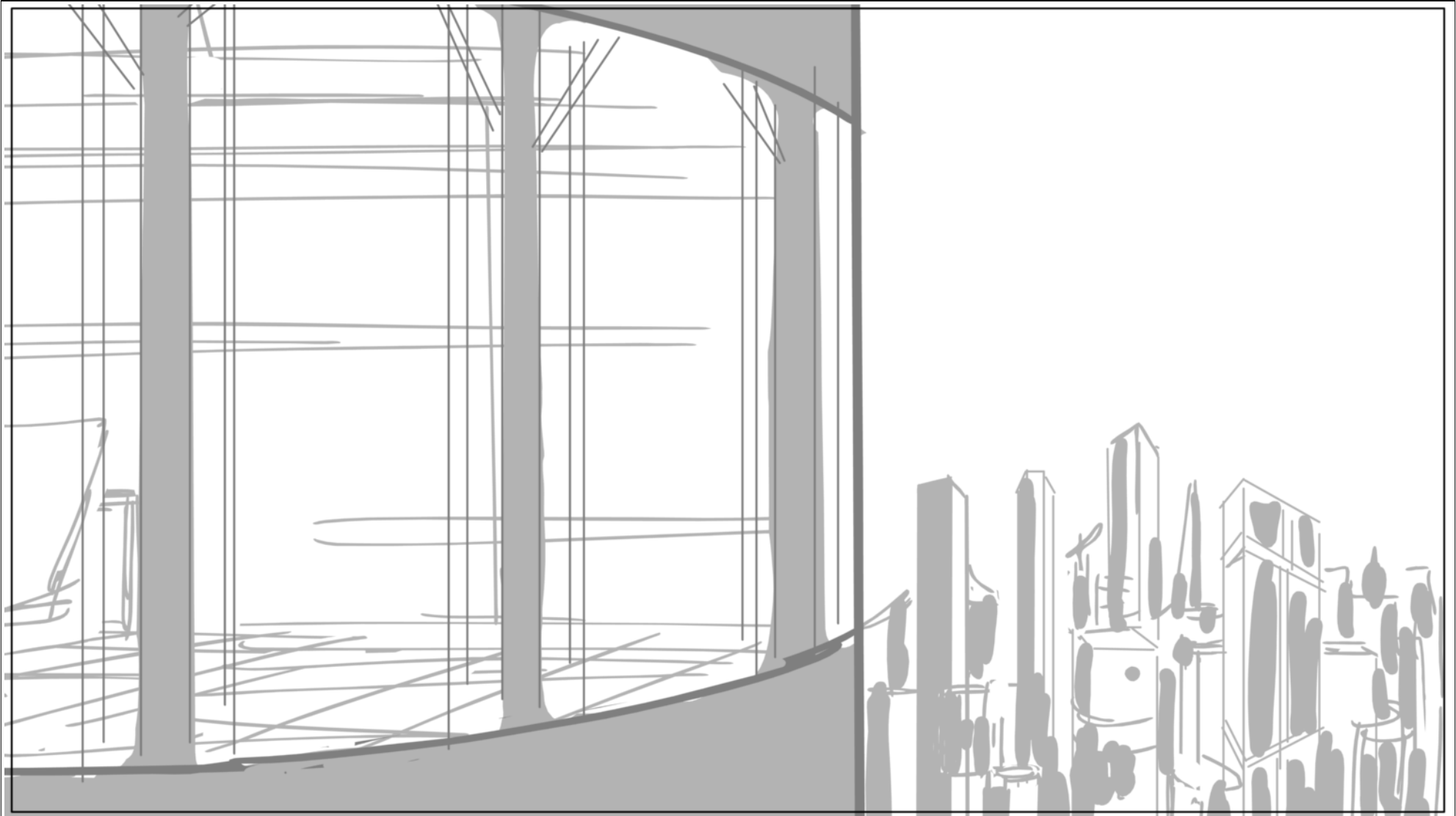
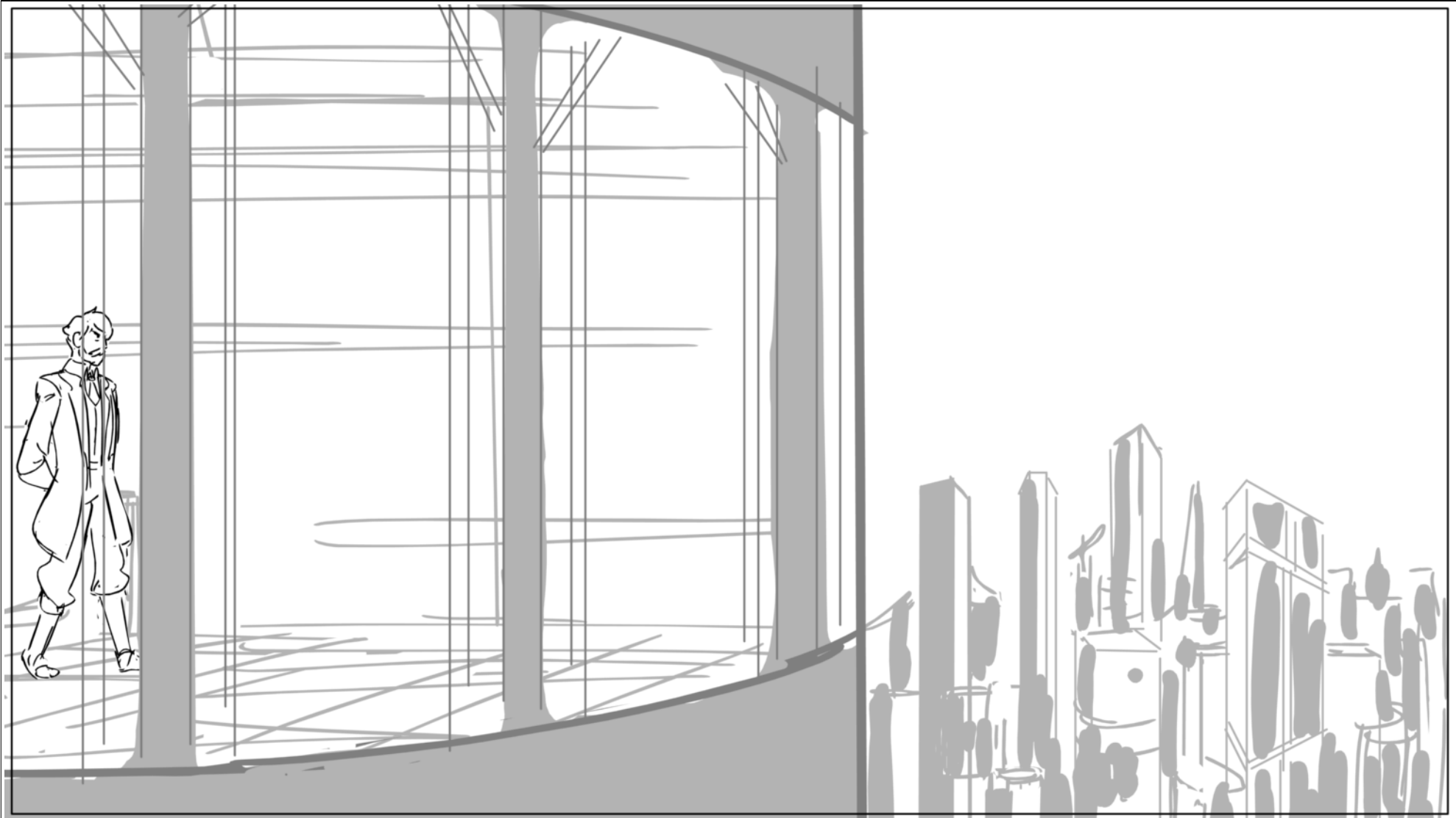


Scene
00010

Panel
1

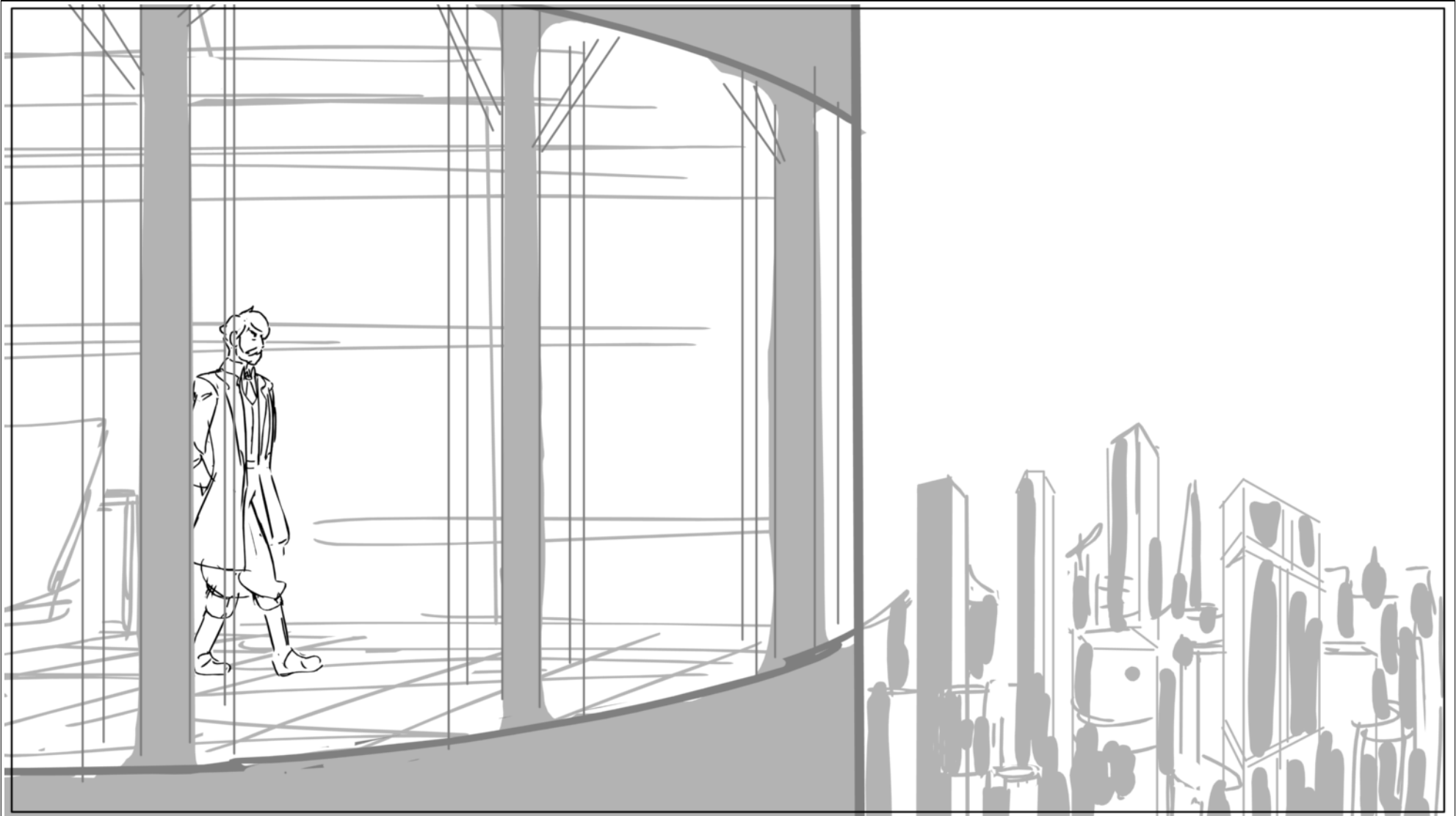


Scene 00010	Panel 2
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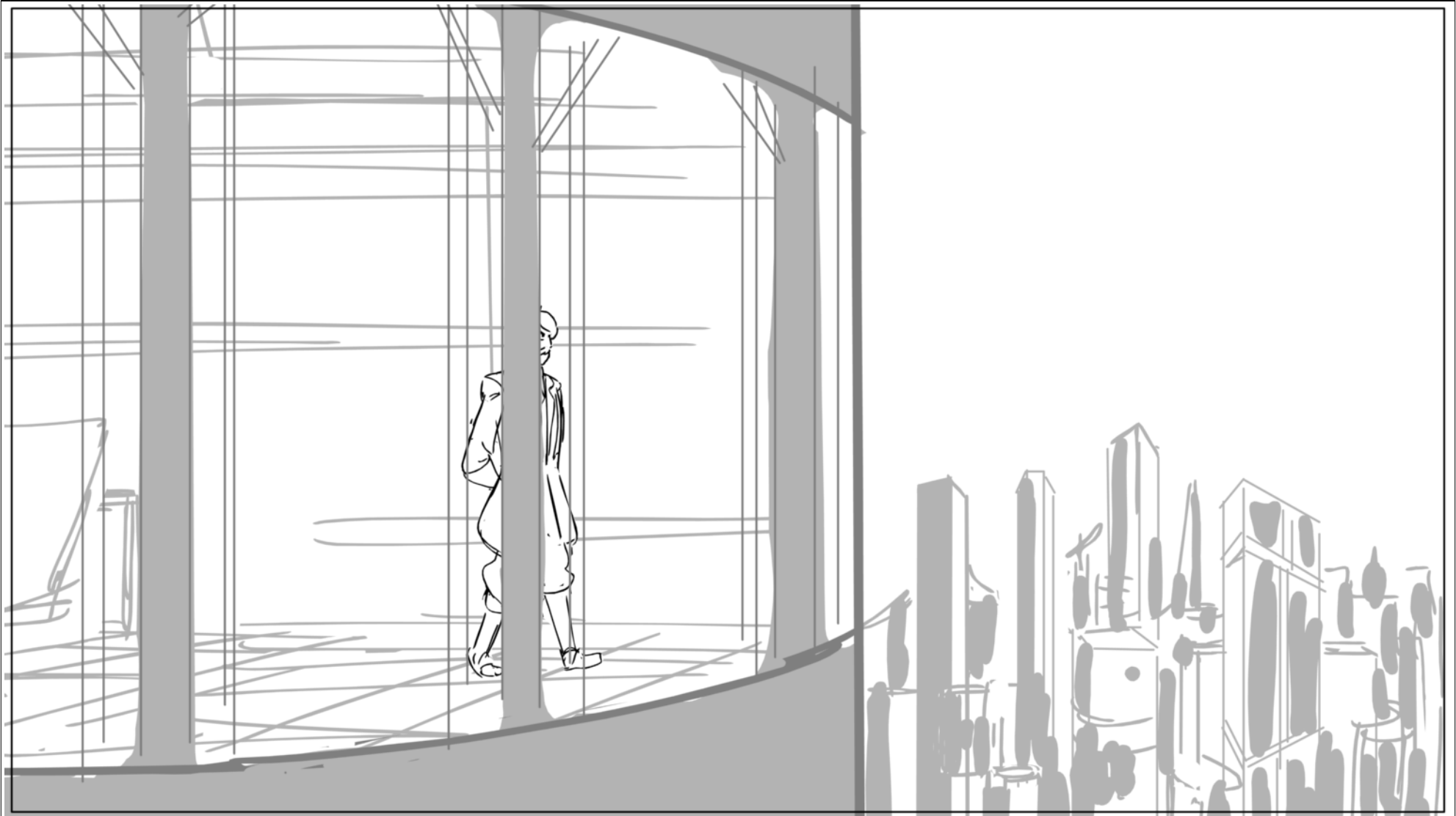
Scene
00010

Panel
3



Scene
00010

Panel
4

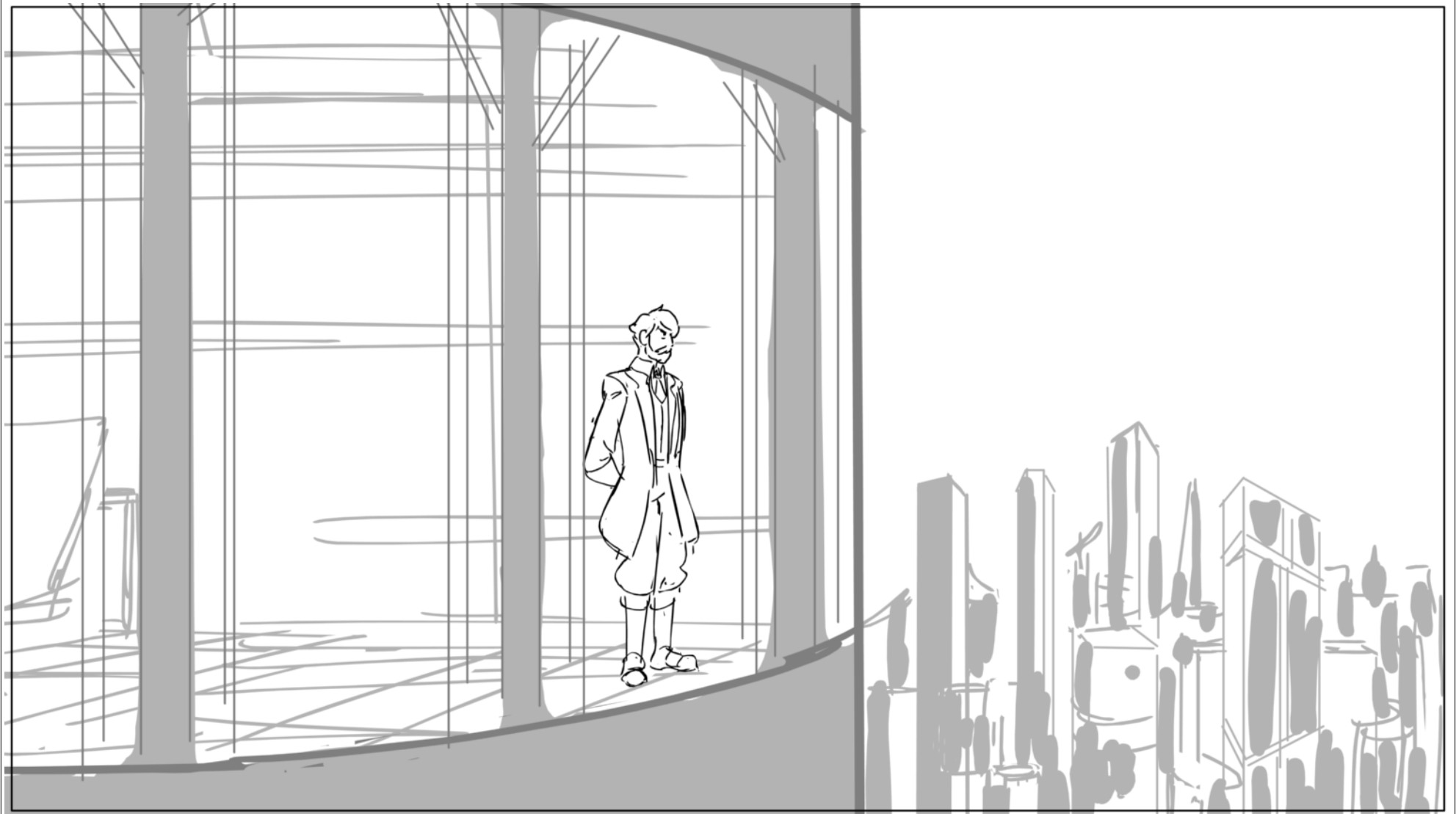


Scene

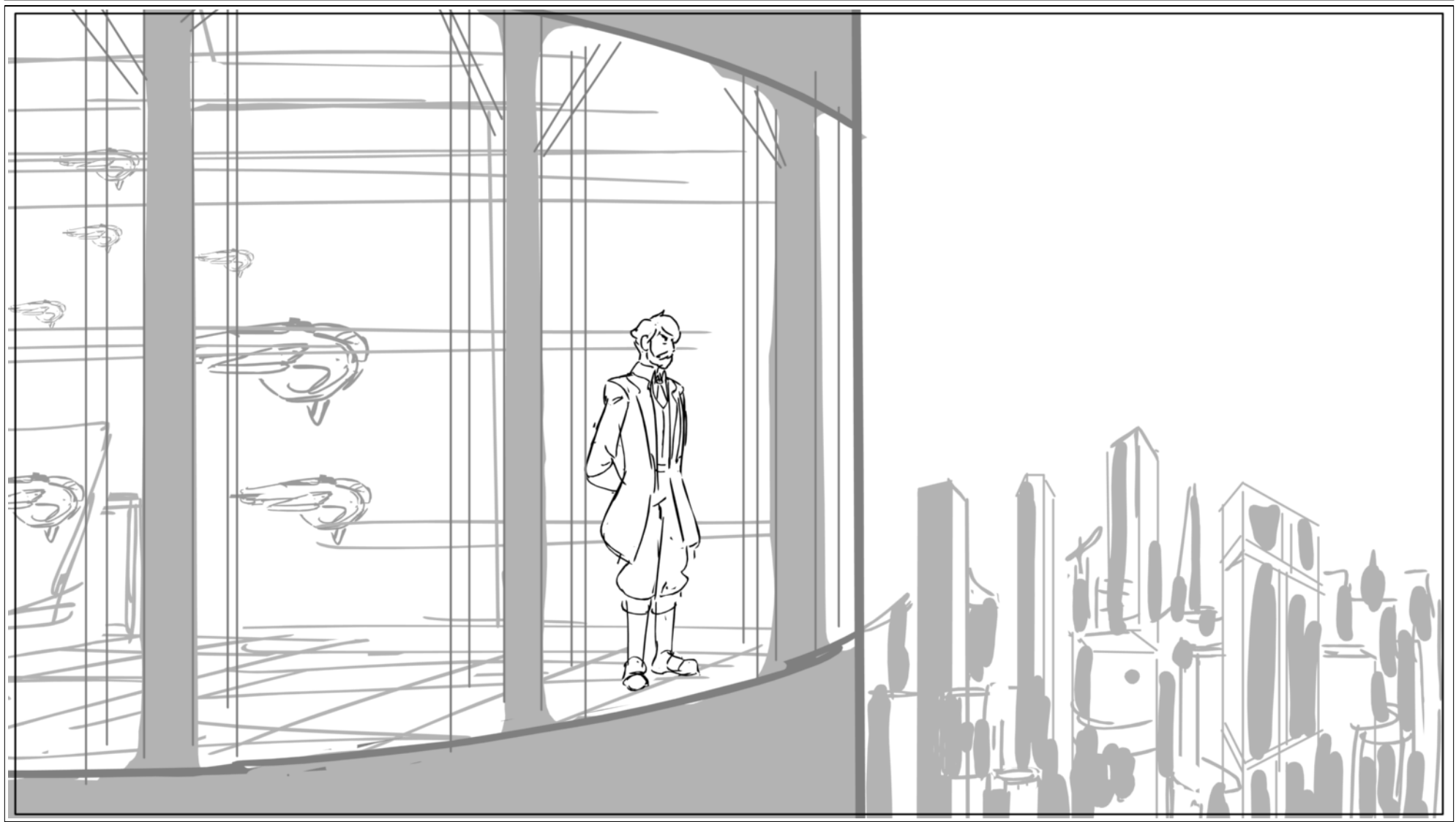
00010

Panel

5



Scene 00010	Panel 6
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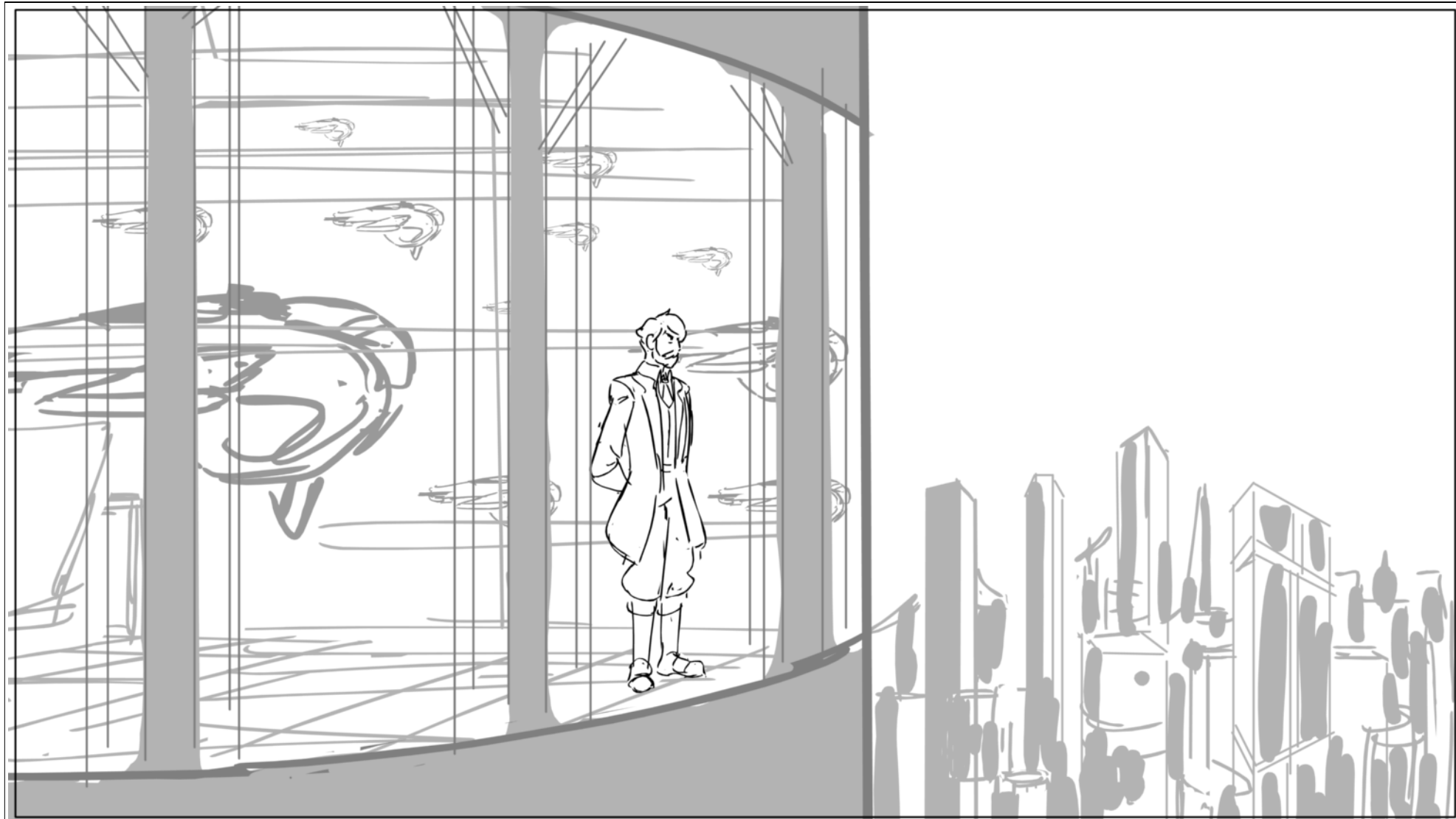
Notes
Added mantas in bg and fg

Scene

00010

Panel

7

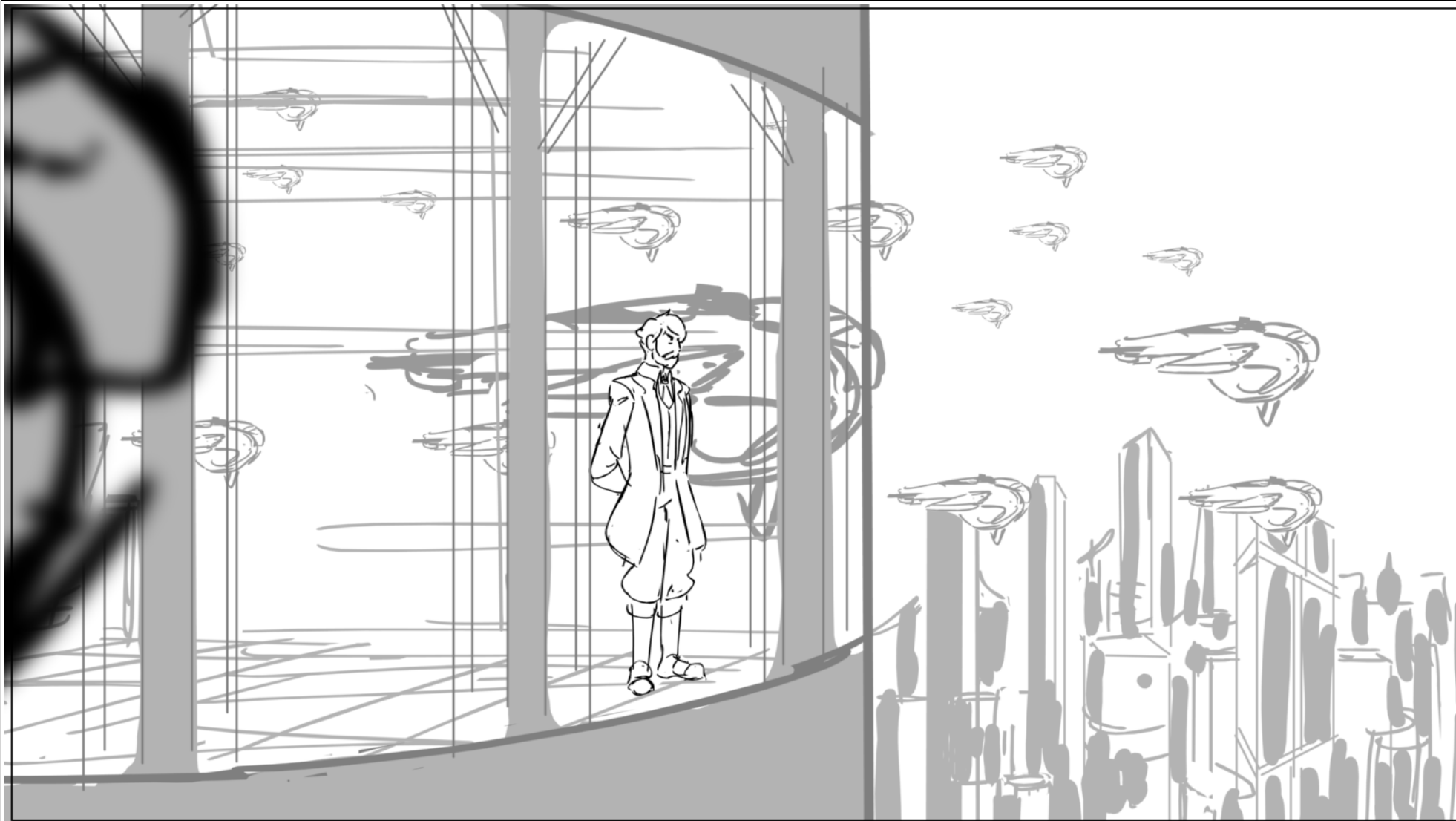


Scene

00010

Panel

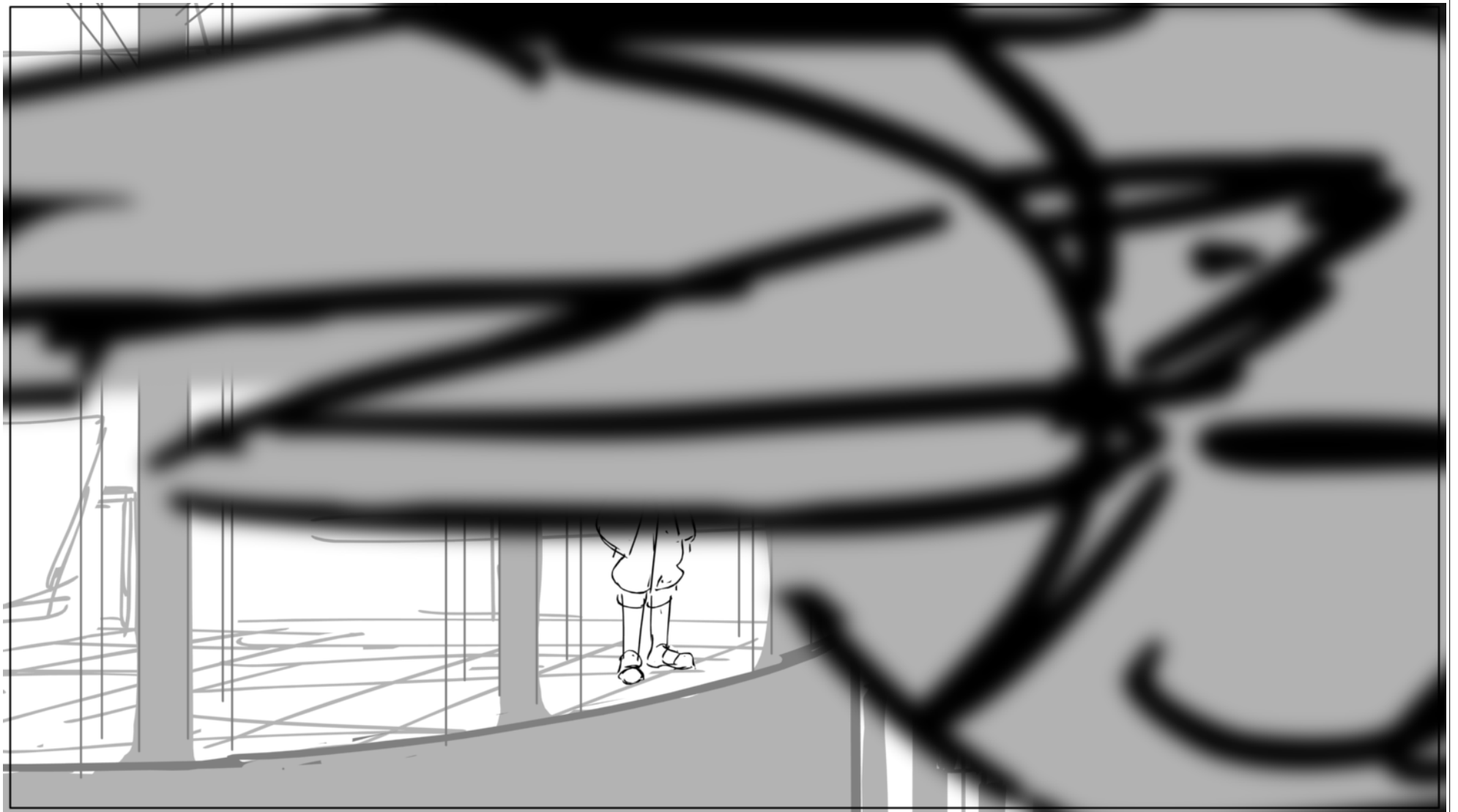
8



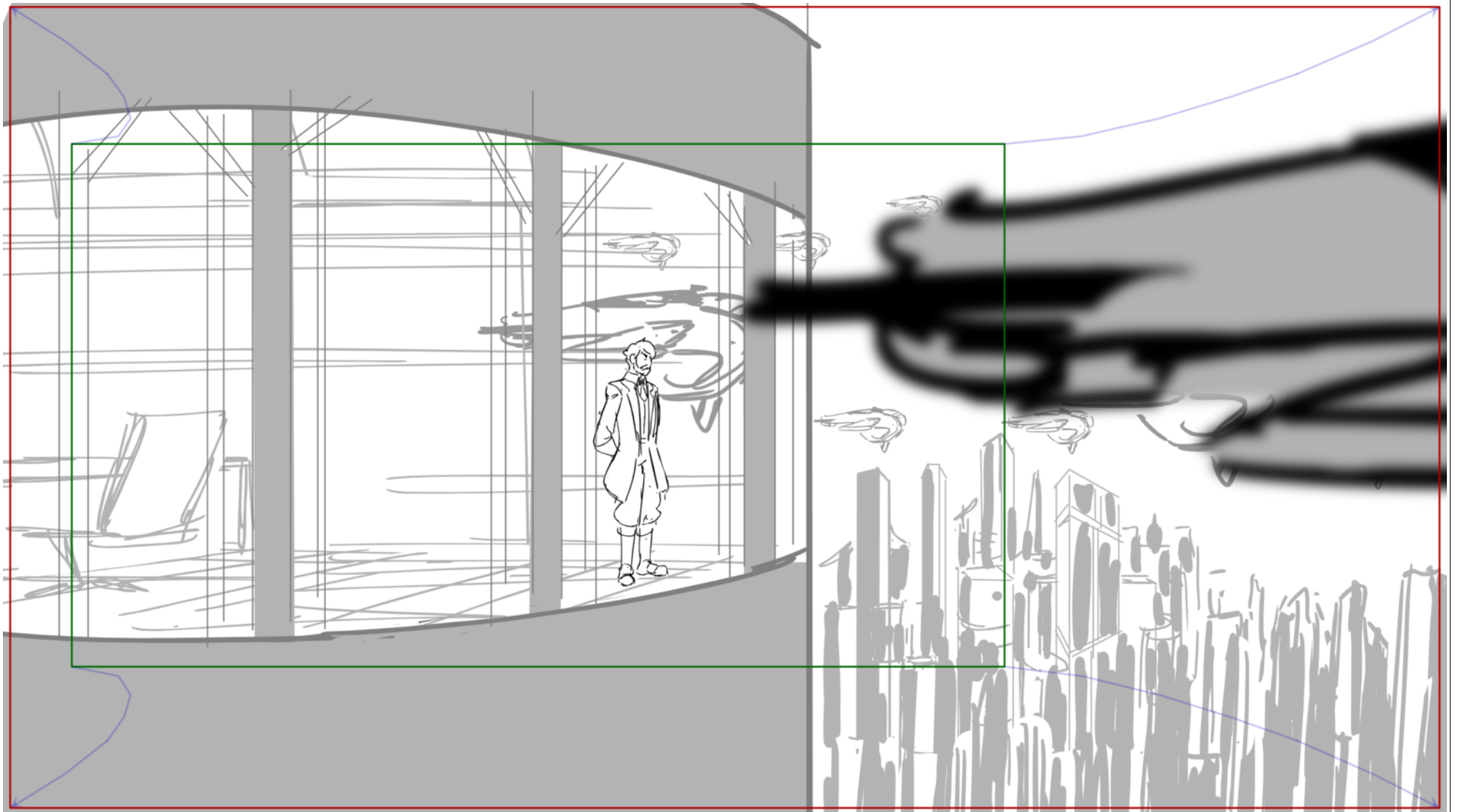
Scene 00010	Panel 9
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Scene 00010	Panel 10
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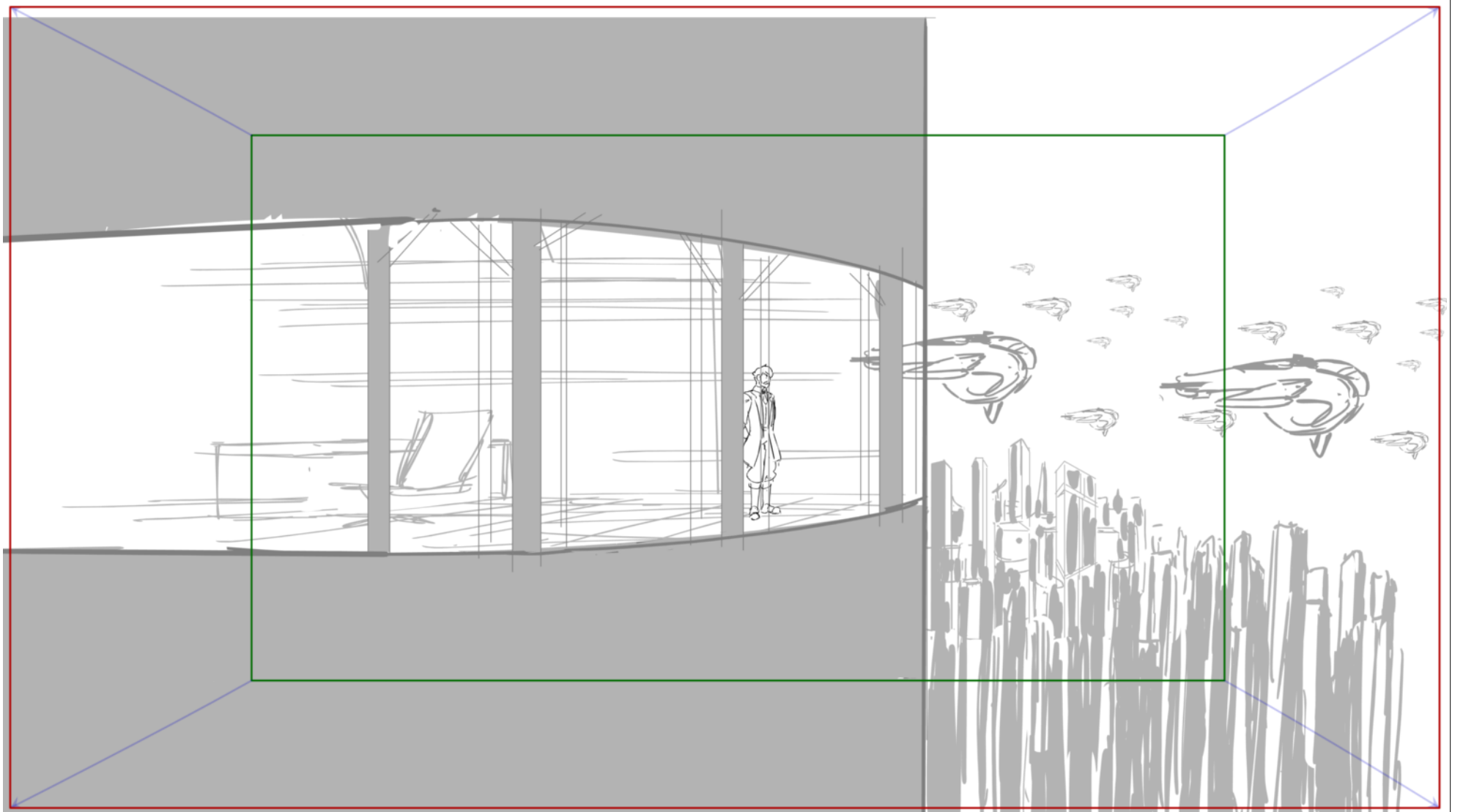


Scene 00010	Panel 11
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Notes
Camera orbits Ironwood from office exterior

Scene 00010	Panel 12
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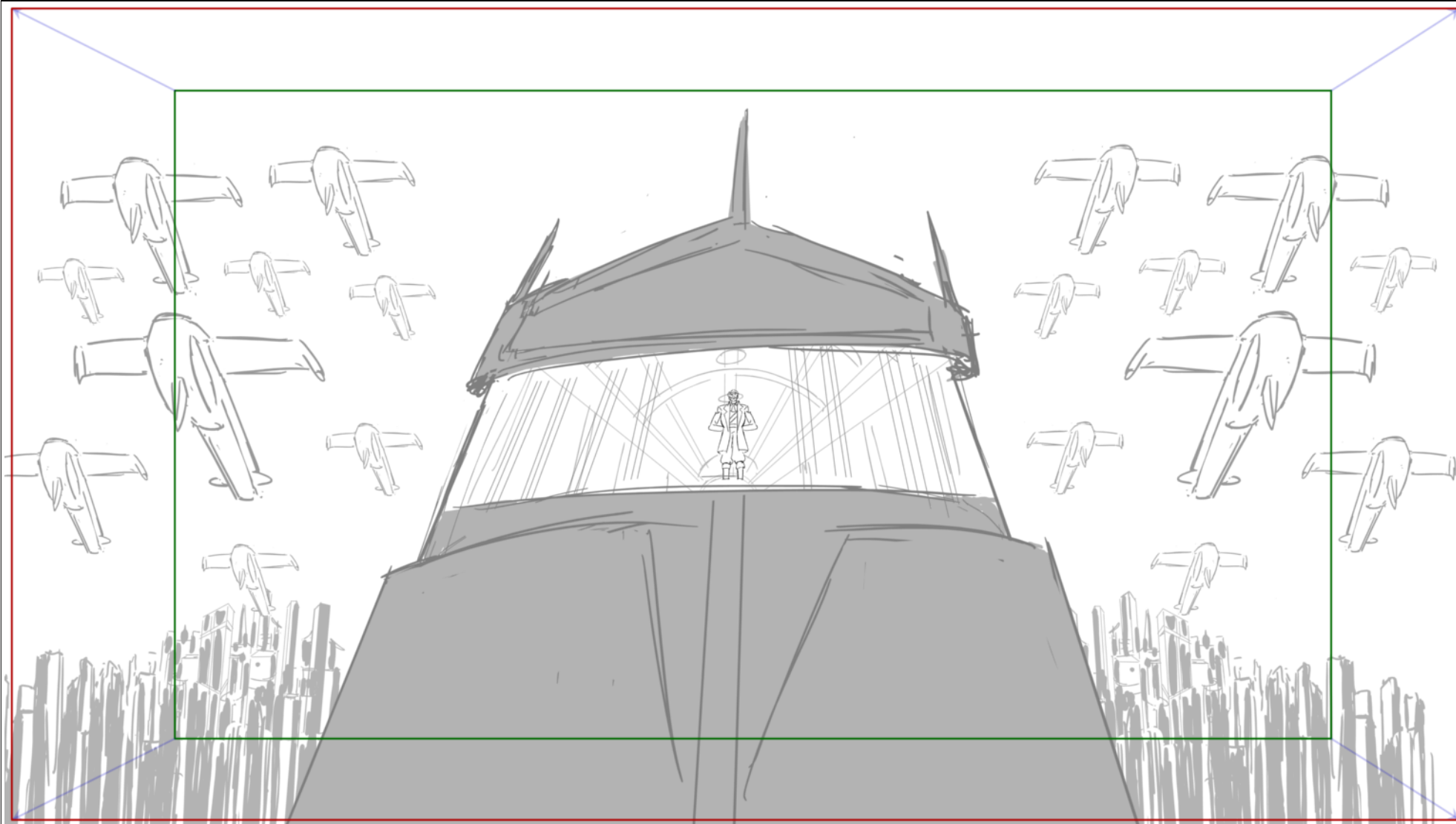
Notes
Camera orbits Ironwood from office exterior

Scene

00010

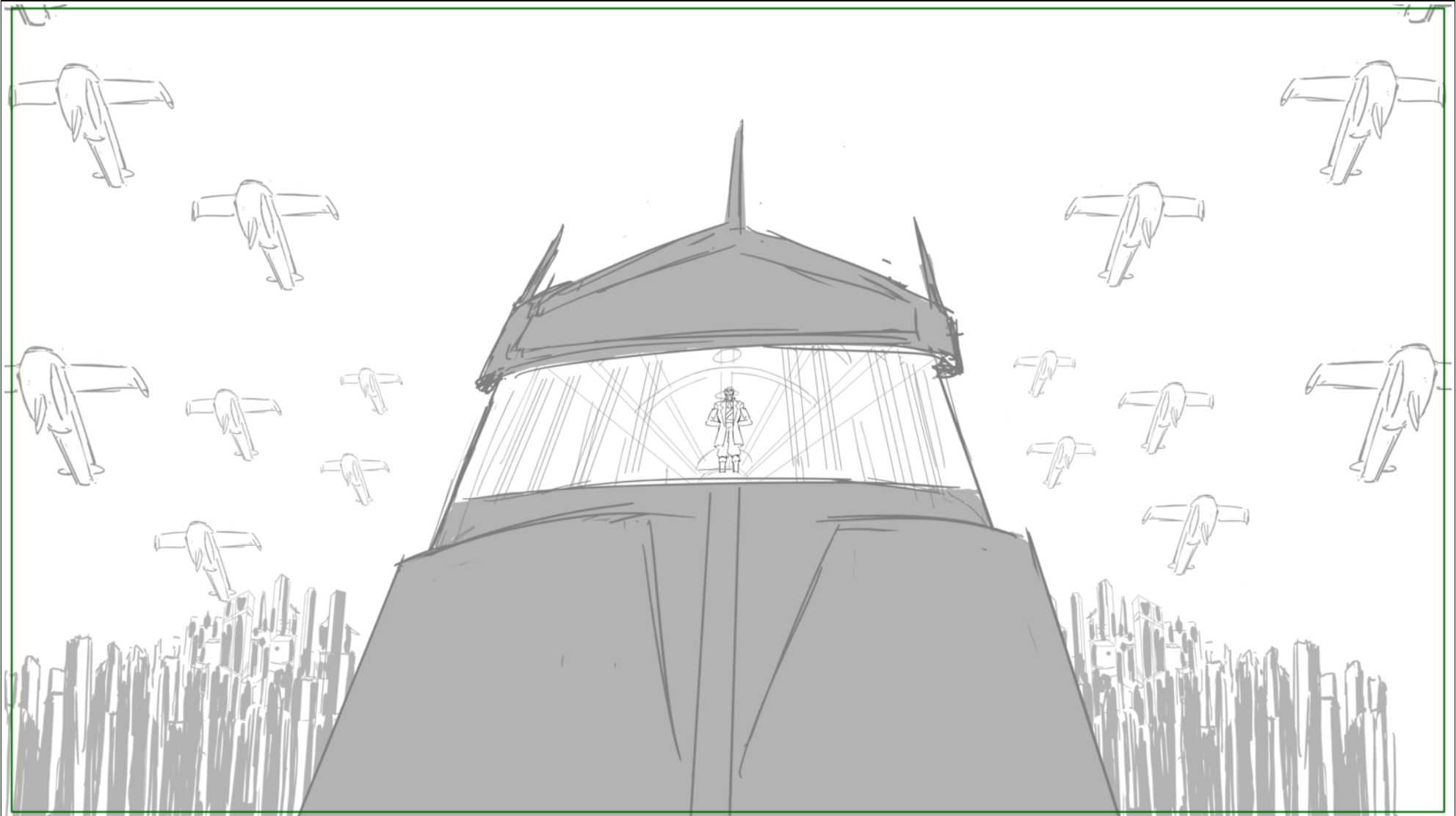
Panel

13



Scene
00010

Panel
14

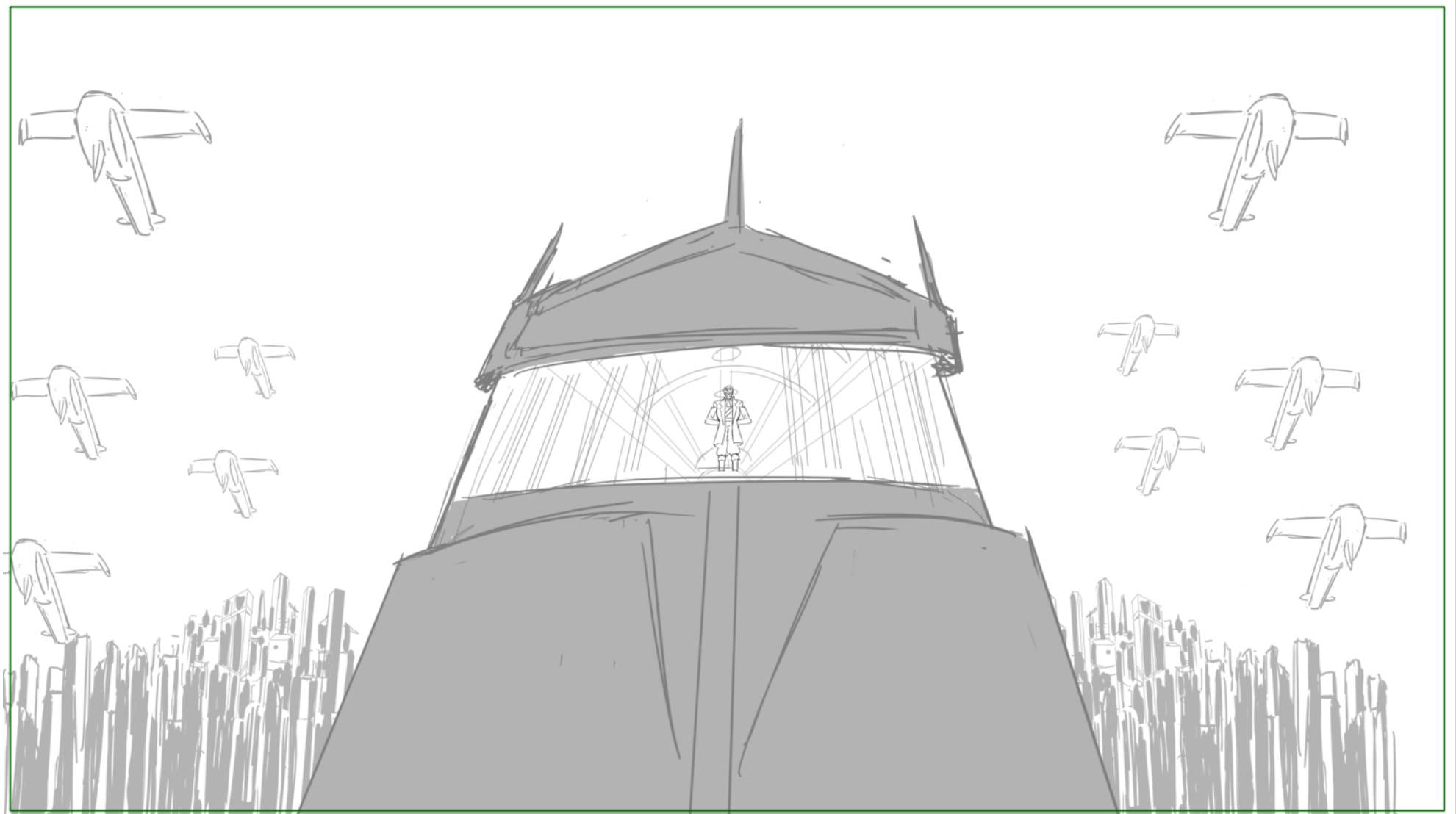


Scene

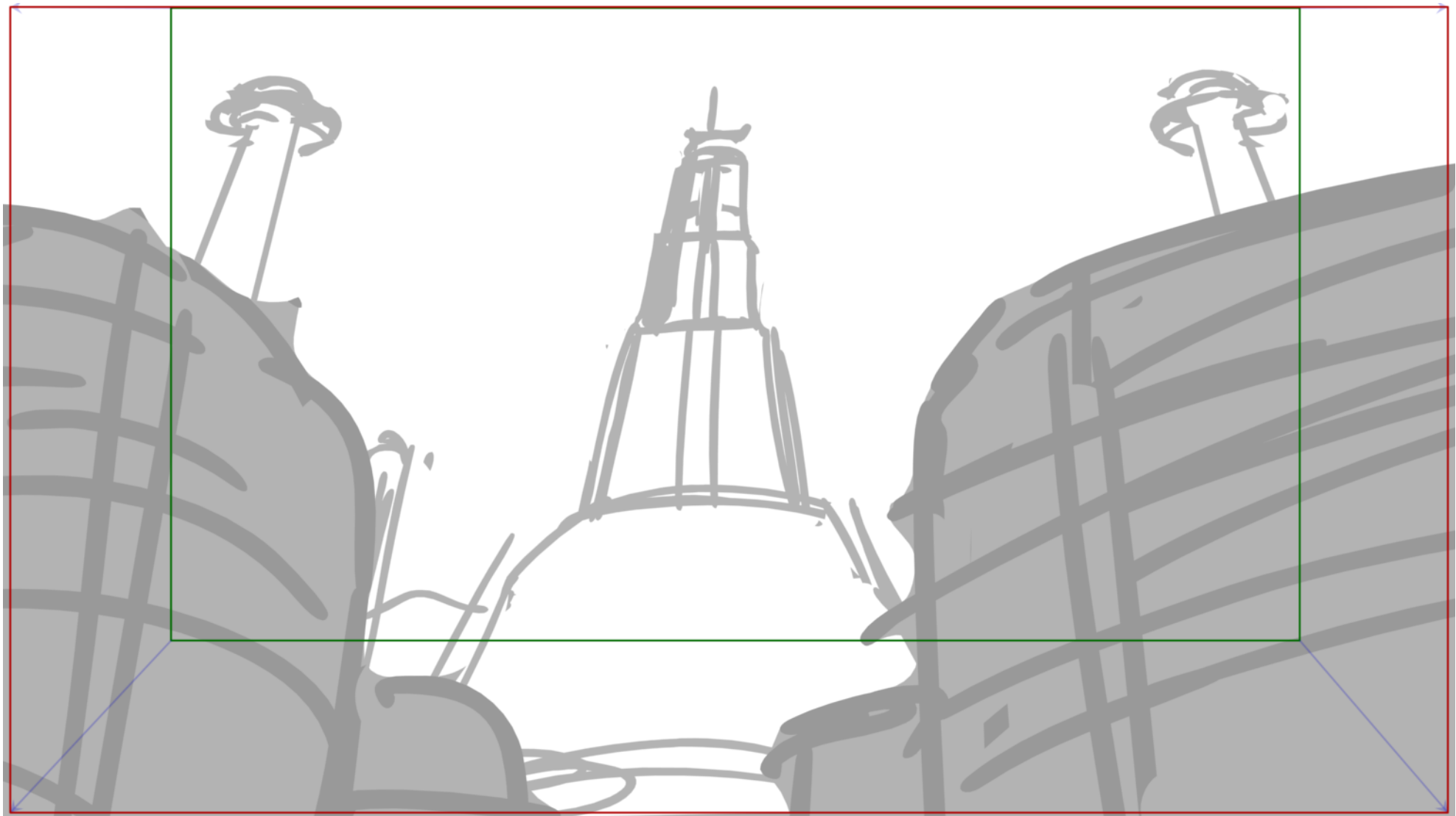
00010

Panel

15

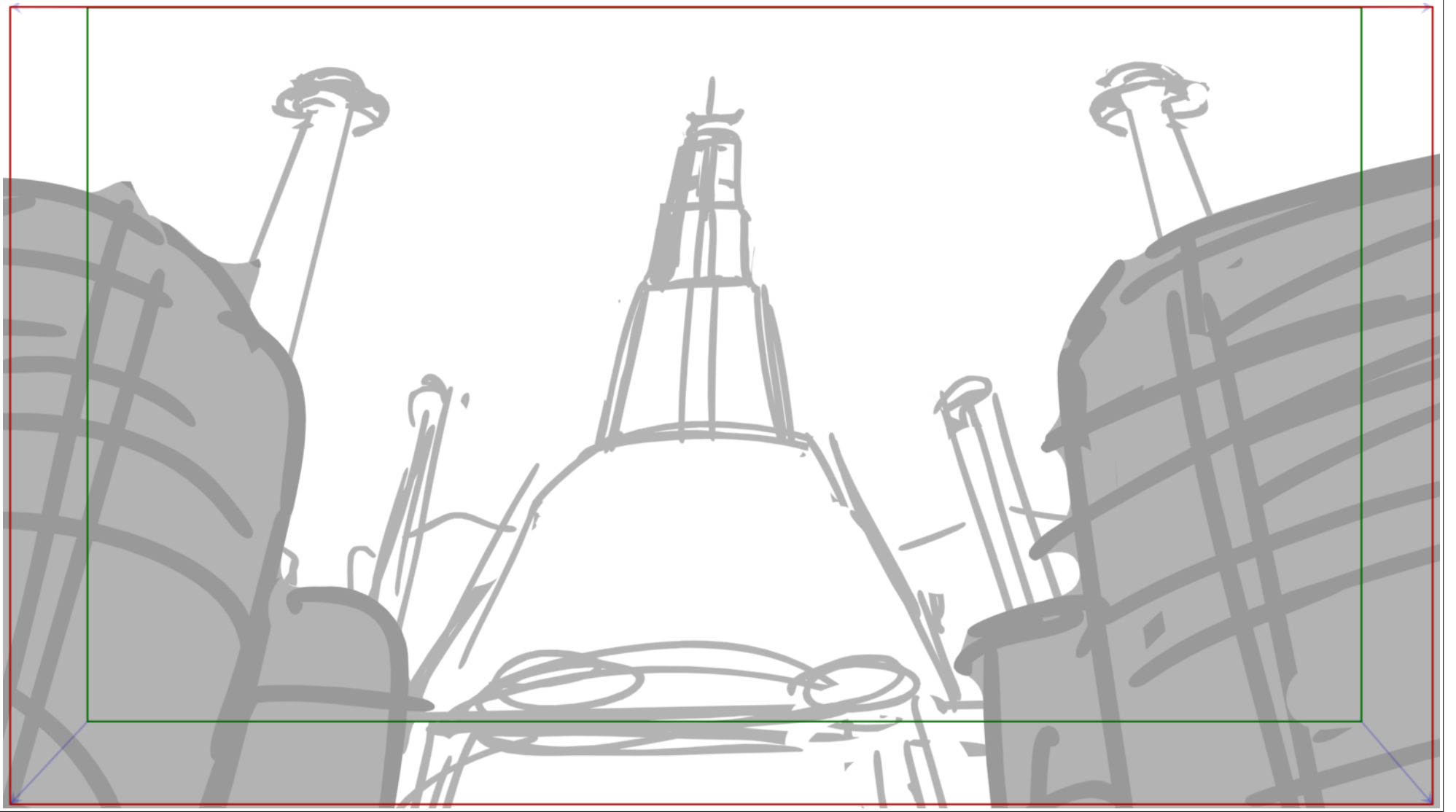


Scene 00020	Panel 1
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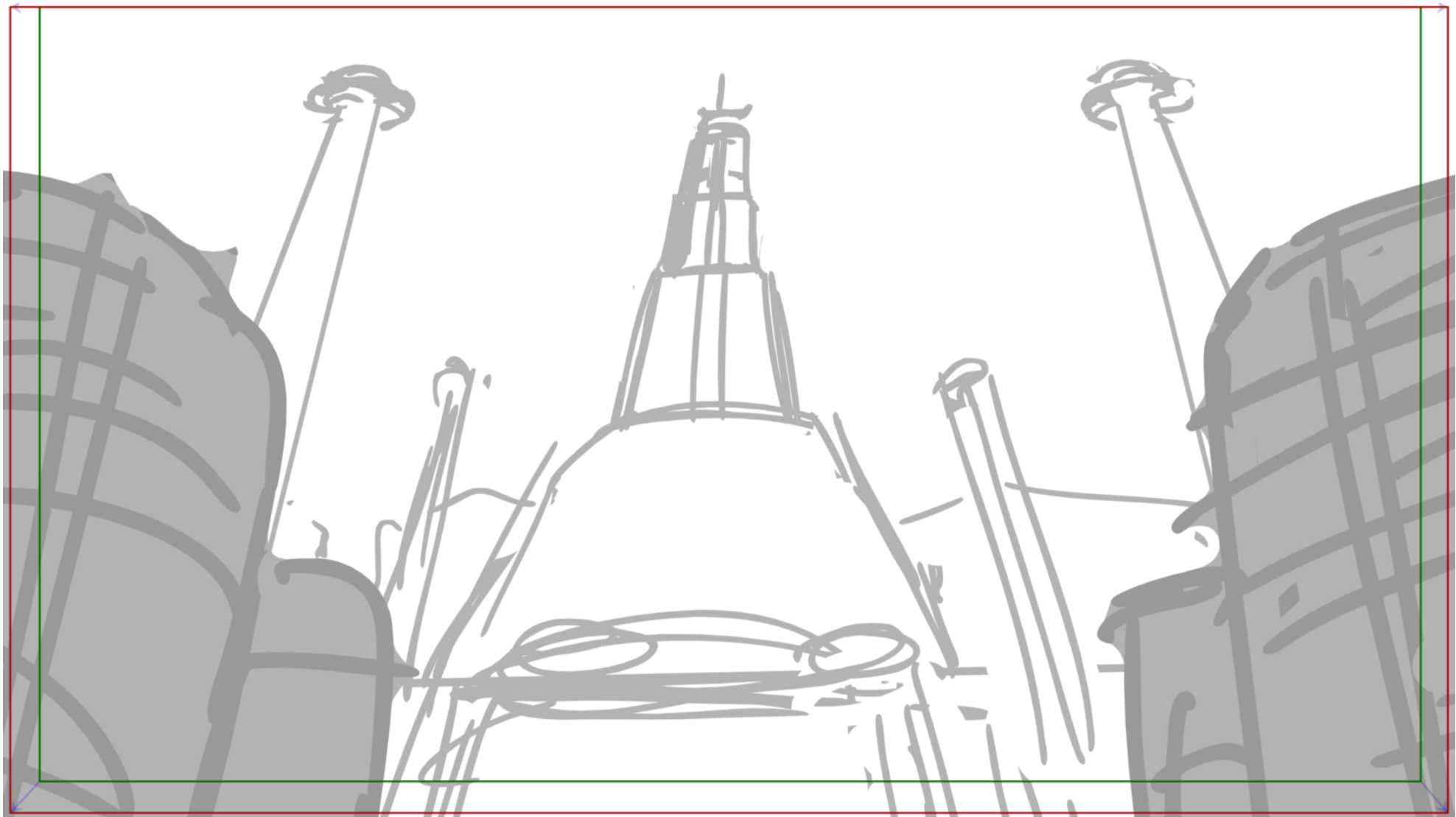


Notes
Camera trucks out to Academy tower

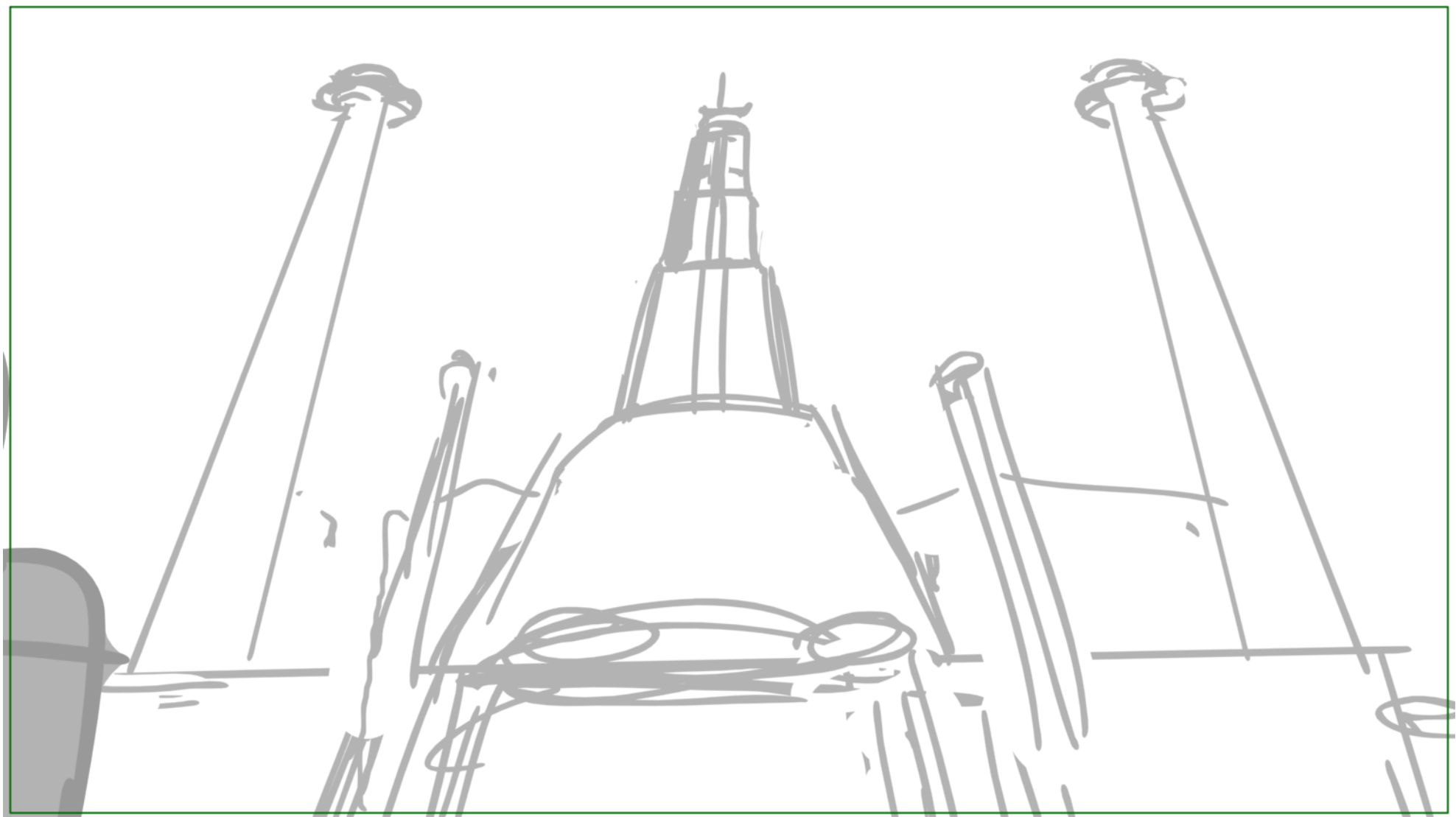
Scene 00020	Panel 2
----------------	------------



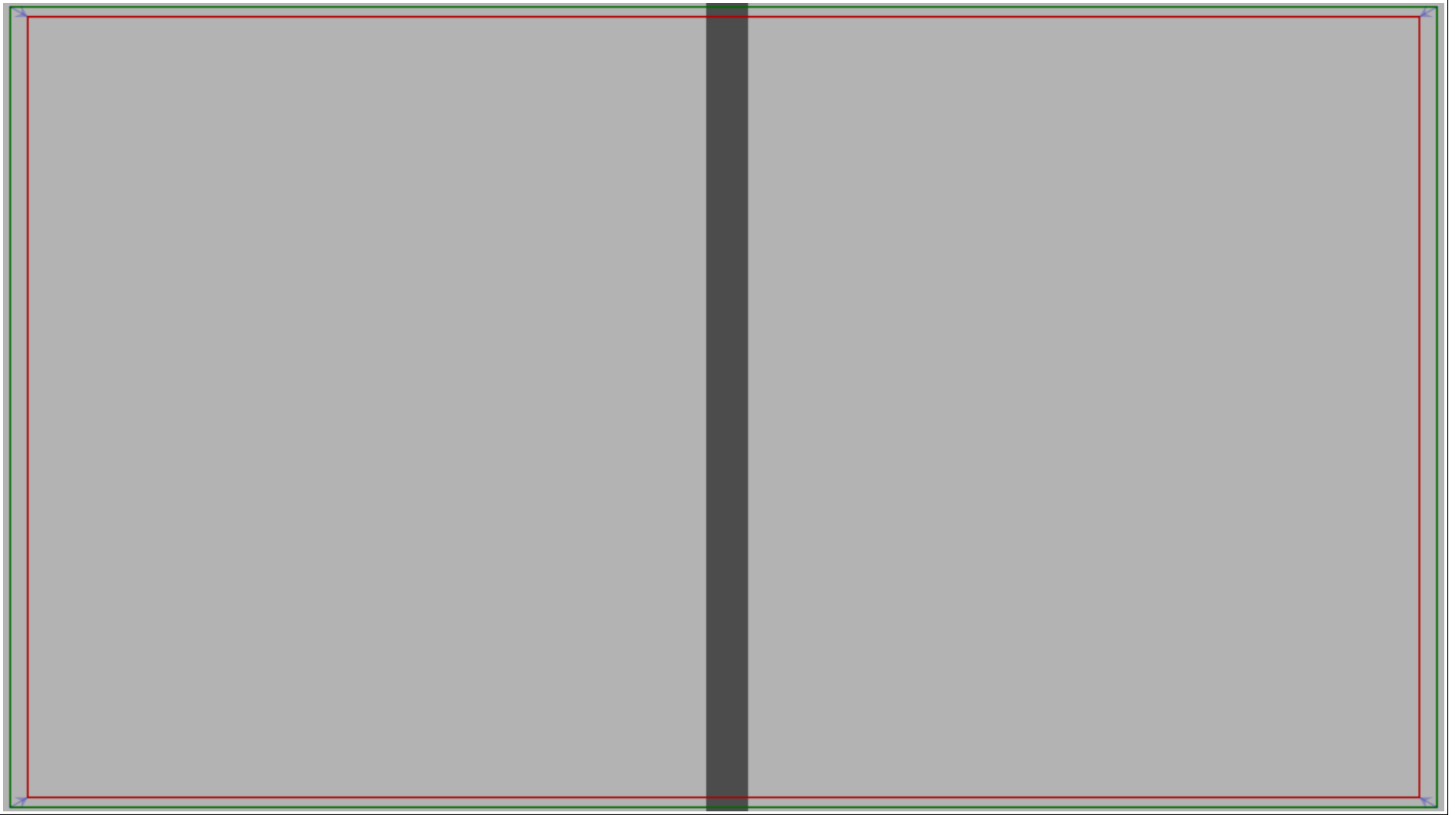
Scene 00020	Panel 3
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Scene 00020	Panel 4
----------------	------------

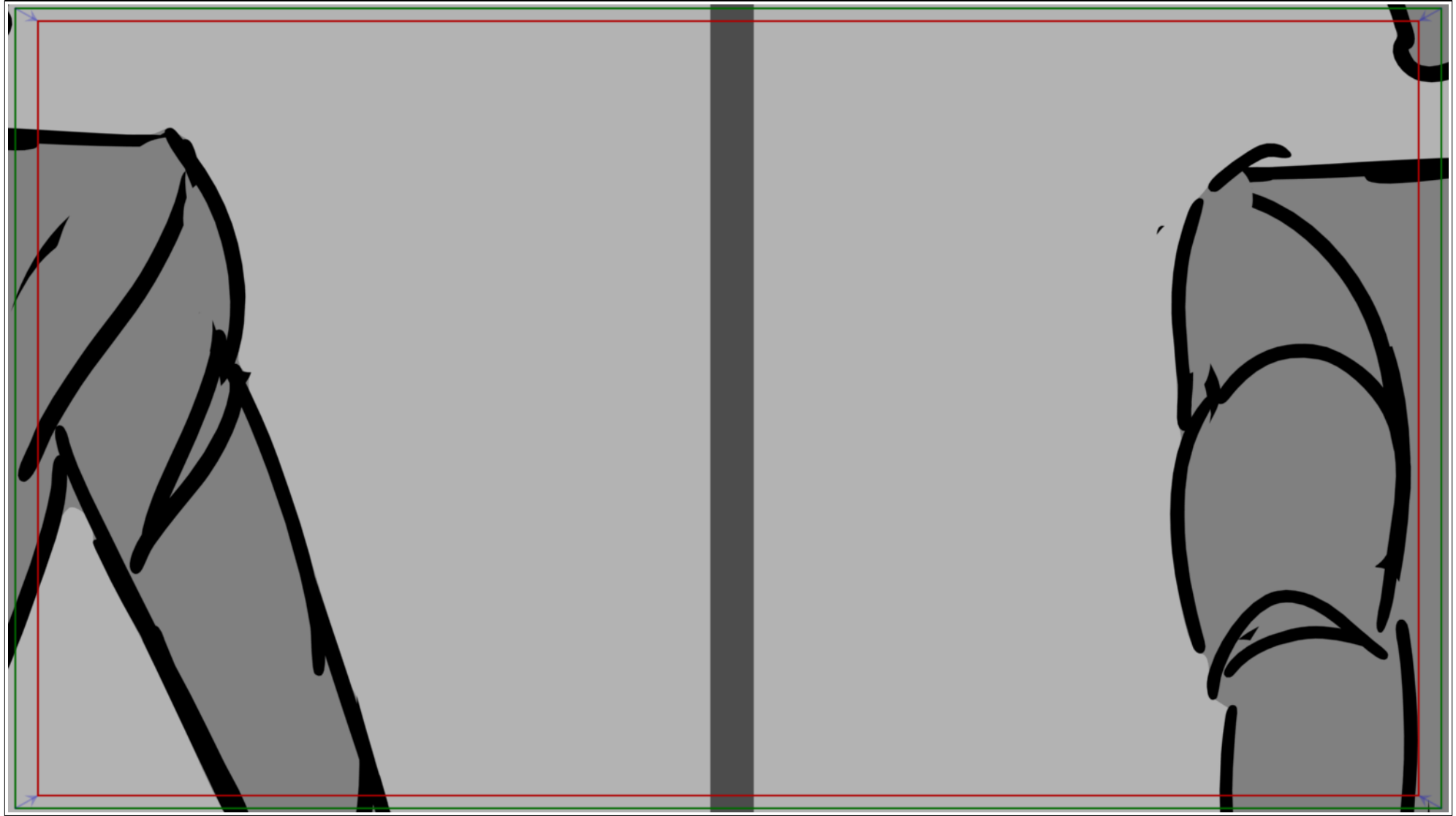


Scene 00030	Panel 1
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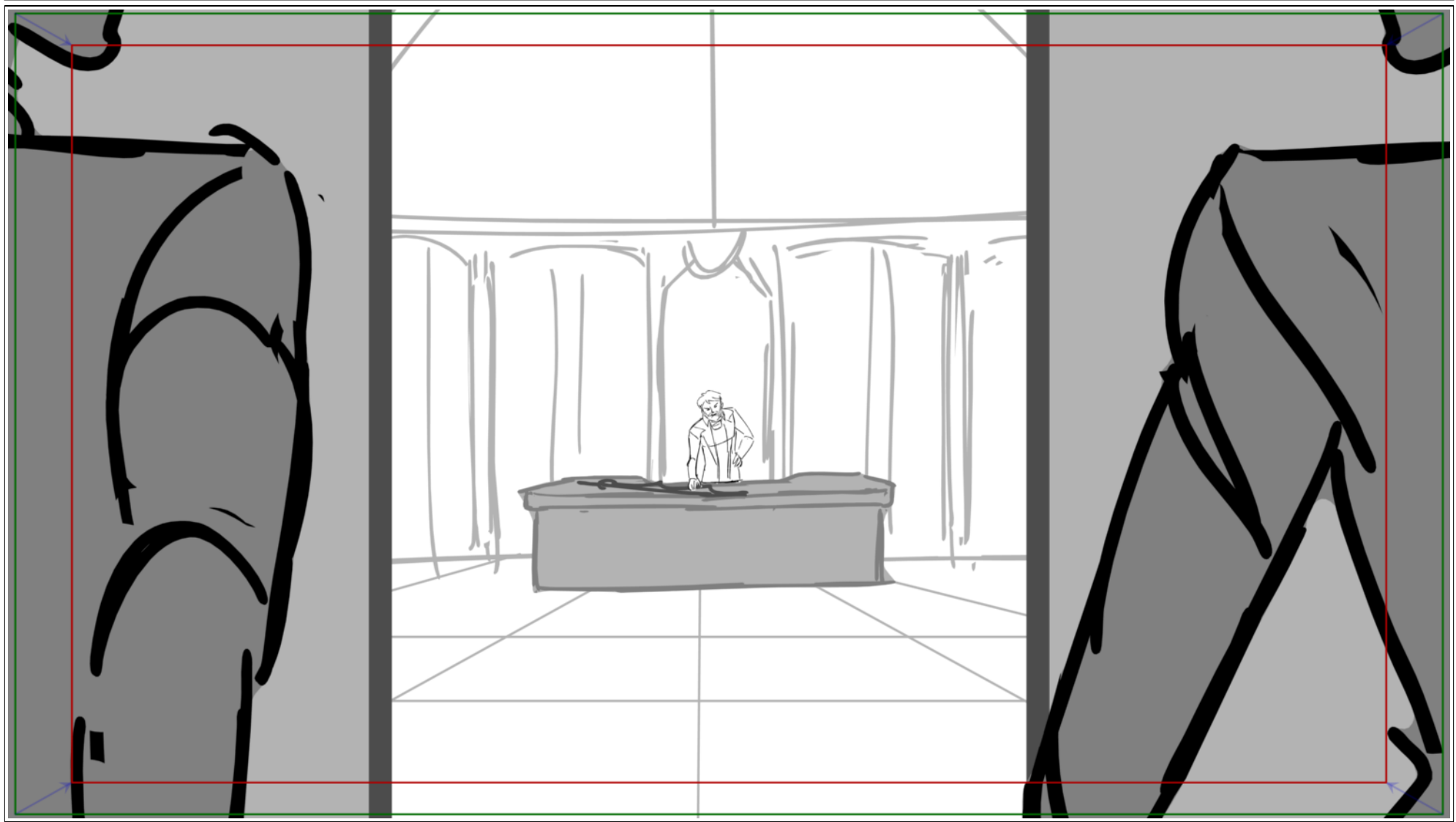


Notes
Camera trucks in as guards enter room

Scene 00030	Panel 2
----------------	------------

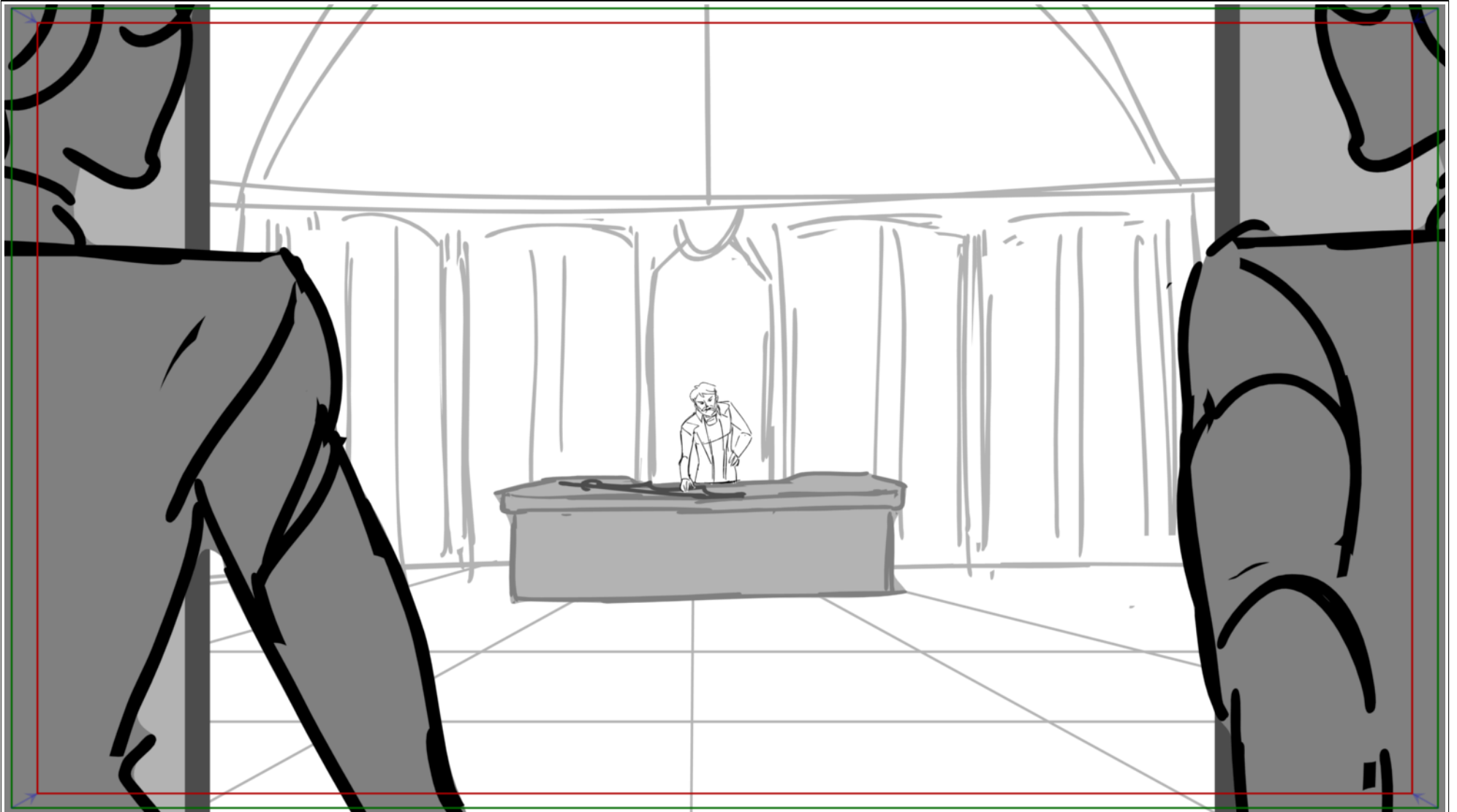


Scene 00030	Panel 3
----------------	------------



Scene
00030

Panel
4



Scene

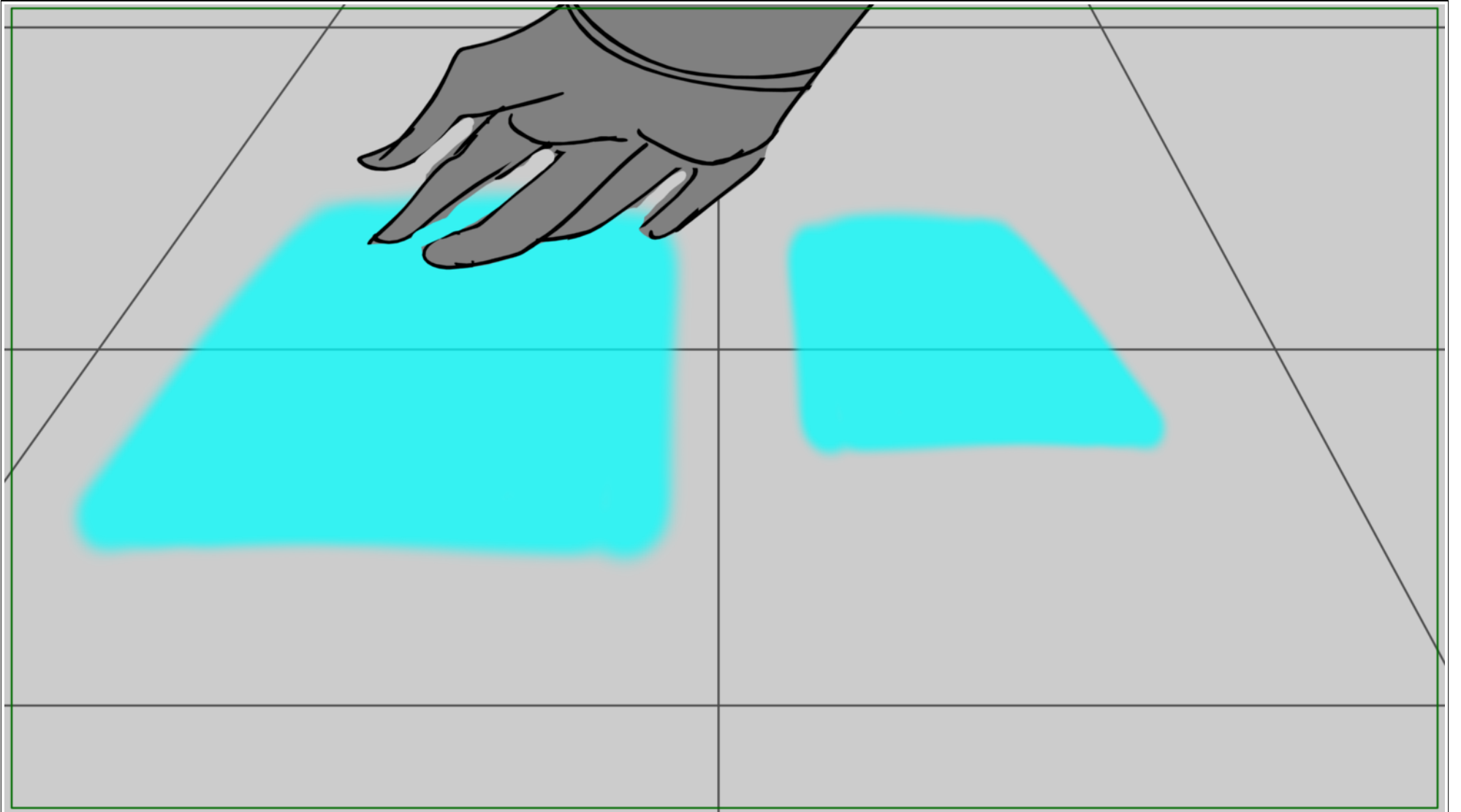
00030

Panel

5

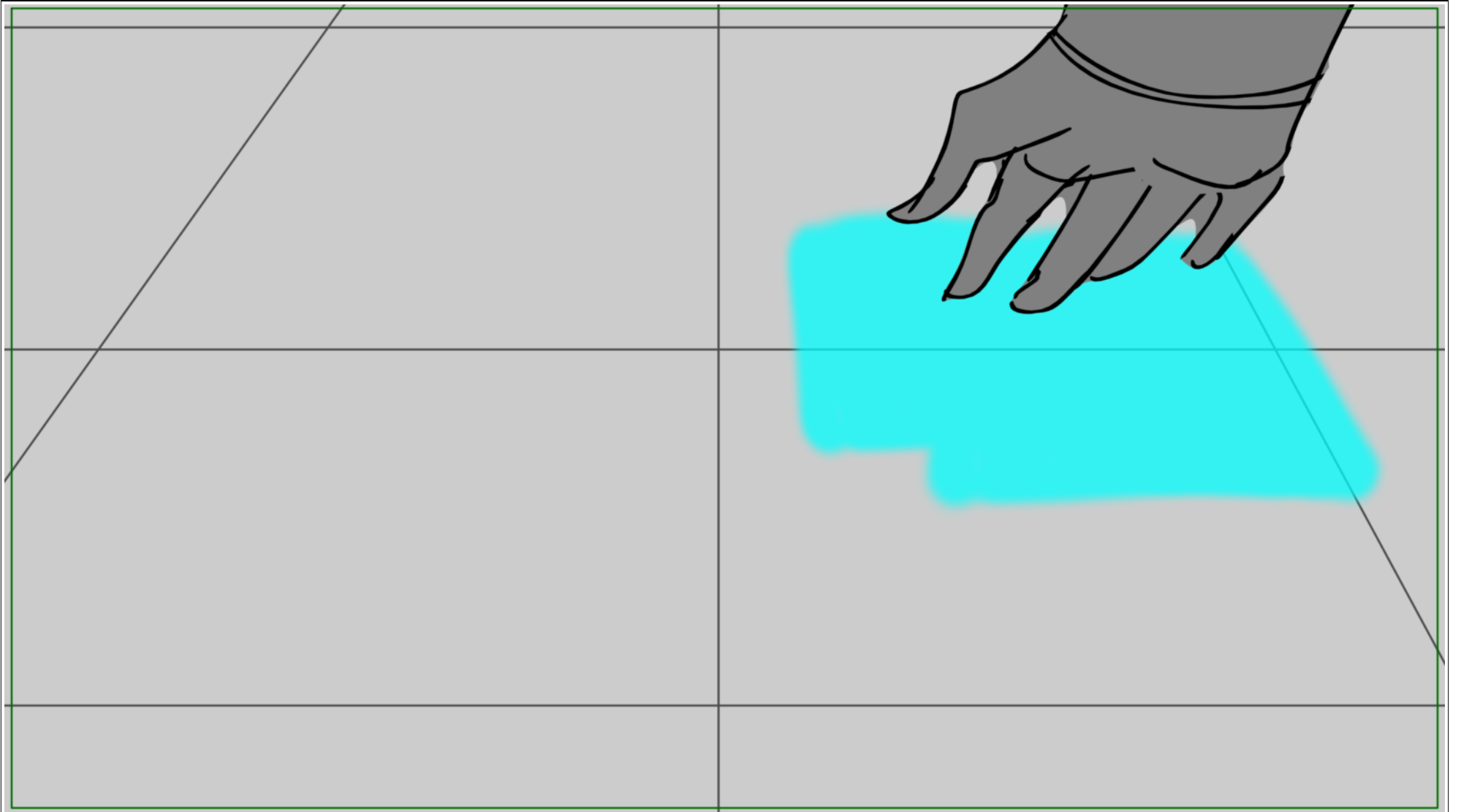


Scene 00040	Panel 1
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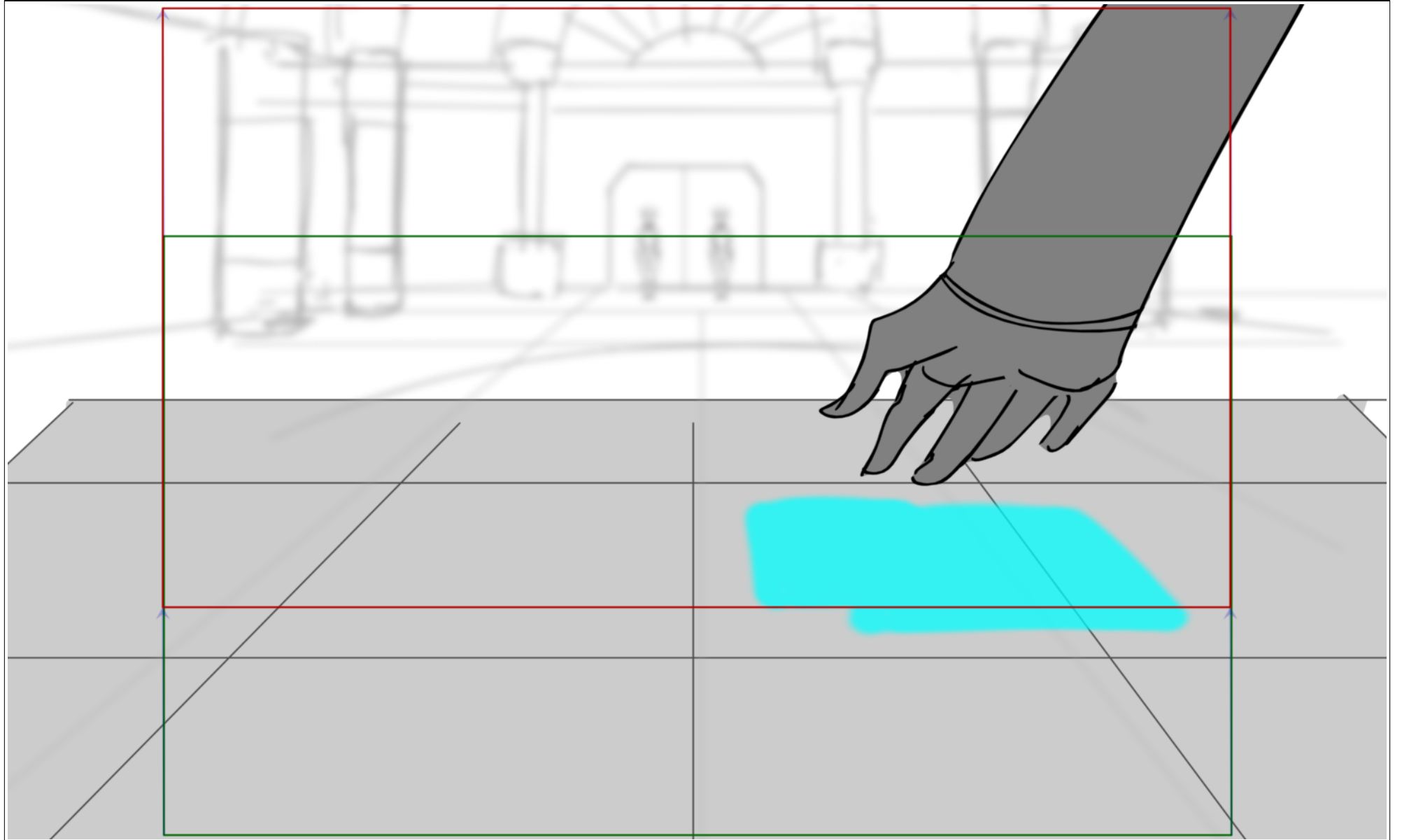


Empty text area at the bottom of the storyboard panel.

Scene 00040	Panel 2
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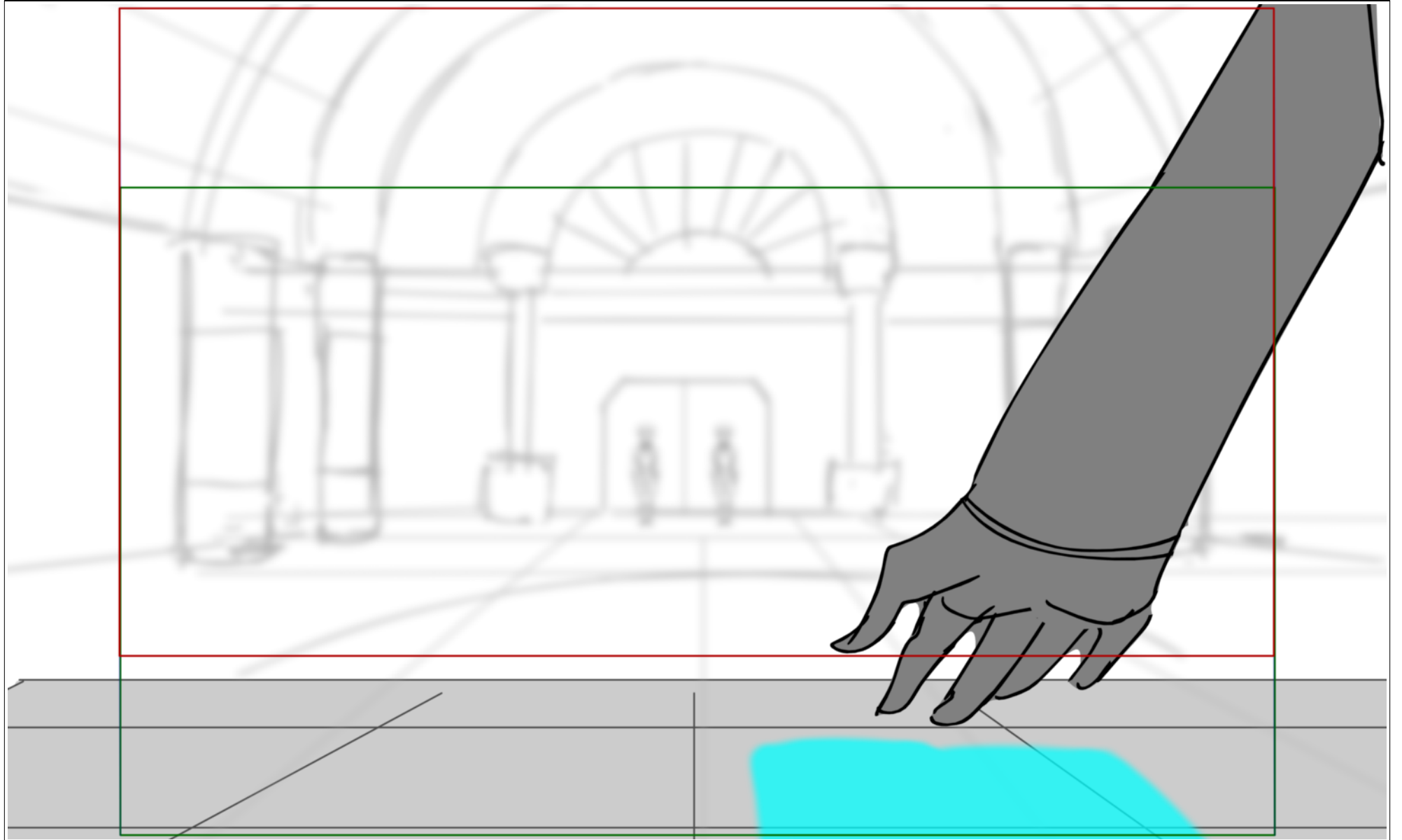


Scene 00040	Panel 3
----------------	------------



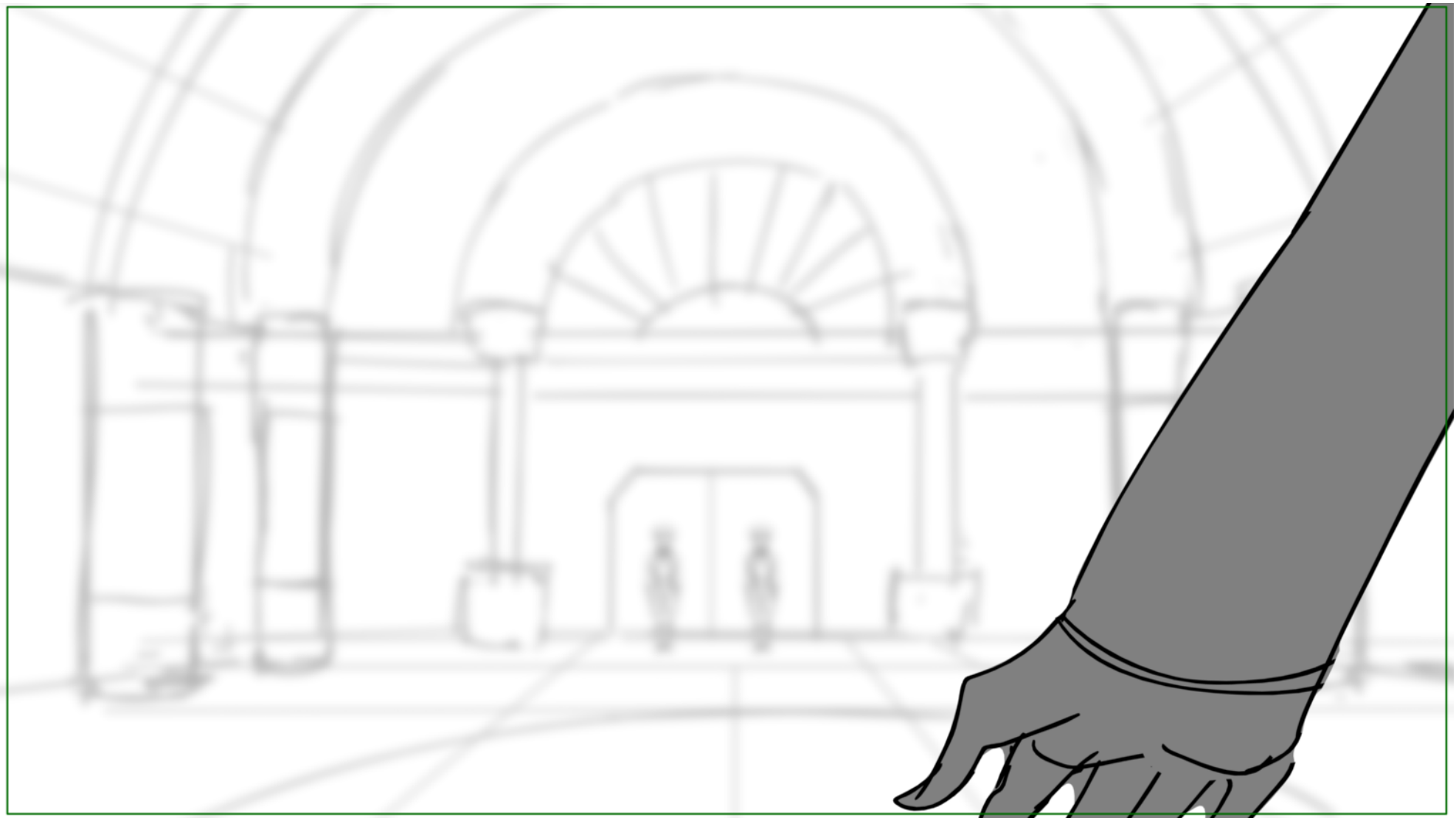
Notes
Camera pans up

Scene 00040	Panel 4
----------------	------------

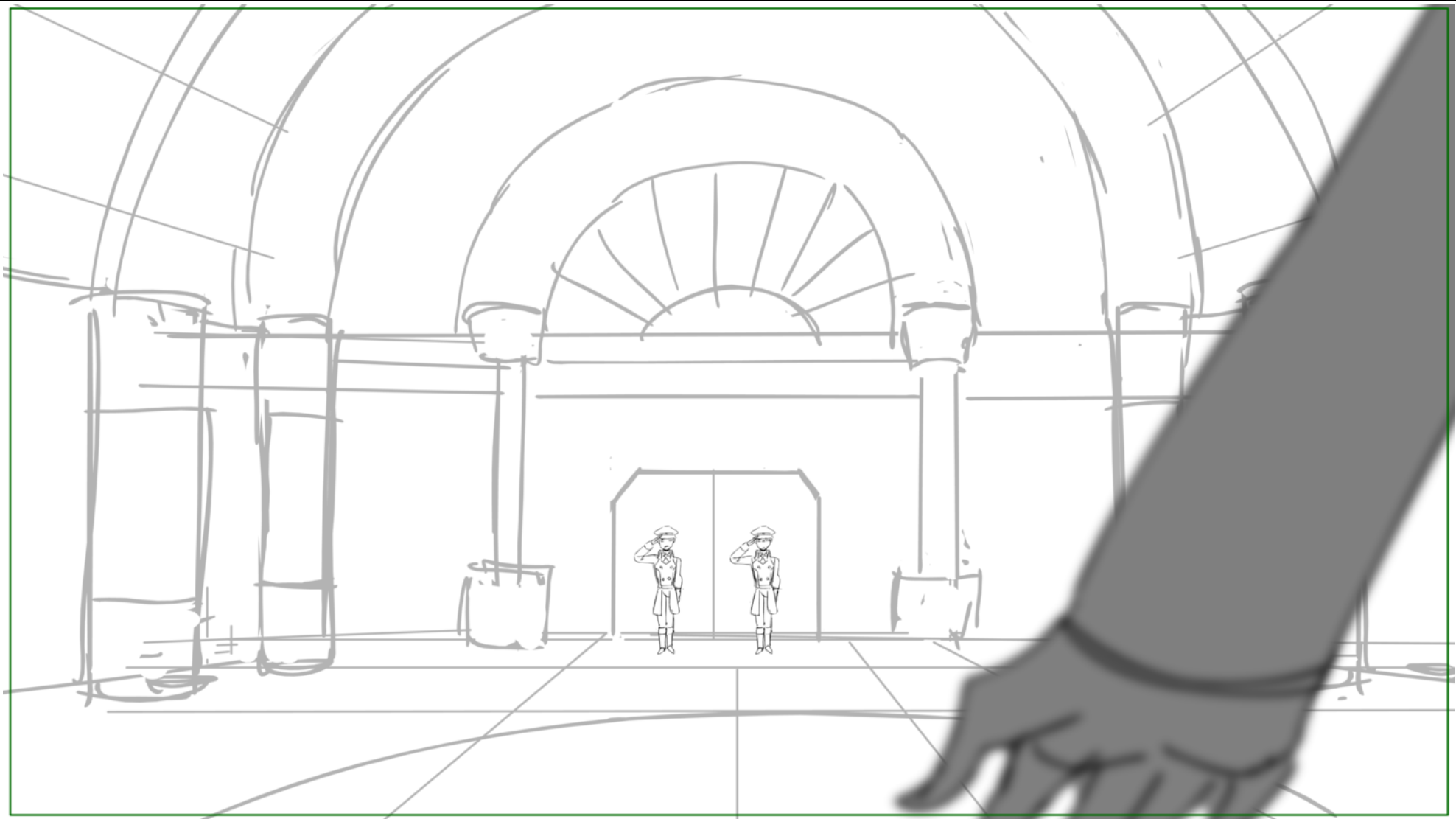


Notes
Rack focus FX

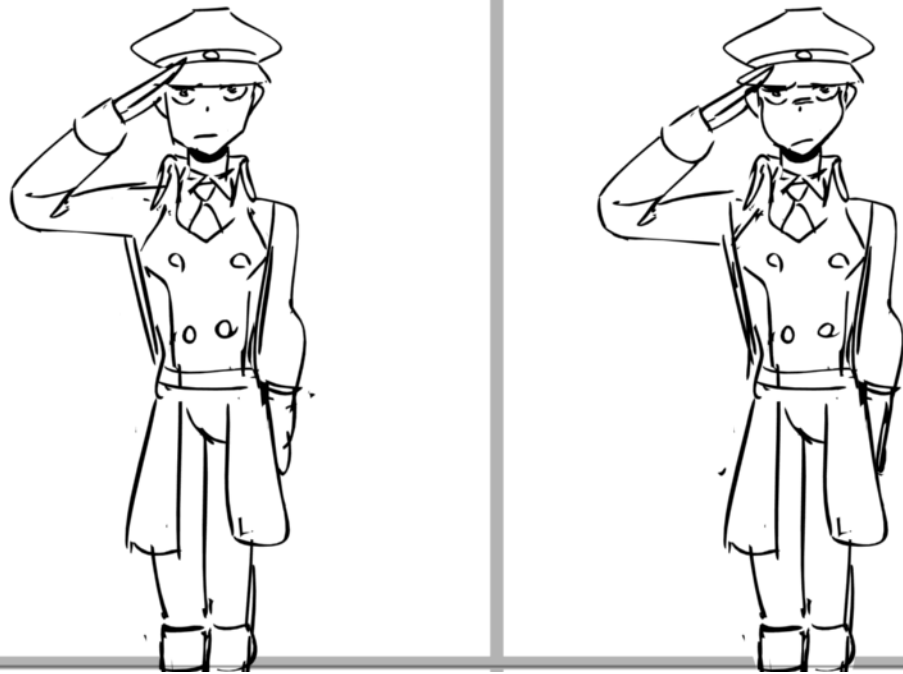
Scene 00040	Panel 5
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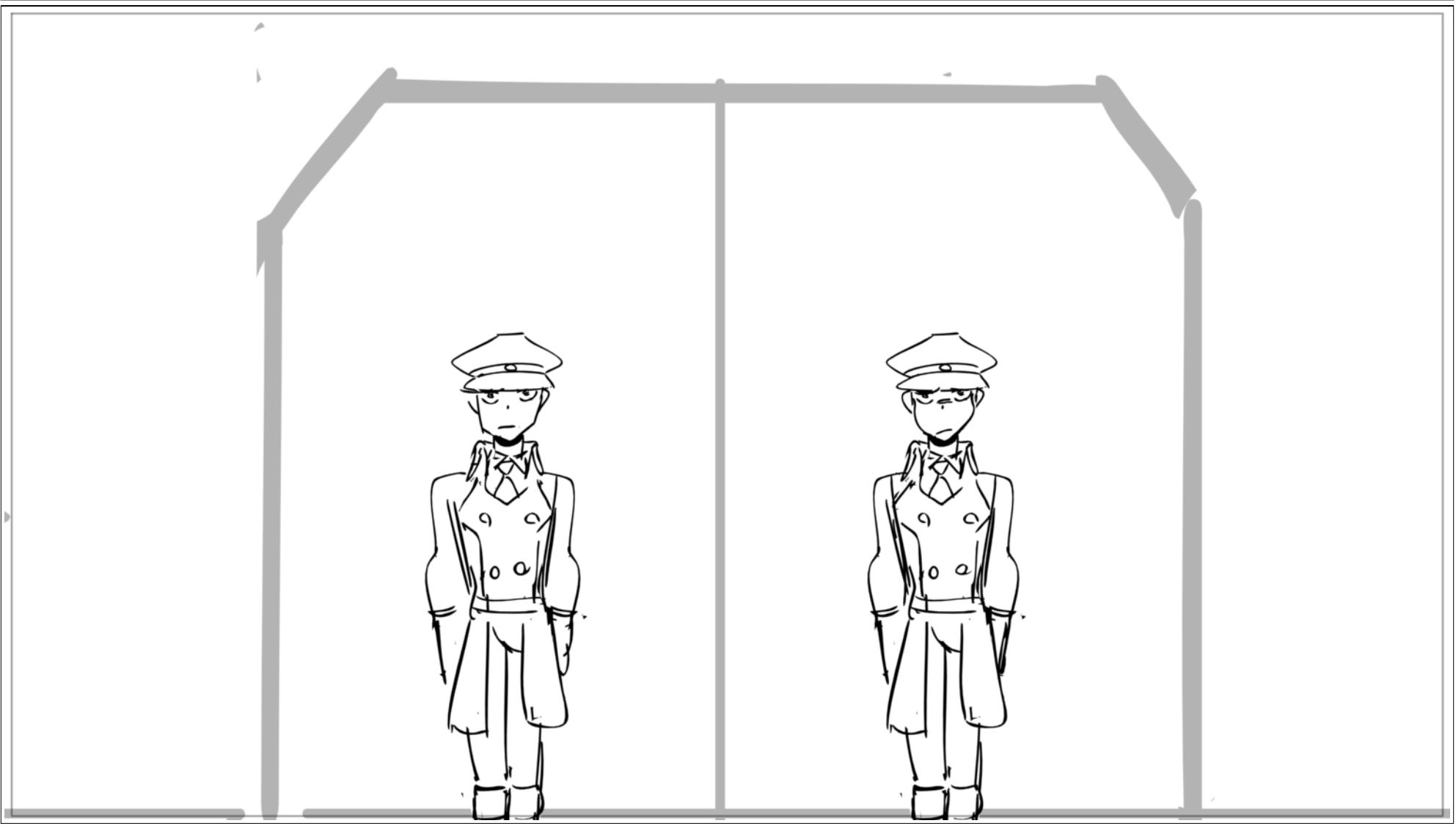
Scene 00040	Panel 6
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Scene 00050	Panel 1
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Scene 00050	Panel 2
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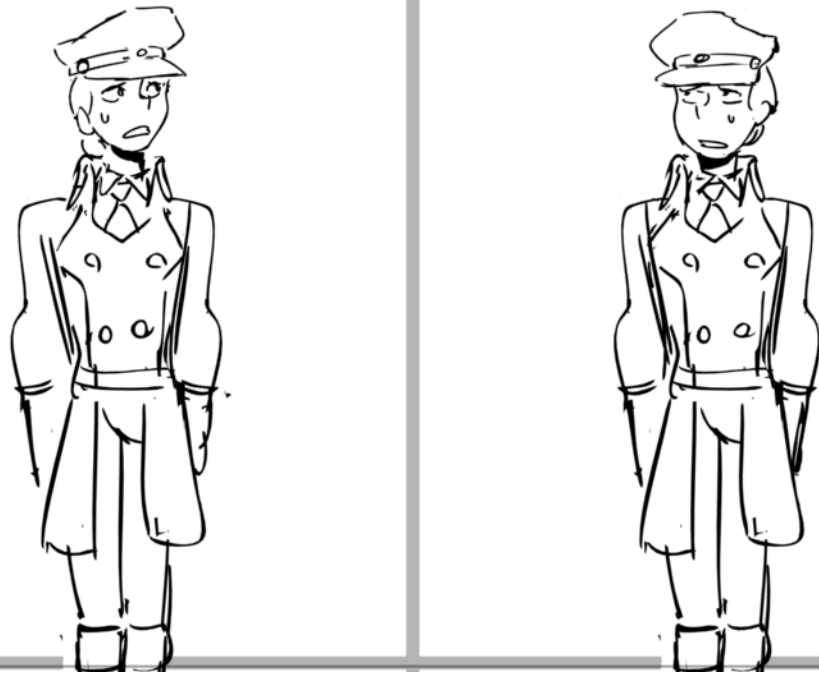


Scene

00050

Panel

3



Dialog

11 OFFICER 1

Sir, we have confirmation that Dr. Watts has escaped military headquarters with the assistance of Cinder Fall. We do have Jacques Schnee in custody--

Notes

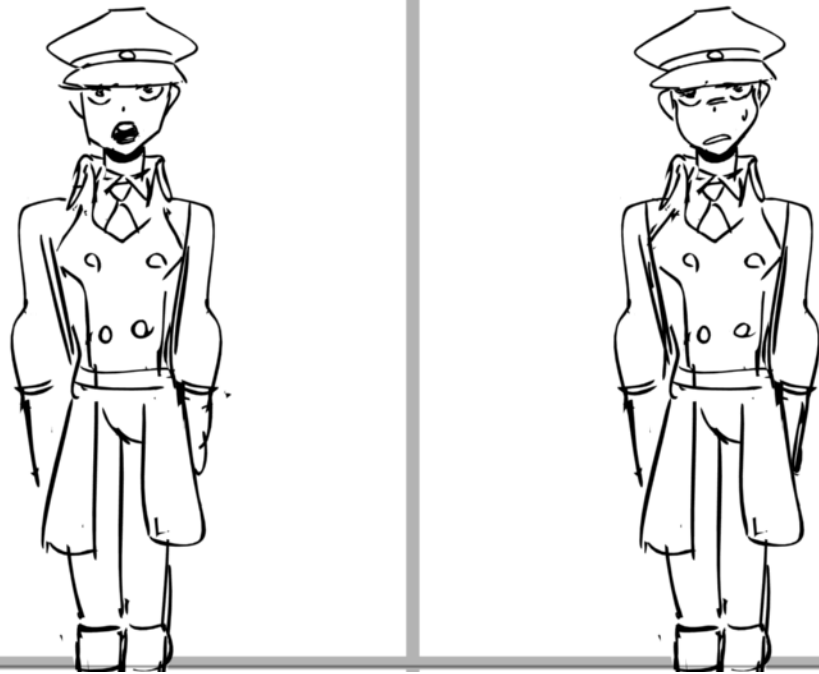
soldiers glance at each other before they speak to IW

Scene

00050

Panel

4



Dialog

11 OFFICER 1

Sir, we have confirmation that Dr. Watts has escaped military headquarters with the assistance of Cinder Fall. We do have Jacques Schnee in custody--

Scene 00060	Panel 1
----------------	------------

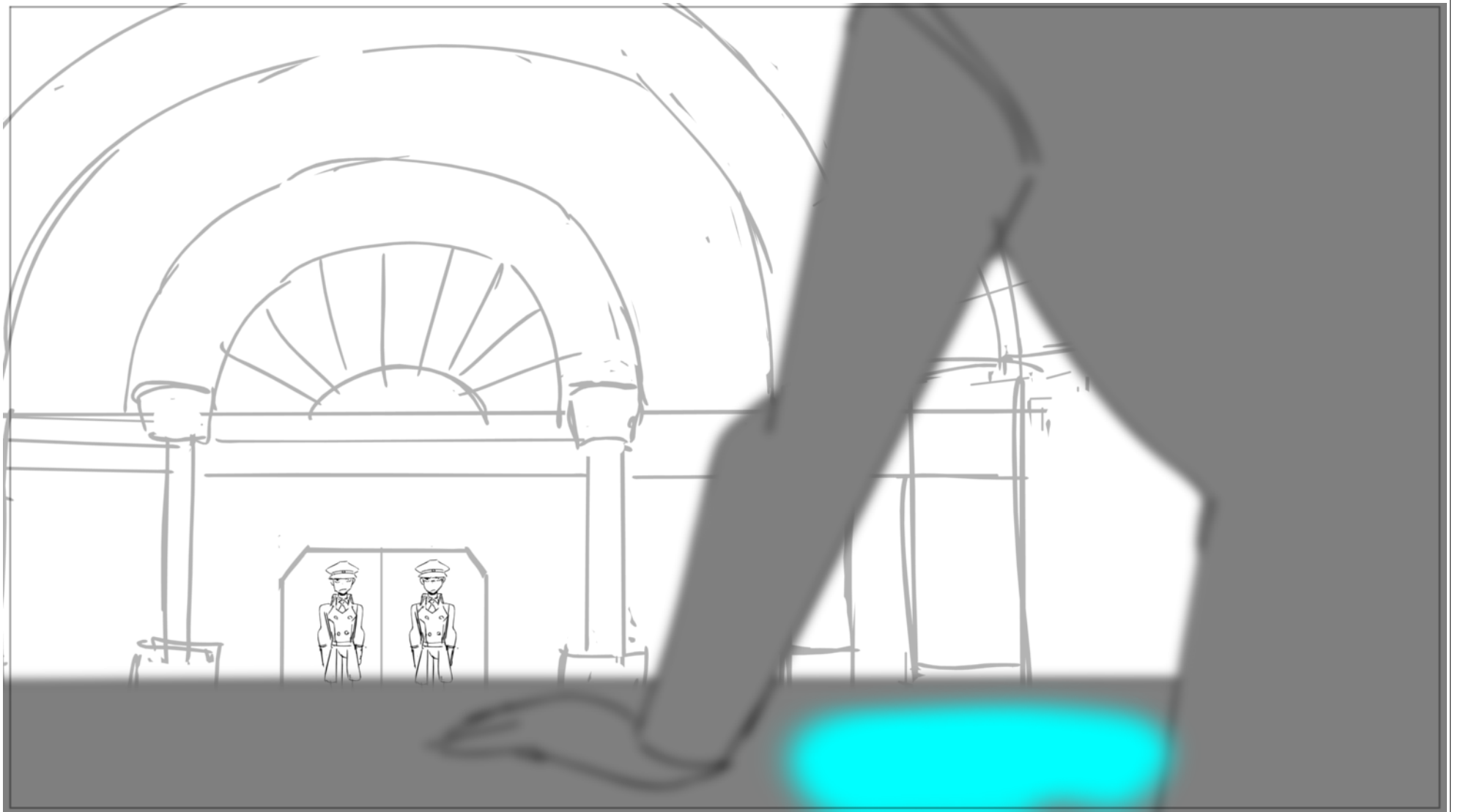


Scene 00060	Panel 2
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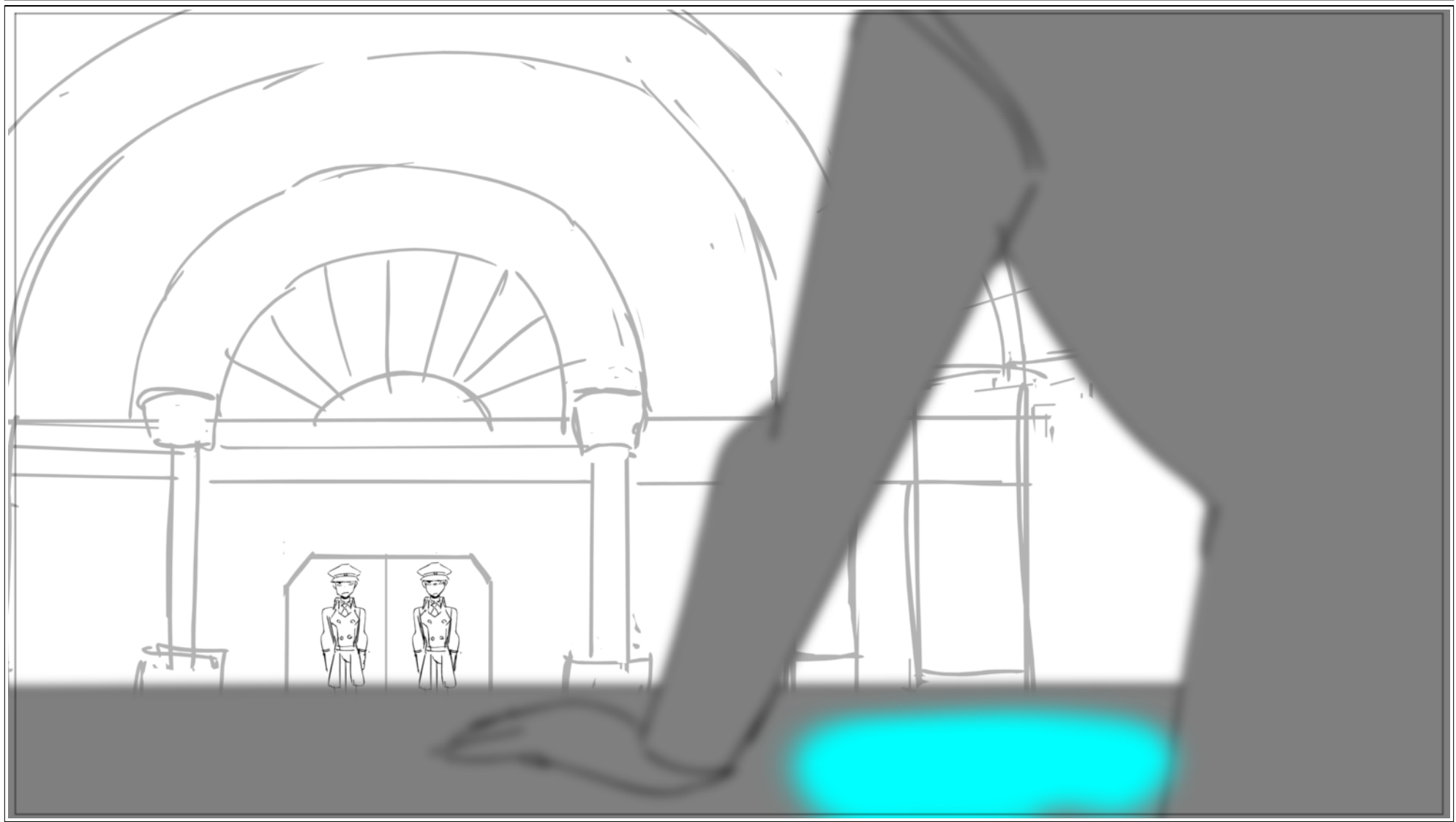
Dialog
12 IRONWOOD
I don?t give a damn about Jacques Schnee!

Scene 00070	Panel 1
----------------	------------

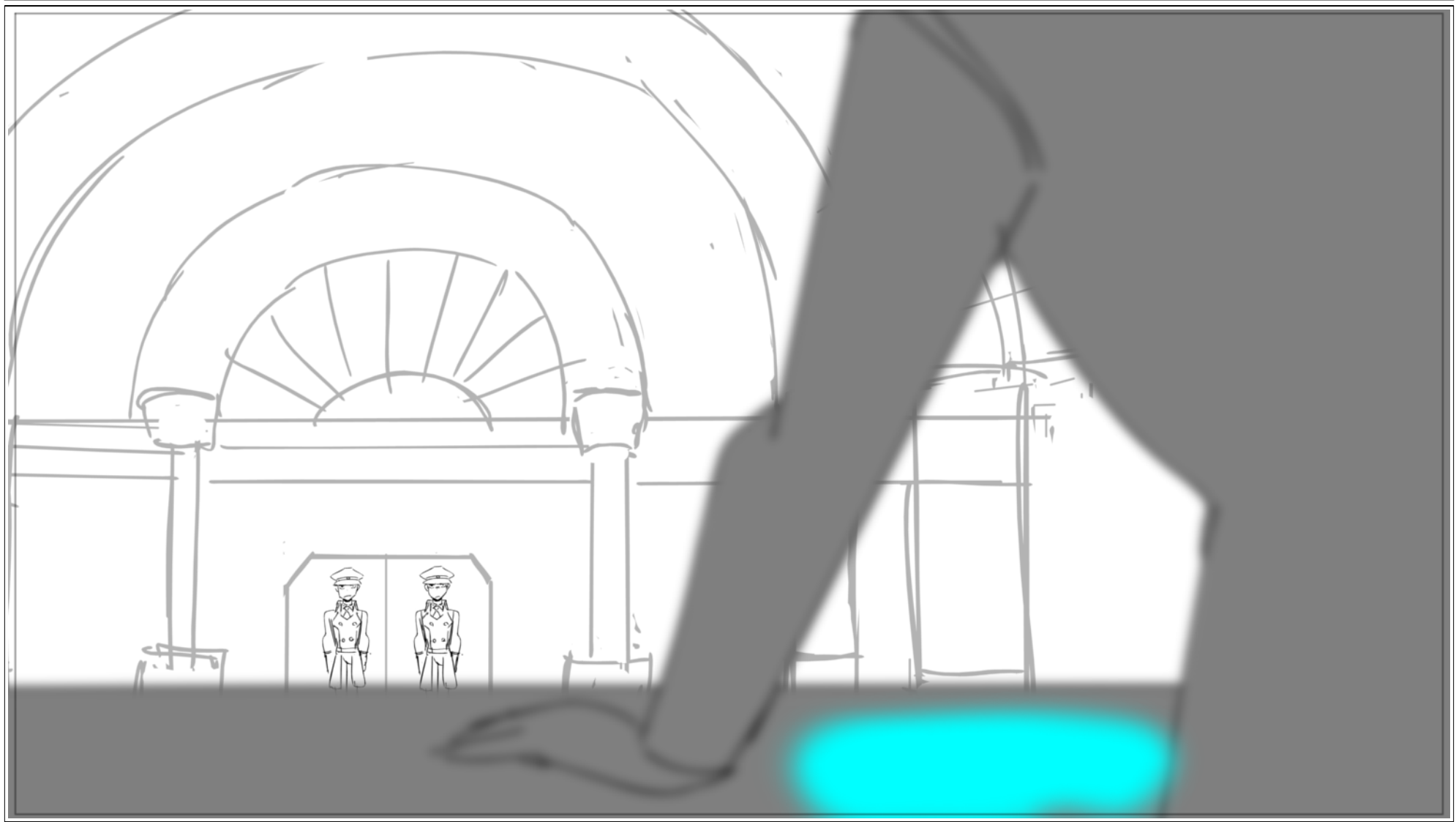


Notes
Guards react

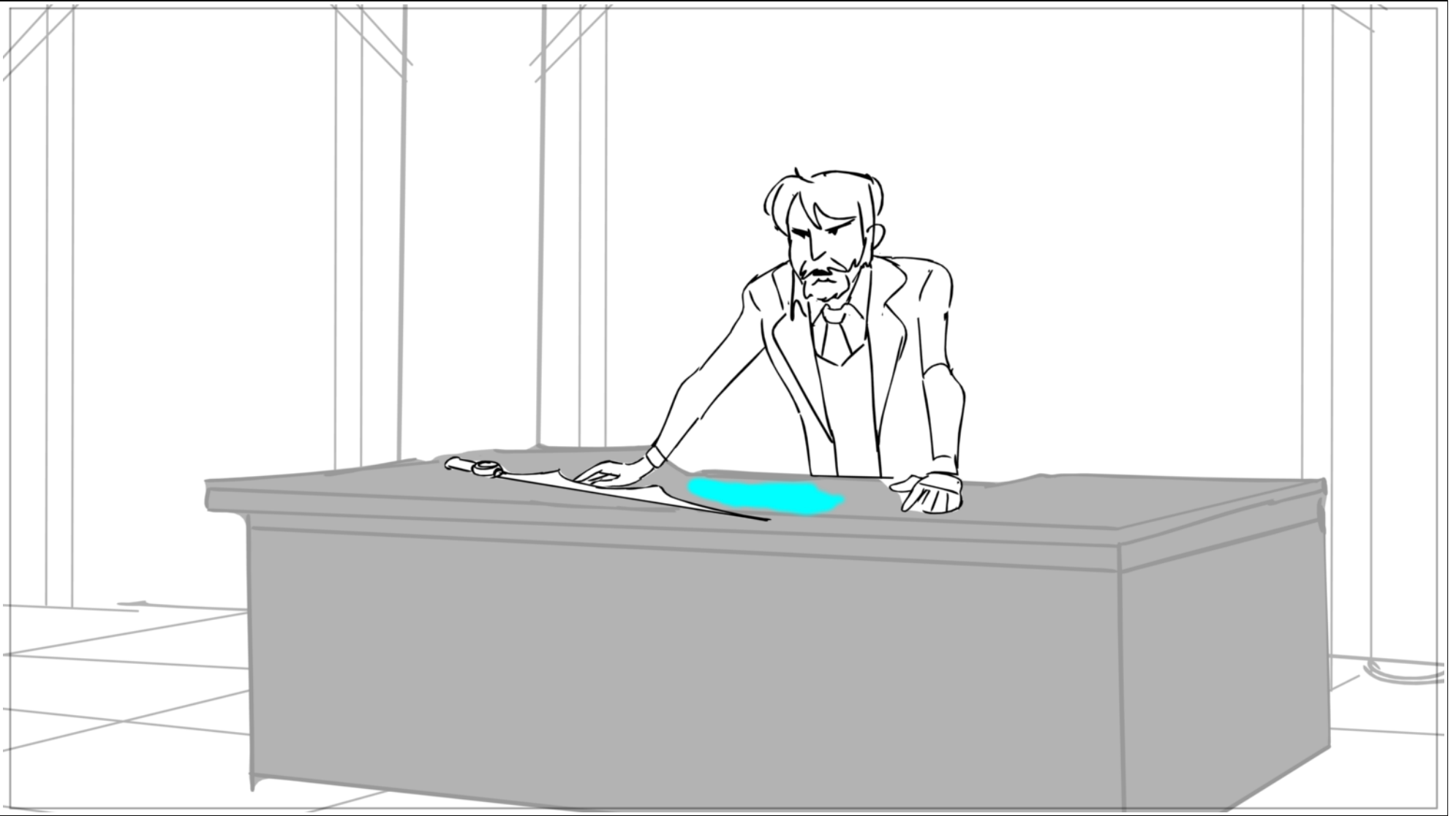
Scene 00070	Panel 2
----------------	------------



Scene 00070	Panel 3
----------------	------------



Scene 00080	Panel 1
----------------	------------



Dialog
12 IRONWOOD
What about the other two?

Scene

00090

Panel

1



Dialog

13 OFFICER 1 (voice trembling)

Sir. Branwen and Hill...

Scene 00090	Panel 2
----------------	------------



Notes
Soldier lowers head and gulps in between dial

Scene 00090	Panel 3
----------------	------------



Notes
Soldier lowers head and gulps in between dial

Scene 00090	Panel 4
----------------	------------



Scene 00090	Panel 5
----------------	------------



Scene 00090	Panel 6
----------------	------------



Scene

00090

Panel

7



Dialog

13 OFFICER 1 (voice trembling)
have evaded capture.

Scene

00100

Panel

1



Dialog

13 OFFICER 1 (voice trembling) (cont'd)

But we are monitoring every exit, so they must still be inside the compound.

Notes

Camera orbits around Ironwood

Scene

00100

Panel

2



Dialog

13 OFFICER 1 (voice trembling) (cont'd)

But we are monitoring every exit, so they must still be inside the compound.

Scene

00100

Panel

3



Dialog

13 OFFICER 1 (voice trembling) (cont'd)

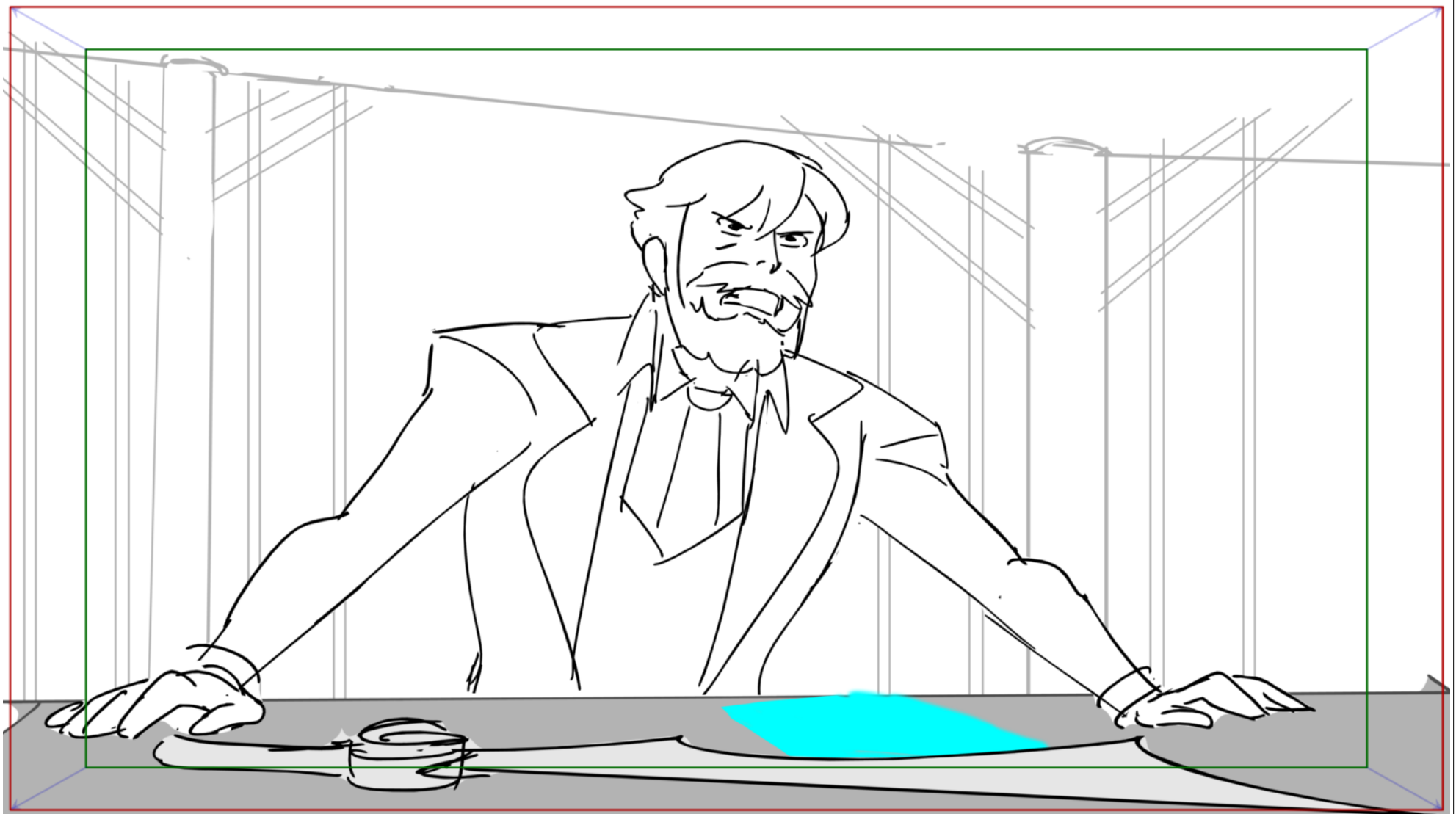
But we are monitoring every exit, so they must still be inside the compound.

Scene

00100

Panel

4



Dialog

13 OFFICER 1 (voice trembling) (cont'd)

But we are monitoring every exit, so they must still be inside the compound.

Scene 00100	Panel 5
--------------------	----------------



Scene

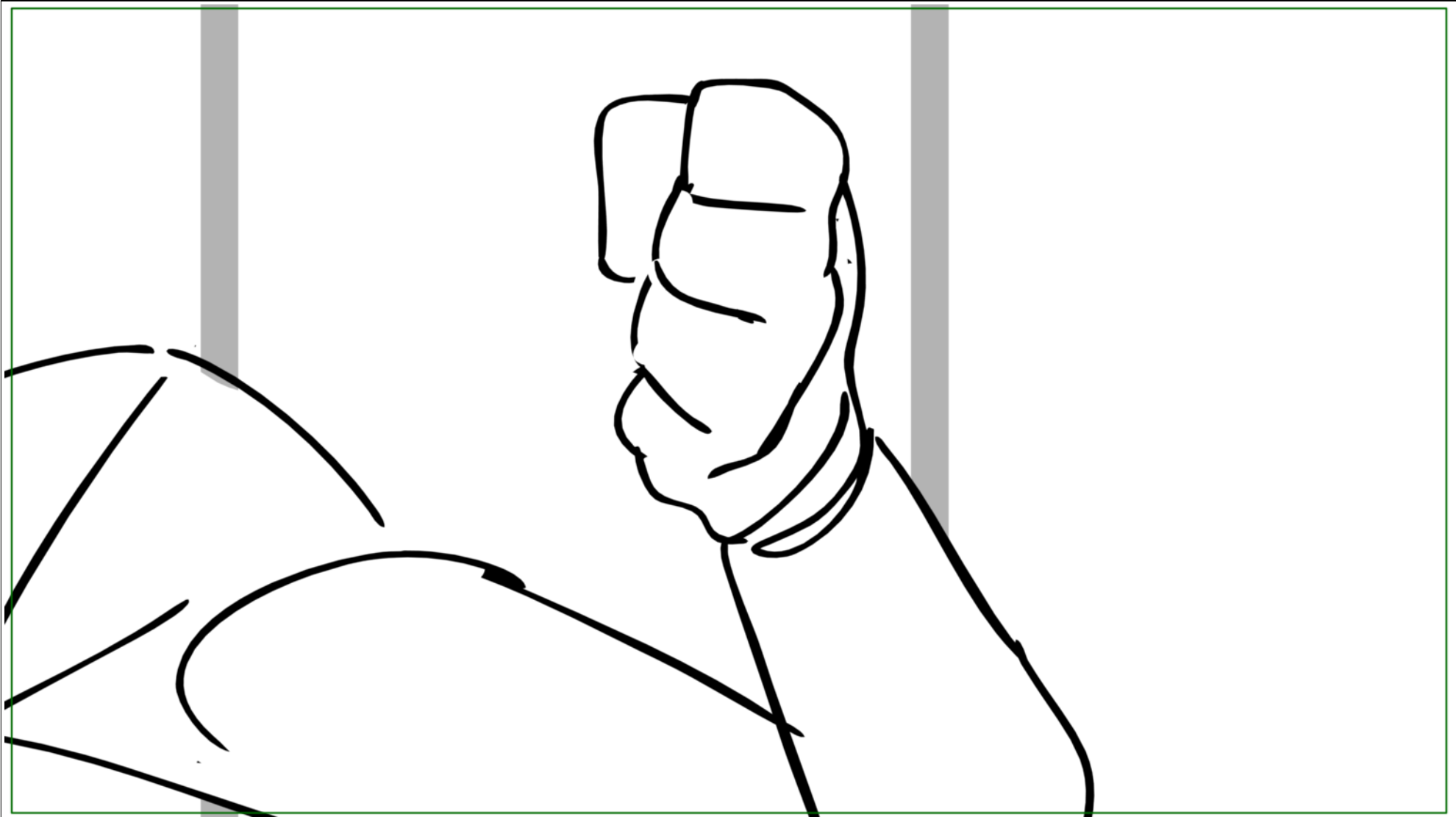
00100

Panel

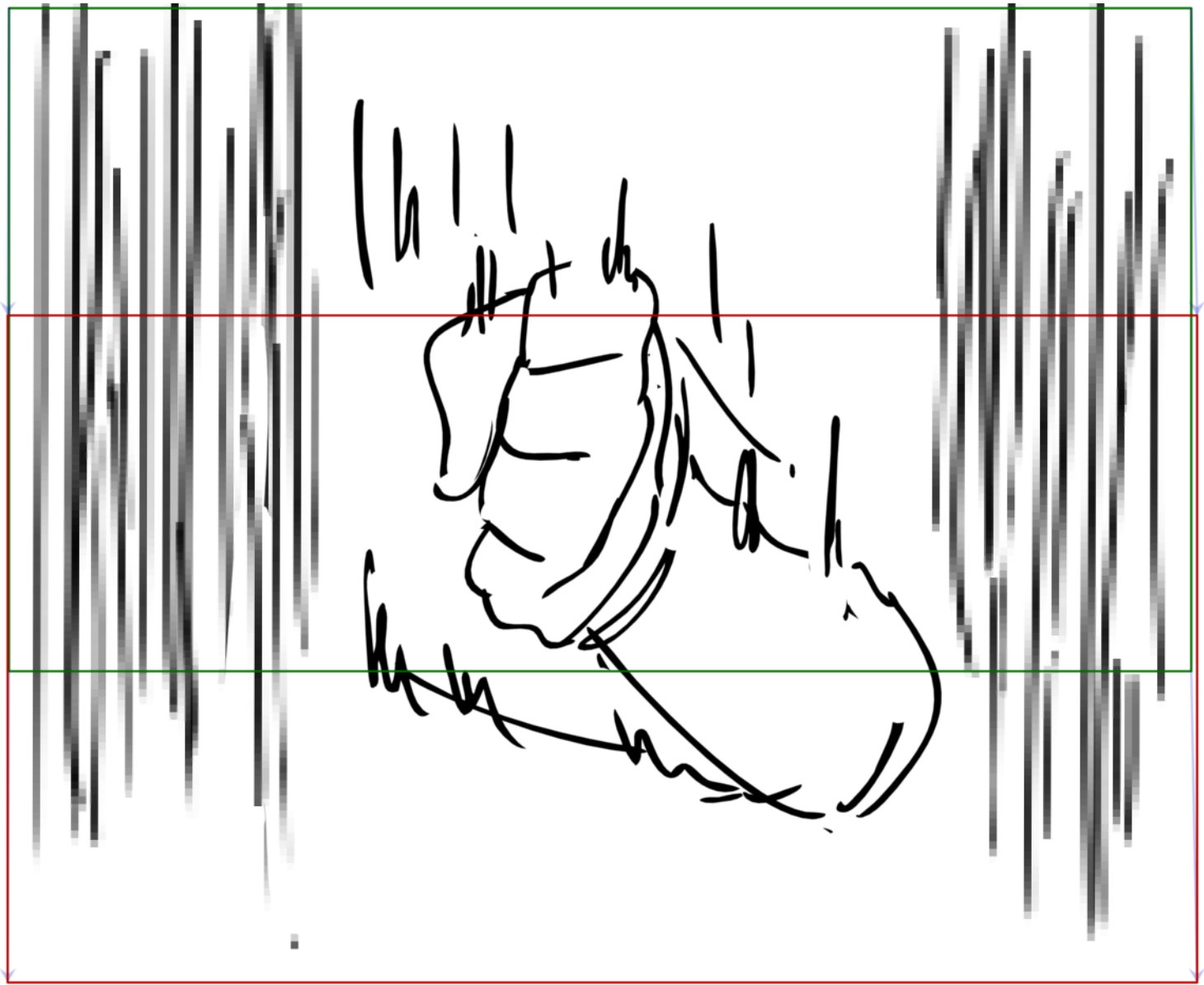
6



Scene 00110	Panel 1
----------------	------------

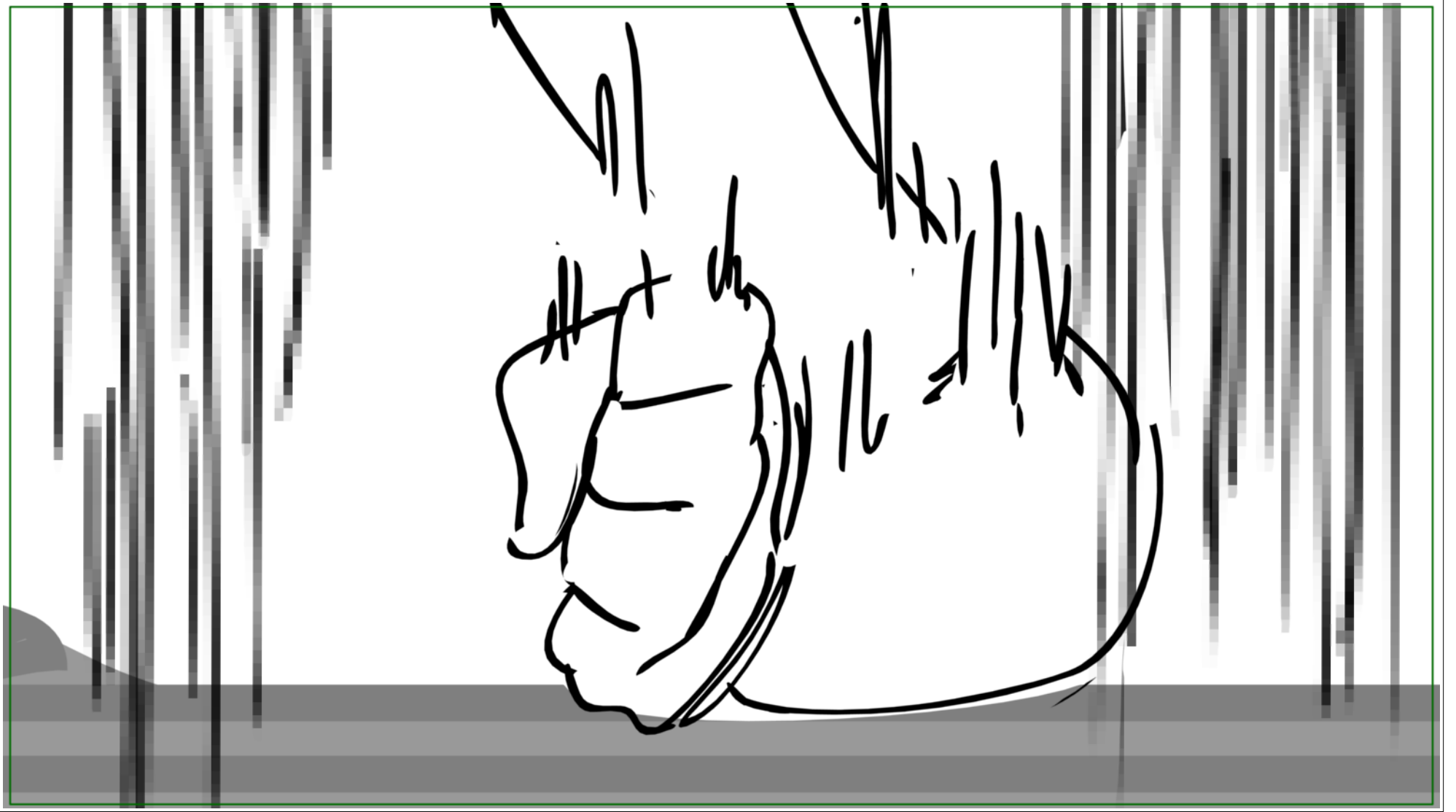


Scene 00110	Panel 2
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Notes
Cross DISS BG into Speed lines

Scene 00110	Panel 3
----------------	------------



Dialog
16 IRONWOOD
Damn it, Arthur!!

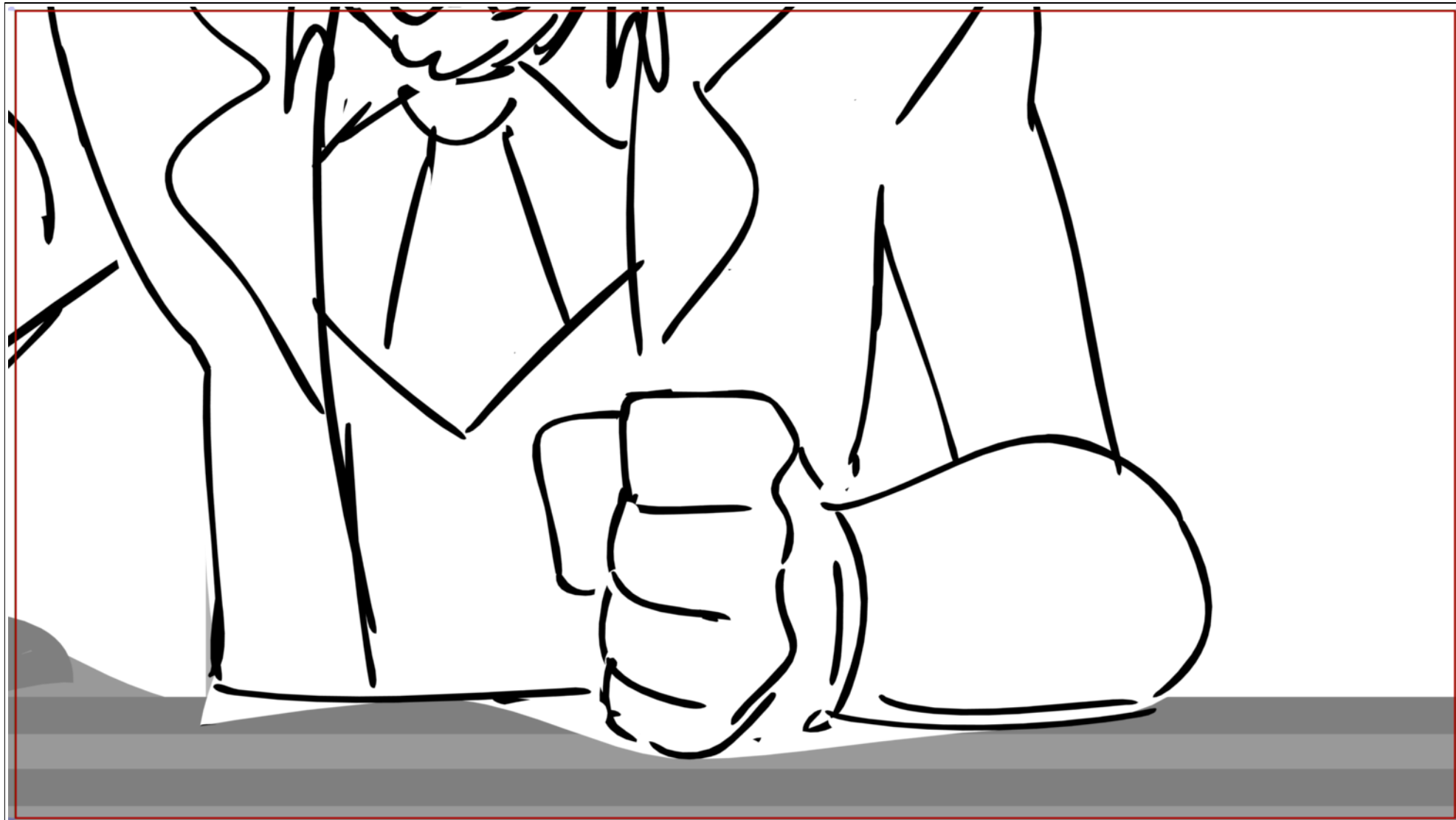
Notes
Cross DISS BG back to office

Scene

00110

Panel

4



Scene

00110

Panel

5



Scene

00110

Panel

6



Scene

00110

Panel

7



Dialog

17 IRONWOOD (CONT'D)

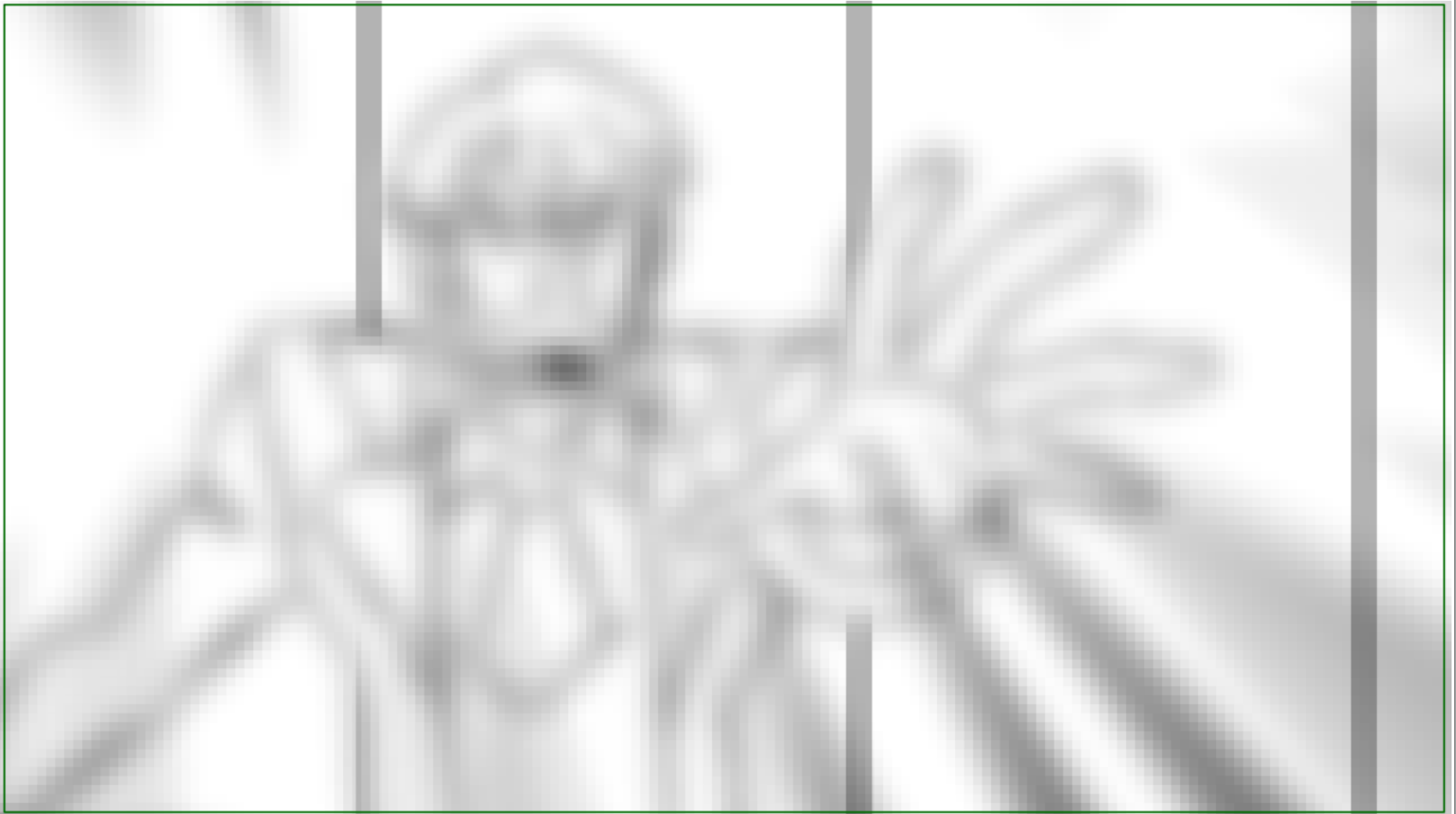
Search everywhere for them.

Scene

00110

Panel

8



Dialog

17 IRONWOOD (CONT'D)

Search everywhere for them.

Notes

Crash zoom out

Scene

00110

Panel

9

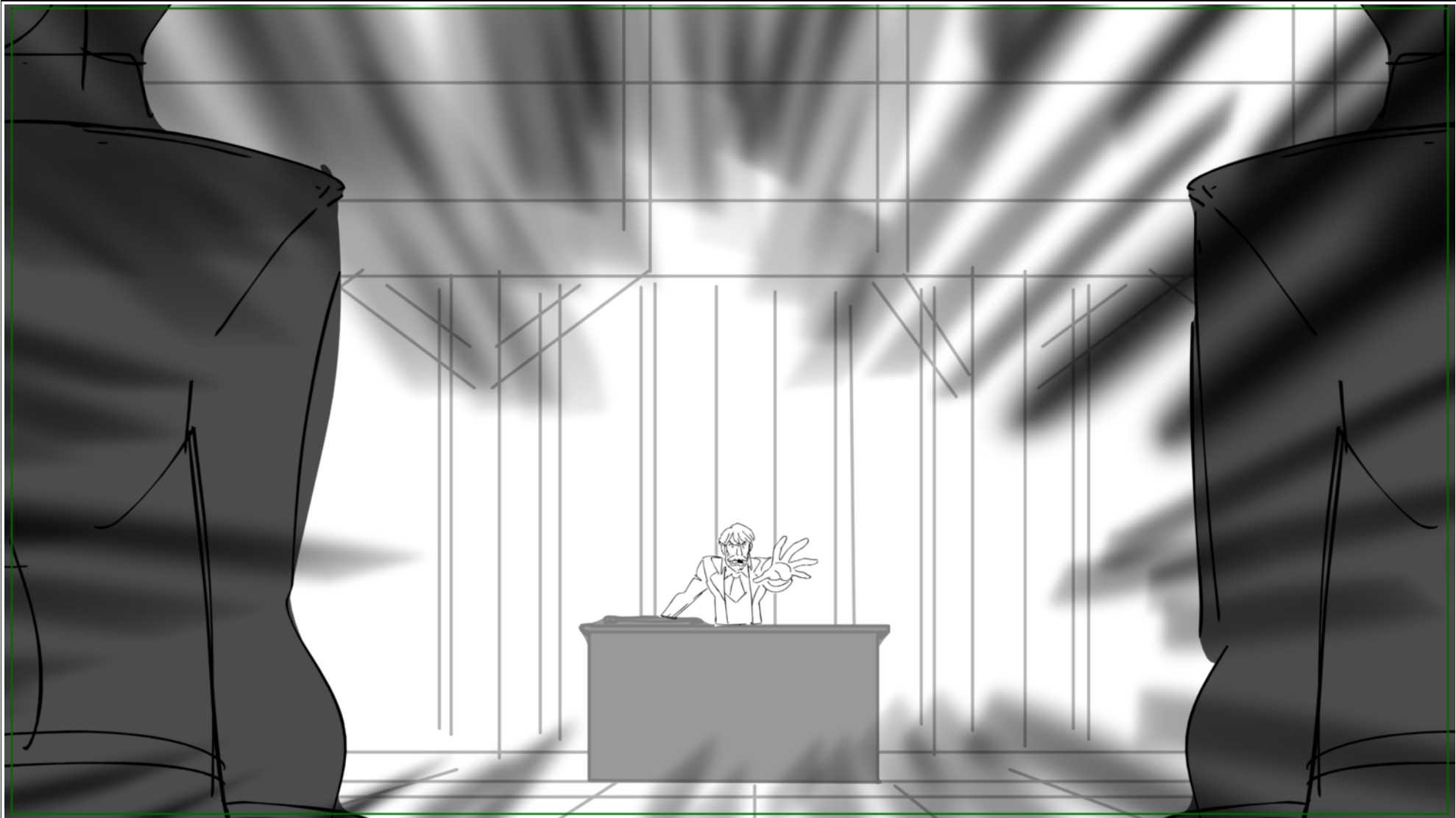


Dialog

17 IRONWOOD (CONT'D)

Search everywhere for them.

Scene 00110	Panel 10
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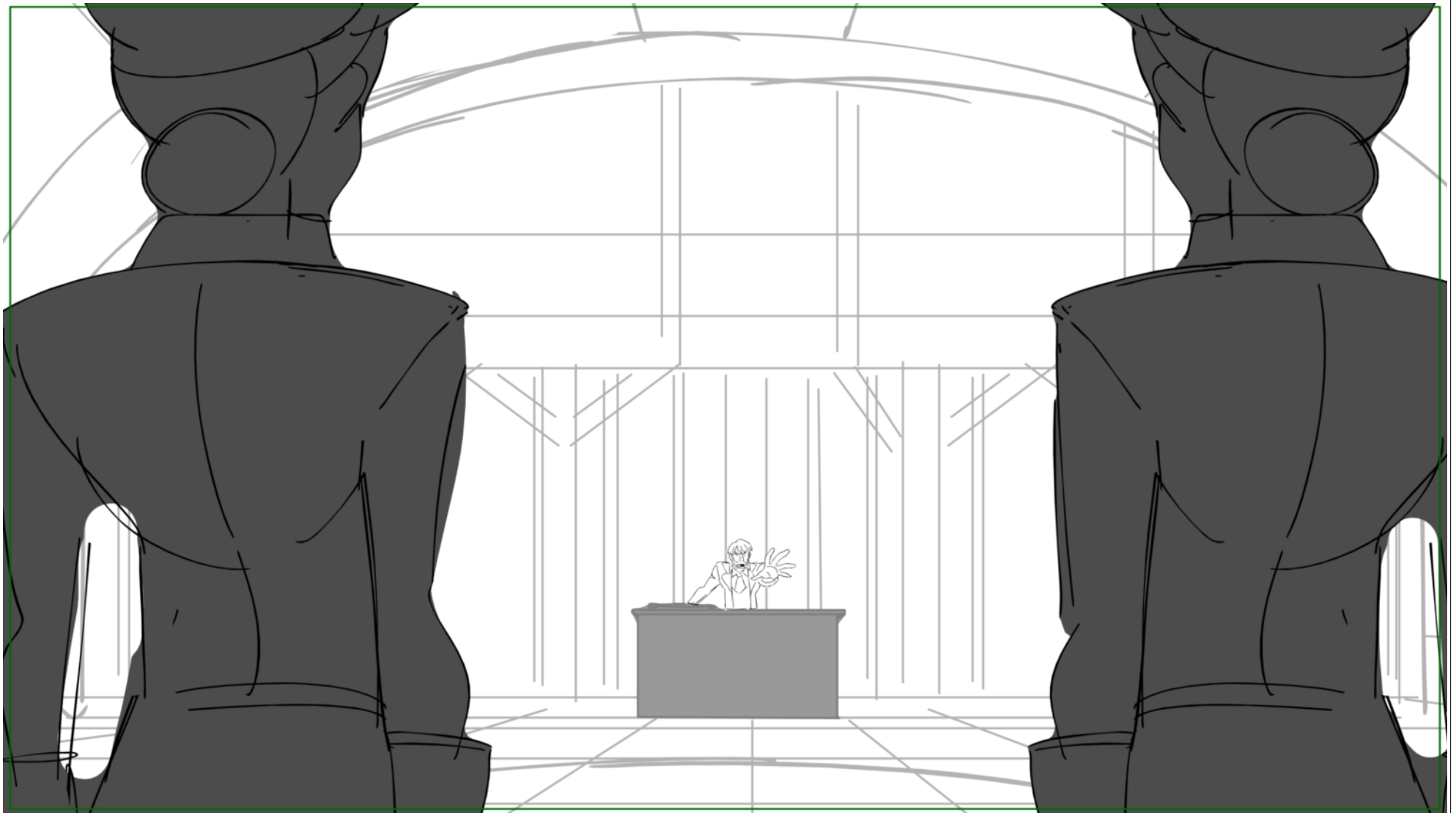


Scene

00110

Panel

11

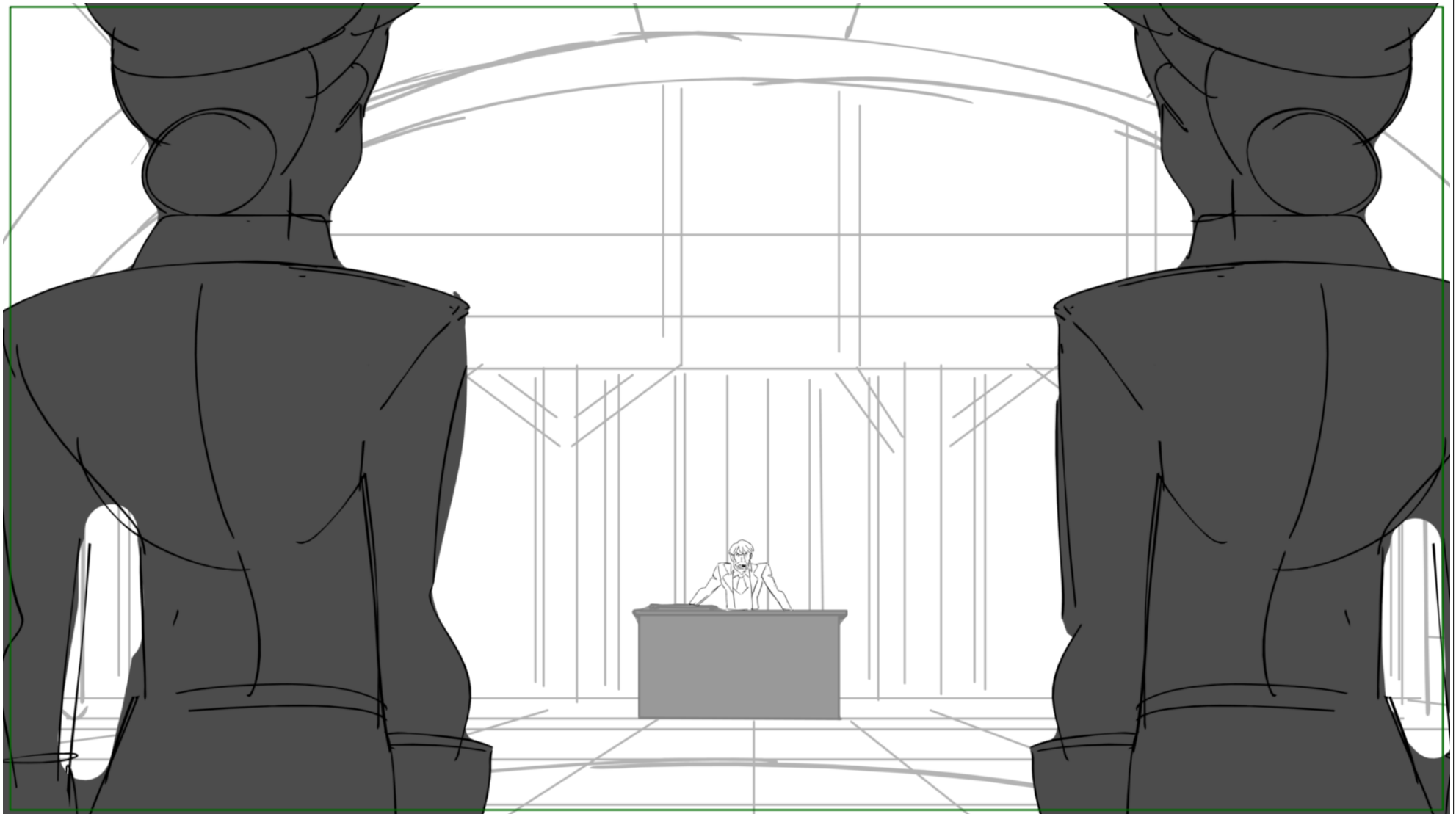


Scene

00110

Panel

12



Dialog

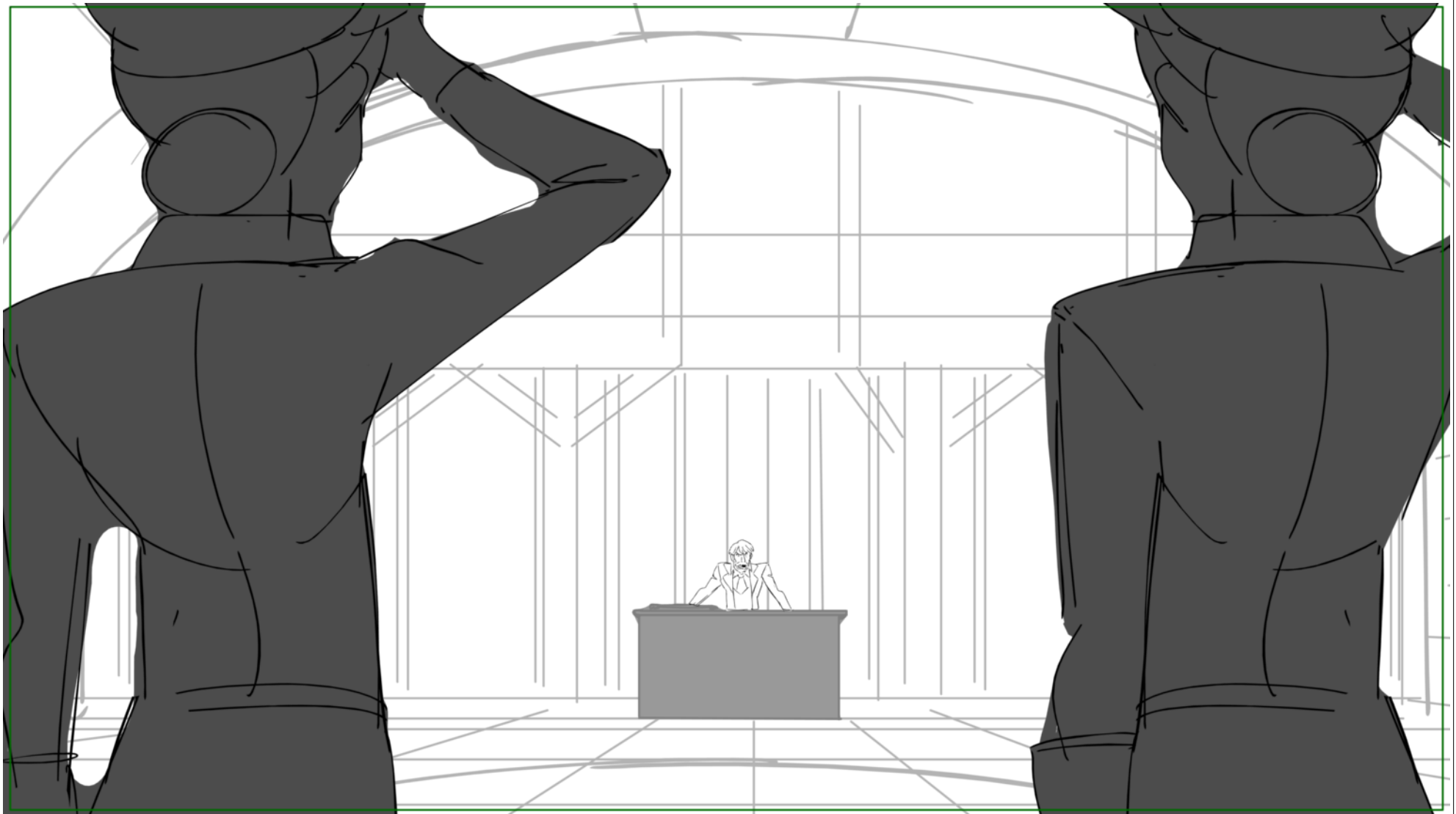
Do not return to this office until you have Qrow Branwen in custody.

Scene

00110

Panel

13



Dialog

18 OFFICER 2 (saluting)

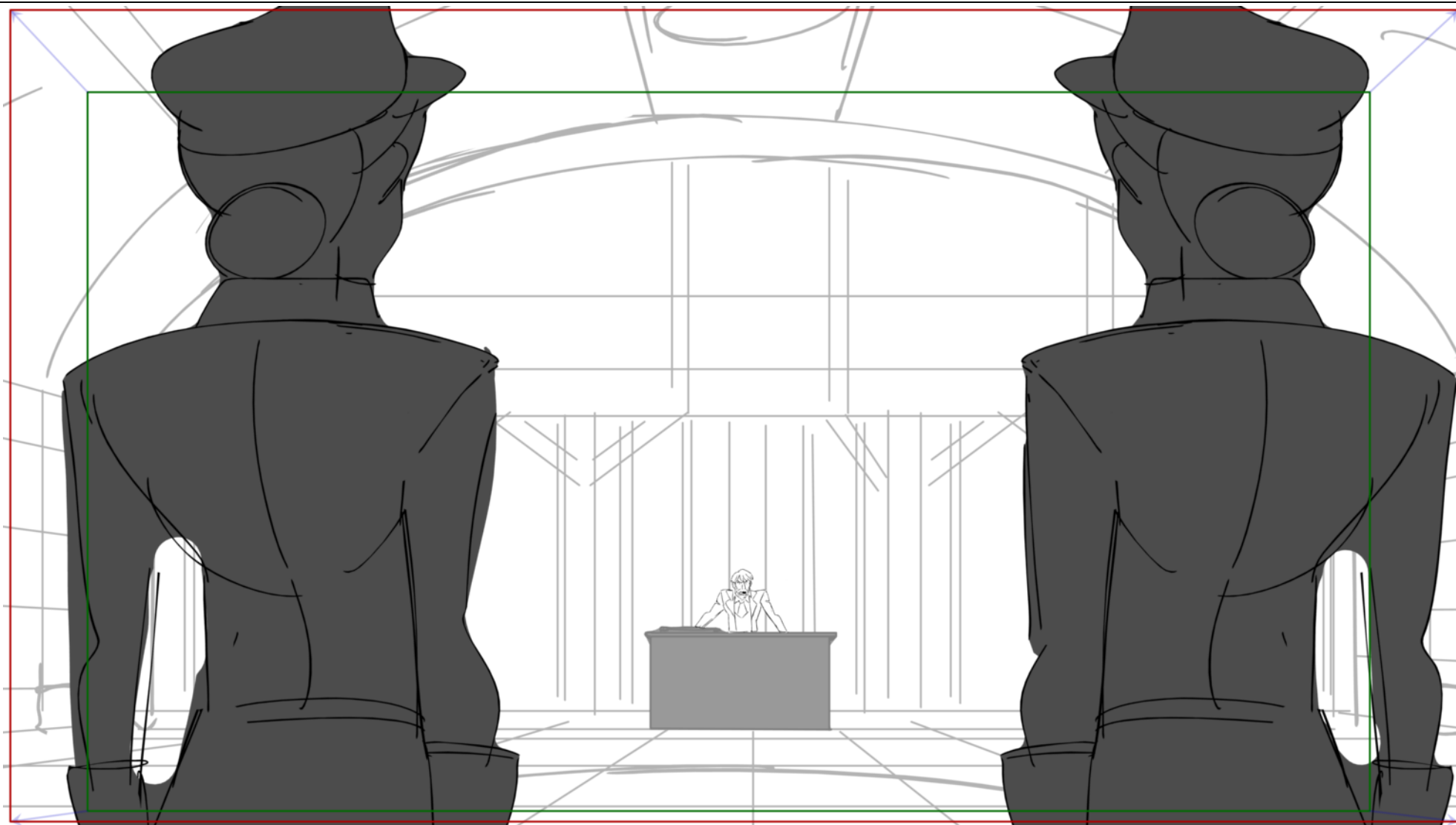
Of course, sir!

Scene

00110

Panel

14

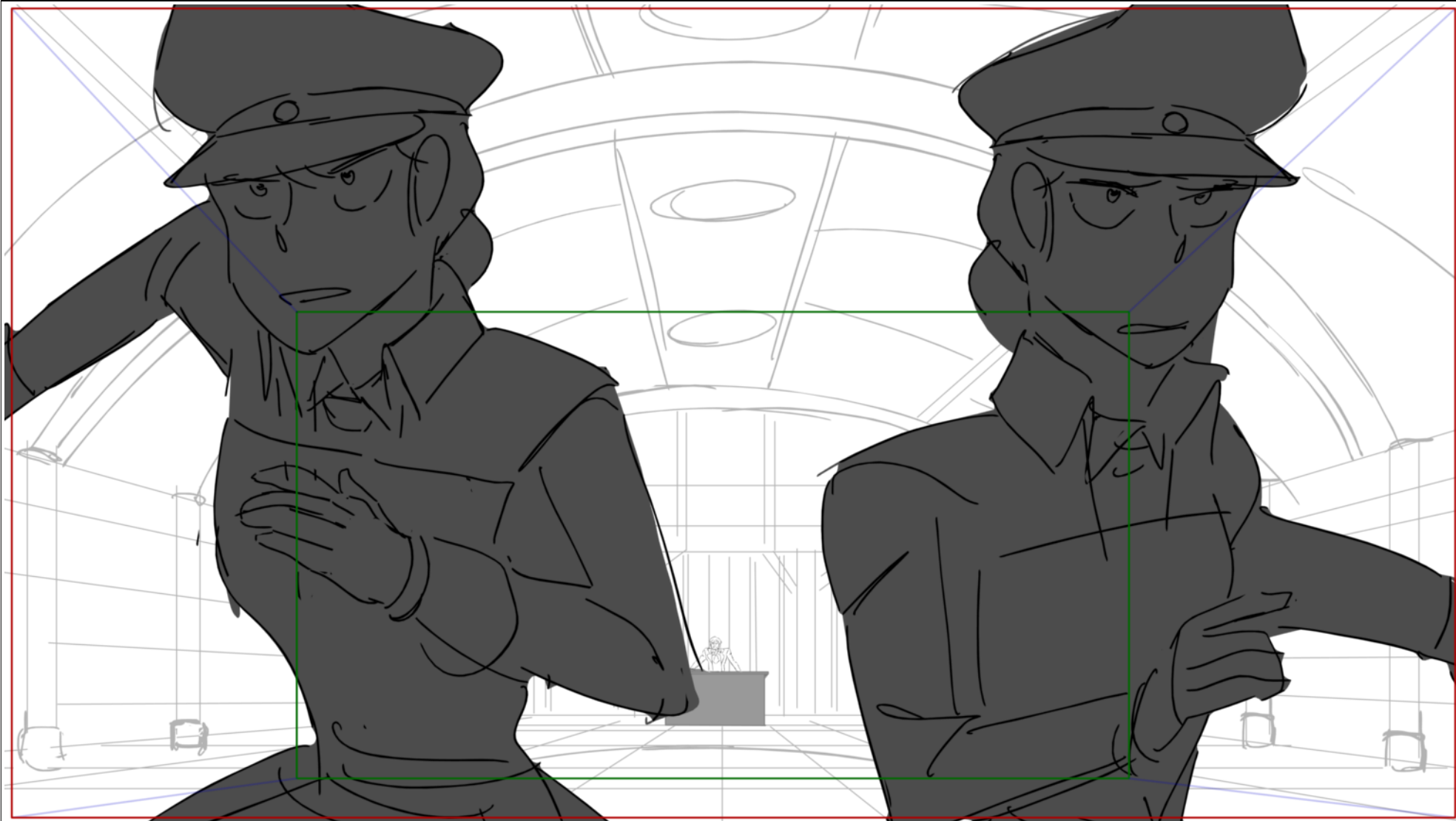


Scene

00110

Panel

15

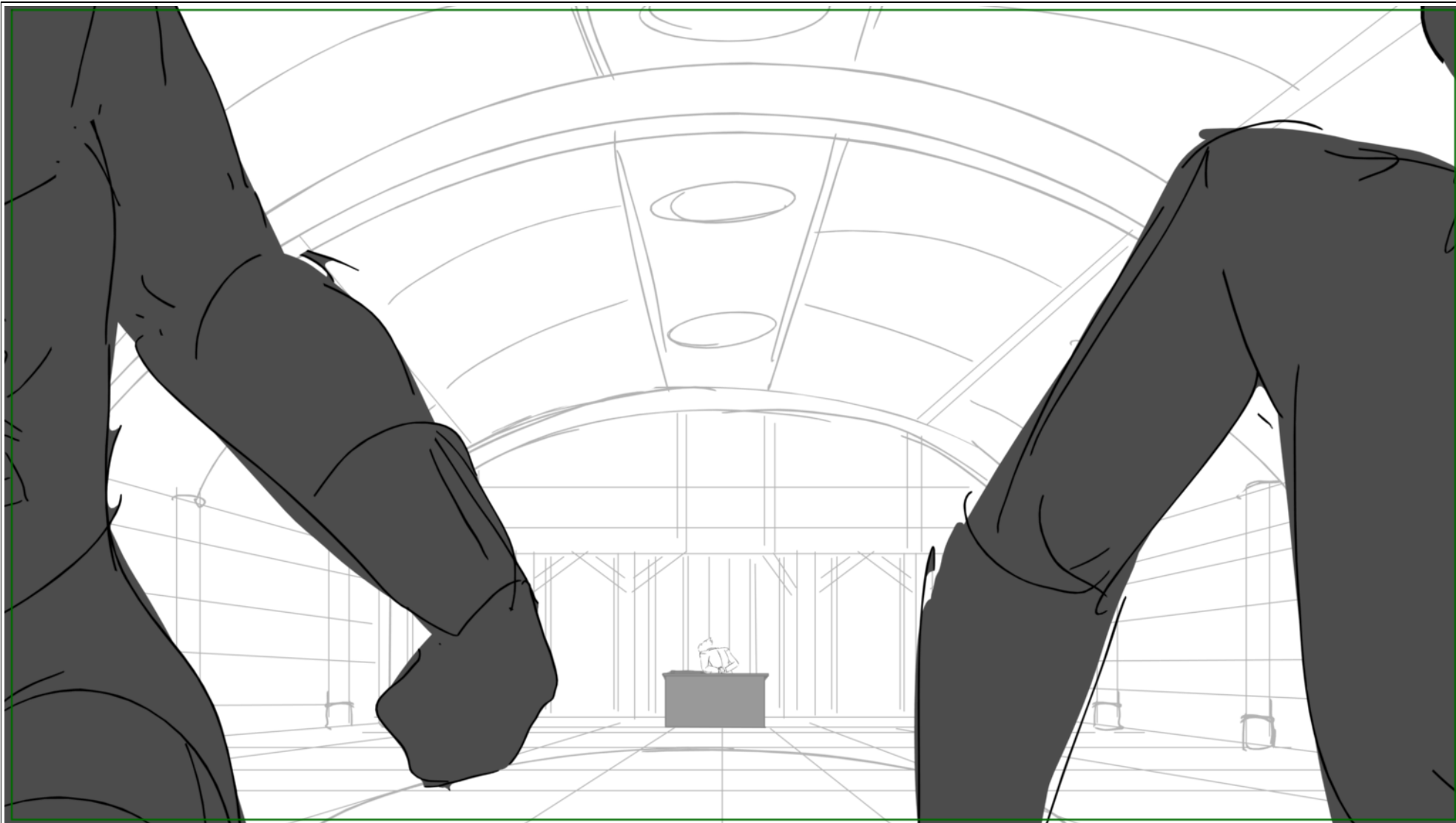


Scene

00110

Panel

16

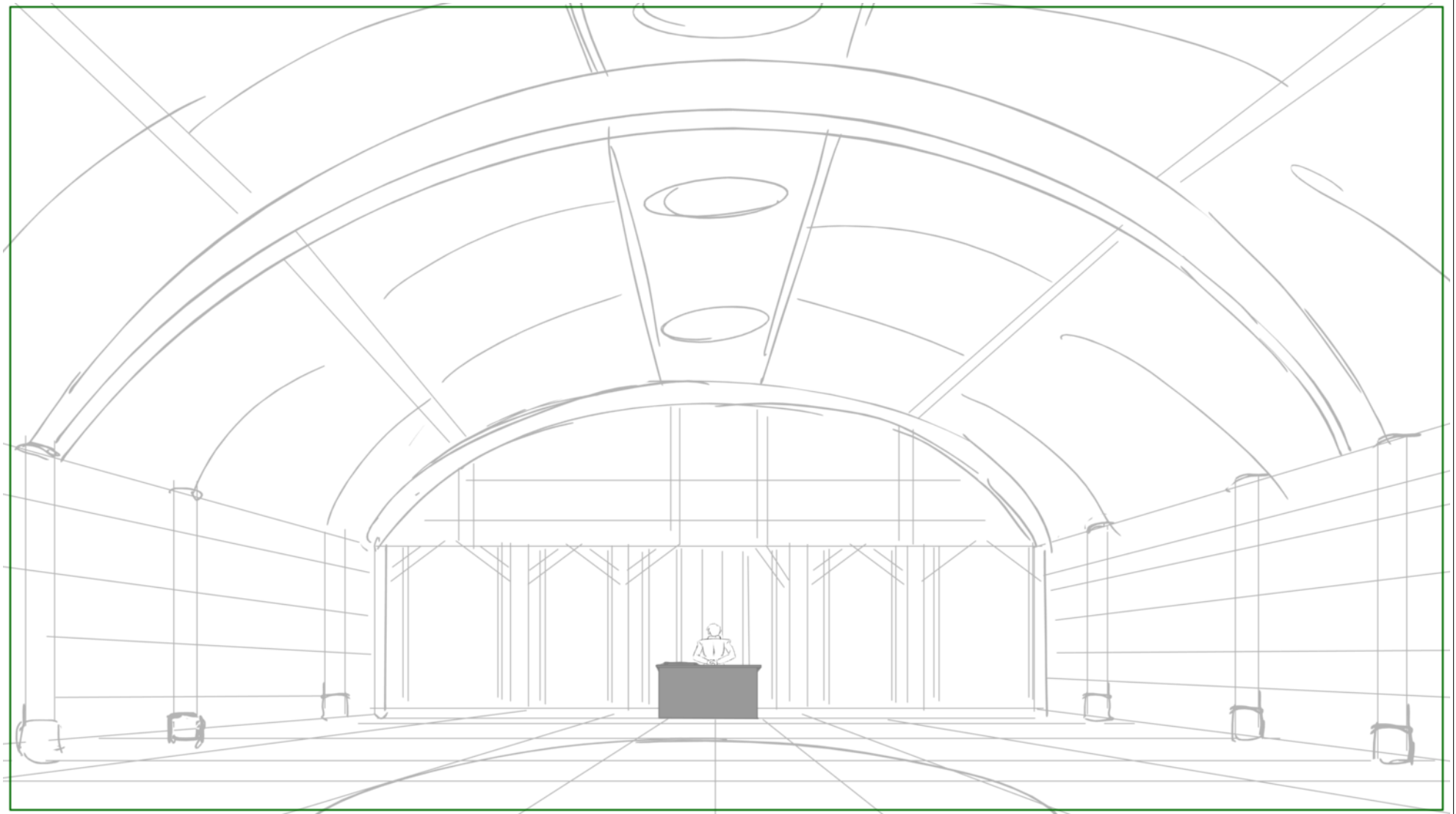


Scene

00110

Panel

17

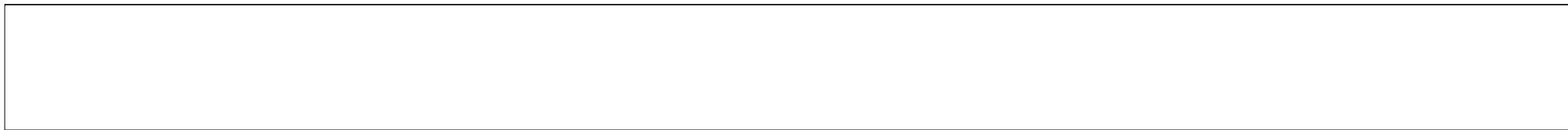
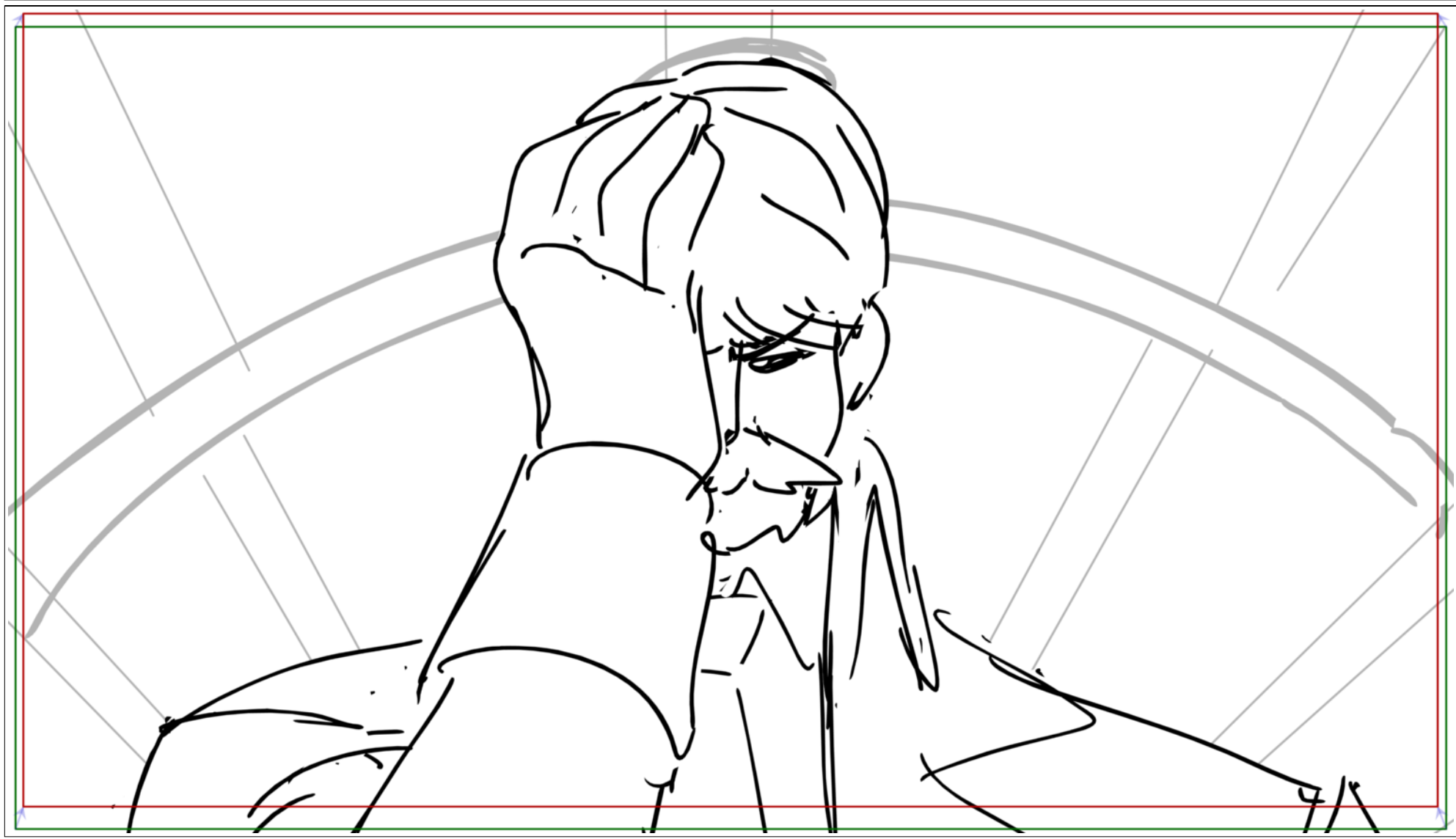


Scene 00120	Panel 1
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Notes
Camera pans up

Scene 00120	Panel 2
----------------	------------



Scene

00120

Panel

3



Scene 00120	Panel 4
----------------	------------



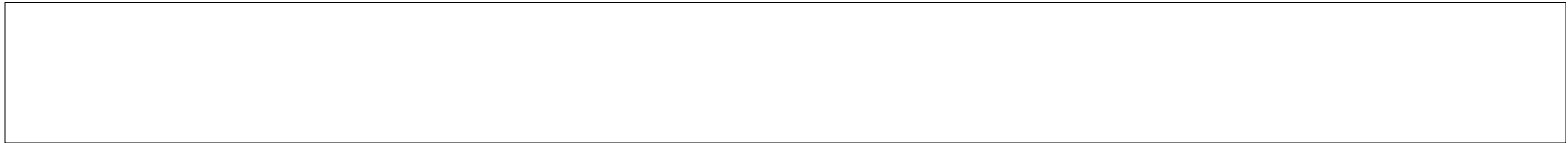
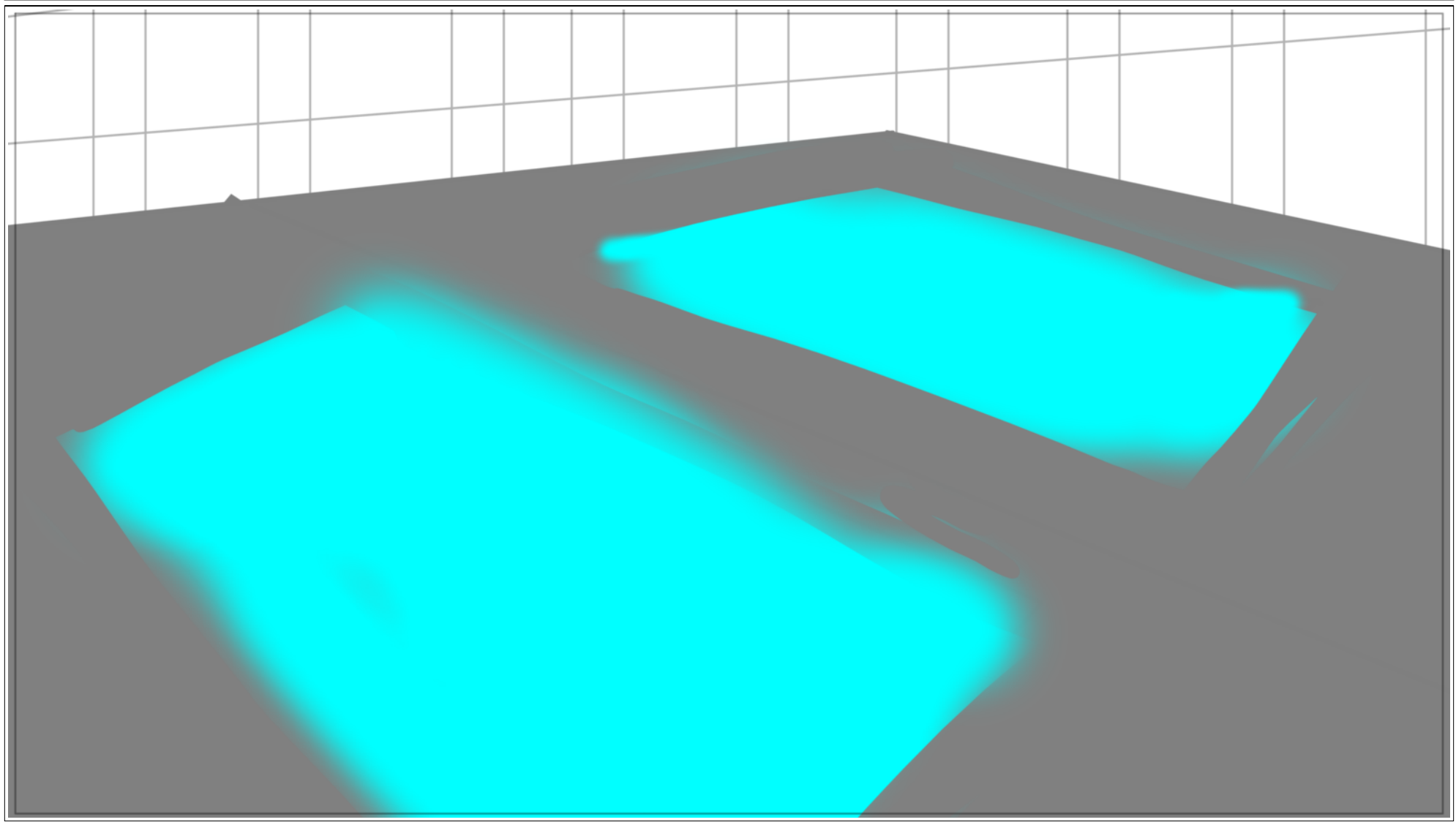
Scene 00130	Panel 1
----------------	------------



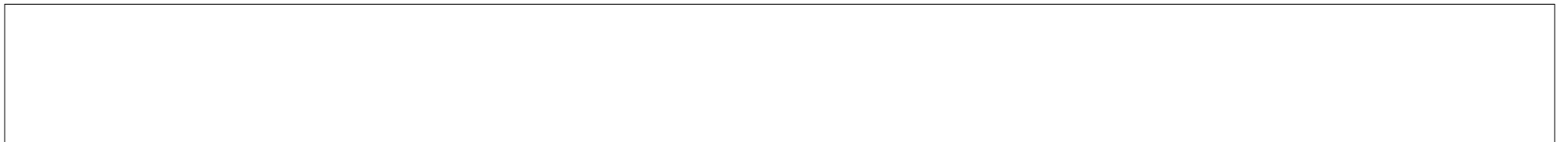
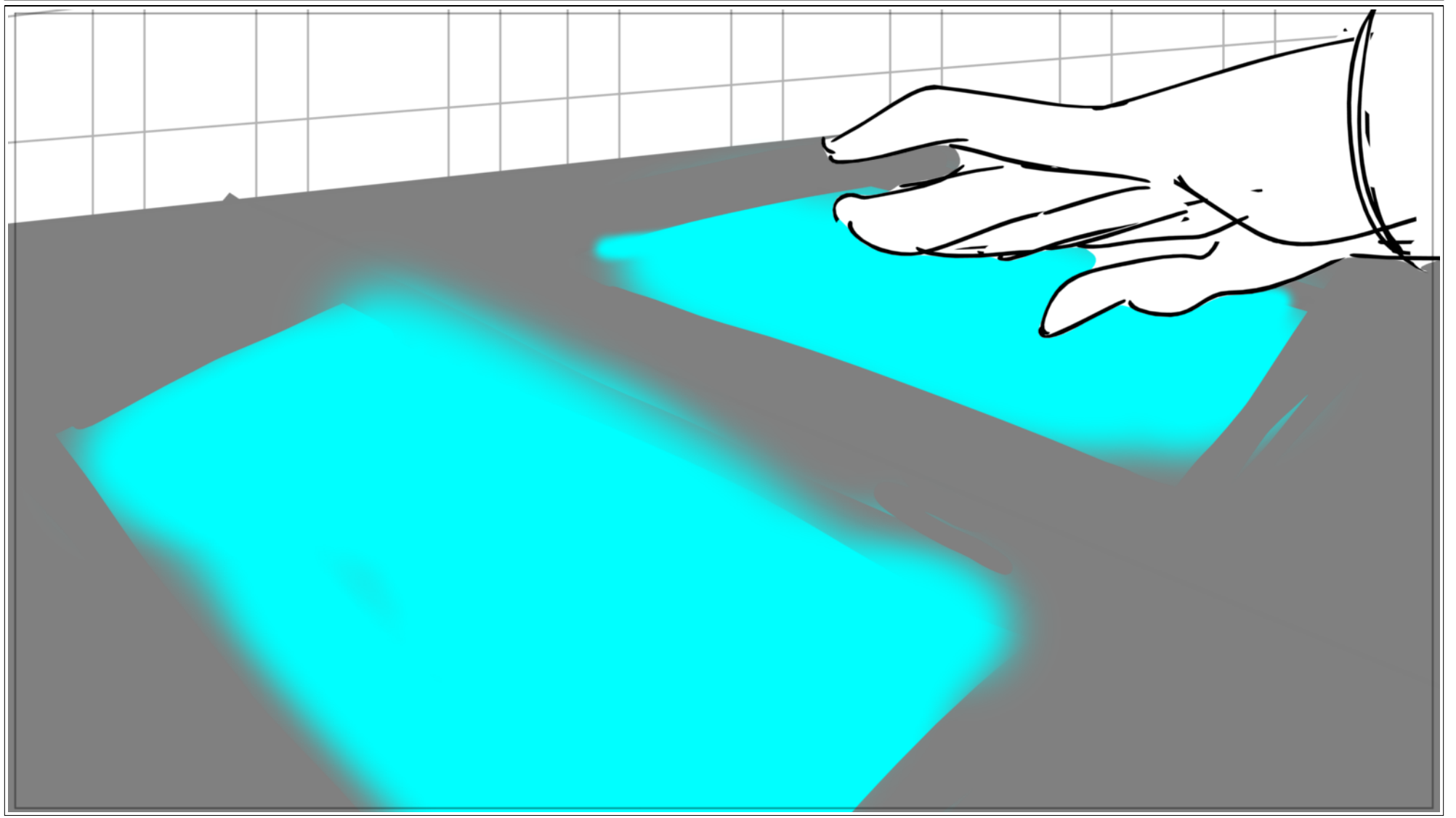
Scene 00130	Panel 2
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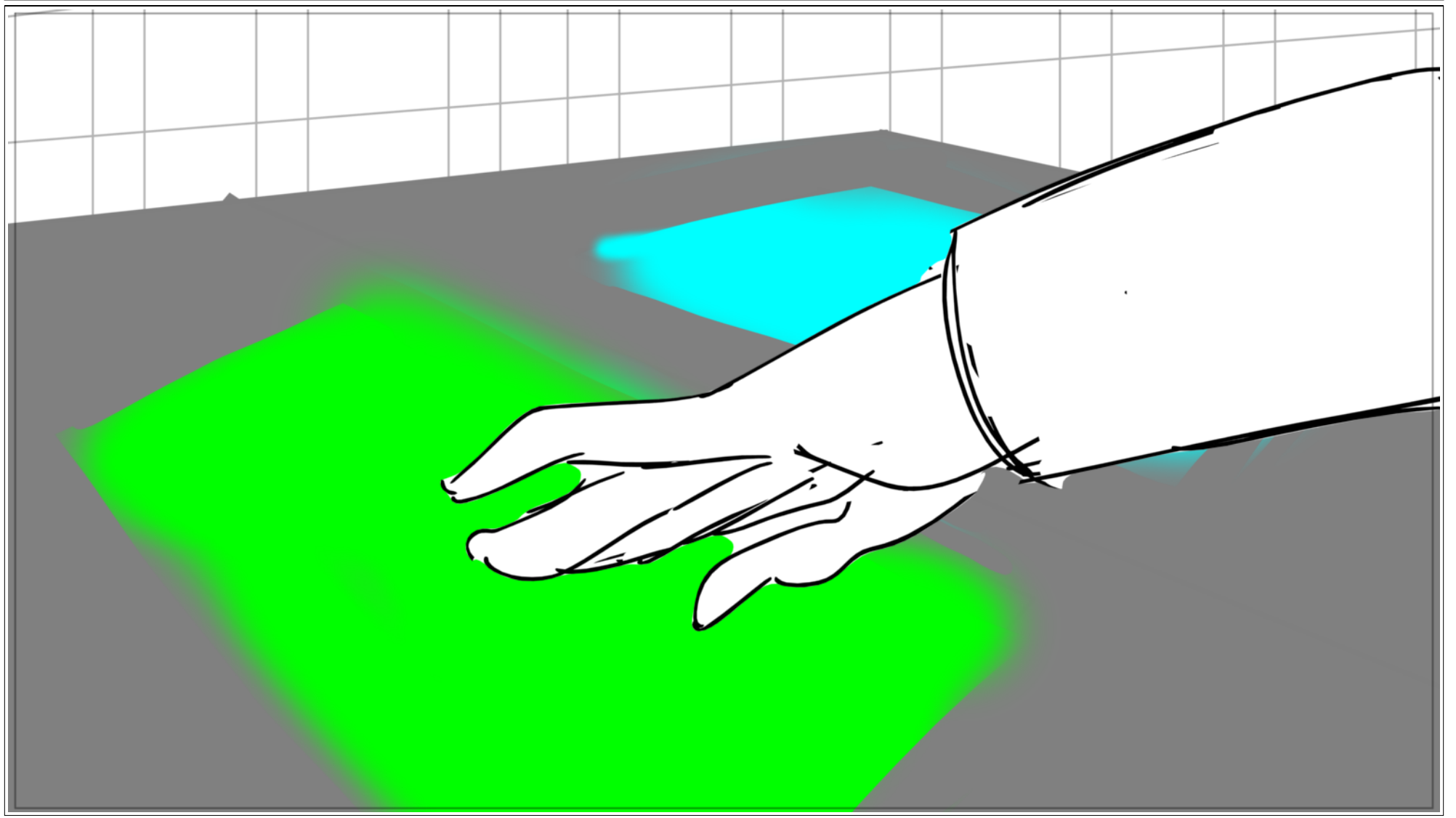
Scene 00140	Panel 1
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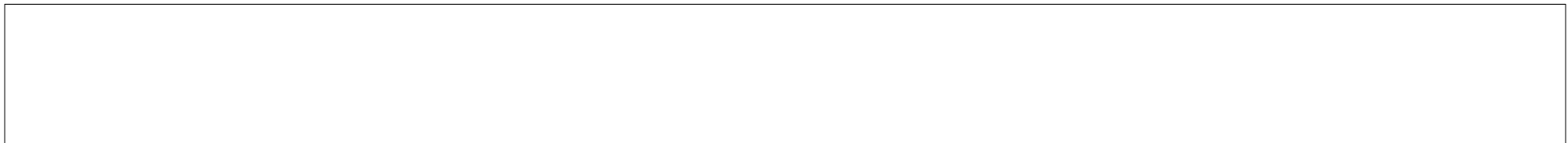
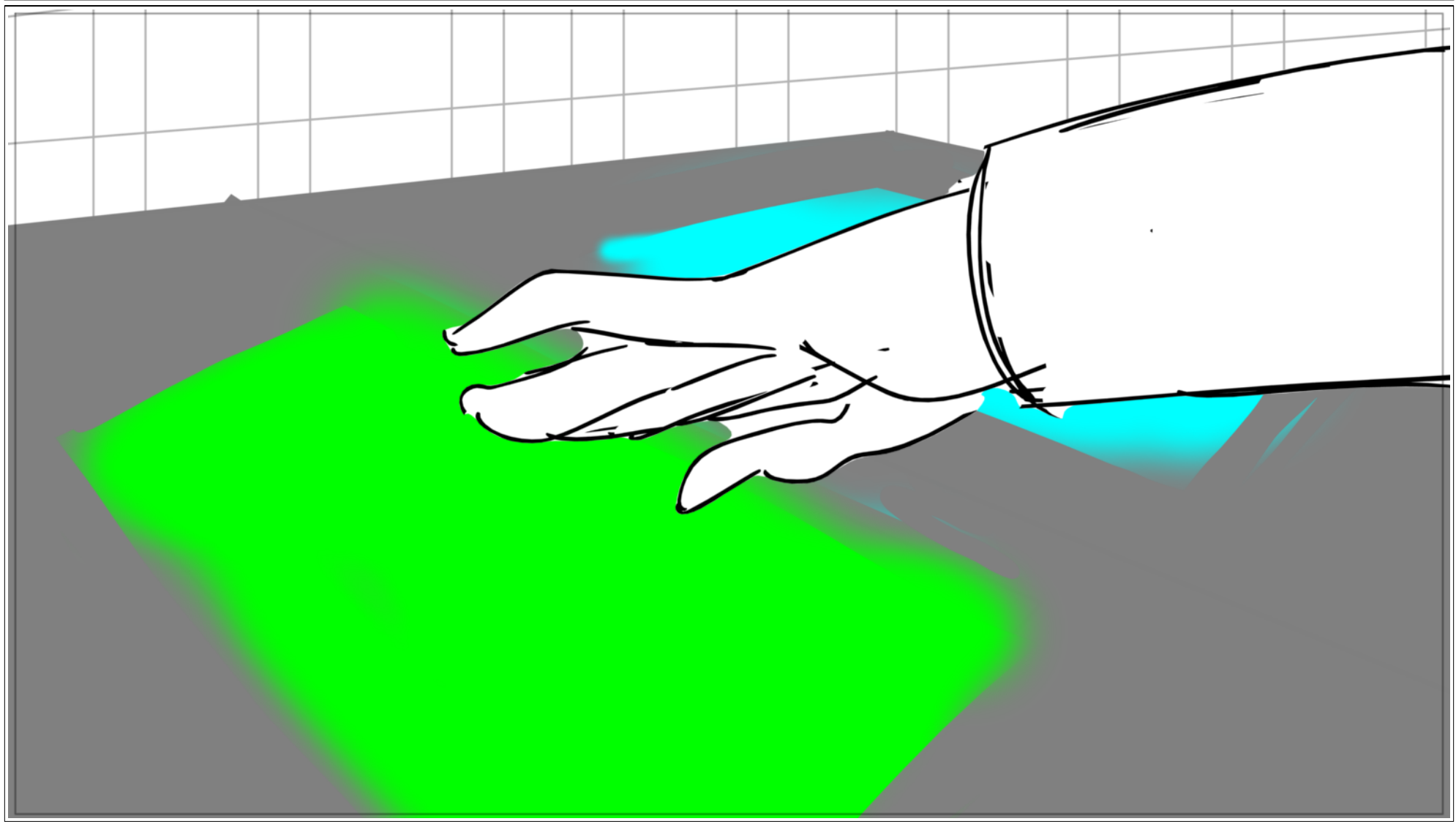
Scene 00140	Panel 2
----------------	------------



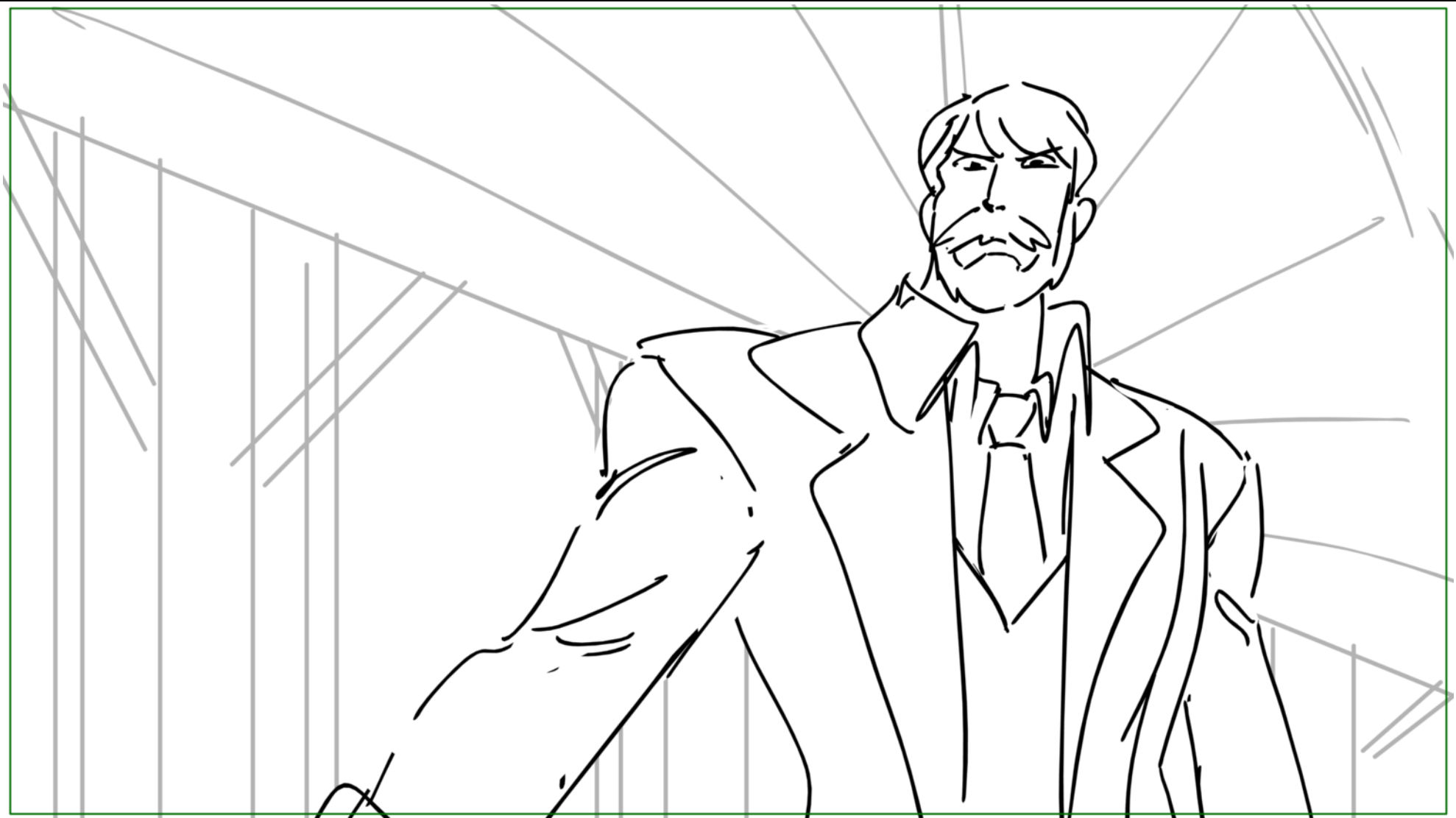
Scene 00140	Panel 3
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Scene 00140	Panel 4
----------------	------------



Scene 00150	Panel 1
----------------	------------



Scene

00150

Panel

2



Dialog

19 IRONWOOD

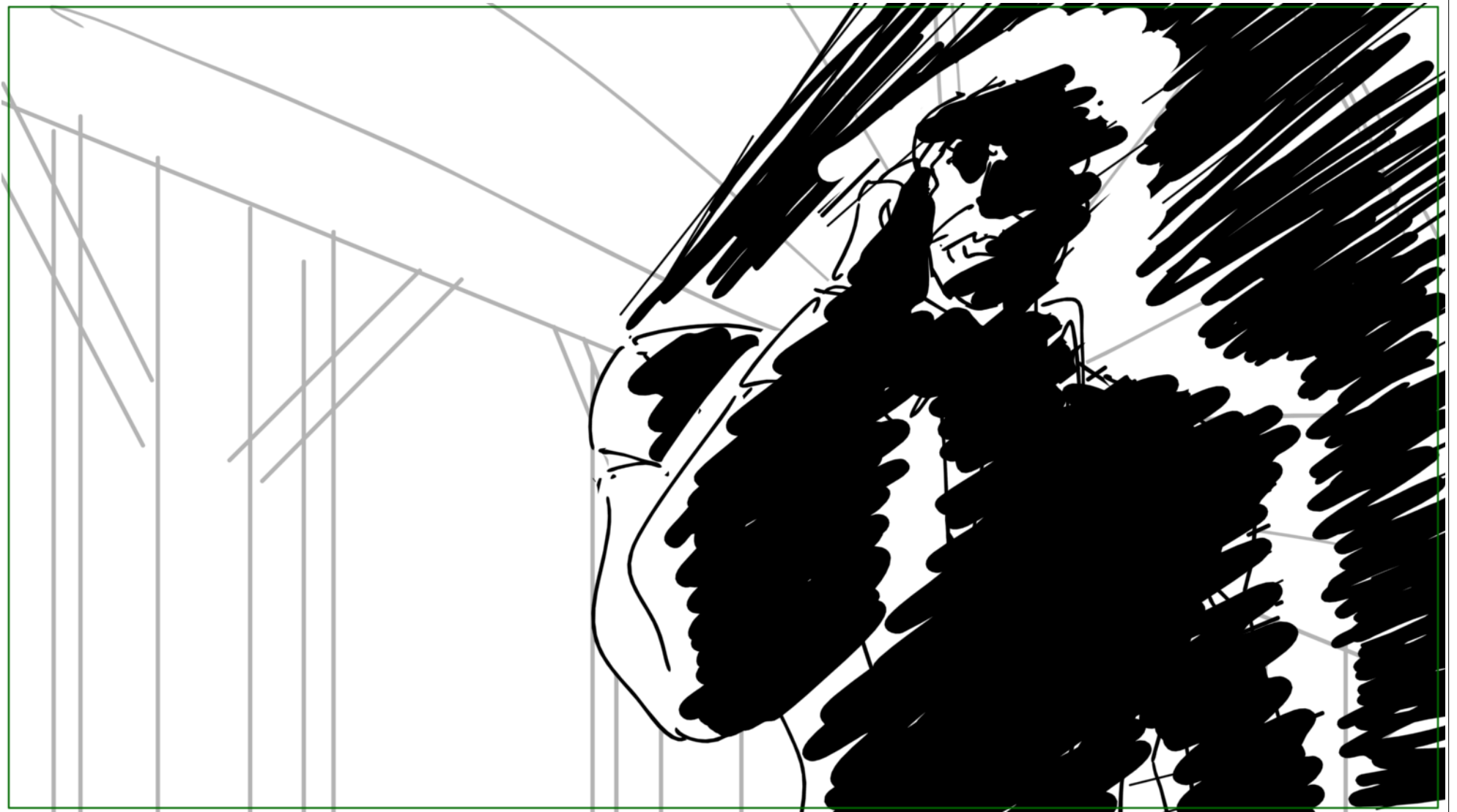
What's the status of our pay--?!

Scene

00150

Panel

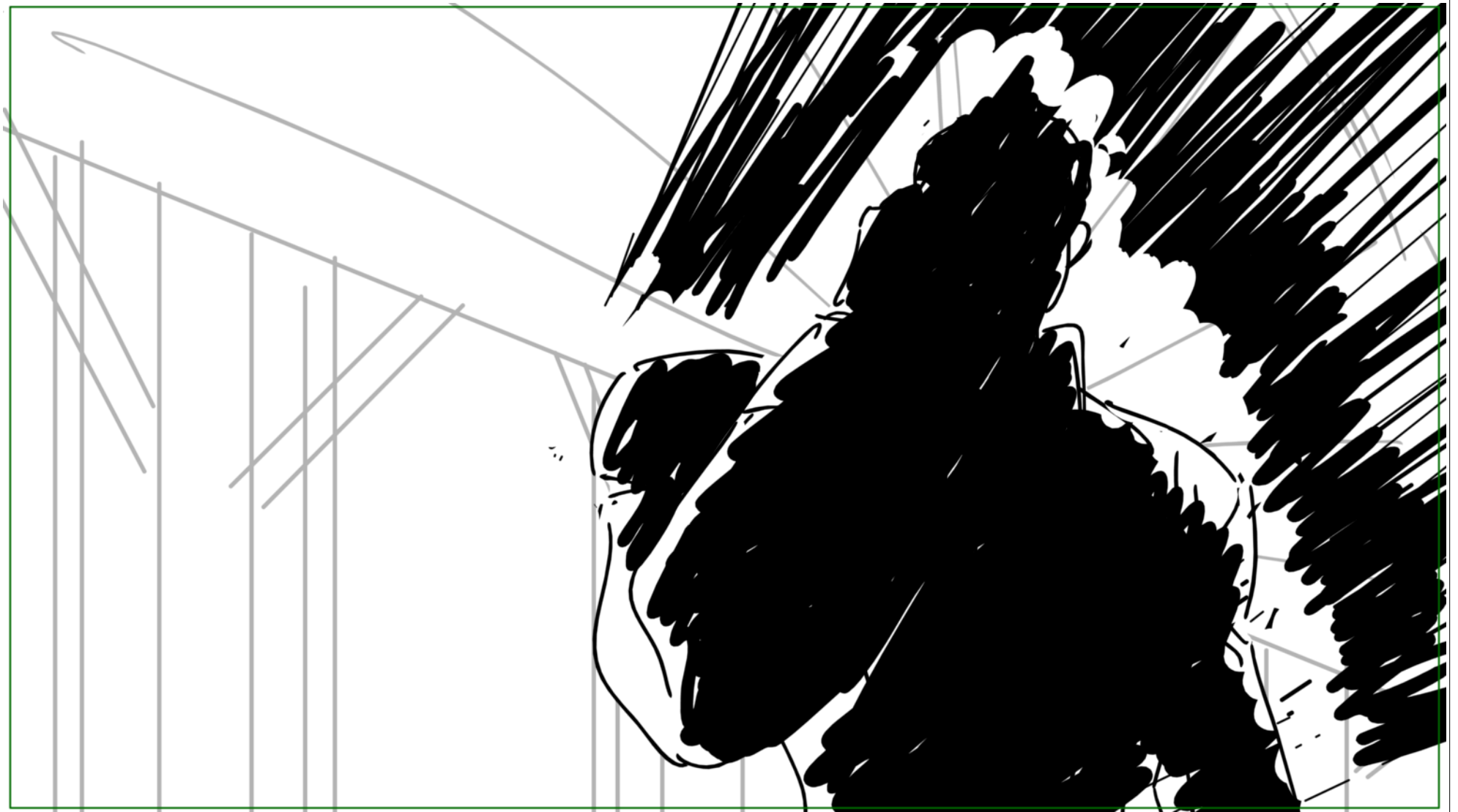
3



Notes

FLASH FRAMES

Scene 00150	Panel 4
----------------	------------



Notes
FLASH FRAMES

Scene

00150

Panel

5



Notes

FLASH FRAMES

Scene

00150

Panel

6



Notes

FLASH FRAMES

Scene 00150	Panel 7
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Notes
FLASH FRAMES

Scene 00150	Panel 8
----------------	------------



Notes
FLASH FRAMES

Scene 00150	Panel 9
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Notes
FLASH FRAMES

Scene 00150	Panel 10
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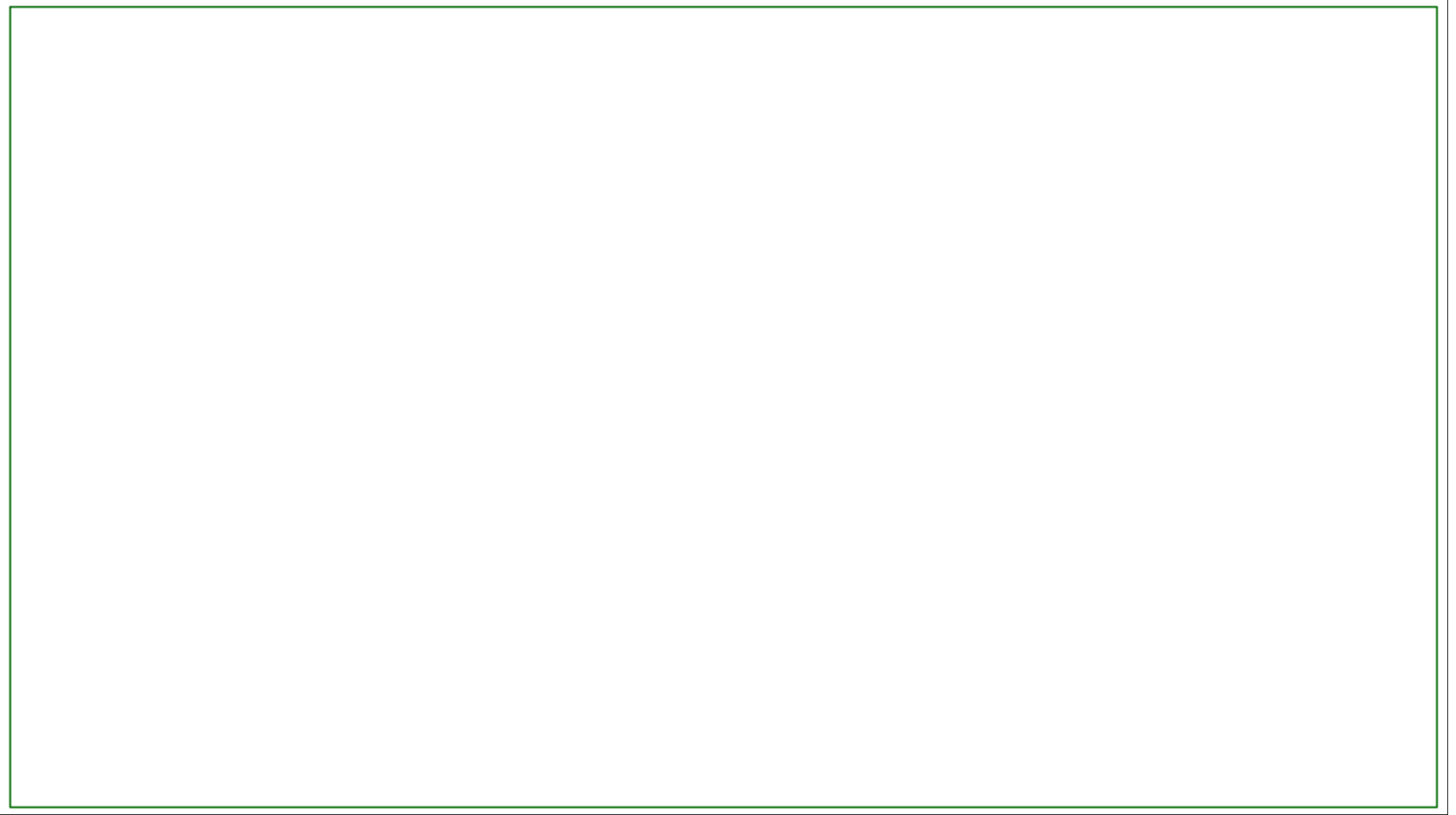
Notes
FLASH FRAMES

Scene 00150	Panel 11
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Notes
FLASH FRAMES

Scene 00150	Panel 12
--------------------	-----------------



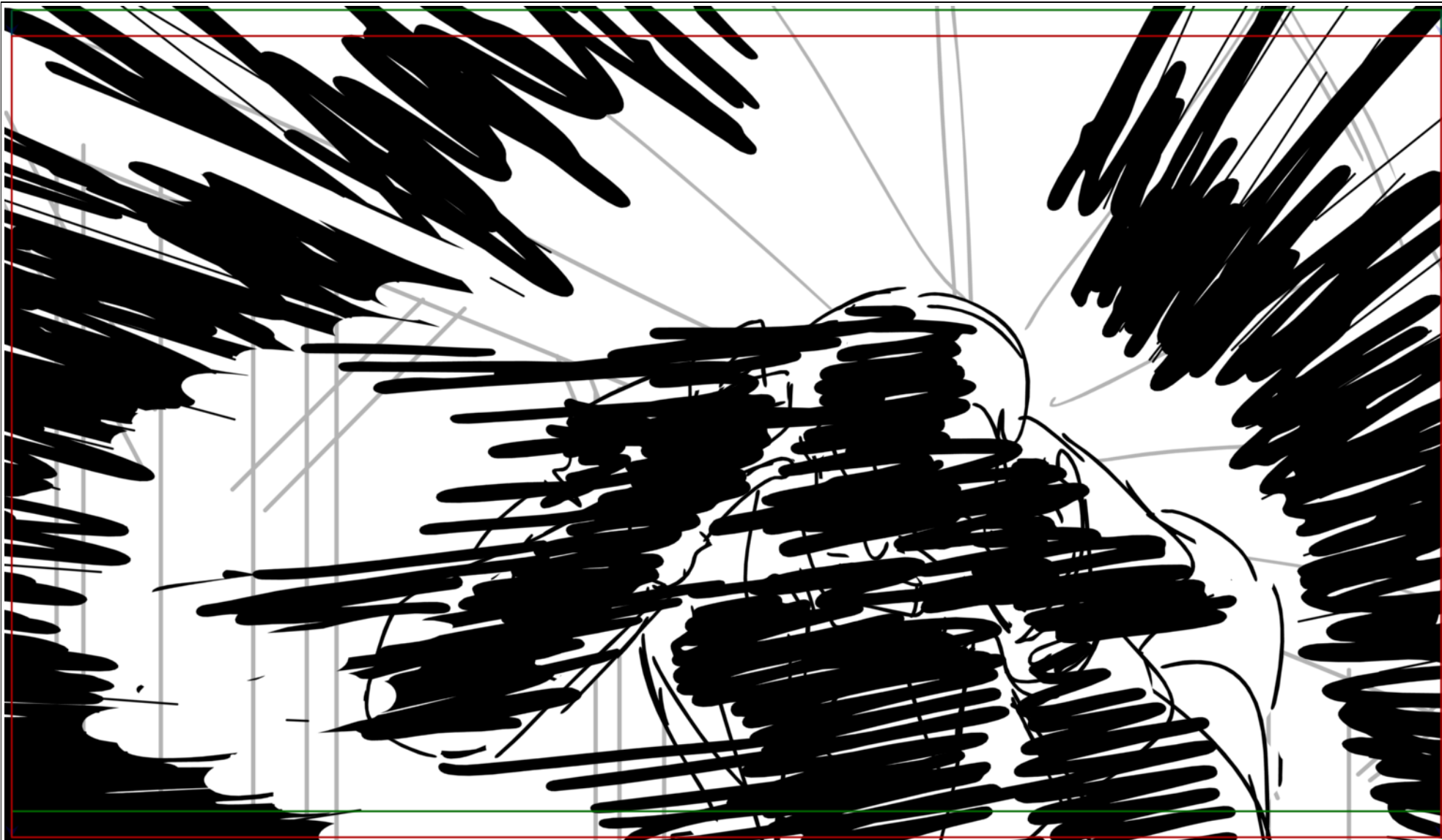
Notes
FLASH FRAMES

Scene

00150

Panel

13



Notes

FLASH FRAMES

Scene 00150	Panel 14
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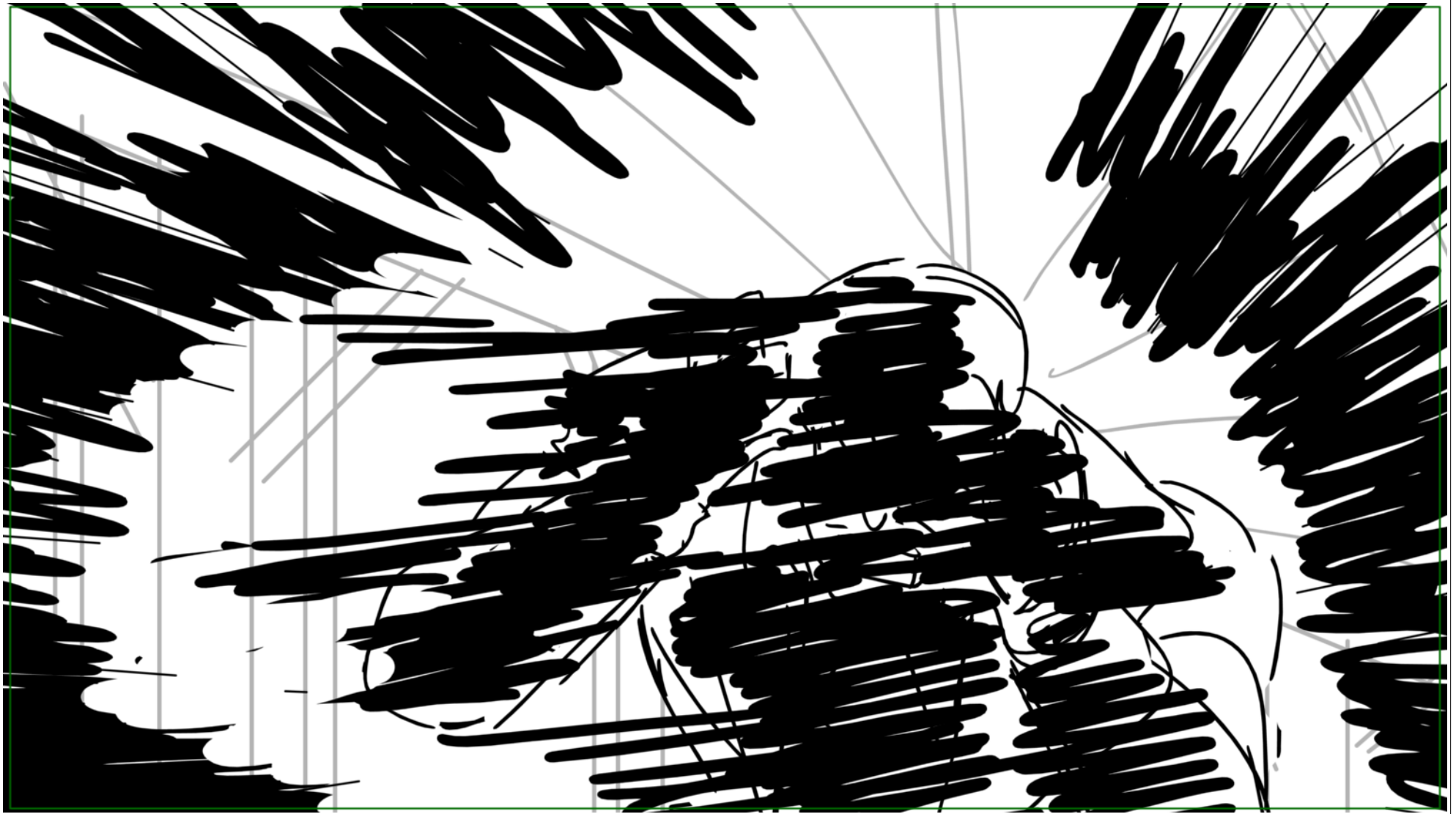
Notes
FLASH FRAMES

Scene

00150

Panel

15



Notes

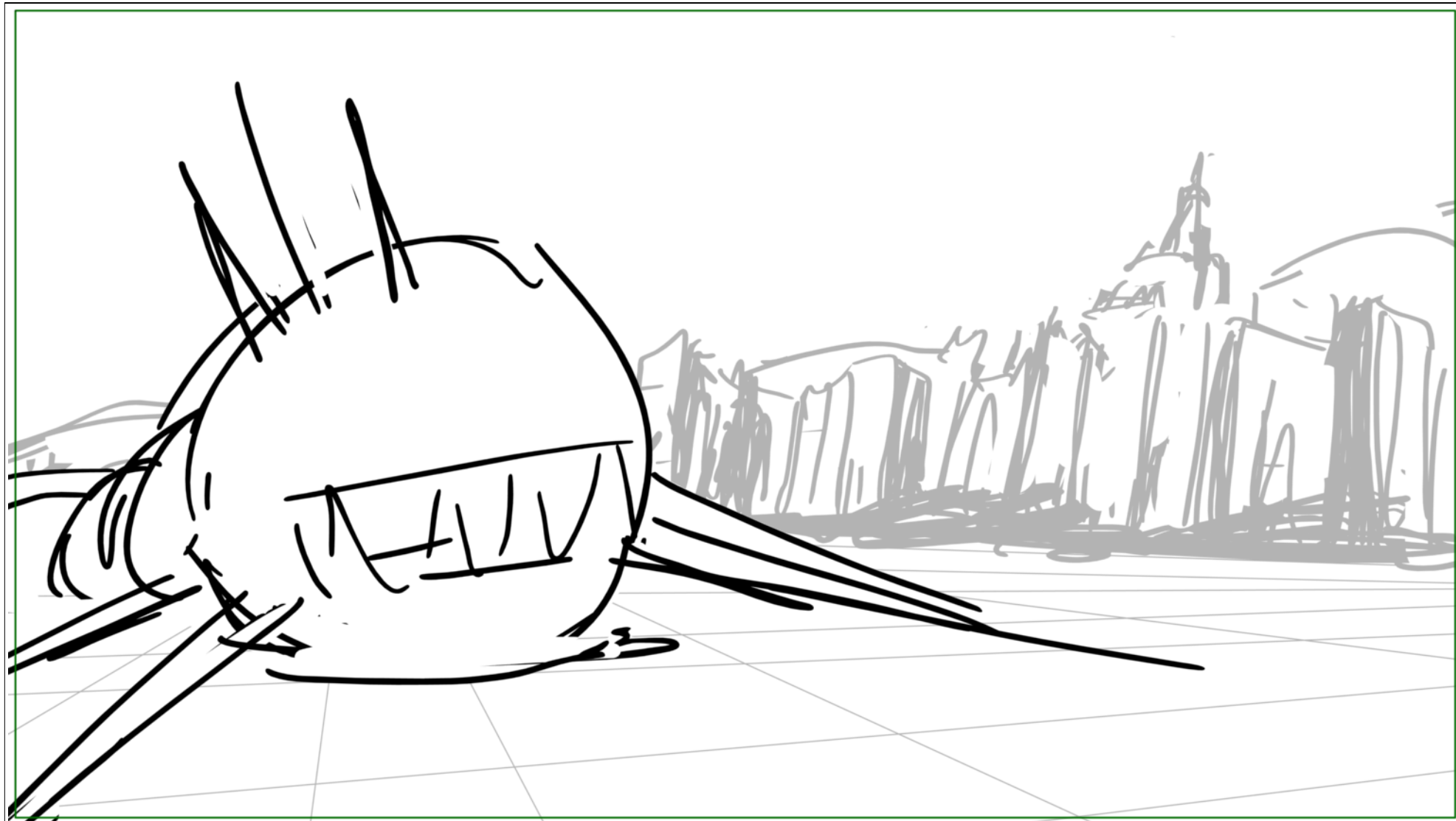
FLASH FRAMES

Scene

00160

Panel

1

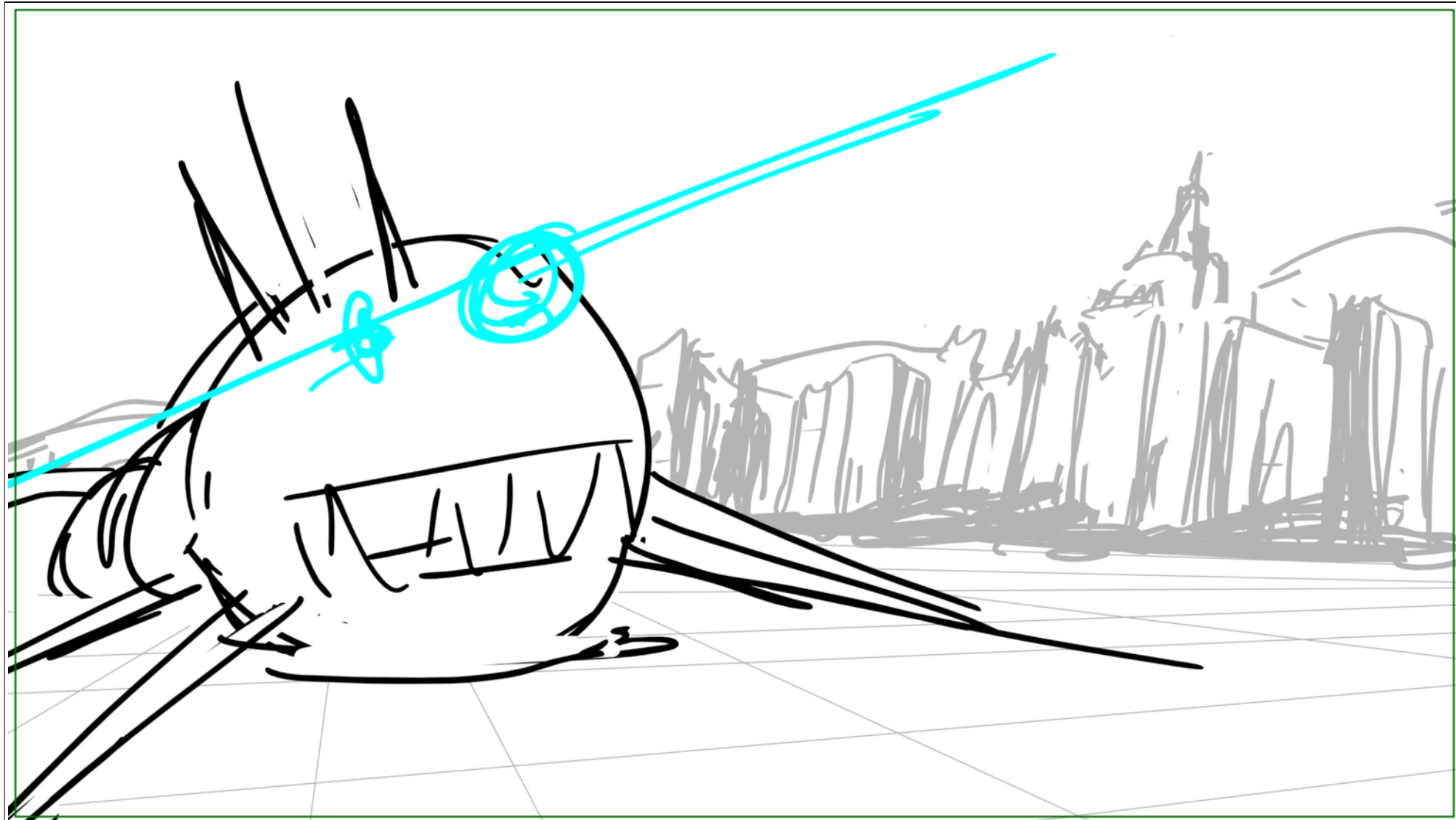


Scene

00160

Panel

2

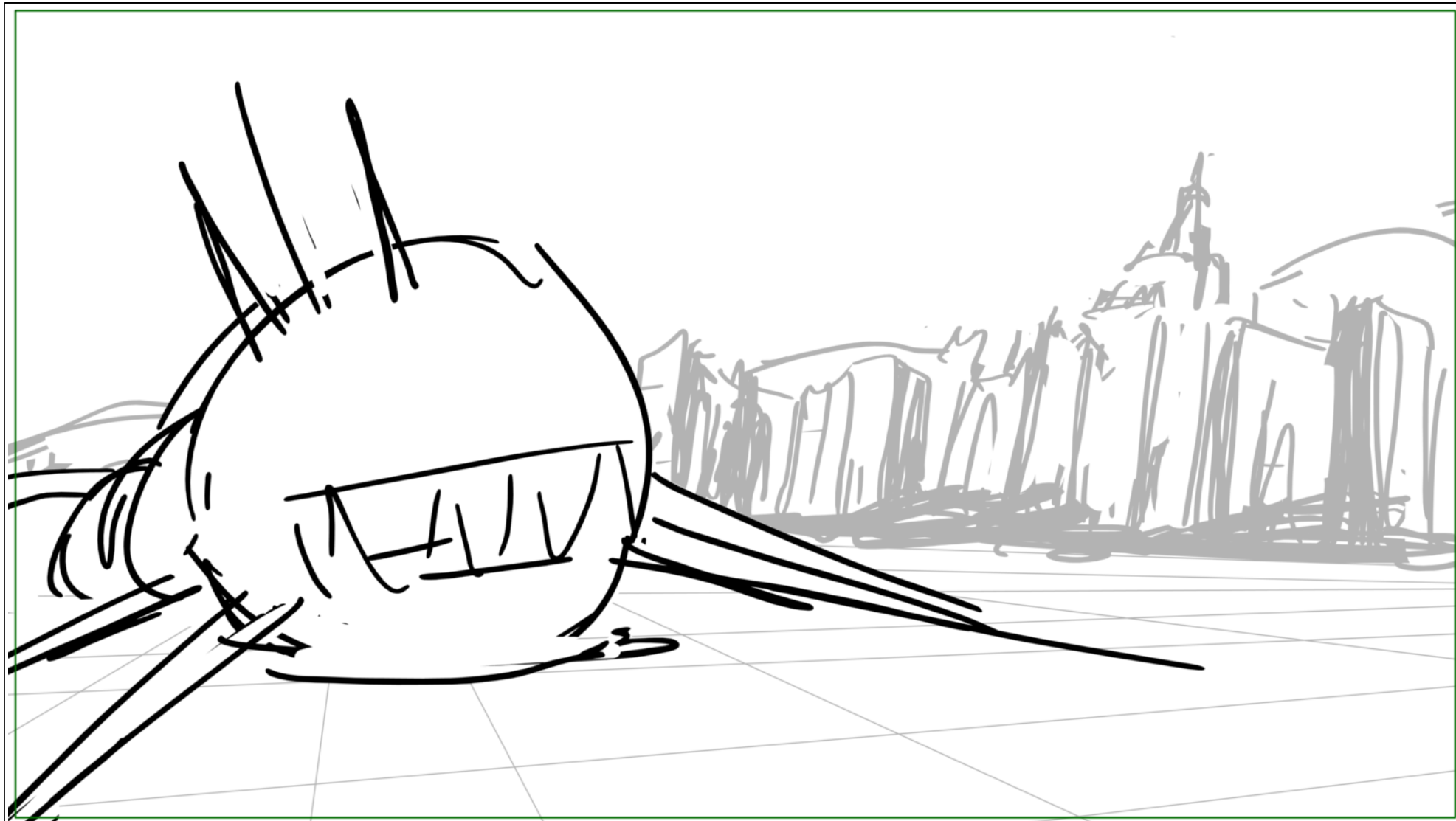


Scene

00160

Panel

3

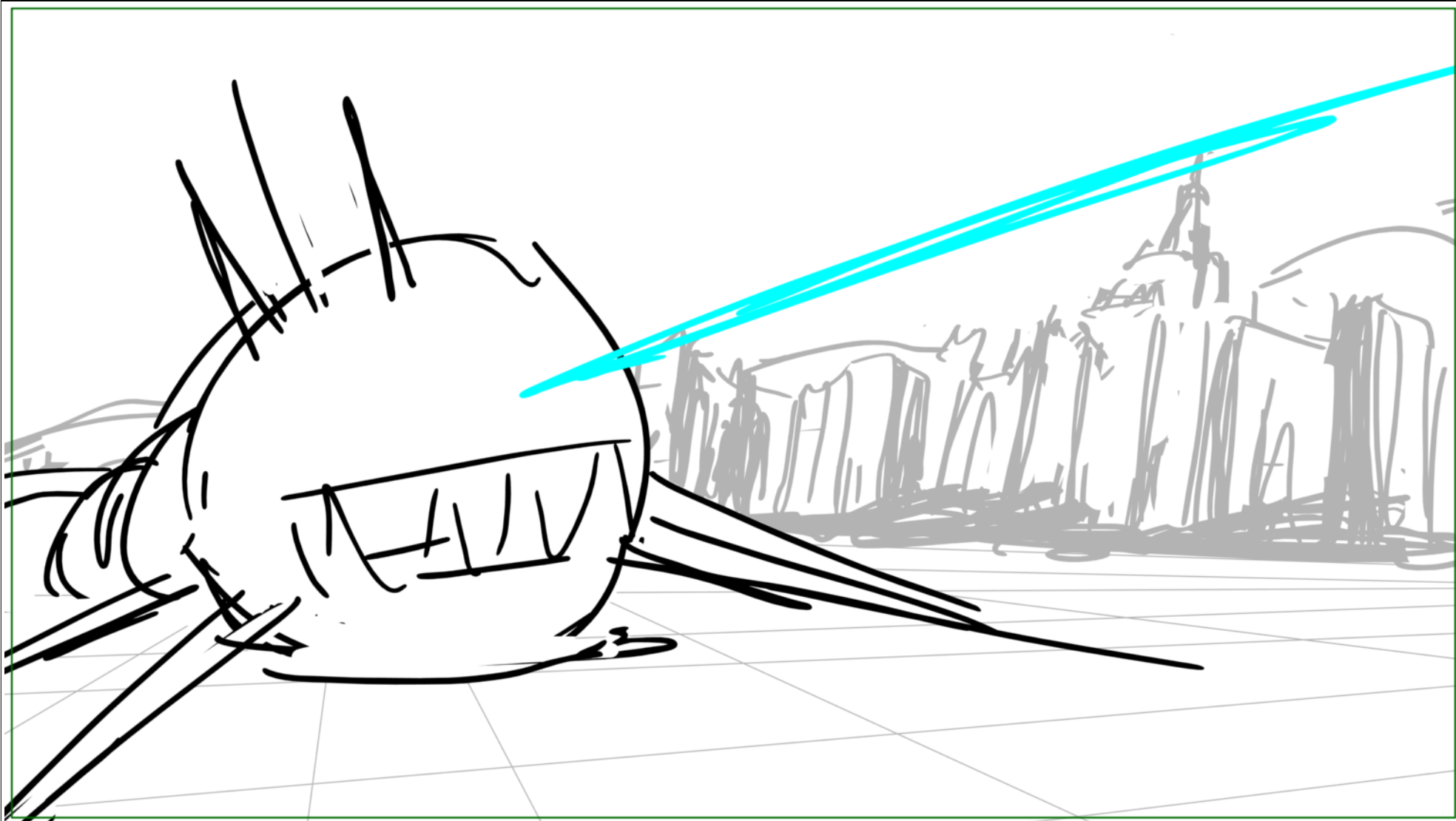


Scene

00160

Panel

4



Notes

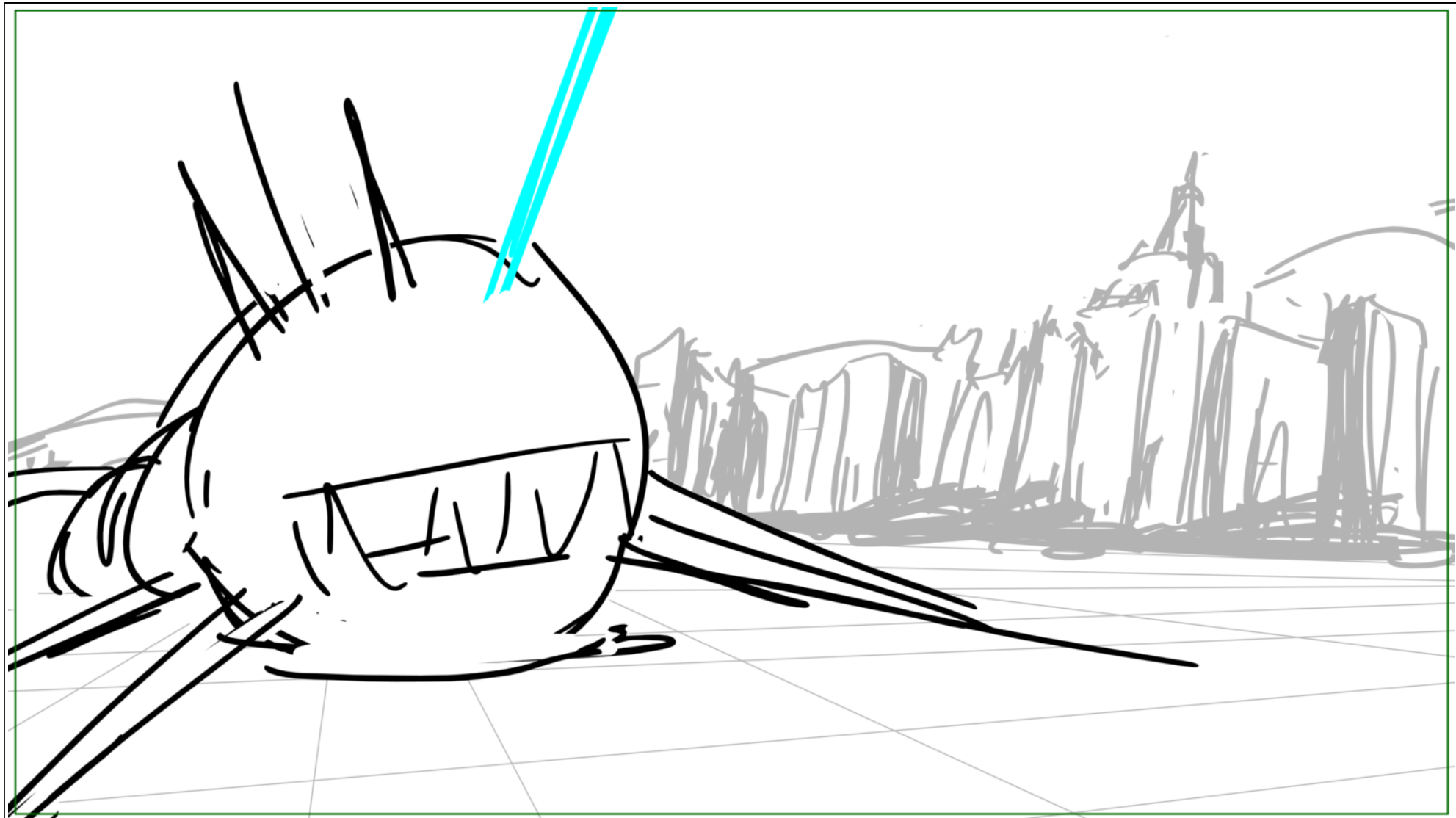
shaft of light from Oscars cane / from inside whale, then it explodes

Scene

00160

Panel

5

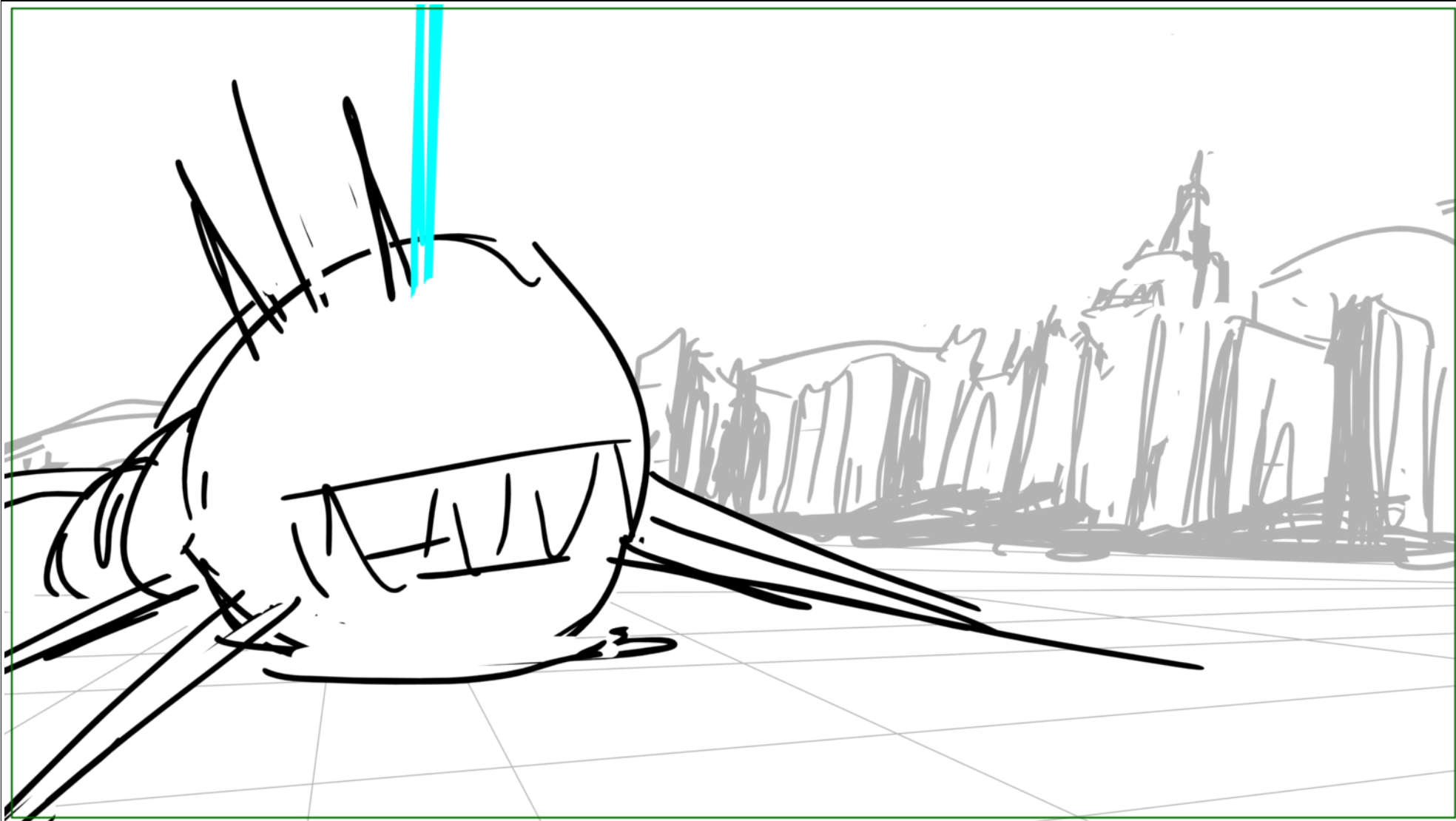


Scene

00160

Panel

6

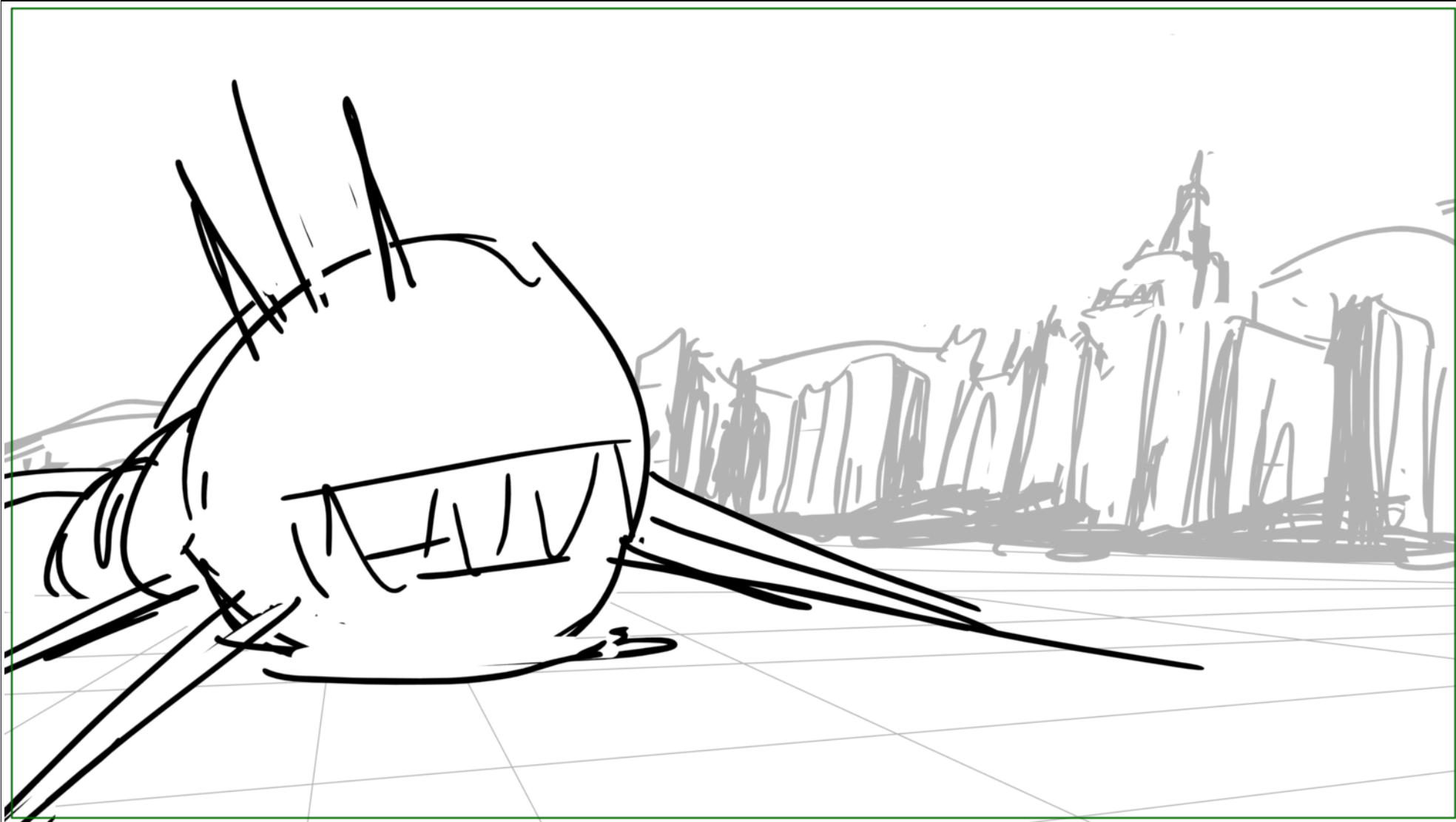


Scene

00160

Panel

7

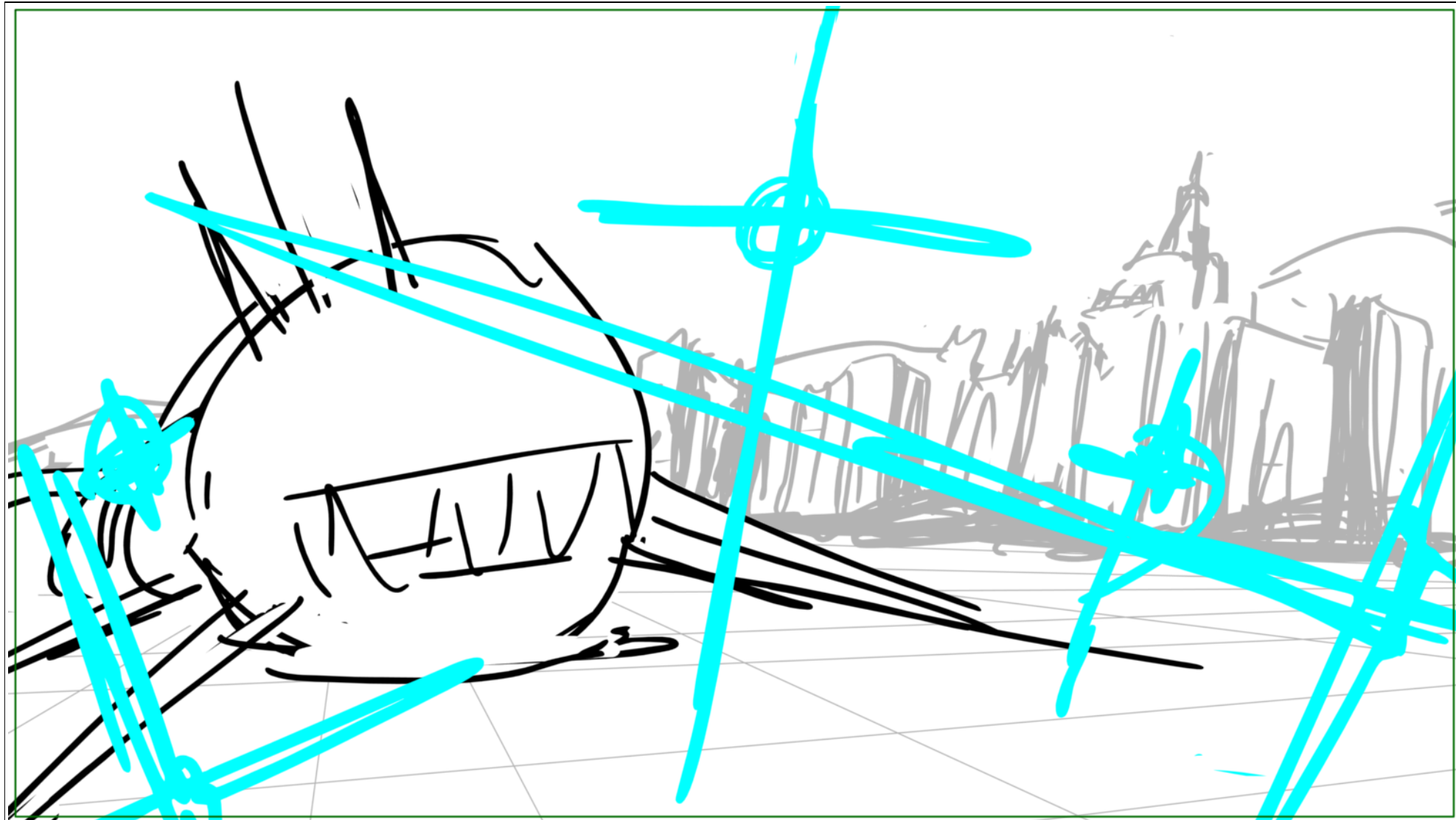


Scene

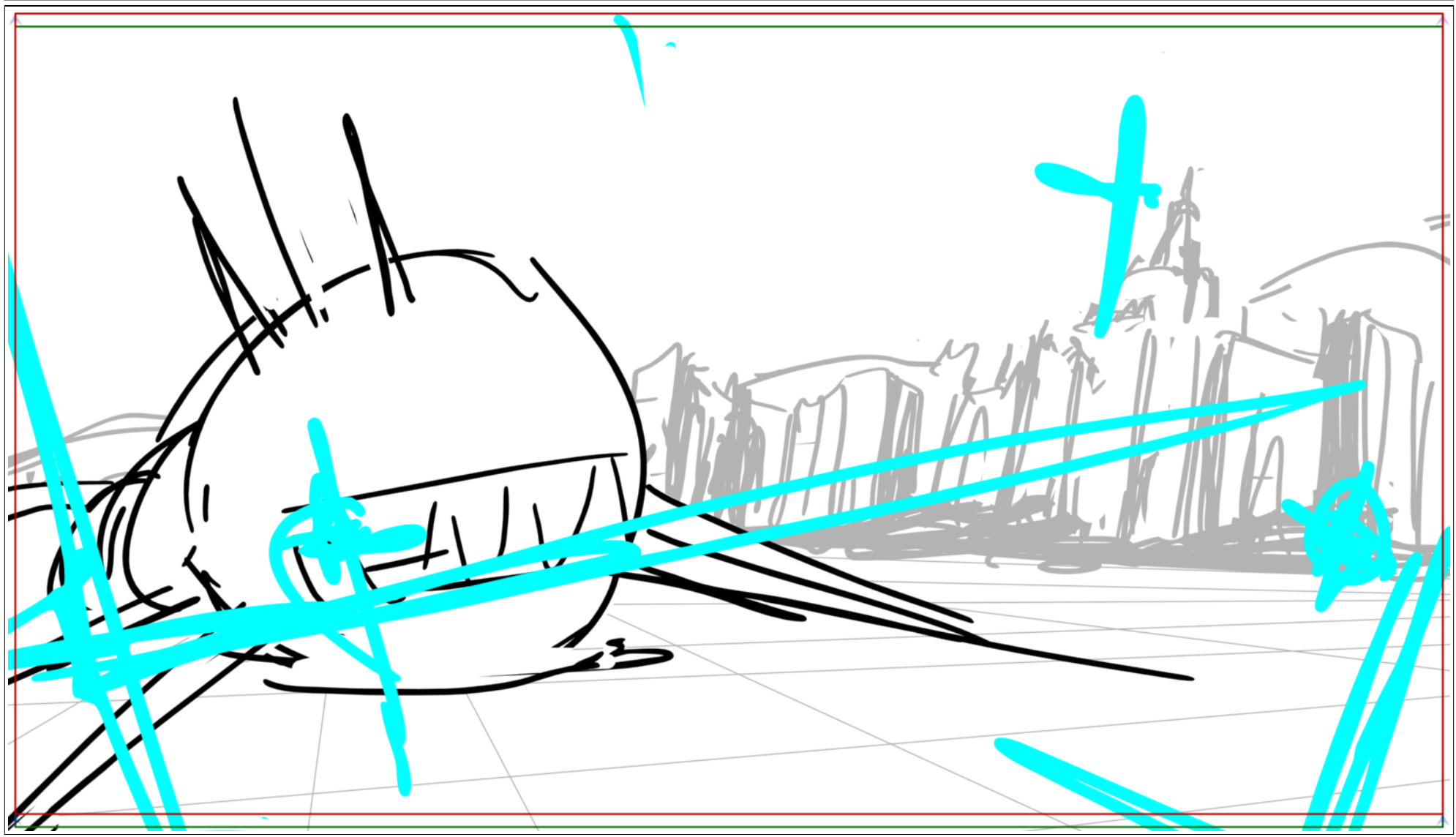
00160

Panel

8



Scene 00160	Panel 9
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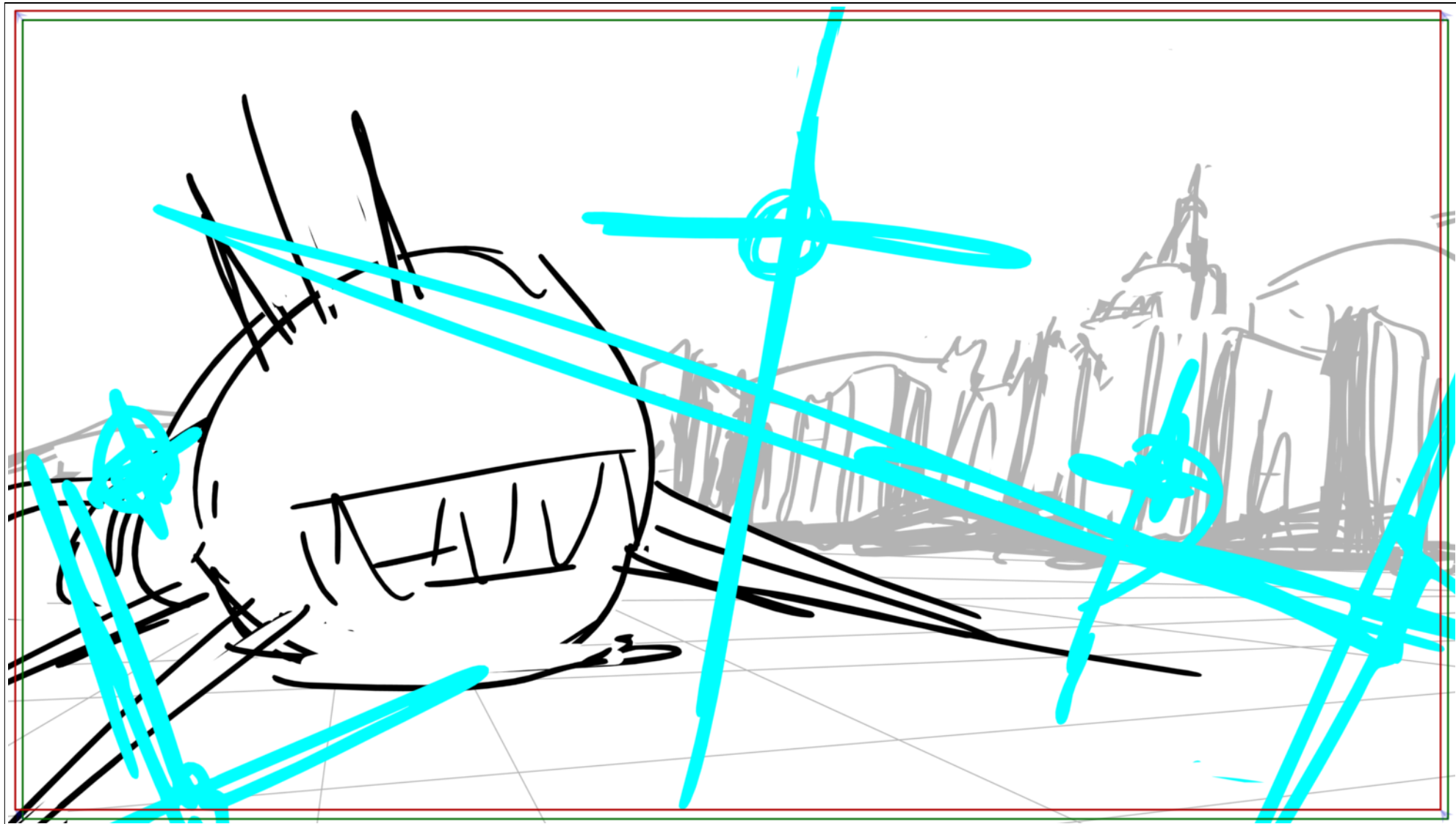


Scene

00160

Panel

10

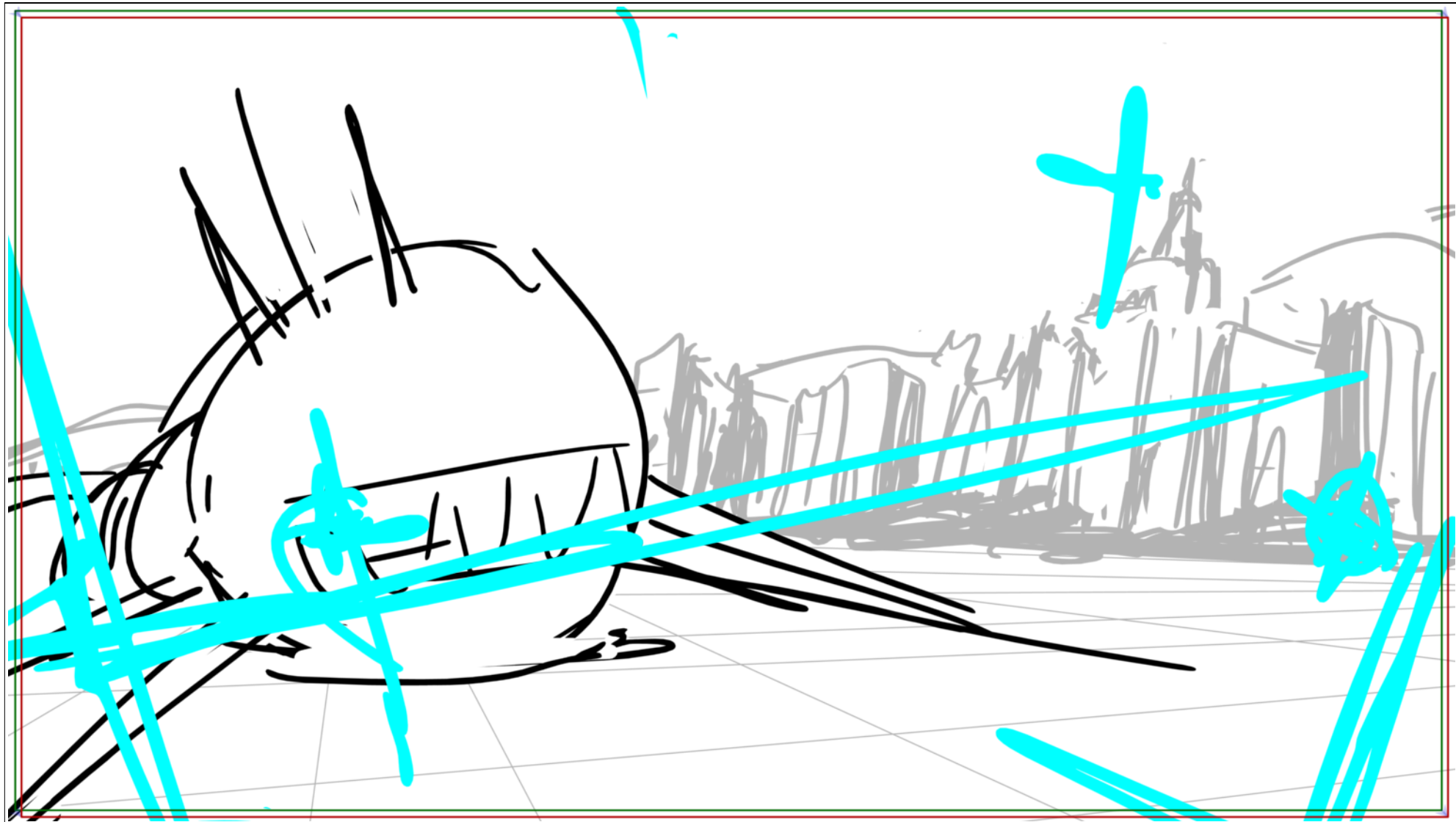


Scene

00160

Panel

11

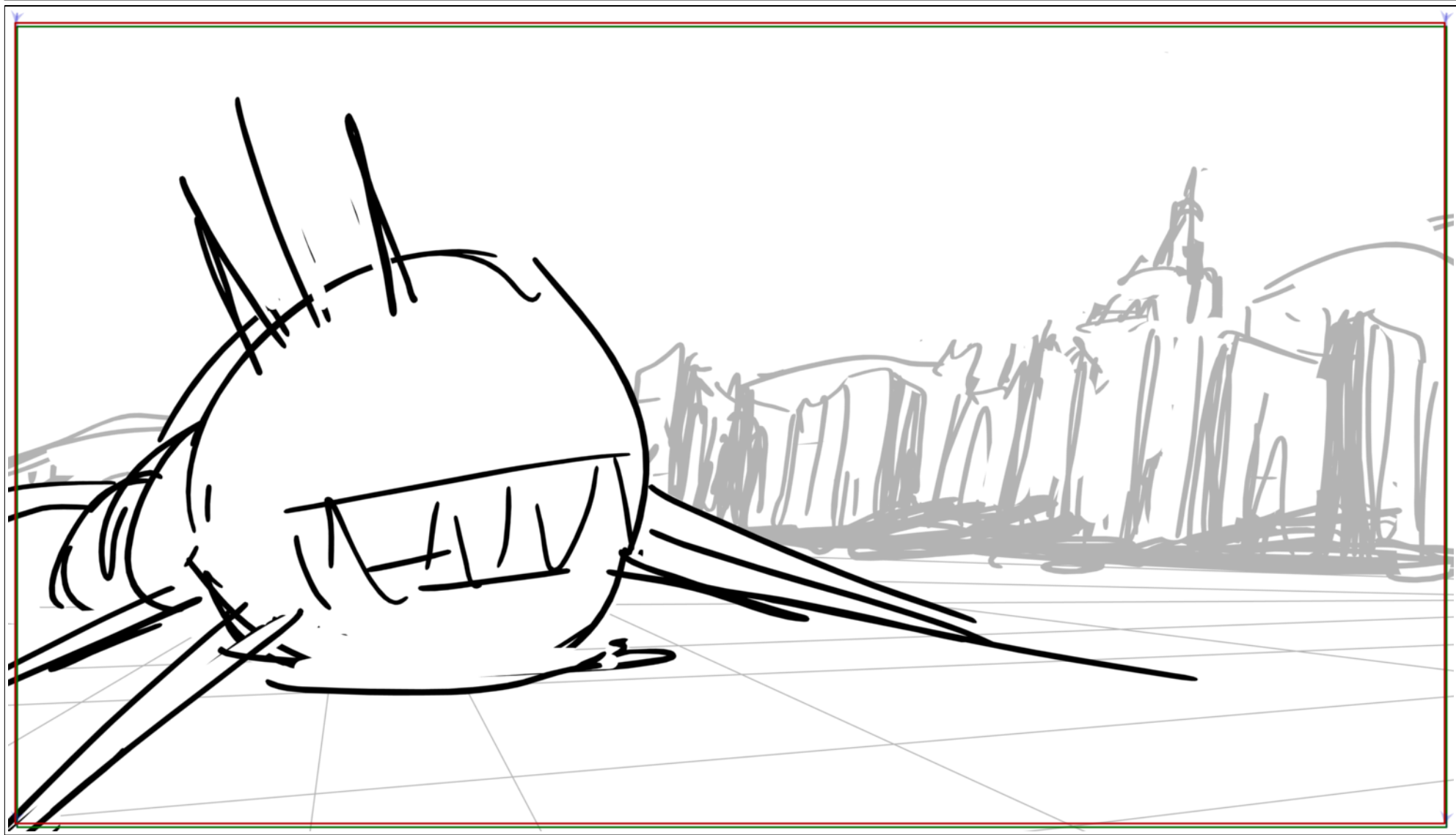


Scene

00160

Panel

12



Scene 00160	Panel 13
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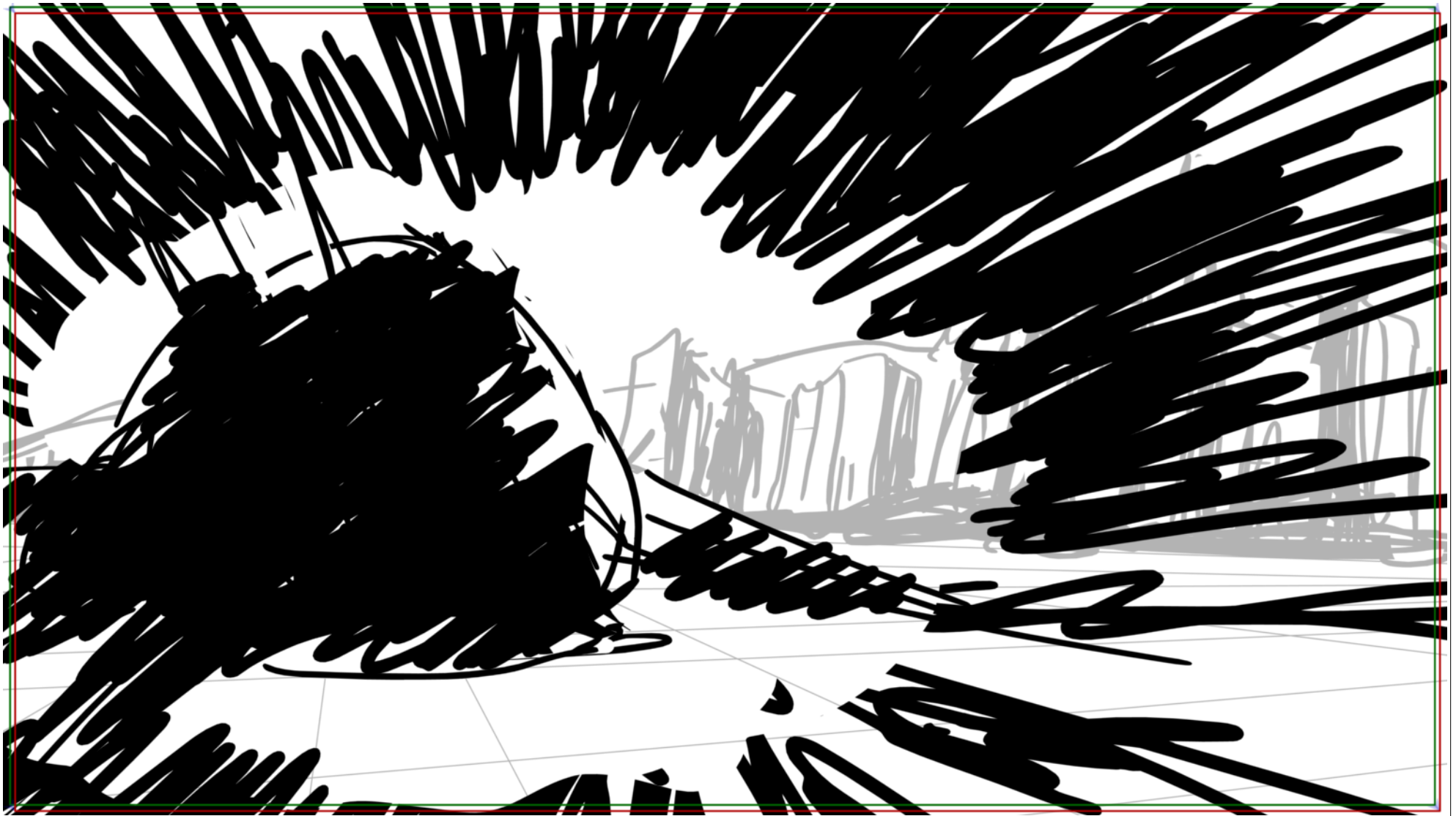
Notes
FLASH FRAMES

Scene

00160

Panel

14



Notes

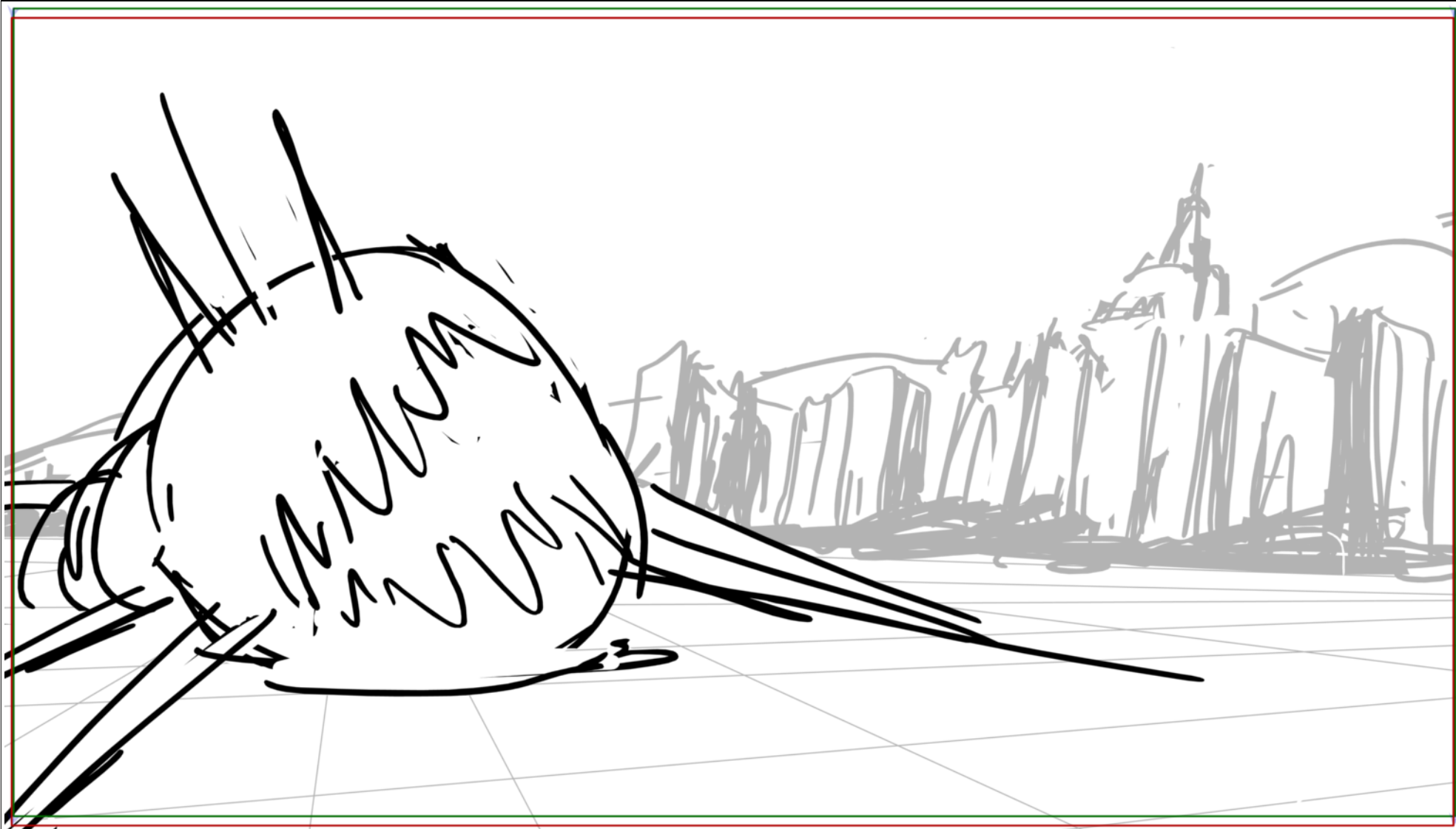
FLASH FRAMES

Scene

00160

Panel

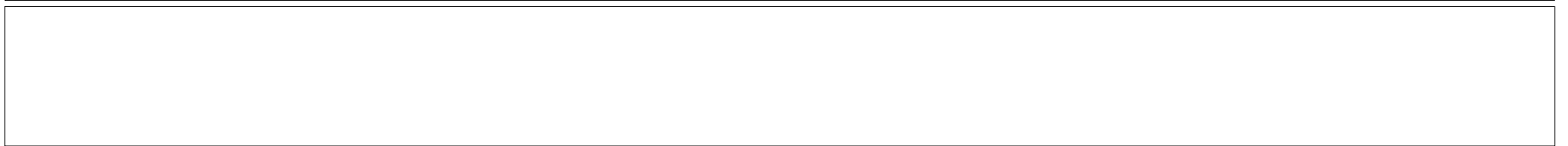
15



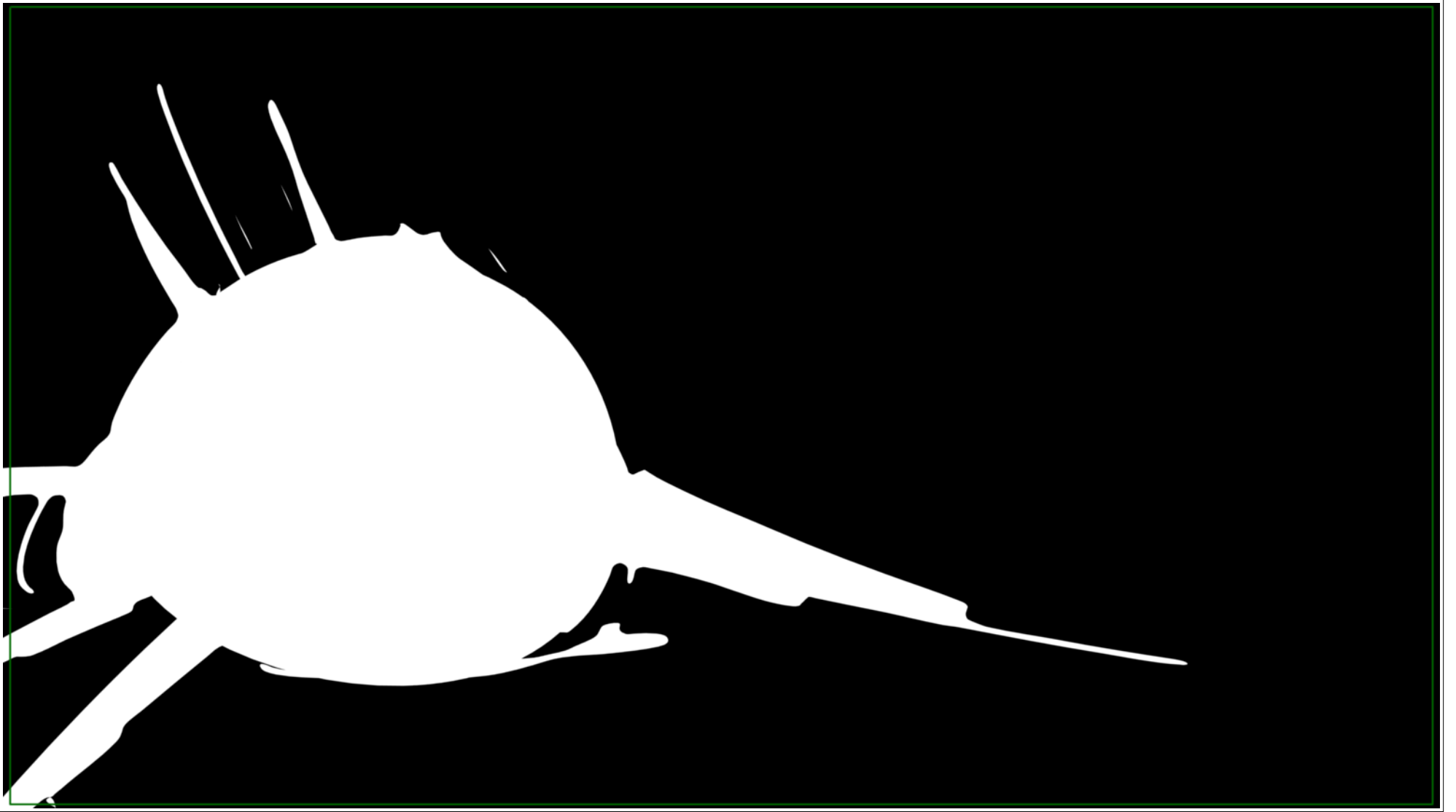
Notes

FLASH FRAMES

Scene 00160	Panel 16
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Scene 00160	Panel 17
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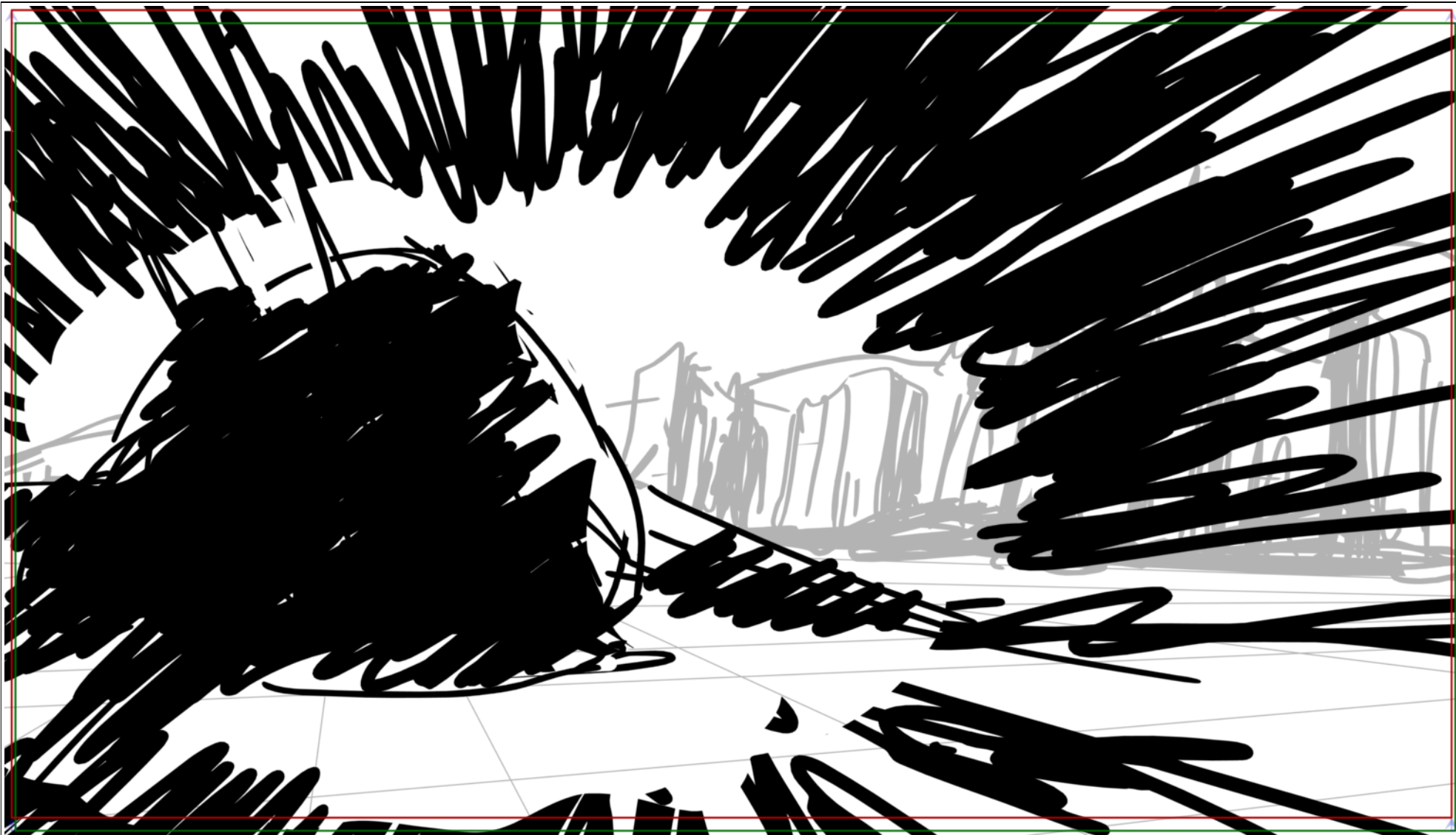


Scene

00160

Panel

18

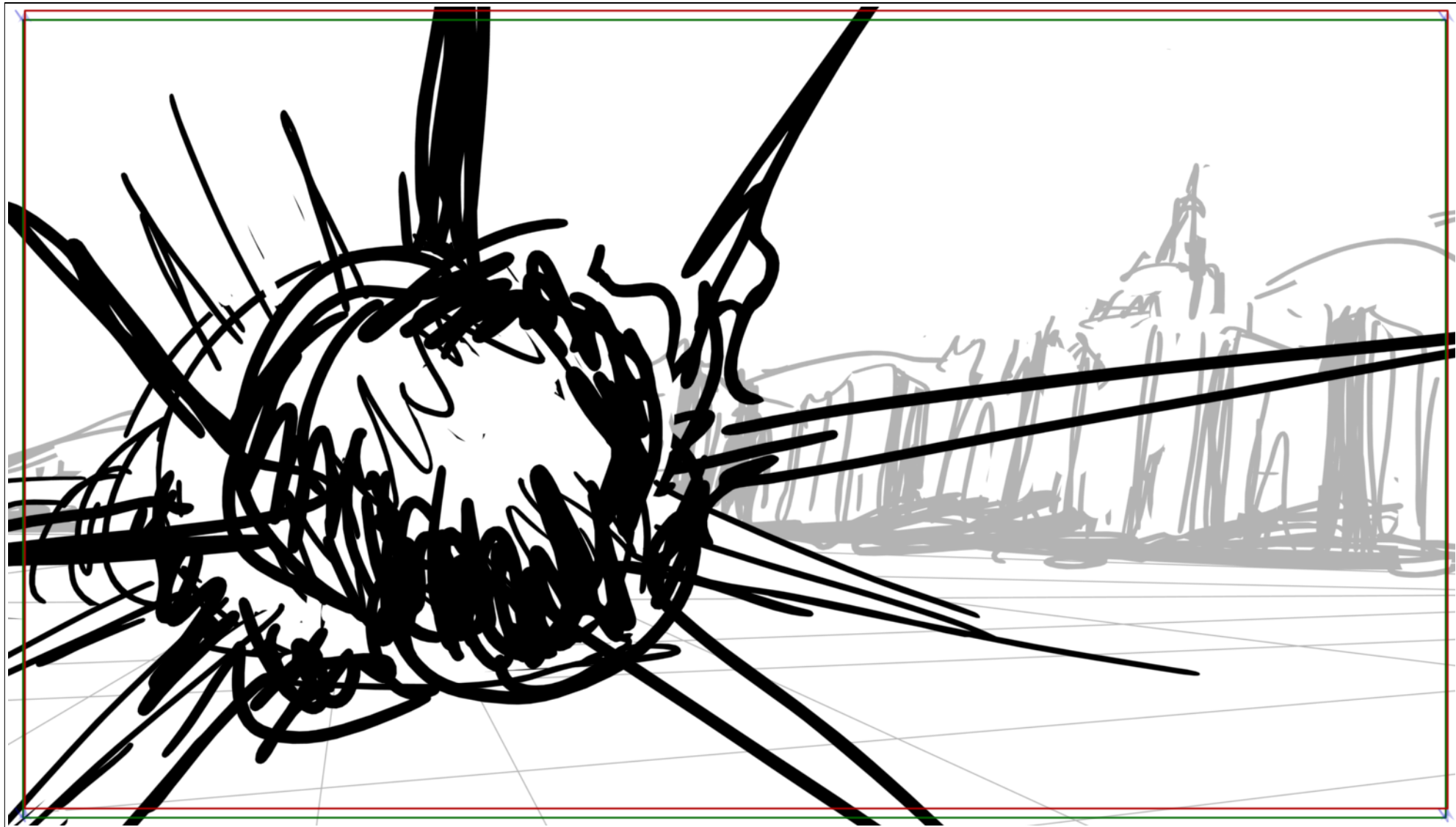


Scene

00160

Panel

19



Scene

00160

Panel

20



Scene 00170	Panel 1
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Scene

00170

Panel

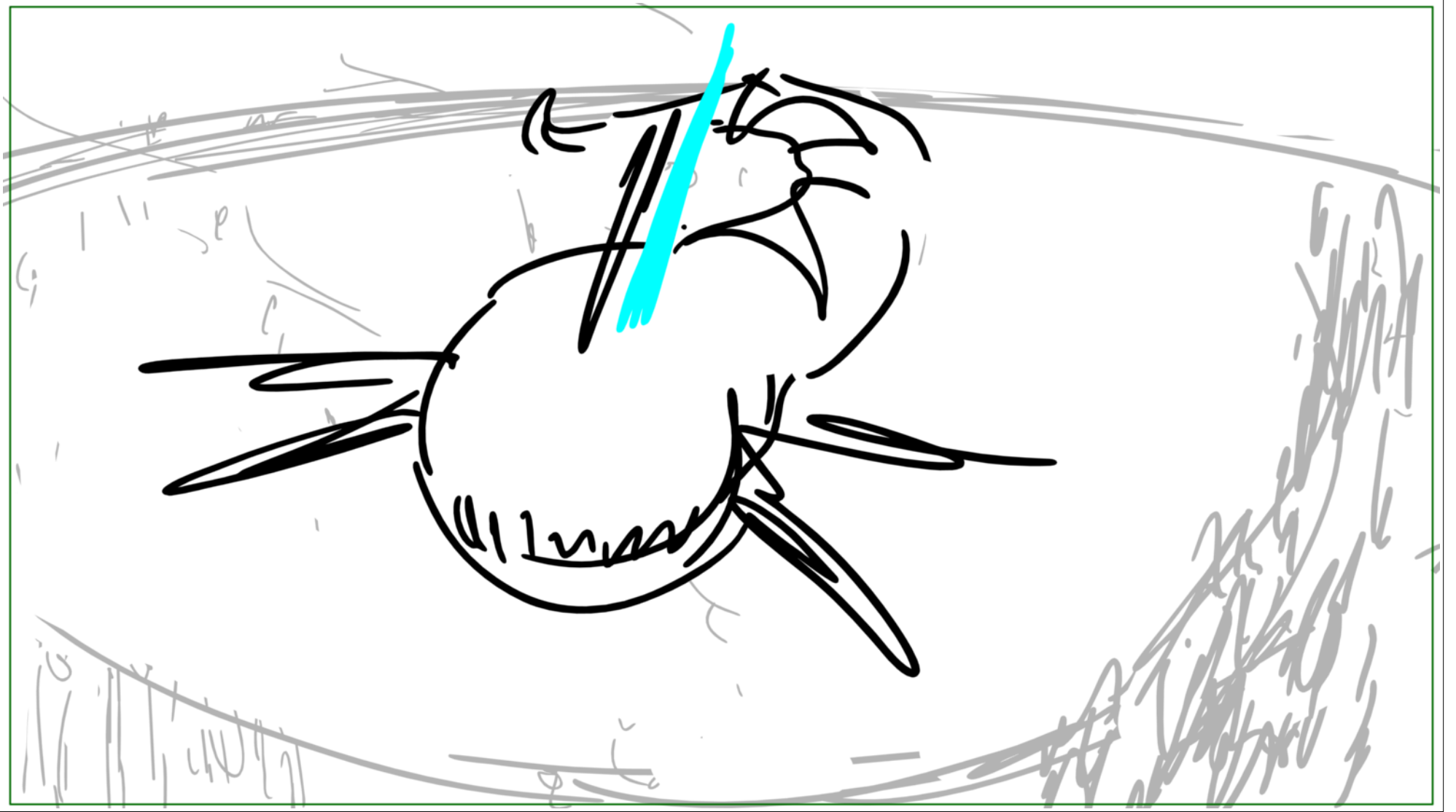
2



Notes

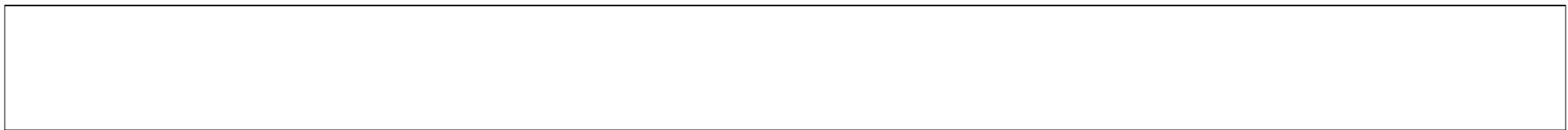
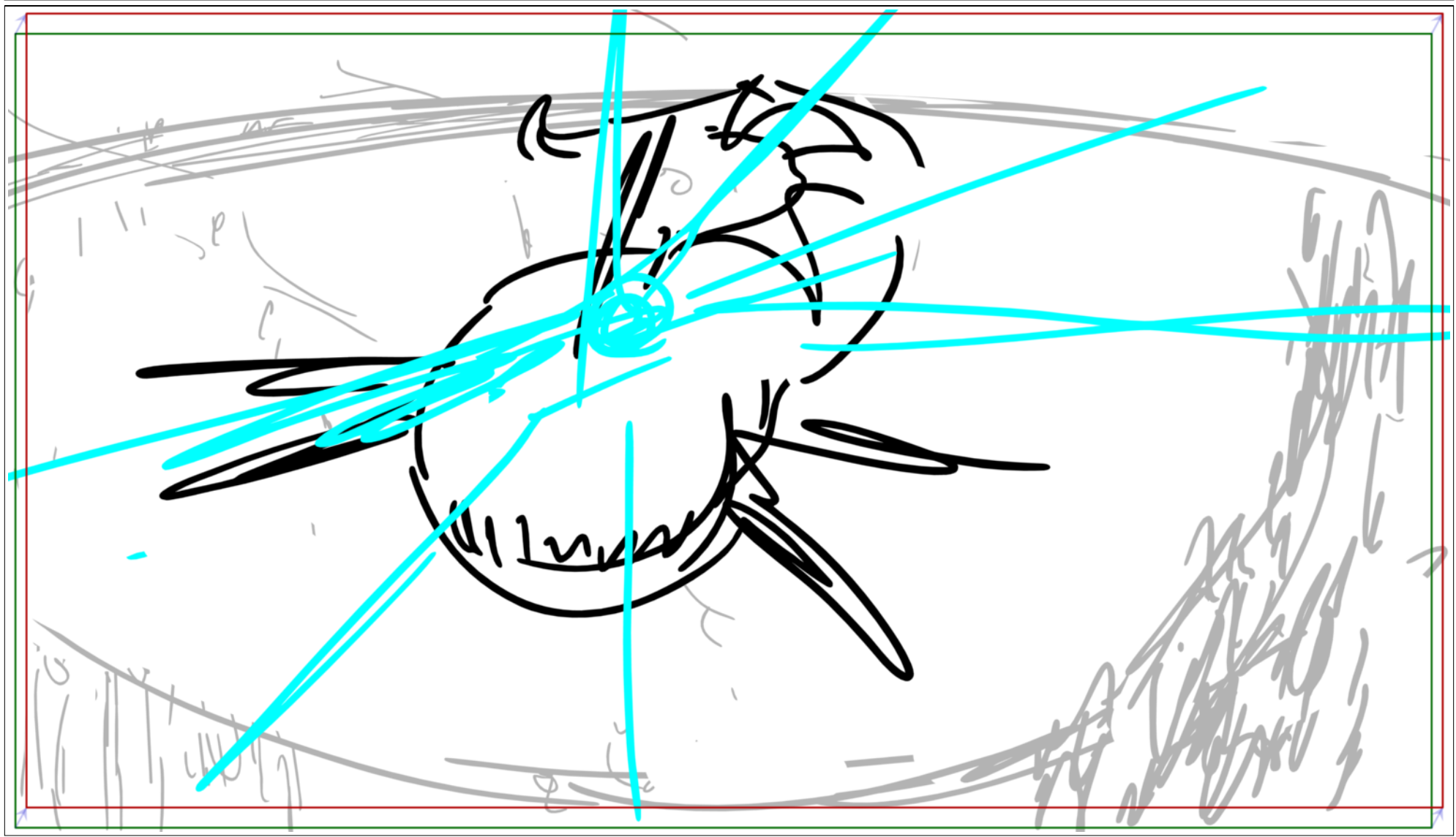
shaft of light from Oscars cane / from inside whale, then it explodes

Scene 00170	Panel 3
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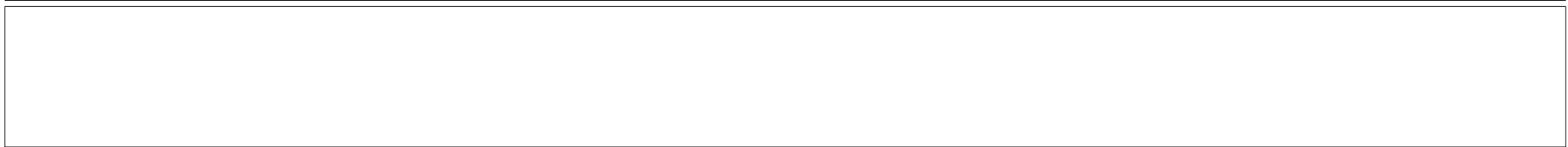
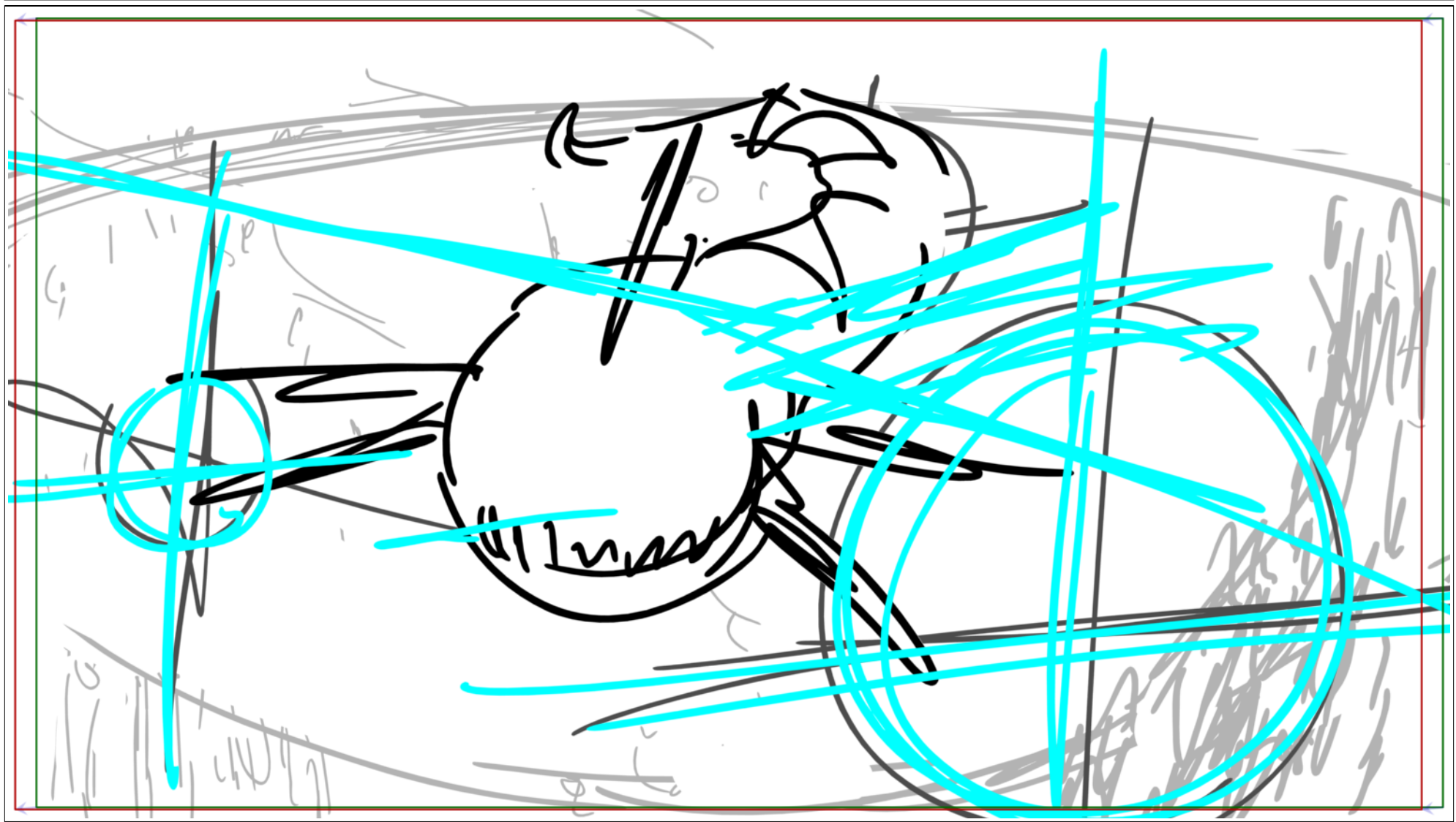


Notes
shaft of light from Oscars cane / from inside whale, then it explodes

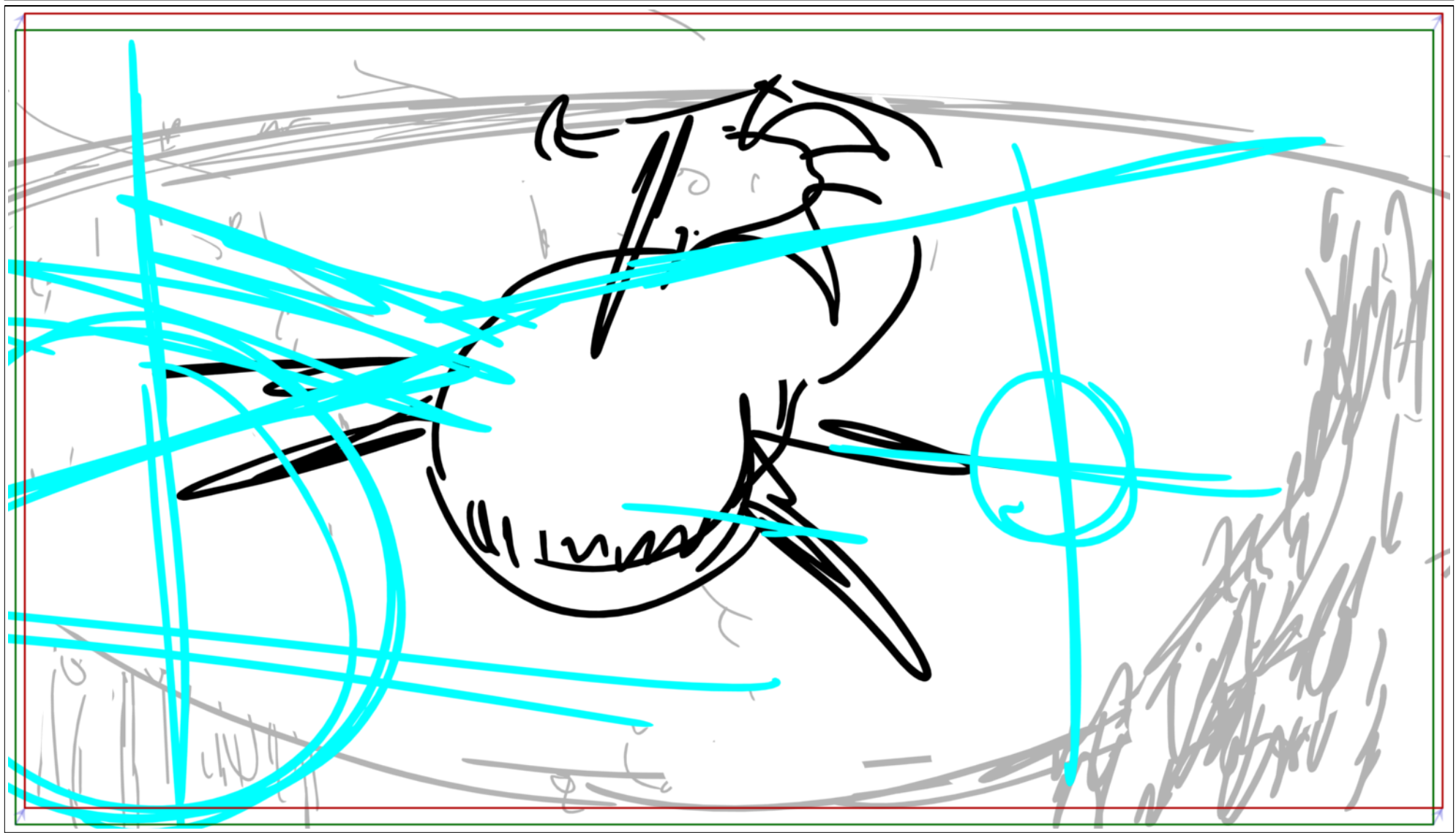
Scene 00170	Panel 4
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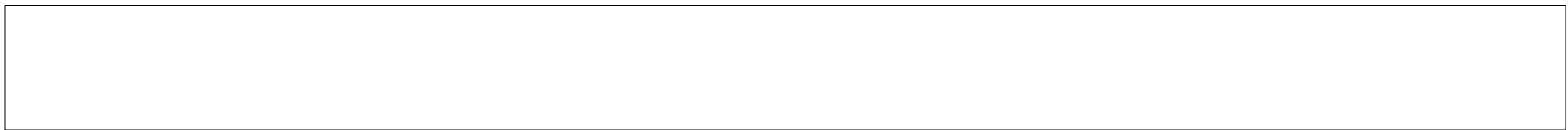
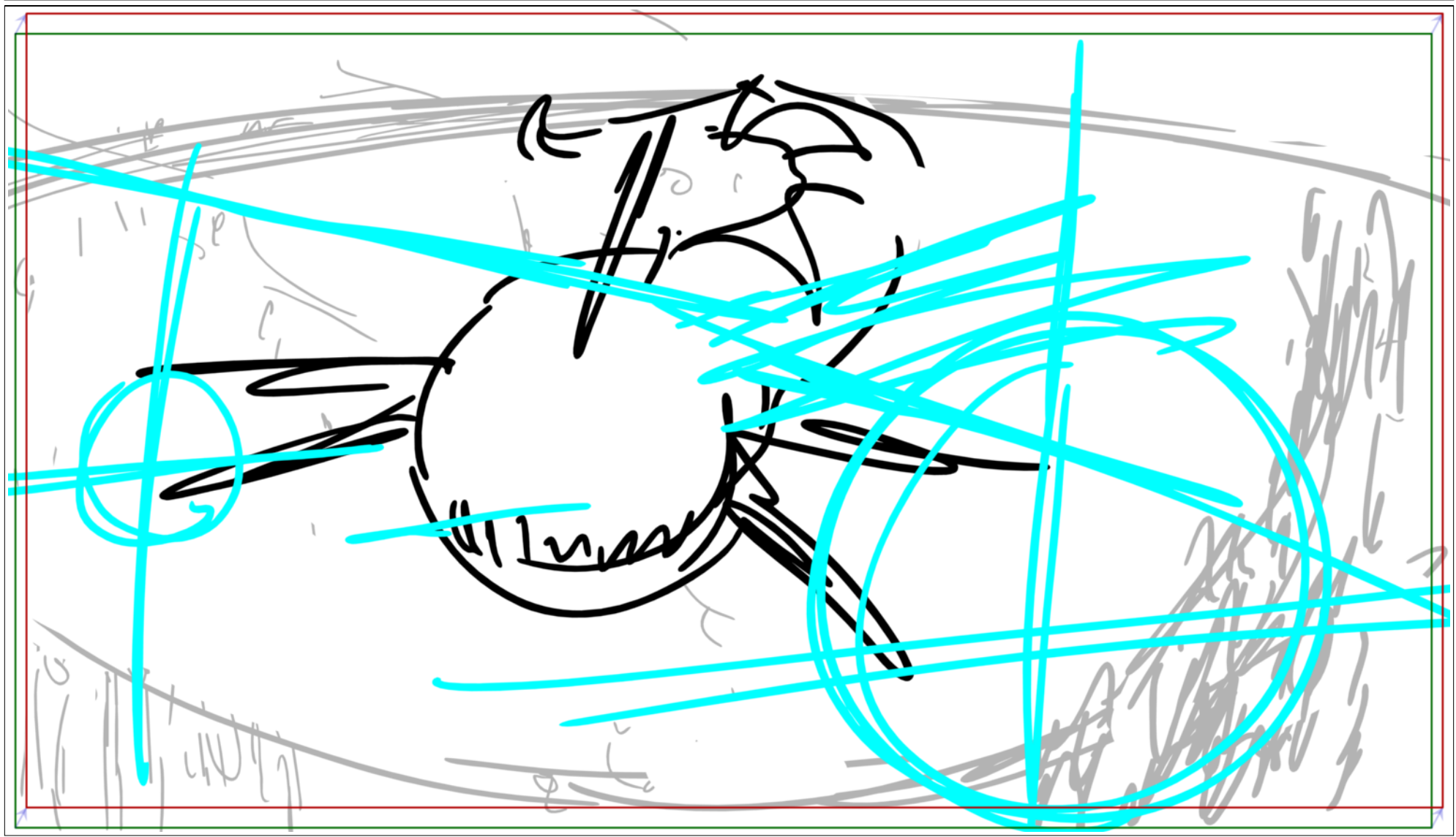
Scene 00170	Panel 5
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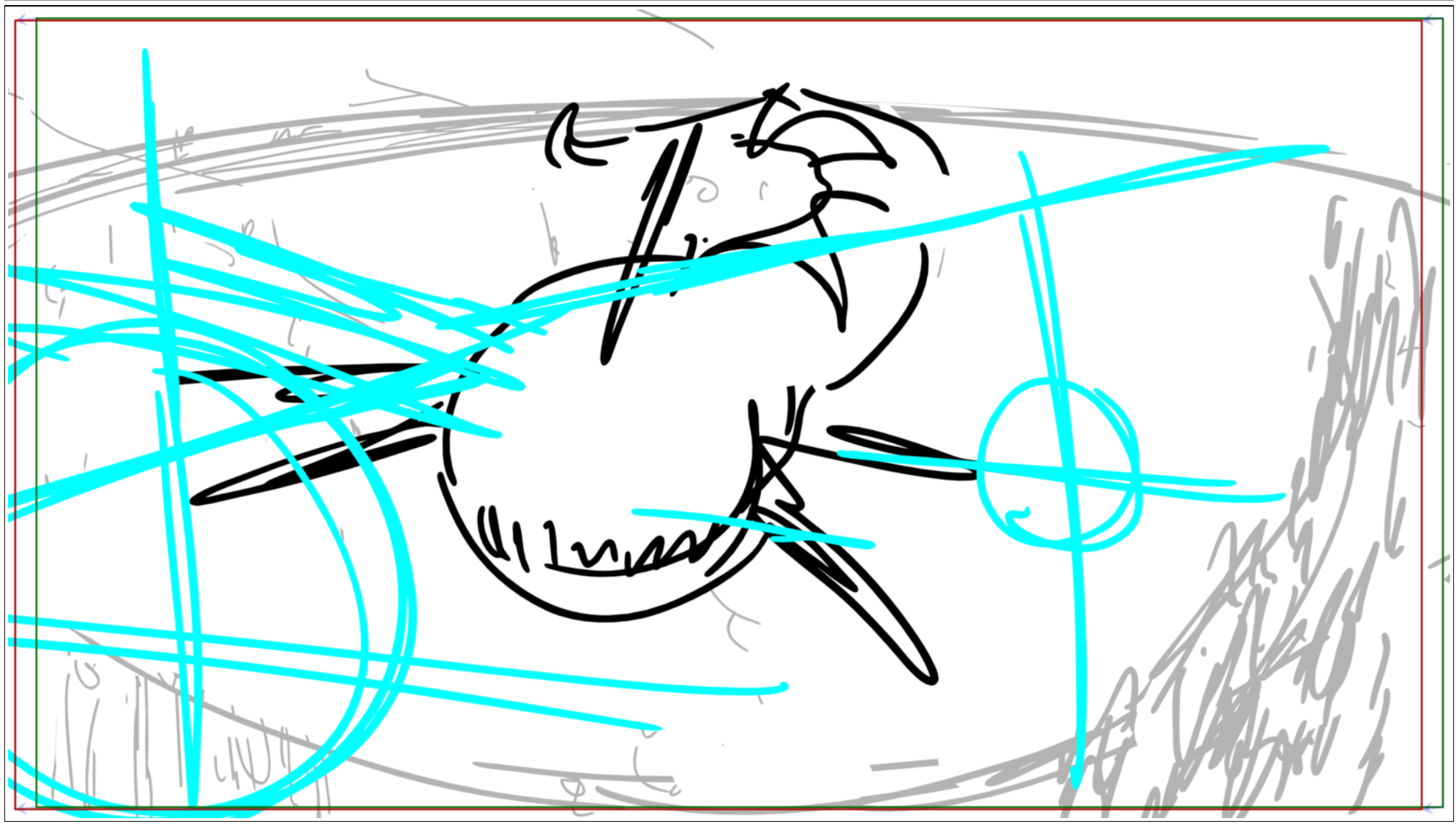
Scene 00170	Panel 6
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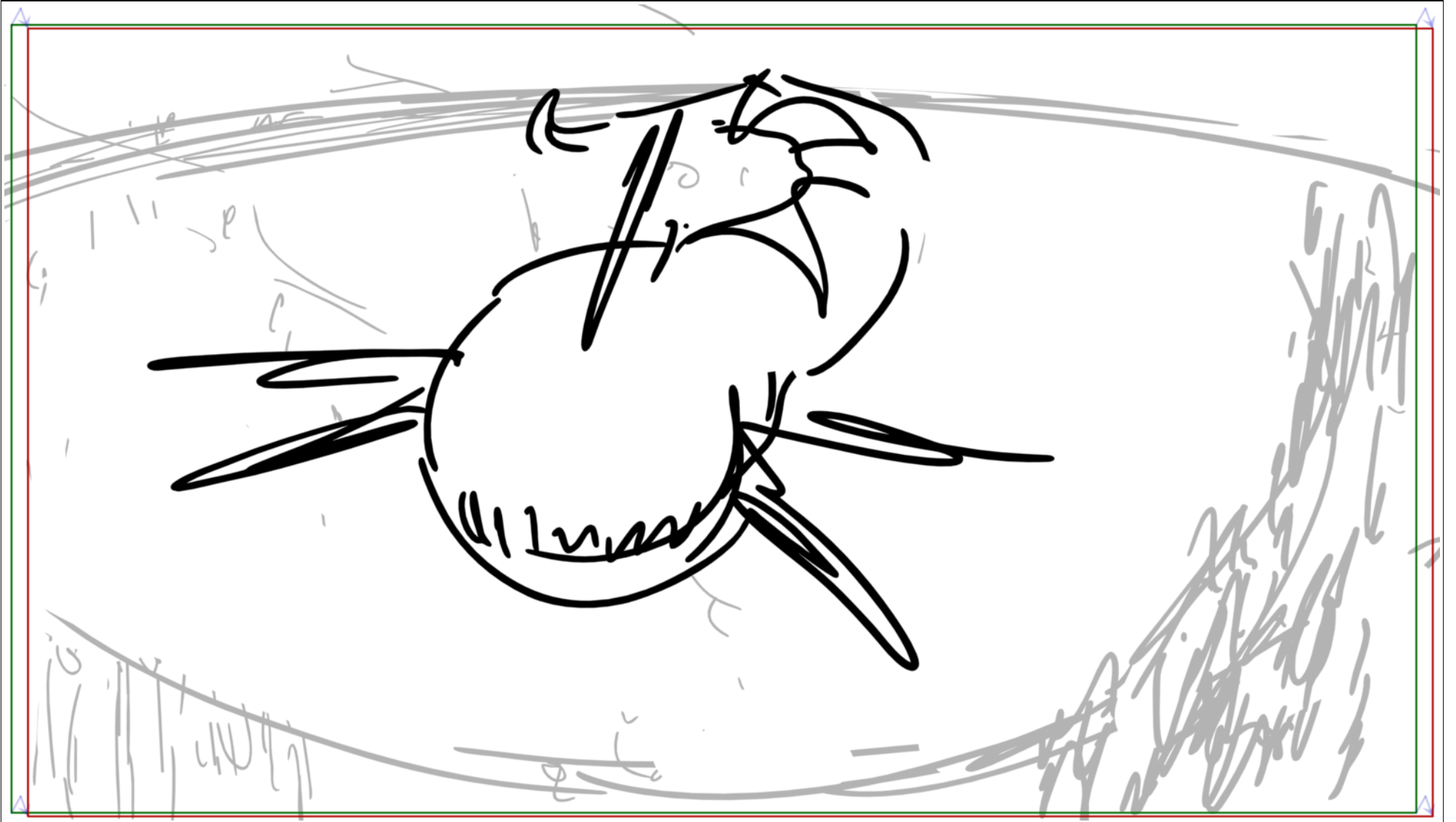
Scene 00170	Panel 7
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Scene 00170	Panel 8
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Scene 00170	Panel 9
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Scene 00170	Panel 10
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Notes
FLASH FRAMES

Scene 00170	Panel 11
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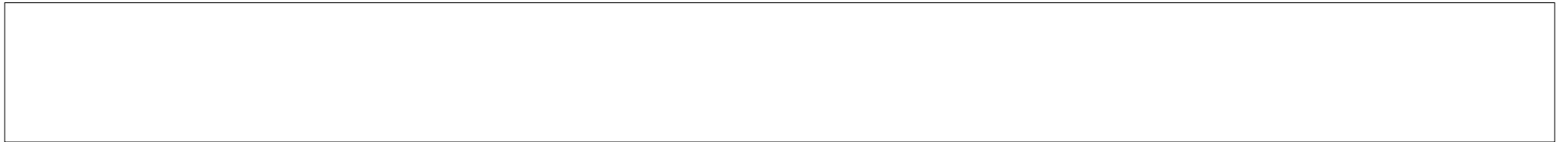


Notes
FLASH FRAMES

Scene 00170	Panel 12
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Scene 00170	Panel 13
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Scene 00170	Panel 14
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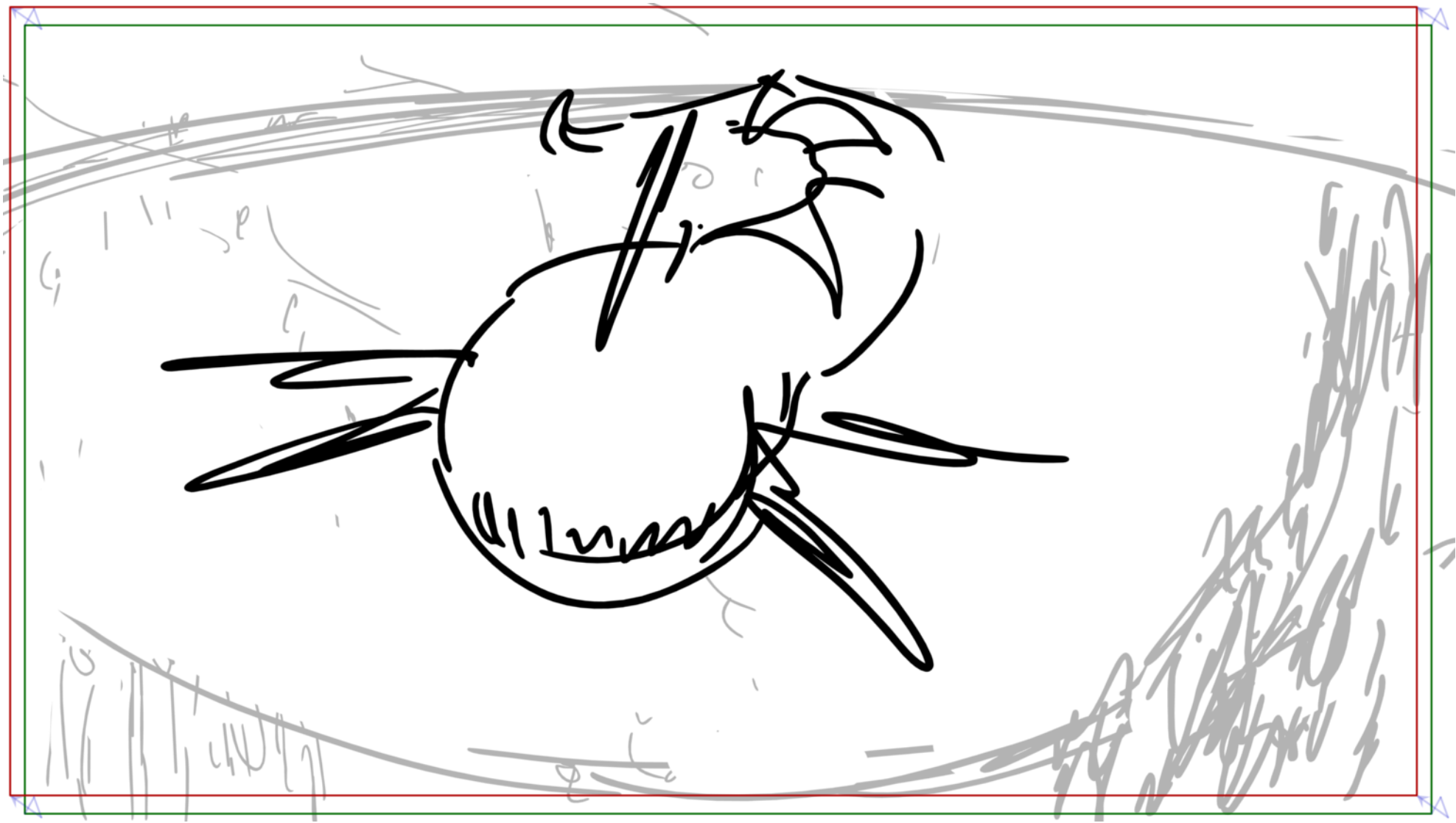
Notes
FLASH FRAMES

Scene 00170	Panel 15
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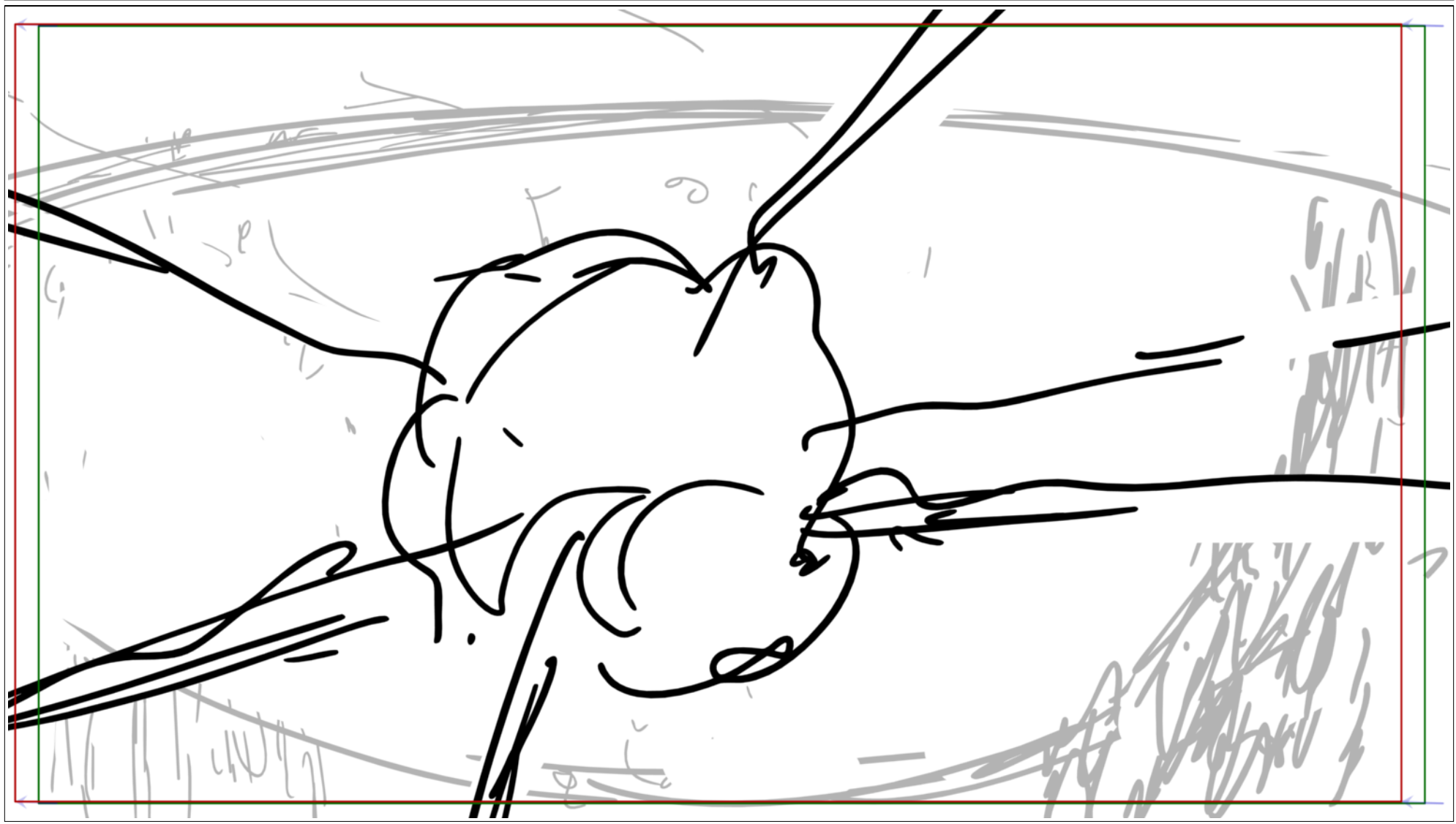


Notes
FLASH FRAMES

Scene 00170	Panel 16
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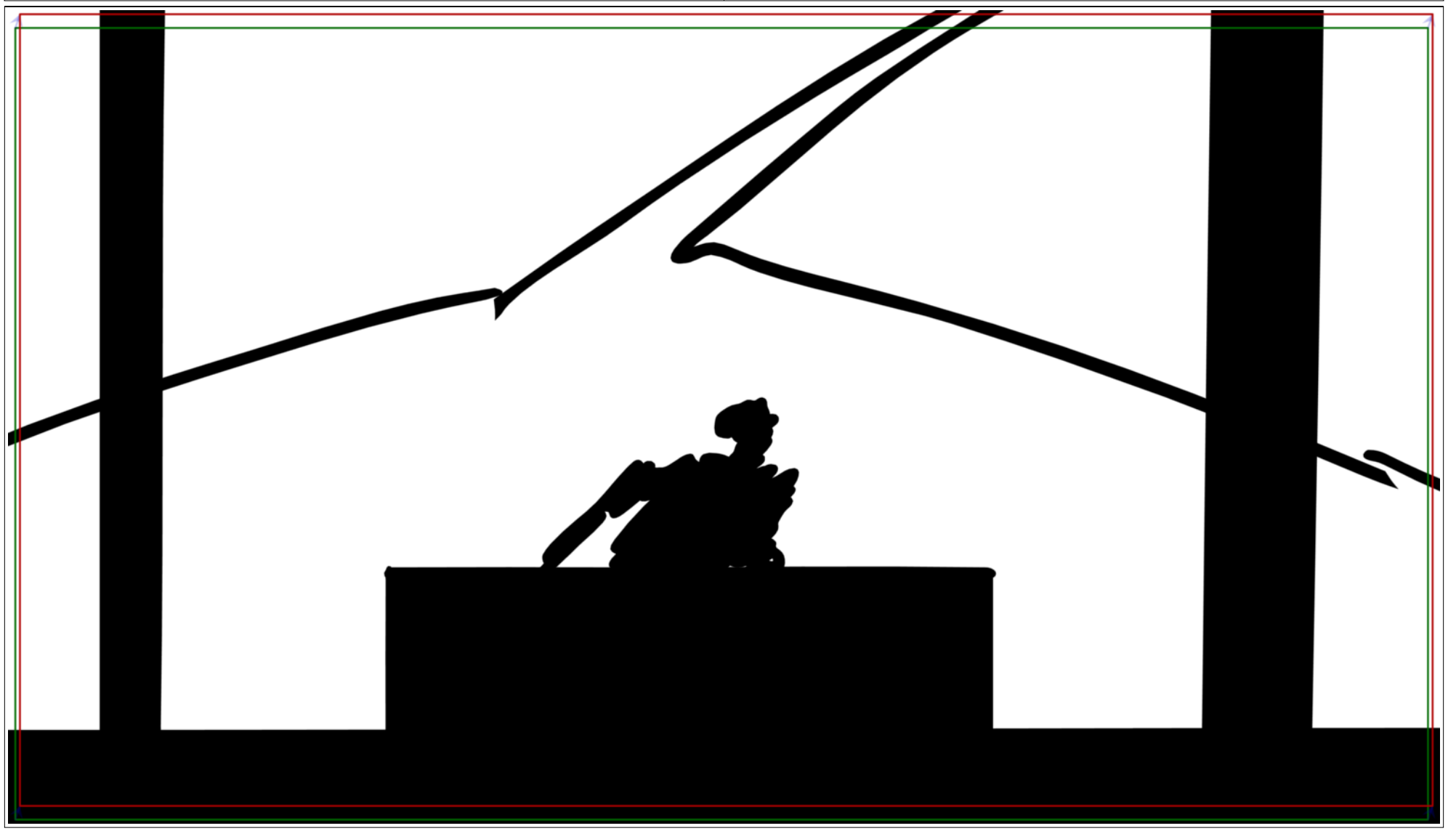
Scene 00170	Panel 17
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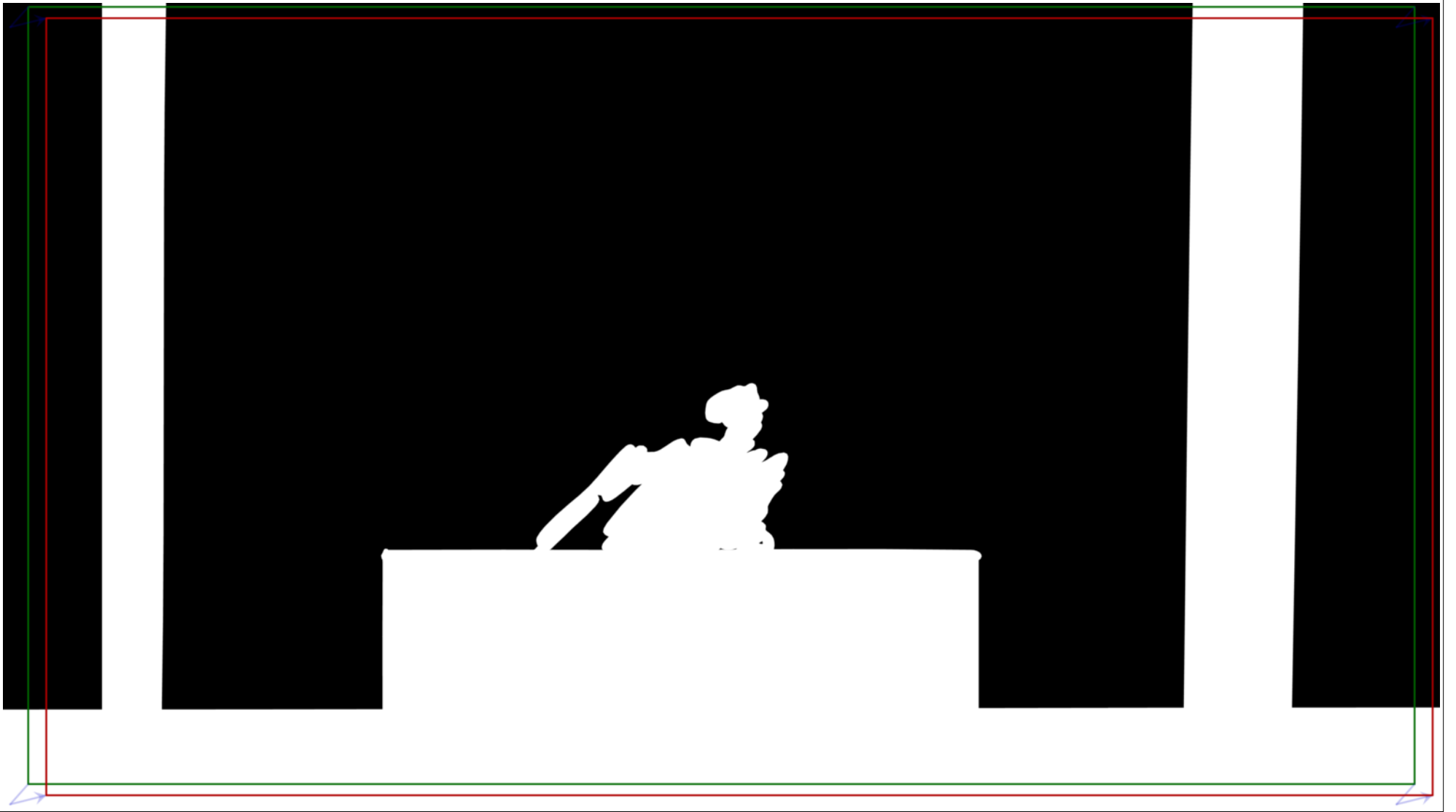
Scene 00170	Panel 18
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Scene 00180	Panel 1
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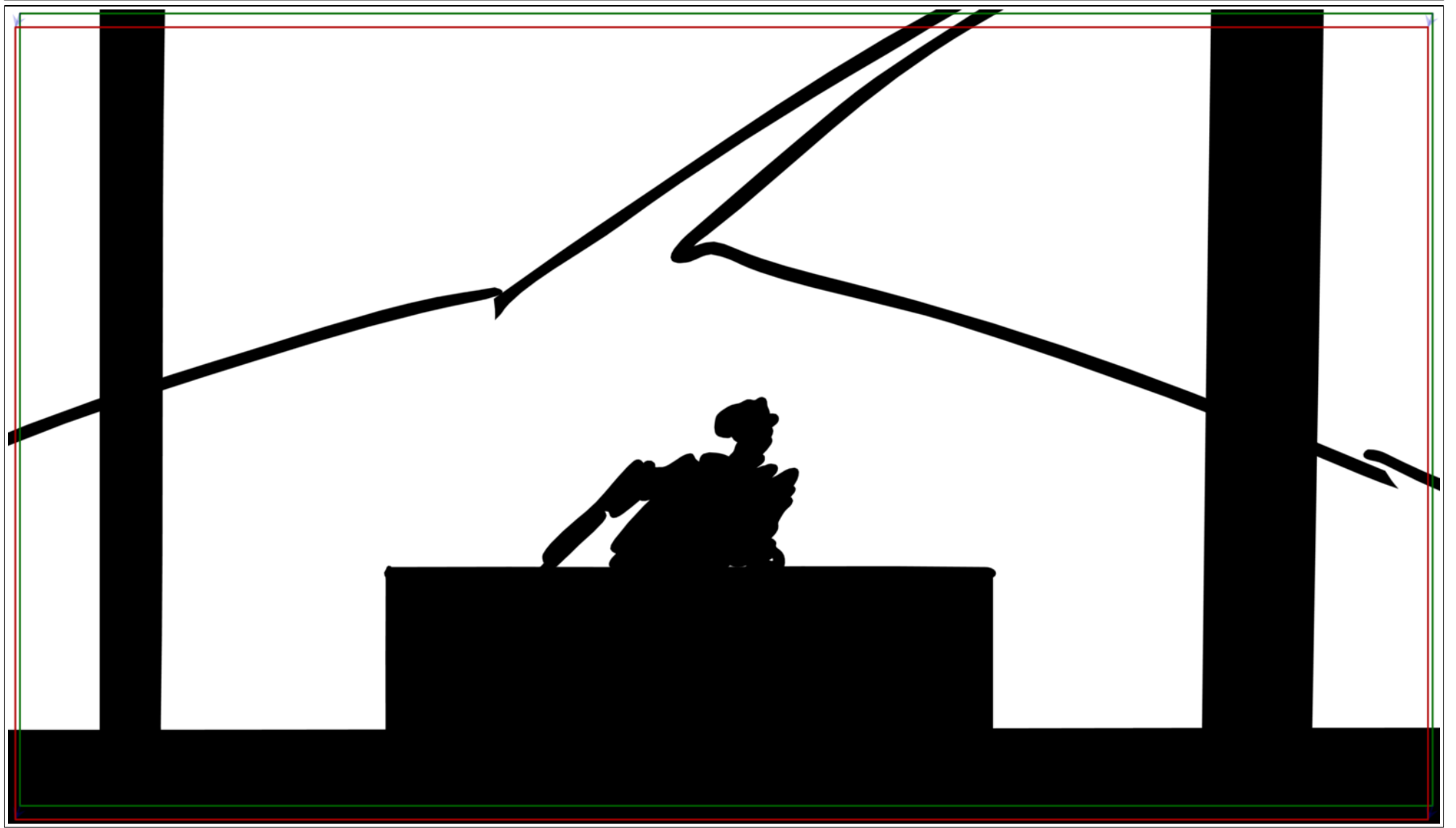


Scene 00180	Panel 2
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Notes
FLASH FRAMES

Scene 00180	Panel 3
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Scene 00180	Panel 4
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Notes
FLASH FRAMES

Scene 00180	Panel 5
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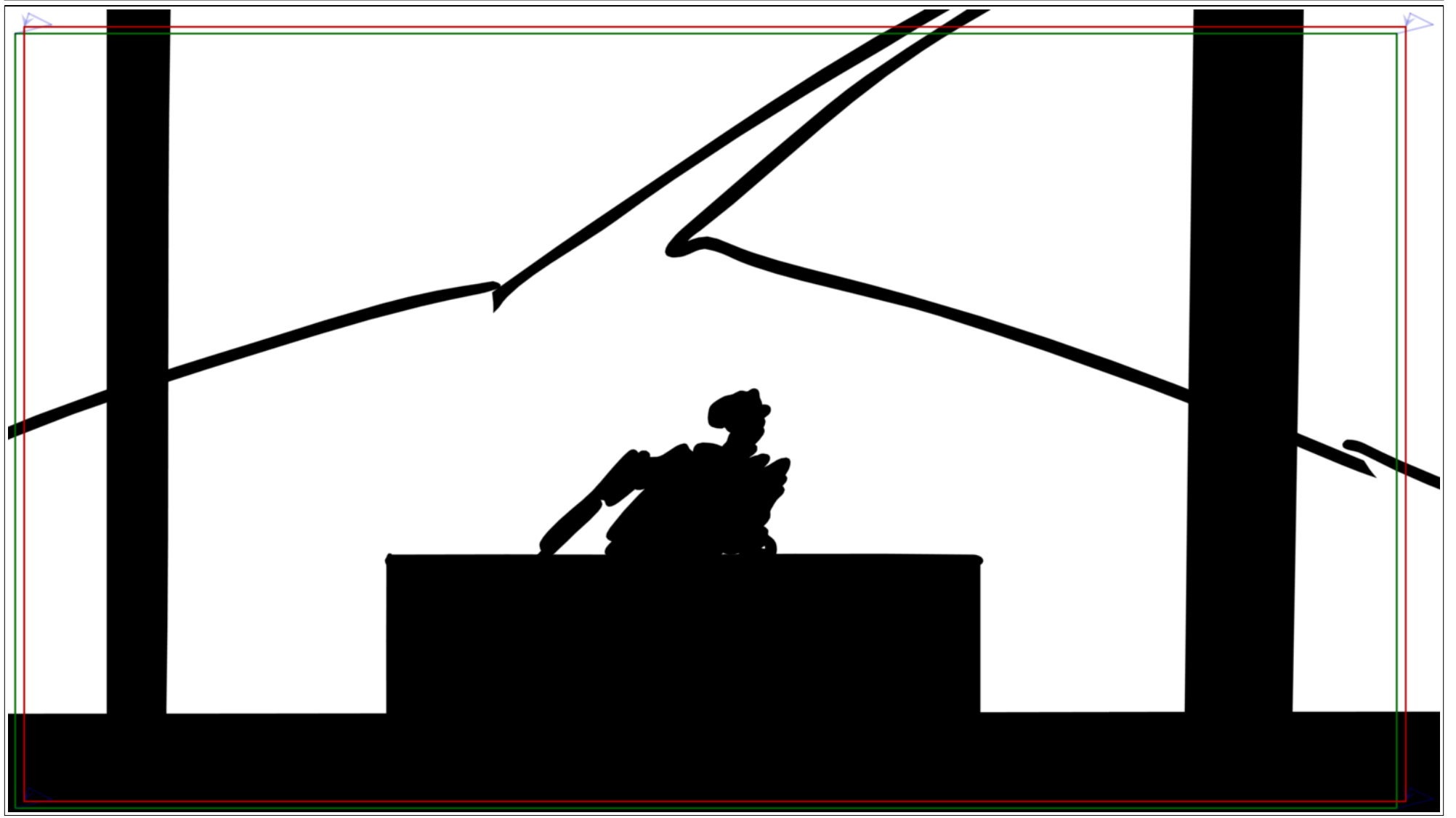
Notes
FLASH FRAMES

Scene 00180	Panel 6
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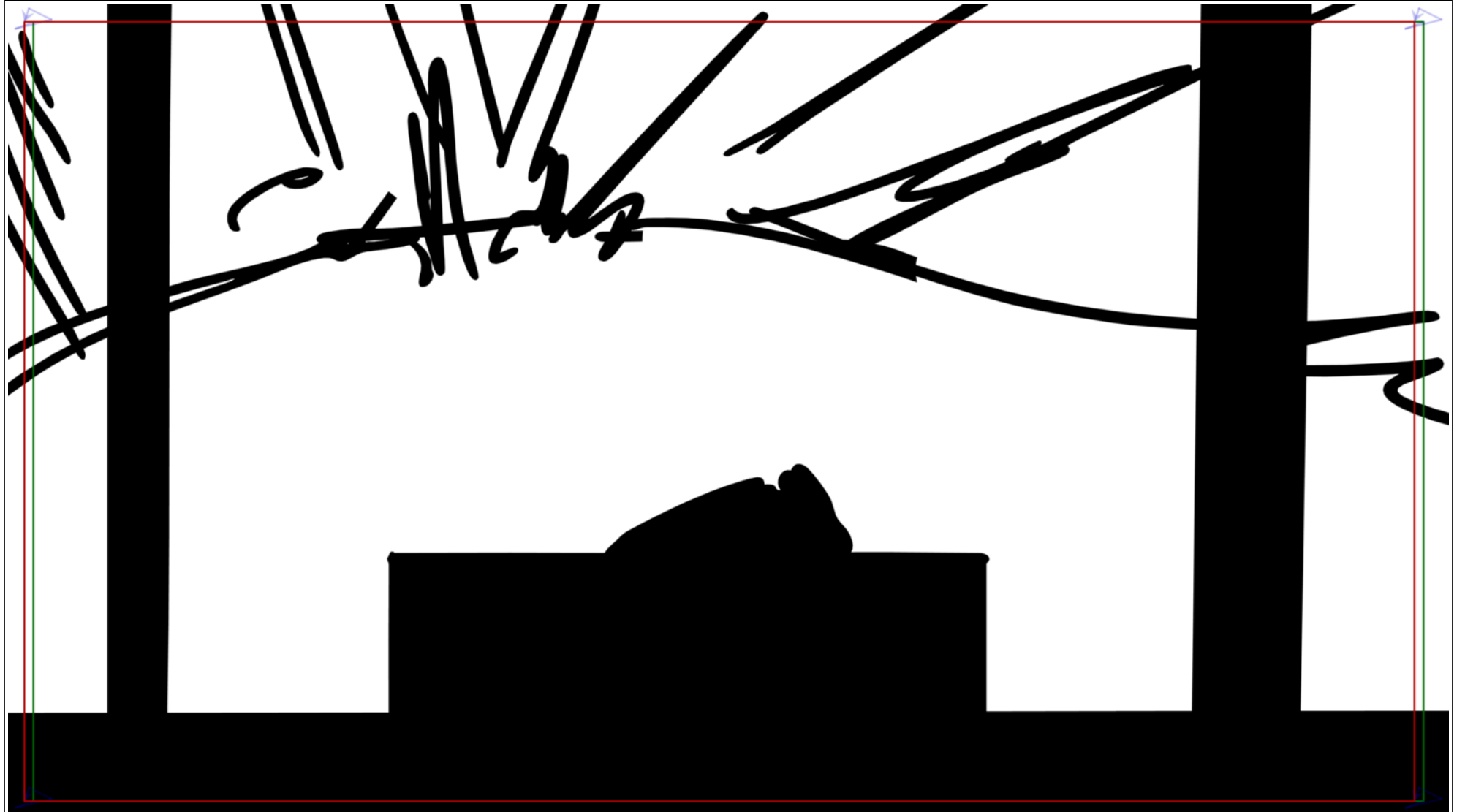


Notes
FLASH FRAMES

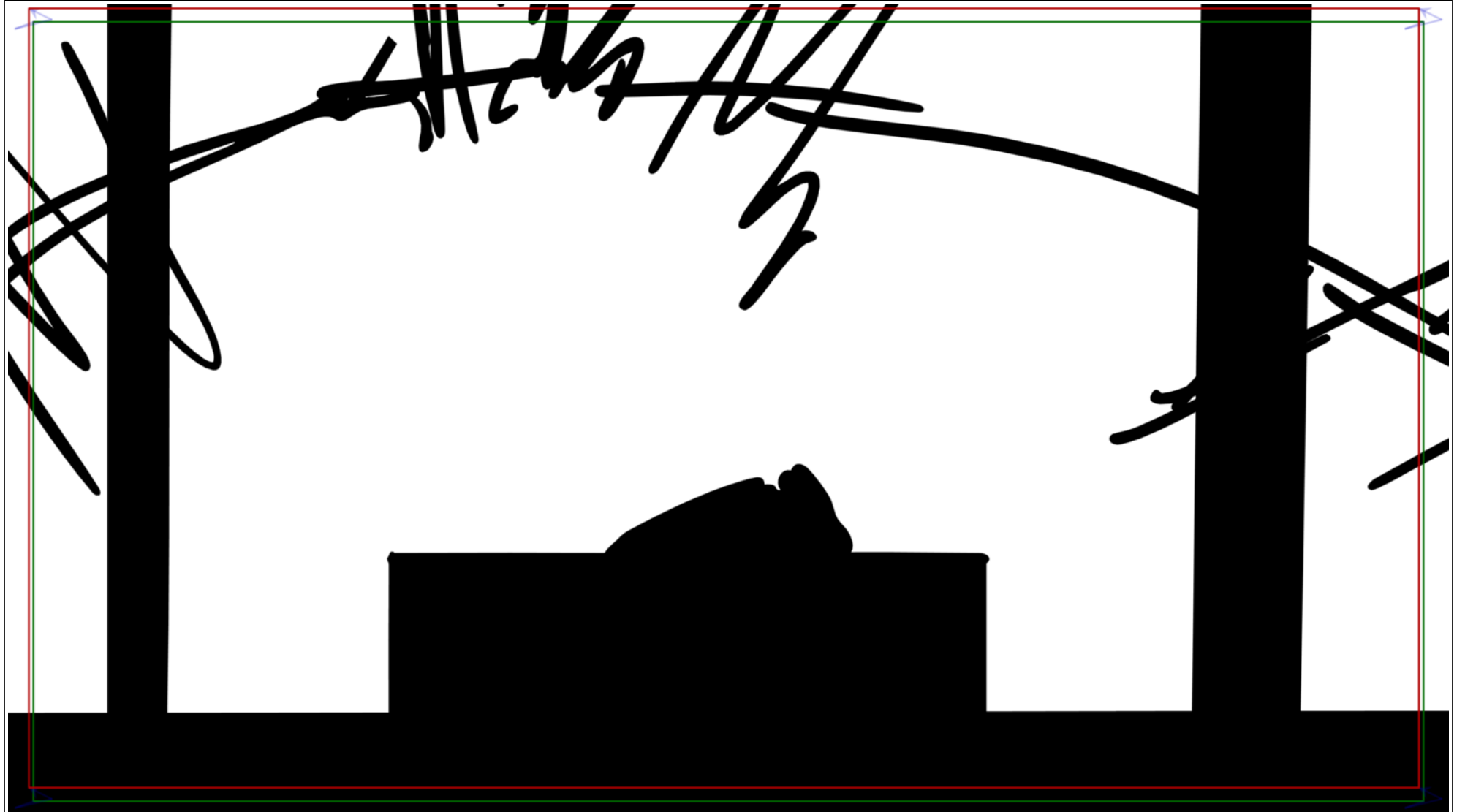
Scene	Panel
00180	7



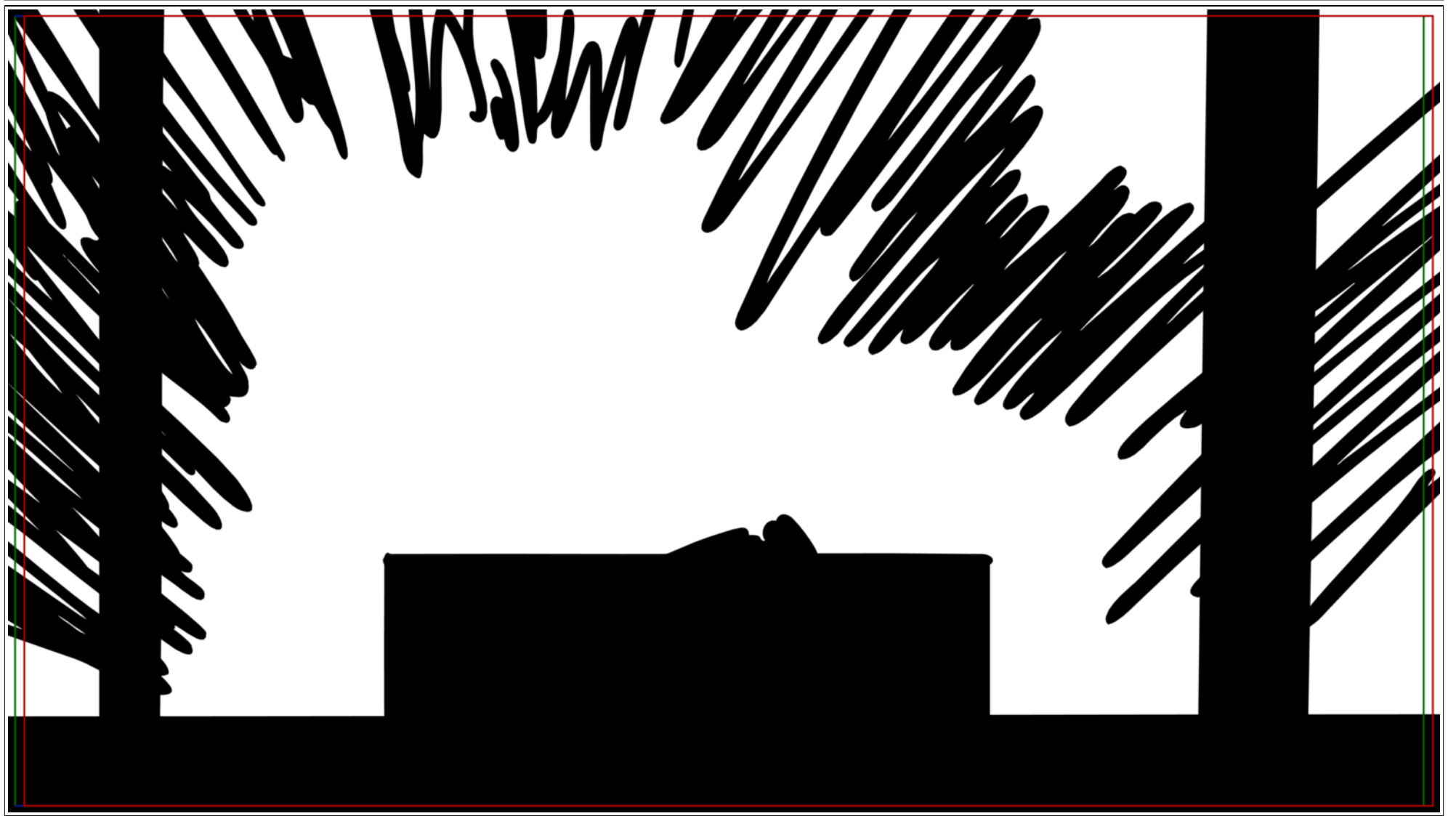
Scene	Panel
00180	8



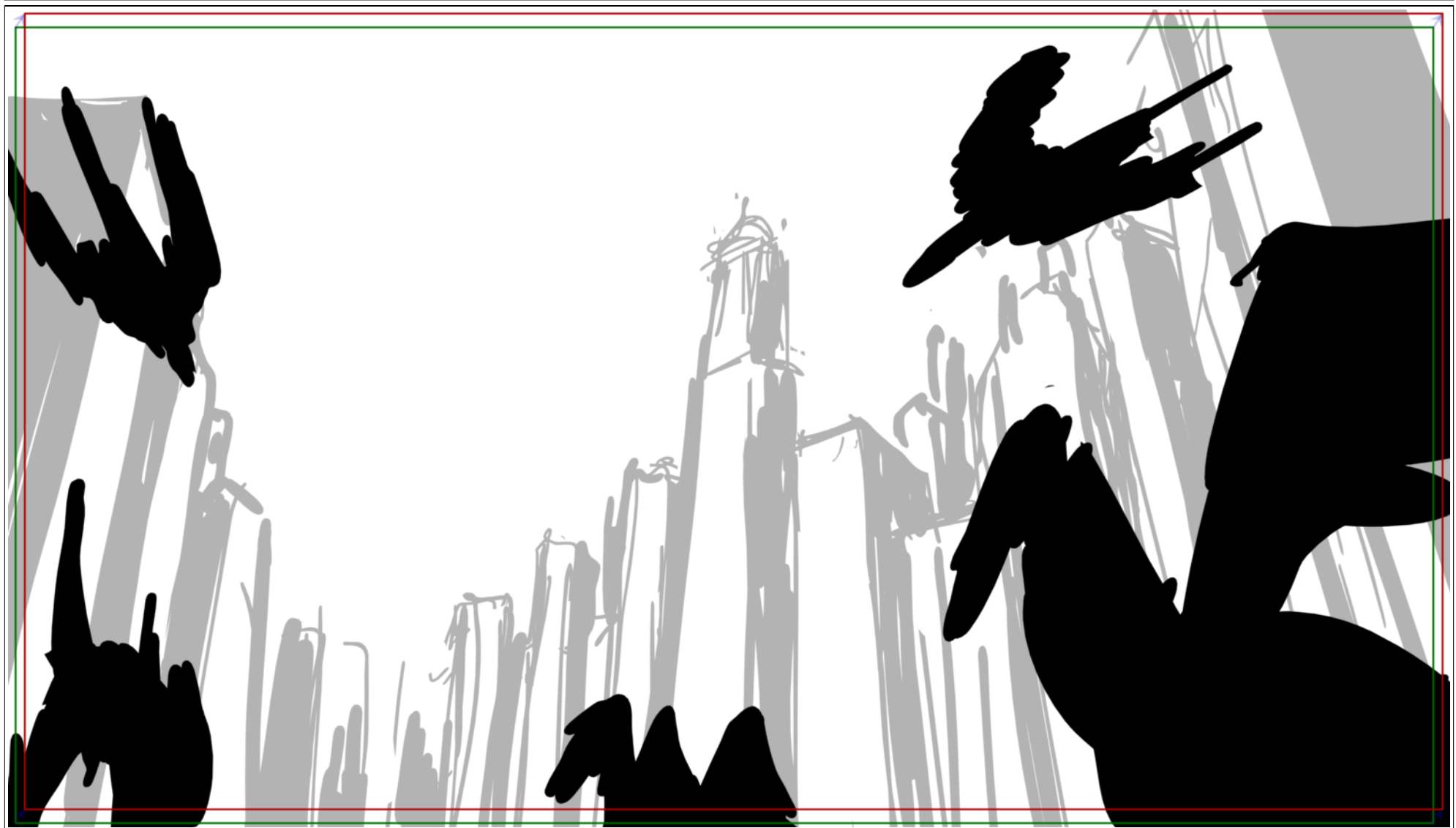
Scene 00180	Panel 9
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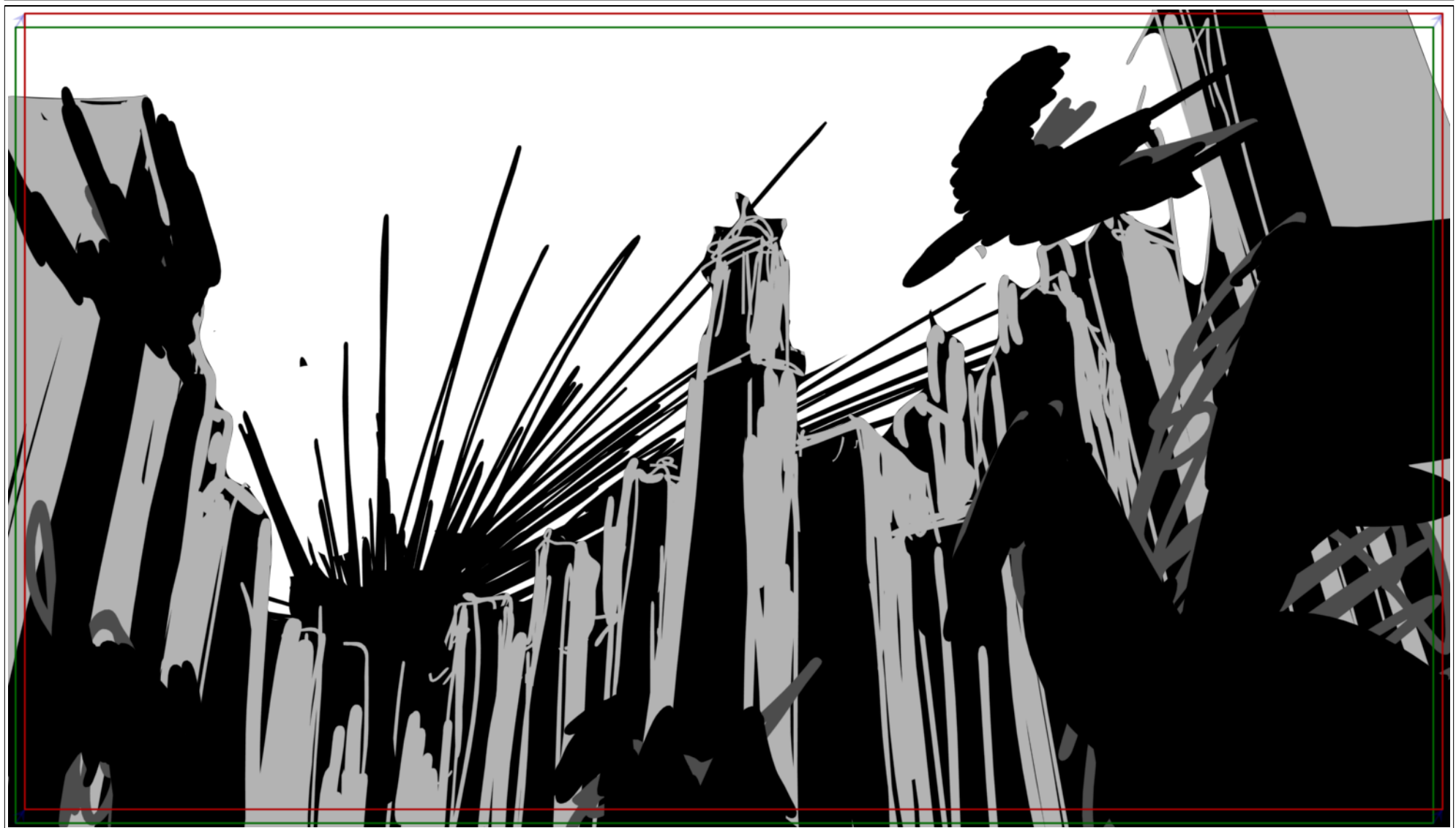
Scene 00180	Panel 10
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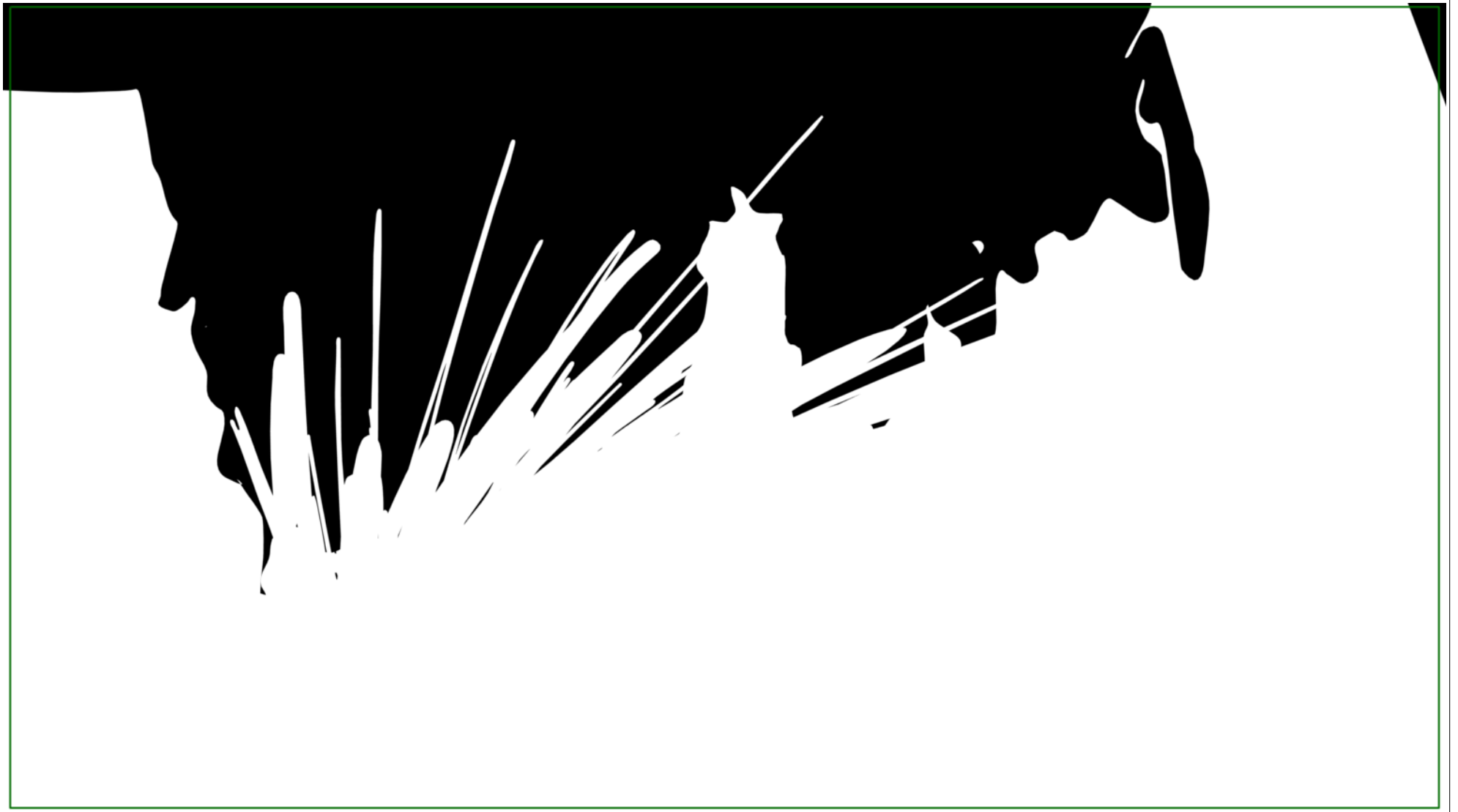
Scene 00190	Panel 1
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Scene 00190	Panel 2
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Scene 00190	Panel 3
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Notes
FLASH FRAMES

Scene 00190	Panel 4
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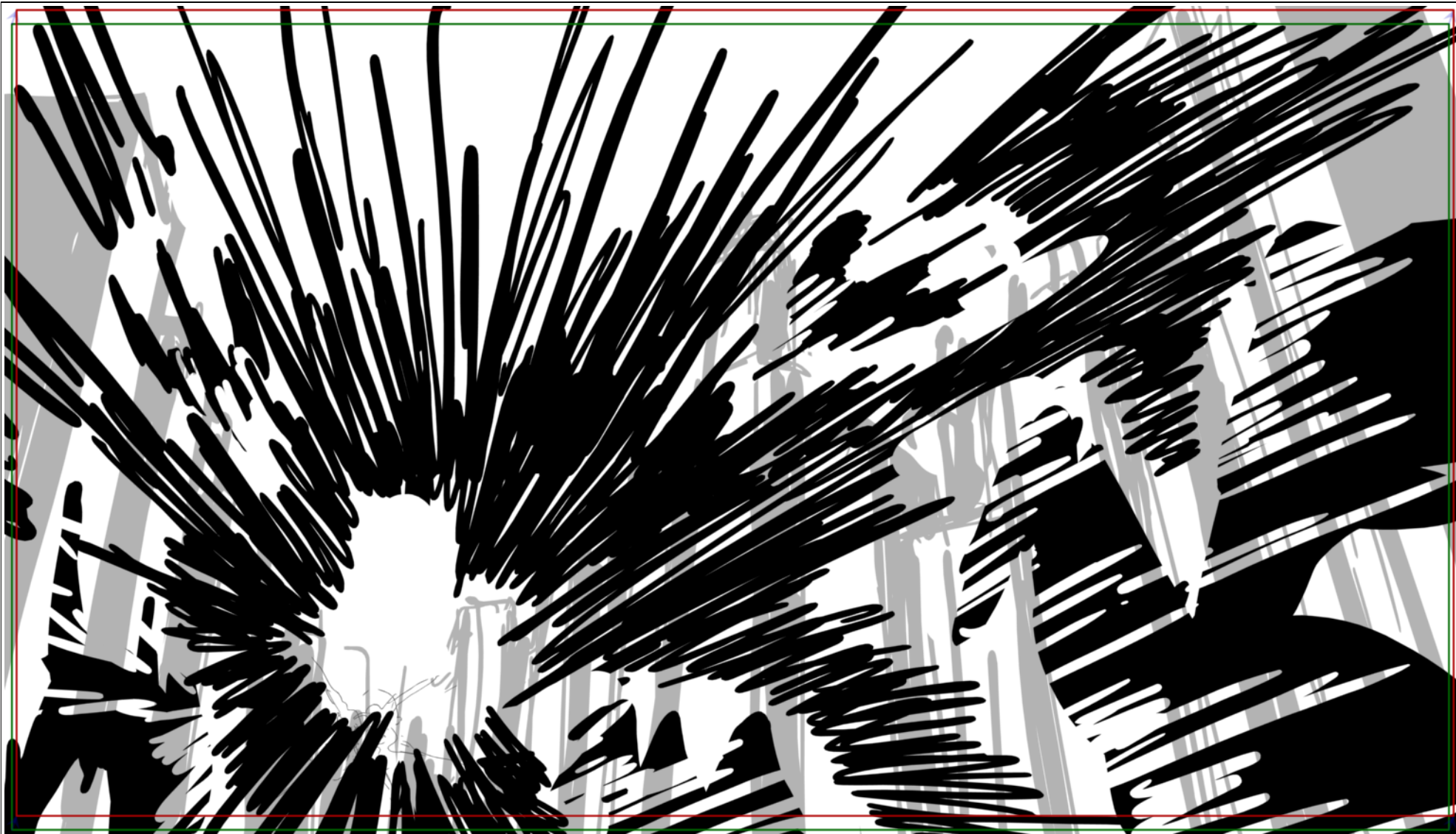


Scene

00190

Panel

5



Notes

FLASH FRAMES

Scene 00190	Panel 6
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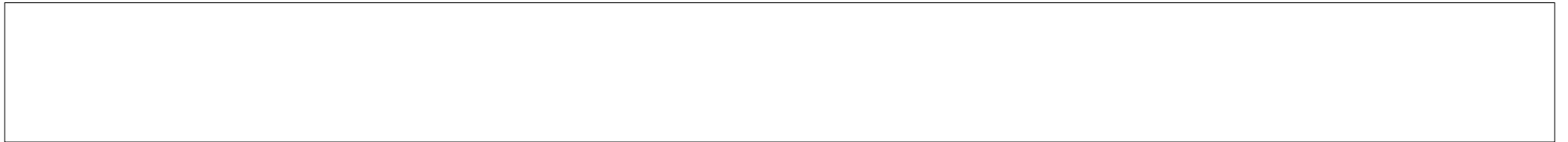
Notes
FLASH FRAMES

Scene 00190	Panel 7
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Notes
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Scene 00190	Panel 8
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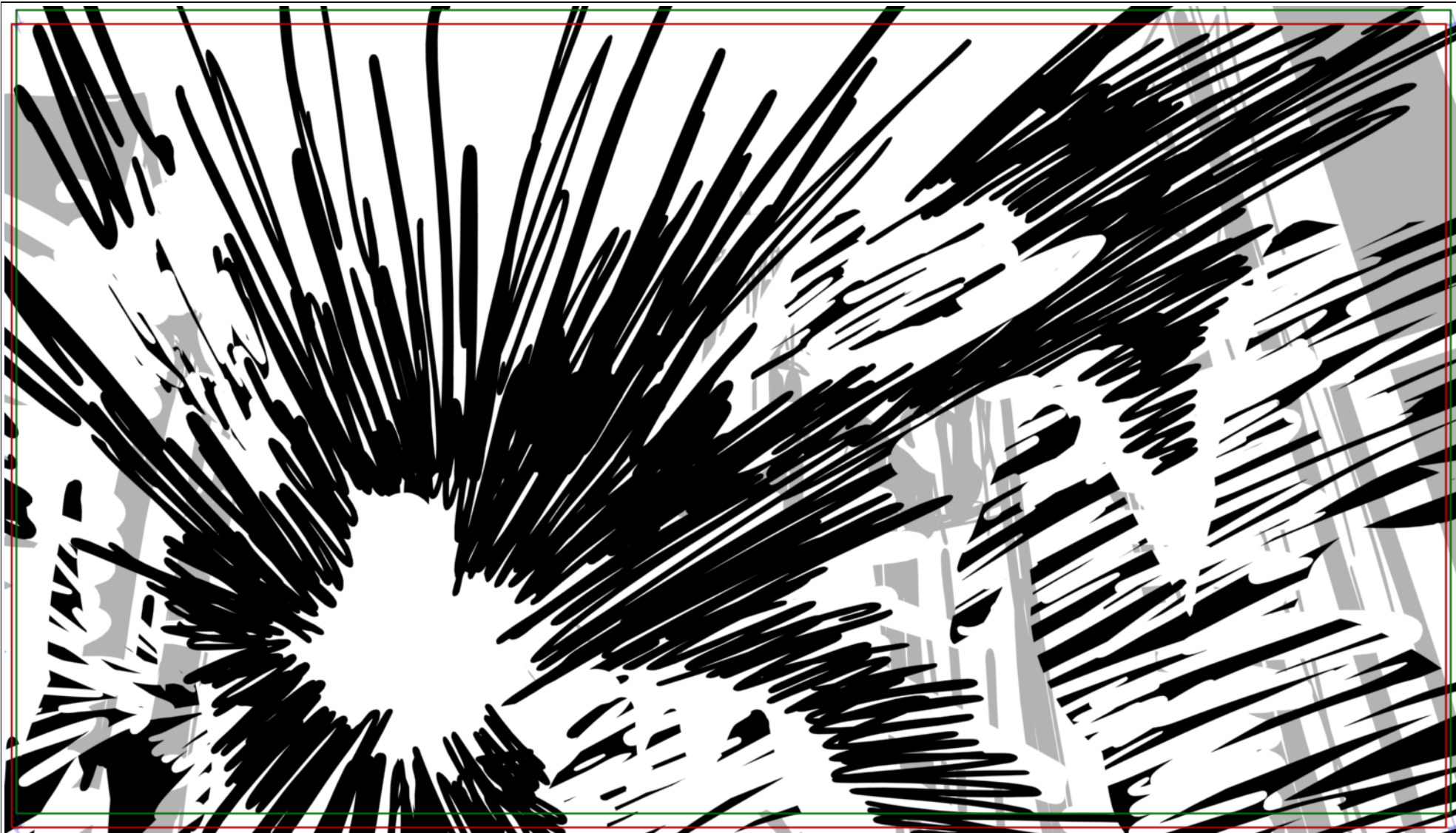


Scene

00190

Panel

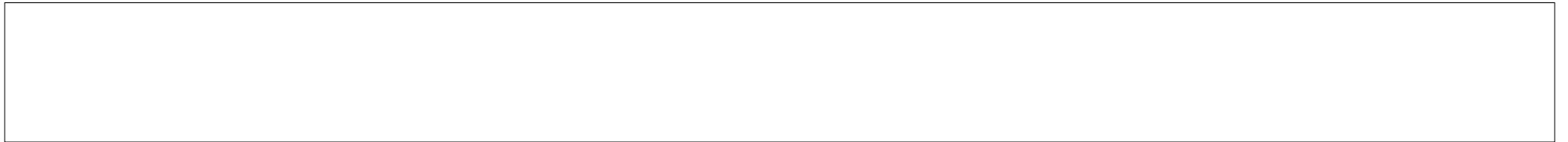
9



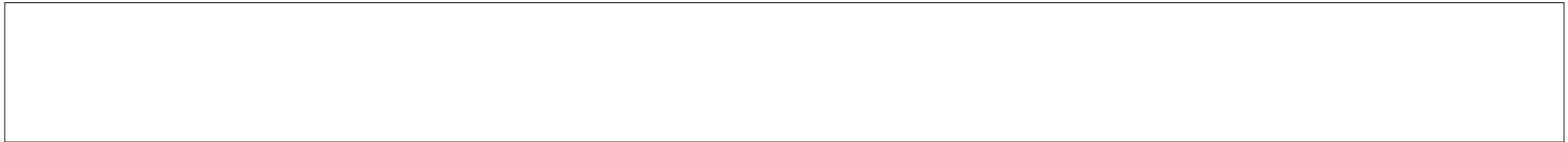
Notes

FLASH FRAMES

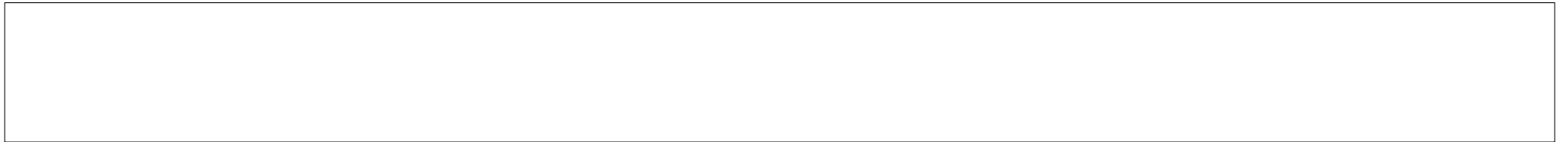
Scene 00190	Panel 10
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Scene 00190	Panel 11
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Scene 00190	Panel 12
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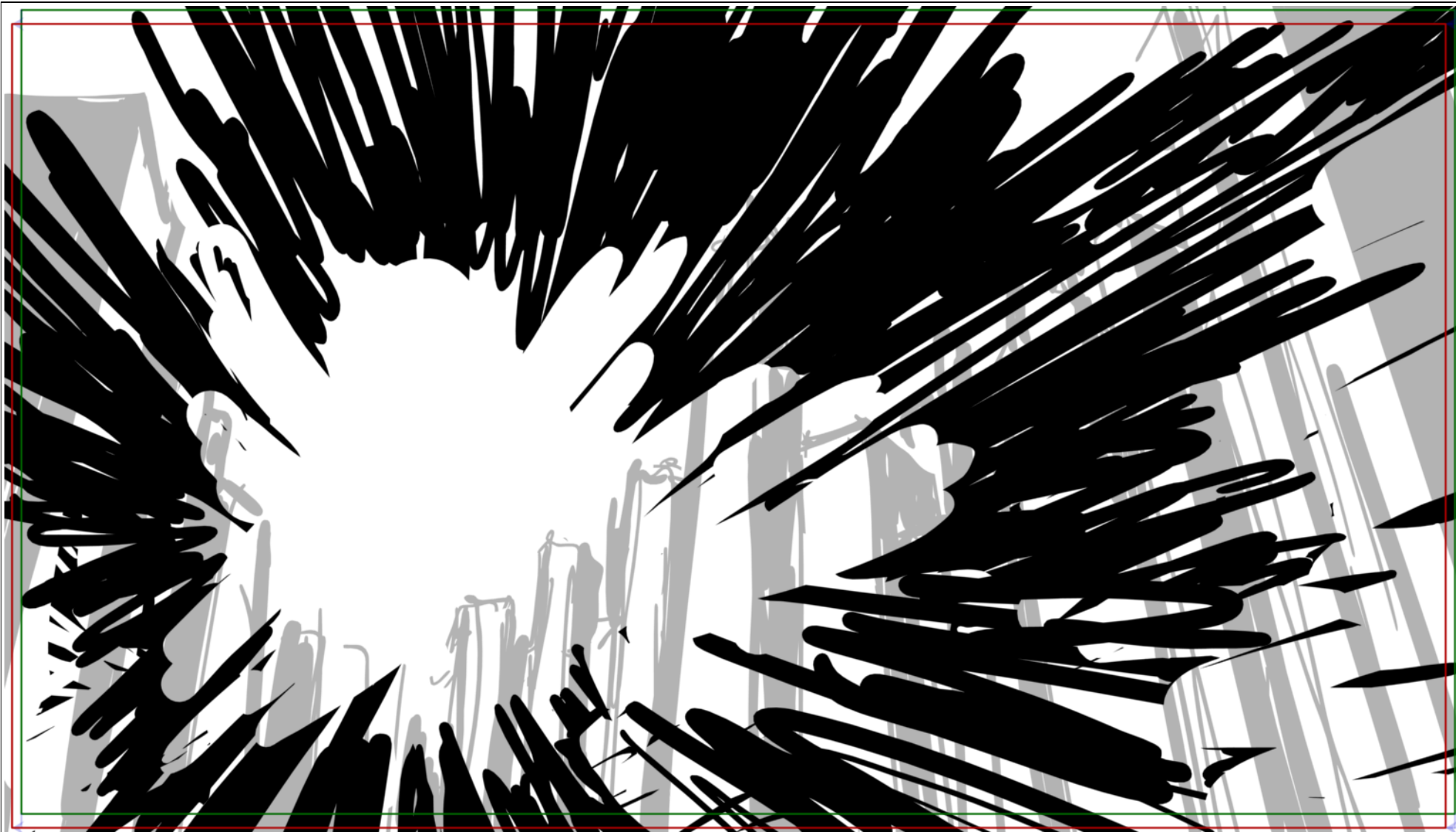


Scene

00190

Panel

13



Notes

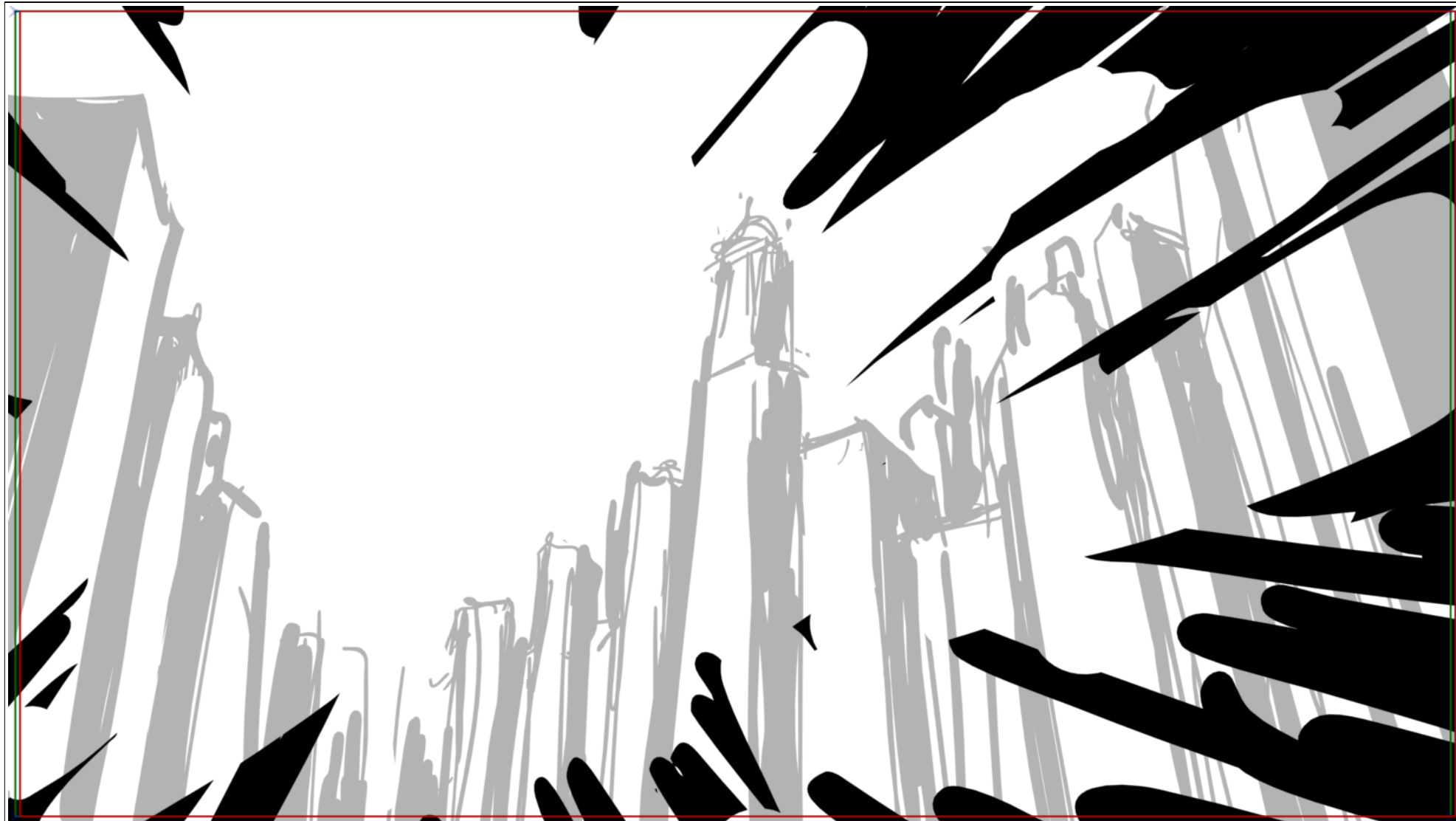
FLASH FRAMES

Scene

00190

Panel

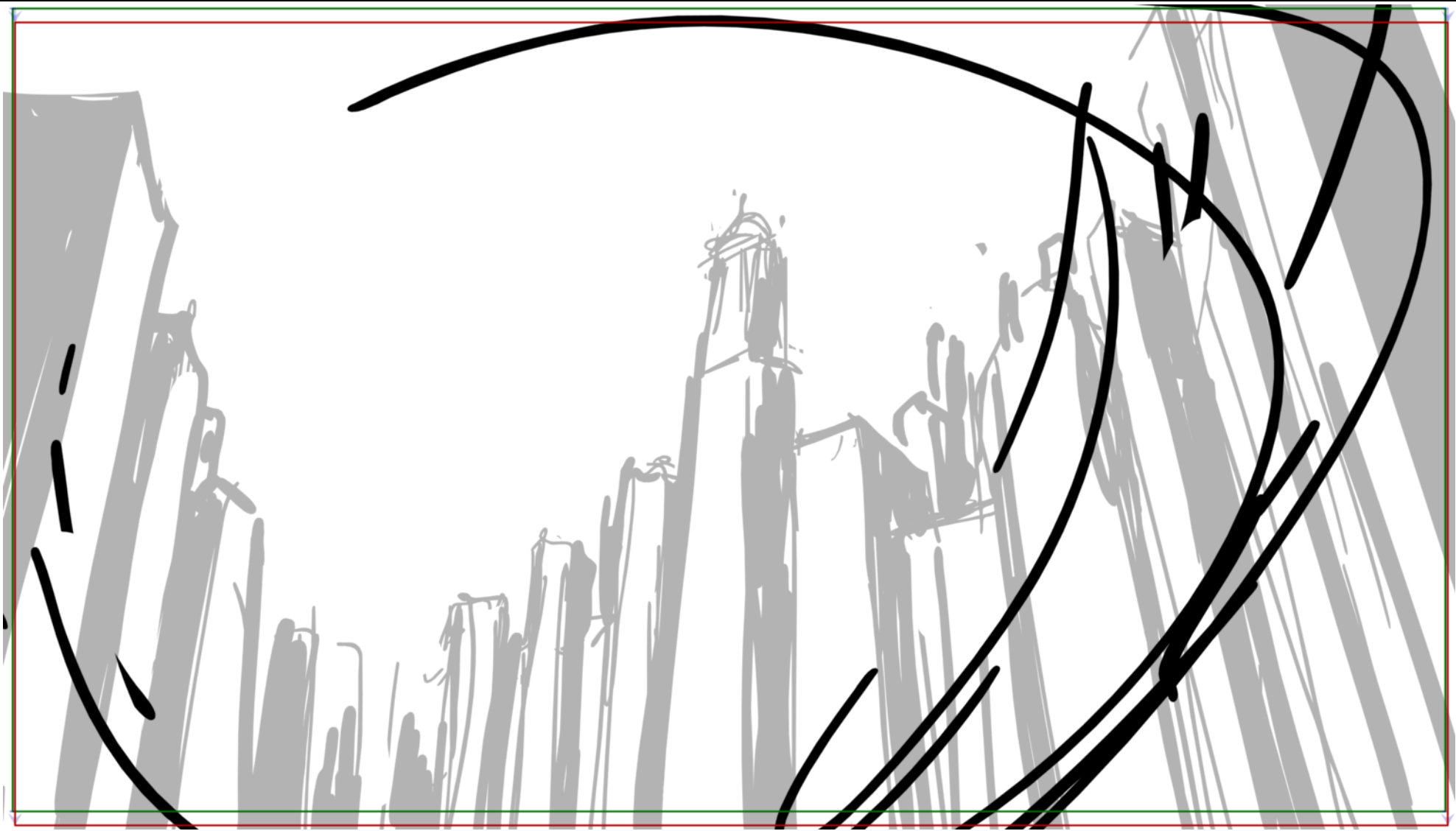
14



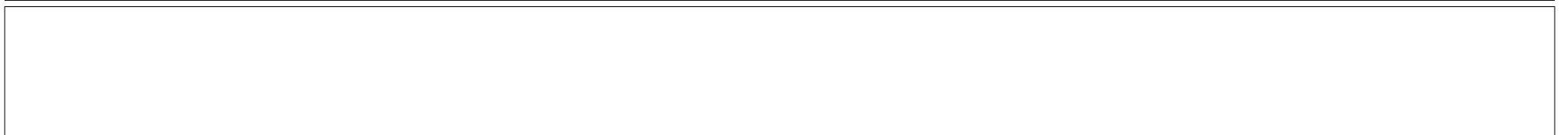
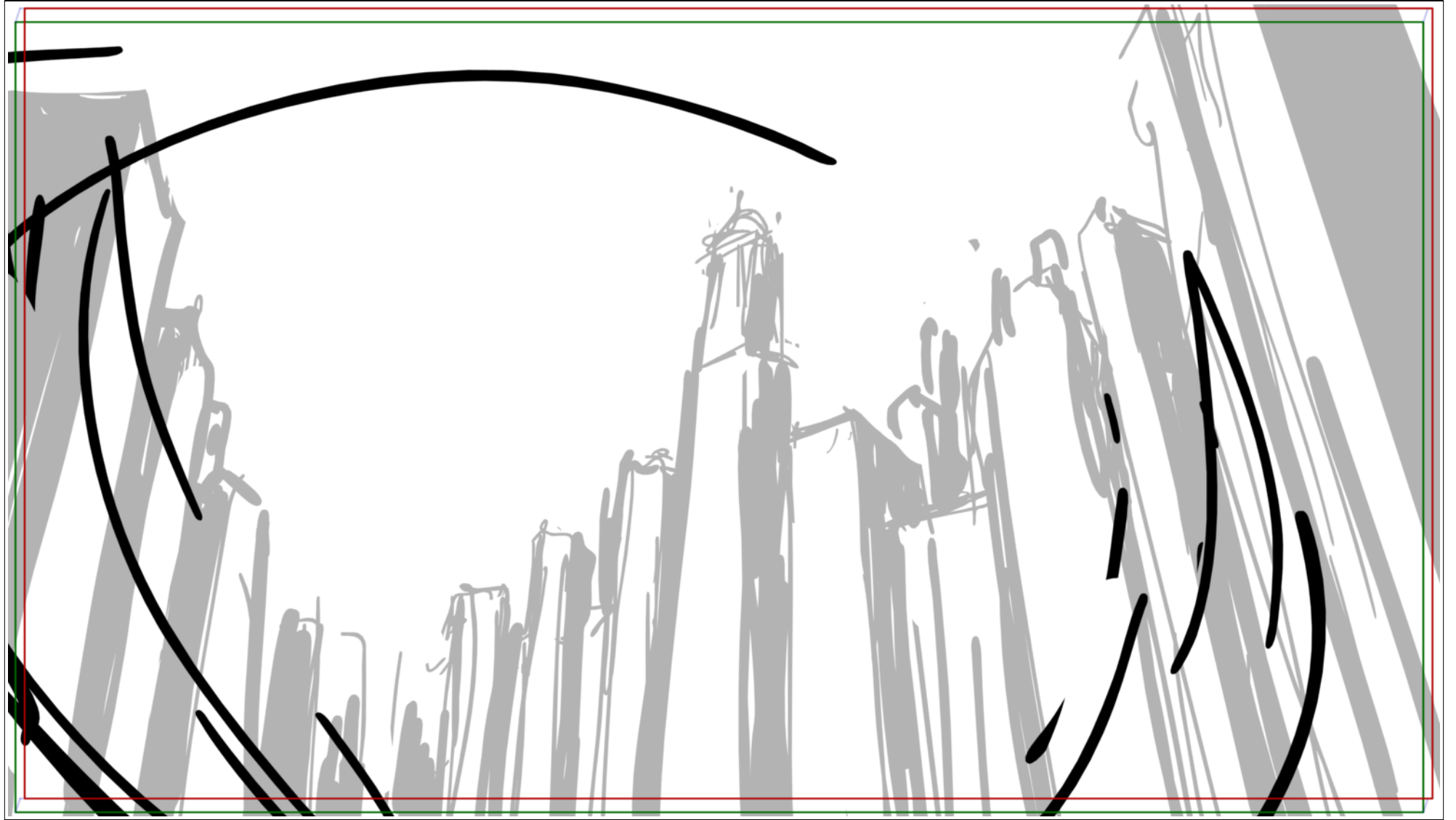
Notes

FLASH FRAMES

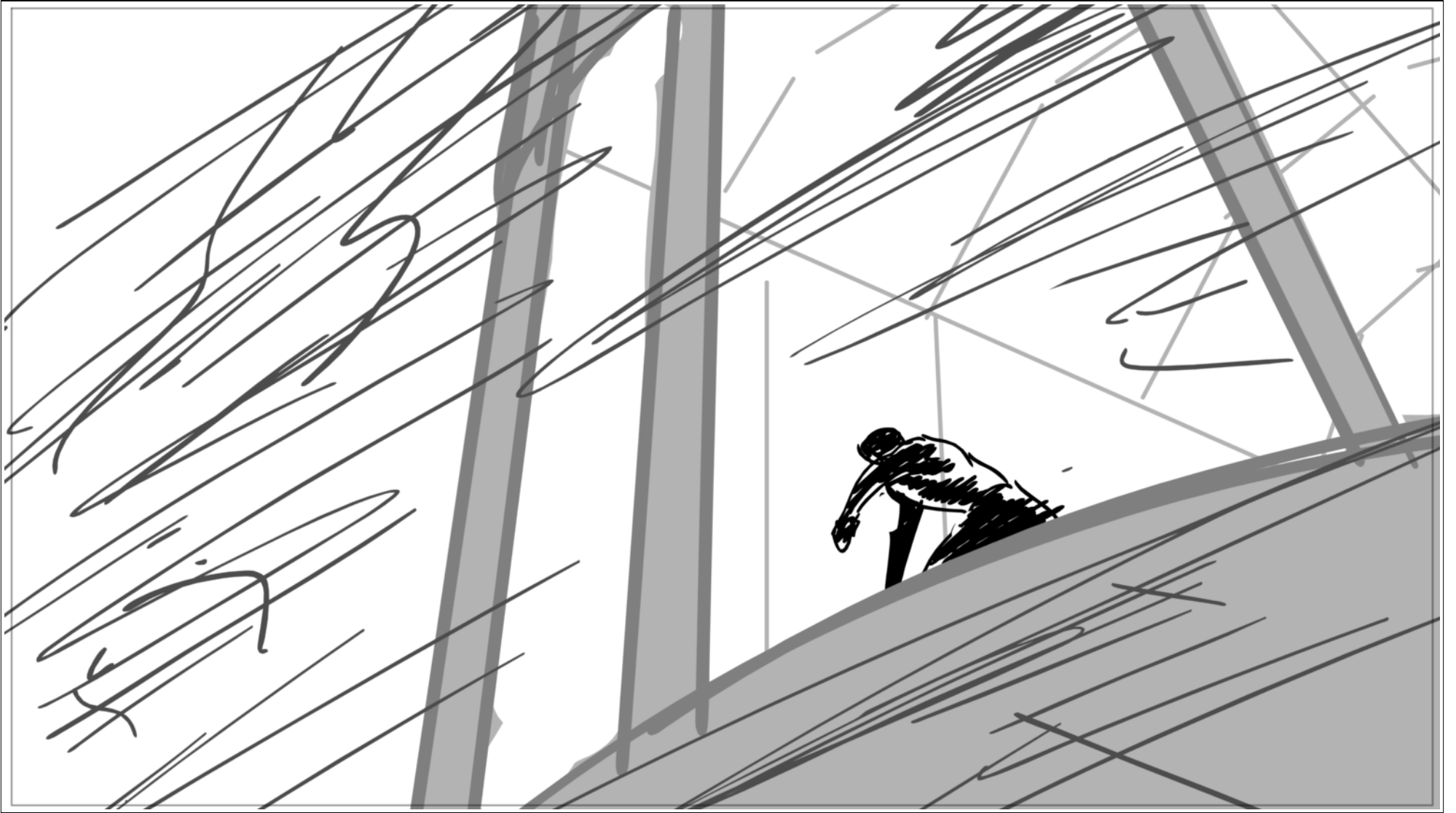
Scene 00190	Panel 15
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Scene 00190	Panel 16
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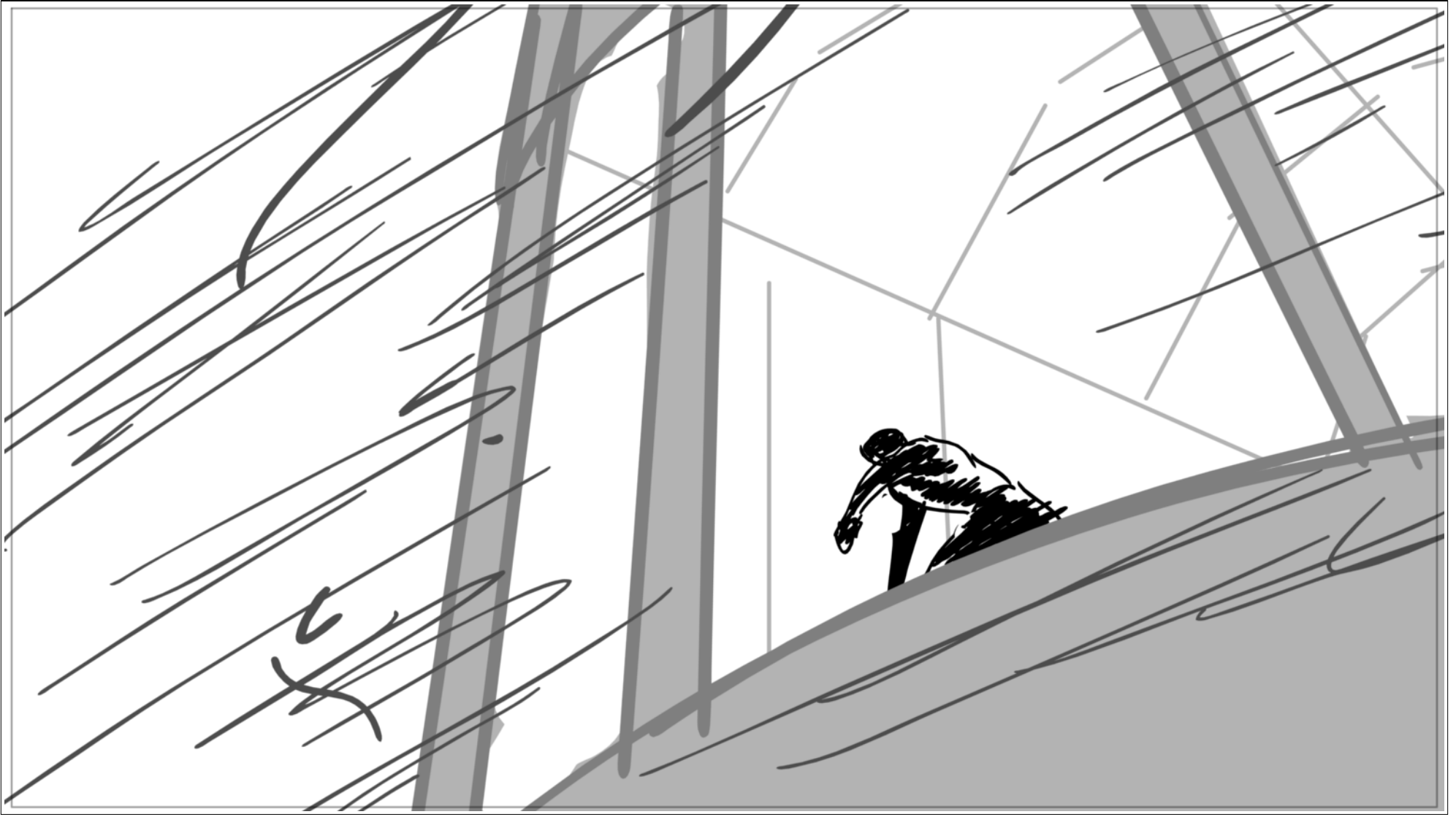
Scene 00200	Panel 1
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Notes
Ironwood's office exterior

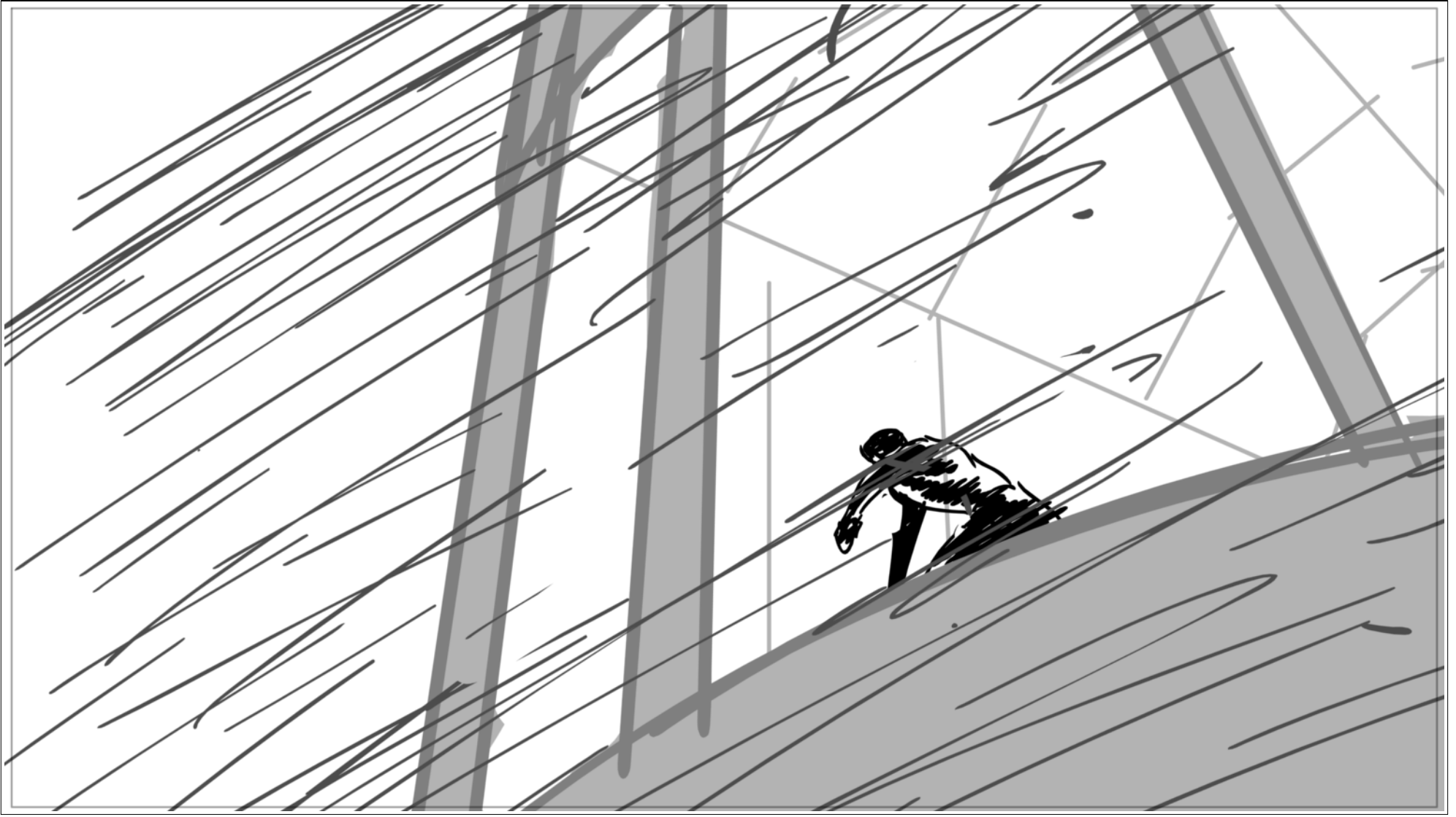
Scene
00200

Panel
2



Scene
00200

Panel
3



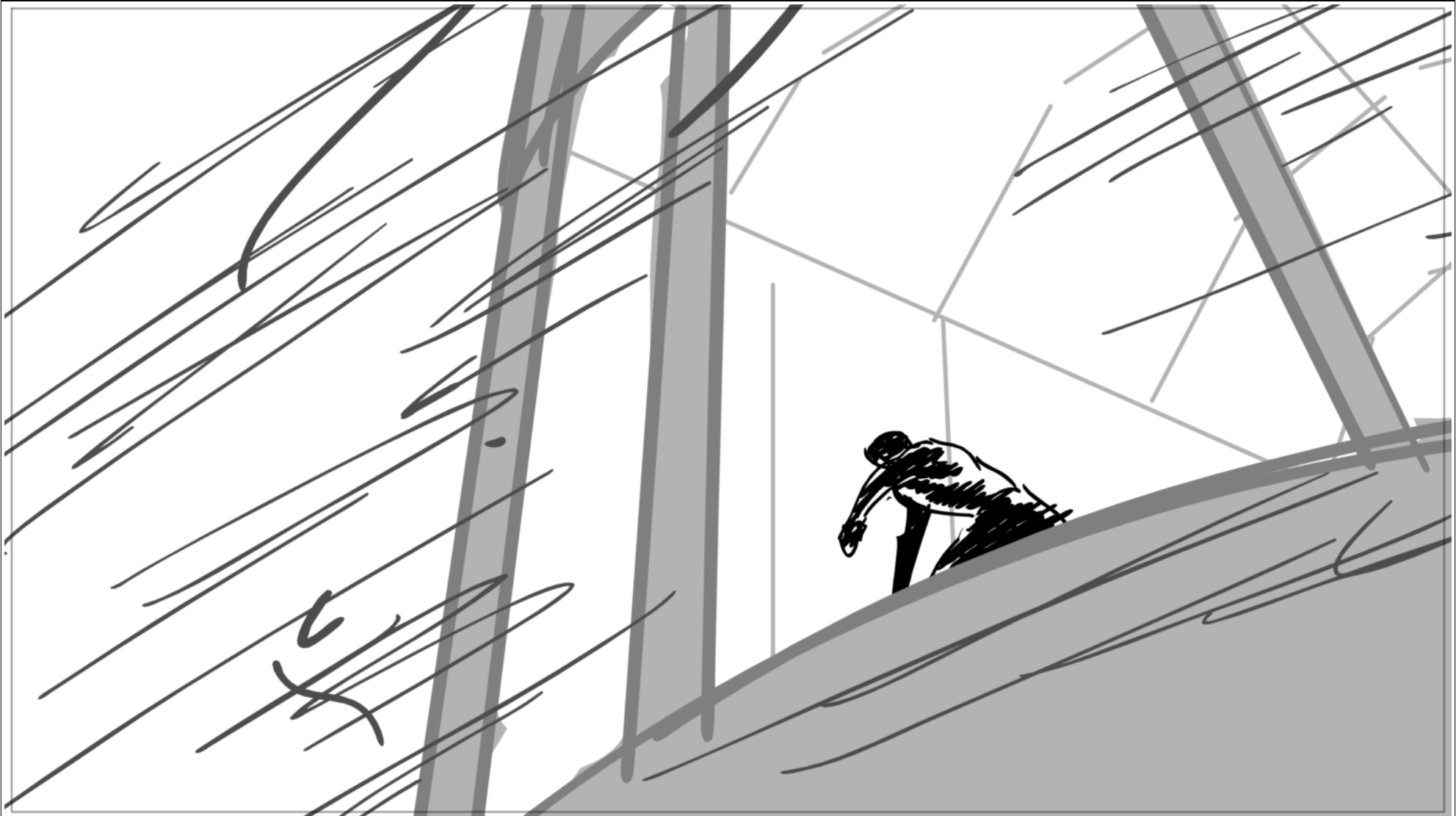
Scene
00200

Panel
4



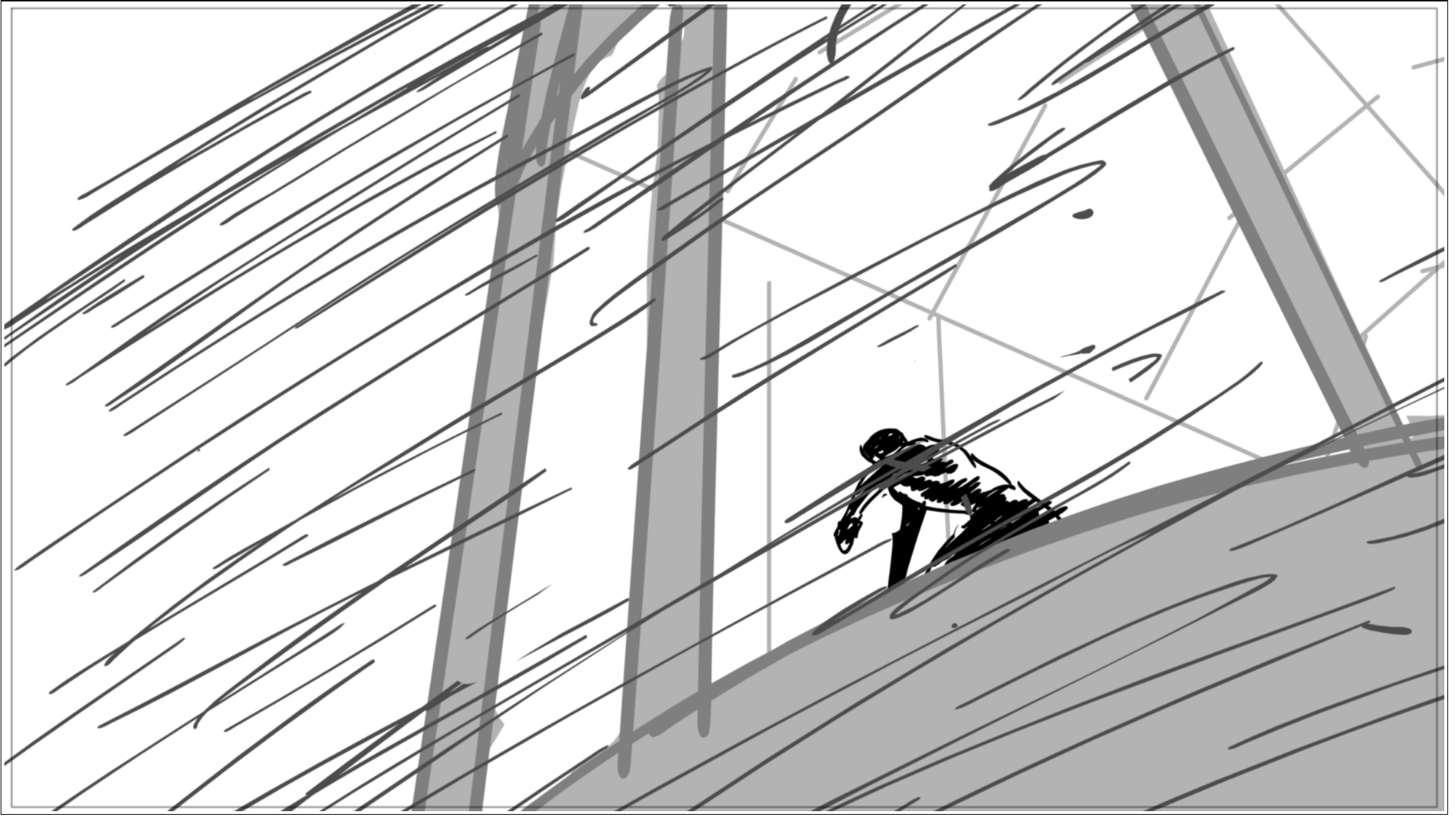
Scene
00200

Panel
5



Scene
00200

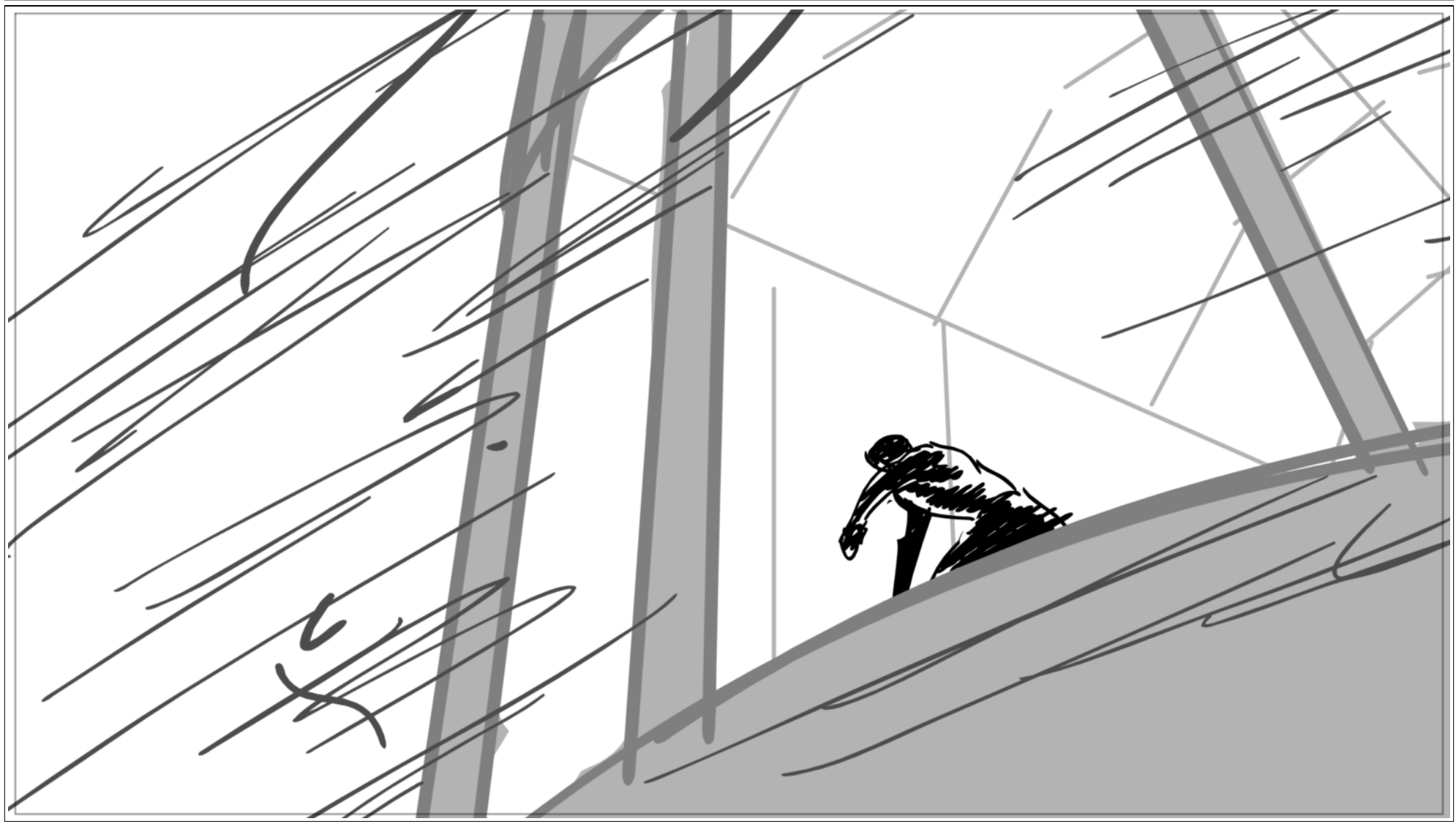
Panel
6



Scene 00200	Panel 7
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Scene 00200	Panel 8
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Scene 00200	Panel 9
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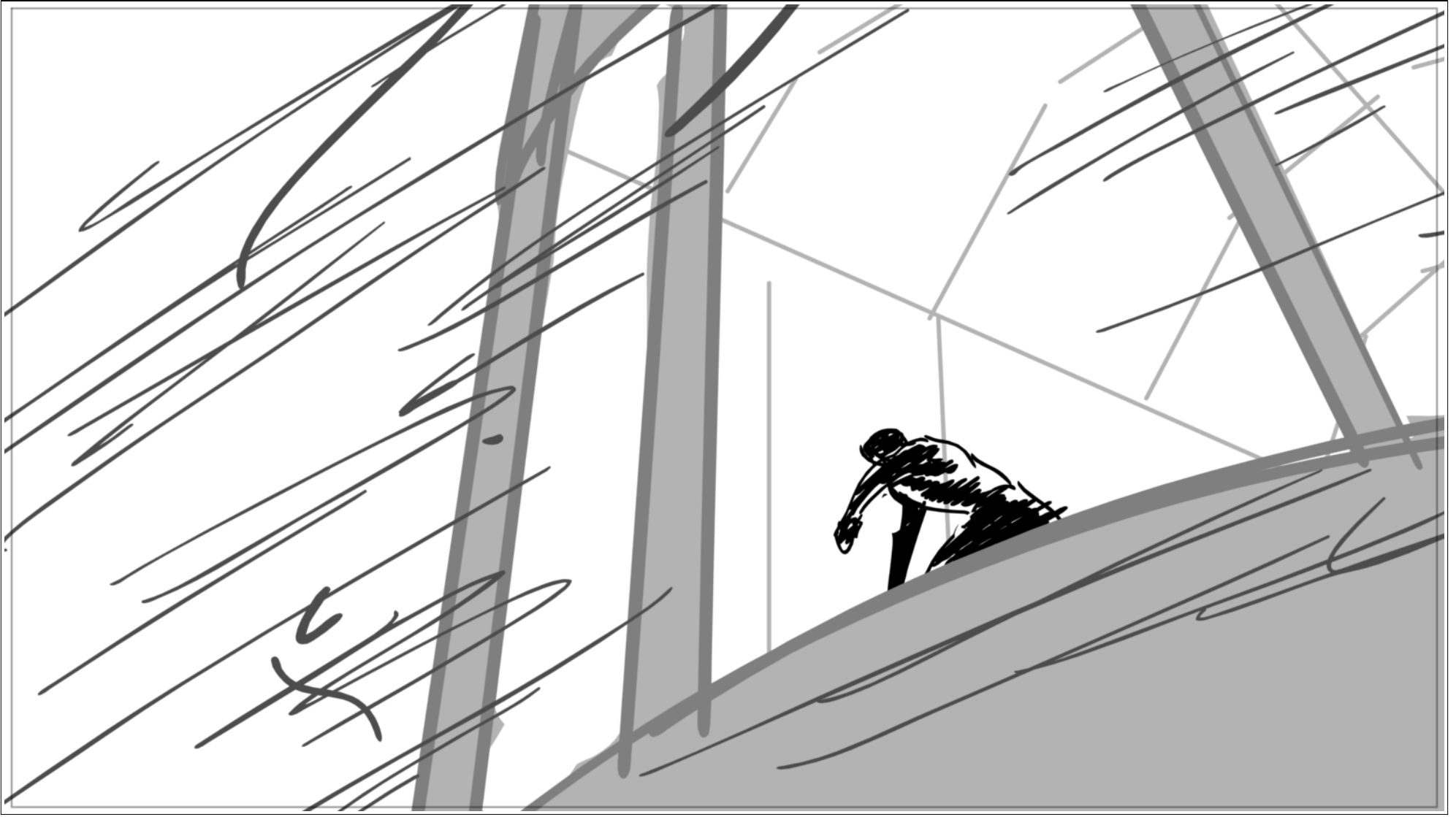


Scene 00200	Panel 10
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Scene
00200

Panel
11

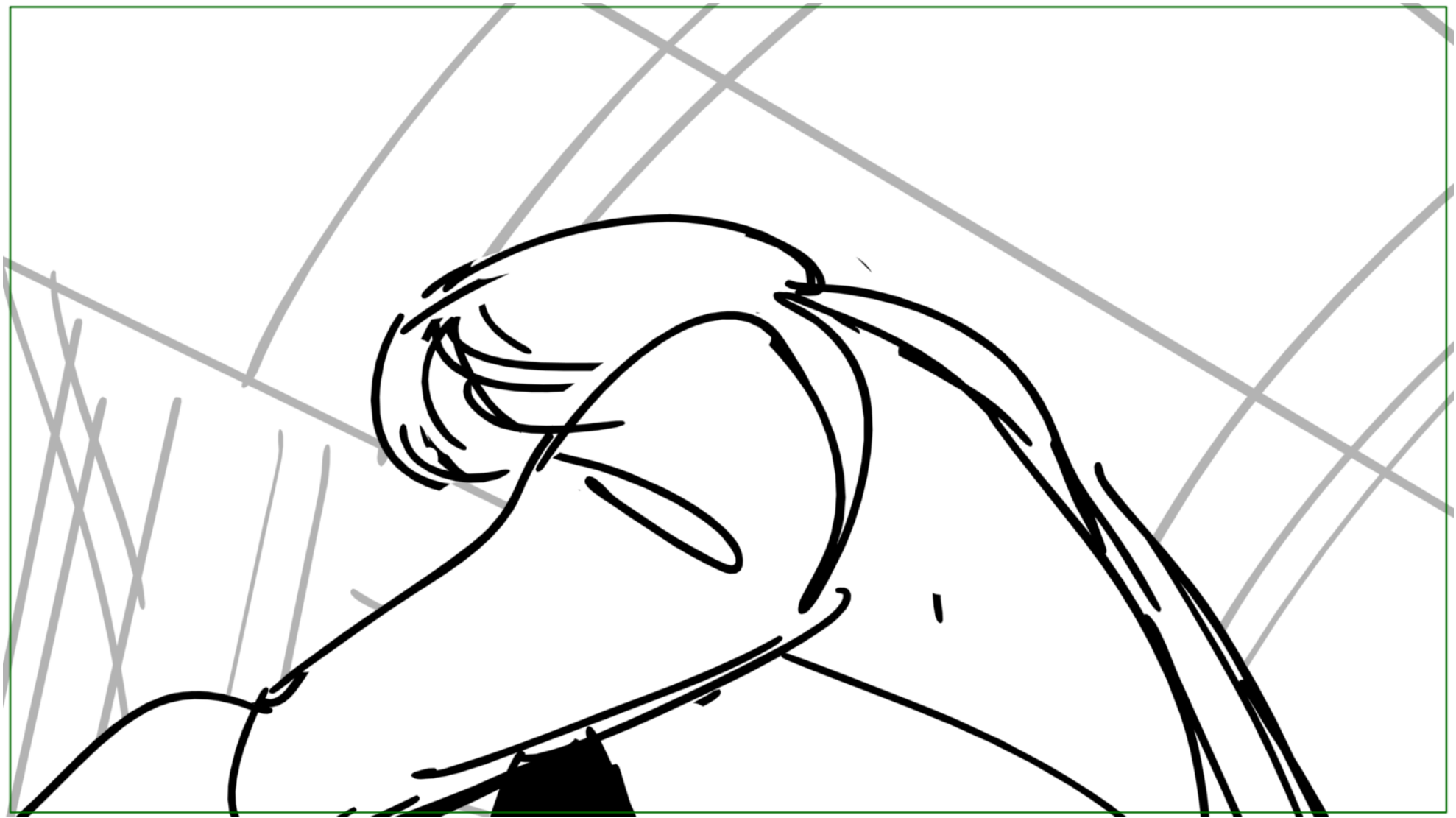


Scene
00200

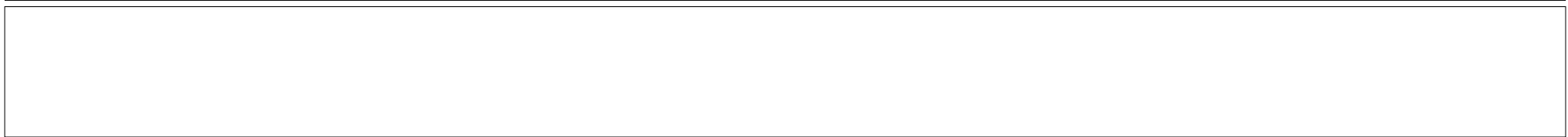
Panel
12



Scene 00210	Panel 1
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Scene 00210	Panel 2
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Scene 00210	Panel 3
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Notes
FLASH FRAMES

Scene 00210	Panel 4
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Notes
FLASH FRAMES

Scene 00210	Panel 5
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Notes
FLASH FRAMES

Scene

00210

Panel

6



Notes

FLASH FRAMES

Scene

00210

Panel

7



Notes

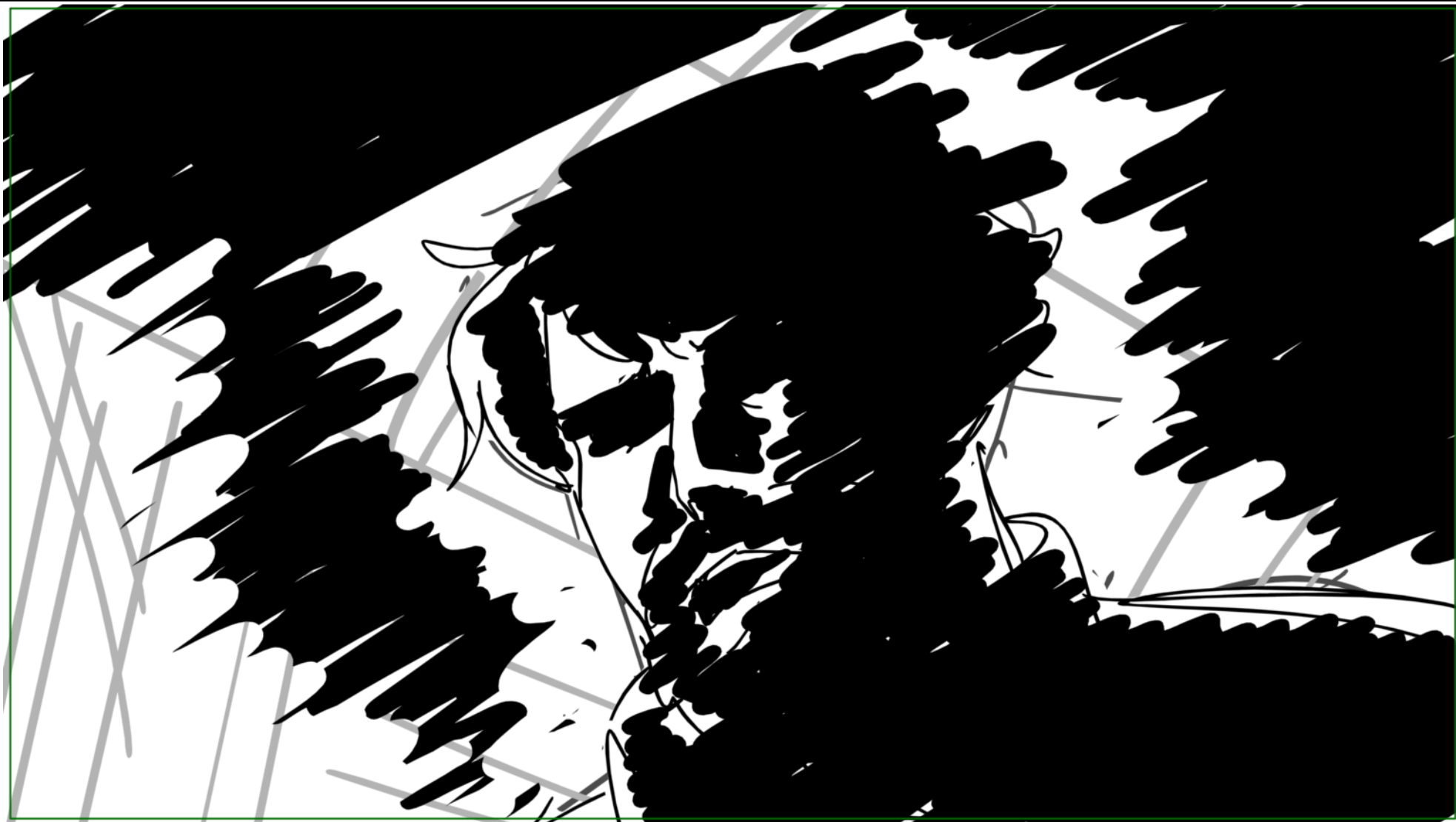
Camera Shake - FLASH FRAMES

Scene

00210

Panel

8



Notes

FLASH FRAMES

Scene

00210

Panel

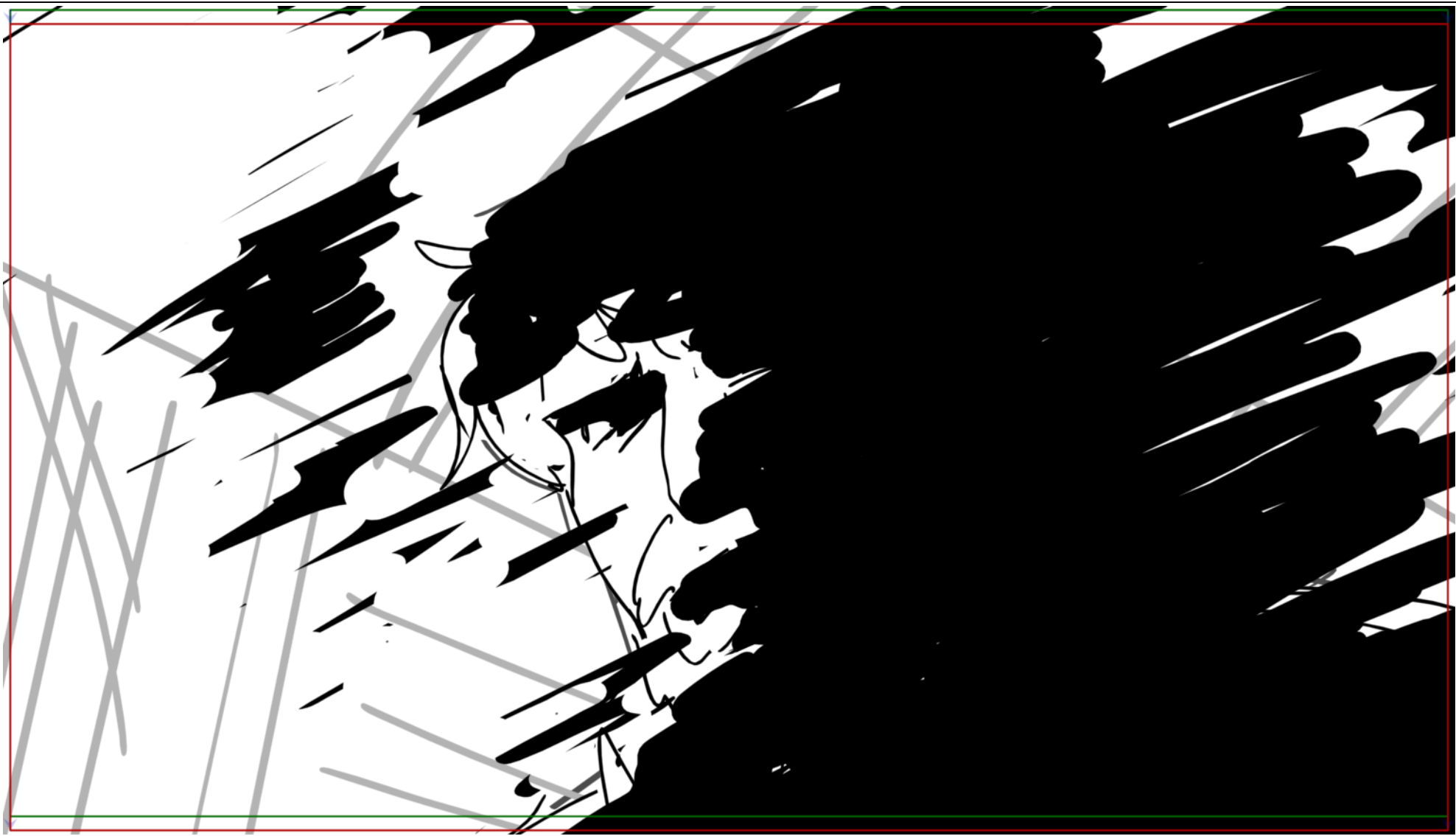
9



Notes

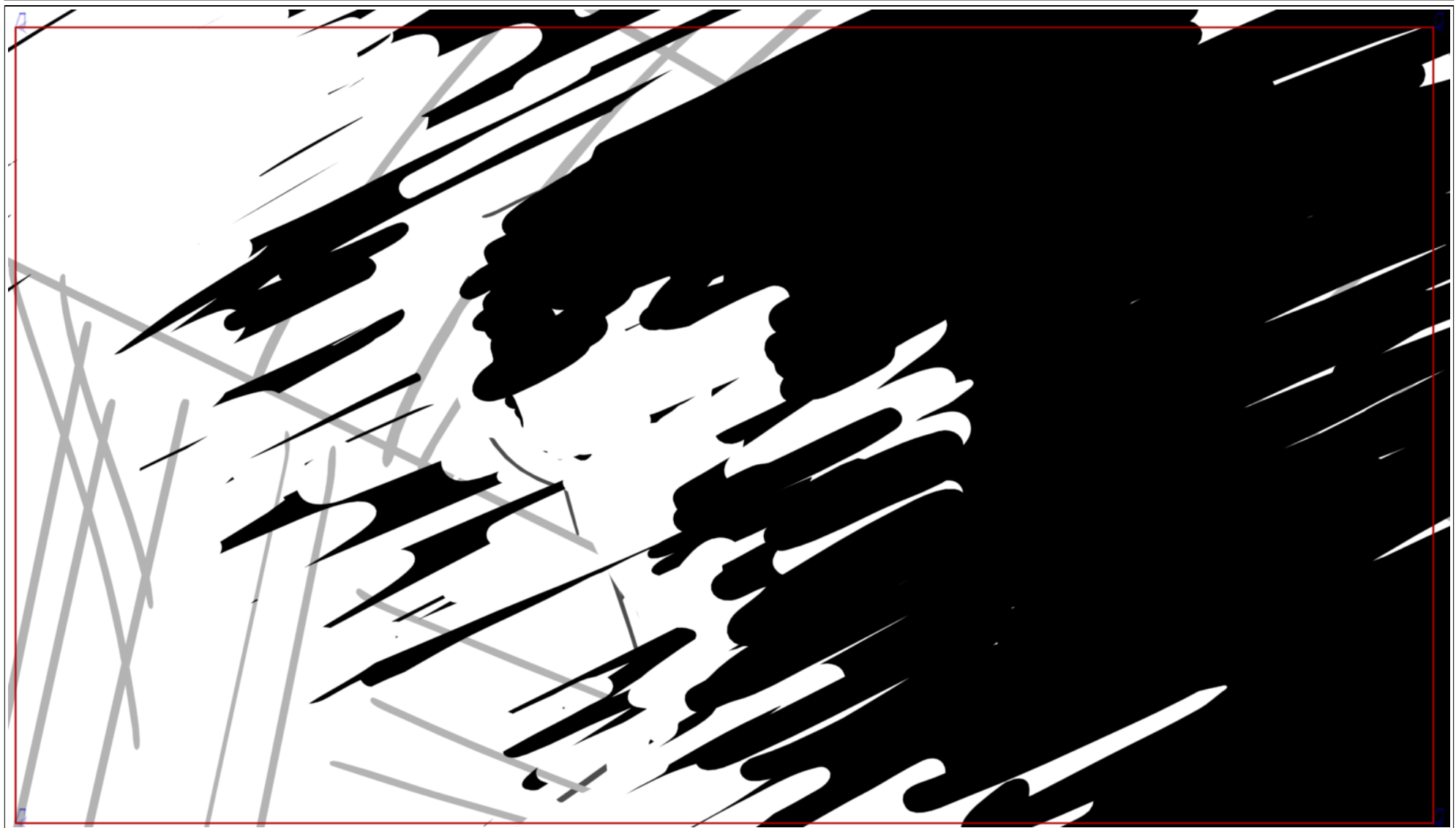
Camera Shake - FLASH FRAMES

Scene 00210	Panel 10
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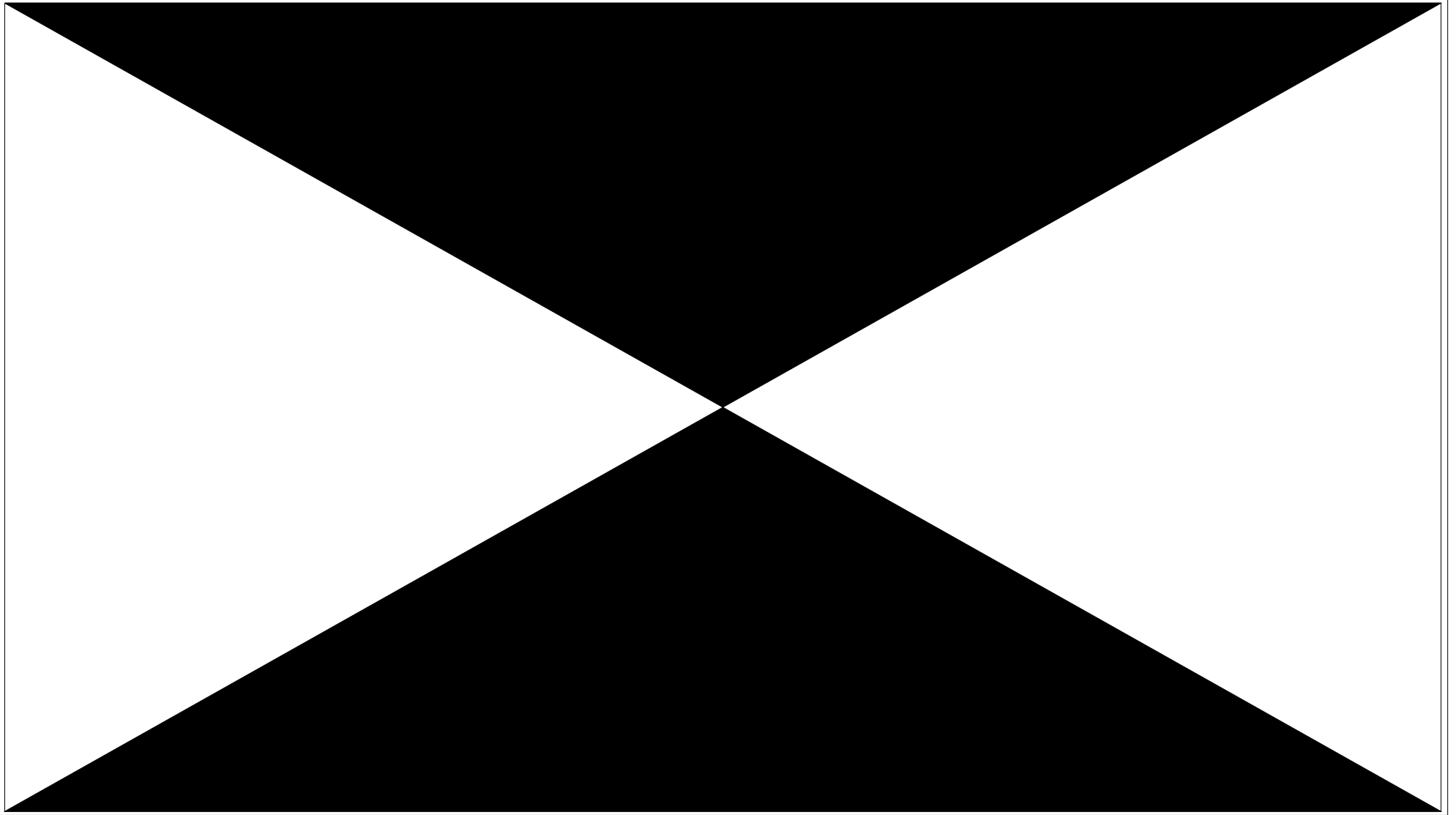
Notes
Camera Shake

Scene 00210	Panel 11
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Notes
Camera Shake

Dissolve



Scene 00220	Panel 1
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