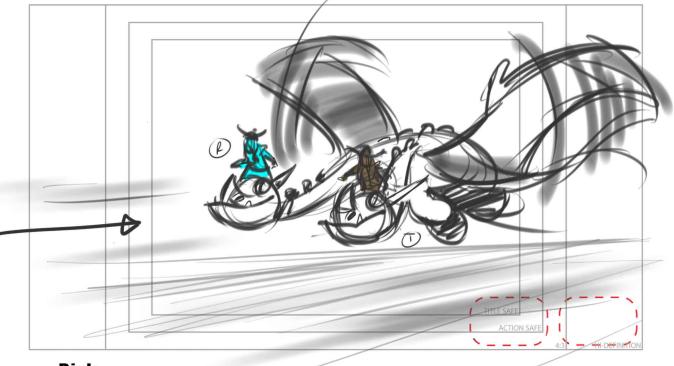


scene: |38

PANEL:



Dial:

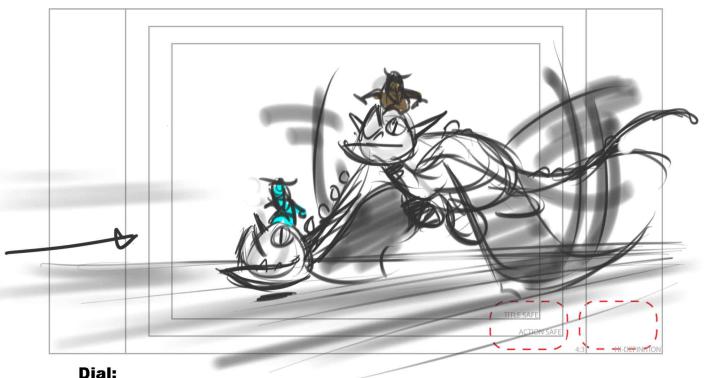
FREESTYLE COMP:TWINS ON ZIPPLEBACK...





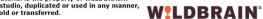
SCENE: 138

PANEL: 2



Action / Camera

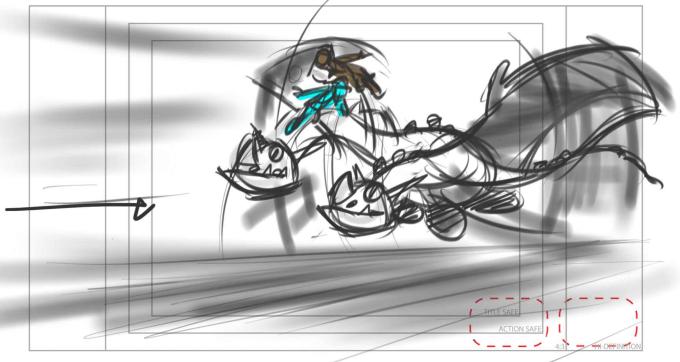
WHILE FLYING ...





SCENE: 138

PANEL: 3



Dial:

Action / Camera

THEY JUMP SWAPPING MEADS ---

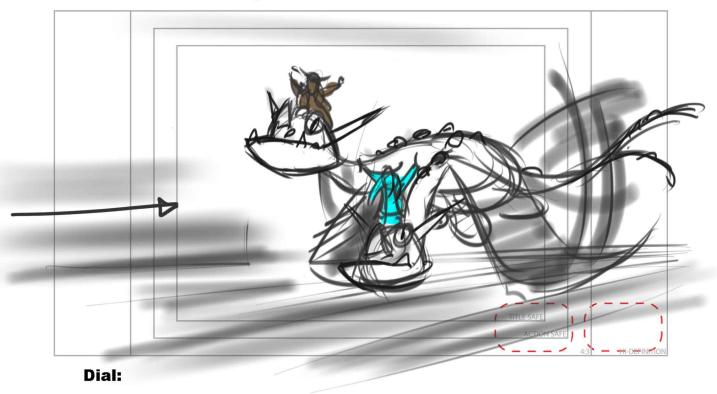
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W!LDBRAIN'



SCENE: |38

PANEL: 4



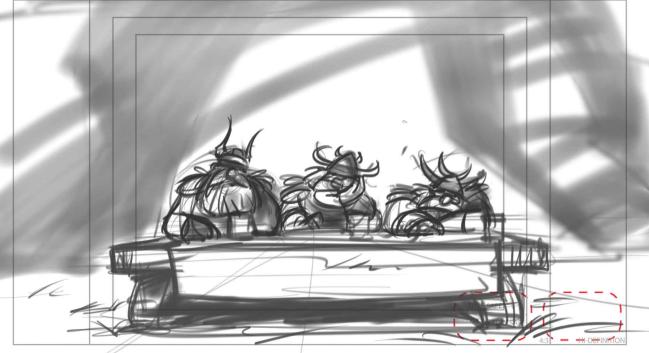
Action / Camera

LAND.



SCENE: |39

PANEL:



Dial:

Action / Camera

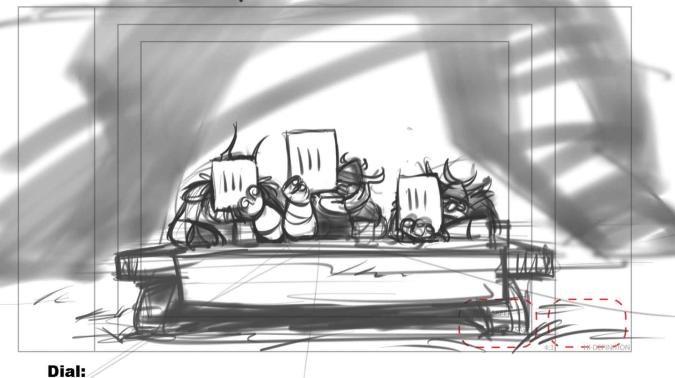
ON JUDGES ...





SCENE: 139

PANEL: 2





SCENE: 140

PANEL:



Dial:

Action / Camera

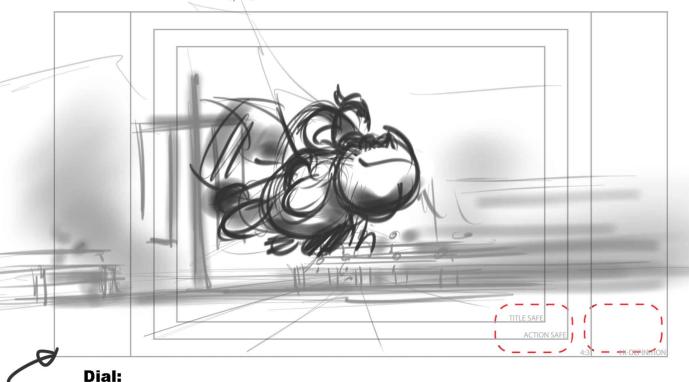
FISHLEGS' TURN ---





SCENE:

PANEL: 2



Action / Camera

DOULY AS HE PASSET ---





SCENE: 40

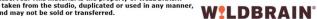
PANEL: 3



Dial:

Action / Camera

FISHLECS UPTS HAND &





SCENE: 140

PANEL:



Dial:

Action / Camera

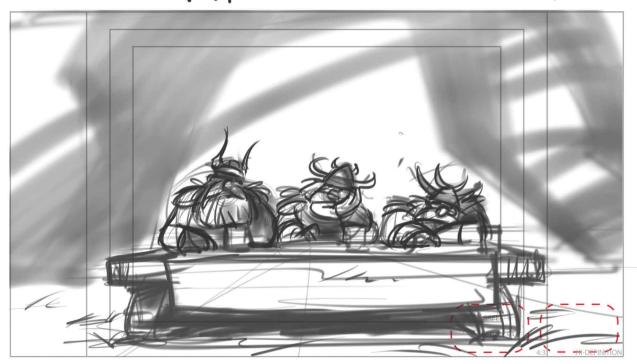
SMAPS FEET & MANDS BACK DOWN -...





SCENE: 4

PANEL:



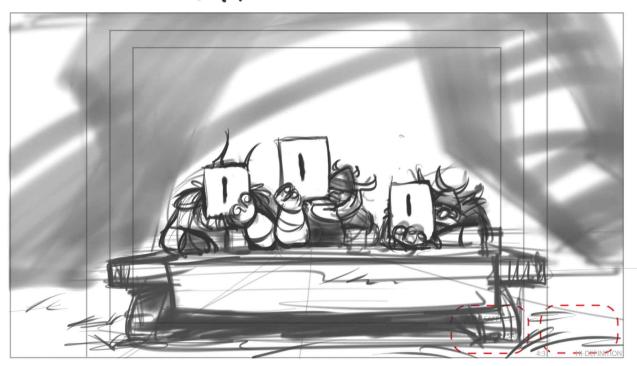
Dial:





SCENE: (4)

PANEL: 2



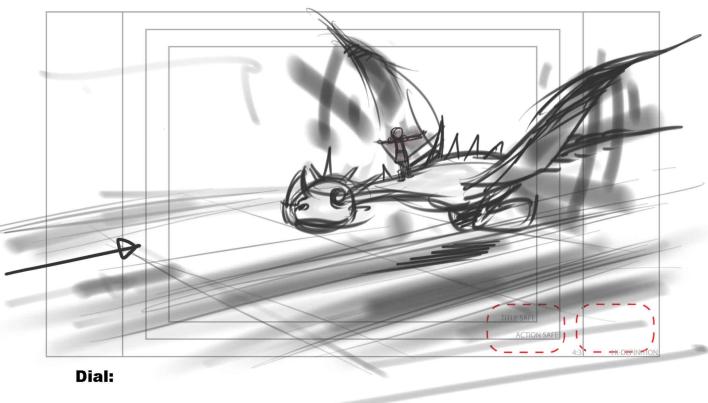
Dial:





SCENE: 42

PANEL:



Action / Camera

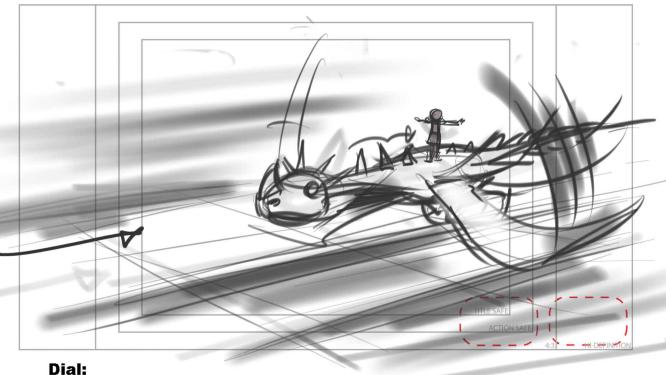
ASTRID WALKS GYMNAST STYLE ALONG STORMFET'S BACK...





SCENE: 142

PANEL: 2



SPINES RETRACT AS SHE WALKS & POP UP BEHIND Action / Camera

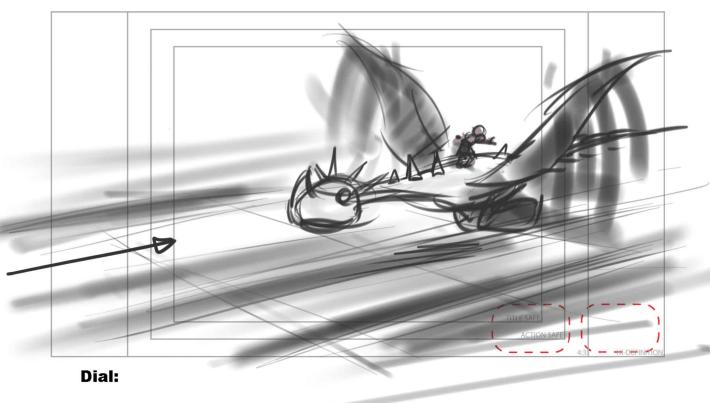
It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

W!LDBRAIN'



SCENE: 142

PANEL: 3

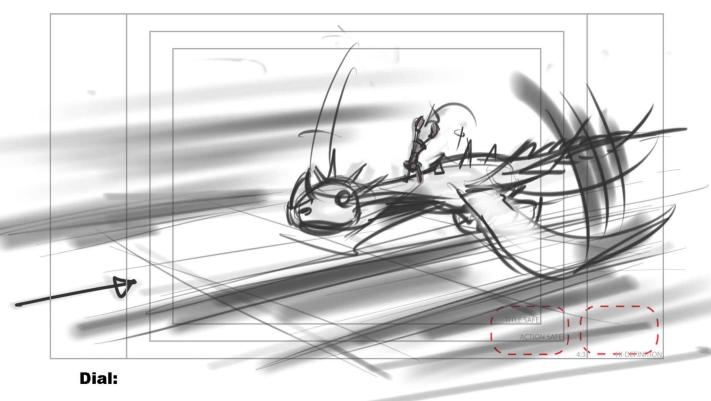






SCENE: 42

PANEL: 4



Action / Camera

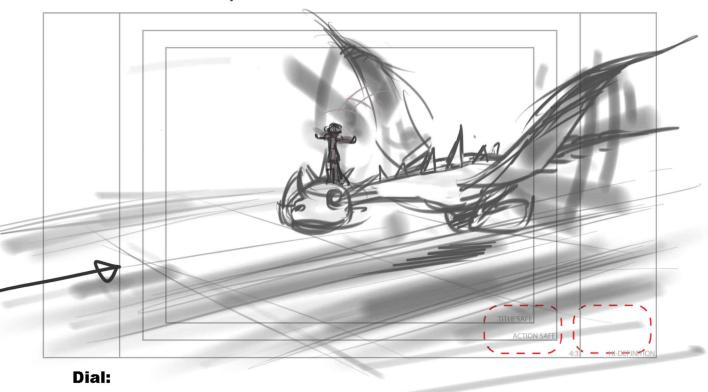
SPRINGS BACKWARDS ...





SCENE: 142

PANEL: 5



Action / Camera

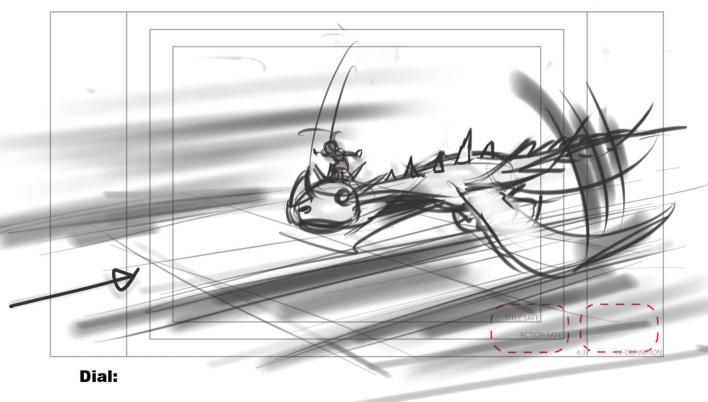
AND ACAIN, TWISTING IN AIR ONTO STORMPLY'S HEAD---





SCENE: 142

PANEL: 6

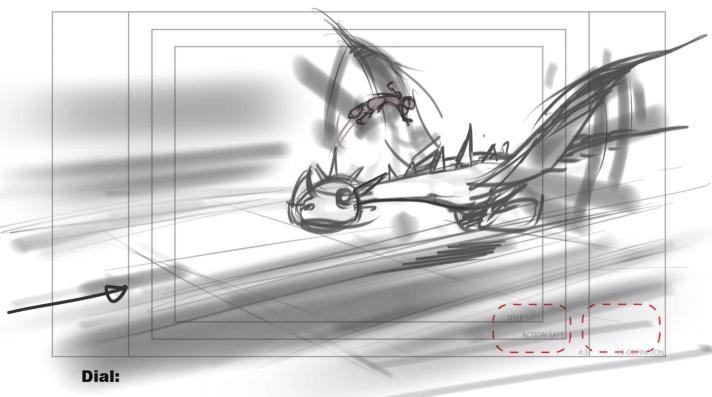






SCENE: 142

PANEL: T



Action / Camera

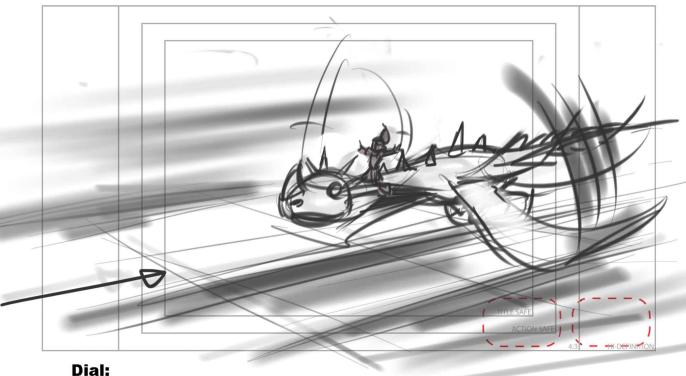
SOMERSAULTS BACKWARDS ...





SCENE: |42

PANEL: 8



Diai:

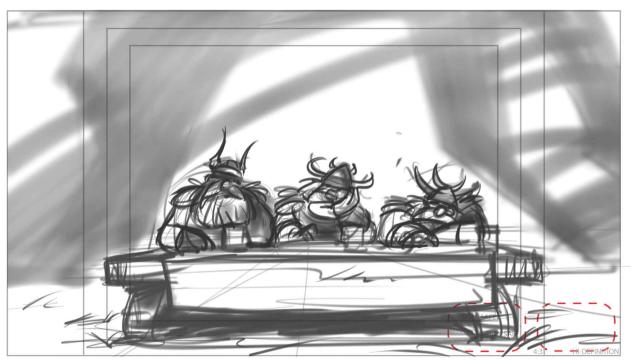
Action / Camera

INTO SADDLE ...



SCENE: 143

PANEL:



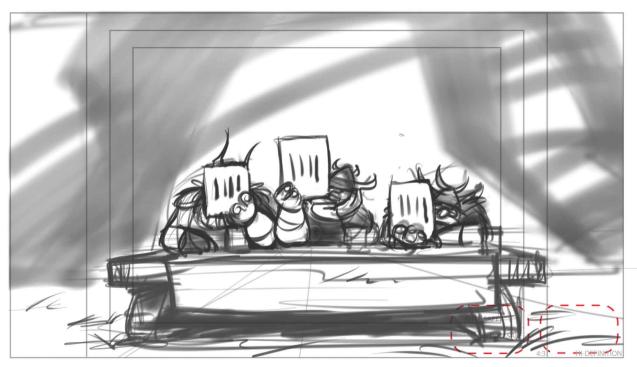
Dial:





SCENE: 143

PANEL: 2



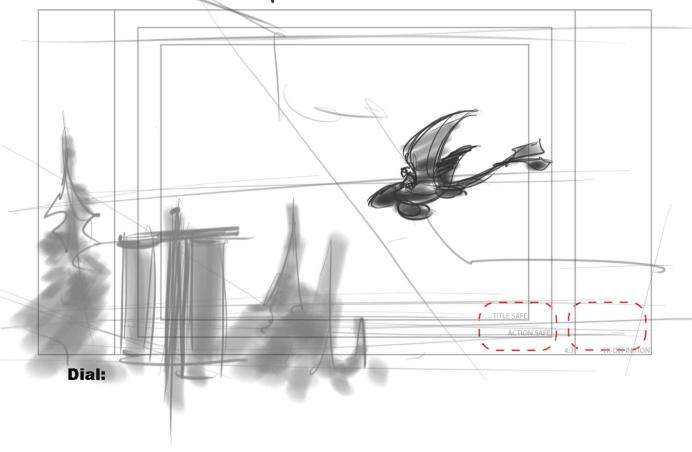
Dial:





SCENE:

PANEL:



Action / Camera

ON - MICCUP & TOOTHLESS - . -





SCENE: 144

PANEL: 2



Action / Camera

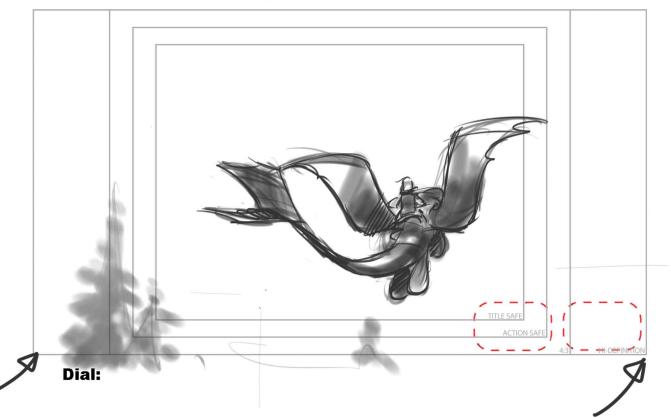
FOLLOW ACTION ...





SCENE: 144

PANEL: 3

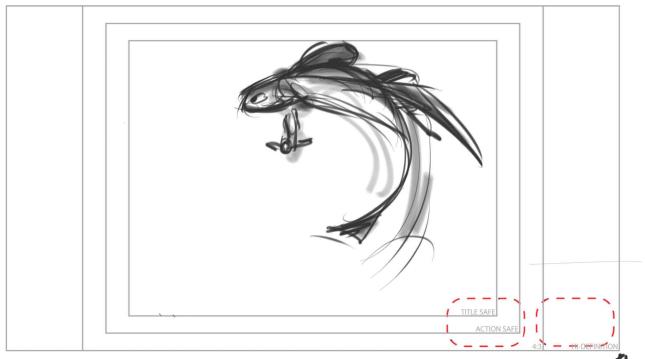






SCENE:

PANEL:



Dial:

Action / Camera

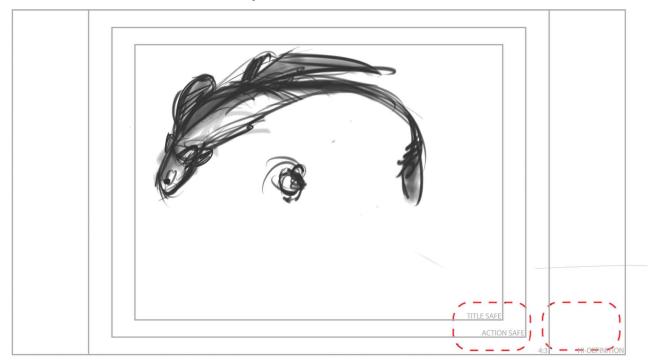
TOOTHLESS LOOPS ...





SCENE: 14

PANEL: 5



Dial:

Action / Camera

MICCUP SOMERSAULTS AS TOOTHLESS LOOPS ---

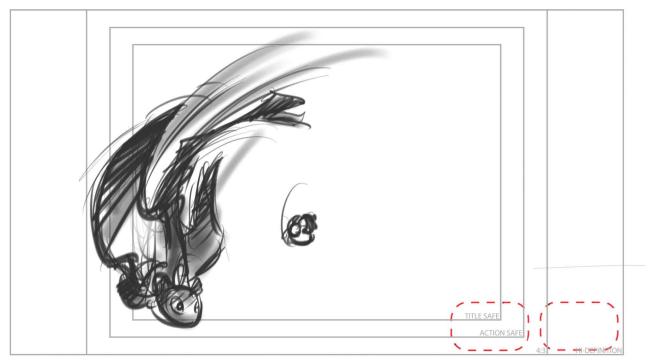
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SCENE: 144

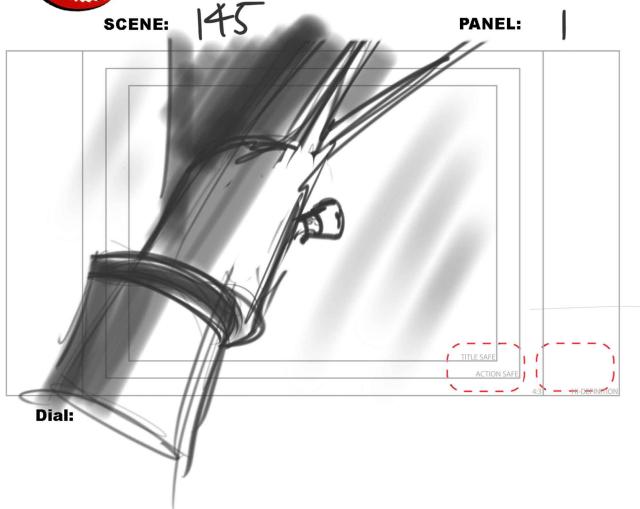
PANEL: 6



Dial:





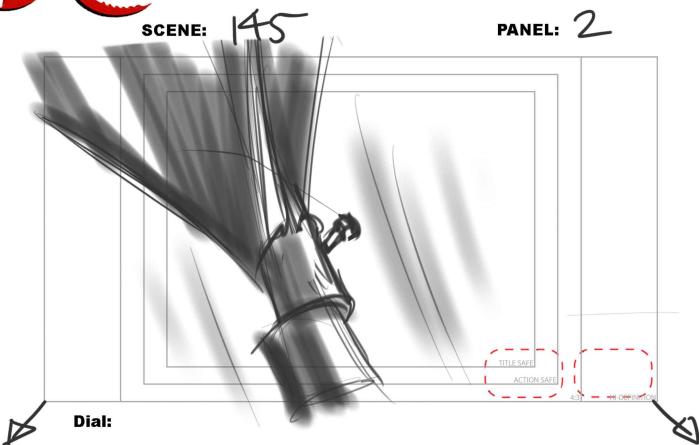


Action / Camera

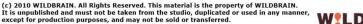
CLOSE-ON TAIL MECHANISM ...







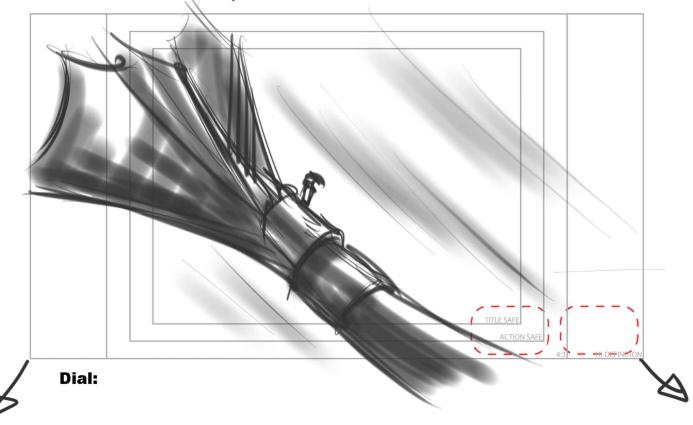
TRUCK-OUT AS AN LOOSENS MORE ---







SCENE: 145 PANEL: 3







SCENE: PANEL: Dial:

Action / Camera

STOP TRUCK-OUT ...



PANEL: 5 SCENE: HS Dial:

Action / Camera

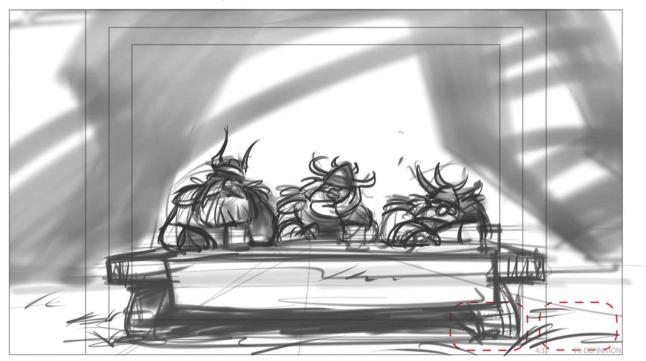
TOOTHLESS CATCHES MICCUP ...





SCENE: 146

PANEL:

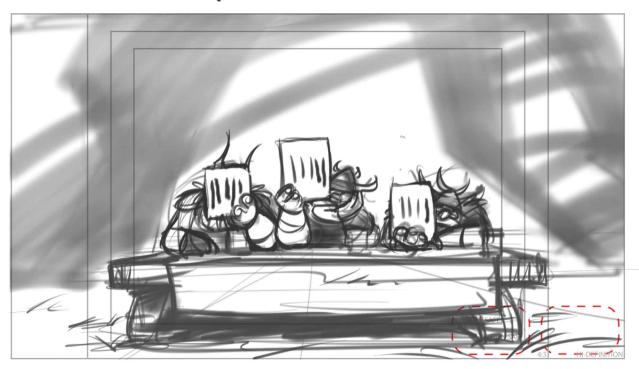


Dial:



SCENE: H6

PANEL: 2



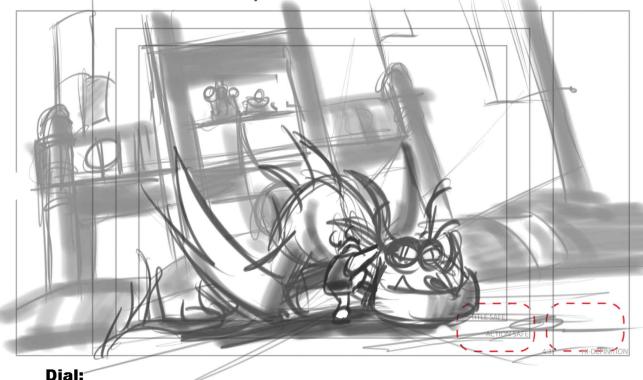
Dial:





SCENE: 147

PANEL:



MULCH

This is it, folks. If Snotlout can score all perfect fives, he is the champion. If not, we'll have the

Action / Camera

EXT. THAWFEST FIELD - CONTINUOUS

ANGLE ON SNOTLOUT & HOOKFANG ...

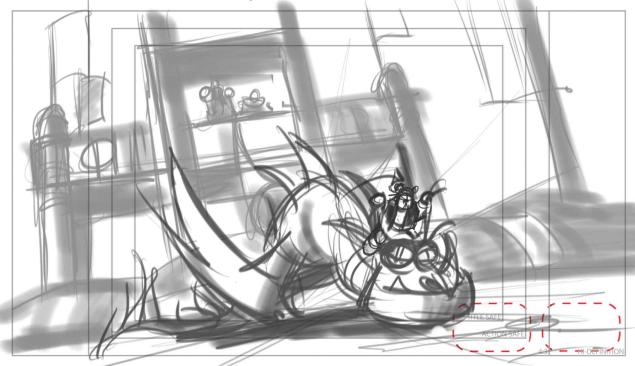
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W!LDBRAIN'



SCENE: 147

PANEL: 2



Dial: MULCH (COUT) -

first tie in Thawfest history. A Jorgensen has never come

Action / Camera

SNOTLOUT CHMBS

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SCENE: 4

PANEL: 3



Dial: MULCH (COST):-

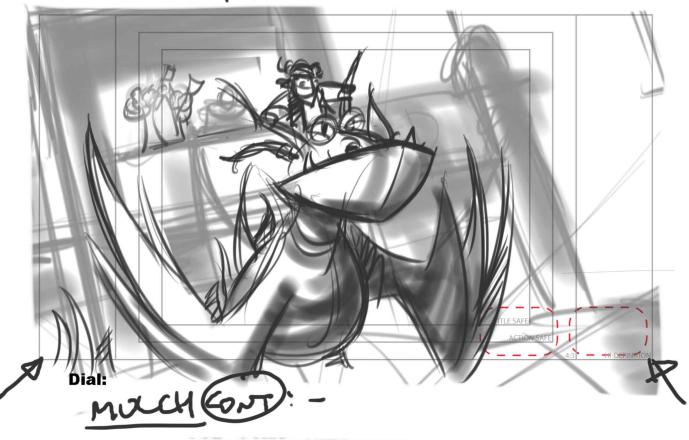
this close to defeat.





SCENE: 147

PANEL: 4



I'd sure hate to

Action / Camera

PUSH IN ...





SCENE:

PANEL:



be in Snotlout's boots!

Action / Camera

REACTS --

CONTINUE PUSH IN, SNOTLOUT



SCENE: 147

PANEL: 6



Action / Camera

THE PRESSURE ---

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STOP PUSH IN.





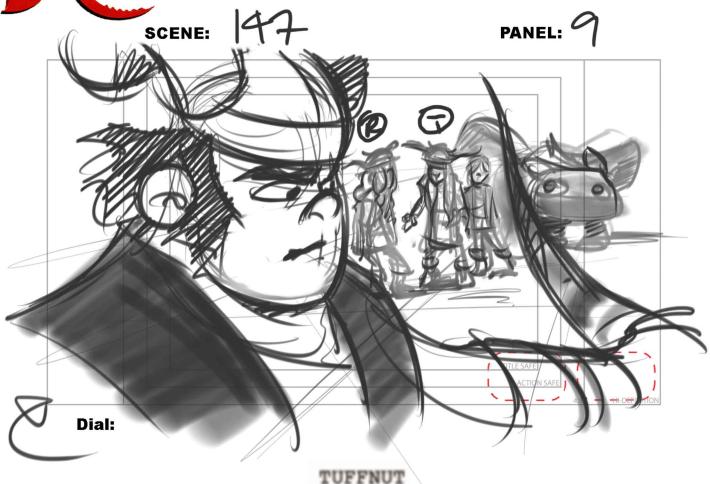
147

8





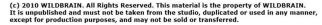
HOW TO TRAIN YOUR EPISODE: 1012 - act II



I hear he's going to

Action / Camera

ANGLE CAMERA APOUND --



W!LDBRAIN'



SCENE: 148

PANEL:



called "The Rings of Deadly Fire."





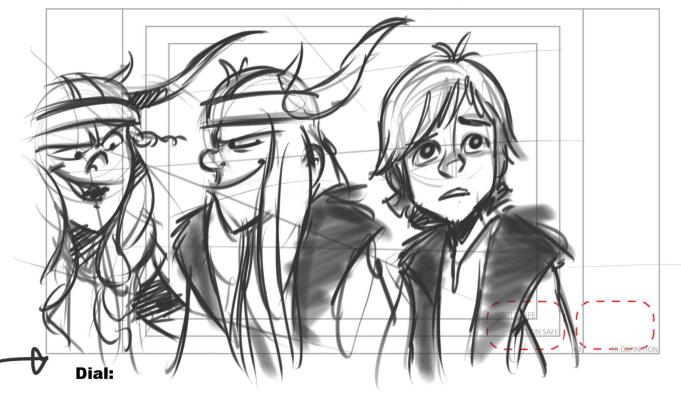
No one's ever tried it before.

Action / Camera

TO HICEUP ---



PANEL: 5



RUFFNUT Yeah. Because it's too dangerous.

Action / Camera

EACTS --- LOOKING



SCENE: 148

PANEL:



TUFFNUT No. Because he just made it up.



SCENE:



PANEL:

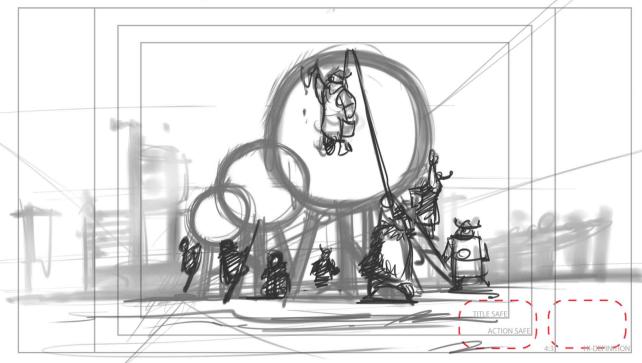






SCENE:

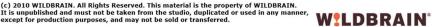
PANEL:



Dial:

Action / Camera

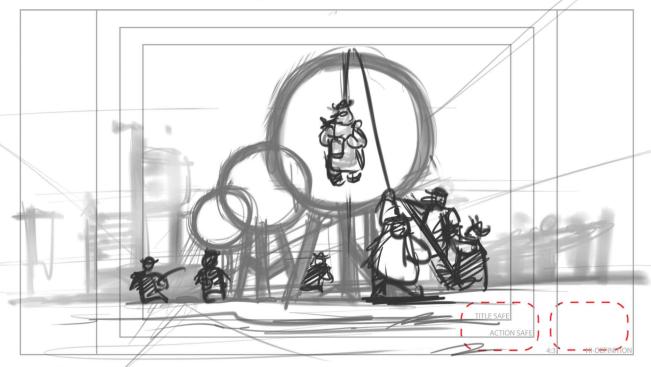
ANGLE ON RINGS, VIKINGS FINISH OILING THEM ...





SCENE: 149

PANEL: 2



Dial:





SCENE: |50

PANEL:







SCENE: 50

PANEL: 2



SNOTLOUT (OK): IN PROBABLY GOING
TO WIN --- "

Action / Camera

MICCUP TURNS TO

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W!LDBRAIN'

PANEL:

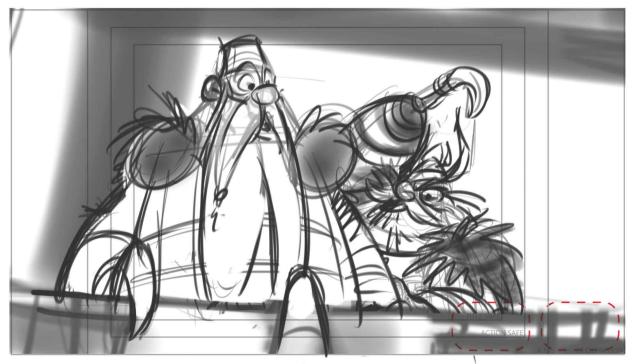






SCENE: 52

PANEL:



Dial:





SCENE: |52

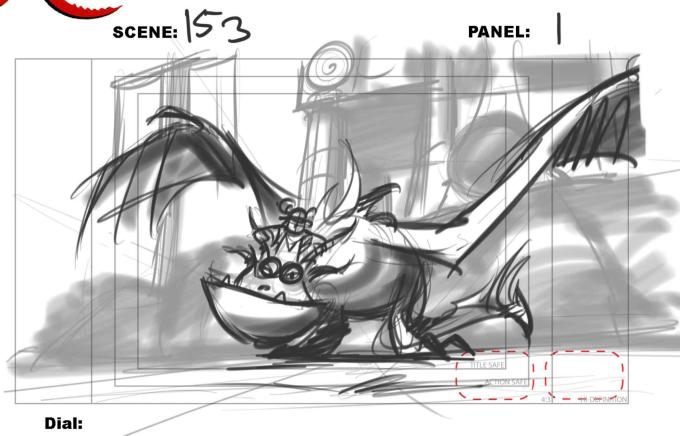
PANEL: 2



Dial:







Action / Camera

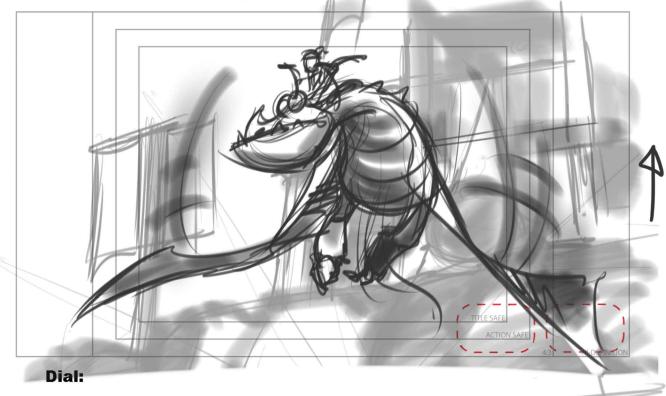
ON-SNOTLOUT & HOOKFANG ...





SCENE: \53

PANEL: 2



PAN UP AS HOOKFANS





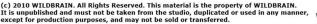






Action / Camera

SUDTLOUT FLIES TOWARDS CAMERA ---









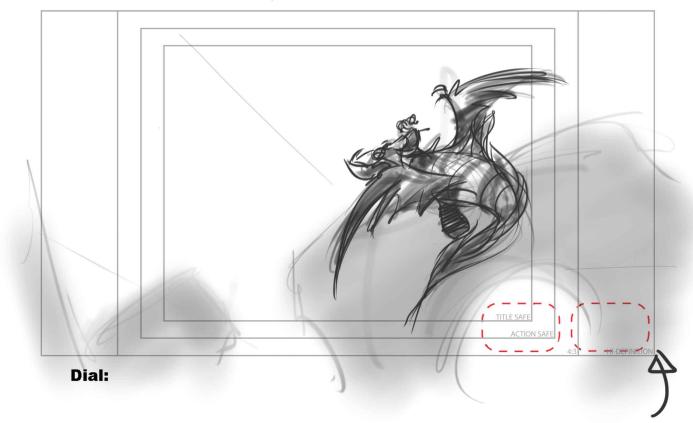
Action / Camera

FOLLOW AS HE PASSES ...



SCENE: 54

PANEL:



Action / Camera

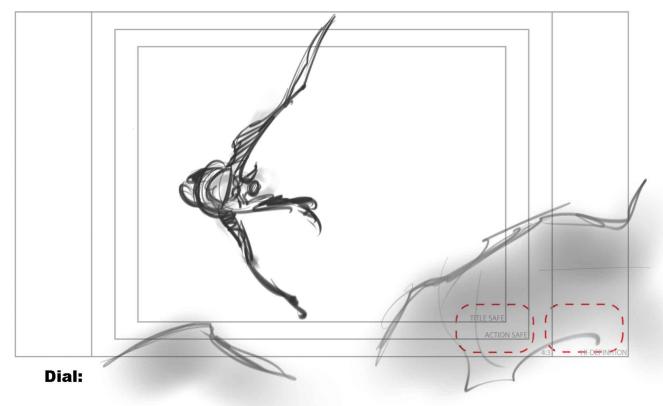
AWAY FROM CAMERA ...





SCENE: 54

PANEL: 5

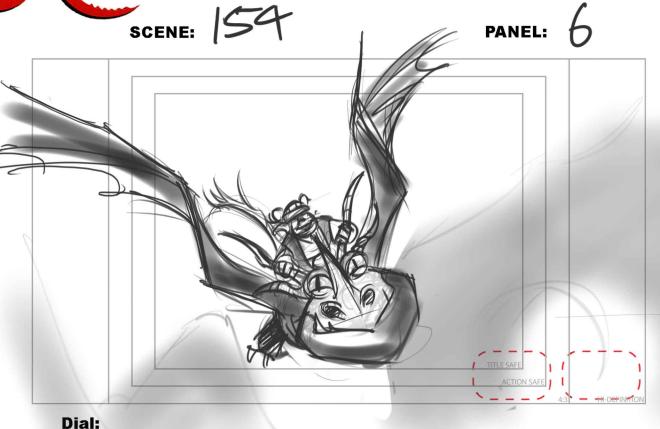


Action / Camera

BANKS AROUND ...







Action / Camera

BACK TOWARDS CAMERA -...





Action / Camera

Dial:

P.O.V.

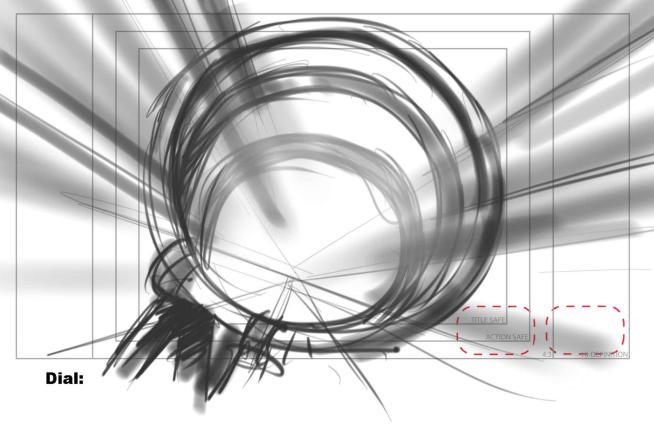






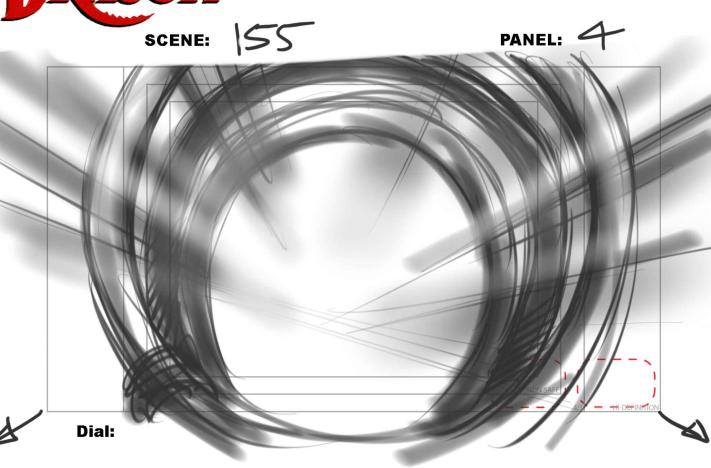
SCENE: 155

PANEL: 3













SCENE: 156

PANEL:



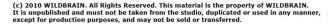
SNOTLOUT!

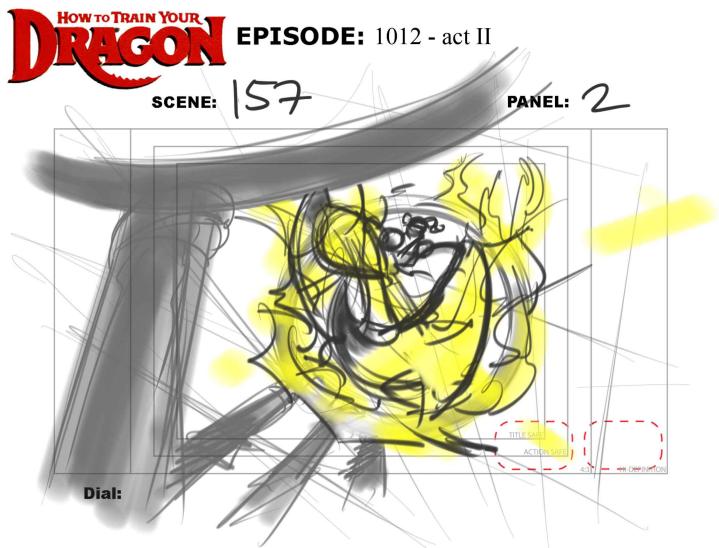




Action / Camera

MOOKFANG PASSES THROUGH RING ---



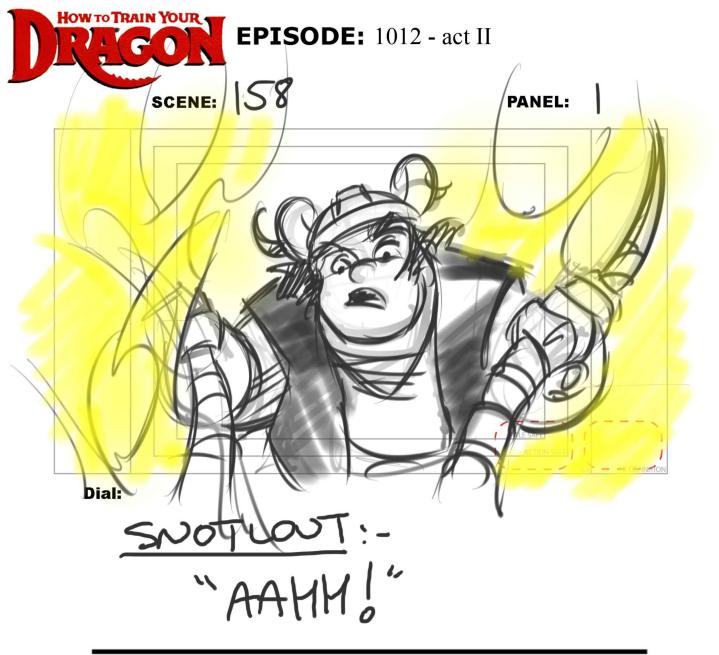


Action / Camera

IGNITES SETTING RING ABLAZE ...

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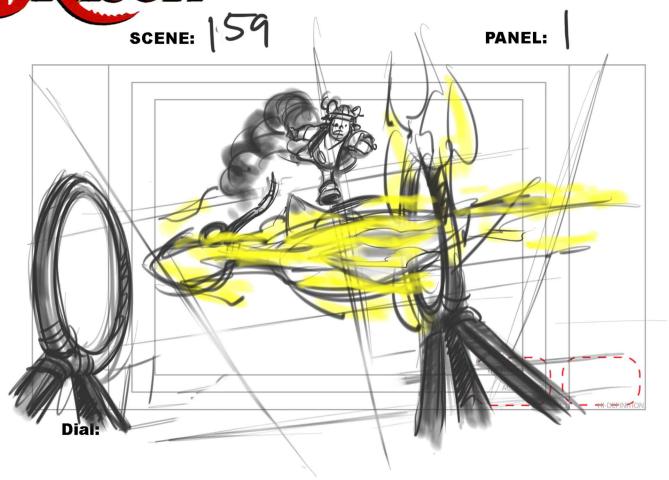


SNOTLOUT REACTS ---



JUMPS ...



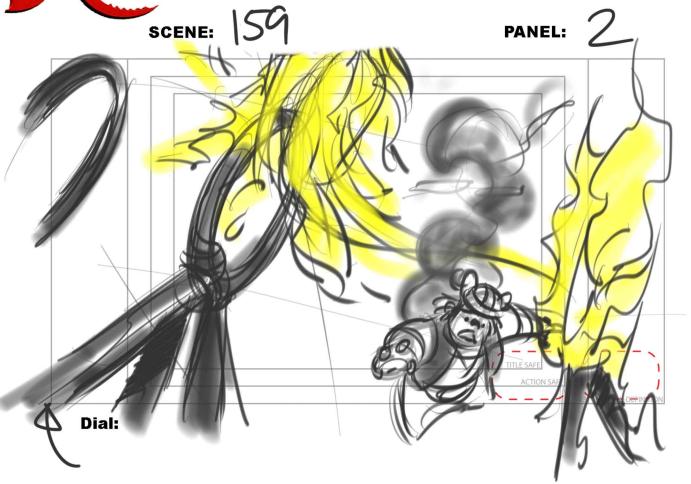


Action / Camera

SNOTLOUT DROPS TOWARDS CAMERA ...



HOW TO TRAIN YOUR EPISODE: 1012 - act II



Action/Camera

DROPS OUT OF FRAME, PAN UP

AS MOOKFAUS FUES UP

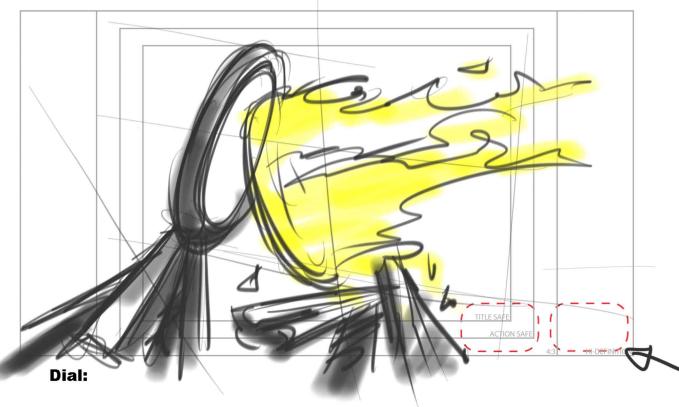
MITTING SECOND RINS ---

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SCENE: 159 PANEL: 3



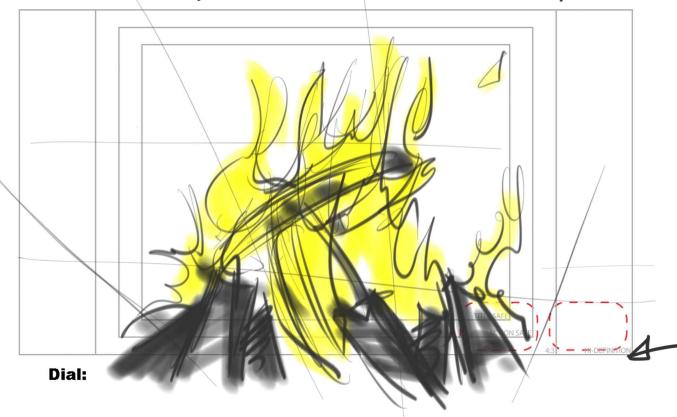
FOULDW SECOND RINK AS IT FALLS, NOW ON FIRE ---





SCENE: |59

PANEL:



Action / Camera

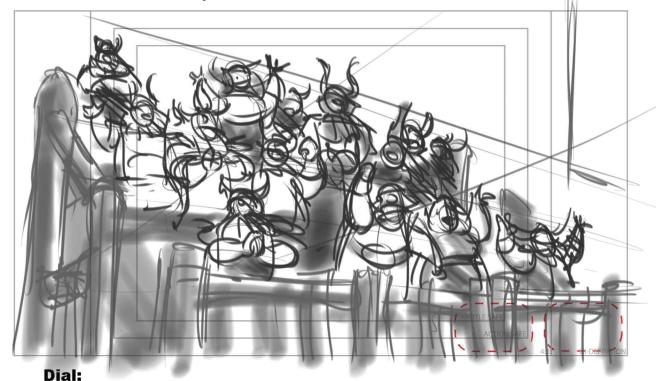
INTO THIRD RING IGNITING IT--





SCENE: (60

PANEL:



Action / Camera

ON- CROWD CHEERING ...



SCENE: 60

PANEL: 2







SNOTLOUT IS ON THE CROUND AT EDGE OF INTERNO, HIS PANTS BURNING...

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W!LDBRAIN



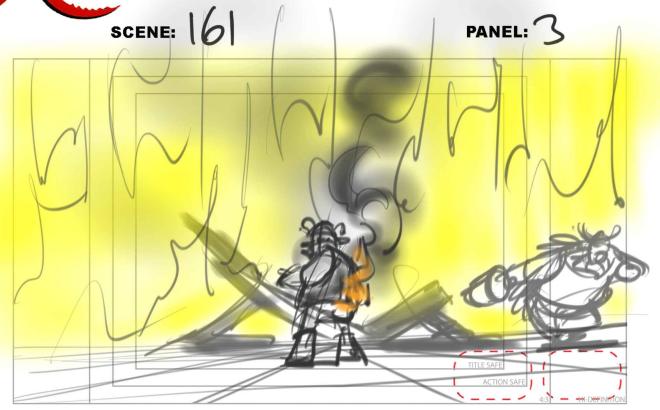
Dial:

Action / Camera

SNOTLOUT STANDS ...





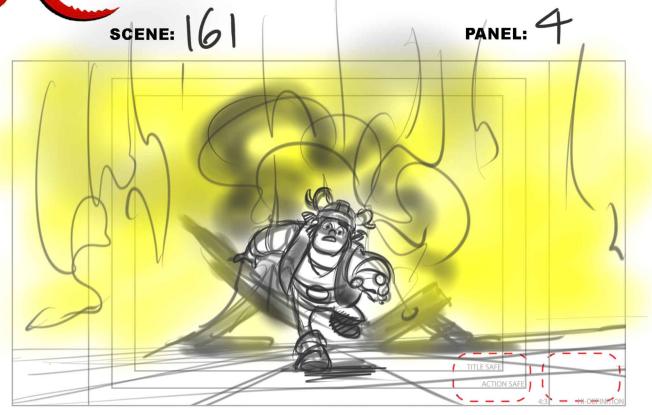


Dial:

Action / Camera

LOOKS BACK ATT BURNING PANTS -..





Dial:

Action / Camera

TURNS & RUNS TOWARDS

CAMERA ...



SCENE: 161 PANEL: 5

Dial:

Action / Camera

OLLOW AS HE PASSES ...



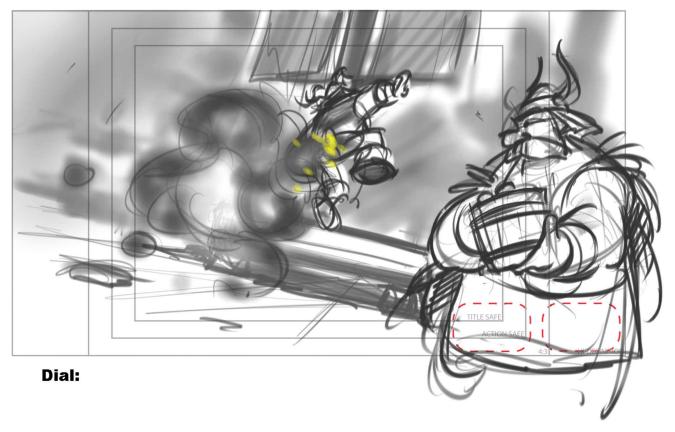


STOP CAMERA -..



SCENE: 161

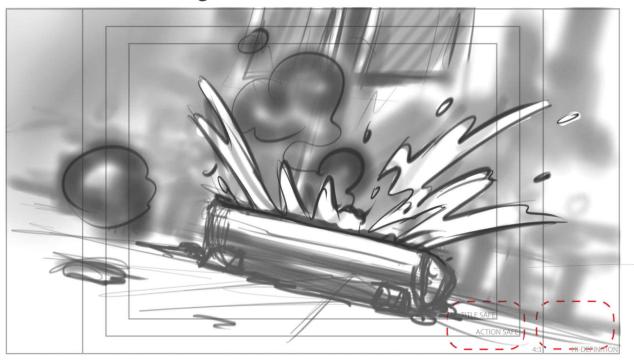






SCENE: 16 |

PANEL: 8



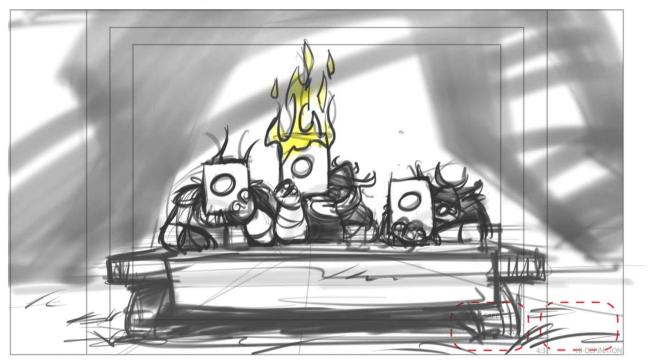
Dial:

Action / Camera

INTO WATER TROUGH ...

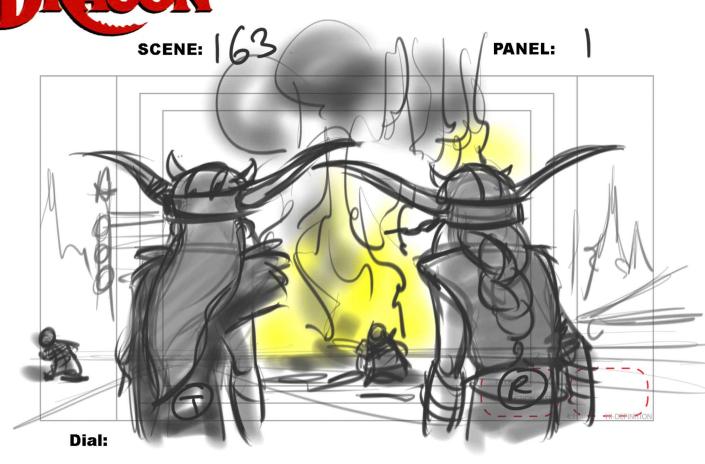
SCENE: 162

PANEL:



Dial:





TUFFNUT I get the "rings" part.









I feel cheated.



