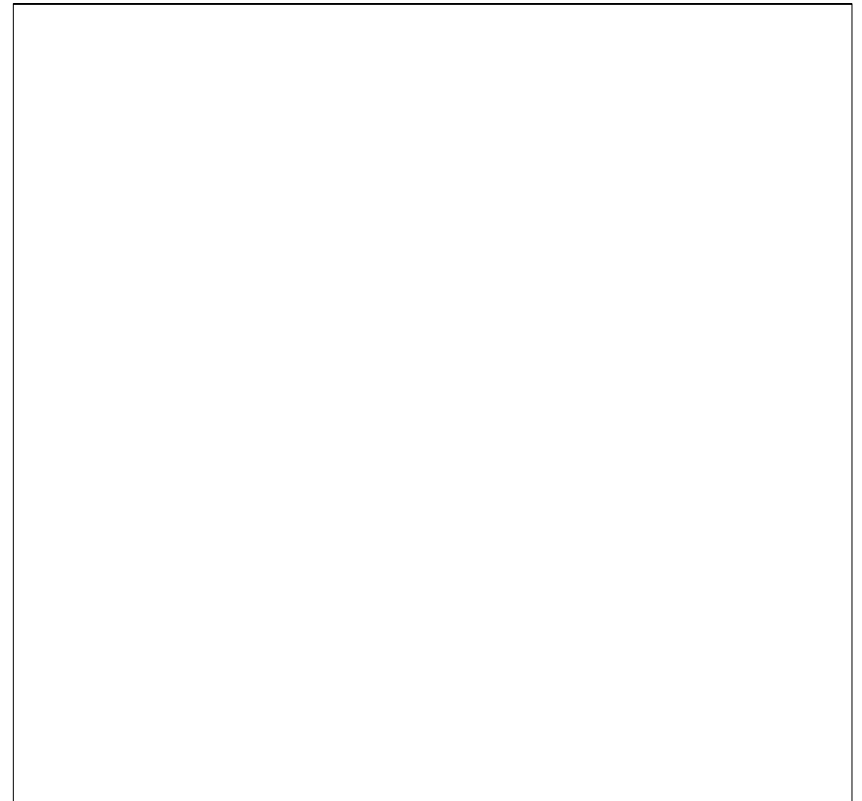
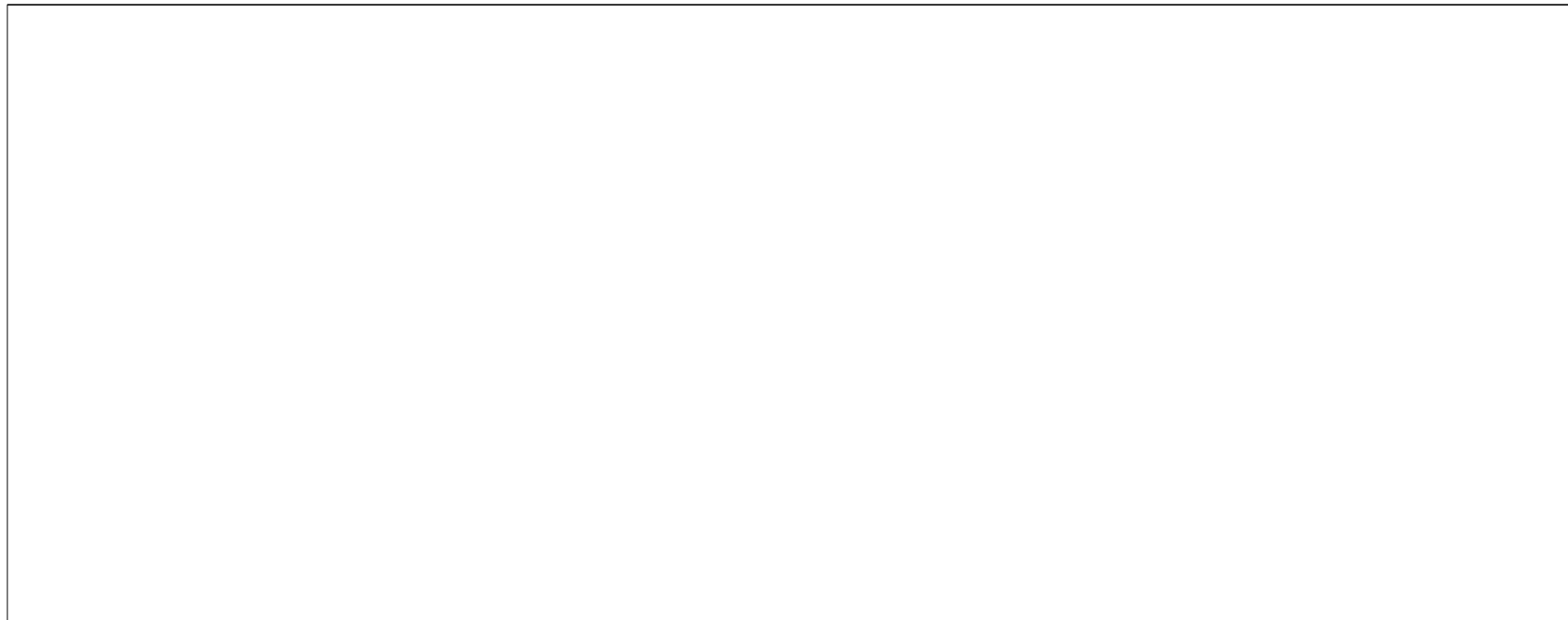
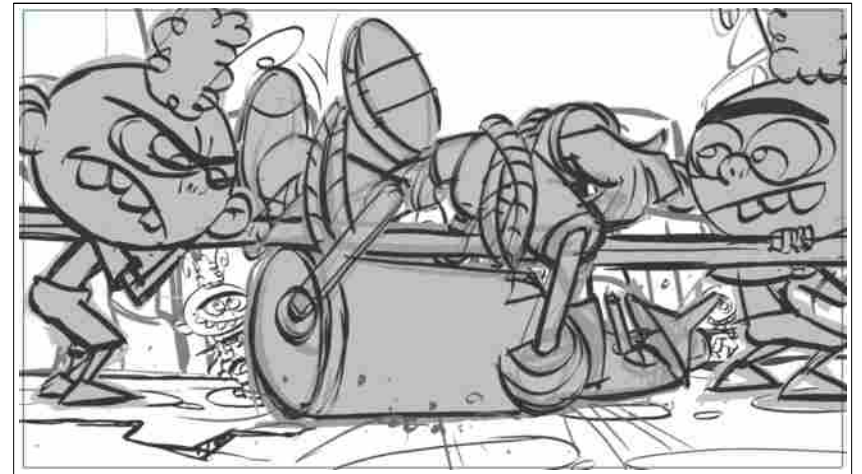
NO PANEL



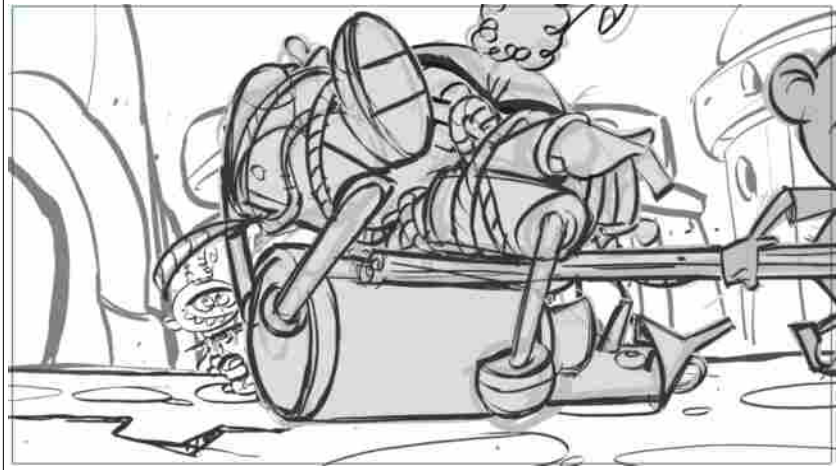
Scene	Duration	Panel	Duration
3	08:00	4	01:00



Scene	Duration	Panel	Duration
3	08:00	5	01:00



Scene	Duration	Panel	Duration
3	08:00	6	01:00



Scene	Duration	Panel	Duration
3	08:00	7	01:00



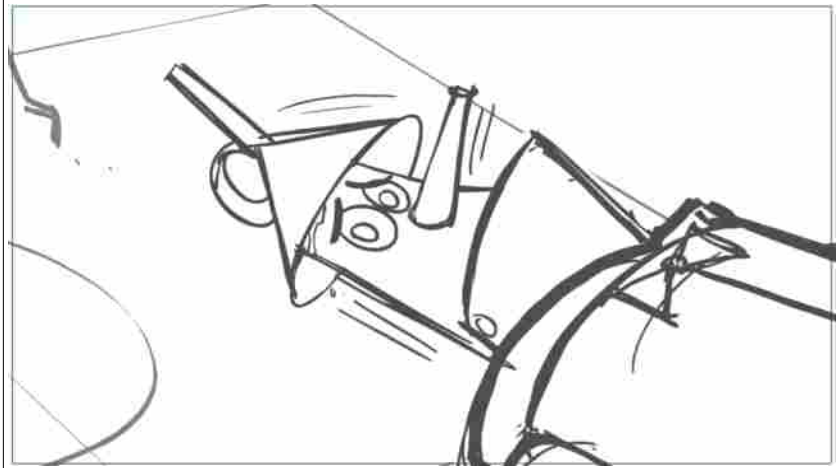
Scene	Duration	Panel	Duration
3	08:00	8	01:00



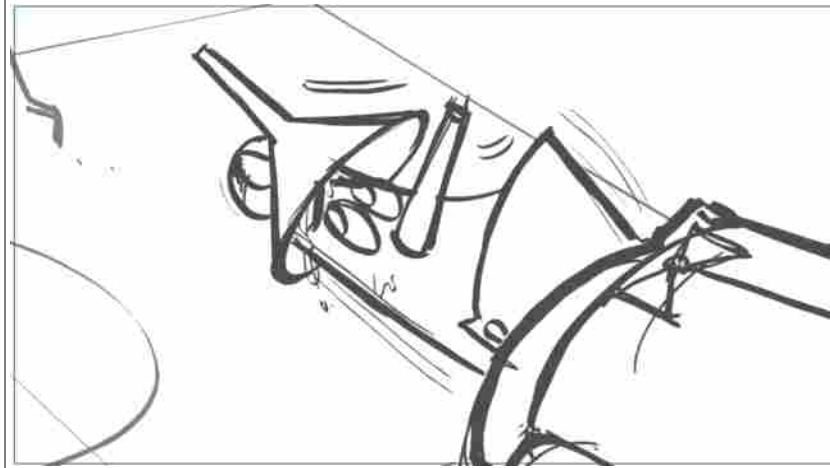




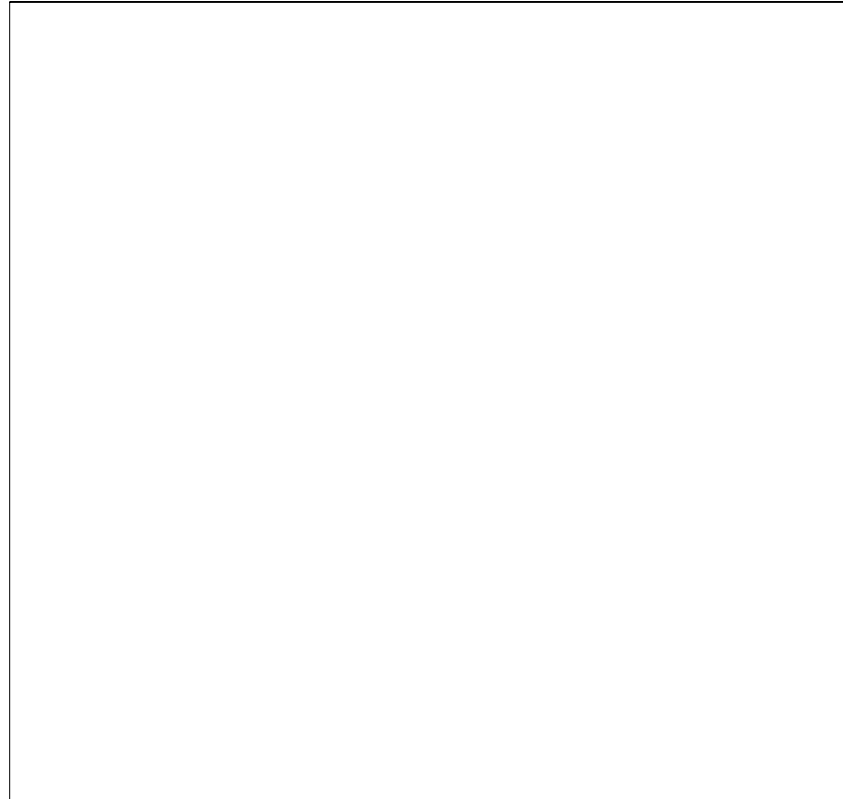
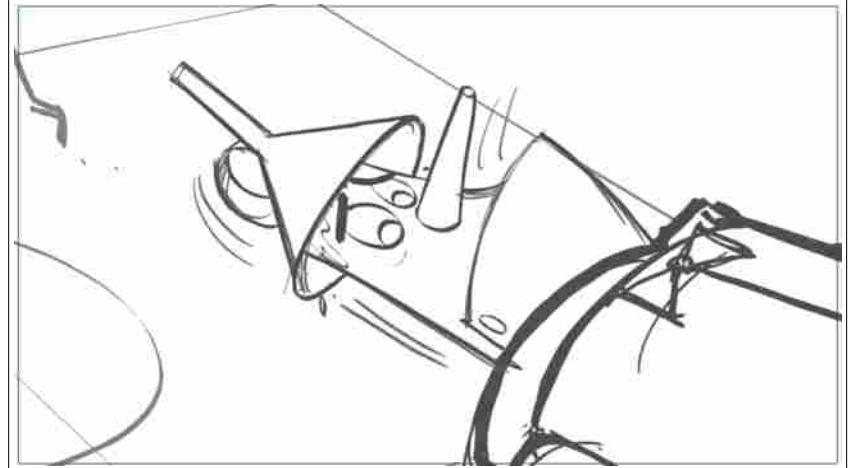
Scene	Duration	Panel	Duration
4	05:00	1	01:00



Scene	Duration	Panel	Duration
4	05:00	2	01:00



Scene	Duration	Panel	Duration
4	05:00	3	01:00

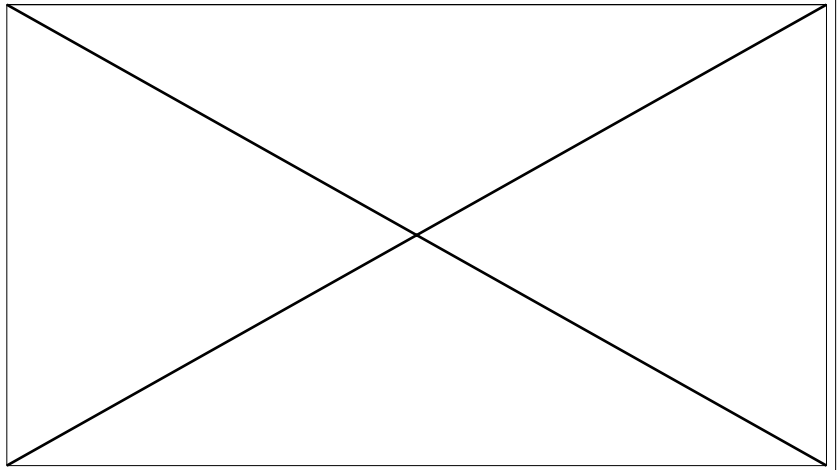
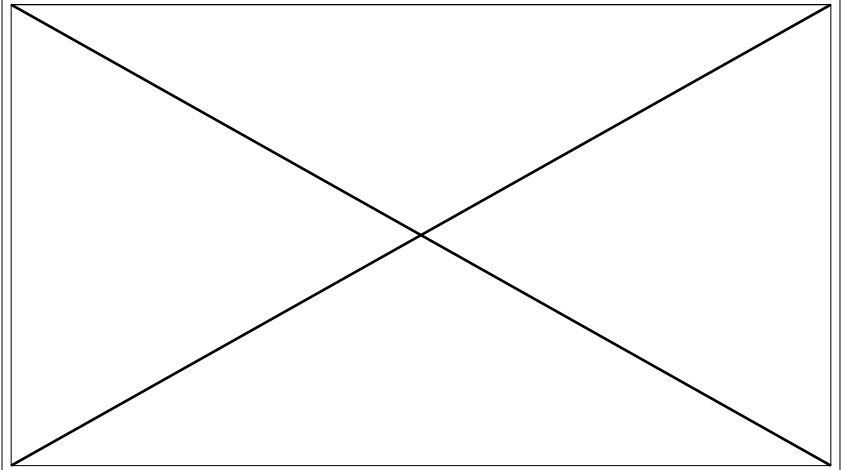
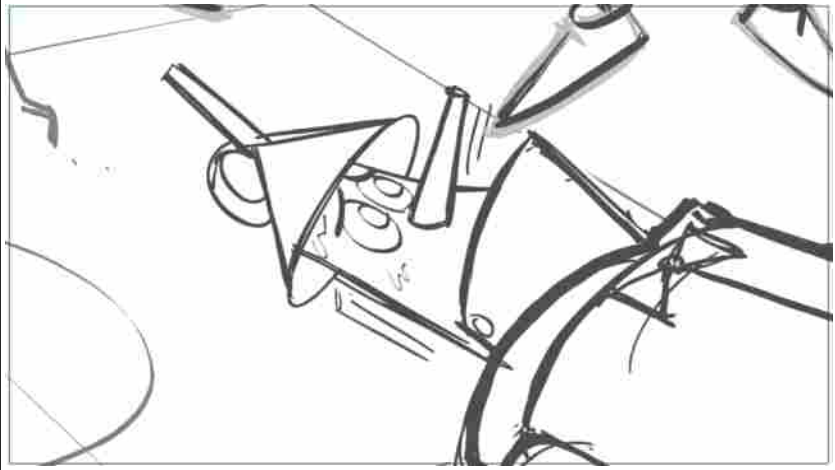




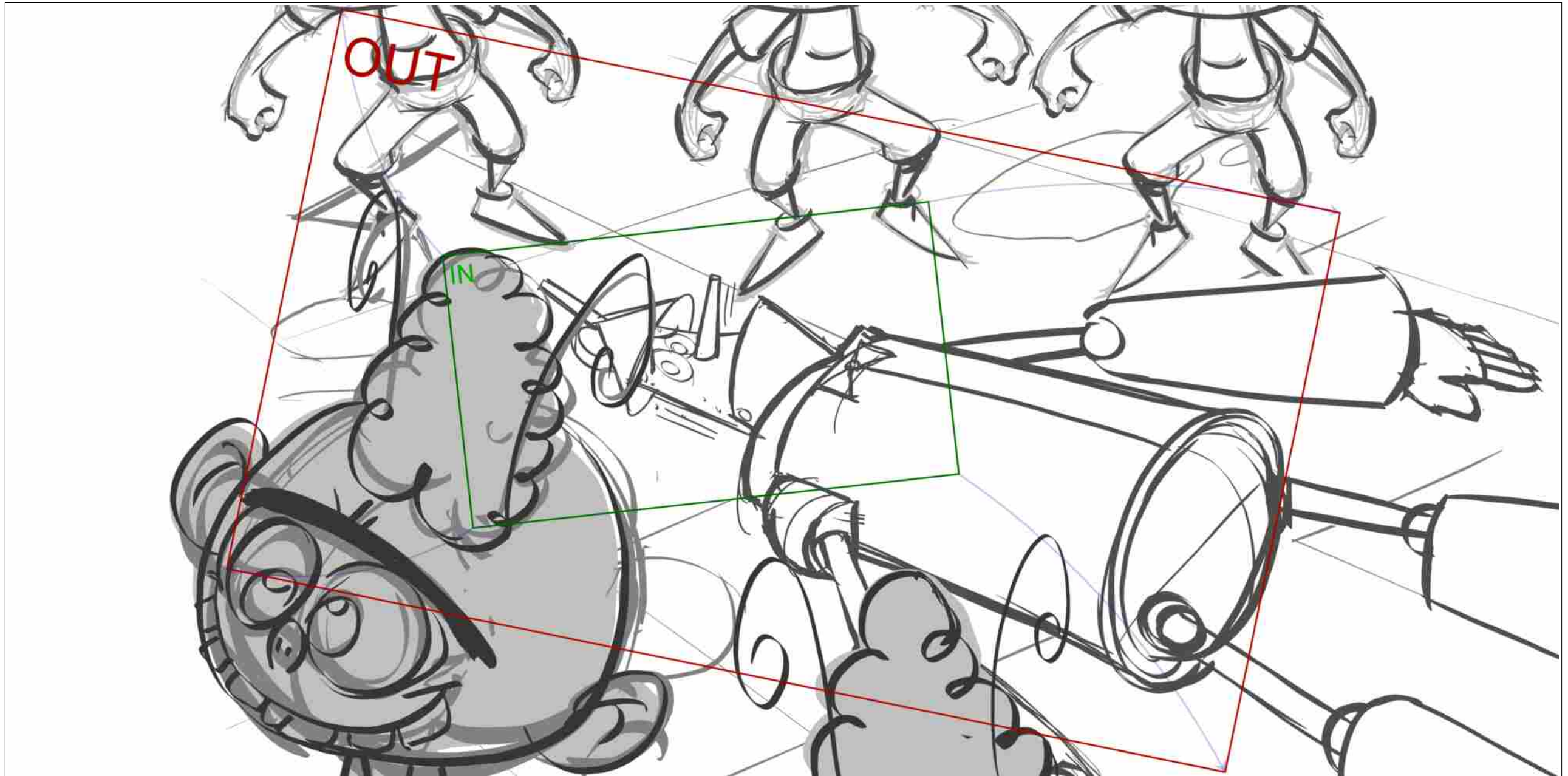
Scene	Duration	Panel	Duration
4	05:00	4	01:00

NO PANEL

NO PANEL



Scene	4	Duration	05:00	Panel	5	Duration	01:00
-------	---	----------	-------	-------	---	----------	-------



Scene	Duration	Panel	Duration
5	05:17	1	00:12



Scene	Duration	Panel	Duration
5	05:17	2	00:12



Scene	Duration	Panel	Duration
5	05:17	3	01:03



**Dialog**

68 SCODLERS (1-3)

Trespasser! Intruder! Trespasser!  
Intruder!



Scene	Duration	Panel	Duration
5	05:17	4	03:14



Scene	Duration	Panel	Duration
6	18:07	1	01:00



Scene	Duration	Panel	Duration
6	18:07	2	01:00

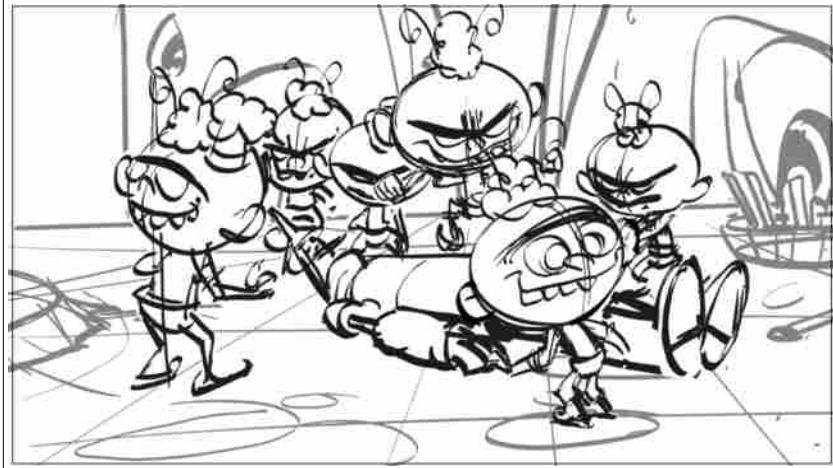


**Action Notes**

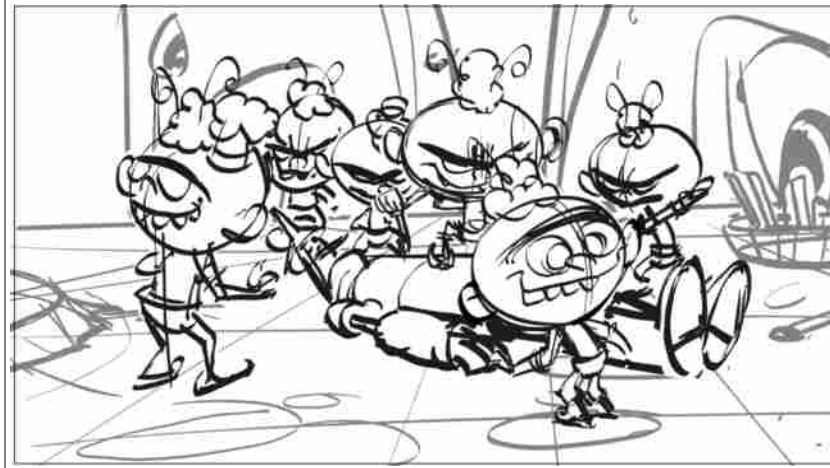
They all gather around Tin Man, curiously poking and prodding him -- they've never seen anything like him before. They start crawling all over him.



Scene	Duration	Panel	Duration
6	18:07	3	01:00



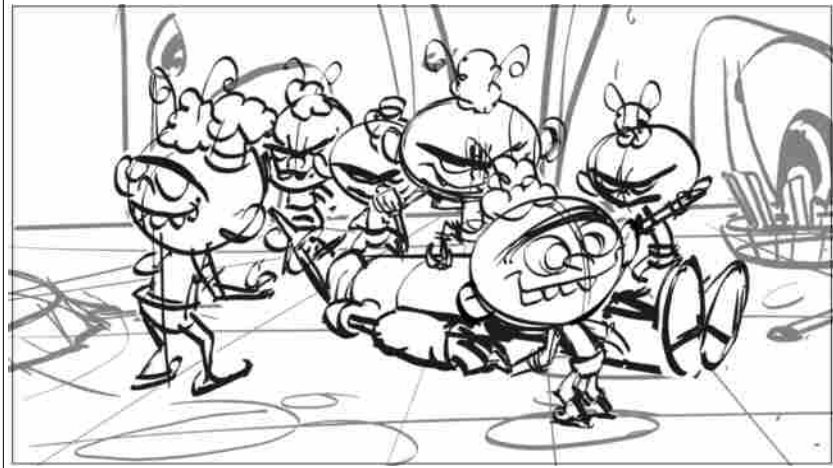
Scene	Duration	Panel	Duration
6	18:07	4	01:00



Scene	Duration	Panel	Duration
6	18:07	5	01:00



Scene	Duration	Panel	Duration
6	18:07	6	01:00



Scene	Duration	Panel	Duration
6	18:07	7	01:00



Scene	Duration	Panel	Duration
6	18:07	8	00:19



**Dialog**

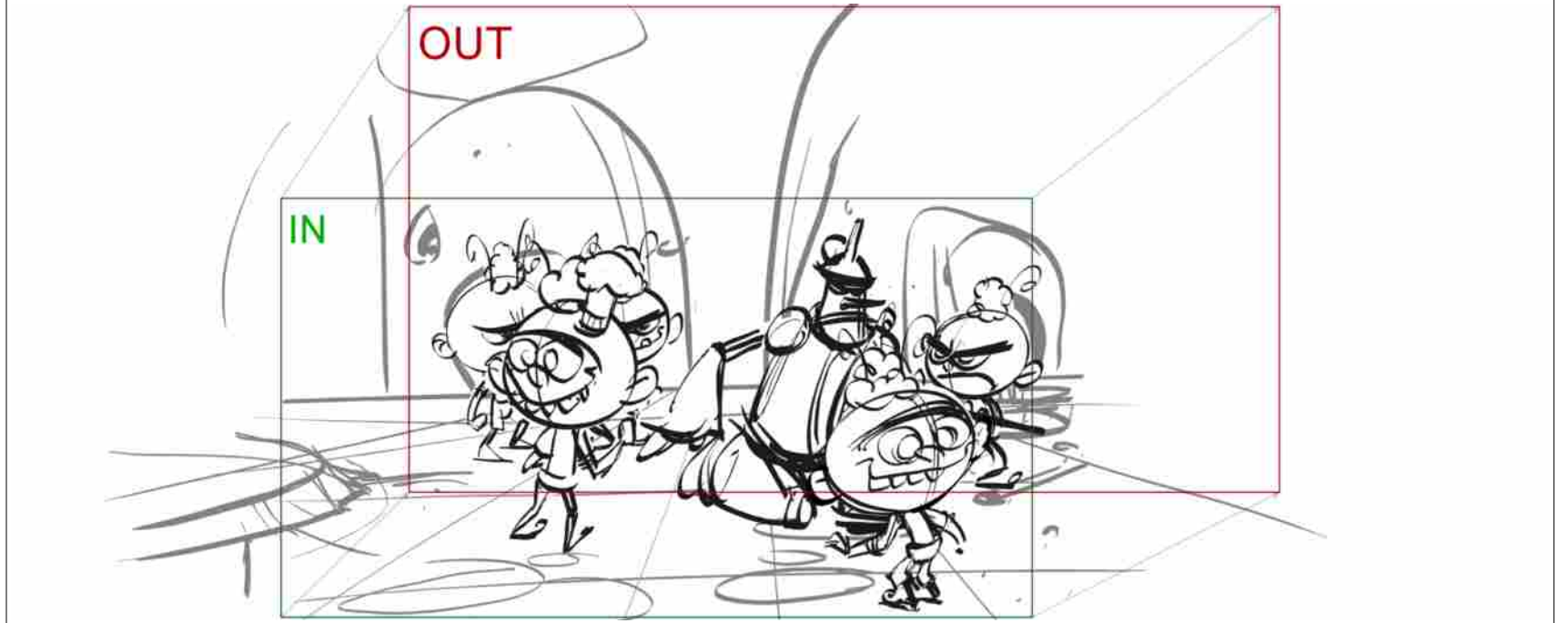
69 TIN MAN

Do you mind?

Scene	Duration	Panel	Duration
6	18:07	9	01:12



Scene	Duration	Panel	Duration
6	18:07	10	01:12



Scene	Duration	Panel	Duration
6	18:07	11	01:12



Scene	Duration	Panel	Duration
6	18:07	12	01:12



Scene	Duration	Panel	Duration
6	18:07	13	01:12



Scene	Duration	Panel	Duration
6	18:07	14	01:12



Scene	Duration	Panel	Duration
6	18:07	15	01:12



Scene	Duration	Panel	Duration
7	02:22	1	02:03



**Dialog**

70 SCOODLER 3

Soup pot! Soup pot! You are the perfect soup pot!



Scene	Duration	Panel	Duration
7	02:22	2	00:19



**Dialog**

70 SCOODLER 3

Soup pot! Soup pot! You are the perfect soup pot!

Scene	Duration	Panel	Duration
8	06:17	1	00:08



Scene	Duration	Panel	Duration
8	06:17	2	01:03



**Dialog**

71 TIN MAN

Oh no, you misunderstand. I might be made of tin, but I am a man.

(points at his heart)

And I have a heart.

Scene	Duration	Panel	Duration
8	06:17	3	00:22



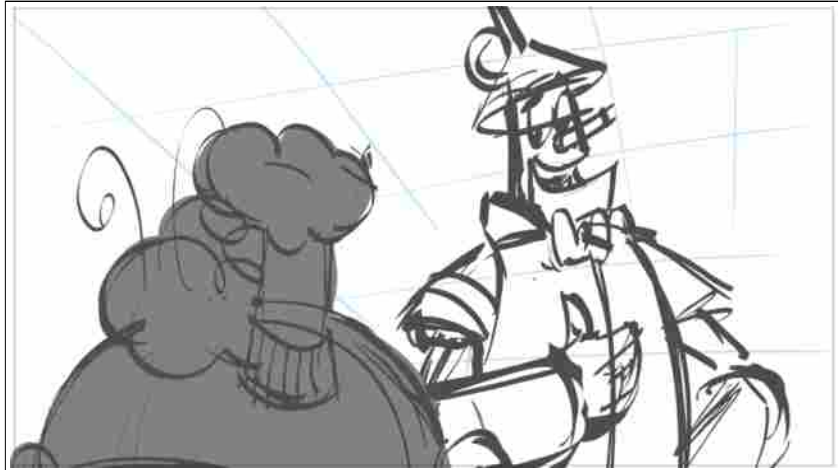
Scene	Duration	Panel	Duration
8	06:17	4	01:10



Scene	Duration	Panel	Duration
8	06:17	5	00:15



Scene	Duration	Panel	Duration
8	06:17	6	00:20



Scene	Duration	Panel	Duration
8	06:17	7	01:11



Scene	Duration	Panel	Duration
9	07:17	1	00:11



**Dialog**

72 SCOODLER 3

No, you misunderstand. You are a soup pot.  
And we're the Scoodlers!! (Creepy slurping  
sound)

Scene	Duration	Panel	Duration
9	07:17	2	01:10



**Dialog**

72 SCOODLER 3

No, you misunderstand. You are a soup pot. And we're the Scoodlers!! (Creepy slurping sound)

Scene	Duration	Panel	Duration
9	07:17	3	01:14



**Dialog**

72 SCOODLER 3

No, you misunderstand. You are a soup pot. And we're the Scoodlers!! (Creepy slurping sound)

Scene	Duration	Panel	Duration
9	07:17	4	01:01



**Dialog**

72 SCOODLER 3

No, you misunderstand. You are a soup pot. And we're the Scoodlers!! (Creepy slurping sound)

Scene	Duration	Panel	Duration
9	07:17	5	01:01



**Dialog**

72 SCODLER 3

No, you misunderstand. You are a soup pot. And we're the Scoodlers!! (Creepy slurping sound)

Scene	Duration	Panel	Duration
9	07:17	6	01:02



**Dialog**

72 SCODLER 3

No, you misunderstand. You are a soup pot. And we're the Scoodlers!! (Creepy slurping sound)

Scene	Duration	Panel	Duration
9	07:17	7	01:02



**Dialog**

72 SCODLER 3

No, you misunderstand. You are a soup pot. And we're the Scoodlers!! (Creepy slurping sound)





Scene	Duration	Panel	Duration
9_A	03:15	1	01:04



Scene	Duration	Panel	Duration
9_A	03:15	2	01:07



Scene	Duration	Panel	Duration
9_A	03:15	3	01:04



Scene	Duration	Panel	Duration
10	10:22	1	00:08

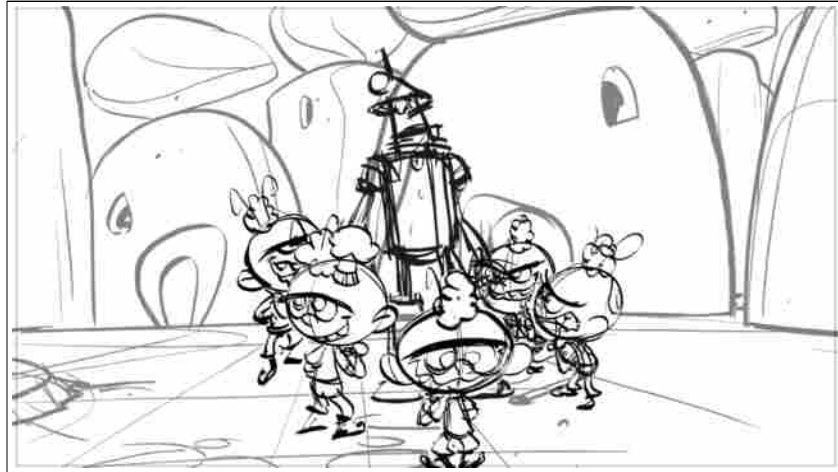


**Dialog**

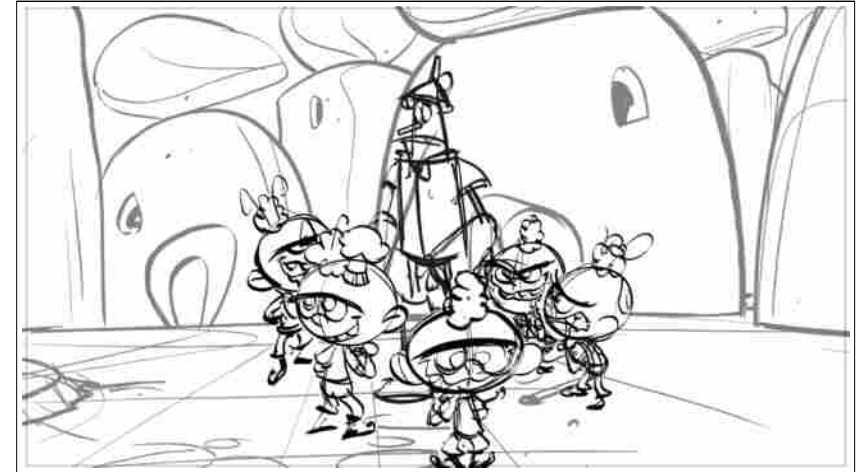
73 SCOODLERS (1-3)

(Mumbling and grumbling agreement, more slurping sounds)

Scene	Duration	Panel	Duration
10	10:22	2	00:21



Scene	Duration	Panel	Duration
10	10:22	3	00:16

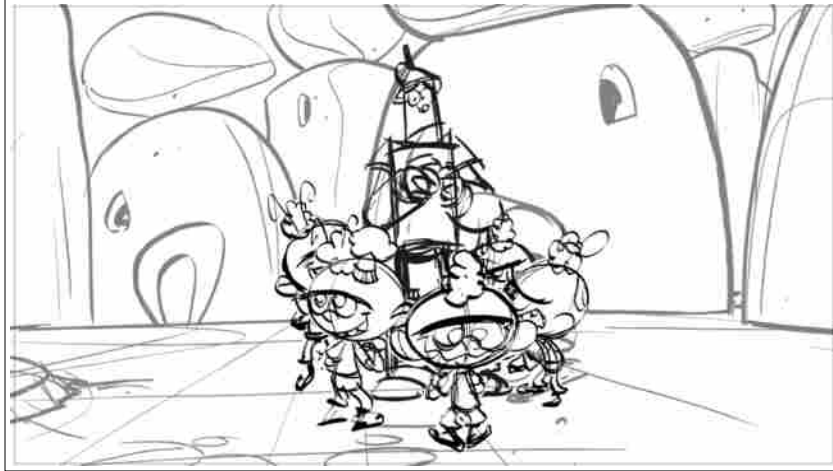




Scene	Duration	Panel	Duration
10	10:22	4	00:16



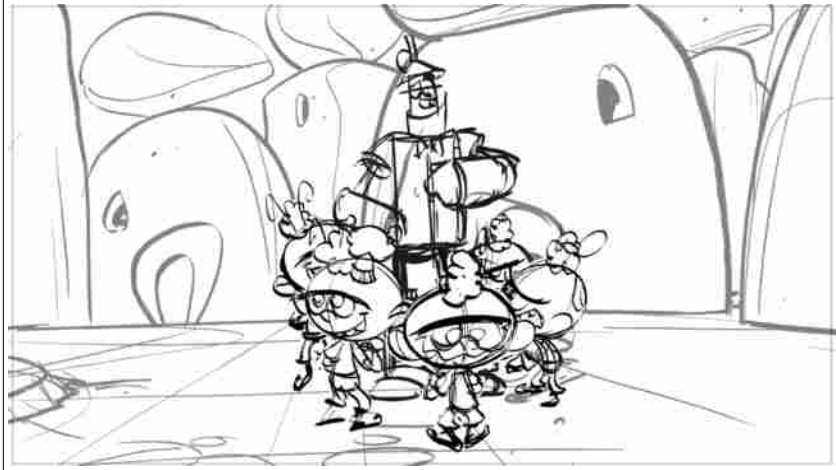
Scene	Duration	Panel	Duration
10	10:22	5	00:21



Scene	Duration	Panel	Duration
10	10:22	6	00:18



Scene	Duration	Panel	Duration
10	10:22	7	00:21



Scene	Duration	Panel	Duration
10	10:22	8	01:09

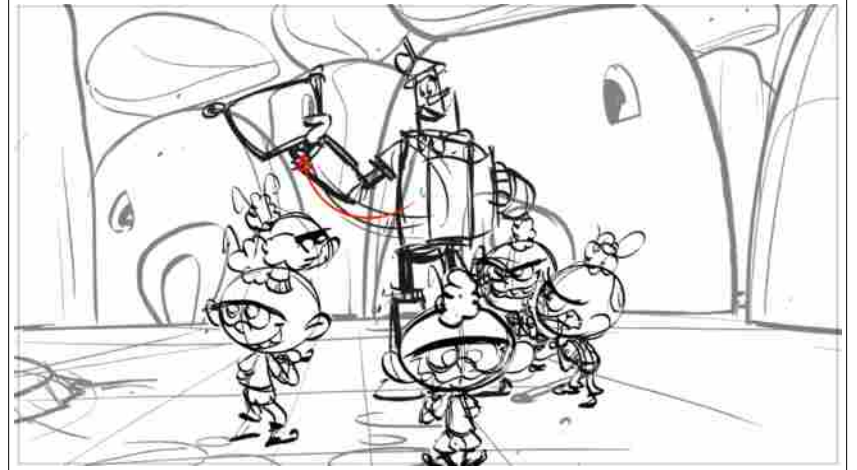


**Dialog**

74 TIN MAN

You want a soup pot, this one is a beauty.  
Brand new. Much better than my rusty old  
body.

Scene	Duration	Panel	Duration
10	10:22	9	01:09



**Action Notes**

Tin Man thinks quickly. He opens his chest  
and pulls out a new, gleaming soup pot.

Scene	Duration	Panel	Duration
10	10:22	10	03:03



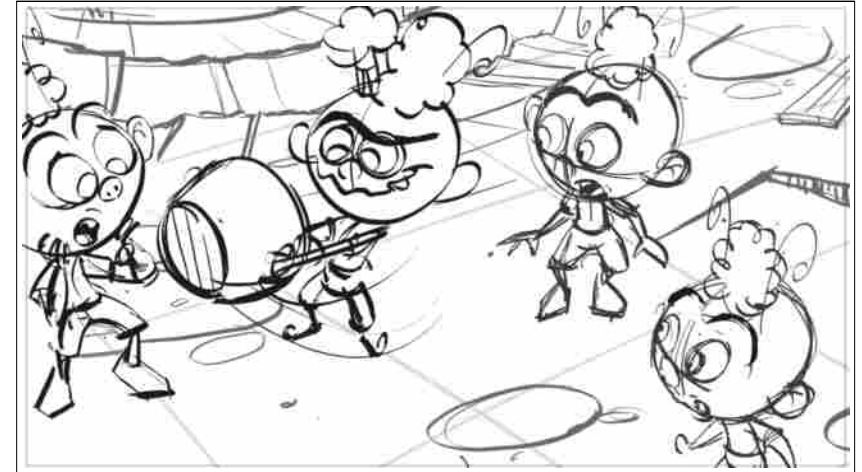
Scene	Duration	Panel	Duration
12	04:17	1	02:08



**Dialog**  
 75 SCODLERS (1-3)  
 (Confused murmurs)

**Action Notes**  
 The Scodlers look confused.

Scene	Duration	Panel	Duration
12	04:17	2	02:09





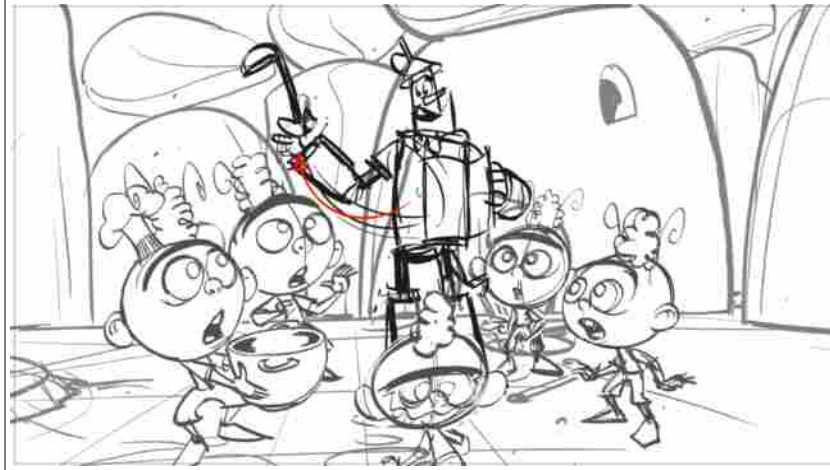
Scene	Duration	Panel	Duration
13	03:22	1	00:16



**Action Notes**

Tin Man pulls out a ladle next. Then a slinky.

Scene	Duration	Panel	Duration
13	03:22	2	00:16



Scene	Duration	Panel	Duration
13	03:22	3	00:16



Scene	Duration	Panel	Duration
13	03:22	4	00:16



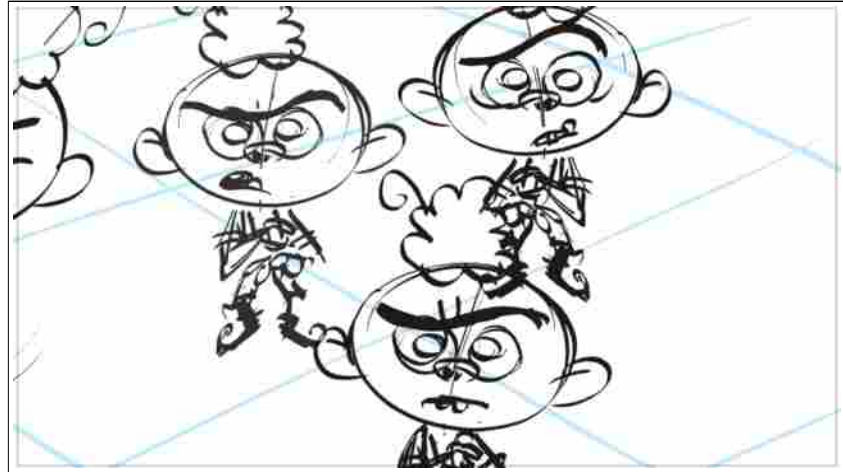
Scene	Duration	Panel	Duration
13	03:22	5	00:16



Scene	Duration	Panel	Duration
13	03:22	6	00:14



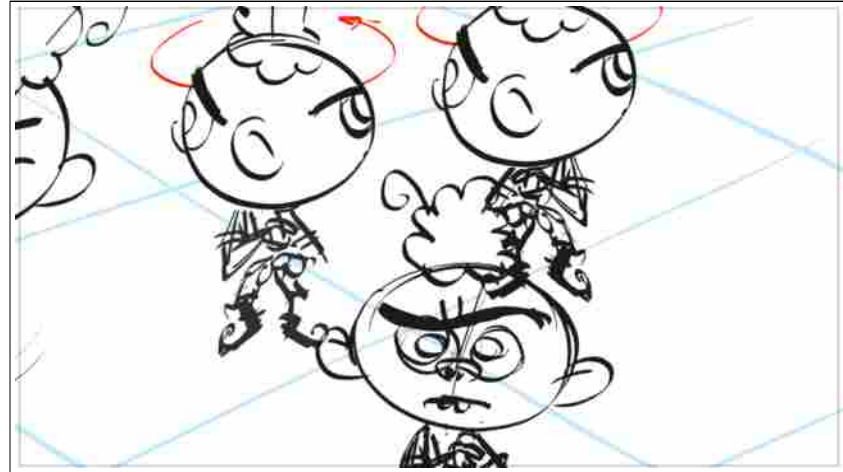
Scene	Duration	Panel	Duration
14	05:06	1	01:11



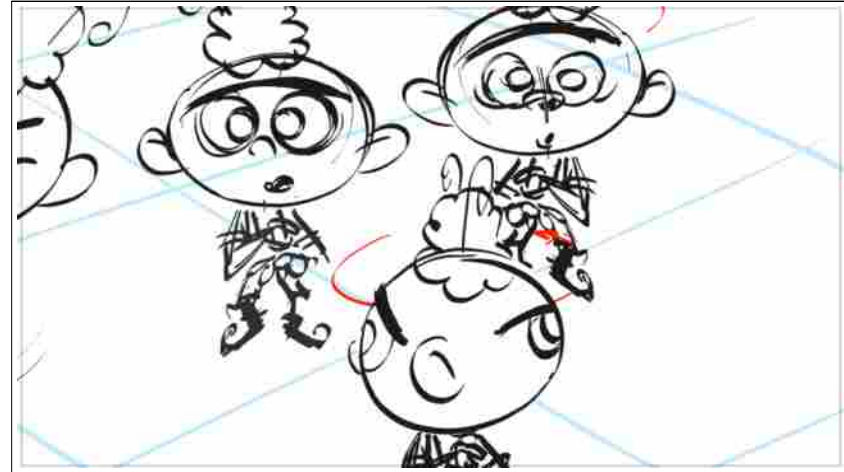
**Dialog**  
 76 SCODLERS (1-3) (CONT'D)  
 (Oohs and ahs)

**Action Notes**  
 Delighted by the treasures coming out of his chest, they stop mumbling and TURN THEIR HEADS TO THE SMILEY POSITION

Scene	Duration	Panel	Duration
14	05:06	2	01:01



Scene	Duration	Panel	Duration
14	05:06	3	01:10



Scene	Duration	Panel	Duration
14	05:06	4	01:08



Scene	Duration	Panel	Duration
15	03:00	1	01:00



Scene	Duration	Panel	Duration
15	03:00	2	01:00

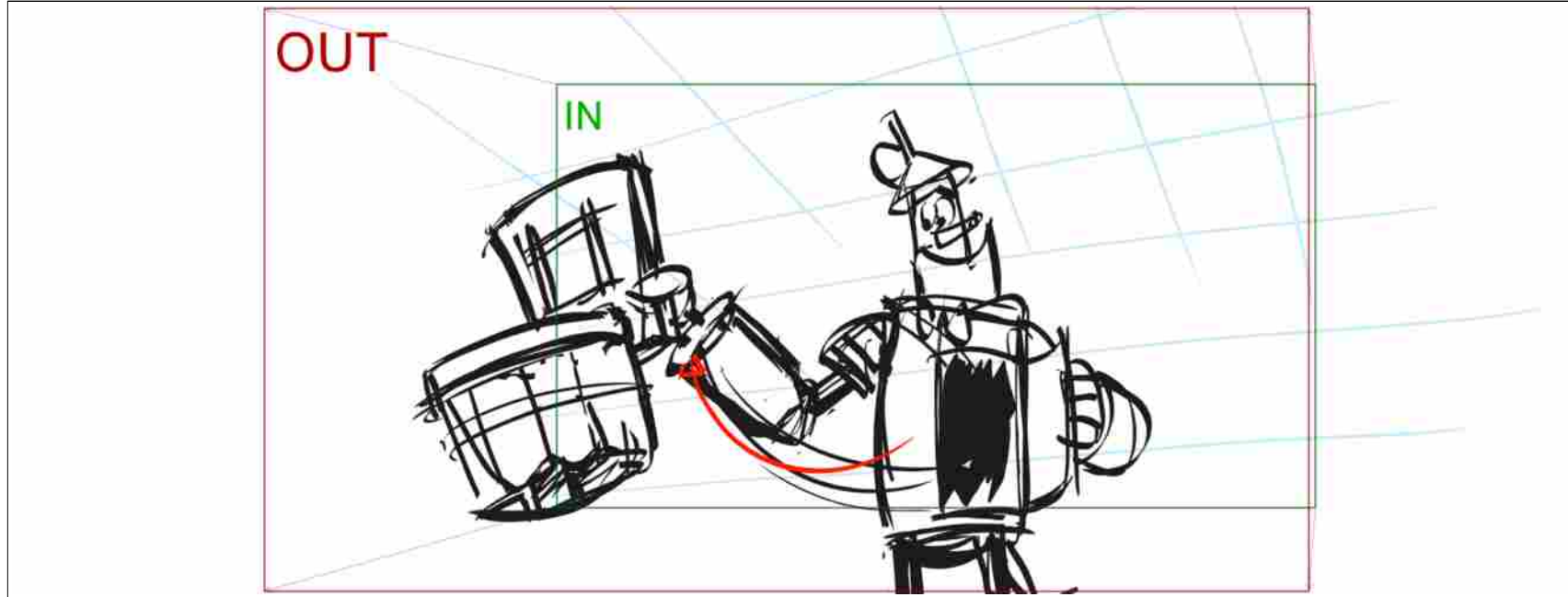


**Action Notes**

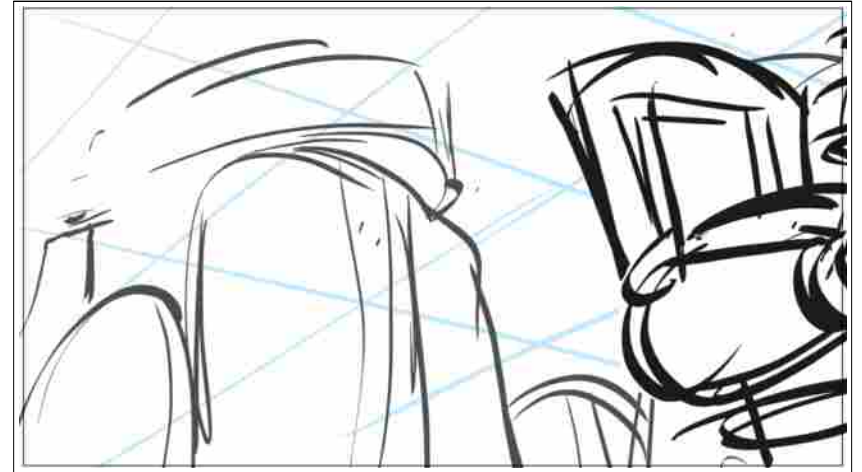
Next, Tin Man pulls out a basketball hoop. He hangs it on a tall rock outcropping. The Scoodlers look confused. Tin Man points at a Scoodler's head.

Scene	Duration	Panel	Duration
15	03:00	3	01:00

Scene	Duration	Panel	Duration
16	09:18	1	01:00



**Action Notes**  
Tin Man pulls out a basketball hoop.



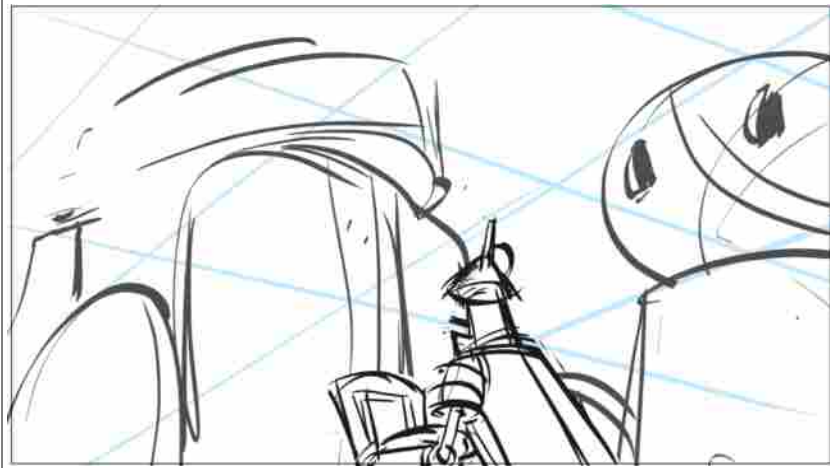
**Action Notes**  
He hangs it on a tall rock outcropping.



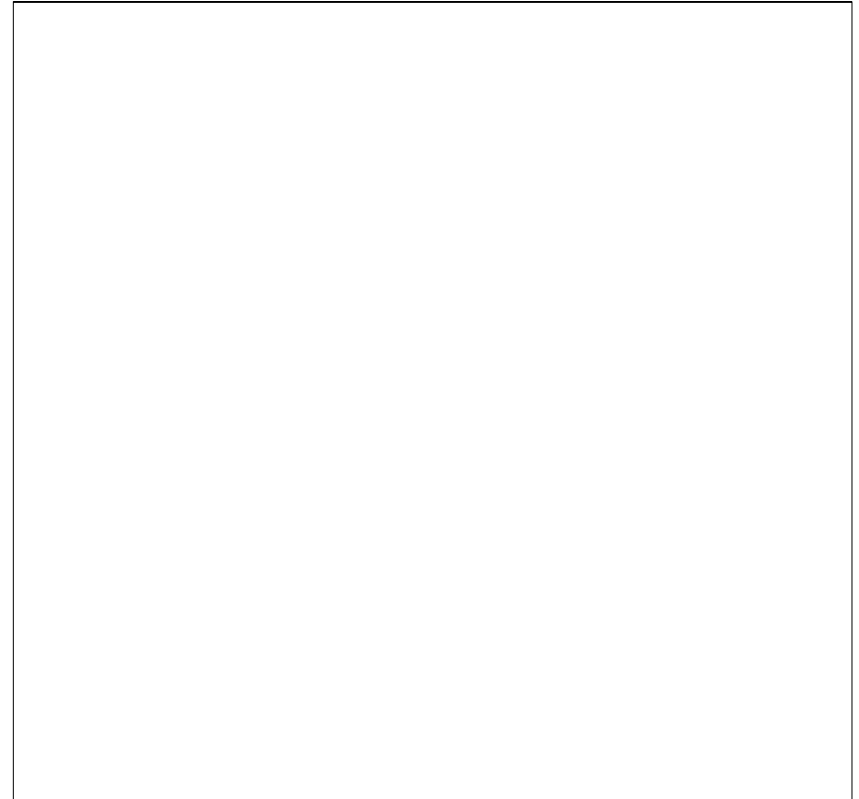
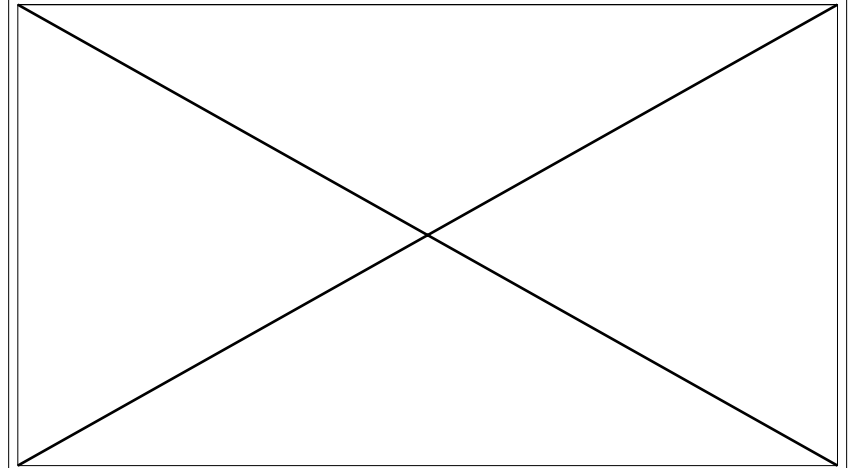
Scene	Duration	Panel	Duration
16	09:18	2	01:00



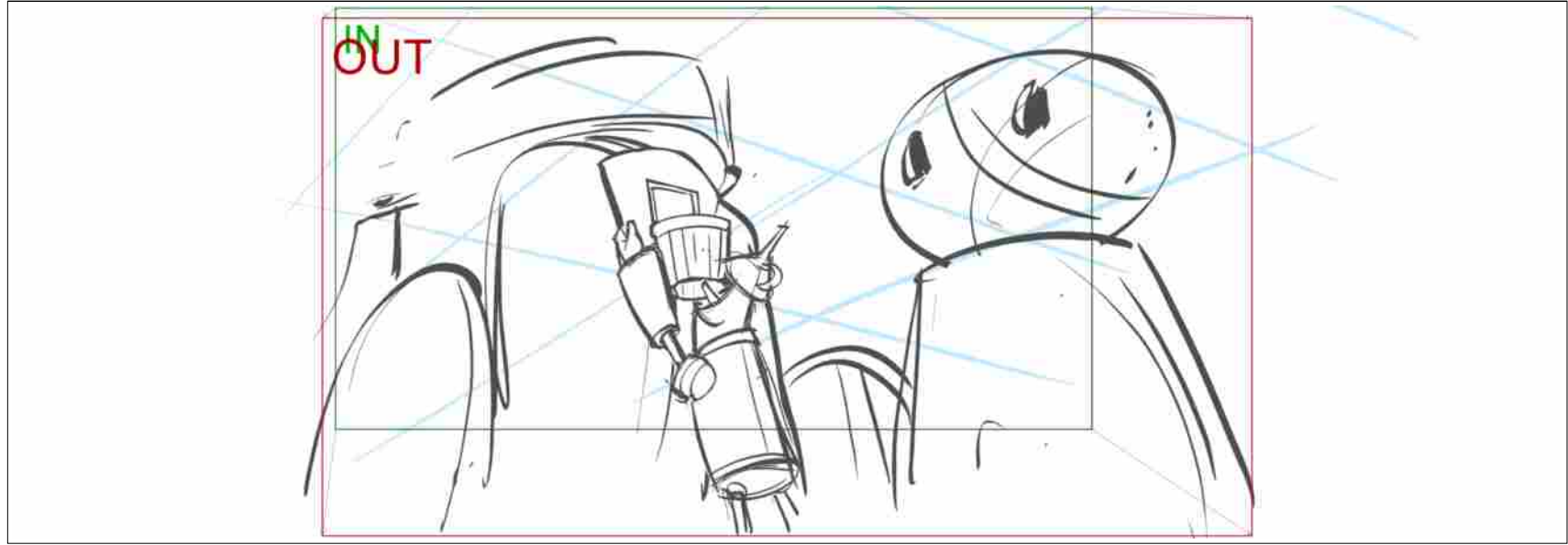
Scene	Duration	Panel	Duration
16	09:18	3	01:00



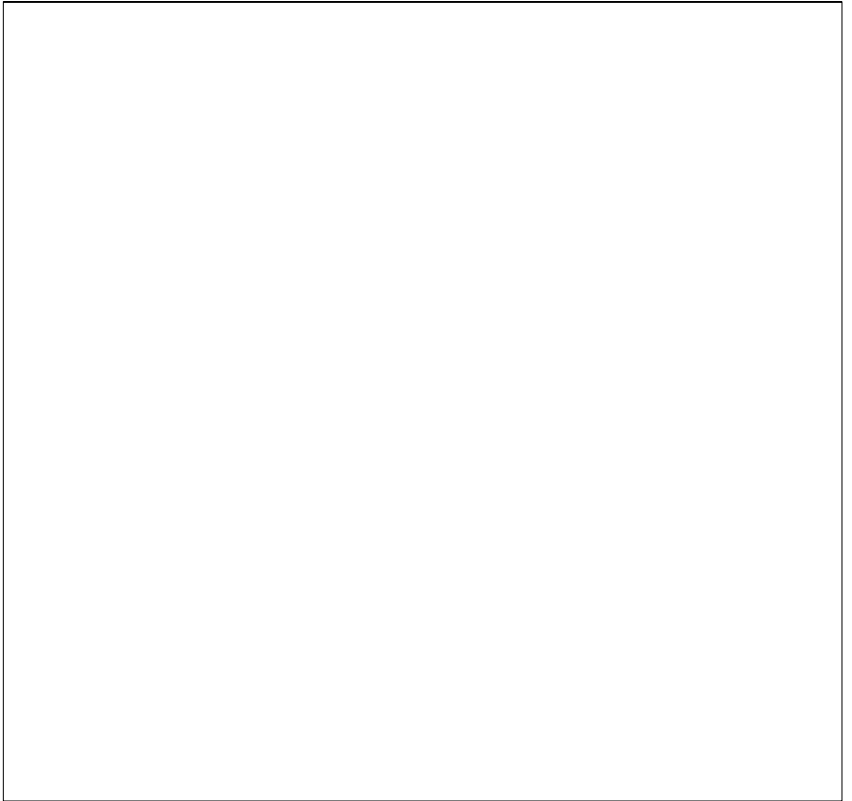
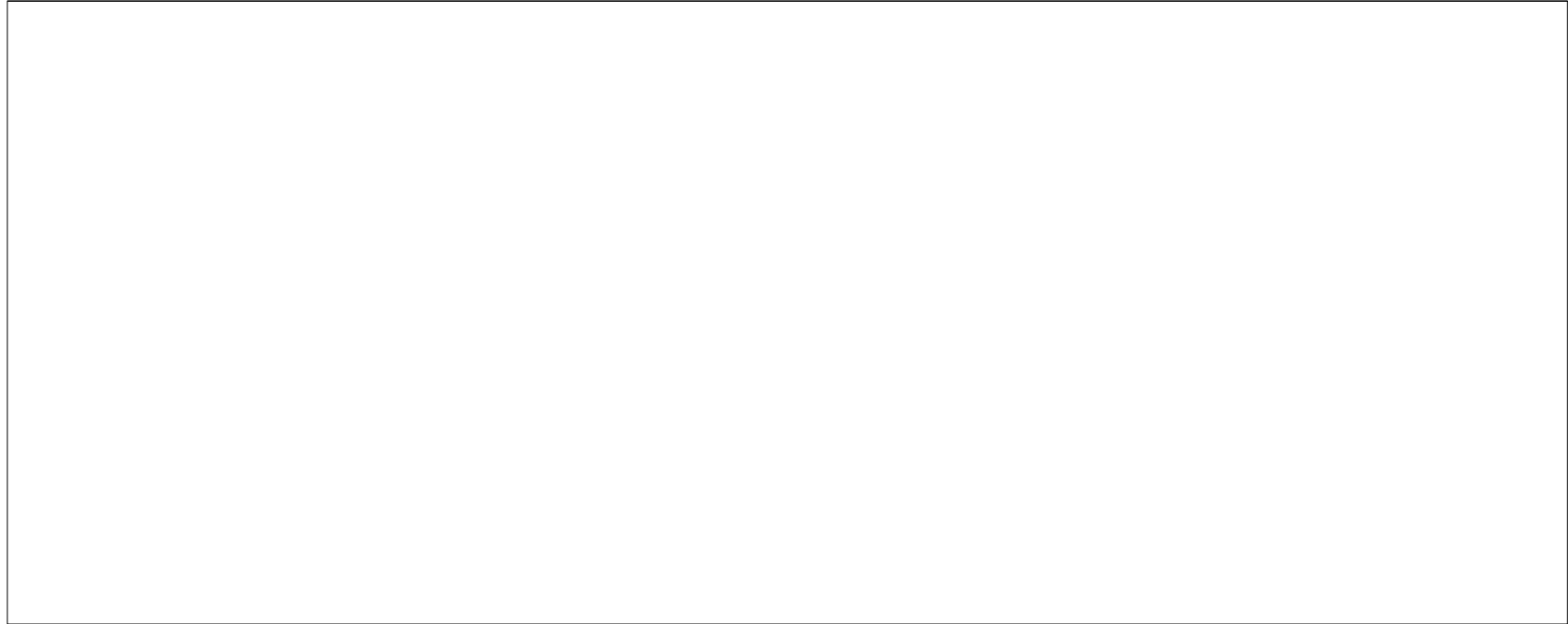
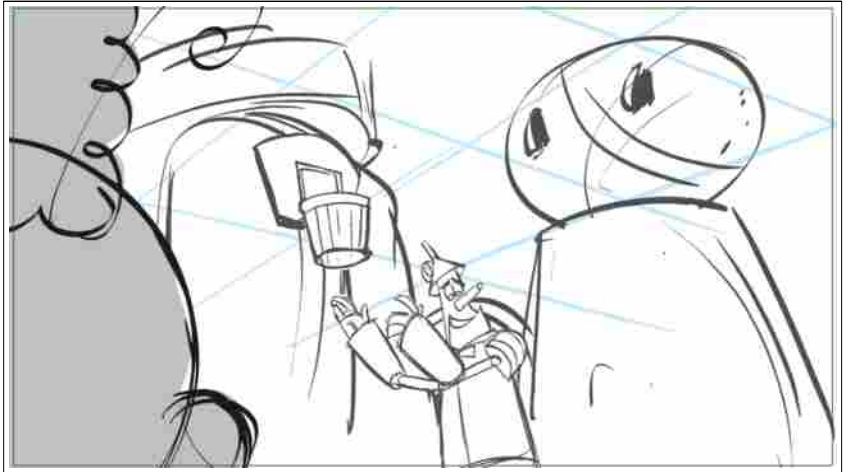
NO PANEL



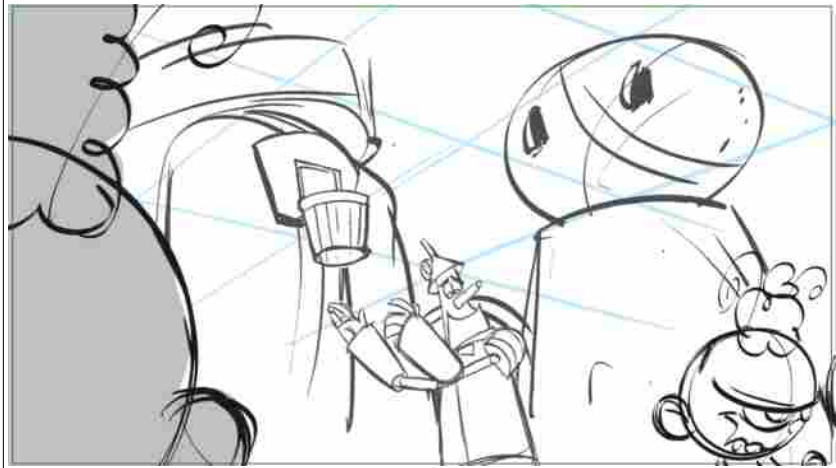
Scene	Duration	Panel	Duration
16	09:18	4	01:00



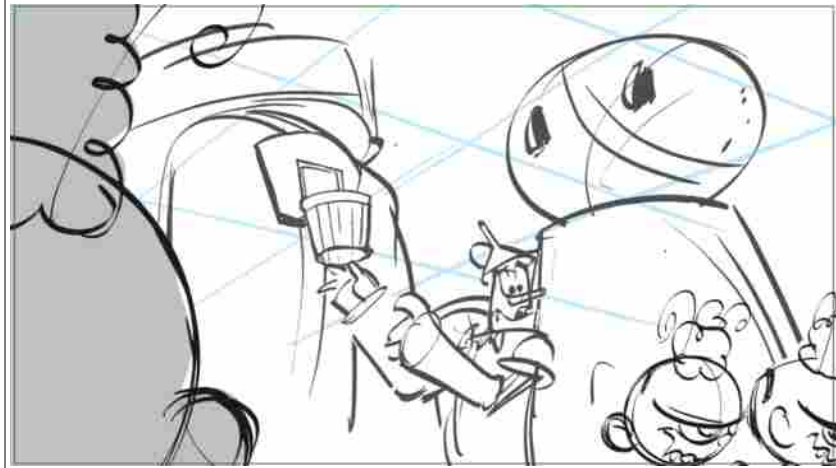
Scene	Duration	Panel	Duration
16	09:18	5	01:08



Scene	Duration	Panel	Duration
16	09:18	6	00:21



Scene	Duration	Panel	Duration
16	09:18	7	00:14

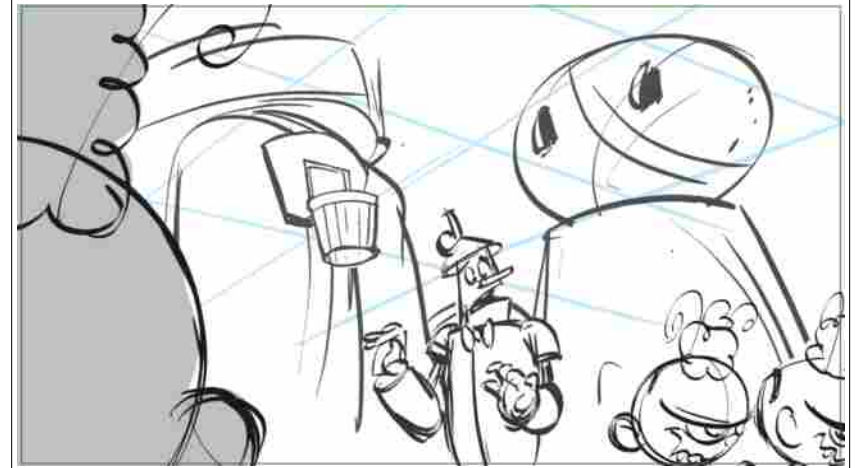


**Dialog**

77 TIN MAN

I'll show you how it's done. May I?

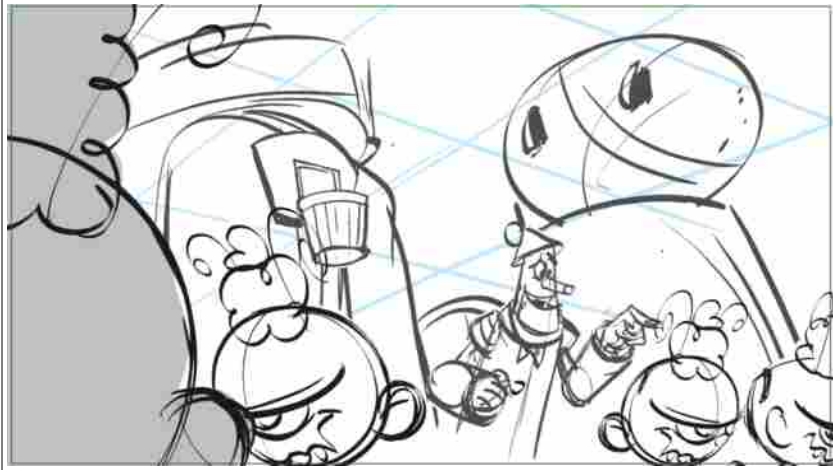
Scene	Duration	Panel	Duration
16	09:18	8	00:14



Scene	Duration	Panel	Duration
16	09:18	9	01:09



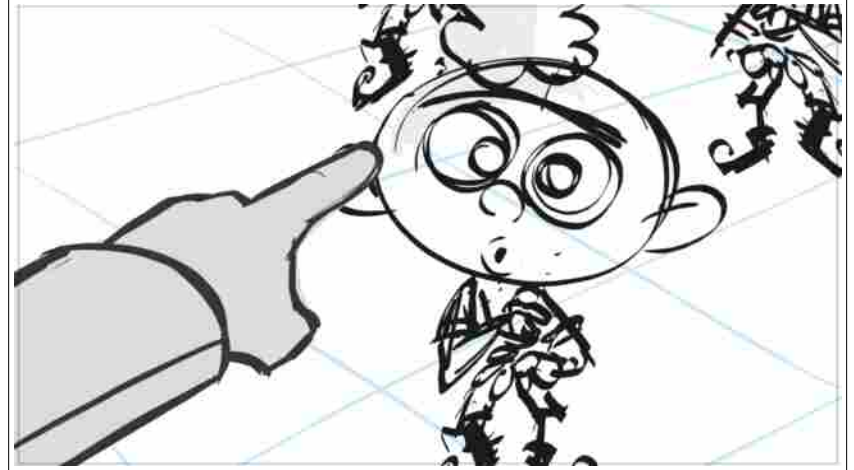
Scene	Duration	Panel	Duration
16	09:18	10	01:00



**Action Notes**

Tin Man points at a Scoodler's head.

Scene	Duration	Panel	Duration
18	03:22	1	00:19



**Action Notes**

The Scoodler takes his head off and hands it to Tin Man, who demonstrates shooting the head into the basket.



Scene	Duration	Panel	Duration
18	03:22	2	00:16



Scene	Duration	Panel	Duration
18	03:22	3	00:18



Scene	Duration	Panel	Duration
18	03:22	4	00:21





Scene	Duration	Panel	Duration
18	03:22	5	00:20



Scene	Duration	Panel	Duration
19	06:23	1	01:00



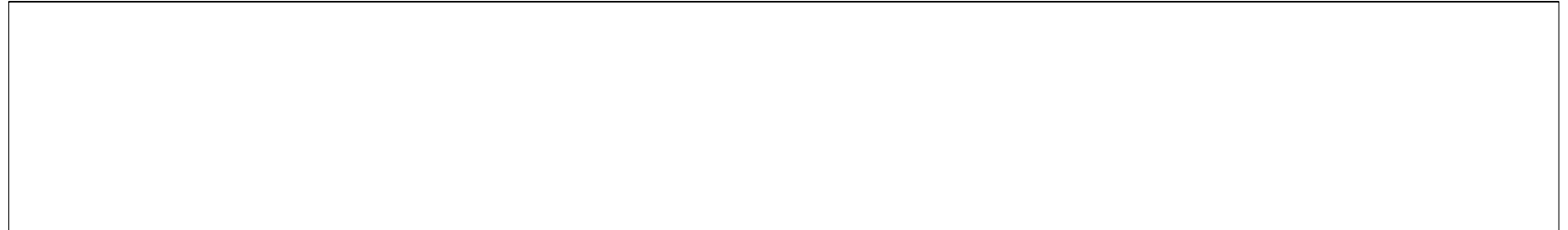
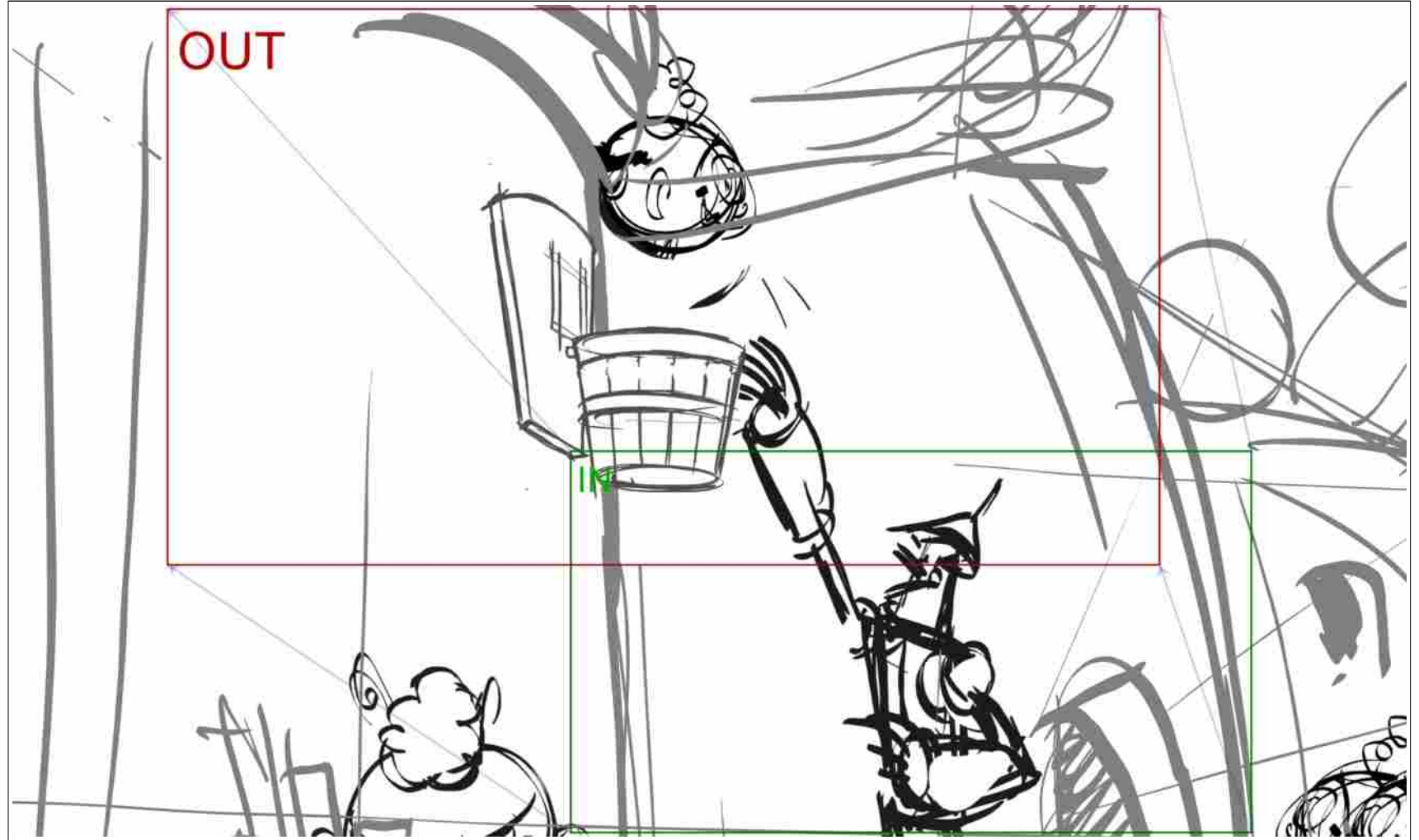
Scene	Duration	Panel	Duration
19	06:23	2	00:22



Scene	Duration	Panel	Duration
19	06:23	3	00:22



Scene	Duration	Panel	Duration
19	06:23	4	00:22





Scene	Duration	Panel	Duration
19	06:23	5	00:22



Scene	Duration	Panel	Duration
19	06:23	6	00:17



Scene	Duration	Panel	Duration
19	06:23	7	00:05





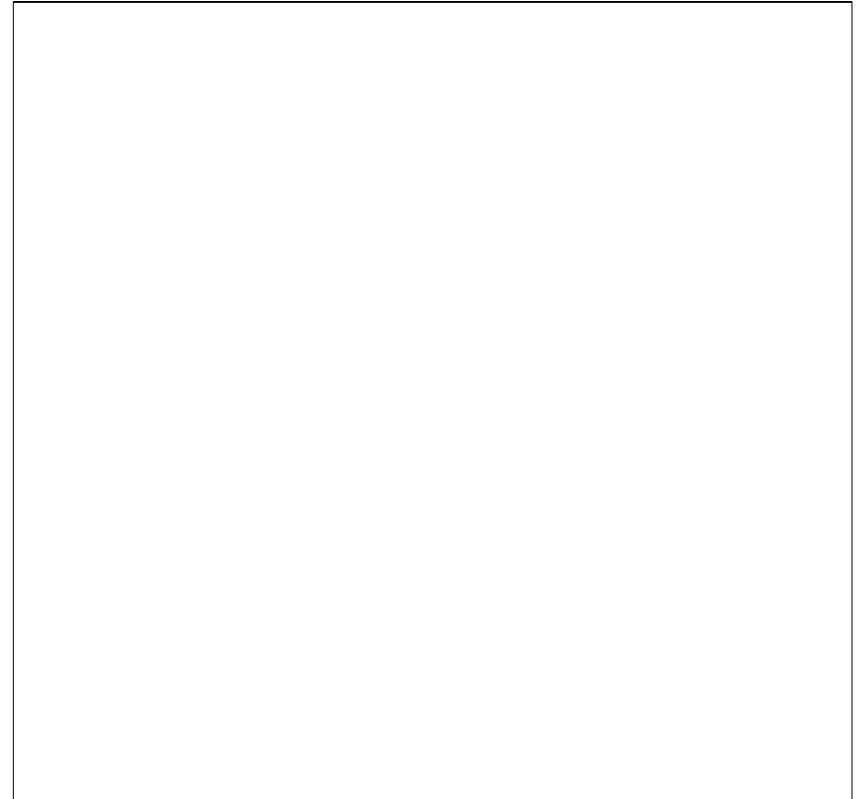
Scene	Duration	Panel	Duration
19	06:23	8	00:06



Scene	Duration	Panel	Duration
19	06:23	9	00:05



Scene	Duration	Panel	Duration
19	06:23	10	00:05

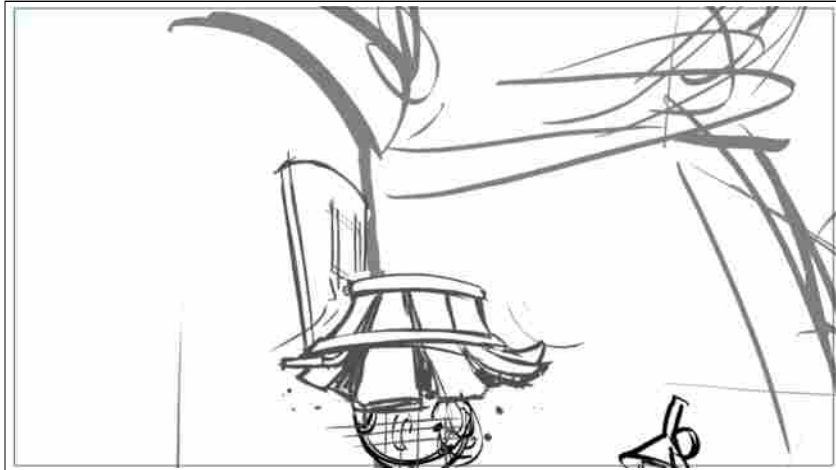




Scene	Duration	Panel	Duration
19	06:23	11	00:06



Scene	Duration	Panel	Duration
19	06:23	12	00:06

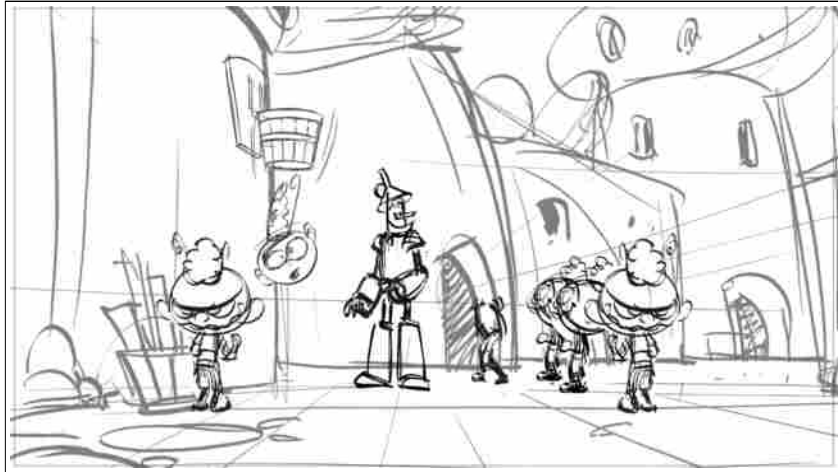


Scene	Duration	Panel	Duration
19	06:23	13	00:05





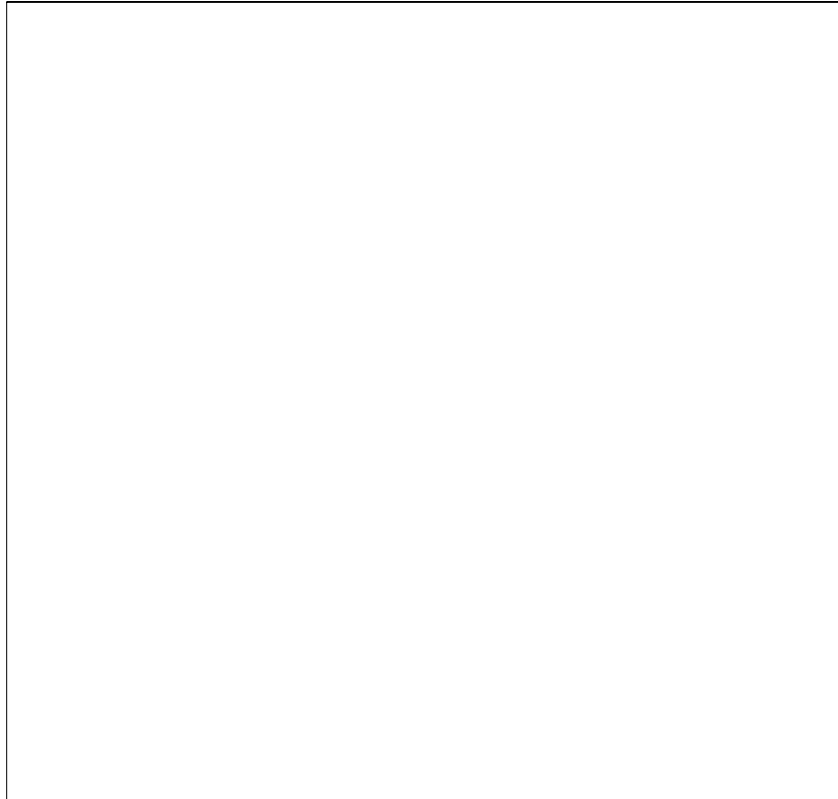
Scene	Duration	Panel	Duration
19_A	03:20	1	00:22



Scene	Duration	Panel	Duration
19_A	03:20	2	00:22



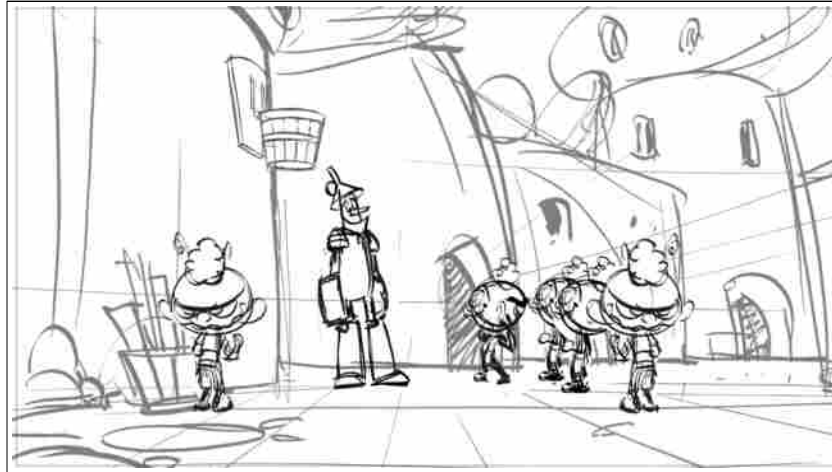
Scene	Duration	Panel	Duration
19_A	03:20	3	00:16



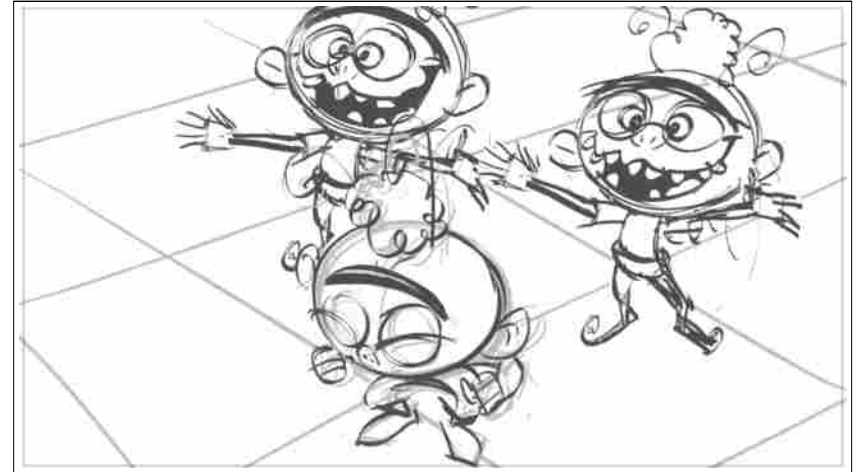
Scene	Duration	Panel	Duration
19_A	03:20	4	00:16



Scene	Duration	Panel	Duration
19_A	03:20	5	00:16



Scene	Duration	Panel	Duration
20	03:03	1	00:07



**Dialog**

78 SCODLERS (1-3)

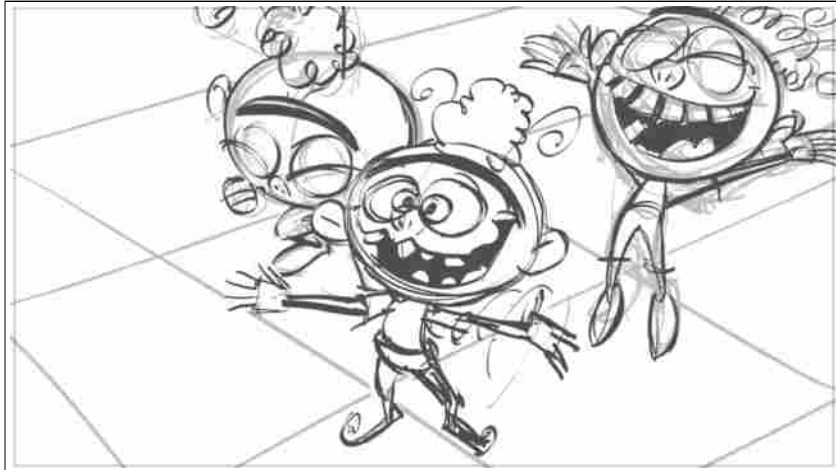
I wanna try/Let's play!/Fun!



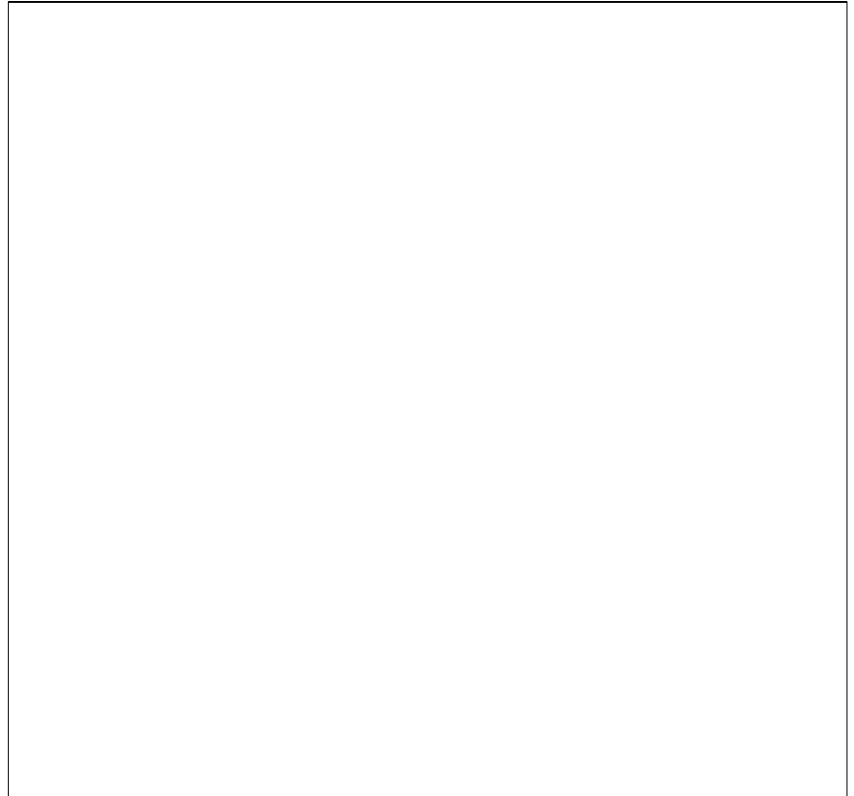
Scene	Duration	Panel	Duration
20	03:03	2	00:06



Scene	Duration	Panel	Duration
20	03:03	3	00:06



Scene	Duration	Panel	Duration
20	03:03	4	00:06

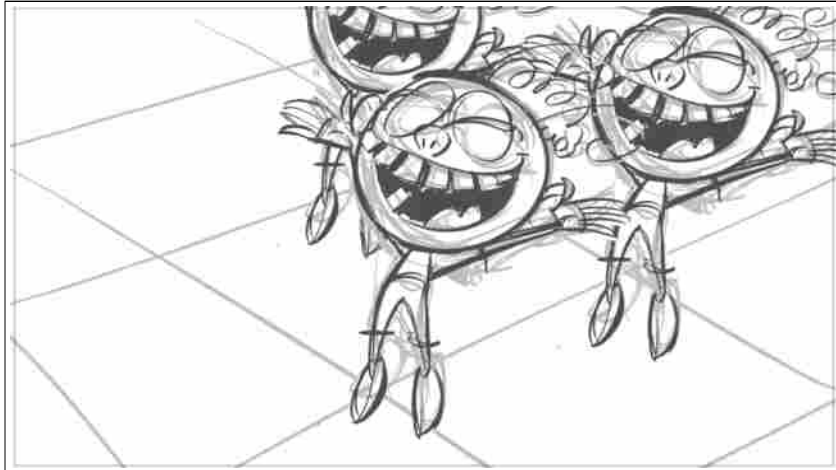




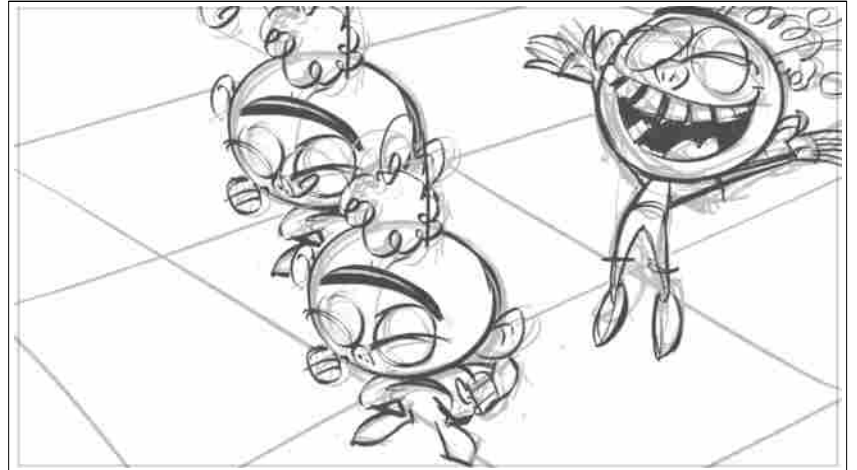
Scene	Duration	Panel	Duration
20	03:03	5	00:06



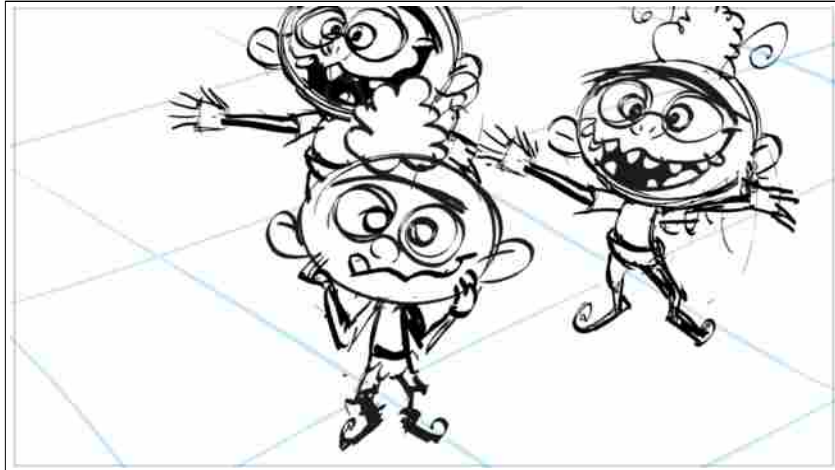
Scene	Duration	Panel	Duration
20	03:03	6	00:06



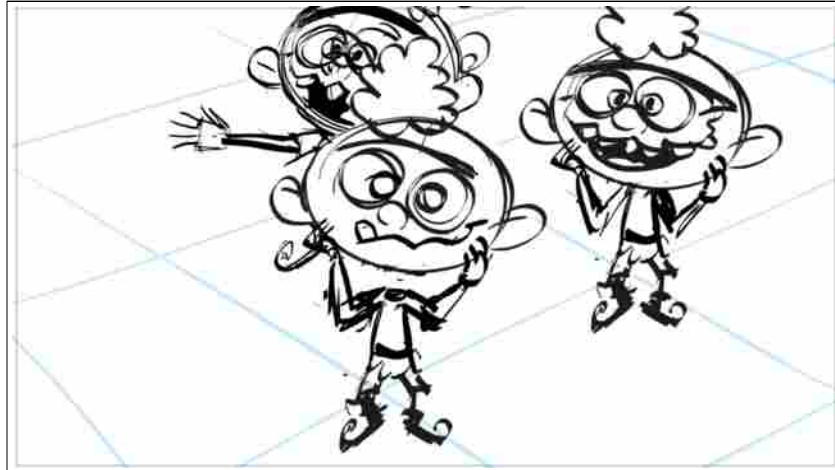
Scene	Duration	Panel	Duration
20	03:03	7	00:04



Scene	Duration	Panel	Duration
20	03:03	8	00:17



Scene	Duration	Panel	Duration
20	03:03	9	00:17



Scene	Duration	Panel	Duration
21	04:20	1	00:22



**Dialog**

79 SCODLERS (1-3) (CONT'D)

(EXCITED CHEERING WALLA)

**Action Notes**

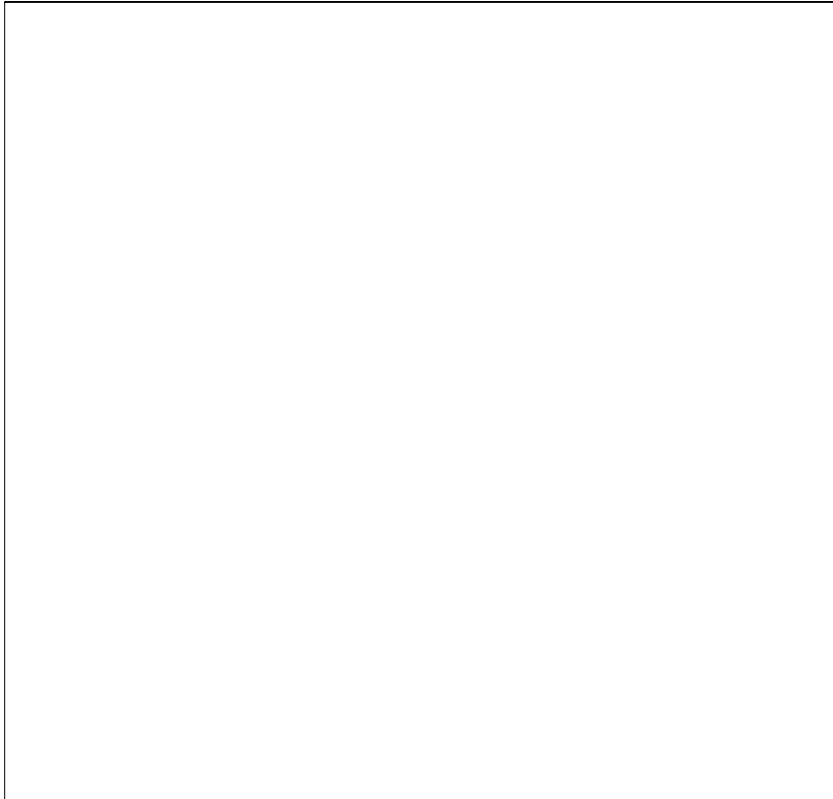
The Scodlers start shooting hoops with their heads and are getting really into it.



Scene	Duration	Panel	Duration
21	04:20	2	00:22



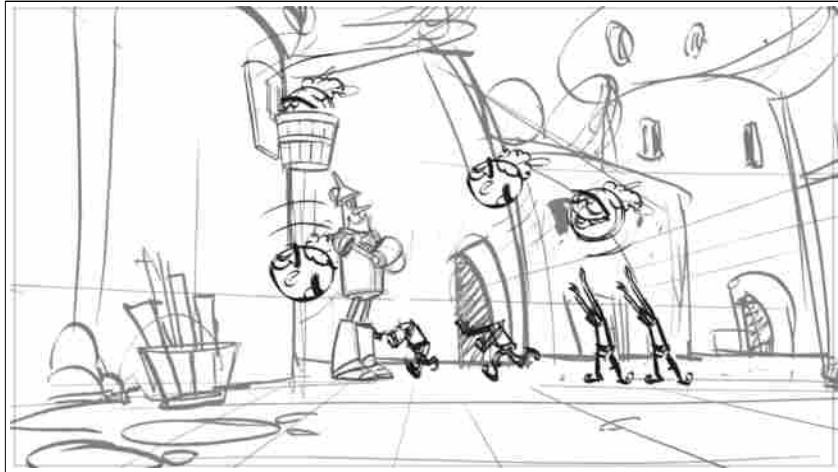
Scene	Duration	Panel	Duration
21	04:20	3	00:22



Scene	Duration	Panel	Duration
21	04:20	4	01:01



Scene	Duration	Panel	Duration
21	04:20	5	01:01



**Action Notes**

Tin Man takes advantage of their distraction to SLINK AWAY.

Scene	Duration	Panel	Duration
21_A	03:00	1	00:12



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





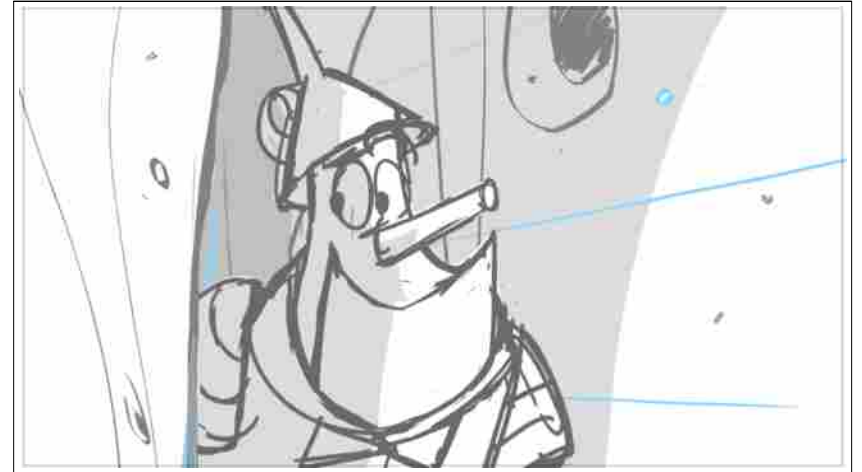
Scene	Duration	Panel	Duration
21_A	03:00	3	00:12



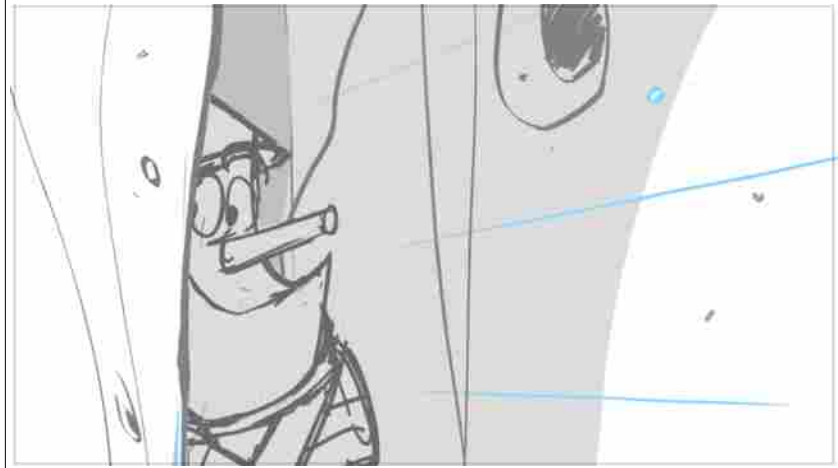
Scene	Duration	Panel	Duration
21_A	03:00	4	00:12



Scene	Duration	Panel	Duration
21_A	03:00	5	00:12



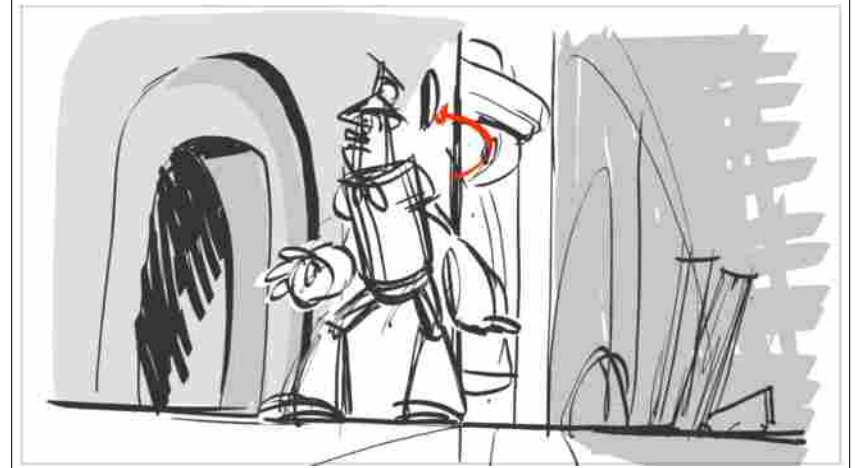
Scene	Duration	Panel	Duration
21_A	03:00	6	00:12



Scene	Duration	Panel	Duration
22	03:00	1	01:00



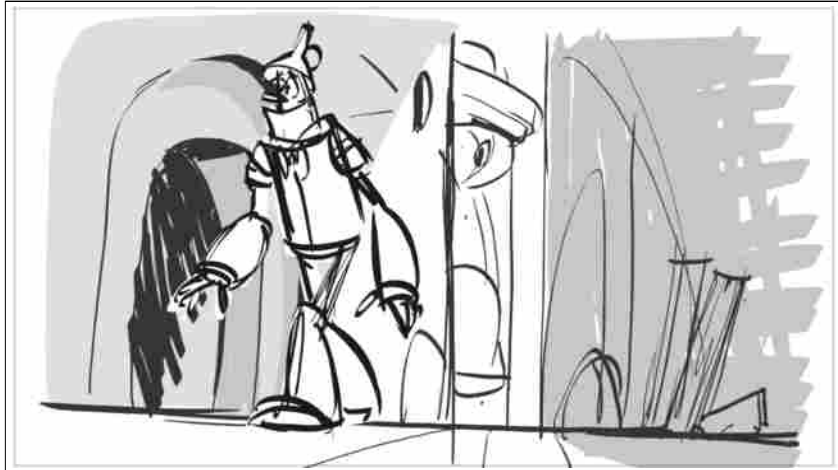
Scene	Duration	Panel	Duration
22	03:00	2	01:00



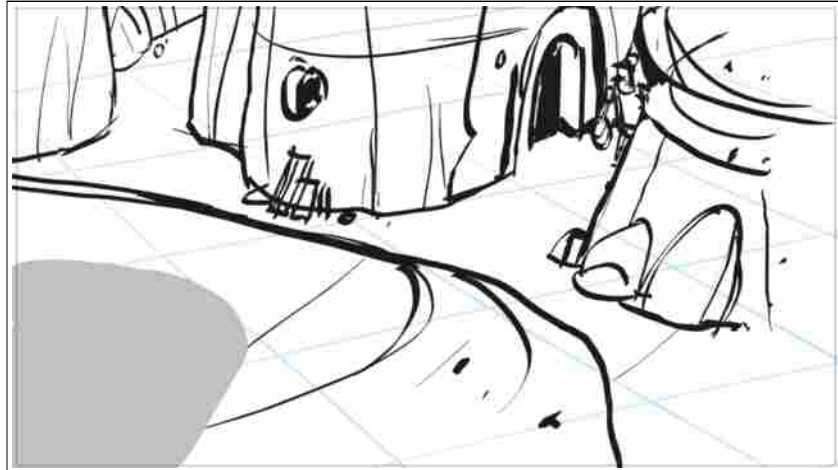
**Action Notes**

Tin Man takes advantage of their distraction to SLINK AWAY.

Scene	Duration	Panel	Duration
22	03:00	3	01:00



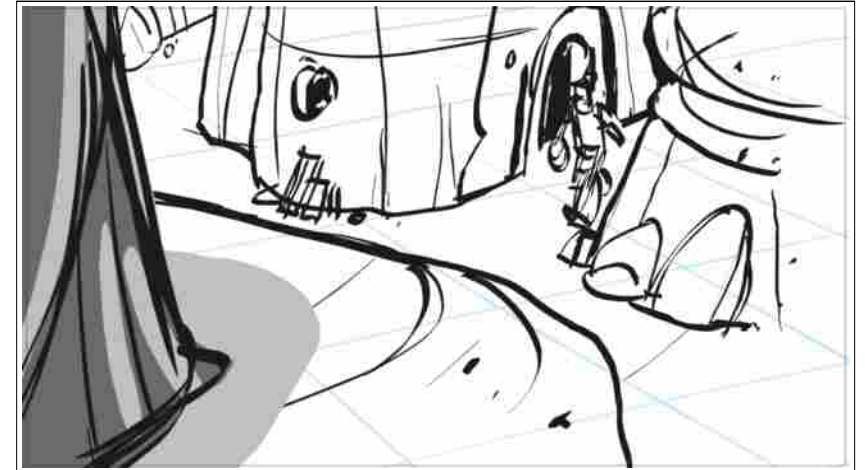
Scene	Duration	Panel	Duration
23	02:16	1	01:00



**Action Notes**

He's almost in the clear when a shrill voice rings out:

Scene	Duration	Panel	Duration
23	02:16	2	01:00



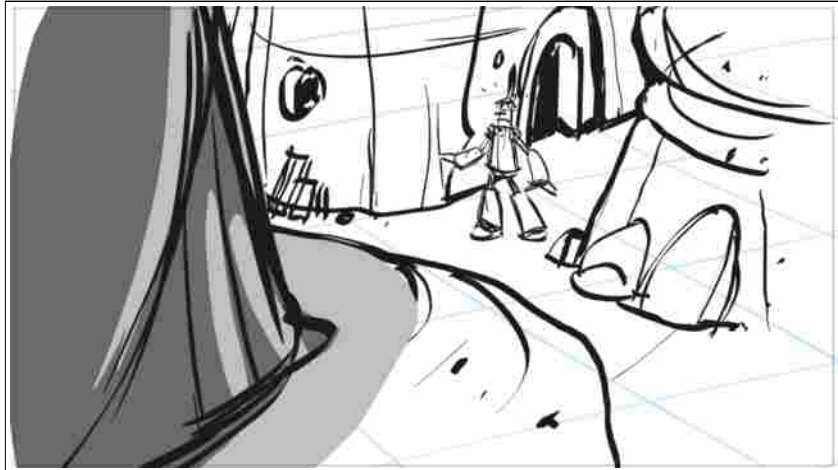
**Dialog**

80 SCODLER QUEEN (O.S.)

HALT!



Scene	Duration	Panel	Duration
23	02:16	3	00:16



**Dialog**

80 SCOODLER QUEEN (O.S.)

Get him!

Scene	Duration	Panel	Duration
24	06:12	1	00:10



**Action Notes**

Reverse to reveal the SCOODLER QUEEN, pointing at Tin Man. Her head is three times larger than the others, and she wears a crown of jagged metal.

Scene	Duration	Panel	Duration
24	06:12	2	01:23



**Dialog**

81 SCOODLER QUEEN (CONT'D)

Lock him up and get the fire going! In due time we will have our soup.

Scene	Duration	Panel	Duration
24	06:12	3	04:03

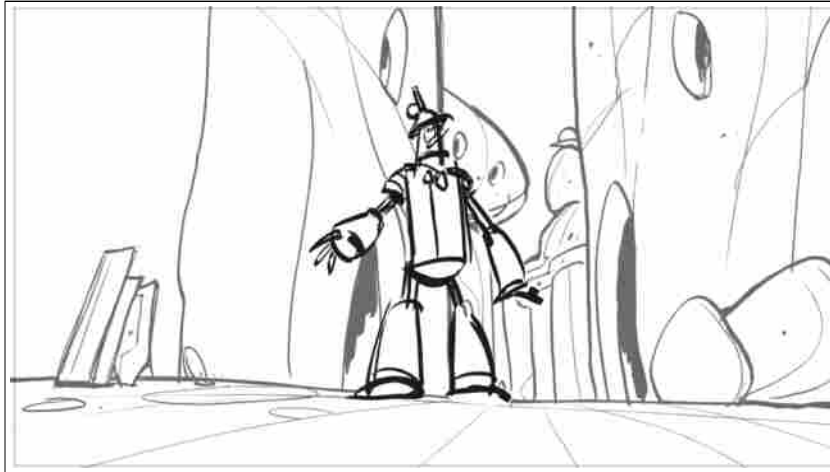


**Dialog**

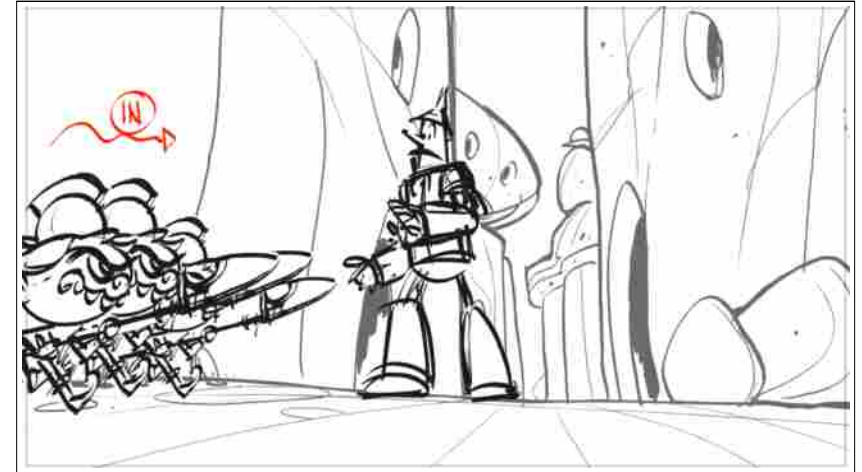
81 SCOODLER QUEEN (CONT'D)

Lock him up and get the fire going! In due time we will have our soup.

Scene	Duration	Panel	Duration
25	05:00	1	01:00



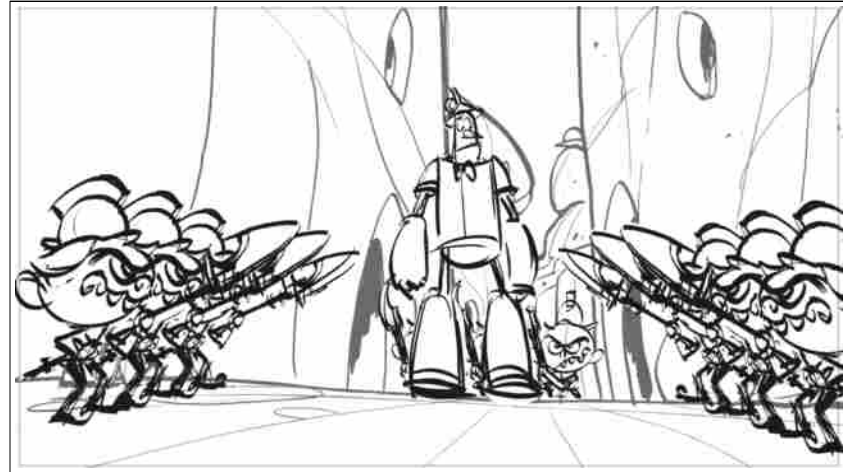
Scene	Duration	Panel	Duration
25	05:00	2	01:00



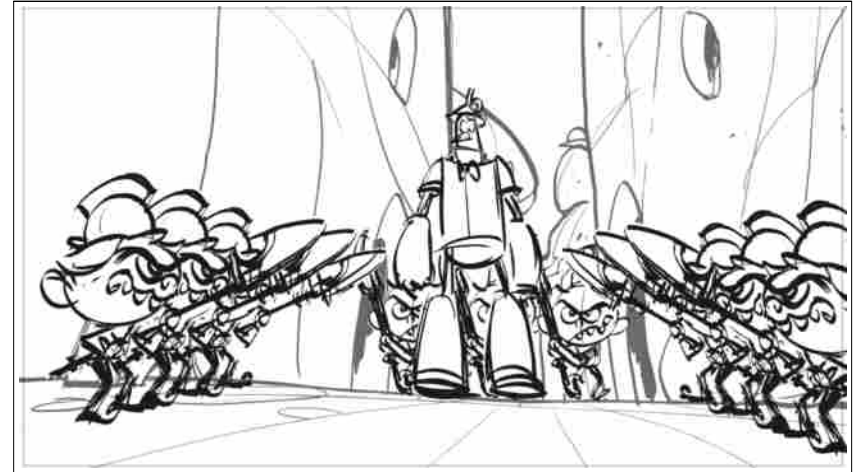
Scene	Duration	Panel	Duration
25	05:00	3	01:00



Scene	Duration	Panel	Duration
25	05:00	4	01:00



Scene	Duration	Panel	Duration
25	05:00	5	01:00

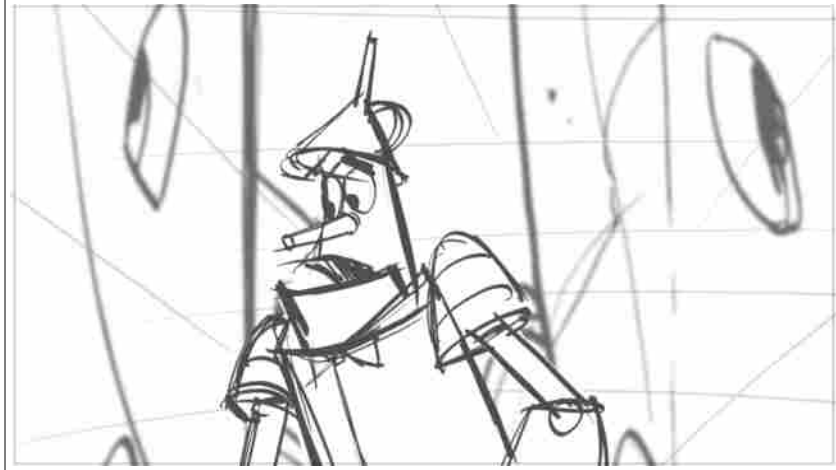




Scene	Duration	Panel	Duration
26	01:20	1	00:05



Scene	Duration	Panel	Duration
26	01:20	2	00:03

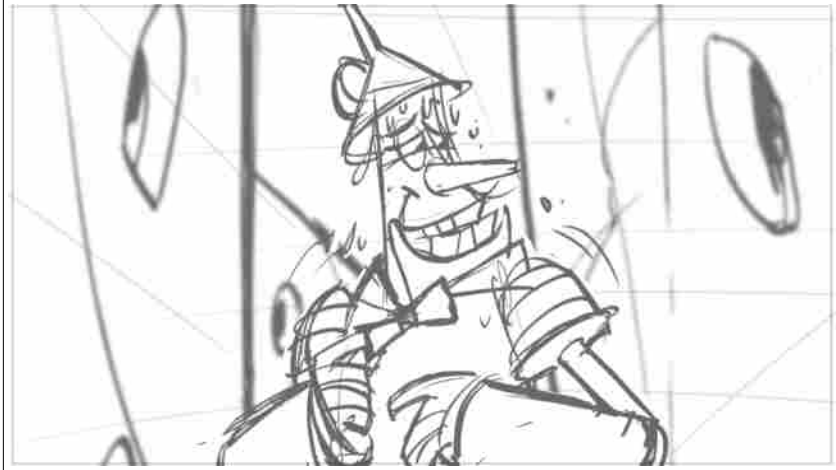


Scene	Duration	Panel	Duration
26	01:20	3	00:05

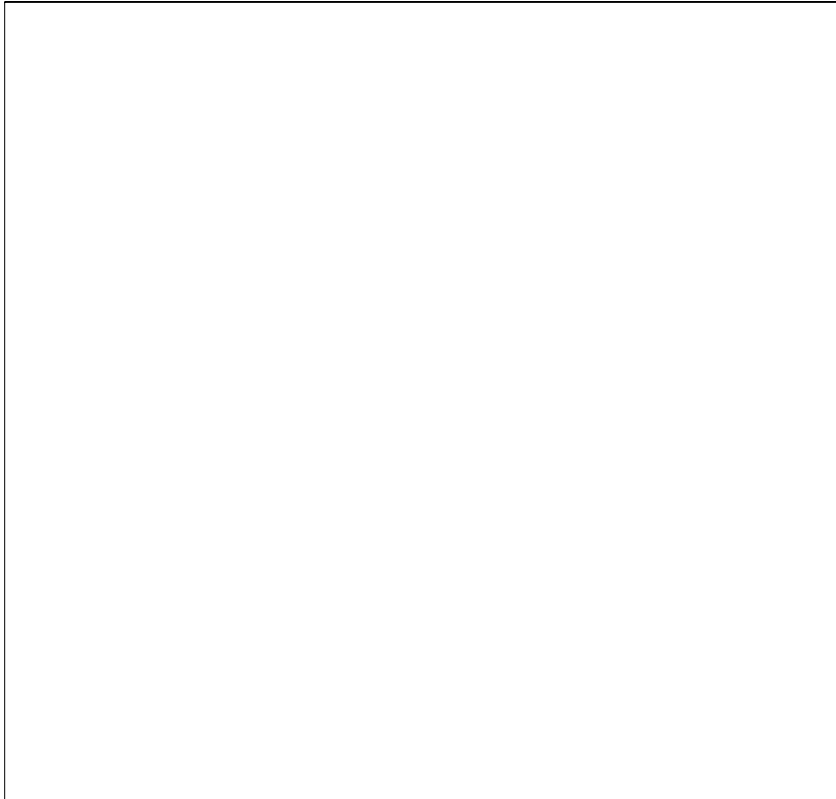
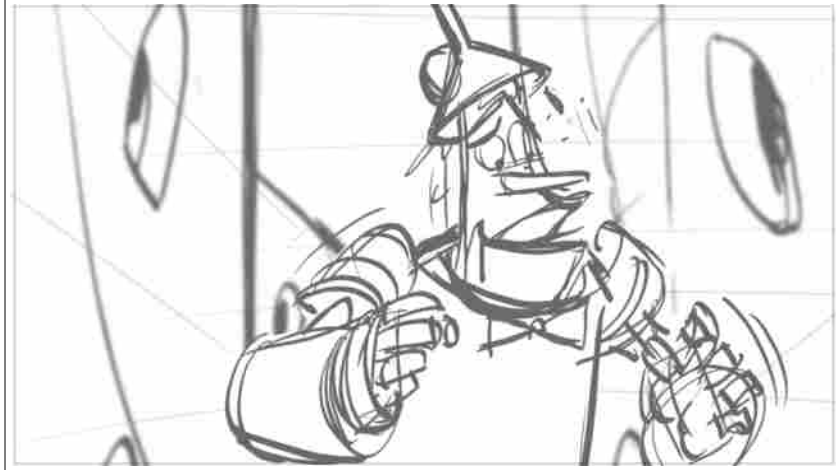




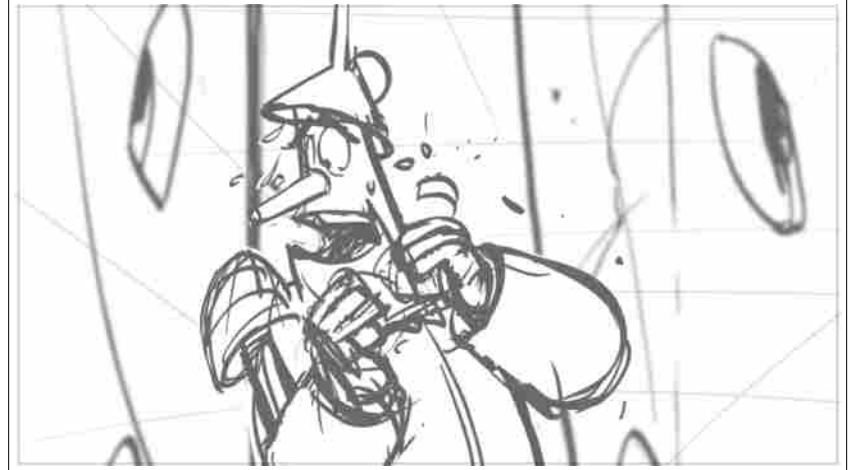
Scene	Duration	Panel	Duration
26	01:20	4	00:07



Scene	Duration	Panel	Duration
26	01:20	5	00:08



Scene	Duration	Panel	Duration
26	01:20	6	00:09



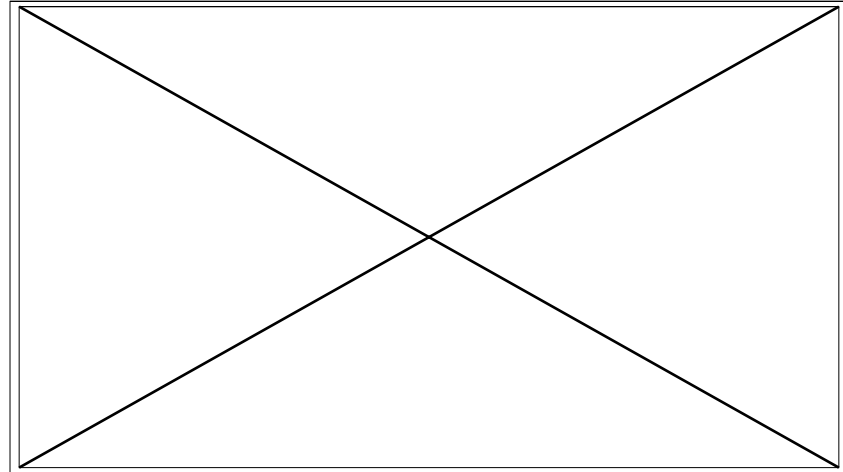




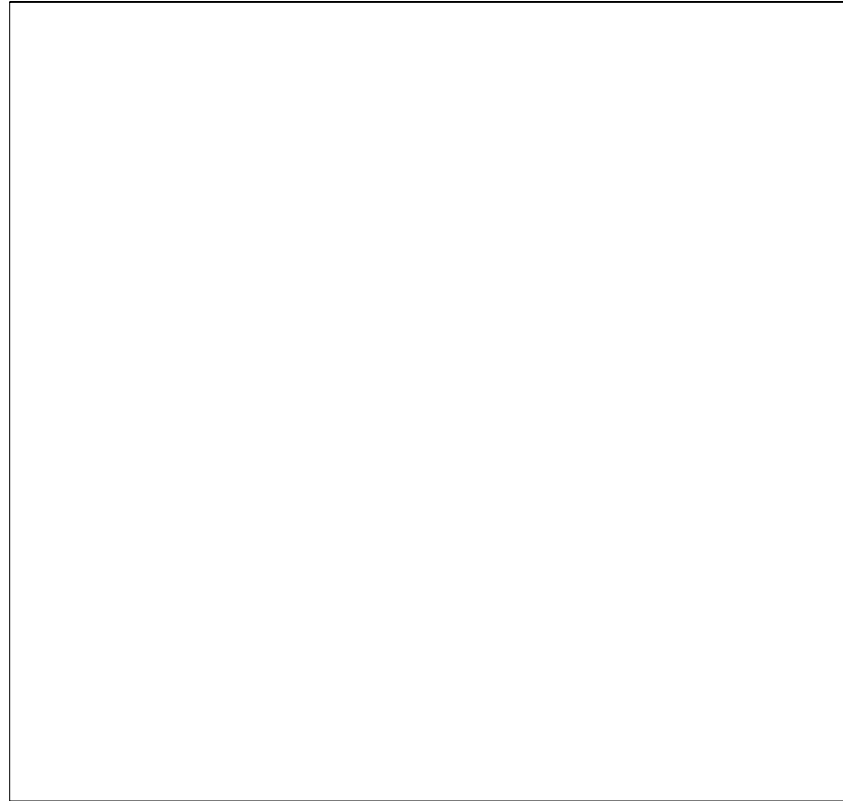
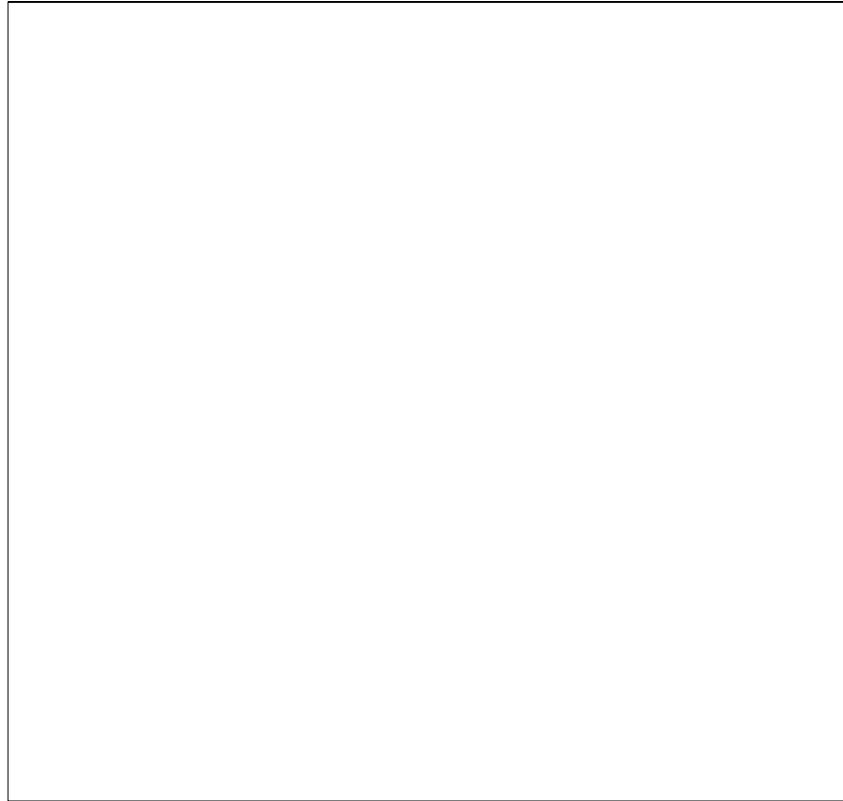
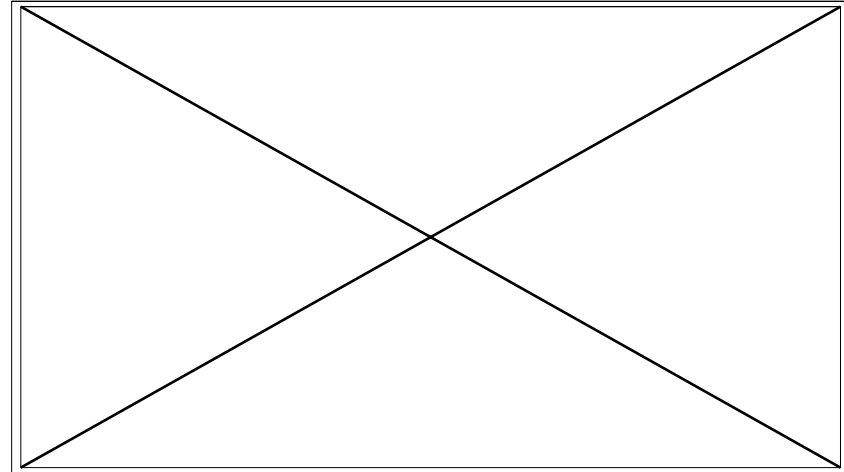
Scene	Duration	Panel	Duration
26	01:20	7	00:07



NO PANEL

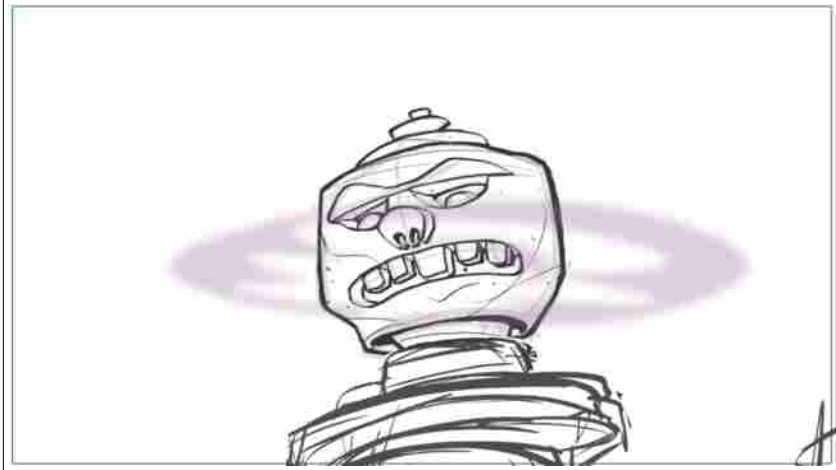


NO PANEL

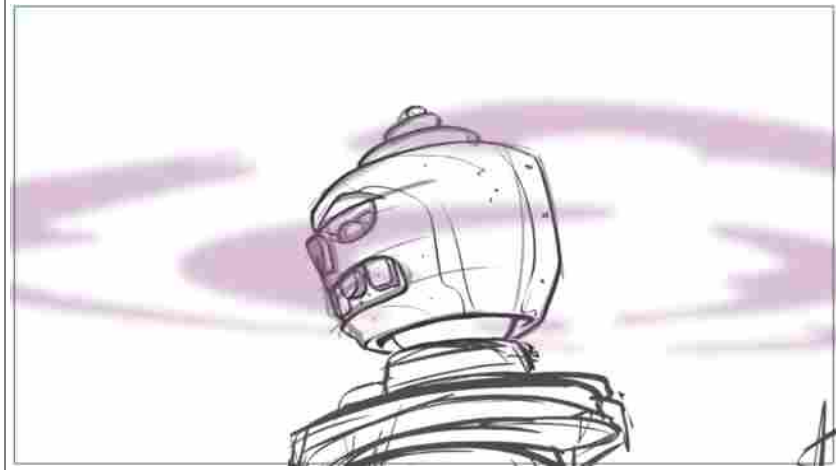




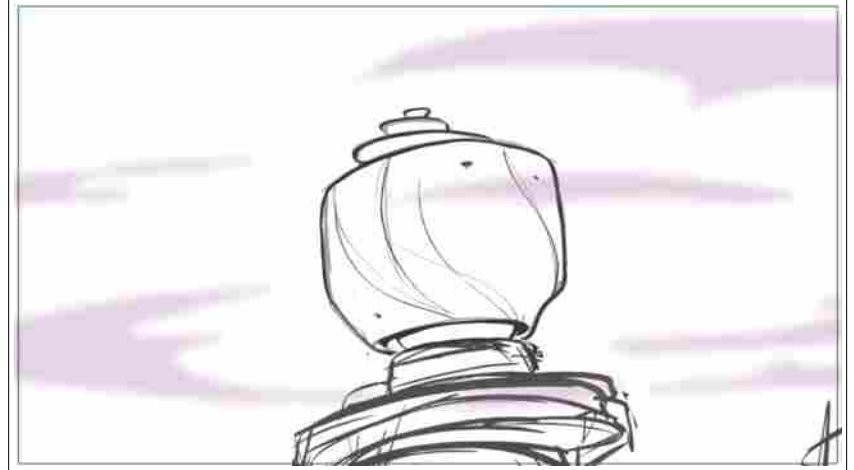
Scene	Duration	Panel	Duration
1	08:00	1	00:19



Scene	Duration	Panel	Duration
1	08:00	2	00:14



Scene	Duration	Panel	Duration
1	08:00	3	00:17

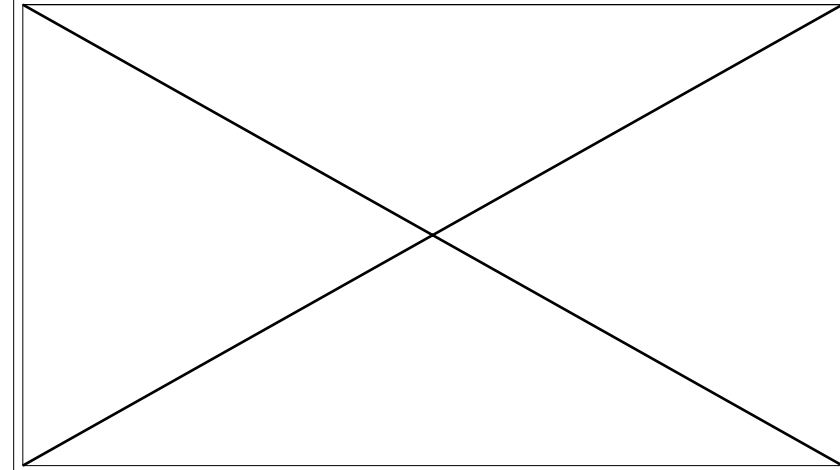
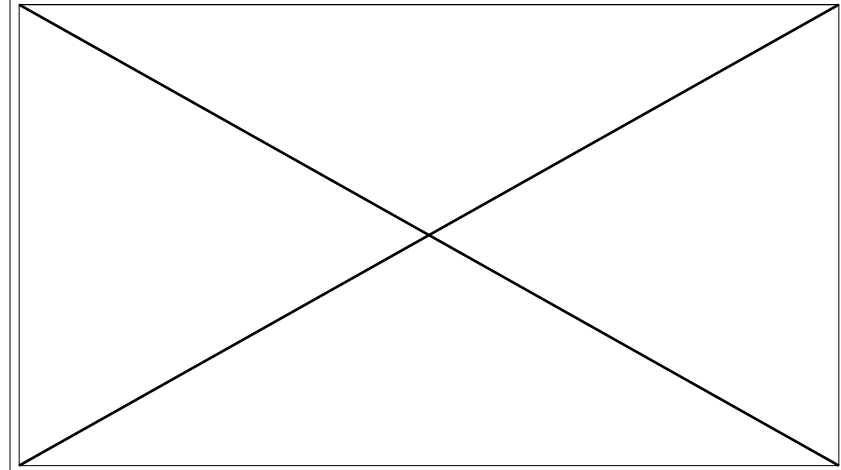




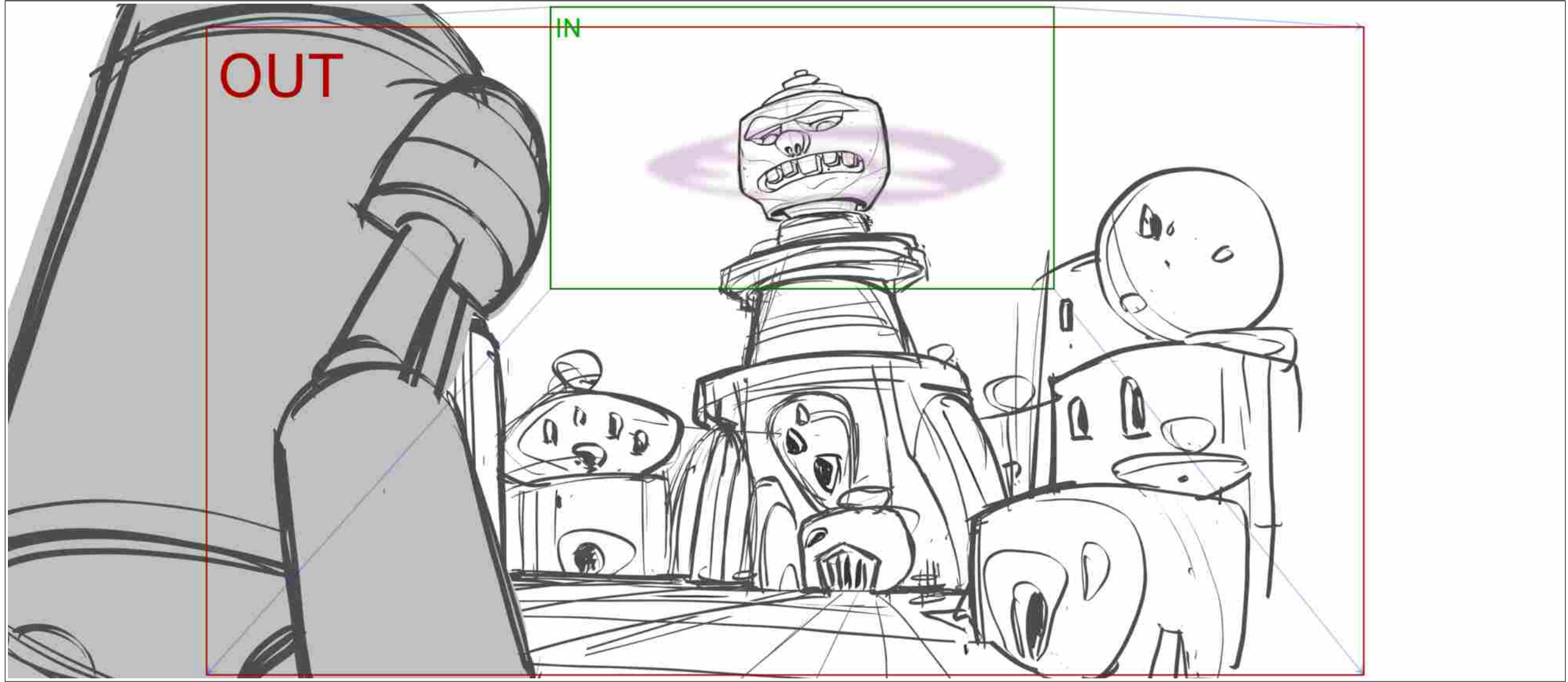
Scene	Duration	Panel	Duration
1	08:00	4	00:22

NO PANEL

NO PANEL



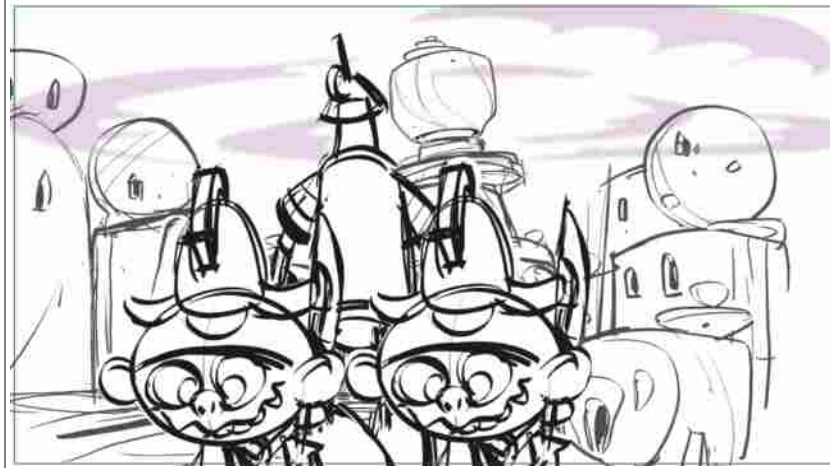
Scene	1	Duration	08:00	Panel	5	Duration	01:00
-------	---	----------	-------	-------	---	----------	-------



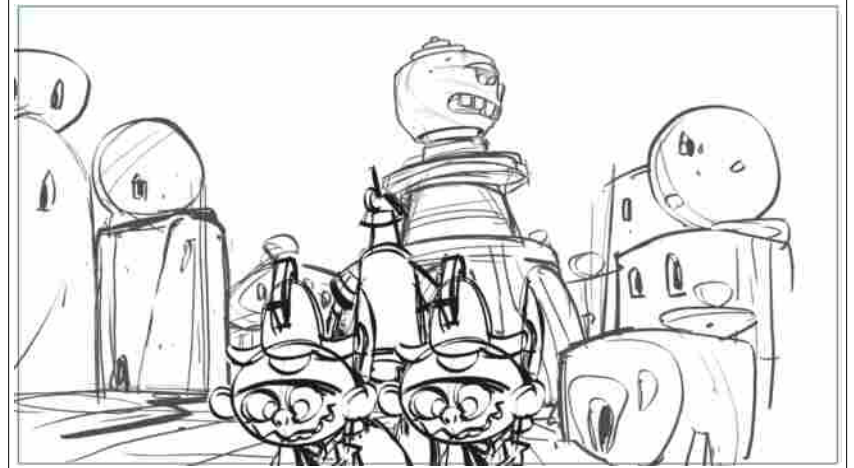
Scene	Duration	Panel	Duration
1	08:00	6	01:00



Scene	Duration	Panel	Duration
1	08:00	7	01:00



Scene	Duration	Panel	Duration
1	08:00	8	01:00







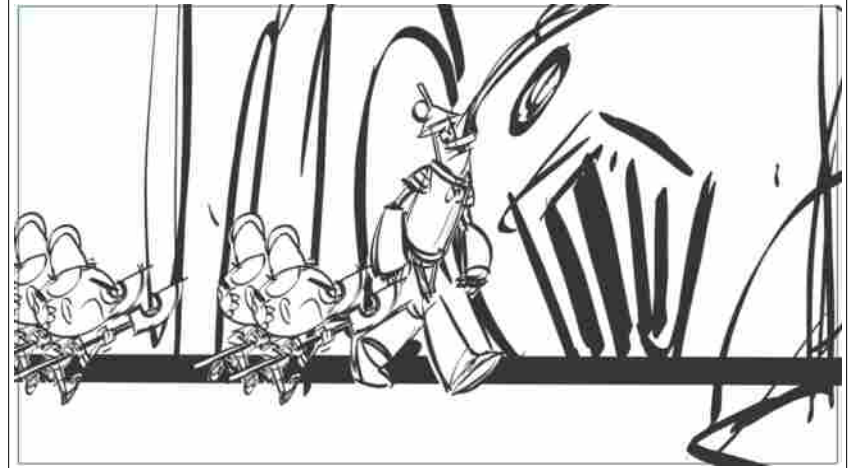
Scene	Duration	Panel	Duration
1	08:00	9	01:00



Scene	Duration	Panel	Duration
2	08:04	1	00:21



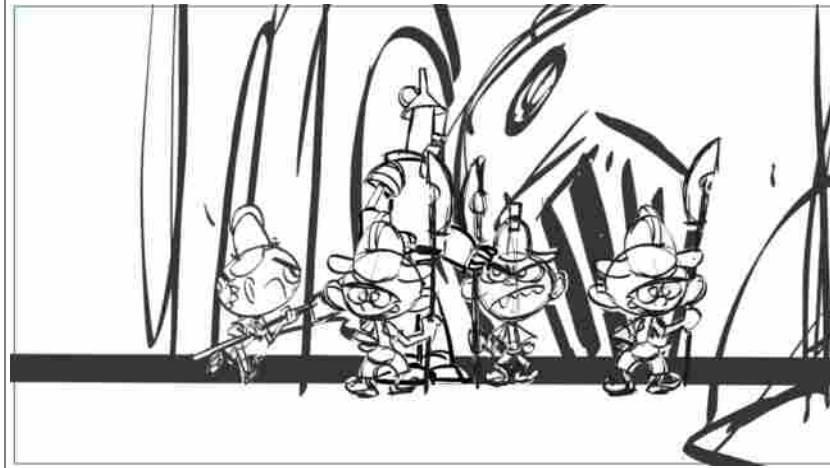
Scene	Duration	Panel	Duration
2	08:04	2	00:21



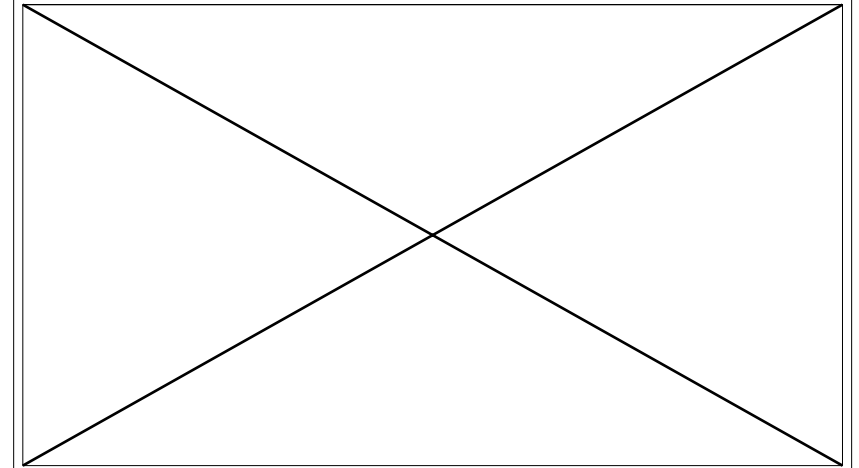
Scene	Duration	Panel	Duration
2	08:04	3	00:21



Scene	Duration	Panel	Duration
2	08:04	4	00:21

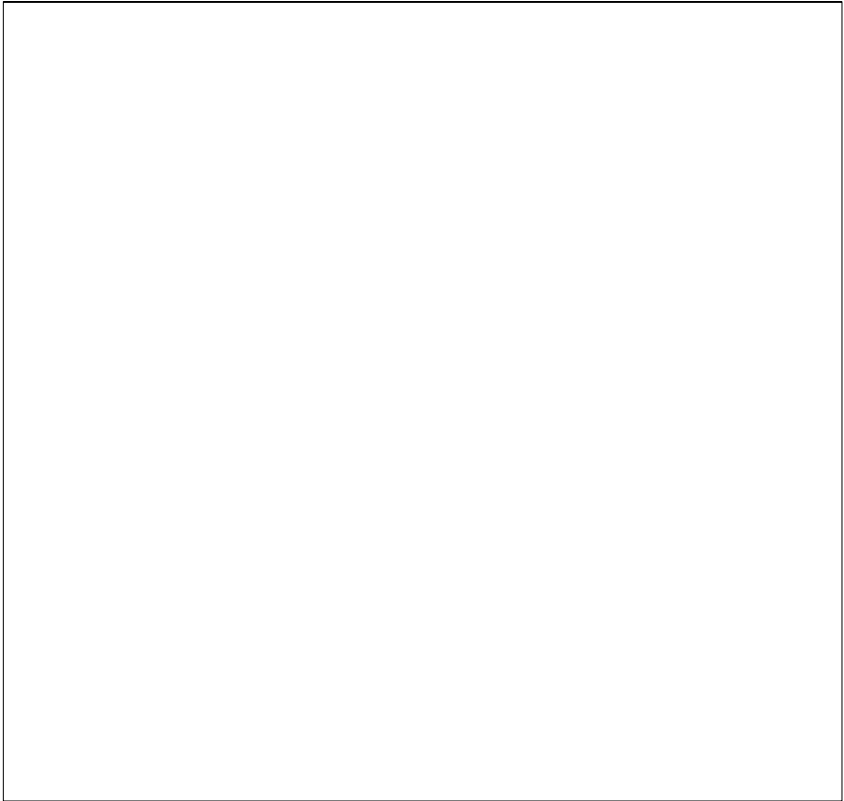
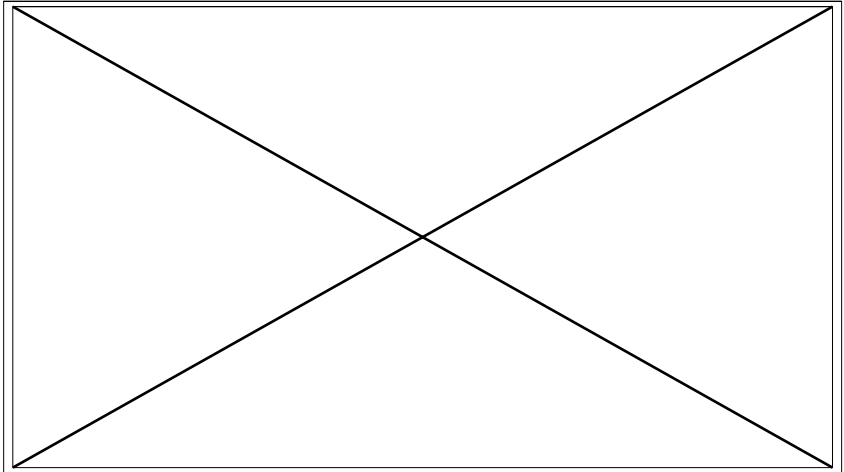
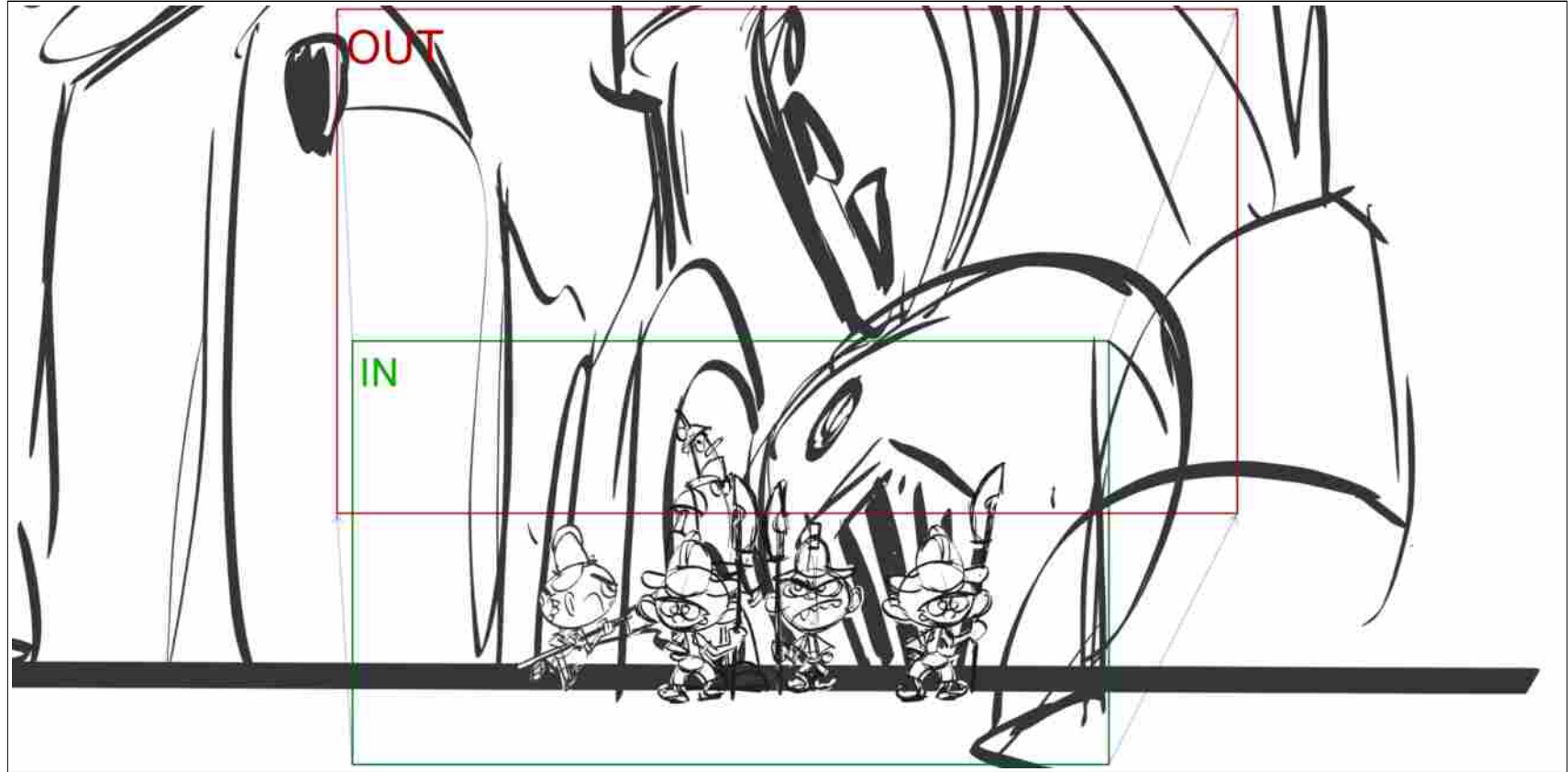


NO PANEL



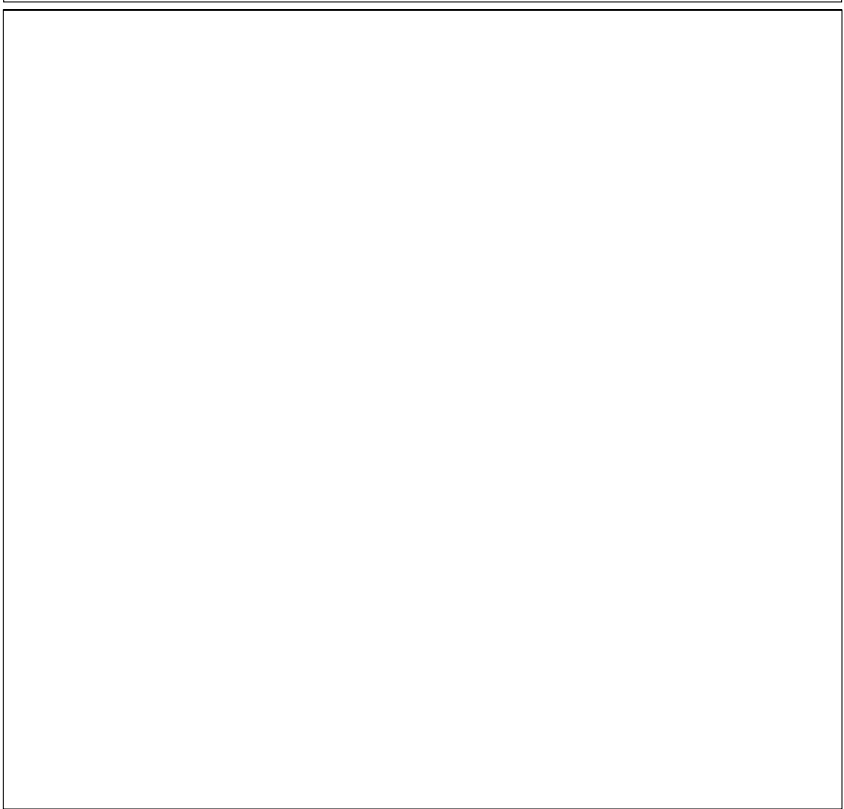
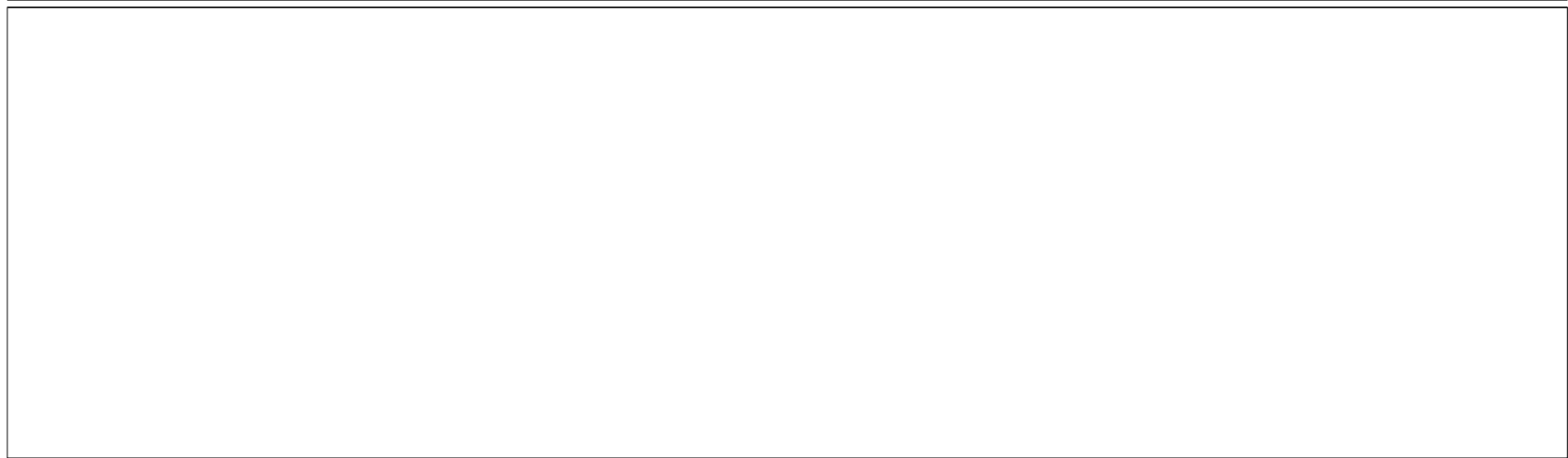
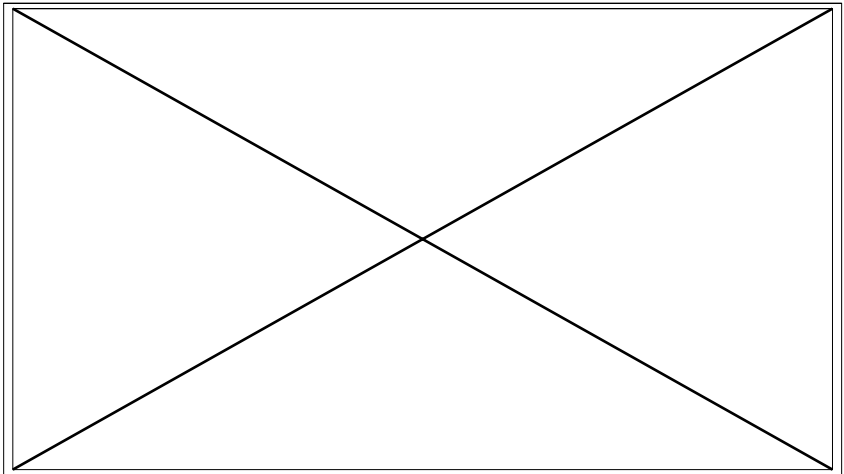
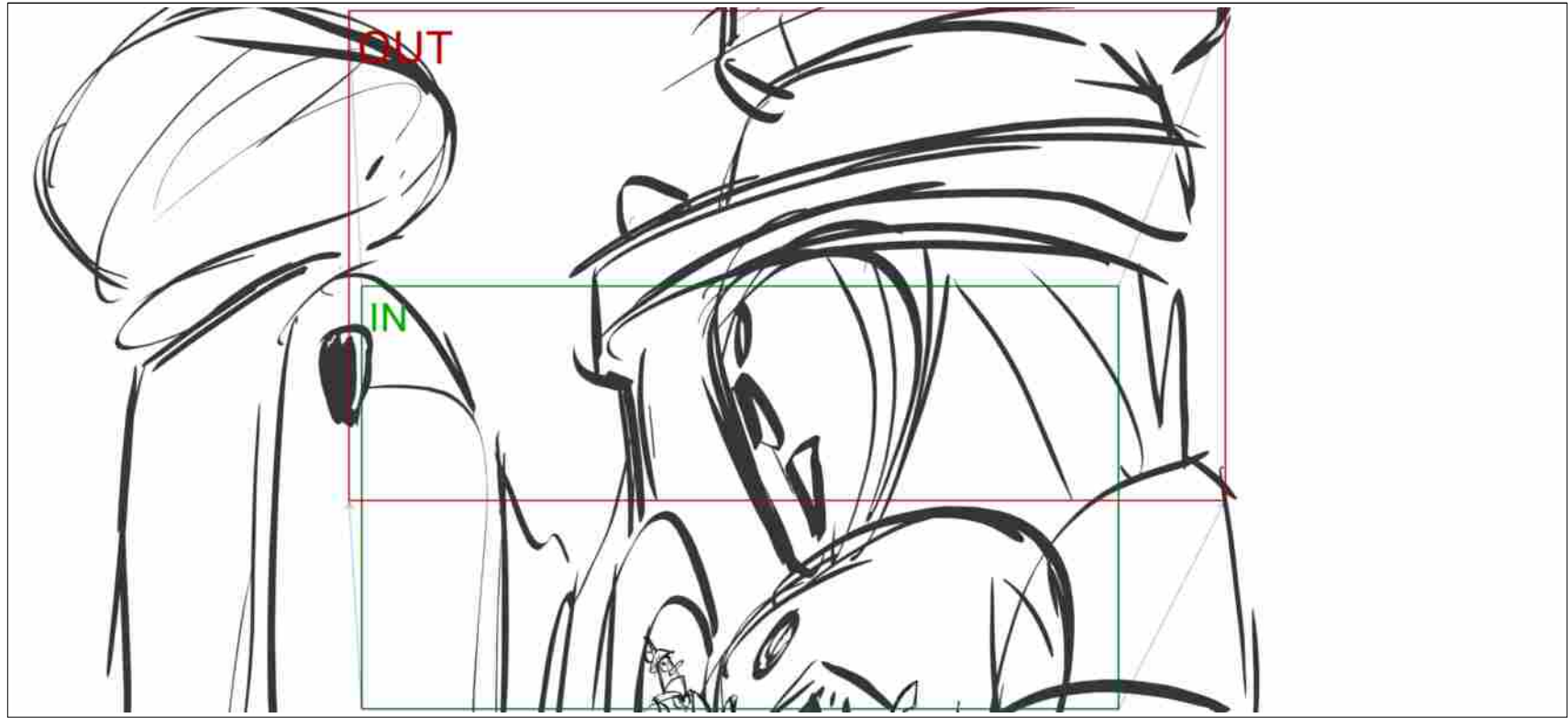
Scene	Duration	Panel	Duration
2	08:04	5	00:16

NO PANEL



Scene	Duration	Panel	Duration
2	08:04	6	00:16

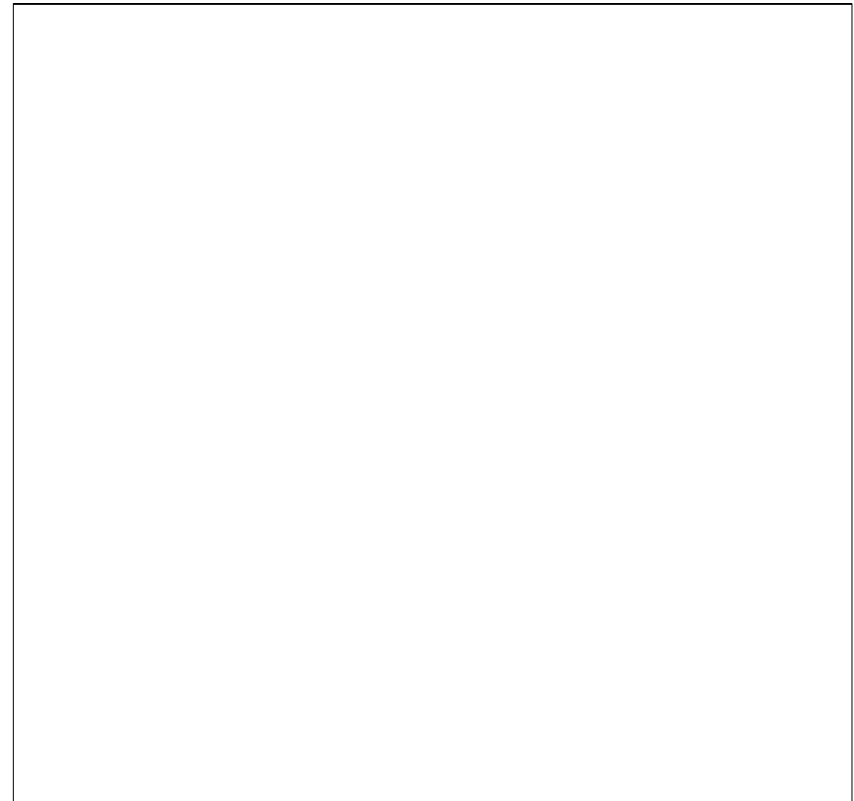
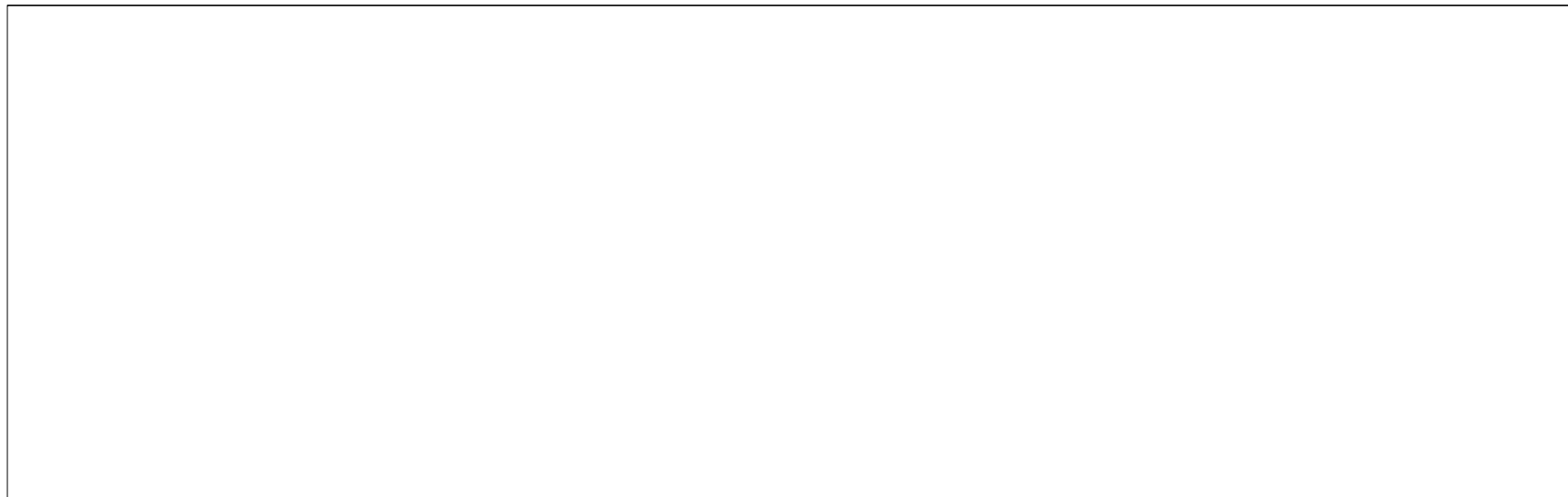
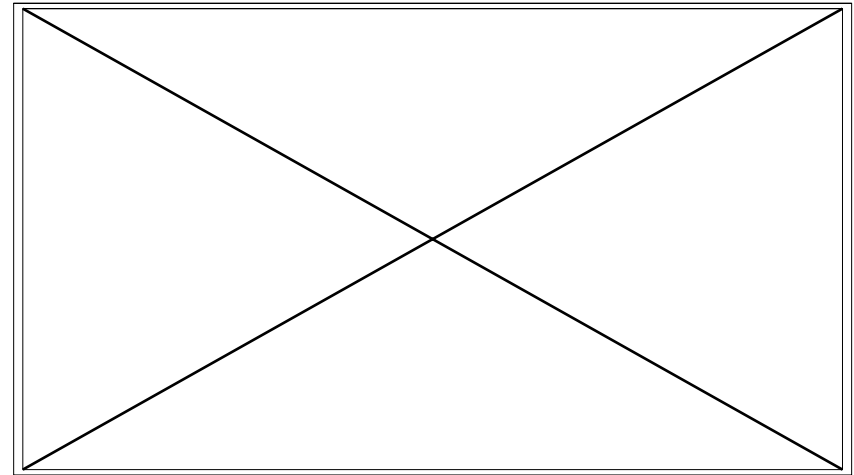
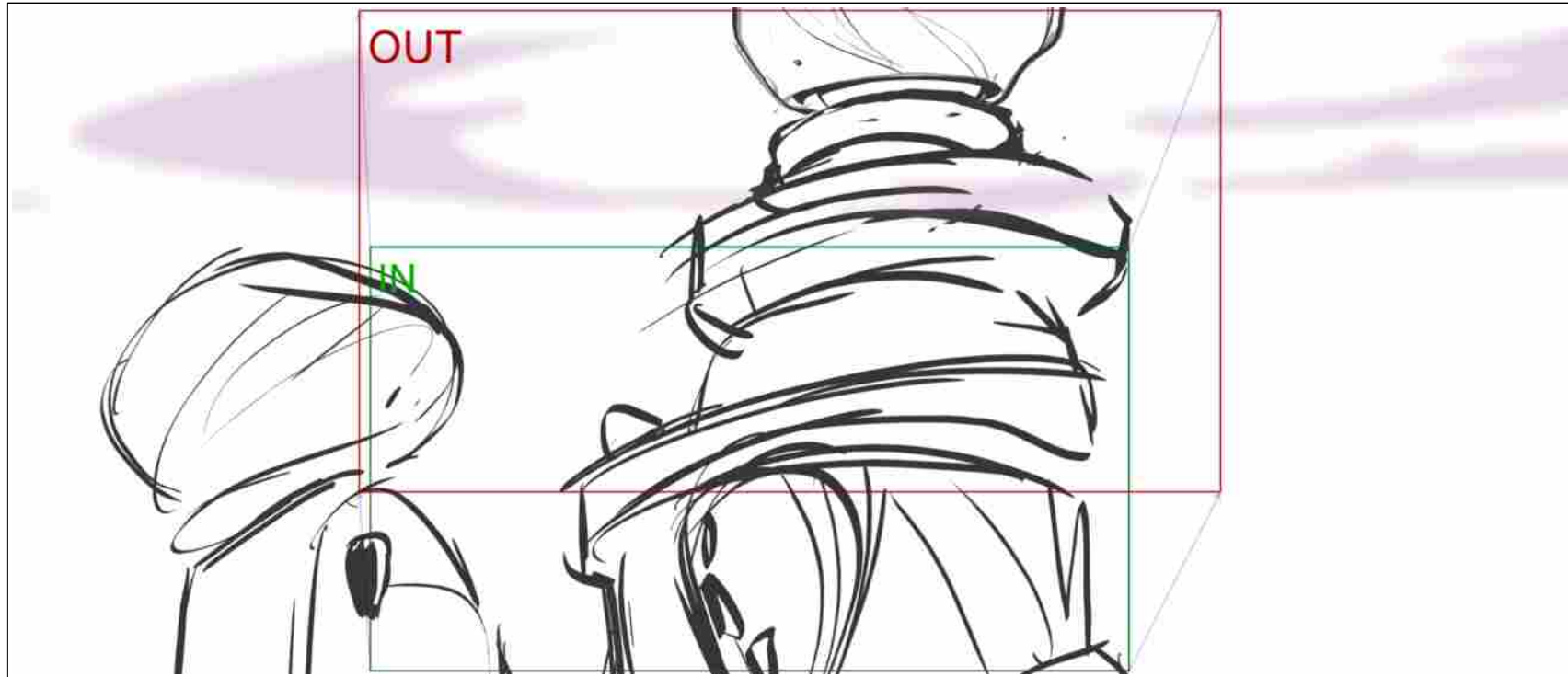
NO PANEL





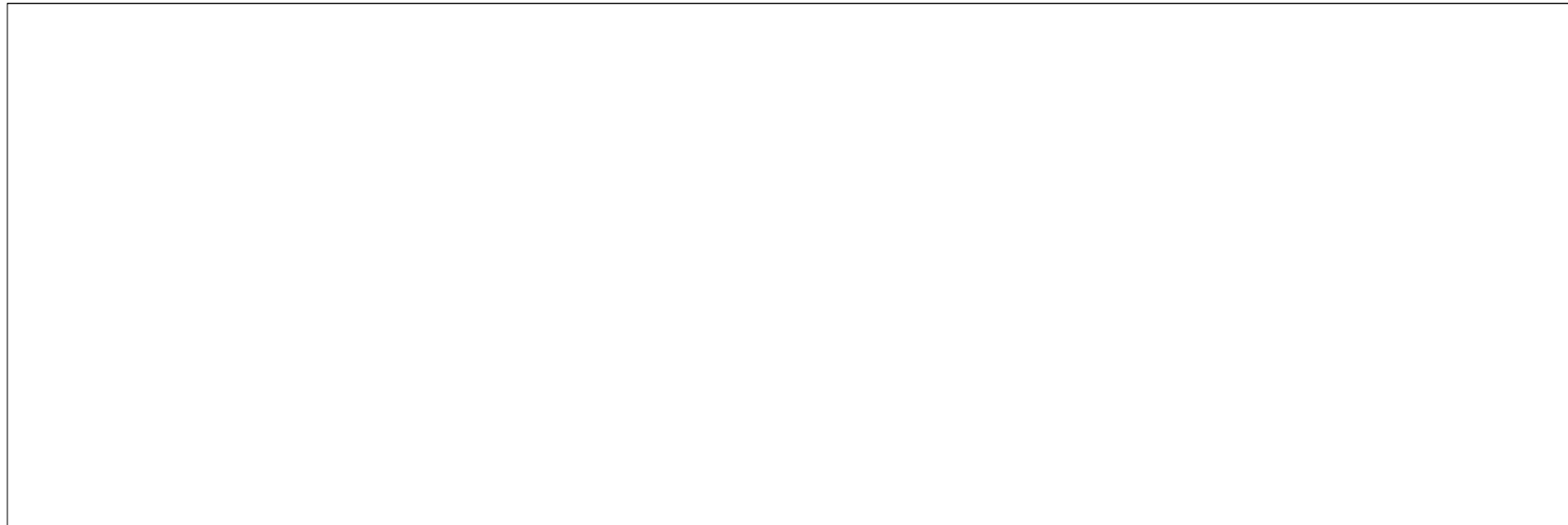
Scene	Duration	Panel	Duration
2	08:04	7	00:16

NO PANEL

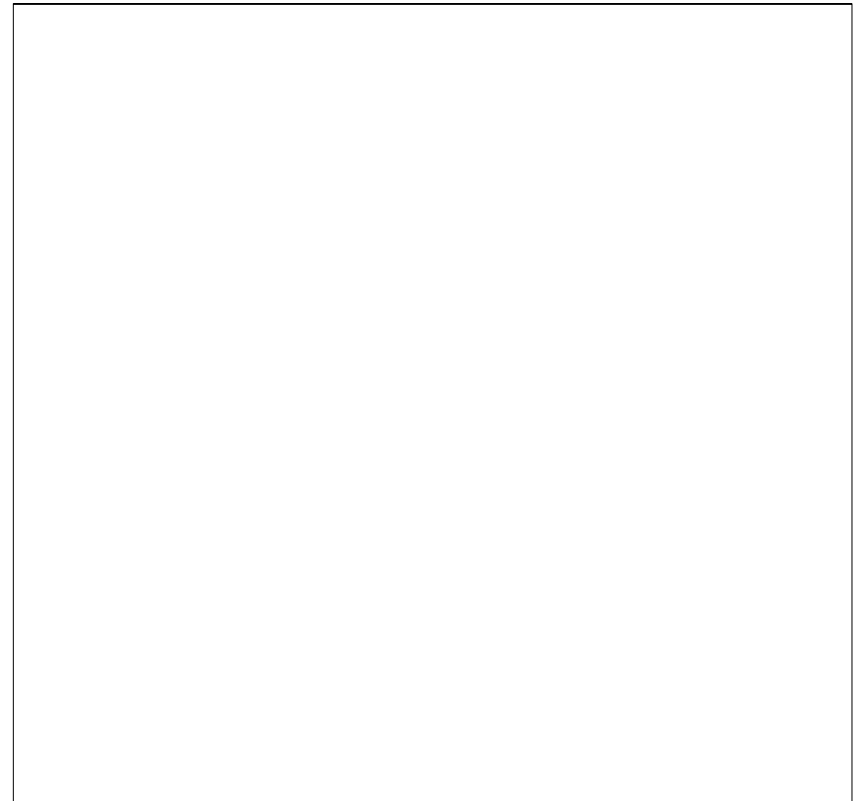
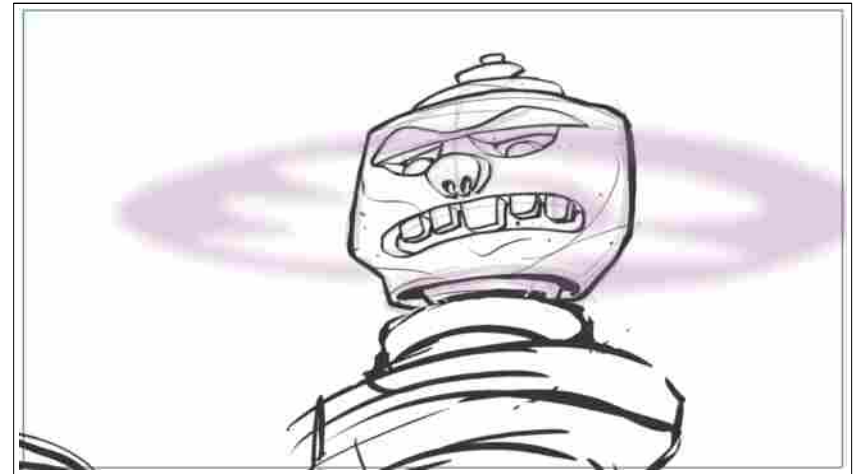




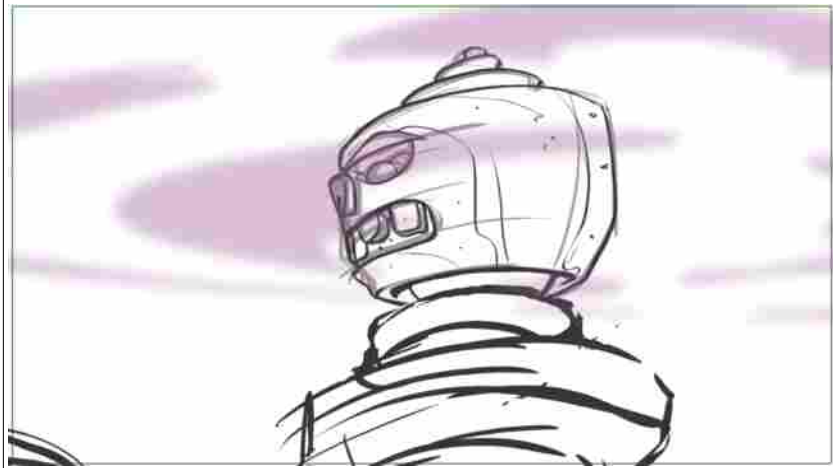
Scene	Duration	Panel	Duration
2	08:04	8	00:16



Scene	Duration	Panel	Duration
2	08:04	9	00:16



Scene	Duration	Panel	Duration
2	08:04	10	00:16



Scene	Duration	Panel	Duration
2	08:04	11	00:16



Scene	Duration	Panel	Duration
4	01:22	1	00:03



**Dialog**

83 SCODLER 1

NO, No magic here.

Scene	Duration	Panel	Duration
4	01:22	2	00:08



**Dialog**  
83 SCODLER 1  
  
NO, No magic here.

Scene	Duration	Panel	Duration
4	01:22	3	00:07



**Dialog**  
83 SCODLER 1  
  
NO, NO, no magic here.

Scene	Duration	Panel	Duration
4	01:22	4	00:09



**Dialog**  
83 SCODLER 1  
  
NO, NO, no magic here.

Scene	Duration	Panel	Duration
4	01:22	5	00:05



**Dialog**  
 83 SCODLER 1  
 NO, NO, no magic here.

Scene	Duration	Panel	Duration
4	01:22	6	00:08



**Dialog**  
 83 SCODLER 1  
 NO, NO, no magic here.

Scene	Duration	Panel	Duration
4	01:22	7	00:06



**Dialog**  
 83 SCODLER 1  
 NO, NO, no magic here.

Scene	Duration	Panel	Duration
5	01:13	1	00:11



**Dialog**

84 SCOODLER 2

And no funny business.

Scene	Duration	Panel	Duration
5	01:13	2	01:02

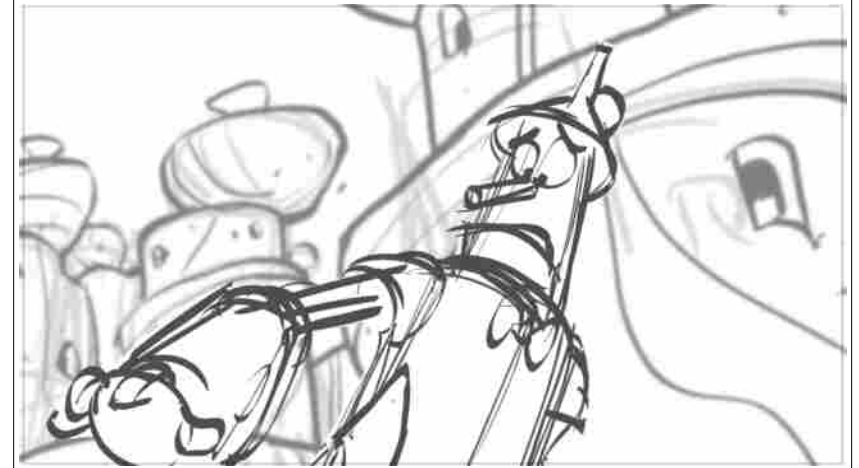


**Dialog**

84 SCOODLER 2

And no funny business.

Scene	Duration	Panel	Duration
6	01:12	1	00:09



**Dialog**

85 TIN MAN

I wouldn't dream of it.



Scene	Duration	Panel	Duration
6	01:12	2	00:16



**Dialog**

85 TIN MAN

I wouldn't dream of it.

Scene	Duration	Panel	Duration
6	01:12	3	00:07



**Dialog**

85 TIN MAN

I wouldn't dream of it.

Scene	Duration	Panel	Duration
6	01:12	4	00:04



**Dialog**

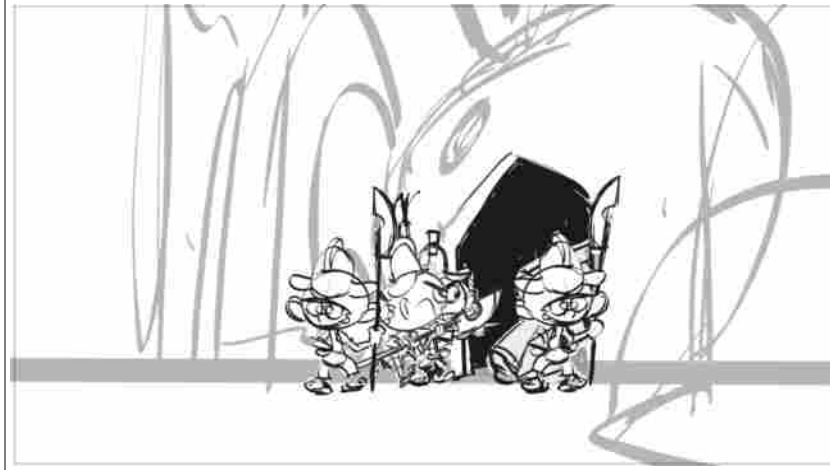
85 TIN MAN

I wouldn't dream of it.

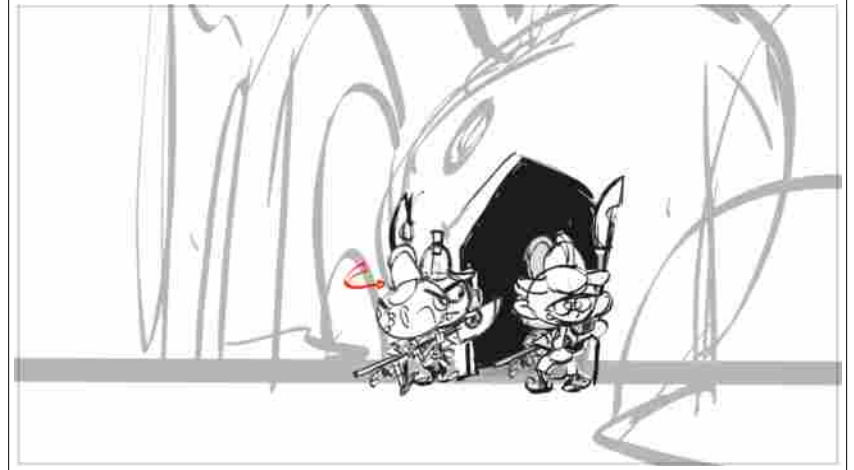
Scene	Duration	Panel	Duration
7	05:08	1	00:16



Scene	Duration	Panel	Duration
7	05:08	2	00:16



Scene	Duration	Panel	Duration
7	05:08	3	00:16

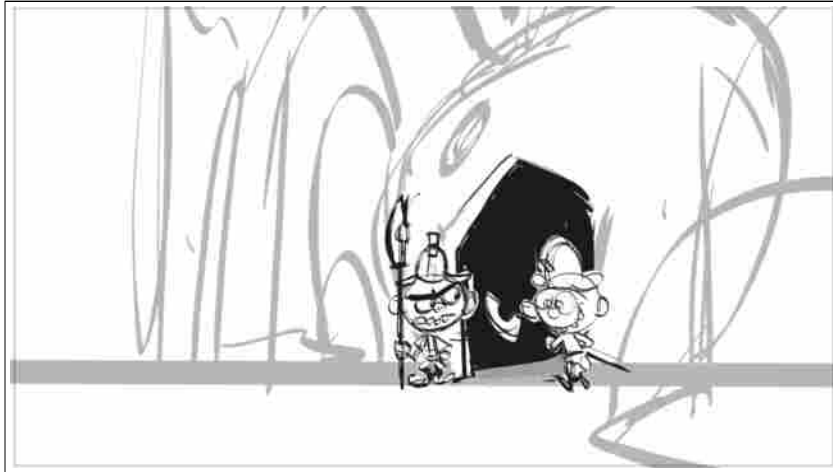




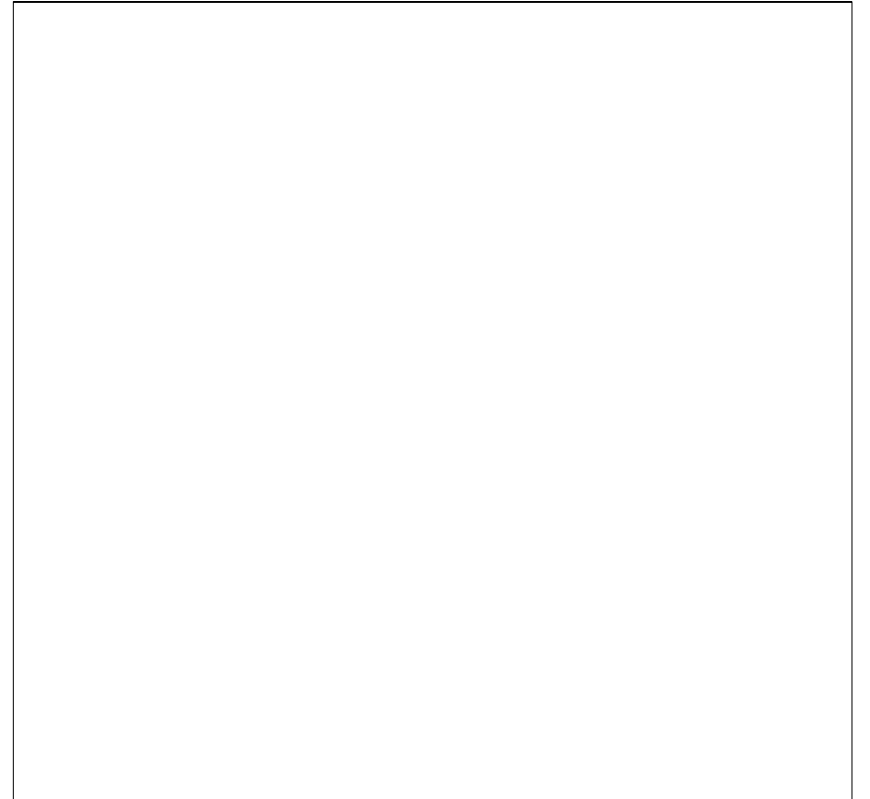
Scene	Duration	Panel	Duration
7	05:08	4	00:16



Scene	Duration	Panel	Duration
7	05:08	5	00:16



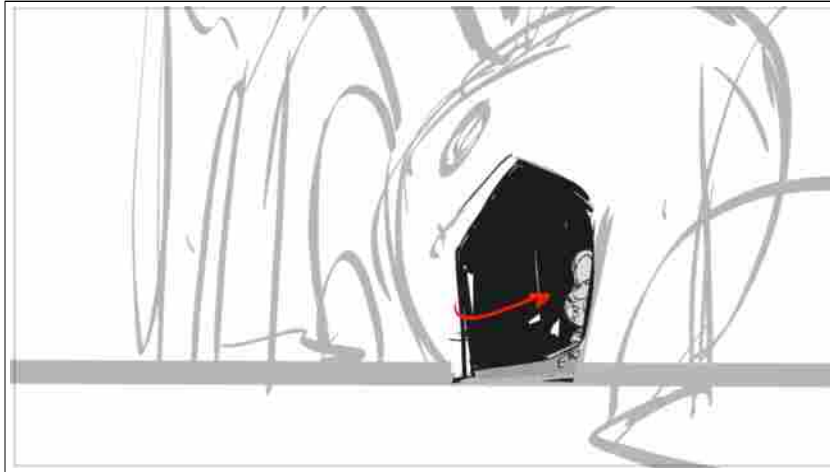
Scene	Duration	Panel	Duration
7	05:08	6	00:16



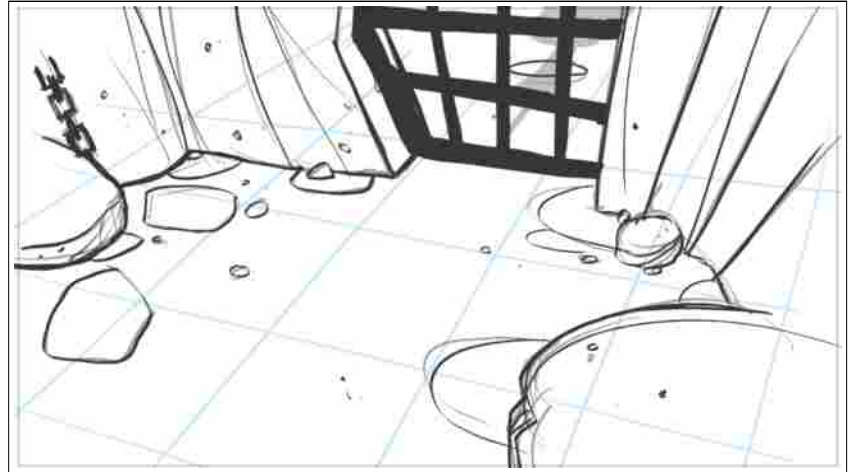
Scene	Duration	Panel	Duration
7	05:08	7	00:16



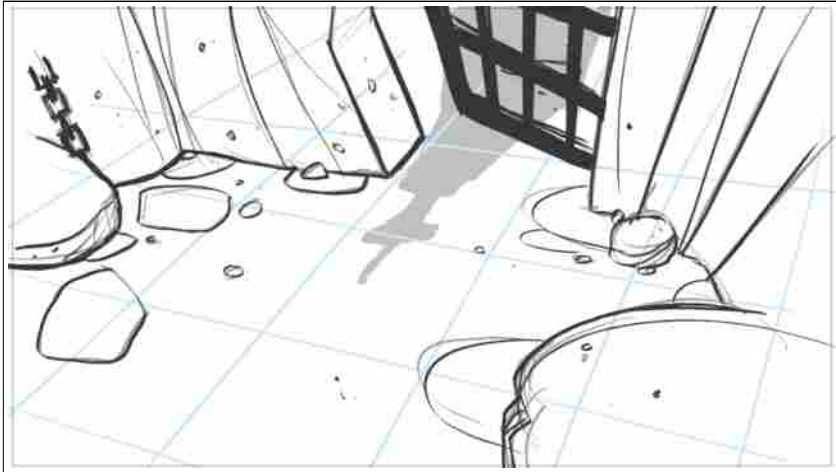
Scene	Duration	Panel	Duration
7	05:08	8	00:16



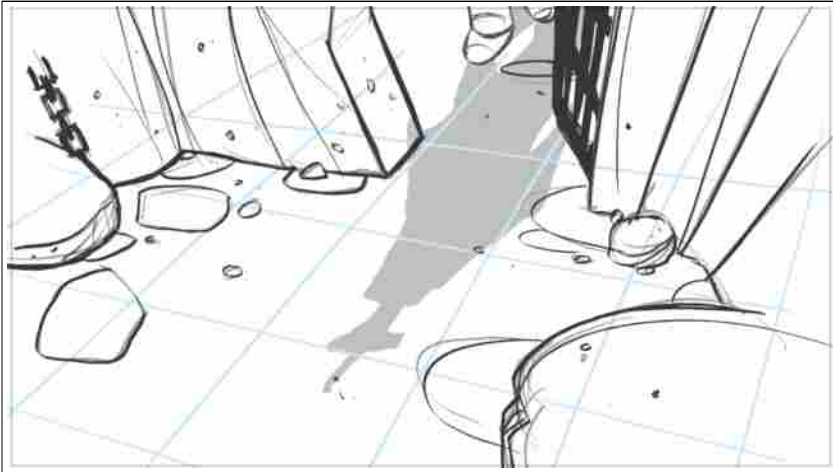
Scene	Duration	Panel	Duration
9	06:00	1	01:00



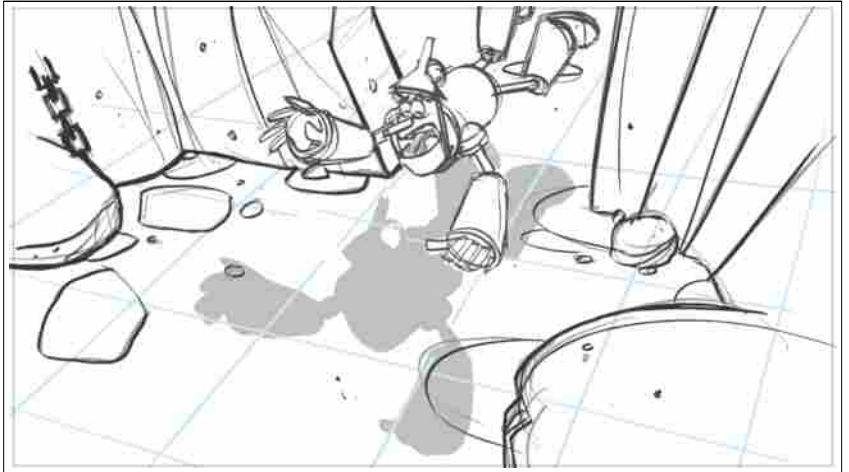
Scene	Duration	Panel	Duration
9	06:00	2	01:00



Scene	Duration	Panel	Duration
9	06:00	3	01:00

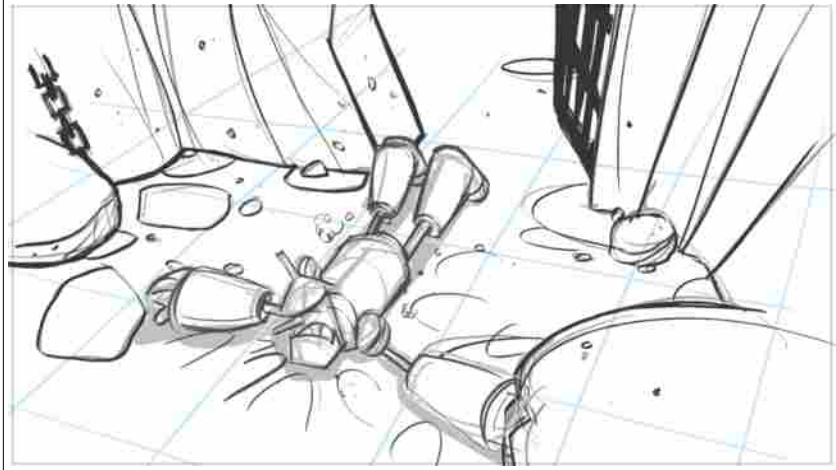


Scene	Duration	Panel	Duration
9	06:00	4	01:00

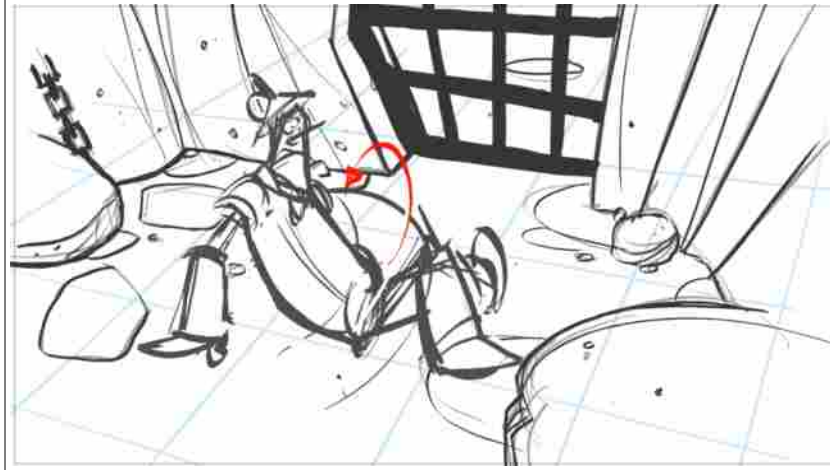




Scene	Duration	Panel	Duration
9	06:00	5	01:00

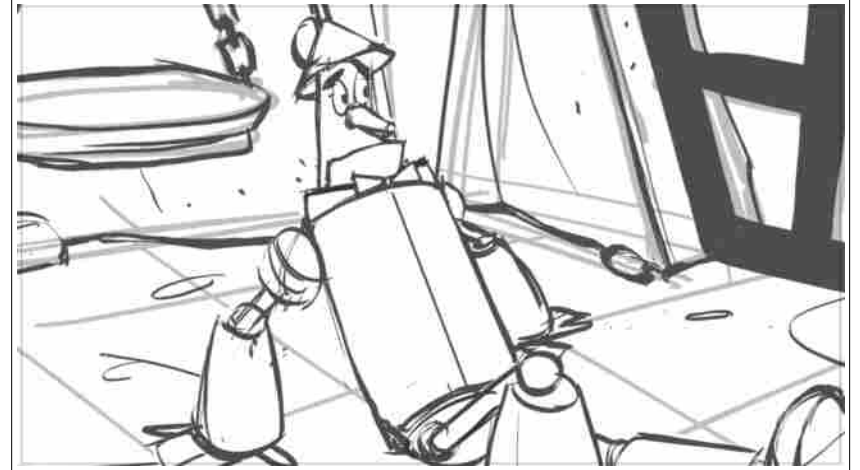


Scene	Duration	Panel	Duration
9	06:00	6	01:00



**Action Notes**  
 BILLINA pops out of his chest

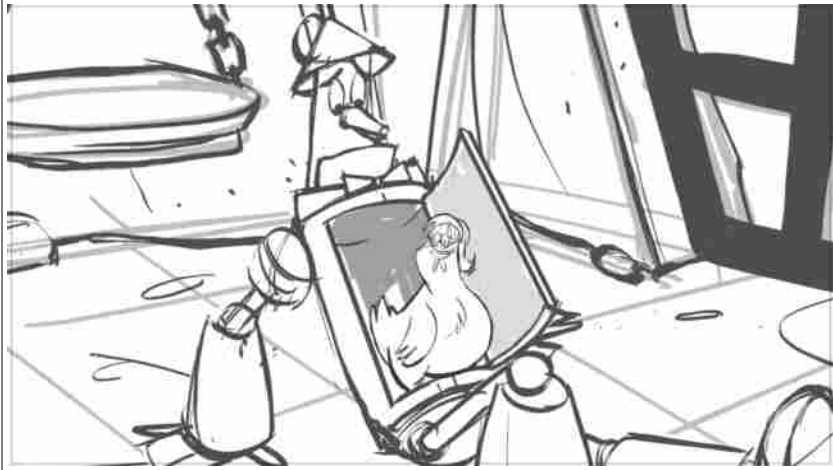
Scene	Duration	Panel	Duration
10	03:16	1	00:20



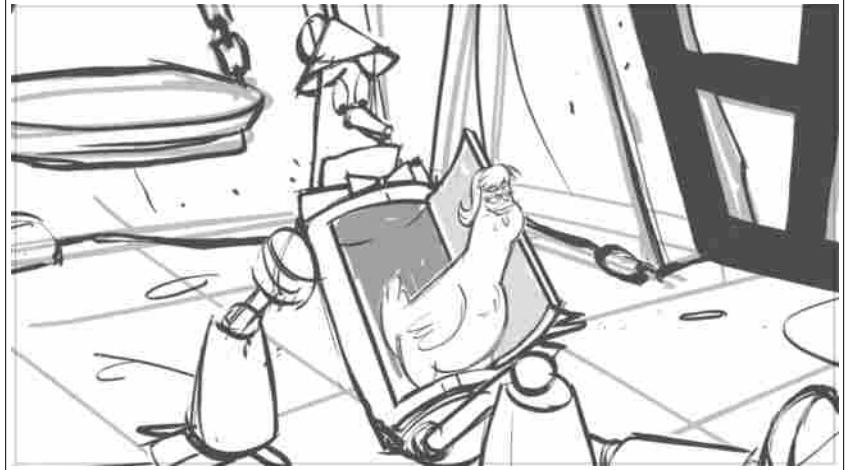
Scene	Duration	Panel	Duration
10	03:16	2	00:19



Scene	Duration	Panel	Duration
10	03:16	3	00:20



Scene	Duration	Panel	Duration
10	03:16	4	01:05



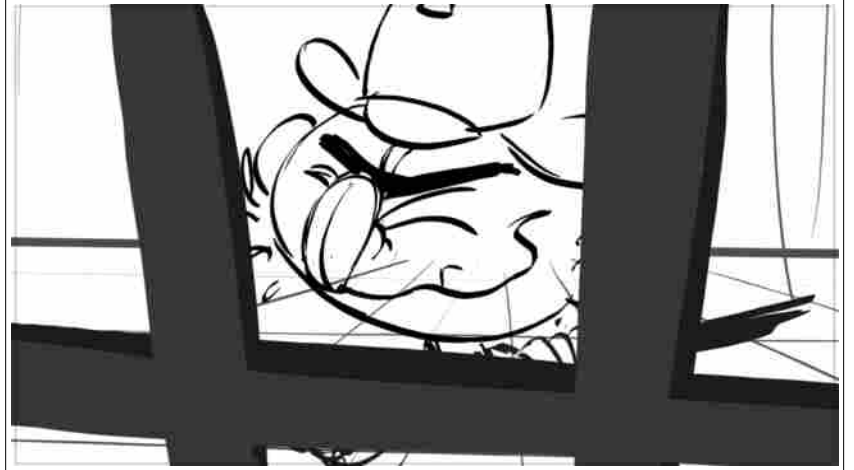
Scene	Duration	Panel	Duration
12	03:15	1	00:11



Scene	Duration	Panel	Duration
12	03:15	2	00:05



Scene	Duration	Panel	Duration
12	03:15	3	00:05



**Dialog**

86 SCOODLER 3

(Licks his lips) Mmm, chicken soup.

**Dialog**

86 SCOODLER 3

(Licks his lips) Mmm, chicken soup.

Scene	Duration	Panel	Duration
12	03:15	4	00:04



**Dialog**

86 SCODLER 3

(Licks his lips) Mmm, chicken soup.

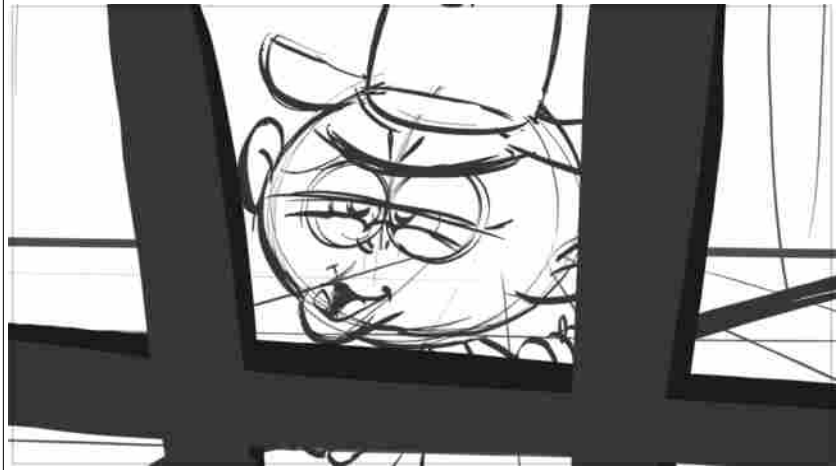
Scene	Duration	Panel	Duration
12	03:15	5	00:18



Scene	Duration	Panel	Duration
12	03:15	6	00:19



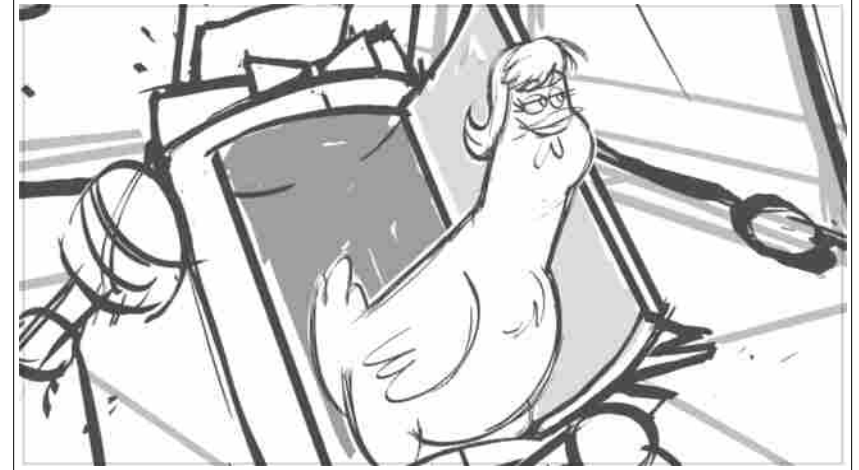
Scene	Duration	Panel	Duration
12	03:15	7	00:16



Scene	Duration	Panel	Duration
12	03:15	8	00:09



Scene	Duration	Panel	Duration
13	03:00	1	00:09



**Dialog**

87 BILLINA

(Alarmed SQUAWK!)

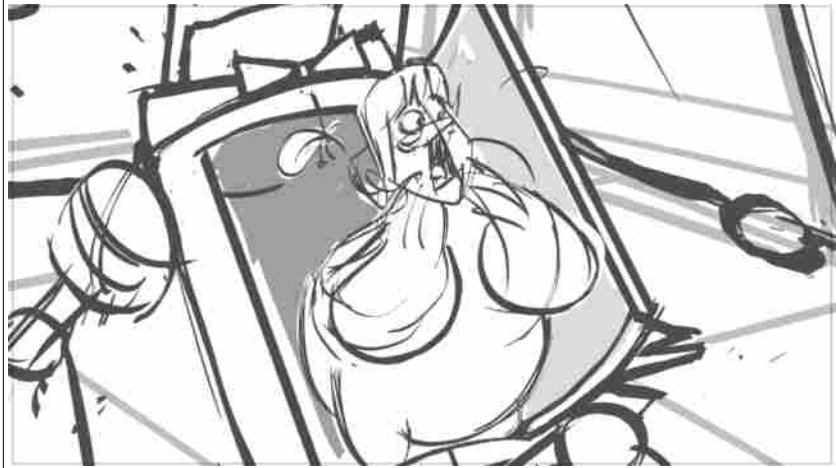
Billina jumps back in Tin Man's chest and slams the hatch. We hear a lot of LOCKS being placed from within.

**Action Notes**

Billina jumps back in Tin Man's chest and slams the hatch. We hear a lot of LOCKS being placed from within.



Scene	Duration	Panel	Duration
13	03:00	2	00:15



**Dialog**

87 BILLINA

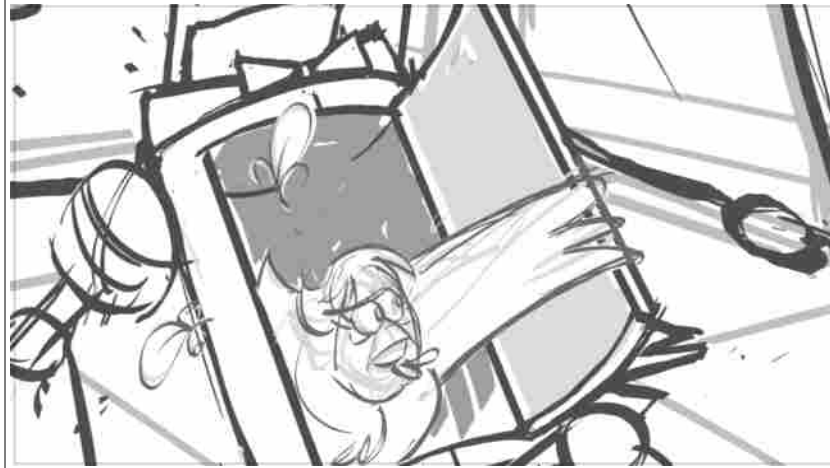
(Alarmed SQUAWK!)

Billina jumps back in Tin Man's chest and slams the hatch. We hear a lot of LOCKS being placed from within.

**Action Notes**

Billina jumps back in Tin Man's chest and slams the hatch. We hear a lot of LOCKS being placed from within.

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



**Dialog**

87 BILLINA

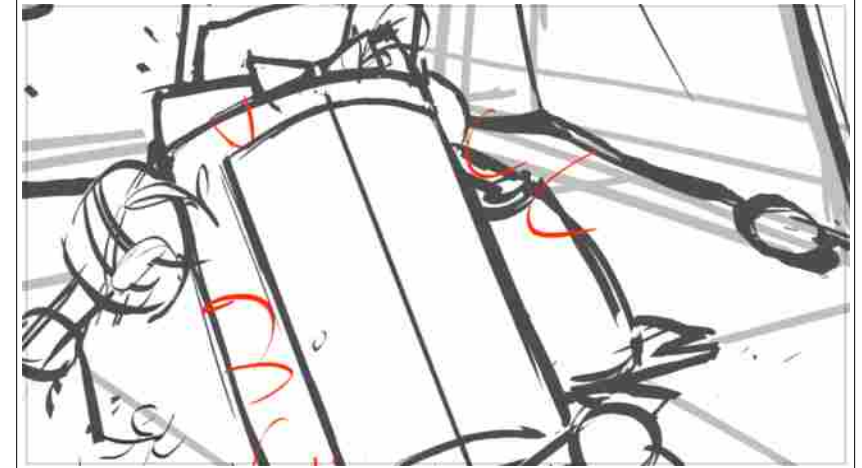
(Alarmed SQUAWK!)

Billina jumps back in Tin Man's chest and slams the hatch. We hear a lot of LOCKS being placed from within.

**Action Notes**

Billina jumps back in Tin Man's chest and slams the hatch. We hear a lot of LOCKS being placed from within.

Scene	Duration	Panel	Duration
13	03:00	4	01:00



**Dialog**

87 BILLINA

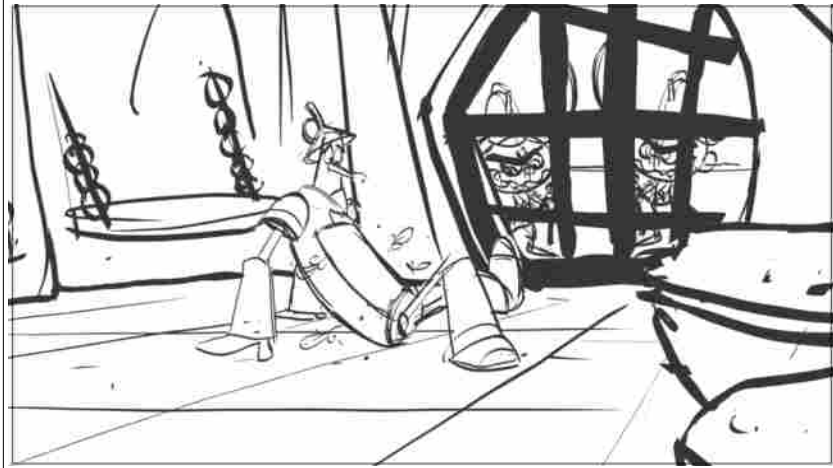
(Alarmed SQUAWK!)

Billina jumps back in Tin Man's chest and slams the hatch. We hear a lot of LOCKS being placed from within.

**Action Notes**

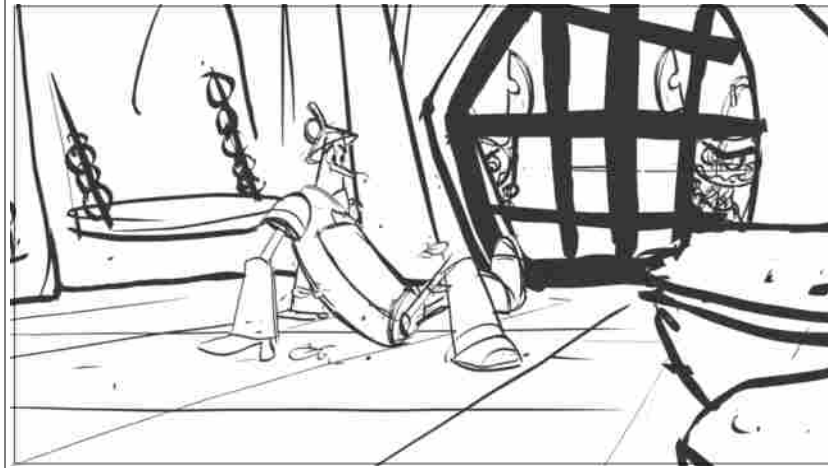
Billina jumps back in Tin Man's chest and slams the hatch. We hear a lot of LOCKS being placed from within.

Scene	Duration	Panel	Duration
14	14:09	1	02:21



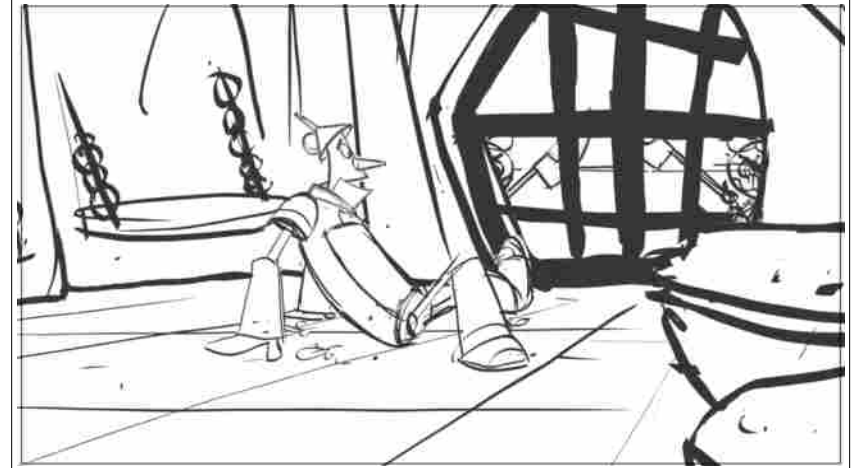
**Action Notes**  
 We hear a lot of LOCKS being placed from within.

Scene	Duration	Panel	Duration
14	14:09	2	02:21



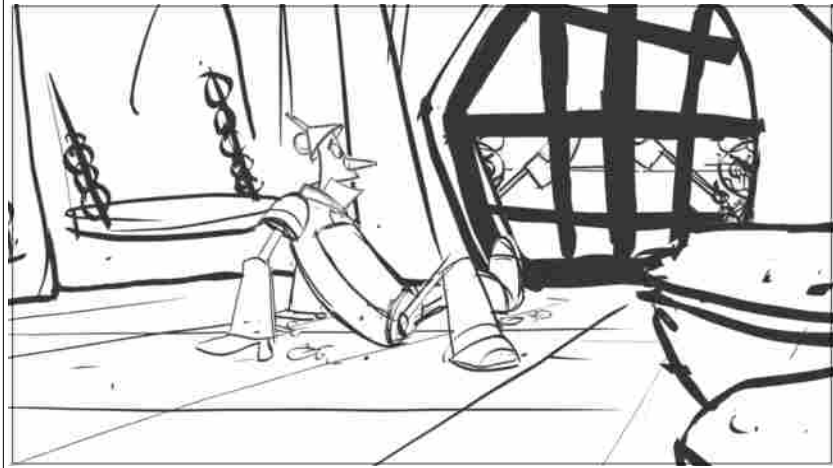
**Action Notes**  
 We hear a lot of LOCKS being placed from within.

Scene	Duration	Panel	Duration
14	14:09	3	02:21



**Action Notes**  
 We hear a lot of LOCKS being placed from within.

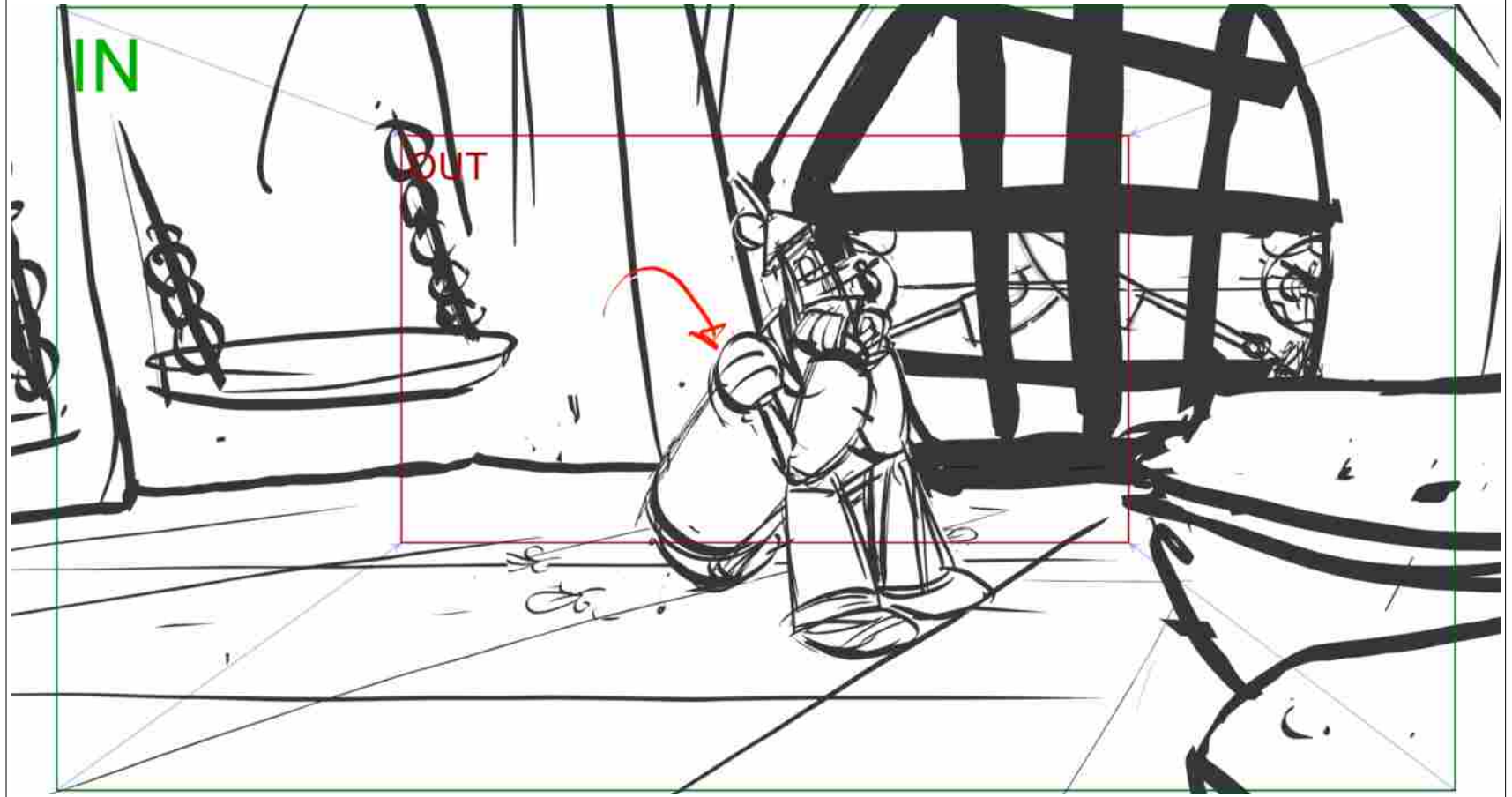
Scene	Duration	Panel	Duration
14	14:09	4	02:21



**Action Notes**

We hear a lot of LOCKS being placed from within.

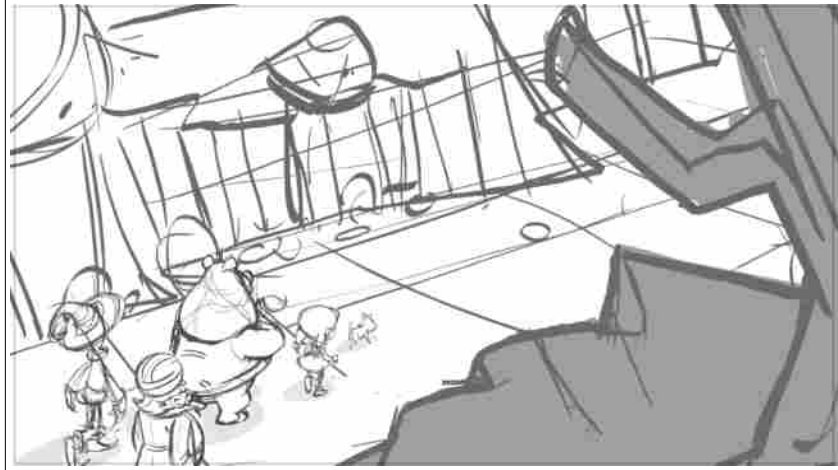
Scene	Duration	Panel	Duration
14	14:09	5	02:21



**Action Notes**

We hear a lot of LOCKS being placed from within.

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

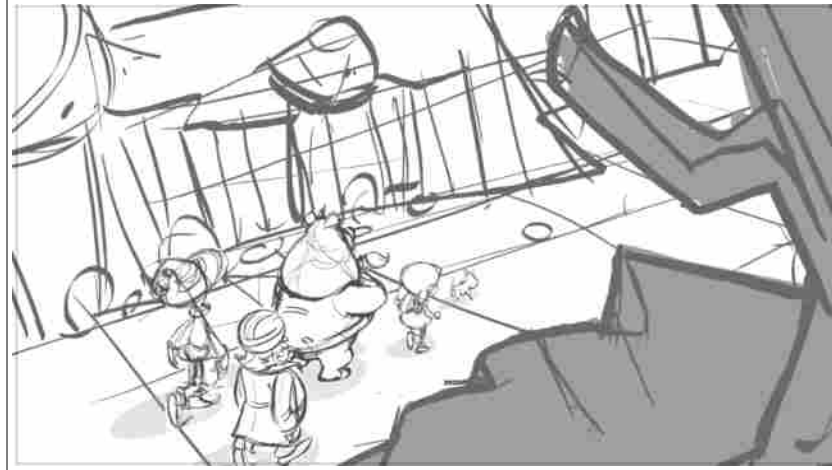


**Action Notes**

SEQ. 7) WASTELAND - CONTINUOUS

Toto leads Dorothy and the gang down the same path through the wasteland that Tin Man walked earlier.

Scene	Duration	Panel	Duration
1	02:00	2	01:00



Scene	Duration	Panel	Duration
2	05:04	1	00:20



**Dialog**

88 LION

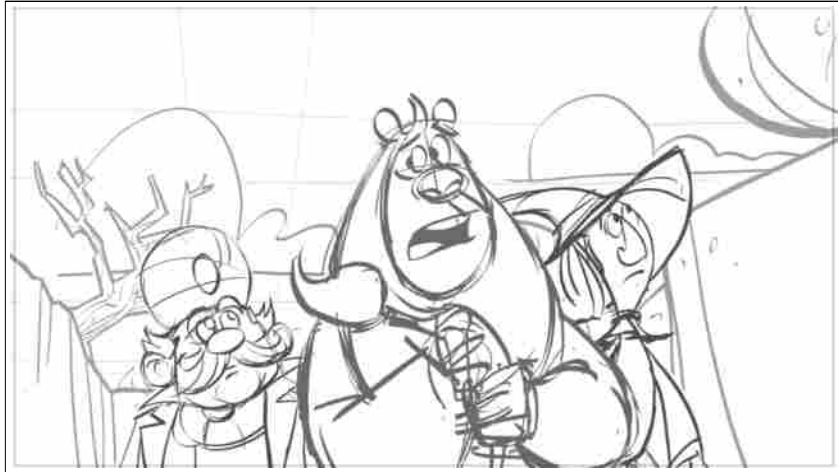
We haven't passed a soul out here. All this empty space is making me nervous.

**Action Notes**

Angle on Lion.



Scene	Duration	Panel	Duration
2	05:04	2	01:00



**Dialog**  
88 LION

We haven't passed a soul out here. All this empty space is making me nervous.

**Action Notes**  
Angle on Lion.

Scene	Duration	Panel	Duration
2	05:04	3	01:04



**Dialog**  
88 LION

We haven't passed a soul out here. All this empty space is making me nervous.

**Action Notes**  
Angle on Lion.

Scene	Duration	Panel	Duration
2	05:04	4	01:09



**Dialog**  
88 LION

We haven't passed a soul out here. All this empty space is making me nervous.

**Action Notes**  
Angle on Lion.



Scene	Duration	Panel	Duration
2	05:04	5	00:19

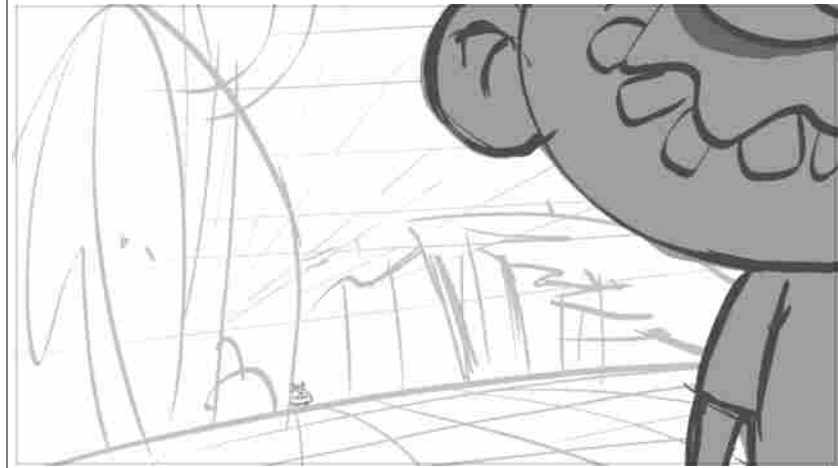


**Dialog**  
 88 LION

We haven't passed a soul out here. All this empty space is making me nervous.

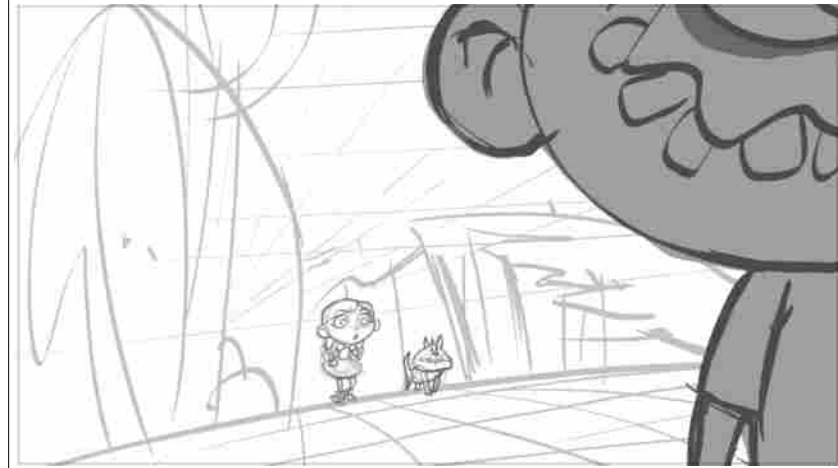
**Action Notes**  
 Angle on Lion.

Scene	Duration	Panel	Duration
3	06:15	1	01:00



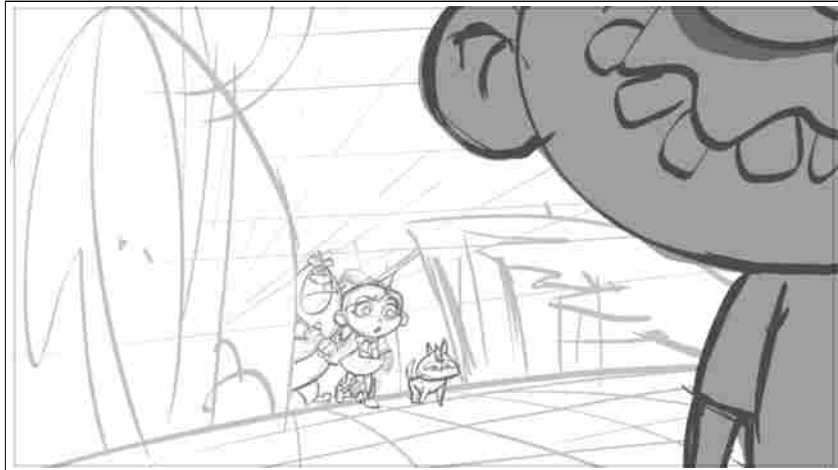
**Action Notes**  
 They round a bend and see a silhouette standing in the road.

Scene	Duration	Panel	Duration
3	06:15	2	01:00



**Action Notes**  
 They round a bend and see a silhouette standing in the road.

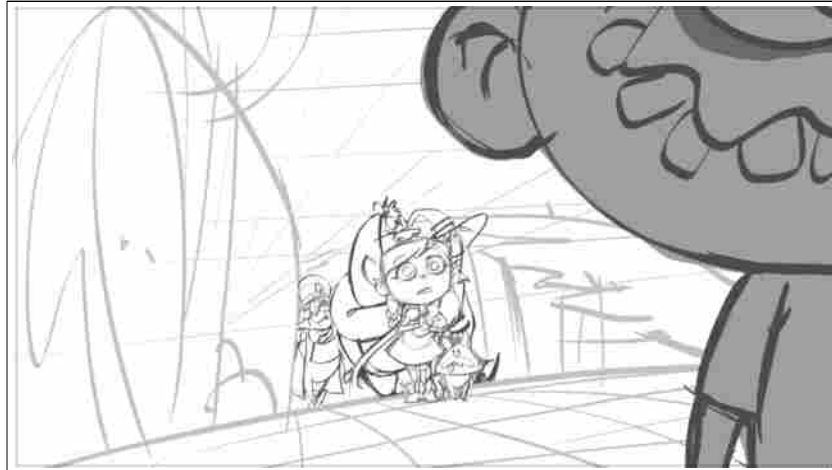
Scene	Duration	Panel	Duration
3	06:15	3	00:11



**Action Notes**

They round a bend and see a silhouette standing in the road.

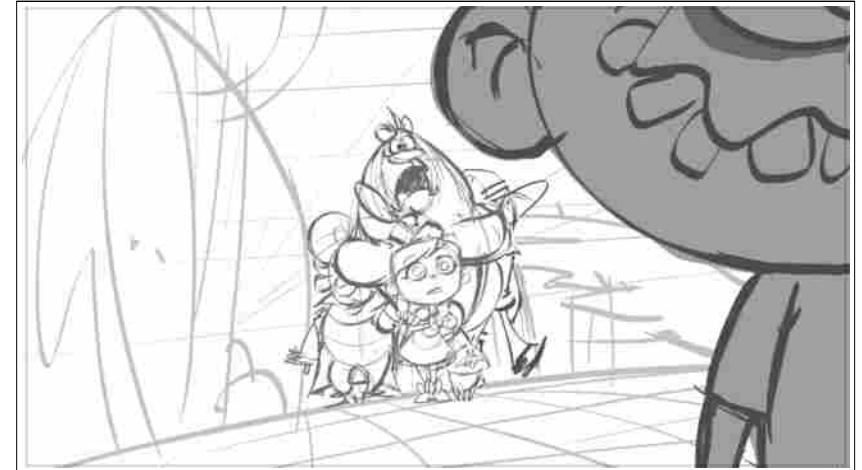
Scene	Duration	Panel	Duration
3	06:15	4	00:13



**Action Notes**

They round a bend and see a silhouette standing in the road.

Scene	Duration	Panel	Duration
3	06:15	5	00:10



**Dialog**

89 LION (CONT'D)

Ah! A local! Now I'm even more nervous!  
(whimpers)

**Action Notes**

They round a bend and see a silhouette standing in the road.

Scene	Duration	Panel	Duration
3	06:15	6	00:17



**Action Notes**  
They round a bend and see a silhouette standing in the road.

Scene	Duration	Panel	Duration
3	06:15	7	01:12



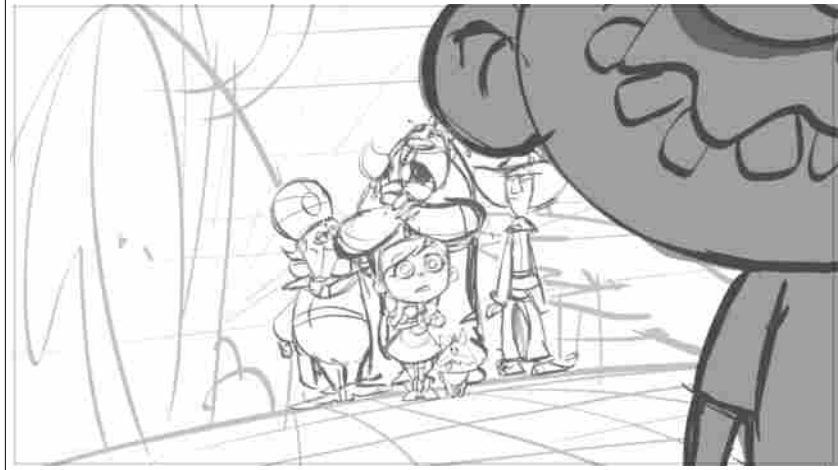
**Action Notes**  
They round a bend and see a silhouette standing in the road.

Scene	Duration	Panel	Duration
3	06:15	8	00:10



**Action Notes**  
They round a bend and see a silhouette standing in the road.

Scene	Duration	Panel	Duration
3	06:15	9	00:14



**Action Notes**

They round a bend and see a silhouette standing in the road.

Scene	Duration	Panel	Duration
4	05:07	1	00:08



Scene	Duration	Panel	Duration
4	05:07	2	00:15



**Dialog**

93 DOROTHY

Hello there, you seem friendly -- we were wondering if perhaps you have seen our friend?

Scene	Duration	Panel	Duration
4	05:07	3	01:02



**Dialog**

93 DOROTHY

Hello there, you seem friendly -- we were wondering if perhaps you have seen our friend?

Scene	Duration	Panel	Duration
4	05:07	4	01:13



**Dialog**

93 DOROTHY

Hello there, you seem friendly -- we were wondering if perhaps you have seen our friend?

Scene	Duration	Panel	Duration
4	05:07	5	01:17



**Dialog**

93 DOROTHY

Hello there, you seem friendly -- we were wondering if perhaps you have seen our friend?



Scene	Duration	Panel	Duration
5	03:17	1	01:08



**Action Notes**  
 The Scodler just stands there and doesn't respond.

Scene	Duration	Panel	Duration
5	03:17	2	00:15



Scene	Duration	Panel	Duration
5	03:17	3	00:10



Scene	Duration	Panel	Duration
5	03:17	4	00:11



Scene	Duration	Panel	Duration
5	03:17	5	00:21



Scene	Duration	Panel	Duration
6	07:10	1	00:15



**Dialog**

94 WIZARD

He's got a nose like a hot dog, a hat like a funnel...and ah, thats about it..and -- oh yeah, he's made entirely out of metal.

Scene	Duration	Panel	Duration
6	07:10	2	01:13



**Dialog**

94 WIZARD

He's got a nose like a hot dog, a hat like a funnel...and ah, thats about it..and -- oh yeah, he's made entirely out of metal.

Scene	Duration	Panel	Duration
6	07:10	3	01:12



**Dialog**

94 WIZARD

He's got a nose like a hot dog, a hat like a funnel...and ah, thats about it..and -- oh yeah, he's made entirely out of metal.

Scene	Duration	Panel	Duration
6	07:10	4	01:00



**Dialog**

94 WIZARD

He's got a nose like a hot dog, a hat like a funnel...and ah, thats about it..and -- oh yeah, he's made entirely out of metal.

Scene	Duration	Panel	Duration
6	07:10	5	00:11



**Dialog**

94 WIZARD

He's got a nose like a hot dog, a hat like a funnel...and ah, thats about it..and -- oh yeah, he's made entirely out of metal.

Scene	Duration	Panel	Duration
6	07:10	6	00:11



**Dialog**

94 WIZARD

He's got a nose like a hot dog, a hat like a funnel...and ah, thats about it..and -- oh yeah, he's made entirely out of metal.

Scene	Duration	Panel	Duration
6	07:10	7	01:10



**Dialog**

94 WIZARD

He's got a nose like a hot dog, a hat like a funnel...and ah, thats about it..and -- oh yeah, he's made entirely out of metal.

Scene	Duration	Panel	Duration
6	07:10	8	00:10



**Dialog**

94 WIZARD

He's got a nose like a hot dog, a hat like a funnel...and ah, thats about it..and -- oh yeah, he's made entirely out of metal.

Scene	Duration	Panel	Duration
7	05:08	1	00:16



**Action Notes**

Without speaking, the Scoodler ominously turns his head to the frowny position.

Scene	Duration	Panel	Duration
7	05:08	2	00:16



**Action Notes**

Without speaking, the Scoodler ominously turns his head to the frowny position.



Scene	Duration	Panel	Duration
7	05:08	3	00:16



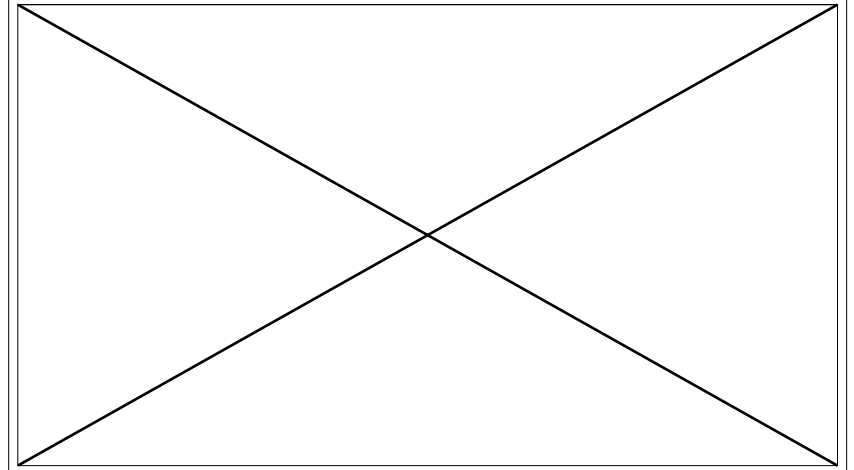
**Action Notes**  
Without speaking, the Scoodler ominously turns his head to the frowny position.

Scene	Duration	Panel	Duration
7	05:08	4	00:16

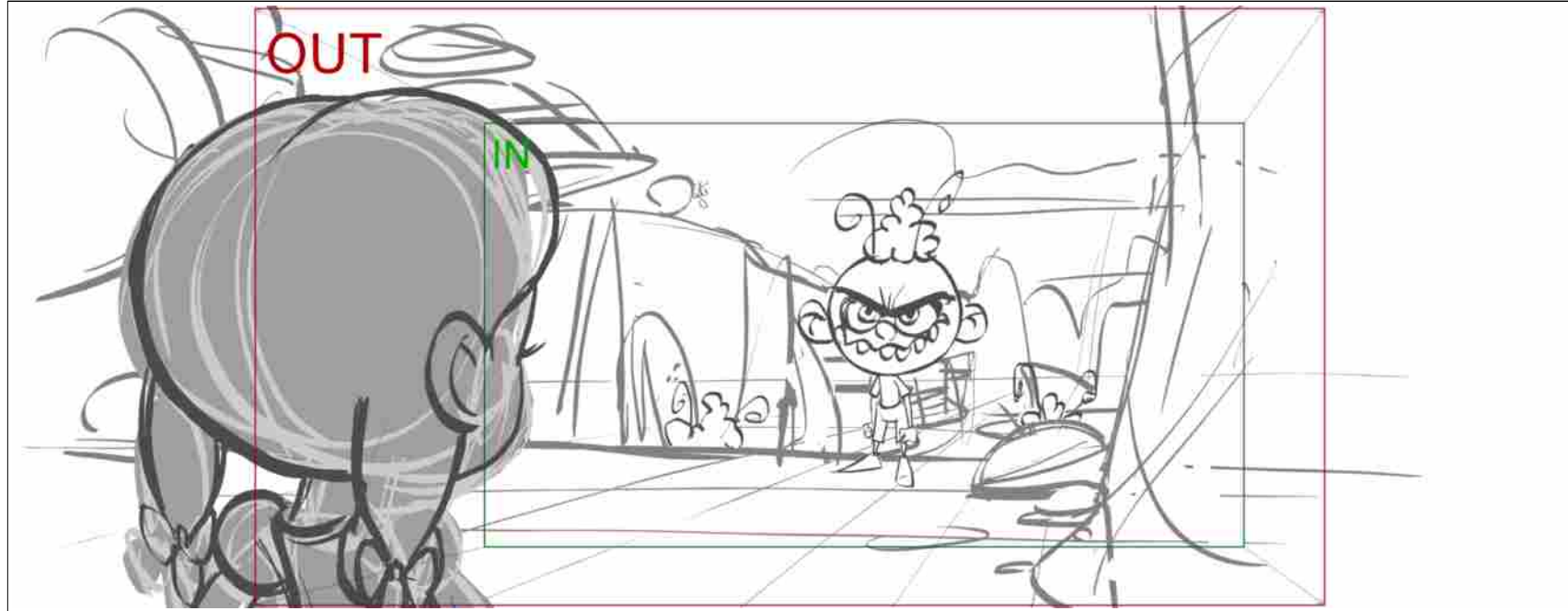


**Action Notes**  
Without speaking, the Scoodler ominously turns his head to the frowny position.

NO PANEL
----------



Scene	Duration	Panel	Duration
7	05:08	5	00:16



**Action Notes**  
 Without speaking, the Scoodler ominously turns his head to the frowny position.

Scene	Duration	Panel	Duration
7	05:08	6	00:16



**Action Notes**  
 Without speaking, the Scoodler ominously turns his head to the frowny position.

Scene	Duration	Panel	Duration
7	05:08	7	00:16

**Action Notes**

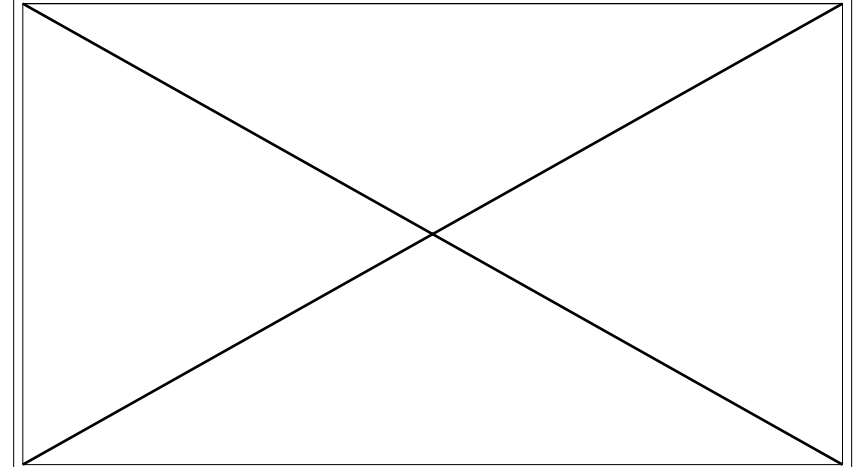
Without speaking, the Scoodler ominously turns his head to the frowny position.

Scene	Duration	Panel	Duration
7	05:08	8	00:16

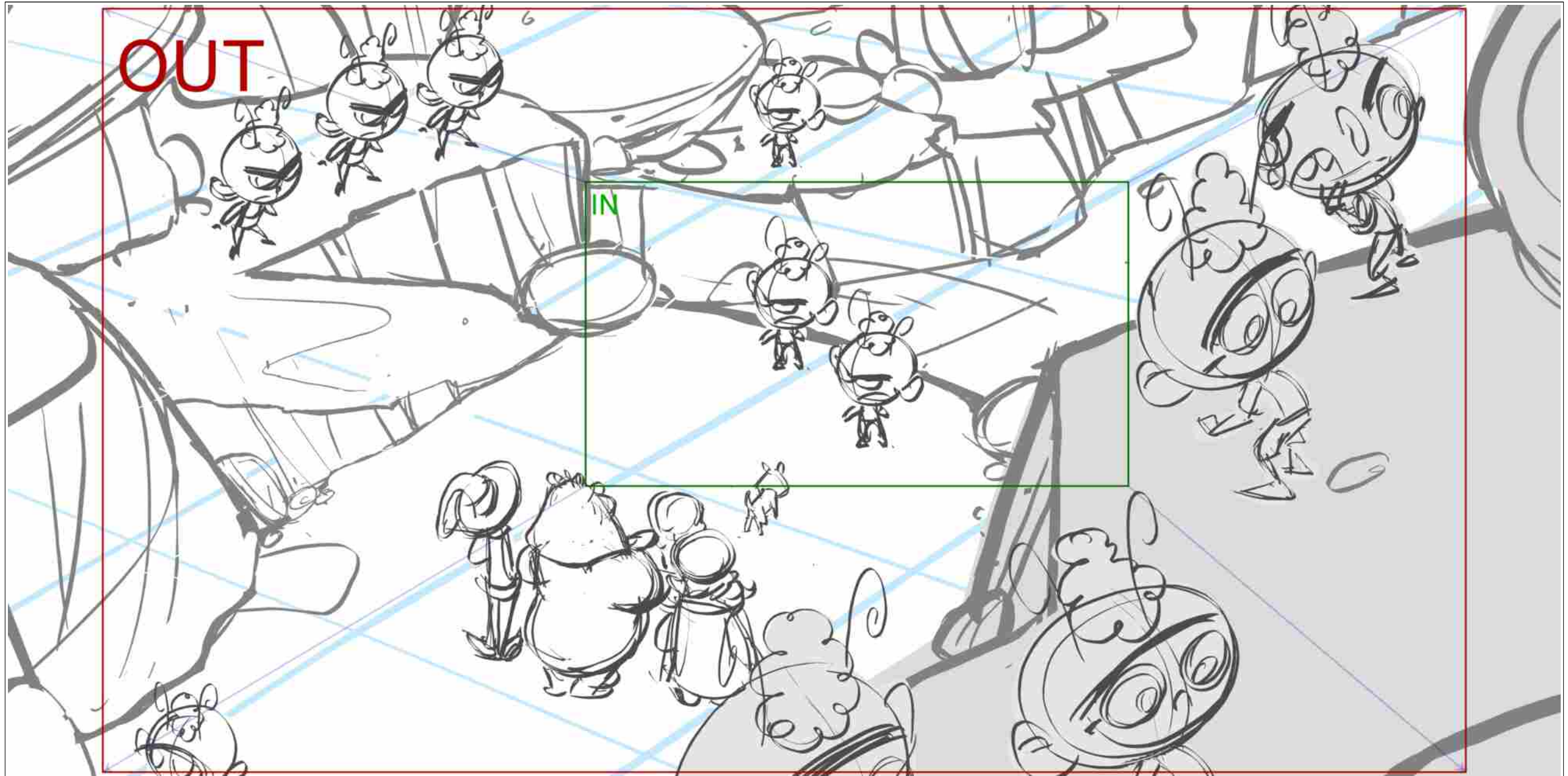
**Action Notes**

Without speaking, the Scoodler ominously turns his head to the frowny position.

NO PANEL



Scene	Duration	Panel	Duration
8	01:16	1	00:15

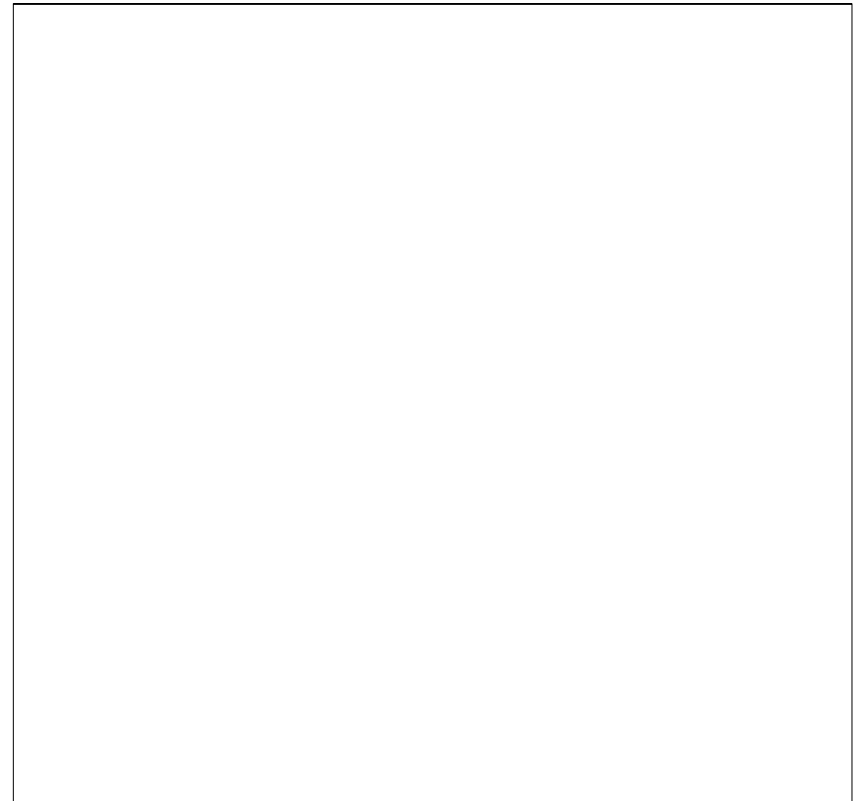
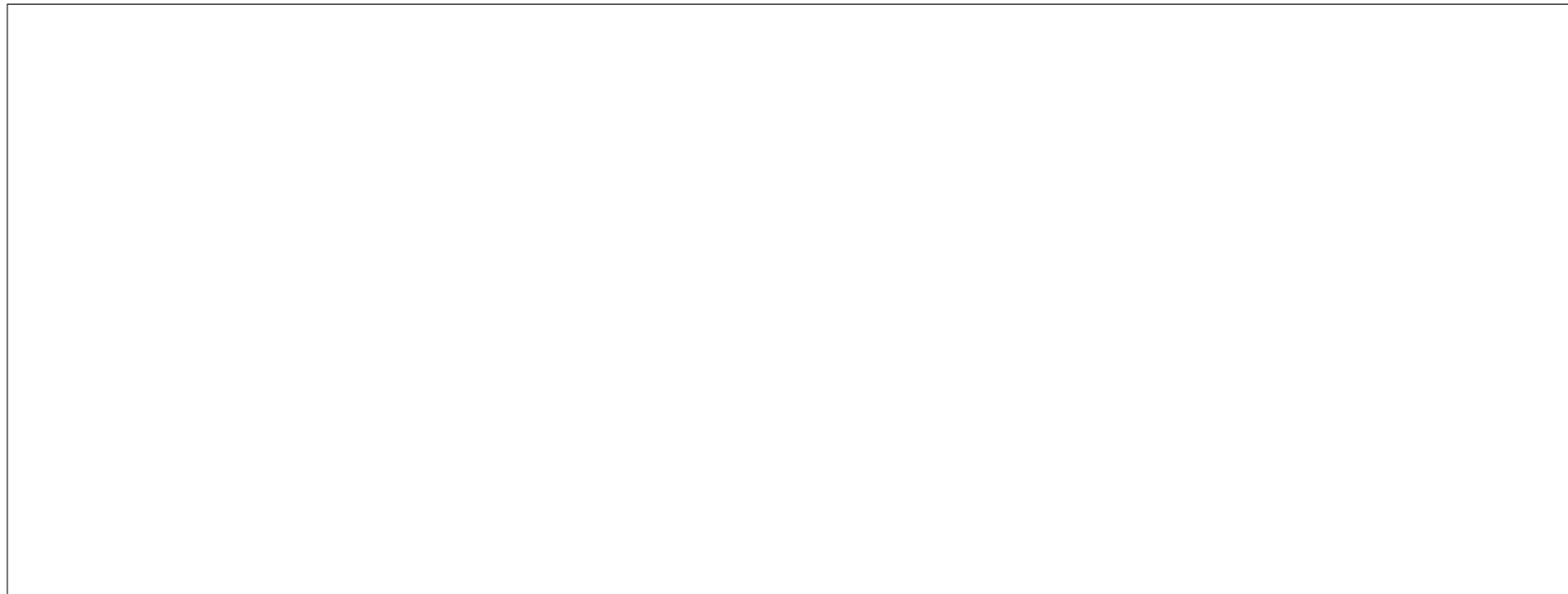
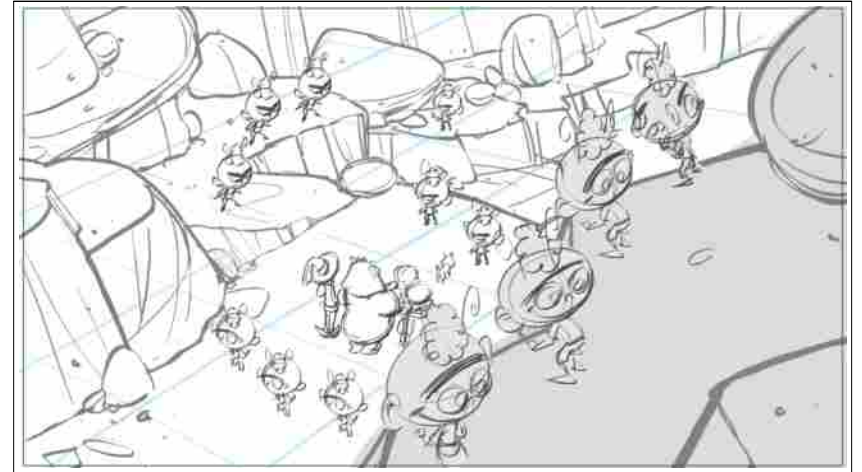
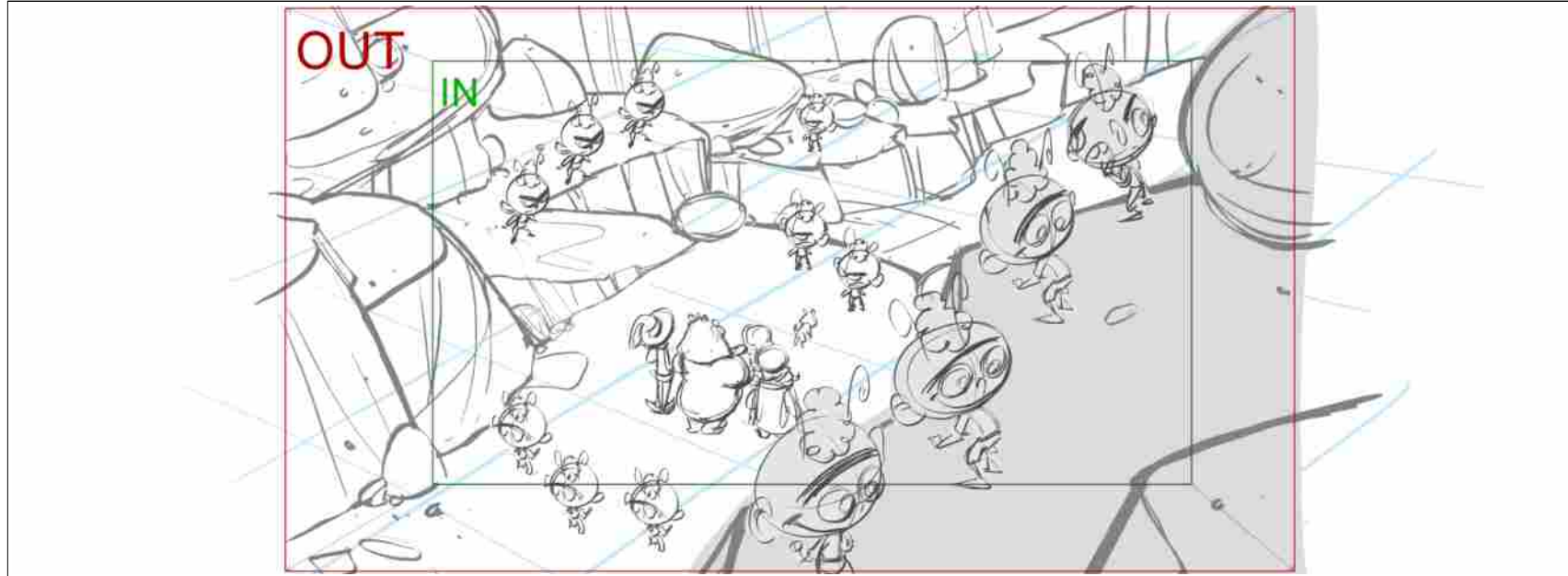






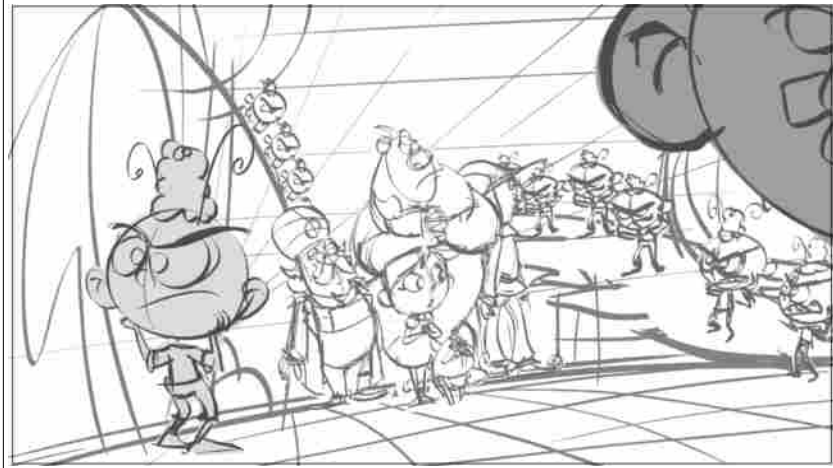
Scene	Duration	Panel	Duration
8	01:16	2	00:09

Scene	Duration	Panel	Duration
8	01:16	3	00:16





Scene	Duration	Panel	Duration
9	05:00	1	01:00



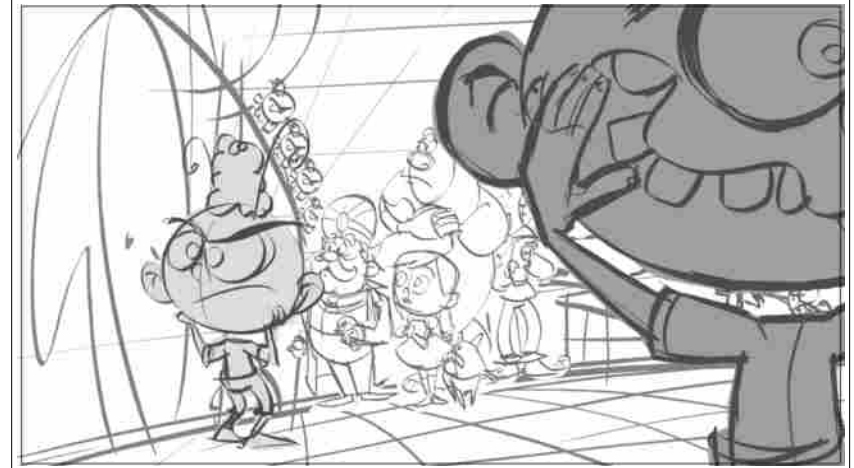
**Action Notes**

The SCODLERS begin to ominously move in on our heros.

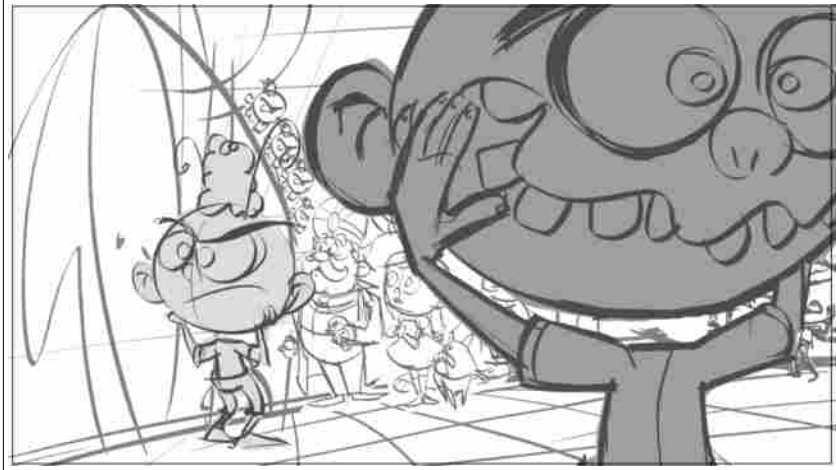
Scene	Duration	Panel	Duration
9	05:00	2	01:00



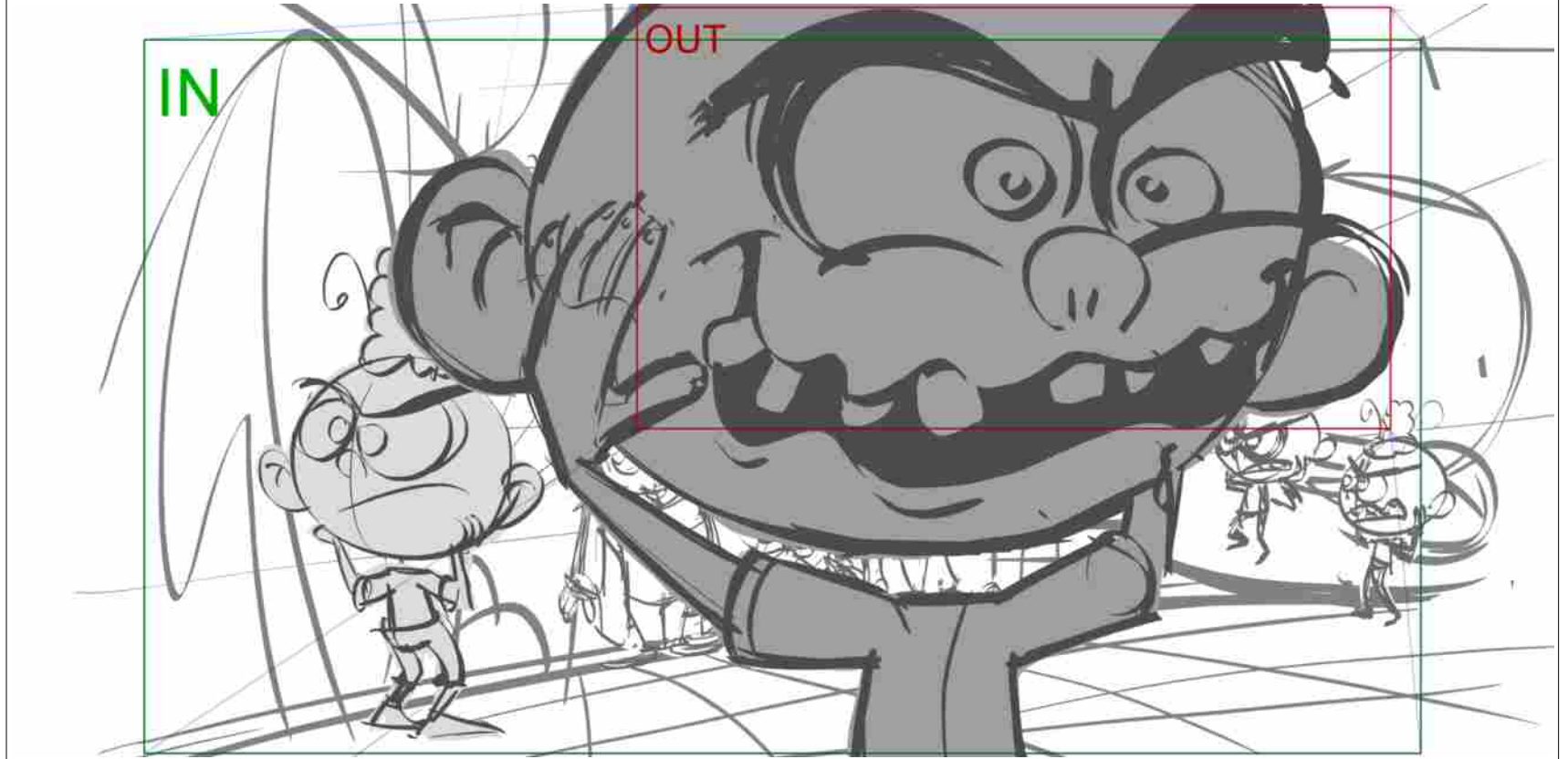
Scene	Duration	Panel	Duration
9	05:00	3	01:00



Scene	Duration	Panel	Duration
9	05:00	4	01:00

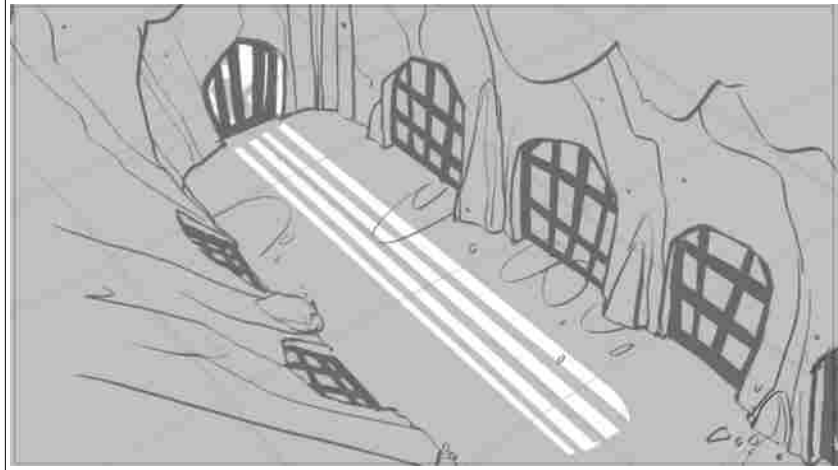


Scene	Duration	Panel	Duration
9	05:00	5	01:00



**Action Notes**  
TRUCK IN on SCOODLERS face.

Scene	Duration	Panel	Duration
1_A	00:16	1	00:08



**Action Notes**  
 SEQ. 8) INT. SCODLER JAIL - A LITTLE WHILE LATER

Dorothy and the gang enter the Scoodler jail.

Scene	Duration	Panel	Duration
1_A	00:16	2	00:08



**Action Notes**  
 SEQ. 8) INT. SCODLER JAIL - A LITTLE WHILE LATER

Dorothy and the gang enter the Scoodler jail.

Scene	Duration	Panel	Duration
1	03:08	1	00:16



**Action Notes**  
 Dorothy and the gang enter the Scoodler jail.

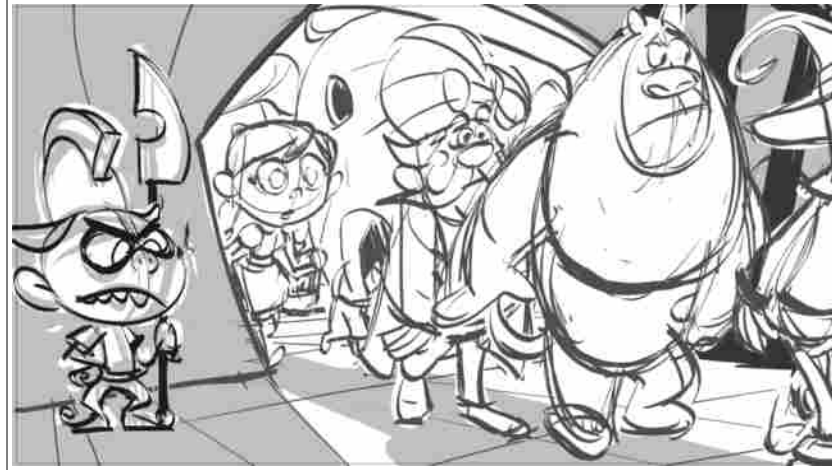
Scene	Duration	Panel	Duration
1	03:08	2	00:16



**Action Notes**

Dorothy and the gang enter the Scoodler jail.

Scene	Duration	Panel	Duration
1	03:08	3	00:16



**Action Notes**

Dorothy and the gang enter the Scoodler jail.

Scene	Duration	Panel	Duration
1	03:08	4	00:16

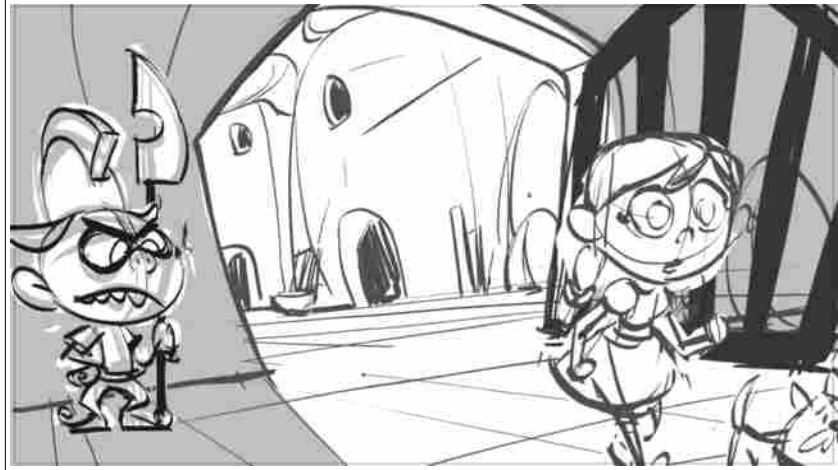


**Action Notes**

Dorothy and the gang enter the Scoodler jail.



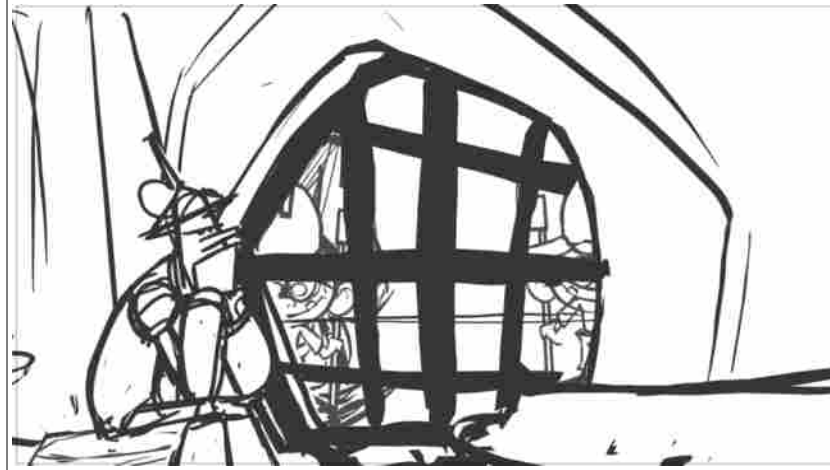
Scene	Duration	Panel	Duration
1	03:08	5	00:16



**Action Notes**

Dorothy and the gang enter the Scoodler jail.

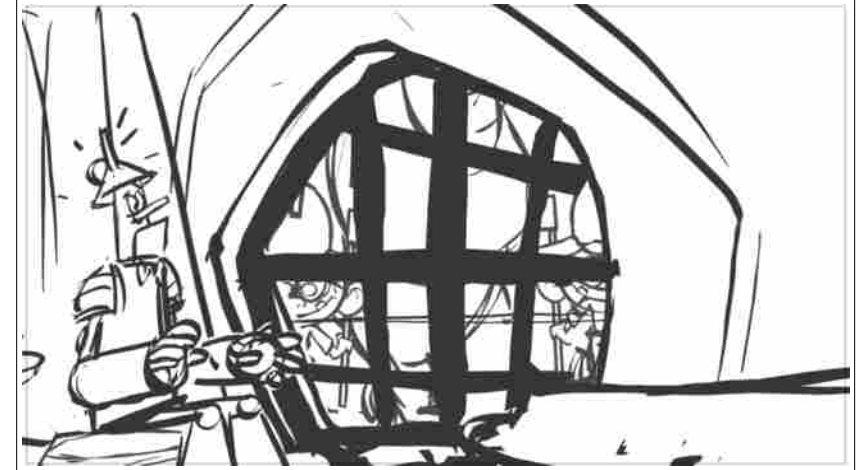
Scene	Duration	Panel	Duration
2	02:00	1	00:16



**Action Notes**

Tin Man is in there, hanging his head with sadness.

Scene	Duration	Panel	Duration
2	02:00	2	00:16



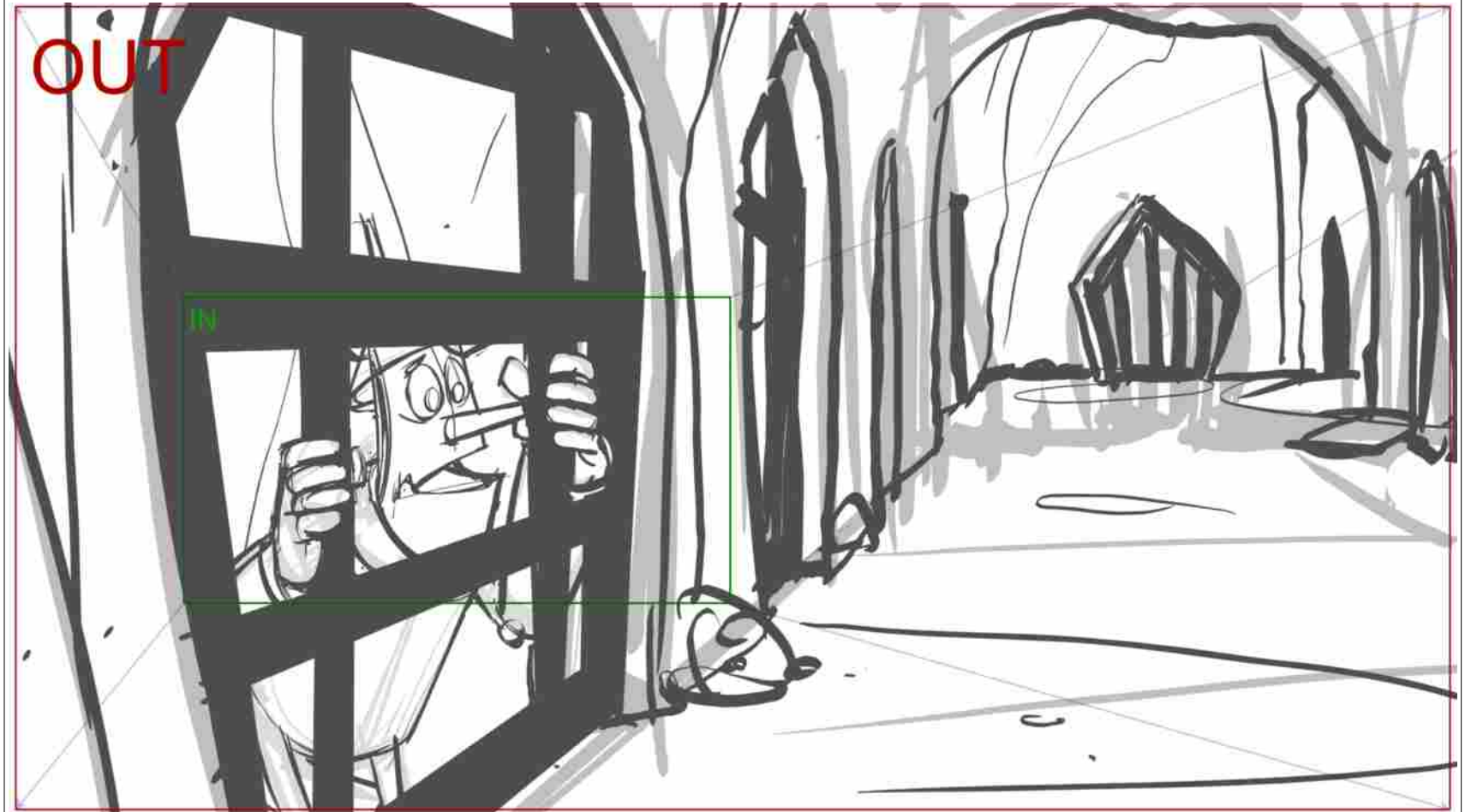


Scene	Duration	Panel	Duration
2	02:00	3	00:16

**Action Notes**

He sees his friends walk past. He reacts with delight.

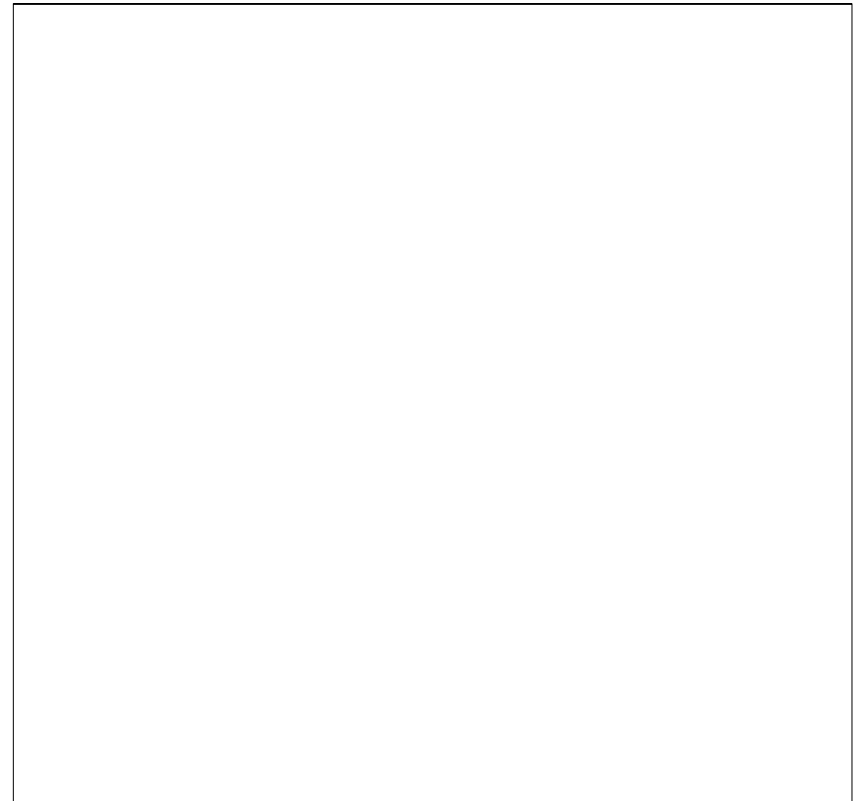
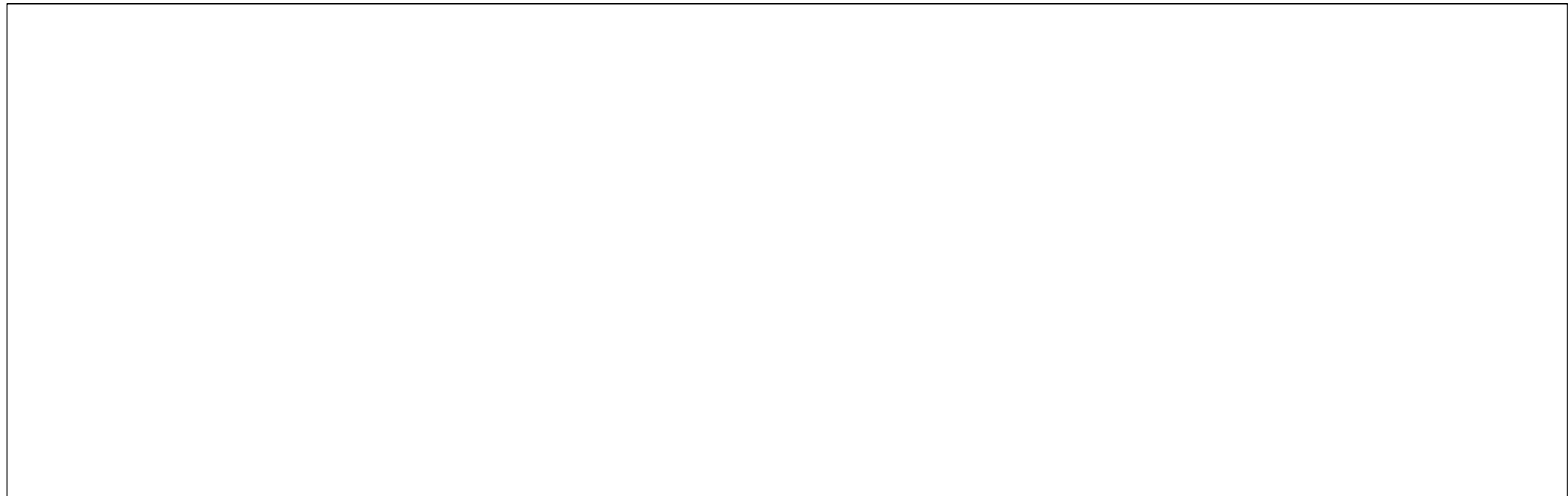
Scene	Duration	Panel	Duration
3	05:22	1	00:16

**Action Notes**

Close on Tinman. TRUCK OUT to see the gang marching past his cell. Dorothy stops momentarily.

Scene	Duration	Panel	Duration
3	05:22	2	00:16

Scene	Duration	Panel	Duration
3	05:22	3	00:10



Scene	Duration	Panel	Duration
3	05:22	4	02:05

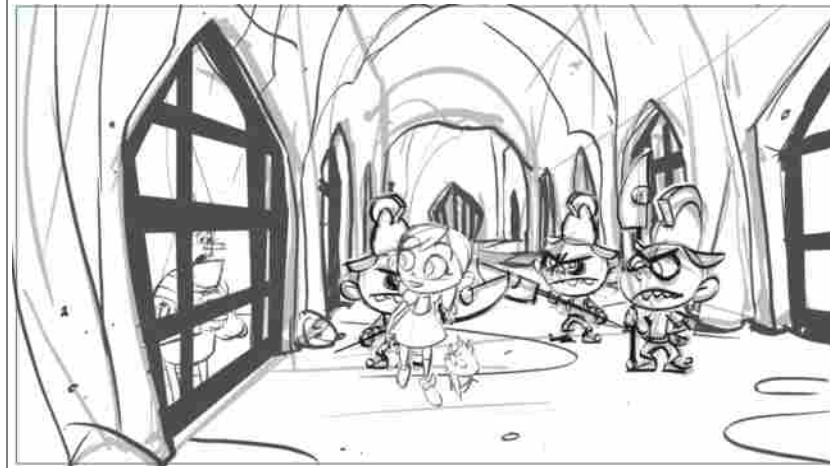


**Dialog**

95 TIN MAN

Dorothy! Friends! How happy I am to see you!

Scene	Duration	Panel	Duration
3	05:22	5	01:23



**Action Notes**

Realizing they've been captured too, Tin Man's face falls.

Scene	Duration	Panel	Duration
5	03:03	1	01:04





Scene	Duration	Panel	Duration
5	03:03	2	00:19



Scene	Duration	Panel	Duration
5	03:03	3	00:17

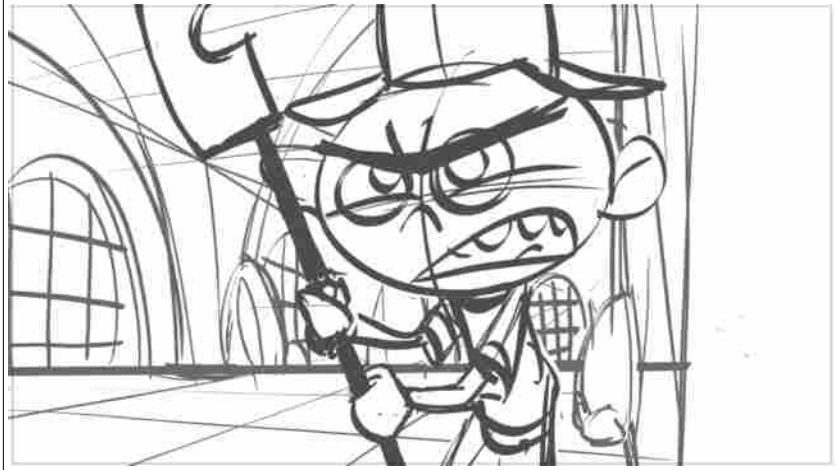


Scene	Duration	Panel	Duration
5	03:03	4	00:11





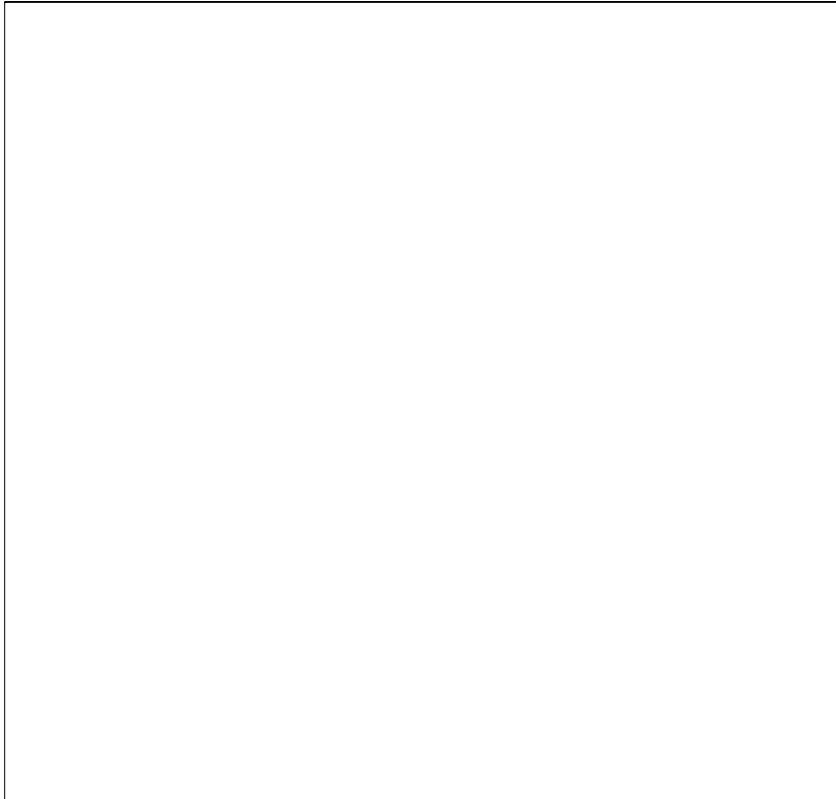
Scene	Duration	Panel	Duration
6	01:08	1	01:08



Scene	Duration	Panel	Duration
7	03:08	1	00:16



Scene	Duration	Panel	Duration
7	03:08	2	00:16





Scene	Duration	Panel	Duration
7	03:08	3	00:16



Scene	Duration	Panel	Duration
7	03:08	4	00:16



Scene	Duration	Panel	Duration
7	03:08	5	00:16



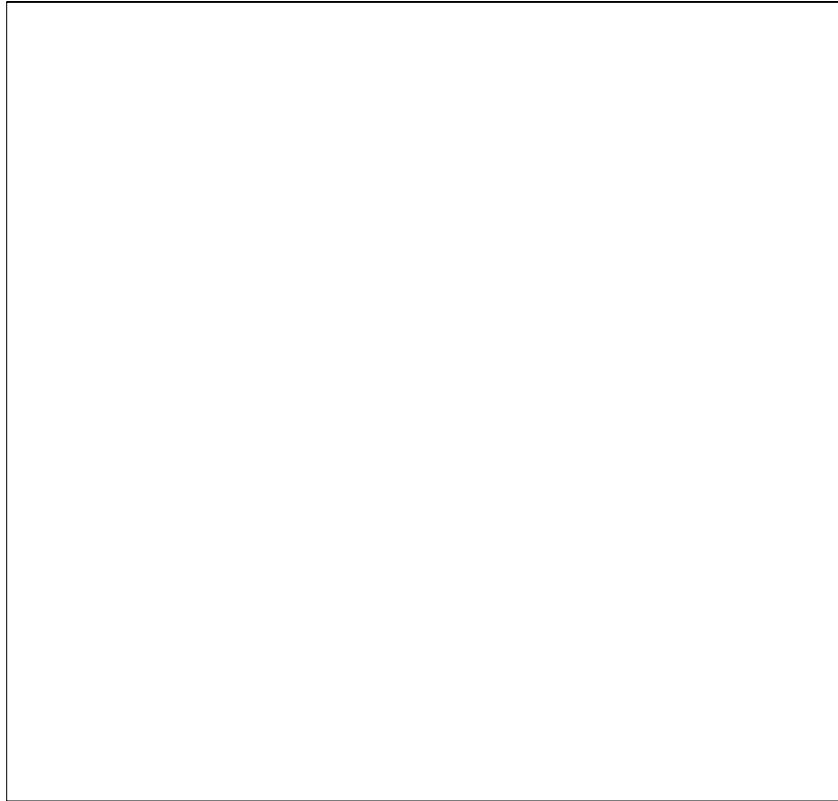
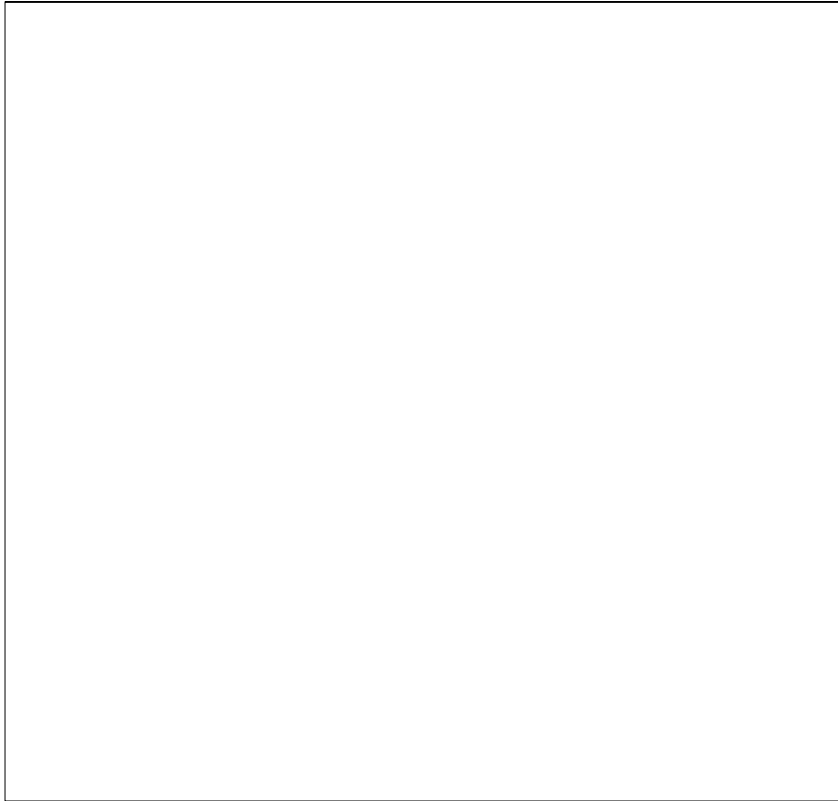
Scene	Duration	Panel	Duration
8	02:00	1	00:16



Scene	Duration	Panel	Duration
8	02:00	2	00:16



Scene	Duration	Panel	Duration
8	02:00	3	00:16



Scene	Duration	Panel	Duration
9	04:06	1	00:07



**Dialog**

99 WIZARD

Ahh, Dorothy, now's the time to put those puppies on your dogs to good use.

Scene	Duration	Panel	Duration
9	04:06	2	01:13



**Dialog**

99 WIZARD

Ahh, Dorothy, now's the time to put those puppies on your dogs to good use.

Scene	Duration	Panel	Duration
9	04:06	3	00:08



**Dialog**

99 WIZARD

Ahh, Dorothy, now's the time to put those puppies on your dogs to good use.

Scene	Duration	Panel	Duration
9	04:06	4	00:10



**Dialog**

99 WIZARD

Ahh, Dorothy, now's the time to put those puppies on your dogs to good use.

Scene	Duration	Panel	Duration
9	04:06	5	00:14



**Dialog**

99 WIZARD

Ahh, Dorothy, now's the time to put those puppies on your dogs to good use.

Scene	Duration	Panel	Duration
9	04:06	6	00:14

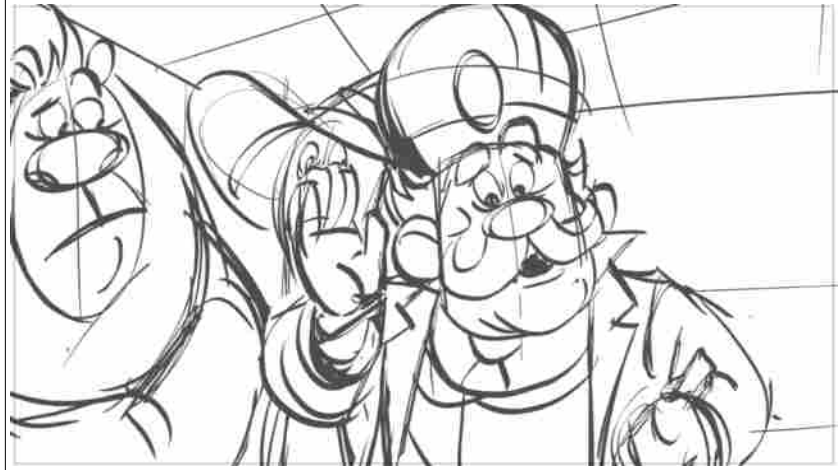


**Dialog**

99 WIZARD

Ahh, Dorothy, now's the time to put those puppies on your dogs to good use.

Scene	Duration	Panel	Duration
9	04:06	7	00:12



**Dialog**

99 WIZARD

Ahh, Dorothy, now's the time to put those puppies on your dogs to good use.

Scene	Duration	Panel	Duration
10	03:02	1	00:22



**Dialog**

100 DOROTHY

Okay everyone, come in close.

**Action Notes**

They all link arms. Dorothy clicks her heels three times and... nothing.

Scene	Duration	Panel	Duration
10	03:02	2	00:22



**Dialog**

100 DOROTHY

Okay everyone, come in close.

**Action Notes**

They all link arms. Dorothy clicks her heels three times and... nothing.



Scene	Duration	Panel	Duration
10	03:02	3	01:06



**Dialog**

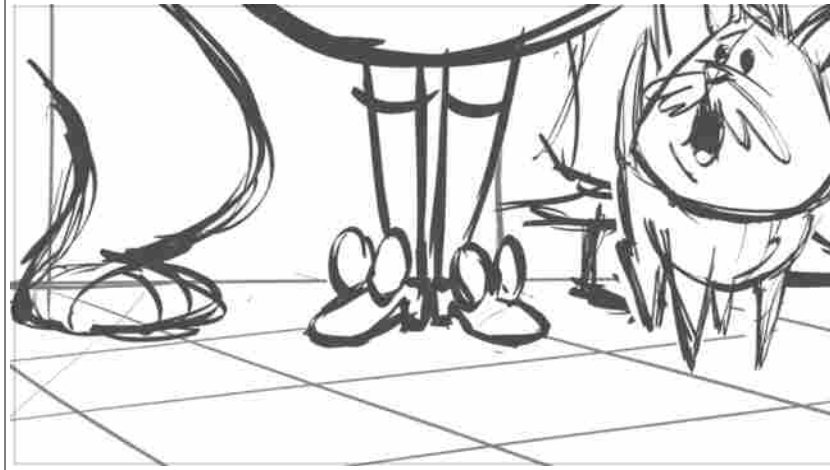
100 DOROTHY

Okay everyone, come in close.

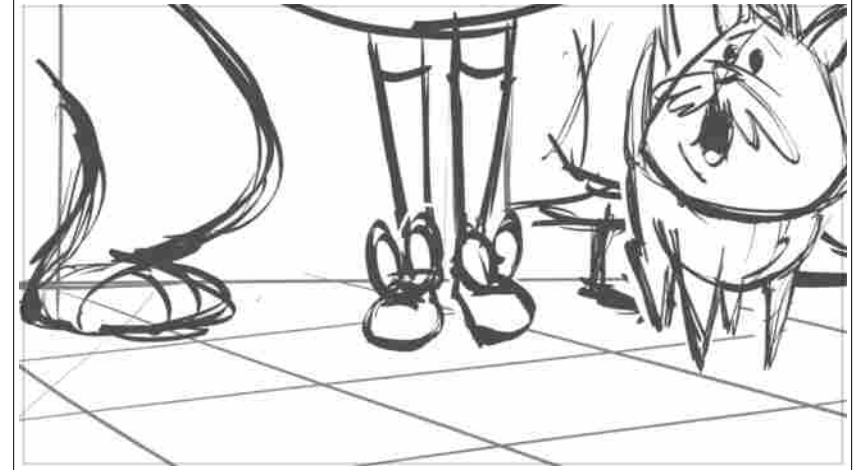
**Action Notes**

They all link arms. Dorothy clicks her heels three times and... nothing.

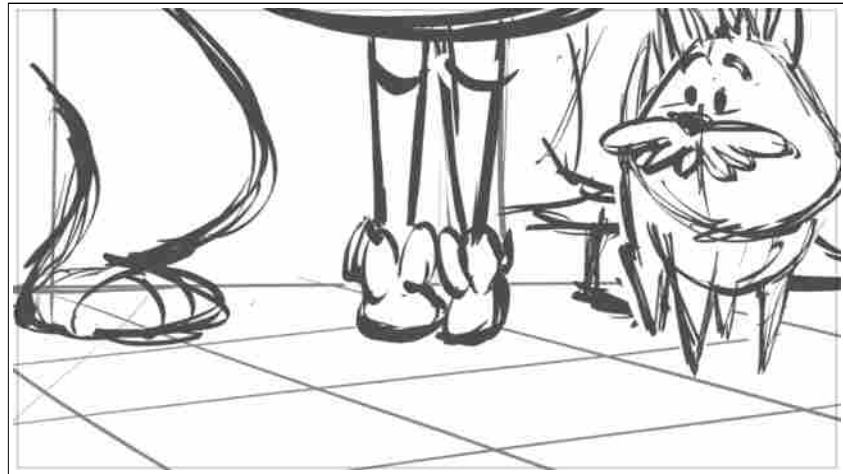
Scene	Duration	Panel	Duration
11	04:16	1	00:16



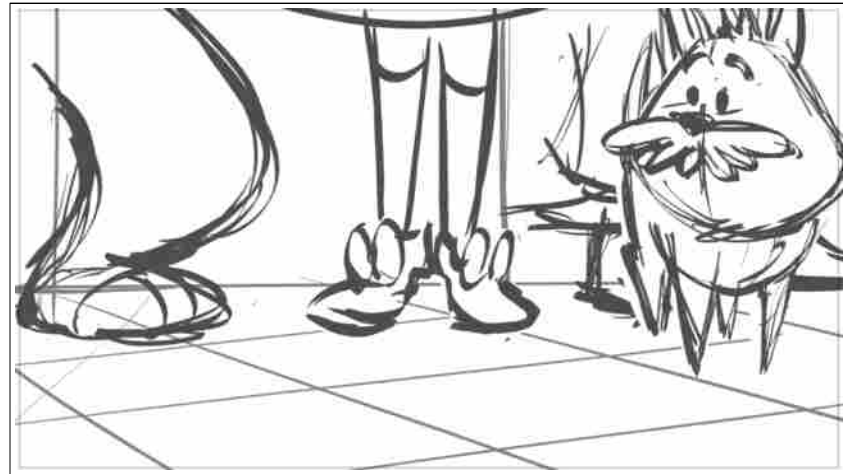
Scene	Duration	Panel	Duration
11	04:16	2	00:16



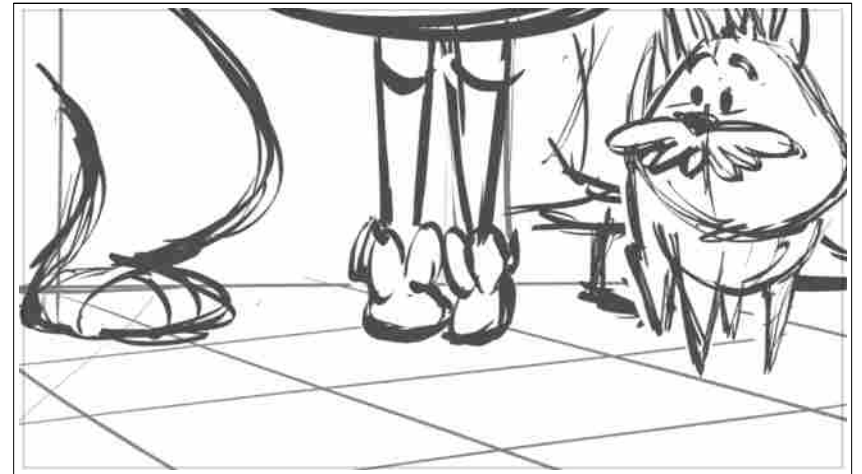
Scene	Duration	Panel	Duration
11	04:16	3	00:16



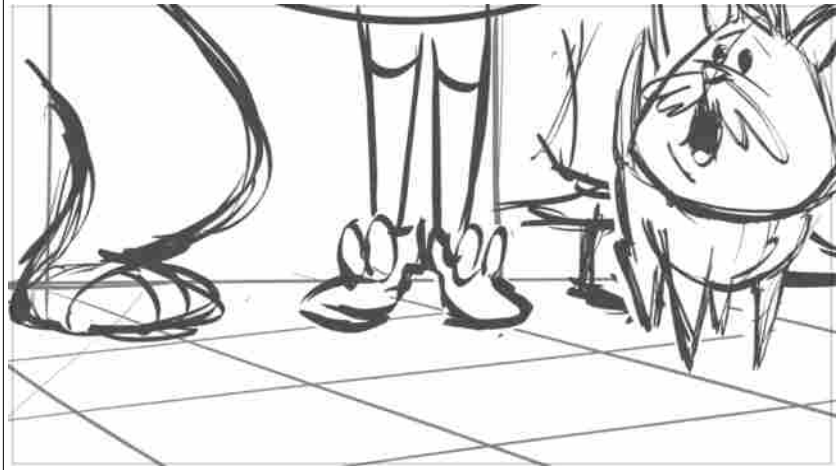
Scene	Duration	Panel	Duration
11	04:16	4	00:16



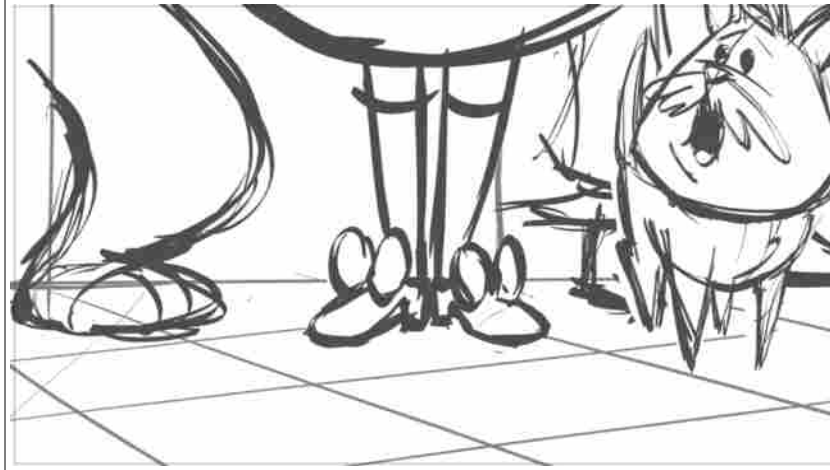
Scene	Duration	Panel	Duration
11	04:16	5	00:16



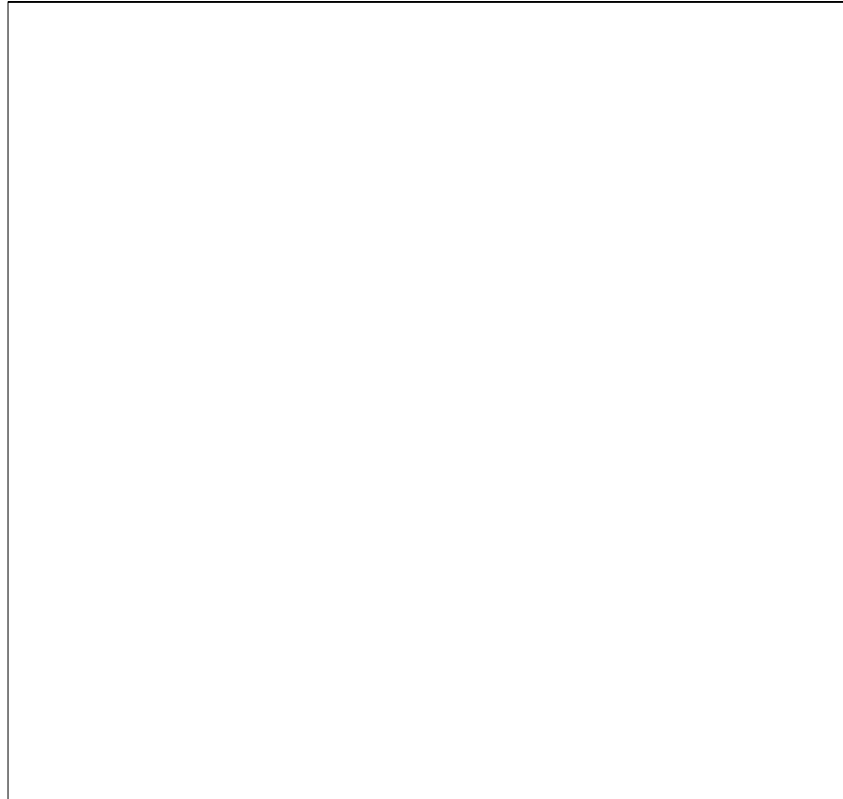
Scene	Duration	Panel	Duration
11	04:16	6	00:16



Scene	Duration	Panel	Duration
11	04:16	7	00:16



Scene	Duration	Panel	Duration
12	11:19	1	01:16



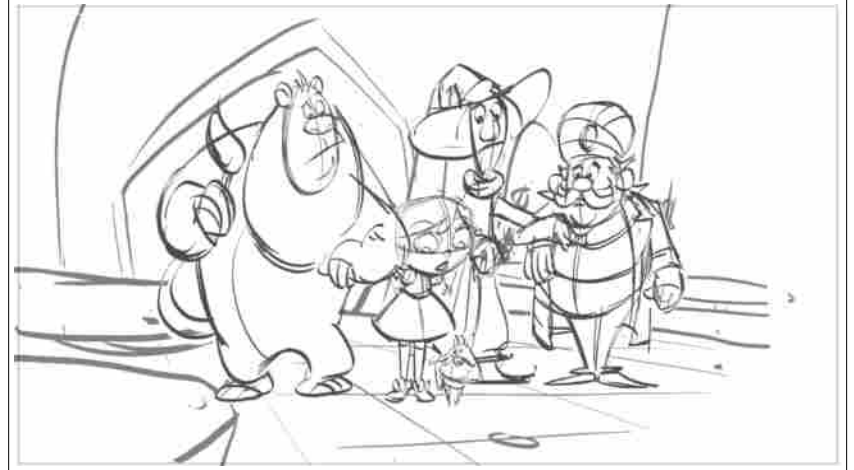
Scene	Duration	Panel	Duration
12	11:19	2	00:16



Scene	Duration	Panel	Duration
12	11:19	3	00:16



Scene	Duration	Panel	Duration
12	11:19	4	00:16



Scene	Duration	Panel	Duration
12	11:19	5	00:16



Scene	Duration	Panel	Duration
12	11:19	6	00:16



Scene	Duration	Panel	Duration
12	11:19	7	00:08





Scene	Duration	Panel	Duration
12	11:19	8	00:08



Scene	Duration	Panel	Duration
12	11:19	9	01:04



Scene	Duration	Panel	Duration
12	11:19	10	00:14



Scene	Duration	Panel	Duration
12	11:19	11	01:05



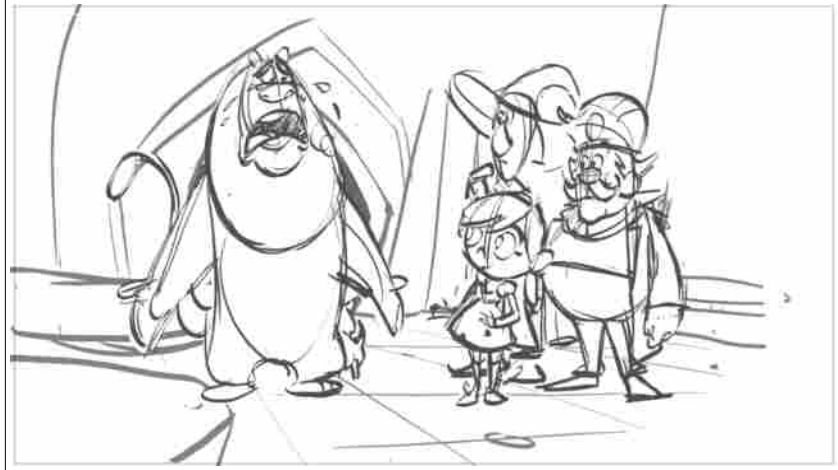
Scene	Duration	Panel	Duration
12	11:19	12	01:04



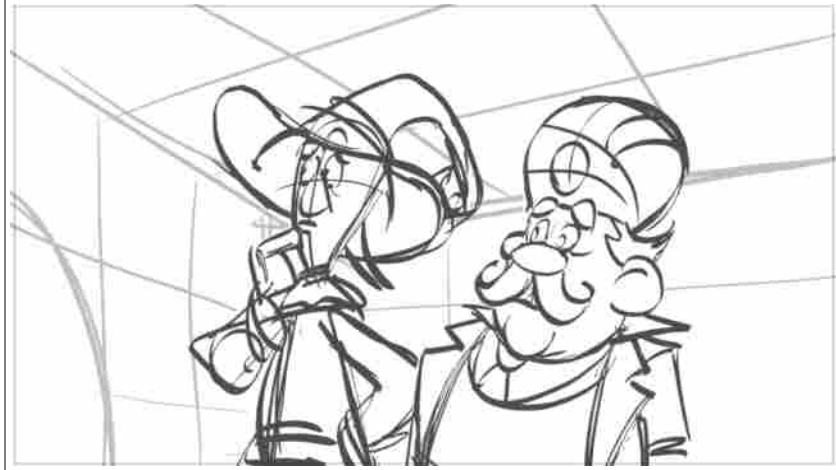
Scene	Duration	Panel	Duration
12	11:19	13	01:04



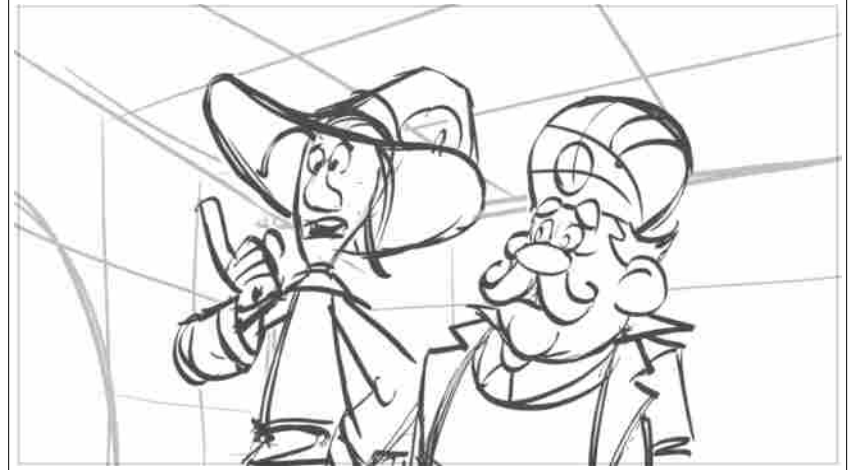
Scene	Duration	Panel	Duration
12	11:19	14	00:20



Scene	Duration	Panel	Duration
13	07:20	1	00:10



Scene	Duration	Panel	Duration
13	07:20	2	01:04



**Dialog**

103 SCARECROW

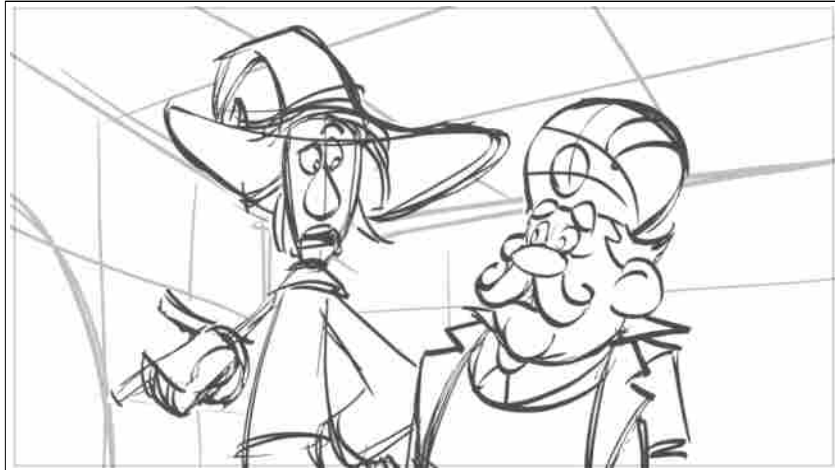
There must be some sort of anti-magic force field preventing the ruby slippers from working.

**Dialog**

103 SCARECROW

There must be some sort of anti-magic force field preventing the ruby slippers from working.

Scene	Duration	Panel	Duration
13	07:20	3	01:20

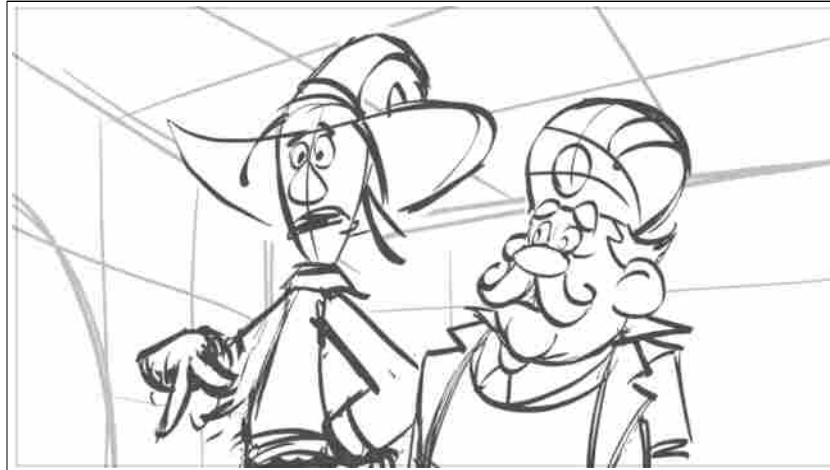


**Dialog**

103 SCARECROW

There must be some sort of anti-magic force field preventing the ruby slippers from working.

Scene	Duration	Panel	Duration
13	07:20	4	00:16

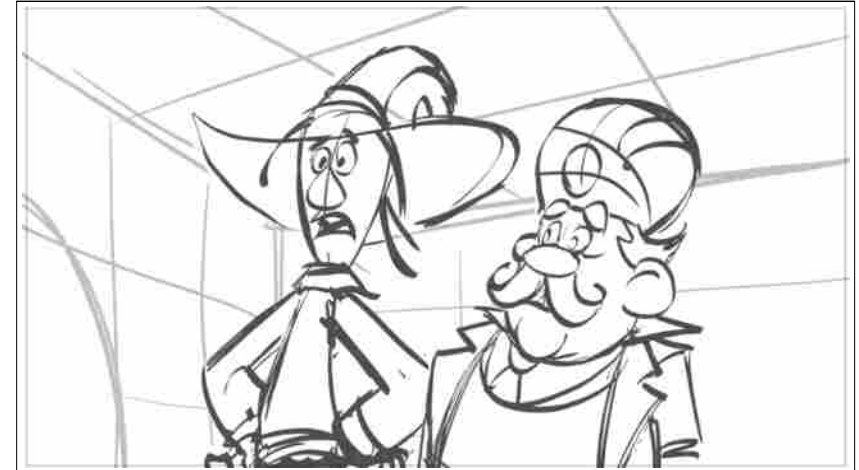


**Dialog**

103 SCARECROW

There must be some sort of anti-magic force field preventing the ruby slippers from working.

Scene	Duration	Panel	Duration
13	07:20	5	00:21

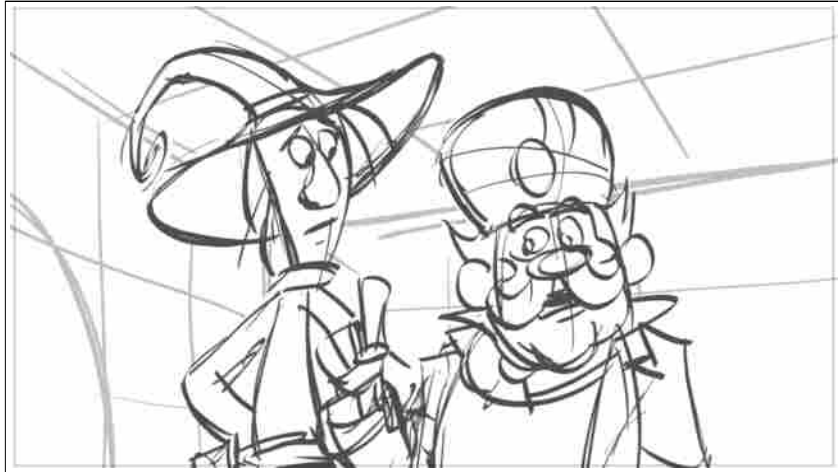


**Dialog**

104 WIZARD

That explains the large spinning head outside this jail.

Scene	Duration	Panel	Duration
13	07:20	6	02:03



**Dialog**

104 WIZARD

That explains the large spinning head outside this jail.

Scene	Duration	Panel	Duration
13	07:20	7	00:18



**Dialog**

104 WIZARD

That explains the large spinning head outside this jail.

Scene	Duration	Panel	Duration
14	03:10	1	01:00



**Dialog**

105 DOROTHY

We need to think up another plan, and quick!



Scene	Duration	Panel	Duration
14	03:10	2	01:01



**Dialog**  
 105 DOROTHY

We need to think up another plan, and quick!

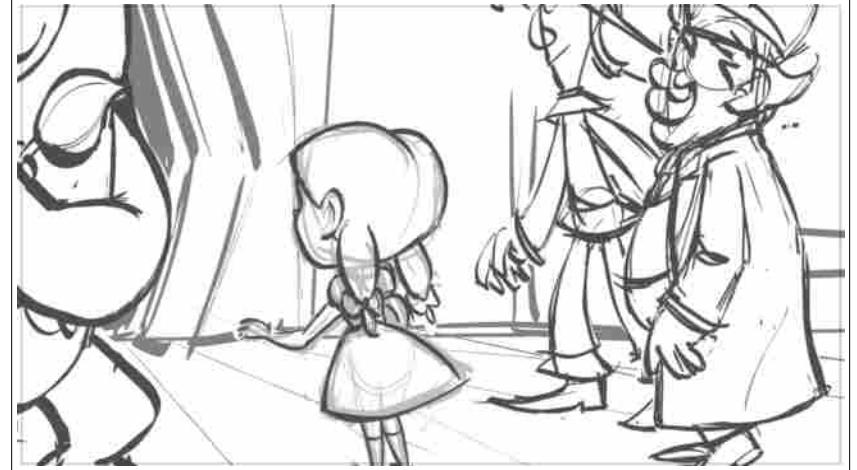
Scene	Duration	Panel	Duration
14	03:10	3	00:14



**Dialog**  
 105 DOROTHY

We need to think up another plan, and quick!

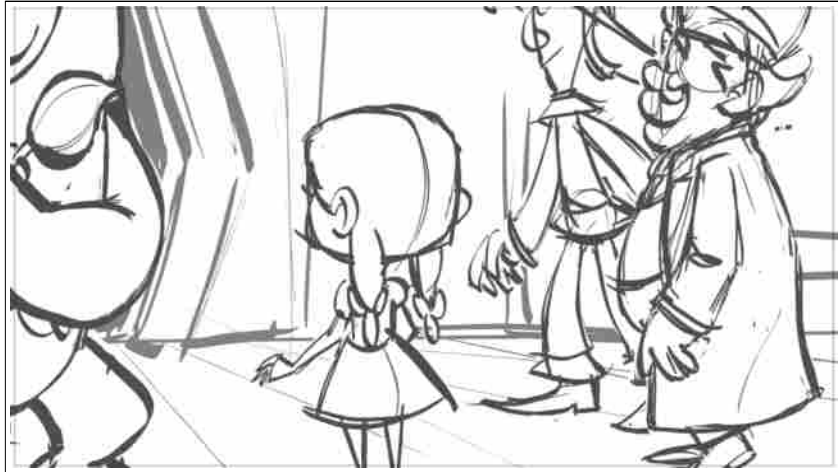
Scene	Duration	Panel	Duration
14	03:10	4	00:09



**Dialog**  
 105 DOROTHY

We need to think up another plan, and quick!

Scene	Duration	Panel	Duration
14	03:10	5	00:10



**Dialog**

105 DOROTHY

We need to think up another plan, and quick!

Scene	Duration	Panel	Duration
15	01:16	1	00:10



**Action Notes**

Angle on TOTO hard at work, digging them a tunnel under the jail cell door.

Scene	Duration	Panel	Duration
15	01:16	2	00:10



Scene	Duration	Panel	Duration
15	01:16	3	00:10



Scene	Duration	Panel	Duration
15	01:16	4	00:10



Scene	Duration	Panel	Duration
16	01:06	1	01:06



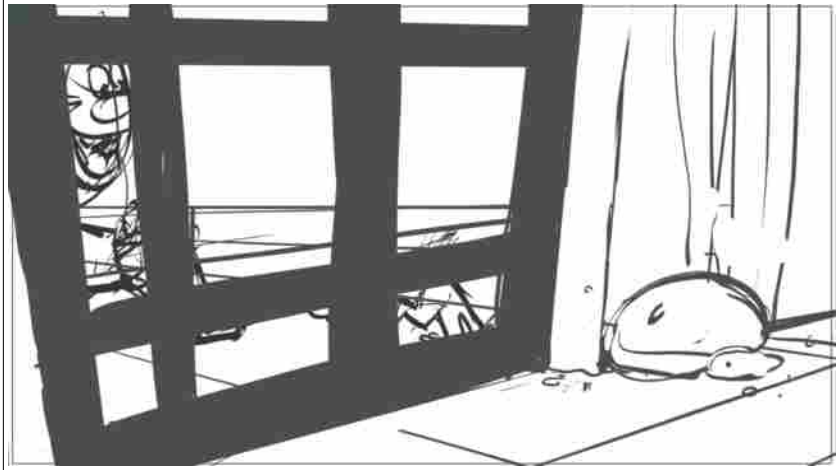
**Dialog**

106 DOROTHY (CONT'D)

Atta boy, Toto!b



Scene	Duration	Panel	Duration
17	09:17	1	00:09



Scene	Duration	Panel	Duration
17	09:17	2	01:12



Scene	Duration	Panel	Duration
17	09:17	3	00:18





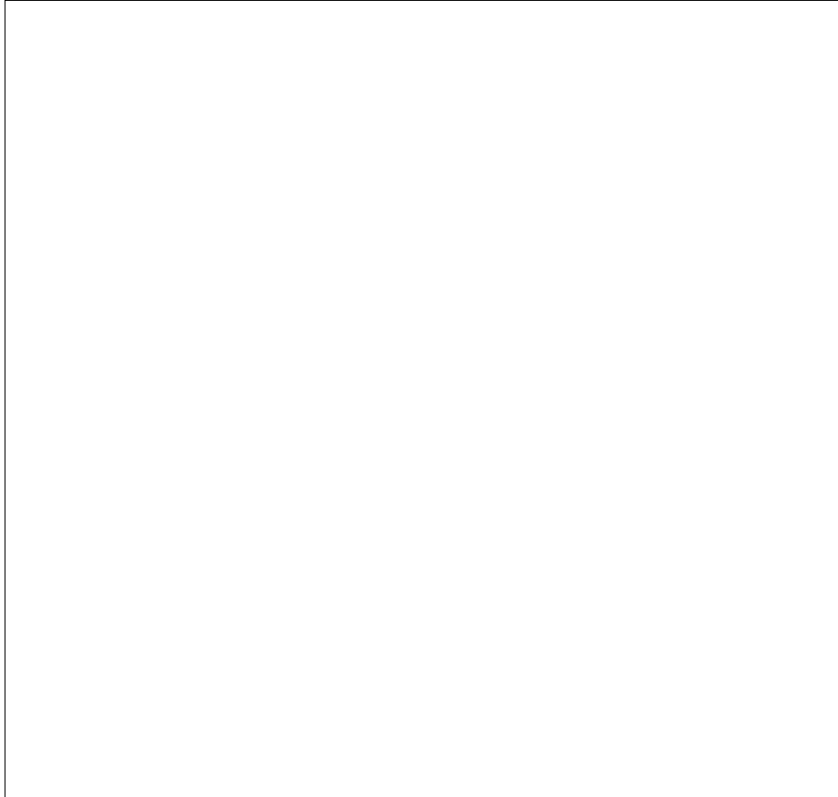
Scene	Duration	Panel	Duration
17	09:17	4	00:14



Scene	Duration	Panel	Duration
17	09:17	5	00:13



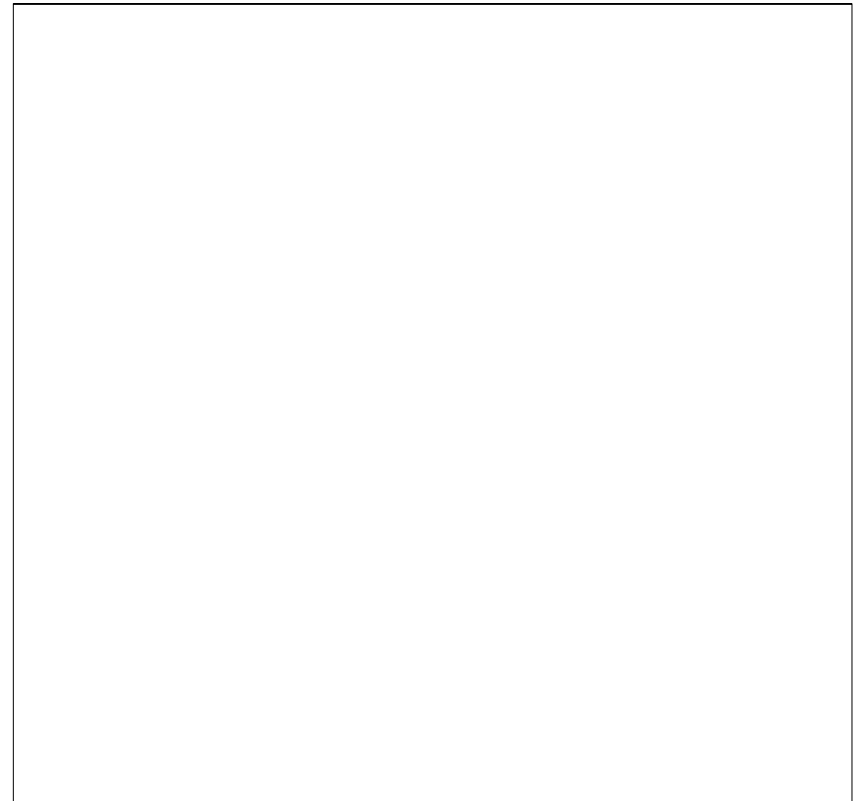
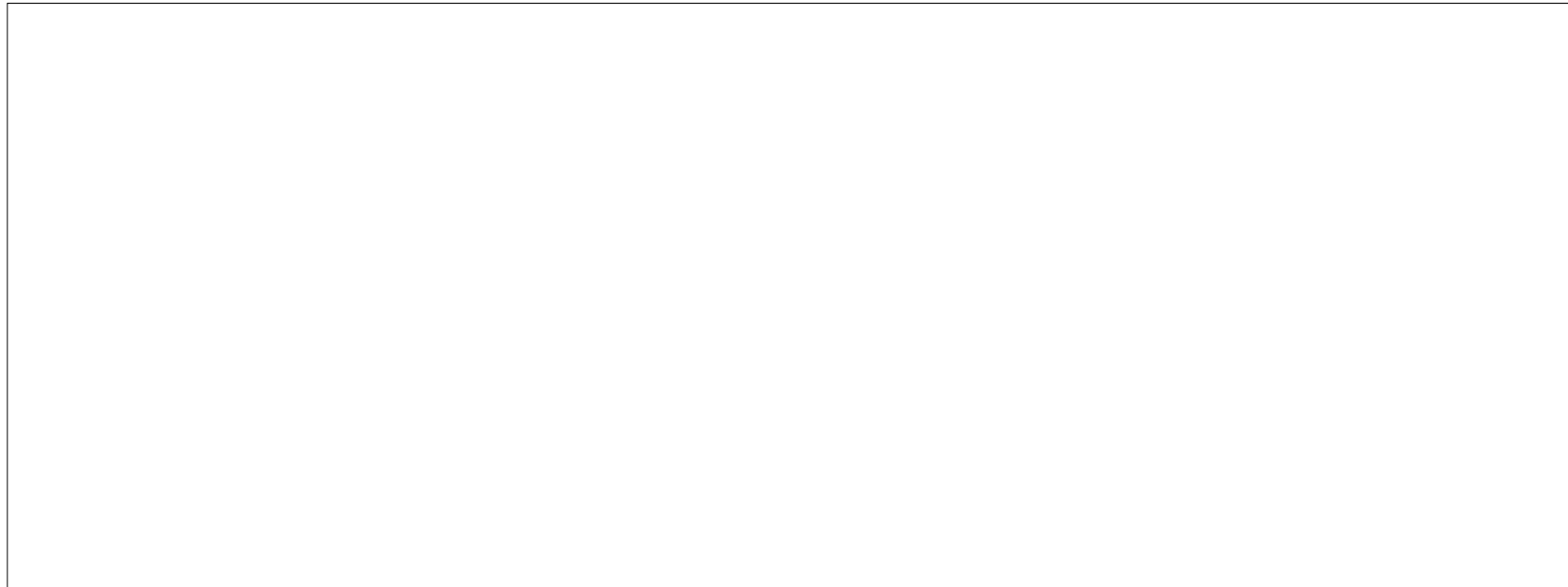
Scene	Duration	Panel	Duration
17	09:17	6	00:13





Scene	Duration	Panel	Duration
17	09:17	7	00:13

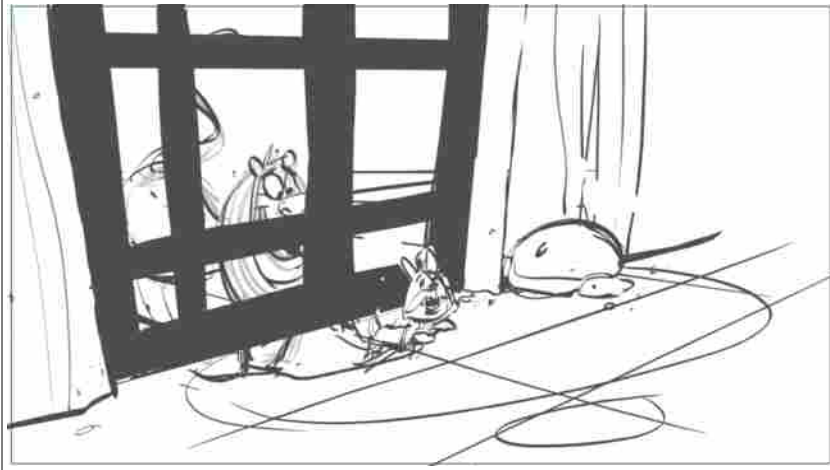
Scene	Duration	Panel	Duration
17	09:17	8	00:13



Scene	Duration	Panel	Duration
17	09:17	9	00:13



Scene	Duration	Panel	Duration
17	09:17	10	00:13



Scene	Duration	Panel	Duration
17	09:17	11	00:13



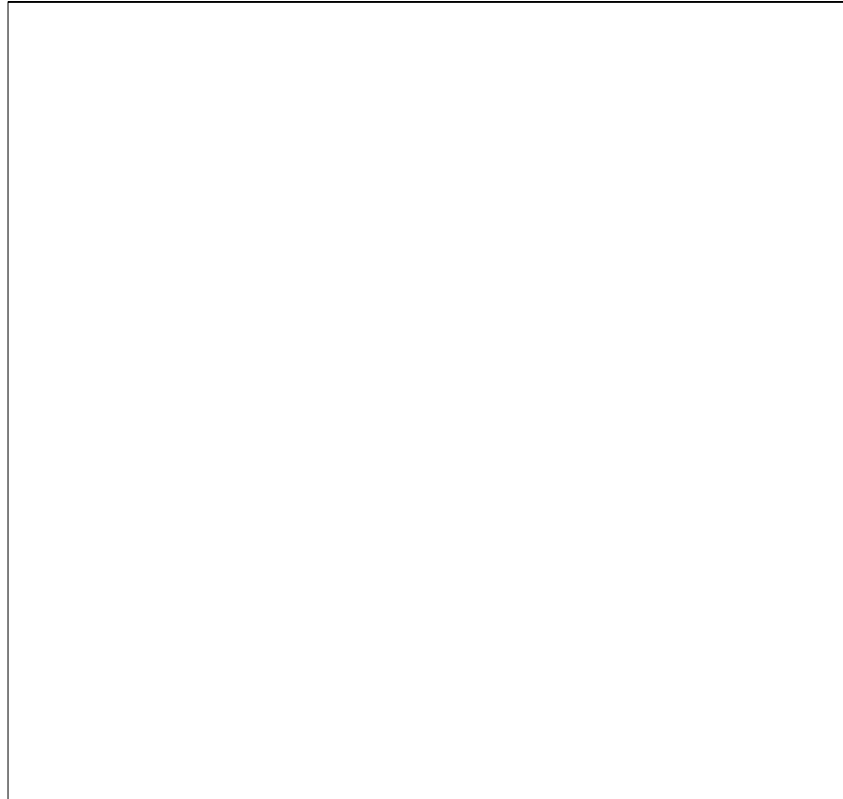
Scene	Duration	Panel	Duration
17	09:17	12	00:13



Scene	Duration	Panel	Duration
17	09:17	13	00:13

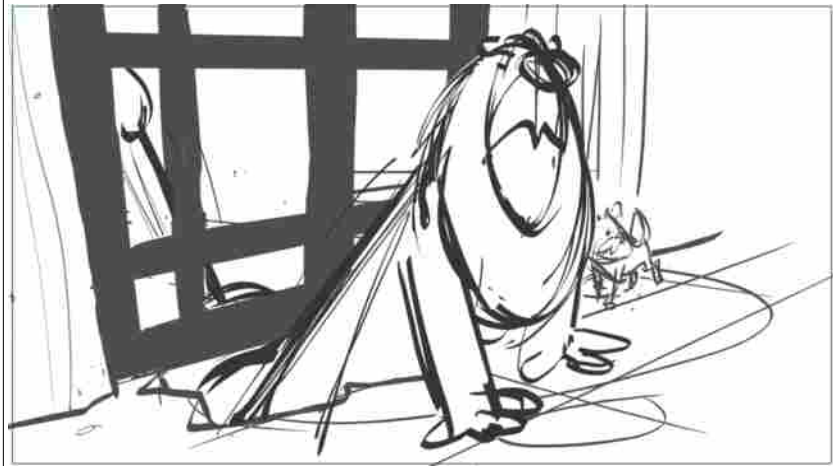


Scene	Duration	Panel	Duration
17	09:17	14	00:13

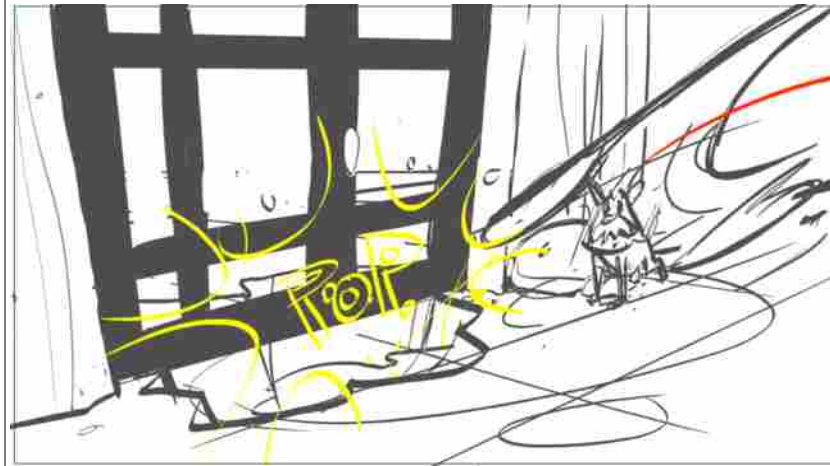




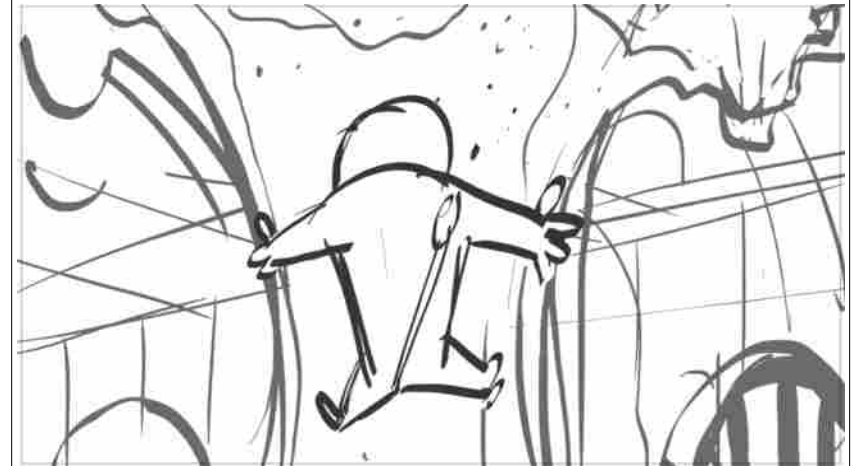
Scene	Duration	Panel	Duration
17	09:17	15	00:13



Scene	Duration	Panel	Duration
17	09:17	16	00:13

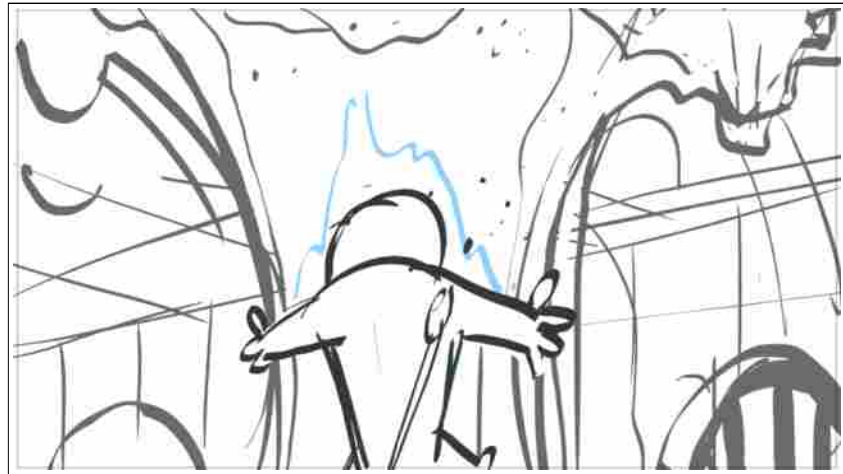


Scene	Duration	Panel	Duration
18	02:16	1	00:16

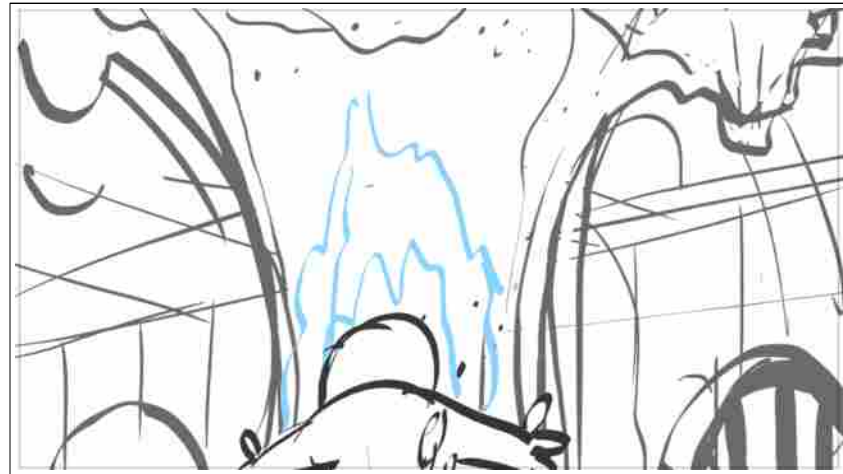




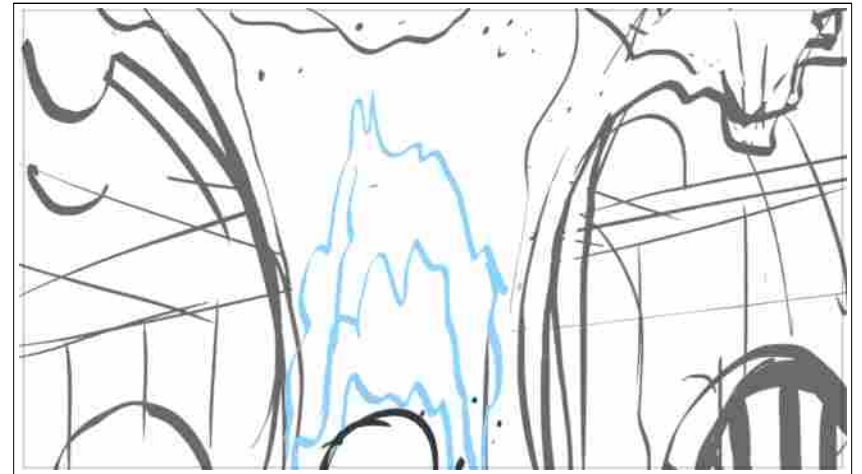
Scene	Duration	Panel	Duration
18	02:16	2	00:16



Scene	Duration	Panel	Duration
18	02:16	3	00:16



Scene	Duration	Panel	Duration
18	02:16	4	00:16





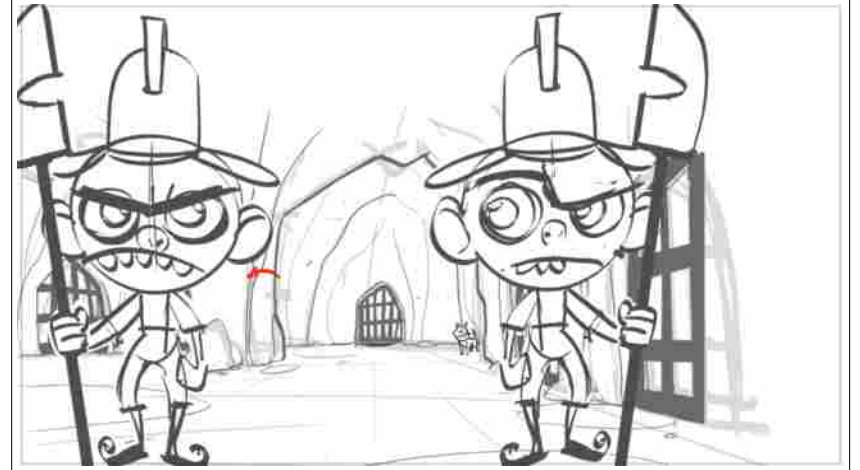
Scene	Duration	Panel	Duration
19	10:16	1	00:16



Scene	Duration	Panel	Duration
19	10:16	2	00:16



Scene	Duration	Panel	Duration
19	10:16	3	00:16



**Action Notes**

ON THE SCODLER GUARDS. One of the guard's ears perk up.

Scene	Duration	Panel	Duration
19	10:16	4	00:16



**Dialog**

109 SCODLER 1:

Did you hear something?

Scene	Duration	Panel	Duration
19	10:16	5	00:16



Scene	Duration	Panel	Duration
19	10:16	6	00:16



Scene	Duration	Panel	Duration
19	10:16	7	00:16



Scene	Duration	Panel	Duration
19	10:16	8	00:16



Scene	Duration	Panel	Duration
19	10:16	9	00:16



Scene	Duration	Panel	Duration
19	10:16	10	00:16



Scene	Duration	Panel	Duration
19	10:16	11	00:16



Scene	Duration	Panel	Duration
19	10:16	12	00:16



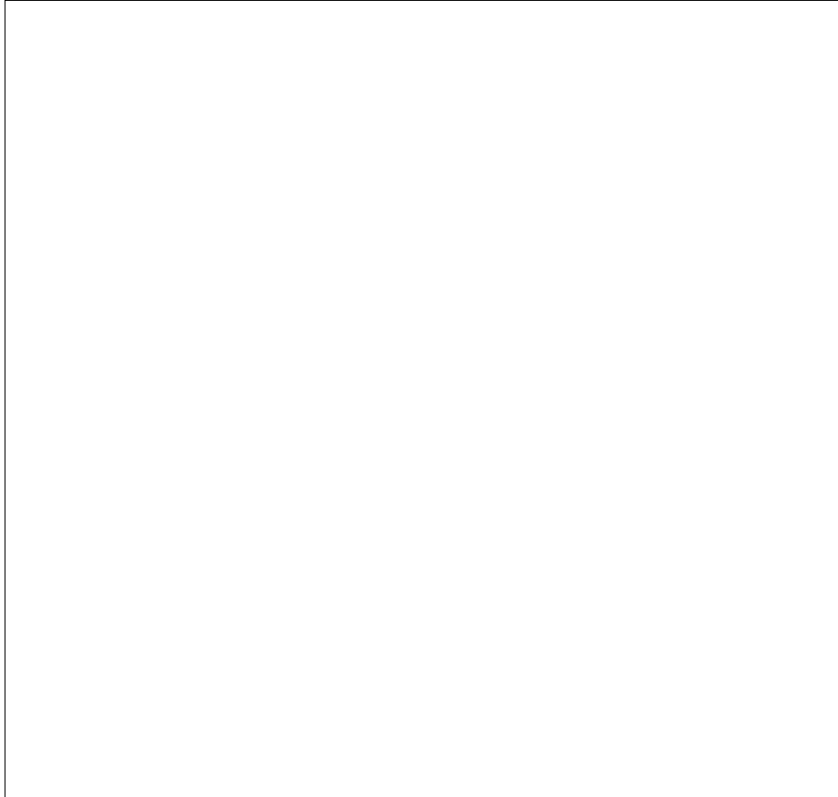
Scene	Duration	Panel	Duration
19	10:16	13	00:16



Scene	Duration	Panel	Duration
19	10:16	14	00:16

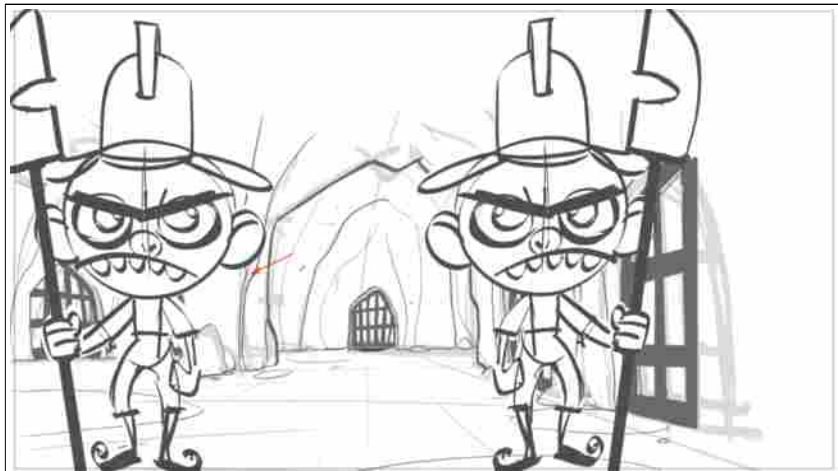


Scene	Duration	Panel	Duration
19	10:16	15	00:16

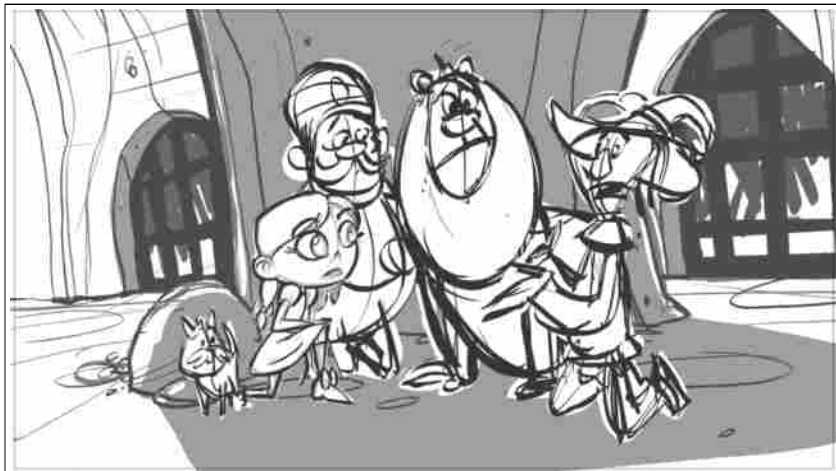




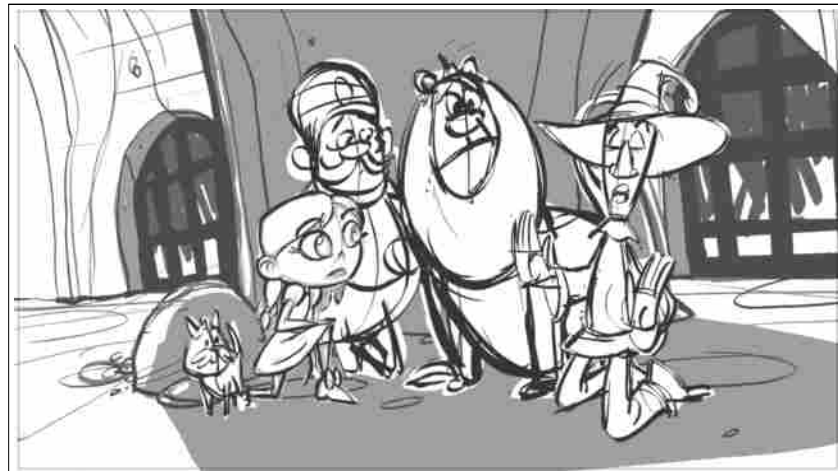
Scene	Duration	Panel	Duration
19	10:16	16	00:16



Scene	Duration	Panel	Duration
20	06:13	1	00:11



Scene	Duration	Panel	Duration
20	06:13	2	00:23



**Dialog**

108 SCARECROW

(Sotto) There's no way we'll be able to get Tin Man out of there with those Scodlers guarding him.

**Action Notes**

Angle on the gang hiding behind a pillar.

**Dialog**

108 SCARECROW

(Sotto) There's no way we'll be able to get Tin Man out of there with those Scodlers guarding him.

**Action Notes**

Angle on the gang hiding behind a pillar.

Scene	Duration	Panel	Duration
20	06:13	3	01:12



**Dialog**

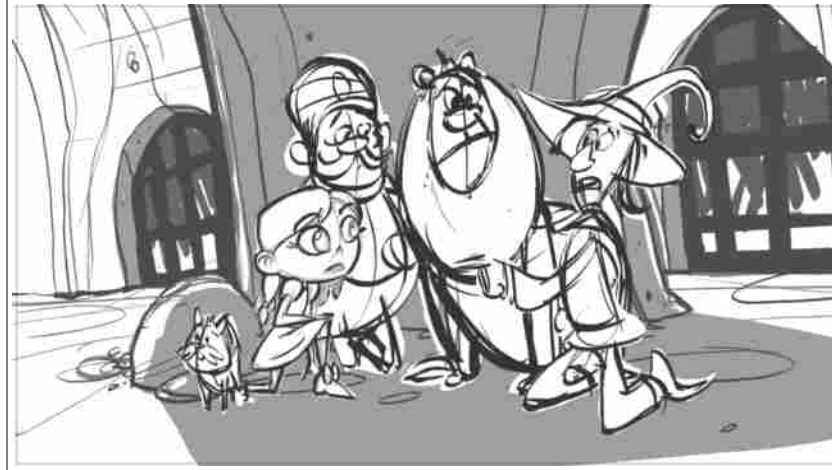
108 SCARECROW

(Sotto) There's no way we'll be able to get Tin Man out of there with those Scodlers guarding him.

**Action Notes**

Angle on the gang hiding behind a pillar.

Scene	Duration	Panel	Duration
20	06:13	4	01:02



**Dialog**

108 SCARECROW

(Sotto) There's no way we'll be able to get Tin Man out of there with those Scodlers guarding him.

**Action Notes**

Angle on the gang hiding behind a pillar.

Scene	Duration	Panel	Duration
20	06:13	5	00:18



**Dialog**

108 SCARECROW

(Sotto) There's no way we'll be able to get Tin Man out of there with those Scodlers guarding him.

**Action Notes**

Angle on the gang hiding behind a pillar.

Scene	Duration	Panel	Duration
20	06:13	6	00:22



**Dialog**

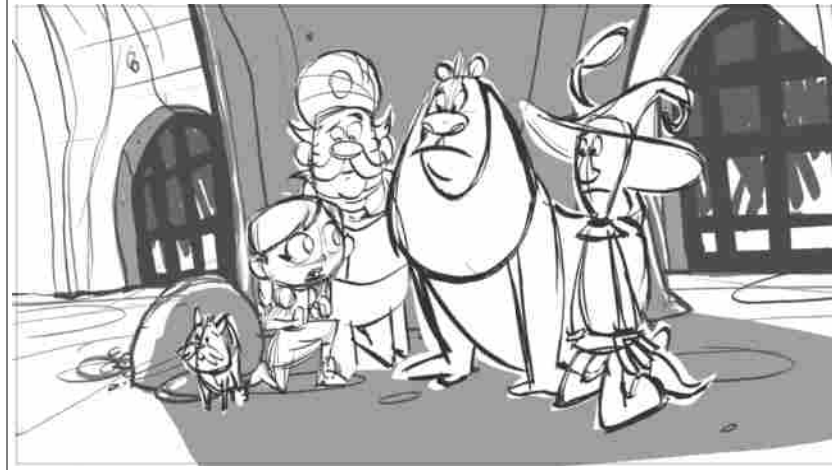
108 SCARECROW

(Sotto) There's no way we'll be able to get Tin Man out of there with those Scoodlers guarding him.

**Action Notes**

Angle on the gang hiding behind a pillar.

Scene	Duration	Panel	Duration
20	06:13	7	00:21



**Dialog**

110 DOROTHY

(Sotto) Run!

Scene	Duration	Panel	Duration
21	05:01	1	00:14



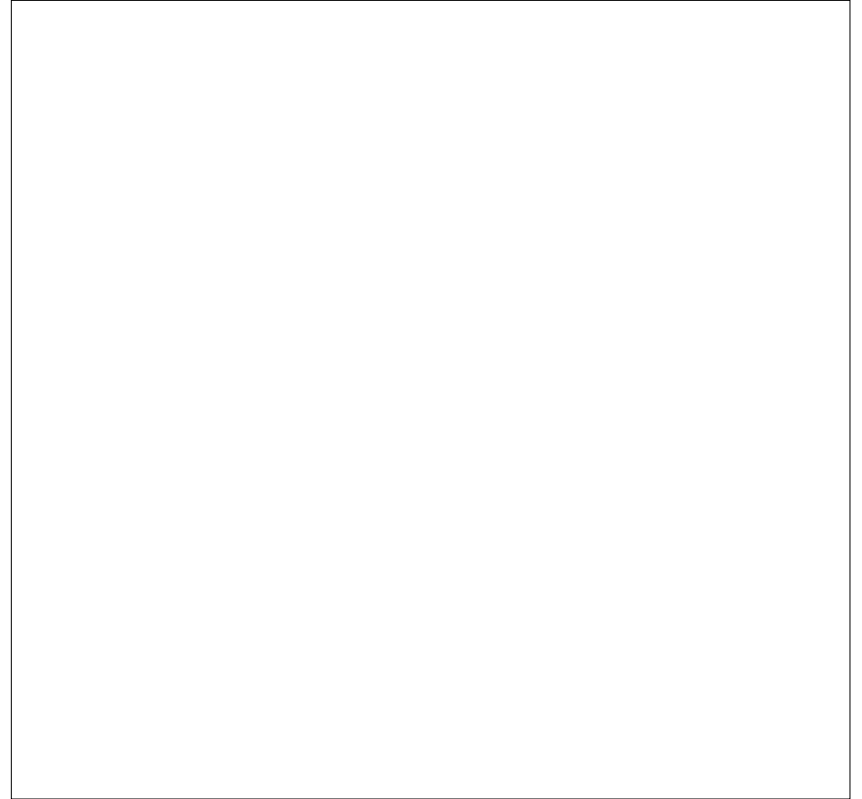
Scene	Duration	Panel	Duration
21	05:01	2	00:13



Scene	Duration	Panel	Duration
21	05:01	3	00:14



Scene	Duration	Panel	Duration
21	05:01	4	00:16



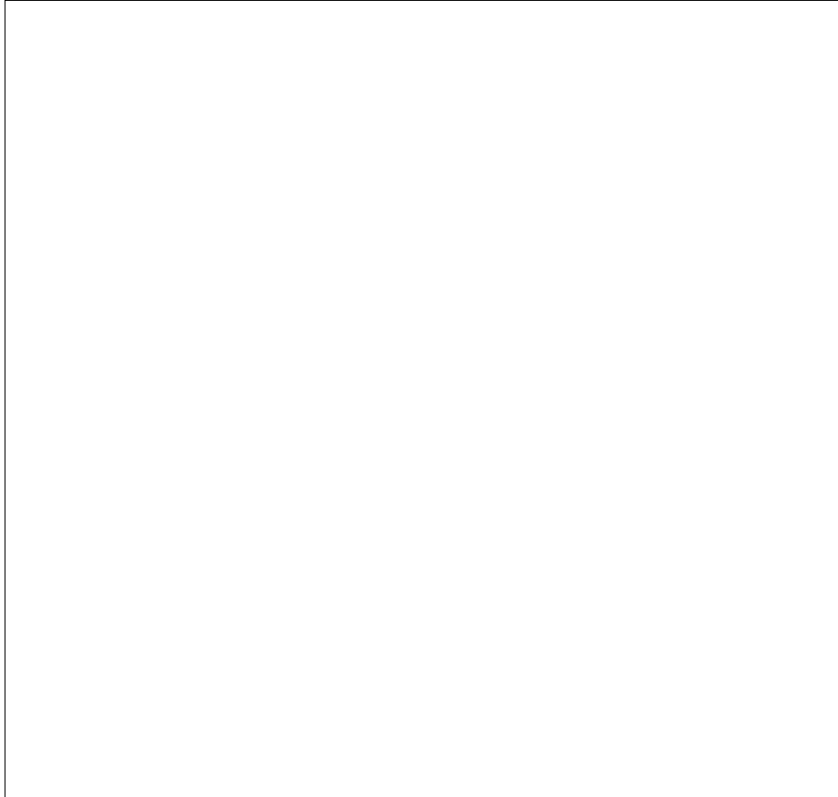
Scene	Duration	Panel	Duration
21	05:01	5	00:16



Scene	Duration	Panel	Duration
21	05:01	6	00:16



Scene	Duration	Panel	Duration
21	05:01	7	00:16

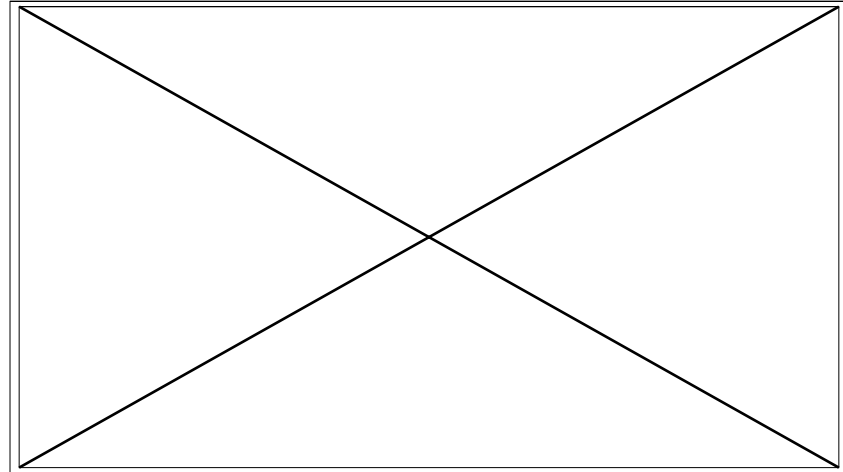




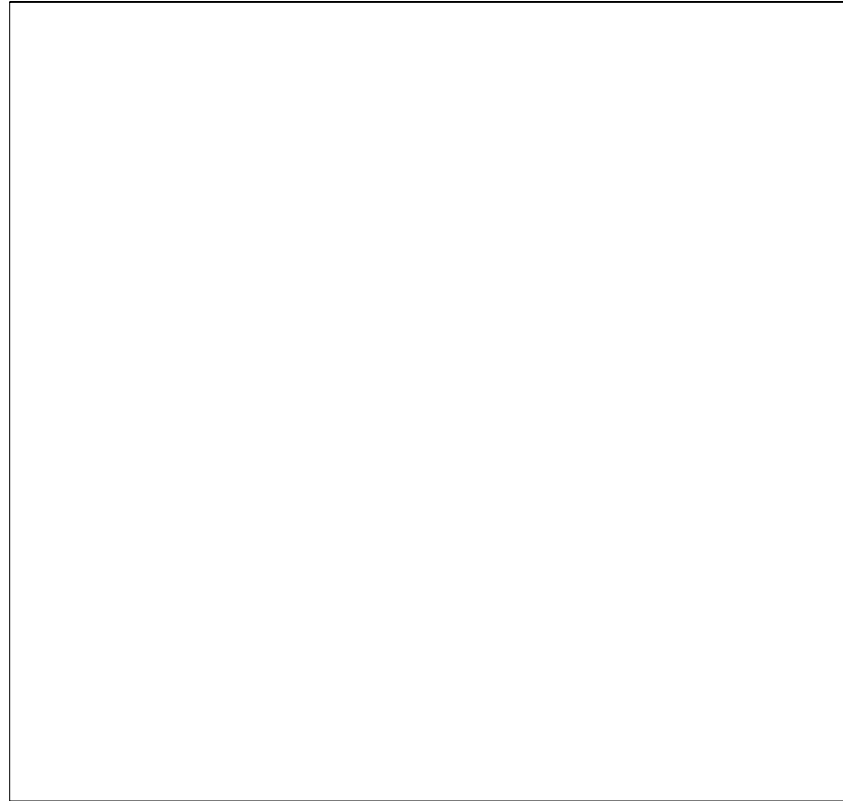
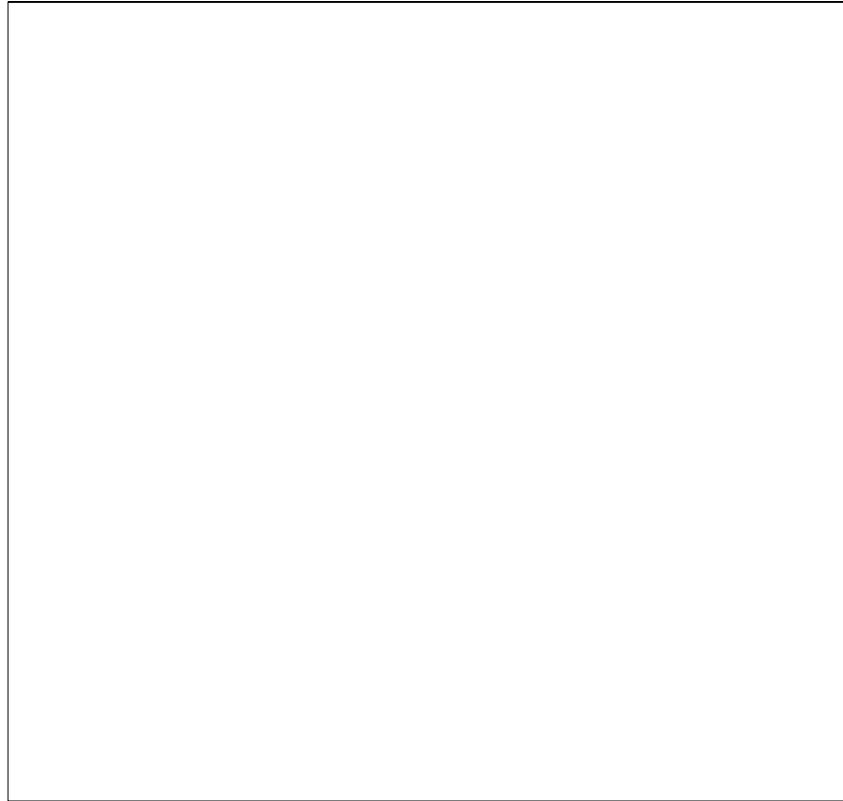
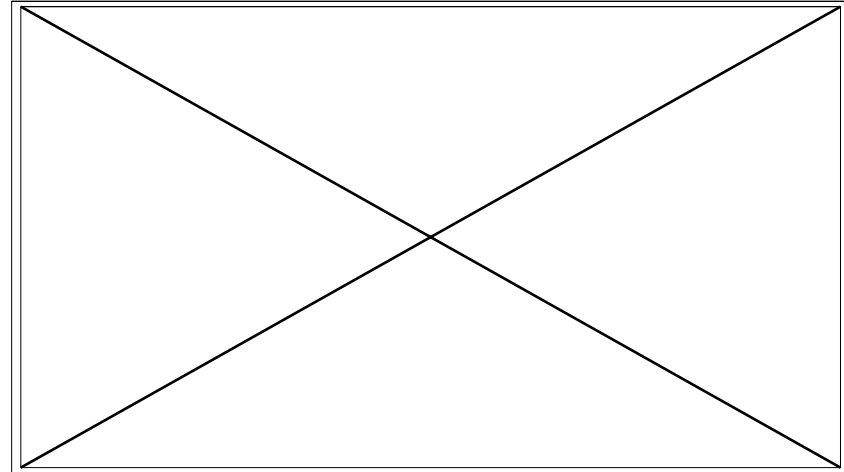
Scene	Duration	Panel	Duration
21	05:01	8	00:16



NO PANEL



NO PANEL



Scene	Duration	Panel	Duration
1	01:08	1	00:16



**Action Notes**

SEQ. 9) EXT. SCODLER VALLEY - MOMENTS LATER

The Queen bosses the Scodlers around as they chop up vegetables by the now-roaring fire.

Scene	Duration	Panel	Duration
1	01:08	2	00:16



**Dialog**

111 SCODLER QUEEN

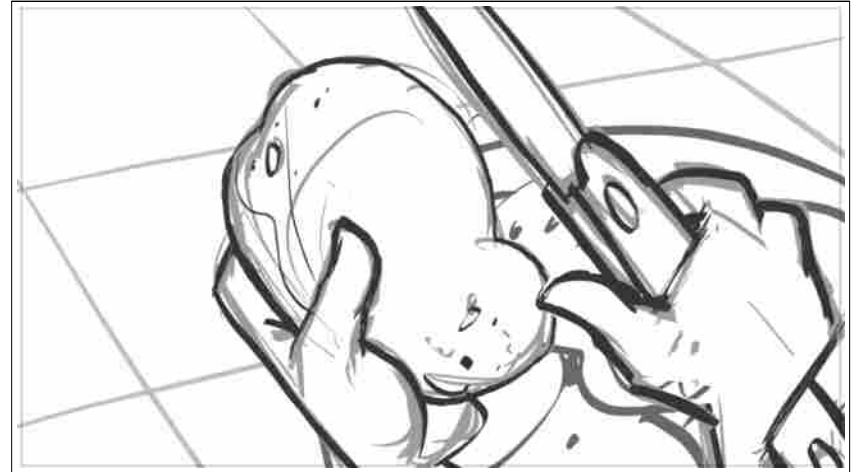
And don't forget to polish your heads before dinner!

**Action Notes**

SEQ. 9) EXT. SCODLER VALLEY - MOMENTS LATER

The Queen bosses the Scodlers around as they chop up vegetables by the now-roaring fire.

Scene	Duration	Panel	Duration
2	02:00	1	00:16



**Dialog**

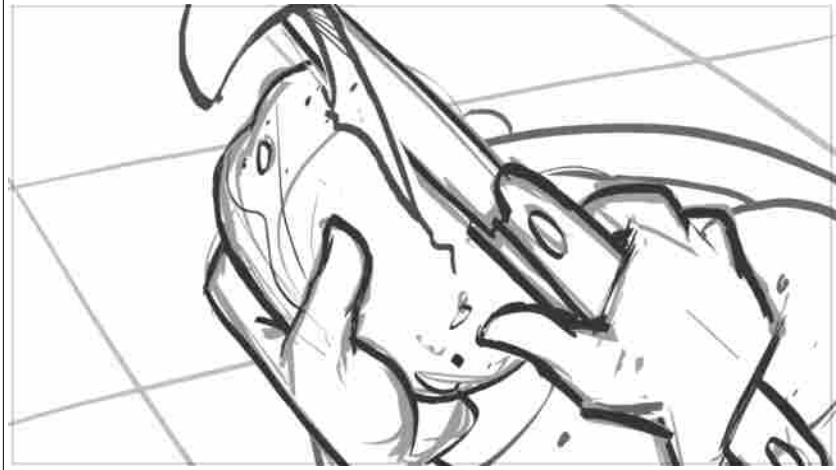
111 SCODLER QUEEN

And don't forget to polish your heads before dinner!

**Action Notes**

Close on onion peeling.

Scene	Duration	Panel	Duration
2	02:00	2	00:16



**Dialog**

111 SCODLER QUEEN

And don't forget to polish your heads before dinner!

**Action Notes**

Close on onion peeling.

Scene	Duration	Panel	Duration
2	02:00	3	00:16



Scene	Duration	Panel	Duration
3	00:16	1	00:16



**Action Notes**

Close on onion peeler, tearing up.

Scene	Duration	Panel	Duration
4	01:08	1	00:16

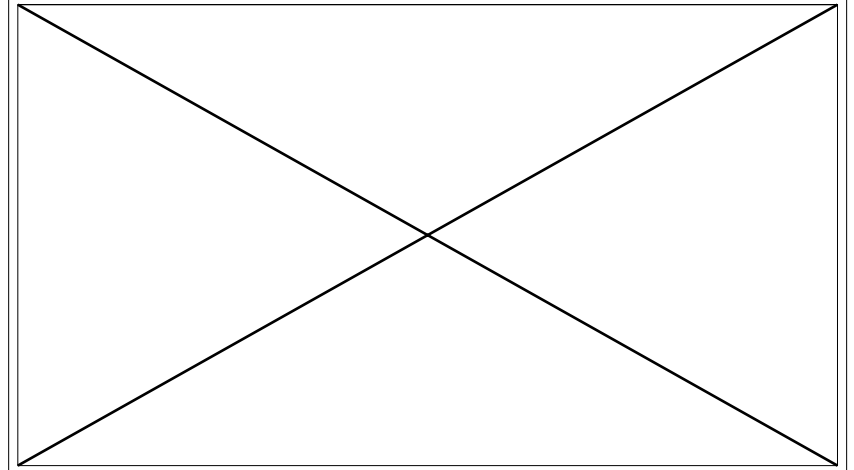


**Action Notes**  
Angle on potatoe peelers.

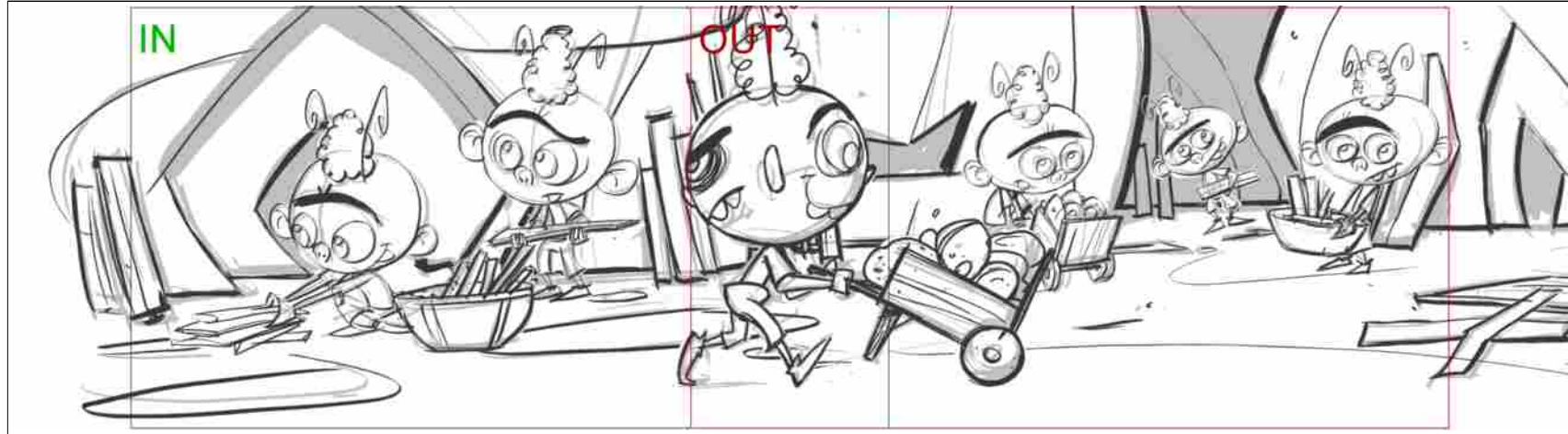
Scene	Duration	Panel	Duration
4	01:08	2	00:16



NO PANEL

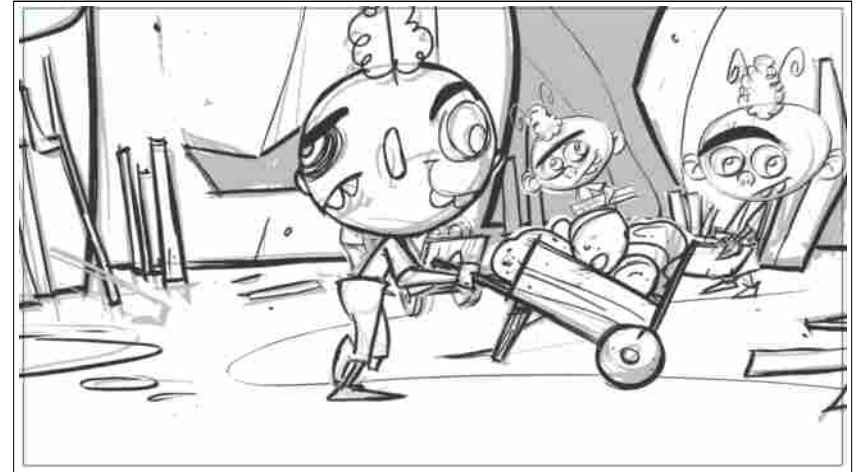


Scene	Duration	Panel	Duration
5	01:08	1	00:16



**Action Notes**  
 Angle on Scoodlers doing scoodling things.

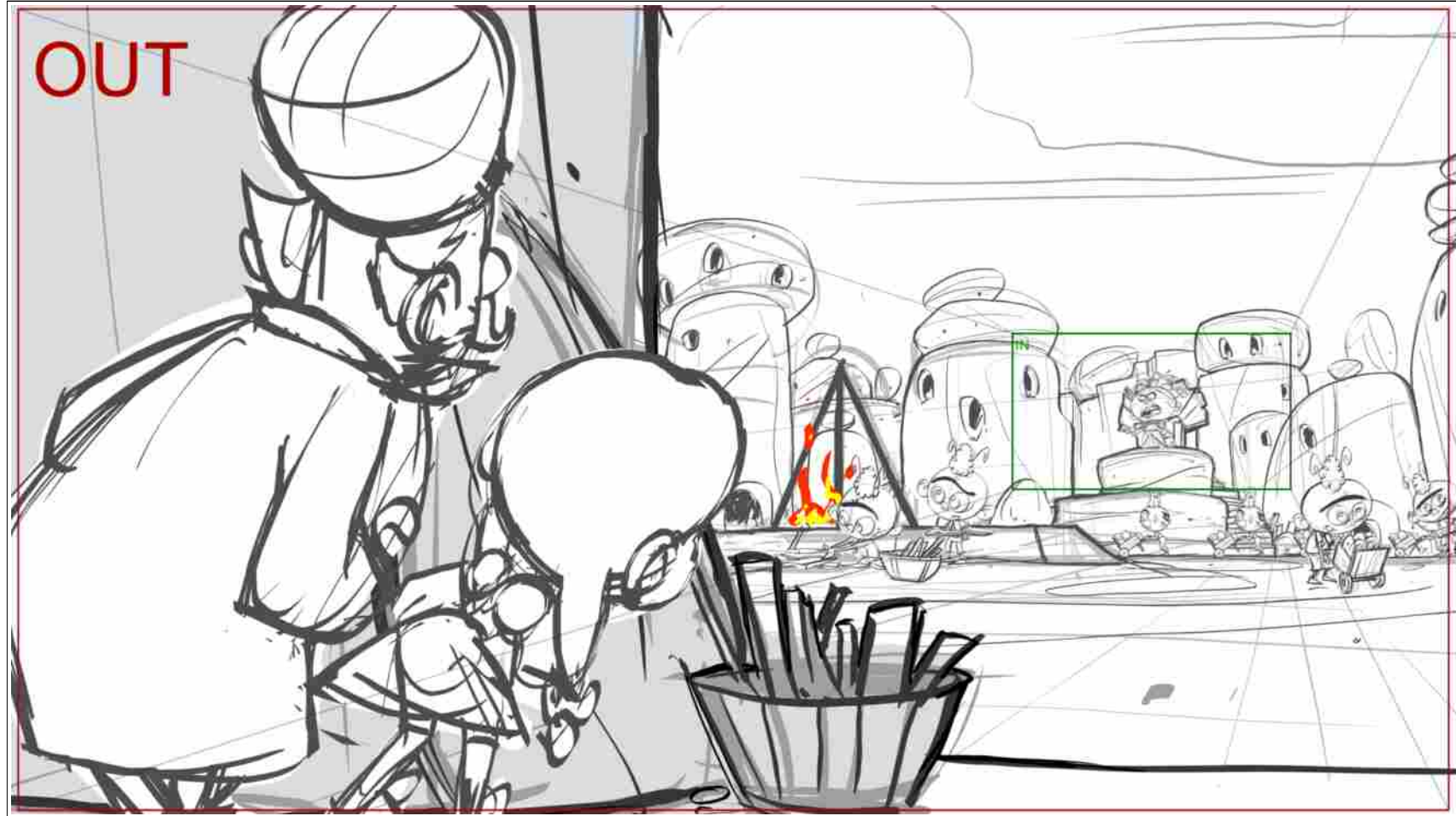
Scene	Duration	Panel	Duration
5	01:08	2	00:16



**Action Notes**  
 Angle on Scoodlers doing scoodling things.



Scene	Duration	Panel	Duration
6	23:01	1	00:16



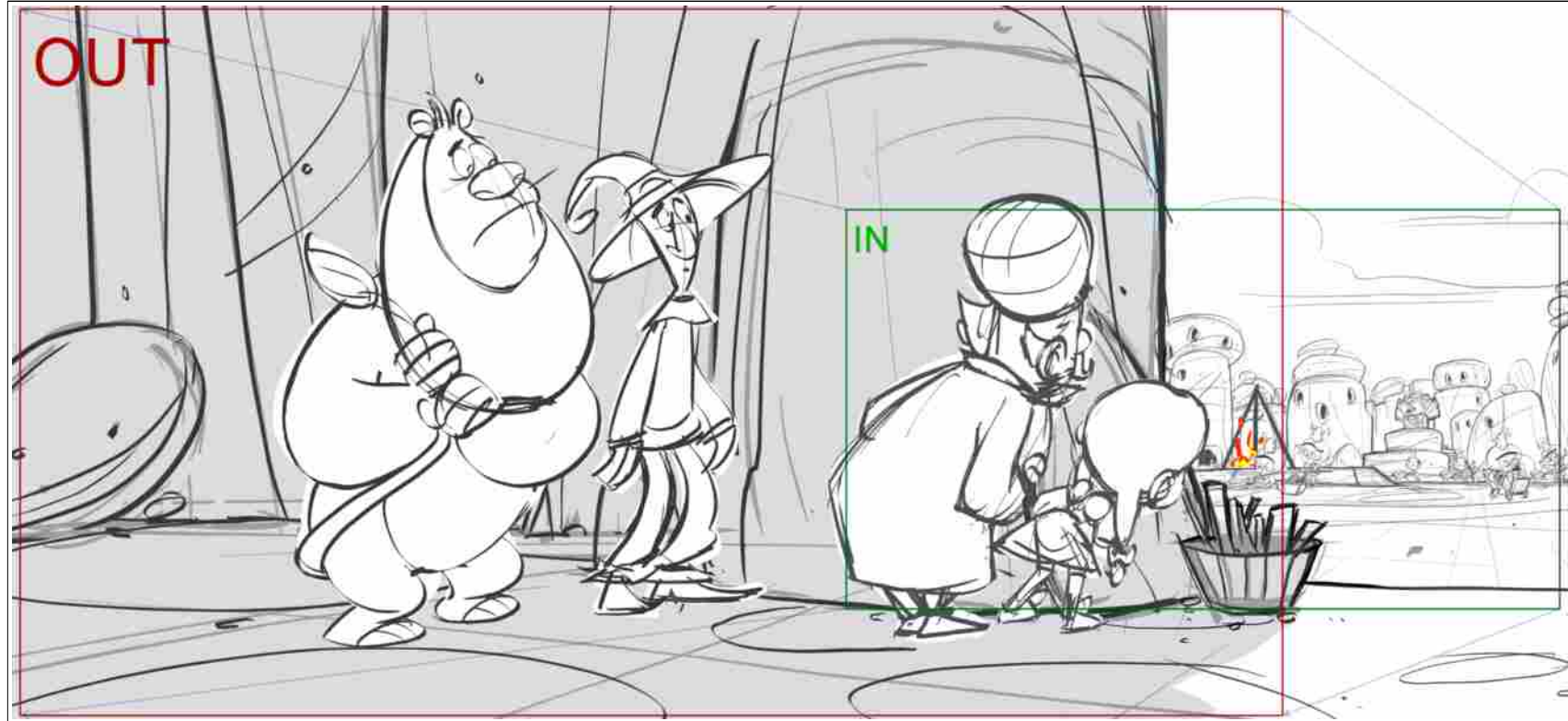
**Dialog**  
 111 SCODLER QUEEN  
 And don't forget to polish your heads before dinner! 11

**Action Notes**  
 TRUCK OUT to the gang crouching behind some nearby rocks.

Scene	Duration	Panel	Duration
6	23:01	2	00:16



Scene	Duration	Panel	Duration
6	23:01	3	00:12



**Action Notes**

The gang crouching behind some nearby rocks.

Scene	Duration	Panel	Duration
6	23:01	4	01:11



**Dialog**

112 DOROTHY

We have to think up a new plan.

Scene	Duration	Panel	Duration
6	23:01	5	00:16

**Dialog**

112 DOROTHY

We have to think up a new plan.

Scene	Duration	Panel	Duration
6	23:01	6	01:19

**Dialog**

113 SCARECROW

How can we create a distraction to get the guards away from Tin Man's cell?

Scene	Duration	Panel	Duration
6	23:01	7	01:20

**Dialog**

113 SCARECROW

How can we create a distraction to get the guards away from Tin Man's cell?

Scene	Duration	Panel	Duration
6	23:01	8	01:14



**Dialog**

114 WIZARD

I could summon another storm...

Scene	Duration	Panel	Duration
6	23:01	9	00:13



**Dialog**

114 WIZARD

I could summon another storm...

Scene	Duration	Panel	Duration
6	23:01	10	01:13



**Dialog**

115 SCARECROW

After what happened last time? Don't lose your head!



Scene	Duration	Panel	Duration
6	23:01	11	01:10



Scene	Duration	Panel	Duration
6	23:01	12	00:09

**Dialog**

116 LION

Hey! What if we make them a soup? They seem to love a good soup.

Scene	Duration	Panel	Duration
6	23:01	13	01:05

**Dialog**

116 LION

Hey! What if we make them a soup? They seem to love a good soup.



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

**Dialog**

116 LION

Hey! What if we make them a soup? They seem to love a good soup.

Scene	Duration	Panel	Duration
6	23:01	15	01:07

**Dialog**

117 DOROTHY

A soup would take too long. Plus you would probably eat it all, Lion!

Scene	Duration	Panel	Duration
6	23:01	16	02:00

**Dialog**

117 DOROTHY

A soup would take too long. Plus you would probably eat it all, Lion!

Scene	Duration	Panel	Duration
6	23:01	17	00:23



**Dialog**  
 117A LION:  
 Yeah, you're probably right.

Scene	Duration	Panel	Duration
6	23:01	18	01:04



**Dialog**  
 118 SCARECROW  
  
 What about a dance off? It's worked for us before.

Scene	Duration	Panel	Duration
6	23:01	19	01:10



**Dialog**  
 118 SCARECROW  
  
 What about a dance off? It's worked for us before.

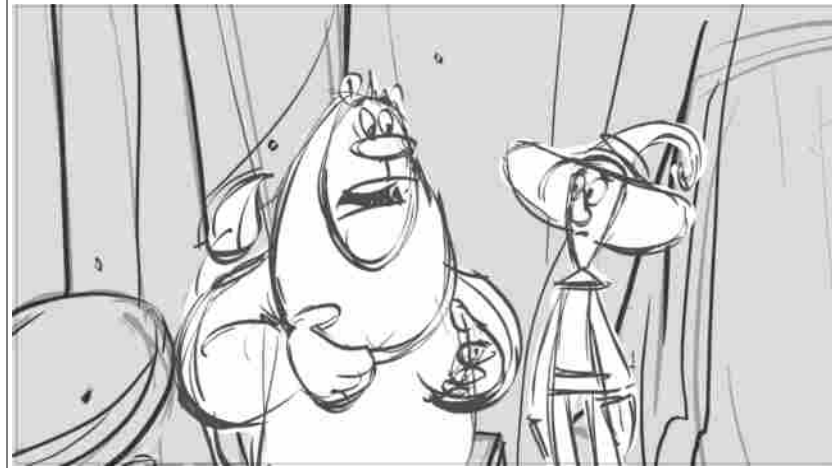
Scene	Duration	Panel	Duration
7	07:19	1	01:12



**Dialog**  
 119 LION

They don't strike me as the dancing type, Scare-bro. Spins must be hard with heads that big.

Scene	Duration	Panel	Duration
7	07:19	2	01:12



**Dialog**  
 119 LION

They don't strike me as the dancing type, Scare-bro. Spins must be hard with heads that big.

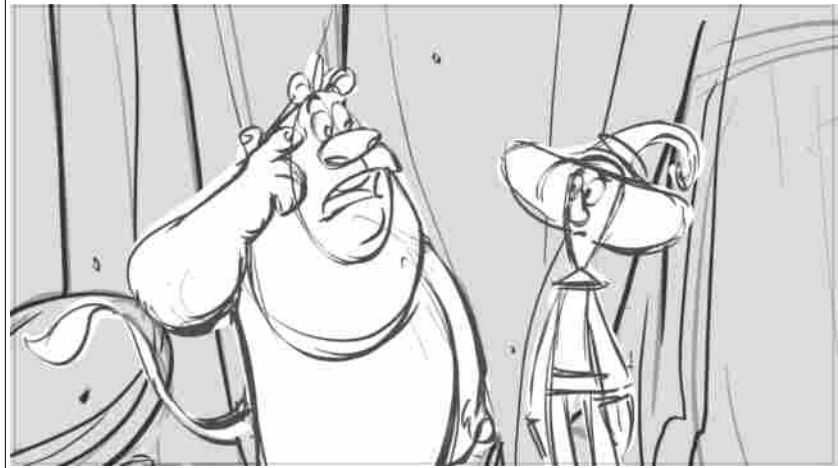
Scene	Duration	Panel	Duration
7	07:19	3	01:01



**Dialog**  
 119 LION

They don't strike me as the dancing type, Scare-bro. Spins must be hard with heads that big.

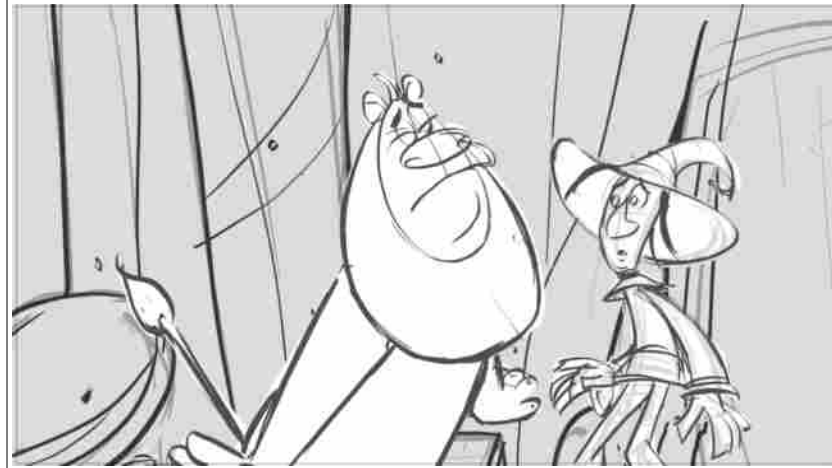
Scene	Duration	Panel	Duration
7	07:19	4	01:00



**Dialog**  
 119 LION

They don't strike me as the dancing type, Scare-bro. Spins must be hard with heads that big.

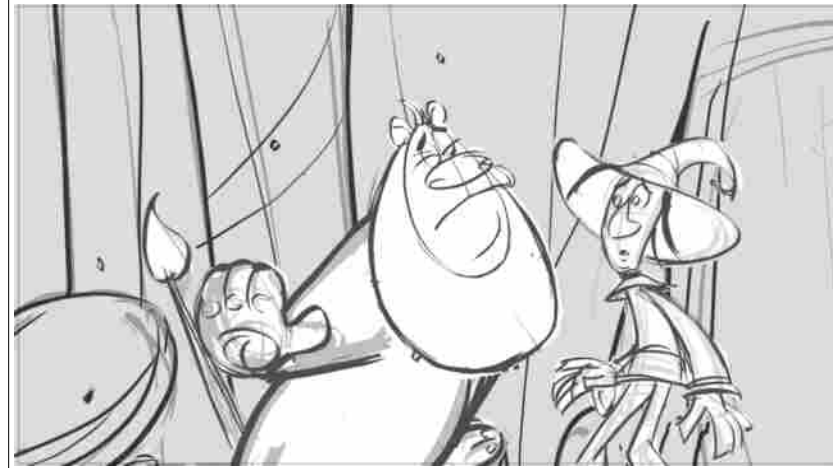
Scene	Duration	Panel	Duration
7	07:19	5	00:06



**Dialog**  
 119 LION

They don't strike me as the dancing type, Scare-bro. Spins must be hard with heads that big.

Scene	Duration	Panel	Duration
7	07:19	6	00:06



**Dialog**  
 119 LION

They don't strike me as the dancing type, Scare-bro. Spins must be hard with heads that big.

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

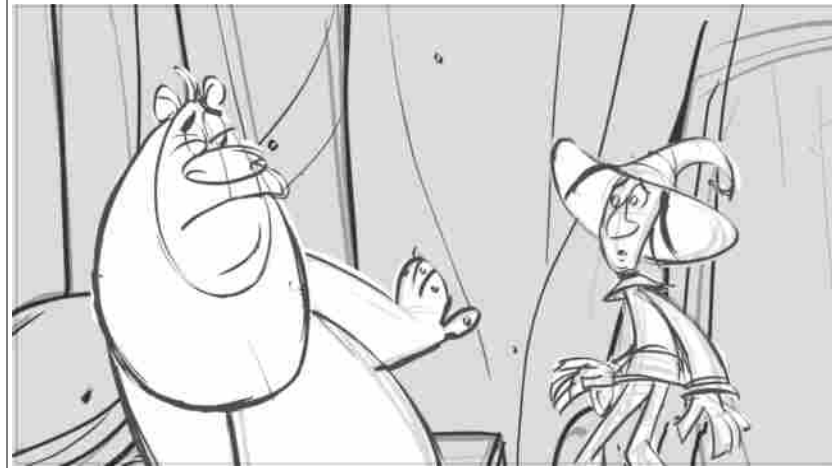


**Dialog**

119 LION

They don't strike me as the dancing type, Scarecrow. Spins must be hard with heads that big.

Scene	Duration	Panel	Duration
7	07:19	8	00:06



**Dialog**

119 LION

They don't strike me as the dancing type, Scarecrow. Spins must be hard with heads that big.

Scene	Duration	Panel	Duration
7	07:19	9	00:06



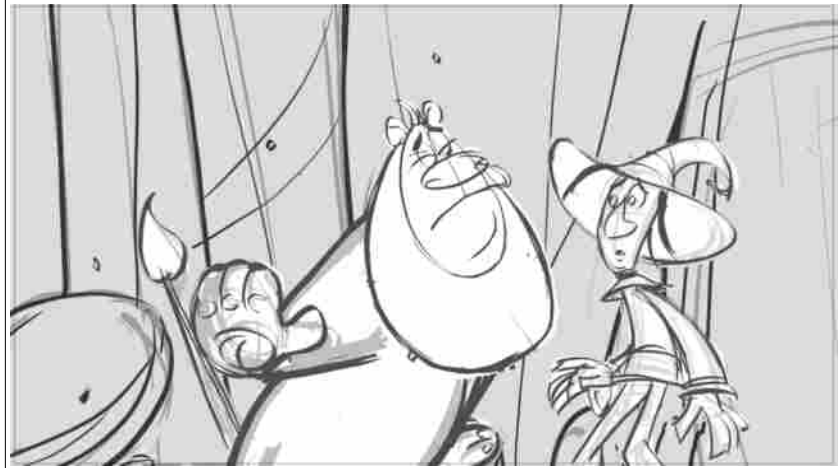
**Dialog**

119 LION

They don't strike me as the dancing type, Scarecrow. Spins must be hard with heads that big.



Scene	Duration	Panel	Duration
7	07:19	10	00:06



**Dialog**

119 LION

They don't strike me as the dancing type, Scarecrow. Spins must be hard with heads that big.

Scene	Duration	Panel	Duration
7	07:19	11	00:06

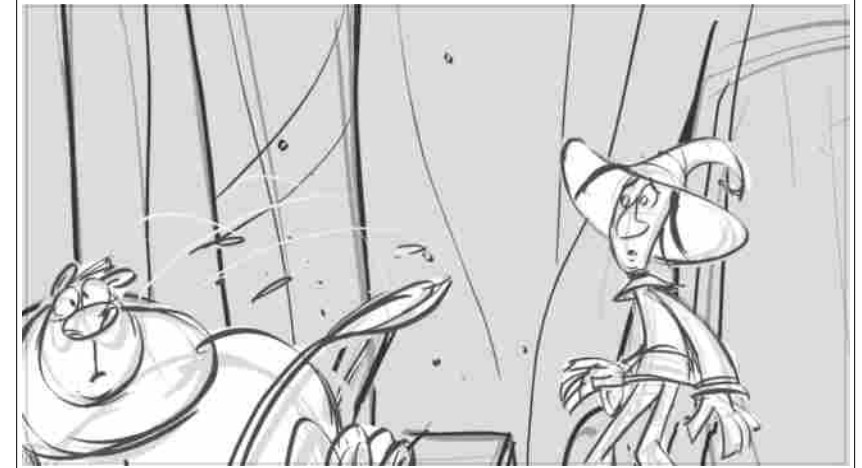


**Dialog**

119 LION

They don't strike me as the dancing type, Scarecrow. Spins must be hard with heads that big.

Scene	Duration	Panel	Duration
7	07:19	12	00:06

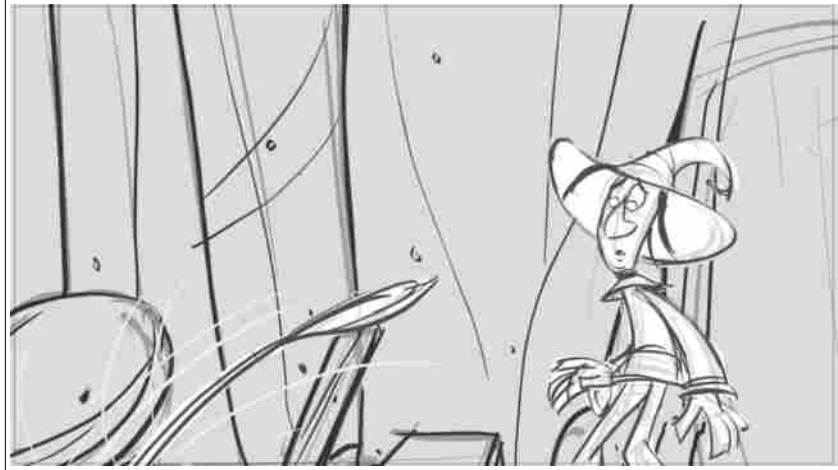


**Dialog**

119 LION

They don't strike me as the dancing type, Scarecrow. Spins must be hard with heads that big.

Scene	Duration	Panel	Duration
7	07:19	13	00:04



**Dialog**

119 LION

They don't strike me as the dancing type, Scarecrow. Spins must be hard with heads that big.

Scene	Duration	Panel	Duration
7	07:19	14	00:06

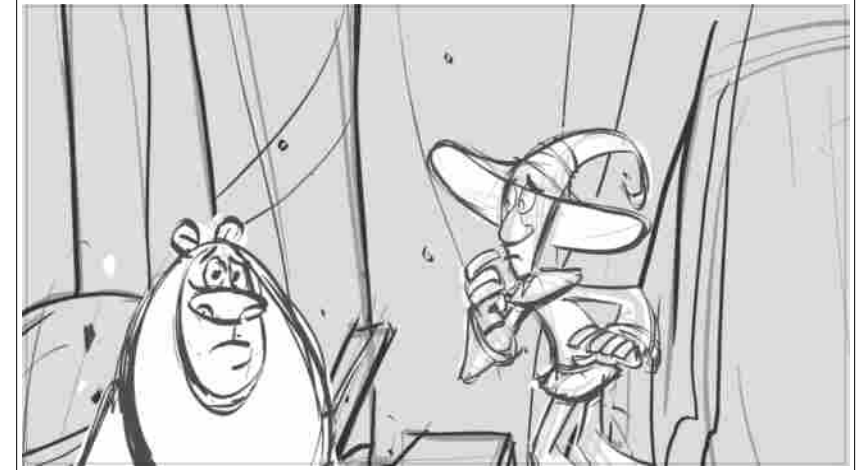


**Dialog**

119 LION

They don't strike me as the dancing type, Scarecrow. Spins must be hard with heads that big.

Scene	Duration	Panel	Duration
7	07:19	15	00:08

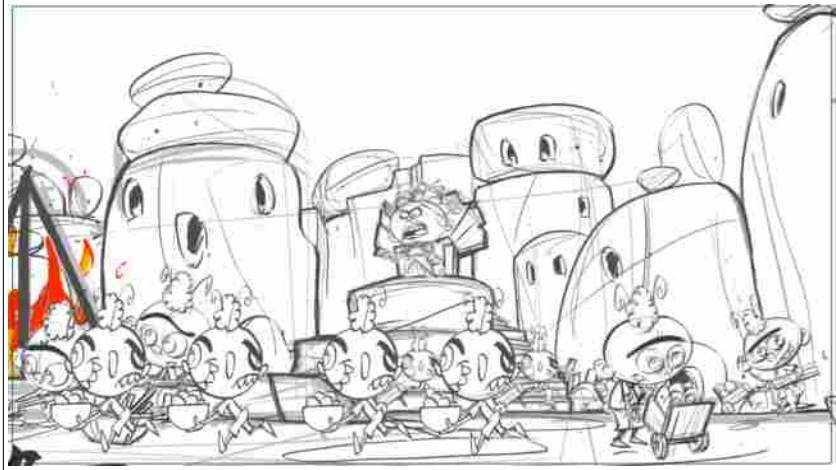


**Dialog**

119 LION

They don't strike me as the dancing type, Scarecrow. Spins must be hard with heads that big.

Scene	Duration	Panel	Duration
8	04:21	1	00:20

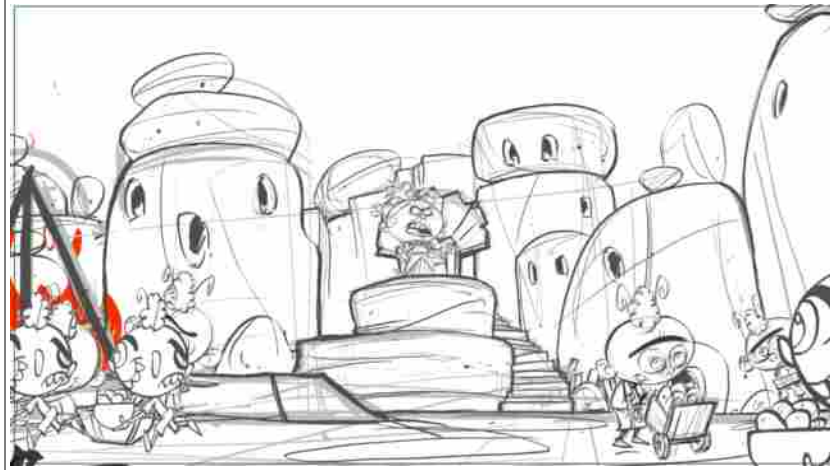


**Dialog**

120 SCOODLER QUEEN

Fire's up, onions are chopped. Bring forth the SOUP POT!

Scene	Duration	Panel	Duration
8	04:21	2	02:04

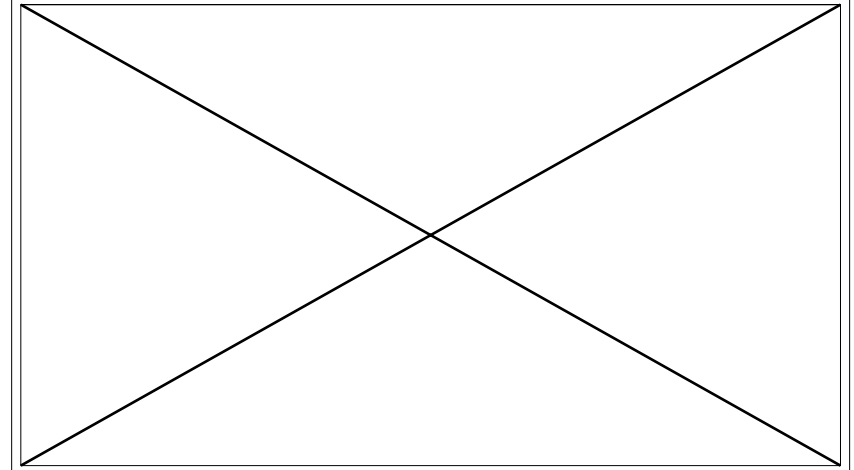


**Dialog**

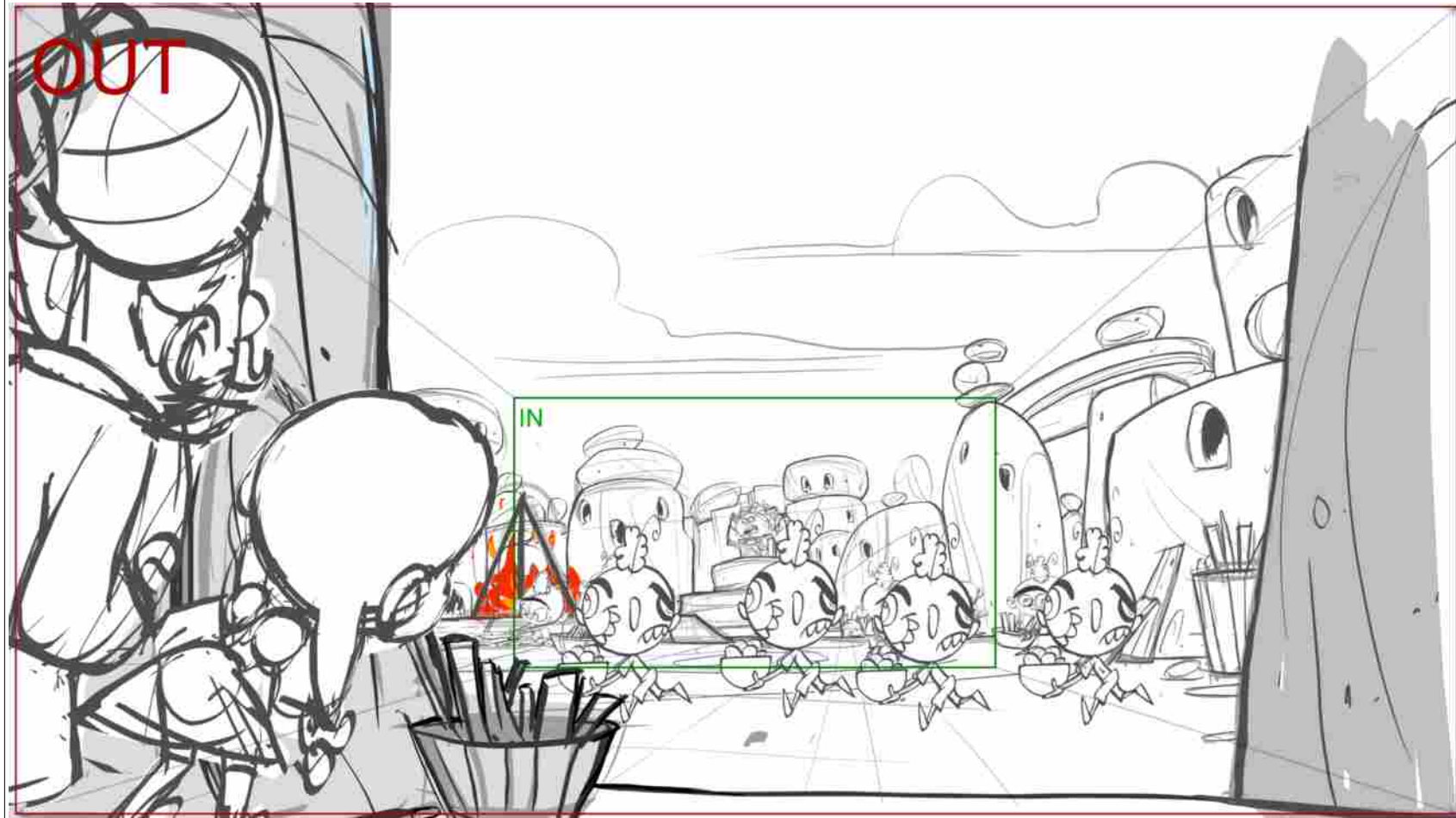
120 SCOODLER QUEEN

Fire's up, onions are chopped. Bring forth the SOUP POT!

NO PANEL



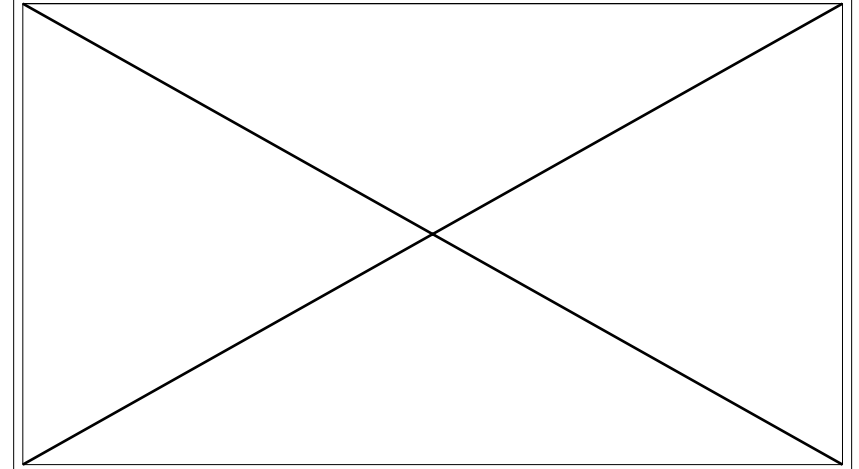
Scene	Duration	Panel	Duration
8	04:21	3	01:03

**Dialog**

120 SCODLER QUEEN

Fire's up, onions are chopped. Bring forth the SOUP POT!

NO PANEL



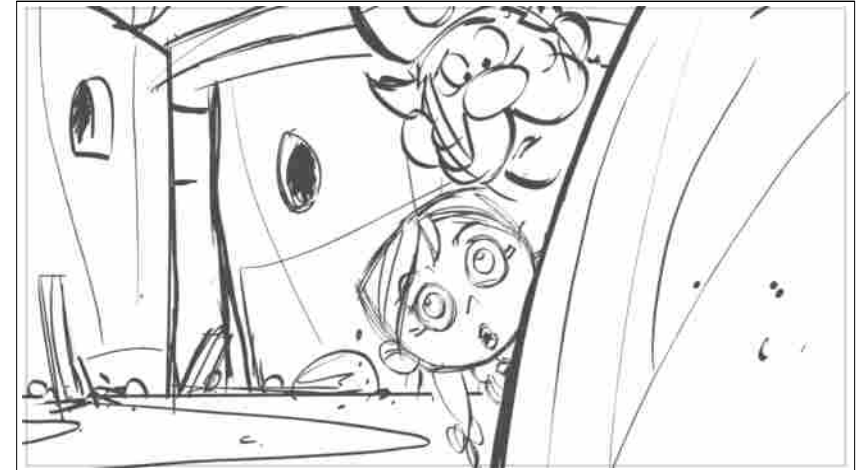
Scene	Duration	Panel	Duration
8	04:21	4	00:18



**Dialog**  
120 SCODLER QUEEN

Fire's up, onions are chopped. Bring forth the SOUP POT!

Scene	Duration	Panel	Duration
9	02:16	1	00:17



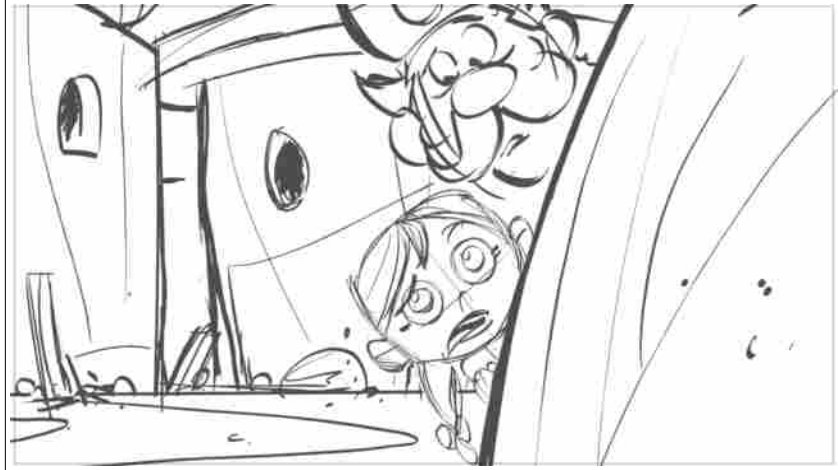
**Dialog**  
121 DOROTHY

Ohhh,..We're running out of time! Come on, let's put our heads together and think up a way out of this!

**Action Notes**  
BACK ON DOROTHY.



Scene	Duration	Panel	Duration
9	02:16	2	01:13

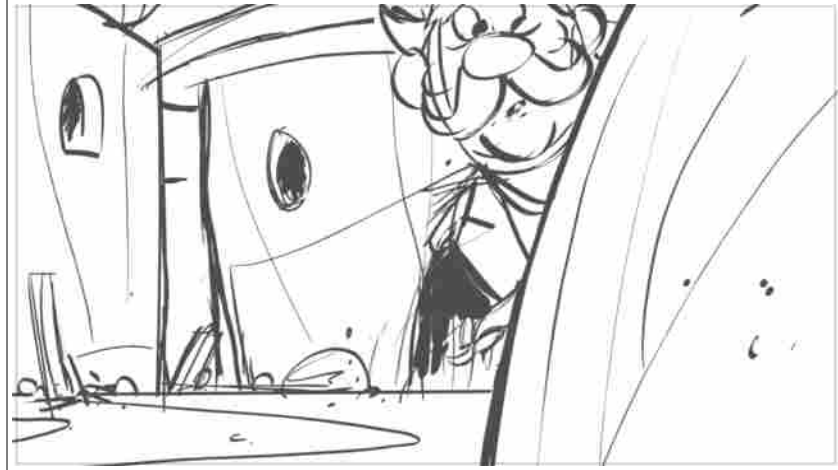


**Dialog**  
121 DOROTHY

We're running out of time! Come on, let's put our heads together and think up a way out of this!

**Action Notes**  
BACK ON DOROTHY.

Scene	Duration	Panel	Duration
9	02:16	3	00:10



**Dialog**  
121 DOROTHY

We're running out of time! Come on, let's put our heads together and think up a way out of this!

**Action Notes**  
BACK ON DOROTHY.

Scene	Duration	Panel	Duration
10	03:13	1	00:16



**Dialog**  
121 DOROTHY (contd)

Come on, let's put our heads together and think up a way out of this!

Scene	Duration	Panel	Duration
10	03:13	2	01:03



**Dialog**

121 DOROTHY (contd)

Come on, let's put our heads together and think up a way out of this!

Scene	Duration	Panel	Duration
10	03:13	3	00:03



**Dialog**

121 DOROTHY (contd)

Come on, let's put our heads together and think up a way out of this!

Scene	Duration	Panel	Duration
10	03:13	4	00:03



**Dialog**

121 DOROTHY (contd)

Come on, let's put our heads together and think up a way out of this!

Scene	Duration	Panel	Duration
10	03:13	5	00:03



**Dialog**

121 DOROTHY (contd)

Come on, let's put our heads together and think up a way out of this!

Scene	Duration	Panel	Duration
10	03:13	6	00:02



**Dialog**

121 DOROTHY (contd)

Come on, let's put our heads together and think up a way out of this!

Scene	Duration	Panel	Duration
10	03:13	7	01:07

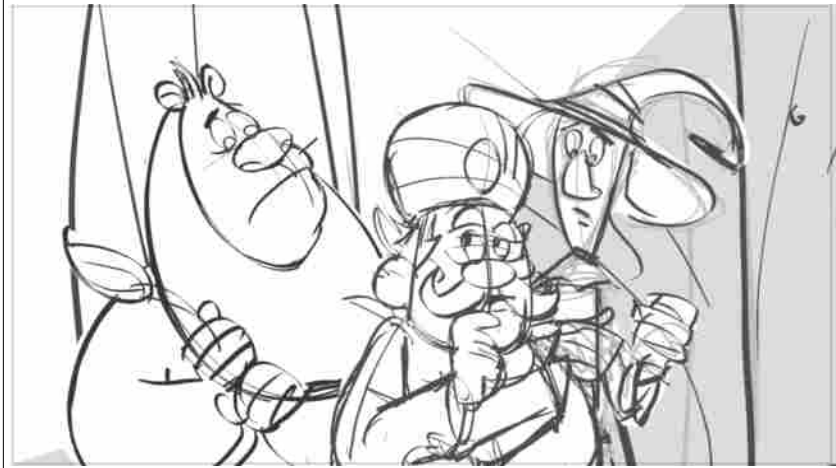


**Dialog**

121 DOROTHY (contd)

Come on, let's put our heads together and think up a way out of this!

Scene	Duration	Panel	Duration
11	04:18	1	01:14



**Dialog**  
122 WIZARD

Ohhh.....put our heads.....THAT'S IT! Why do you think they worship the Queen?

**Action Notes**  
Angle on the Wizard, Lion and Scarecrow.

Scene	Duration	Panel	Duration
11	04:18	2	00:16



**Dialog**  
122 WIZARD

Ohhh.....put our heads.....THAT'S IT! Why do you think they worship the Queen?

**Action Notes**  
Angle on the Wizard, Lion and Scarecrow.

Scene	Duration	Panel	Duration
11	04:18	3	01:05



**Dialog**  
122 WIZARD

Ohhh.....put our heads.....THAT'S IT! Why do you think they worship the Queen?

**Action Notes**  
Angle on the Wizard, Lion and Scarecrow.

Scene	Duration	Panel	Duration
11	04:18	4	01:07



**Dialog**

122 WIZARD

Ohhh.....put our heads.....THAT'S IT! Why do you think they worship the Queen?

**Action Notes**

Angle on the Wizard, Lion and Scarecrow.

Scene	Duration	Panel	Duration
12	01:03	1	00:12



**Dialog**

123 LION

I got it,..Courage!

Scene	Duration	Panel	Duration
12	01:03	2	00:15



**Dialog**

123 LION

I got it,..Courage!



Scene	Duration	Panel	Duration
13	00:13	1	00:13



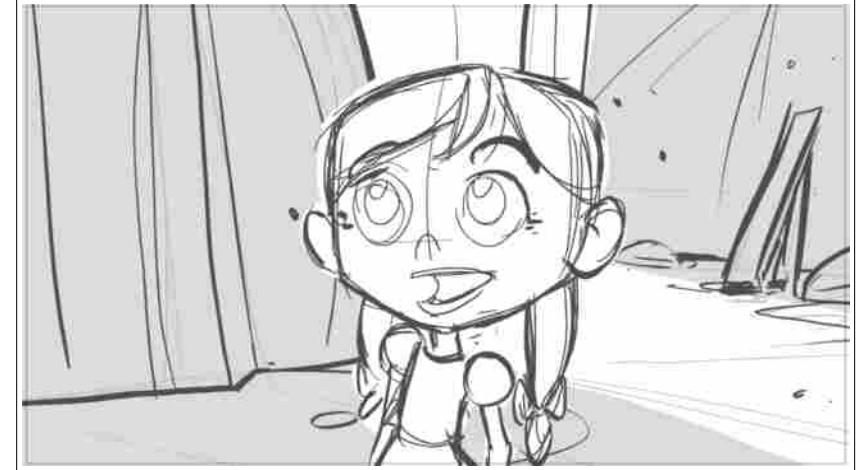
**Dialog**  
124 SCARECROW  
  
Wisdom?

Scene	Duration	Panel	Duration
14	01:01	1	00:07



**Dialog**  
125 DOROTHY  
  
Err....Leadership?

Scene	Duration	Panel	Duration
14	01:01	2	00:18



**Dialog**  
125 DOROTHY  
  
Err....Leadership?

Scene	Duration	Panel	Duration
15	08:11	1	00:15

**Dialog**

126 WIZARD

No! The Queen has the largest head. Trust me, I know from experience, a marcocephalic cranium commands respect and authority.

Scene	Duration	Panel	Duration
15	08:11	2	01:02

**Dialog**

126 WIZARD

No! The Queen has the largest head. Trust me, I know from experience, a marcocephalic cranium commands respect and authority.

Scene	Duration	Panel	Duration
15	08:11	3	00:23

**Dialog**

126 WIZARD

No! The Queen has the largest head. Trust me, I know from experience, a marcocephalic cranium commands respect and authority.

Scene	Duration	Panel	Duration
15	08:11	4	01:12

**Dialog**

126 WIZARD

No! The Queen has the largest head. Trust me, I know from experience, a marcocephalic cranium commands respect and authority.

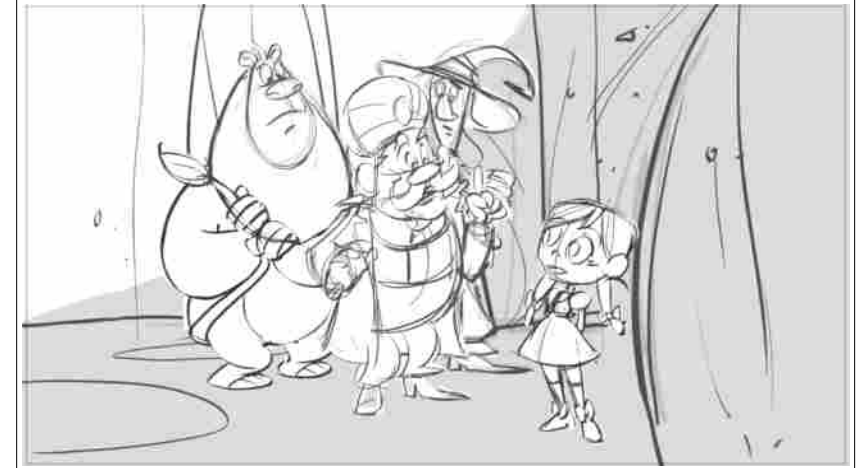
Scene	Duration	Panel	Duration
15	08:11	5	00:16

**Dialog**

126 WIZARD

No! The Queen has the largest head. Trust me, I know from experience, a marcocephalic cranium commands respect and authority.

Scene	Duration	Panel	Duration
15	08:11	6	01:14

**Dialog**

126 WIZARD

No! The Queen has the largest head. Trust me, I know from experience, a marcocephalic cranium commands respect and authority.

Scene	Duration	Panel	Duration
15	08:11	7	02:01



**Dialog**

126 WIZARD

No! The Queen has the largest head. Trust me, I know from experience, a marcocephalic cranium commands respect and authority.

Scene	Duration	Panel	Duration
16	01:17	1	01:17



**Dialog**

127 SCARECROW

Yes, we remember.

Scene	Duration	Panel	Duration
17	04:01	1	00:14



**Dialog**

128 DOROTHY

(Catching on) So what we need is an even bigger head...

Scene	Duration	Panel	Duration
17	04:01	2	01:09



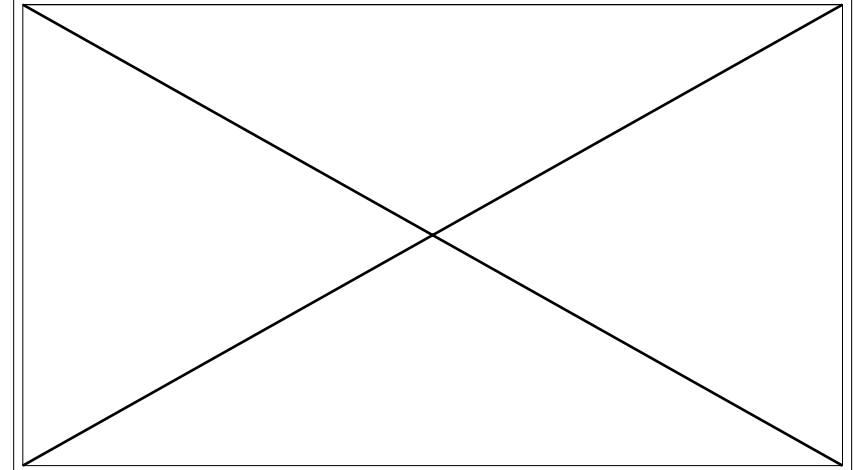
**Dialog**  
 128 DOROTHY  
  
 (Catching on) So what we need is an even bigger head...

Scene	Duration	Panel	Duration
17	04:01	3	02:02



**Dialog**  
 128 DOROTHY  
  
 (Catching on) So what we need is an even bigger head...

NO PANEL





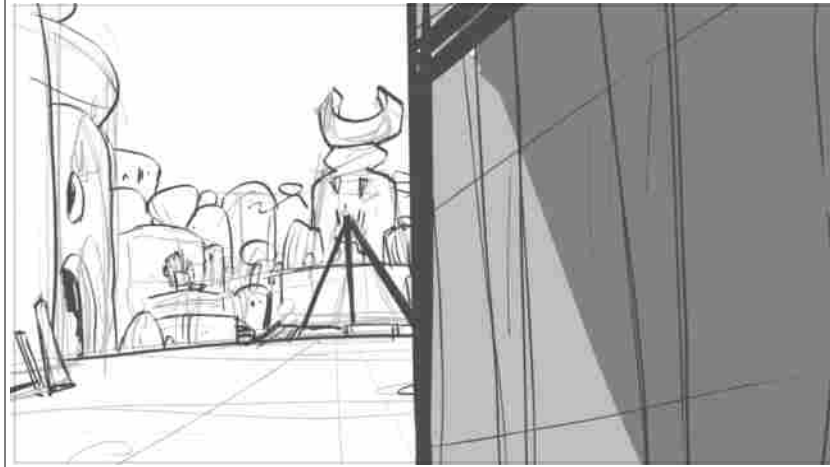
Scene	Duration	Panel	Duration
1	05:08	1	00:16



**Action Notes**  
 SEQ. 10) EXT. SCODLER VALLEY - LATER

All the Scodlers are gathered around the fire with the Scodler Queen presiding, as if a sacred ceremony is about to take place.

Scene	Duration	Panel	Duration
1	05:08	2	00:16



**Action Notes**  
 SEQ. 10) EXT. SCODLER VALLEY - LATER

All the Scodlers are gathered around the fire with the Scodler Queen presiding, as if a sacred ceremony is about to take place.

Scene	Duration	Panel	Duration
1	05:08	3	00:16



**Action Notes**  
 SEQ. 10) EXT. SCODLER VALLEY - LATER

All the Scodlers are gathered around the fire with the Scodler Queen presiding, as if a sacred ceremony is about to take place.

Scene	Duration	Panel	Duration
1	05:08	4	00:16



**Action Notes**

SEQ. 10) EXT. SCODLER VALLEY - LATER

All the Scodlers are gathered around the fire with the Scodler Queen presiding, as if a sacred ceremony is about to take place.

Scene	Duration	Panel	Duration
1	05:08	5	00:16



**Action Notes**

SEQ. 10) EXT. SCODLER VALLEY - LATER

All the Scodlers are gathered around the fire with the Scodler Queen presiding, as if a sacred ceremony is about to take place.

Scene	Duration	Panel	Duration
1	05:08	6	00:16

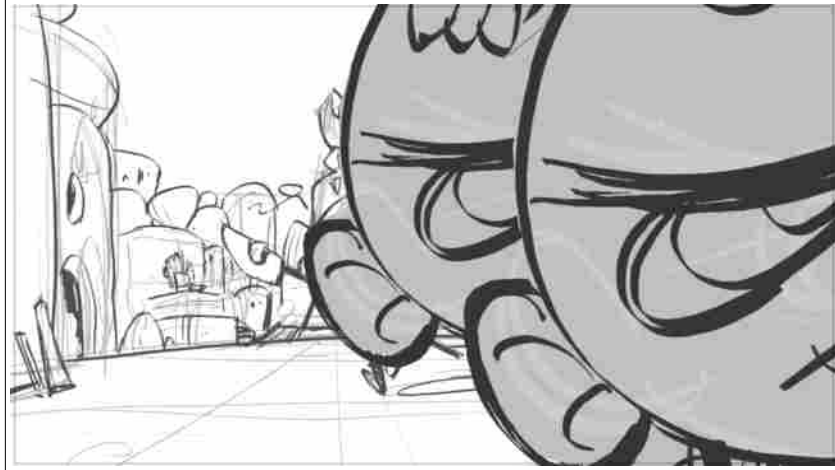


**Action Notes**

SEQ. 10) EXT. SCODLER VALLEY - LATER

All the Scodlers are gathered around the fire with the Scodler Queen presiding, as if a sacred ceremony is about to take place.

Scene	Duration	Panel	Duration
1	05:08	7	00:16



**Action Notes**

SEQ. 10) EXT. SCODLER VALLEY - LATER

All the Scodlers are gathered around the fire with the Scodler Queen presiding, as if a sacred ceremony is about to take place.

Scene	Duration	Panel	Duration
1	05:08	8	00:16



**Action Notes**

SEQ. 10) EXT. SCODLER VALLEY - LATER

All the Scodlers are gathered around the fire with the Scodler Queen presiding, as if a sacred ceremony is about to take place.

Scene	Duration	Panel	Duration
2	03:00	1	00:13



**Dialog**

129 SCODLERS (1-3)

(Creepy slurping sounds)

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



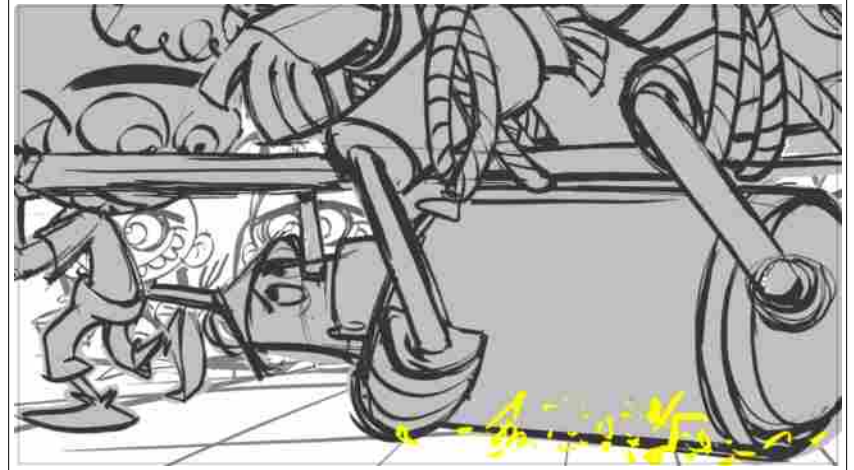
**Dialog**  
 129 SCOODLERS (1-3)  
 (Creepy slurping sounds)

Scene	Duration	Panel	Duration
2	03:00	3	00:09



**Dialog**  
 129 SCOODLERS (1-3)  
 (Creepy slurping sounds)

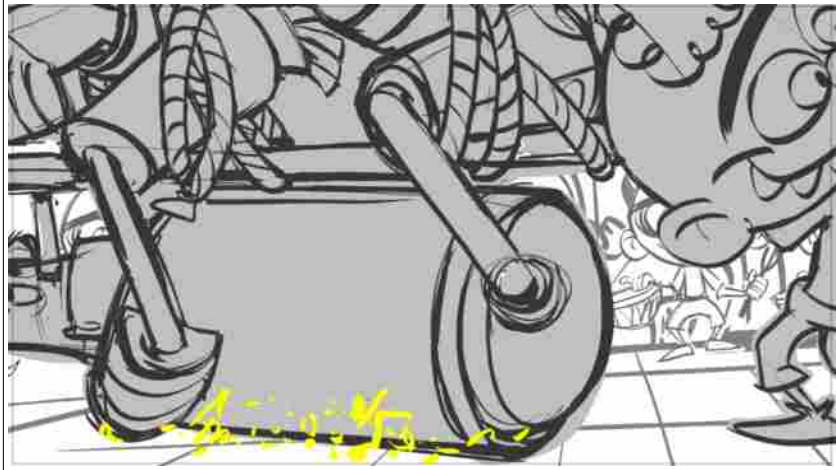
Scene	Duration	Panel	Duration
2	03:00	4	00:11



**Dialog**  
 129 SCOODLERS (1-3)  
 (Creepy slurping sounds)

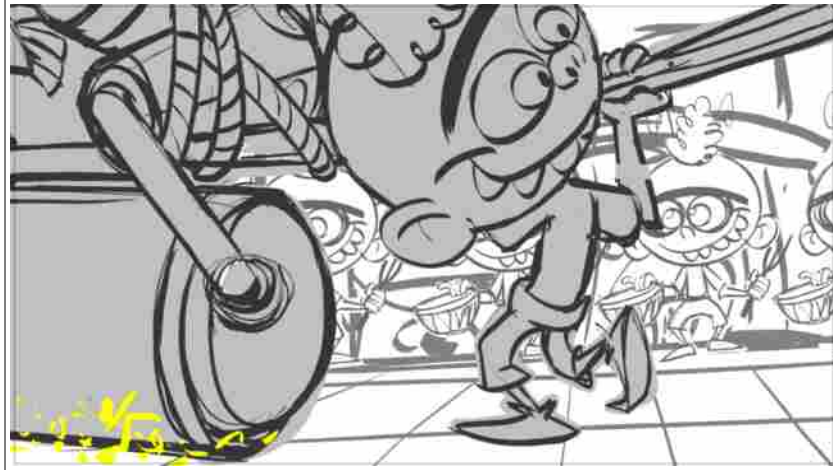


Scene	Duration	Panel	Duration
2	03:00	5	00:11



**Dialog**  
 129 SCODLERS (1-3)  
 (Creepy slurping sounds)

Scene	Duration	Panel	Duration
2	03:00	6	00:10



**Dialog**  
 129 SCODLERS (1-3)  
 (Creepy slurping sounds)

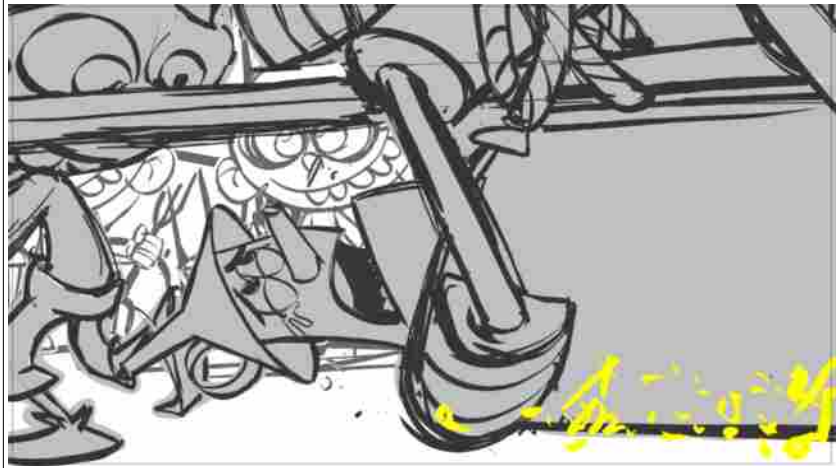
Scene	Duration	Panel	Duration
2	03:00	7	00:06



**Dialog**  
 129 SCODLERS (1-3)  
 (Creepy slurping sounds)



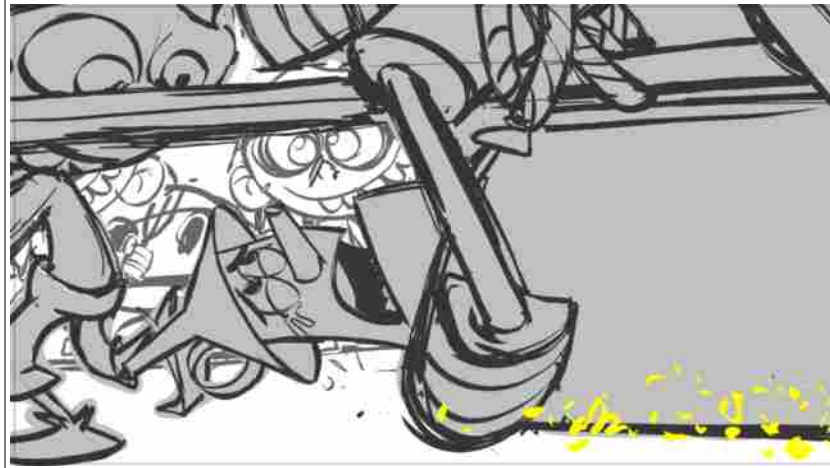
Scene	Duration	Panel	Duration
3	01:16	1	00:13



**Dialog**  
 130 TIN MAN  
 (Desperate) Please, let me go.

**Action Notes**  
 Close on Tinman. PANNING BG.

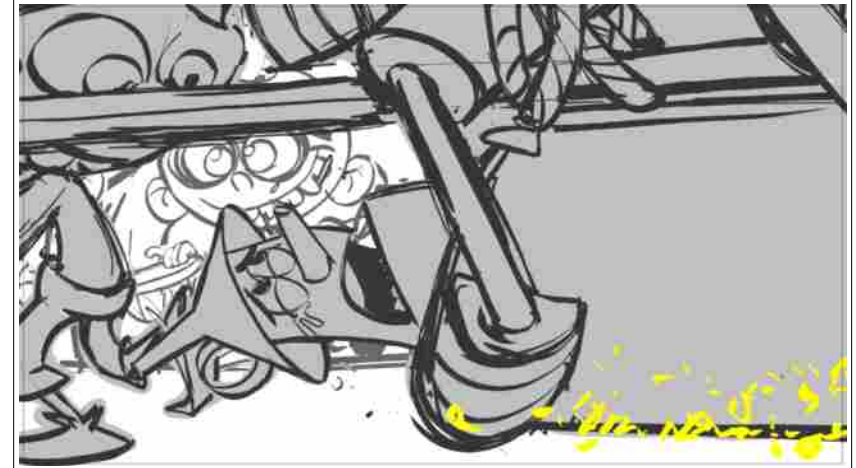
Scene	Duration	Panel	Duration
3	01:16	2	00:14



**Dialog**  
 130 TIN MAN  
 (Desperate) Please, let me go.

**Action Notes**  
 Close on Tinman. PANNING BG.

Scene	Duration	Panel	Duration
3	01:16	3	00:13



**Dialog**  
 130 TIN MAN  
 (Desperate) Please, let me go.

**Action Notes**  
 Close on Tinman. PANNING BG.

Scene	Duration	Panel	Duration
4	02:00	1	00:16



**Action Notes**

Tin Man is led before the Queen.

Scene	Duration	Panel	Duration
4	02:00	2	00:16



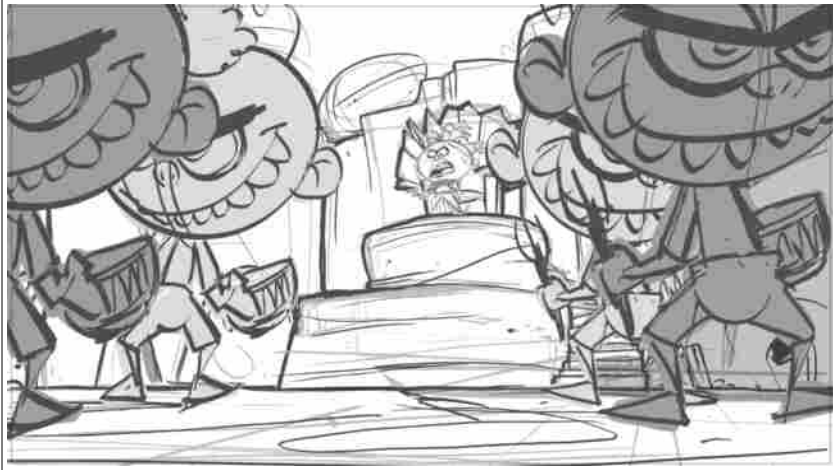
Scene	Duration	Panel	Duration
4	02:00	3	00:16



Scene	Duration	Panel	Duration
5	01:23	1	00:16



Scene	Duration	Panel	Duration
5	01:23	2	00:16



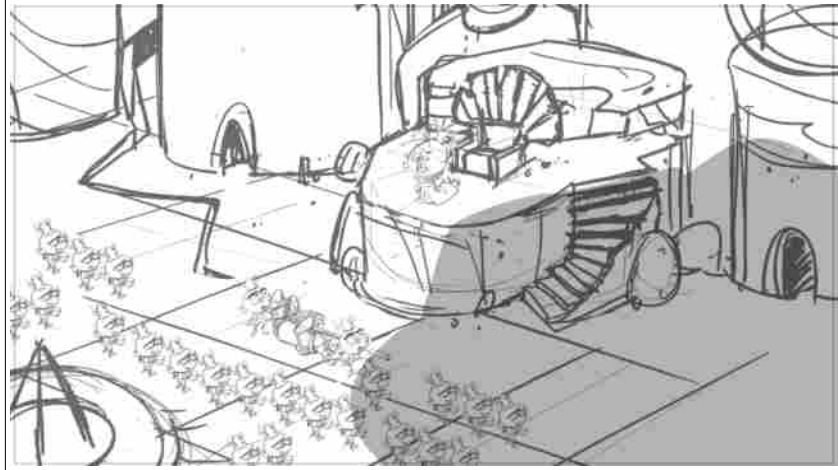
Scene	Duration	Panel	Duration
5	01:23	3	00:15



**Action Notes**

A SHADOW SLIDES INTO SCENE.

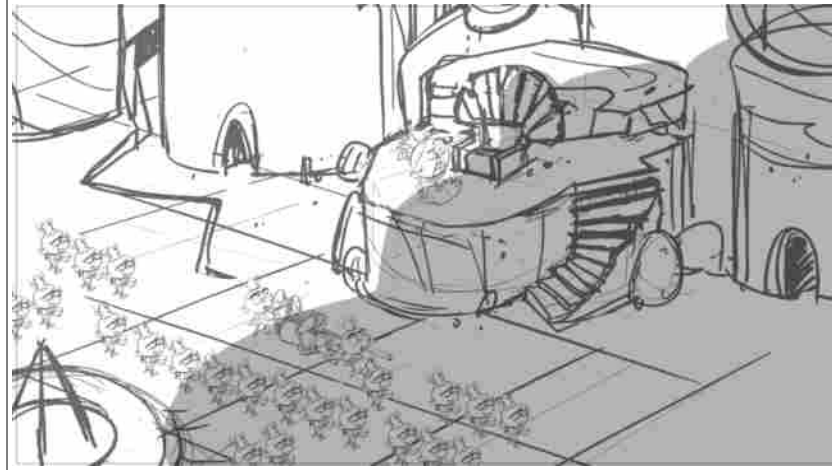
Scene	Duration	Panel	Duration
6	01:08	1	00:16



**Action Notes**

A SHADOW FALLS OVER THE ENTIRE VALLEY. All the Scodler heads turn around to see what is approaching.

Scene	Duration	Panel	Duration
6	01:08	2	00:16



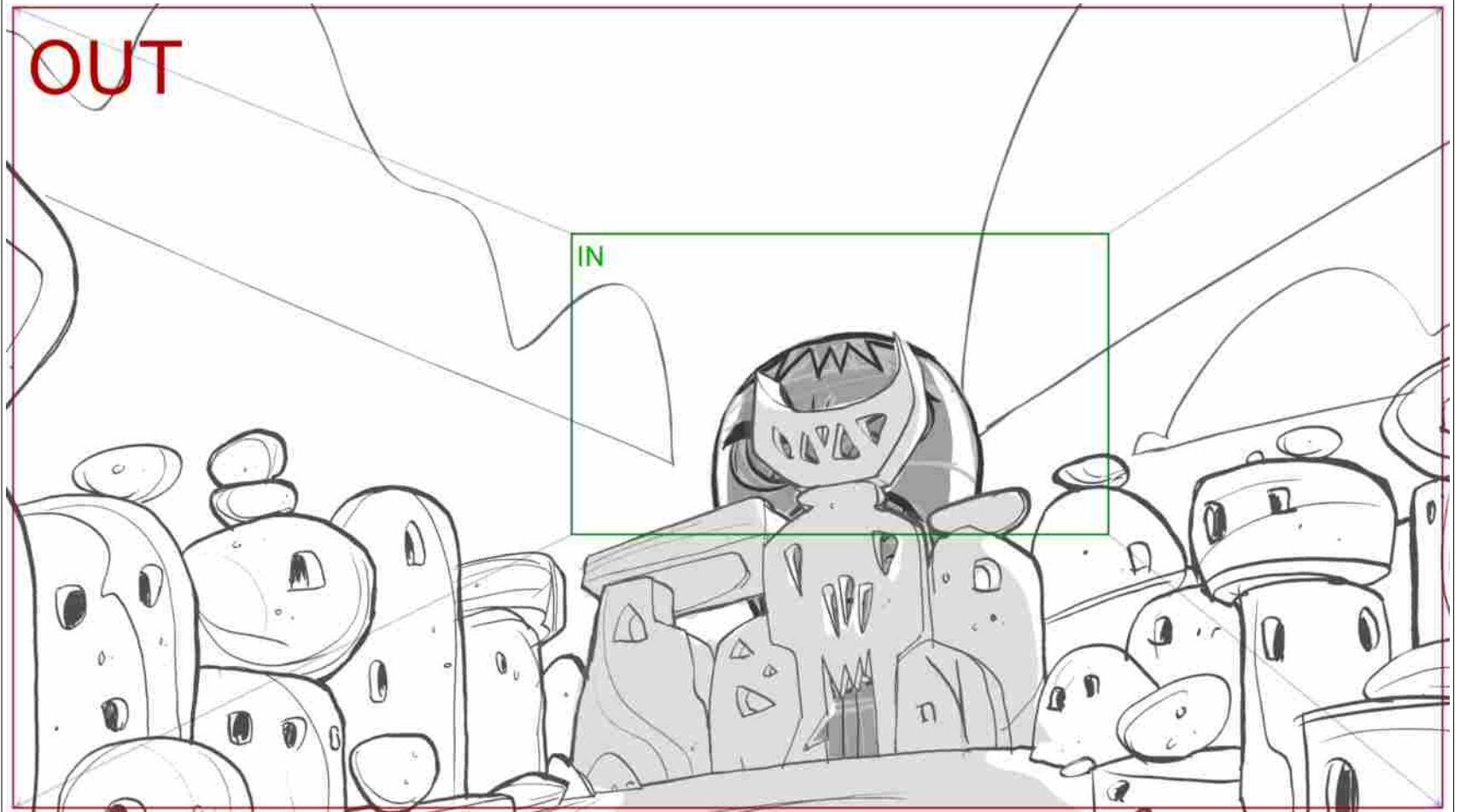
Scene	Duration	Panel	Duration
7	01:08	1	00:16



Scene	Duration	Panel	Duration
7	01:08	2	00:16



Scene	Duration	Panel	Duration
8	02:00	1	00:11

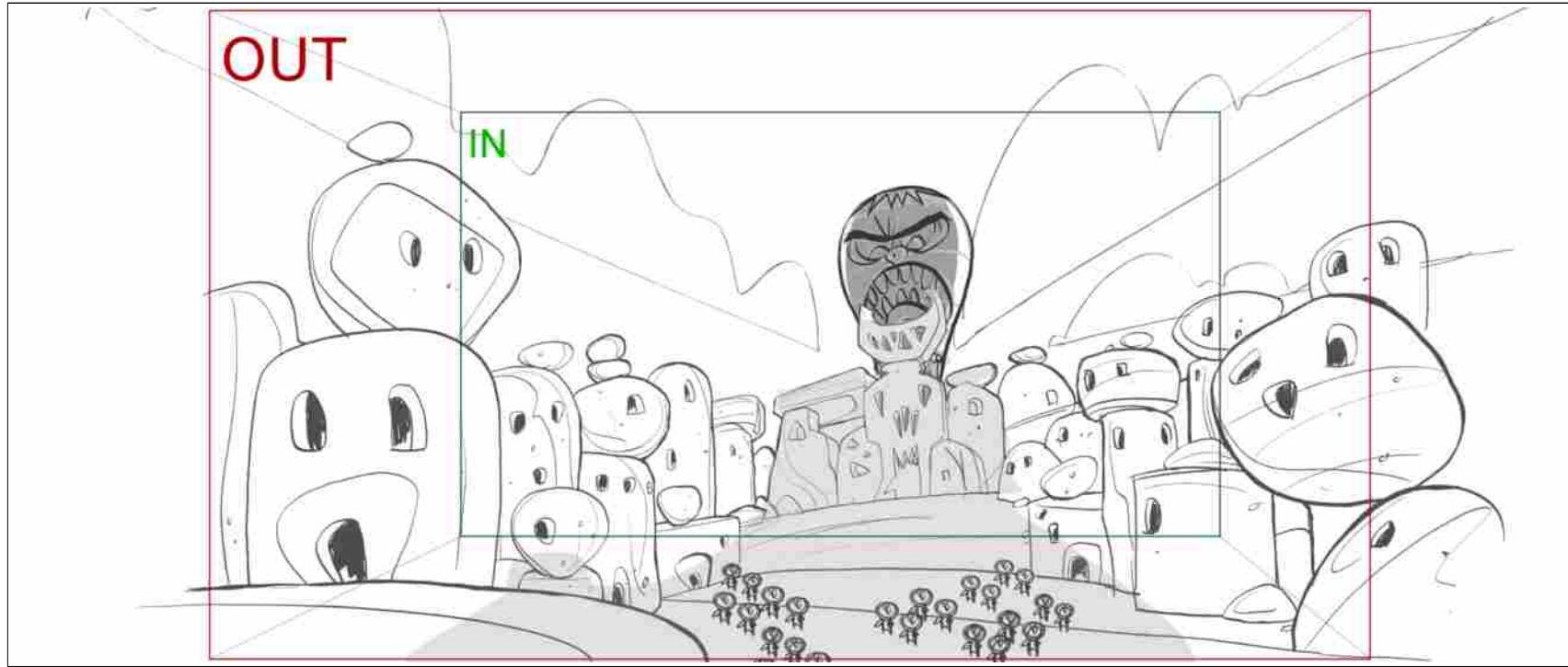


**Action Notes**

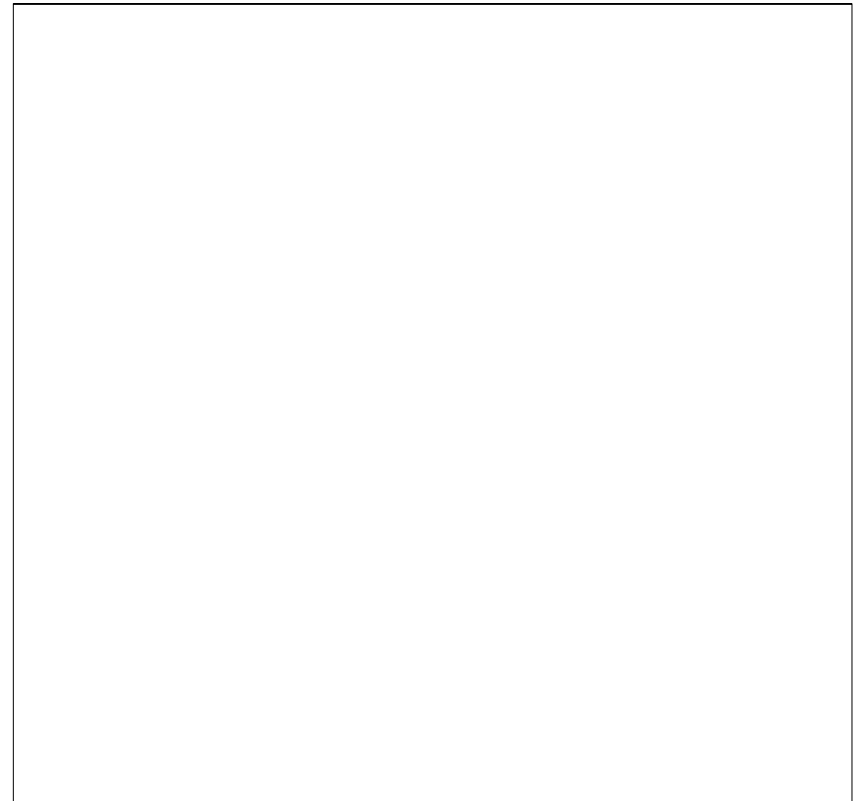
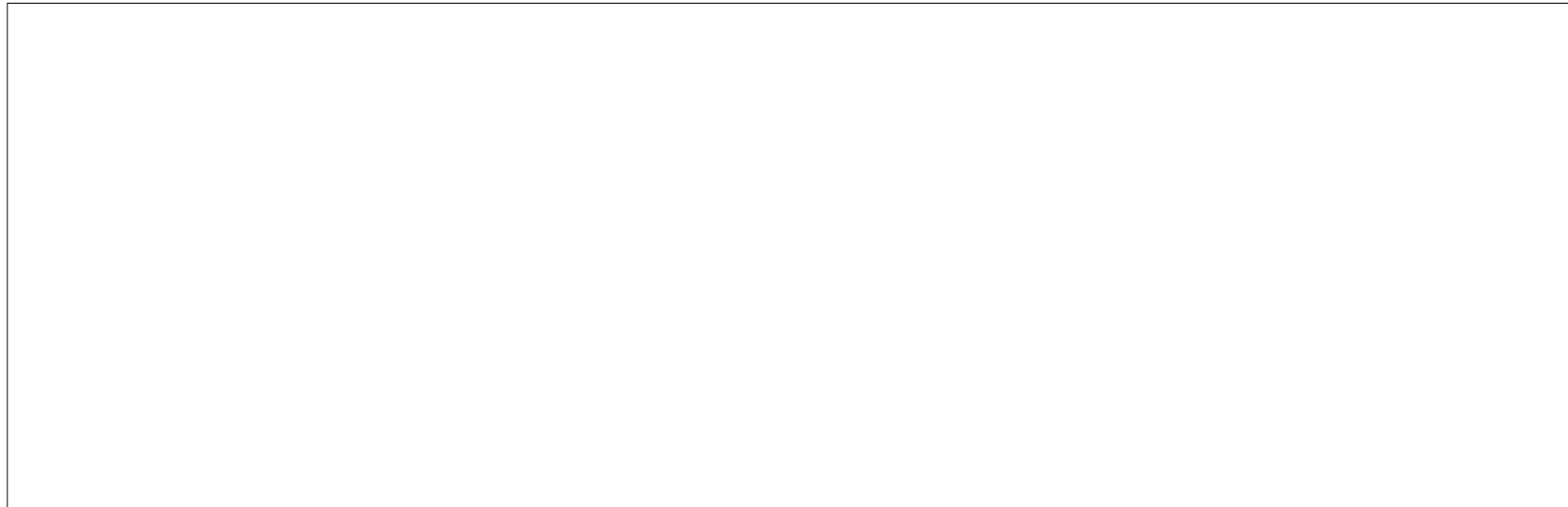
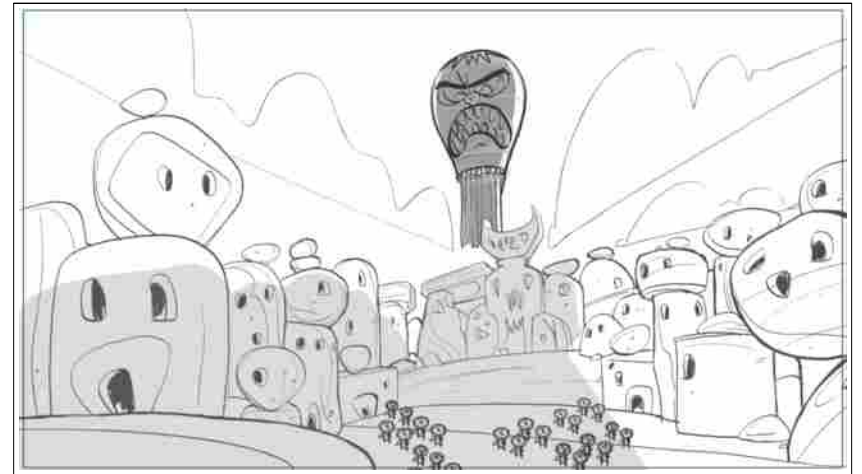
REVEAL THE HOT AIR BALLOON, with a Scodler face painted on it, rises up over the the horned-gates. sailing into the valley.



Scene	Duration	Panel	Duration
8	02:00	2	00:18

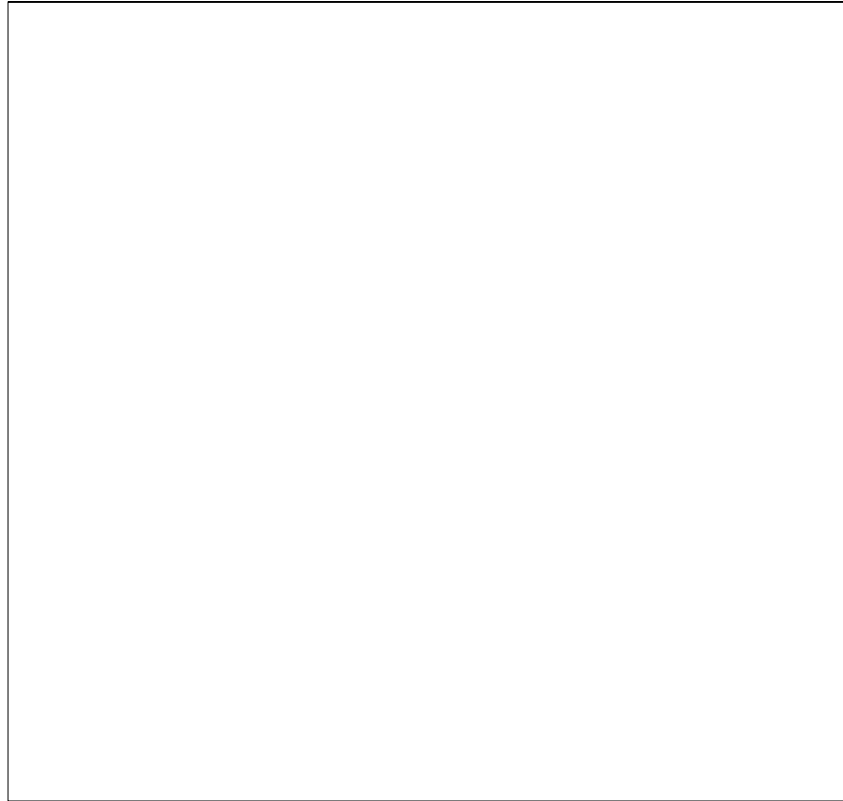
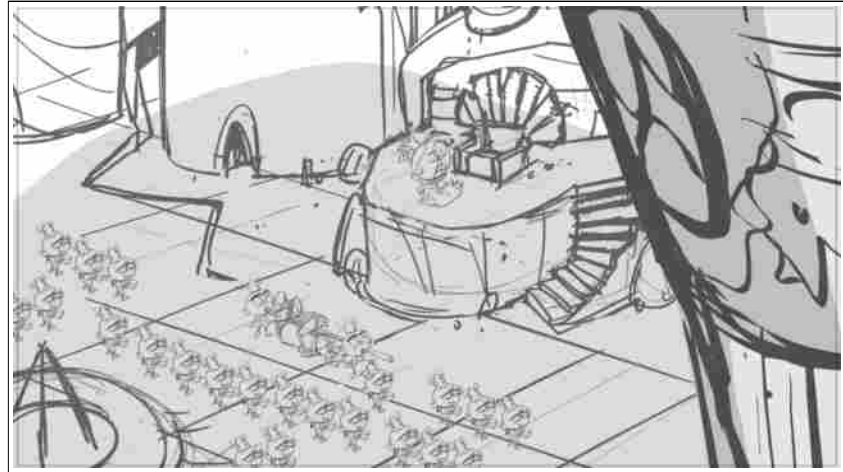


Scene	Duration	Panel	Duration
8	02:00	3	00:19

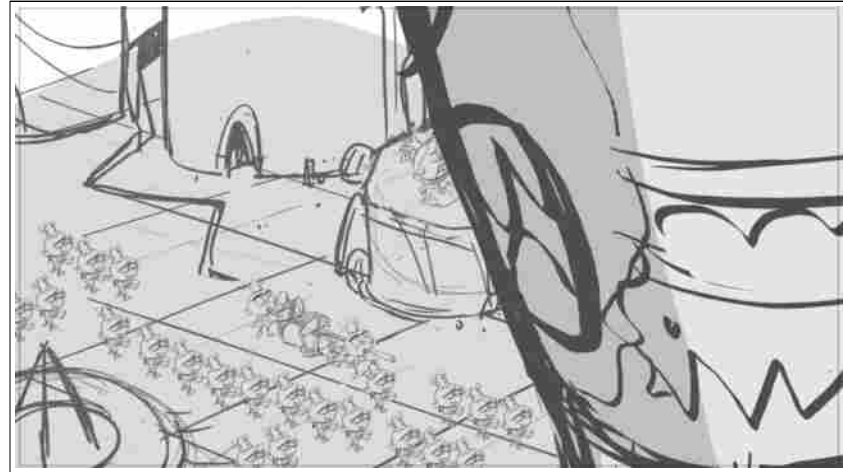




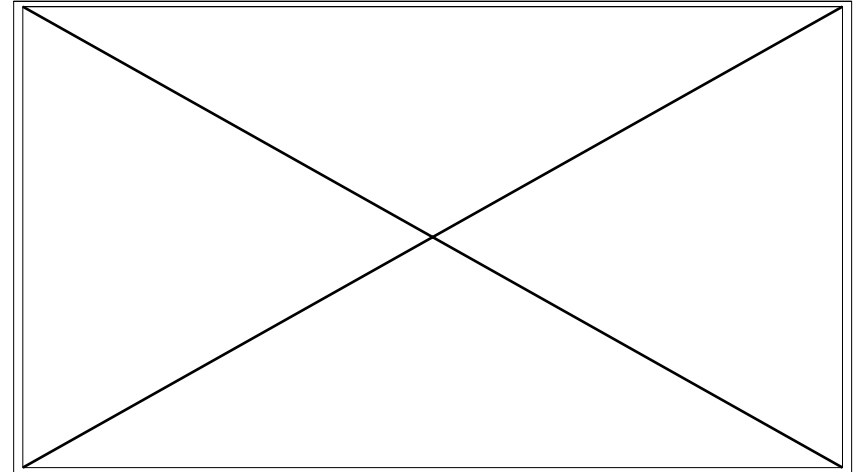
Scene	Duration	Panel	Duration
9	02:23	1	01:07



Scene	Duration	Panel	Duration
9	02:23	2	01:16

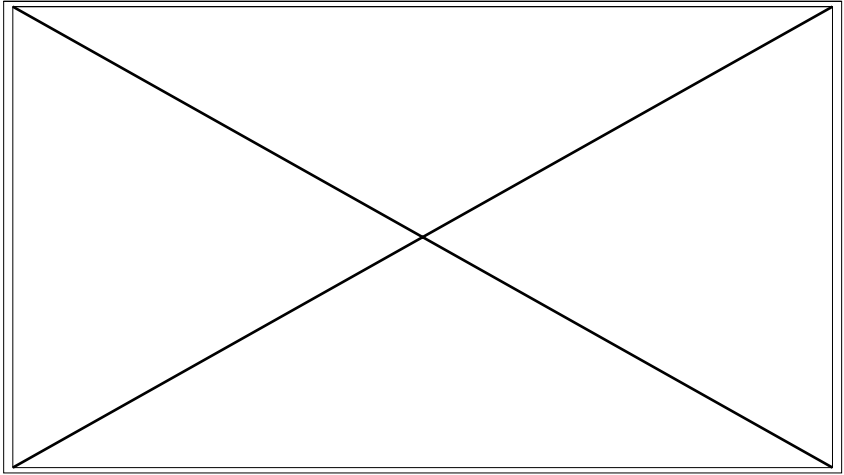
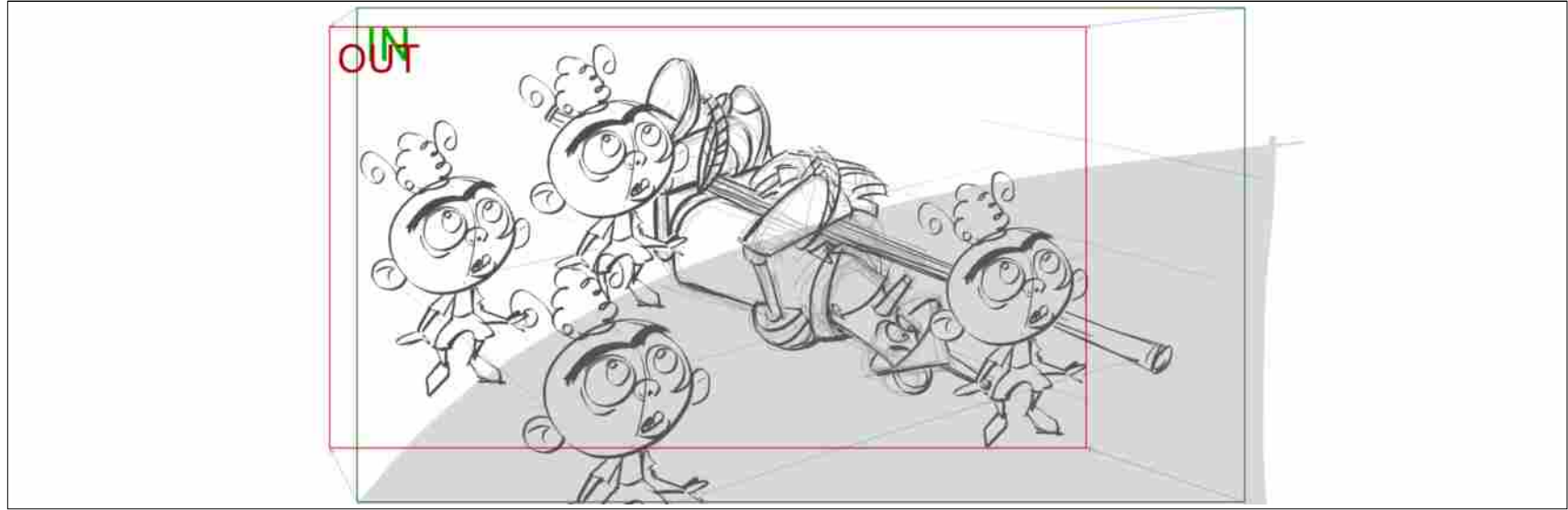


NO PANEL



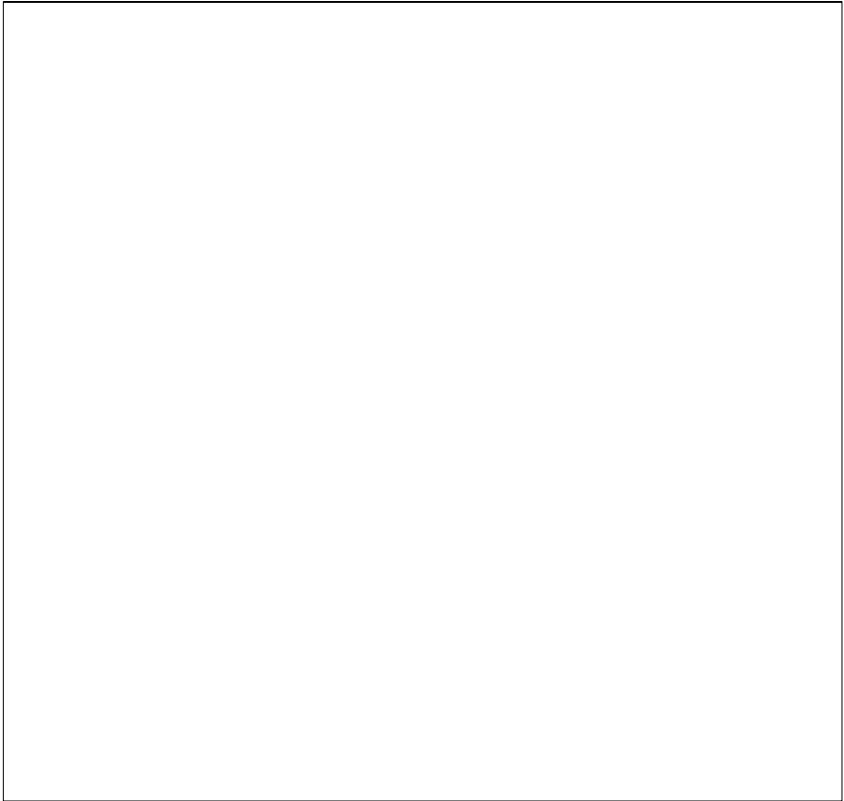
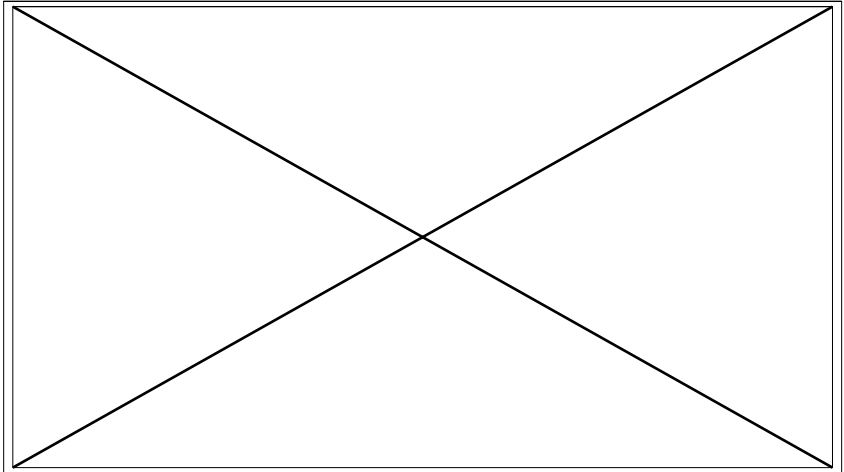
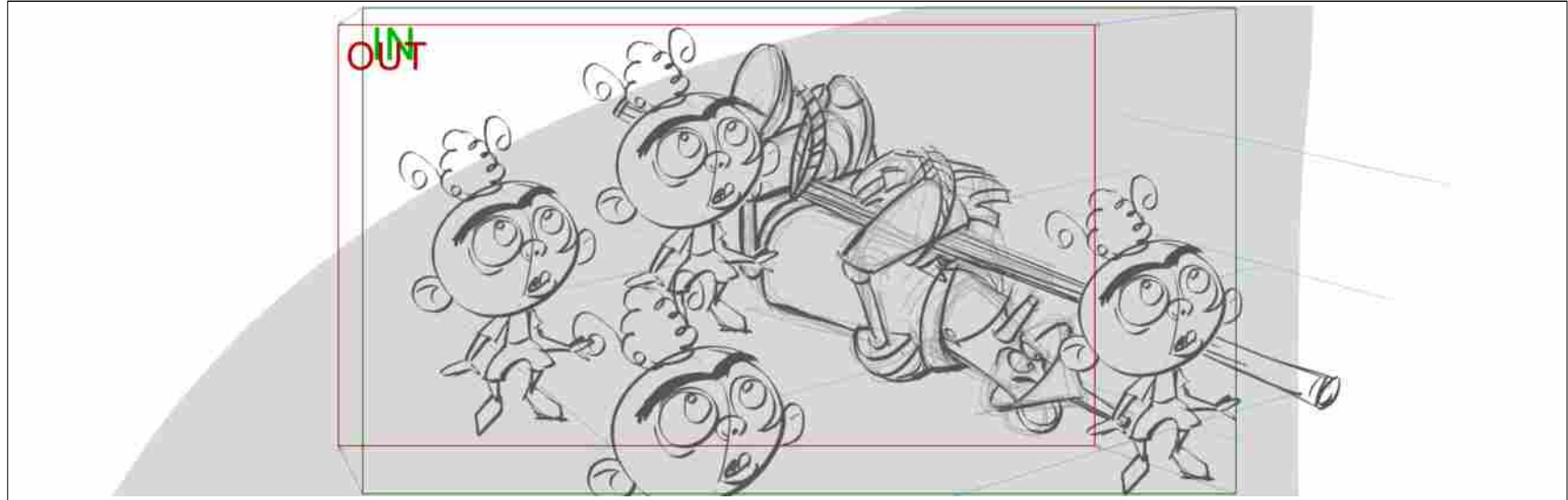
Scene	Duration	Panel	Duration
10	03:06	1	01:20

NO PANEL

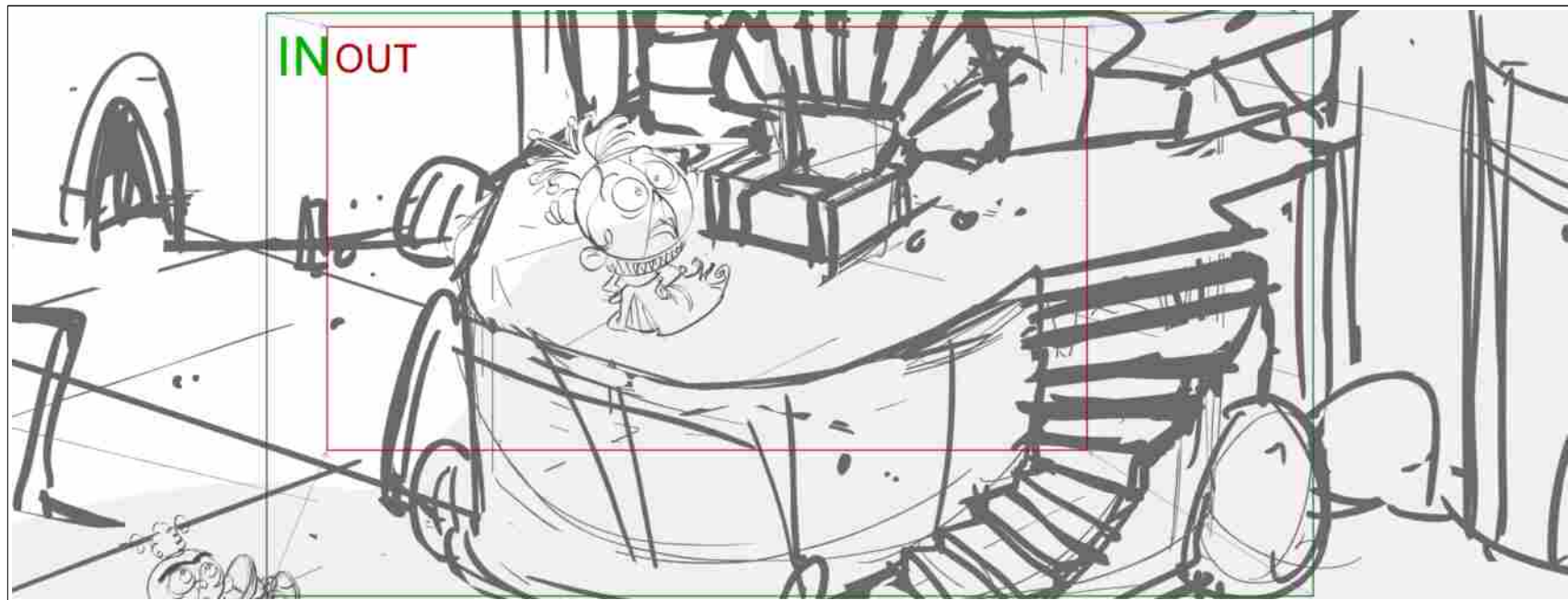


Scene	Duration	Panel	Duration
10	03:06	2	01:10

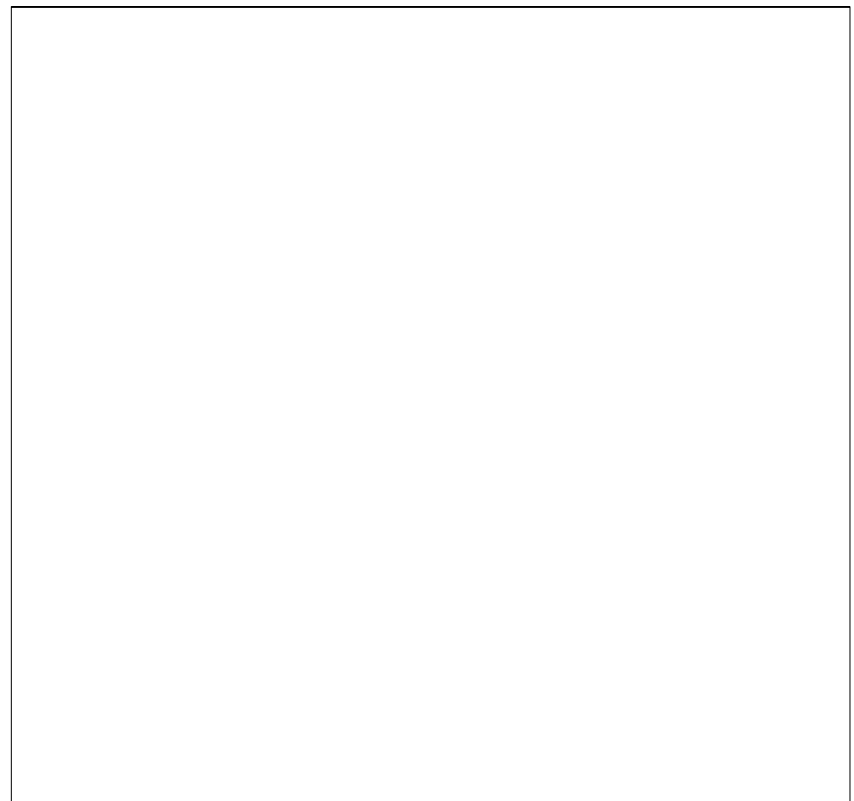
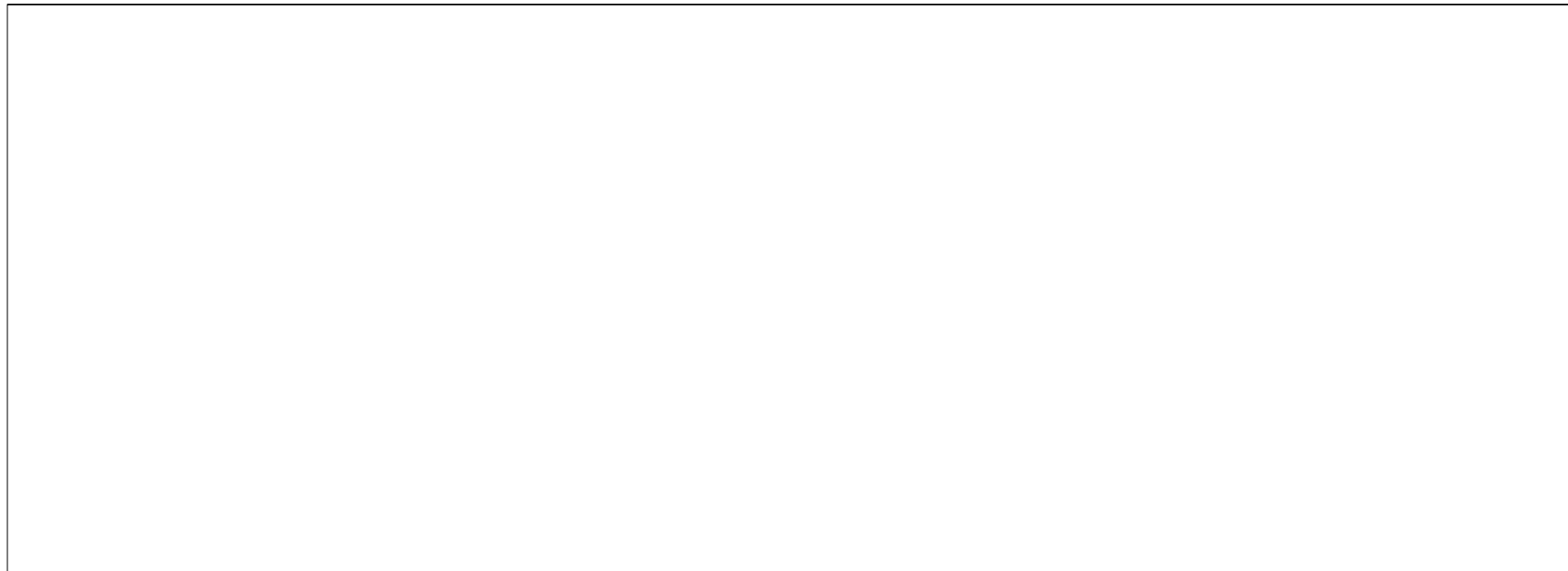
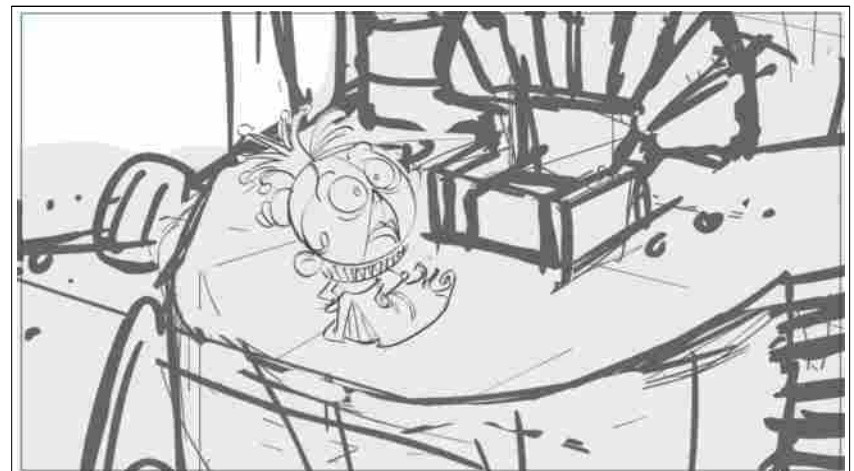
NO PANEL



Scene	Duration	Panel	Duration
11	02:13	1	00:13

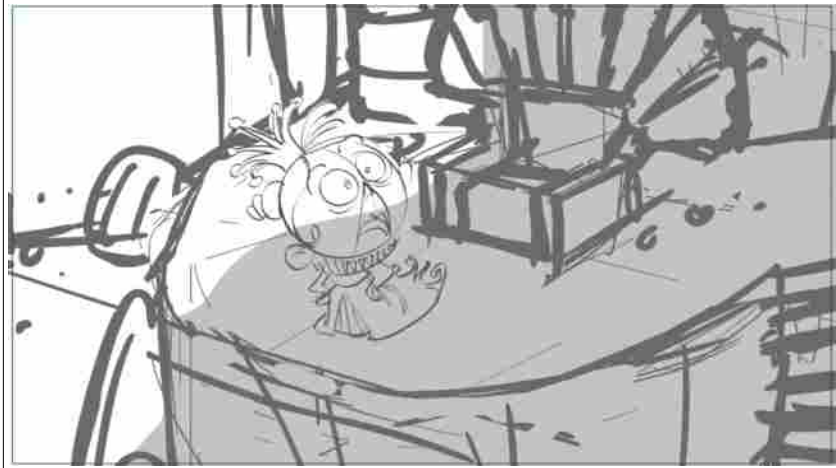


Scene	Duration	Panel	Duration
11	02:13	2	00:16

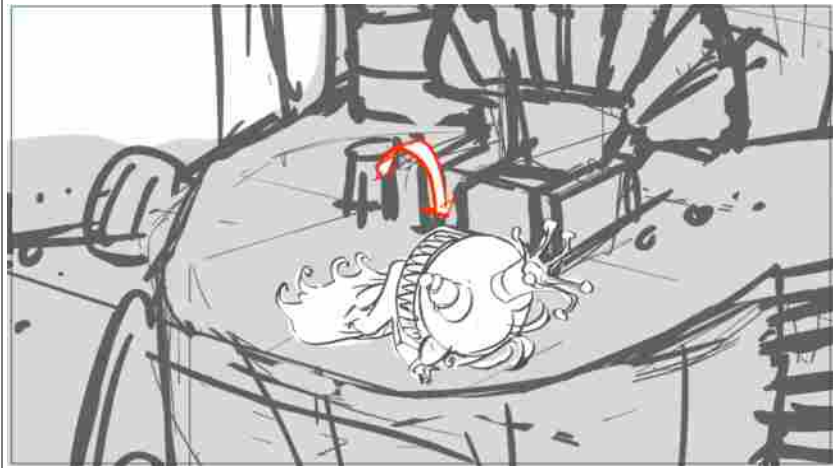




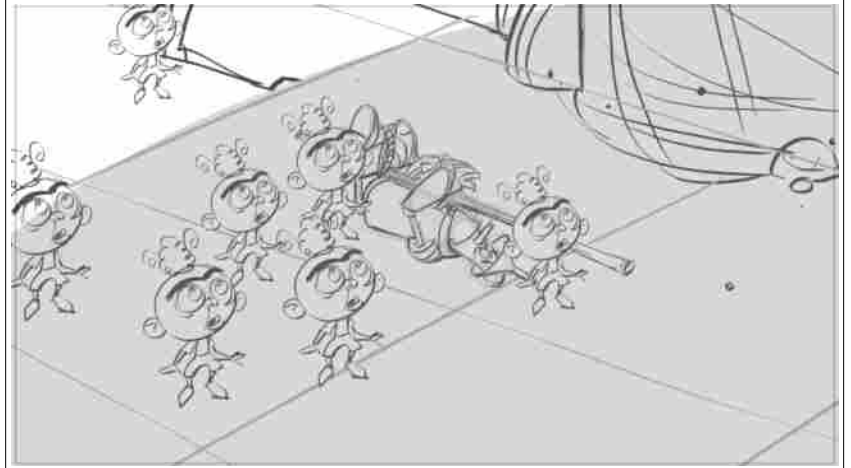
Scene	Duration	Panel	Duration
11	02:13	3	00:16



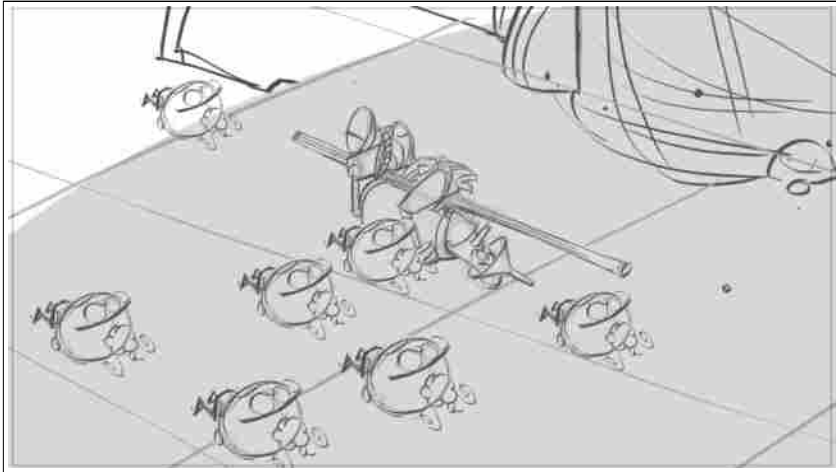
Scene	Duration	Panel	Duration
11	02:13	4	00:16



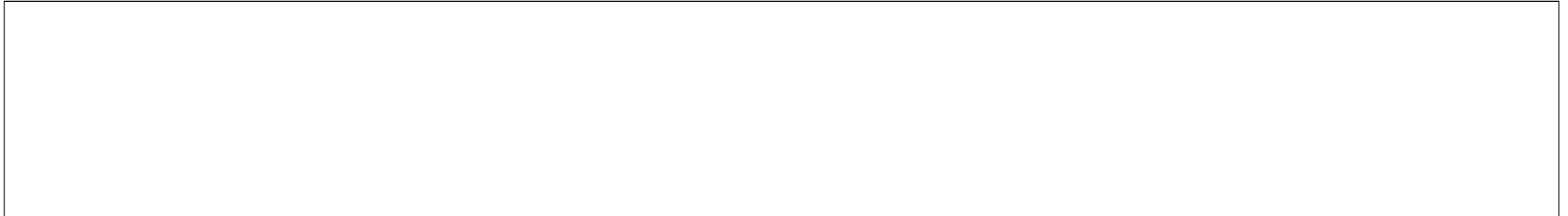
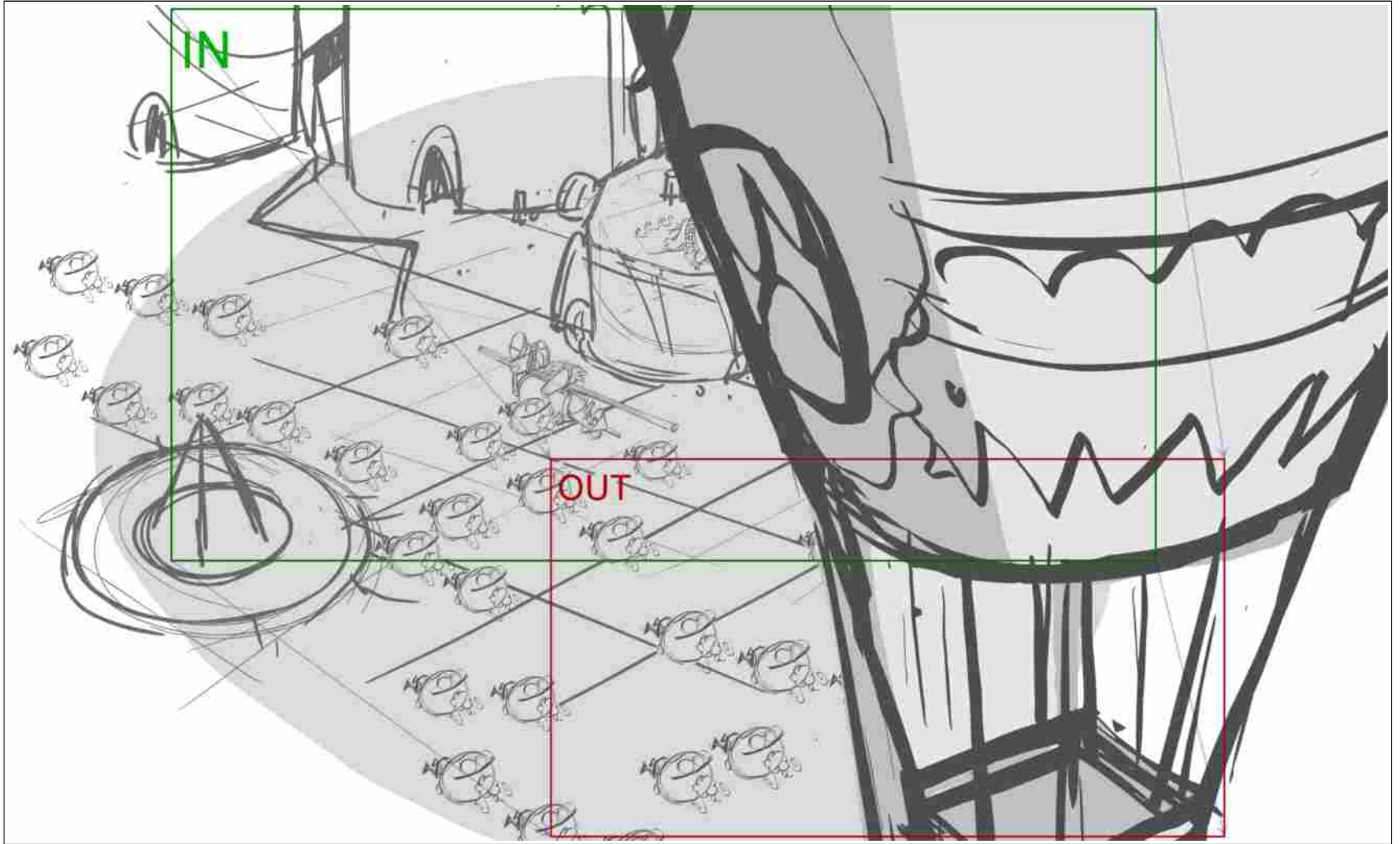
Scene	Duration	Panel	Duration
12	01:08	1	00:16



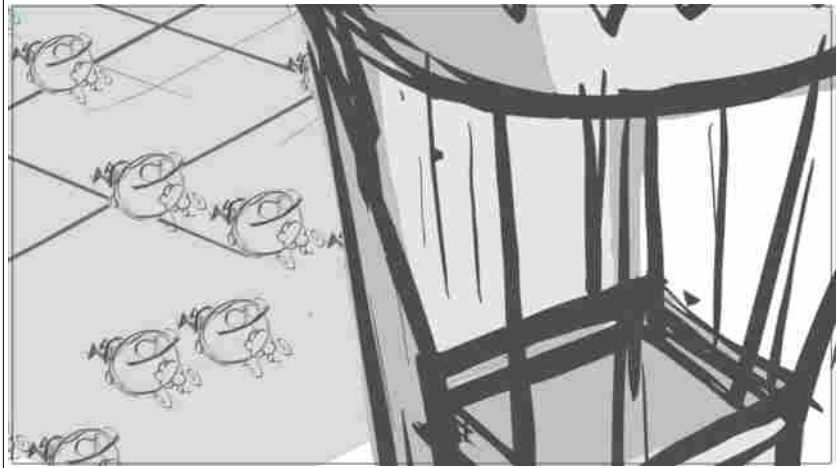
Scene	Duration	Panel	Duration
12	01:08	2	00:16



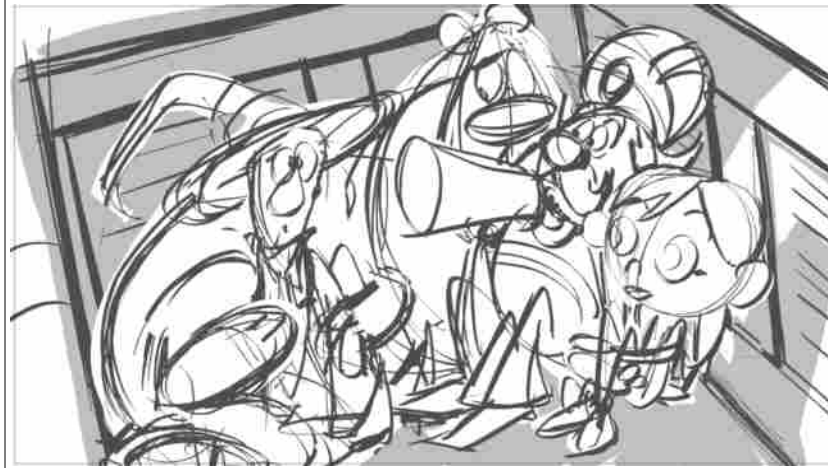
Scene	Duration	Panel	Duration
13	01:02	1	00:14



Scene	Duration	Panel	Duration
13	01:02	2	00:12



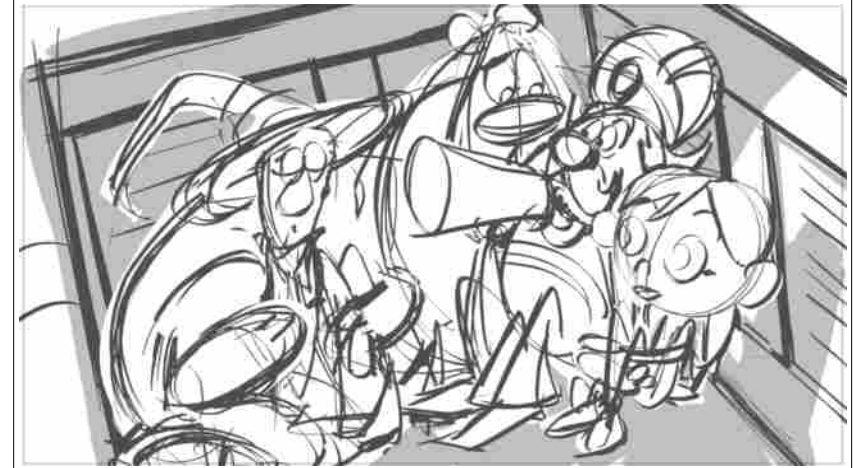
Scene	Duration	Panel	Duration
14	04:12	1	00:19



**Dialog**  
 133 VOICE (WIZARD)  
  
 Scoodlers, I command you: Let the Tin Man go.

**Action Notes**  
 CLOSE ON THE BALLOON. The gang is curled up in the basket so they can't be seen. Wizard is speaking through his MEGAPHONE.

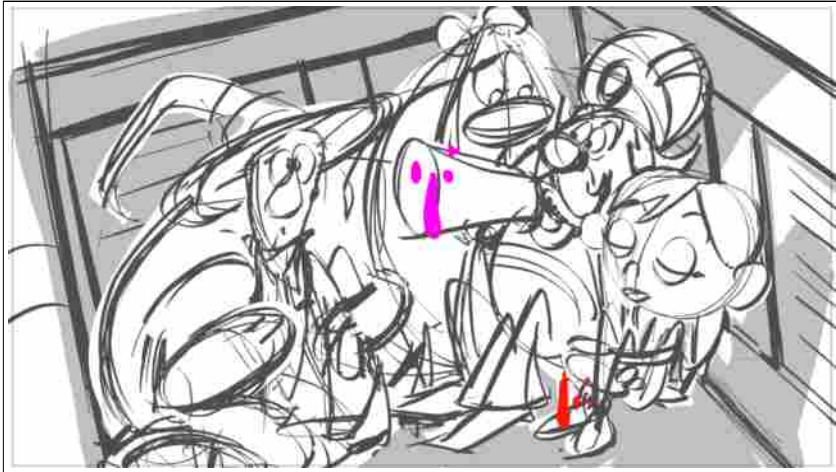
Scene	Duration	Panel	Duration
14	04:12	2	00:16



**Dialog**  
 133 VOICE (WIZARD)  
  
 Scoodlers, I command you: Let the Tin Man go.

**Action Notes**  
 CLOSE ON THE BALLOON. The gang is curled up in the basket so they can't be seen. Wizard is speaking through his MEGAPHONE.

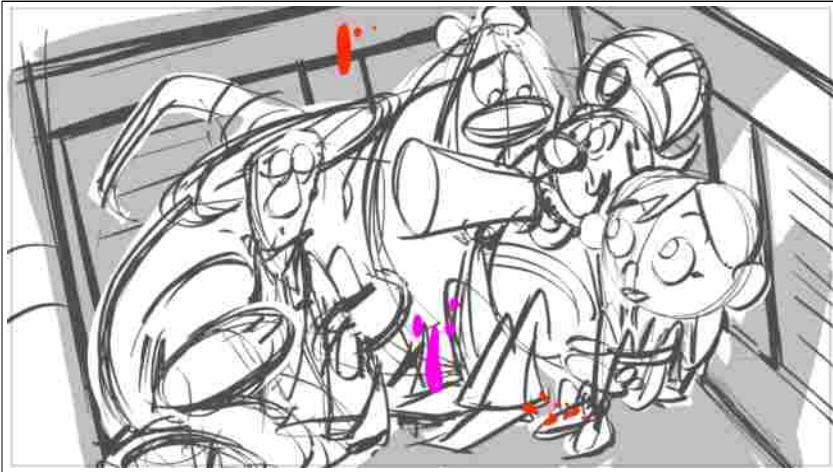
Scene	Duration	Panel	Duration
14	04:12	3	00:18



**Dialog**  
 133 VOICE (WIZARD)  
  
 Scoodlers, I command you: Let the Tin Man go.

**Action Notes**  
 CLOSE ON THE BALLOON. The gang is curled up in the basket so they can't be seen. Wizard is speaking through his MEGAPHONE.

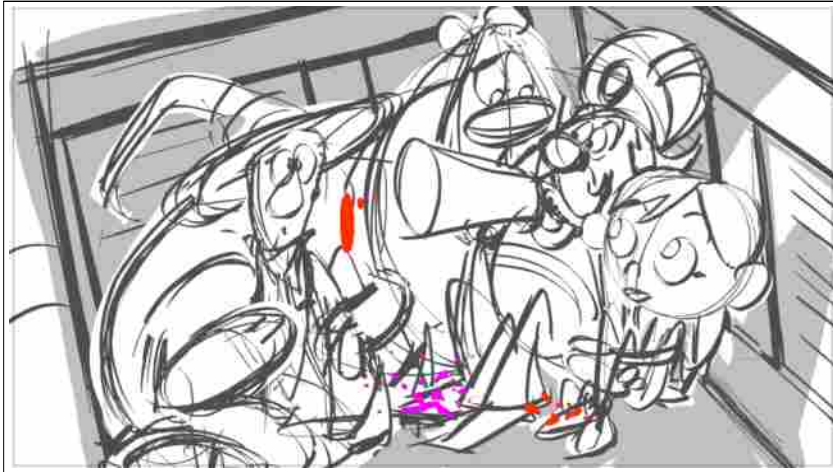
Scene	Duration	Panel	Duration
14	04:12	4	00:17



**Dialog**  
 133 VOICE (WIZARD)  
  
 Scoodlers, I command you: Let the Tin Man go.

**Action Notes**  
 CLOSE ON THE BALLOON. The gang is curled up in the basket so they can't be seen. Wizard is speaking through his MEGAPHONE.

Scene	Duration	Panel	Duration
14	04:12	5	00:14

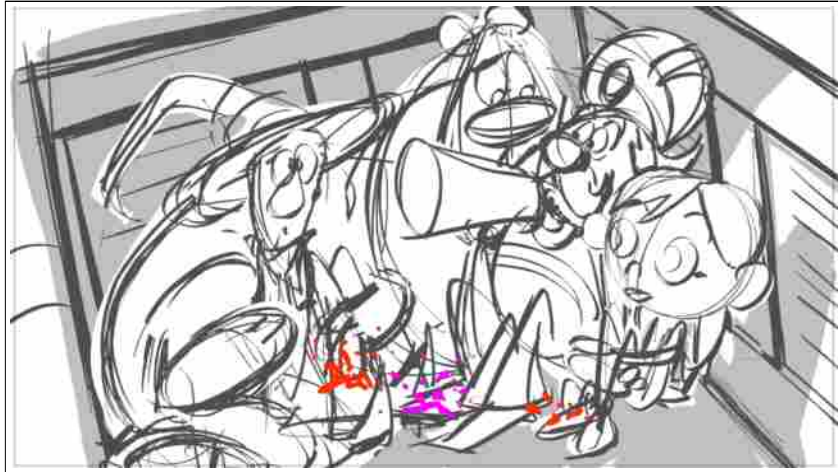


**Dialog**  
 133 VOICE (WIZARD)  
  
 Scoodlers, I command you: Let the Tin Man go.

**Action Notes**  
 CLOSE ON THE BALLOON. The gang is curled up in the basket so they can't be seen. Wizard is speaking through his MEGAPHONE.



Scene	Duration	Panel	Duration
14	04:12	6	01:00



**Dialog**

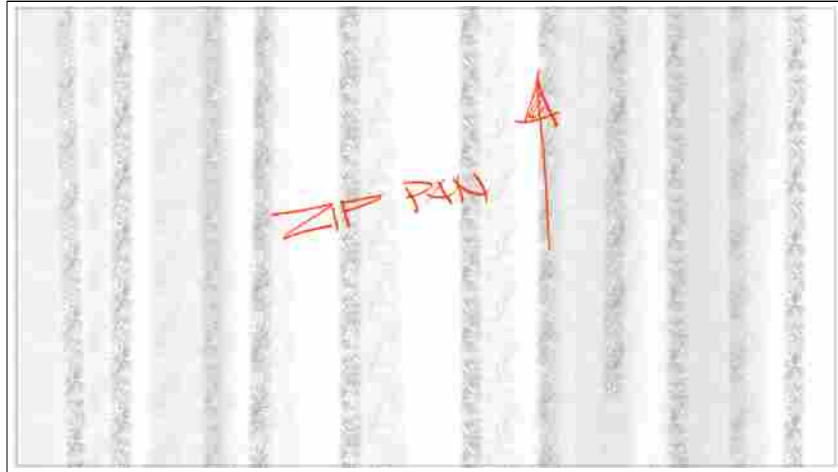
133 VOICE (WIZARD)

Scoodlers, I command you: Let the Tin Man go.

**Action Notes**

CLOSE ON THE BALLOON. The gang is curled up in the basket so they can't be seen. Wizard is speaking through his MEGAPHONE.

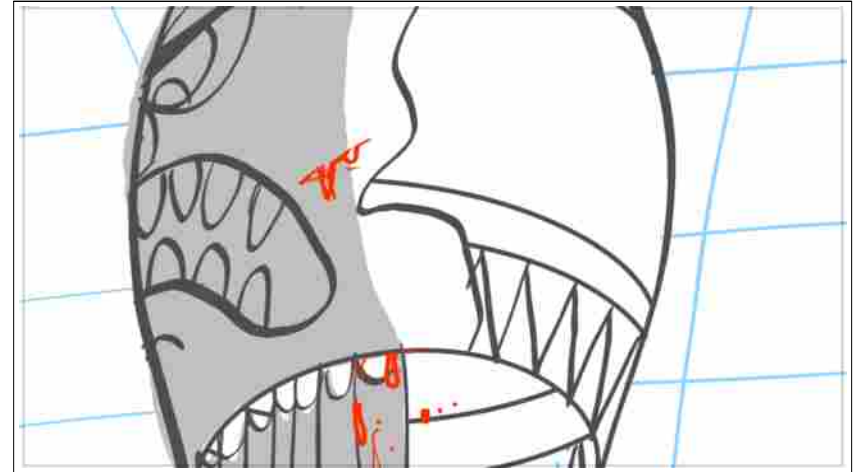
Scene	Duration	Panel	Duration
15	00:06	1	00:06



**Action Notes**

VERT PAN TO: The balloon is STARTING TO DRIP.

Scene	Duration	Panel	Duration
16	02:00	1	00:16



**Action Notes**

The DRIPPING balloon.

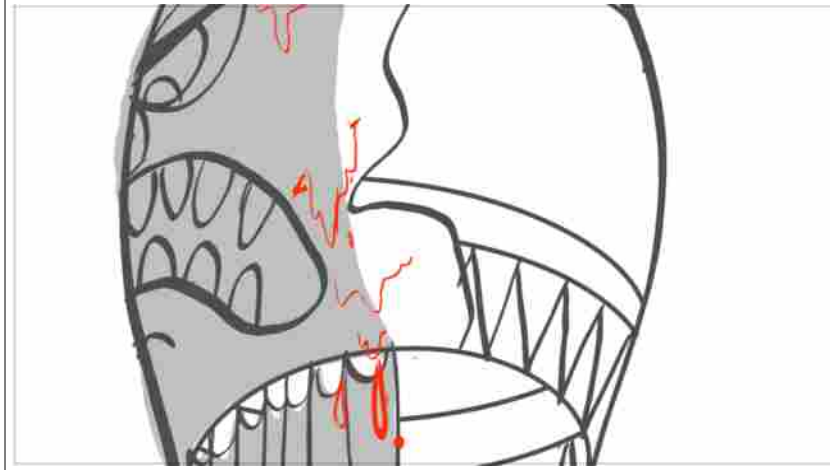


Scene	Duration	Panel	Duration
16	02:00	2	00:16



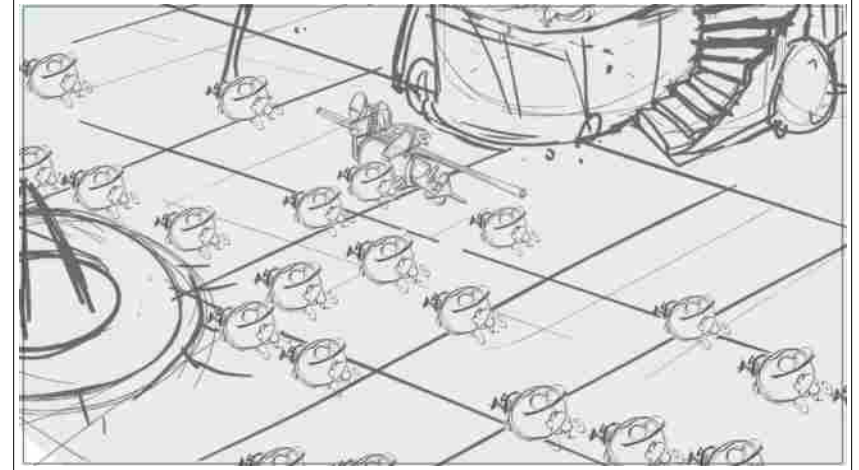
**Action Notes**  
The DRIPPING balloon.

Scene	Duration	Panel	Duration
16	02:00	3	00:16



**Action Notes**  
The DRIPPING balloon.

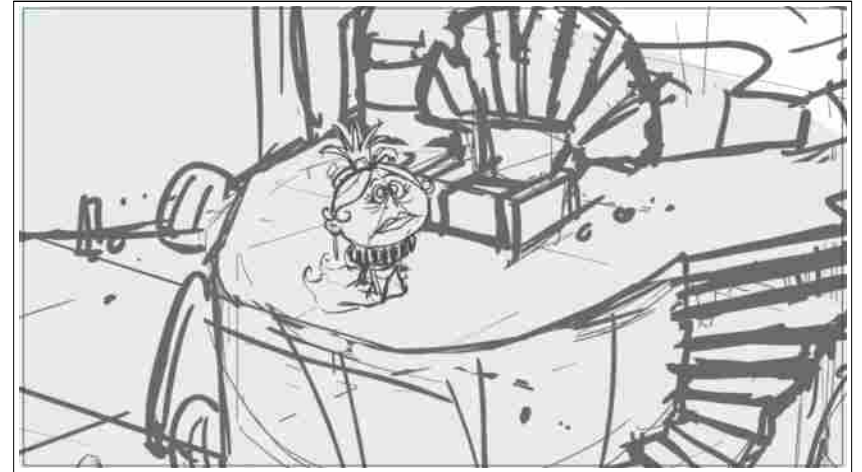
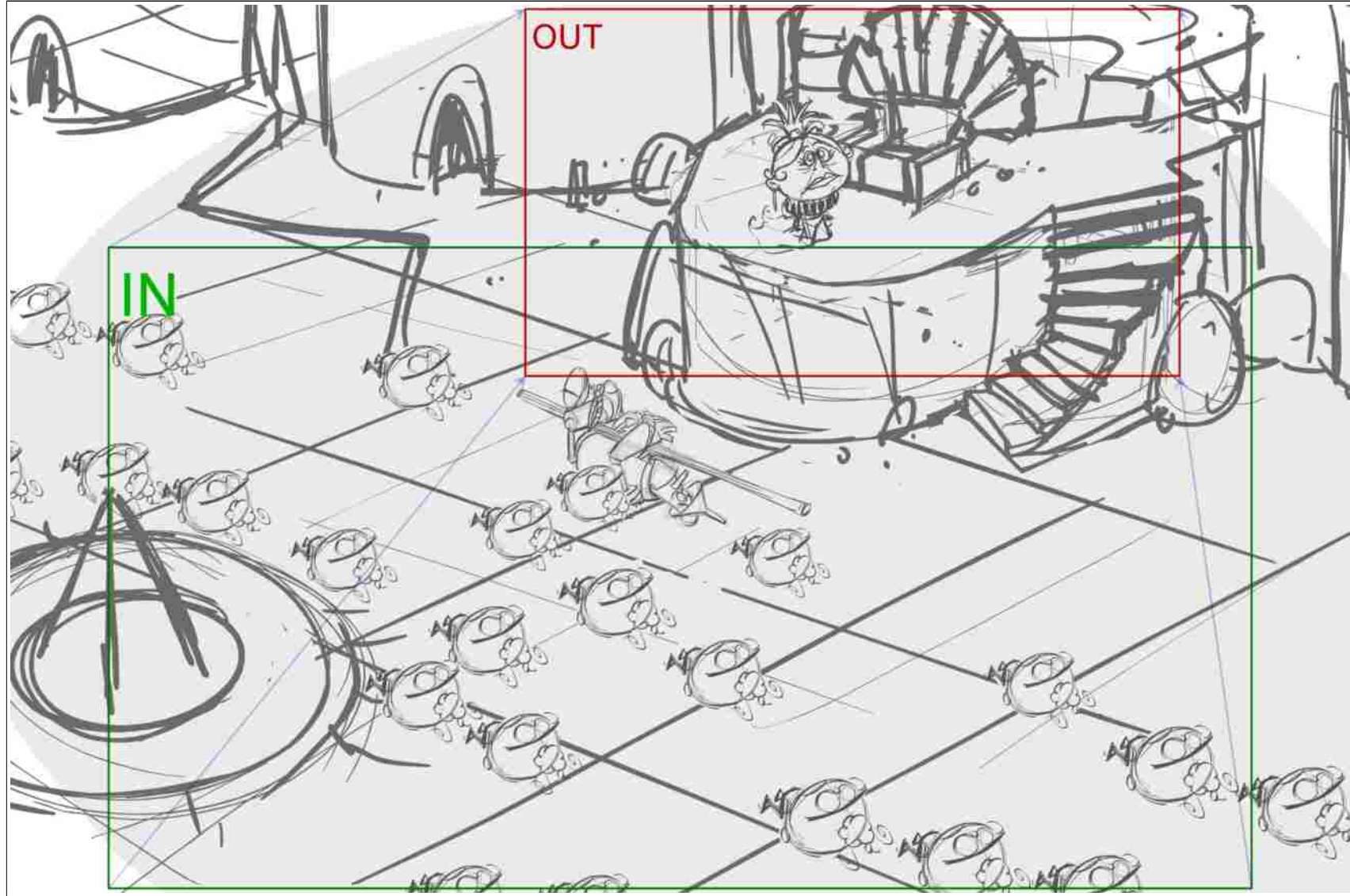
Scene	Duration	Panel	Duration
17	03:05	1	00:16



**Action Notes**  
On the mass of Scoodlers

Scene	Duration	Panel	Duration
17	03:05	2	01:05

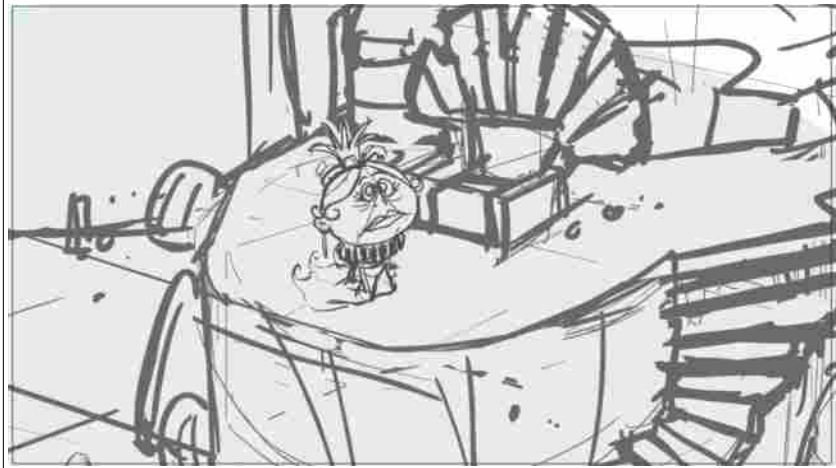
Scene	Duration	Panel	Duration
17	03:05	3	00:16



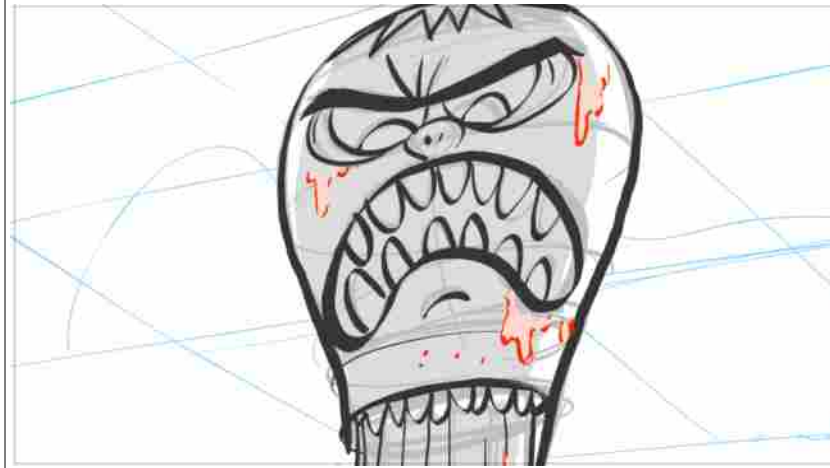
**Action Notes**

They turn ...PAN TO to the queen ..

Scene	Duration	Panel	Duration
17	03:05	4	00:16



Scene	Duration	Panel	Duration
18	01:00	1	00:13



Scene	Duration	Panel	Duration
18	01:00	2	00:11



Scene	Duration	Panel	Duration
19	00:16	1	00:08



Scene	Duration	Panel	Duration
19	00:16	2	00:08



Scene	Duration	Panel	Duration
20	05:04	1	00:16

**Action Notes**

Close on the Queen.



Scene	Duration	Panel	Duration
20	05:04	2	00:19



**Dialog**

134 SCOODLER QUEEN

Do as the great head says! Let the prisoner go!

Scene	Duration	Panel	Duration
20	05:04	3	02:01



**Dialog**

134 SCOODLER QUEEN

Do as the great head says! Let the prisoner go!

Scene	Duration	Panel	Duration
20	05:04	4	01:16



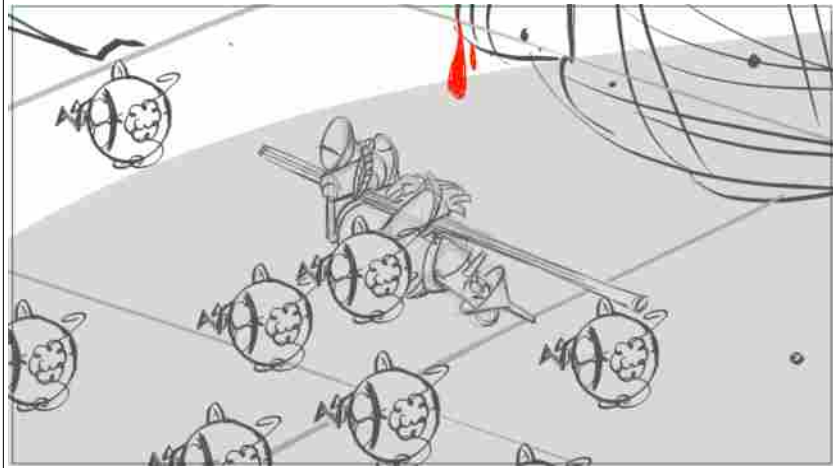
**Dialog**

134 SCOODLER QUEEN

Do as the great head says! Let the prisoner go!

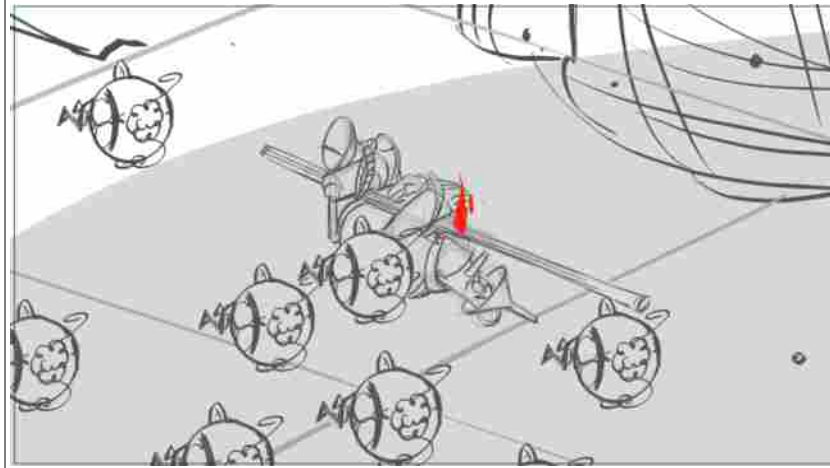


Scene	Duration	Panel	Duration
21	05:01	1	00:16



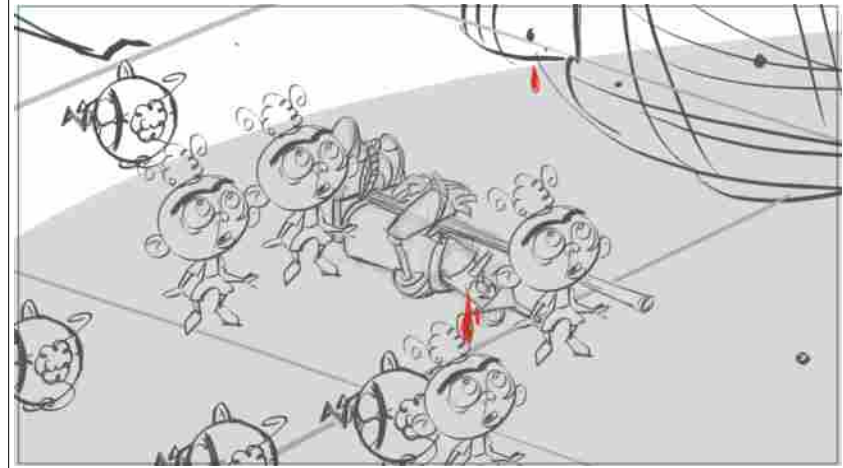
**Action Notes**  
 The Scoodlers holding Tin Man, jump up and immediately comply.

Scene	Duration	Panel	Duration
21	05:01	2	00:16



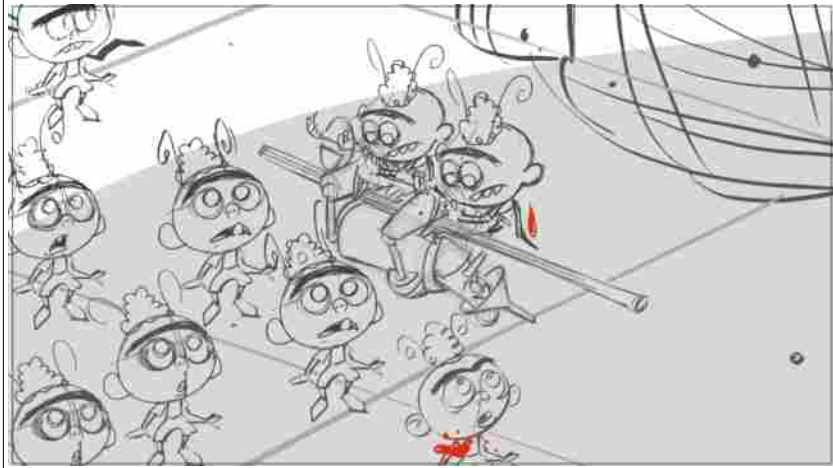
**Action Notes**  
 The Scoodlers holding Tin Man, jump up and immediately comply.

Scene	Duration	Panel	Duration
21	05:01	3	00:16



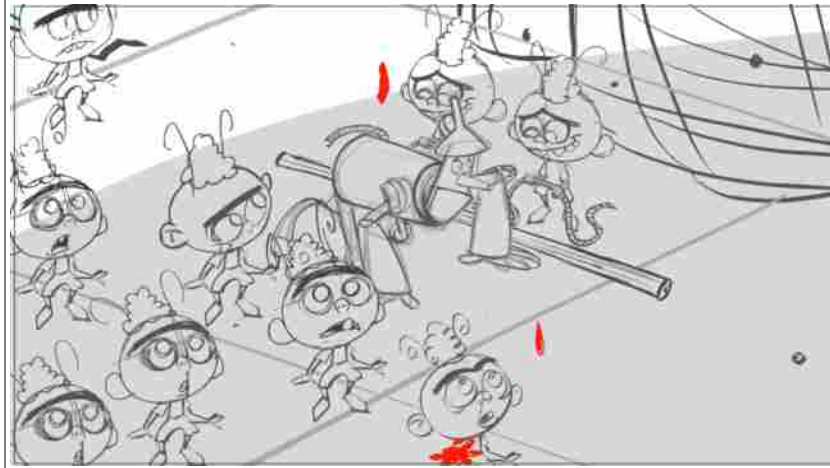
**Action Notes**  
 The Scoodlers holding Tin Man, jump up and immediately comply.

Scene	Duration	Panel	Duration
21	05:01	4	00:16



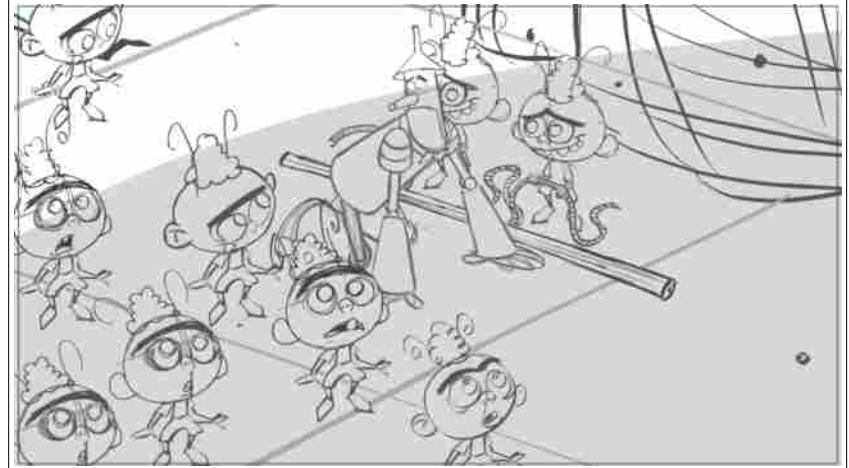
**Action Notes**  
 The Scoodlers holding Tin Man, jump up and immediately comply.

Scene	Duration	Panel	Duration
21	05:01	5	00:07



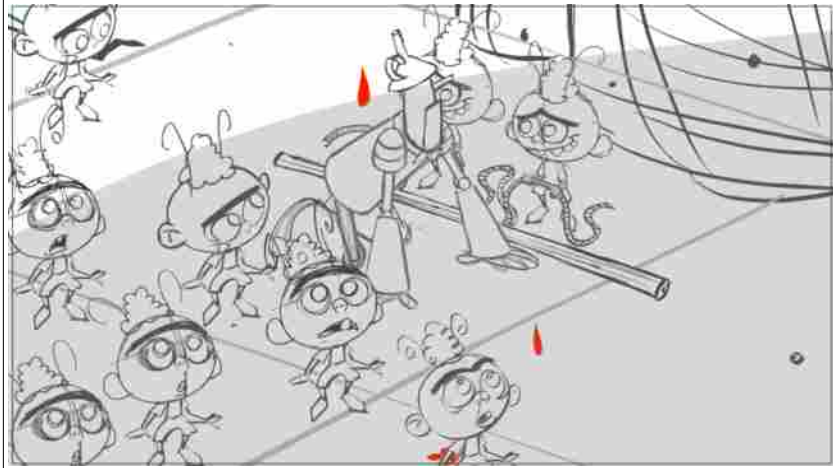
**Action Notes**  
 The Scoodlers holding Tin Man, jump up and immediately comply.

Scene	Duration	Panel	Duration
21	05:01	6	00:09



**Action Notes**  
 The Scoodlers holding Tin Man, jump up and immediately comply.

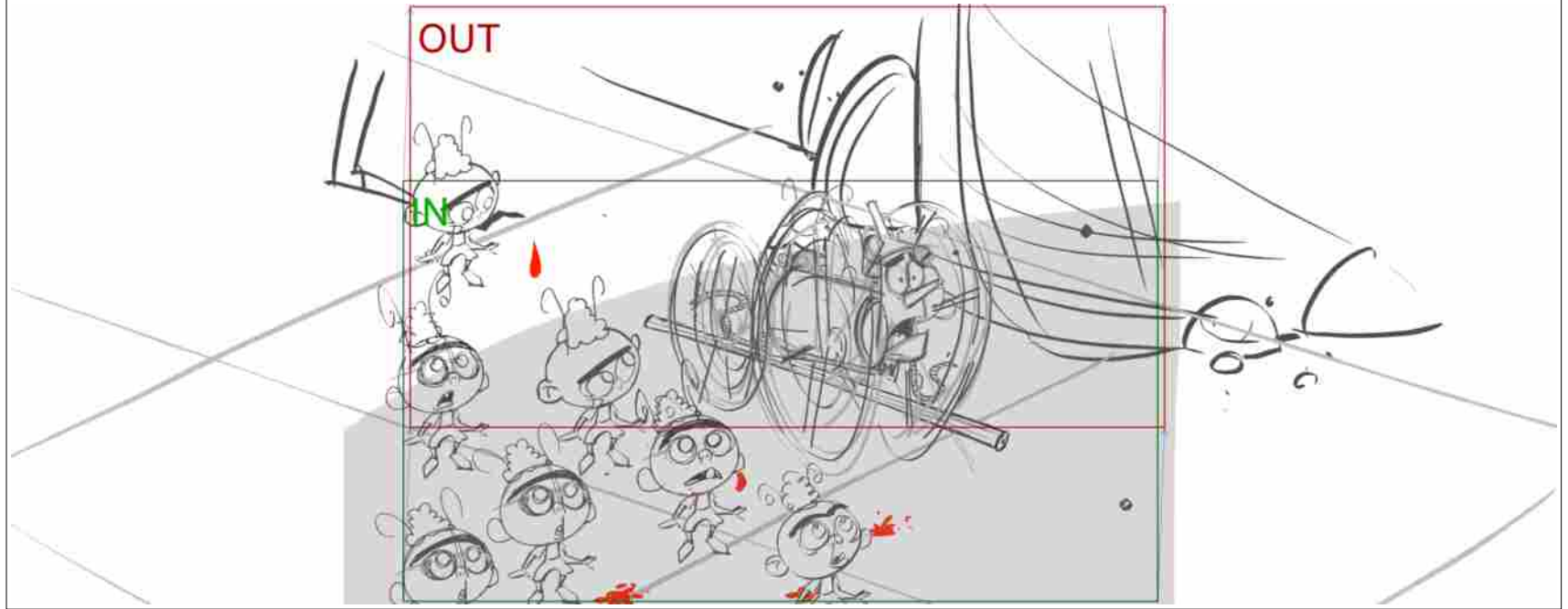
Scene	Duration	Panel	Duration
21	05:01	7	00:09



**Action Notes**

The Scoodlers holding Tin Man, jump up and immediately comply.

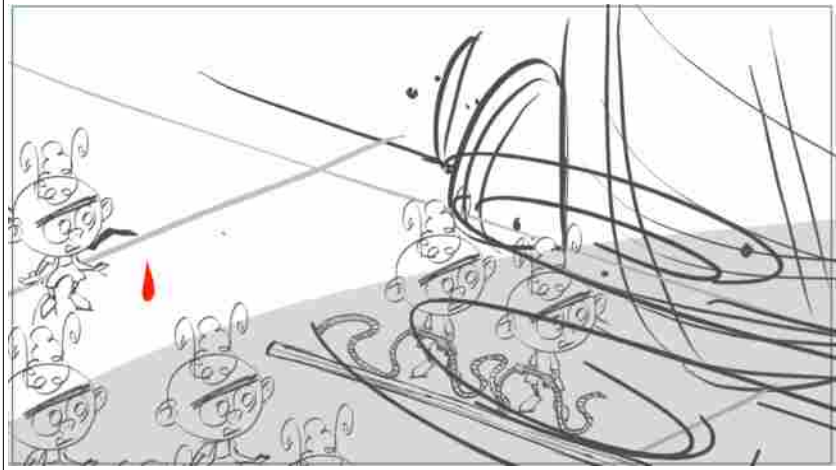
Scene	Duration	Panel	Duration
21	05:01	8	00:16



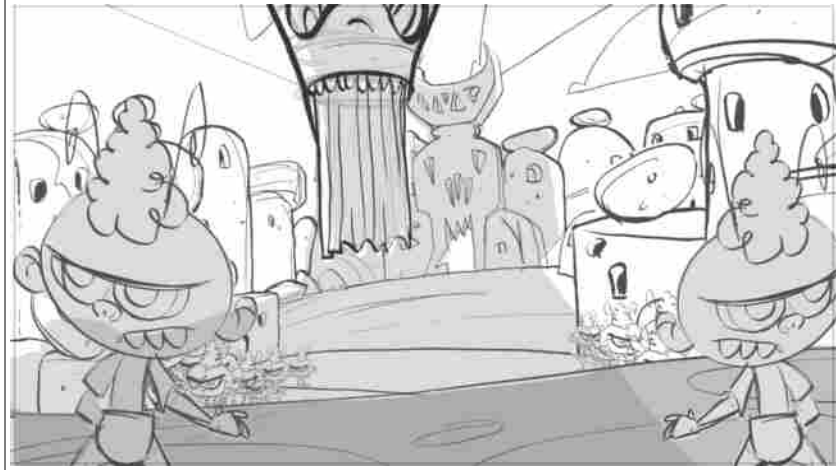
**Action Notes**

The Scoodlers holding Tin Man, jump up and immediately comply.

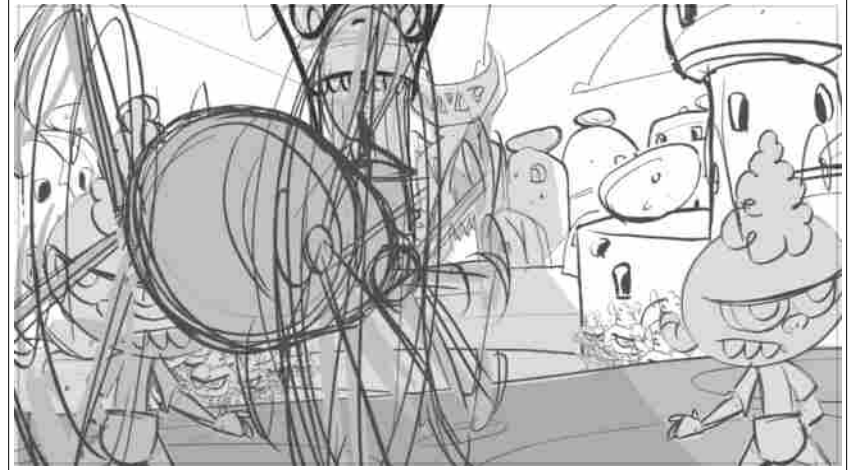
Scene	Duration	Panel	Duration
21	05:01	9	00:16



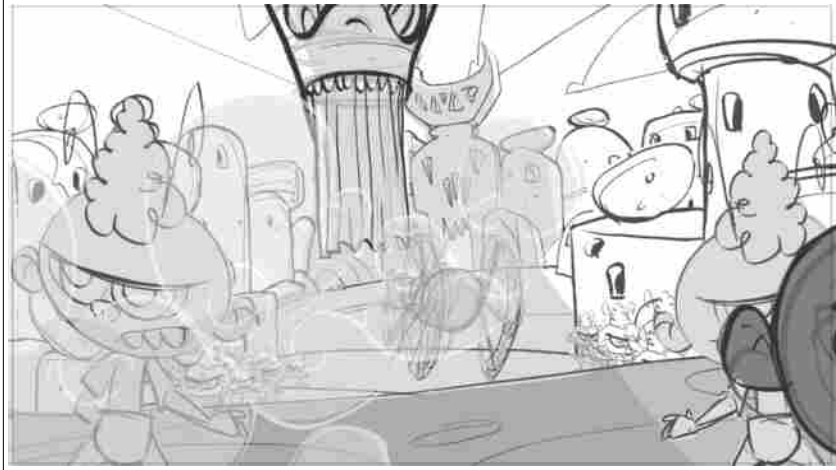
Scene	Duration	Panel	Duration
22	02:00	1	00:05



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



Scene	Duration	Panel	Duration
22	02:00	3	00:16



Scene	Duration	Panel	Duration
22	02:00	4	00:16



Scene	Duration	Panel	Duration
23	03:08	1	00:09

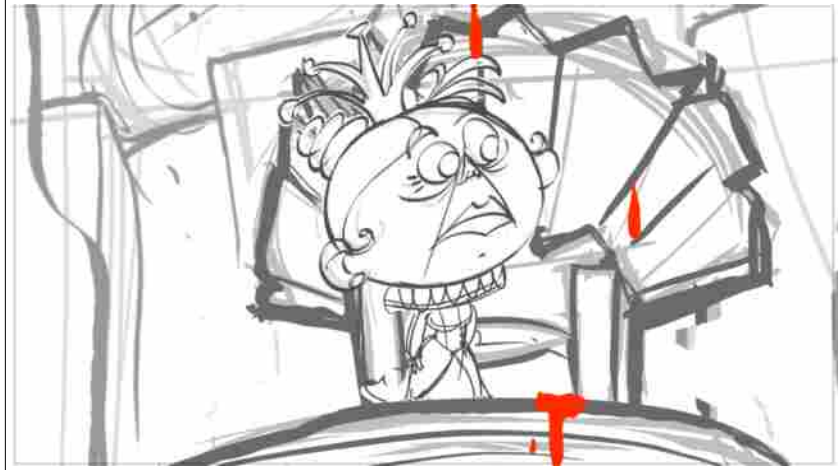


**Action Notes**

CLOSE ON THE QUEEN



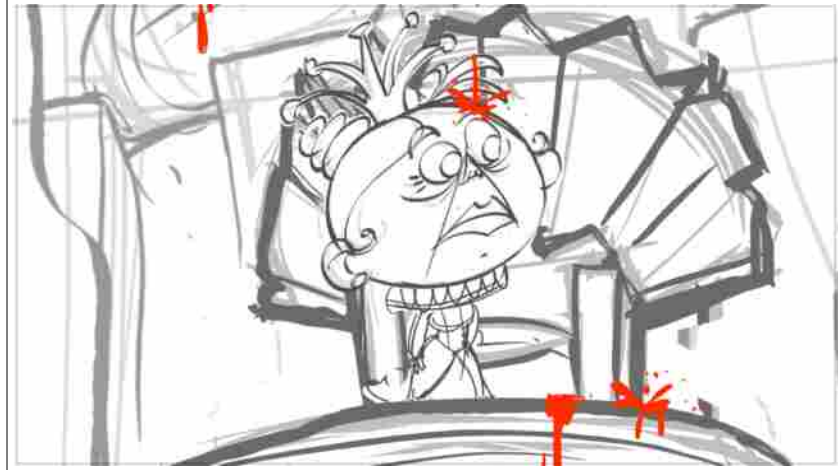
Scene	Duration	Panel	Duration
23	03:08	2	00:07



**Action Notes**

CLOSE ON THE QUEEN

Scene	Duration	Panel	Duration
23	03:08	3	00:07



**Action Notes**

She notices the dripping paint. b

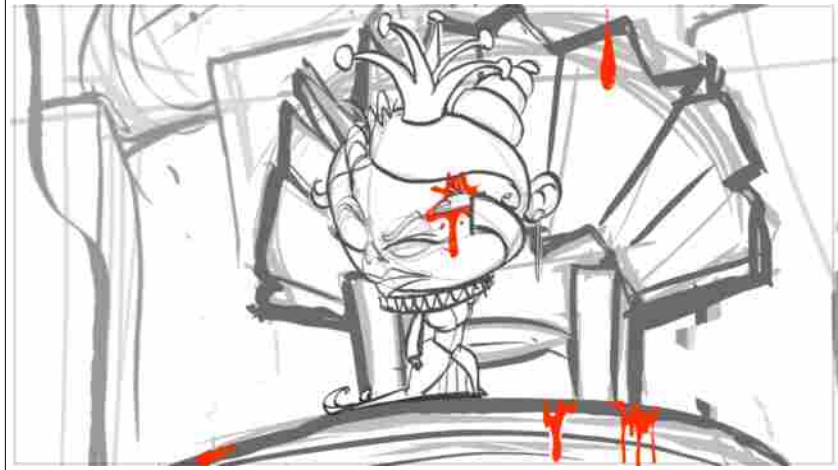
Scene	Duration	Panel	Duration
23	03:08	4	00:09



**Action Notes**

She notices the dripping paint. b

Scene	Duration	Panel	Duration
23	03:08	5	00:16



**Action Notes**  
She notices the dripping paint. b

Scene	Duration	Panel	Duration
23	03:08	6	00:16



**Action Notes**  
She notices the dripping paint. b

Scene	Duration	Panel	Duration
23	03:08	7	00:16

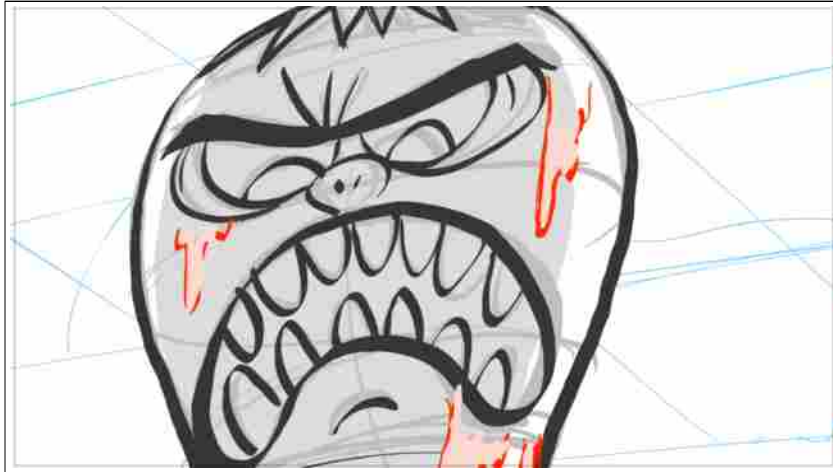


**Action Notes**  
She notices the dripping paint. b

Scene	Duration	Panel	Duration
24	01:08	1	00:16



Scene	Duration	Panel	Duration
24	01:08	2	00:16



Scene	Duration	Panel	Duration
25	04:19	1	00:08



Scene	Duration	Panel	Duration
25	04:19	2	00:08



Scene	Duration	Panel	Duration
25	04:19	3	01:01



**Dialog**

136 SCODLER QUEEN

(Angry, blood-curdling shriek) We've been duped! GET HIM!

Scene	Duration	Panel	Duration
25	04:19	4	01:19



**Dialog**

136 SCODLER QUEEN

(Angry, blood-curdling shriek) We've been duped! GET HIM!

Scene	Duration	Panel	Duration
25	04:19	5	01:07

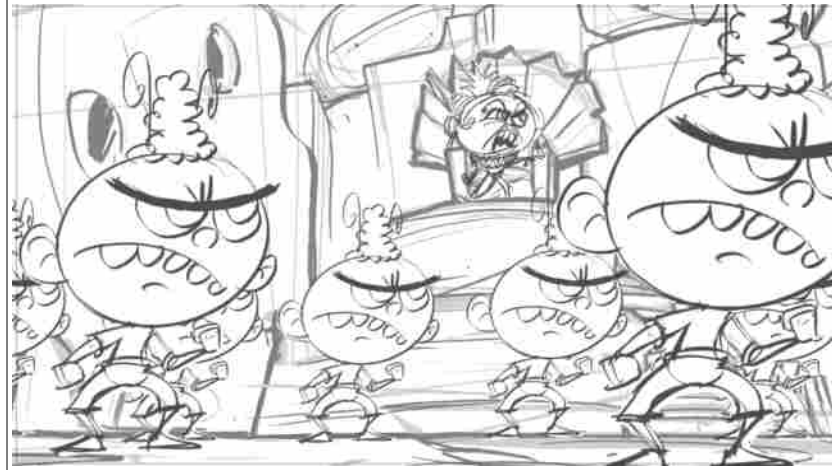


**Dialog**

136 SCODLER QUEEN

(Angry, blood-curdling shriek) We've been duped! GET HIM!

Scene	Duration	Panel	Duration
26	02:16	1	00:16



**Action Notes**

Mayhem erupts. The Scodler horde throws their heads.

Scene	Duration	Panel	Duration
26	02:16	2	00:16



**Dialog**

137 SCODLERS (1-3)

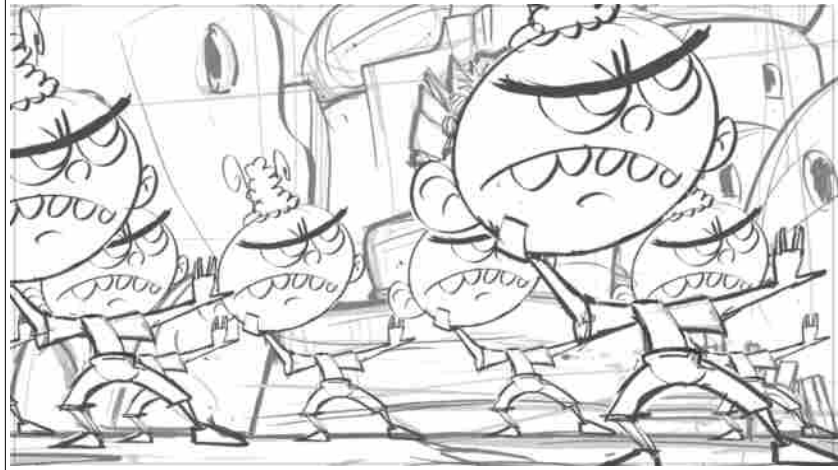
(Angy WALLA)

**Action Notes**

Mayhem erupts. The Scodler horde throws their heads.



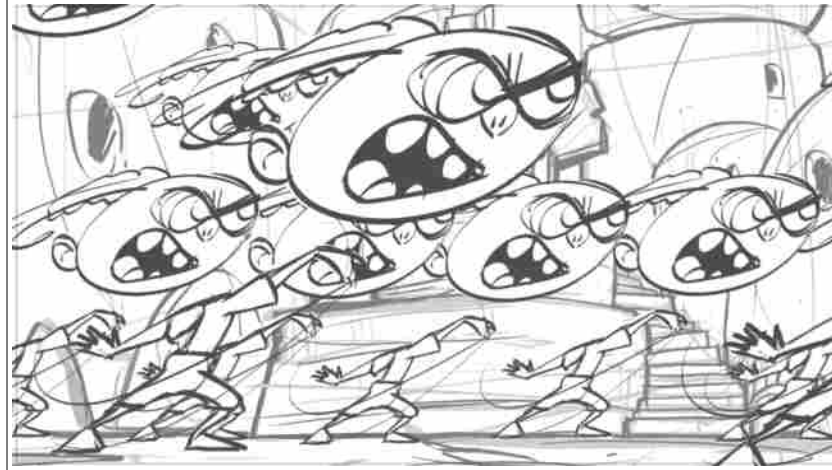
Scene	Duration	Panel	Duration
26	02:16	3	00:16



**Dialog**  
 137 SCODLERS (1-3)  
 (Angy WALLA)

**Action Notes**  
 Mayhem erupts. The Scodler horde throws their heads.

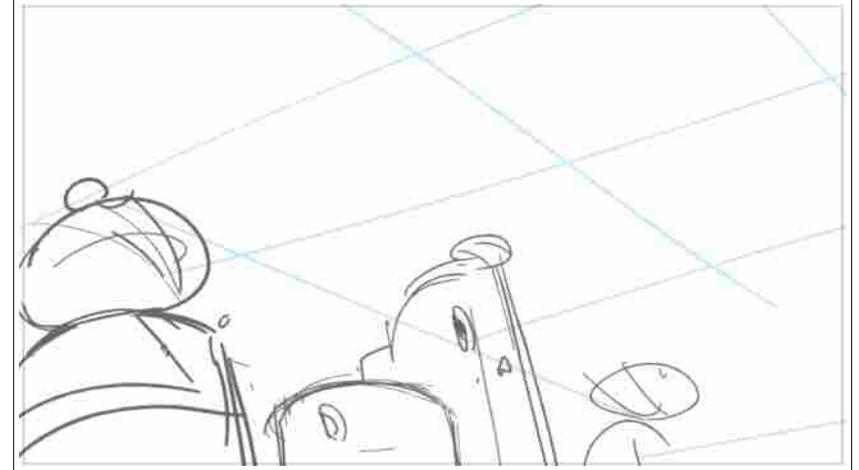
Scene	Duration	Panel	Duration
26	02:16	4	00:16



**Dialog**  
 137 SCODLERS (1-3)  
 (Angy WALLA)

**Action Notes**  
 Mayhem erupts. The Scodler horde throws their heads.

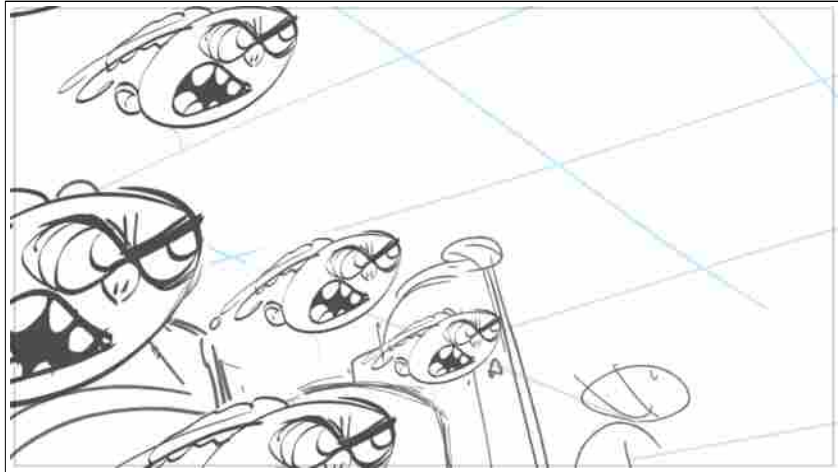
Scene	Duration	Panel	Duration
27	01:22	1	00:16



**Dialog**  
 137 SCODLERS (1-3)  
 (Angy WALLA)

**Action Notes**  
 Scodler Heads fly into scene.

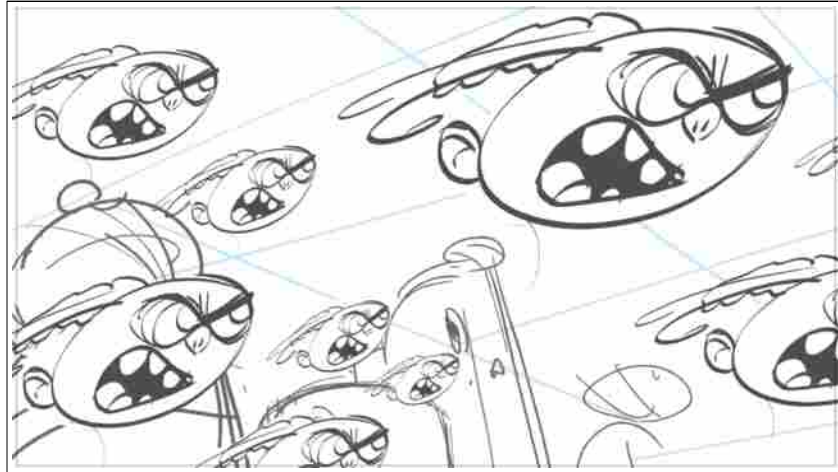
Scene	Duration	Panel	Duration
27	01:22	2	00:09



**Dialog**  
 137 SCODLERS (1-3)  
 (Angy WALLA)

**Action Notes**  
 Scoodler Heads fly into scene.

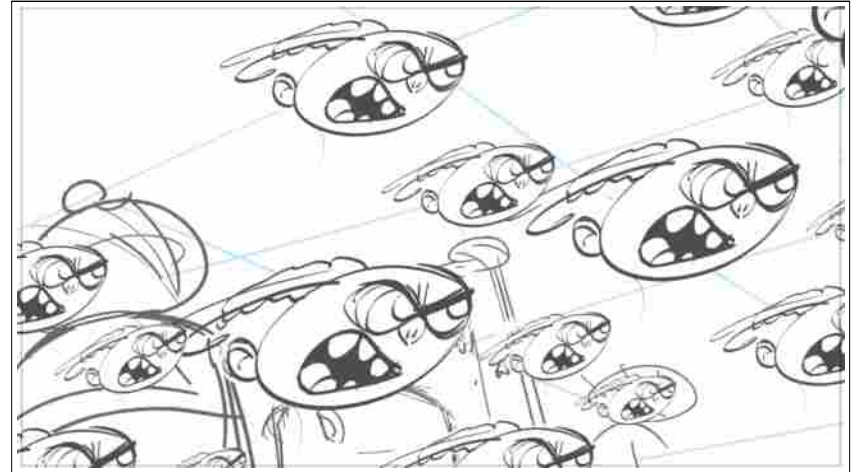
Scene	Duration	Panel	Duration
27	01:22	3	00:10



**Dialog**  
 137 SCODLERS (1-3)  
 (Angy WALLA)

**Action Notes**  
 Scoodler Heads fly into scene.

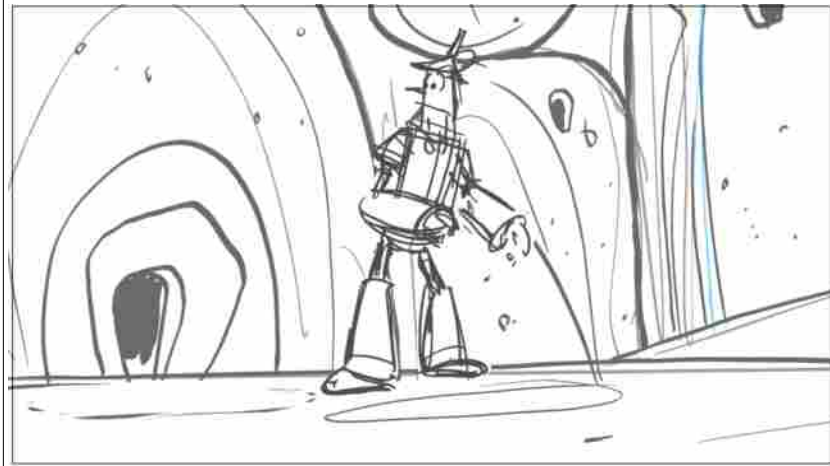
Scene	Duration	Panel	Duration
27	01:22	4	00:11



**Dialog**  
 137 SCODLERS (1-3)  
 (Angy WALLA)

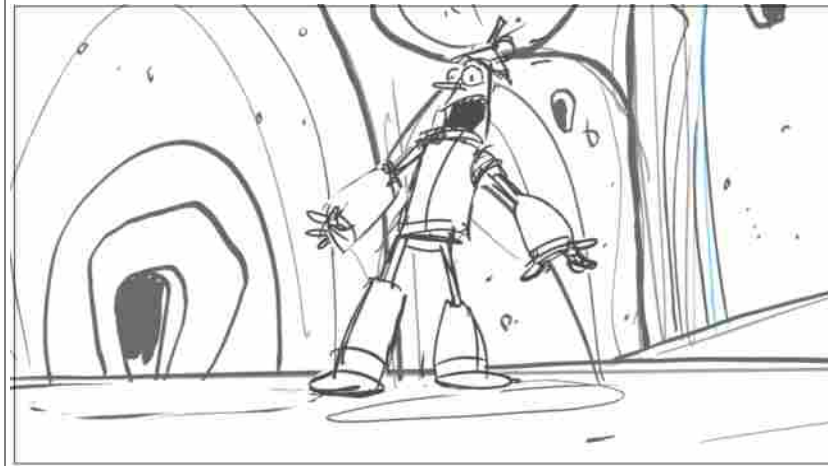
**Action Notes**  
 Scoodler Heads fly into scene.

Scene	Duration	Panel	Duration
28	04:07	1	00:12



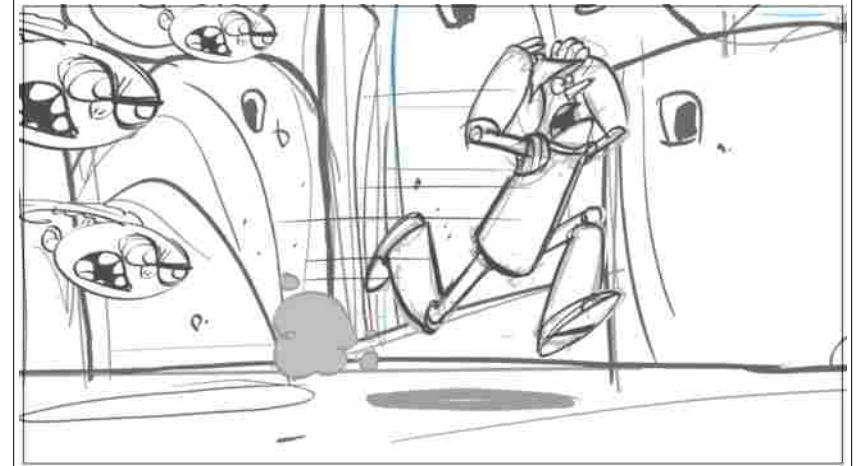
**Dialog**  
137 SCODLERS (1-3)  
  
(Angy WALLA)

Scene	Duration	Panel	Duration
28	04:07	2	00:14



**Dialog**  
137 SCODLERS (1-3)  
  
(Angy WALLA)

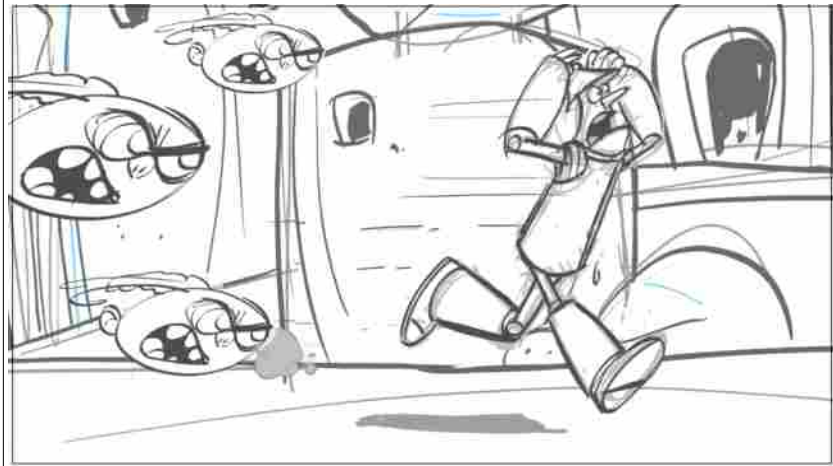
Scene	Duration	Panel	Duration
28	04:07	3	00:10



**Dialog**  
137 SCODLERS (1-3)  
  
(Angy WALLA)

**Action Notes**  
Mayhem erupts. The Scoodler horde throws their heads at Tin Man (and at the balloon) as they give chase. Tin Man runs frantically for the balloon, pulling funny objects from his chest to throw in the Scoodler's path and trip them up.

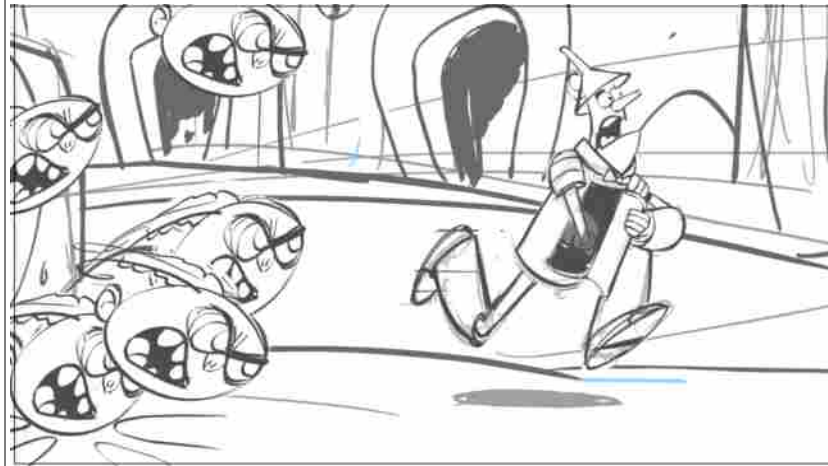
Scene	Duration	Panel	Duration
28	04:07	4	00:10



**Dialog**  
137 SCODLERS (1-3)  
  
(Angy WALLA)

**Action Notes**  
Mayhem erupts. The Scoodler horde throws their heads at Tin Man (and at the balloon) as they give chase. Tin Man runs frantically for the balloon, pulling funny objects from his chest to throw in the Scoodler's path and trip them up.

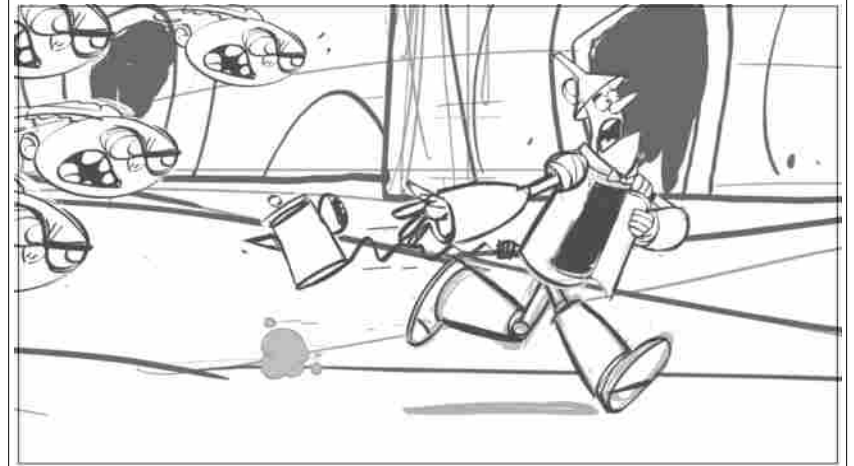
Scene	Duration	Panel	Duration
28	04:07	5	00:10



**Dialog**  
137 SCODLERS (1-3)  
  
(Angy WALLA)

**Action Notes**  
Mayhem erupts. The Scoodler horde throws their heads at Tin Man (and at the balloon) as they give chase. Tin Man runs frantically for the balloon, pulling funny objects from his chest to throw in the Scoodler's path and trip them up.

Scene	Duration	Panel	Duration
28	04:07	6	00:11

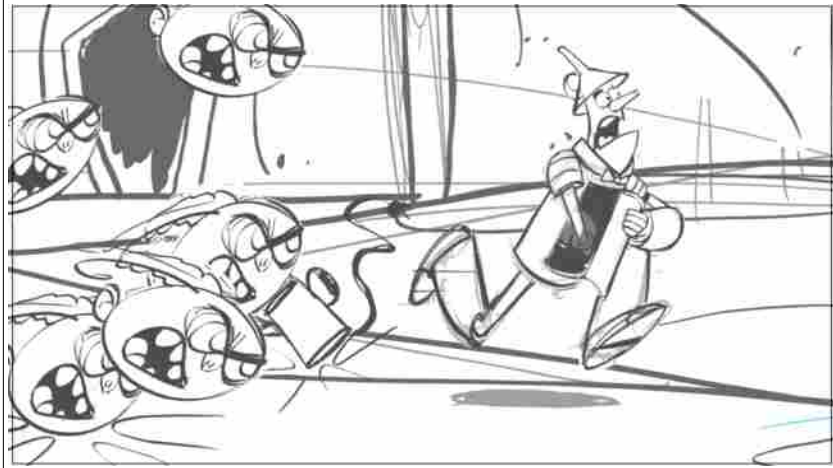


**Dialog**  
137 SCODLERS (1-3)  
  
(Angy WALLA)

**Action Notes**  
Mayhem erupts. The Scoodler horde throws their heads at Tin Man (and at the balloon) as they give chase. Tin Man runs frantically for the balloon, pulling funny objects from his chest to throw in the Scoodler's path and trip them up.



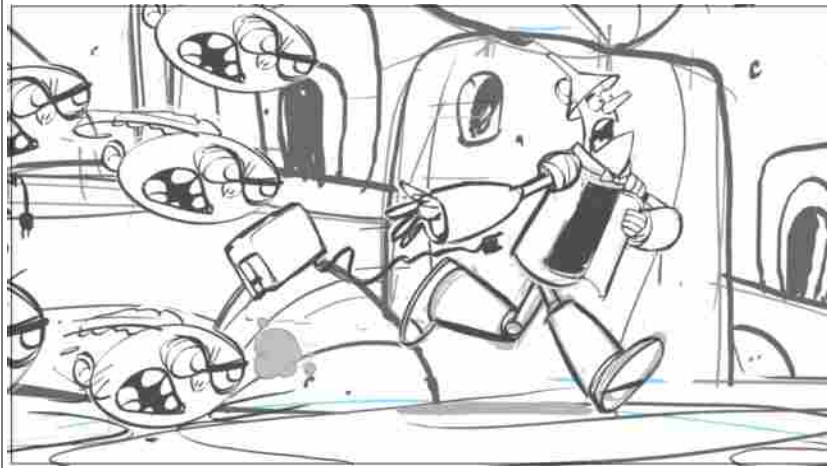
Scene	Duration	Panel	Duration
28	04:07	7	00:14



**Dialog**  
 137 SCODLERS (1-3)  
  
 (Angy WALLA)

**Action Notes**  
 Mayhem erupts. The Scodler horde throws their heads at Tin Man (and at the balloon) as they give chase. Tin Man runs frantically for the balloon, pulling funny objects from his chest to throw in the Scodler's path and trip them up.

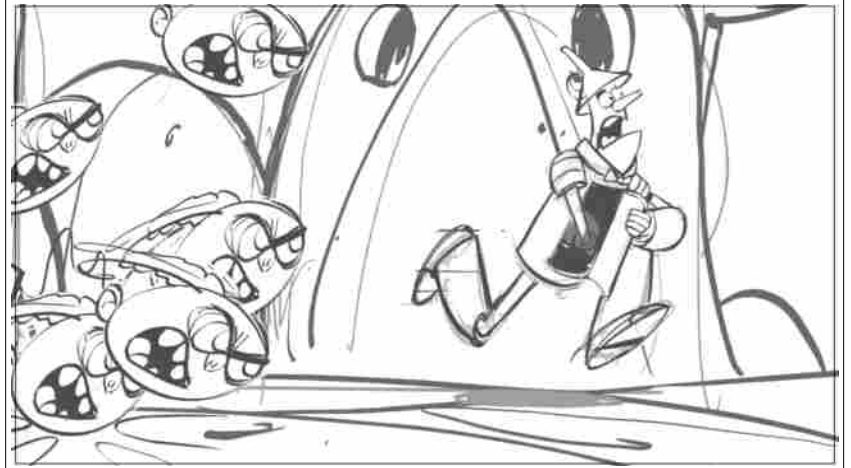
Scene	Duration	Panel	Duration
28	04:07	8	00:11



**Dialog**  
 137 SCODLERS (1-3)  
  
 (Angy WALLA)

**Action Notes**  
 Mayhem erupts. The Scodler horde throws their heads at Tin Man (and at the balloon) as they give chase. Tin Man runs frantically for the balloon, pulling funny objects from his chest to throw in the Scodler's path and trip them up.

Scene	Duration	Panel	Duration
28	04:07	9	00:11



**Dialog**  
 137 SCODLERS (1-3)  
  
 (Angy WALLA)

**Action Notes**  
 Mayhem erupts. The Scodler horde throws their heads at Tin Man (and at the balloon) as they give chase. Tin Man runs frantically for the balloon, pulling funny objects from his chest to throw in the Scodler's path and trip them up.



Scene	Duration	Panel	Duration
29	01:17	1	00:20



**Dialog**  
 138 DOROTHY  
 Quick! Drop him a line!

**Action Notes**  
 Angle on Ballon. Dorothy is looking down at the mayhem.

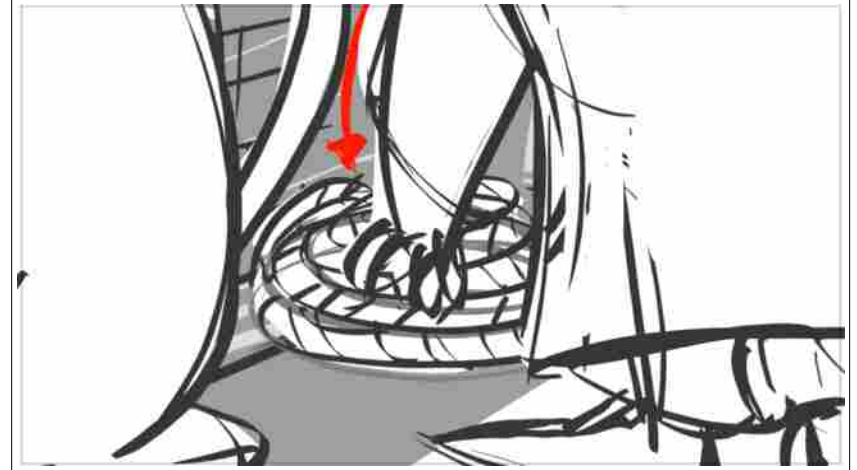
Scene	Duration	Panel	Duration
29	01:17	2	00:21



**Dialog**  
 138 DOROTHY  
 Quick! Drop him a line!

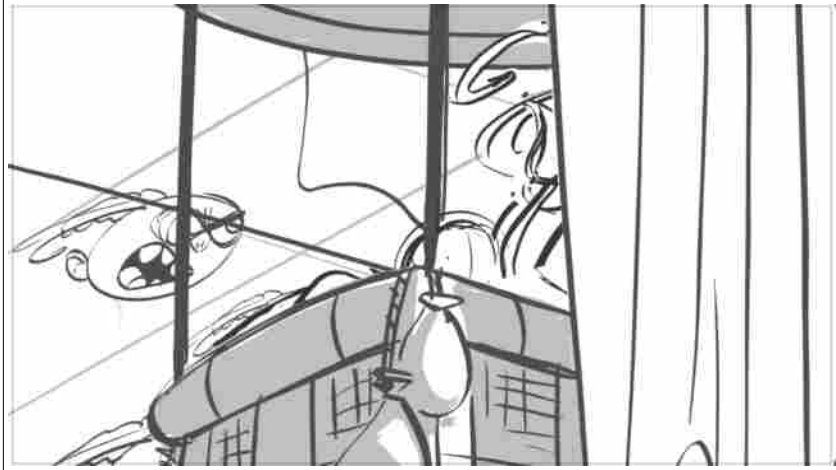
**Action Notes**  
 Angle on Ballo. Dorothy is looking down at the mayhem.

Scene	Duration	Panel	Duration
30	00:16	1	00:16



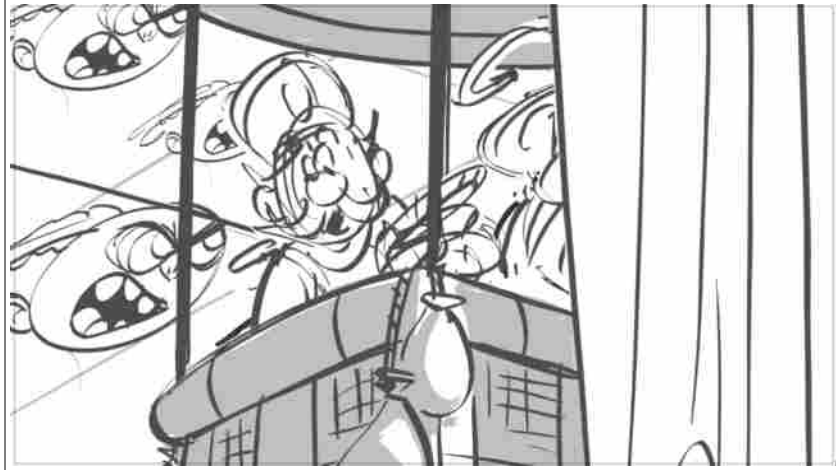
**Action Notes**  
 Inside the Ballon basket. Angle on a coil of rope. The Wizard reaches down for it.

Scene	Duration	Panel	Duration
31	02:05	1	00:19



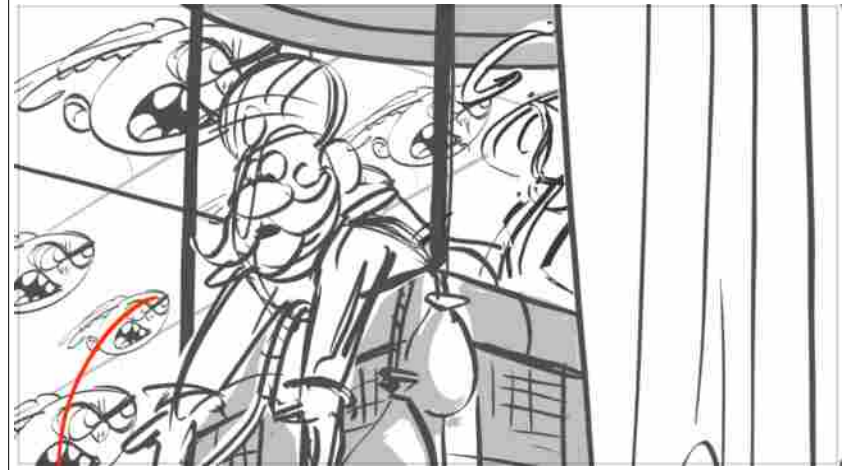
**Action Notes**  
The Wizard throws a rope down to Tin Man.

Scene	Duration	Panel	Duration
31	02:05	2	00:17



**Action Notes**  
The Wizard throws a rope down to Tin Man.

Scene	Duration	Panel	Duration
31	02:05	3	00:17



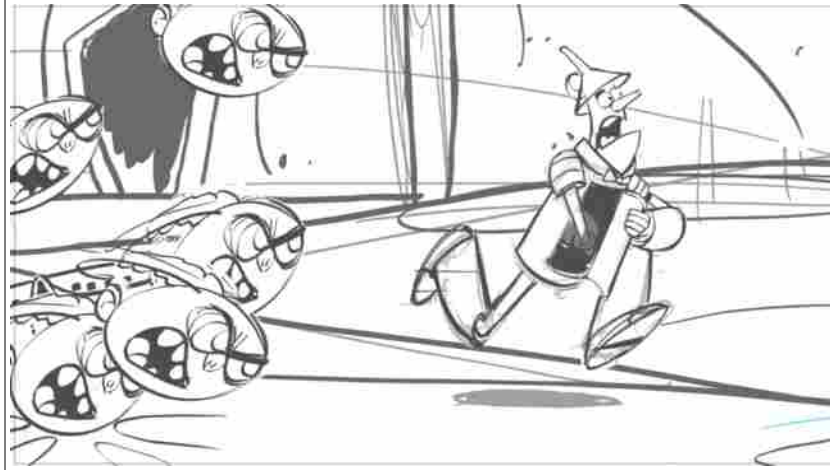
Scene	Duration	Panel	Duration
32	02:03	1	00:16



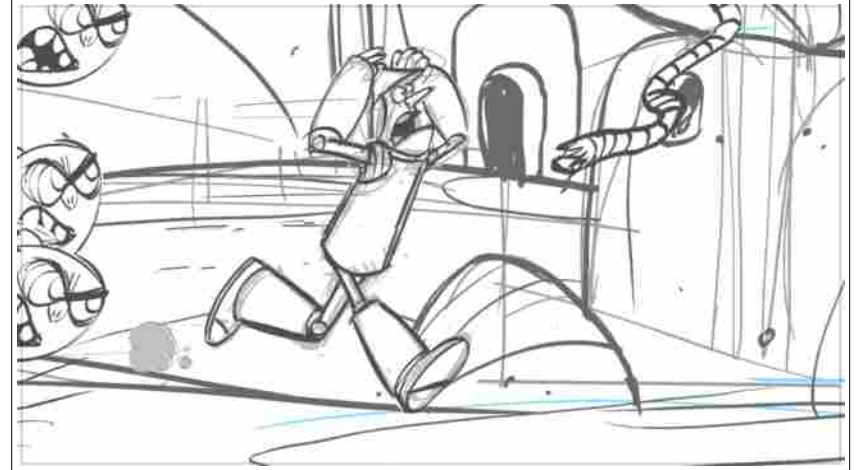
**Action Notes**

TIN MAN is still tossing out stuff from his chest. The rope drops into scene.

Scene	Duration	Panel	Duration
32	02:03	2	00:16

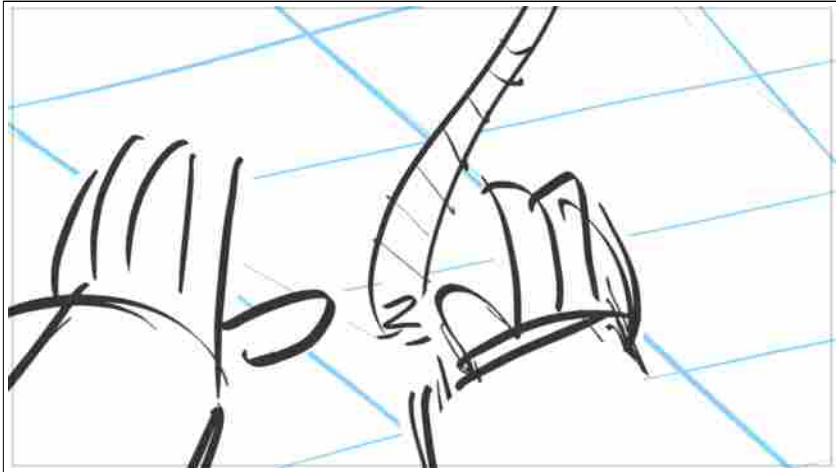


Scene	Duration	Panel	Duration
32	02:03	3	00:19





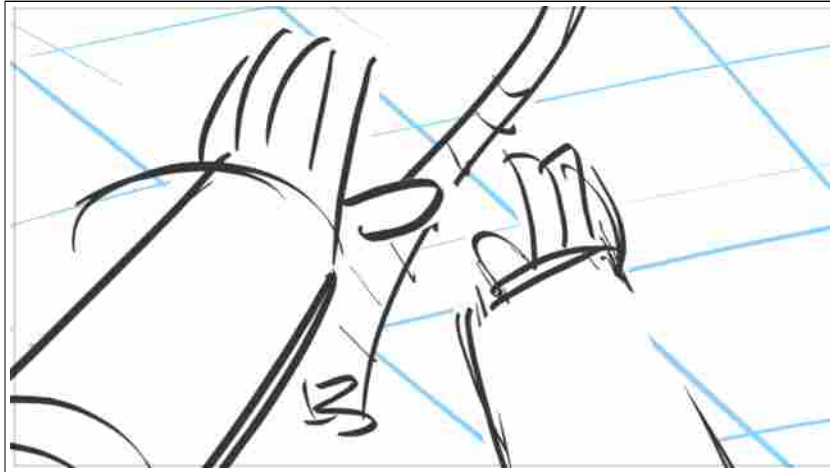
Scene	Duration	Panel	Duration
33	02:00	1	00:16



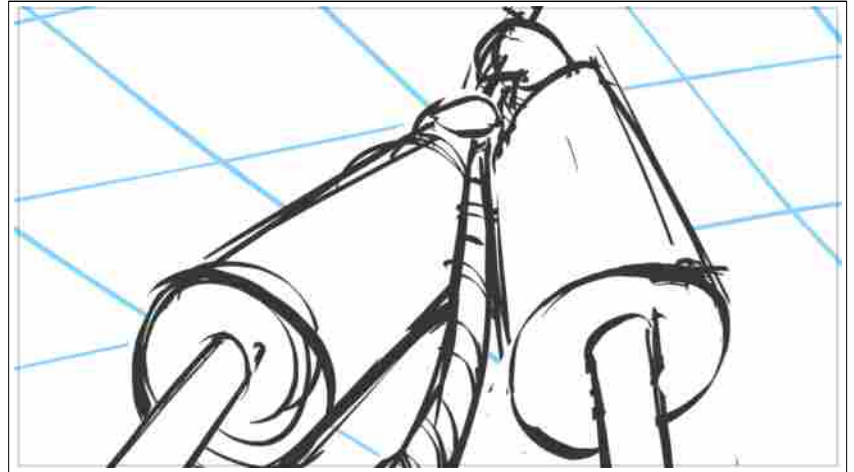
Action Notes

TIN MANS P.O.V. AS HE GRABS THE ROPE.

Scene	Duration	Panel	Duration
33	02:00	2	00:16



Scene	Duration	Panel	Duration
33	02:00	3	00:16

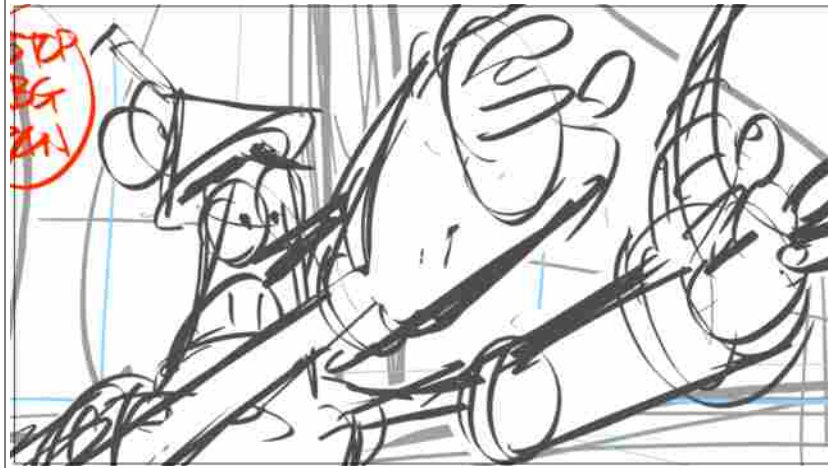


Scene	Duration	Panel	Duration
34	02:16	1	00:16



**Action Notes**  
Close on Tin Man. PAN BG

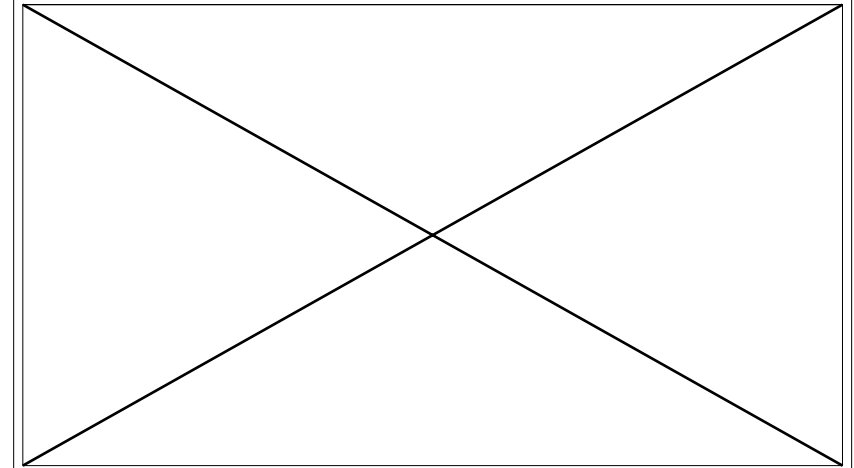
Scene	Duration	Panel	Duration
34	02:16	2	00:16



**Dialog**  
139 SCODLER QUEEN  
  
Gotcha, Soup Pot!

**Action Notes**  
STOP BG PAN

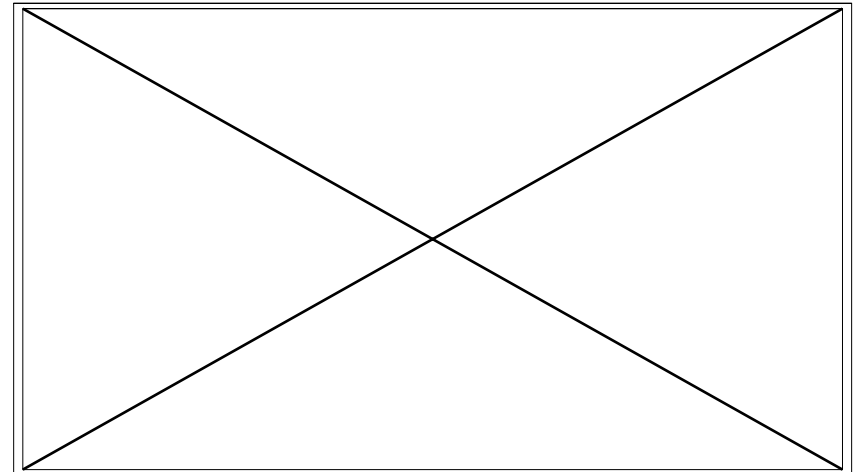
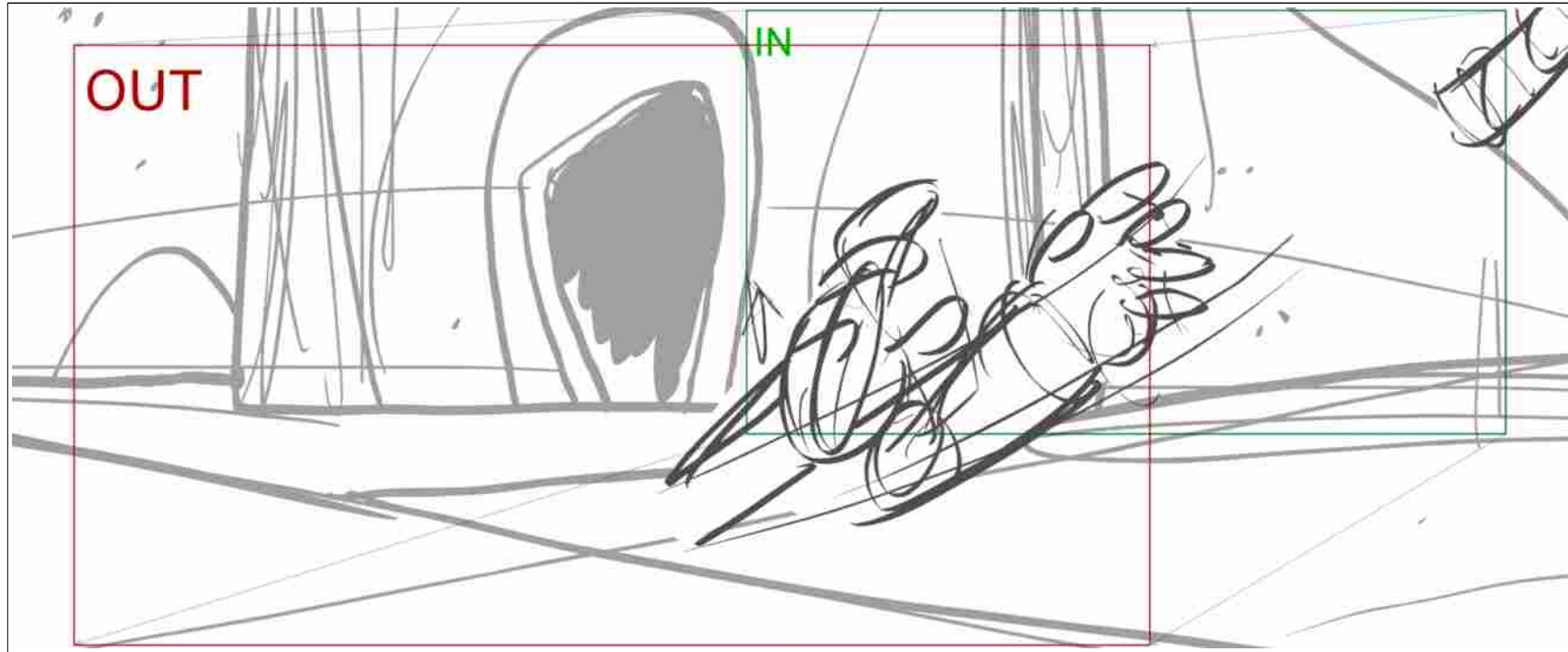
NO PANEL





Scene	Duration	Panel	Duration
34	02:16	3	00:16

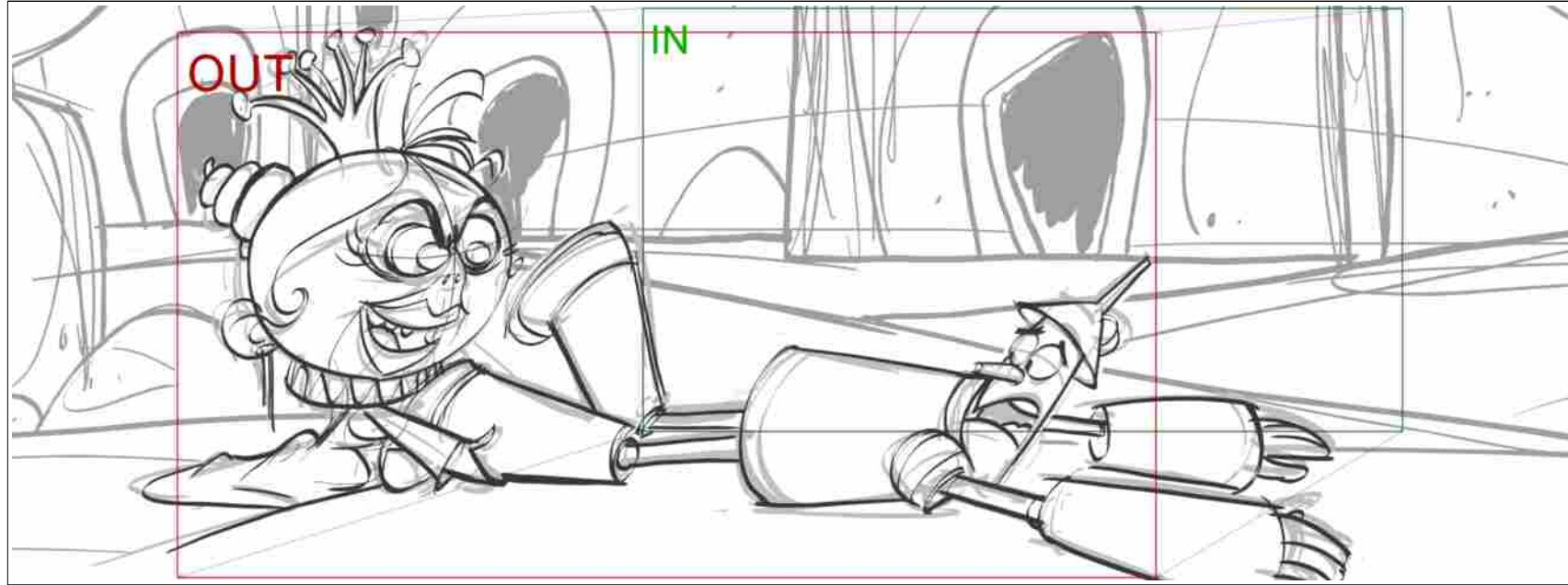
NO PANEL



**Dialog**  
139 SCODLER QUEEN  
  
Gotcha, Soup Pot!

**Action Notes**  
PAN with ACTION

Scene	Duration	Panel	Duration
34	02:16	4	00:16

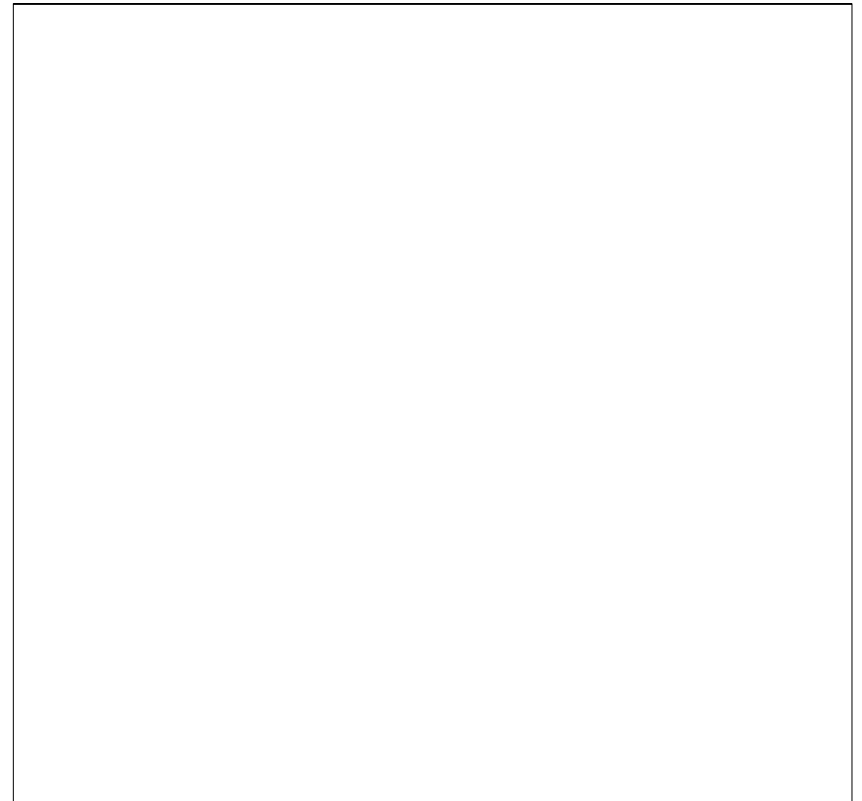


**Dialog**

139 SCODLER QUEEN

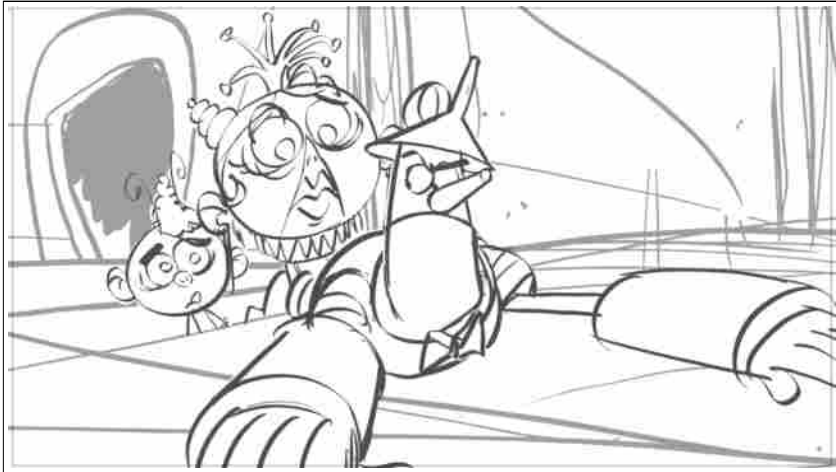
Gotcha, Soup Pot!

Scene	Duration	Panel	Duration
35	03:08	1	00:16

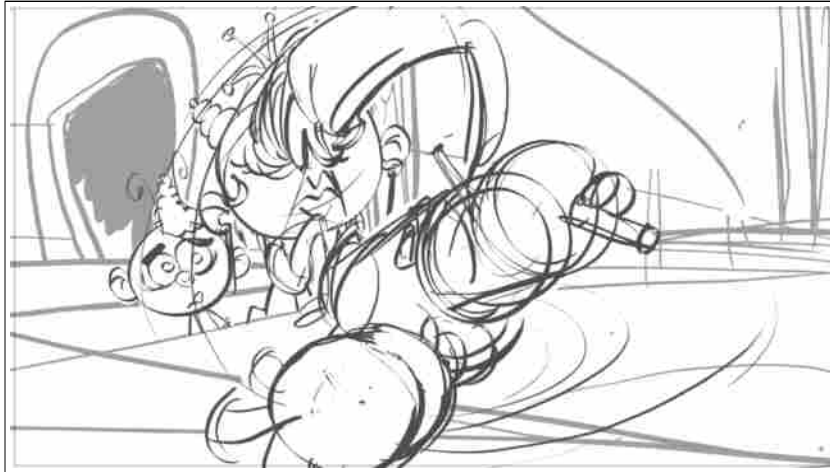




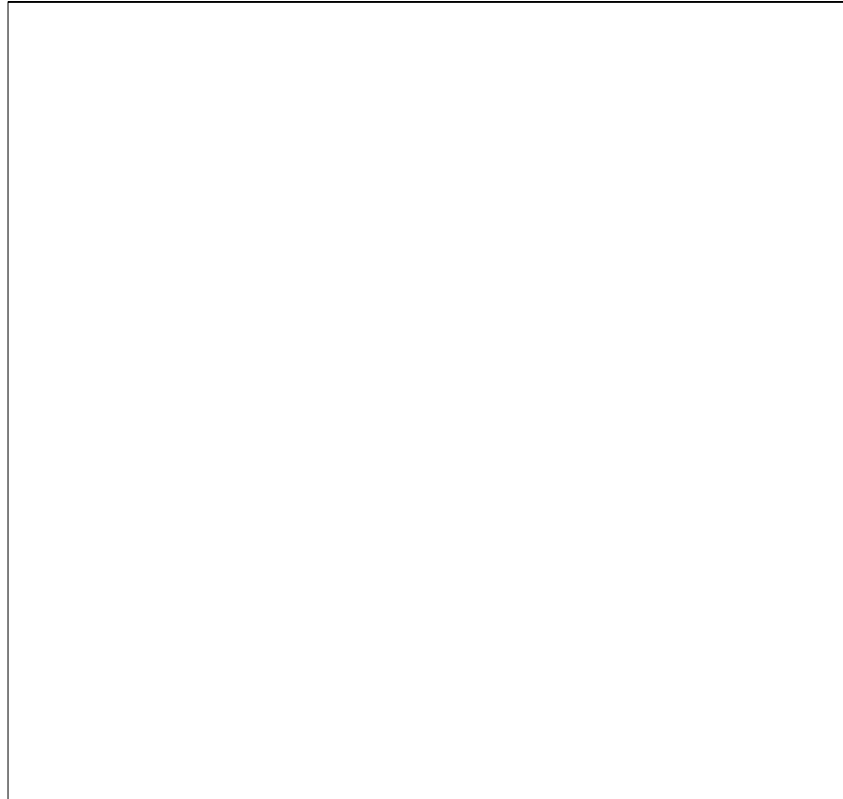
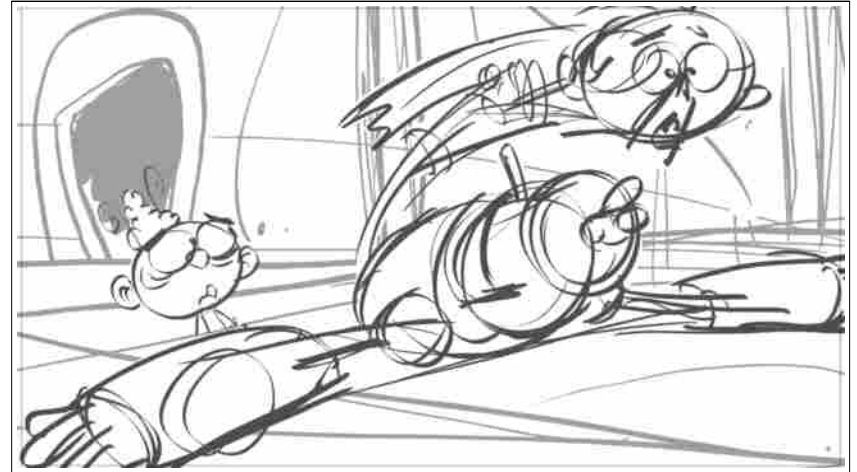
Scene	Duration	Panel	Duration
35	03:08	2	00:16



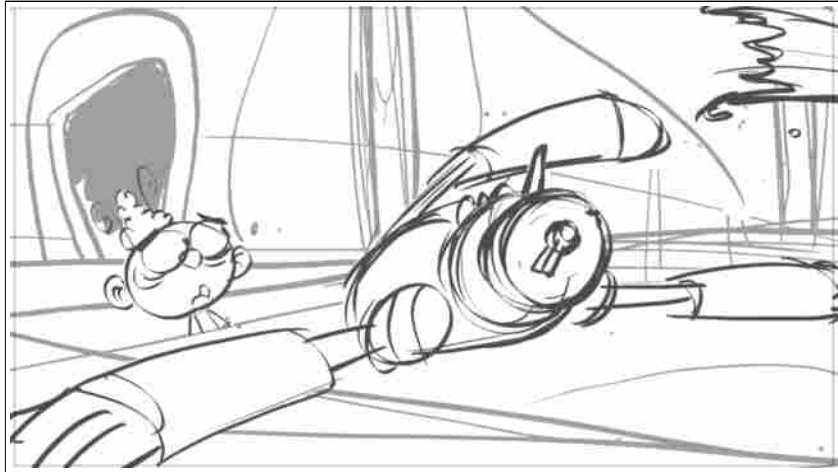
Scene	Duration	Panel	Duration
35	03:08	3	00:16



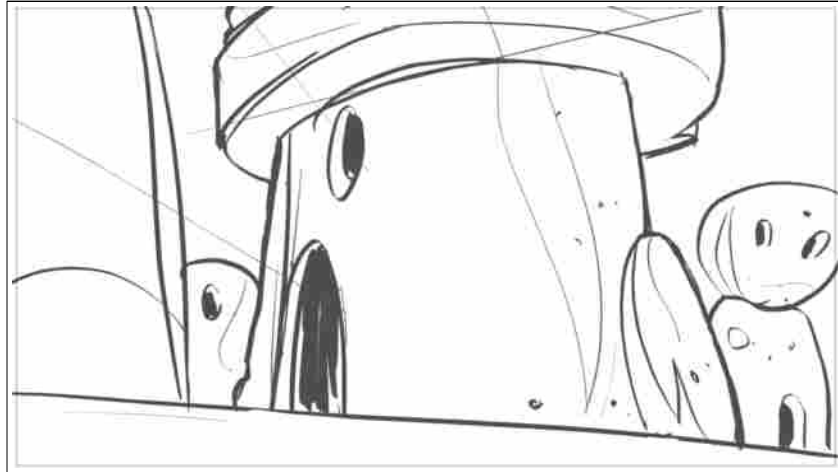
Scene	Duration	Panel	Duration
35	03:08	4	00:16



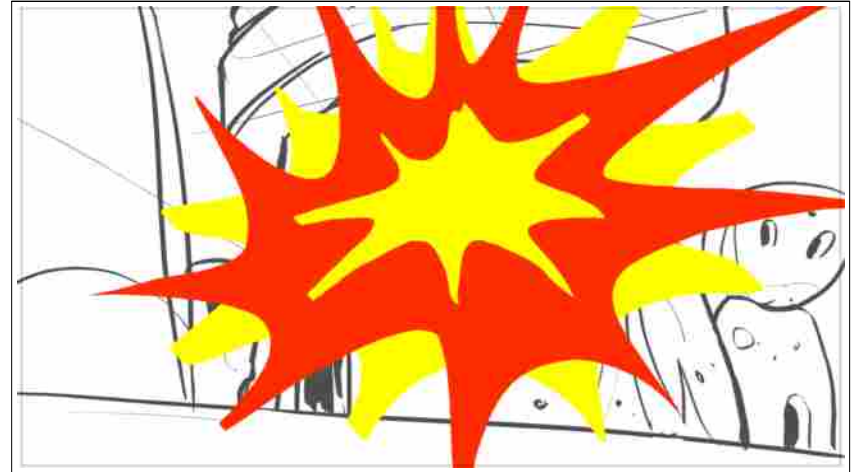
Scene	Duration	Panel	Duration
35	03:08	5	00:16



Scene	Duration	Panel	Duration
36	03:08	1	00:16



Scene	Duration	Panel	Duration
36	03:08	2	00:16

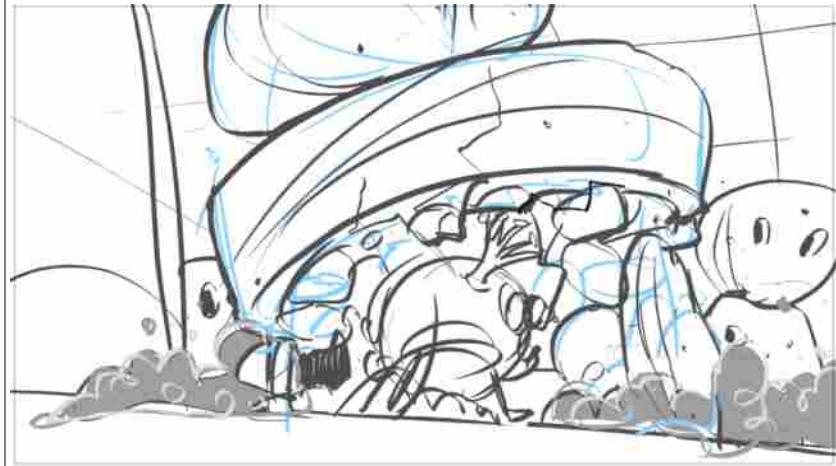




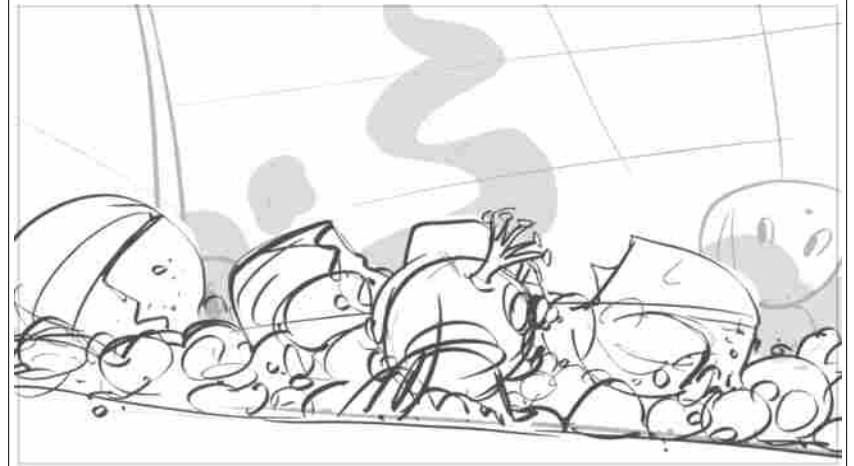
Scene	Duration	Panel	Duration
36	03:08	3	00:16



Scene	Duration	Panel	Duration
36	03:08	4	00:16

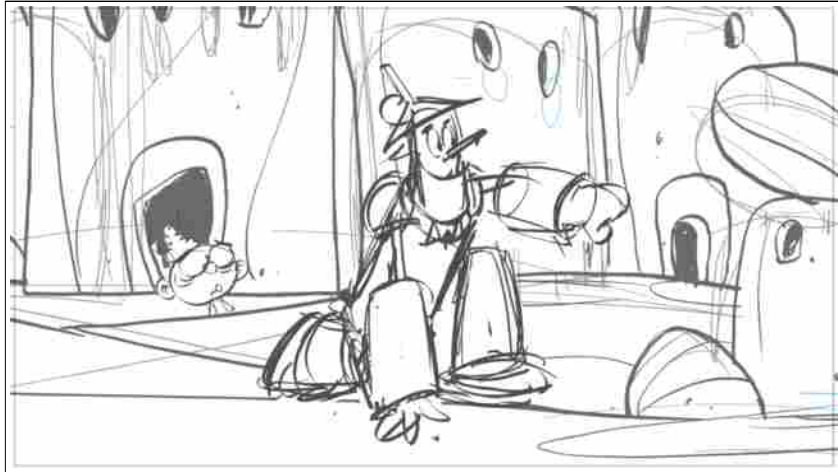


Scene	Duration	Panel	Duration
36	03:08	5	00:16

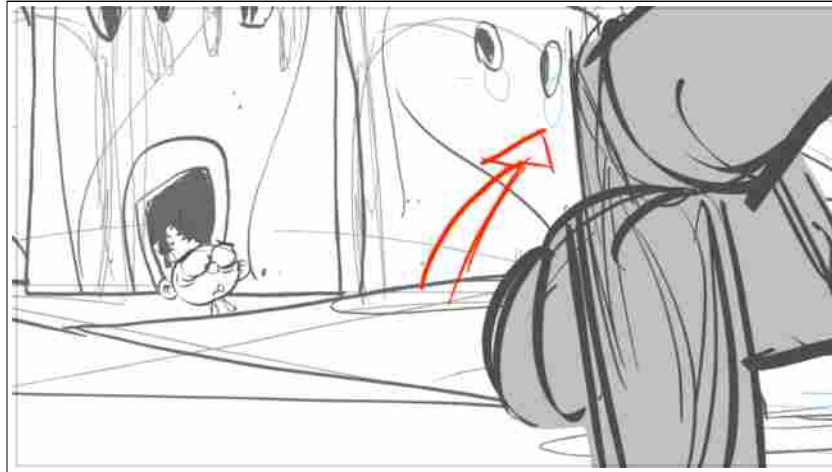




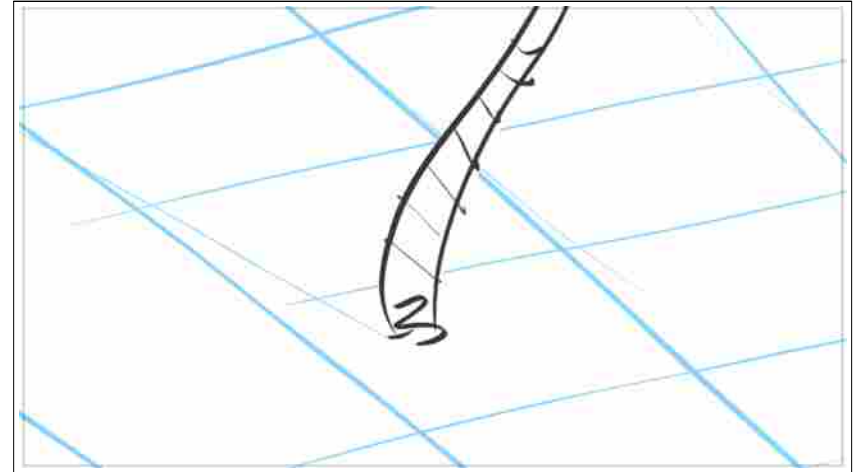
Scene	Duration	Panel	Duration
37	01:08	1	00:16



Scene	Duration	Panel	Duration
37	01:08	2	00:16

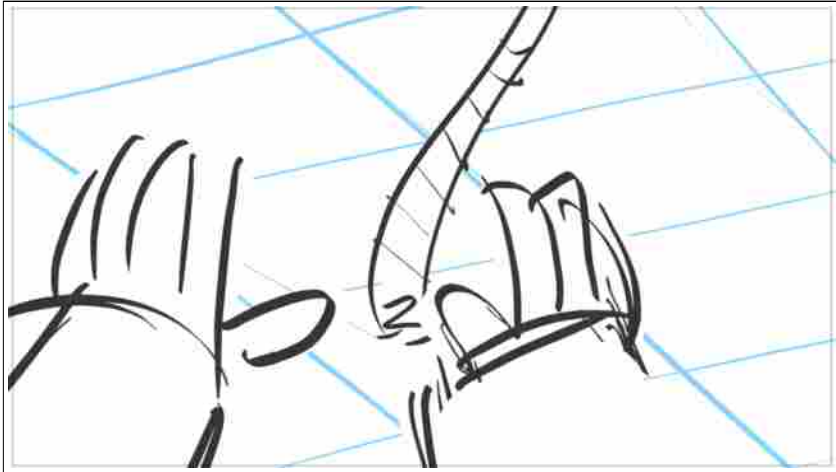


Scene	Duration	Panel	Duration
38	02:16	1	00:16





Scene	Duration	Panel	Duration
38	02:16	2	00:16



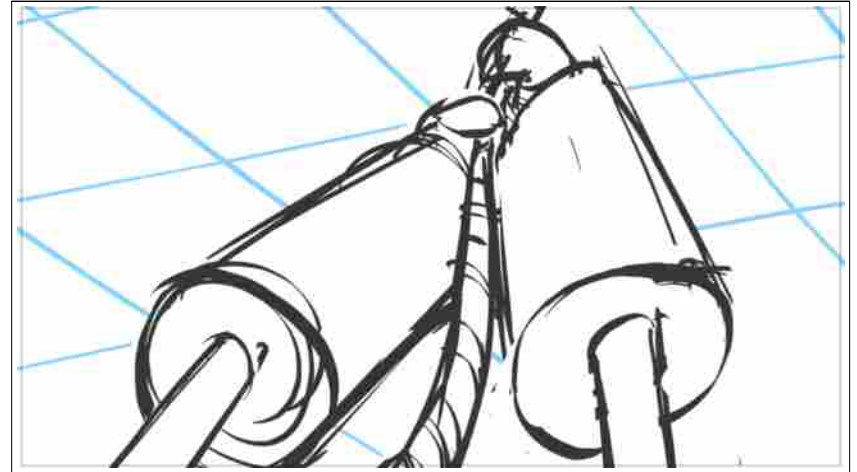
Action Notes

TIN MANS P.O.V. AS HE GRABS THE ROPE.

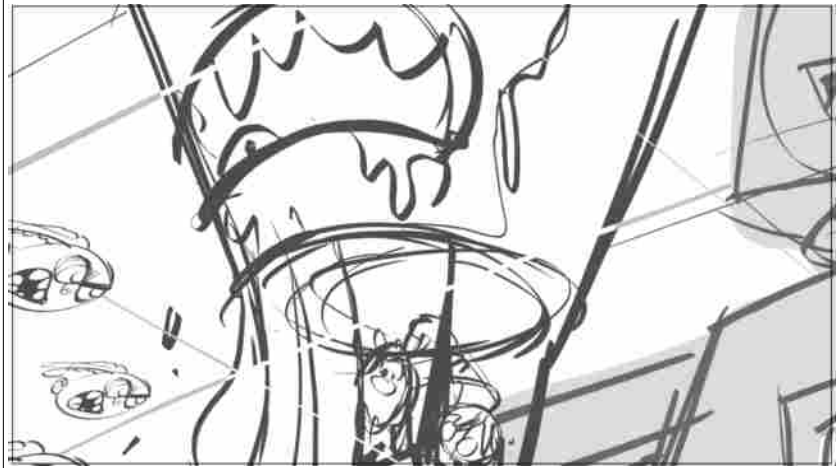
Scene	Duration	Panel	Duration
38	02:16	3	00:16



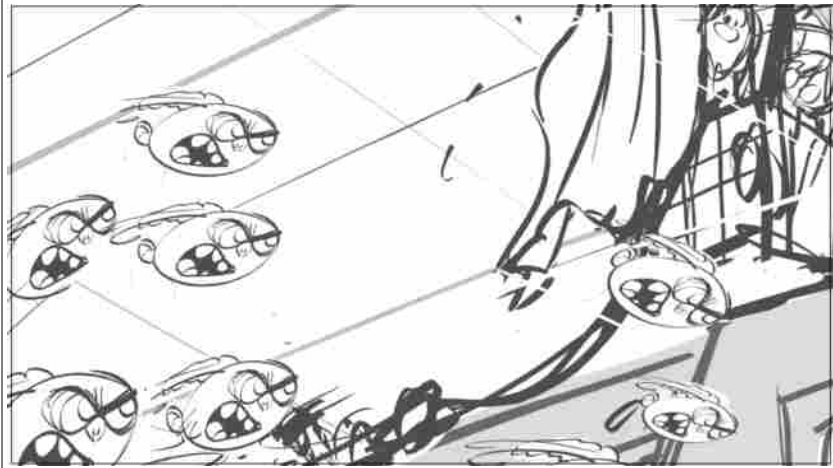
Scene	Duration	Panel	Duration
38	02:16	4	00:16



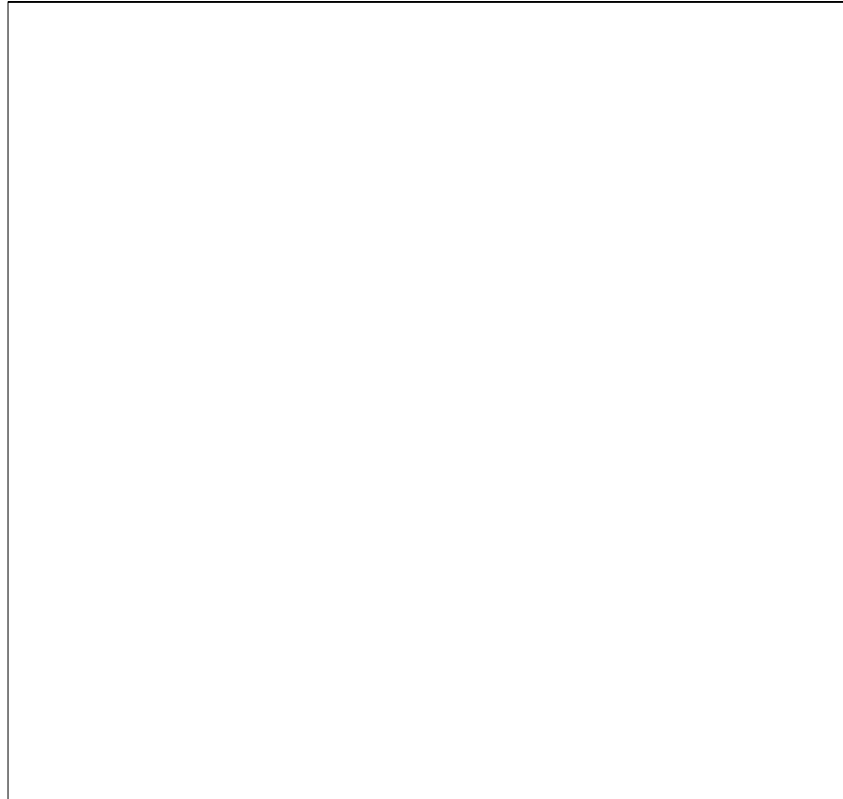
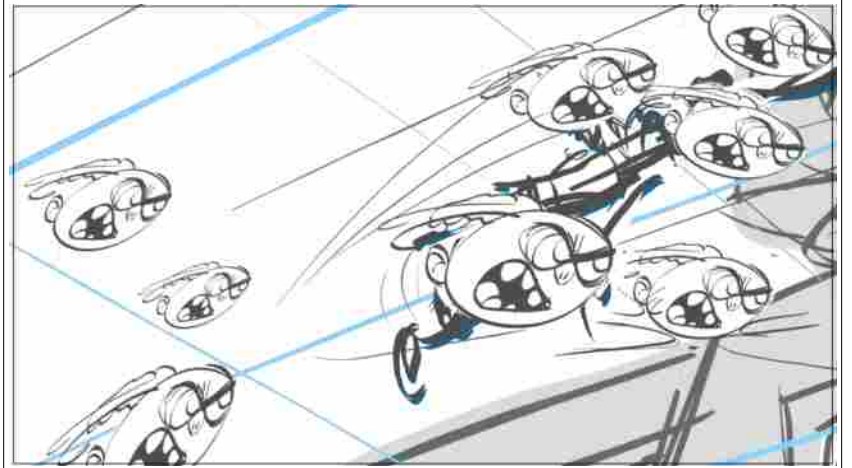
Scene	Duration	Panel	Duration
39	02:06	1	00:16



Scene	Duration	Panel	Duration
39	02:06	2	00:09

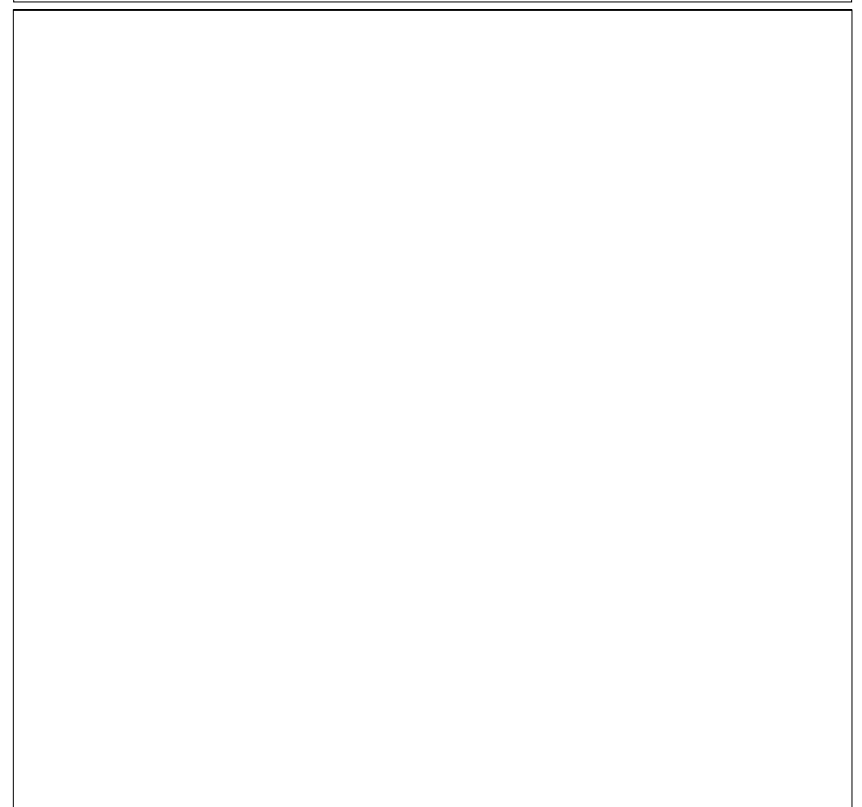
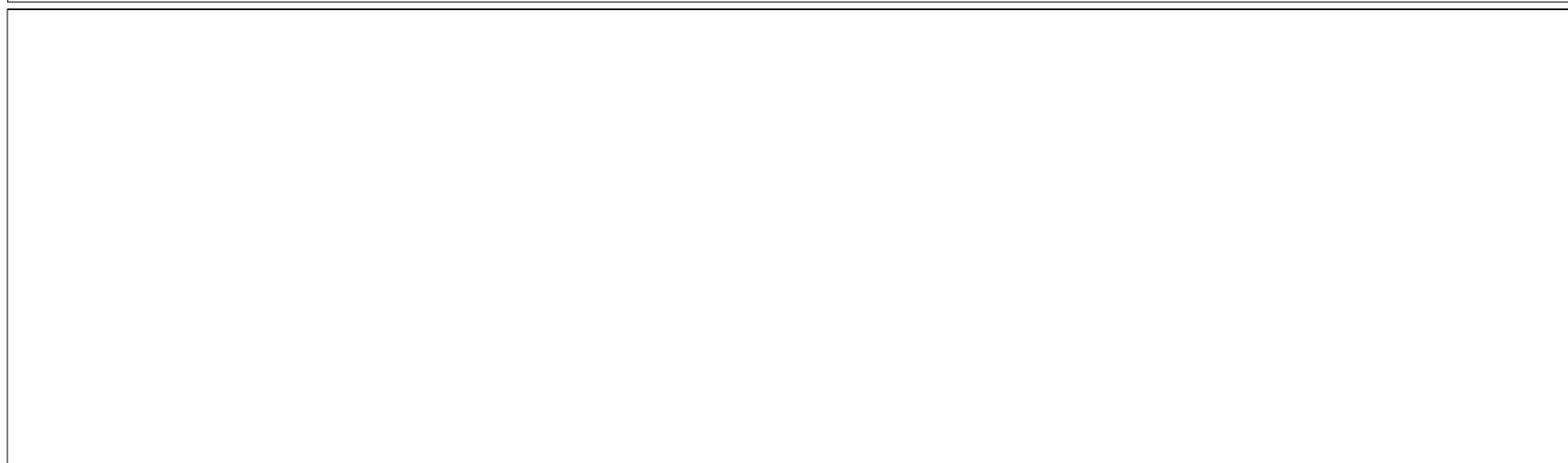
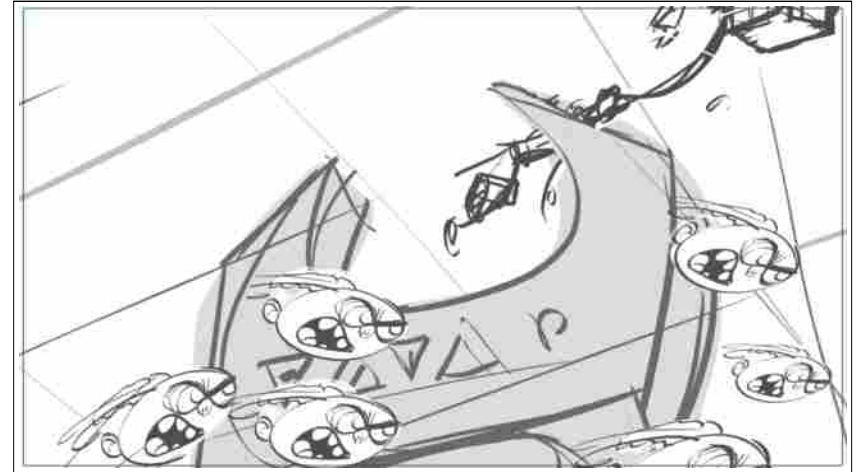
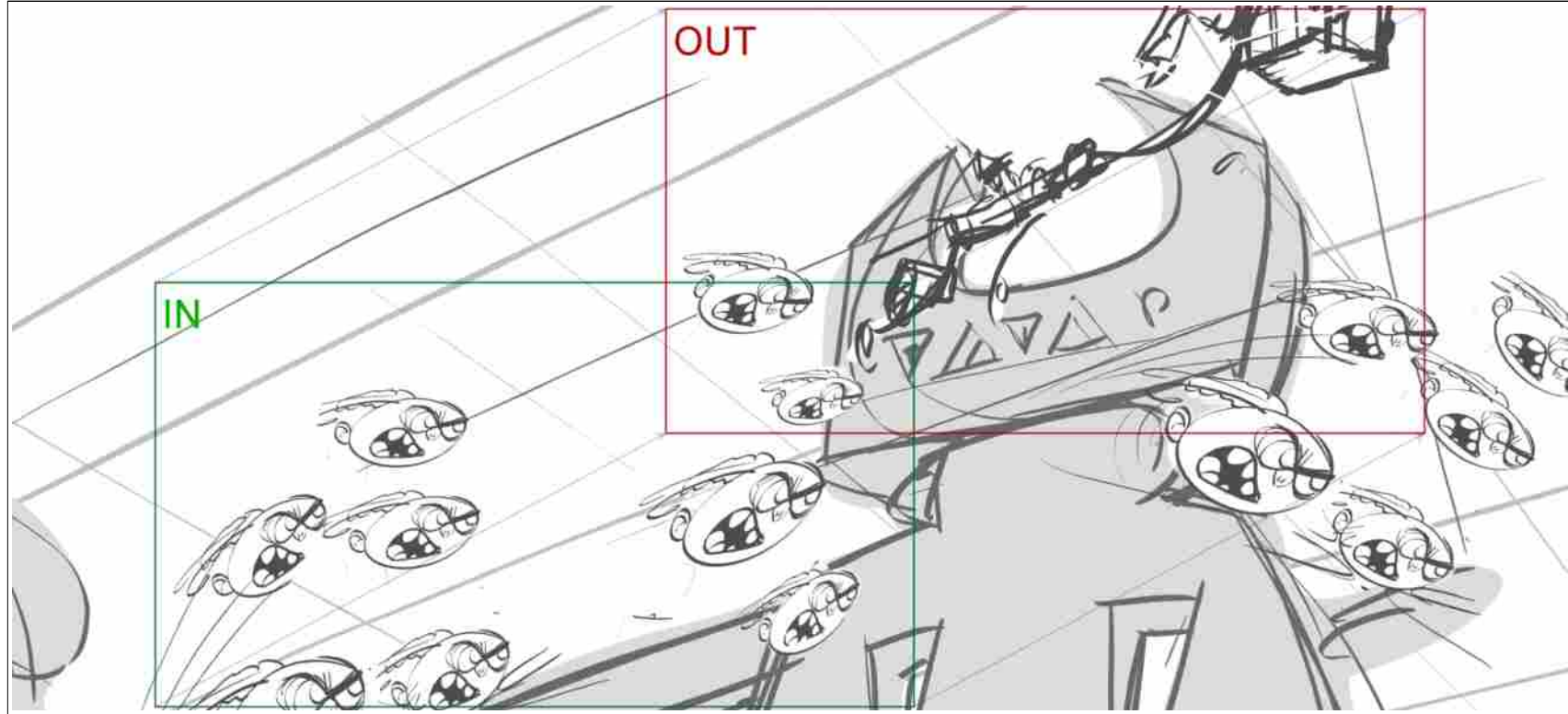


Scene	Duration	Panel	Duration
39	02:06	3	00:09



Scene	Duration	Panel	Duration
39	02:06	4	00:10

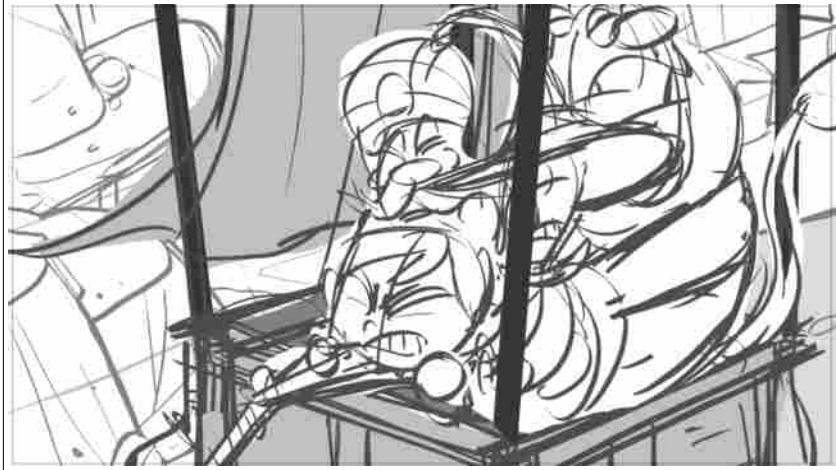
Scene	Duration	Panel	Duration
39	02:06	5	00:10



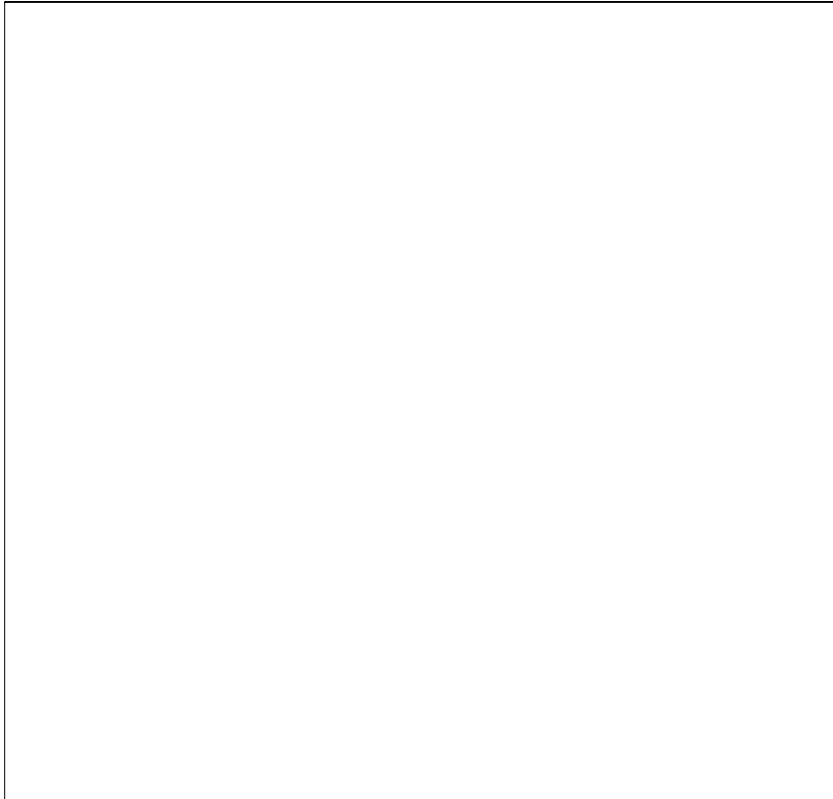
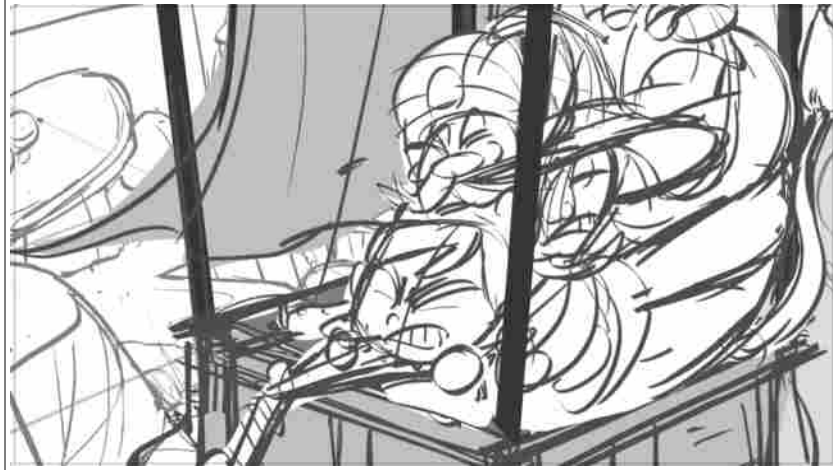




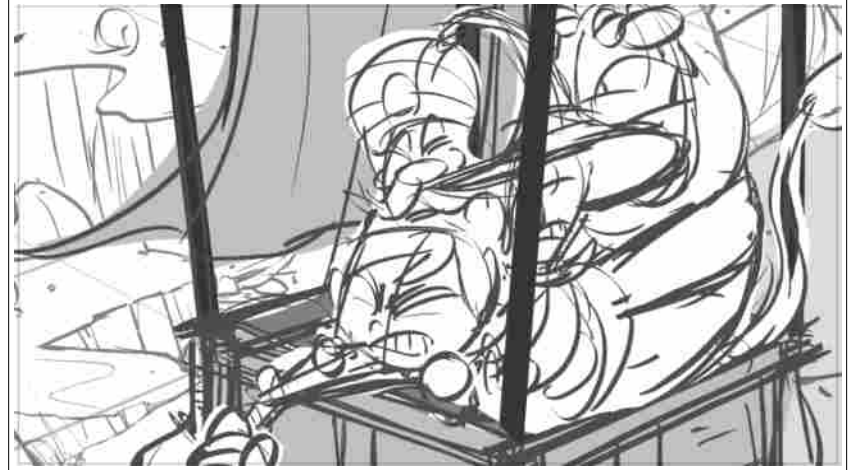
Scene	Duration	Panel	Duration
40	01:12	1	00:10



Scene	Duration	Panel	Duration
40	01:12	2	00:09



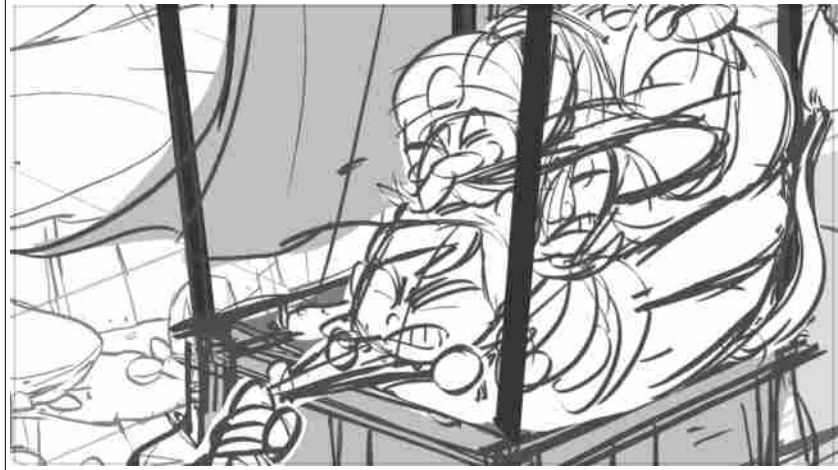
Scene	Duration	Panel	Duration
40	01:12	3	00:08



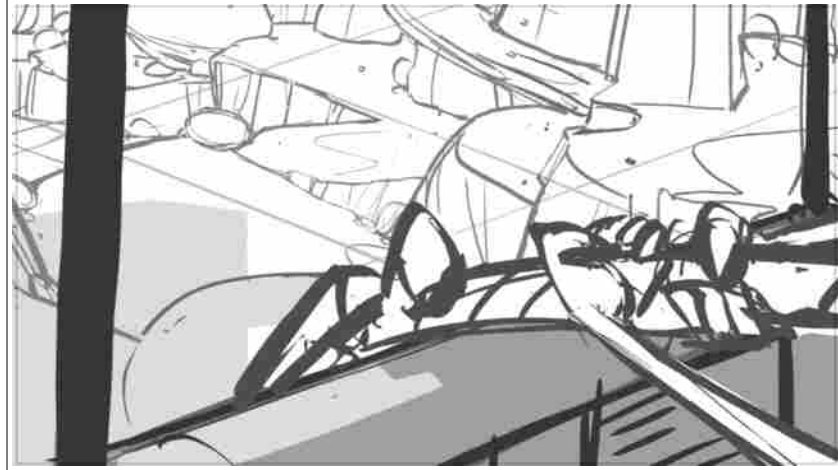




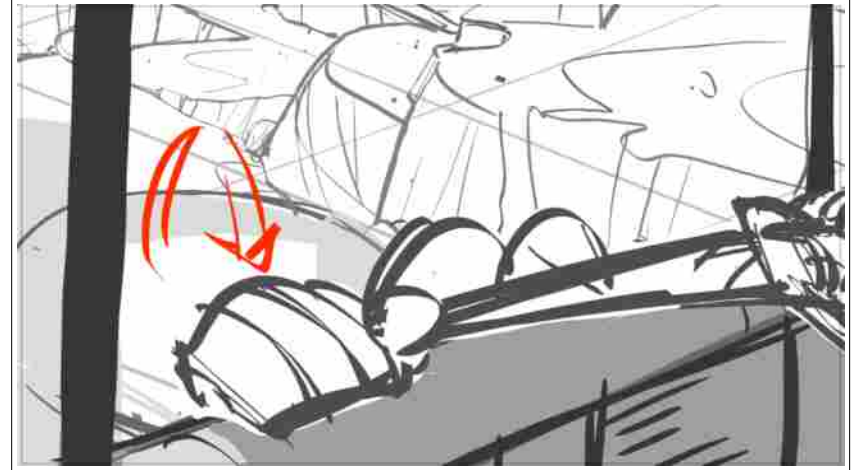
Scene	Duration	Panel	Duration
40	01:12	4	00:09



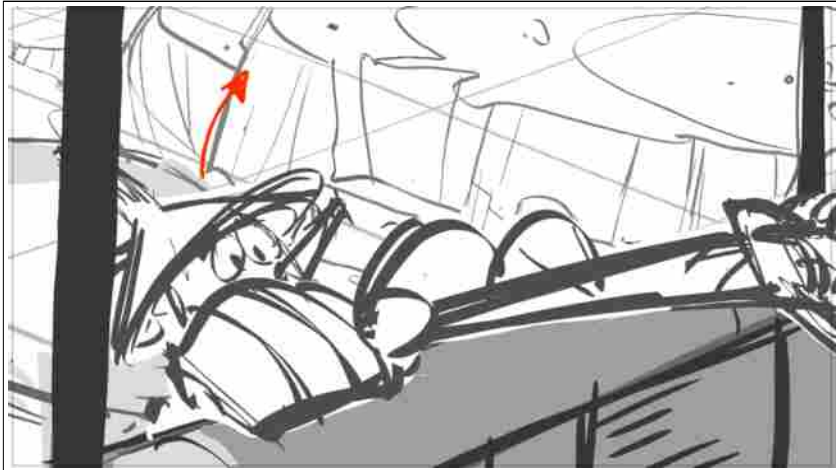
Scene	Duration	Panel	Duration
41	01:11	1	00:09



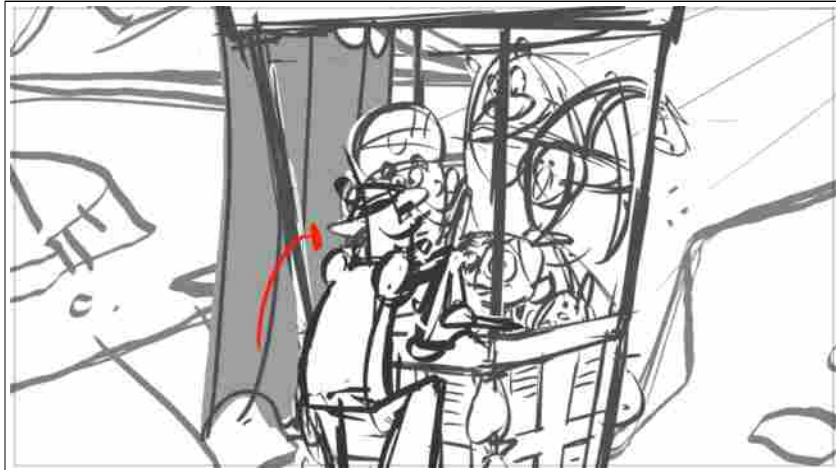
Scene	Duration	Panel	Duration
41	01:11	2	00:09



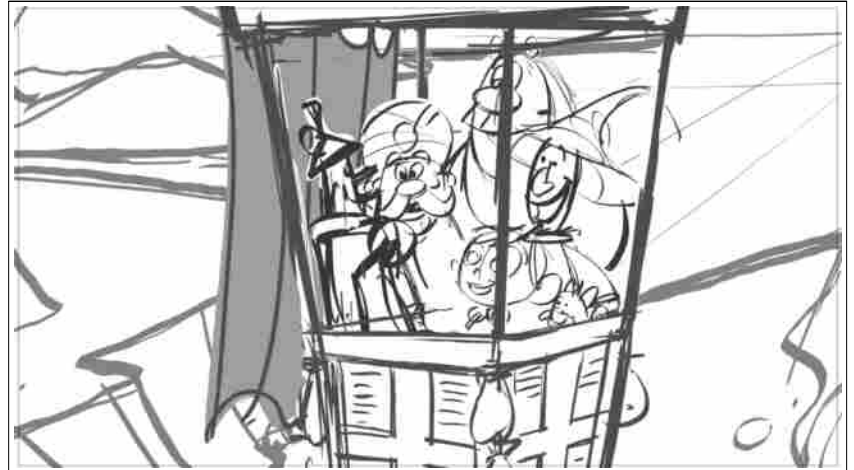
Scene	Duration	Panel	Duration
41	01:11	3	00:17



Scene	Duration	Panel	Duration
42	01:14	1	00:19



Scene	Duration	Panel	Duration
42	01:14	2	00:19



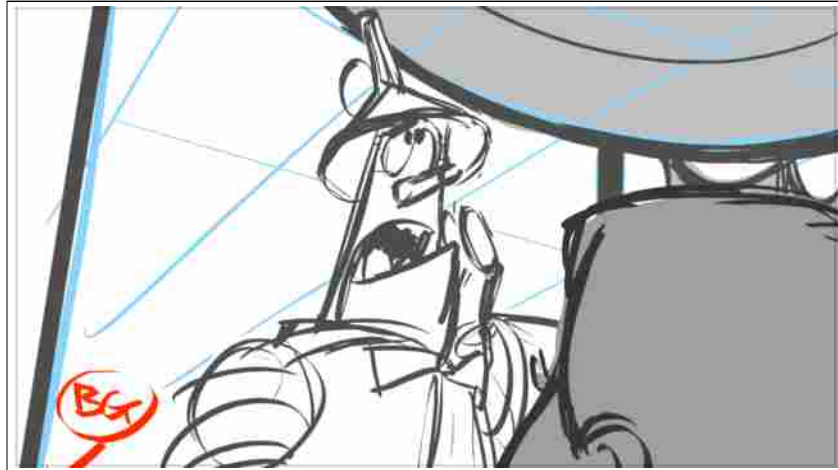
Scene	Duration	Panel	Duration
43	00:22	1	00:22



**Dialog**  
 144 DOROTHY  
  
 Are you okay?

**Action Notes**  
 Close on DOROTHY.

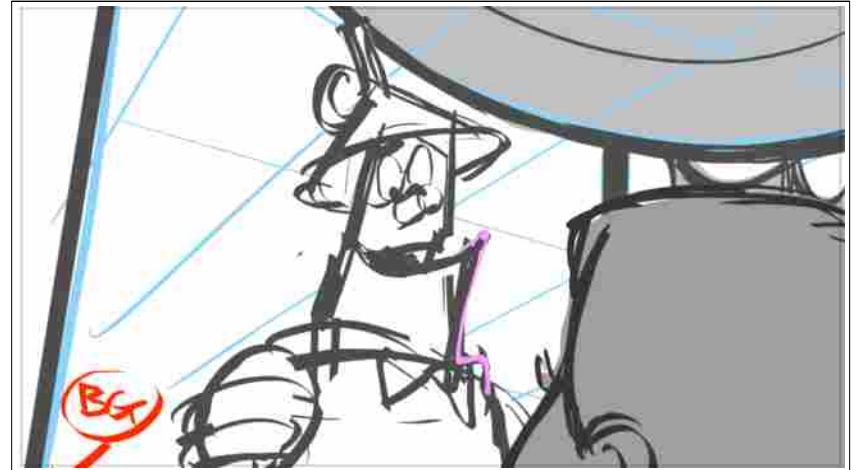
Scene	Duration	Panel	Duration
44	04:07	1	00:16



**Dialog**  
 145 TIN MAN  
  
 Yes, thanks to all of you. But I sure am ready to go home.

**Action Notes**  
 Angle on TIN MAN

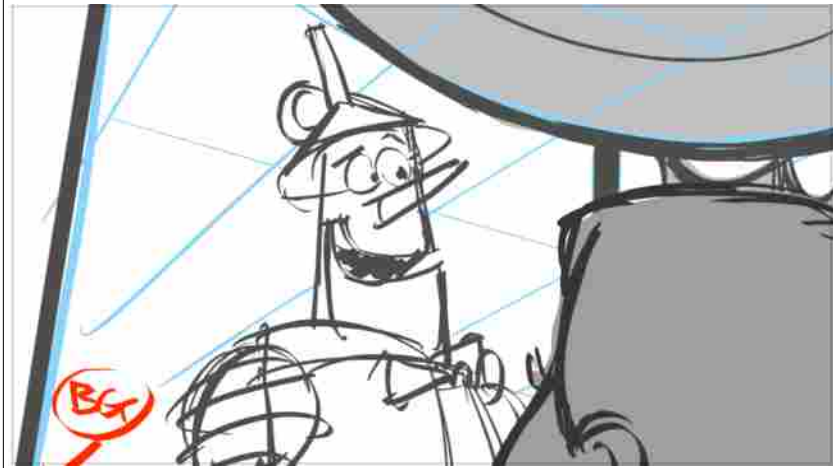
Scene	Duration	Panel	Duration
44	04:07	2	00:16



**Dialog**  
 145 TIN MAN  
  
 Yes, thanks to all of you. But I sure am ready to go home.

**Action Notes**  
 Angle on TIN MAN

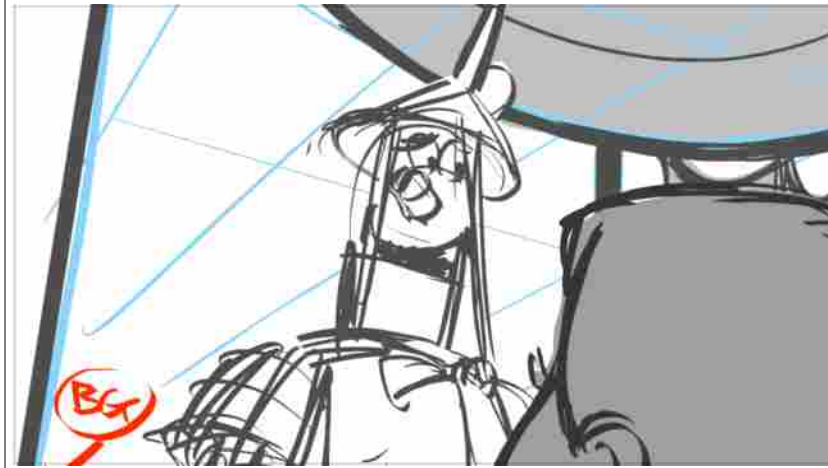
Scene	Duration	Panel	Duration
44	04:07	3	01:02



**Dialog**  
 145 TIN MAN  
  
 Yes, thanks to all of you. But I sure am ready to go home.

**Action Notes**  
 Angle on TIN MAN

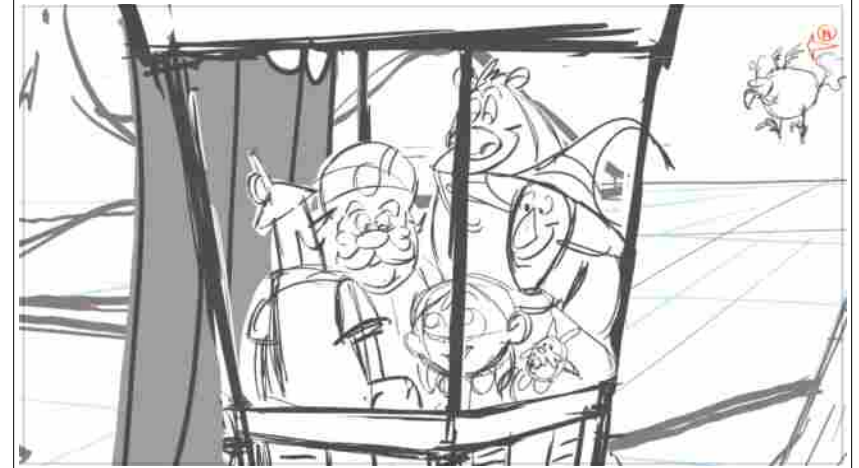
Scene	Duration	Panel	Duration
44	04:07	4	01:21



**Dialog**  
 145 TIN MAN  
  
 Yes, thanks to all of you. But I sure am ready to go home.

**Action Notes**  
 Angle on TIN MAN

Scene	Duration	Panel	Duration
45	01:19	1	01:19

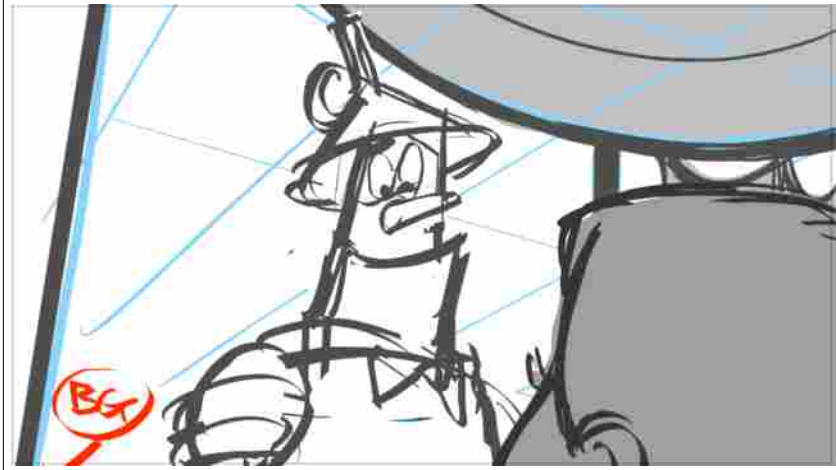


**Dialog**  
 146 DOROTHY  
  
 (Nodding) There's no place like it.  
  
 Just then, they see AN ORK approaching from the distance.

**Action Notes**  
 AN ORK approachsb from the distance.



Scene	Duration	Panel	Duration
46	01:08	1	00:07

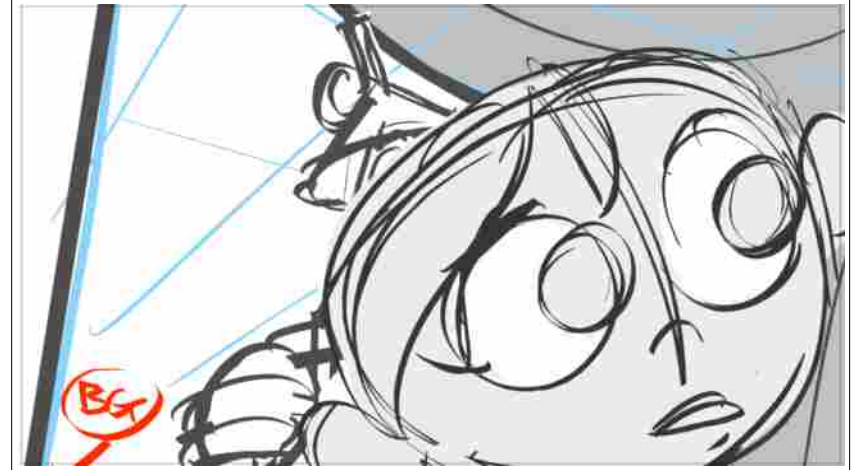


Scene	Duration	Panel	Duration
46	01:08	2	00:09



**Action Notes**  
He reacts to something OS.

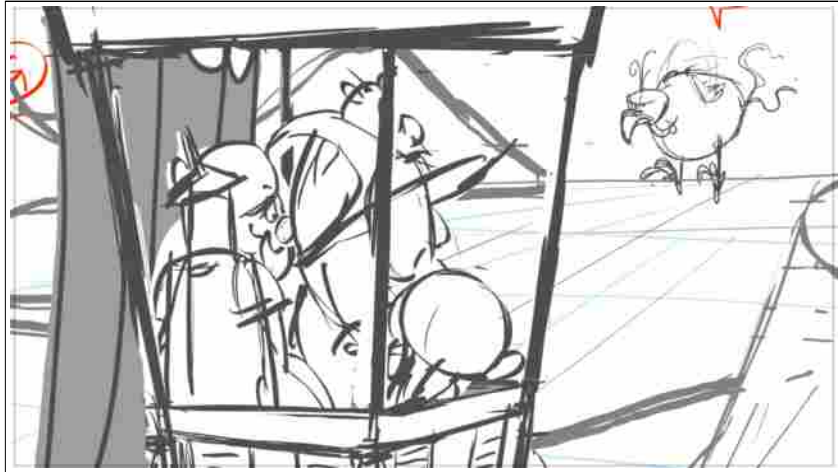
Scene	Duration	Panel	Duration
46	01:08	3	00:16



**Action Notes**  
Dorothy turns to look.



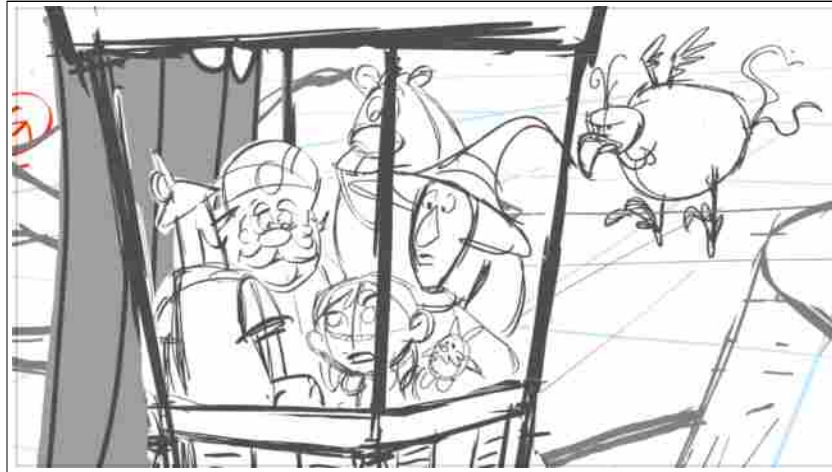
Scene	Duration	Panel	Duration
47	04:08	1	00:16



**Action Notes**

Wider on scene. ffThe ORK is getting closer.

Scene	Duration	Panel	Duration
47	04:08	2	01:00

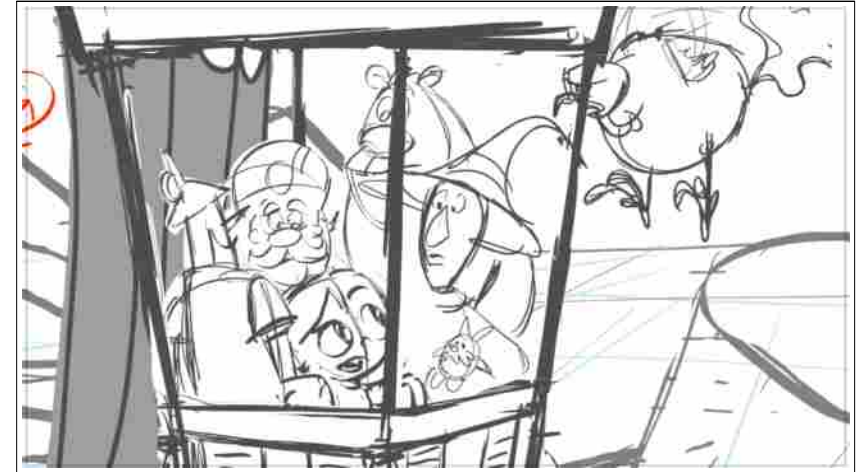


**Dialog**

147 DOROTHY (CONT'D)

Come on everyone, let's link arms and get out of here.

Scene	Duration	Panel	Duration
47	04:08	3	01:01

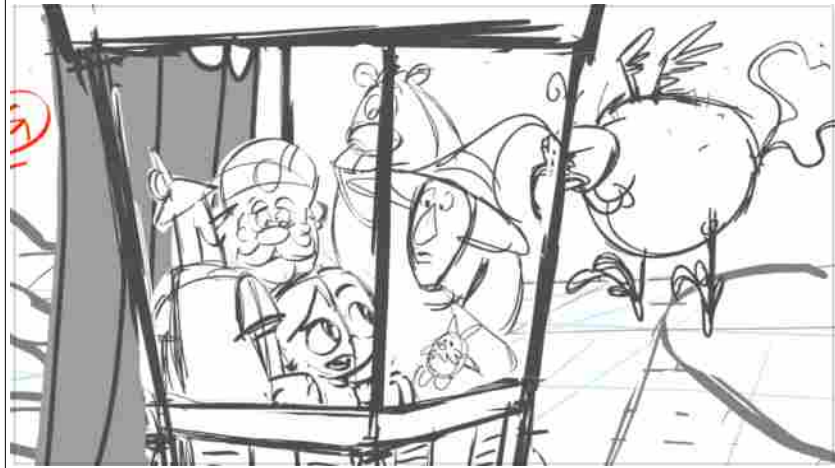


**Dialog**

147 DOROTHY (CONT'D)

Come on everyone, let's link arms and get out of here.

Scene	Duration	Panel	Duration
47	04:08	4	00:23

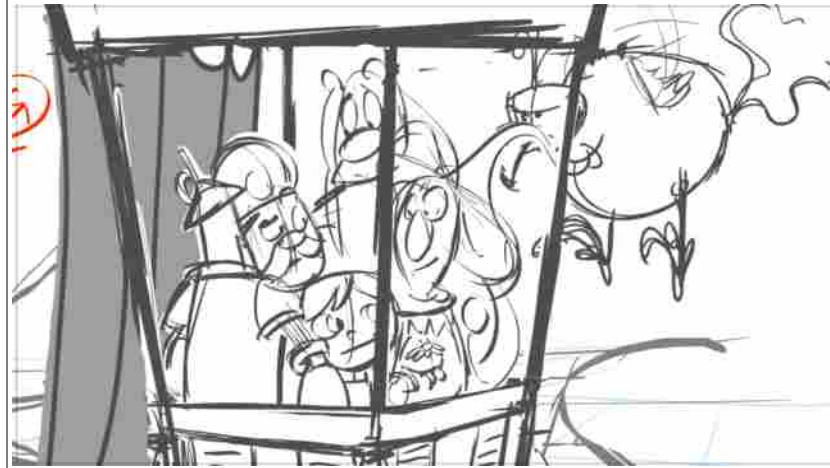


**Dialog**

147 DOROTHY (CONT'D)

Come on everyone, let's link arms and get out of here.

Scene	Duration	Panel	Duration
47	04:08	5	00:16



**Dialog**

147 DOROTHY (CONT'D)

Come on everyone, let's link arms and get out of here.

Scene	Duration	Panel	Duration
48	09:16	1	00:16



**Dialog**

148 WIZARD

Oh no, it's a lovely evening for a balloon ride. Besides, so long as we have a gigantic scary face painted on this balloon, we might as well put it to good use!

**Action Notes**

The Ork's getting closer to the basket now. Everyone links arms except the Wizard, who refuses.

Scene	Duration	Panel	Duration
48	09:16	2	02:06



**Dialog**  
148 WIZARD

Oh no, it's a lovely evening for a balloon ride. Besides, so long as we have a gigantic scary face painted on this balloon, we might as well put it to good use!

**Action Notes**  
The Ork's getting closer to the basket now. Everyone links arms except the Wizard, who refuses.

Scene	Duration	Panel	Duration
48	09:16	3	03:21



**Dialog**  
148 WIZARD

Oh no, it's a lovely evening for a balloon ride. Besides, so long as we have a gigantic scary face painted on this balloon, we might as well put it to good use!

**Action Notes**  
The Ork's getting closer to the basket now. Everyone links arms except the Wizard, who refuses.

Scene	Duration	Panel	Duration
48	09:16	4	02:21

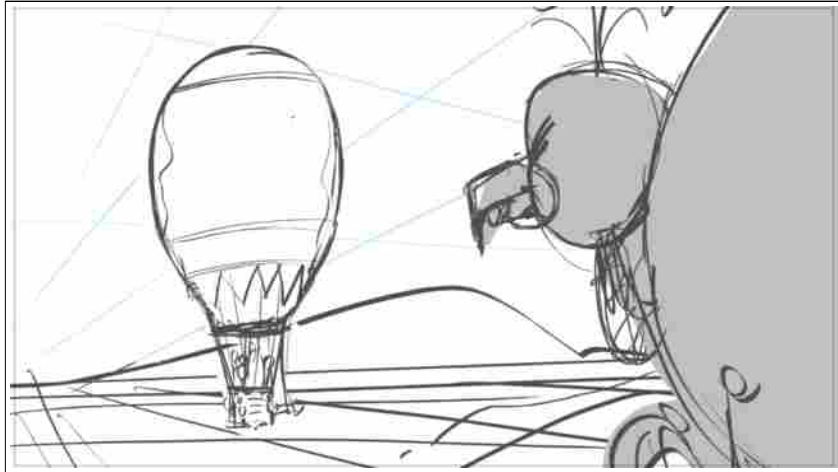


**Dialog**  
148 WIZARD

Oh no, it's a lovely evening for a balloon ride. Besides, so long as we have a gigantic scary face painted on this balloon, we might as well put it to good use!

**Action Notes**  
The Ork's getting closer to the basket now. Everyone links arms except the Wizard, who refuses.

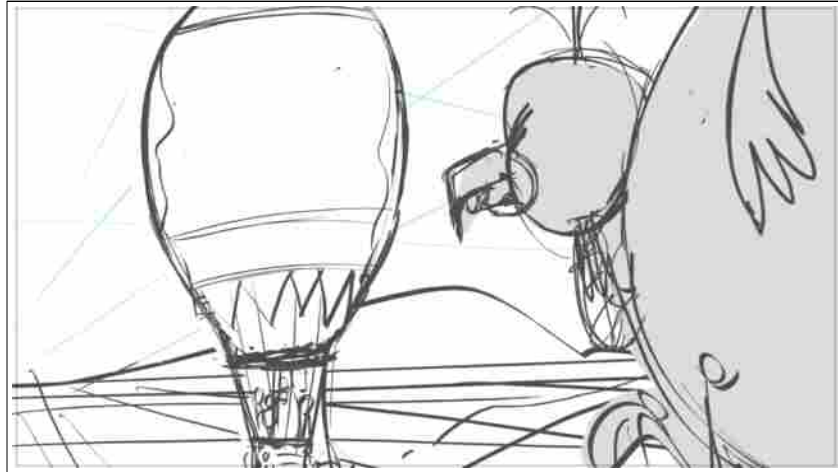
Scene	Duration	Panel	Duration
49	03:20	1	00:23



**Action Notes**

He turns the balloon so that the frowning side of the balloon faces the Ork.

Scene	Duration	Panel	Duration
49	03:20	2	00:23



Scene	Duration	Panel	Duration
49	03:20	3	00:23





Scene	Duration	Panel	Duration
49	03:20	4	00:23



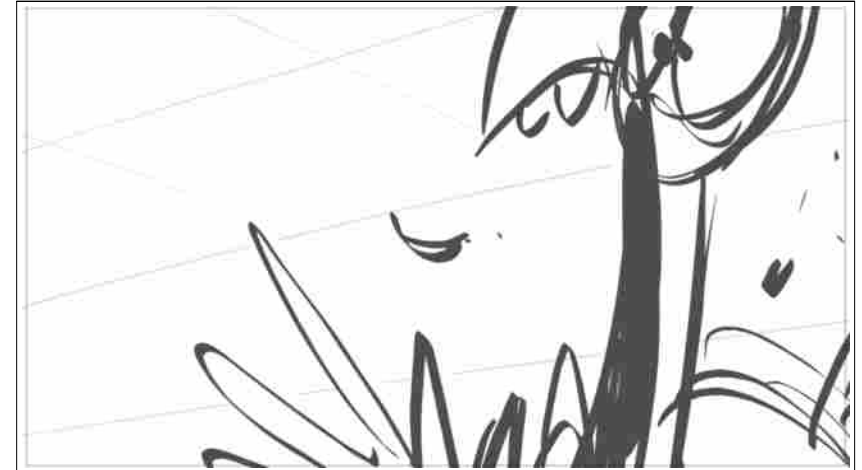
Scene	Duration	Panel	Duration
50	03:08	1	00:16



**Dialog**  
 149 ORK  
 (Funny, terrified squawk)

**Action Notes**  
 The Ork startles and flies away in fright.

Scene	Duration	Panel	Duration
50	03:08	2	00:16



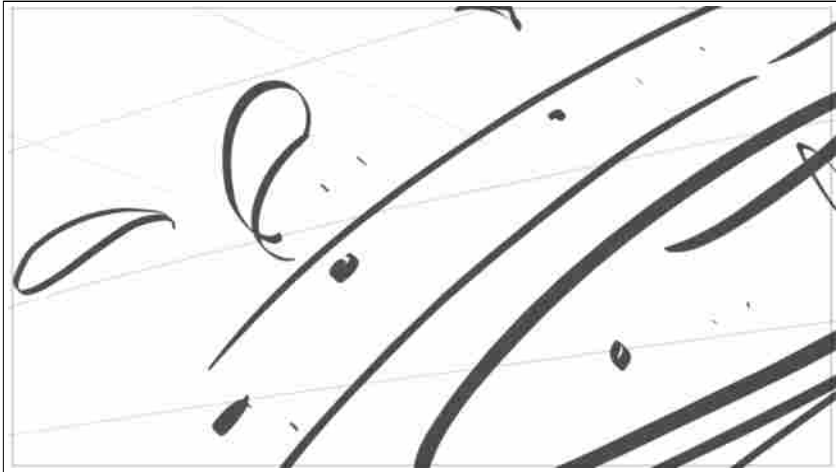
**Dialog**  
 149 ORK  
 (Funny, terrified squawk)

**Action Notes**  
 The Ork startles and flies away in fright.





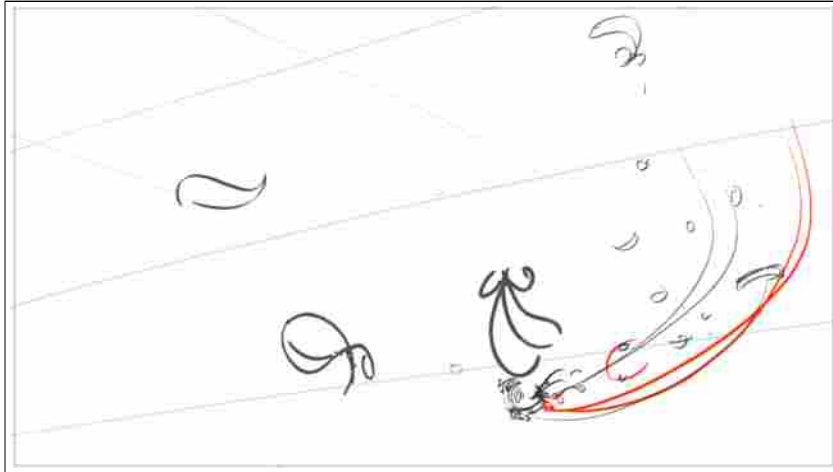
Scene	Duration	Panel	Duration
50	03:08	3	00:16



**Dialog**  
149 ORK  
  
(Funny, terrified squawk)

**Action Notes**  
The Ork startles and flies away in fright.

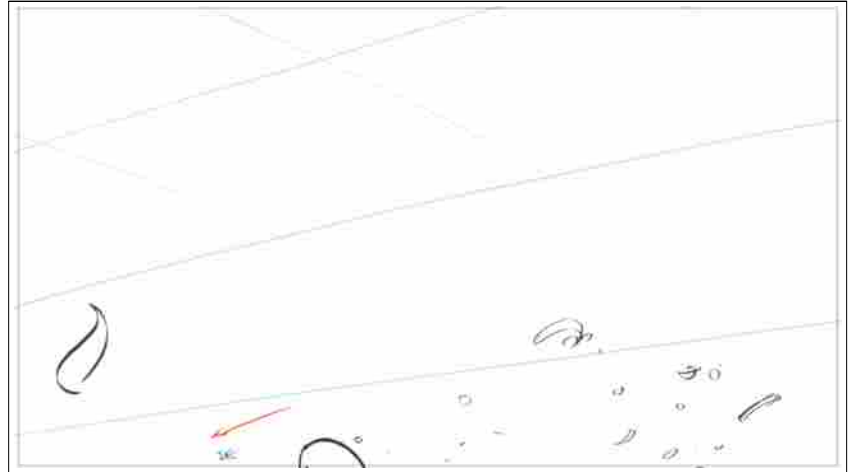
Scene	Duration	Panel	Duration
50	03:08	4	00:16



**Dialog**  
149 ORK  
  
(Funny, terrified squawk)

**Action Notes**  
The Ork startles and flies away in fright.

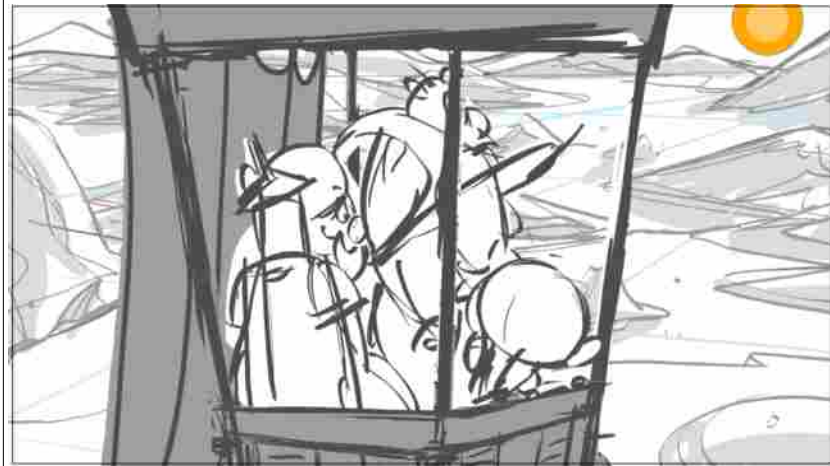
Scene	Duration	Panel	Duration
50	03:08	5	00:16



**Dialog**  
149 ORK  
  
(Funny, terrified squawk)

**Action Notes**  
The Ork startles and flies away in fright.

Scene	Duration	Panel	Duration
51	04:21	1	00:11

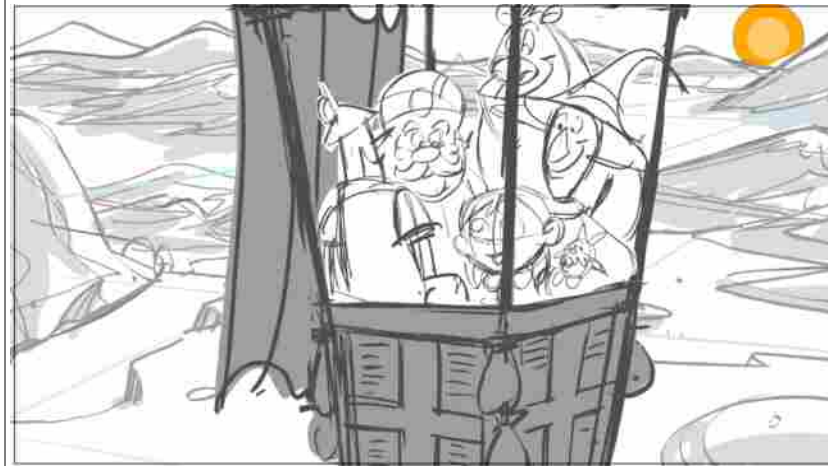


**Action Notes**

As the balloon flies off peacefully towards the setting sun, we...

IRIS OUT.

Scene	Duration	Panel	Duration
51	04:21	2	00:12

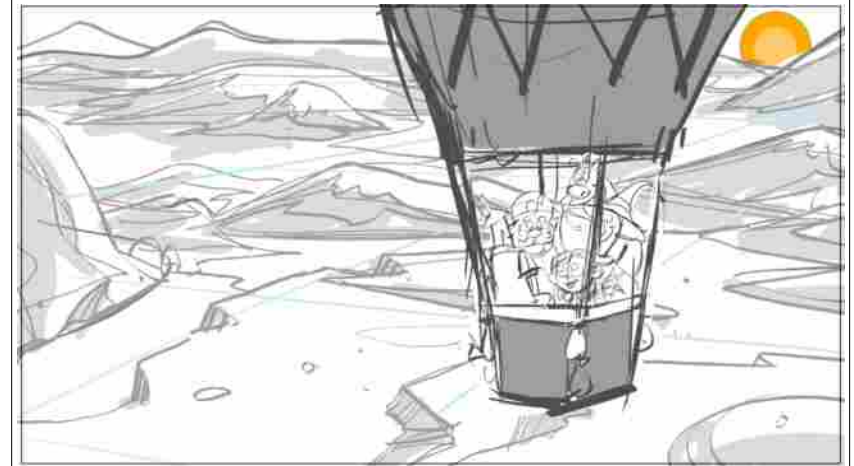


**Action Notes**

As the balloon flies off peacefully towards the setting sun, we...

IRIS OUT.

Scene	Duration	Panel	Duration
51	04:21	3	00:12

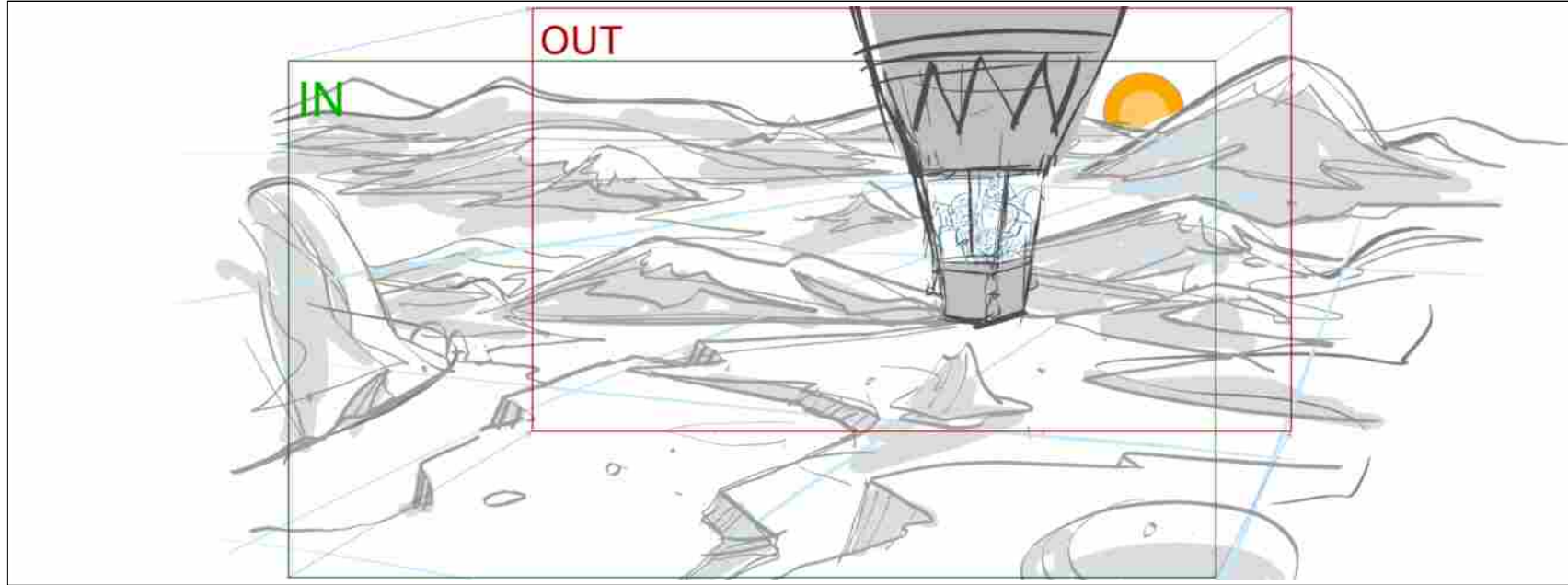


**Action Notes**

As the balloon flies off peacefully towards the setting sun, we...

IRIS OUT.

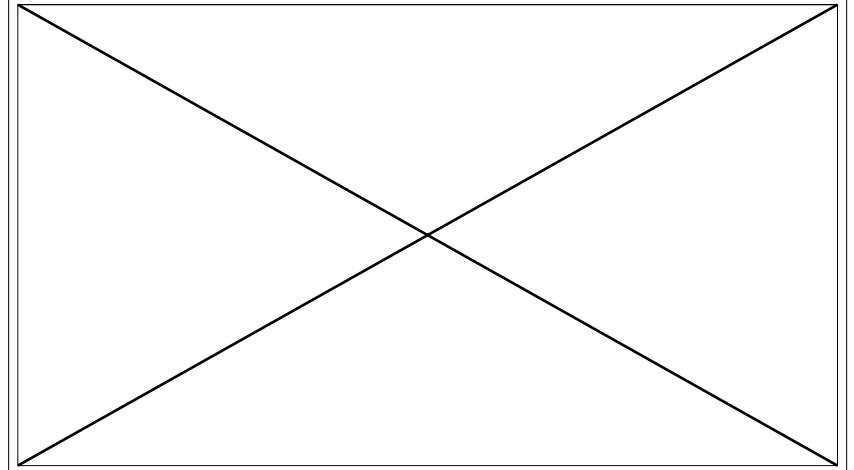
Scene	Duration	Panel	Duration
51	04:21	4	00:09

**Action Notes**

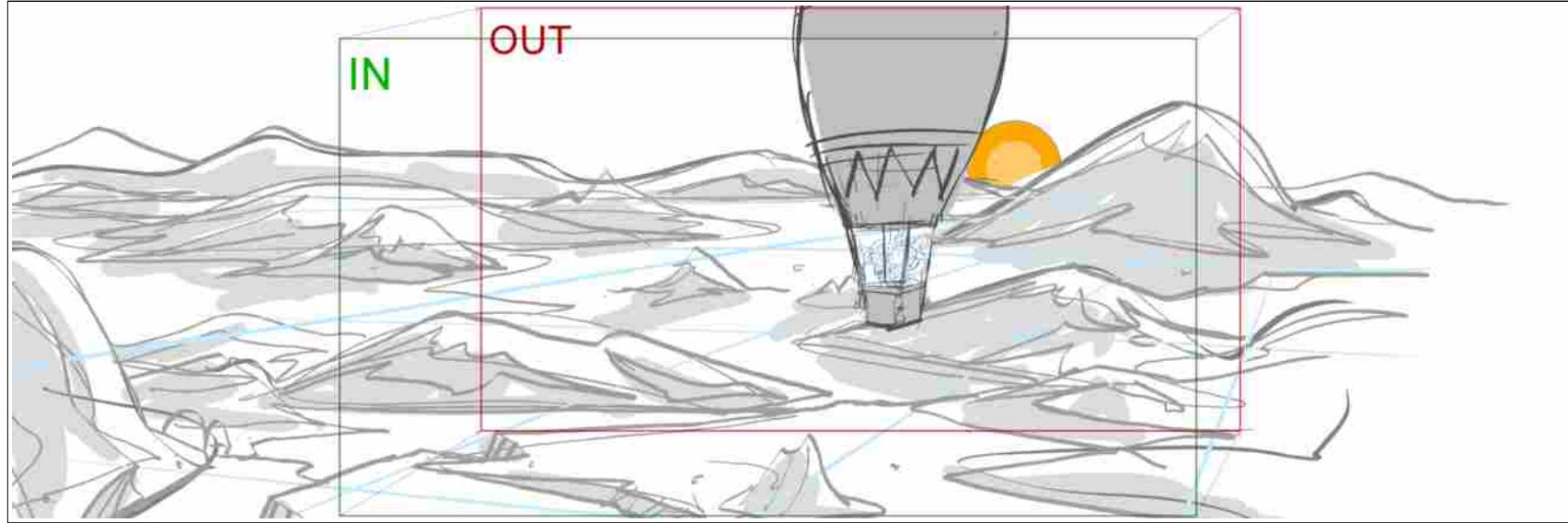
As the balloon flies off peacefully towards the setting sun, we...

IRIS OUT.

NO PANEL



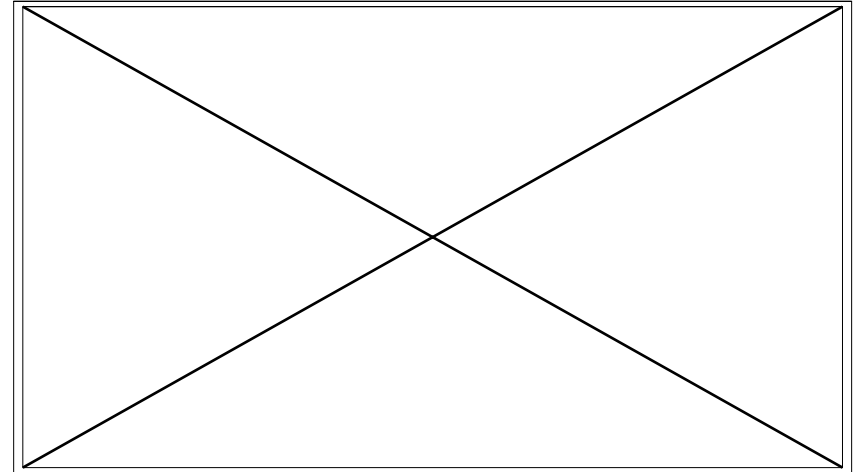
Scene	Duration	Panel	Duration
51	04:21	5	00:05

**Action Notes**

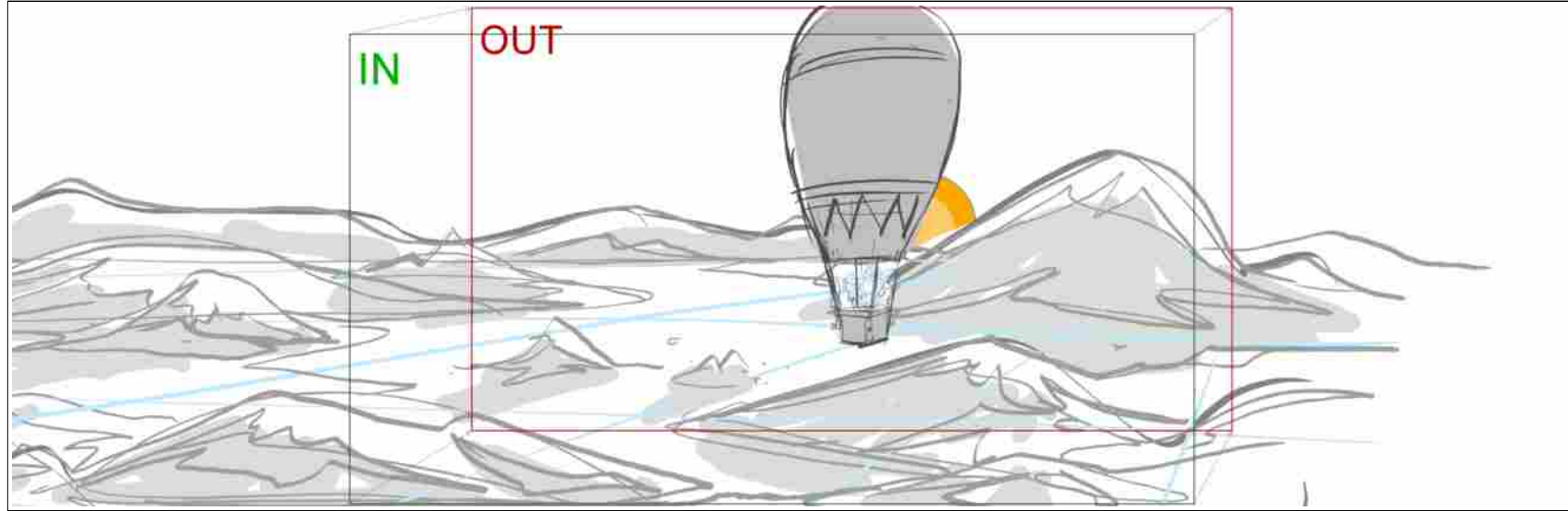
As the balloon flies off peacefully towards the setting sun, we...

IRIS OUT.

NO PANEL

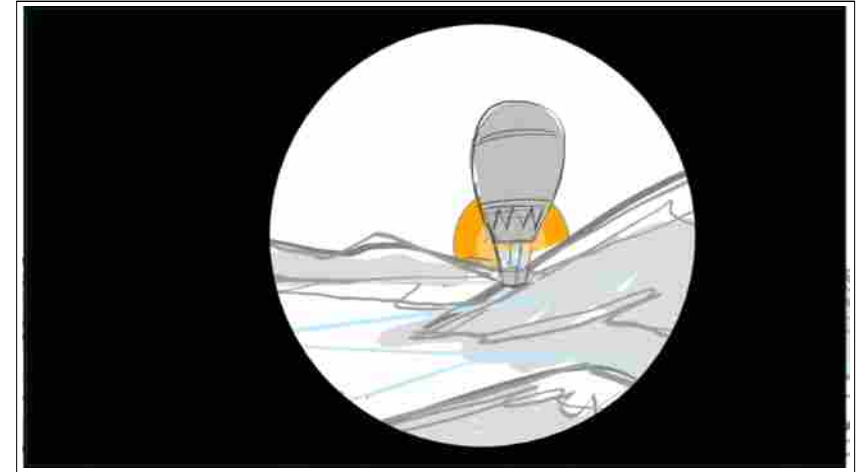


Scene	Duration	Panel	Duration
51	04:21	6	00:04



**Action Notes**  
 As the balloon flies off peacefully towards the setting sun, we...  
 IRIS OUT.

Scene	Duration	Panel	Duration
51	04:21	7	00:16

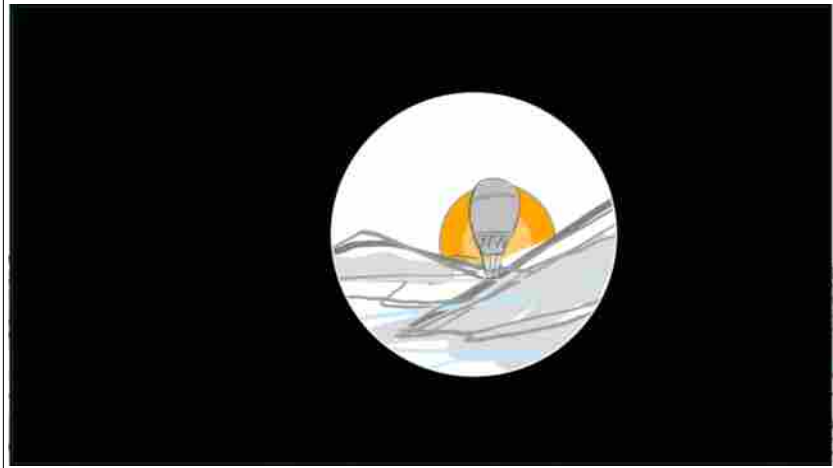


**Action Notes**  
 As the balloon flies off peacefully towards the setting sun, we...  
 IRIS OUT.





Scene	Duration	Panel	Duration
51	04:21	8	00:16



**Action Notes**  
 As the balloon flies off peacefully towards the setting sun, we...  
  
 IRIS OUT.

Scene	Duration	Panel	Duration
51	04:21	9	00:16



**Action Notes**  
 As the balloon flies off peacefully towards the setting sun, we...  
  
 IRIS OUT.

Scene	Duration	Panel	Duration
51	04:21	10	00:16

