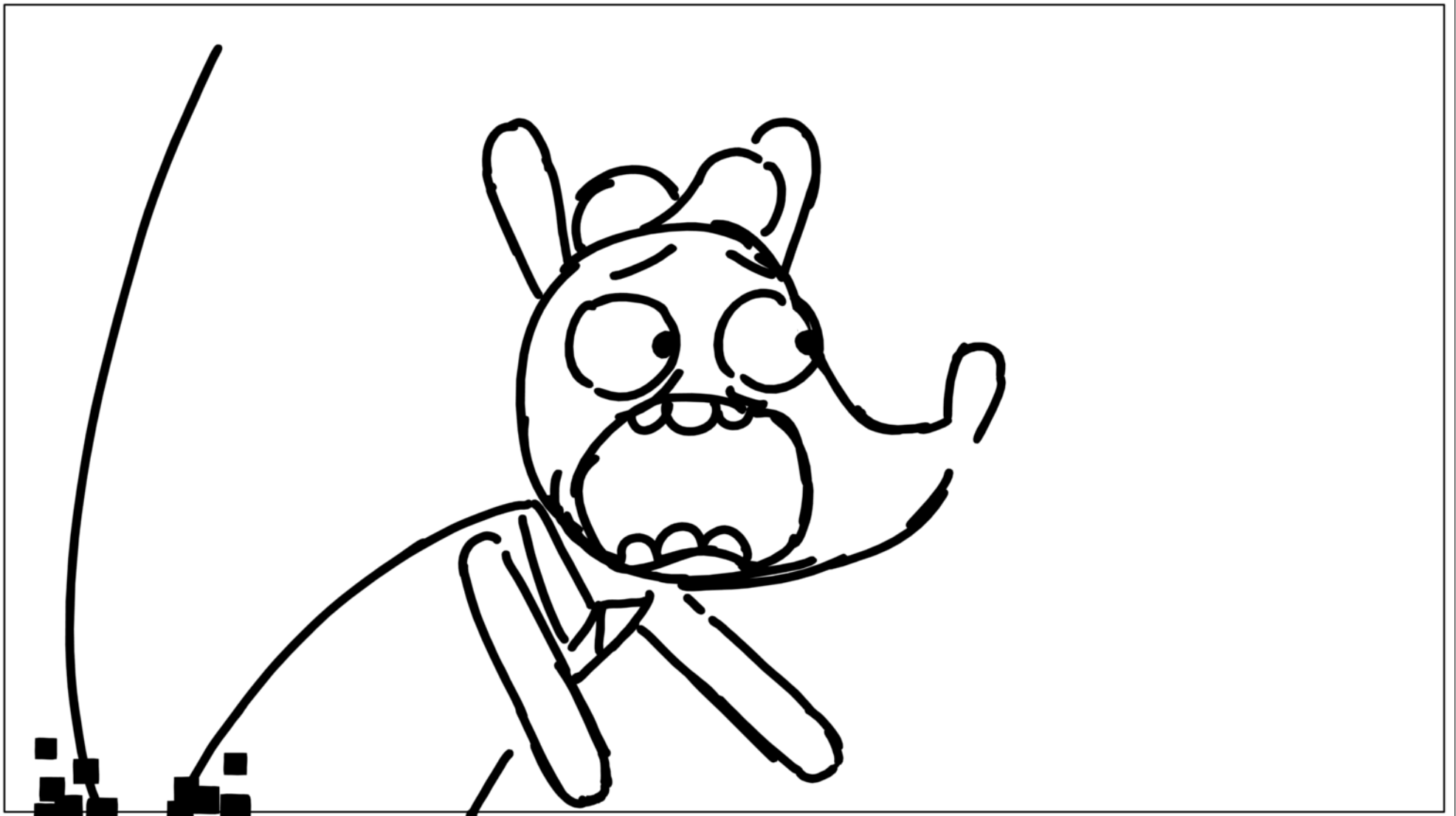


Scene

024F

Panel

B



Dialog

SKUNKY: The *Darkness* is coming!!!

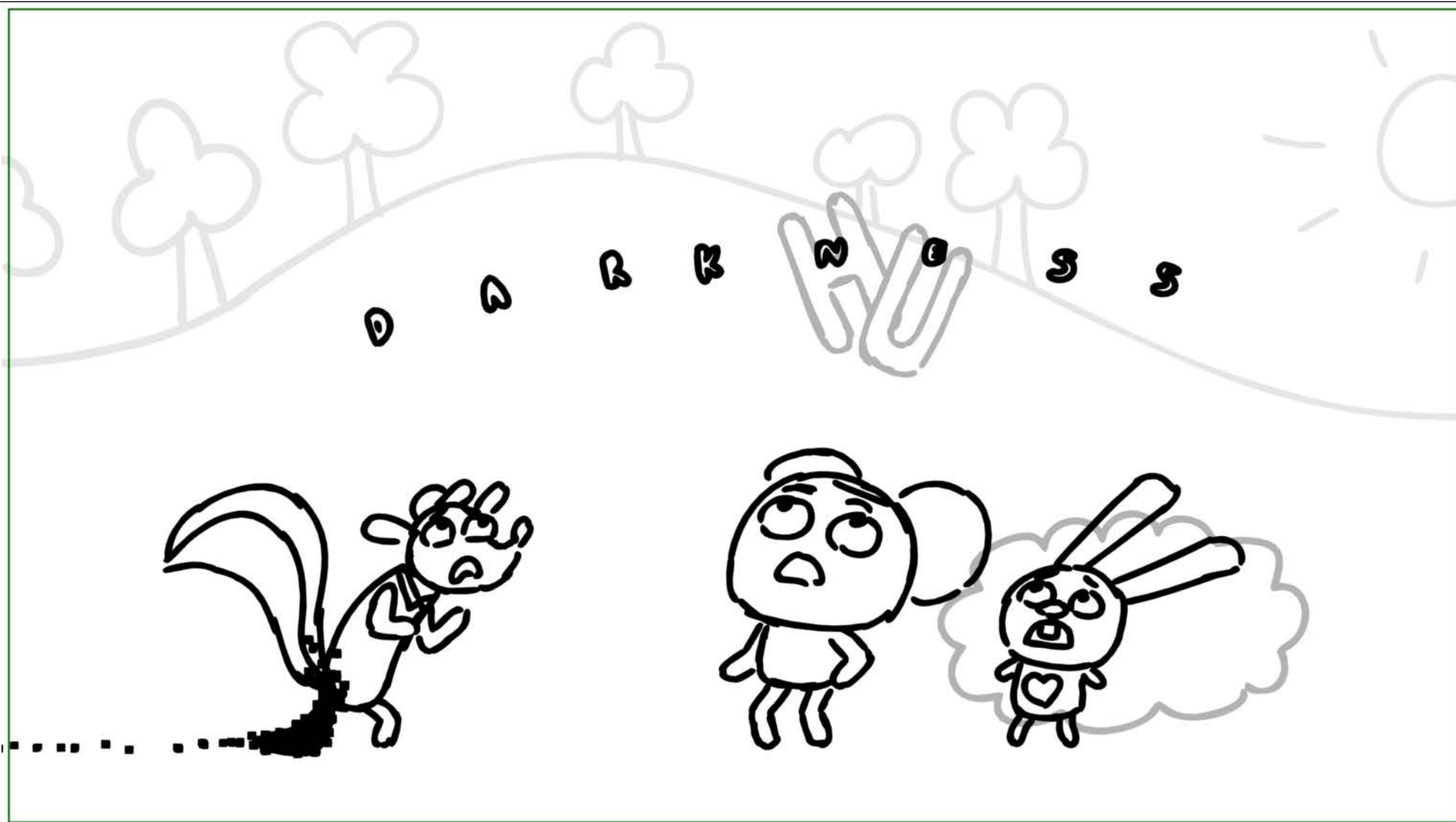
Action Notes

Scene

028A

Panel

A



Dialog

NARRATOR: DARKN3e(S\$\$s>.////]iil#

Action Notes

Scene

028A

Panel

B



Dialog

NARRATOR: DARKNe\$5?//iFda6HHF

Action Notes

Scene

028A

Panel

C



Dialog

NARRATOR: DARKNESIO@fDDXi00

Action Notes

Scene

028A

Panel

D



Dialog

NARRATOR: DARKNe\$5?//iFda6HHF

Action Notes

Scene

028A

Panel

E



Dialog

(*&GUYG^VYiljh&FIYUVUK78fi76fkU*&IYfku&YFI^&tlg,u68o&IF&O*FykvuyfO*^&RO*Fo78fyuk

Action Notes

Scene

028A

Panel

F



Dialog

78iotulgD&OUYkhg&I^UYDT56urtFK&*O*&F^kuyu56JDFI&^KUEMTU^%EHDi8ku6jtryjc5CRIK**^

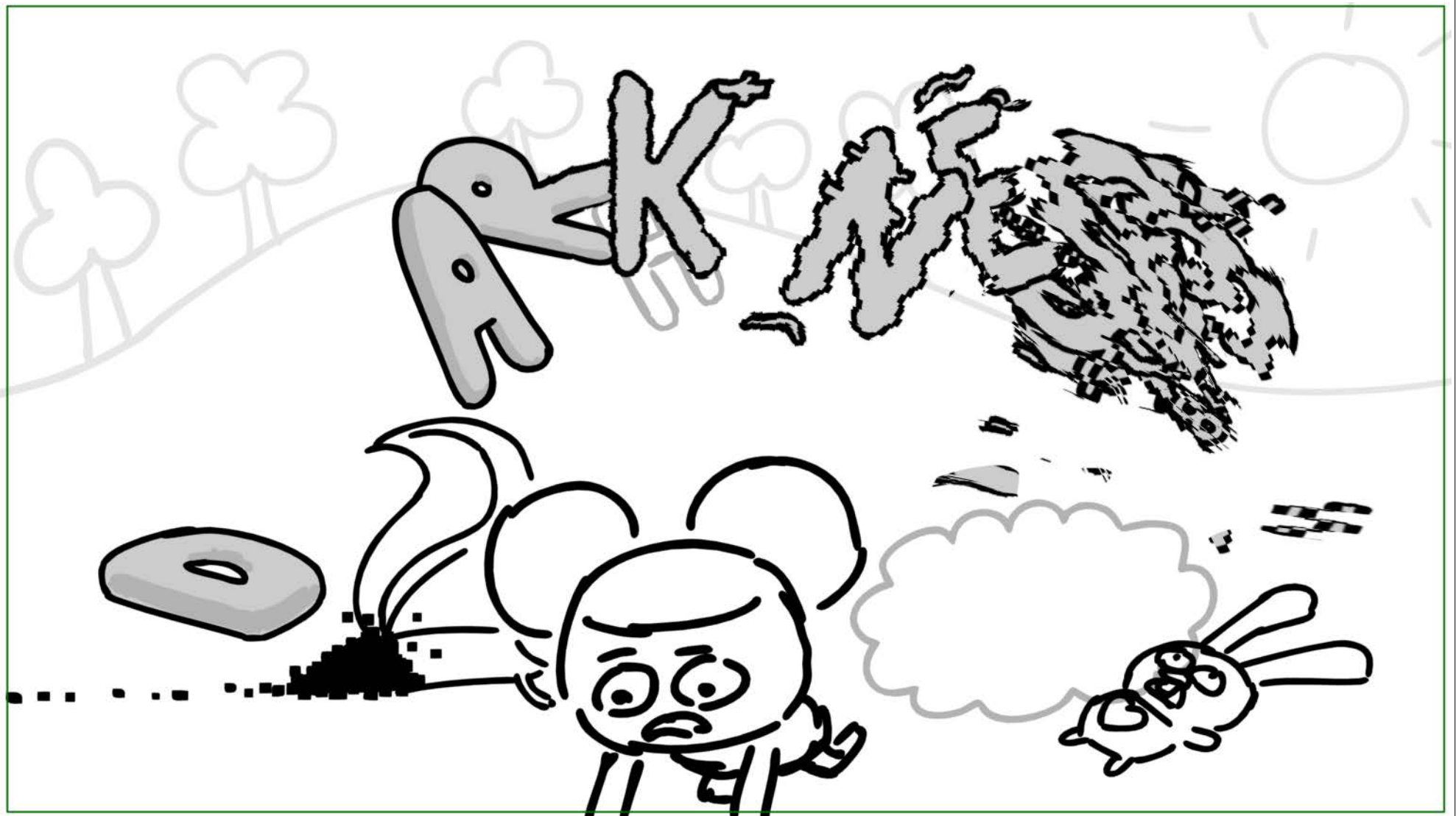
Action Notes

Scene

028A

Panel

G



Dialog

\$76ifuy&^IfkuyhjU\$%^FI&ujmydu56*^&UTi76jYDI&^DI^U%jtrI&^RJYud65I&^DJH&I%U^D7i6ryi76

Action Notes

Scene

028A

Panel

H



Dialog

(*&GUYG^VYiljh&FIYUVUK78fi76fkU*&IYfku&YFI^&tlg,u68o&IF&O*FykvuyfO*&^RO*Fo78fyuk

Action Notes

Scene

028A

Panel

I



Dialog

78iotulgD&OUYkhg&I^UYDT56urtFK&*O*&F^kuyu56JDFI&^KUEMTU^%EHDi8ku6jtryjc5CRIK**^

Action Notes

Scene

028A

Panel

J



Dialog

PIBBY: Wha - What is that??

Action Notes

Scene

028A

Panel

K



Dialog

PIBBY: Wha - What is that??

Action Notes

Scene

028A

Panel

L



Dialog

PIBBY: Wha - What is that??

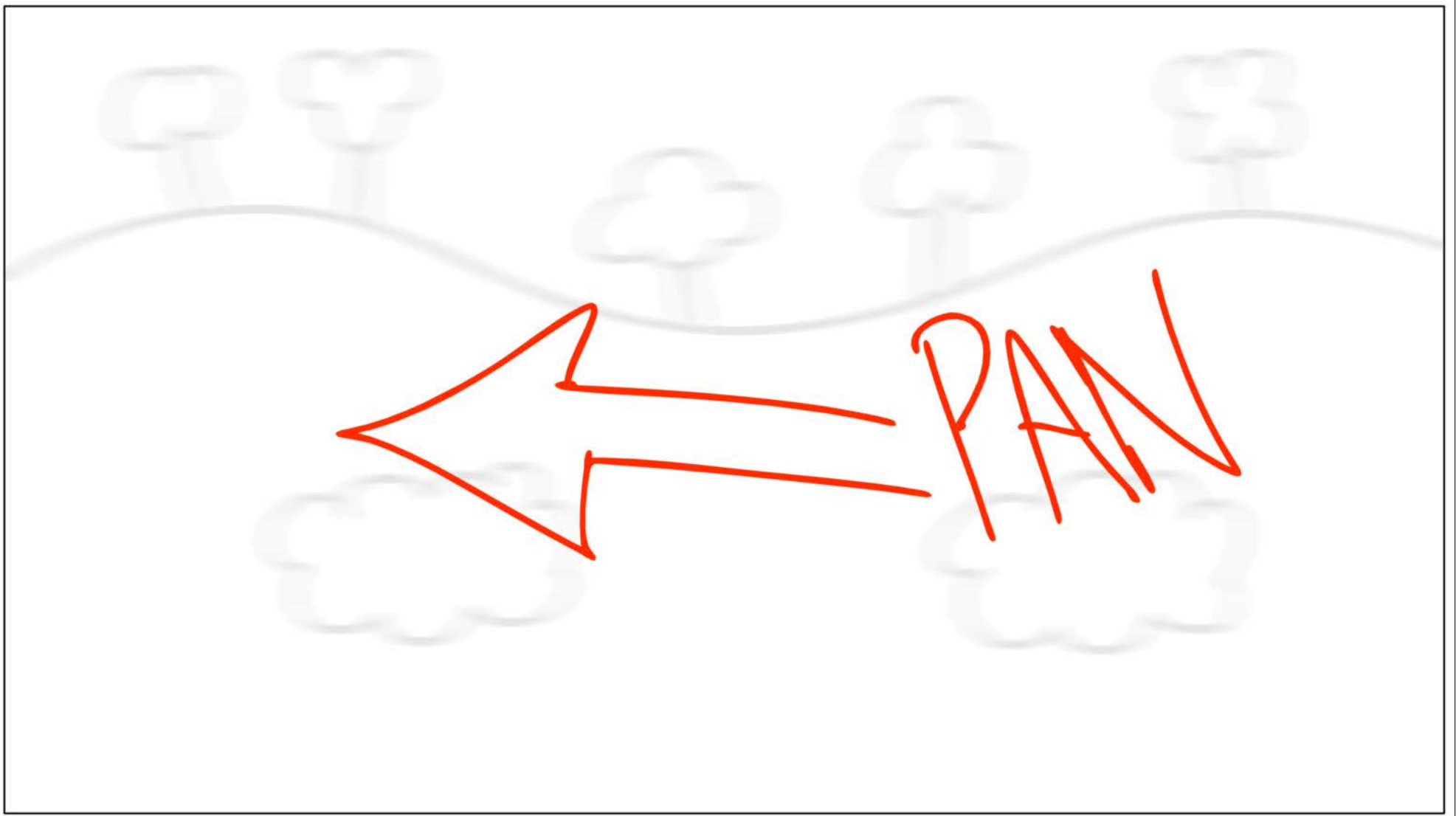
Action Notes

Scene

029

Panel

A



Dialog

(*&GUYG^VYiljh&FIYUVUK78fi76fkU*&IYfku&YFI^&tlg,u68o&IF&O*FykvuyfO*&^RO*Fo78fyuk

Action Notes

Scene

030

Panel

A



Dialog

78iotulgD&OUYkhg&I^UYDT56urtFK&*O*&F^kuyu56JDFI&^KUEMTU^%EHDi8ku6jtryjc5CRIK*^

Action Notes

Scene

030

Panel

B



Dialog

\$76ifuy&^IfkuyhjU\$%^FI&ujmydu56*^&UTi76jYDI&^DI^U%jtrI&^RJYud65I&^DJH&I%U^D7i6ryi76

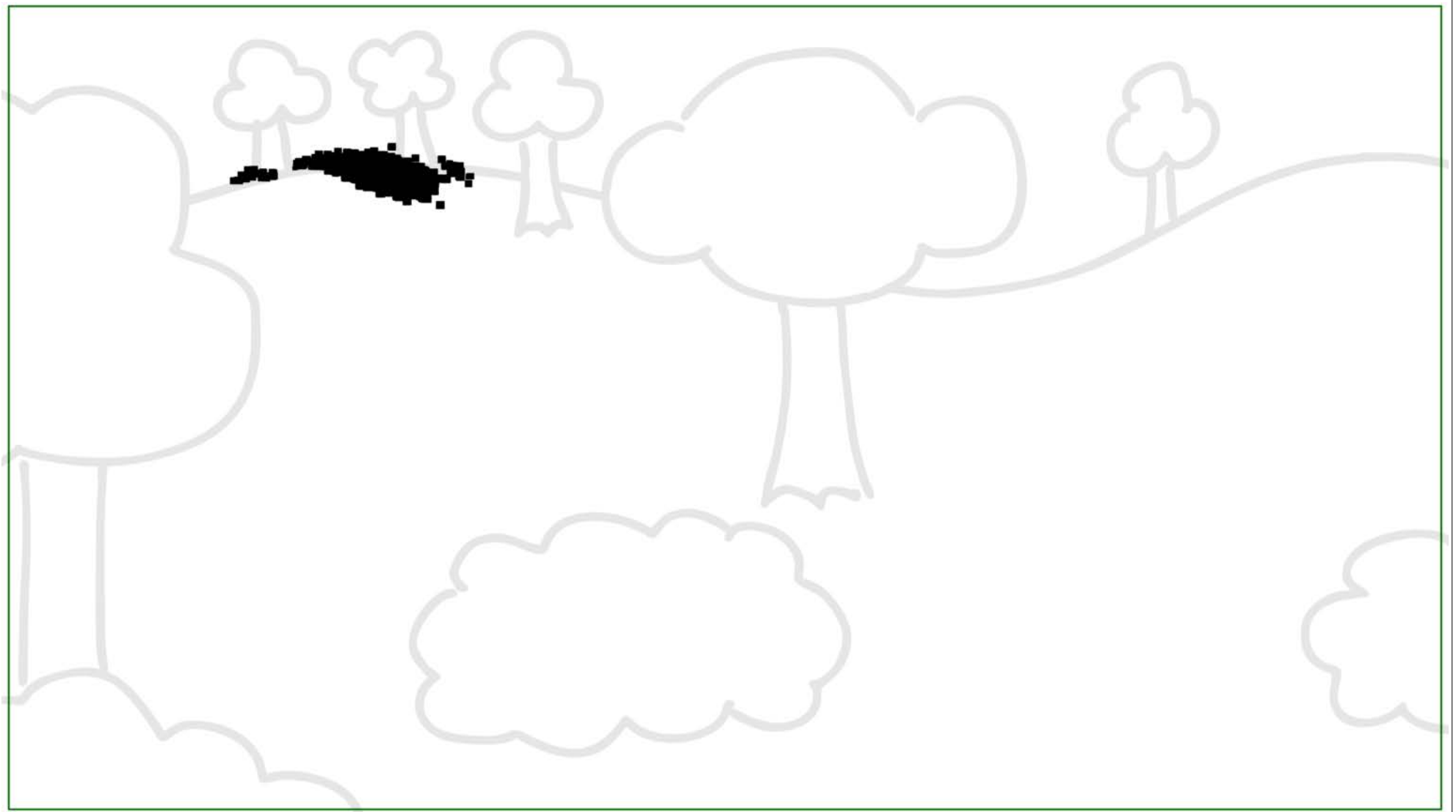
Action Notes

Scene

030

Panel

C



Dialog

(*&GUYG^VYiljh&FIYUVUK78fi76fkU&*IYfku&YFI^&tlg,u68o&IF&O*FykvuyfO*^&RO*Fo78fyuk

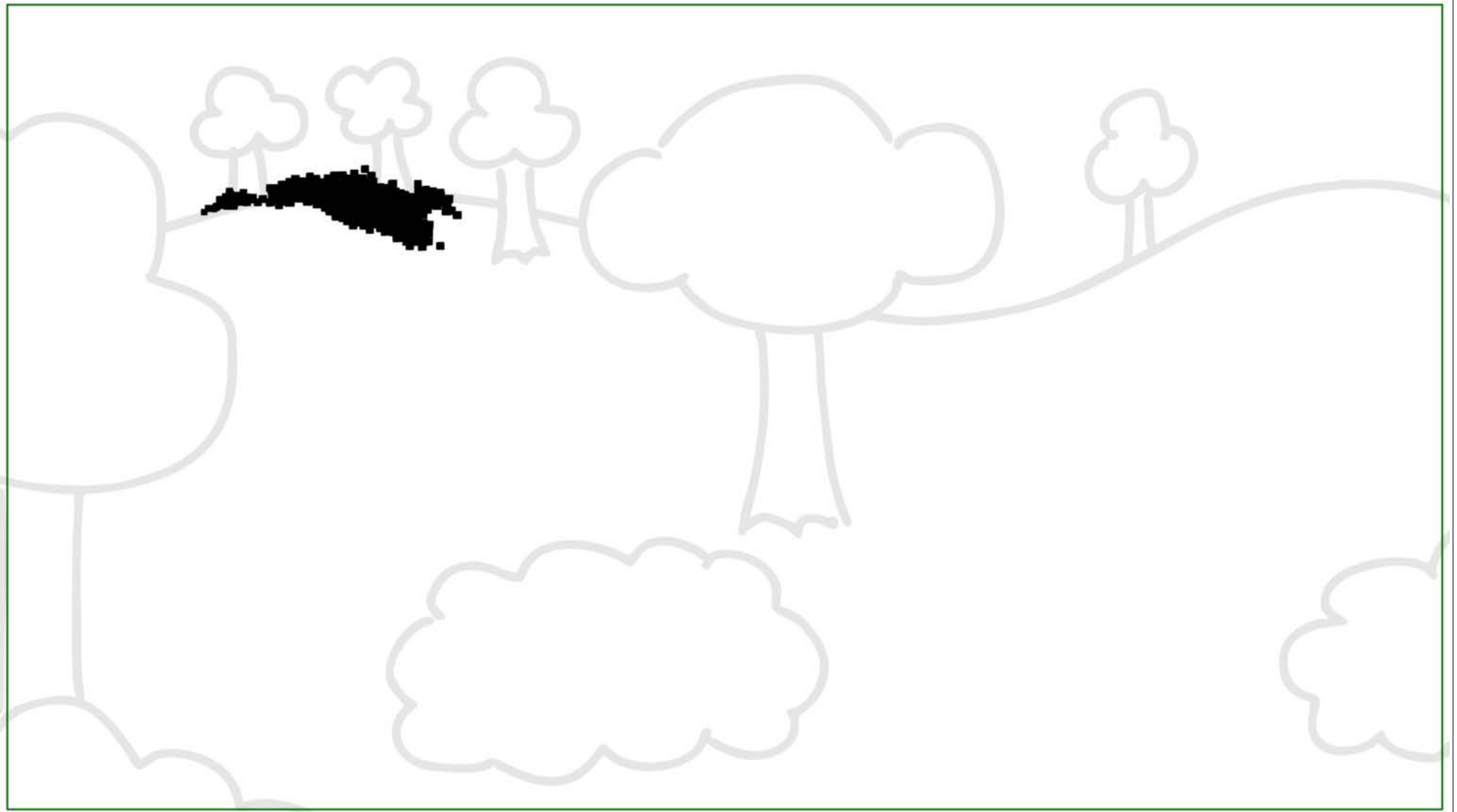
Action Notes

Scene

030

Panel

D



Dialog

78iotulgD&OUYkhg&I^UYDT56urtFK&*O*&F^kuyu56JDFI&^KUEMTU^%EHDi8ku6jtryjc5CRIK*^

Action Notes

Scene

030

Panel

E



Dialog

\$76ifuy&^IfkuyhjU\$%^FI&ujmydu56*^&UTi76jYDI&^DI^U%jtrI&^RJYud65I&^DJH&I%U^D7i6ryi76

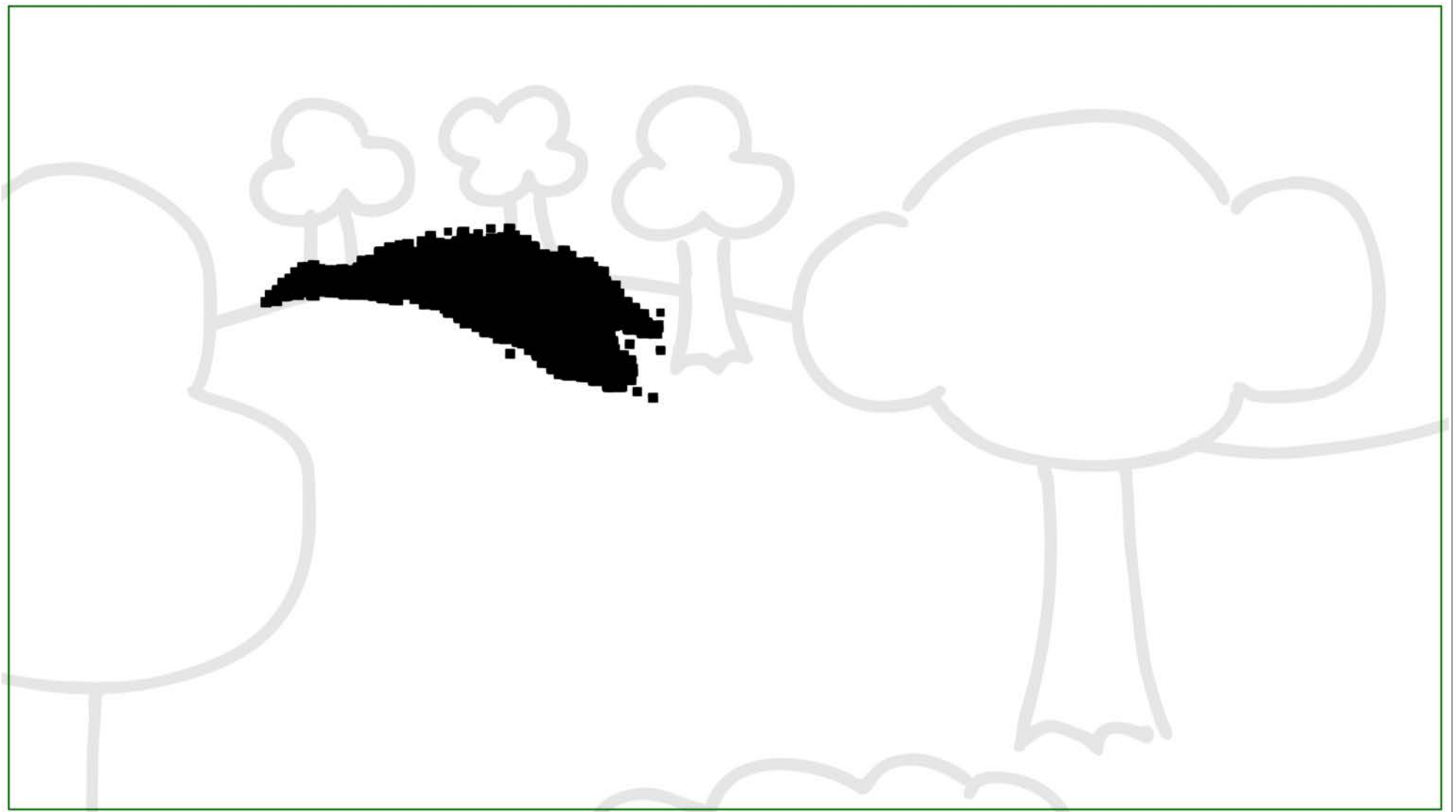
Action Notes

Scene

030

Panel

F



Dialog

(*&GUYG^VYiljh&FIYUVUK78fi76fkU&*IYfku&YFI^&tlg,u68o&IF&O*FykvuyfO*^&RO*Fo78fyuk

Action Notes

Scene

030

Panel

G



Dialog

78iotulgD&OUYkhg&I^UYDT56urtFK&*O*&F^kuyu56JDFI&^KUEMTU^%EHDi8ku6jtryjc5CRIK*^

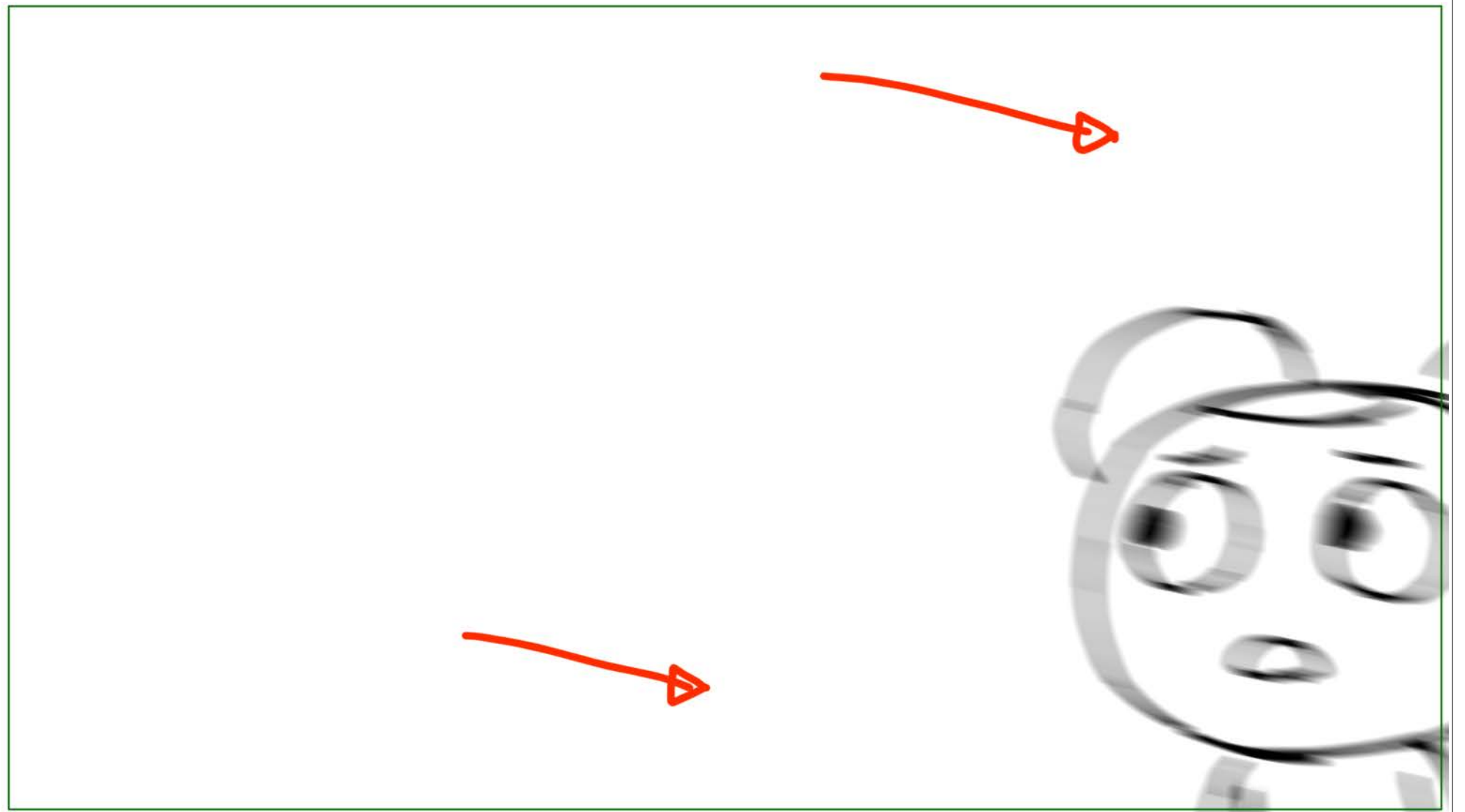
Action Notes

Scene

031A

Panel

A



Dialog

Action Notes

Scene

031A

Panel

B



Dialog

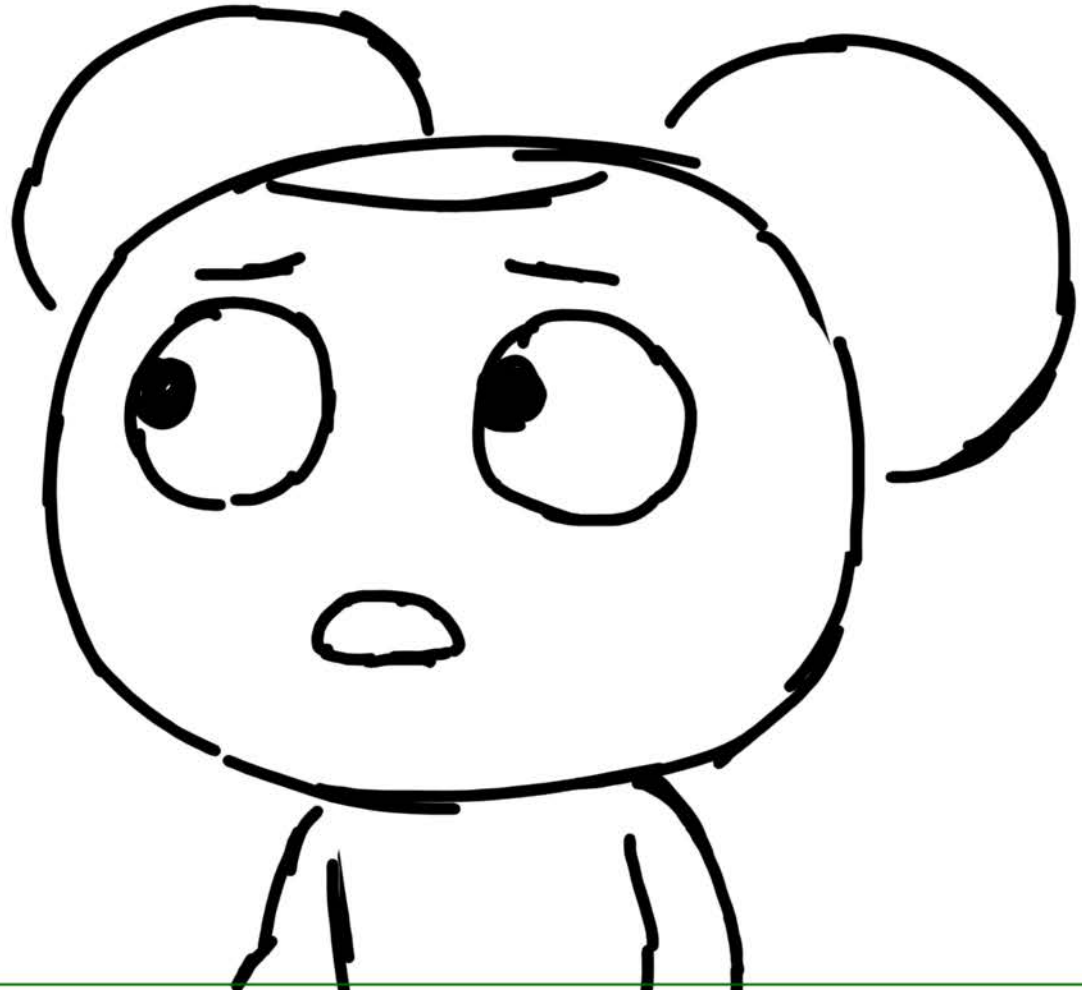
Action Notes

Scene

031A

Panel

C



Dialog

Action Notes

Scene

031A

Panel

D



Dialog

PIBBY: Hi, I'm Pibby.

Action Notes

Scene

031A

Panel

E



Dialog

PIBBY: How are you doing today?

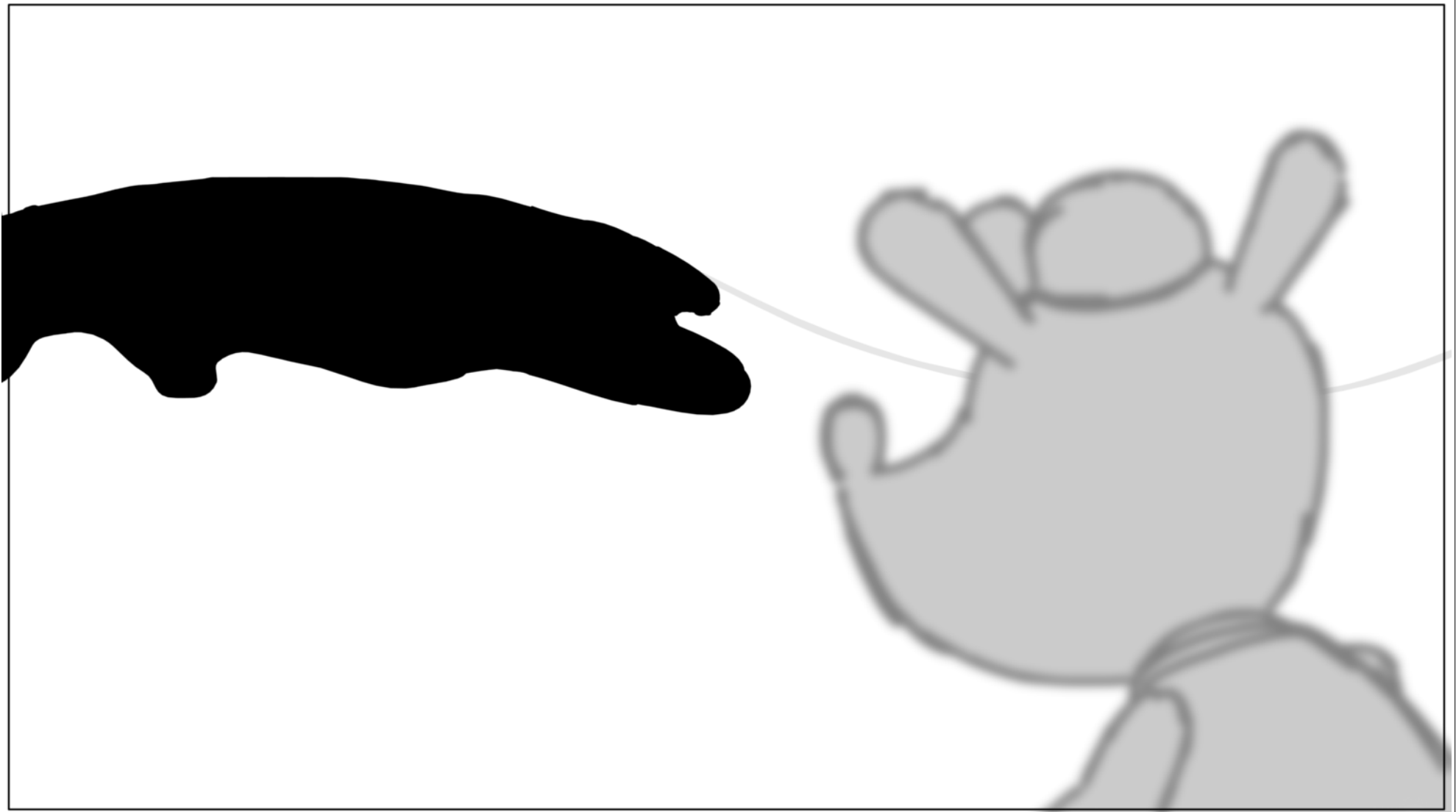
Action Notes

Scene

031B

Panel

A



Dialog

SKUNKY: It's coming!! Runrun!!

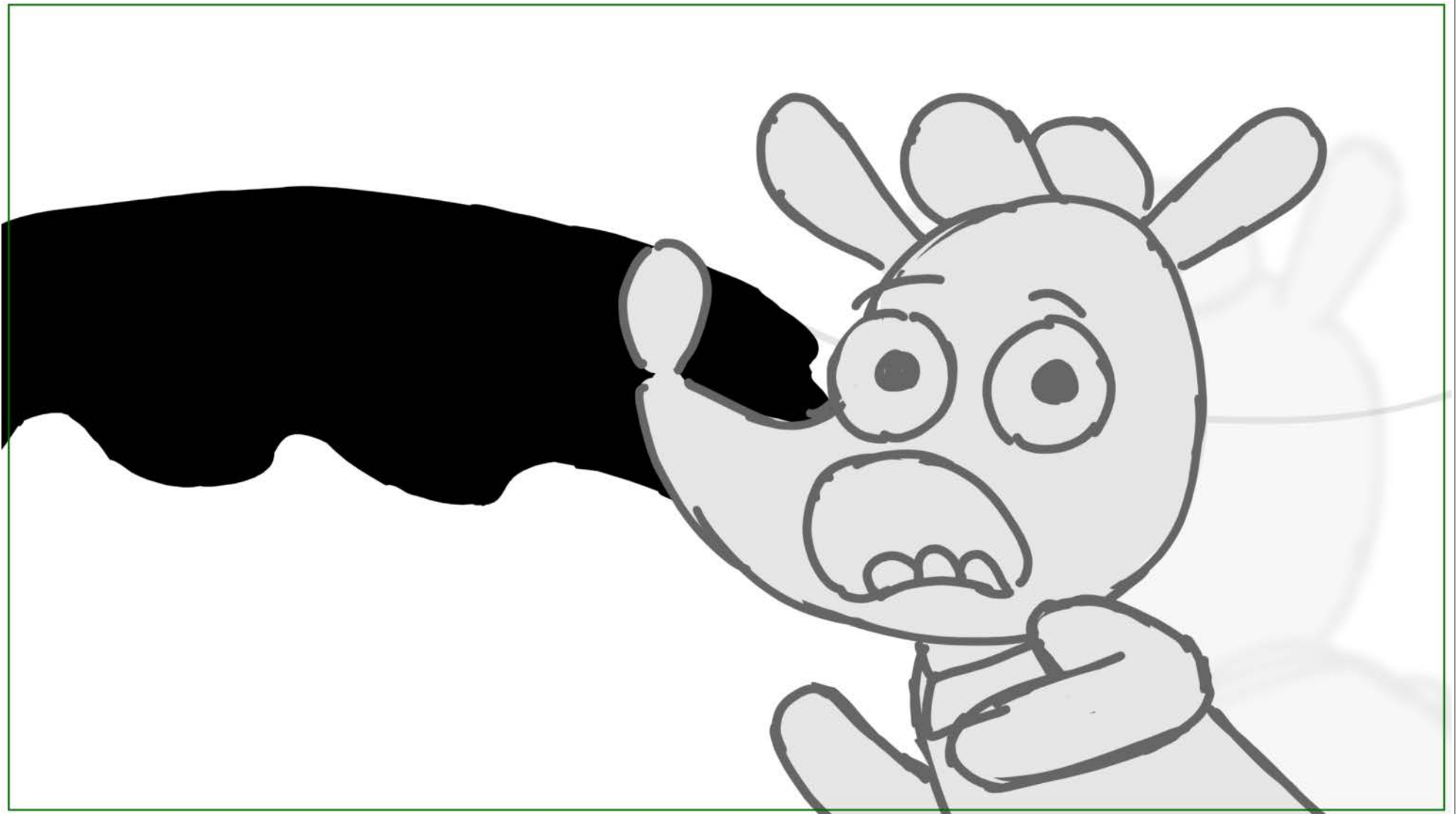
Action Notes

Scene

031B

Panel

B



Dialog

SKUNKY: It's coming!! Runrun!!

Action Notes

Scene

031B

Panel

C



Dialog

SKUNKY: It's coming!! Runrun!!

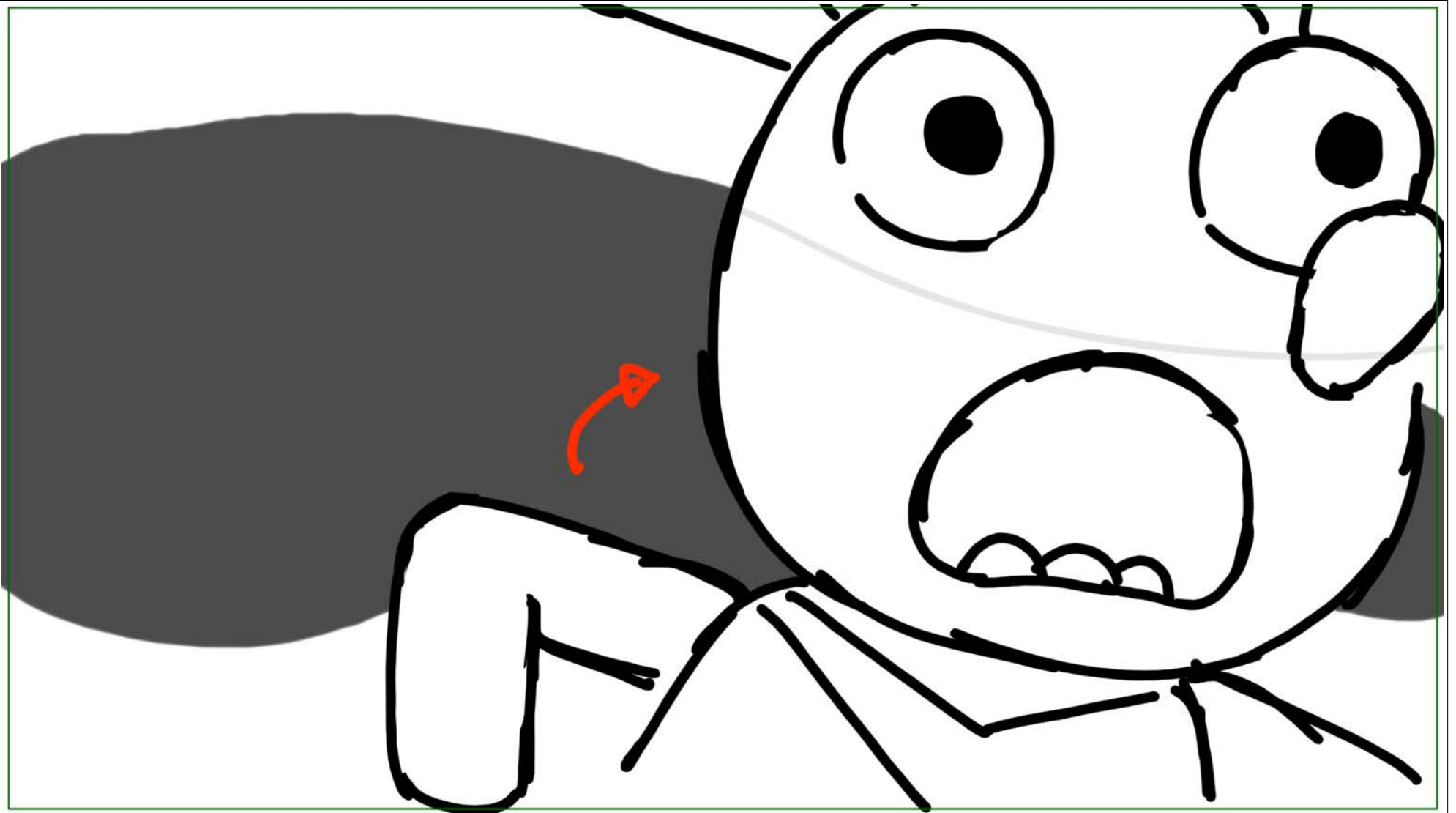
Action Notes

Scene

031B

Panel

D



Dialog

SKUNKY: It's coming!! Runrun!!

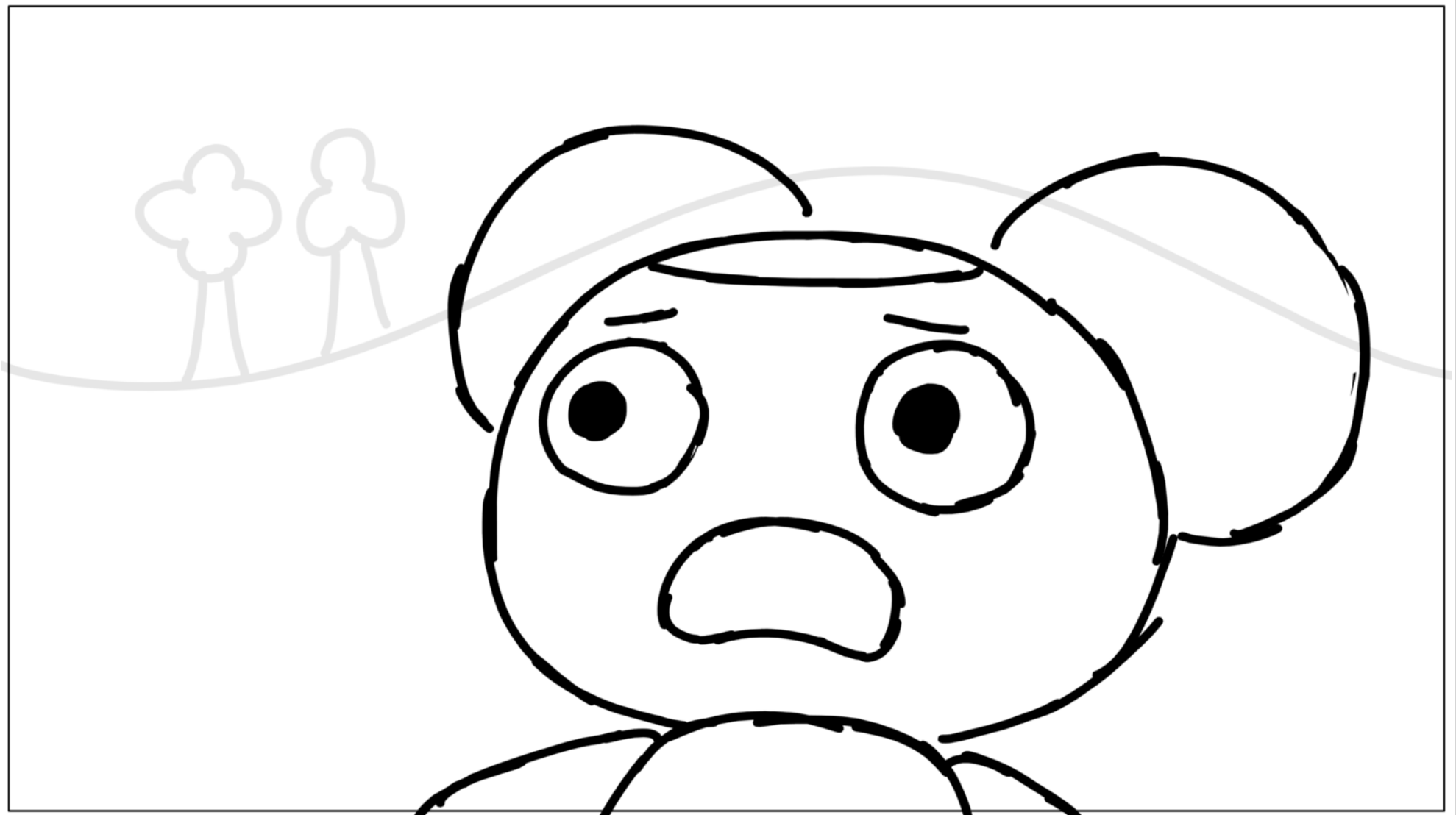
Action Notes

Scene

031C

Panel

A



Dialog

PIBBY: AAAAH!!

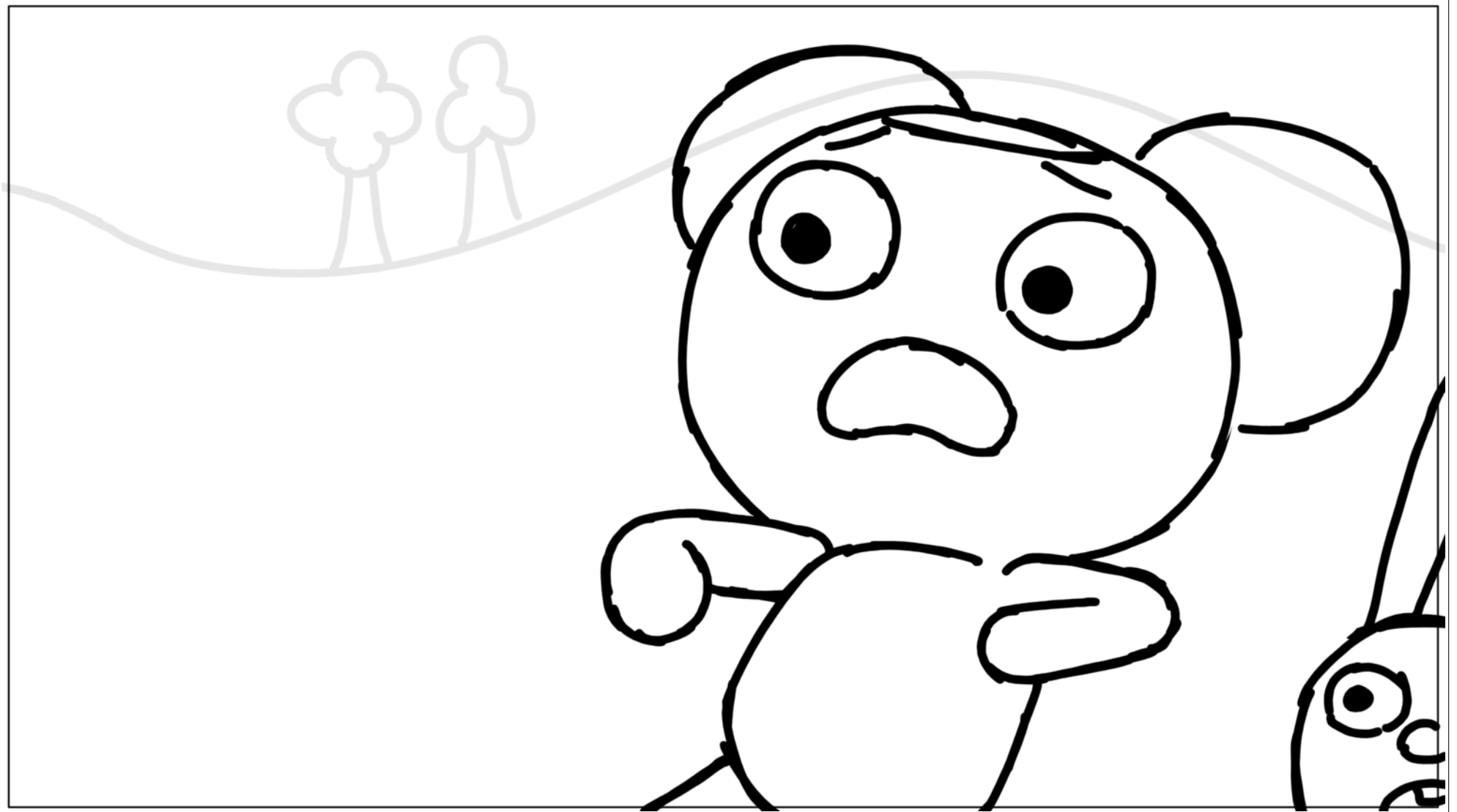
Action Notes

Scene

031C

Panel

B



Dialog

PIBBY: AAAAH!!

Action Notes

Scene

031C

Panel

C



Dialog

PIBBY: AAAAH!!

Action Notes

Scene

031C

Panel

D



Dialog

PIBBY: WAH!

BUNBUN: WAAH!

Action Notes



Scene

031C

Panel

E



Dialog

PIBBY: OOF!

BUNBUN: AHH!

Action Notes

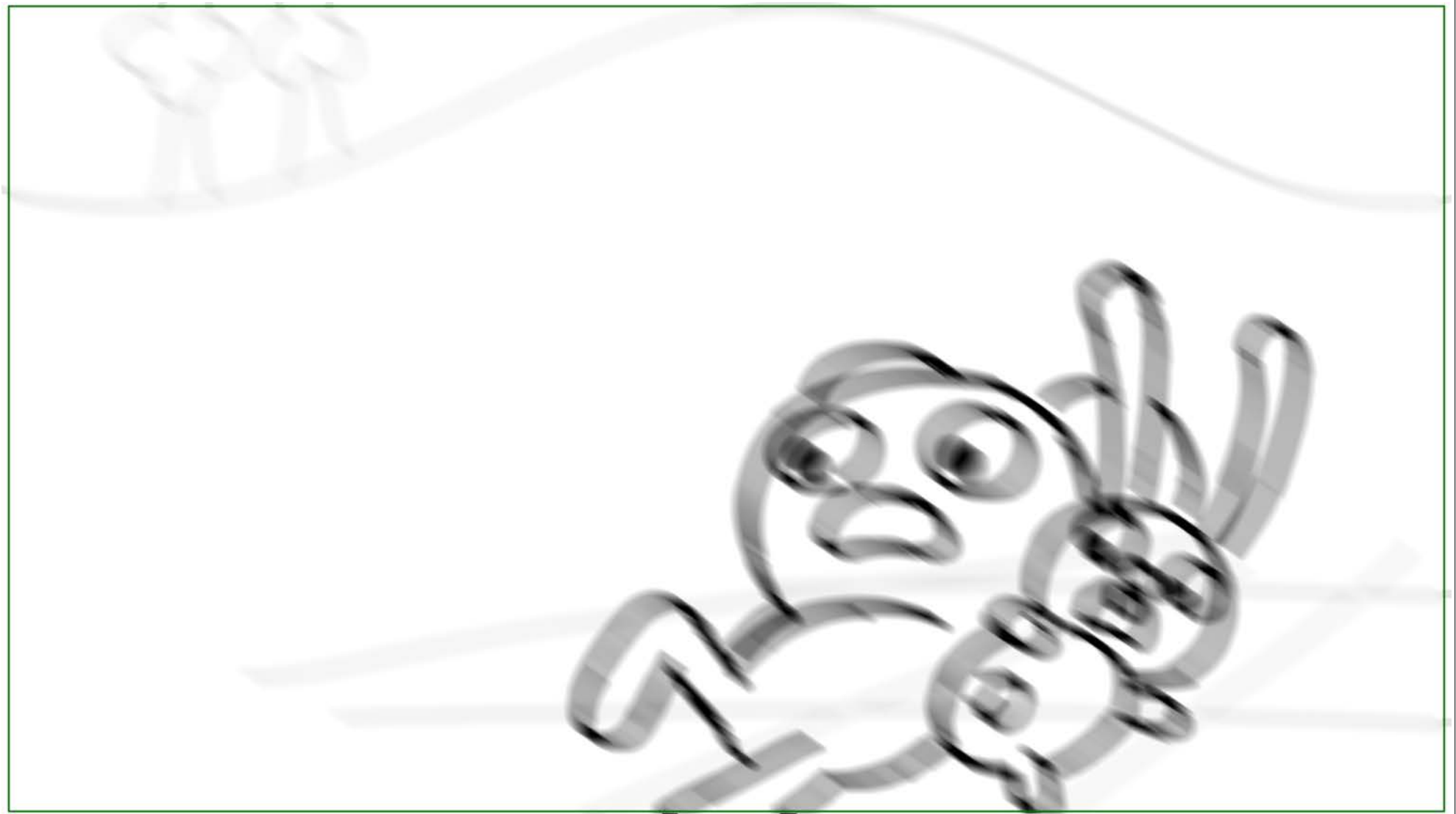


Scene

031C

Panel

F



Dialog

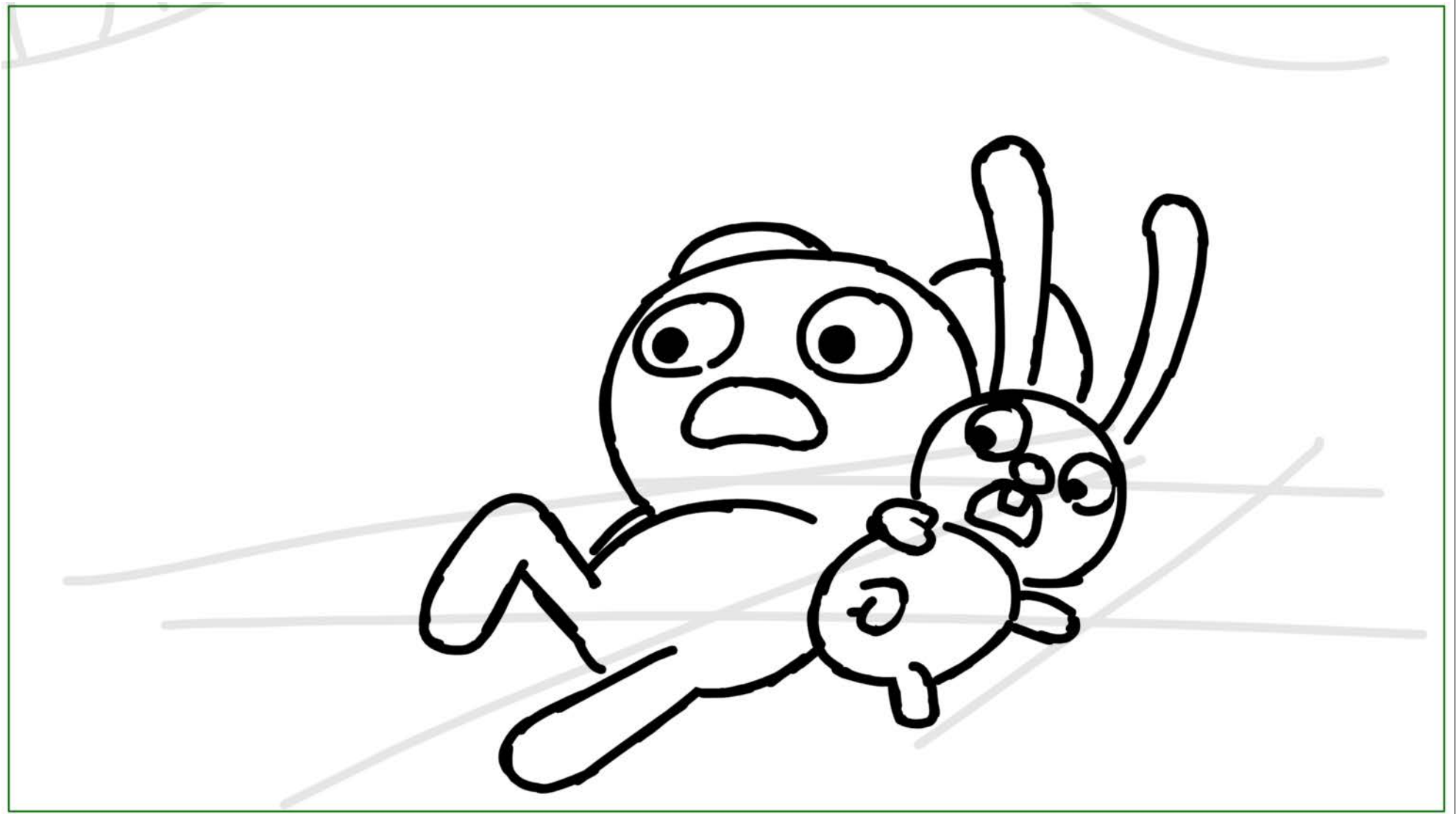
Action Notes

Scene

031C

Panel

G



Dialog

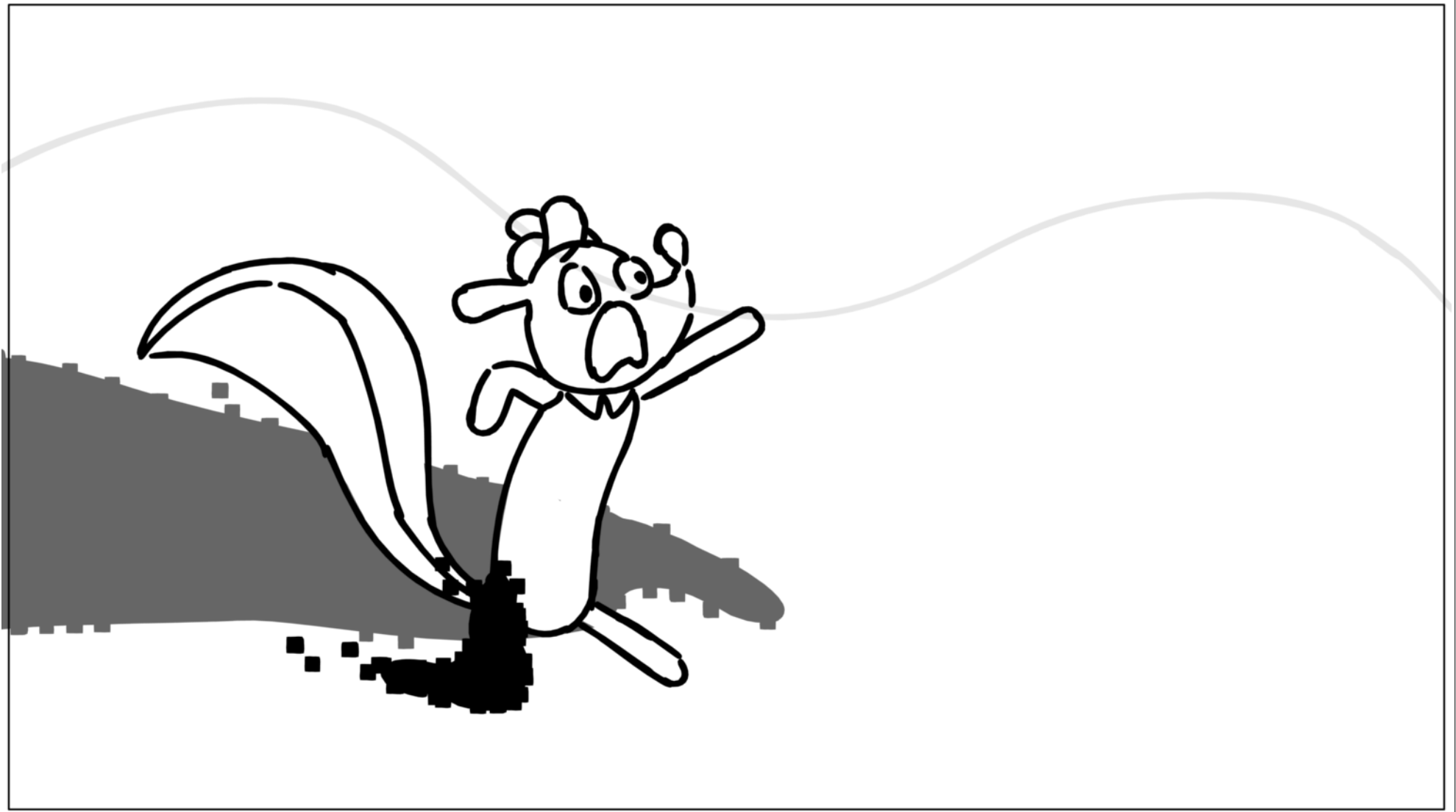
Action Notes

Scene

033AA

Panel

A



Dialog

SKUNKY: No nonononono!!!

Action Notes

Scene

033AA

Panel

B



Dialog

SKUNKY: No nononono!!!

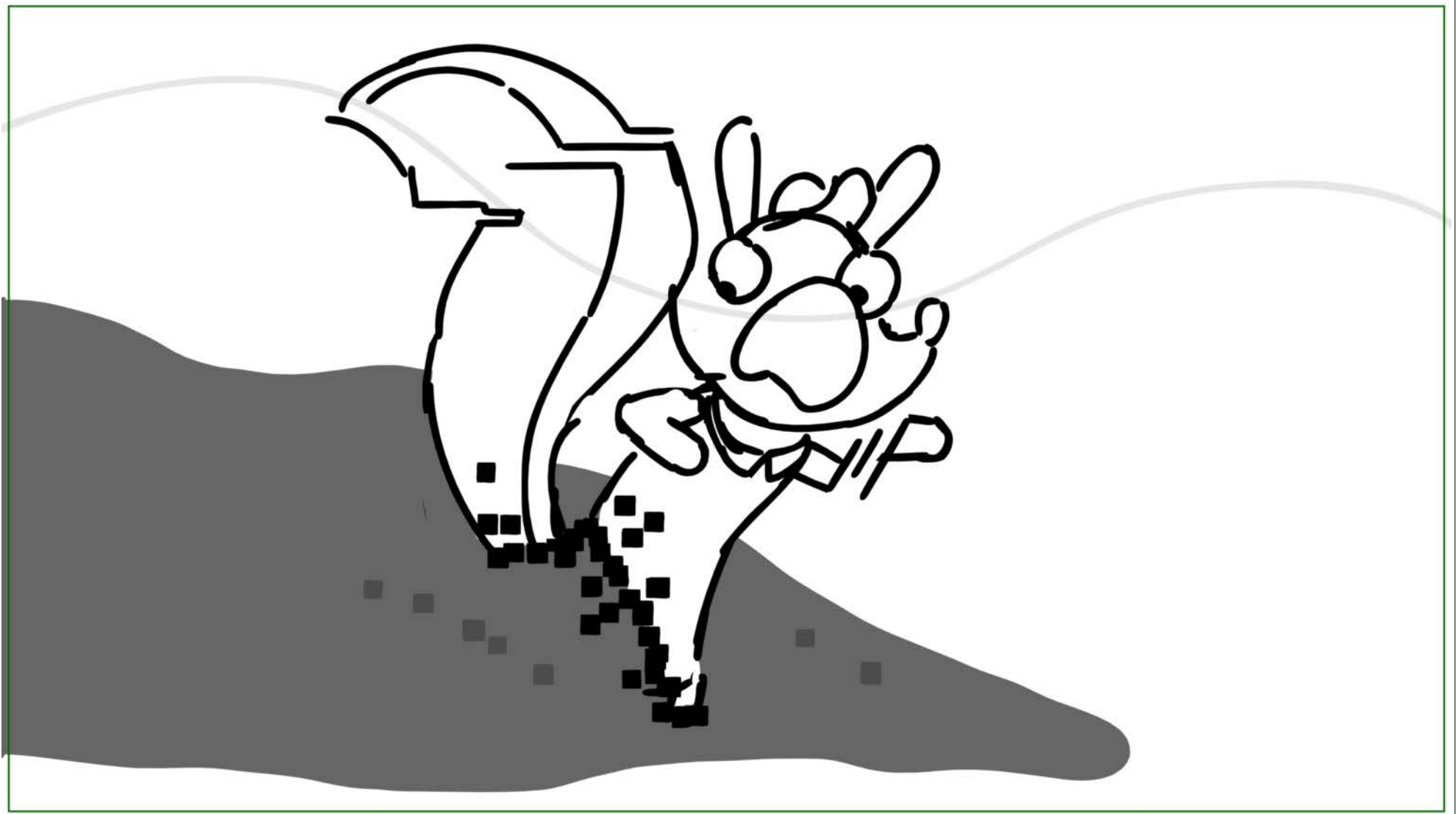
Action Notes

Scene

033AA

Panel

C



Dialog

SKUNKY: No nonononono!!!

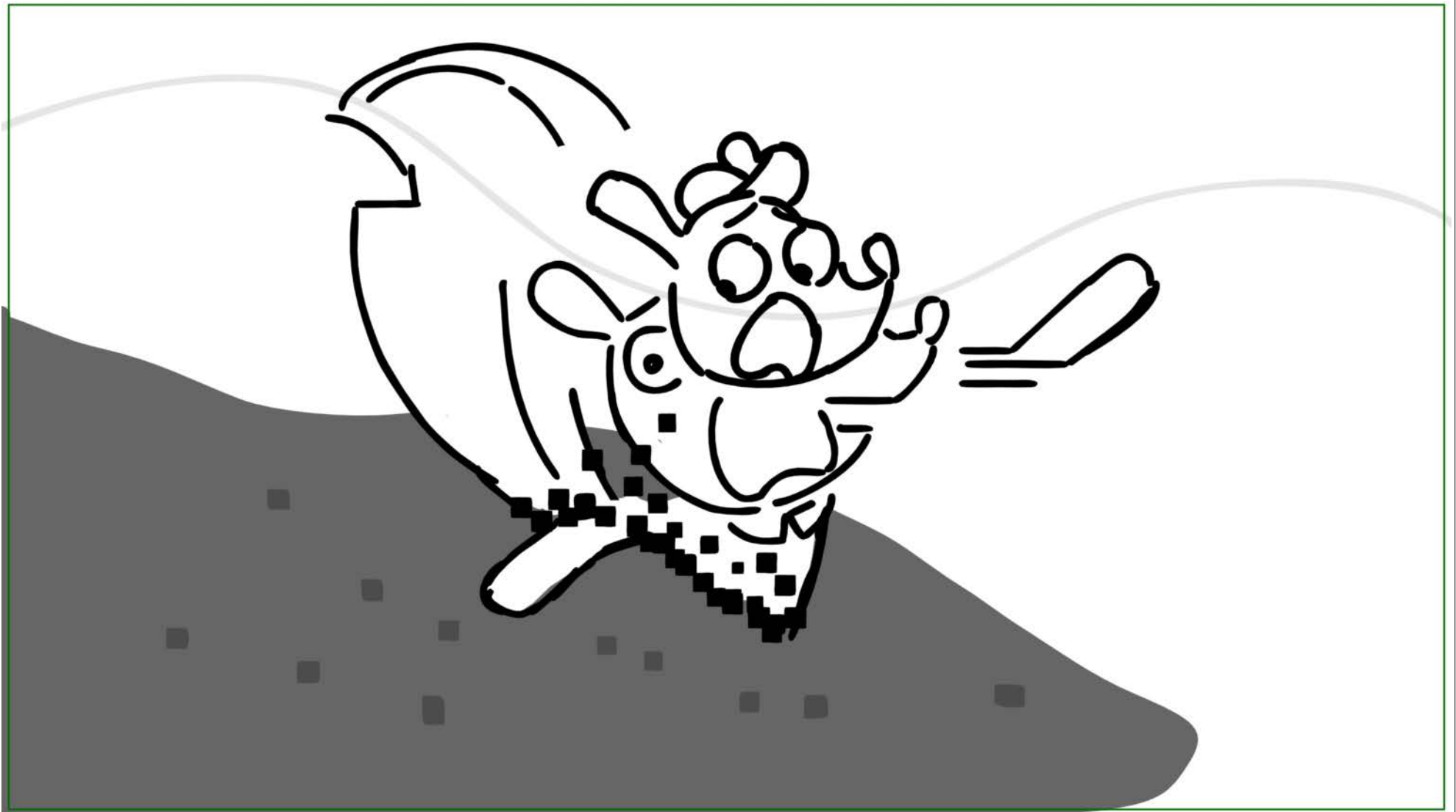
Action Notes

Scene

033AA

Panel

D



Dialog

SKUNKY: No nonononono!!!

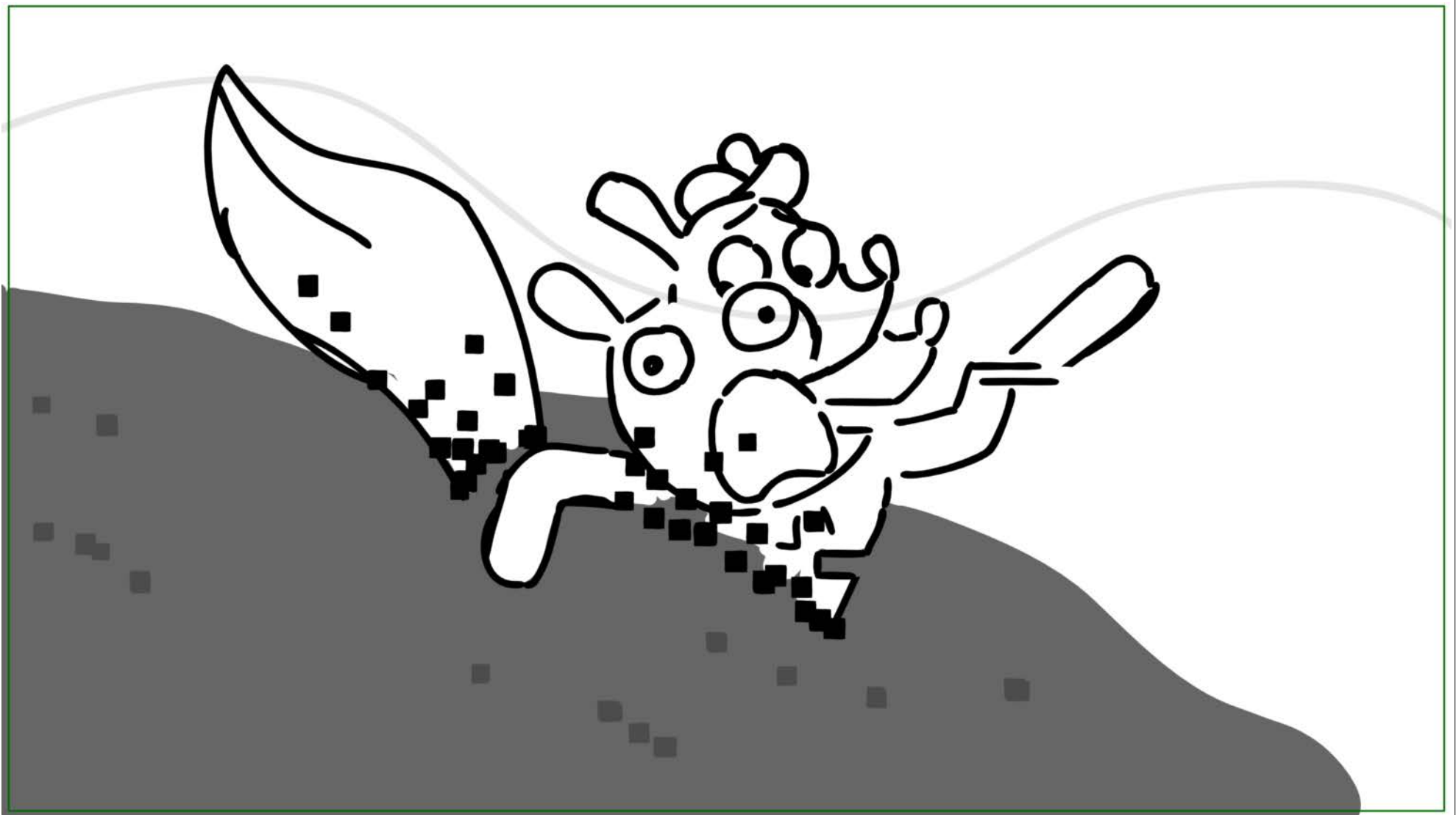
Action Notes

Scene

033AA

Panel

E



Dialog

SKUNKY: No nonononono!!!

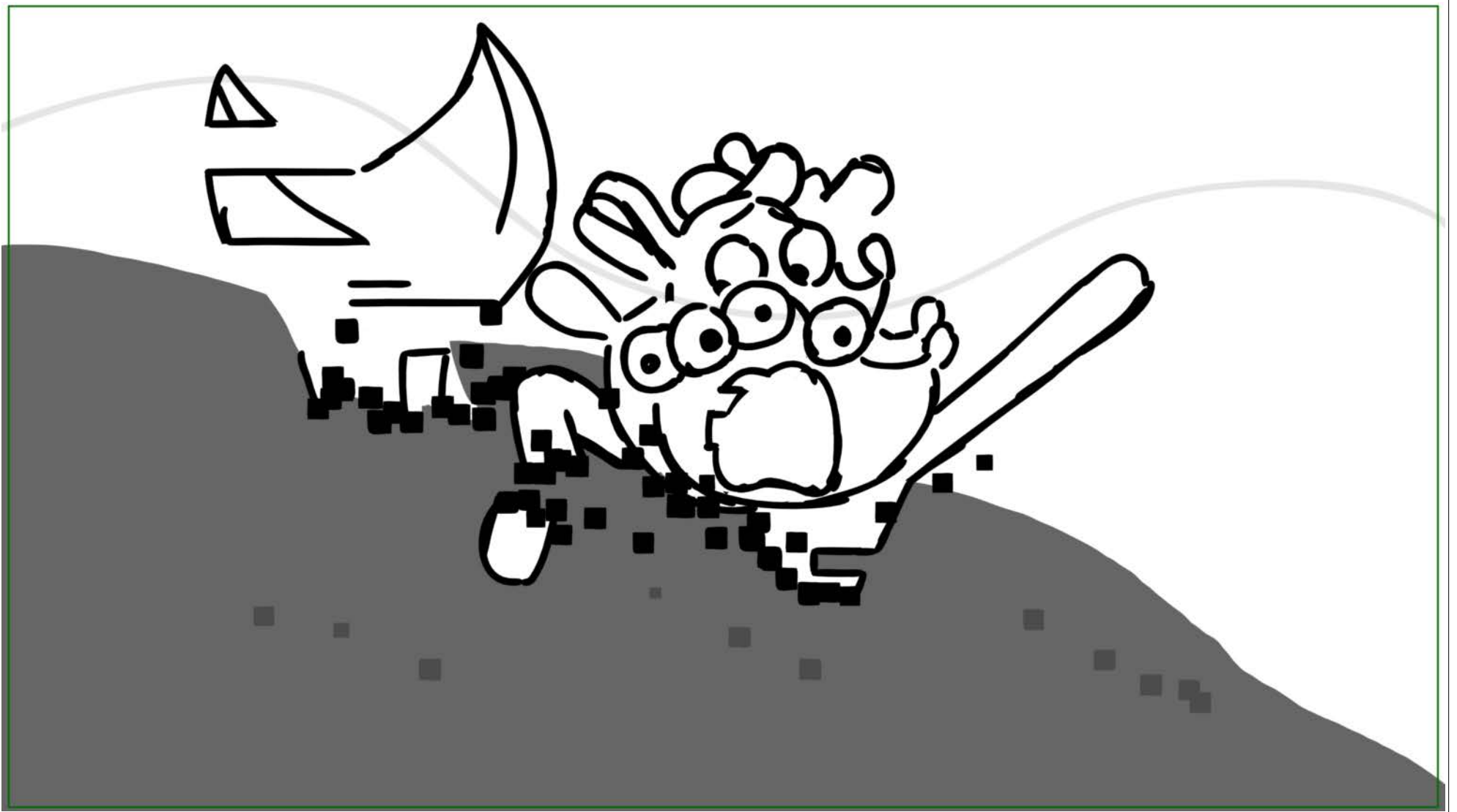
Action Notes

Scene

033AA

Panel

F



Dialog

SKUNKY: No nonononono!!!

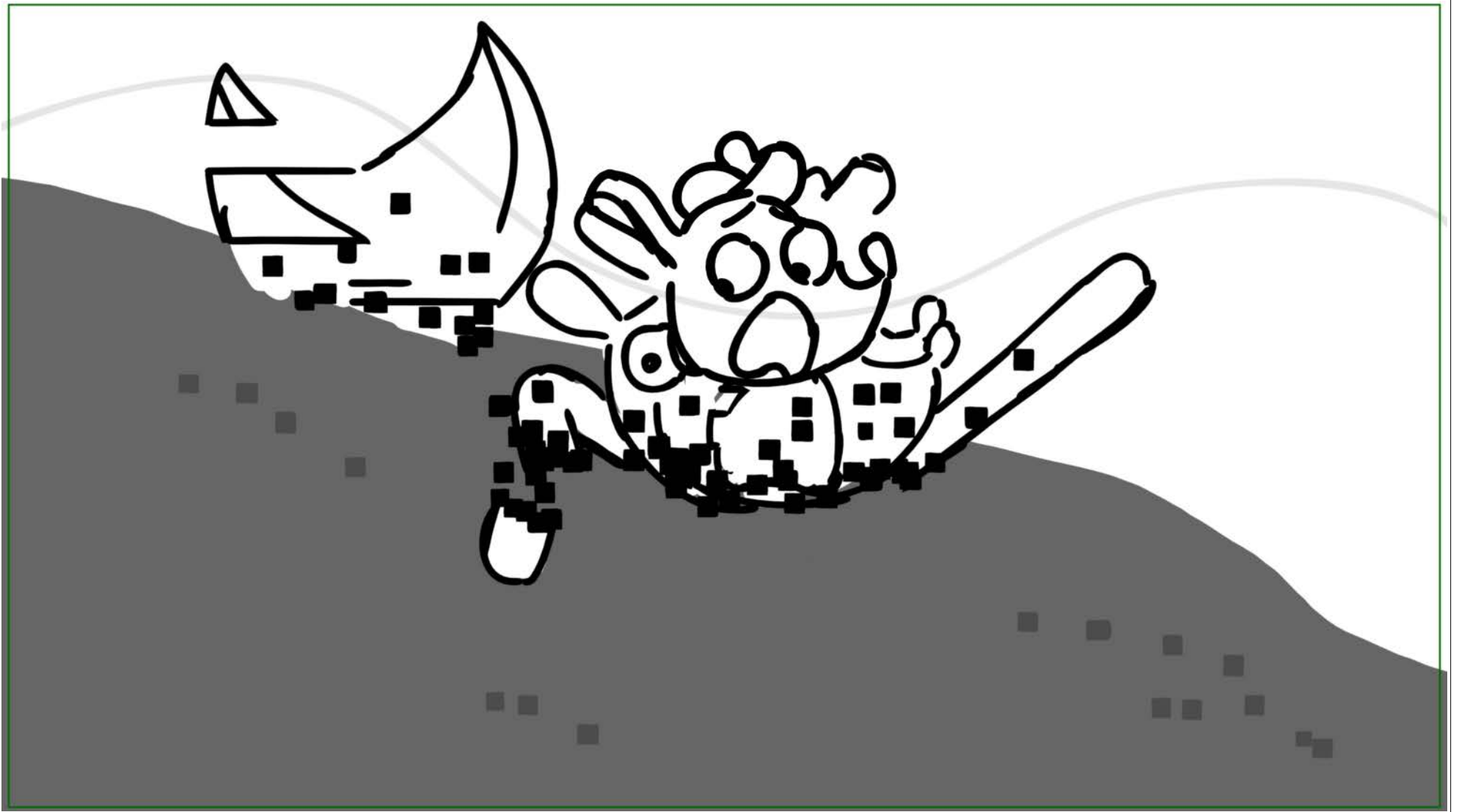
Action Notes

Scene

033AA

Panel

G



Dialog

SKUNKY: No nonononono!!!

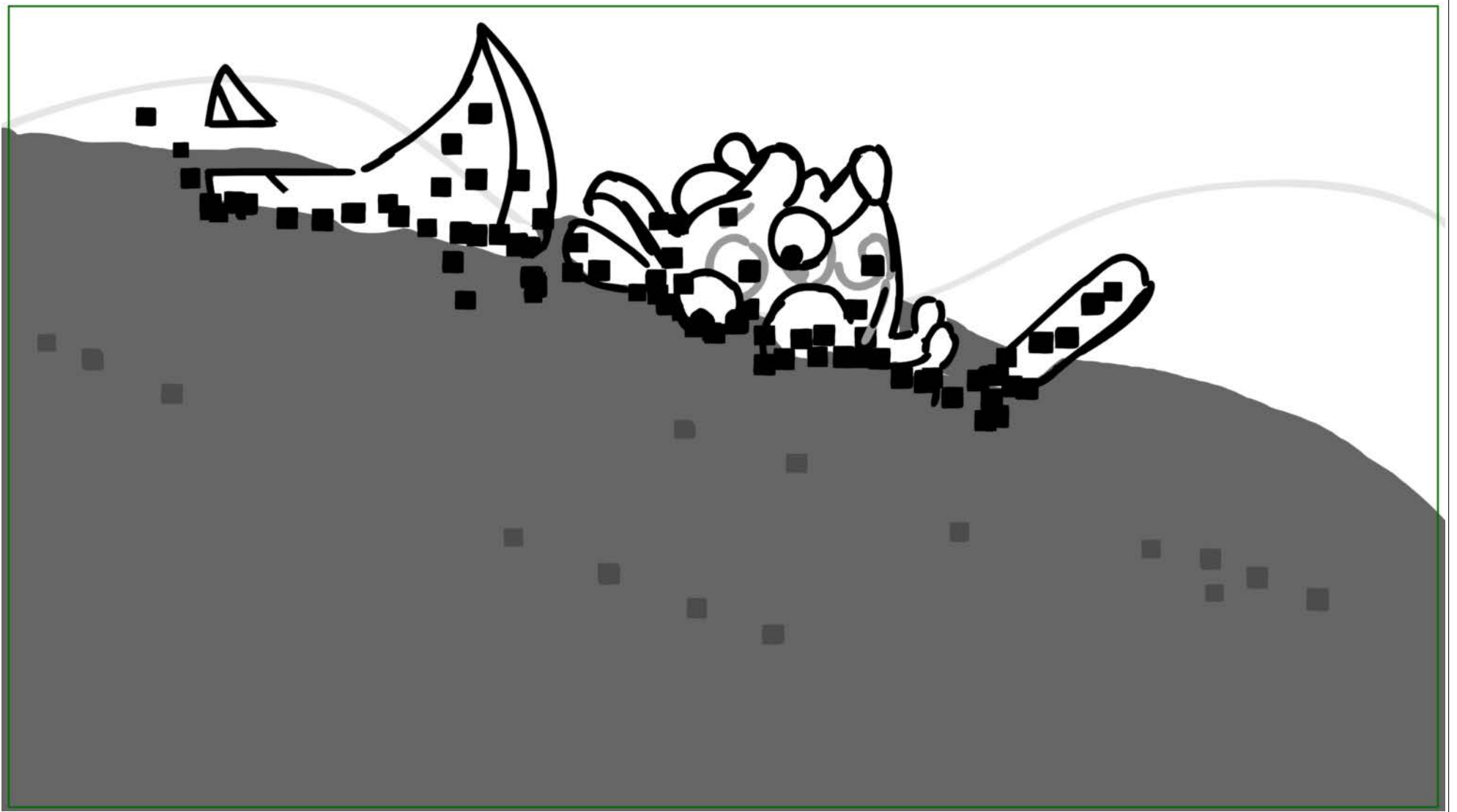
Action Notes

Scene

033AA

Panel

H



Dialog

SKUNKY: No nonononono!!!

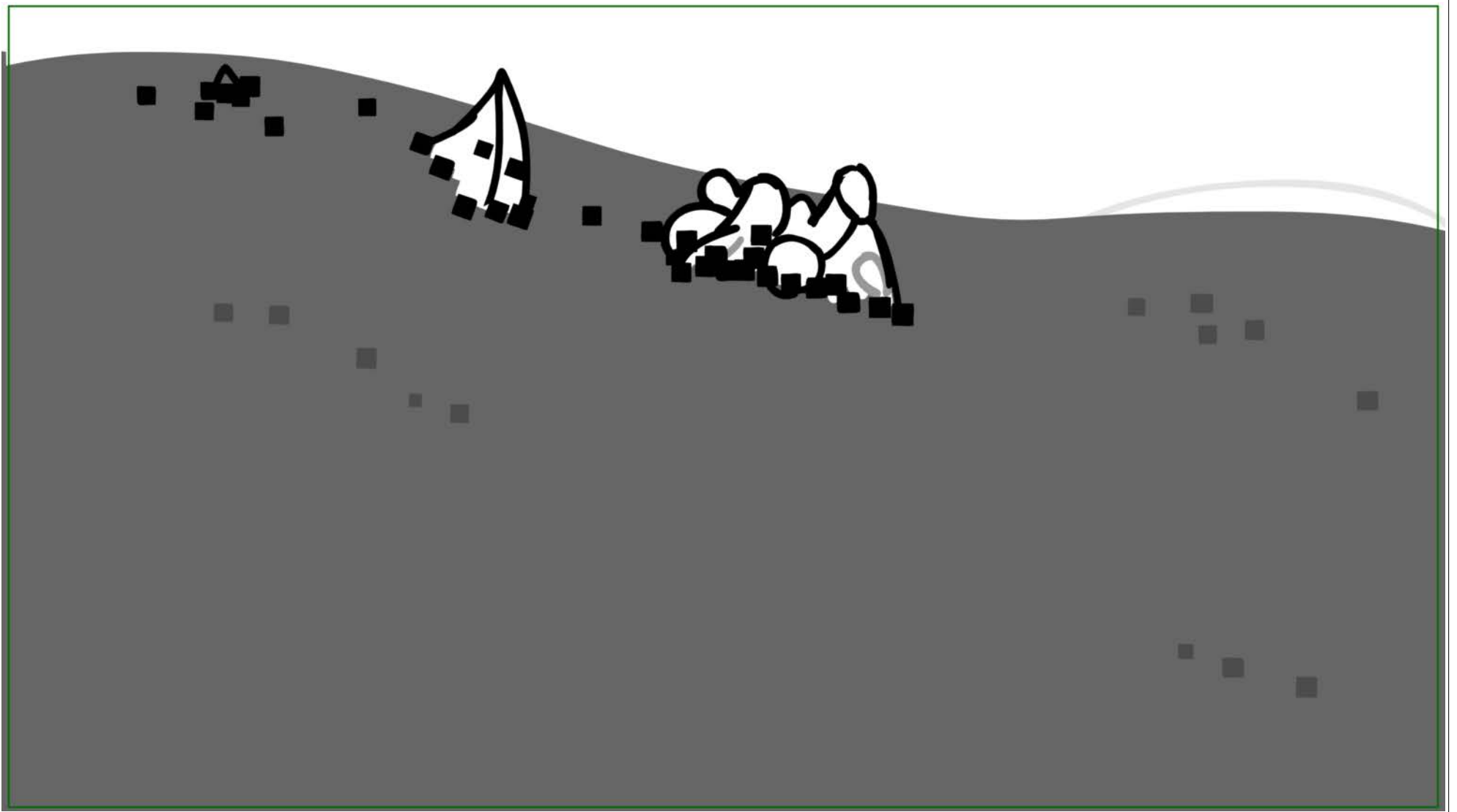
Action Notes

Scene

033AA

Panel

I



Dialog

SKUNKY: No nonononono!!!

Action Notes

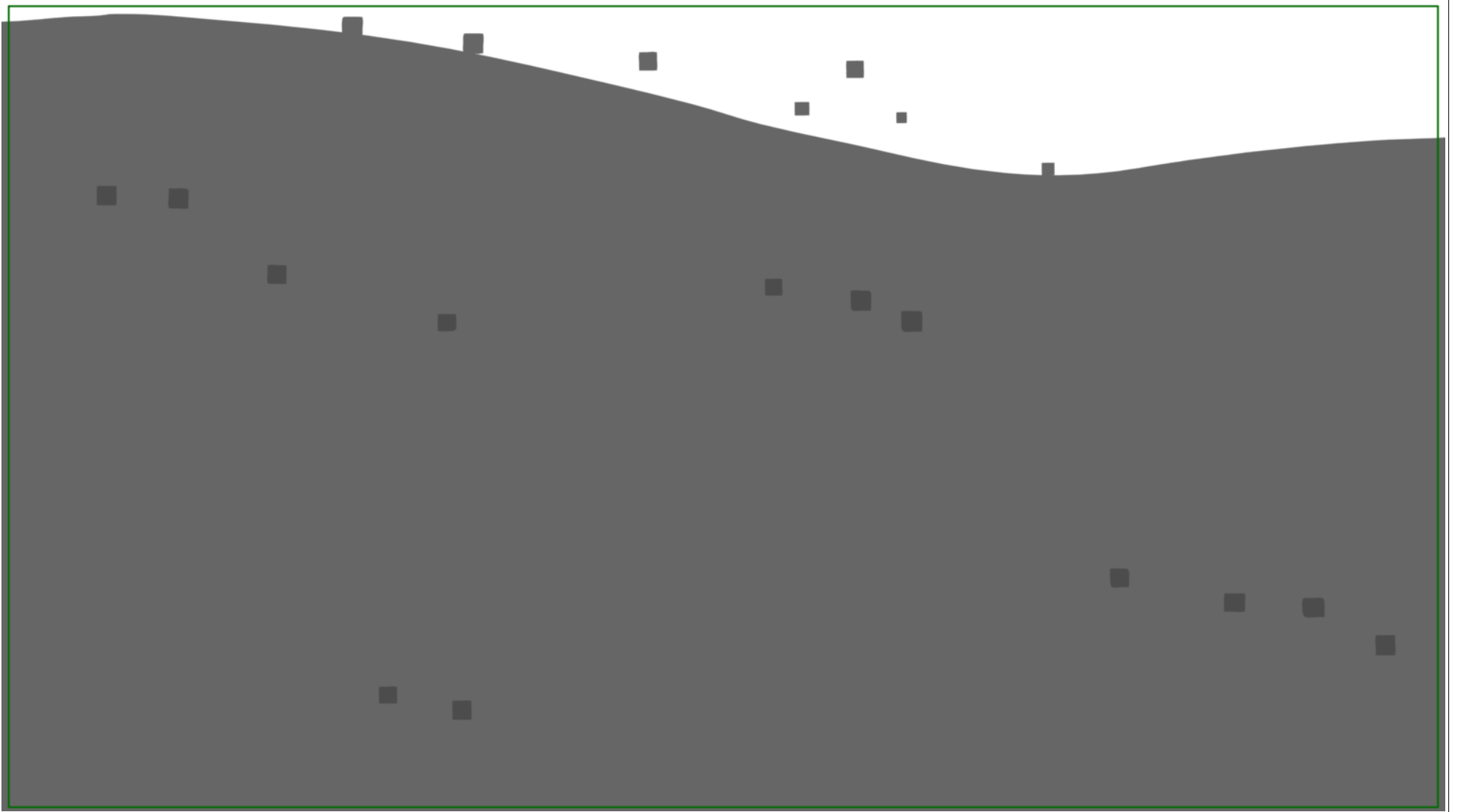


Scene

033AA

Panel

J



Dialog

SKUNKY: No nonononono!!!

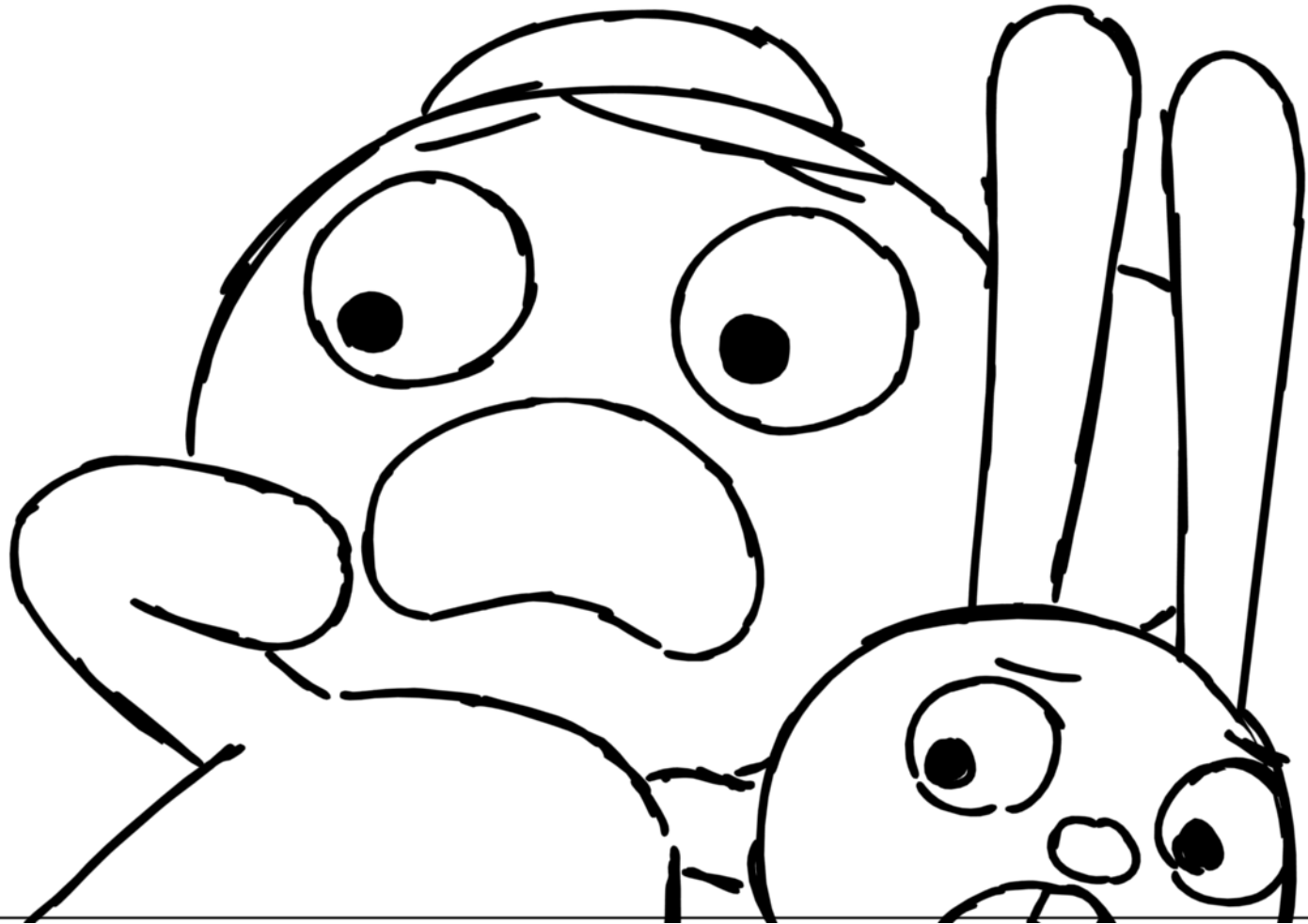
Action Notes

Scene

034A

Panel

A



Dialog

PIBBY: AAH!! (SKUNKY!!!!)

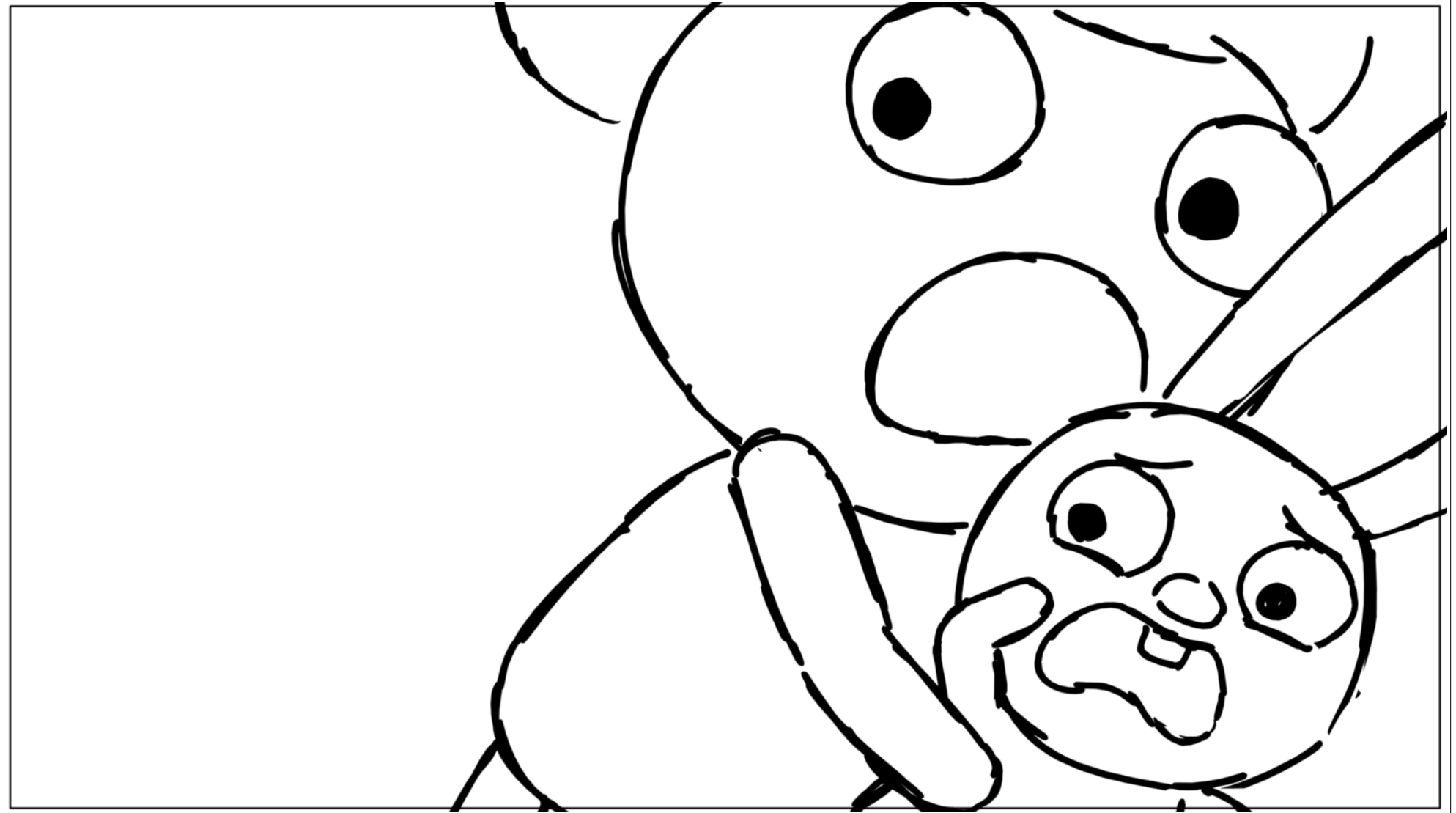
Action Notes

Scene

034A

Panel

B



Dialog

Action Notes

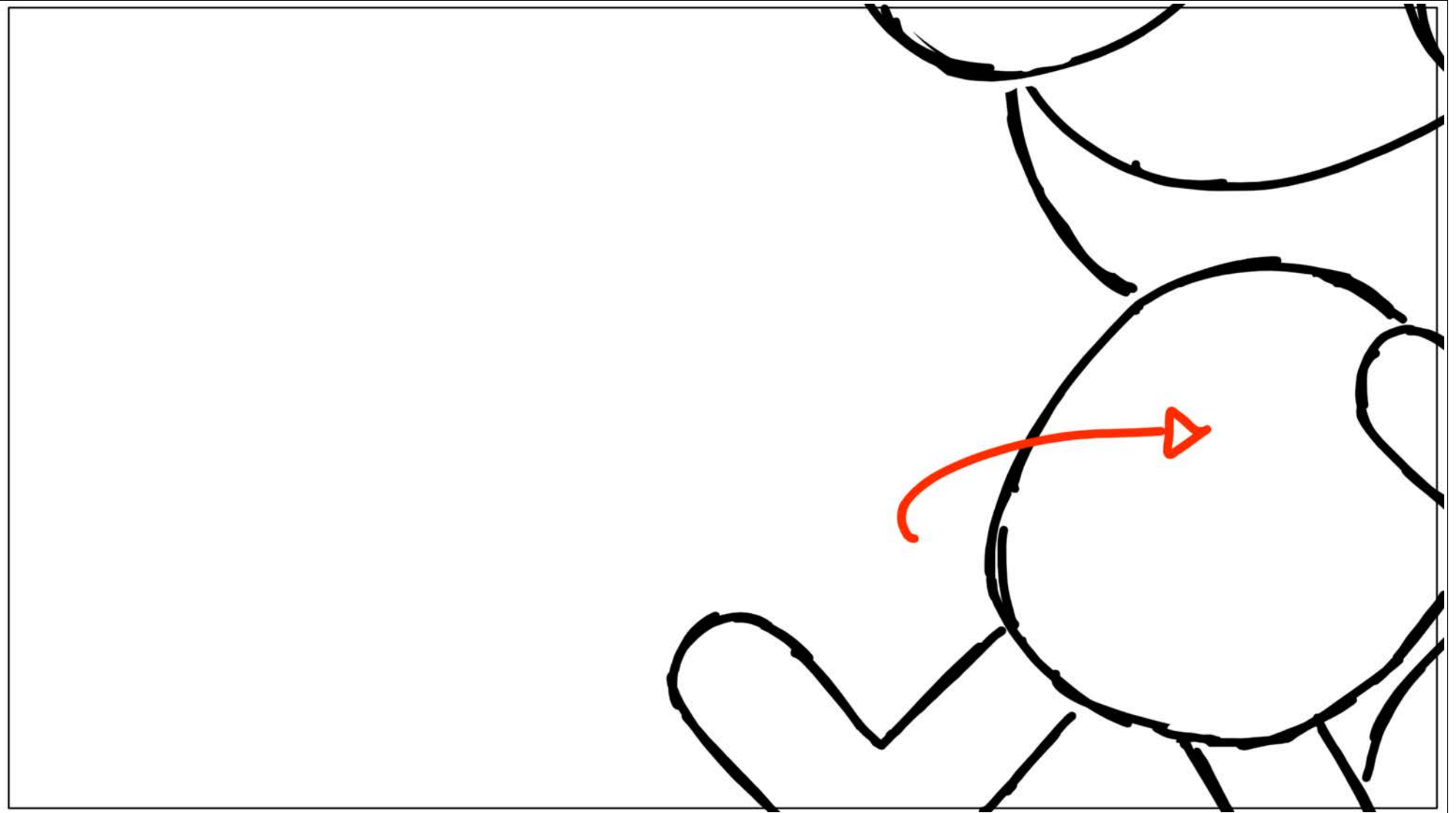


Scene

034A

Panel

C



Dialog

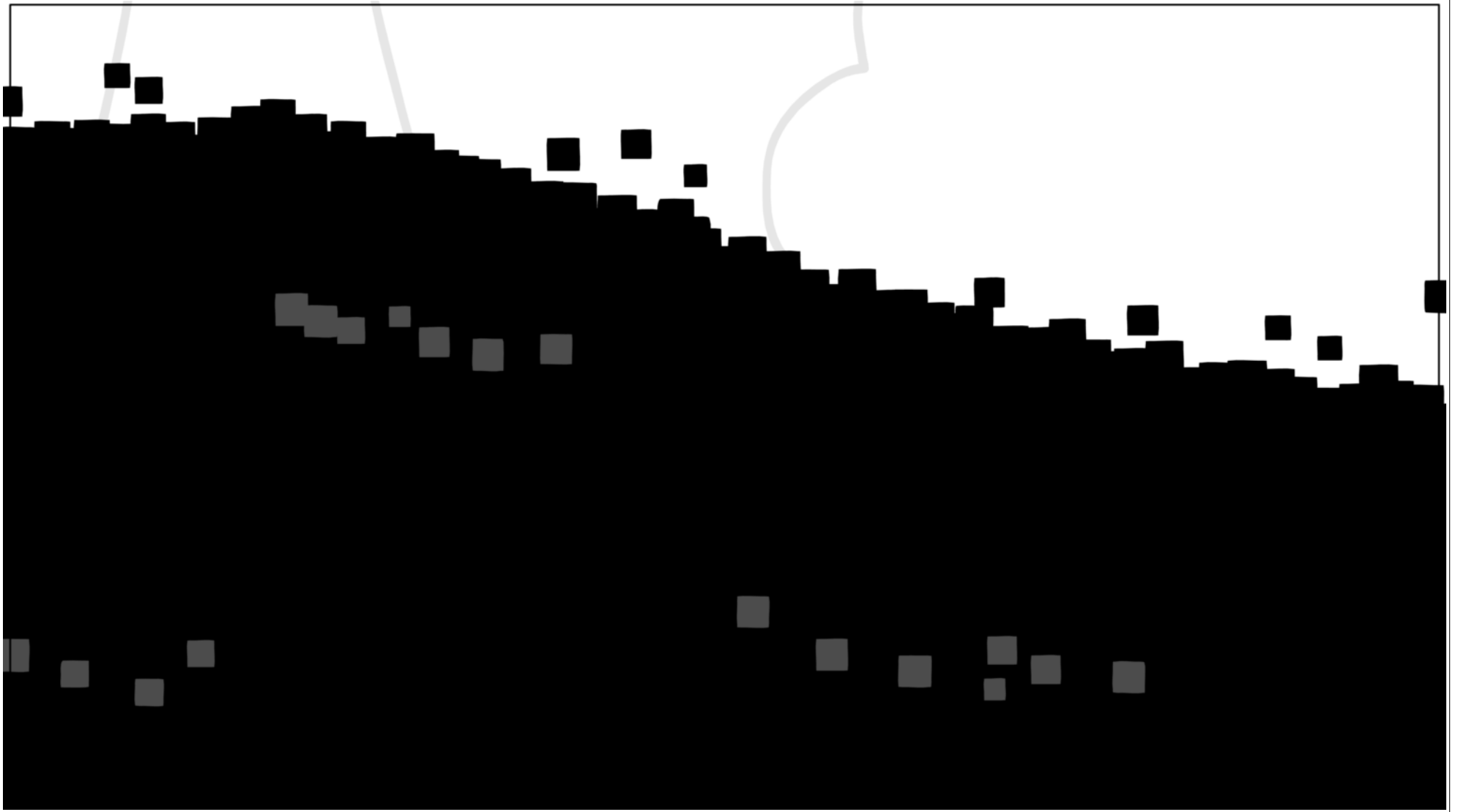
Action Notes

Scene

035A

Panel

A



Dialog

&*FYUgo;ilugf^I&TYFKg;8liugykI&%Re64drutI&^%TYRD56udO&^IUYTFDJUC^%URI^KUYTDu6dI&%EDTYUU^\$%EI&^TDU^RDTk
i6UTYD%^U

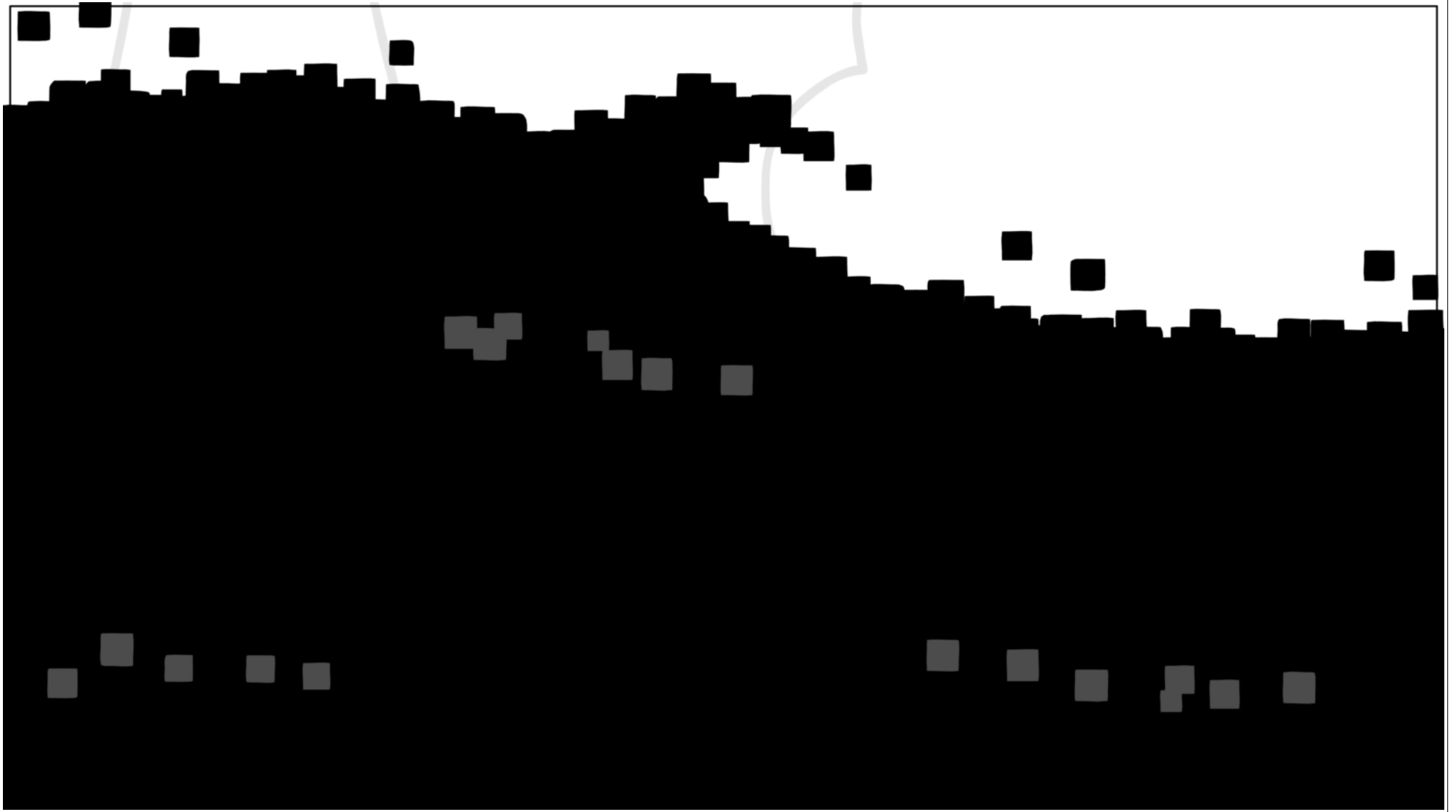
Action Notes

Scene

035A

Panel

B



Dialog

%TFYLIyjhvi67tf&%^I%^rytf^it7^%ft^i7tyGuc56RTCif76tITdtrRI^TYJDkut fFI%&JTFk6uytDI&%TYfkuTYI&%TFk6uytu^
%RDFI^UTYfyju56DFIK^&U

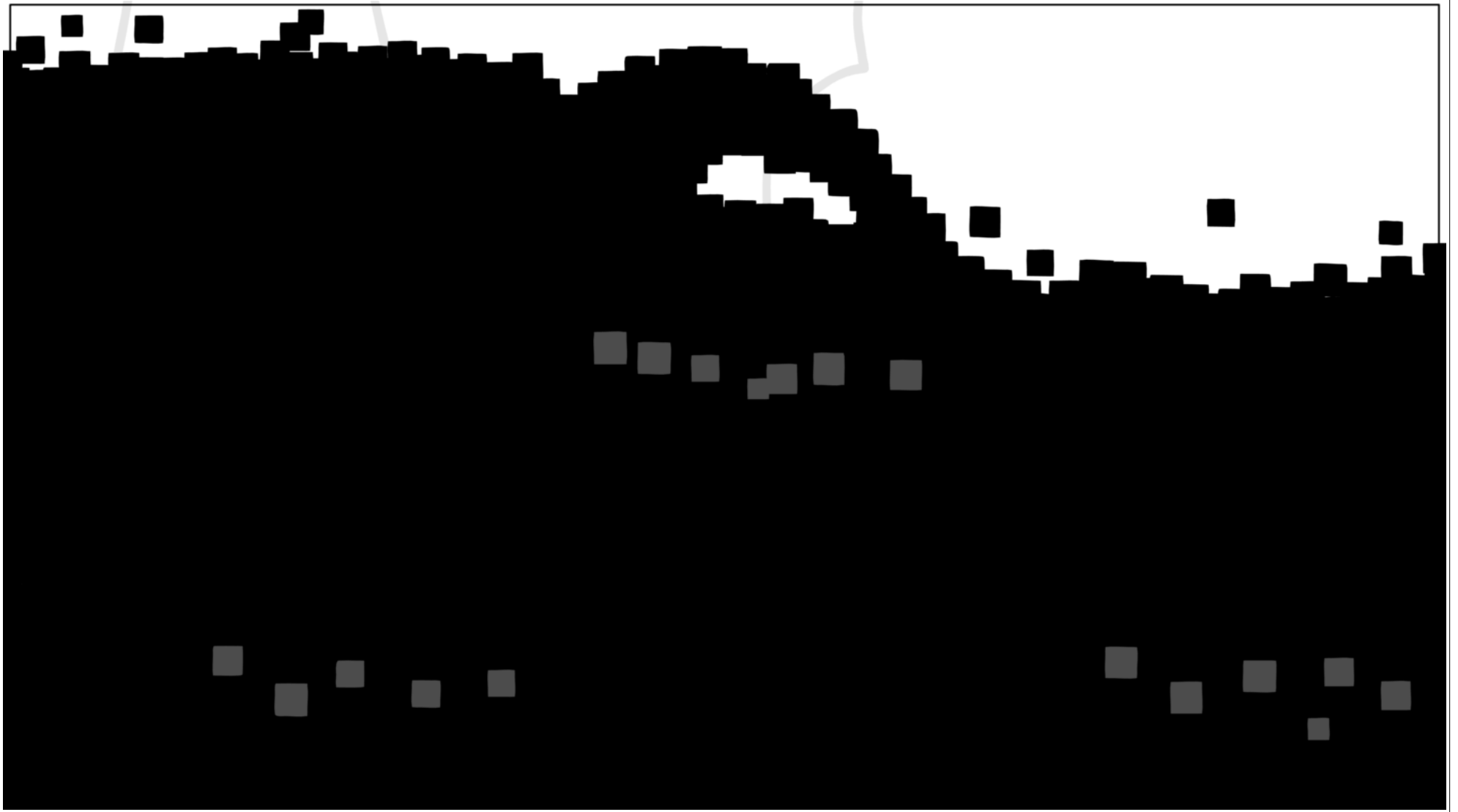
Action Notes

Scene

035A

Panel

C



Dialog

00iuglo78yukg^OTFD%^fiukL&IYFUK\$%Utrdjyfl,kuyF%TYJvghkUYTCGURyjfKUYFCI%TYfkuYITYCI^UKYFGYC5u6ITFKUY%TI
Yk6uyTCRE56t

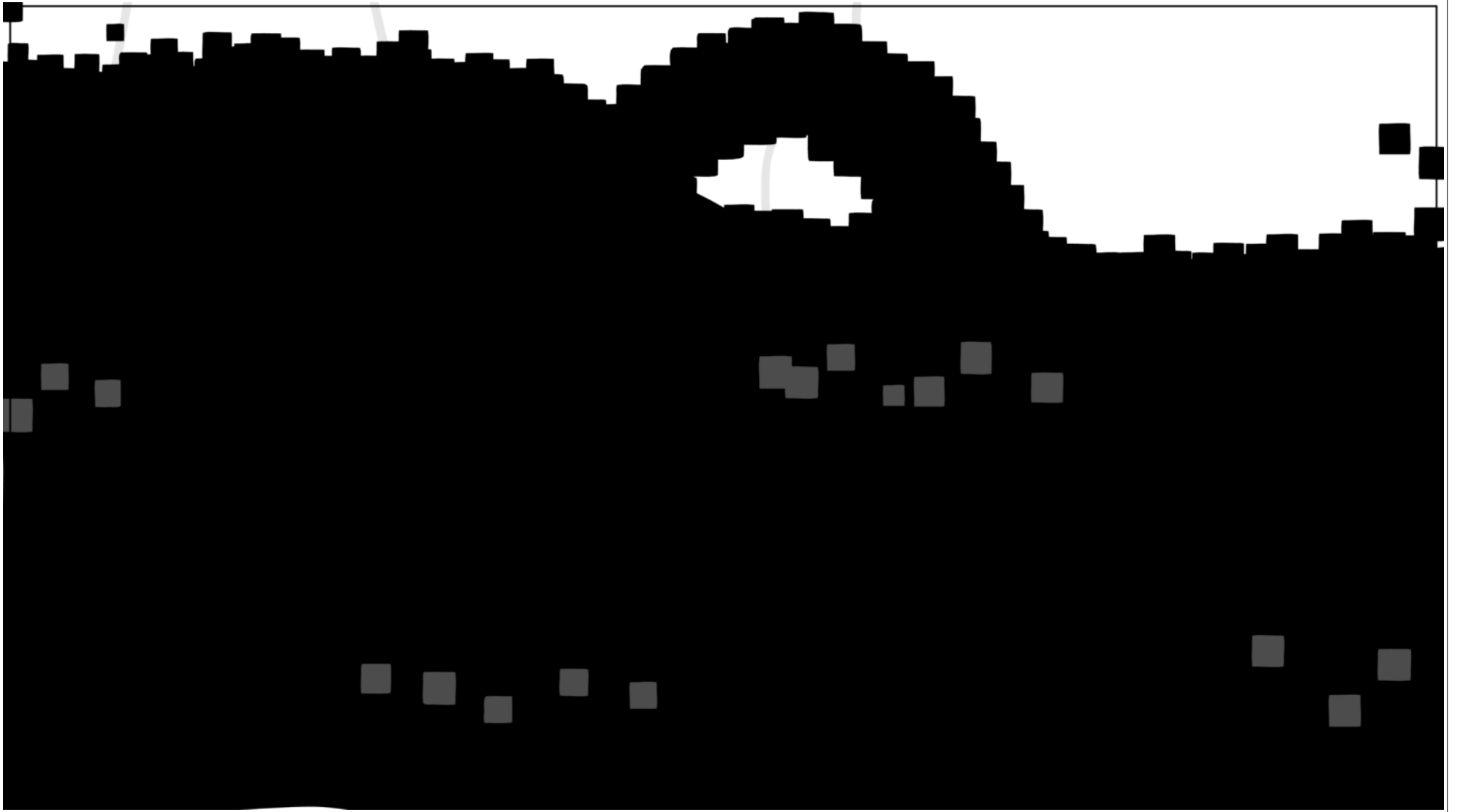
Action Notes

Scene

035A

Panel

D



Dialog

&*FYUgo;ilugf^I&TYFKg;8liugykI&%Re64drutI&^%TYRD56udO&^IUYTFDJUC^%URI^KUYTDu6dI&%EDTYUU^\$%EI&^TDU^RDTk
i6UTYD%^U

Action Notes

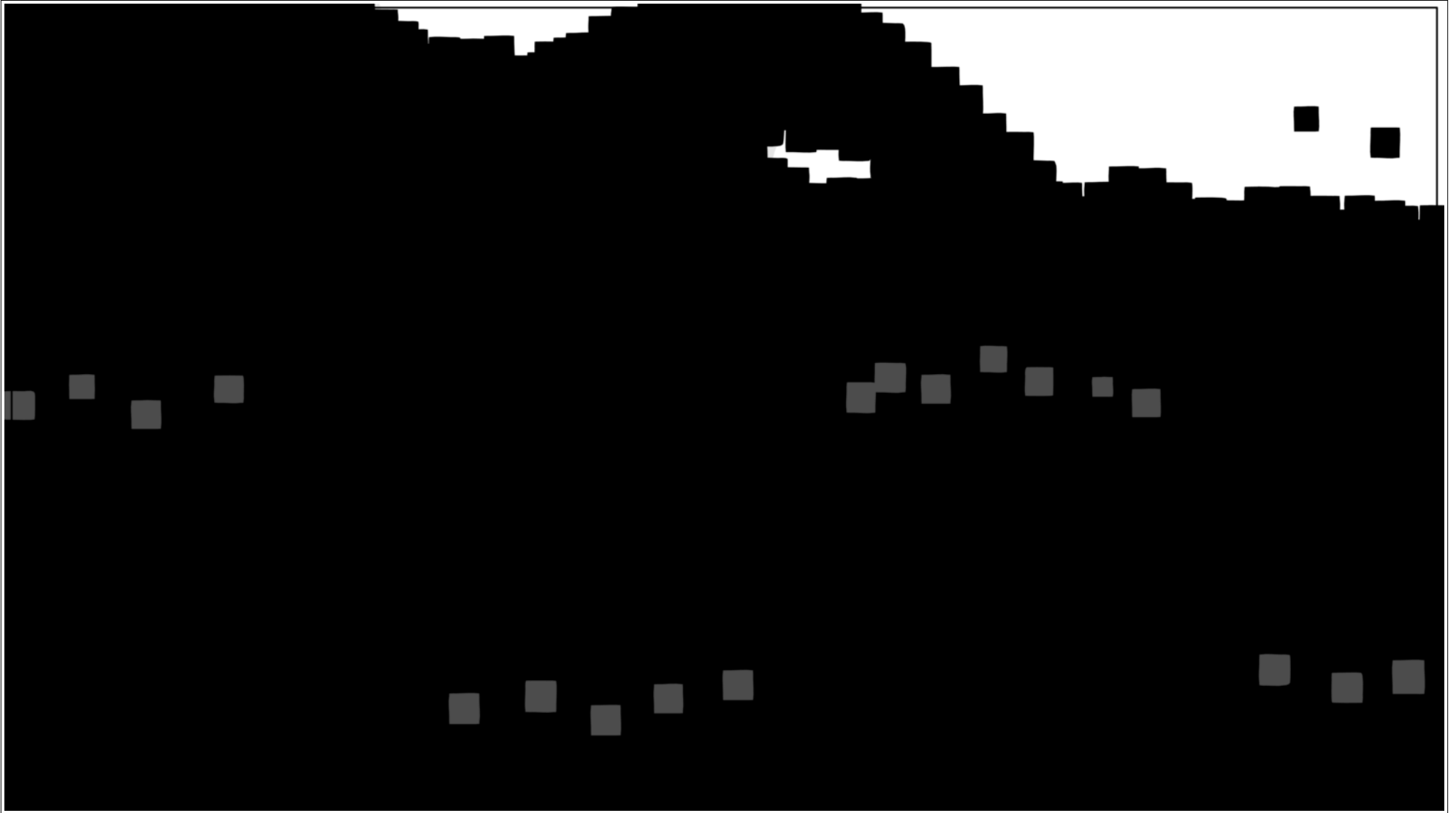


Scene

035A

Panel

E



Dialog

&*FYUgo;ilugf^I&TYFKg;8liugykI&%Re64drutI&^%TYRD56udO&^IUYTFDJUC^%URI^KUYTDu6dI&%EDTYUU^\$%EI&^TDU^RDTk
i6UTYD%^U

Action Notes

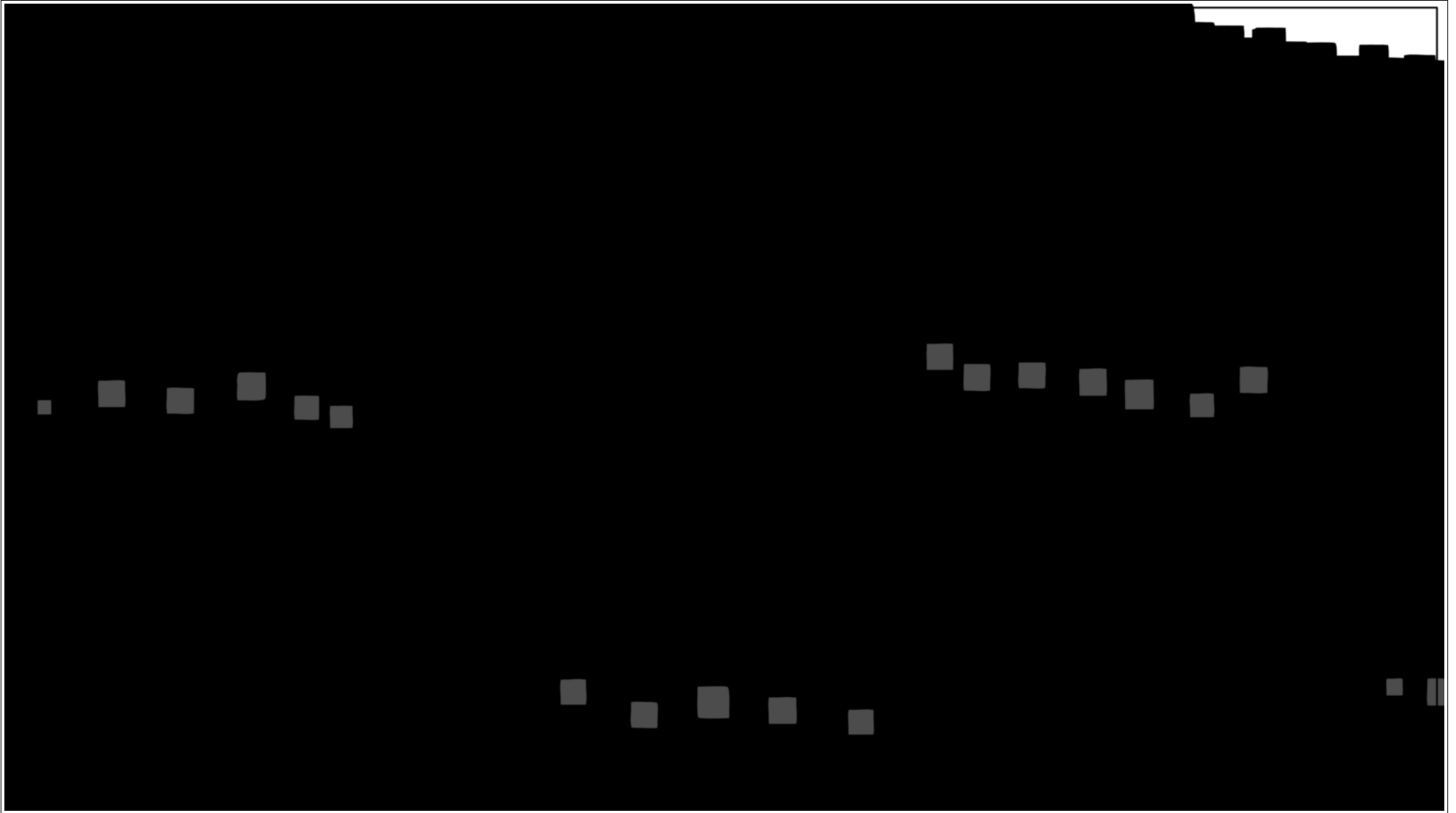


Scene

035A

Panel

F



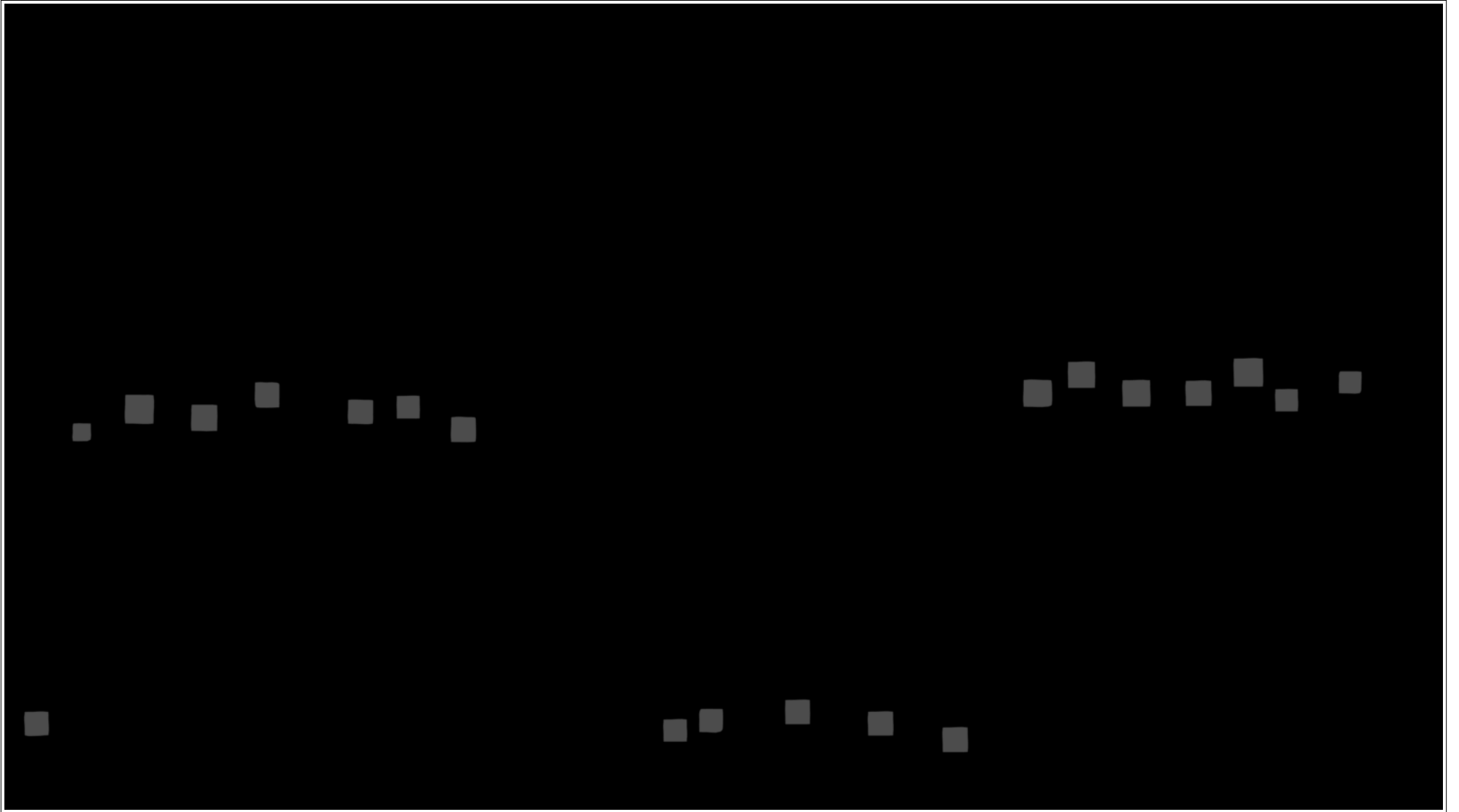
Dialog

&*FYUgo;ilugf^I&TYFKg;8liugykI&%Re64drutI&^%TYRD56udO&^IUYTFDJUC^%URI^KUYTDu6dI&%EDTYUU^\$%EI&^TDU^RDTk
i6UTYD%^U

Action Notes



Scene	Panel
035A	G



Dialog
&*FYUgo;ilugf^I&TYFKg;8liugykI&%Re64drutI&^%TYRD56udO&^IUYTFDJUC^%URI^KUYTDu6dI&%EDTYUU^\$%EI&^TDU^RDTk
i6UTYD%^U

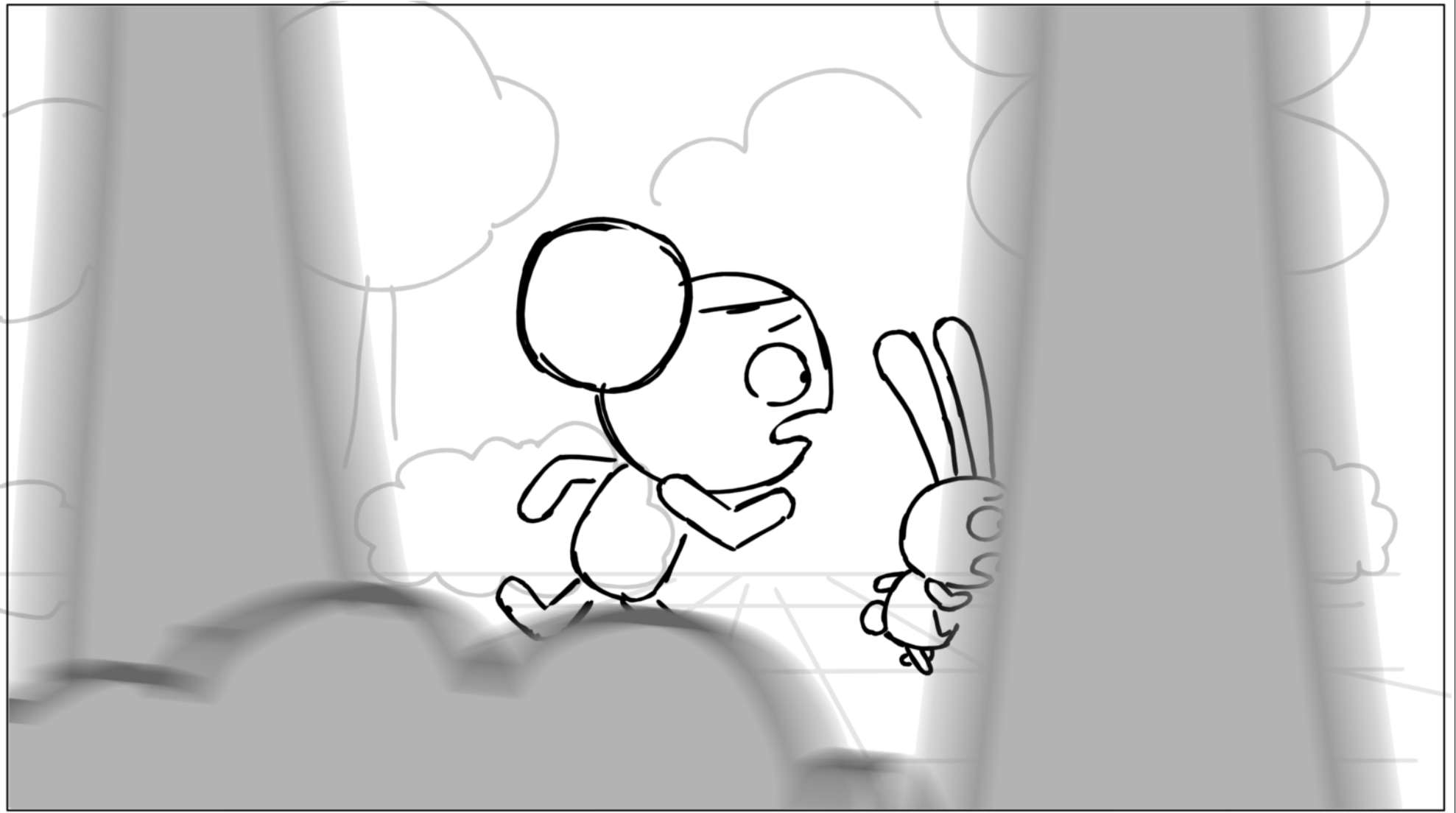
Action Notes

Scene

036

Panel

A



Dialog

PIBBY: <heavy breathing!>

BUNBUN: <heavy breathing!>

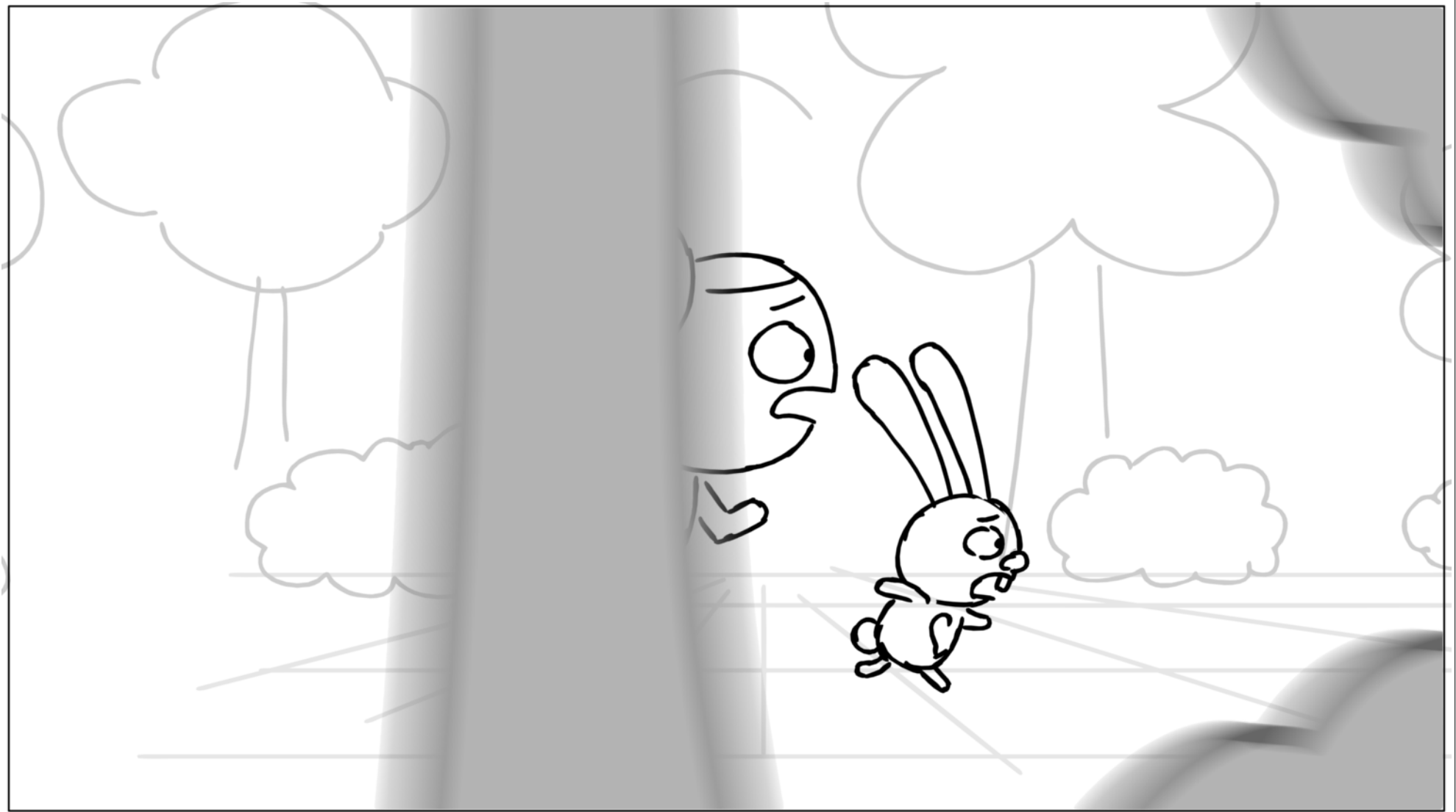
Action Notes

Scene

036

Panel

B



Dialog

PIBBY: <heavy breathing!>

BUNBUN: <heavy breathing!>

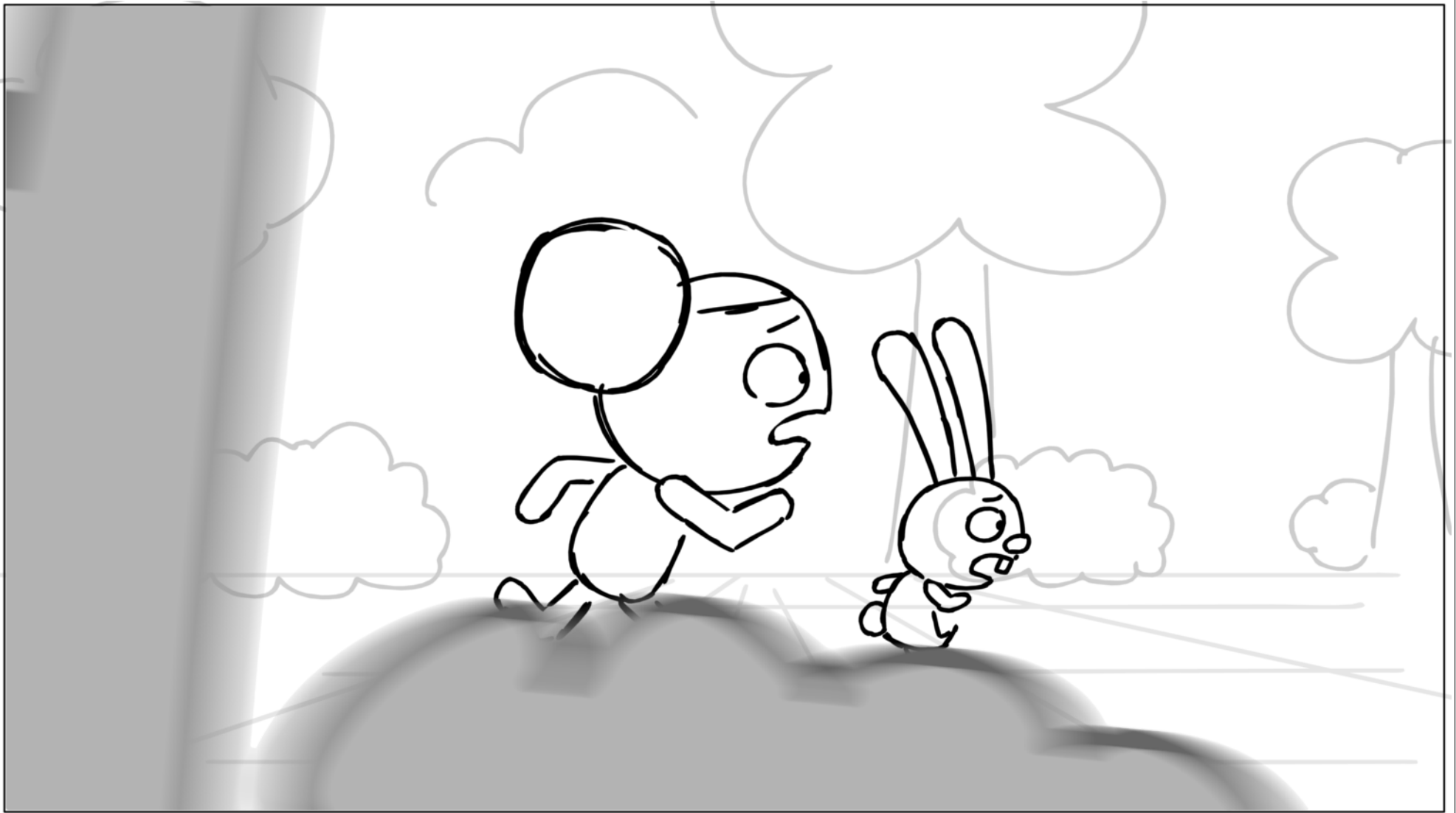
Action Notes

Scene

036

Panel

C



Dialog

PIBBY: <heavy breathing!>

BUNBUN: <heavy breathing!>

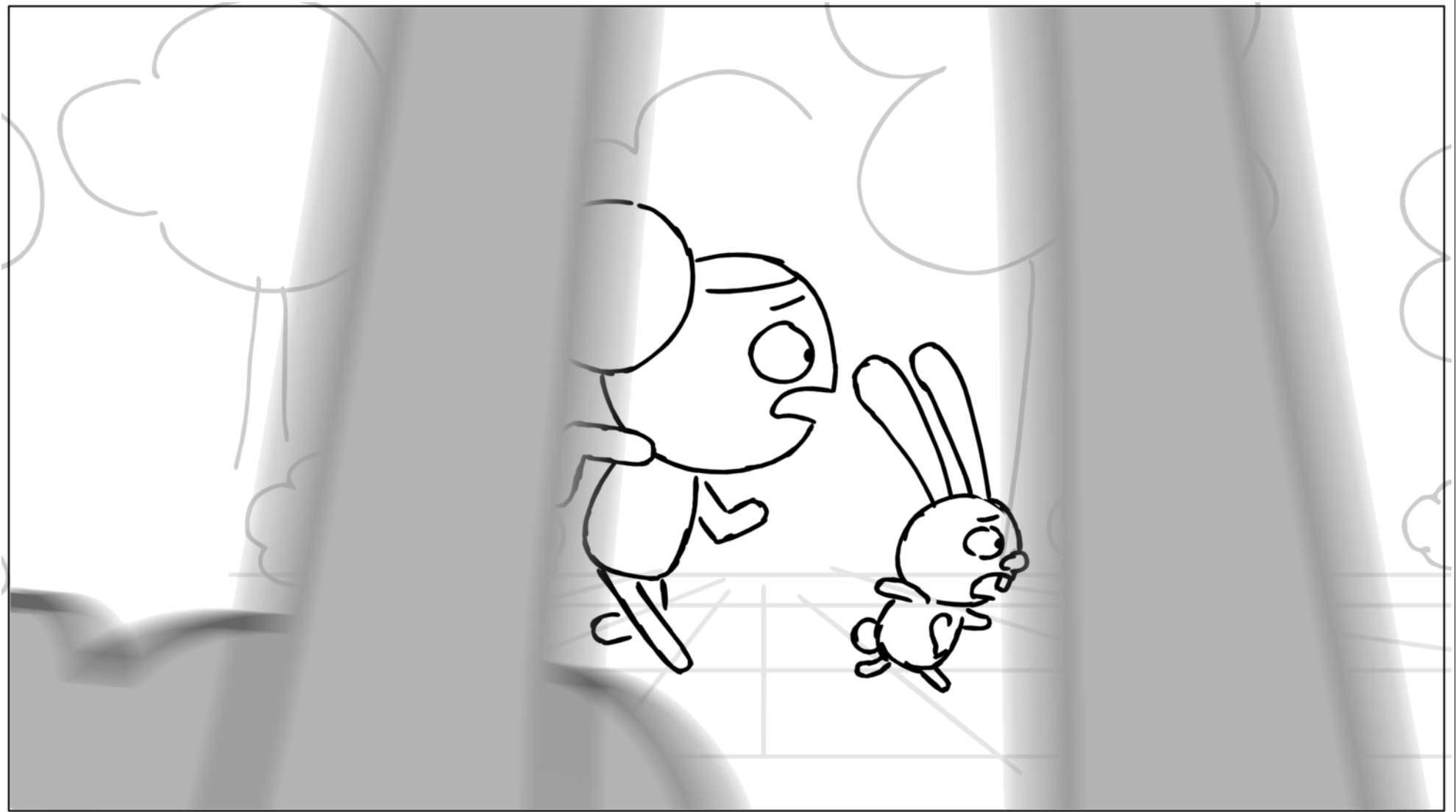
Action Notes

Scene

036

Panel

D



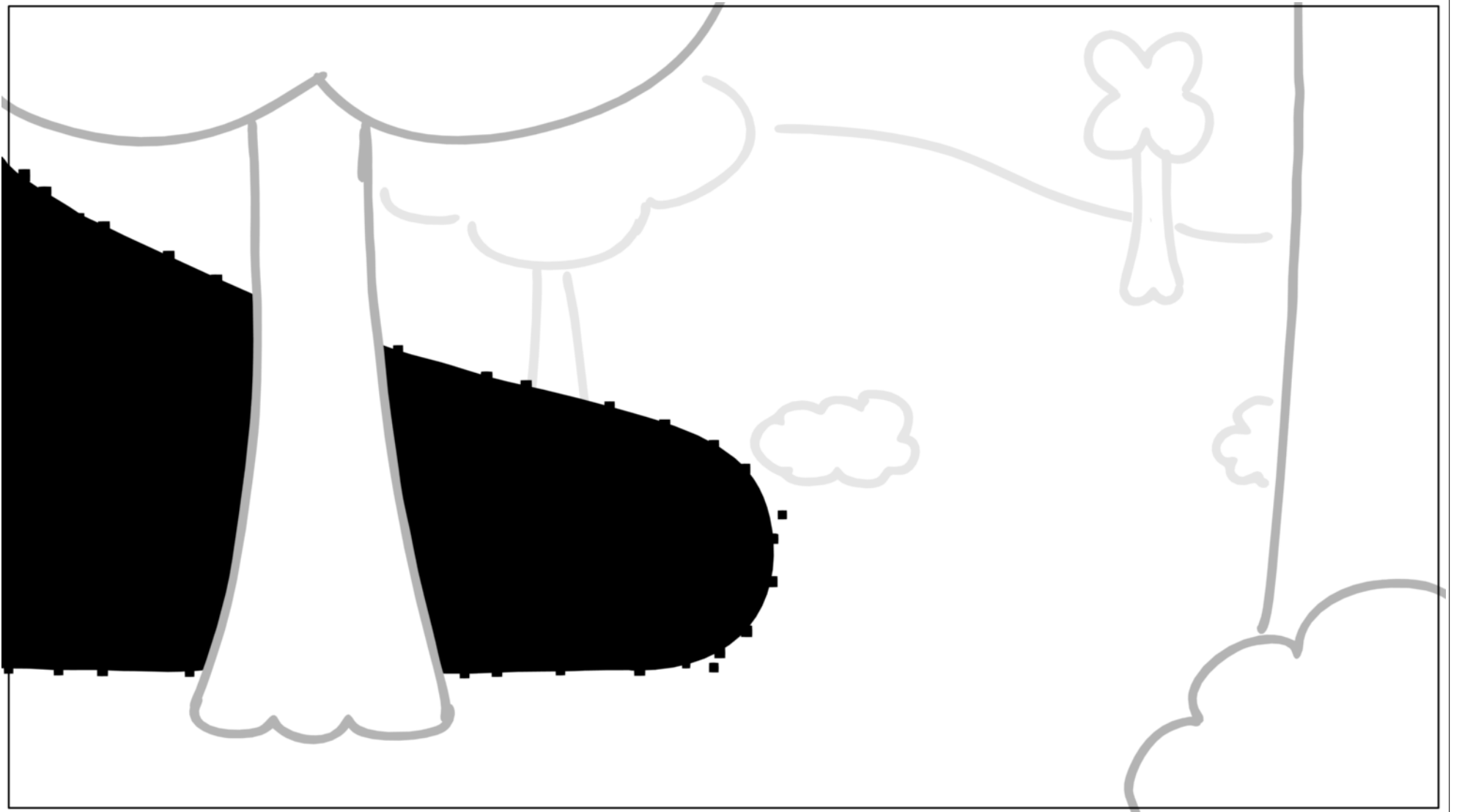
Dialog

PIBBY: <heavy breathing!>

BUNBUN: <heavy breathing!>

Action Notes

Scene	037	Panel	A
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Dialog
%TFYLIyjhvi67tf&%^I%^rytf^it7^%ft^i7tyGuc56RTCif76tITdtrRI^TYJDkutfFI%&JTFk6uytDI&%TYfkuTYI&%TFk6uytu^
%RDFI^UTYfyju56DFIK^&U

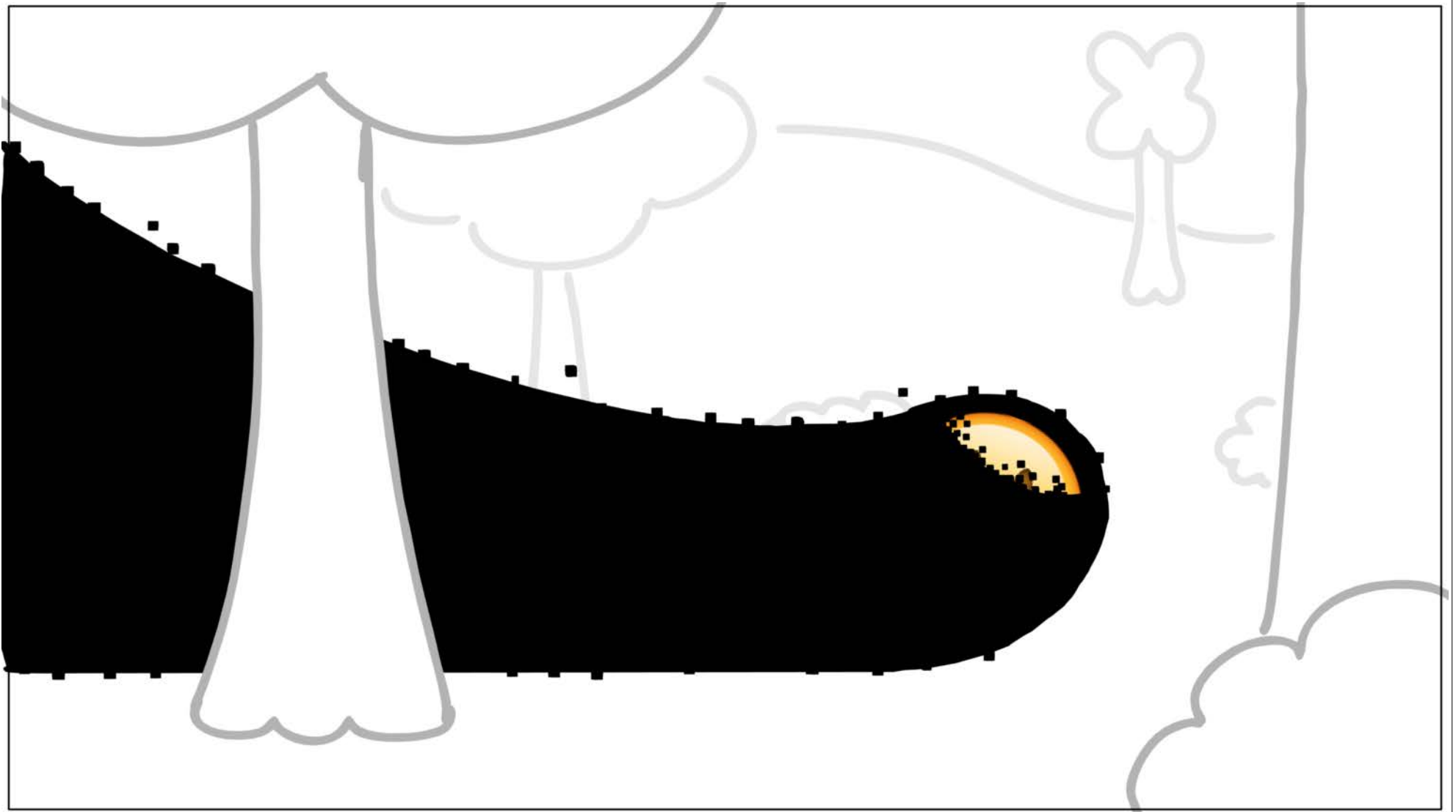
Action Notes

Scene

037

Panel

B



Dialog

&*FYUgo;ilugf^I&TYFKg;8liugykI&%Re64drutI&^%TYRD56udO&^IUYTFDJUC^%URI^KUYTDu6dI&%EDTYUU^\$%EI&^TDU^RDTk
i6UTYD%^U

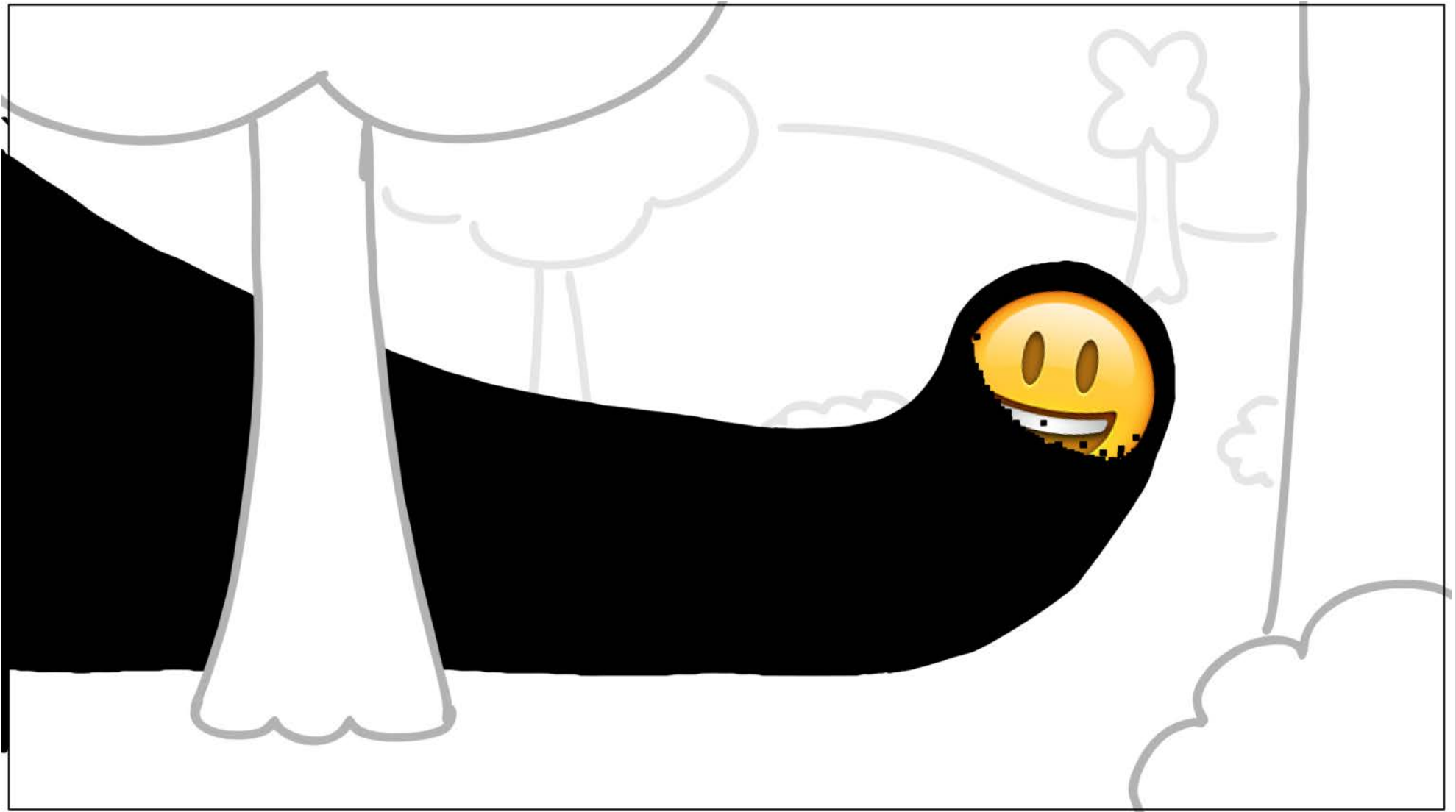
Action Notes

Scene

037

Panel

C



Dialog

&*FYUgo;ilugf^I&TYFKg;8liugykI&%Re64drutI&^%TYRD56udO&^IUYTFDJUC^%URI^KUYTDu6dI&%EDTYUU^\$%EI&^TDU^RDTk
i6UTYD%^U

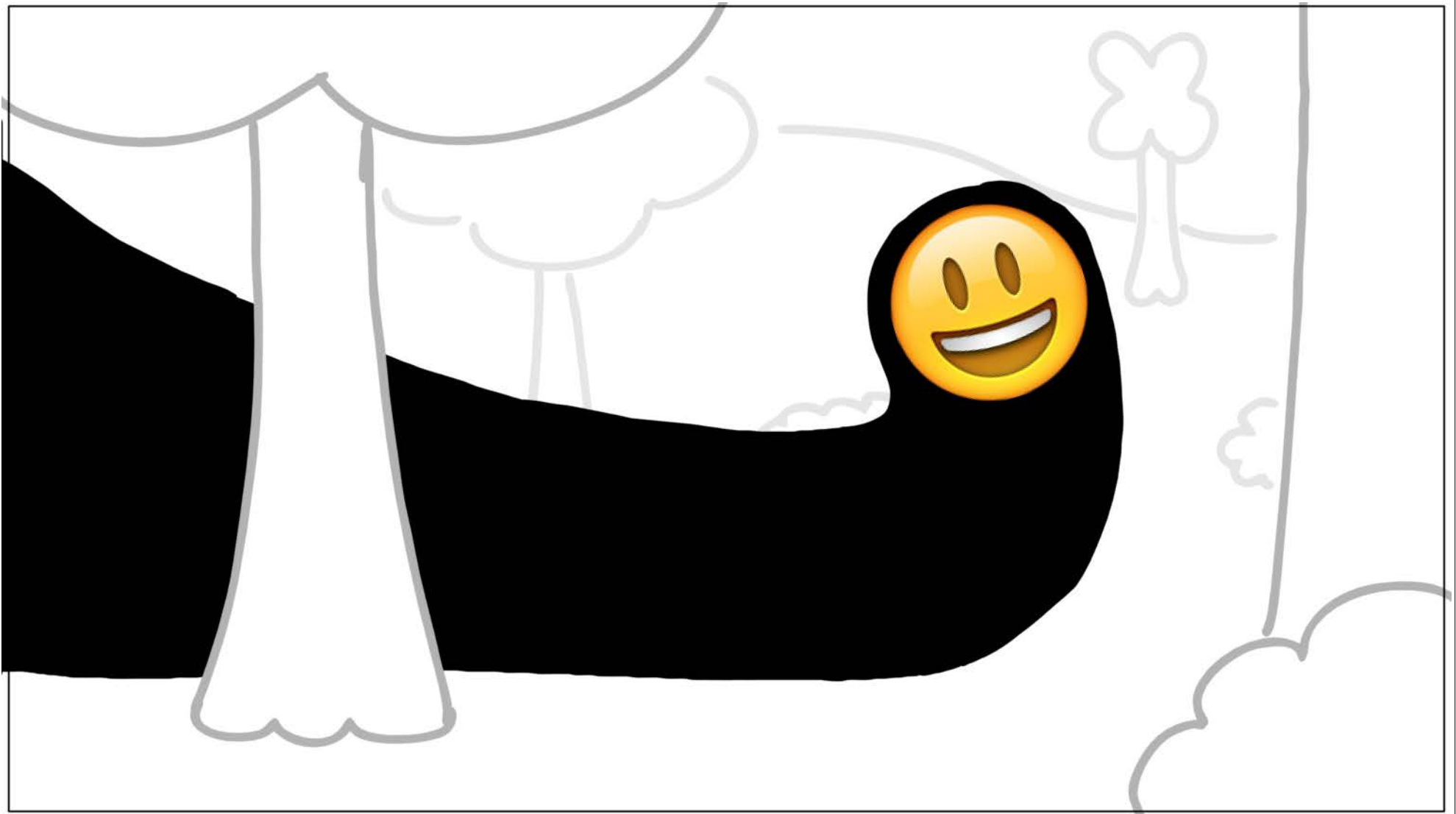
Action Notes

Scene

037

Panel

D



Dialog

&*FYUgo;ilugf^I&TYFKg;8liugykI&%Re64drutI&^%TYRD56udO&^IUYTFDJUC^%URI^KUYTDu6dI&%EDTYUU^\$%EI&^TDU^RDTk
i6UTYD%^U

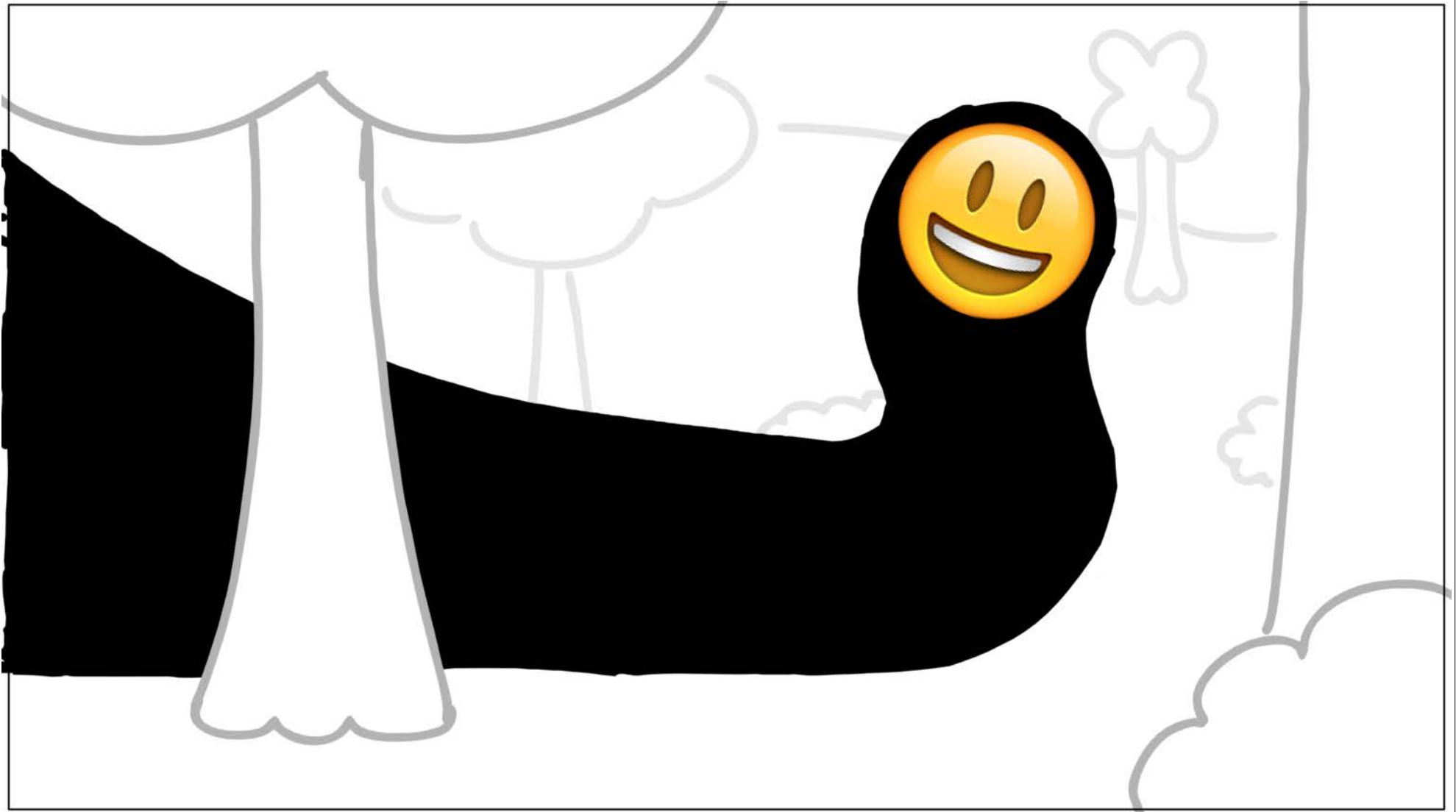
Action Notes

Scene

037

Panel

E



Dialog

&*FYUgo;ilugf^I&TYFKg;8liugykI&%Re64drutI&^%TYRD56udO&^IUYTFDJUC^%URI^KUYTDu6dI&%EDTYUU^\$%EI&^TDU^RDTk
i6UTYD%^U

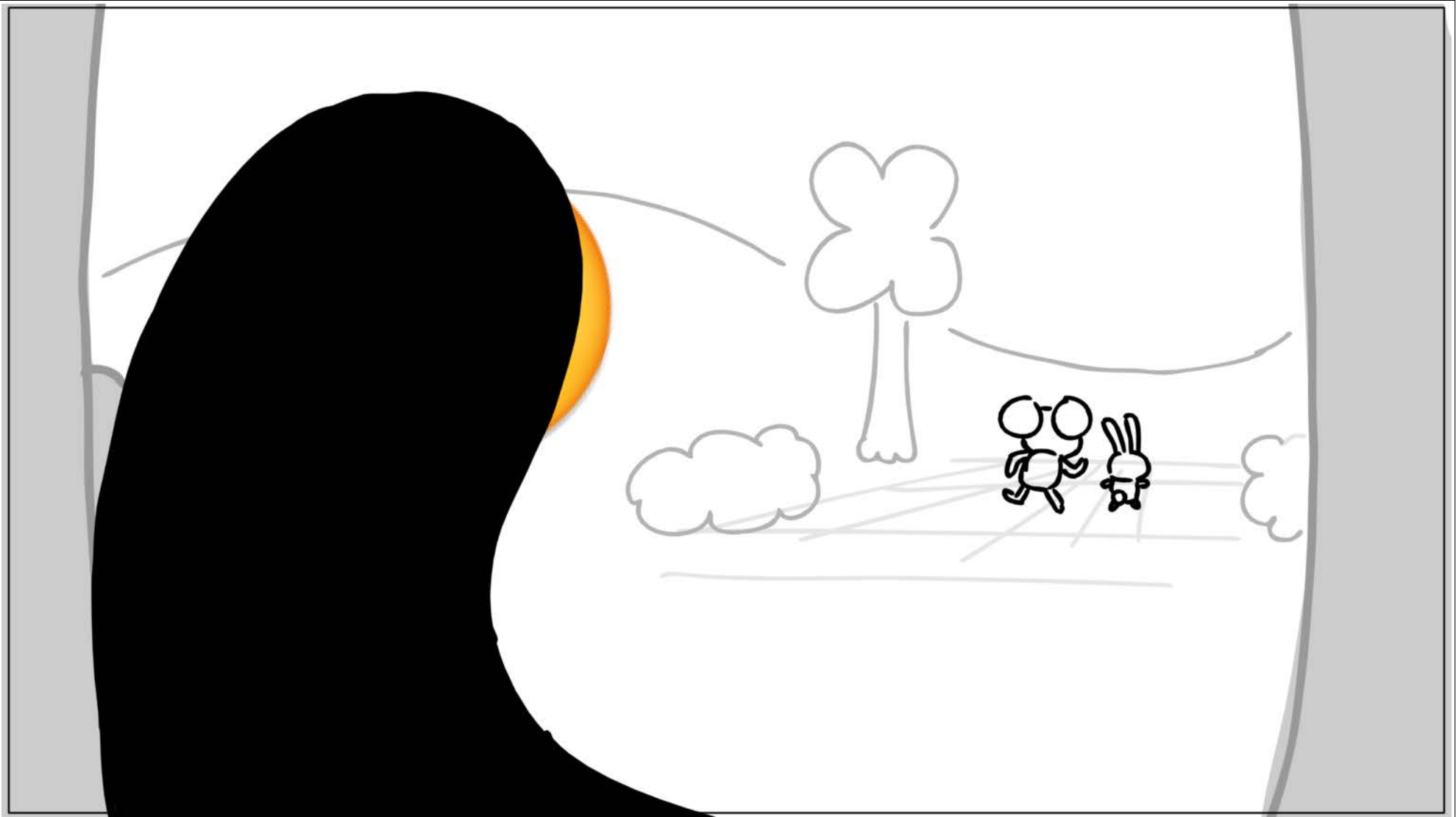
Action Notes

Scene

040

Panel

A



Dialog

00iuglo78yukg^OTFD%^fiukL&IYFUK\$%Utrdjyfl ,kuyF%TYJvghkUYTCGURy jfKUYFCI%TYfkuYITYCI^UKYFGYC5u6ITFKUY%TI
Yk6uyTCRE56t

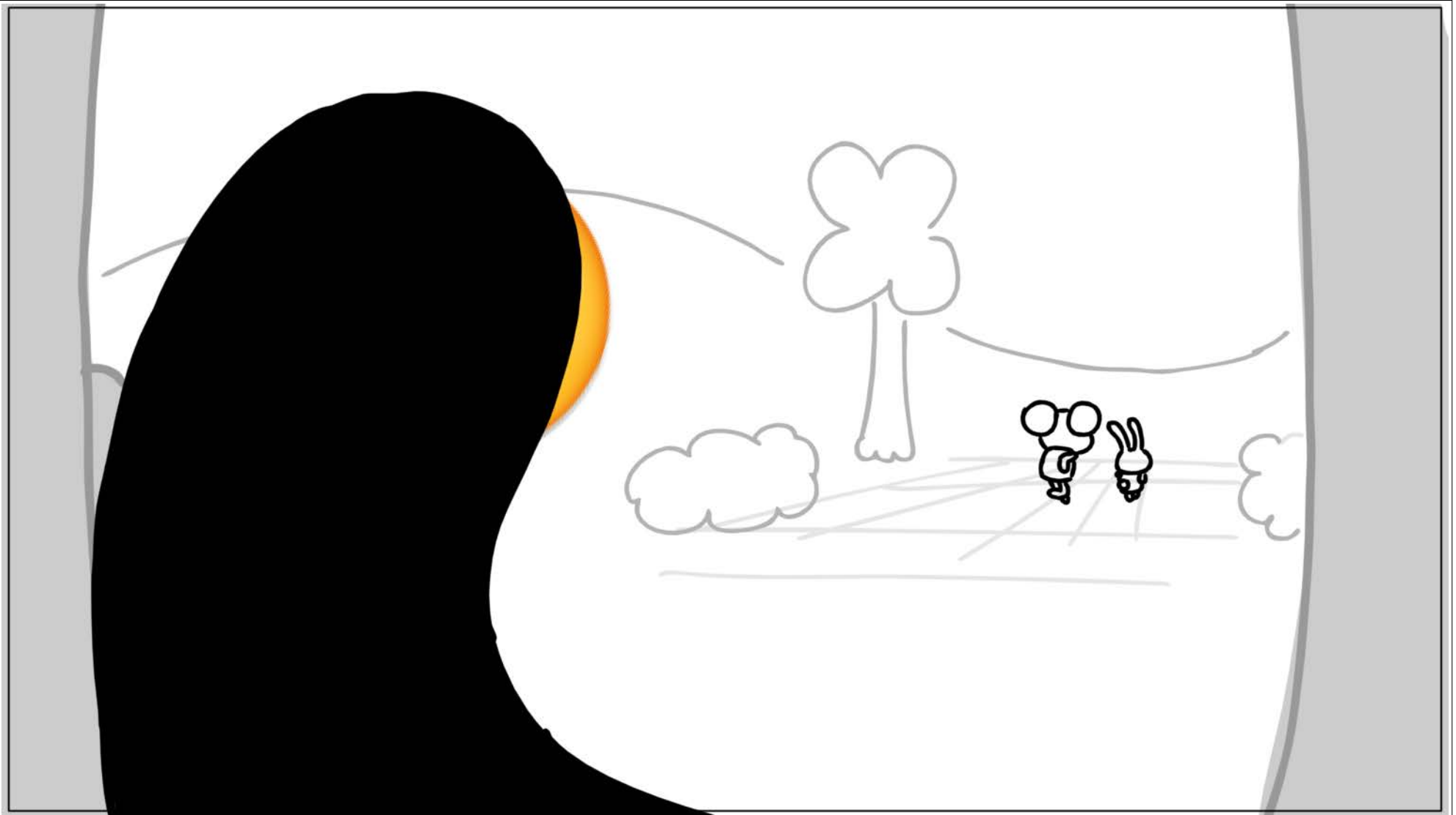
Action Notes

Scene

040

Panel

B



Dialog

&*FYUgo;ilugf^I&TYFKg;8liugykI&%Re64drutI&^%TYRD56udO&^IUYTFDJUC^%URI^KUYTDu6dI&%EDTYUU^\$%EI&^TDU^RDTk
i6UTYD%^U

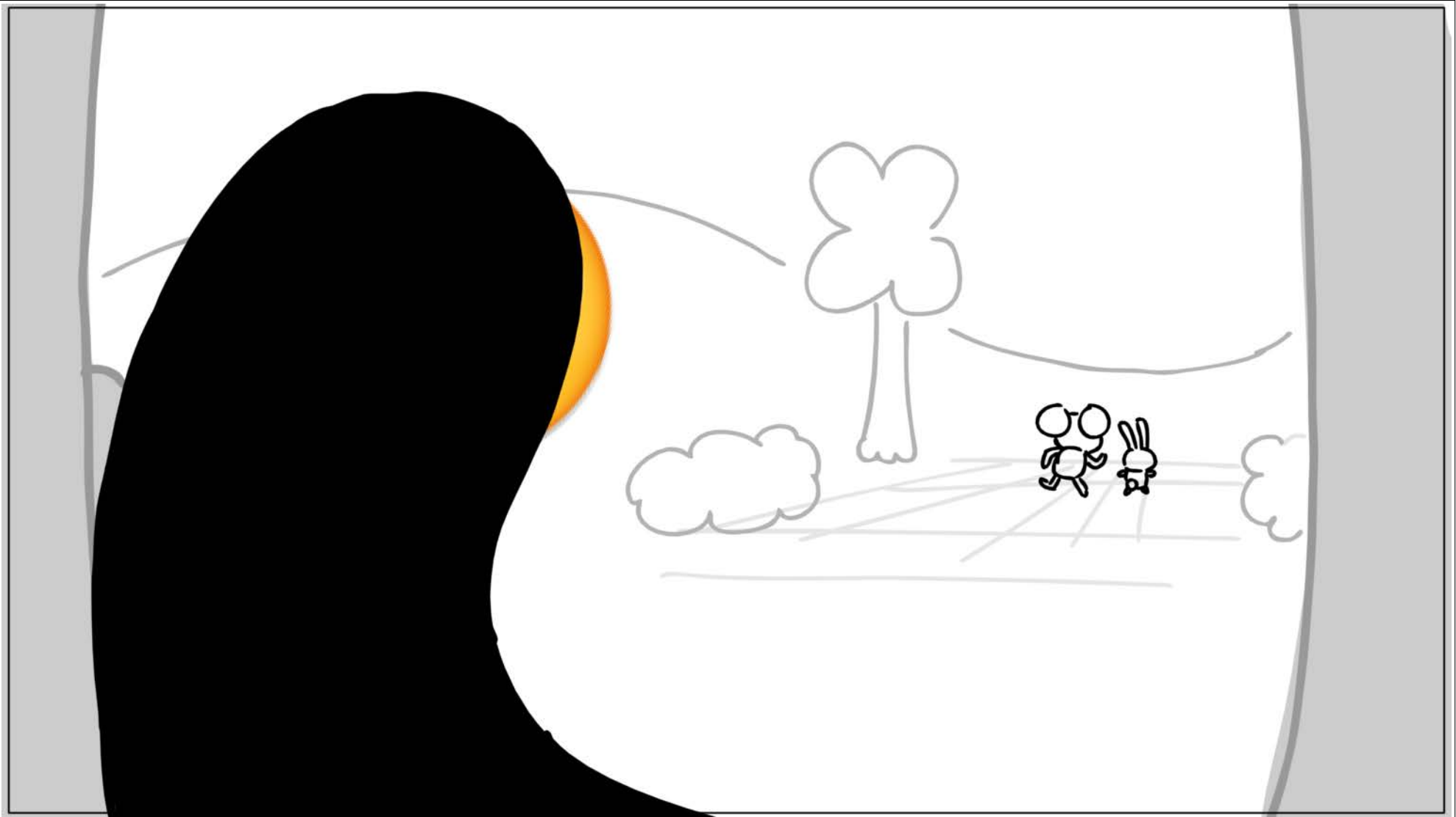
Action Notes

Scene

040

Panel

C



Dialog

%TFYLIyjhvi67tf&%^I%^rytf^it7^%ft^i7tyGuc56RTCif76tITdtrRI^TYJDkutfFI%&JTFk6uytDI&%TYfkuTYI&%TFk6uytu^
%RDFI^UTYfyju56DFIK^&U

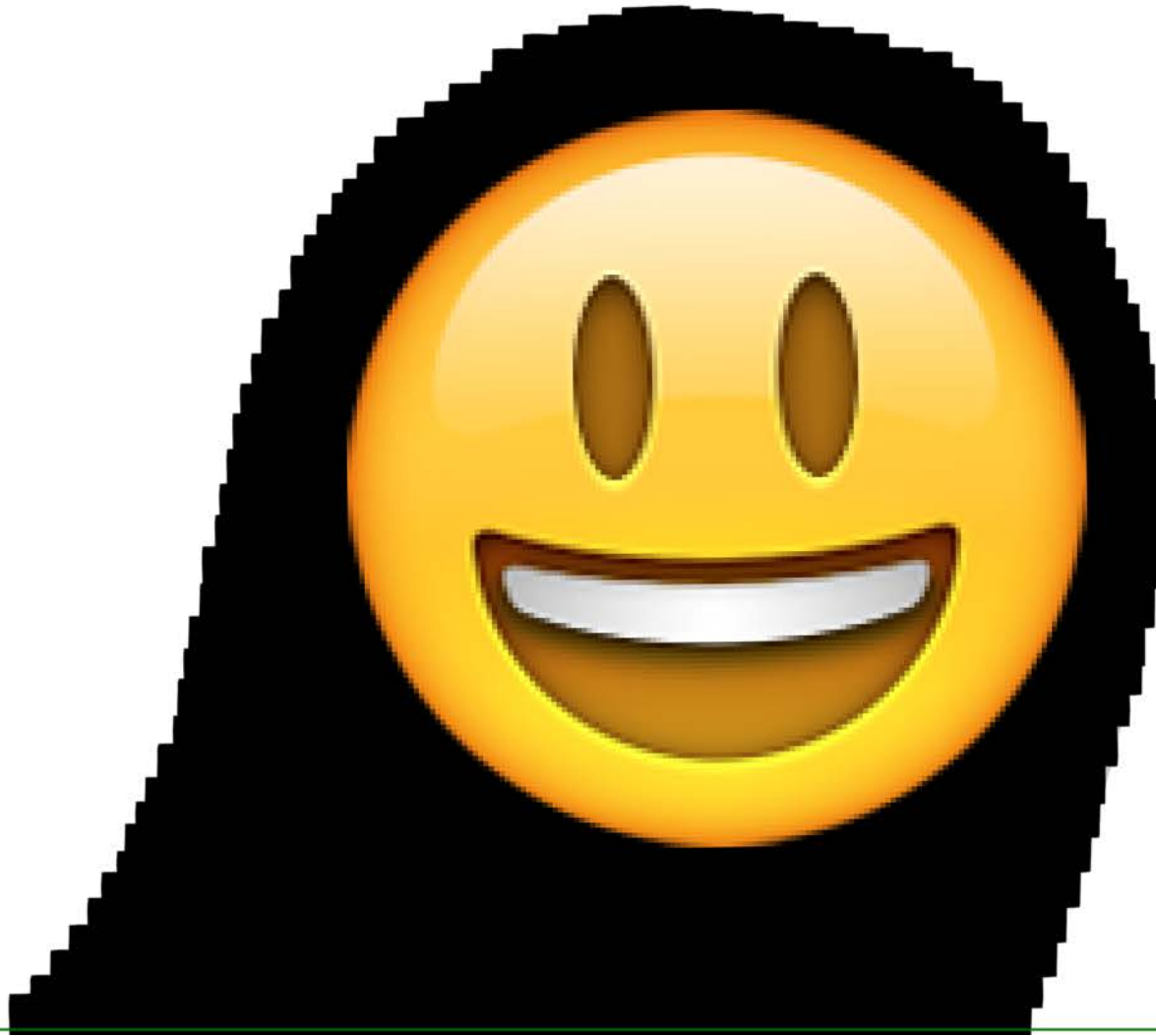
Action Notes

Scene

041

Panel

A



Dialog

00iuglo78yukg^OTFD%^fiukL&IYFUK\$%Utrdjyfl,kuyF%TYJvghkUYTCGURyjfkUYFCI%TYfkuYITYCI^UKYFGYC5u6ITFKUY%TI
Yk6uyTCRE56t

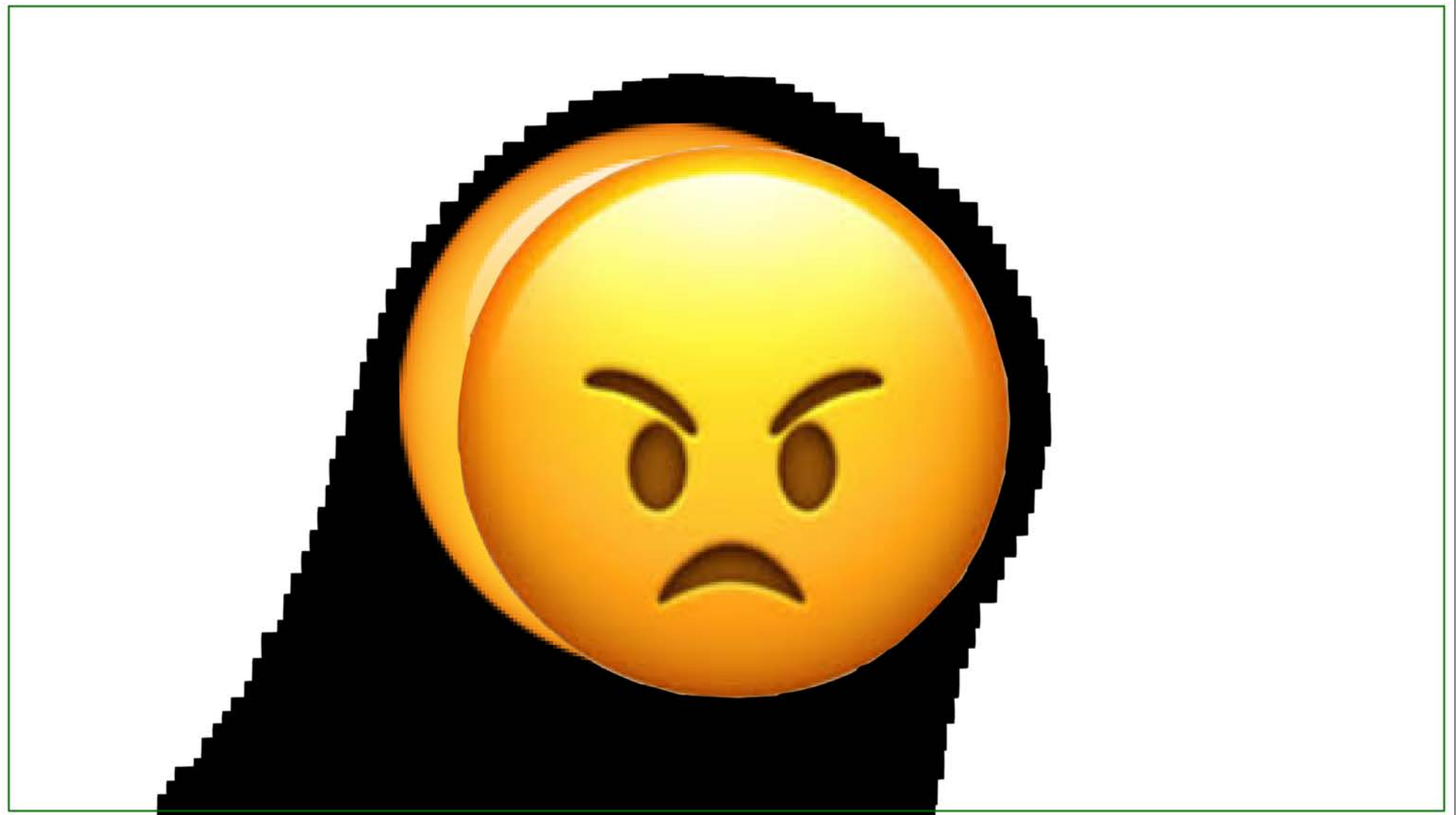
Action Notes

Scene

041

Panel

B



Dialog

&*FYUgo;ilugf^I&TYFKg;8liugykI&%Re64drutI&^%TYRD56udO&^IUYTFDJUC^%URI^KUYTDu6dI&%EDTYUU^\$%EI&^TDU^RDTk
i6UTYD%^U

Action Notes

Scene

041

Panel

C



Dialog

%TFYLIyjhvi67tf&%^I%^rytf^it7^%ft^i7tyGuc56RTCif76tITdtrRI^TYJDkut fFI%&JTFk6uytDI&%TYfkuTYI&%TFk6uytu^
%RDFI^UTYfyju56DFIK^&U

Action Notes

Scene

041

Panel

D



Dialog

00iuglo78yukg^OTFD%^fiukL&IYFUK\$%Utrdjyfl,kuyF%TYJvghkUYTCGURyjfkUYFCI%TYfkuYITYCI^UKYFGYC5u6ITFKUY%TI
Yk6uyTCRE56t

Action Notes

Scene

041

Panel

E



Dialog

&*FYUgo;ilugf^I&TYFKg;8liugykI&%Re64drutI&^%TYRD56udO&^IUYTFDJUC^%URI^KUYTDu6dI&%EDTYUU^\$%EI&^TDU^RDTk
i6UTYD%^U

Action Notes

Scene

041

Panel

F



Dialog

%TFYLIyjhvi67tf&%^I%^rytf^it7^%ft^i7tyGuc56RTCif76tITdtrRI^TYJDkutfFI%&JTFk6uytDI&%TYfkuTYI&%TFk6uytu^
%RDFI^UTYfyju56DFIK^&U

Action Notes

Scene

041

Panel

G



Dialog

00iuglo78yukg^OTFD%^fiukL&IYFUK\$%Utrdjyfl,kuyF%TYJvghkUYTCGURy jfKUYFCI%TYfkuYITYCI^UKYFGYC5u6ITFKUY%TI
Yk6uyTCRE56t

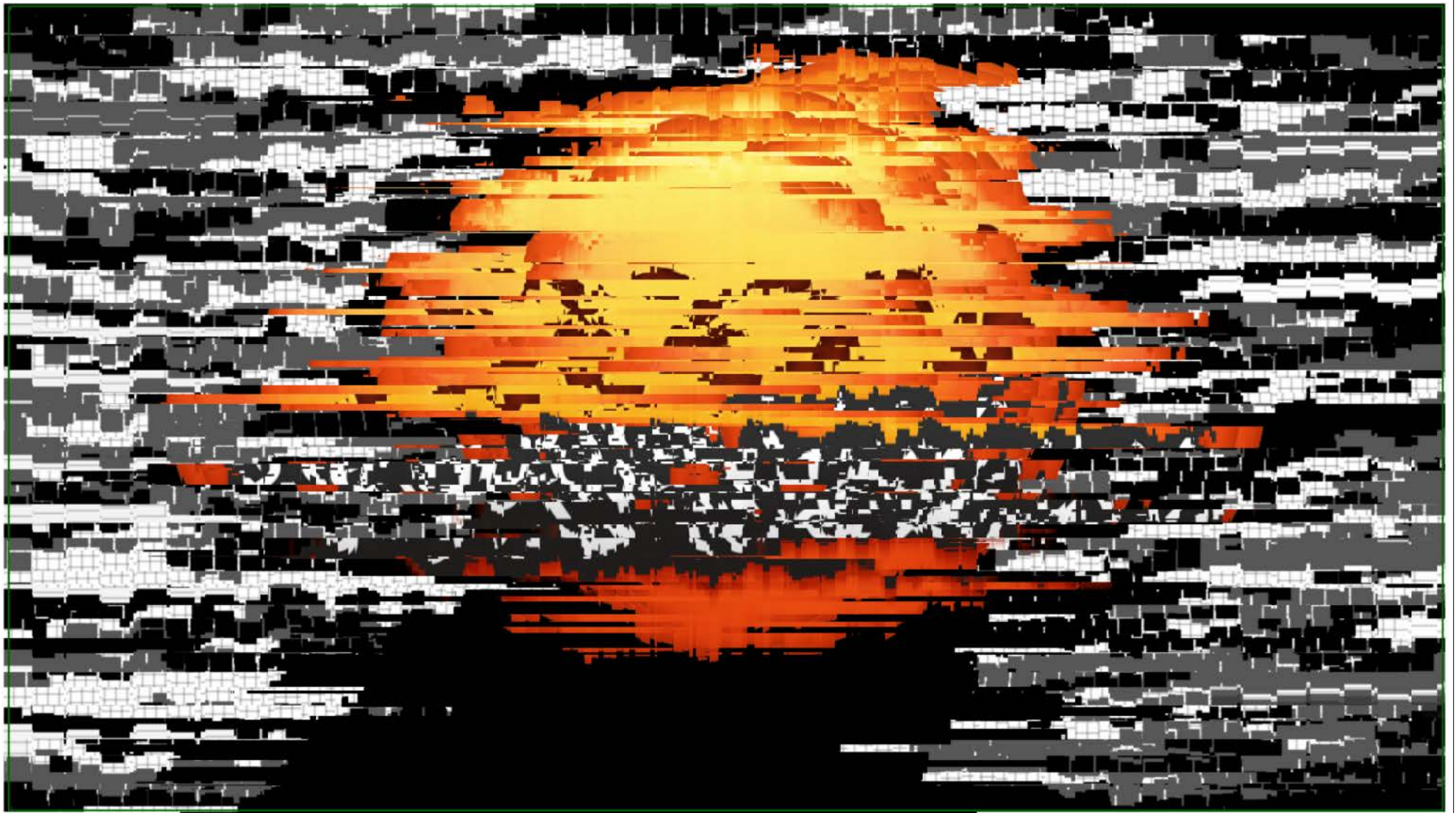
Action Notes

Scene

041

Panel

H



Dialog

&*FYUgo;ilugf^I&TYFKg;8liugykI&%Re64drutI&^%TYRD56udO&^IUYTFDJUC^%URI^KUYTDu6dI&%EDTYUU^\$%EI&^TDU^RDTk
i6UTYD%^U

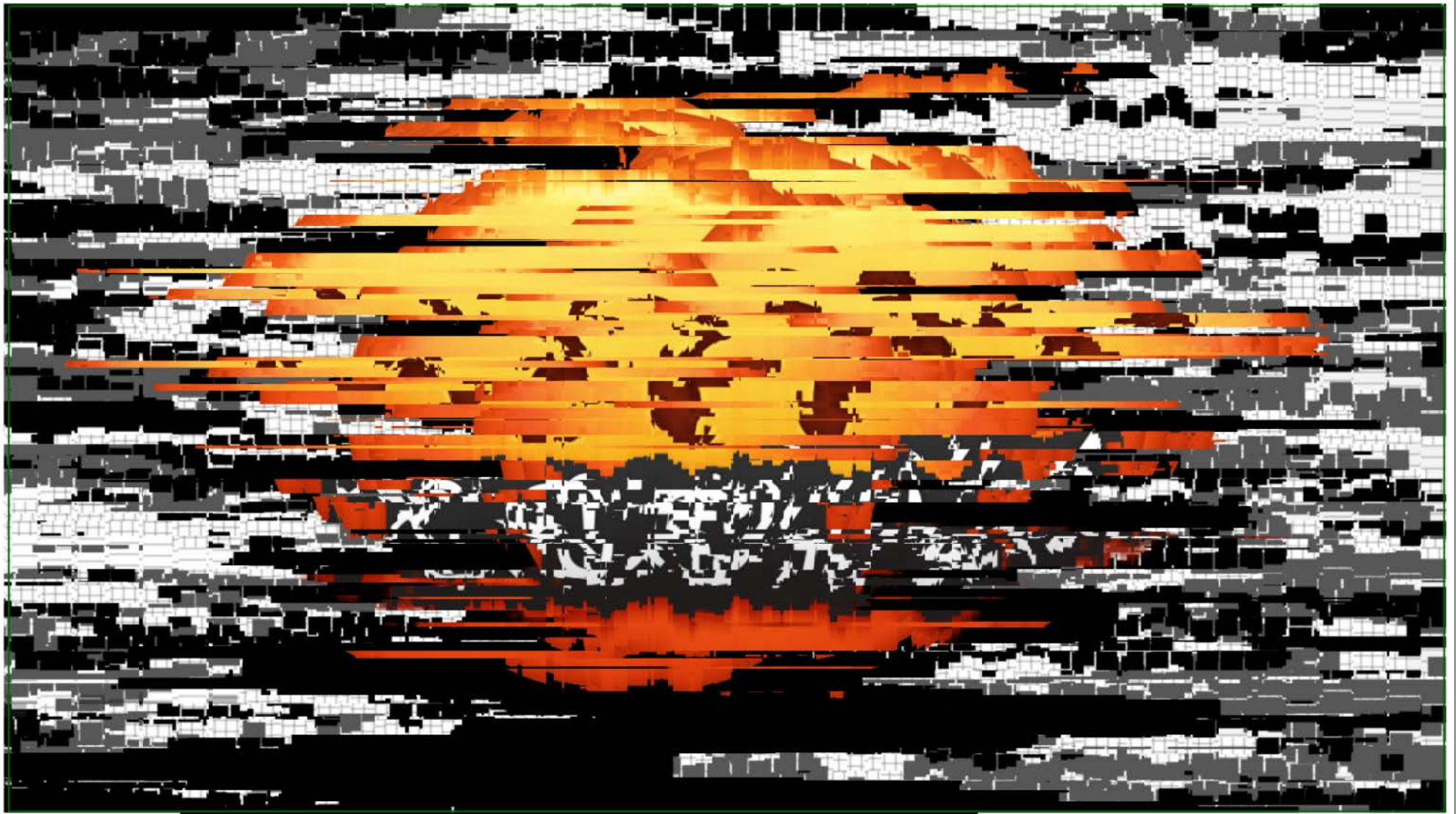
Action Notes

Scene

041

Panel

I



Dialog

%TFYLIyjhvi67tf&%^I%^rytf^it7^%ft^i7tyGuc56RTCif76tITdtrRI^TYJDkutfFI%&JTFk6uytDI&%TYfkuTYI&%TFk6uytu^
%RDFI^UTYfyju56DFIK^&U

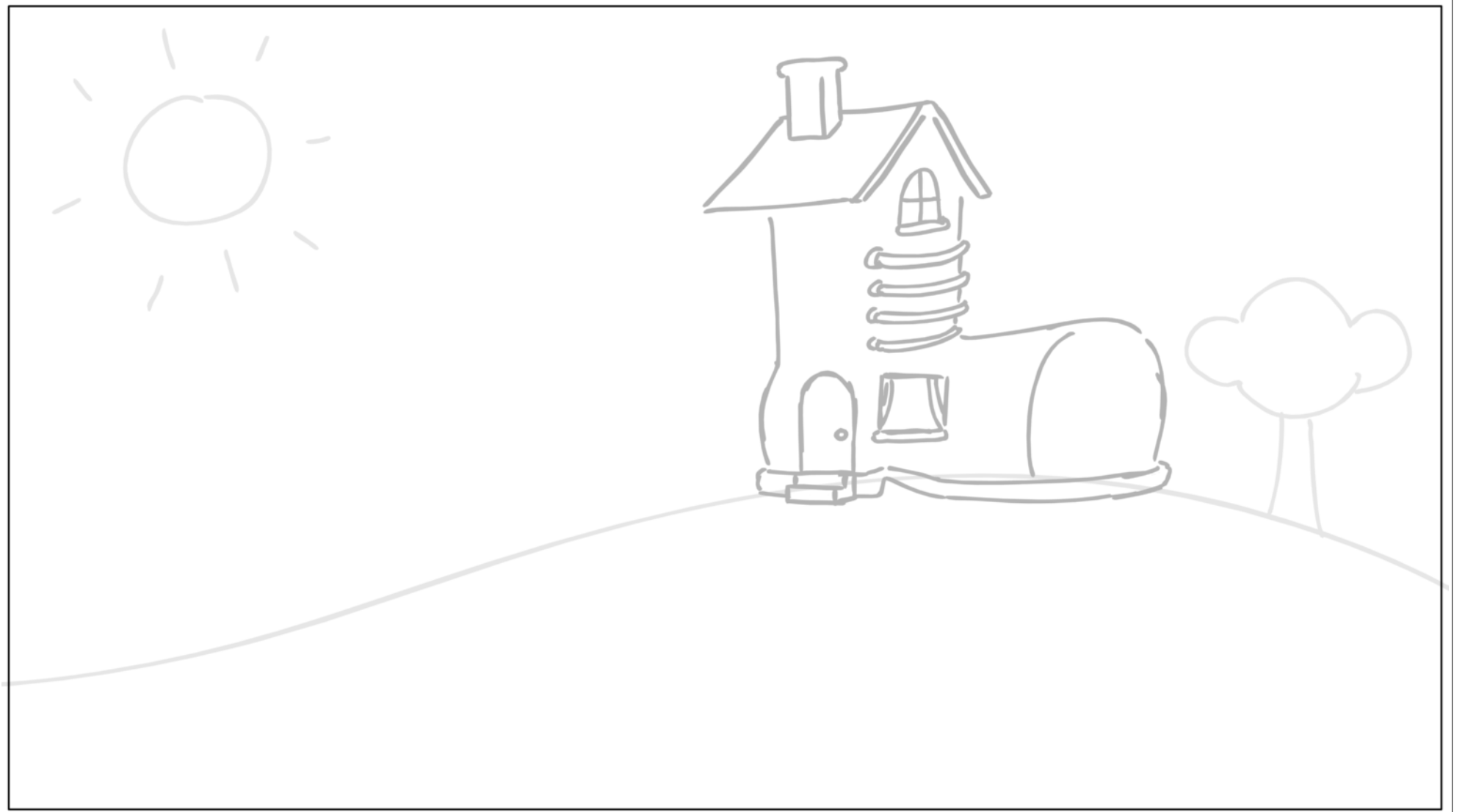
Action Notes

Scene

042

Panel

A



Dialog

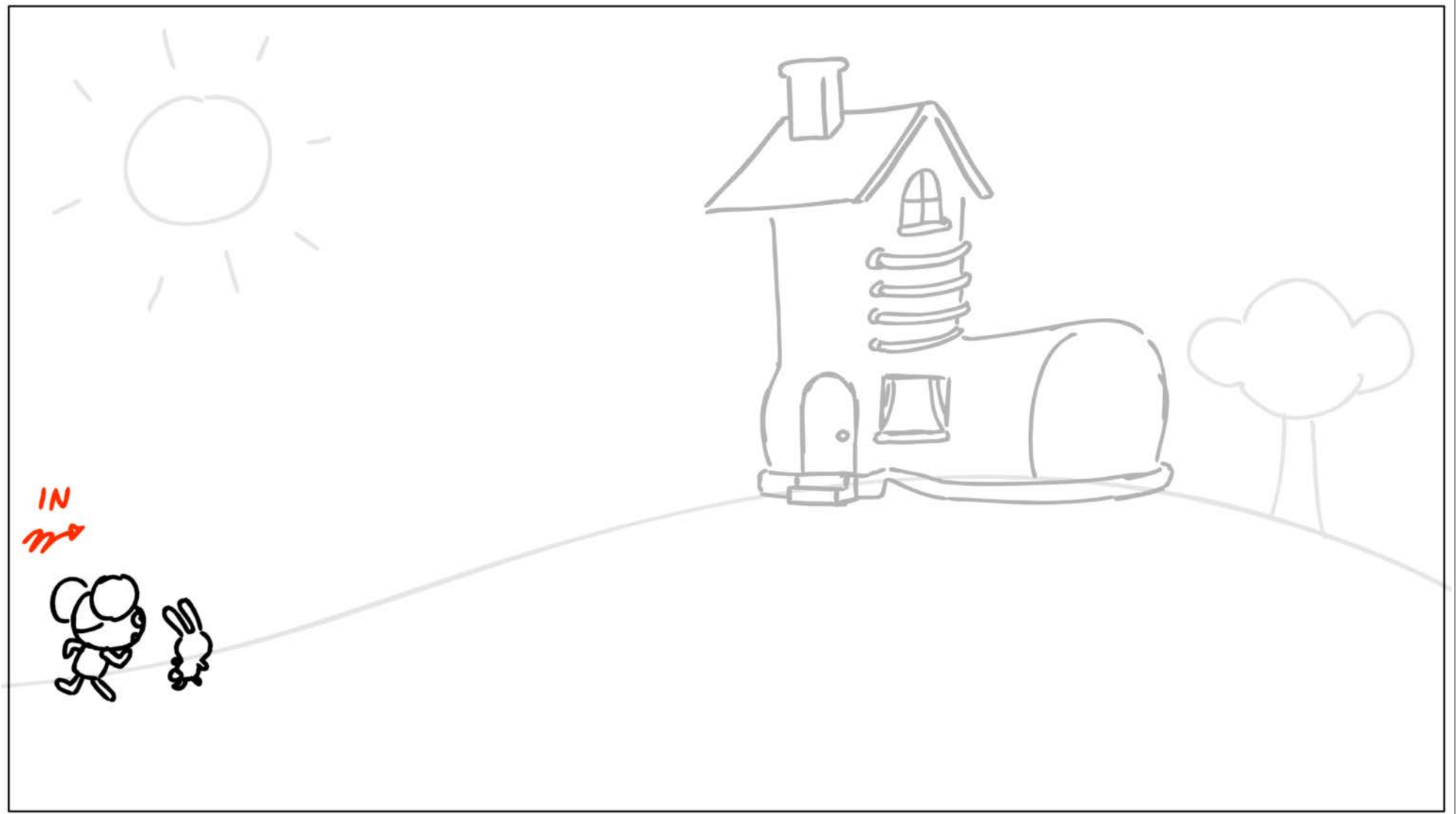
Action Notes

Scene

042

Panel

B



Dialog

PIBBY: <faint running and breathing>

BUNBUN: <faint running and breathing>

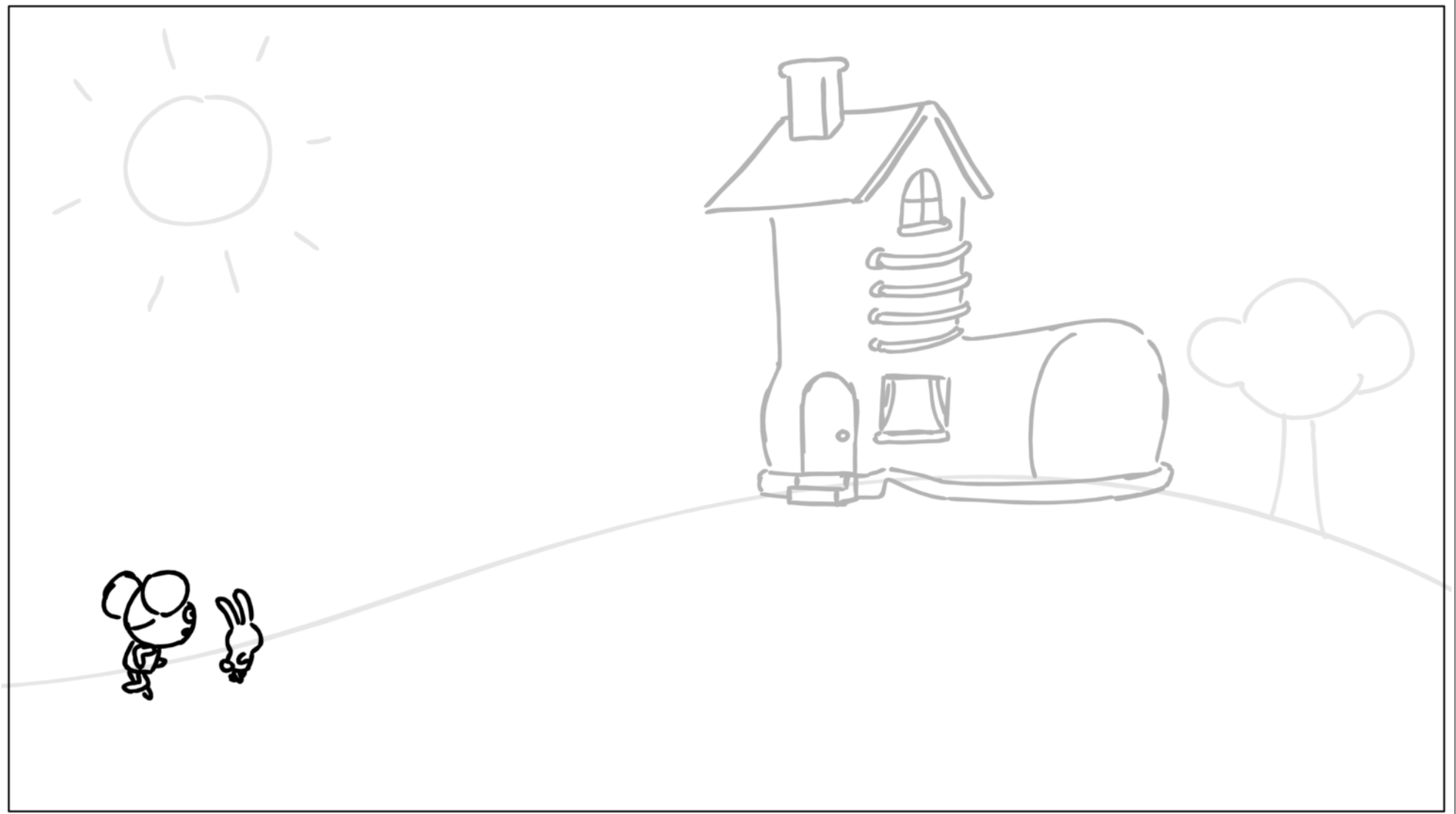
Action Notes

Scene

042

Panel

C



Dialog

PIBBY: <faint running and breathing>

BUNBUN: <faint running and breathing>

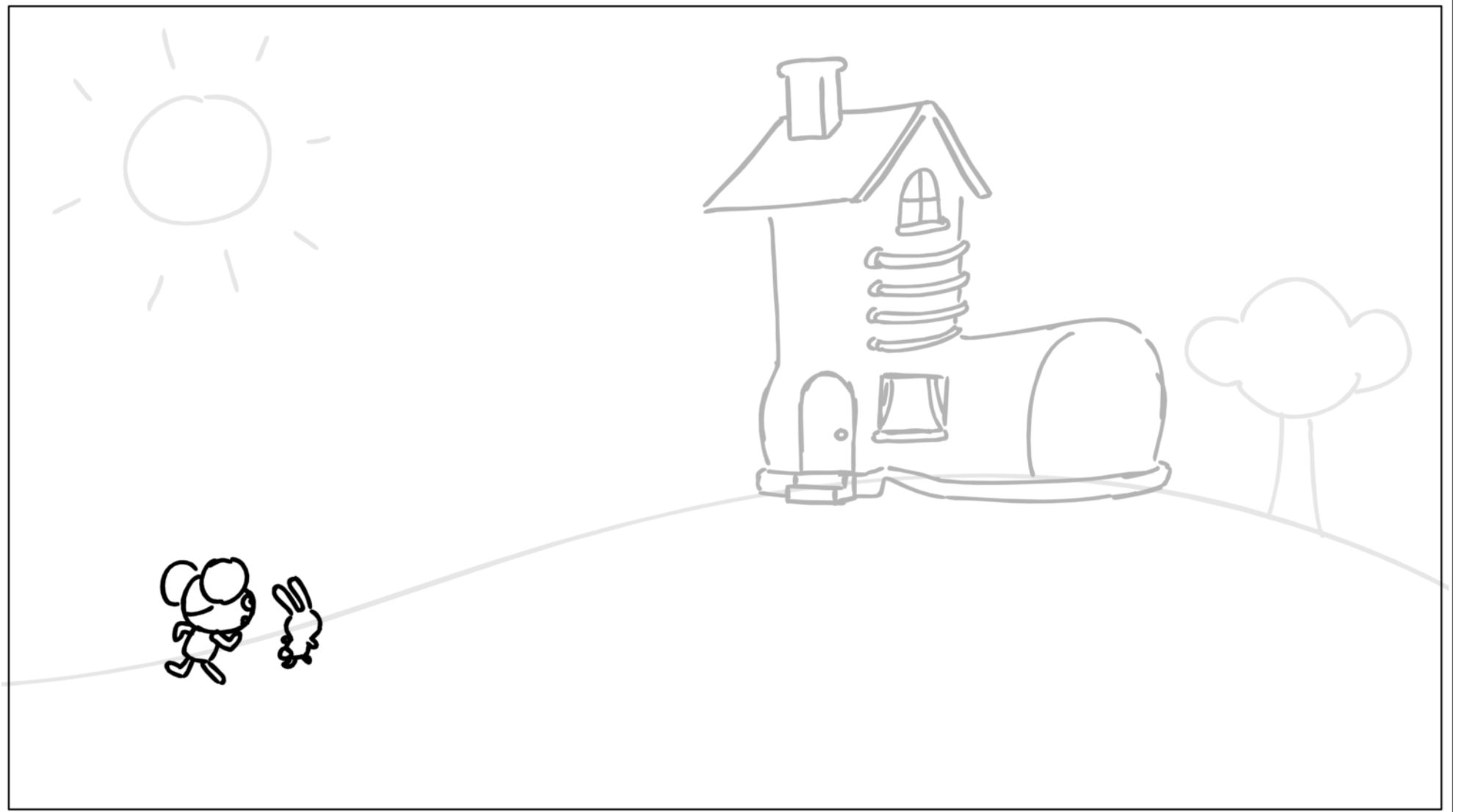
Action Notes

Scene

042

Panel

D



Dialog

PIBBY: <faint running and breathing>

BUNBUN: <faint running and breathing>

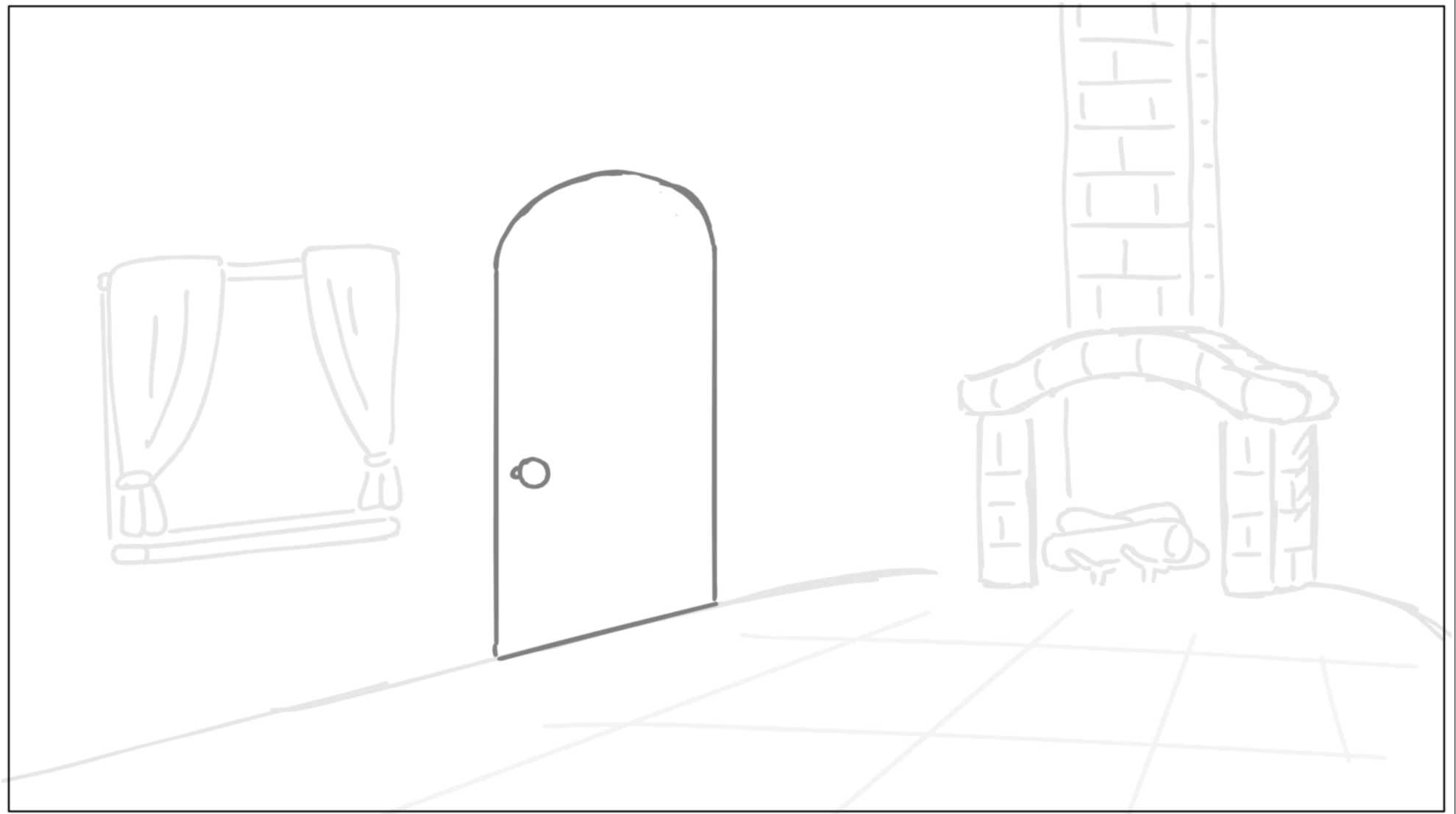
Action Notes

Scene

043

Panel

A



Dialog

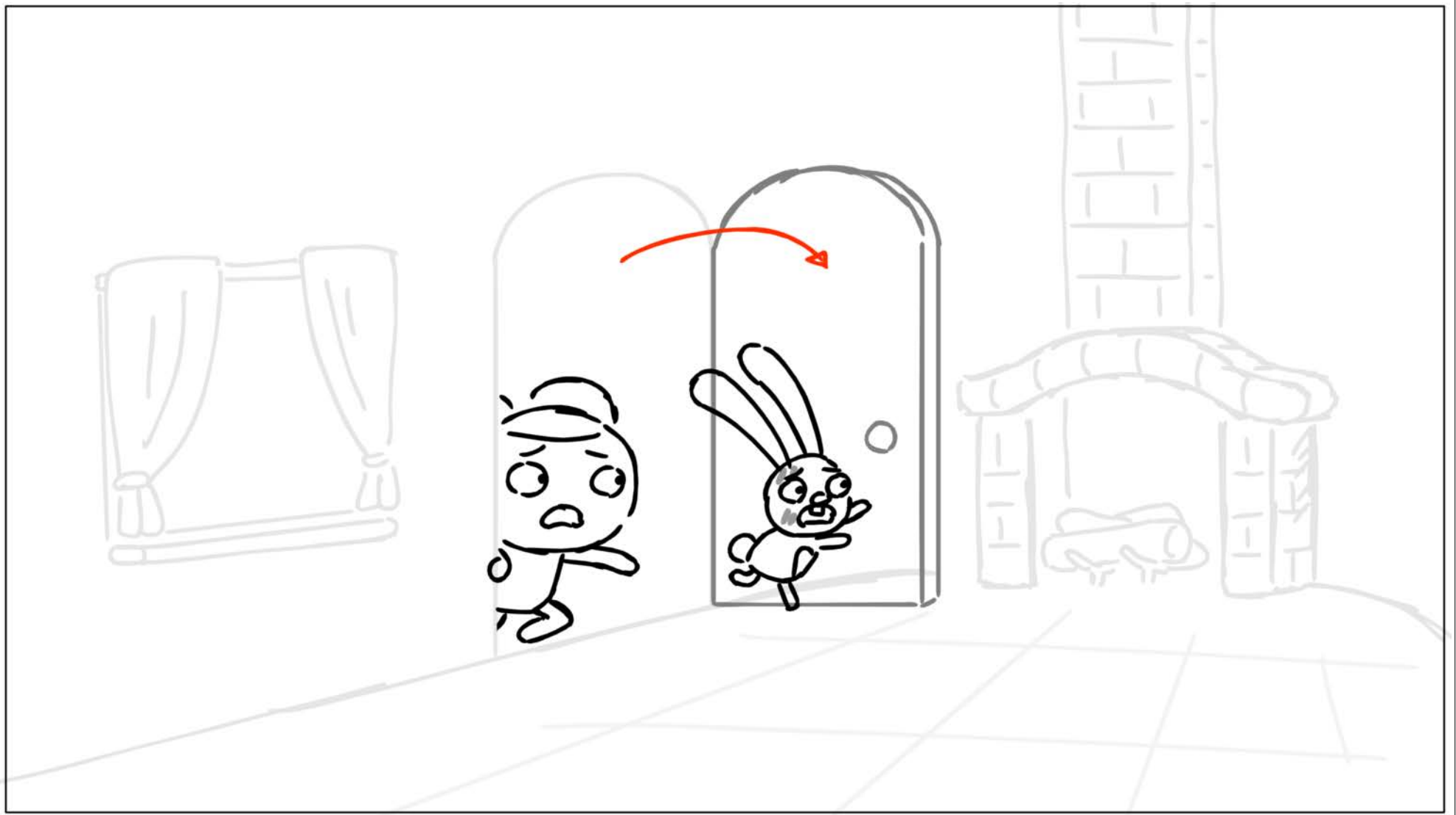
Action Notes

Scene

043

Panel

B



Dialog

BUNBUN: aaaah!!

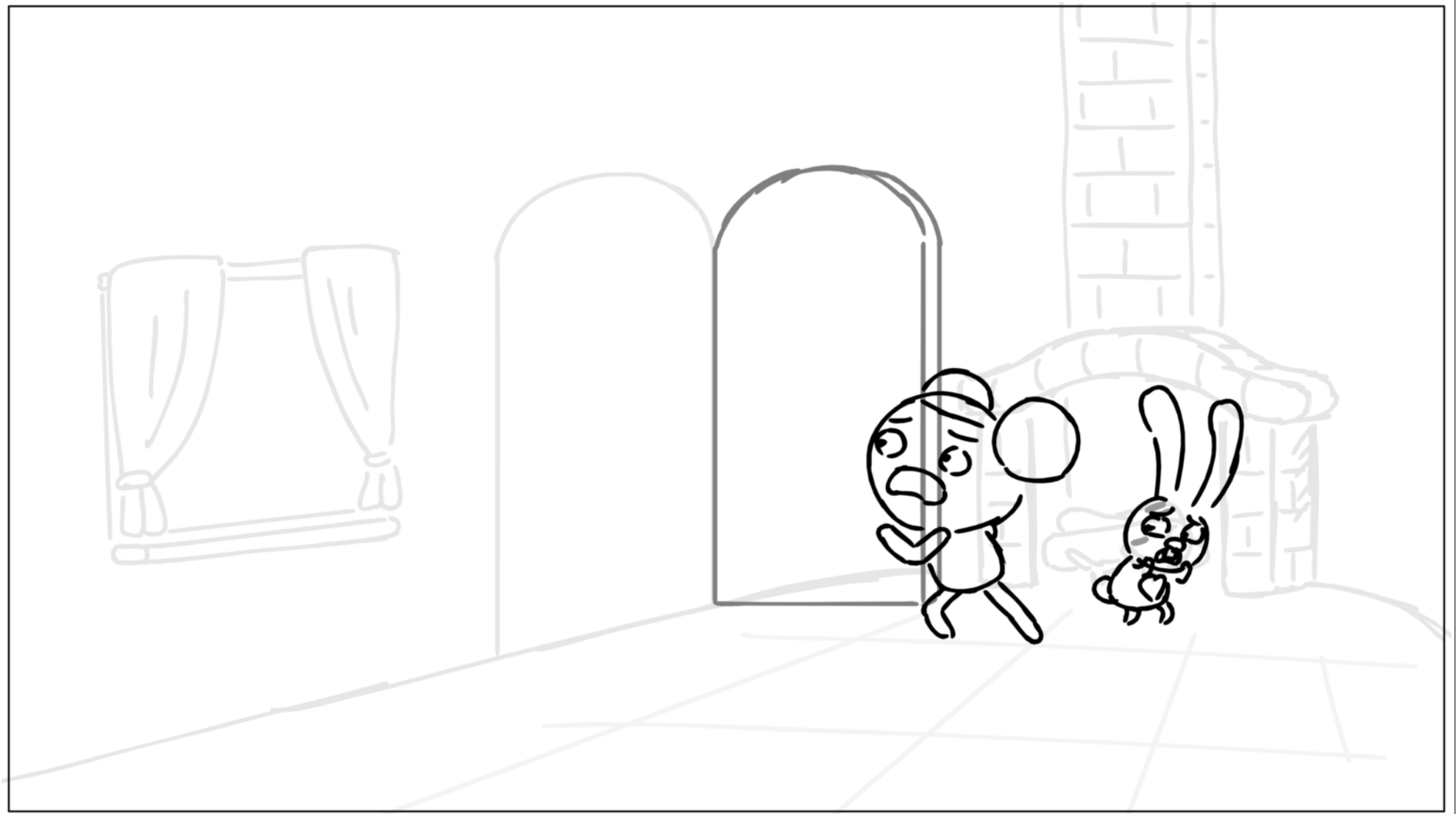
Action Notes

Scene

043

Panel

C



Dialog

PIBBY: erh!

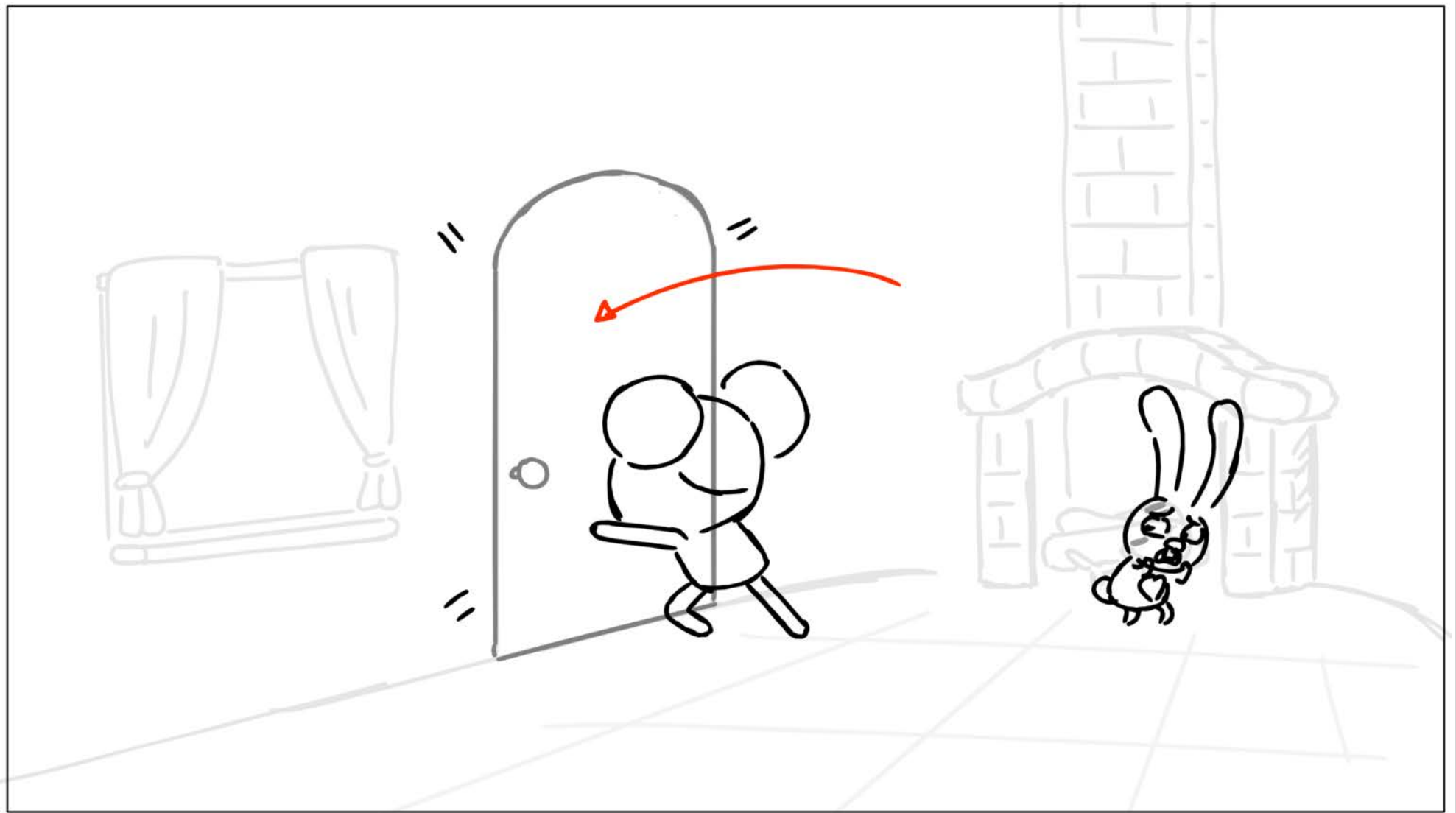
Action Notes

Scene

043

Panel

D



Dialog

SFX: <slam!>

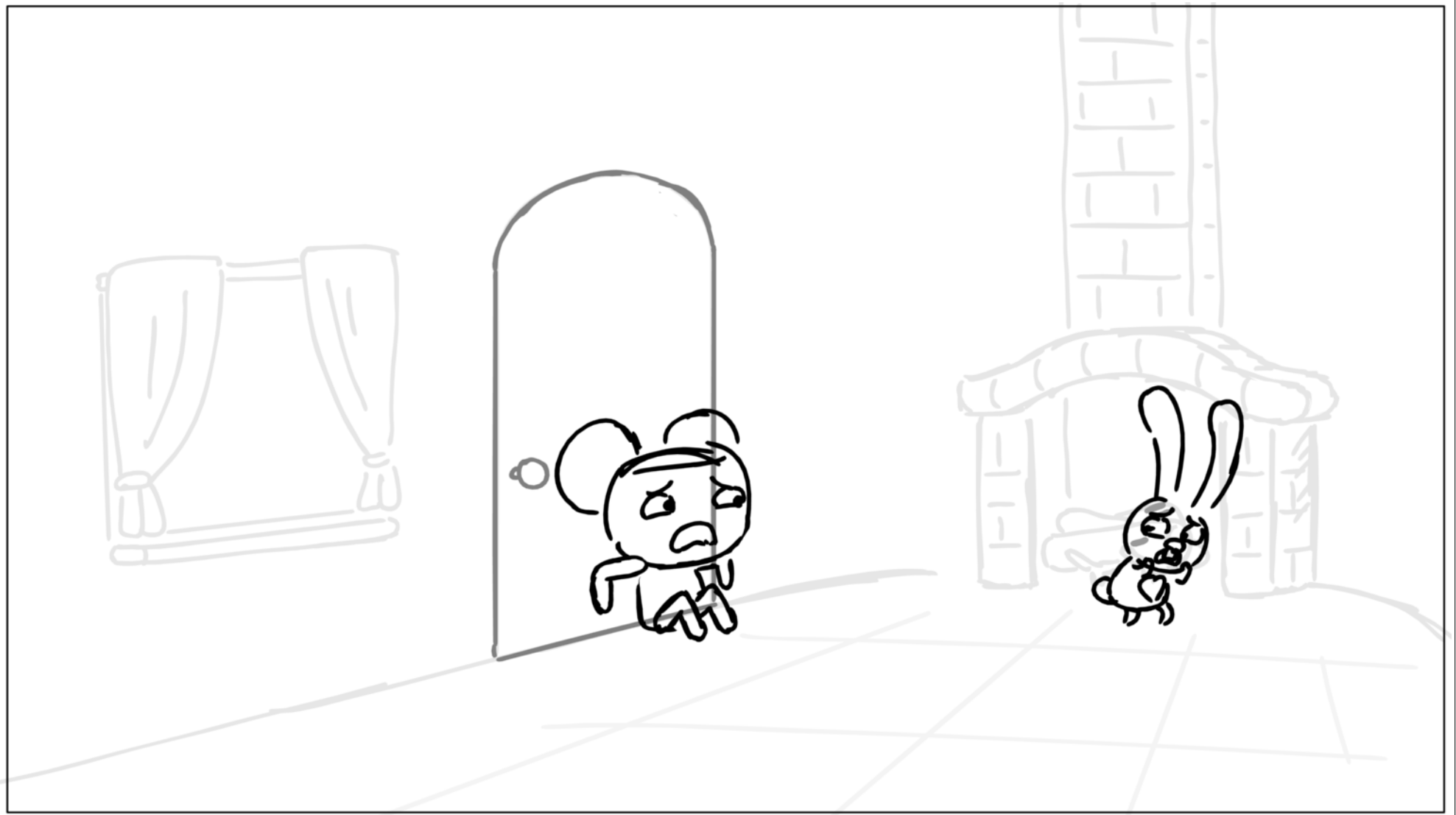
Action Notes

Scene

043

Panel

E



Dialog

PIBBY: aaaahh -

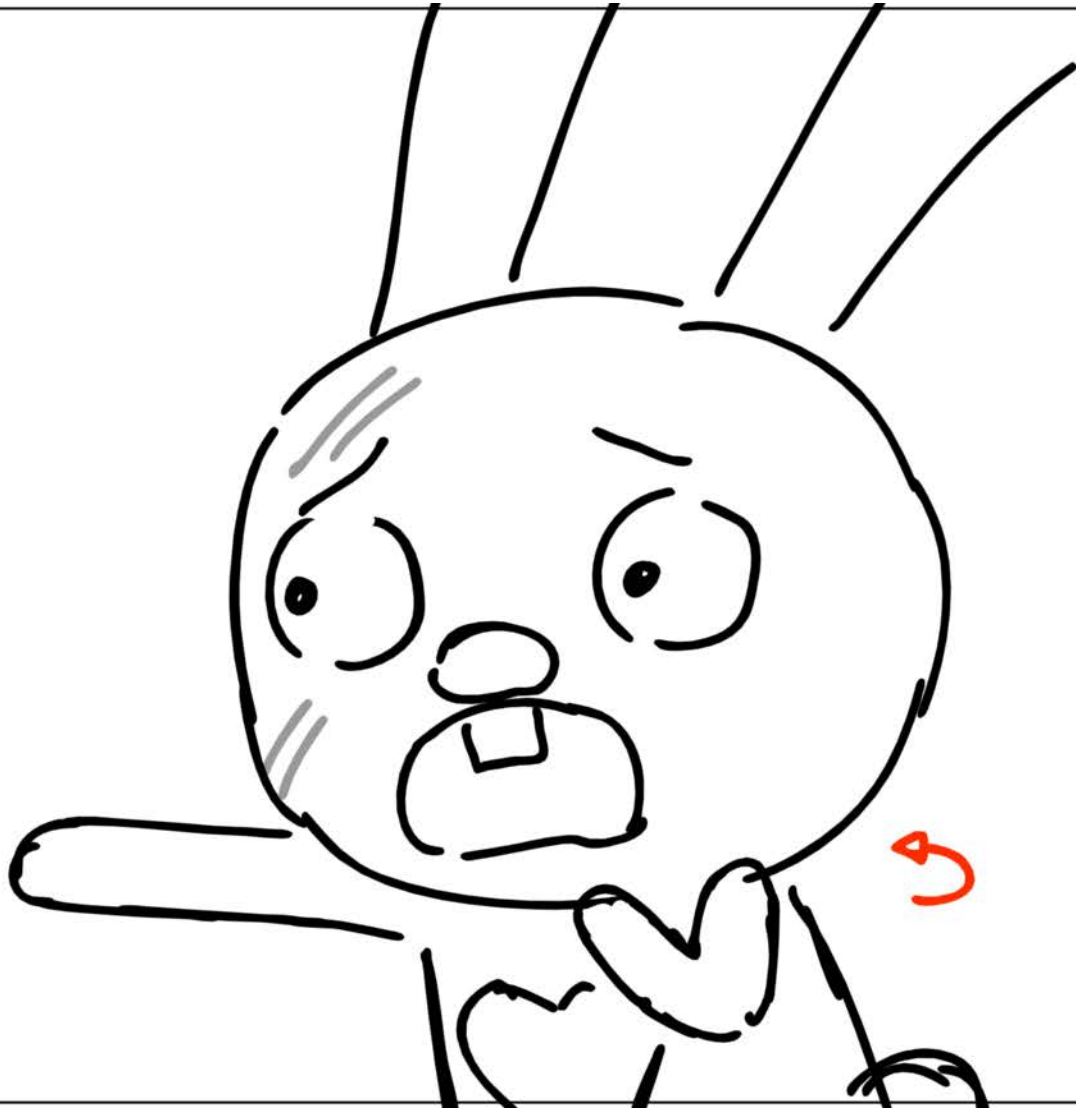
Action Notes

Scene

044

Panel

A



Dialog

BUNBUN: What was that thing??

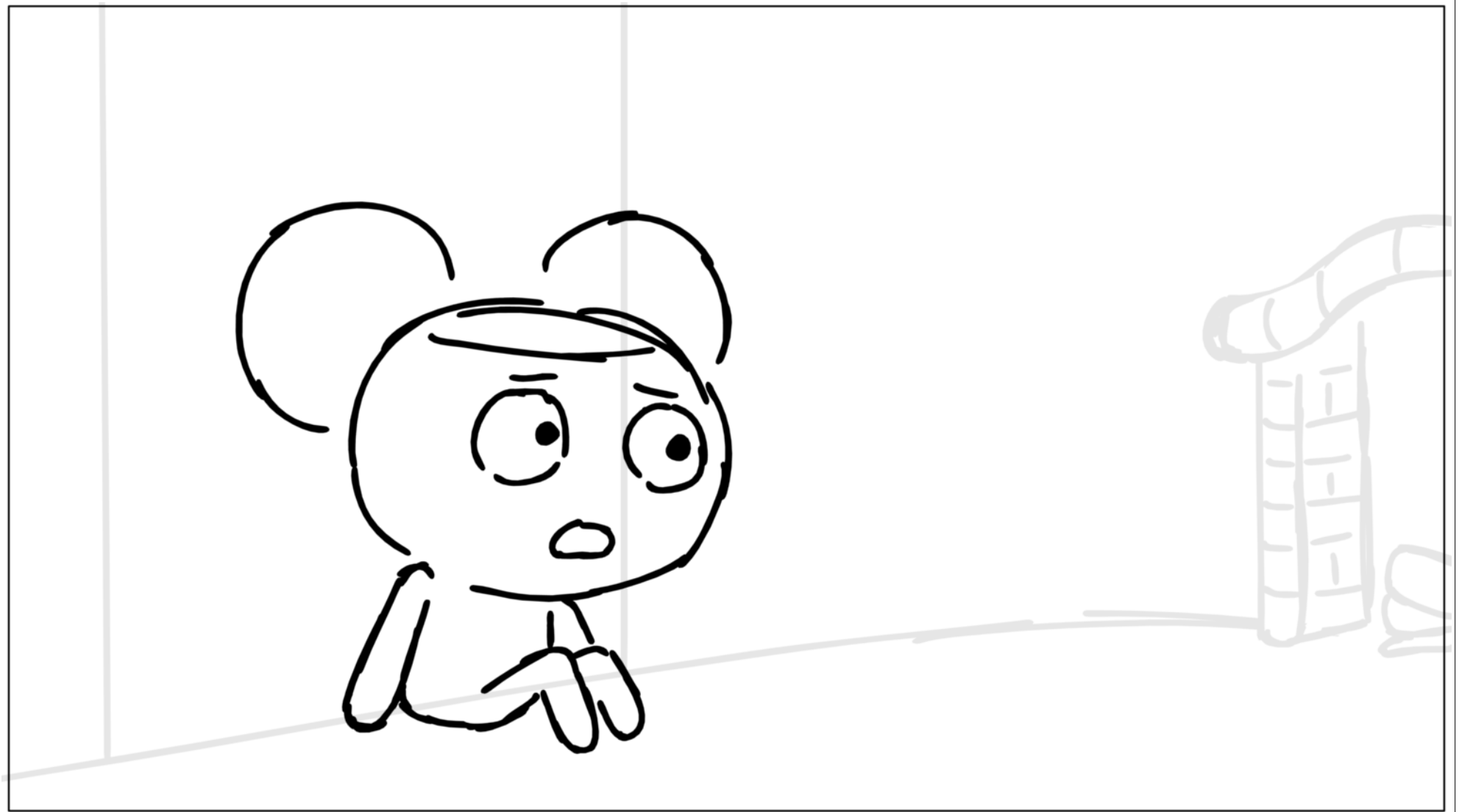
Action Notes

Scene

045A

Panel

A



Dialog

PIBBY: umm

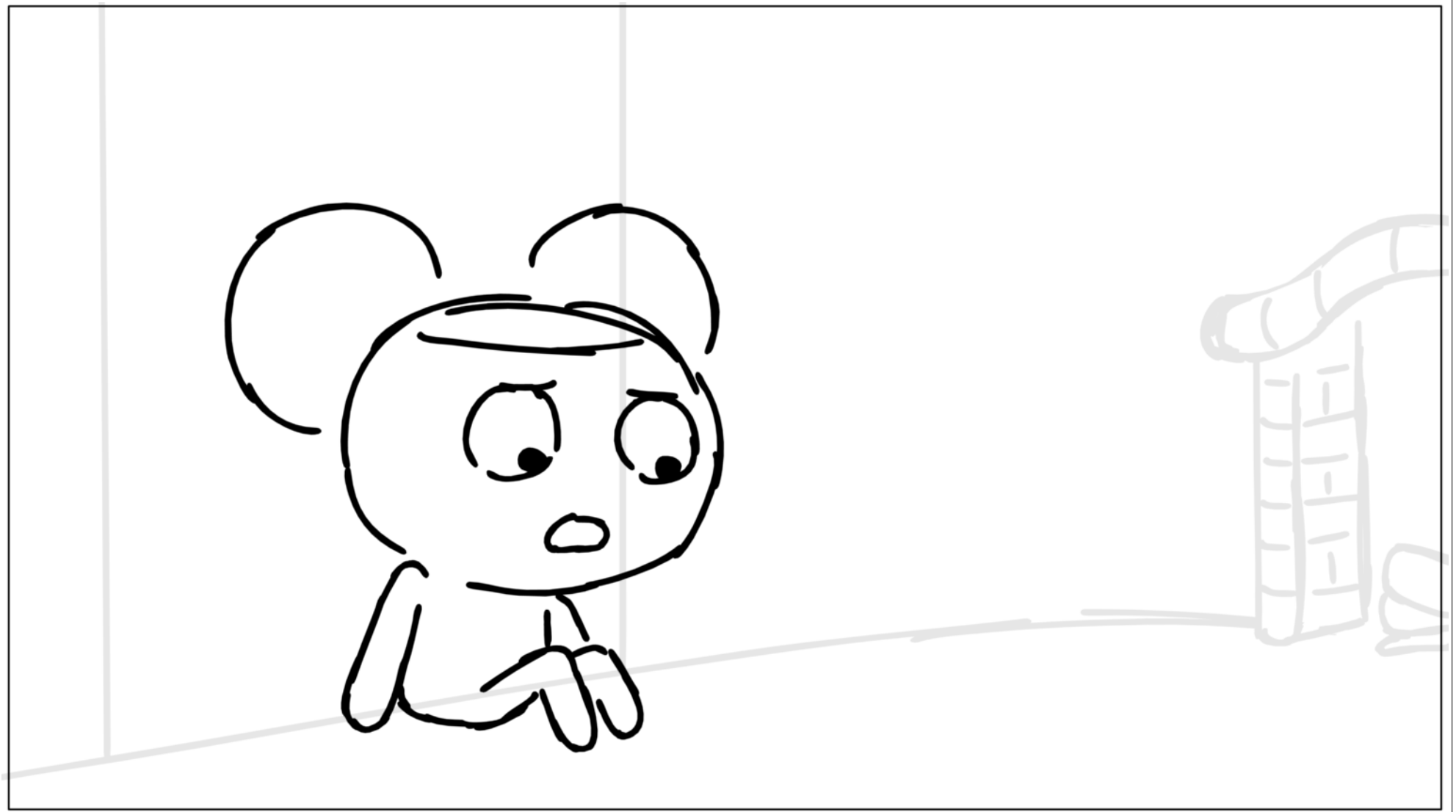
Action Notes

Scene

045A

Panel

B



Dialog

PIBBY: umm

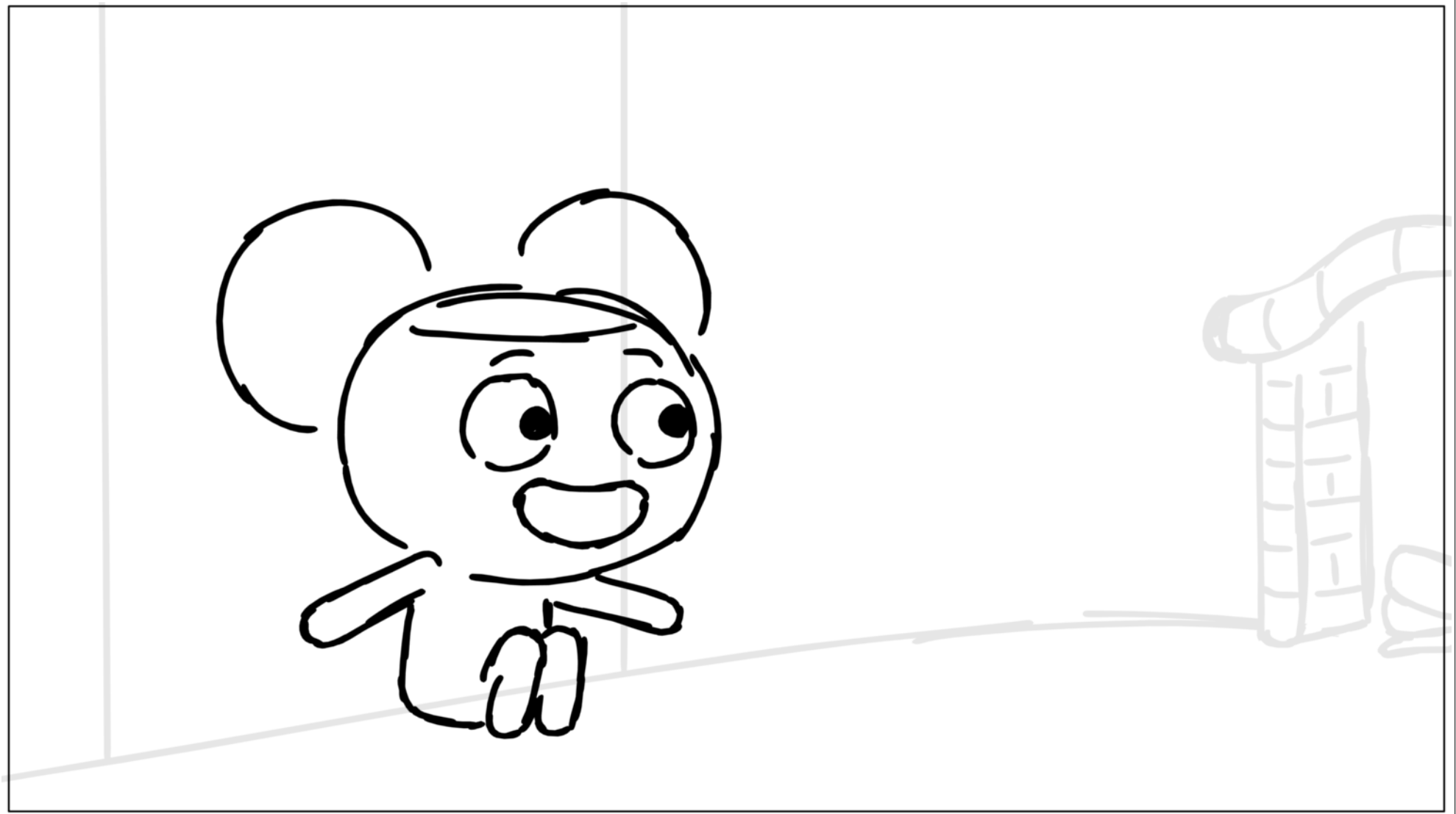
Action Notes

Scene

045A

Panel

C



Dialog

PIBBY: it's a learning opportunity!

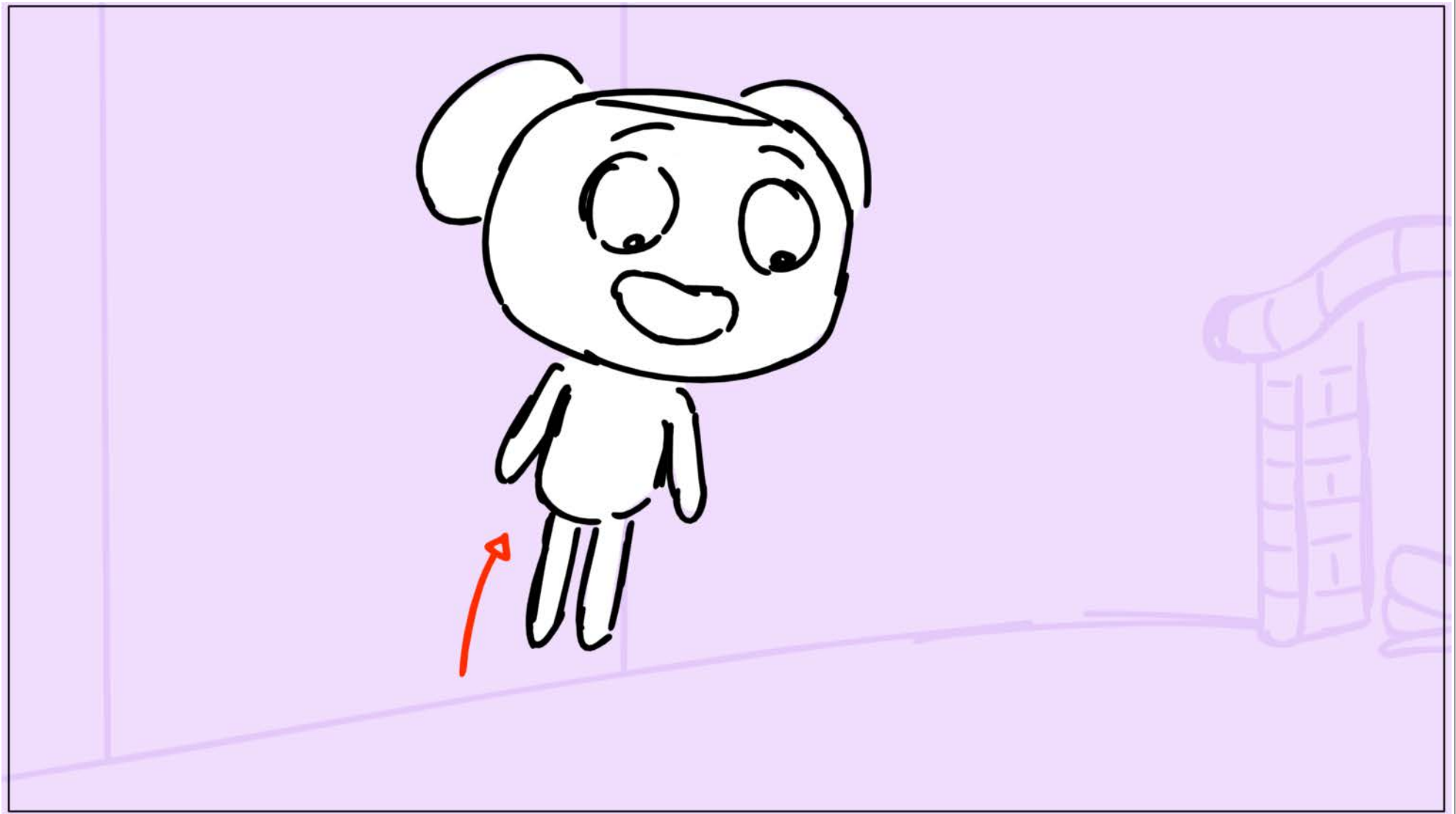
Action Notes

Scene

045A

Panel

D



Dialog

PIBBY: hup!

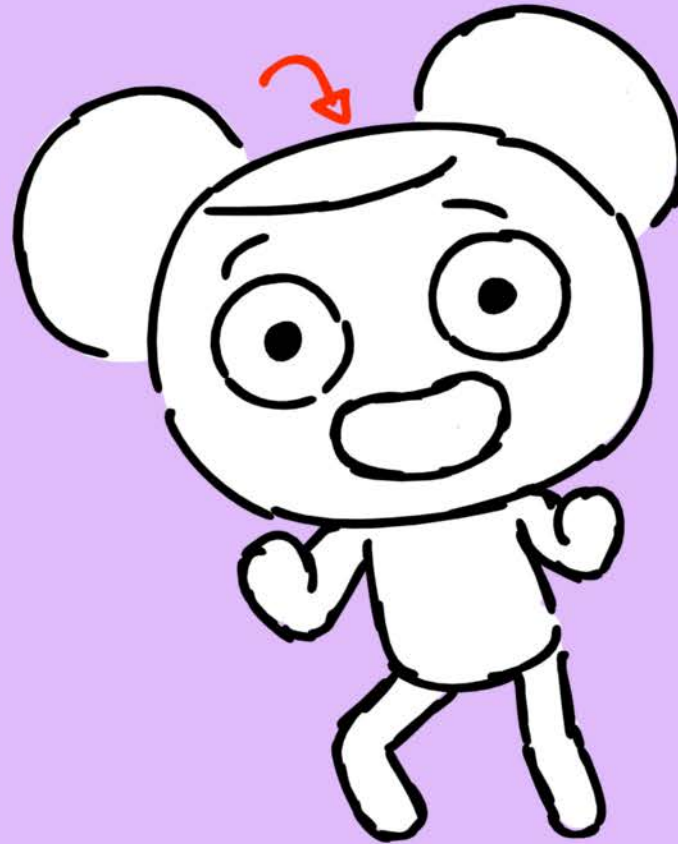
Action Notes

Scene

045A

Panel

E



Dialog

PIBBY: remember -

Action Notes

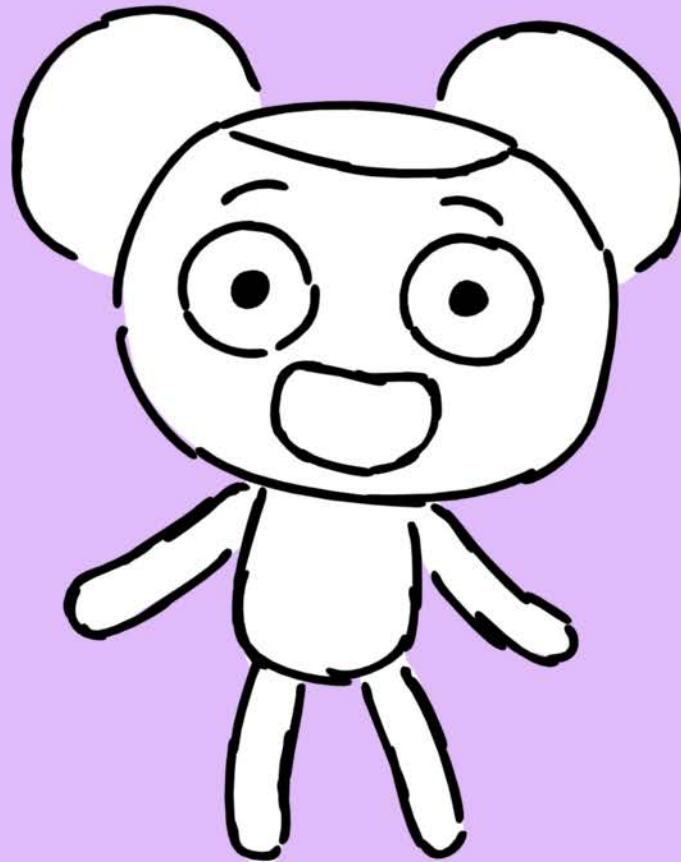


Scene

045A

Panel

F



Dialog

PIBBY: when things seem hard, it's the best time to learn

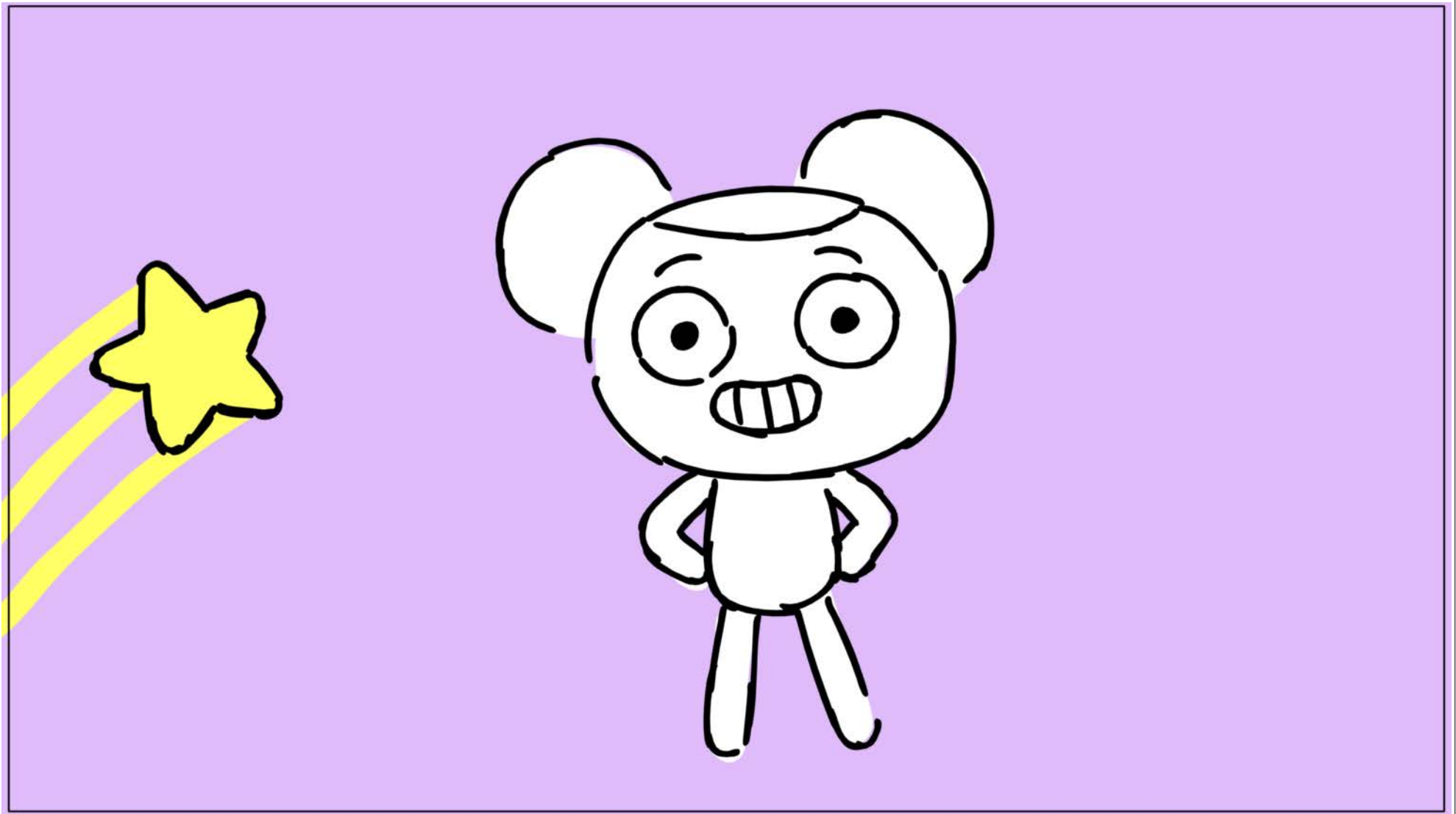
Action Notes

Scene

045A

Panel

G



Dialog

SFX: <the-more-you-know star>

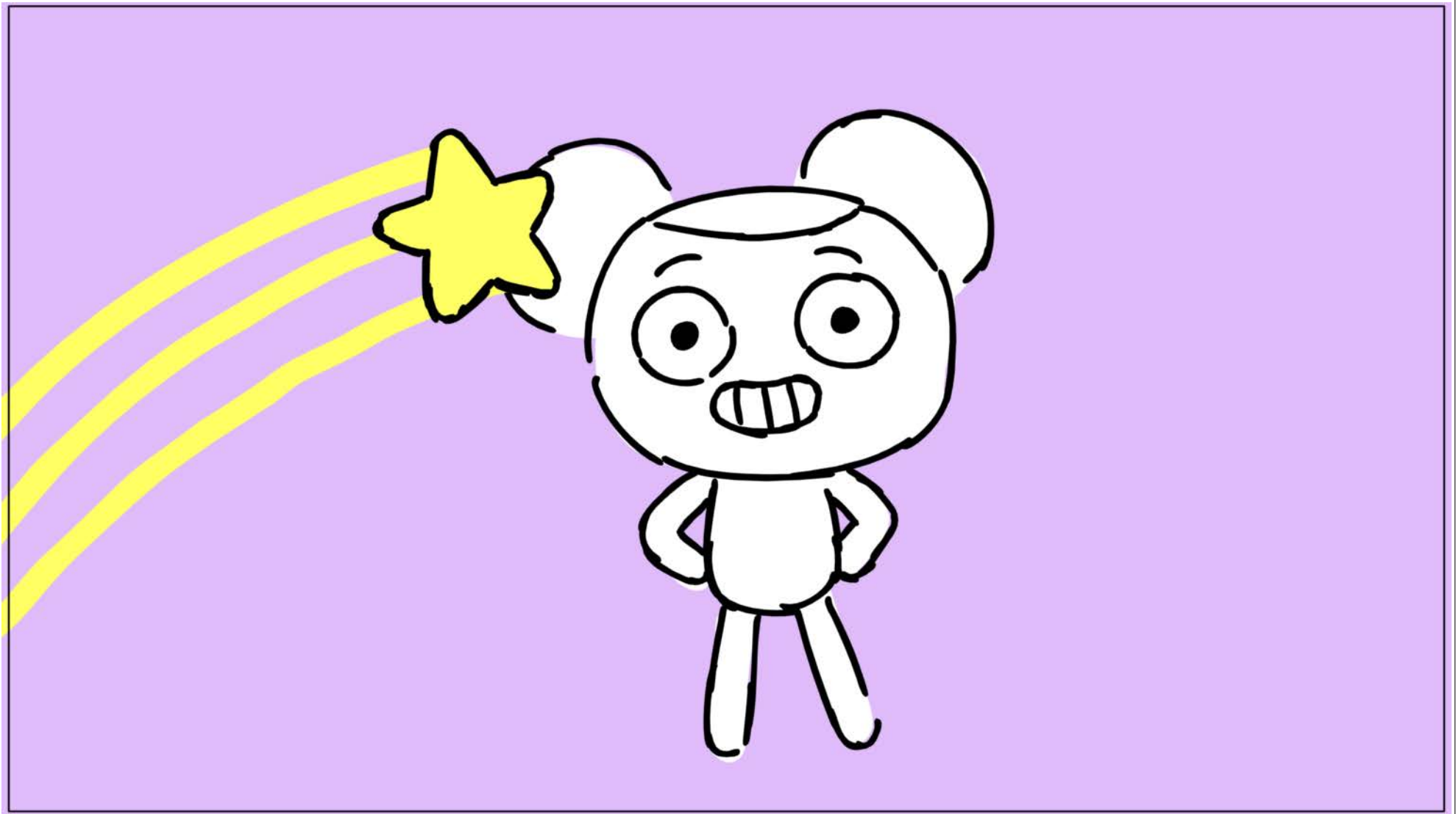
Action Notes

Scene

045A

Panel

H



Dialog

SFX: <the-more-you-know star>

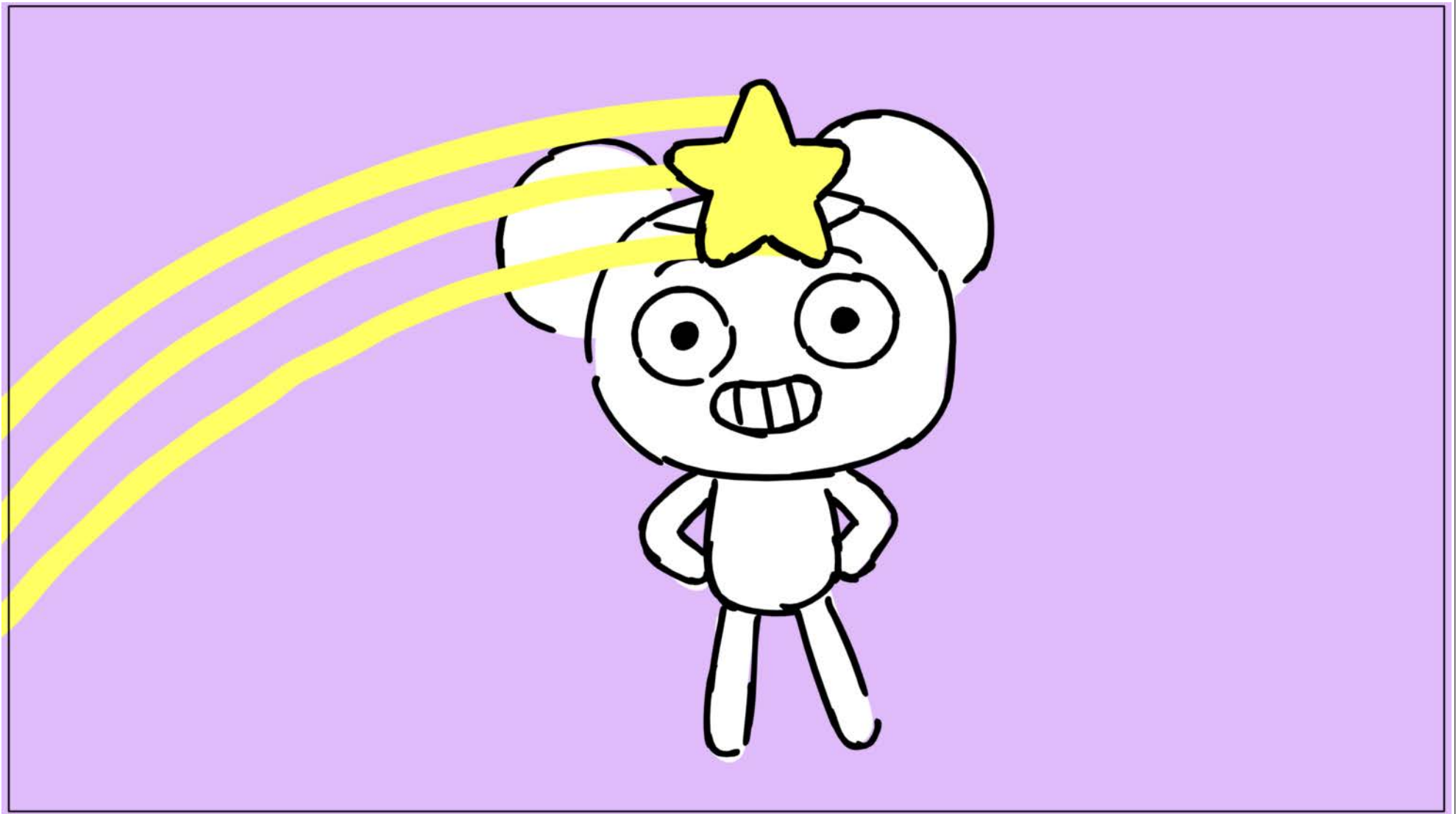
Action Notes

Scene

045A

Panel

I



Dialog

SFX: <the-more-you-know star>

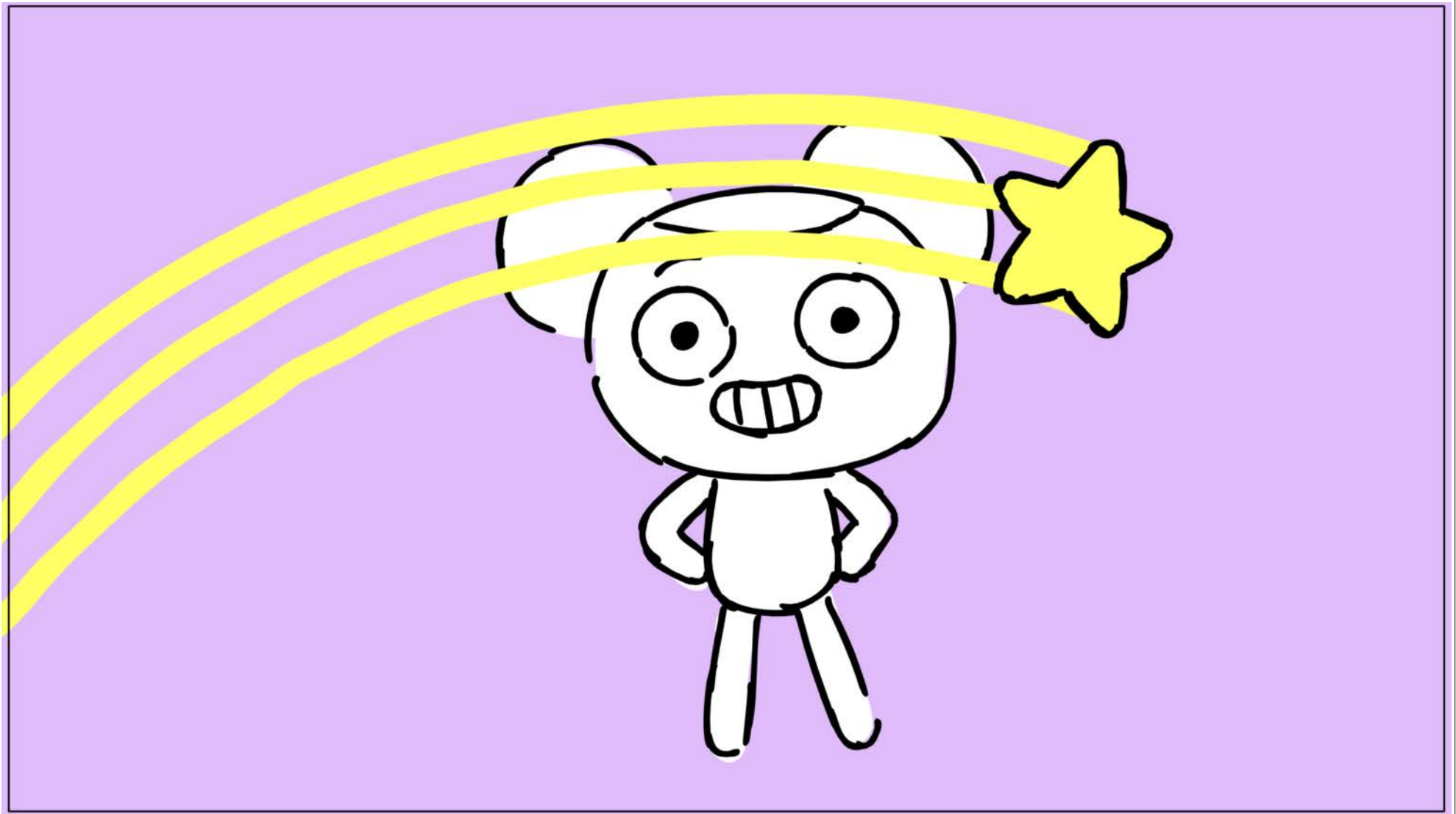
Action Notes

Scene

045A

Panel

J



Dialog

SFX: <the-more-you-know star>

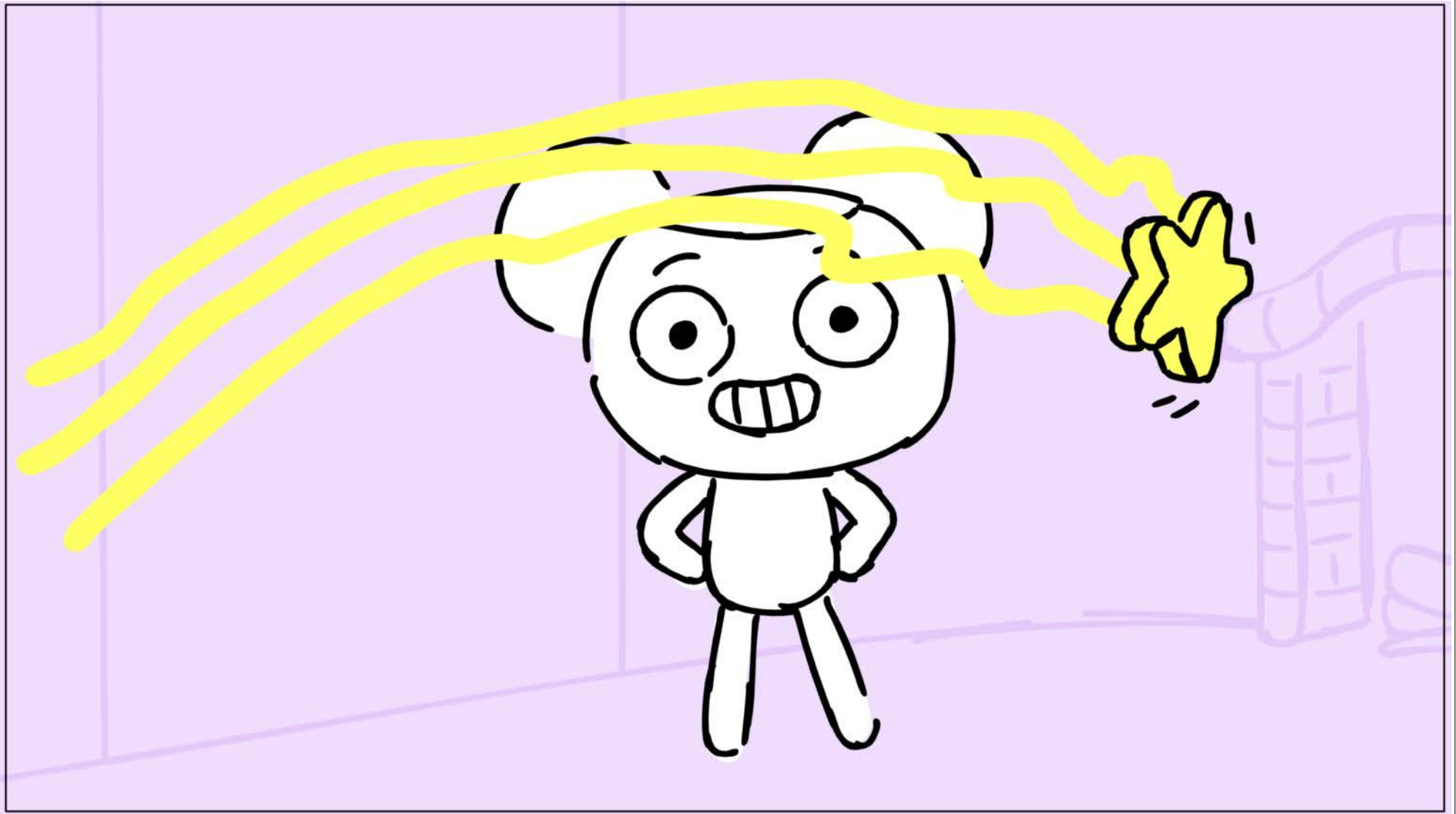
Action Notes

Scene

045A

Panel

K



Dialog

SFX: <THUNK!>

Action Notes

Scene

045A

Panel

L



Dialog

SFX: <PLOP!>

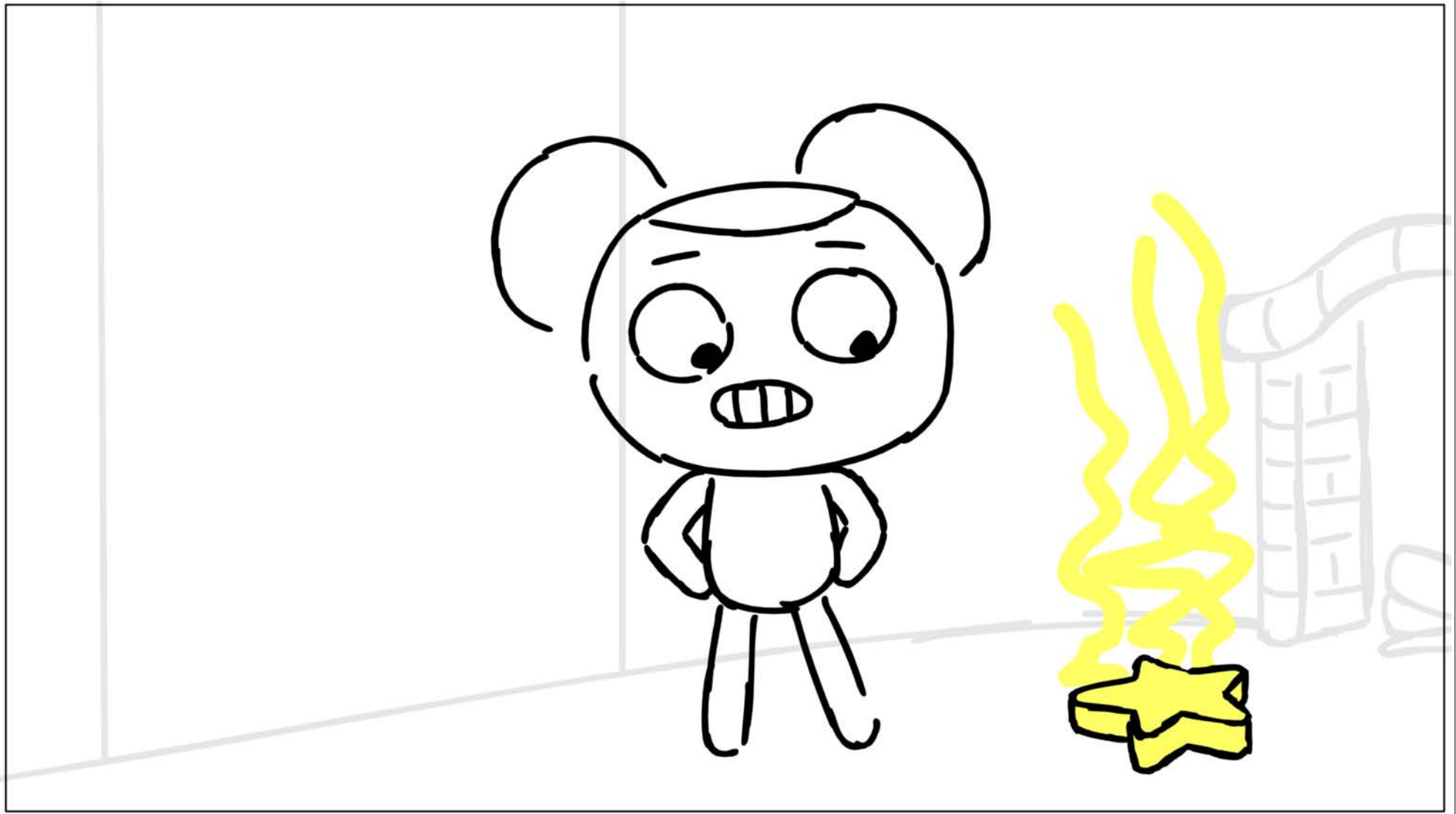
Action Notes

Scene

045A

Panel

M



Dialog

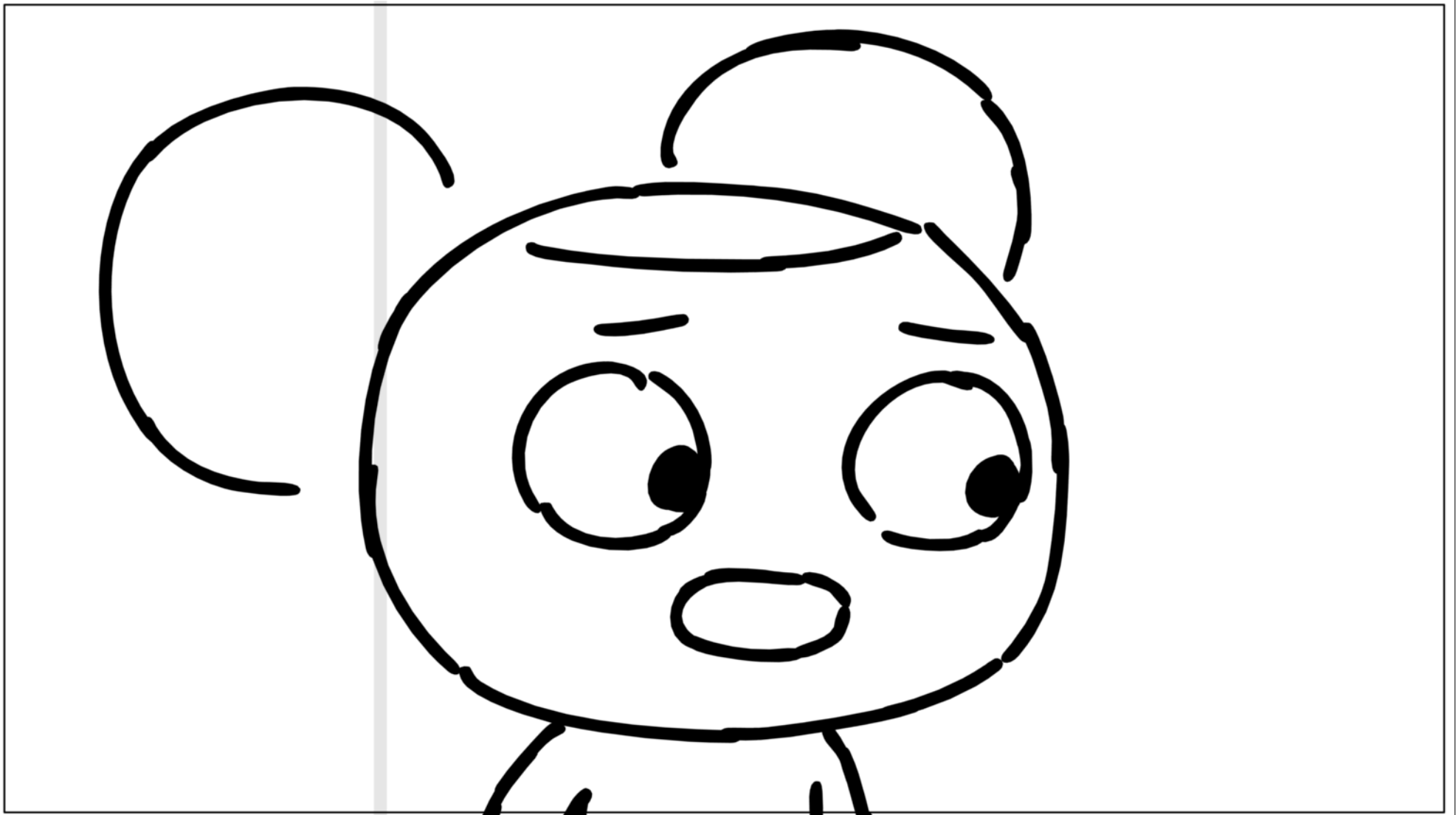
Action Notes

Scene

045B

Panel

A



Dialog

PIBBY: Everything's a little weird,

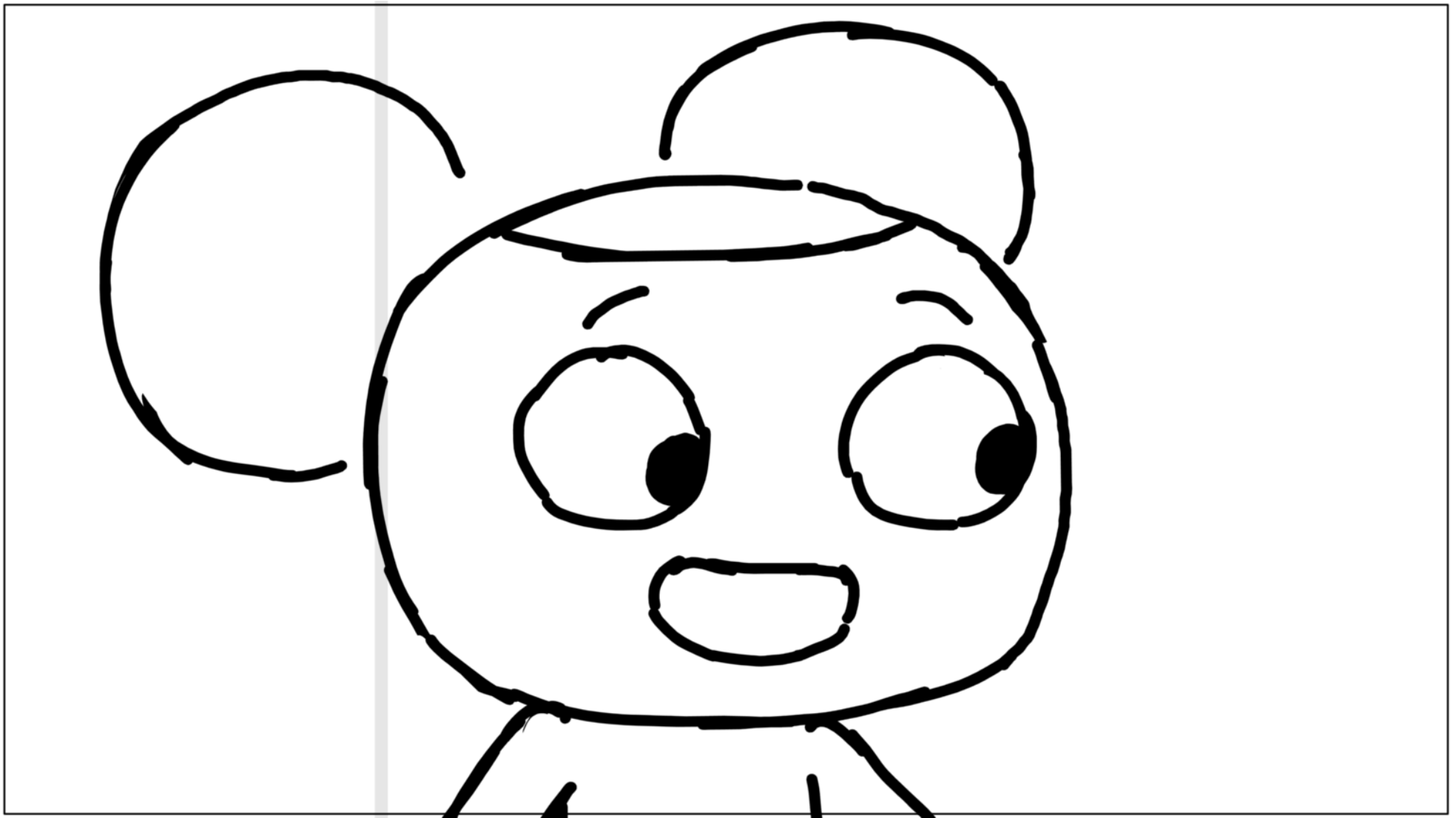
Action Notes

Scene

045B

Panel

B



Dialog

PIBBY: but we're in our magical learning world - nothing bad can happen to us here

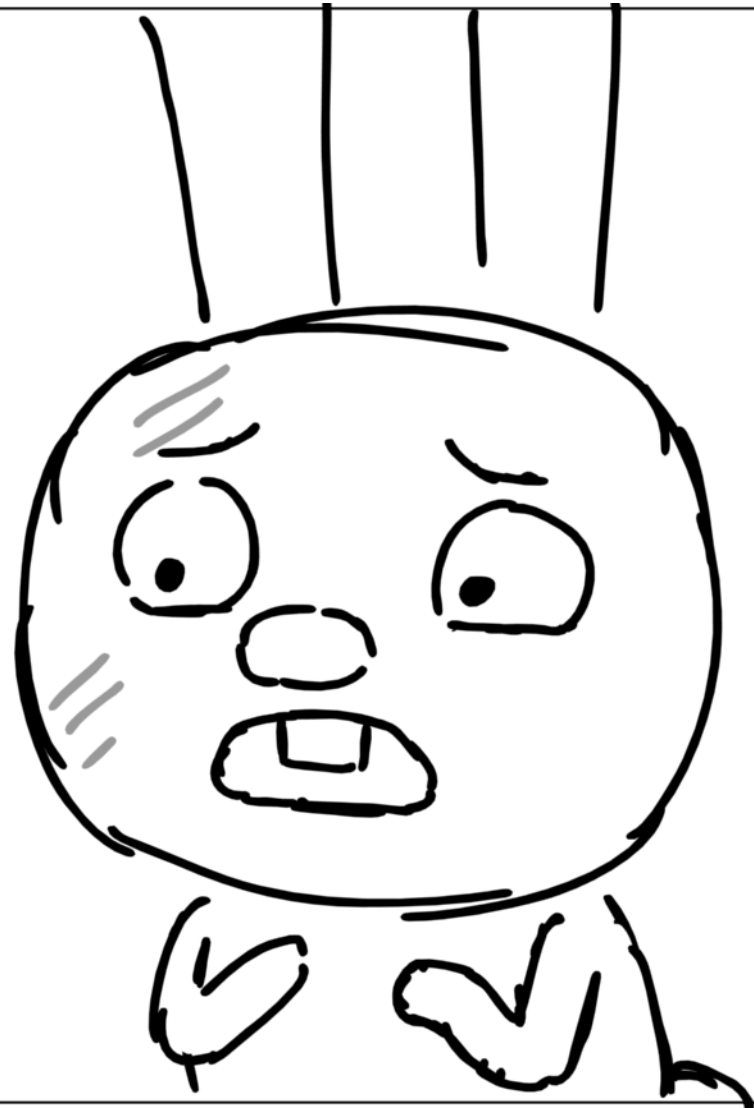
Action Notes

Scene

047

Panel

A



Dialog

BUNBUN: But The Darkness was covering everything

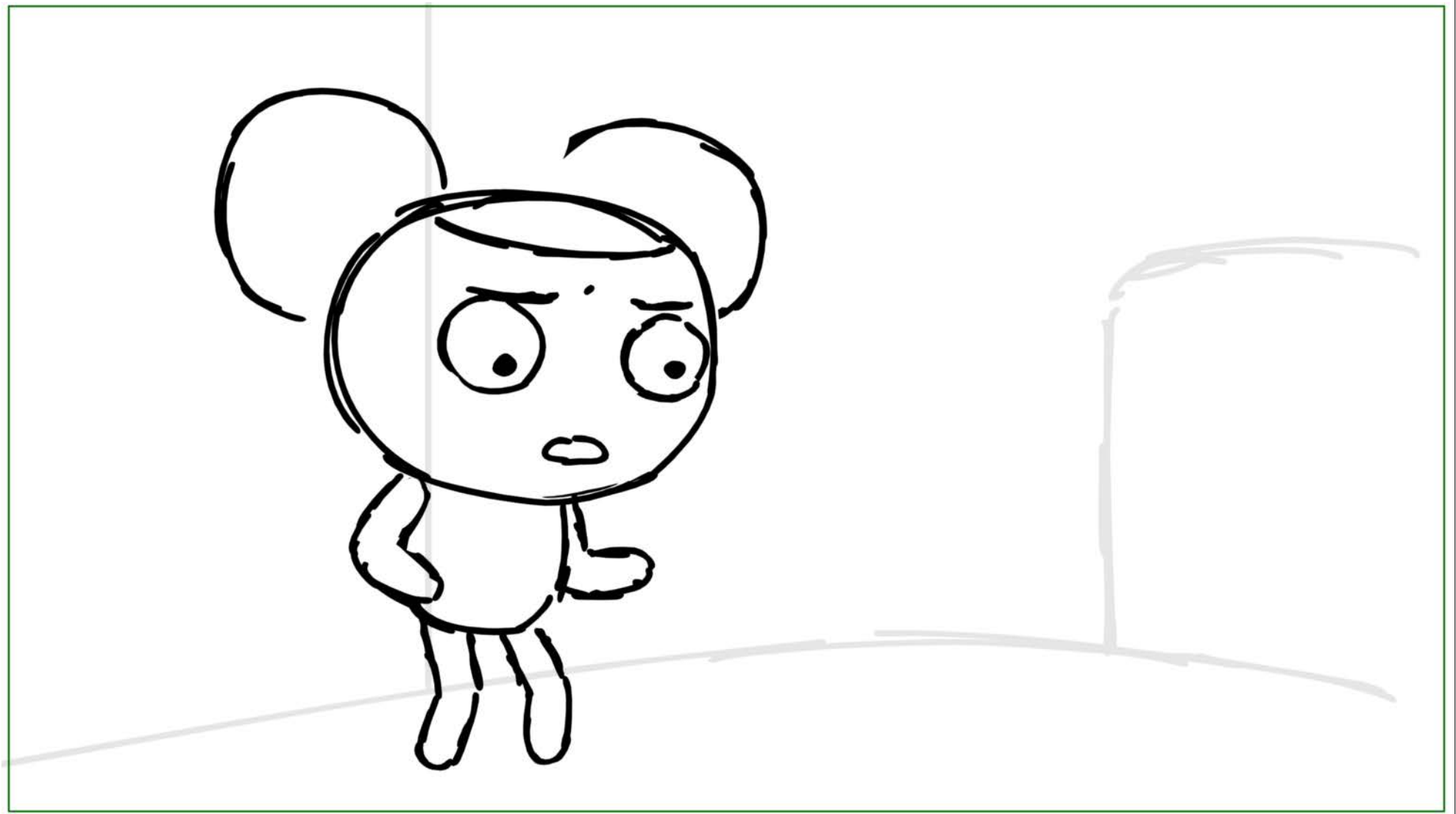
Action Notes

Scene

048A

Panel

A



Dialog

PIBBY: it's - it -

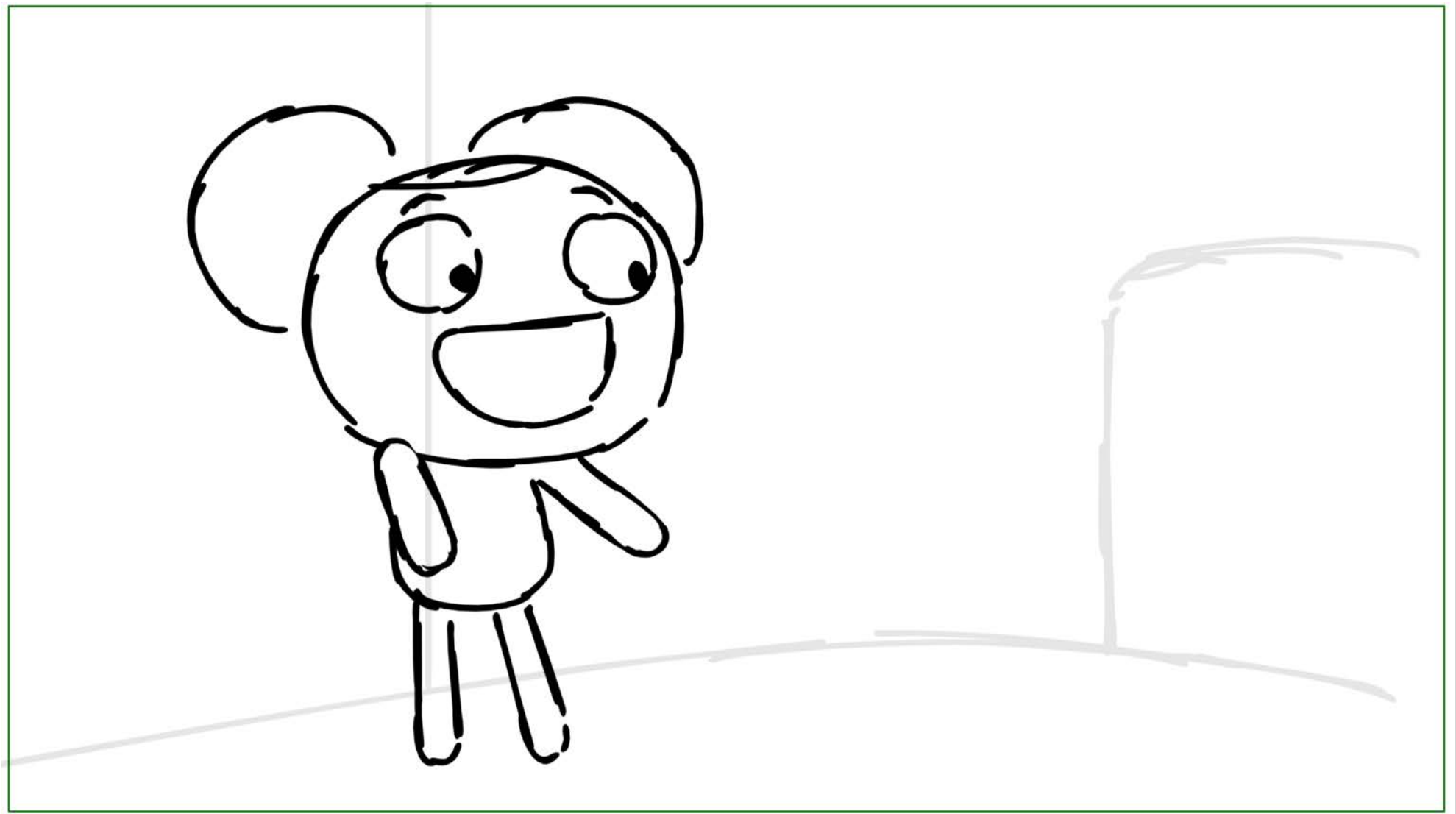
Action Notes

Scene

048A

Panel

B



Dialog

PIBBY: it's like the time we got caught in the creamy custard storm!

Action Notes



Scene

048A

Panel

C



Dialog

PIBBY: remember?

Action Notes

Scene

048A

Panel

D



Dialog

PIBBY: remember?

Action Notes

Scene

048A

Panel

E



Dialog

PIBBY: remember?

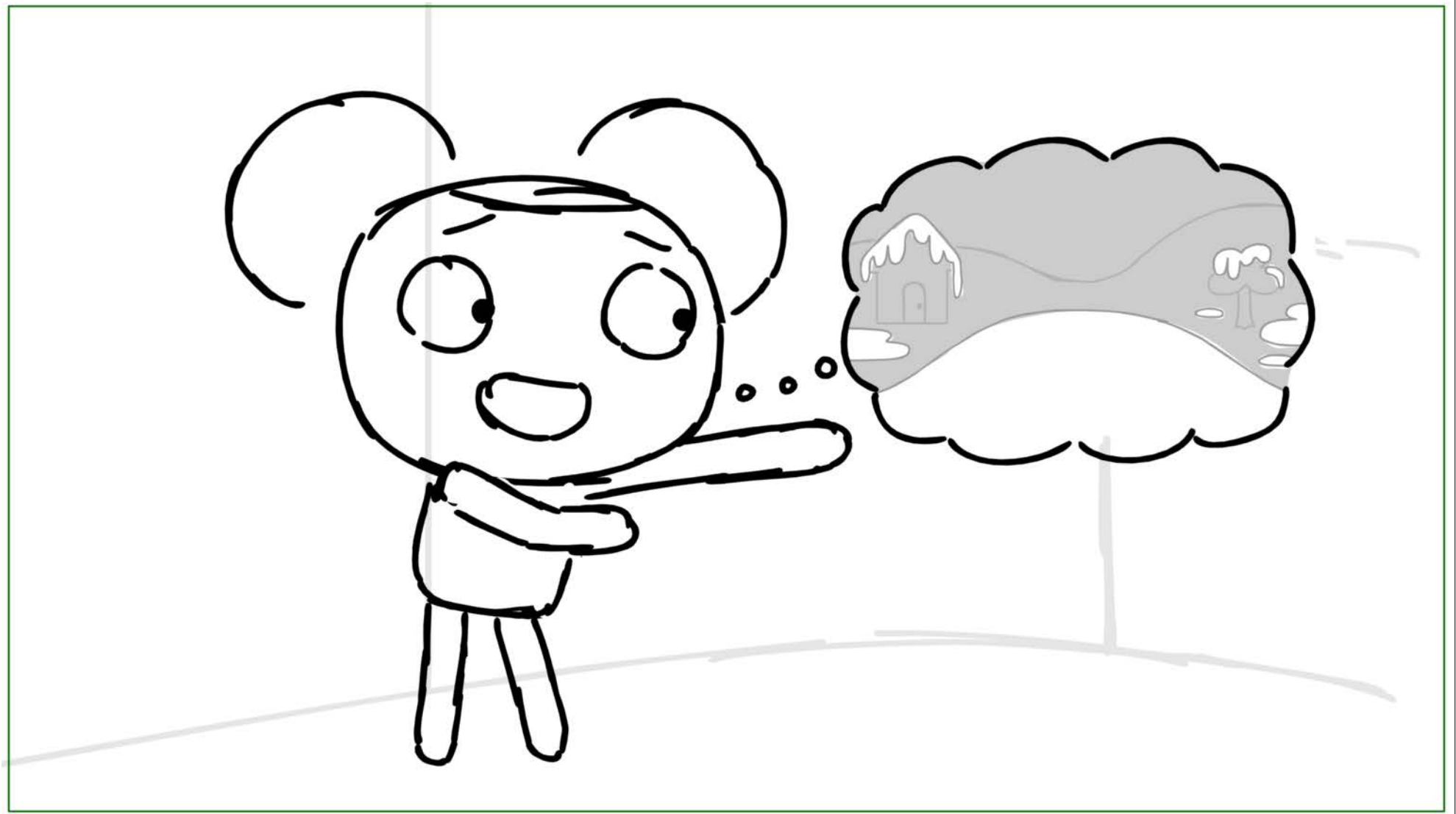
Action Notes

Scene

048A

Panel

F



Dialog

PIBBY: remember?

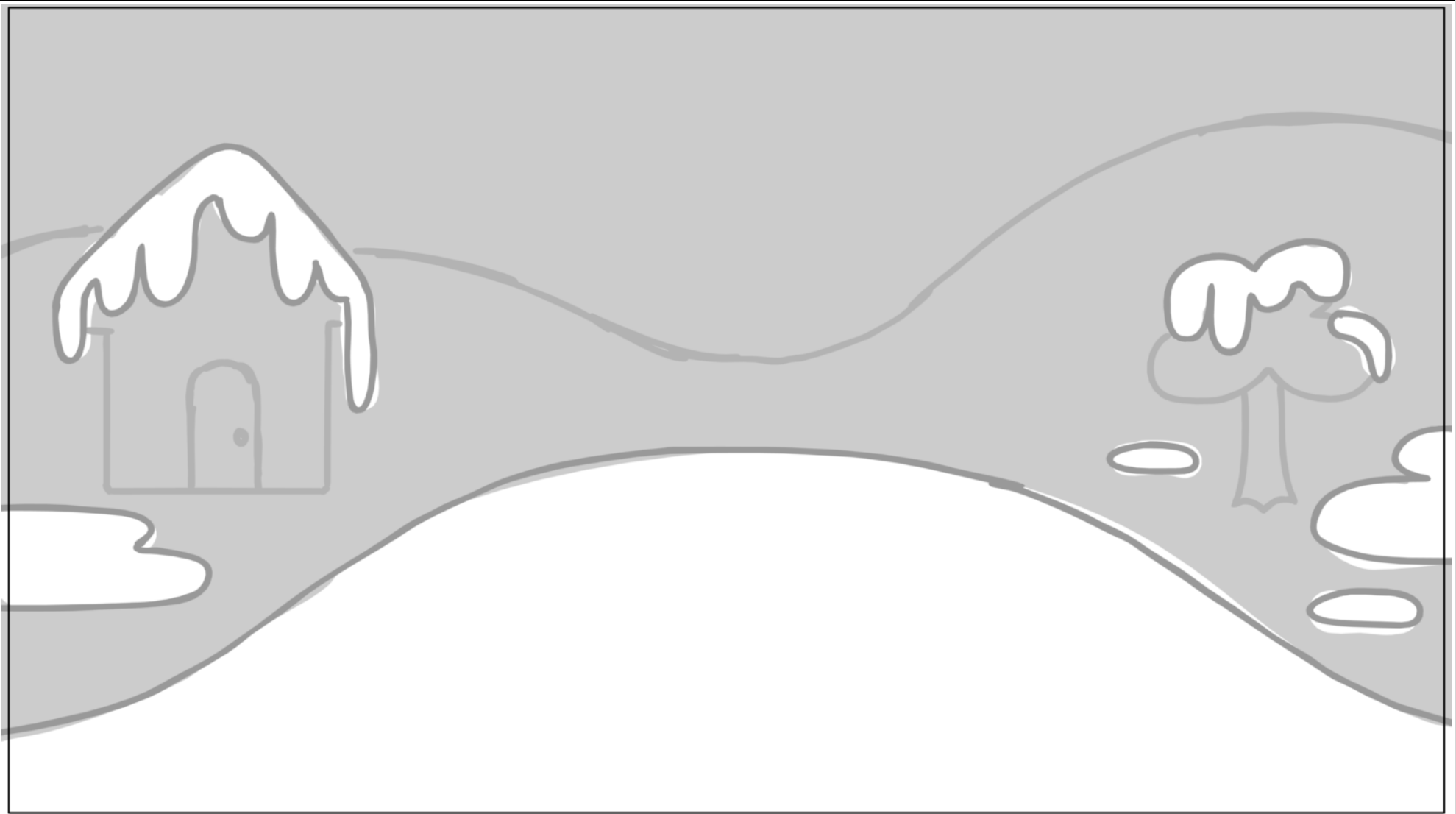
Action Notes

Scene

049

Panel

A



Dialog

PIBBY V/O: Everything got covered in custard
(2)

Action Notes

Scene

049

Panel

B



Dialog

PIBBY V/O: Everything got covered in custard
(1)

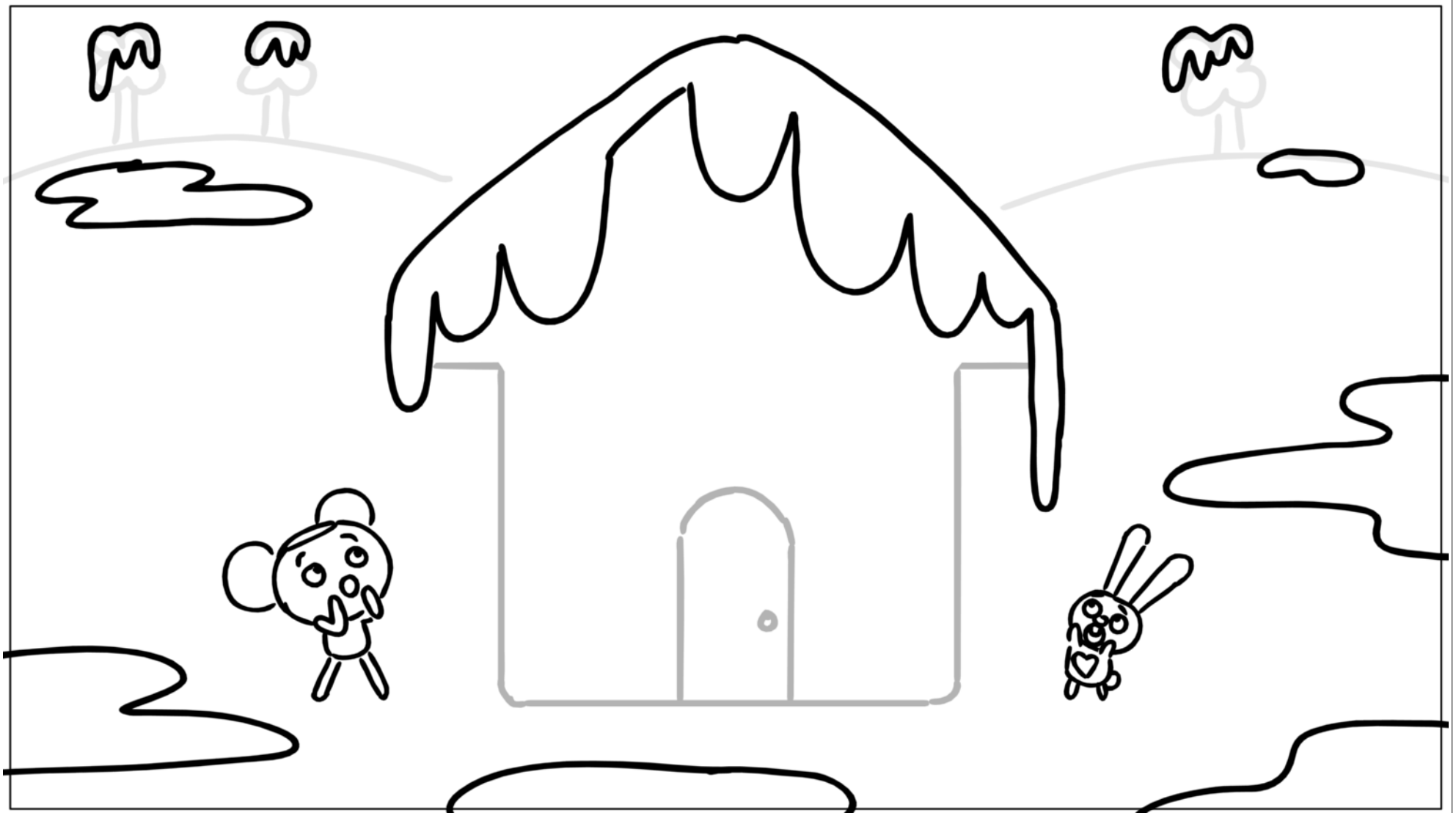
Action Notes

Scene

050

Panel

A



Dialog

PIBBY V/O: Even your house

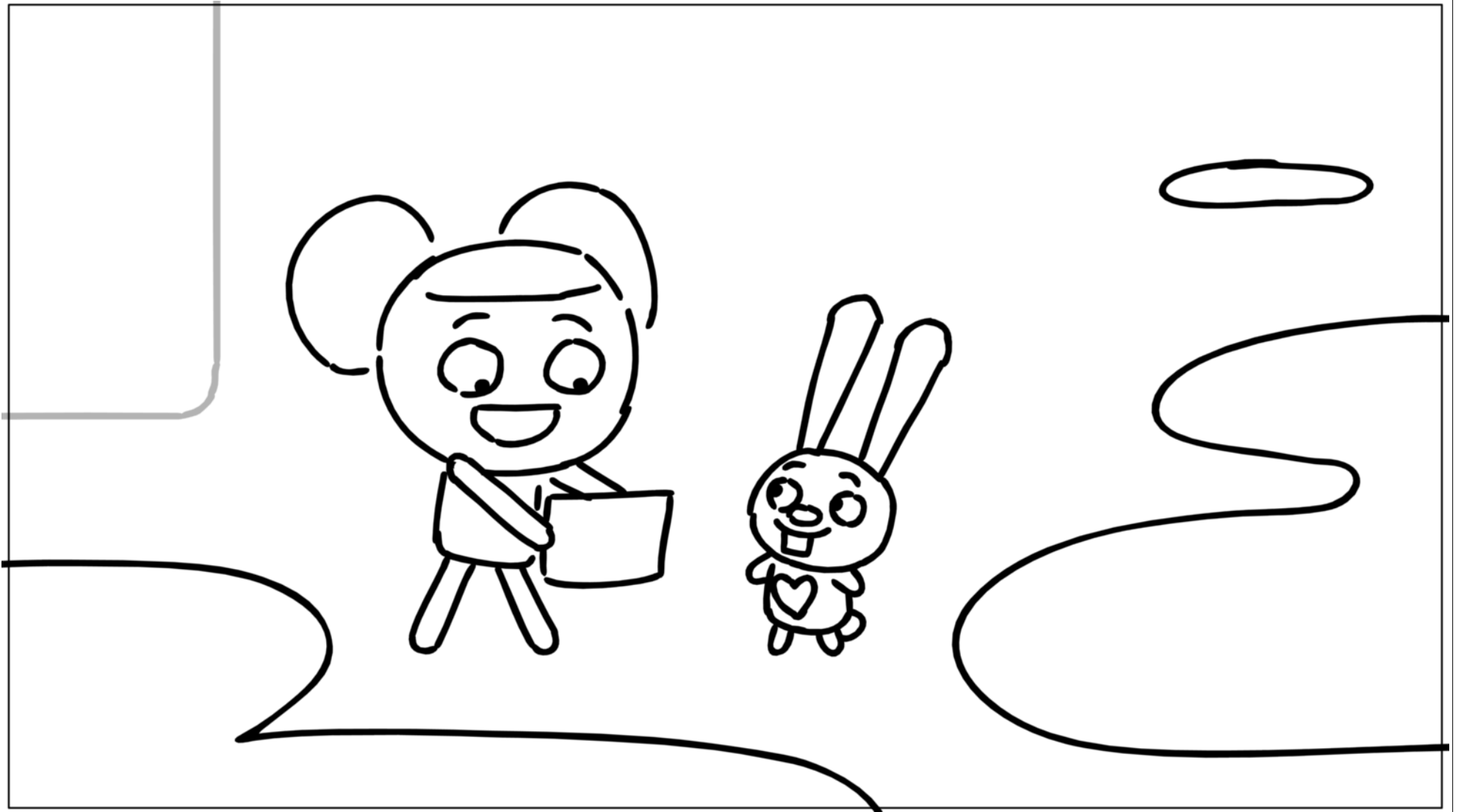
Action Notes

Scene

051

Panel

A



Dialog

PIBBY V/O: then we did the three steps on the map
(3)

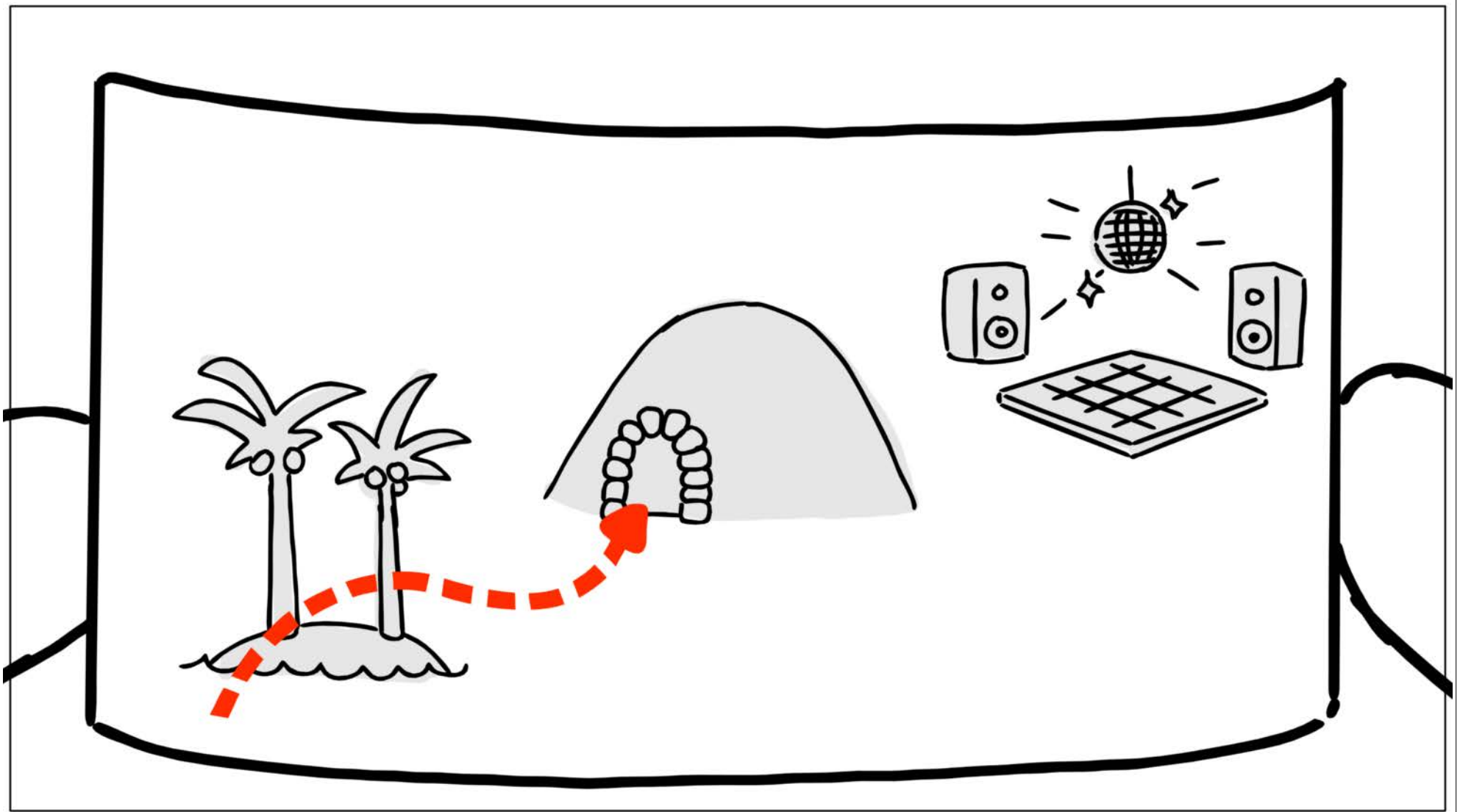
Action Notes

Scene

052

Panel

A



Dialog

PIBBY V/O: then we did the three steps on the map
(2)

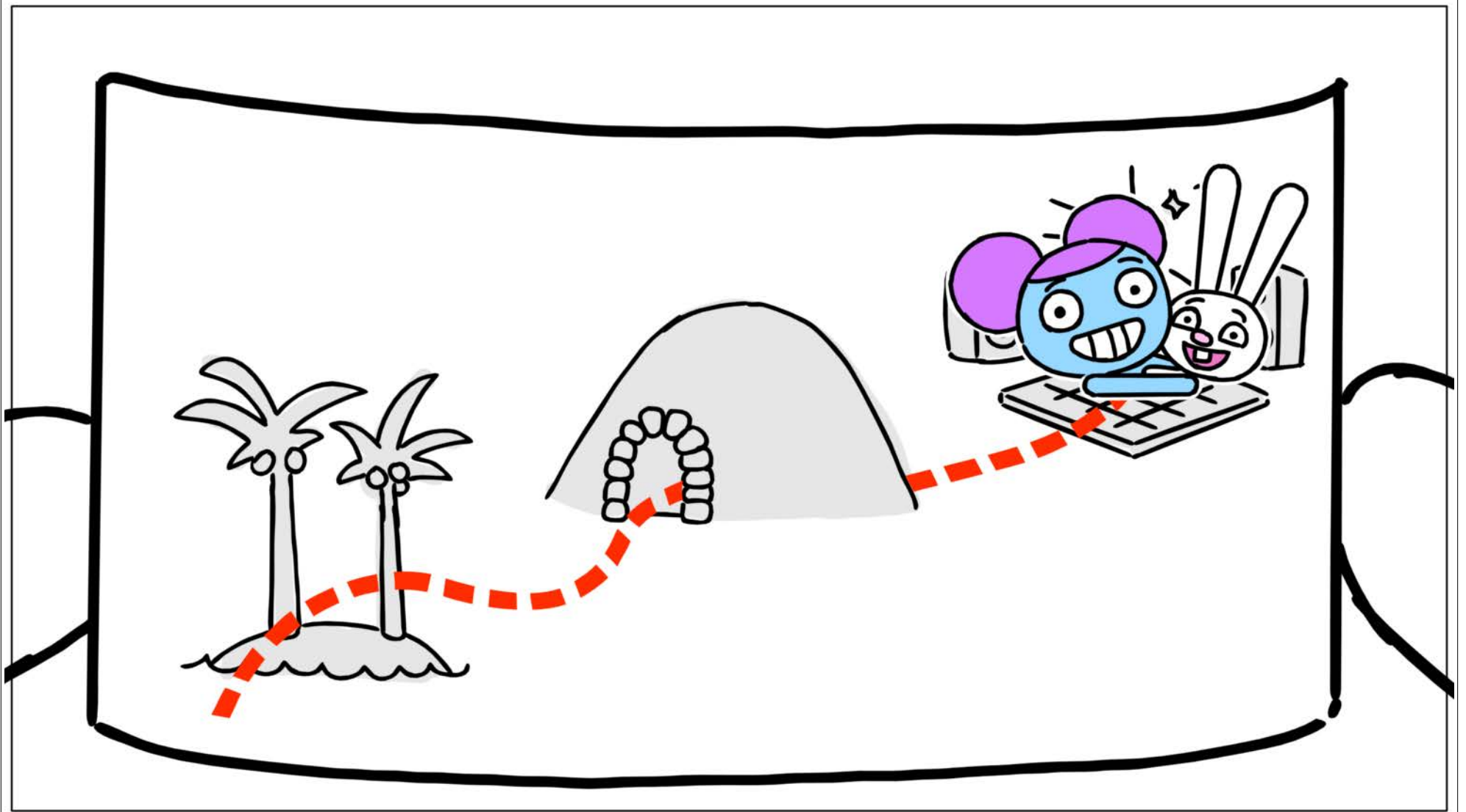
Action Notes

Scene

052

Panel

B



Dialog

PIBBY V/O: then we did the three steps on the map
(1)

Action Notes

Scene

053

Panel

A



Dialog

PIBBY V/O: we sang the Goodbye Song

Action Notes

Scene

053

Panel

B



Dialog

PIBBY V/O: the story ended
(3)

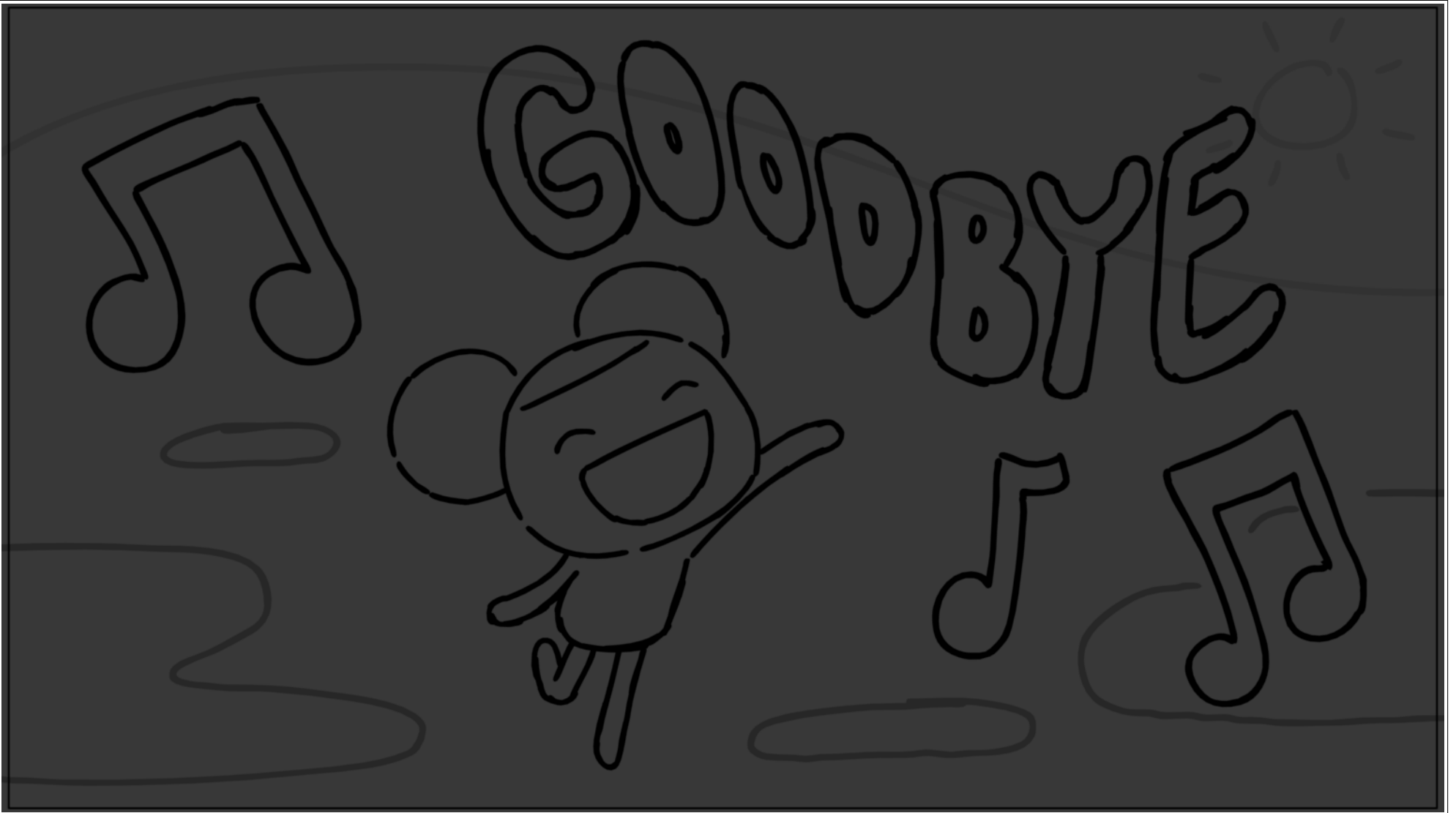
Action Notes

Scene

053

Panel

C



Dialog

PIBBY V/O: the story ended
(2)

Action Notes



Scene	Panel
053	D



Dialog
PIBBY V/O: the story ended
(1)

Action Notes



Scene

054

Panel

A

LEARNING
WITH
PIBBY

Dialog

PIBBY V/O: then when a new episode started

(2)

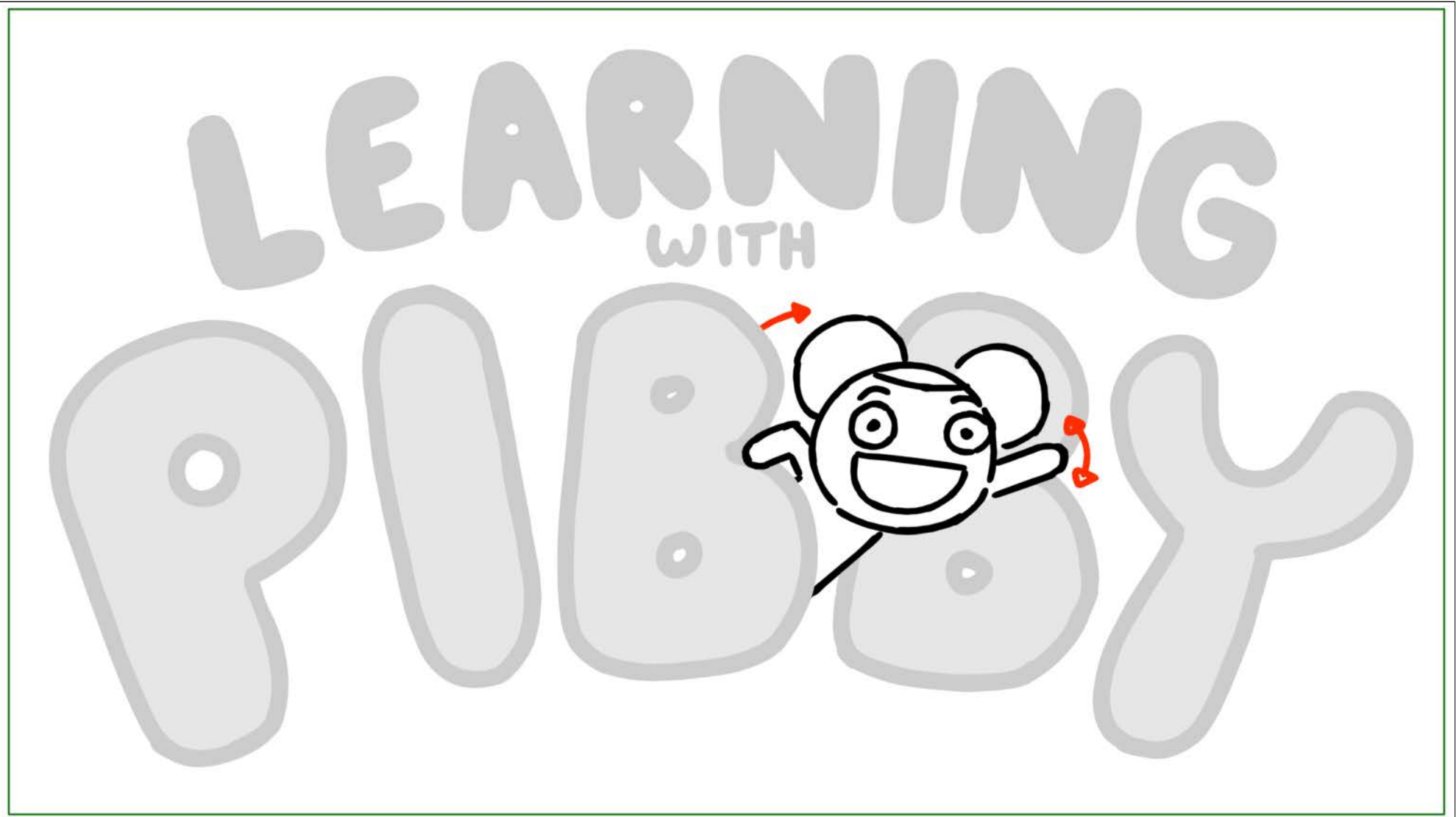
Action Notes

Scene

054

Panel

B



Dialog

PIBBY V/O: then when a new episode started

(1)

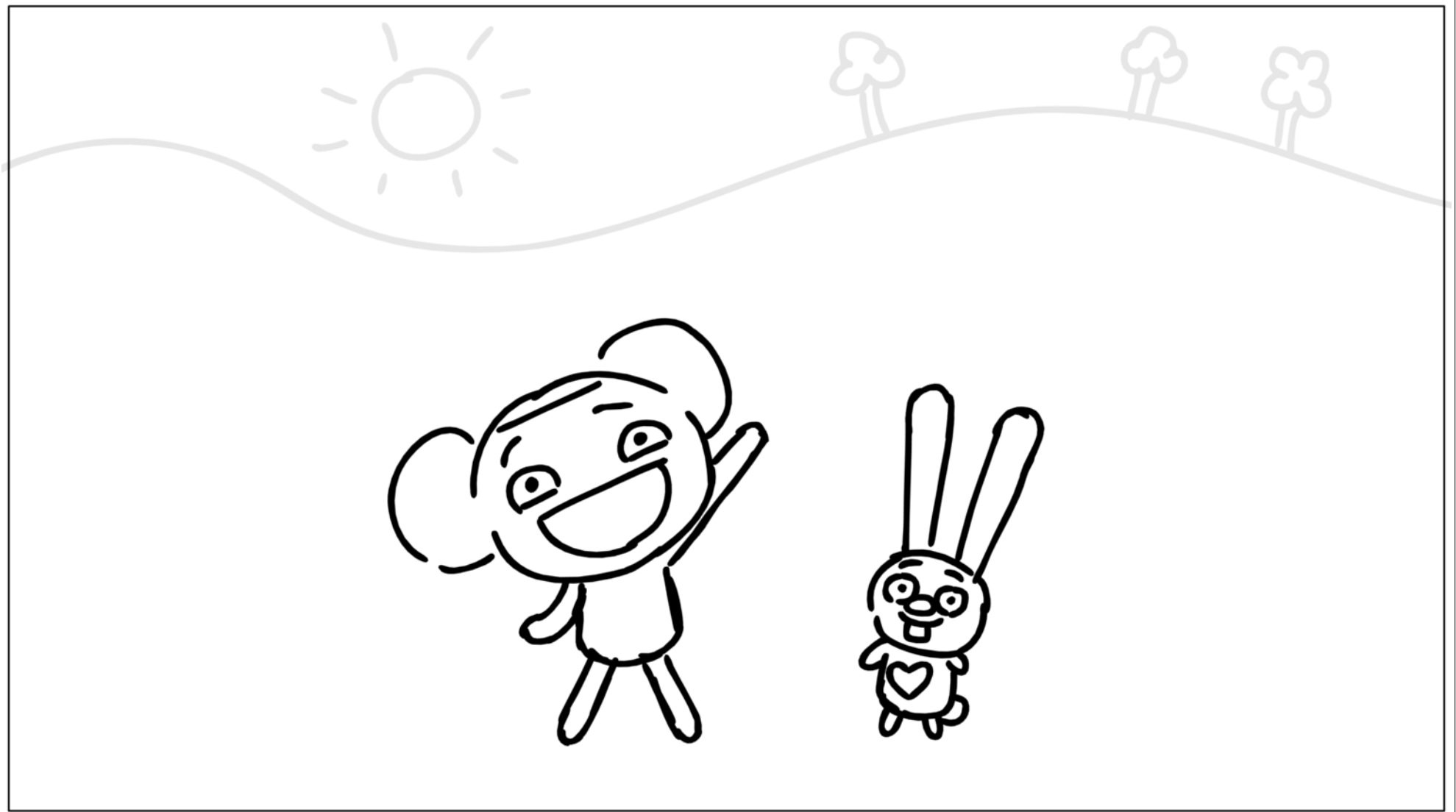
Action Notes

Scene

055

Panel

A



Dialog

PIBBY V/O: the custard was gone, and everything was normal and safe again

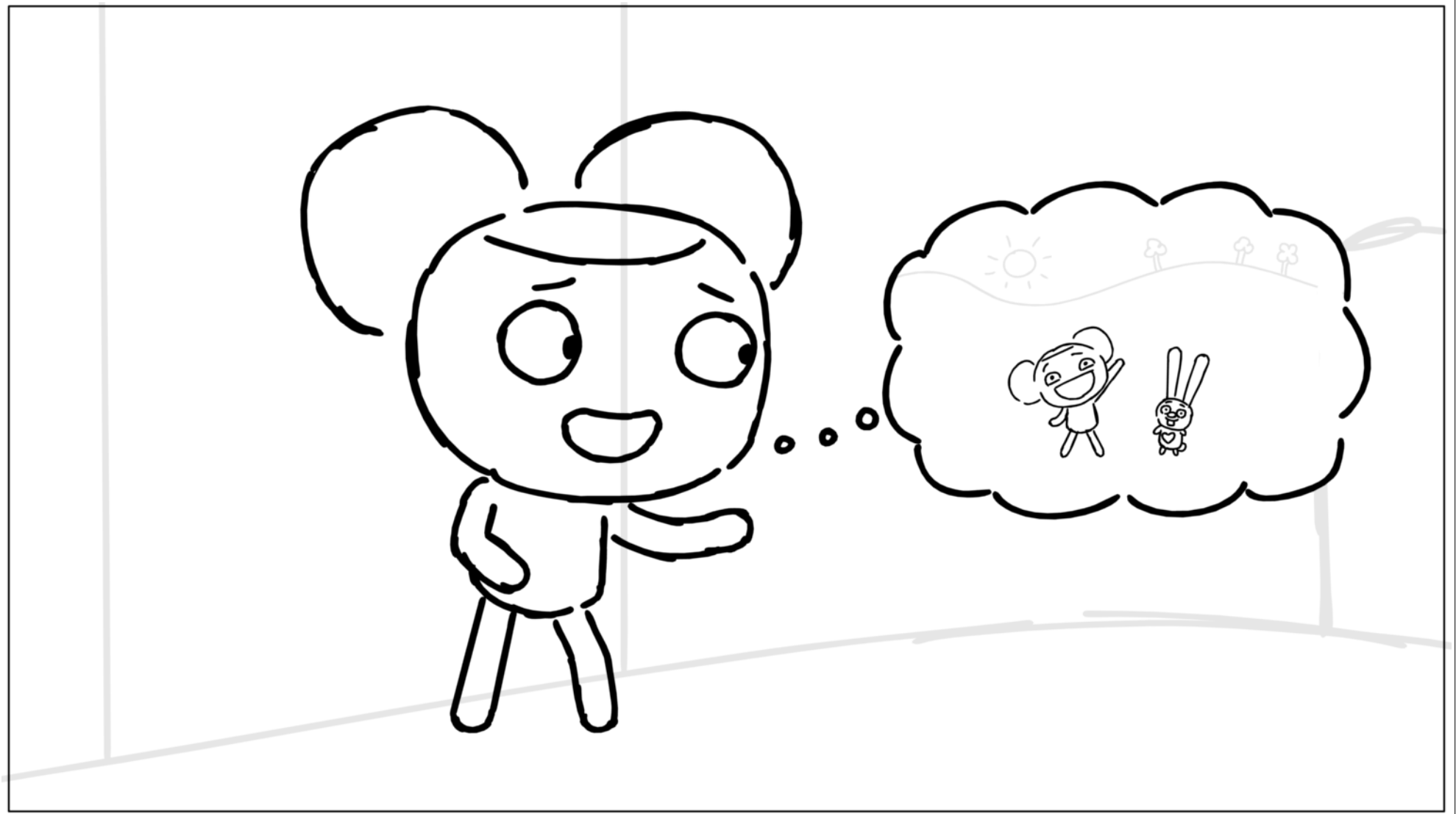
Action Notes

Scene

056

Panel

A



Dialog

PIBBY: and everything was normal

SFX: <shwoop>

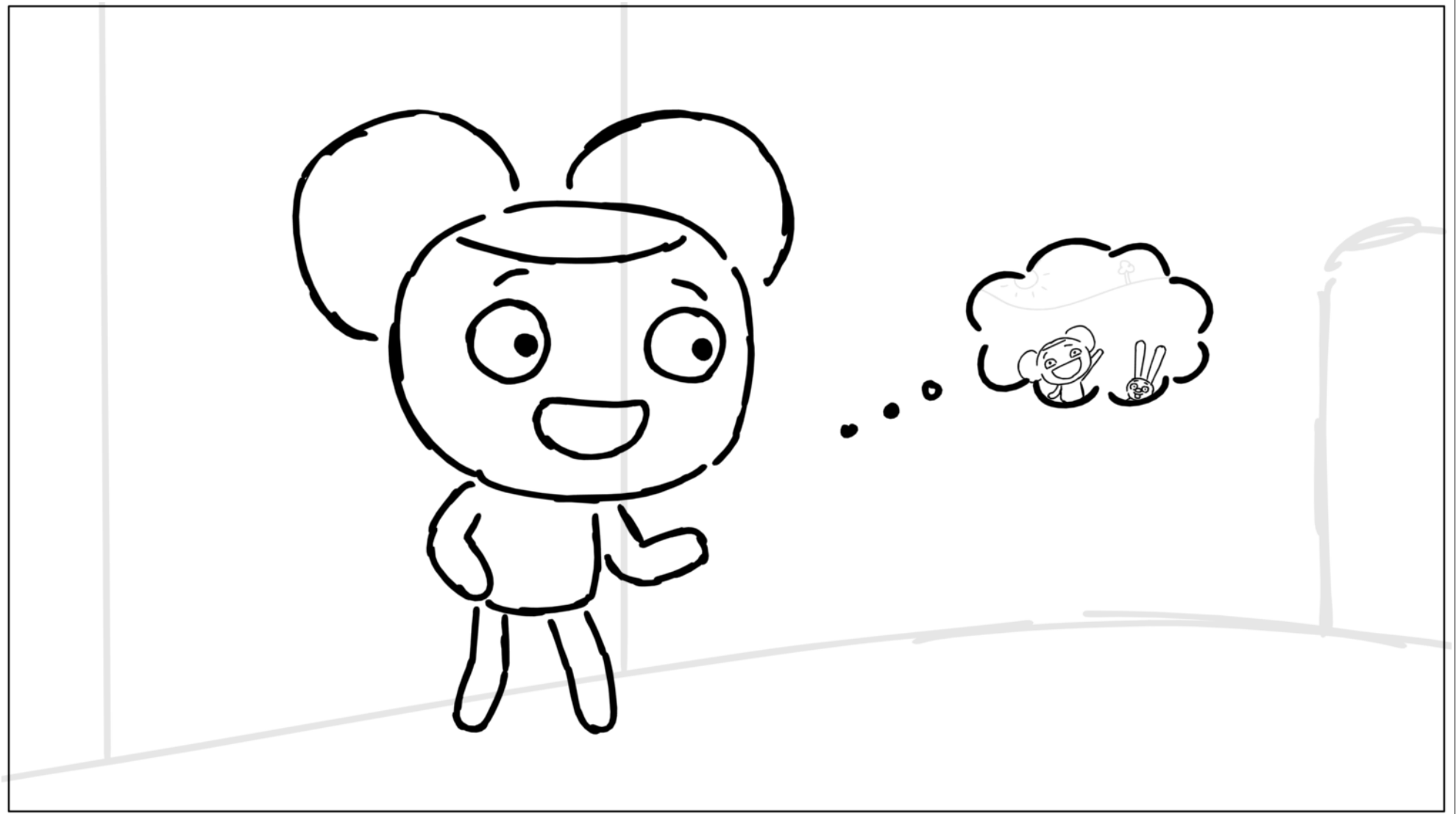
Action Notes

Scene

056

Panel

B



Dialog

PIBBY: and everything was normal

SFX: <shwoop>

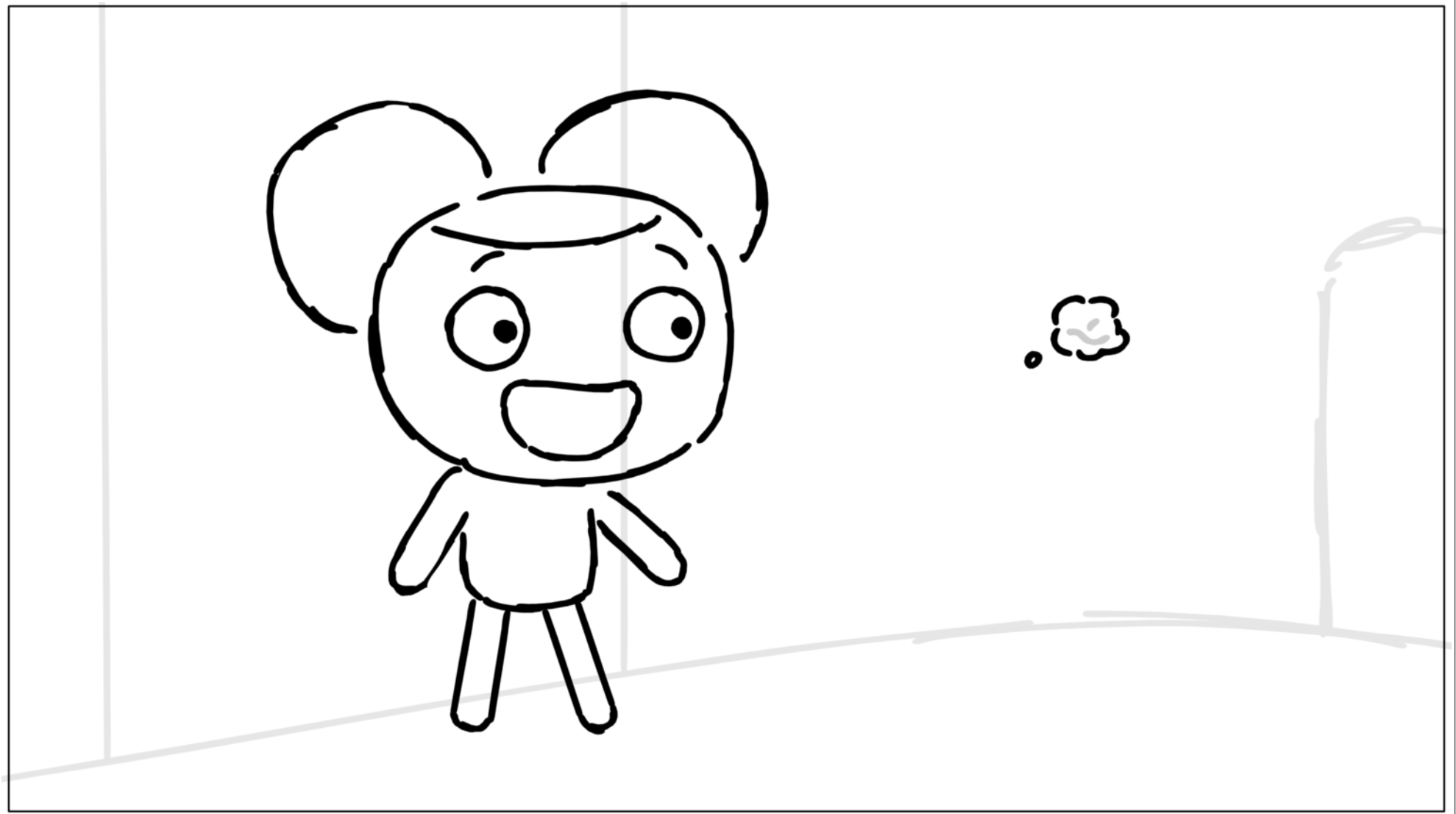
Action Notes

Scene

056

Panel

C



Dialog

PIBBY: and safe again!

SFX: <shwoop>

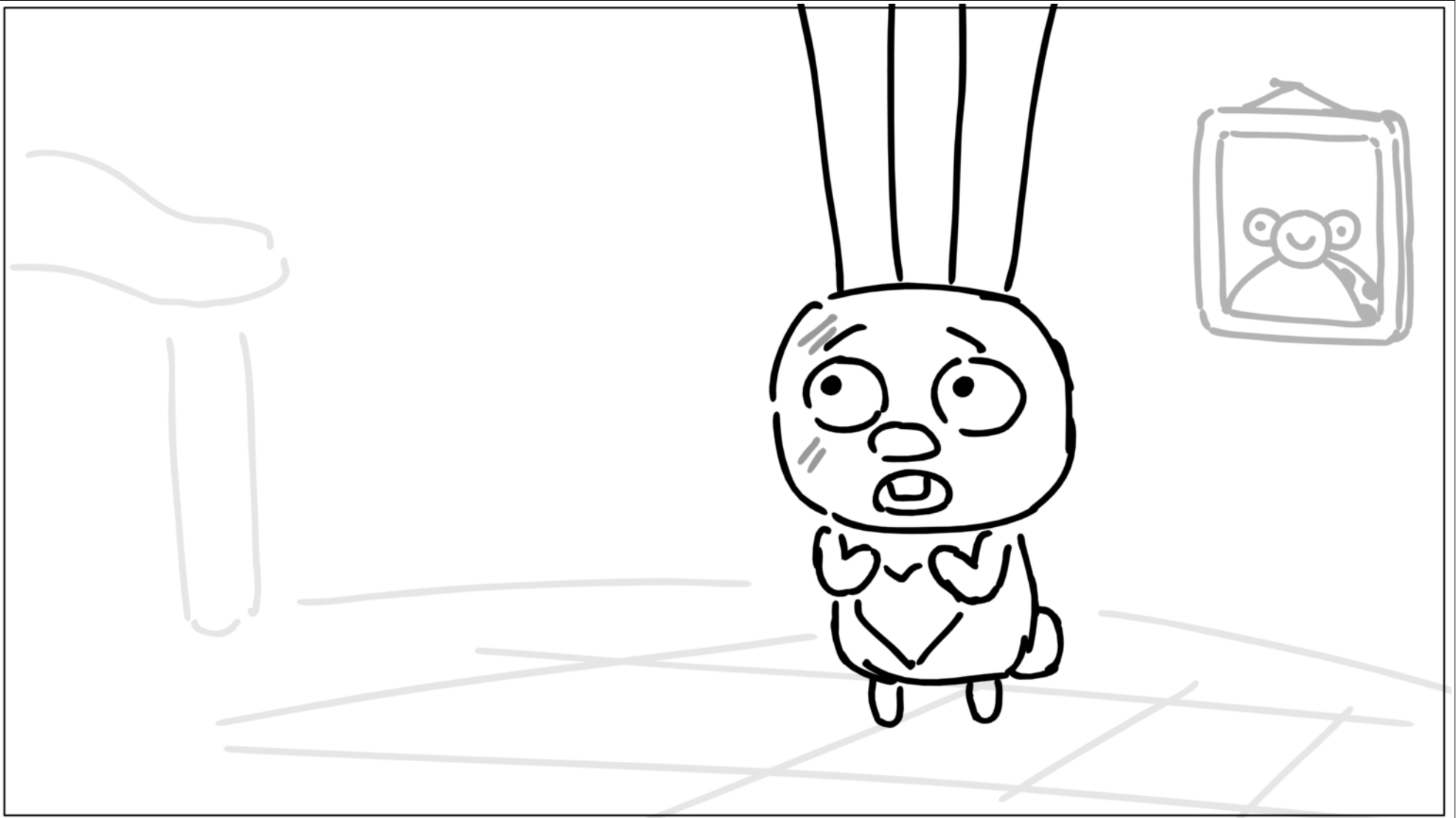
Action Notes

Scene

057

Panel

A



Dialog

BUNBUN: So you think it's just a scary episode?

Action Notes

Scene

058

Panel

A



Dialog

PIBBY: yeah, maybe it's a halloween special?

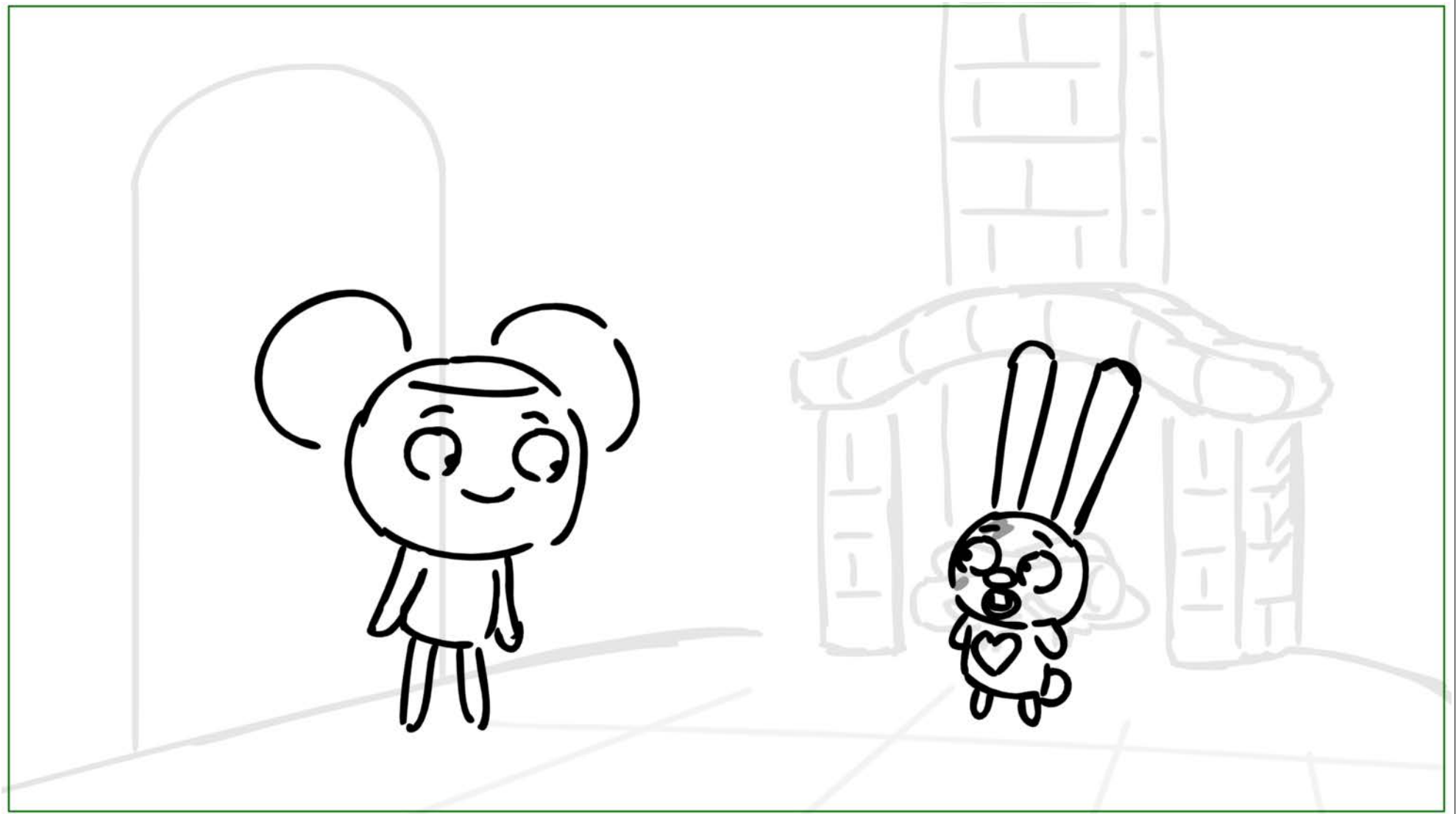
Action Notes

Scene

059A

Panel

A



Dialog

BUNBUN: oh..

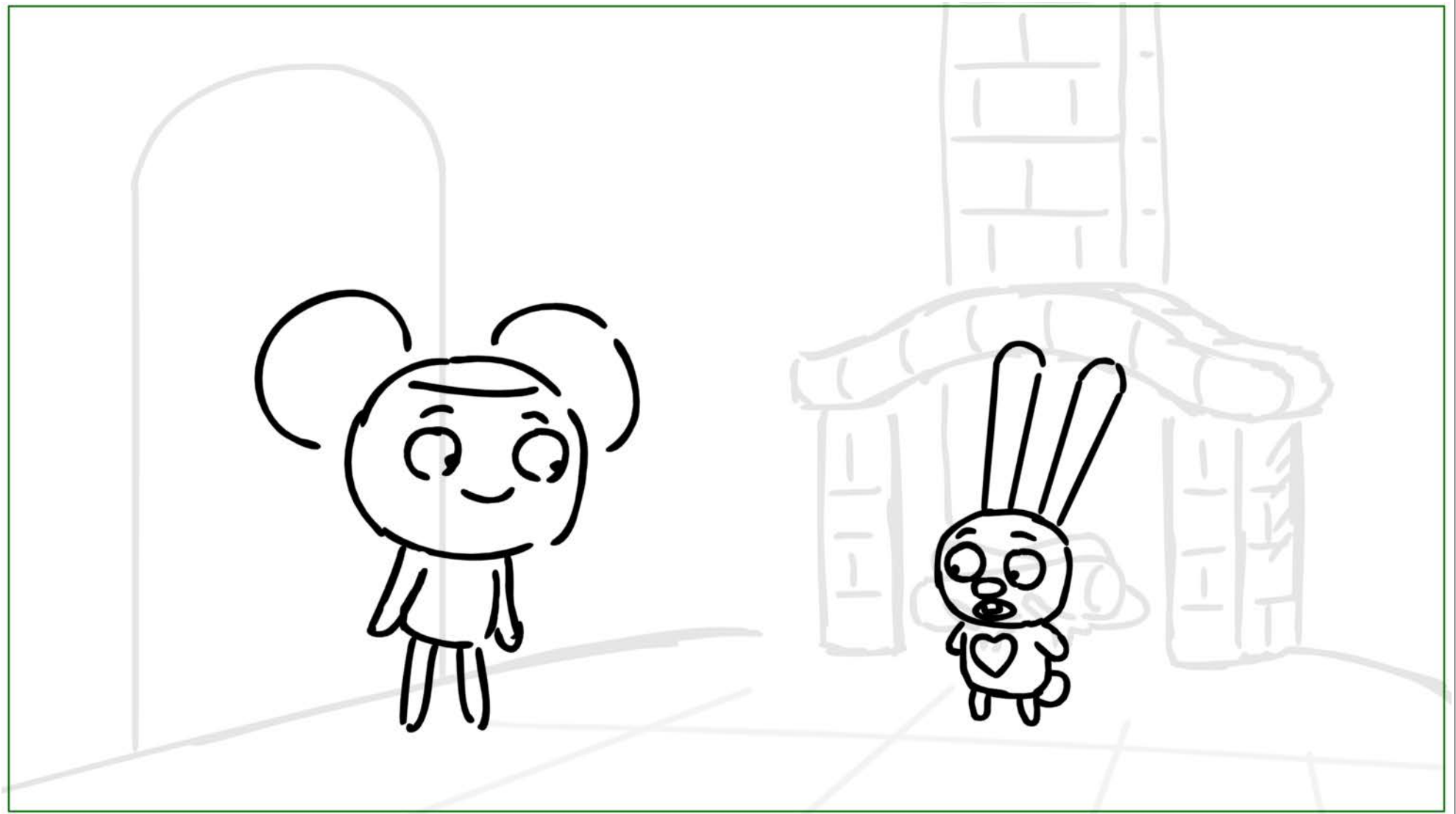
Action Notes

Scene

059A

Panel

B



Dialog

BUNBUN: ...

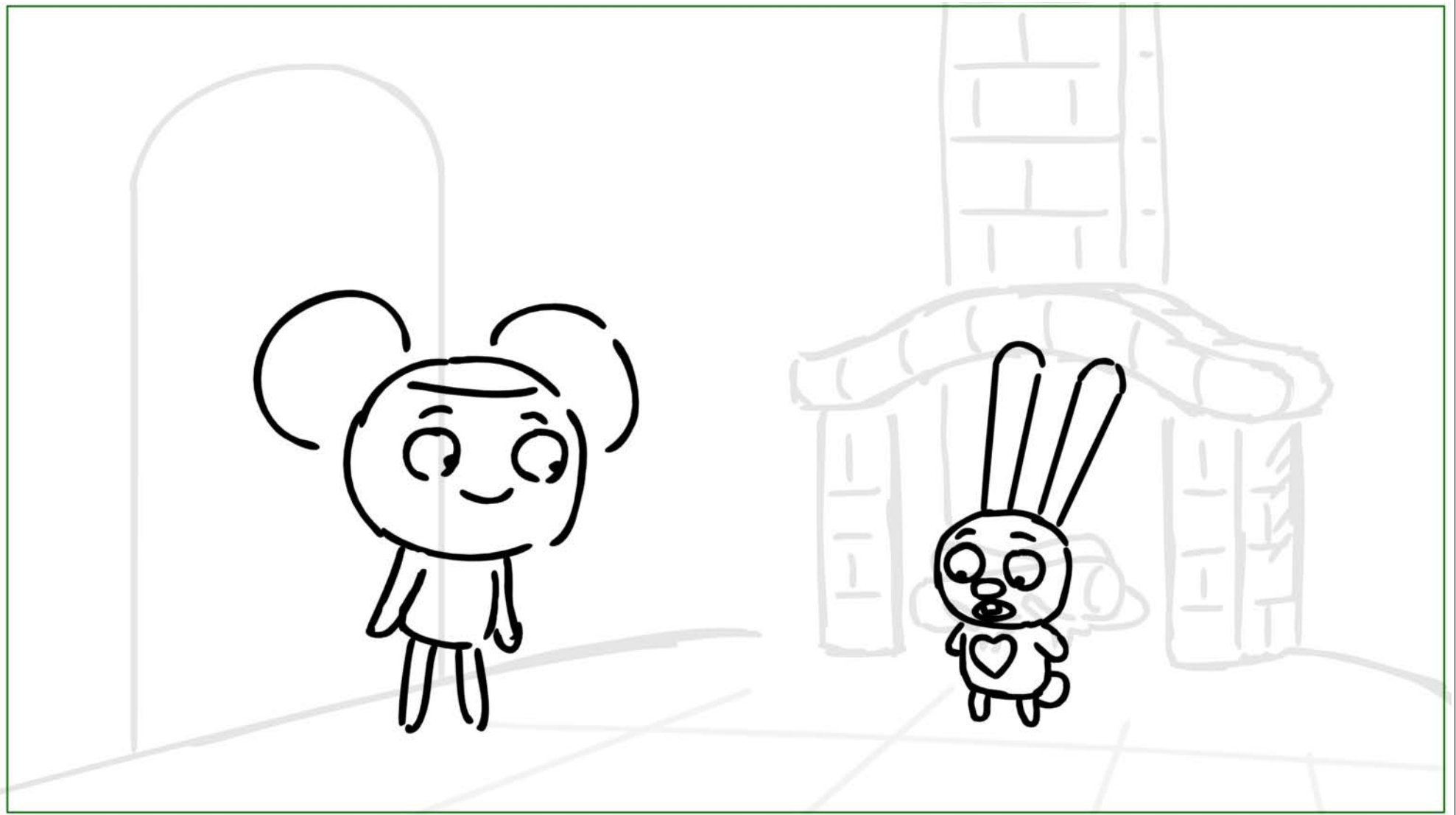
Action Notes

Scene

059A

Panel

C



Dialog

BUNBUN: ...

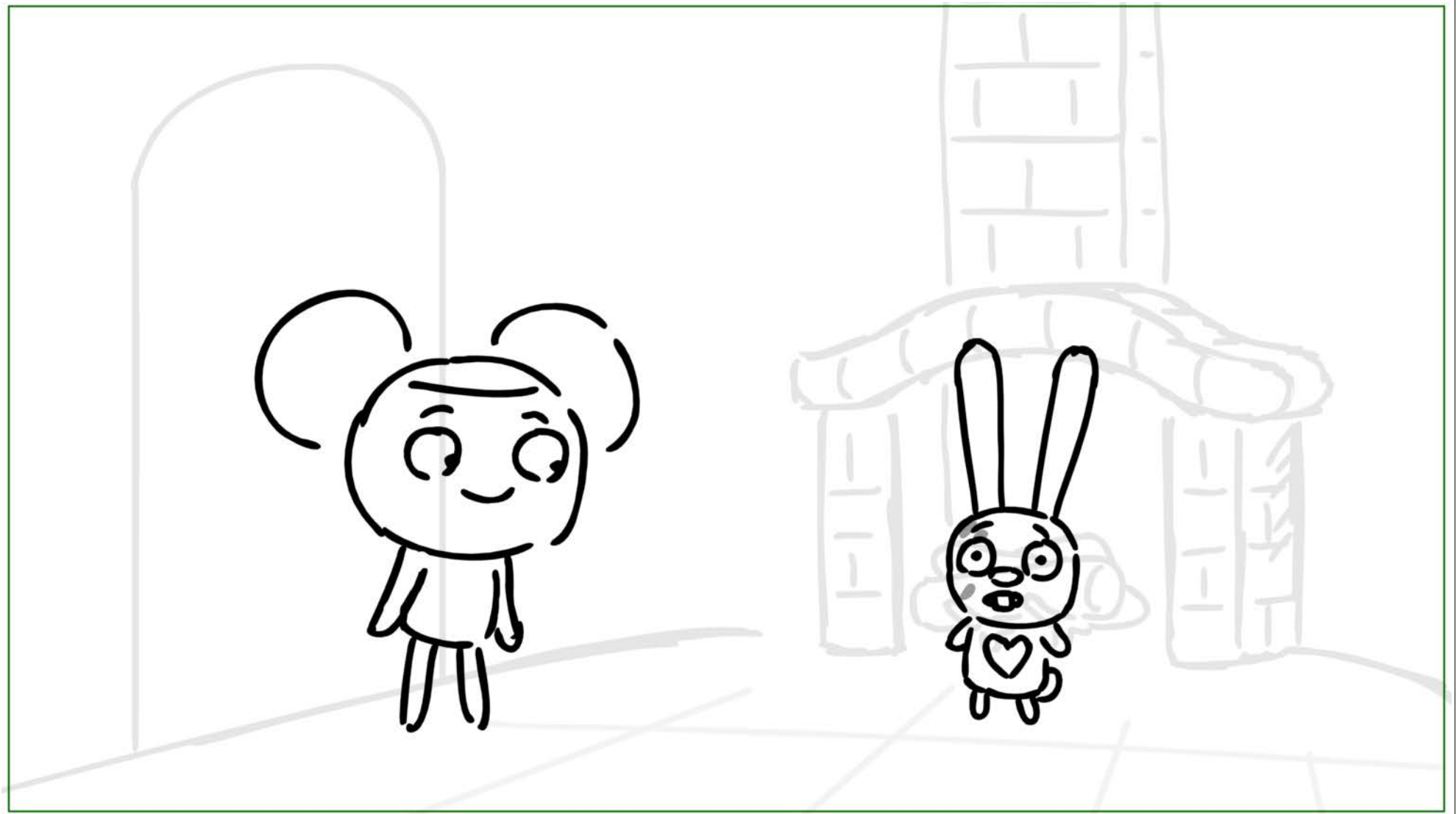
Action Notes

Scene

059A

Panel

D



Dialog

BUNBUN: ...

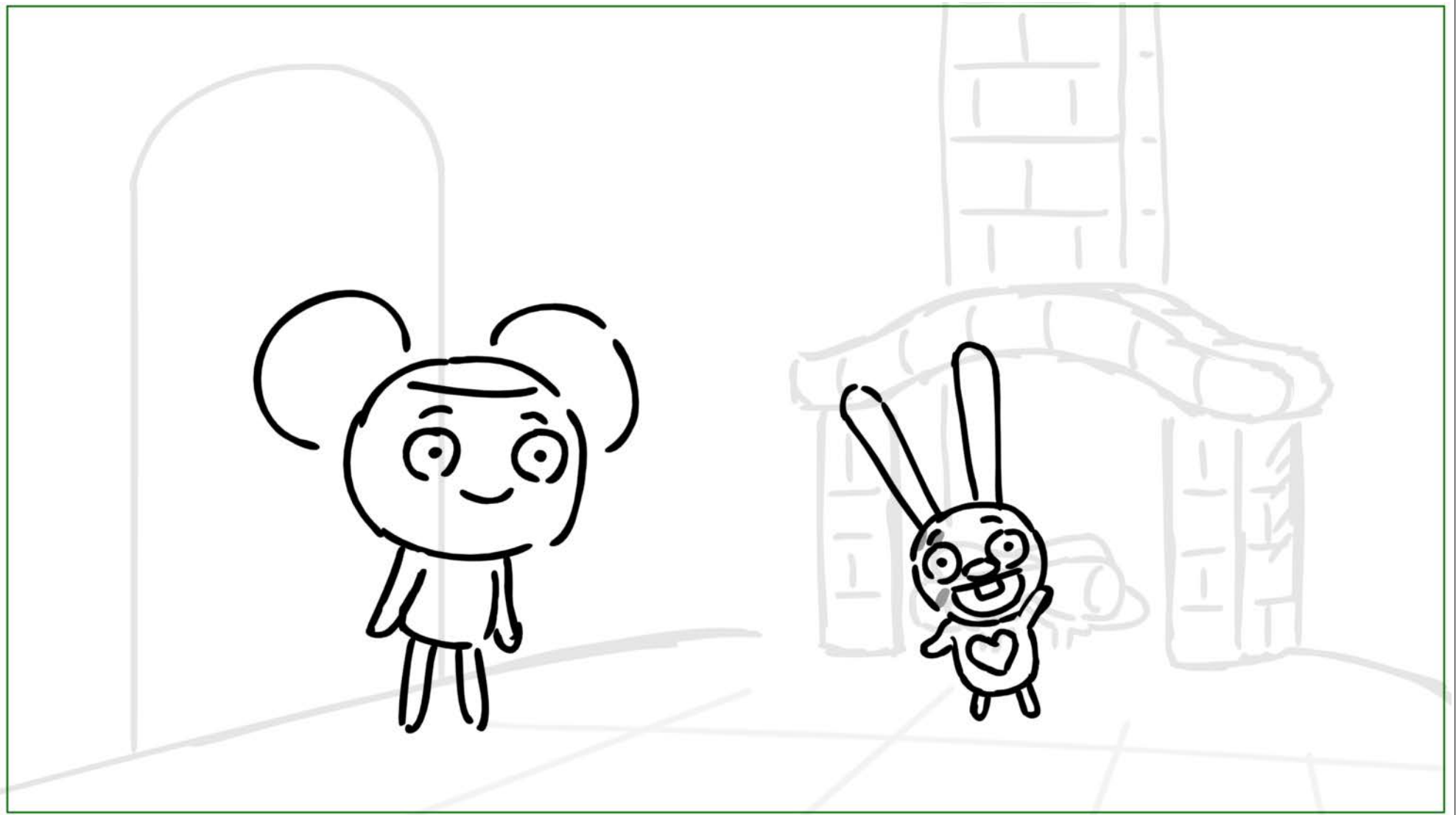
Action Notes

Scene

059A

Panel

E



Dialog

BUNBUN: Happy Halloween!

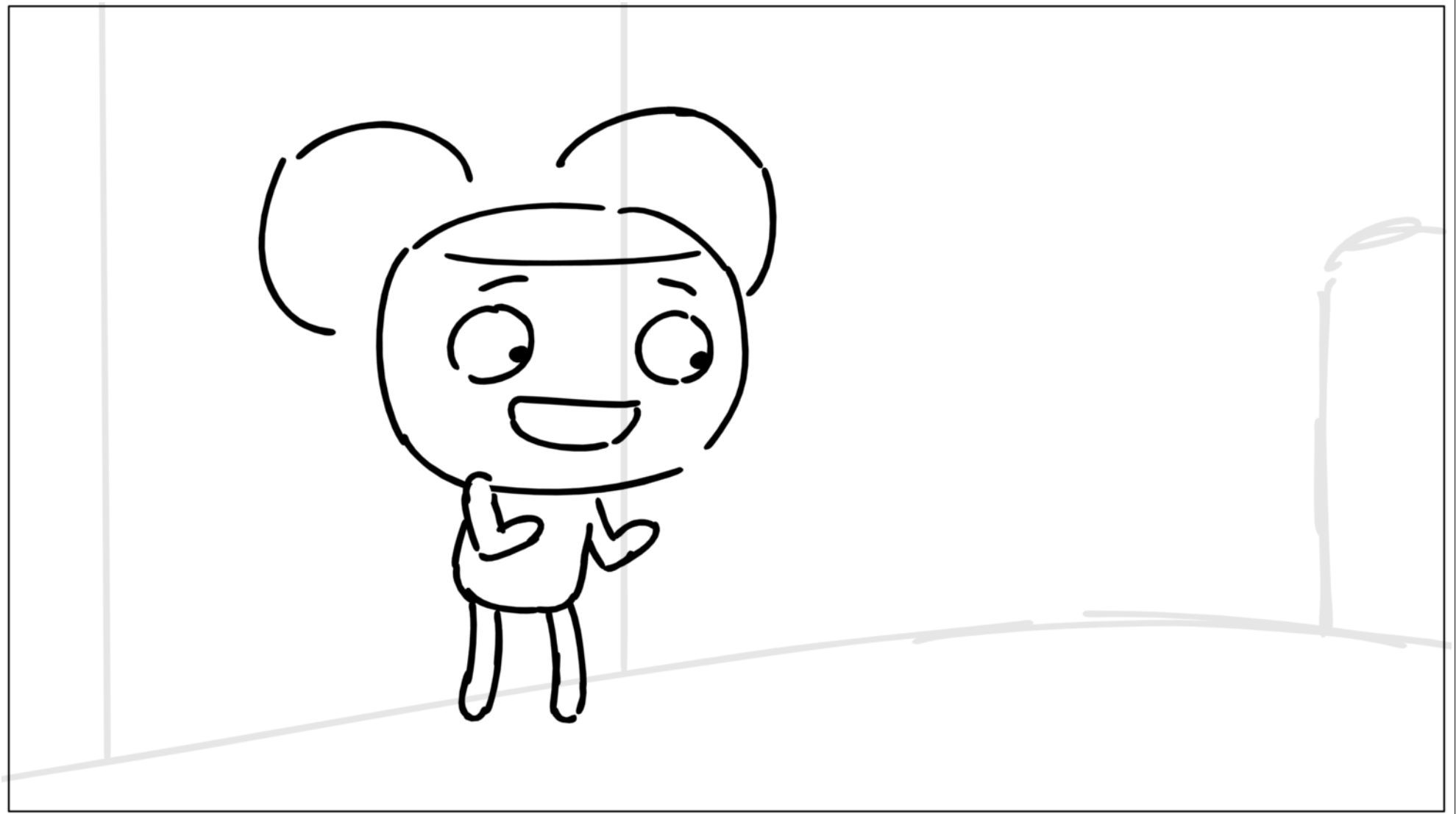
Action Notes

Scene

060

Panel

A



Dialog

PIBBY: So we just need to make it to the end of the episode and sing the Goodbye Song, and everything will be cleaned up!

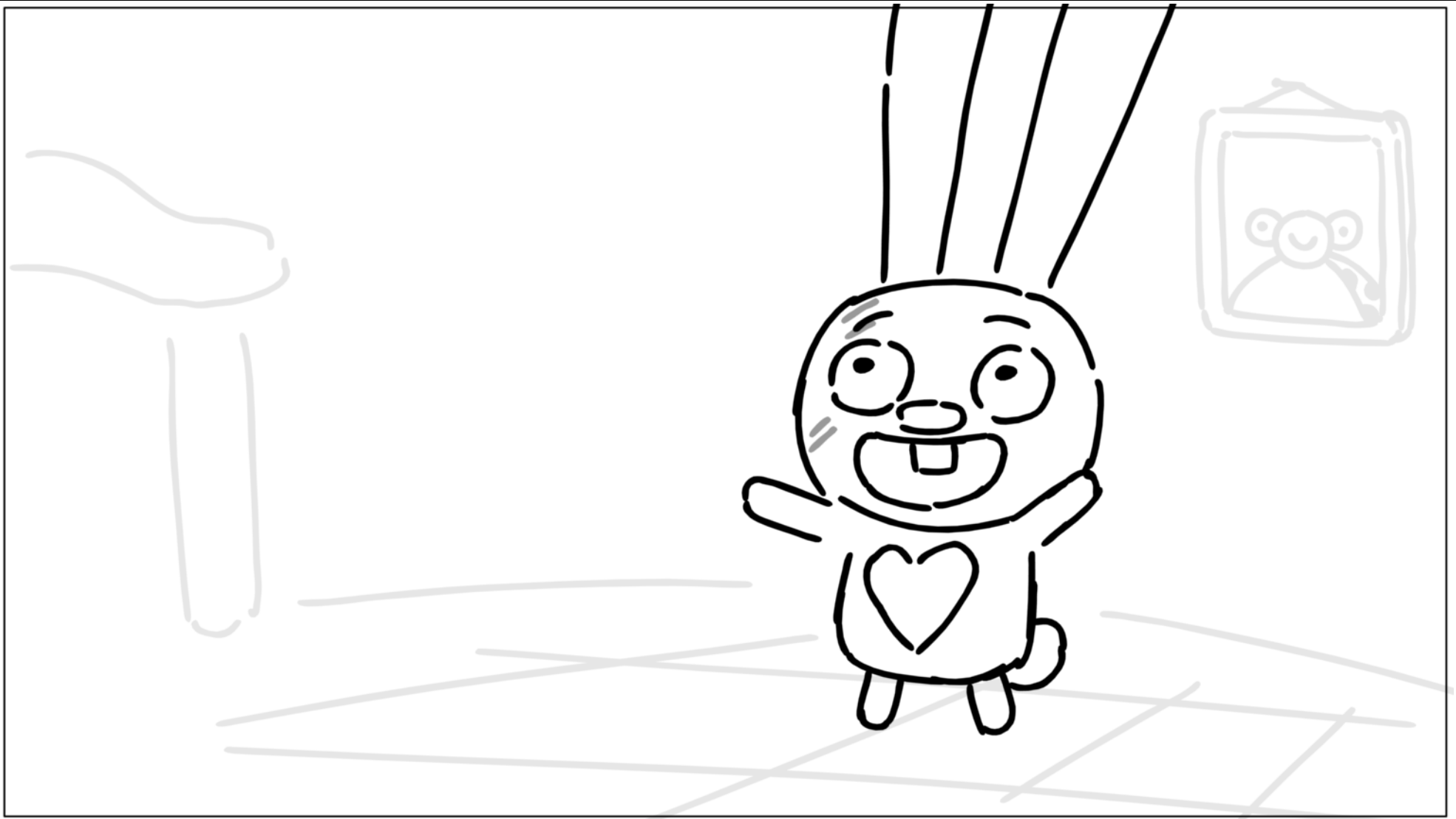
Action Notes

Scene

061

Panel

A



Dialog

BUNBUN: Yeah, The Darkness is just yucky custard!

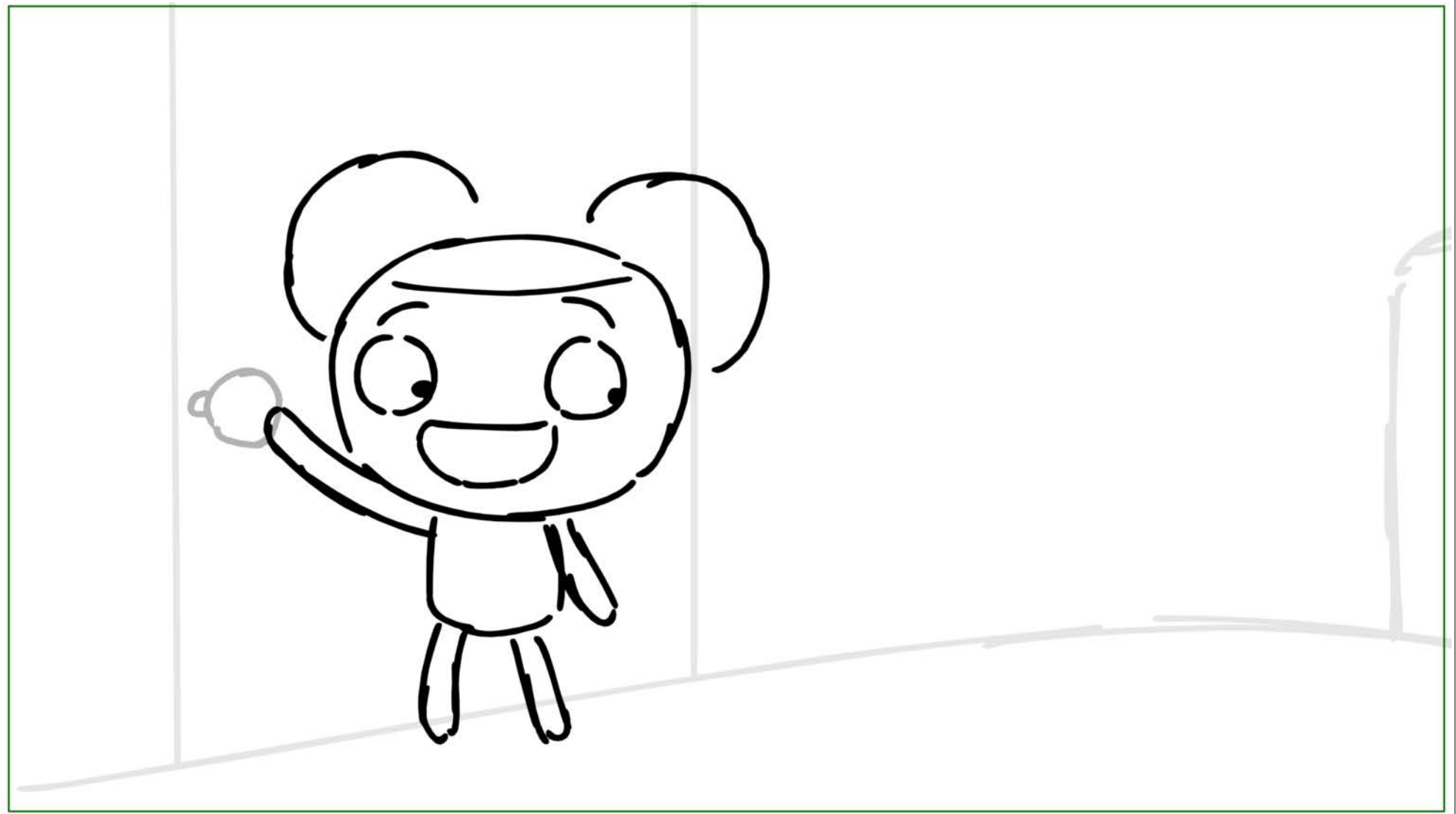
Action Notes

Scene

062

Panel

A



Dialog

PIBBY: Okay, first step is going over the chocolate river - are you ready?

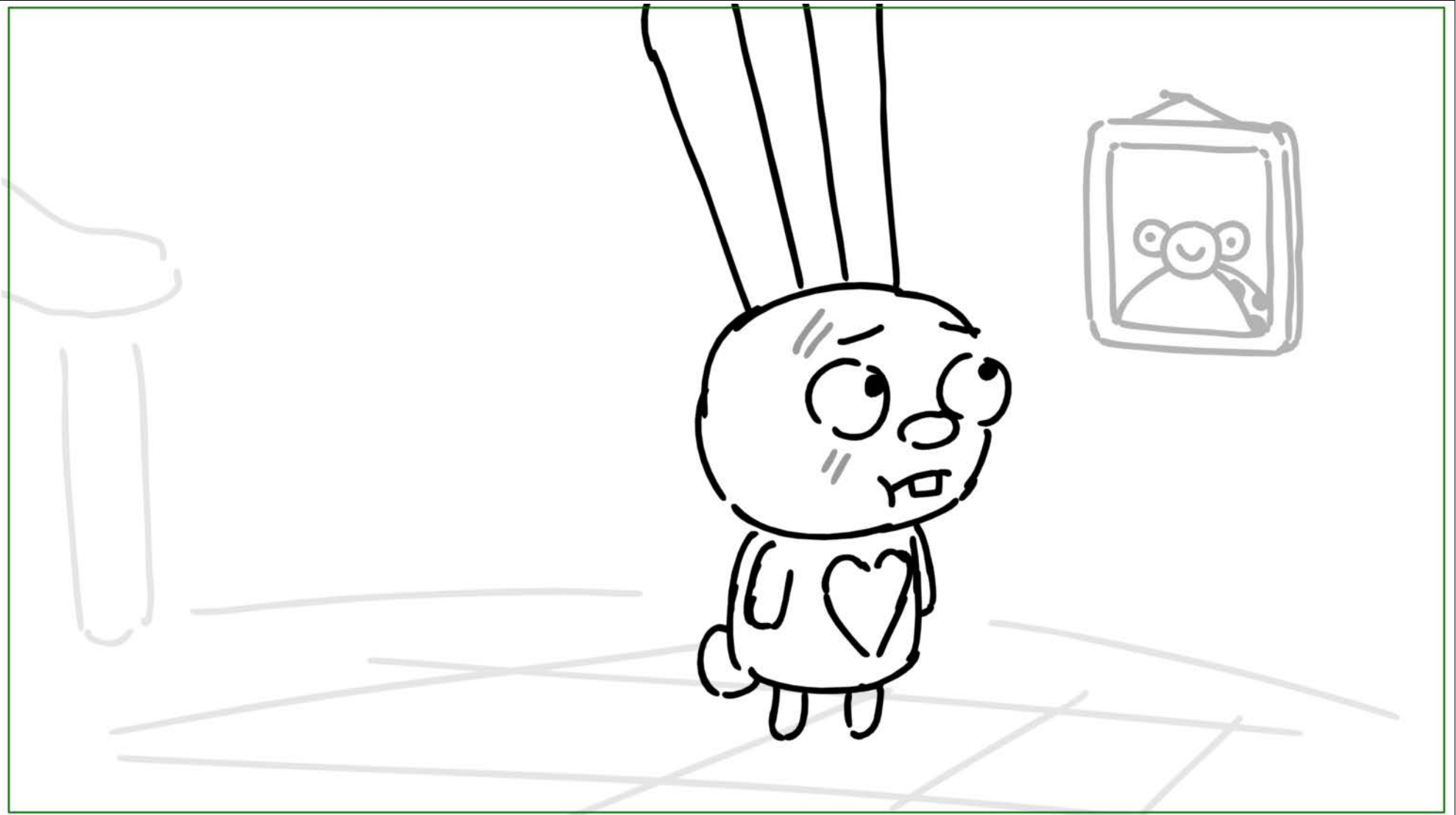
Action Notes

Scene

063

Panel

A



Dialog

BUNBUN: Hey Pibby.. Where's Buggy the Ladybug who lives in the shoe house?

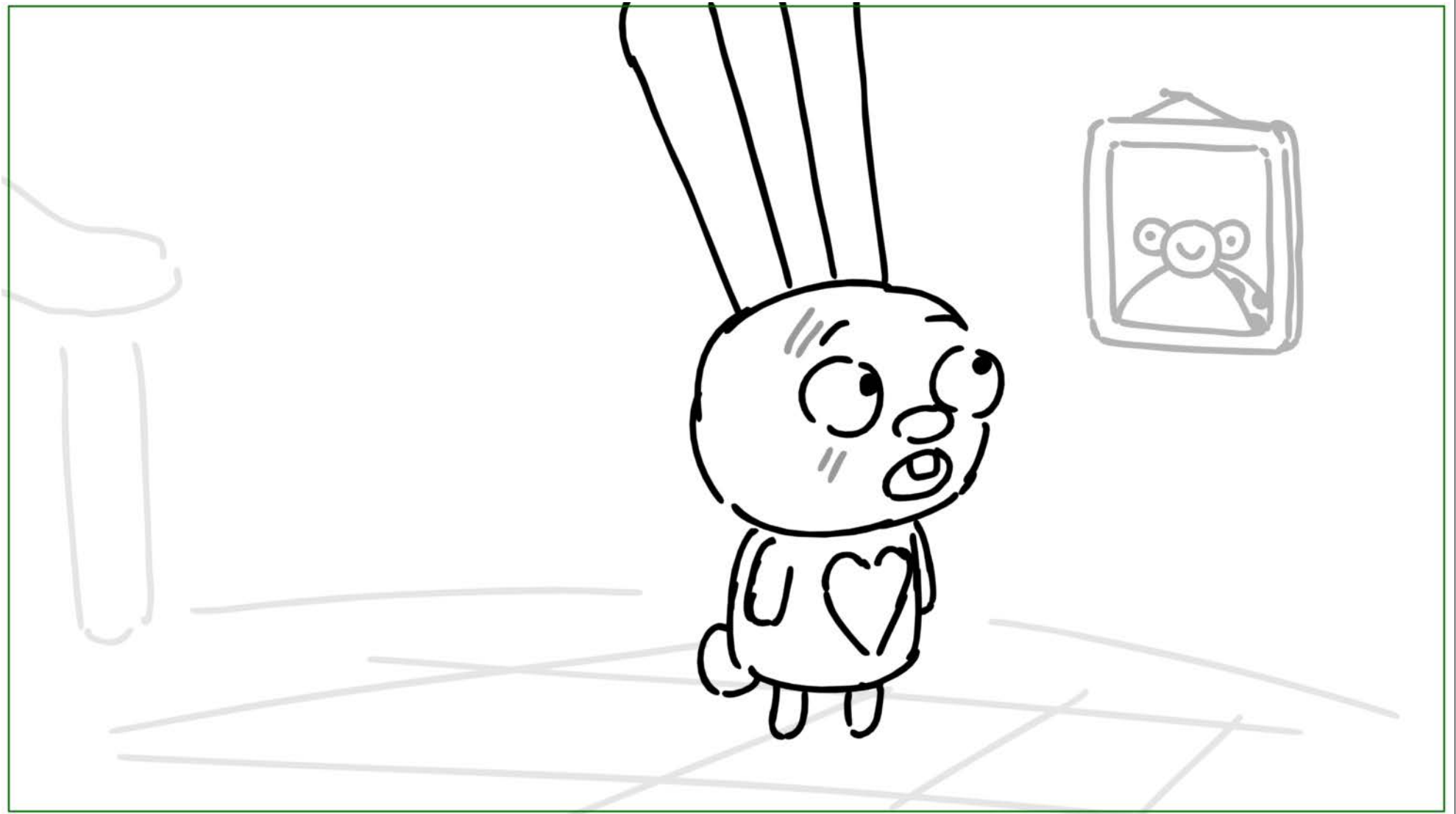
Action Notes

Scene

063

Panel

B



Dialog

BUNBUN: Hey Pibby.. Where's Buggy the Ladybug who lives in the shoe house?

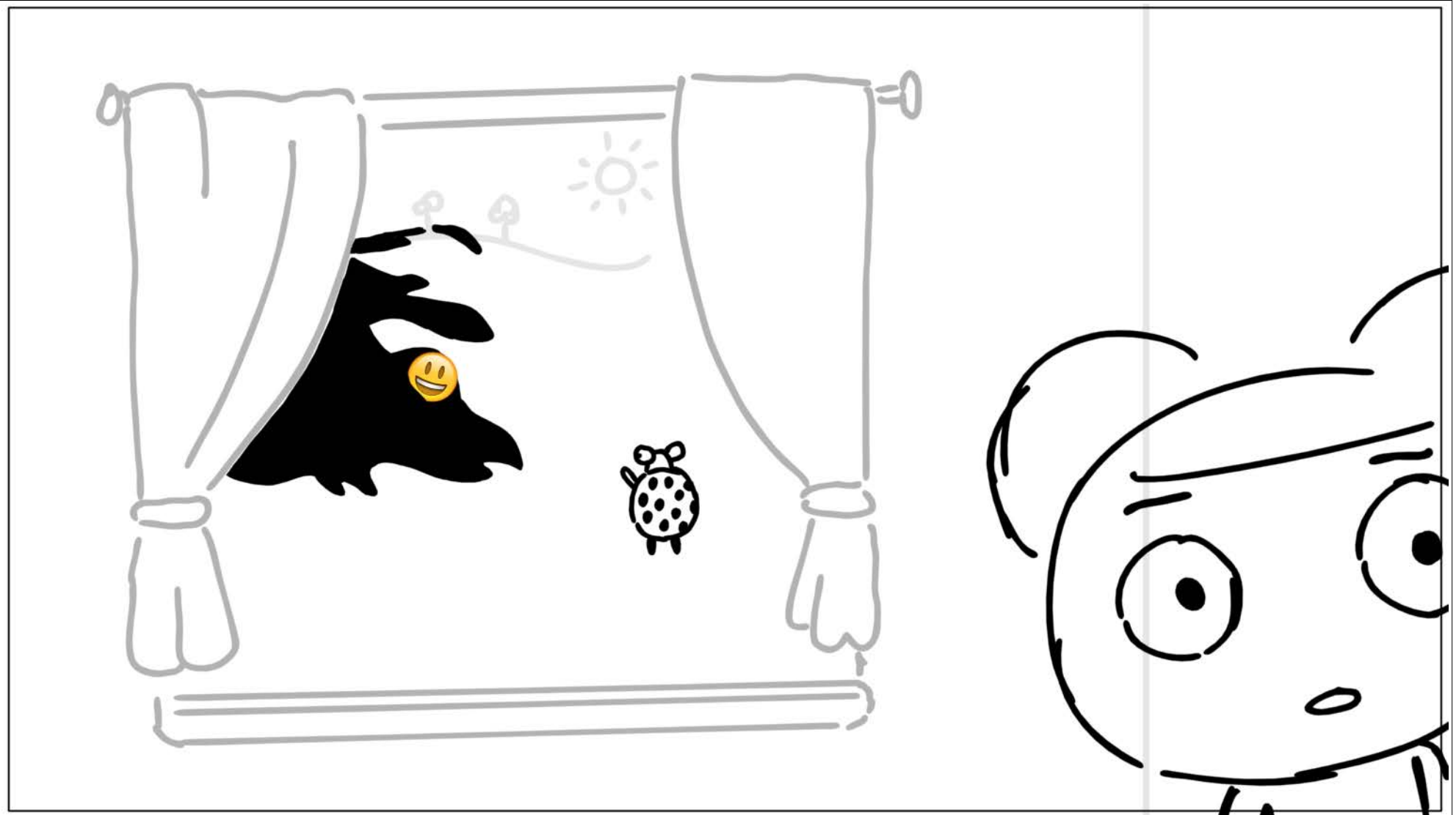
Action Notes

Scene

064

Panel

A



Dialog

BUGGY: Helloo!

(2)

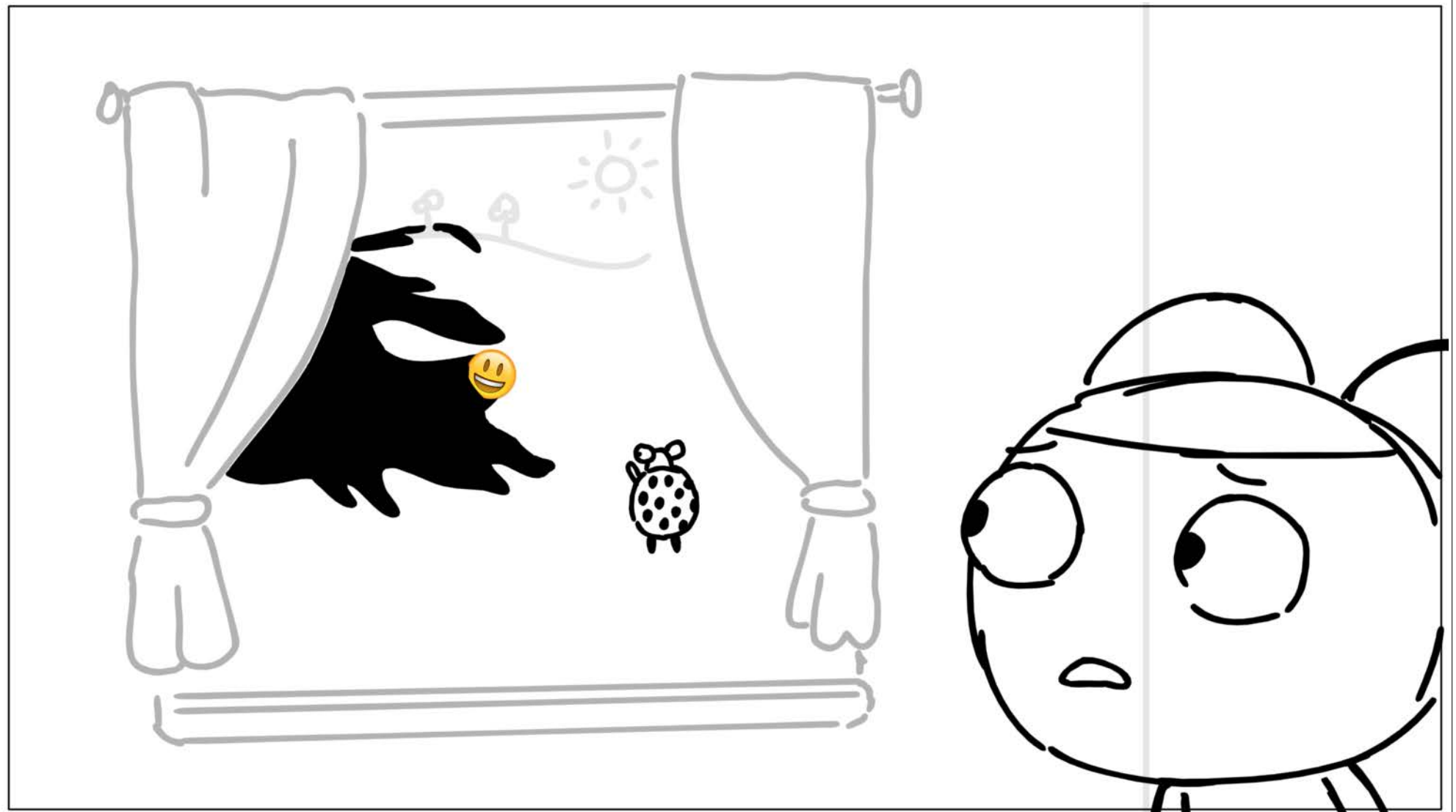
Action Notes

Scene

064

Panel

B



Dialog

BUGGY: Helloo!

(1)

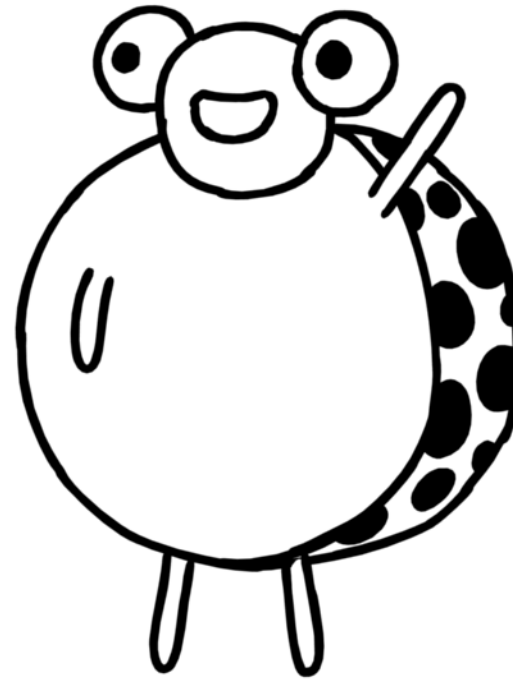
Action Notes

Scene

065

Panel

A



Dialog

BUGGY: Would you like to come play with me?

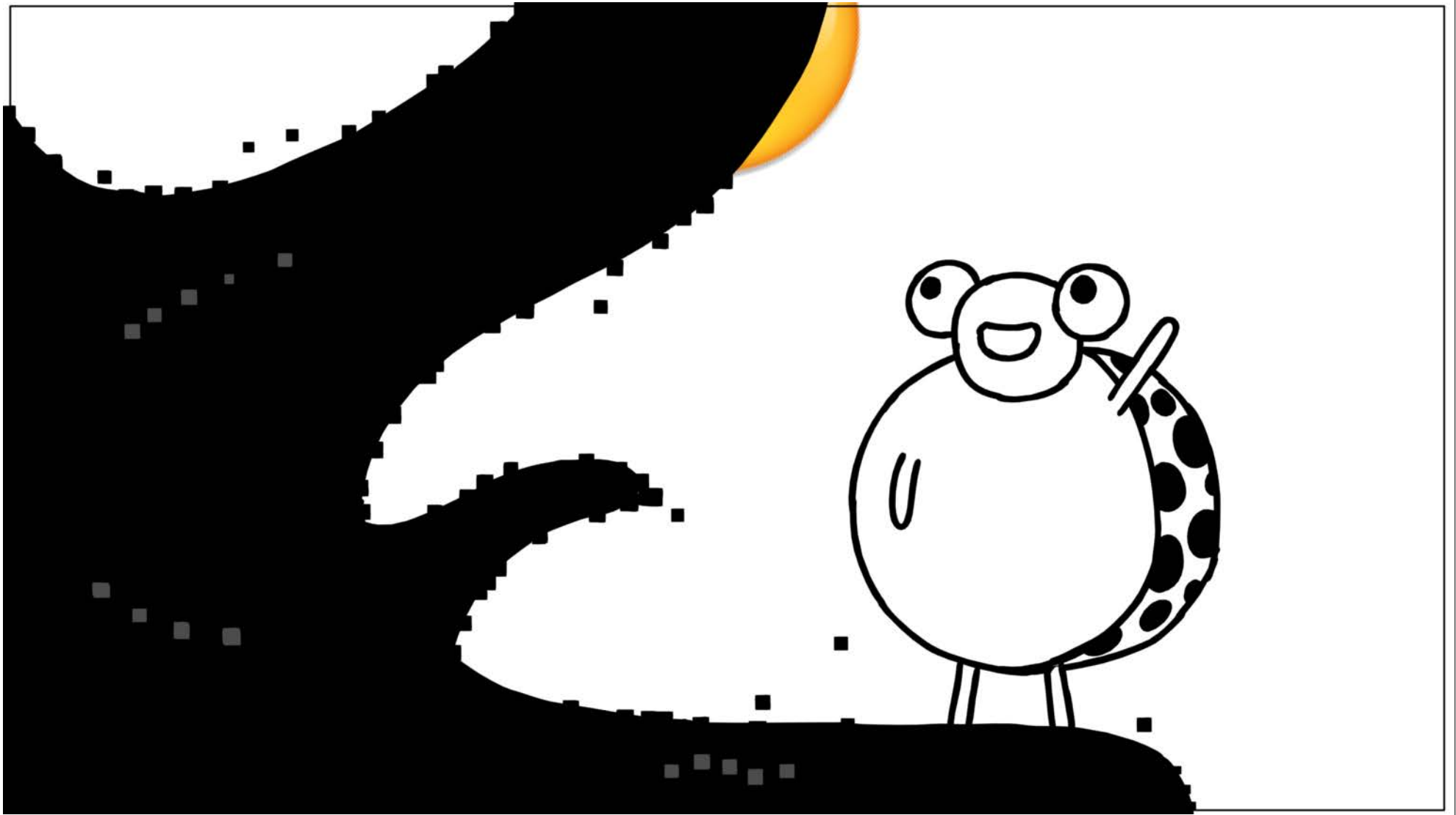
Action Notes

Scene

065

Panel

B



Dialog

BUGGY: Would you like to come play with me?

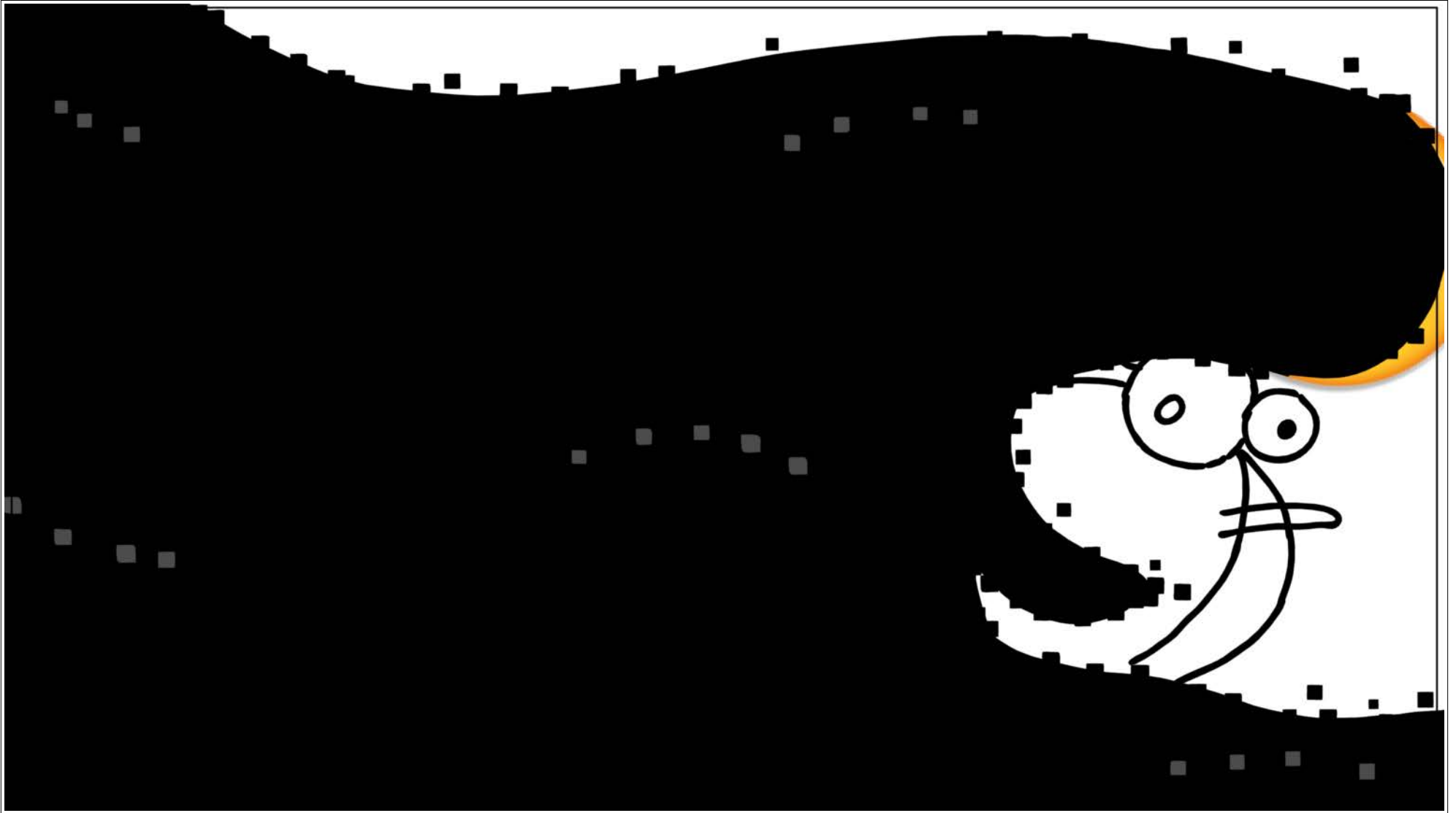
Action Notes

Scene

065

Panel

C



Dialog

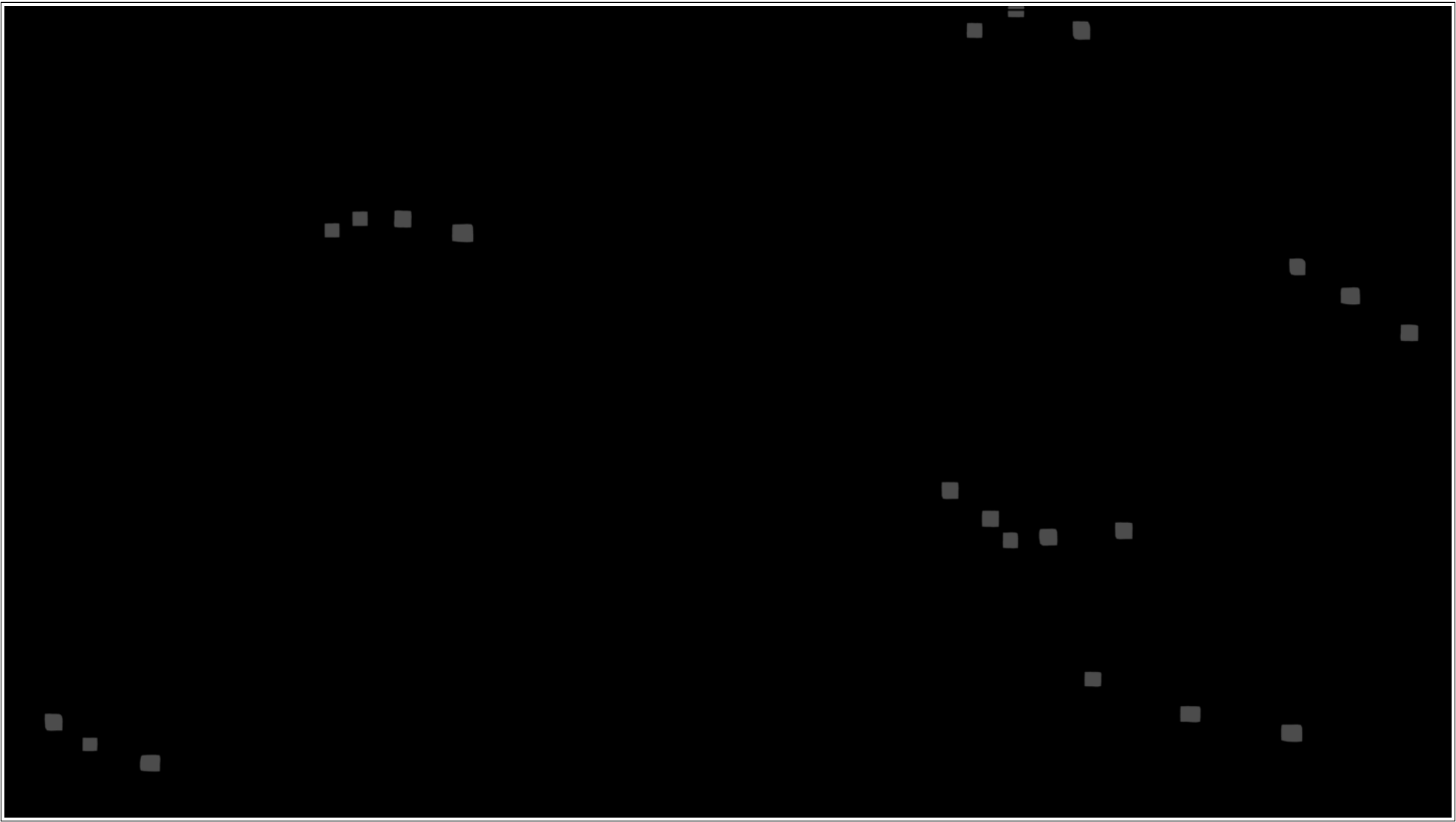
BUGGY: OOOOOHH!!

87fyuk^IYUTkfggliuygFKI^KUTGL&IUYgo87uyk

o&IGYoguyko87guyFO&*IYUF8ilugo78YUKO&I



Scene	065	Panel	D
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Dialog
%^UTDY8liugKF^&TYo68tfkGL*I&UYgi67ytKF^ri
UIGLJH6yftiktydc7UYKCITY8o6ukdt^%&EID^%

Action Notes

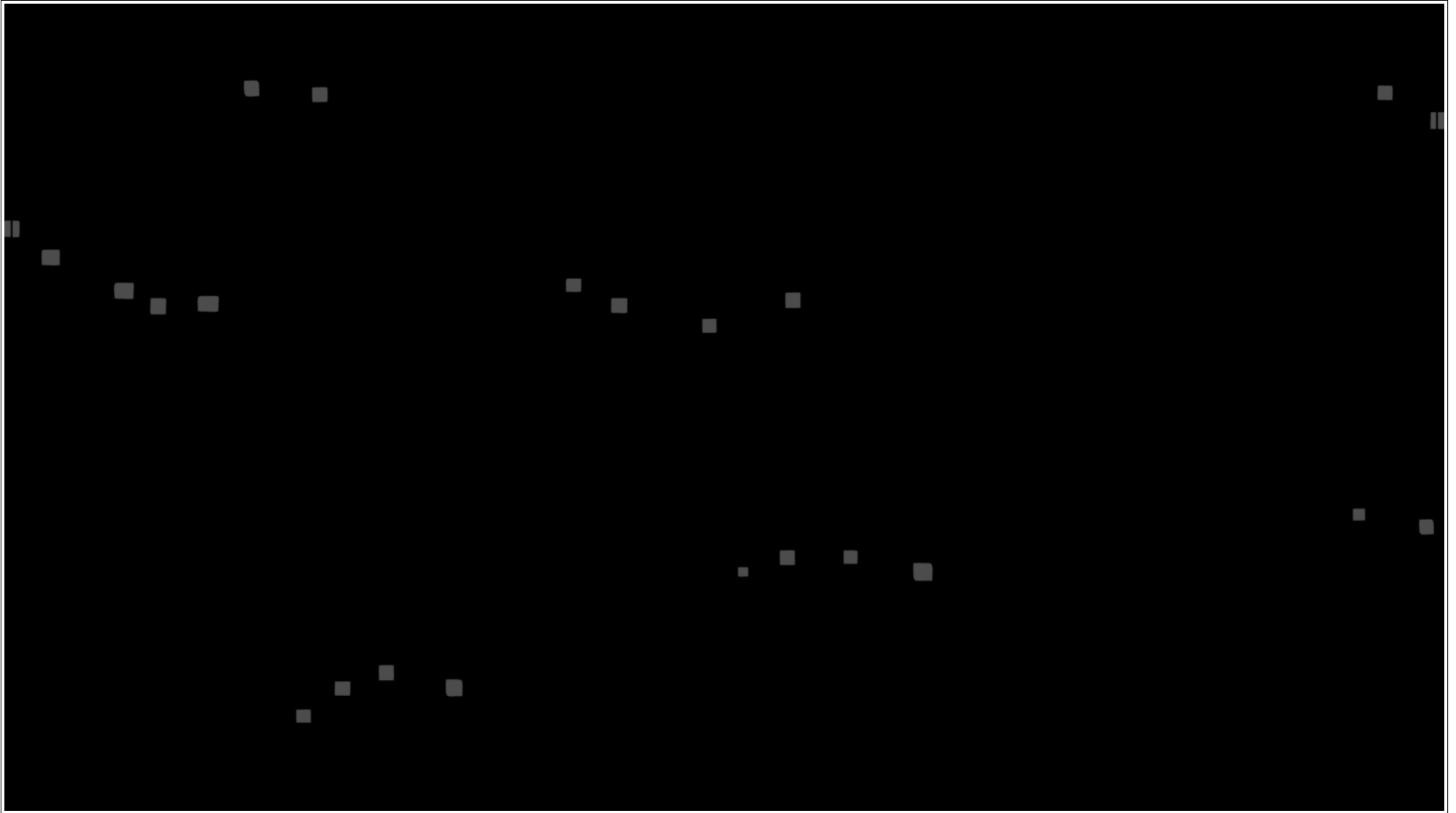


Scene

065

Panel

E



Dialog

*POGULifoyifuo6uITK*OPUITgo8767rfo876UP(*
o7ILUYKF6uiktfo87ku6RIF&%^UFo867kutfi8k6

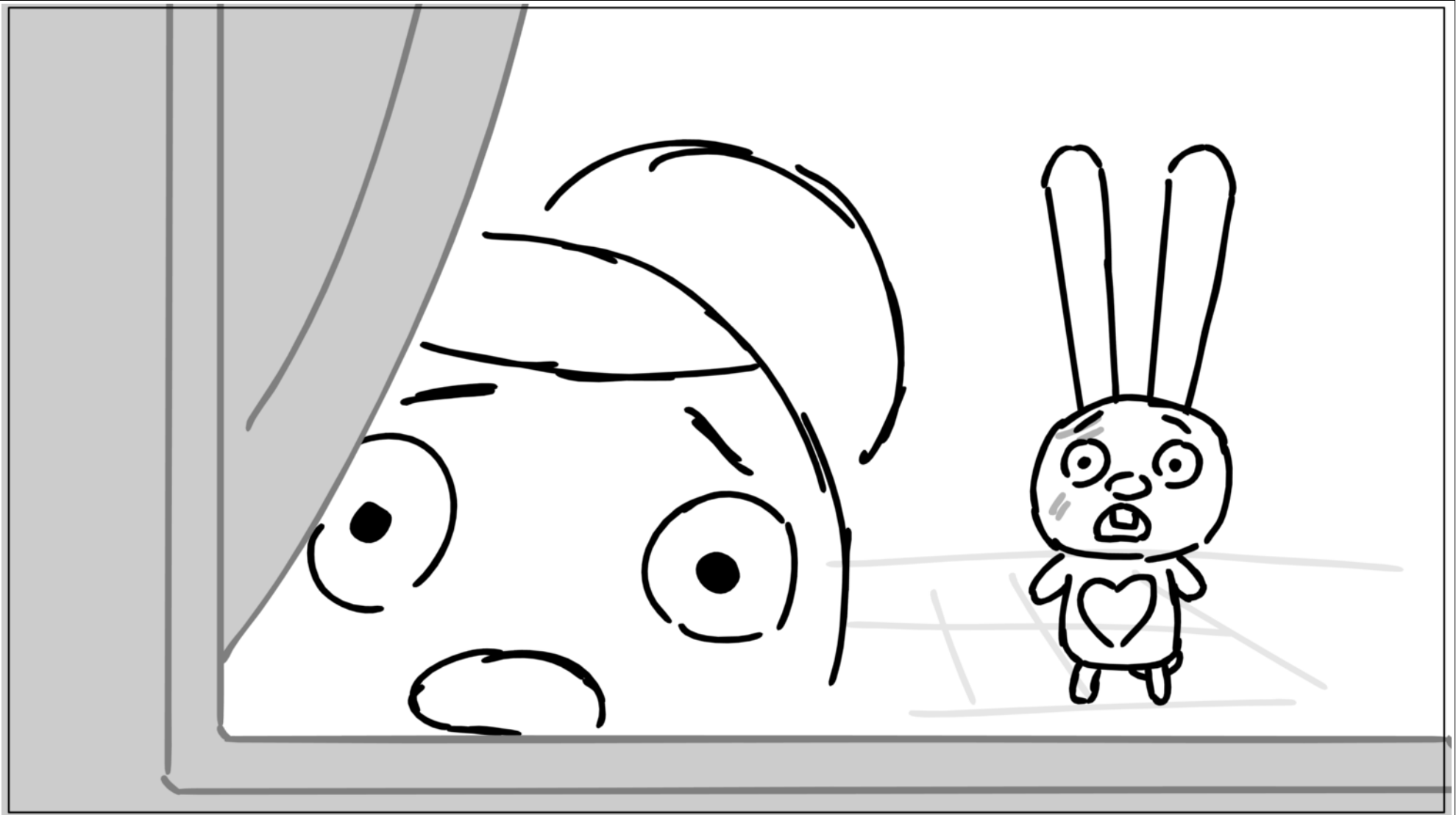
Action Notes

Scene

066

Panel

A



Dialog

PIBBY: !!!

BUNBUN: !!!

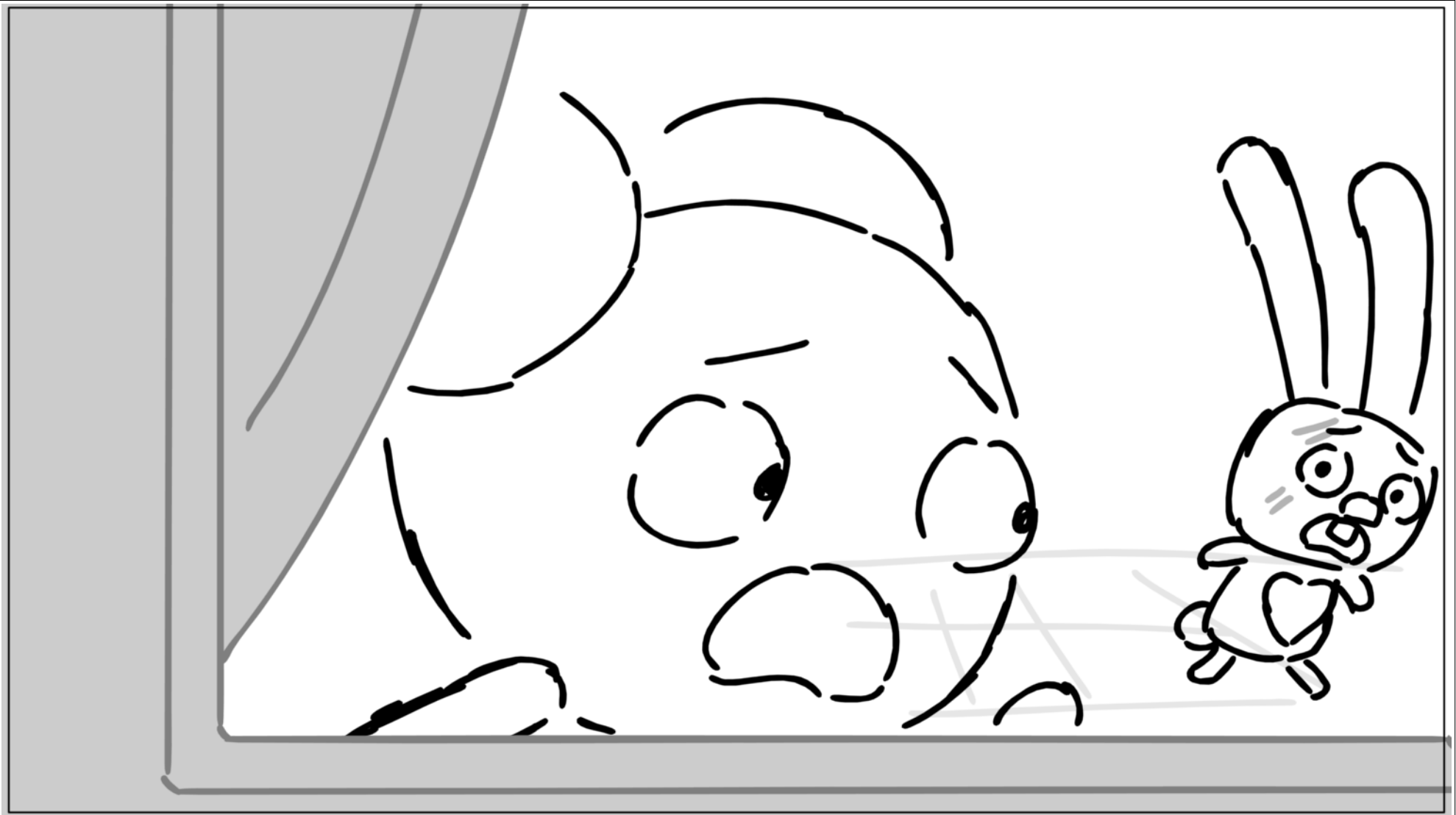
Action Notes

Scene

066

Panel

B



Dialog

PIBBY: RUN!!

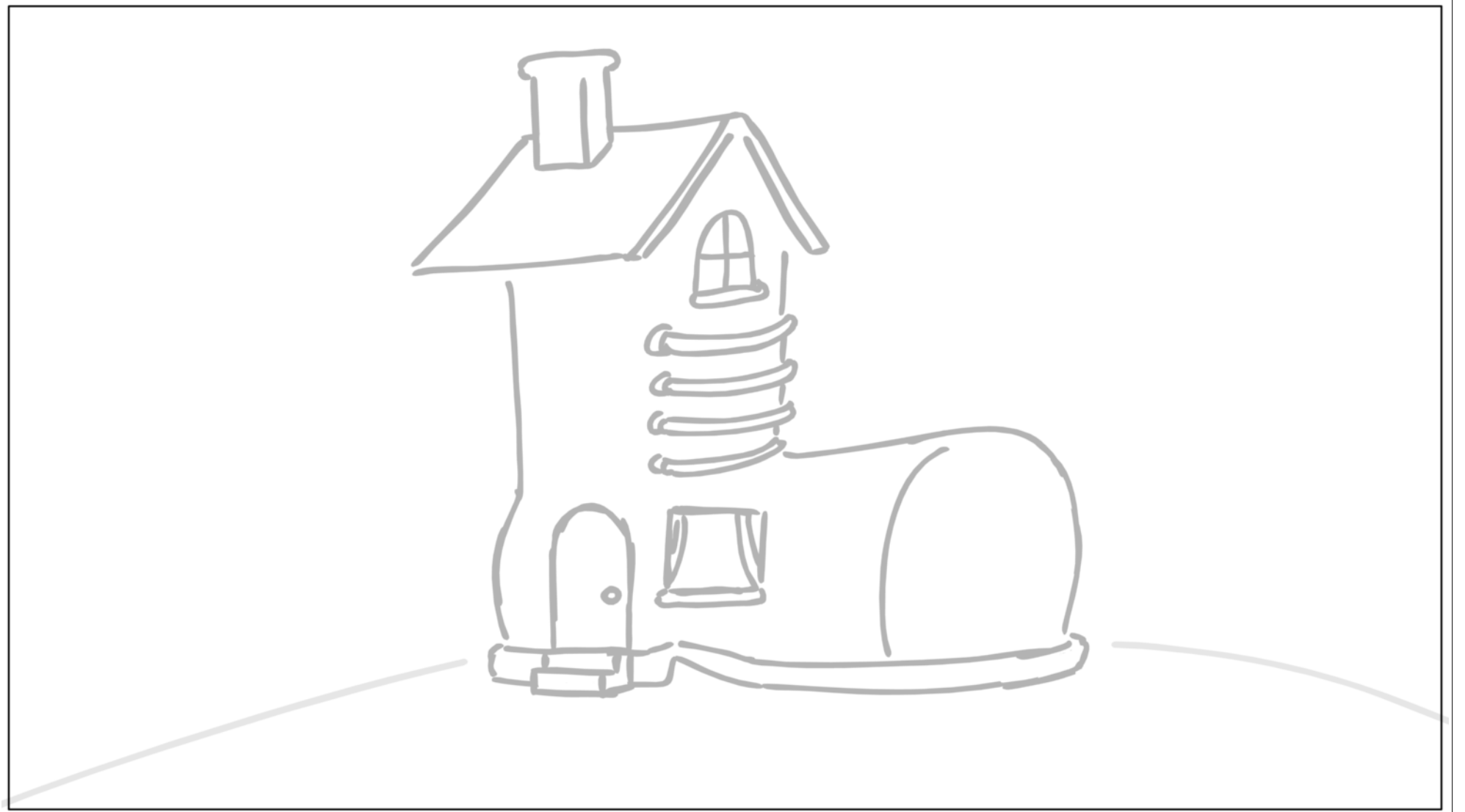
Action Notes

Scene

067

Panel

A



Dialog

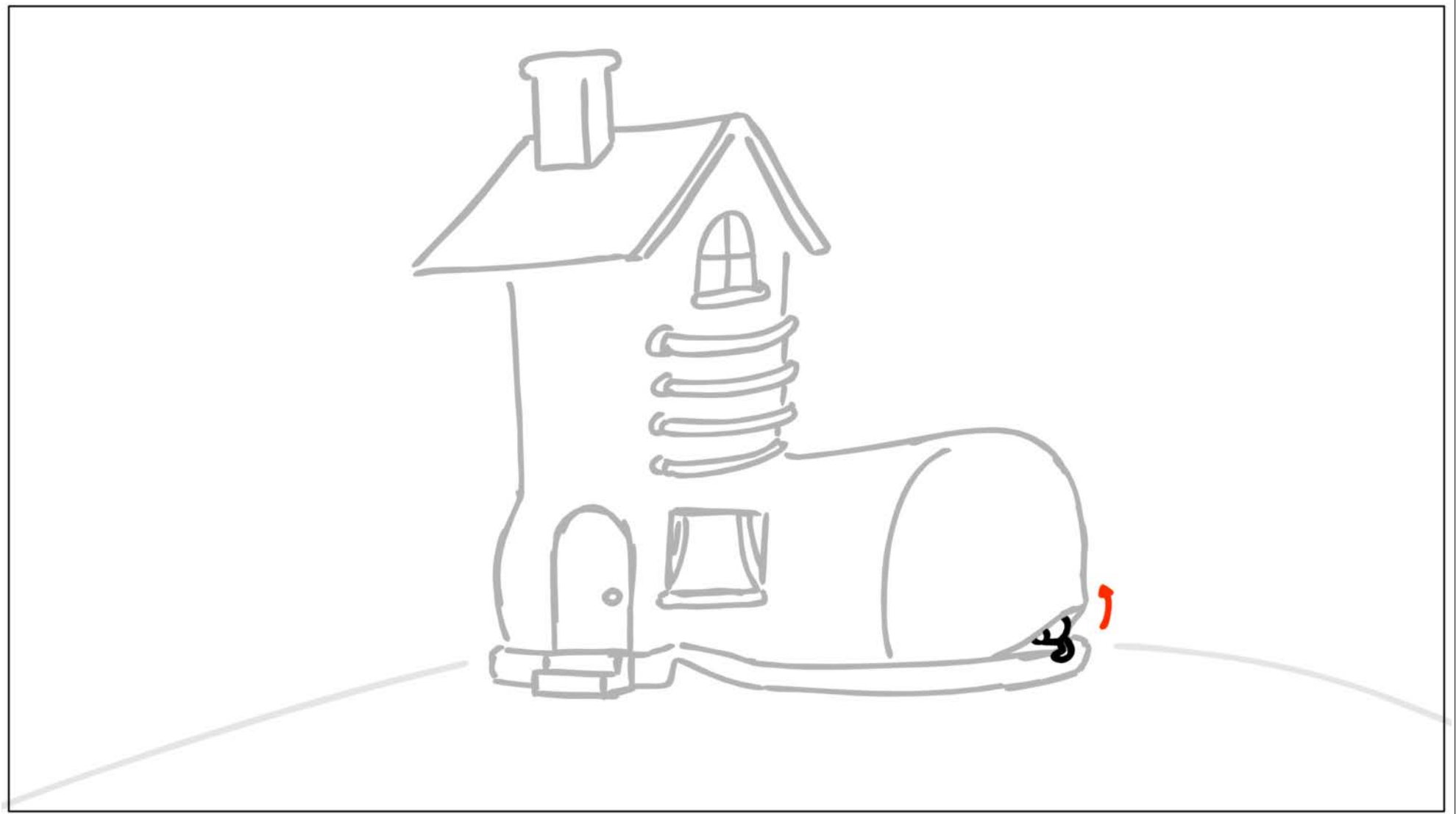
OIGbi6fukO*ILUGi6k7tFOL&IYUFOKU^YfliyhvI^
(P*UIGg7iluyfUYKFOLYUh;li.ufkUT^O^UYKfliyu
GVHi5dtliyKT^Fi5tdLY<FTJYk,uymtjyKUMTJMk

Scene

067

Panel

B



Dialog

%^UTDY8liugKF^&TYo68tfkGL*I&UYgi67ytKF^ri
UIGLJH6yftiktydc7UYKCITY8o6ukdt^%&EID^%

Action Notes

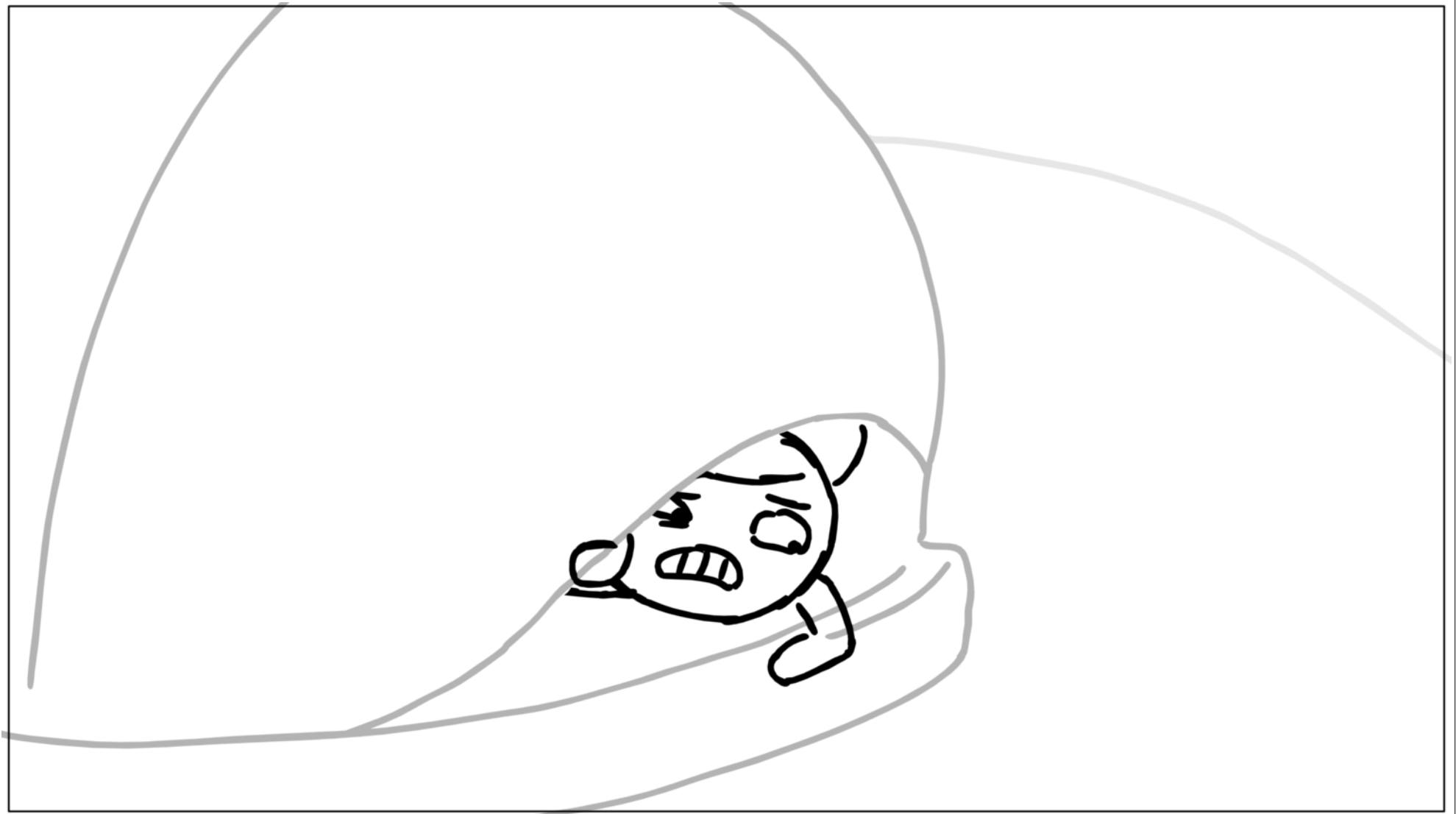


Scene

068

Panel

A



Dialog

PIBBY: errff!

Action Notes

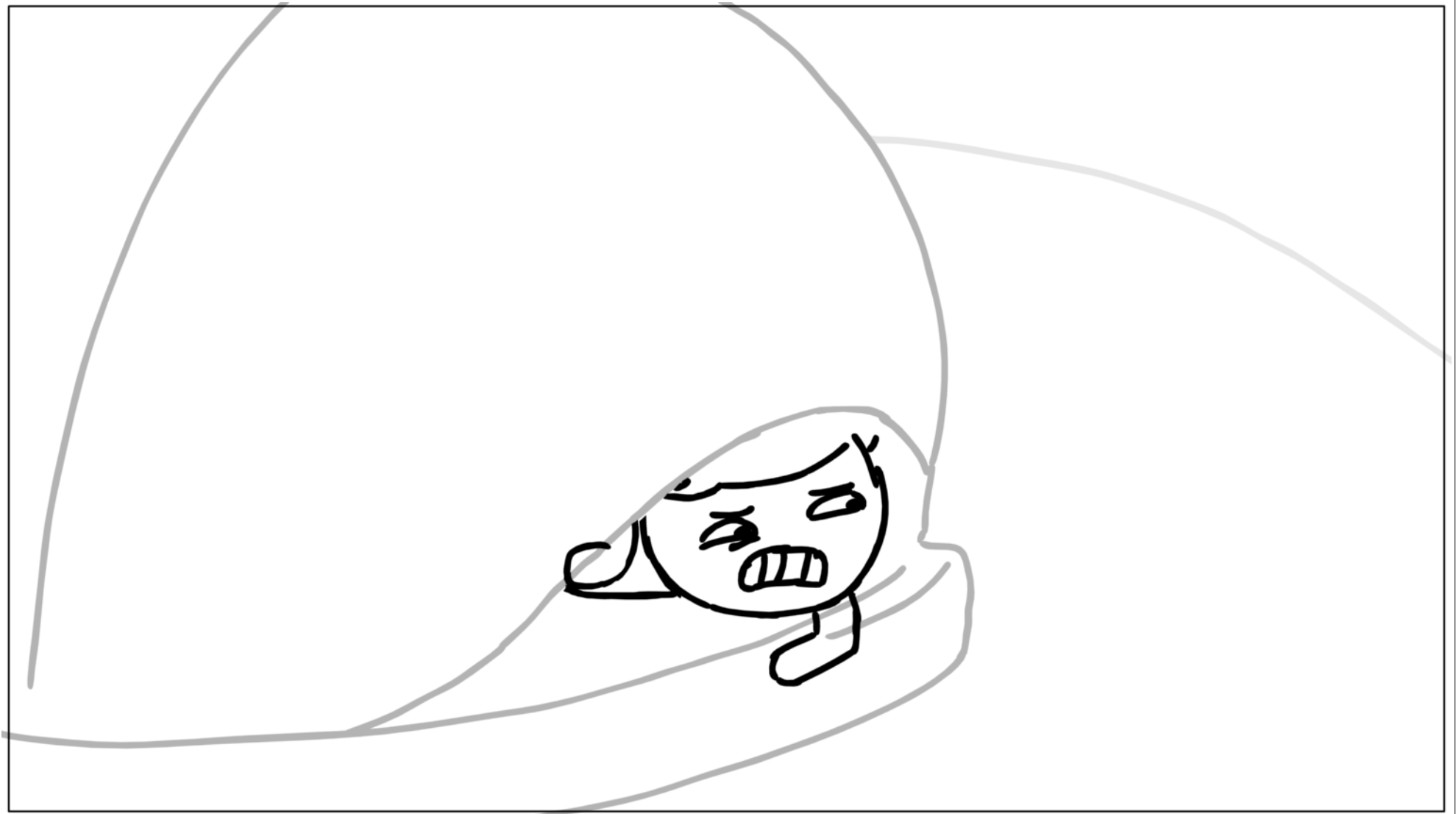


Scene

068

Panel

B



Dialog

PIBBY: errff!

Action Notes

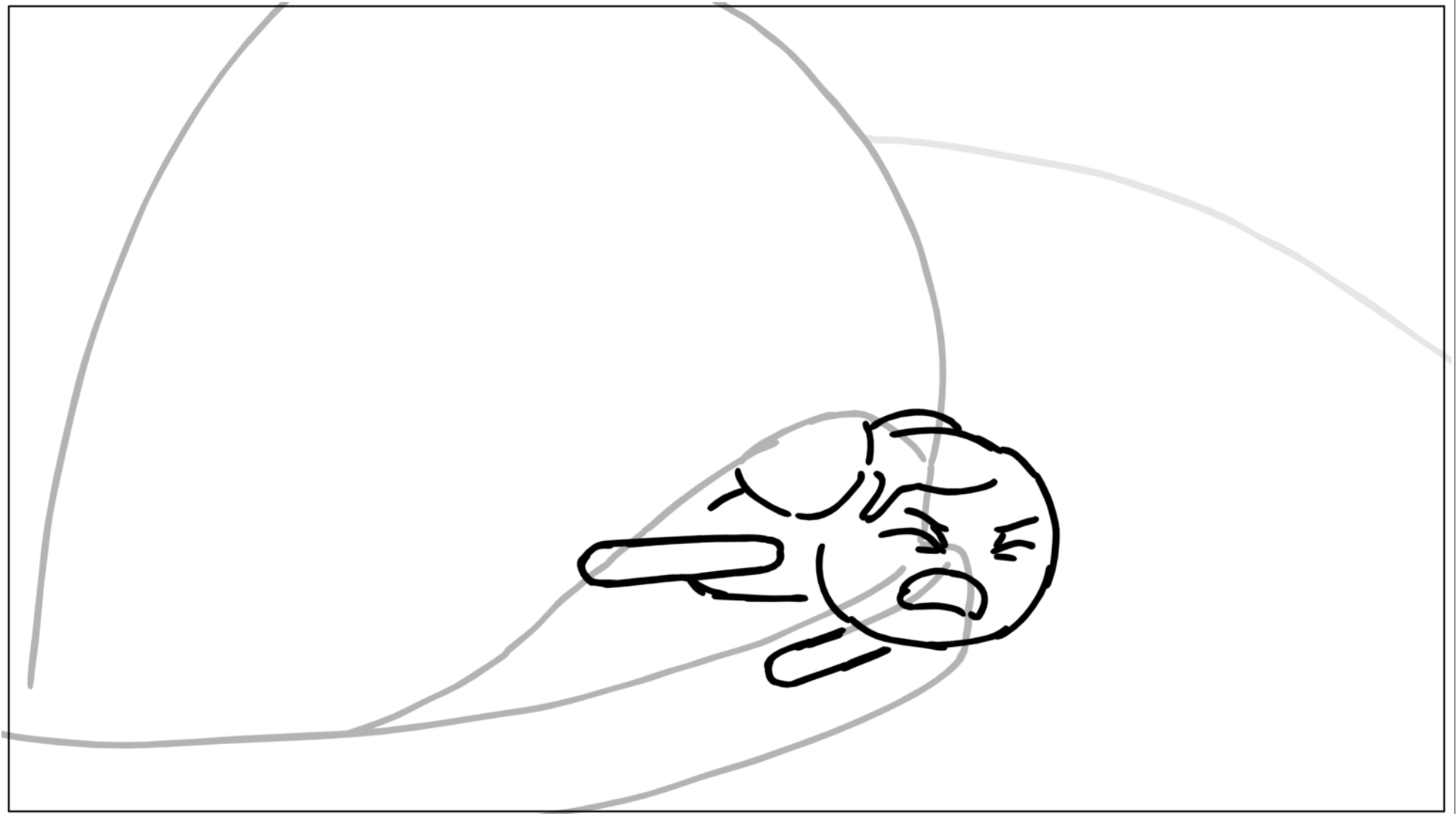


Scene

068

Panel

C



Dialog

PIBBY: aah!

Action Notes

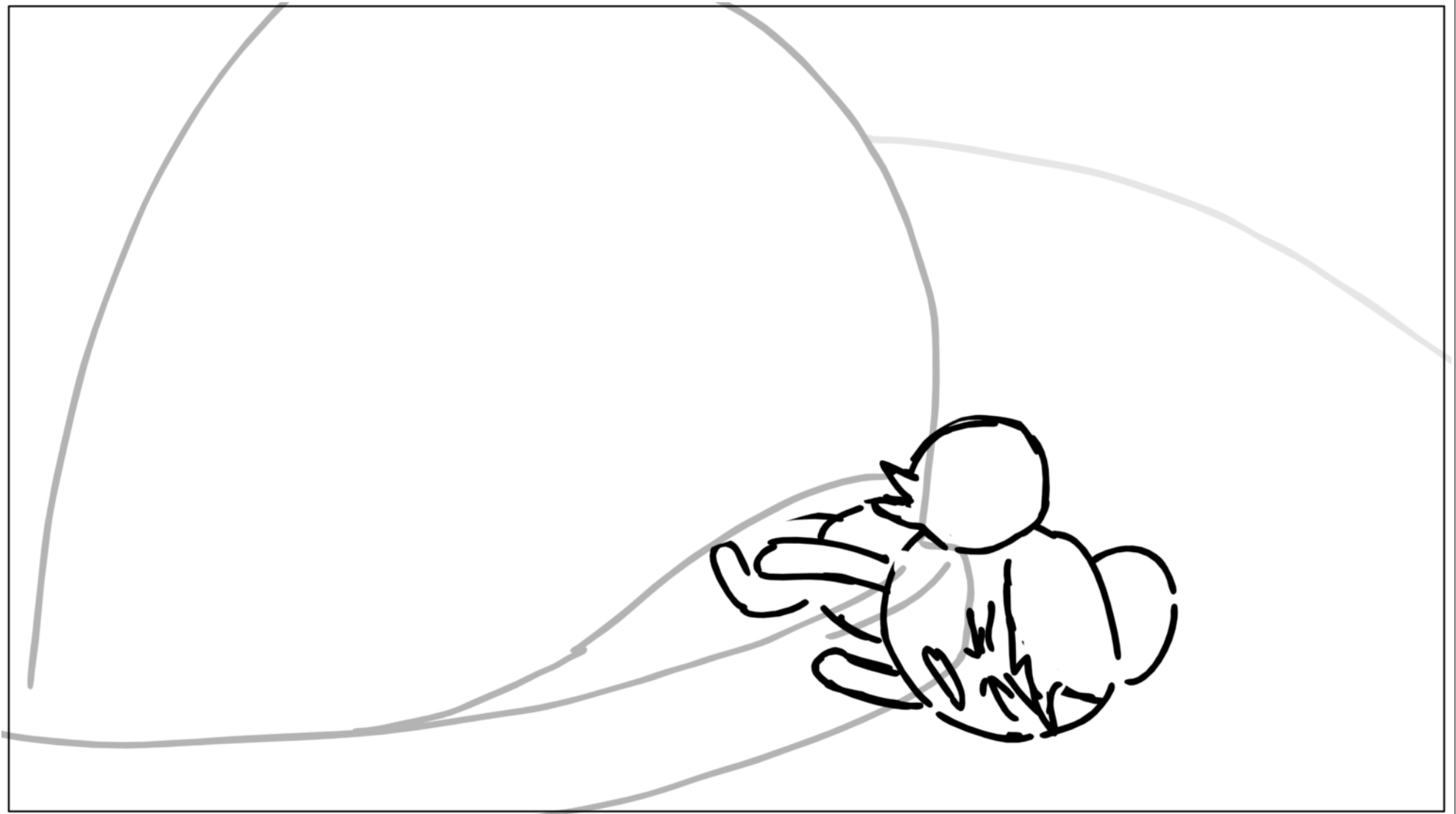


Scene

068

Panel

D



Dialog

PIBBY: oof

Action Notes

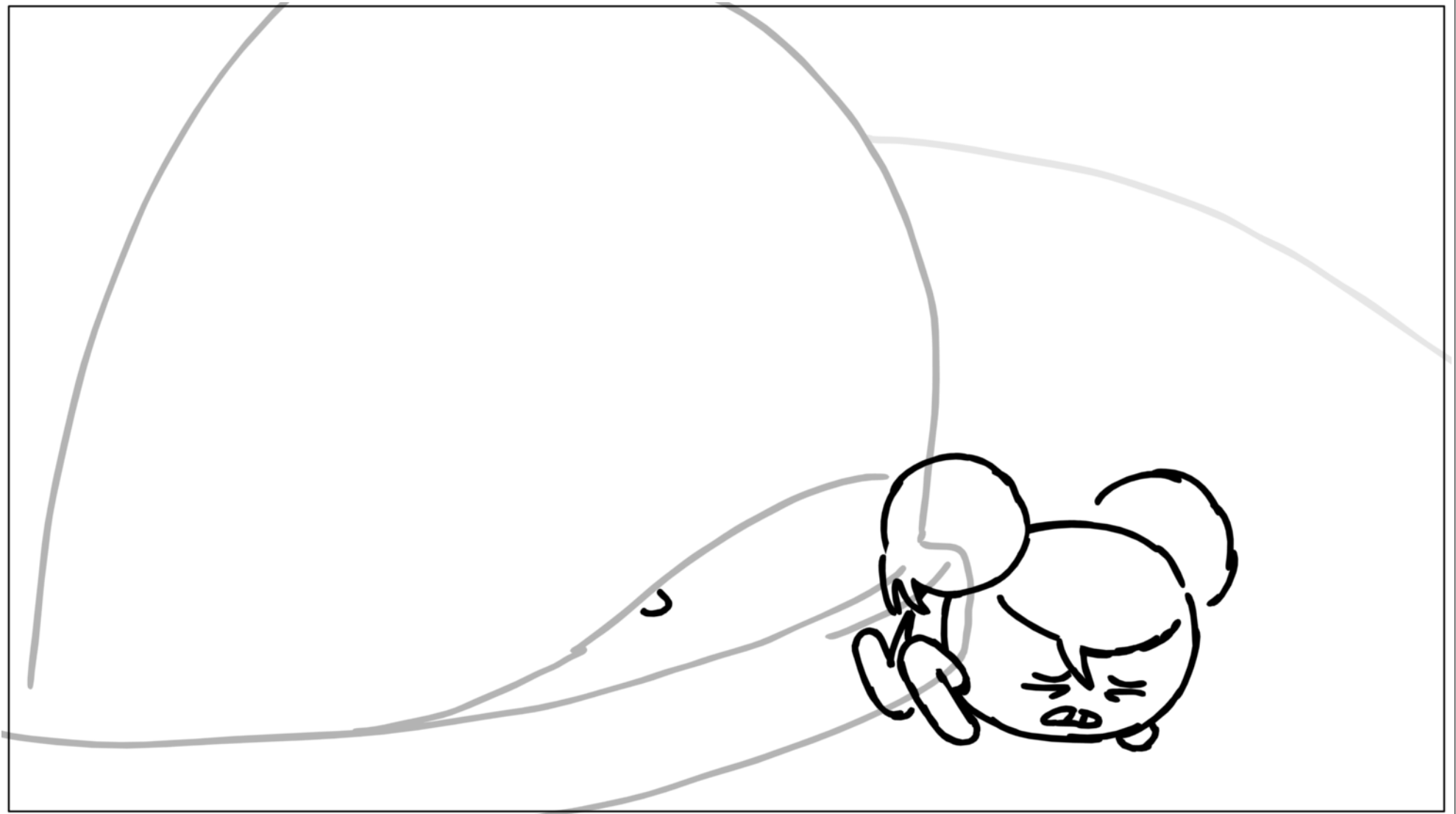


Scene

068

Panel

E



Dialog

PIBBY: oof

Action Notes

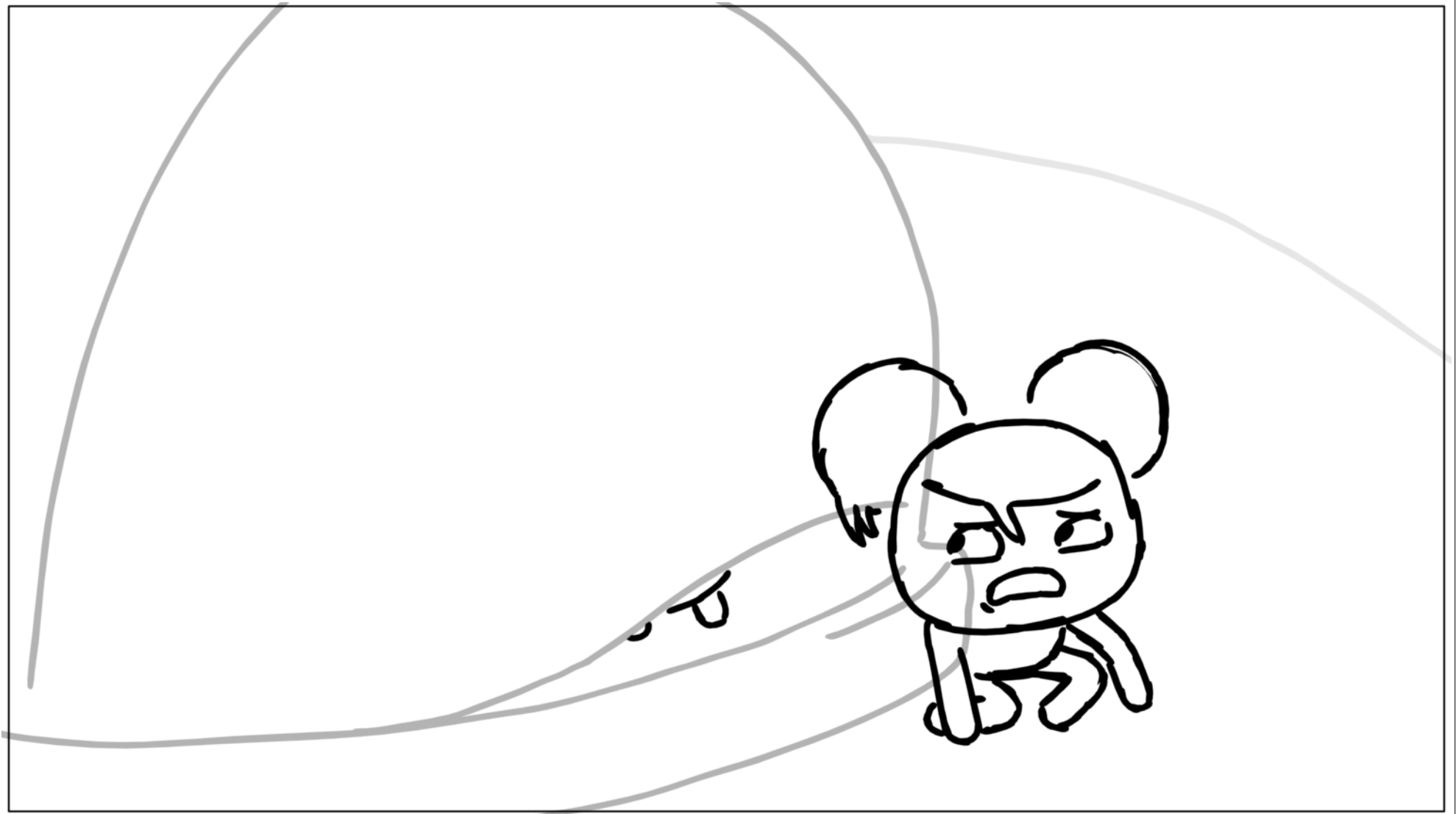


Scene

068

Panel

F



Dialog

PIBBY: oof

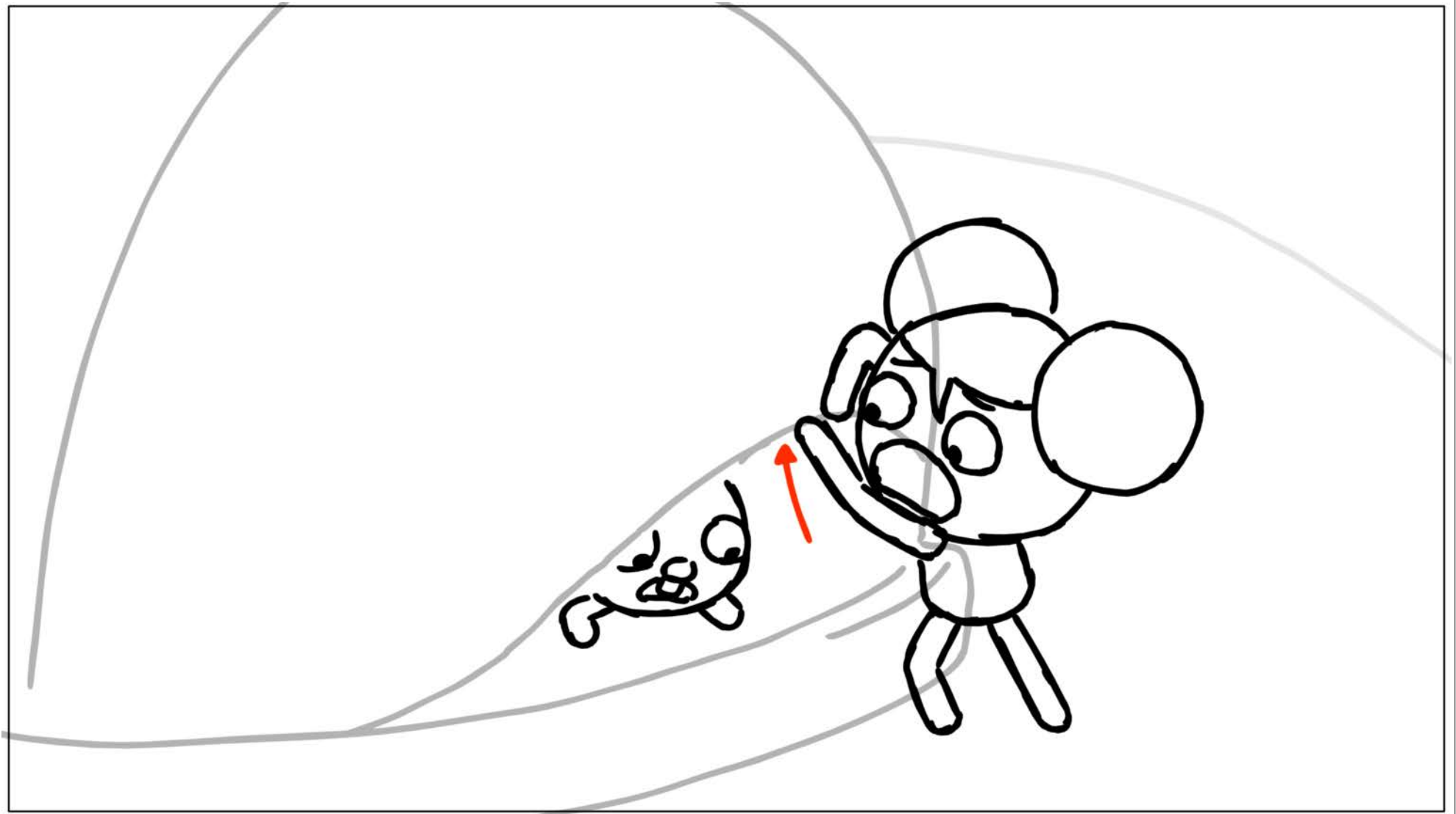
Action Notes

Scene

068

Panel

G



Dialog

PIBBY: C'mon!

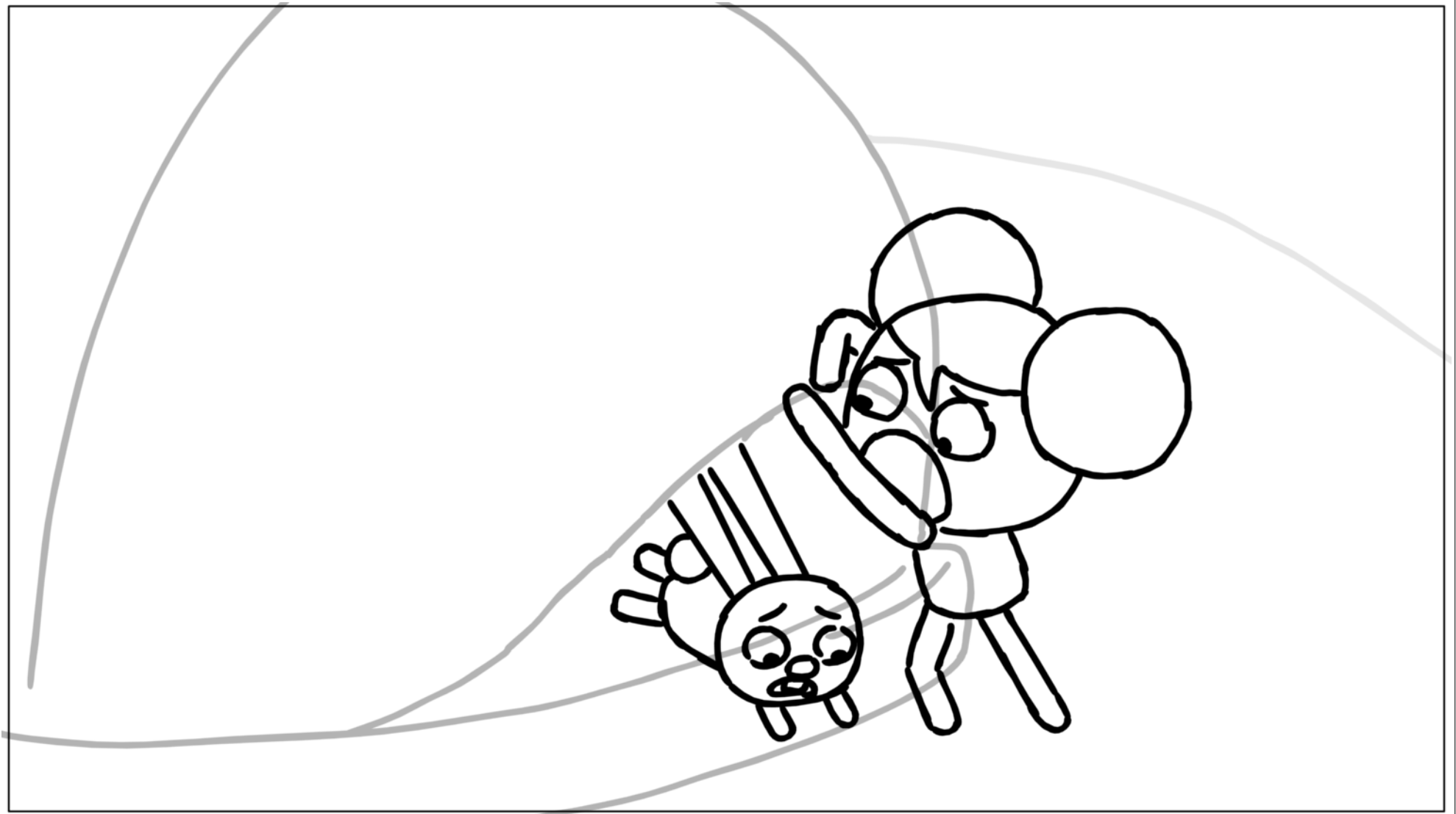
Action Notes

Scene

068

Panel

H



Dialog

PIBBY: oof

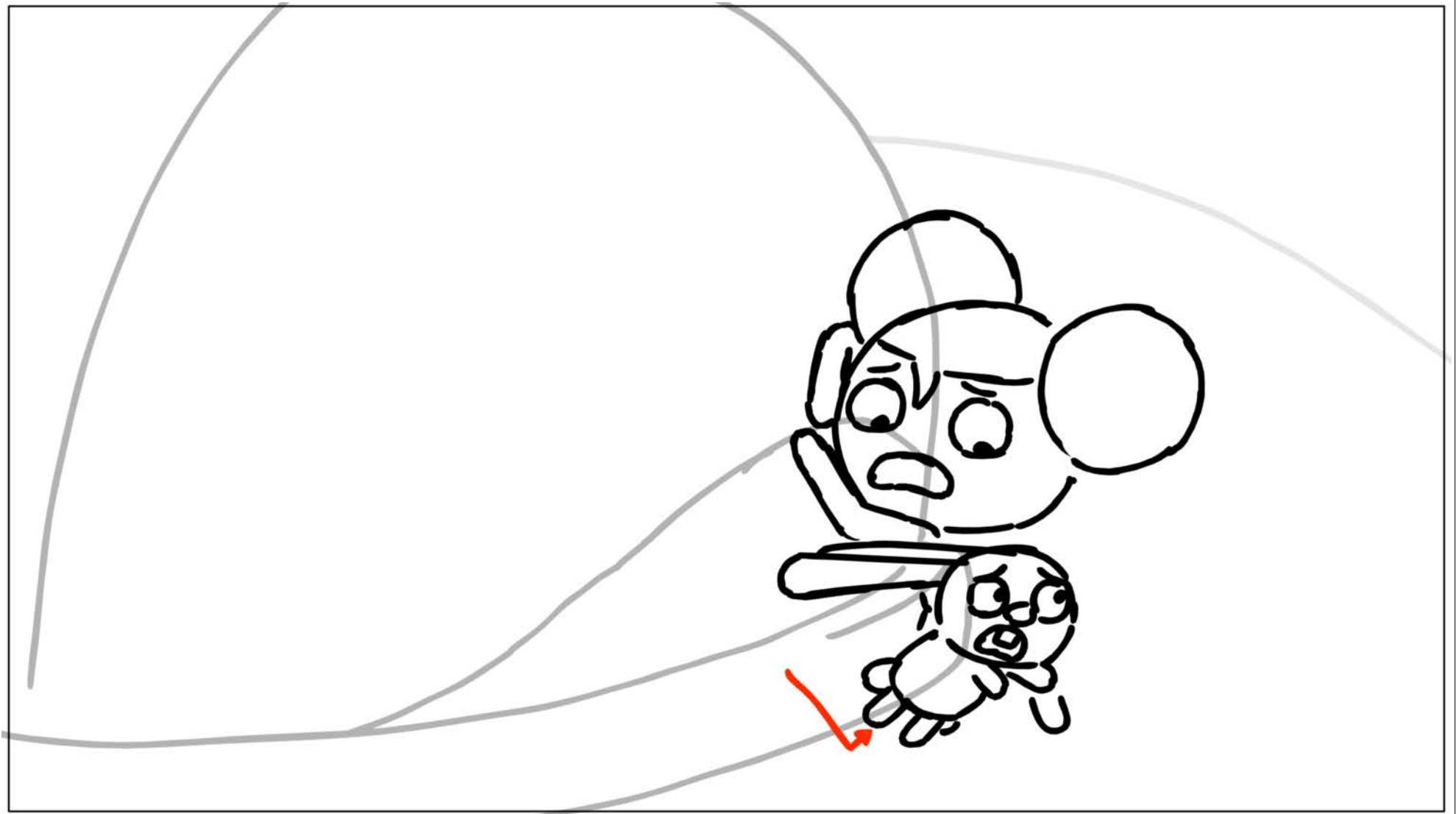
Action Notes

Scene

068

Panel

I



Dialog

PIBBY: oof

Action Notes

Scene

068

Panel

J



Dialog

PIBBY: oof

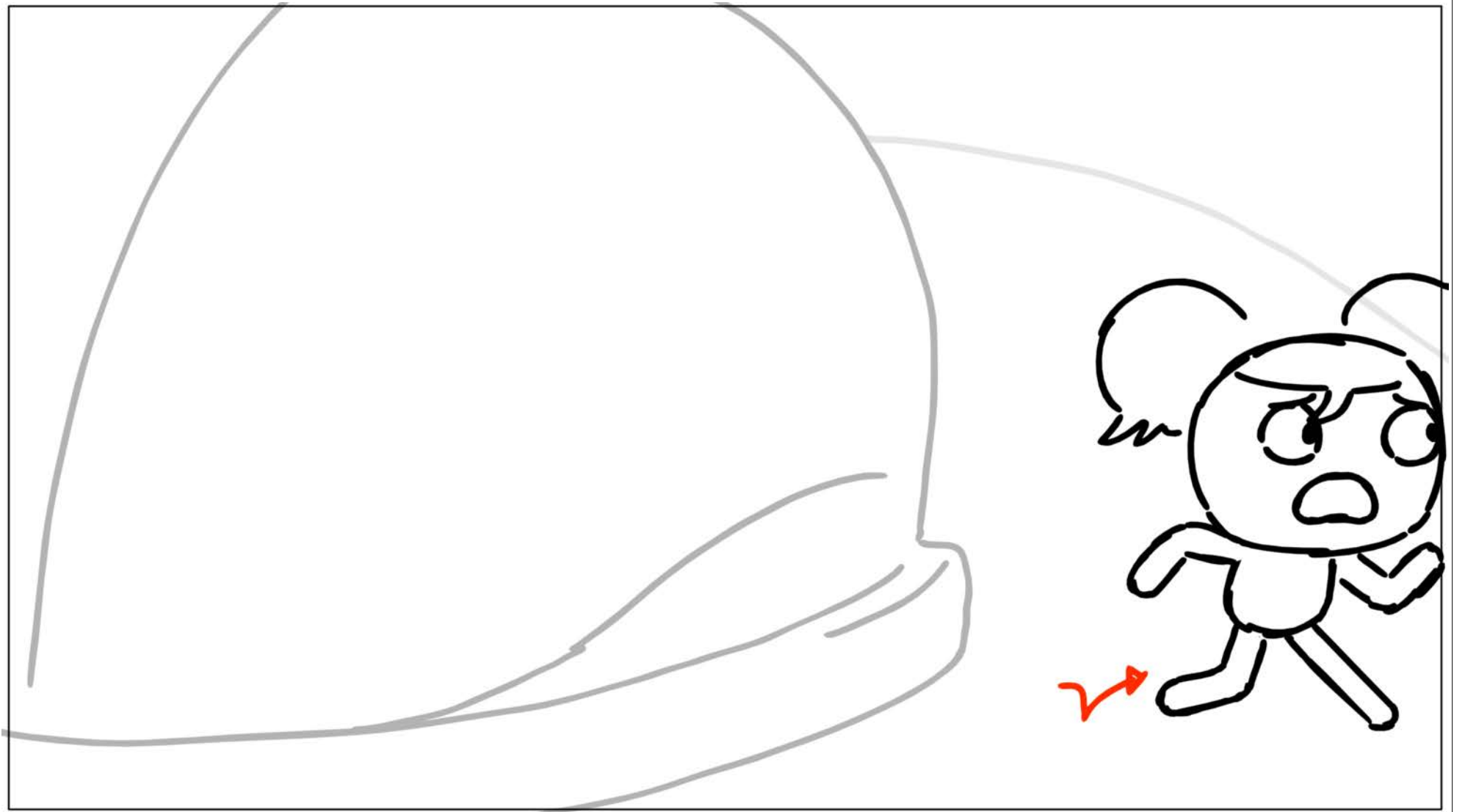
Action Notes

Scene

068

Panel

K



Dialog

PIBBY: oof

Action Notes



Scene

069A

Panel

A



Dialog

IGbi6fukO*ILUGi6k7tFOL&IYUFOKU^YfliyhvI^O
(P*UIGg7iluyfUYKFOLYUh;li.ufkUT^O^UYKFliyu
GVHi5dtliyKT^Fi5tdLY<FTJYk ,uymtjyKUMTJMk

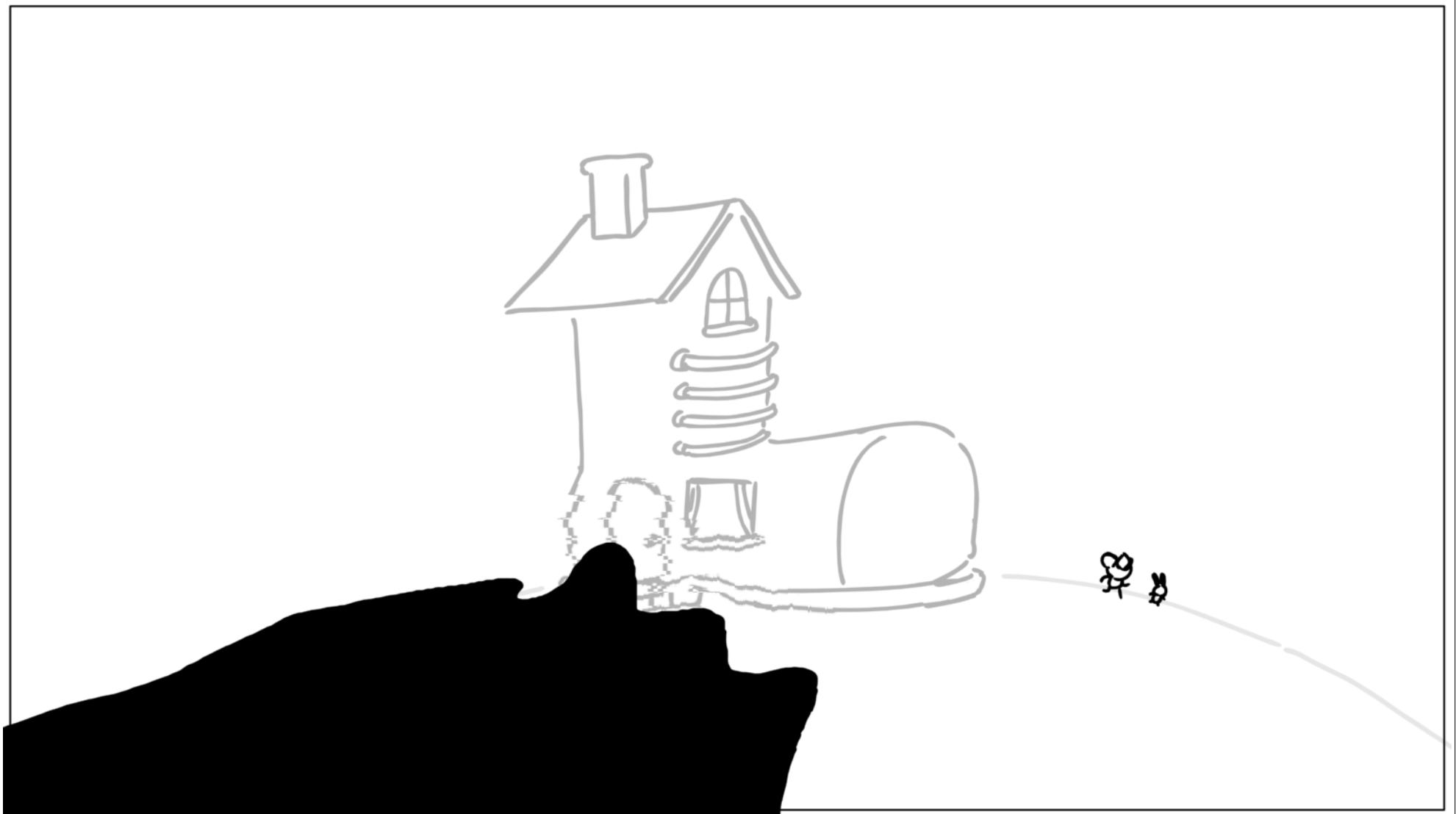


Scene

069A

Panel

B



Dialog

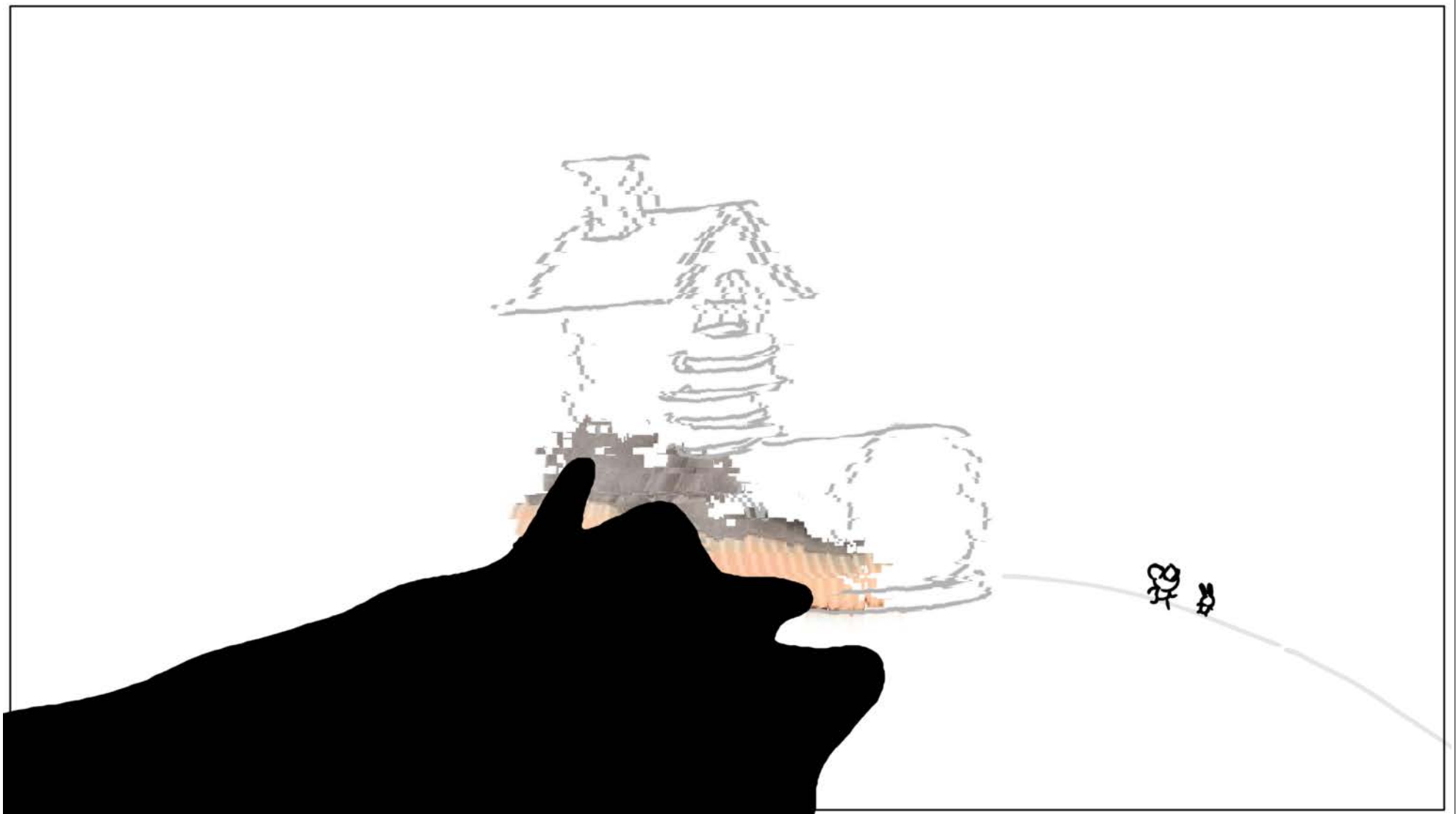
IGbi6fukO*ILUGi6k7tFOL&IYUFOKU^YfliyhvI^O
(P*UIGg7iluyfUYKFOLYUh;li.ufkUT^O^UYKfliyu
GVHi5dtliyKT^Fi5tdLY<FTJYk,uymtjyKUMTJMk

Scene

069A

Panel

C



Dialog

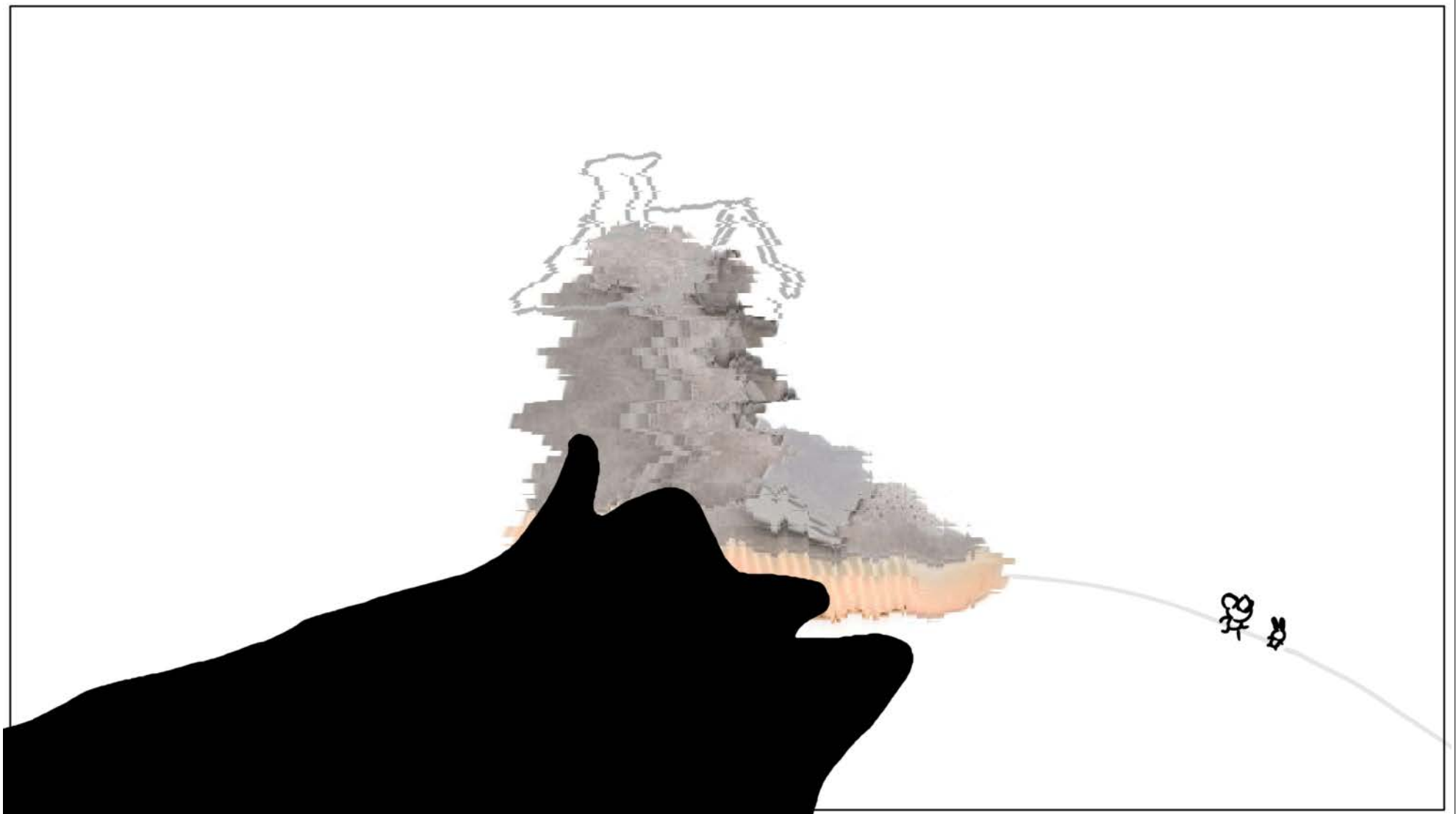
IGbi6fukO*ILUGi6k7tFOL&IYUFOKU^YfliyhvI^O
(P*UIGg7iluyfUYKFOLYUh;li.ufkUT^O^UYKfliyu
GVHi5dtliyKT^Fi5tdLY<FTJYk,uymtjyKUMTJMk

Scene

069A

Panel

D



Dialog

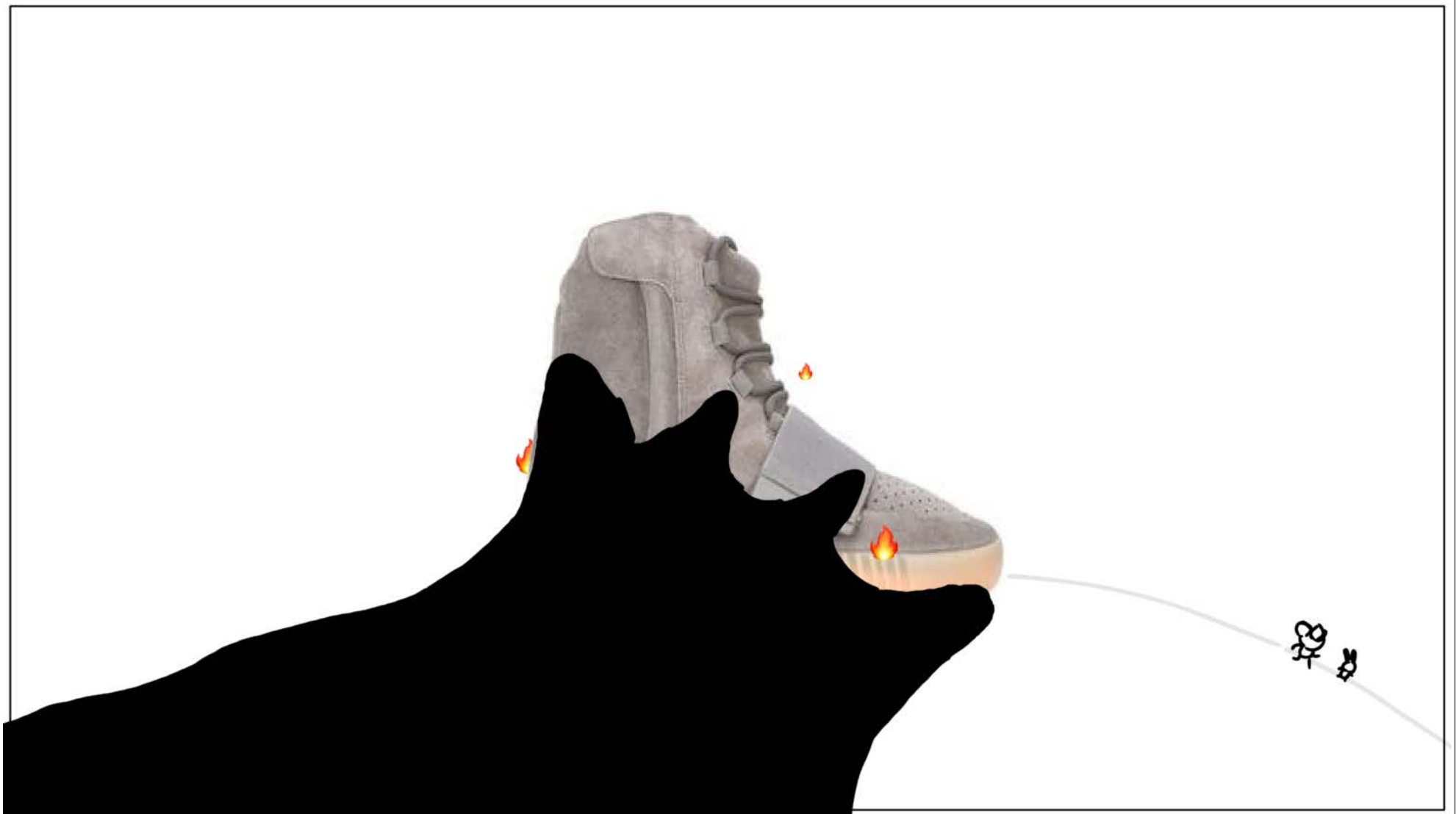
IGbi6fukO*ILUGi6k7tFOL&IYUFOKU^YfliyhvI^O
(P*UIGg7iluyfUYKFOLYUh;li.ufkUT^O^UYKfliyu
GVHi5dtliyKT^Fi5tdLY<FTJYk,uymtjyKUMTJMk

Scene

069A

Panel

E



Dialog

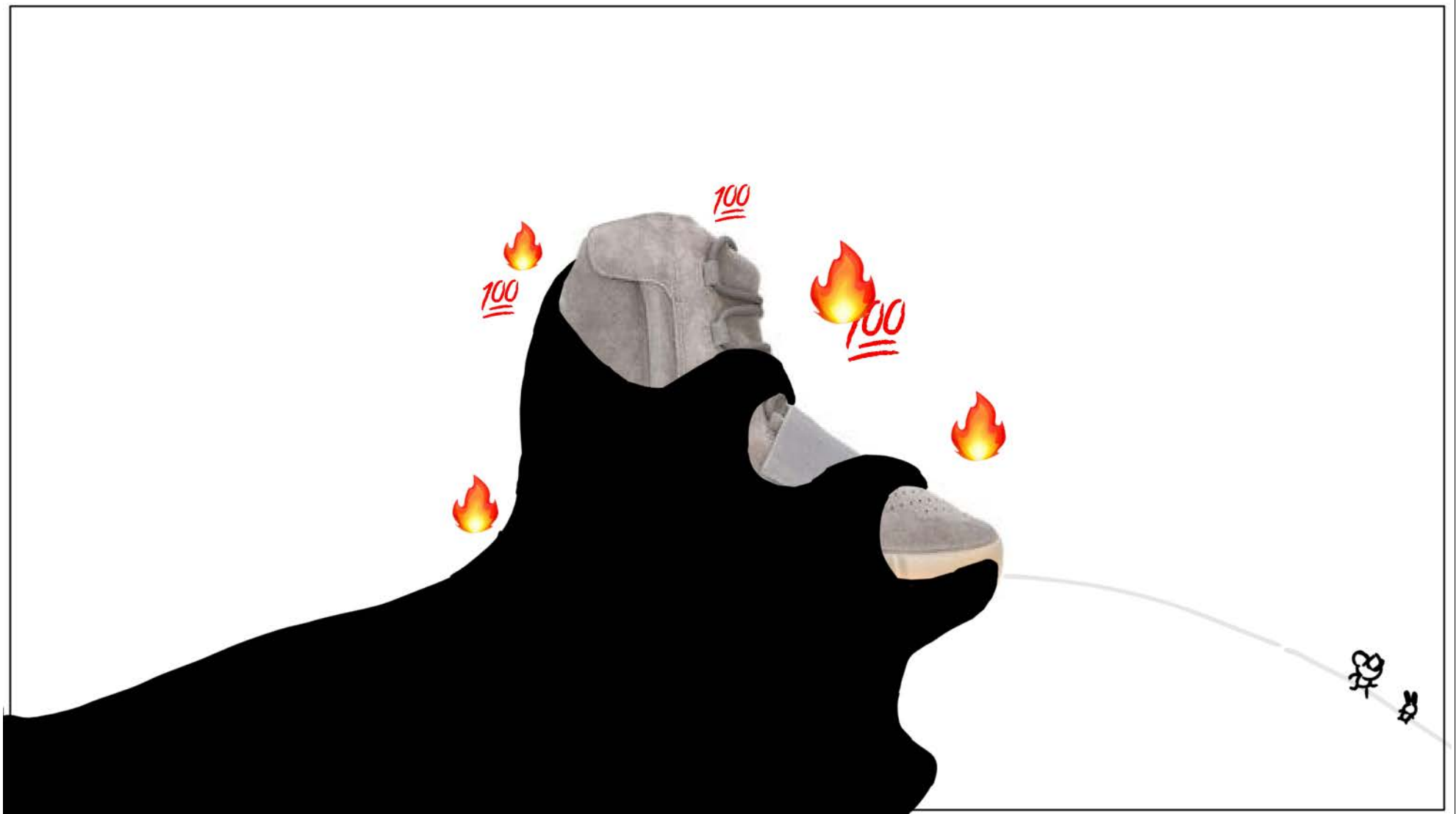
98b7ub&*VUYKF9v878tousyFIV^&TYFVbykv78tu
I^UKYFfo7kuyfMYTVTol7iuyjgkmYTVV^*ukuyg^
UKYFtyjf6iKUTYFf6kuytdJU%TRDUJjytyjDI&7ytf

Scene

069A

Panel

F



Dialog

98b7ub&*VUYKF9v878touyFIV^&TYFVbykv78tu
I^UKYFfo7kuyfMYTVTol7iuyjgkmYTVV^*ukuyg^
UKYFtyjf6iKUTYFf6kuytdJU%TRDUJjytyjDI&7ytf

Scene

069A

Panel

G



Dialog

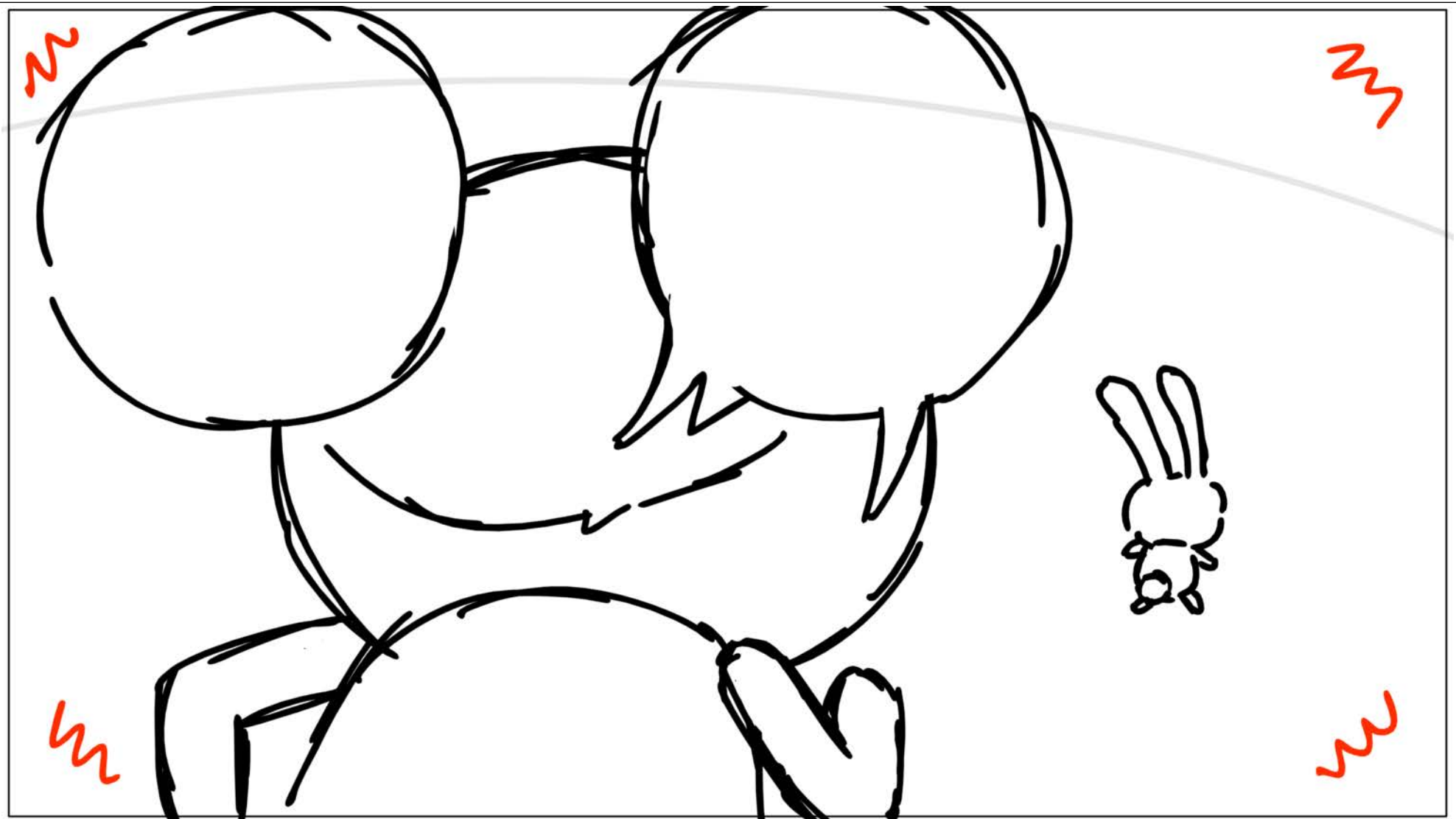
98b7ub&*VUYKF9v878tousyFIV^&TYFVbykv78tu
I^UKYFfo7kuyfMYTVTol7iuyjgkmYTVV^*ukuyg^
UKYFtyjf6iKUTYFf6kuytdJU%TRDUJjytyjDI&7ytf

Scene

070

Panel

A



Dialog

PIBBY: <running efforts>

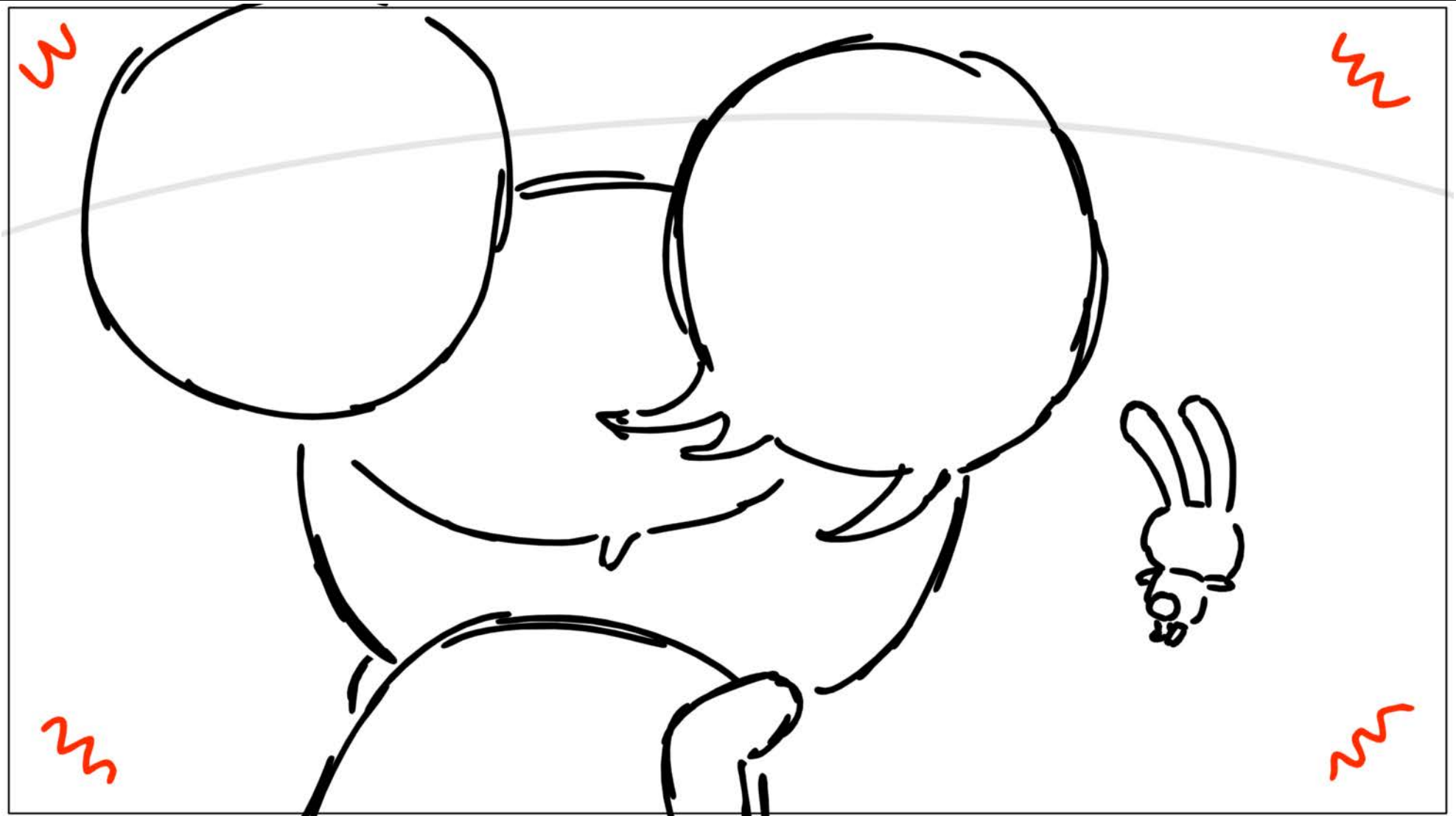
Action Notes

Scene

070

Panel

B



Dialog

PIBBY: <running efforts>

Action Notes

Scene

070

Panel

C



Dialog

PIBBY: <running efforts>

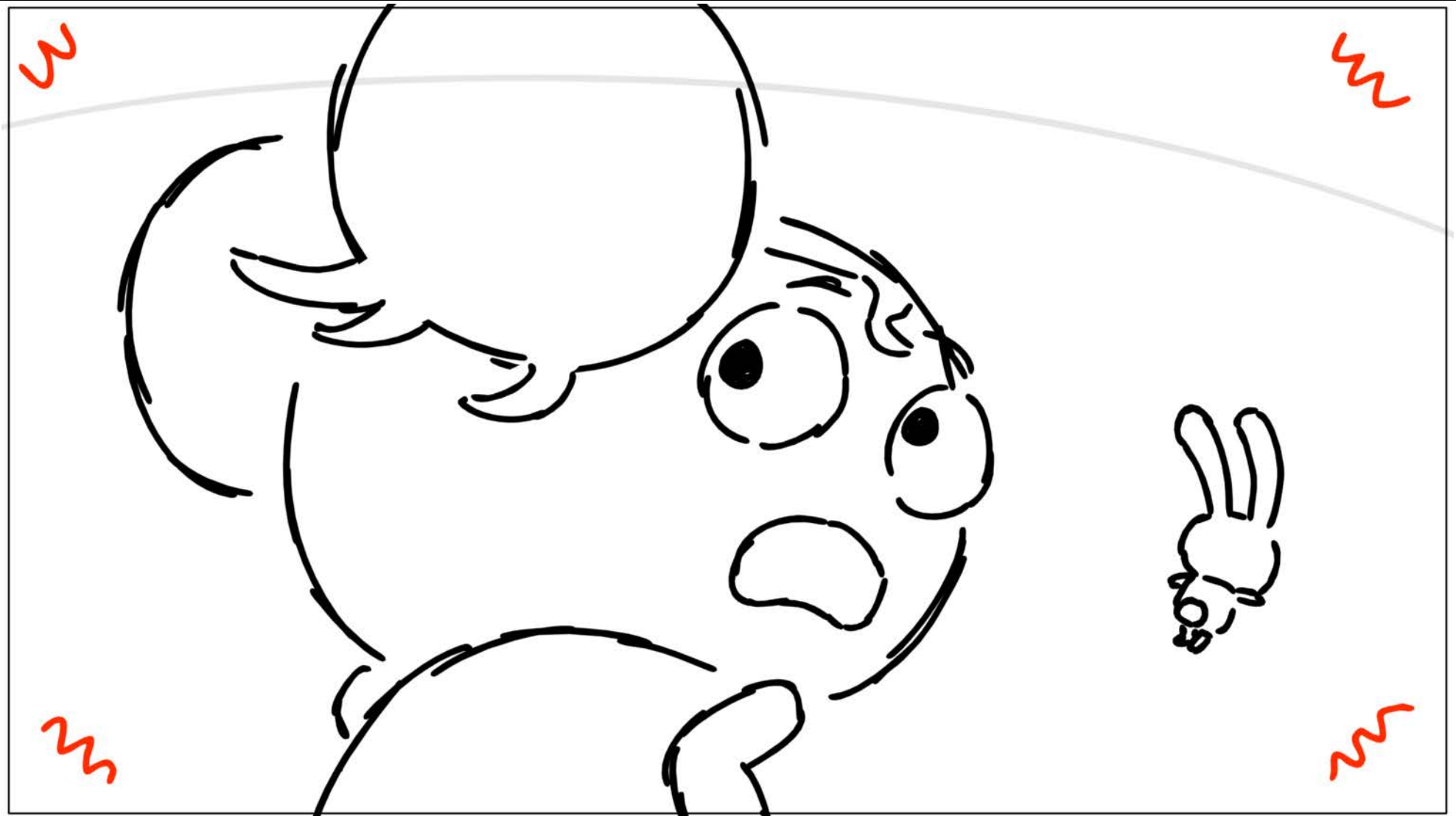
Action Notes

Scene

070

Panel

D



Dialog

PIBBY: <running efforts>

Action Notes

Scene

070

Panel

E



Dialog

PIBBY: <running efforts>

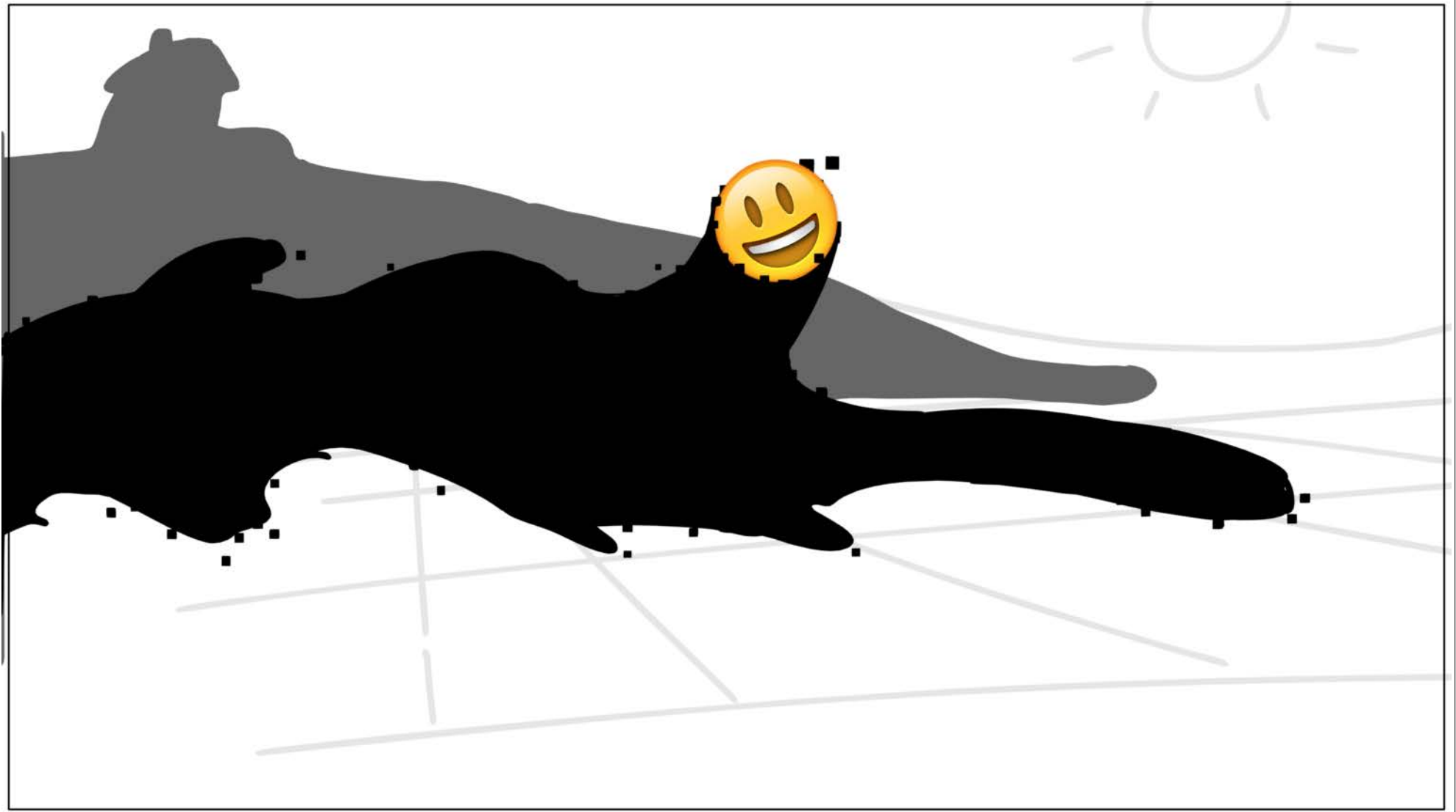
Action Notes

Scene

071A

Panel

A



Dialog

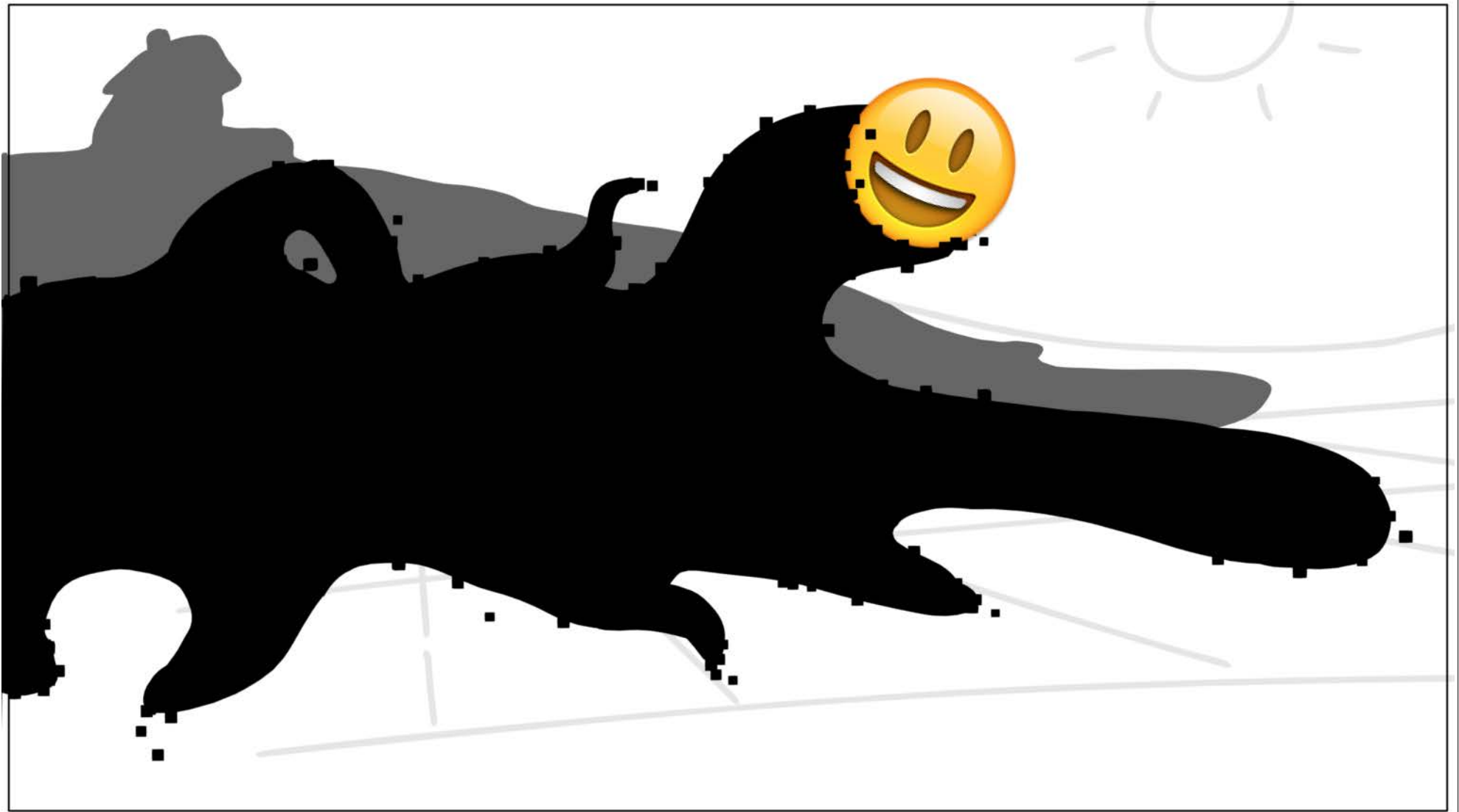
IGbi6fukO*ILUGi6k7tFOL&IYUFOKU^YfliyhvI^O
(P*UIGg7iluyfUYKFOLYUh;li.ufkUT^O^UYKfliyu
GVHi5dtliyKT^Fi5tdLY<FTJYk,uymtjyKUMTJMk

Scene

071A

Panel

B



Dialog

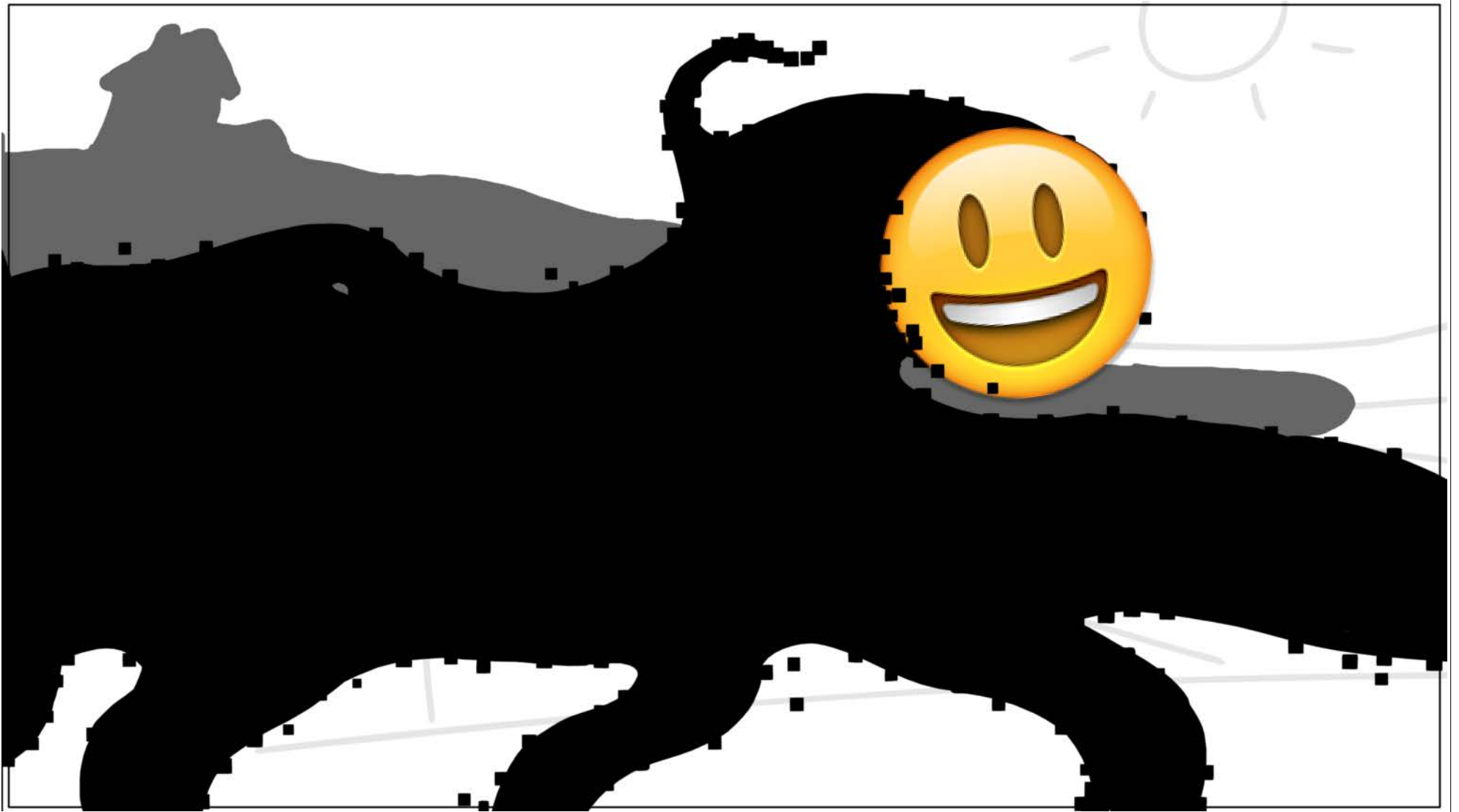
OHKJBO&*FY8p;otiulgki6T&II^TFDi76kDTf7kuyf
*O&TFJ6ftfi67utdIK^UTYDci6kuytdyJMFGNI^Ud
^UYFhkfuyl7,uyfU%DSERTdi6ktucyU%RYI^Tyt j

Scene

071A

Panel

C



Dialog

98b7ub&*VUYKF9v878tousyFIV^&TYFVbykv78tu
I^UKYFfo7kuyfMYTVTol7iuyjgkmYTVV^*ukuyg^
UKYFtyjf6iKUTYFf6kuytdJU%TRDUJjytyjDI&7ytf

Scene

072

Panel

A



Dialog

PIBBY: <running efforts>

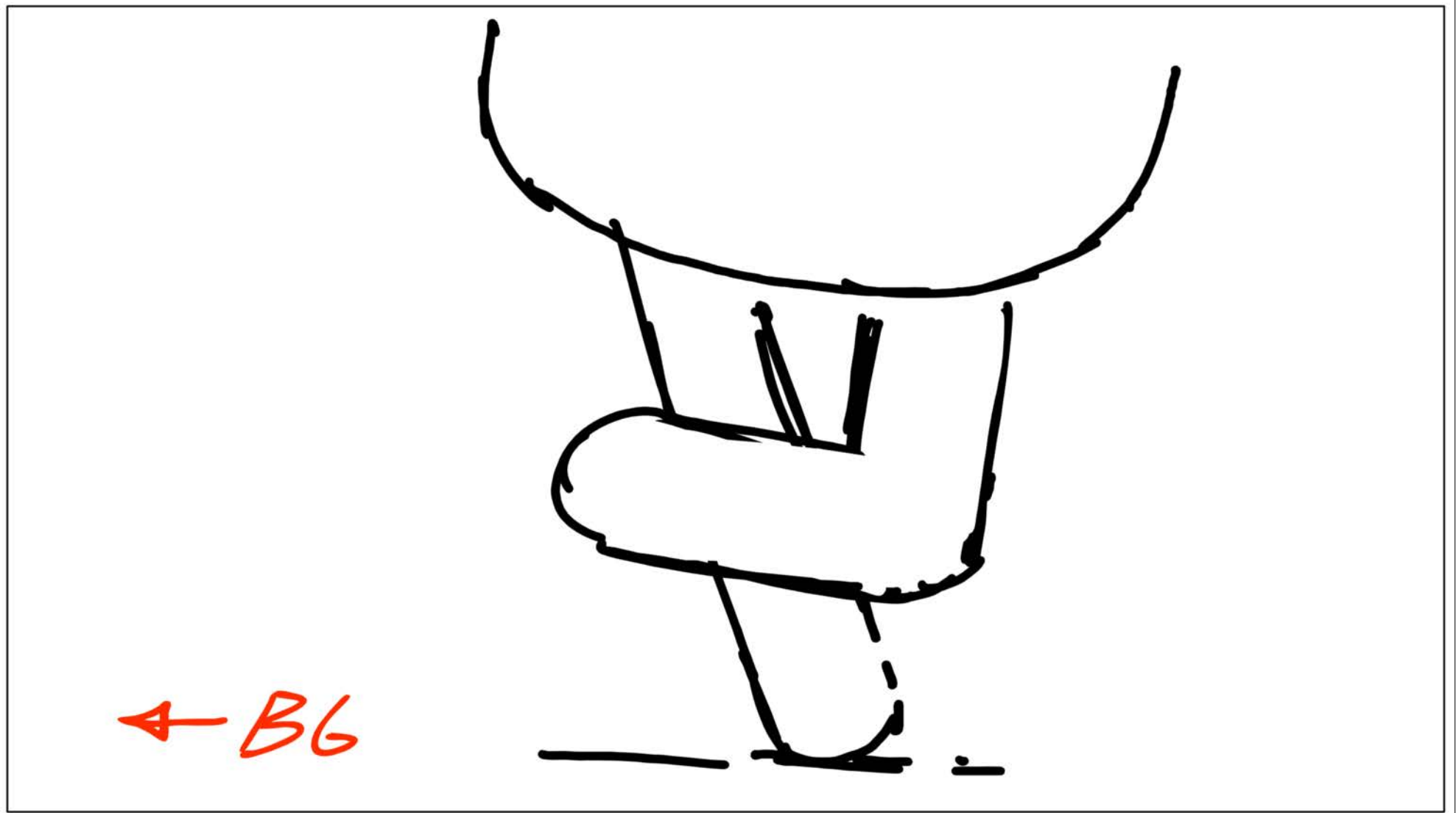
Action Notes

Scene

072

Panel

B



Dialog

PIBBY: <running efforts>

Action Notes

Scene

072

Panel

C



Dialog

PIBBY: <running efforts>

Action Notes

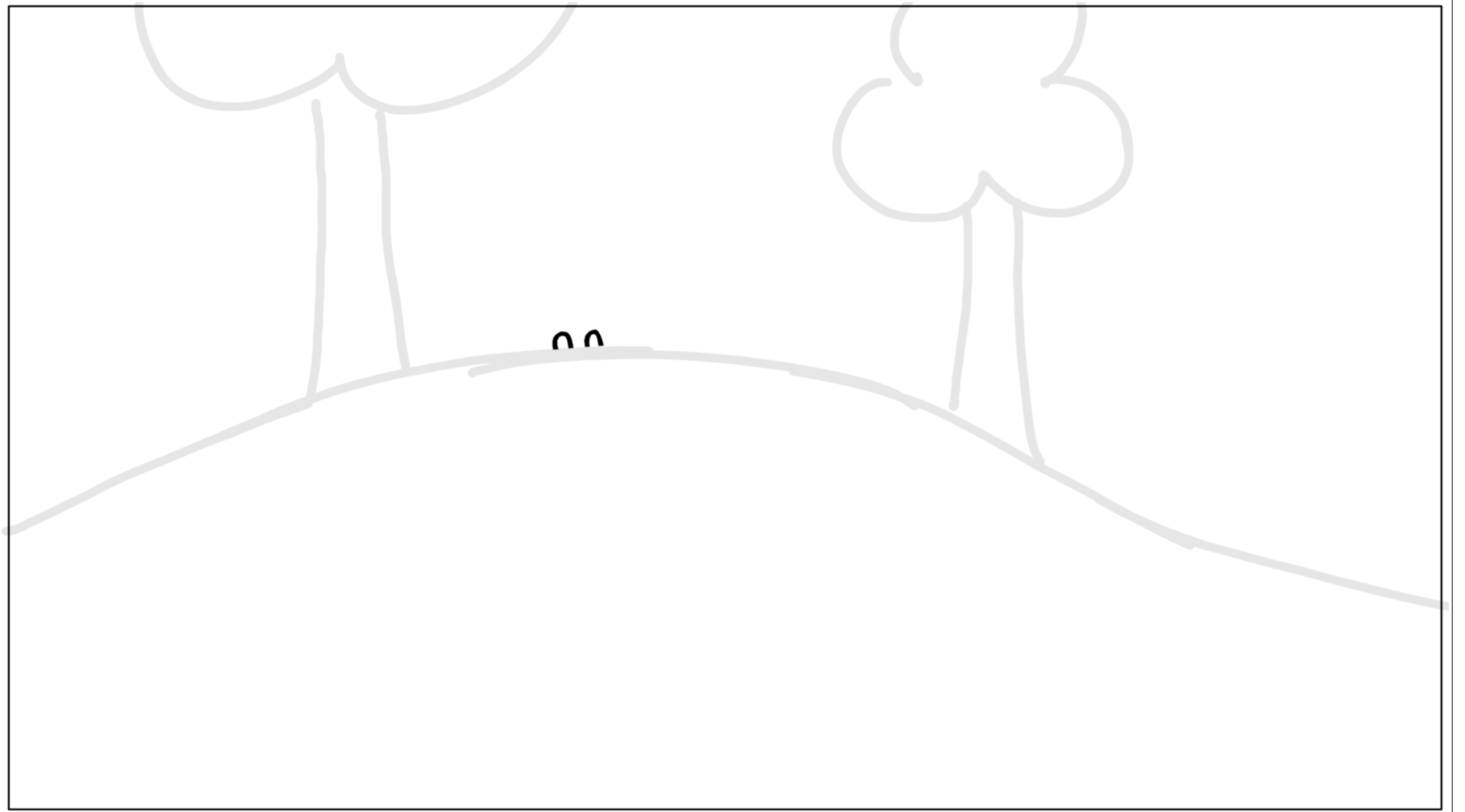


Scene

073

Panel

A



Dialog

BUNBUN: <run efforts>

Action Notes

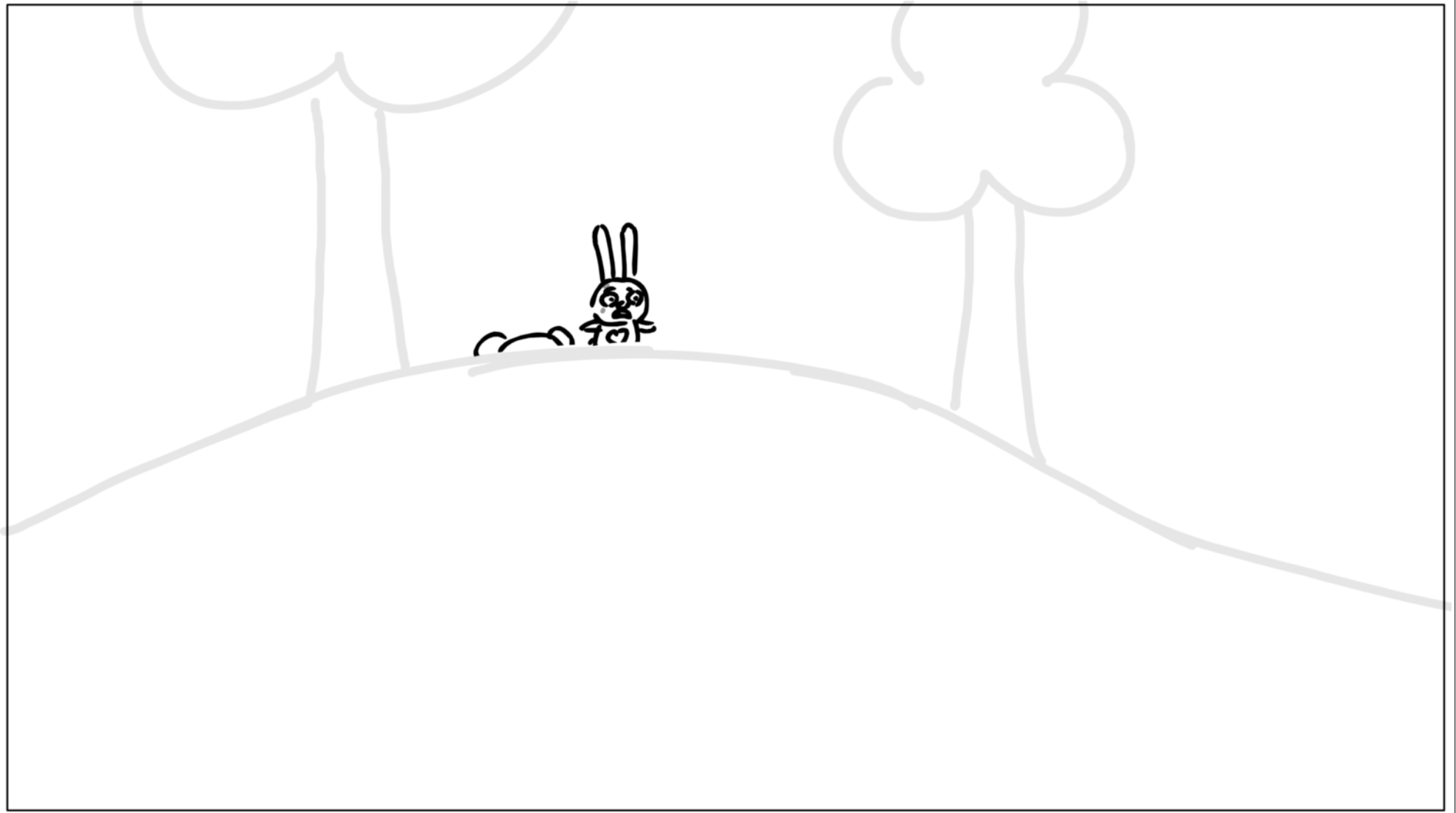


Scene

073

Panel

B



Dialog

BUNBUN: <run efforts>

Action Notes

Scene

073

Panel

C



Dialog

BUNBUN: <run efforts>

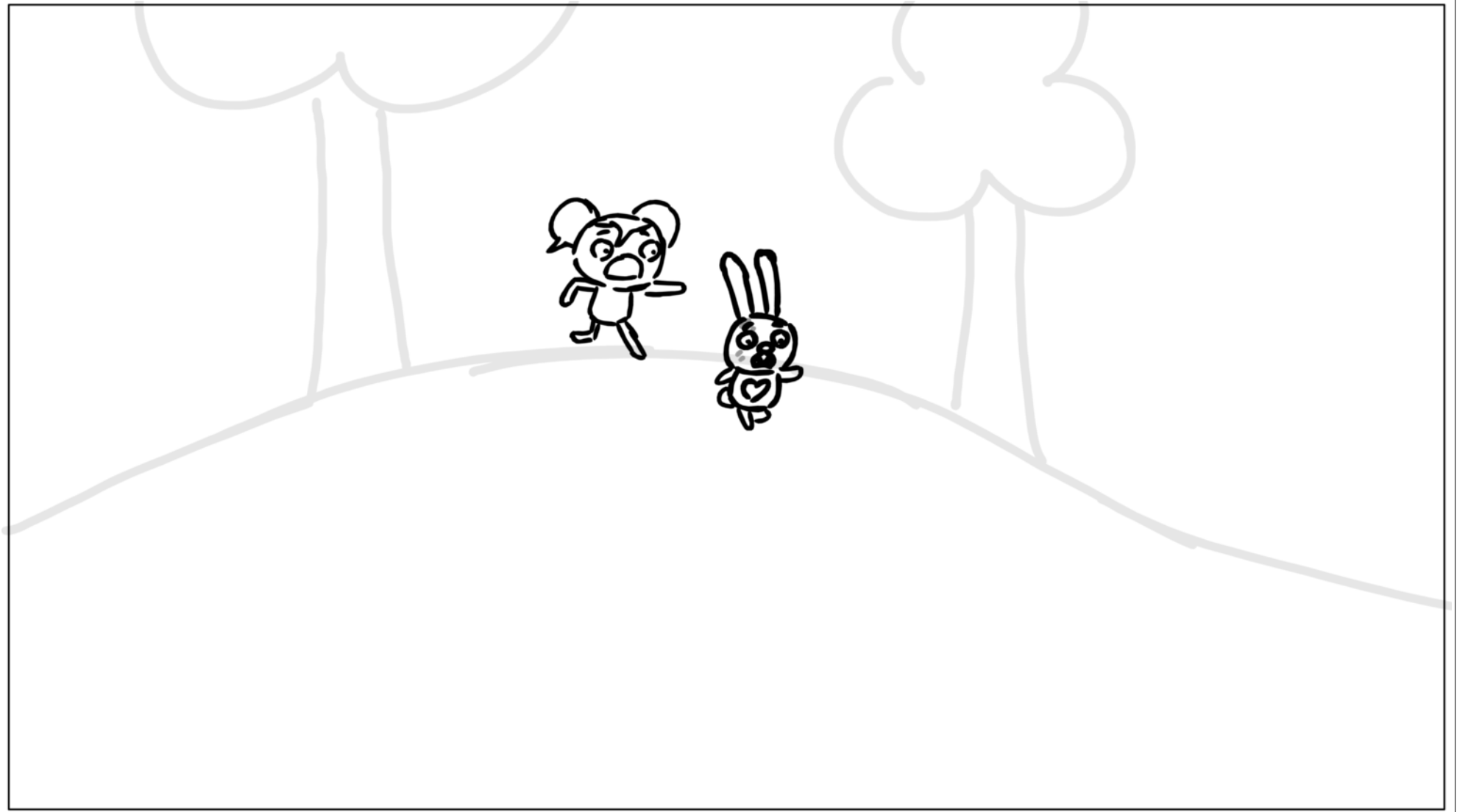
Action Notes

Scene

073

Panel

D



Dialog

PIBBY: There's the chocolate river!!
(2)

Action Notes

Scene

073

Panel

E



Dialog

PIBBY: There's the chocolate river!!

(1)

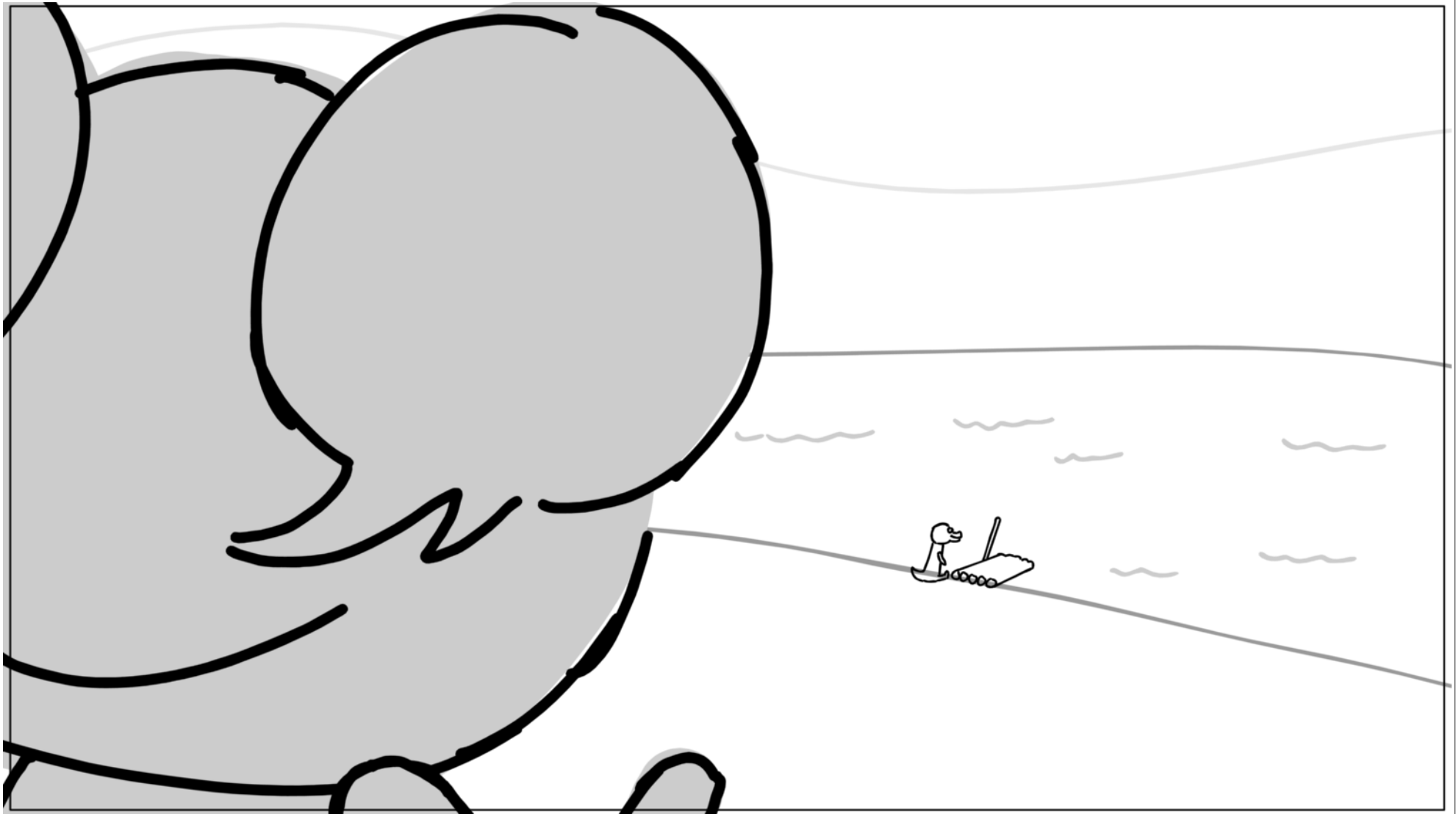
Action Notes

Scene

074

Panel

A



Dialog

PIBBY: <run efforts>

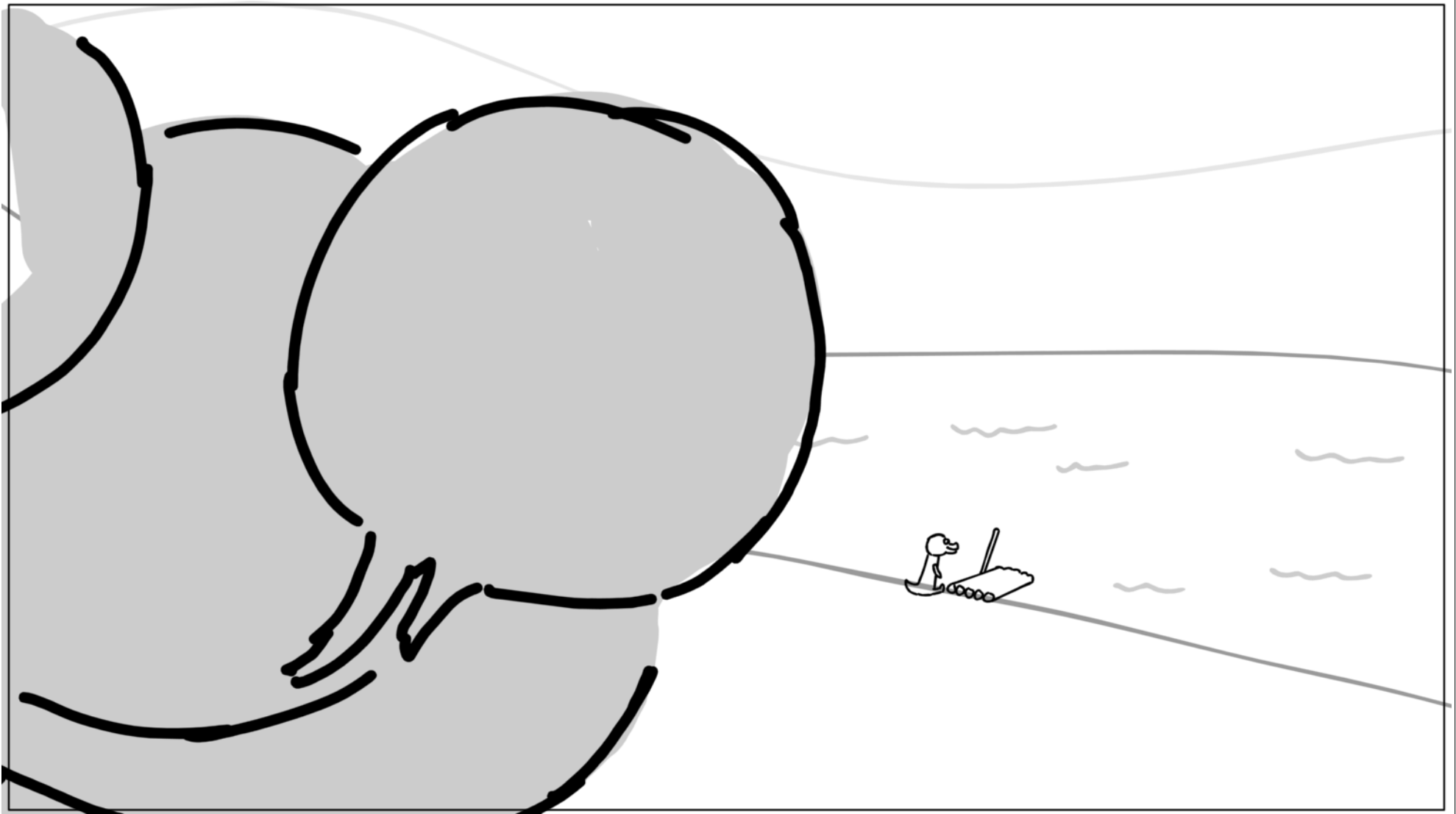
Action Notes

Scene

074

Panel

B



Dialog

PIBBY: <run efforts>

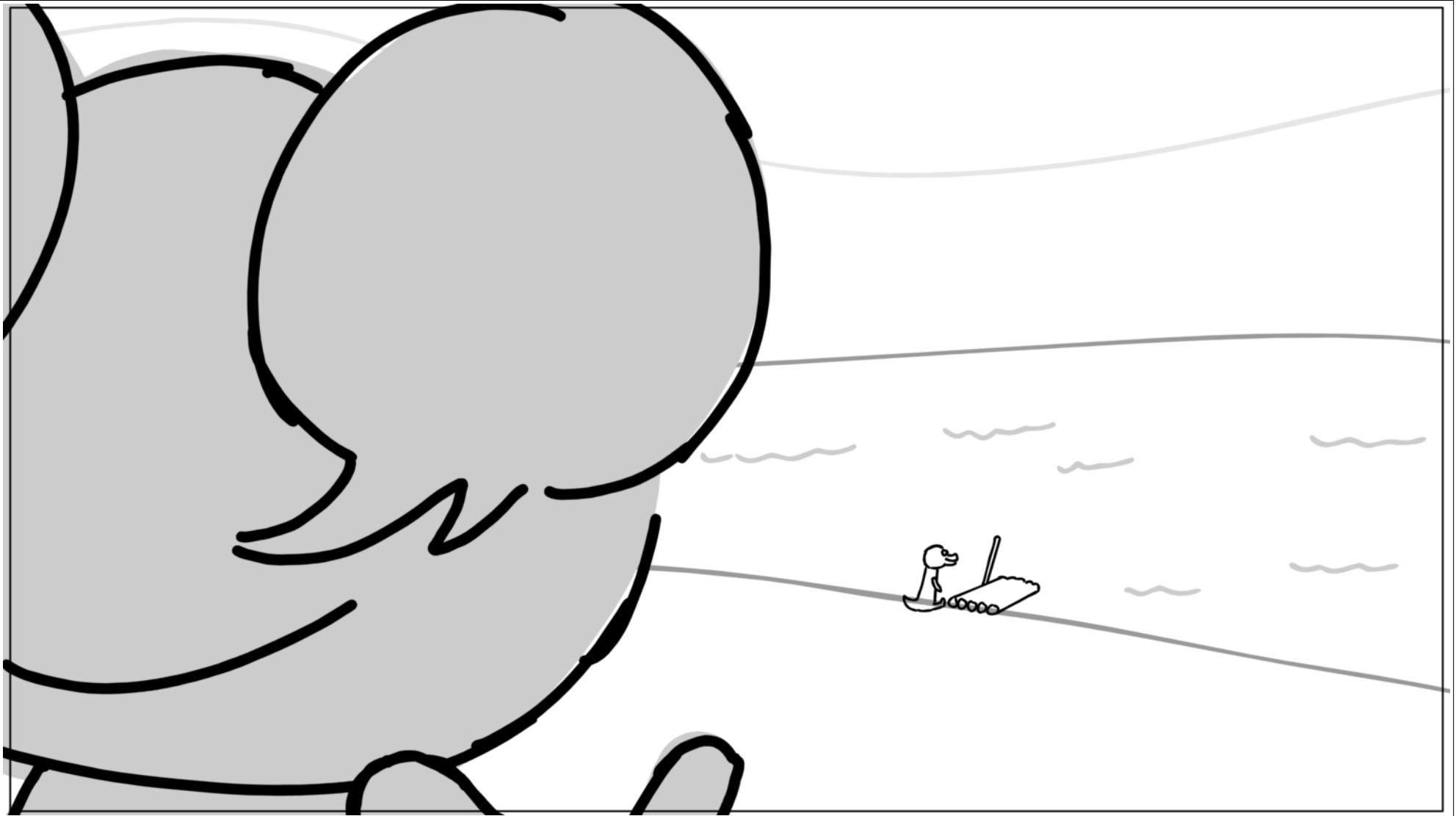
Action Notes

Scene

074

Panel

C



Dialog

PIBBY: <run efforts>

Action Notes

Scene

075

Panel

A



Dialog

PIBBY: Ally Gator! We need your raft!!
(3)

Action Notes

Scene

075

Panel

B



Dialog

PIBBY: Ally Gator! We need your raft!!
(2)

Action Notes

Scene

075

Panel

C



Dialog

PIBBY: Ally Gator! We need your raft!!
(1)

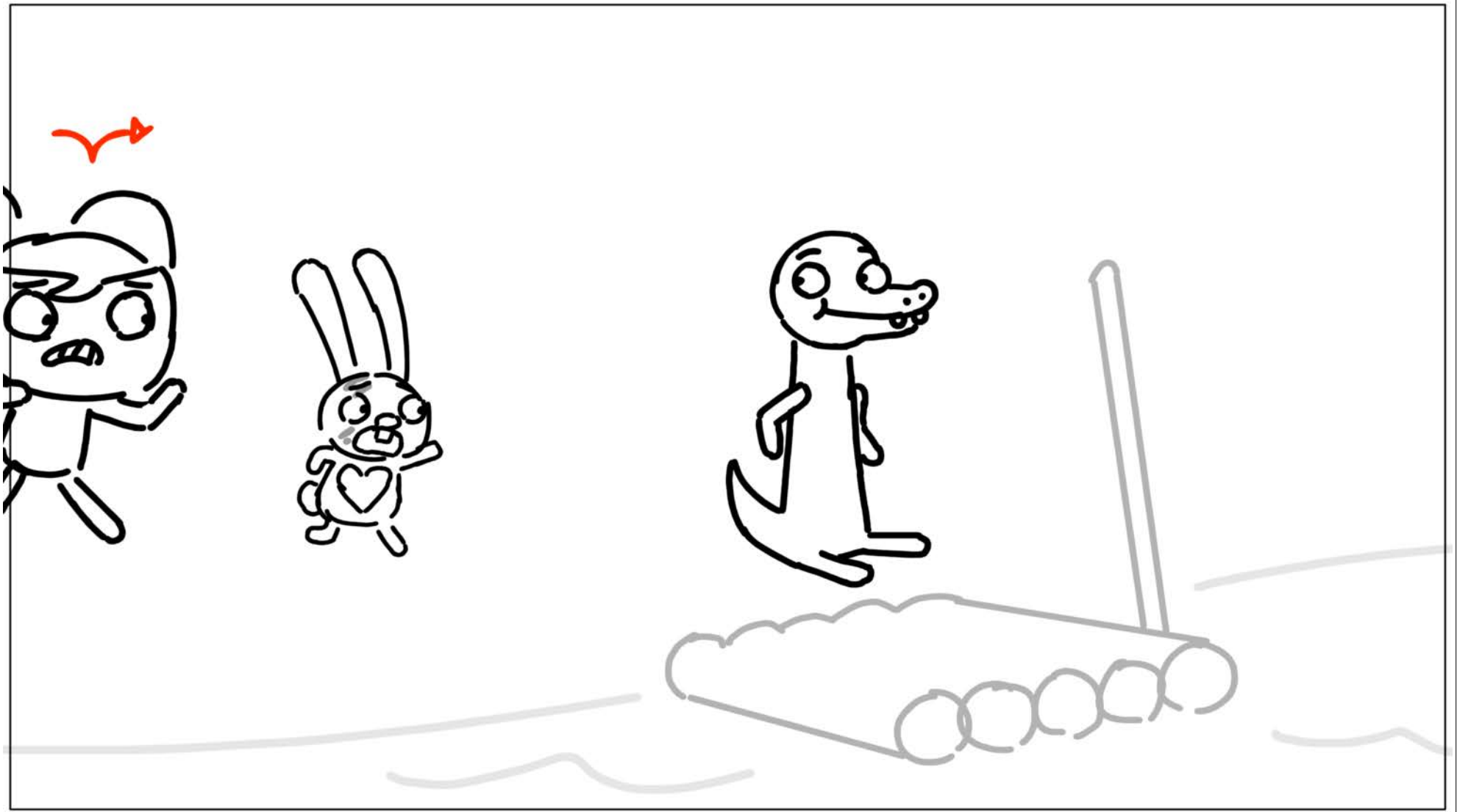
Action Notes

Scene

076A

Panel

A



Dialog

BUNBUN: We need to escape!!

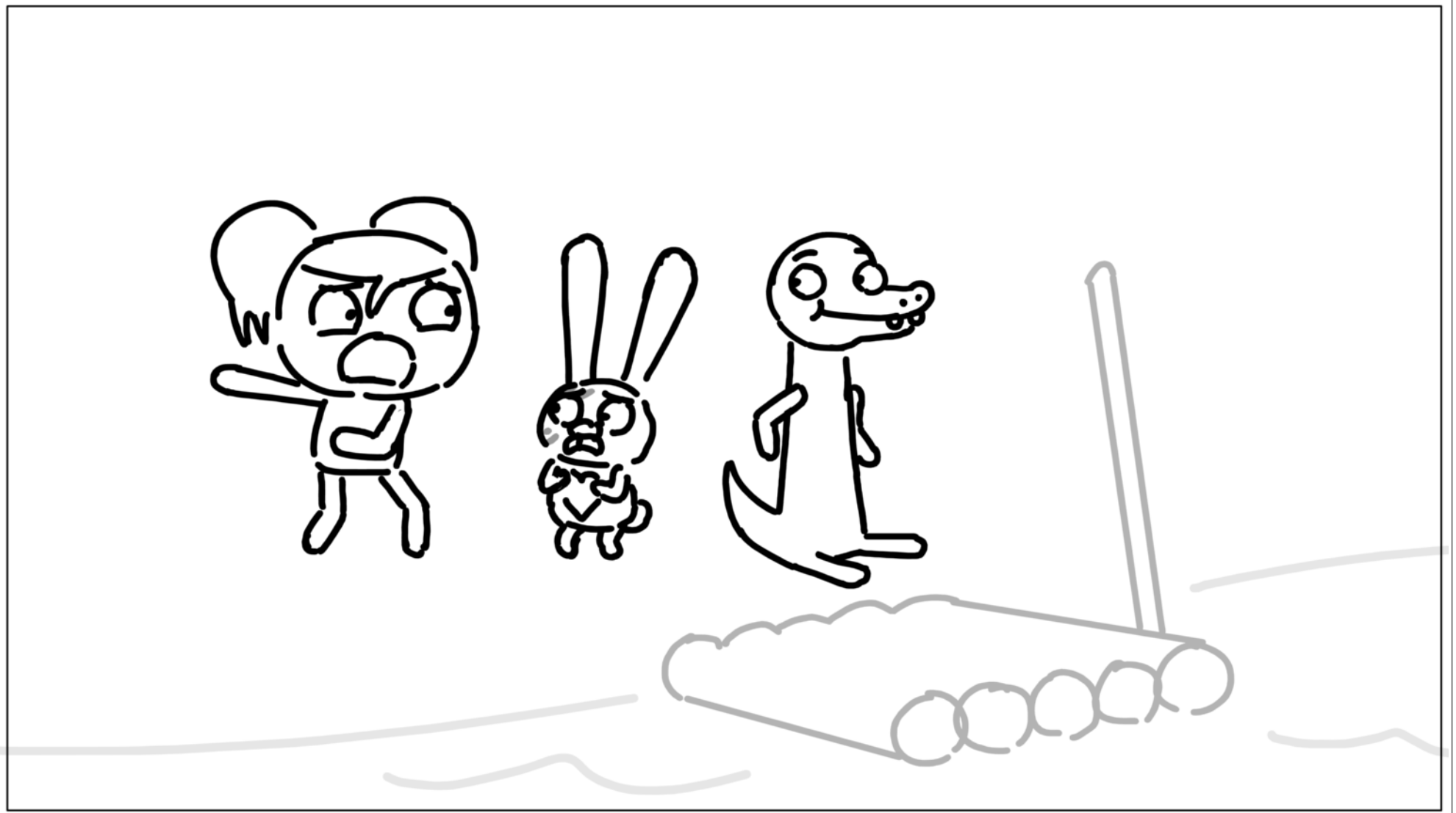
Action Notes

Scene

076A

Panel

B



Dialog

PIBBY: Something is coming

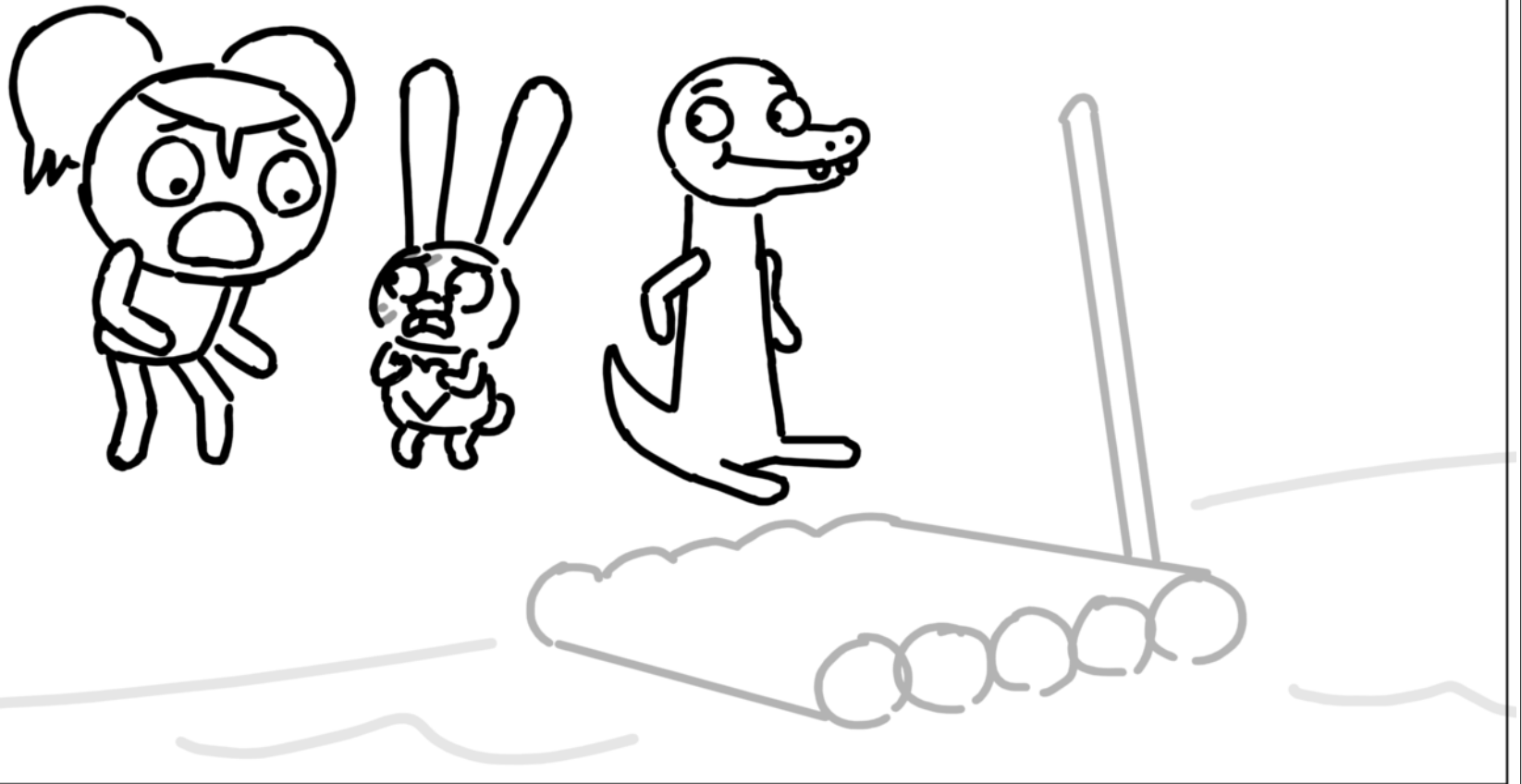
Action Notes

Scene

076A

Panel

C



Dialog

PIBBY: and i said hi -

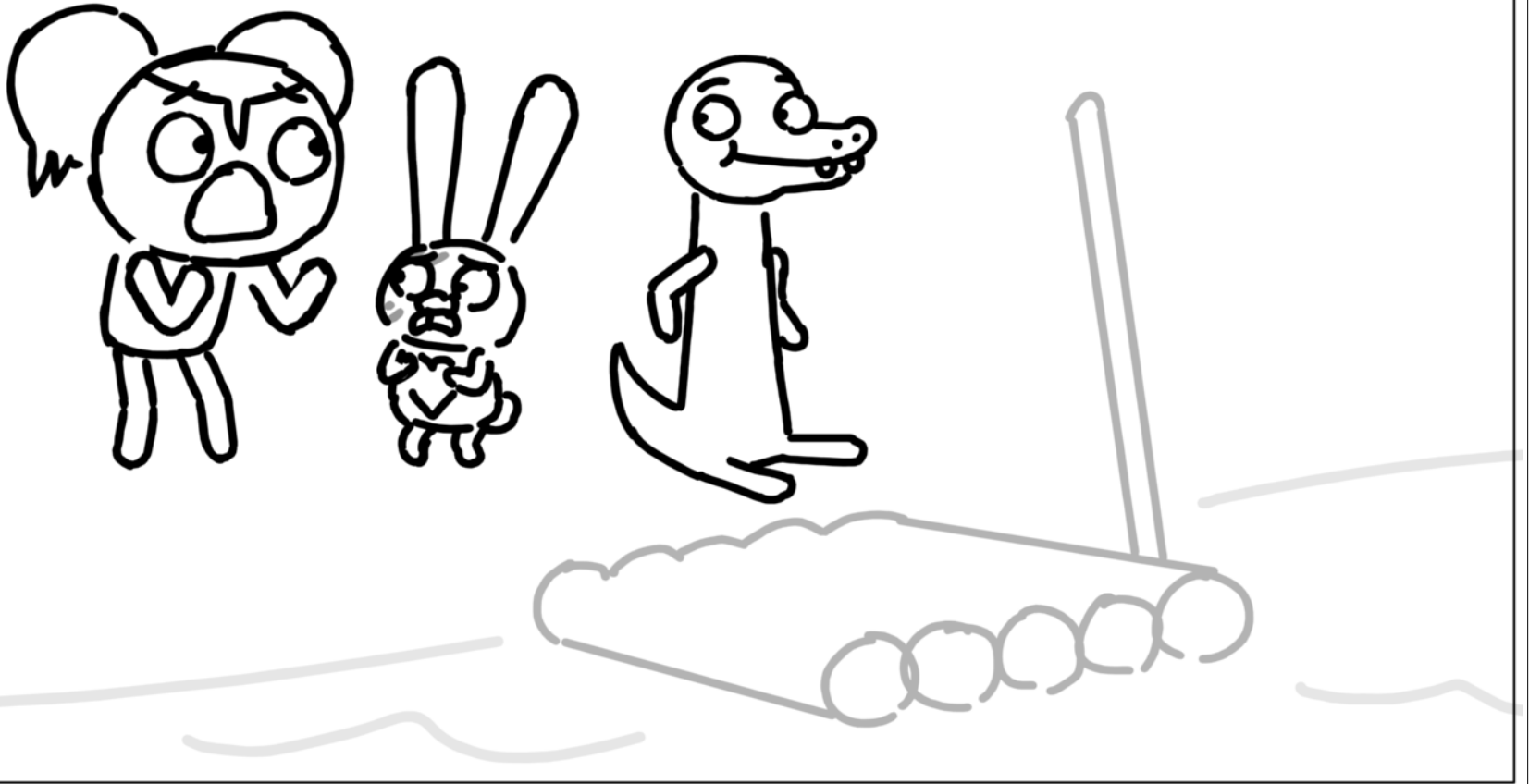
Action Notes

Scene

076A

Panel

D



Dialog

PIBBY: and it didn't say hi back

Action Notes

Scene

076B

Panel

A



Dialog

BUNBUN: it didn't even say hi..

Action Notes

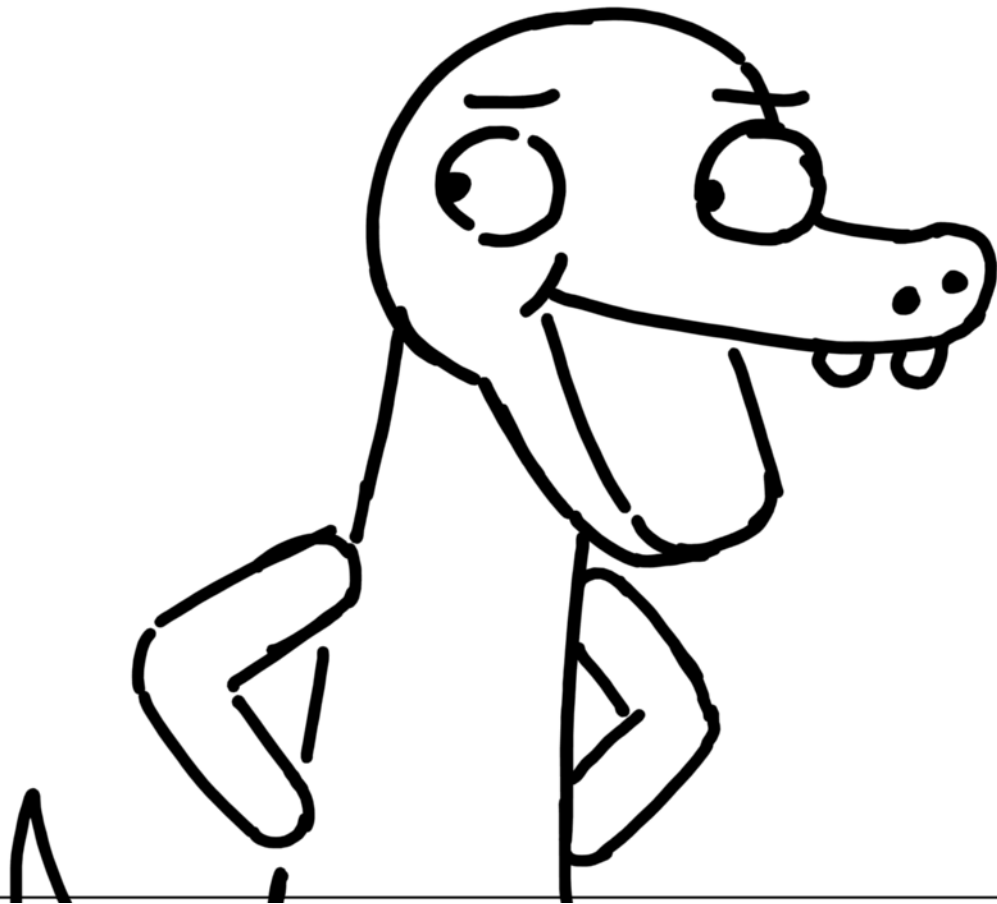


Scene

077

Panel

A



Dialog

ALLY GATOR: Woahwoahwoah, hold your horses

Action Notes

Scene

077

Panel

B



Dialog

ALLY GATOR: You didn't even sing the song

Action Notes

Scene

078A

Panel

A



Dialog

PIBBY: oh of course - of course

Action Notes

Scene

078A

Panel

B



Dialog

PIBBY: <exhale>

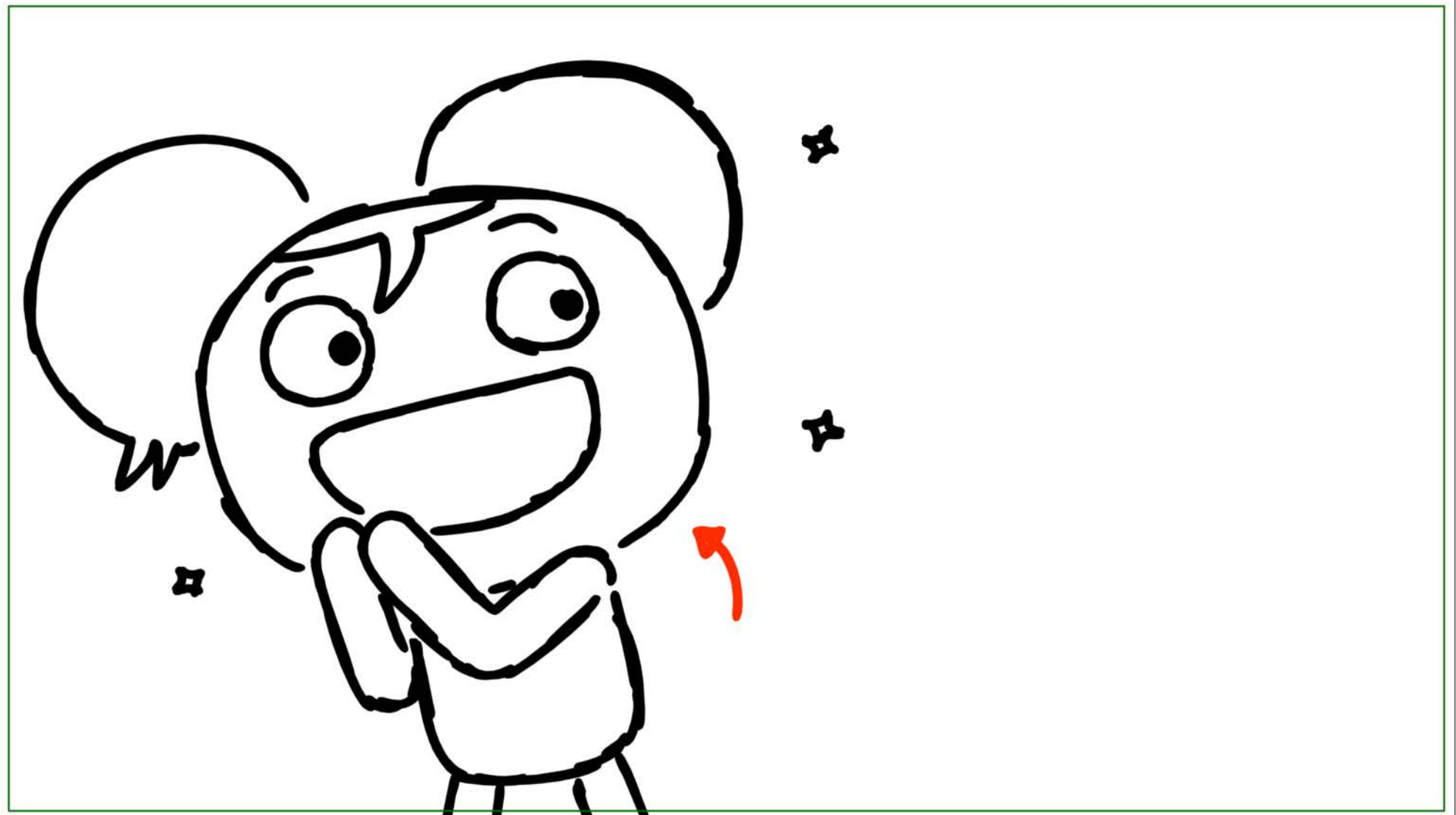
Action Notes

Scene

078A

Panel

C



Dialog

PIBBY: Pretty Please

Action Notes

Scene

078A

Panel

D



Dialog

PIBBY: Pretty Please

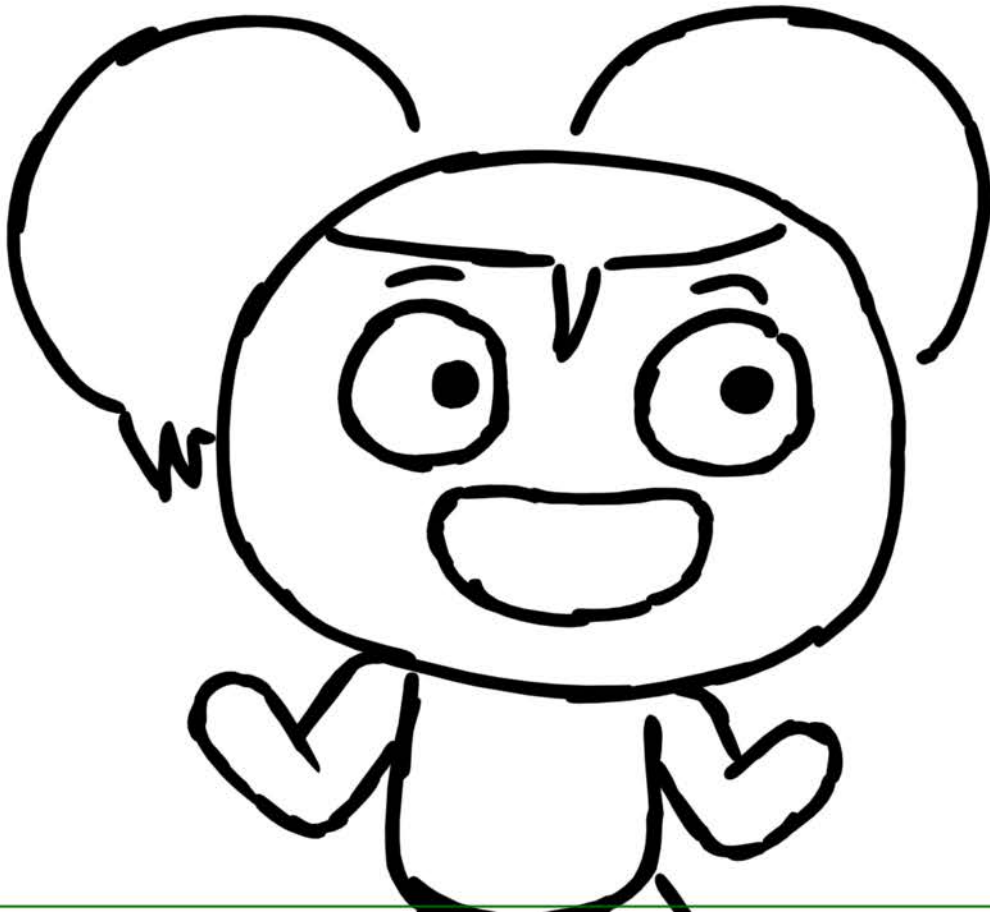
Action Notes

Scene

078A

Panel

E



Dialog

PIBBY: the magic word is

Action Notes

Scene

078A

Panel

F



Dialog

PIBBY: Pretty Please

Action Notes

Scene

078A

Panel

G



Dialog

PIBBY: Pretty Please

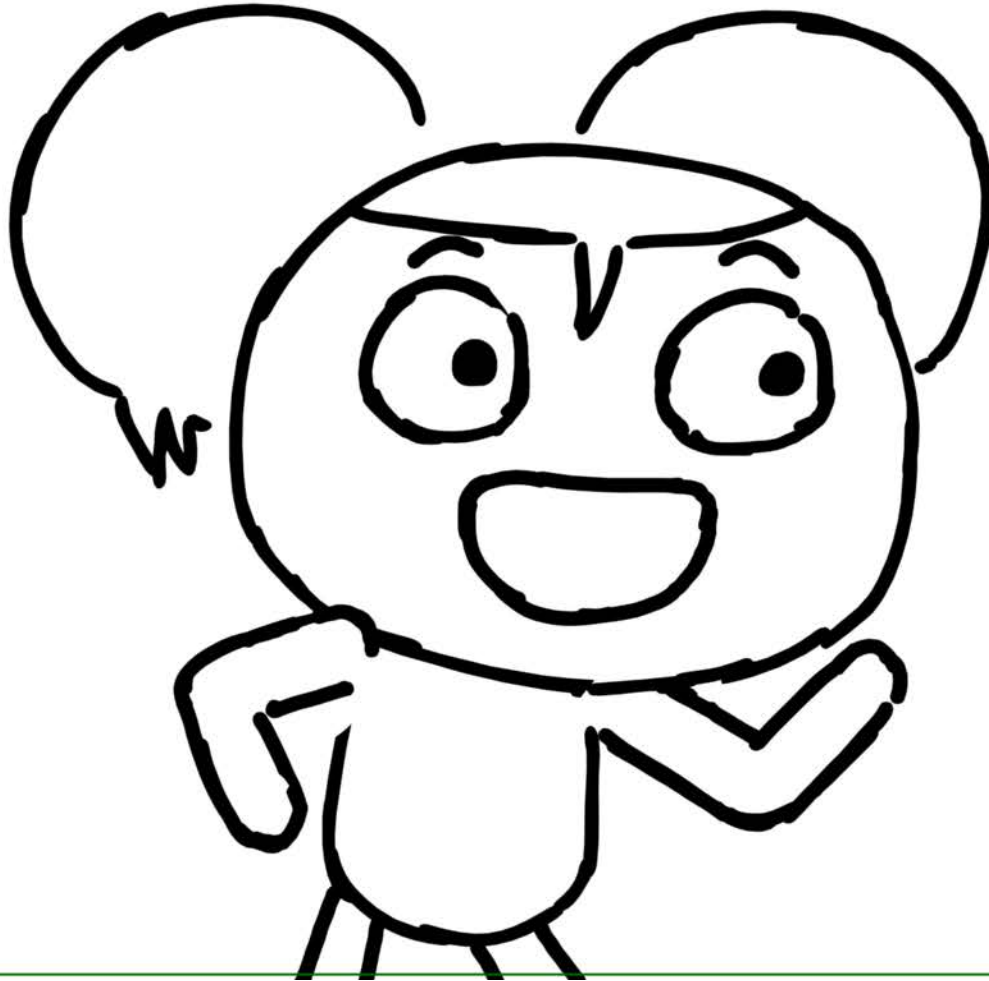
Action Notes

Scene

078A

Panel

H



Dialog

PIBBY: when you need some help

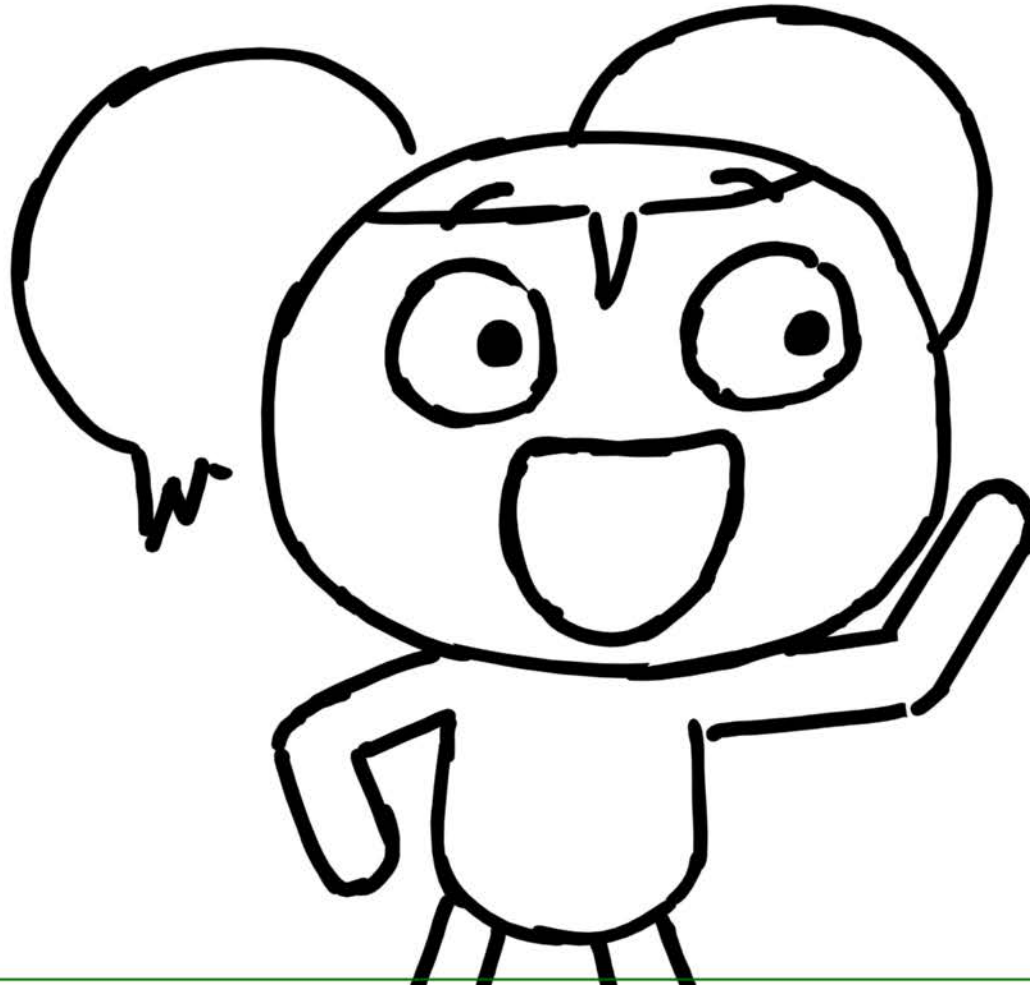
Action Notes

Scene

078A

Panel

I



Dialog

PIBBY: when you need some help

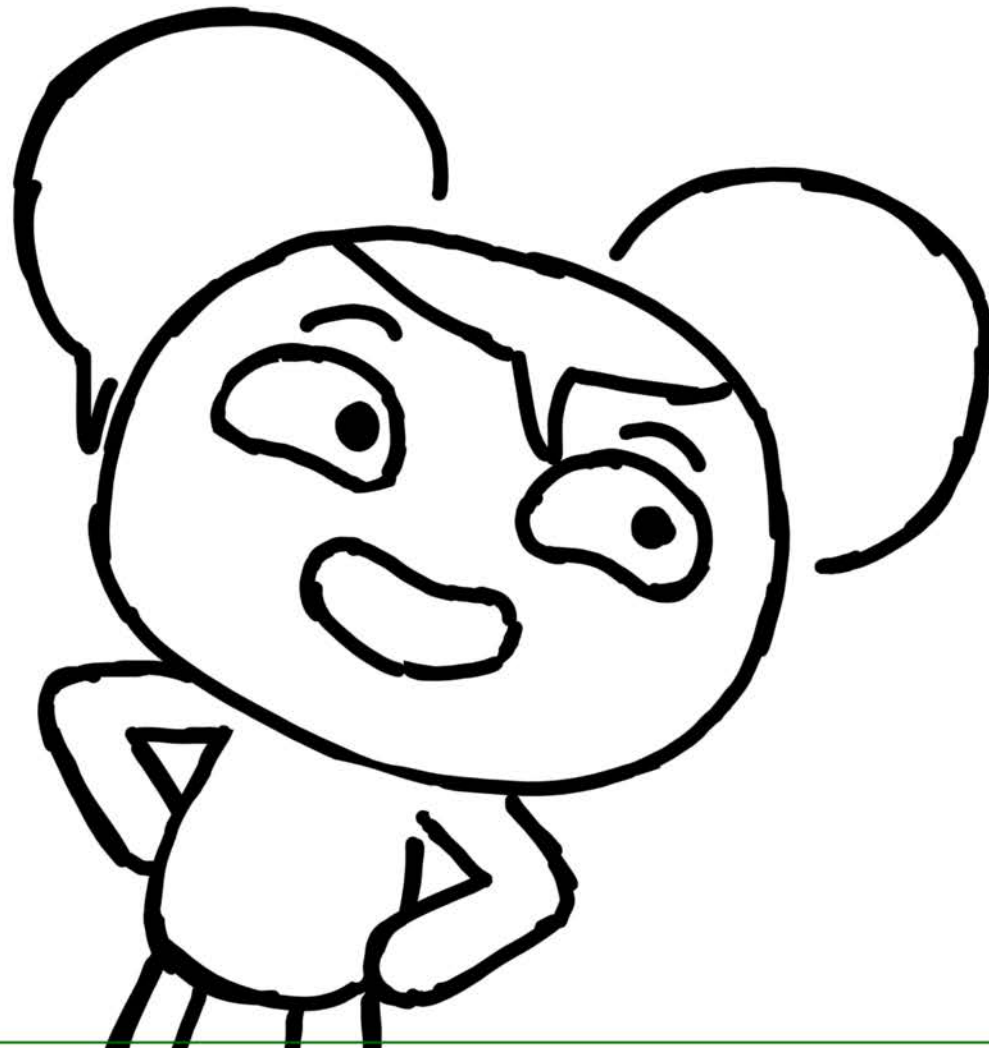
Action Notes

Scene

078A

Panel

J



Dialog

PIBBY: from a *friend*

Action Notes

Scene

078A

Panel

K



Dialog

PIBBY: from a *friend*

SFX: <DARKNESS SOUNDS FROM OFF SCREEN>

Action Notes

Scene

078A

Panel

L



Dialog

PIBBY: just say these words

Action Notes

Scene

078A

Panel

M



Dialog

PIBBY: just say these words

Action Notes

Scene

078A

Panel

N



Dialog

PIBBY: just say these words

Action Notes

Scene

078A

Panel

0



Dialog

PIBBY: while smilin'

Action Notes

Scene

078A

Panel

P



Dialog

PIBBY: while smilin'

Action Notes

Scene

078A

Panel

Q



Dialog

PIBBY: pretty please

Action Notes



Scene

078B

Panel

A



Dialog

Action Notes

Scene

078B

Panel

B



Dialog

Action Notes

Scene

078B

Panel

C



Dialog

Action Notes

Scene

078C

Panel

A



Dialog

PIBBY: The magic word is pretty please

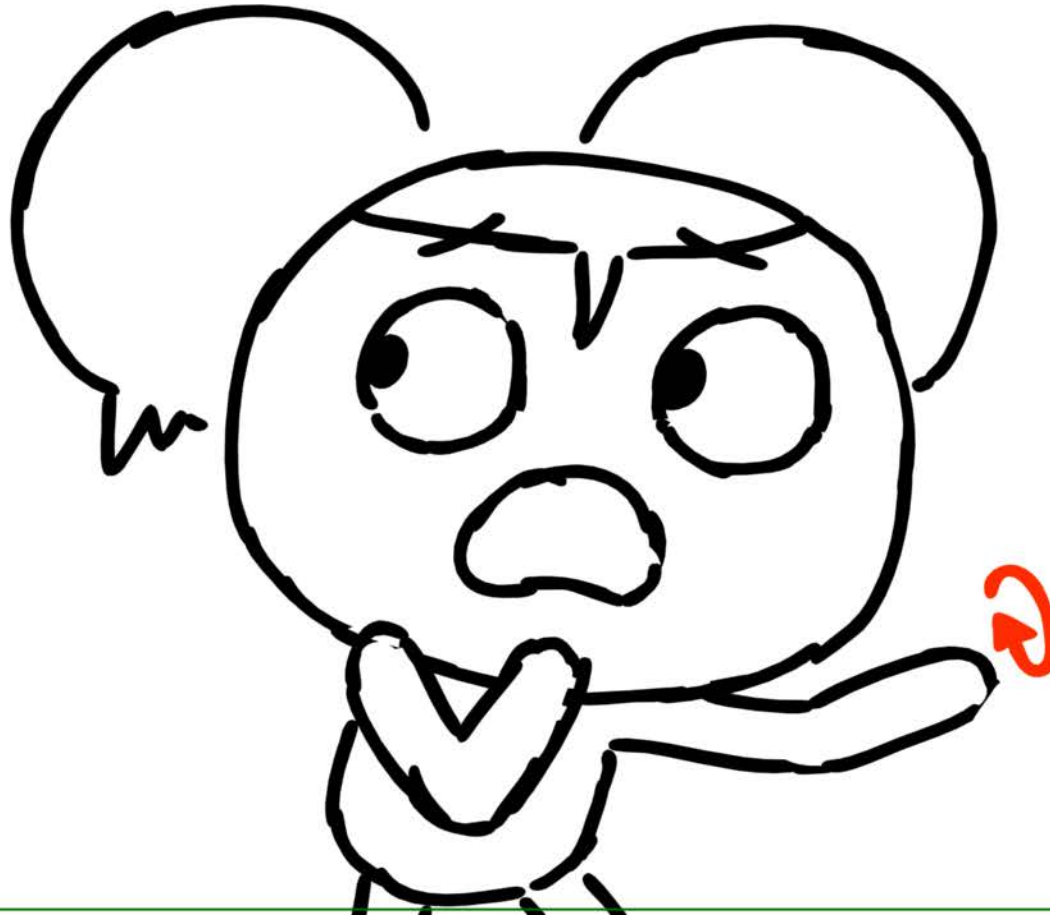
Action Notes

Scene

078C

Panel

B



Dialog

PIBBY: The magic word is pretty please

Action Notes

Scene

078C

Panel

C



Dialog

PIBBY: pretty please

Action Notes

Scene

078C

Panel

D



Dialog

PIBBY: pretty please

Action Notes

Scene

078C

Panel

E



Dialog

PIBBY: pretty please

Action Notes

Scene

078D

Panel

A



Dialog

ALLY GATOR: oh, i love that song!

Action Notes

Scene

078D

Panel

B



Dialog

ALLY GATOR: But you kinda sung it fast at the end

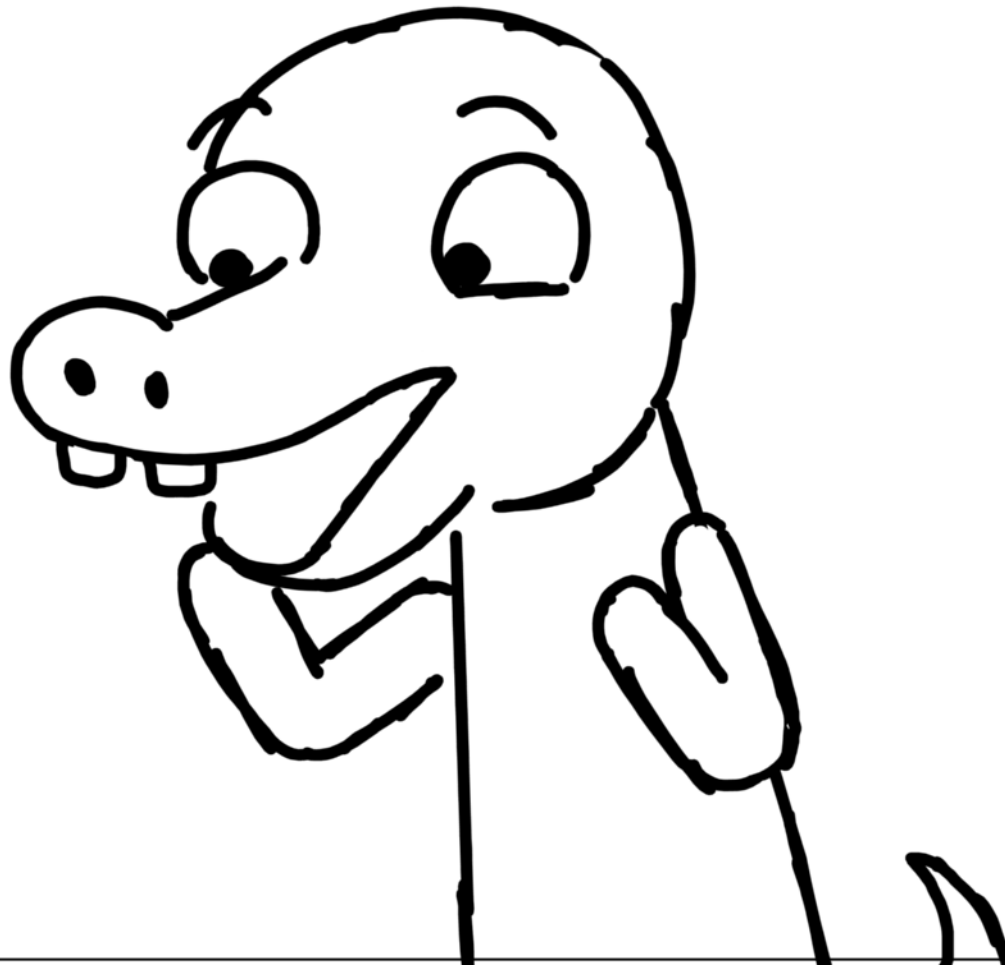
Action Notes

Scene

078D

Panel

C



Dialog

ALLY GATOR: so i'm not sure if it counts..

Action Notes

Scene

078E

Panel

A



Dialog

PIBBY: we all really need to go right now

Action Notes

Scene

078E

Panel

B



Dialog

PIBBY: we all really need to go right now

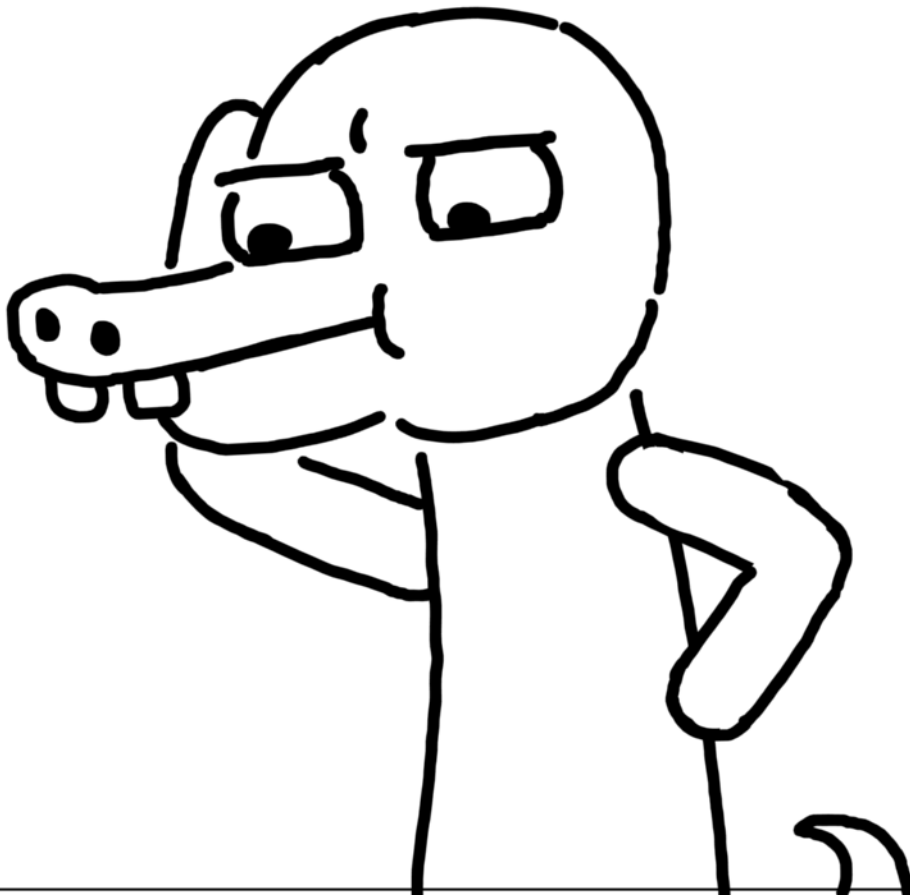
Action Notes

Scene

078F

Panel

A



Dialog

ALLY-GATOR: HMMMM

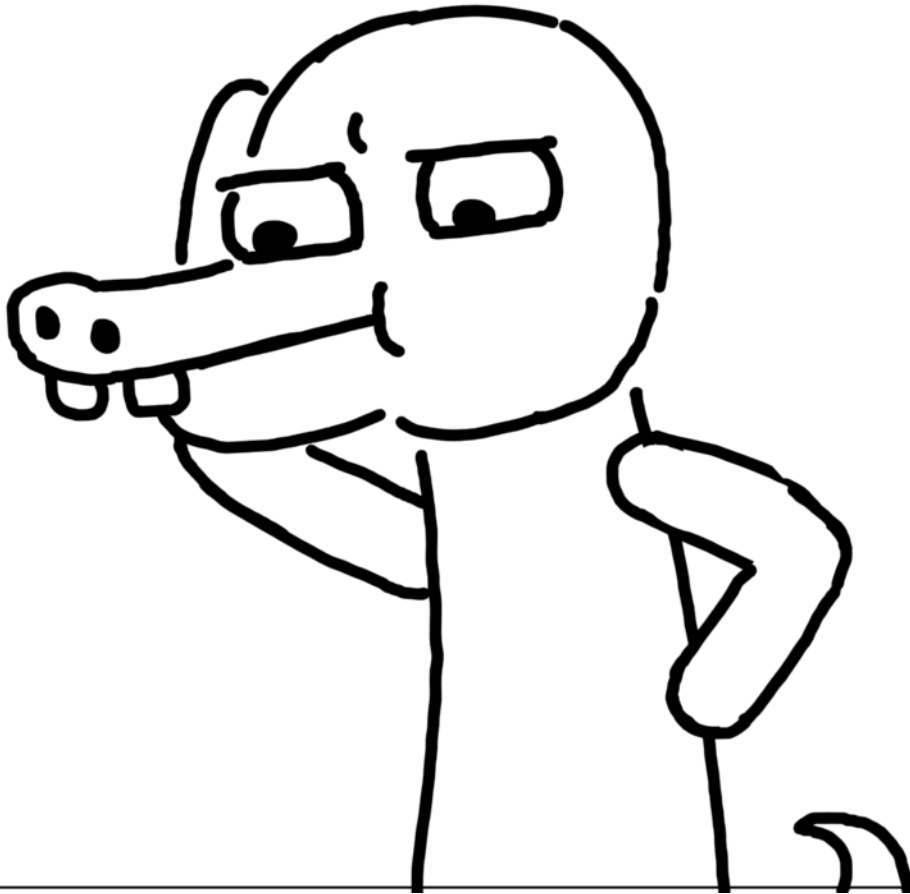
Action Notes

Scene

078F

Panel

B



Dialog

ALLY-GATOR: HMMMM

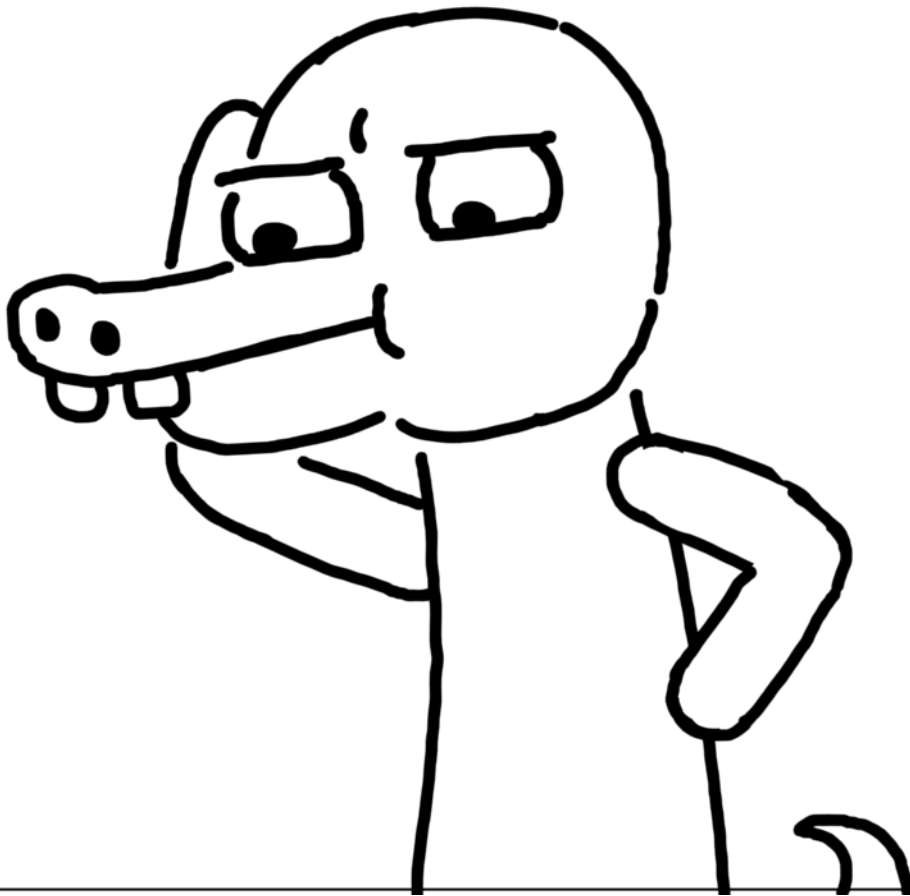
Action Notes

Scene

078F

Panel

C



Dialog

ALLY-GATOR: HMMMMF

Action Notes

Scene

078G

Panel

A



Dialog

PIBBY: <desperate> pretty please!!

Action Notes

Scene

078G

Panel

B



Dialog

PIBBY: <desperate> pretty please!!

Action Notes

Scene

078G

Panel

C



Dialog

PIBBY: <desperate> pretty please!!

Action Notes

Scene

078H

Panel

A



Dialog

ALLY-GATOR: Hmmm

Action Notes

Scene

078H

Panel

B



Dialog

ALLY-GATOR: Well okay - you can use my raft!

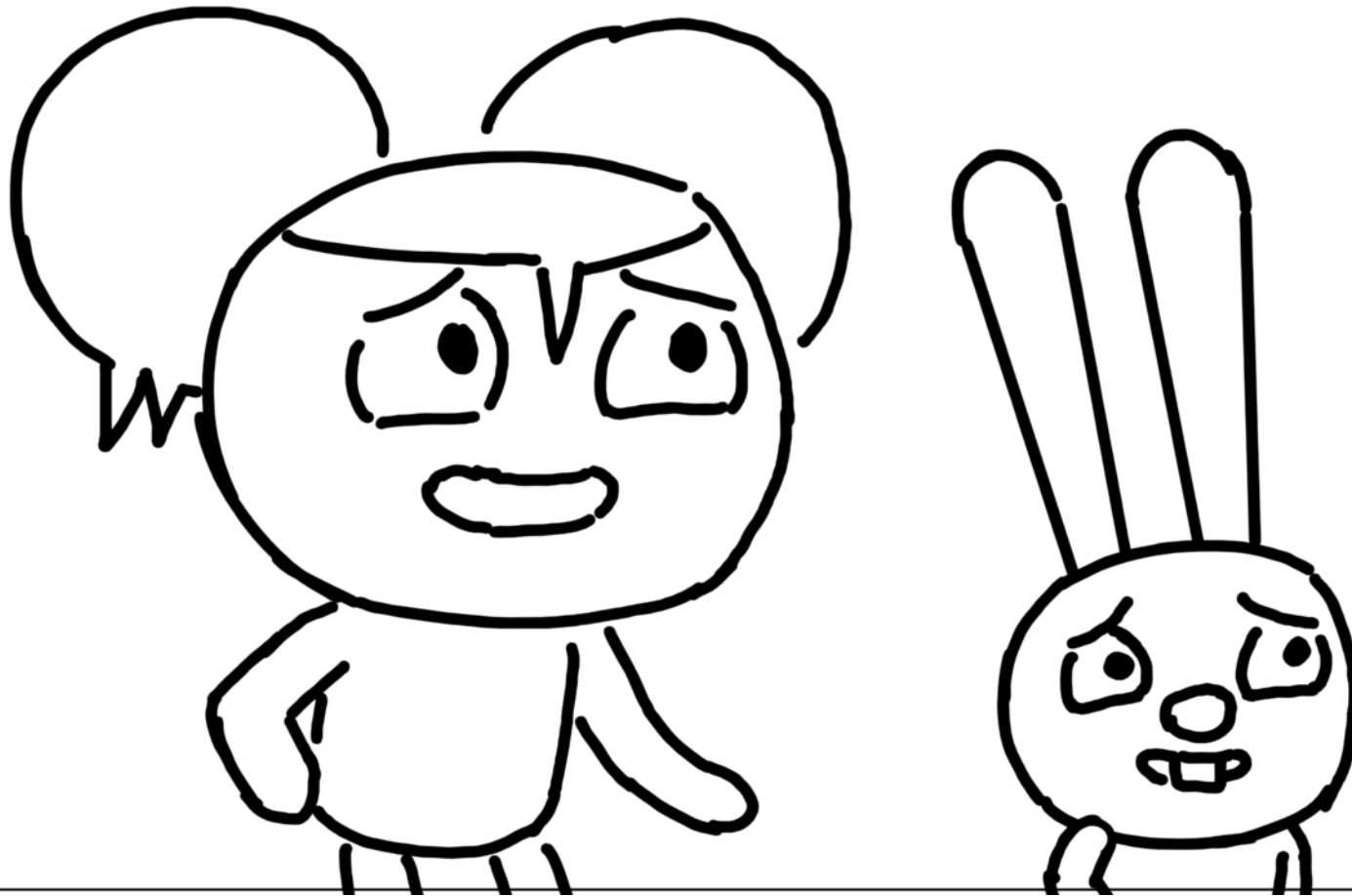
Action Notes

Scene

078i

Panel

A



Dialog

PIBBY: tha(nk you) <cut off>

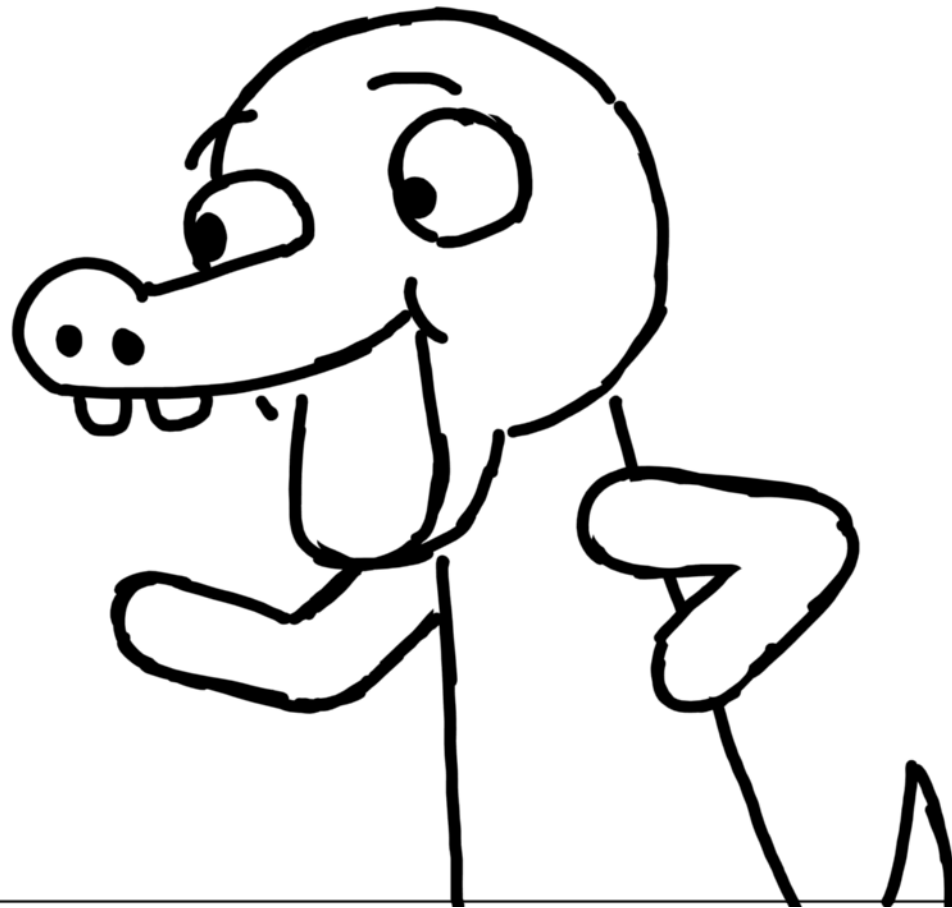
Action Notes

Scene

079

Panel

A



Dialog

ALLY-GATOR: But first

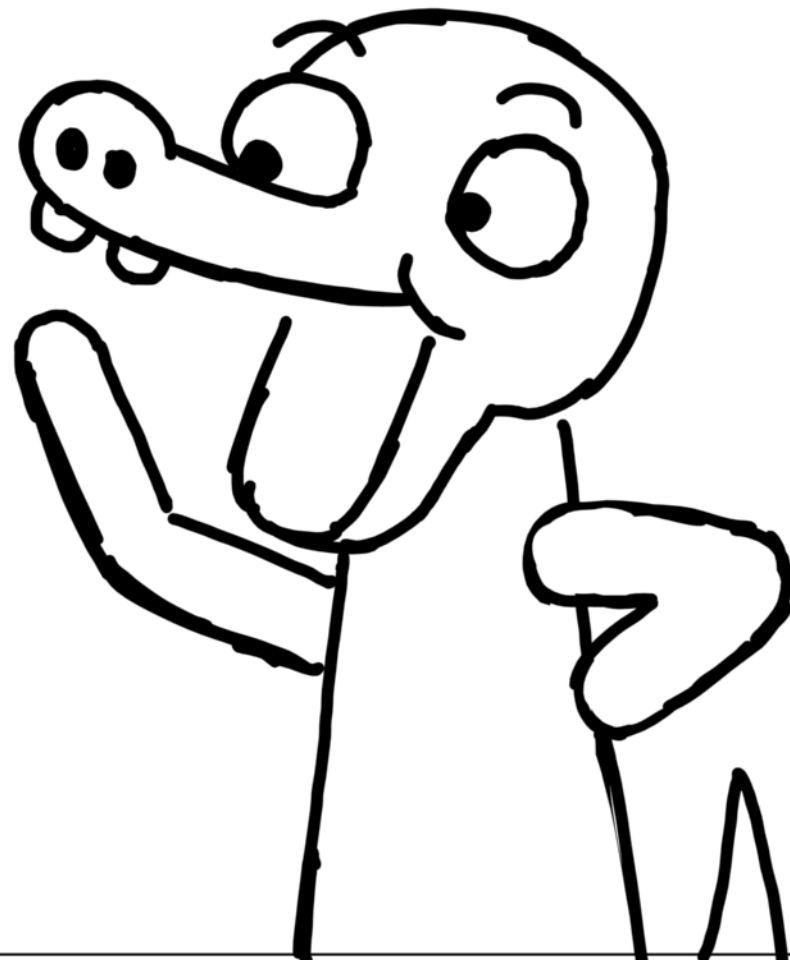
Action Notes

Scene

079

Panel

B



Dialog

ALLY GATOR: i'm gonna need you to do some math equations!

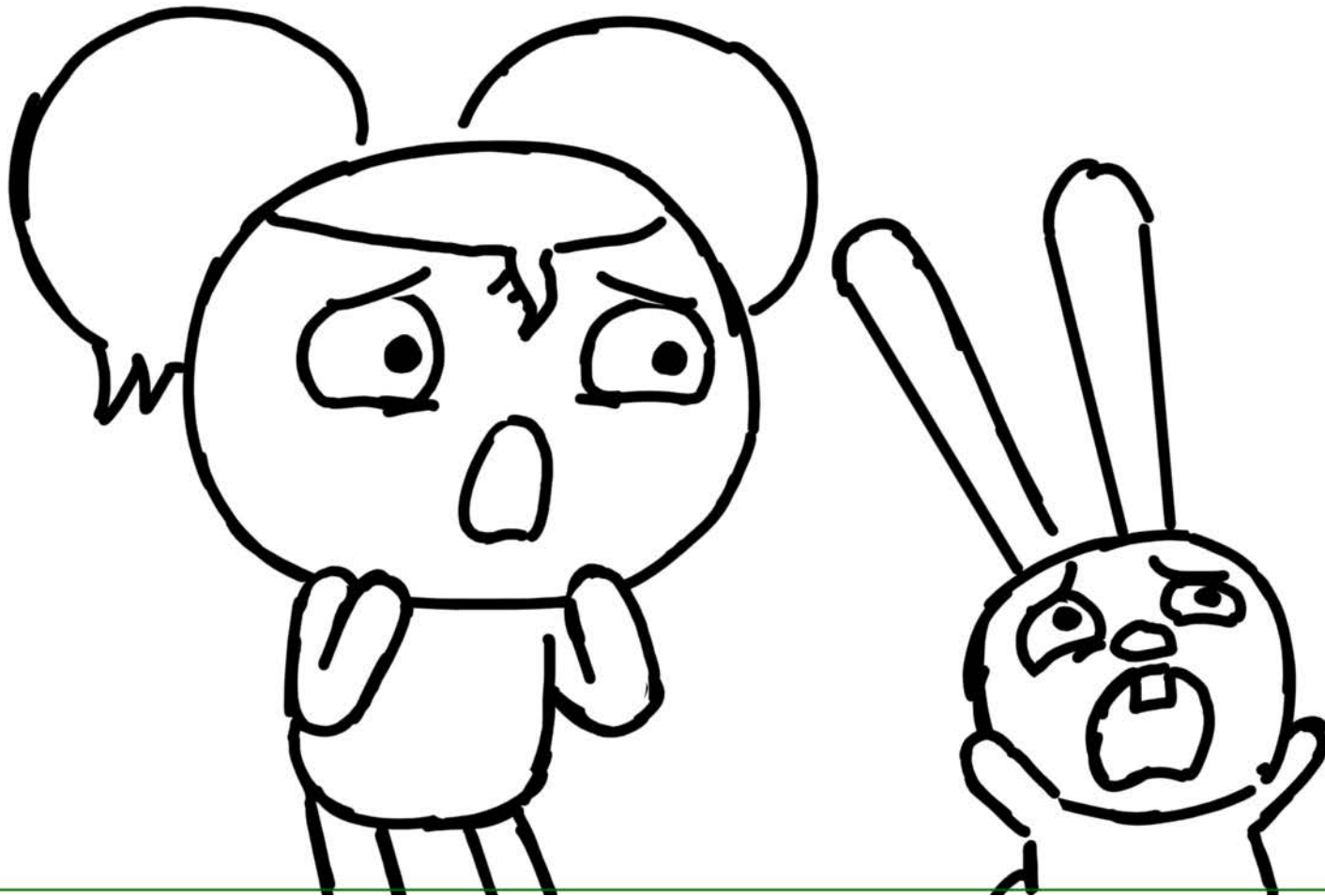
Action Notes

Scene

080AA

Panel

A



Dialog

PIBBY: Nonono

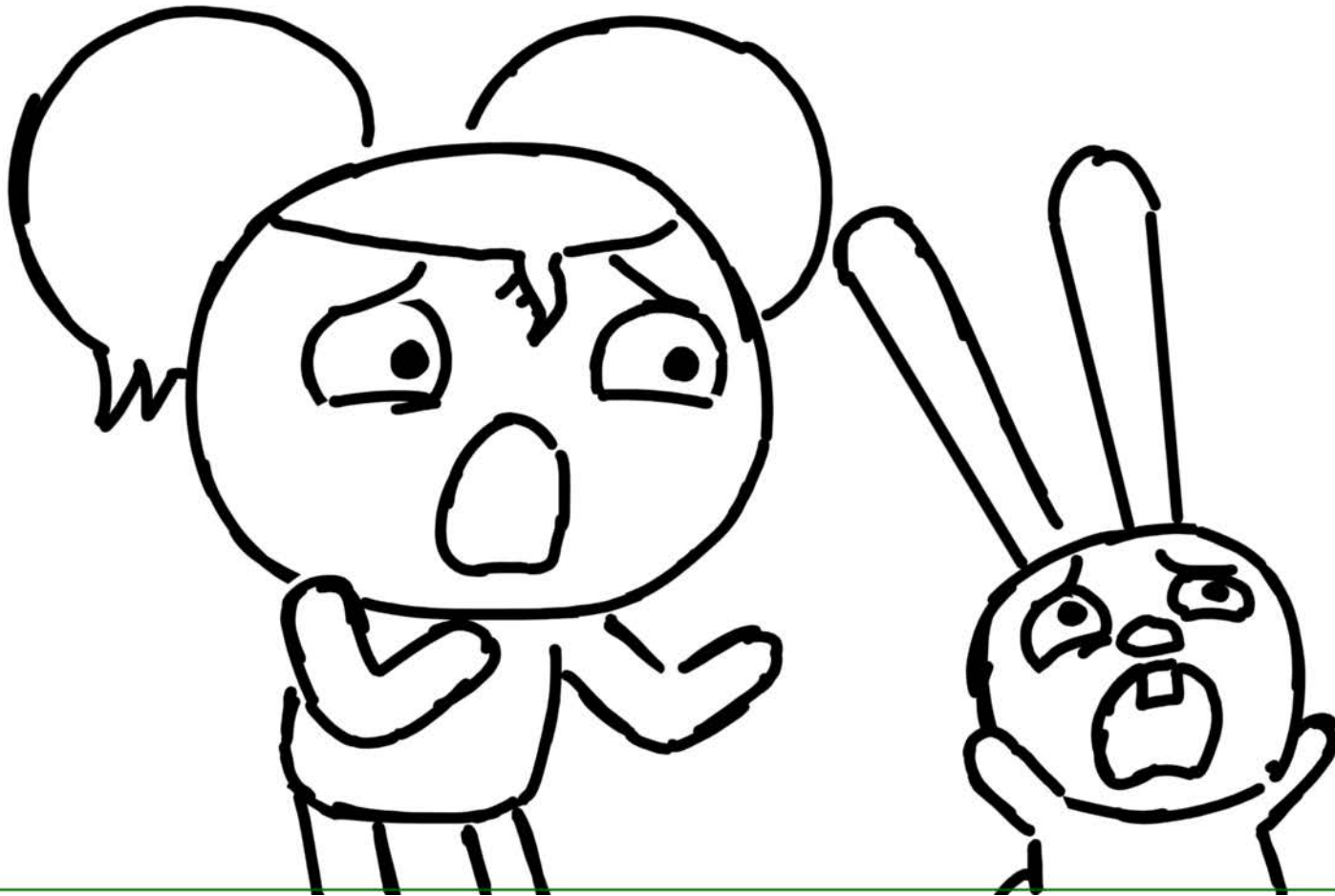
Action Notes

Scene

080AA

Panel

B



Dialog

PIBBY: Nonono

BUNBUN: we're gonna -

Action Notes

Scene

080AA

Panel

C



Dialog

BUNBUN: DIE!!!

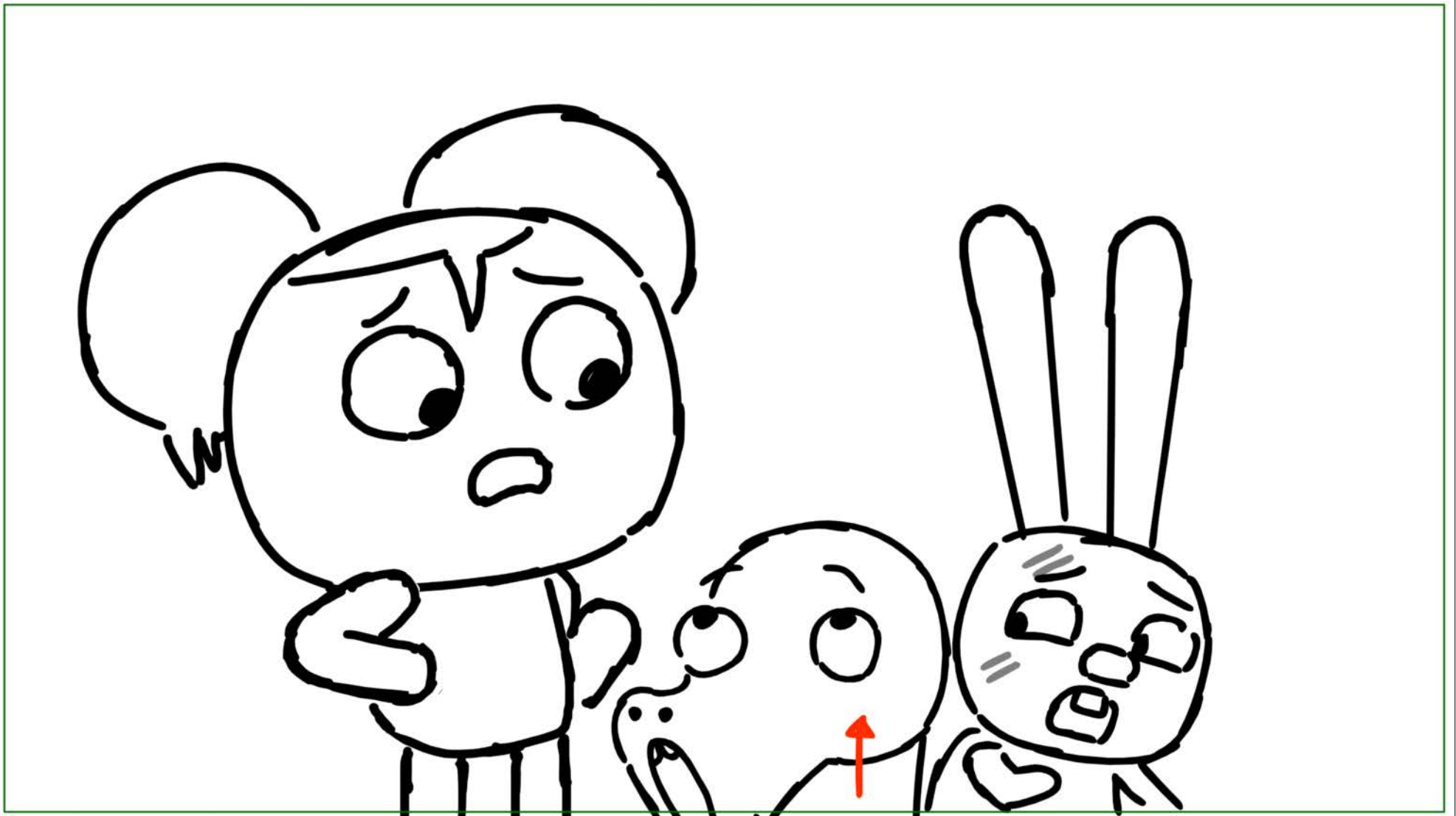
Action Notes

Scene

080AA

Panel

D



Dialog

ALLY GATOR: (Oh,) don't be scared of math!

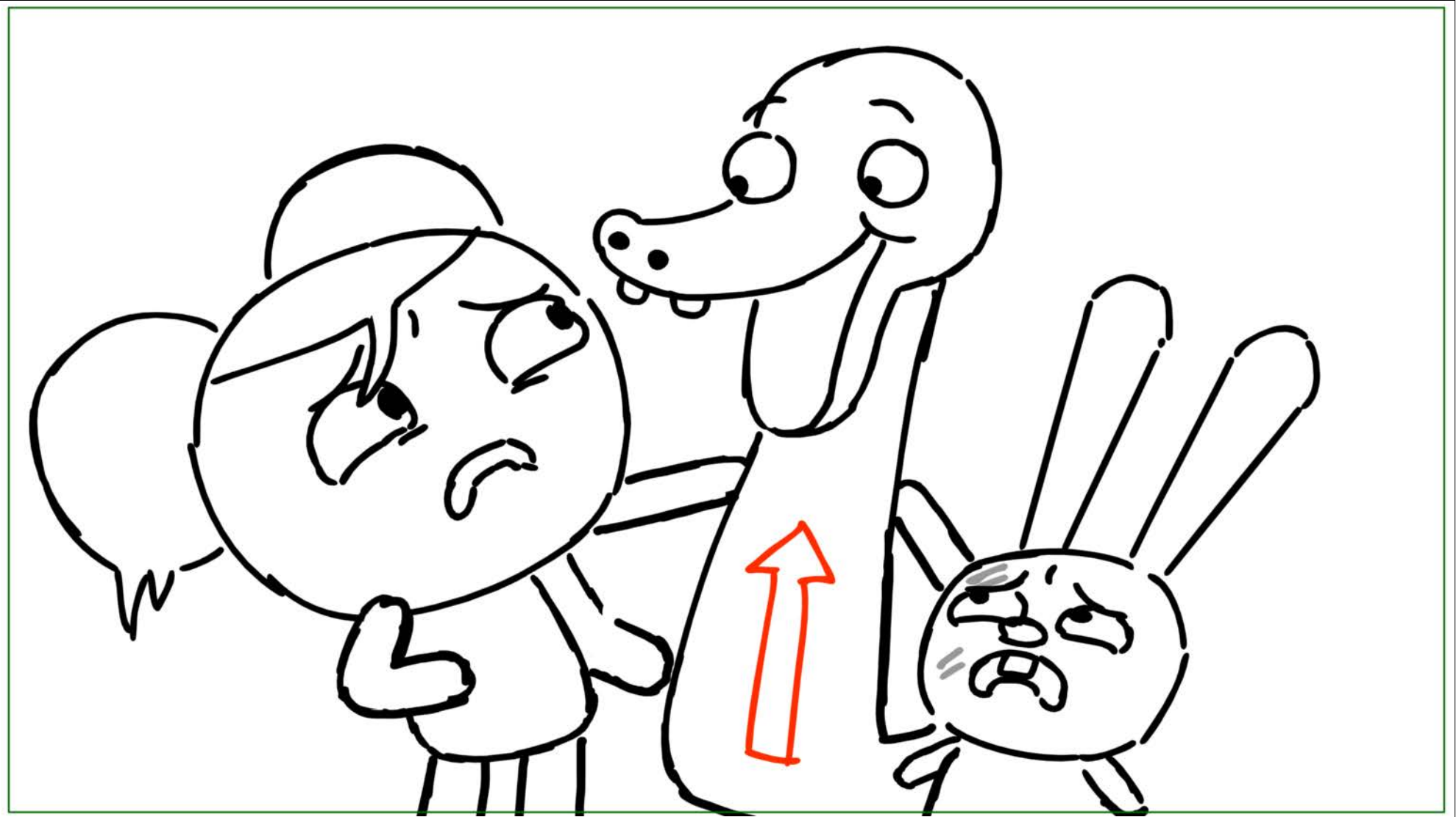
Action Notes

Scene

080AA

Panel

E



Dialog

ALLY GATOR: (Oh,) don't be scared of math!

Action Notes

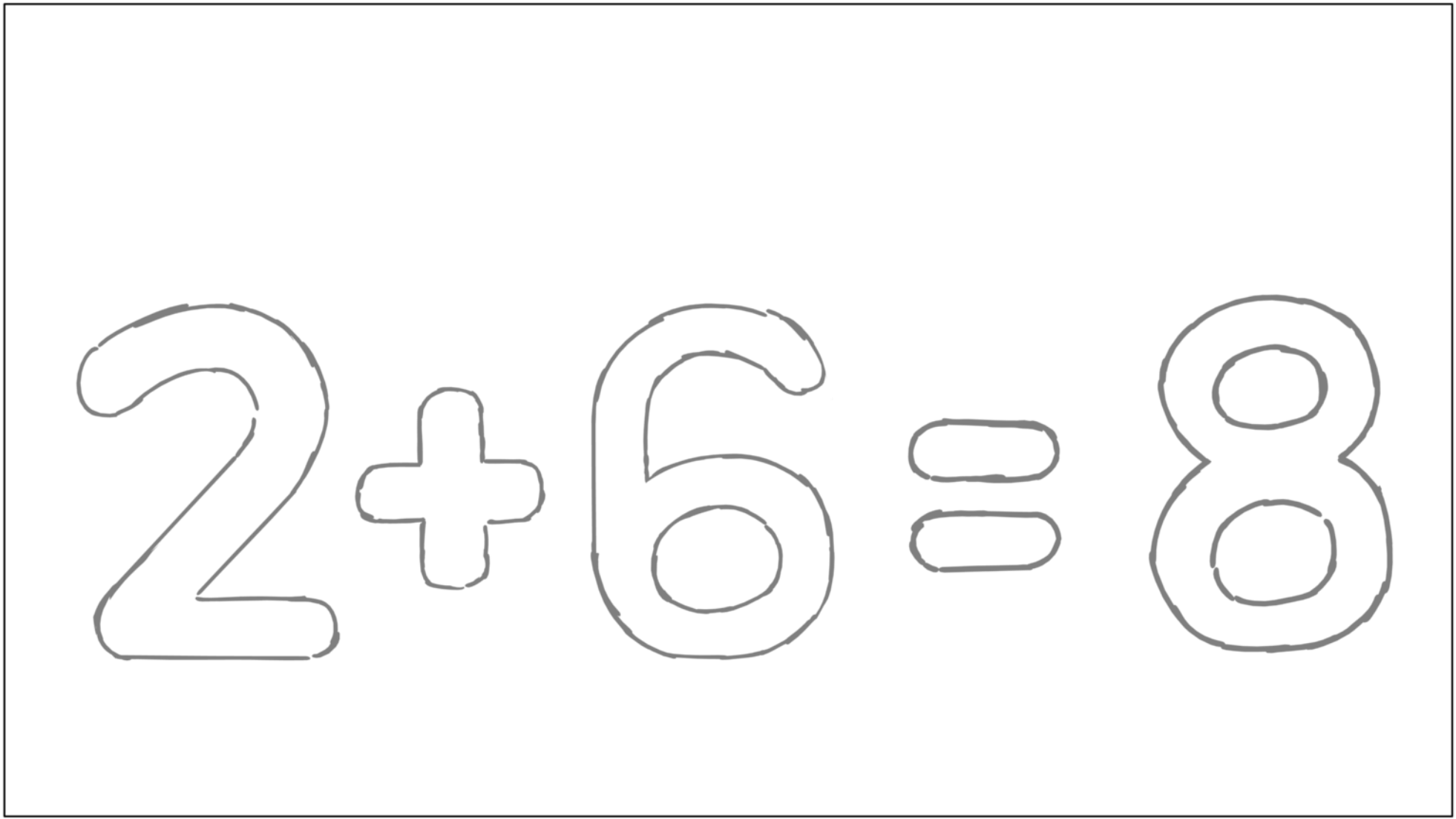


Scene

083

Panel

A



Dialog

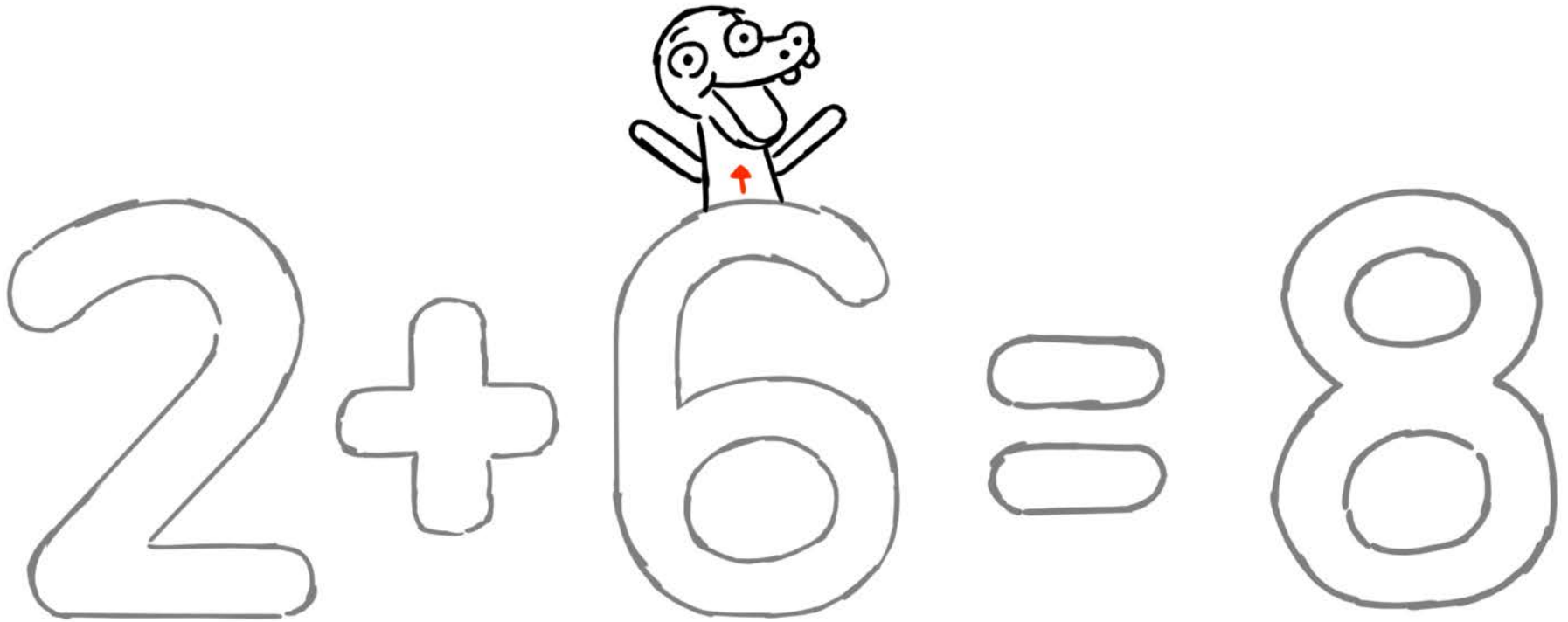
Action Notes

Scene

083

Panel

B



Dialog

ALLY GATOR: Math is fun!

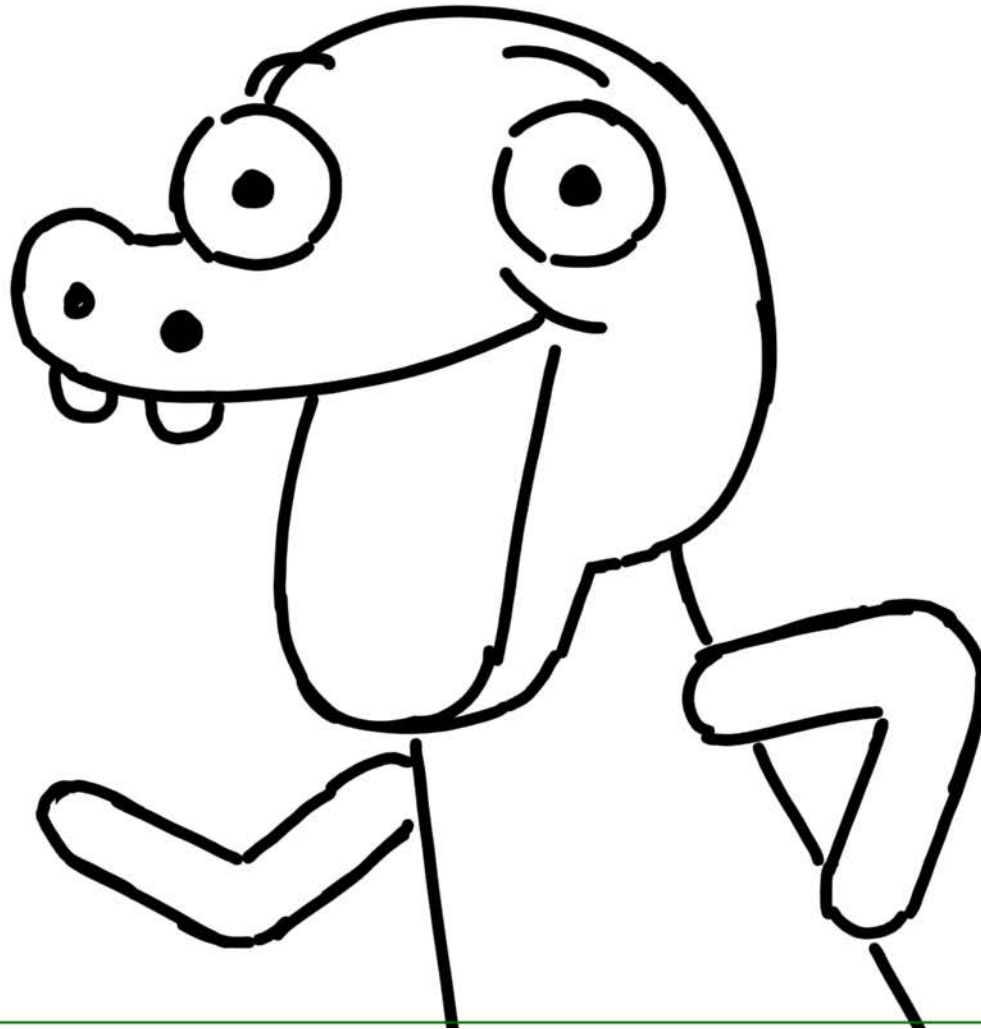
Action Notes

Scene

084

Panel

A



Dialog

ALLY GATOR: You just need

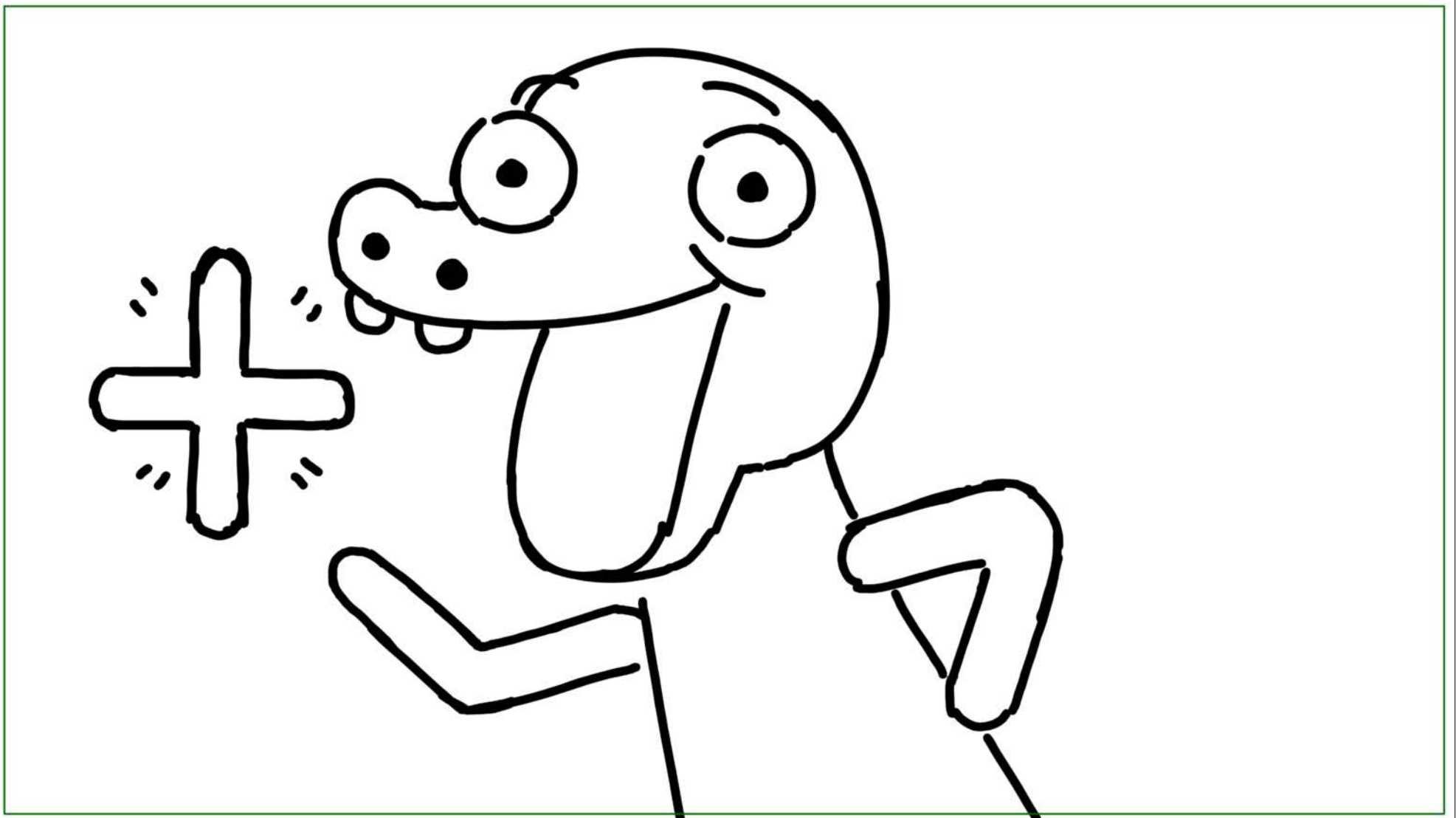
Action Notes

Scene

084

Panel

B



Dialog

ALLY GATOR: a little addition

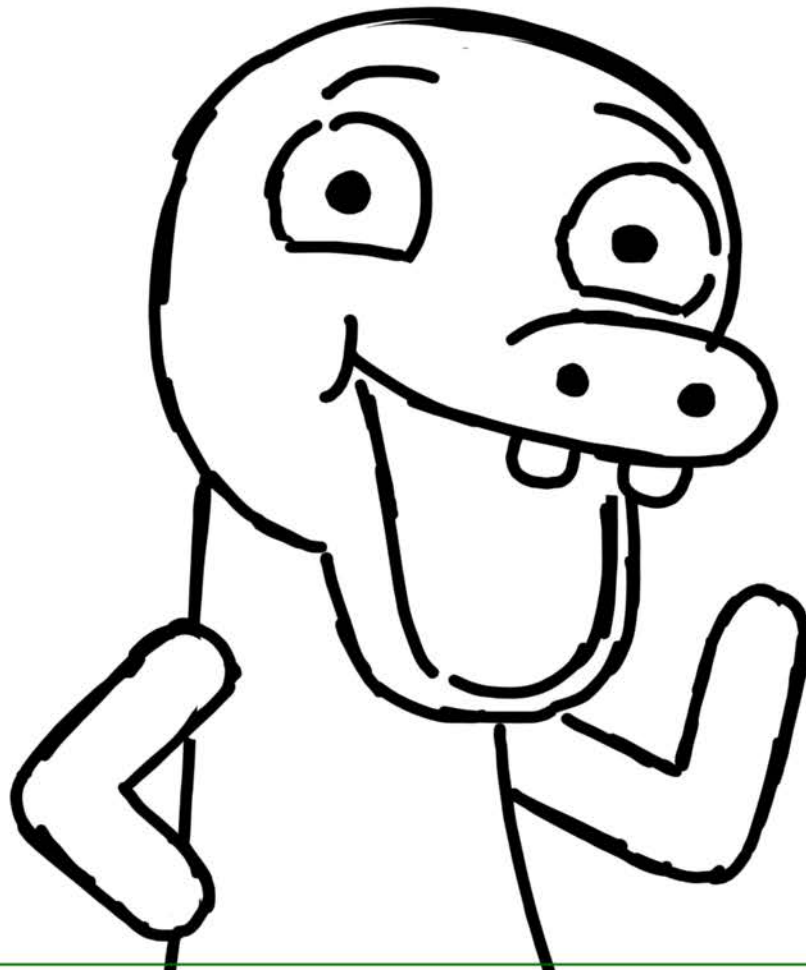
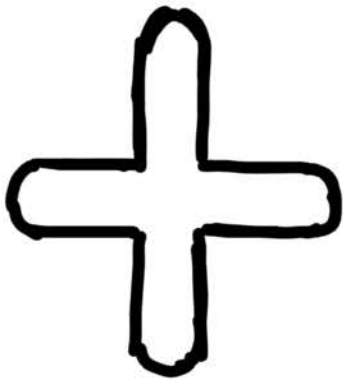
Action Notes

Scene

084

Panel

C



Dialog

ALLY GATOR: a little subtraction

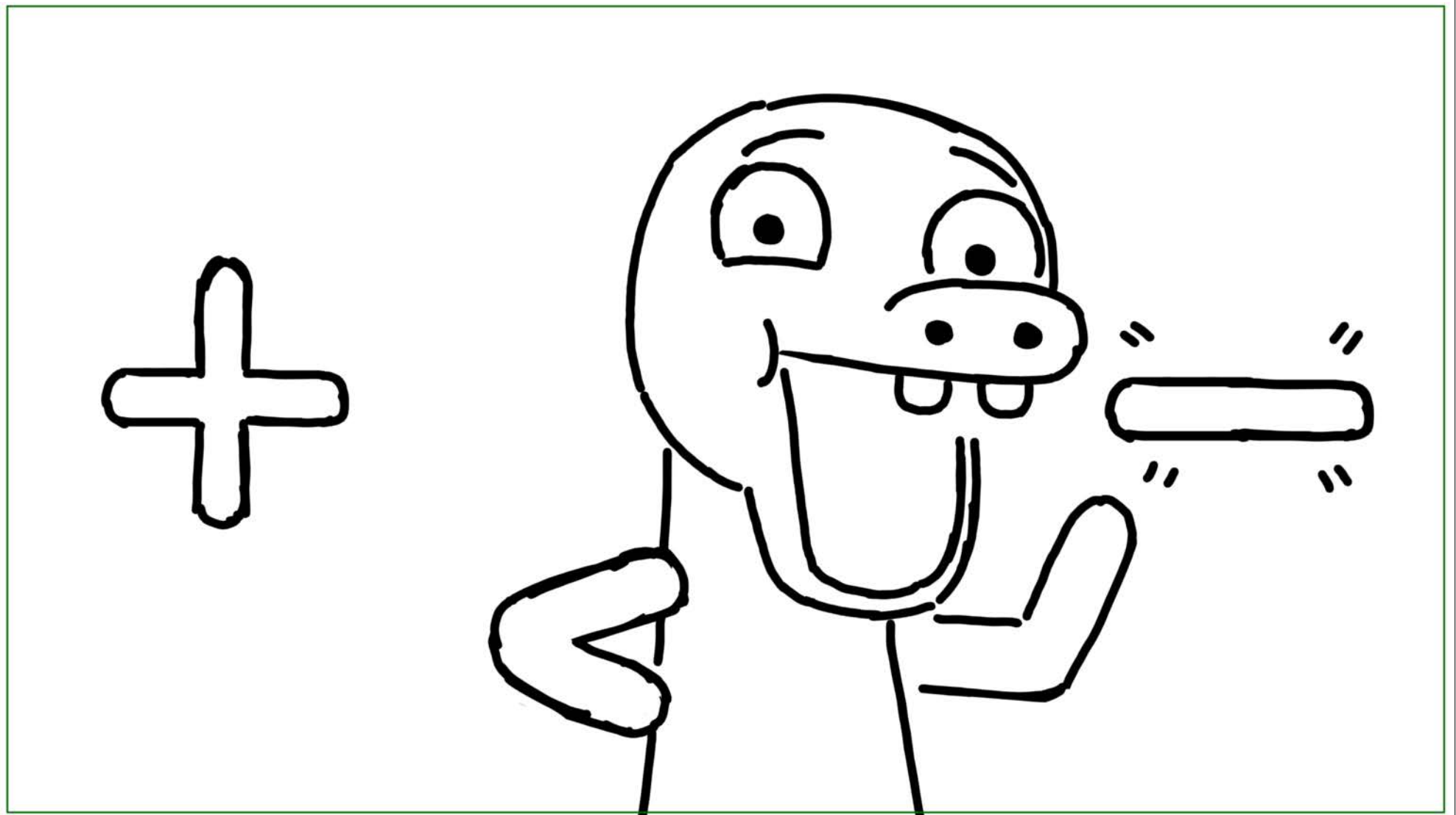
Action Notes

Scene

084

Panel

D



Dialog

ALLY GATOR: a little subtraction

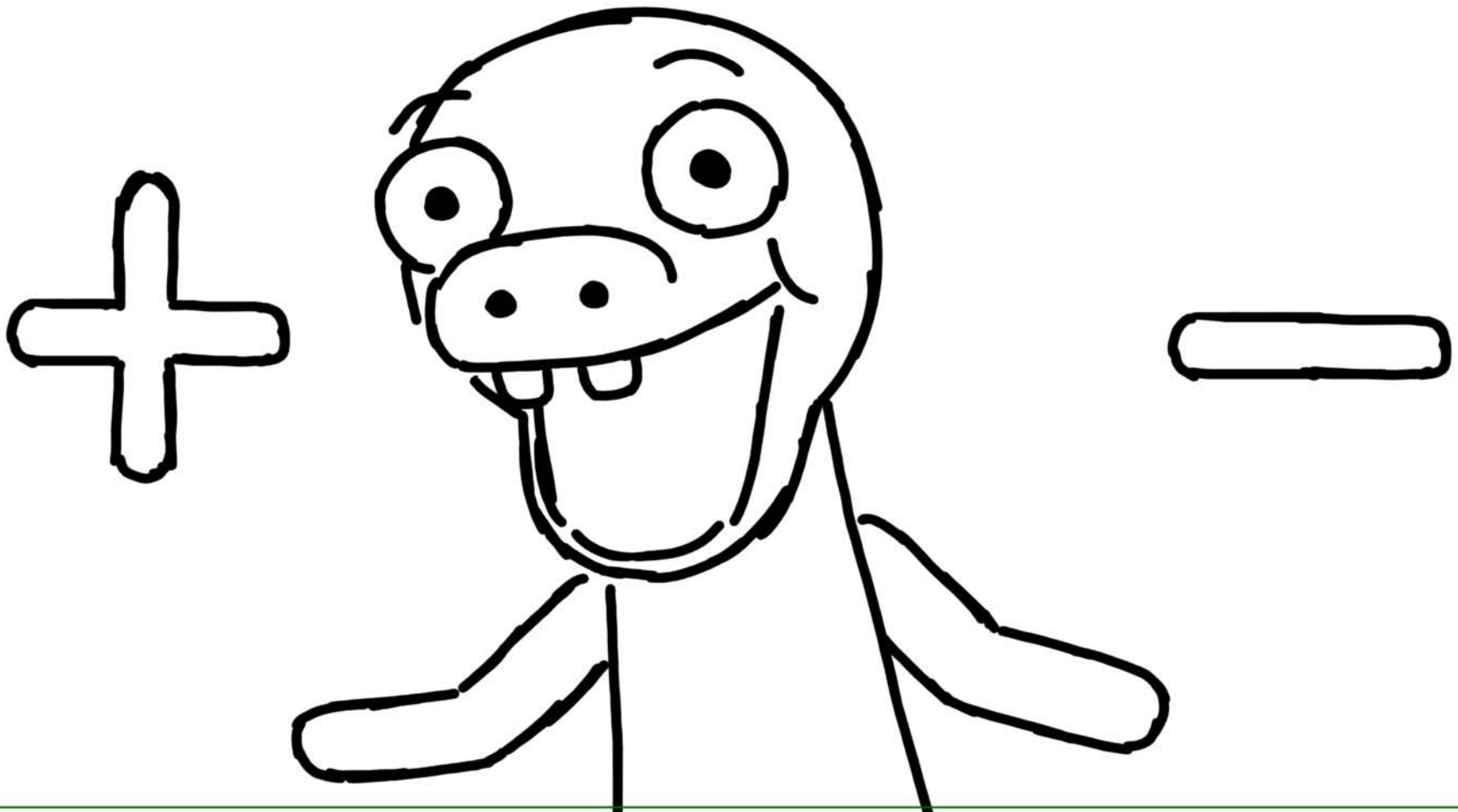
Action Notes

Scene

084

Panel

E



Dialog

ALLY GATOR: a little

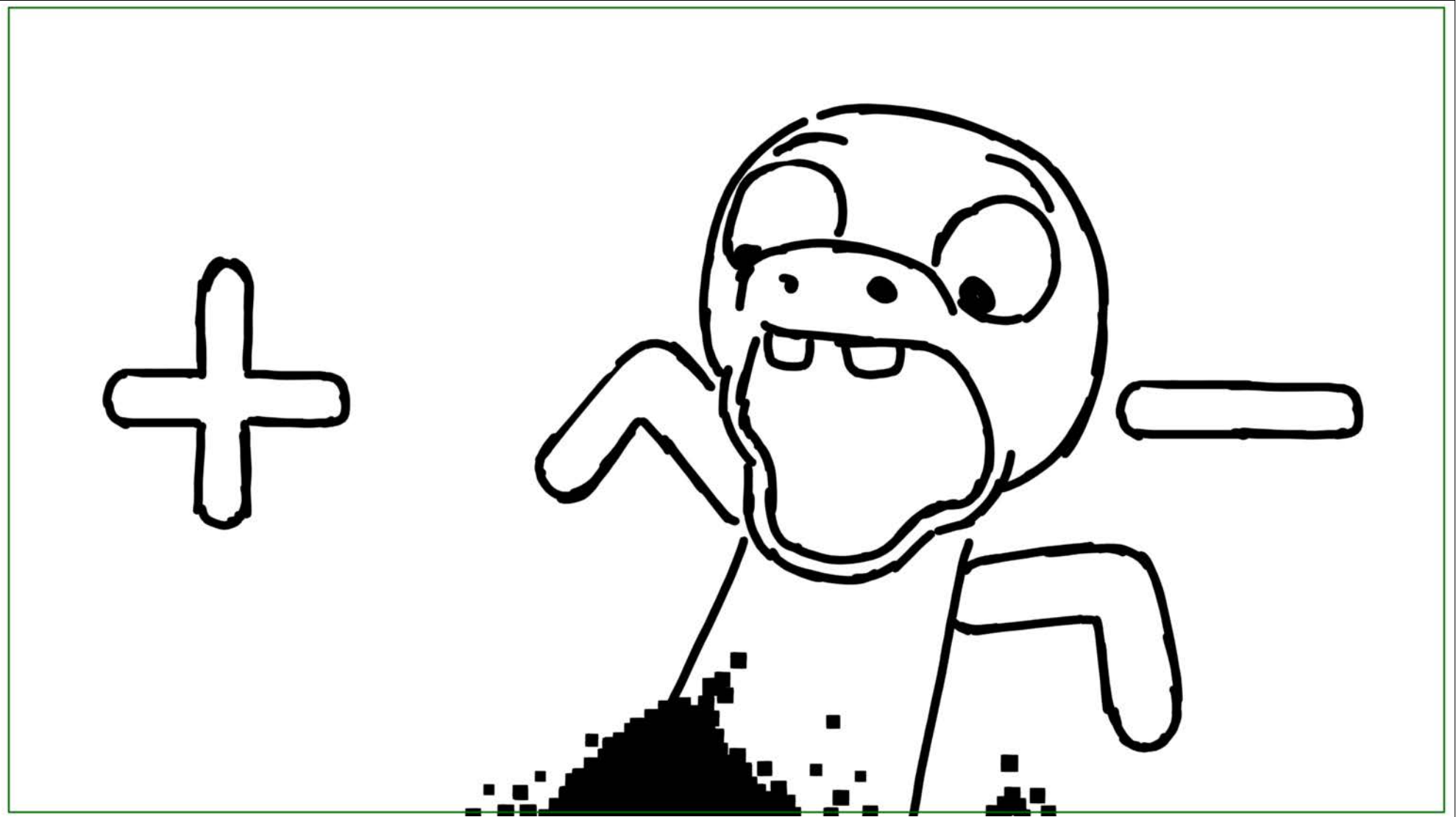
Action Notes

Scene

084

Panel

F



Dialog

ALLY GATOR: AAAAAAH!!!!

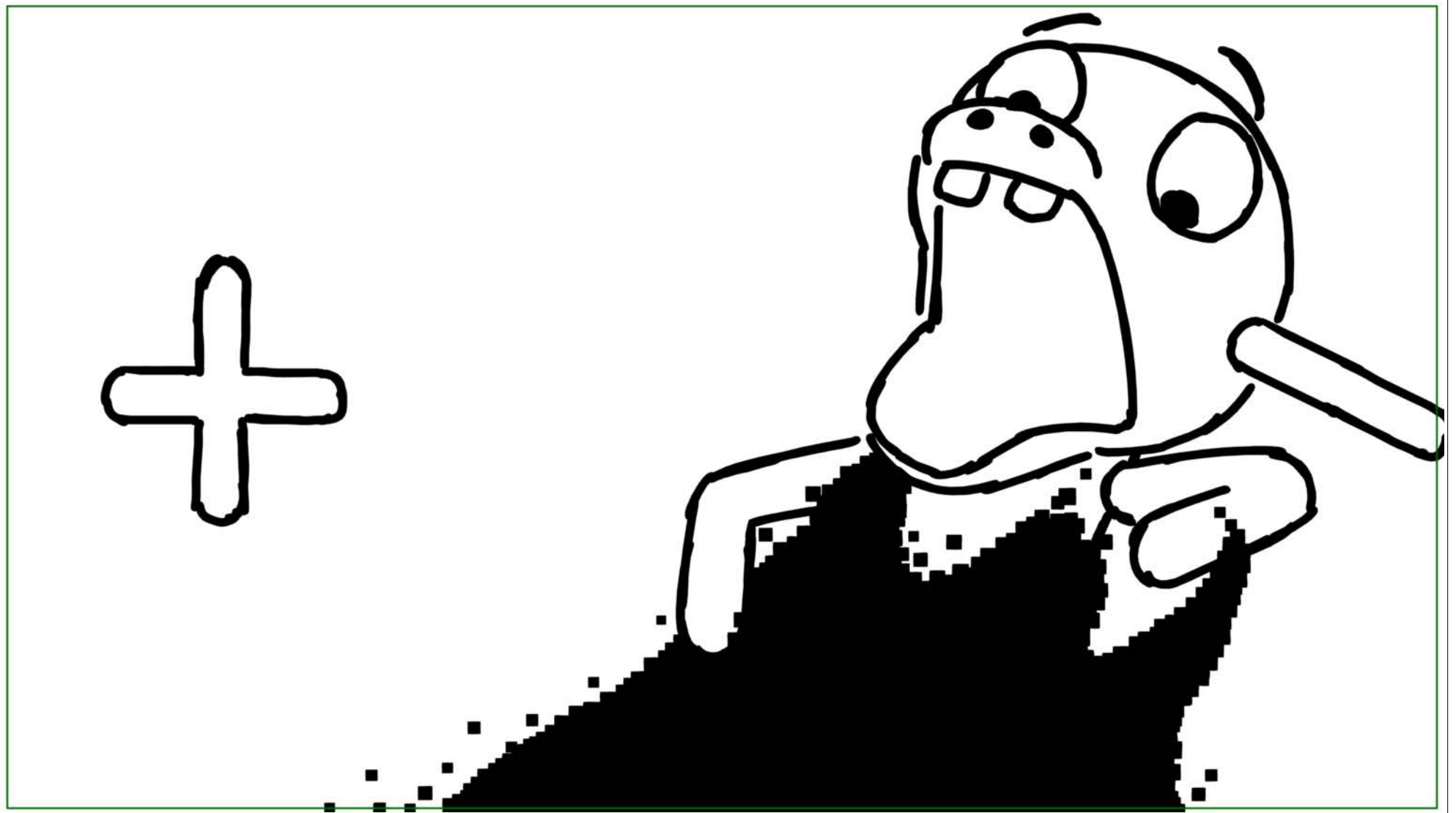
Action Notes

Scene

084

Panel

G



Dialog

DjkbO*&YG&*o6vuykDP(*UILGVG7o8yvULP&G
ALLY GATOR: AAAH!! AHHHHHHHH!!!
jhlGOYvo68FLYUDP*(T^7f95i7TYE%(I&Dy8o7t

Scene

085A

Panel

A



Dialog

:KL>BLP&YIlhoTYKUVp97uilyfi&TFKYCVP&OIL

ALLY GATOR: AAAAAAAAAAAAAAH!!!

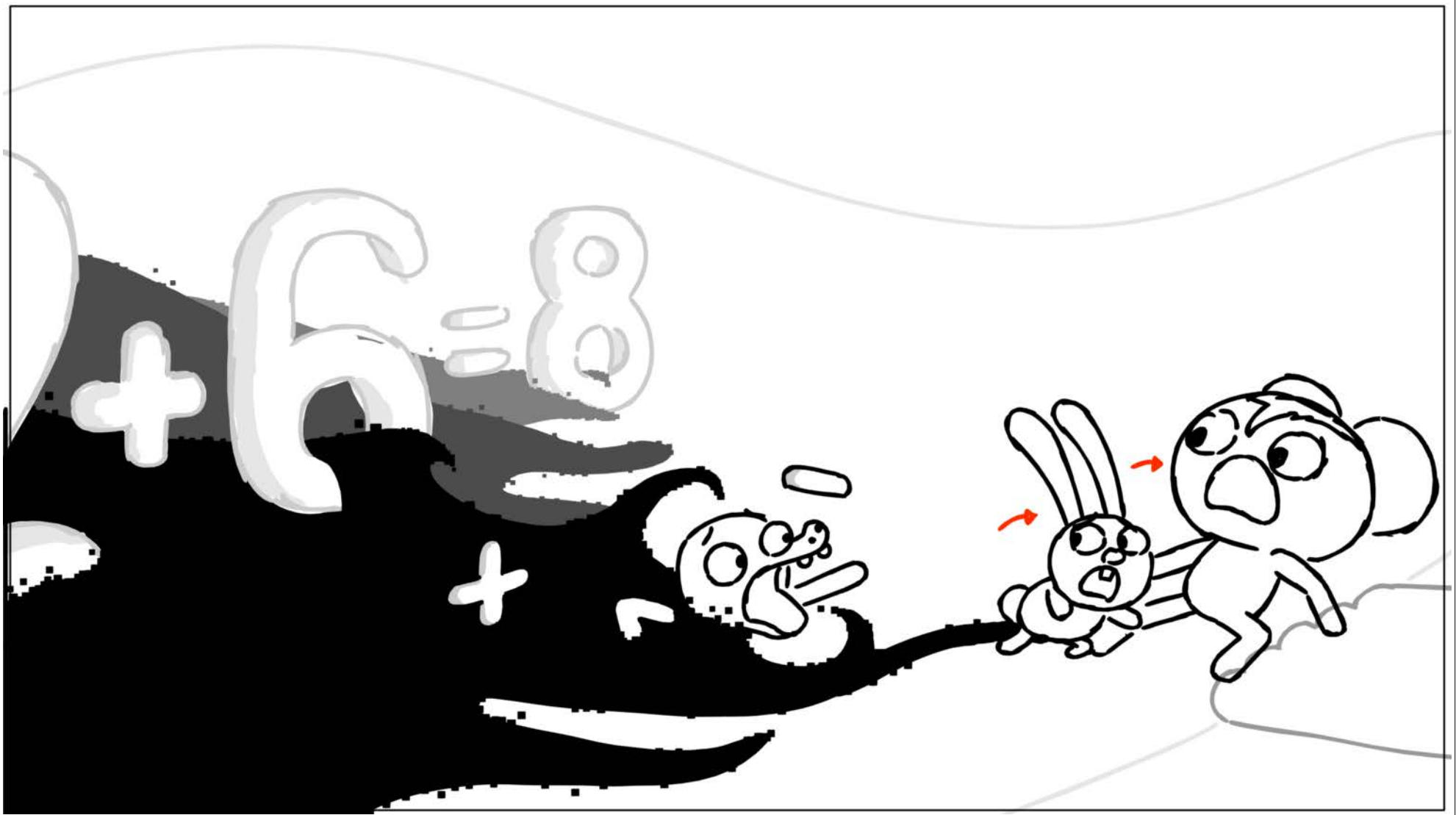
kjB>DFPIuyp78ofLUYKCVO&^ITgliujhvo87uyvk

Scene

085A

Panel

B



Dialog

jhio*^G87ogy967R*O^fuyi76eI*^ITYFoi86f7

ALLY GATOR: AAAAAAAAAAAAAAH!!!

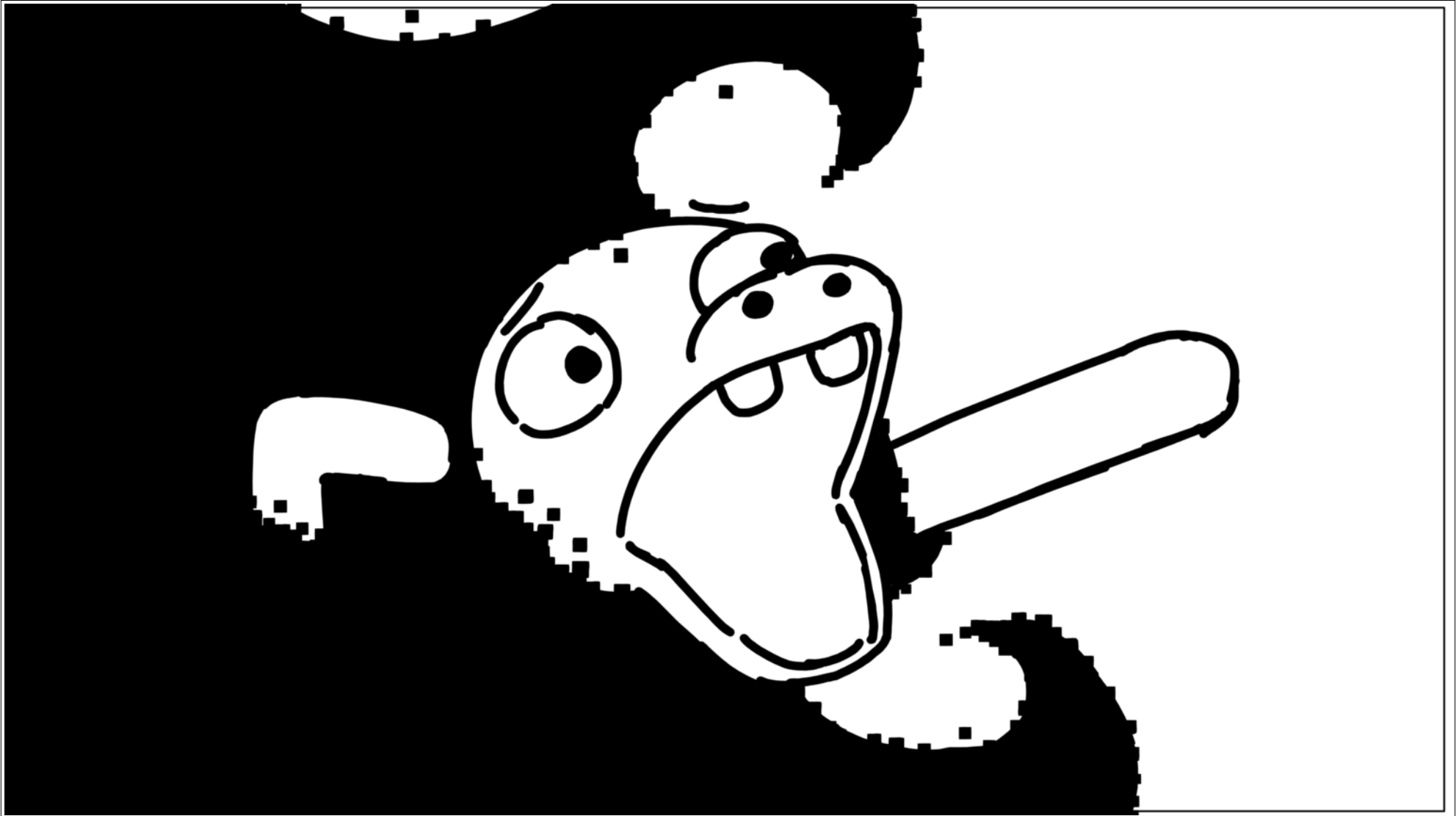
;JK>BIUlliyfofuyGP(*&Fii769tyjo*&R^FI^&oikuo*

Scene

086

Panel

A



Dialog

DjkbO*&YG&*o6vuykDP(*UILGVG7o8yvULP&G

ALLY GATOR: HELP - -

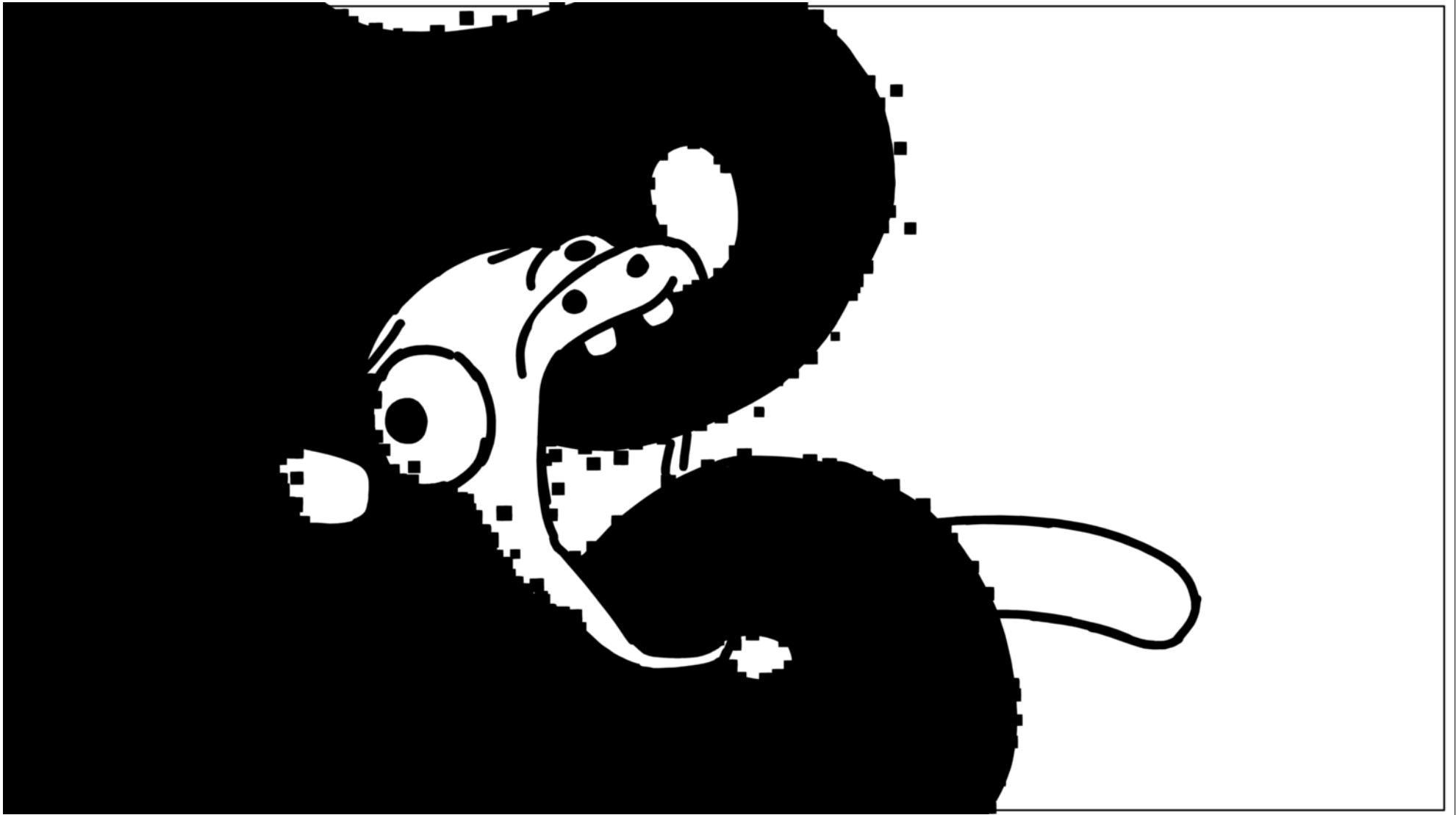
jhlGOYvo68FLYUDP*(T^7f95i7TYE%(I&Dy8o7t

Scene

086

Panel

B



Dialog

:KL>BLP&YilhoTYKUVp97uilyfi&TFKYCVP&OIL

ALLY GATOR: - - -

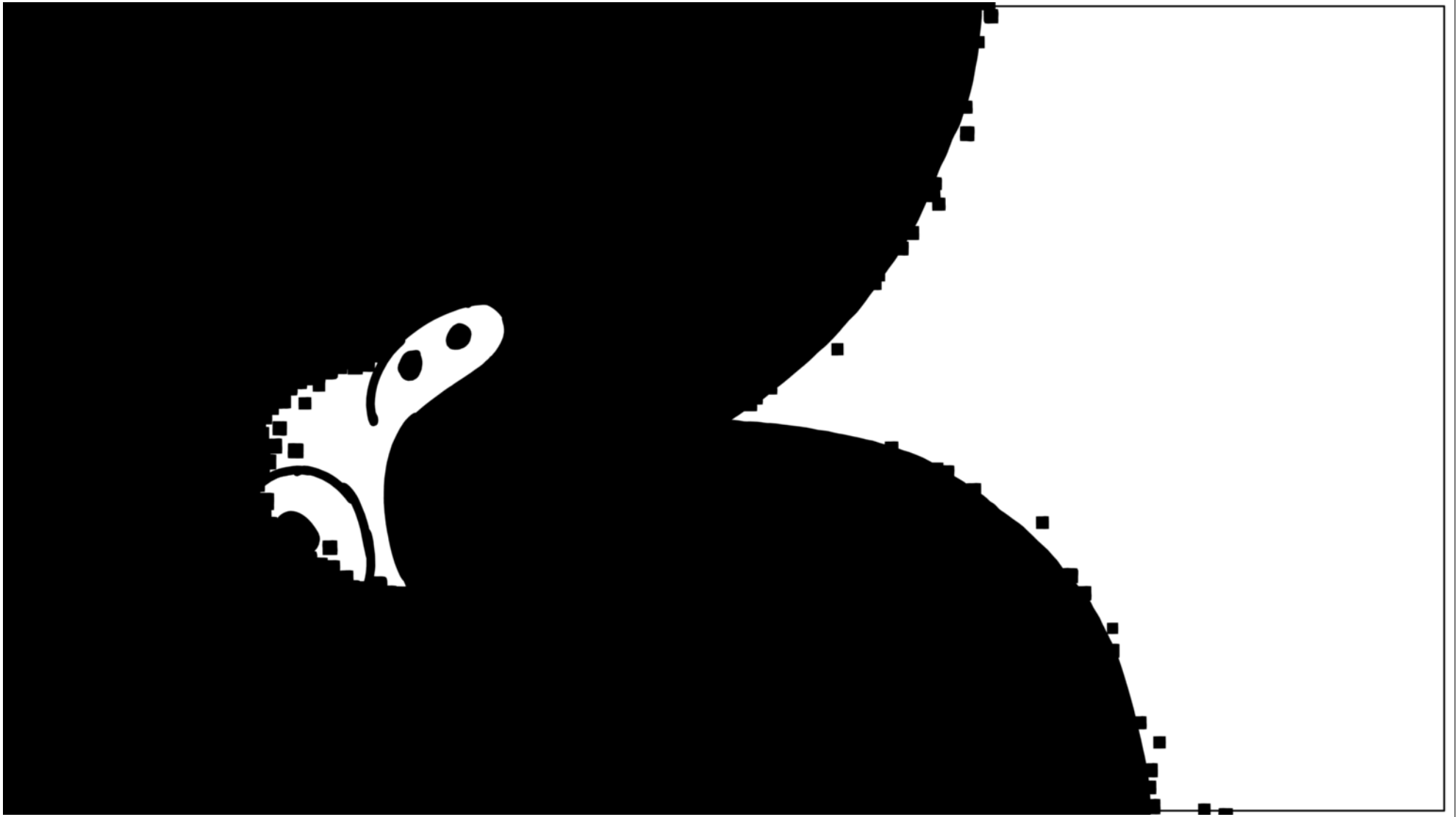
kjB>DFPIuyp78ofLUYKCVO&^ITgliujhvo87uyvk

Scene

086

Panel

C

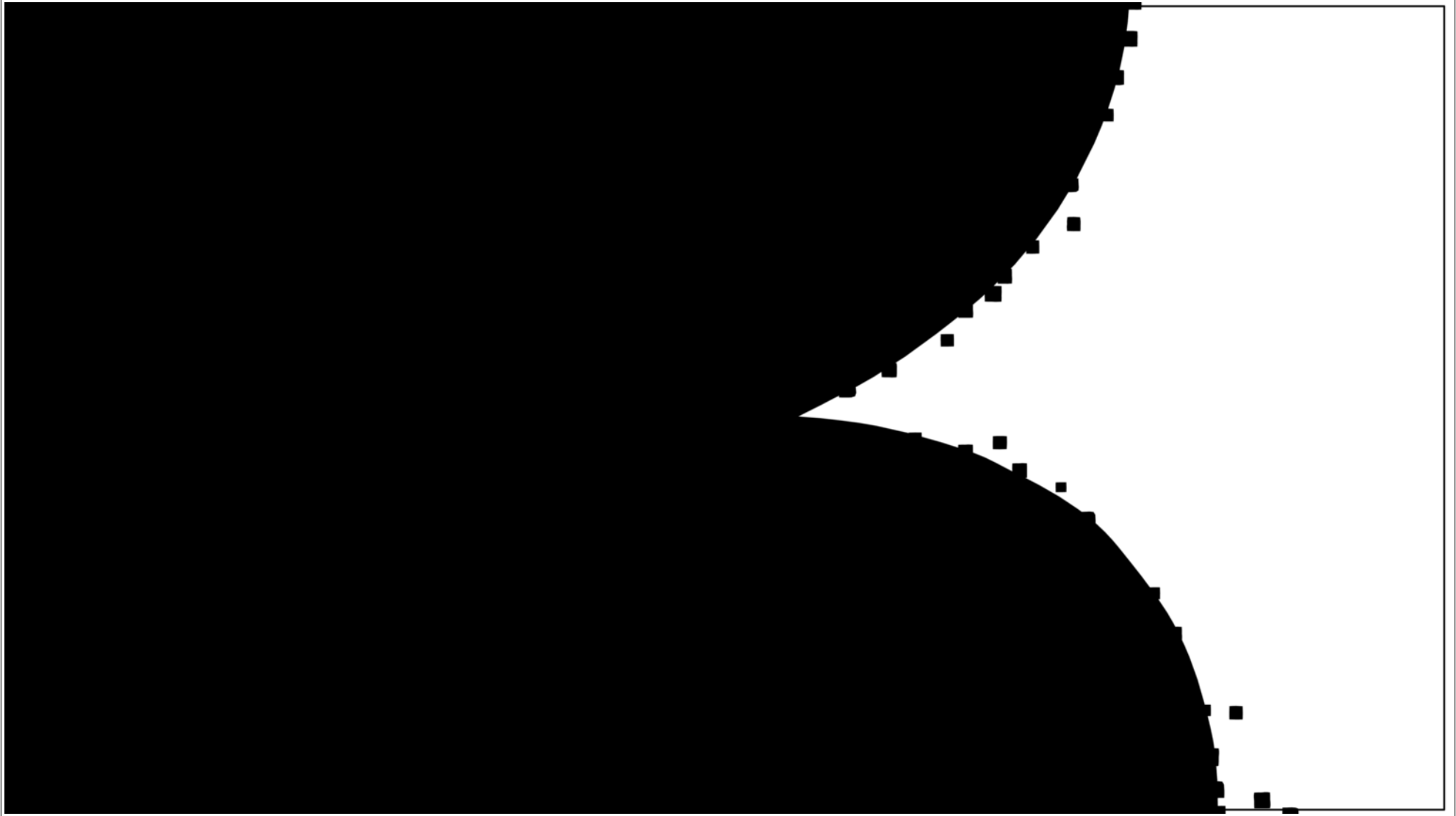


Dialog

OHKJBO&*FY8p;otiulgki6T&II^TFDi76kDTf7kuyf
*O&TFJ6ftfi67utdIK^UTYDci6kuytdyJMFGNI^Ud
^UYFhkfuyli7,uyfU%DSERTdi6ktucyU%RYI^Tytj



Scene	086	Panel	D
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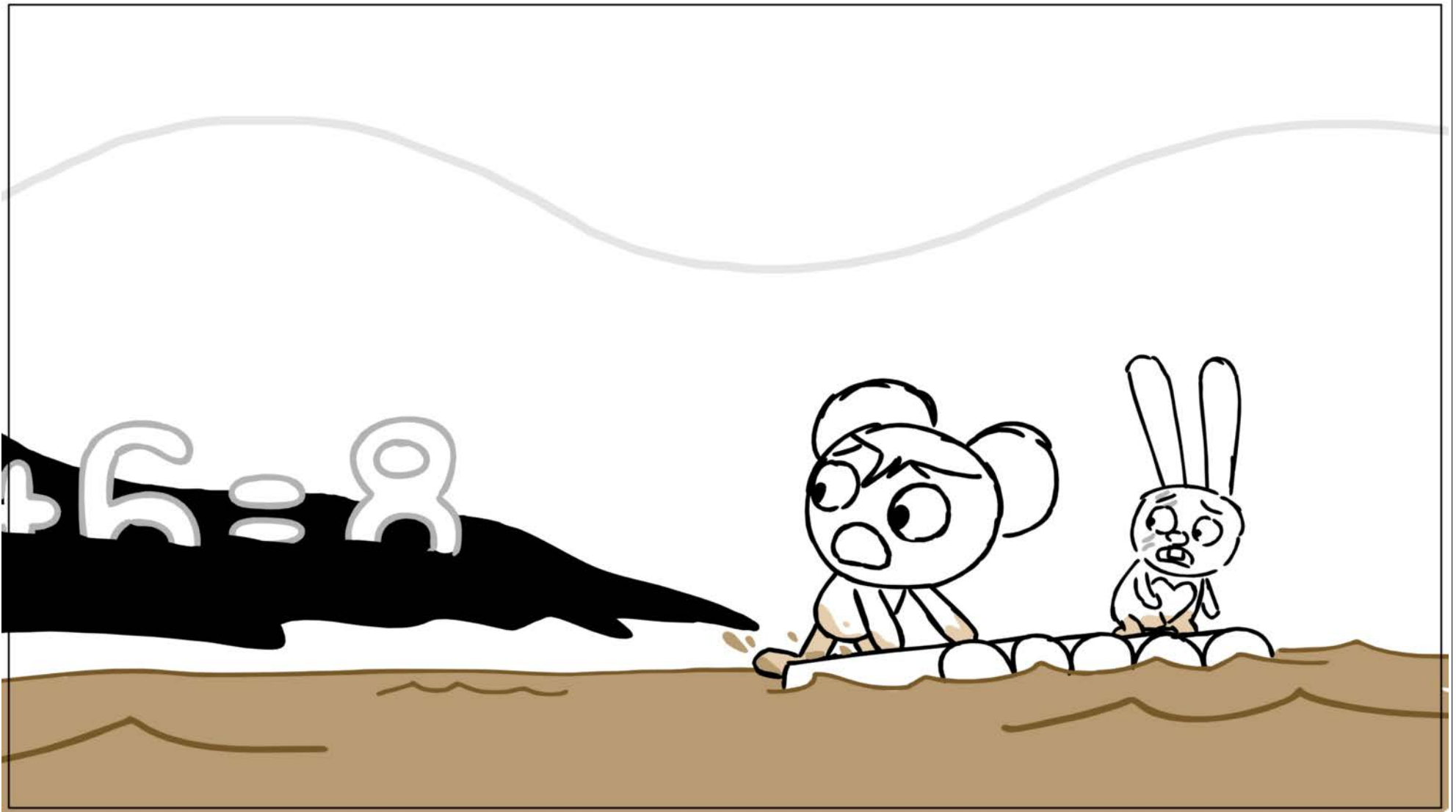
Dialog
98b7ub&*VUYKF9v878tousyFIV^&TYFVbykv78tu
I^UKYFfo7kuyfMYTVTol7iuyjgkmYTVV^*ukuyg^
UKYFtyjf6iKUTYFf6kuytdJU%TRDUJjytyjDI&7ytf

Scene

088

Panel

A



Dialog

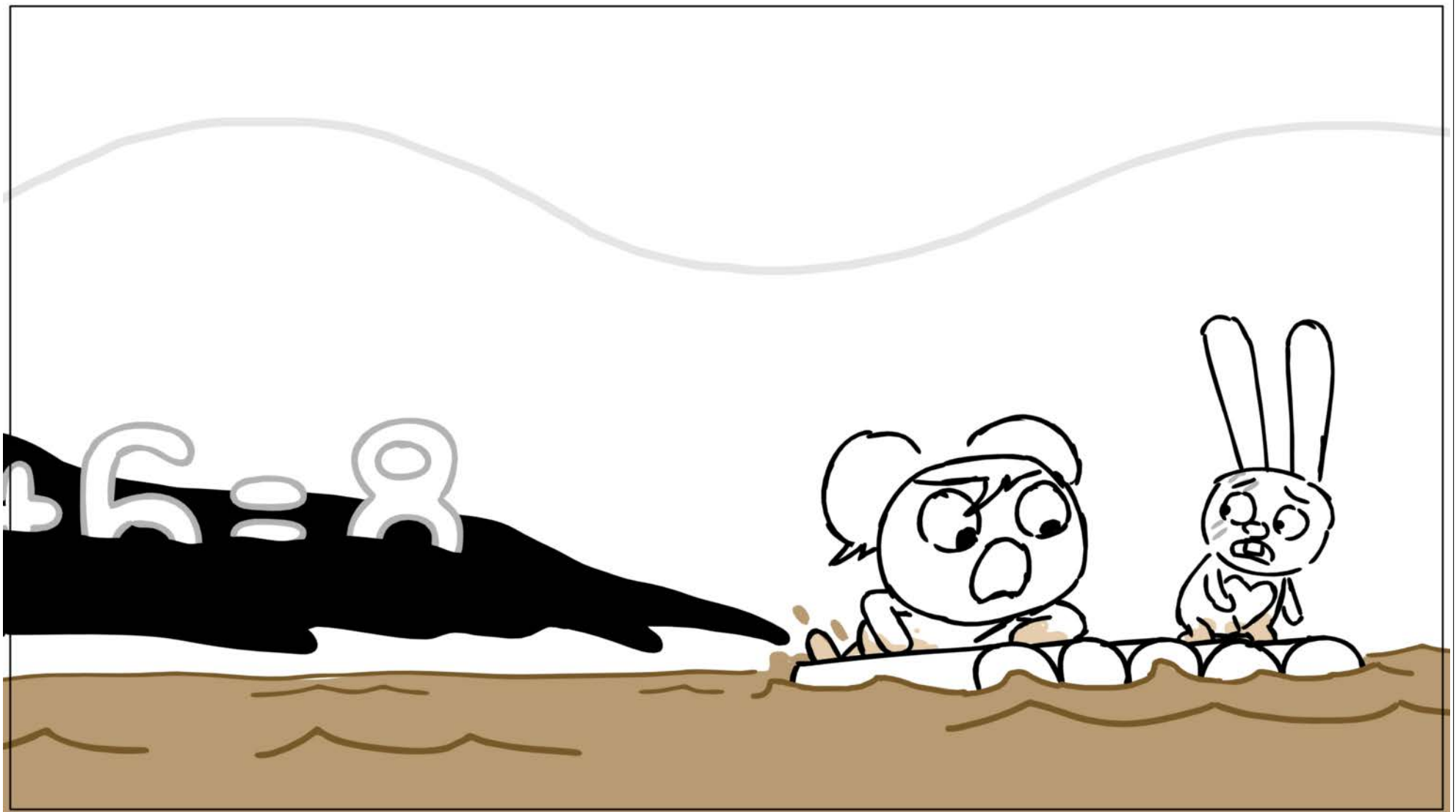
IGbi6fukO*ILUGi6k7tFOL&IYUFOKU^YfliyhvI^O
(P*UIGg7iluyfUYKFOLYUh;li.ufkUT^O^UYKfliyu
GVHi5dtliyKT^Fi5tdLY<FTJYk,uymtjyKUMTJMk

Scene

088

Panel

B



Dialog

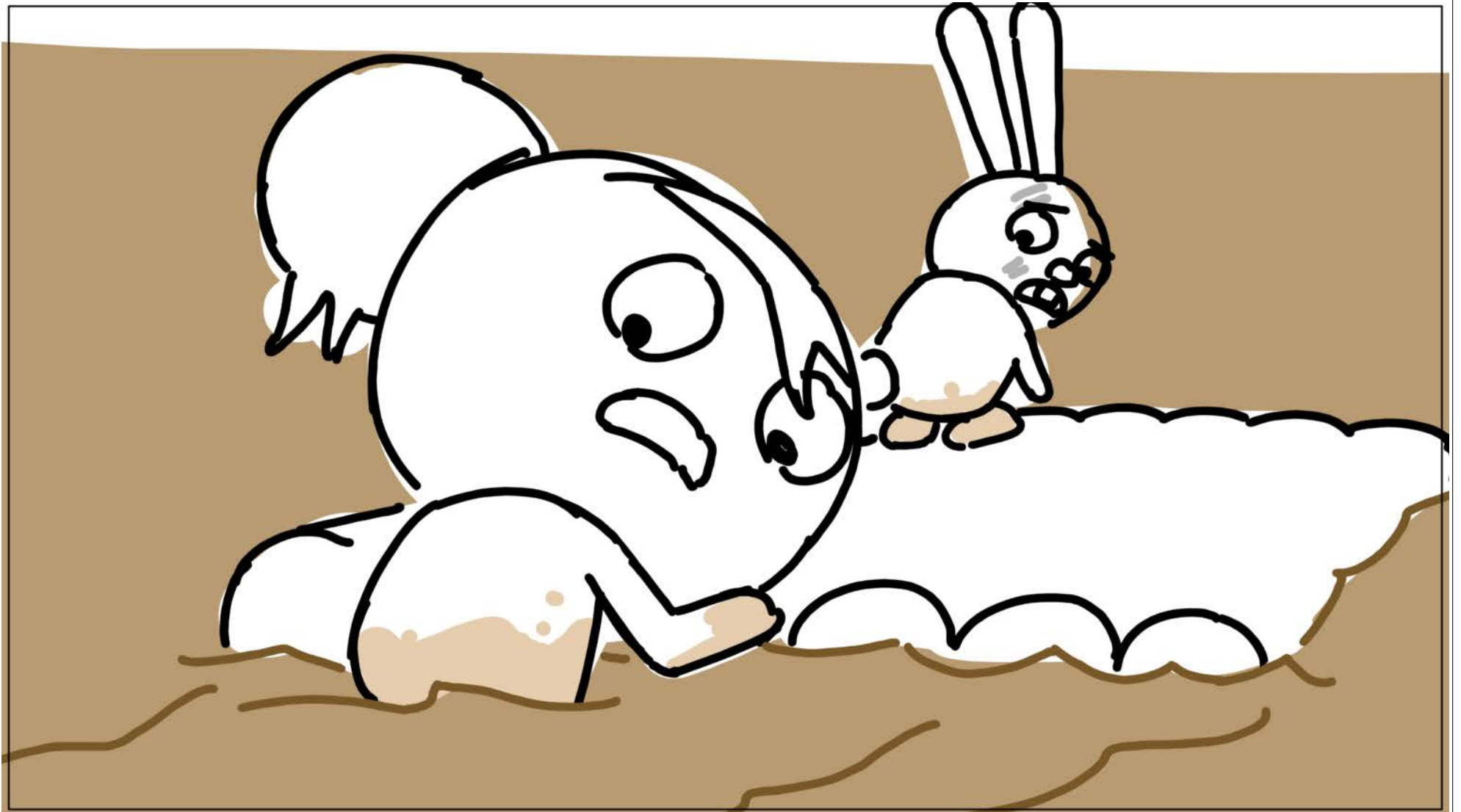
OHKJBO&*FY8p;otiulgki6T&II^TFDi76kDTf7kuyf
*O&TFJ6ftfi67utdIK^UTYDci6kuytdyJMFGNI^Ud
^UYFhkfuyl7,uyfU%DSERTdi6ktucyU%RYI^Tyt

Scene

089

Panel

A



Dialog

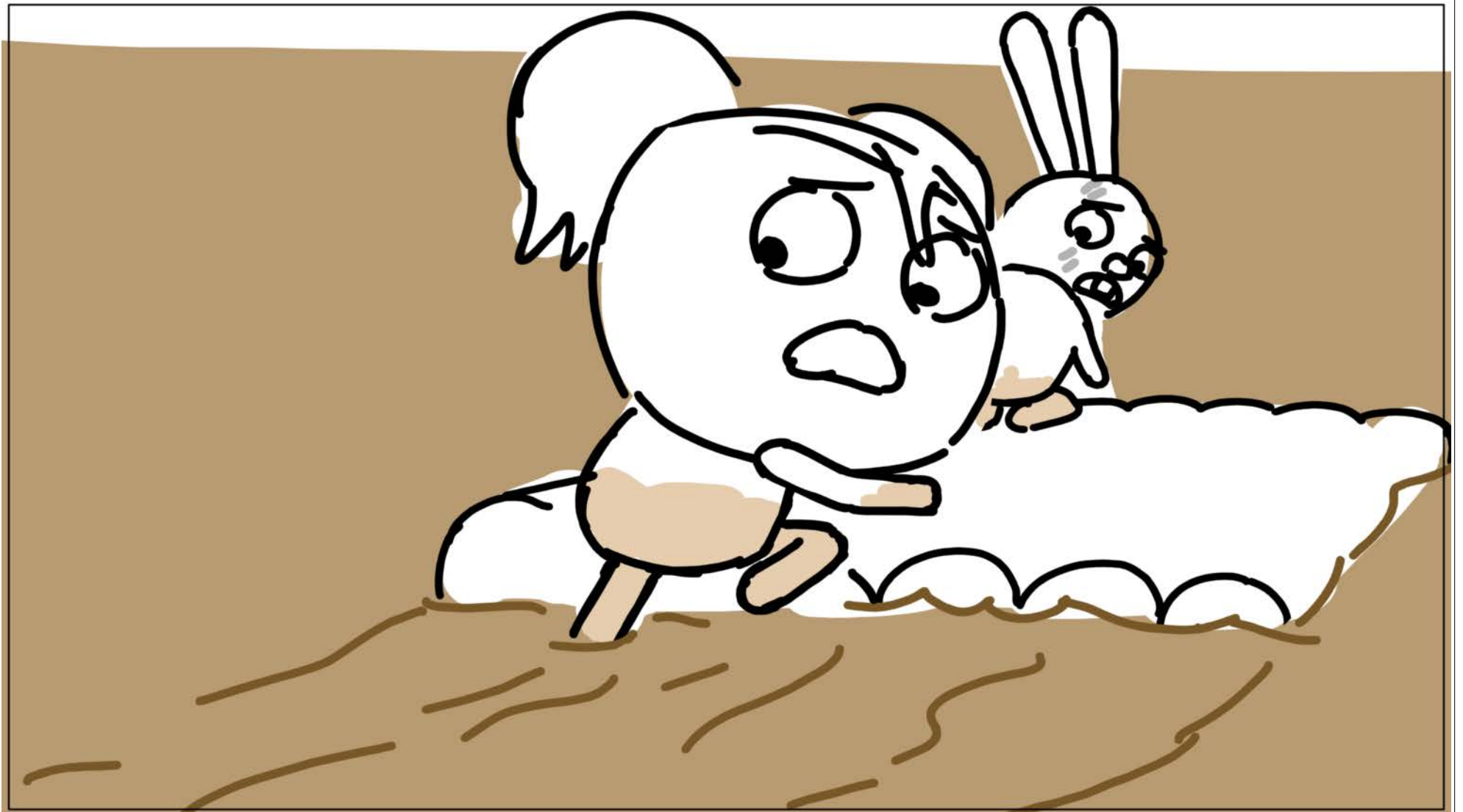
98b7ub&*VUYKF9v878touyFIV^&TYFVbykv78tu
I^UKYFfo7kuyfMYTVTol7iuyjgkmYTVV^*ukuyg^
UKYFtyjf6iKUTYFf6kuytdJU%TRDUJjytyjDI&7ytf

Scene

089

Panel

B



Dialog

IGbi6fukO*ILUGi6k7tFOL&IYUFOKU^YfliyhvI^O
(P*UIGg7iluyfUYKFOLYUh;li.ufkUT^O^UYKfliyu
GVHi5dtliyKT^Fi5tdLY<FTJYk,uymtjyKUMTJMk

Scene

089

Panel

C



Dialog

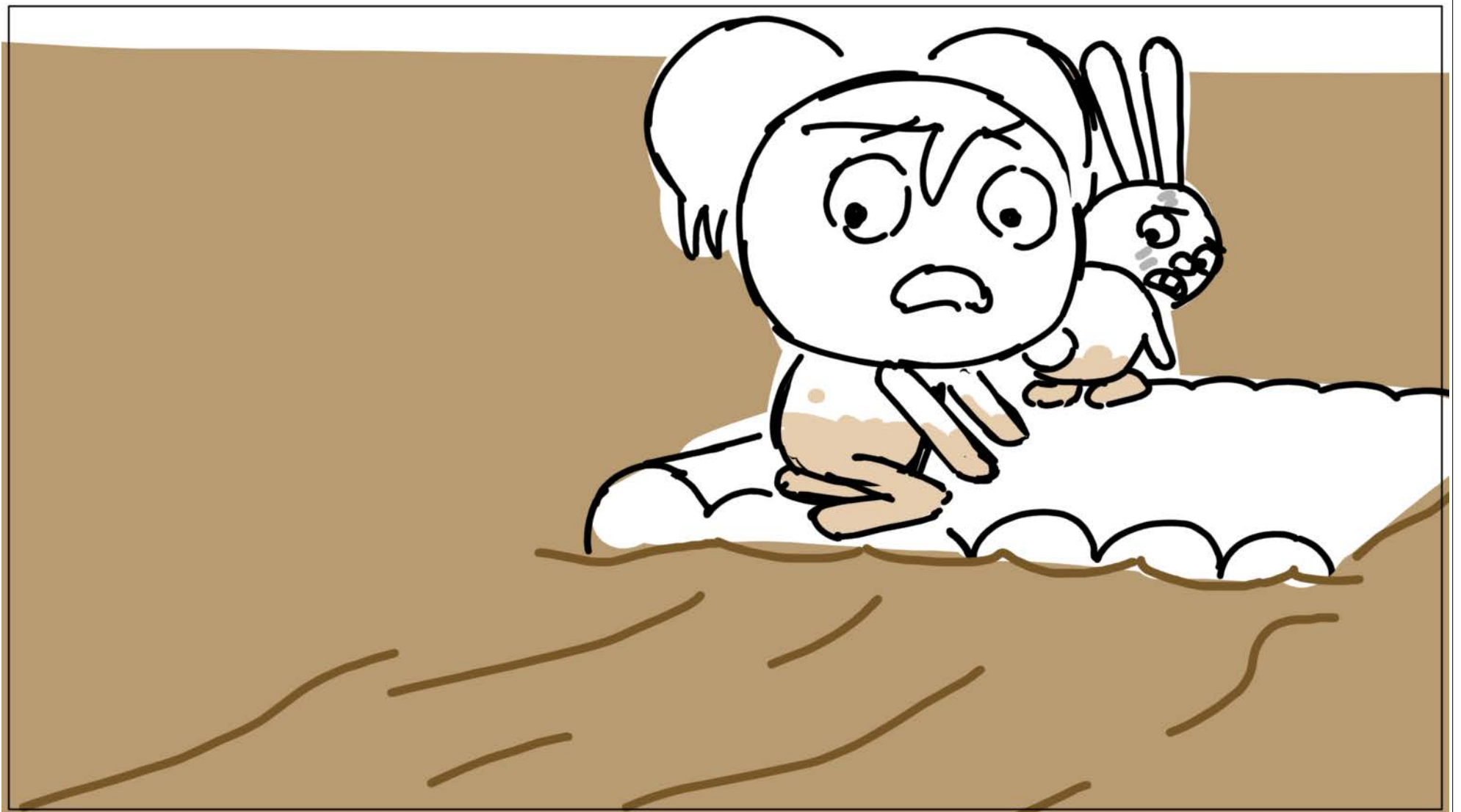
OHKJBO&*FY8p;otiulgki6T&II^TFDi76kDTf7kuyf
*O&TFJ6ftfi67utdIK^UTYDci6kuytdyJMFGNI^Ud
^UYFhkfuyli7,uyfU%DSERTdi6ktucyU%RYI^Tyt j

Scene

089

Panel

D



Dialog

98b7ub&*VUYKF9v878tousyFIV^&TYFVbykv78tu
I^UKYFfo7kuyfMYTVTol7iuyjgkmYTVV^*ukuyg^
UKYFtyjf6iKUTYFf6kuytdJU%TRDUJjytyjDI&7ytf

Scene

090

Panel

A



Dialog

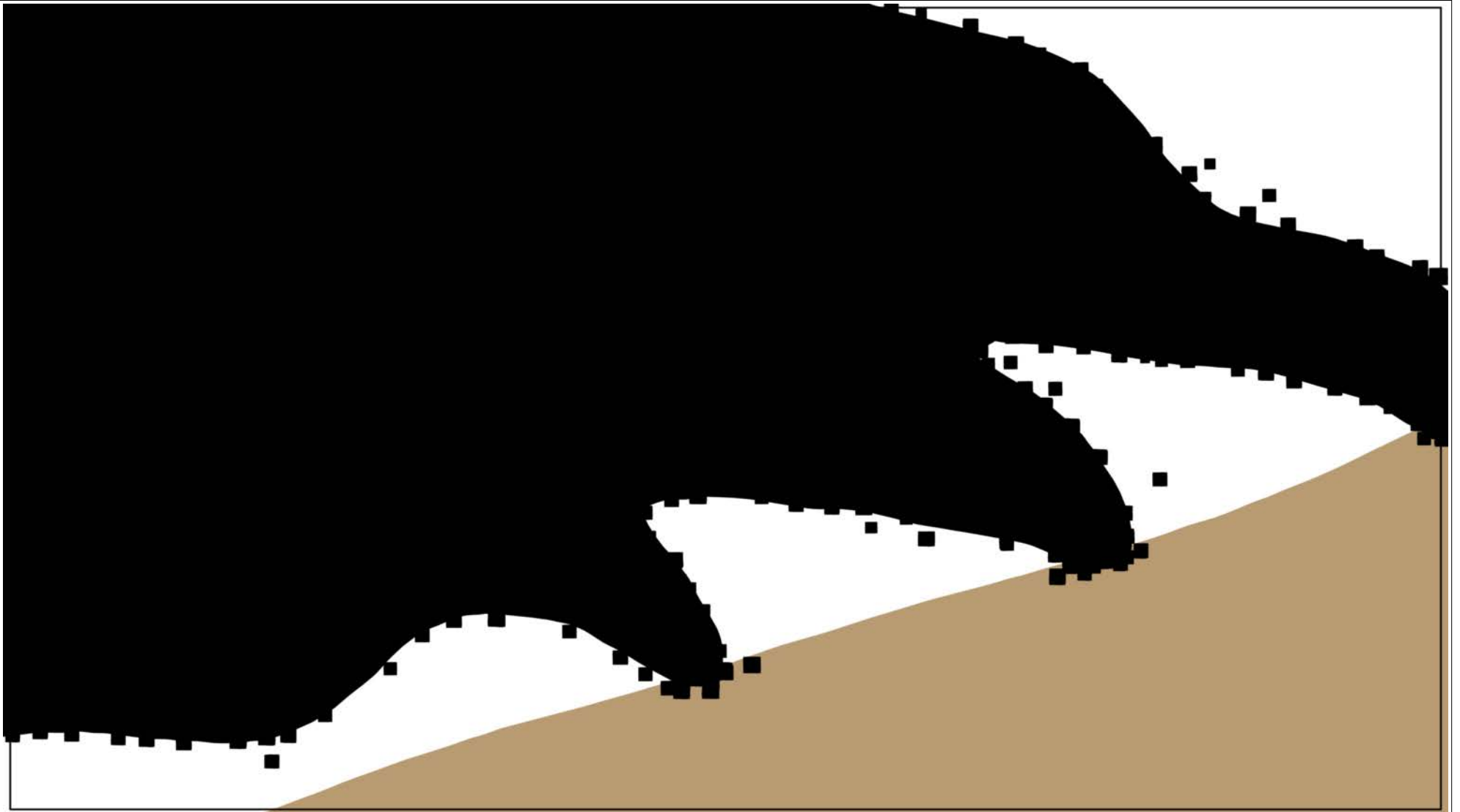
IGbi6fukO*ILUGi6k7tFOL&IYUFOKU^YfliyhvI^O
(P*UIGg7iluyfUYKFOLYUh;li.ufkUT^O^UYKFliyu
GVHi5dtliyKT^Fi5tdLY<FTJYk,uymtjyKUMTJMk

Scene

090

Panel

B



Dialog

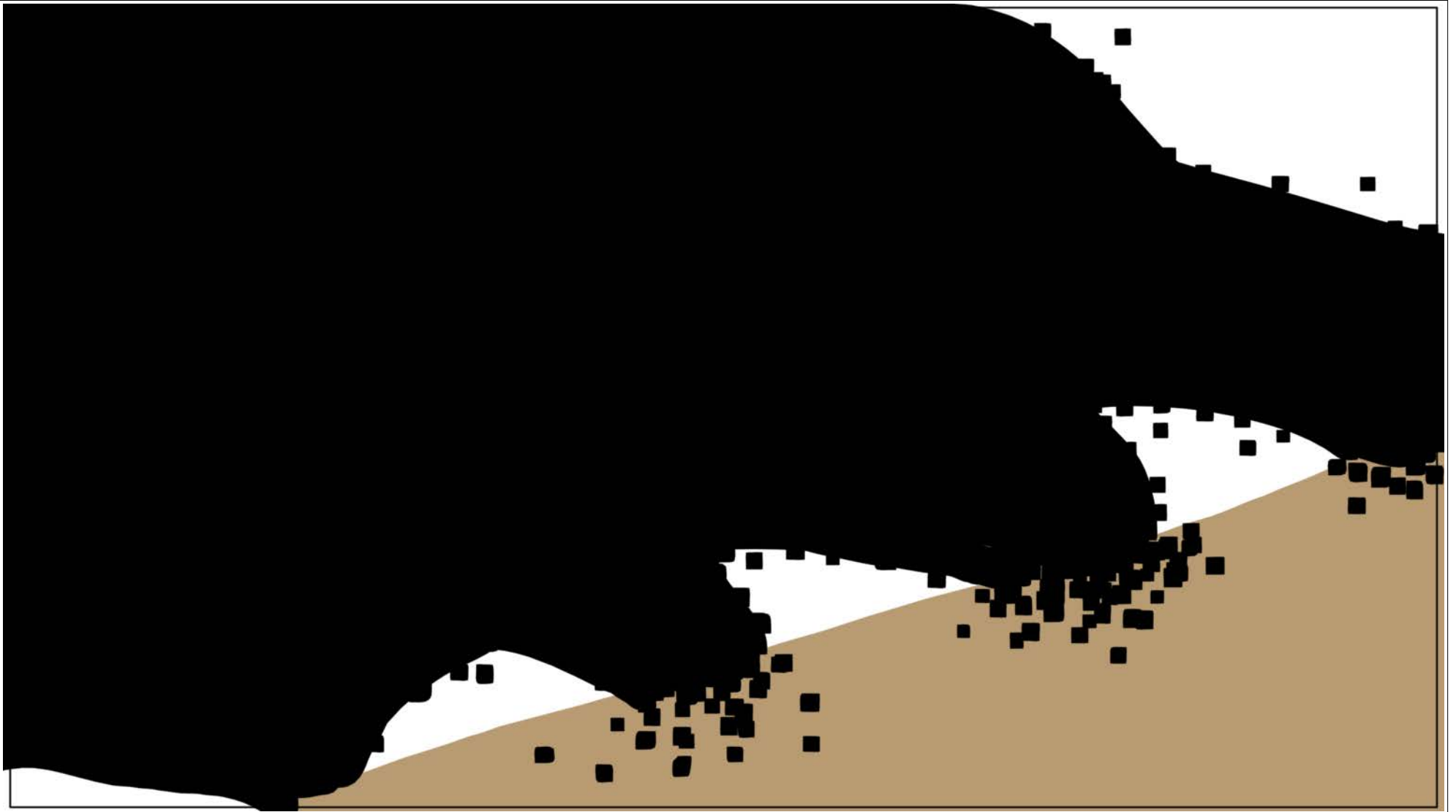
OHKJBO&*FY8p;otiulgki6T&II^TFDi76kDTf7kuyf
*O&TFJ6ftfi67utdIK^UTYDci6kuytdyJMFGNI^Ud
^UYFhkfuyli7,uyfU%DSERTdi6ktucyU%RYI^Tyt j

Scene

090

Panel

C



Dialog

98b7ub&*VUYKF9v878tousyFIV^&TYFVbykv78tu
I^UKYFfo7kuyfMYTVTol7iuyjgkmYTVV^*ukuyg^
UKYFtyjf6iKUTYFf6kuytdJU%TRDUJjytyjDI&7ytf

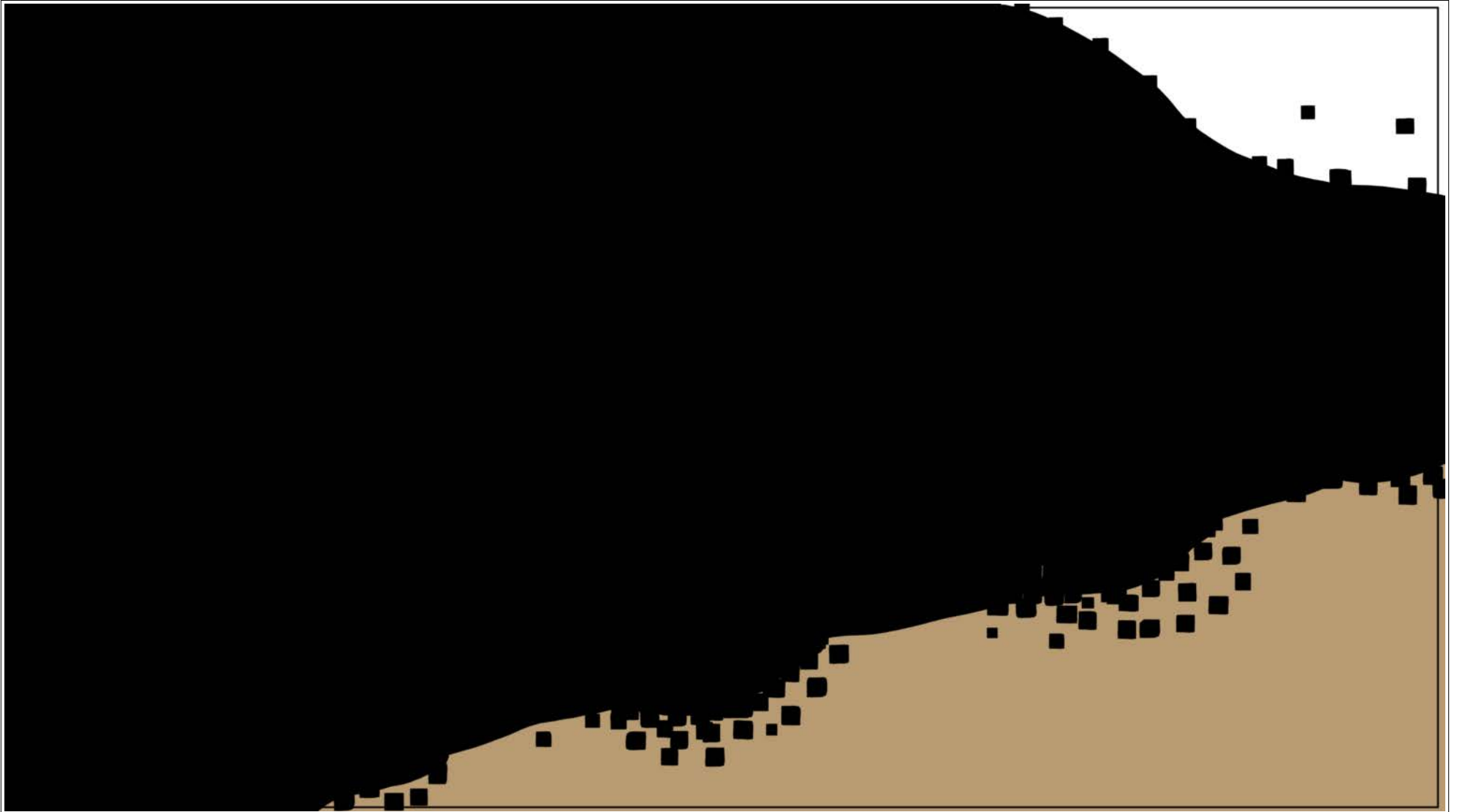


Scene

090

Panel

D



Dialog

IGbi6fukO*ILUGi6k7tFOL&IYUFOKU^YfliyhvI^O
(P*UIGg7iluyfUYKFOLYUh;li.ufkUT^O^UYKfliyu
GVHi5dtliyKT^Fi5tdLY<FTJYk,uymtjyKUMTJMk

Scene

090

Panel

E



Dialog

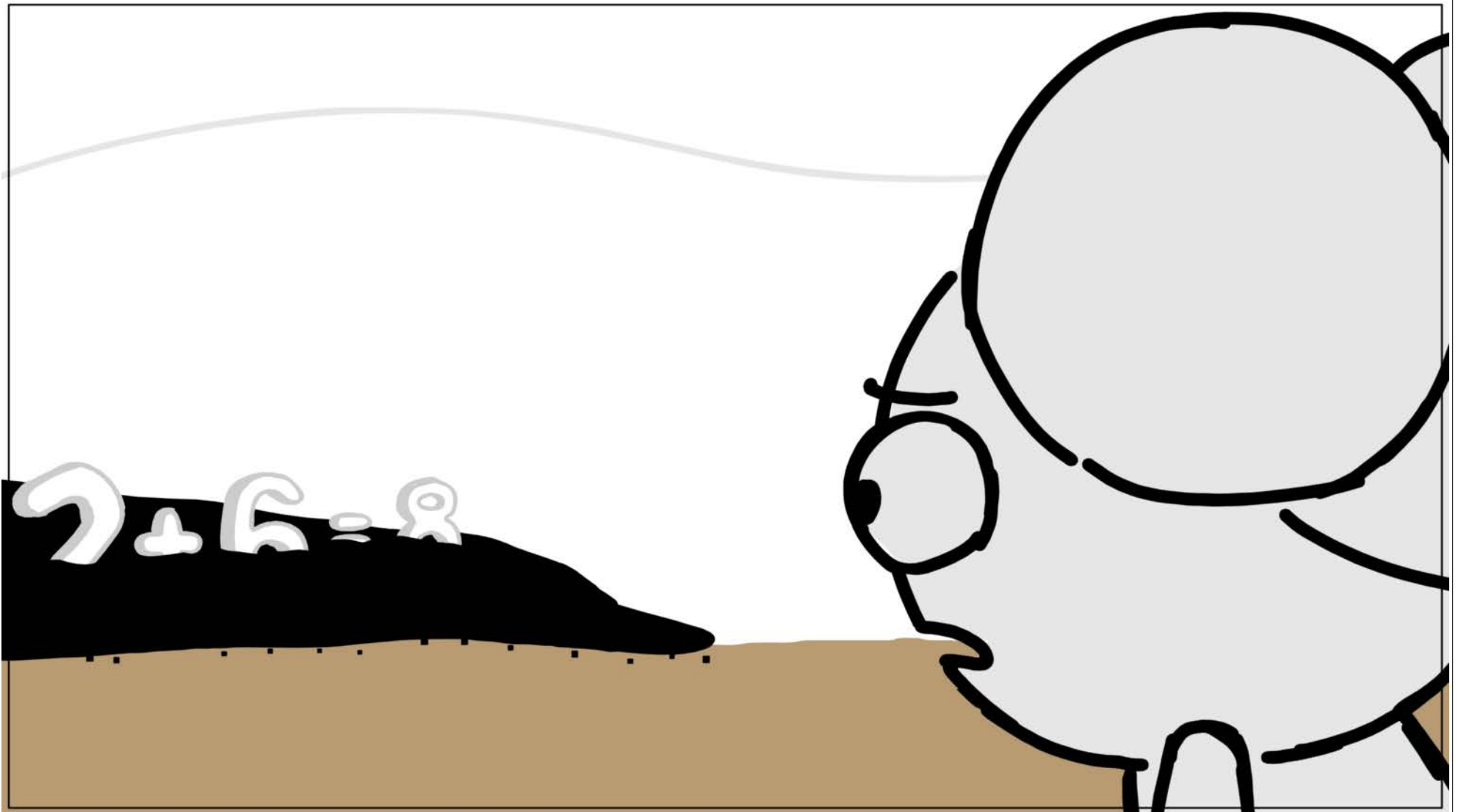
OHKJBO&*FY8p;otiulgki6T&II^TFDi76kDTf7kuyf
*O&TFJ6ftfi67utdIK^UTYDci6kuytdyJMFGNI^Ud
^UYFhkfuyli7,uyfU%DSERTdi6ktucyU%RYI^Tyt j

Scene

091

Panel

A



Dialog

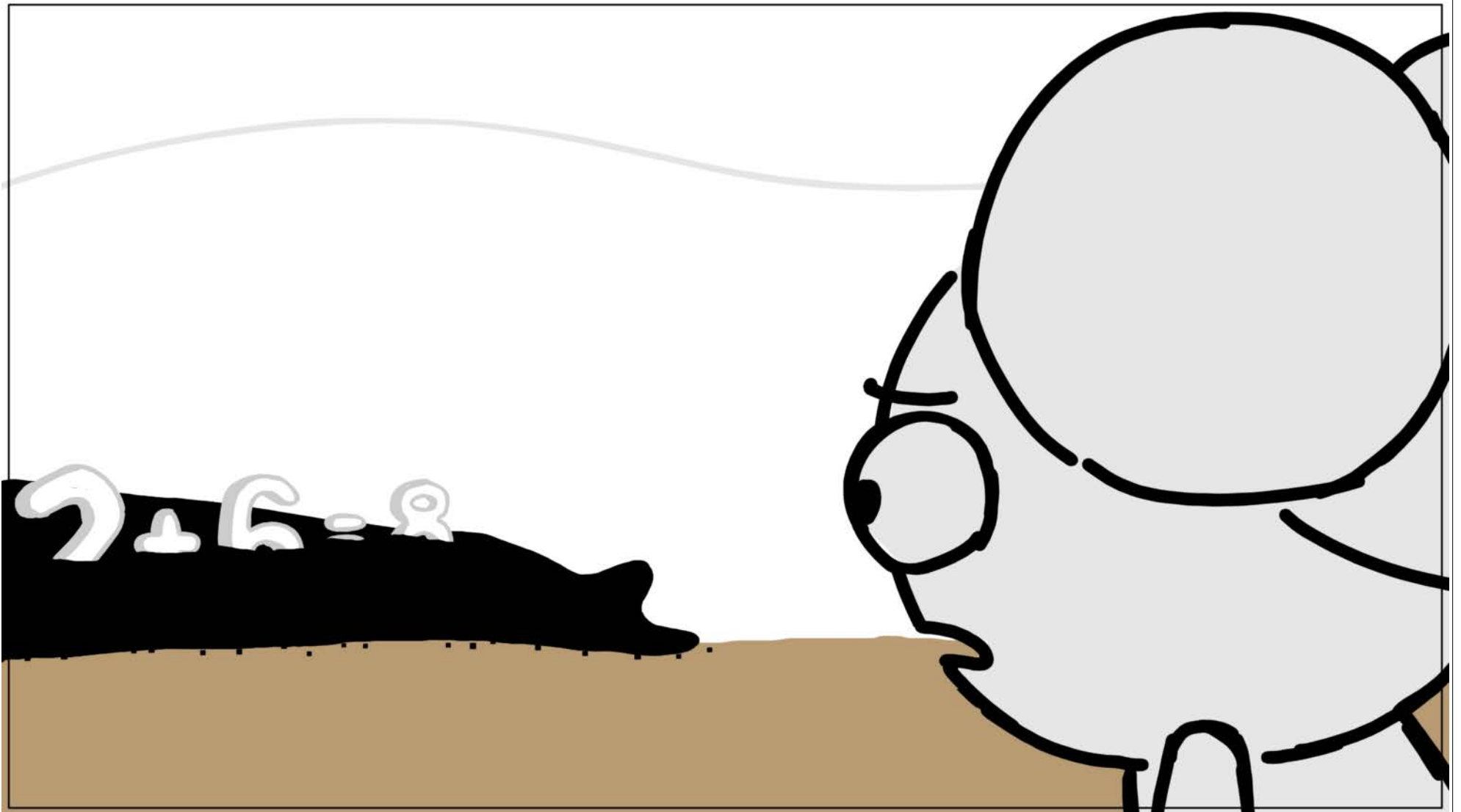
98b7ub&*VUYKF9v878tousyFIV^&TYFVbykv78tu
I^UKYFfo7kuyfMYTVTol7iuyjgkmYTVV^*ukuyg^
UKYFtyjf6iKUTYFf6kuytdJU%TRDUJjytyjDI&7ytf

Scene

091

Panel

B



Dialog

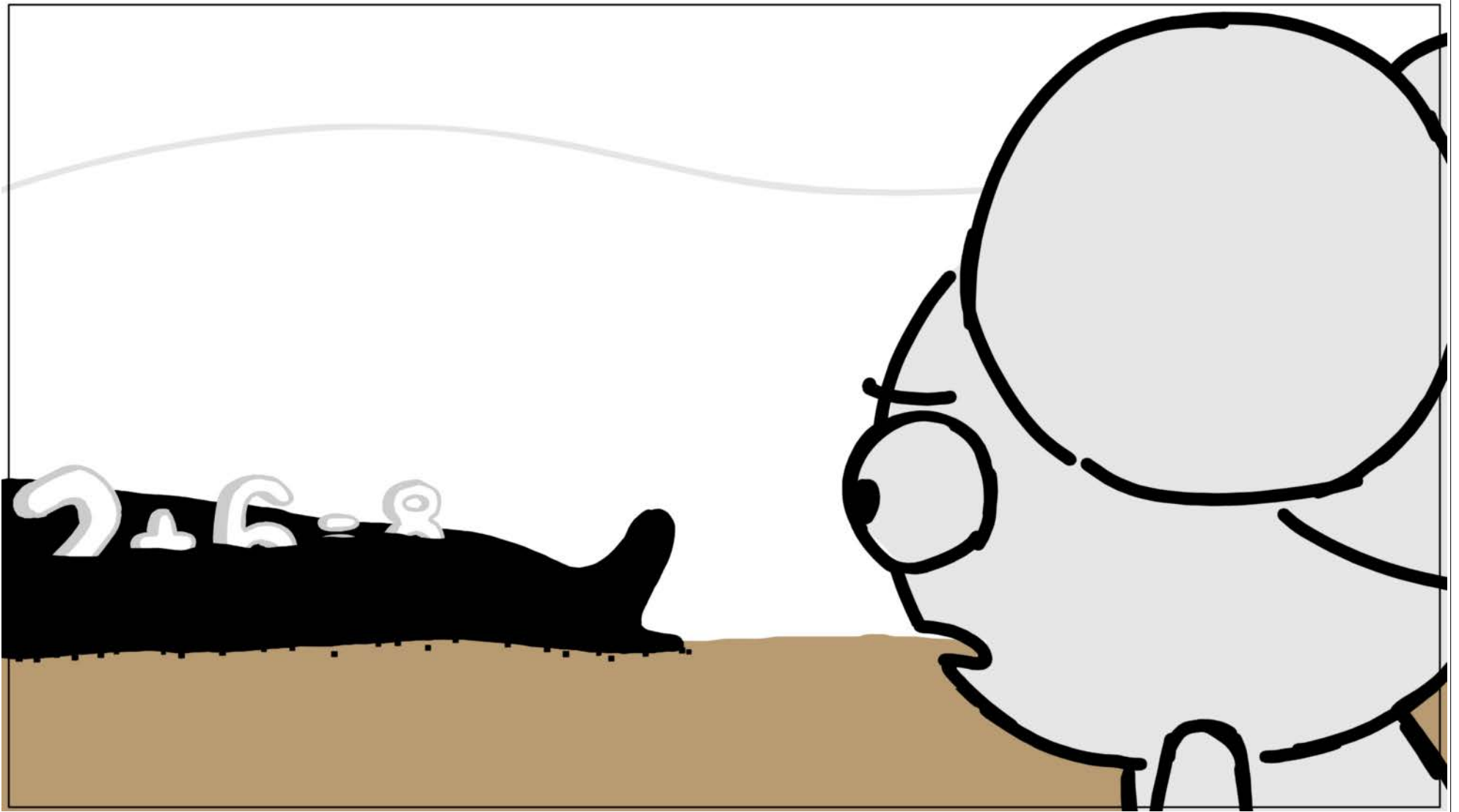
IGbi6fukO*ILUGi6k7tFOL&IYUFOKU^YfliyhvI^O
(P*UIGg7iluyfUYKFOLYUh;li.ufkUT^O^UYKFliyu
GVHi5dtliyKT^Fi5tdLY<FTJYk,uymtjyKUMTJMk

Scene

091

Panel

C



Dialog

OHKJBO&*FY8p;otiulgki6T&II^TFDi76kDTf7kuyf
*O&TFJ6ftfi67utdIK^UTYDci6kuytdyJMFGNI^Ud
^UYFhkfuyli7,uyfU%DSERTdi6ktucyU%RYI^Tyt j

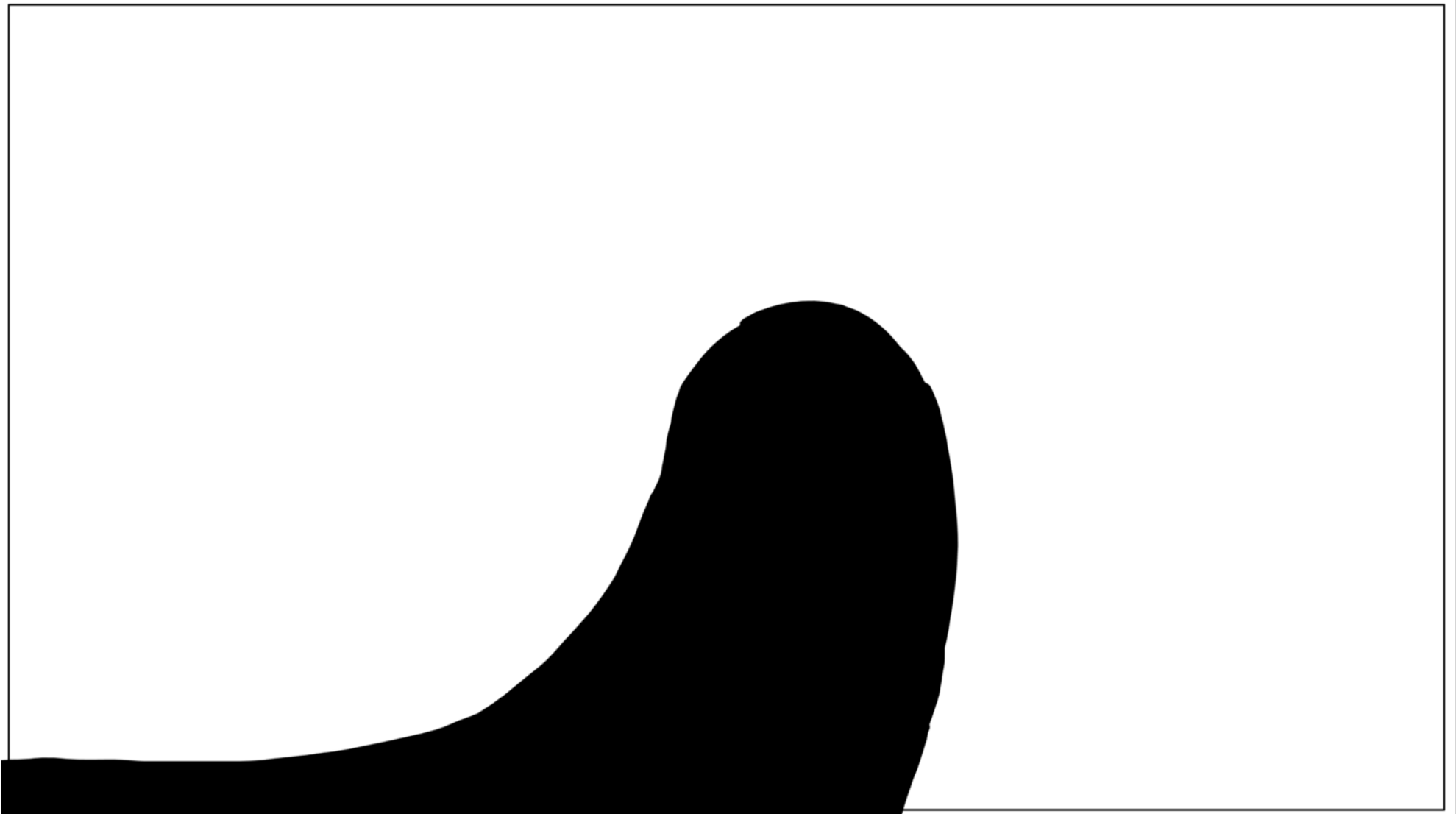


Scene

092AA

Panel

A



Dialog

Action Notes

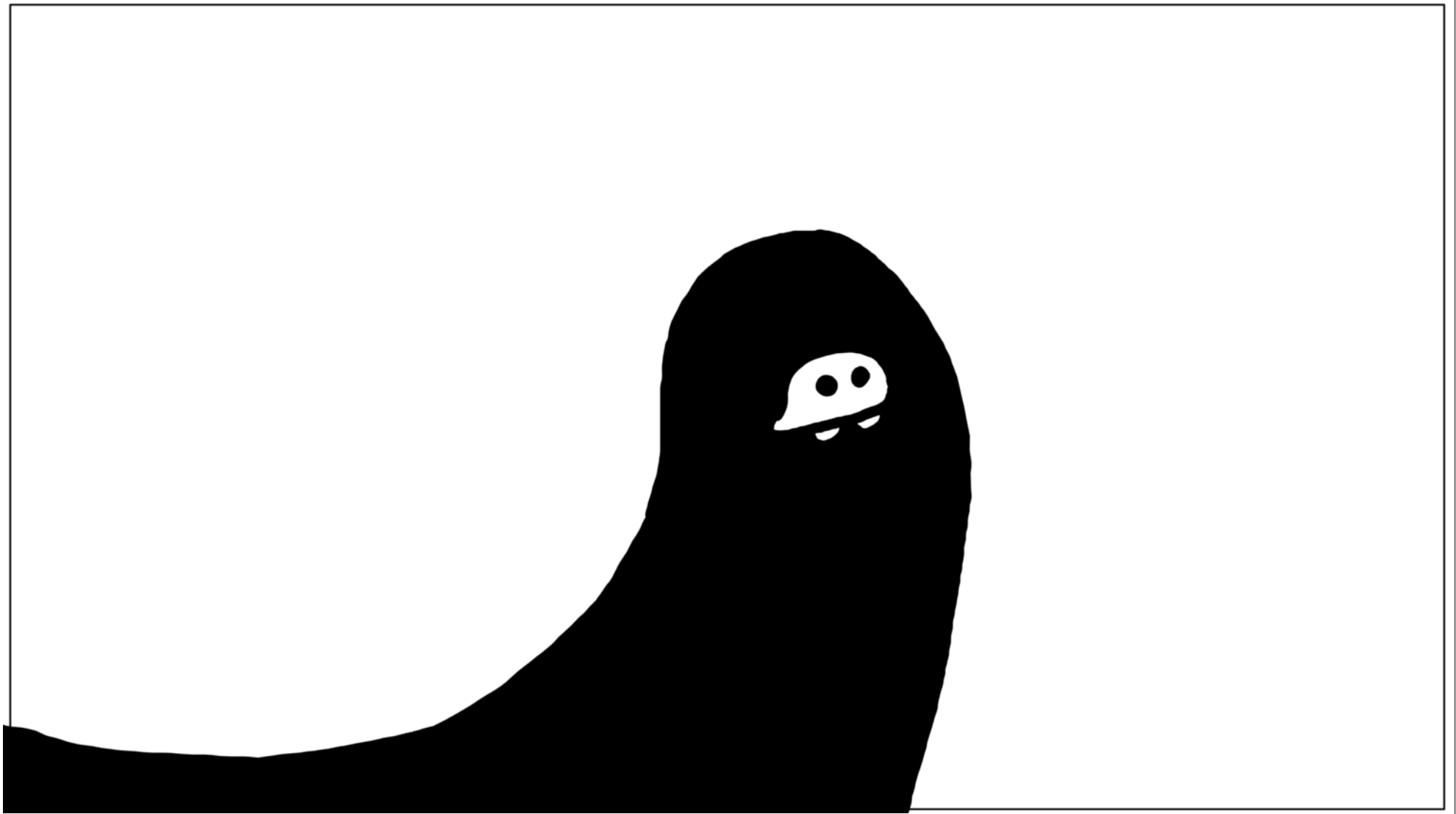


Scene

092AA

Panel

B



Dialog

Action Notes

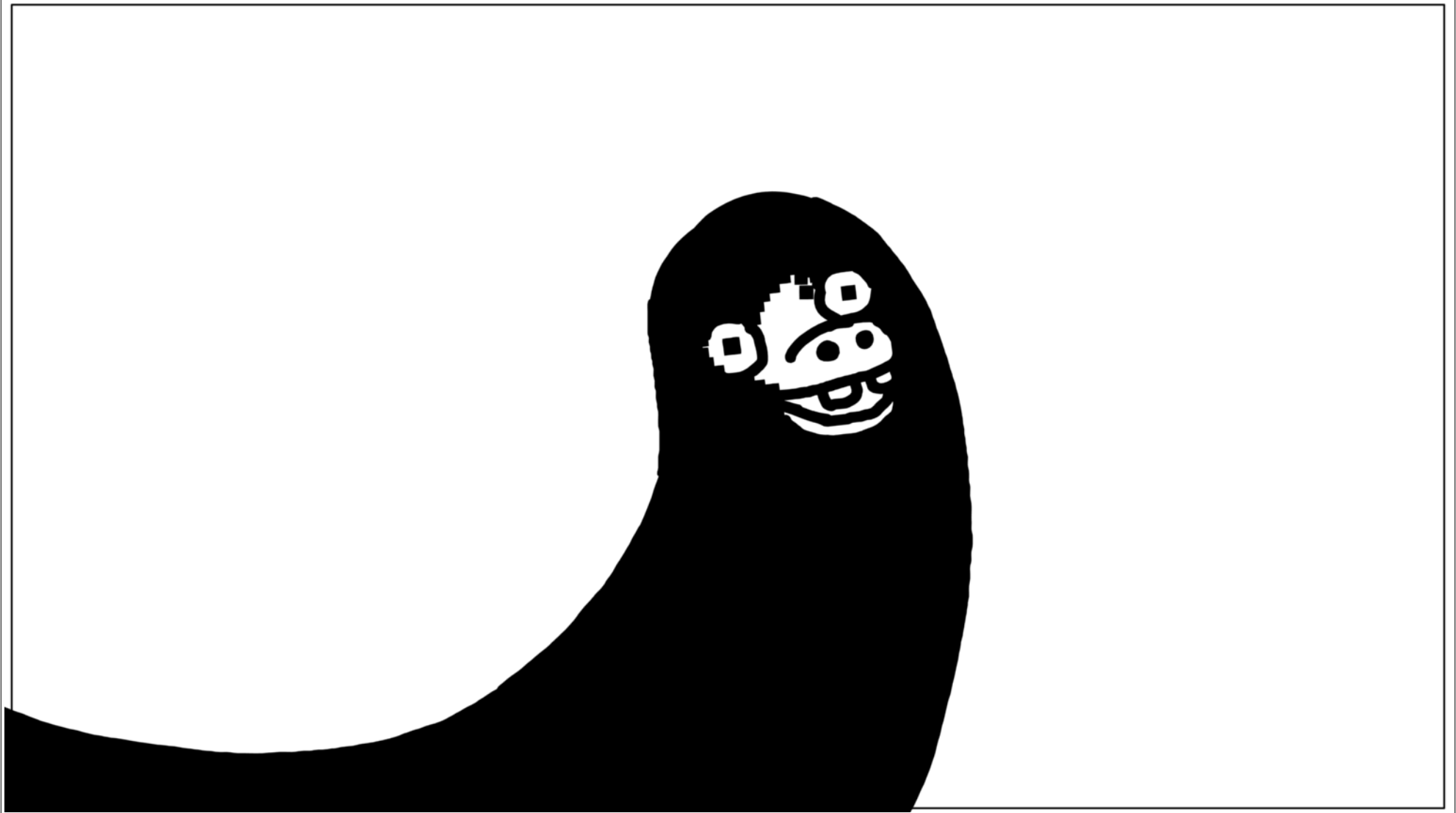


Scene

092AA

Panel

C



Dialog

ALLY GATOR: Come back and -

Action Notes

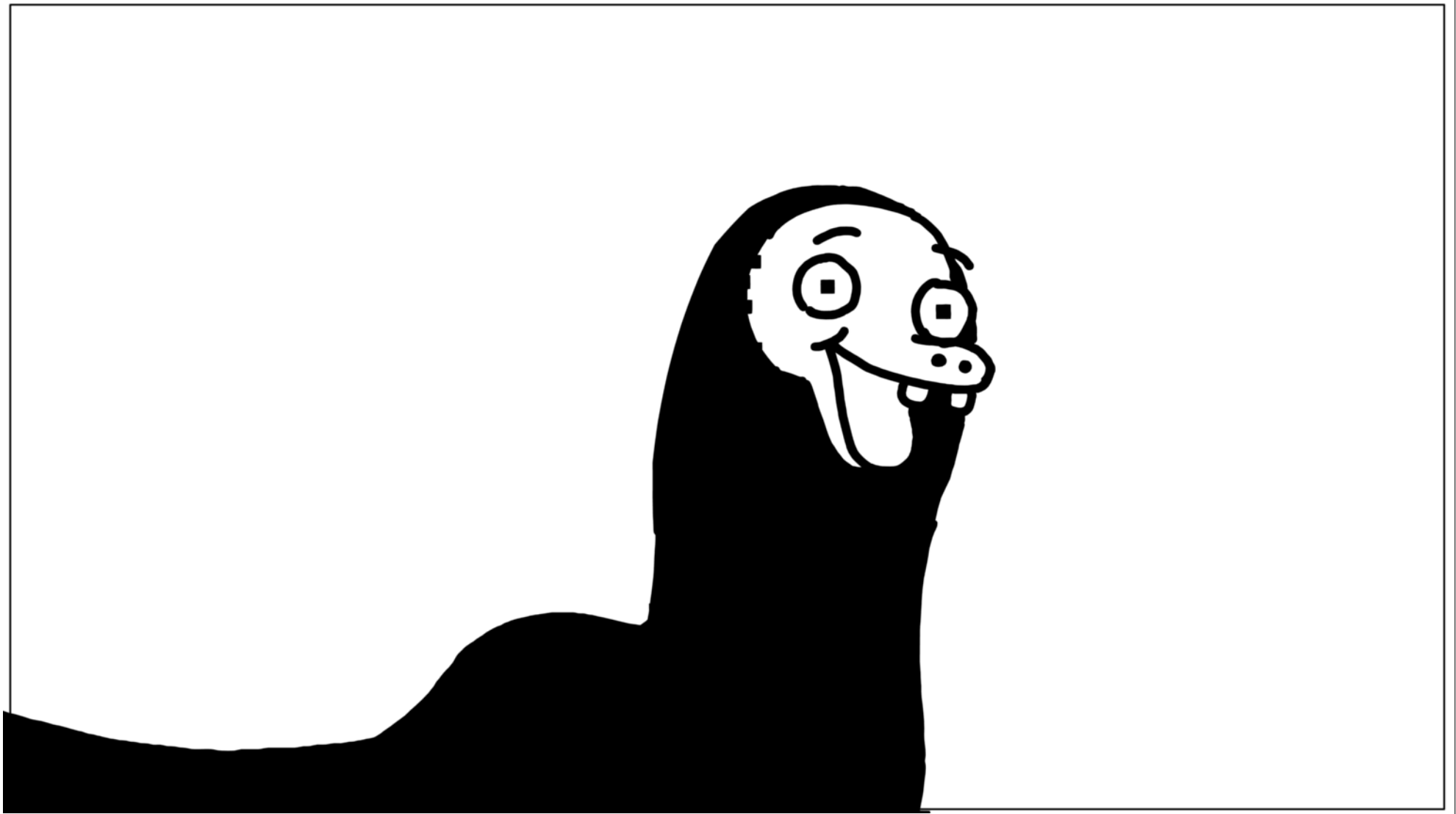


Scene

092AA

Panel

D



Dialog

ALLY GATOR: Come back and -

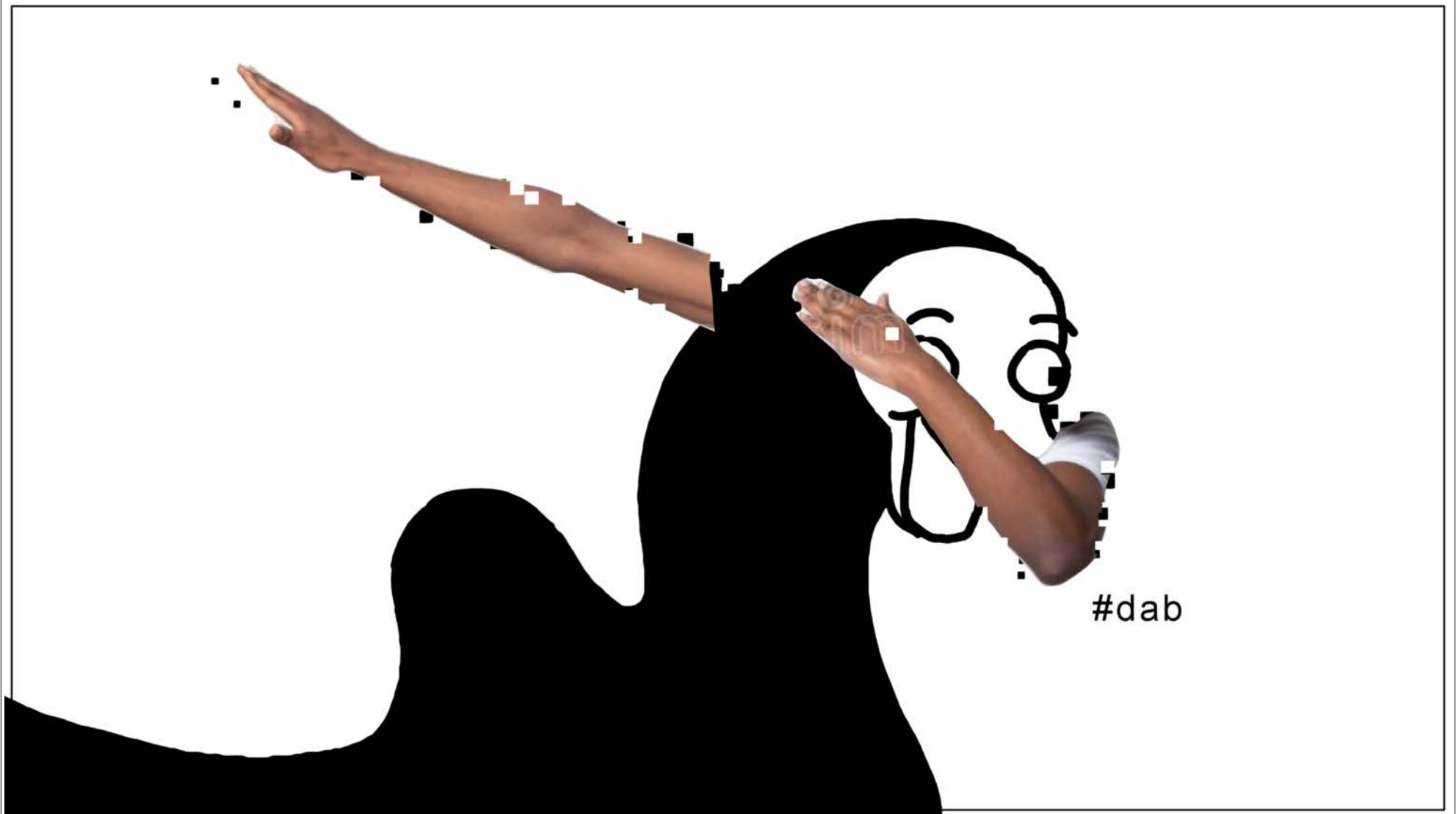
Action Notes

Scene

092AA

Panel

E



Dialog

ALLY GATOR: dab

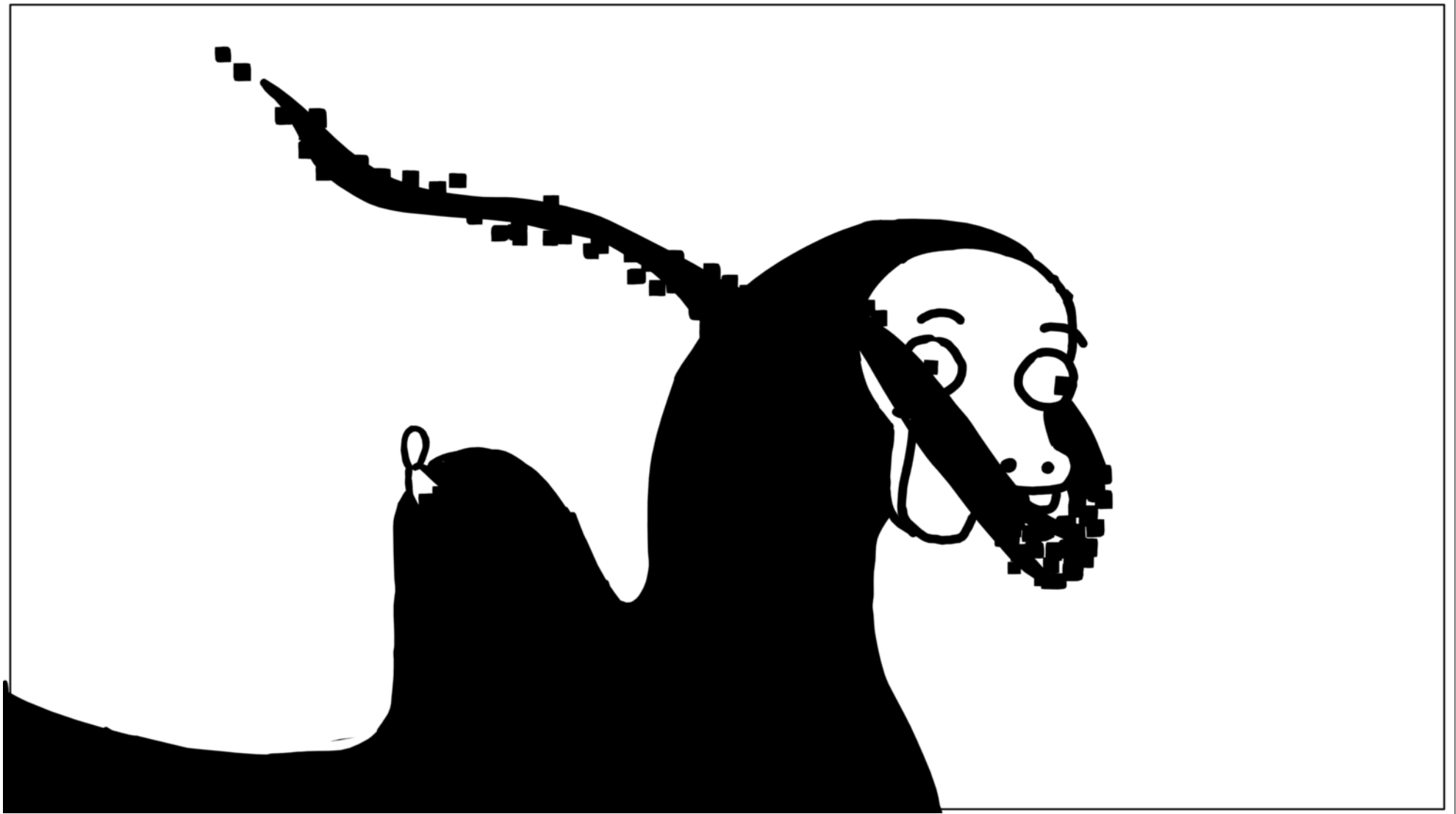
Action Notes

Scene

092AA

Panel

F



Dialog

ALLY GATOR: DAB!

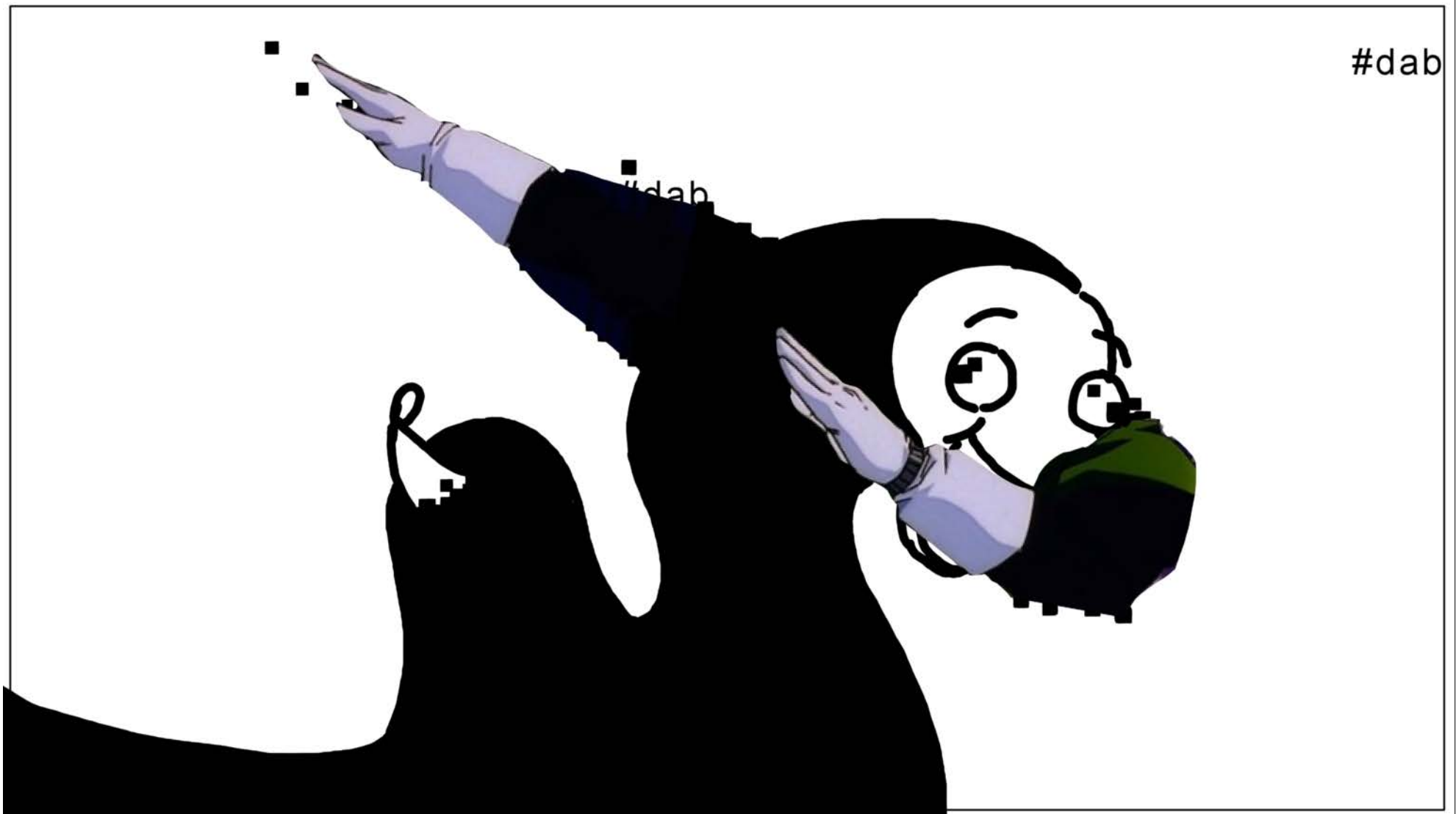
Action Notes

Scene

092AA

Panel

G



Dialog

ALLY GATOR: dab

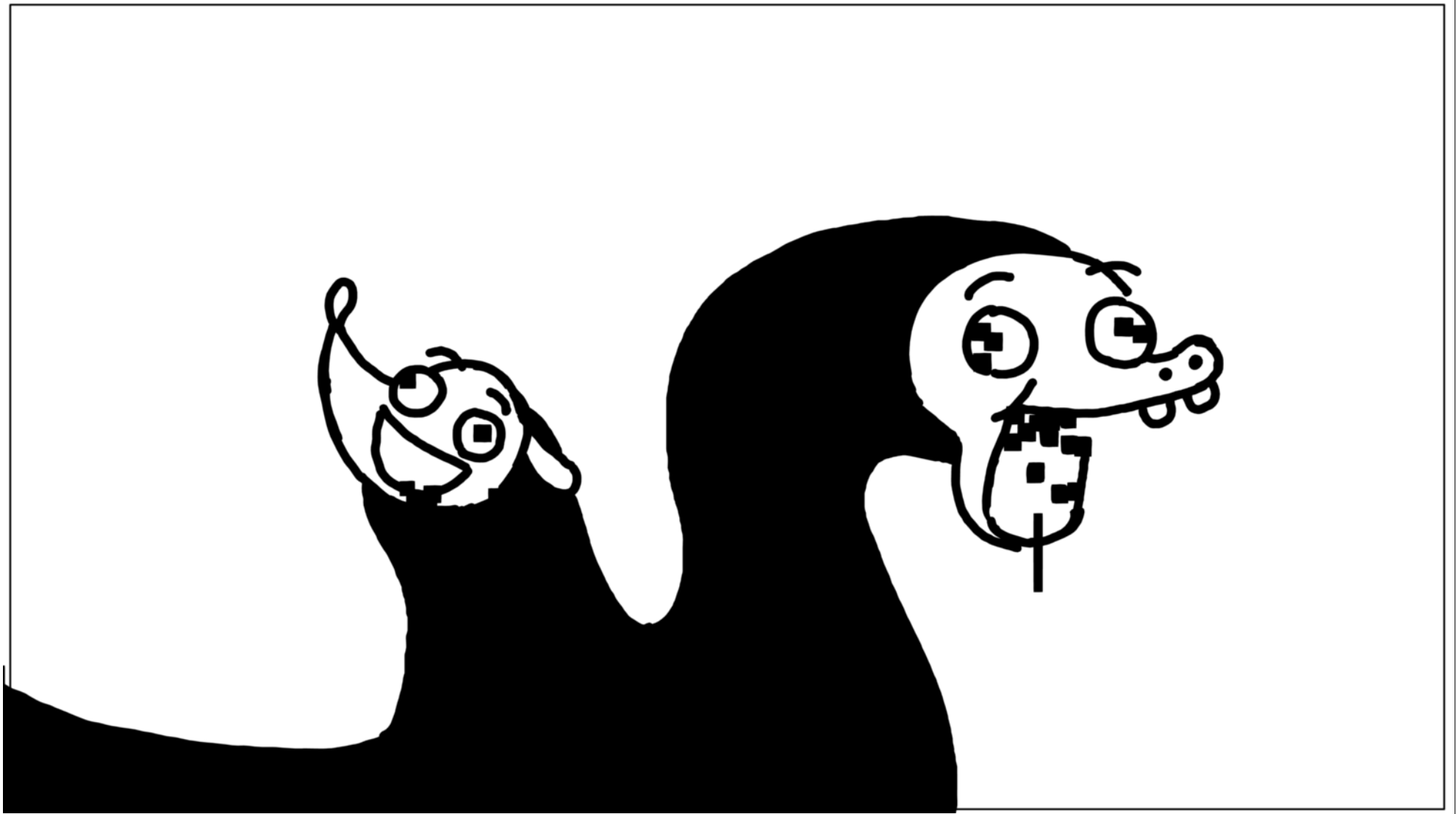
Action Notes

Scene

092AA

Panel

H



Dialog

ALLY GATOR: with us

SKUNKY: with us

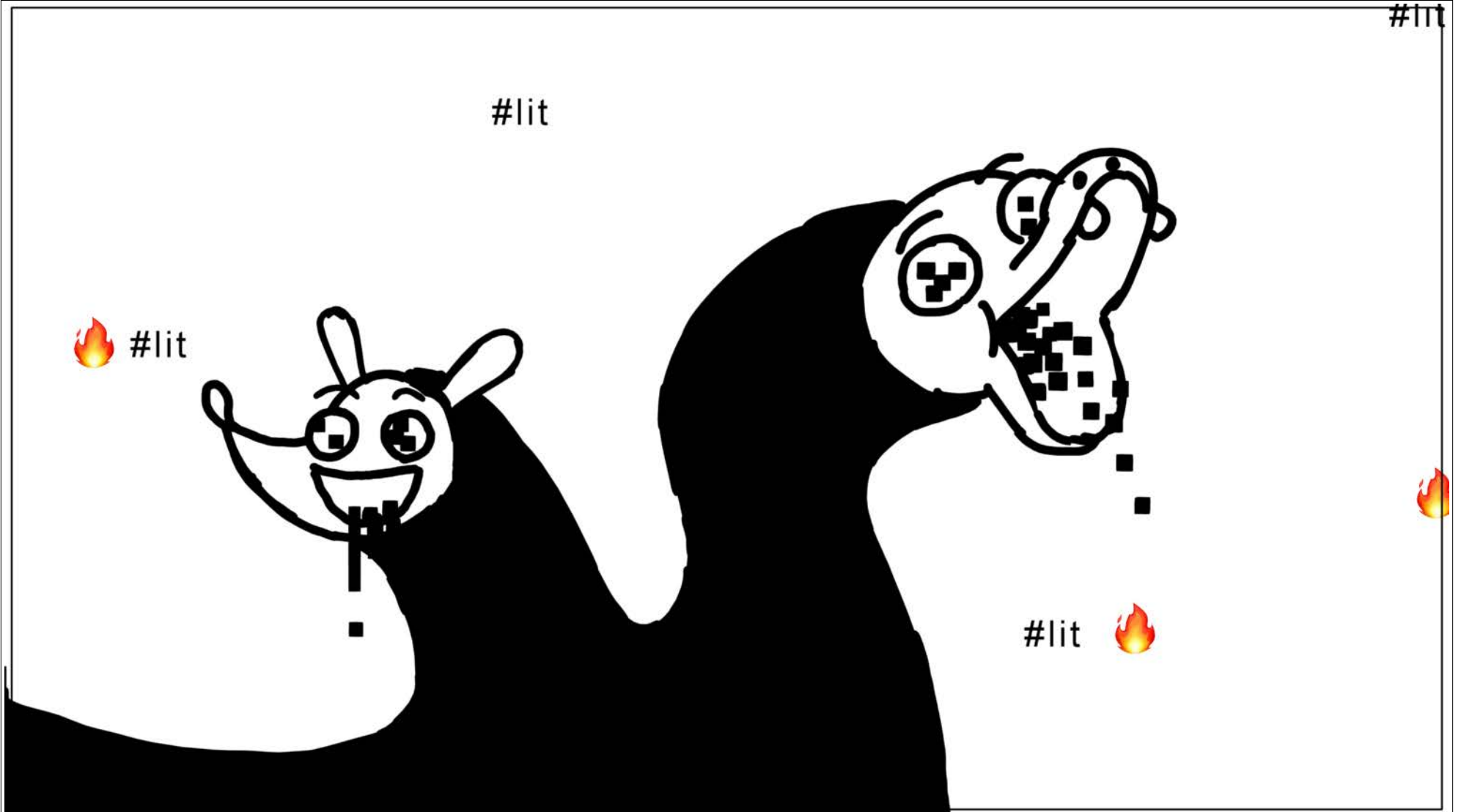
Action Notes

Scene

092AA

Panel

I



Dialog

ALLY GATOR: it's lit fam!

SKUNKY: it's lit fam!

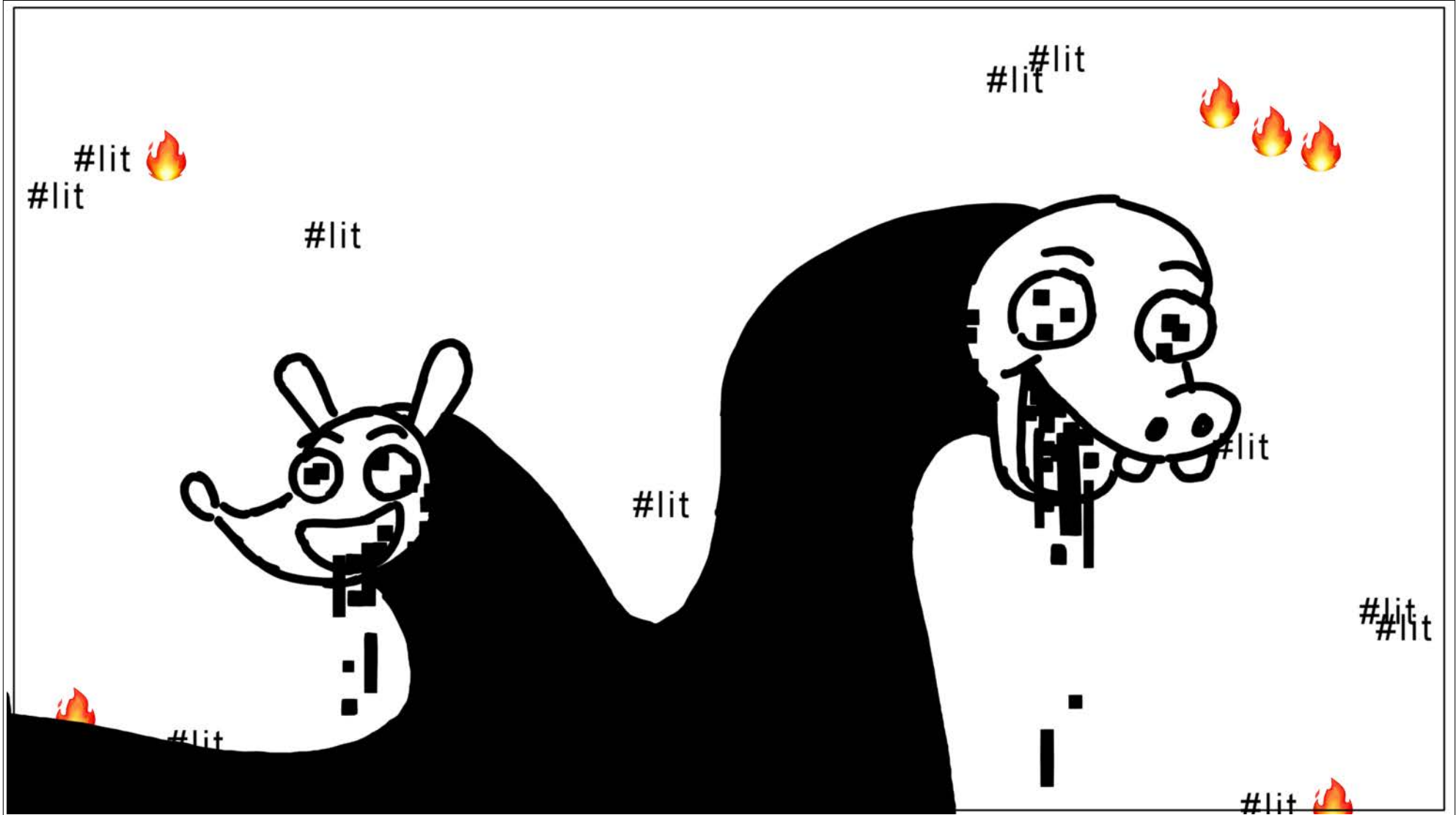
lit lit lit lit

Scene

092AA

Panel

J



Dialog

ALLY GATOR: it's lit fam!

SKUNKY: it's lit fam!

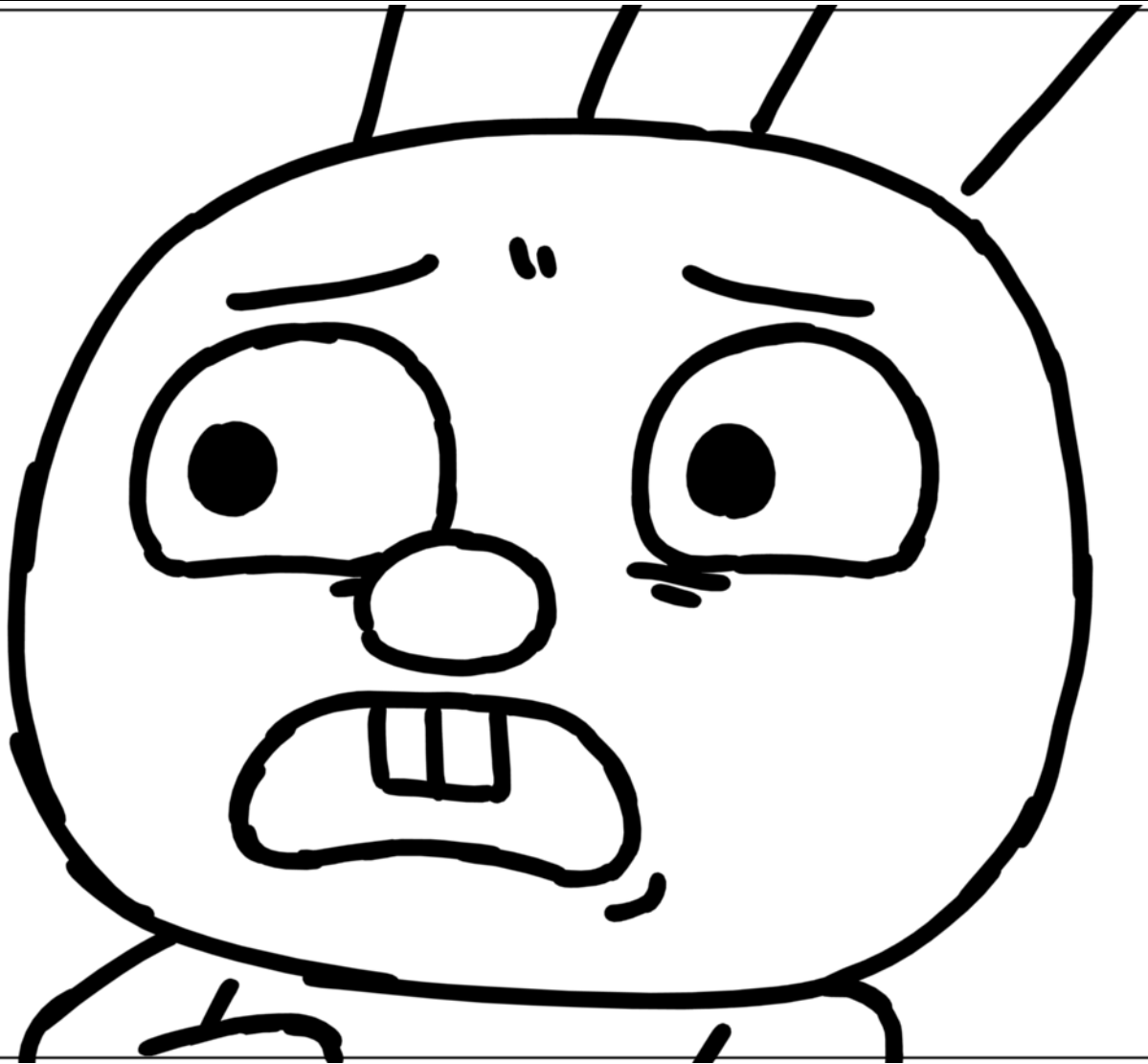
lit lit lit lit

Scene

092A

Panel

A



Dialog

BUNBUN: aah

Action Notes

Scene

092A

Panel

B



Dialog

BUNBUN: AAHHHH!!

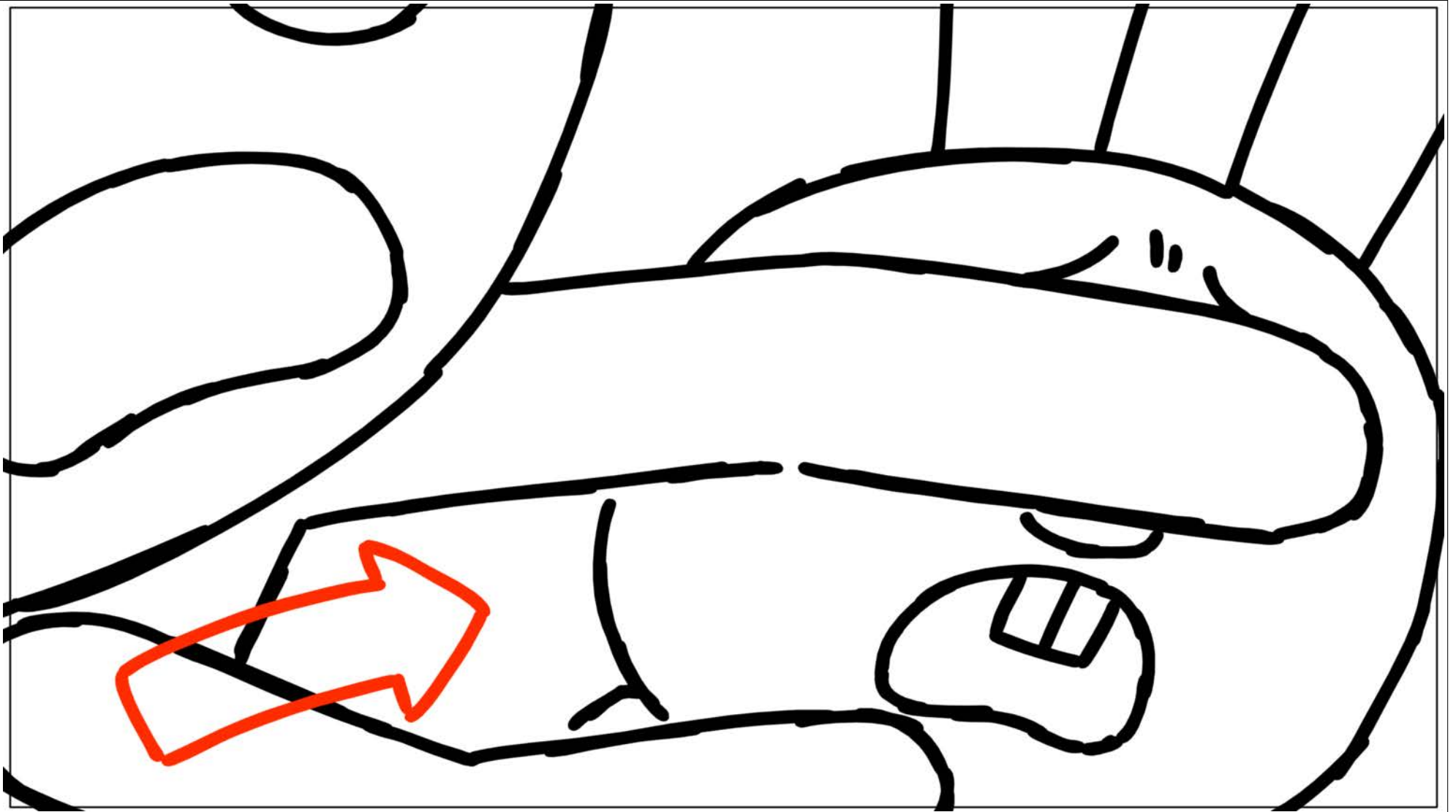
Action Notes

Scene

092A

Panel

C



Dialog

PIBBY: DON'T LOOK!!

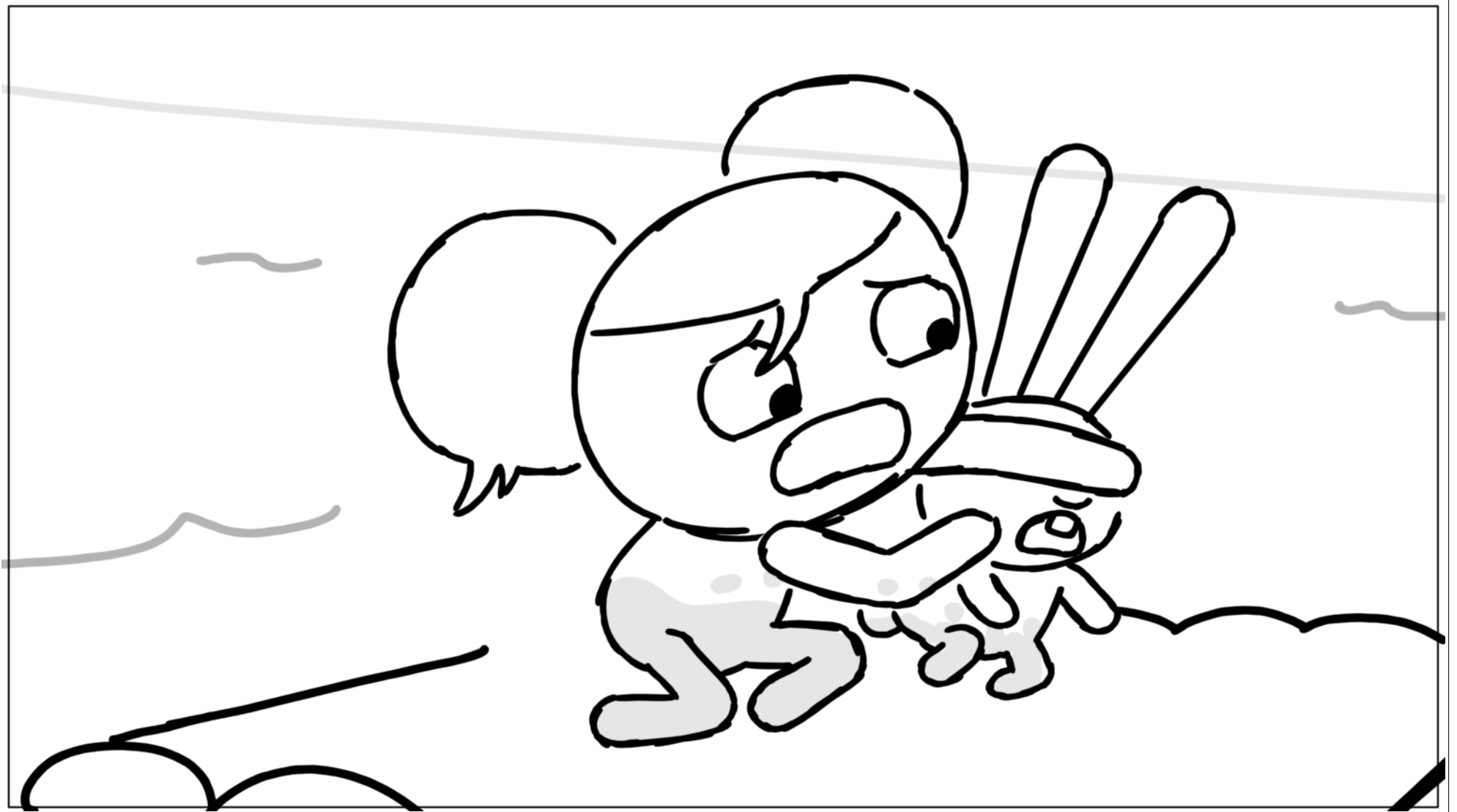
Action Notes

Scene

093

Panel

A



Dialog

PIBBY: Don't look!!

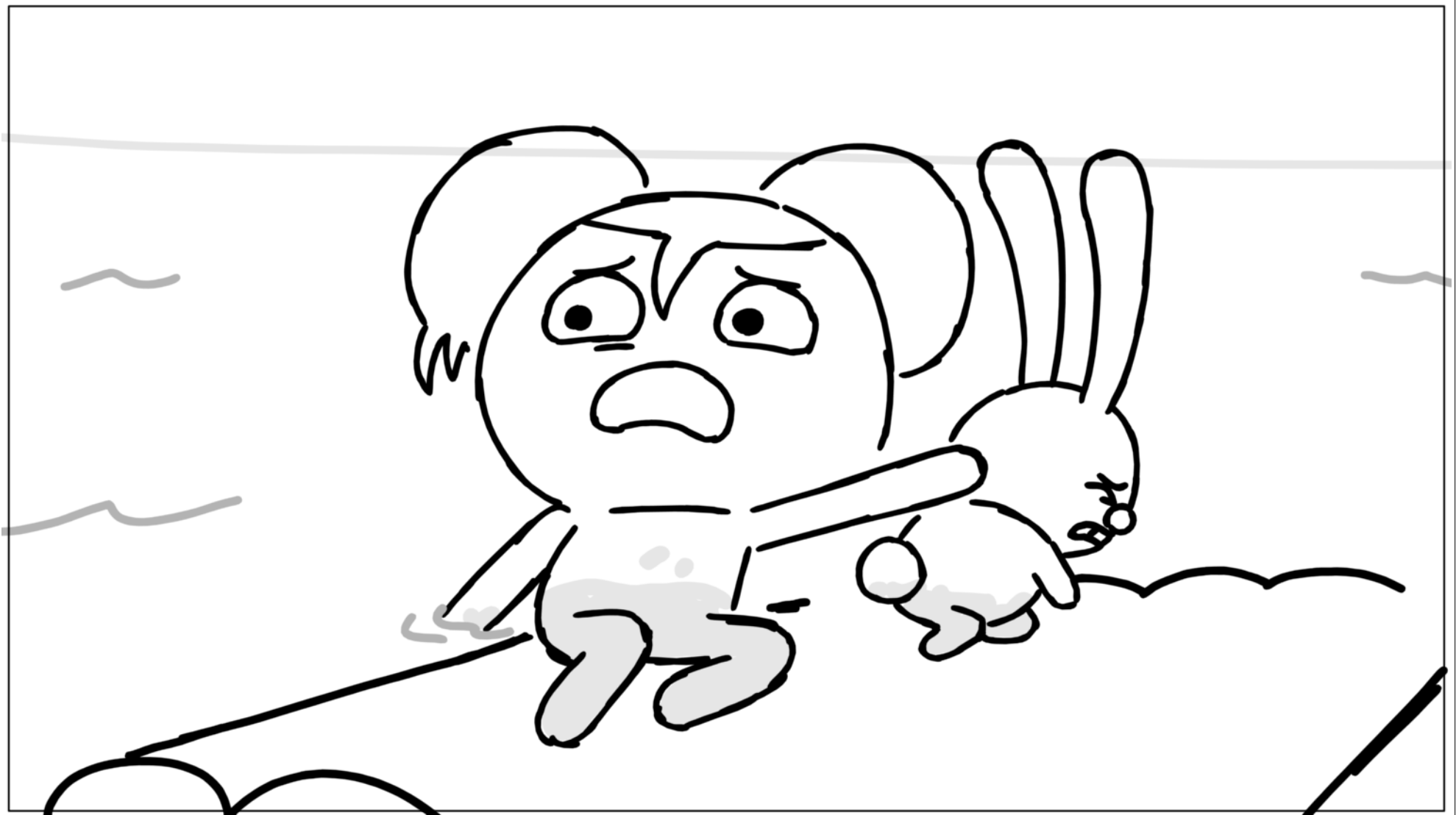
Action Notes

Scene

093

Panel

B



Dialog

PIBBY: just paddle!

Action Notes

Scene

093

Panel

C



Dialog

PIBBY: just paddle!

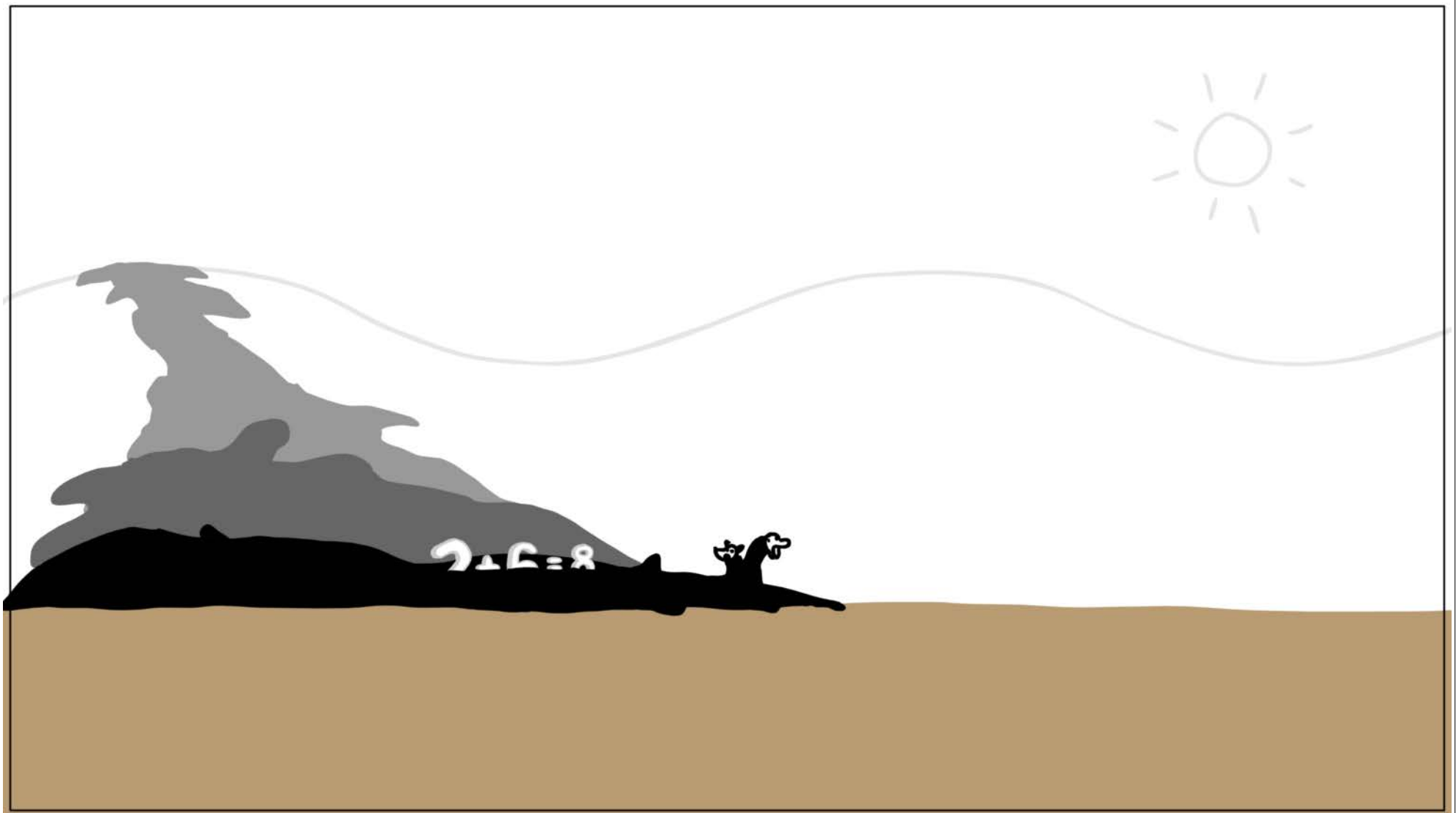
Action Notes

Scene

094

Panel

A



Dialog

<faintly>

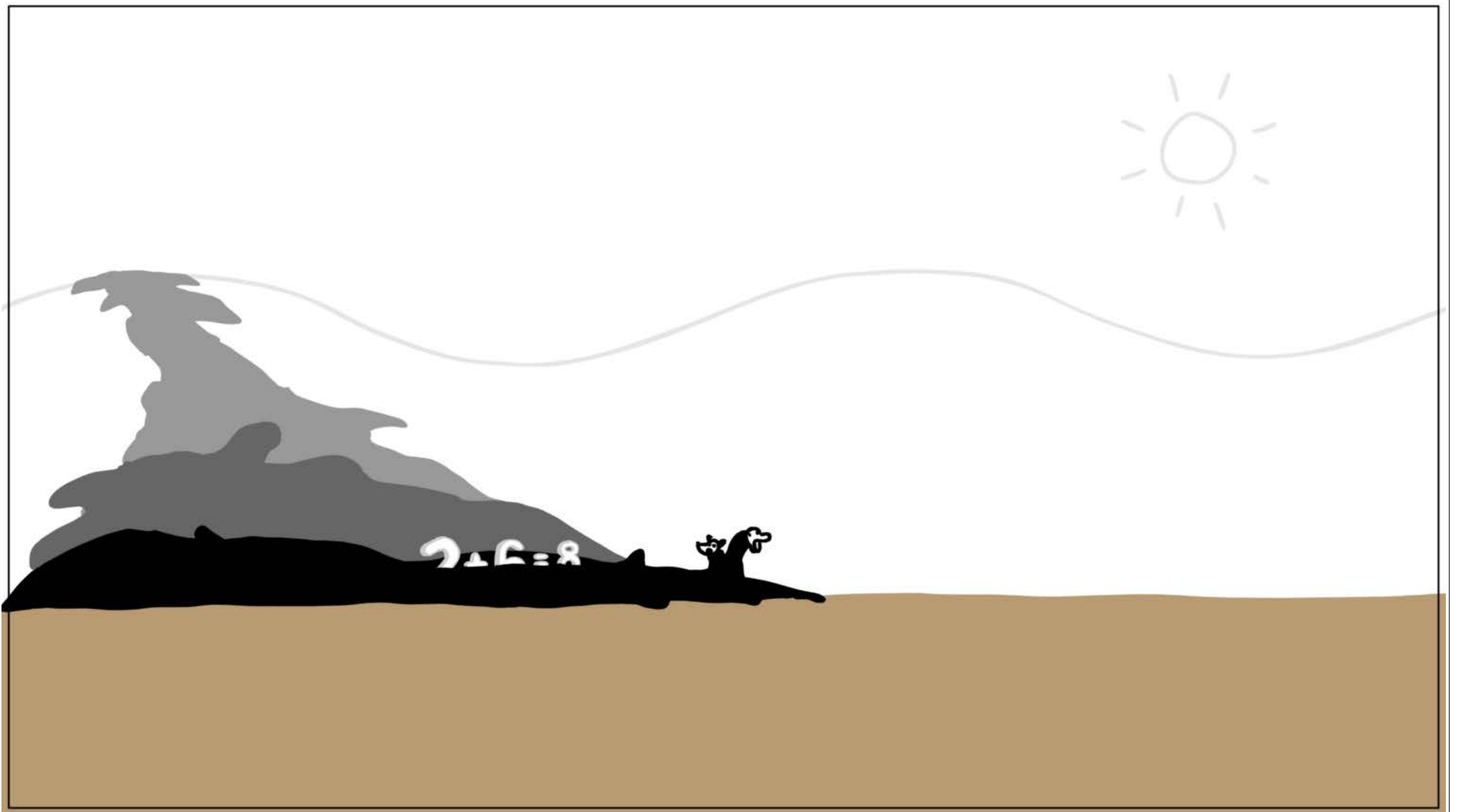
DJAL;FOI98ygui&*FY0(^*T^F&*G&G*TIUG^R
(90h09yUGDadfo(IDUFiophdfauifDUIP(*PG&

Scene

094

Panel

B



Dialog

<faintly>

() POGILUV&^08ougi78of9p8oufiO&*FO^&DP

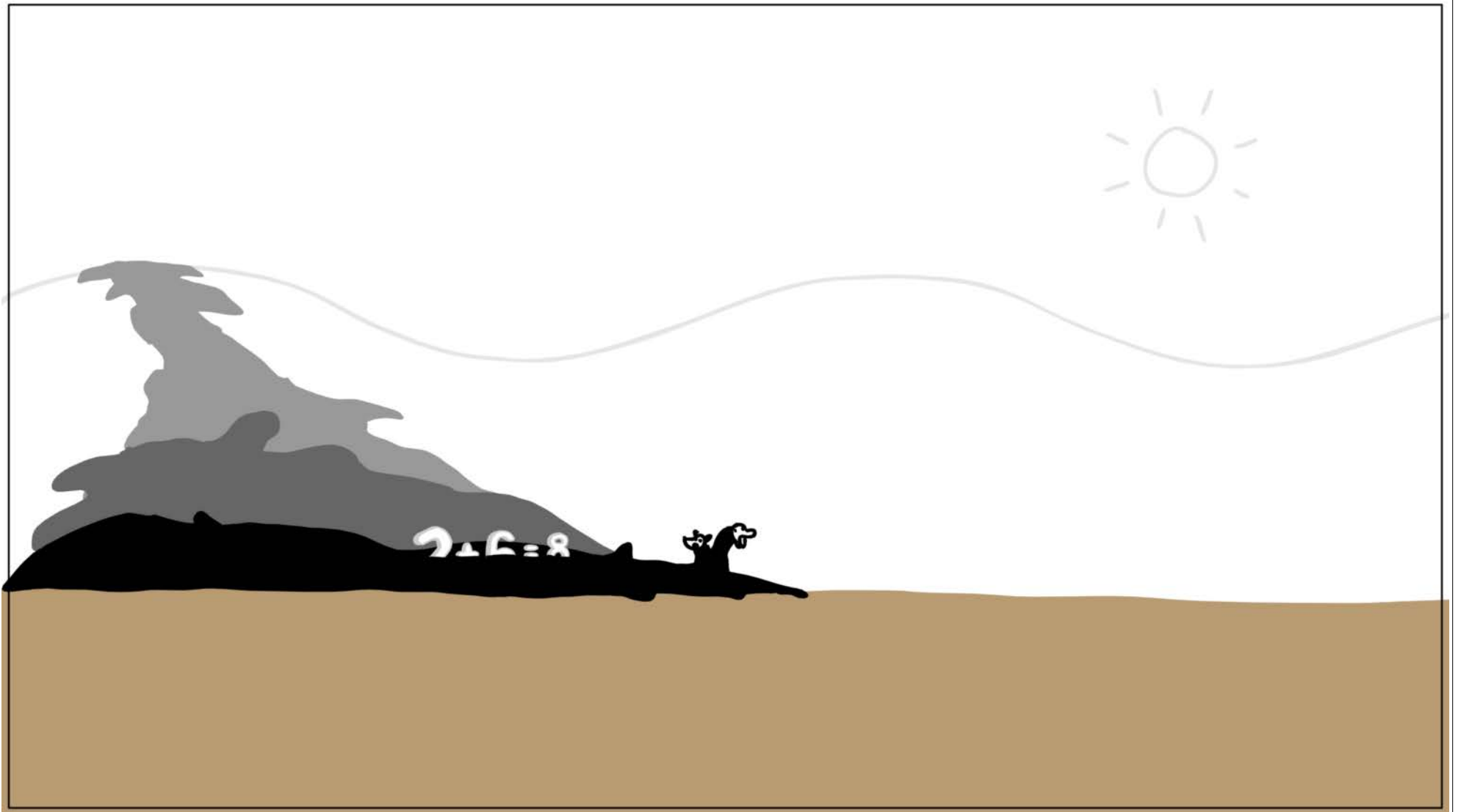
Action Notes

Scene

094

Panel

C



Dialog
<faintly>

Action Notes