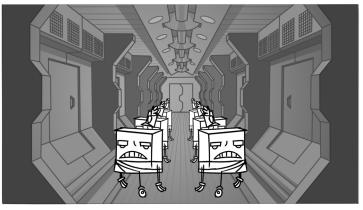




Seq Scene Panel 2 / 5

Dialogue:

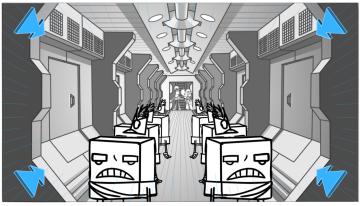
Sound FX: Warning klaxons



Seq Scene Panel 0 1 3 / 5

Dialogue:

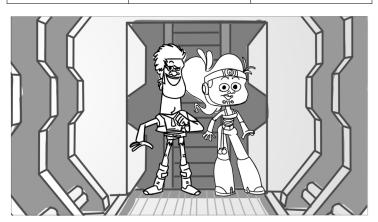
Sound FX: Warning klaxons



Seq Scene Panel 4 / 5

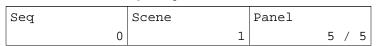
Dialogue:

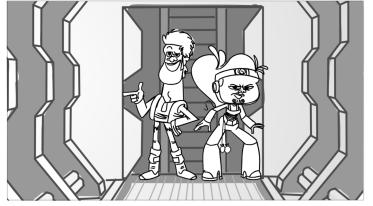
Sound FX: Whoosh - doors opening



Dialogue:

Tane: Tena Koutou...





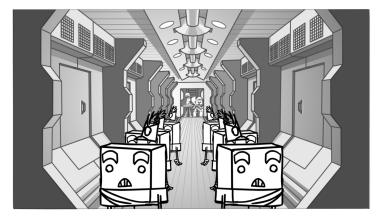
 Seq
 Scene
 Panel

 0
 2
 1 / 2

Dialogue:

Tane:...crate faces!

Sound FX:

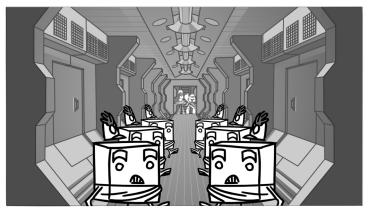


 Seq
 Scene
 Panel

 0
 2
 2 / 2

Dialogue:

Sound FX:



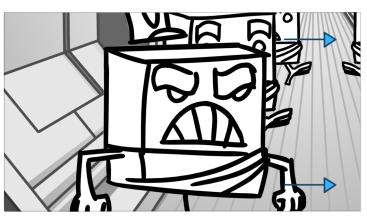
Seq Scene Panel 1 / 3

Dialogue:

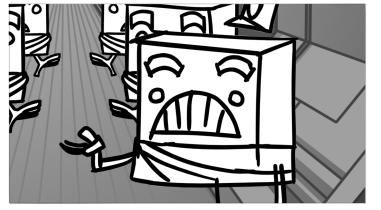
Sound FX:



Crate 1: Who are you calling crate face?

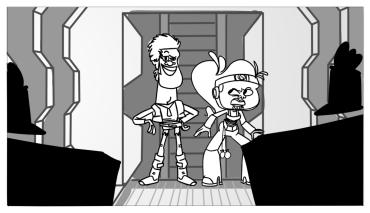






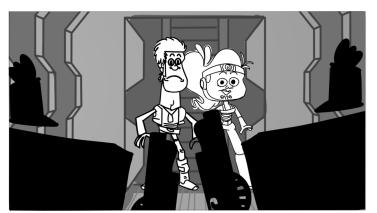
Seq	Scene	Panel		
0	3	3	/	3

Seq Scene Panel 1 / 2



 Seq
 Scene
 Panel

 0
 4
 2 / 2



Dialogue:

Crate 2: Probably us...

Sound FX:

Dialogue:

Crate 2: ...Our faces are literally crates.

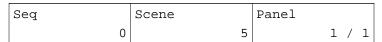
Sound FX:

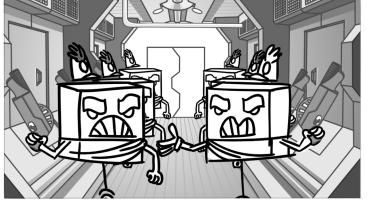
Dialogue:

Wahine: So much for the surprise Tumeke!

Sound FX:

Dialogue:



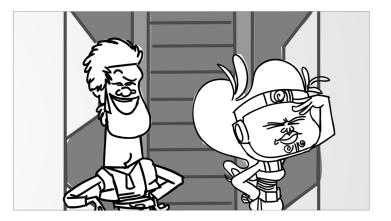


Seq Scene Panel 1 / 8

Seq	Scene	Panel
0	6	2 / 8



Seq	Scene	Panel	
0	6	3 / 8	3



Dialogue:

Gary Crate: What are you two doing 'ere?

Sound FX:

Dialogue:

Sound FX:

Dialogue:

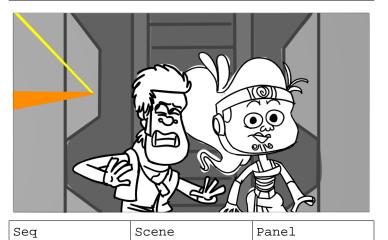
Tumeke: They look surprised to see me, Wahine!

Sound FX:

Dialogue:

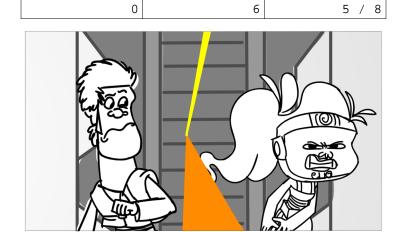
Tumeke: (Laughs)





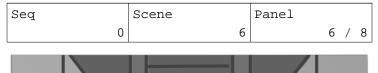
Dialogue:

Sound FX:



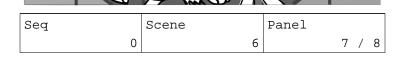
Dialogue:

Sound FX:



Dialogue:

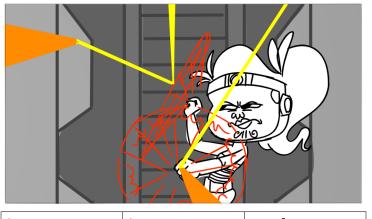
Sound FX:



Dialogue:

77

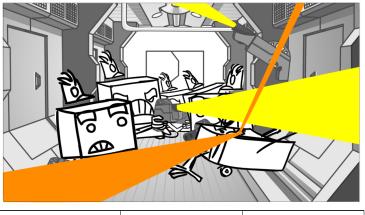








Seq	Scene	Panel			
0	7		2	/	4



Seq	Scene	Panel	
0	7	3 /	4



Dialogue:

Sound FX:

Dialogue:

Sound FX:

Dialogue:

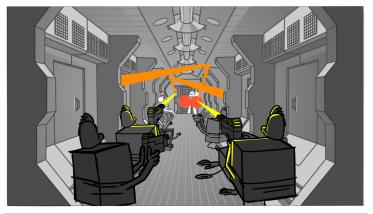
Sound FX:

Dialogue:

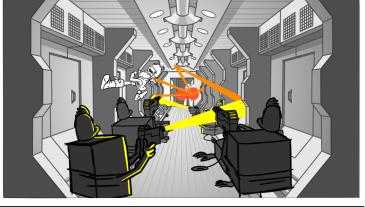








Seq	Scene	Panel
0	8	2 / 7



Seq	Scene	Panel	
0	8	3 / 7	



Sound FX:

Dialogue:

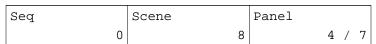
Dialogue:

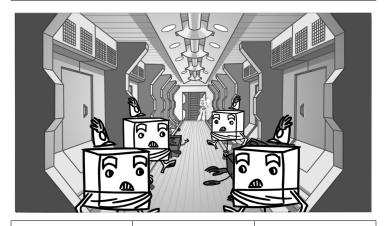
Sound FX:

Dialogue:

Sound FX:

Dialogue:





Dialogue:

Sound FX:



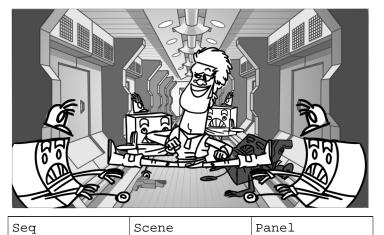
Dialogue:



Sound FX:



Dialogue:



Sound FX:



0

Dialogue:

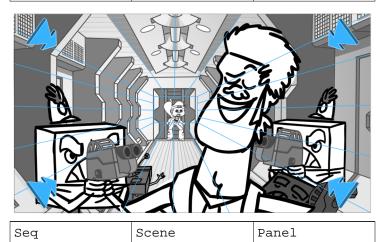








Seq	Scene	Panel			
0	9		3	/	6





9

0

Dialogue:

Sound FX:

Dialogue:

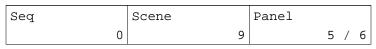
Sound FX:

Dialogue:

Sound FX:

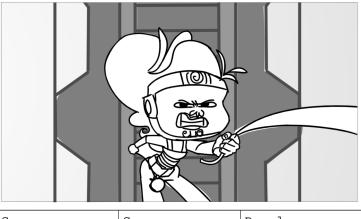
Dialogue:

4 / 6

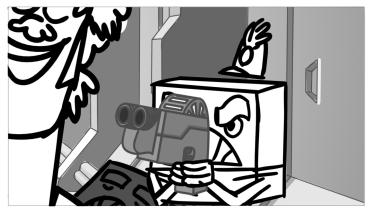




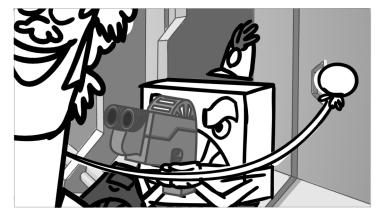




Seq	Scene	Panel		
0	10	1	/	4



Seq	Scene	Panel			
0	10	:	2	/	4



Dialogue:

Sound FX:

Dialogue:

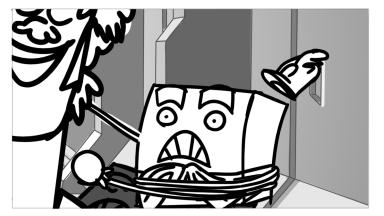
Sound FX:

Dialogue:

Sound FX:

Dialogue:

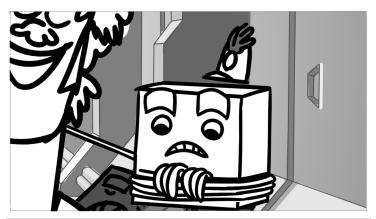




Dialogue:

Sound FX:

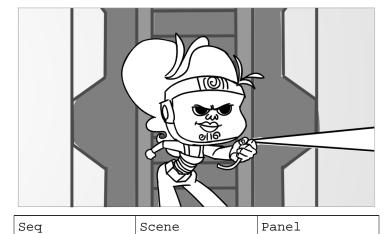




Dialogue:

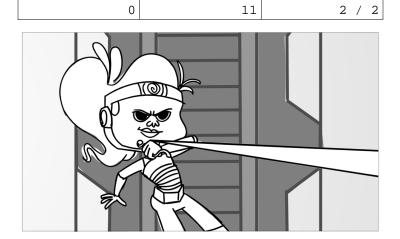
Sound FX:





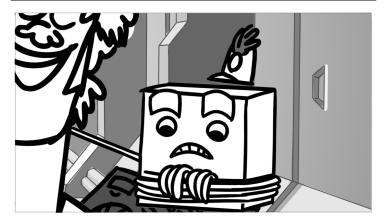
Dialogue:

Sound FX:



Dialogue:





Dialogue:

Sound FX:

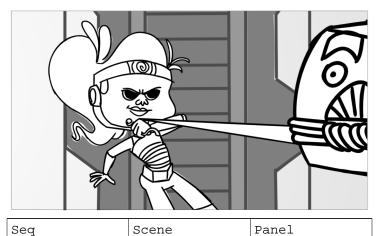




Dialogue:

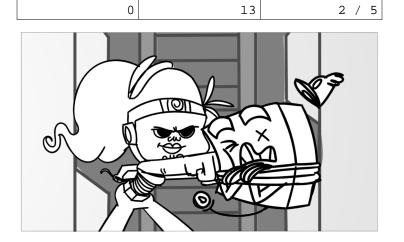
Sound FX:



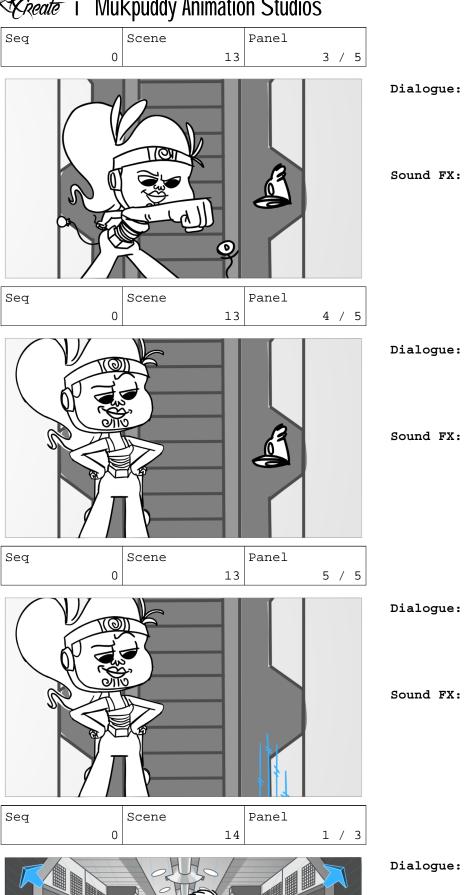


Dialogue:

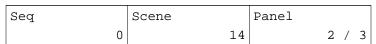
Sound FX:

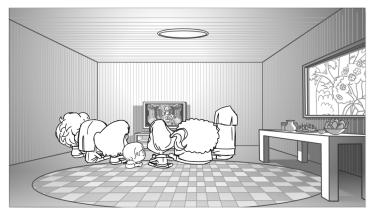


Dialogue:





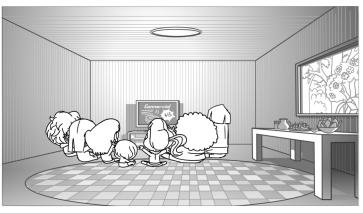




Dialogue:

Sound FX:



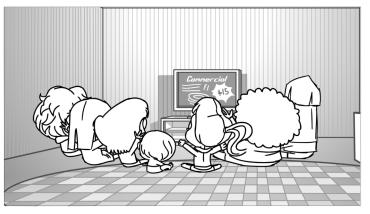


Dialogue:

Sound FX:



Dialogue:

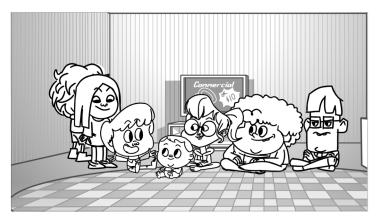


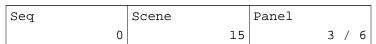
Sound FX:

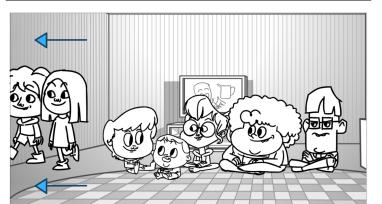
Seq	Scene	Panel			
0	15	2	2	/	6

Dialogue:

Tane: That was awesome!







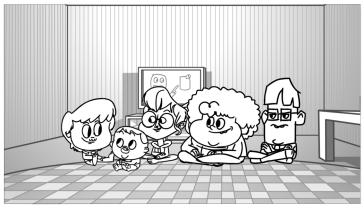
Seq Scene Panel 4 / 6

Dialogue:

Sound FX:

Dialogue:

Sound FX:

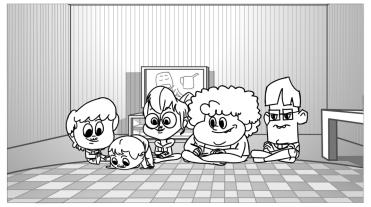


 Seq
 Scene
 Panel

 0
 15
 5 / 6

Dialogue:

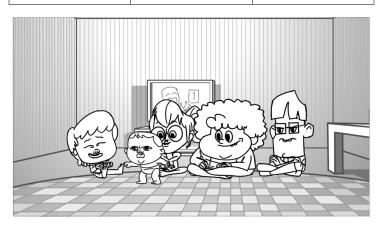
Sound FX:

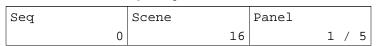


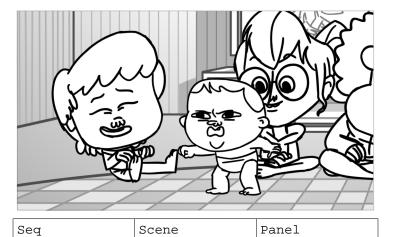
 Seq
 Scene
 Panel

 0
 15
 6 / 6

Dialogue:



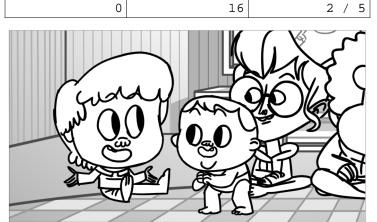




Dialogue:

Tui: Roars

Sound FX:



Dialogue:

Tane: Tui thinks she's Wahine Troubles!

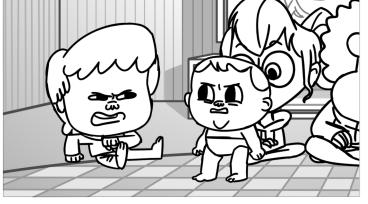
Sound FX:



Dialogue:

Tane: Well good thing the pink menace is here to stop her!

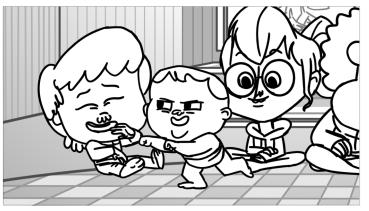
Sound FX:



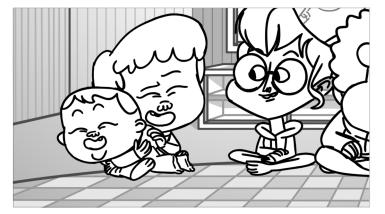
 Seq
 Scene
 Panel

 0
 16
 4 / 5

Dialogue:

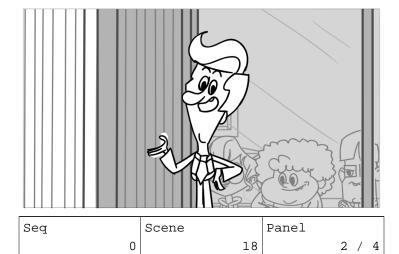






Seq	Scene	Panel			
0	17]	1	/	1

Seq	Scene	Panel
0	18	1 / 4





Dialogue:

Tane: Oh no! She's got me!

Sound FX:

Dialogue:

Sound FX:

Dialogue:

Dennis: Good evening. Please take a seat...

Sound FX:

Dialogue:

Dennis:...Not literally of course! Ha ha!...

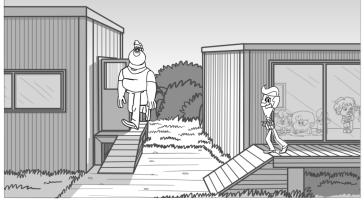




Seq	Scene	Panel		
0	18	4	/	4



Seq	Scene	Panel
0	19	1 / 3



Seq	Scene	Panel
0	19	2 / 3



Dialogue:

Dennis:... The school can't afford anymore, they've barely got enough...

Sound FX:

Dialogue:

Dennis:...should probably have a fund-raiser...

Sound FX:

Dialogue:

Dennis:...Actually next time if you can bring any chairs from home...

Sound FX:

Dialogue:

Dennis:...you don't want?!

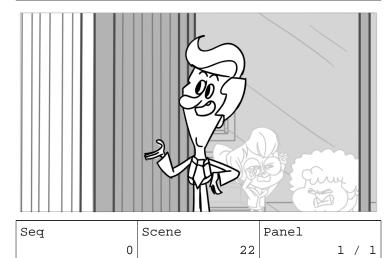








Seq	Scene	Panel	
0	21	1 / 1	





Dialogue:

Sound FX:

Dialogue:

Miss Stevenson: Mayor Gobb! I wasn't expecting to see you here tonight.

Sound FX:

Dialogue:

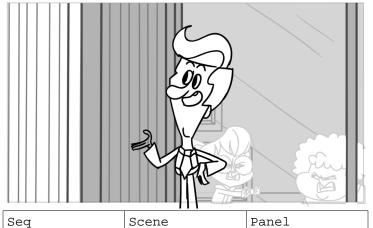
Dennis: Well as Mayor I -

Sound FX:

Dialogue:

Miss Stevenson: - Should have something
better to do?





Seq 0 23 2 / 5

Dialogue:

Dennis: Yes the whole rebuilding of the

Sound FX:



Seq Panel Scene 0 3 / 5 23

Dialogue:

Dennis:...but tonight I am here as a

Sound FX:



Dialogue:

Dennis:...a god parent!





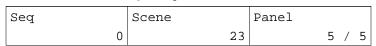
0 4 / 5 23

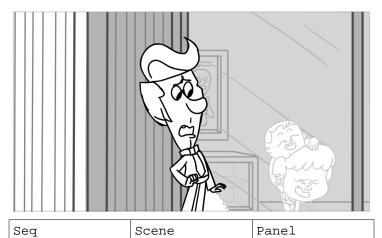
Dialogue:

Dennis: For my god daughter Tui-









Dialogue:

Sound FX:

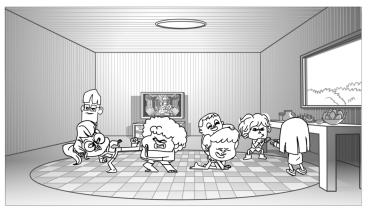


Dialogue:
Dennis: (yelps) Tui!

Sound FX:



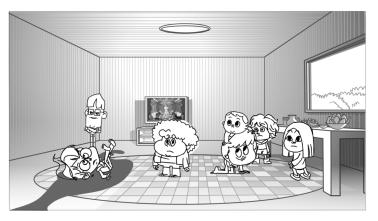
Dialogue:



Sound FX:

Seq Panel Scene 0 25 2 / 2

Dialogue:



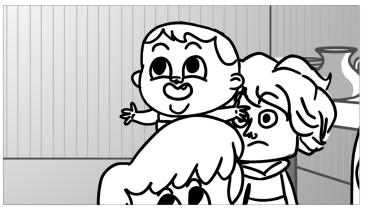




Dialogue:

Sound FX:





Dialogue:
Tui: Den-Den!

Sound FX:



Dialogue:



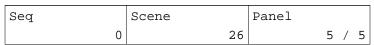
Sound FX:

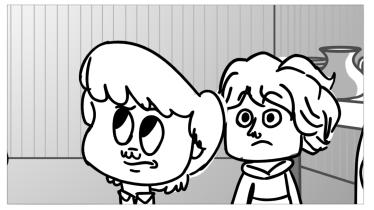
26

0

Dialogue:

4 / 5



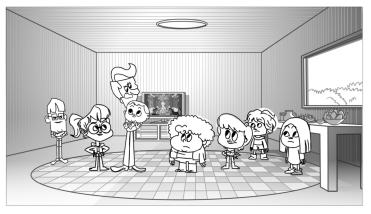


Seq	Scene	Panel			
0	27	1	L /	/	1

E SINGLE SINGLE

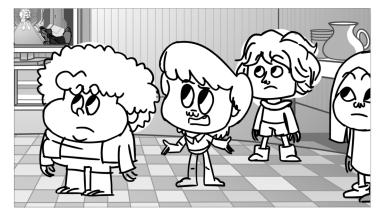
 Seq
 Scene
 Panel

 0
 28
 1 / 1



 Seq
 Scene
 Panel

 0
 29
 1 / 1



Dialogue:

Sound FX:

Dialogue:

Riley: Hi Mister Gobb!

Sound FX:

Dialogue:

Dennis: What's happening in here?!

Sound FX:

Dialogue:

Tane: We're just playing Tumeke Space!



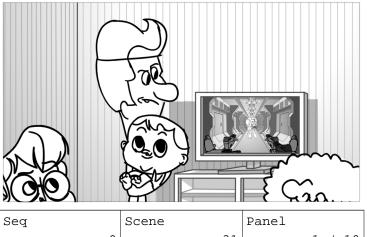
Dialogue:

Sound FX:



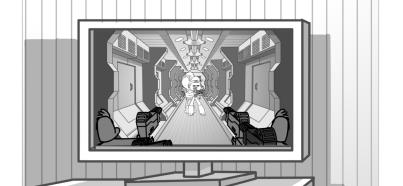
Dialogue:

Sound FX:

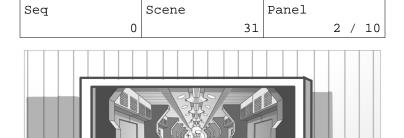


0 31 1 / 10

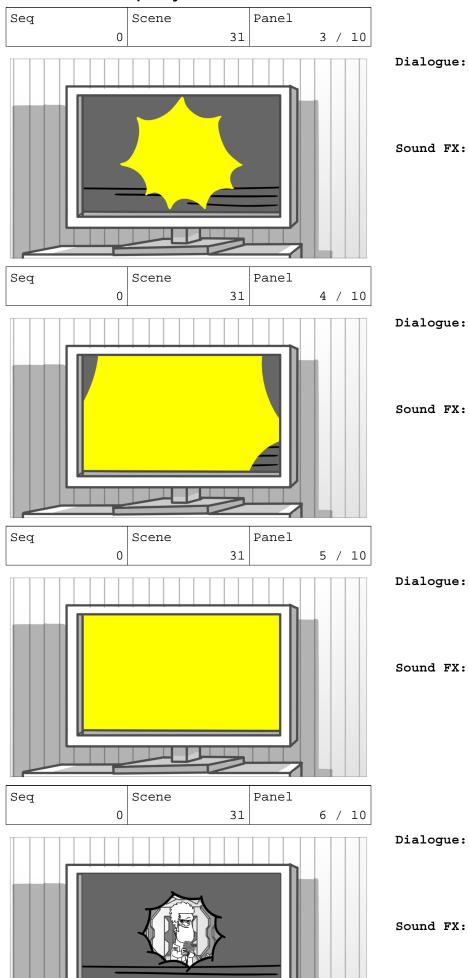
Dialogue:

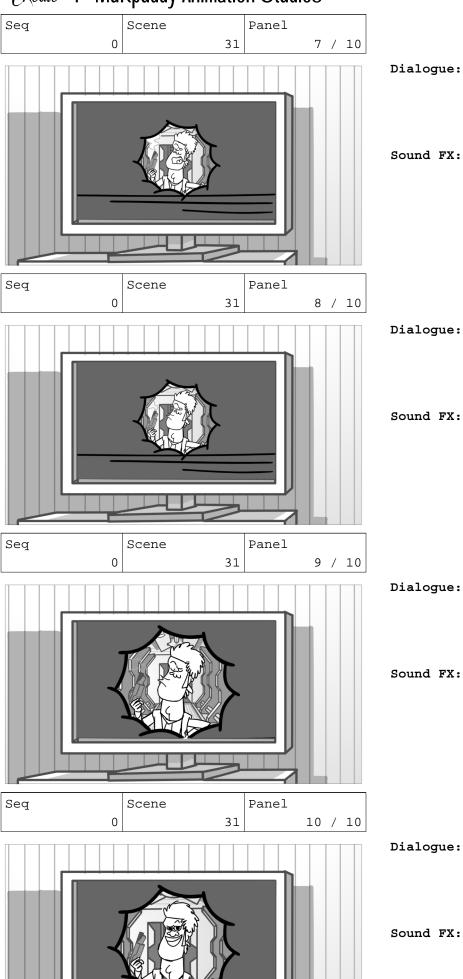


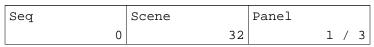
Sound FX:

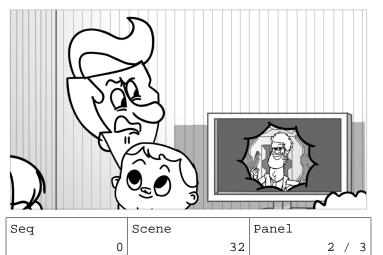


Dialogue:









Dialogue:

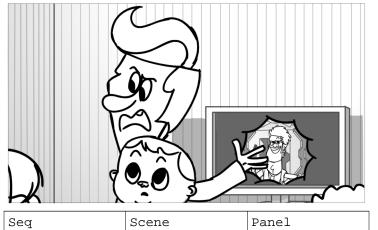
Dennis: Oh no!...

Sound FX:



Dennis:...You can't be watching this!...

Sound FX:



32

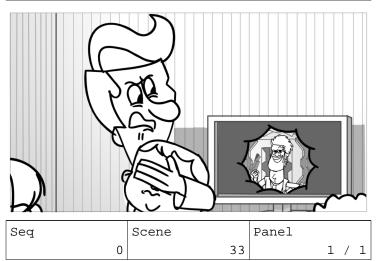
0

Dialogue:

3 / 3

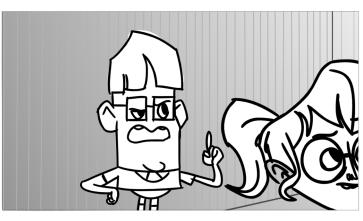
Dennis:...It's far too violent for impressionable minds!

Sound FX:

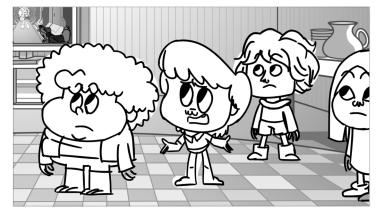


Dialogue:

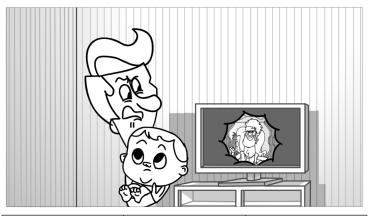
Sebastian: It's also stupid!





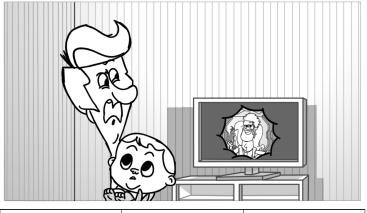


Seq	Scene	Panel			
0	35	1	- /	/	9



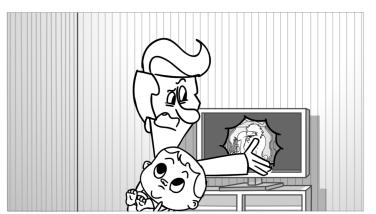
 Seq
 Scene
 Panel

 0
 35
 2 / 9



 Seq
 Scene
 Panel

 0
 35
 3 / 9



Dialogue:

Tane: It's our favourite show!

Sound FX:

Dialogue:

Dennis: Cool?...

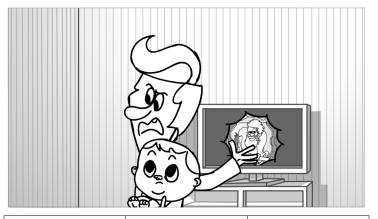
Dialogue:

Dennis:...Cool!?...

Dialogue:

Dennis:...Wanton destruction isn't cool!...





 Seq
 Scene
 Panel

 0
 35
 5 / 9



 Seq
 Scene
 Panel

 0
 35
 6 / 9



 Seq
 Scene
 Panel

 0
 35
 7 / 9



Dialogue:

Dennis:...Would it be cool if I was to...

Dialogue:

Dennis:...I dunno...

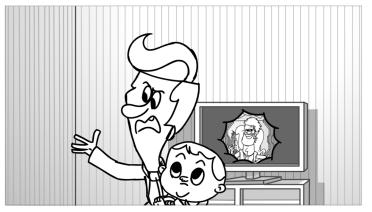
Dialogue:

Dennis:...smash through that glass window over there on a motorbike...

Dialogue:

Dennis:...and started popping heads and, and busting crates?...





Dialogue:

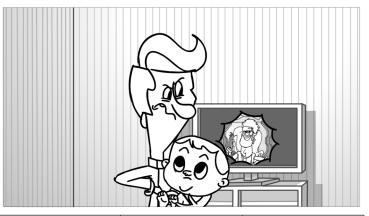
Dennis:...Would that be cool?

 Seq
 Scene
 Panel

 0
 35
 9 / 9

Dialogue:

Sound FX:

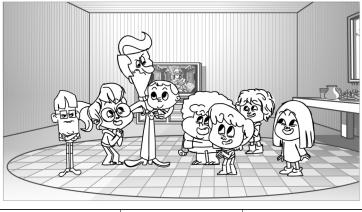


 Seq
 Scene
 Panel

 0
 36
 1 / 2

Dialogue:

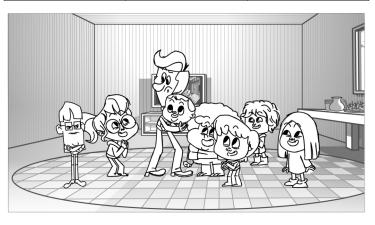
Sound FX:

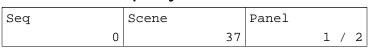


 Seq
 Scene
 Panel

 0
 36
 2 / 2

Dialogue:



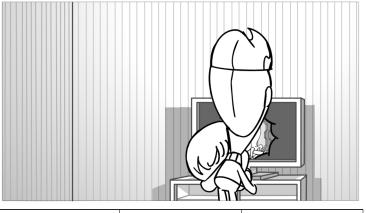




Seq Scene Panel 2 / 2

 Seq
 Scene
 Panel

 0
 38
 1 / 2



 Seq
 Scene
 Panel

 0
 38
 2 / 2



Dialogue:

Sound FX:

Dialogue:

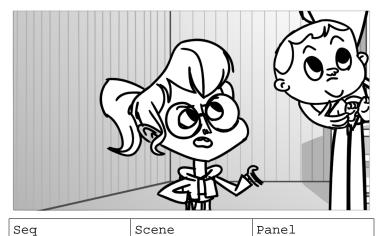
Sound FX:

Dialogue:

Sound FX:

Dialogue:





Dialogue:

Riley: Mayor Gobb, the link between violence in entertainment media...

Sound FX:



39

0

Dialogue:

2 / 3

Riley:...and children being influenced by
it...

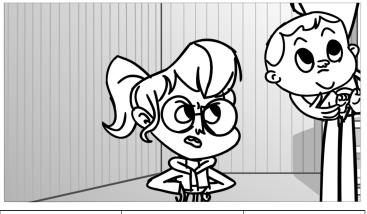
Sound FX:



Dialogue:

Riley:...really is moral panic.

Sound FX:

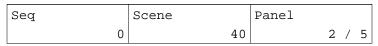


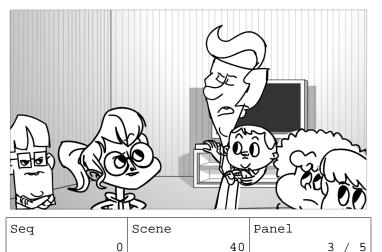
Seq	Scene	Panel	
0	40	1 / 5	

Dialogue:

Dennis: And as Mayor the last thing I want is a moral panic...



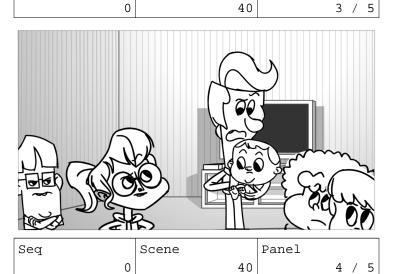




Dialogue:

Dennis:...they're the worst!

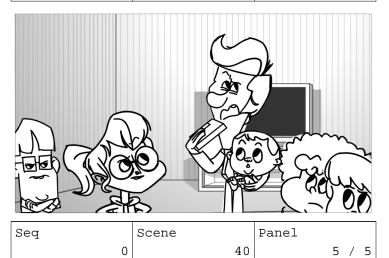
Sound FX:



Dialogue:

Dennis: I was saving this for Tui...

Sound FX:



Dialogue:

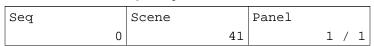
Dennis:...it was sent to me by some mysterious stranger...

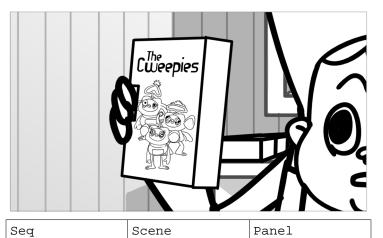
Sound FX:



Dialogue:

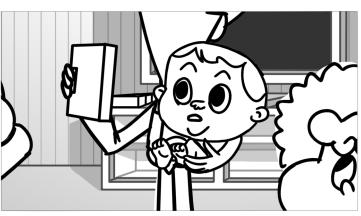
Dennis:...but I think it'll be a little more suitable.





Dialogue:

Sound FX:



42

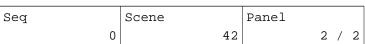
0

Dialogue:

1 / 2

Tane(O.S):(disappointed) Awe! That looks
like it's for babies!

Sound FX:



Dialogue:

Sound FX:

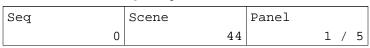


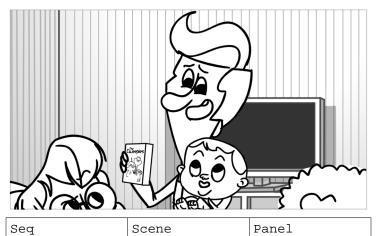
 Seq
 Scene
 Panel

 0
 43
 1 / 1

Dialogue:

Dennis: Well Tui appears to like it...





Dialogue:

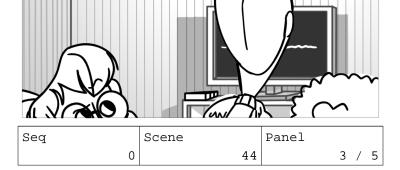
Dennis:...so it's good enough for me.

Sound FX:



Dialogue:

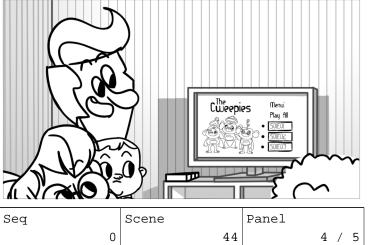
Sound FX:



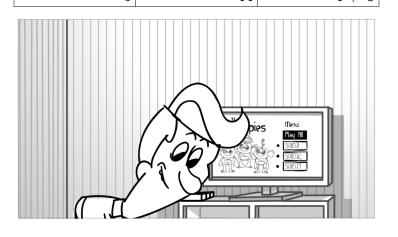
Dialogue:

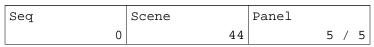
Dennis: There we are!

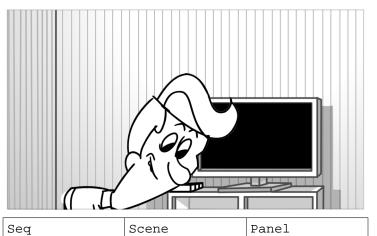
Sound FX:



Dialogue:

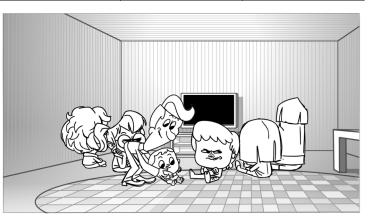






Dialogue:

Sound FX:



45

0

Dialogue:

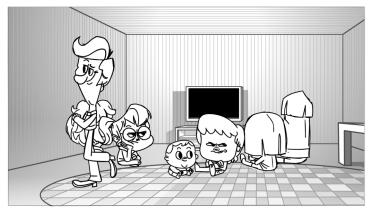
1 / 2

Sound FX:

 Seq
 Scene
 Panel

 0
 45
 2 / 2

Dialogue:



Sound FX:

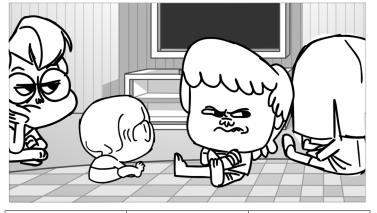
 Seq
 Scene
 Panel

 0
 46
 1 / 5

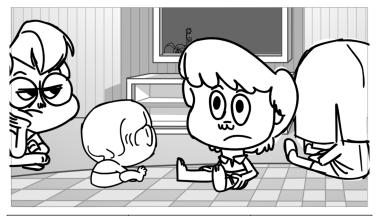
Dialogue:

Tane: Stink. Hey... where's Fridge?





Seq	Scene	Panel	
0	46	3 / 5	



Seq	Scene	Panel		
0	46	4	/	5



Seq	Scene	Panel
0	46	5 / 5



Dialogue:

Sound FX:

Dialogue:

Tane: Stink. Hey... where's Fridge?

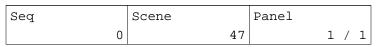
Sound FX:

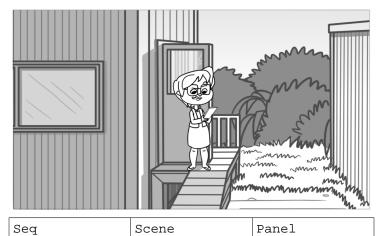
Dialogue:

Tane: Stink. Hey... where's Fridge?

Sound FX:

Dialogue:





Dialogue:

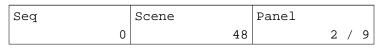
Sound FX:



Dialogue:

Miss Stevenson: Well that should be everyone who said they were coming...

Sound FX:



Dialogue:

Miss Stevenson:...Of course the parents I NEED to see aren't here.

Sound FX:



 Seq
 Scene
 Panel

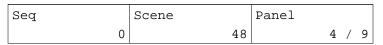
 0
 48
 3 / 9

Dialogue:



Fridge: Was I supposed to give this letter

Recreate i Mukpuddy Animation Studios





Seq Scene Panel 0 48 5 / 9

Sound FX:

Dialogue:

to Mum, Miss?



Miss Stevenson: (Sighs)

Sound FX:



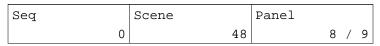
Dialogue:

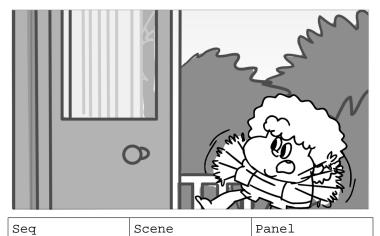
Sound FX:





Fridge: So what sort of snacks do you have in there Miss?...

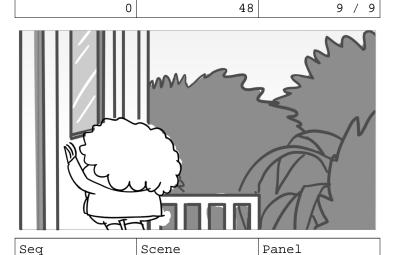




Dialogue:

Fridge:...Miss?!...

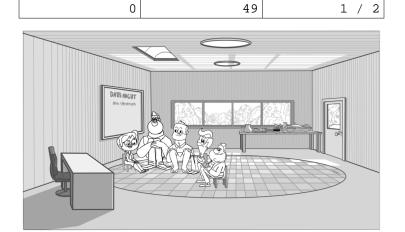
Sound FX:



Dialogue:

Fridge:...Us kids seem to have been left these very flavourless rice cakes in error.

Sound FX:



Scene

0

Panel

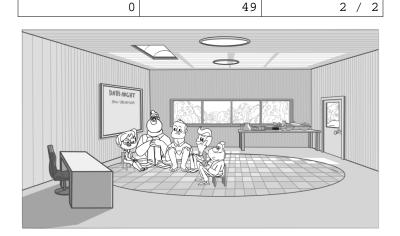
49

Seq

Dialogue:

Fridge: Am I mistaken...

Sound FX:



Dialogue:

Fridge:...or did I spy an empty packet of Slow Roasted Piggy Puku and Mustard Cider Jus crinkle cuts in your bin?





Seq	Scene	Panel			
0	50	2	2	/	2



Seq	Scene	Panel	
0	51	1 / 2	



Seq	Scene	Panel
0	51	2 / 2



Dialogue:

Fridge(O.S): D'you have any cheese and
chutney I could put on it?
Miss Stevenson: Good evening everyone!

Sound FX:

Dialogue:

All the dads(sing it out in unison): Good Even-ing Miss Steven-son.

Sound FX:

Dialogue:

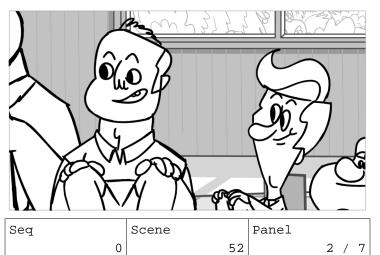
Miss Stevenson: Yes well, force of habit...

Sound FX:

Dialogue:

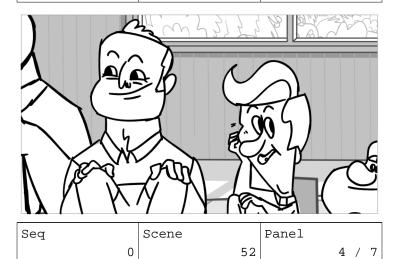
Miss Stevenson:...Thank you for coming out on what should be an evening for myself to support the school and your children.



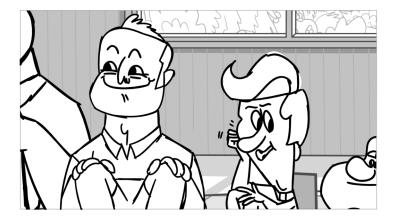


Seq Scene Panel

52



0



Dialogue:

Jack: (whispers sternly to Dennis) Dennis, you really don't have to be here. I can represent both my children!

Sound FX:

Dialogue:

Sound FX:

Dialogue:

3 / 7

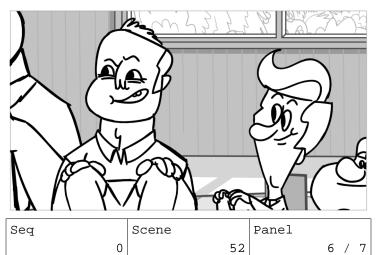
Dennis: (whispers to Jack) Yes Jack but I feel as Tui's god-parent...

Sound FX:

Dialogue:

Dennis: (whispers to Jack)...it would be remiss of me to miss such an important milestone in her education.

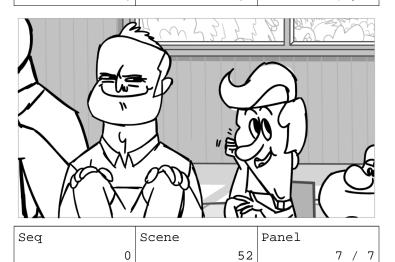




Dialogue:

Jack:(angry whisper) She hasn't even started school yet Dennis!

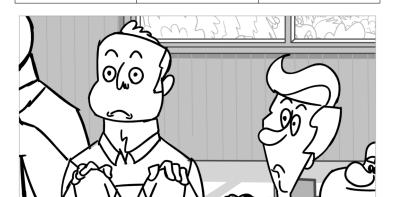
Sound FX:



Dialogue:

Dennis:(whispers back) Pretty forward
thinking, right?

Sound FX:



Dialogue:

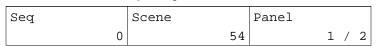
Sound FX:

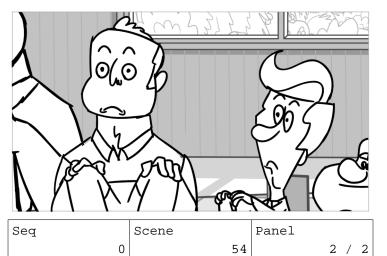


Dialogue:

Miss Stevenson: No whispering please.

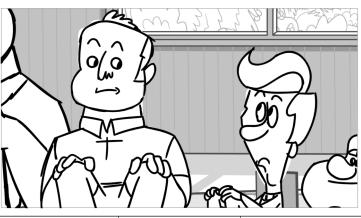






Dialogue:

Sound FX:



Dialogue:

Sound FX:

 Seq
 Scene
 Panel

 0
 55
 1 / 1

Dialogue:

Jack: Sorry Miss.

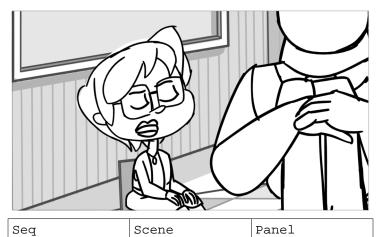
Sound FX:



Dialogue:

Dennis: Sorry Miss Stevenson...

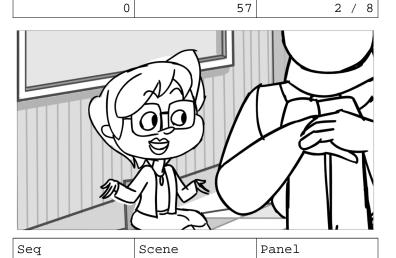




Dialogue:

Miss Stevenson: Thank you...

Sound FX:



Dialogue:

Miss Stevenson:...So tonight we're going for something a little different from the usual parent teacher interviews...

Sound FX:



57

57

0

0

Dialogue:

3 / 8

4 / 8

Miss Stevenson:...by making it more about you...

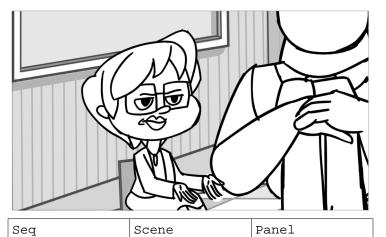
Sound FX:



Dialogue:

Miss Stevenson:... The fathers.





Dialogue:

Dennis(O.S): And God Fathers.

Sound FX:



57

0

Seq Scene Panel 7 / 8

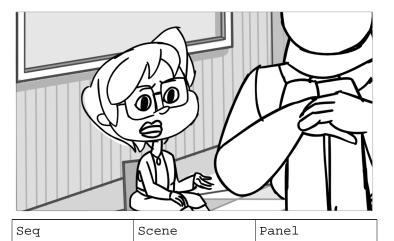
Dialogue:

6 / 8

Miss Stevenson: Fathers -

Dennis(O.S): - And God Fathers -

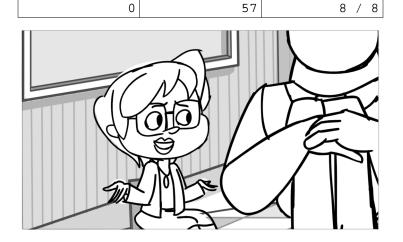
Sound FX:



Dialogue:

Miss Stevenson: - AND male role models are very important for your children. How you behave and talk to your children...

Sound FX:



Dialogue:

Miss Stevenson:...can have massive ramifications on their lives.





Dialogue:

Sound FX:





Dialogue:

Ben: Excuse me, Miss, what are

ramifications?

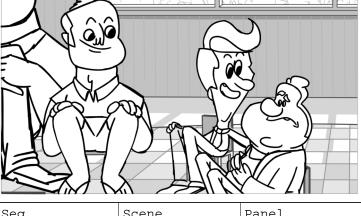
Sound FX:

Seq Scene Panel 0 59 1 / 2

Dialogue:

Dennis: I believe they're rugby manoeuvres.

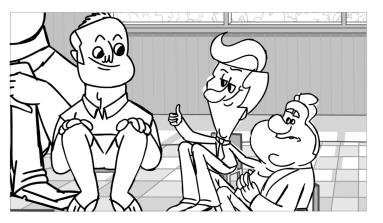
Sound FX:



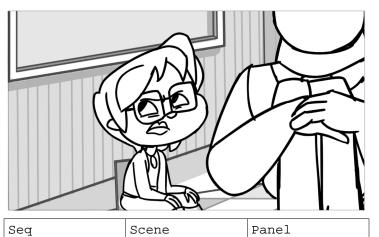
 Seq
 Scene
 Panel

 0
 59
 2 / 2

Dialogue:

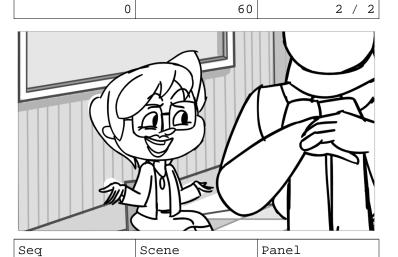






Dialogue:

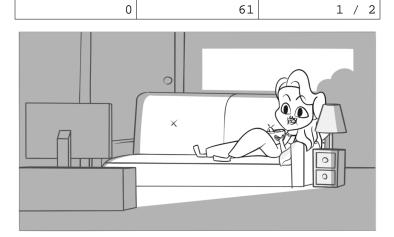
Sound FX:



Dialogue:

Miss Stevenson: And tonight is also a night off for the Mothers.

Sound FX:



Dialogue:

Sound FX: Film finishes in the background.

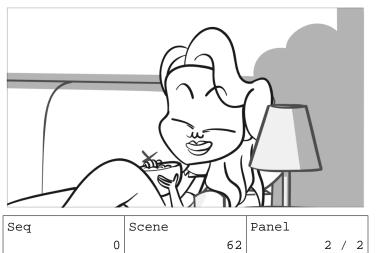


Dialogue:



Sound FX: Popcorn crunches

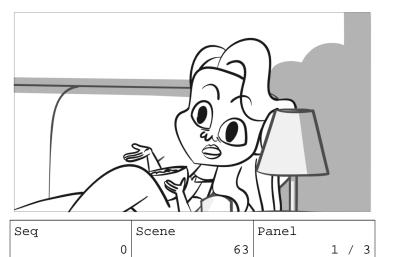




Dialogue:

Kiri: That was wonderful!...

Sound FX:



Dialogue:

Kiri: Apparently watching a movie with no
kid or husband around is kind of amazing!

Sound FX:



Dialogue:

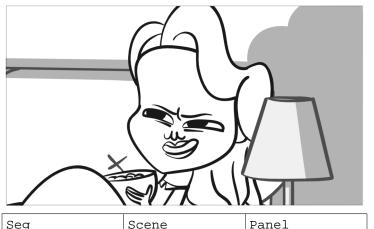
Sound FX:



Dialogue:







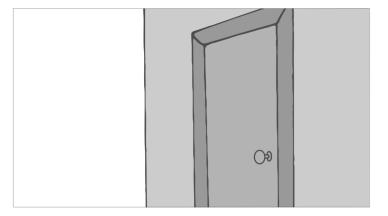
Seq Scene Panel 0 64 1 / 2



Seq	Scene	Panel
0	64	2 / 2



Seq	Scene	Panel	
0	65	1 /	4



Dialogue:

Kiri: I should watch another one.

Sound FX:

Dialogue:

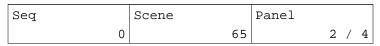
Sound FX:

Dialogue:

Kiri: I wonder if Tane cleaned his room
like I asked?

Sound FX:

Dialogue:

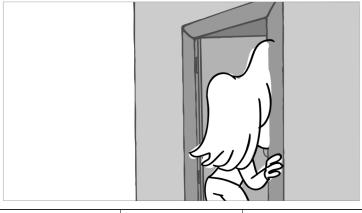




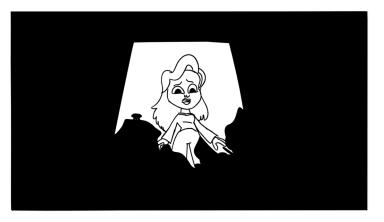
Seq Scene Panel 0 65 3 / 4



Seq	Scene	Panel		
0	65	4	/	4



Seq	Scene	Panel	
0	66	1 / 4	



Dialogue:

Kiri: I'm sure he did...

Sound FX:

Dialogue:

Kiri:...He's a good boy who listens to his-

Sound FX:

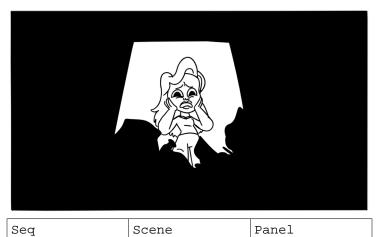
Dialogue:

Sound FX:

Dialogue:

Sound FX: Kiri Gasps, roach scuttles

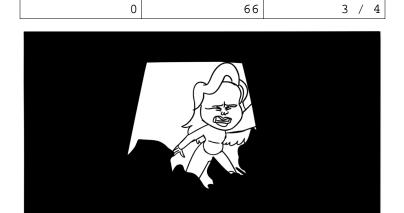




Dialogue:

Kiri: Sweet Mama!

Sound FX: Roach scuttles

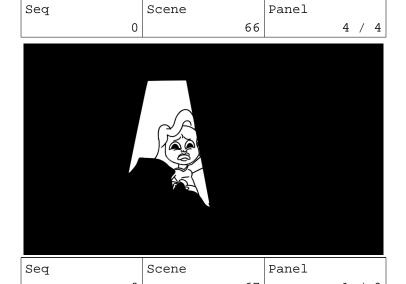


Panel

Scene

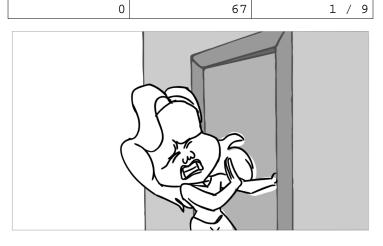
Dialogue:

Sound FX: Roach scuttles



Dialogue:

Sound FX: Roach scuttles



Dialogue:





Seq	Scene	Panel	
0	67	3 / 9	

Dialogue:

Kiri: No Kiri, it's your night off...

Sound FX:



Kiri:...Remember, Tane can clean his own
room when he gets home...

Sound FX:



 Seq
 Scene
 Panel

 0
 67
 4 / 9

Dialogue:

Kiri:...

Sound FX:



 Seq
 Scene
 Panel

 0
 67
 5 / 9

Dialogue:

Kiri:...







Seq	Scene	Panel			
0	67		7	/	9

Dialogue:

Kiri:...But maybe I'll just pick up a few
things...

Sound FX:

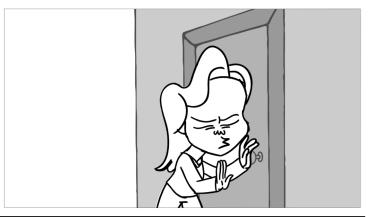


Seq	Scene	Panel	7
0	67	8 / 9	

Dialogue:

Kiri:...Give him a head start.

Sound FX:

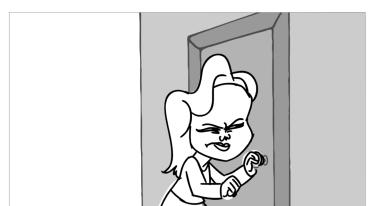


 Seq
 Scene
 Panel

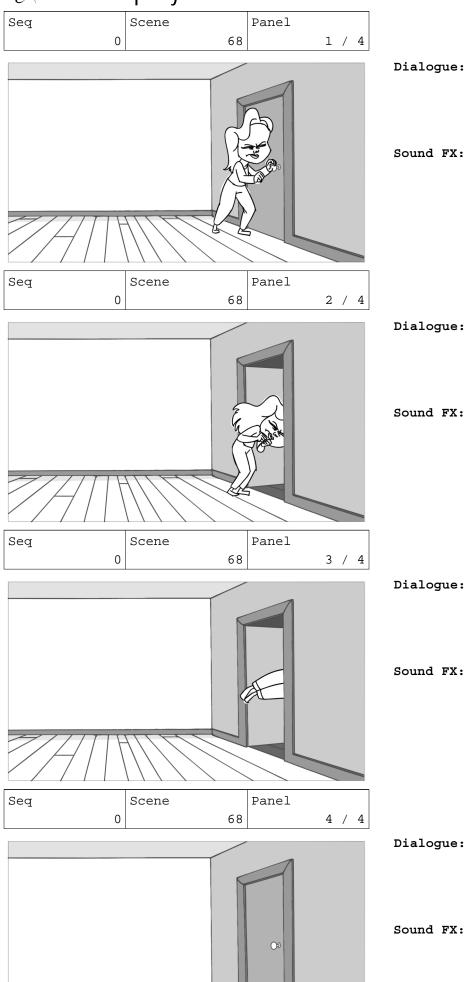
 0
 67
 9 / 9

Dialogue:

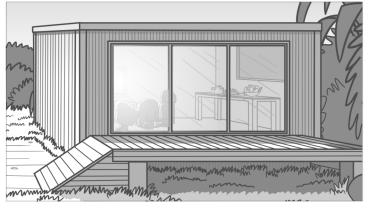
Sound FX:



Dialogue:

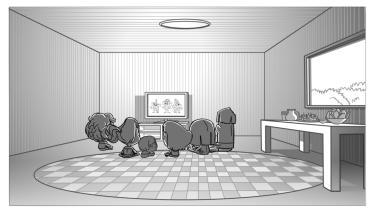




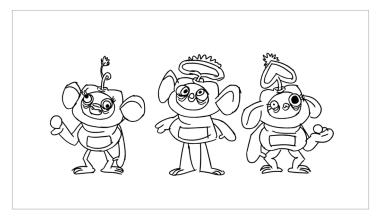


Seq	Scene	Panel
0	70	1 / 2

Seq	Scene	Panel
0	70	2 / 2



Seq	Scene	Panel		
0	71	1	/	3



Dialogue:

Yellow Cweepie: You're so important!

Sound FX: Sound of the Cweepies playing.

Dialogue:

Sound FX:

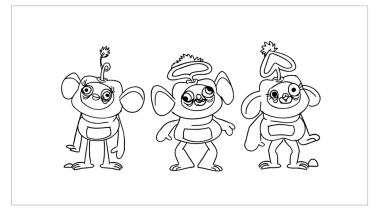
Dialogue:

Sound FX:

Dialogue:

Yellow: No-one can tell you what to do!





Seq	Scene	Panel
0	71	3 / 3

Dialogue:

Dialogue:

Sound FX:

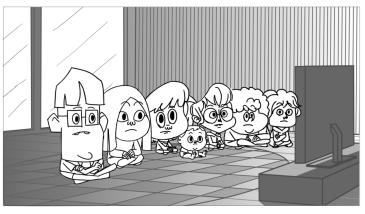
Sound FX: They all giggle.

Blue and Pink: No-one! (Giggle)



 Seq
 Scene
 Panel

 0
 72
 1 / 1

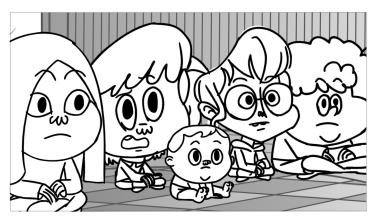


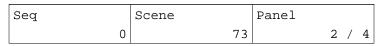
Seq	Scene	Panel
0	73	1 / 4

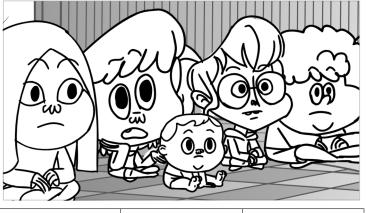


Dialogue:

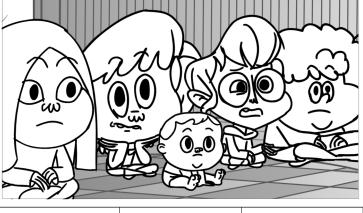
Sound FX:



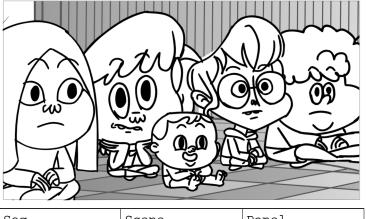




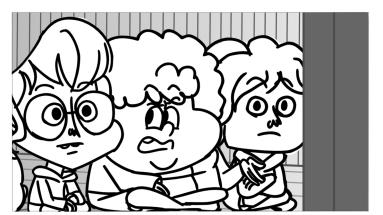
Seq Scene Panel 0 73 3 / 4



Seq	Scene	Panel		
0	73	4	/	4



Seq	Scene	Panel			
0	74	=	1 .	/	1



Dialogue:

Tane: This show is weird! There's no plot! But I'm kinda hooked.

Sound FX:

Dialogue:

Riley: It's repetitive ... but soothing.

Sound FX:

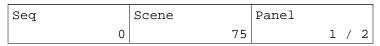
Dialogue:

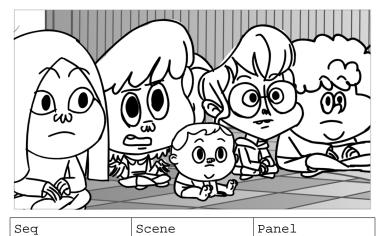
Tui: Cweepie!

Sound FX:

Dialogue:

Fridge: Can we have a bit of quiet? I'm trying to follow this.

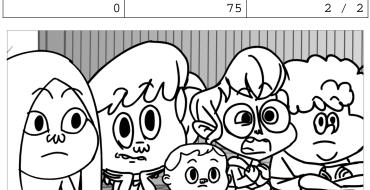




Dialogue:

Tane: There's nothing to follow ... it's

Sound FX:



75

0

Dialogue:

Riley: Feeeeeeling.

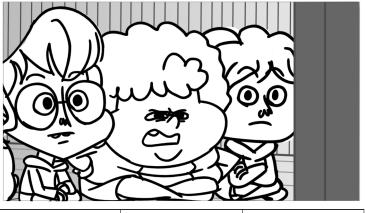
Sound FX:



Dialogue:

Fridge: Tane, please! I -

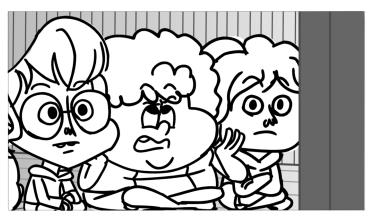
Sound FX:



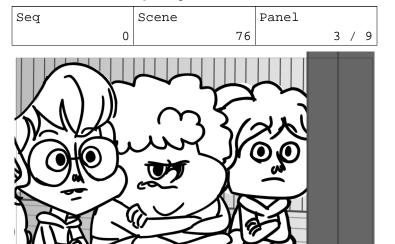
Seq	Scene	Panel
0	76	2 / 9

Dialogue:

Fridge: - oh forget it, I'm lost now...



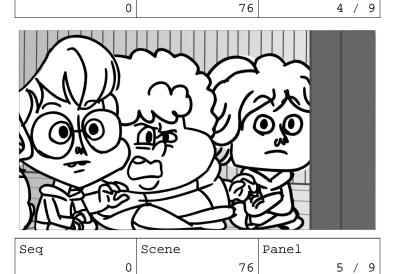
Scene



Dialogue:

Yellow (O.S): You decide who to listen to!

Sound FX:

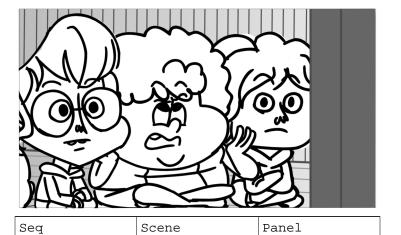


Panel

Dialogue:

Fridge: What? Awe man!...

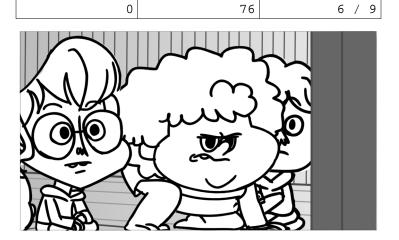
Sound FX:



Dialogue:

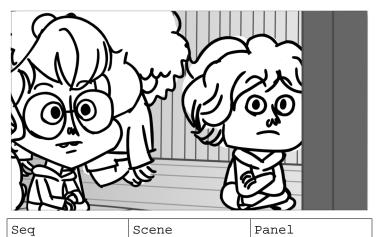
Fridge:...I'm going to get a snack.

Sound FX:



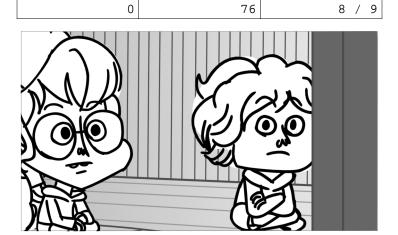
Dialogue:





Dialogue:

Sound FX:



Dialogue:

Sound FX:



Dialogue:



Sound FX:





Dialogue:

Curtis: And I believe by instilling that sense of wonder in Riley...





Seq Scene Panel 0 78 2 / 6



Seq	Scene	Panel	
0	78	3 / 6	



Seq	Scene	Panel
0	78	4 / 6



Dialogue:

Curtis:...I could inspire her...

Dialogue:

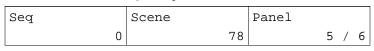
Curtis:...to go on and make great discoveries of her own...

Dialogue

Curtis:...at the end of the day the best we can wish for...

Dialogue:

Curtis:...is that our children improve on the best parts of ourselves.





Panel

Scene

Seq

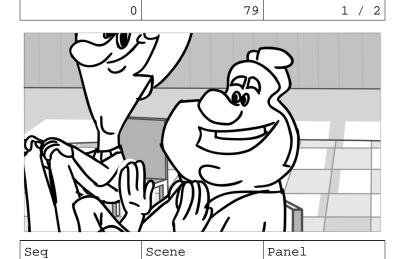
Dialogue:

Sound FX: Clapping



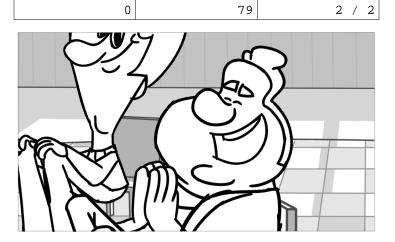
Dialogue:

Sound FX: Clapping



Dialogue:

Sound FX: Clapping



Dialogue:

Ben: You ramificationed that perfectly.

Sound FX: Clapping





Seq	Scene	Panel			
0	80		2	/	5



Seq	Scene	Panel	
0	80	3 / 5	



Seq	Scene	Panel		
0	80	4	/	5



Dialogue:

Miss Stevenson: Still not the correct use of that word...

Sound FX:

Dialogue:

Miss Stevenson:...and what a lovely sentiment...

Sound FX:

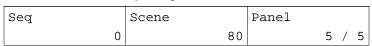
Dialogue:

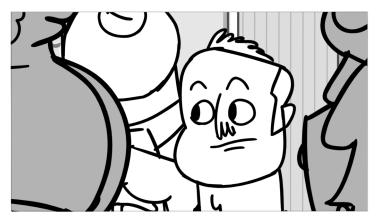
Miss Stevenson:...thank you Mister Scott.

Sound FX:

Dialogue:

Miss Stevenson:...And Mister Tepania? What do you enjoy about being a Dad?





Seq Scene Panel 0 81 1 / 4



Seq Panel Scene 0 81 2 / 4



Seq Panel Scene 0 81 3 / 4



Dialogue:

Sound FX:

Dialogue:

Sound FX:

Dialogue:

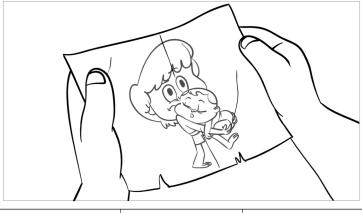
Sound FX:

Dialogue:





Seq	Scene	Panel			
0	82		1	/	1



 Seq
 Scene
 Panel

 0
 83
 1 / 3



Seq	Scene		Panel	
	0	83	2 ,	/ 3



Dialogue:

Sound FX:

Dialogue:

Jack (O.S): Hmmm...

Sound FX:

Dialogue:

Jack: I don't think I can put it into
words...

Sound FX:

Dialogue:

Jack: ... I look at my kids and, I get a
sense of purpose...





Seq	Scene	Panel		
0	84	1	/	3

Dialogue:

Jack: ... That's not to say if you don't have kids you don't have a purpose obviously! ...

Sound FX:



 Seq
 Scene
 Panel

 0
 84
 2 / 3

Dialogue:

Jack: ... It's just, I have clarity ...

Sound FX:



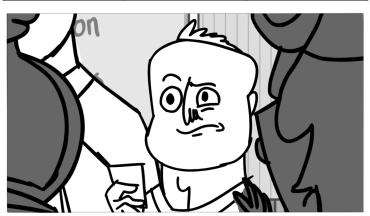
 Seq
 Scene
 Panel

 0
 84
 3 / 3

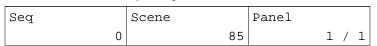
Dialogue:

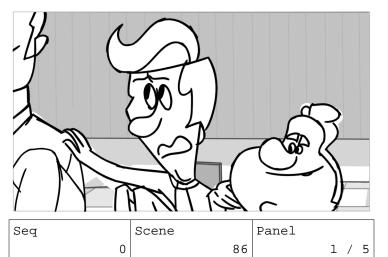
Jack: ... I get why I am here ...

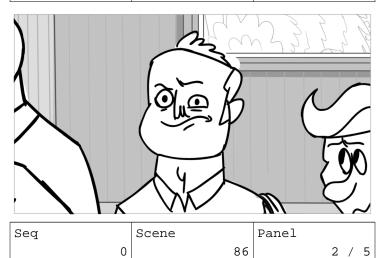
Sound FX:

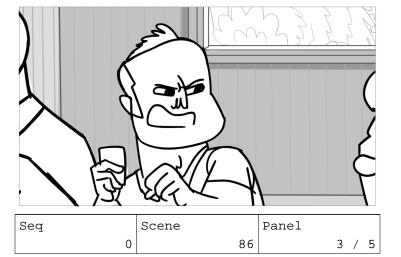


Action: Dennis put his hand on Jack's shoulder.











Dialogue:

Dennis: Yes, Jack. We are all here in this classroom

Sound FX:

Dialogue:

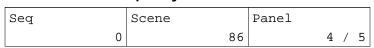
Sound FX:

Dialogue:

Jack: No Dennis! This world!

Sound FX:

Dialogue:





Dialogue:

Sound FX:



Dialogue:

Sound FX:

Seq Scene Panel 1 / 2

Dialogue:

Sound FX: Clapping



 Seq
 Scene
 Panel

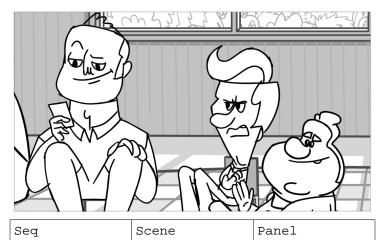
 0
 87
 2 / 2

Dialogue:

Sound FX: Clapping







88

Dialogue:

Dennis: Righto! My turn!

Sound FX:

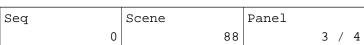


0

Dialogue:

2 / 4

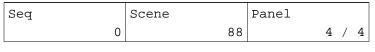
Sound FX:



Dialogue:

Dennis: Hello I'm Mayor Dennis Gobb...

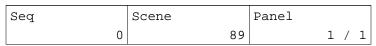
Sound FX:



Dialogue:

Dennis: ... and I stand before you here today as a God ...







 Seq
 Scene
 Panel

 0
 90
 1 / 4

 Seq
 Scene
 Panel

 0
 90
 2 / 4



 Seq
 Scene
 Panel

 0
 90
 3 / 4



Dialogue:

Sound FX:

Dialogue:

Dennis: ... Father!

Sound FX:

Dialogue:

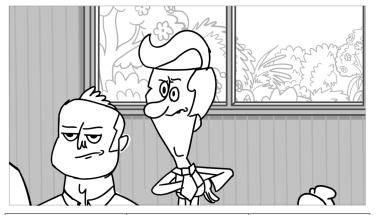
Dennis: ... To young Tui!

Sound FX:

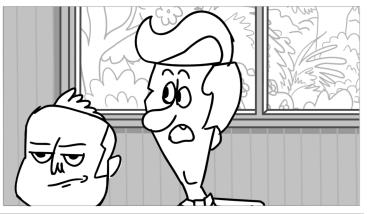
Dialogue:

Dennis (to himself): Just grabbing a visual aid...









 Seq
 Scene
 Panel

 0
 92
 1 / 2



 Seq
 Scene
 Panel

 0
 92
 2 / 2



Dialogue:

Sound FX:

Dialogue:

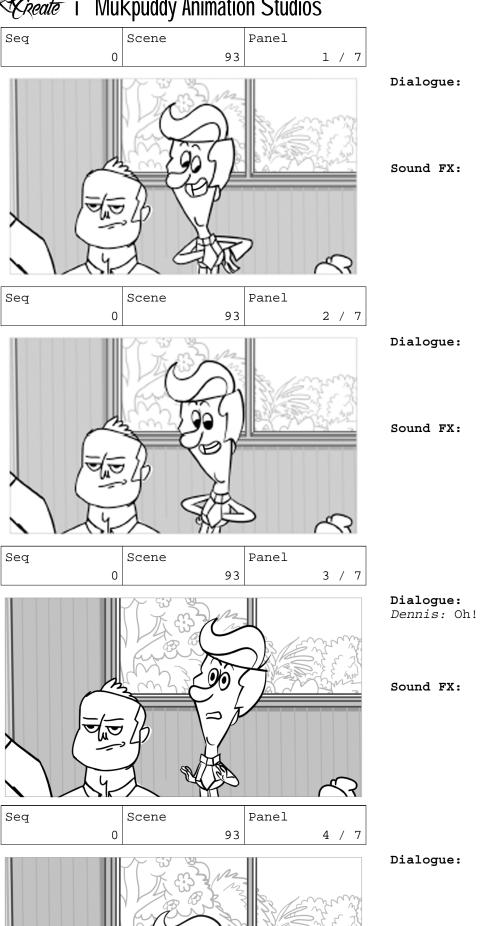
Dennis (to Miss Stevenson): Sorry Miss what was the question again?

Sound FX:

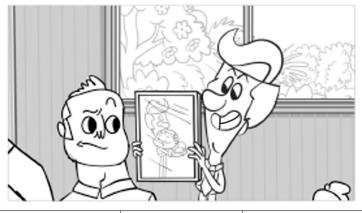
Dialogue:

Sound FX:

Dialogue:







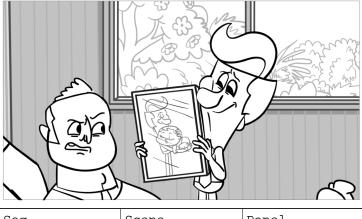
 Seq
 Scene
 Panel

 0
 93
 6 / 7



 Seq
 Scene
 Panel

 0
 93
 7 / 7



 Seq
 Scene
 Panel

 0
 94
 1 / 2



Dialogue:

Sound FX:

Dialogue:

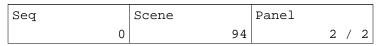
Sound FX:

Dialogue:

Sound FX:

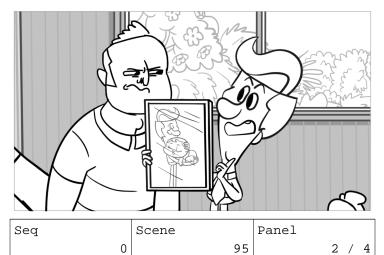
Dialogue:

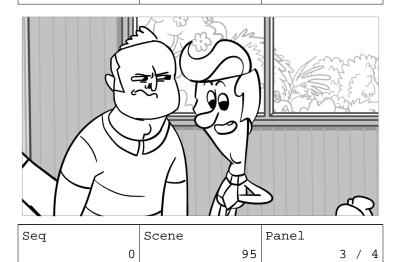
Dennis: Sighs blissfully

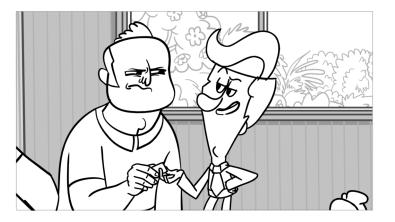












Dialogue:

Jack: When did you even take that?!

Sound FX:

Dialogue:

Dennis: Oh sorry Jack ...

Sound FX:

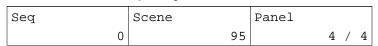
Dialogue:

Dennis: ... I had some wallet sized ones made for you.

Sound FX:

Dialogue:

 ${\it Dennis:}$... I had some wallet sized ones made for you.





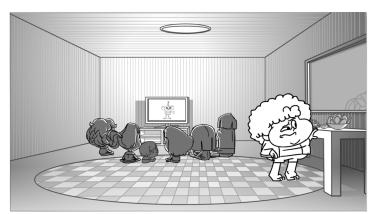




Seq	Scene	Panel
0	96	2 / 2



Seq	Scene	Panel
0	97	1 / 2



Dialogue:

Dennis: Did you hear me Jack?...

Sound FX:

Dialogue:

 $\overline{\textit{Dennis}}$: ... It's a photo of me and Tui for you.

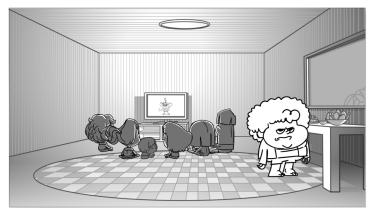
Sound FX:

Dialogue:

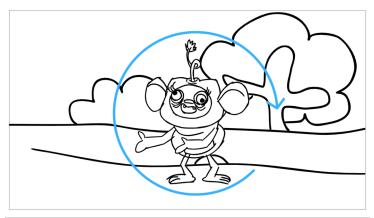
Sound FX:

Dialogue:





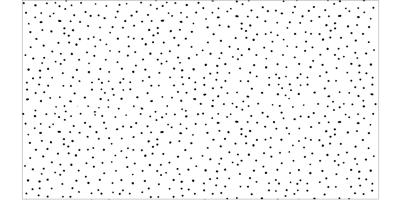
Seq	Scene	Panel			
0	98	1	- /	′	5



Seq	Scene	Panel		
0	98	2	/	5



Seq	Scene	Panel
0	98	3 / 5



Dialogue:

Sound FX:

Dialogue: Yellow: Woopsie doops ...

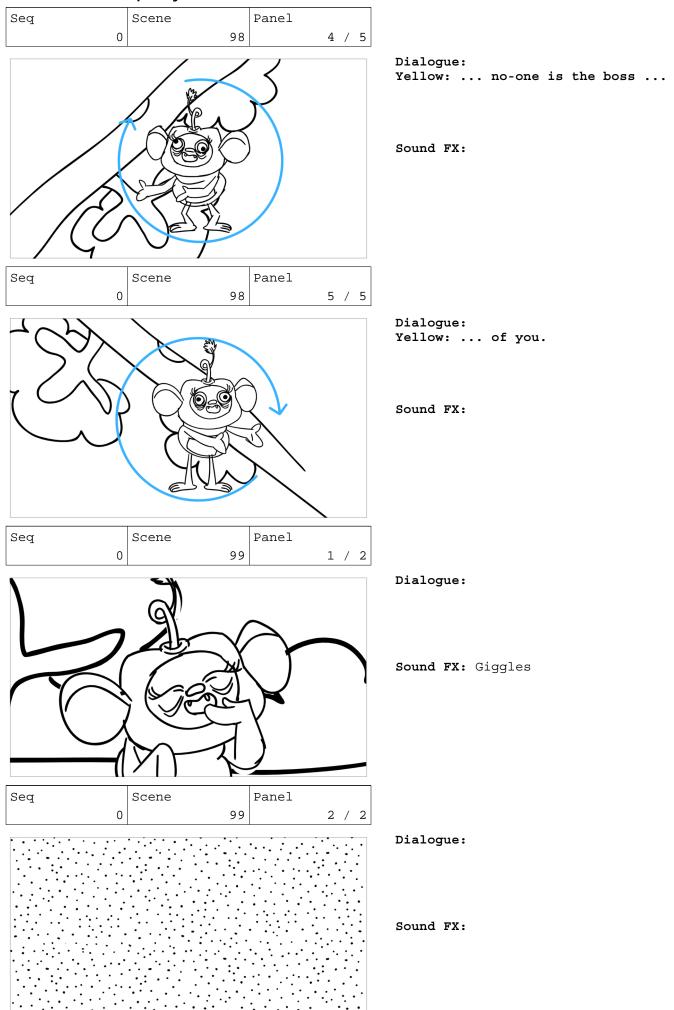
Sound FX:

Dialogue:

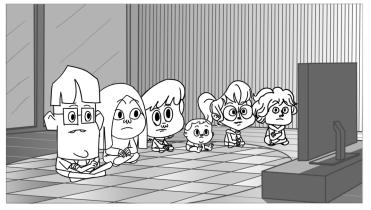
Yellow: ... and wiggly woo ...

Sound FX:

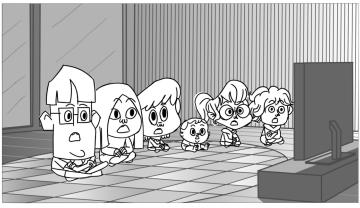
Dialogue:



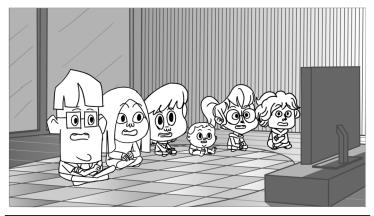




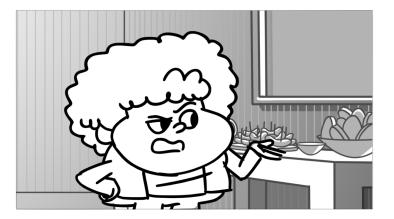
Seq	Scene	Panel
0	100	2 / 3



Seq	Scene	Panel
0	100	3 / 3



Seq	Scene	Panel		
0	101	1	/	10



Dialogue:

Sound FX:

Dialogue:

Children: Woopsie doops and wiggly woo ...

Sound FX:

Dialogue:

Children: ... no one is the boss of us.

Sound FX:

Dialogue:

Fridge: Oh what is this!? Tomato sauce?! ...





Seq	Scene	Panel
0	101	3 / 10

Dialogue:

Fridge: ... I know it's a classic ...

Sound FX:



Fridge: ... but c'mon variety is the spice of condiments after all.

Sound FX:



 Seq
 Scene
 Panel

 0
 101
 4 / 10

Dialogue:

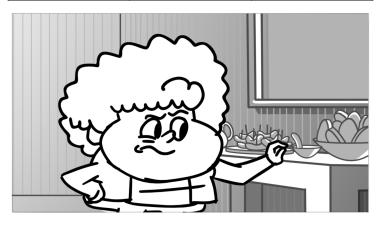
Sound FX:



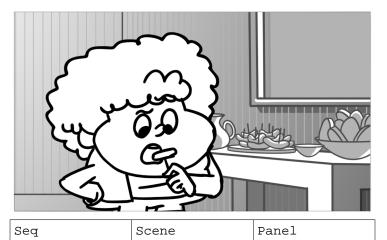
 Seq
 Scene
 Panel

 0
 101
 5 / 10

Dialogue:







101

Dialogue:

Sound FX:

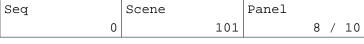


0

Dialogue:

7 / 10

Sound FX:



Dialogue:



Sound FX:



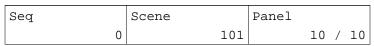


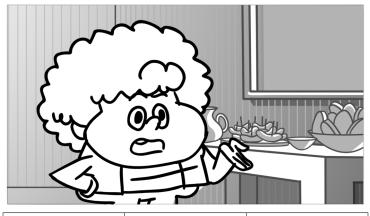
Fridge: Hmmm, a little tangy, slightly tart aftertaste ...



Fridge: ... Common Dairy brand if I'm not

Recreate i Mukpuddy Animation Studios





Seq Scene Panel

102

0

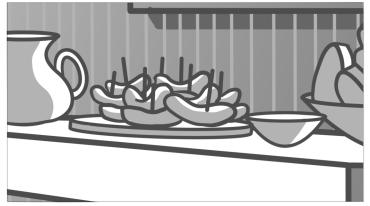
Dialogue:

1 / 4

Dialogue:

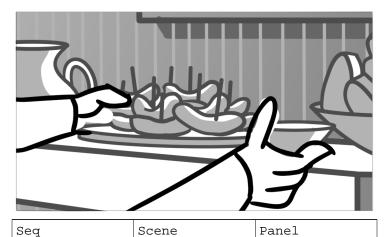
Sound FX:

Sound FX:

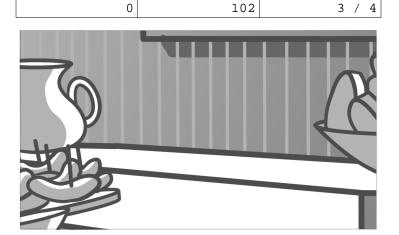


Seq	Scene	Panel
0	102	2 / 4

Dialogue:



Sound FX:

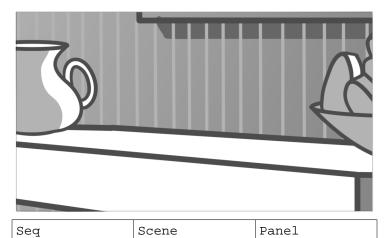


102

0

Dialogue:





Dialogue:

Sound FX:



Dialogue:

Fridge: Mind if I take a couple? ...

Sound FX:

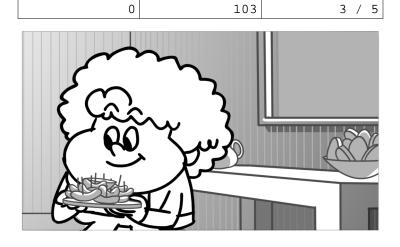


Dialogue:

Fridge: ... Ya know ... for the kids.

Seq Scene Panel

Sound FX:

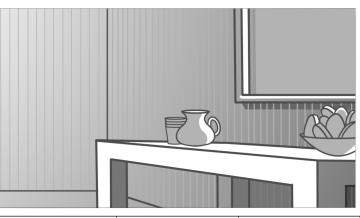


Dialogue:

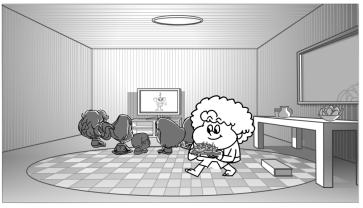




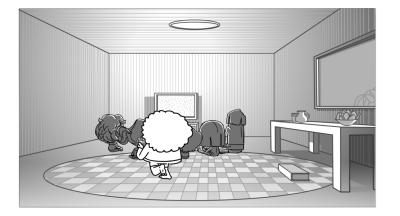




Seq	Scene	Panel
0	104	1 / 2



Seq	Scene	Panel
0	104	2 / 2



Dialogue:

Sound FX:

Dialogue:

Sound FX:

Dialogue:

Sound FX:

Dialogue:





Dialogue:

Sound FX:





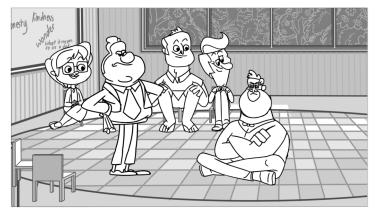
Dialogue:

Ben: Now Son, for the last time, turn off your modern music.

Sound FX:



Dialogue:



Sound FX:



Panel

Scene

Seq

Dialogue:

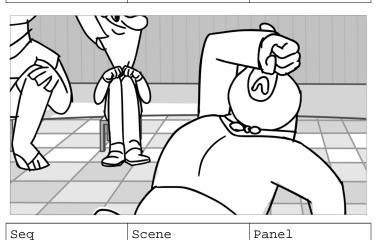




Dialogue:

Curtis: You don't understand Dad! It's not
a phase ...

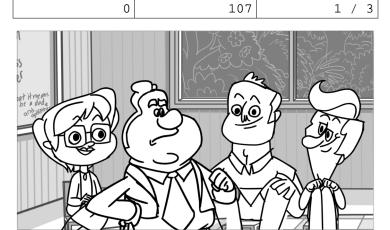
Sound FX:



Dialogue:

Curtis: ... It's a way of life.

Sound FX:



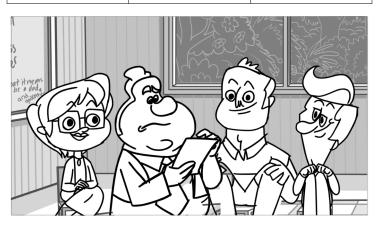
Dialogue:

Sound FX:

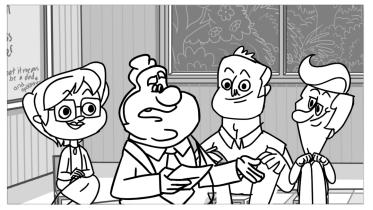
 Seq
 Scene
 Panel

 0
 107
 2 / 3









Seq	Scene	Panel	
0	108	1 /	1

Dialogue:

Ben: Are you on the right page Curtis?

Sound FX:

Dialogue:

Miss Stevenson: What page?

Sound FX:



Seq | Scene | Panel | 1 / 4

Dialogue:

Sound FX:



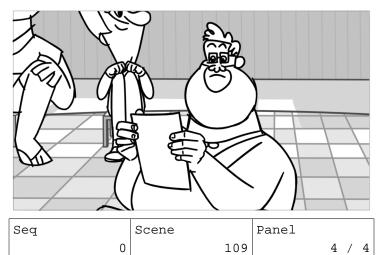
 Seq
 Scene
 Panel

 0
 109
 2 / 4

Dialogue:

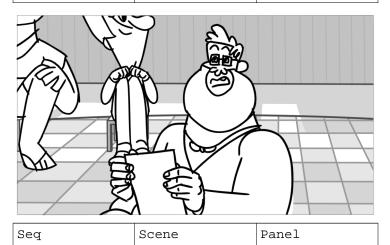






Dialogue:

Sound FX:



Dialogue:

Curtis: Whoops sorry can we go from the top?

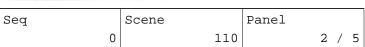
Sound FX:



Dialogue:

Miss Stevenson: Who wrote a script? ...

Sound FX:

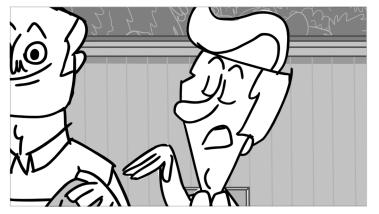




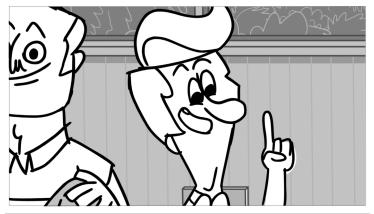
Miss Stevenson: ... This was supposed to be a role play?







Seq	Scene	Panel	
0	110	4 / 5	



 Seq
 Scene
 Panel

 0
 110
 5 / 5



 Seq
 Scene
 Panel

 0
 111
 1 / 1



Dialogue:

Dennis: Let's not dwell on who wrote what amazing script while taking a bathroom break ...

Sound FX:

Dialogue:

Dennis: ... Once more from the top
fellas...

Sound FX:

Dialogue:

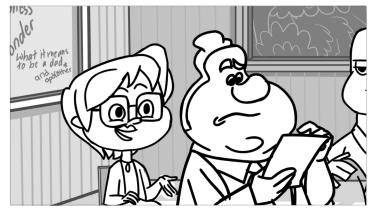
Dennis: ... this time with a little more emotion!

Sound FX:

Dialogue:

Jack: Yes, let's not.





Seq	Scene	Panel
0	112	2 / 2

Dialogue:

Miss Stevenson: Mister Weatherwax, how would you handle this situation?

Sound FX:



Seq Scene Panel 1/1

Dialogue:

Ben: Well, Sebastian doesn't really listen
to -

Sound FX:



 Seq
 Scene
 Panel

 0
 114
 1 / 11

Dialogue:

Miss Stevenson: Hypothetically?

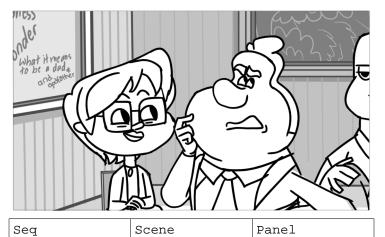
Sound FX:



Ben: Oh right! ...







Dialogue:

Ben: ... Well I'd probably ...

Sound FX:



114

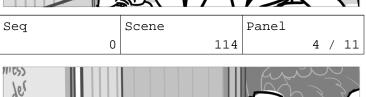
0

Dialogue:

3 / 11

Ben: ... Well, this is more Sue's area.

Sound FX:



Dialogue:

Sound FX:



 Seq
 Scene
 Panel

 0
 114
 5 / 11



Dialogue:

Miss Stevenson: And isn't that the problem gentlemen! I bet when you were children you all suffered some form of discipline from your Fathers-



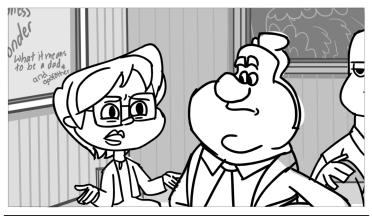


Seq	Scene	Panel
0	114	7 / 11



 Seq
 Scene
 Panel

 0
 114
 8 / 11



 Seq
 Scene
 Panel

 0
 114
 9 / 11



Dialogue:

Dennis (O.S): And Mothers.

Sound FX:

Dialogue:

Miss Stevenson: And now as fathers -

Dennis (O.S): And god -

Sound FX:

Dialogue:

Miss Stevenson: - You don't want to be that sort of harsh, angry parent ...

Sound FX:

Dialogue:

 ${\it Miss \ Stevenson:} \ \dots \ {\it that \ your \ children \ will} \ {\it fear \ \dots}$





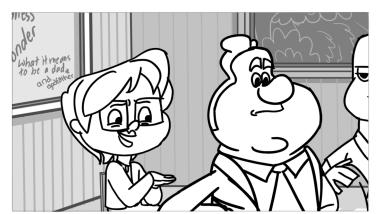
Seq	Scene	Panel
0	114	11 / 11



Seq	Scene	Panel
0	115	1 / 1



Seq	Scene	Panel	
0	116	1 / 1	



Dialogue:

Miss Stevenson: ... you want to be better, gentler, more patient and empathetic Fathers

Sound FX:

Dialogue:

Miss Stevenson: Yes Mister Scott?

Sound FX:

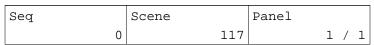
Dialogue:

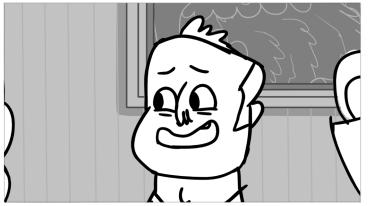
Curtis: Just looking ahead on page 15... Where Mayor Gobb gives the kids a motivational speech...

Sound FX:

Dialogue:

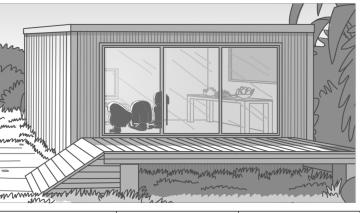
Miss Stevenson: I think now would be a good time to take a break don't you?!





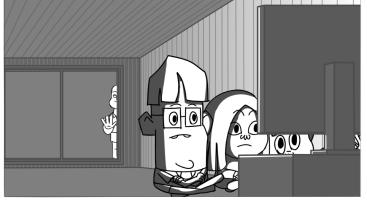
Seq Scene Panel 0 118

1 / 1

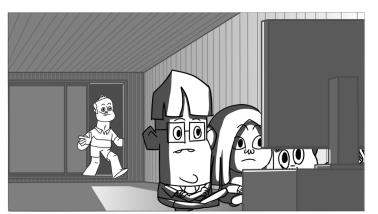


Seq Panel Scene

0 119 1 / 2



Seq Scene Panel 0 119 2 / 2



Dialogue:

Jack: I'll go check on the kids.

Sound FX:

Dialogue:

Sound FX:

Dialogue:

Sound FX:

Dialogue:





Seq Scene Panel 0 121 1 / 2

Dialogue:

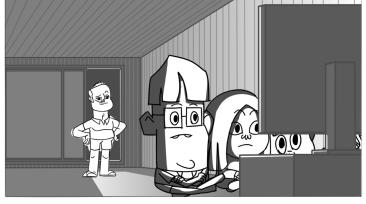
Jack: How are you kids getting on in here?

Sound FX:



Dialogue:

Sound FX:



Seq Scene Panel 0 121 2 / 2

Dialogue:



Sound FX:

Seq		Scene		Panel			
	0		122		1	/	2
						<u> </u>	_

Dialogue: Jack: Kids?







 Seq
 Scene
 Panel

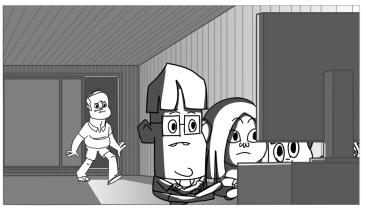
 0
 123
 1 / 2

Dialogue:

Dialogue:

Sound FX:

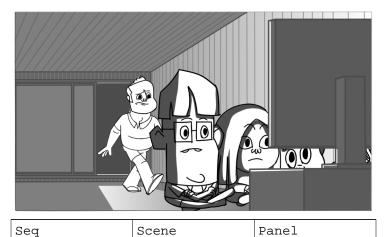
Sound FX:



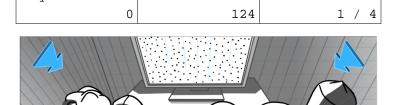
 Seq
 Scene
 Panel

 0
 123
 2 / 2

Dialogue:

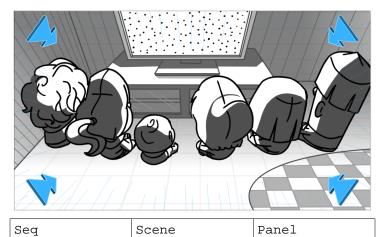


Sound FX:



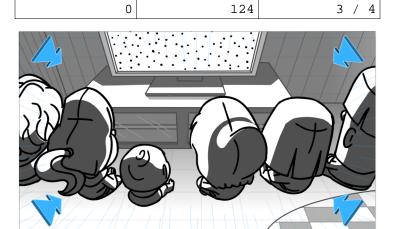
Dialogue:





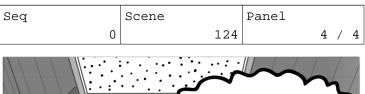
Dialogue:

Sound FX:



Dialogue:

Sound FX:



Dialogue:
Fridge: Jack!

Sound FX:



 Seq
 Scene
 Panel

 0
 125
 1 / 2

Dialogue:





Seq Scene Panel 1 / 2

Seq	Scene	Panel
0	126	2 / 2



Seq	Scene	Panel
0	127	1 / 2



Dialogue:

Jack: Fridge! Don't do that!

Sound FX:

Dialogue:

Fridge: Sorry Jack. Any updates on the snack situation? ...

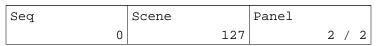
Sound FX:

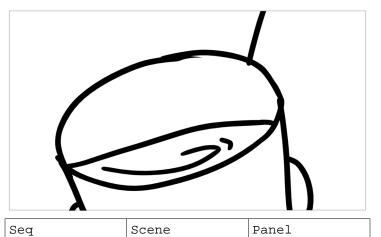
Dialogue:

Fridge: ... Look what we've been left
with...

Sound FX:

Dialogue:





Dialogue:

Sound FX:



128

0

Dialogue: $Fridge: \ldots$ Cordial watered down more than half...

Sound FX:



Dialogue:

Fridge: ... It's basically water, man!

Sound FX:

Seq Panel Scene 0 128 3 / 3

Dialogue:







 Seq
 Scene
 Panel

 0
 129
 2 / 2

Dialogue:

Sound FX:



 Seq
 Scene
 Panel

 0
 130
 1 / 2

Dialogue:

Jack: You all look like you're too close to
that screen -

 $TV\ (O.S):$ Figgly jig and boodily boo. You good kids know what to do...



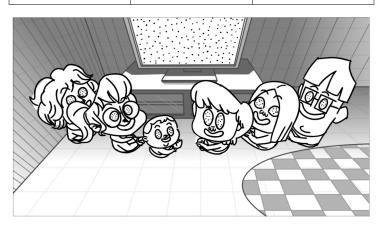
Seq Scene Panel 2 / 2

Dialogue:

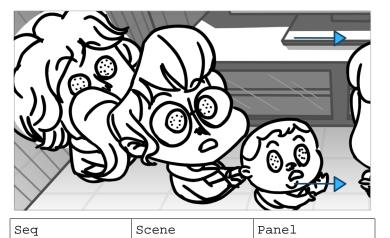
Sound FX:



Sound FX: Creepy giggle



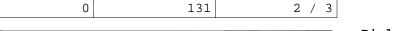


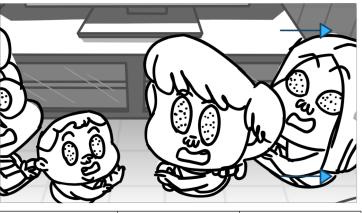


Dialogue:

Kids: You can't ...

Sound FX:



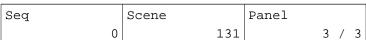


0

Dialogue:

 $\mathit{Kids:}$... tell us what ...

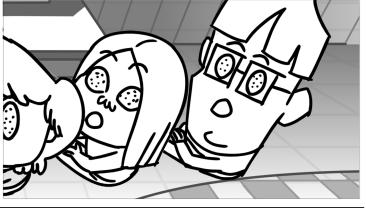
Sound FX:



Dialogue:

Kids: ... to do.

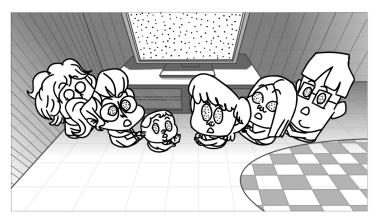
Sound FX:



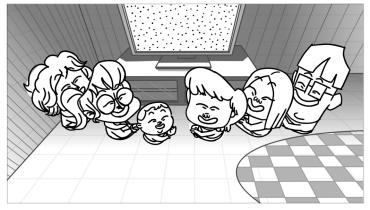
Seq	Scene	Panel			
0	132	:	1	/	3

Dialogue:

Kids: ... to do.

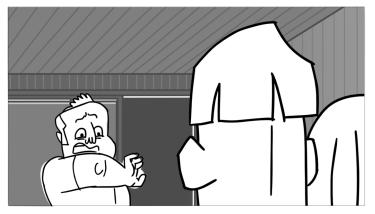






Seq	Scene	Panel			
0	132	3	3	/	3

Seq	Scene	Panel
0	133	1 / 2



Seq	Scene	Panel	
0	133	2 / 2	2



Dialogue:

Kids: Creepy giggling.

Sound FX:

Dialogue:

Sound FX:

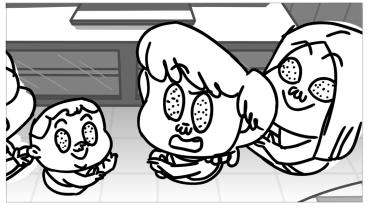
Dialogue:
 Jack: Gah!

Sound FX:

Dialogue:

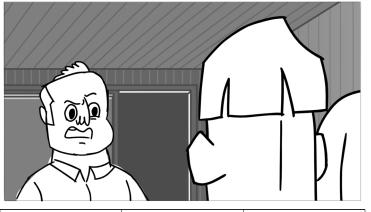
Jack: ... Look at the state of your eyes!





Seq	Scene	Panel
0	134	2 / 2

Seq	Scene	Panel
0	135	1 / 2



 Seq
 Scene
 Panel

 0
 135
 2 / 2



Dialogue:

Tane: Look at the state of your face!

Sound FX:

Dialogue:

Kids: Giggling

Sound FX:

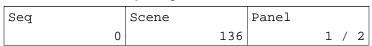
Dialogue:

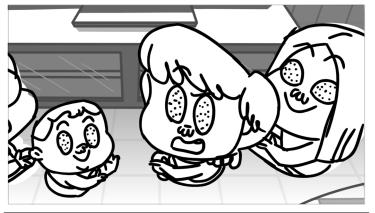
Jack: Hey!

Sound FX:

Dialogue:

Jack: ... Cut that out!





Dialogue:
 Tane: Nah!

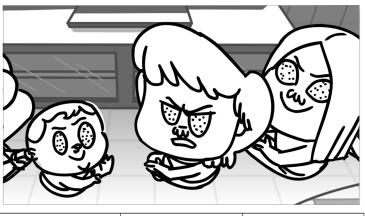
Sound FX:



Dialogue:

Tane: ... I don't have to!

Sound FX:

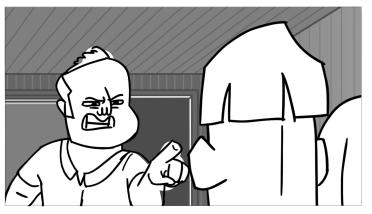


 Seq
 Scene
 Panel

 0
 137
 1 / 3

Dialogue:

Sound FX:

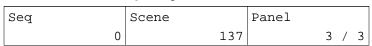


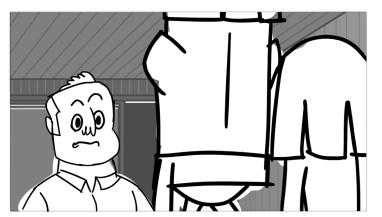
 Seq
 Scene
 Panel

 0
 137
 2 / 3

Dialogue:







Dialogue:

Sound FX:



Panel

Scene

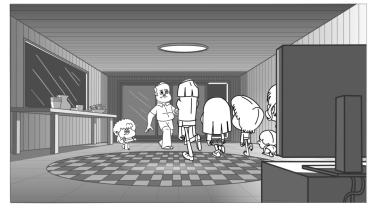
Seq

Dialogue:

Sound FX:



Dialogue:



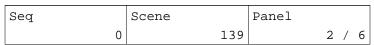
Sound FX:

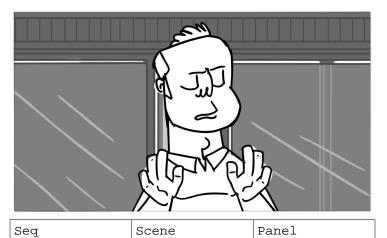
Seq	Scene	Panel
0	139	1 / 6

Dialogue:

Jack: Son, what's gotten into you?







Dialogue:

Sound FX:



Dialogue:
 Jack: Okay, calm down Jack ...

Sound FX:

Seq Scene Panel 4 / 6

Dialogue:

Jack: ... Remember "gentler, more patient."

Sound FX:

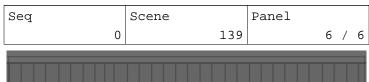


 Seq
 Scene
 Panel

 0
 139
 5 / 6

Dialogue:

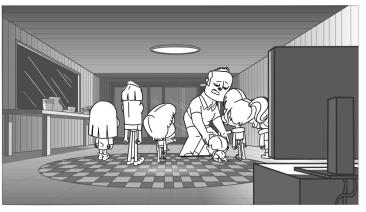






Dialogue:

Sound FX:



Dialogue:

Jack: C'mon kids, it's late, time to go home, you're all a bit tired.

Sound FX:



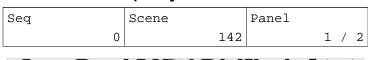
Dialogue:

Sound FX:



Dialogue:







Dialogue:
Tui: Growl

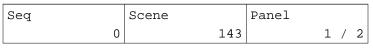
Sound FX:

Seq	Scene	Panel
0	142	2 / 2

Dialogue:



Sound FX:



Dialogue:

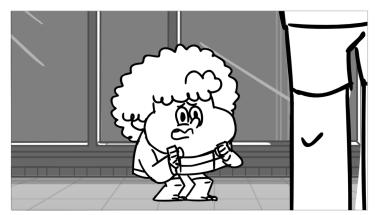


Sound FX:



Dialogue:
 Jack: Ow! Tui?!





Seq	Scene	Panel
0	144	2 / 2

Dialogue:

Dialogue:

Sound FX:

Fridge: I told you the snacks weren't

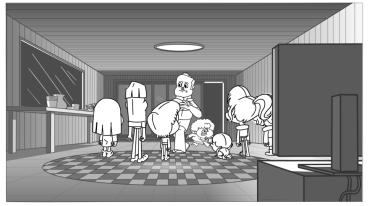
Sound FX:



 Seq
 Scene
 Panel

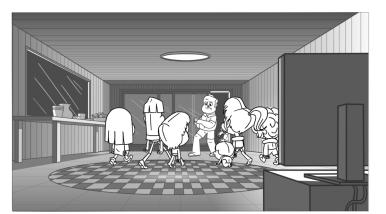
 0
 145
 1 / 2

Dialogue:

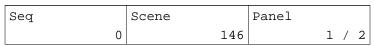


Seq	Scene	Panel]
0	145		2	/	2	

Sound FX:



Dialogue:



Seq Scene Panel

146

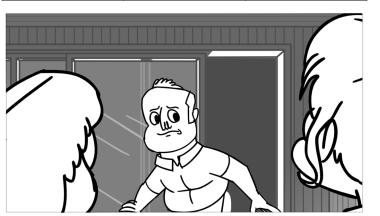
0

 Seq
 Scene
 Panel

 0
 147
 1 / 5

 Seq
 Scene
 Panel

 0
 147
 2 / 5



Dialogue:

Sound FX:

Dialogue:

2 / 2

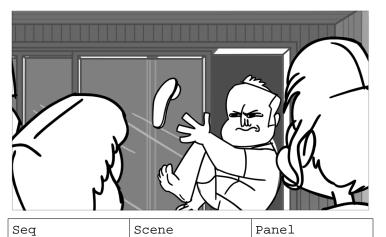
Sound FX:

Dialogue:

Sound FX:

Dialogue:







Scene

0

147

0

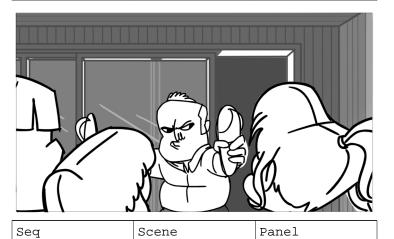
Seq

5 / 5

Panel

147

4 / 5



Sound FX:

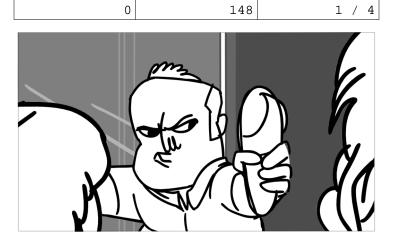
Dialogue:

Dialogue:

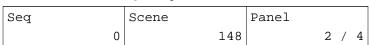
Sound FX:

Dialogue:

Sound FX:



Dialogue:





Dialogue:

Sound FX:



Dialogue:

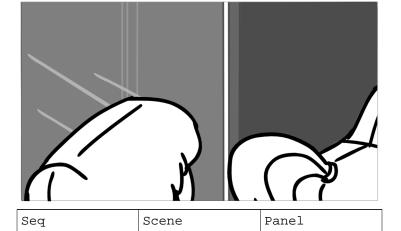
Sound FX:



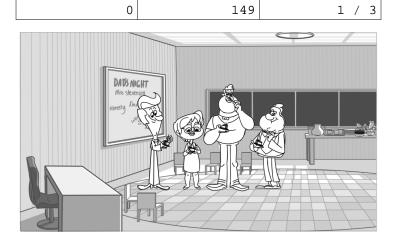
 Seq
 Scene
 Panel

 0
 148
 4 / 4

Dialogue:



Sound FX:



Dialogue:





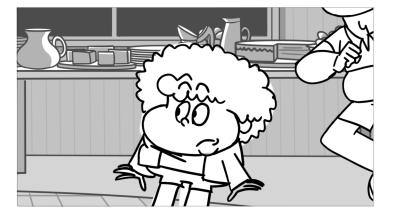
Seq	Scene	Panel
0	149	3 / 3



Seq	Scene	Panel		
0	150	1	/	3



Seq	Scene	Panel	
0	150) /	3



Dialogue:

Sound FX:

Dialogue:

Sound FX:

Dialogue:

Fridge: Something weird is happening! ...

Sound FX:

Dialogue:





Dialogue:

Fridge: ... Hey! You've got cake!

Sound FX:





Dialogue:

Miss Stevenson: Fridge! Please stay with the other children!

Sound FX:





Fridge: No way ...

Sound FX:



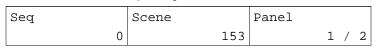
 Seq
 Scene
 Panel

 0
 152
 2 / 2



Fridge: ... they're freaking me out.

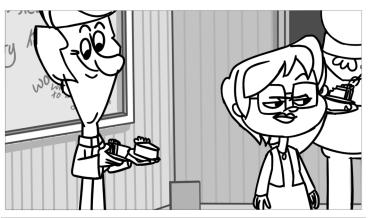






 Seq
 Scene
 Panel

 0
 153
 2 / 2



 Seq
 Scene
 Panel

 0
 154
 1 / 2



 Seq
 Scene
 Panel

 0
 154
 2 / 2



Dialogue:

Sound FX:

Dialogue:

Sound FX:

Dialogue:

Sound FX:

Dialogue:

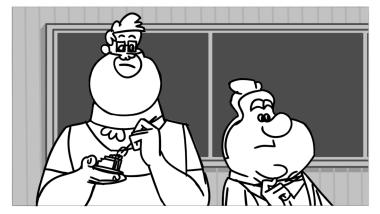




Seq Scene Panel 0 155 2 / 2



Seq	Scene	Panel		
0	156	1	/	2



Seq	Scene	Panel			
0	156		2	/	2



Dialogue:

Miss Stevenson: Come on Fridge, you know Sebastian can be a bit ...

Sound FX:

Dialogue:

Miss Stevenson: ... Challenging ...

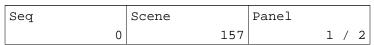
Sound FX:

Dialogue:

Sound FX:

Dialogue:

Fridge (O.S): It's not just him!

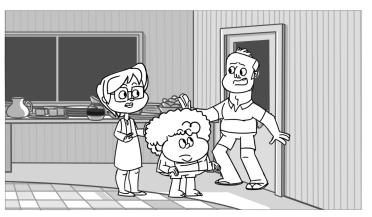




Dialogue:

Sound FX:

Seq	Scene	Panel		
0	157	2	/	2



Dialogue:
 Jack: No, Fridge is right!

Sound FX:



Dialogue:

Fridge: What Jack said! ...

Sound FX:

Seq	Scene	Panel
0	158	2 / 2

Dialogue:

Fridge: ... Thanks, mate!







Dialogue:

Jack: Shush Fridge!

Sound FX:

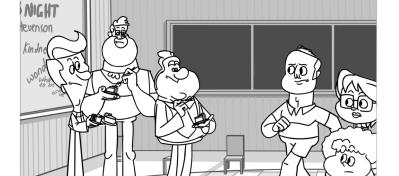


Dialogue:

Sound FX:

 Seq
 Scene
 Panel

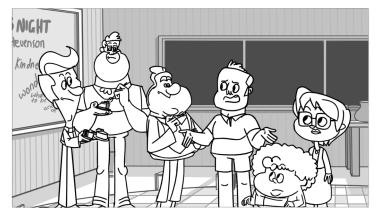
 0
 160
 1 / 3



Dialogue:

Sound FX:

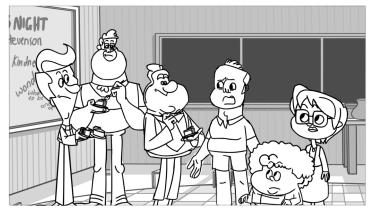




Dialogue:

Jack: The kids have gone all, creepy, and strange ...





Seq	Scene	Panel		
0	161	1	/	1

Dialogue:

Jack: ... Tane spoke back to me ...

Sound FX:

Dialogue:

Miss Stevenson: That's unusual.

Sound FX:



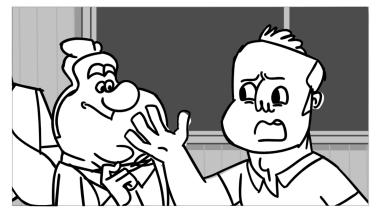
 Seq
 Scene
 Panel

 0
 162
 1 / 1

Dialogue:

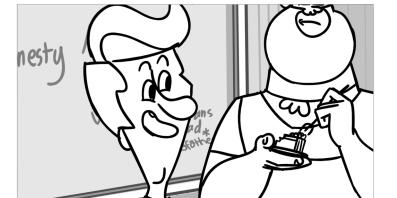
Jack: ... And Tui bit me!

Sound FX:



 Seq
 Scene
 Panel

 0
 163
 1 / 2



Dialogue:

Dennis: She's got teeth?! ...



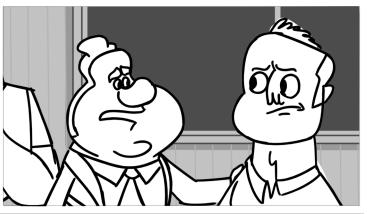


Seq Scene Panel 0 164 1 / 1

Dialogue:

Dennis: ... I need a photo for the scrapbook!

Sound FX:



 Seq
 Scene
 Panel

 0
 165
 1 / 1

Dialogue:

Ben: She's probably just teething Jack.

Sound FX:



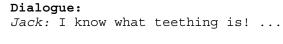
 Seq
 Scene
 Panel

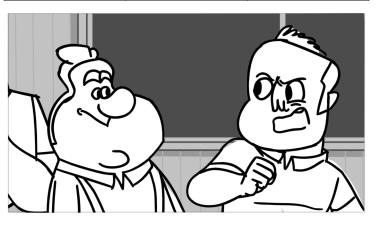
 0
 166
 1 / 3

Dialogue:

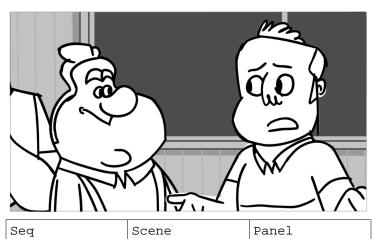
Curtis: Yes it's perfectly natural.

Sound FX:









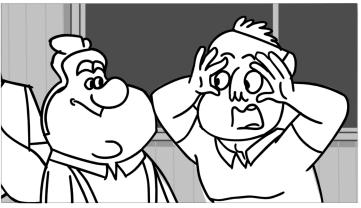
Dialogue:

Jack: ... This wasn't it! ...

Sound FX:



166



0

Dialogue:

3 / 3

Jack: ... Their eyes are glowing.

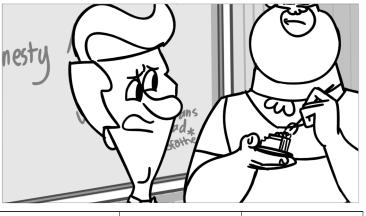
Sound FX:

Seq Panel Scene 0 167 1 / 1

Dialogue:

Dennis: Oh no ... conjunctivitis!

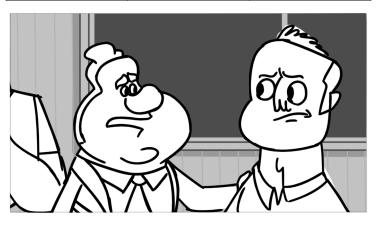
Sound FX:



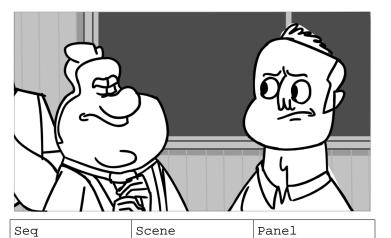
Seq Scene Panel 0 1 / 2 168

Dialogue:

Ben: Look there's only one thing to do at a time like this! ...







Dialogue:

Ben: ... Call the wives.

Sound FX:



169

0

Dialogue:

1 / 1

Curtis: I thought we were told not to bring our phones?

Sound FX:



Seq Scene Panel 0 170 1 / 8

Dialogue:

Ben: No ... I mean like this...

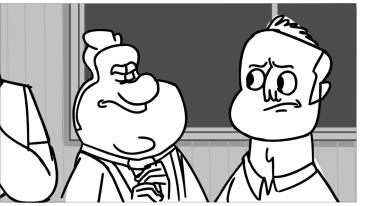
Sound FX:



Seq Scene Panel 0 2 / 8 170



Ben: ... (clears throat) ...





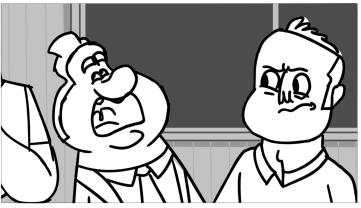


Dialogue:

Ben: ... Sue! ...

Sound FX:





Dialogue:

Ben: ... SUE!! ...

Sound FX:

 Seq
 Scene
 Panel

 0
 170
 5 / 8

Dialogue:

Ben: ... SUUUUUUE!! ...

Sound FX:



 Seq
 Scene
 Panel

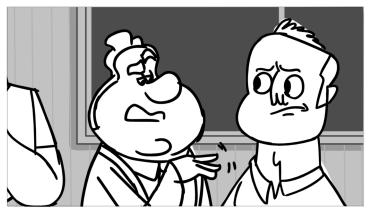
 0
 170
 6 / 8

Dialogue:

Ben: ...(a beat)...





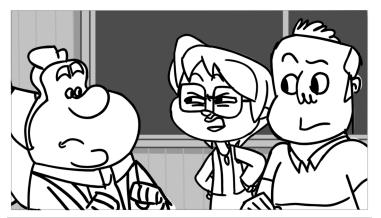


Seq	Scene	Panel		
0	170	8	/	8

Dialogue:

Ben: ... Nup. No good. No answer.

Sound FX:



 Seq
 Scene
 Panel

 0
 171
 1 / 4

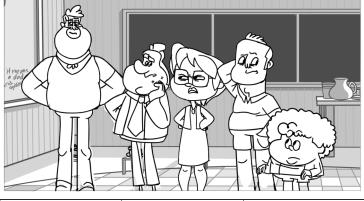
Dialogue:

Miss Stevenson: Mister Witherwax! Tonight is a night off for the Mothers! I'm sure you can handle this as Fathers.

Sound FX:



Sound FX:

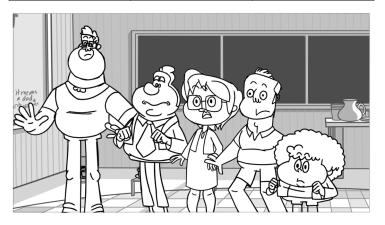


 Seq
 Scene
 Panel

 0
 171
 2 / 4

Dialogue:

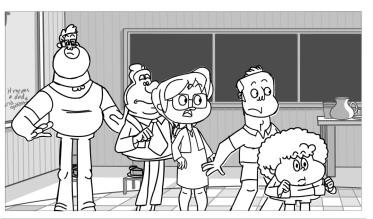
Sound FX: (Scratching against walls)







Seq Scene Panel 4 / 4



 Seq
 Scene
 Panel

 0
 172
 1 / 1



 Seq
 Scene
 Panel

 0
 173
 1 / 3



Dialogue:

Sound FX:

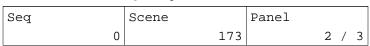
Dialogue:

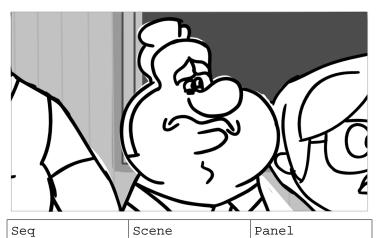
Sound FX:

Dialogue:

Sound FX:

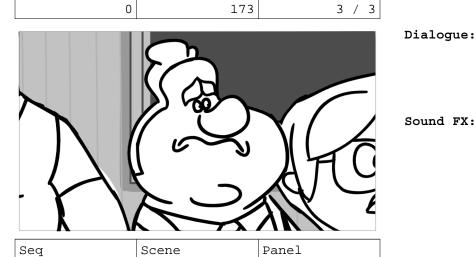
Dialogue:

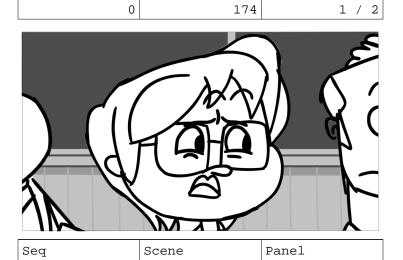




Sound FX:

Dialogue:



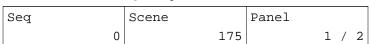


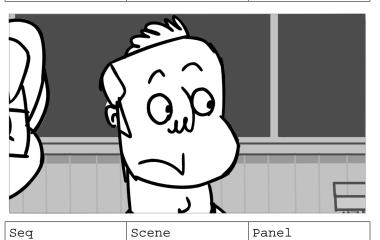
Dialogue:

Sound FX:

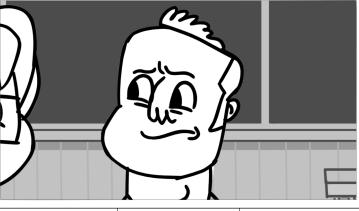


Dialogue:





175



0

 Seq
 Scene
 Panel

 0
 176
 1 / 4



 Seq
 Scene
 Panel

 0
 176
 2 / 4



Dialogue:

2 / 2

Dialogue:

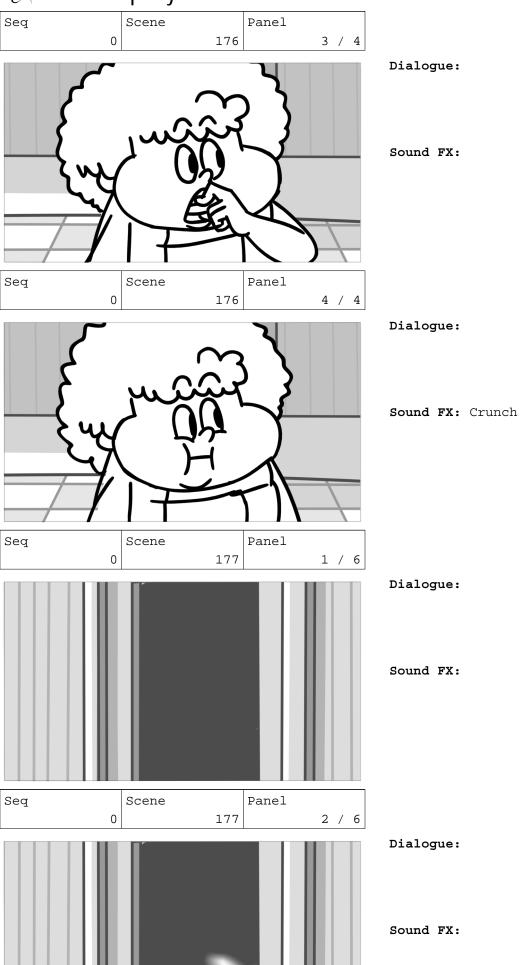
Sound FX:

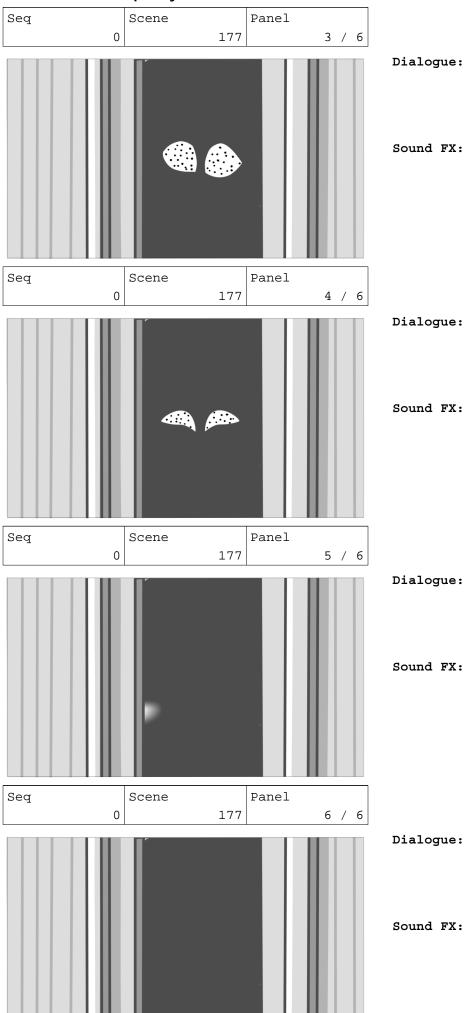
Sound FX:

Dialogue:

Sound FX:

Dialogue:

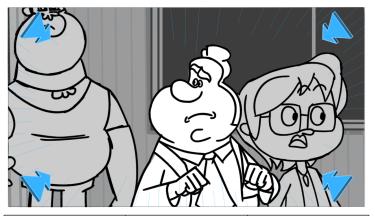








Seq	Scene	Panel
0	178	2 / 10



Seq	Scene	Panel
0	178	3 / 10



Seq	Scene	Panel		
0	178	4	/	10



Dialogue:

Sound FX:

Dialogue:

Kids: (giggle) Look at his hair! ...

Sound FX:

Dialogue:

Kids: ... He's old! ...

Sound FX:

Dialogue:

Kids: ... He smells ...





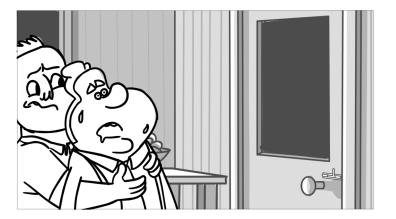
Seq	Scene	Panel
0	178	6 / 10



Seq	Scene	Panel		
0	178	7	/	10



Seq	Scene	Panel	
0	178	8 / 10	



Dialogue:

Ben: It's hyperhidrosis, I can't help it,
it's hereditary.

Sound FX:

Dialogue:

Jack: Ben! Don't let them get to you!

 ${\bf Sound}\ {\bf FX:}$ Constant faint whispers from the children

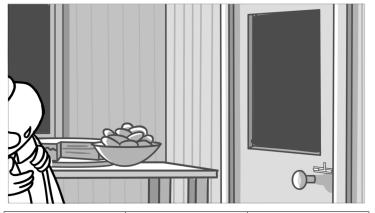
Dialogue:

Jack: Ben! Don't let them get to you!

Sound FX: Constant faint whispers from the children

Dialogue:





Seq	Scene	Panel
0	178	10 / 10

Dialogue:

children

Dialogue:



Seq | Scene | Panel | 1 / 4

Sound FX: Constant faint whispers from the children

Sound FX: Constant faint whispers from the



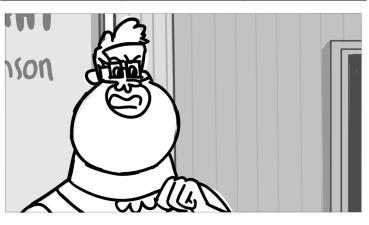
 Seq
 Scene
 Panel

 0
 179
 2 / 4

Dialogue:

Curtis: They're trying to undermine us! ...

Sound FX: Constant faint whispers from the children



Dialogue:

Curtis: ... We have to block out their cruel gibes ...





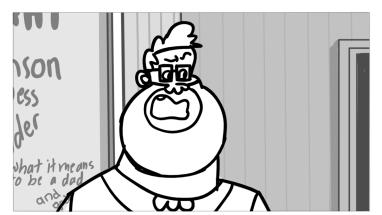
Seq Scene Panel 0 179 4 / 4



Seq	Scene	Panel	
0	180	1 / 1	



Seq	Scene	Panel
0	181	1 / 1



Dialogue:

 $\mathit{Curtis:} \ldots$ Luckily I have these ear plugs from my lab.

 ${\bf Sound}\ {\bf FX:}$ Constant faint whispers from the children

Dialogue:

 ${\bf Sound} \ {\bf FX:} \ {\bf Constant} \ {\bf faint} \ {\bf whispers} \ {\bf from} \ {\bf the} \ {\bf children}$

Dialogue:

Jack: Look we need to get out of this classroom!

Sound FX: Constant faint whispers from the children

Dialogue:

Curtis: We need to get out of this classroom!





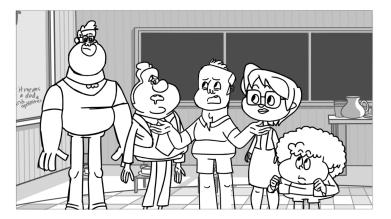
Seq	Scene	Panel	
0	183	1 /	2



Seq	Scene	Panel
0	183	2 / 2



Seq	Scene	Panel	
0	184	1 / 4	



Dialogue:

Jack: That's what I just said.

 ${\bf Sound}\ {\bf FX:}$ Constant faint whispers from the children

Dialogue:

Curtis: What? I can't hear you ...

 ${\bf Sound} \ {\bf FX:} \ {\bf Constant} \ {\bf faint} \ {\bf whispers} \ {\bf from} \ {\bf the} \ {\bf children}$

Dialogue:

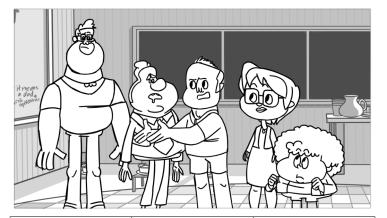
Curtis: ... I think I put my ear plugs in too early.

Sound FX: Constant faint whispers from the children

Dialogue:

Jack: Something has clearly gotten into their heads ...

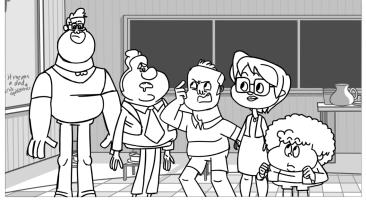




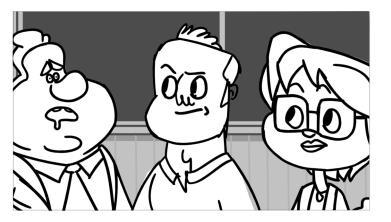
Seq	Scene	Panel		
0	184	3	/	4



Seq	Scene	Panel		
0	184	4	/	4



Seq	Scene	Panel
0	185	1 / 4



Dialogue:

Jack: ... and turned them this way ...

 ${\bf Sound}\ {\bf FX:}\ {\bf Constant}\ {\bf faint}\ {\bf whispers}\ {\bf from}\ {\bf the}$ children

Dialogue:

 ${\it Jack:...}$ and we're not going to figure out how to fix this ...

Sound FX: Constant faint whispers from the children

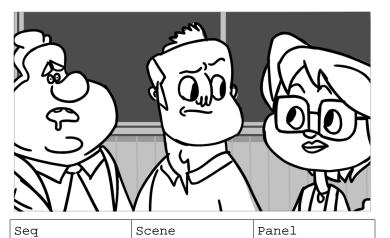
Dialogue:

Jack: ... while they can still get into OUR heads.

Sound FX: Constant faint whispers from the children

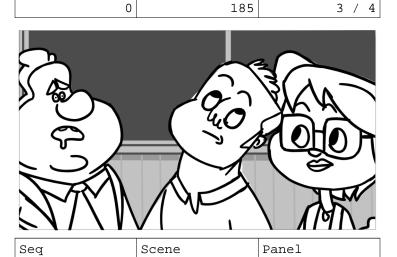
Dialogue:





Dialogue:

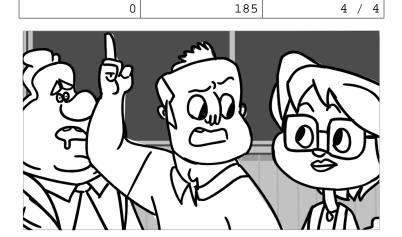
Sound FX: Constant faint whispers from the children



0

Dialogue:

Sound FX: Constant faint whispers from the children



Panel

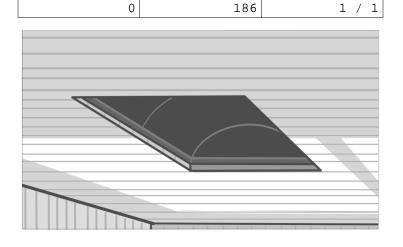
Scene

Seq

Dialogue:

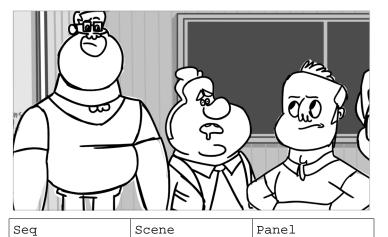
Jack: The roof! We need to get up there!

Sound FX: Constant faint whispers from the children



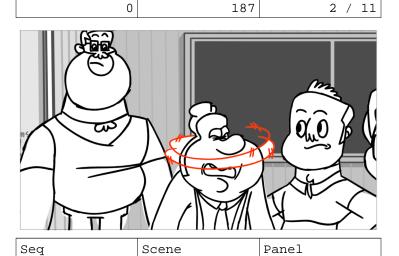
Dialogue:





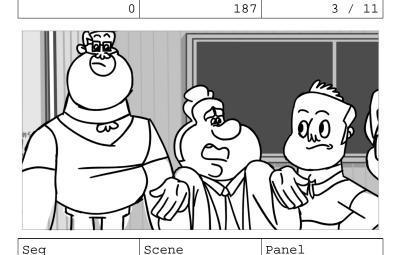
Dialogue:

 ${\bf Sound}\ {\bf FX:}\ {\bf Constant}\ {\bf faint}\ {\bf whispers}\ {\bf from}\ {\bf the}$ children



Dialogue:

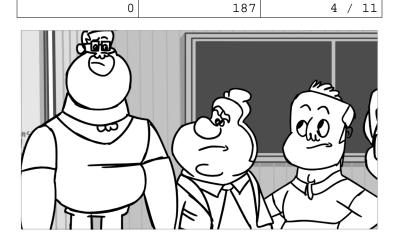
 ${\bf Sound}\ {\bf FX:}$ Constant faint whispers from the children



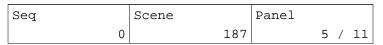
Dialogue:

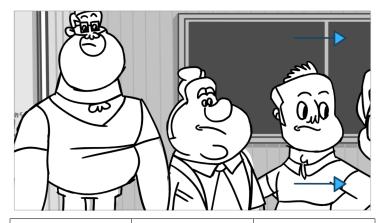
Ben: B-b-but they're only children, what harm can they do?

Sound FX: Constant faint whispers from the children



Dialogue:





Dialogue:

 ${\bf Sound}\ {\bf FX:}\ {\bf Constant}\ {\bf faint}\ {\bf whispers}\ {\bf from}\ {\bf the}$ children



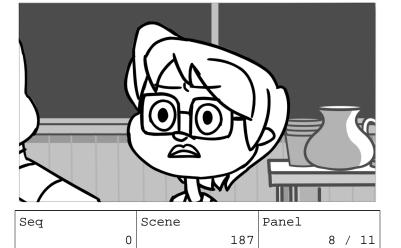


Dialogue:

 ${\bf Sound} \ {\bf FX:} \ {\bf Constant} \ {\bf faint} \ {\bf whispers} \ {\bf from} \ {\bf the} \ {\bf children}$



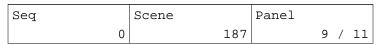
Dialogue:



Sound FX: Constant faint whispers from the children



Dialogue:





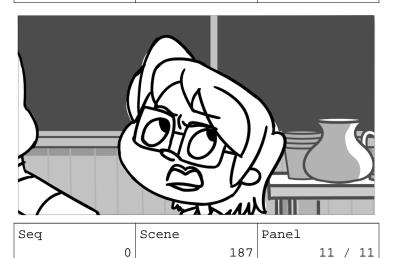
187

0

Dialogue:

Miss Stevenson: As an education provider, I believe every child has the ...

 ${\bf Sound}\ {\bf FX:}$ Constant faint whispers from the children

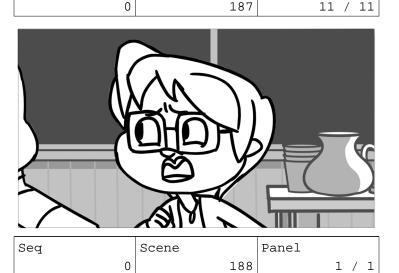


Dialogue:

10 / 11

Miss Stevenson: ... who am I kidding ...

Sound FX: Constant faint whispers from the children



Dialogue:

Miss Stevenson: ... lets climb up on the roof!

Sound FX: Constant faint whispers from the children



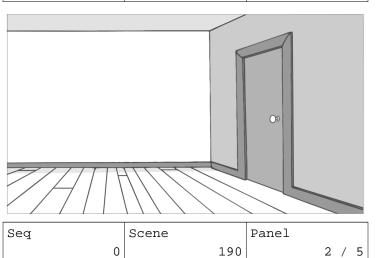
Dialogue:

Curtis: We could climb on to the roof!







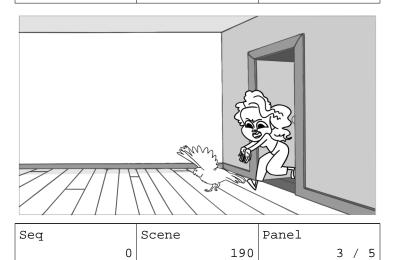


Dialogue:

Dialogue:

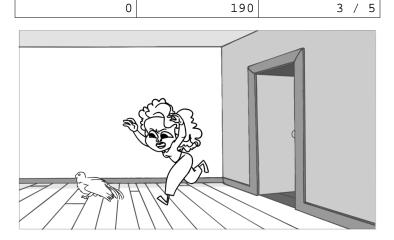
Sound FX:

Sound FX:



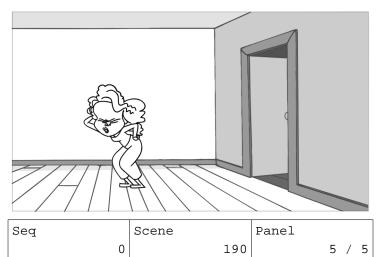
Dialogue:
 Kiri: Get out of here!

Sound FX:



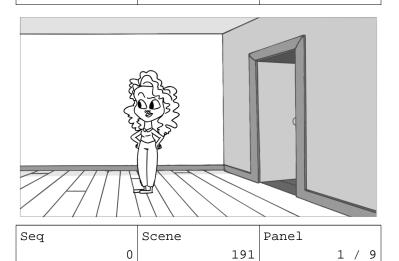
Dialogue:





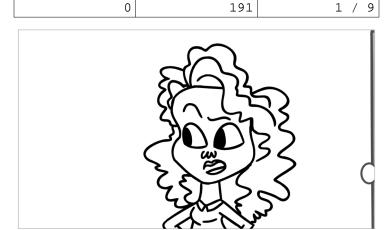
Dialogue:

Sound FX:



Dialogue:

Sound FX:



Dialogue:

Kiri: I only went in to pick up ...

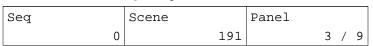
Sound FX:





Kiri: ... a few pairs of undies ...







		-					
Seq		Scene		Panel			
	0		191		4	/	9



Sec	4	Scene	Panel	
	0	191	5 / 9)



Seq	Scene	Panel
0	191	6 / 9



Dialogue:

Kiri: ... and I end up fighting wildlife!

Sound FX:

Dialogue:

Sound FX:

Dialogue:

Sound FX:

Dialogue:



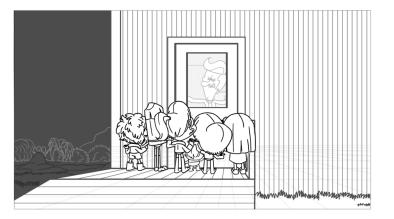


Seq	Scene	Panel		
0	191	8	/	9

Seq	Scene	Panel
0	191	9 / 9



Seq	Scene	Panel
0	192	1 / 12



Dialogue:

Kiri: I'm going for a walk ...

Sound FX:

Dialogue:

 $\mathit{Kiri}:$... they should have wrapped up at the school by now.

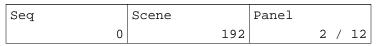
Sound FX:

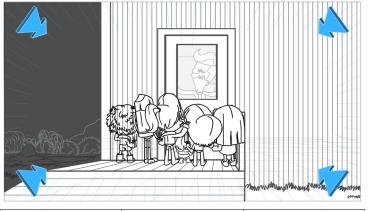
Dialogue:

Sound FX:

Dialogue:

Kids: You're soooo old! Your prime is behind you! You wear cheap suits!

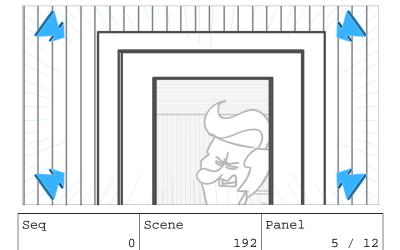








Seq	Scene	Panel			
0	192		4	/	12





Dialogue:

Sound FX: Constant faint whispers from the children

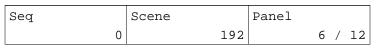
Dialogue:
Dennis: Hey! I feel like those are all very specifically aimed at me, children!

Sound FX: Constant faint whispers from the children

Dialogue:

Sound FX: Constant faint whispers from the children

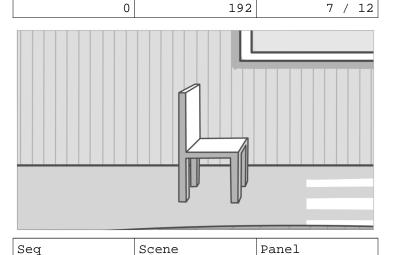
Dialogue:





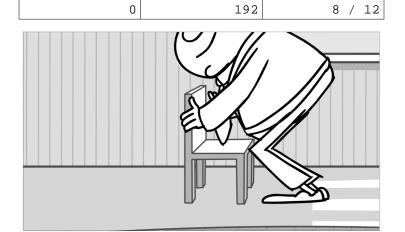
Dialogue:

 ${\bf Sound}\ {\bf FX:}\ {\bf Constant}\ {\bf faint}\ {\bf whispers}\ {\bf from}\ {\bf the}$ children



Dialogue:

 ${\bf Sound} \ {\bf FX:} \ {\bf Constant} \ {\bf faint} \ {\bf whispers} \ {\bf from} \ {\bf the} \ {\bf children}$

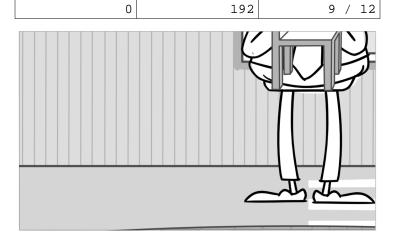


Scene

Seq

Dialogue:

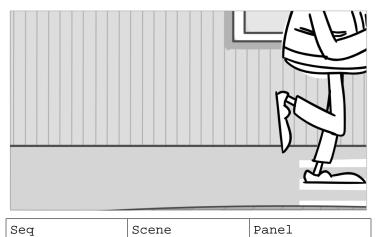
Sound FX: Constant faint whispers from the children



Panel

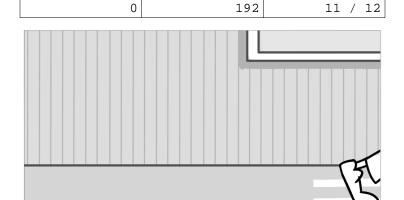
Dialogue:





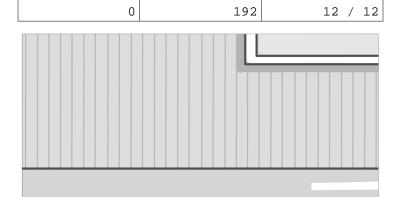
Dialogue:

 ${\bf Sound}\ {\bf FX:}$ Constant faint whispers from the children



Dialogue:

 ${\bf Sound} \ {\bf FX:} \ {\bf Constant} \ {\bf faint} \ {\bf whispers} \ {\bf from} \ {\bf the} \ {\bf children}$



Panel

Scene

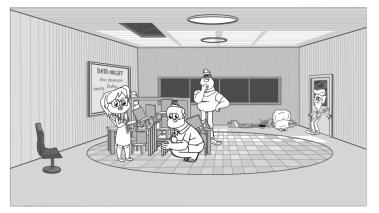
Seq

Dialogue:

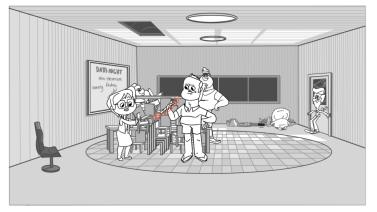
Sound FX: Constant faint whispers from the children







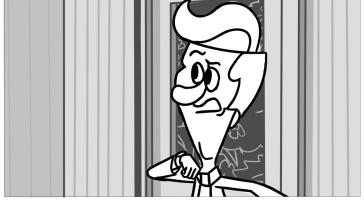




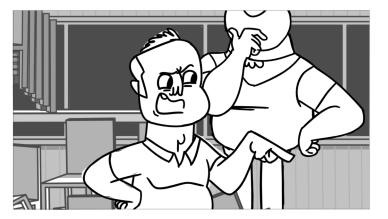
Seq	Scene	Panel		
0	193	3	3 /	3

DASS NCET TO A STATE OF THE STA

Seq	Scene	Panel
0	194	1 / 1



Seq	Scene	Panel
0	195	1 / 2



Dialogue:

 ${\bf Sound}\ {\bf FX:}$ Constant faint whispers from the children

Dialogue:

 ${\bf Sound} \ {\bf FX:} \ {\bf Constant} \ {\bf faint} \ {\bf whispers} \ {\bf from} \ {\bf the} \ {\bf children}$

Dialogue:

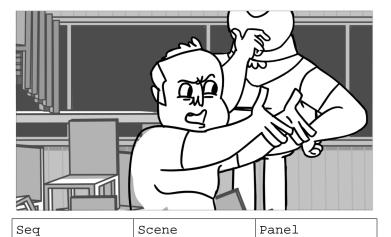
Dennis: Are you aware it's almost Tui's
bedtime?

Sound FX: Constant faint whispers from the children

Dialogue:

Jack: Fridge! Put down that lammington ...

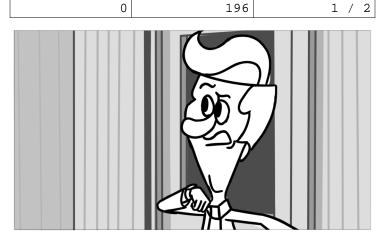




Dialogue:

Jack: ... and drag over some more chairs!

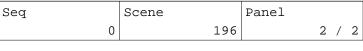
 ${\bf Sound}\ {\bf FX:}$ Constant faint whispers from the children



Dialogue:

Dennis: If she doesn't go down soon ...

 ${\bf Sound} \ {\bf FX:} \ {\bf Constant} \ {\bf faint} \ {\bf whispers} \ {\bf from} \ {\bf the} \ {\bf children}$



Dialogue:

Dennis: ... Kiri will have to wake her for a feed.

Sound FX: Constant faint whispers from the children



 Seq
 Scene
 Panel

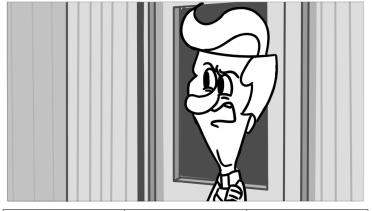
 0
 197
 1 / 1

Dialogue:

Jack: I'm fully aware of that Dennis!







Seq	Scene	Panel
0	198	2 / 3

Dialogue:

Dennis: Alright Mr Snippy. What's got up your nose?

 ${\bf Sound}\ {\bf FX:}\ {\bf Constant}\ {\bf faint}\ {\bf whispers}\ {\bf from}\ {\bf the}$ children

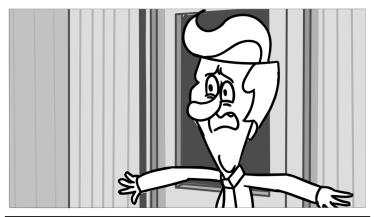


 Seq
 Scene
 Panel

 0
 198
 3 / 3

Dialogue:

Sound FX: Banging, scratching, and constant faint whispers from the children



 Seq
 Scene
 Panel

 0
 199
 1 / 1

Dialogue:

Dennis: Oh yeah ... scary children.

Sound FX: Banging, scratching, and constant faint whispers from the children



Dialogue:

Miss Stevenson: What are we going to do when we're on the roof?!





Seq	Scene	Panel	
0	201	1 / 2	2

 Seq
 Scene
 Panel

 0
 201
 2 / 2



Seq	Scene	Panel
0	202	1 / 5



Dialogue:

Curtis: I could get a helicopter to pick us up?

Sound FX: Banging, scratching, and constant faint whispers from the children

Dialogue:

Jack: Great!

Sound FX: Banging, scratching, and constant faint whispers from the children

Dialogue:

Jack: Where are those chairs, Fridge?

Sound FX: Banging, scratching, and constant faint whispers from the children

Dialogue:





Seq Scene Panel 0 202 3 / 5

Seq	Scene	Panel
0	202	4 / 5



Seq	Scene	Panel
0	202	5 / 5



Dialogue:

Sound FX: Banging, scratching, and constant faint whispers from the children

Dialogue:

Fridge: Just getting some provisions Jack, we've no idea how long we're going to be stuck on that roof.

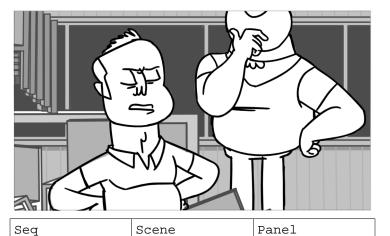
Sound FX: Banging, scratching, and constant faint whispers from the children

Dialogue:

Sound FX: Banging, scratching, and constant faint whispers from the children

Dialogue:

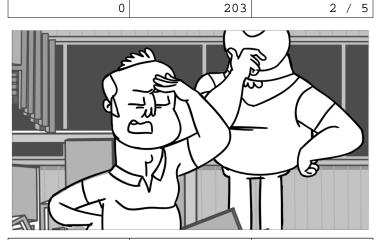




Dialogue:

Jack: Sighs

Sound FX: Banging, scratching, and constant faint whispers from the children



203

0

Dialogue:

Jack: Dennis go and help Fridge with

Sound FX: Banging, scratching, and constant faint whispers from the children



Dialogue:

Sound FX: Banging, scratching, and constant faint whispers from the children



Seq Scene Panel 0 203 4 / 5

Dialogue:

Jack: ... Dennis?



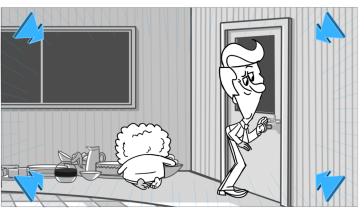




Seq	Scene	Panel
0	204	1 / 2

Dialogue:

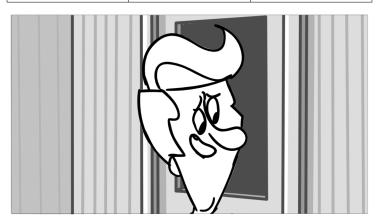
Sound FX: Banging, scratching, and constant faint whispers from the children



Seq Scene Panel 2 / 2

Dialogue:

Sound FX: Banging, scratching, and constant faint whispers from the children



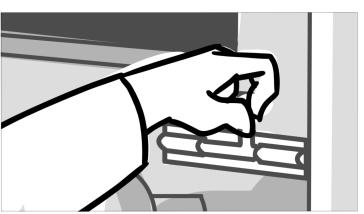
 Seq
 Scene
 Panel

 0
 205
 1 / 1

Dialogue:

Dennis: Den-den is coming, Tui!

Sound FX: Banging, scratching, and constant faint whispers from the children



Dialogue:

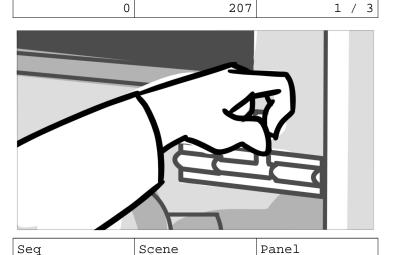




Dialogue:

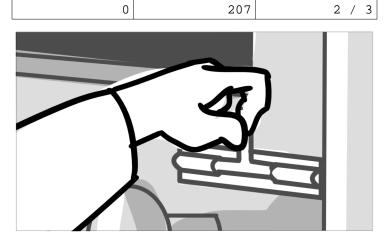
Jack: Dennis no!

Sound FX: Banging, scratching, and constant faint whispers from the children



Dialogue:

Sound FX: Banging, scratching, and constant faint whispers from the children



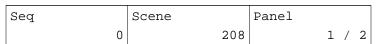
Dialogue:

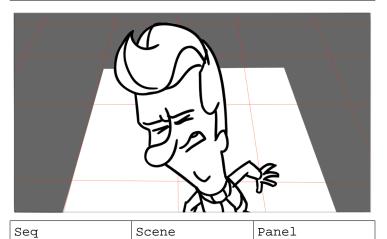
Sound FX: Sudden Silence



Dialogue:

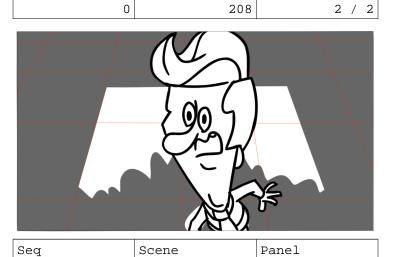






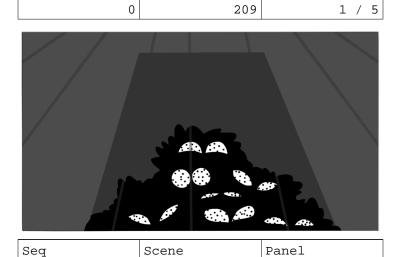
Dialogue:

Sound FX: Kids: Creepy giggling



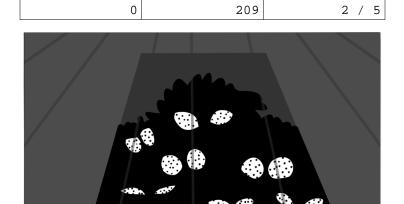
Dialogue:

Sound FX: Kids: Creepy giggling

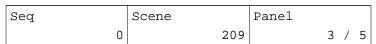


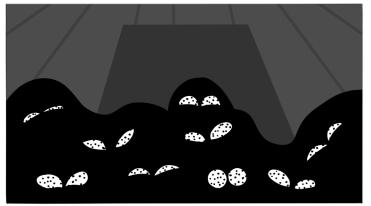
Dialogue:

Sound FX: Kids: Creepy giggling



Dialogue:



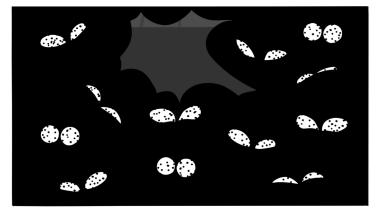


Seq	Scene	Panel		
0	209	4	/	5

Sound FX: Kids: Creepy giggling

Dialogue:

Dialogue:

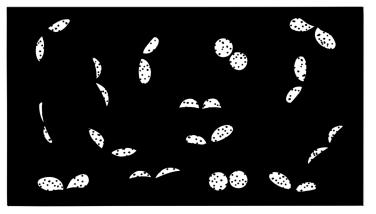


 Seq
 Scene
 Panel

 0
 209
 5 / 5

_____.

Dialogue:

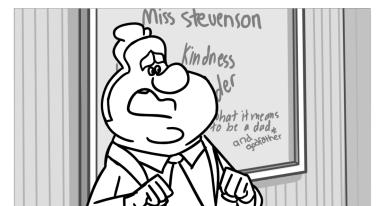


 Seq
 Scene
 Panel

 0
 210
 1 / 1

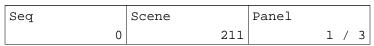
Sound FX: Kids: Creepy giggling

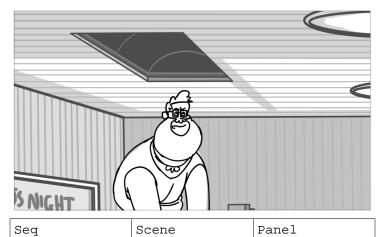
Sound FX: Kids: Creepy giggling



Dialogue:

Ben: Come on let's go!

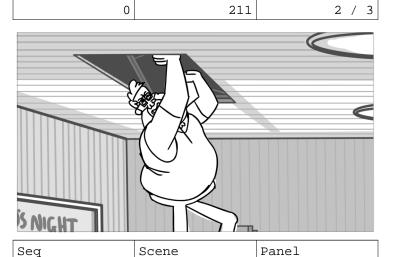




0

Dialogue:

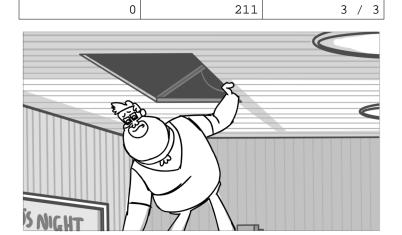
Sound FX: Kids: Creepy giggling



211

Dialogue:

Sound FX: Kids: Creepy giggling

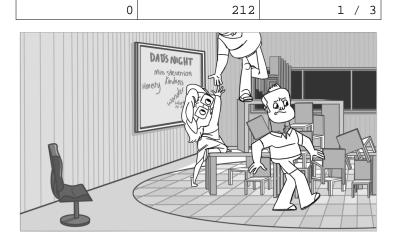


Scene

Seq

Dialogue:

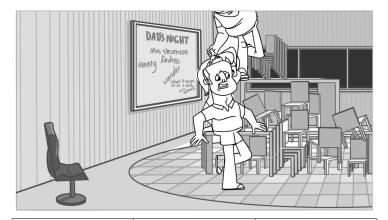
Sound FX: Kids: Creepy giggling



Panel

Dialogue:





Dialogue:

Sound FX: Kids: Creepy giggling





Dialogue:

Sound FX: Kids: Creepy giggling



Dialogue:

Jack: Fridge!

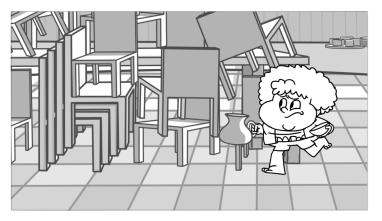
Sound FX: Kids: Creepy giggling



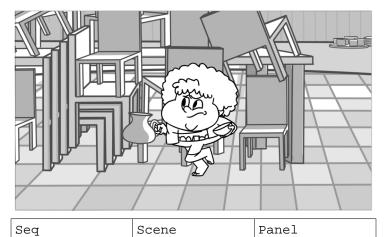
 Seq
 Scene
 Panel

 0
 214
 1 / 3

Dialogue:

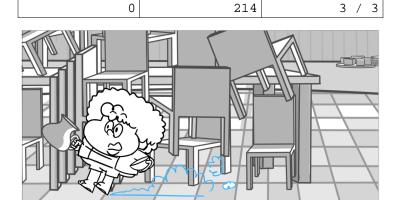






Dialogue:

Sound FX: Kids: Creepy giggling



Dialogue:

Sound FX: Kids: Creepy giggling



Dialogue:

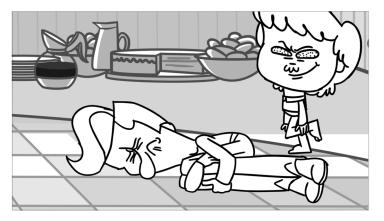
Fridge: I've forgotten the cups! I've forgotten the cups!

Sound FX: Kids: Creepy giggling

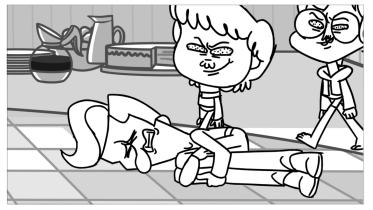


Seq Scene Panel 0 216 1 / 2

Dialogue:







Seq	Scene	Panel
0	217	1 / 3

Dialogue:

Dialogue:
The Kids: You're only the Mayor because no one else wanted it! ...

Sound FX: Kids: Creepy giggling

Sound FX: Kids: Creepy giggling



 Seq
 Scene
 Panel

 0
 217
 2 / 3

Dialogue:

The Kids: ... Fantasy Fox is lame!

Sound FX: Kids: Creepy giggling

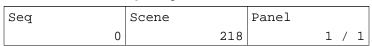


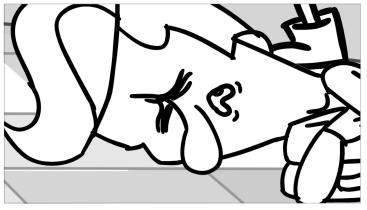
 Seq
 Scene
 Panel

 0
 217
 3 / 3

Dialogue:







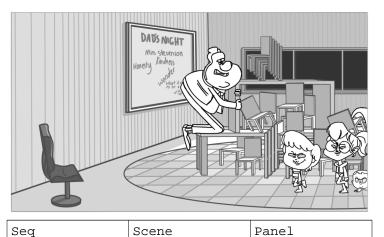
 Seq
 Scene
 Panel

 0
 219
 1 / 2

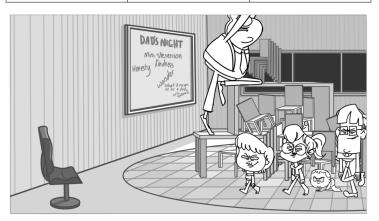
Dialogue:

Dennis: (Whimpers) No!

Sound FX: Kids: Creepy giggling



Sound FX: Kids: Creepy giggling



219

0

Dialogue:

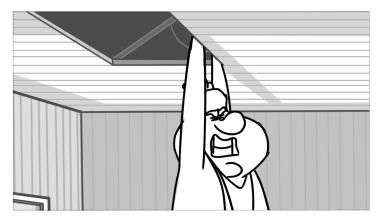
2 / 2

Dialogue:

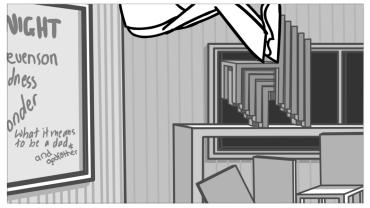
Sound FX: Kids: Creepy giggling



Dialogue:







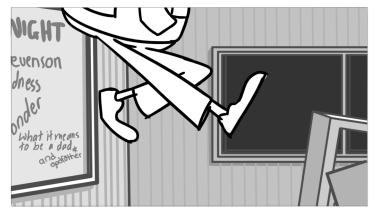




Seq	Scene	Panel		
0	221	3	/	4



Seq	Scene	Panel
0	221	4 / 4



Dialogue:

Sound FX: Kids: Creepy giggling

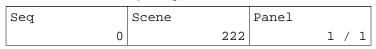
Dialogue:

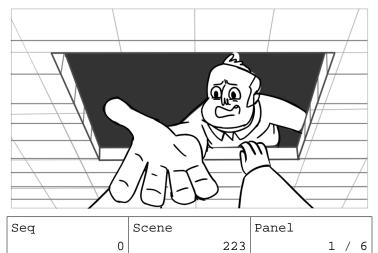
Sound FX: Kids: Creepy giggling

Dialogue:

Sound FX: Kids: Creepy giggling

Dialogue:

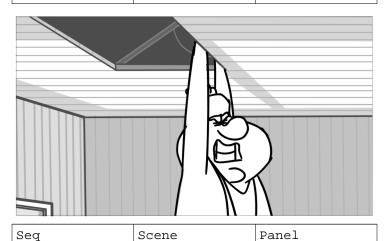




Dialogue:

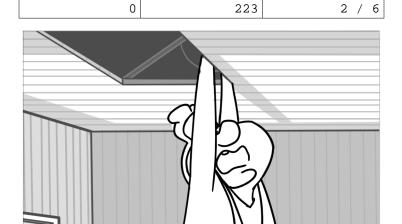
Jack: Ben! Take my hand!

Sound FX: Kids: Creepy giggling



Dialogue:

Sound FX: Kids: Creepy giggling



Dialogue:

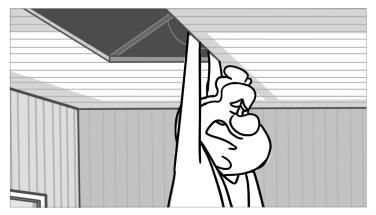
Ben: No Jack, you'll never lift me! ...

Sound FX: Kids: Creepy giggling

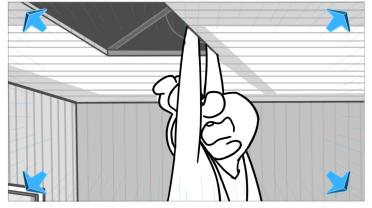


Dialogue:

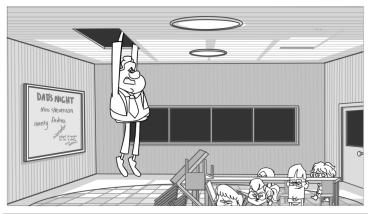
Ben: ... You go on!



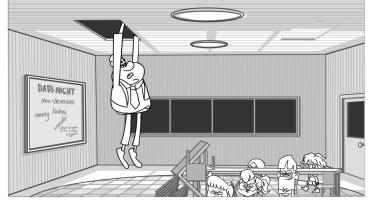




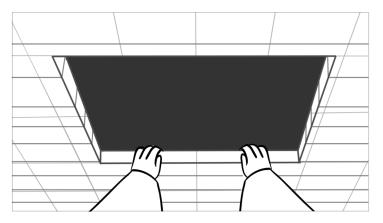
Seq	Scene	Panel			
0	223		5	/	6



Seq	Scene	Panel	
0	223	6 ,	/ 6



Seq	Scene	Panel	
0	224	1 /	1



Dialogue:

Ben: ... Get everyone to safety ...

Sound FX: Kids: Creepy giggling

Dialogue:

 $\textit{Ben:} \ldots$ I'll try and stall them for as long as -

Sound FX: Kids: Creepy giggling

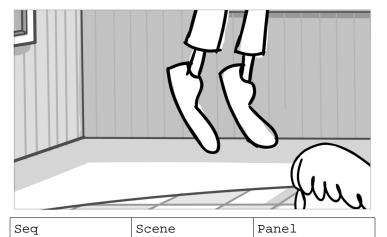
Dialogue:

Ben: - Rightio ... they are gone.

Sound FX: Kids: Creepy giggling

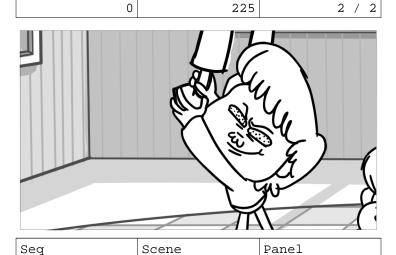
Dialogue:





Dialogue:

Sound FX: Kids: Creepy giggling



Panel

Panel

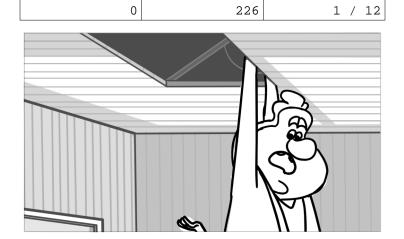
Scene

Scene

Seq

Dialogue:

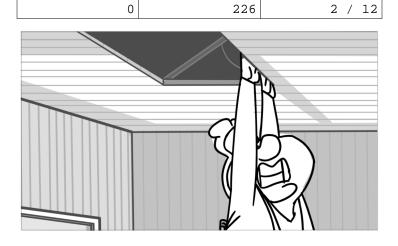
Sound FX: Kids: Creepy giggling



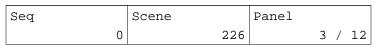
Dialogue:

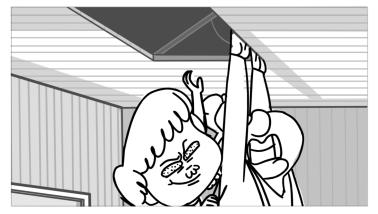
Ben: Ease up kids - that tickles!

Sound FX: Kids: Creepy giggling



Dialogue:





Seq	Scene	Panel
0	226	4 / 12

Seq	Scene	Panel		
0	226	5	/	12



Seq	Scene	Panel	
0	226	6 /	12



Dialogue:

Sound FX: Kids: Creepy giggling

Dialogue:

Sound FX: Kids: Creepy giggling

Dialogue:

Sound FX: Kids: Creepy giggling

Dialogue:





Seq	Scene	Panel
0	226	8 / 12

Dialogue:

Dialogue:

Sound FX: Kids: Creepy giggling

Sound FX: Kids: Creepy giggling

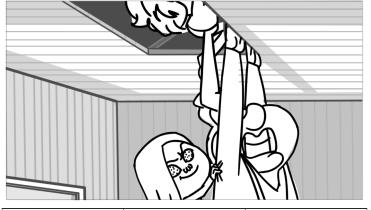


 Seq
 Scene
 Panel

 0
 226
 9 / 12

Dialogue:

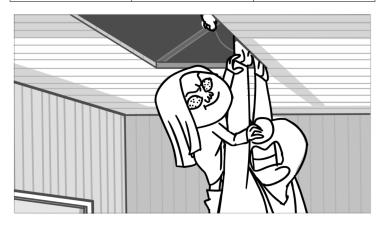
Sound FX: Kids: Creepy giggling

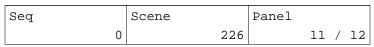


 Seq
 Scene
 Panel

 0
 226
 10 / 12

Dialogue:



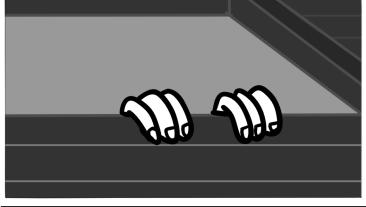




Seq Scene Panel 0 226 12 / 12

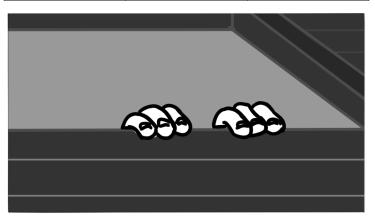
 Seq
 Scene
 Panel

 0
 227
 1 / 5



 Seq
 Scene
 Panel

 0
 227
 2 / 5



Dialogue:

Sound FX: Kids: Creepy giggling

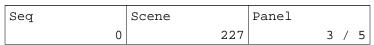
Dialogue:

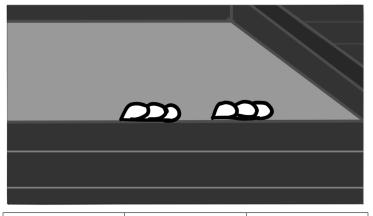
Sound FX: Kids: Creepy giggling

Dialogue:

Sound FX: Kids: Creepy giggling

Dialogue:





Seq	Scene	Panel
0	227	4 / 5

Seq	Scene	Panel			
0	227	5	5	/	5



Seq	Scene	Panel
0	228	1 / 4



Dialogue:

Sound FX: Kids: Creepy giggling

Dialogue:

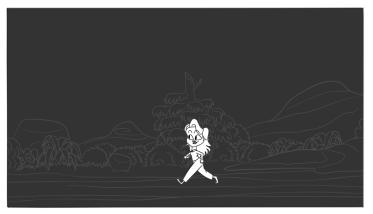
Sound FX: Kids: Creepy giggling

Dialogue:

Sound FX: Kids: Creepy giggling

Dialogue:





Seq	Scene	Panel
0	228	3 / 4

Dialogue:

Dialogue:



 Seq
 Scene
 Panel

 0
 228
 4 / 4

Sound FX: Kids: Creepy giggling

Sound FX: Kids: Creepy giggling



 Seq
 Scene
 Panel

 0
 229
 1 / 1

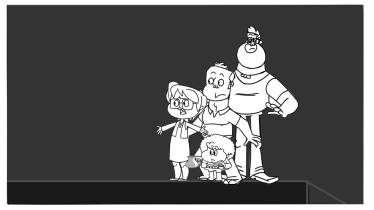
Dialogue:

Sound FX: Kids: Creepy giggling



Dialogue:





Seq	Scene	Panel			
0	231		1	/	1

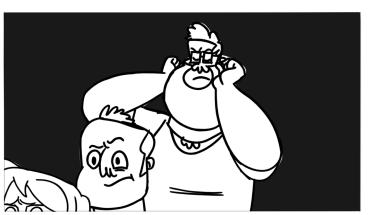
 Seq
 Scene
 Panel

 0
 232
 1 / 3



 Seq
 Scene
 Panel

 0
 232
 2 / 3



Dialogue:

Sound FX: Kids: Creepy giggling

Dialogue:

Miss Stevenson: When will the helicopter be here Mister Scott?!

Sound FX: Kids: Creepy giggling

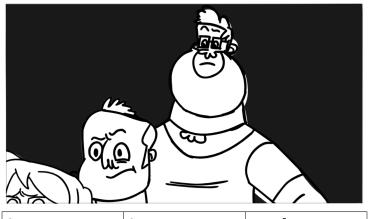
Dialogue:

Curtis: WHAT? OH SORRY - EAR PLUGS!

Sound FX: Kids: Creepy giggling

Dialogue:





 Seq
 Scene
 Panel

 0
 233
 1 / 1

Dialogue:

Sound FX: Kids: Creepy giggling



 Seq
 Scene
 Panel

 0
 234
 1 / 3

Dialogue:

Jack: You said you could get a helicopter!

Sound FX: Kids: Creepy giggling



 Seq
 Scene
 Panel

 0
 234
 2 / 3

Dialogue:

Curtis: Oh ...

Sound FX: Kids: Creepy giggling



Dialogue:

Curtis: ... did I say that out loud?





Seq	Scene	Panel			
0	235	1	1	/	2

Seq	Scene	Panel
0	235	2 / 2



Seq	Scene	Panel			
0	236		1	/	1



Dialogue:

Fridge (O.S): What are we going to do?!

Sound FX: Kids: Creepy giggling

Dialogue:

Sound FX: Kids: Creepy giggling

Dialogue:

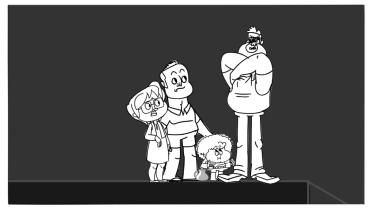
Fridge: It's nearly run out?

Sound FX: Kids: Creepy giggling

Dialogue:

Curtis: Aha!





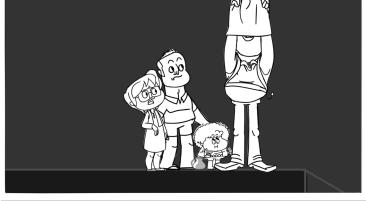
Seq	Scene	Panel
0	237	2 / 3

Dialogue:

Dialogue:

Sound FX: Kids: Creepy giggling

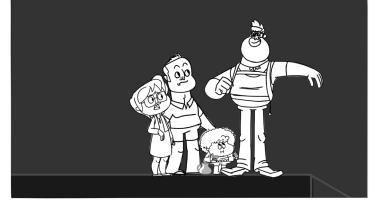
Sound FX: Kids: Creepy giggling



 Seq
 Scene
 Panel

 0
 237
 3 / 3

Dialogue:



Seq	Scene	Panel	
0	238	1 / 1	

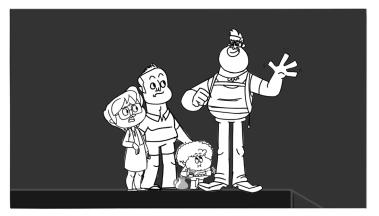
Sound FX: Kids: Creepy giggling



Dialogue:

Curtis: An astronomer is always prepared!





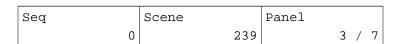
Dialogue:

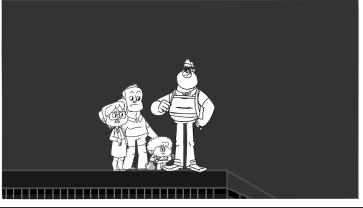
Sound FX: Kids: Creepy giggling



Dialogue:

Sound FX: Kids: Creepy giggling



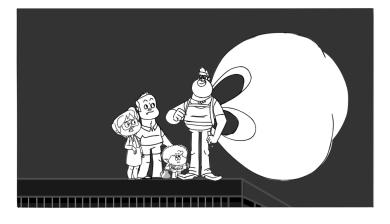


Dialogue:

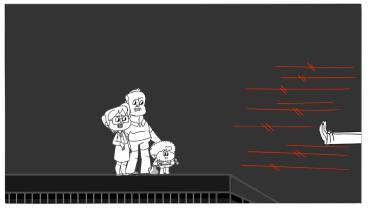
Sound FX: Kids: Creepy giggling





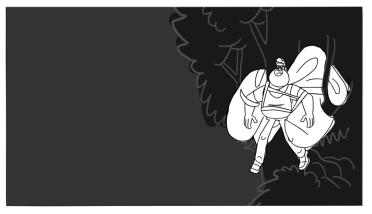






Seq Scene Panel 0 239 6 / 7

Seq	Scene	Panel
0	239	7 / 7



Seq	Scene	Panel
0	240	1 / 2



Dialogue:

Sound FX: Kids: Creepy giggling

Dialogue:

Sound FX: Kids: Creepy giggling

Curits: Thudding sound

Dialogue:

Sound FX: Kids: Creepy giggling

Dialogue:

Curtis: It appears I'll need help first. I appear to be stuck in a pine tree ...

Sound FX:

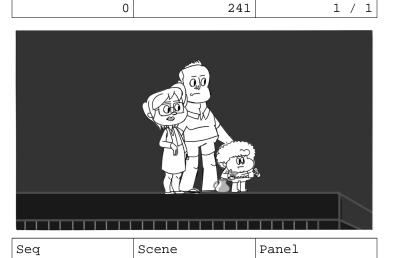




Dialogue:

Curtis: ... interesting thing about pine trees, they actually have four types of leaf

Sound FX: Kids: Creepy giggling



Dialogue:

Sound FX: Kids: Creepy giggling



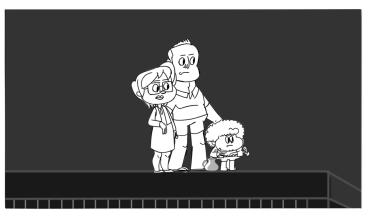
Dialogue:

Fridge: Will we be tested on that?

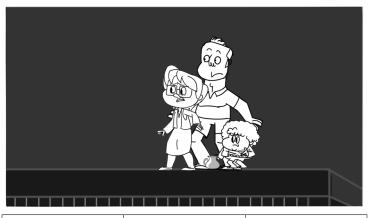
Sound FX: Kids: Creepy giggling



Dialogue:



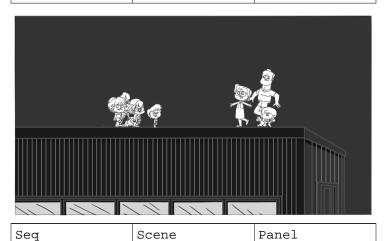




Seq	Scene	Panel	
0	244	1 /	2

 Seq
 Scene
 Panel

 0
 244
 2 / 2



QUI DE LA COMPANSION DE

245

0

Dialogue:

Sound FX: Kids: Creepy giggling

Dialogue:

Sound FX: Kids: Creepy giggling

Dialogue:

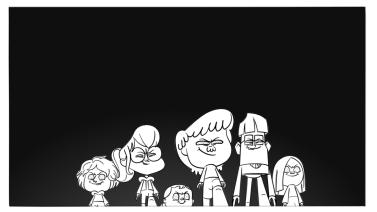
Sound FX: Kids: Creepy giggling

Dialogue:

1 / 1

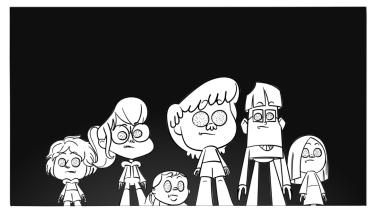
Jack: Get behind me!



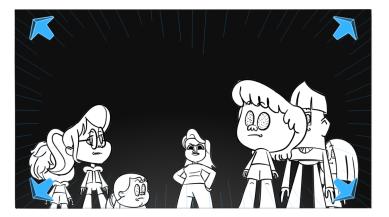


Seq	Scene	Panel			1
0	246	2	/	5	

Seq	Scene	Panel
0	246	3 / 5



Seq	Scene	Panel
0	246	4 / 5



Dialogue:

Kids: You're not the boss of us! We can do
whatever we like! ...

Sound FX: Kids: Creepy giggling

Dialogue:

Kids: ... No-one can tell us what to do!

Sound FX: Kids: Creepy giggling

Dialogue:

Kiri: Coughs, clearing her throat.

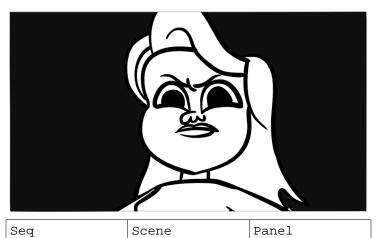
Sound FX: Kids: Creepy giggling stops

Dialogue:

Kiri: Is that right?

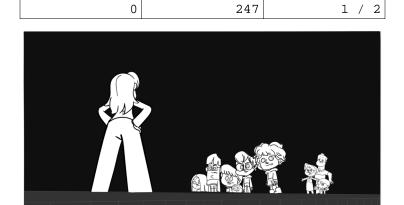
Sound FX:





Dialogue:

Sound FX:



Dialogue:

Sound FX:

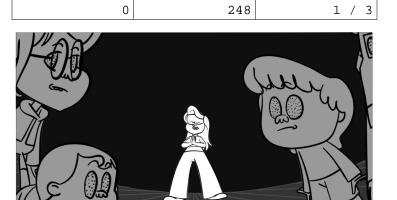


Dialogue:

Scene

Seq

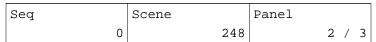
Sound FX:



Panel

Dialogue:

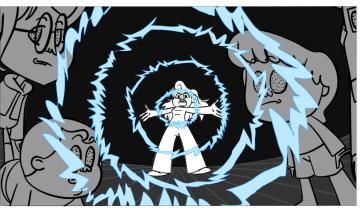
Sound FX:



Seq	Scene	Panel			
0	248		3	/	3

Sound FX:

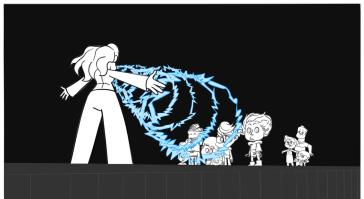
Dialogue:



Seq Scene Panel 0 249 1 / 2 Dialogue:

Kiri: You guys get down from here now!

Sound FX:

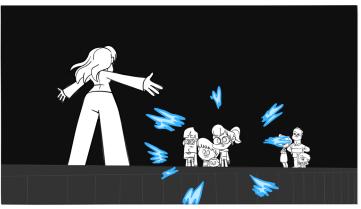


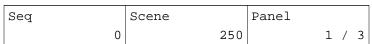
Seq	Scene	Panel	
0	249	2 /	2

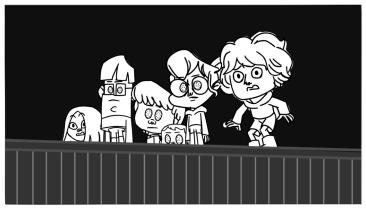
Dialogue:

Sound FX:

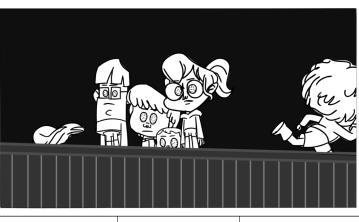
Dialogue:





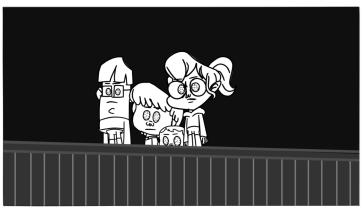






 Seq
 Scene
 Panel

 0
 250
 3 / 3



Seq	Scene	Panel		
0	251	1	/	2



Dialogue:

Sound FX:

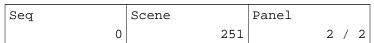
Dialogue:

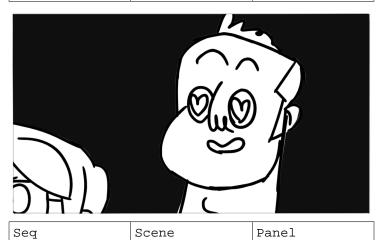
Sound FX:

Dialogue:

Sound FX:

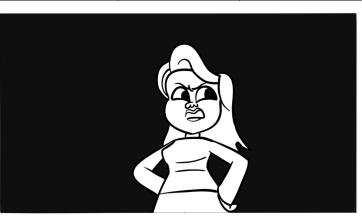
Dialogue:





Dialogue:

Sound FX:



252

0

Dialogue:

1 / 2

Kiri: SEBASTIAN! ...

Sound FX:



Dialogue:

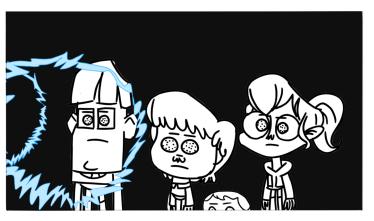
Kiri: ... WAIT TILL I TELL YOUR MOTHER ABOUT THIS!

Sound FX:

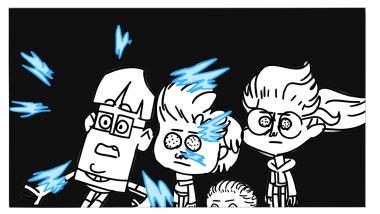


Seq	Scene	Panel]
0	253	1 / 3	

Dialogue:



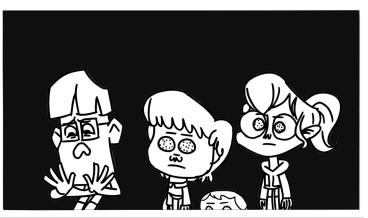




Dialogue:

Sound FX:

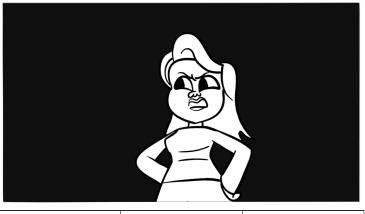
Seq	Scene	Panel			
0	253	3	/	/	3



Dialogue:
 Sebastian: No don't tell Mummy!

Sound FX:





Dialogue:
 Kiri: RILEY! ...

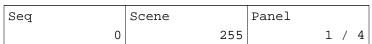
Sound FX:

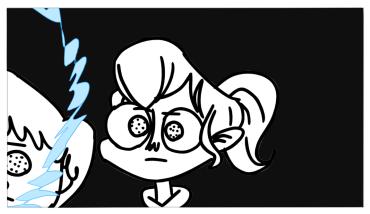
Seq	Scene	Panel			
0	254		2	/	2



Dialogue:

Kiri: ... I EXPECTED BETTER OF YOU!



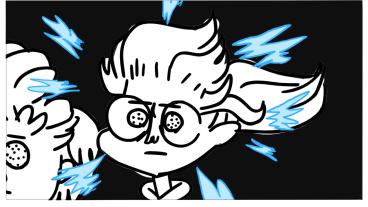


Dialogue:

Sound FX:

Seq	Scene	Panel	
0	255	2 /	4

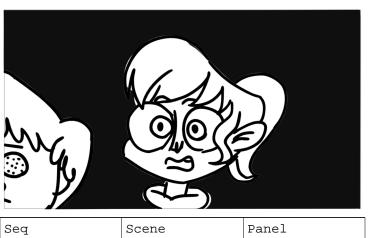
Dialogue:



Sound FX:

Seq	Scene	Panel			
0	255		3	/	4

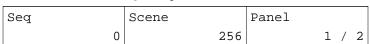
Dialogue:

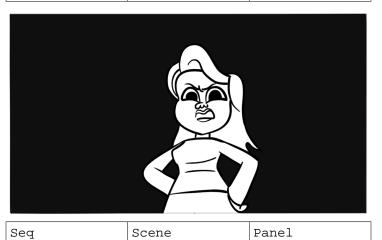


Sound FX:

0	255	4	/	4
				_

Dialogue:
Riley: Sorry Kiri.

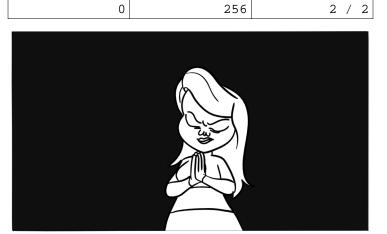




Dialogue:

Kiri: AND AS FOR TANE AND TUI!

Sound FX:



Dialogue:

Sound FX:

Seq Scene Panel 1 / 2

Dialogue:

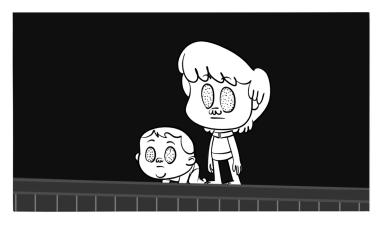
Sound FX:



 Seq
 Scene
 Panel

 0
 257
 2 / 2

Dialogue:







Seq Scene Panel 0 258 2 / 3

Seq Scene Panel 0 258 3 / 3



Seq Scene Panel 0 259 1 / 3



Dialogue:

Sound FX:

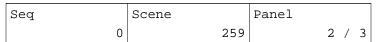
Dialogue:
Fridge: Here it comes!

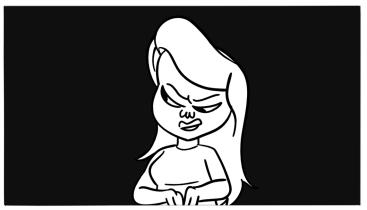
Sound FX:

Dialogue:

Sound FX:

Dialogue:

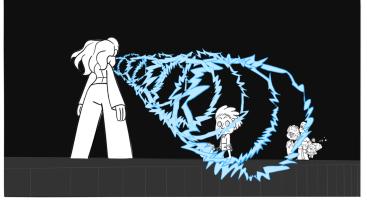




Seq	Scene	Panel			
0	259		3	/	3



Seq	Scene	Panel			
0	260	1 /	/	1	



Seq	Scene	Panel
0	261	1 / 8



Dialogue:

Kiri: I'm not angry, I'm just ...

Sound FX:

Dialogue:

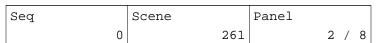
Kiri: ... Disappointed.

Sound FX:

Dialogue:

Sound FX:

Dialogue:





 Seq
 Scene
 Panel

 0
 261
 3 / 8

 Seq
 Scene
 Panel

 0
 261
 4 / 8



 Seq
 Scene
 Panel

 0
 261
 5 / 8



Dialogue:

Sound FX:

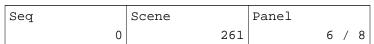
Dialogue:

Sound FX:

Dialogue:

Sound FX:

Dialogue:



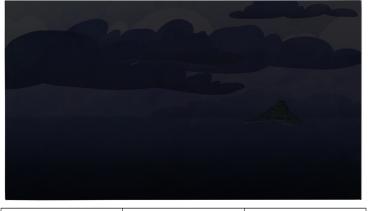


Dialogue:

Sound FX:



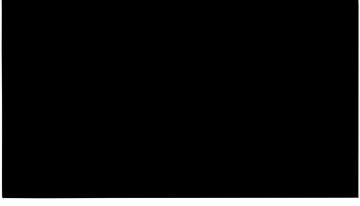
Dialogue:



Sound FX:

Seq	Scene	Panel		
0	261	8	/	8
				_

Dialogue:

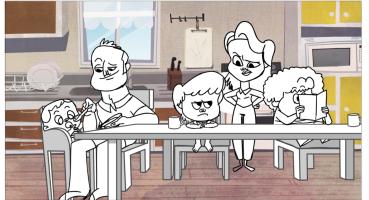


Sound FX:



Dialogue:





Seq	Scene	Panel	
0	264	1 / 3	1

Sound FX:

Dialogue:



 Seq
 Scene
 Panel

 0
 265
 1 / 1

Dialogue:

 $\mathit{Kiri}\colon \mathsf{And}$ then tomorrow after you've helped your Dad -

Sound FX:



 Seq
 Scene
 Panel

 0
 266
 1 / 1

Dialogue:

Tane: But Mum ...

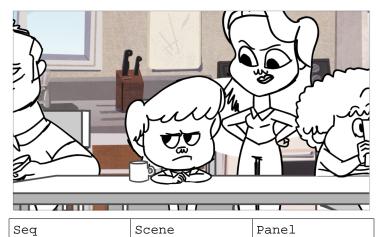
Sound FX:



Dialogue:

Jack: And then you can help your Mum.





Dialogue:

Sound FX:



Dialogue:

Sound FX:

Seq	Scene	Panel		
0	269	1	/	1

Dialogue:

Kiri: And don't think you're getting away with anything little miss ... tomorrow you can help me wash nappies.

Sound FX:

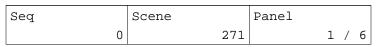


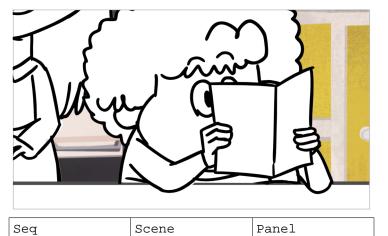
 Seq
 Scene
 Panel

 0
 270
 1 / 1

Dialogue:







Dialogue:

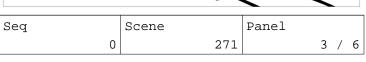
Sound FX:



Dialogue:

Fridge: That's why respecting your elders is one of the most important things a child can do.

Sound FX:



Dialogue:

Fridge: Understand what they have gone through to get you what you have ...

Sound FX:

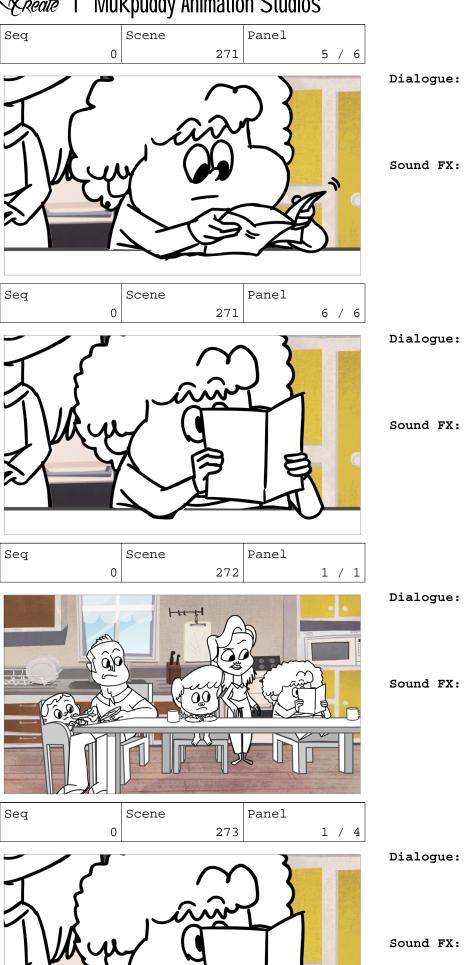


Seq	Scene	Panel	
0	271	4 / 6	

Dialogue:

Fridge: ... and listen to what they have to say.









Dialogue:

Sound FX:



Dialogue:

Fridge: What? ...

Sound FX:



 Seq
 Scene
 Panel

 0
 273
 4 / 4

Dialogue:

Fridge: ... I'm not allowed to be serious
once in a while?

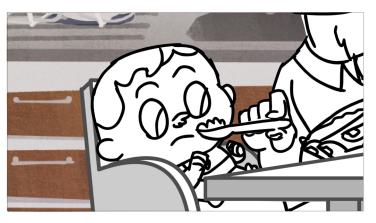
Sound FX:

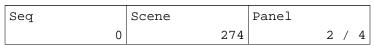


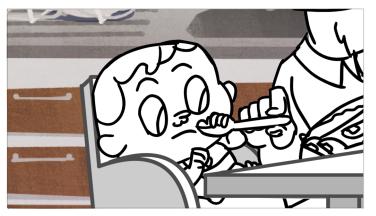
 Seq
 Scene
 Panel

 0
 274
 1 / 4

Dialogue:





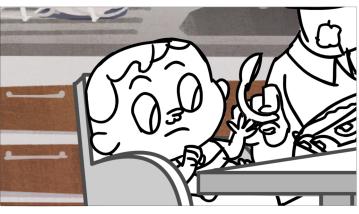


 Seq
 Scene
 Panel

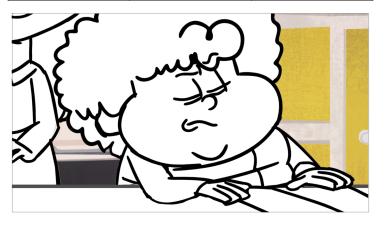
 0
 274
 3 / 4

 Seq
 Scene
 Panel

 0
 274
 4 / 4



Seq Scene Panel 1 / 8



Dialogue:

Sound FX:

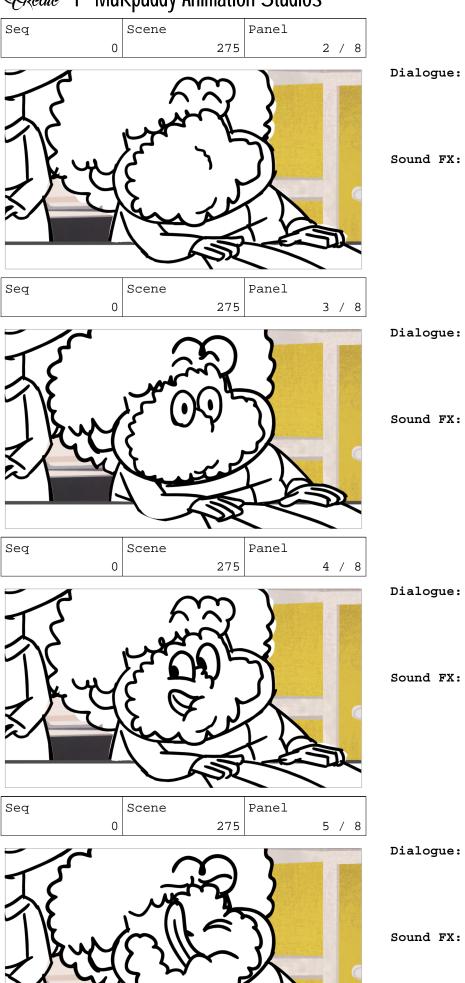
Dialogue:

Sound FX:

Dialogue:

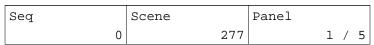
Sound FX:

Dialogue:









Dialogue:

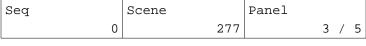
Sound FX:

Seq	Scene	Panel	
	277	2 /	5

Dialogue:



Sound FX:



Dialogue:

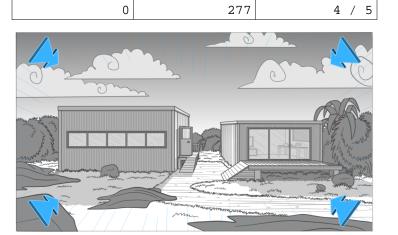


Panel

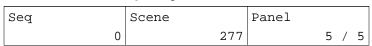
Scene

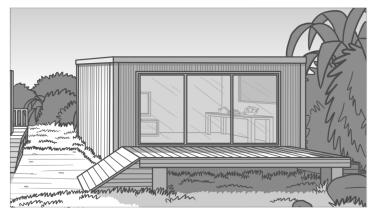
Seq

Sound FX:



Dialogue:



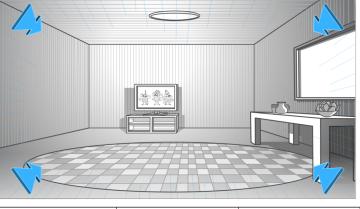


Dialogue:

Sound FX:



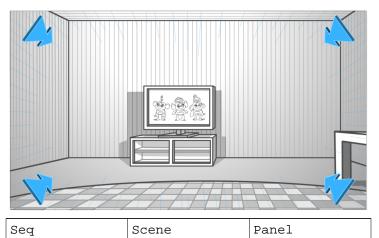
Dialogue:



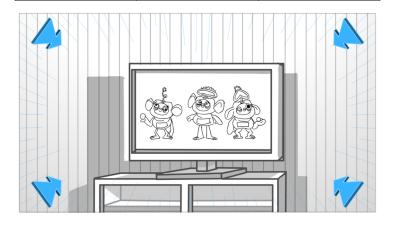
Sound FX:



Dialogue:



Sound FX:

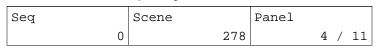


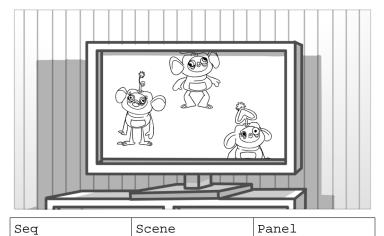
278

0

Dialogue:

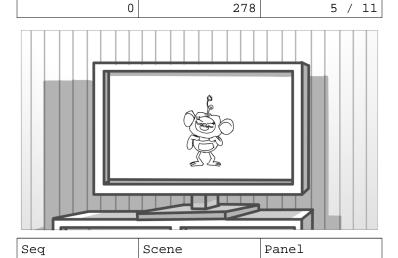
3 / 11





Dialogue:

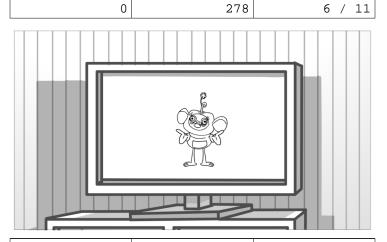
Sound FX:



Dialogue:

Yellow Cweepie: Now you all know what to

Sound FX:



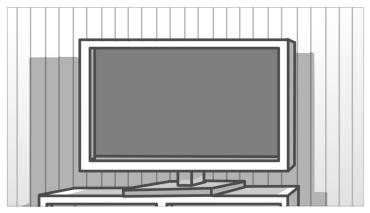
Dialogue:

Yellow Cweepie: ... it's bye from us to all of you.

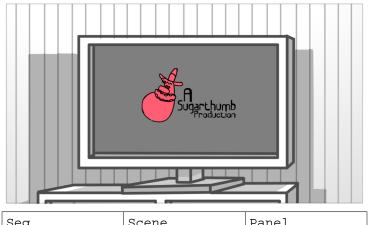
Sound FX:



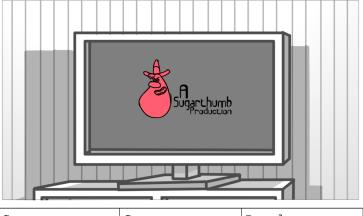
Dialogue:



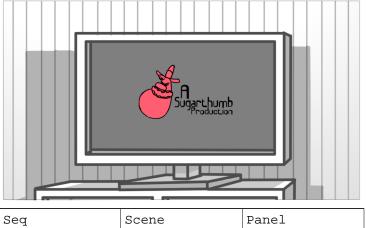












seq	Scene	Panel	
0	278	11 / 11	
			_



Mr Sugarthumb: This program was made ...

Sound FX:

Dialogue:

 ${\it Mr~Sugarthumb:} \ldots$ with the help of sweet vengeance \ldots

Sound FX:

Dialogue:

Mr Sugarthumb: ... mwahahahahahahaha!

Sound FX:

Dialogue:

