Duration



#PrizeFighter

Scene		Duration	Panel	Duration
	1	07:02	1	00:10

Panel

Duration

00:10

2

Duration

07:02



Duration Panel

Notes

BG:

SUPG_SeaportPierArcadeExtADusk_Co_v04

Characters:

Mother daughter on the righ - SUPG_PierBoothCharactersADay_Co_v01.jpg I changed the mothers head tilt,s o now she's looking at her daughter instead of up.

Couple on the left-SUPG_PierBoothCharactersBDay_Co_v01_201 8-06-15.jpg

Dialog

Scene

BABS

Come on, come on!

Action Notes

EXT of the ARCADE area on the pier. BABS runs in excited.

Action Notes

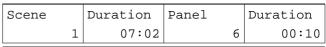
Scene

She does a twirl.

Scene		Duration	Panel	Duration
	1	07:02	4	00:10



Scene		Duration	Panel	Duration
	1	07:02	5	00:10







Action Notes

She does a twirl.

Action Notes

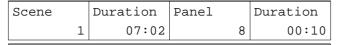
She does a twirl.

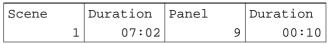
Action Notes

She does a twirl.



Scene		Duration	Panel	Duration
	1	07:02	7	00:10











Action Notes

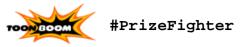
She does a twirl.

Action Notes

She does a twirl.

Action Notes

She does a twirl.



Scene		Duration	Panel		Duration
	1	07:02		10	00:10

Scene	Duration	Panel	Duration
1	07:02	11	00:10

Scene Duration Panel Duration
1 07:02 12 00:10







Dialog

BABS

Let's go, let's go, let's go!

Dialog

BABS

Let's go, let's go, let's go!

Dialog

BABS

Let's go, let's go, let's go!

Action Notes

And stops by the entrance hopping all excied.

Action Notes

And stops by the entrance hopping all excied.

Action Notes

And stops by the entrance hopping all excied.



Scene		Duration	Panel		Duration
	1	07:02		13	00:10



Scene		Duration	Panel		Duration
	1	07:02		14	00:10



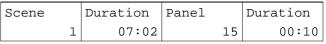
Dialog

KARA

Yeah yeah, we're coming.

Action Notes

KARA enters frame.



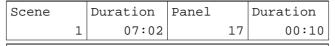


Action Notes

KARA and DIANA walk towards the arcade.



Scene		Duration	Panel		Duration
	1	07:02		16	00:10



Scene		Duration	Panel	Duration
	2	03:18	1	00:10





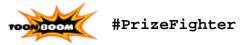


Action Notes

BABS runs into the building excited.

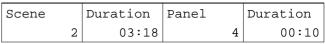
Action Notes

Kara enters the Arcade.



Scene		Duration	Panel		Duration
	2	03:18		2	00:10

Scene	Duration	Panel	Duration
2	03:18	3	00:10









Action Notes

DIANA n otices something off to the side. She stops.

Action Notes

DIANA n otices something off to the side. She stops.

Scene		Duration	Panel	Duration
	2	03:18	5	00:10

Scene	Duration	Panel	Duration
2	03:18	6	00:10

Scene		Duration	Panel		Duration
	2	03:18		7	00:10

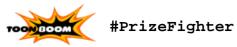






Action Notes

TRK OUT to a silhouette of a man, it looks a sif he's waving at Diana.



Scene		Duration	Panel	Duration
	2	03:18	8	00:10

Scene	Duration	Panel	Duration
2	03:18	9	00:10

Scene		Duration	Panel		Duration
	3	00:20		1	00:10







Dialog DIANA

GASP

Dialog

DIANA

slow, revelatory inhale

Action Notes

She gasps surprised, understanding something suddenly.

Action Notes

Jaws style Dolly Zoom, as Diana slowly inhales.

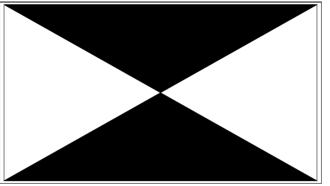


Scene		Duration	Panel		Duration
	3	00:20		2	00:10

Dissolve Duration 00:05

Scene Duration Panel Duration 4 02:22 1 00:10







Dialog

DIANA

slow, revelatory inhale

Dialog

SFX

cute, annoying video game music

Action Notes

JAWS DOLLY ZOOM

Action Notes

X-DISS to a close up of the HIT 'EM ALL! logo of a cute ground hog like animal.



Scene	Duration	Panel	Duration
4	02:22	2	00:10

Scene	Duration	Panel	Duration
4	02:22	3	00:10

Scene	Duration	Panel	Duration
4	02:22	4	00:10

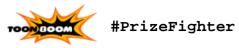






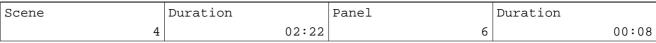
Action Notes

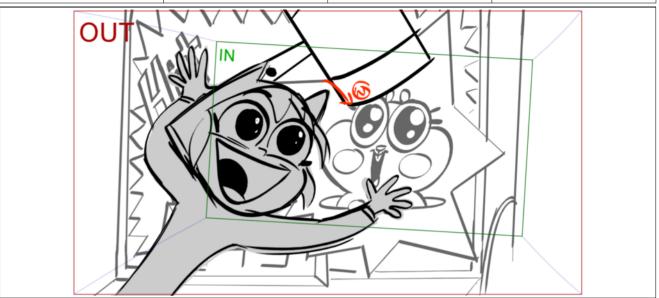
The animatronic hammer keeps hitting the animal, as game sounds play cutely.



Scene	Duration	Panel	Duration
4	02:22	5	00:10







Dialog

BABS

THIS, THE BEST!

Action Notes

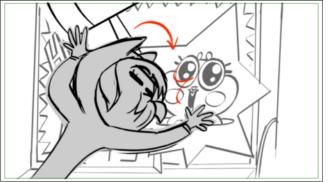
BABS pops in, excitedly slamming against the HIT EM' ALL! machine.



Scene	Duration	Panel	Duration
4	02:22	7	00:06



Scene		Duration	Panel	Duration
	5	03:18	1	00:10



Duration Panel



Dialog

Scene

KARA (OS)

Uh-huh.

Dialog

KARA

Duration

8

00:06

Let's see it in action.

Action Notes

She squishes her cheek against the machine.

Action Notes

BABS is rubbing her face on the machine.



Scene		Duration	Panel		Duration
	5	03:18	2	2	00:10

Scene	Ι	Duration	Panel	Durat	ion
Ę	5	03:18	3	0	0:10

Scene Duration Panel Duration 5 03:18 4 00:10







Dialog

KARA

Let's see it in action.

Dialog

KARA

Let's see it in action.

Dialog

KARA

Let's see it in action.

Action Notes

BABS rubbing her face on the machine.

Action Notes

BABS rubbing her face on the machine.

Action Notes

BABS rubbing her face on the machine.



Scene		Duration	Panel		Duration
	5	03:18		5	00:10

Scene	Duration	Panel	Duration
5	03:18	6	00:10

Scene		Duration	Panel		Duration
	5	03:18		7	00:10







Dialog

BABS

GASP!

Action Notes

She rolls off of the machine.

Action Notes

BABS looks excitedly towards KARA.



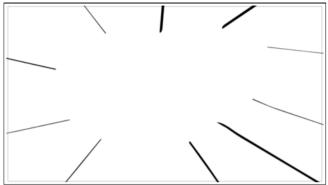
Scene		Duration	Panel		Duration
	5	03:18	8	3	00:10

Scene		Duration	Panel	Duration
	5	03:18	9	00:10

Scene		Duration	Panel		Duration
	6	00:20		1	00:10







Action Notes

BABS puts her hand in her pocket.



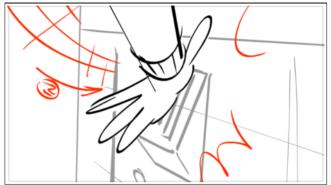
Scene	Duration	Panel	Duration
6	00:20	2	00:10

Scene	Duration	Panel	Duration
7	00:20	1	00:10

Scene		Duration	Panel		Duration
	7	00:20		2	00:10







Action Notes

She brings out a token.

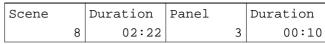
Action Notes

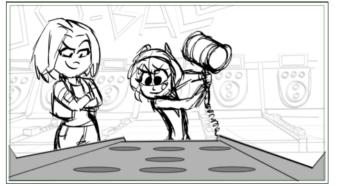
And slams it into the game slot.



Scene		Duration	Panel	Duration
	8	02:22	1	00:10

Scene	Duration	Panel	Duration
8	02:22	2	00:10









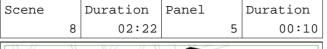
Action Notes

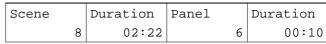
The game starts and little ground hog start popping out.

Dialog

BABS HA!

Scene		Duration	Panel		Duration
	3	02:22		4	00:10







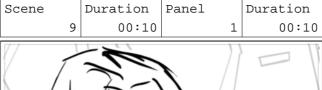


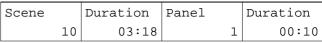


Dialog BABS HA! Dialog BABS HA! Dialog BABS HA!



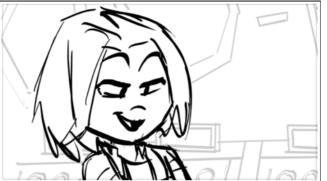
Scene	Duration	Panel	Duration
8	02:22	7	00:10







Dialog KARA Hmmmm



Dialog KARA Seems pretty easy...

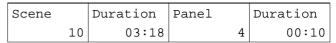


Dialog BABS*out of breath* Trust me...I make it LOOK easy..



Scene		Duration	Panel	Duration
	10	03:18	2	00:10

Scene		Duration	Panel	Duration	
	10	03:18	3	00:10	







KARA

Nah,

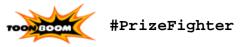


Dialog KARA

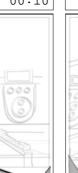
i'm pretty sure it's just easy.



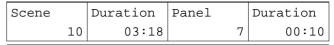
Dialog BABS Look!



Scene		Duration	Panel	Duration
	10	03:18	5	00:10



Scene		Duration	Panel	Duration
	10	03:18	6	00:10







Dialog

BABS

Like I said,

Dialog

BABS

it might seem easy, but I assure you,

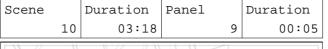
Dialog

BABS

it's my months of practice,



Scene		Duration	Panel	Duration
	10	03:18	8	00:10



Scene Duration Panel Duration
10 03:18 10 00:05







Dialog

BABS

if you were actually to try..

Dialog

CARNEY (OS)
Heh heh heh.

Action Notes

A menancing laugh OS catches the girls attention.



Scene Duration Panel Duration 11 01:06 00:10



Dialog

CARNEY

It's a shame you girls didn't bring your BOYFRIENDS

Action Notes

BABS keeps whacking moles without looking.

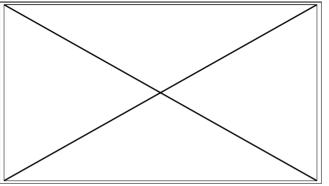
Notes

Note:

Character design is SUPG FatMaleBachelorAPose02MetWindowExt BNight_co_v01.jpg

BG Ref bg

NO PANEL



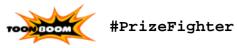
SUPG_SeaportPierSkeeBallIntADamagedDusk _co_v02.jpg

Duration Scene Duration Panel 01:06 11 00:10



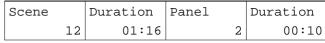
Action Notes

CARNEY pauses and looks towards BABS and KARA. BABS just rolls her eyes while KARA is clearly angry.



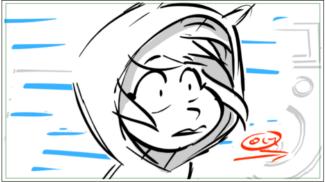
Scene		Duration	Panel	Duration
	11	01:06	3	00:10

Scene		Duration	Panel	Duration
	12	01:16	1	00:10









Dialog

CARNEY

Then you'd be able to play a REAL game.

Dialog

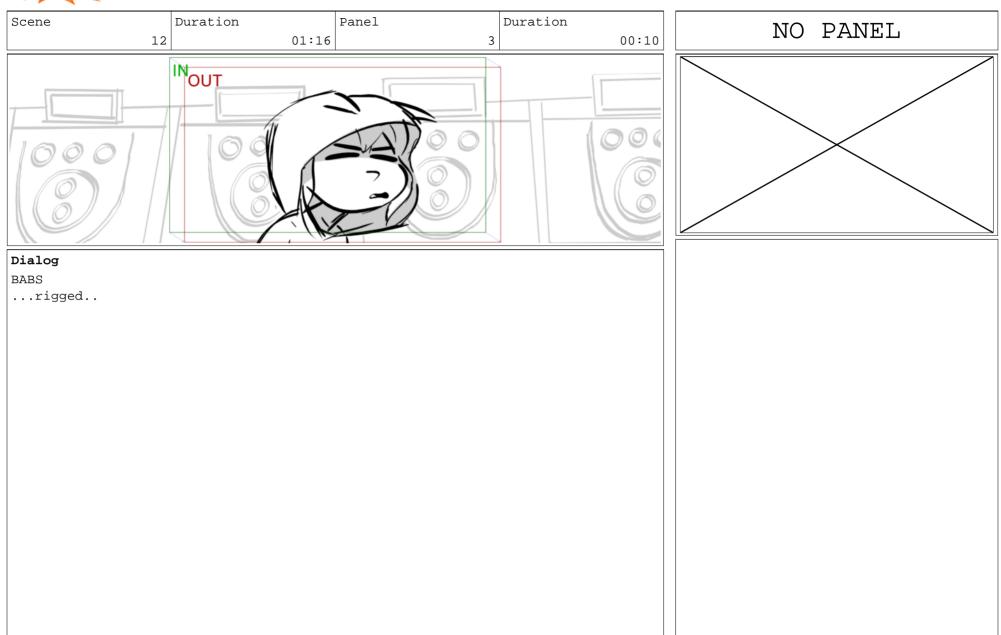
BABS

Ugh don't listen to him, that game...

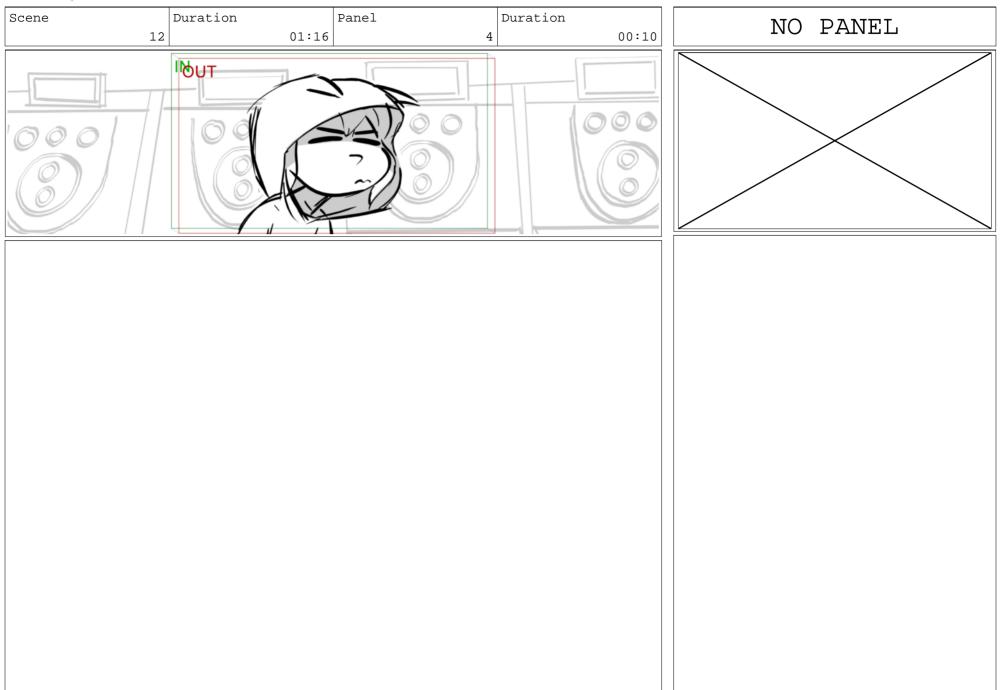
Action Notes

KARA zooms past BABS before she is able to finish her sentence.







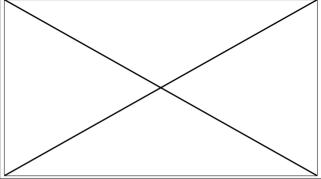


 Scene
 Duration
 Panel
 Duration

 13
 01:06
 1
 00:10



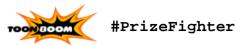




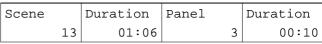
Dialog

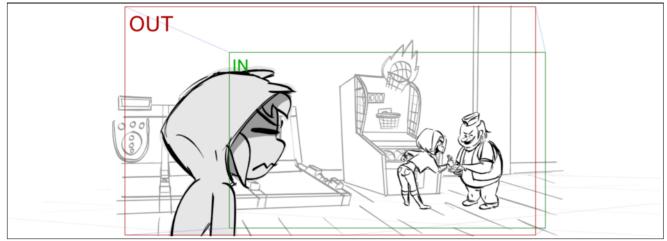
KARA

Take my money!!



Scene	Duration	Panel	Duration
13	01:06	2	00:10







Dialog

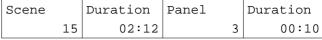
BABS

*grumble*suits yourself*grumble*

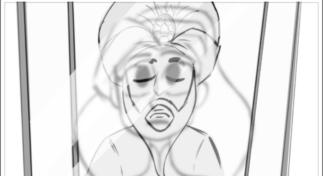
TOON BO	#Priz	eFighter								Pā	age 30/111
Scene	Duration 01:06		Duration 00:10	Scene	Duration 01:06	Panel I	Ouration 00:10	Scene	Duration 14 01	on Panel:06	Duration 3 00:10

Scene		Duration	Panel		Duration
	15	02:12		1	00:10











Action Notes

DIANA is looking at the magician in the glass case.

Action Notes

He opens his eyes and moves his mouth like a puppet.



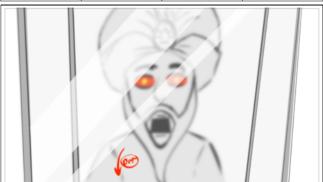
Scene		Duration	Panel		Duration
	15	02:12		4	00:10

Scene	Duration	Panel	Duration
1	02:12	5	00:10

Scene		Duration	Panel	Duration
	15	02:12	6	00:10







Dialog DIANA

gasp

Action Notes

Diana gasps in surprise and kneels OS.



Scene		Duration	Panel		Duration
	16	03:18		1	00:10

Scene		Duration	Panel	Duration
	16	03:18	2	00:10

Scene		Duration	Panel	Duration
	16	03:18	3	00:10







Dialog

DIANA

Forgive my rudeness

Action Notes

She's kneeling and bowing in front of the magicians booth.

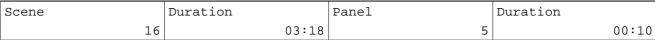


SceneDurationPanelDuration1603:18400:10



Dialog

BOY (OS)





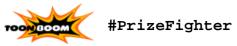
Dialog

BOY

...what is that ldy doing?

Action Notes

TRK out to reveal a mom and a son standing off to the side. The boy is pointing at Diana and looking twards his mother for answers.



Scene	Duration	Panel	Duration
16	03:18	6	00:10



Scene		Duration	Panel	Duration
	16	03:18	7	00:10



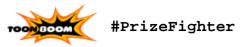
Dialog

Mom

Shh, don't make eye contact

Action Notes

The mom walks the boy away.

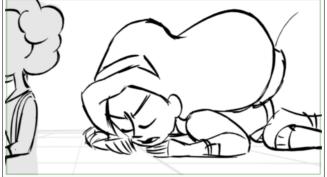


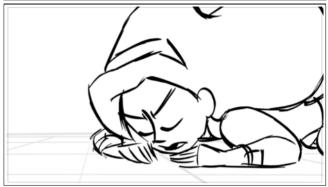
Scene		Duration	Panel	Duration
	16	03:18	8	00:10

Scene		Duration	Panel	Duration
1	6	03:18	9	00:10

Scene		Duration	Panel	Duration
	17	00:20	1	00:10







Action Notes

Mom and Boy wipe screen.

Dialog

DIANA

Oh great seer,

Dialog

DIANA

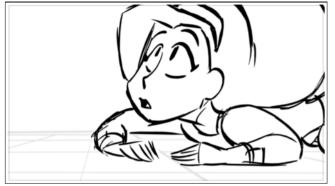
please show me, if I am following the correct path to victory.



Scene		Duration	Panel		Duration
	17	00:20		2	00:10

Scene Duration Panel Duration
18 01:16 1 00:10

Scene		Duration	Panel	Duration
	18	01:16	2	00:10







Dialog

SFX

printing noise

Dialog

SFX

various printing and mechanism noises

Action Notes

Diana looks up as a printing noise can be heard.

Action Notes

As the puppet moves it's mouth, a piece of paper comes out of the fortune slot.

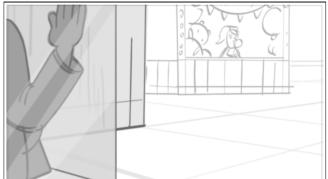
Scene		Duration	Panel		Duration
	18	01:16		3	00:10

Scene		Duration	Panel	Duration
	18	01:16	4	00:10

Scene		Duration	Panel		Duration
	19	02:22		1	00:10







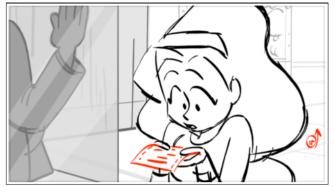
Action Notes

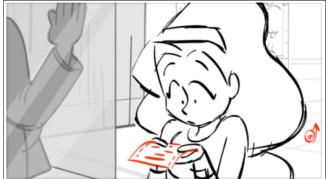
Diana looks towards the fortune.

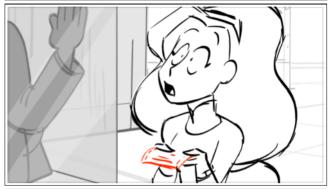
Scene		Duration	Panel	Duration
	19	02:22	2	00:10

Scene		Duration	Panel	Duration
1	L9	02:22	3	00:10

Scene		Duration	Panel	Duration
	19	02:22	4	00:10







Action Notes

She stands up mouthing whatever is written on the piece of paper.

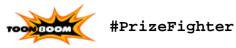
Dialog

DIANA

YEs...

Action Notes

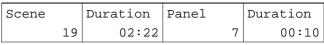
She looks up towards the puppet,

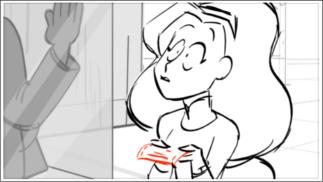


Scene		Duration	Panel		Duration
	19	02:22		5	00:10

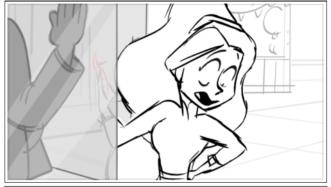
00:10	

		/ 1/6	11 0
19	02:22	6	00:10
Scene	Duration	Panel	Duration









Dialog

DIANA

Yes I understand!

Action Notes

She pauses for a second.

Dialog

DIANA

Please! I have more questions!

Action Notes

She nods.

Action Notes

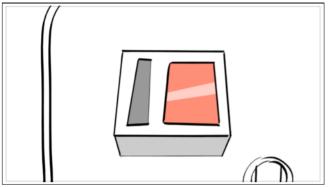
She reaches into her pocket for more tokens.

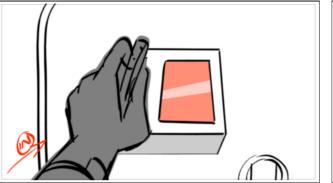


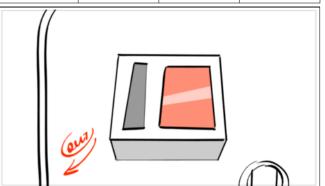
Scene		Duration	Panel	Duration
	20	01:06	1	00:10

Scene	Duration	Panel	Duration
20	01:06	2	00:10

Scene		Duration	Panel	Duration
	20	01:06	3	00:10







Action Notes

Diana inserts another token into the slot.



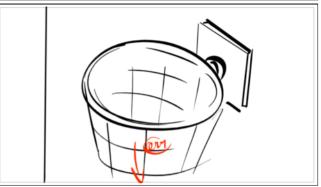
Scene		Duration	Panel		Duration	
	21	01:06		1	00:10	
			/			

Scene		Duration	Panel	Duration
	21	01:06	2	00:10

Scene		Duration	Panel	Duration
	21	01:06	3	00:10







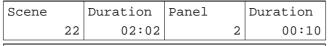
Dialog

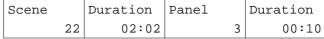
CARNEY (OS)

That's it.



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











Dialog KARA

That's all??

Dialog

CARNEY

Yup, that's all.

Dialog

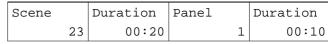
KARA

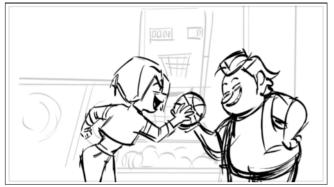
* LAUGHS*



Scene		Duration	Panel	Duration
	22	02:02	4	00:10











Dialog KARA EASY!

Dialog SFX

WINNER WINNER

Dialog

BABS

YES!

Action Notes

HIT EM ALL makes a bunch of happy noises.

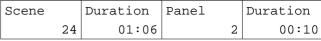


Hmph!

#PrizeFighter

Scene		Duration	Panel	Duration
	23	00:20	2	00:10







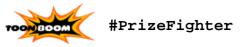
Dialog KARA



Dialog
KARA
I'll show you.



Action Notes
Kara throws the basketball towards camera.

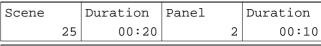


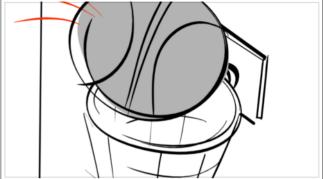
Scene		Duration	Panel		Duration	
	24	01:06		3	00:10	



Scene	Duration	Panel	Duration
25	00:20	1	00:10







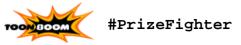
Dialog

KARA

I'll show you.

Action Notes

The balls flies in, it looks as if it's gonna go in.

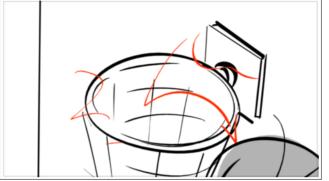


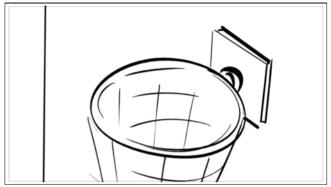
Scene		Duration	Panel		Duration
	26	00:10		1	00:10

Scene		Duration	Panel	Duration
2	27	00:20	1	00:10

Scene		Duration	Panel	Duration
	27	00:20	2	00:10







Action Notes

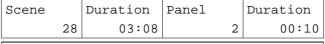
Split screen. The Carney grins knowingly. Kara smiles ecstatic.

Action Notes

The ball bounces out.



Scene		Duration	Panel		Duration
	28	03:08		1	00:10



Scene		Duration	Panel		Duration
	28	03:08		3	00:10







Dialog KARA

WHAT?!

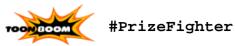
Dialog

SFX

Hit em all makes more victory noises

Action Notes

Kara pauses in her anger.



Scene		Duration	Panel		Duration
	28	03:08		4	00:10

Scene		Duration	Panel	Duration
	28	03:08	5	00:10

Scene		Duration	Panel	Duration
	28	03:08	6	00:10







Dialog KARA Grrr! Dialog

SFX

WINNER WINNER

Dialog

BABS

whack

Action Notes

The Carney split screens moves OS revealing BABS, who's looking back at KARA snickering. Everytime she hits the console, the console makes a winning noise.

Action Notes

The split screen moves OS. In the BG, BABS gets showered with winning tickets.



Scene		Duration	Panel	Duration
	28	03:08	7	00:10

Scene Duration Panel Duration
28 03:08 8 00:10

Scene Duration Panel Duration
29 00:20 1 00:10







Dialog

SFX

WINNER WINNER

KARA

GRRR

Dialog

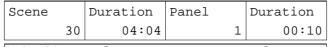
KARA AGAIN!

Action Notes

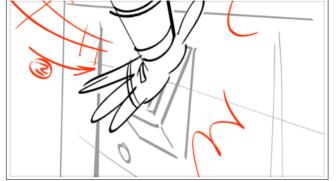
KARA grinds her teeth, furious.

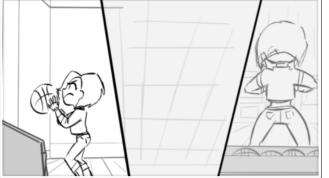


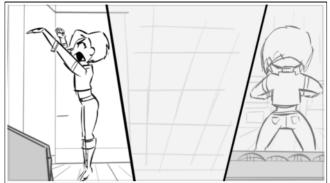
Scene		Duration	Panel	Duration
	29	00:20	2	00:10



Scene		Duration	Panel		Duration
	30	04:04		2	00:10







Action Notes

KAra slams another coin in the slot.

Action Notes

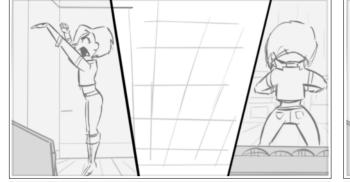
KARA tries throwing the ball in many different ways. While the split screens are grey, the scenes within them are frozen in time.

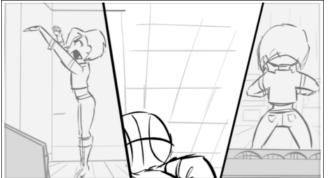
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Scene		Duration	Panel		Duration
	30	04:04		3	00:10

Scene		Duration	Panel		Duration
3	0	04:04		4	00:10

Scene		Duration	Panel		Duration
	30	04:04		5	00:10









Scene		Duration	Panel		Duration
	30	04:04	(6	00:10

Scene	Duration	Panel	Duration
30	04:04	7	00:10

Scene		Duration	Panel		Duration
	30	04:04		8	00:10







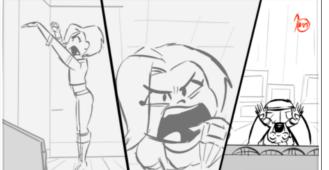


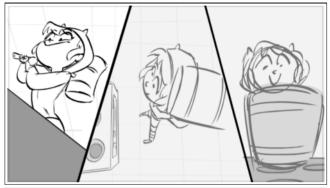
Scene		Duration	Panel	Duration
	30	04:04	9	00:10

Scene		Duration	Panel		Duration
	30	04:04	-	10	00:10

Scene		Duration	Panel	Duration
	31	02:12	1	00:10







Action Notes

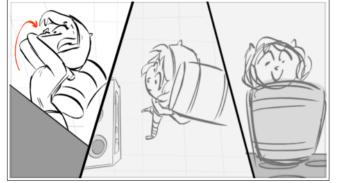
BAB's swings her Mole hammer from different angles. While the split screens are grey, the scenes within them are frozen in time.

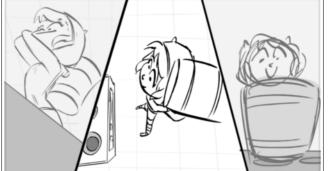


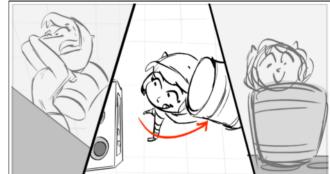
Scene		Duration	Panel		Duration
	31	02:12	:	2	00:10

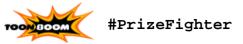
Scene		Duration	Panel	Duration
	31	02:12	3	00:10

Scene		Duration	Panel	Duration
	31	02:12	4	00:10





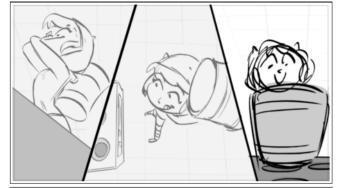


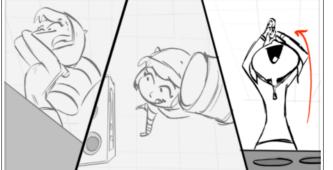


Scene		Duration	Panel		Duration
	31	02:12		5	00:10

Scene		Duration	Panel	Duration
	31	02:12	6	00:10

Scene		Duration	Panel		Duration
	32	03:08		1	00:10

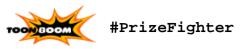






Action Notes

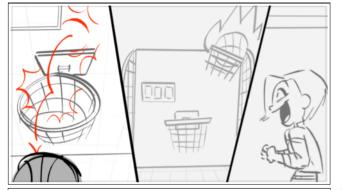
KARA's every shot misses.

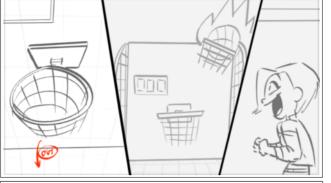


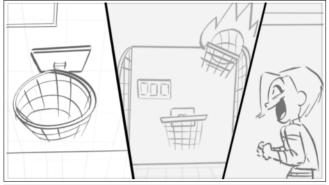
Scene		Duration	Panel	Duration
	32	03:08	2	00:10

Scene		Duration	Panel	Duration
	32	03:08	3	00:10

Scene		Duration	Panel	Duration
	32	03:08	4	00:10







Action Notes

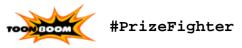
It misses every time.

Action Notes

It misses every time.

Action Notes

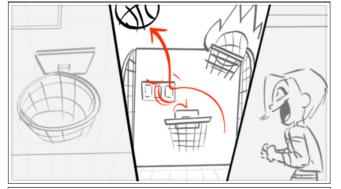
It misses every time.

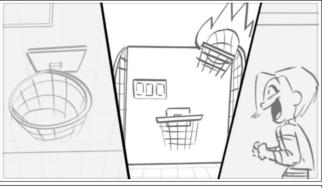


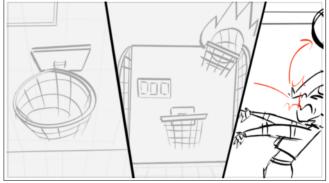
Scene		Duration	Panel		Duration
	32	03:08		5	00:10

Scene		Duration	Panel	Duration
3	32	03:08	6	00:10

Scene	е	Duration	Panel		Duration
	32	03:08		7	00:10







Action Notes

It misses every time.

Action Notes

It misses every time.

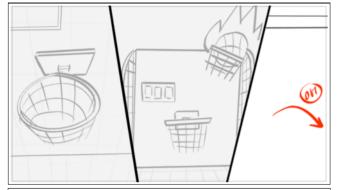
Action Notes

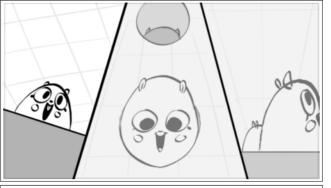
It misses every time.

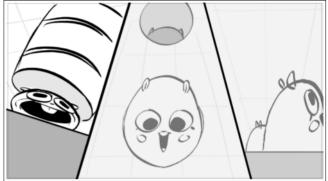
Scene		Duration	Panel	Duration
	32	03:08	8	00:10

Scene		Duration	Panel	Duration
	33	03:08	1	00:10

Scene		Duration	Panel	Duration
	33	03:08	2	00:10







Action Notes

It misses every time.

Action Notes

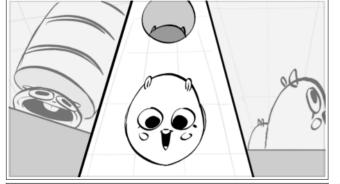
While BABS, hits 'em every time.

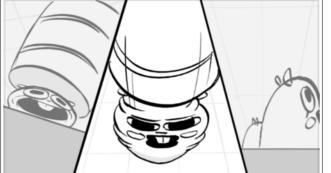


Scene	2.2		Panel	2	Duration
	33	03:08		3	00:10
	,		$\overline{}$		

Scene	Duration	Panel	Duration
33	03:08	4	00:10

Scene		Duration	Panel	Duration
	33	03:08	5	00:10









Scene I	Ouration Panel	Duration	Scene	Duration Panel	Duration	Scene	Duration Pa	nel Duration
33	03:08	6 00:10	33	03:08	7 00:10		33 03:08	8 00:10

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Scene		Duration	Panel	Duration
	34	07:02	1	00:10

Scene		Duration	Panel	Duration	
	34	07:02	2	00:10	

Scene		Duration	Panel	Duration
	34	07:02	3	00:10







Action Notes

BABS swings down at th machine. She beats a rythm. Every two *whacks* the crowd that has gathered around her *woohoos!* to the rythm.

Dialog

BABS

WHack!



Scene		Duration	Panel	Duration
	34	07:02	4	00:10

Scene		Duration	Panel	Duration
3	34	07:02	5	00:10

Scene		Duration	Panel		Duration
	34	07:02		6	00:10







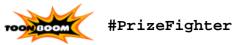
Dialog

BABS

WHack!

Dialog

BABS and CROWD Woop!



Scene		Duration	Panel		Duration
	34	07:02		7	00:10

Scene		Duration	Panel		Duration
	34	07:02		8	00:10
			-		

Scene		Duration	Panel		Duration
	34	07:02		9	00:10







Dialog
BABS and CROWD
Woop!



Scene		Duration	Panel		Duration
	34	07:02		10	00:10

Scene		Duration	Panel		Duration
	34	07:02		11	00:10

Scene		Duration	Panel		Duration
	34	07:02		12	00:10







Dialog

BABS

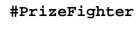
WHack!

Dialog

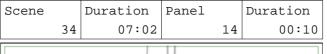
BABS

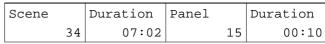
WHack!





Scene		Duration	Panel		Duration
	34	07:02		13	00:10











Dialog
BABS and CROWD
Woop!



Scene	Duration	Panel	Duration
34	07:02	16	00:10



Scene Duration Panel Duration 07:02 17 00:10



Action Notes

KARA exclaims in frustration.

Dialog

KARA

AARGHH!!

CROWD

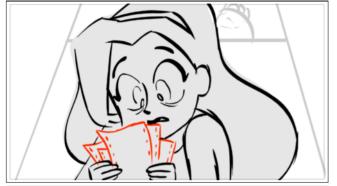
Woop!



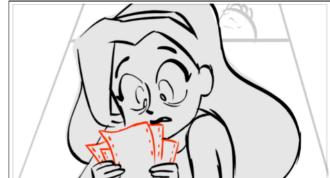
Scene		Duration	Panel		Duration
	35	01:06		1	00:10

Scene		Duration	Panel	Duration
	35	01:06	2	00:10

Scene		Duration	Panel	Duration
	35	01:06	3	00:10







Dialog

DIANA *mumbling Yes..yes..I see..I see.

Action Notes

Outside DIANA is looking at a buncha printed fortunes. She's mumbling to herself, while rocking back and forth.

3

Duration



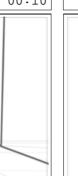
#PrizeFighter

Scene	Duration	Panel	Duration	Scene		Duration	Panel	Duration	Scene	Duration	Panel
	04:04	1	00:10		36	04:04	2	00:10	3	04:04	
		ASK ANYTHIN					ASK ANYTHIN				ASK A



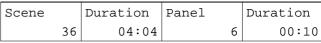


Scene		Duration	Panel		Duration
	36	04:04		4	00:10



Scene		Duration	Panel	Duration
	36	04:04	5	00:10







Action Notes

As she's rocking back and forth, the same mom and son walk by, a little faster this time. The mom is clearly annoyed over Diana's presence.

Action Notes

Screen Wipe to the basketball game's board.



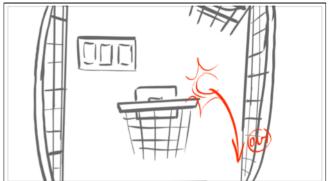
Scene		Duration	Panel		Duration
	36	04:04		7	00:10

Scene	Duration	Panel	Duration
36	04:04	8	00:10

Scene		Duration	Panel		Duration
	36	04:04		9	00:10







Action Notes

Another shot misses.



Scene		Duration	Panel		Duration
	36	04:04		10	00:10



Scene

Duration

Scene		Duration	Panel	Duration
	37	00:20	2	00:10



Panel

Duration

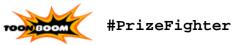
1

00:10



Action Notes

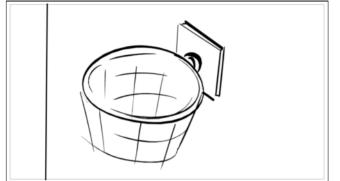
Meanwhile BABS gets handed a giant mole toy.

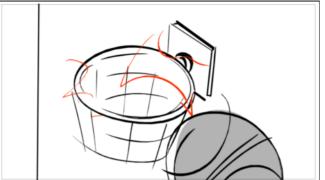


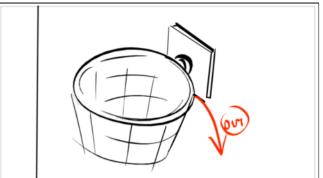
Scene		Duration	Panel		Duration
	38	01:06		1	00:10

Scene	Duration	Panel	Duration
38	01:06	2	00:10

Scene		Duration	Panel		Duration
	38	01:06		3	00:10







Action Notes

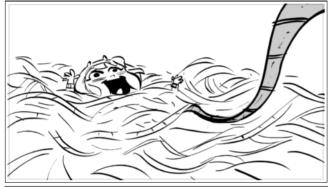
Another shot missed.



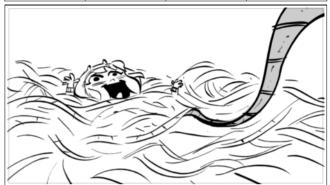
Scene		Duration	Panel	Duration
	39	01:16	1	00:10

Scene	Duration	Panel	Duration
39	01:16	2	00:10

Scene		Duration	Panel		Duration
	39	01:16		3	00:10







Action Notes

BABS is drowning in a sea of tickets.

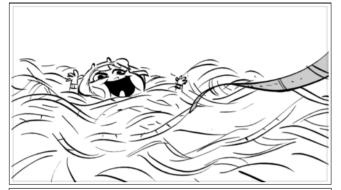


#PrizeFighter

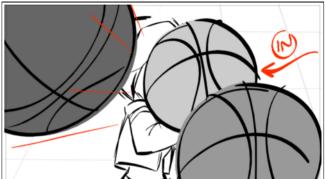
Scene		Duration	Panel	Duration
	39	01:16	4	00:10



Scene		Duration	Panel	Duration	1
	40	01:16	2	2 00:1	L 0







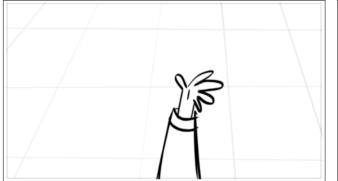
KARA get's pummeled by a bunch of basketballs.



Scene		Duration	Panel		Duration
	40	01:16		3	00:10

Scene	Duration	Panel	Duration
40	01:16	4	00:10

Scene		Duration	Panel		Duration
	41	02:02		1	00:10







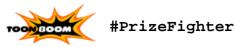
Dialog

BABS

Keys to the city? I couldnt!

Action Notes

In the FG BABS is laughing embarassed a sthe mayor is handing her the keys to the city. In the BG, KARA is laying on the ground defeated.



Scene		Duration	Panel		Duration
	41	02:02		2	00:10

Scene		Duration	Panel	Duration
	41	02:02	3	00:10

Scene		Duration	Panel	Duration
	41	02:02	4	00:10







Dialog

BABS

Keys to the city? I couldnt!

Dialog

BABS

Keys to the city? I couldnt!

Dialog

BABS

Keys to the city? I couldnt!

Action Notes

KARA slowly gets up.

Action Notes

And as she stands in from to fthe mchine.

Action Notes

An air of determination literally burtsts around her.

Scene		Duration	Panel	Duration
	41	02:02	5	00:10

Scene	Duration	Panel	Duration
42	00:20	1	00:10

Scene		Duration	Panel	Duration
	42	00:20	2	00:10







Action Notes

BABs can sense something.

Dialog

BABS

I have a bad feeling about this.

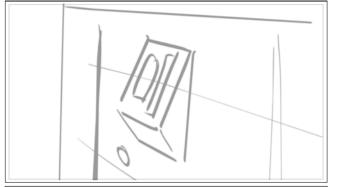
Action Notes

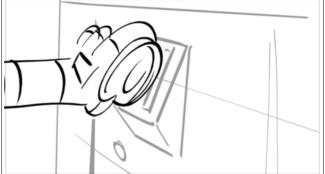
She looks back towards KARA concerned.

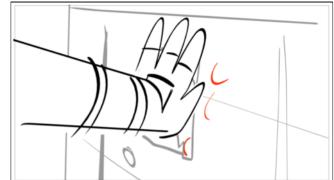
Scene		Duration	Panel		Duration
	43	01:16		1	00:10

Scene	Duration	Panel	Duration
43	01:16	2	00:10

Scene		Duration	Panel		Duration
	43	01:16		3	00:10







Action Notes

KARA slams another token in. This time crushing the slot.



Scene Duration Panel Duration 43 01:16 4 00:10	Scene Duration Panel Duration 44 01:16 1 00:10	Scene Duration Panel Duration 44 01:16 2 00:10



Scene		Duration	Panel		Duration
l	44	01:16		3	00:10

Scene	Duration	Panel	Duration
44	01:16	4	00:10

Scene		Duration	Panel		Duration
	45	00:20		1	00:10

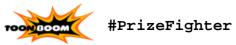






Action Notes

As she looks up, her eyes are filled with determination.



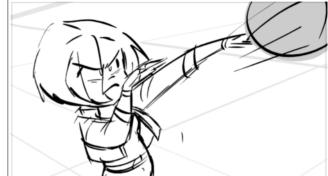
Scene		Duration	Panel		Duration
	45	00:20		2	00:10

Scene	Duration	Panel	Duration
46	00:20	1	00:10

Scene		Duration	Panel		Duration
	46	00:20		2	00:10







Action Notes
She shots.

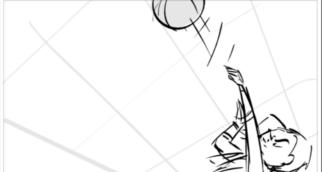
A series of repeat shots of her t oss from different angles.

Scene		Duration	Panel		Duration
	47	00:20		1	00:10

Scene	Duration	Panel	Duration
47	00:20	2	00:10

Scene		Duration	Panel		Duration
	48	00:10	1	L	00:10



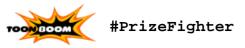




Action Notes

The Carney watches the ball fly through the air in slow motion.

Dissolve	Duration 00:05	Scene Duration Panel 48_A 00:10	Duration 1 00:10	Dissolve	Duration 00:04

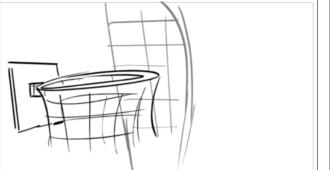


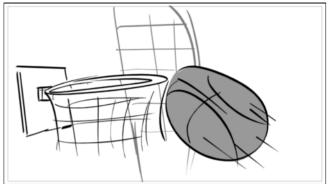
Scene	Duration	Panel	Duration
48_B	00:10	1	00:10
	7		

Scene		Duration	Panel		Duration
4	19	01:06		1	00:10

Scene		Duration	Panel		Duration
	49	01:06		2	00:10





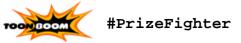


The ball hits the rim with amazing speed and flies OS.

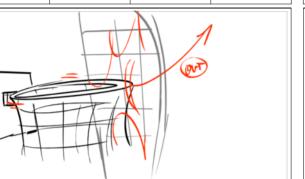
2

Duration

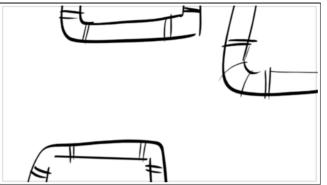
00:10

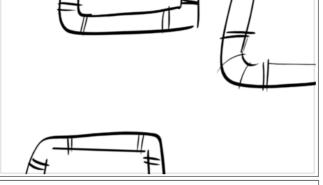


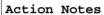
Scene		Duration	Panel		Duration
	49	01:06		3	00:10



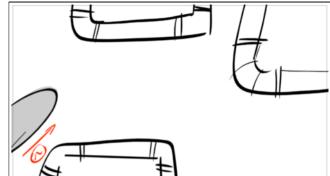
Scene		Duration	Panel	Duration
	50	01:16	1	00:10
	_		-	







It bounces crazily off of a buncha pipes.



Duration Panel

01:16

Scene

50

Scene Duration Panel Duration 50 01:16 3 00:10	Scene Duration Panel Duration 50 01:16 4 00:10	Scene Duration Panel Duration 51 01:16 1 00:10
30,110, 3,001.10	50 0110	Menally 1 00110
		Action Notes Hits the Hit 'em all! machine and flies up.



Scene Duration Panel Duration	Scene Duration Panel Duration	Scene Duration Panel Duration
51 01:16 2 00:10	51 01:16 3 00:10	51 01:16 Panel 4 00:10



Scene		Duration	Panel	Duration
	52	01:06	1	00:10

Scene		Duration	Panel	Duration
	52	01:06	2	00:10

Scene		Duration	Panel		Duration
	52	01:06		3	00:10

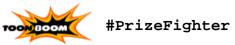






Action Notes

It breaks through the rough of the ARCADE building.



Scene		Duration	Panel		Duration
	53	02:22		1	00:10

Scene	Duration	Panel	Duration
53	02:22	2	00:10

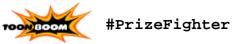
Scene		Duration	Panel		Duration
	53	02:22	;	3	00:10







Batman is flying through the night sky on his patroll plane.



Scene		Duration	Panel		Duration
	53	02:22		4	00:10

Scene		Duration	Panel	Duration
5	3	02:22	5	00:10

Scene		Duration	Panel	Duration
	53	02:22	6	00:10

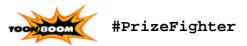






The basketball hits his plane's wing slightly.

Dialog
BATMAN
grunt



Scene		Duration	Panel	Duration
	53	02:22	7	00:10



Scene		Duration	Panel	Duration
	54	01:16	2	00:10







Dialog

ROBBER

GIVE ME THOSE BURRITOS!!

Dialog

ROBBER

GIVE ME THOSE BURRITOS!!

Action Notes

A robber is trying to get them burritos.

Action Notes

The ball comes flying in and knocks him out.



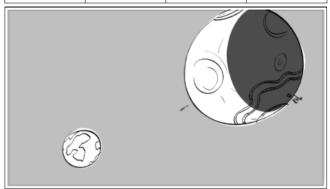
Scene		Duration	Panel	Duration
	54	01:16	3	00:10

Scene	Duration	Panel	Duration
54	01:16	4	00:10

Scene		Duration	Panel		Duration
	55	01:06		1	00:10







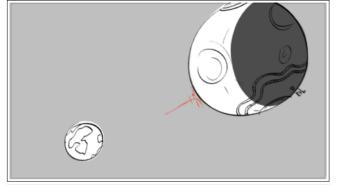
Action Notes

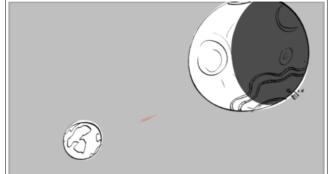
In space, the ball hits the moon and bounces back towards the earth.



Scene	Duration	Panel	Duration	:	Scene		Duration	Panel		Duration
55	01:06	2	00:10			55	01:06		3	00:10
					,					

Scene		Duration	Panel		Duration
	56	00:20		1	00:10





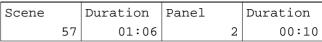


Action Notes
Sound of an incoming missle.



Scene		Duration	Panel	Duration
	56	00:20	2	00:10

Scene		Duration	Panel	Duration	
	57	01:06	1	00:10	







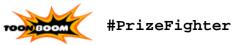


Action Notes

The basketball comes back flying in with amazing speed.

Action Notes

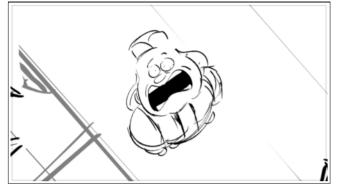
It comes falling towards the terrified CArney.



Scene		Duration	Panel		Duration
	57	01:06		3	00:10

Scene		Duration	Panel	Duration
	58	01:06	1	00:10

Scene		Duration	Panel		Duration
	58	01:06		2	00:10







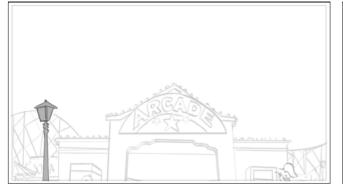
A huge explosion shakes the Arcade.



Scene		Duration	Panel	Duration
	58	01:06	3	00:10

Scene		Duration	Panel	Duration
!	59	01:06	1	00:10

Scene		Duration	Panel	Duration
	59	01:06	2	00:10







Action Notes

The Carney's covering his face in fear.

Dialog

KARA(OS) Well?

Action Notes

As the smoke clears, Kara can be heard OS.



Scene		Duration	Panel	Duration
	59	01:06	3	00:10

Scene		Duration	Panel		Duration
	60	02:02		1	00:10

Scene		Duration	Panel		Duration
	60	02:02		2	00:10







The Carney looks down.

Dialog

SFX

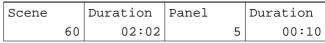
buzzing sounds of a broken machine, the sizzling of smoke and debree crumbling

Action Notes

The machine beeps.

Scene		Duration	Panel		Duration
	60	02:02	3	3	00:10

				7	
6	0	02:02		4	00:10
Scene		Duration	Panel		Duration









And a one point pops up on the broken, glitchy screen.

Dialog

KARA Hmph!



Scene		Duration	Panel		Duration
	61	01:16		1	00:10

	61	01:16	2	00:10
Scene		Duration	Panel	Duration

Scene		Duration	Panel		Duration
	61	01:16		3	00:10



Action Notes

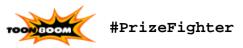
Carney looks towards KARA.



Action Notes

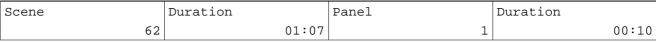
She outstretches her hand expectantly.





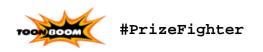
Scene		Duration	Panel	Duration
	61	01:16	4	00:10

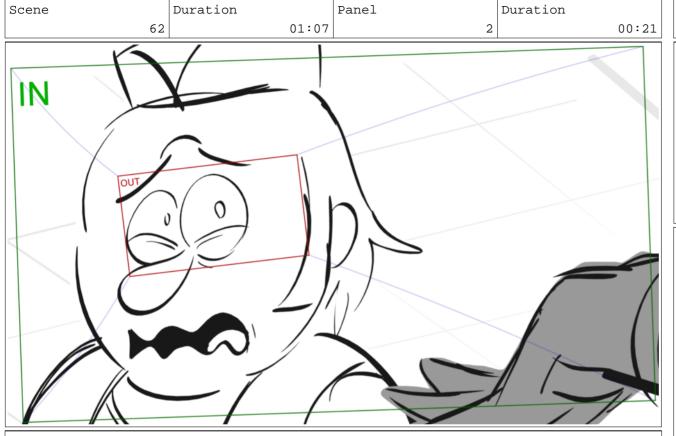




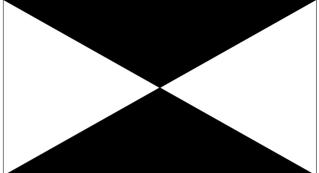


Truck in on his terrified eye.





Duration Dissolve 00:11



Dialog

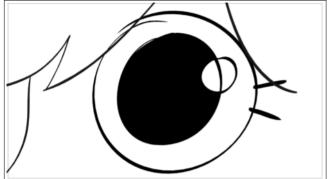
KARA HA!



Scene		Duration	Panel		Duration
	63	00:19		1	00:19
		/		١	

		- /1	N 1		12
64	1	00:20		1	00:10
Scene		Duration	Panel		Duration

Scene		Duration	Panel		Duration
	64	00:20		2	00:10







Dialog
KARA
Ooooh!

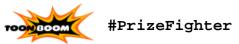


Dialog KARA HA!

Kara admires the keychain she got as an award for playing the game.

Action Notes

She moves the pony towards BABs.



Scene Duration Panel Duration	Scene Duration Panel Duration	Scene Duration Panel Duration
65 02:02 1 00:10	65 02:02 2 00:10	65 02:02 3 00:10

Duration

00:10



65	02:02	4	00:10
			1
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	$/// \searrow$	۱۸۰۰ ر	$M_{\odot}$
_or			
			$\angle\!\!\!\!\!\!\!\!\!\!\!\!\!\!\!\!\!\!\!\!\!\!\!\!\!\!\!\!\!\!\!\!\!\!\!\!$

Duration

Duration Panel

Duration Panel

02:02



Duration Panel

01:16

Dialog
BABS
Wooow!

Scene

Dialog BABS

Scene

65

Great job!

#### Dialog

Scene

66

BABS

Duration

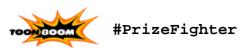
00:10

5

I guess you win...

#### Action Notes

They're standing outside of the ARCADE. BABS is covered in all her rewards, while the inly thing that Kara is holding is the pony key chain.



Scene		Duration	Panel	Duration
	66	01:16	2	00:10



# Dialog KARA

*LAUGHS*





#### Dialog

DIANA

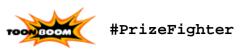
*mumbling*

#### Action Notes

DIANA's silhouette appears in the foreground.

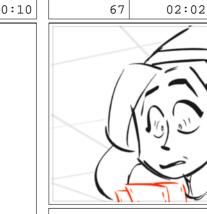
Duration

00:10



 Scene
 Duration
 Panel
 Duration

 66
 01:16
 4
 00:10



Scene

### Dialog

DIANA

*mumbling*

#### Action Notes

TRK OUT.

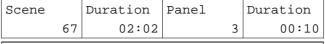
Duration Panel

#### Action Notes

Diana is clutching the fortunes and mumbling to herself.



Scene		Duration	Panel	Duration
	67	02:02	2	00:10



Scene		Duration	Panel	Duration
	67	02:02	4	00:10







# Dialog KARA

What's up Diana?

#### Dialog

DIANA

I have seen the future of all.

#### Dialog

KARA

*LAUGHS*



Scene		Duration	Panel	Duration
	67	02:02	5	00:10



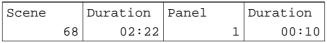
#### Dialog

KARA

Ya, ok. Let's go.

#### Action Notes

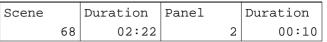
They walk towards camera.

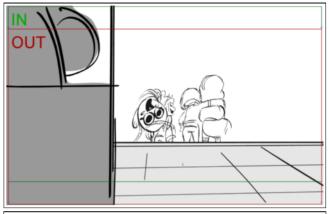




#### Action Notes

As they walk away laughing the camera stays next to te magicians case.





#### Action Notes

As the girls walk away we start to slowly TRK down.

5

Duration

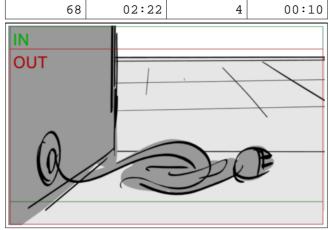
00:10



OUT

### #PrizeFighter

Scene		Duration	Panel	Duration
	68	02:22	3	00:10



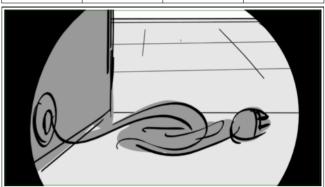
Duration Panel

	1
ľ	

Duration

Scene

68

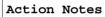


Duration Panel

02:22

Action Notes

To reveal that the case was never plugged in!



Scene

Dun dun duuuun!



Scene 68	Ouration 02:22	Panel	Duration 6 00:10	Scene	Duration Page 58 02:22	nel Duration 7 00:1	NO PANEL
	OZ VZZ		0 00.10		02.22	7 0011	