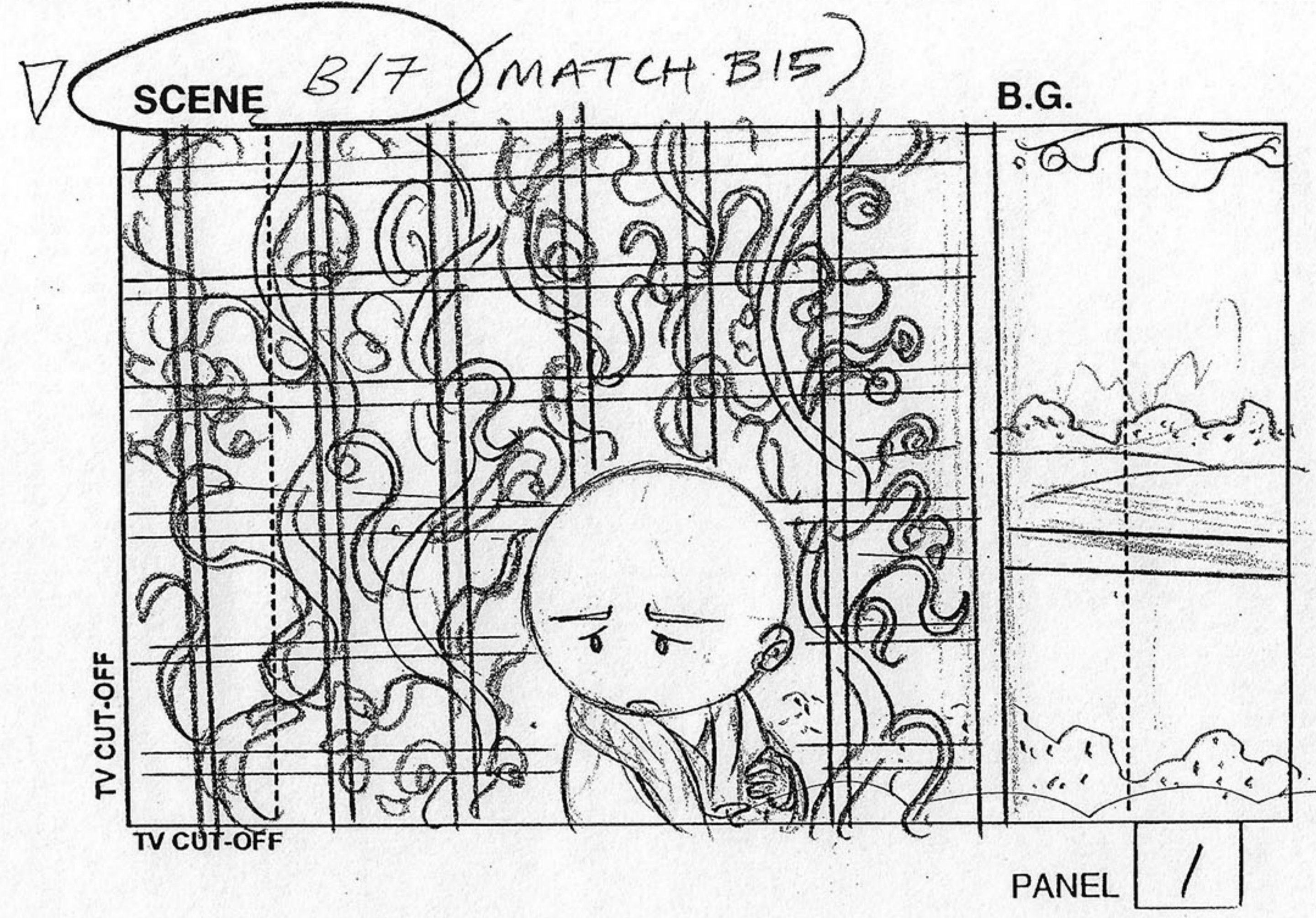
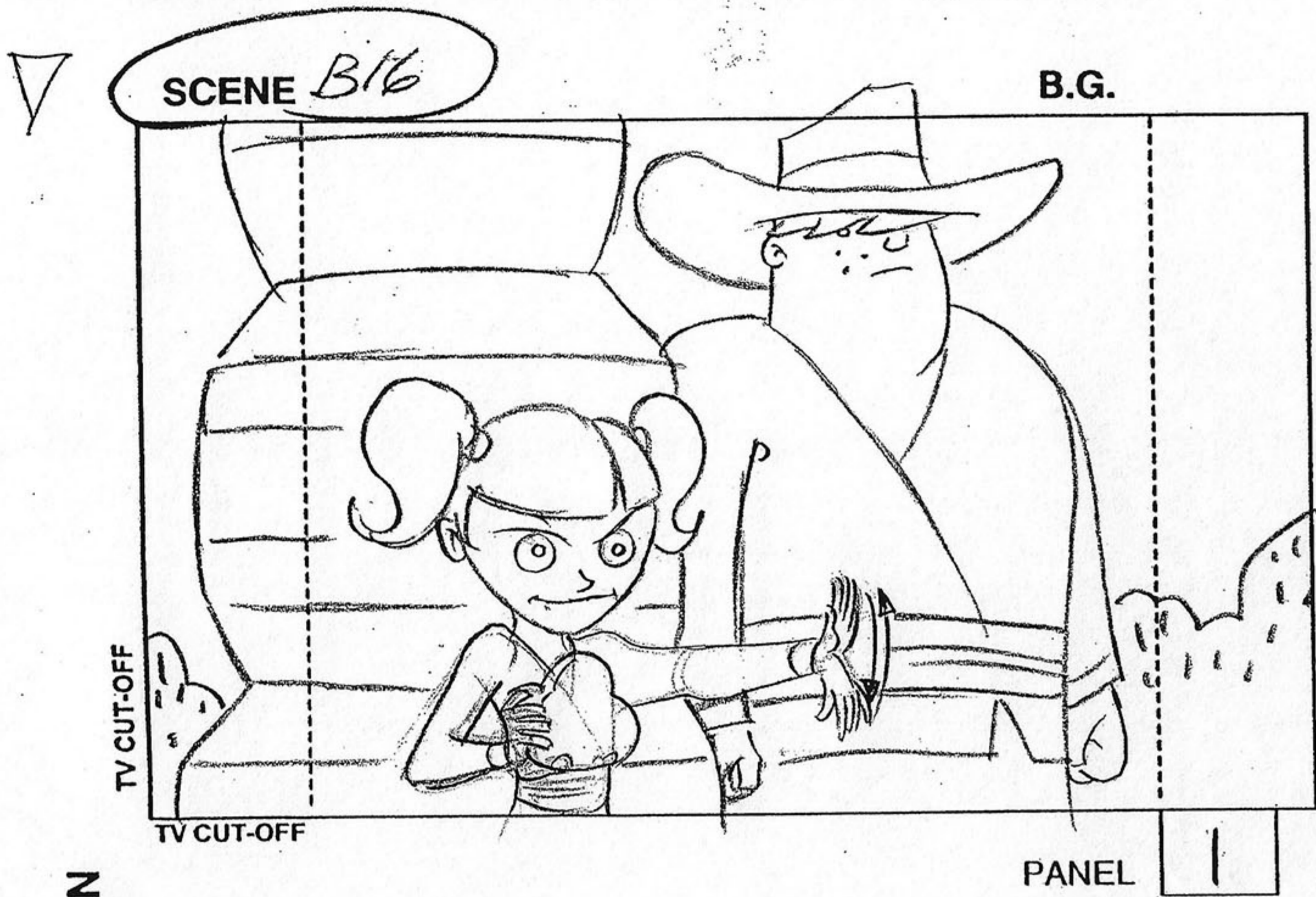




X I A O L I N SHOWDOWN

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ACTION

ON KIMIKO & CLAY -
KIMIKO WAVES OMI ON →

ON OMI - GRIMACES

DIAL

B16

B17

TIMING

28

312

16 : 9 Widescreen Format

257305



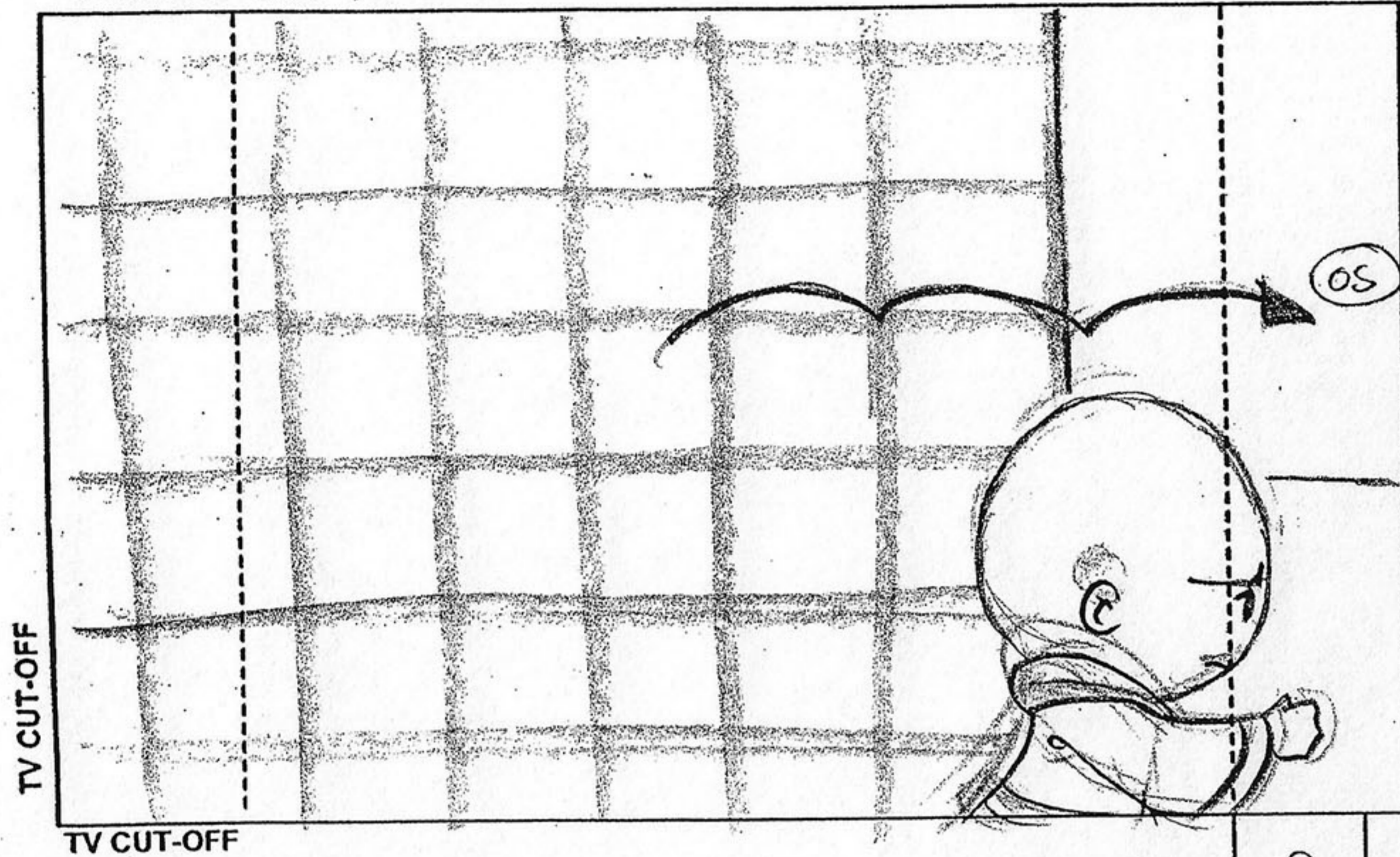
XIAOLIN SHOWDOWN

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SCENE *B17 cont.*

B.G.



PANEL 2

ACTION

OMI EXITS O.S.

DIAL

2^o

TIMING

(B18)

SCENE *B18*

B.G.



PANEL 1

EXT. XIAOLIN TEMPLE GROUNDS - DAY

- RAI WALKS INTO OPEN DOORWAY O.S.

X = START POSITION

16 : 9 Widescreen Format

257305

2^o



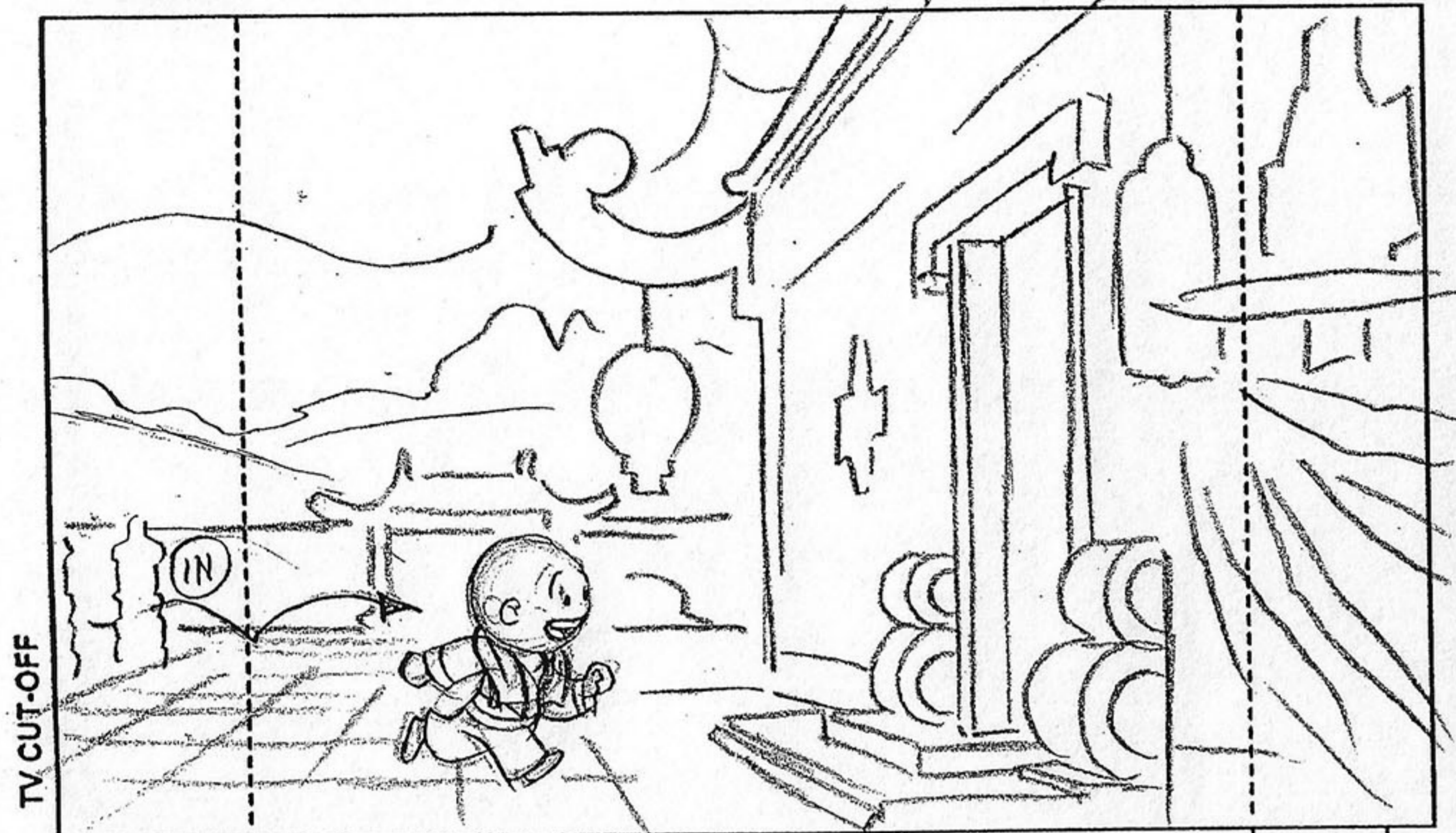
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SCENE *B18 cont.*

B.G.



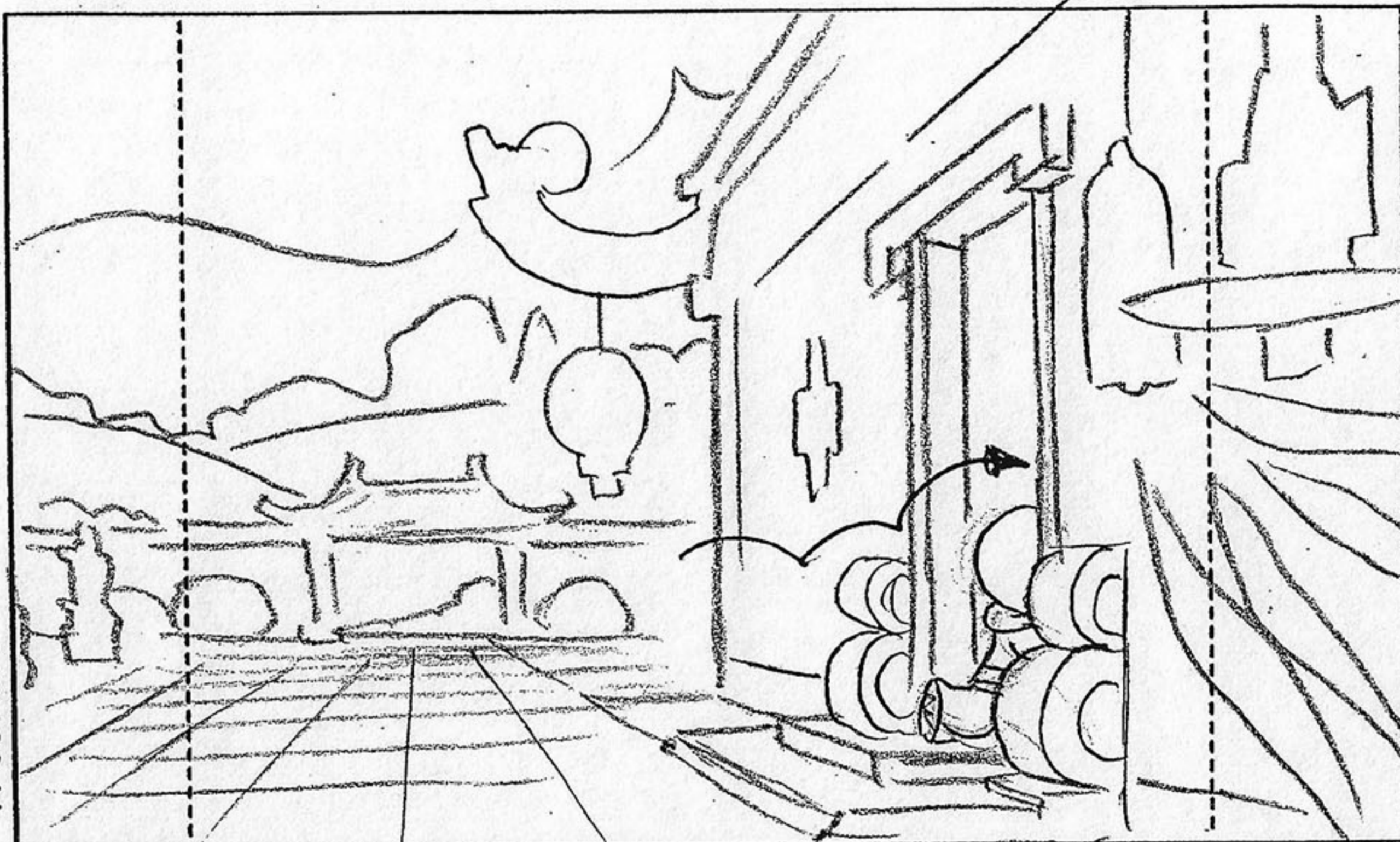
TV CUT-OFF

TV CUT-OFF

PANEL 2

SCENE *cont.*

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 3

ACTION

OMI HURRY'S INTO SC.

O.S. INTO DOORWAY.

DIAL

OMI
I know your most humiliating defeat _____ has saddened you. Still, you must _____

TIMING

DIAL 120

16 : 9 Widescreen Format

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SCENE *B18 cont.*

B.G.



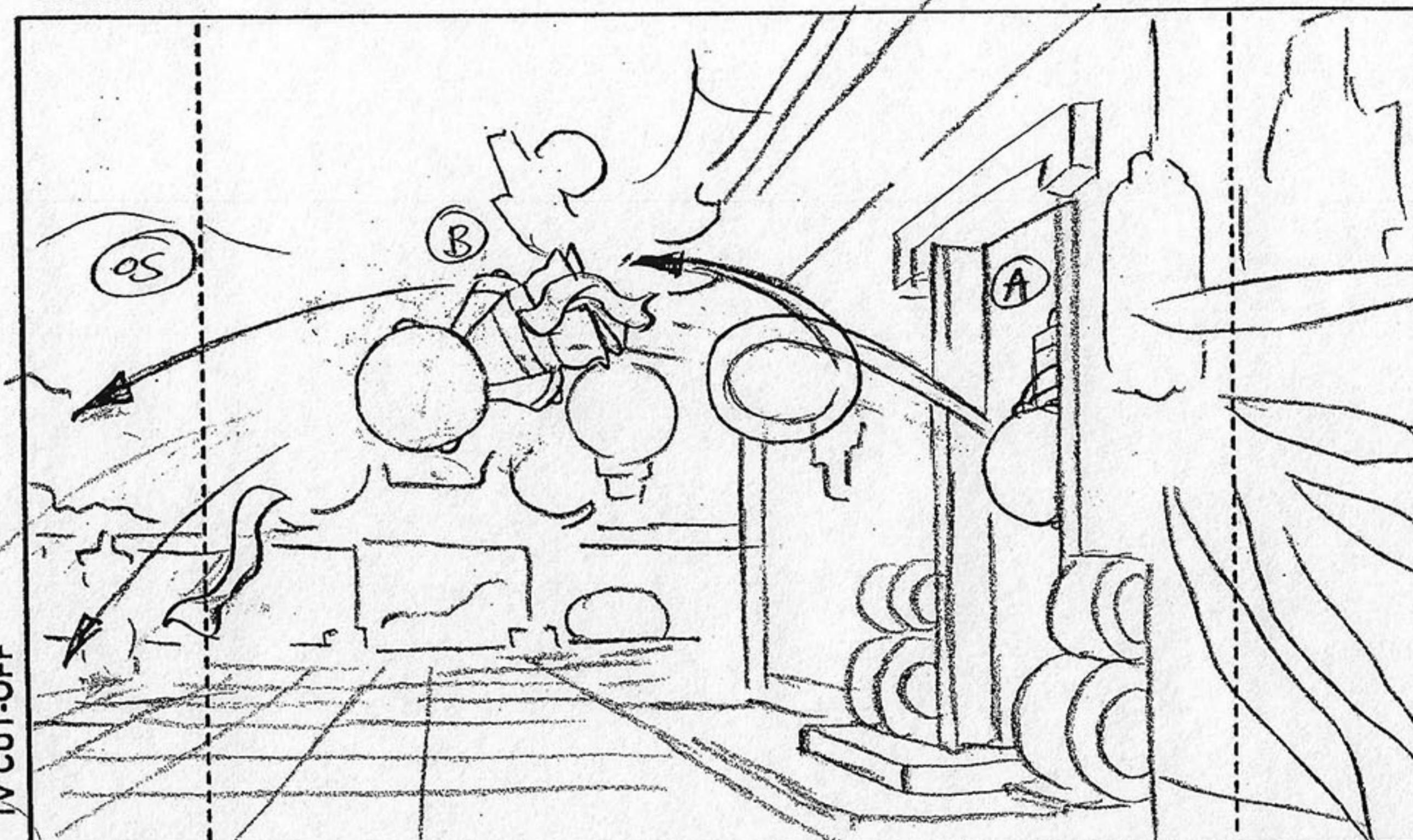
TV CUT-OFF

TV CUT-OFF

PANEL 4

SCENE *cont.*

B.G.



TV CUT-OFF

TV CUT-OFF

Towel to OS.

(TOWEL TUMBLES OFF OMI BY (B) POSE)

PANEL 5

ACTION

*Hold on BG —
WE HEAR :
OMI (V.O.)*

DIAL

*take hope that one day you will be
as skilled and talented as me!*

TIMING

Cont Dia 120

12 → *DIA 121*

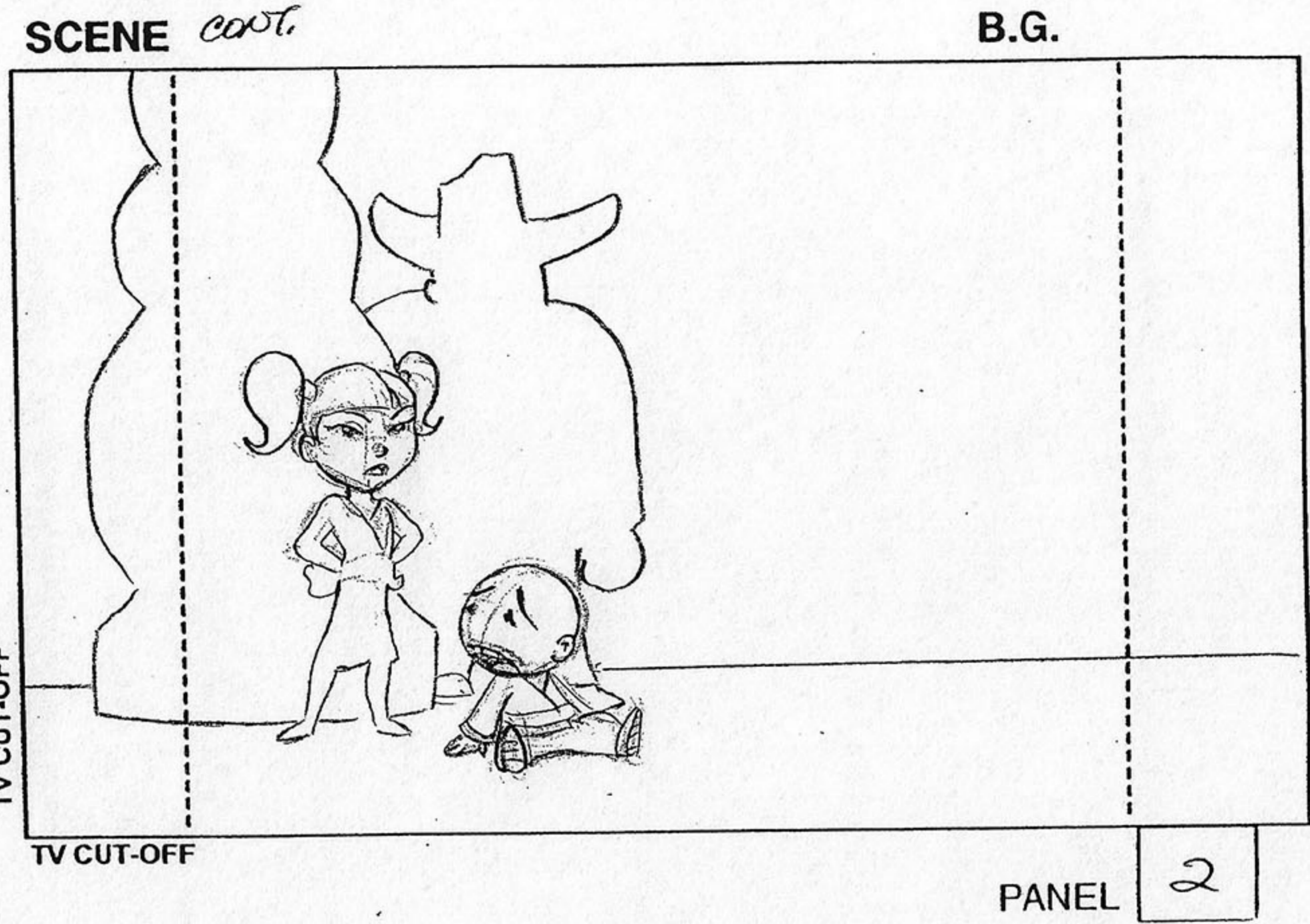
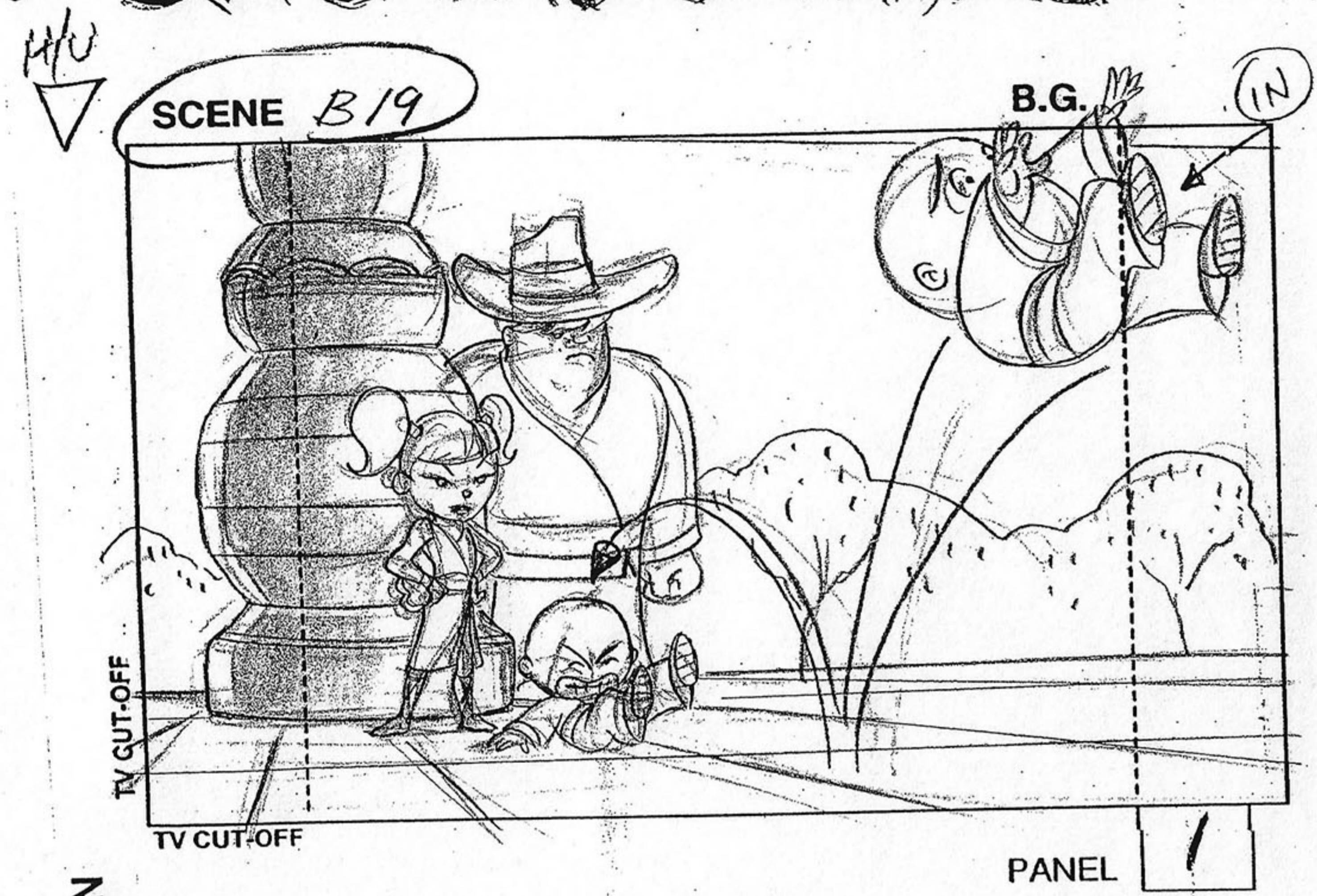
18

16 : 9 Widescreen Format

257305

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16 : 9 Widescreen Format

ACTION

ON KIMIKO & CLAY WATCHING OMI
FLY INTO SC. & landing on his butt.

Omi turns to Kimiko. SHE LOOKS O.S.

DIAL

Cont
AAAH
8x
OMI
Ow.

OMI
I do not think my good spirits
infected Raimundo.

TIMING

B19

Cont
Dial 121

18

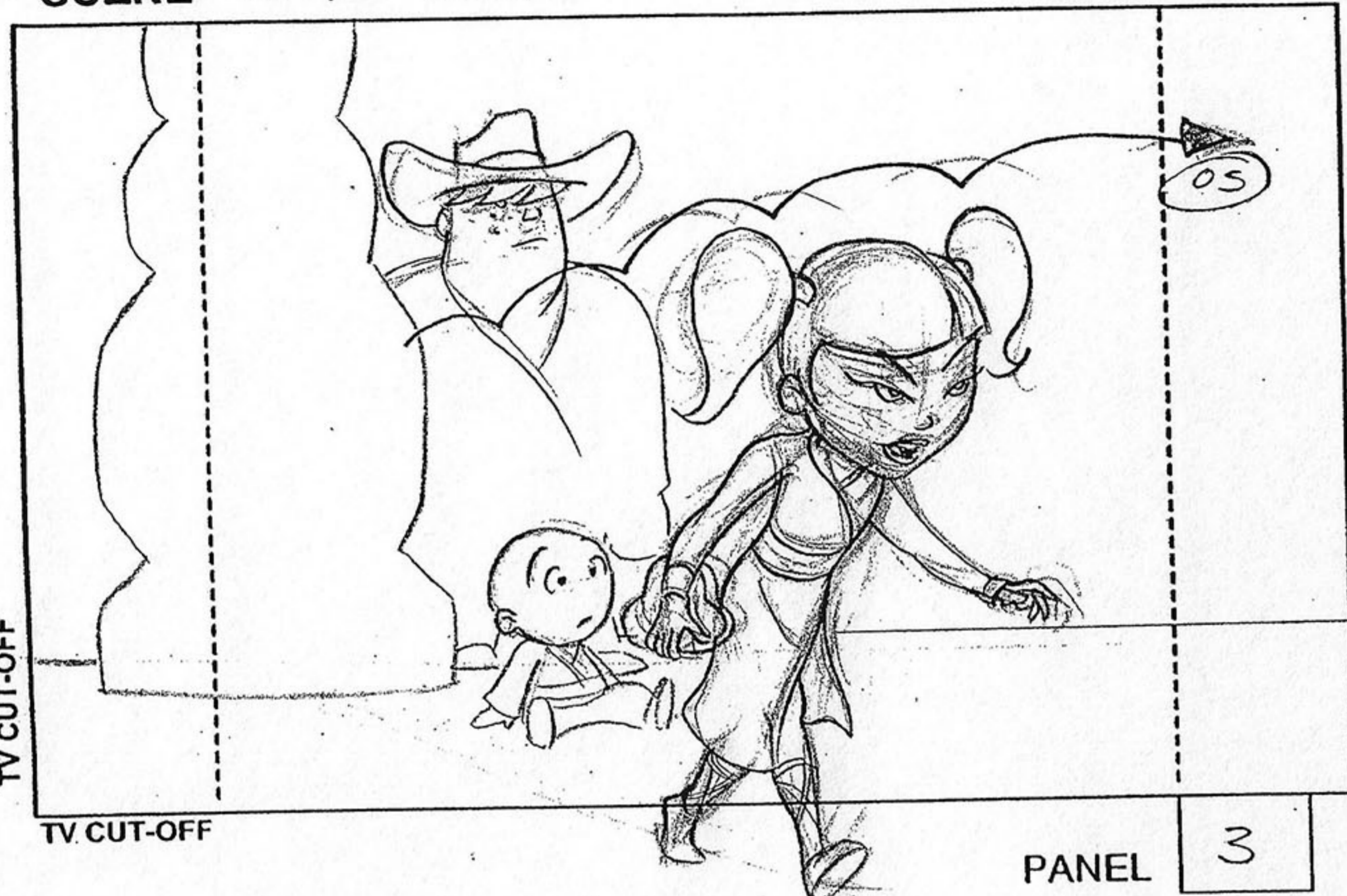
Dial 122

257305

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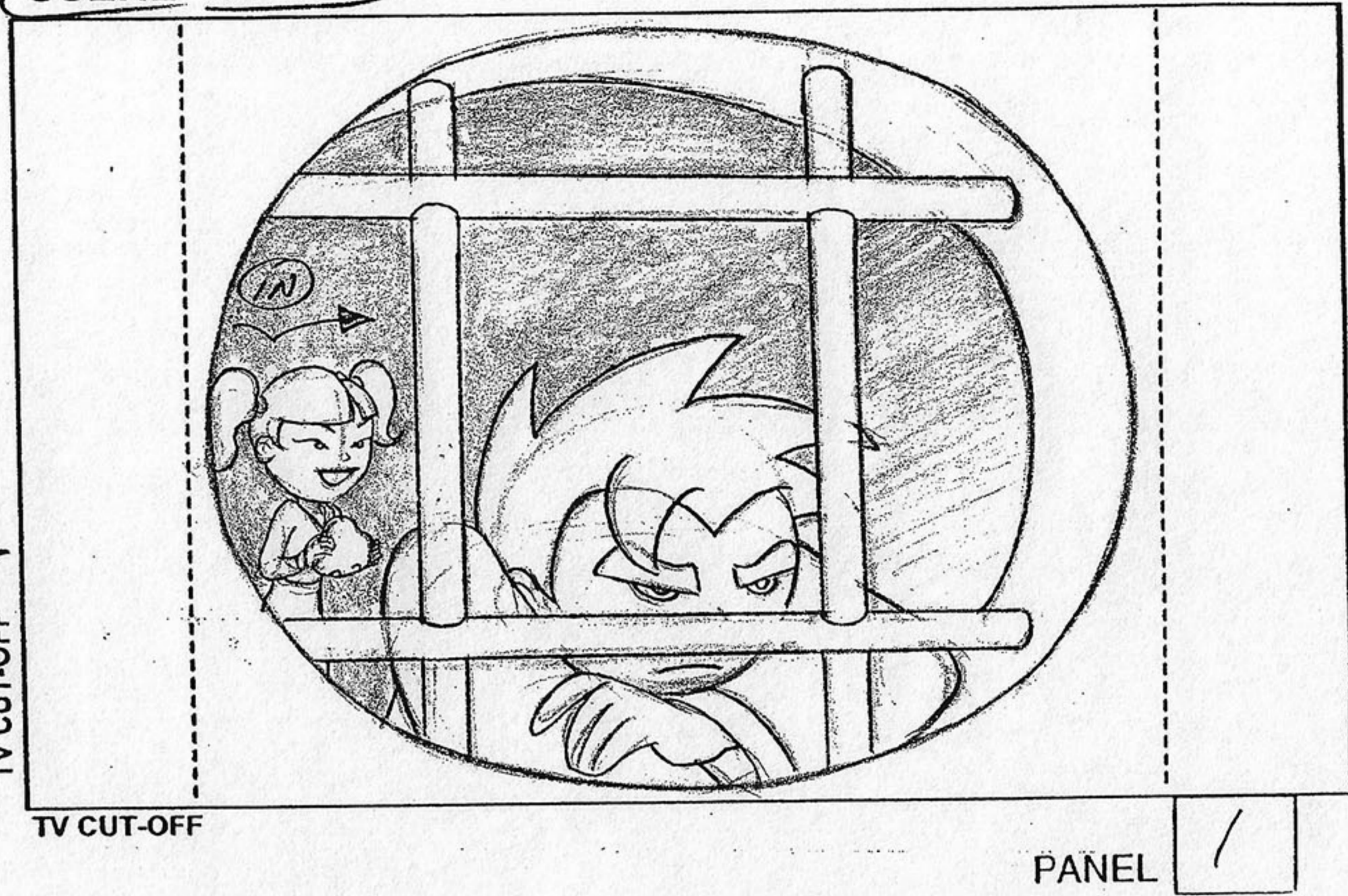
SCENE B19 CONT.

B.G.



SCENE B20

B.G.



KIM EXITS THIS SCENE AND ENTERS THIS ONE

ACTION

KIMIKO RUSHES FORTH O.S.

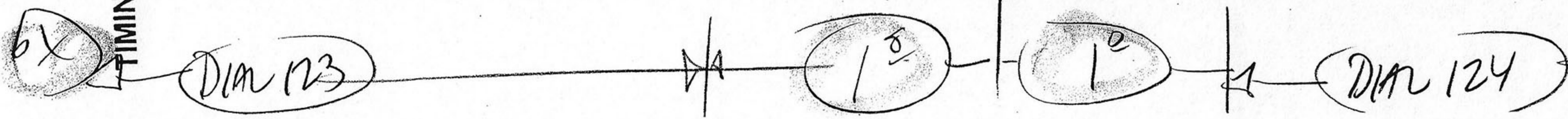
DIAL

KIMIKO
Let me try.

EXT. / INT. XIAOLIN TEMPLE - A FEW MOMENTS LATER

- (A) RAI LEANS INTO ROUND WINDOW
- (B) KIMIKO INTO SC. WITH "GAME PAL"

TIMING



16:9 Widescreen Format

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Follow Models for what is on the Game Pal Screen

SCENE B20 CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 2

ACTION

POINTS
Kimiko ~~holds~~ *holds* out her Game Pal to Raimundo.

DIAL

KIMIKO (CONT.): Over 500 new levels! Wanna play?

No. RAIMUNDO

TIMING

Cont Dial 24

6x4 PIM 125

4x4 PIM 126

6x4 Dial 127

SCENE B21

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 1

H.U.

REV. ANGLE / INT. TEMPLE

KIMIKO HOLDS UP HER GAME PAL.

KIMIKO
You sure? 500 levels...

RAIMUNDO
Not interested.

B21

16 : 9 Widescreen Format

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TRUCK
OUT

SCENE *B21 cont.*

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 2

SCENE *CONT.*

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 3

16 : 9 Widescreen Format

ACTION

RAI turns to walk away, *O.S.*

TRUCK OUT
REVEAL MASTER FUNG WALKING INTO SC.

FUNG IN

DIAL

KIMIKO
Okay. But if you change your mind,
feel free...

KIMIKO
Raimundo's really down, Master Fung.

TIMING

DM 128

2 1/4

T.O.

DM 129

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SCENE *B2 / cont.*

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

4

SCENE *CONT.*

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

5

ACTION

MASTER FUNG STOPS.
KIMIKO GESTURES.

DIAL

KIMIKO (CONT.)

He doesn't even wanna play Goo Zombies II.

MASTER FUNG

(confused)
Goo Zombies... (U)

TIMING

CONT DIA 129

6x

DIA 136

16 : 9 Widescreen Format

257305



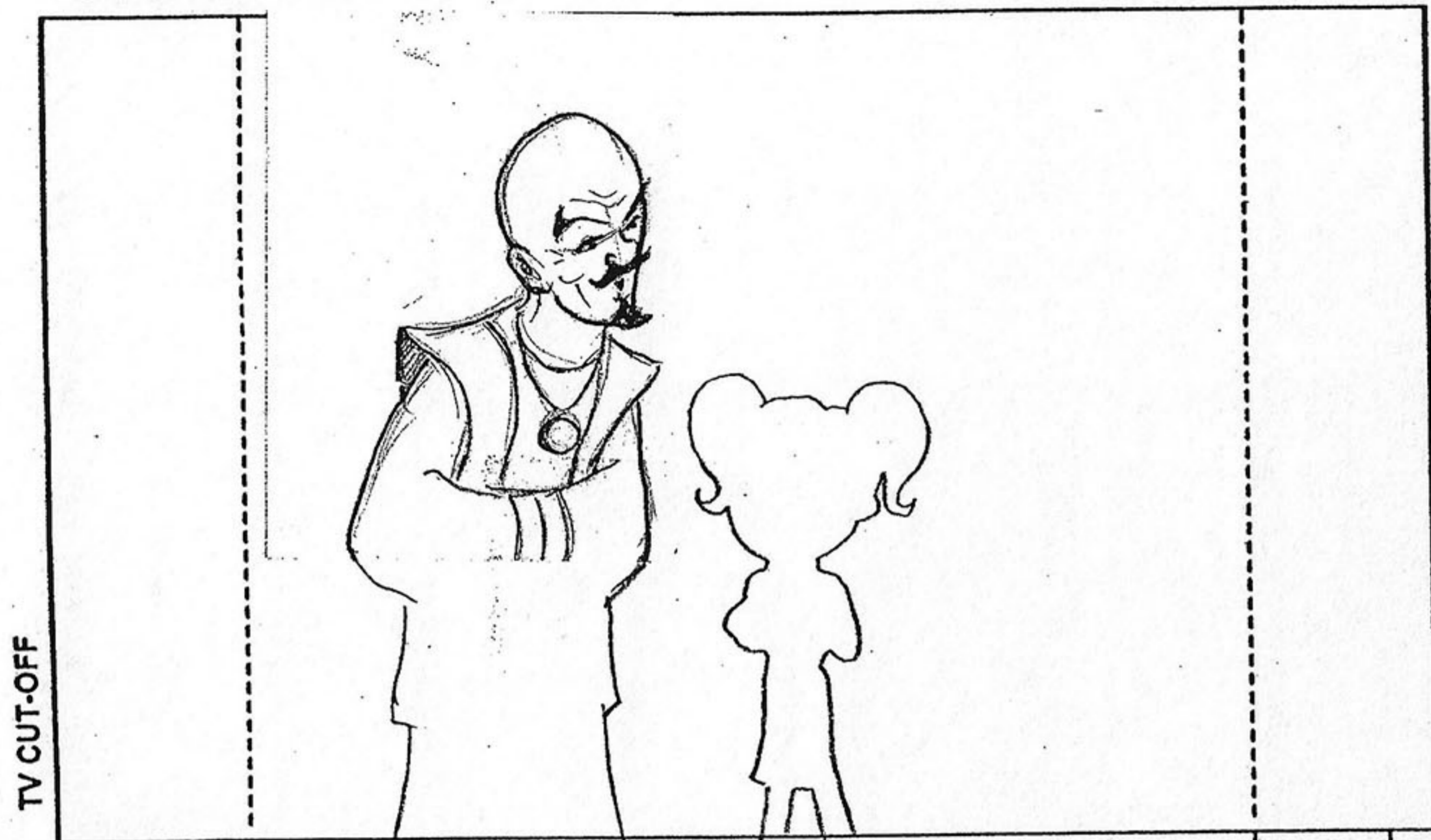
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SCENE B21 CONT.

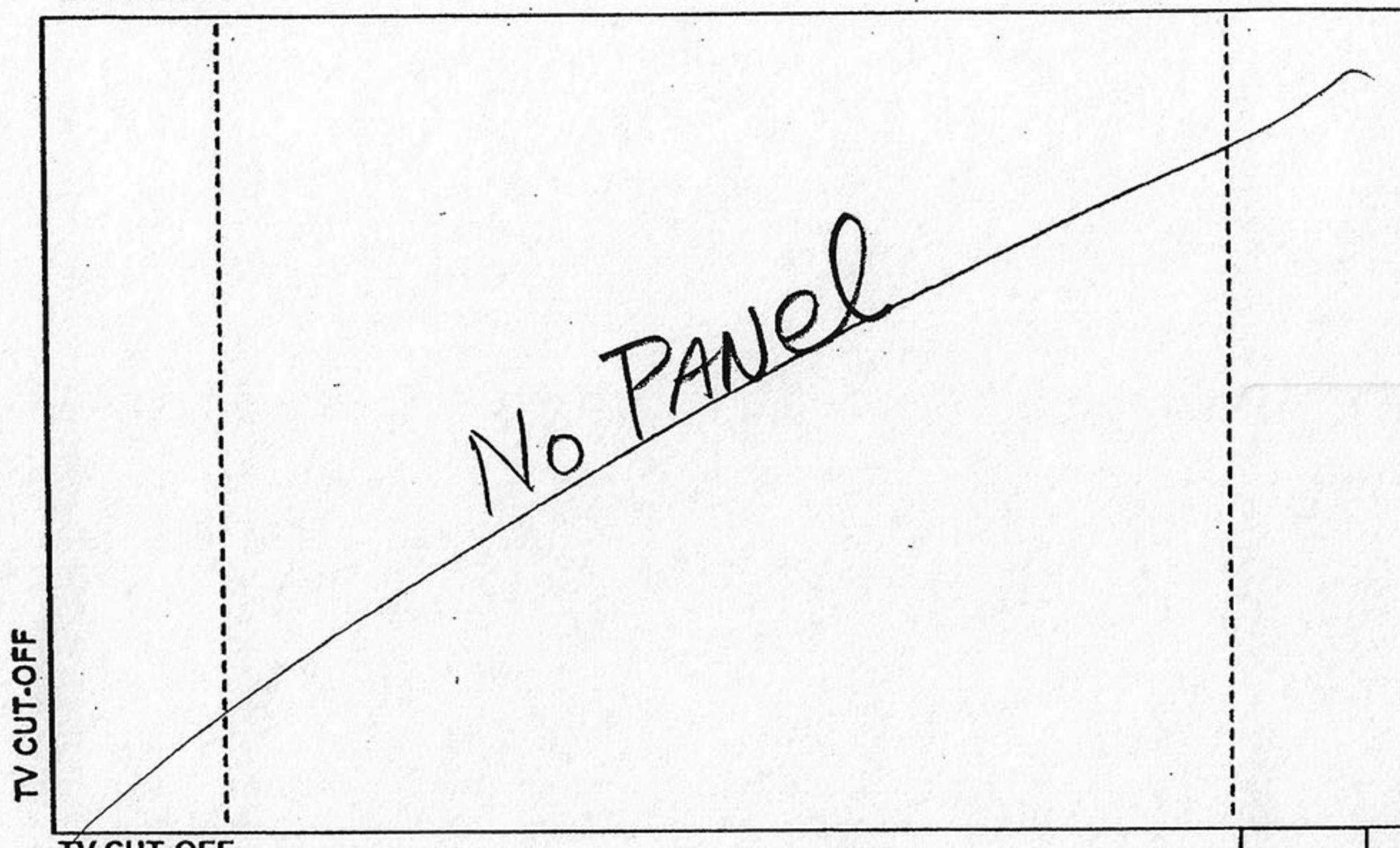
B.G.



PANEL 6

SCENE

B.G.



PANEL

ACTION

DIAL

TIMING

FUNG
→ TWO?

CONT DIA 130

8x

16 : 9 Widescreen Format

257305



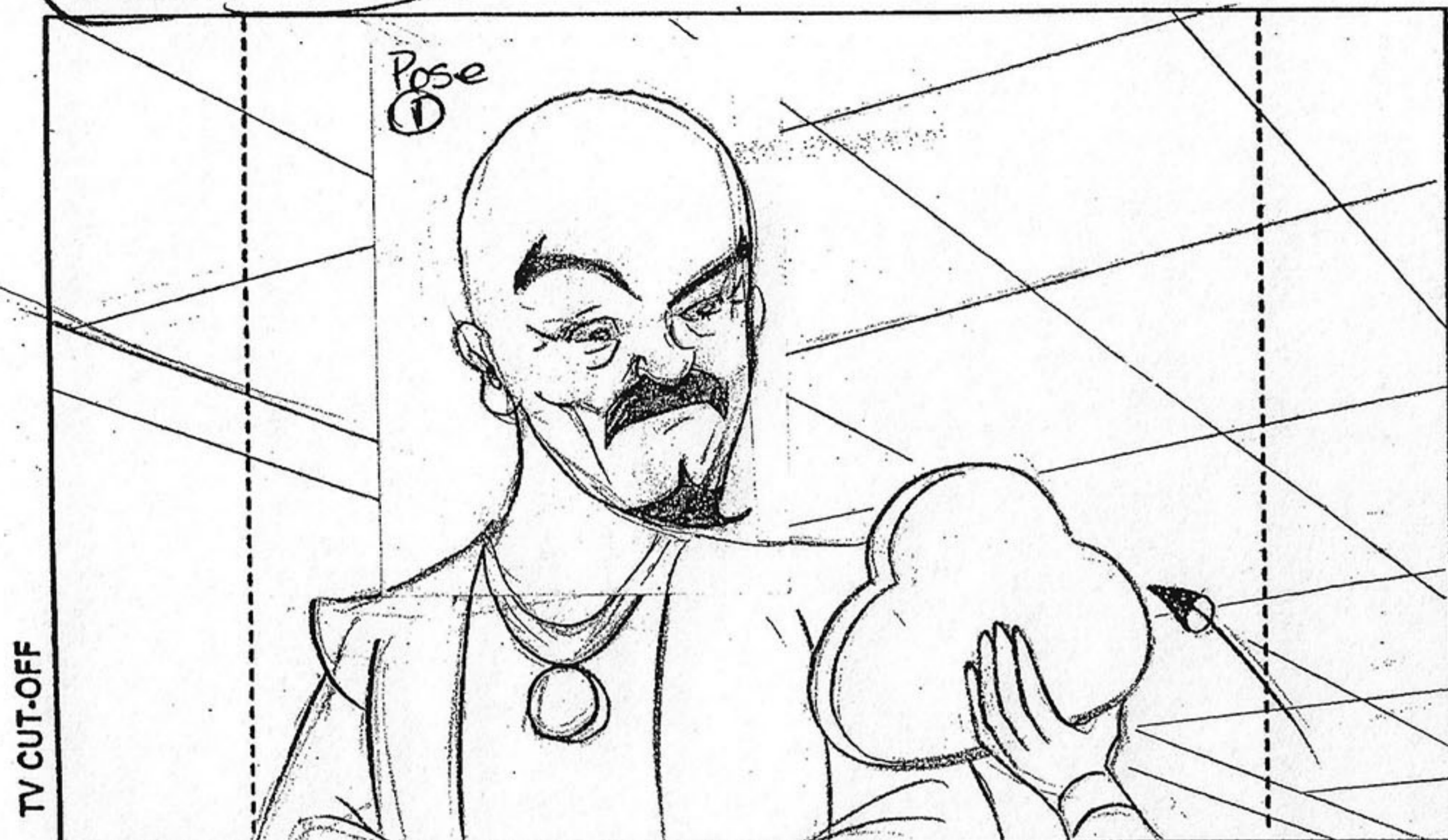
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V H/U

SCENE B22

B.G.



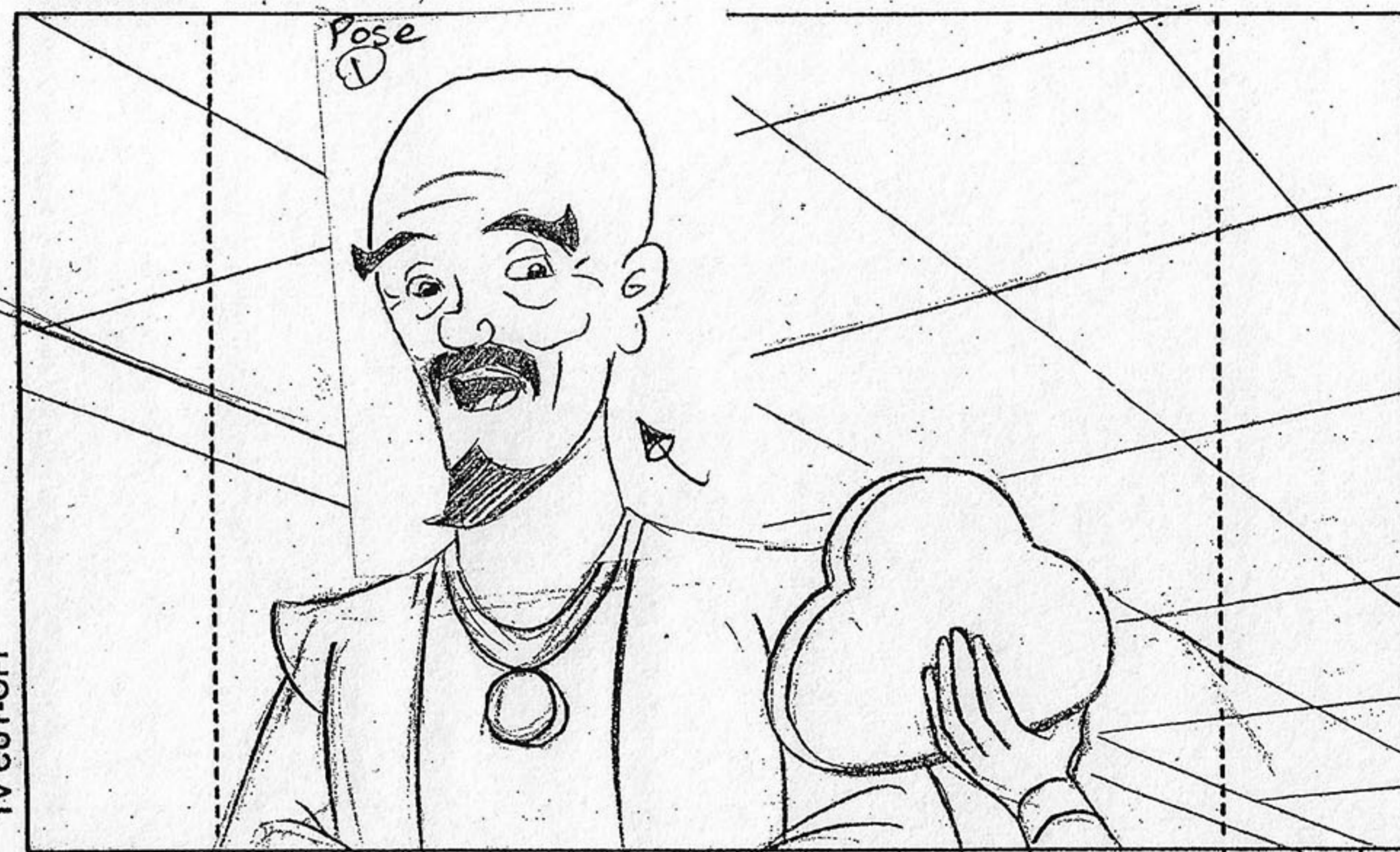
TV CUT-OFF

TV CUT-OFF

PANEL 1

SCENE CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 2

ACTION

KIMIKO'S GAME PAL INTO SC.

2nd POSE FUNG SMILES SLIGHTLY.

DIAL

KIMIKO (VO)
(obviously)
Yeah, the sequel to Goo Zombies?

TIMING

4x DIAL 131



Pose 2

HE REGAINS COMPOSURE SEEMINGLY - That means nothing to Master Fung.

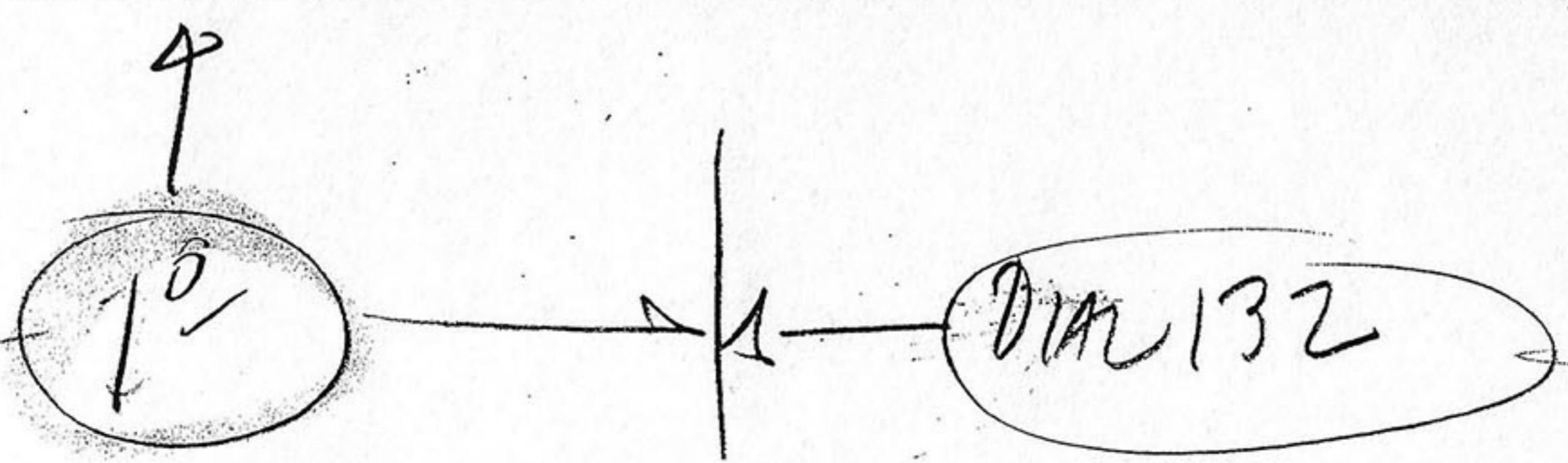
Ah, yes. MASTER FUNG Of course.



Pose 2

16:9 Widescreen Format

257305





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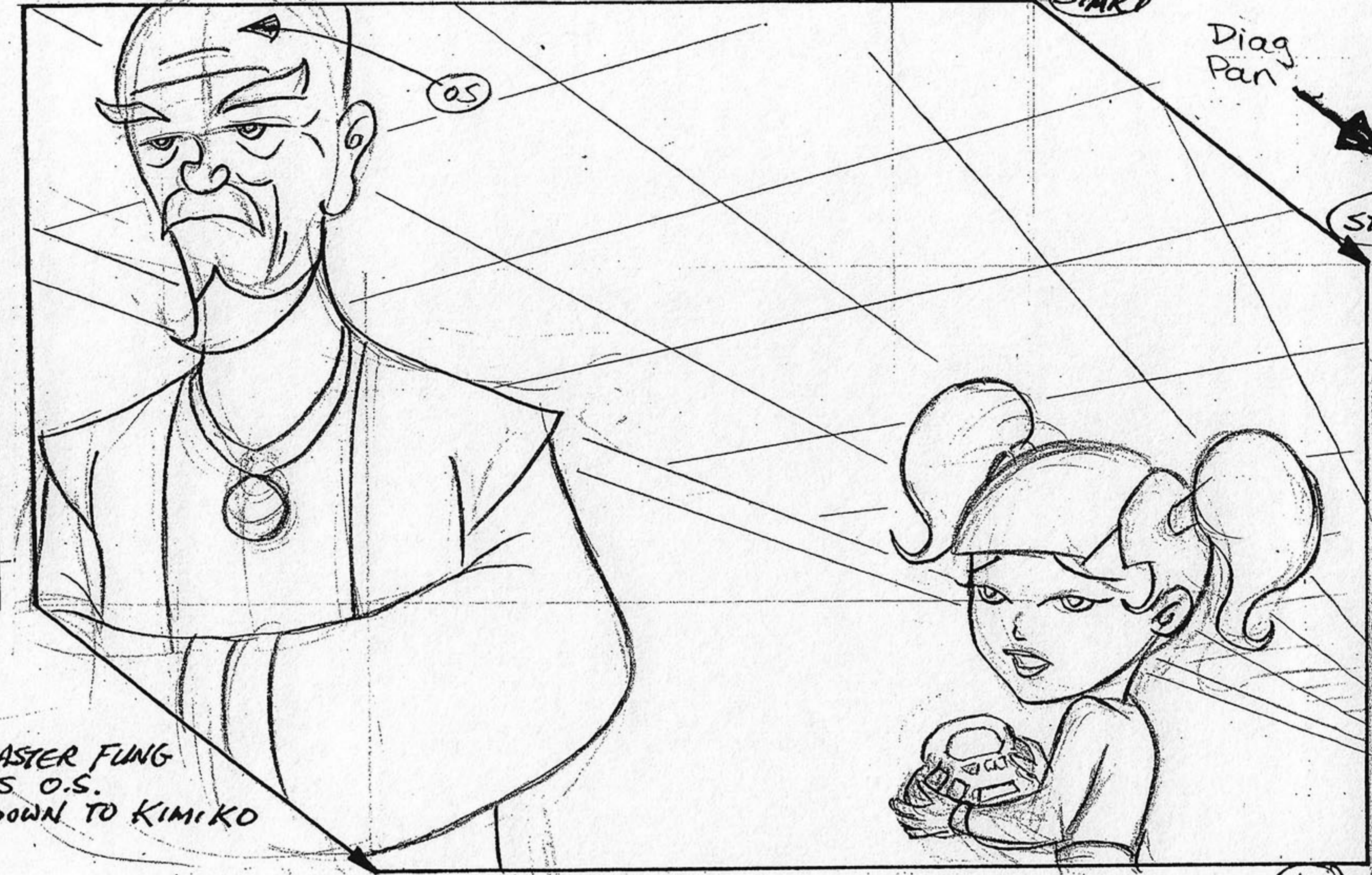
Follow Models for what is on the Game PAL Screen

SCENE B22 (CONT.)

B.G.

SCENE CONT.

B.G. (START)



PANEL 3

PANEL 4

ACTION

GAME PAL O.S.

AS MASTER FUNG EXITS O.S. PAN DOWN TO KIMIKO

DIAL

MASTER FUNG (CONT.)

I shall talk with Raimundo.

Thanks. KIMIKO

TIMING

CONT DIAL 132

8x

DIAL 133

112

257305



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SCENE B23 CONT.

B.G.



TV CUT-OFF

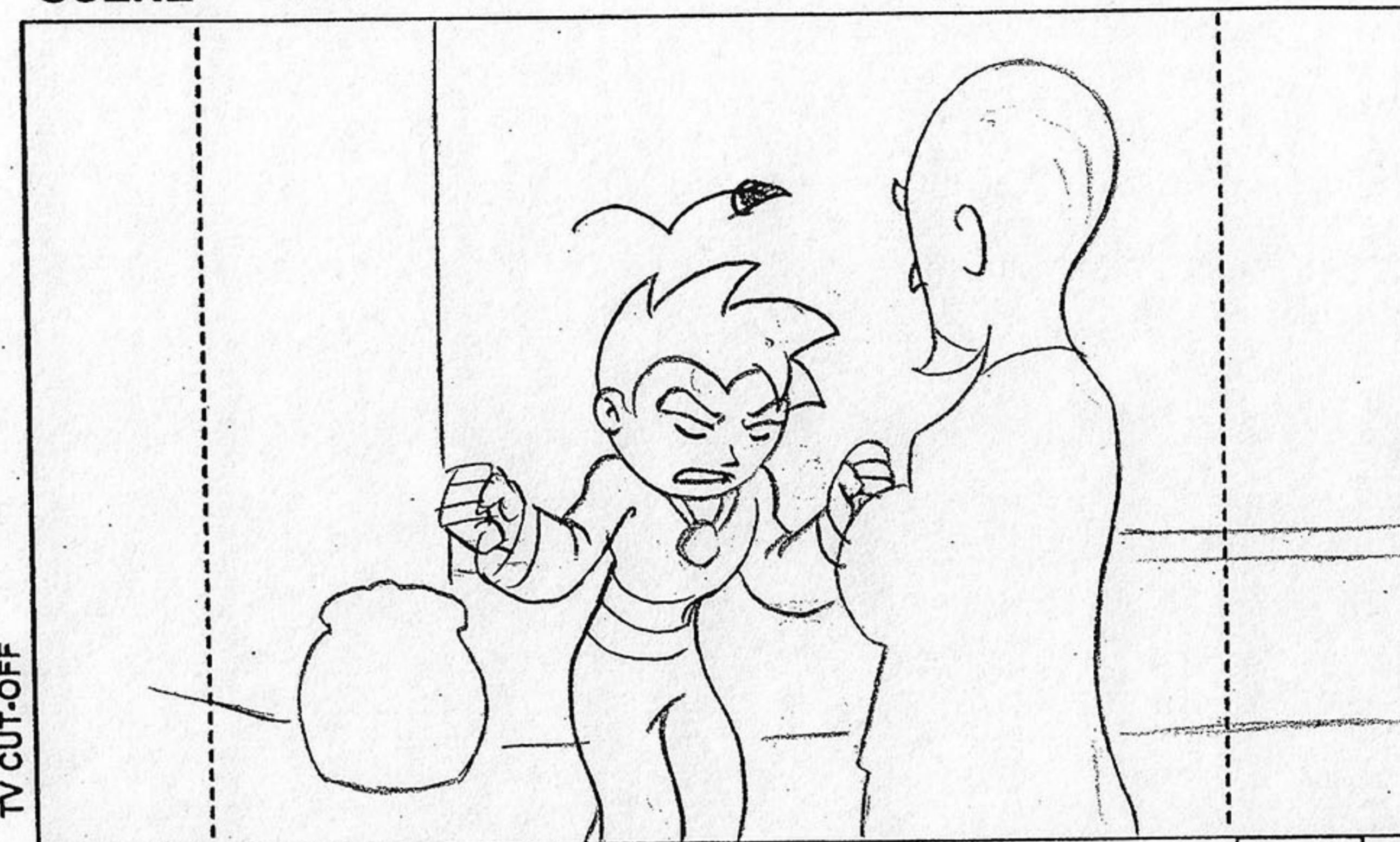
TV CUT-OFF

PANEL

3

SCENE CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

4

ACTION

Rai, Angry with himself

paces FORWARD.

DIAL

RAIMUNDO
I shouldn't have lost, Master Fung.

I'm more skilled than Tubbimura!

TIMING

4x
Dia 135

16 : 9 Widescreen Format

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HIV
▽

SCENE B23 CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

5

SCENE B24

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

1

ACTION

PACES TO SIDE O.S., OPENING HIS ARMS.

ON MASTER FUNG

DIAL

And in way (better shape!) →



Pos 2

MASTER FUNG
You weren't defeated by your opponent, Raimundo.



Pose 2

TIMING

Cont Panel B5

(4x)

(4x)

Dial 136

Pose 2

16 : 9 Widescreen Format

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PAGE B65

TRUCK
OUT

SCENE B24 CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

2

ACTION

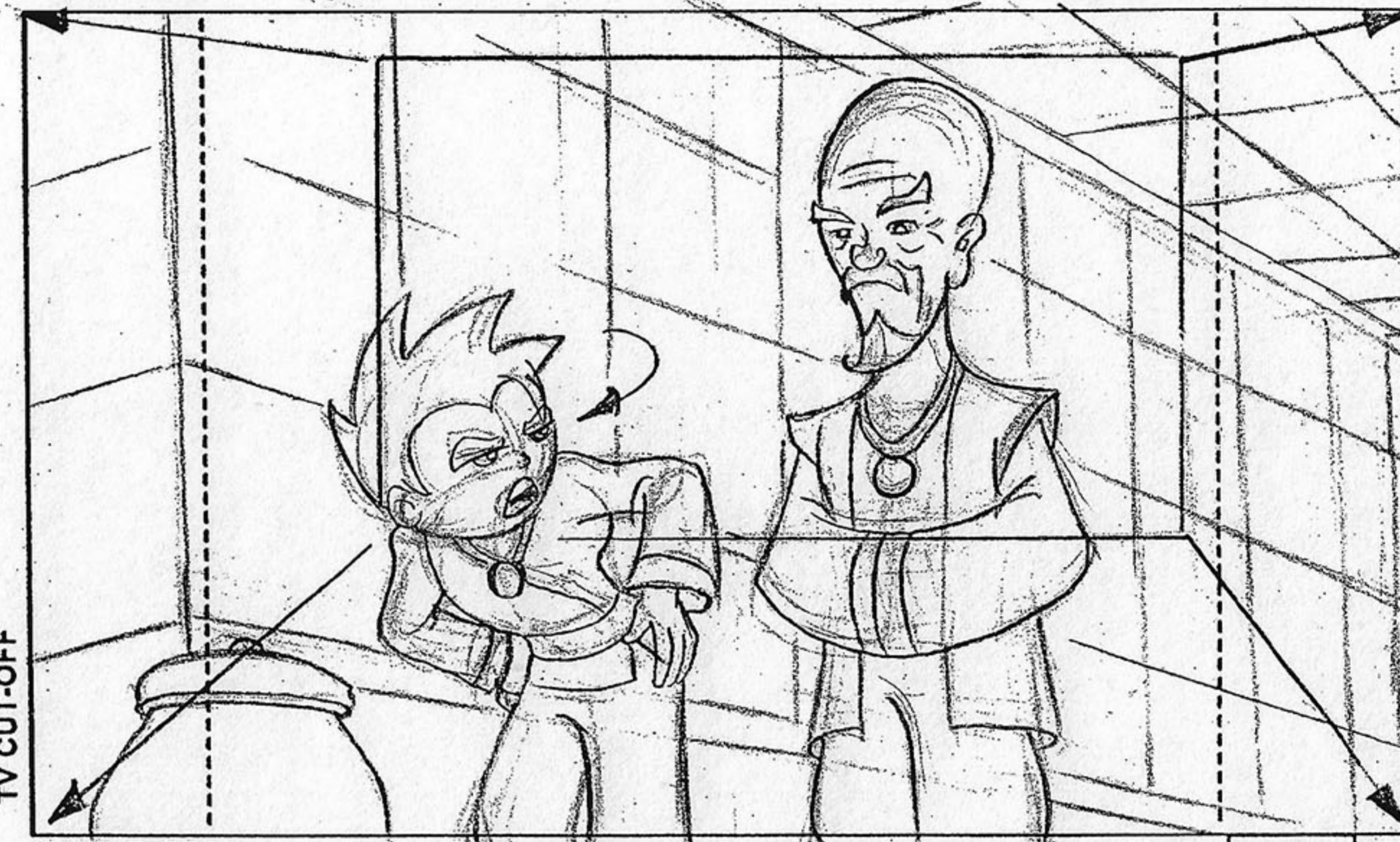
RAI INTO SC.

DIAL

Oh no?

SCENE CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

3

< TRUCK OUT >

RAI ACCENTS HIS BUTT

RAIMUNDO

Would you like to see the impression of his boot on my butt?!

T.O.

16 : 9 Widescreen Format

257305

TIMING

DIAL 137

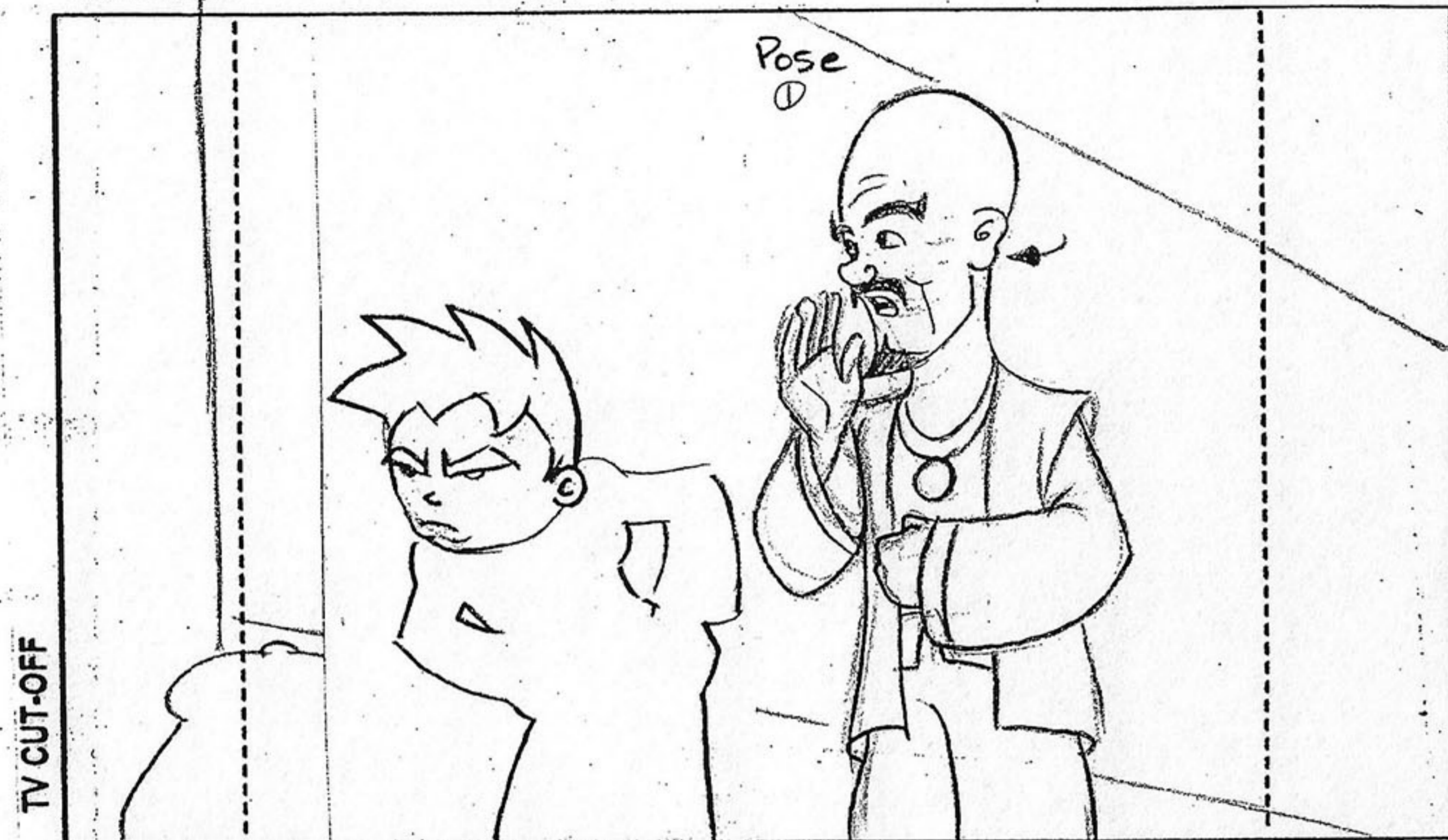


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SCENE B24 CONT.

B.G.



PANEL 4

SCENE CONT.

B.G.



PANEL 5

ACTION

Master Fung raises his hand and grimaces slightly.

DIAL

① MASTER FUNG
That won't be ② necessary.



RAI CROSSES HIS ARMS INTO
A TIGHT FOLD

① (back to the point)
You were defeated by your lack of
knowledge. ② Remember, a drop



16 : 9 Widescreen Format

257305

TIMING

DIAL 138

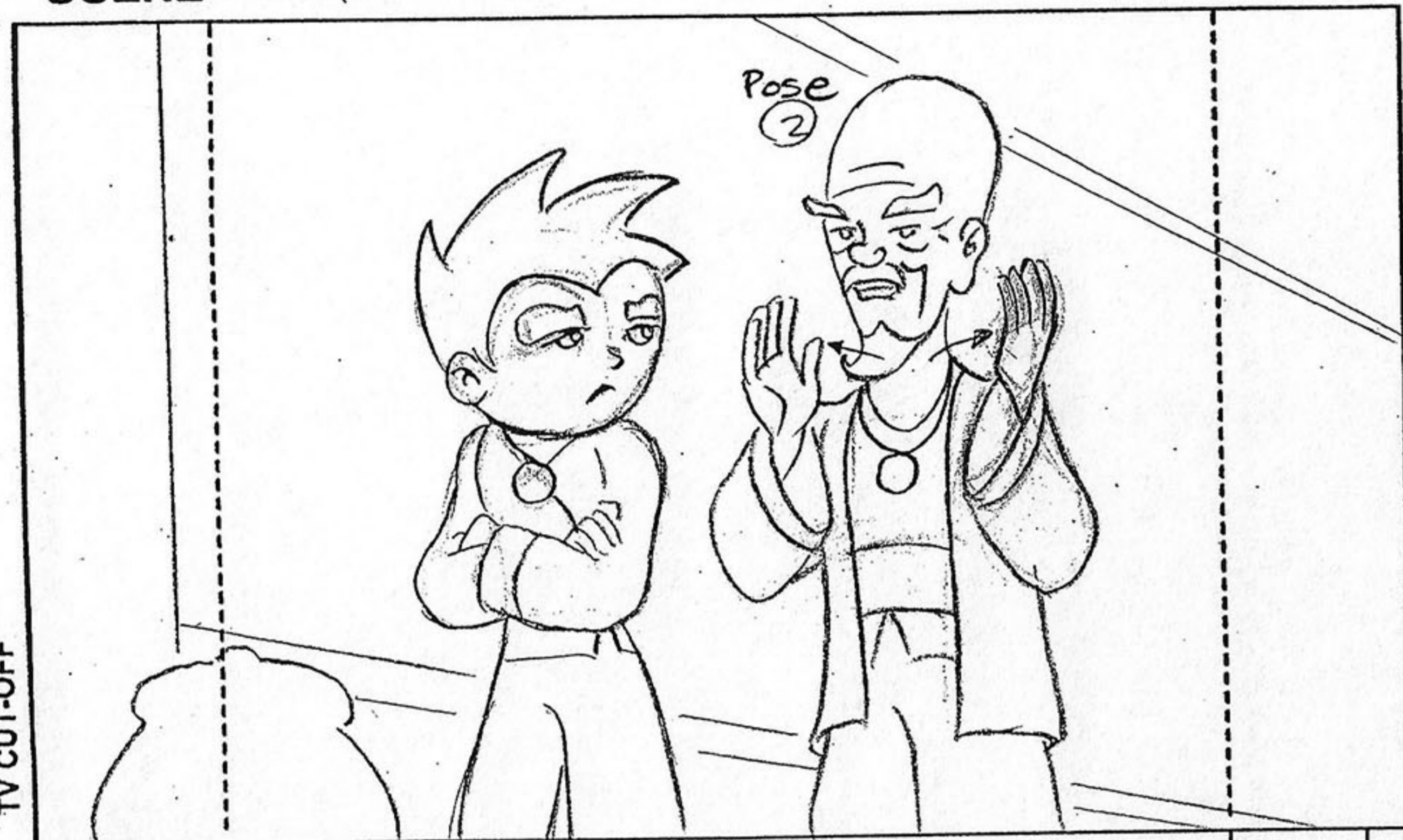


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SCENE B24 CONT.

B.G.



PANEL 6

ACTION

RAI LOOKS TO FUNG

DIAL

MASTER FUNG (CONT.)

of knowledge ¹ is more powerful than a ² sea of force.

TIMING

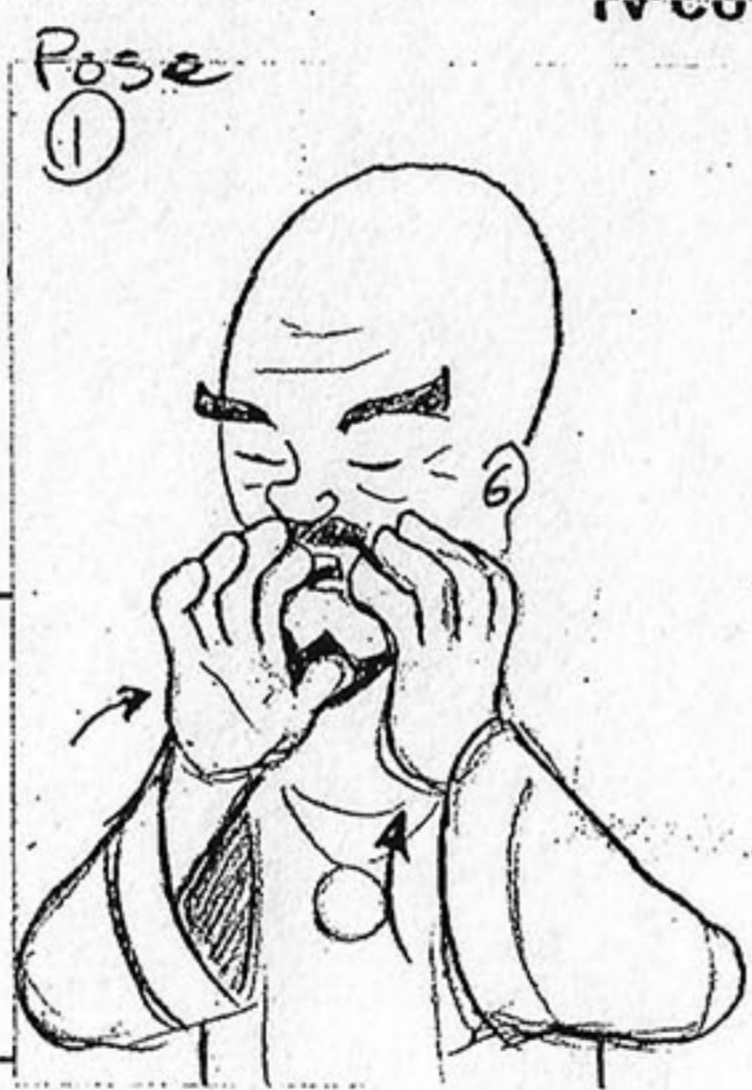
Cont N/A 138

SCENE CONT.

B.G.



PANEL 7



Rai shakes his head "No"

RAIMUNDO
Can't anyone speak

4x

DIN 139

16 : 9 Widescreen Format

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SCENE B24 CONT.

B.G.



PANEL 8

MASTER FUNG PATS RAI'S SHOULDER

ACTION

DIAL

Raimundo (cont.)

normally around here?

MASTER FUNG
Reflect on these things.

TIMING

Cont. B24

(6x)

DIA 140

2°

SCENE CONT.

B.G.



PANEL 9

Master Fung exits, O.S.



(walks away)
① As for me, I think I shall try my hand at "Goo Zombies II." (THEN WALK OUT)
②

FUNG TURNS

16 : 9 Widescreen Format

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H/U
▽



PANEL 1



PANEL 2

ACTION

H.U. CLOSER

Raimundo looks contemplatively over at _____

DIAL

B25

10

10

TIMING

68

16 : 9 Widescreen Format

257305



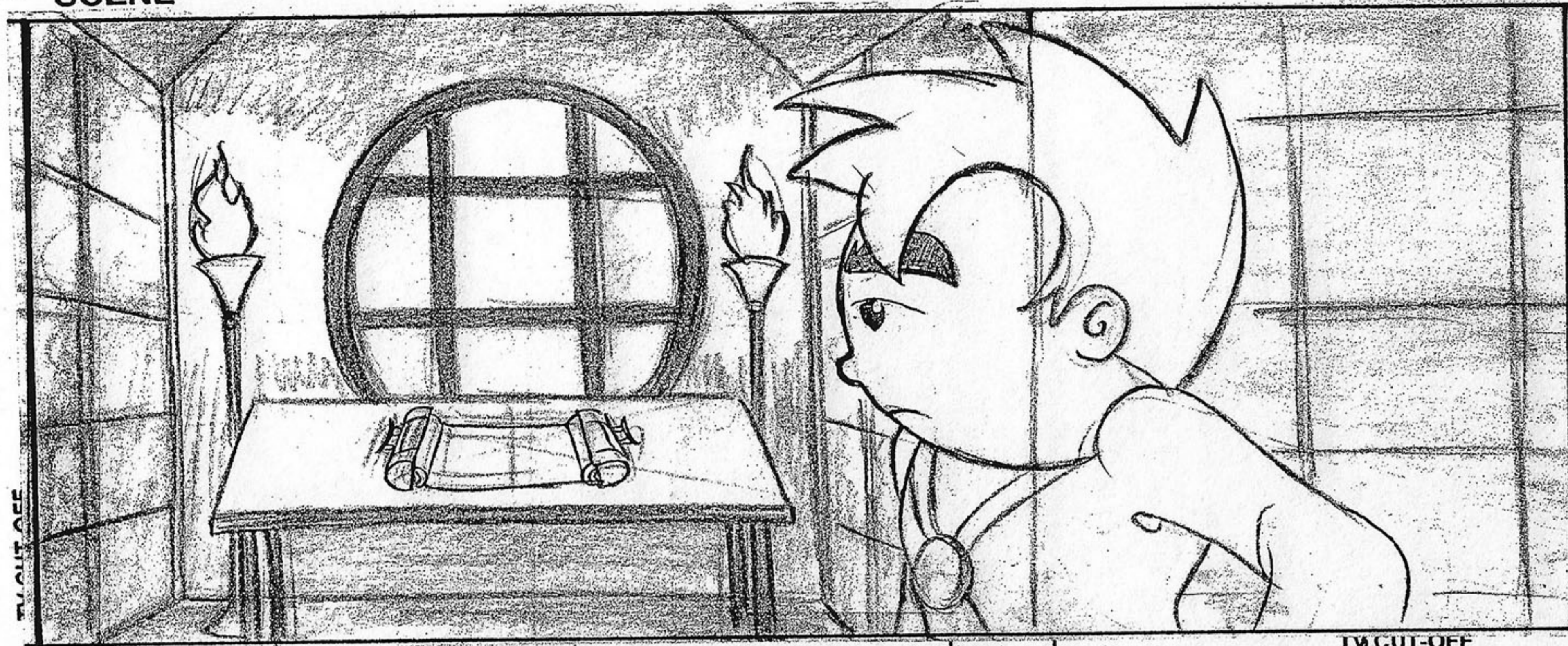
X I A O L I N SHOWDOWN

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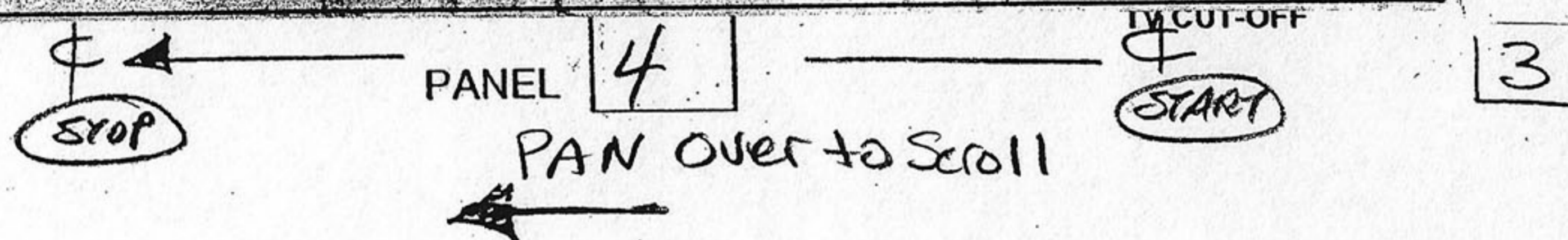
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SCENE B25 CONT.

B.G.

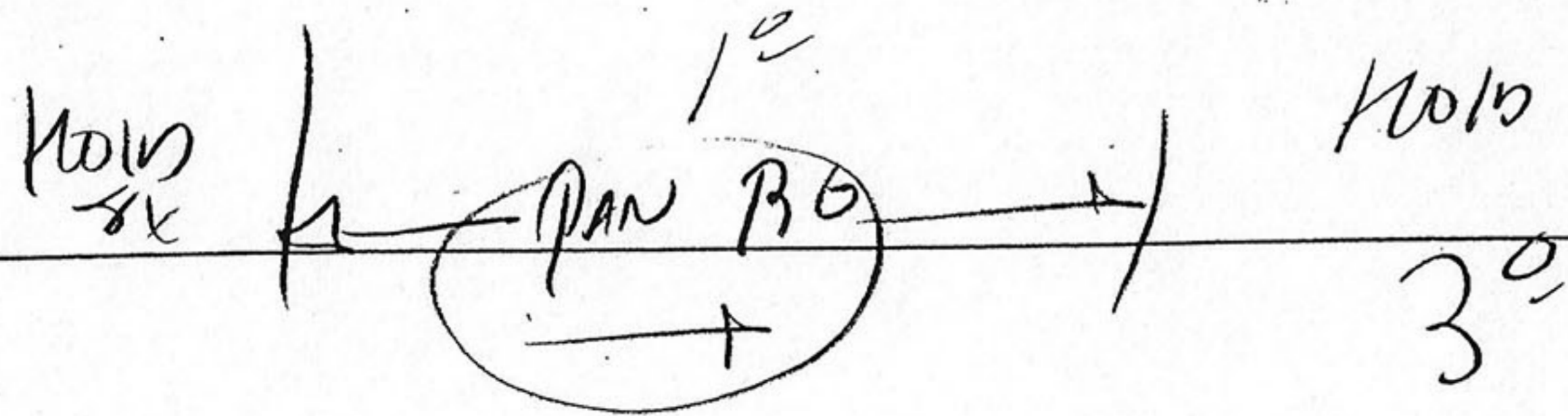


ACTION



the Scroll of the Shen Gong Wu.

DIAL



TIMING

16 : 9 Widescreen Format

257305

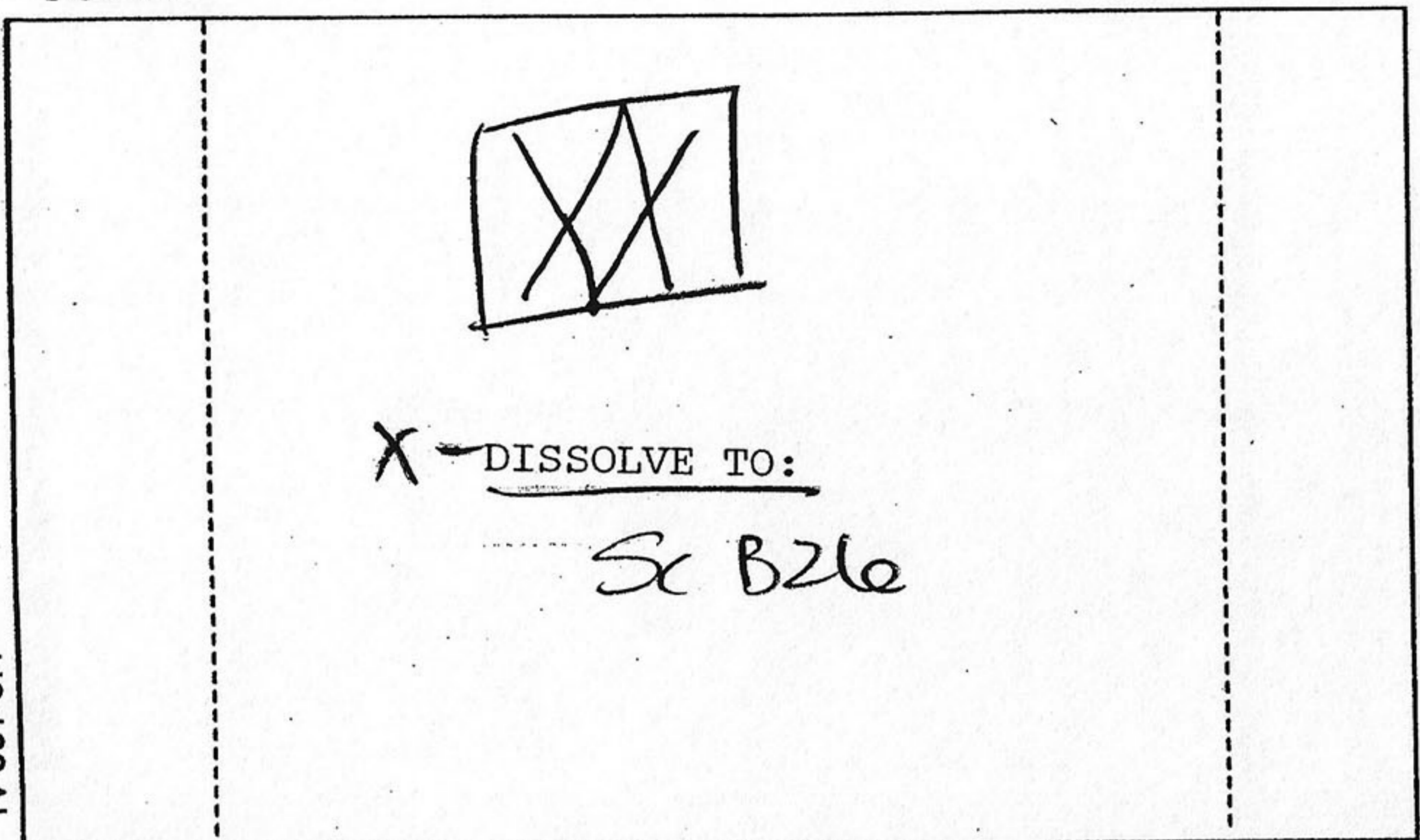


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B.G.

SCENE



TV CUT-OFF

TV CUT-OFF

PANEL

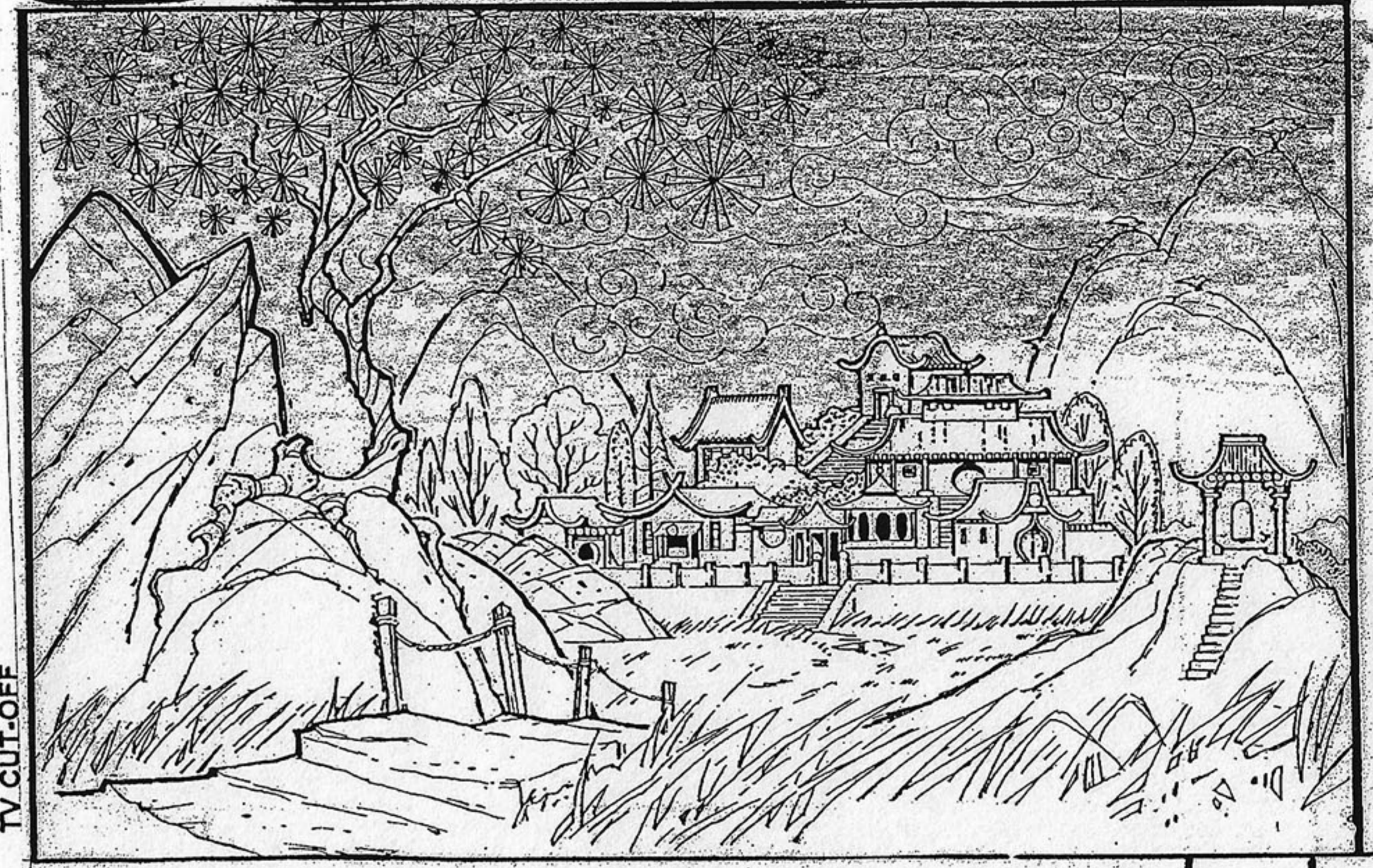
ACTION

DIAL

TIMING

SCENE B26

B.G.



TV CUT-OFF

PANEL

EXT. XIAOLIN TEMPLE - NIGHT

Establishing shot. All is quiet.

16 : 9 Widescreen Format

B26
Dissolve

2'

4/8

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Sc B27 — Sc B28

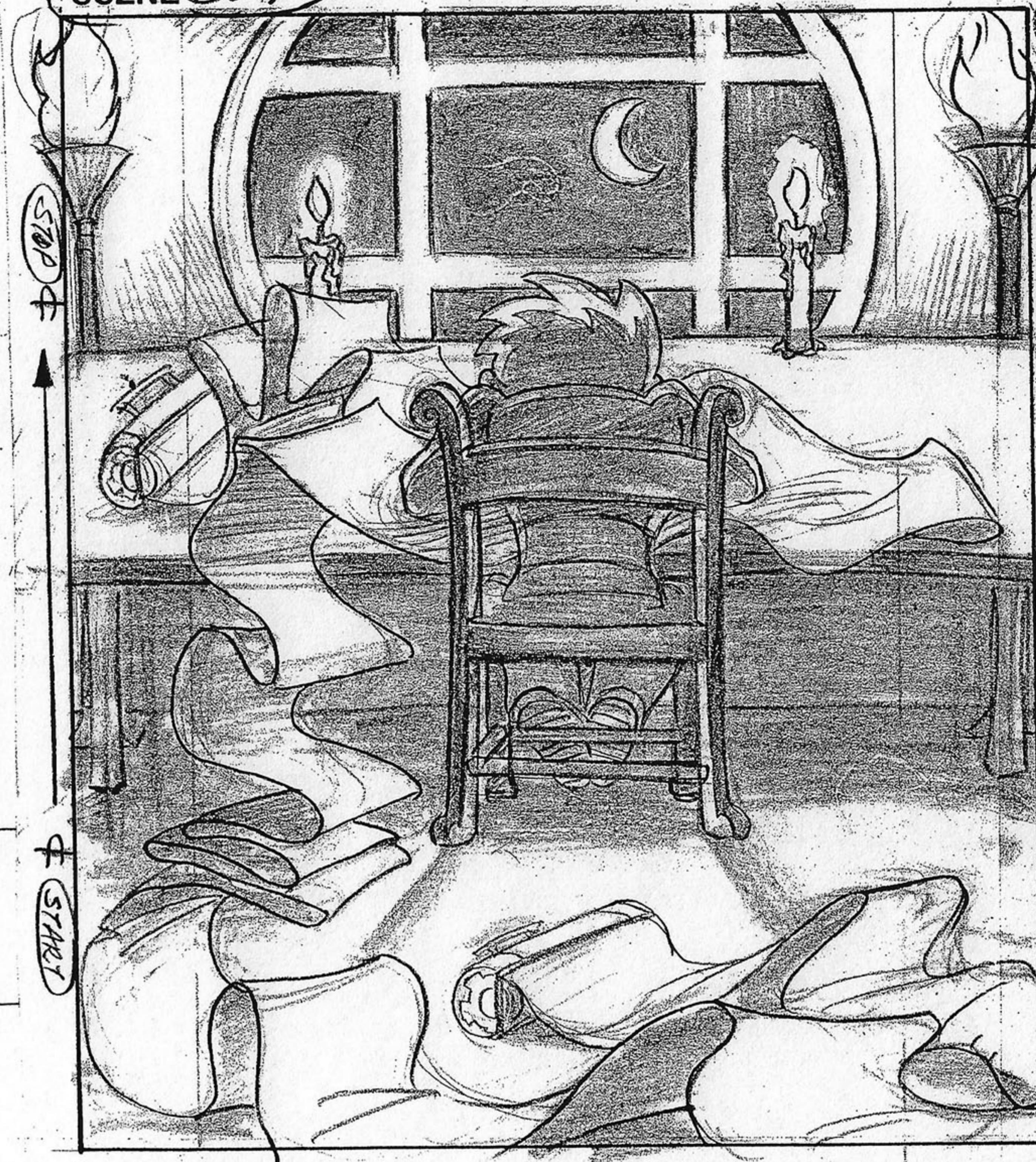
PAGE B72

Std. B.Lit Torch Efx
Std. B.Lit Candle Efx

SCENE B27

B.G.

Dx
Shabws



16:9 Widescreen Format

PNL.
2

257305

PNL.
1

ACTION

INT. XIAOLIN TEMPLE - NIGHT

Raimundo sits reading the scroll by candlelight. It's unrolled into a huge pile of paper.

PAN UP
from floor

TIMING

B27

holds
16x

Next
PAN BG
24x

holds
8x

40

40

37

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SCENE B27 cont.

B.G.



PANEL 3

ACTION

Clay walks in, rubbing his eyes.

DIAL

CLAY
 Raimundo, pardner, it's pretty late.

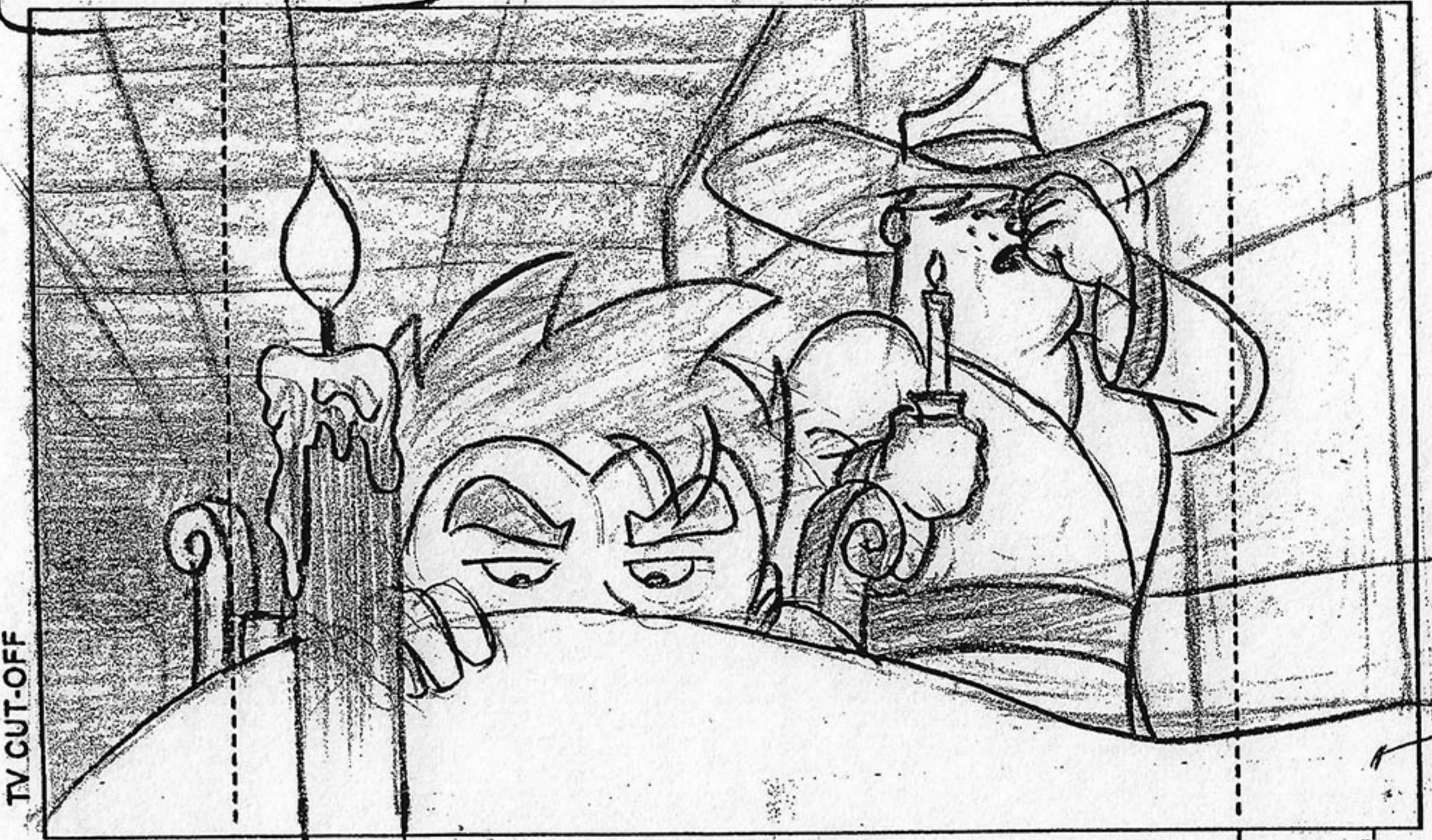
TIMING

Dial 141

H/V
 ▽

SCENE B28

B.G.



PANEL 1

REV. ANGLE / RAI INTENTLY STUDYS SCROLL
 - Clay Rubs Eye

Cont...
 Maybe you ought to give that stuff a rest.

16:9 Widescreen Format

Scroll

257305

B28

Cont Dial 141



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SCENE *B 28 CONT.*

B.G.



PANEL 2

ACTION

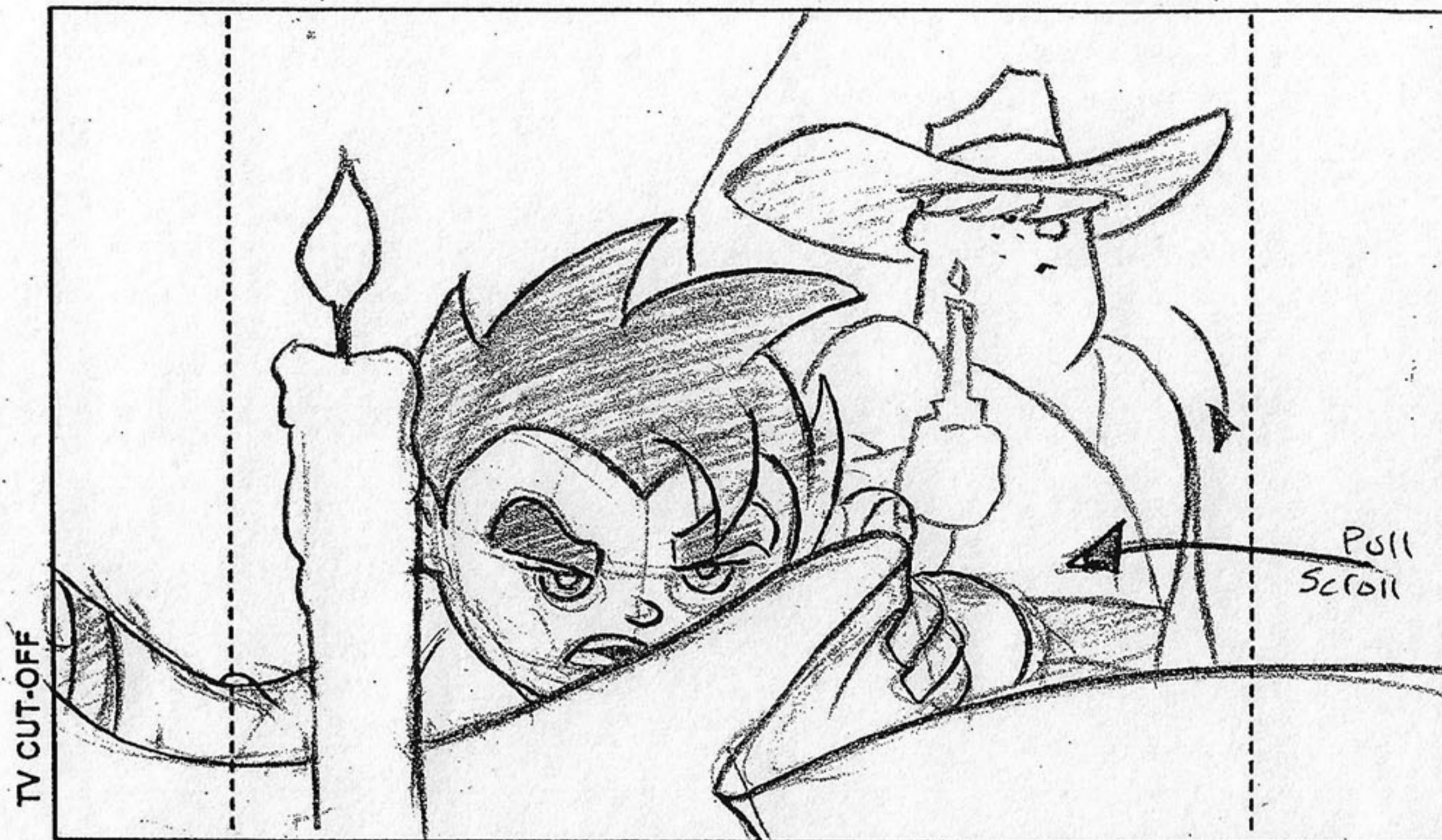
PULLS SCROLL AS HE REACHES.

DIAL

RAIMUNDO
No way. I'm gonna learn everything

SCENE *CONT.*

B.G.



PANEL 3

CLAY LOWERS ARM.

Cont...

I can about the Shen Gong Wu.

16 : 9 Widescreen Format

257305

1x TIMING

DIAL 142

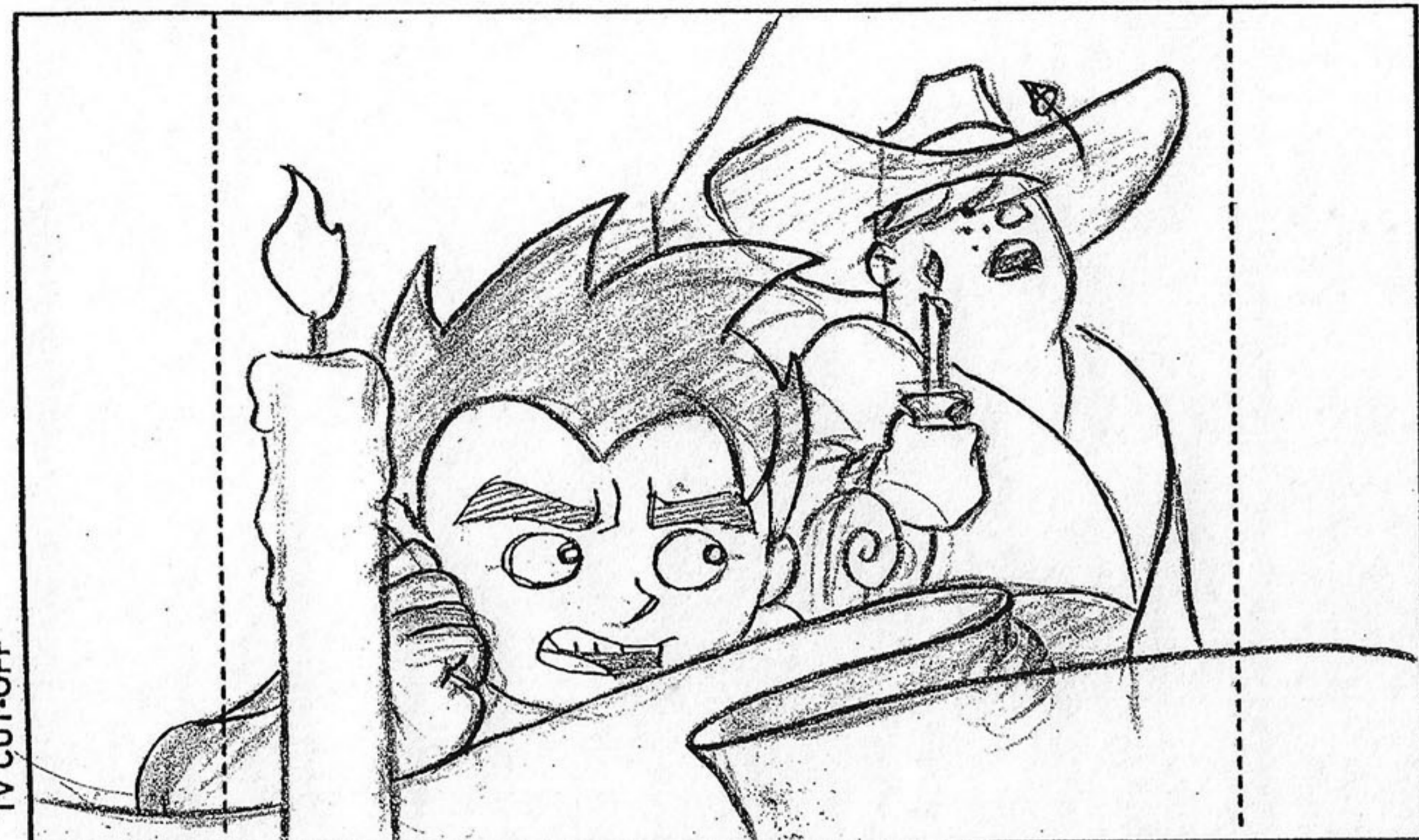


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SCENE B28 cont.

B.G.



TV CUT-OFF

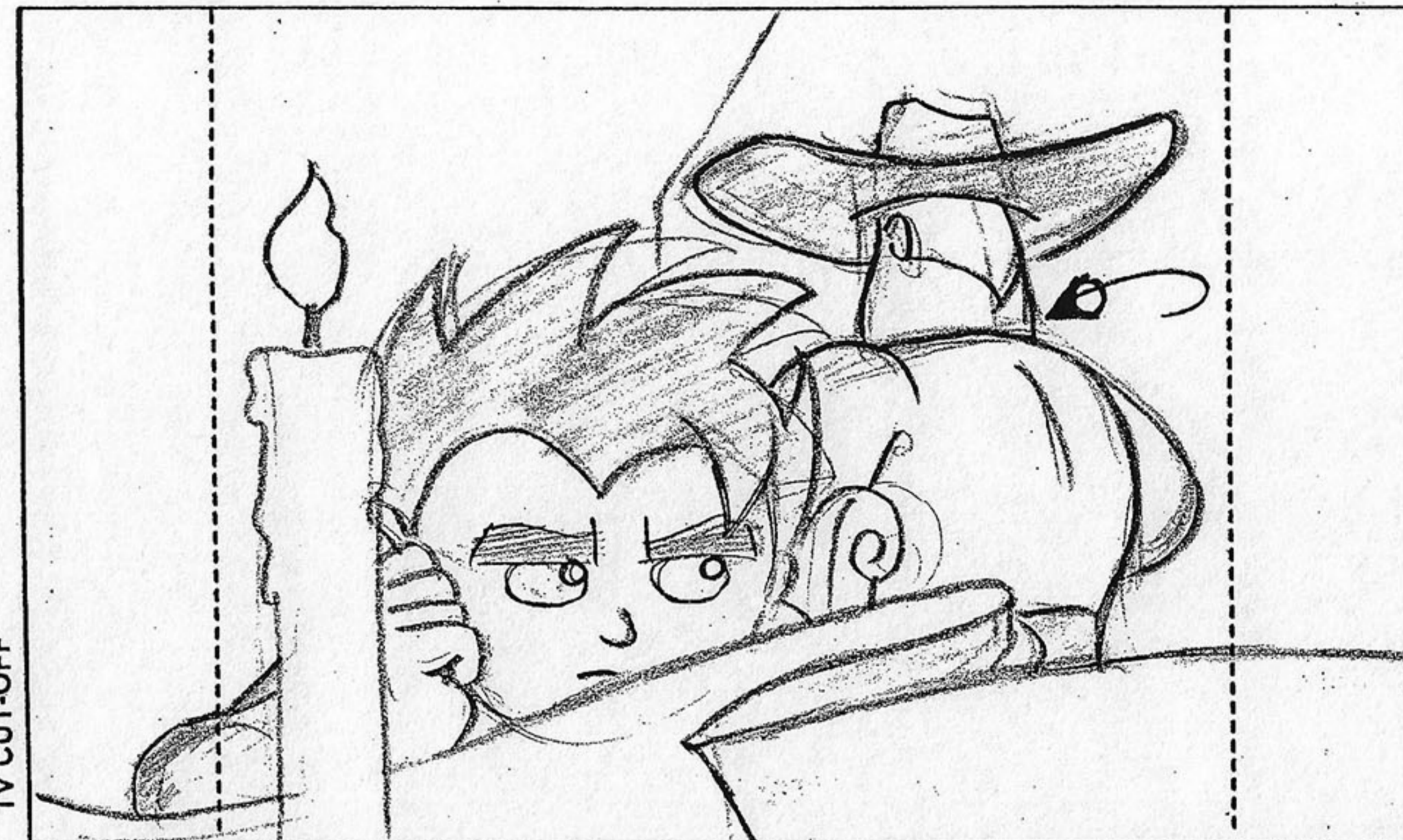
TV CUT-OFF

PANEL

4

SCENE CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

5

CLAY TURNS AROUND / WALKS AWAY

ACTION

DIAL

CLAY
Doesn't do any good to close the barn door after the horses get out.

RAIMUNDO
What?

Keep Raimundo in previous pose until his line starts

CLAY
Nevermind...

DOJO (VO)
AAAA

TIMING

DIAL 143

4x21

DIAL 144

6x

DIAL 145

6x1

DIAL 146

16 : 9 Widescreen Format

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Std. Bot Lit
Dojo Fire
Glow Eff
B.G.

SCENE B 28 CONT.



Note:
Clay is behind the Glow
Rai is on top of the Glow in shadow

Dx Matte
PANEL 6

SCENE CONT.

B.G.



Dx Smoke
16:9 Widescreen Format

PANEL 7

ACTION

(DOJO'S SNEEZE LIGHTS SC. BRIEFLY)
CLAY LOOKS BACK BRIEFLY, CONTINUES O.S.

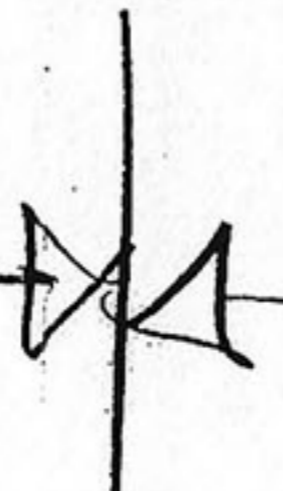
SMOKE RISES INTO SC. BEHIND RAI.
(HE IGNORES IT)

DIAL

DOJO (O.S.)
CHOOOOO!!!

TIMING

CONT Dial 146



28

257305



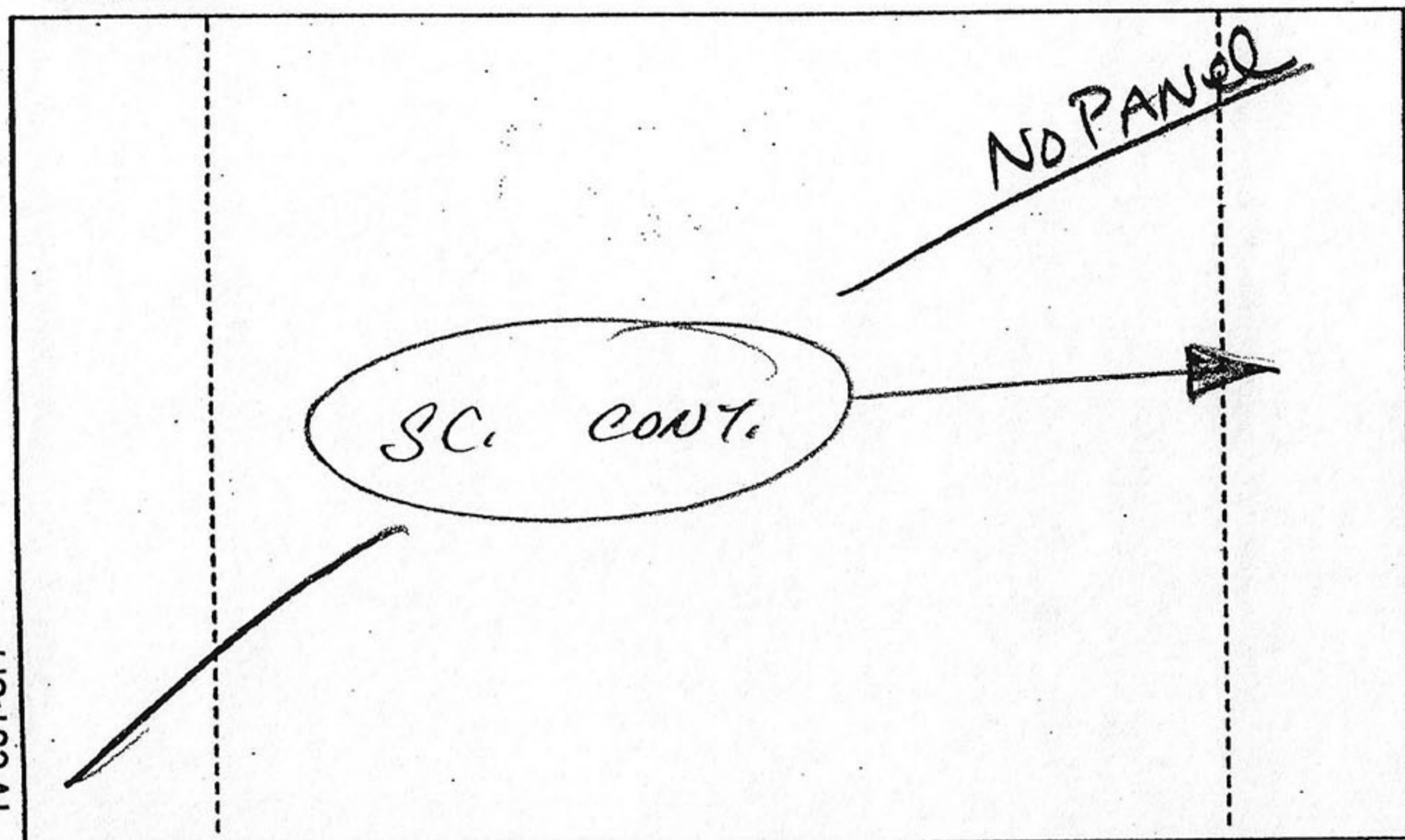
X I A O L I N SHOWDOWN

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SCENE

B.G.



SCENE B 28 cont.

B.G.



ACTION

DIAL

TIMING

- (A) SMOKE DISSIPATES
- (B) DOJO UP INTO SC. wiping his nose.

DOJO (CONT'D)
Remember how I thought I was only allergic to the Sword of the Storm?

Yeah. RAIMUNDO

16 : 9 Widescreen Format

257305





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SCENE *B28 cont.*

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

9

ACTION

RAI'S EYES SHIFTS TO DOJO, BOBBING ↑↓

DIAL

DOJO
Well, I was wro--wro--

TIMING

bx
DIAL 149

ASIS

DIAL 150

SCENE *CONT.*

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

10

RAI GRAB FOR SCROLL
DOJO ANTICS

AAH...

16 : 9 Widescreen Format

257305

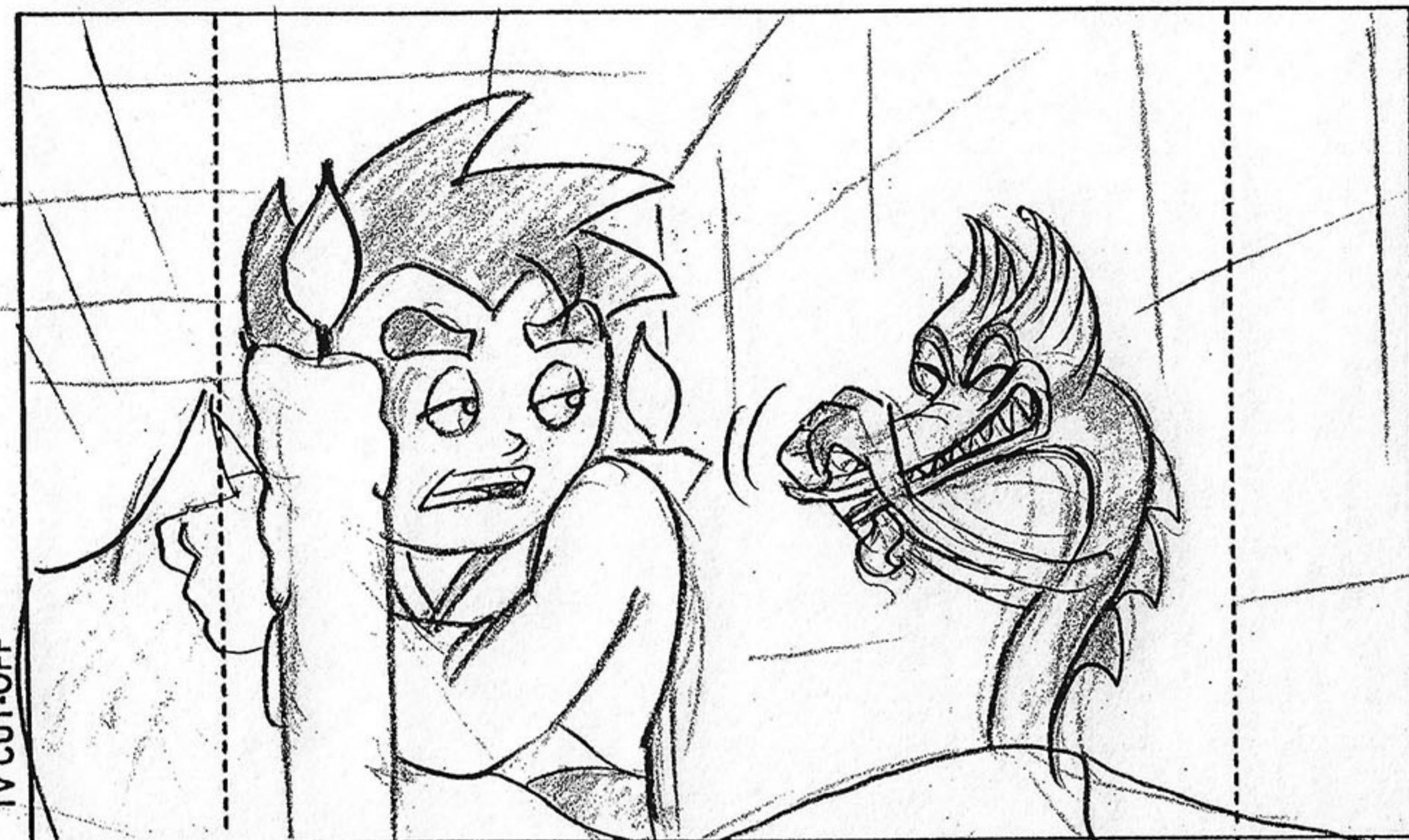


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SCENE *B28 cont.*

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

//

SCENE *cont.*

B.G.



TV CUT-OFF

TV CUT-OFF

PULLED

PANEL

12

Dx Smoke

16 : 9 Widescreen Format

Std Dojo Fire & S

ACTION

Dojo pinches his nose shut to stop the sneeze, but the fire and smoke shoot out of his tail instead,

DIAL

Dojo:
(MONK)

TIMING

COM DIA 150

257305

4x

44



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SCENE B28 cont.

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 13

ACTION

rocketing him 0.5,

DIAL

(8x)

TIMING

(8x)

SCENE B29

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 1

RAI ON FLOOR - LOOKS UP

(B29)

(2°)

16 : 9 Widescreen Format

257305

45



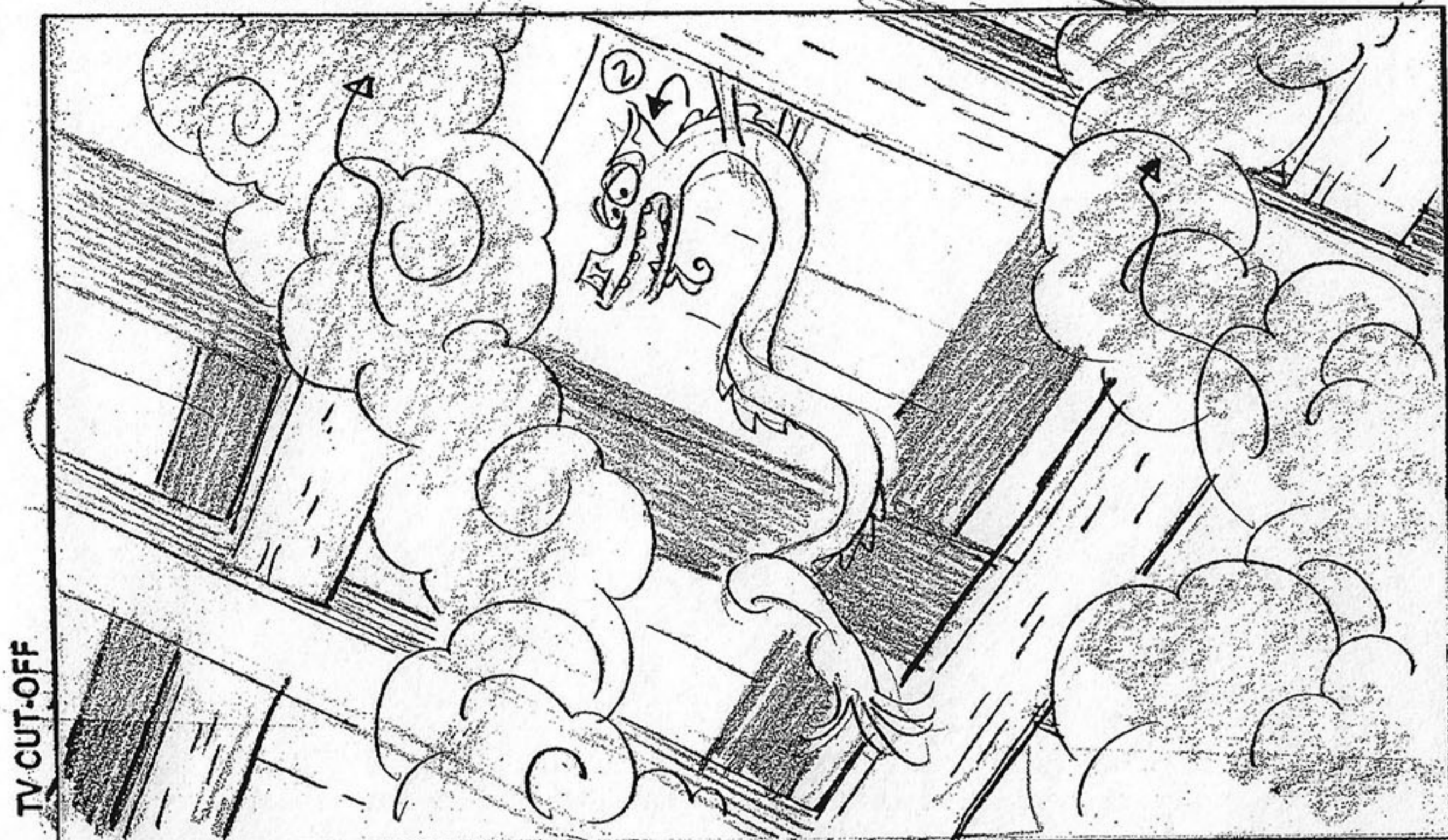
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SCENE B30

B.G.



PANEL

1

ACTION

ON CEILING - DOJO HANGING ON -
SMOKE RISES UP & AWAY FROM CAM



SCENE B31

B.G.



PANEL

1

EXT. TEMPLE - SUNRISE

DIAL

① SIGH... ② ...wrong.

DOJO (CONT'D)

(B31)

TIMING

8/11 - DIM 151

12x

48

16 : 9 Widescreen Format

257305



XIAOLIN SHOWDOWN

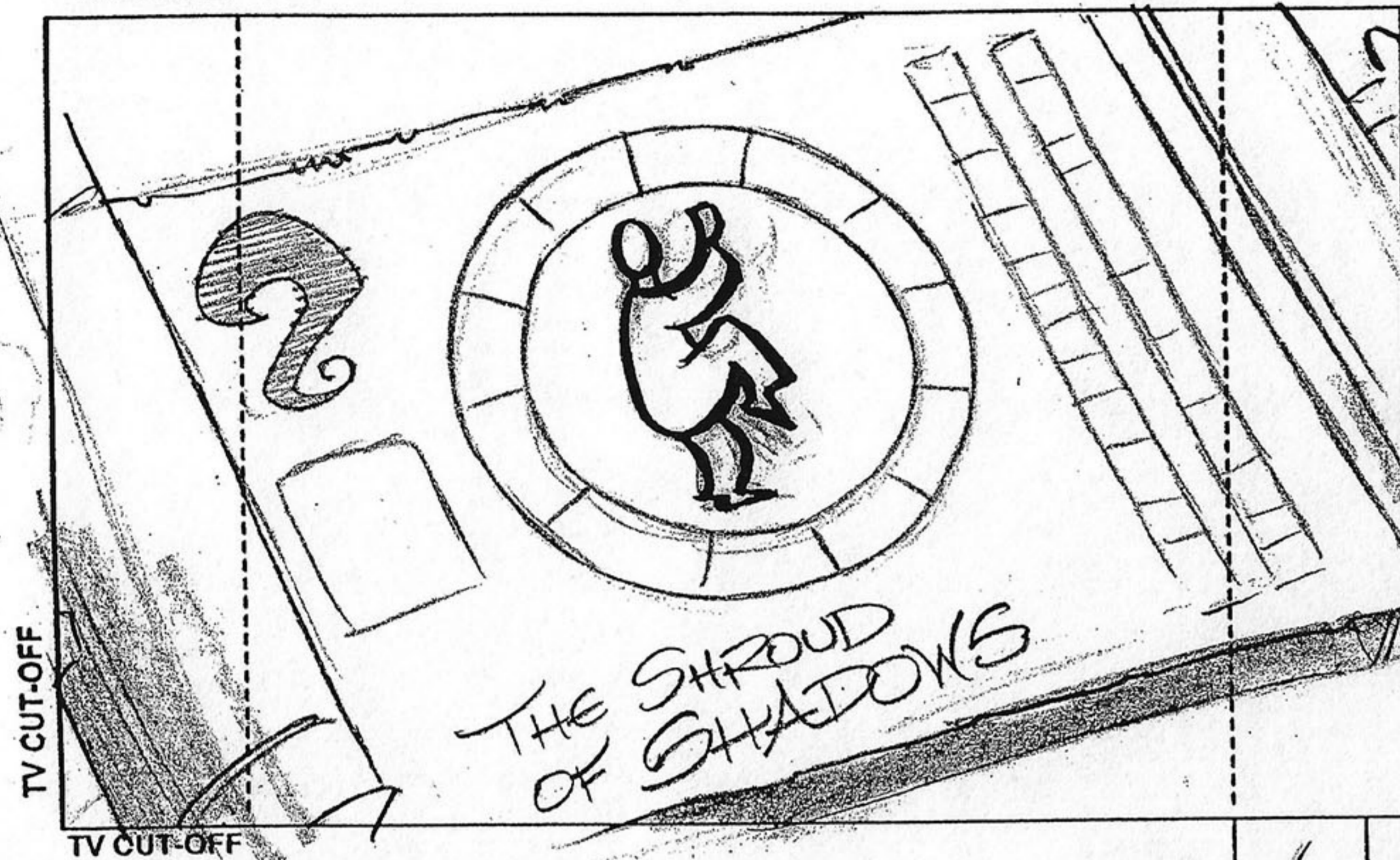
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PAGE B32

SCENE B32

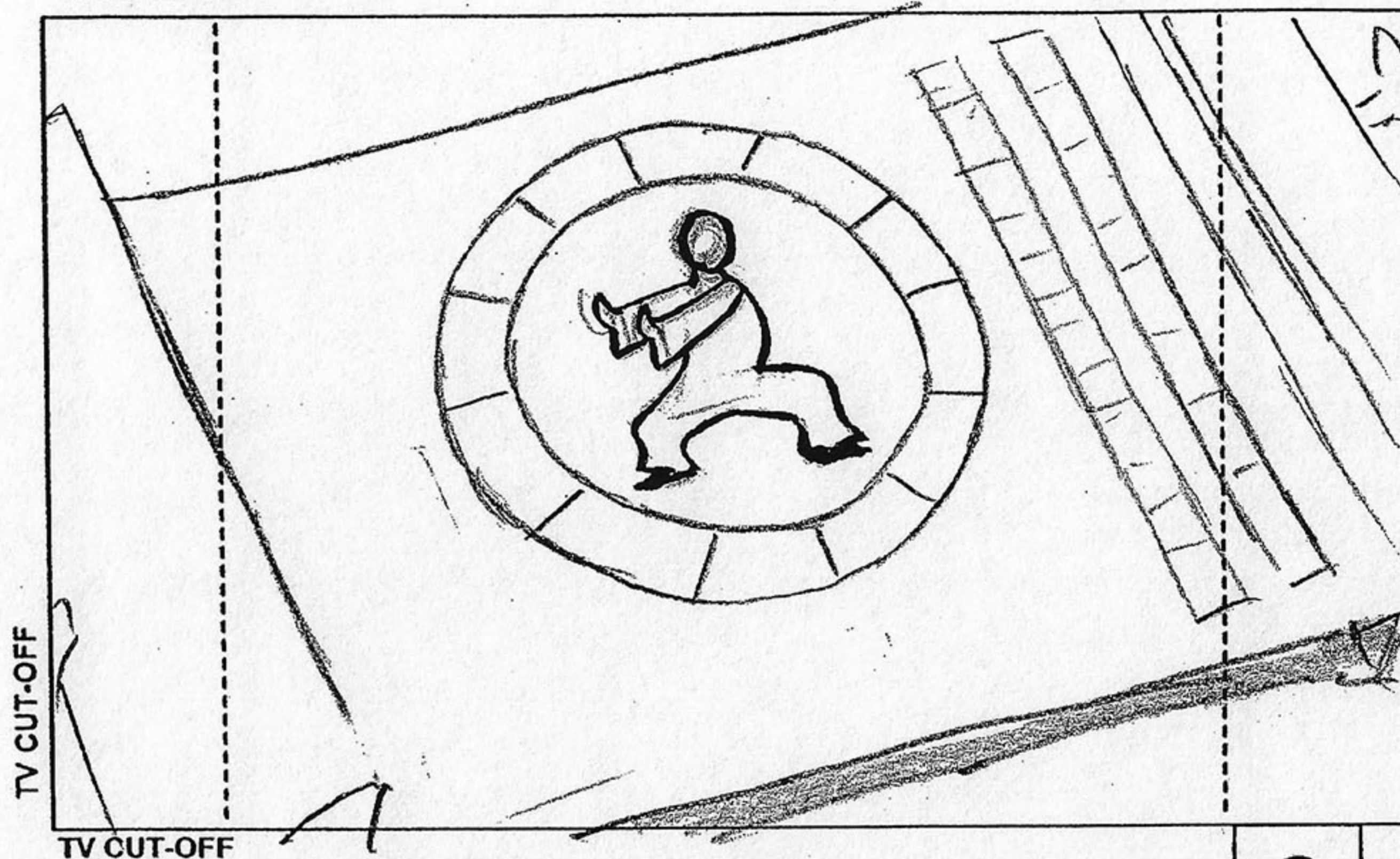
B.G.



PANEL 1

SCENE CONT.

B.G.



PANEL 2

ACTION

INT. XIAOLIN TEMPLE - MOMENTS LATER

CLOSE ON THE SCROLL

*SILD. OF MONK PRACTICING.
FOLLOW MODEL*

DIAL

B32

TIMING

6s

16 : 9 Widescreen Format

257305



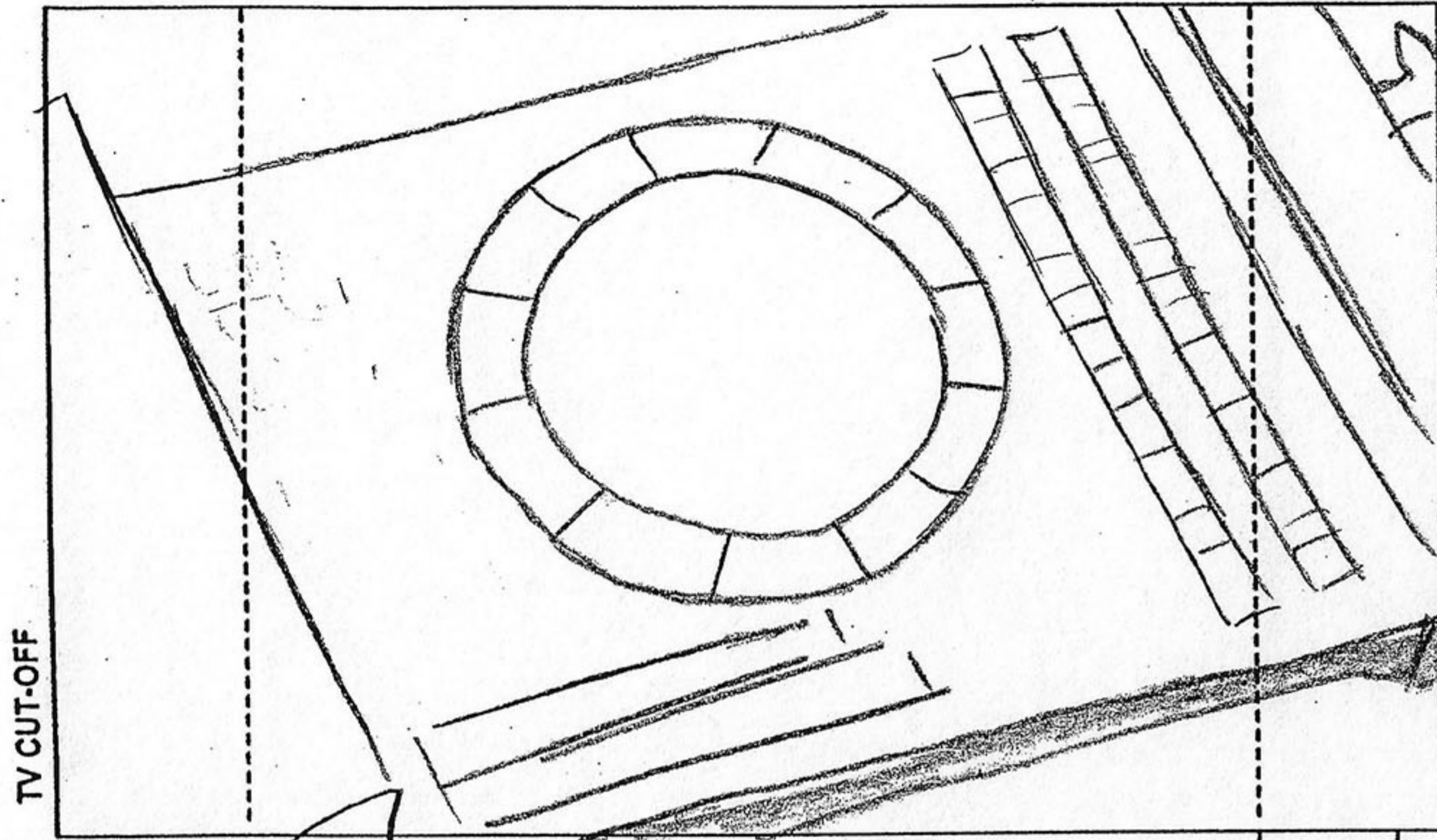
X I A O L I N SHOWDOWN

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SCENE *B32 cont.*

B.G.



TV CUT-OFF

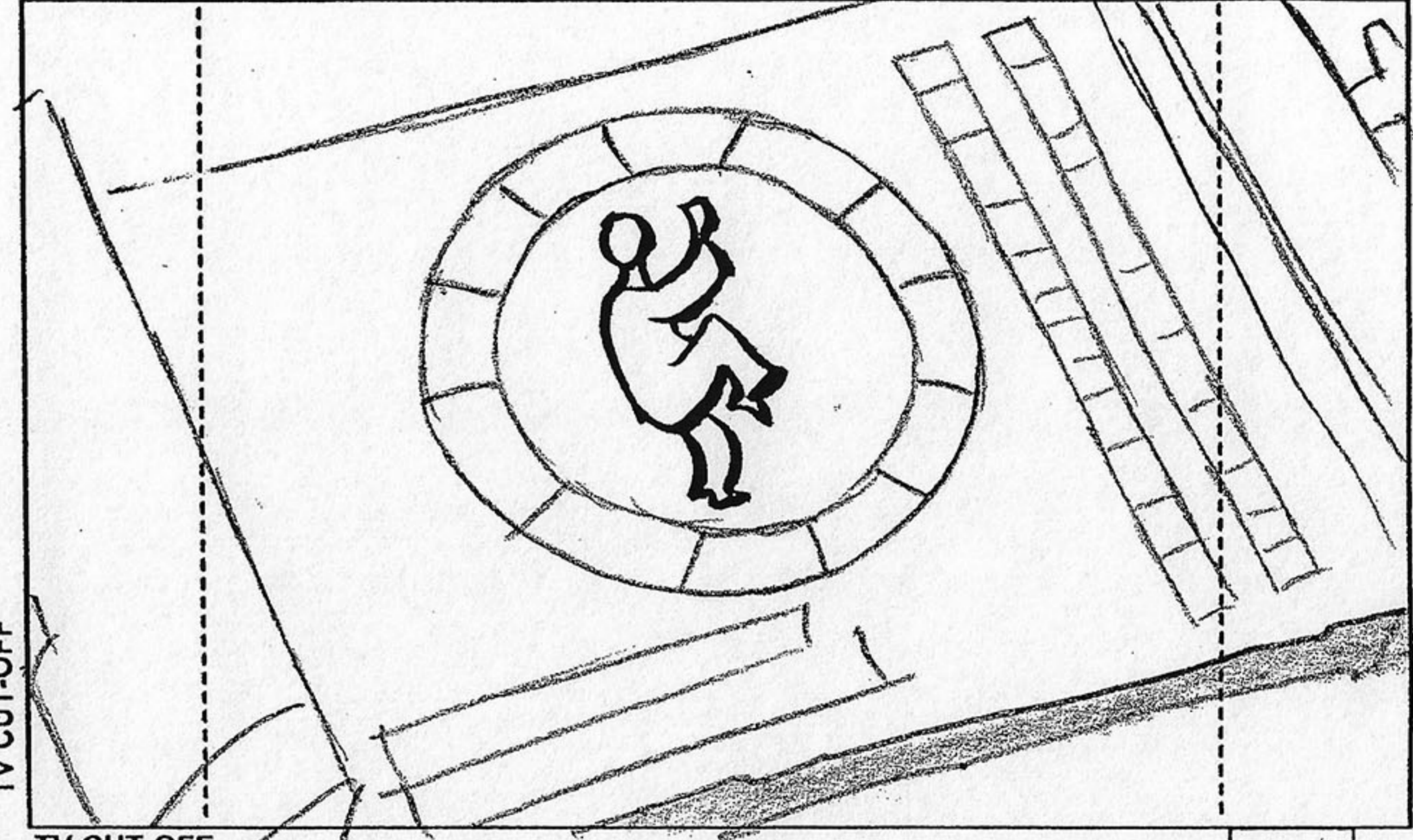
TV CUT-OFF

PANEL

3

SCENE *cont.*

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

4

ACTION

MONK VANISHES

DIAL

28

TIMING

14

16 : 9 Widescreen Format

257305

48



X I A O L I N SHOWDOWN

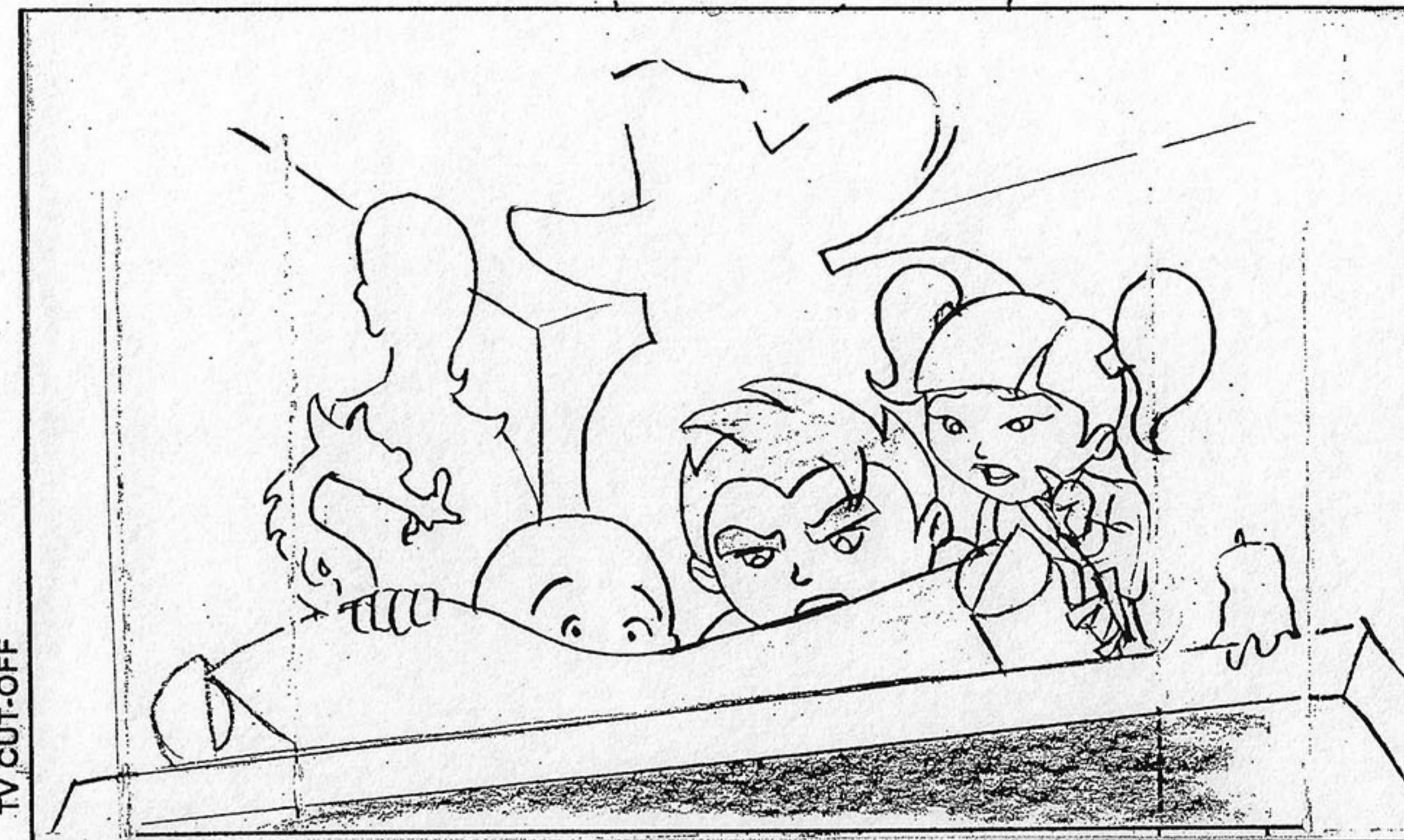
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SCENE B33

B.G.

SC. CONT.



PANEL 1

PANEL 2

ACTION

Kimiko, Raimundo, Omi, Clay, Dojo, and Master Fung are gathered around the scroll.

w/ CLOTHES PIN ON NOSE

DIAL

OMI
Why is he disappearing?

with the scroll?

KIMIKO
Is there a problem

RAIMUNDO
No, this Shen Gong Wu is

TIMING

4x DIAL 152

4x DIAL 153

4x DIAL 154

16 : 9 Widescreen Format

257305



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SCENE B33 CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

SC. CONT.



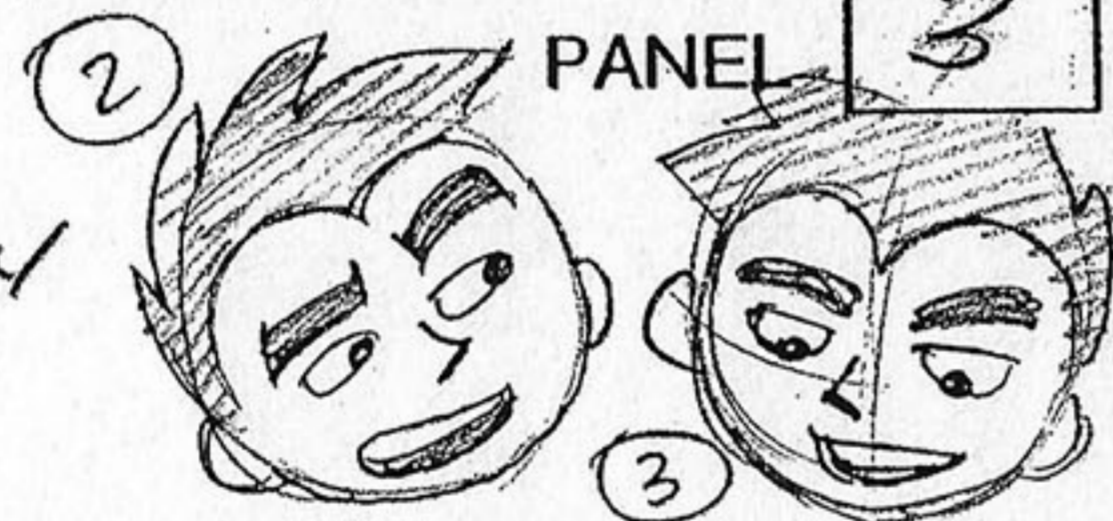
TV CUT-OFF

TV CUT-OFF

16 : 9 Widescreen Format

ACTION

RAI SETS SCROLL DOWN



PANEL 3

DIAL

① RAI (CONT.)

② the Shroud of Shadows, which allows its user to become invisible.

③

TIMING

CONT DIAL 154

4x

DIAL 155

6x

DIAL 156

8x

Kimiko is impressed.

MASTER FUNG STEPS FORWARD.

DOJO LOWERS CLOSER TO OMI.

KIMIKO

Really?

MASTER FUNG

Very good, Raimundo.

257305



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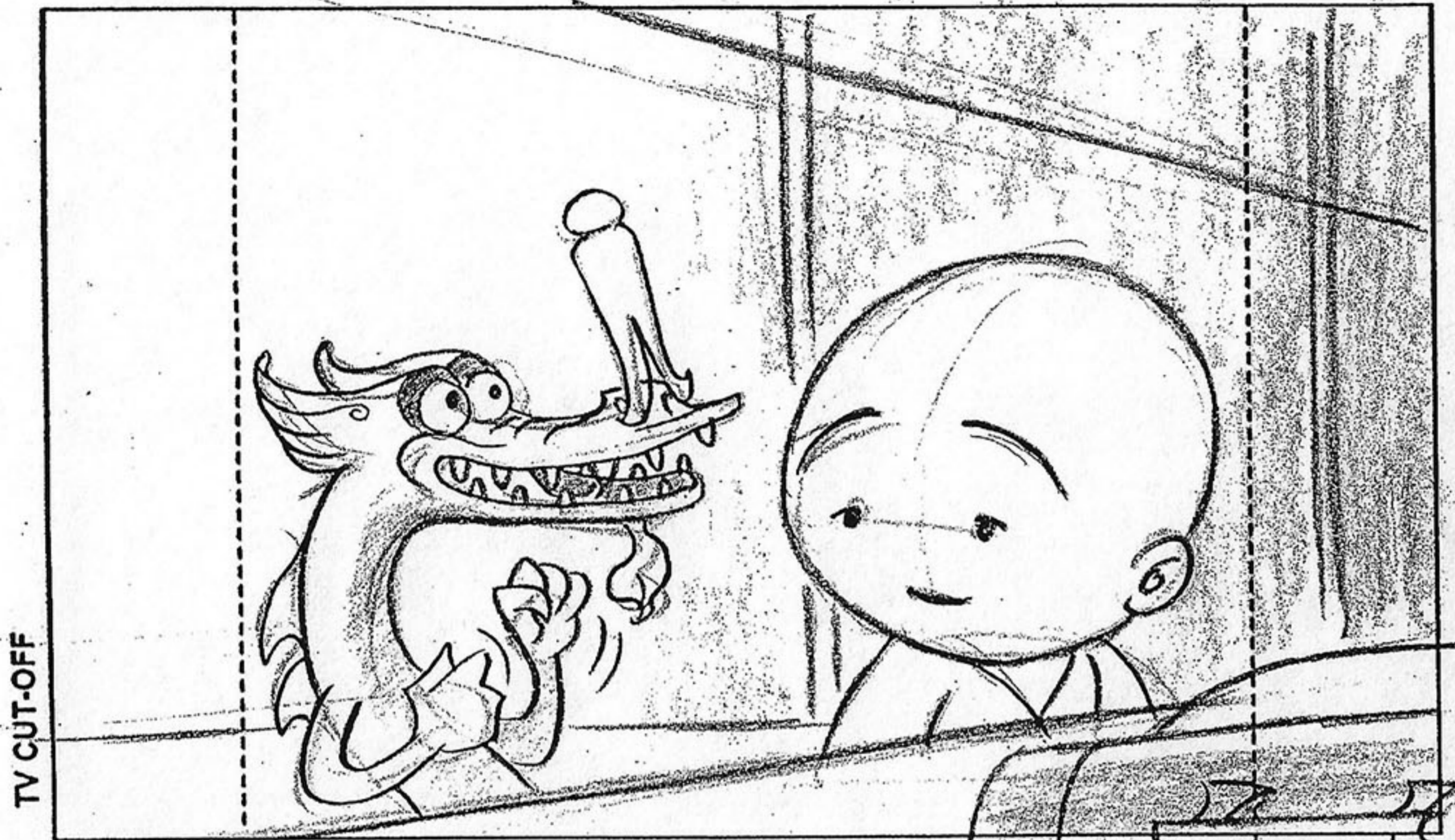
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H/U
▽

SCENE B34

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

1

ACTION

CLOSE ON DOJO & OMI

SCENE CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

2

DOJO O.S. / CLOTHESPIN FLYS OFF O.S.

B34

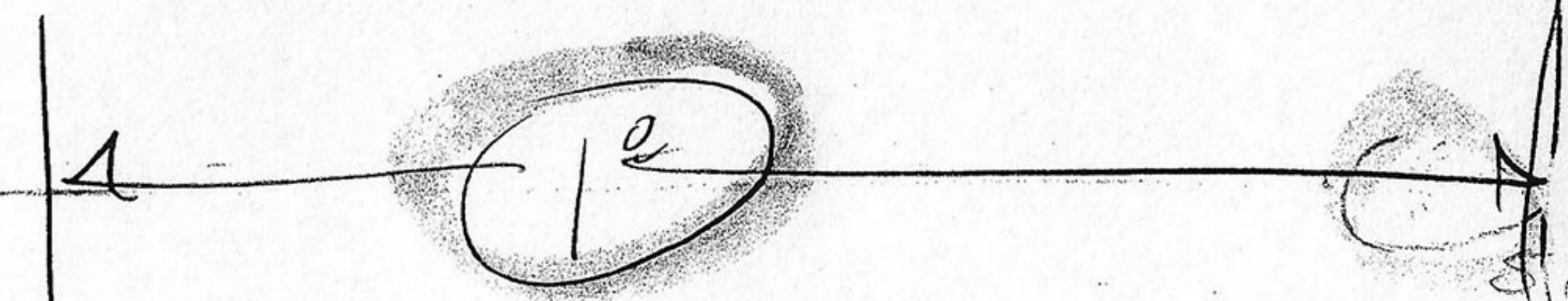
DIAL

DOJO
C'mon, let's go.

TIMING

4x A

DIAL 157



16 : 9 Widescreen Format

257305



X I A O L I N SHOWDOWN

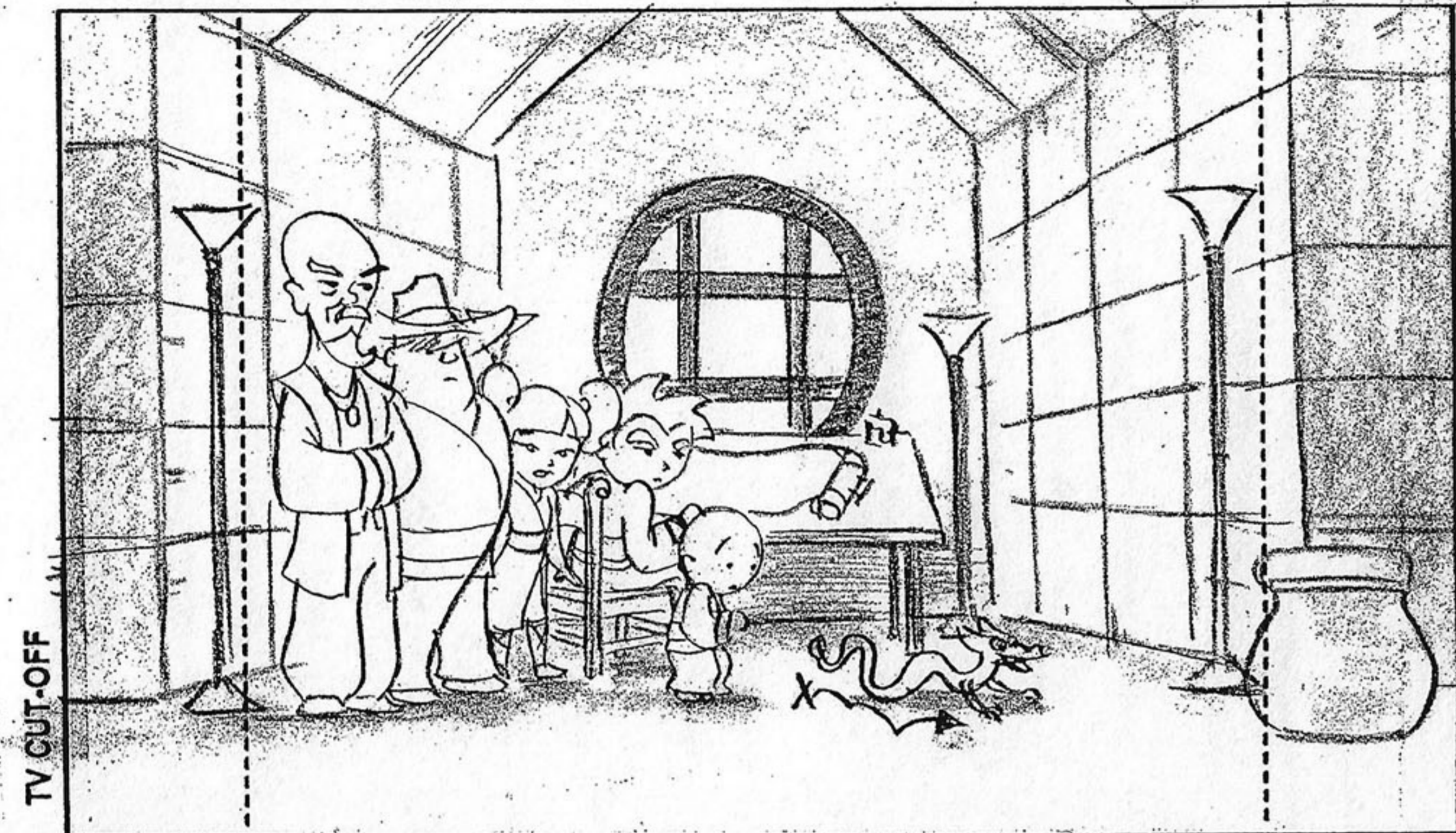
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H/U
▽

SCENE B35

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

1

SCENE CONT

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

2

ACTION

INT. SCROLL ROOM — DOJO MOVES UP ... THEN

The anxious Dojo grows

DOJO (CONT)

DIAL

The sooner we find that Shen Gong Wu, the sooner my

TIMING

4x (DIA 158)

16:9 Widescreen Format

257305



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SCENE B35 (cont.)

B.G.



PANEL 3

ACTION

_____ to his full size.

DIAL

DOJO (cont.)

_____ sinuses clear out.

TIMING

Cont Dial 158

FX

4x1

Dial 159

SCENE B36

B.G.



PANEL 1

ON KIDS —
RAI STANDS UP.

KIMIKO
There's a pretty

16 : 9 Widescreen Format

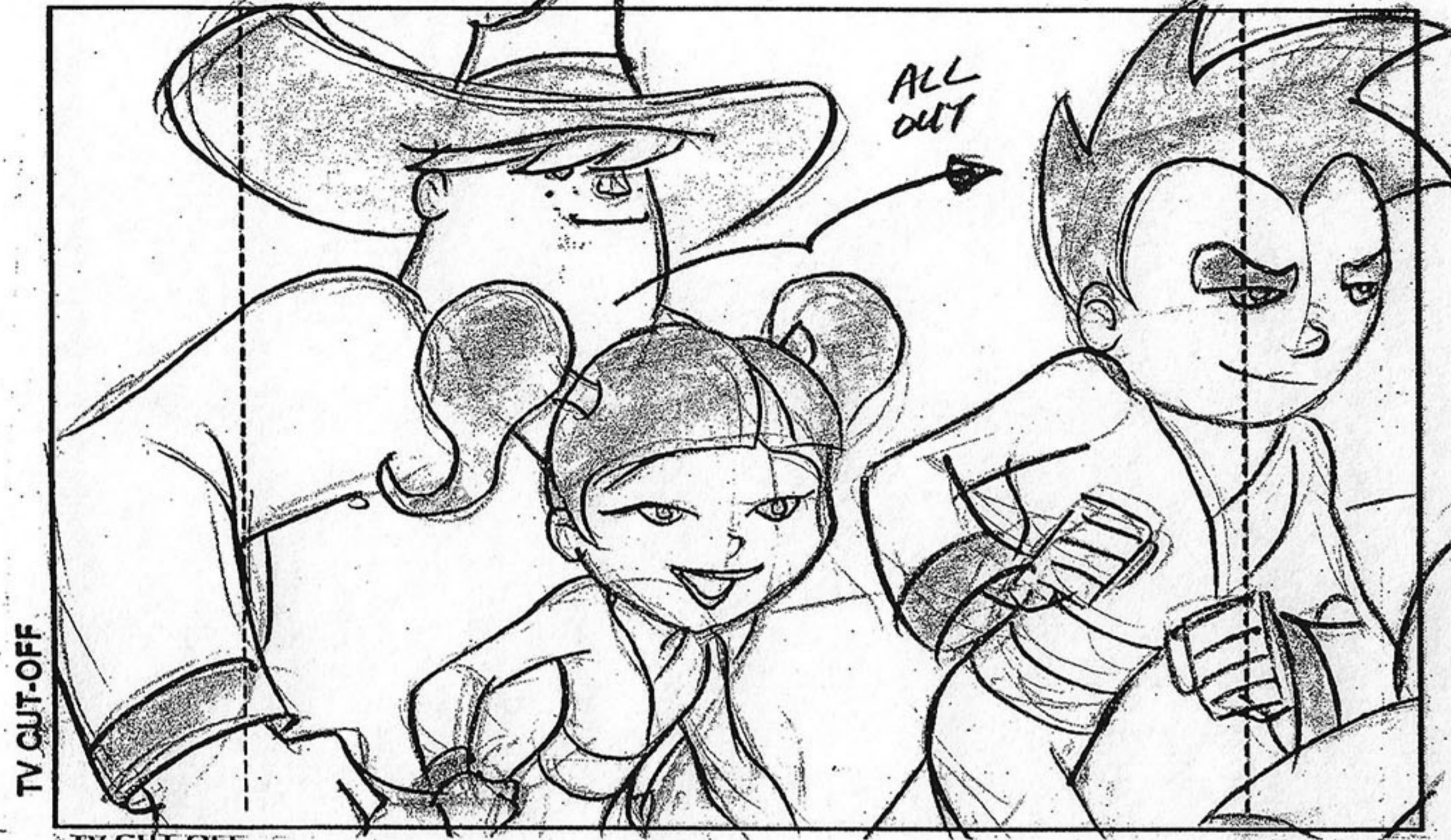
257305



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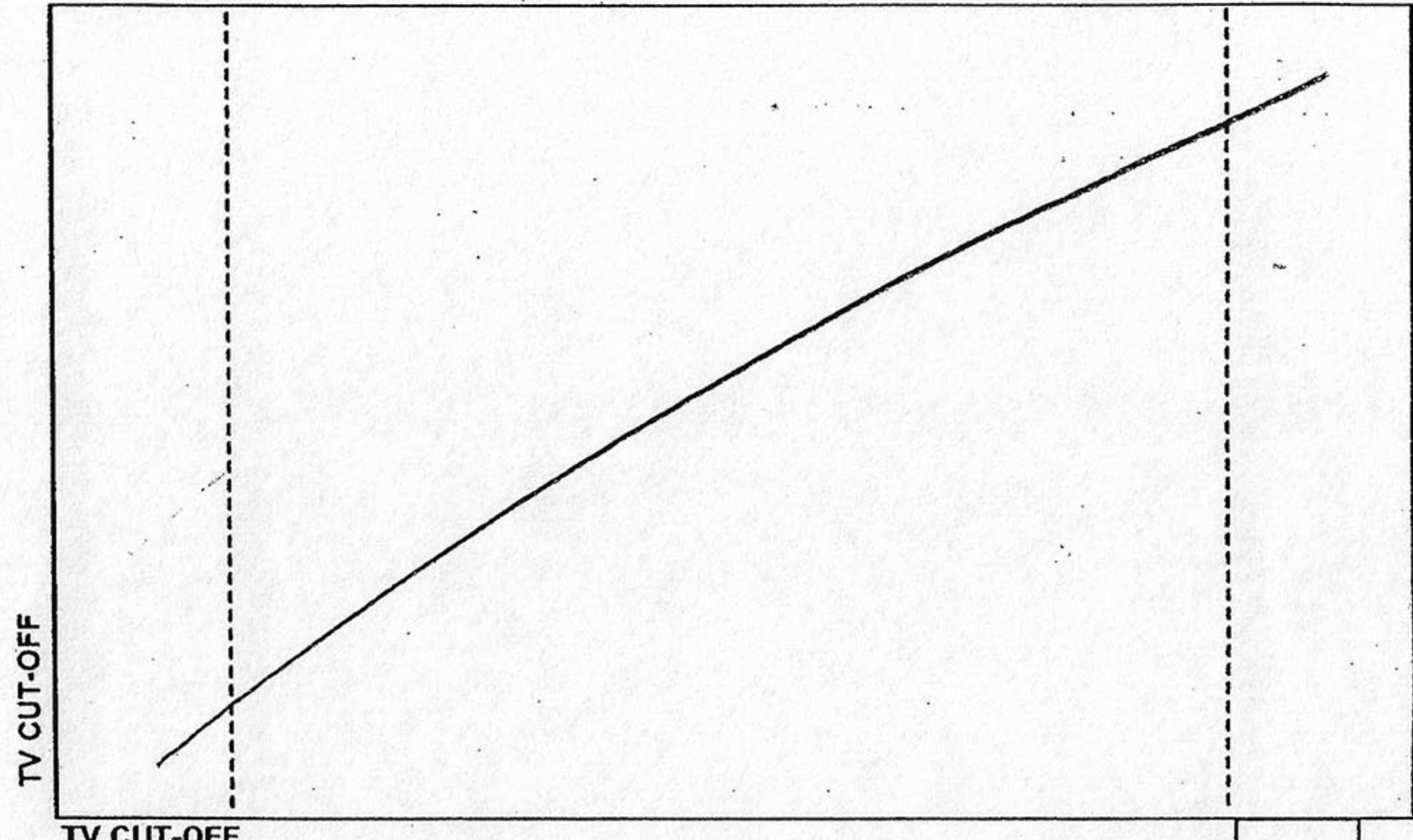
SC. B36 CONT.



PANEL 2

SCENE

B.G.



PANEL

ACTION

ALL HURRY O.S.

DIAL

picture. DOJO:(VO)
GET ON!

TIMING

Cont Dial 159 — 4x1 — Dial 160 — 2^e

16 : 9 Widescreen Format

257305



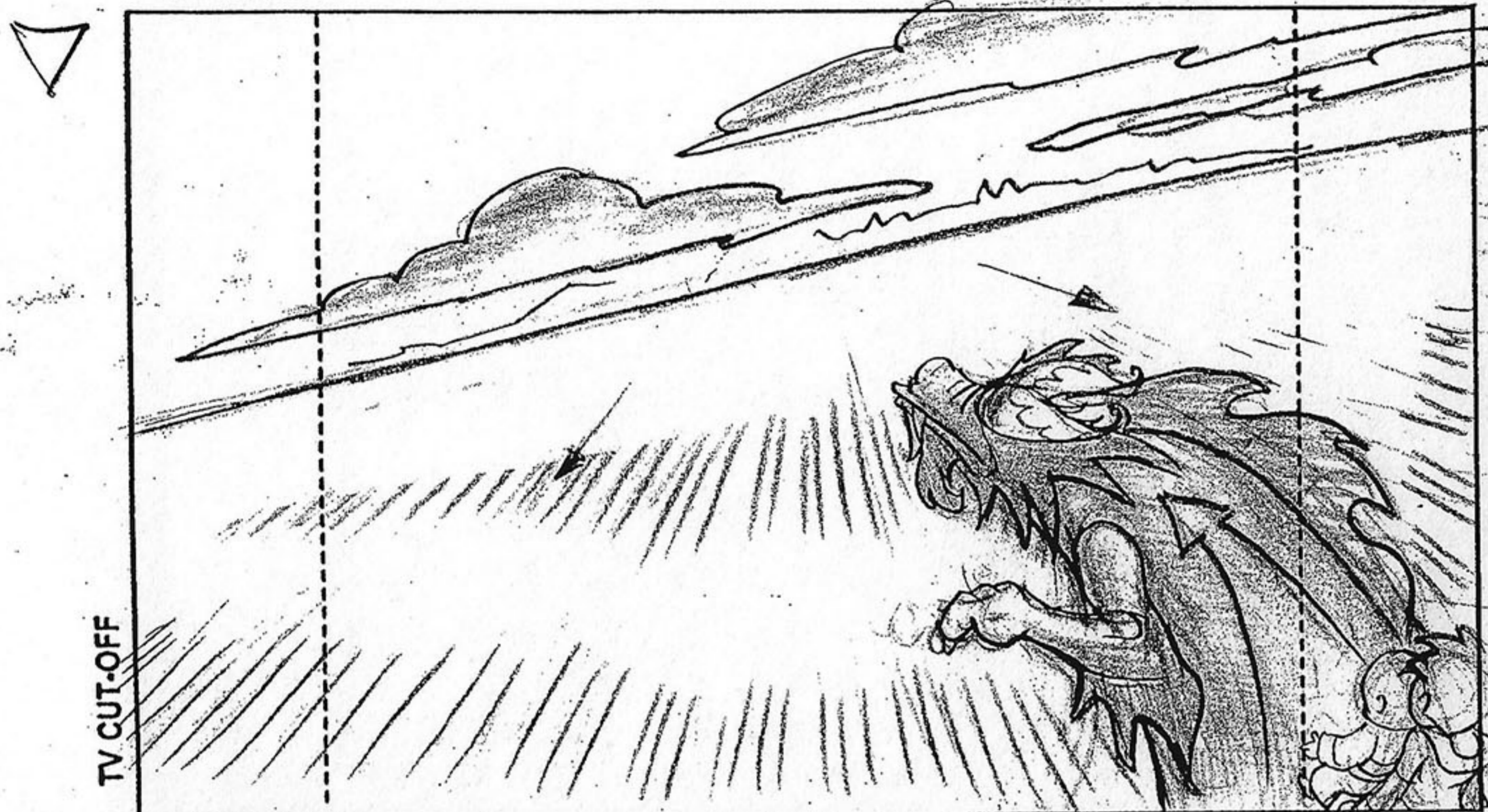
X I A O L I N SHOWDOWN

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SCENE B37

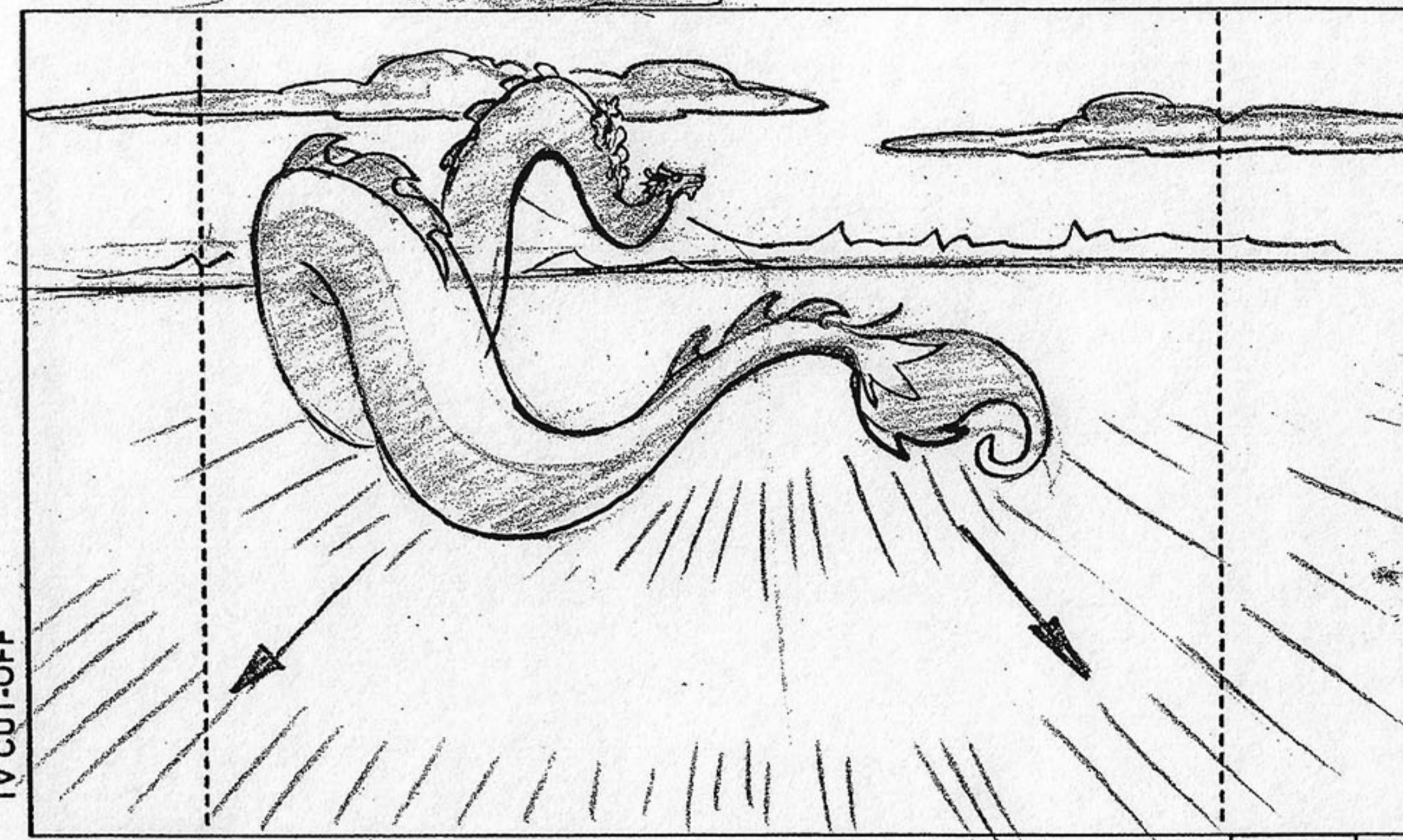
B.G.



COSTUME NOTE:
Clay, Kim & Raimundo now in STREET ATTIRE.

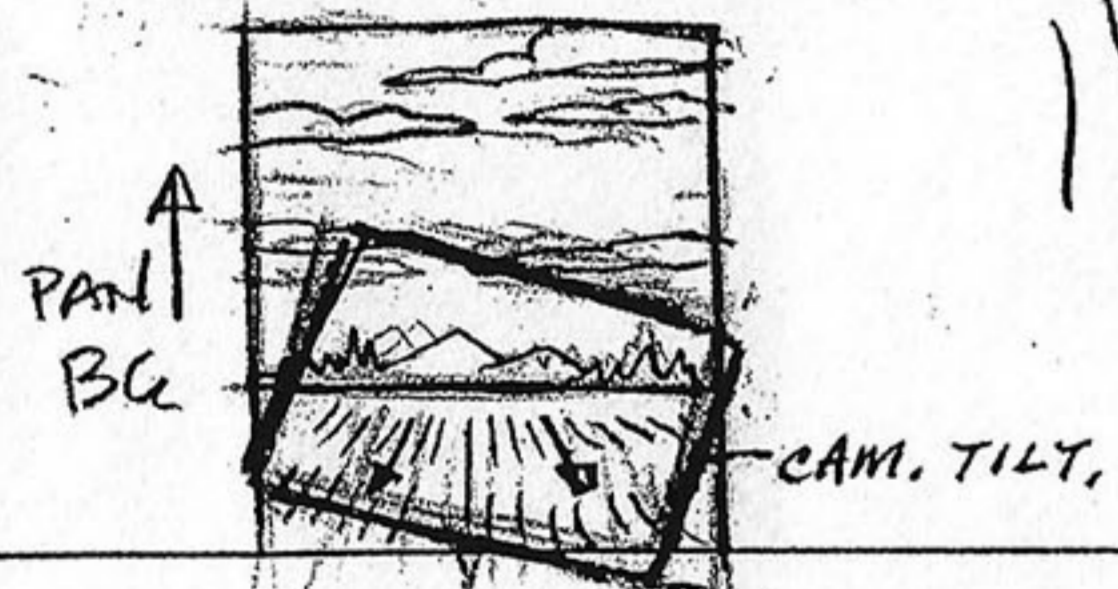
SCENE CONT.

B.G.



16:9 Widescreen Format

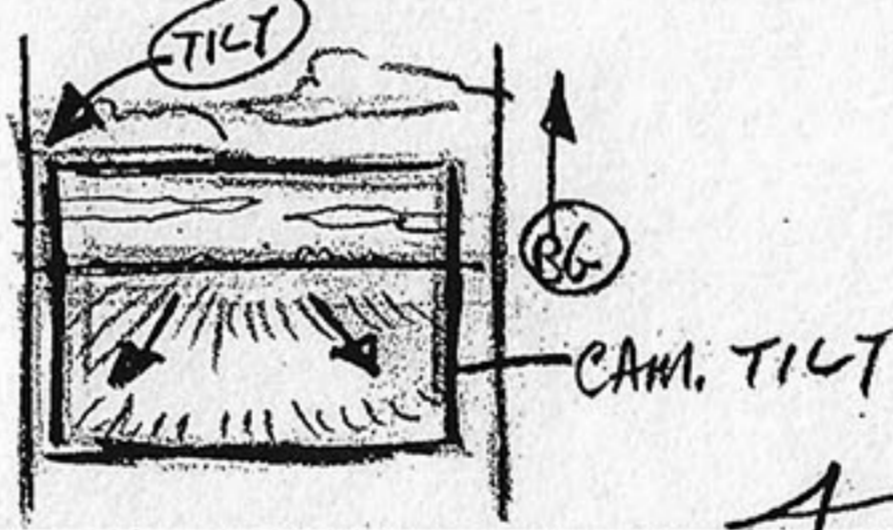
ACTION



SLOW HORIZON TILT —
SPEED blur bg — ON WATER
ON OCEAN — DOJO ZOOMS INTO SC.

PANEL 1

TV CUT-OFF



DOJO ANI. AWAY FROM CAM. W/ KIDS

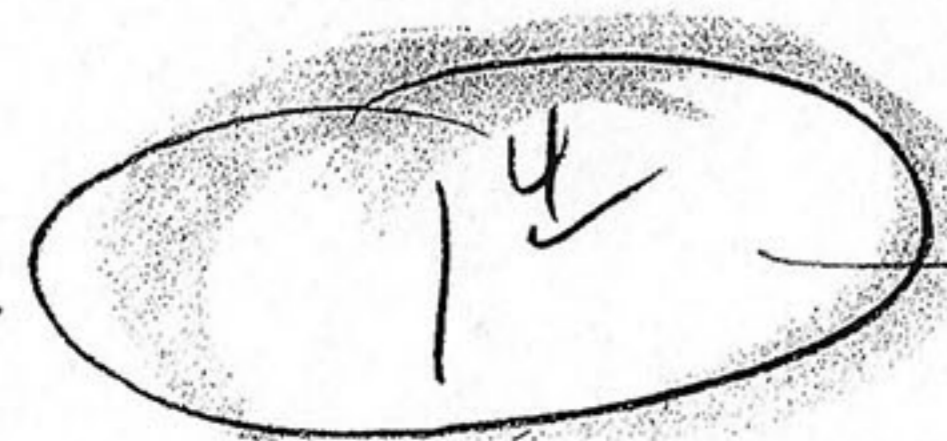
PANEL 2

DIAL

D5 | W | TOP D5 |
8x | 4x | 8x

KIMIKO: TOKYO! Home sweet home!

TIMING



DIAL 161

257305

ON PANEL 3



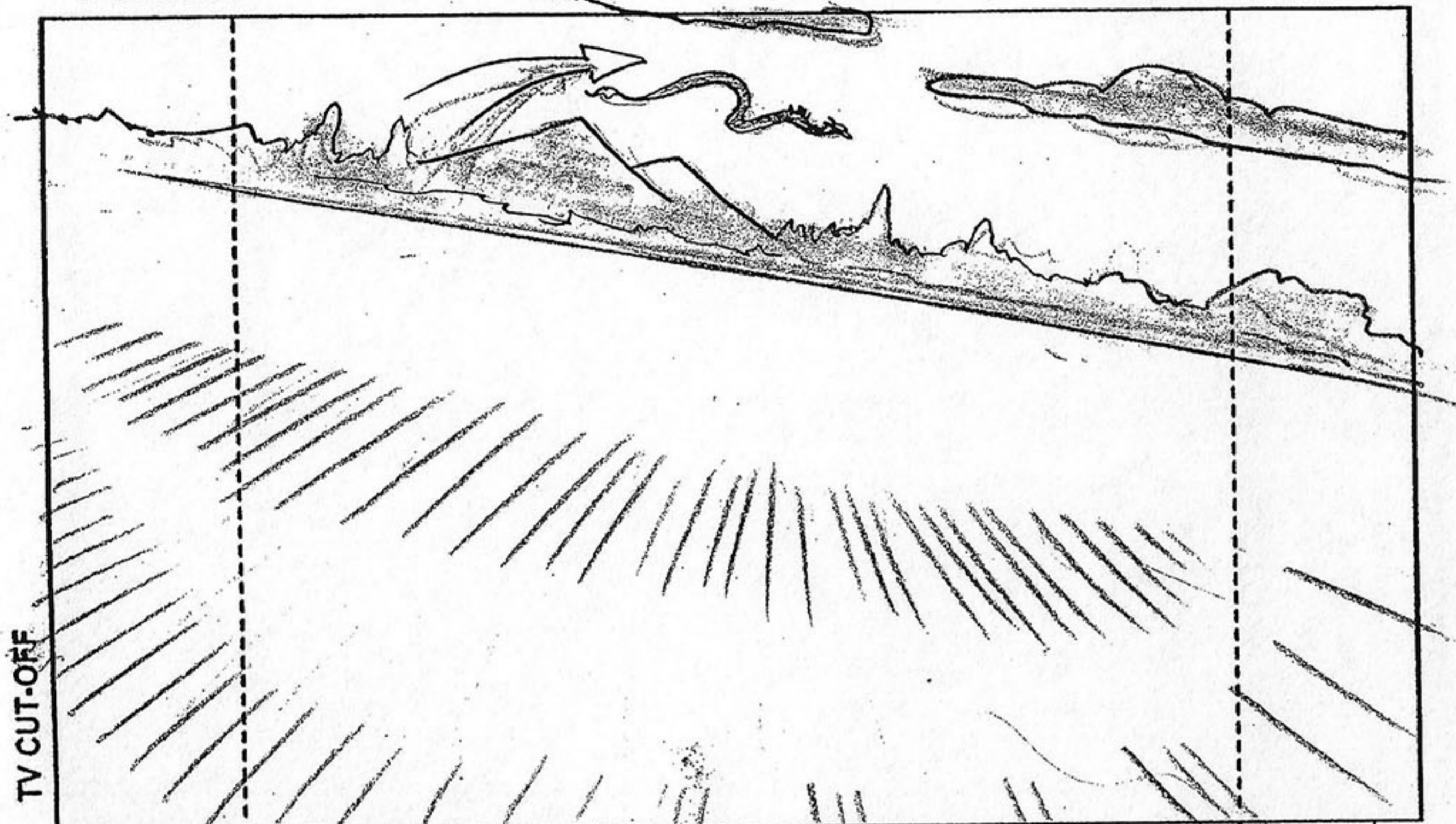
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SCENE B37 CONT.

B.G.



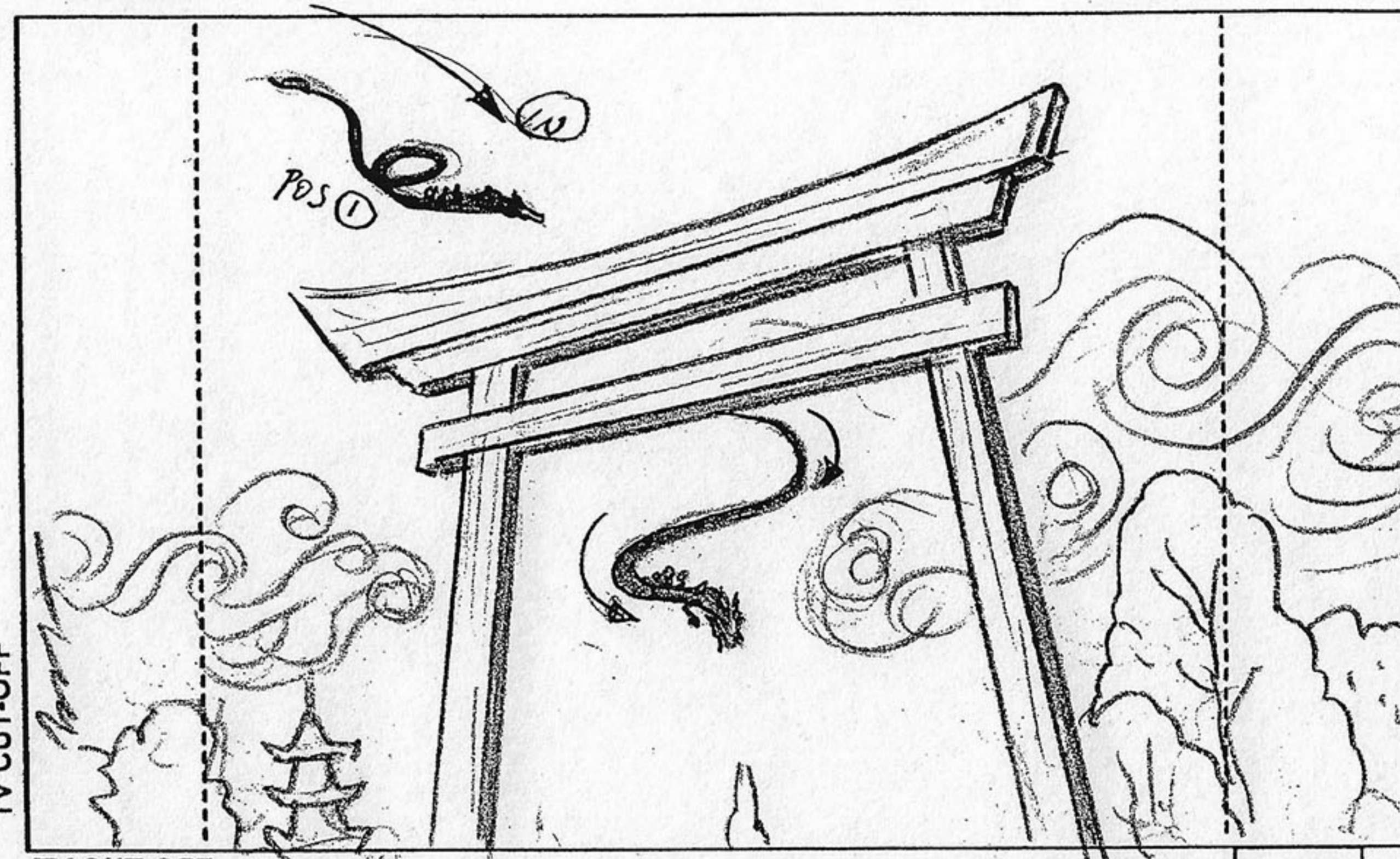
TV CUT-OFF

TV CUT-OFF

PANEL 3

SCENE B38

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 1

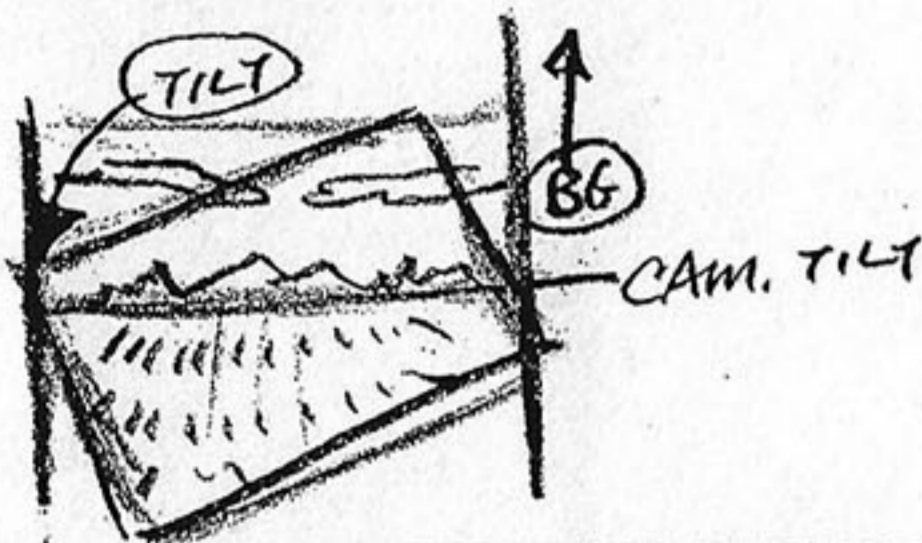
START

16:9 Widescreen Format

CONT. PAN

EXT. UENO PARK - TOKYO - CONTINUOUS

ACTION



DOJO INTO DISTANCE

DIAL

MODEL FOR WATER FX —
SPEED blur CYCLE
QUICKLY — LENGTHEN
AT BOTTOM



(B38)

(28)

TIMING

Cont Pan 161

(8x)

612

257305



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SCENE B38 CONT.

B.G.



CONT. PAN

STOP

PANEL 2

SCENE CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 3

MULTI-LAYER
PAN
DOWN
↓
D FG PANS
FASTER
THAN
BG

ACTION

DOJO DESCENDS

DIAL

2^o

TIMING

1^o

16:9 Widescreen Format

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PAGE B93

SCENE B38 cont.

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

4

ACTION

KIDS HOP OFF

DIAL

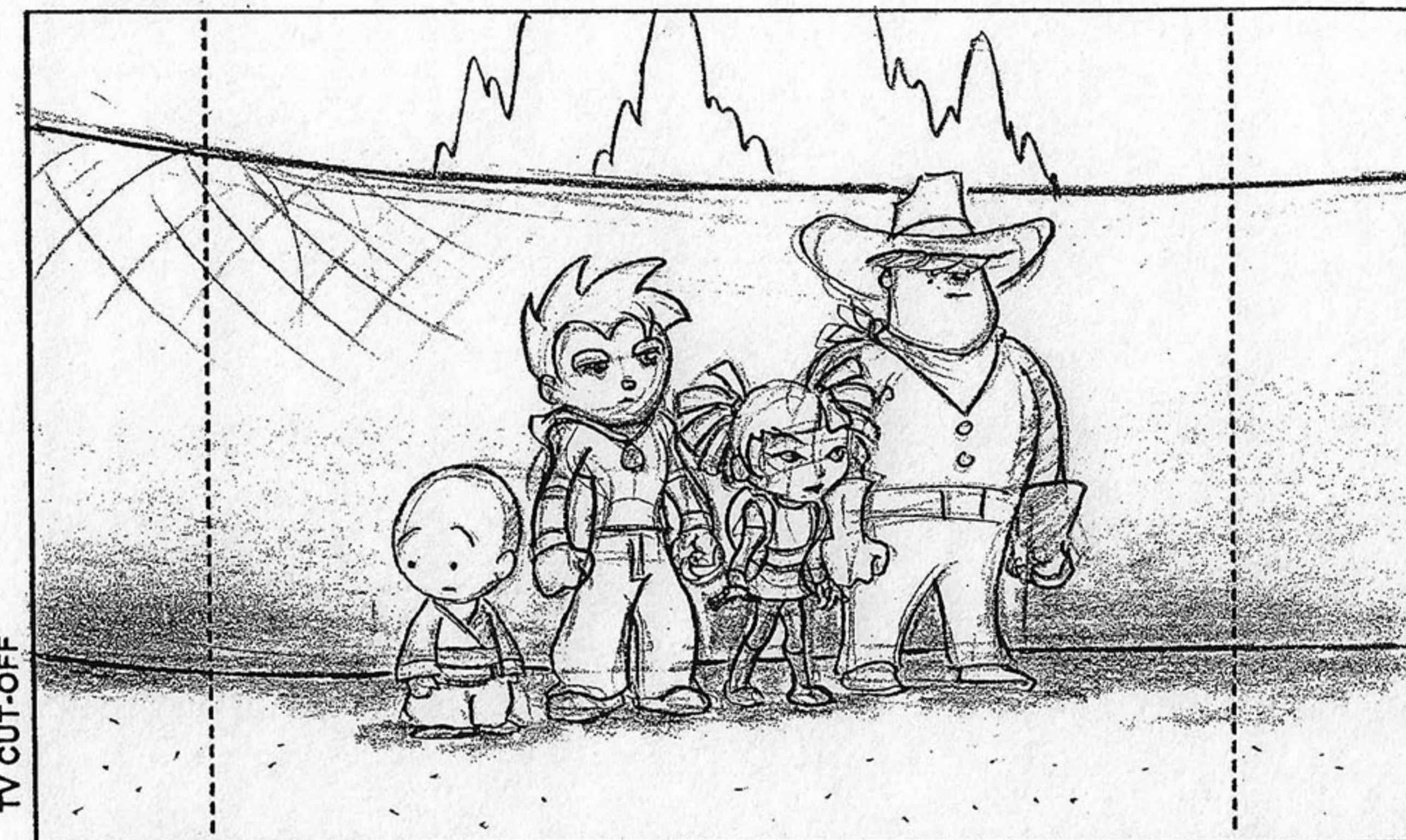
14

TIMING

B39

SCENE B39

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

1

ON KIDS —

(LOOKS AROUND - ALL IN REGULAR GARB)

COSTUME NOTE = KIMIKO'S COSTUME IS OFF MODEL FROM HERE THROUGH SCENE B61

1^o Please Reuse her costume from Act A

16 : 9 Widescreen Format

257305

48

58



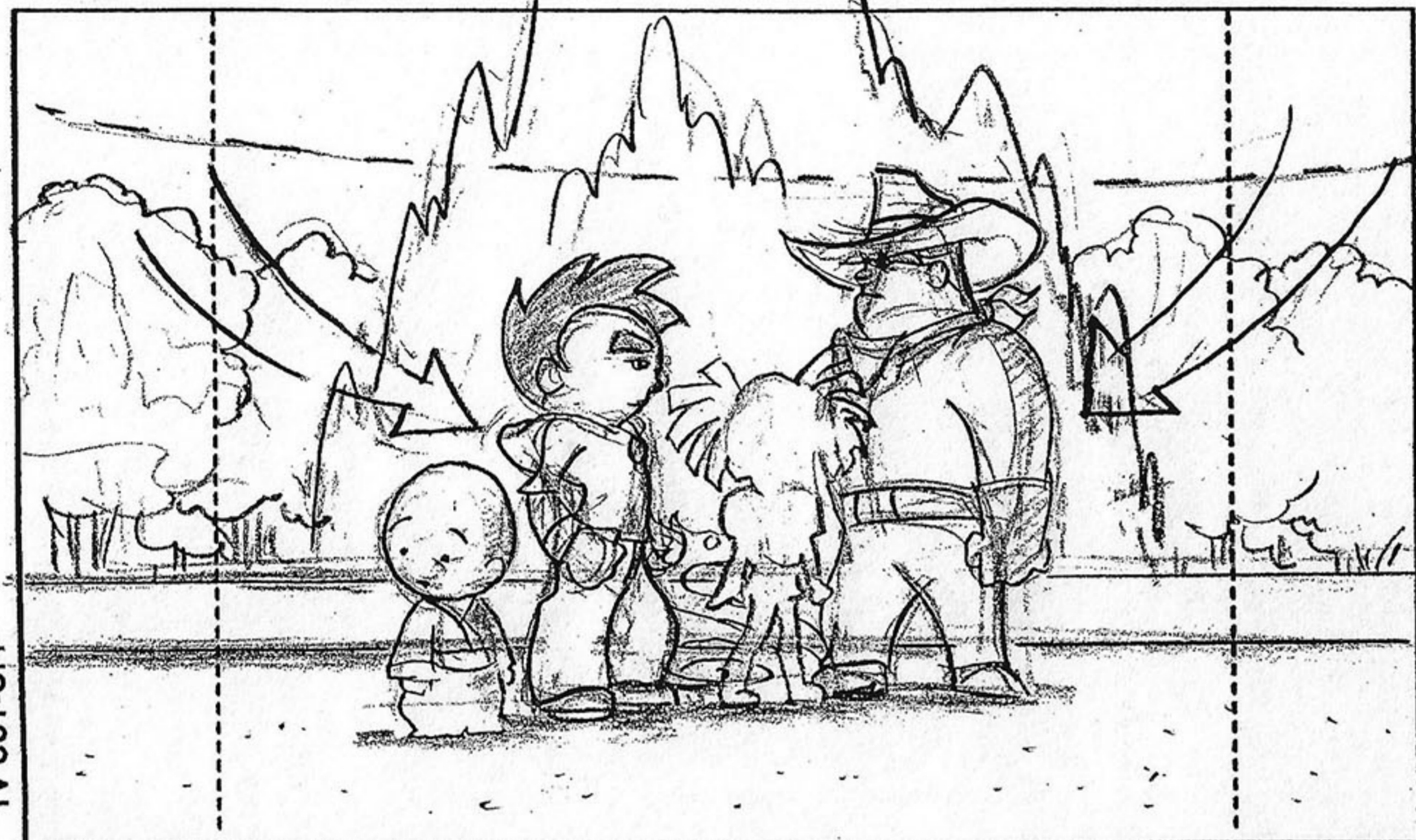
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SCENE B39 cont.

B.G.



PANEL

2

SCENE CONT

B.G.



PANEL

3

ACTION

DOJO SHRINKS, REVEALING
FOUNTAIN IN B.G.

DIAL

1/8

TIMING

ALL TURN

20

16 : 9 Widescreen Format

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Handwritten mark



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SCENE B40

RIPPLE
CROSS

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 1

ACTION

RIPPLE CLASS EFX WITH
DX CEL

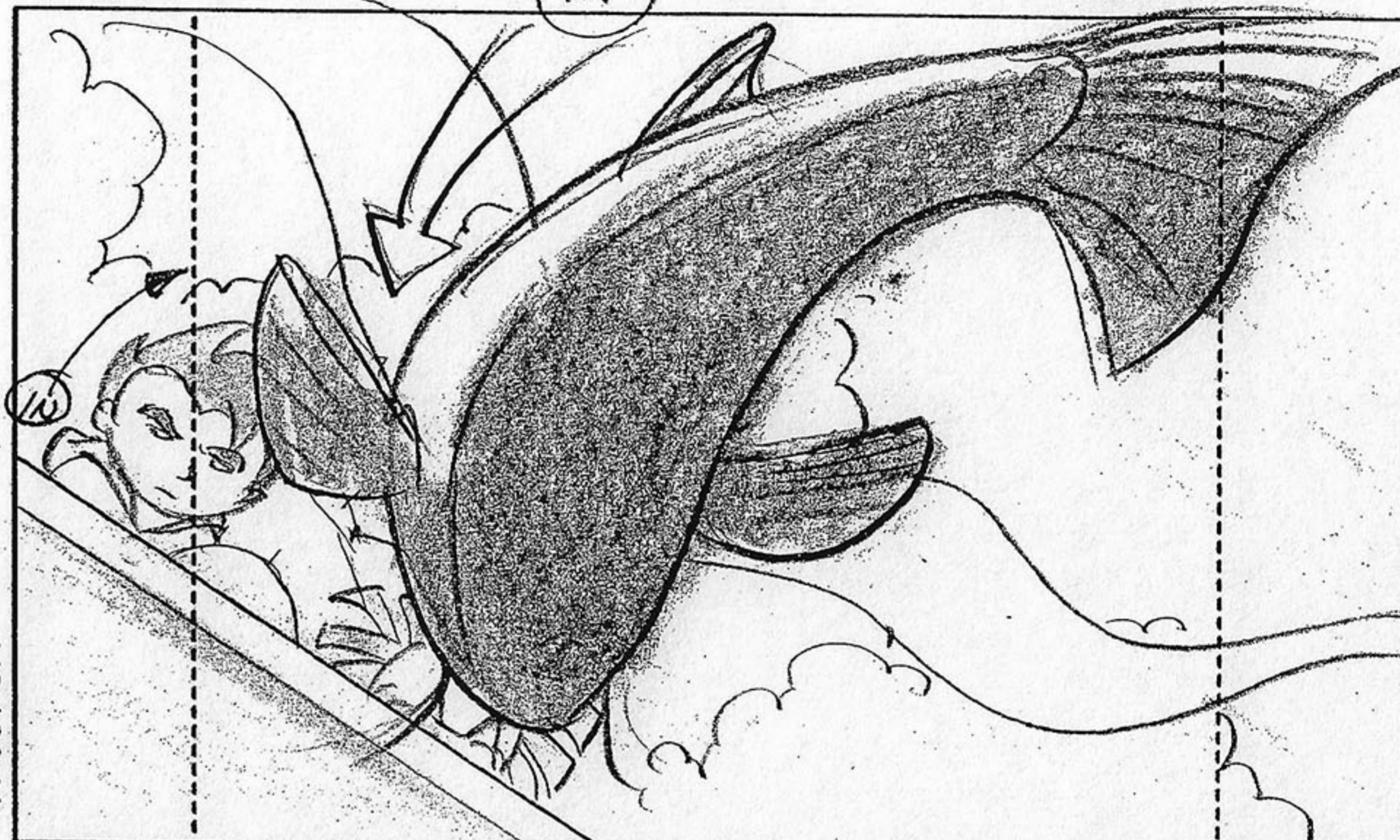
IN WATER - LOOKING UP
KIDS INTO SC.

DX RIPPLES
match to
Painted bg

SCENE COOT.

(IN)

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 2

KOI #1 SWIMS IN

DIAL

B40

CLAY
Whew-wee! Look at those fish.

TIMING

2⁰

1 - (DIAL 162)

16 : 9 Widescreen Format

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SCENE B40 (cont.)

(10)

B.G.



TV CUT-OFF

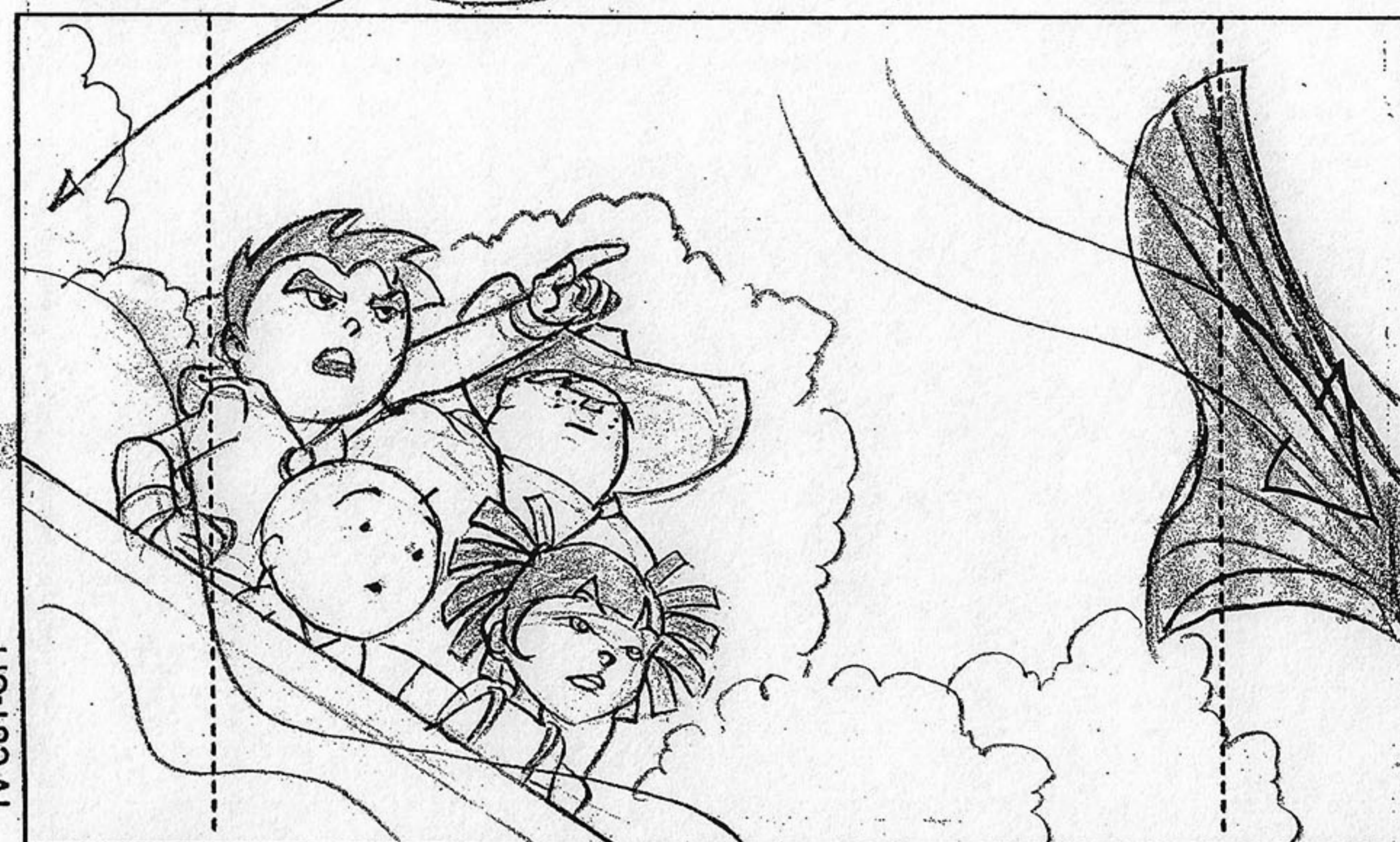
TV CUT-OFF

PANEL 3

SCENE CONT.

(RIPPLE)

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 4

ACTION

KOI #1 O.S.
KOI #2 then SC.

Rai points

DIAL

CLAY (cont.)

Sure wish I'd brought my pole.

Look!

RAIMUNDO

TIMING

Cont Dia 162

(8x)

DIA 163

16 : 9 Widescreen Format

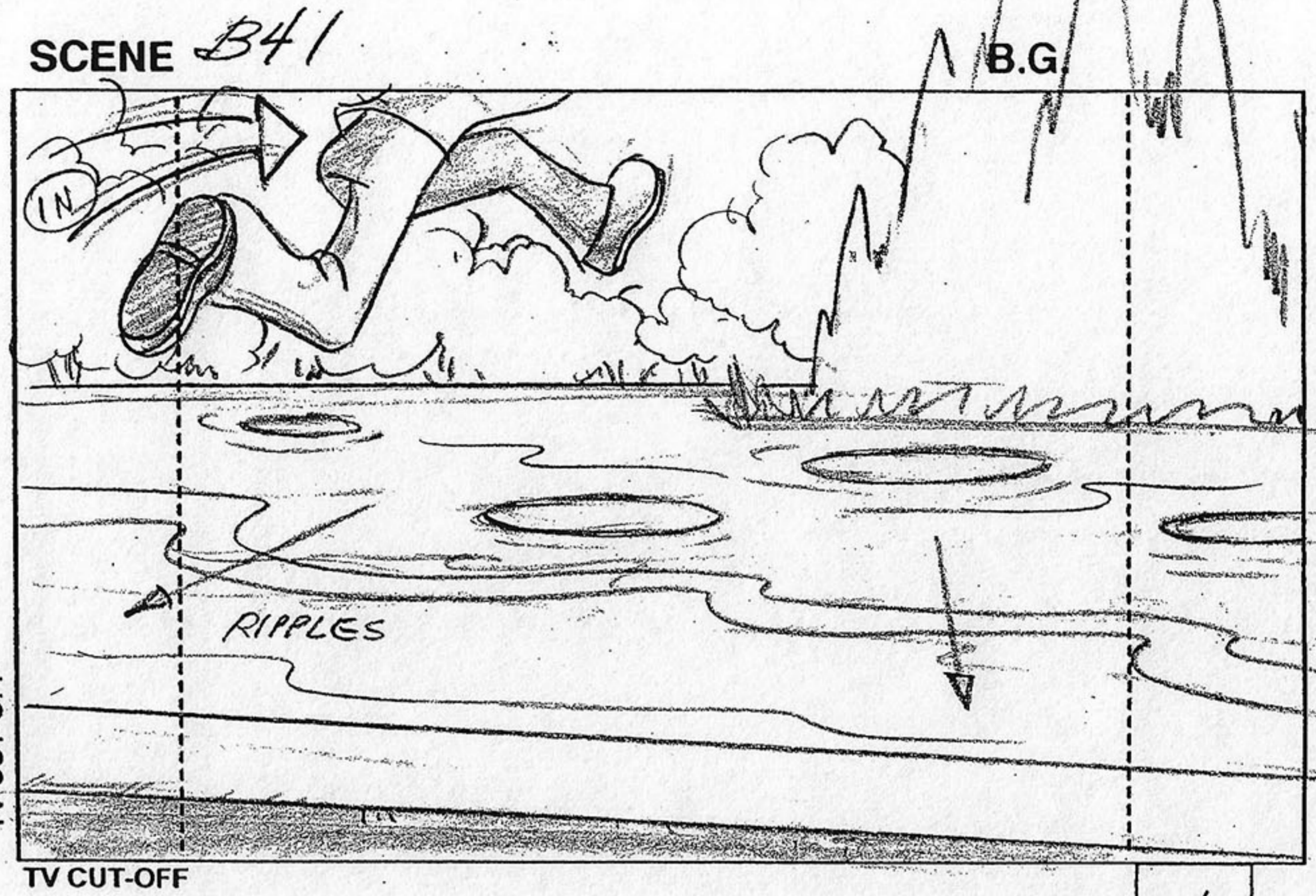
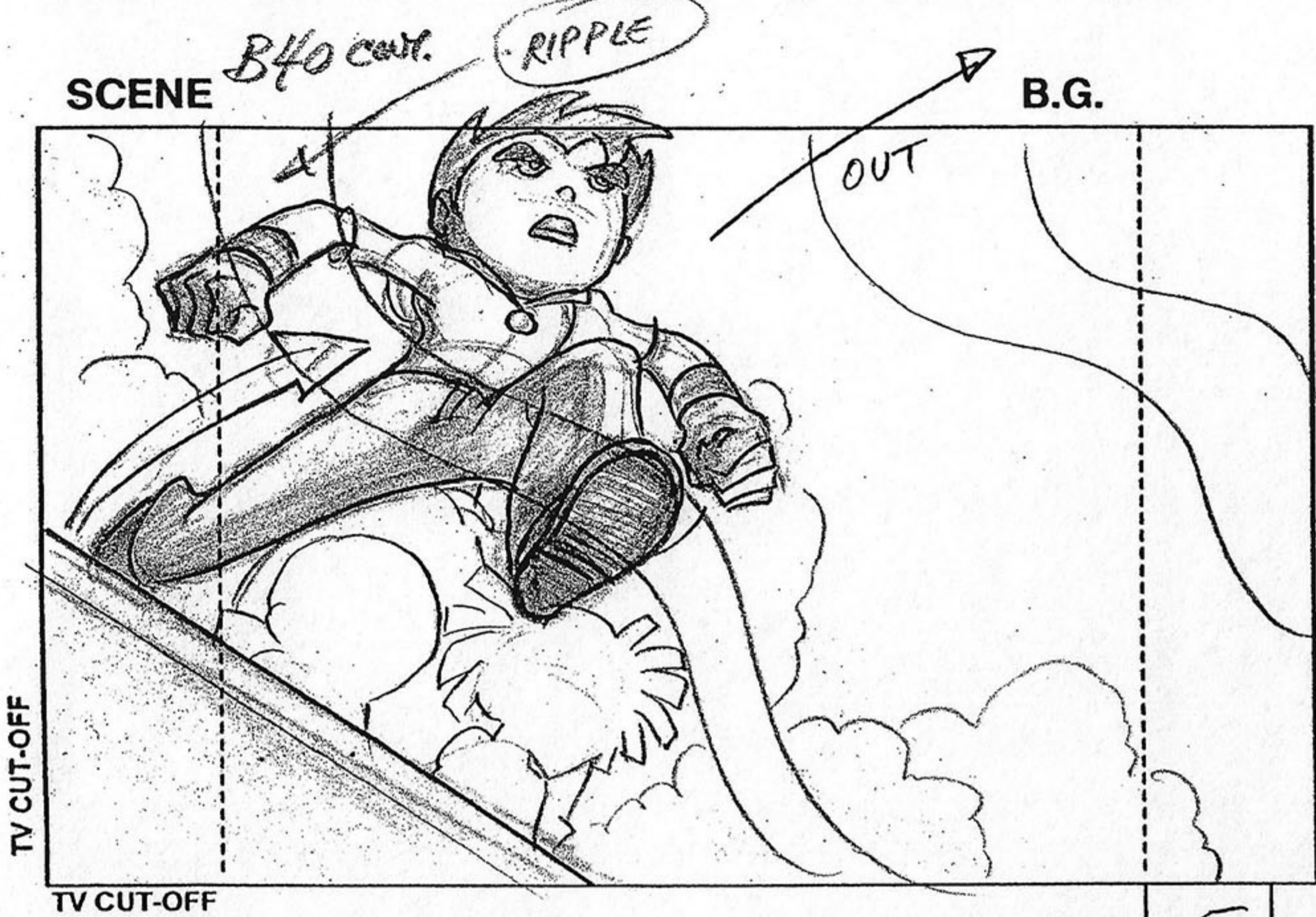
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X I A O L I N SNOWDOWN

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H/U
▽



16 : 9 Widescreen Format

ACTION

RAI ANTICS DOWN...

...THEN LEAPS TOWARD STEPPING STONE 10

DIAL

B41 DS 4x | TOPOSE 1 4x | SAILS BACK 8x

TIMING

1/12

10

257305



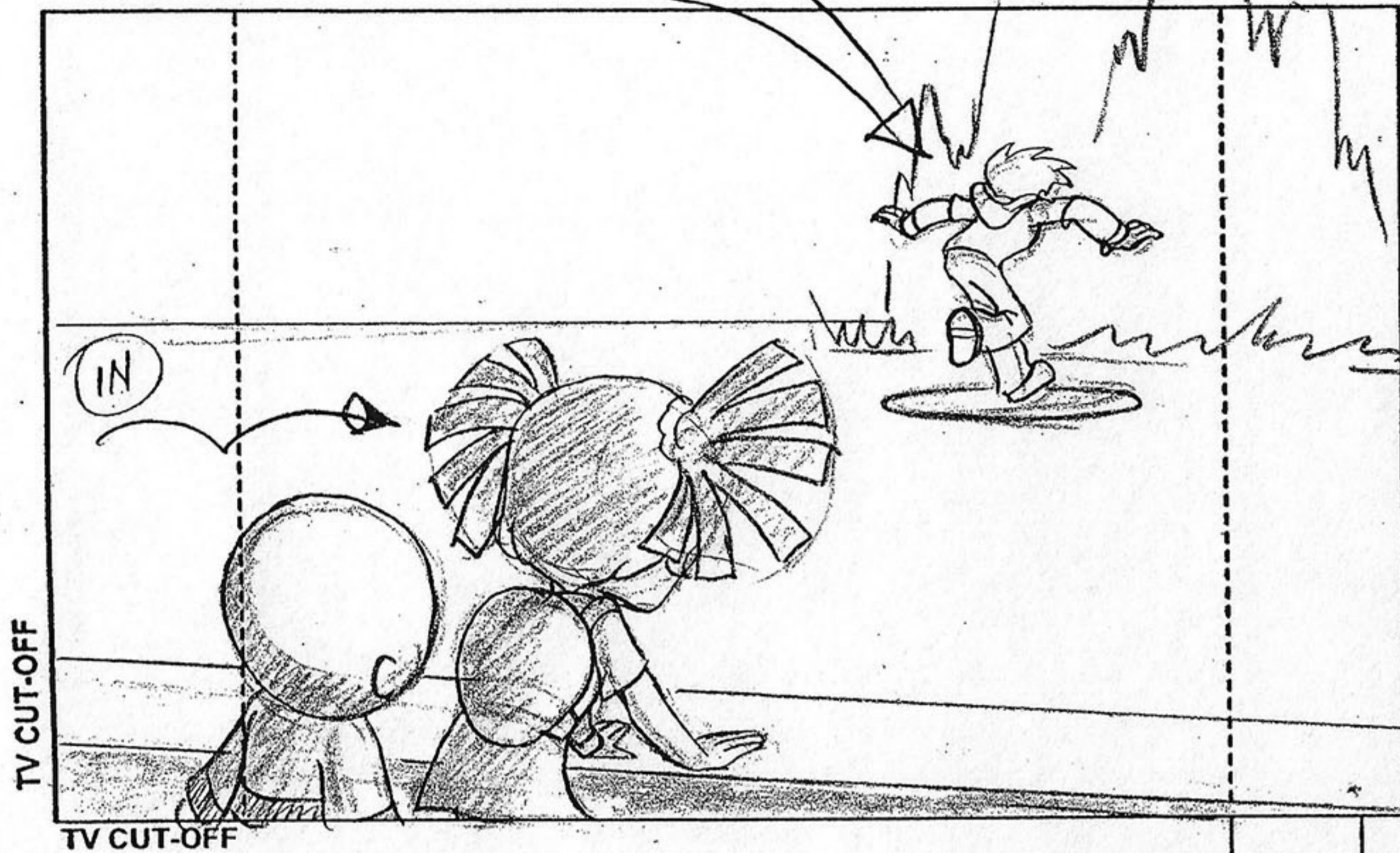
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SCENE B41 cont.

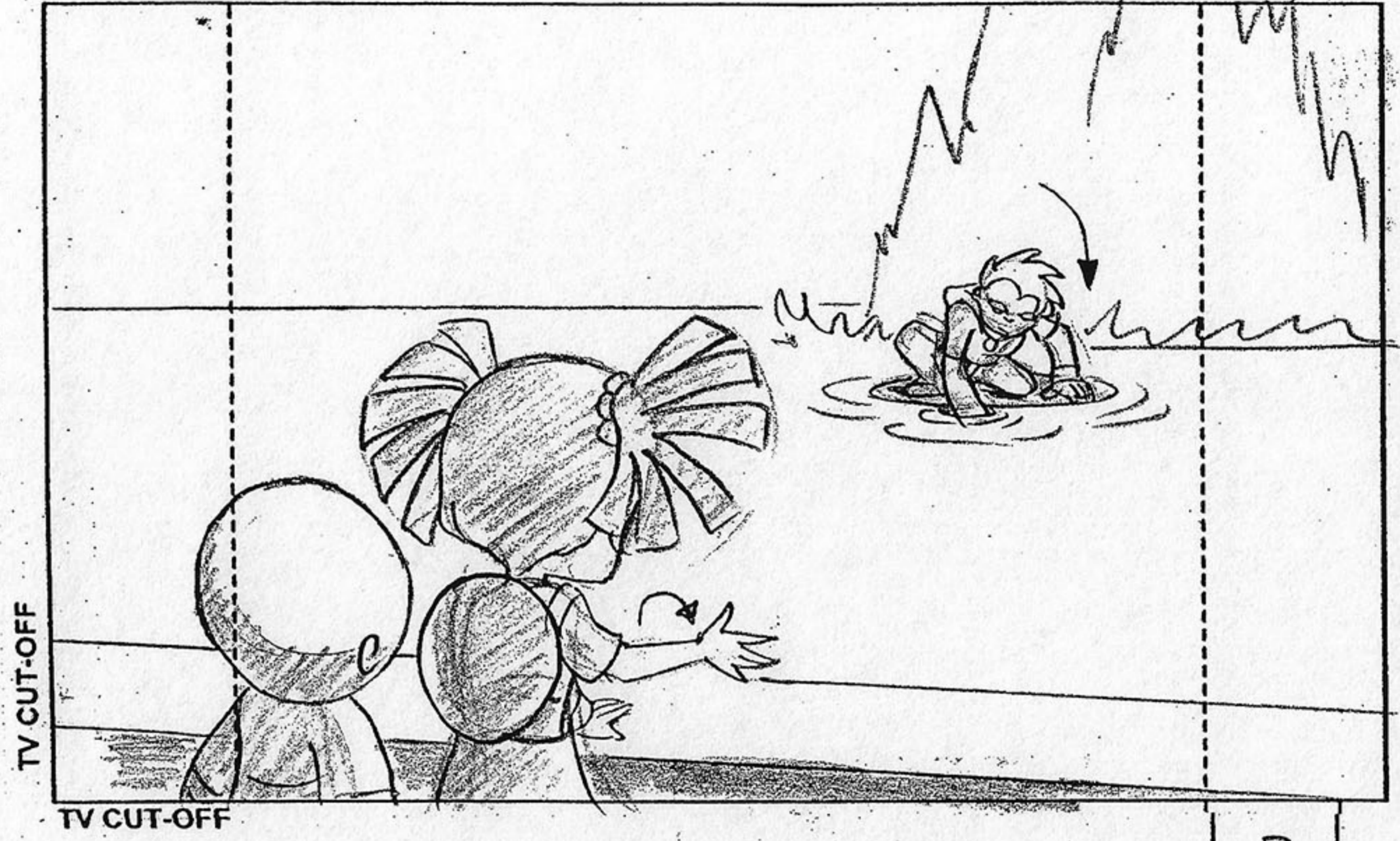
B.G.



PANEL 2

SCENE cont.

B.G.



PANEL 3

ACTION

Kim & Omi INTO SC.

RAI KNEELS, HAND INTO WATER.

DIAL

CONT
PAUK

(VO) KIMIKO

What?

(VO) KIMIKO

I don't see anything...

TIMING

8x
→

DIAL 164

16:9 Widescreen Format

257305

4x

63