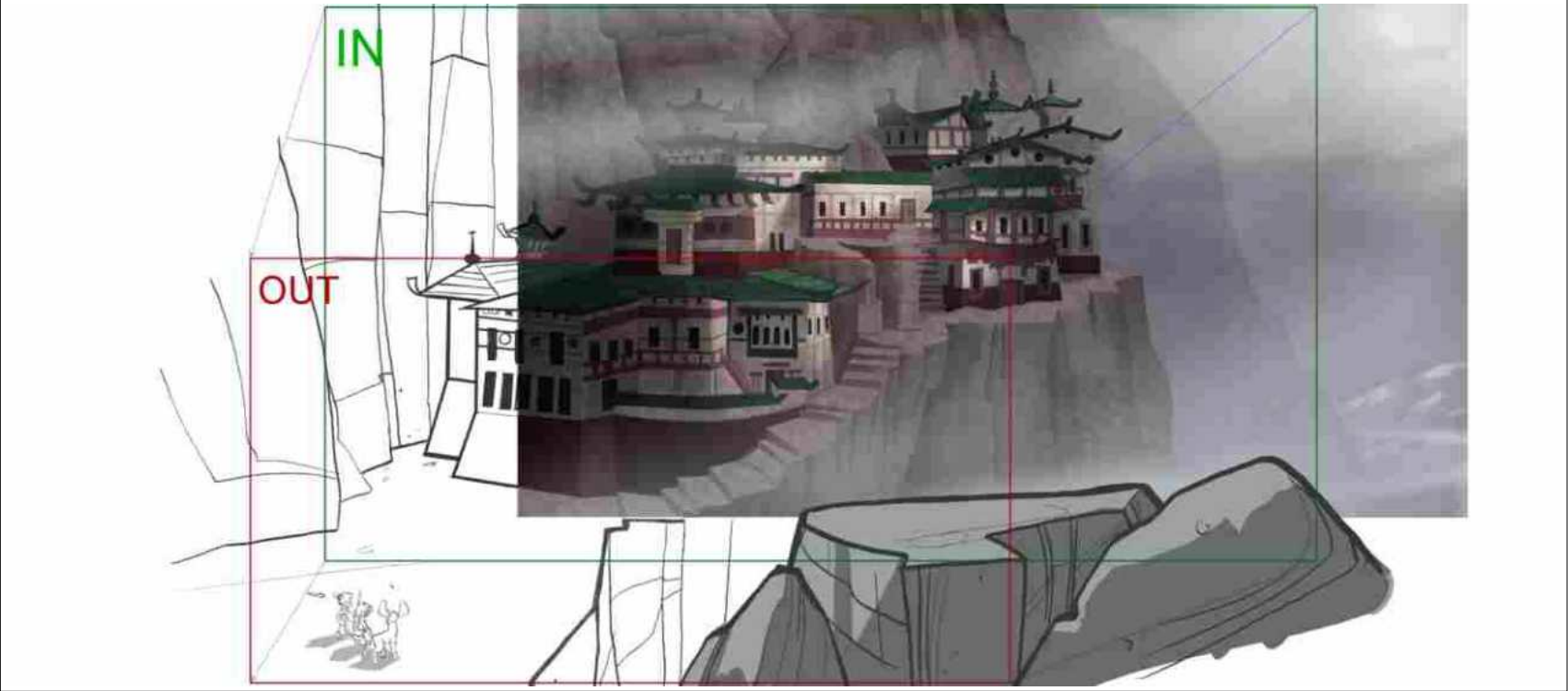




**VTWWD231 – “YAK-FU ANEW”**



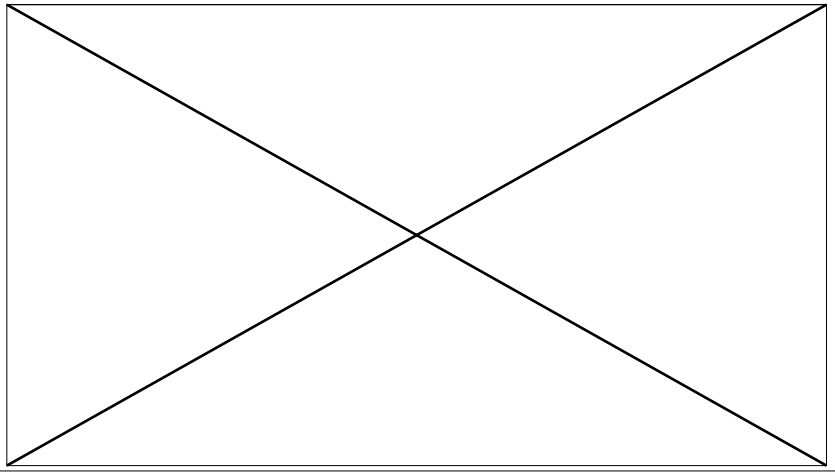
|       |          |       |          |
|-------|----------|-------|----------|
| Scene | Duration | Panel | Duration |
| 1     | 01:07    | 1     | 00:21    |



**Action Notes**  
EXT. LAND OF WATER - GOAT TEMPLE - DAY

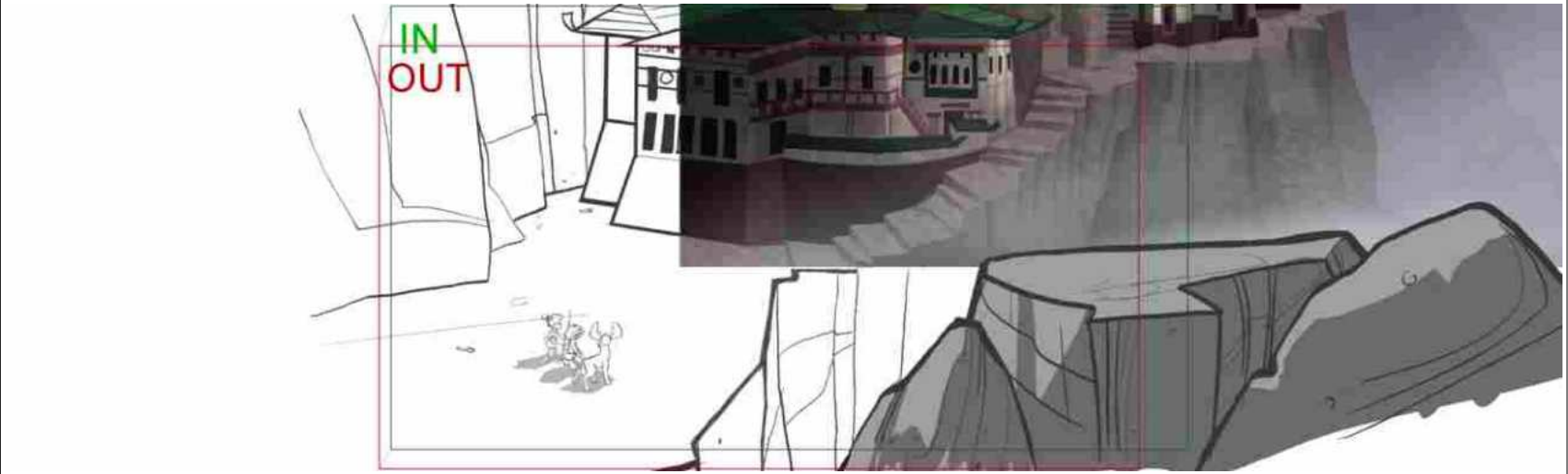
Among the snow-covered passes of the Land of Water, VALT, COBALT, and TAO approach the GOAT TEMPLE where Yark's adoptive goat parents live.

NO PANEL





| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 1     | 01:07    | 2     | 00:11    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 2     | 03:03    | 1     | 00:12    |



**Dialog**

1 COBALT

Tell me again why two goats would know where to find Clay Guardians?

**Action Notes**

Angle on VALT, COBALT, and TAO approach the GOAT TEMPLE.

PAN BG



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 2     | 03:03    | 2     | 00:12    |



**Dialog**  
1 COBALT

Tell me again why two goats would know where to find Clay Guardians?

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 2     | 03:03    | 3     | 00:12    |



**Dialog**  
1 COBALT

Tell me again why two goats would know where to find Clay Guardians?

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 2     | 03:03    | 4     | 00:17    |

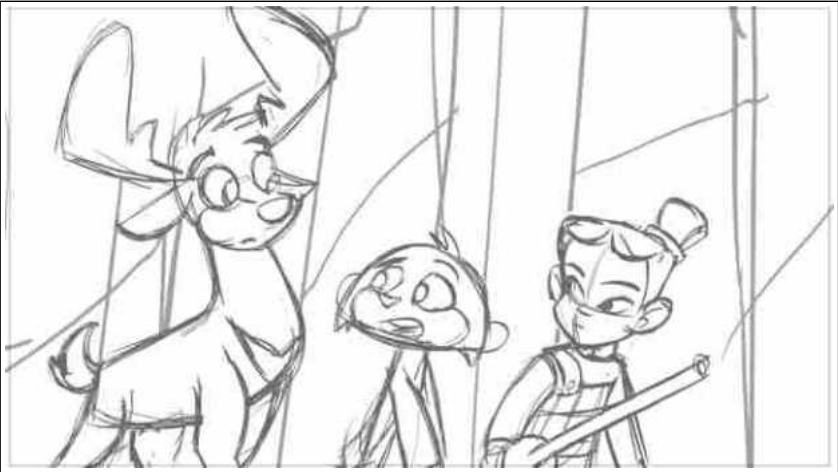


**Dialog**  
1 COBALT

Tell me again why two goats would know where to find Clay Guardians?



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 2     | 03:03    | 5     | 00:12    |



**Dialog**  
1 COBALT

Tell me again why two goats would know where to find Clay Guardians?

**Action Notes**  
.

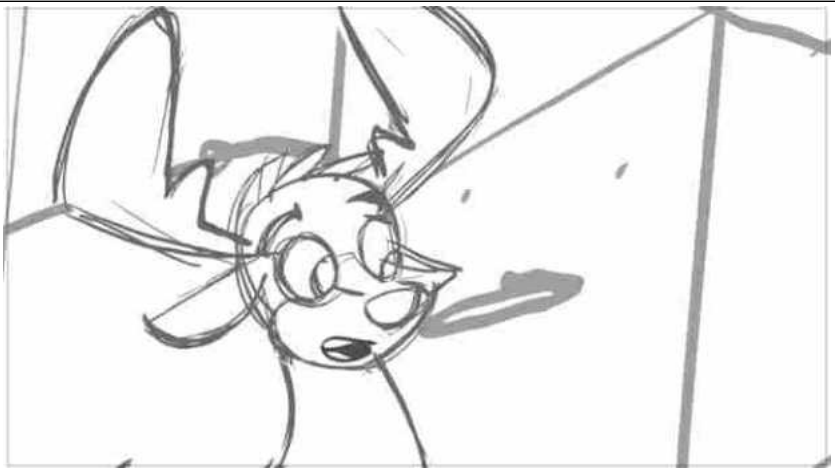
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 2     | 03:03    | 6     | 00:13    |



**Dialog**  
1 COBALT

Tell me again why two goats would know where to find Clay Guardians?

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 3     | 06:09    | 1     | 00:13    |



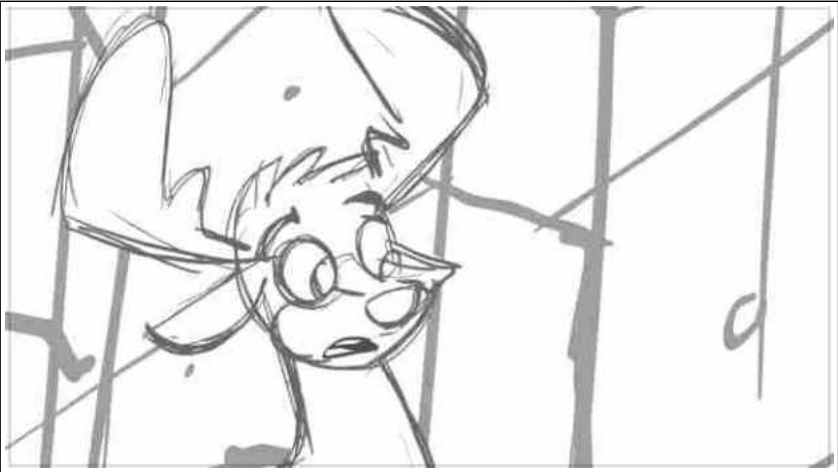
**Dialog**  
2 VALT

Master Ven and Madame Ven are the wisest teachers in the Land of Water. They know this area like no one else.

**Action Notes**  
Angle on Valt



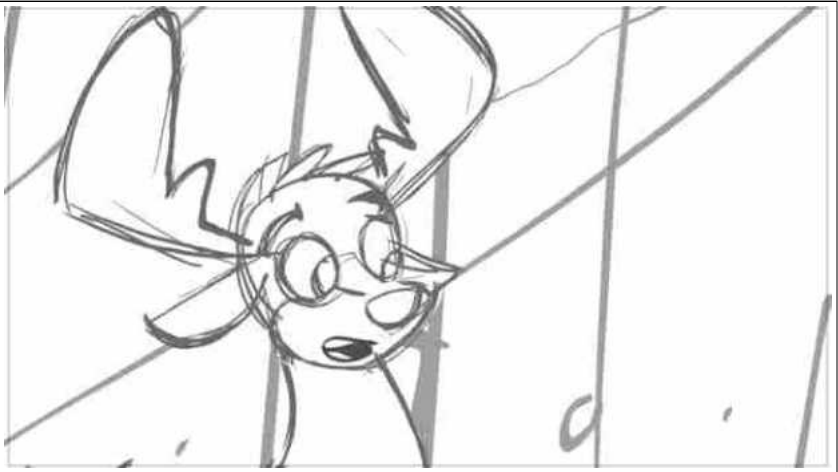
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 3     | 06:09    | 2     | 00:13    |



**Dialog**  
2 VALT

Master Ven and Madame Ven are the wisest teachers in the Land of Water. They know this area like no one else.

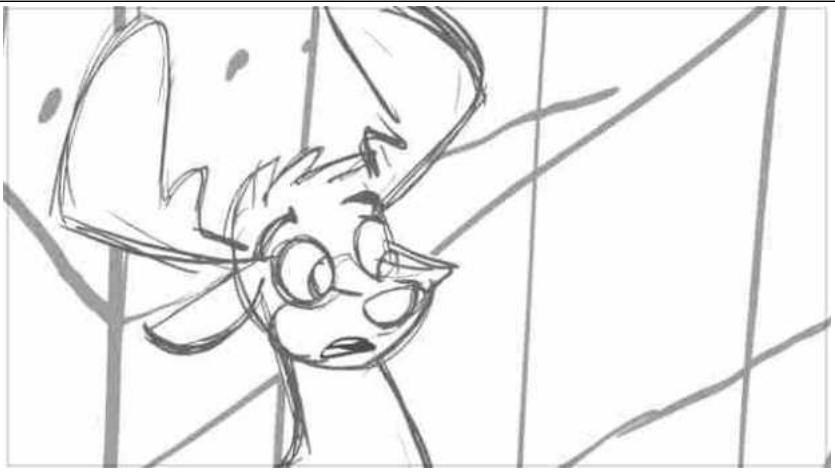
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 3     | 06:09    | 3     | 00:13    |



**Dialog**  
2 VALT

Master Ven and Madame Ven are the wisest teachers in the Land of Water. They know this area like no one else.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 3     | 06:09    | 4     | 00:13    |

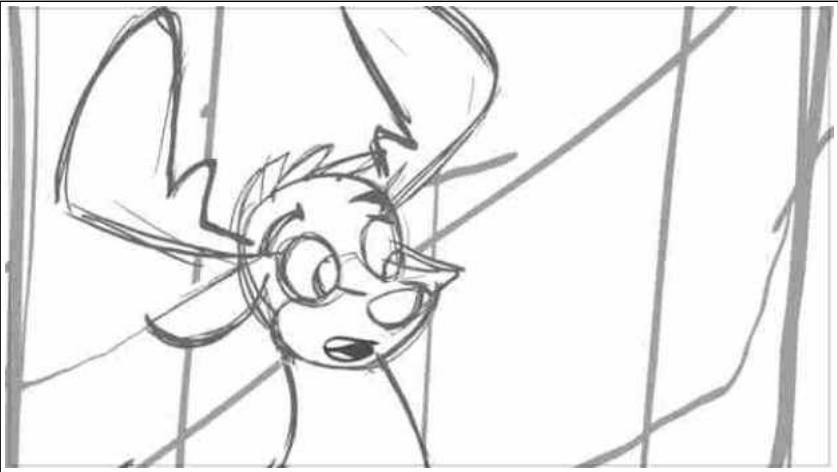


**Dialog**  
2 VALT

Master Ven and Madame Ven are the wisest teachers in the Land of Water. They know this area like no one else.



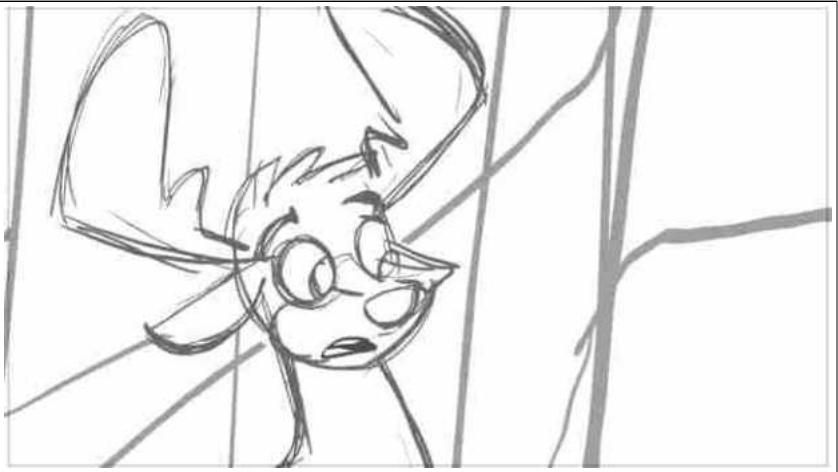
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 3     | 06:09    | 5     | 00:12    |



**Dialog**  
2 VALT

Master Ven and Madame Ven are the wisest teachers in the Land of Water. They know this area like no one else.

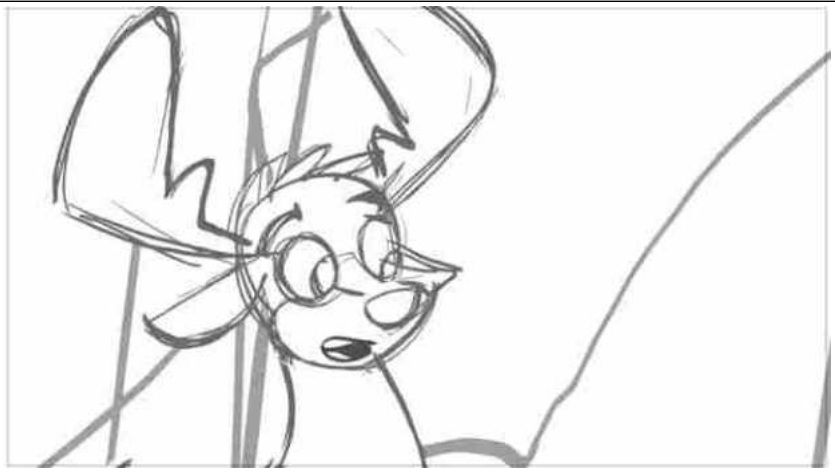
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 3     | 06:09    | 6     | 00:13    |



**Dialog**  
2 VALT

Master Ven and Madame Ven are the wisest teachers in the Land of Water. They know this area like no one else.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 3     | 06:09    | 7     | 00:13    |

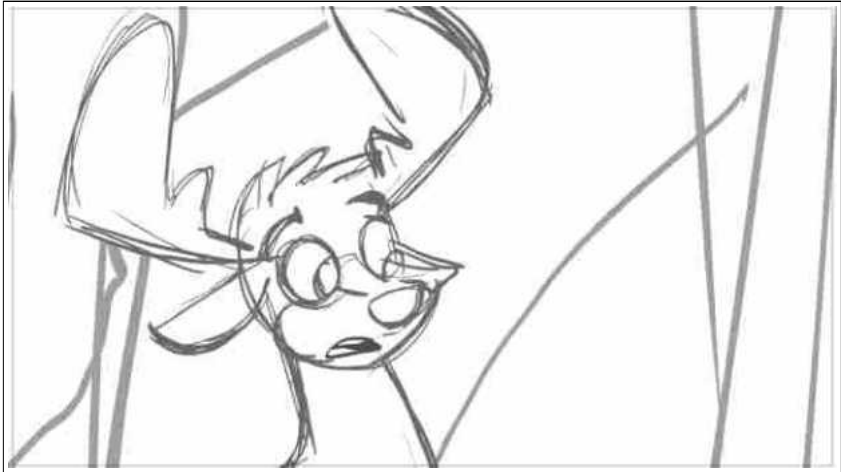


**Dialog**  
2 VALT

Master Ven and Madame Ven are the wisest teachers in the Land of Water. They know this area like no one else.



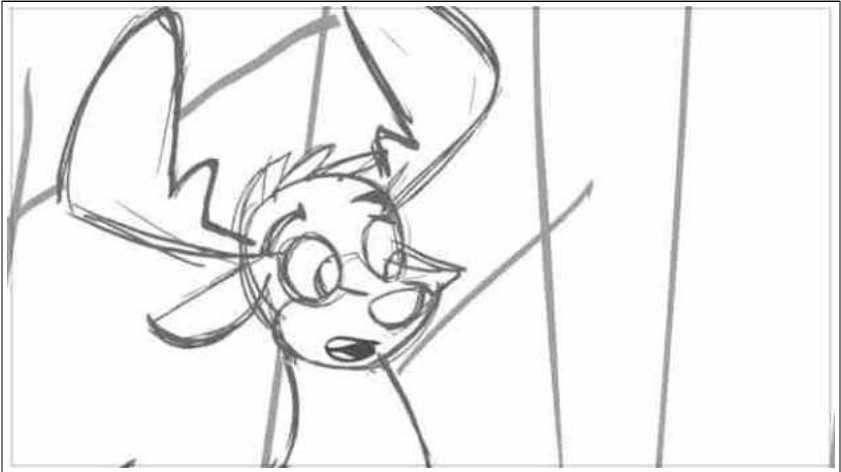
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 3     | 06:09    | 8     | 00:13    |



**Dialog**  
2 VALT

Master Ven and Madame Ven are the wisest teachers in the Land of Water. They know this area like no one else.

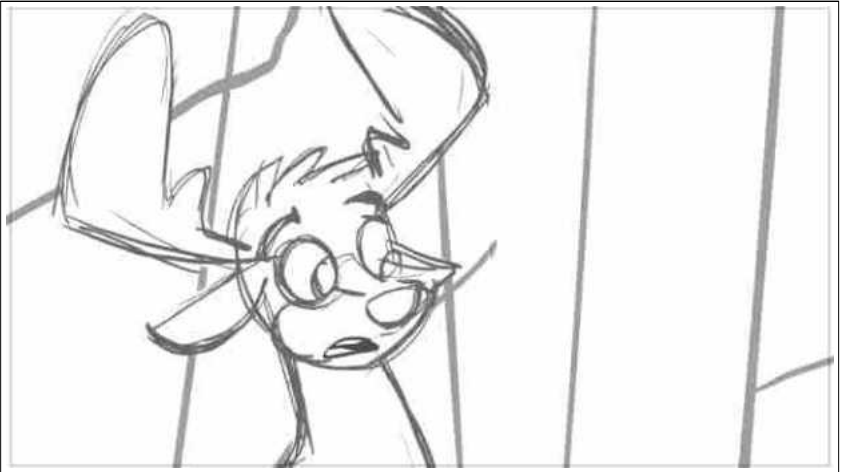
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 3     | 06:09    | 9     | 00:13    |



**Dialog**  
2 VALT

Master Ven and Madame Ven are the wisest teachers in the Land of Water. They know this area like no one else.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 3     | 06:09    | 10    | 00:13    |



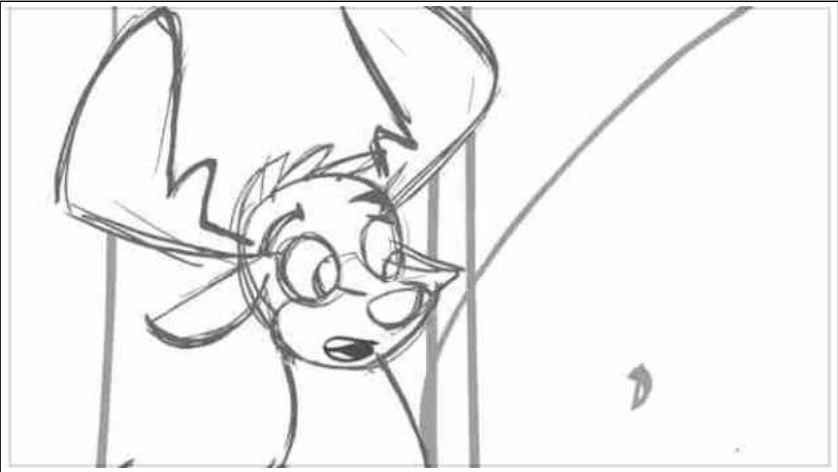
**Dialog**  
2 VALT

Master Ven and Madame Ven are the wisest teachers in the Land of Water. They know this area like no one else.

**Action Notes**  
Angle on Valt



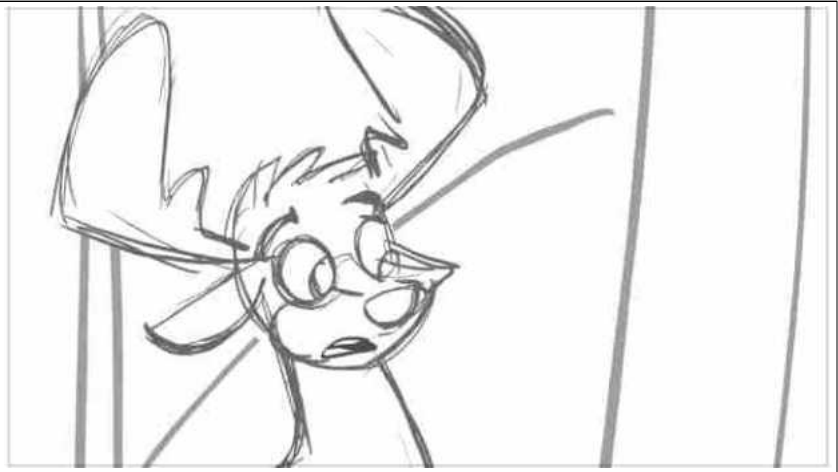
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 3     | 06:09    | 11    | 00:13    |



**Dialog**  
2 VALT

Master Ven and Madame Ven are the wisest teachers in the Land of Water. They know this area like no one else.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 3     | 06:09    | 12    | 00:17    |



**Dialog**  
2 VALT

Master Ven and Madame Ven are the wisest teachers in the Land of Water. They know this area like no one else.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 4     | 02:24    | 1     | 00:12    |



**Dialog**  
3 TAO

Plus, it'll be nice to go someplace where we're not being attacked all the time.

**Action Notes**  
Angle of Tao and Cobalt

PAN BG



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 4     | 02:24    | 2     | 00:12    |



**Dialog**  
3 TAO

Plus, it'll be nice to go someplace where we're not being attacked all the time.

**Action Notes**  
Angle of Tao and Cobalt

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 4     | 02:24    | 3     | 00:12    |



**Dialog**  
3 TAO

Plus, it'll be nice to go someplace where we're not being attacked all the time.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 4     | 02:24    | 4     | 00:12    |



**Dialog**  
3 TAO

Plus, it'll be nice to go someplace where we're not being attacked all the time.



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 4     | 02:24    | 5     | 00:12    |



**Dialog**  
3 TA0

Plus, it'll be nice to go someplace where we're not being attacked all the time.

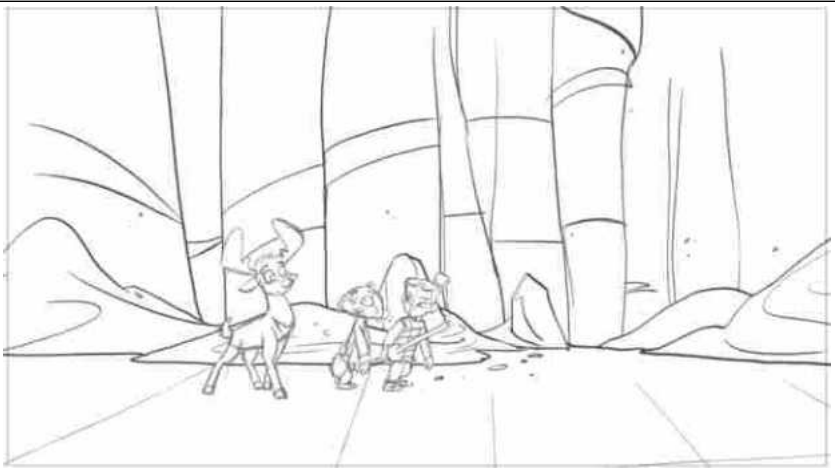
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 4     | 02:24    | 6     | 00:14    |



**Dialog**  
3 TA0

Plus, it'll be nice to go someplace where we're not being attacked all the time.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 1     | 01:15    | 1     | 00:07    |



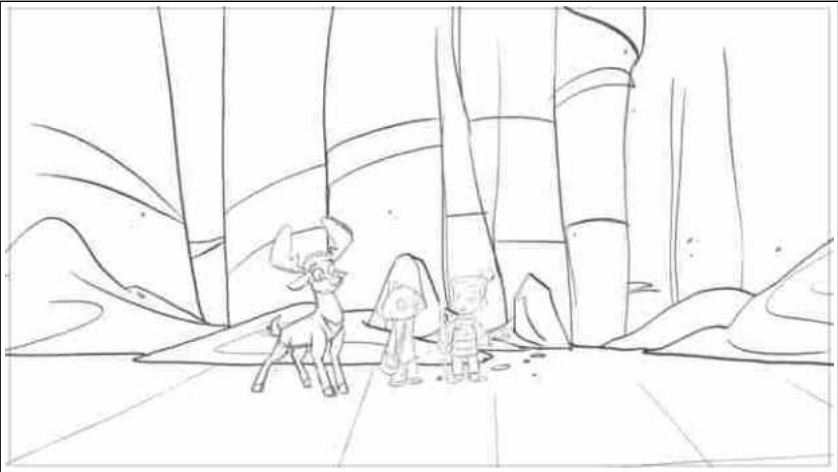
**Dialog**  
3 TA0 (contd)

Plus, it'll be nice to go someplace where we're not being attacked all the time.

**Action Notes**  
Wide on the gang.



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 1     | 01:15    | 2     | 01:08    |



**Action Notes**  
They stop.

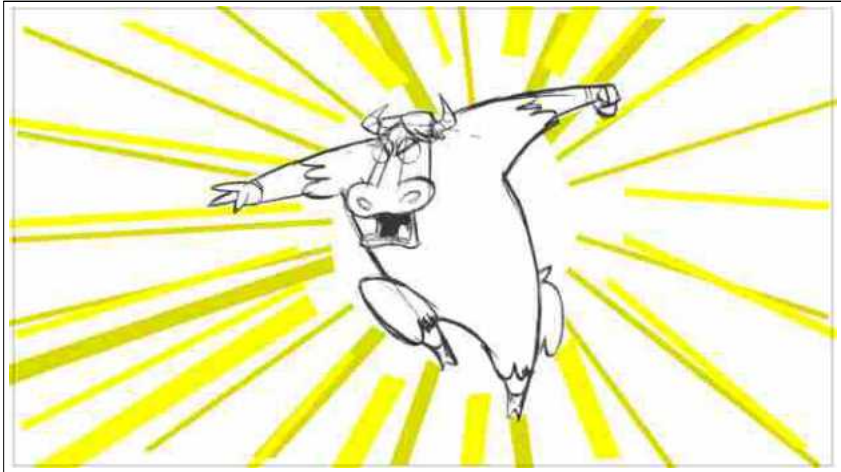
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 2     | 00:07    | 1     | 00:07    |



**Dialog**  
4 YAK BROS  
  
<MARTIAL ARTS CRY!>

**Action Notes**  
Suddenly, the six Yak bros leap down around them, striking their Yak-Fu fighting poses and crying out:

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 3     | 00:07    | 1     | 00:07    |

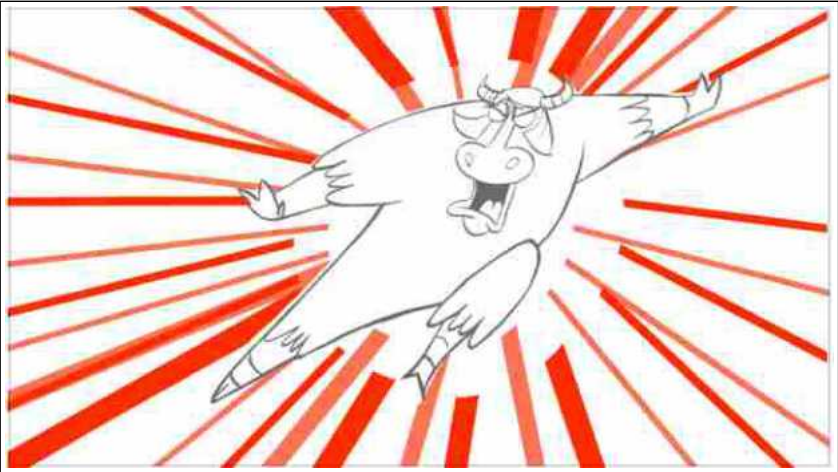


**Dialog**  
4 YAK BROS  
  
<MARTIAL ARTS CRY!>

**Action Notes**  
Suddenly, the six Yak bros leap down around them, striking their Yak-Fu fighting poses and crying out:



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 4     | 00:08    | 1     | 00:08    |

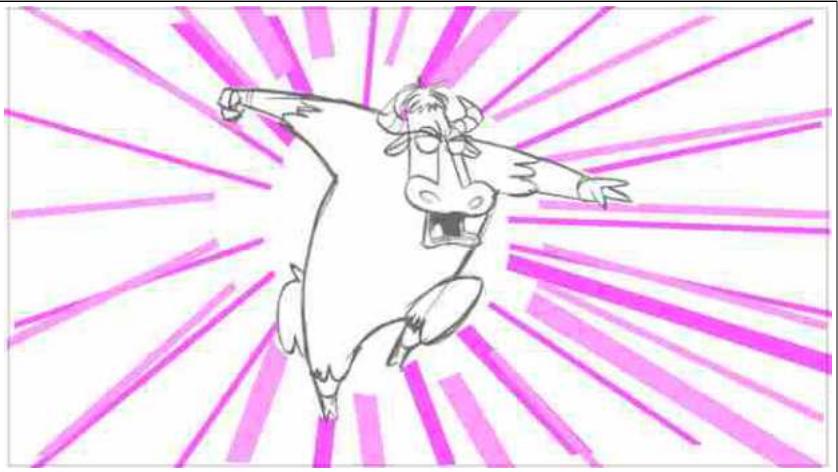


**Dialog**  
4 YAK BROS

<MARTIAL ARTS CRY!>

**Action Notes**  
Suddenly, the six Yak bros leap down around them, striking their Yak-Fu fighting poses and crying out:

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



**Dialog**  
4 YAK BROS

<MARTIAL ARTS CRY!>

**Action Notes**  
Suddenly, the six Yak bros leap down around them, striking their Yak-Fu fighting poses and crying out:

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 6     | 00:08    | 1     | 00:08    |



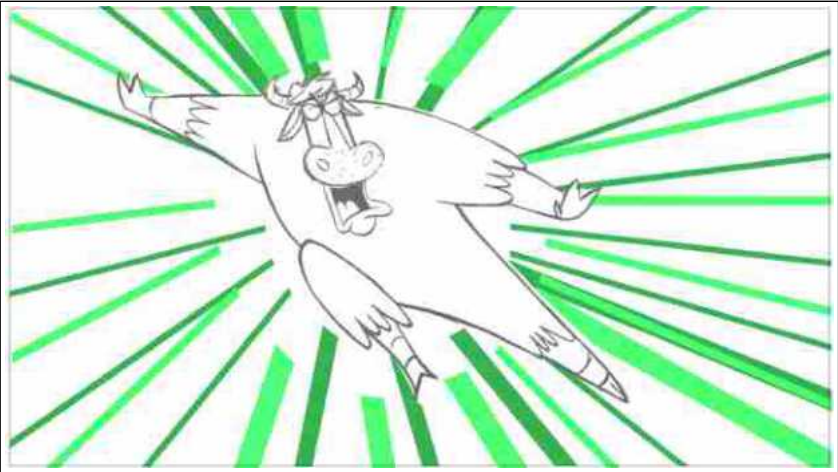
**Dialog**  
4 YAK BROS

<MARTIAL ARTS CRY!>

**Action Notes**  
Suddenly, the six Yak bros leap down around them, striking their Yak-Fu fighting poses and crying out:



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 7     | 00:08    | 1     | 00:08    |



**Dialog**  
4 YAK BROS

<MARTIAL ARTS CRY!>

**Action Notes**  
Suddenly, the six Yak bros leap down around them, striking their Yak-Fu fighting poses and crying out:

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 1     | 01:21    | 1     | 00:03    |



**Dialog**  
4 YAK BROS

<MARTIAL ARTS CRY!>

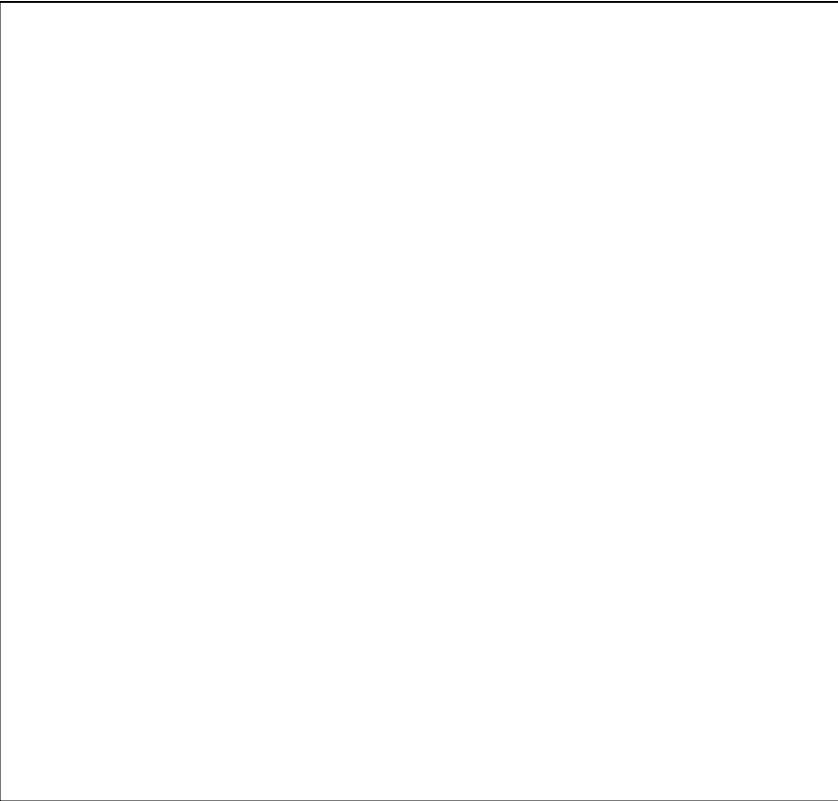
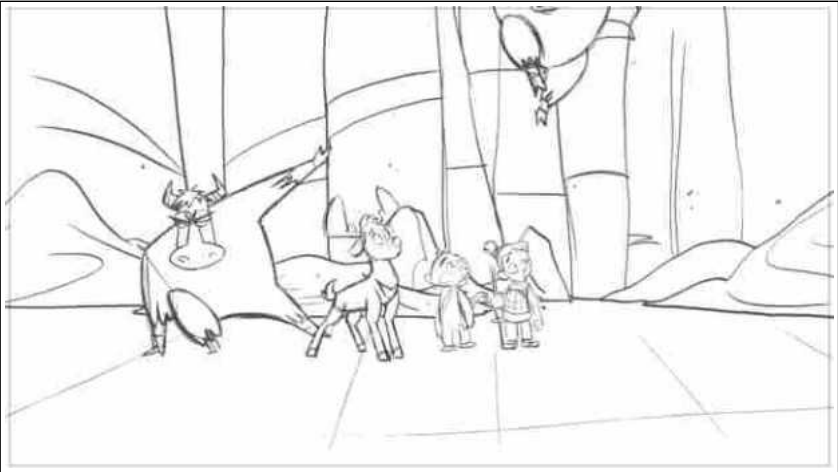
**Action Notes**  
Wide on scene as the Yak Brothers drop down around our gang.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 1     | 01:21    | 2     | 00:03    |

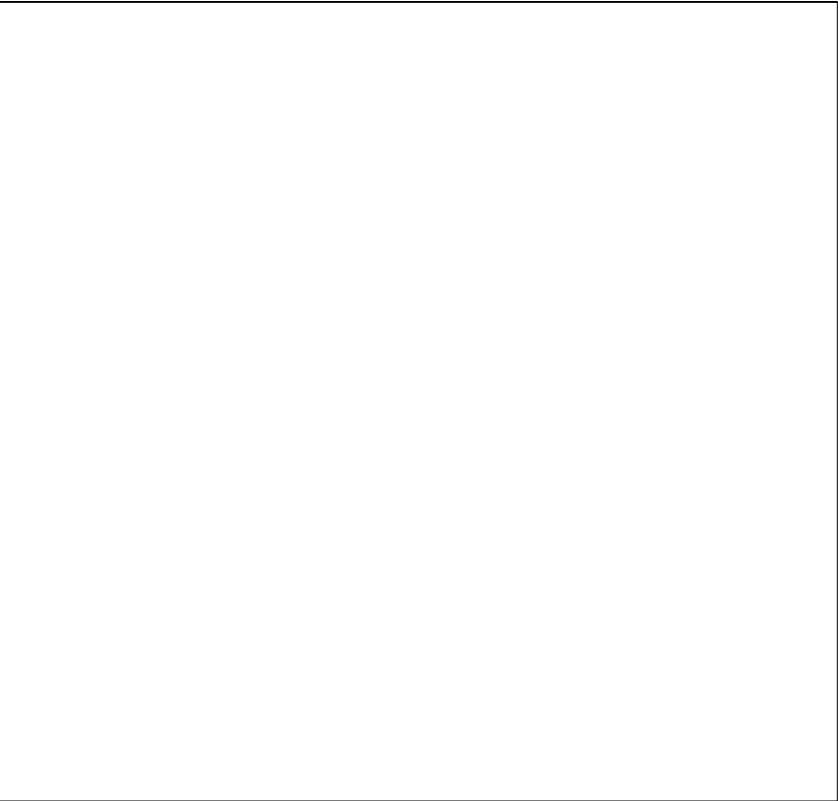
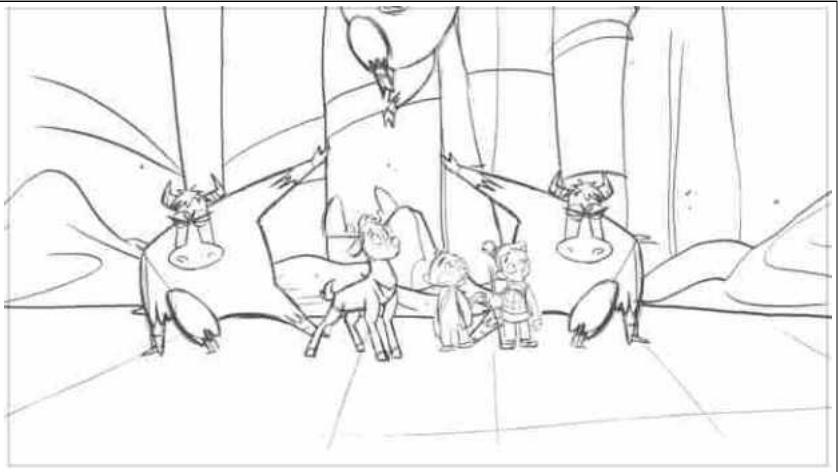




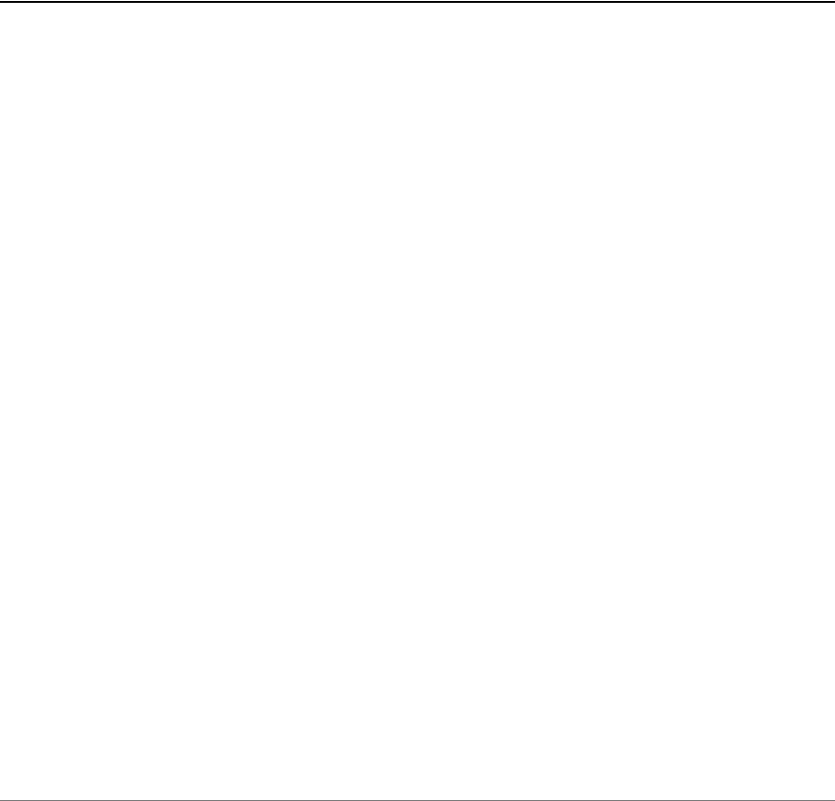
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 1     | 01:21    | 3     | 00:03    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 1     | 01:21    | 4     | 00:03    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 1     | 01:21    | 5     | 00:06    |





| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 1     | 01:21    | 6     | 00:04    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 1     | 01:21    | 7     | 00:04    |

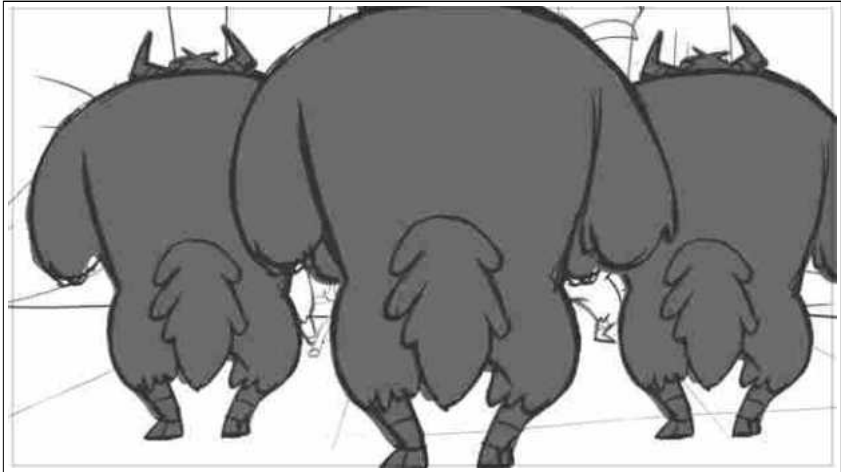


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 1     | 01:21    | 8     | 00:07    |

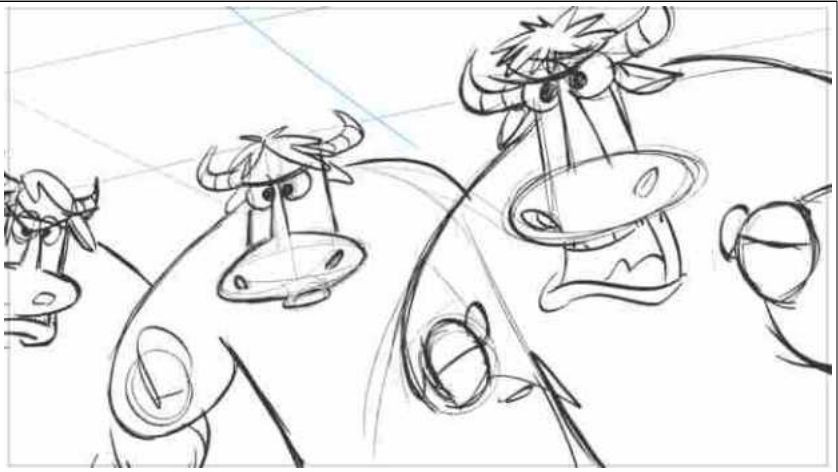




| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 1     | 01:21    | 9     | 00:13    |



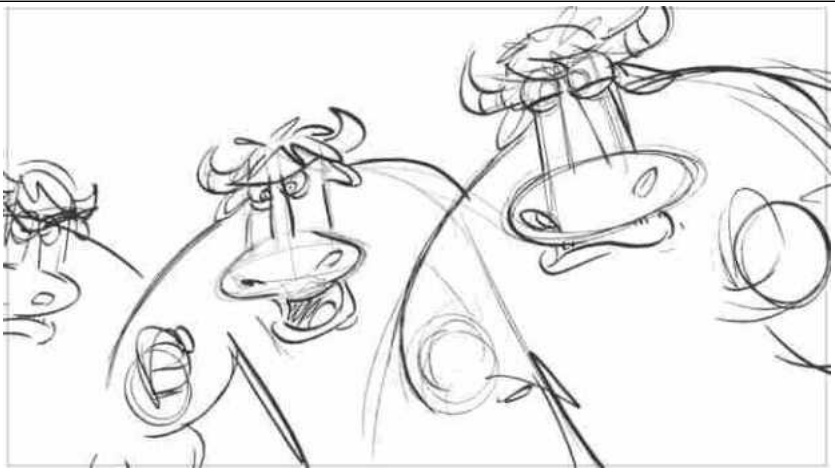
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 2     | 05:05    | 1     | 02:22    |



**Dialog**  
5 YONK YIKE  
  
Temple Intruders!

**Action Notes**  
Close on the brothers.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 2     | 05:05    | 2     | 02:08    |



**Dialog**  
6 YIKE  
  
None shall pass!

**Action Notes**  
Close on Yike



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 3     | 01:10    | 1     | 00:05    |



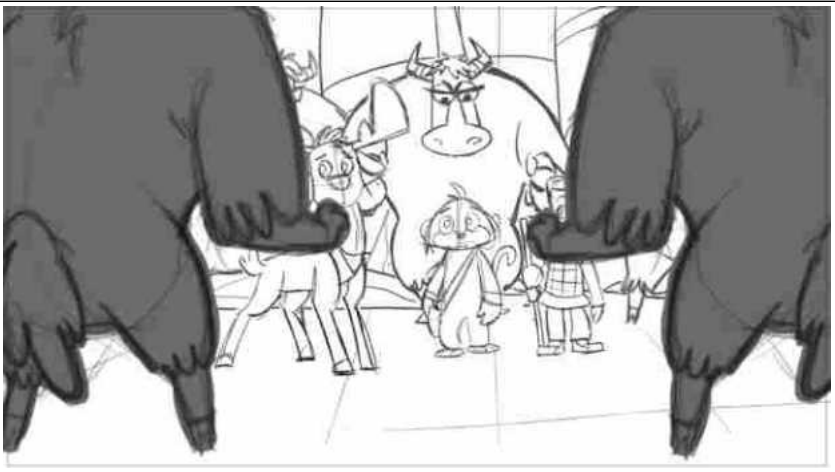
**Dialog**  
Cobalt turns to Tao.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 3     | 01:10    | 2     | 01:05    |



**Action Notes**  
7 COBALT  
  
(dryly)  
You were saying?

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 4     | 09:06    | 1     | 06:15    |

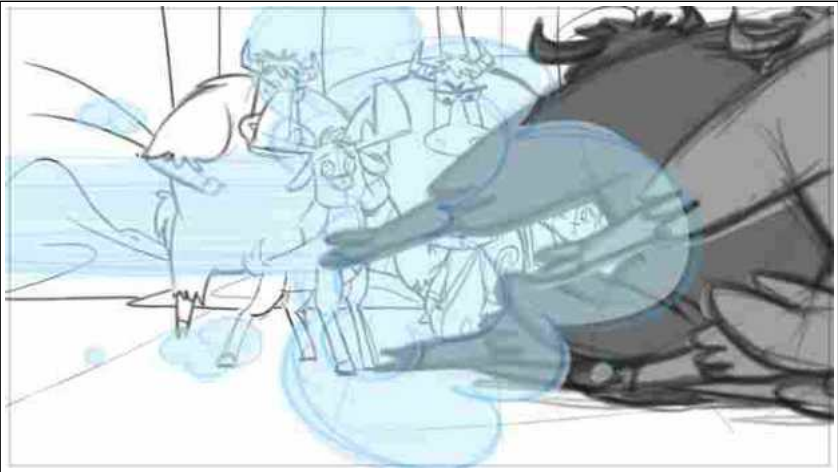


**Dialog**  
8 VALT  
  
W-Wait a minute... You all know us! Valt!  
Cobalt! We're Yark's friends, remember?

**Action Notes**  
The yaks advance, ready to strike. Valt steps forward.



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 4     | 09:06    | 2     | 00:14    |



**Dialog**  
8A YARK  
  
<Snorting efforts>  
  
9 YAK BROS  
  
<STARTLED CRIES!>

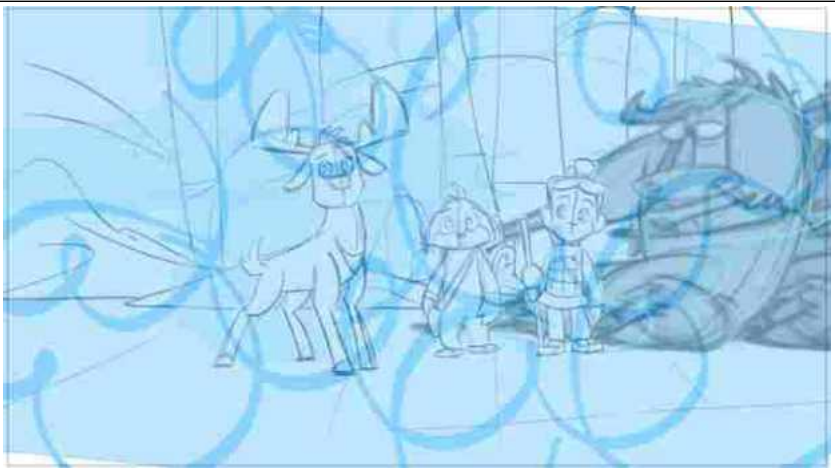
**Action Notes**  
-- the yaks are blown O.S. by a large CLOUD OF STEAM.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 4     | 09:06    | 3     | 00:21    |



**Action Notes**  
All the yaks have been blown into a large snow drift.

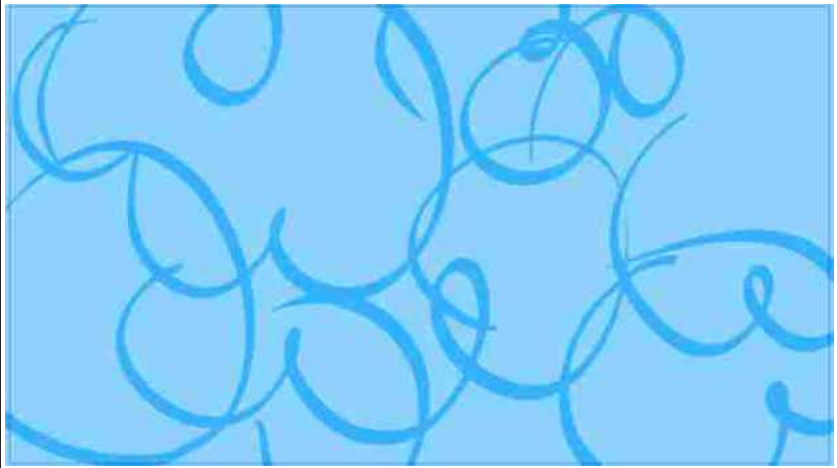
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 4     | 09:06    | 4     | 00:16    |



**Action Notes**  
All the yaks have been blown into a large snow drift.



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 4     | 09:06    | 5     | 00:15    |



**Action Notes**  
Screen fills with ice steam.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 5     | 04:04    | 1     | 00:07    |



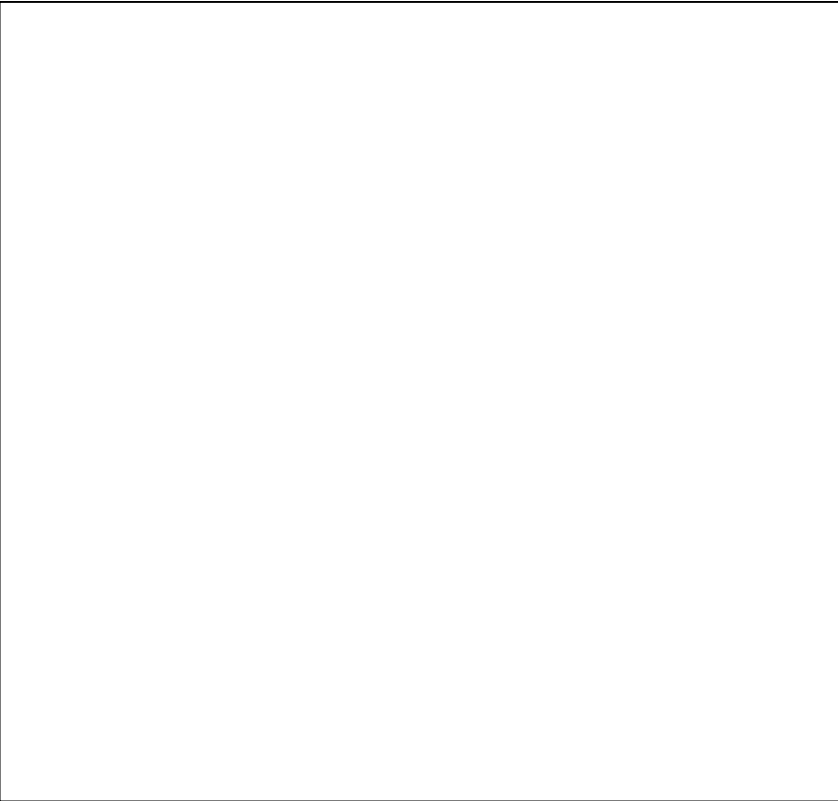
**Action Notes**  
As the steam clears, reveals ,YARK!, wisps of ice steam still coming out of his nose.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 5     | 04:04    | 2     | 00:06    |

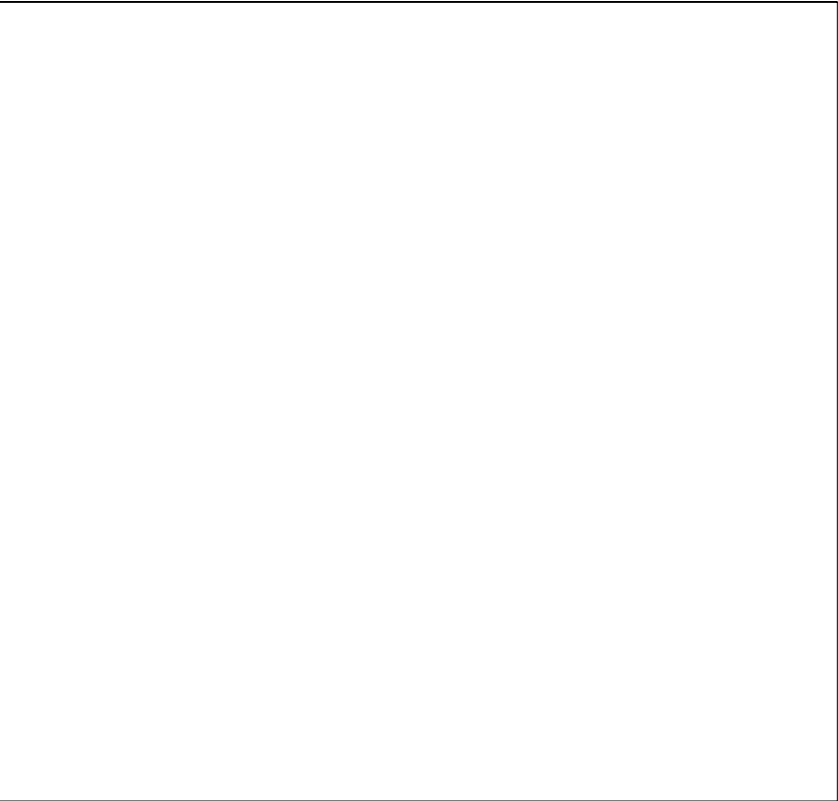




| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 5     | 04:04    | 3     | 00:05    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 5     | 04:04    | 4     | 00:04    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 5     | 04:04    | 5     | 02:01    |



**Dialog**  
10 VALT

Umm, Yark? Is that you?



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 5     | 04:04    | 6     | 01:06    |



**Dialog**  
11 YARK

Hey, guys!

**Action Notes**  
YARK steps towards camera.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 6     | 04:03    | 1     | 00:18    |



**Dialog**  
11 YARK (contd)

Good to see you!

**Action Notes**  
Wide on scene, as Yark approaches Valt, Cobalt and Tao.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 6     | 04:03    | 2     | 01:08    |





| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 6     | 04:03    | 3     | 02:02    |



**Dialog**  
12 TAO

Your brothers just tried to attack us.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 7     | 08:20    | 1     | 01:14    |



**Dialog**  
13 YARK

Ugh, sorry about that. We've been put in charge of temple security, and as I always tell them: "Yak-Fu first, fast, and ferocious!"

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 7     | 08:20    | 2     | 04:08    |



**Dialog**  
13 YARK

Ugh, sorry about that. We've been put in charge of temple security, and as I always tell them: "Yak-Fu first, fast, and ferocious!"



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 7     | 08:20    | 3     | 02:23    |



**Dialog**  
13 YARK

Ugh, sorry about that. We've been put in charge of temple security, and as I always tell them: "Yak-Fu first, fast, and ferocious!"

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 8     | 03:13    | 1     | 00:15    |



**Dialog**  
14 COBALT

Oh, that's catchy! Dangerous, but catchy!

**Action Notes**  
Closer on Cobalt and Tao.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 8     | 03:13    | 2     | 01:07    |



**Dialog**  
14 COBALT (contd)

Dangerous,....



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 8     | 03:13    | 3     | 00:19    |



**Dialog**  
14 COBALT (contd)

Dangerous, ....

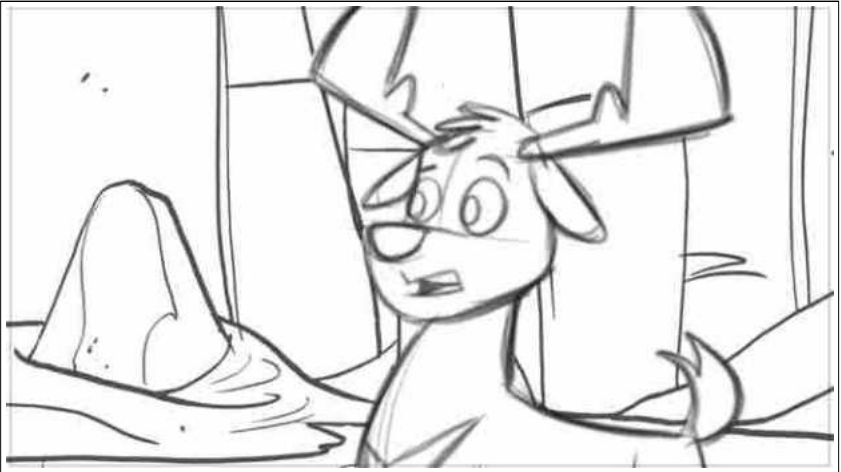
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 8     | 03:13    | 4     | 00:22    |



**Dialog**  
14 COBALT (contd)

....., but catchy!

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 9     | 02:19    | 1     | 01:08    |



**Dialog**  
15 VALT

We're looking for your parents, .....



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 9     | 02:19    | 2     | 01:11    |



**Dialog**  
15 VALT (contd)  
  
....., Master and Madame Ven.

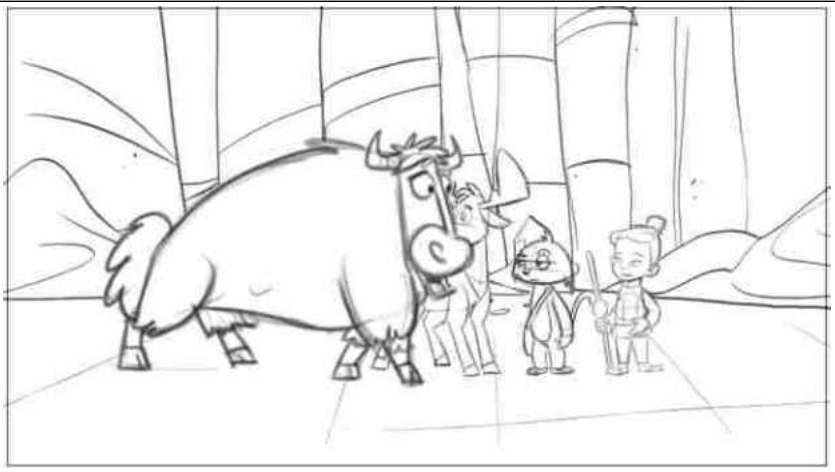
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 10    | 07:04    | 1     | 01:00    |



**Dialog**  
16 YARK (motioning)  
  
They're in the temple. Follow me!

**Action Notes**  
Wide on scene.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 10    | 07:04    | 2     | 01:06    |



**Dialog**  
16 YARK (motioning)  
  
They're in the temple. Follow me!

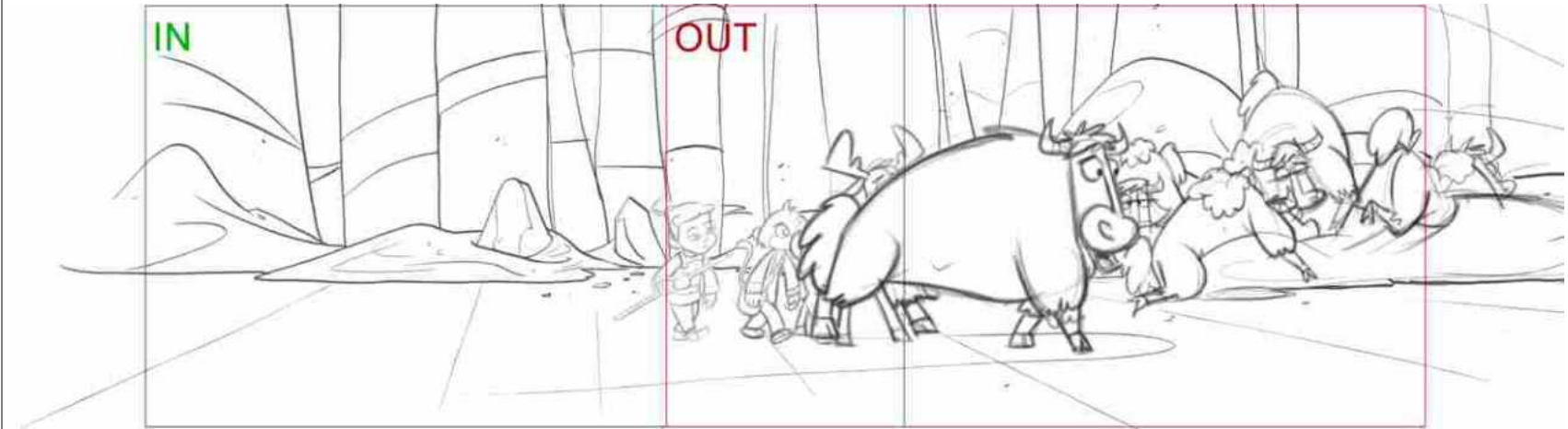
**Action Notes**  
Yark leads Valt and the others into the temple.



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 10    | 07:04    | 3     | 01:03    |

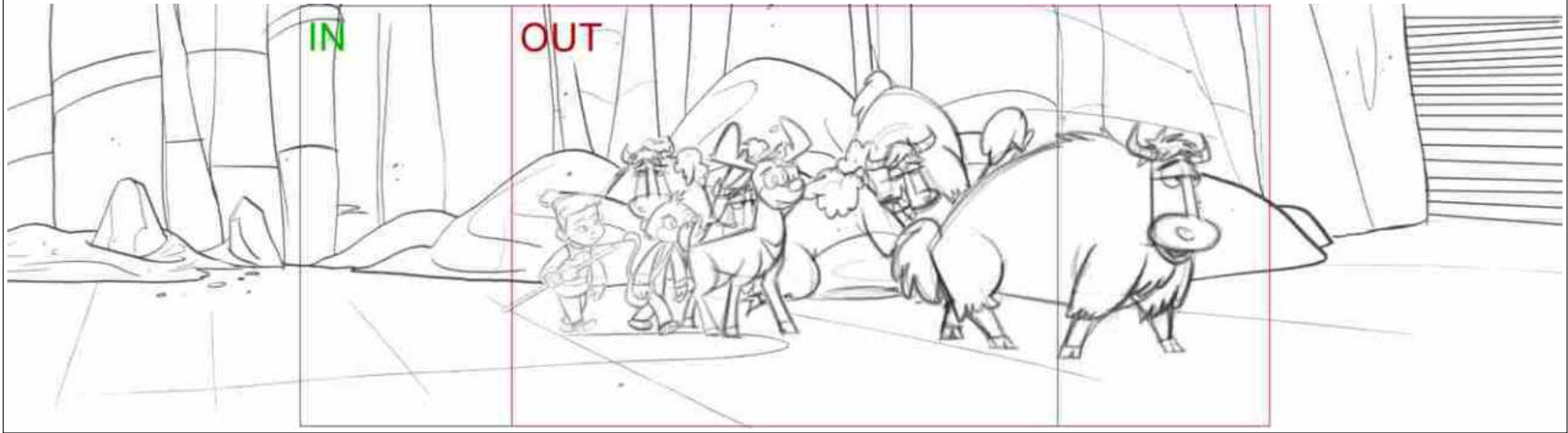


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 10    | 07:04    | 4     | 01:03    |





| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 10    | 07:04    | 5     | 00:16    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 10    | 07:04    | 6     | 00:19    |

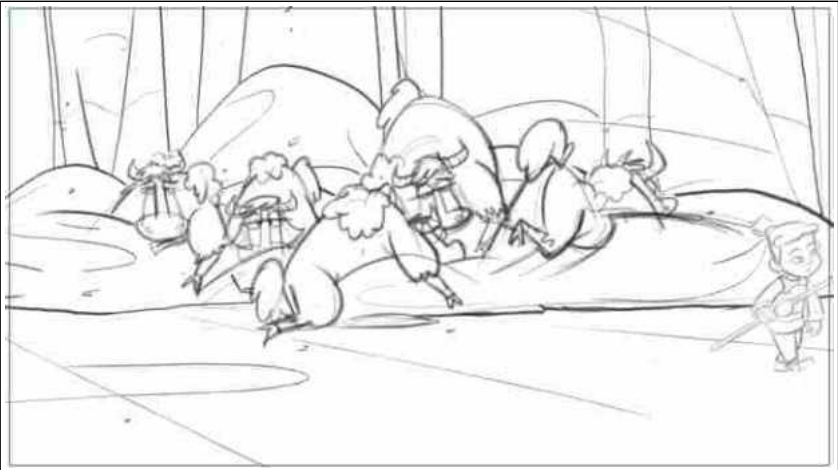


**Dialog**  
16 YARK (contd)  
  
(to the yaks)  
  
Come on, bros and apologize!

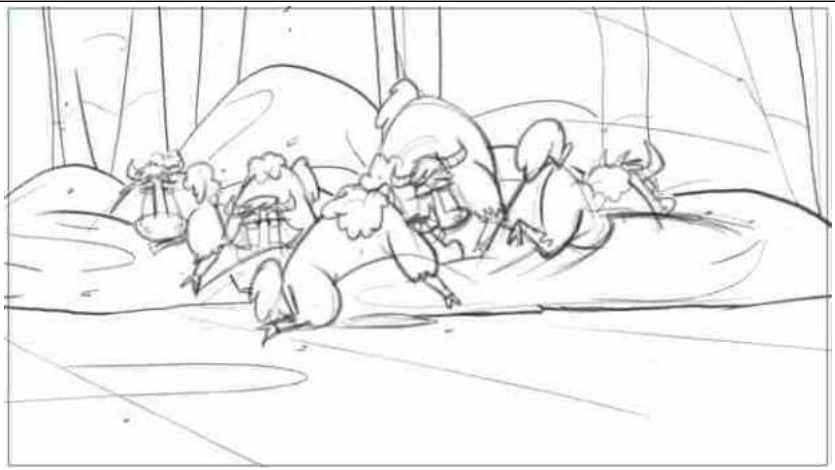
**Action Notes**  
They walk past the Yak Brothers stuck in a snow drift.



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 10    | 07:04    | 7     | 00:16    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 10    | 07:04    | 8     | 00:16    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 11    | 06:00    | 1     | 06:00    |



**Dialog**

19 MADAME VEN

Valt, Cobalt, Tao, so wonderful to have you here.

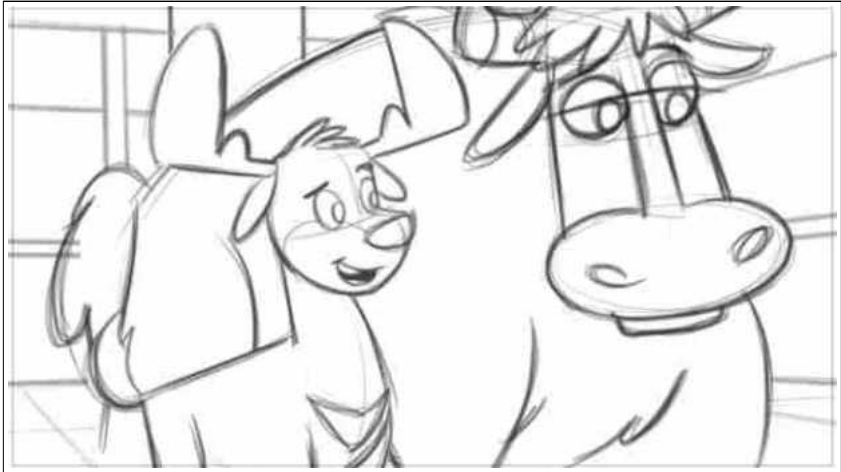
**Action Notes**

INT. GOAT TEMPLE - DAY

Inside the Goat Temple, MASTER VEN and MADAME VEN welcome Valt, Cobalt, and Tao with a head bow.



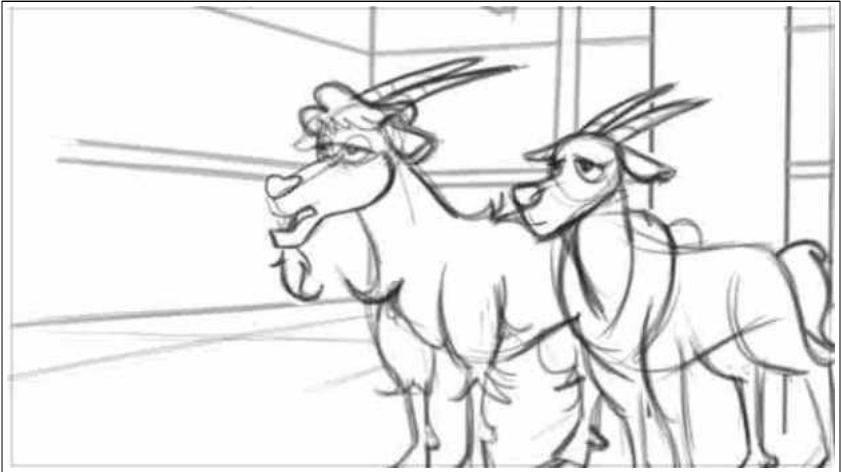
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 12    | 02:02    | 1     | 02:02    |



**Dialog**  
20 VALT

Oh, thank you, Madame Ven.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 13    | 02:19    | 1     | 02:19    |



**Dialog**  
21 MASTER VEN

We heard a commotion outside.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 14    | 03:21    | 1     | 01:01    |



**Dialog**  
22 YARK

(motions to the brothers)

Ugh, the bros got a little carried away with defending the temple.



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 14    | 03:21    | 2     | 01:03    |



**Dialog**  
22 YARK

(motions to the brothers)

Ugh, the bros got a little carried away with defending the temple.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 14    | 03:21    | 3     | 01:17    |



**Dialog**  
22 YARK

(motions to the brothers)

Ugh, the bros got a little carried away with defending the temple.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 15    | 10:02    | 1     | 01:12    |



**Dialog**  
23 MASTER VEN

I see. Yark, you are their leader. You must teach them that wise warriors think before they act.



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 15    | 10:02    | 2     | 03:01    |



**Dialog**  
23 MASTER VEN

I see. Yark, you are their leader. You must teach them that wise warriors think before they act.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 15    | 10:02    | 3     | 03:17    |



**Dialog**  
23 MASTER VEN

I see. Yark, you are their leader. You must teach them that wise warriors think before they act.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 15    | 10:02    | 4     | 01:22    |



**Dialog**  
23 MASTER VEN

I see. Yark, you are their leader. You must teach them that wise warriors think before they act.



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 16    | 05:12    | 1     | 01:06    |



**Dialog**  
24 YARK

(bows respectfully)

Yes, Father.

(to yaks. Zen like)

Brothers, you must think before you act

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 16    | 05:12    | 2     | 04:06    |



**Dialog**  
24 YARK

(bows respectfully)

Yes, Father.

(to yaks. Zen like)

Brothers, you must think before you act

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 17    | 04:02    | 1     | 01:04    |



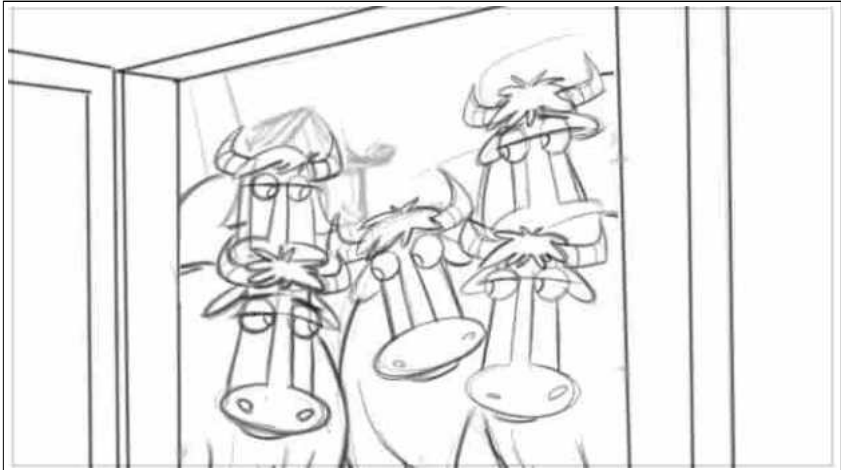
**Dialog**  
25 YAK BROS

(sorry, looking down)

<REGRETFUL WALLAH> Sorry. Next time. Still hungry.



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 17    | 04:02    | 2     | 01:07    |



**Dialog**  
25 YAK BROS

(sorry, looking down)

<REGRETFUL WALLAH> Sorry. Next time. Still hungry.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 17    | 04:02    | 3     | 01:16    |

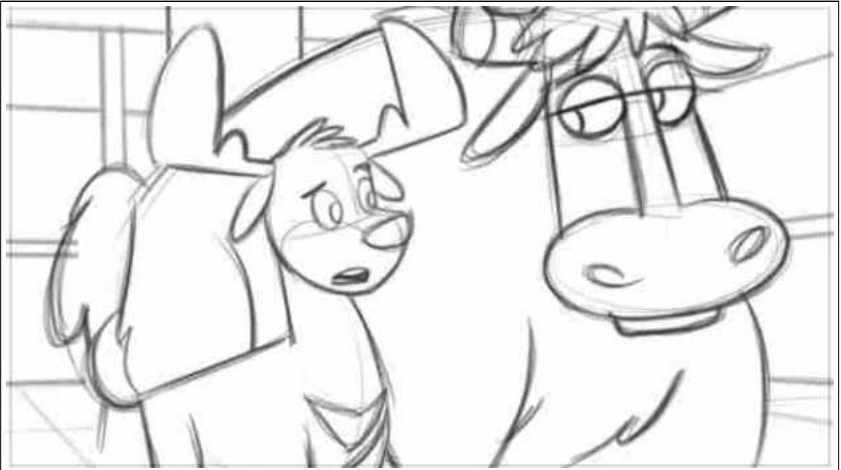


**Dialog**  
25 YAK BROS

(sorry, looking down)

<REGRETFUL WALLAH> Sorry. Next time. Still hungry.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 18    | 04:09    | 1     | 02:22    |

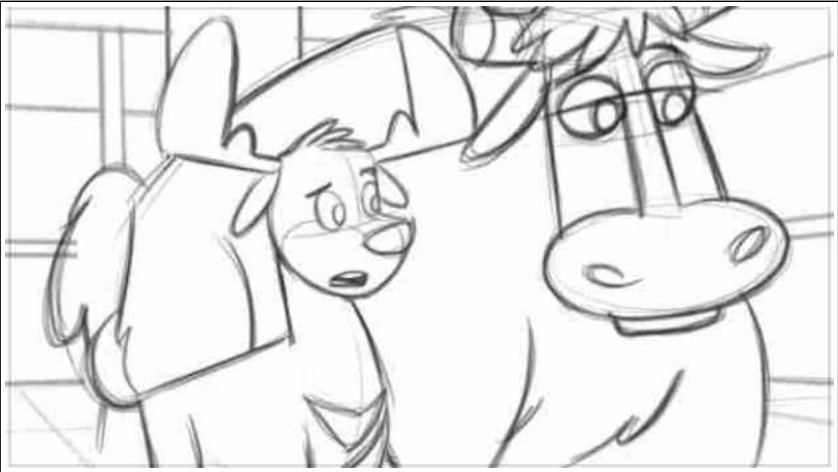


**Dialog**  
26 VALT

We are searching for the Clay Guardians in the Land of Water. We've come for your help.



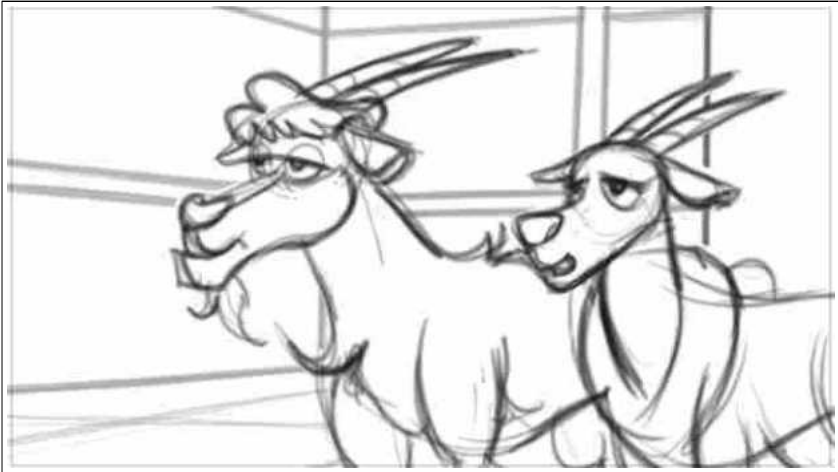
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 18    | 04:09    | 2     | 01:12    |



**Dialog**  
26 VALT

We are searching for the Clay Guardians in the Land of Water. We've come for your help.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 19    | 02:11    | 1     | 02:11    |

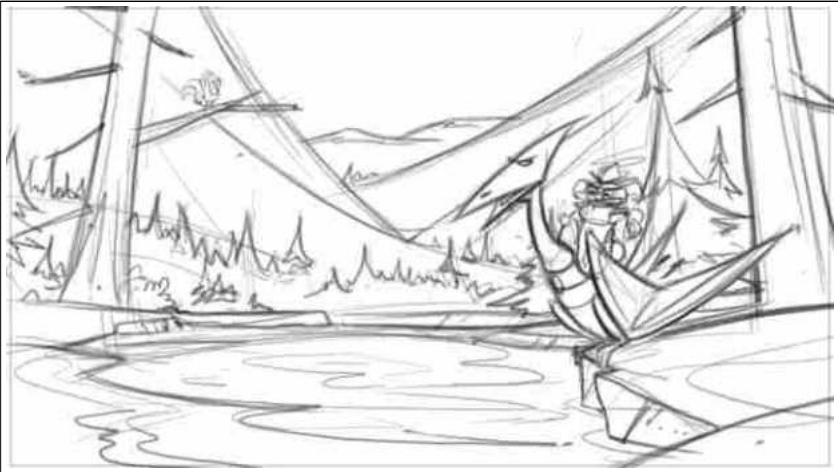


**Dialog**  
27 MADAME VEN

(nods)

Then you shall have it.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 20    | 05:09    | 1     | 01:24    |



**Dialog**  
28 SYING

(incantation)

Spirit of the Land of Water, hear me.

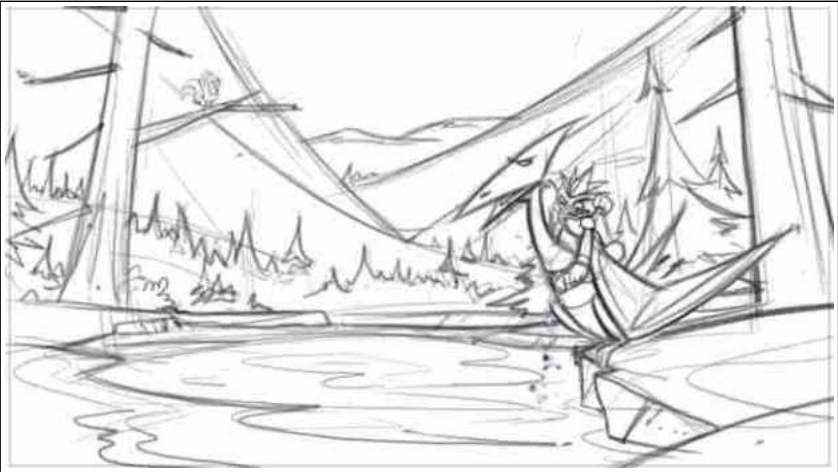
Perched nearby, Sia coughs as she watches Sying.

**Action Notes**  
EXT. LAND OF WATER - REMOTE VALLEY POND - DAY

SYING sits upon her PTERODACTYL. She leans over a half-frozen pond, sprinkling bone powder into the open water.



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 20    | 05:09    | 2     | 03:10    |



**Dialog**  
28 SYING

(incantation)

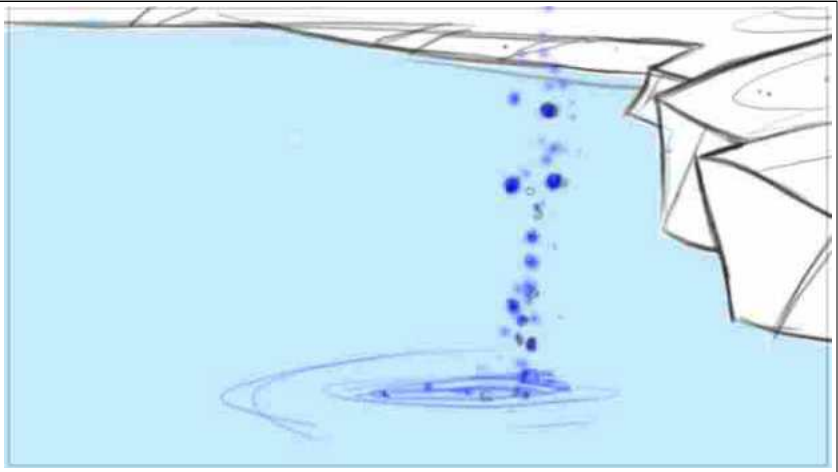
Spirit of the Land of Water, hear me.

Perched nearby, Sia coughs as she watches Sying.

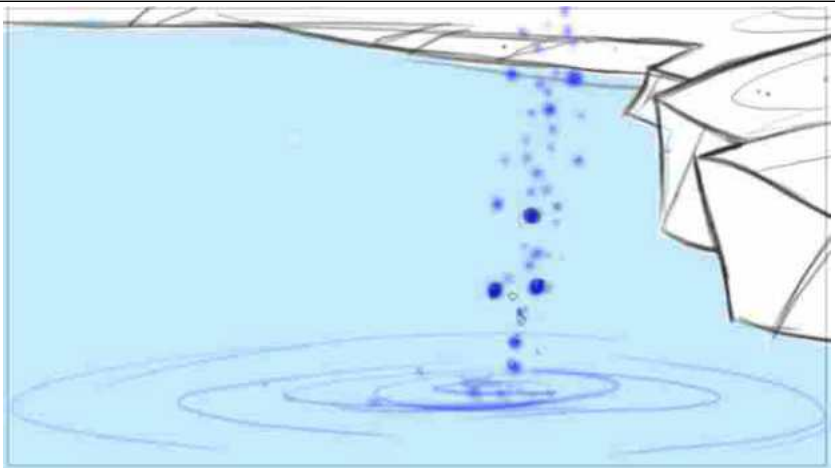
**Action Notes**  
EXT. LAND OF WATER - REMOTE VALLEY POND - DAY

SYING sits upon her PTERODACTYL. She leans over a half-frozen pond, sprinkling bone powder into the open water.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 20_A  | 05:20    | 1     | 01:22    |

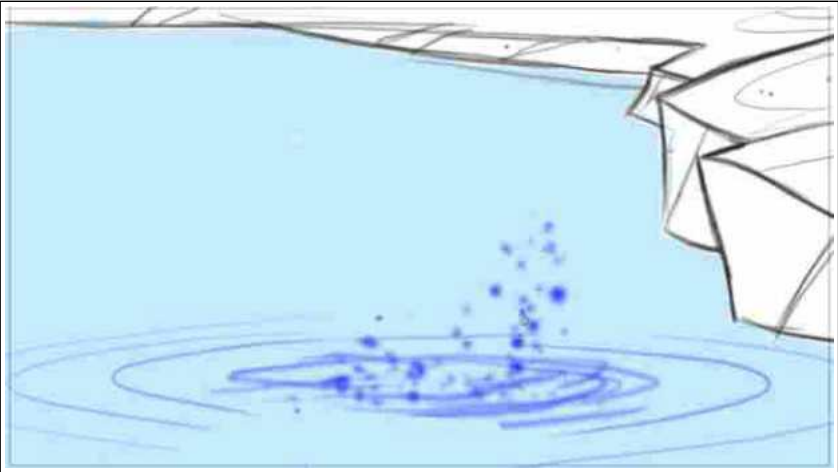


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 20_A  | 05:20    | 2     | 01:17    |

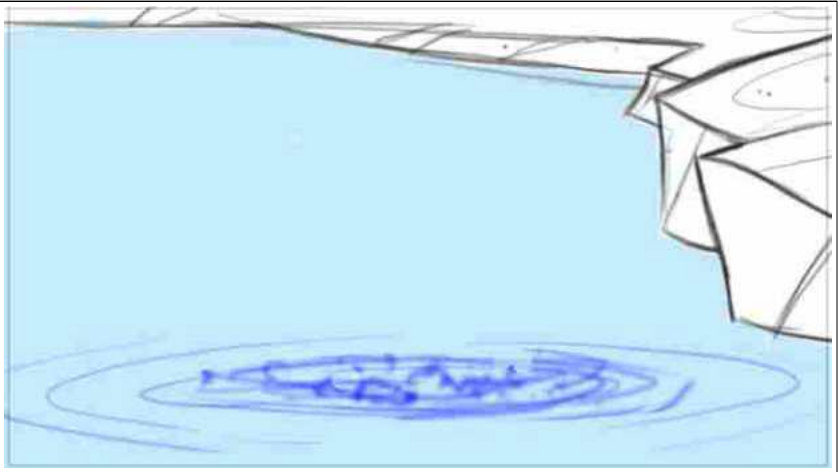




| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 20_A  | 05:20    | 3     | 01:07    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 20_A  | 05:20    | 4     | 00:24    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 21    | 05:13    | 1     | 00:23    |



**Dialog**  
29 SIA  
  
(to herself)  
  
<COUGHS.> I'm sure the Spirit could hear better where it's, like, warmer.

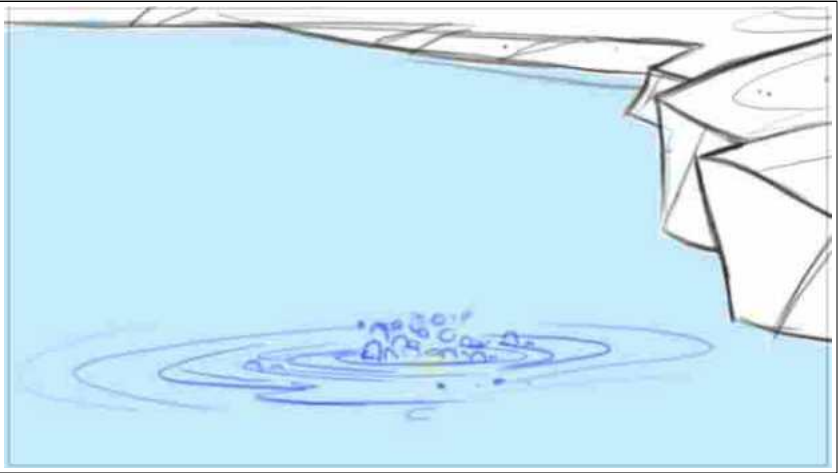


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 21    | 05:13    | 2     | 04:15    |



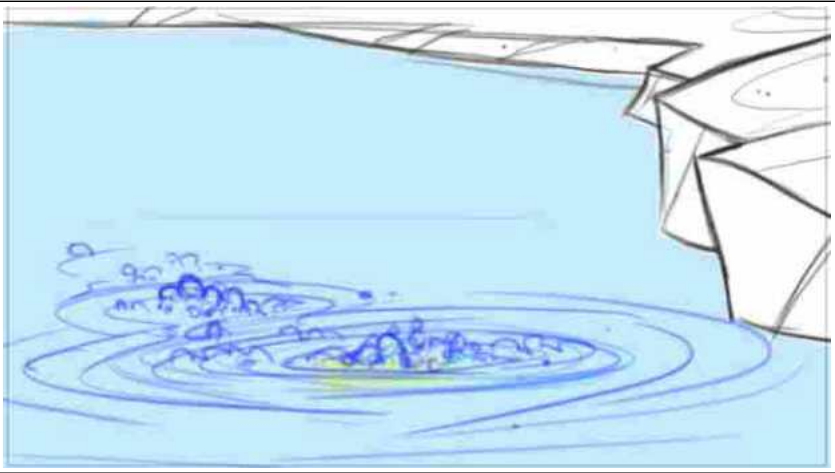
**Dialog**  
29 SIA  
  
(to herself)  
  
<COUGHS.> I'm sure the Spirit could hear better where it's, like, warmer.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 22    | 02:11    | 1     | 00:18    |



**Action Notes**  
The water in the pond starts to bubble, roil, and steam.

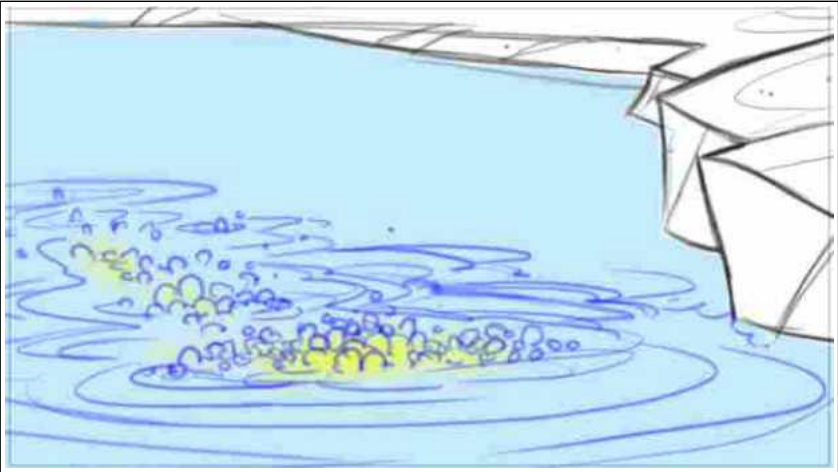
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 22    | 02:11    | 2     | 00:22    |



**Action Notes**  
The water in the pond starts to bubble, roil, and steam.



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 22    | 02:11    | 3     | 00:21    |



**Action Notes**  
The water in the pond starts to bubble, roil, and steam.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 23    | 00:16    | 1     | 00:16    |



**Action Notes**  
Close on Sia, her eyes widen.

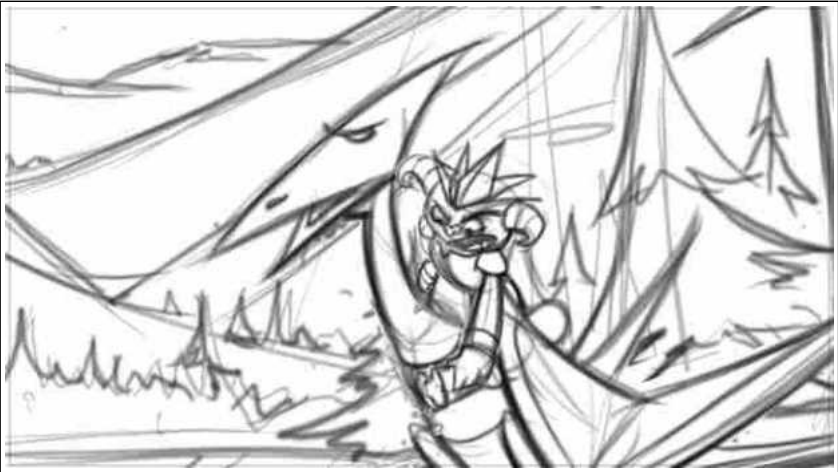
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 24    | 00:17    | 1     | 00:17    |



**Action Notes**  
Close on Syng...



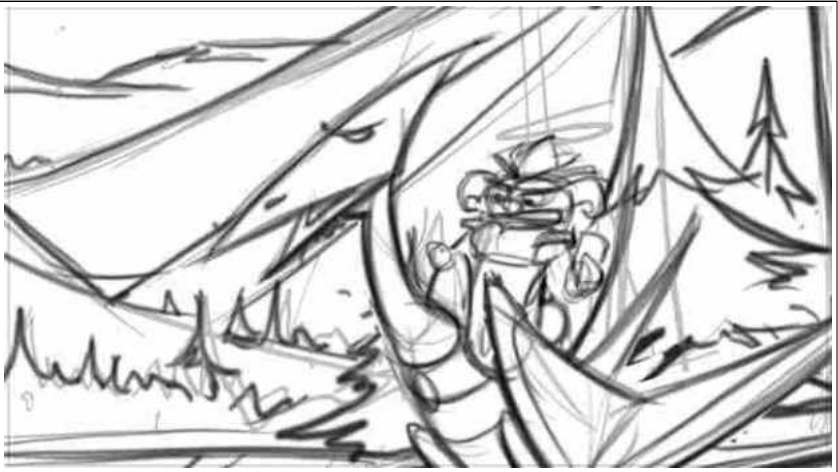
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 25    | 06:03    | 1     | 00:16    |



**Dialog**  
30 SYING

From the depths of these icy, cold waters,  
I commands you: arise!

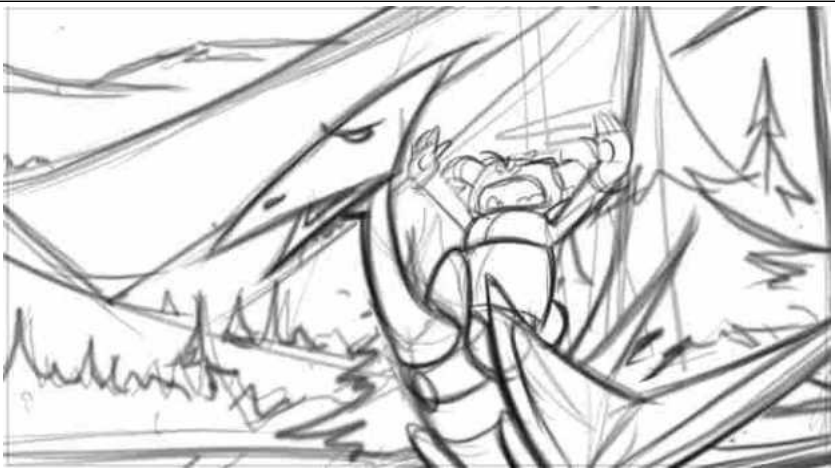
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 25    | 06:03    | 2     | 04:05    |



**Dialog**  
30 SYING

From the depths of these icy, cold waters,  
I commands you: arise!

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 25    | 06:03    | 3     | 01:07    |

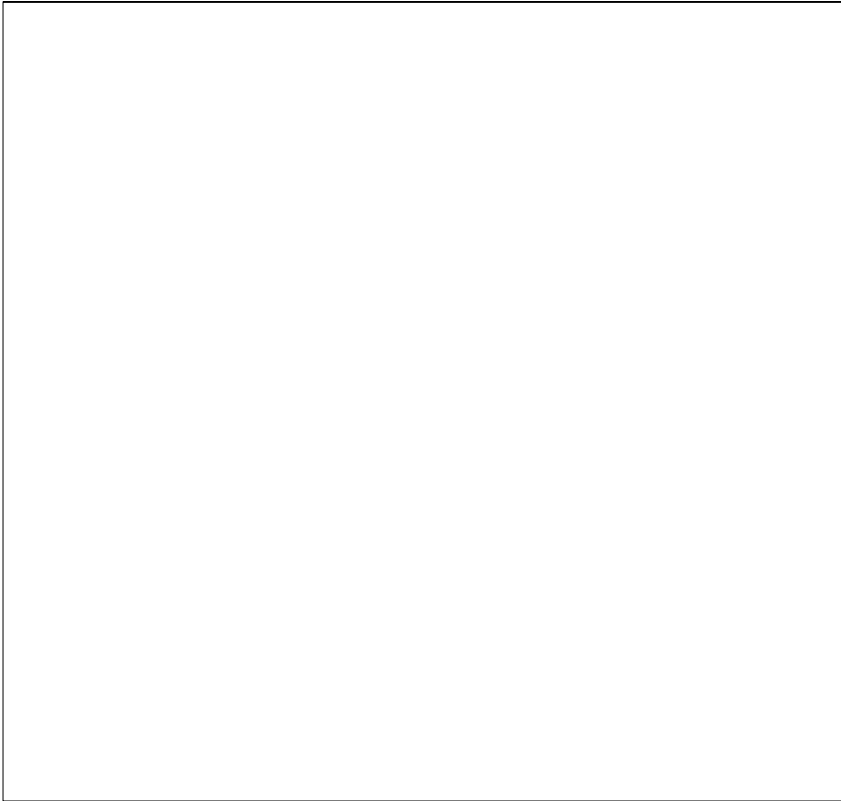
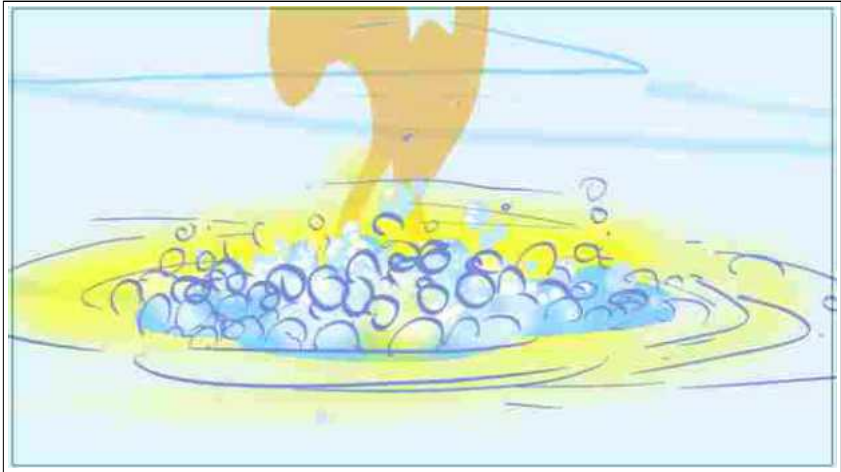


**Dialog**  
30 SYING

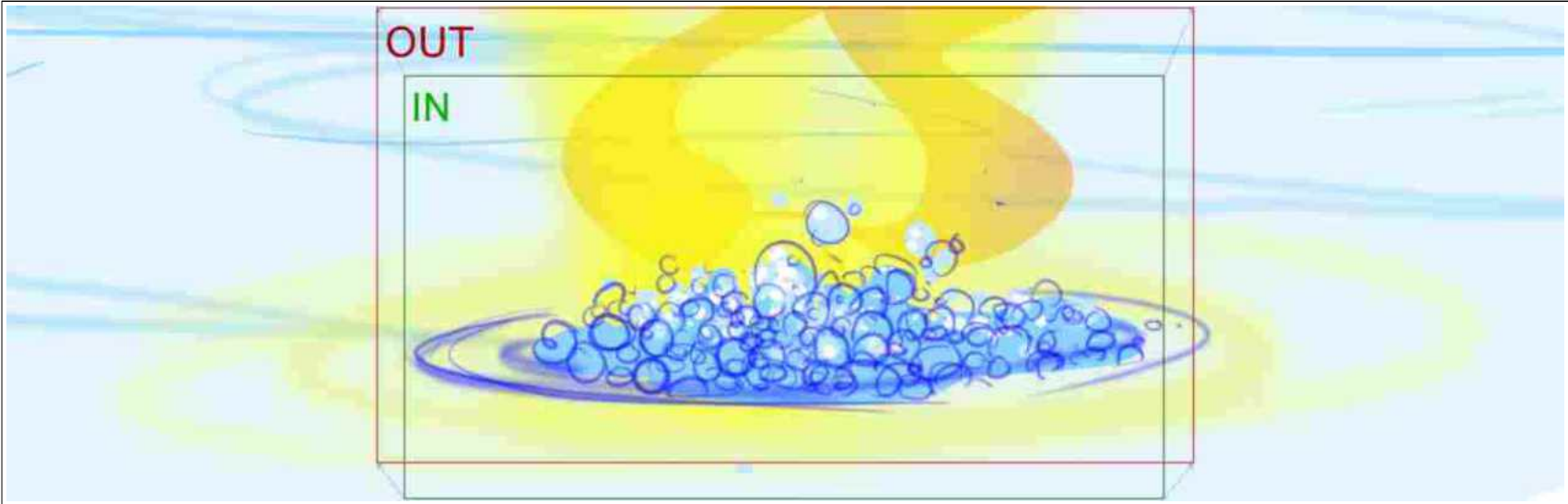
From the depths of these icy, cold waters,  
I commands you: arise!



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 26    | 04:16    | 1     | 00:08    |

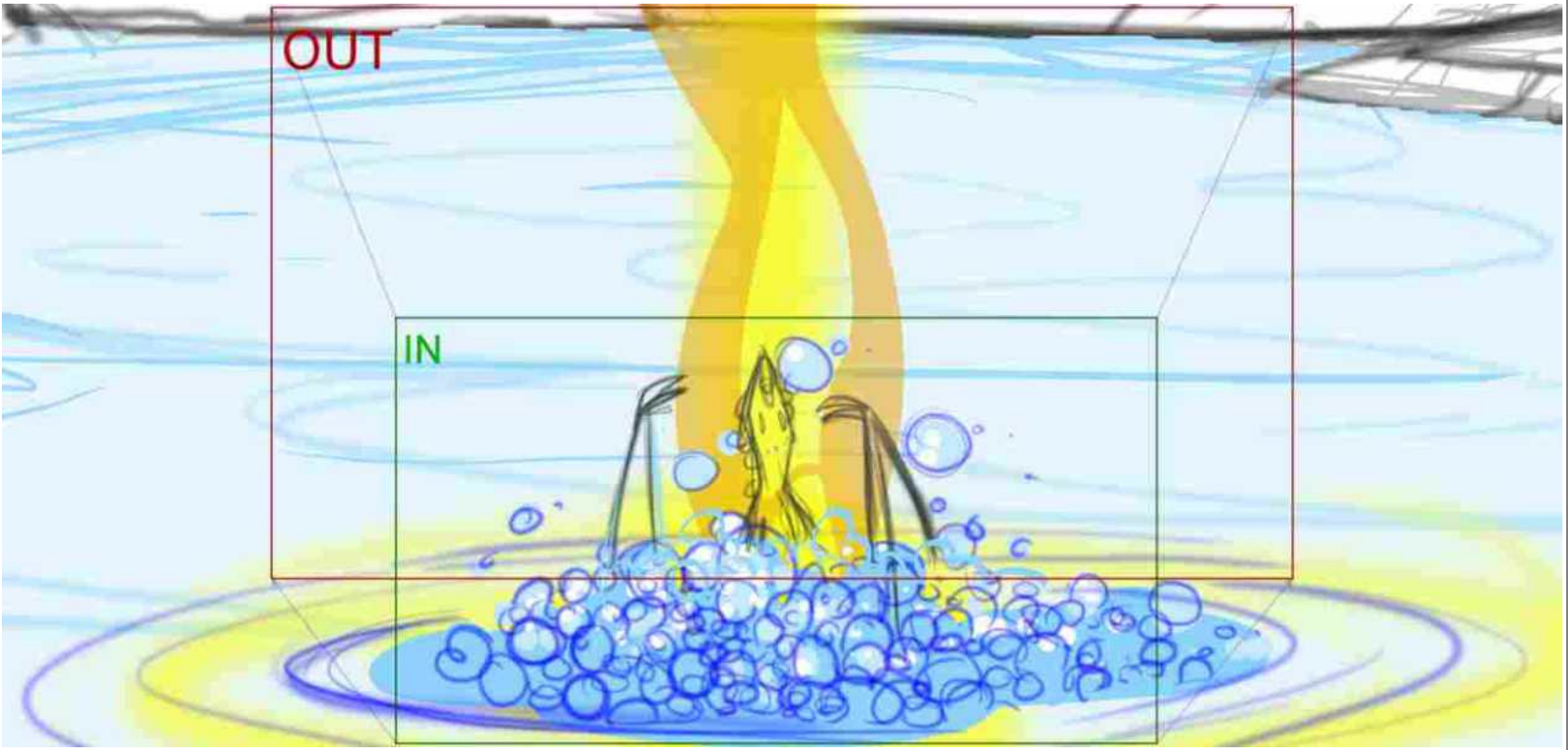


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 26    | 04:16    | 2     | 00:16    |

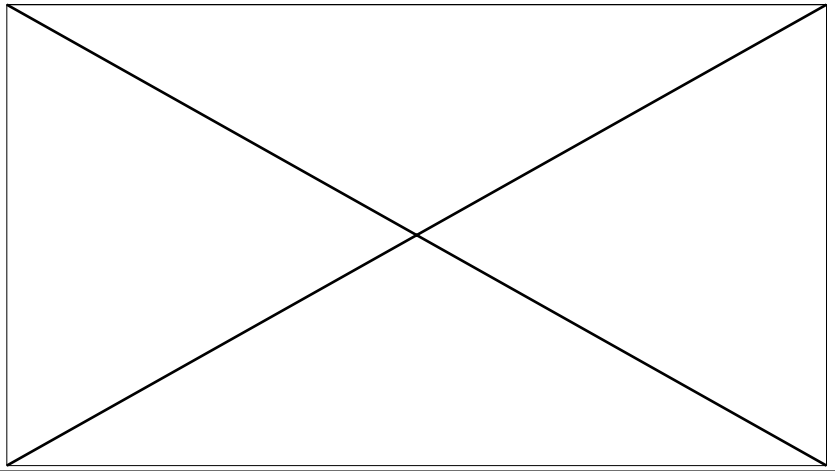




|       |          |       |          |
|-------|----------|-------|----------|
| Scene | Duration | Panel | Duration |
| 26    | 04:16    | 3     | 00:16    |

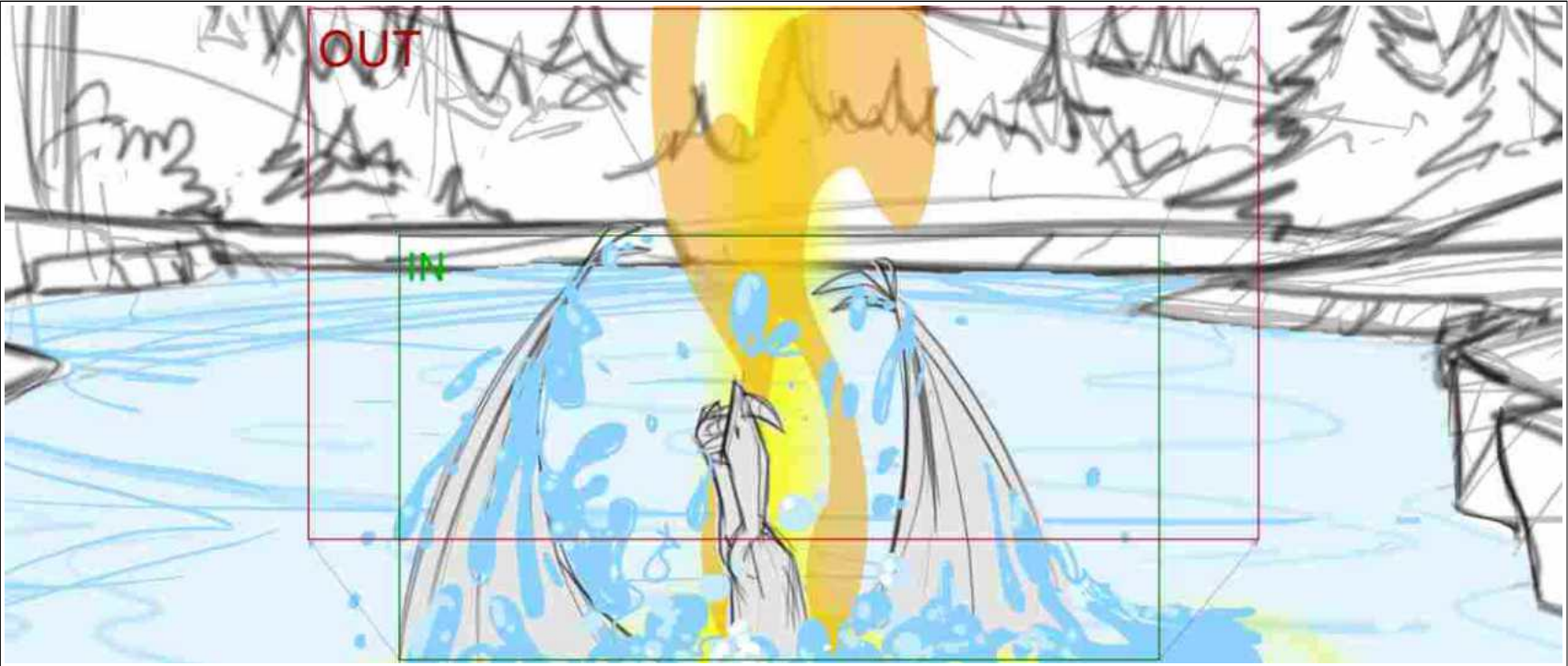


NO PANEL

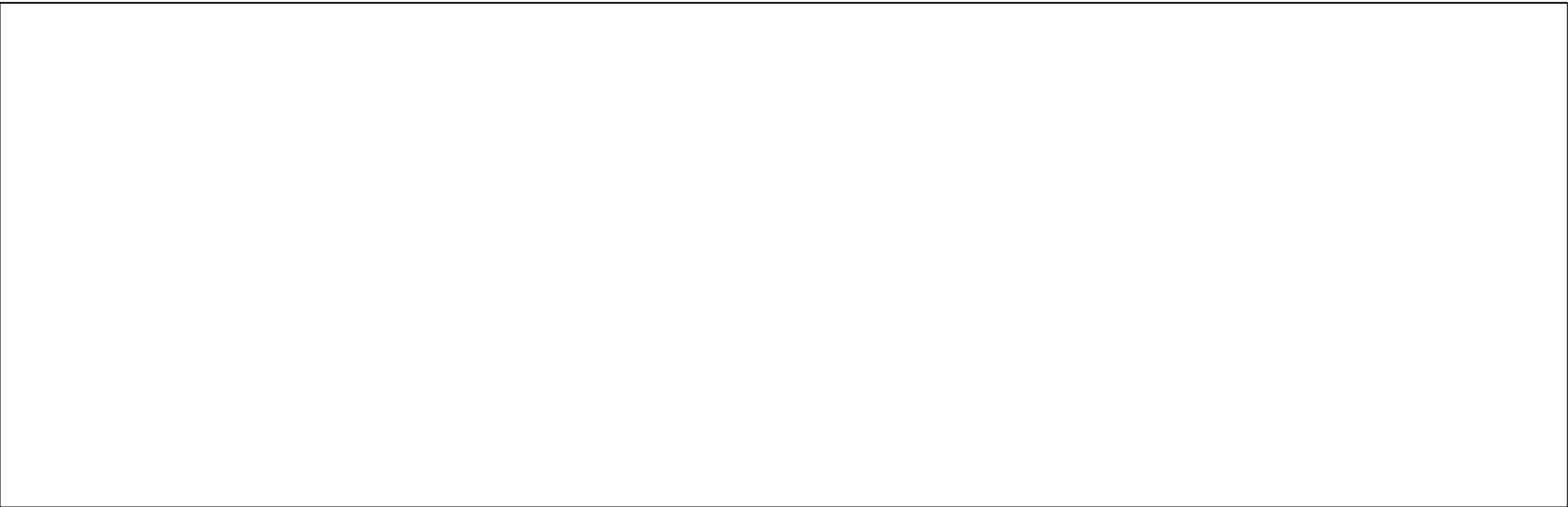
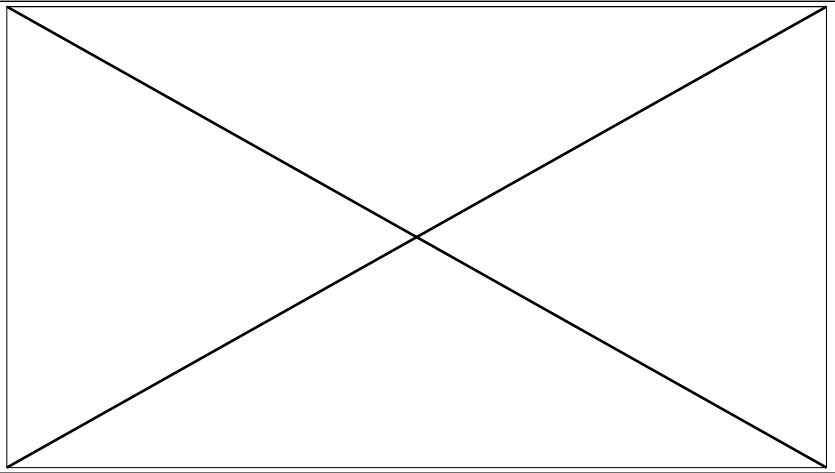




|       |          |       |          |
|-------|----------|-------|----------|
| Scene | Duration | Panel | Duration |
| 26    | 04:16    | 4     | 00:16    |

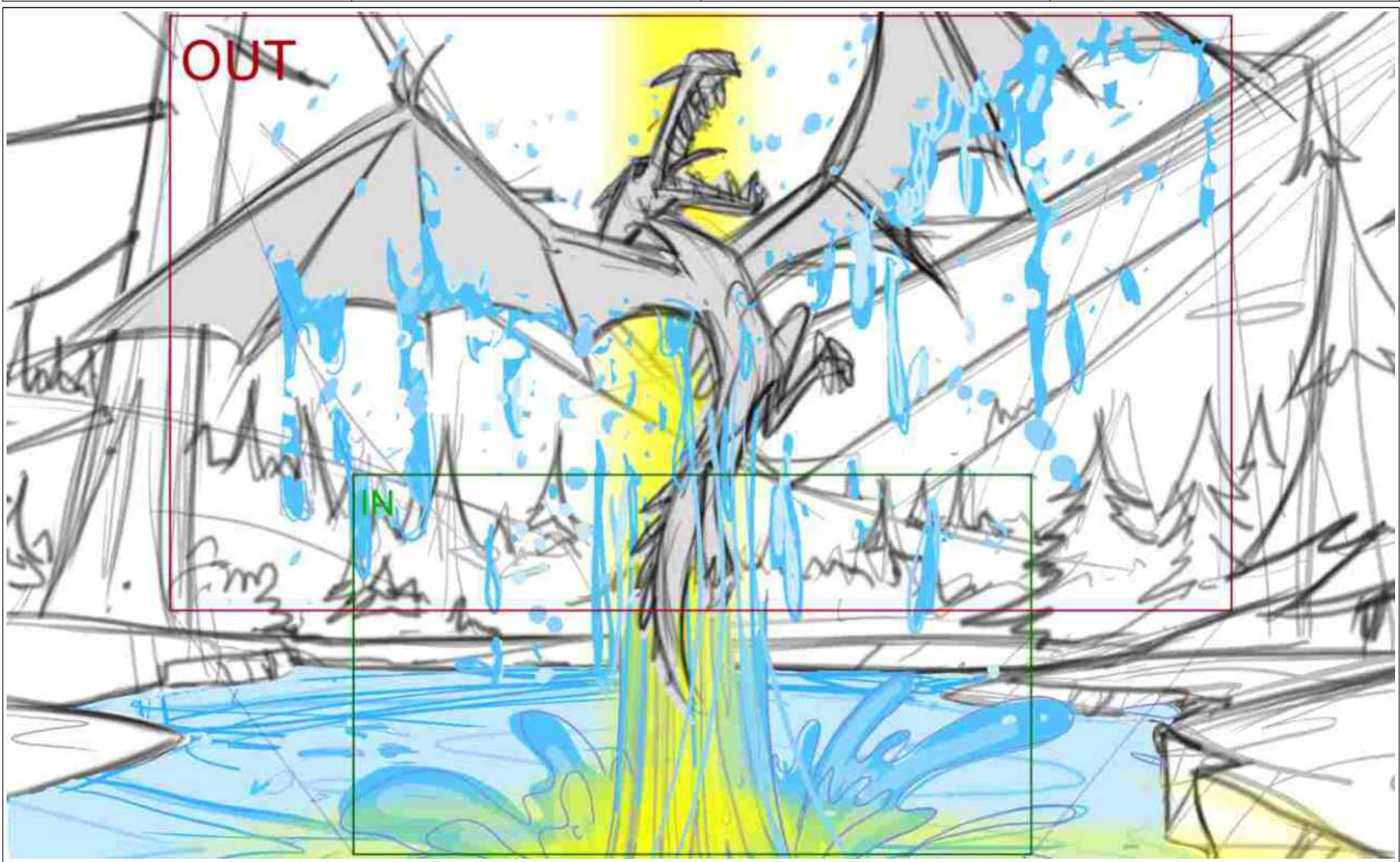


NO PANEL

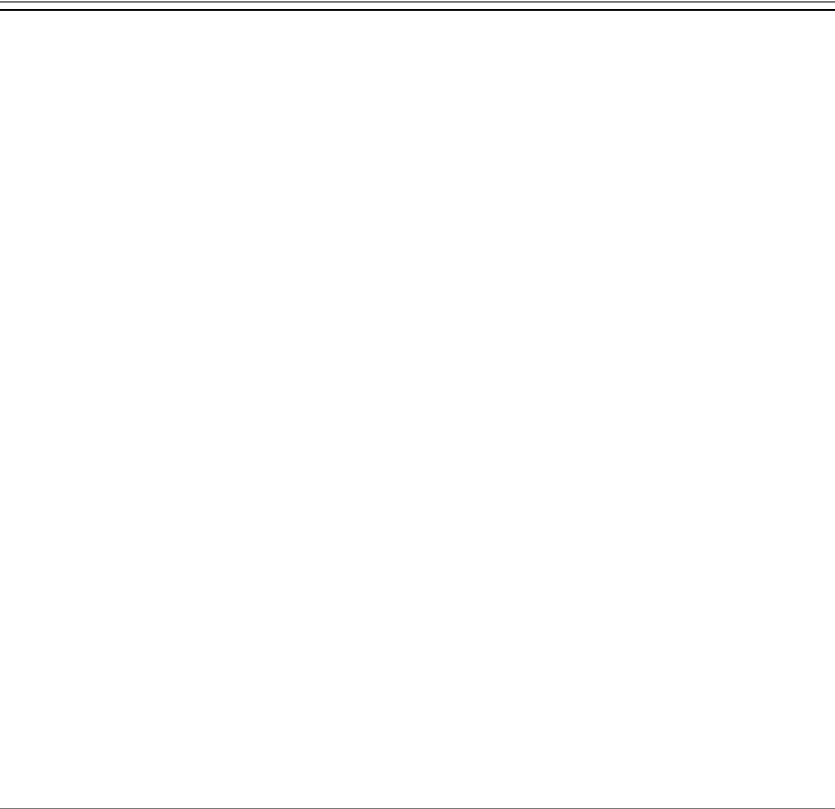




| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 26    | 04:16    | 5     | 02:10    |

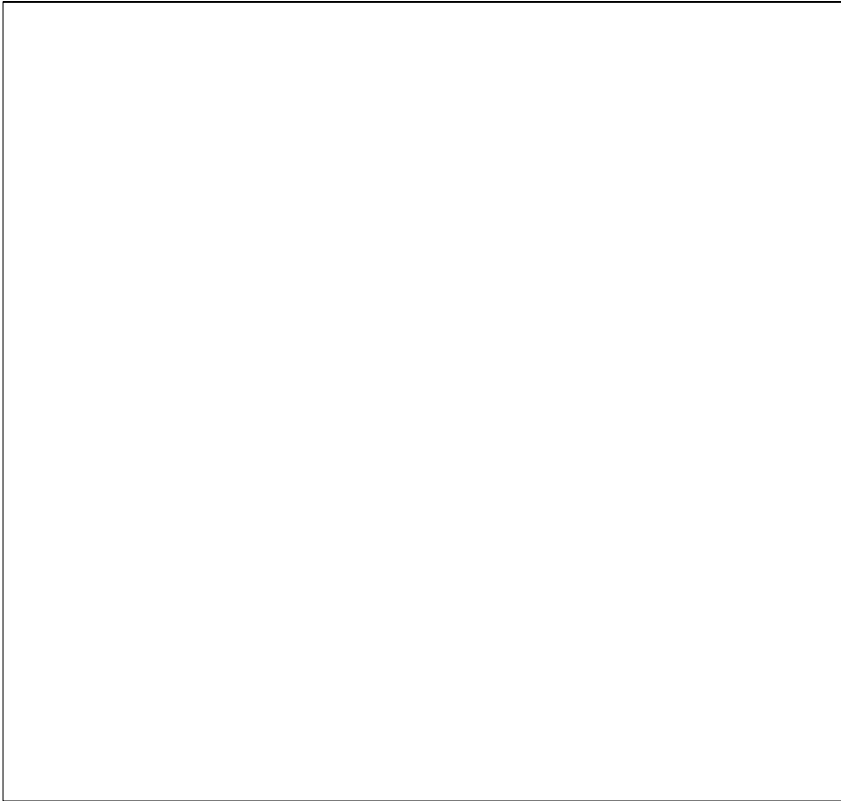
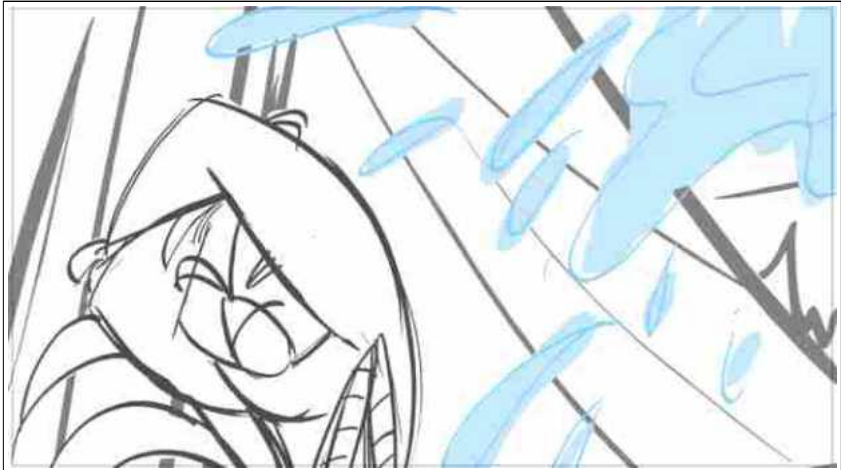


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 27    | 01:07    | 1     | 00:09    |

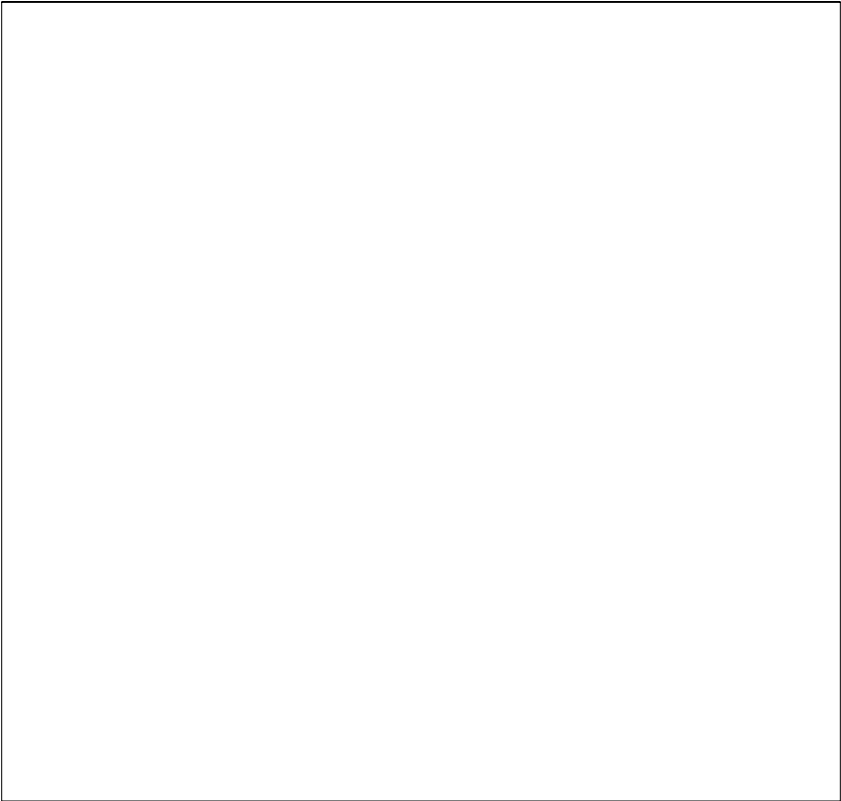
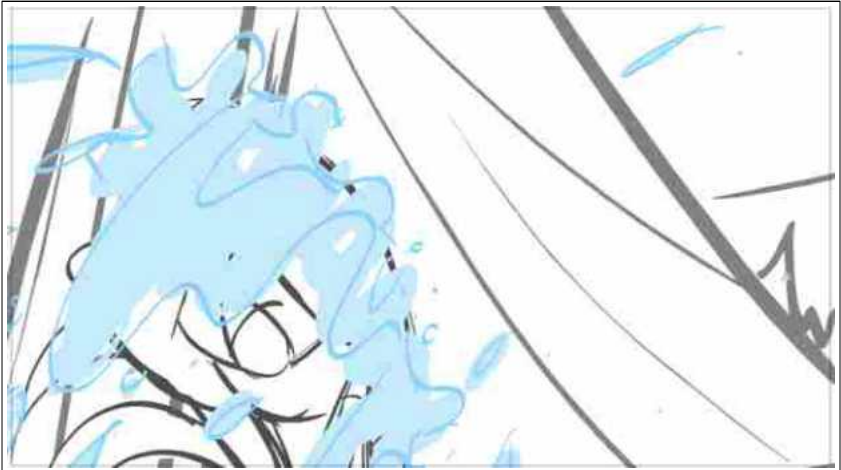




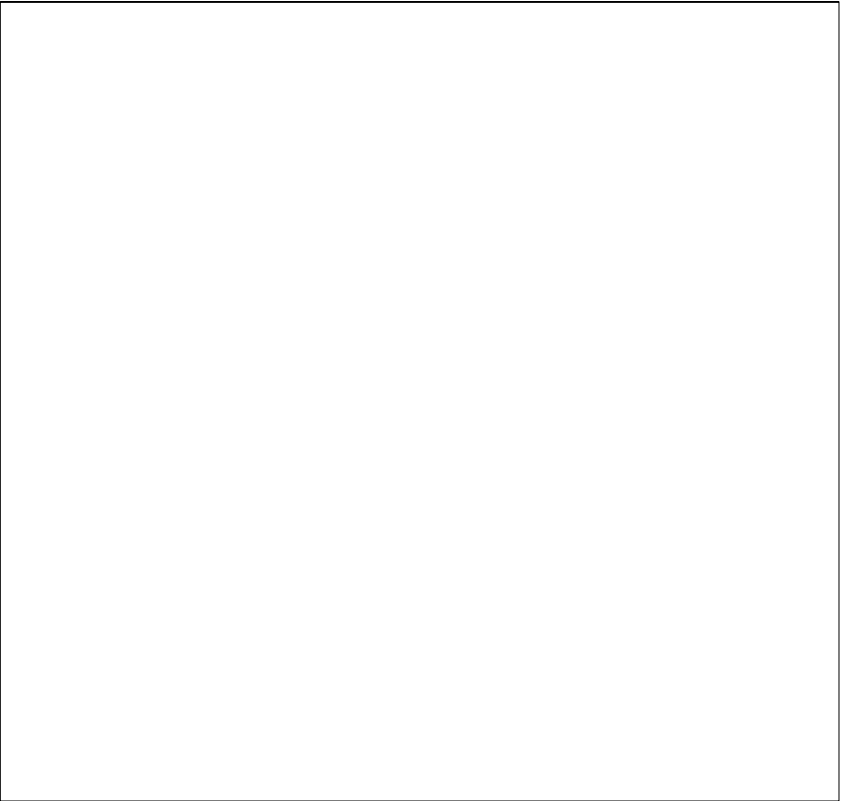
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 27    | 01:07    | 2     | 00:05    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 27    | 01:07    | 3     | 00:06    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 27    | 01:07    | 4     | 00:12    |





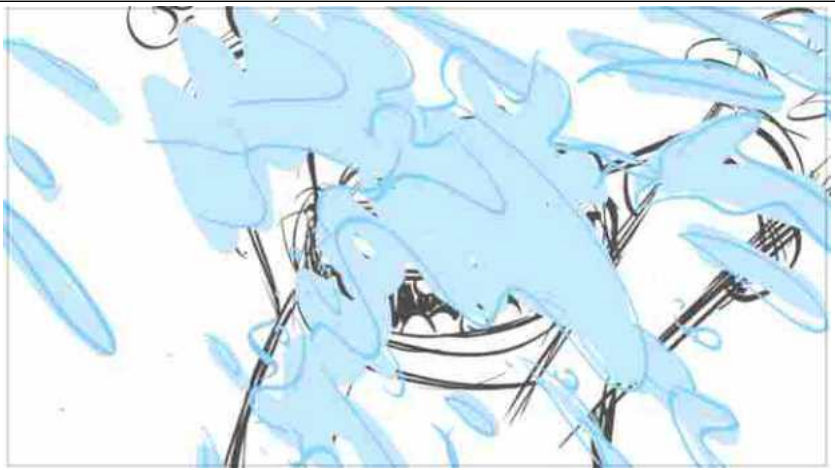
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 28    | 00:24    | 1     | 00:05    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 28    | 00:24    | 2     | 00:05    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 28    | 00:24    | 3     | 00:06    |

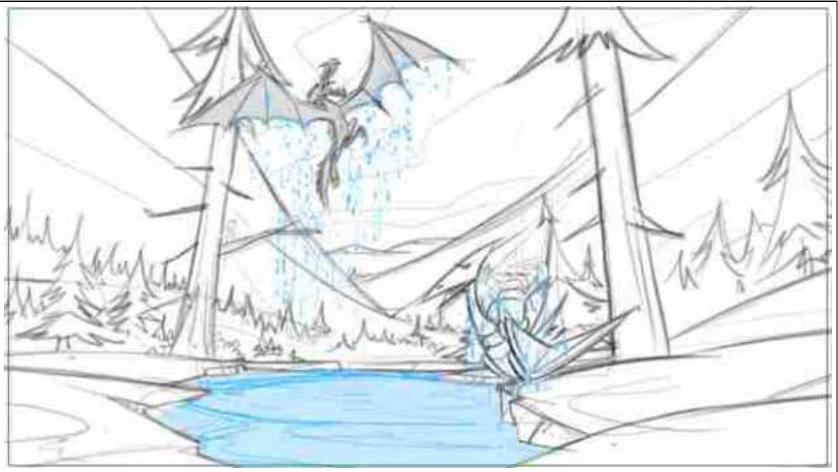




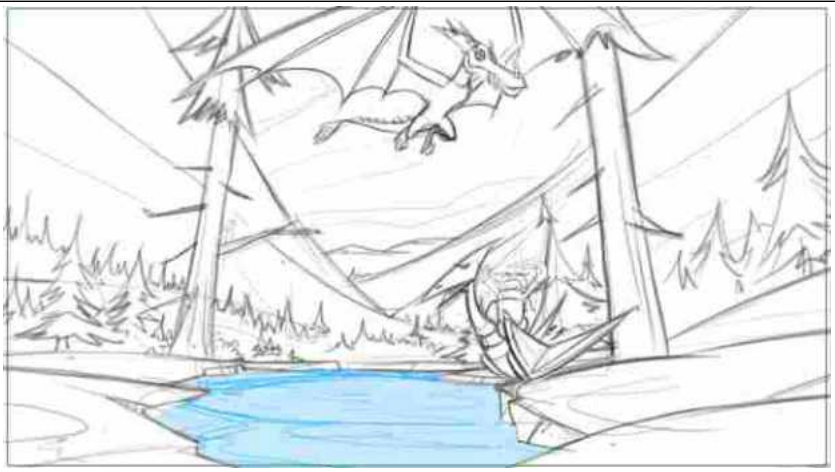
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 28    | 00:24    | 4     | 00:08    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 29    | 03:12    | 1     | 00:03    |

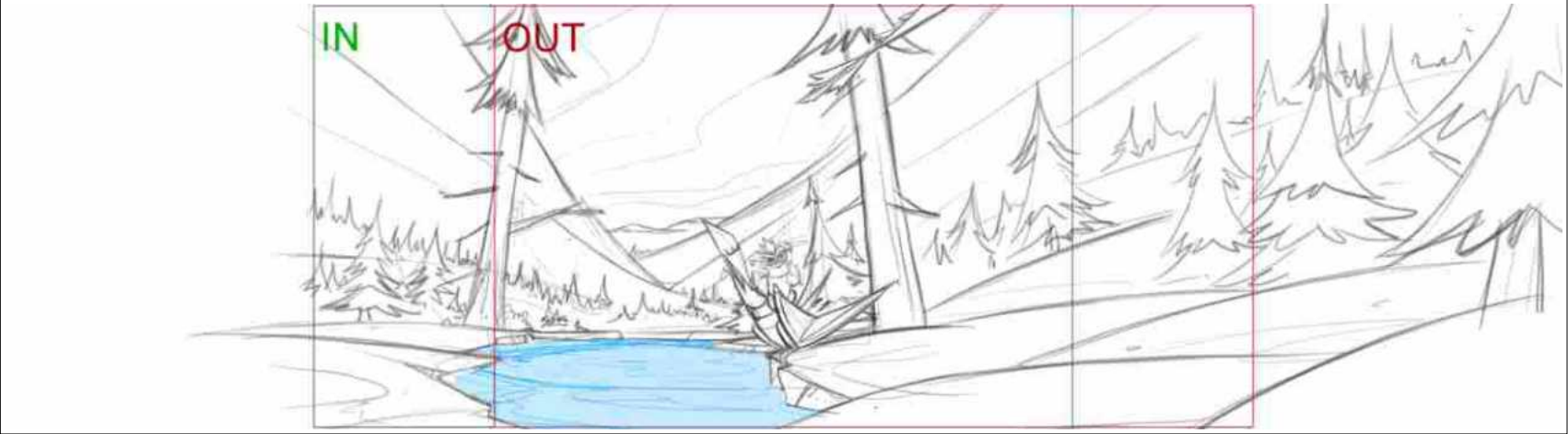


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 29    | 03:12    | 2     | 00:08    |

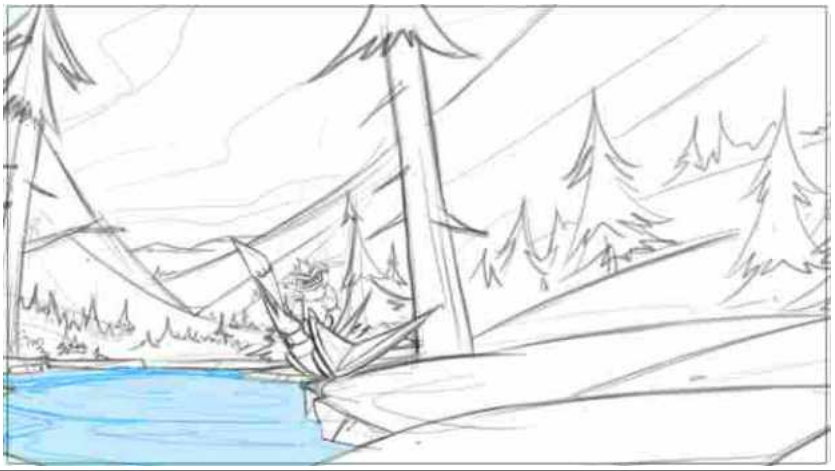




| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 29    | 03:12    | 3     | 00:15    |

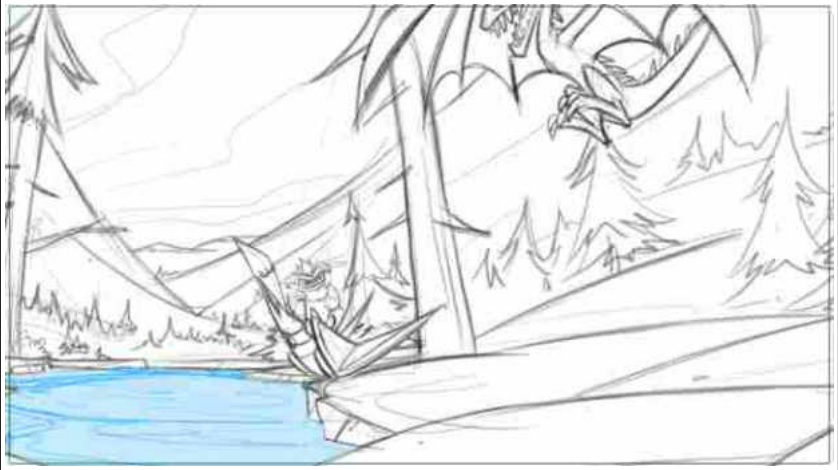


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 29    | 03:12    | 4     | 00:19    |

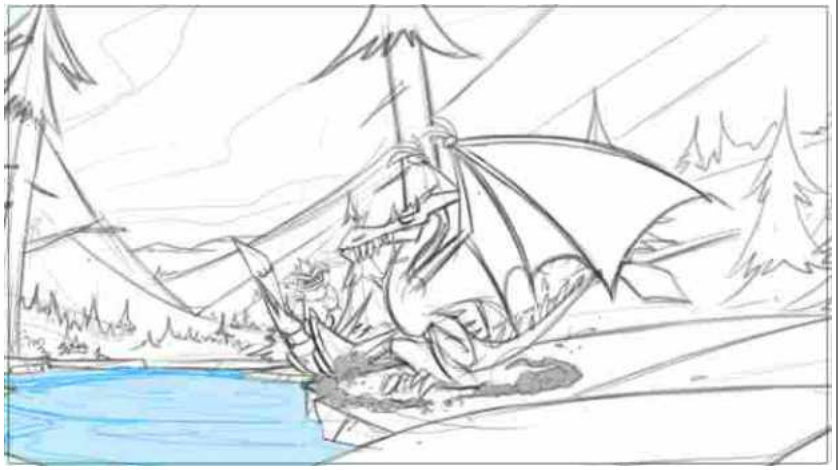




| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 29    | 03:12    | 5     | 00:22    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 29    | 03:12    | 6     | 00:20    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 30    | 03:24    | 1     | 00:16    |



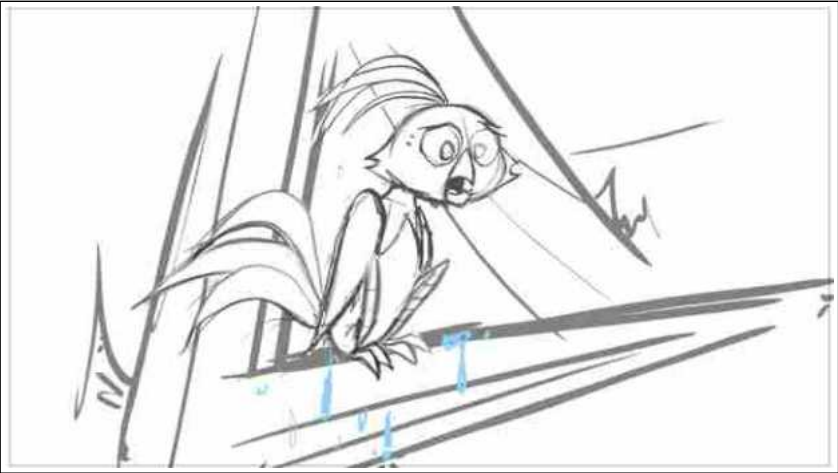
Dialog

32 SIA

Whoa, that's an upgrade!



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 30    | 03:24    | 2     | 01:02    |



**Dialog**  
32 SIA

Whoa, that's an upgrade!

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 30    | 03:24    | 3     | 02:06    |



**Dialog**  
32 SIA

Whoa, that's an upgrade!

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 31    | 04:08    | 1     | 02:08    |



**Dialog**  
35 SYING

Valt has escaped me for the last time! To the skies!



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 31    | 04:08    | 2     | 02:00    |



**Dialog**  
35 SYING

Valt has escaped me for the last time! To the skies!

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 32    | 02:19    | 1     | 00:05    |

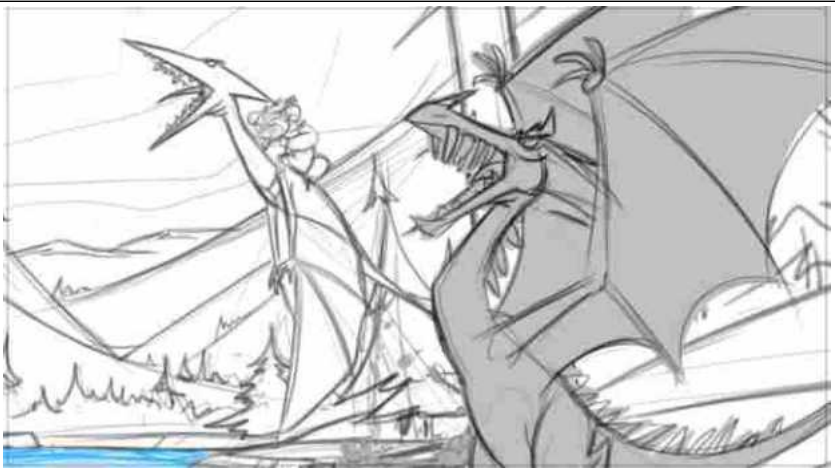


**Dialog**  
35A PTERODACTYL

<Screech!>

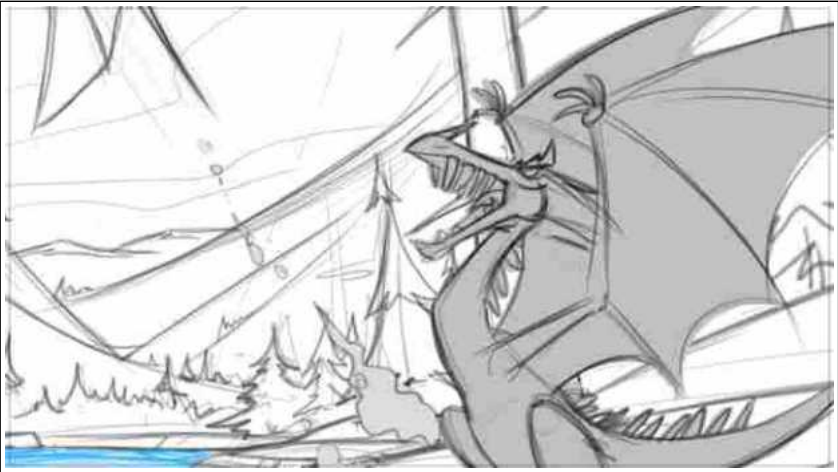
**Action Notes**  
Her dactyl flaps its wings and rises; the Ice-Dactyl and Sia follow.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 32    | 02:19    | 2     | 00:16    |



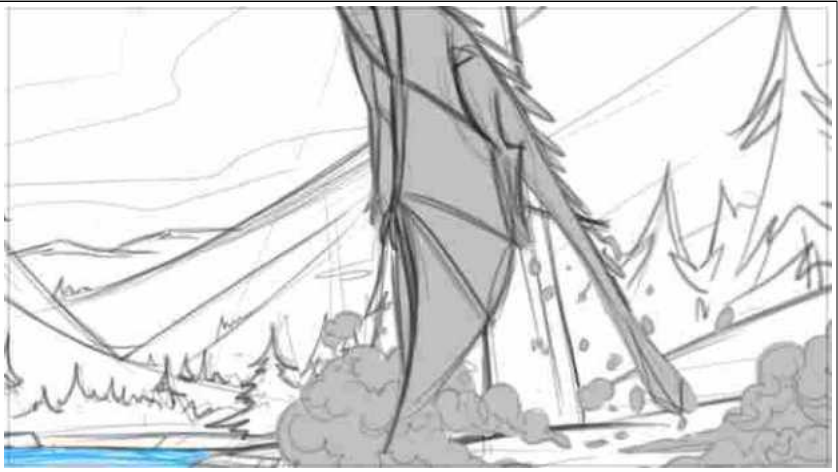


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 32    | 02:19    | 3     | 00:16    |

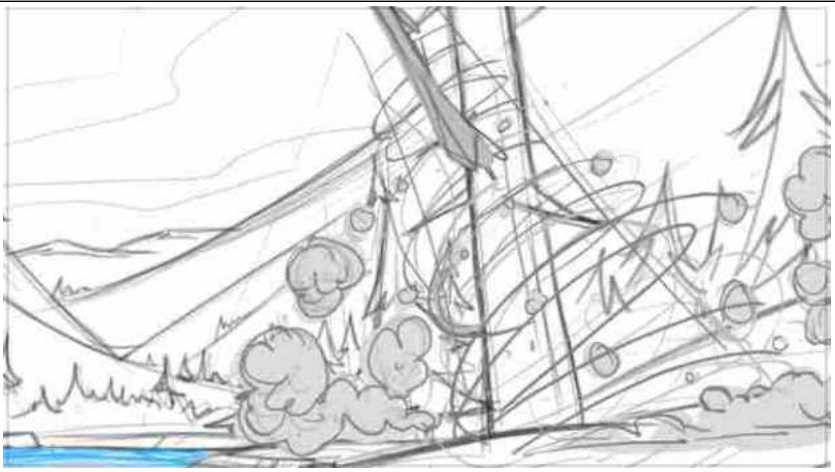


**Action Notes**  
The Ice-dactyl antics down and takes after Sying.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 32    | 02:19    | 4     | 00:16    |

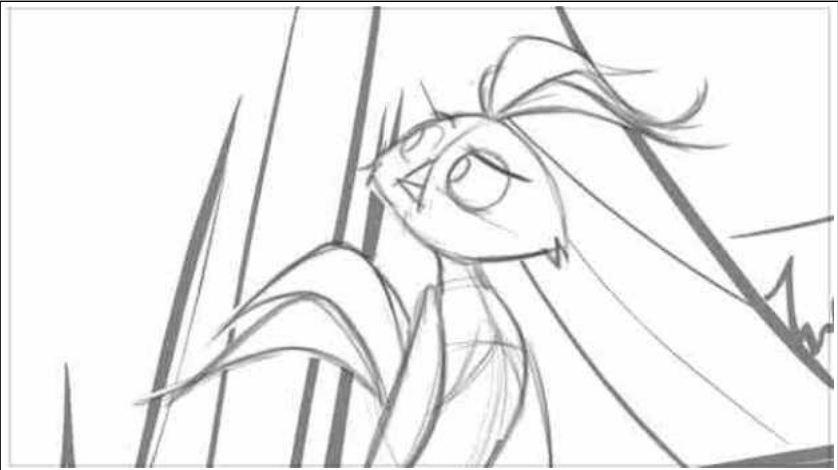


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 32    | 02:19    | 5     | 00:16    |



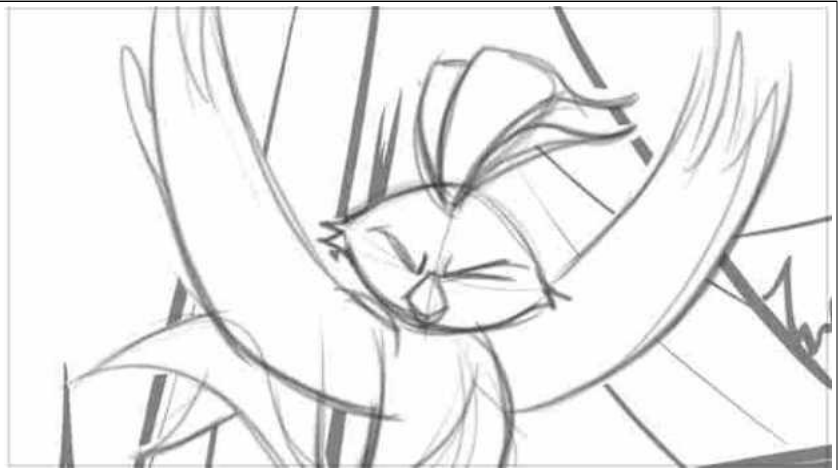


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 33    | 01:14    | 1     | 00:05    |



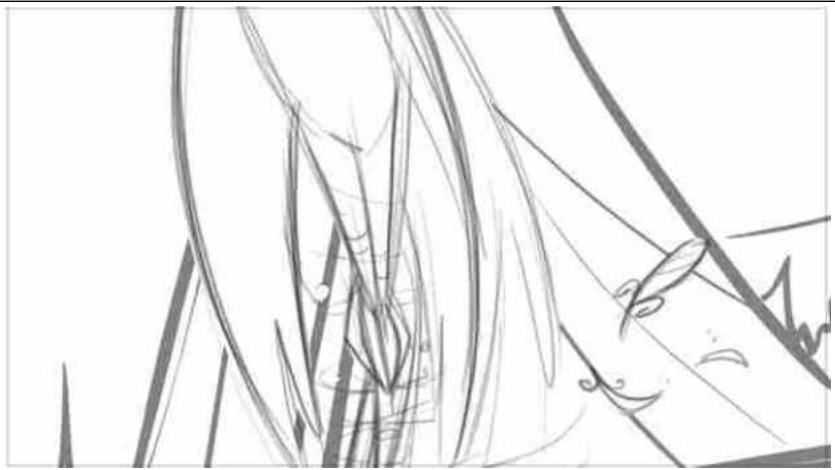
**Action Notes**  
Sia follows.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 33    | 01:14    | 2     | 00:04    |



**Action Notes**  
Sia follows.

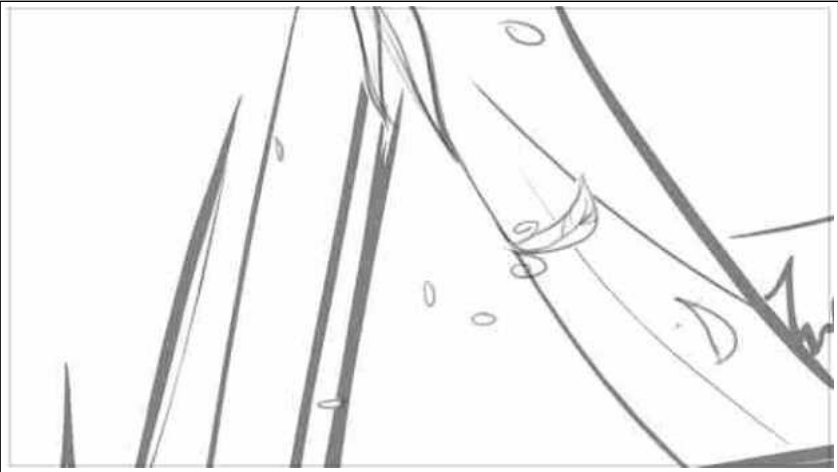
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 33    | 01:14    | 3     | 00:03    |



**Action Notes**  
Sia follows.

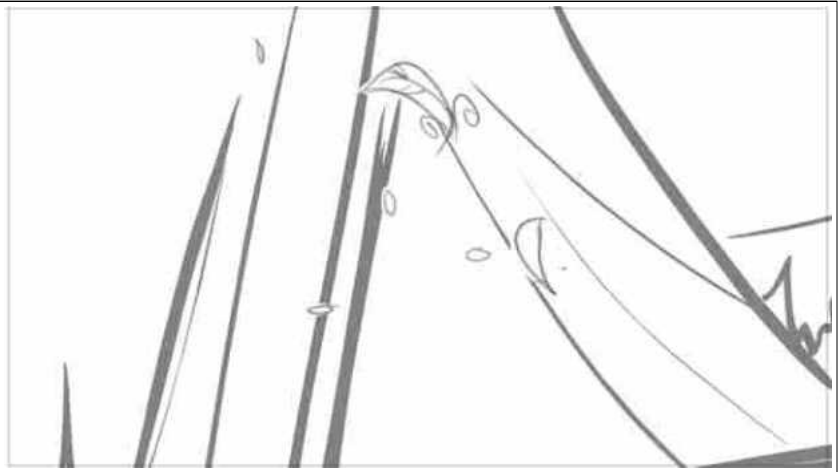


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 33    | 01:14    | 4     | 00:03    |



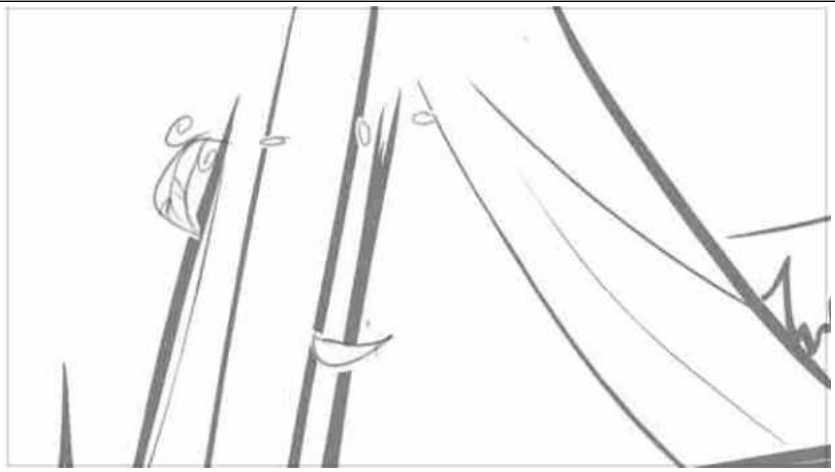
**Action Notes**  
Sia follows.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 33    | 01:14    | 5     | 00:05    |



**Action Notes**  
Sia follows.

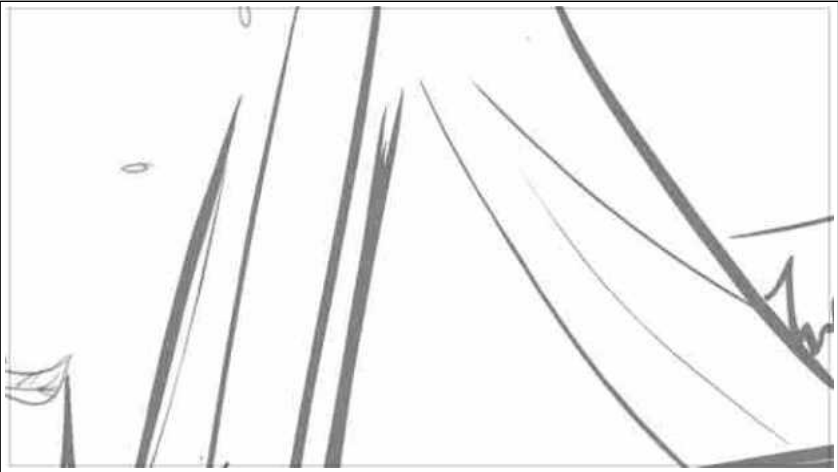
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 33    | 01:14    | 6     | 00:08    |



**Action Notes**  
Sia follows.

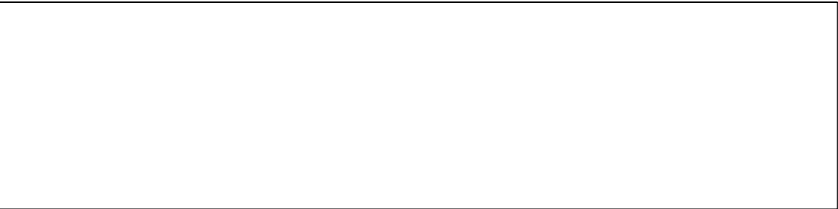


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 33    | 01:14    | 7     | 00:11    |



**Action Notes**  
Sia follows.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 34    | 02:02    | 1     | 01:04    |

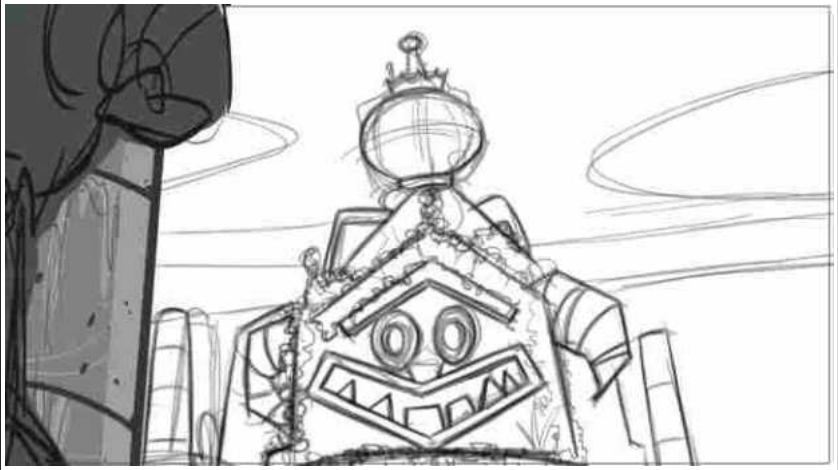


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 34    | 02:02    | 2     | 00:14    |





| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 34    | 02:02    | 3     | 00:09    |

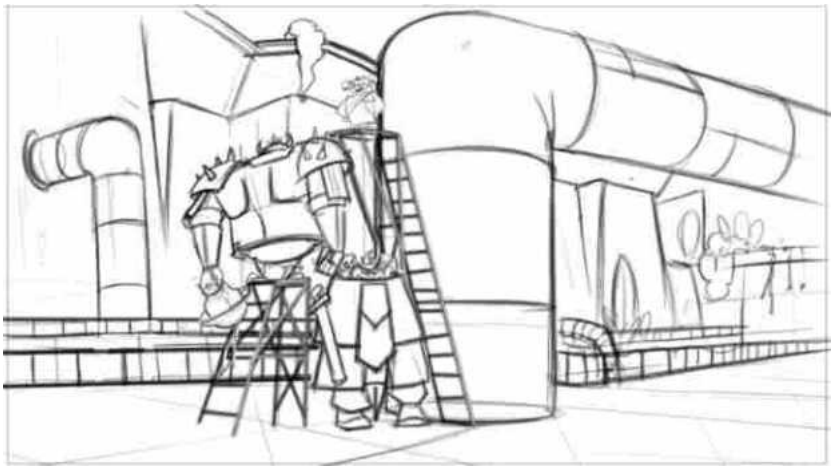


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 35    | 00:10    | 1     | 00:04    |



**Dialog**  
36 DA-MING (O.S.)  
  
It is time to retake what is rightfully ours.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 35    | 00:10    | 2     | 00:06    |



**Dialog**  
36 DA-MING (O.S.)  
  
It is time to retake what is rightfully ours.f



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 36    | 04:17    | 1     | 00:12    |



**Dialog**  
36 DA-MING

It is time to retake what is rightfully ours.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 36    | 04:17    | 2     | 00:22    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 36    | 04:17    | 3     | 00:20    |





| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 36    | 04:17    | 4     | 01:09    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 36    | 04:17    | 5     | 01:04    |

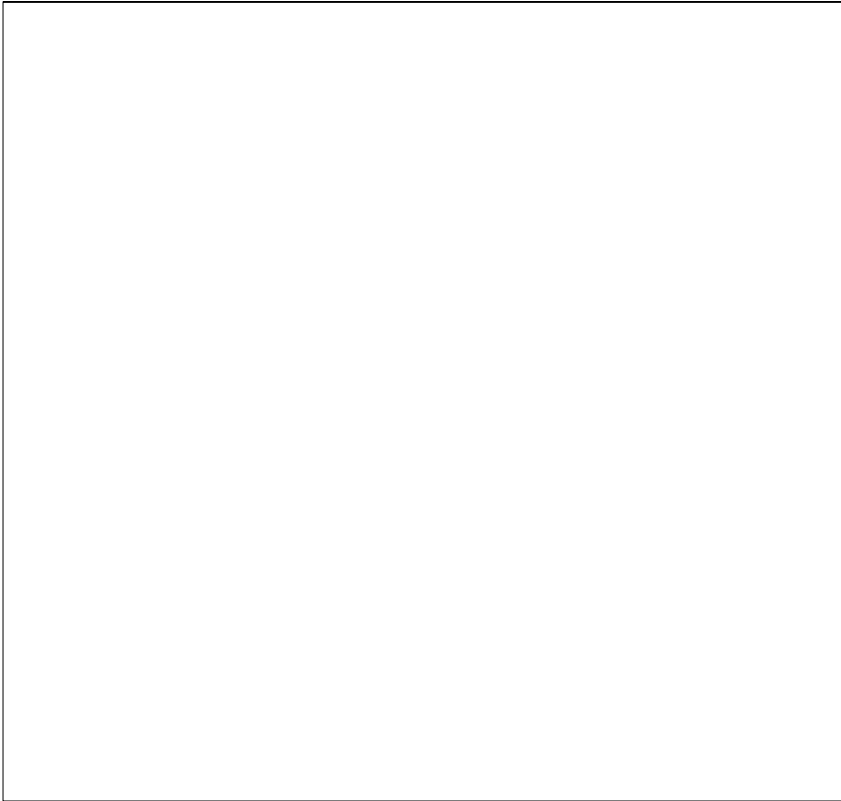
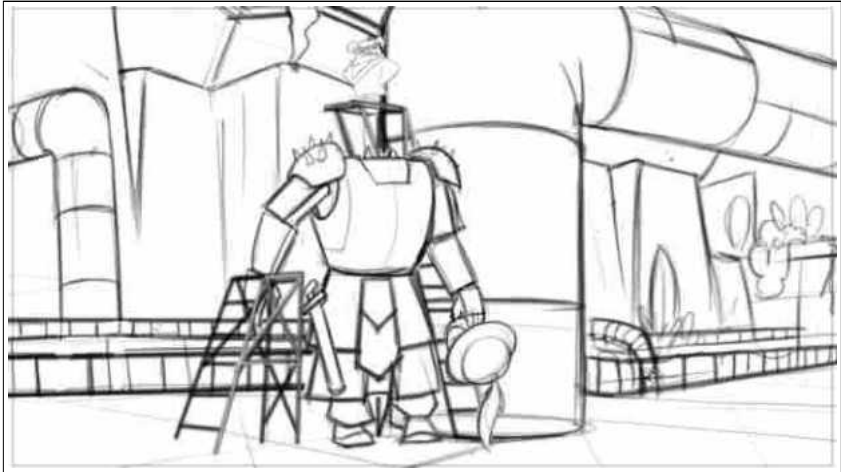


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 37    | 01:03    | 1     | 00:06    |

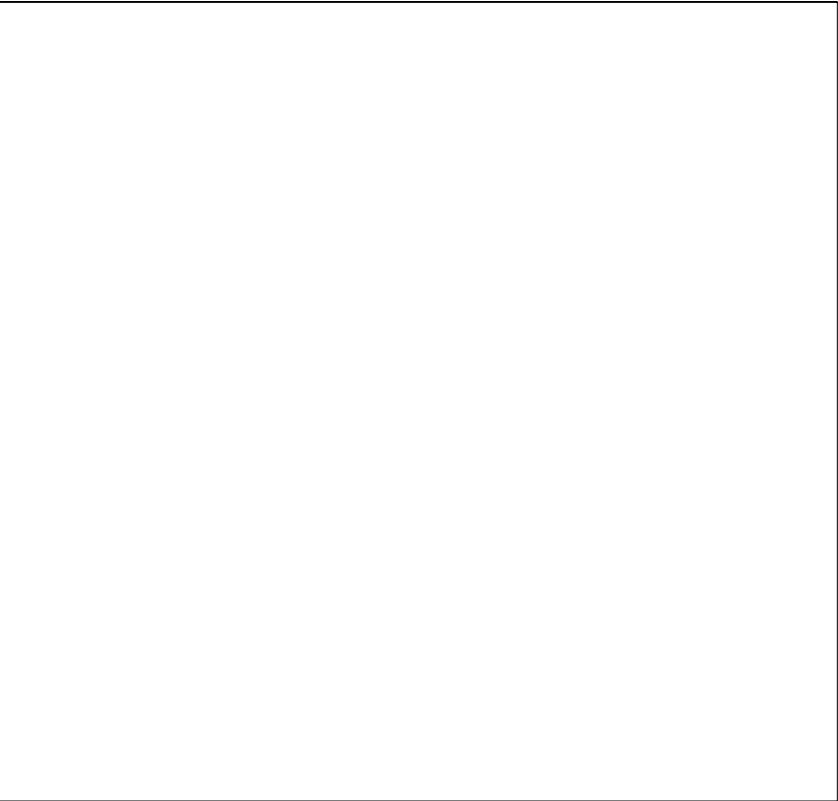




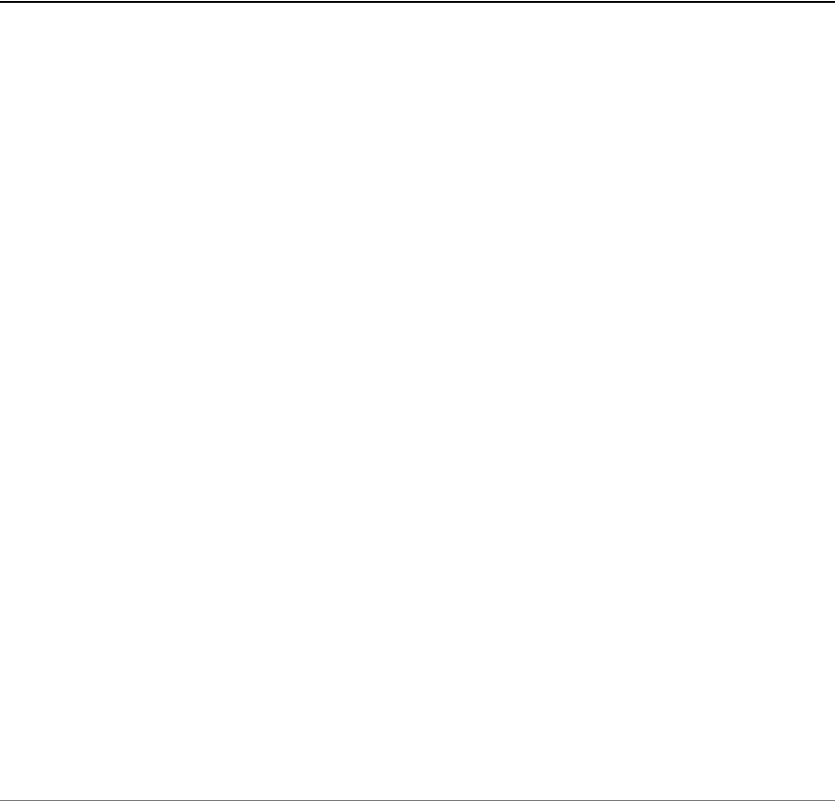
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 37    | 01:03    | 2     | 00:07    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 37    | 01:03    | 3     | 00:08    |

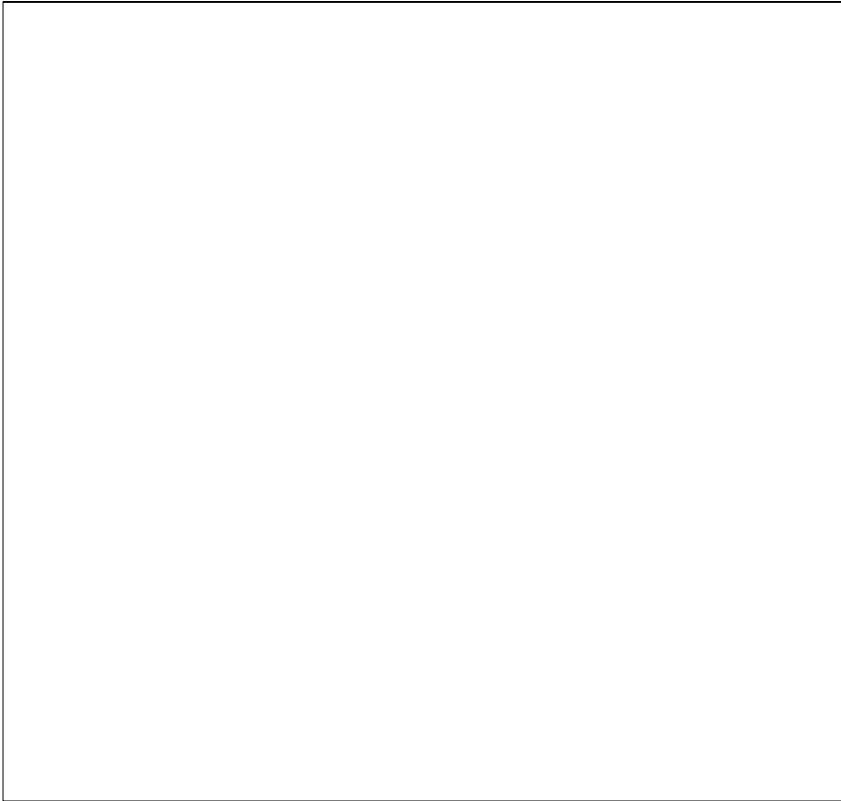
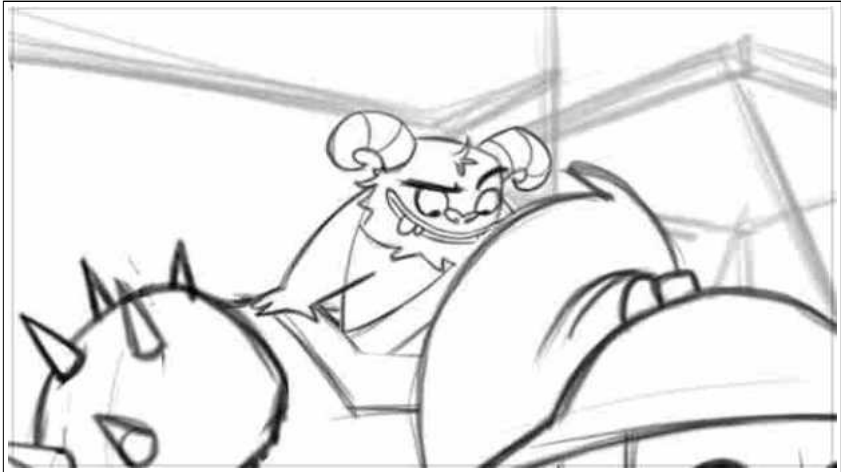


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 37    | 01:03    | 4     | 00:07    |

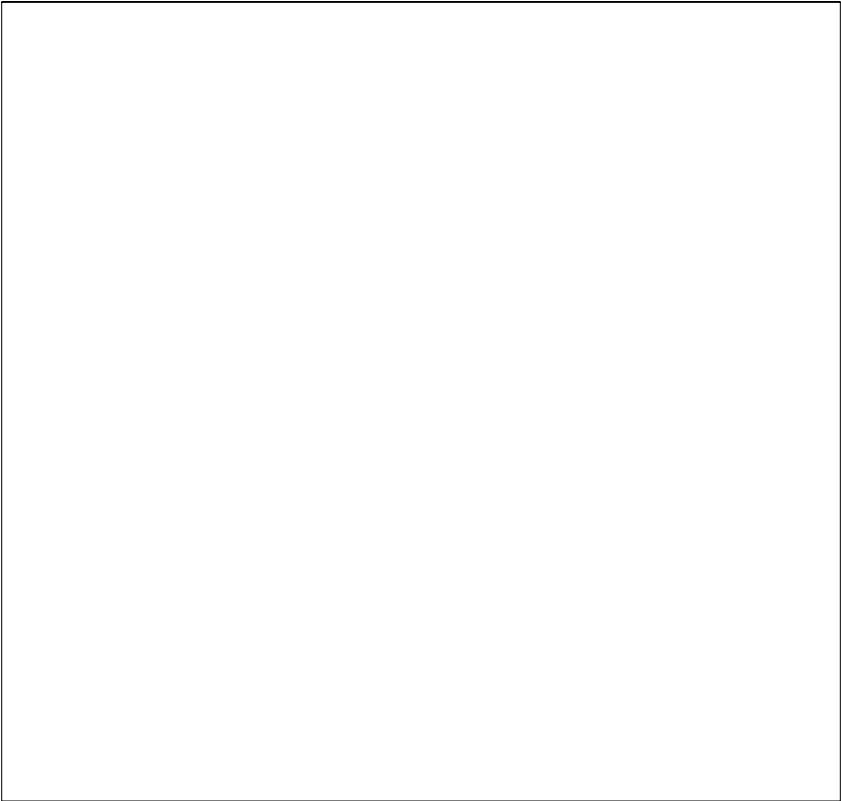




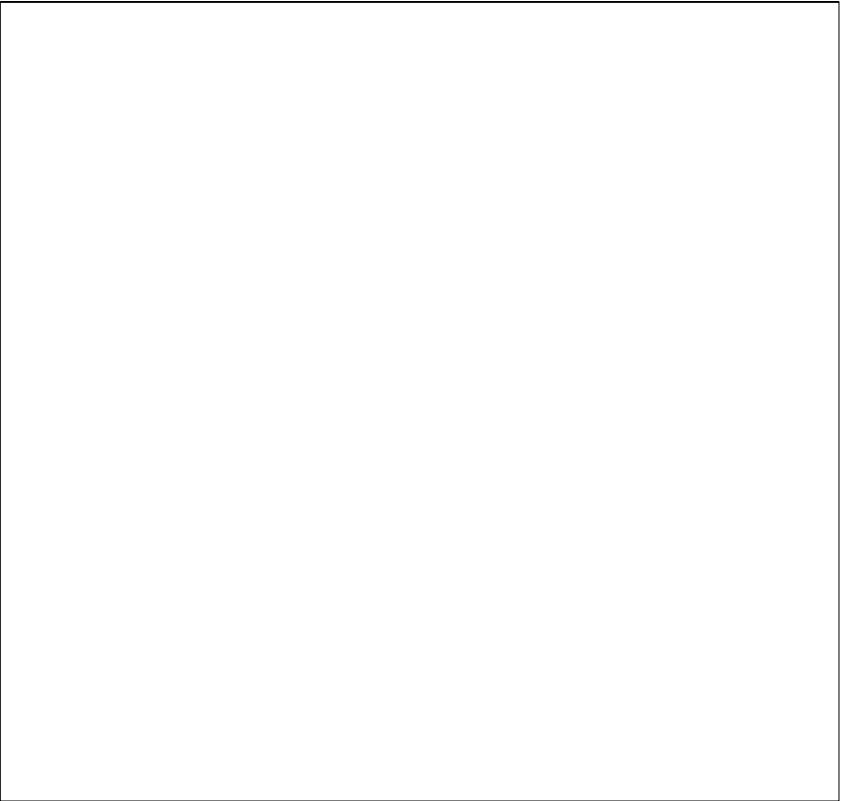
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 38    | 05:02    | 1     | 00:08    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 38    | 05:02    | 2     | 00:09    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 38    | 05:02    | 3     | 00:09    |





| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 38    | 05:02    | 4     | 00:07    |

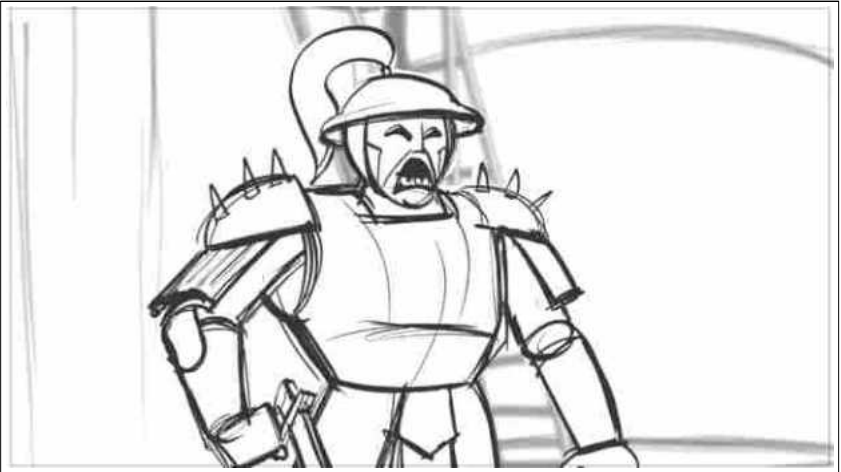


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 38    | 05:02    | 5     | 03:19    |



**Dialog**  
37 DA-MING  
  
(Heroic)  
  
Now let the attack... BEGIN!

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 39    | 06:03    | 1     | 03:11    |





| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 39    | 06:03    | 2     | 02:17    |



**Dialog**  
37 DA-MING (CONT'D)

(Nothing happens)

Mm, mmm, I said, it's time to ATTACK!

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 40    | 02:11    | 1     | 02:11    |

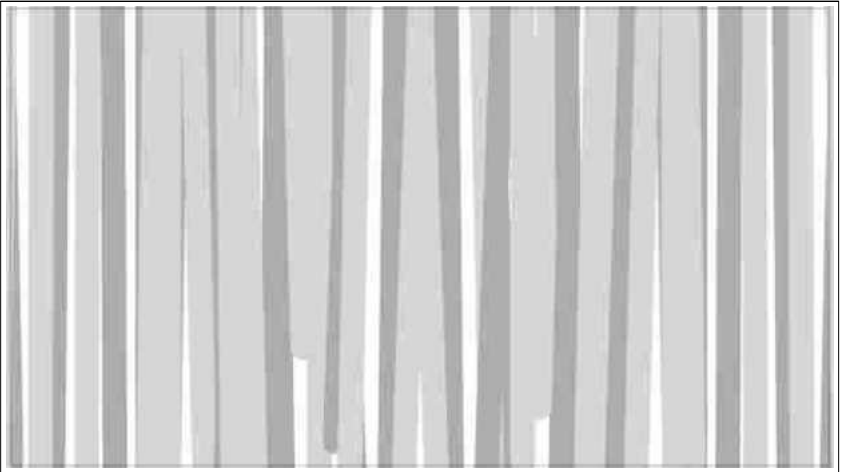


**Dialog**  
38 BIG KEM

Mungo? That's you.

**Action Notes**  
INSIDE THE ARMOR we see that Da-Ming is standing upon BIG KEM's shoulders

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 41    | 00:02    | 1     | 00:02    |



**Action Notes**  
Zip to:



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 42    | 03:10    | 1     | 00:09    |



**Dialog**  
39 MUNGO

Oh, yeah...uh, I'm the legs.

**Action Notes**  
Close on Mungo.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 42    | 03:10    | 2     | 01:15    |

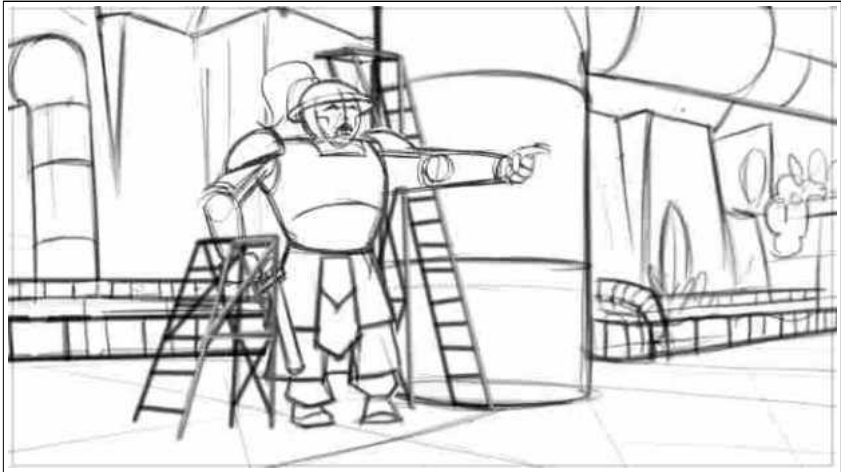


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 42    | 03:10    | 3     | 01:11    |



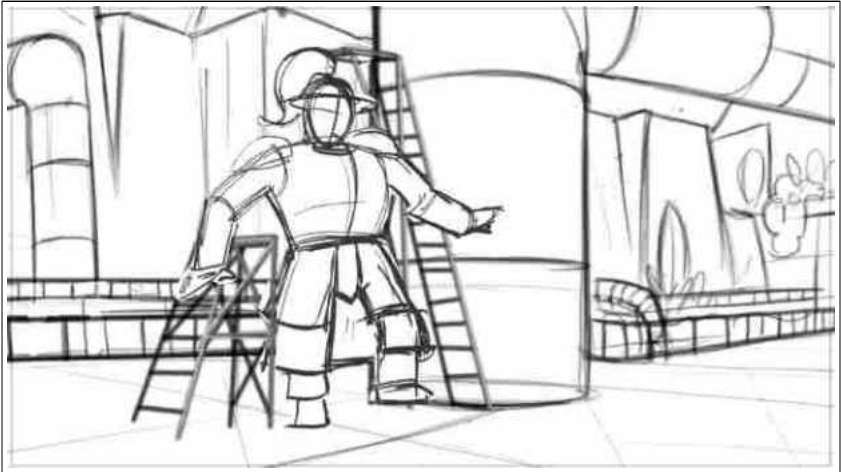


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 43    | 03:12    | 1     | 00:17    |



**Action Notes**  
Mungo starts to walk. The towering warrior moves forward, tilting a little one way, then the other.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 43    | 03:12    | 2     | 00:15    |

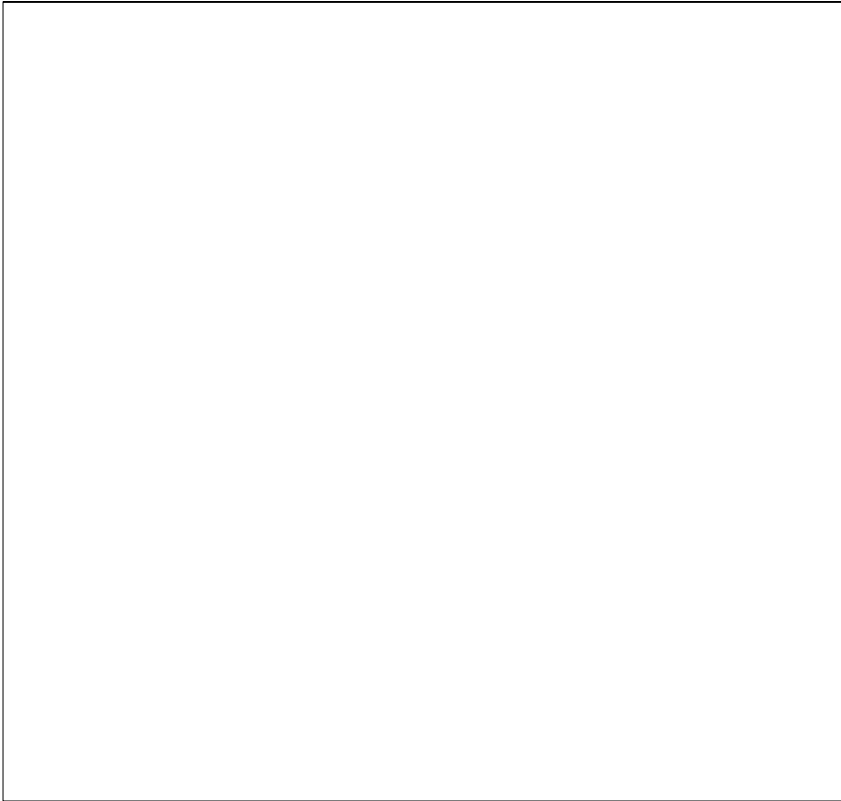


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 43    | 03:12    | 3     | 00:16    |

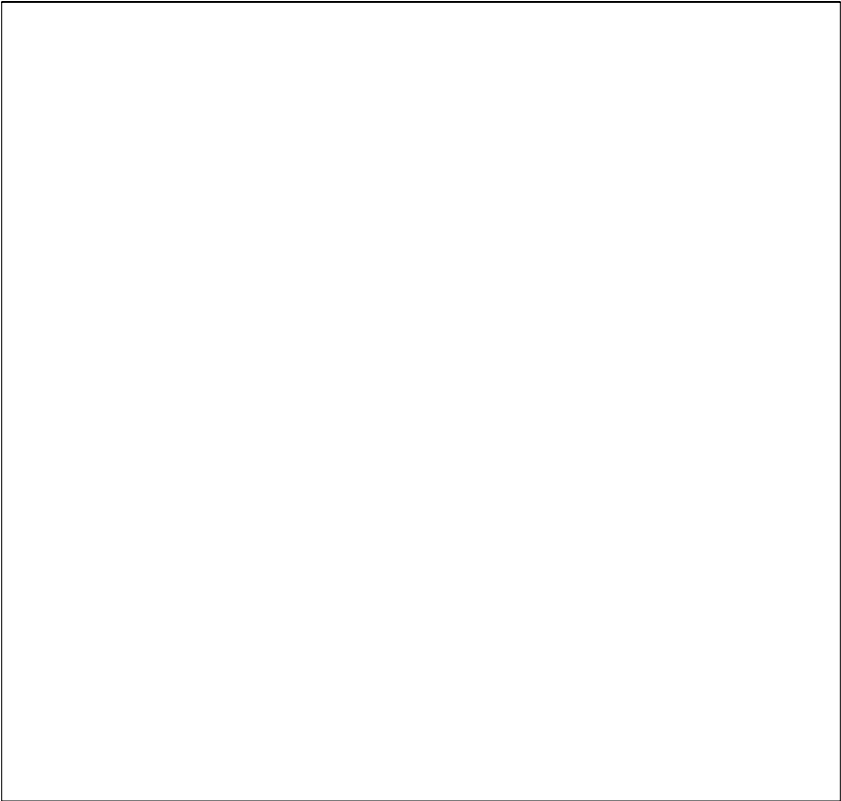




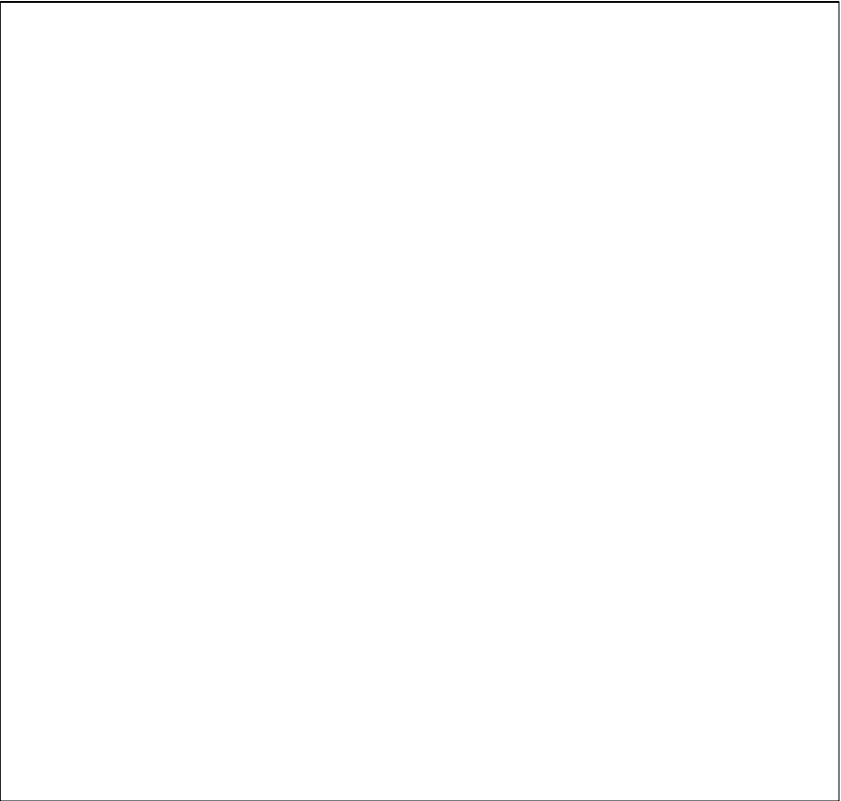
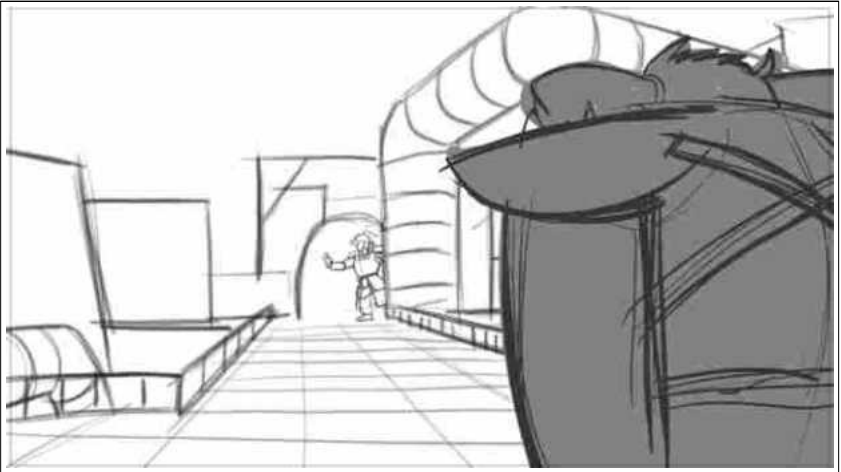
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 43    | 03:12    | 4     | 00:16    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 43    | 03:12    | 5     | 00:23    |

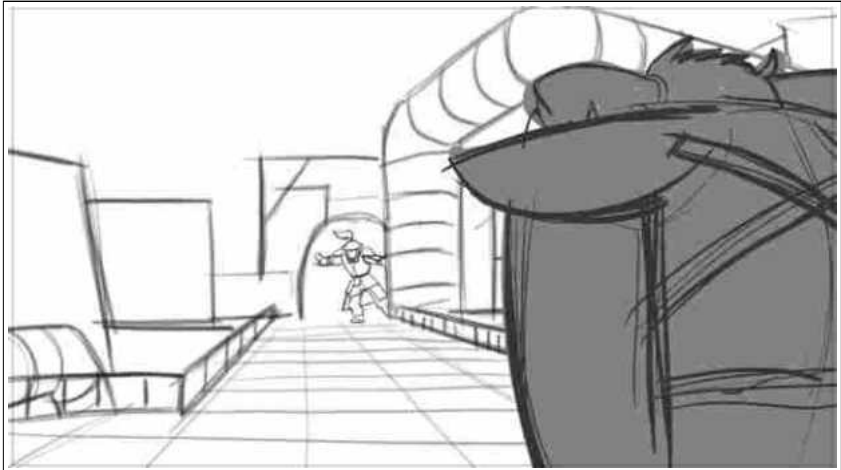


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 44    | 03:20    | 1     | 00:12    |

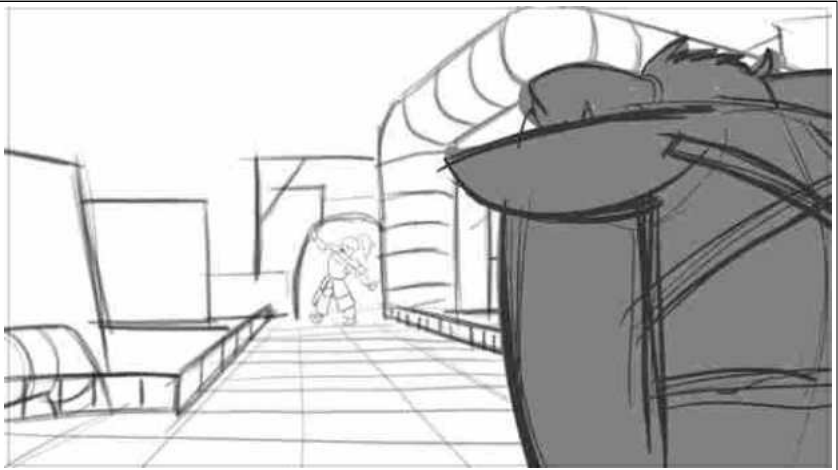




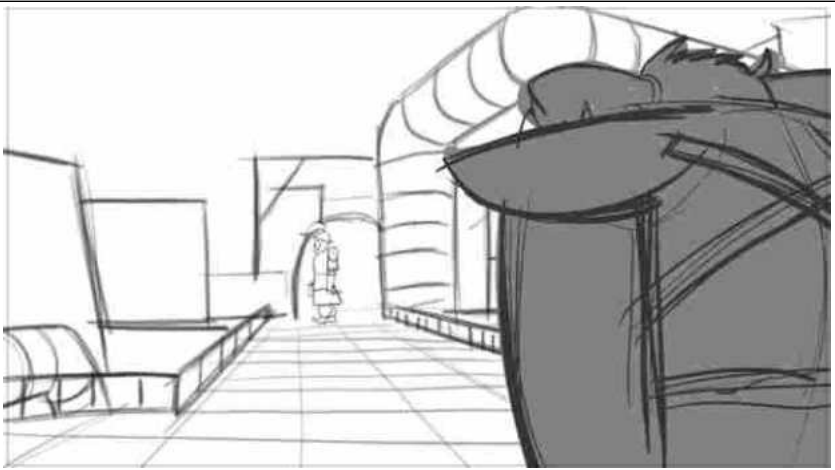
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 44    | 03:20    | 2     | 00:13    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 44    | 03:20    | 3     | 00:10    |

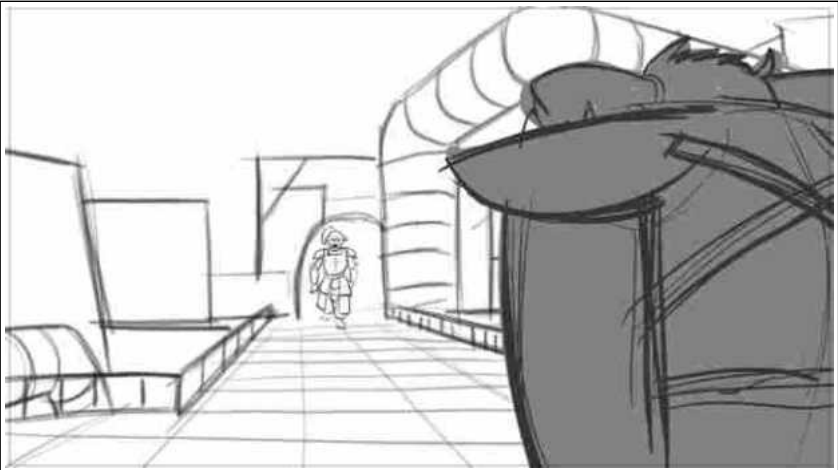


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 44    | 03:20    | 4     | 00:10    |

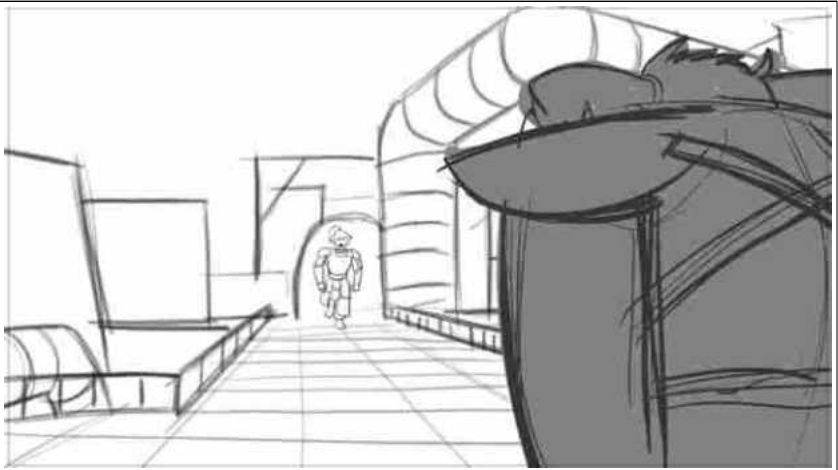




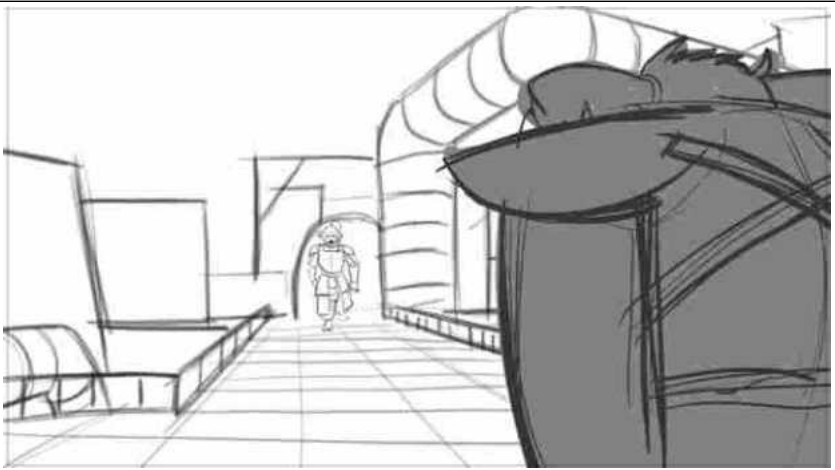
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 44    | 03:20    | 5     | 00:10    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 44    | 03:20    | 6     | 00:10    |

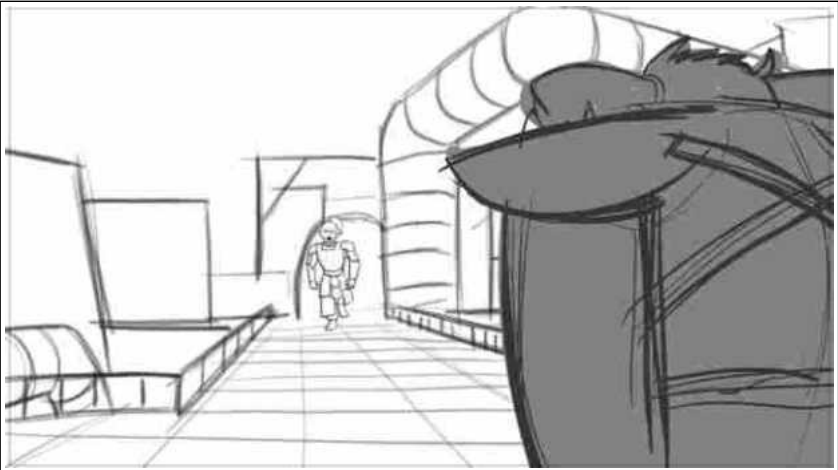


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 44    | 03:20    | 7     | 00:10    |

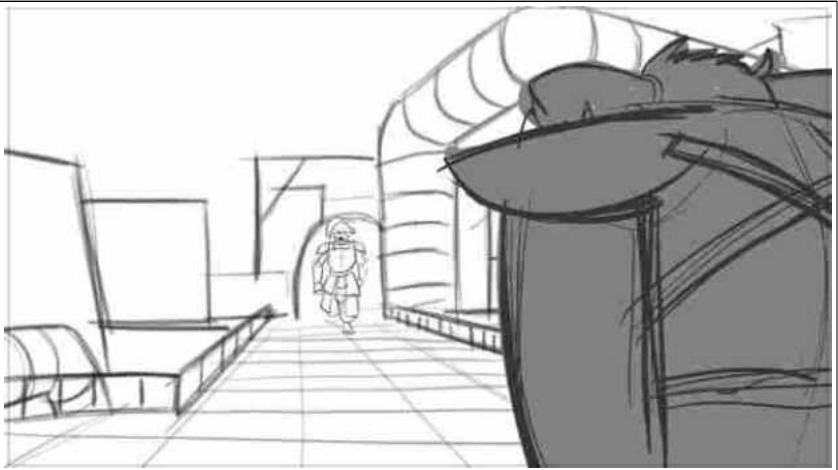




| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 44    | 03:20    | 8     | 00:10    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 44    | 03:20    | 9     | 00:10    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 45    | 03:20    | 1     | 00:24    |



**Dialog**  
40 GUARD  
  
Aaa!

**Action Notes**  
The guard at the gate looks up in fear.



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 45    | 03:20    | 2     | 02:21    |



**Dialog**  
40 GUARD (contd)

That knight is so big and fierce!

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 46    | 06:08    | 1     | 00:24    |



**Dialog**  
41 DA-MING

That's it! Look at the guard cower! He'll run off and we'll be on the throne in no time fast.

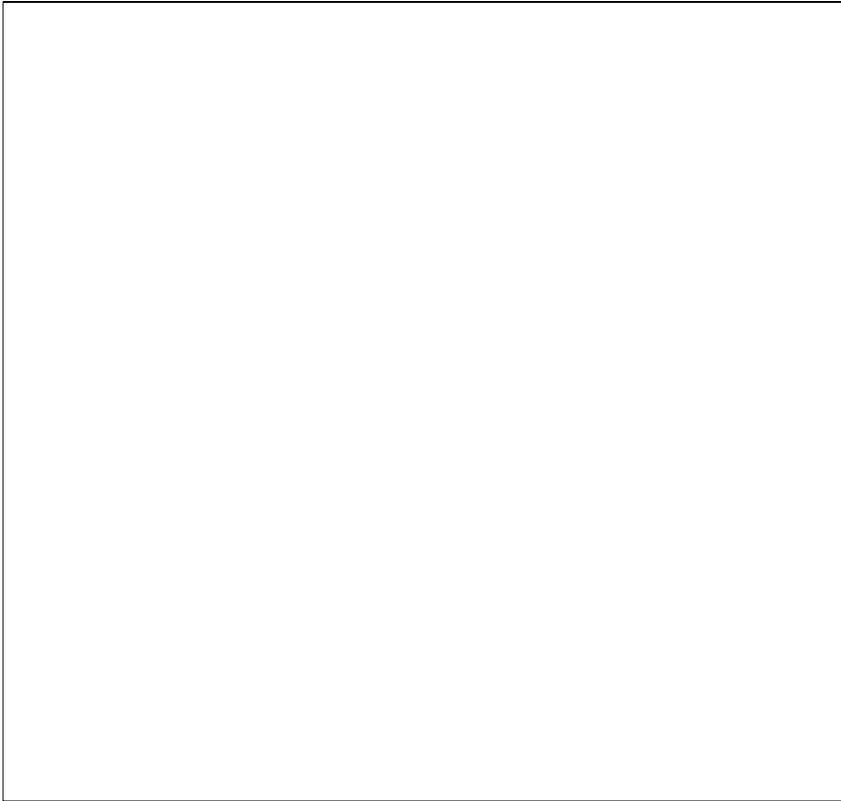
**Action Notes**  
Close on the "Fierce Warrior".  
Pan BG

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 46    | 06:08    | 2     | 01:01    |

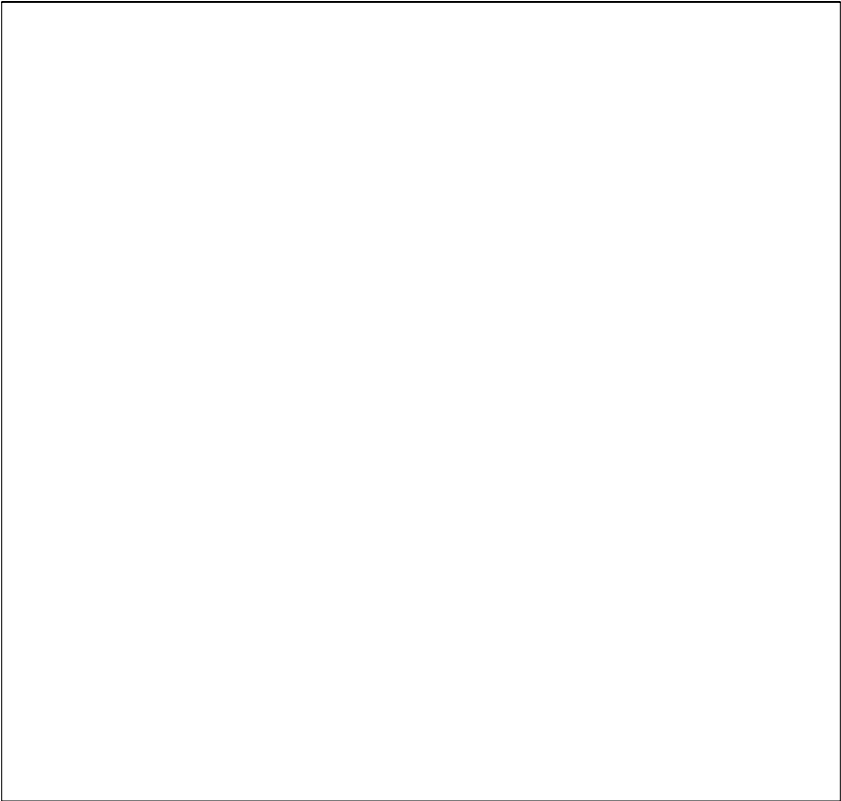




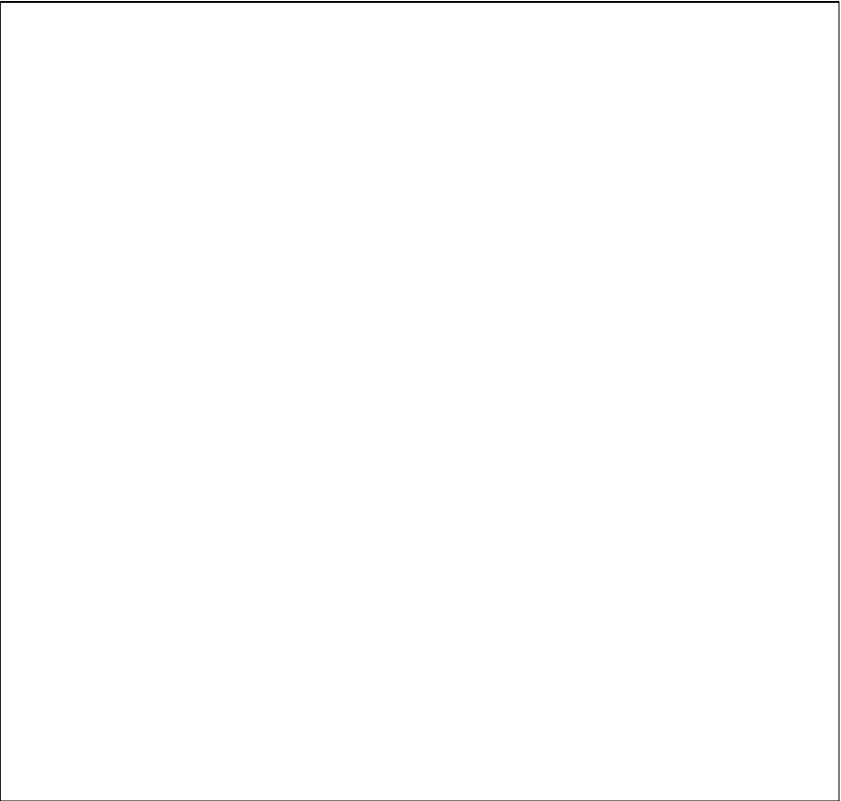
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 46    | 06:08    | 3     | 00:22    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 46    | 06:08    | 4     | 01:01    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 46    | 06:08    | 5     | 00:22    |





| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 46    | 06:08    | 6     | 00:21    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 46    | 06:08    | 7     | 00:17    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 47    | 02:16    | 1     | 02:16    |



**Dialog**  
42 MUNGO  
  
Huh? Did he say "fast?"

**Action Notes**  
Close on Mungo. Add Up/Down movement.



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 48    | 03:17    | 1     | 00:09    |

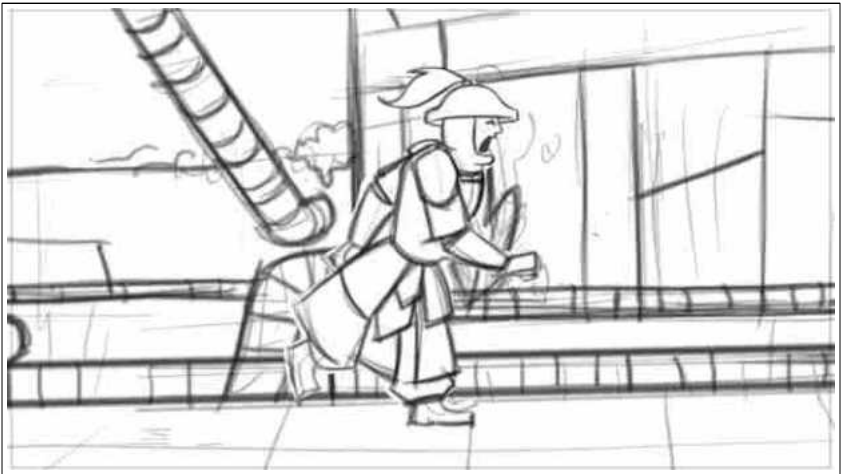


**Dialog**  
ff43 DA-MING

Mungo! Don't! Stop!

**Action Notes**  
Mungo starts running as fast as he can for the castle.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 48    | 03:17    | 2     | 00:08    |

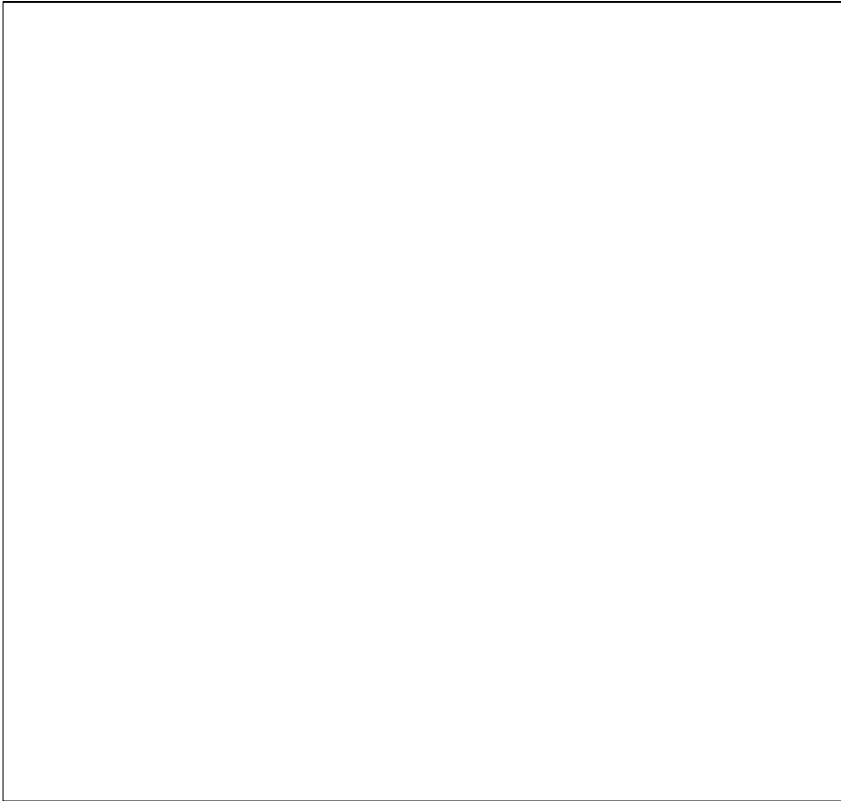
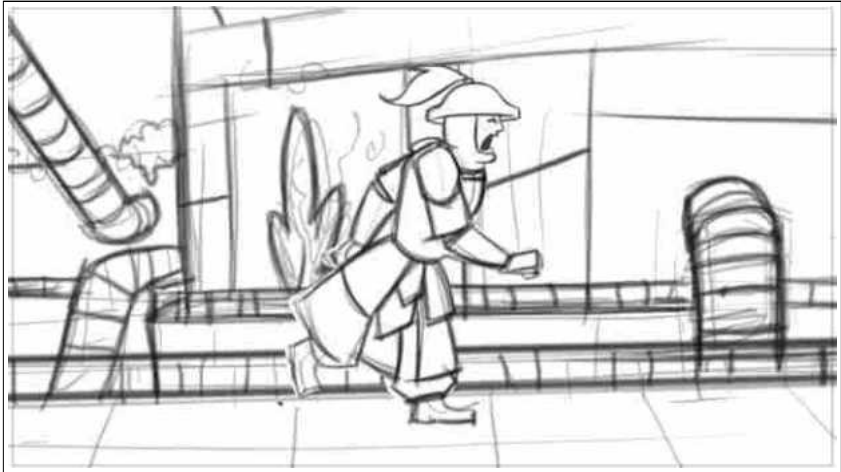


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 48    | 03:17    | 3     | 00:09    |

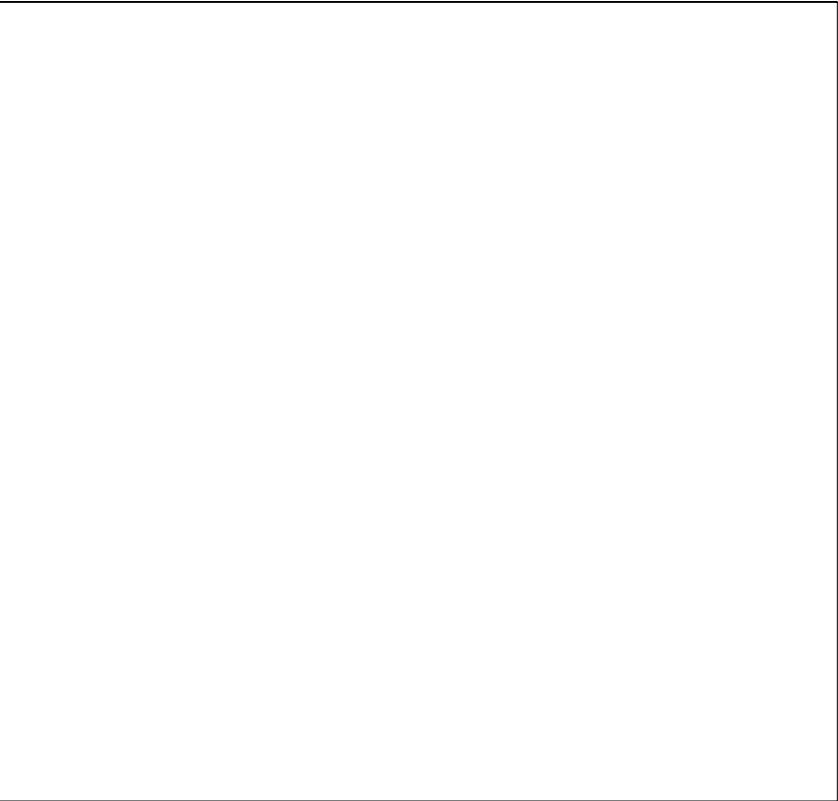




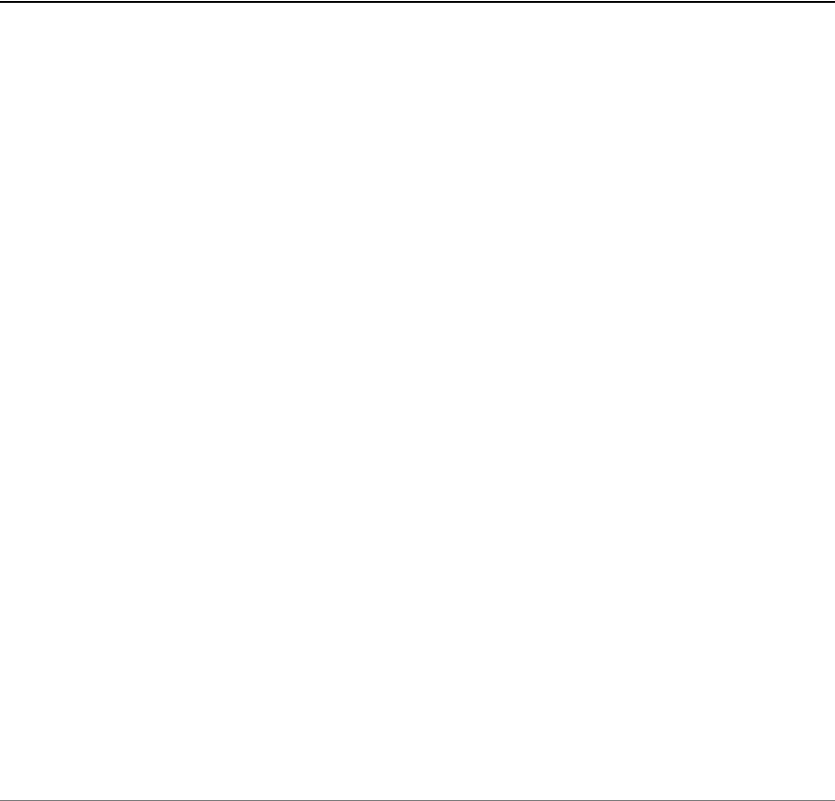
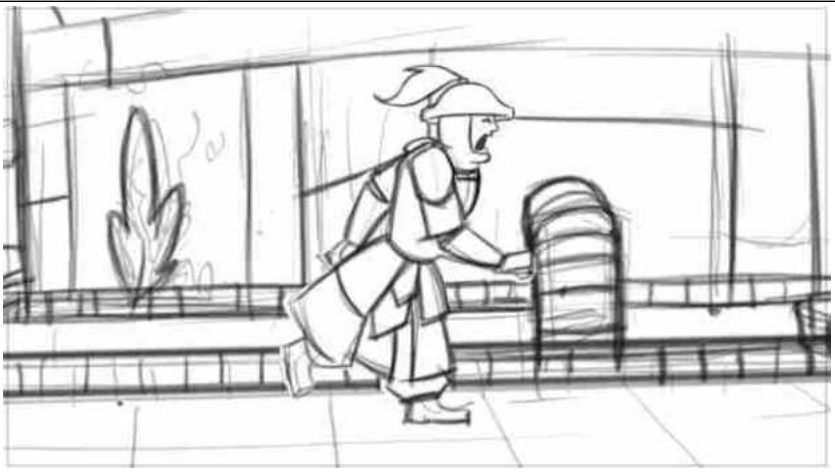
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 48    | 03:17    | 4     | 00:08    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 48    | 03:17    | 5     | 00:09    |

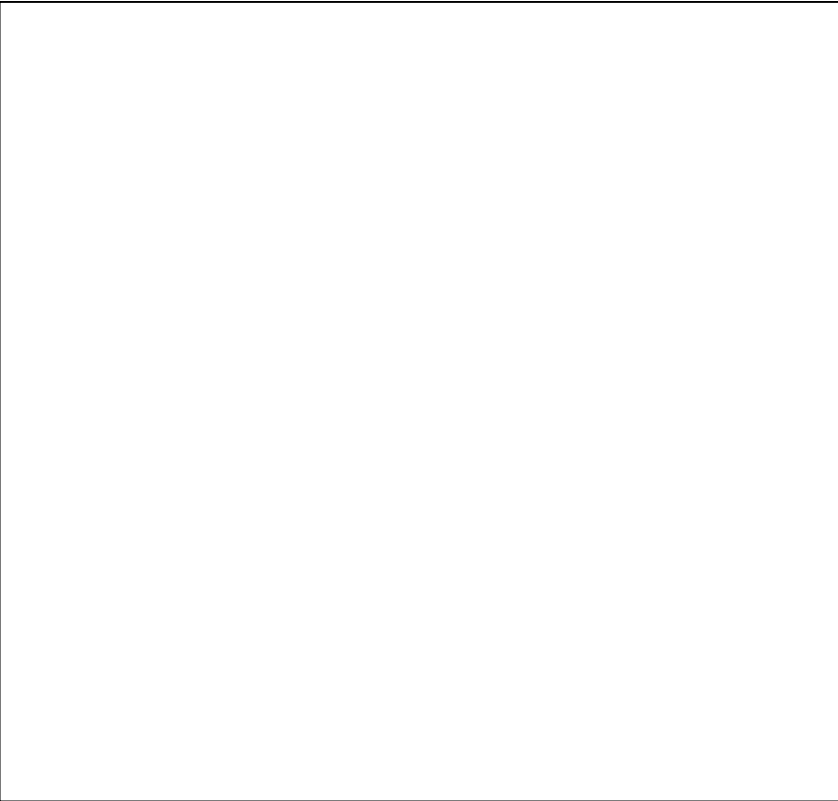
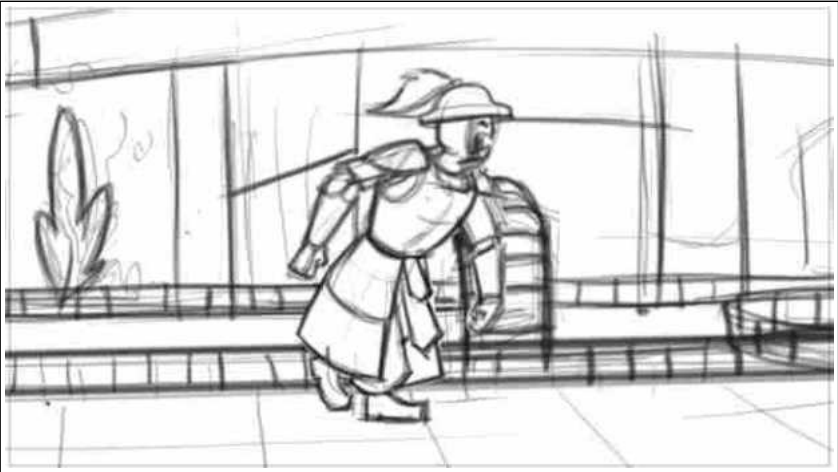


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 48    | 03:17    | 6     | 00:09    |

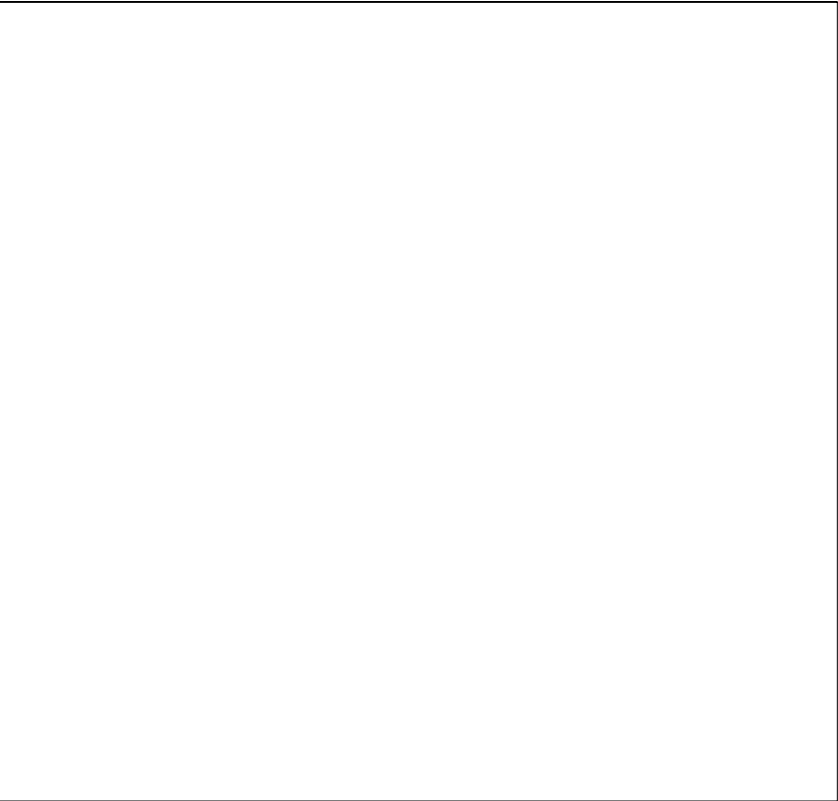
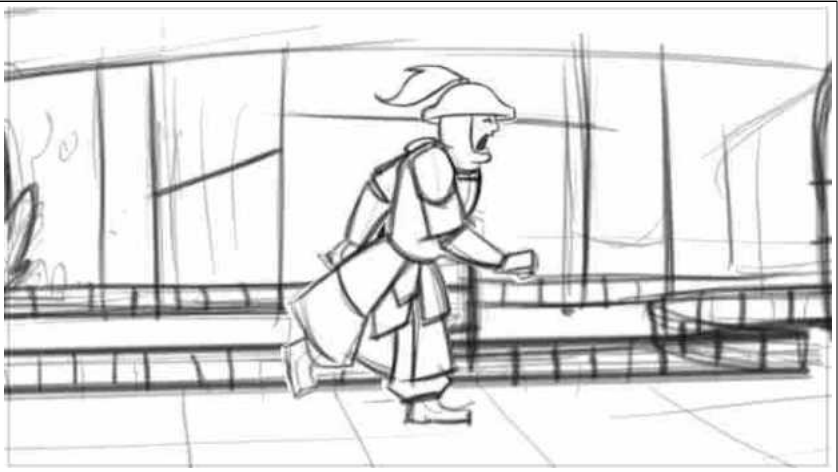




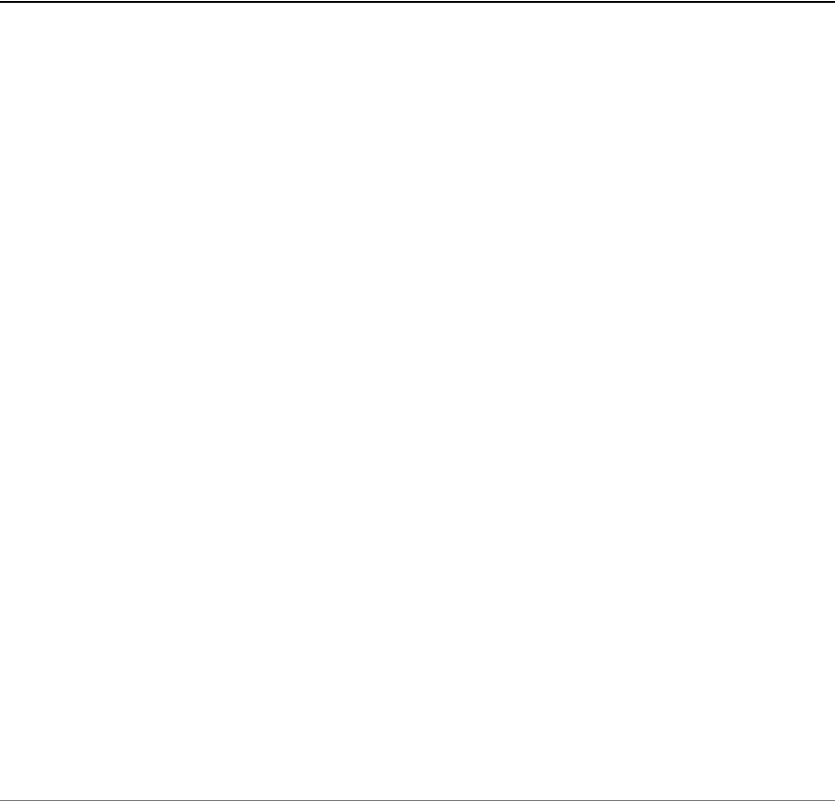
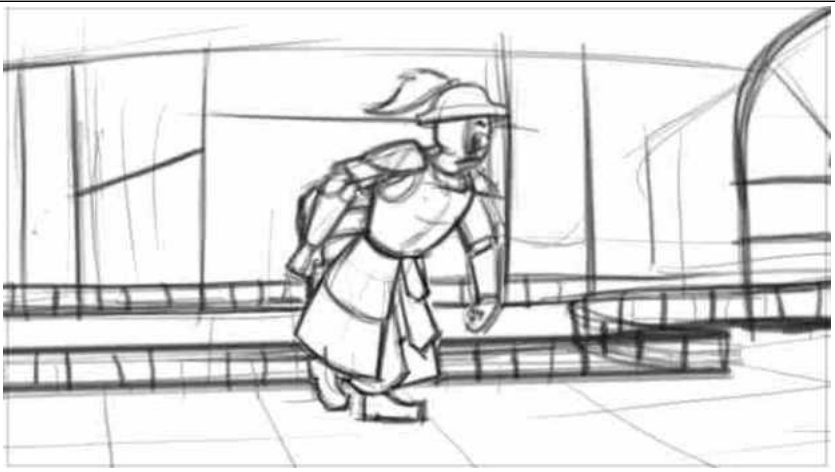
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 48    | 03:17    | 7     | 00:08    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 48    | 03:17    | 8     | 00:08    |

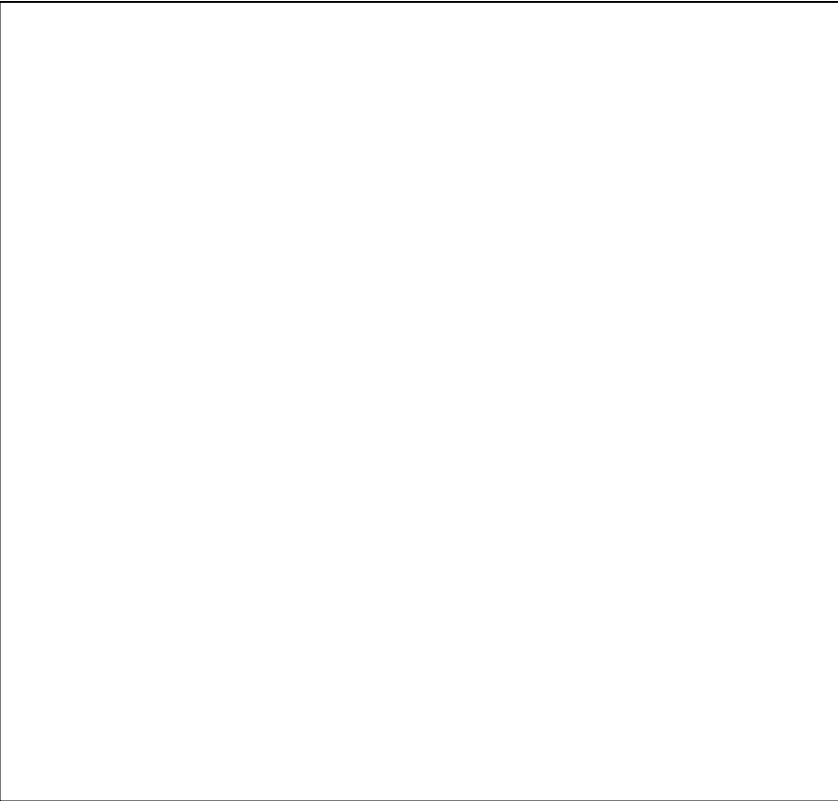
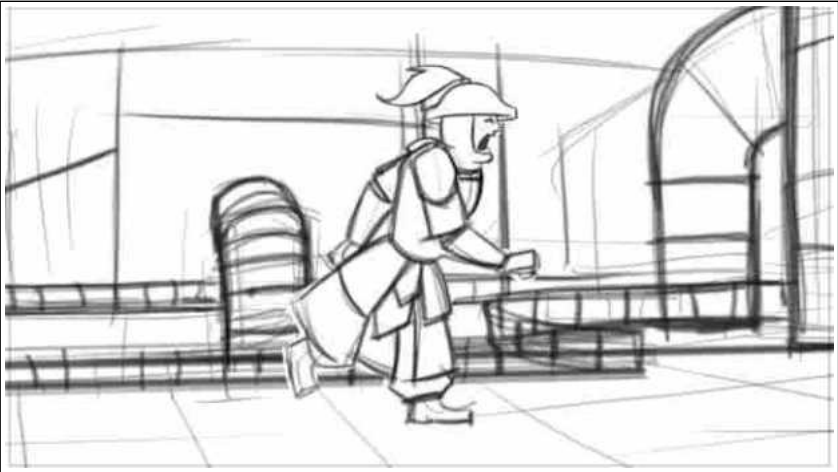


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 48    | 03:17    | 9     | 00:08    |

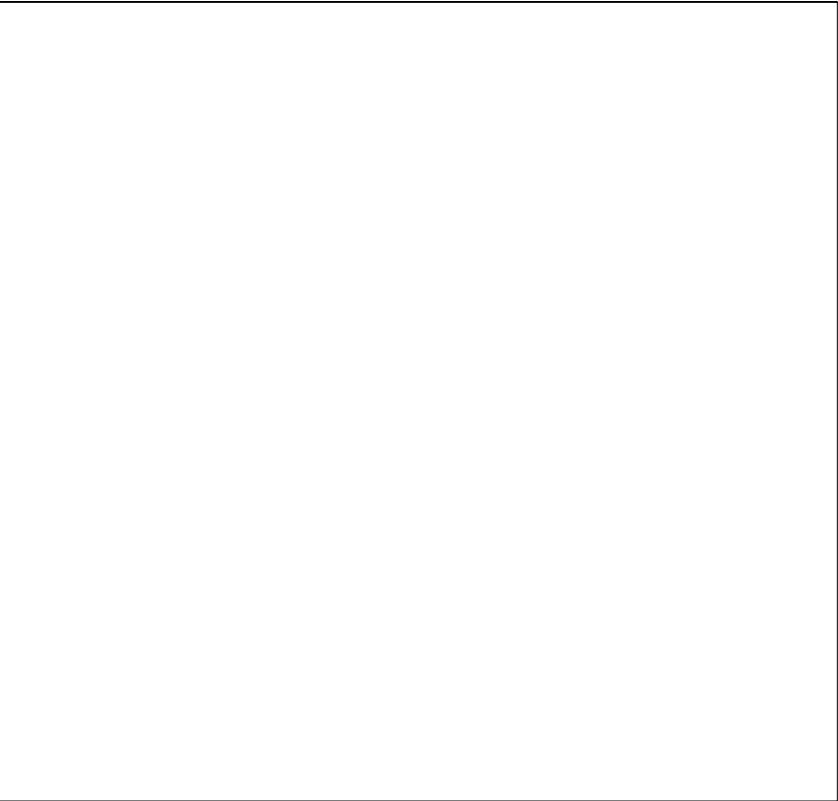




| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 48    | 03:17    | 10    | 00:08    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 48    | 03:17    | 11    | 00:08    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 49    | 04:04    | 1     | 01:19    |



**Dialog**  
Close on KEM

**Action Notes**  
44 BIG KEM  
  
Hey, Mungo?



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 49    | 04:04    | 2     | 02:10    |

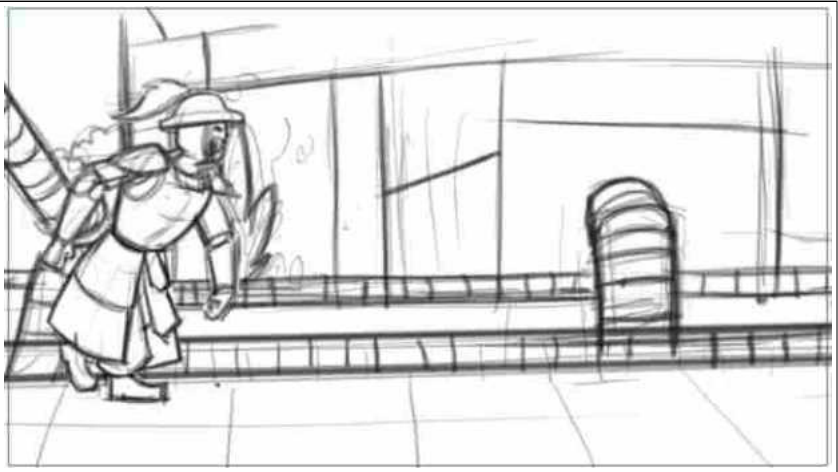


**Dialog**  
45 MUNGO

Aye-aye! "Don't stop!" <running efforts>

**Action Notes**  
Angle on Mungo.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 50    | 03:20    | 1     | 00:08    |



**Dialog**  
47A MUNGO

<Running, impact, then woozy efforts>

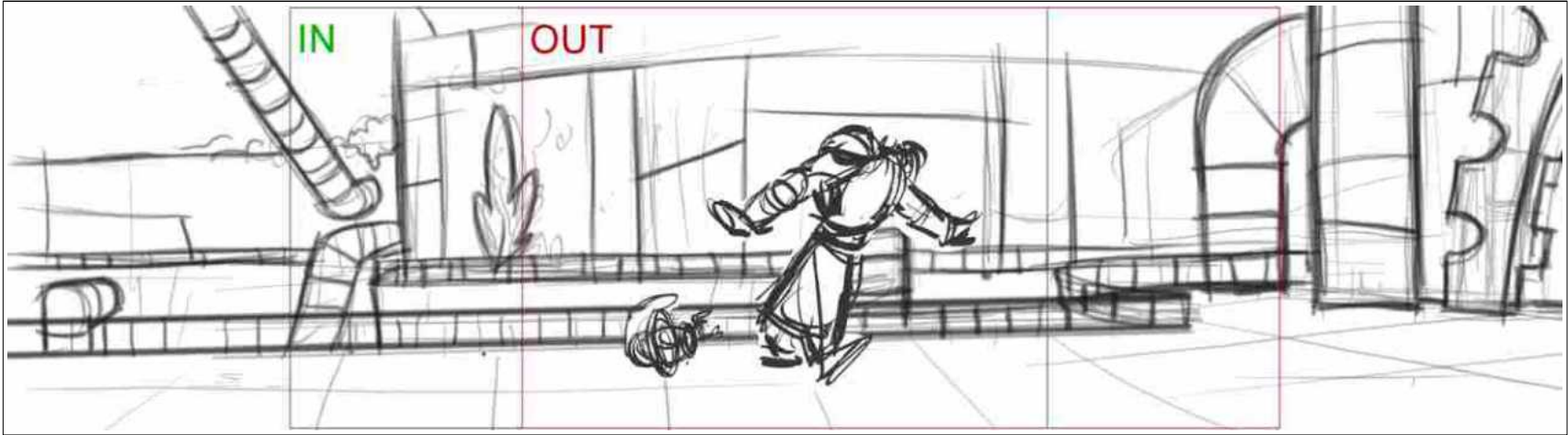
**Action Notes**  
Wide on scene as the entire suit of armor starts to wobble.  
Pan BG.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 50    | 03:20    | 2     | 00:08    |

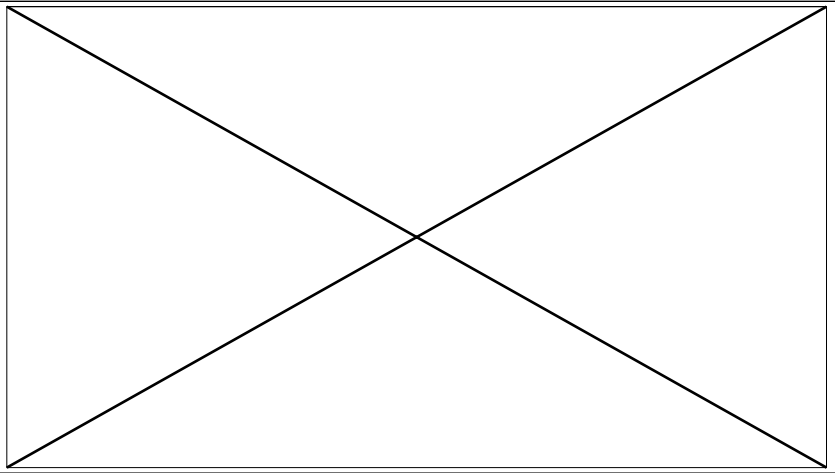




|       |          |       |          |
|-------|----------|-------|----------|
| Scene | Duration | Panel | Duration |
| 50    | 03:20    | 3     | 00:08    |



NO PANEL

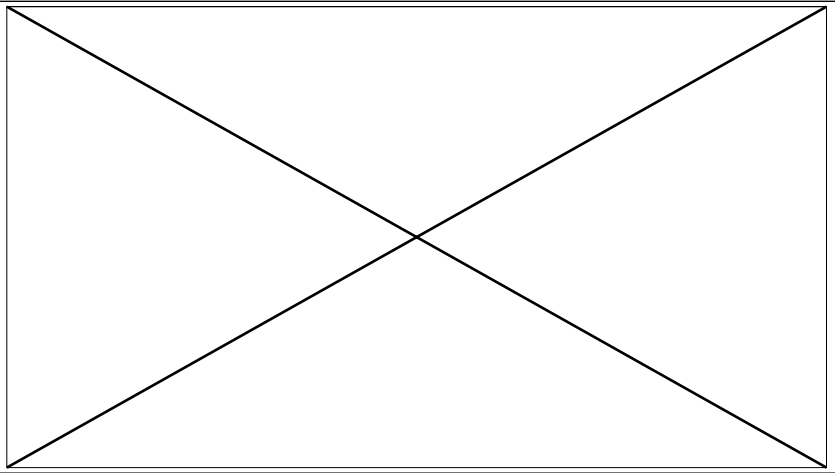




|       |          |       |          |
|-------|----------|-------|----------|
| Scene | Duration | Panel | Duration |
| 50    | 03:20    | 4     | 00:06    |

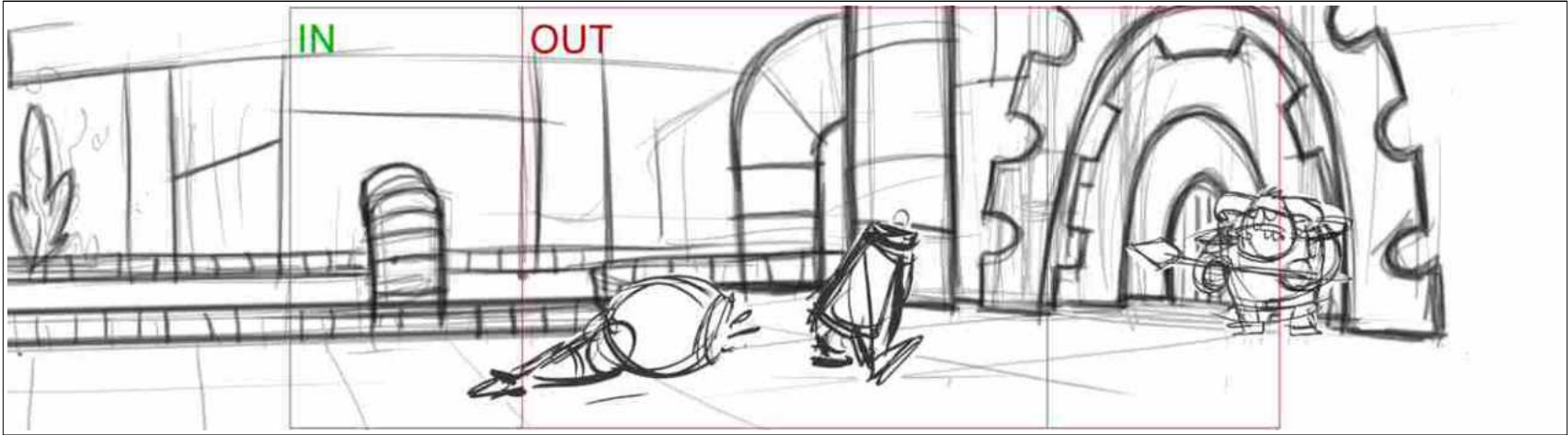


NO PANEL

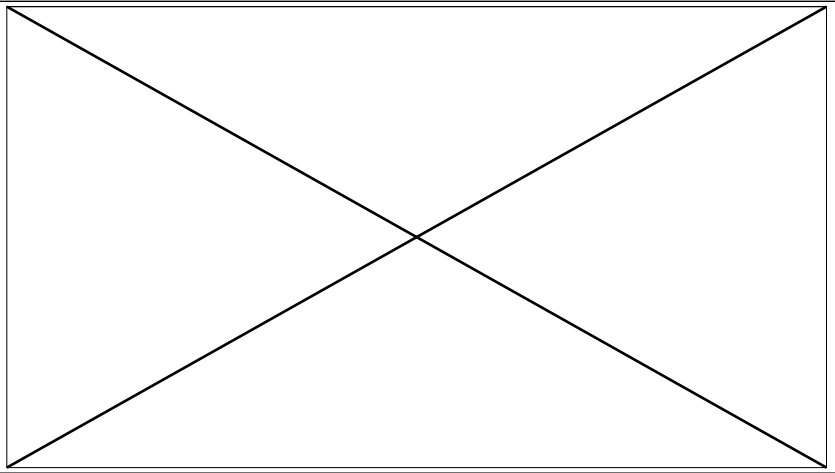




|       |          |       |          |
|-------|----------|-------|----------|
| Scene | Duration | Panel | Duration |
| 50    | 03:20    | 5     | 00:08    |

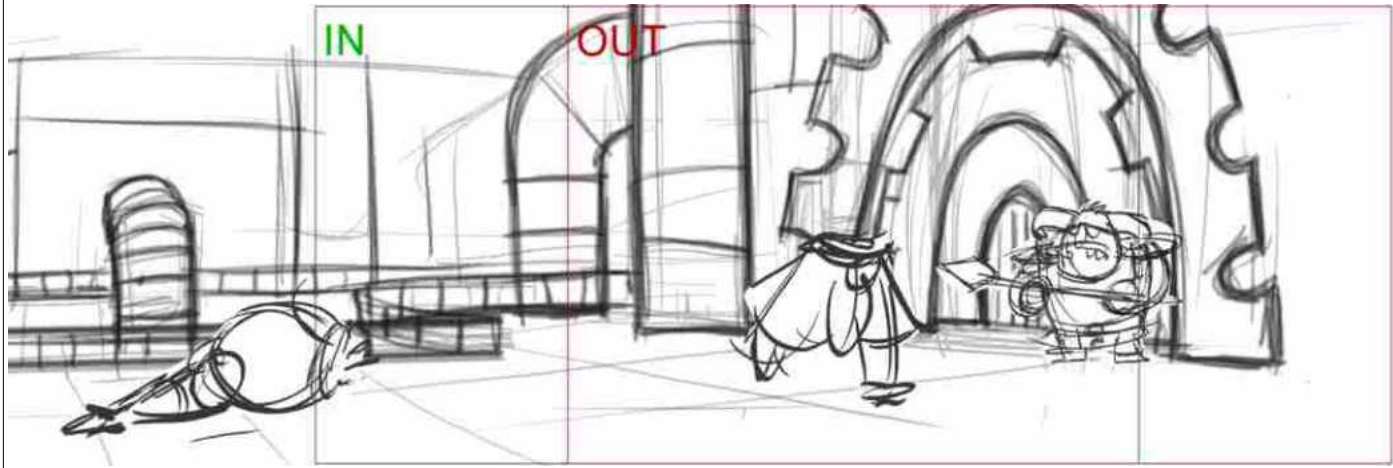


NO PANEL

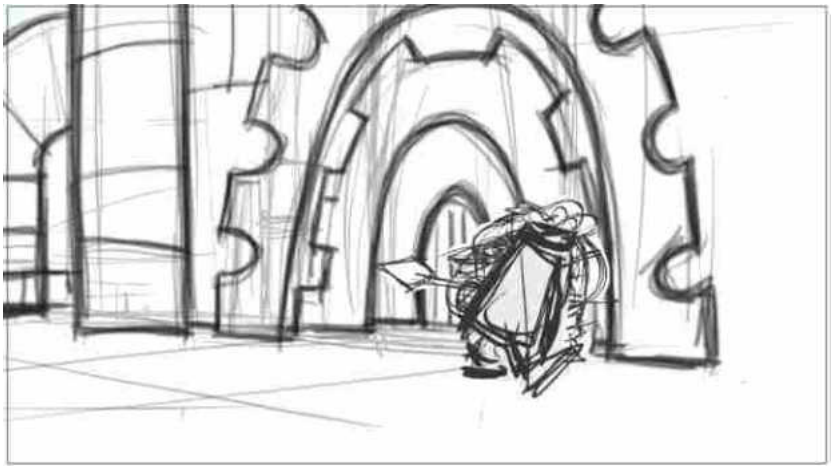




| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 50    | 03:20    | 6     | 00:08    |

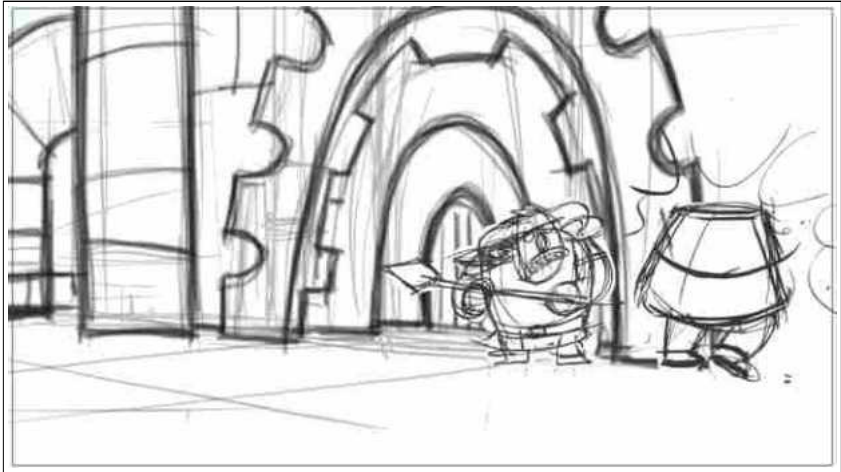


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 50    | 03:20    | 7     | 00:08    |





| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 50    | 03:20    | 8     | 00:08    |

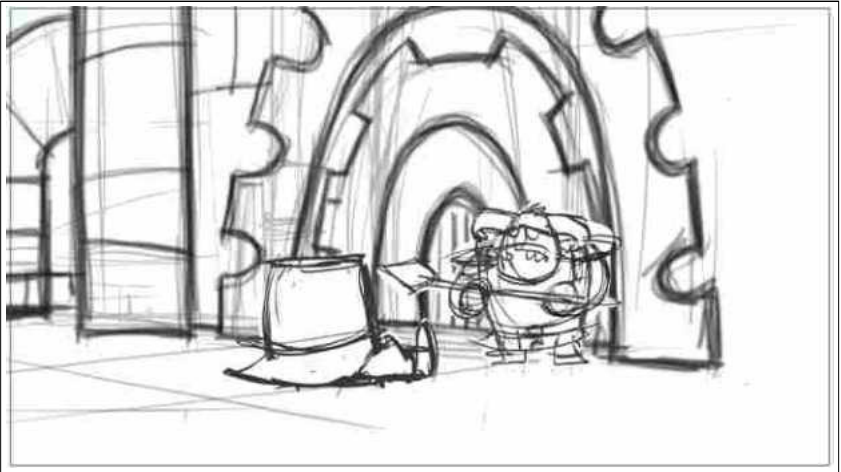


**Action Notes**  
Mungo smashes into the wall.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 50    | 03:20    | 9     | 00:10    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 50    | 03:20    | 10    | 00:23    |





| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 51    | 06:02    | 1     | 00:20    |



**Action Notes**  
Angle OTS the guard on the bottom half of the suit of armor.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 51    | 06:02    | 2     | 00:19    |



**Action Notes**  
Mungo peeks out of the suit.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 51    | 06:02    | 3     | 00:10    |





| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 51    | 06:02    | 4     | 00:19    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 51    | 06:02    | 5     | 03:09    |



**Dialog**  
48 MUNGO (CONT'D)  
  
Hey, you didn't happen to see the rest of my body, did you?

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 52    | 03:21    | 1     | 00:18    |



**Action Notes**  
Angle on the guard



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 52    | 03:21    | 2     | 00:22    |



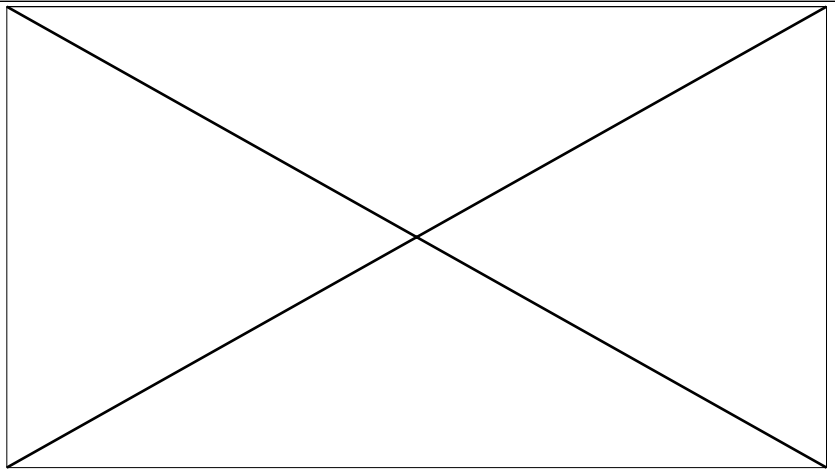
**Dialog**  
49 GUARD

Uh, nope. Haven't seen it.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 52    | 03:21    | 3     | 02:06    |

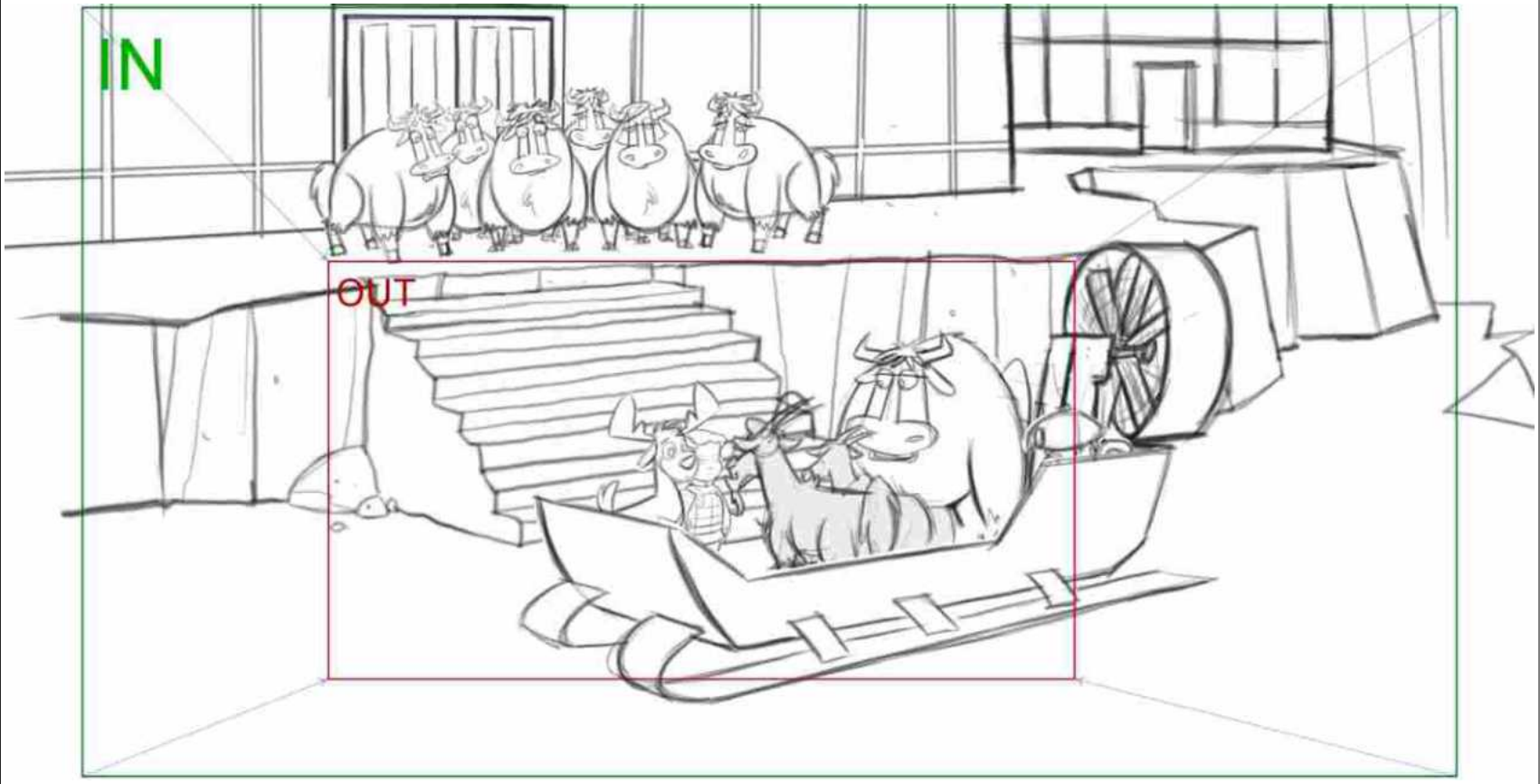


NO PANEL





| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 53    | 05:01    | 1     | 05:01    |



Action Notes

EXT. GOAT TEMPLE - DAY

Outside the Goat Temple, Master Ven and Madame Ven help Valt, Cobalt, and Tao to join them on a large sled with a strange steamboat-like paddlewheel in the back. The six yaks, led by Yonk and Yike, stand at attention by the Temple entrance, remaining to guard it.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 54    | 03:05    | 1     | 03:05    |



Dialog

50 MASTER VEN

There is a place in the mountains we will take you.  
It may hold the answers you're seeking.



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 56    | 05:22    | 1     | 03:10    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 56    | 05:22    | 2     | 01:01    |

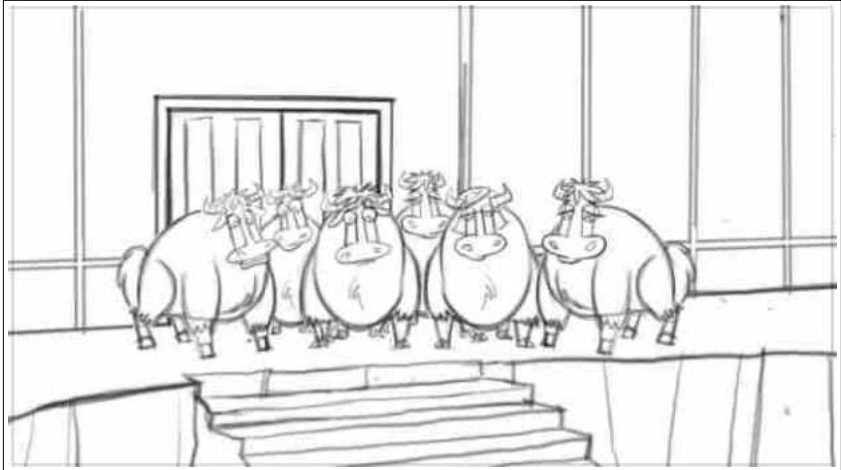


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 56    | 05:22    | 3     | 01:11    |





| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 57    | 08:05    | 1     | 01:03    |



**Dialog**  
52 YAK BROS

Yes, Master Yark!

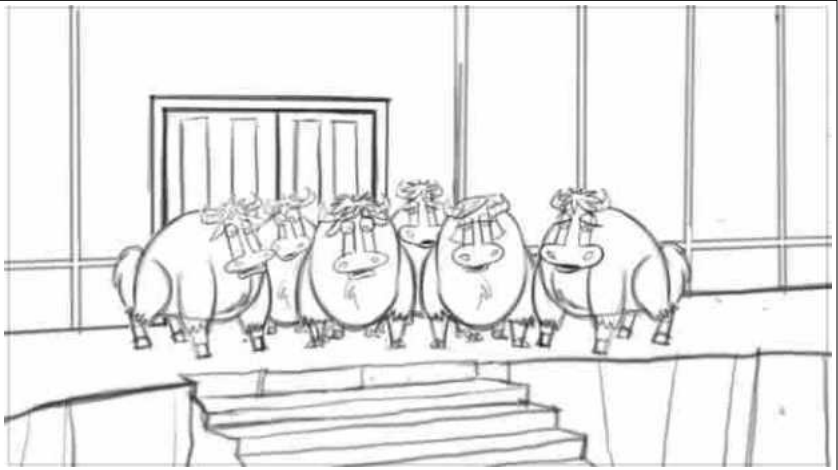
**Action Notes**  
Angle on the brothers

Then they give each other side glances as they agree:

53 YAK BROS (CONT'D)

<AGREEABLE WALLAH> Think first. Right. Got it. No worries. Still hungry though.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 57    | 08:05    | 2     | 01:03    |

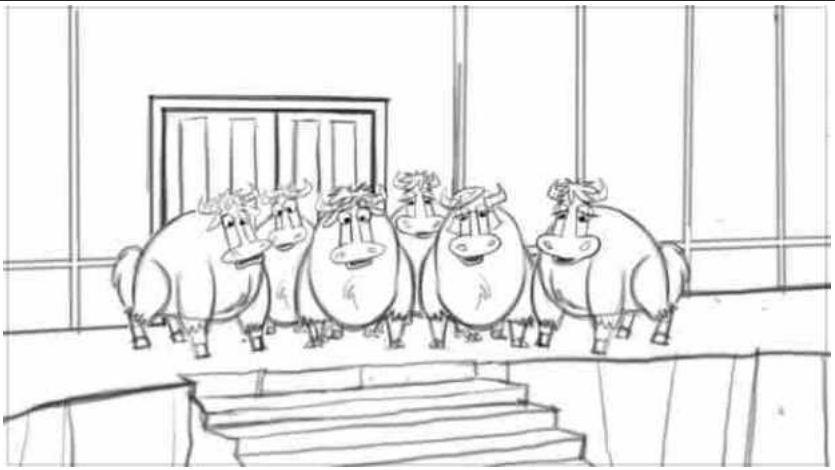


**Dialog**  
53 YAK BROS (CONT'D)

<AGREEABLE WALLAH> Think first. Right. Got it. No worries. Still hungry though.

**Action Notes**  
Then they give each other side glances as they agree:

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 57    | 08:05    | 3     | 01:03    |



**Dialog**  
52 YAK BROS

Yes, Master Yark!

**Action Notes**  
Angle on the brothers

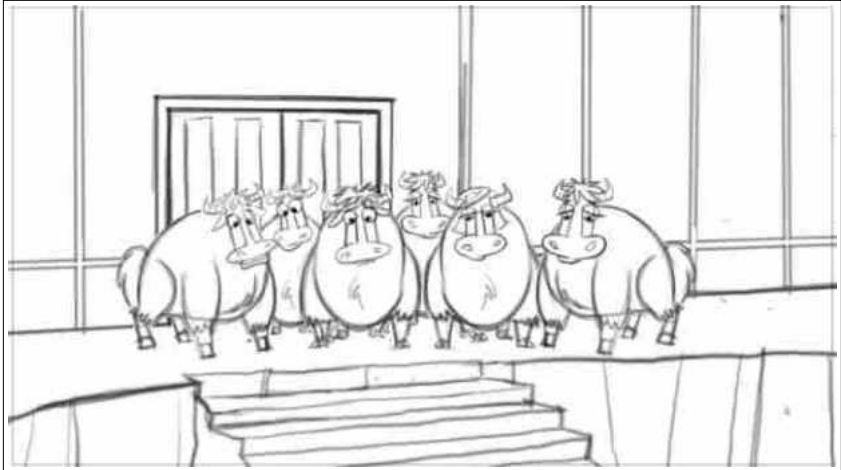
Then they give each other side glances as they agree:

53 YAK BROS (CONT'D)

<AGREEABLE WALLAH> Think first. Right. Got it. No worries. Still hungry though.



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 57    | 08:05    | 4     | 01:03    |



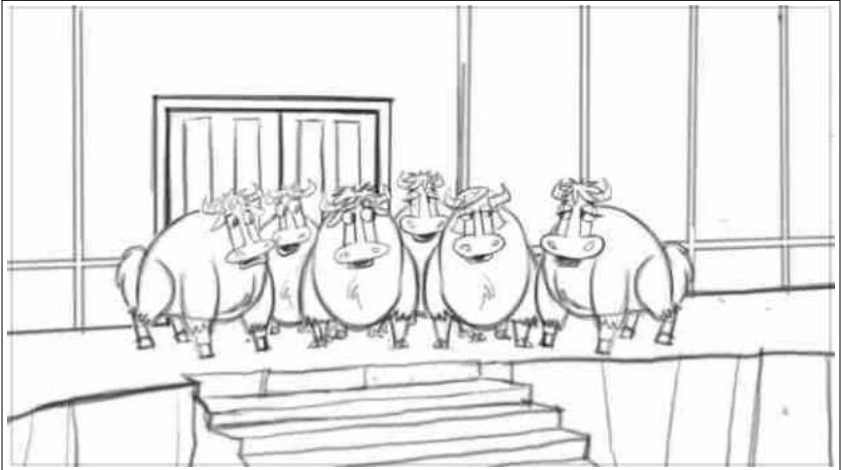
**Dialog**  
52 YAK BROS

Yes, Master Yark!

**Action Notes**  
Angle on the brothers

Then they give each other side glances as they agree:

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 57    | 08:05    | 5     | 01:04    |



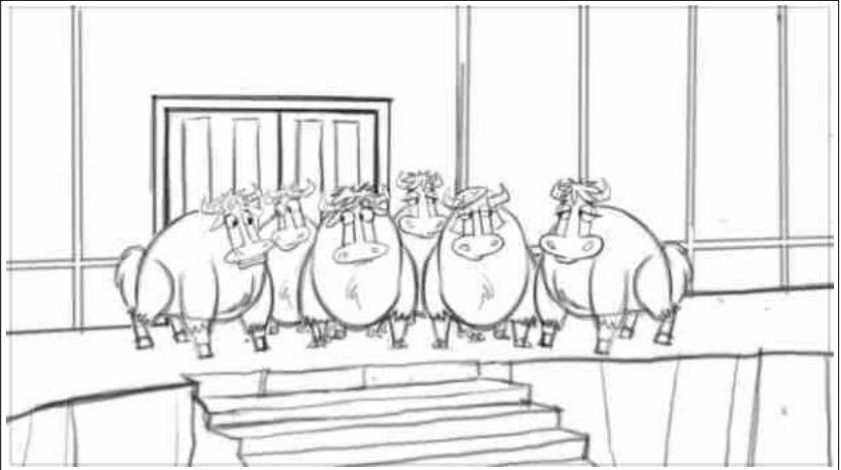
**Dialog**  
52 YAK BROS

Yes, Master Yark!

**Action Notes**  
Angle on the brothers

Then they give each other side glances as they agree:

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 57    | 08:05    | 6     | 01:09    |



**Dialog**  
52 YAK BROS

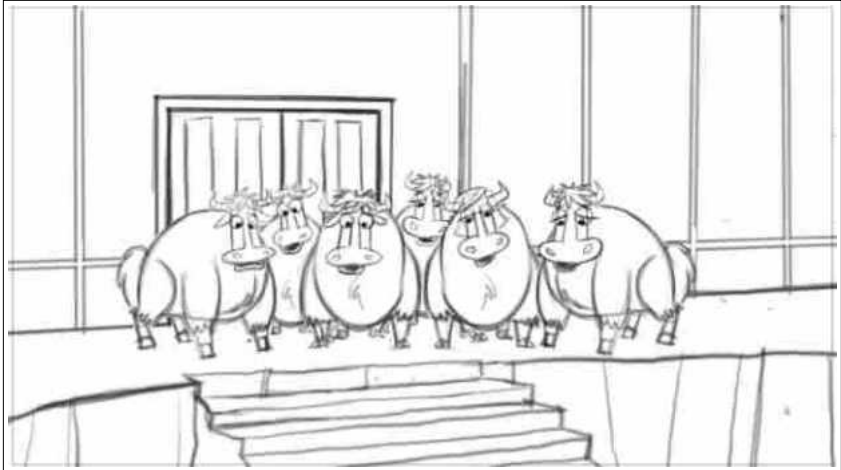
Yes, Master Yark!

**Action Notes**  
Angle on the brothers

Then they give each other side glances as they agree:



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 57    | 08:05    | 7     | 01:05    |



**Dialog**  
52 YAK BROS

Yes, Master Yark!

**Action Notes**  
Angle on the brothers

Then they give each other side glances as they agree:

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 58    | 08:10    | 1     | 01:05    |



**Dialog**  
54 COBALT

Yark? You do realize we're going uphill, right? Sleds usually just go down. How we getting up the mountains?

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 58    | 08:10    | 2     | 01:17    |



**Dialog**  
54 COBALT

Yark? You do realize we're going uphill, right? Sleds usually just go down. How we getting up the mountains?



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 58    | 08:10    | 3     | 01:08    |



**Dialog**  
54 COBALT

Yark? You do realize we're going uphill, right? Sleds usually just go down. How we getting up the mountains?

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 58    | 08:10    | 4     | 04:05    |



**Dialog**  
54 COBALT

Yark? You do realize we're going uphill, right? Sleds usually just go down. How we getting up the mountains?

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 59    | 04:22    | 1     | 02:16    |



**Dialog**  
55 YARK

(smiles)

With Yark-power! <Snorting efforts>



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 59    | 04:22    | 2     | 00:24    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 59    | 04:22    | 3     | 01:07    |

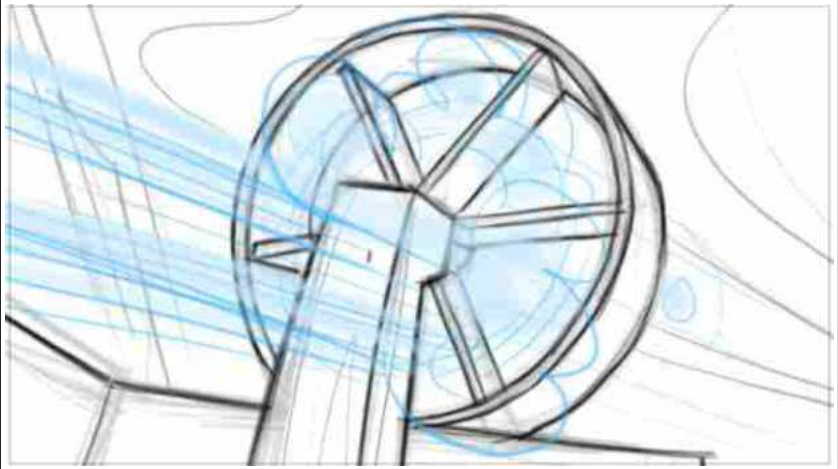


Action Notes

He blows his nose, shooting his ice steam into the back of the sled.

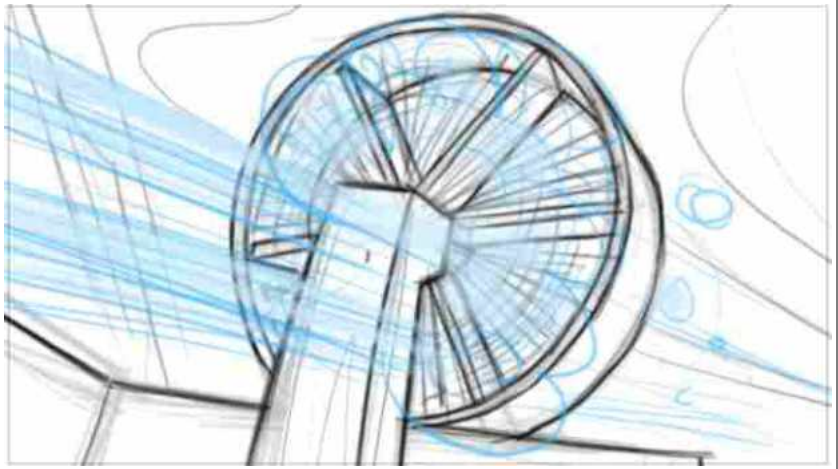


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 60    | 01:08    | 1     | 00:14    |

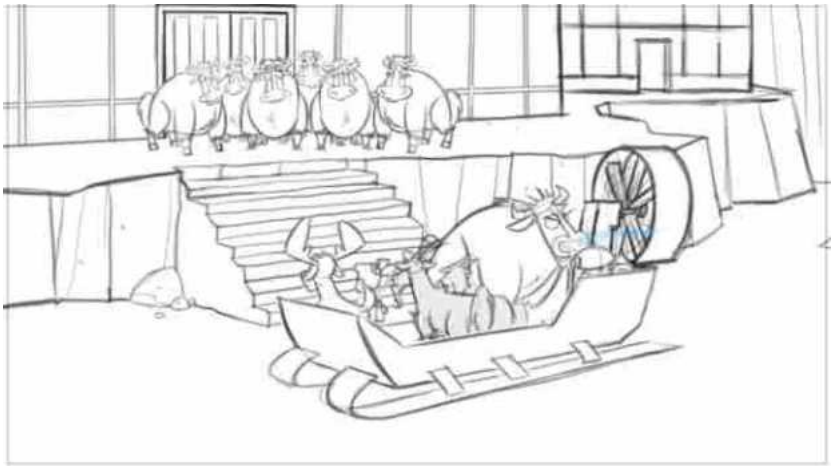


**Action Notes**  
Close on the "paddle". The steam causes the paddles in the back to start spinning rapidly -- which propels the sled forward like a jet engine!

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 60    | 01:08    | 2     | 00:19    |

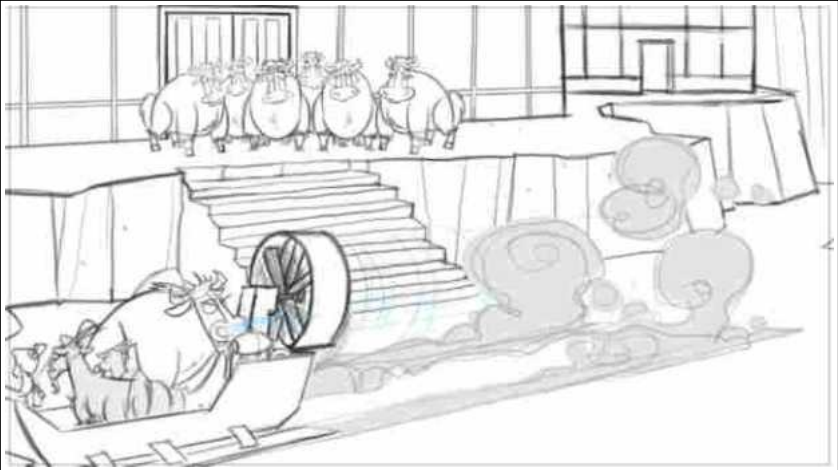


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 61    | 02:21    | 1     | 00:16    |



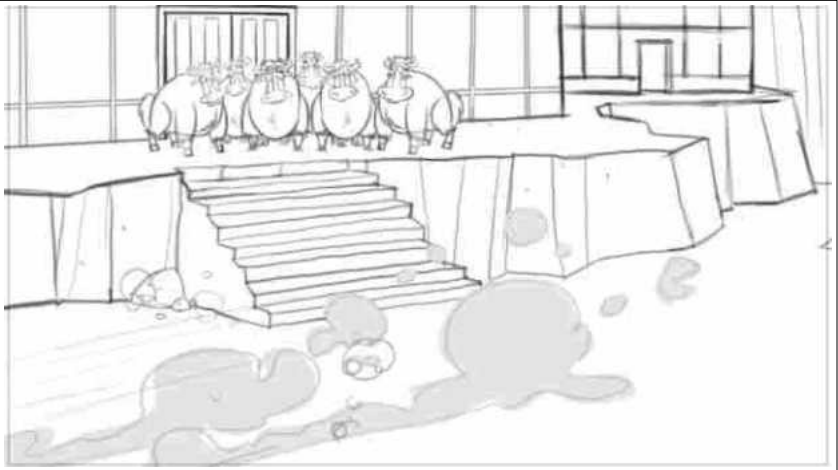


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 61    | 02:21    | 2     | 00:19    |

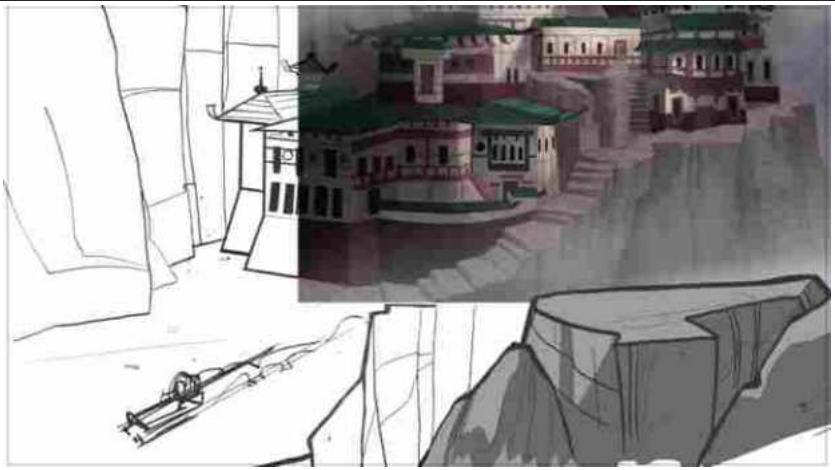


**Dialog**  
56 VALT/COBALT/TAO  
  
WHOAAAA!

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 61    | 02:21    | 3     | 01:11    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 62    | 01:17    | 1     | 00:14    |

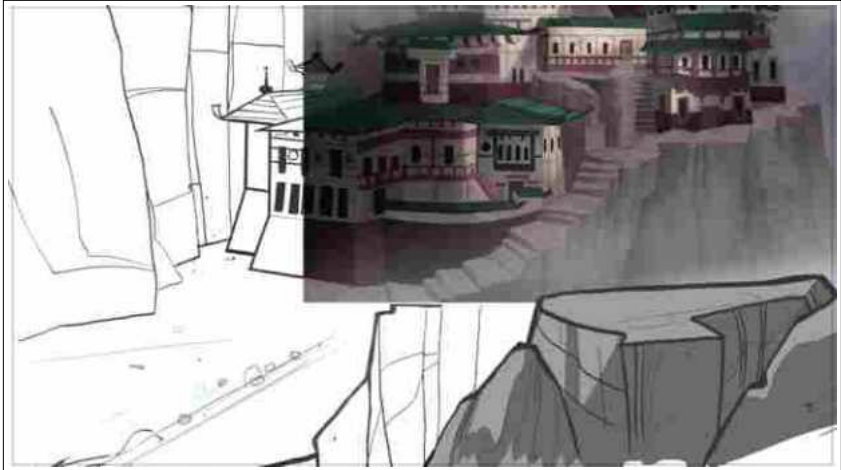


**Dialog**  
56 VALT/COBALT/TAO  
  
WHOAAAA!

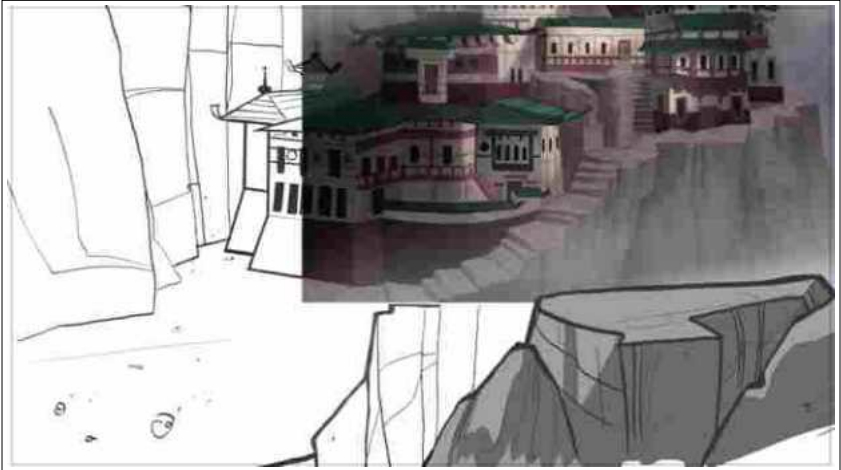
**Action Notes**  
EXT. GOAT TEMPLE - DAY  
  
The Sled zooms off.



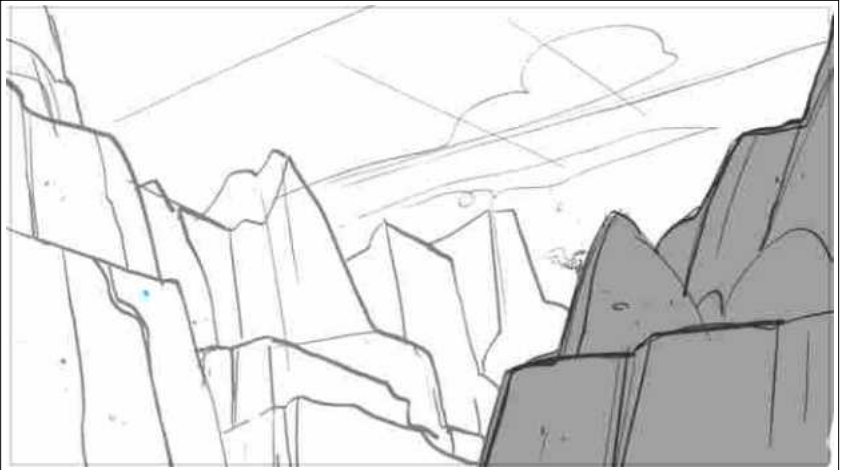
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 62    | 01:17    | 2     | 00:19    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 62    | 01:17    | 3     | 00:09    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 63    | 02:00    | 1     | 00:08    |

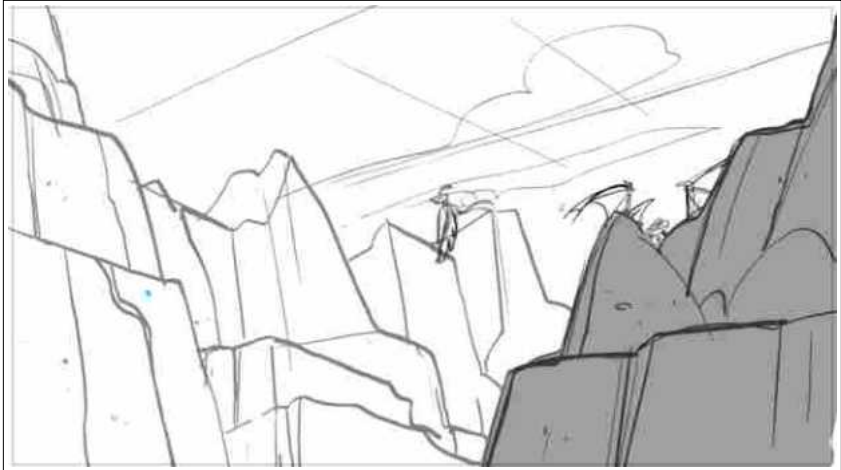


**Action Notes**  
EXT. SKY ABOVE GOAT TEMPLE - DAY

Sia leads Sying, on her pterodactyl, and the Ice-Dactyl as they fly towards the visible but distant Goat Temple.



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 63    | 02:00    | 2     | 00:07    |



**Action Notes**  
EXT. SKY ABOVE GOAT TEMPLE - DAY

Sia leads Sying, on her pterodactyl, and the Ice-Dactyl as they fly towards the visible but distant Goat Temple.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 63    | 02:00    | 3     | 00:07    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 63    | 02:00    | 4     | 00:07    |





| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 63    | 02:00    | 5     | 00:06    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 63    | 02:00    | 6     | 00:07    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 63    | 02:00    | 7     | 00:08    |





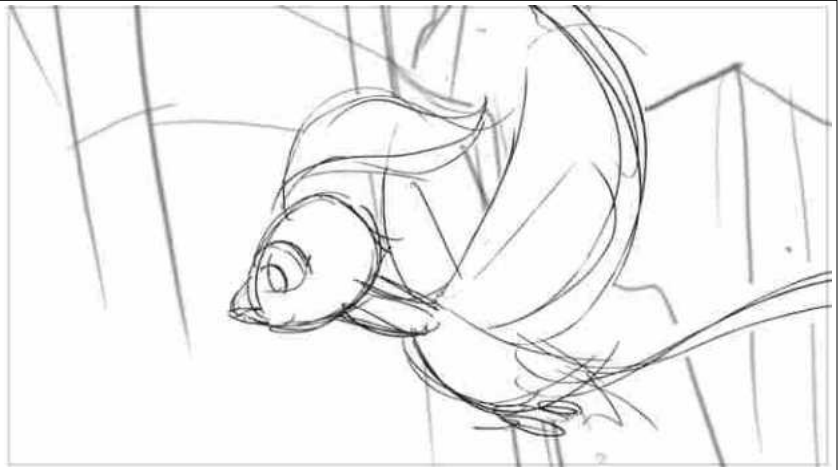
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 64    | 04:17    | 1     | 00:15    |



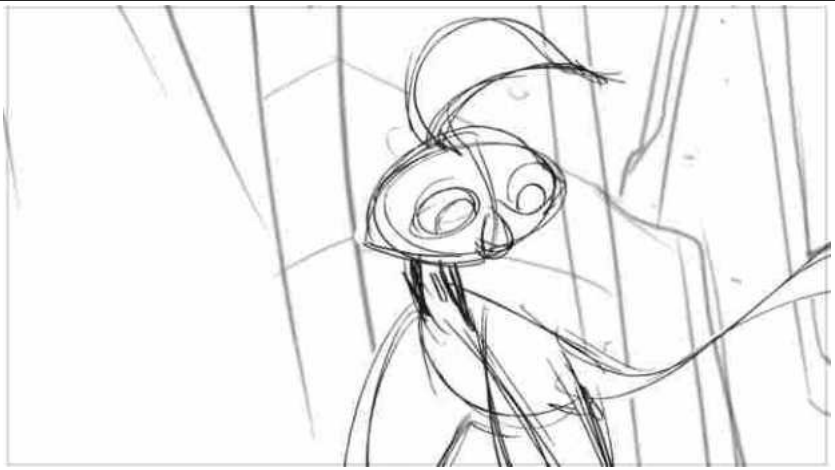
Action Notes

Close on Sia as she spots the temple.  
PAN BG

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 64    | 04:17    | 2     | 00:15    |

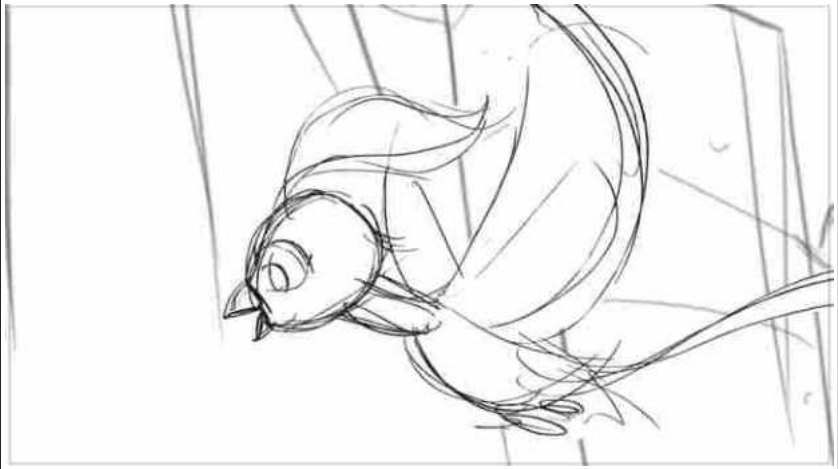


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 64    | 04:17    | 3     | 00:15    |





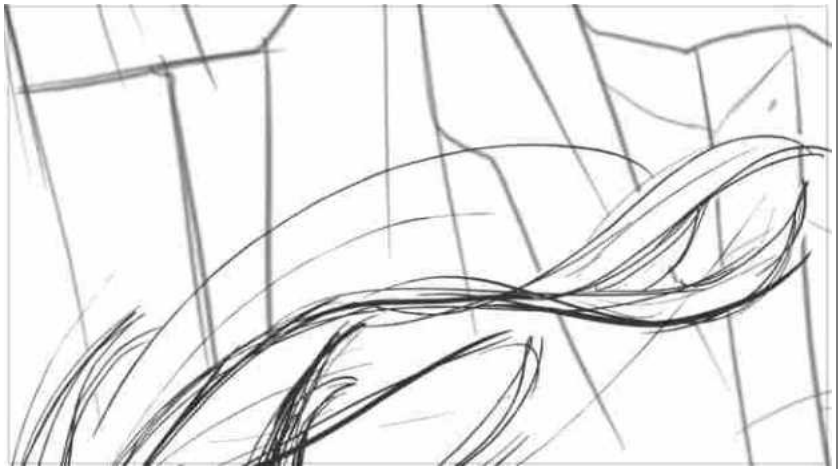
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 64    | 04:17    | 4     | 02:02    |



**Dialog**  
64 SIA  
  
There's the temple!

**Action Notes**  
Stop BG Pan

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 64    | 04:17    | 5     | 00:20    |



**Action Notes**  
Sia swoops down towards the Temple, and the dactyls follow.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 65    | 02:23    | 1     | 00:08    |



**Action Notes**  
EXT. GOAT TEMPLE - CONTINUOUS - DAY  
  
Sia, Sying and the Pterodactyls fly towards the temple.



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 65    | 02:23    | 2     | 00:10    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 65    | 02:23    | 3     | 00:10    |



**Action Notes**  
65 ICE-DACTYL  
  
<ATTACK SCREECH!>

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 65    | 02:23    | 4     | 00:12    |





| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 65    | 02:23    | 5     | 00:09    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 65    | 02:23    | 6     | 00:11    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 65    | 02:23    | 7     | 00:13    |





| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 66    | 01:06    | 1     | 01:06    |



**Action Notes**  
EXT. GOAT TEMPLE - CONTINUOUS - DAY

The six Yaks are stationed just outside the entrance. Yike looks up and proclaims:

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 67    | 03:00    | 1     | 00:09    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 67    | 03:00    | 2     | 00:09    |





| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 67    | 03:00    | 3     | 02:07    |



Dialog

66 YIKE

Look! In the sky!

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 68    | 01:22    | 1     | 00:07    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 68    | 01:22    | 2     | 00:12    |





| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 68    | 01:22    | 3     | 01:03    |

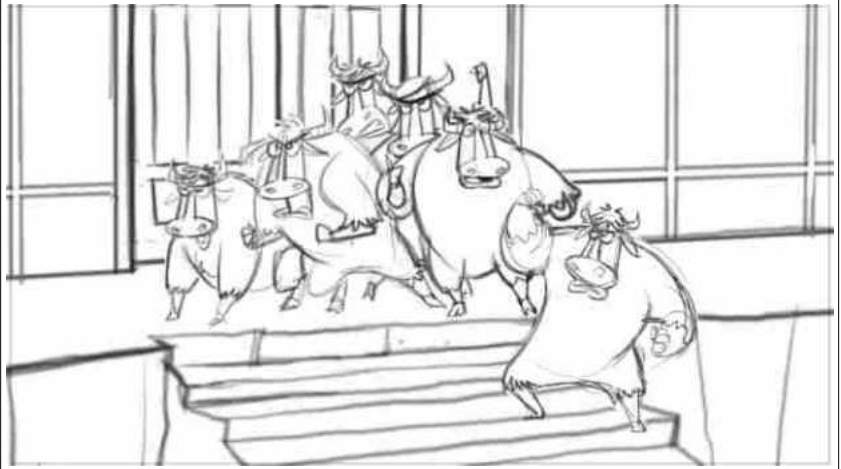


**Dialog**  
67 YAK BROS  
  
<MARTIAL ARTS CRY!>

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 69    | 13:03    | 1     | 02:01    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 69    | 13:03    | 2     | 02:00    |



**Dialog**  
68 YONK  
  
Hold on -- don't we need to "think before we act?"



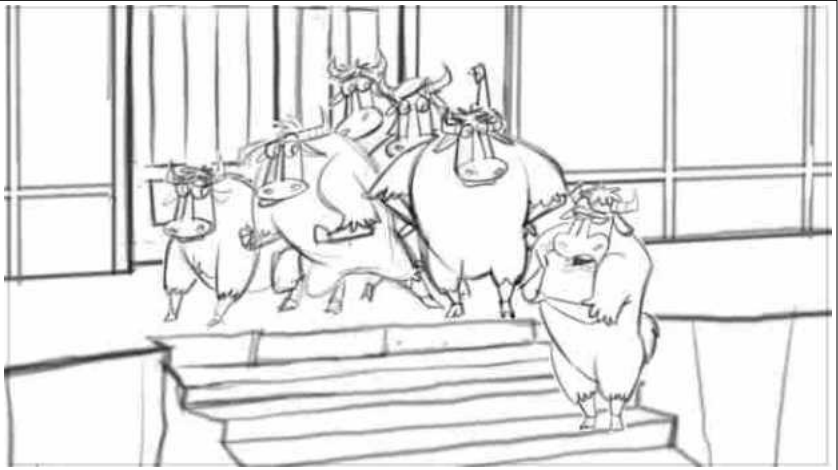
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 69    | 13:03    | 3     | 01:19    |



**Dialog**  
68 YONK

Hold on -- don't we need to "think before we act?"

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 69    | 13:03    | 4     | 02:08    |

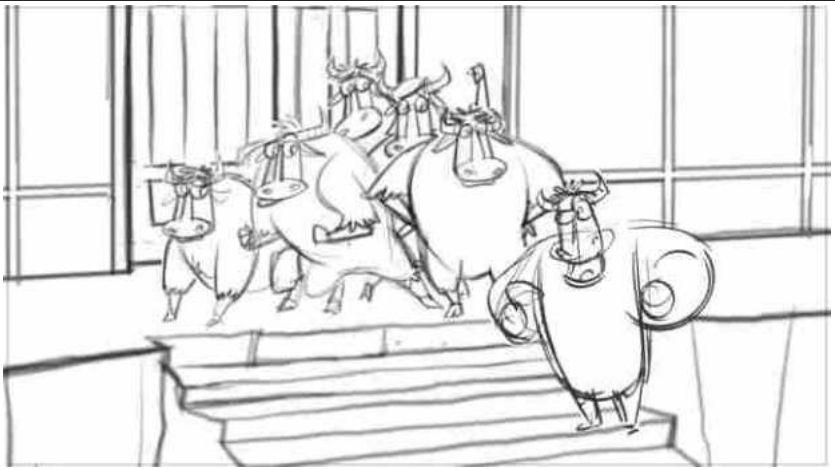


**Dialog**  
69 YIKE

Oh yeah! Riiight! Okay! We could shoot them out of the sky, and then think about what to do.

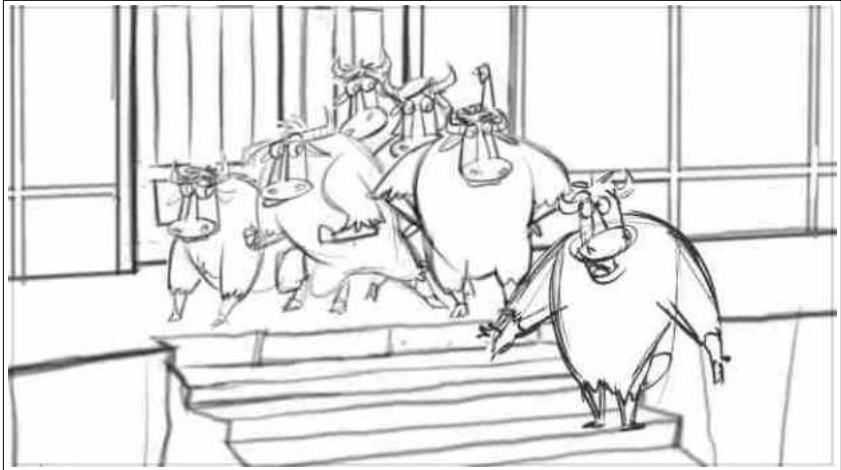
**Action Notes**  
He and Yike both break pose as they discuss the issue:

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 69    | 13:03    | 5     | 03:04    |





| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 69    | 13:03    | 6     | 01:21    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 71    | 04:11    | 1     | 02:15    |



**Dialog**  
70 YONK

Or we could talk to them first, to see if they're friendly.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 71    | 04:11    | 2     | 01:21    |



**Dialog**  
70 YONK

Or we could talk to them first, to see if they're friendly.



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 72    | 01:08    | 1     | 01:08    |



**Dialog**  
71 YIKE  
  
Oh! Good point!

**Action Notes**  
Close on Yike.

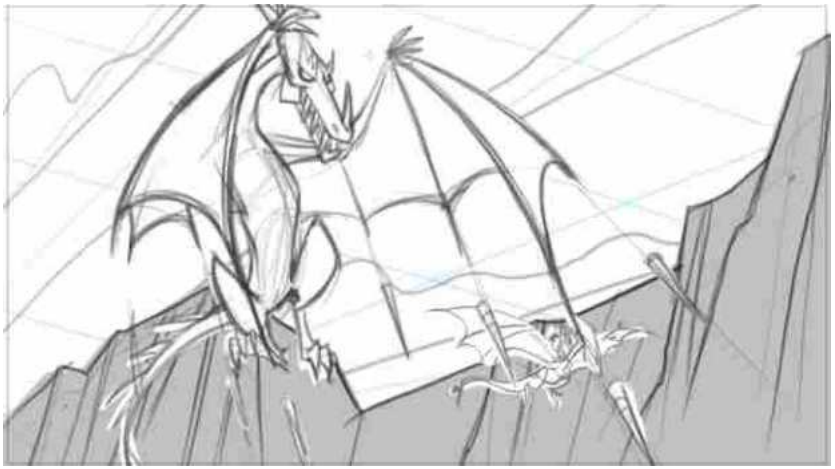
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 73    | 02:10    | 1     | 00:15    |



**Dialog**  
72 ICE-DACTYL  
  
<ATTACK SCREECH!>

**Action Notes**  
The Ice-Dactyl flaps its wings and unleashes giant icicles.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 73    | 02:10    | 2     | 00:13    |

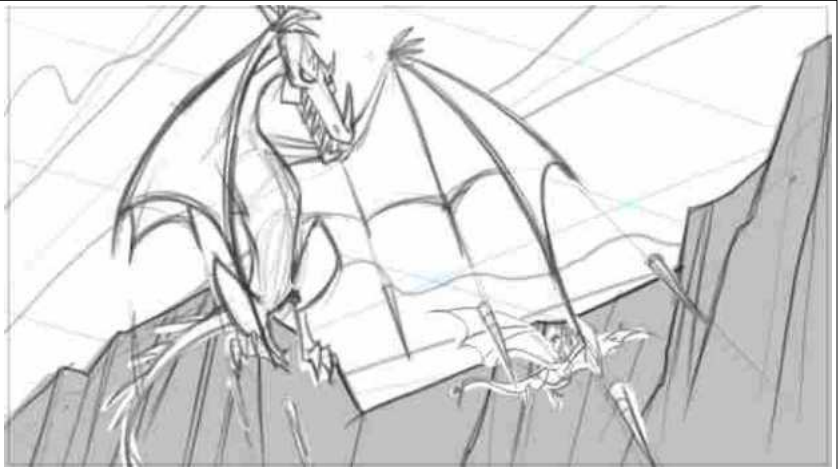




| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 73    | 02:10    | 3     | 00:11    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 73    | 02:10    | 4     | 00:10    |

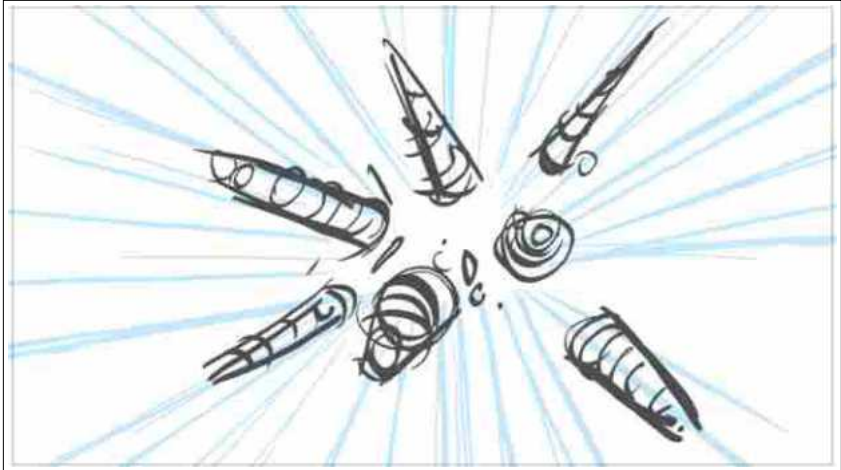


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 73    | 02:10    | 5     | 00:11    |



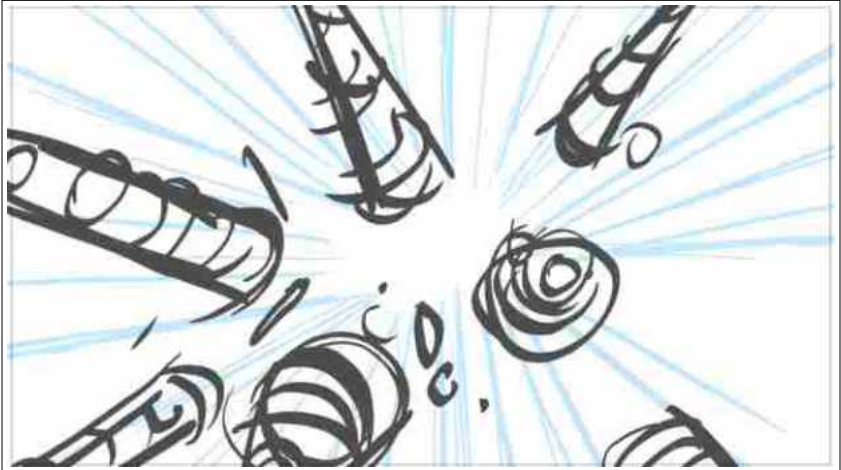


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 74    | 01:00    | 1     | 00:13    |



**Action Notes**  
Icicles fly to camera.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 74    | 01:00    | 2     | 00:12    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 75    | 02:00    | 1     | 00:07    |



**Dialog**  
72A YAK BROS  
  
<Alarmed reaction>

**Action Notes**  
The icicles have formed a cage around the yaks.



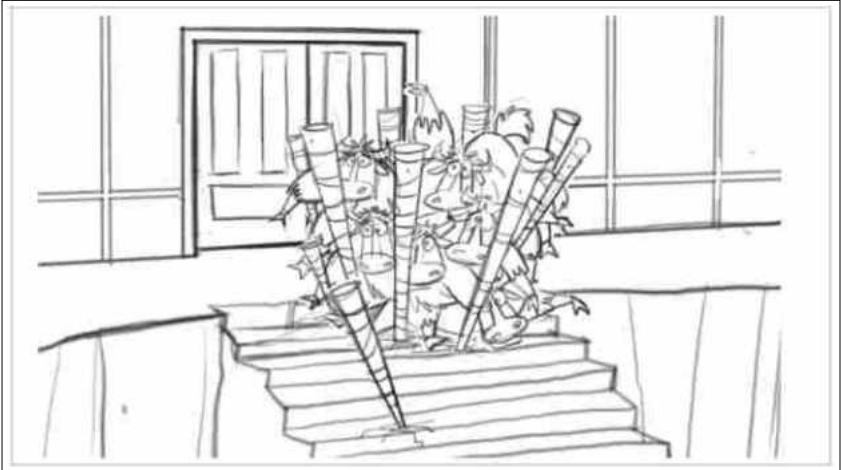
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 75    | 02:00    | 2     | 00:09    |



**Dialog**  
72A YAK BROS  
  
<Alarmed reaction>

**Action Notes**  
The icicles have formed a cage around the yaks.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 75    | 02:00    | 3     | 00:06    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 75    | 02:00    | 4     | 00:05    |





| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 75    | 02:00    | 5     | 00:14    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 75    | 02:00    | 6     | 00:09    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 76    | 01:12    | 1     | 01:12    |



**Dialog**  
73 YONK  
  
Then again...

**Action Notes**  
Close on Yonk



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 77    | 04:13    | 1     | 00:18    |



**Action Notes**  
Syng lands her pterodactyl dramatically, next to the six imprisoned yaks.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 77    | 04:13    | 2     | 00:16    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 77    | 04:13    | 3     | 00:16    |





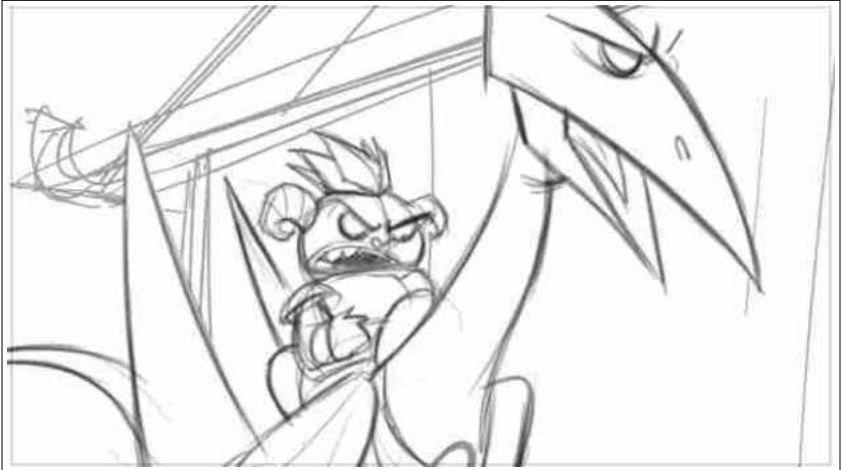
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 77    | 04:13    | 4     | 02:13    |



**Dialog**  
74 SYING

Tell Valt to get out of that Goat Temple and fight me,...

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 78    | 03:23    | 1     | 03:23    |



**Dialog**  
74 SYING (contd)

...or I'm going go make six yak fur coats.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 79    | 07:16    | 1     | 05:04    |



**Dialog**  
75 YIKE

Uuuh, that request will take some serious thinking.



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 79    | 07:16    | 2     | 02:12    |



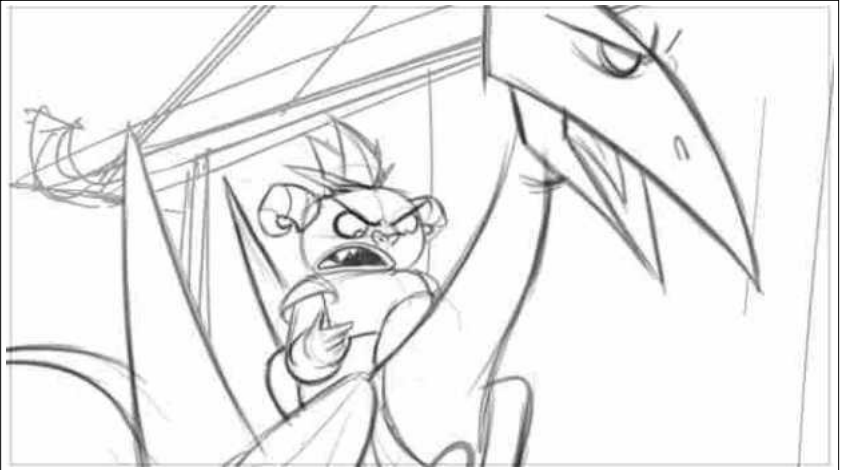
**Dialog**  
76 YONK  
  
Agreed. We should vote.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 80    | 10:12    | 1     | 01:03    |



**Dialog**  
77 SYING  
  
Voting? Are you insane? Just get him!

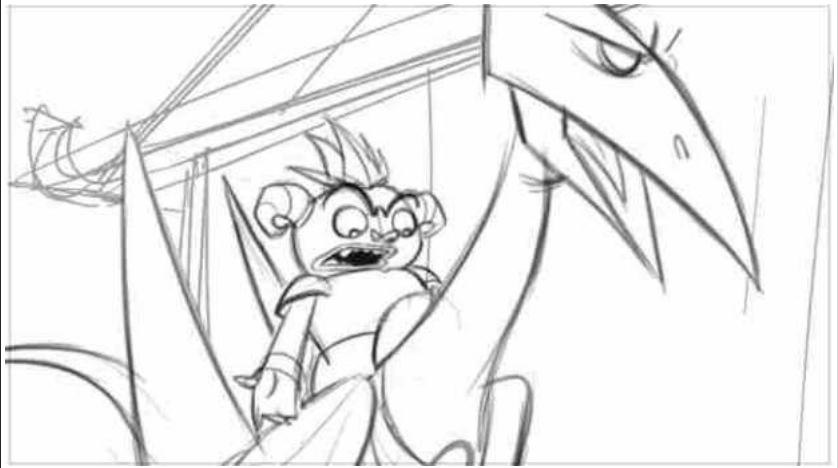
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 80    | 10:12    | 2     | 01:23    |



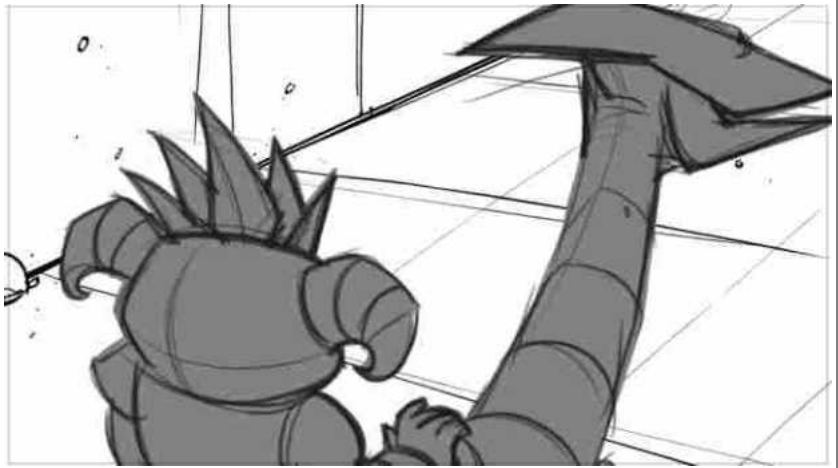
**Dialog**  
77 SYING  
  
Voting? Are you insane? Just get him!



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 80    | 10:12    | 3     | 00:23    |

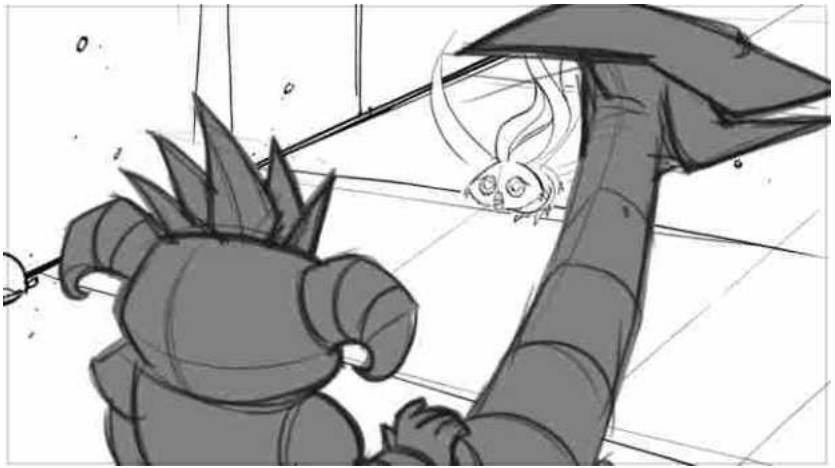


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 80    | 10:12    | 4     | 00:11    |



**Action Notes**  
Just then Sia flies up to Sying.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 80    | 10:12    | 5     | 01:05    |



**Dialog**  
78 SIA  
  
Uh, uh, Sying. I-I just flew through the temple.



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 80    | 10:12    | 6     | 01:15    |



**Dialog**  
78 SIA (contd)  
  
Uh, uh, Sying. I-I just flew through the temple.  
It's, like, totally empty.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 80    | 10:12    | 7     | 01:09    |



**Dialog**  
78 SIA (contd)  
  
It's, like,...

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 80    | 10:12    | 8     | 01:23    |



**Dialog**  
78 SIA (contd)  
  
... totally empty.



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 81    | 10:03    | 1     | 01:21    |



**Dialog**  
79 SYING  
  
What? He fled?!

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 81    | 10:03    | 2     | 06:22    |



**Dialog**  
79 SYING (contd)  
(Realization)  
  
Oh! So you yaks were just acting like idiots to delay me. <Chuckles> Nice try!

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 81    | 10:03    | 3     | 01:10    |



**Dialog**  
79 SYING (contd)  
  
After him!



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 82    | 09:24    | 1     | 00:24    |



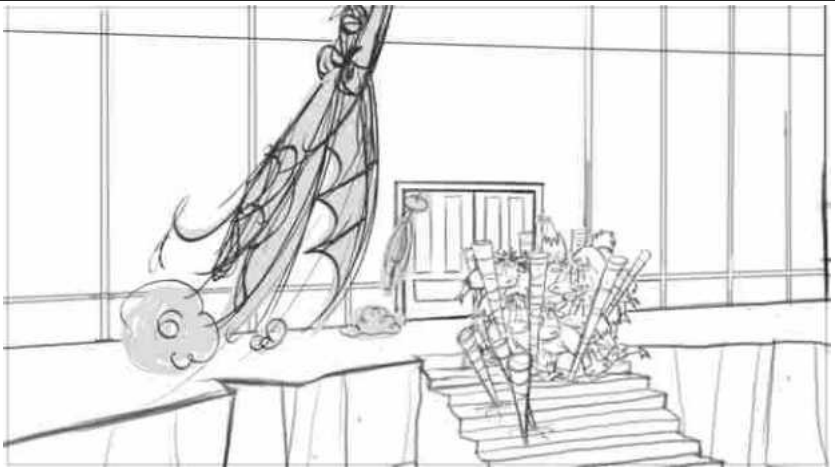
**Action Notes**  
Syng, Sia and the Pterodactyl take of.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 82    | 09:24    | 2     | 00:16    |



**Action Notes**  
Syng, Sia and the Pterodactyl take of.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 82    | 09:24    | 3     | 00:20    |

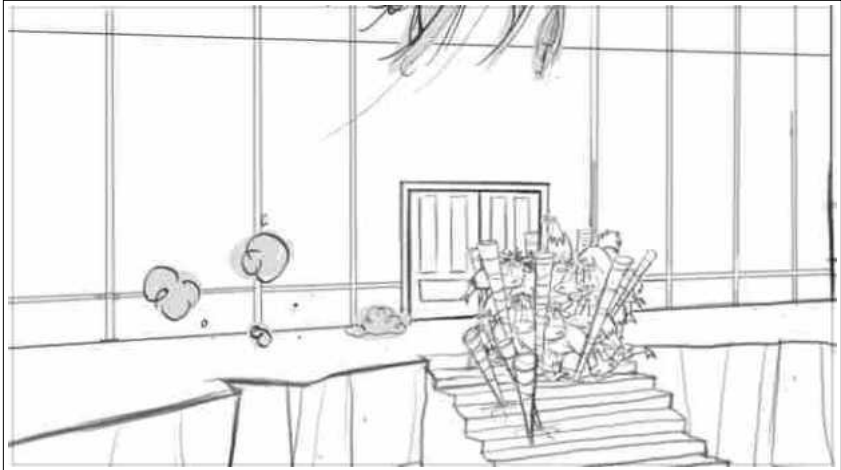


**Dialog**  
79A PTERODACTYL  
  
<Screech!>

**Action Notes**  
Syng, Sia and the Pterodactyl take of.



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 82    | 09:24    | 4     | 00:12    |



**Dialog**  
79A PTERODACTYL  
  
<Screech!>

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 82    | 09:24    | 5     | 01:22    |



**Dialog**  
80 YONK  
  
Okay so that's two votes for "attack," two waiting to be attacked,.....

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 82    | 09:24    | 6     | 01:20    |



**Dialog**  
80 YONK  
  
Okay so that's two votes for "attack," two waiting to be attacked,.....



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 82    | 09:24    | 7     | 03:10    |



**Dialog**  
80 YONK

Okay so that's two votes for "attack," two waiting to be attacked,.....

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 83    | 03:18    | 1     | 01:01    |



**Dialog**  
80 YONK (contd)

....and two for having lunch.

80A YIKE

I want lunch!

**Action Notes**  
Syng flies off with the Pterodactyls and Sia.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 83    | 03:18    | 2     | 00:23    |

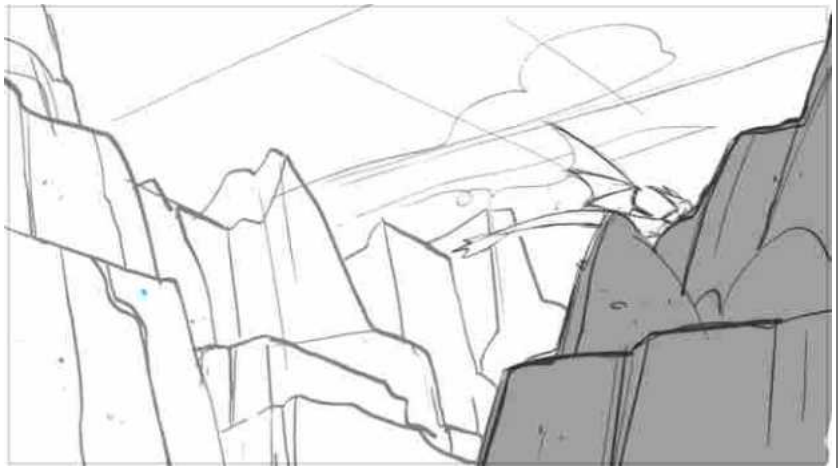




| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 83    | 03:18    | 3     | 00:23    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 83    | 03:18    | 4     | 00:21    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 84    | 02:13    | 1     | 01:03    |



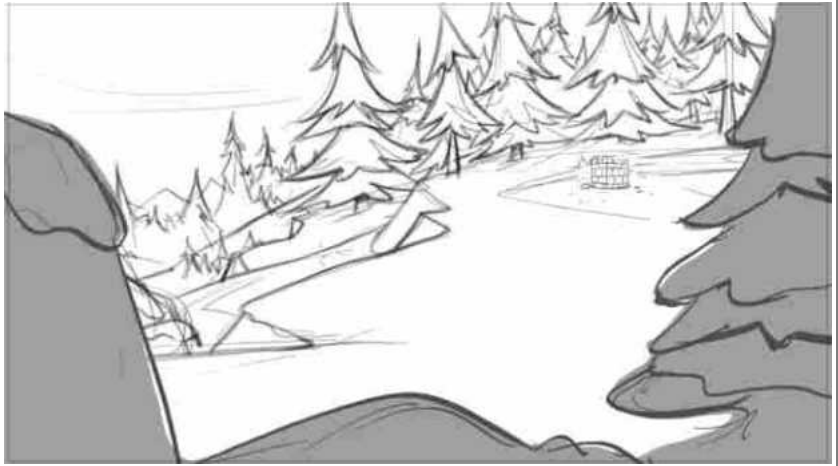
**Action Notes**  
EXT. LAND OF WATER - SNOW MEADOW - ALTAR AREA - DAY  
  
The Yark-powered snow sled scoots in.



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 84    | 02:13    | 2     | 01:10    |



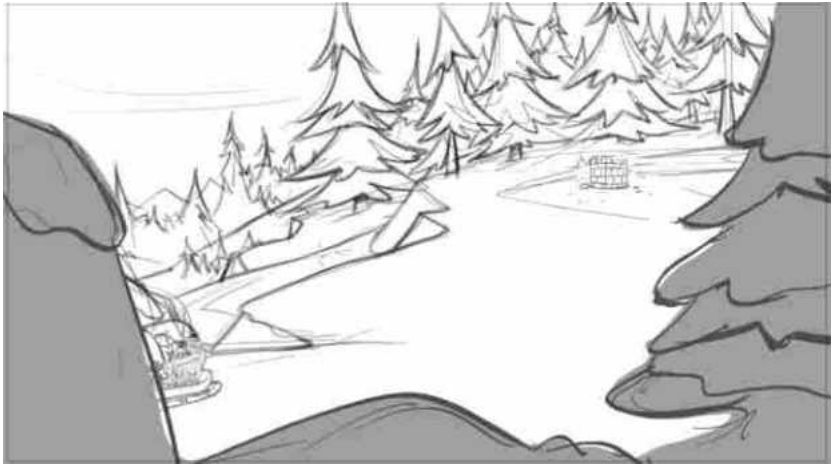
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 85    | 03:23    | 1     | 01:00    |



**Action Notes**  
EXT. LAND OF WATER - SNOW MEADOW - ALTAR AREA - DAY

The Yark-powered snow sled comes to a stop at a snow-covered meadow.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 85    | 03:23    | 2     | 01:00    |





| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 85    | 03:23    | 3     | 00:24    |



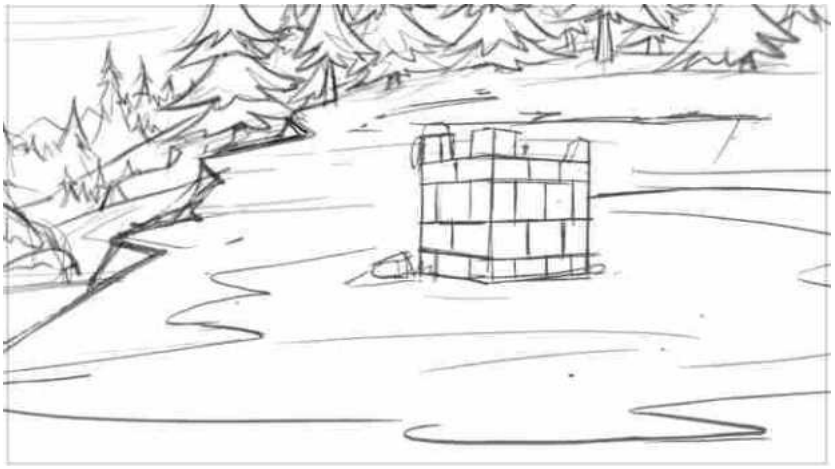
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 85    | 03:23    | 4     | 00:24    |



Action Notes

aa

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 87    | 03:20    | 1     | 00:16    |





| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 87    | 03:20    | 2     | 00:16    |



**Dialog**  
81 MASTER VEN

This simple stone altar is where the people of the time of the Clay Guardians gathered.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 87    | 03:20    | 3     | 00:16    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 87    | 03:20    | 4     | 00:18    |



**Dialog**  
81 MASTER VEN

This simple stone altar is where ....



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 87    | 03:20    | 5     | 01:04    |



Dialog

81 MASTER VEN

This simple stone altar is where ....

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 88    | 04:05    | 1     | 04:05    |

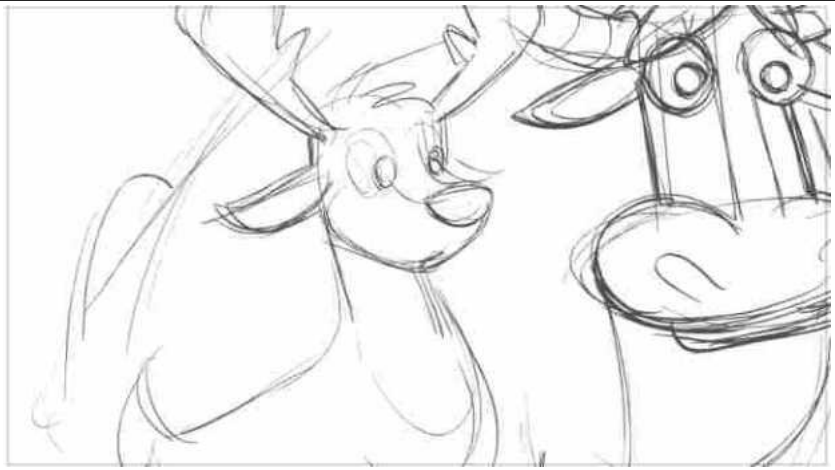


Dialog

81 MASTER VEN (contd)

..... where the people of the time of the Clay Guardians gathered.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 89    | 06:09    | 1     | 01:15    |



Dialog

82 VALT

Ugh! But where would they have put the Guardians? This is all rock and frozen ground.

Action Notes

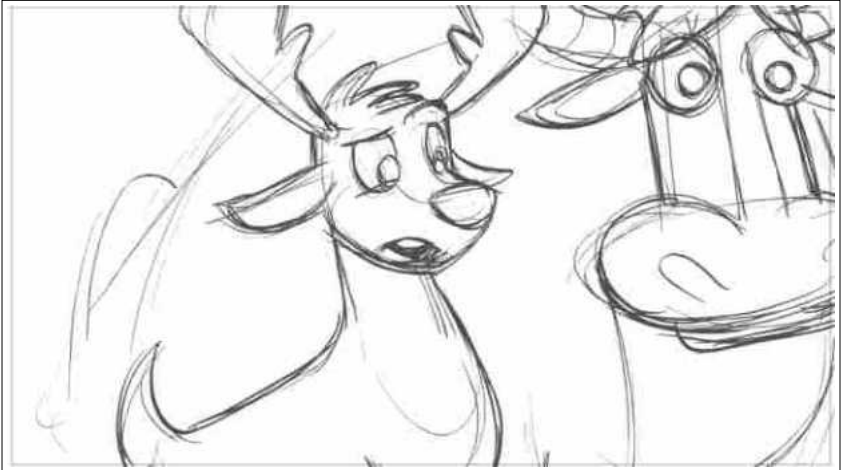
Valt looks around, disappointed.



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 89    | 06:09    | 2     | 01:17    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 89    | 06:09    | 3     | 03:02    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 90    | 07:12    | 1     | 05:06    |



**Dialog**

83 MADAME VEN

To understand a journey's end, one must know where it begins.

**Action Notes**

Close on Madame and Master Yen.



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 90    | 07:12    | 2     | 00:14    |



**Dialog**  
84 MASTER VEN  
  
Yark? A little help?

**Action Notes**  
Master Ven motions to the altar’s flat base stone.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 90    | 07:12    | 3     | 00:14    |



**Dialog**  
84 MASTER VEN  
  
Yark? A little help?

**Action Notes**  
Master Ven motions to the altar’s flat base stone.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 90    | 07:12    | 4     | 00:14    |



**Dialog**  
84 MASTER VEN  
  
Yark? A little help?

**Action Notes**  
Master Ven motions to the altar’s flat base stone.



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 90    | 07:12    | 5     | 00:14    |



**Dialog**  
84 MASTER VEN  
  
Yark? A little help?

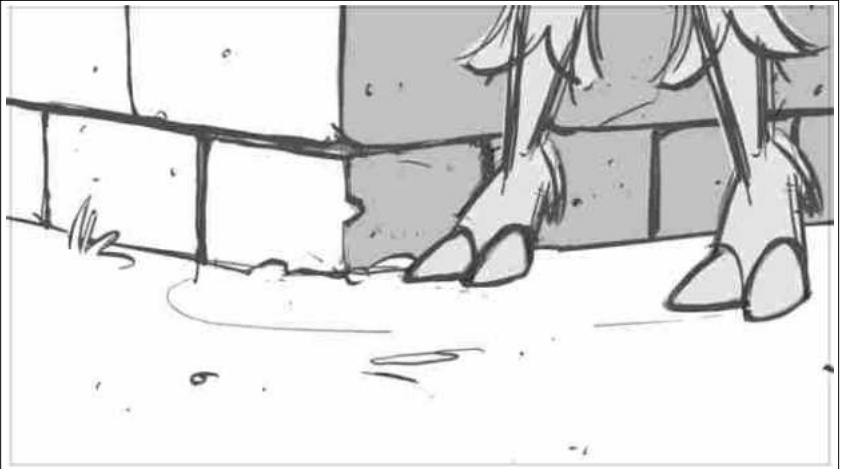
**Action Notes**  
Master Ven motions to the altar's flat base stone.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 91    | 01:17    | 1     | 00:13    |



**Action Notes**  
Close on a base stone. Master Ven taps it with his foot.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 91    | 01:17    | 2     | 00:16    |





| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 91    | 01:17    | 3     | 00:13    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 92    | 01:08    | 1     | 01:08    |



**Dialog**  
84 MASTER VEN  
  
Yark? A little help?

**Action Notes**  
Master Ven looks at os Valt and Yark.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 93    | 01:17    | 1     | 00:10    |



**Action Notes**  
Back on Yalt and Yark looking on blankly.



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 93    | 01:17    | 2     | 00:09    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 93    | 01:17    | 3     | 00:08    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 93    | 01:17    | 4     | 00:15    |





| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 94    | 03:19    | 1     | 01:08    |



**Dialog**  
84 MASTER VEN

Yark? A little help?

**Action Notes**  
Master Ven looks at os Valt and Yark.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 94    | 03:19    | 2     | 01:15    |



**Dialog**  
84 MASTER VEN

Yark? A little help?

**Action Notes**  
Master Ven motions to the altar's flat base stone:

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 94    | 03:19    | 3     | 00:21    |



**Dialog**  
84 MASTER VEN

Yark? A little help?

**Action Notes**  
Master Ven motions to the altar's flat base stone:



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 96    | 03:16    | 1     | 00:24    |



**Action Notes**  
Back on Valt and Yark.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 96    | 03:16    | 2     | 00:20    |



**Action Notes**  
They look at each other again

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 96    | 03:16    | 3     | 00:08    |





| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 96    | 03:16    | 4     | 00:08    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 96    | 03:16    | 5     | 00:10    |



**Action Notes**  
"Light bulb" moment for Yark.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 96    | 03:16    | 6     | 00:10    |



**Action Notes**  
Yark grins sheepishly.



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 96    | 03:16    | 7     | 00:11    |



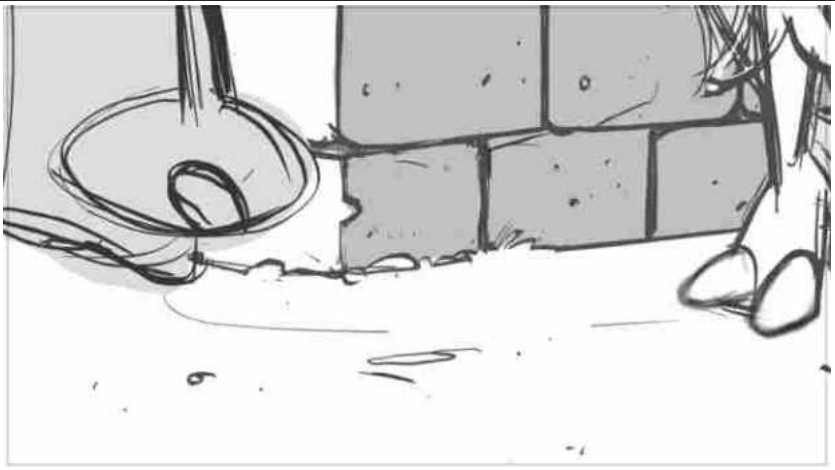
**Action Notes**  
He steps forward.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 97    | 02:14    | 1     | 00:16    |



**Action Notes**  
Close on the foot of the altar, Yark leans in closer.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 97    | 02:14    | 2     | 00:16    |



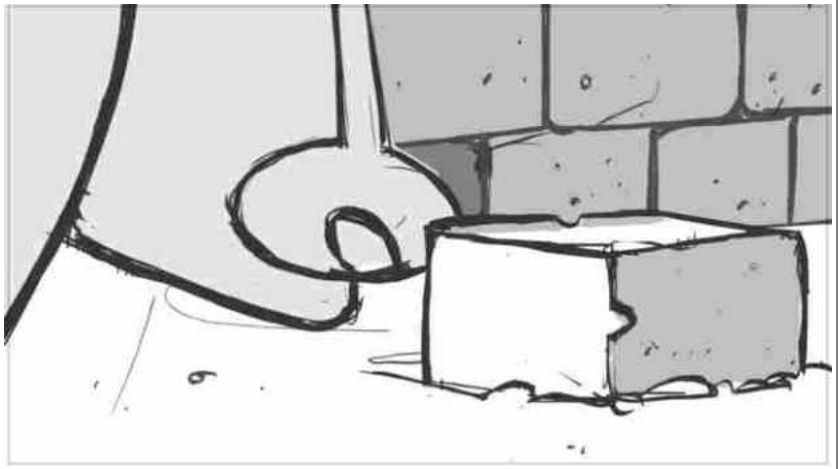


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 97    | 02:14    | 3     | 00:17    |



**Action Notes**  
He pushes a lose stone out of the way.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 97    | 02:14    | 4     | 00:15    |



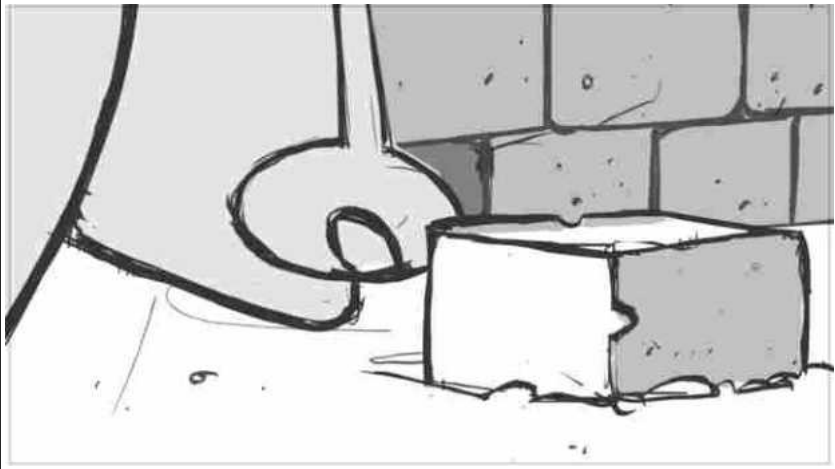
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 98    | 00:16    | 1     | 00:16    |



**Action Notes**  
All crowd around to watch.

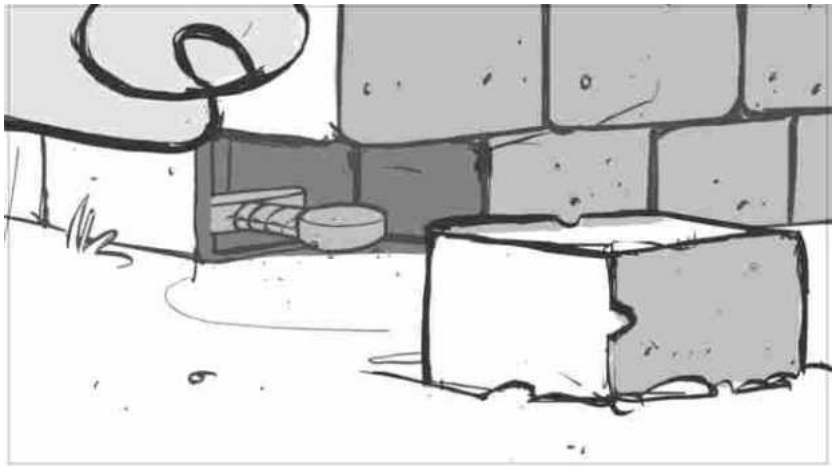


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 99    | 01:11    | 1     | 00:08    |



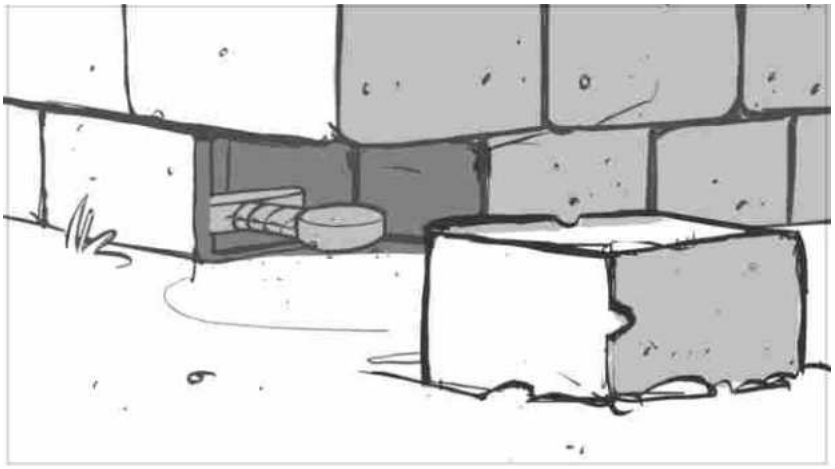
**Action Notes**  
Close on Yark pushing a stone out of the way.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 99    | 01:11    | 2     | 00:06    |



**Action Notes**  
When Yark finishes uncovering the space under the altar, ...

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 99    | 01:11    | 3     | 00:22    |



**Action Notes**  
..., it is revealed to contain a short, straight CLAY SWORD.

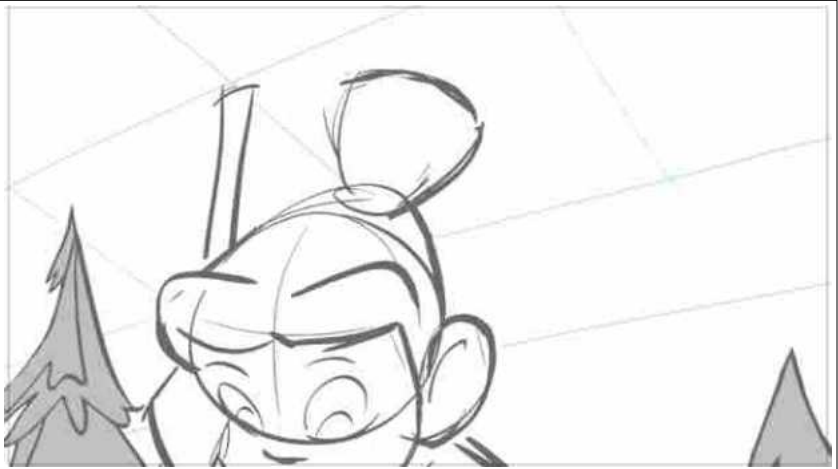


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 100   | 00:23    | 1     | 00:12    |



**Action Notes**  
Angle on Tao.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 100   | 00:23    | 2     | 00:11    |



**Action Notes**  
He bends down.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 101   | 00:18    | 1     | 00:10    |



**Action Notes**  
Tao reaches in and gently lifts the weapon in his own clay hand.



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 101   | 00:18    | 2     | 00:08    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 102   | 07:19    | 1     | 00:05    |



**Dialog**  
87 TA0  
  
<Gasp!>

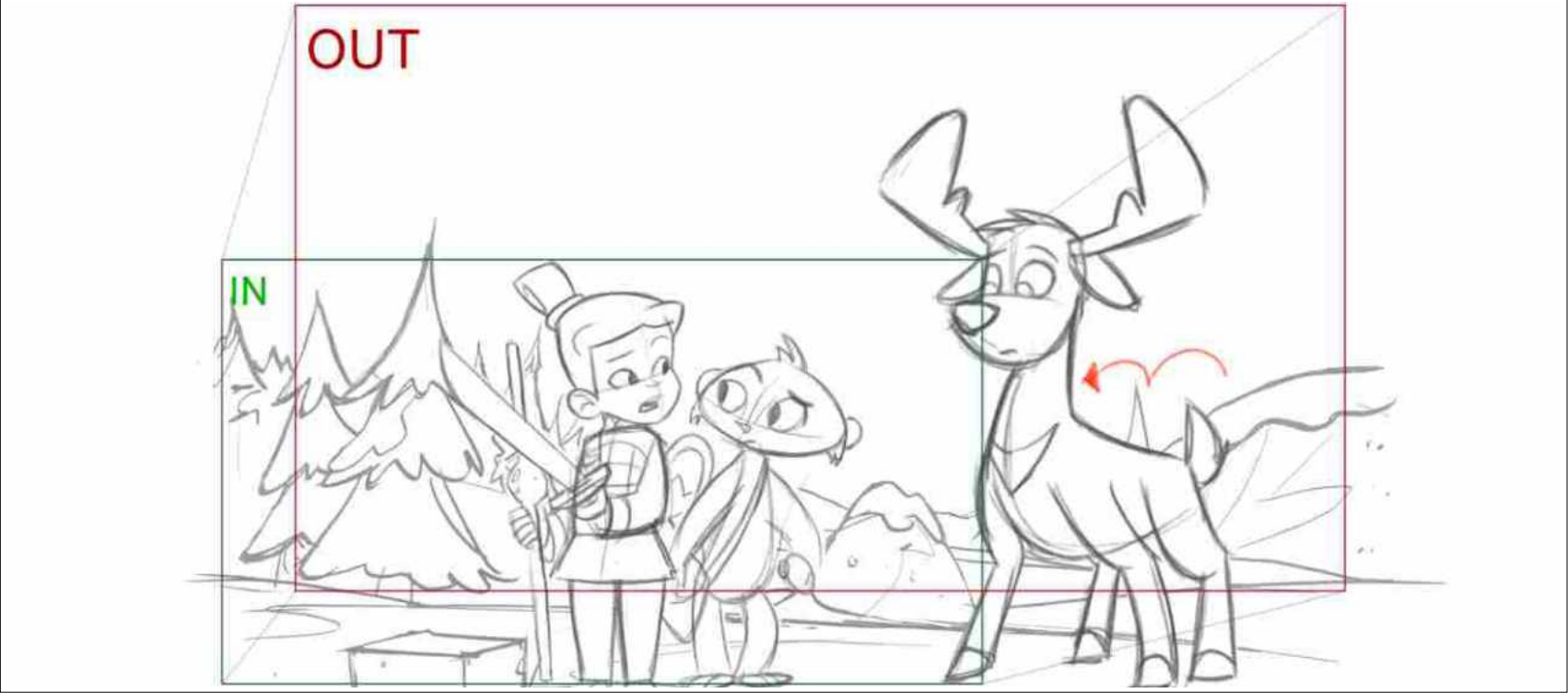
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 102   | 07:19    | 2     | 01:00    |



**Dialog**  
87 TA0 (contd)  
  
This is a Clay Guardian's sword!



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 102   | 07:19    | 3     | 02:07    |



**Dialog**  
87 TAO (contd)  
  
This is a Clay Guardian's sword!

**Action Notes**  
Valt walks in beside his friends.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 102   | 07:19    | 4     | 01:11    |



**Dialog**  
88 VALT  
  
Then we're on the right track!



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 102   | 07:19    | 5     | 00:06    |



**Dialog**  
88 VALT

Then we're on the right track!

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 102   | 07:19    | 6     | 00:03    |



**Action Notes**

But just then an icicle spear flies in and sticks in the ground like a javelin, barely missing them. Cobalt, the nearest to being impaled, leaps back.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 102   | 07:19    | 7     | 00:01    |



**Dialog**  
89 COBALT

Yow!



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 102   | 07:19    | 8     | 00:01    |



**Dialog**  
89 COBALT

Yow!

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 102   | 07:19    | 9     | 00:01    |



**Dialog**  
89 COBALT

Yow!

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 102   | 07:19    | 10    | 00:01    |



**Dialog**  
89 COBALT

Yow!



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 102   | 07:19    | 11    | 00:13    |



**Dialog**  
89 COBALT

Yow!

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 102   | 07:19    | 12    | 00:07    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 102   | 07:19    | 13    | 00:08    |



**Dialog**  
89 COBALT (contd)

Where'd that come from?



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 102   | 07:19    | 14    | 01:05    |



**Dialog**  
89 COBALT (contd)  
  
Where'd that come from?

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 103   | 01:07    | 1     | 01:07    |



**Dialog**  
90 YARK  
  
Look up there!

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 104   | 00:12    | 1     | 00:03    |



**Dialog**  
91 ICE-DACTYL (OS)  
  
<ATTACK SCREECH!>

**Action Notes**  
Wide on Valt, Cobalt and Tao.



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 104   | 00:12    | 2     | 00:09    |



**Dialog**  
91 ICE-DACTYL (contd)  
  
<ATTACK SCREECH!>

**Action Notes**  
They turn to look up to see..

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 105   | 00:10    | 1     | 00:05    |



**Dialog**  
91 ICE-DACTYL (contd)  
  
<ATTACK SCREECH!>

**Action Notes**  
Angle on Madame and Master Ven.

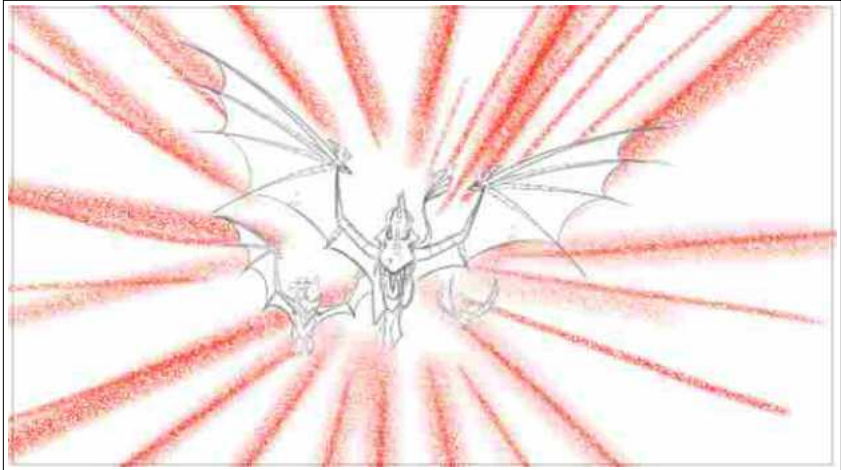
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 105   | 00:10    | 2     | 00:05    |



**Dialog**  
91 ICE-DACTYL (contd)  
  
<ATTACK SCREECH!>



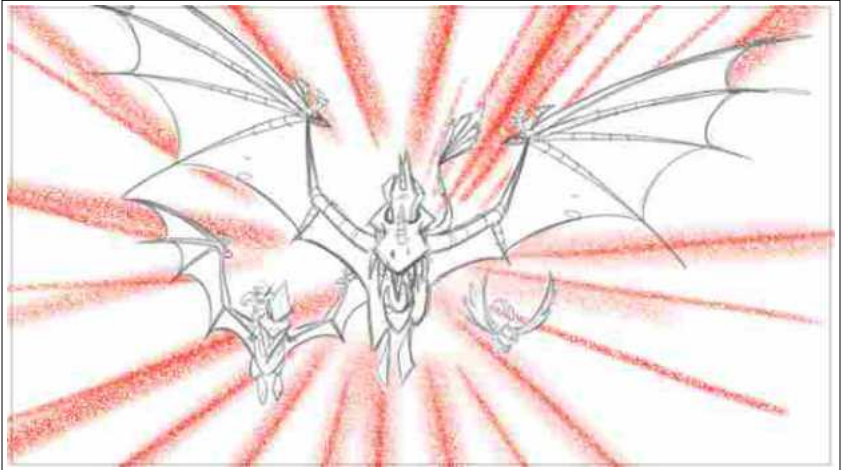
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 106   | 00:24    | 1     | 00:04    |



**Dialog**  
91 ICE-DACTYL  
  
<ATTACK SCREECH!>

**Action Notes**  
Syng on her pterodactyl, along with the Ice-Dactyl and Sia, all diving down to attack!

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 106   | 00:24    | 2     | 00:04    |



**Dialog**  
91 ICE-DACTYL  
  
<ATTACK SCREECH!>

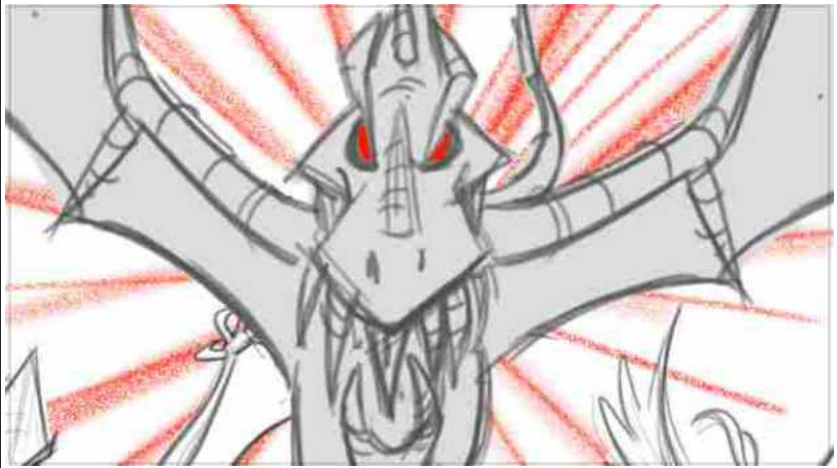
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 106   | 00:24    | 3     | 00:04    |



**Dialog**  
91 ICE-DACTYL  
  
<ATTACK SCREECH!>



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 106   | 00:24    | 4     | 00:04    |



**Dialog**  
91 ICE-DACTYL  
  
<ATTACK SCREECH!>

**Action Notes**  
!

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 106   | 00:24    | 5     | 00:03    |



**Dialog**  
91 ICE-DACTYL  
  
<ATTACK SCREECH!>

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 106   | 00:24    | 6     | 00:03    |



**Dialog**  
91 ICE-DACTYL  
  
<ATTACK SCREECH!>



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 106   | 00:24    | 7     | 00:02    |



**Dialog**  
91 ICE-DACTYL  
  
<ATTACK SCREECH!>

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 107   | 06:17    | 1     | 06:17    |

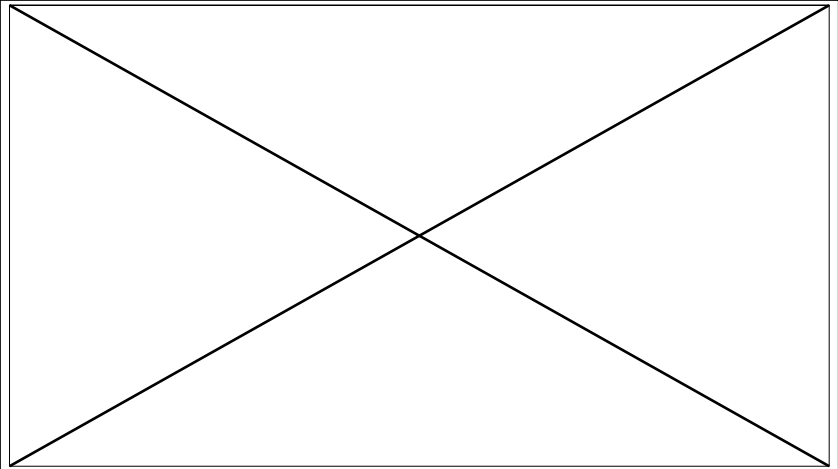


**Dialog**  
91A MUNGO  
  
<Digging efforts>  
  
92 DA-MING (O.S.)  
  
Ow! Watch it with that shovel!

**Action Notes**



NO PANEL



EXT. DA-MING’S PALACE - BACK WALL - DAY

Back at the back wall of Da-Ming’s palace, where Da-Ming, Kem, and Mungo had been trying to get in, it looks abandoned, except for a conspicuous hole, ringed with fresh dirt, perhaps 20 meters from the wall. Then there is a BONK sound.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 108   | 10:16    | 1     | 02:08    |



**Dialog**

93 MUNGO

Sorry, your Highny-ness. Are we there yet? We've been digging for a long time. Well, actually I've been digging while you've been yelling at me.

**Action Notes**

INT. LAND OF METAL - UNDERGROUND TUNNEL - DAY - CONTINUOUS

Under the ground, Mungo, lit by candle-light, is digging the front face of a tunnel as Da-Ming reads a map.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 108   | 10:16    | 2     | 01:10    |



**Dialog**

93 MUNGO

Sorry, your Highny-ness. Are we there yet? We've been digging for a long time. Well, actually I've been digging while you've been yelling at me.



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 108   | 10:16    | 3     | 03:03    |



**Dialog**  
93 MUNGO

Sorry, your Highny-ness. Are we there yet? We've been digging for a long time. Well, actually I've been digging while you've been yelling at me.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 108   | 10:16    | 4     | 01:01    |



**Dialog**  
93 MUNGO

Sorry, your Highny-ness. Are we there yet? We've been digging for a long time. Well, actually I've been digging while you've been yelling at me.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 108   | 10:16    | 5     | 00:08    |



**Dialog**  
93 MUNGO

Sorry, your Highny-ness. Are we there yet? We've been digging for a long time. Well, actually I've been digging while you've been yelling at me.



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 108   | 10:16    | 6     | 01:06    |



**Dialog**  
93 MUNGO

Sorry, your Highny-ness. Are we there yet? We've been digging for a long time. Well, actually I've been digging while you've been yelling at me.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 108   | 10:16    | 7     | 01:05    |



**Dialog**  
93 MUNGO

Sorry, your Highny-ness. Are we there yet? We've been digging for a long time. Well, actually I've been digging while you've been yelling at me.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 109   | 01:05    | 1     | 00:08    |



**Dialog**  
94 DA-MING

Quiet Mungo!

**Action Notes**  
Close on Da-Ming.



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 109   | 01:05    | 2     | 00:22    |



**Dialog**  
94 DA-MING  
  
Quiet Mungo!

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 110   | 01:03    | 1     | 00:08    |



**Dialog**  
95 MUNGO  
  
Like that!

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 110   | 01:03    | 2     | 00:20    |



**Dialog**  
95 MUNGO  
  
Like that!



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 111   | 06:24    | 1     | 00:08    |



**Dialog**  
96 DA-MING

By my calculations, we should be under the throne room. All we need do is dig up and we're there!

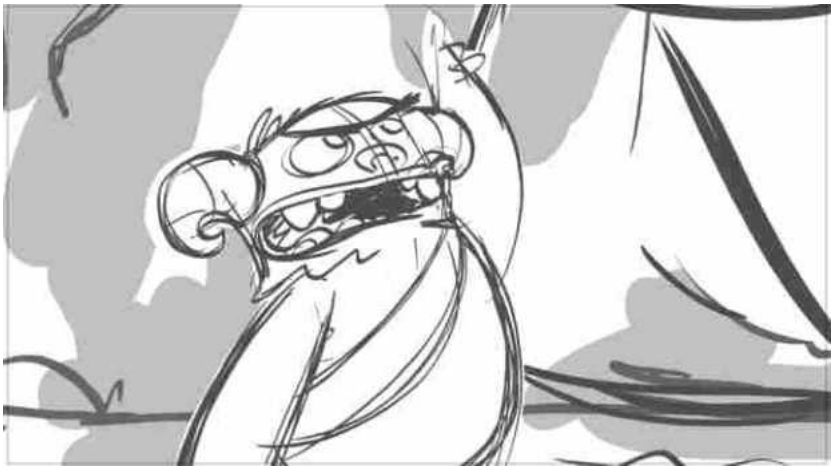
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 111   | 06:24    | 2     | 04:23    |



**Dialog**  
96 DA-MING

By my calculations, we should be under the throne room. All we need do is dig up and we're there!

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 111   | 06:24    | 3     | 01:18    |



**Dialog**  
96 DA-MING

By my calculations, we should be under the throne room. All we need do is dig up and we're there!



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 112   | 01:11    | 1     | 00:16    |



**Dialog**  
97 MUNGO

Okay.

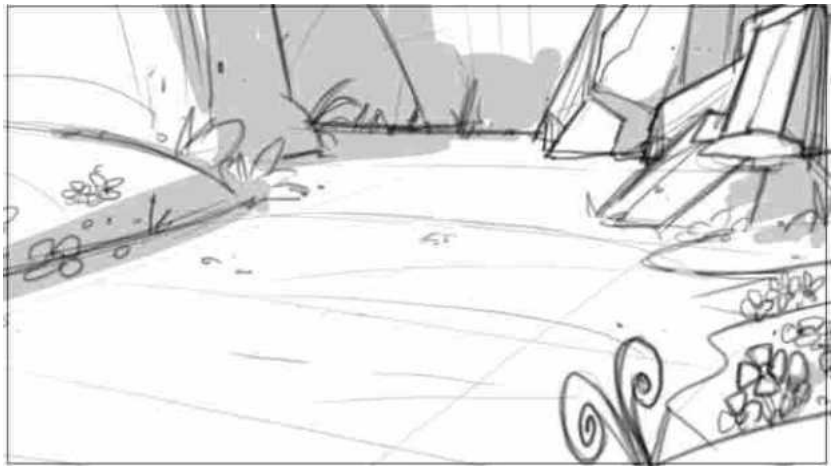
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 112   | 01:11    | 2     | 00:20    |



**Dialog**  
97 MUNGO

Okay.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 113   | 07:11    | 1     | 01:21    |



**Dialog**  
98 DA-MING (O.S.)

Hurry Mungo! Hurry!

98A MUNGO

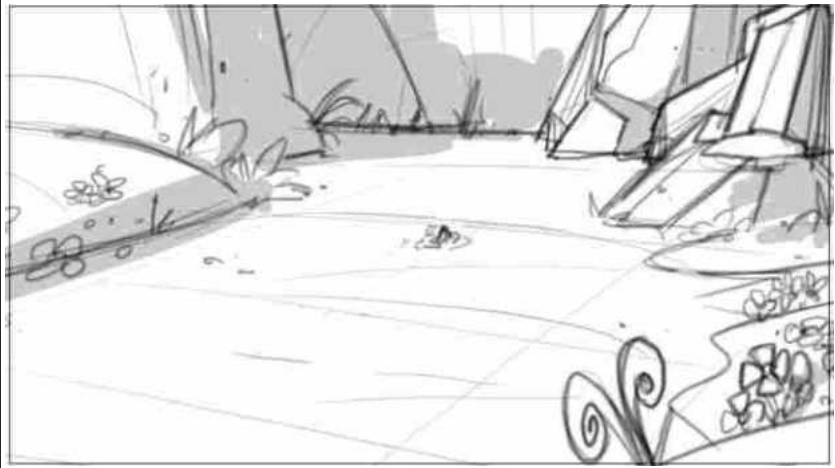
<Digging efforts>

**Action Notes**  
EXT. LAND OF METAL - GROUND - DAY - CONTINUOUS

The tip of Mungo's shovel breaks up through the ground.

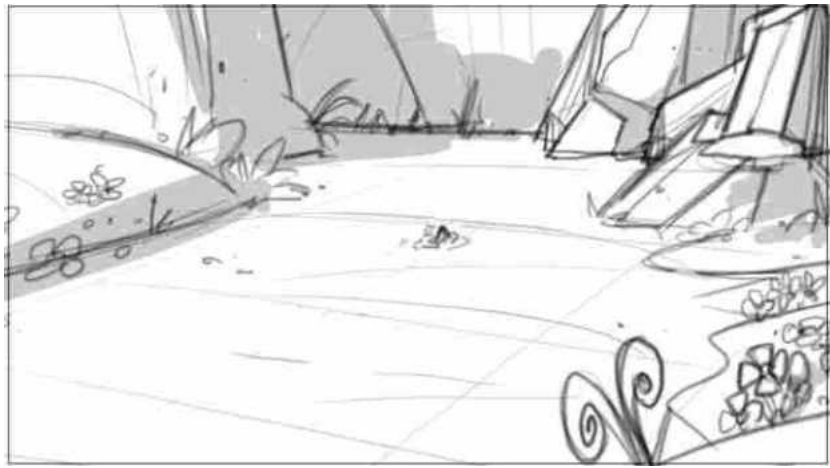


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 113   | 07:11    | 2     | 01:04    |



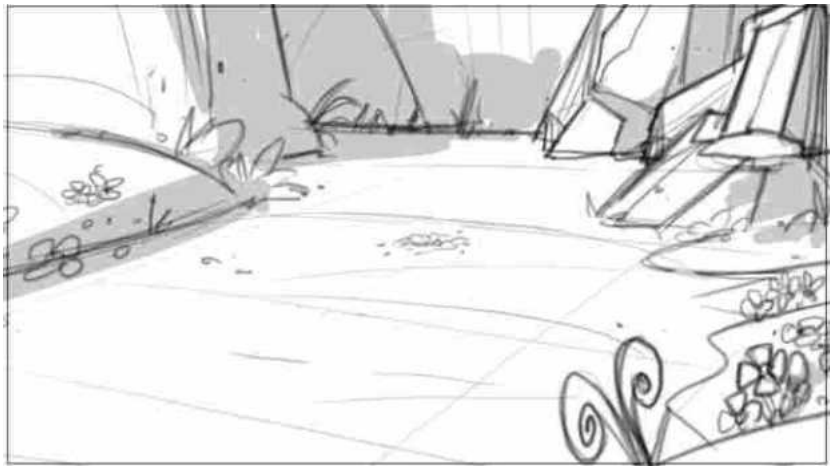
**Dialog**  
98 DA-MING (O.S.)  
  
Hurry Mungo! Hurry!  
  
98A MUNGO  
  
<Digging efforts>

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 113   | 07:11    | 3     | 00:23    |



**Dialog**  
98 DA-MING (O.S.)  
  
Hurry Mungo! Hurry!  
  
98A MUNGO  
  
<Digging efforts>

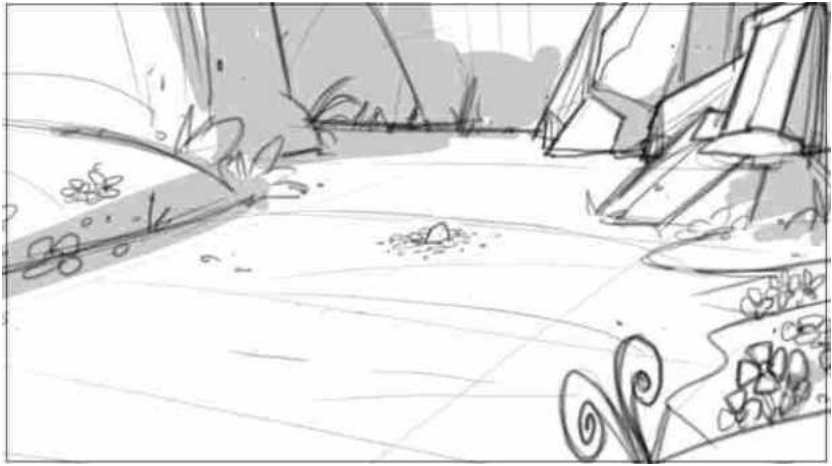
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 113   | 07:11    | 4     | 00:11    |



**Dialog**  
98 DA-MING (O.S.)  
  
Hurry Mungo! Hurry!  
  
98A MUNGO  
  
<Digging efforts>

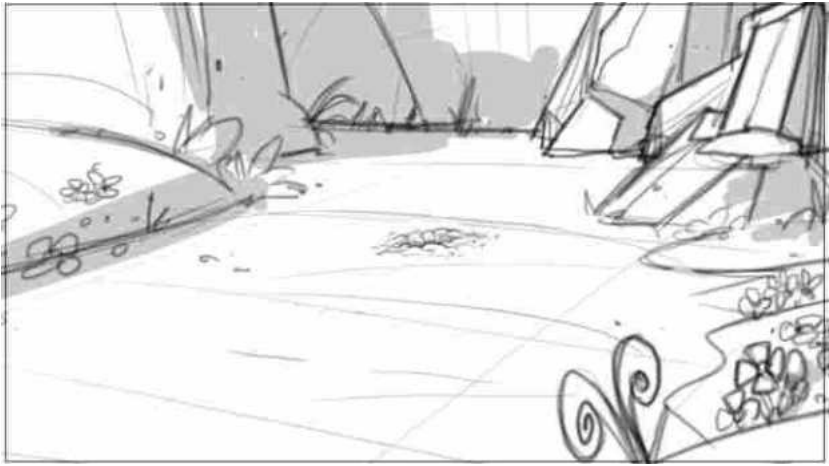


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 113   | 07:11    | 5     | 00:08    |



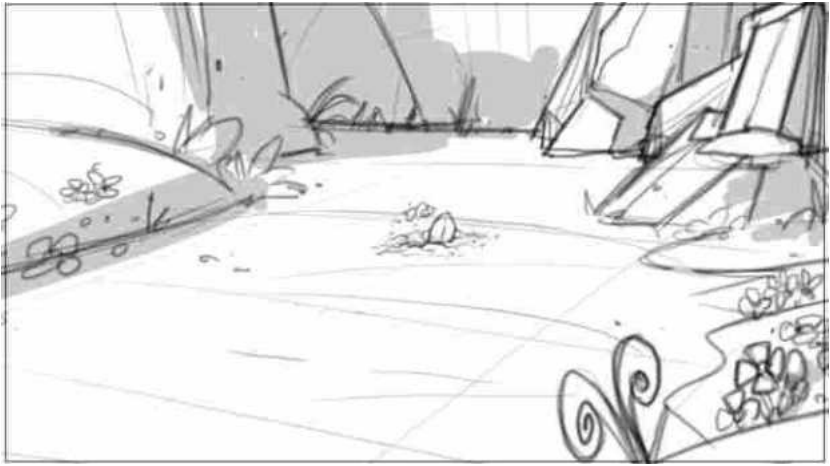
|                                                                                                         |
|---------------------------------------------------------------------------------------------------------|
| <b>Dialog</b><br>98 DA-MING (O.S.)<br><br>Hurry Mungo! Hurry!<br><br>98A MUNGO<br><br><Digging efforts> |
|---------------------------------------------------------------------------------------------------------|

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 113   | 07:11    | 6     | 00:05    |



|                                                                                                         |
|---------------------------------------------------------------------------------------------------------|
| <b>Dialog</b><br>98 DA-MING (O.S.)<br><br>Hurry Mungo! Hurry!<br><br>98A MUNGO<br><br><Digging efforts> |
|---------------------------------------------------------------------------------------------------------|

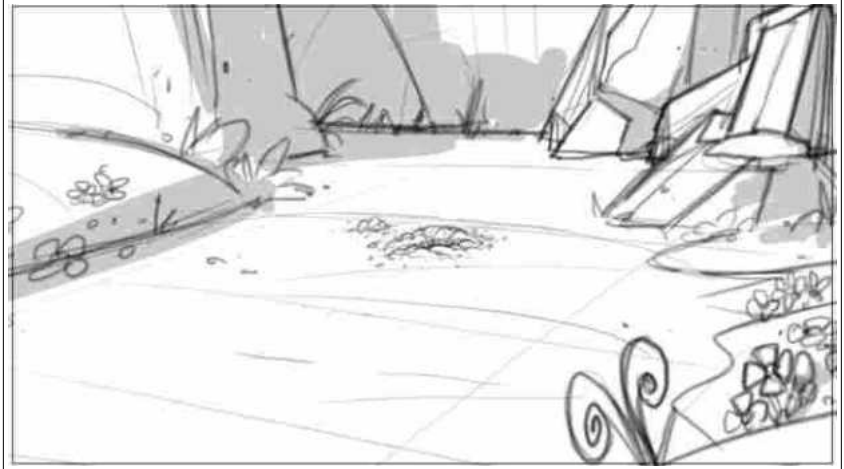
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 113   | 07:11    | 7     | 00:05    |



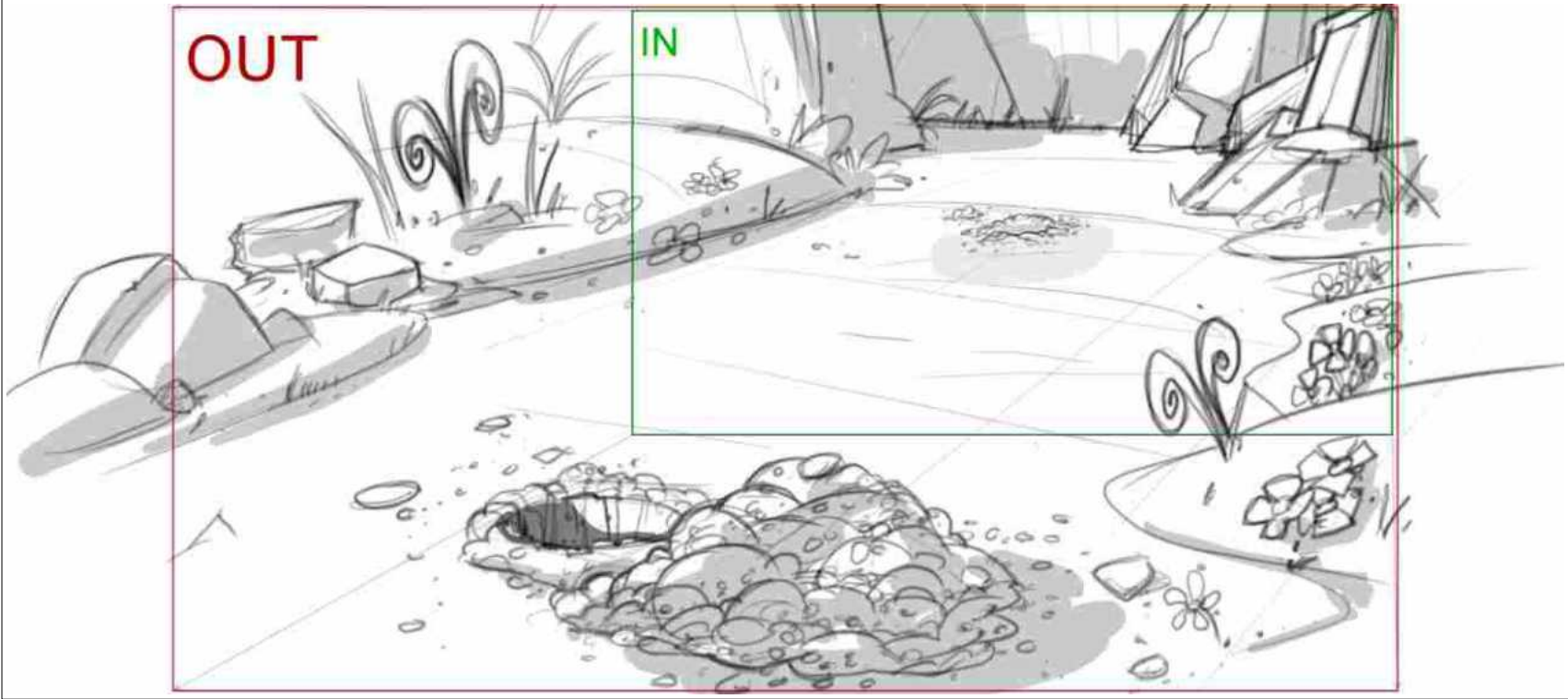
|                                                                                                         |
|---------------------------------------------------------------------------------------------------------|
| <b>Dialog</b><br>98 DA-MING (O.S.)<br><br>Hurry Mungo! Hurry!<br><br>98A MUNGO<br><br><Digging efforts> |
|---------------------------------------------------------------------------------------------------------|



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 113   | 07:11    | 8     | 00:20    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 113   | 07:11    | 9     | 01:14    |

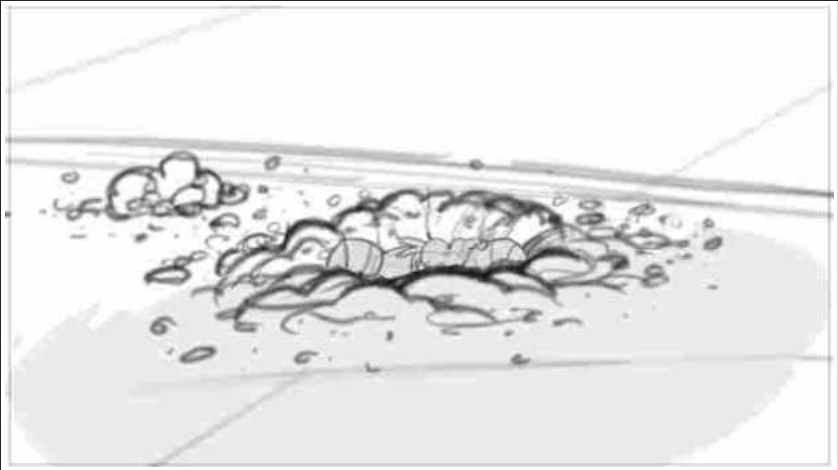


Action Notes

Pan and Truck out to reveal that they have not moved very far.

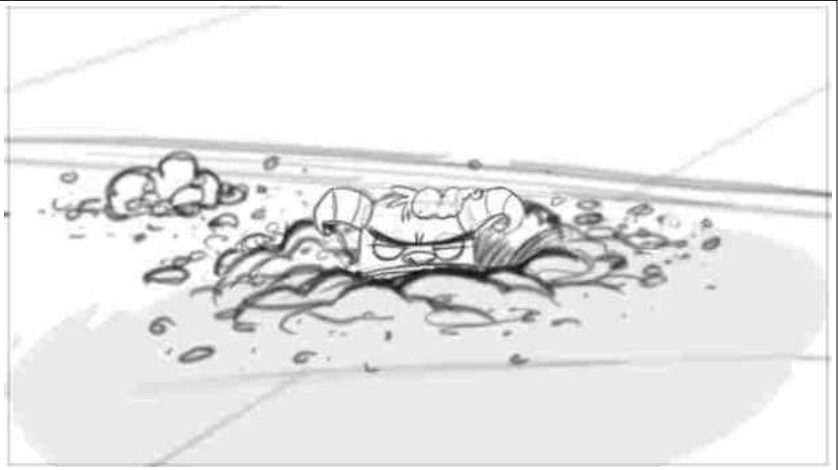


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 114   | 10:20    | 1     | 00:03    |

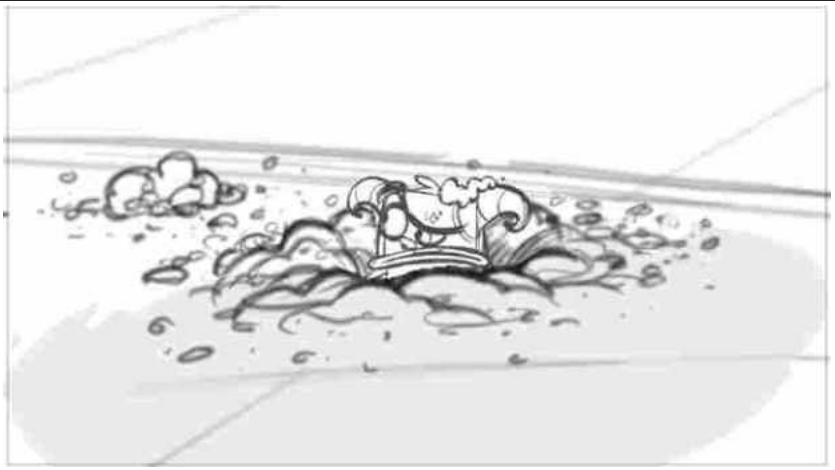


**Action Notes**  
Close on Hole as Da Ming pops up and looks around.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 114   | 10:20    | 2     | 00:10    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 114   | 10:20    | 3     | 00:16    |





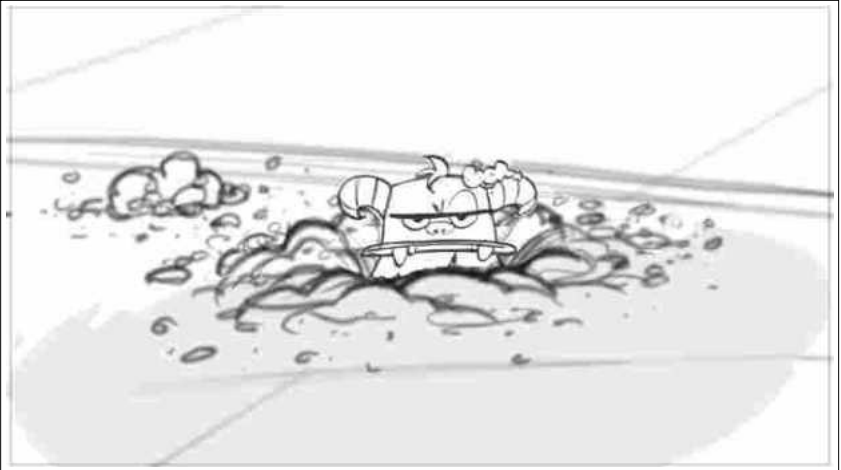
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 114   | 10:20    | 4     | 01:07    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 114   | 10:20    | 5     | 00:14    |

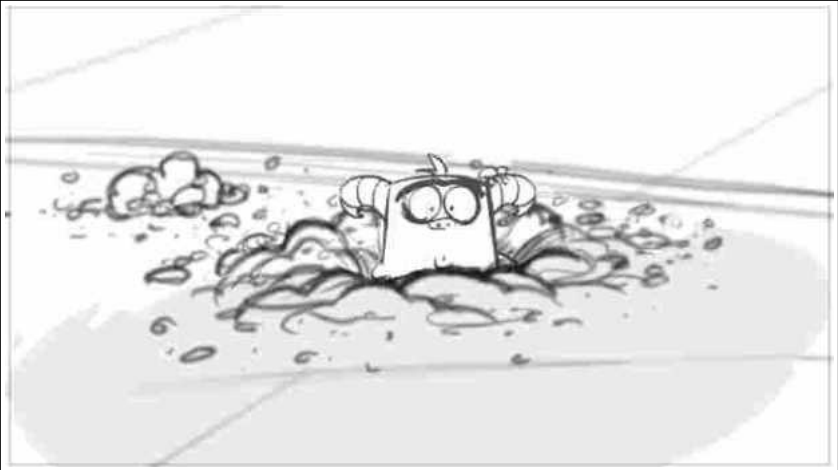


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 114   | 10:20    | 6     | 03:15    |





| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 114   | 10:20    | 7     | 00:23    |



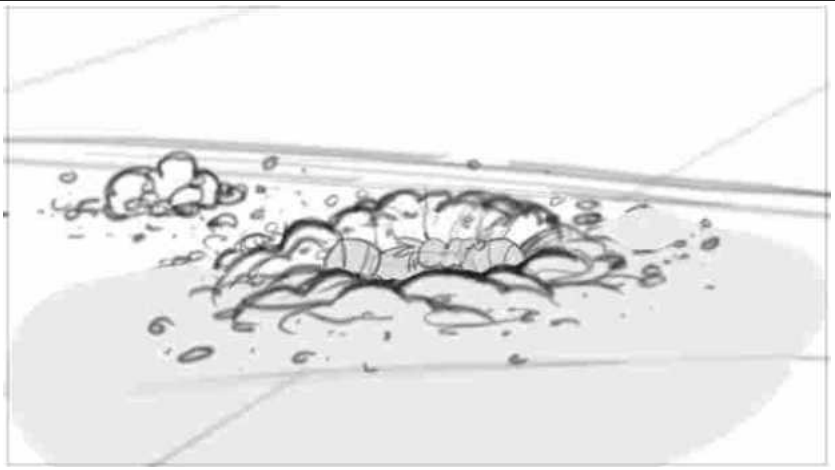
**Action Notes**  
Start Camera shake

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 114   | 10:20    | 8     | 02:07    |



**Action Notes**  
Camera Shake builds

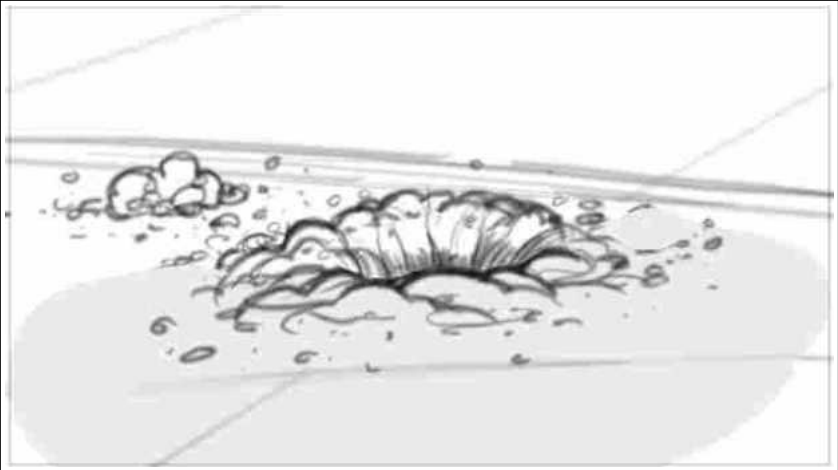
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 114   | 10:20    | 9     | 00:07    |



**Action Notes**  
Da Ming ducks back in the hole.



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 114   | 10:20    | 10    | 00:18    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 115   | 03:05    | 1     | 00:16    |



**Action Notes**  
Wide on backyard...the hole collapses in on Mungo and Da-Ming.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 115   | 03:05    | 2     | 00:16    |





| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 115   | 03:05    | 3     | 00:16    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 115   | 03:05    | 4     | 00:16    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 115   | 03:05    | 5     | 00:16    |





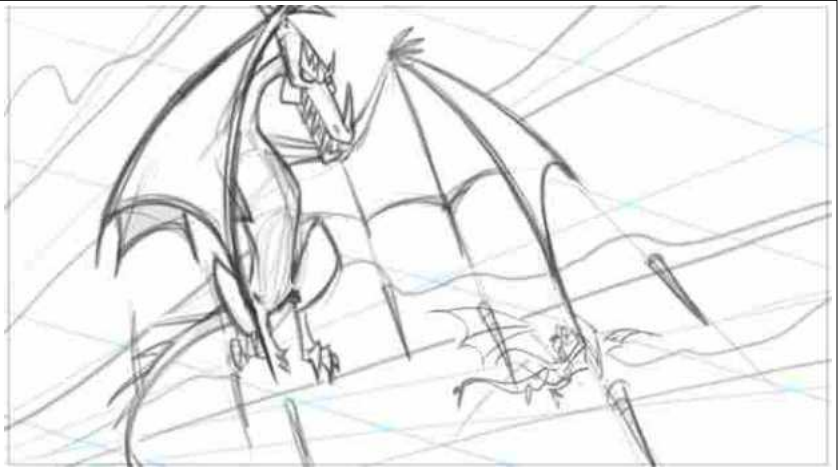
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 116   | 01:19    | 1     | 00:05    |



**Dialog**  
72 ICE-DACTYL  
  
<ATTACK SCREECH!>

**Action Notes**  
The Ice-Dactyl flaps its wings and unleashes giant icicles.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 116   | 01:19    | 2     | 00:06    |



**Dialog**  
72 ICE-DACTYL (contd)  
  
<ATTACK SCREECH!>

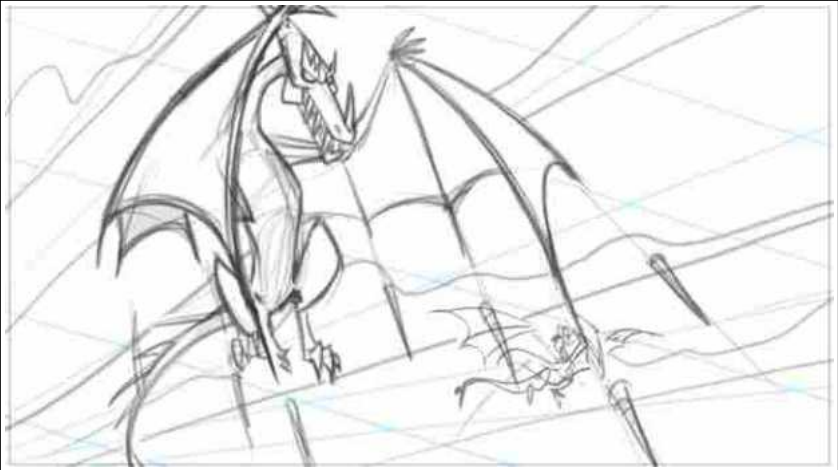
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 116   | 01:19    | 3     | 00:06    |



**Dialog**  
72 ICE-DACTYL (contd)  
  
<ATTACK SCREECH!>



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 116   | 01:19    | 4     | 00:06    |



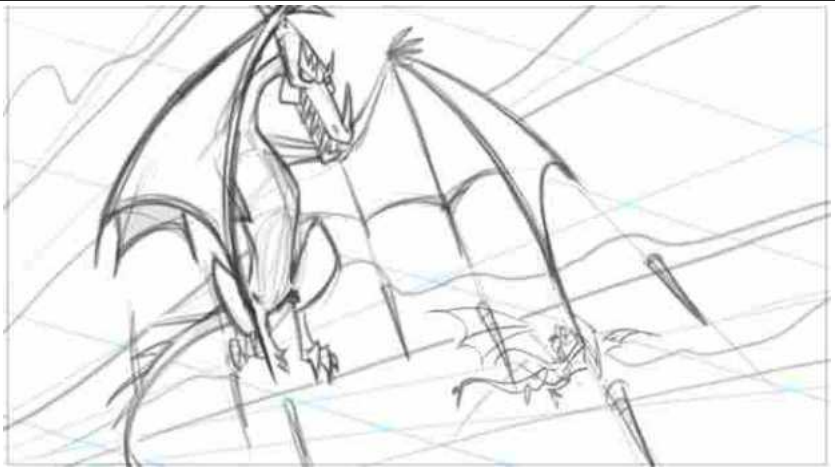
**Dialog**  
72 ICE-DACTYL (contd)  
  
<ATTACK SCREECH!>

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 116   | 01:19    | 5     | 00:06    |



**Dialog**  
72 ICE-DACTYL (contd)  
  
<ATTACK SCREECH!>

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 116   | 01:19    | 6     | 00:06    |



**Dialog**  
72 ICE-DACTYL (contd)  
  
<ATTACK SCREECH!>

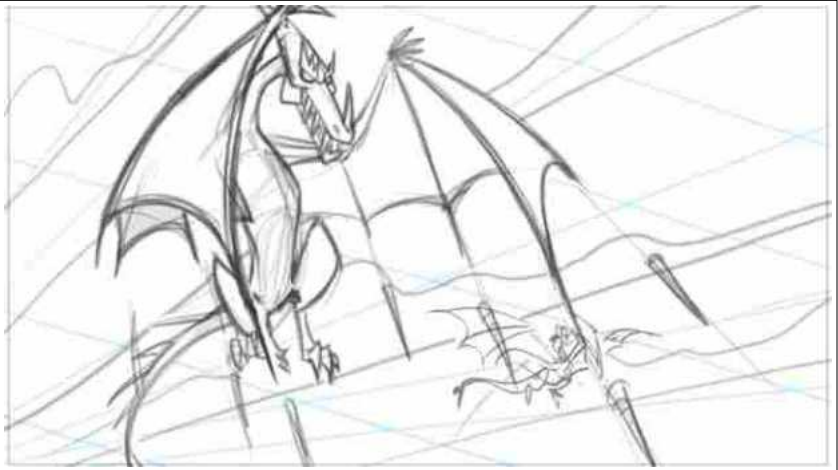


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 116   | 01:19    | 7     | 00:04    |



**Dialog**  
72 ICE-DACTYL (contd)  
  
<ATTACK SCREECH!>

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 116   | 01:19    | 8     | 00:05    |



**Dialog**  
72 ICE-DACTYL (contd)  
  
<ATTACK SCREECH!>

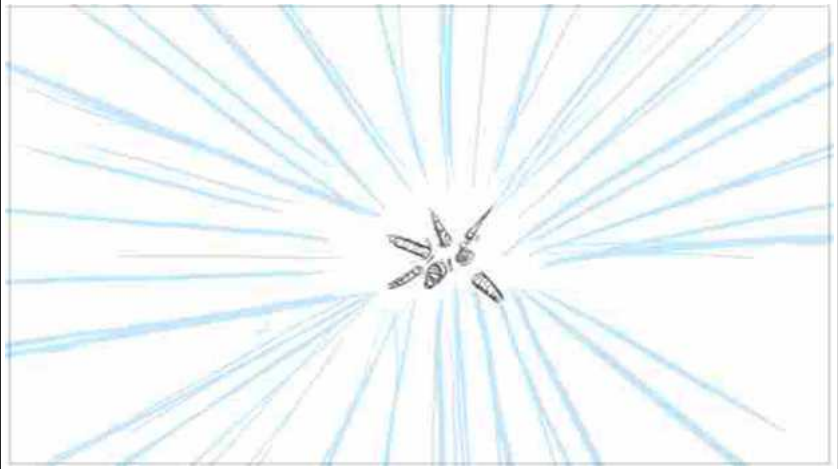
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 117   | 00:12    | 1     | 00:03    |



**Action Notes**  
Icicles fly to camera.

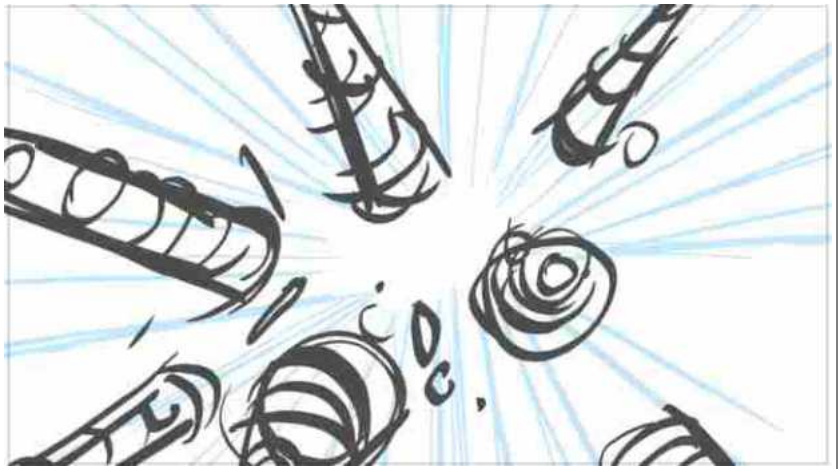


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 117   | 00:12    | 2     | 00:03    |



**Action Notes**  
Icicles fly to camera.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 117   | 00:12    | 3     | 00:03    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 117   | 00:12    | 4     | 00:03    |





| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 118   | 00:09    | 1     | 00:09    |



Action Notes

OTS the Ice-dactyl hovering over the gang.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 119   | 04:01    | 1     | 00:16    |



Dialog

103 VALT

POWER RED: FIRE BLAST!

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 119   | 04:01    | 2     | 01:18    |





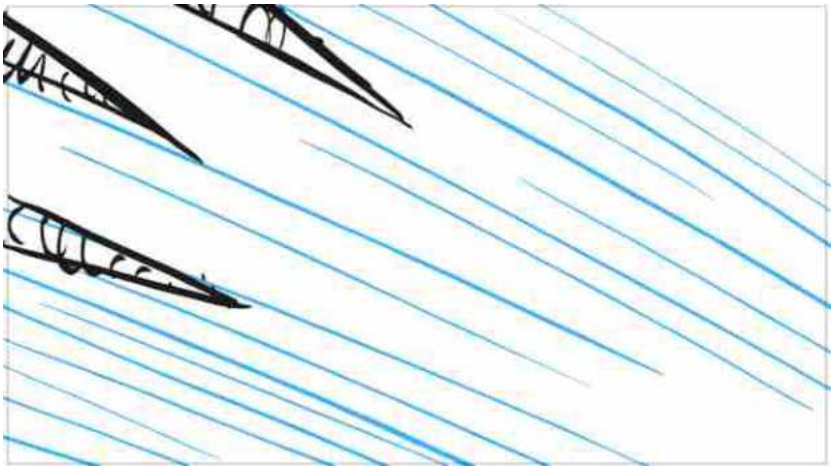
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 119   | 04:01    | 3     | 00:21    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 119   | 04:01    | 4     | 00:21    |



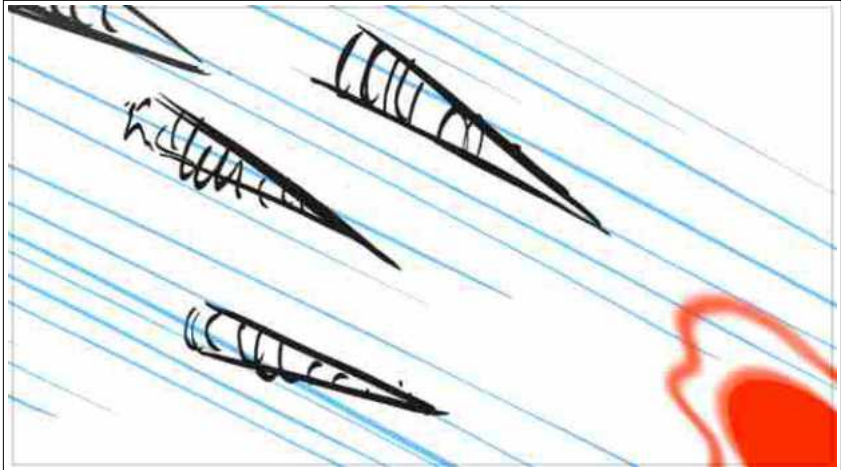
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 120   | 03:03    | 1     | 00:13    |



**Action Notes**  
Icicles fly to camera.

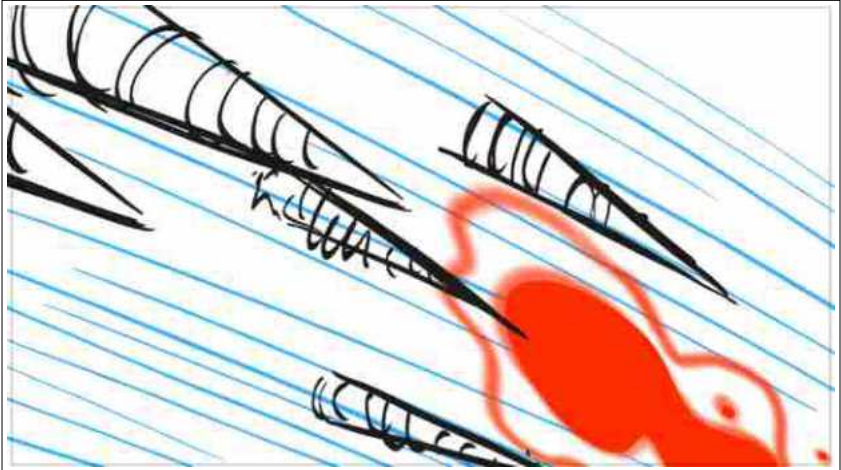


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 120   | 03:03    | 2     | 00:13    |



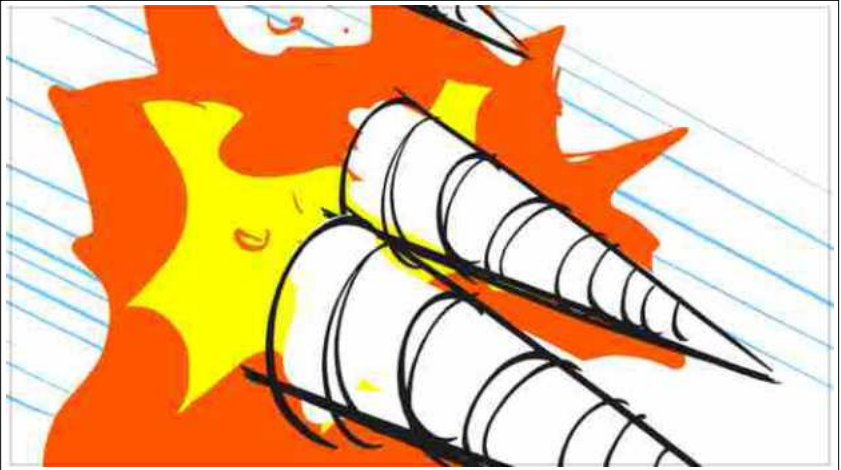
**Action Notes**  
Icicles fly to camera.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 120   | 03:03    | 3     | 00:13    |



**Action Notes**  
Icicles fly to camera.

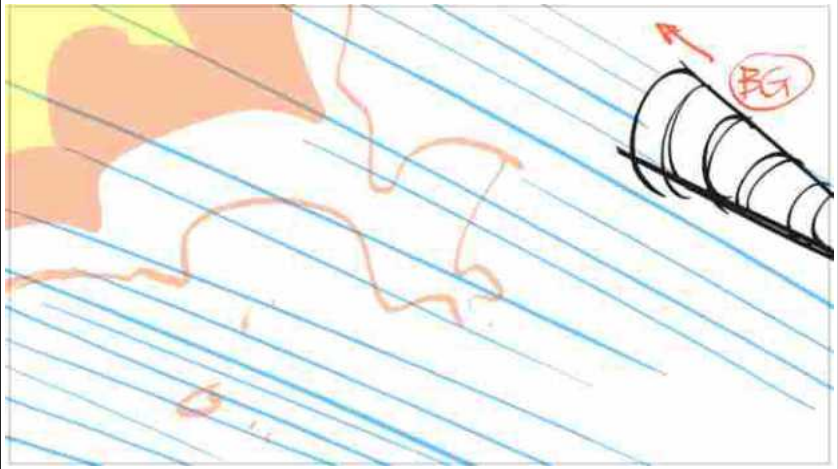
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 120   | 03:03    | 4     | 00:13    |



**Action Notes**  
Icicles fly to camera.

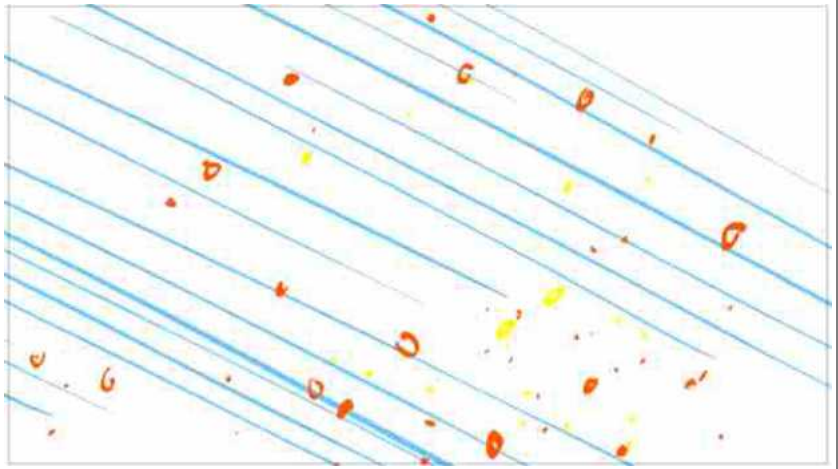


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 120   | 03:03    | 5     | 00:13    |



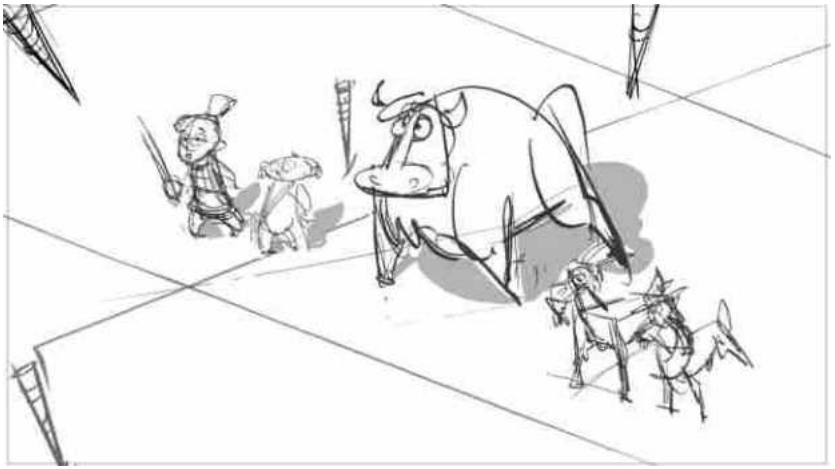
**Action Notes**  
Icicles fly to camera.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 120   | 03:03    | 6     | 00:13    |



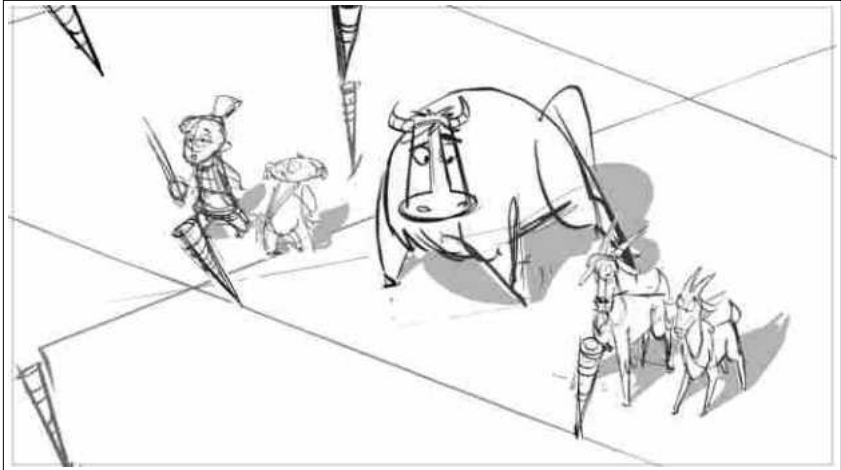
**Action Notes**  
Icicles fly to camera.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 121   | 03:08    | 1     | 00:08    |

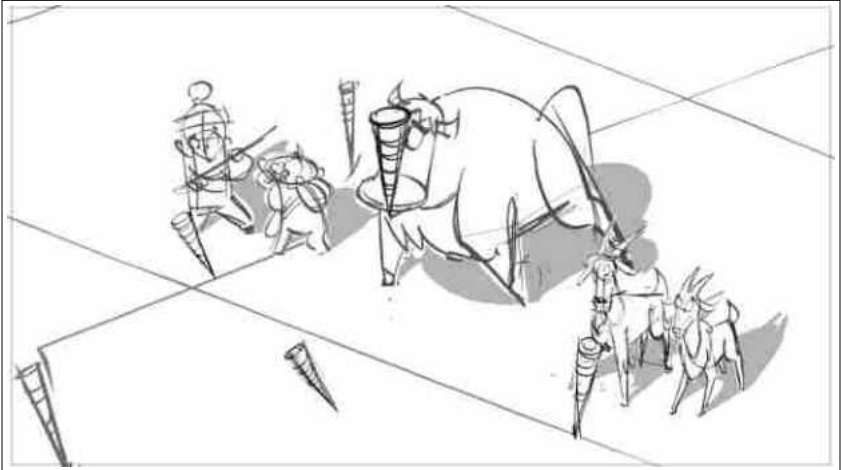




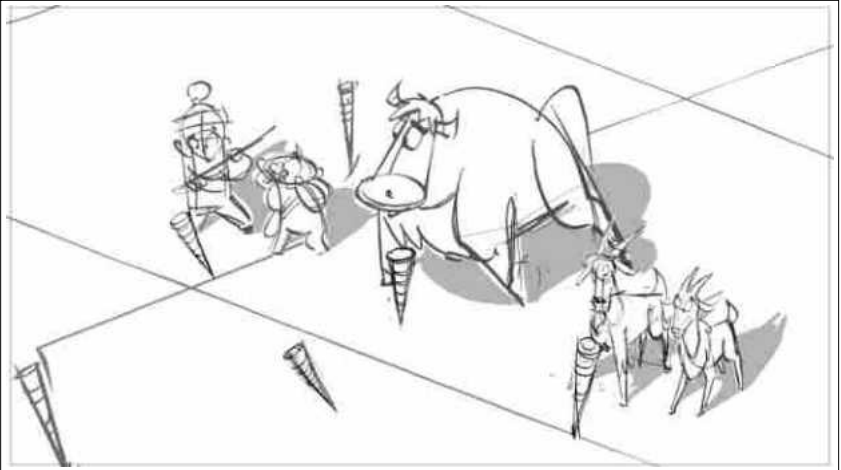
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 121   | 03:08    | 2     | 00:08    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 121   | 03:08    | 3     | 00:08    |

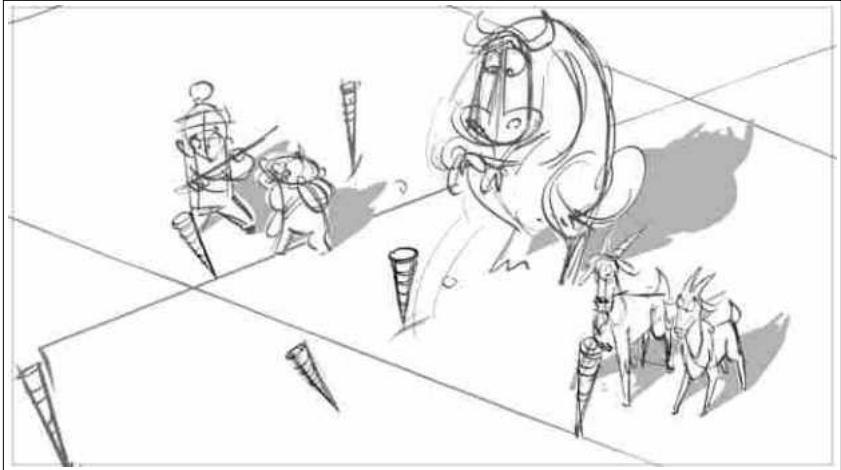


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 121   | 03:08    | 4     | 00:08    |

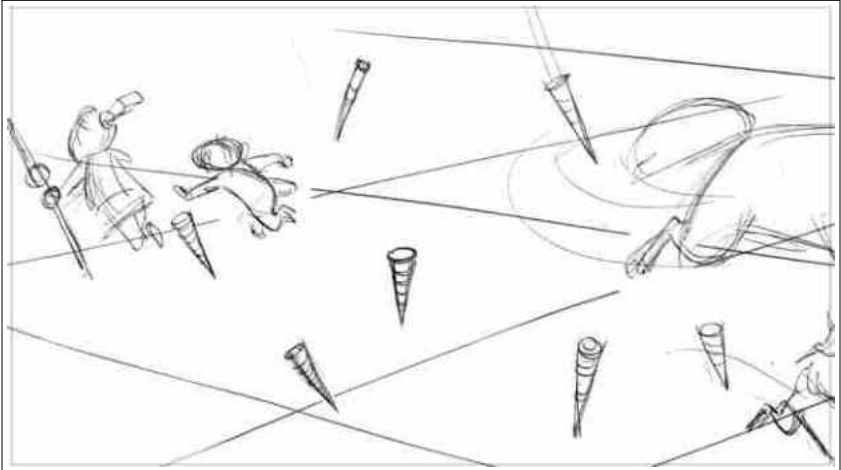




| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 121   | 03:08    | 5     | 01:14    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 121   | 03:08    | 6     | 00:12    |

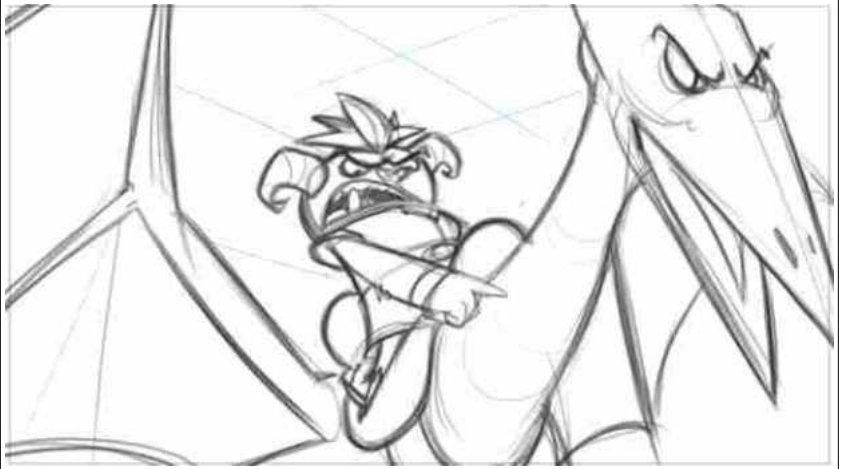


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 122   | 02:17    | 1     | 00:13    |





| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 122   | 02:17    | 2     | 02:04    |



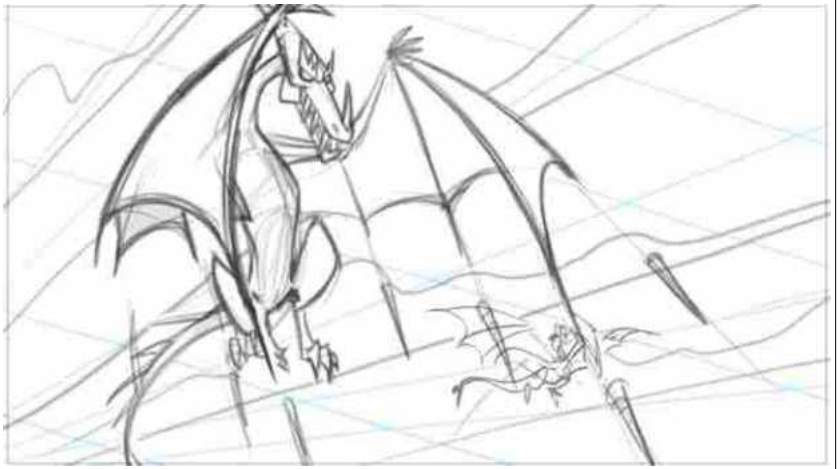
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 123   | 01:24    | 1     | 00:04    |



**Dialog**  
72 ICE-DACTYL  
  
<ATTACK SCREECH!>

**Action Notes**  
The Ice-Dactyl flaps its wings and unleashes giant icicles.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 123   | 01:24    | 2     | 00:12    |





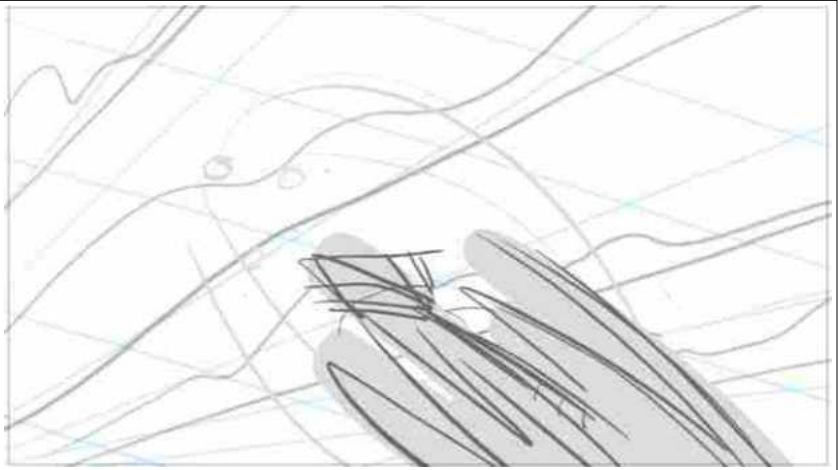
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 123   | 01:24    | 3     | 00:11    |



**Dialog**  
72 ICE-DACTYL  
  
<ATTACK SCREECH!>

**Action Notes**  
The Ice-Dactyl flaps its wings and unleashes giant icicles.

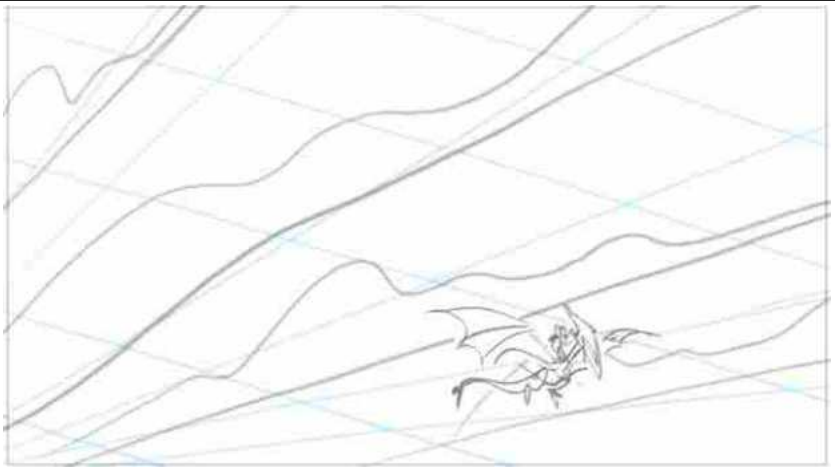
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 123   | 01:24    | 4     | 00:11    |



**Dialog**  
72 ICE-DACTYL  
  
<ATTACK SCREECH!>

**Action Notes**  
The Ice-Dactyl flaps its wings and unleashes giant icicles.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 123   | 01:24    | 5     | 00:11    |



**Dialog**  
72 ICE-DACTYL  
  
<ATTACK SCREECH!>

**Action Notes**  
The Ice-Dactyl flaps its wings and unleashes giant icicles.



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 124   | 01:07    | 1     | 00:08    |



Dialog

103 VALT  
  
POWER RED: FIRE BLAST!

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 124   | 01:07    | 2     | 00:08    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 124   | 01:07    | 3     | 00:08    |

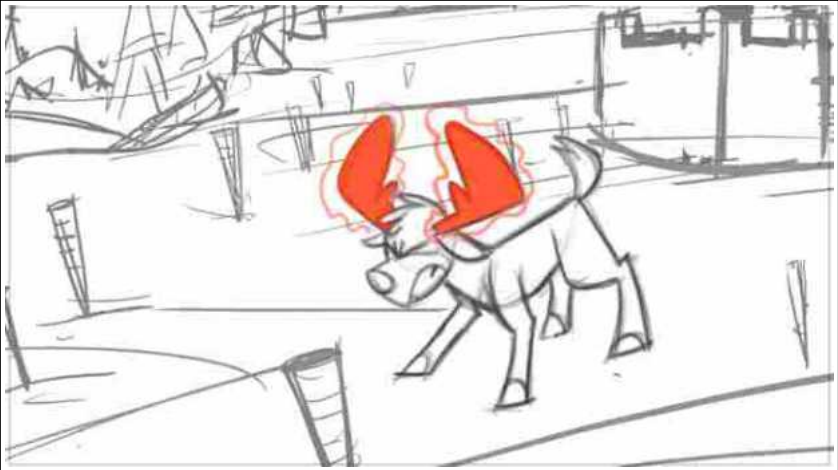


Action Notes

Valt again stands fast.

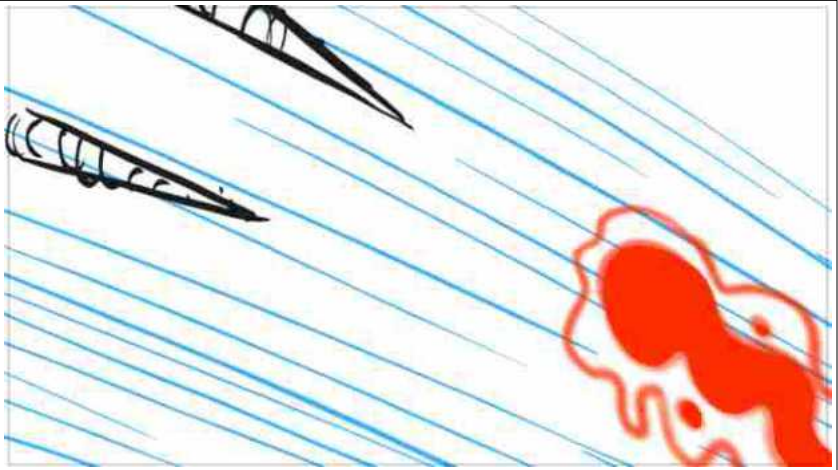


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 124   | 01:07    | 4     | 00:08    |



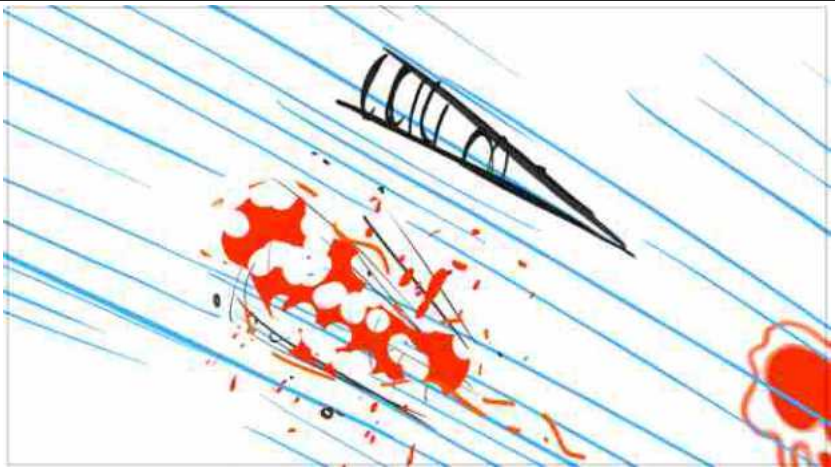
**Action Notes**  
Vault again stands fast.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 125   | 01:15    | 1     | 00:10    |



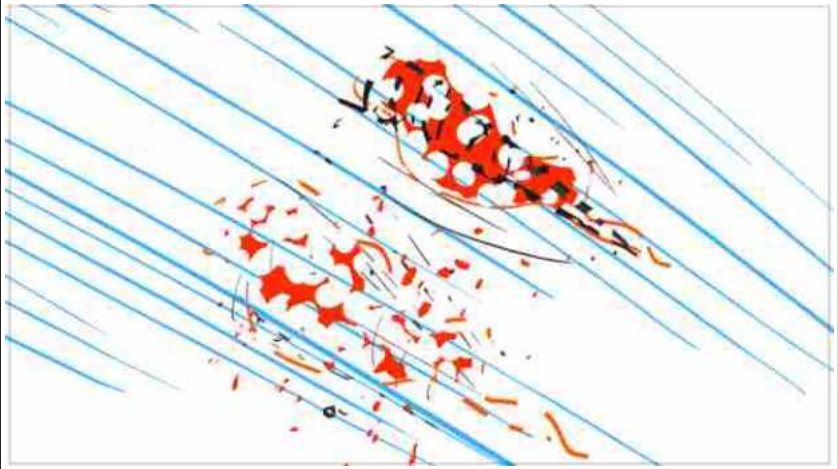
**Action Notes**  
Hitting one icicle, with a fire blast, then the other.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 125   | 01:15    | 2     | 00:10    |

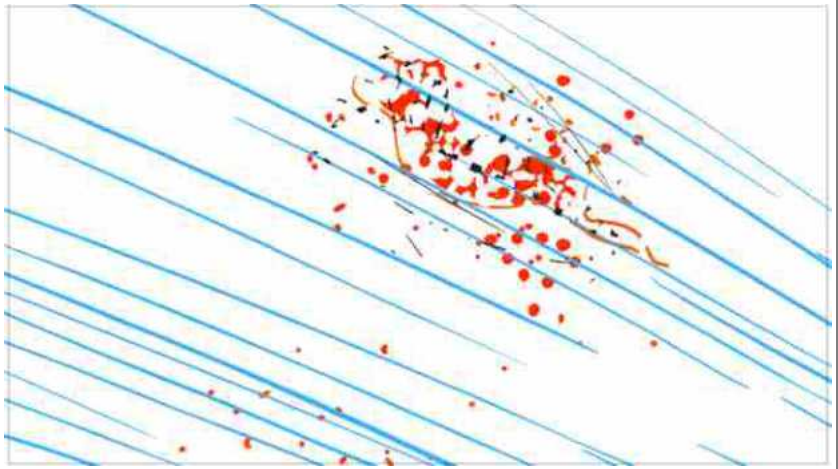




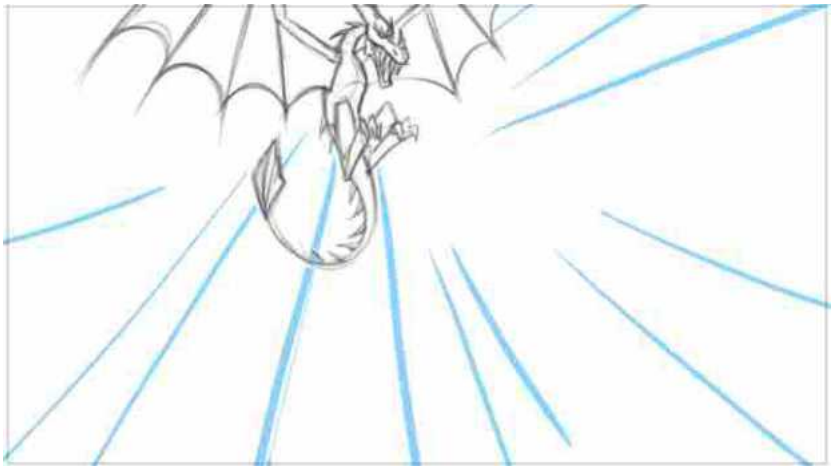
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 125   | 01:15    | 3     | 00:10    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 125   | 01:15    | 4     | 00:10    |



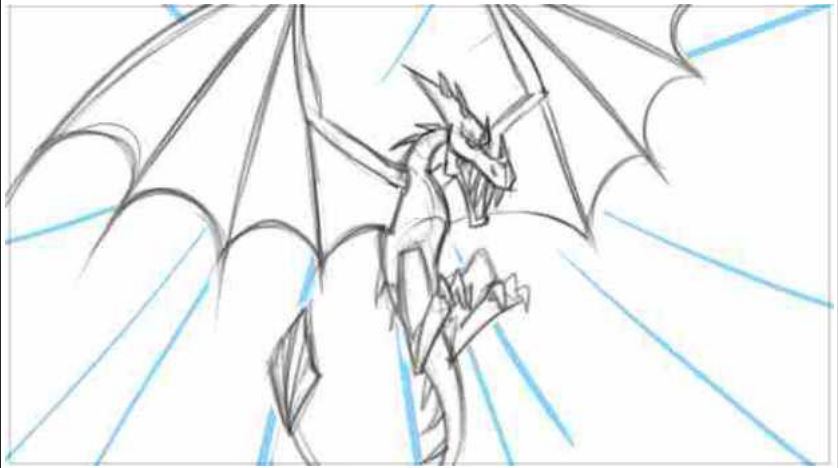
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 126   | 00:19    | 1     | 00:05    |



**Action Notes**  
The Ice-Dactyl dives down, claws extended.

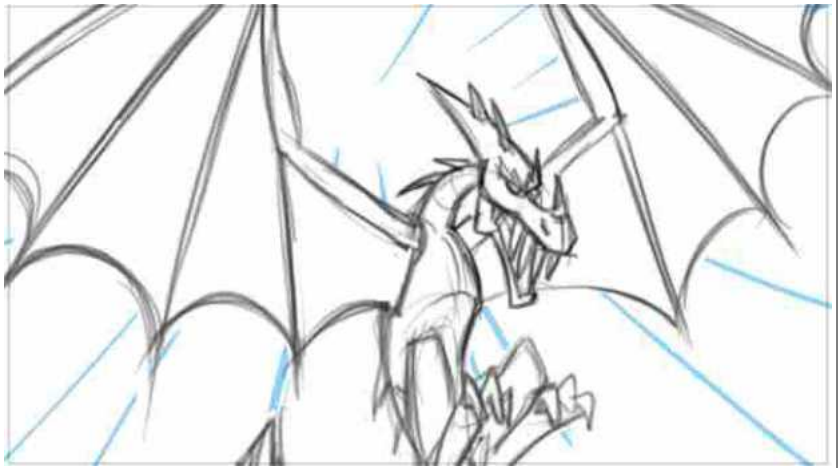


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 126   | 00:19    | 2     | 00:05    |

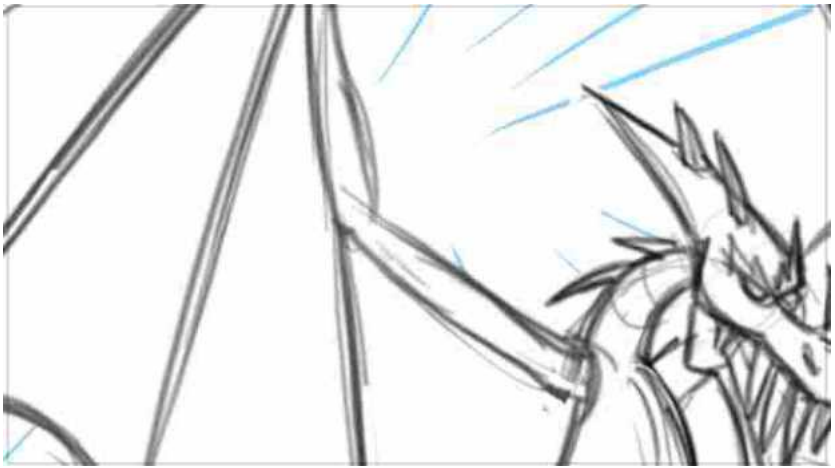


**Action Notes**  
The Ice-Dactyl dives down, claws extended.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 126   | 00:19    | 3     | 00:04    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 126   | 00:19    | 4     | 00:05    |





| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 127   | 02:01    | 1     | 01:20    |



**Dialog**  
105 MASTER VEN  
  
It is after Valt!

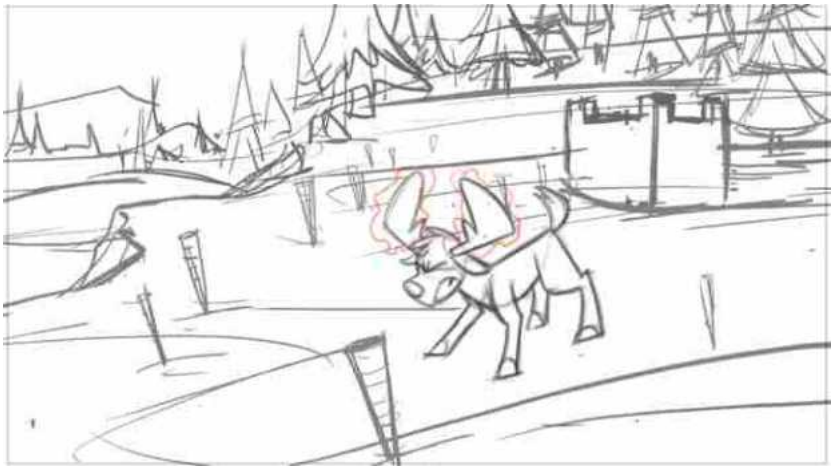
**Action Notes**  
Master Ven sees that the Ice-Dactyl is going for Valt.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 127   | 02:01    | 2     | 00:06    |



**Action Notes**  
He races forward.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 128   | 02:06    | 1     | 00:08    |



**Dialog**  
103 VALT  
  
POWER RED: FIRE BLAST!



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 128   | 02:06    | 2     | 00:10    |



**Action Notes**  
Master Yen races in.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 128   | 02:06    | 3     | 00:08    |



**Action Notes**  
He head-butts Valt out of the way -- just in time for the Ice-Dactyl to swoop down and grab Master Ven.

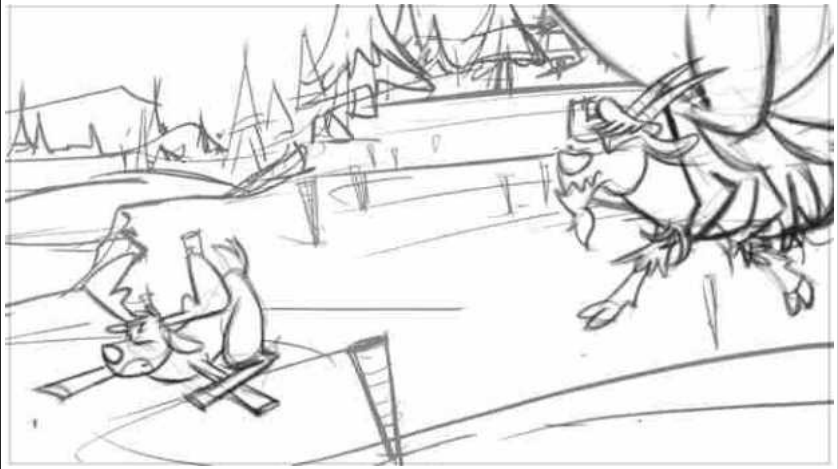
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 128   | 02:06    | 4     | 00:12    |



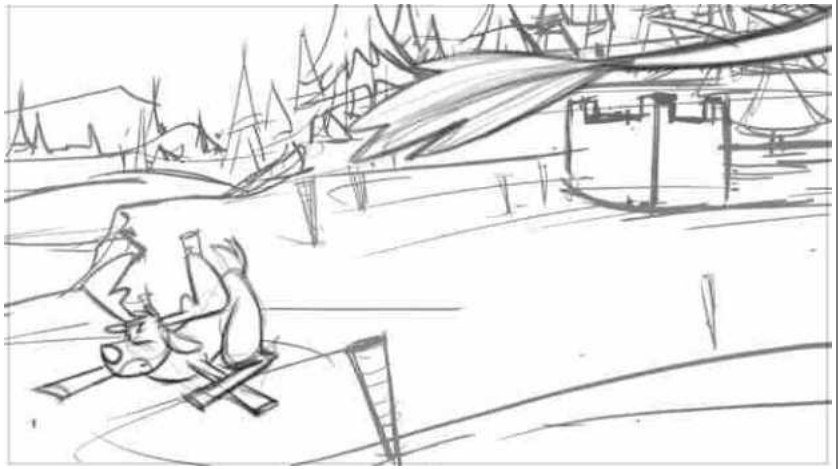
**Dialog**  
106 MASTER VEN (CONT'D)  
<Reaction>



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 128   | 02:06    | 5     | 00:08    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 128   | 02:06    | 6     | 00:10    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 129   | 04:09    | 1     | 00:06    |



**Dialog**  
107 SYING

Oh! That's the wrong one!

**Action Notes**  
Syng swings her dactyl around and angrily screams:



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 129   | 04:09    | 2     | 00:11    |

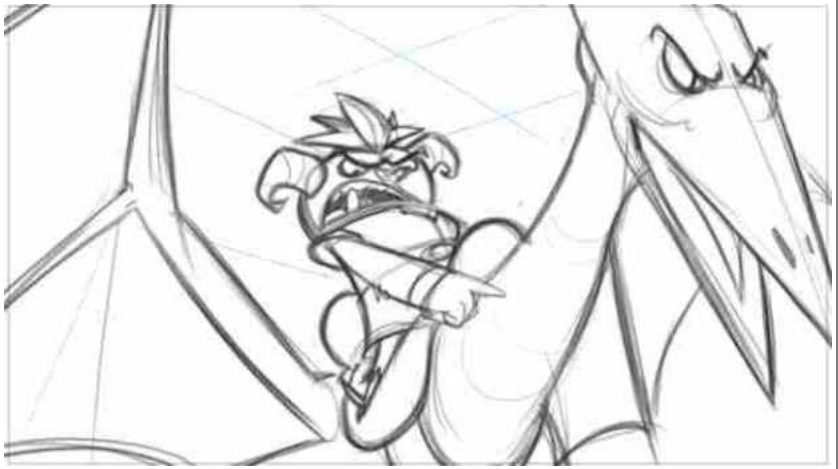


**Dialog**  
107 SYING

Oh! That's the wrong one!

**Action Notes**  
Syng swings her dactyl around and angrily screams:

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 129   | 04:09    | 3     | 01:16    |



**Dialog**  
107 SYING

Oh! That's the wrong one!

**Action Notes**  
Syng swings her dactyl around and angrily screams:

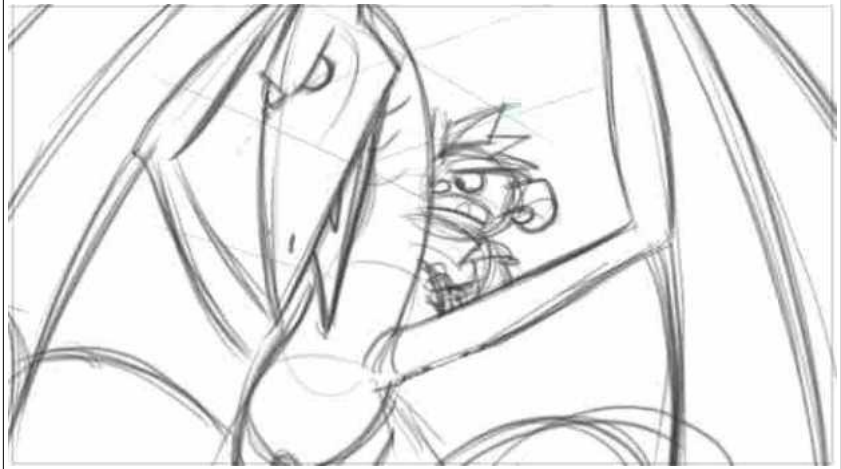
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 129   | 04:09    | 4     | 00:04    |



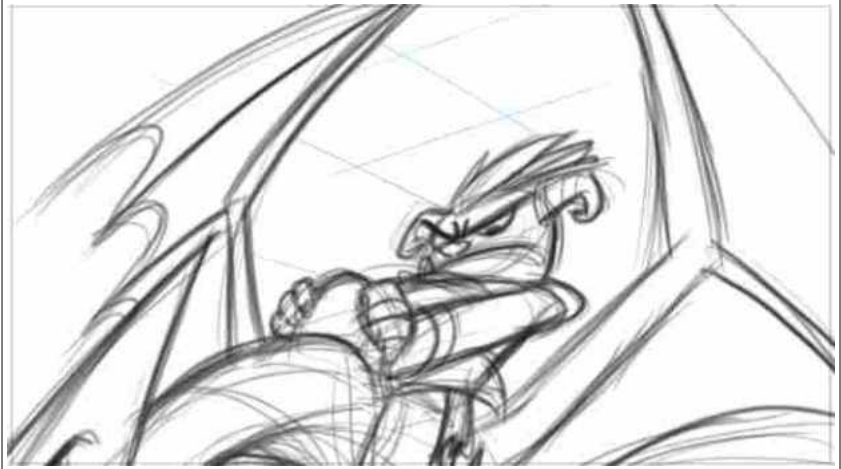
**Action Notes**  
Syng swings her dactyl around.fa



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 129   | 04:09    | 5     | 00:13    |

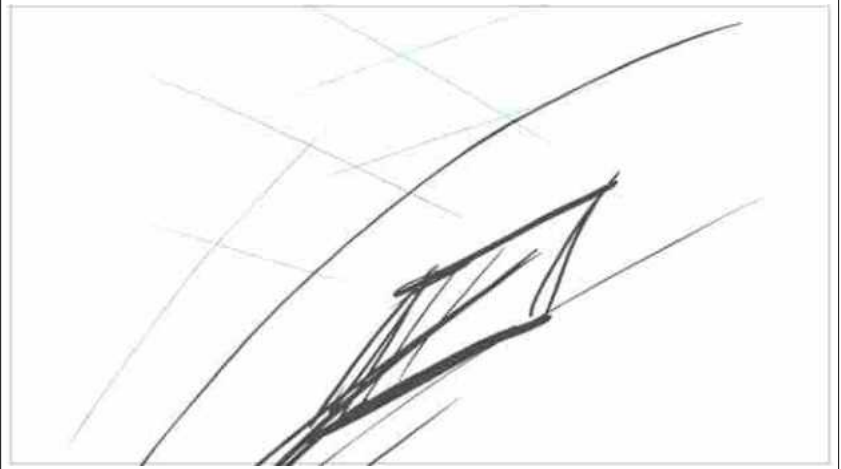


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 129   | 04:09    | 6     | 00:17    |



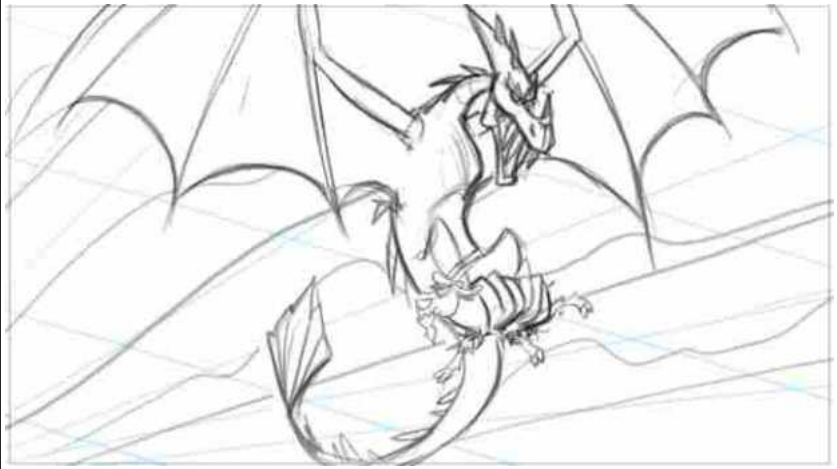
**Action Notes**  
Syng zooms out.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 129   | 04:09    | 7     | 00:17    |



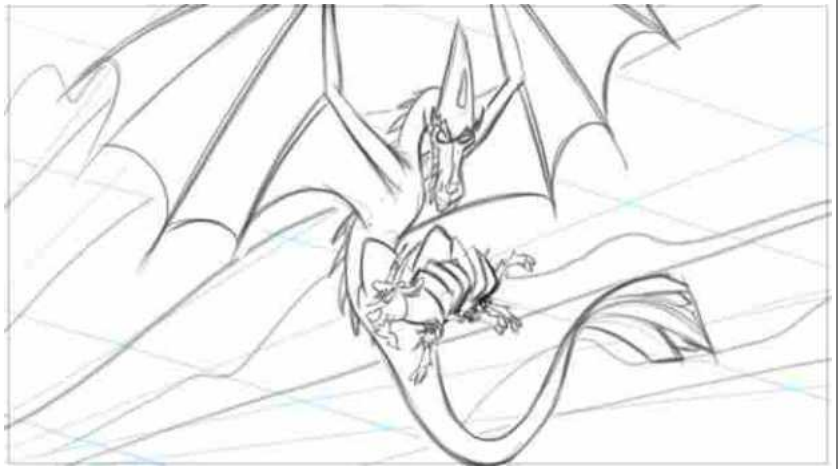


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 130   | 01:07    | 1     | 00:16    |



**Action Notes**  
The Ice-Dactyl looks down at Master Ven in his claws.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 130   | 01:07    | 2     | 00:16    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 131   | 04:19    | 1     | 00:14    |



**Action Notes**  
Valt scrambles to his feet and peers skyward.



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 131   | 04:19    | 2     | 00:15    |

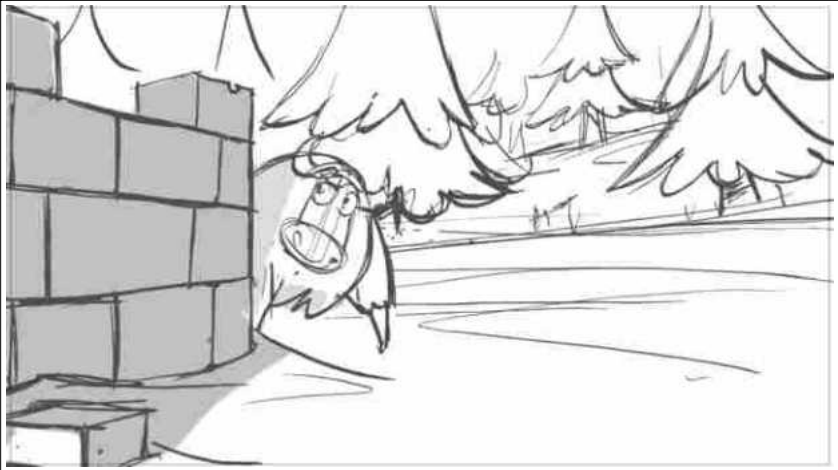


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 131   | 04:19    | 3     | 03:15    |



**Dialog**  
108 VALT  
  
I can't shoot it because Master Ven is in the way!

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 132   | 05:24    | 1     | 00:07    |



**Action Notes**  
Angle on Yark.



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 132   | 05:24    | 2     | 00:18    |



**Dialog**  
109 YARK

He's too far up for my nose blast!

**Action Notes**  
Yark jumps out from behind the altar. He looks up, upset, frustrated:

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 132   | 05:24    | 3     | 01:24    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 132   | 05:24    | 4     | 02:10    |



**Dialog**  
110 YONK (OS)

Yeah, that's too high.

**Action Notes**  
Suddenly....



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 132   | 05:24    | 5     | 00:15    |



**Action Notes**  
Yark looks...

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 133   | 00:16    | 1     | 00:16    |



**Dialog**  
111 YARK  
  
Yonk? Yike? What are you two doing here?  
  
112 YIKE  
  
We followed the dino lady who attacked the castle.  
We thought you could use a hand.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 134   | 03:07    | 1     | 03:07    |



**Dialog**  
111 YARK  
  
Yonk? Yike? What are you two doing here?

**Action Notes**  
Close on Yark



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 135   | 05:23    | 1     | 05:23    |



**Dialog**  
112 YIKE

We followed the dino lady who attacked the castle.  
We thought you could use a hand.

**Action Notes**  
Angle on Yonk and Yike.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 136   | 02:15    | 1     | 02:15    |

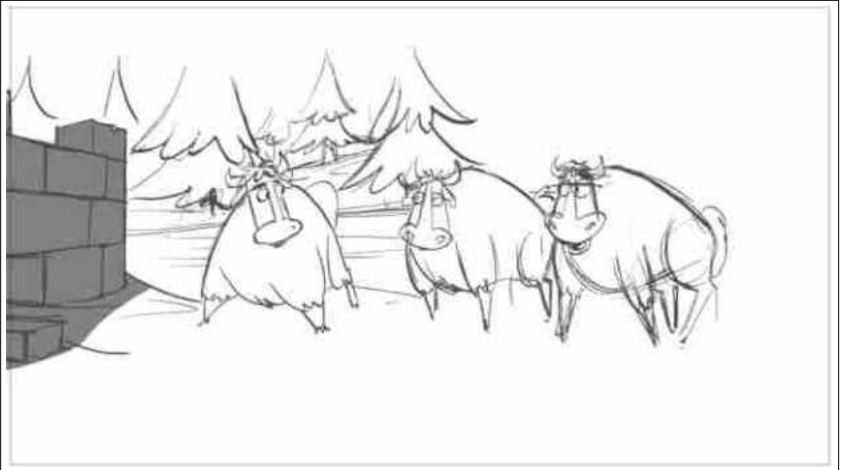


**Dialog**  
113 YARK

Right now I could use a set of wings.

**Action Notes**  
Close on Yark

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 137   | 08:17    | 1     | 01:05    |



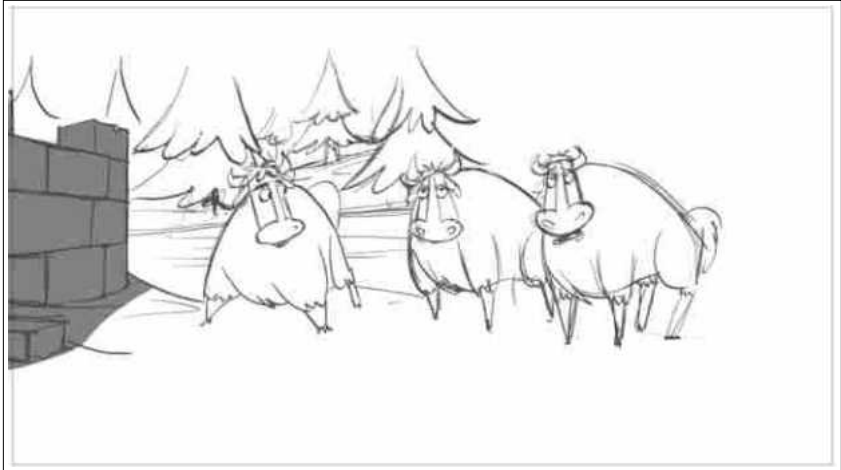
**Dialog**  
114 YONK

Well, if it helps, we're ready to think before we act.

**Action Notes**  
Yike and Yonk settle in scene and look upwards.



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 137   | 08:17    | 2     | 03:02    |



**Dialog**  
114 YONK

Well, if it helps, we're ready to think before we act.

**Action Notes**  
Yike and Yonk settle in scene and look upwards.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 137   | 08:17    | 3     | 02:08    |



**Dialog**  
115 YIKE

We could sit down and work out a three step plan that --

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 137   | 08:17    | 4     | 02:02    |



**Dialog**  
115 YIKE

We could sit down and work out a three step plan that --



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 138   | 05:05    | 1     | 00:24    |



**Dialog**  
116 YARK  
  
(interrupts)  
  
There's no time for that,....

**Action Notes**  
Close on Yark

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 138   | 05:05    | 2     | 01:19    |



**Dialog**  
116 YARK (contd)  
  
...only for Yak-fu!

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 138   | 05:05    | 3     | 02:12    |



**Dialog**  
116 YARK (contd)  
  
(commands)  
  
Yonk! Yak-Fu Thunder Burp!



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 139   | 05:19    | 1     | 00:12    |



Action Notes

Wide on the Yaks.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 139   | 05:19    | 2     | 01:12    |



Action Notes

Yonk nods. He centers himself, opens his mouth, and emits a massive, GROUND-SHAKING BELCH.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 139   | 05:19    | 3     | 01:22    |

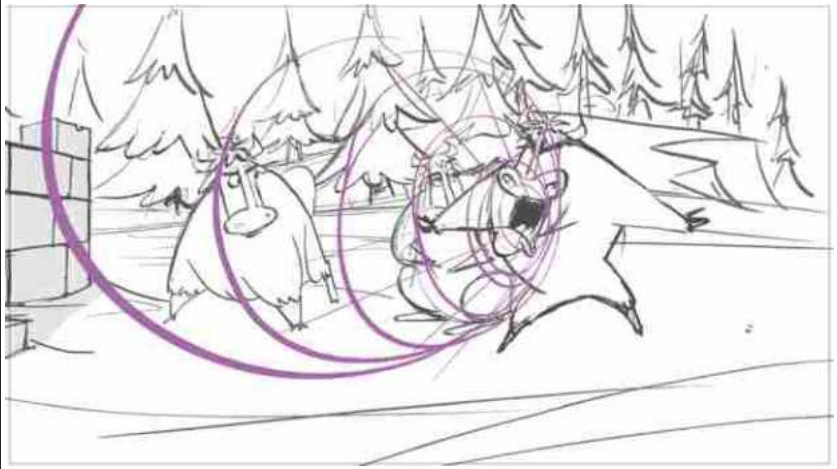


Action Notes

Yonk nods. He centers himself, opens his mouth, and emits a massive, GROUND-SHAKING BELCH.



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 139   | 05:19    | 4     | 01:23    |



**Action Notes**  
Yonk nods. He centers himself, opens his mouth, and emits a massive, GROUND-SHAKING BELCH.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 140   | 03:24    | 1     | 00:24    |



**Action Notes**  
The sound waves disorient the Ice-Dactyl, forcing it to drop far down, struggling to stay aloft.

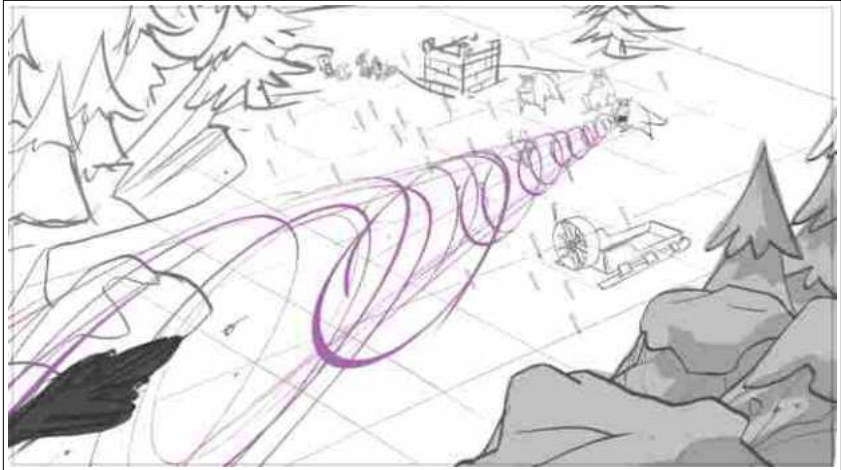
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 140   | 03:24    | 2     | 00:22    |



**Action Notes**  
Yonk's Yak-Fu Thunder Burp blows the Ice-dactyl out of scene.



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 140   | 03:24    | 3     | 00:23    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 140   | 03:24    | 4     | 01:05    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 141   | 04:23    | 1     | 01:06    |



**Dialog**

118 YARK

Good! Yike: Yak-fu Snow Ball! Knock free Master Ven!

**Action Notes**

Close on Yark



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 141   | 04:23    | 2     | 03:17    |



**Dialog**  
118 YARK

Good! Yike: Yak-fu Snow Ball! Knock free Master Ven!

**Action Notes**  
Close on Yark

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 142   | 03:08    | 1     | 01:14    |



**Dialog**  
119 YIKE

But he'll fall!

**Action Notes**  
Angle on Yark and Yike.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 142   | 03:08    | 2     | 01:19    |



**Dialog**  
120 YARK

Don't think, act!



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 142   | 07:24    | 1     | 01:22    |



Dialog

120 YARK

Don't think, act !

Action Notes

Angle on Yark and Yike.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 142   | 07:24    | 2     | 01:13    |



Dialog

120 YARK

Don't think, act!

Action Notes

Adjust camera



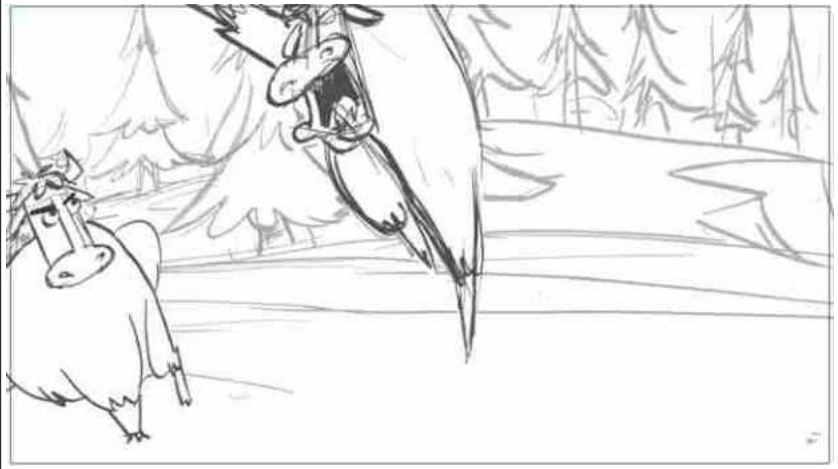
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 142   | 07:24    | 3     | 01:13    |



**Dialog**  
120 YARK  
  
Don't think, act!

**Action Notes**  
Yike Ya-fu's into a rolling ball. He LAUNCHES himself at the Ice-Dactyl's claw.

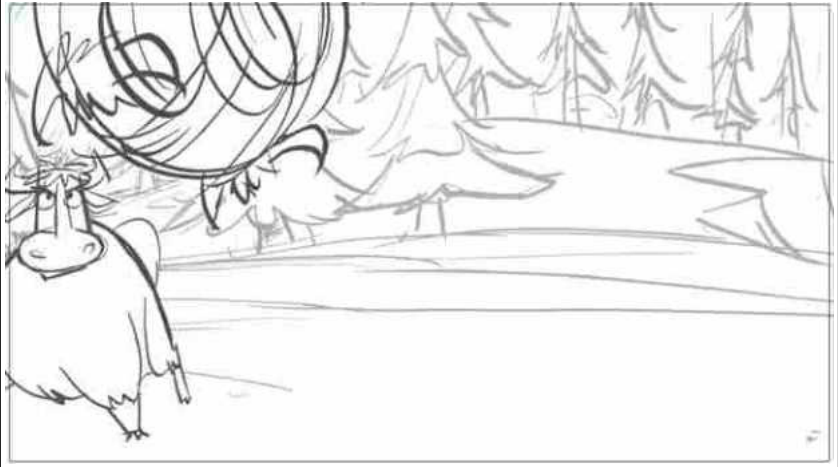
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 142   | 07:24    | 4     | 01:13    |



**Dialog**  
120 YARK  
  
Don't think, act!

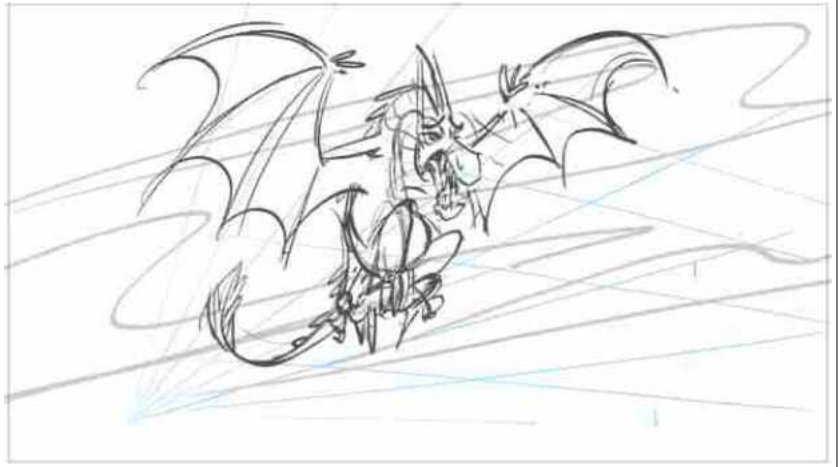


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 142   | 07:24    | 5     | 01:13    |



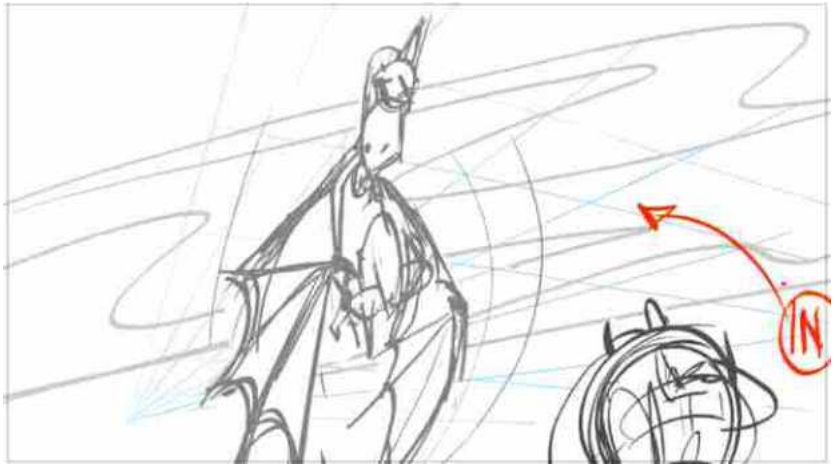
**Dialog**  
120 YARK  
  
Don't think, act!

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 143   | 01:22    | 1     | 00:15    |



**Action Notes**  
Angle on Ice-Dactyl

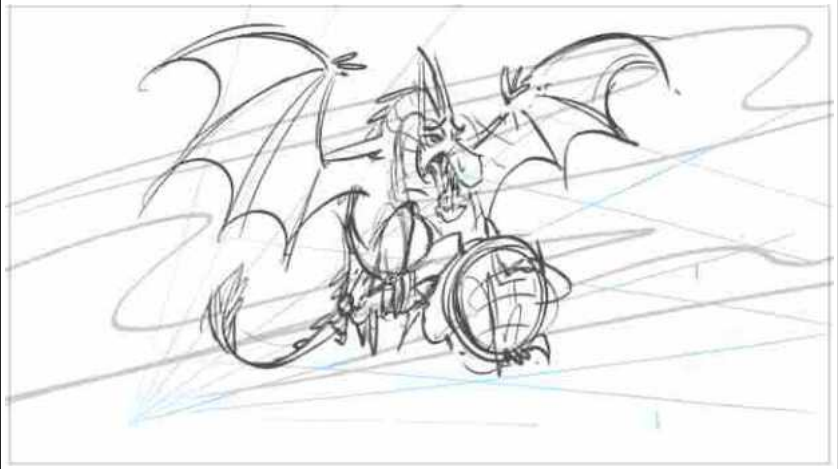
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 143   | 01:22    | 2     | 00:16    |



**Action Notes**  
Yike catapults into scene.

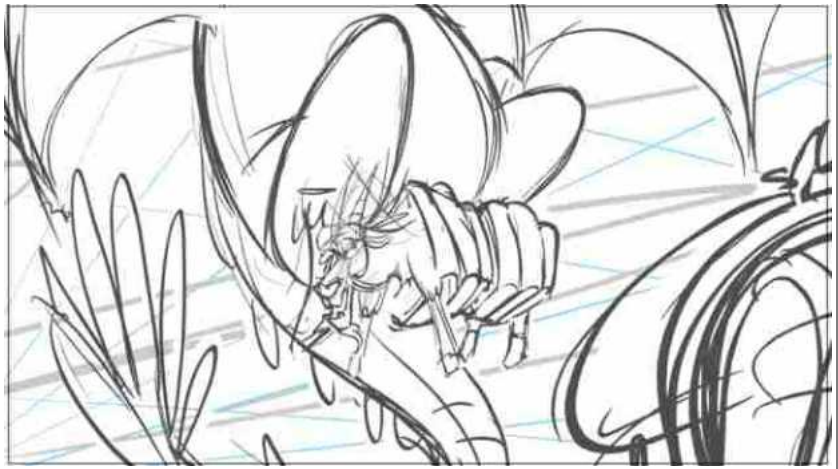


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 143   | 01:22    | 3     | 00:16    |



**Dialog**  
122 ICE-DACTYL  
  
<SCREECHES>

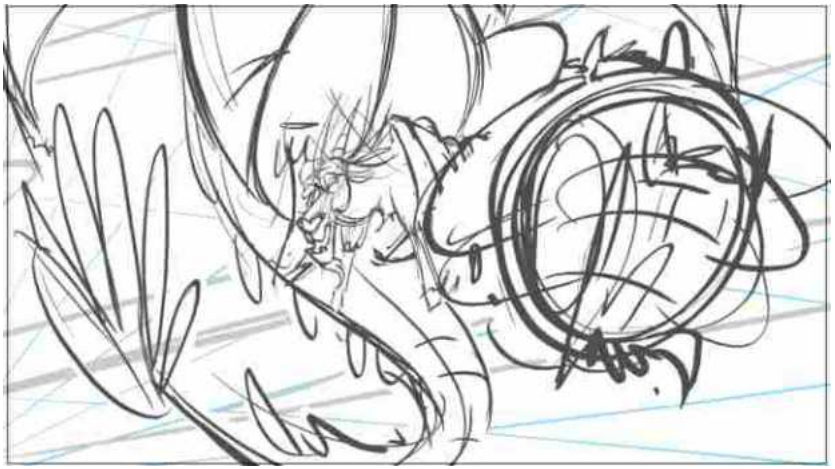
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 144   | 03:12    | 1     | 00:16    |



**Dialog**  
122 ICE-DACTYL  
  
<SCREECHES>

**Action Notes**  
Close on Master Yen in the Ice-Dactyls claws. Yike rockets in.

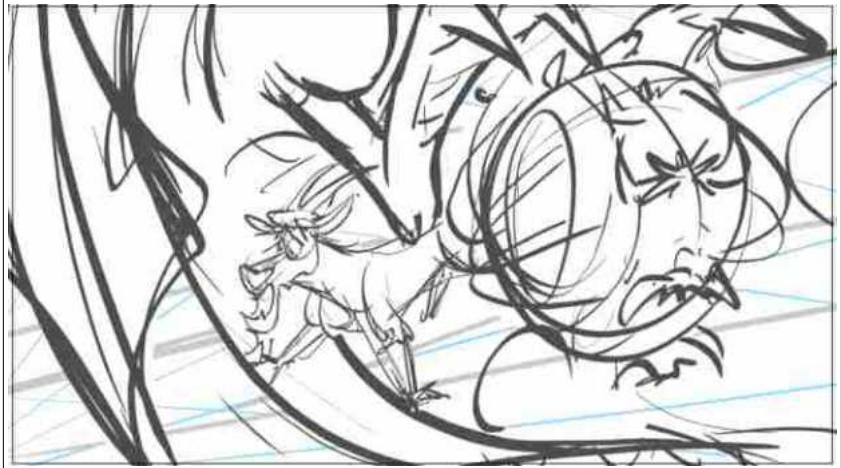
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 144   | 03:12    | 2     | 00:15    |



**Dialog**  
122 ICE-DACTYL  
  
<SCREECHES>



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 144   | 03:12    | 3     | 00:20    |



**Dialog**  
123 MASTER VEN  
  
<SCREAMS> Ahhhh!

**Action Notes**  
Yike smashes into Ice-Dactyl claws, releasing Master Yen.

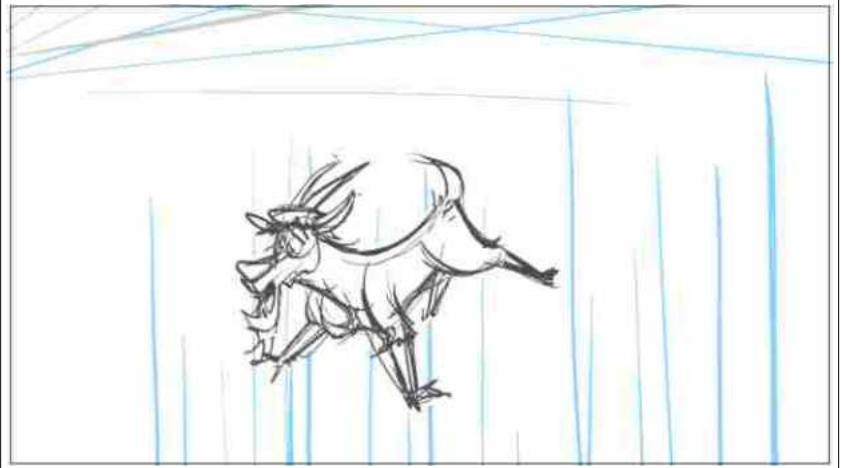
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 144   | 03:12    | 4     | 00:03    |



**Dialog**  
123 MASTER VEN  
  
<SCREAMS> Ahhhh!

**Action Notes**  
Start vertical BG pan.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 144   | 03:12    | 5     | 00:03    |



**Dialog**  
123 MASTER VEN  
  
<SCREAMS> Ahhhh!

**Action Notes**  
Start vertical BG pan.



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 144   | 03:12    | 6     | 00:03    |



**Dialog**  
123 MASTER VEN  
  
<SCREAMS> Ahhhh!

**Action Notes**  
Start vertical BG pan.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 144   | 03:12    | 7     | 00:03    |



**Dialog**  
123 MASTER VEN  
  
<SCREAMS> Ahhhh!

**Action Notes**  
Start vertical BG pan.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 144   | 03:12    | 8     | 00:03    |



**Dialog**  
123 MASTER VEN  
  
<SCREAMS> Ahhhh!

**Action Notes**  
Start vertical BG pan.



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 144   | 03:12    | 9     | 00:03    |



**Dialog**  
123 MASTER VEN  
  
<SCREAMS> Ahhhh!

**Action Notes**  
Start vertical BG pan.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 144   | 03:12    | 10    | 00:03    |



**Dialog**  
123 MASTER VEN  
  
<SCREAMS> Ahhhh!

**Action Notes**  
Start vertical BG pan.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 144   | 03:12    | 11    | 00:03    |



**Dialog**  
123 MASTER VEN  
  
<SCREAMS> Ahhhh!

**Action Notes**  
Start vertical BG pan.



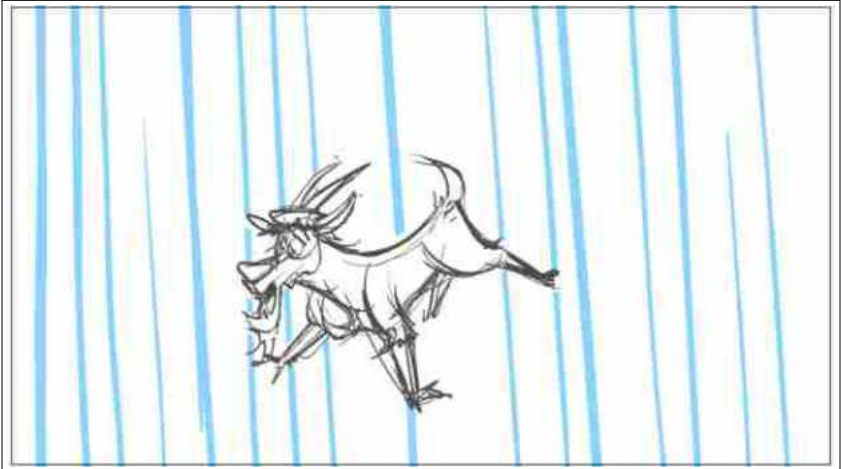
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 144   | 03:12    | 12    | 00:03    |



**Dialog**  
123 MASTER VEN  
  
<SCREAMS> Ahhhh!

**Action Notes**  
Start vertical BG pan.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 144   | 03:12    | 13    | 00:03    |



**Dialog**  
123 MASTER VEN  
  
<SCREAMS> Ahhhh!

**Action Notes**  
Start vertical BG pan.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 144   | 03:12    | 14    | 00:03    |



**Dialog**  
123 MASTER VEN  
  
<SCREAMS> Ahhhh!

**Action Notes**  
Start vertical BG pan.



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 144   | 03:12    | 15    | 00:03    |



**Dialog**  
123 MASTER VEN  
  
<SCREAMS> Ahhhh!

**Action Notes**  
Start vertical BG pan.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 145   | 06:06    | 1     | 00:24    |



**Dialog**  
124 TA0  
  
Yark!

**Action Notes**  
Angle on Tao and Yark.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 145   | 06:06    | 2     | 01:00    |



**Dialog**  
124 TA0 (contd)  
  
He's falling!



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 145   | 06:06    | 3     | 00:21    |



**Dialog**  
125 YARK  
  
<INHALING>

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 145   | 06:06    | 4     | 01:13    |



**Dialog**  
125 YARK (contd)  
  
I got this...

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 145   | 06:06    | 5     | 01:23    |

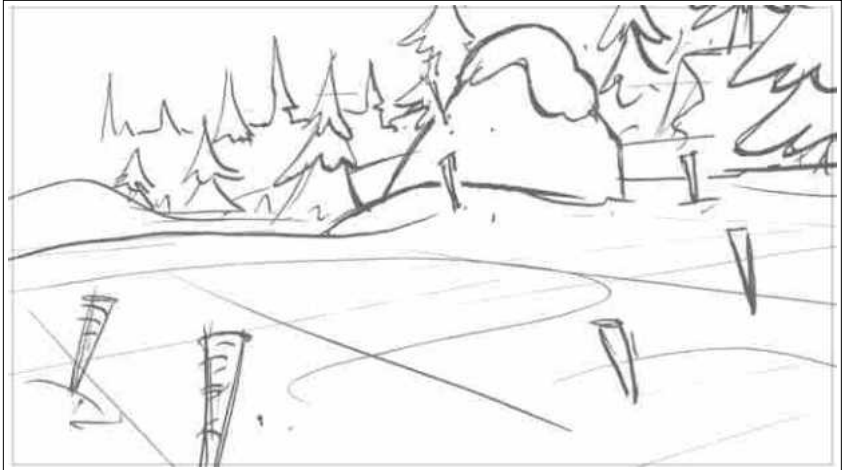


**Dialog**  
125 YARK (contd)  
  
<Exhaling>

**Action Notes**  
Yark uses his Yak-fu ice nose to make an ice slide.



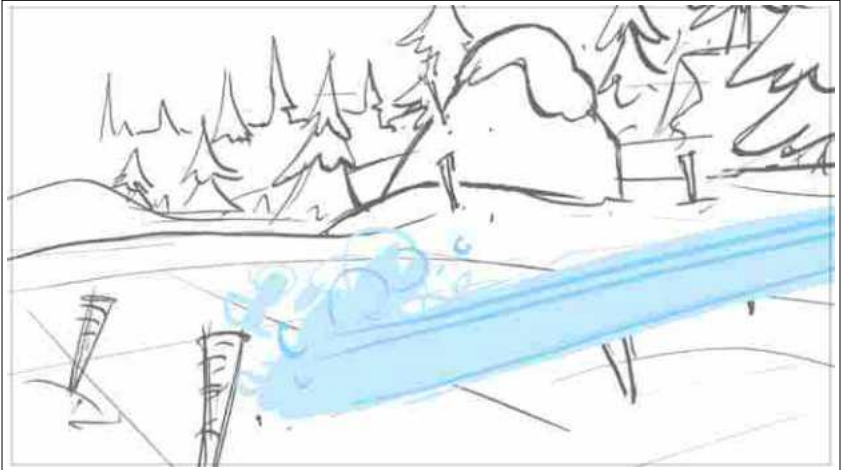
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 146   | 02:14    | 1     | 00:19    |



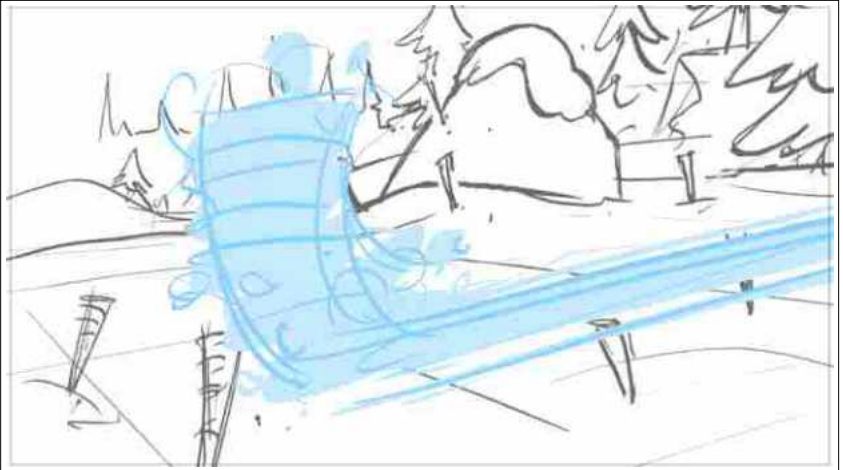
Action Notes

Angle on a patch of ground. Yarks Yak-fu ice blast shoots up a colum of ice...

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 146   | 02:14    | 2     | 00:20    |

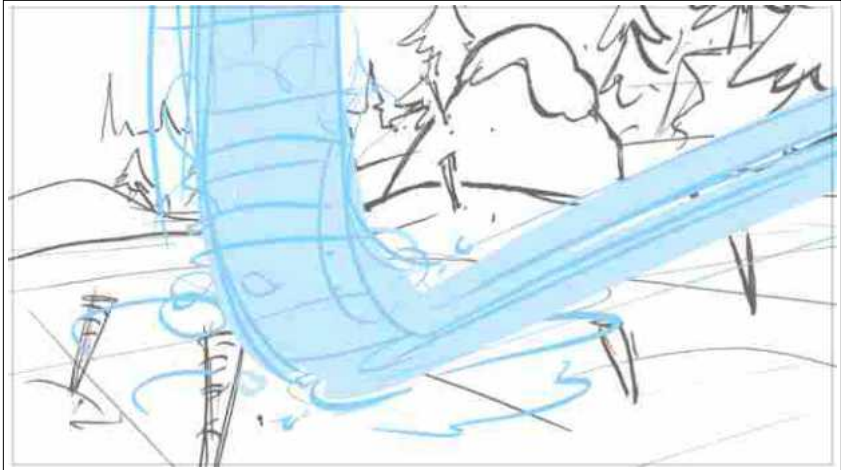


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 146   | 02:14    | 3     | 00:13    |





| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 146   | 02:14    | 4     | 00:12    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 147   | 01:20    | 1     | 00:04    |



**Dialog**  
123 MASTER VEN  
  
<SCREAMS> Ahhhh!

**Action Notes**  
Angle on Master Yen falling. Pan BG

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 147   | 01:20    | 2     | 00:05    |



**Action Notes**  
Angle on Master Yen falling. Pan BG



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 147   | 01:20    | 3     | 00:08    |



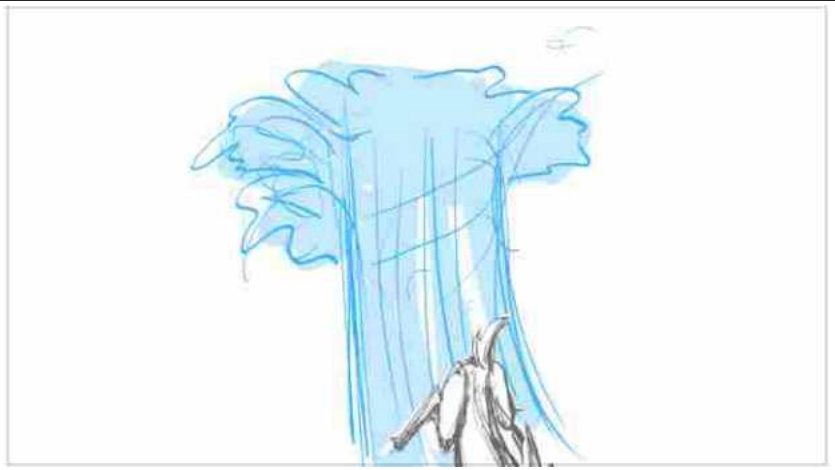
**Action Notes**  
Angle on Master Yen falling. Pan BG

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 147   | 01:20    | 4     | 00:11    |



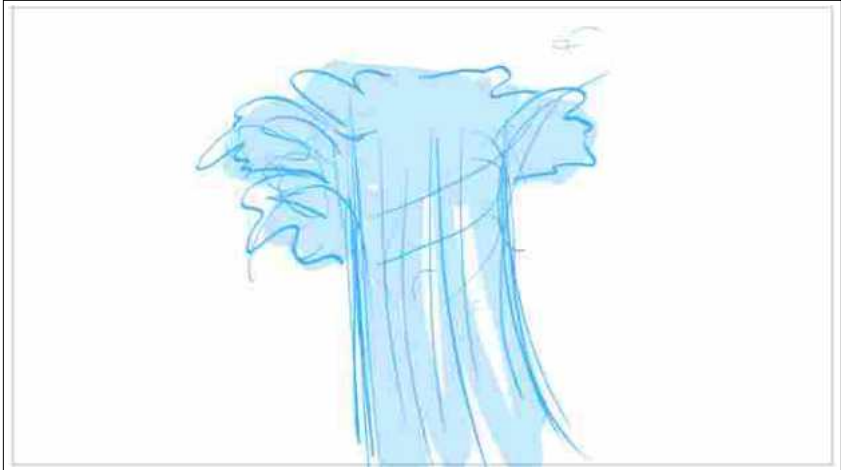
**Action Notes**  
Stop Pan as he slides down the ice column.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 147   | 01:20    | 5     | 00:09    |

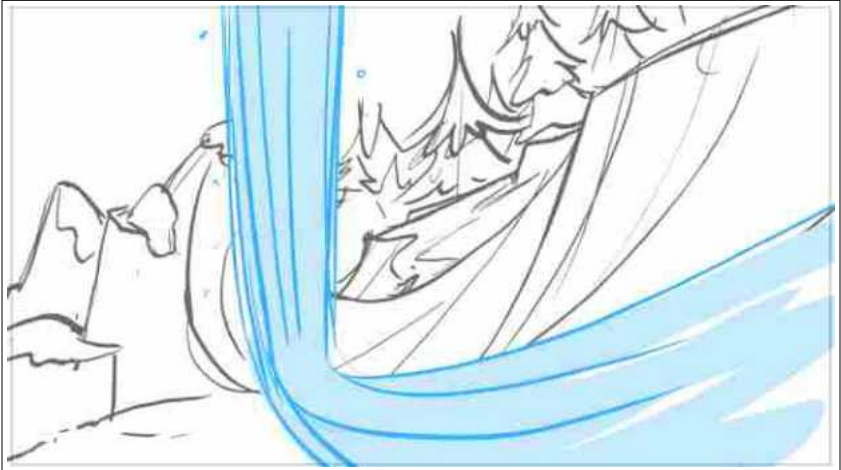




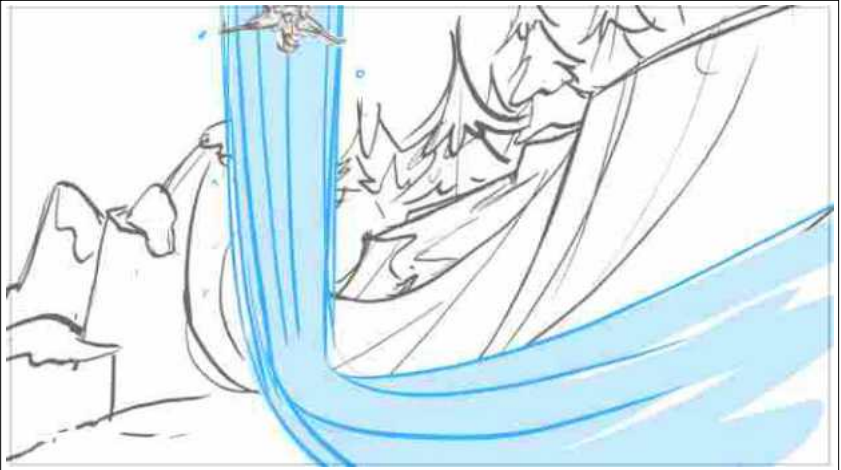
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 147   | 01:20    | 6     | 00:08    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 148   | 01:14    | 1     | 00:08    |

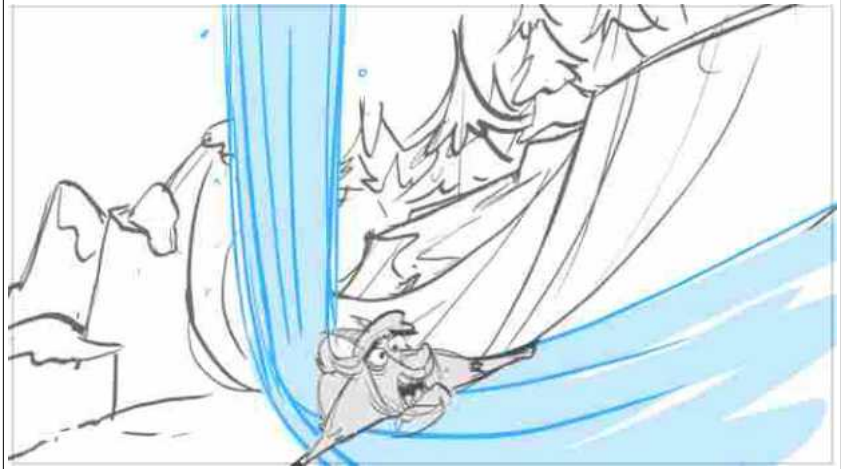


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 148   | 01:14    | 2     | 00:09    |

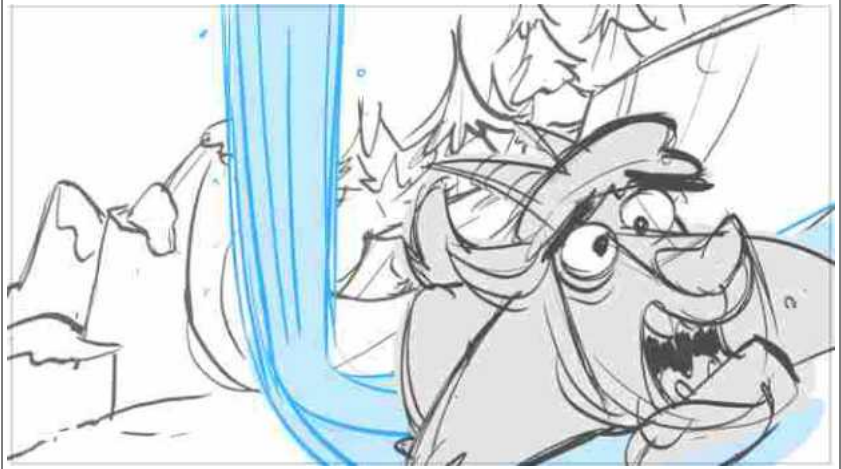




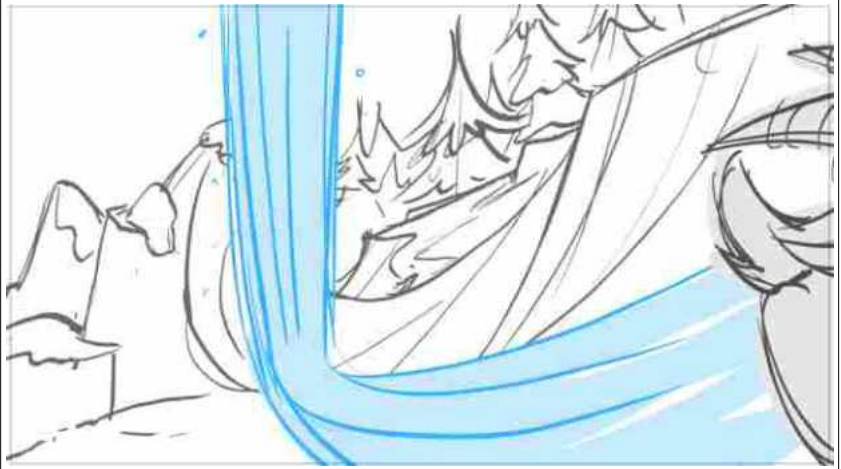
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 148   | 01:14    | 3     | 00:06    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 148   | 01:14    | 4     | 00:06    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 148   | 01:14    | 5     | 00:10    |





| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 149   | 08:11    | 1     | 00:10    |



**Action Notes**  
Master Yen slides to a stop beside Valt.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 149   | 08:11    | 2     | 00:10    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 149   | 08:11    | 3     | 00:14    |





| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 149   | 08:11    | 4     | 00:24    |



**Action Notes**  
Valt looks up.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 149   | 08:11    | 5     | 02:04    |



**Dialog**  
126 VALT  
  
And now I have a clear shot.

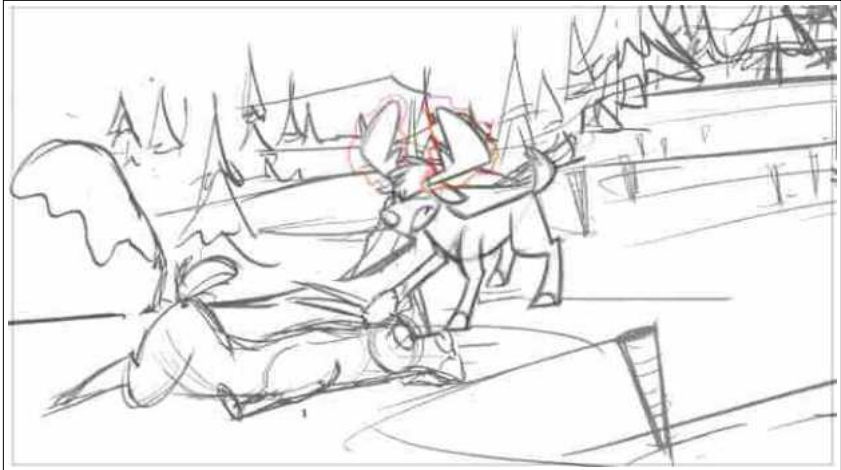
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 149   | 08:11    | 6     | 02:16    |



**Dialog**  
126 VALT (contd)  
  
POWER OF RED: FIRE BLAST!



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 149   | 08:11    | 7     | 00:09    |



**Dialog**  
126 VALT

And now I have a clear shot. POWER OF RED: FIRE BLAST!

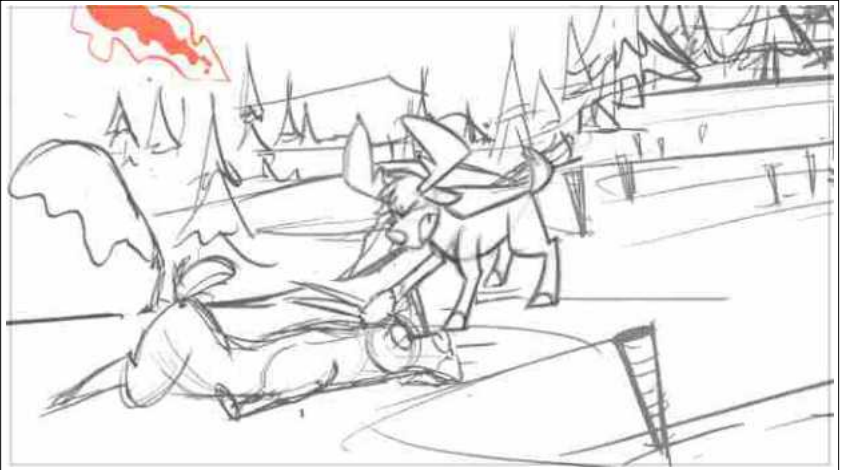
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 149   | 08:11    | 8     | 00:08    |



**Dialog**  
126 VALT

And now I have a clear shot. POWER OF RED: FIRE BLAST!

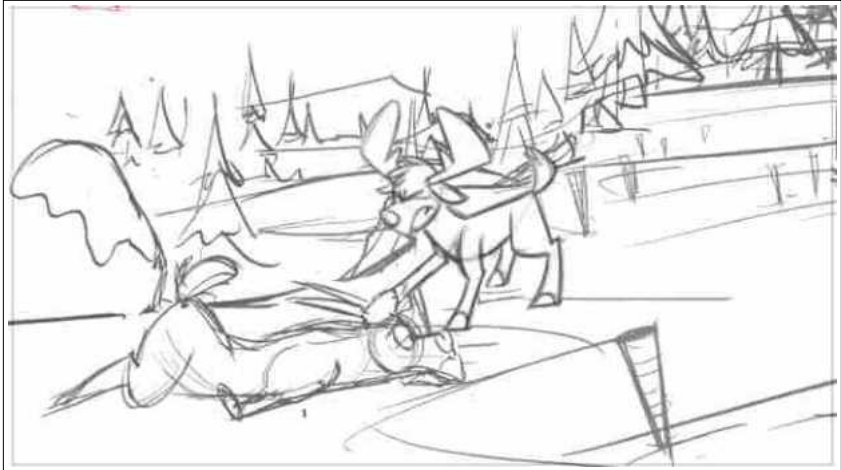
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 149   | 08:11    | 9     | 00:08    |



**Action Notes**  
Valt shoots a fireball!



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 149   | 08:11    | 10    | 00:08    |

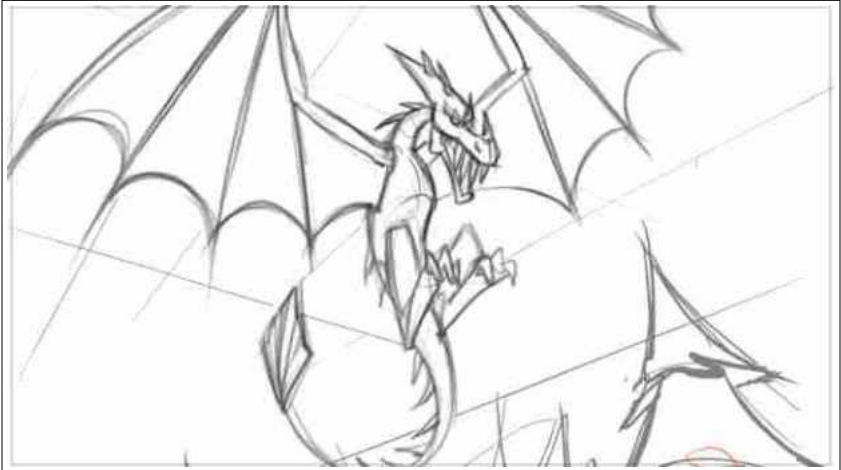


Dialog

126 VALT

And now I have a clear shot. POWER OF RED: FIRE BLAST!

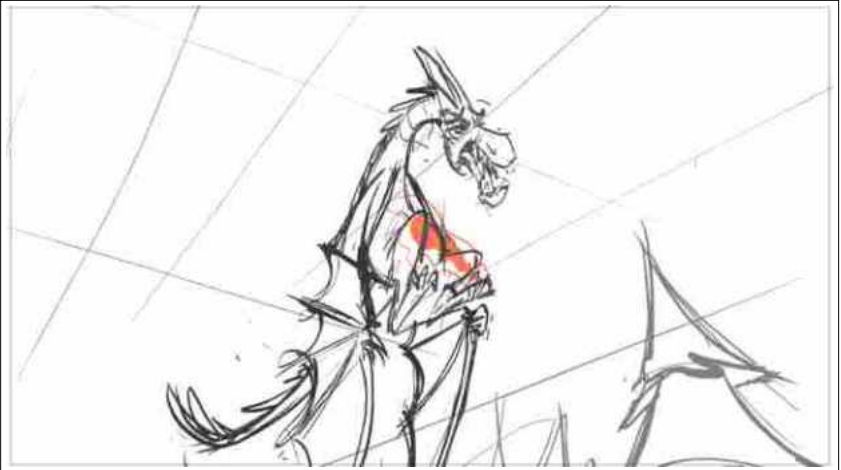
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 150   | 06:05    | 1     | 00:16    |



Action Notes

The blast hits the flapping Ice-Dactyl. It begins to shrink in on itself, melting away like an ice cube on a summers day.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 150   | 06:05    | 2     | 00:16    |



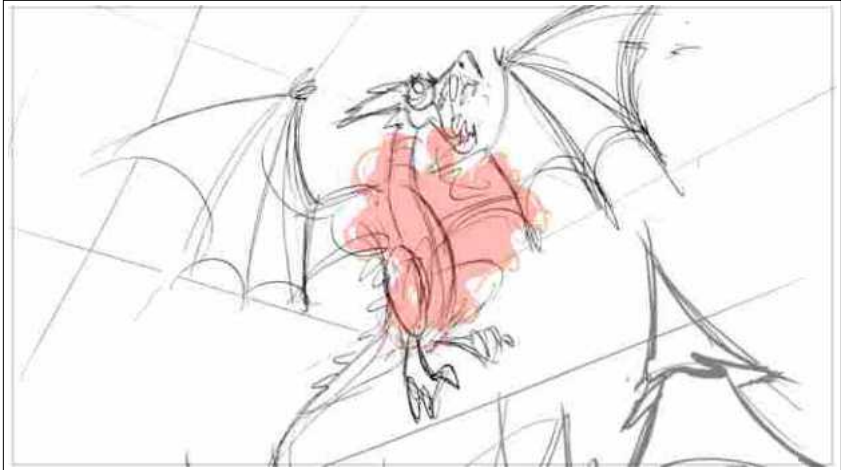
Dialog

126A ICE-DACTYL

<Impact, melting>



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 150   | 06:05    | 3     | 01:11    |



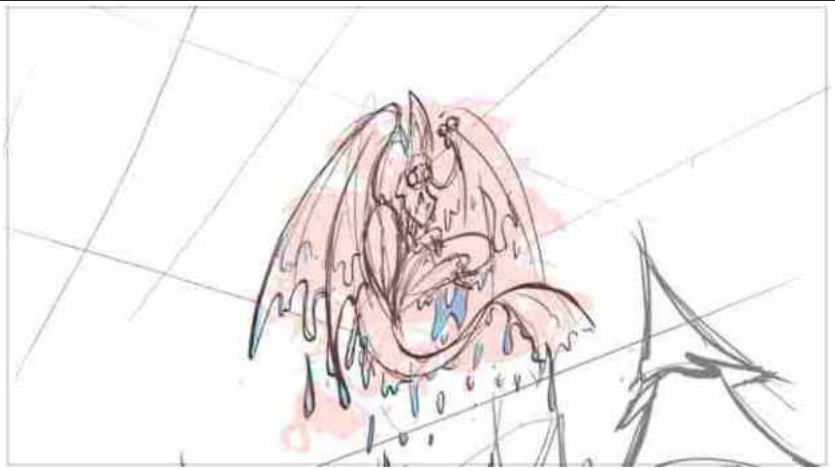
**Dialog**  
126A ICE-DACTYL  
  
<Impact, melting>

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 150   | 06:05    | 4     | 00:23    |



**Dialog**  
126A ICE-DACTYL  
  
<Impact, melting>

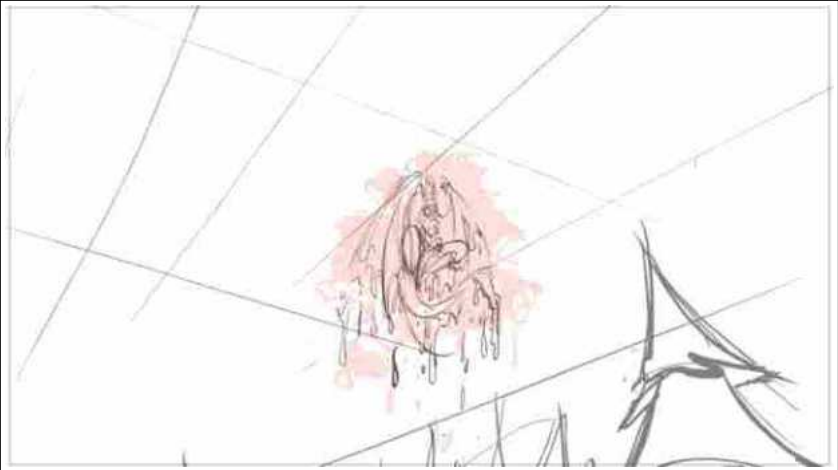
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 150   | 06:05    | 5     | 00:16    |



**Dialog**  
126A ICE-DACTYL  
  
<Impact, melting>

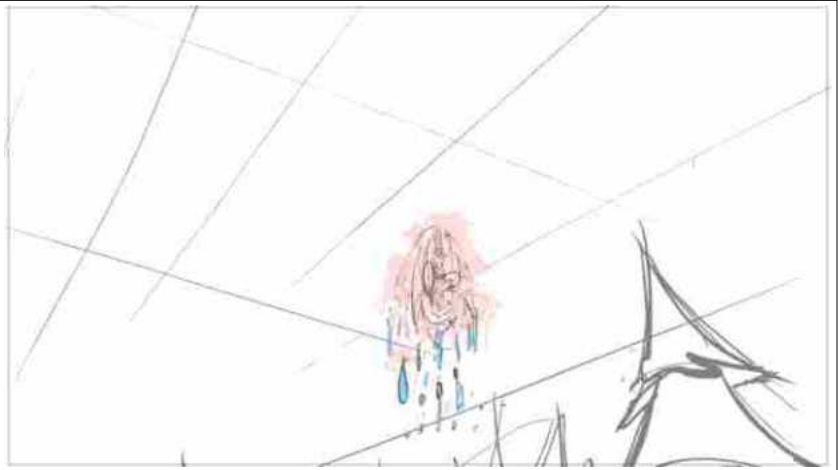


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 150   | 06:05    | 6     | 00:16    |



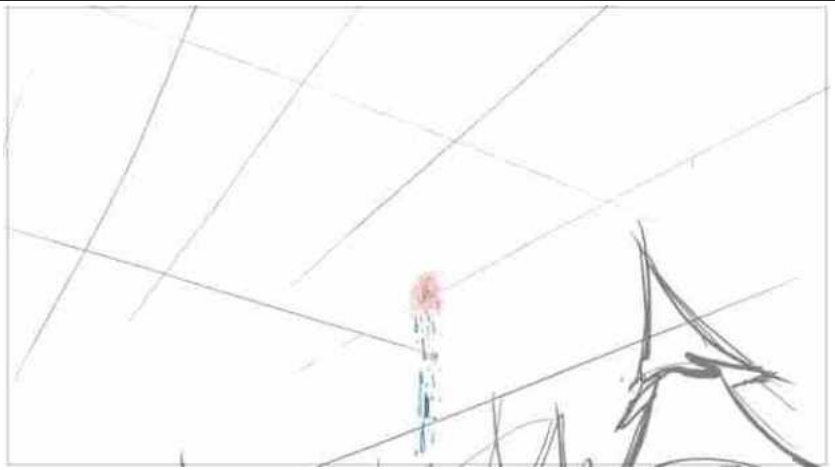
**Dialog**  
126A ICE-DACTYL  
  
<Impact, melting>

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 150   | 06:05    | 7     | 00:16    |



**Dialog**  
126A ICE-DACTYL  
  
<Impact, melting>

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 150   | 06:05    | 8     | 00:16    |



**Dialog**  
126A ICE-DACTYL  
  
<Impact, melting>



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 151   | 07:03    | 1     | 00:20    |



**Action Notes**  
Angle on Sying, horrified at the sight of her melting monster.

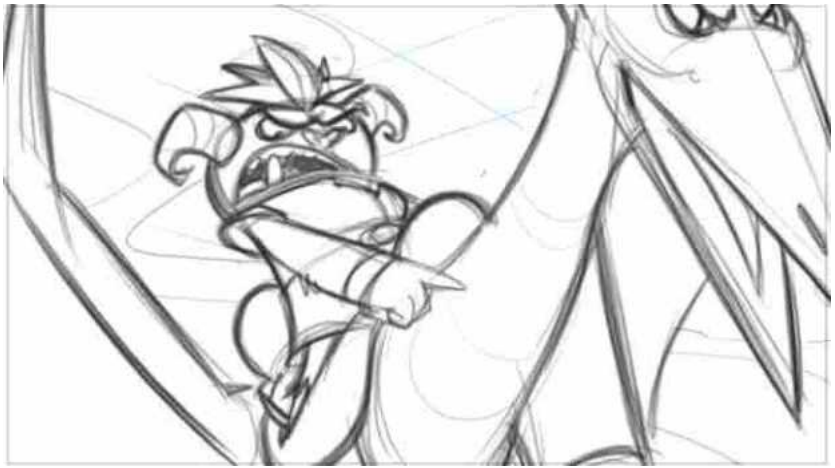
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 151   | 07:03    | 2     | 01:00    |



**Dialog**  
127 SYING  
  
I'll be back, Valt!

**Action Notes**  
Sying angered,turns and flies her dactyl away:

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 151   | 07:03    | 3     | 02:05    |



**Dialog**  
127 SYING  
  
I'll be back, Valt!

**Action Notes**  
Sying angered,turns and flies her dactyl away:



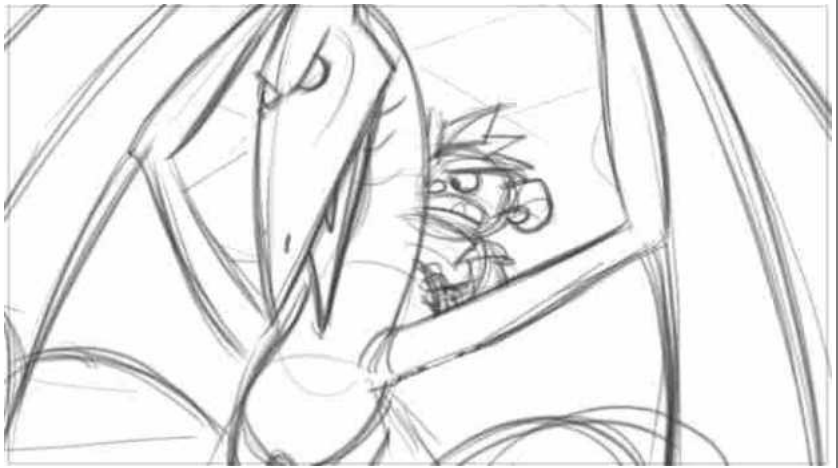
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 151   | 07:03    | 4     | 00:06    |



**Dialog**  
127 SYING  
  
I'll be back, Valt!

**Action Notes**  
Syng angered,turns and flies her dactyl away:

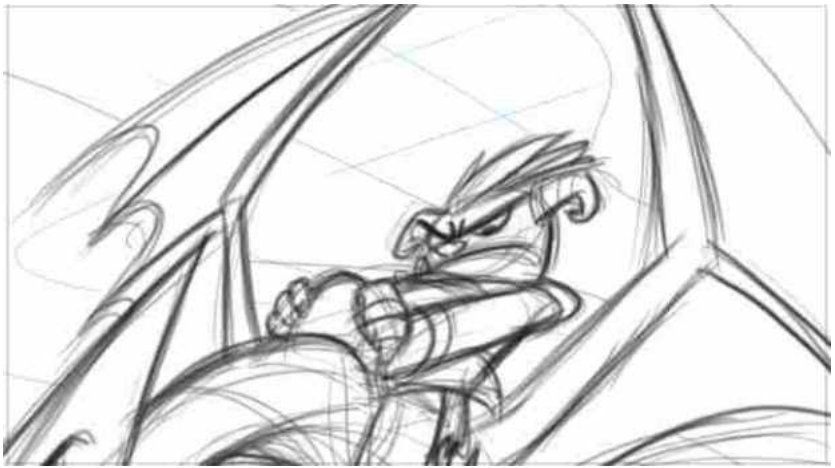
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 151   | 07:03    | 5     | 00:07    |



**Dialog**  
127 SYING  
  
I'll be back, Valt!

**Action Notes**  
Syng angered,turns and flies her dactyl away:

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 151   | 07:03    | 6     | 00:10    |



**Action Notes**  
Following her, Sia is actually happy about the defeat:



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 151   | 07:03    | 7     | 00:07    |



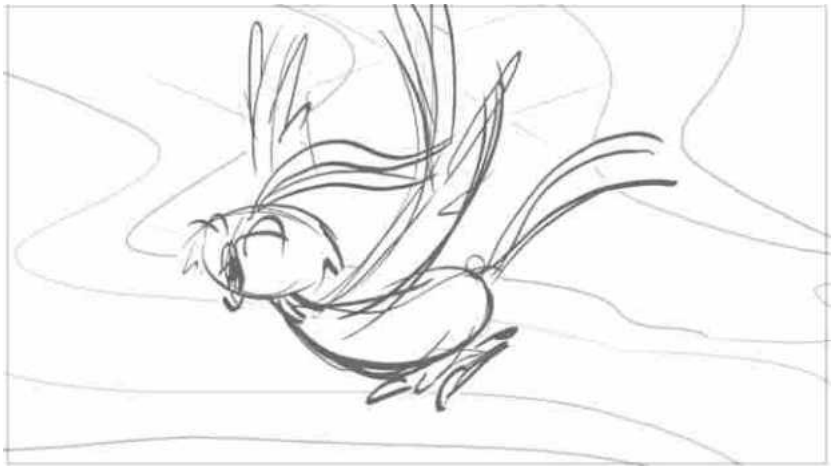
**Action Notes**  
Following her, Sia is actually happy about the defeat:

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 151   | 07:03    | 8     | 00:12    |



**Action Notes**  
Following her, Sia is actually happy about the defeat:

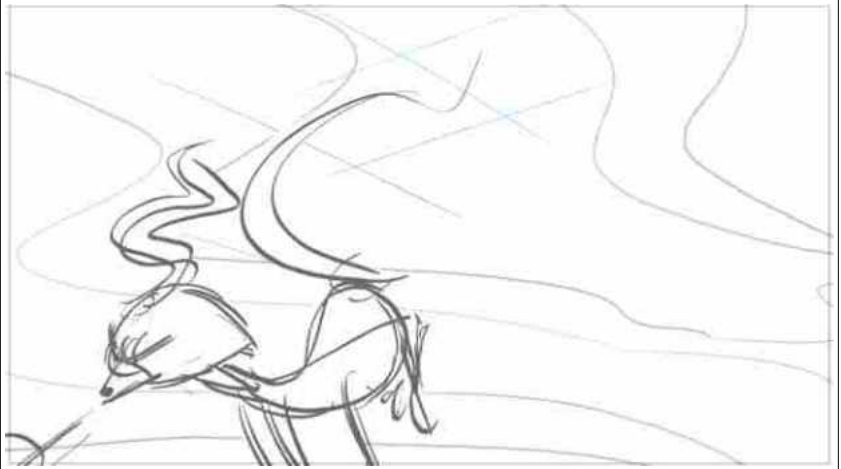
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 151   | 07:03    | 9     | 00:12    |



**Dialog**  
128 SIA  
  
<Sneeze> And next time, like, pick a warmer place to fight!



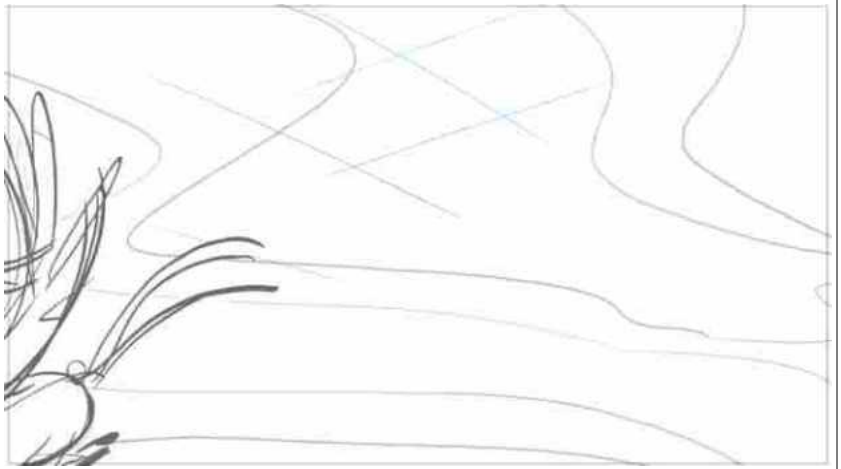
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 151   | 07:03    | 10    | 00:12    |



**Dialog**  
128 SIA

<Sneeze> And next time, like, pick a warmer place to fight!

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 151   | 07:03    | 11    | 00:12    |



**Dialog**  
128 SIA

<Sneeze> And next time, like, pick a warmer place to fight!

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 152   | 03:16    | 1     | 00:16    |



**Action Notes**  
Wide on the valley as Sying and Si fly off.

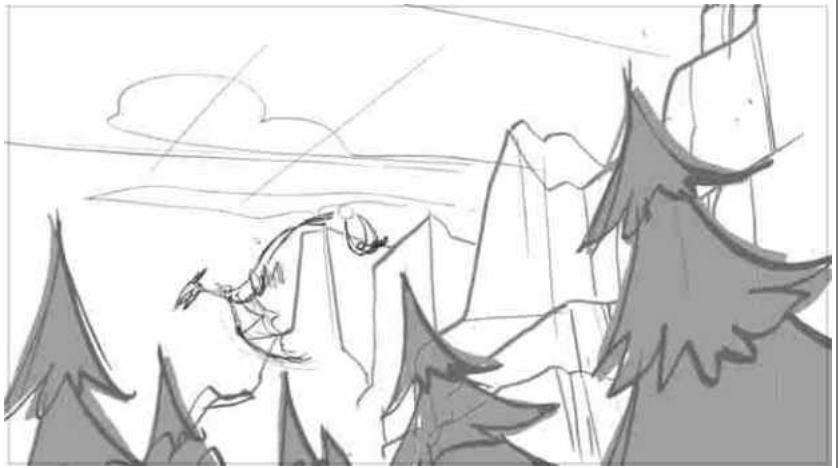


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 152   | 03:16    | 2     | 00:15    |



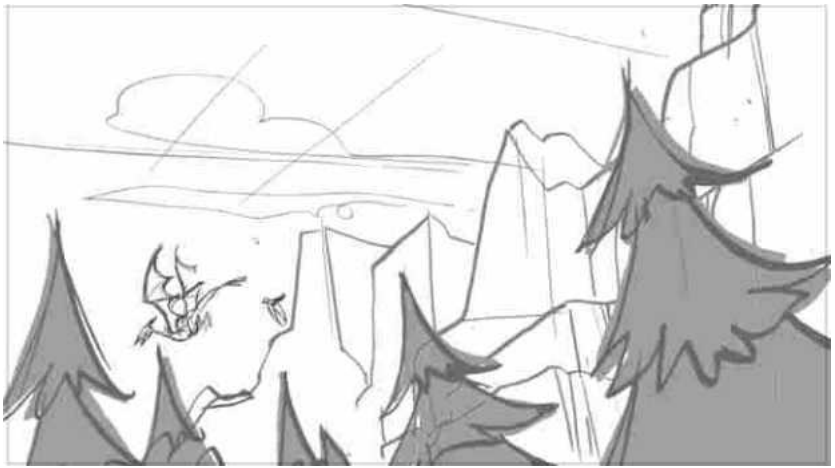
**Action Notes**  
Wide on the valley as Sying and Si fly off.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 152   | 03:16    | 3     | 00:15    |



**Action Notes**  
Wide on the valley as Sying and Si fly off.

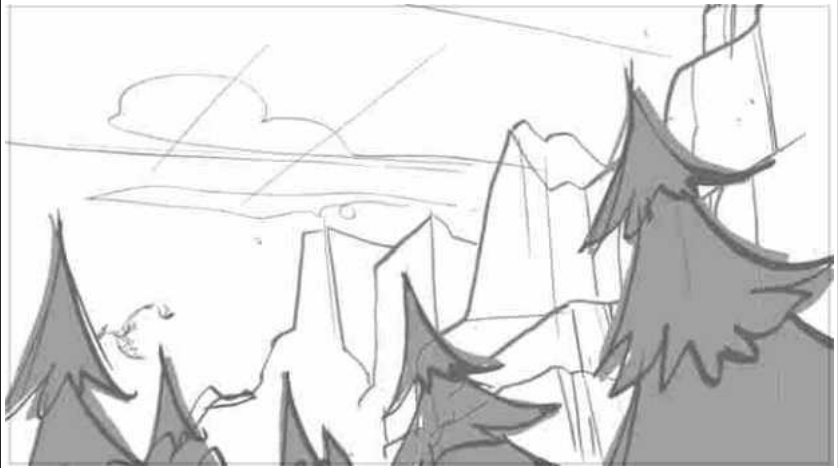
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 152   | 03:16    | 4     | 00:15    |



**Action Notes**  
Wide on the valley as Sying and Si fly off.

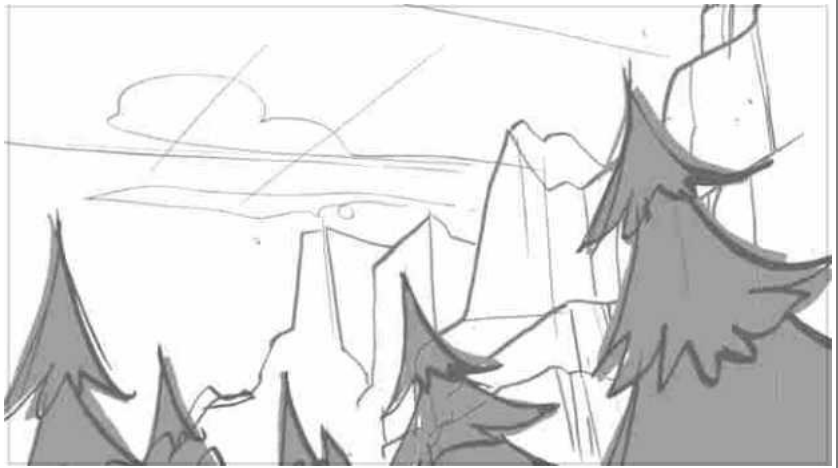


| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 152   | 03:16    | 5     | 00:15    |



**Action Notes**  
Wide on the valley as Sying and Si fly off.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 152   | 03:16    | 6     | 00:15    |



**Action Notes**  
Wide on the valley as Sying and Si fly off.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 153   | 06:20    | 1     | 00:16    |



**Dialog**  
129 YARK  
  
Master Ven, are you all right? I'm sorry we didn't think before we acted just now.

**Action Notes**  
Yark races to Master Ven.



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 153   | 06:20    | 2     | 00:06    |



**Dialog**  
129 YARK

Master Ven, are you all right? I'm sorry we didn't think before we acted just now.

**Action Notes**  
Yark races to Master Ven.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 153   | 06:20    | 3     | 00:05    |



**Dialog**  
129 YARK

Master Ven, are you all right? I'm sorry we didn't think before we acted just now.

**Action Notes**  
Yark races to Master Ven.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 153   | 06:20    | 4     | 00:09    |



**Dialog**  
129 YARK

Master Ven, are you all right? I'm sorry we didn't think before we acted just now.

**Action Notes**  
Yark races to Master Ven.



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 153   | 06:20    | 5     | 05:09    |



**Dialog**  
129 YARK

Master Ven, are you all right? I'm sorry we didn't think before we acted just now.

**Action Notes**  
Yark races to Master Ven.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 154   | 09:00    | 1     | 02:00    |



**Dialog**  
130 MASTER VEN

There was no time, my son.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 154   | 09:00    | 2     | 02:22    |



**Dialog**  
130 MASTER VEN (contd)

But your thoughts and actions were as one, Yark. That is the mark of a true leader.



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 154   | 09:00    | 3     | 00:14    |



**Dialog**  
130 MASTER VEN (contd)

There was no time, my son. But your thoughts and actions were as one, Yark.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 154   | 09:00    | 4     | 00:14    |



**Dialog**  
130 MASTER VEN (contd)

That...

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 154   | 09:00    | 5     | 03:00    |



**Dialog**  
130 MASTER VEN (contd)

..... is the mark of a true leader.



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 155   | 02:16    | 1     | 00:15    |



**Dialog**  
131 YARK

Aaaw! Thanks, Father.

**Action Notes**  
Yark, overcome with pride, smiles.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 155   | 02:16    | 2     | 00:18    |



**Dialog**  
131 YARK

Aaaw! Thanks, Father.

**Action Notes**  
Yark, overcome with pride, smiles.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 155   | 02:16    | 3     | 01:08    |



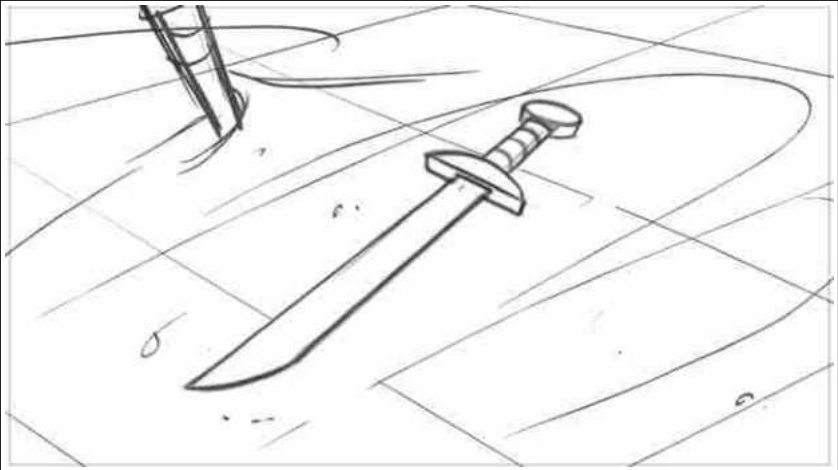
**Dialog**  
131 YARK

Aaaw! Thanks, Father.

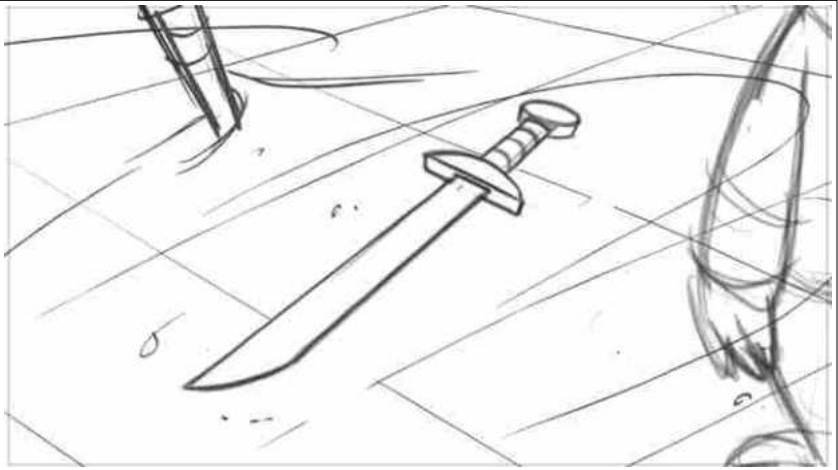
**Action Notes**  
Yark, overcome with pride, smiles.



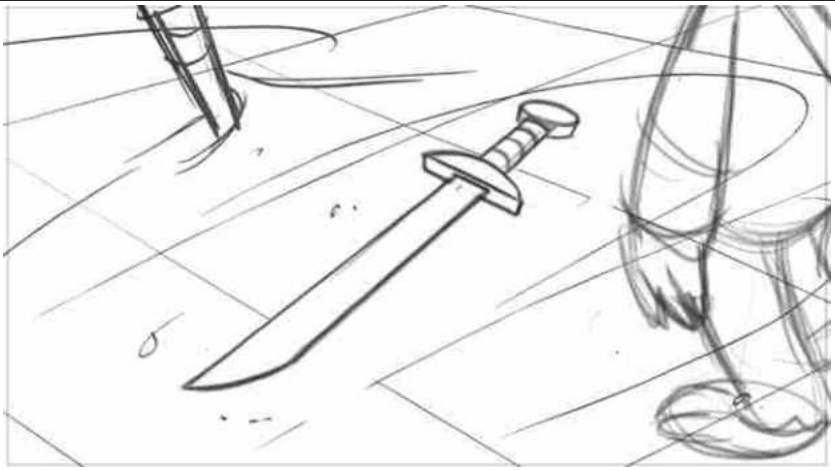
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 156   | 01:20    | 1     | 00:18    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 156   | 01:20    | 2     | 00:14    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 156   | 01:20    | 3     | 00:13    |





| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 157   | 02:07    | 1     | 00:19    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 157   | 02:07    | 2     | 00:19    |

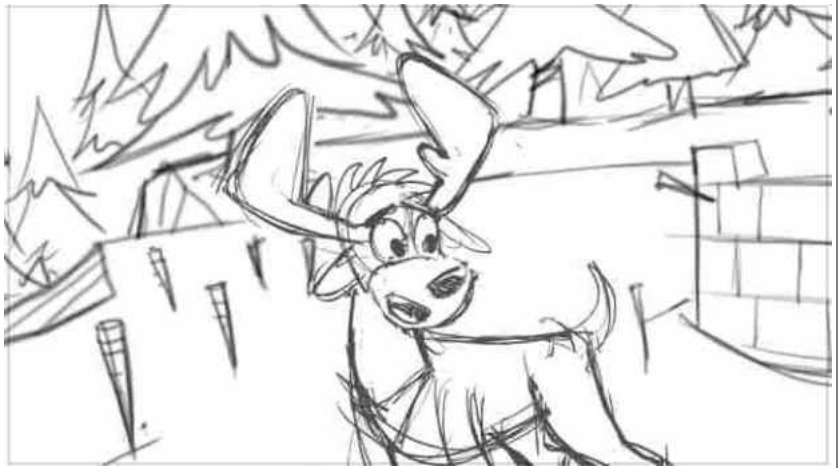




| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 157   | 02:07    | 3     | 00:19    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 158   | 05:00    | 1     | 05:00    |



**Dialog**  
132 VALT

Is there anything you can tell us about this sword?  
It's our only clue to the Clay Guardians.

**Action Notes**  
Close on Valt

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 159   | 03:15    | 1     | 00:22    |



**Dialog**  
133 MADAME VEN

Hmm, there's writing on this sword. I can only make  
out one word: "Sha-Wen."

**Action Notes**  
Back on Cobalt and Madame Ven



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 159   | 03:15    | 2     | 02:18    |

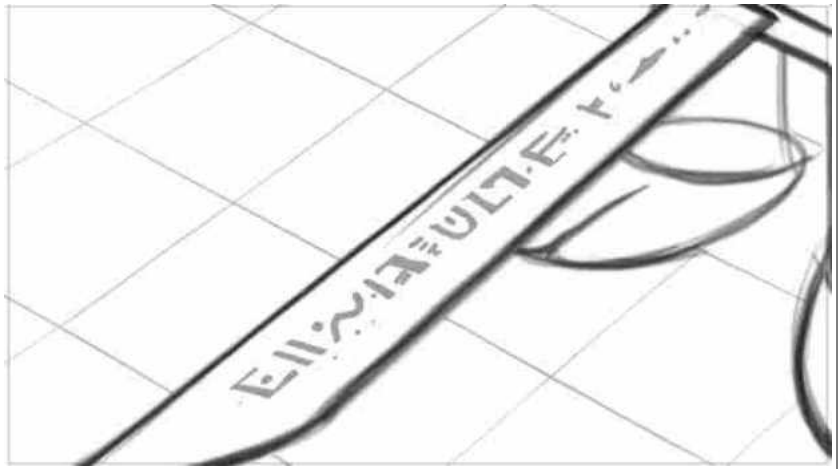


**Dialog**  
133 MADAME VEN

Hmm, there's writing on this sword. I can only make out one word: "Sha-Wen."

**Action Notes**  
Back on Cobalt and Madame Ven

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 160   | 02:16    | 1     | 02:16    |



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 162   | 01:21    | 1     | 01:21    |



**Dialog**  
133 MADAME VEN

Hmm, there's writing on this sword. I can only make out one word: "Sha-Wen."

**Action Notes**  
Back on Cobalt and Madame Ven



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 163   | 04:14    | 1     | 01:24    |



**Action Notes**  
Angle on Yark, Valt and Master Ven. Yark suddenly stiffens up at the name.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 163   | 04:14    | 2     | 01:12    |



**Action Notes**  
Angle on Yark, Valt and Master Ven. Yark suddenly stiffens up at the name.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 163   | 04:14    | 3     | 01:03    |



**Action Notes**  
Angle on Yark, Valt and Master Ven. Yark suddenly stiffens up at the name.



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 164   | 11:21    | 1     | 01:14    |



**Dialog**  
135 COBALT

<NERVOUS LAUGHTER>

**Action Notes**  
Angle on Madame Yen and Cobalt.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 164   | 11:21    | 2     | 03:06    |



**Dialog**  
135 COBALT (contd)

That's a good "Oh, no." Right, Yark?

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 164   | 11:21    | 3     | 00:20    |



**Dialog**  
135 COBALT (contd)

<SIGHS>

**Action Notes**  
Angle on Madame Yen and Cobalt.



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 164   | 11:21    | 4     | 03:14    |



**Dialog**  
135 COBALT (contd)  
  
Why do we always have to go to the "oh, no" places?

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 164   | 11:21    | 5     | 02:17    |



**Action Notes**  
FADE OUT.

| NO PANEL |
|----------|
|----------|

