

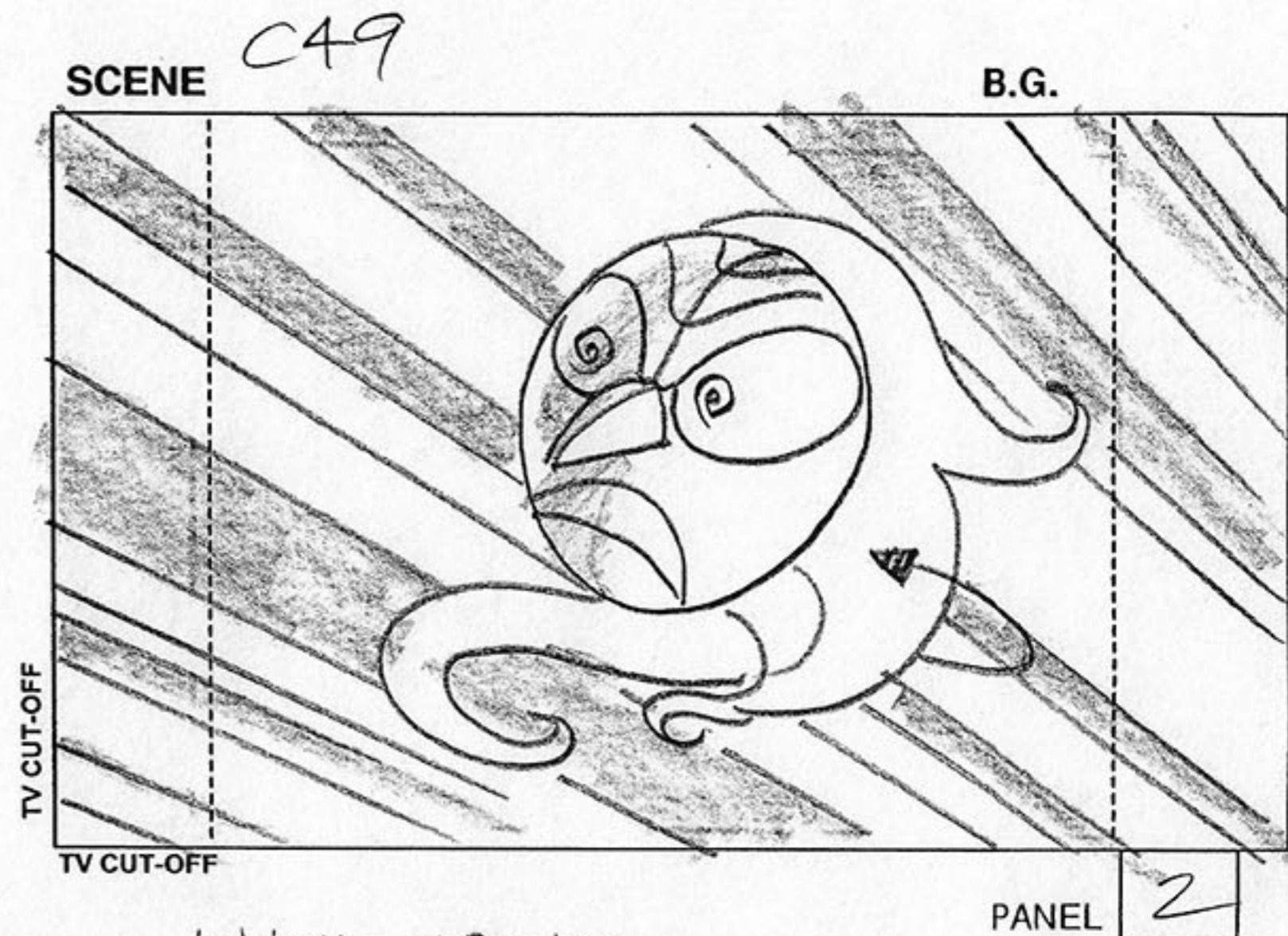
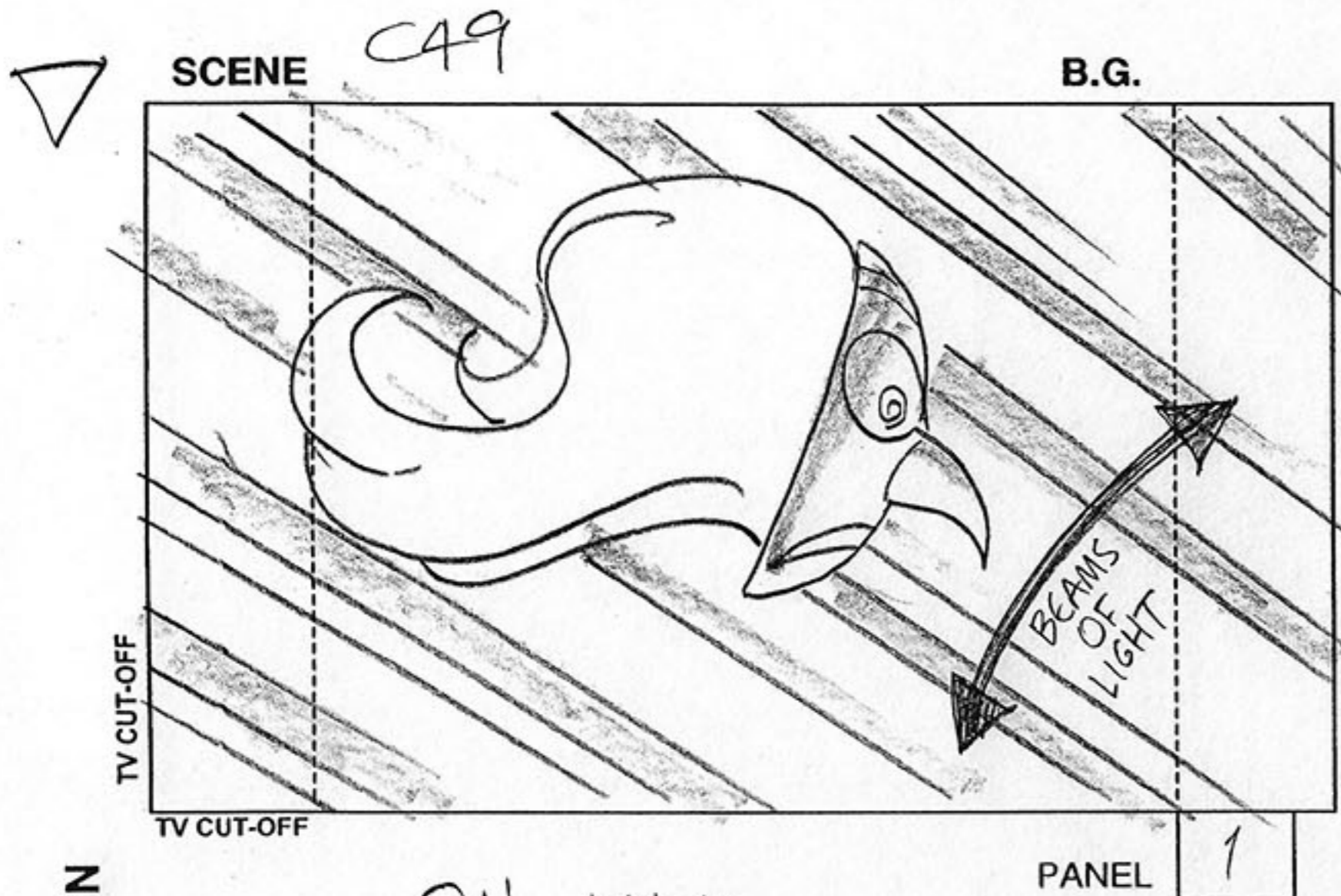


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PAGE C103



ACTION

ON WUYA -
beams of light sweep back & forth

WUYA SPINS -

DIAL

C49

WUYA =
STOP HIM! --

TIMING

10

193

16 : 9 Widescreen Format

257311



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PAGE C104

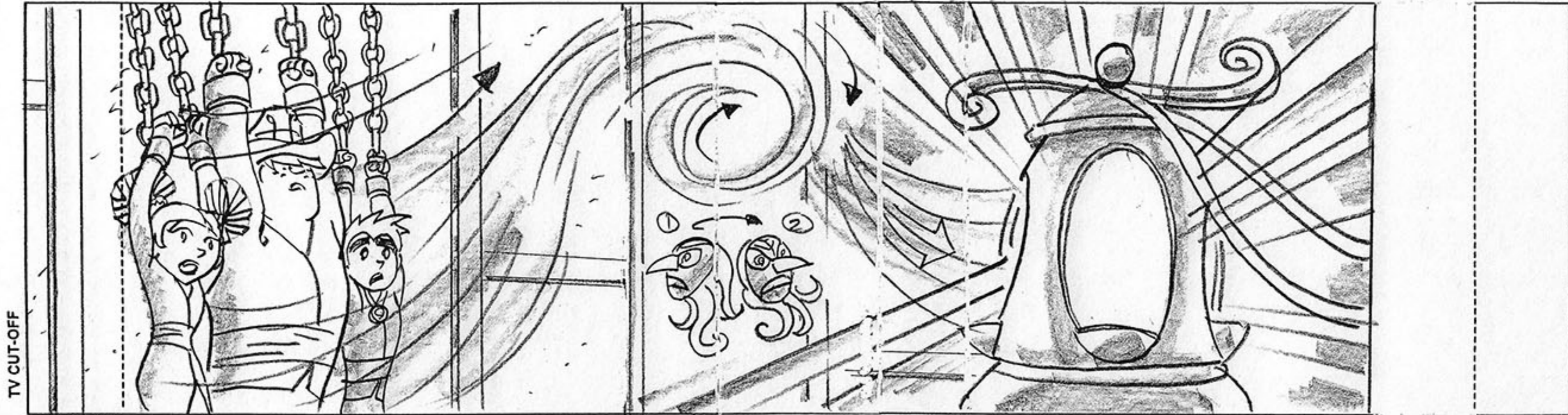
H14
▽

SCENE C50

B.G.

SCENE

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 1

TV CUT-OFF

PANEL

ACTION

START

STOP

CHI ENERGY SWIRLS OUT OF KIMIKO, CLAY & RAIMUNDO INTO LANTERN

C50

DIAL

WUYA= (CONT'D)

... HE'S MERGING HIS CHI ENERGY WITH THE OTHERS!

TIMING

NOTE: KIMIKO'S HAIR IS OFF-MODEL
NOW START

PAN BG
←

HOLD STOP

CONT DIAL 193

(8)

16 : 9 Widescreen Format

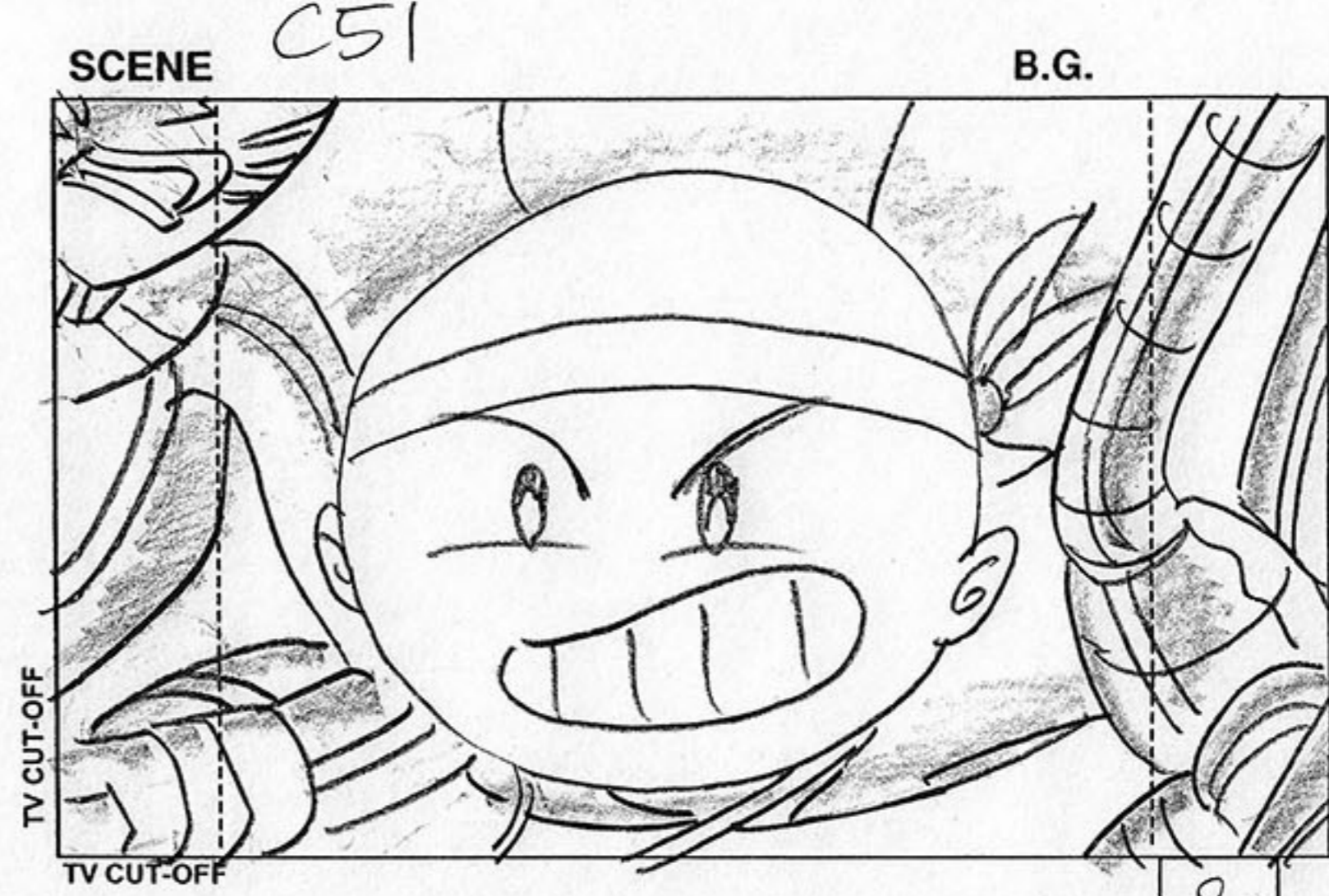
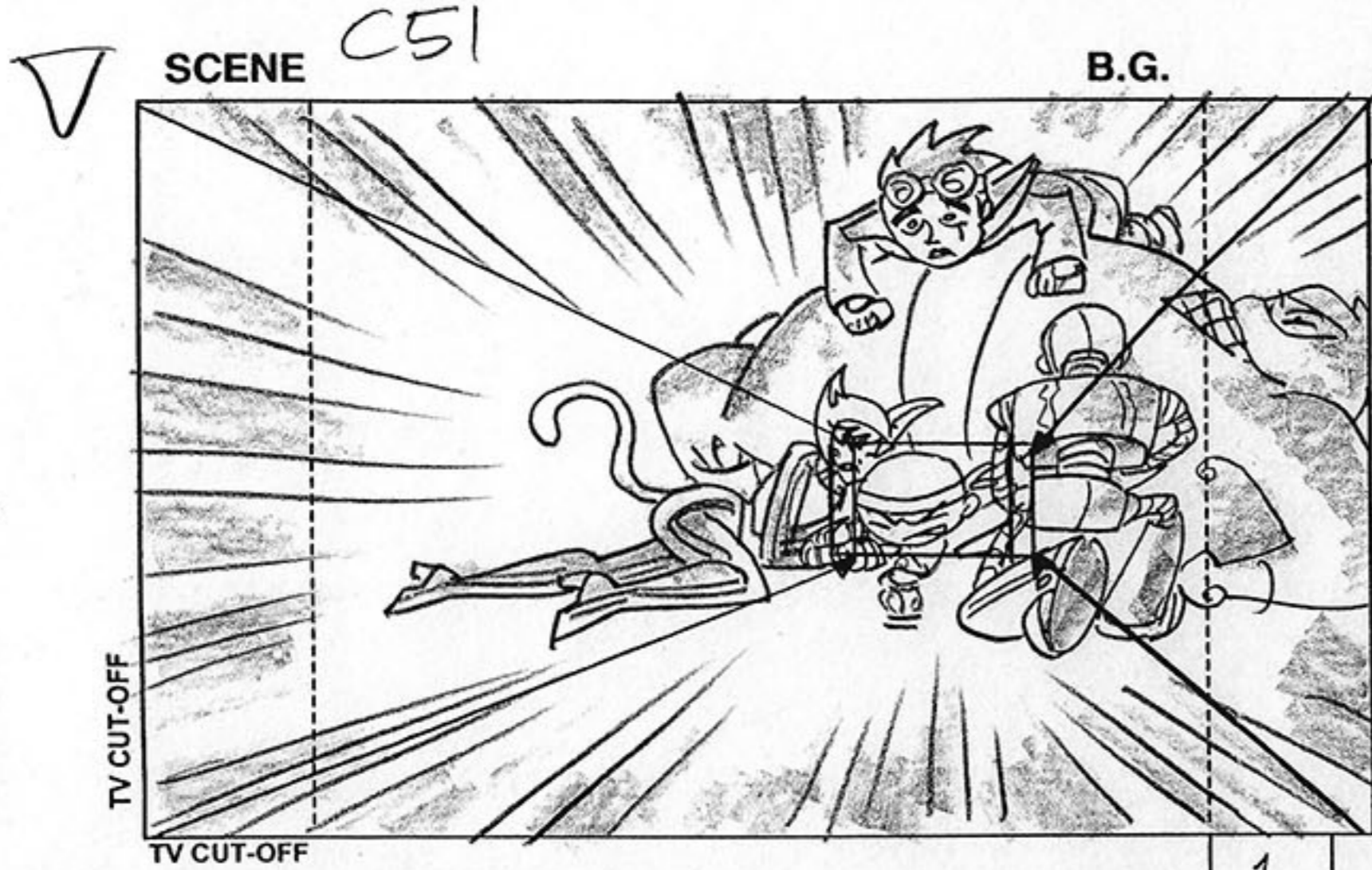
2.57311



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16 : 9 Widescreen Format

ACTION
 (12x) FAST ZOOM IN ON OMI -
 SUN CHI LANTERN LIGHTS THE SCENE

OMI'S EYES POP OPEN -
 HE STARTS TO GLOW THE
 SAME COLOR AS THE LANTERN!

DIAL
 (C51) FAST TRACK IN 8x | HOLD 12x

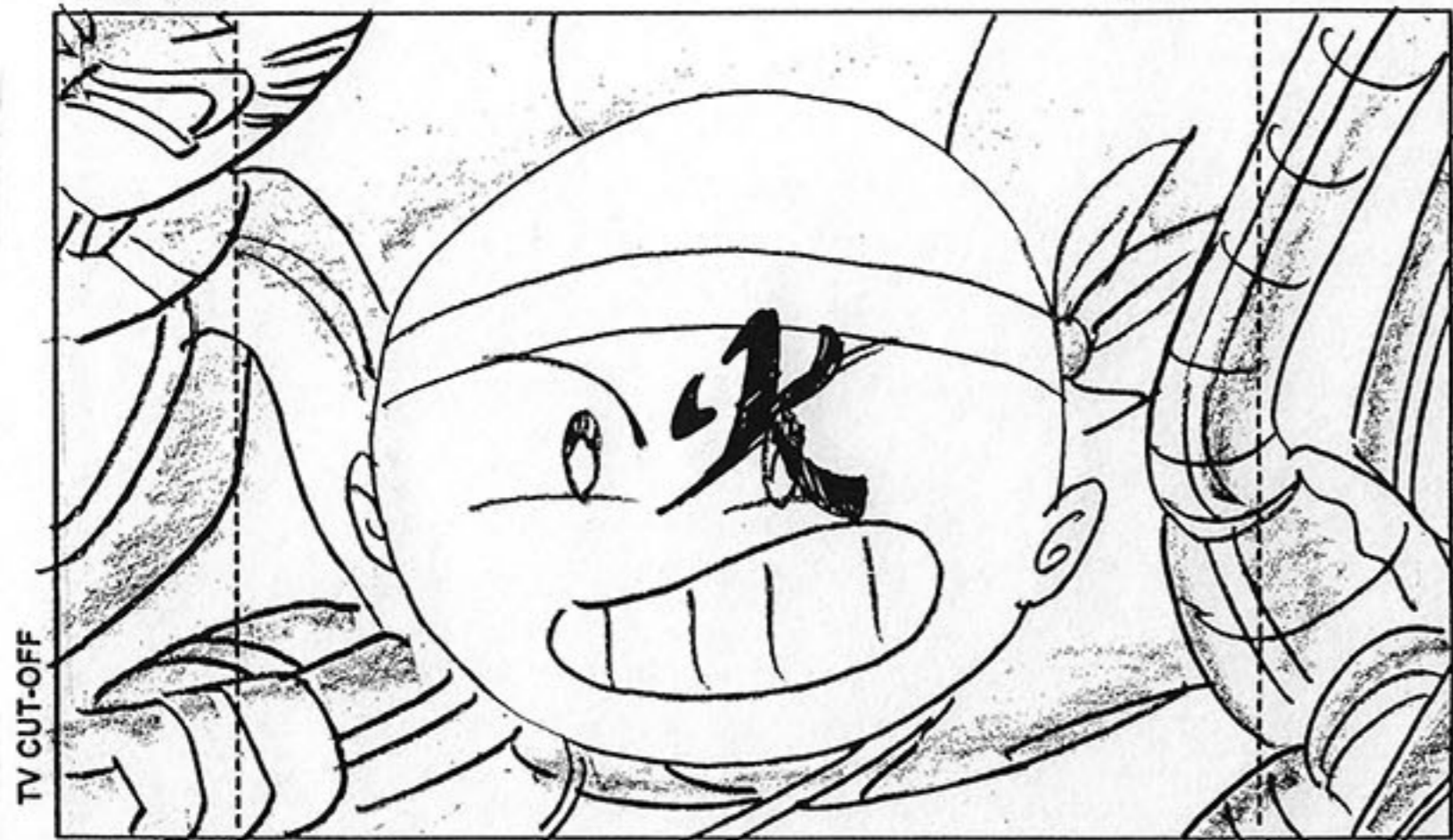
(12x)

TIMING
 A — (20)

257311

SCENE C51

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 3

SCENE C51

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 4

ACTION

Kimiko's "FIRE" symbol flies into camera

DIAL

(8x) KIMIKO/V.O. : FIRE! (8k)

TIMING

Kim
 DIA 192

16 : 9 Widescreen Format

257311

WB ^{X I A O L I N} **SHOWDOWN** 

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SCENE C51

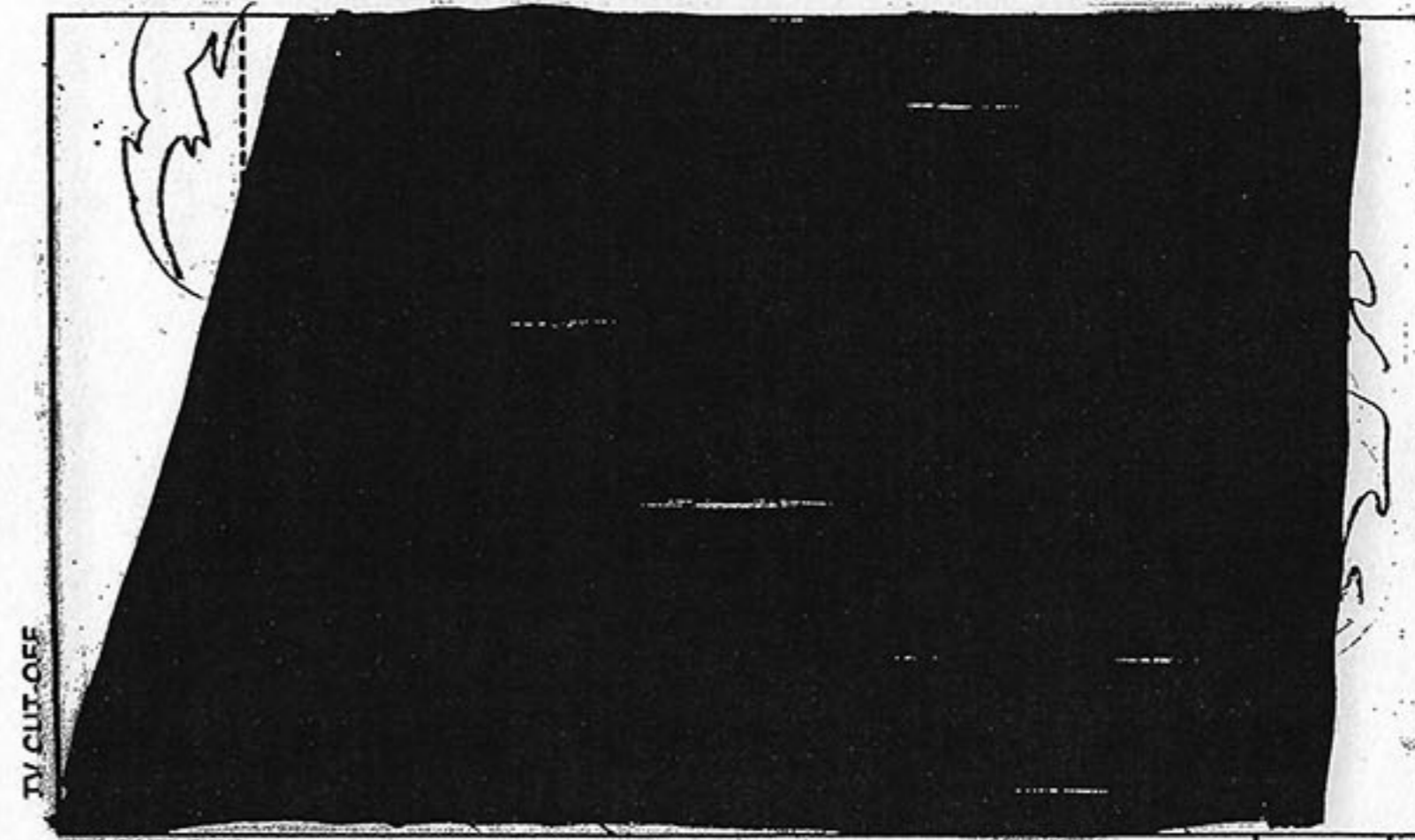
B.G.



PANEL 5

SCENE C51

B.G.



PANEL 6

16 : 9 Widescreen Format

ACTION

- Continued -

DIAL

(4x) ↑

(3x) ↑

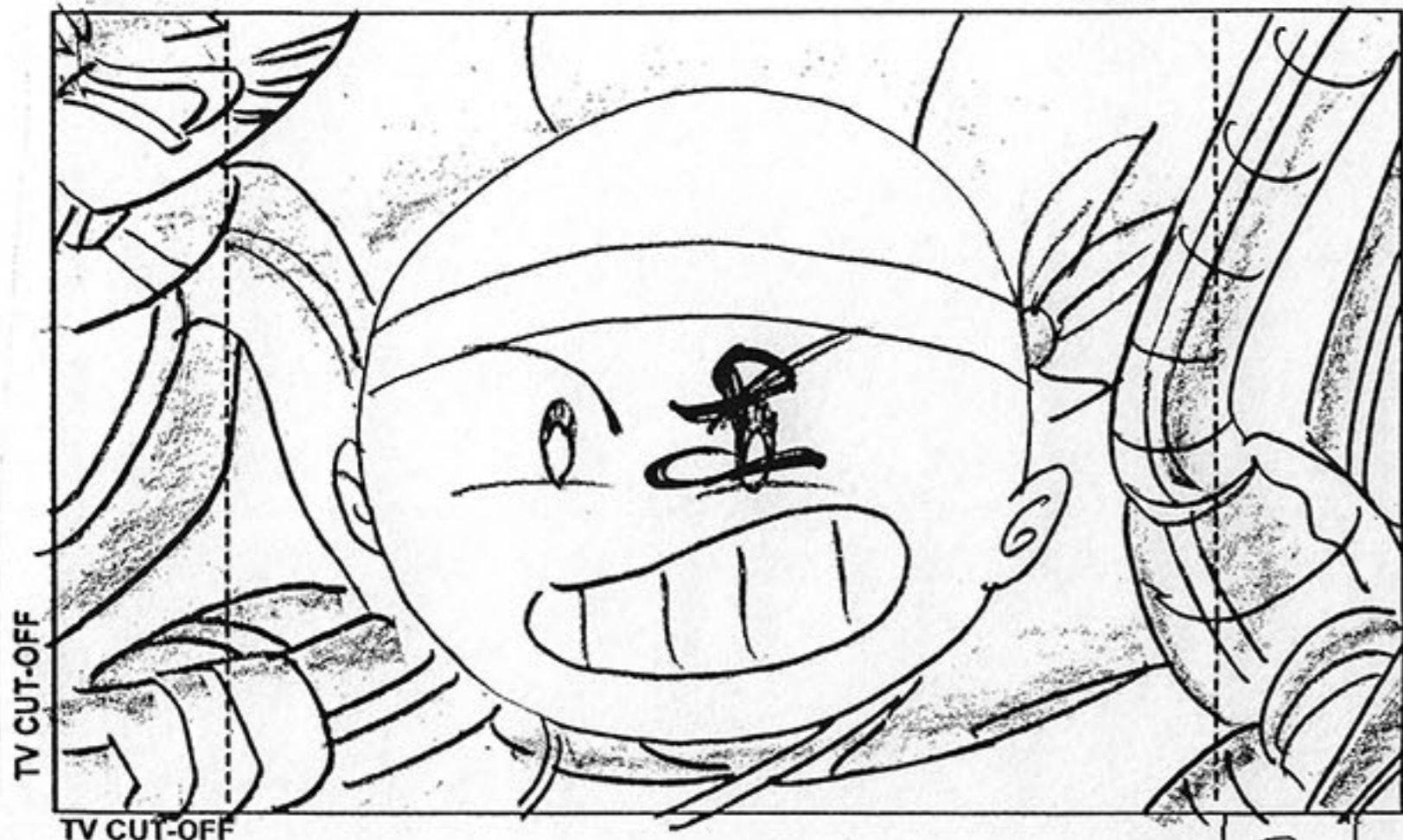
TIMING

Cont Kim Diaz 192

257311

SCENE C51

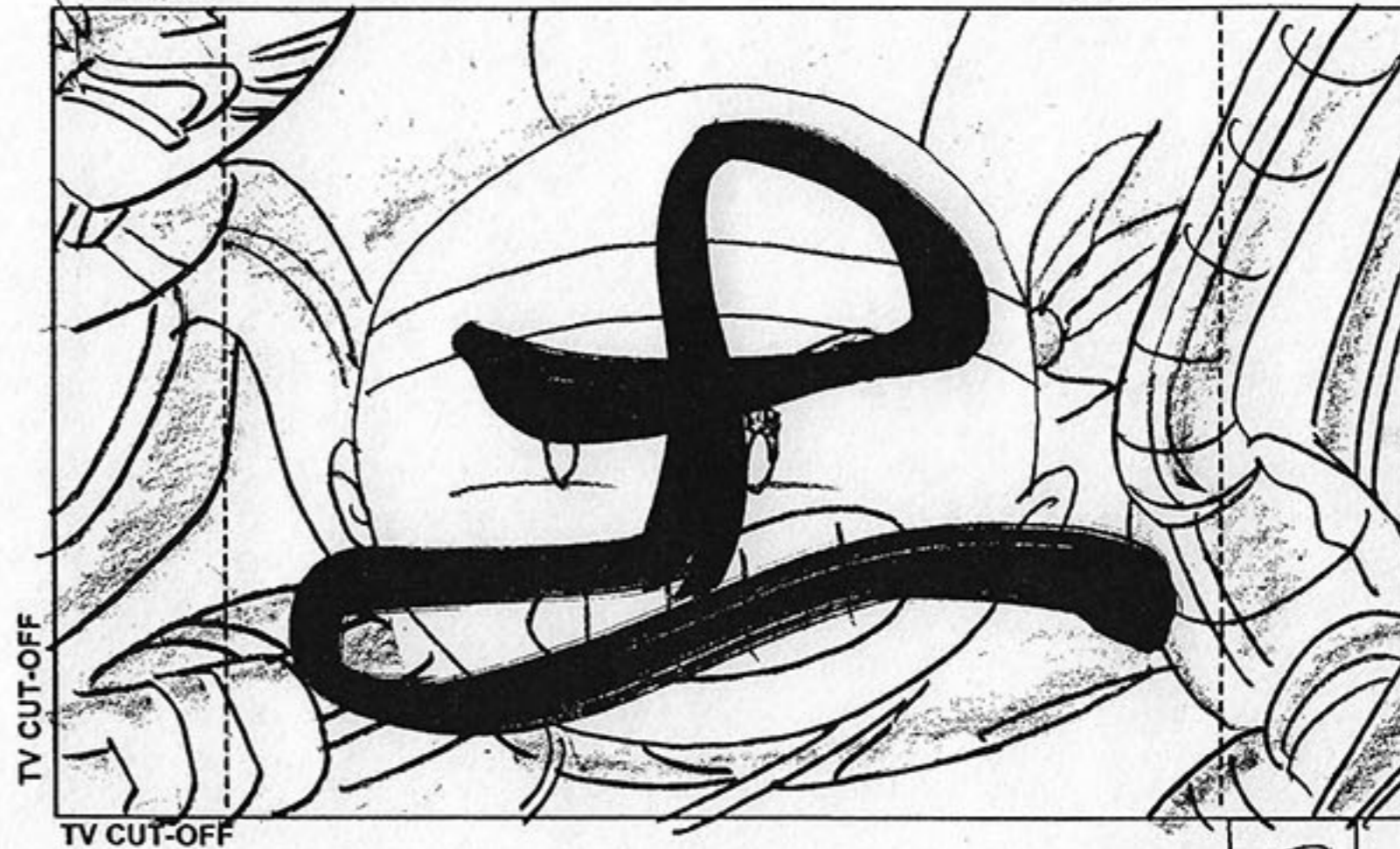
B.G.



PANEL 7

SCENE C51

B.G.



PANEL 8

ACTION

Dissolve back to Omi — Clay's "EARTH" symbol flies into camera

DIAL

CLAY/V.O.: **EARTH!**

8x

6x

TIMING

Clay
Dial 192

16 : 9 Widescreen Format

257311



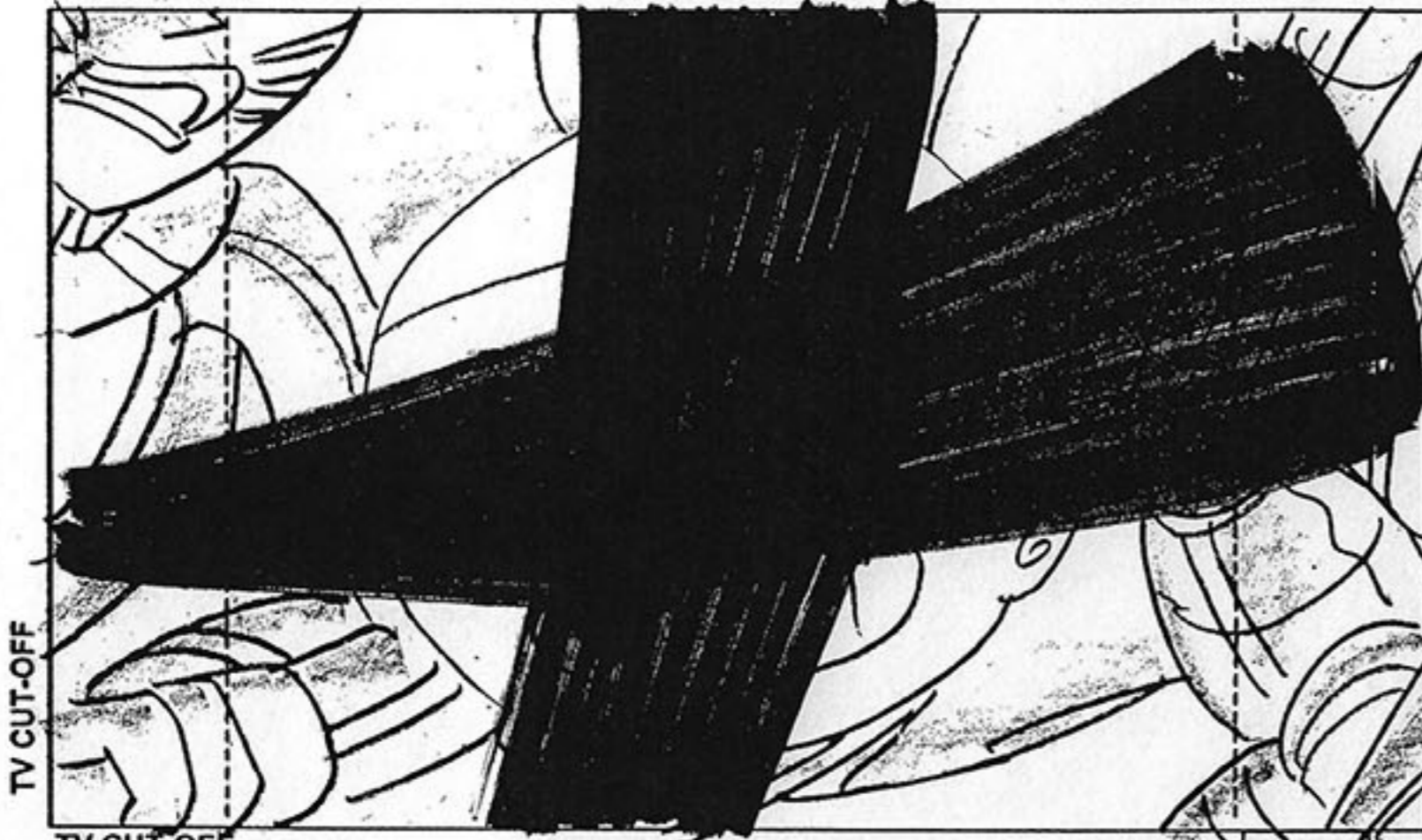
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SCENE C51

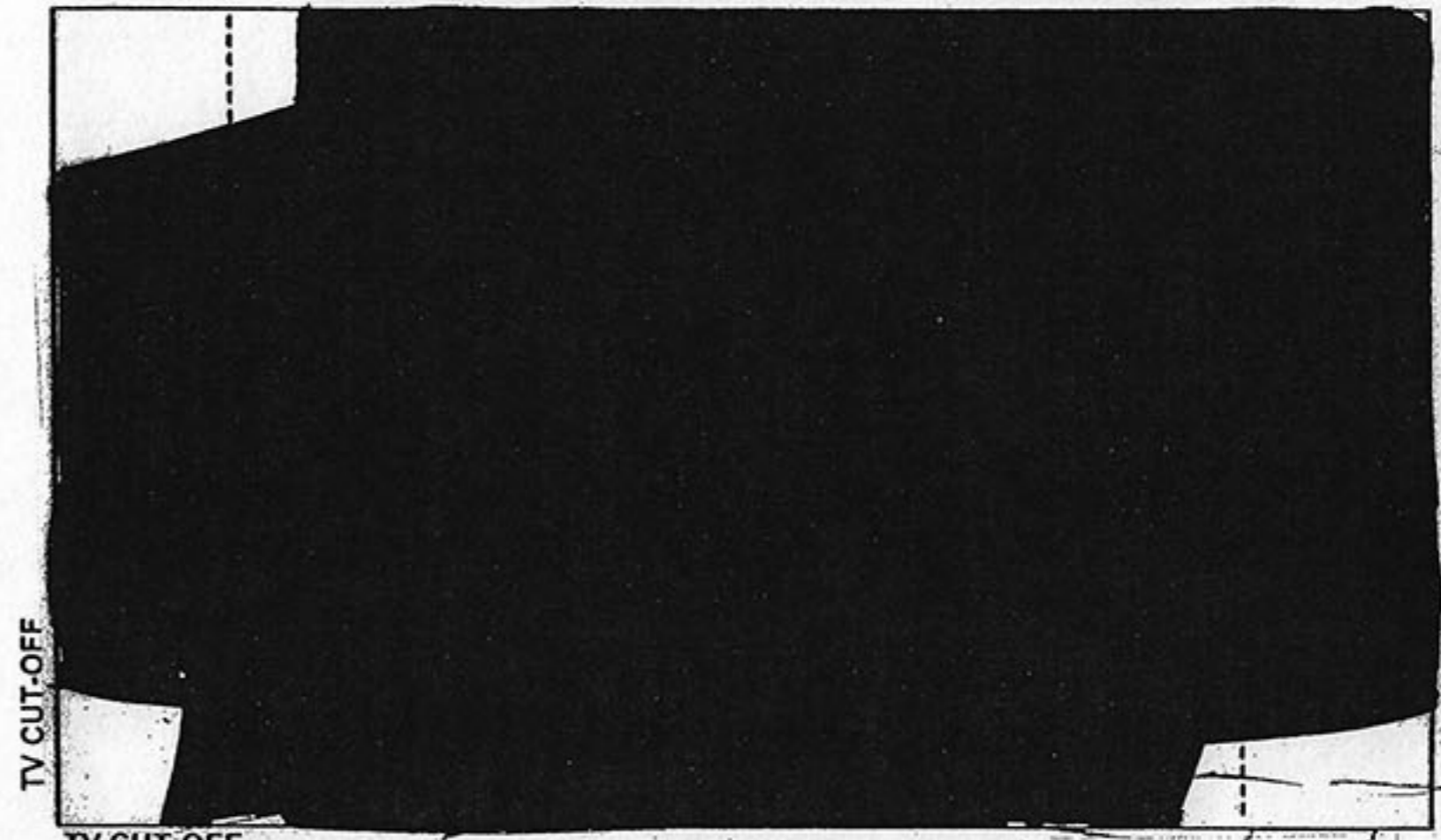
B.G.



PANEL 9

SCENE C51

B.G.



PANEL 10

16 : 9 Widescreen Format

ACTION

- Continued -

DIAL

4
(4x)

4
(4x)

TIMING

CON CLAY DIM 192

257311

SCENE C51

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 11

SCENE C51

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 12

ACTION

Dissolve back to Omi-Raimundo's "WIND" symbol flies into camera

DIAL

(bx) RAIMUNDO/V.O. : **WIND!** (bx)

TIMING

(bx) ← RAI DIAZ 192

16 : 9 Widescreen Format

25731-1



X I A O L I N SHOWDOWN

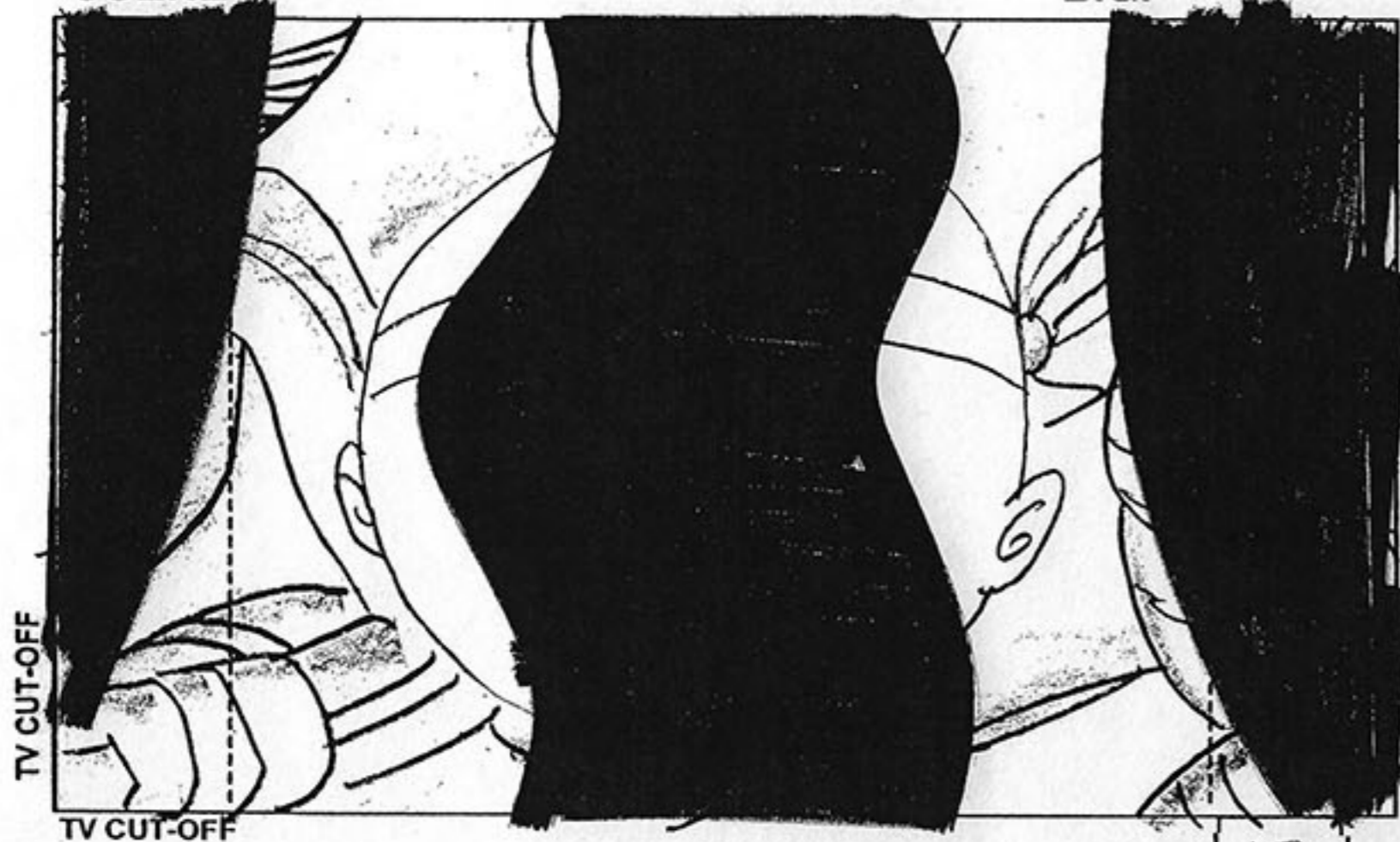
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PAGE C111

SCENE C51

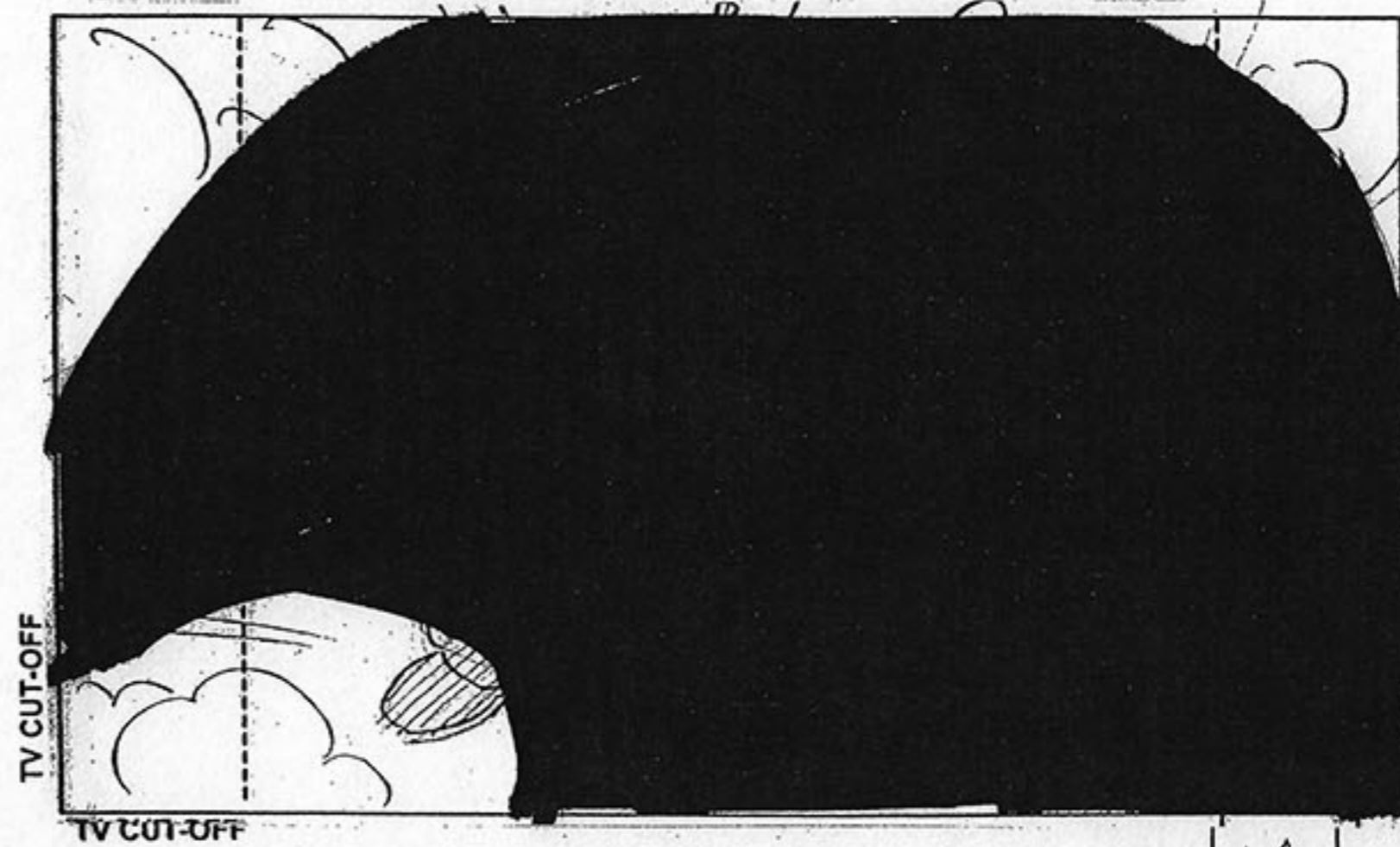
B.G.



PANEL 13

SCENE C51

B.G.



PANEL 14

16 : 9 Widescreen Format

ACTION

- Continued -

DIAL

(4x) ↑

(3x) ↑

TIMING

Cont PA1 Dia 192

257311

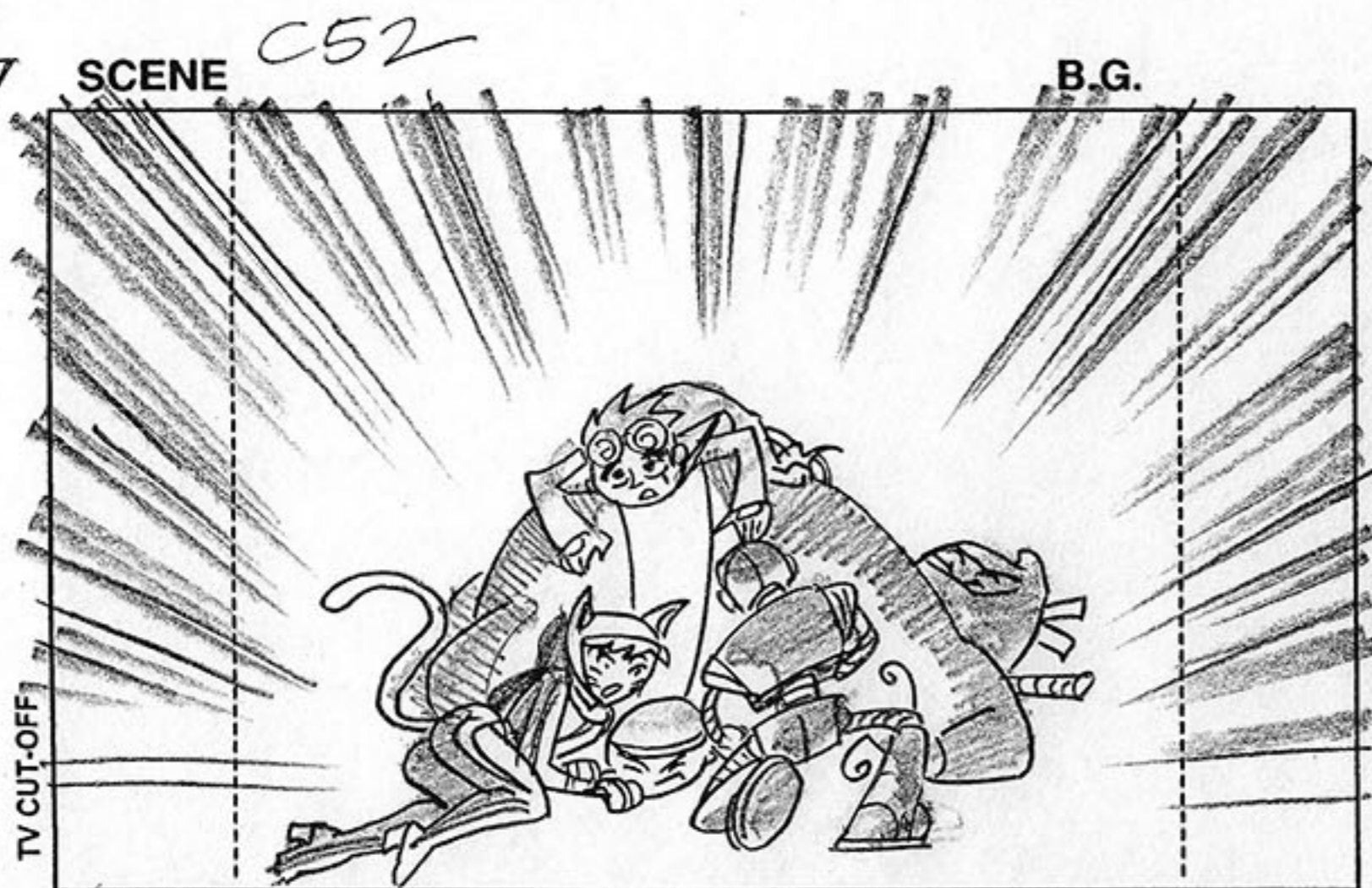
Black Card

(4x)

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H/U



ACTION

ON PILE OF BAD GUYS ATOP OMI - HE GLOWS BRIGHTLY

PANEL 1

BAD GUYS FLUNG OFF

PANEL 2

DIAL

C52

THANK! OMI MAN PLOP

BAD GUYS! YELL

TIMING

10

KAT
TURMI
JACK

DIAL 194

16 : 9 Widescreen Format

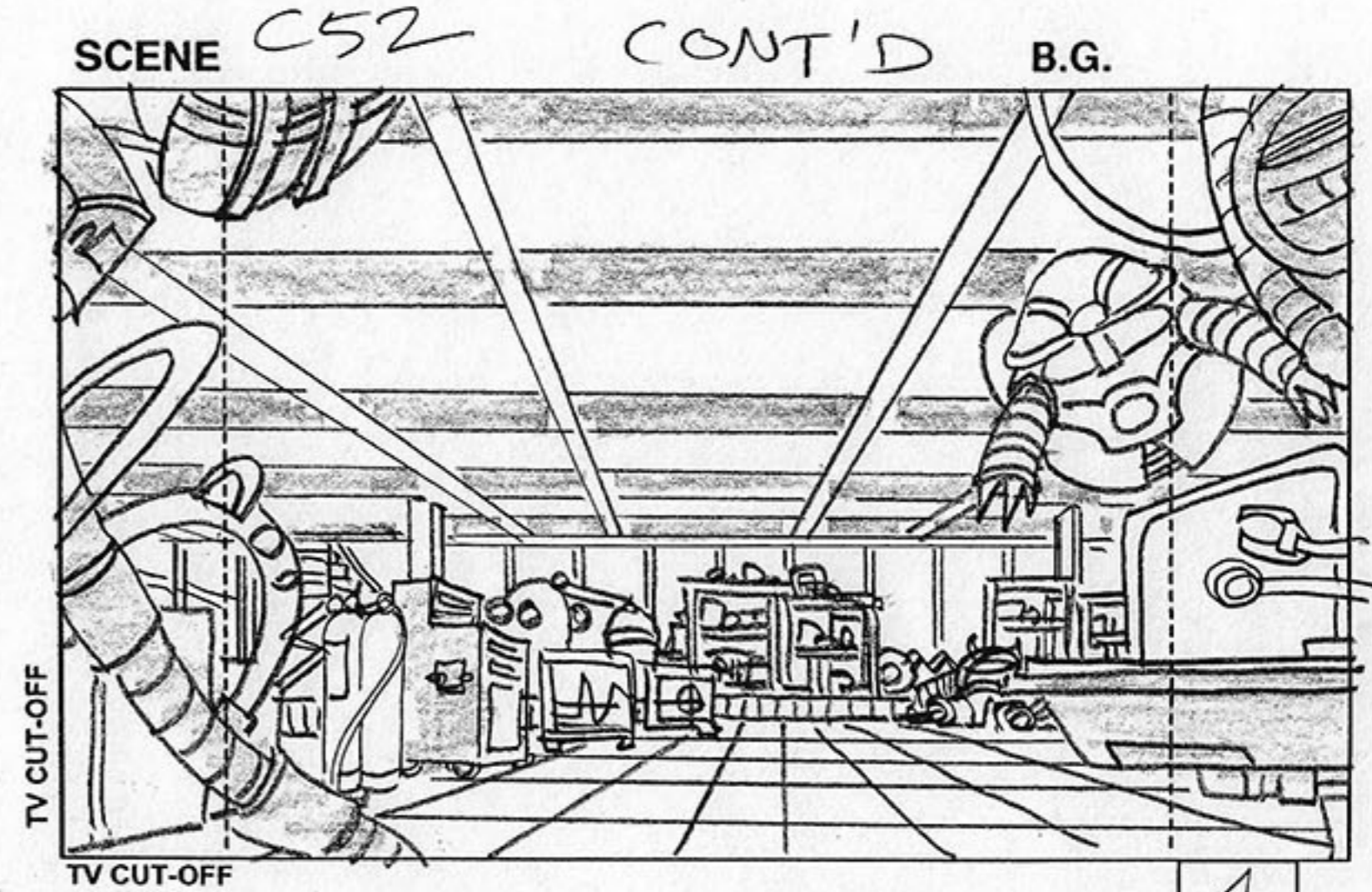
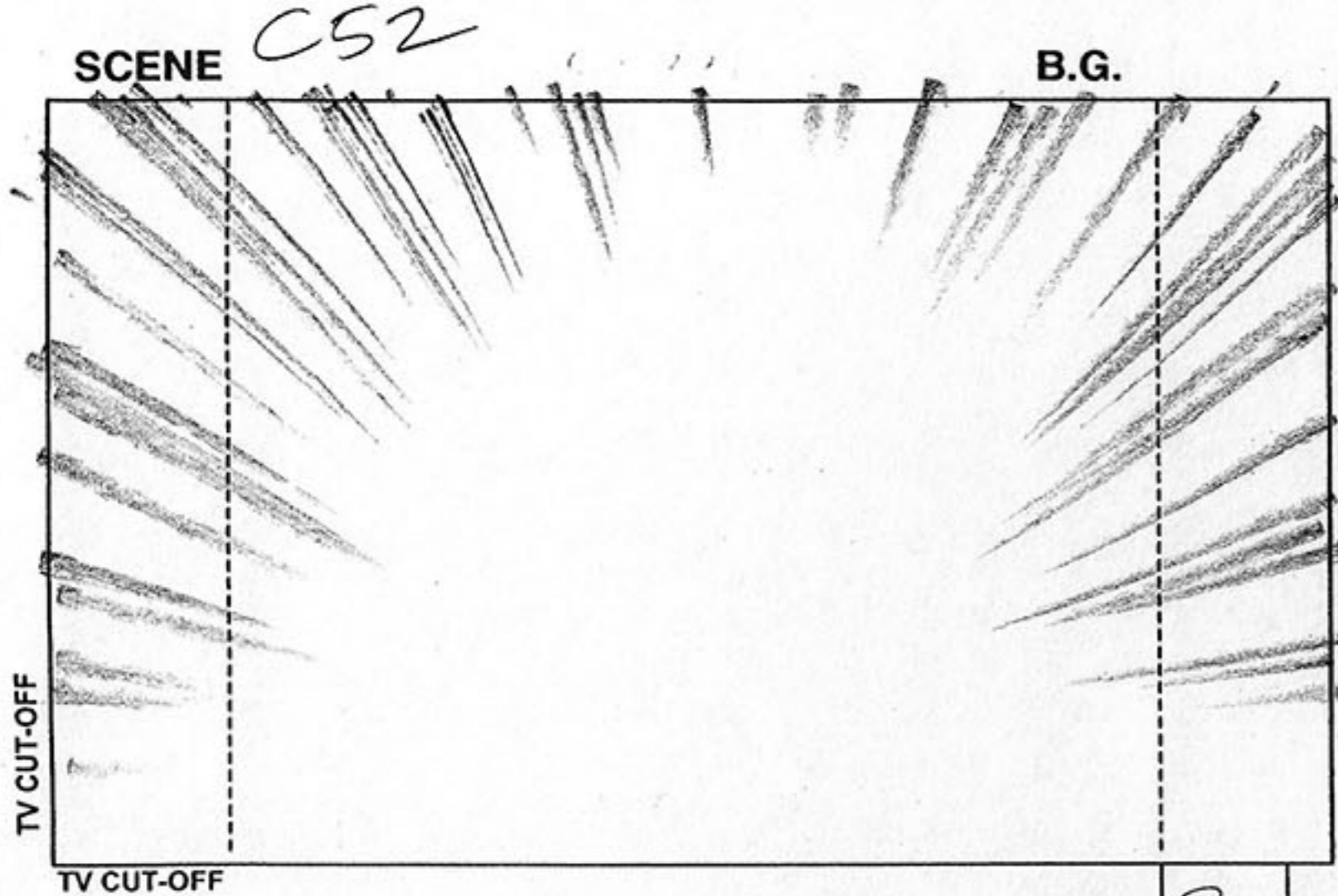
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ACTION

LIGHT OVERWHELMS SCENE -

PANEL 3

SC, RETURNS TO NORMAL -

PANEL 4

10

8x

DIAL

CONT KAT

CONT TUMMI

(3x)

TIMING

CONT JACK

(11x)

CONT DIAL 194

30

16 : 9 Widescreen Format

257311

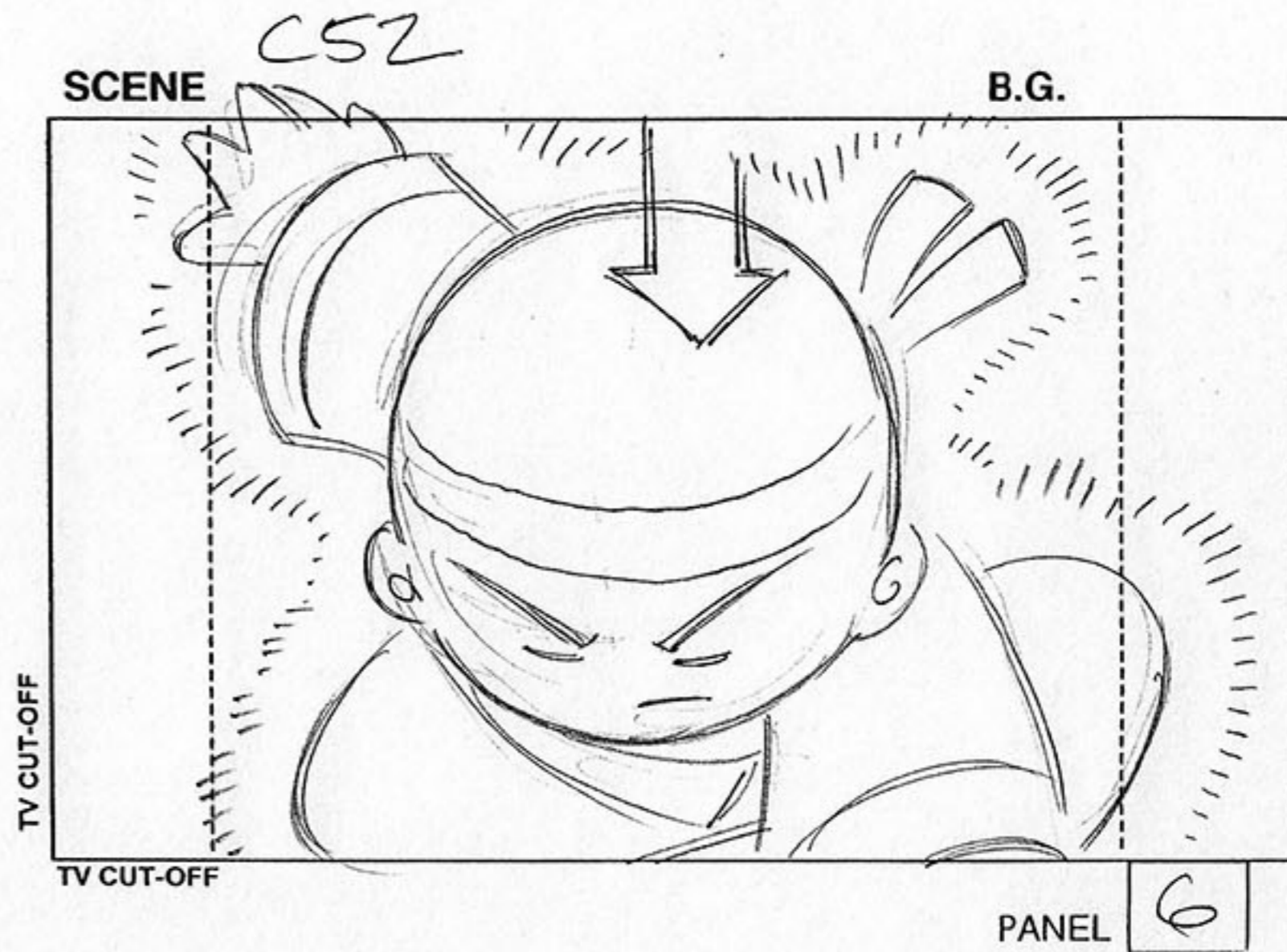
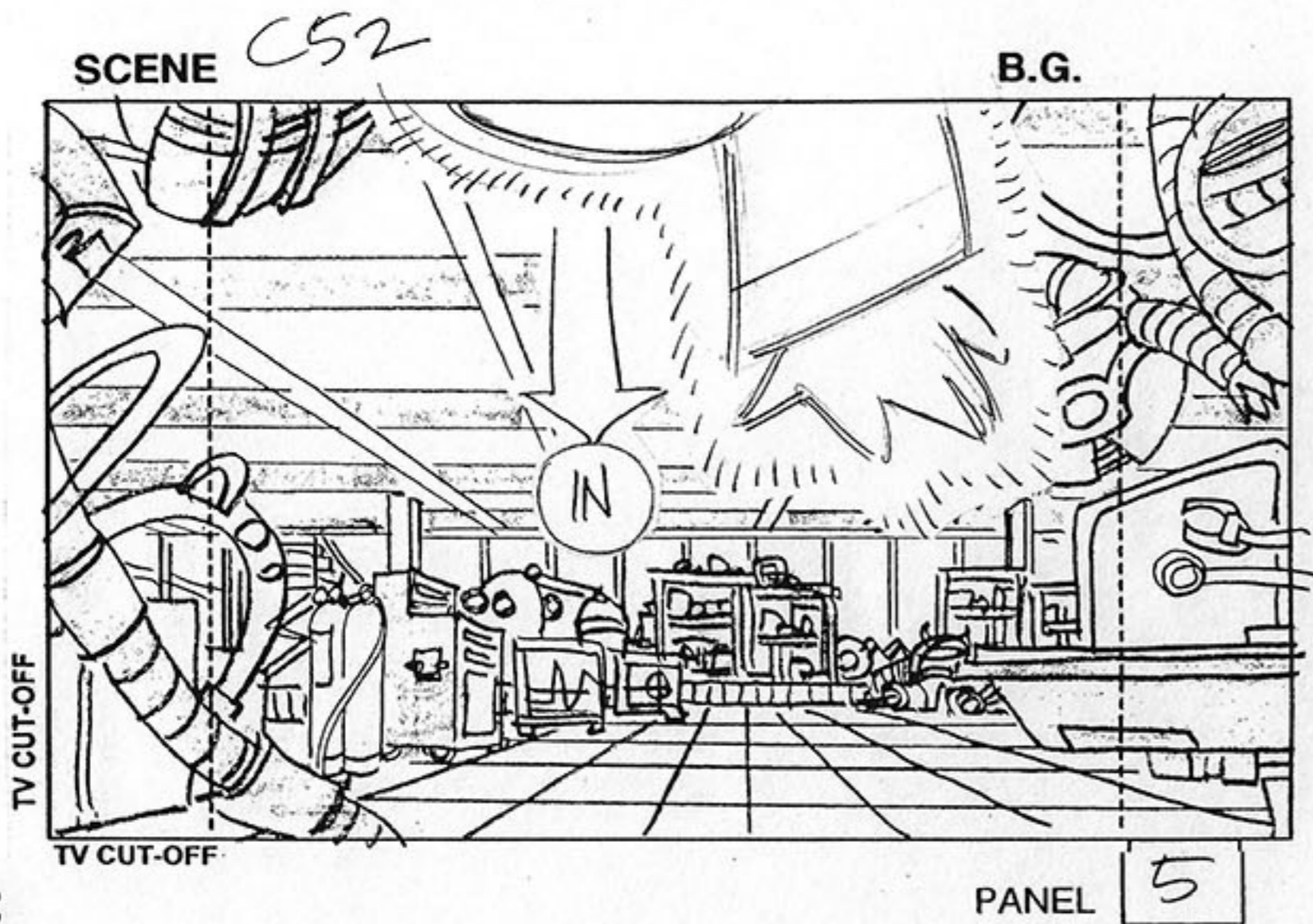


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PAGE C114



ACTION

Omi drops into FG

DIAL

(Ux)

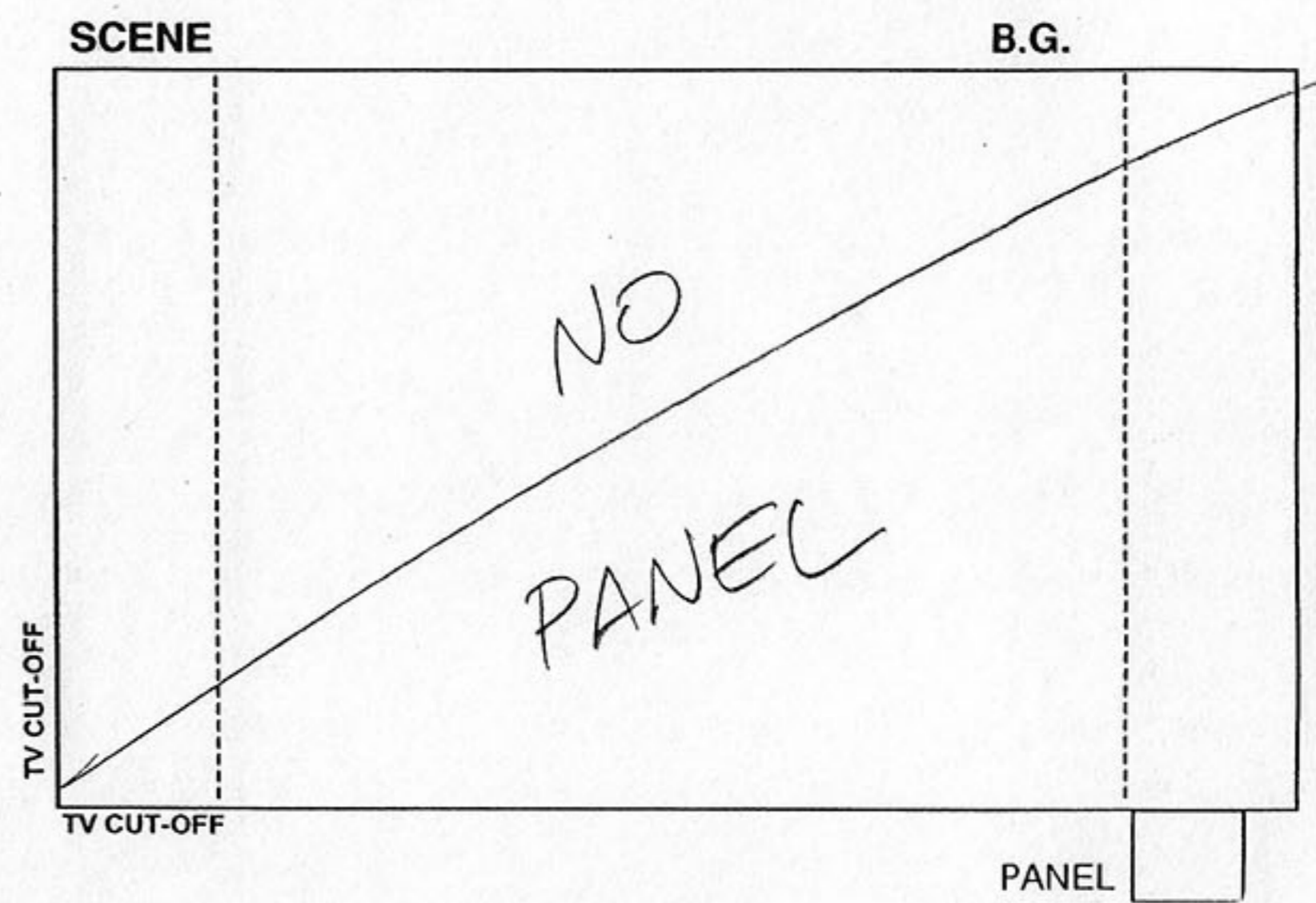
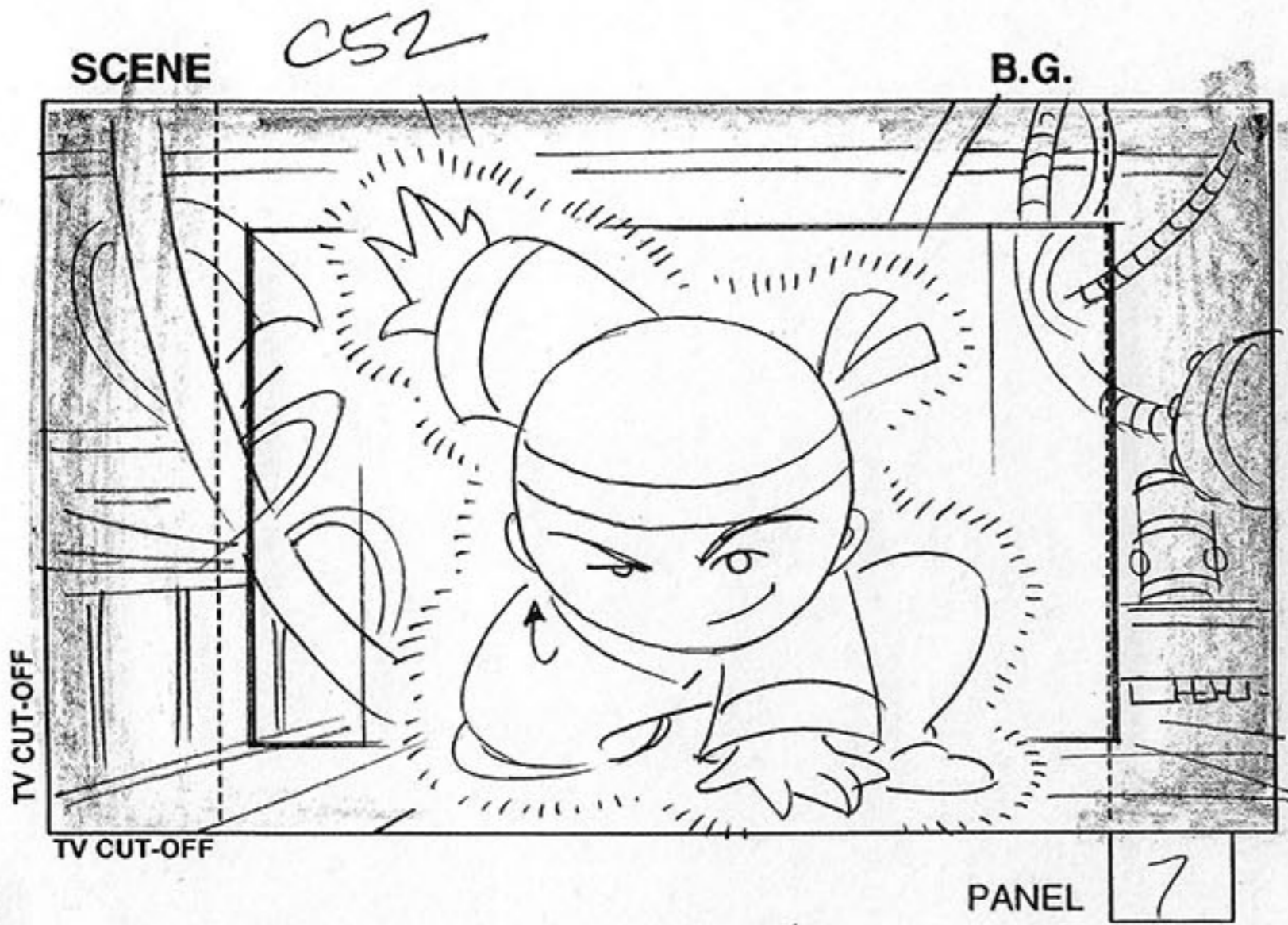
TIMING

- He is now GLOWING BRIGHTLY
(Backlit)

fx

16 : 9 Widescreen Format

257311



ACTION

TRUCK OUT as Omi looks up and smiles

DIAL

TRUCK OUT → How 1°

TIMING

16 : 9 Widescreen Format

257311

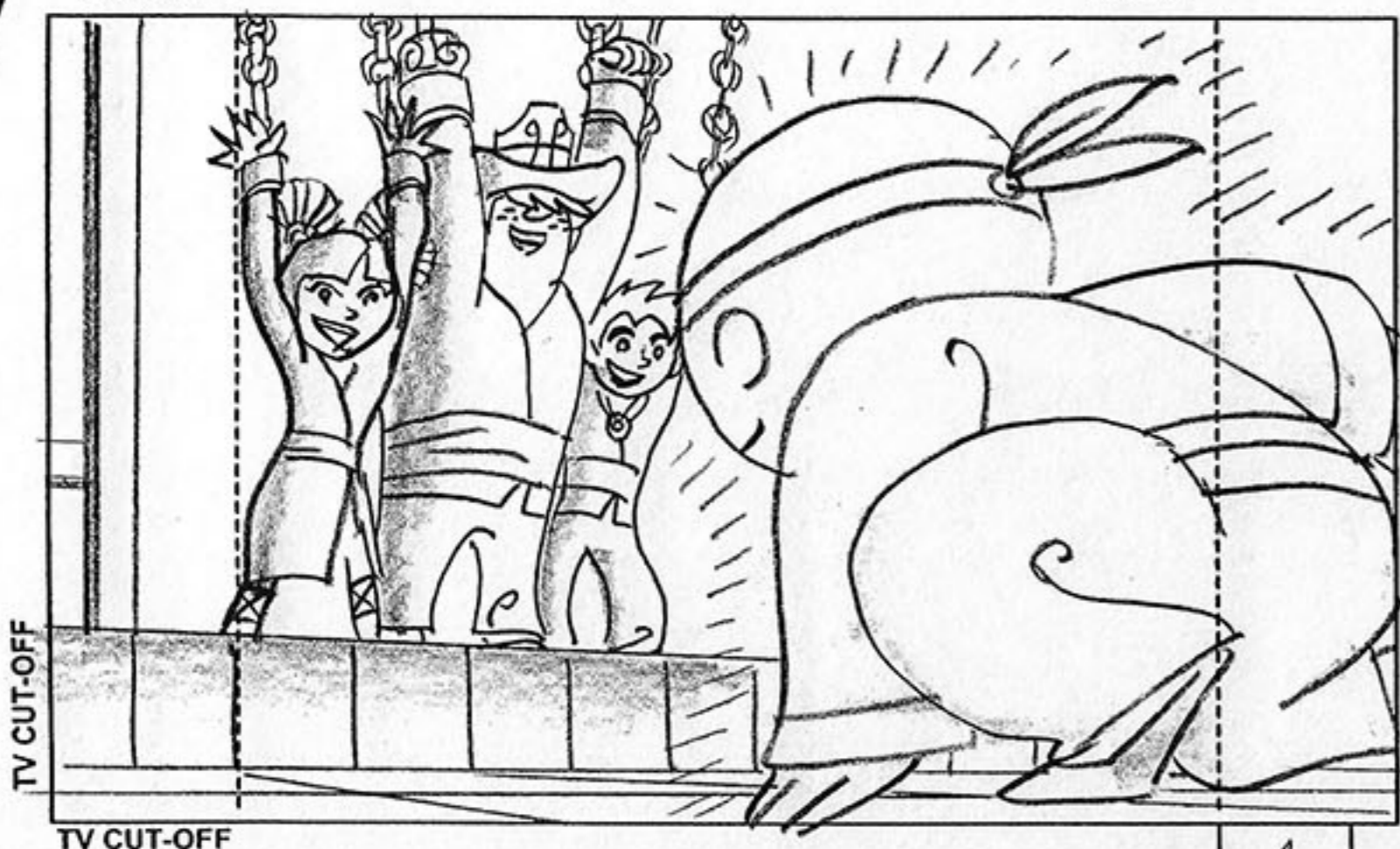
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H/U
▽

SCENE C53

B.G.



TV CUT-OFF

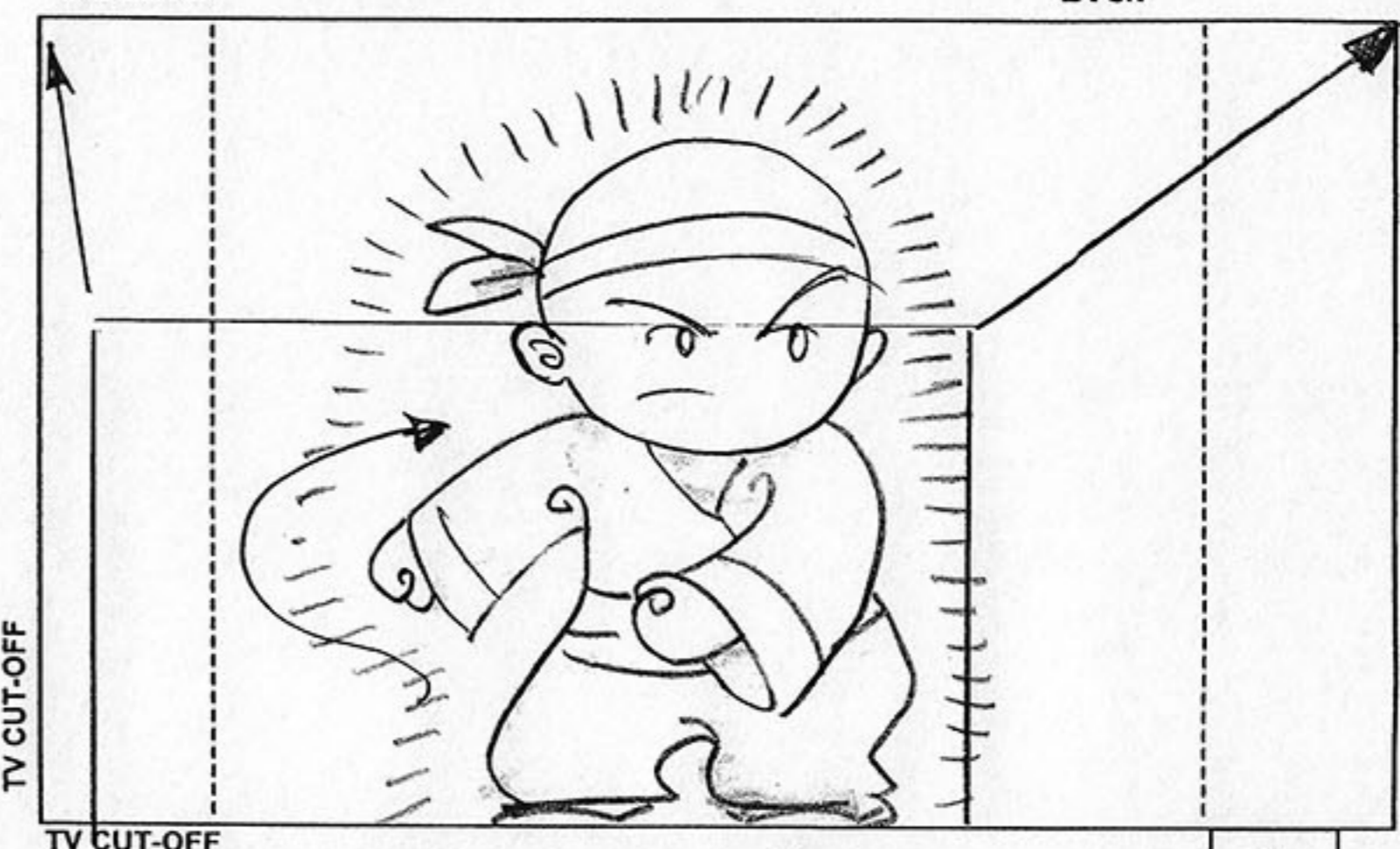
TV CUT-OFF

PANEL 1

THE OTHERS SMILE

SCENE C53

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 2

TRUCK OUT AS OMI STANDS & TURNS—

ACTION

NOTE: KIMIKO'S HAIR IS OFF-MODEL

DIAL

C53

10

TIMING

30

TRUCK
OUT
12x

16 : 9 Widescreen Format

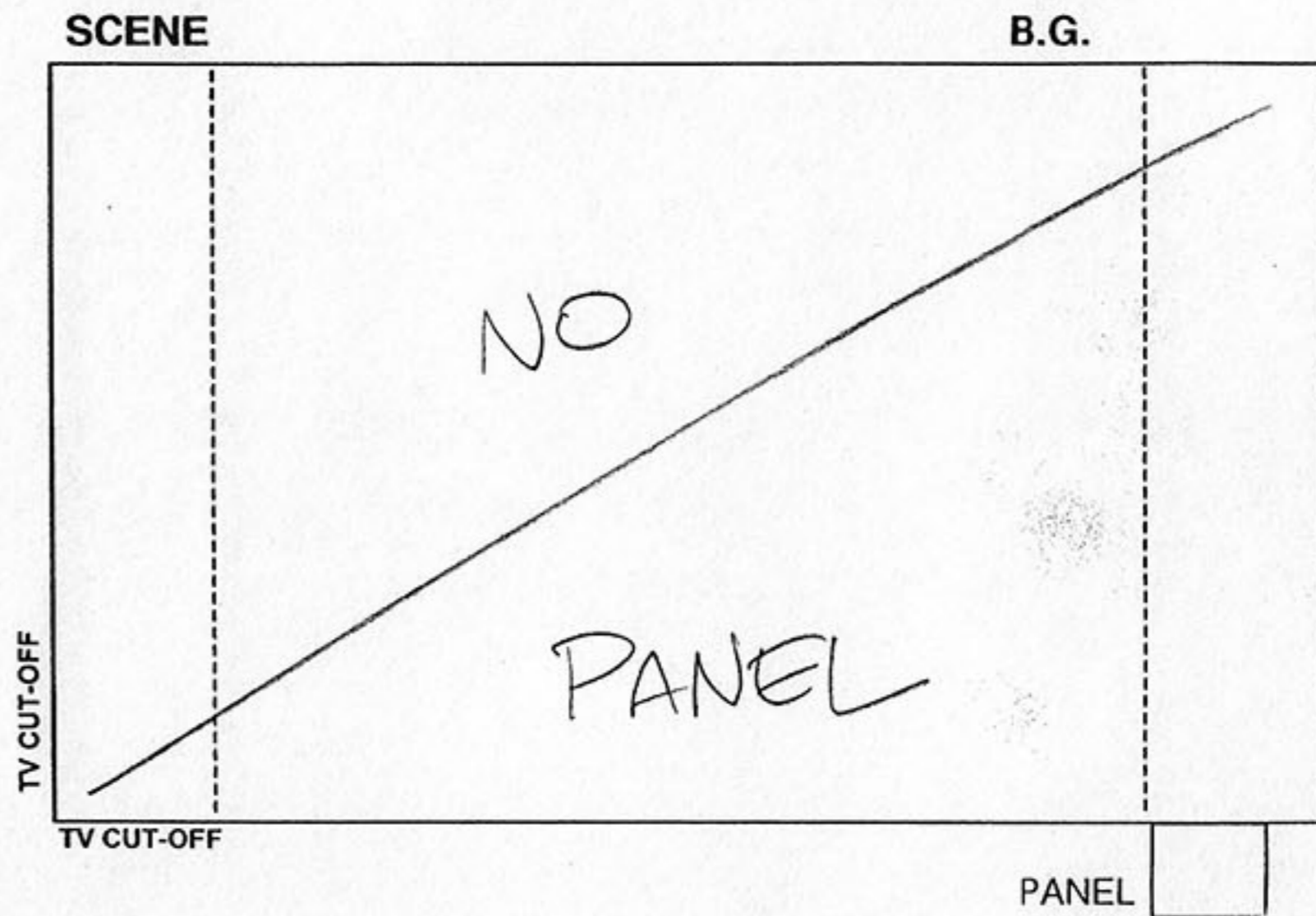
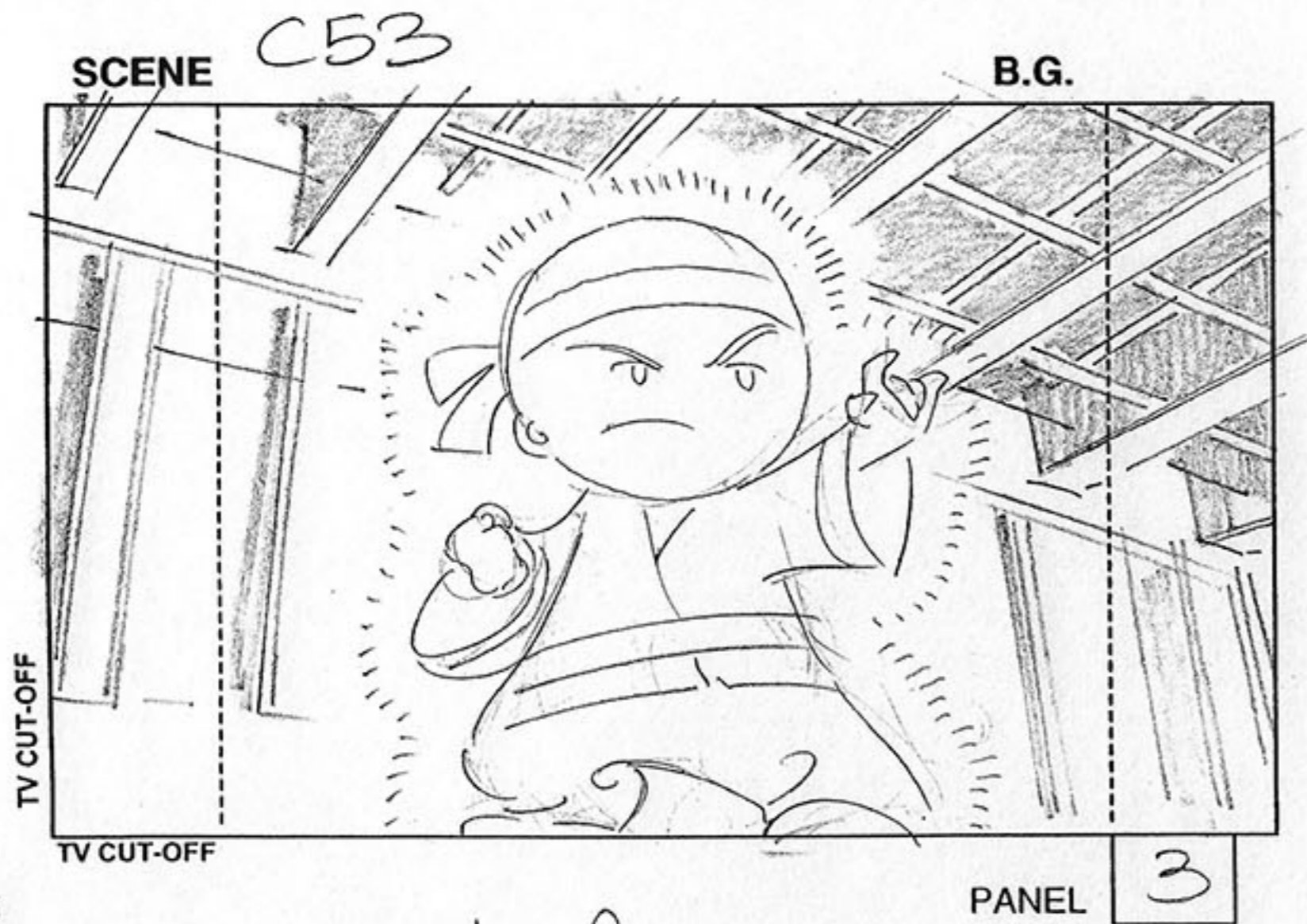
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ACTION

Omi stands firm,
ready for a fight

DIAL

(14)

TIMING

16 : 9 Widescreen Format

257311

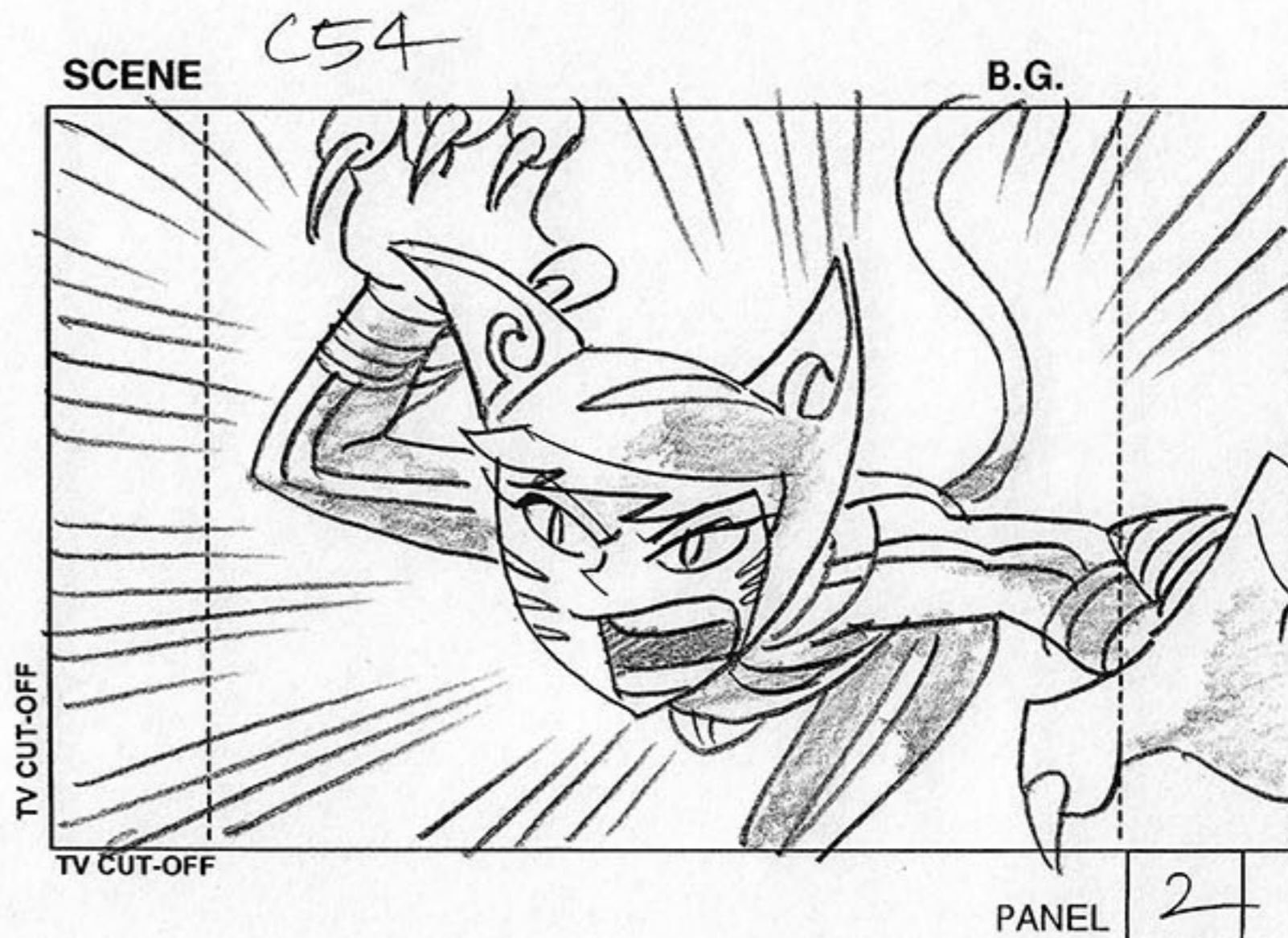
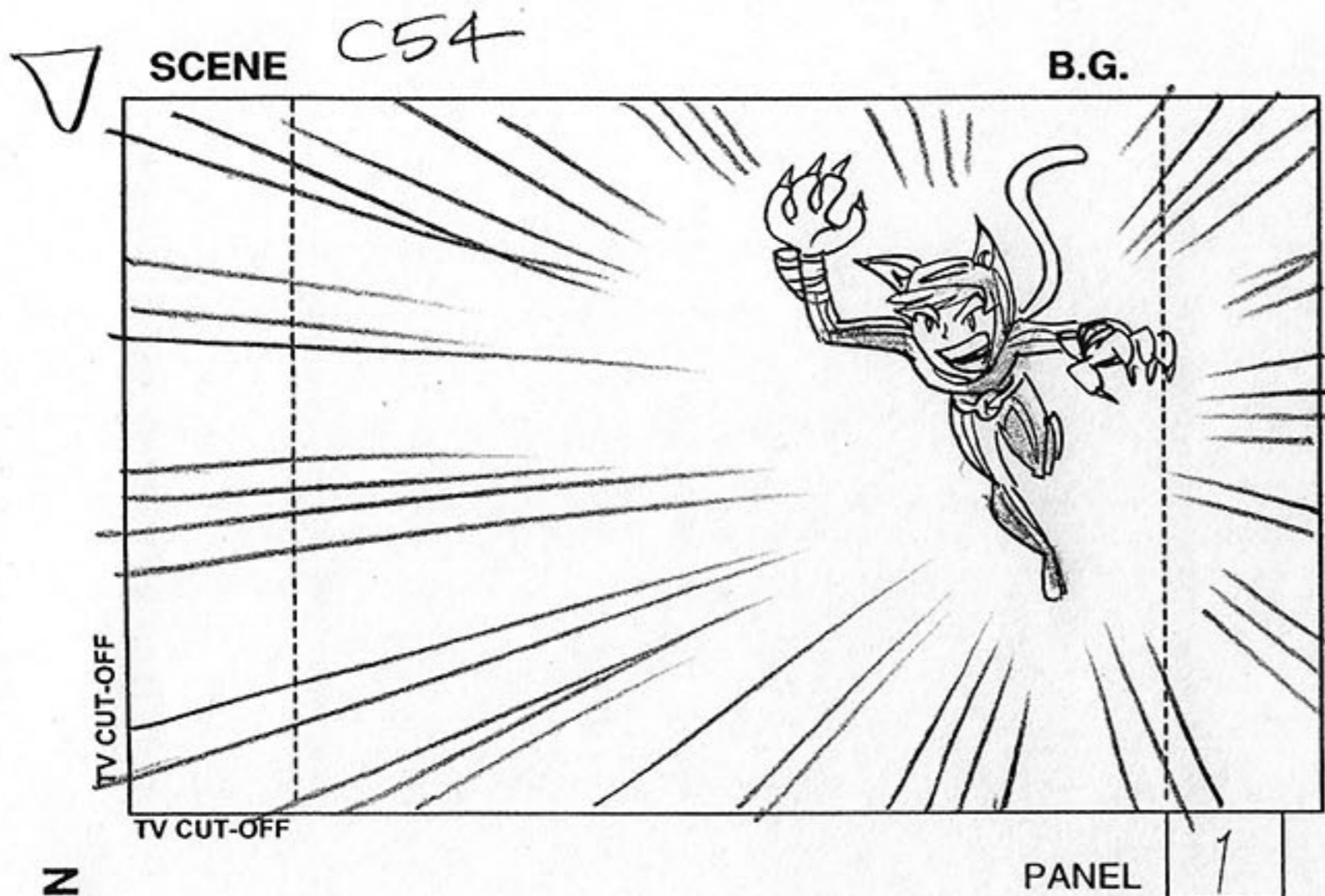


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PAGE C118



ACTION

KATNAPPE CHARGES CAM _____
SPEED BLUR BG - USE BASEMENT COLORS

DIAL

C54 KATNAPPE : MEEEE YA ! (Reprint from Sc. C37)

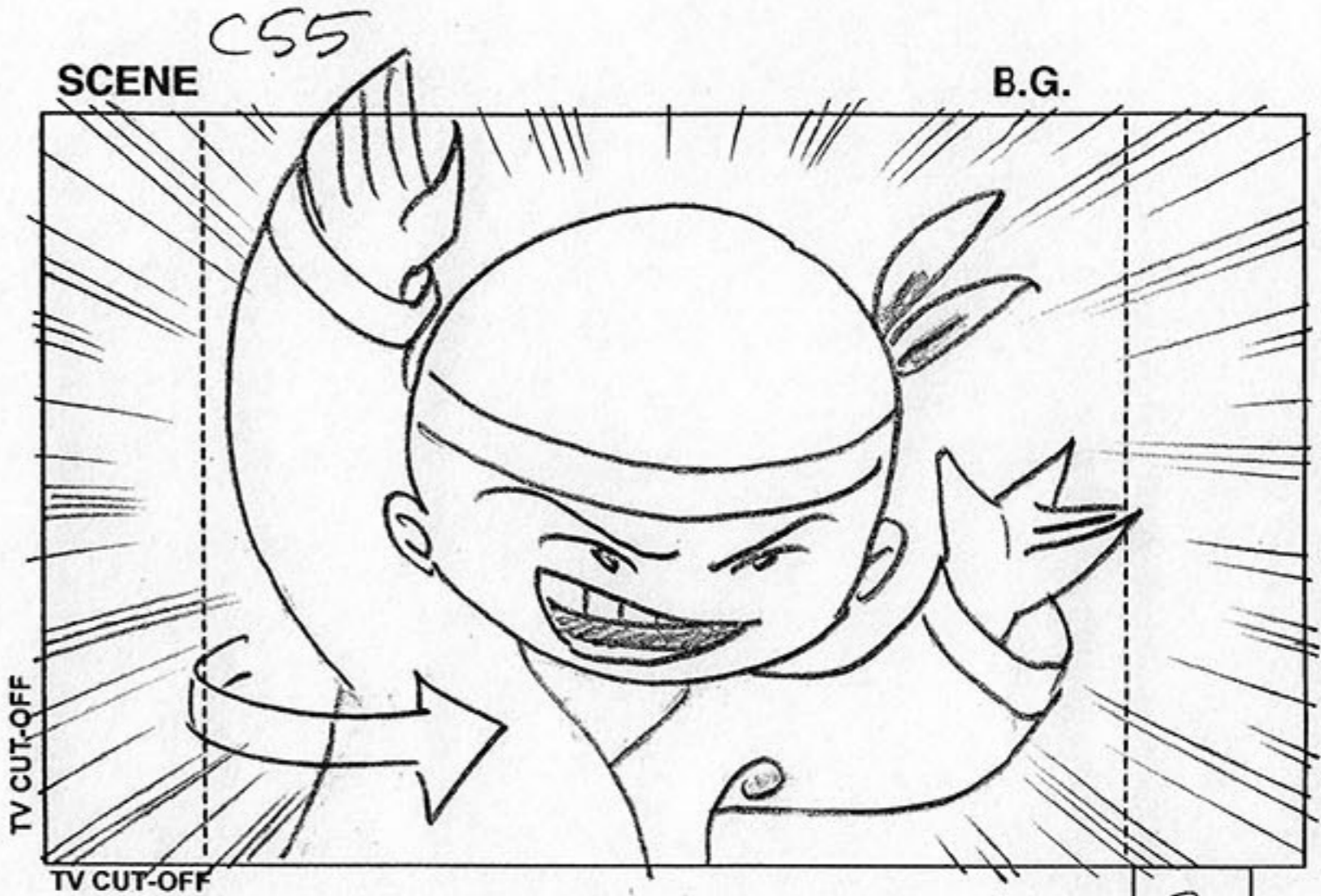
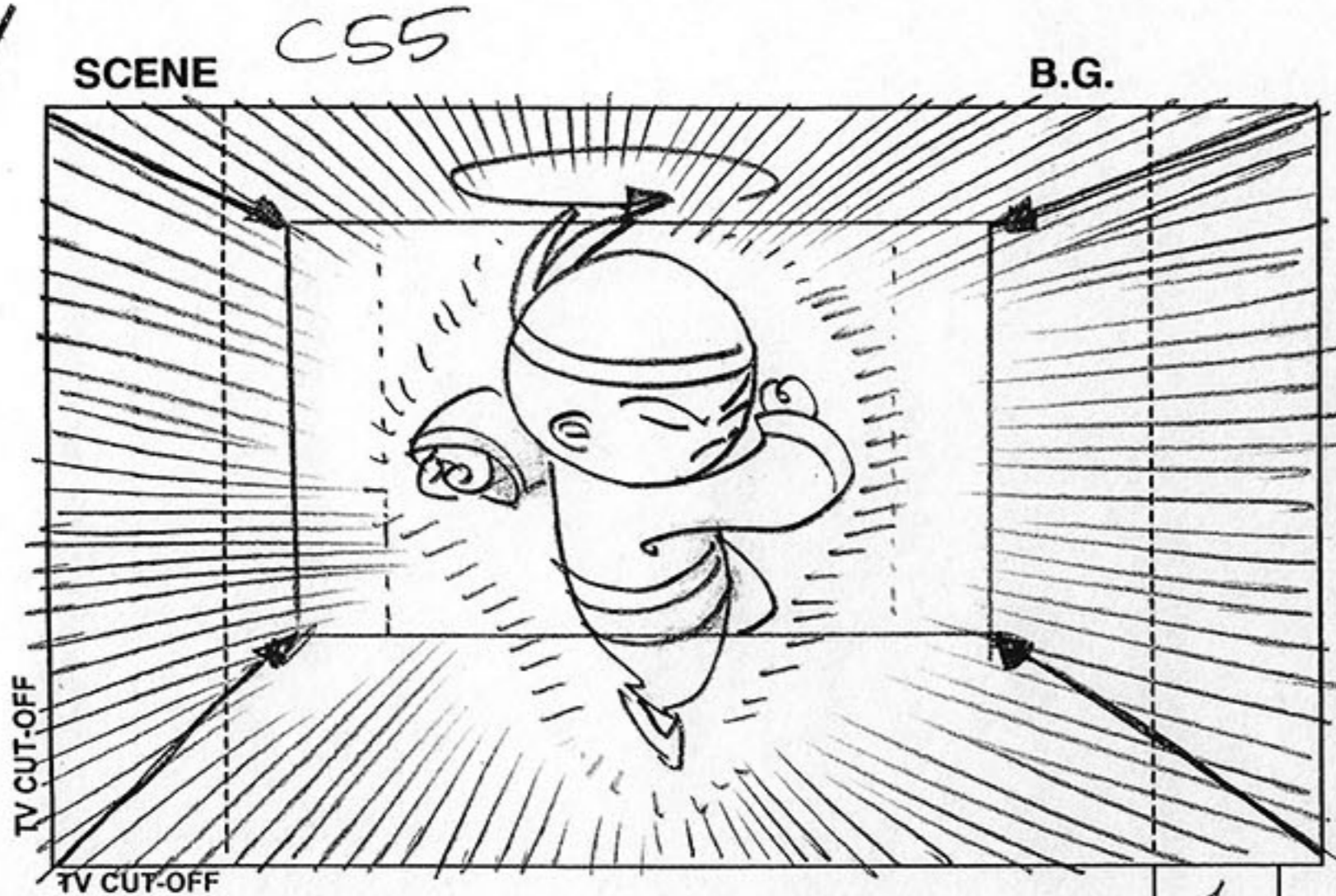
TIMING

4x (KAT DIAL 185)

16 : 9 Widescreen Format

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ACTION

TRUCK IN ON OMI,
 SPINNING LIKE KIMIKO -
 (USE TIMING & POSING FROM KIMIKO'S STOCK SCENE)

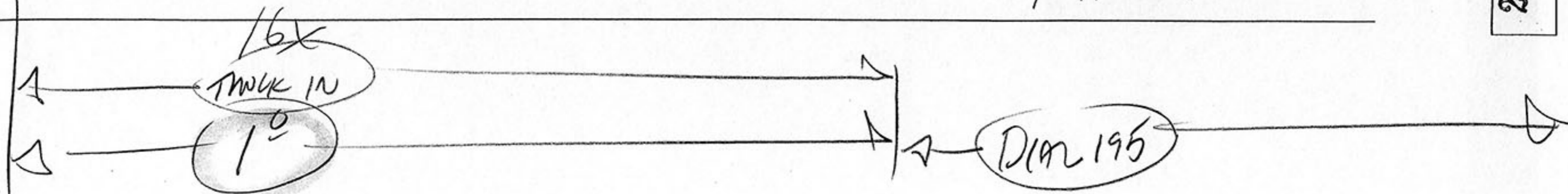
OMI SPINS &
 GESTURES -

DIAL

C55 4x spin cycle on 1x15

OMI:
 FIRE!

TIMING



16 : 9 Widescreen Format

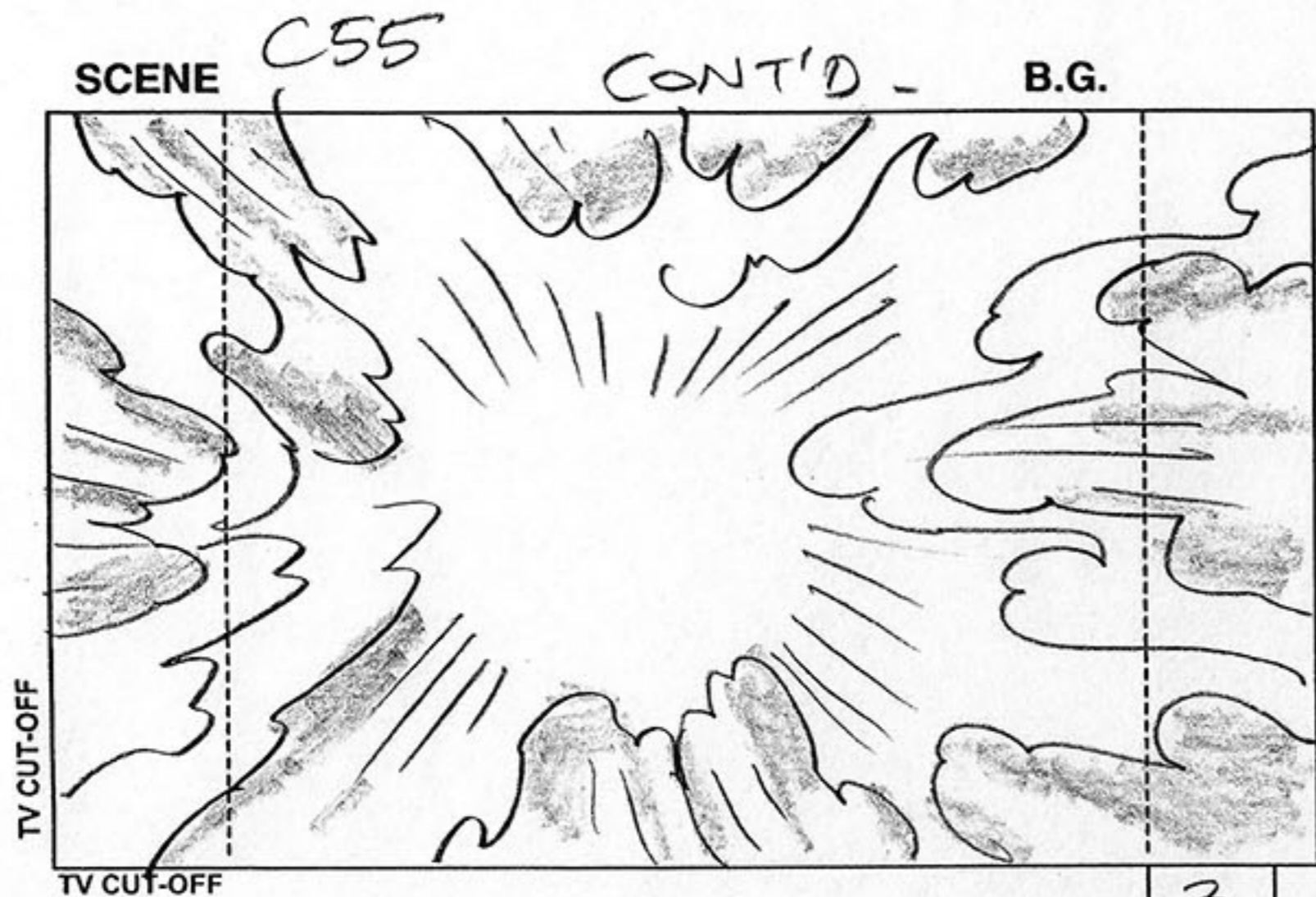
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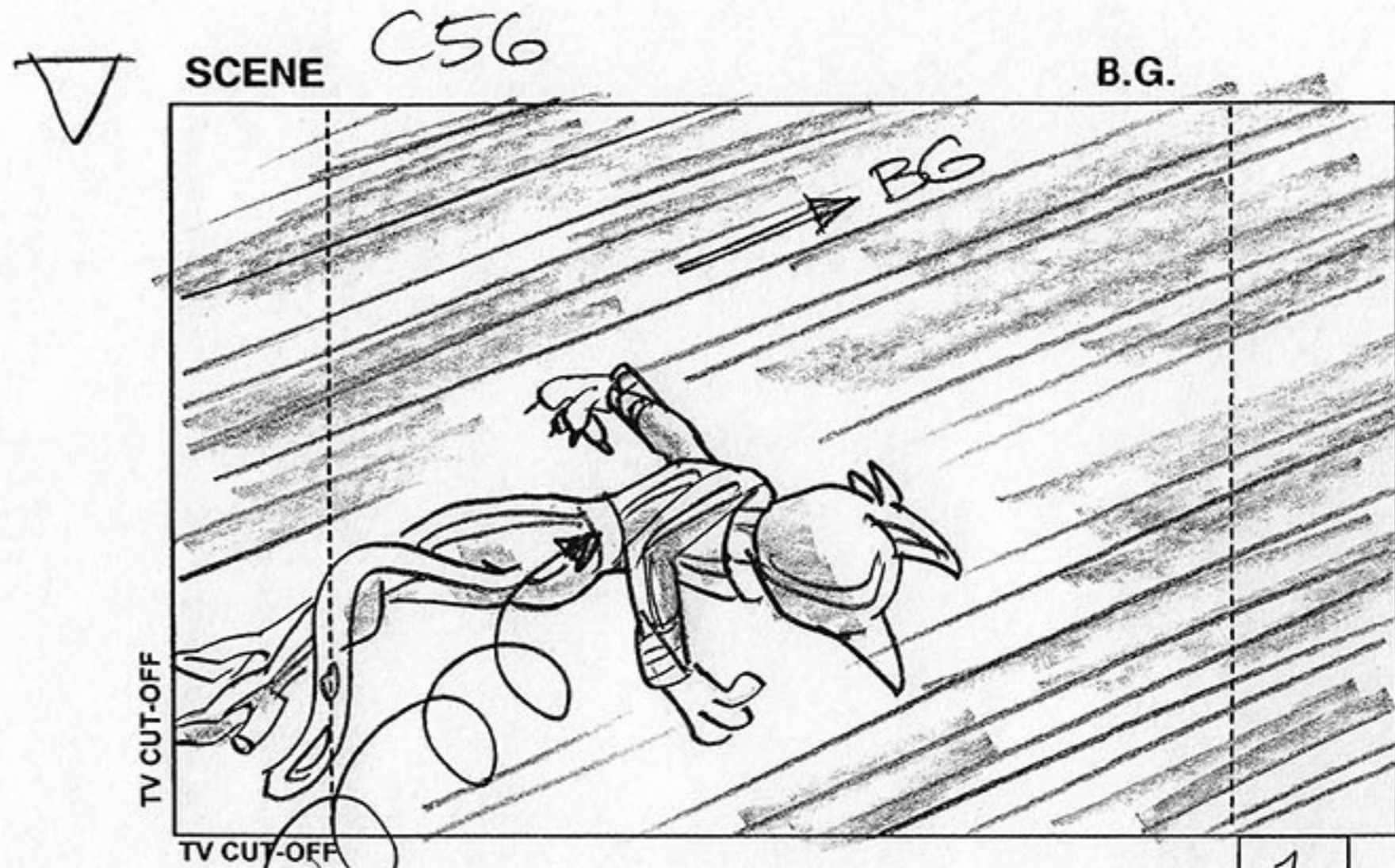
PANEL 3

(FIRE BURST)

ACTION

DIAL

TIMING



PANEL 1

(IN) KATNAPPE'S BODY SPINS/ROLLS -

(C56) USE FIRE COLORS FOR SPEED
BLUR BG
KATNAPPE: AH! MRAAAA!

14

4x DAL 196 1st D

16 : 9 Widescreen Format

257311

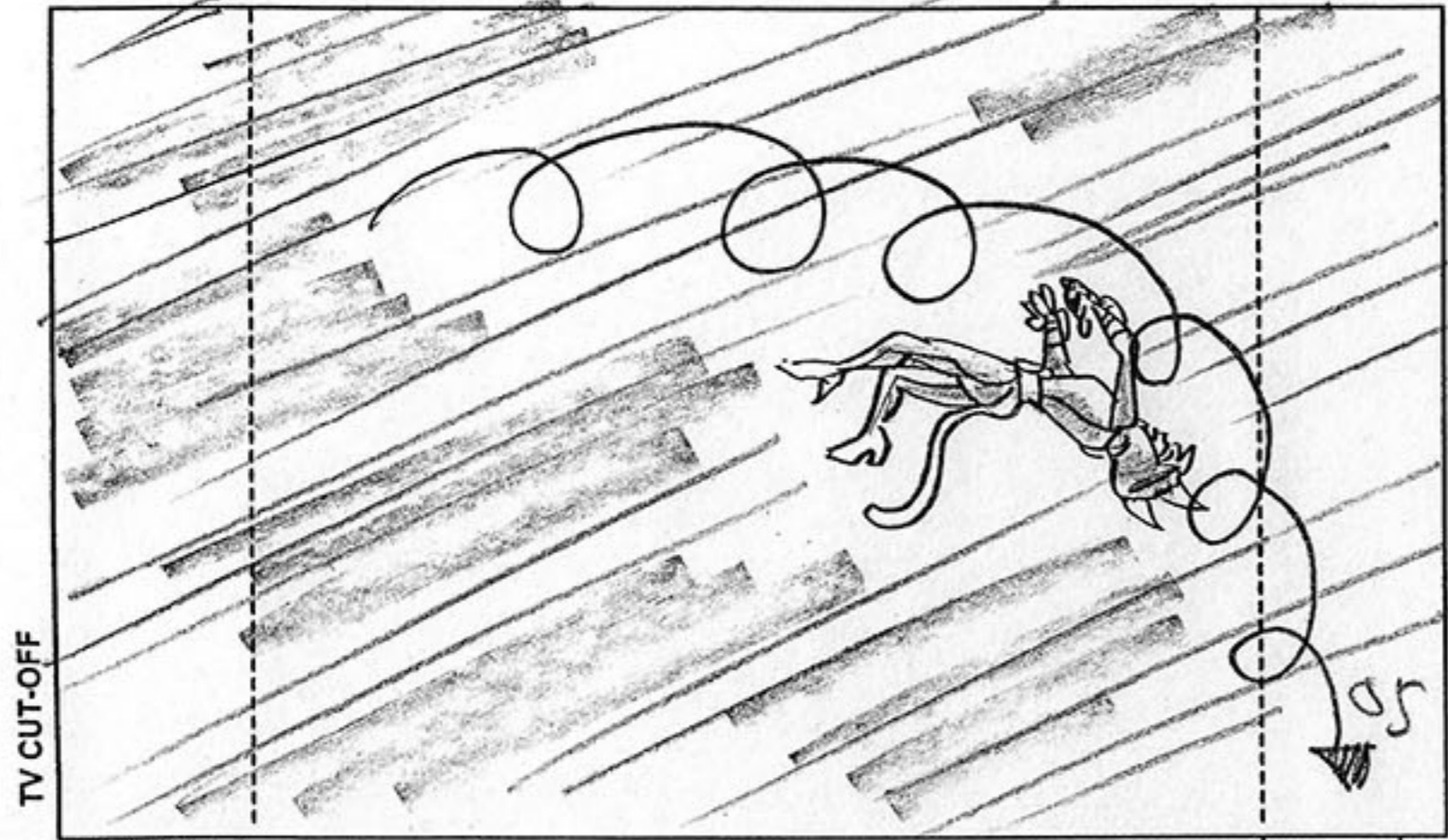


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SCENE C56 CONT'D B.G.

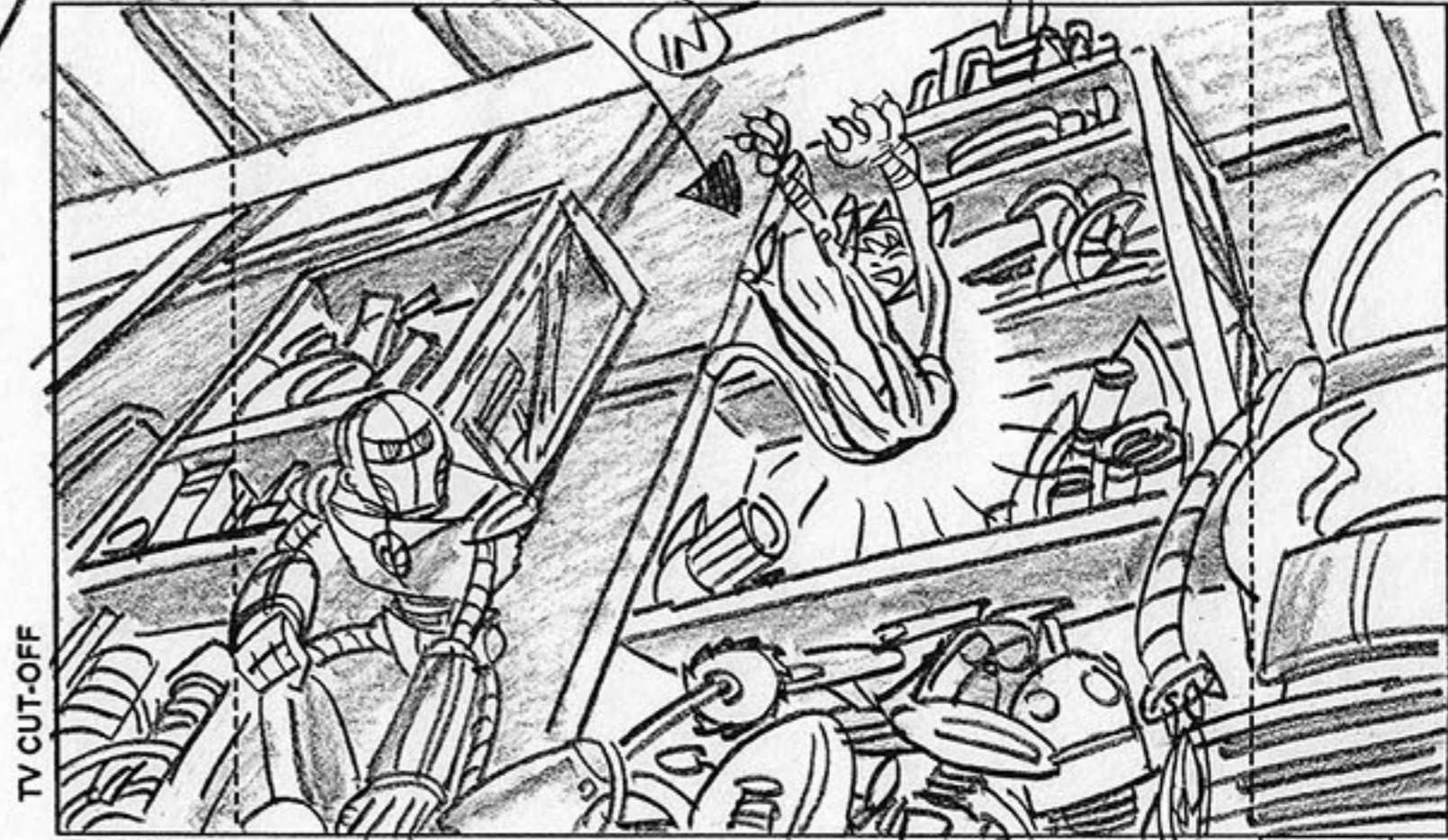


TV CUT-OFF

KATNAPPE SPINS/ROLLS THRU SC & O/S - PANEL 2

H/U
▽

SCENE C57 B.G.



TV CUT-OFF

TV CUT-OFF

IN KATNAPPE SLAMS INTO SHELF - C-BOT GETTING UP - (DO NOT ANIMATE IMPACT LINES) PANEL 1

ACTION

DIAL

TIMING

16
D
DUM PM 196

8x

C67

12x

70

16 : 9 Widescreen Format

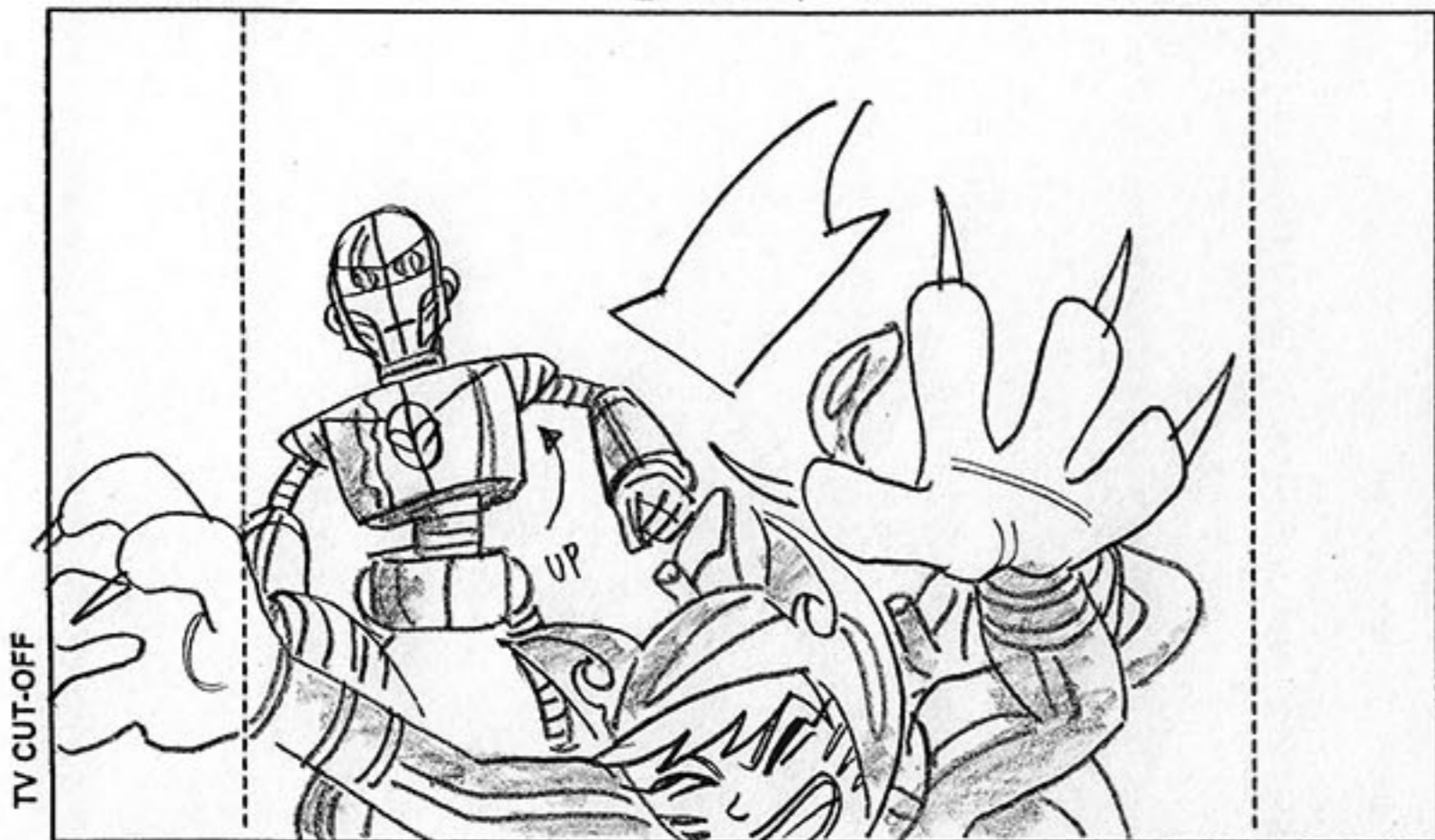
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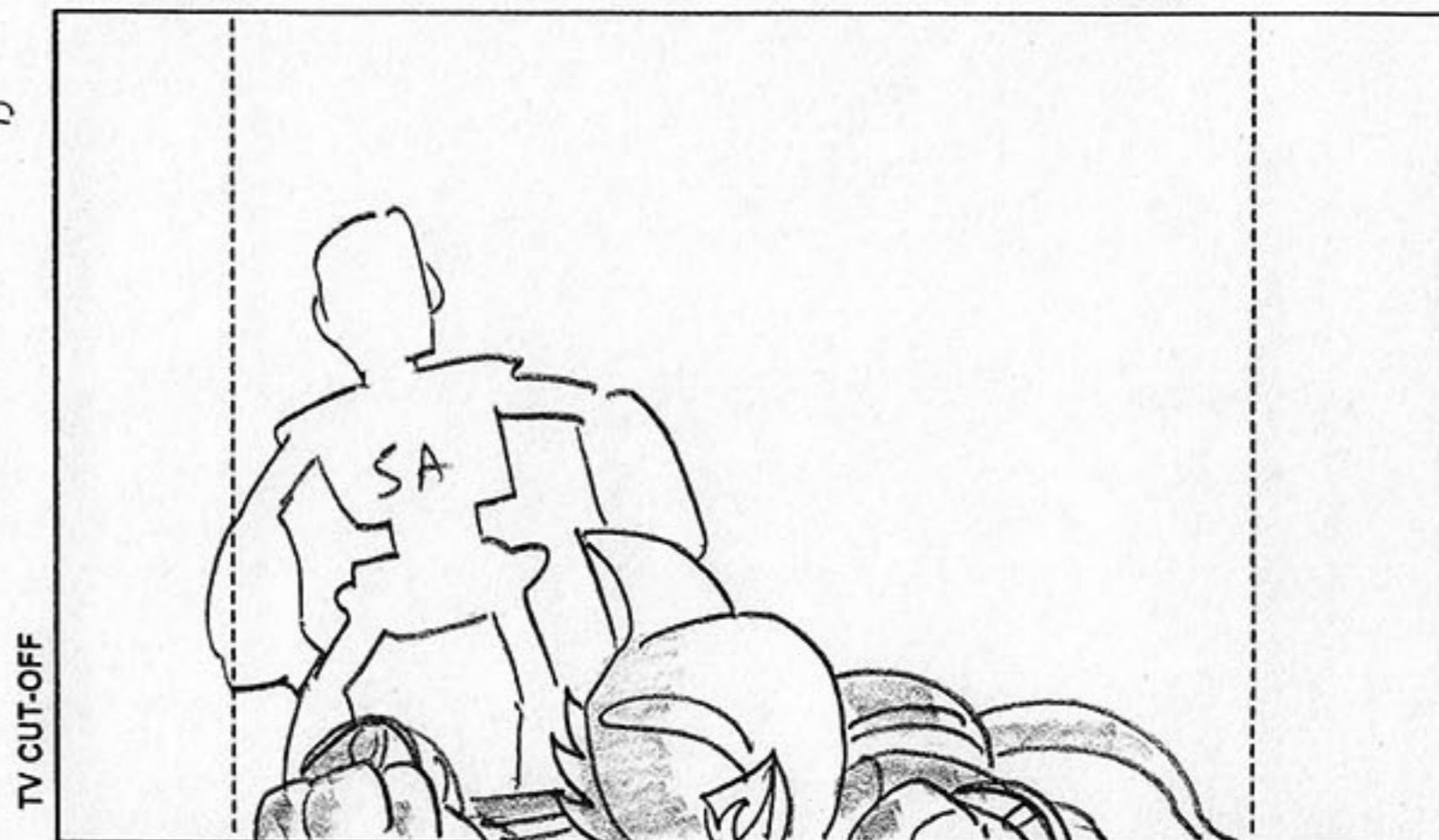
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SCENE C57 CONT'D B.G.



PANEL 2

SCENE C57 B.G.



PANEL 3

ACTION

KATNAPPE FALLS CLOSE TO CAM & SLUMPS -

DIAL

(8x)

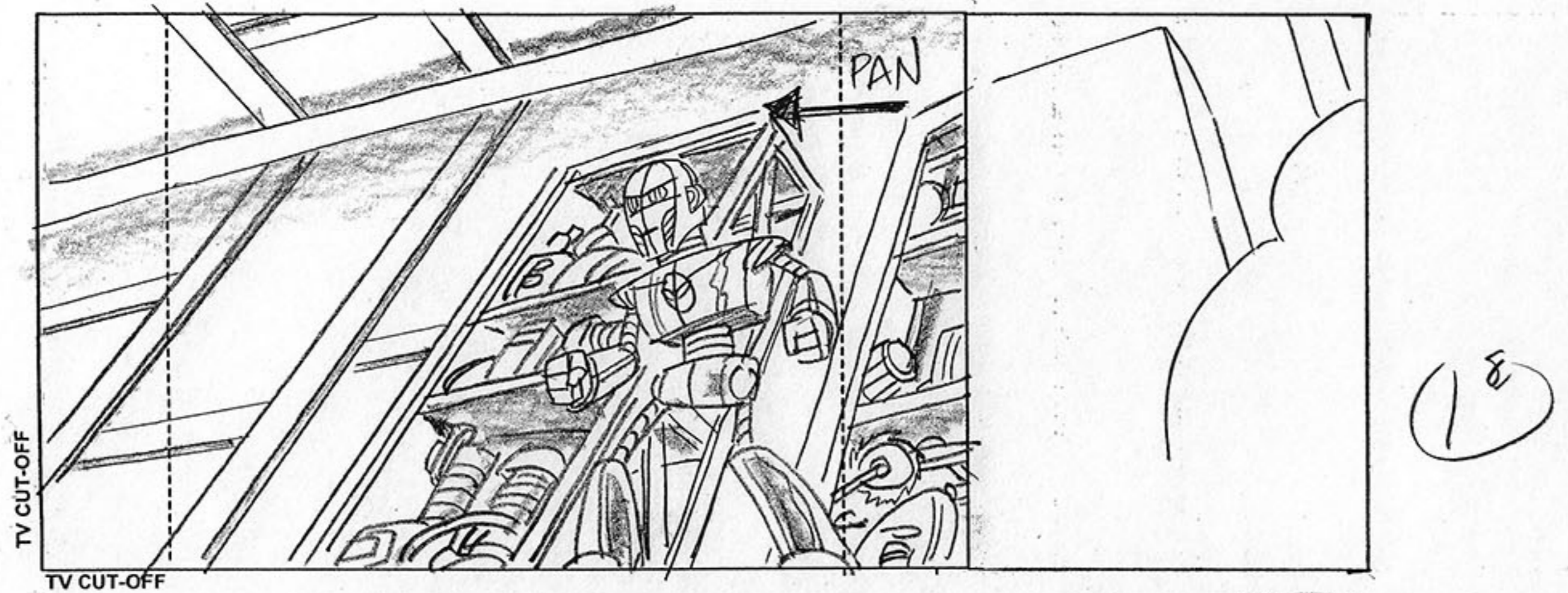
TIMING

100

16 : 9 Widescreen Format

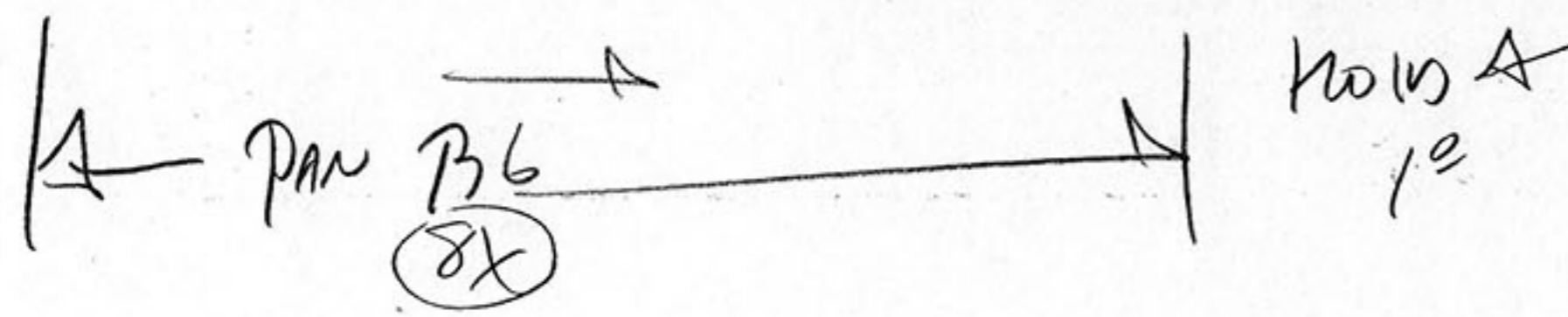
257311

Sc. C57



Panel [4]

Pan over as Chameleon-Bot looks O.S.



TIMER: START
CBOT TRANSFORMATION

SCENE C57

B.G.

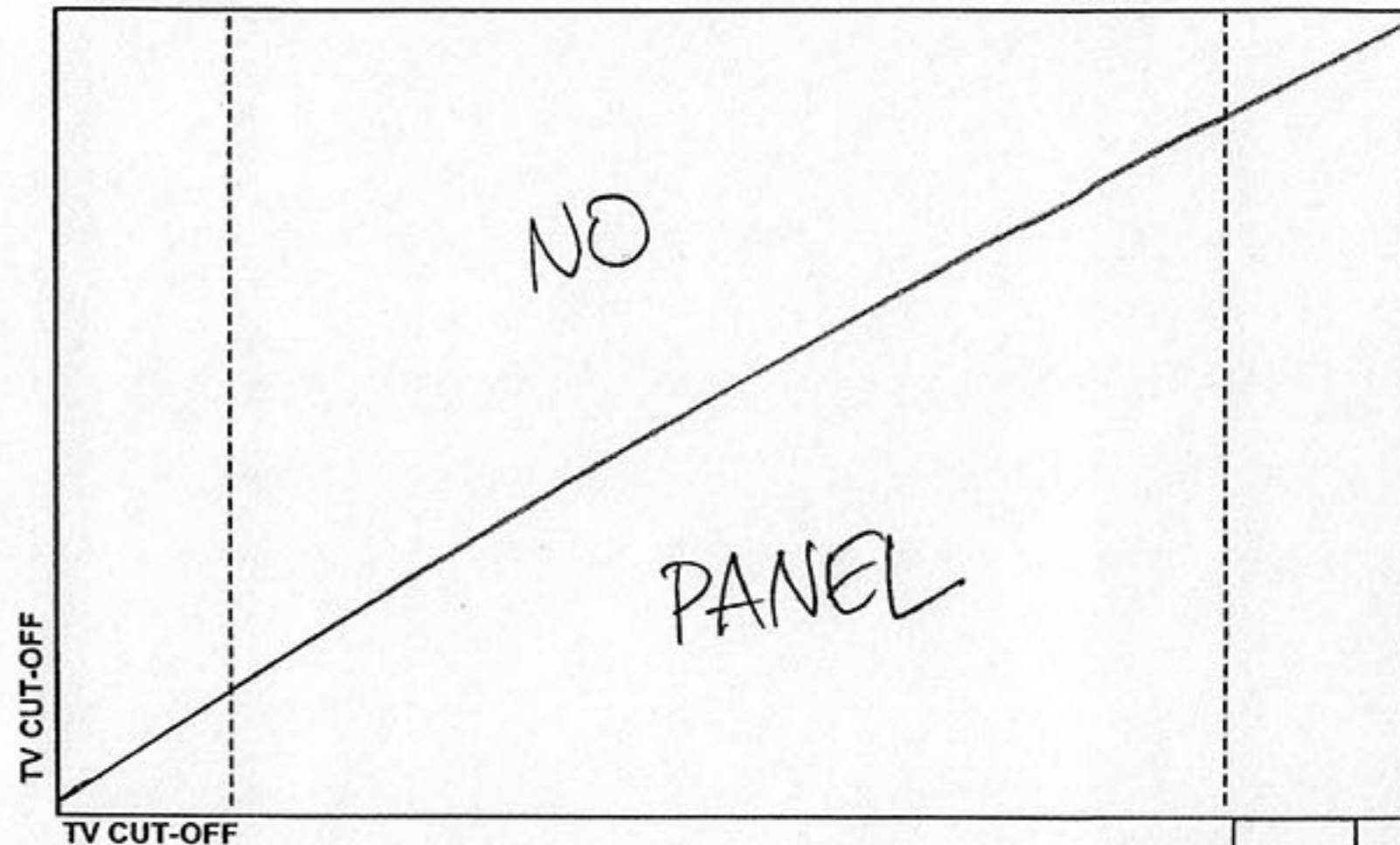


C-BST MORPHS INTO LION-

PANEL 5

SCENE

B.G.



PANEL

PANEL

ACTION

DIAL

TIMING

18

16 : 9 Widescreen Format

9
 8
 7
 6
 5
 4
 3
 2
 1



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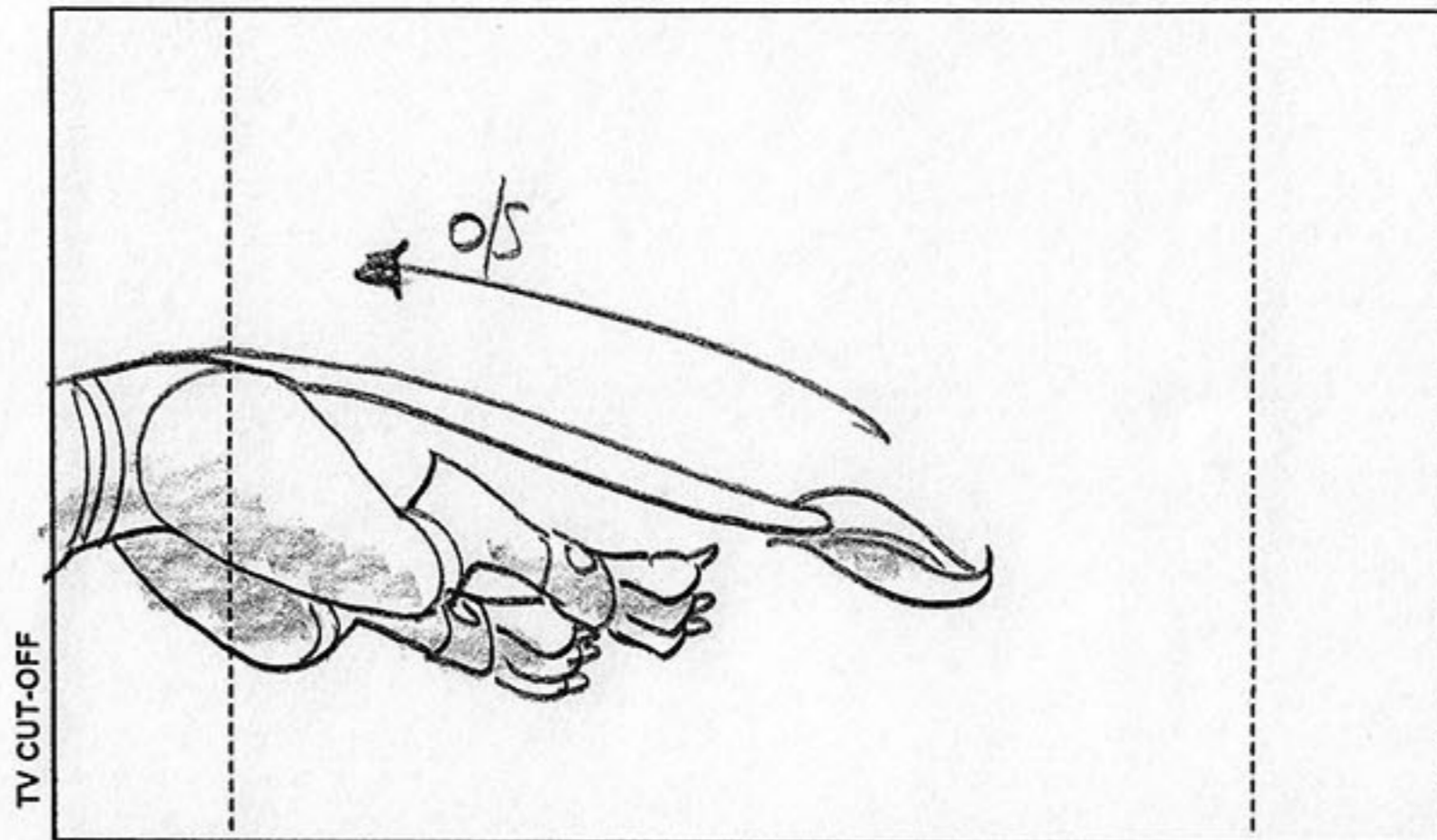
SCENE C57 CONT'D B.G.



TV CUT-OFF

C-BOT/LION ANTICS -- PANEL 6

SCENE C57 B.G.



TV CUT-OFF

TV CUT-OFF

-- 9 LEAPS O/S -- PANEL 7

ACTION

DIAL

TIMING

(12x)

8x

16 : 9 Widescreen Format

257311



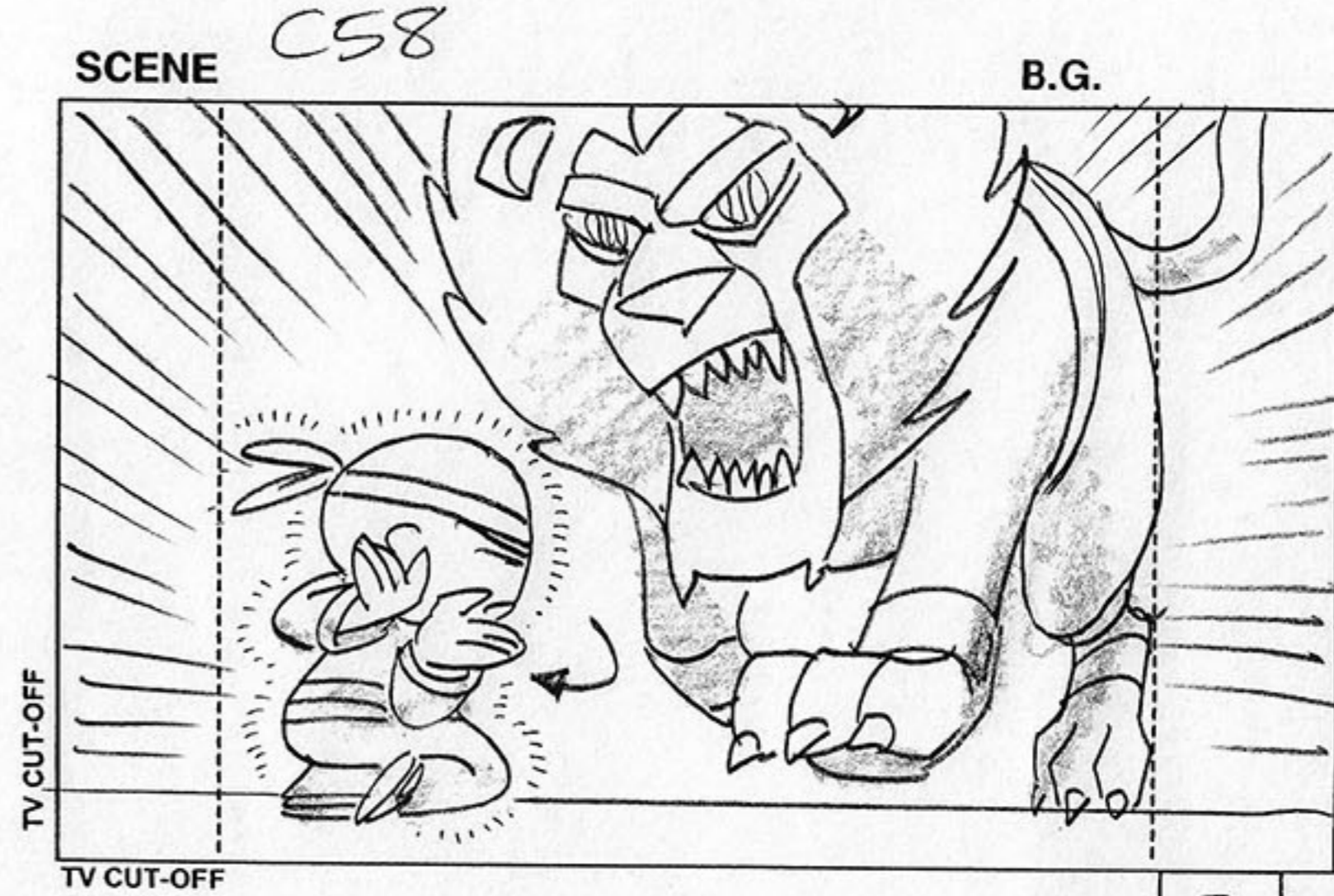
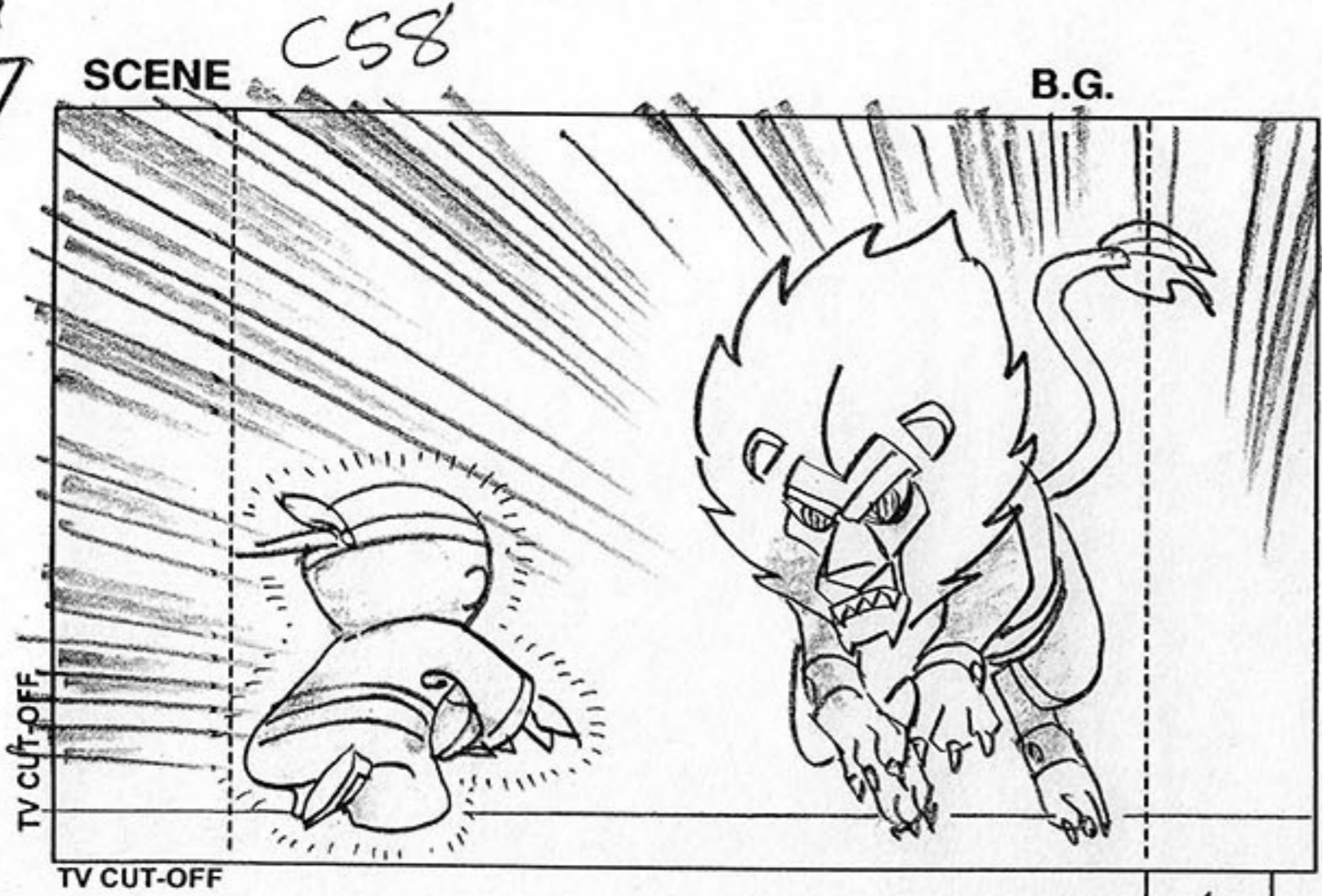
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PAGE C126

H/U
▽



ACTION

C-BOT/LION CHARGES AT OMI -
SPEED BLUR BG - USE BASEMENT COLORS

OMI SWINGS ARMS BACK -
(1°)

DIAL

C58

(2°)



LION SHOULD RUN
WITH BIG, SLOPPY,
POWERFUL STRIDES

LION STEADILY INCREASES IN
SIZE AS SCENE PROGRESSES -
CYCLE SIX FULL STRIDES FROM
START TO FINISH

8X cycle on 1x's

TIMING

30

16 : 9 Widescreen Format

257311



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H/V
▽

SCENE C59

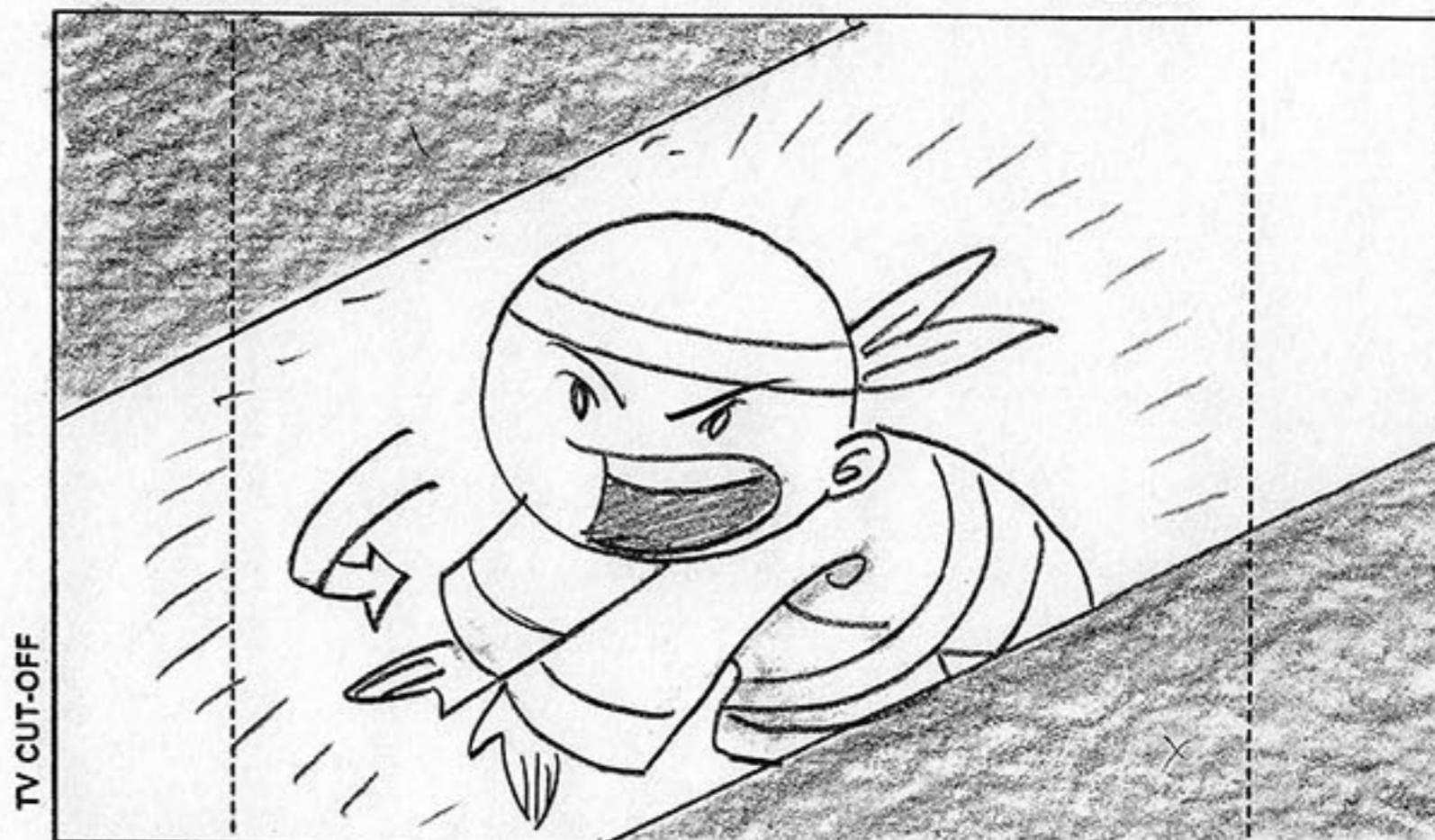
B.G.



PANEL 1

SCENE C59

B.G.



PANEL 2

ACTION

ON OMI

OMI GESTURES BACK -

ANIMATE OUT

DIAL

OMI:
W

I

TIMING

4
DIAU97

16 : 9 Widescreen Format

257311

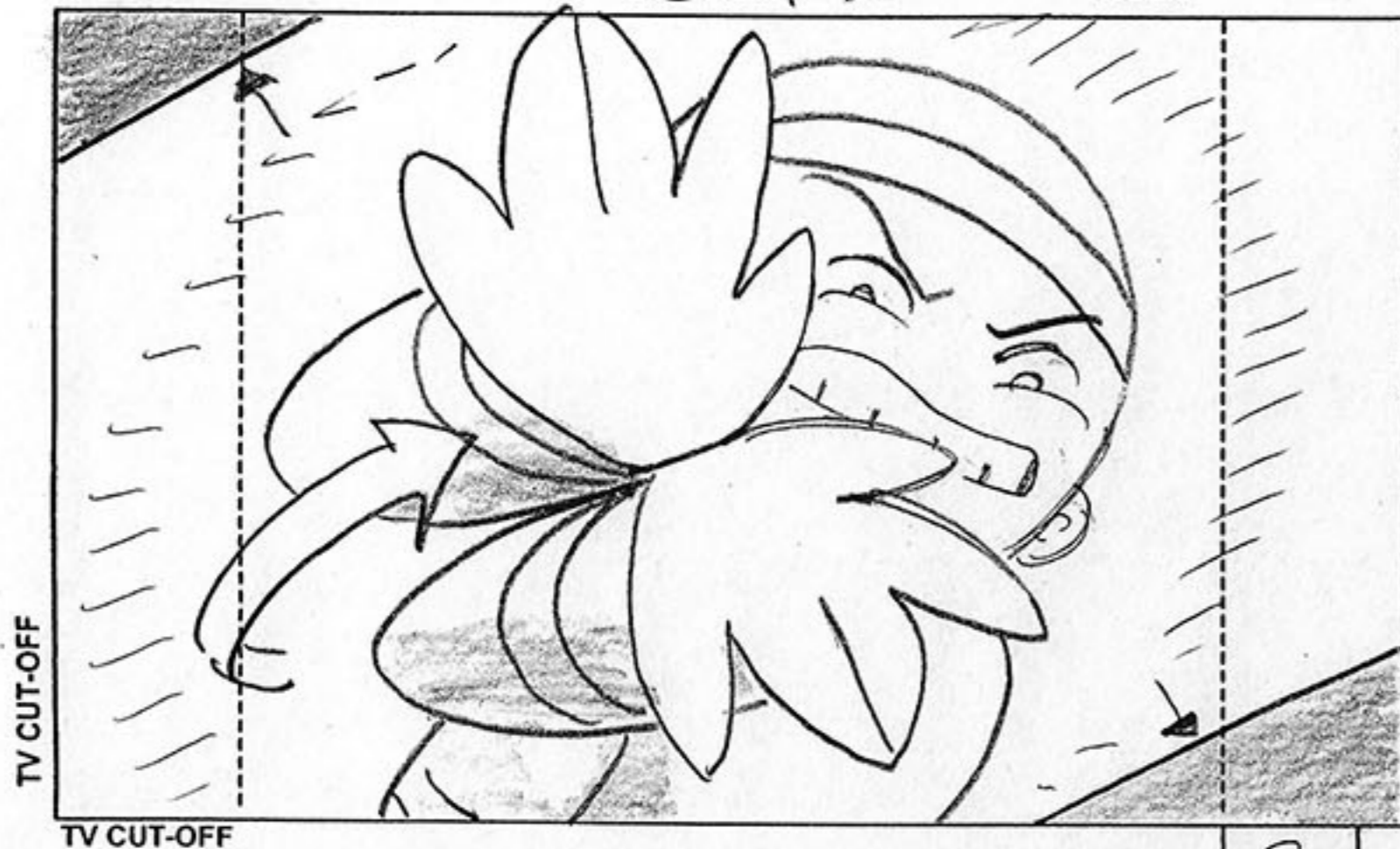


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SCENE C59 CONT'D B.G.



PANEL 3

ACTION

OMI GESTURES FWD -
PULL FRAME EDGES APART

DIAL

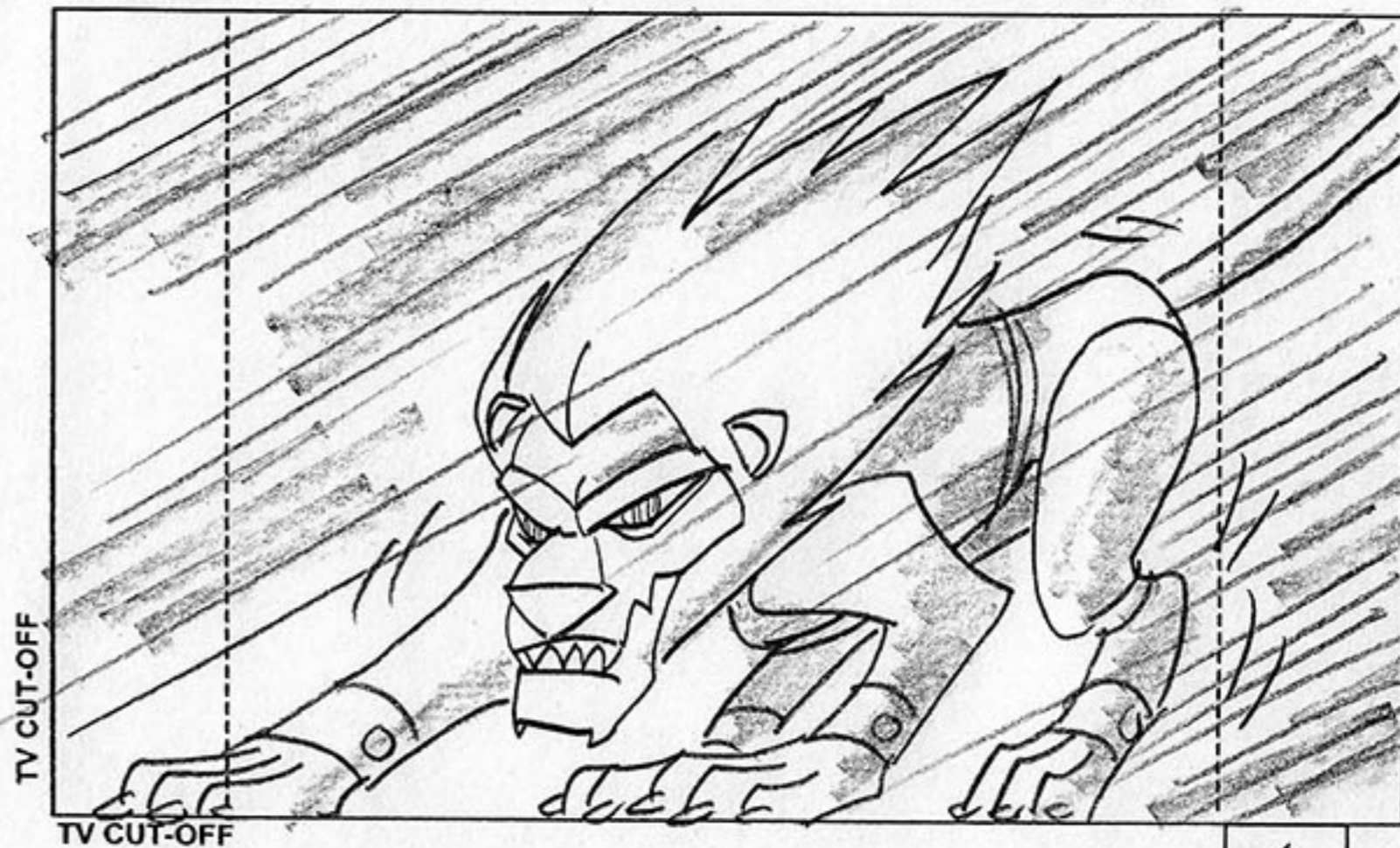
ND!
OMI: (CONT'D)

TIMING

Cont P12 197

(4x)

SCENE C60 B.G.



PANEL 1

WIND HITS C-BOT/LION -
LION TRIES TO HOLD ON -

SPEED BLUR - USE WIND & SKY COLORS

212

16 : 9 Widescreen Format

257311



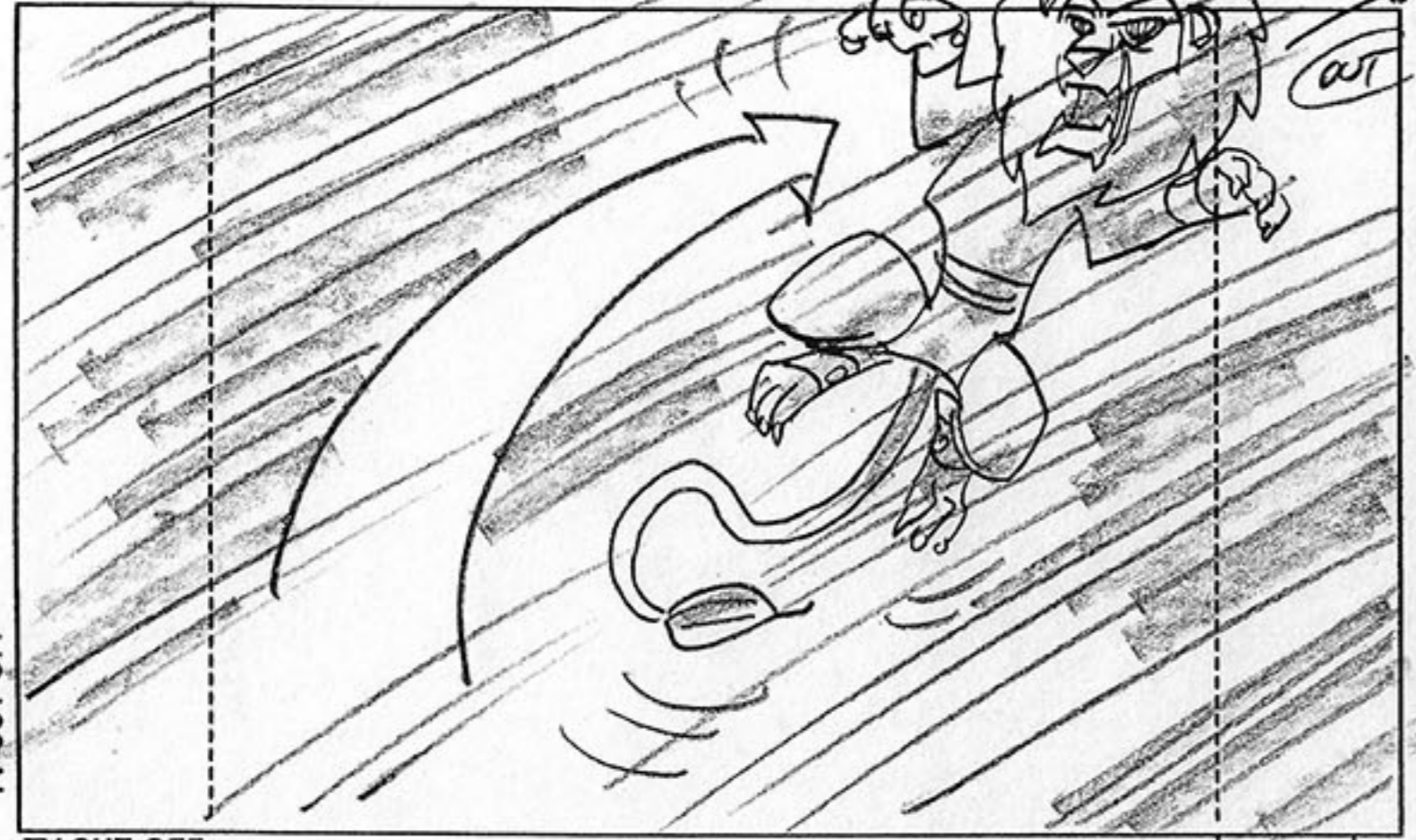
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PAGE C129

SCENE C60 CONT'D



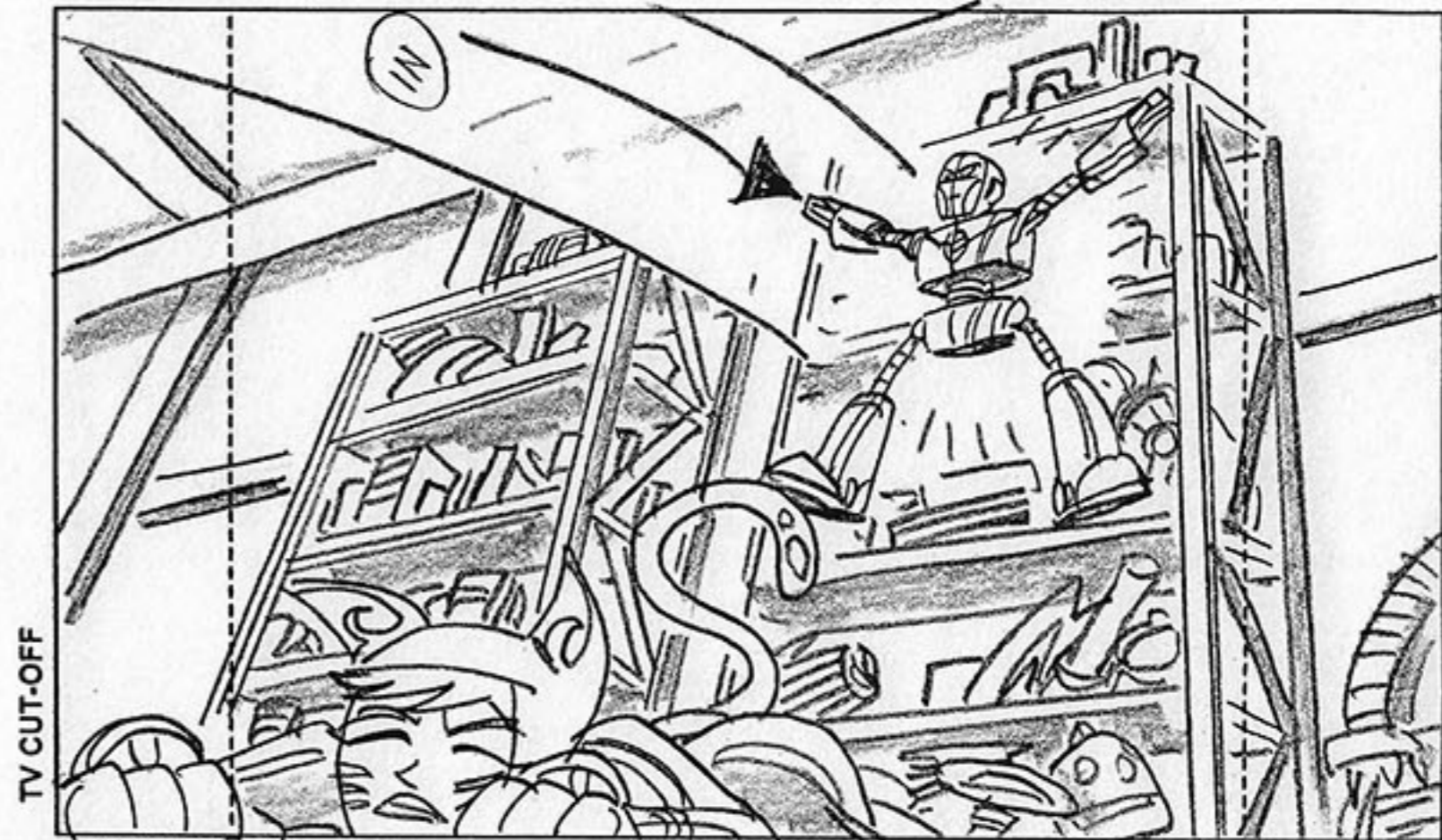
TV CUT-OFF

C-BOT / LION IS BLOWN AWAY -

PANEL

2

SCENE C61 (Match Se. C57) B.G.



TV CUT-OFF

TV CUT-OFF

(IN) C-BOT SLAMS INTO SHELF -

PANEL

1

ACTION

DIAL

TIMING

78

C61

18

48

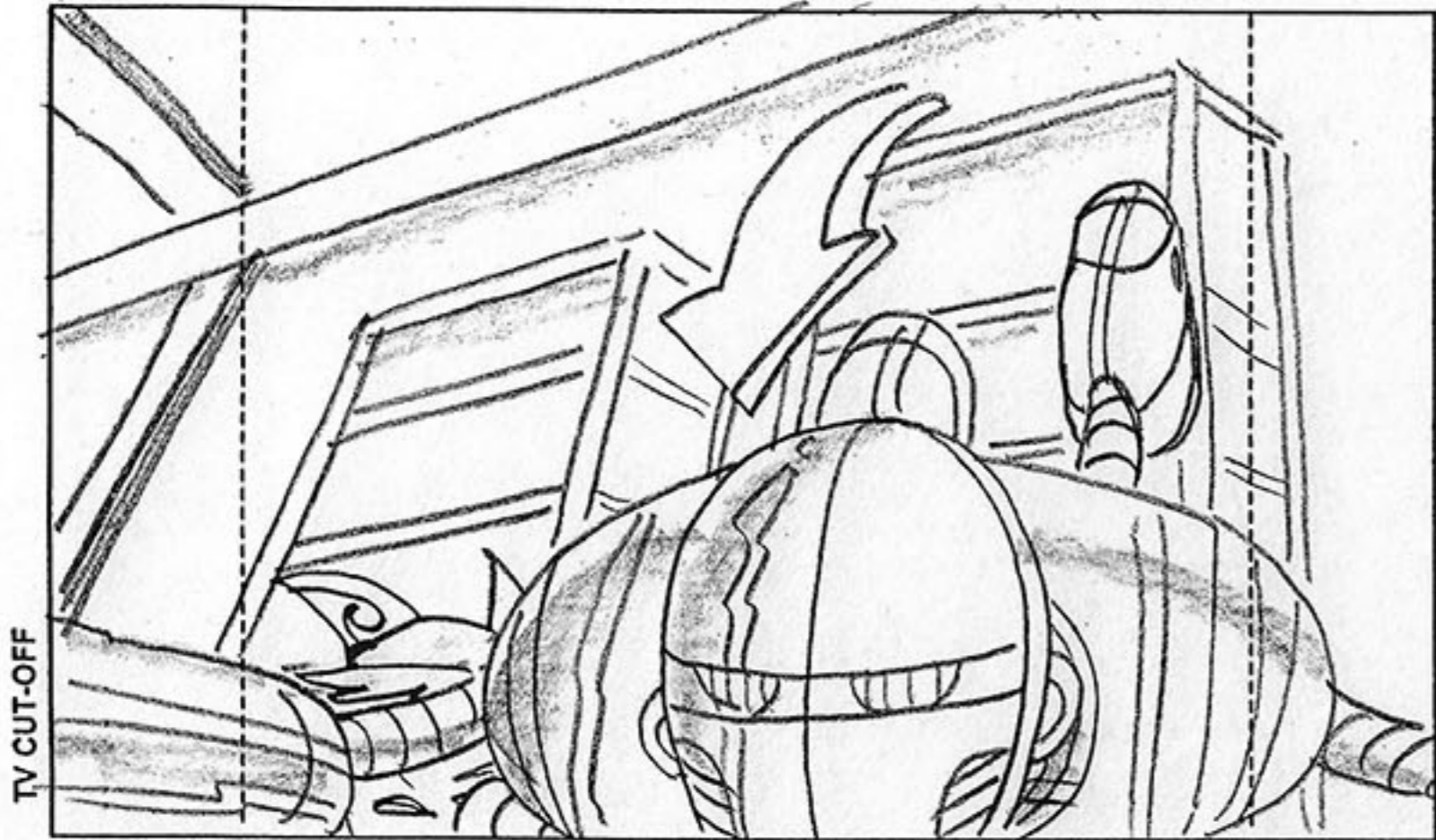
16 : 9 Widescreen Format

257311

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SCENE C61 CONT'D B.G.



PANEL 2

SCENE C61 B.G.



PANEL 3

ACTION

C-BOT FALLS CLOSE TO CAM
AND HIS EYE COLOR FADES TO BLACK

DIAL

(8x)

2^o

TIMING

16 : 9 Widescreen Format

257311

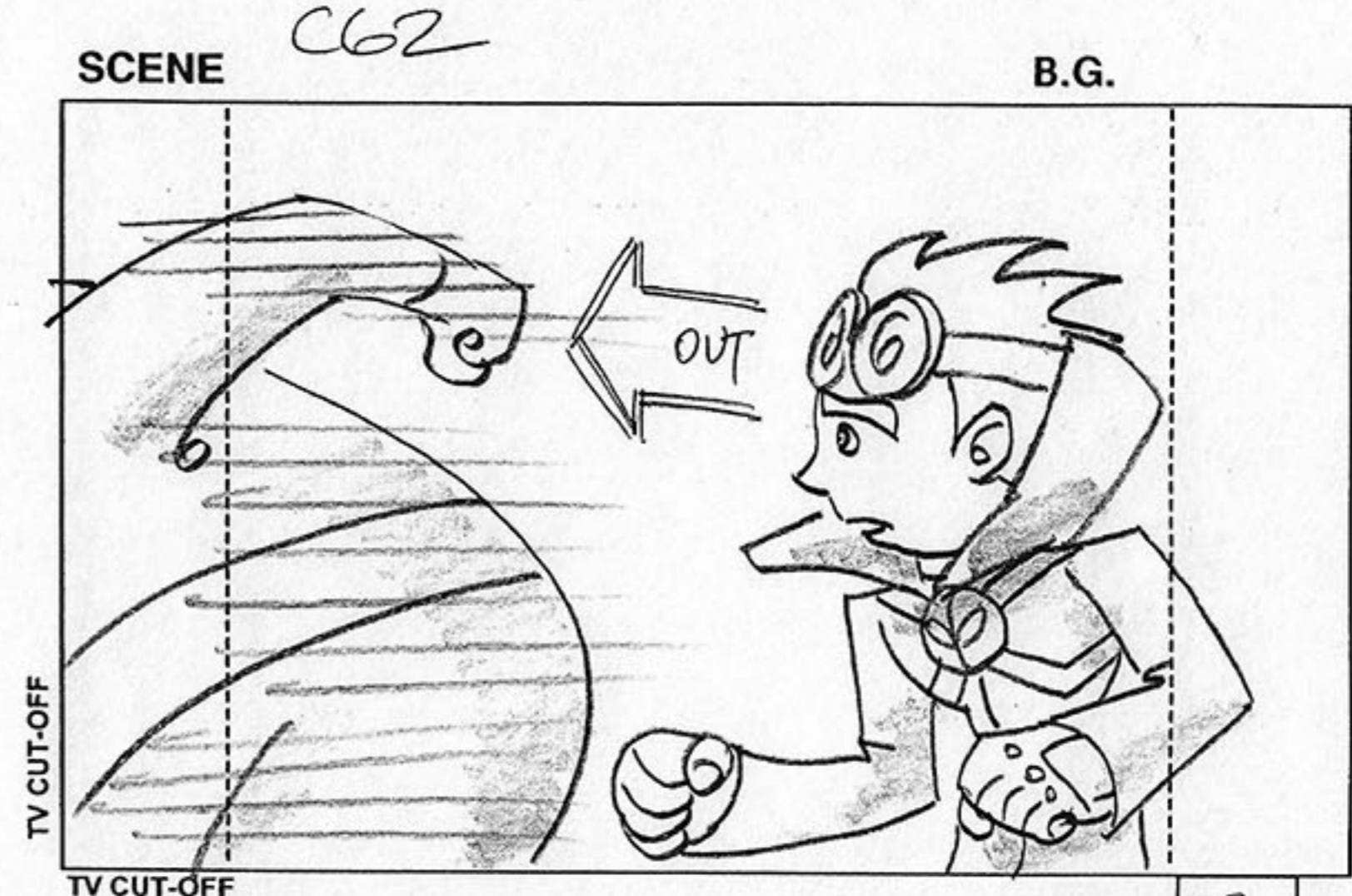
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✓



TUBBI (IN) BEHIND JACK -



TUBBI RACES O/S -

ACTION

DIAL

TIMING

C62 12x

8x

14

16 : 9 Widescreen Format

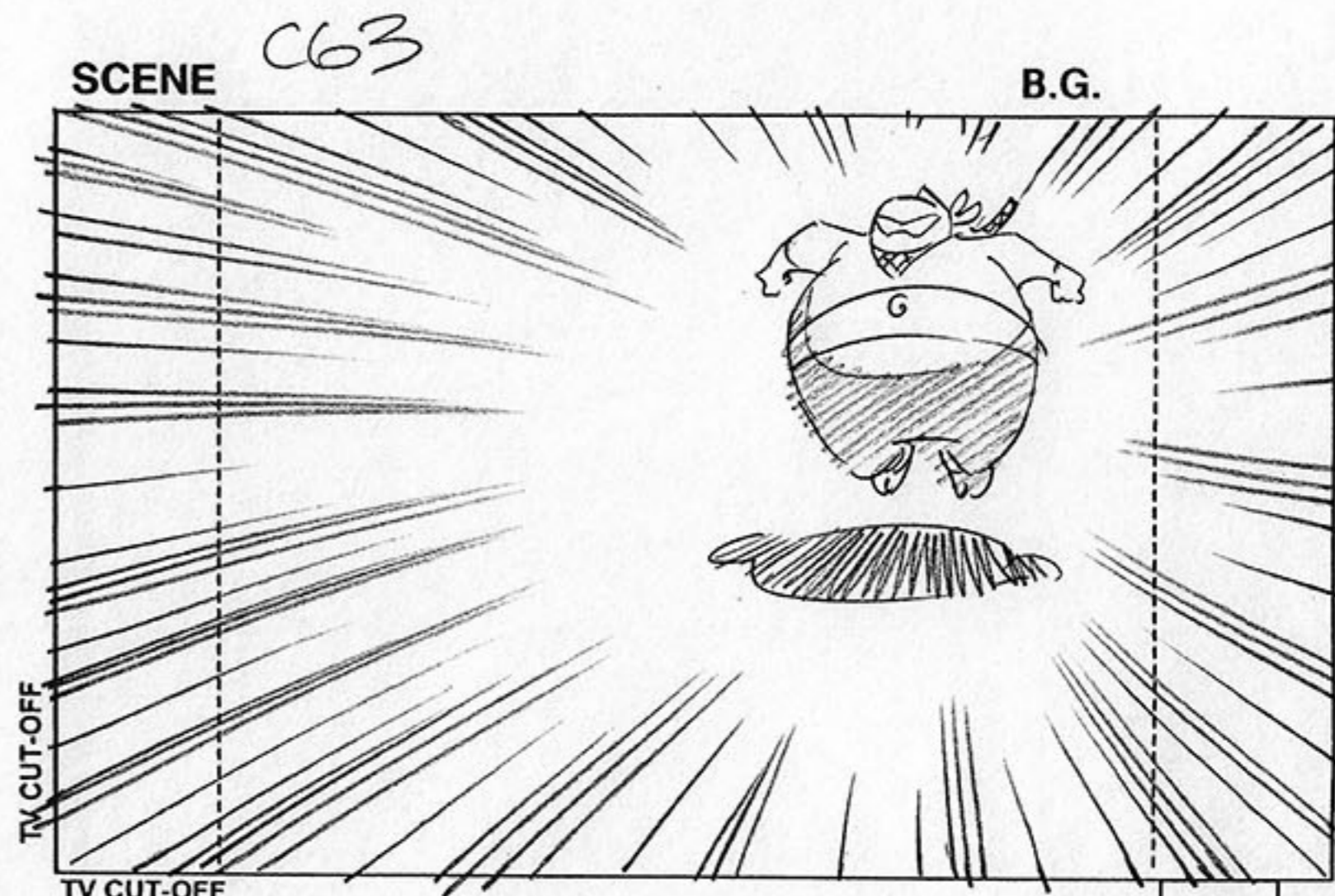
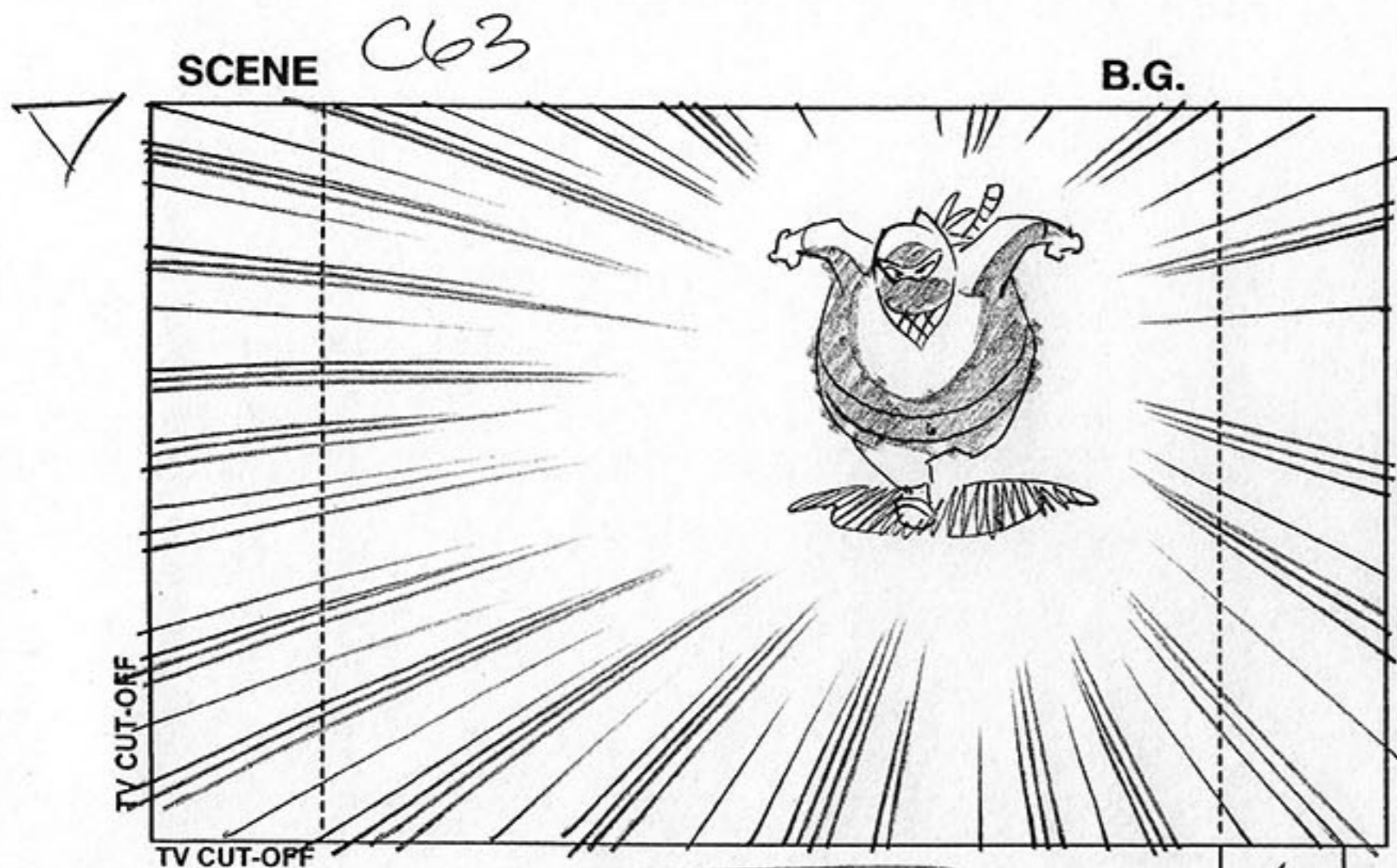
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ACTION

CAM SHAKE

PANEL 1

Tubbimura runs in place for a few steps

DIAL

SPEED BLUR BG- USE BASEMENT COLORS

TUBBI: AARRRRRRRR 10 →

TIMING

C63

(2)

A — (Dir 197 B)

16 : 9 Widescreen Format

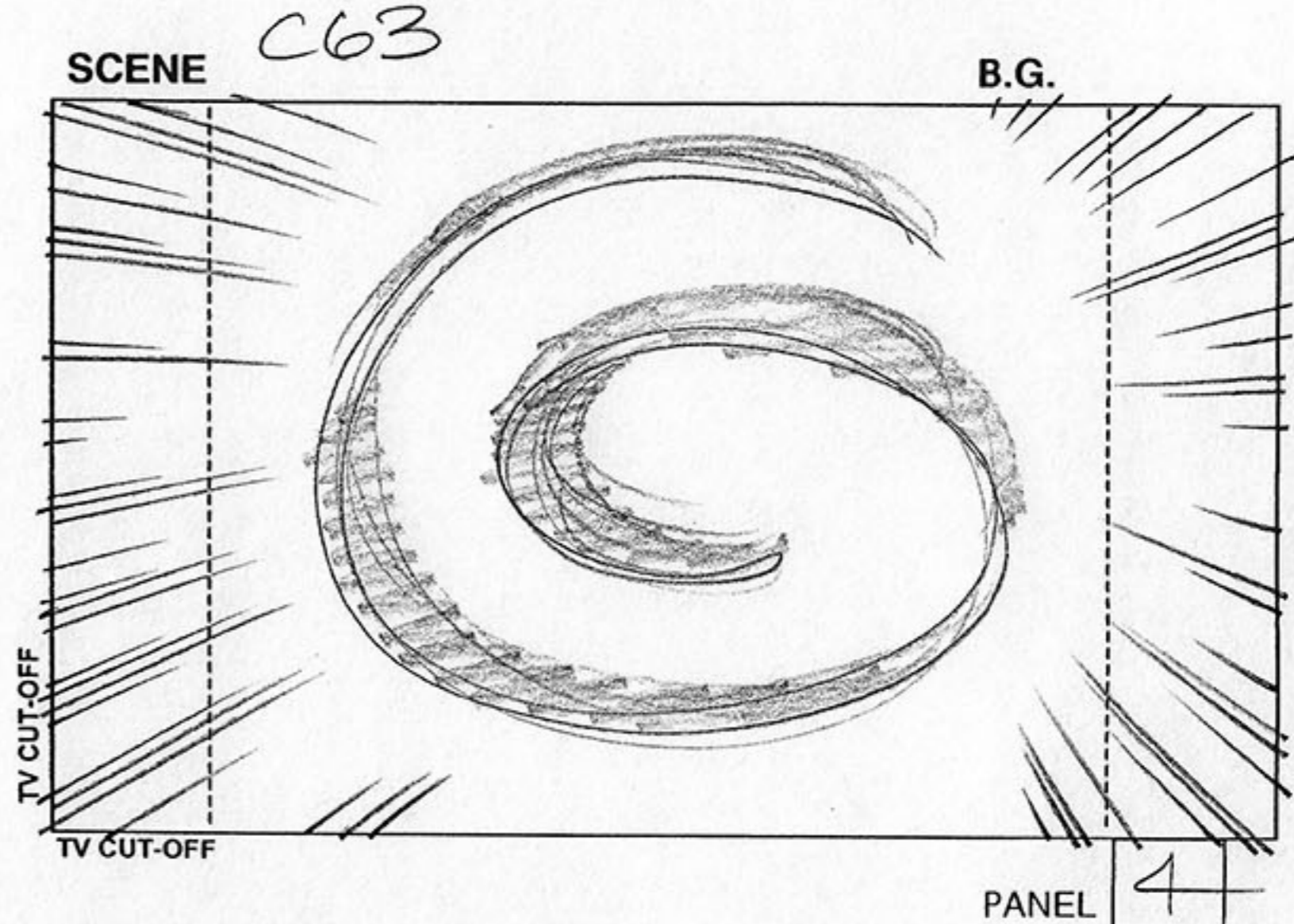
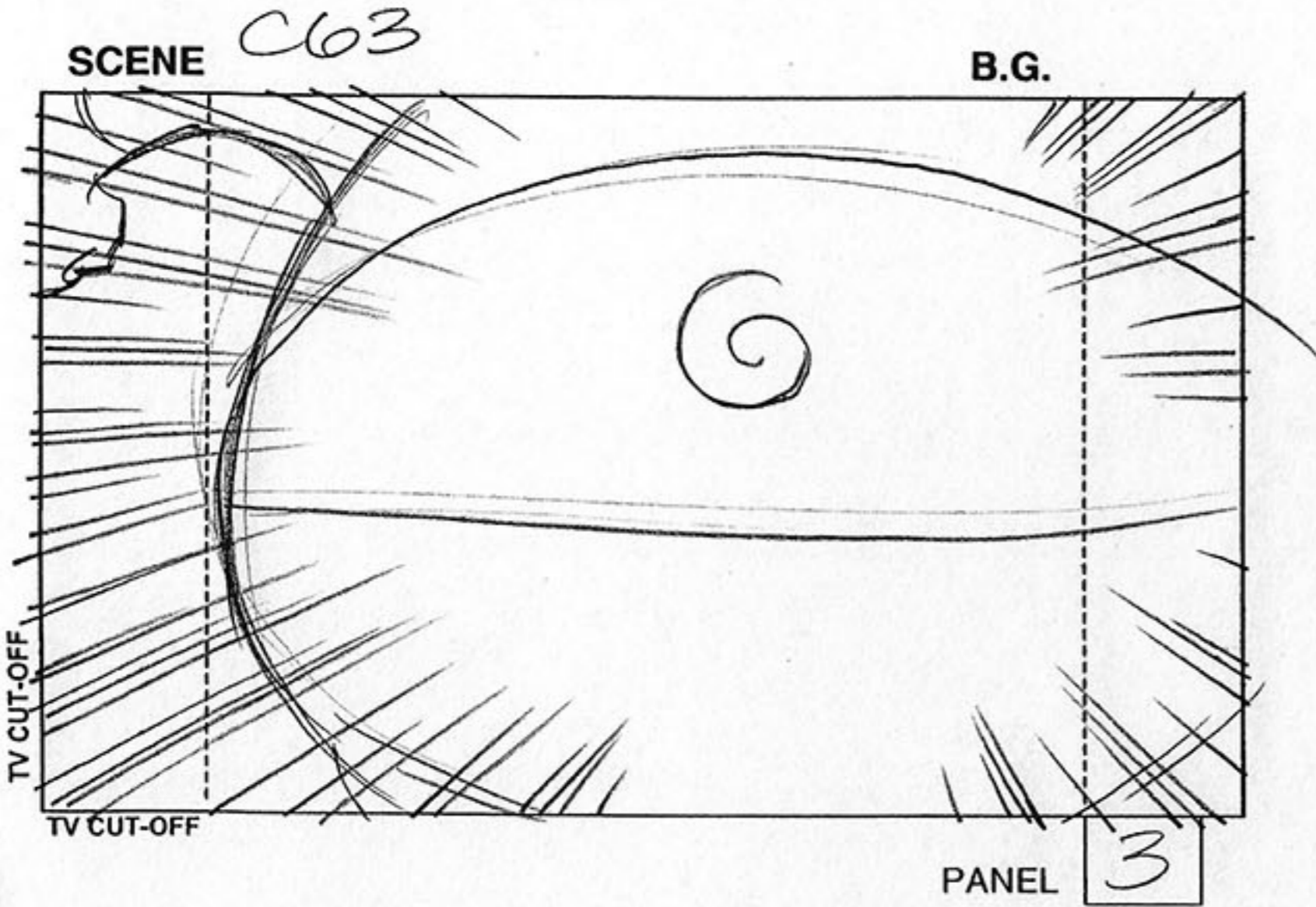
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ACTION

Tubbi's belly flies at camera

DIAL

(10)

TIMING

Cont Plan 1971B

His belly-button fills scene

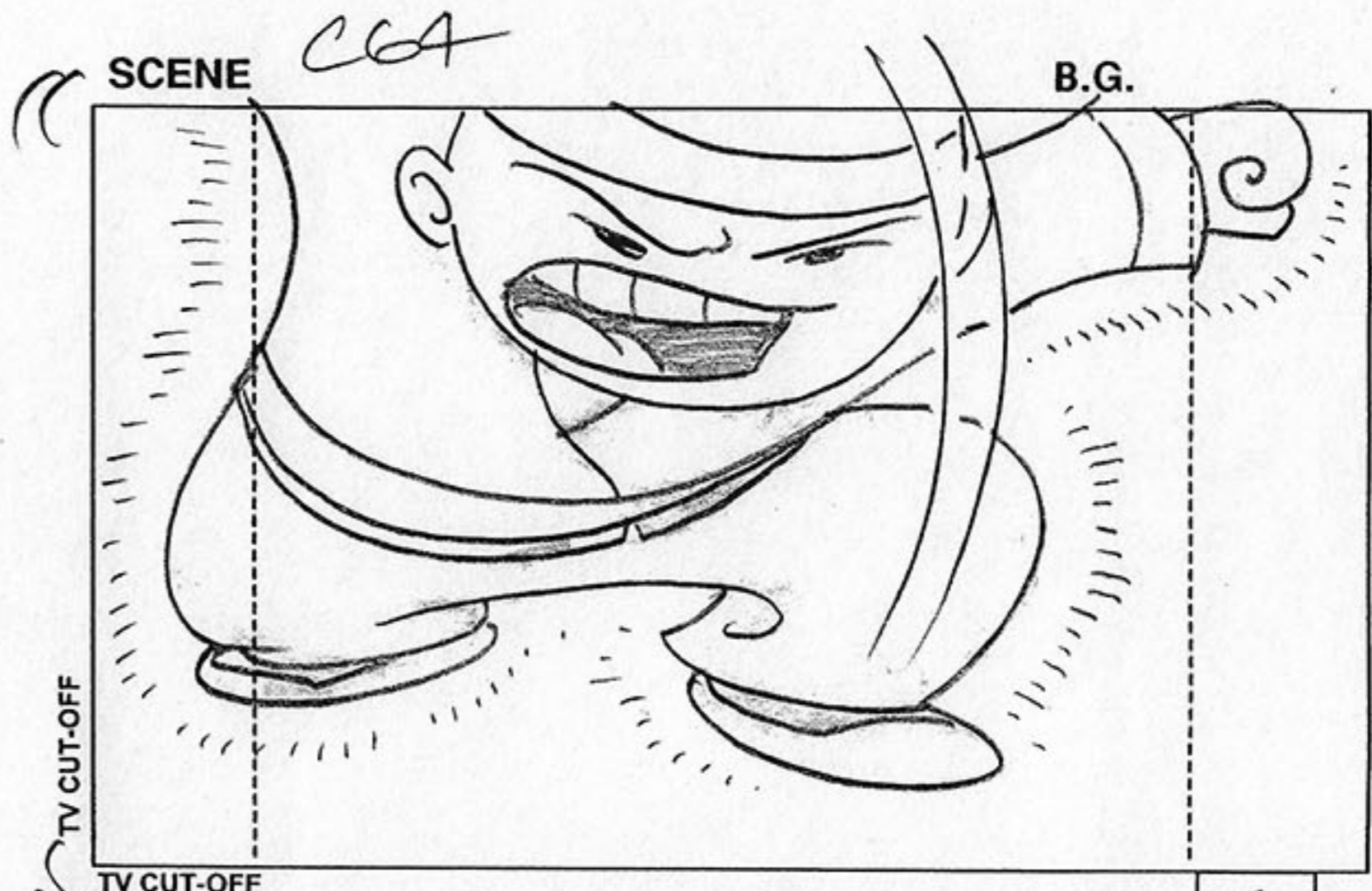
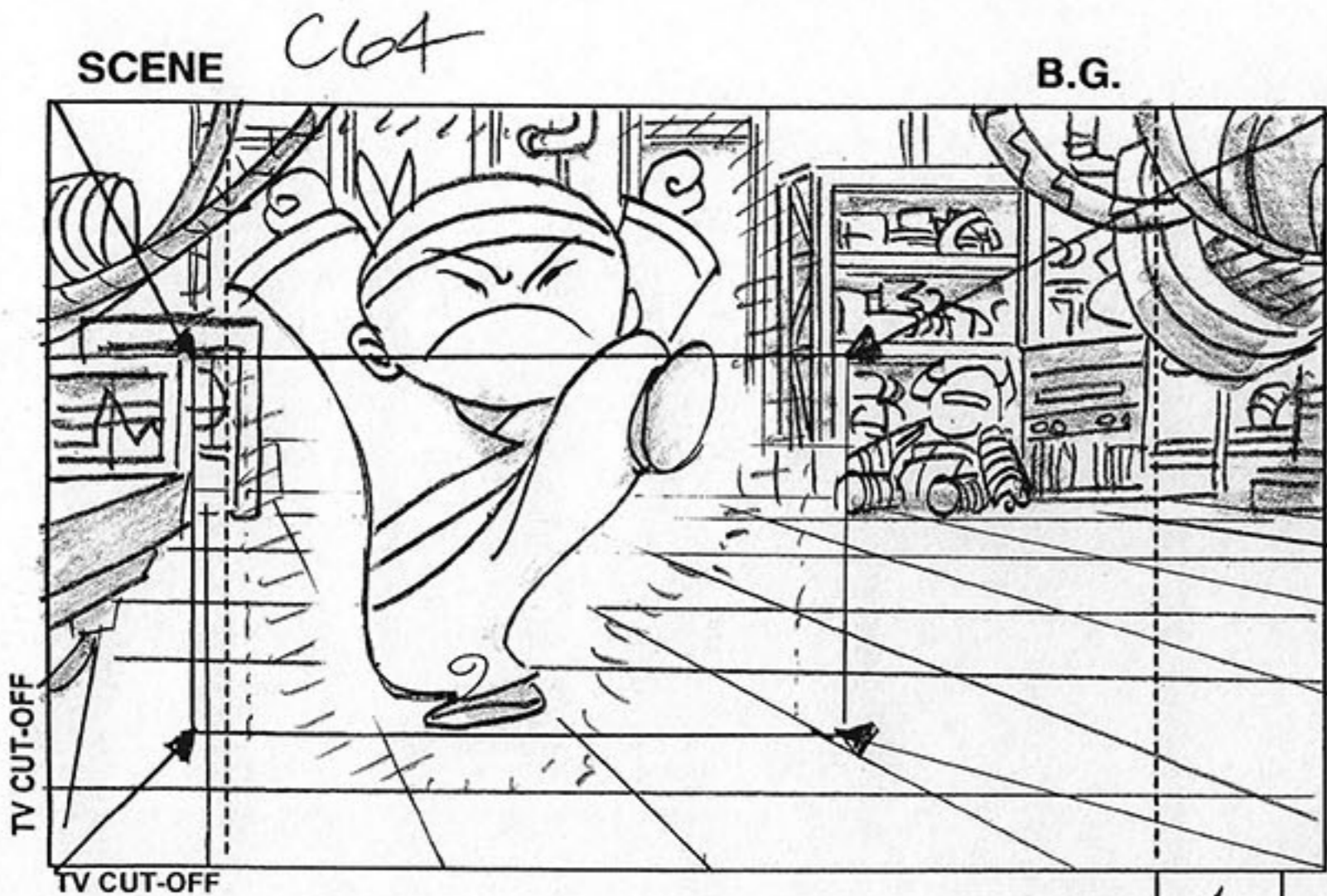
(8X)

16 : 9 Widescreen Format

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16 : 9 Widescreen Format

ACTION

TRUCK IN ON POISED OMI - PANEL 1

OMI STOMPS THE GROUND - (CAM SHAKE) PANEL 2

DIAL

C64

ANN 4x9 | DOWN 2x | HITS

OMI:
EARTH!

TIMING

TRUCK IN

14x

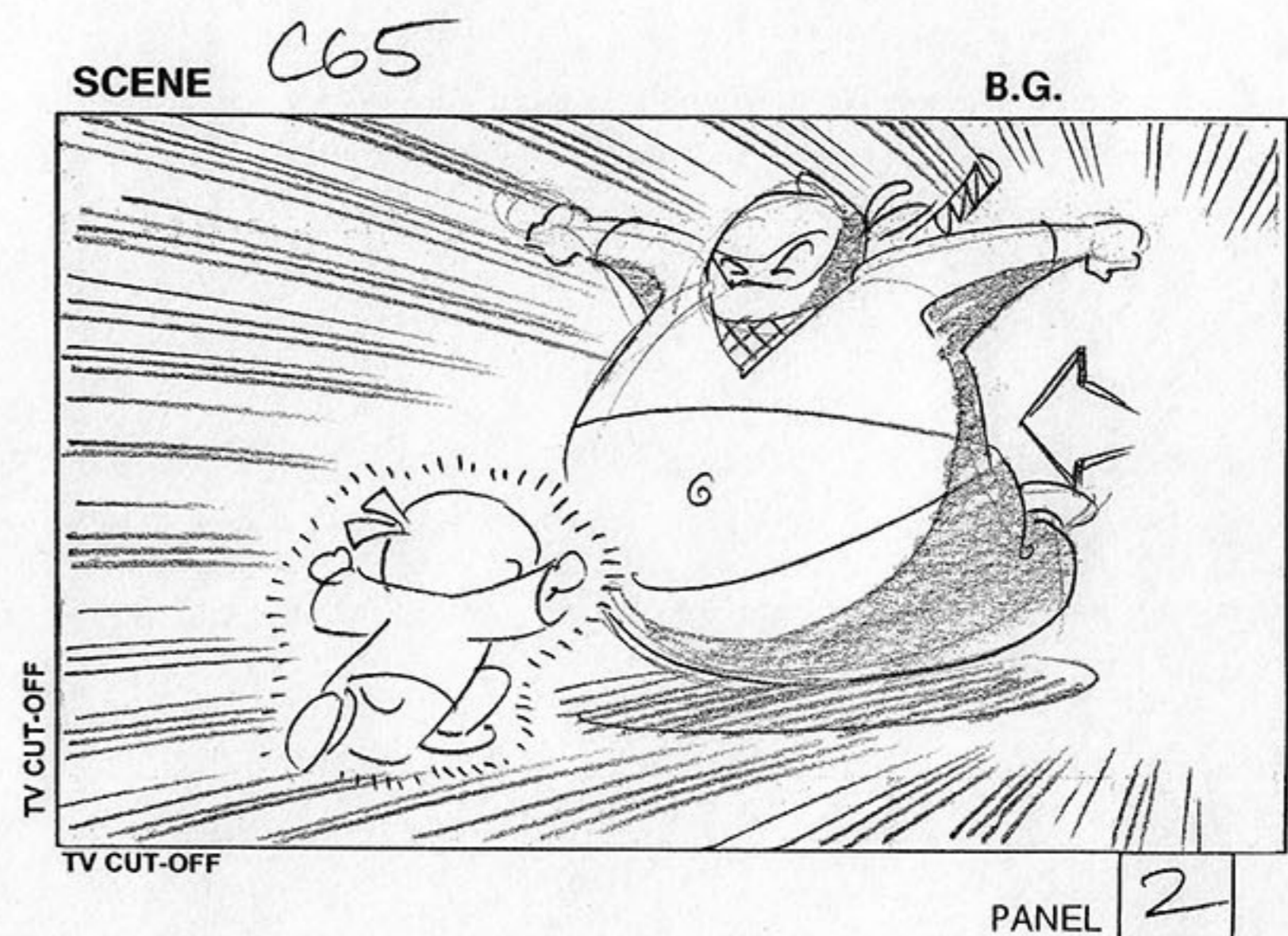
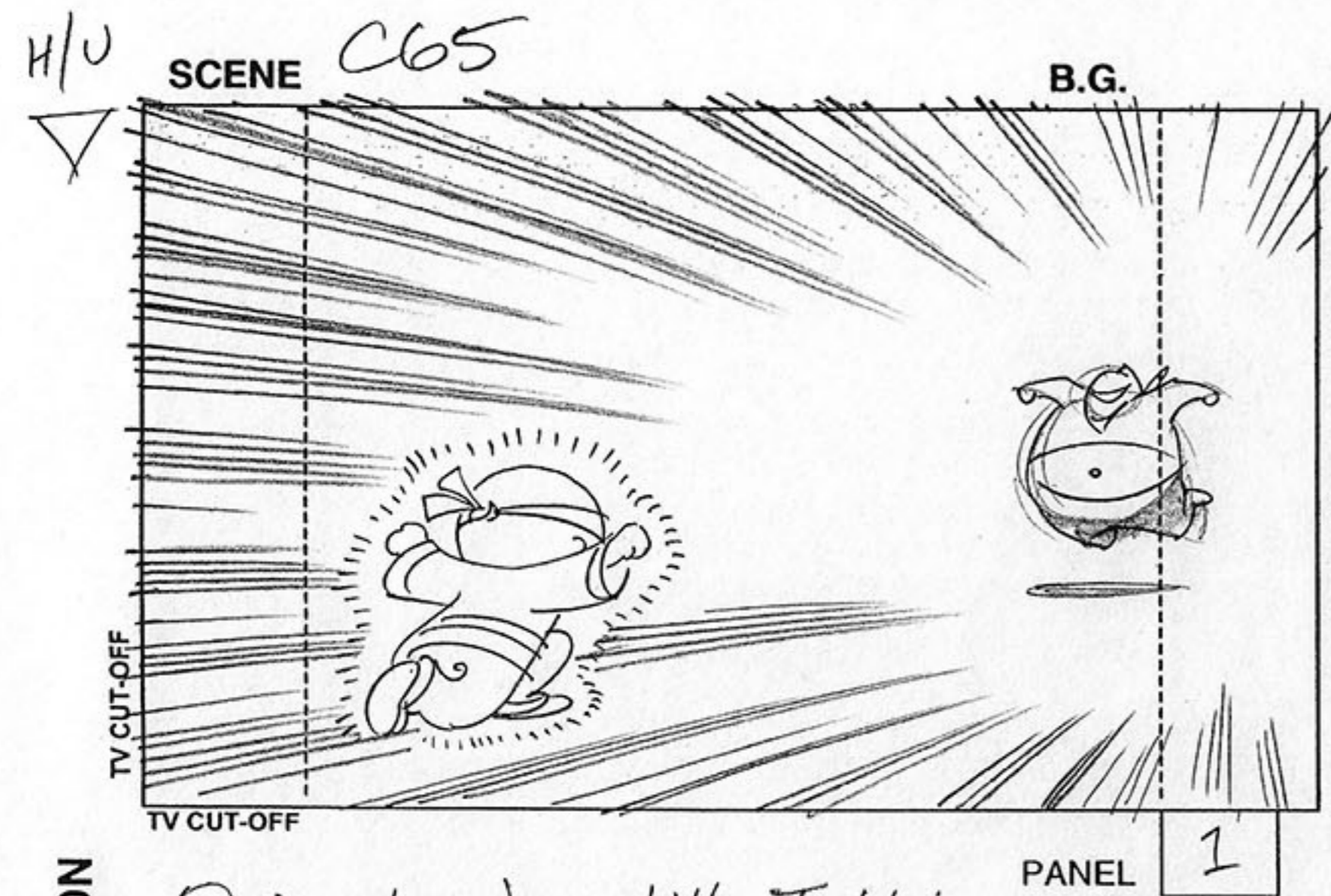
DIAL 198

257311

2x

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ACTION Omi stands still - Tubbi flies right toward him (start pose shown) Tubbi gains toward Omi

DIAL C65 (X) SPEED BLUR BG - USE BASEMENT COLORS HERE THROUGH SC. C67 X

TIMING 13

16 : 9 Widescreen Format

257311



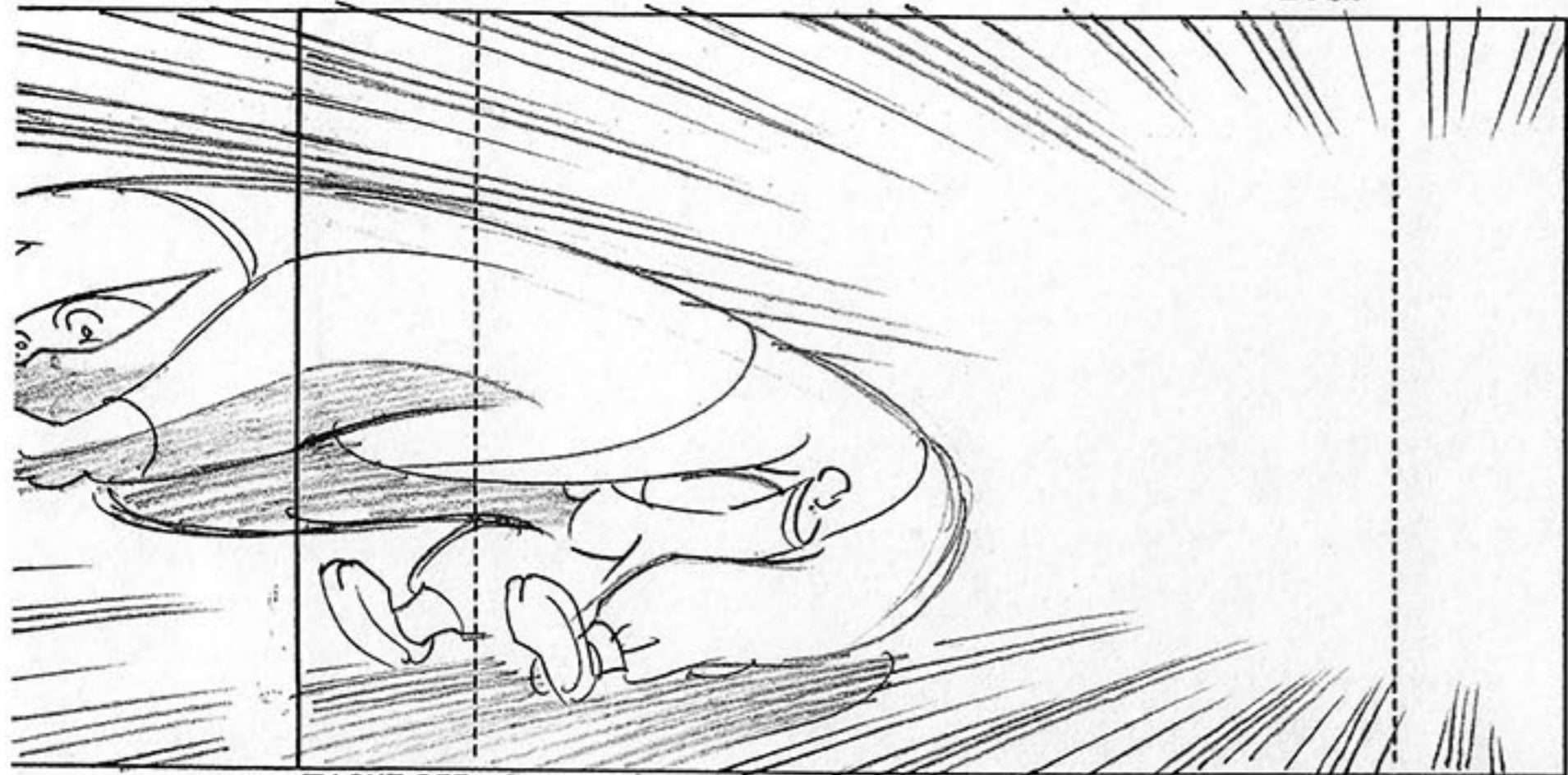
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SCENE C65

B.G.



TV CUT-OFF

PANEL 3

ACTION

← PAN ADJUST

Omi remains rooted to the floor-
Tubbi's body wraps around him

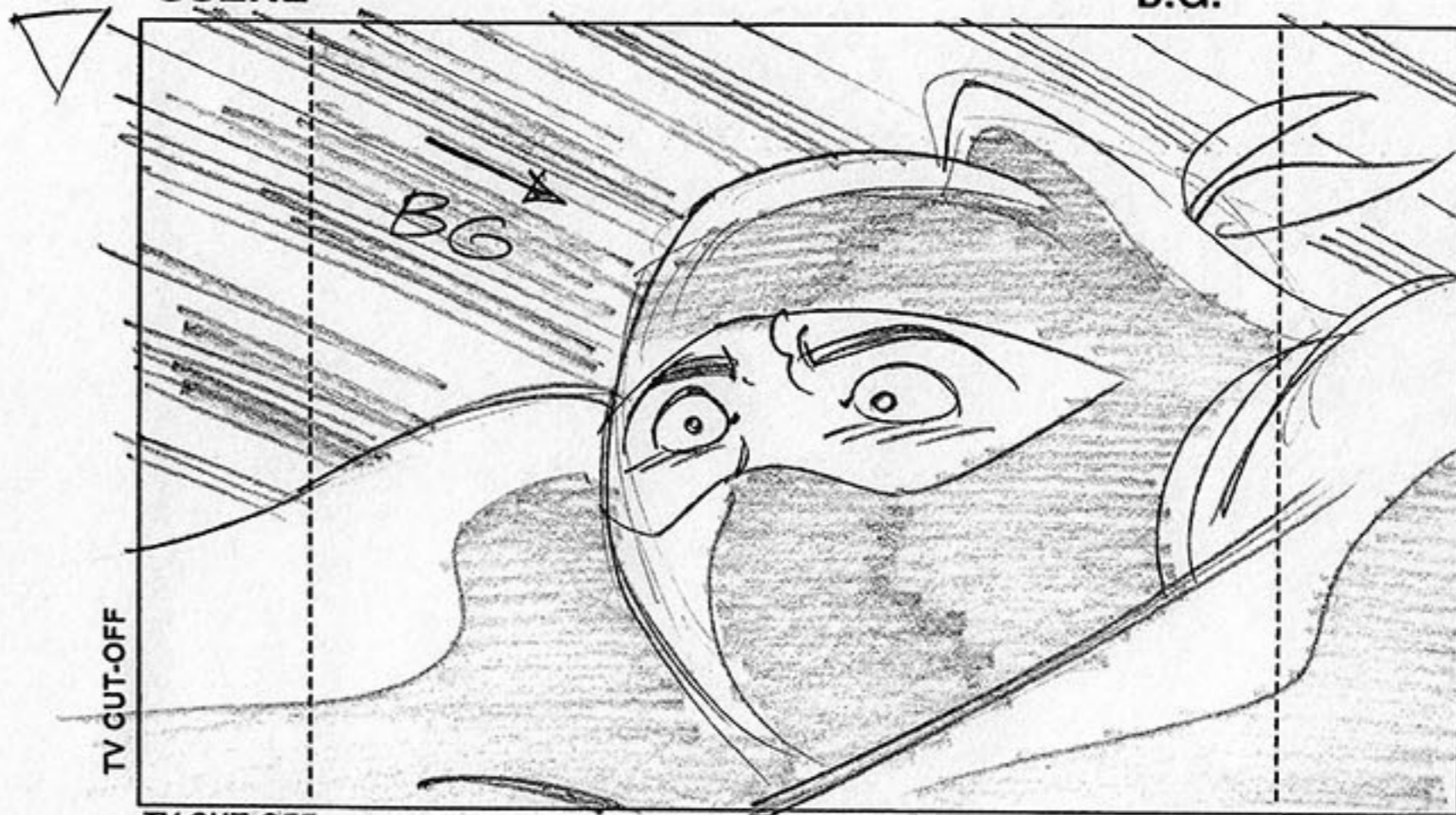
DIAL

12x

TIMING

H/U
SCENE C66

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 1

Close on Tubbi looking
Surprised

C66

(8x)

40

16 : 9 Widescreen Format

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PANEL 2

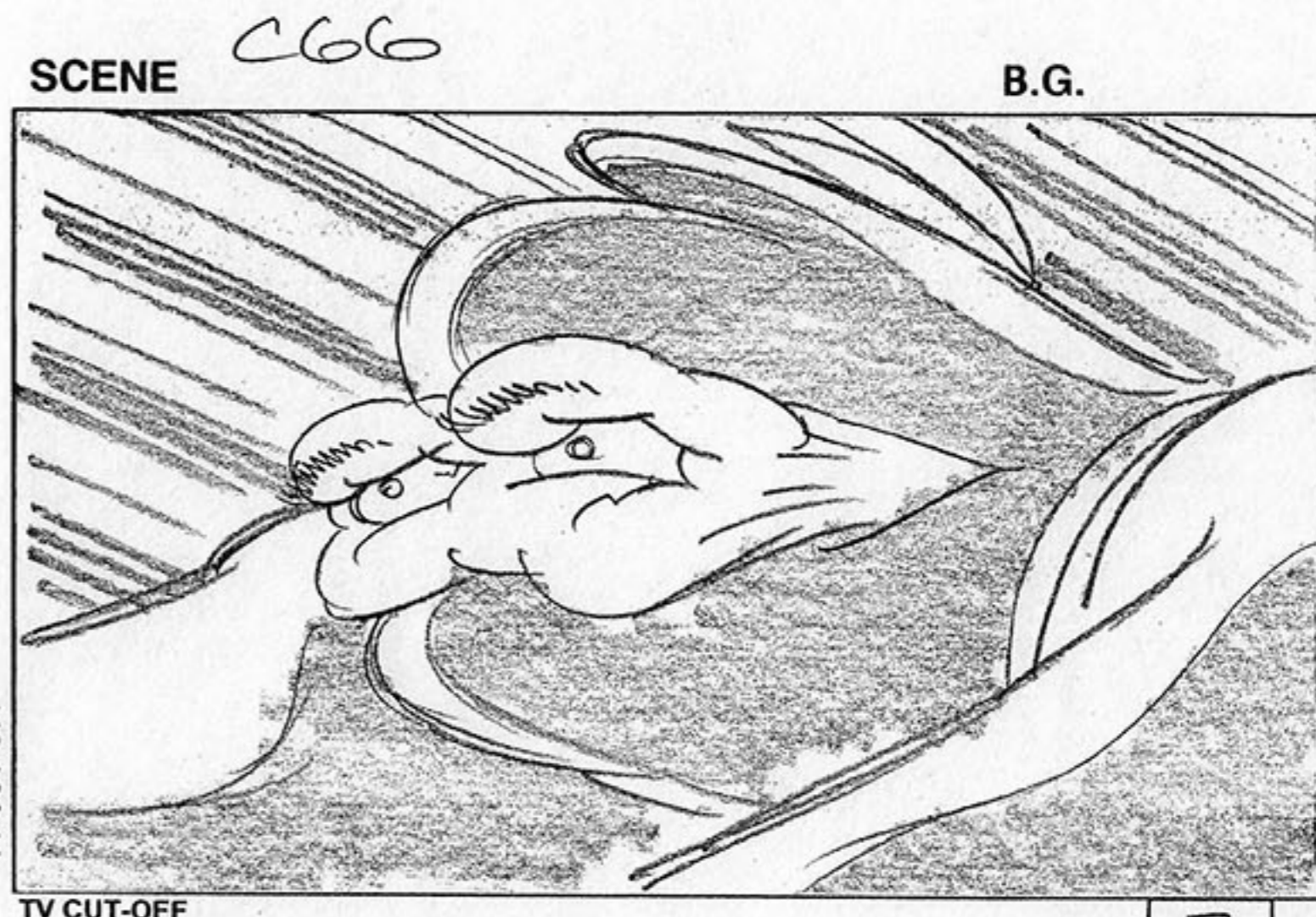
ACTION

Tubbi's eyes bulge and his face fat begins puffing out

DIAL

(12x)

TIMING



PANEL 3

Face-fat surrounds Tubbi's eyes

1^e

16 : 9 Widescreen Format

257311



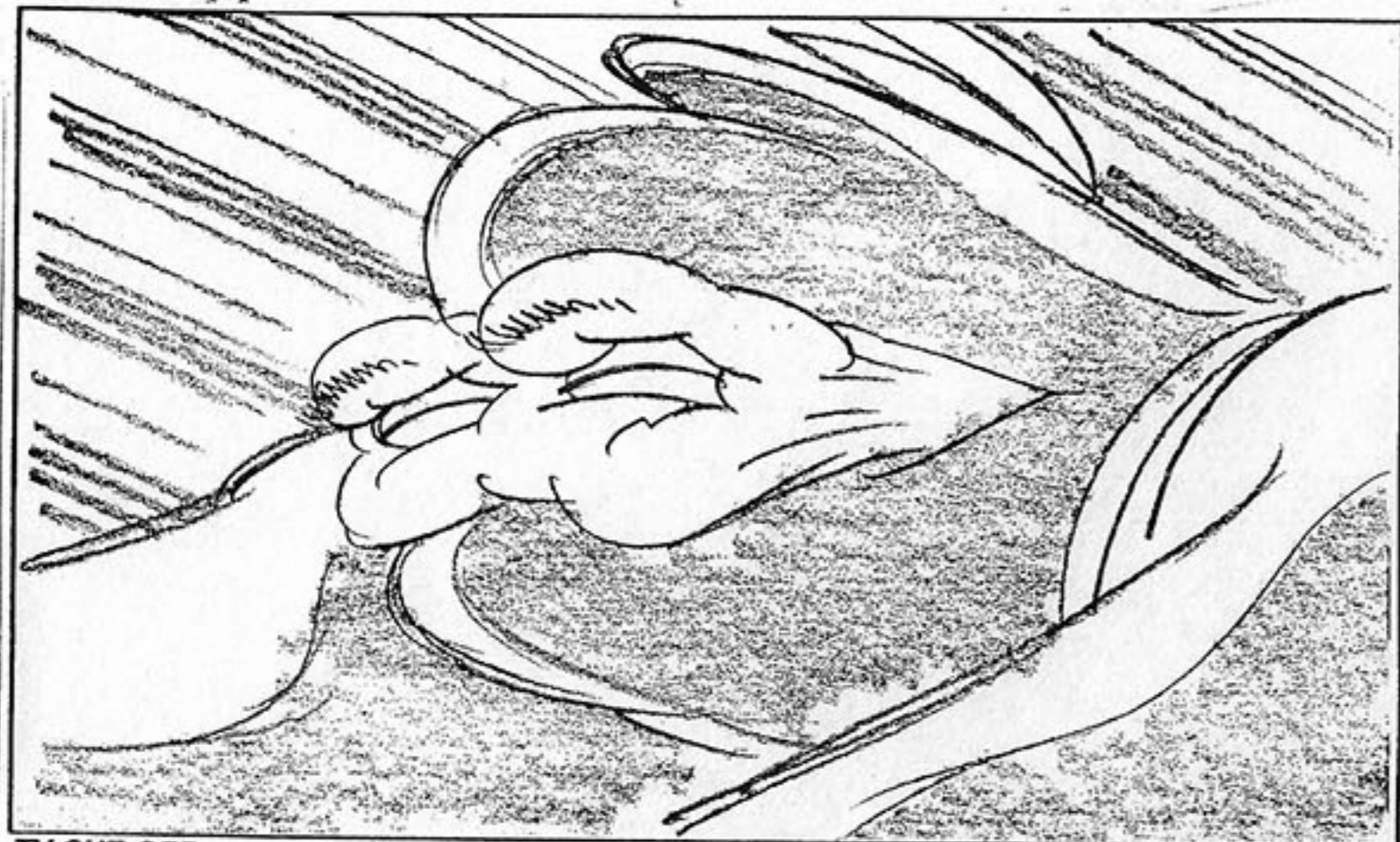
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SCENE C66

B.G.



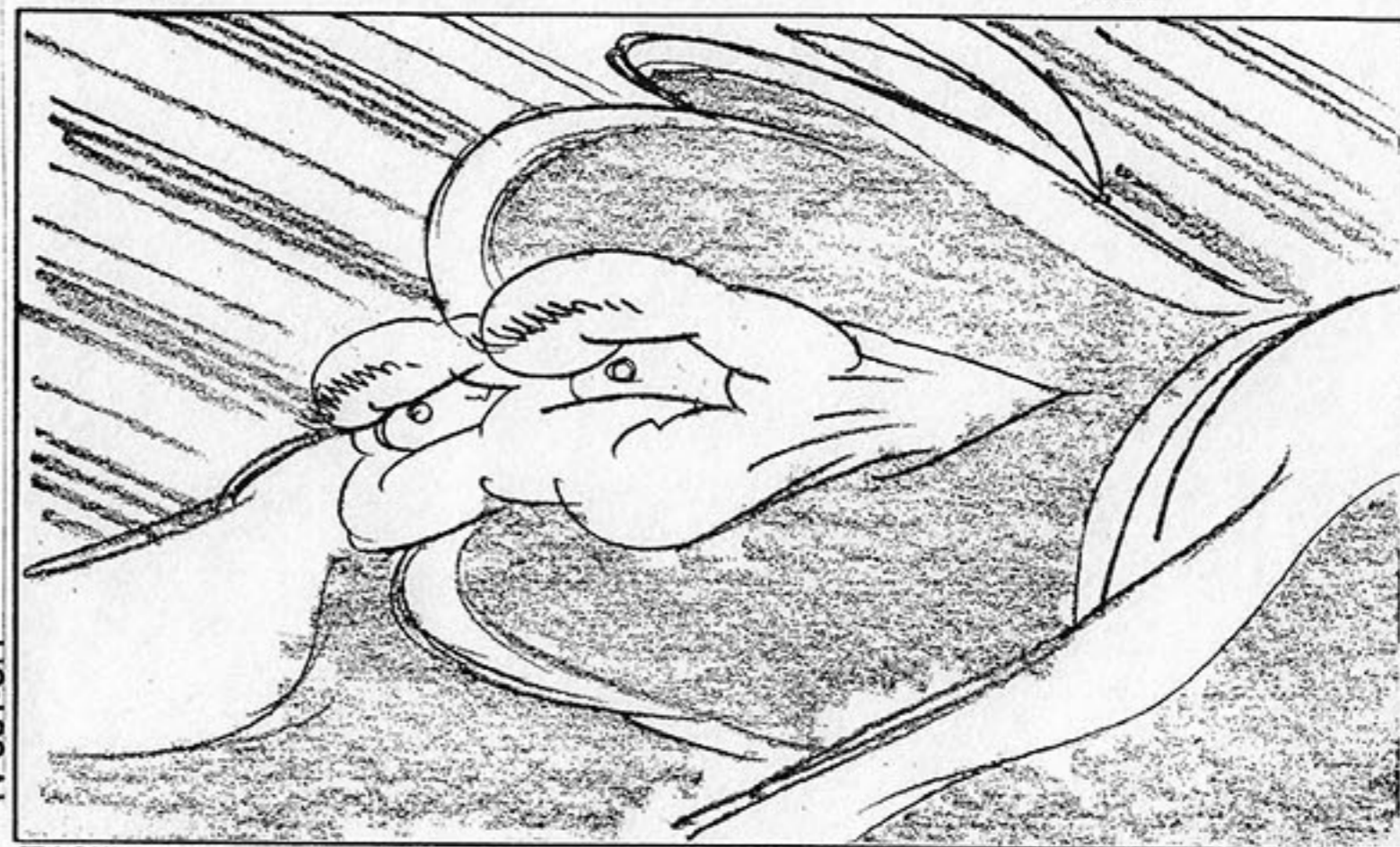
TV CUT-OFF

TV CUT-OFF

PANEL 4

SCENE C66

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 5

ACTION

He blinks (two times - quickly)

DIAL

(12x)

1^a

TIMING

16 : 9 Widescreen Format

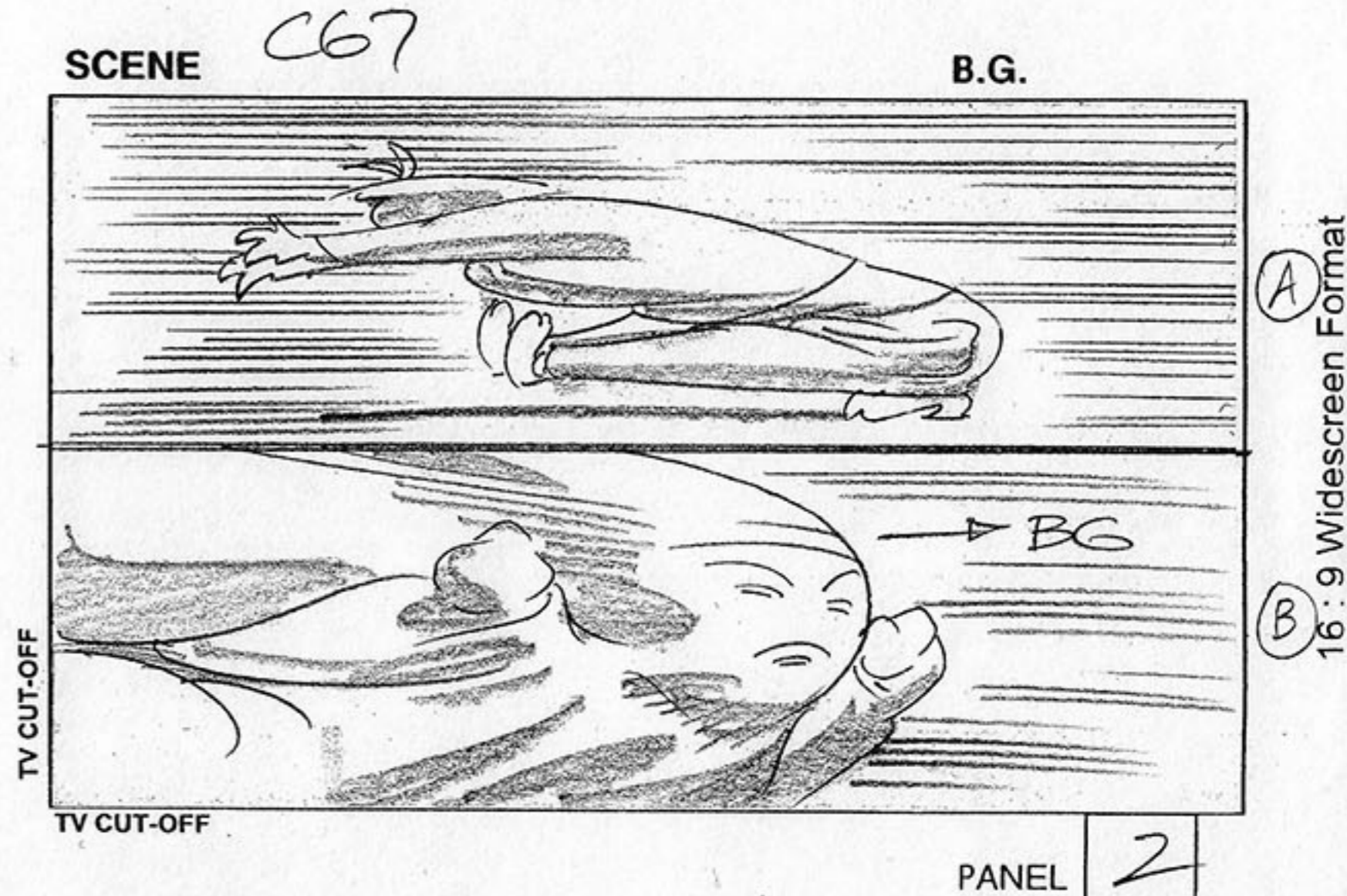
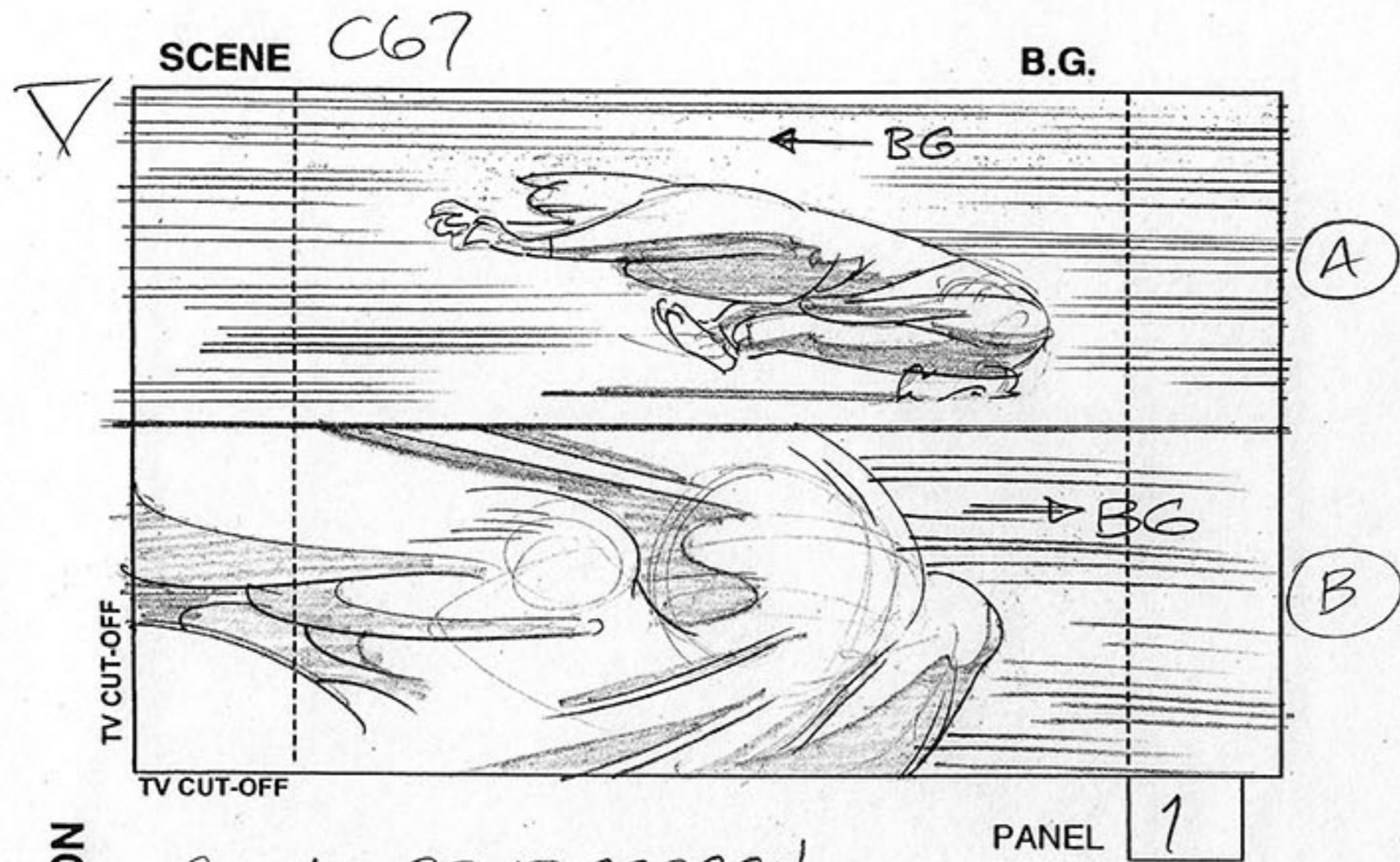
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ACTION

Go to SPLIT SCREEN -
Wide profile at top, Close up of
enwrapped Omi at bottom

Tubbi stretches out over
Omi's body

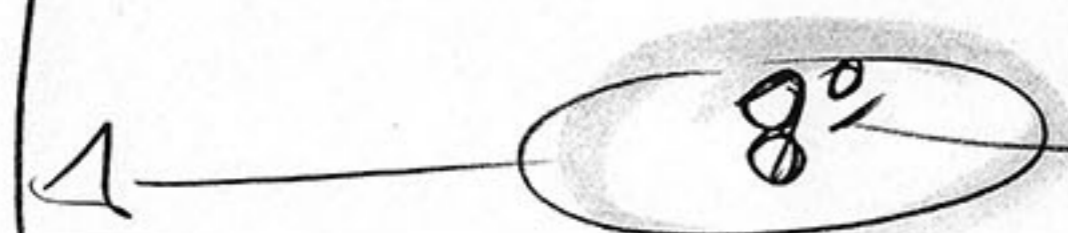
DIAL

C67

8x

19

TIMING



16:9 Widescreen Format

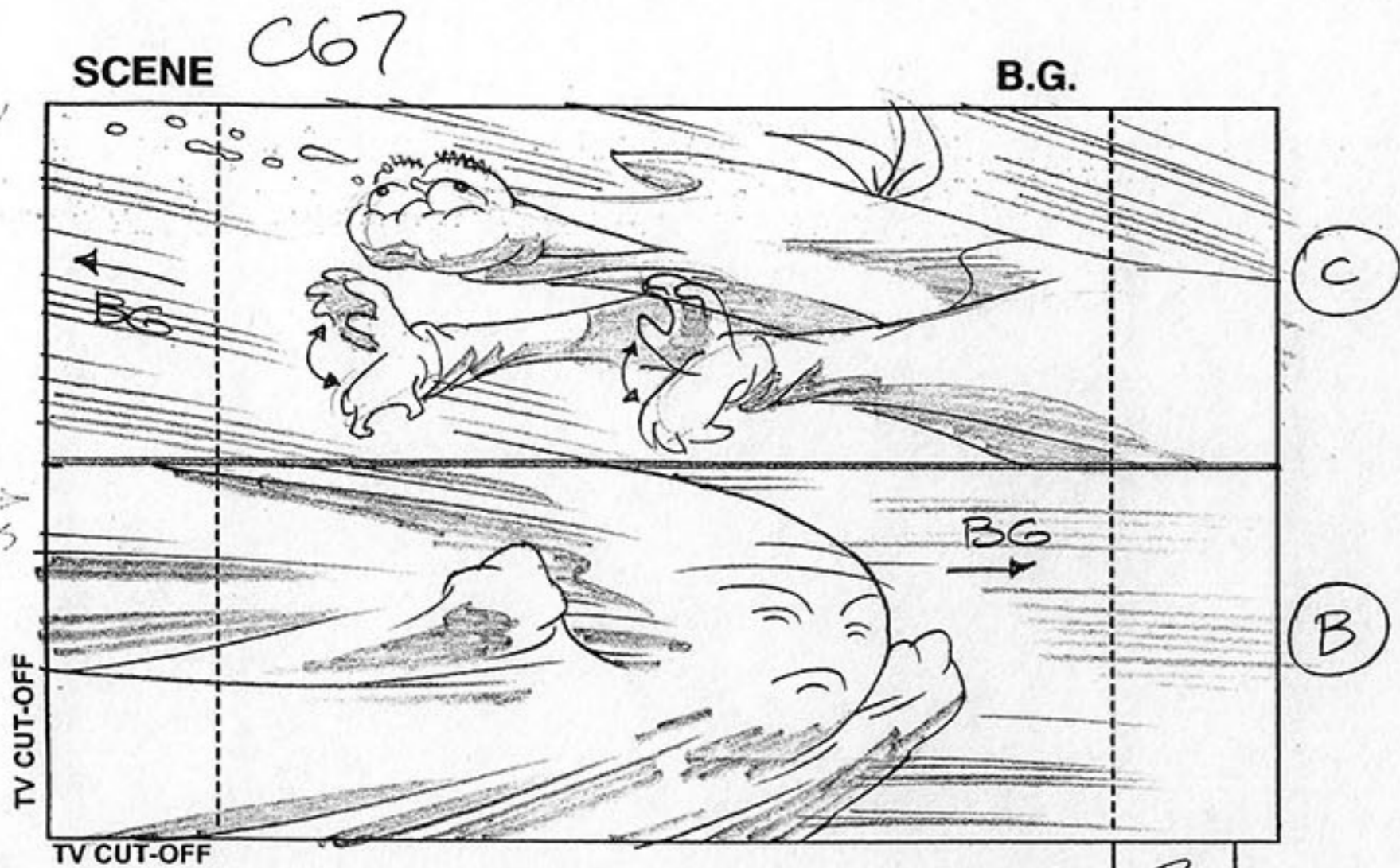
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PANEL 3

ACTION

Top image changes -
Tubbi's face fat is puffed out & stretched to its limit.

DIAL

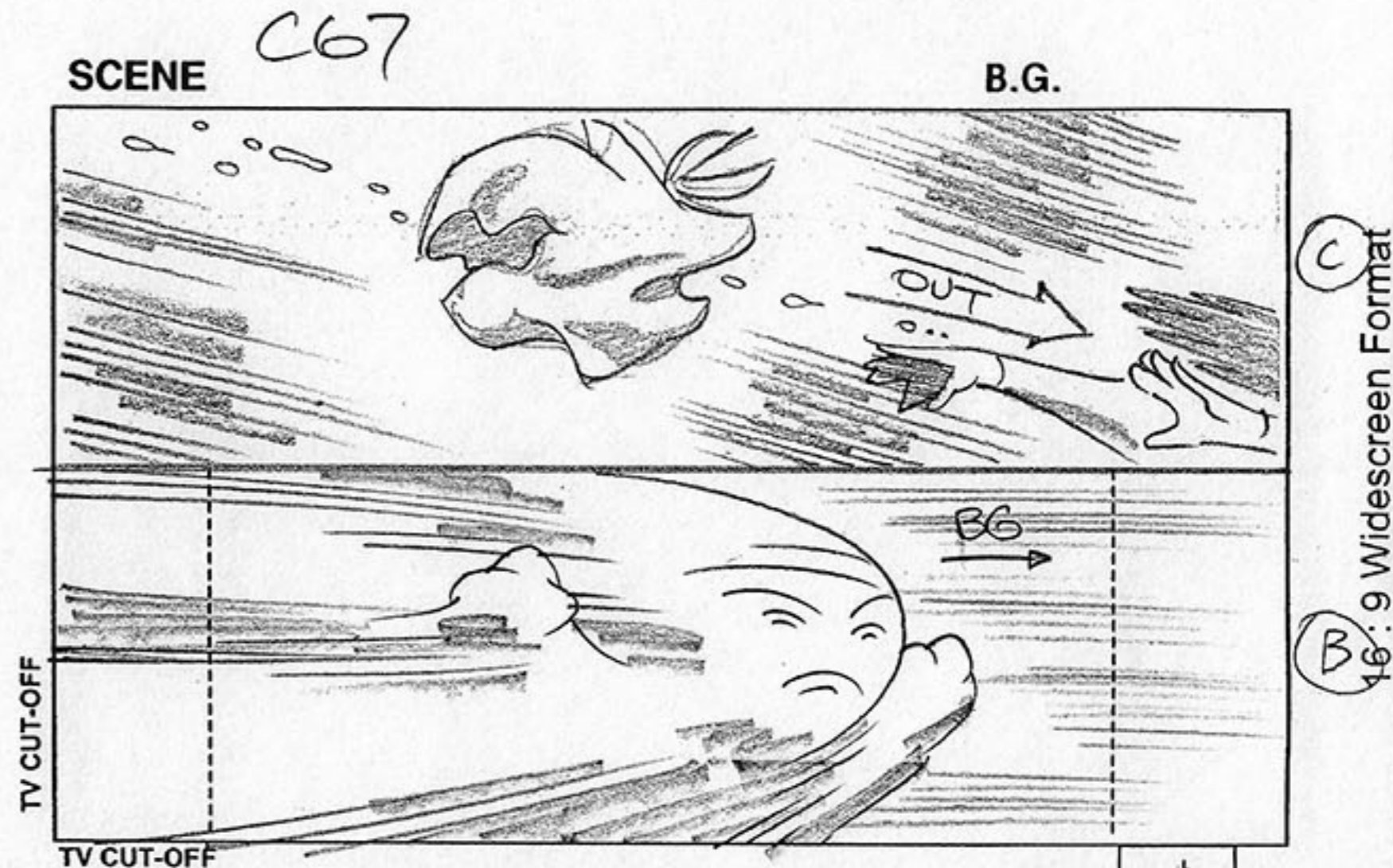
His hands flail helplessly
and tears stream out
of his eyes

CYCLE A

CYCLE B

TIMING

12



PANEL 4

Tubbi snaps backward,
slipping out of his mask

86

16:9 Widescreen Format

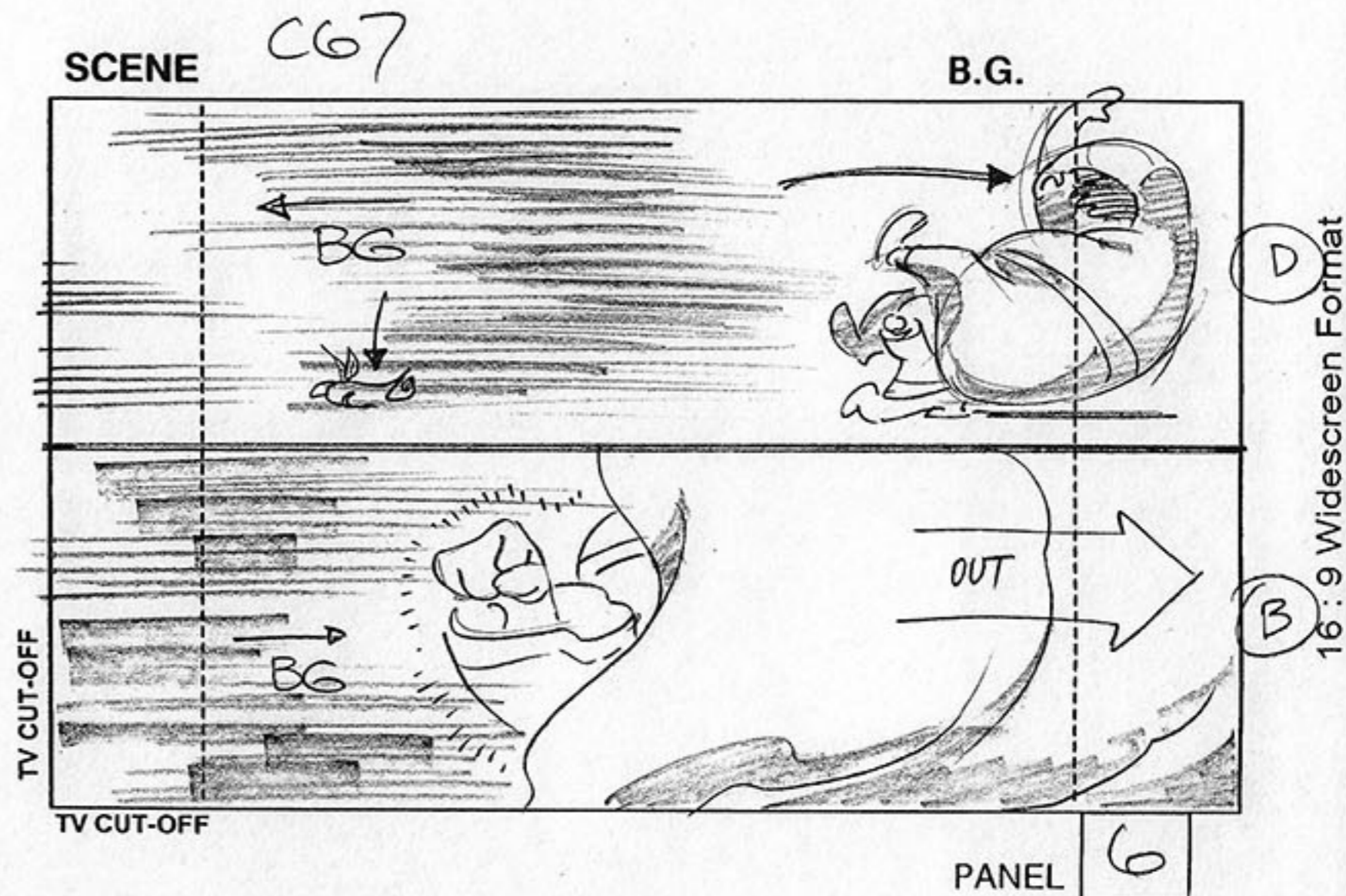
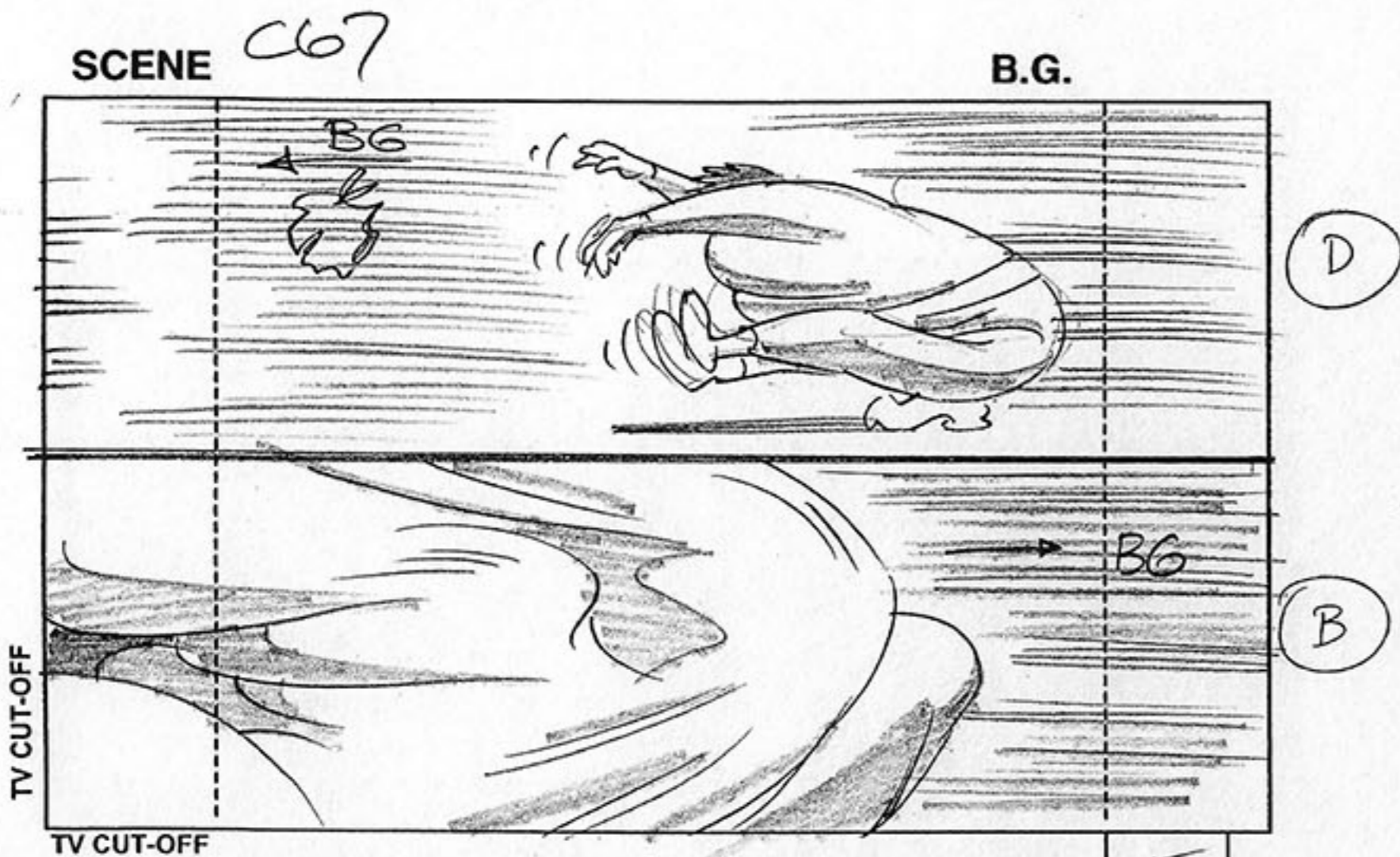
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ACTION

Top Image returns to composition (A) as Tubbi starts to fly backward - his body loosens around Omi in image (B)

DIAL

14

TIMING

Continued

12x

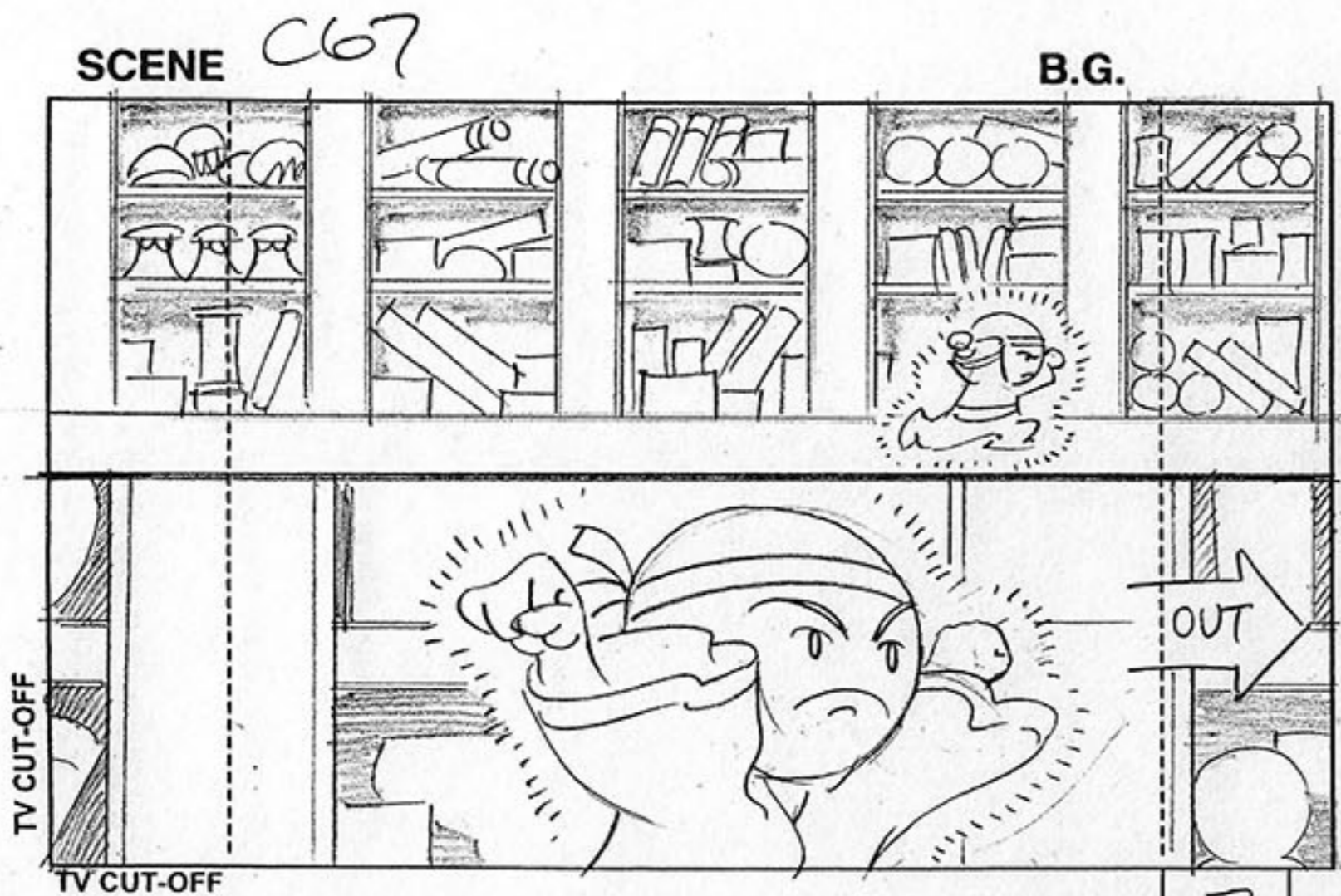
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PANEL 7

ACTION

Tubbi flies O.S.
BG dissolves back to normal.
(Omi's sleeves flap in response)

DIAL

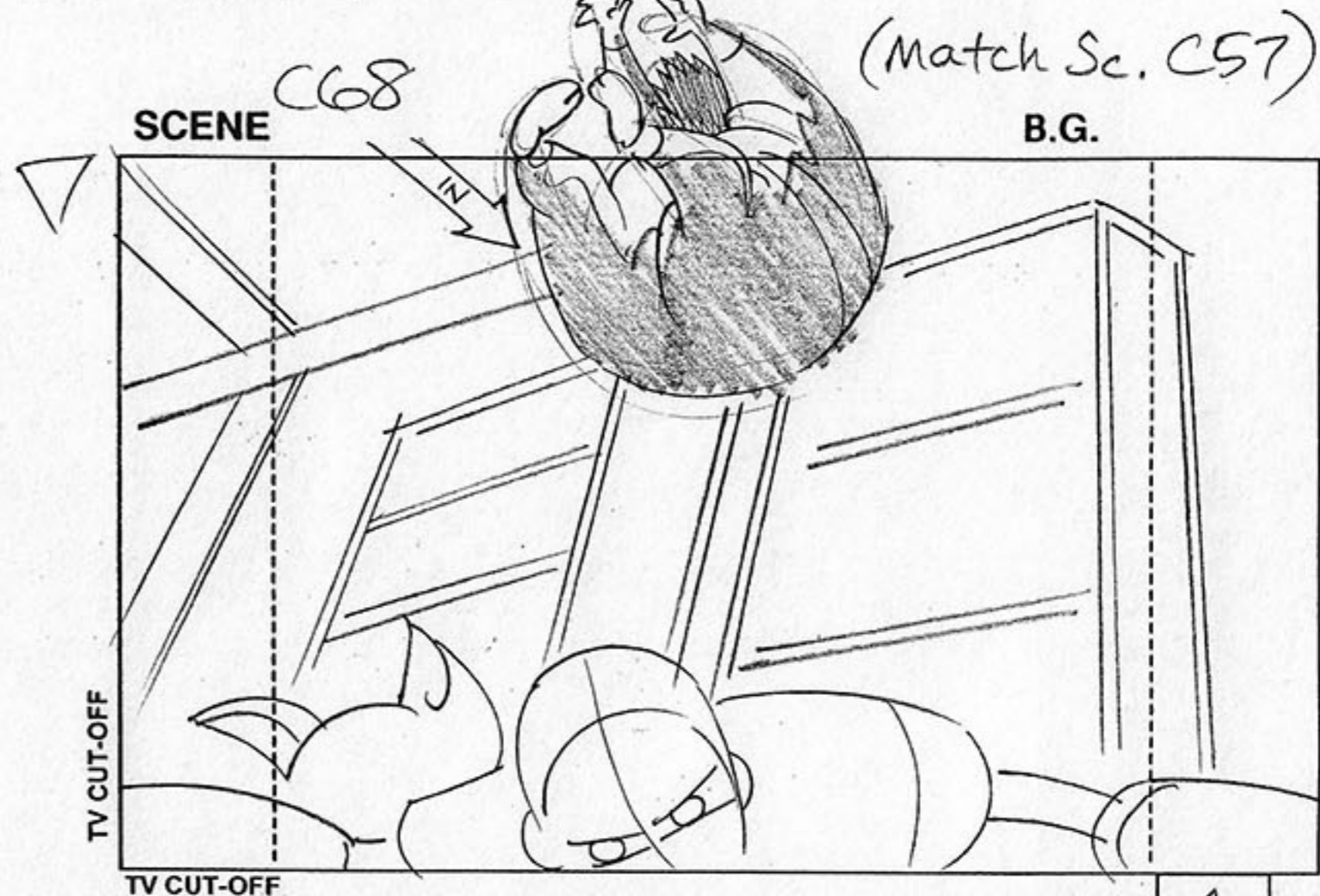
2⁸

TIMING

(C68)

(6X)

40



PANEL 1

Tubbi flies backward
into scene over Katnappe &
Chameleon-Bot

16 : 9 Widescreen Format

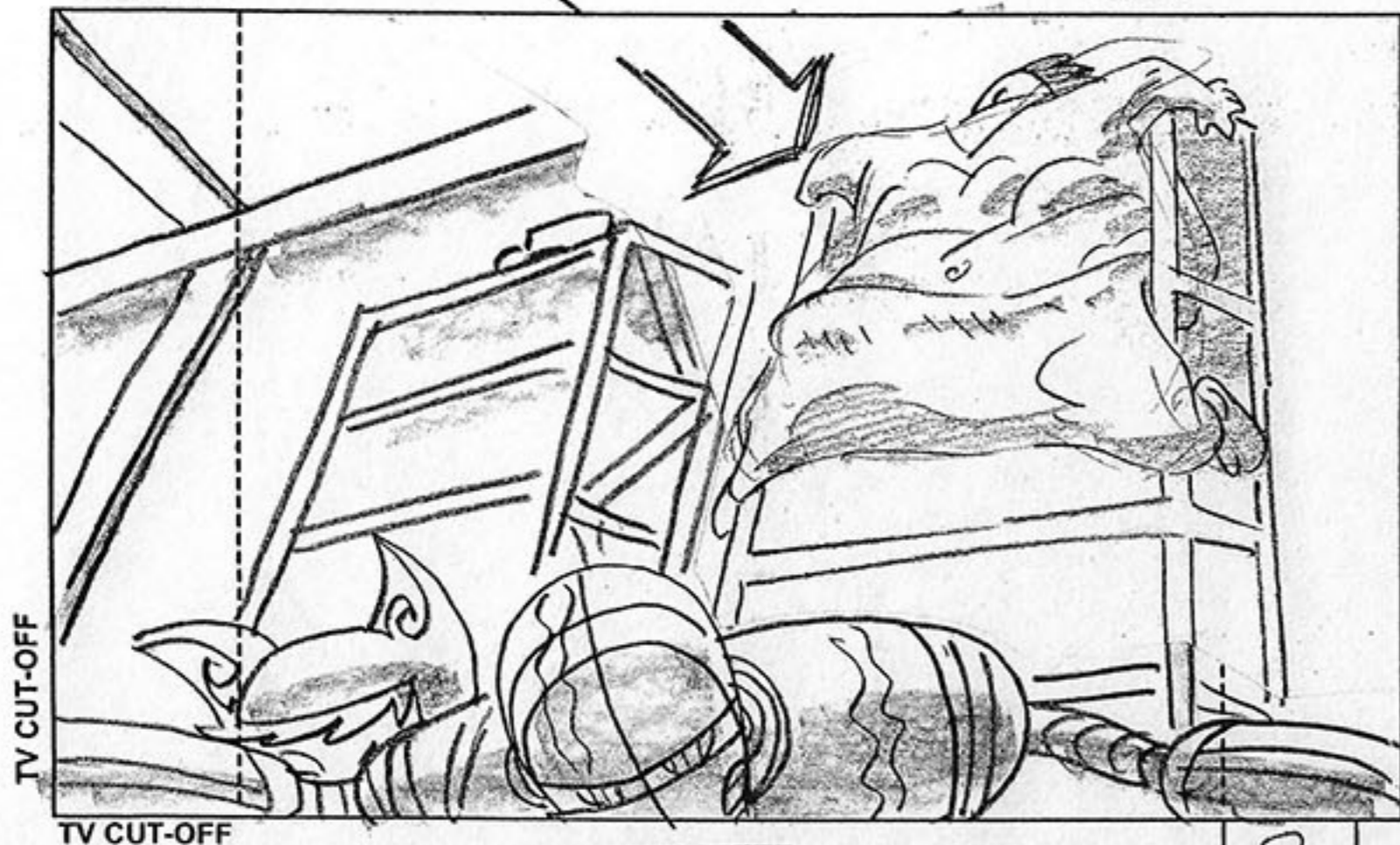
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SCENE C68

B.G.



HEAD FLOPS FORWARD - HAIR COVERS FACE



TILT HEAD WAY DOWN DURING FALL

CAM SHAKE

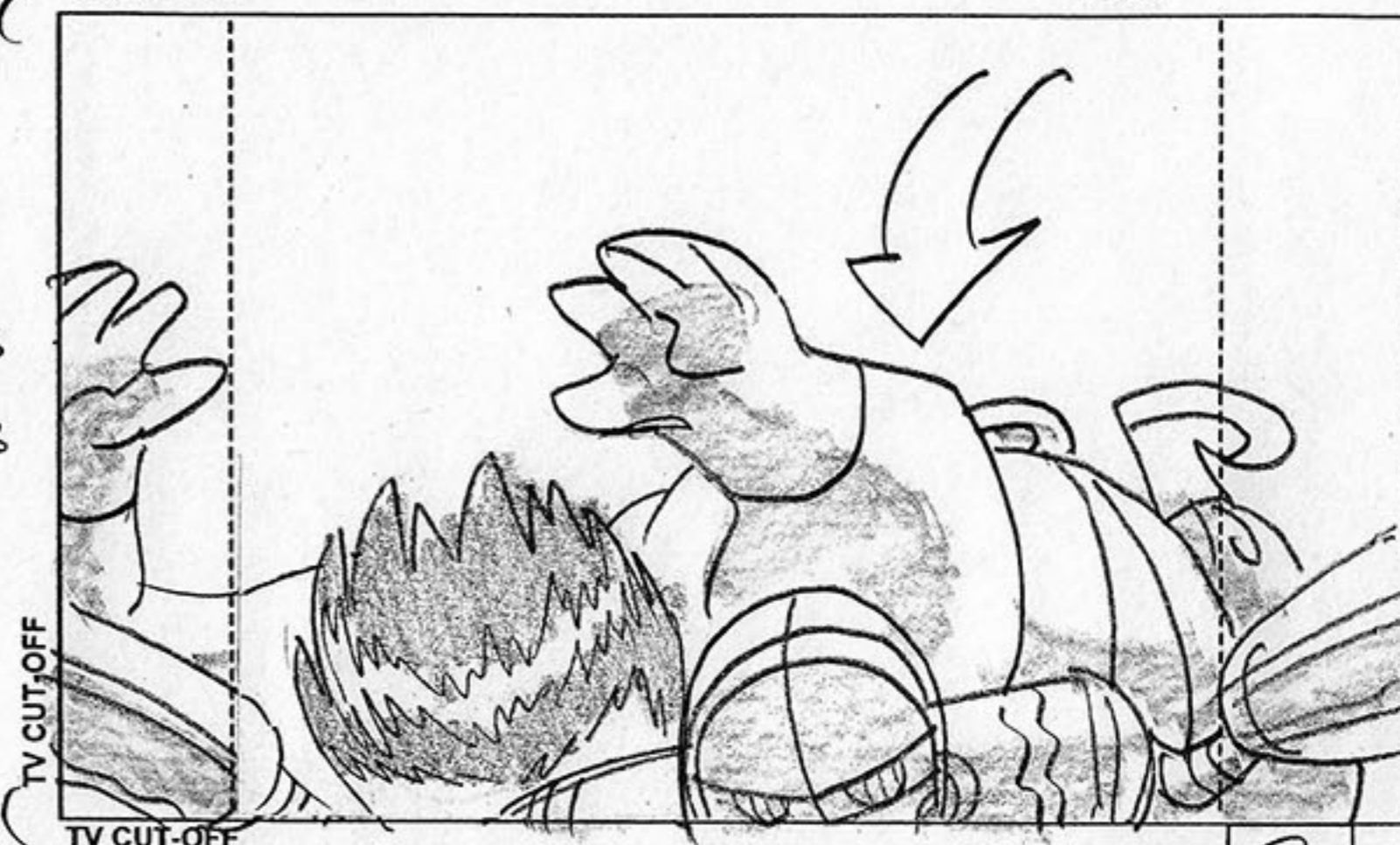
PANEL

2

IN TUBBI HITS SHELF & HIS BODY MELTS INTO IT

SCENE C68

B.G.



TV CUT-OFF

PANEL

3

TUBBI FALLS ONTO KATNAPPE & C-BOT - (CAM SHAKE)

ACTION

DIAL

TIMING

1^o

fx

16 : 9 Widescreen Format

257311

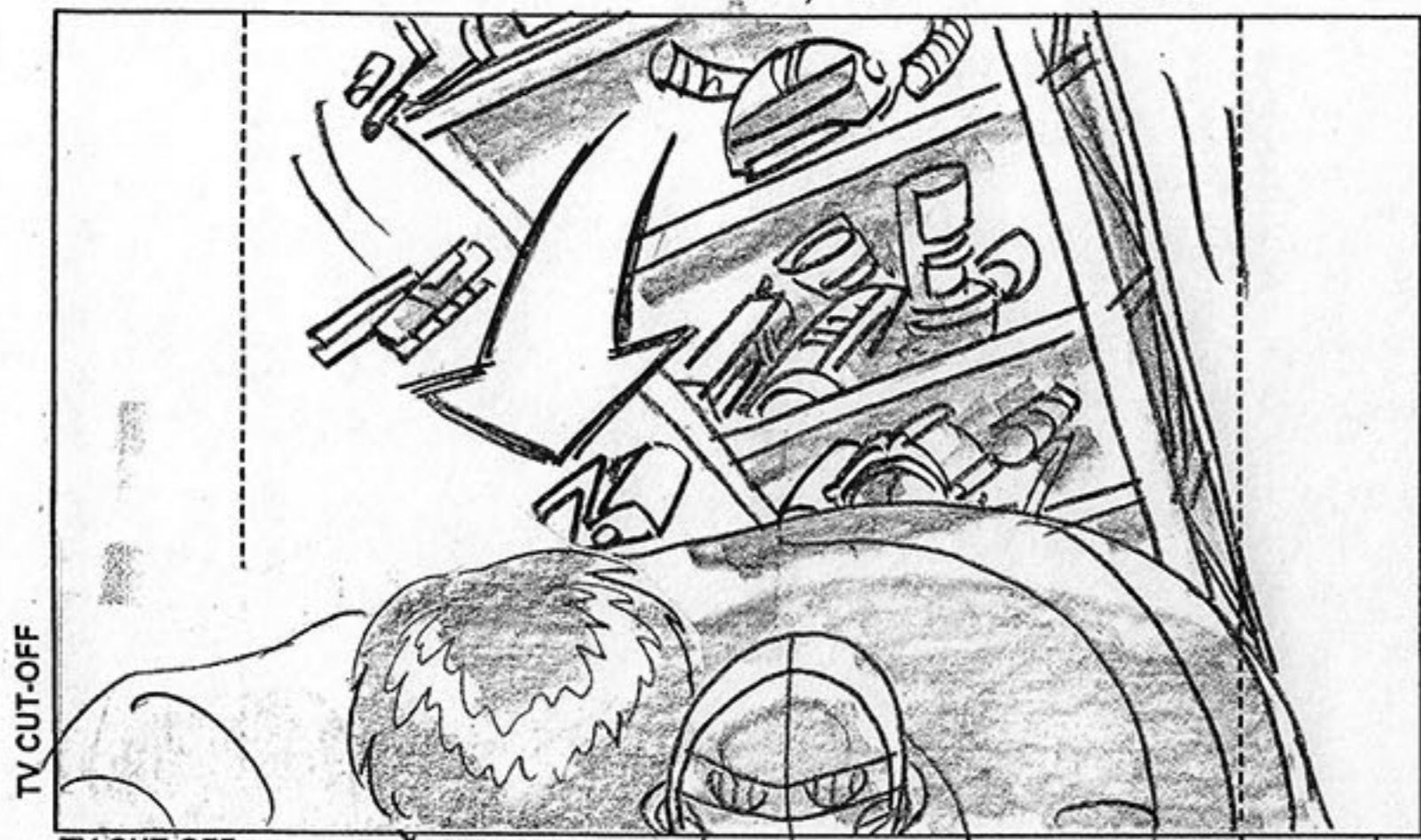


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SCENE C68 CONT'D B.G.

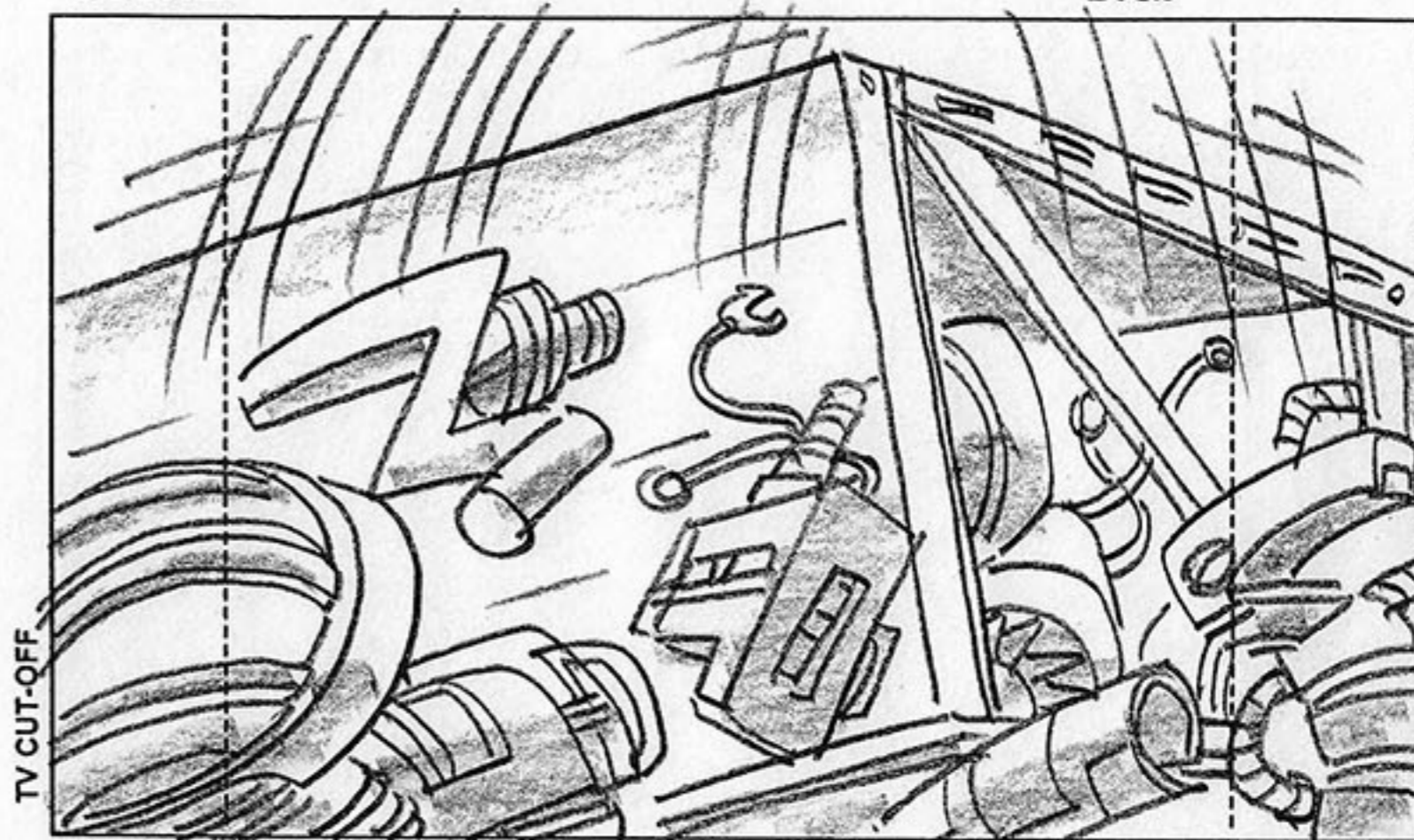


SHELF FALLS -

PANEL

4

SCENE C68 B.G.



SHELF LANDS ON ALL OF THEM -

PANEL

5

CAM SHAKE

ACTION

DIAL

TIMING

5x

1/8

16 : 9 Widescreen Format

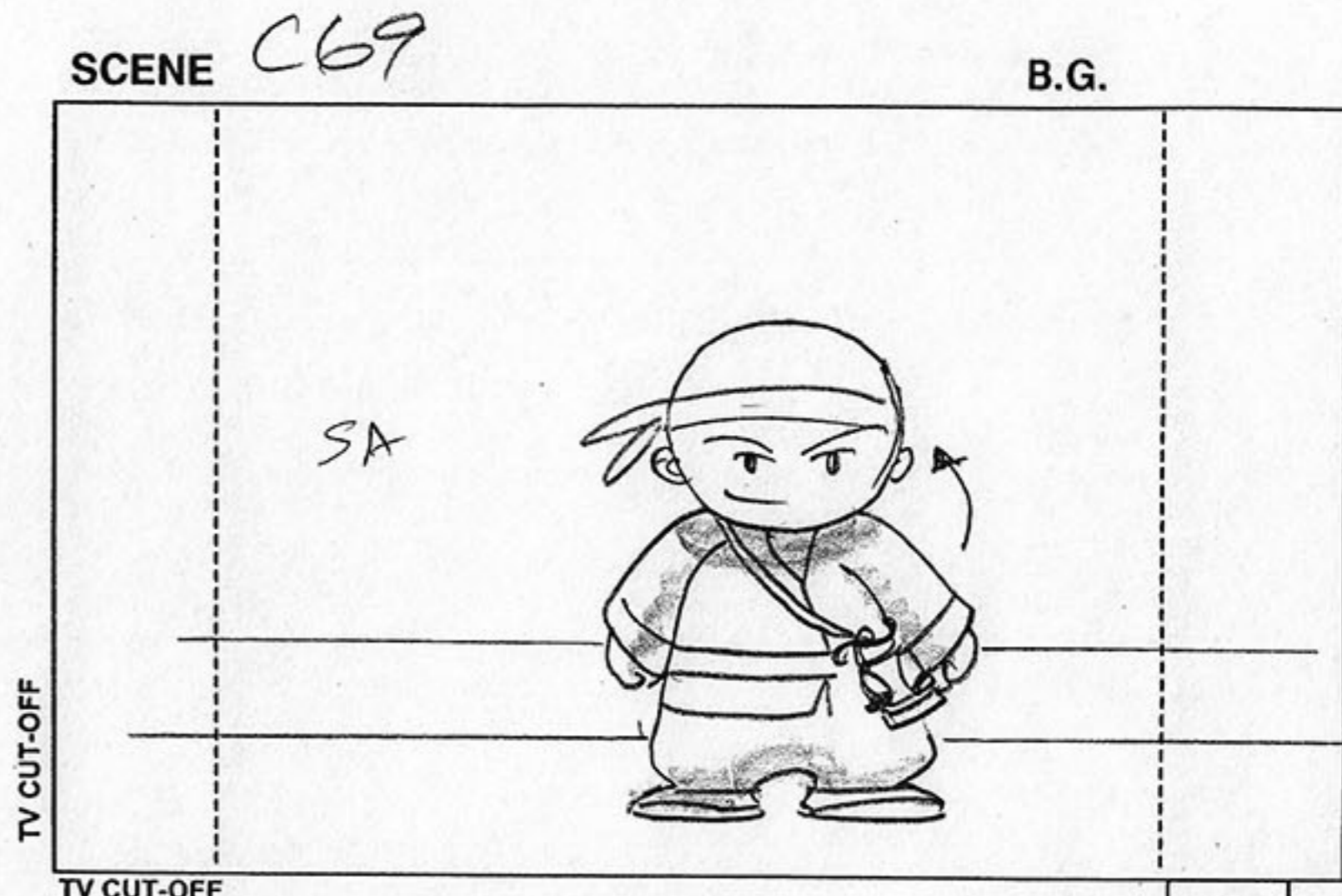
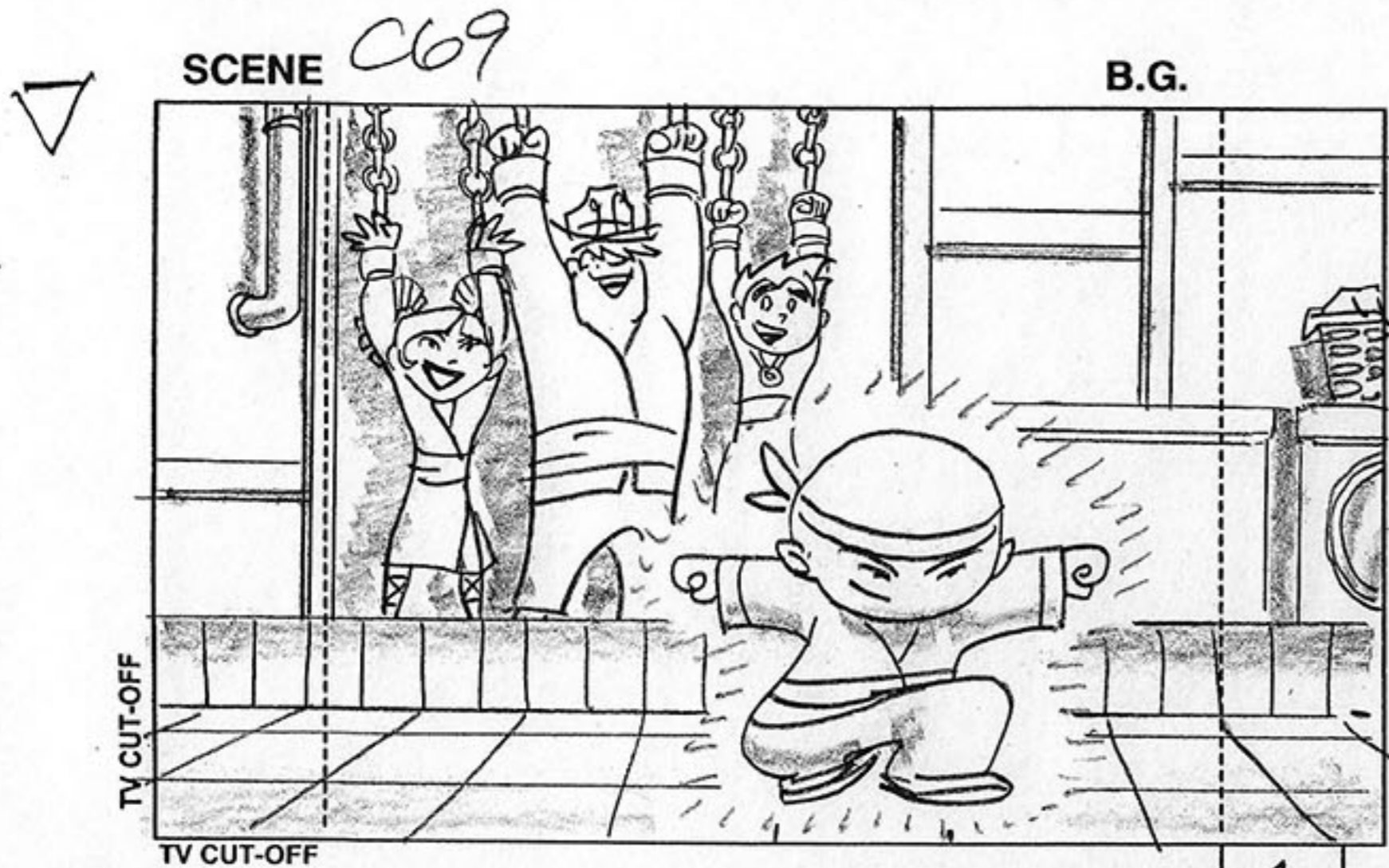
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16 : 9 Widescreen Format

ACTION

OMI STILL GLOWING - PANEL 1

OMI STANDS - STOPS GLOWING PANEL 2
THE LANTERN IS BACK ON HIS SHOULDER -

DIAL

GROUP - Excited Walla

↑ Not in script -
get from walla
library

TIMING

30

257311



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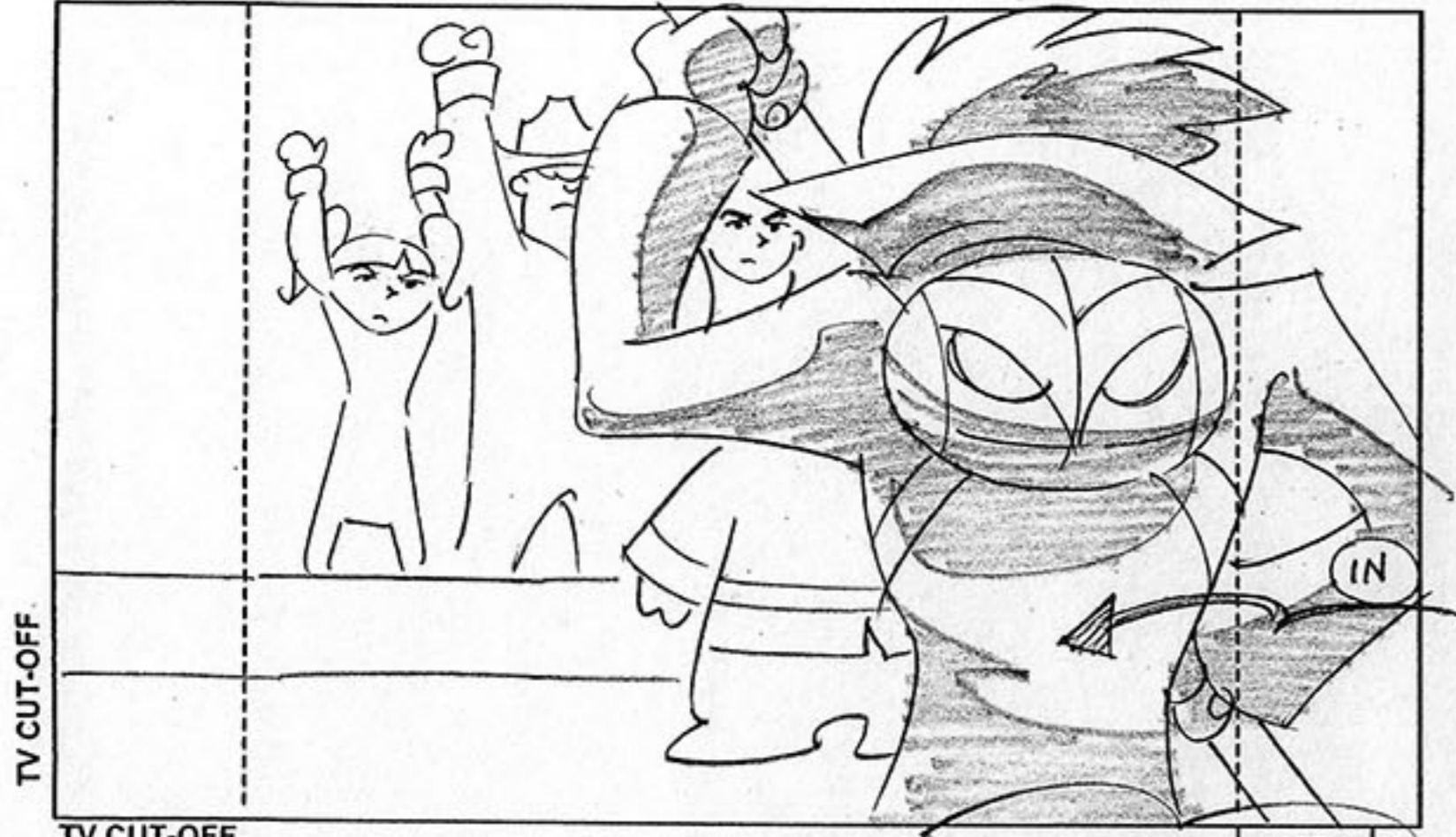
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PAGE C146

SCENE C69

B.G.

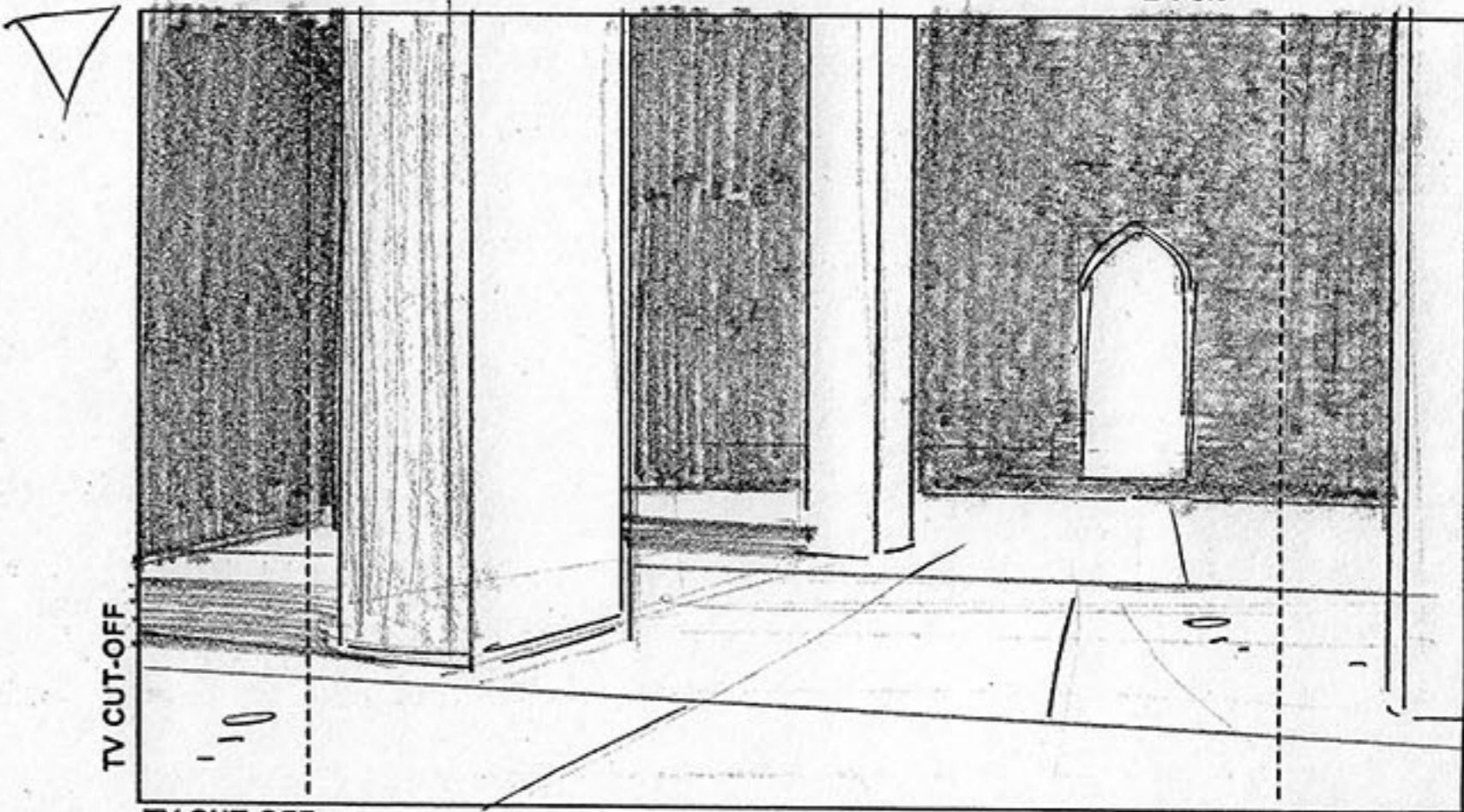


PANEL

3

SCENE C70

B.G.



PANEL

BG

ACTION

Jack steps into FG,
holding a staff

DIAL

10

TIMING

(C70)

1/1

4x

16 : 9 Widescreen Format

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H/U

SCENE C70 B.G.



TV CUT-OFF

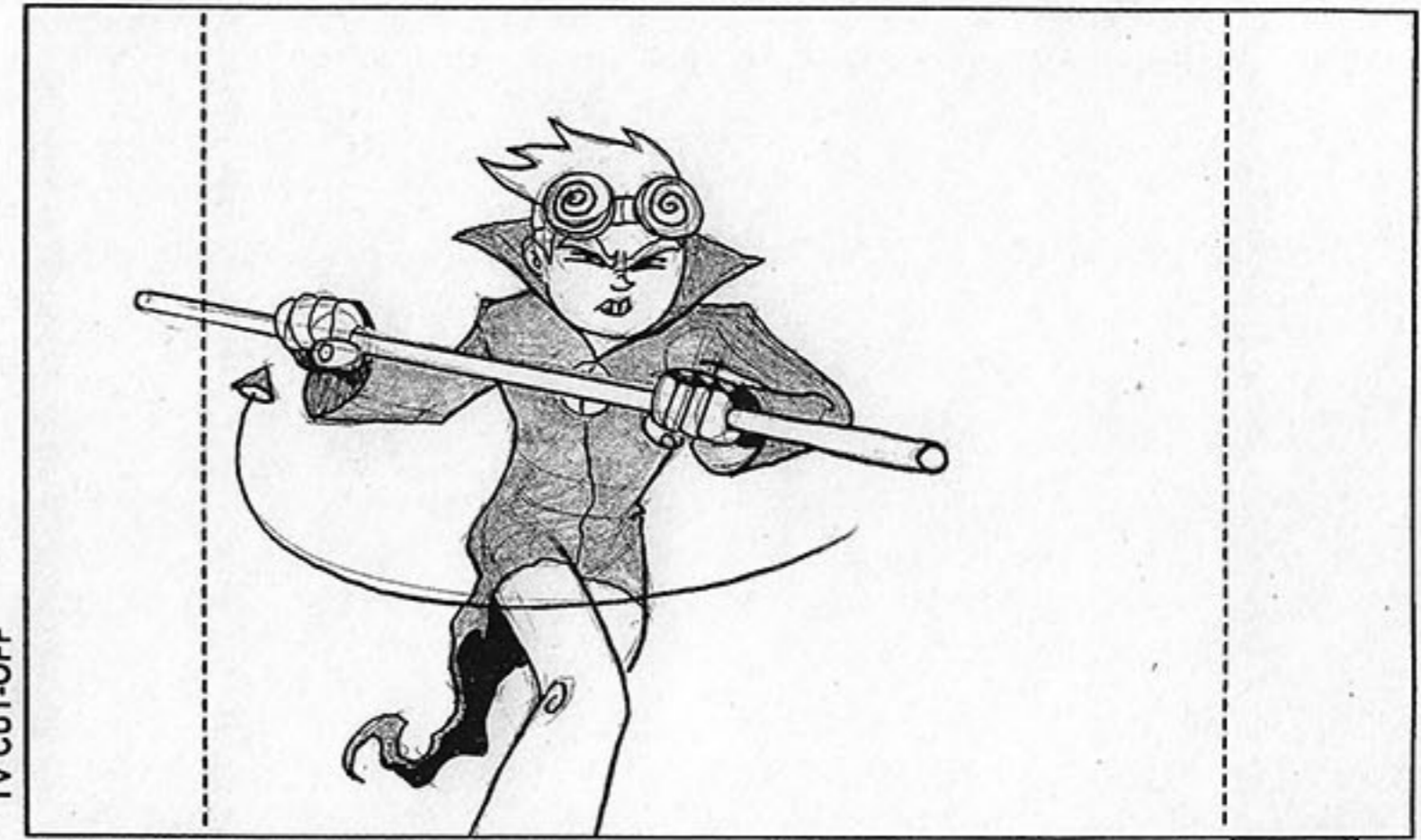
TV CUT-OFF

PANEL 1

ACTION

Jack stands ready to fight

SCENE C70 B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 2

DIAL


JACK: Don't make me bust you up, little man.

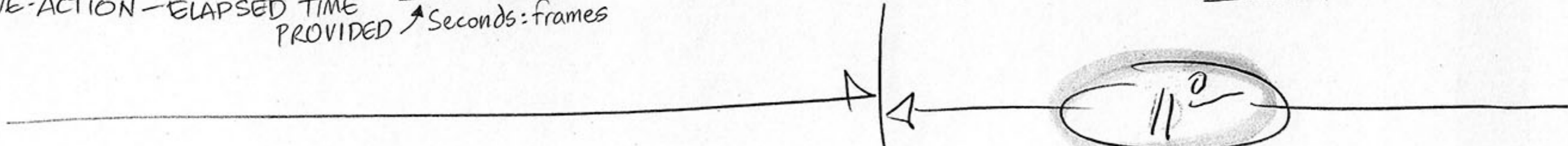
FX

TIMING

THE FOLLOWING SEQUENCE IS BASED ON LIVE-ACTION - ELAPSED TIME PROVIDED 00:00 Seconds:frames

00:08

 (DIN 200)



16 : 9 Widescreen Format

257311



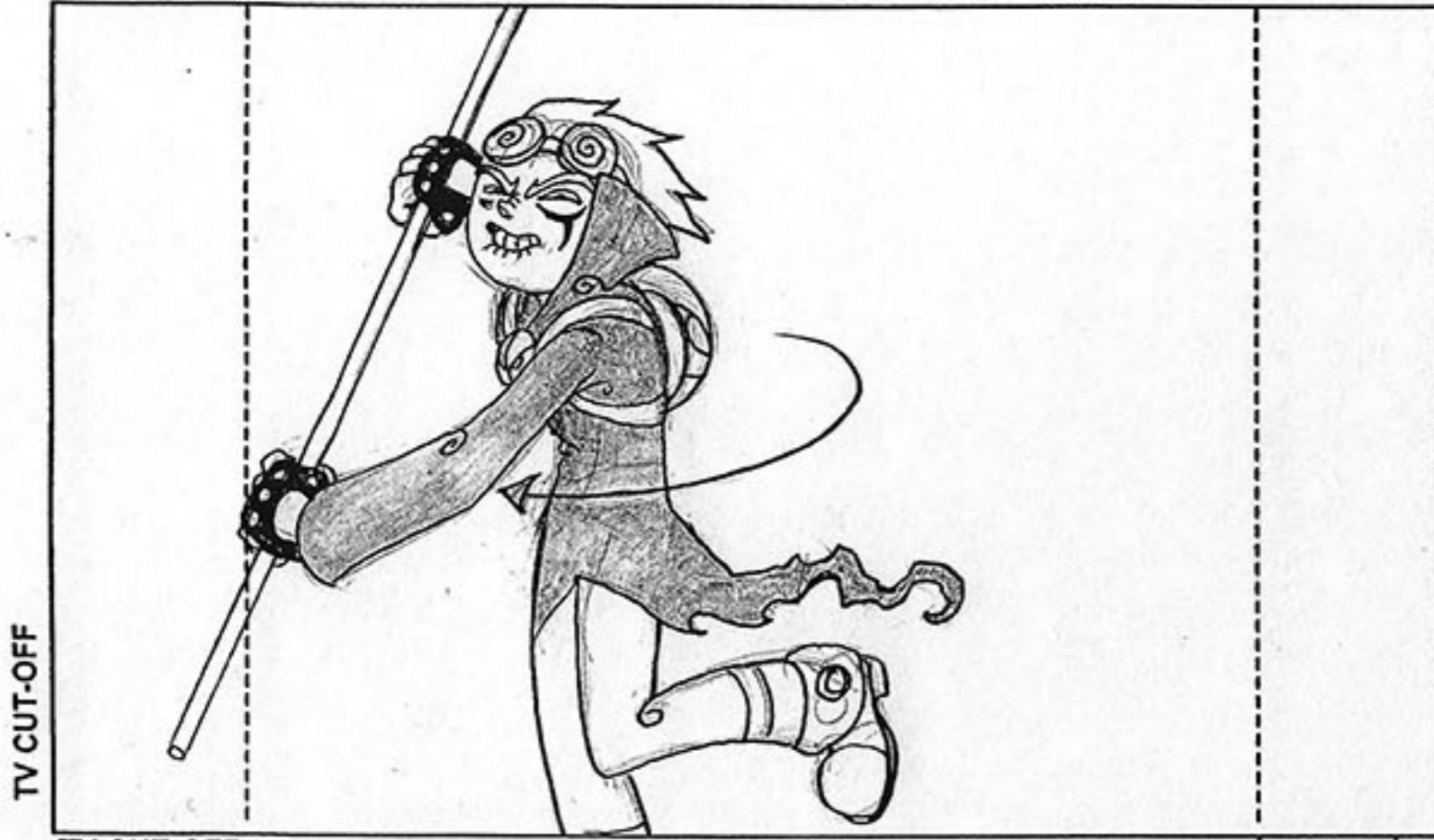
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SCENE C70

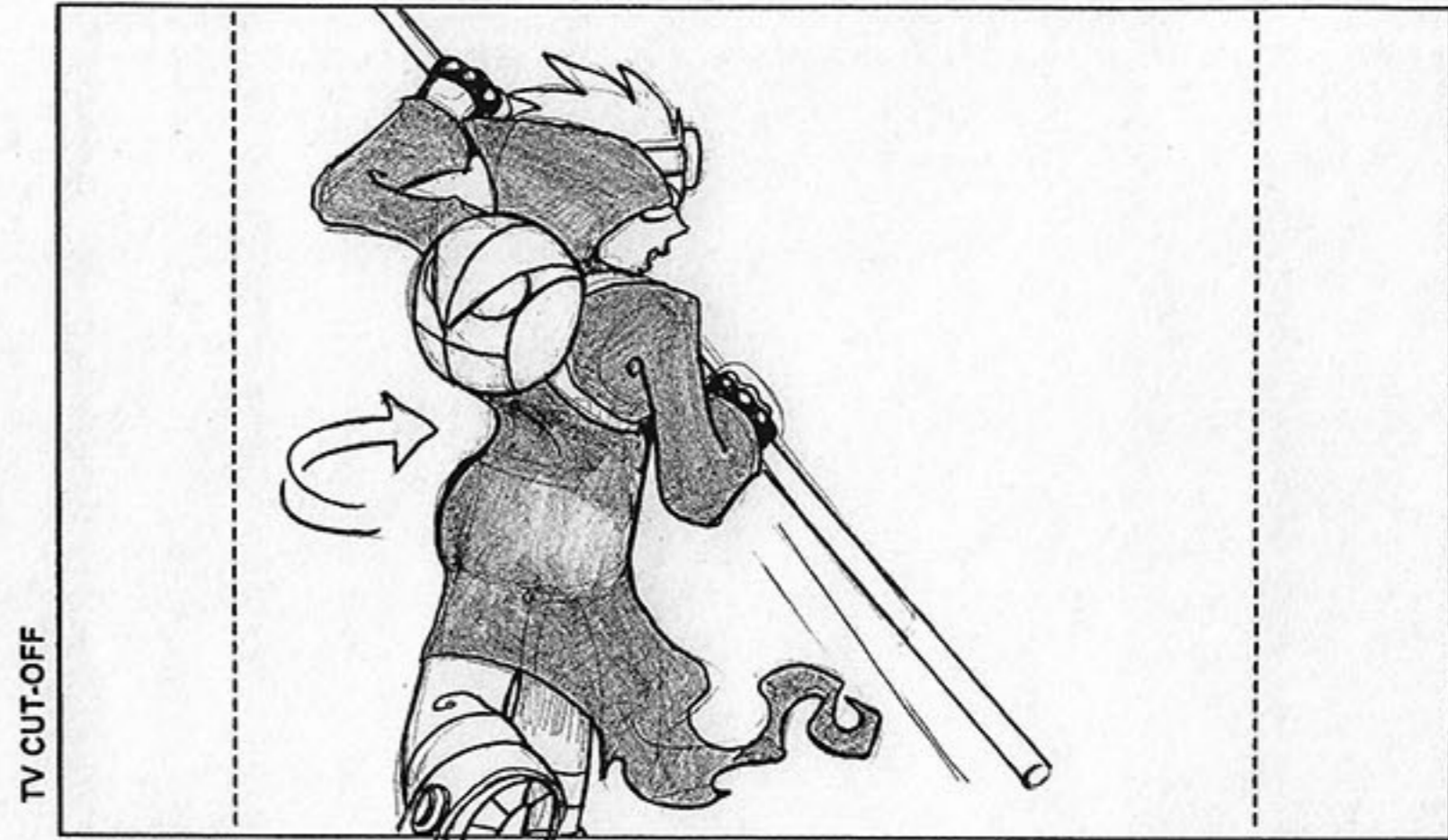
B.G.



PANEL 3

SCENE C70

B.G.



PANEL 4

ACTION

— continued —

DIAL

7x

7x

TIMING

00:15

00:22

16 : 9 Widescreen Format

257311



X I A O L I N N SHOWDOWN

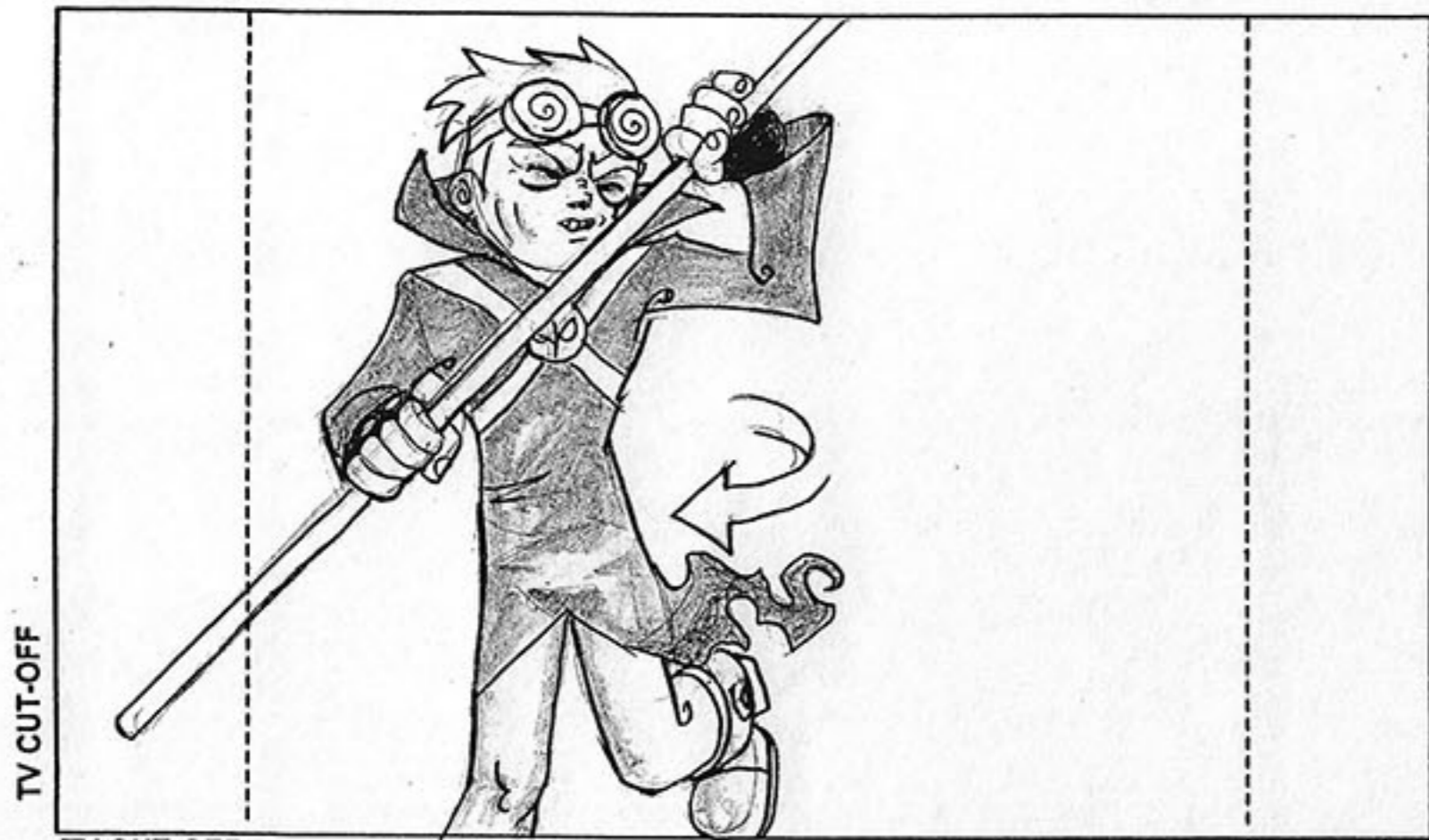
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PAGE C149

SCENE C70

B.G.



PANEL

5

SCENE C70

B.G.



PANEL

6

16 : 9 Widescreen Format

ACTION

— Continued —

DIAL

(10x)

(6x)

TIMING

01:08

01:14

257311



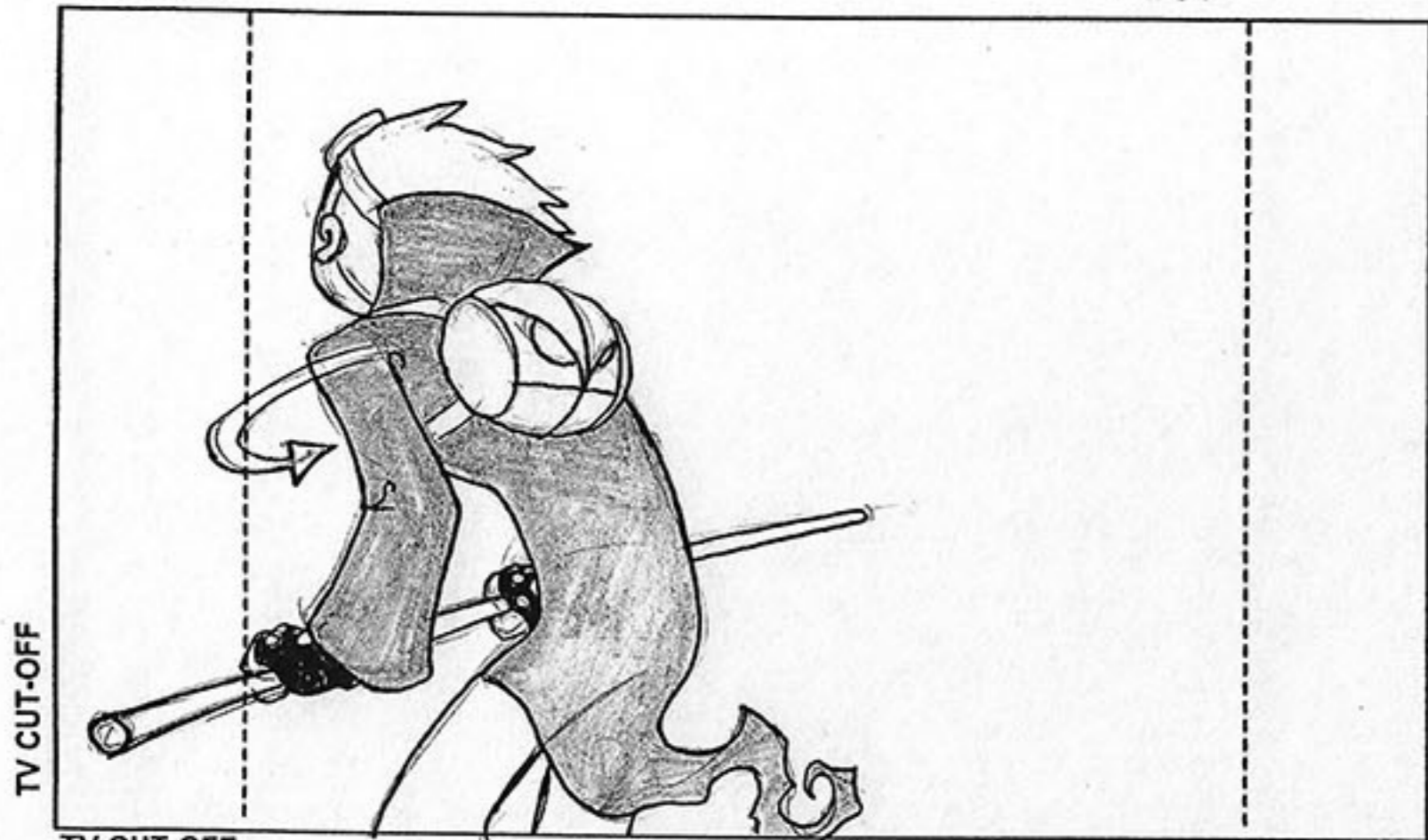
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SCENE C70

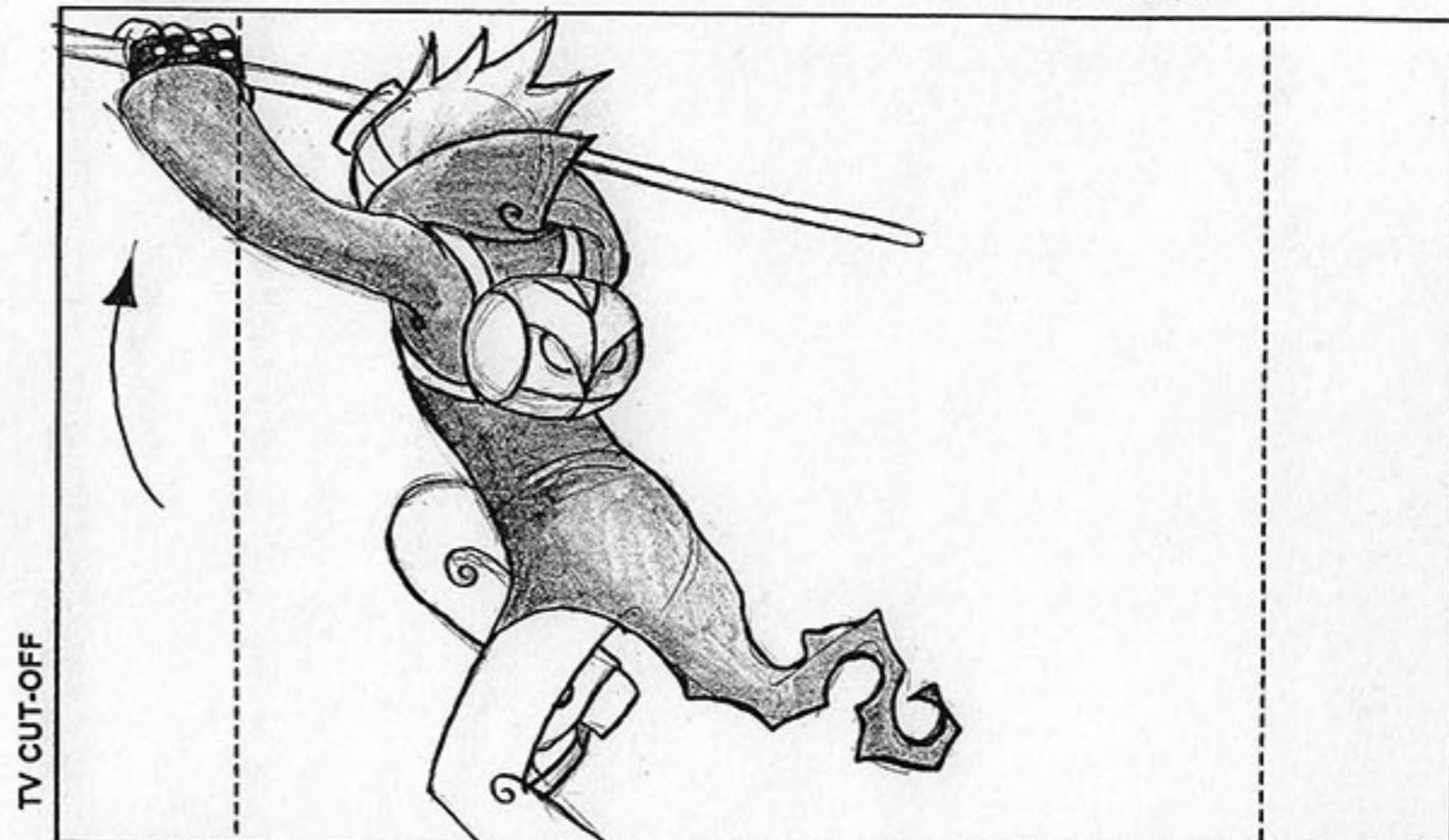
B.G.



PANEL 7

SCENE C70

B.G.



PANEL 8

ACTION

- Continued -

DIAL

(8x)

(7x)

TIMING

01:22

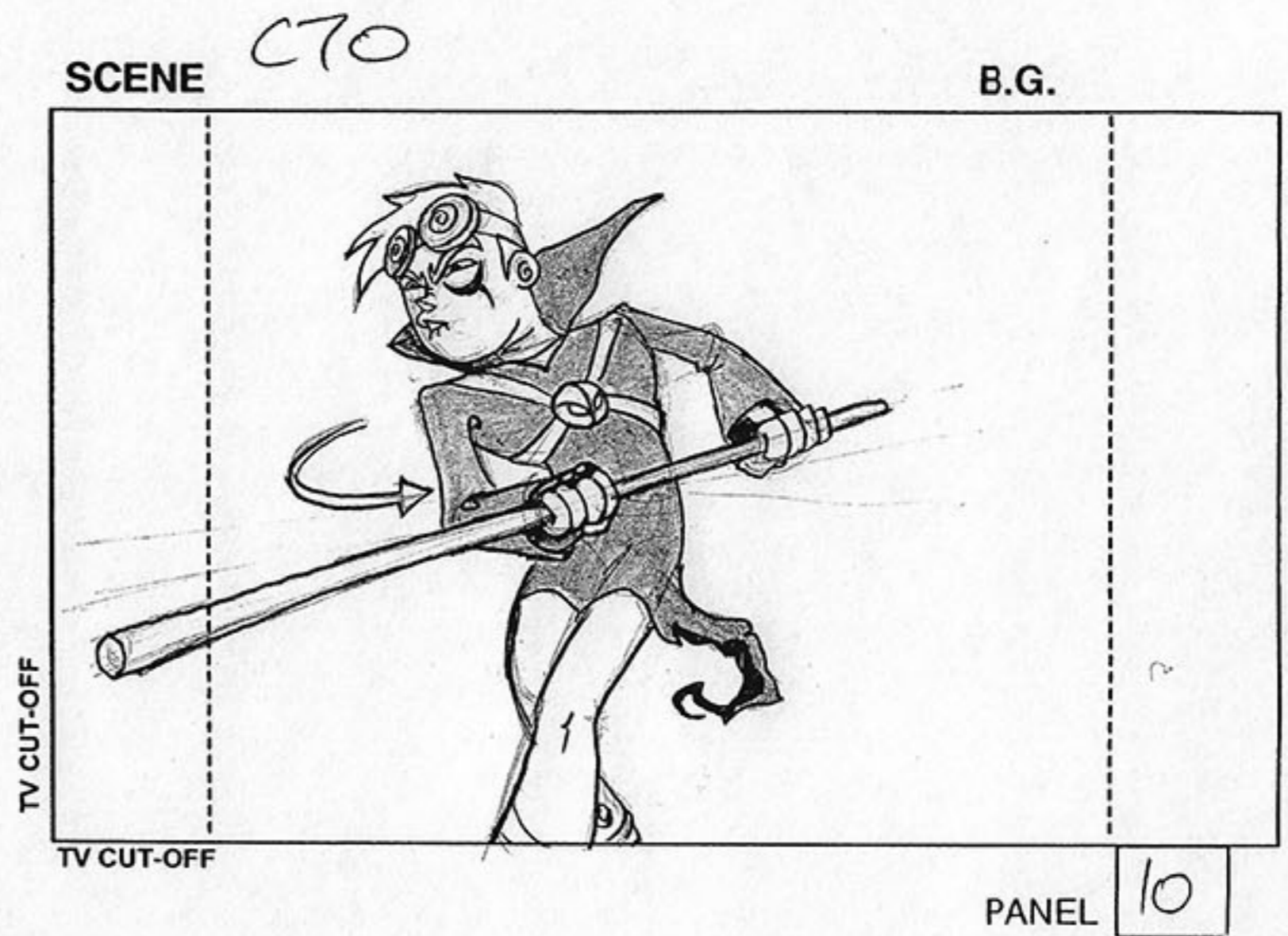
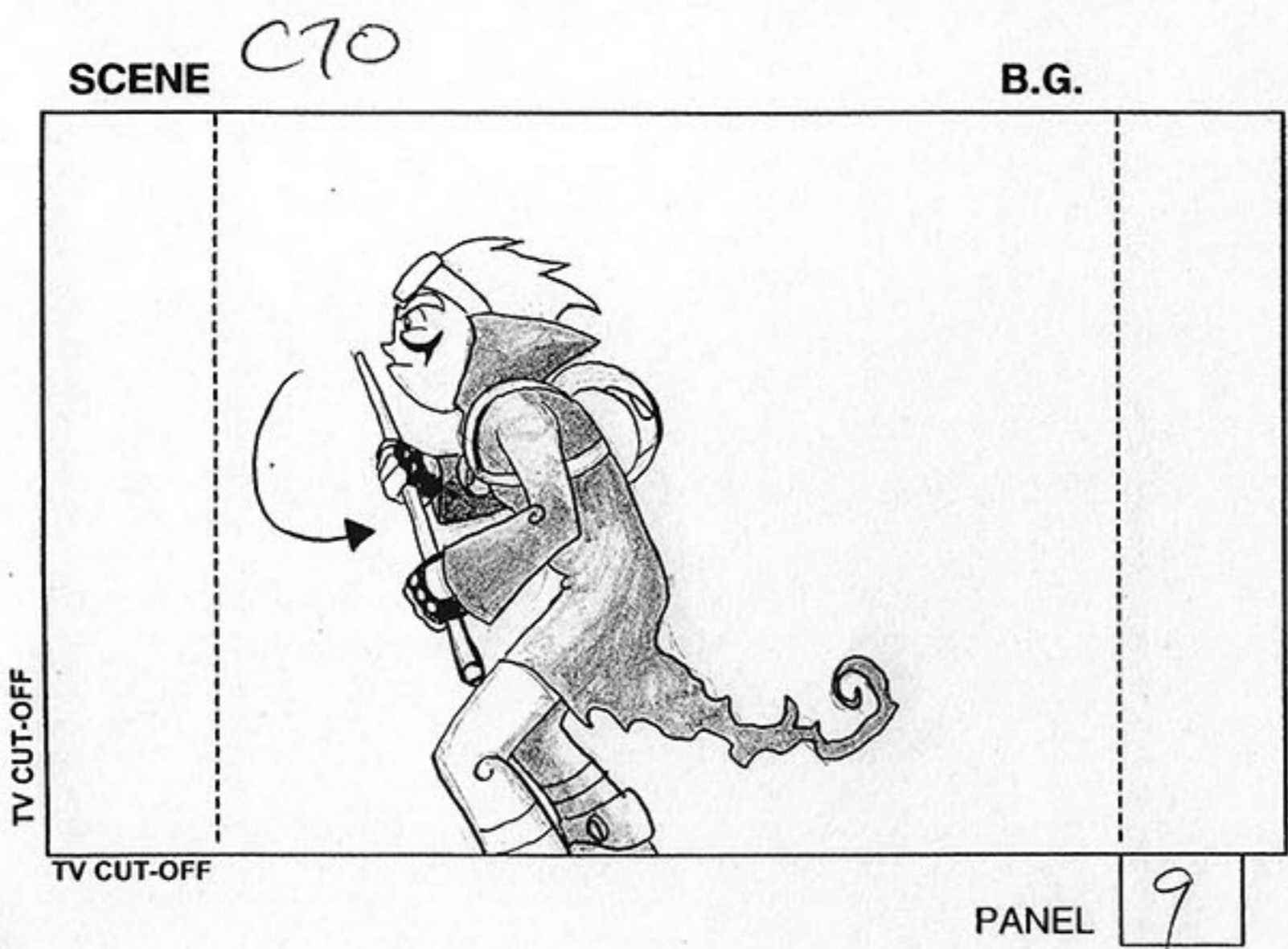
02:05

16 : 9 Widescreen Format

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ACTION

— Continued —

DIAL

(8x)

(4x)

TIMING

02:13

02:17

16 : 9 Widescreen Format

257311



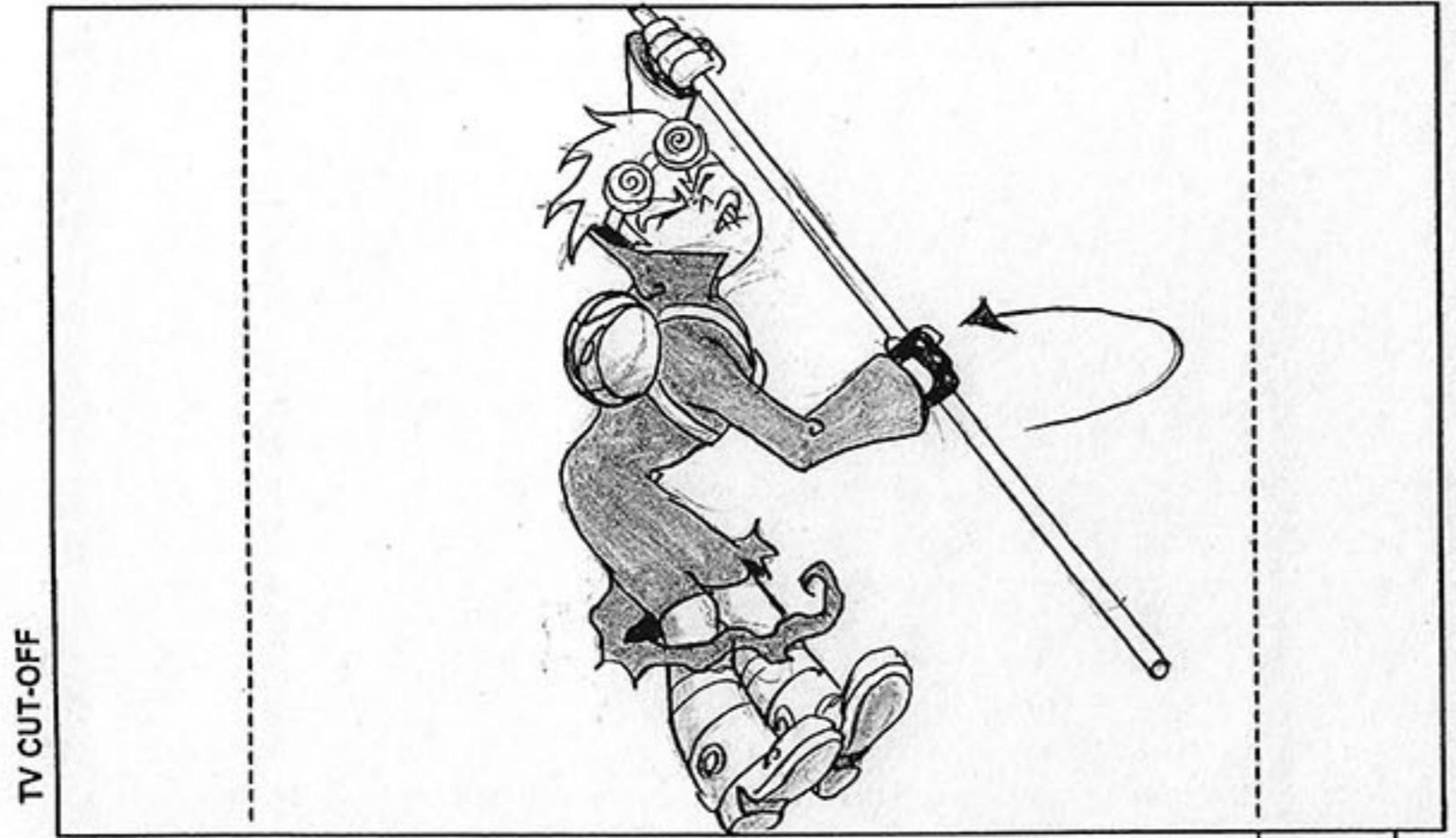
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SCENE C70

B.G.



PANEL 11

SCENE C70

B.G.



PANEL 12

ACTION

— Continued —

DIAL

5x

8x

TIMING

02:22

03:06

16 : 9 Widescreen Format

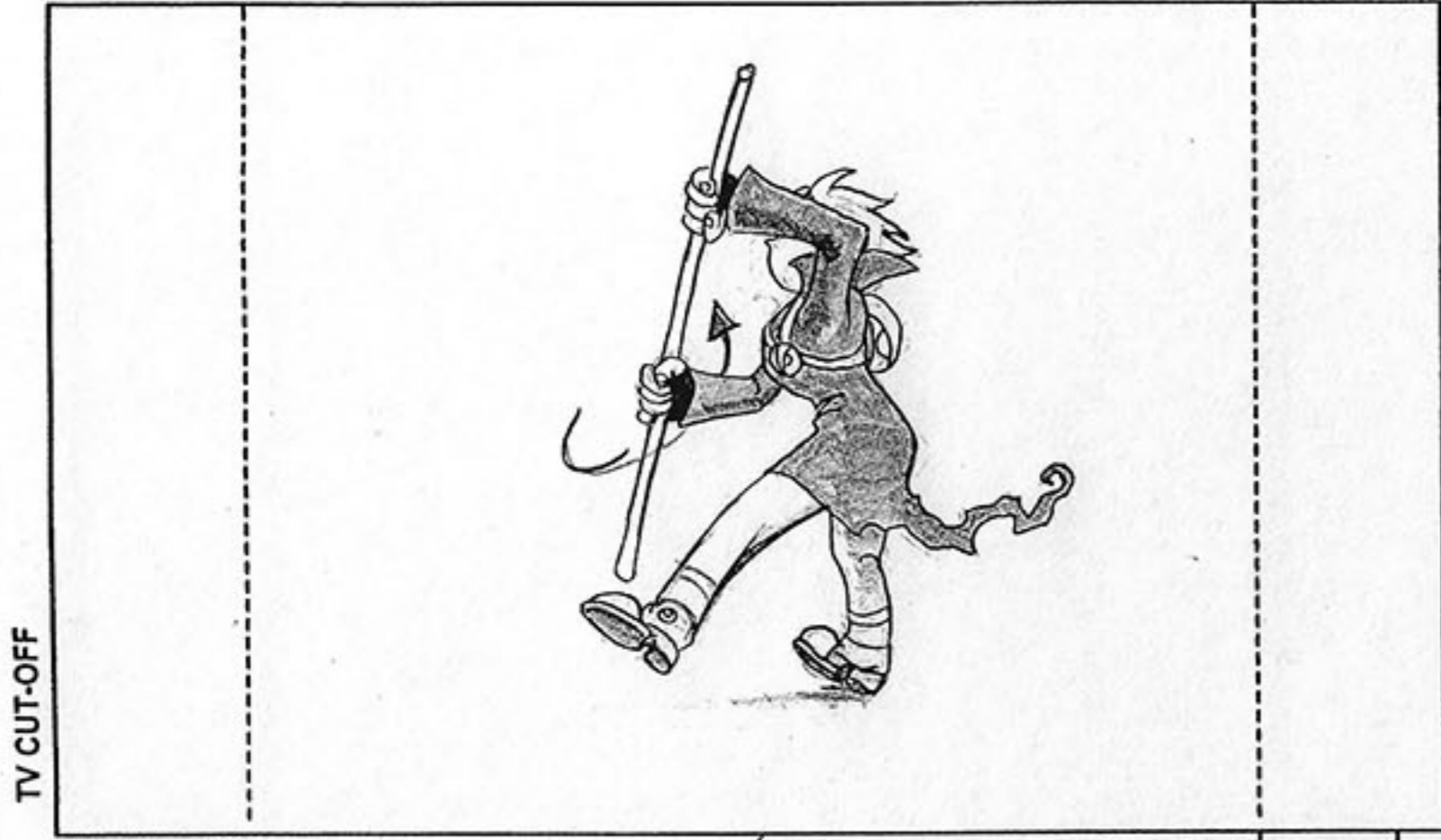
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SCENE C70

B.G.



PANEL 13

SCENE C70

B.G.



PANEL 14

ACTION

- Continued -

DIAL

(12x)

(8x)

TIMING

03:18

04:02

16 : 9 Widescreen Format

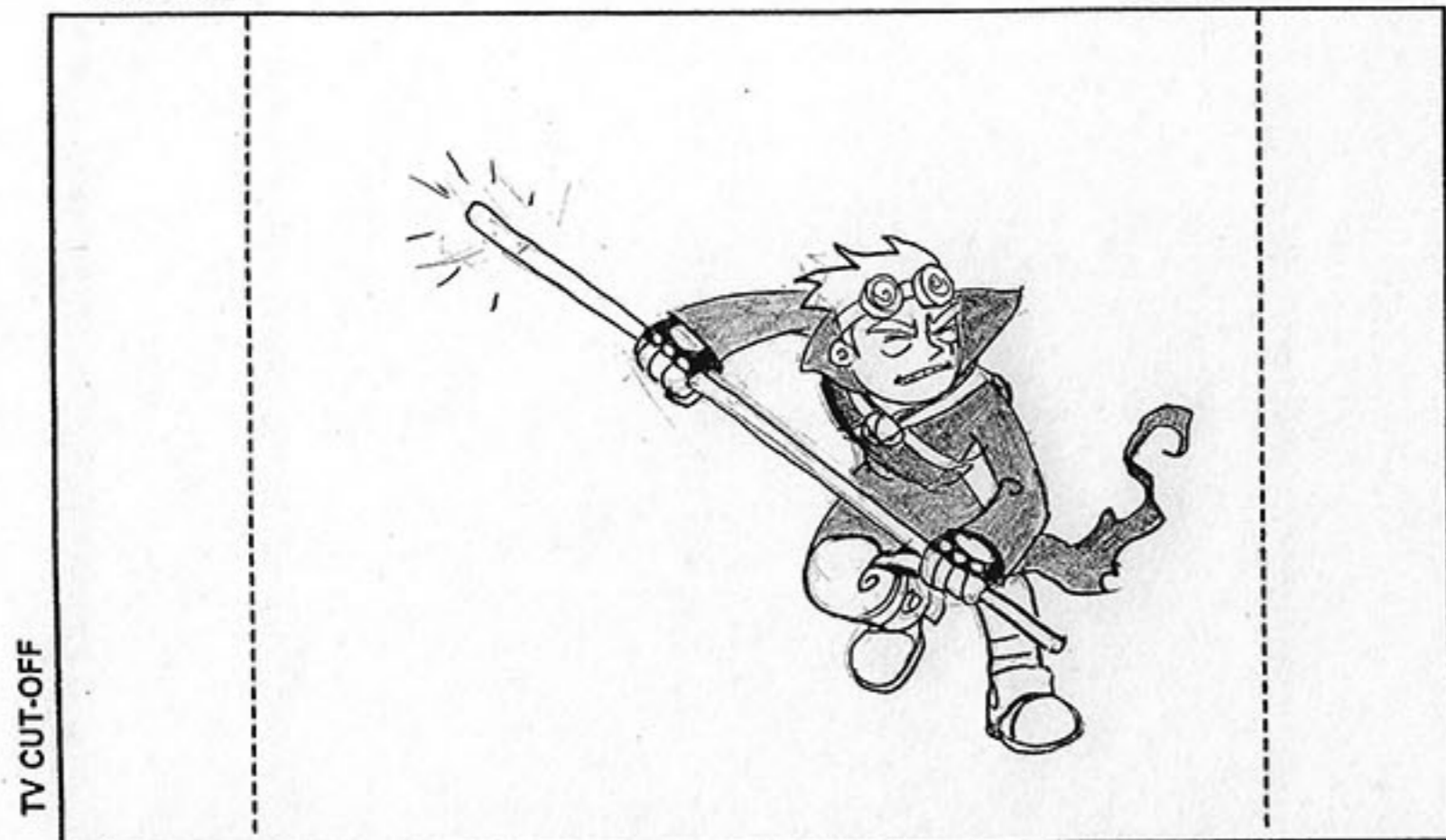
25731.1

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SCENE C70

B.G.



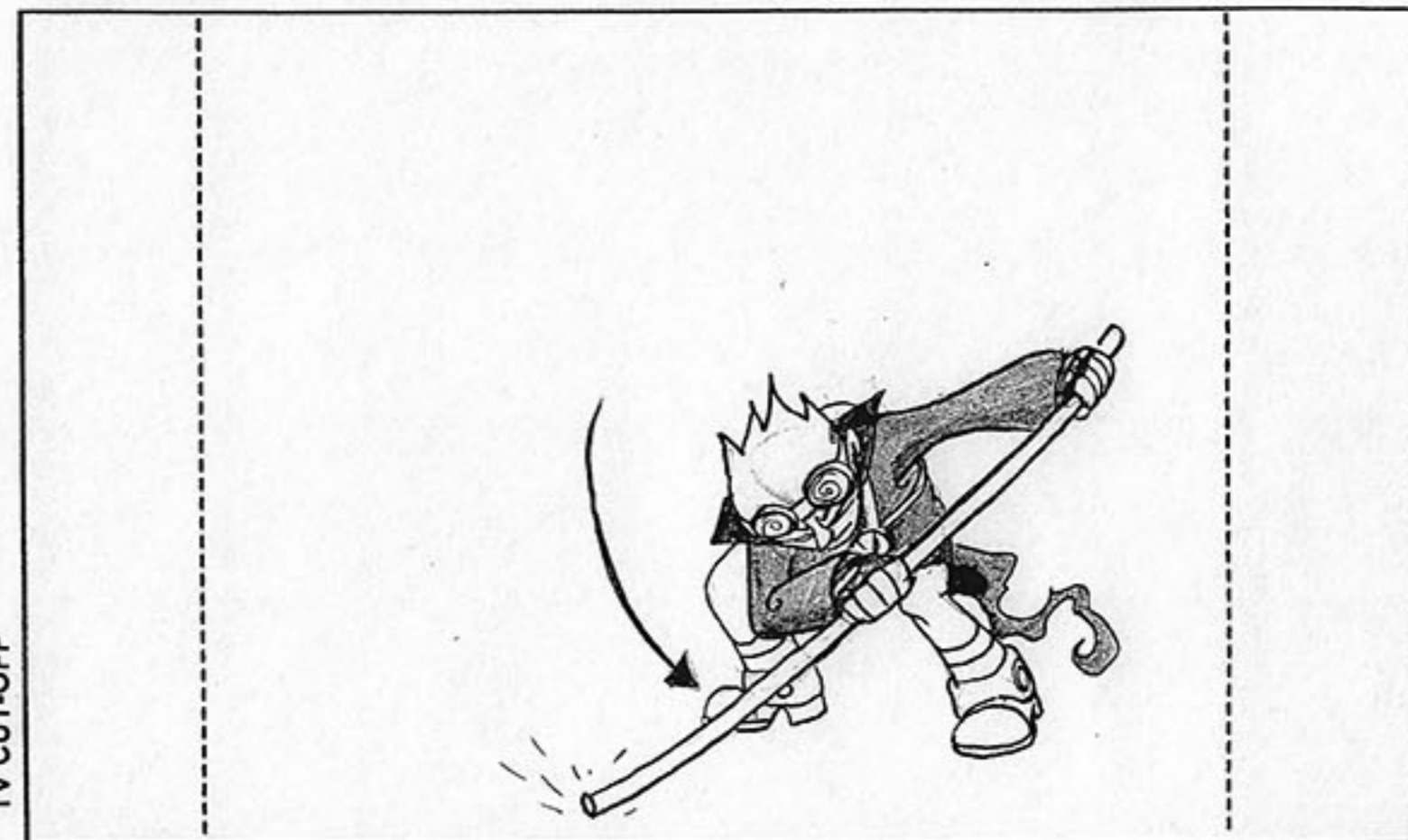
TV CUT-OFF

TV CUT-OFF

PANEL 15

SCENE C70

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 16

ACTION

(hits pillar by accident) - Continued - (Hits floor)

DIAL

ux

(8x)

TIMING

04:06

04:14

16 : 9 Widescreen Format

257311



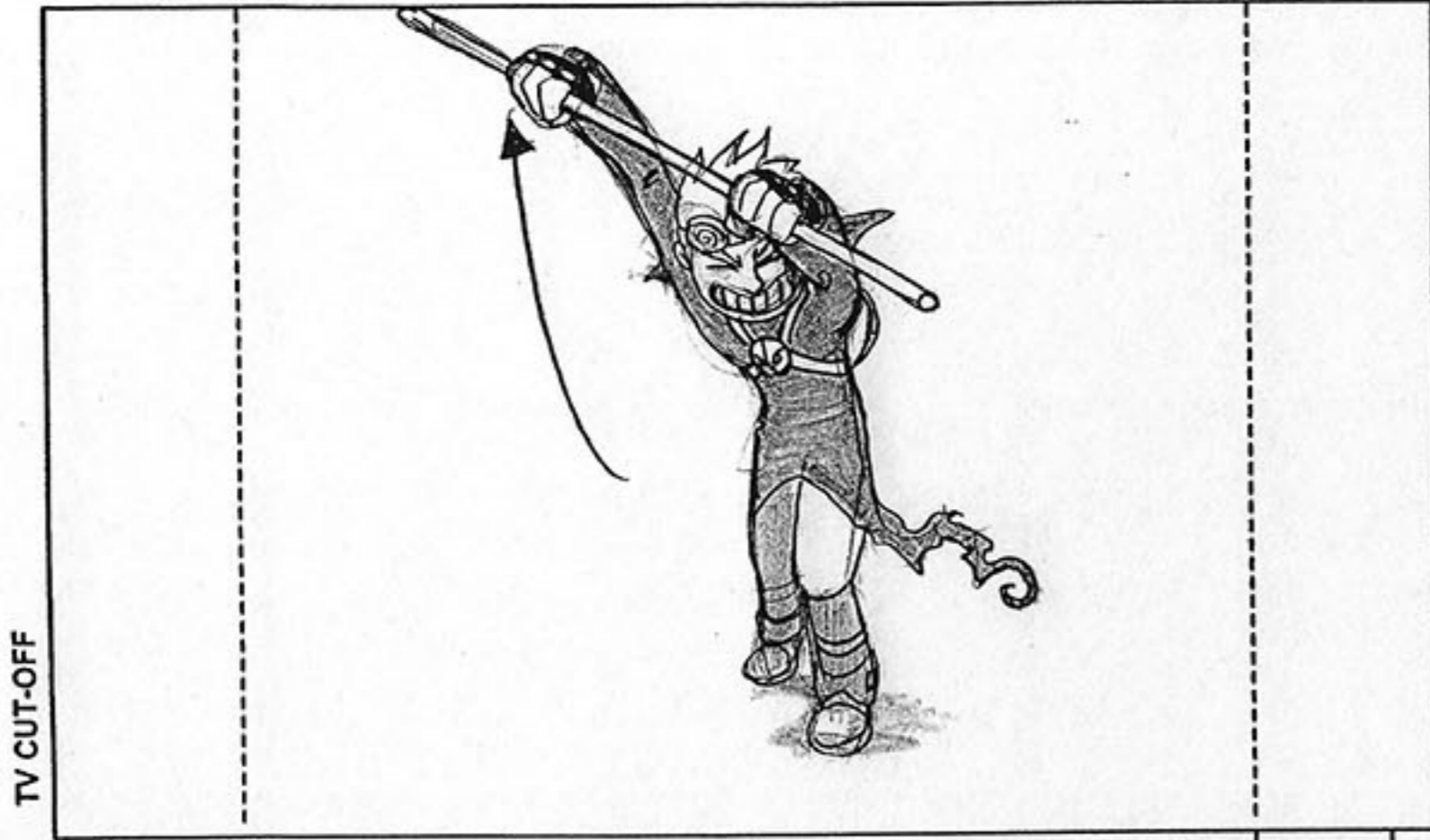
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SCENE C70

B.G.



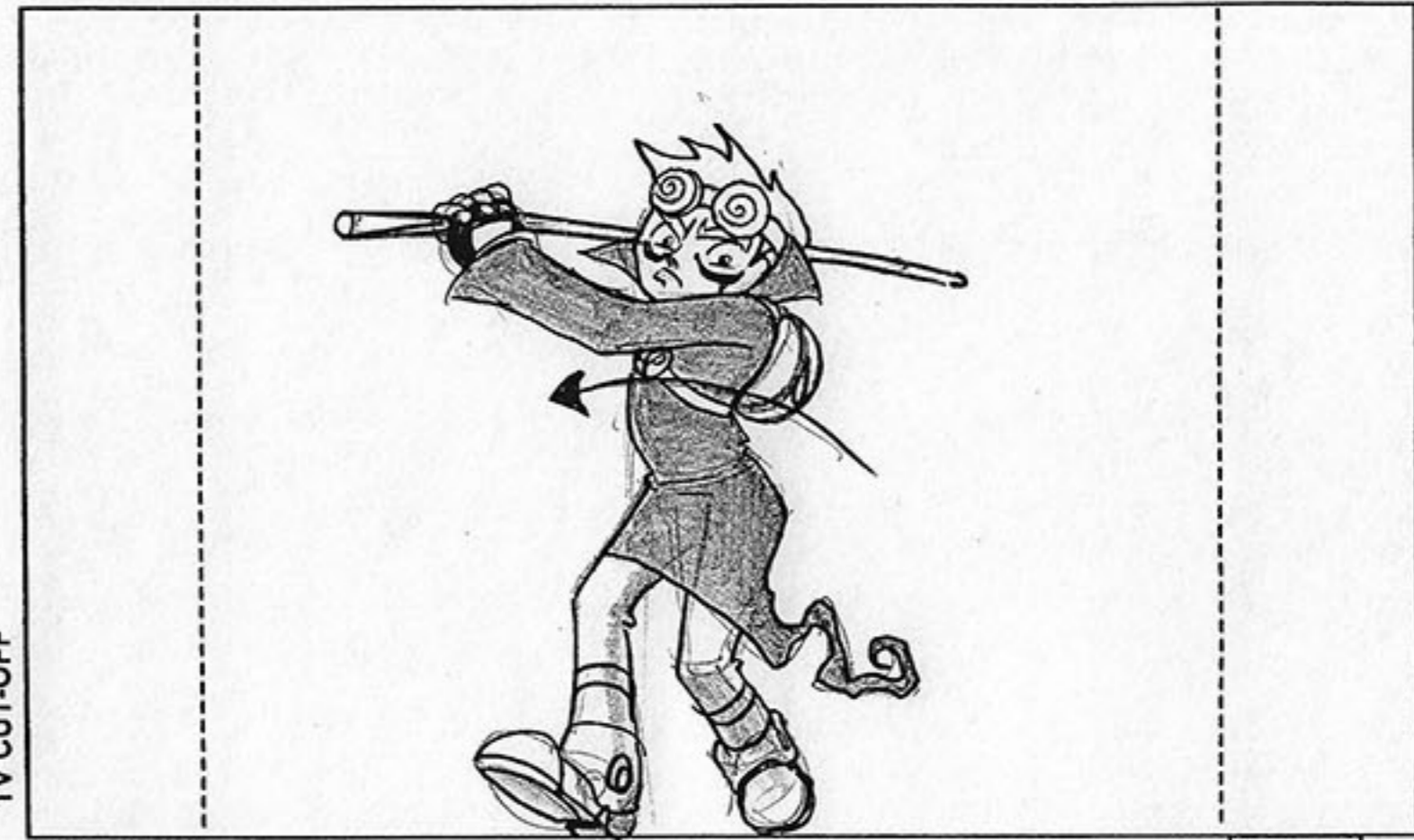
TV CUT-OFF

TV CUT-OFF

PANEL 17

SCENE C70

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 18

16 : 9 Widescreen Format

ACTION

-Continued-

DIAL

(17x)

(3x)

TIMING

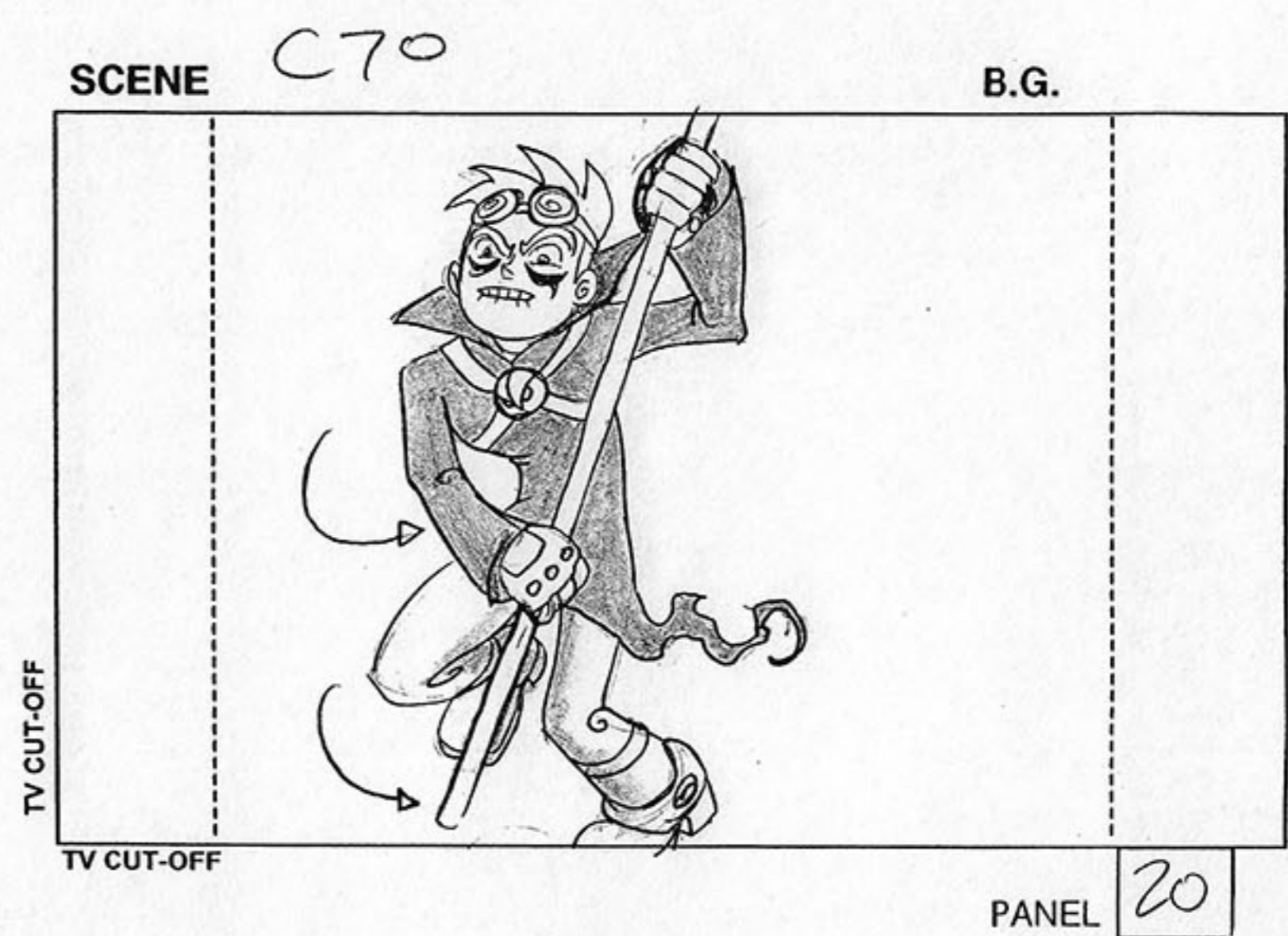
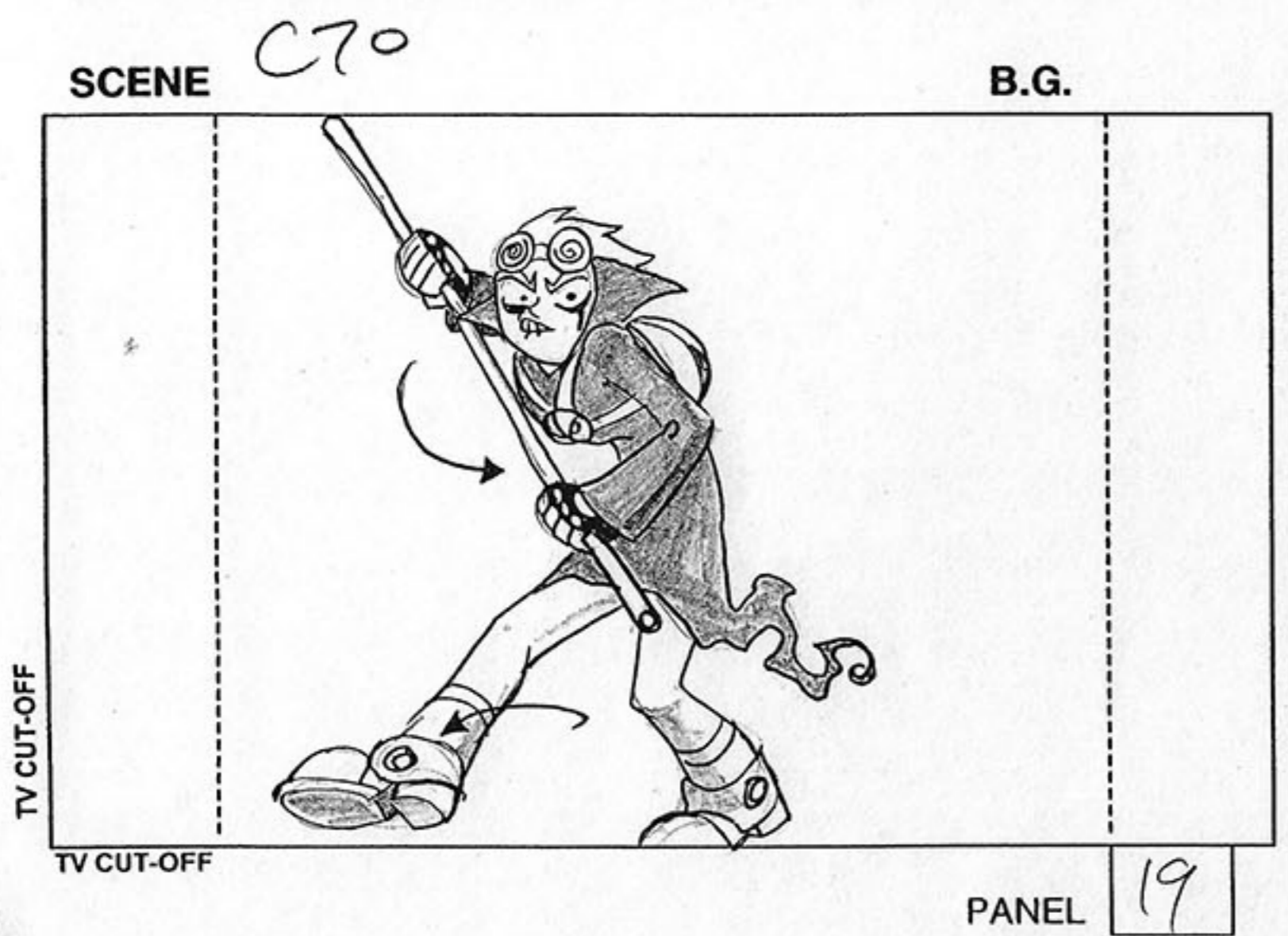
05:07

05:10

257311

WB X I A O L I N SHOWDOWN

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16 : 9 Widescreen Format

ACTION
DIAL
TIMING

- Continued -

(4x)

(5x)

05:14

05:19

257311



X I A O L I N N SHOWDOWN

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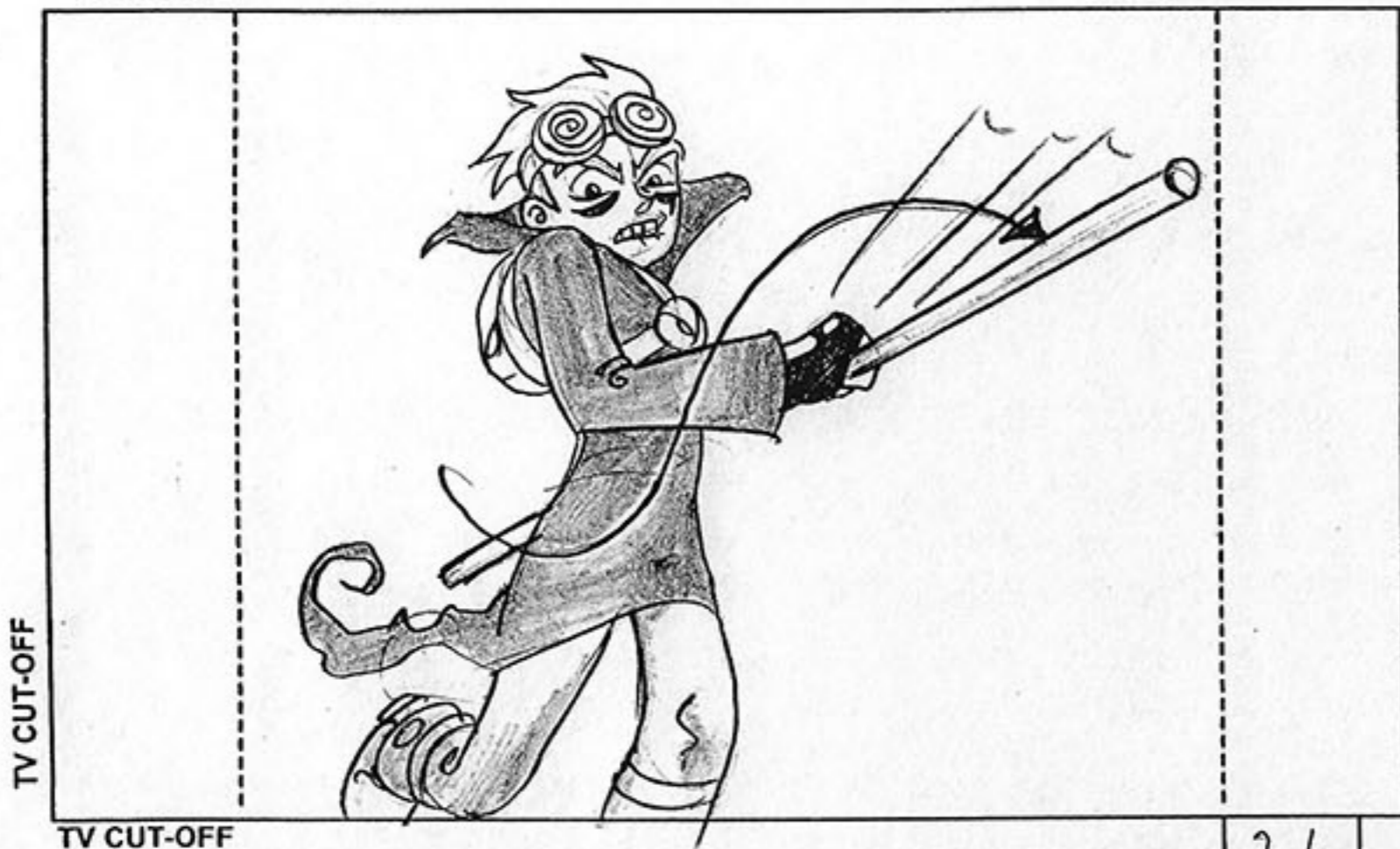
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PAGE C157

Pg C159
Fols

SCENE C70

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 21

SCENE C70

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 22

16 : 9 Widescreen Format

ACTION

→ Continued →

DIAL

(74)

7x

(18)

TIMING

06:02

06:09

ADD A
HOLD
@ END

257311

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00:00 00:08 00:15 00:22 01:08 01:14 01:22 02:05

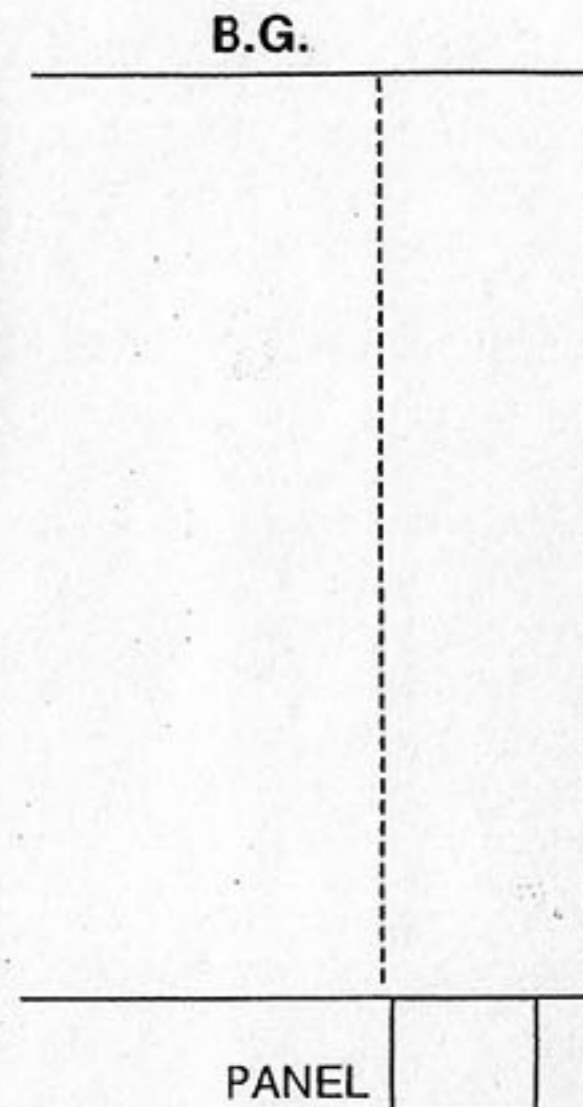
SEC | FRAMES



02:13 02:17 02:22 03:06 03:18 04:02 04:06 04:14



05:07 05:10 05:14 05:19 06:02 06:09



16 : 9 Widescreen Format

257311

TIMING REFERENCE
FOR SC. C70

THE FILM CAN BE SEEN
ON "JEDIMASTER.NET"
(CALLED "ORIGINAL STAR WARS KID")