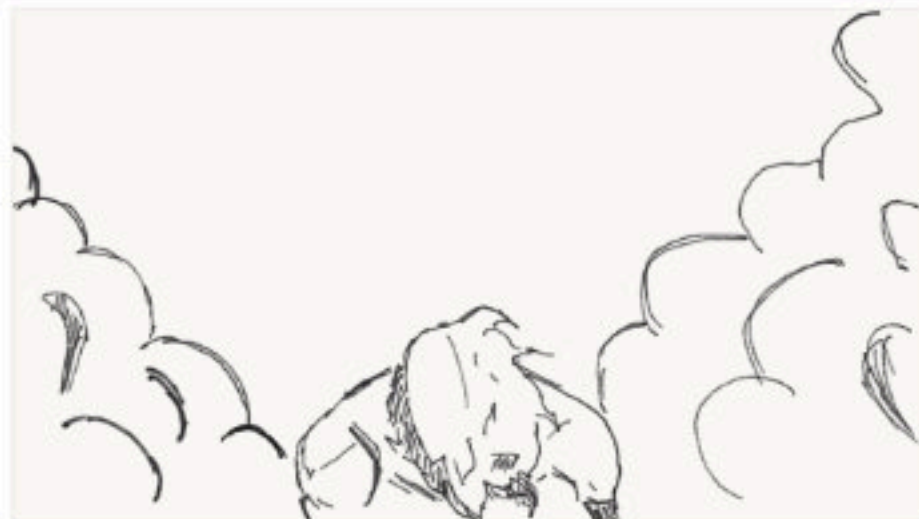


SCENE: 01 PANEL: 01 SHOT: 01

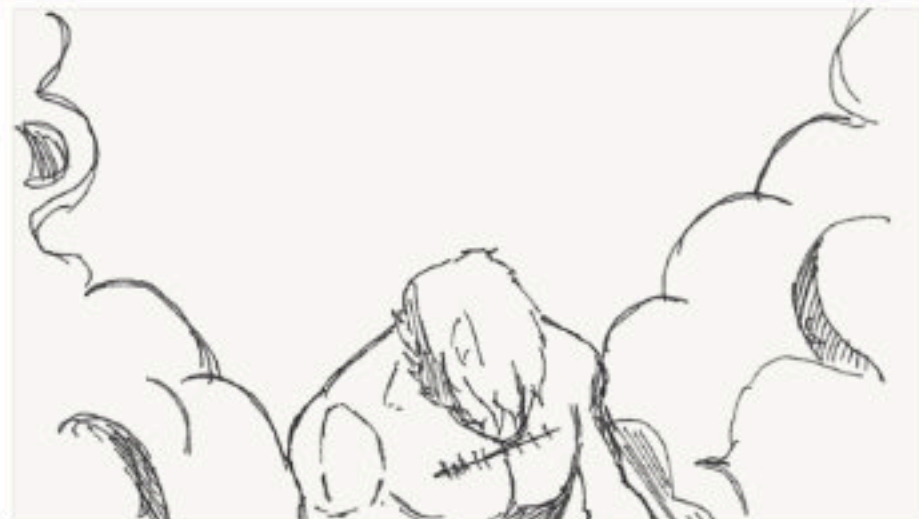
TIME: 0:15 (2 PR)



ACTION: —
DIALOGUE: —

SCENE: 01 PANEL: 01 SHOT: 01

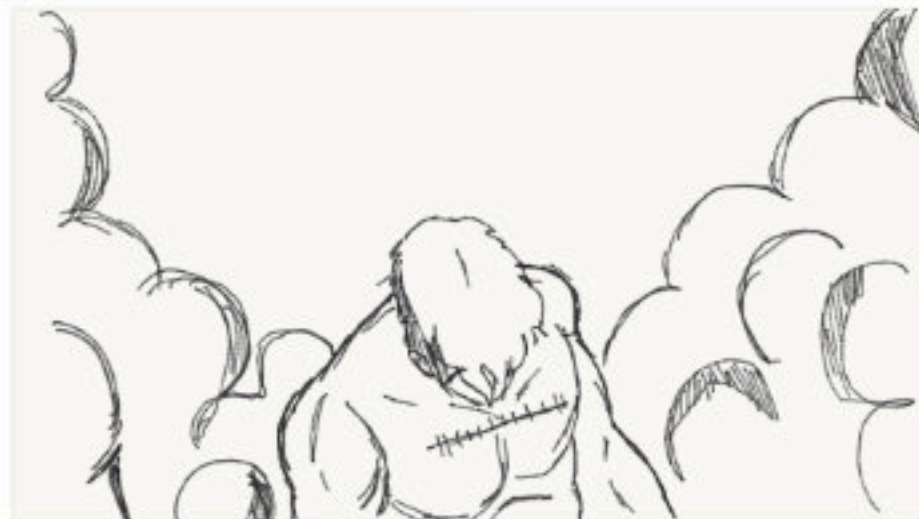
TIME: 0:15 (2 PR)



ACTION: —
DIALOGUE: —

SCENE: 01 PANEL: 01 SHOT: 01

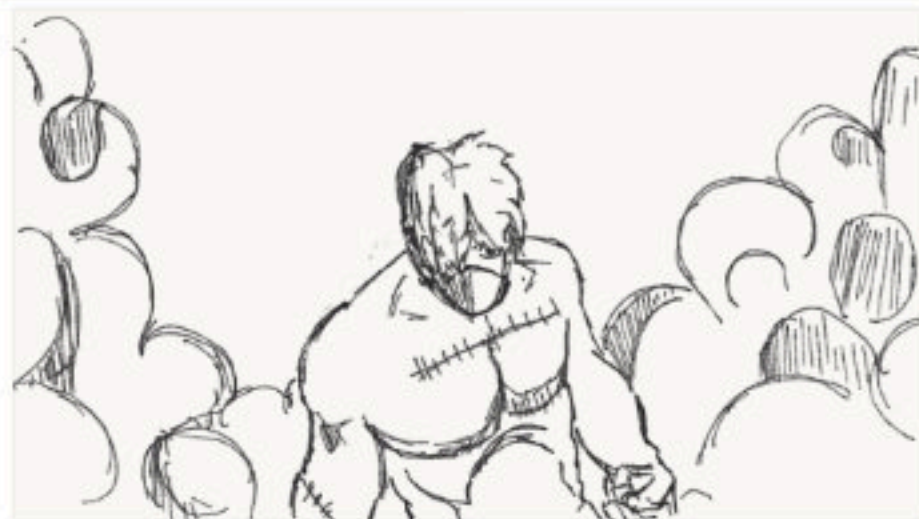
TIME: 0:15 (2 PR)



ACTION: —
DIALOGUE: —

SCENE: 01 PANEL: 01 SHOT: 01

TIME: 0:15 (2 PR)



ACTION: —
DIALOGUE: —

SCENE: 01 PANEL: 06 SHOT: 01

TIME: 0.1s (2 FR)

ACTION: —
DIALOGUE: —

SCENE: 01 PANEL: 07 SHOT: 01

TIME: 0.1s (2 FR)

ACTION: —
DIALOGUE: —

SCENE: 01 PANEL: 08 SHOT: 01

TIME: 0.1s (2 FR)

ACTION: —
DIALOGUE: —

SCENE: 01 PANEL: 09 SHOT: 01

TIME: 0s (120 FR)

ACTION: Fought illustration
DIALOGUE: —

SCENE: 01 PANEL: 09 SHOT: 1

TIME: 1C (24 FR)

ACTION: —
DIALOGUE: —

SCENE: 01 PANEL: 10 SHOT: 1

TIME: 1C (24 FR)

ACTION: —
DIALOGUE: —

SCENE: 01 PANEL: 11 SHOT: 1

TIME: 1a (24 FR)

ACTION: —
DIALOGUE: —

SCENE: 01 PANEL: 12 SHOT: 1

TIME: 0.5a (12 FR)

ACTION: —
DIALOGUE: —

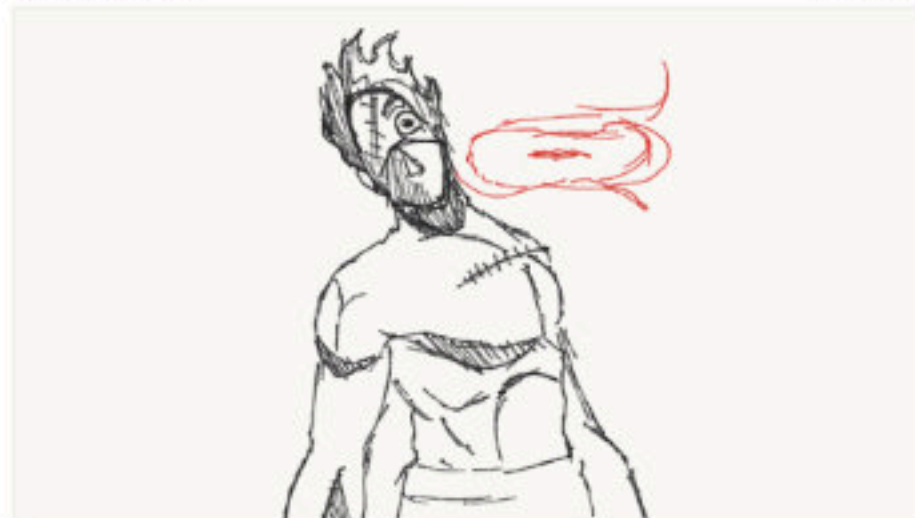
SCENE: 01 PANEL: 14 SHOT: 1

TIME: 0.1s (2 FR)

ACTION: —
DIALOGUE: —

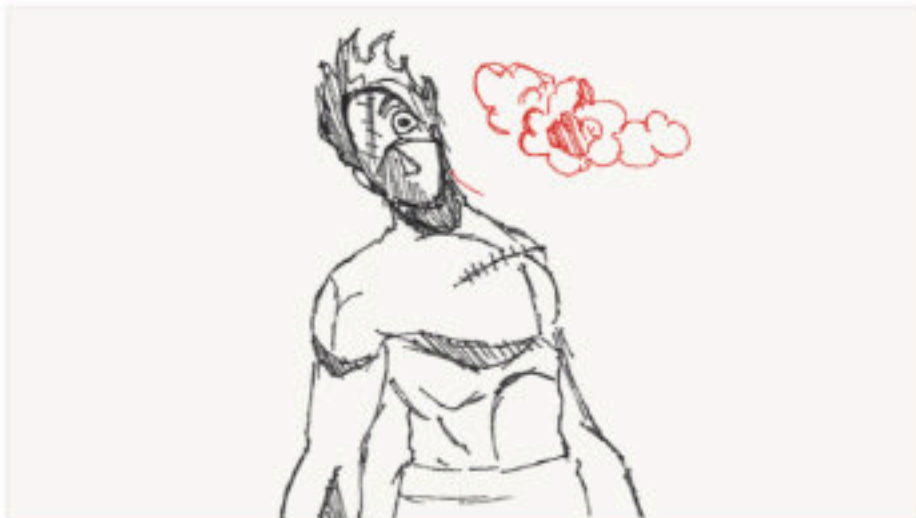
SCENE: 01 PANEL: 15 SHOT: 1

TIME: 0.1s (2 FR)

ACTION: —
DIALOGUE: —

SCENE: 01 PANEL: 16 SHOT: 1

TIME: 0.4s (10 FR)

ACTION: —
DIALOGUE: —

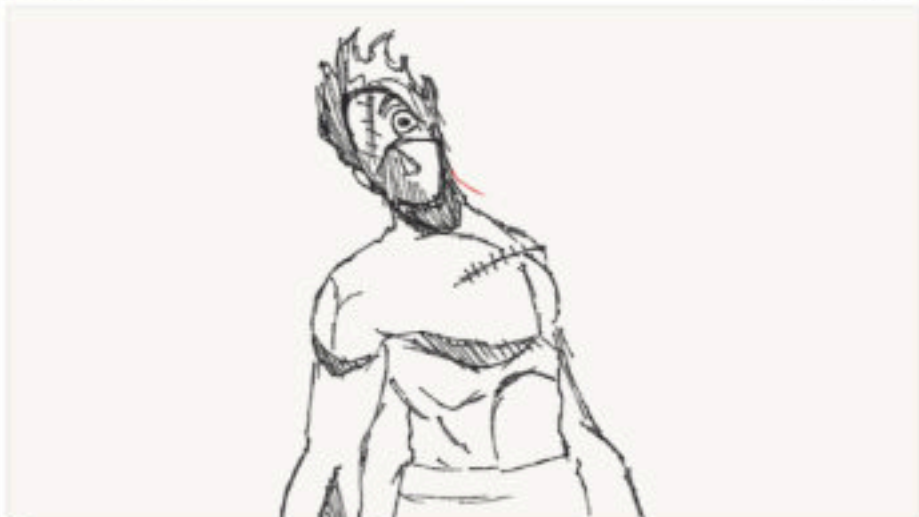
SCENE: 01 PANEL: 18 SHOT: 1

TIME: 0.5s (12 FR)

ACTION: —
DIALOGUE: —

SCENE: 01 PANEL: 17 SHOT: 1

TIME: 5s (128 FR)

ACTION: —
DIALOGUE: —

SCENE: 01 PANEL: 18 SHOT: 1

TIME: 0.3s (7 FR)

ACTION: —
DIALOGUE: —

SCENE: 01 PANEL: 19 SHOT: 1

TIME: 0.3s (7 FR)

ACTION: —
DIALOGUE: —

SCENE: 01 PANEL: 20 SHOT: 1

TIME: 0.3s (7 FR)

ACTION: —
DIALOGUE: —

SCENE: 01 PANEL: 21 SHOT: 1

TIME: 0.3s (7 FR)

ACTION: —
DIALOGUE: —

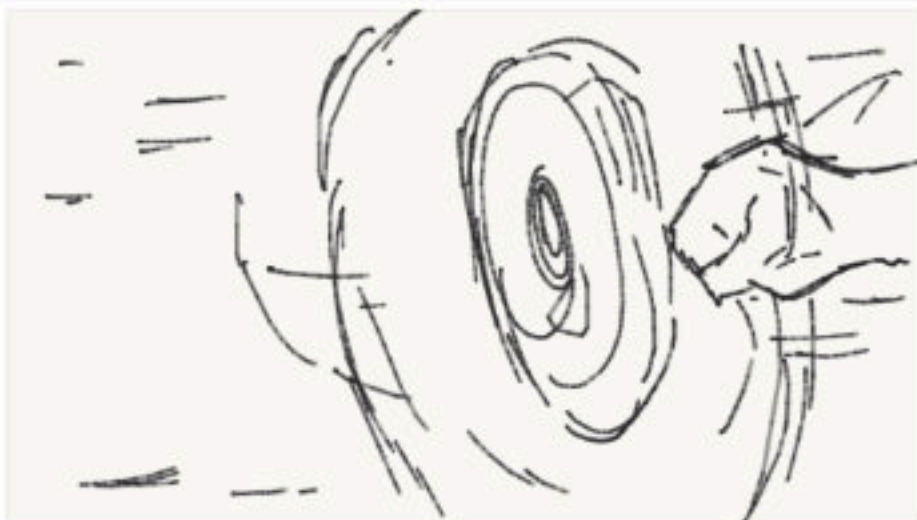
SCENE: 01 PANEL: 22 SHOT: 1

TIME: 1s (24 FR)

ACTION: —
DIALOGUE: —

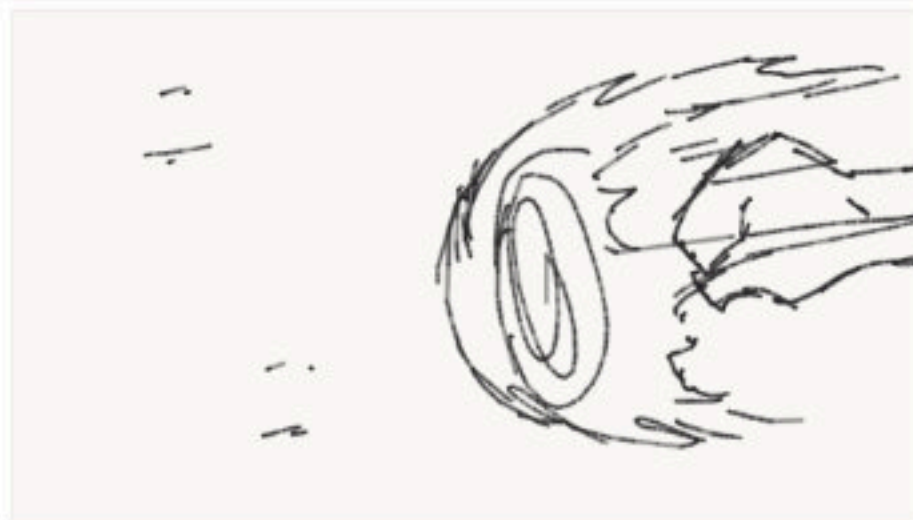
SCENE: 01 PANEL: 23 SHOT: 1

TIME: 0.3s (7 FR)

ACTION: —
DIALOGUE: —

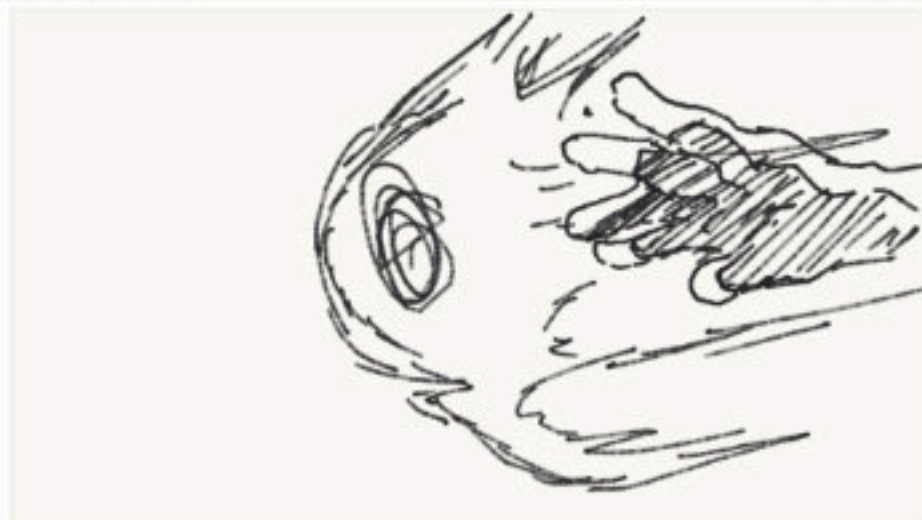
SCENE: 01 PANEL: 24 SHOT: 1

TIME: 0.3s (7 FR)

ACTION: —
DIALOGUE: —

SCENE: 01 PANEL: 26 SHOT: 1

TIME: 0.2s (7 FR)



ACTION: —
DIALOGUE: —

SCENE: 01 PANEL: 24 SHOT: 1

TIME: 0.2s (5 FR)



ACTION: —
DIALOGUE: —

SCENE: 01 PANEL: 27 SHOT: 1

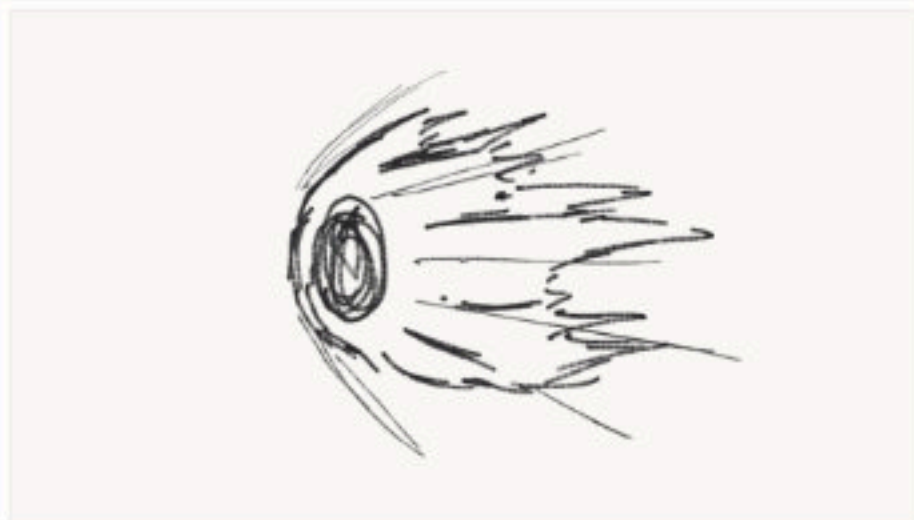
TIME: 0.2s (5 FR)



ACTION: —
DIALOGUE: —

SCENE: 01 PANEL: 31 SHOT: 1

TIME: 0.2s (5 FR)



ACTION: —
DIALOGUE: —

SCENE: 01 PANEL: 26 SHOT: 1

TIME: 0.2s (5 FR)

ACTION: —
DIALOGUE: —

SCENE: 01 PANEL: 28 SHOT: 1

TIME: 0.2s (5 FR)

ACTION: —
DIALOGUE: —

SCENE: 01 PANEL: 29 SHOT: 1

TIME: 1s (24 FR)

ACTION: —
DIALOGUE: —

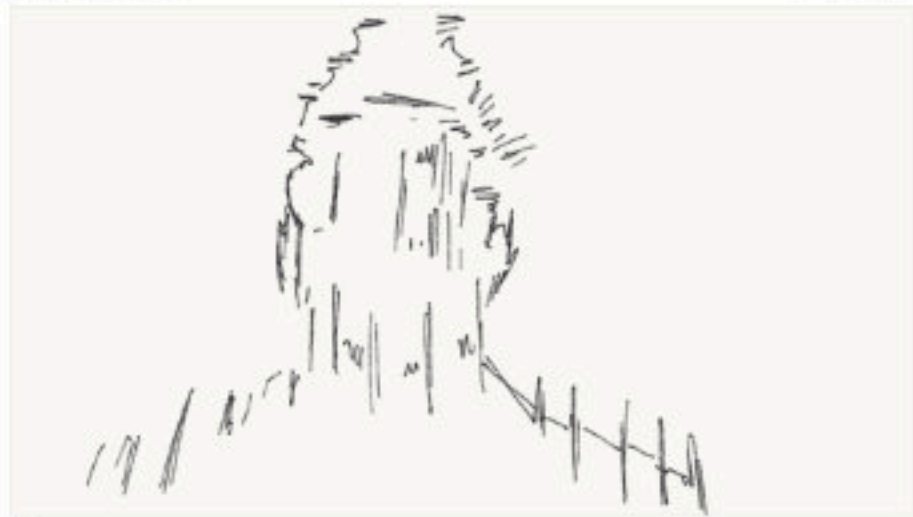
SCENE: 01 PANEL: 32 SHOT: 1

TIME: 0.5s (12 FR)

ACTION: —
DIALOGUE: —

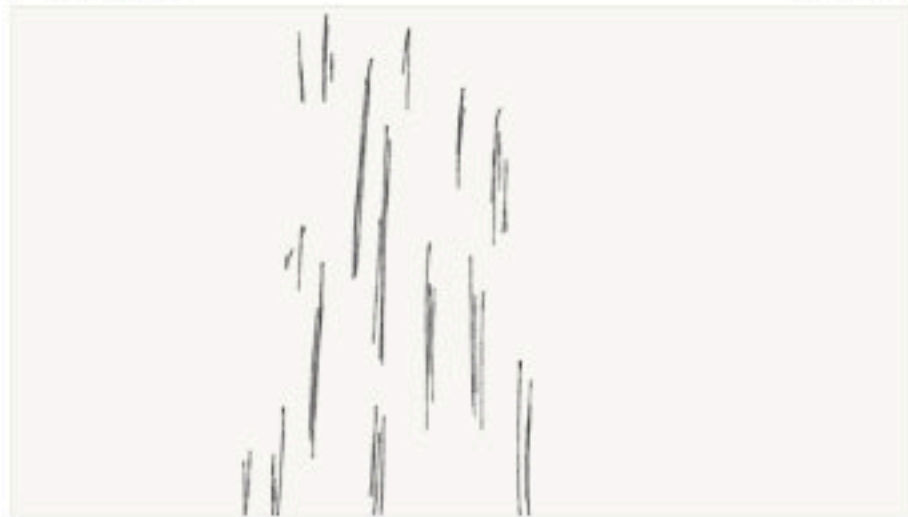
SCENE: 01 PANEL: 33 SHOT: 1

TIME: 0.20 (5 FR)

ACTION: —
DIALOGUE: —

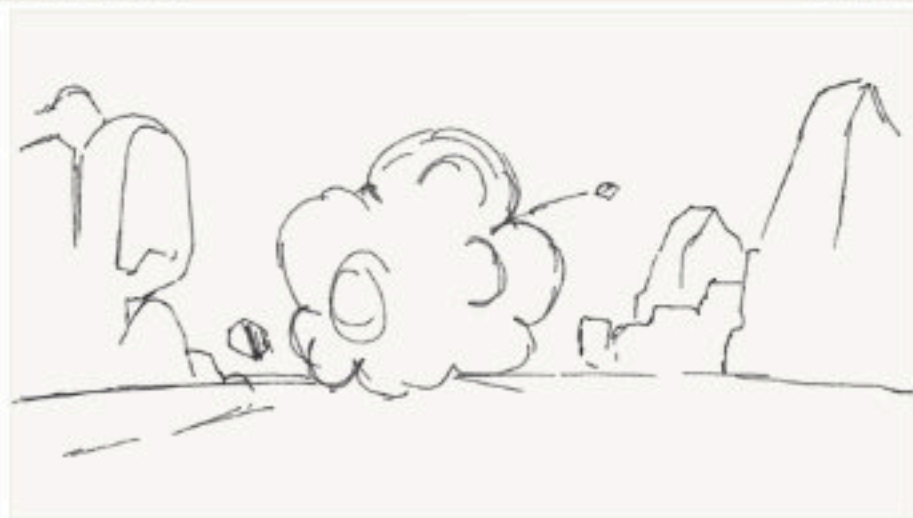
SCENE: 01 PANEL: 34 SHOT: 1

TIME: 0.20 (5 FR)

ACTION: —
DIALOGUE: —

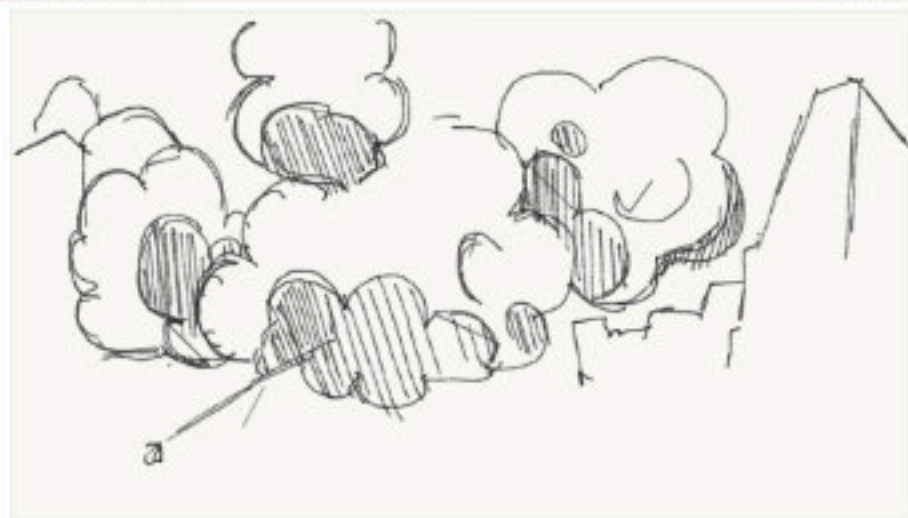
SCENE: 01 PANEL: 35 SHOT: 1

TIME: 0.50 (12 FR)

ACTION: —
DIALOGUE: —

SCENE: 01 PANEL: 36 SHOT: 1

TIME: 0.50 (12 FR)

ACTION: —
DIALOGUE: —

STORYBOARD DESK

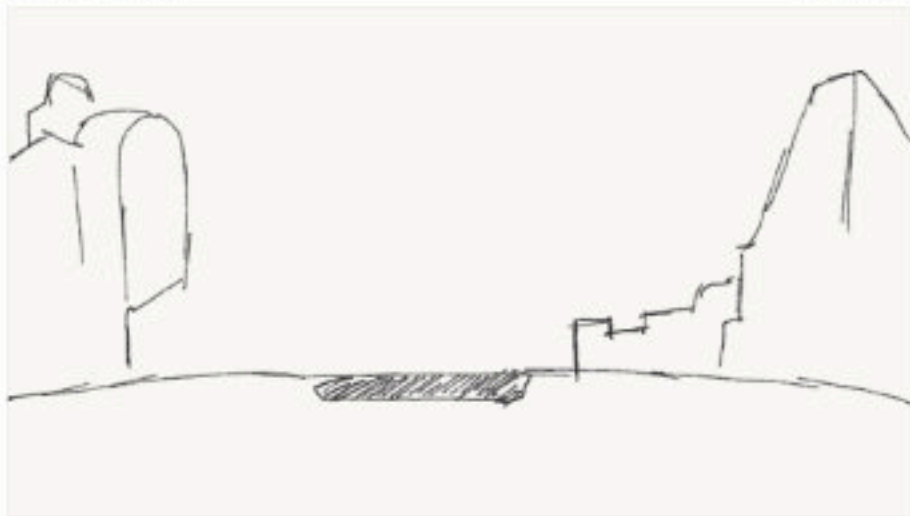
PROJECT: BOSSMAN

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PANELS 37-40

SCENE: 01 PANEL: 37 SHOT: 1

TIME: 01 (24 FR)



ACTION: —
DIALOGUE: —

SCENE: 01 PANEL: 38 SHOT: 1

TIME: 02 (48 FR)



ACTION: —
DIALOGUE: —

SCENE: 01 PANEL: 39 SHOT: 1

TIME: 03 (48 FR)



ACTION: —
DIALOGUE: —

SCENE: 01 PANEL: 40 SHOT: 1

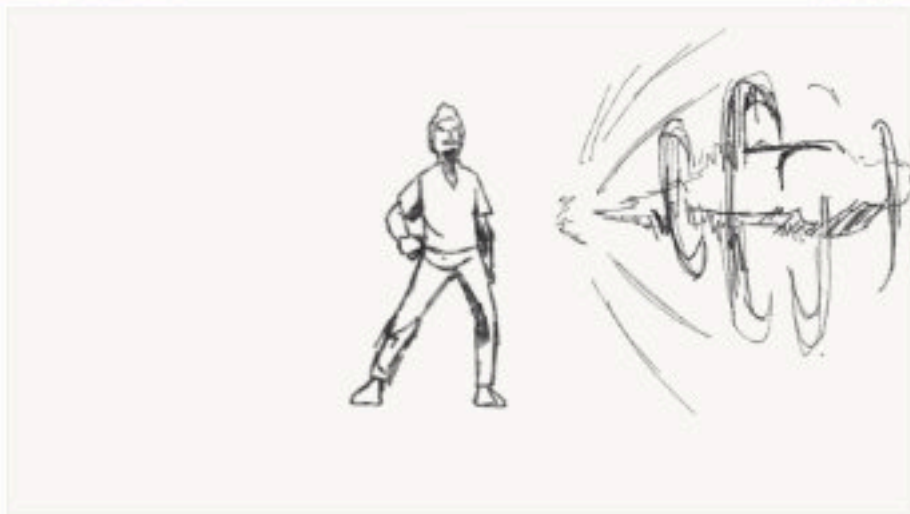
TIME: 04-25 (5 FR)



ACTION: —
DIALOGUE: —

SCENE: 01 PANEL: 43 SHOT: 1

TIME: 0.2s (5 FR)

ACTION: —
DIALOGUE: —

SCENE: 01 PANEL: 42 SHOT: 1

TIME: 0.2s (5 FR)

ACTION: —
DIALOGUE: —

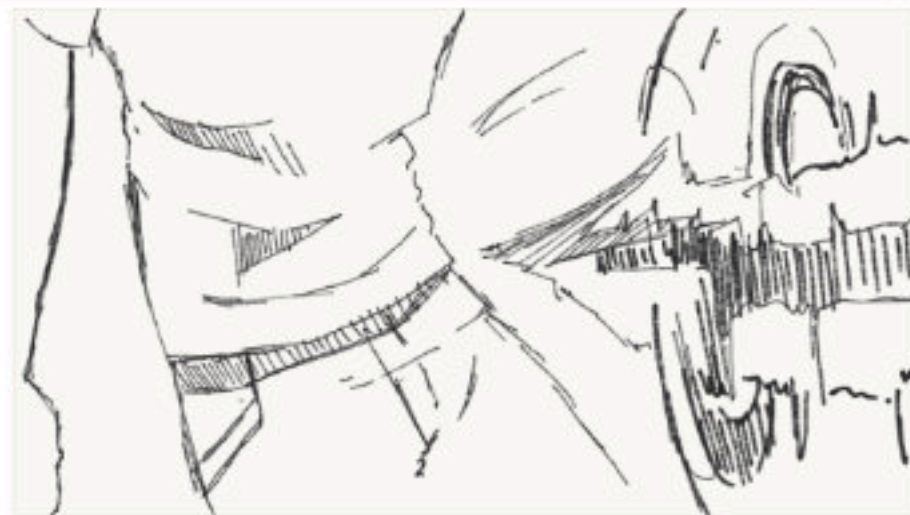
SCENE: 01 PANEL: 44 SHOT: 1

TIME: 0.5s (12 FR)

ACTION: —
DIALOGUE: —

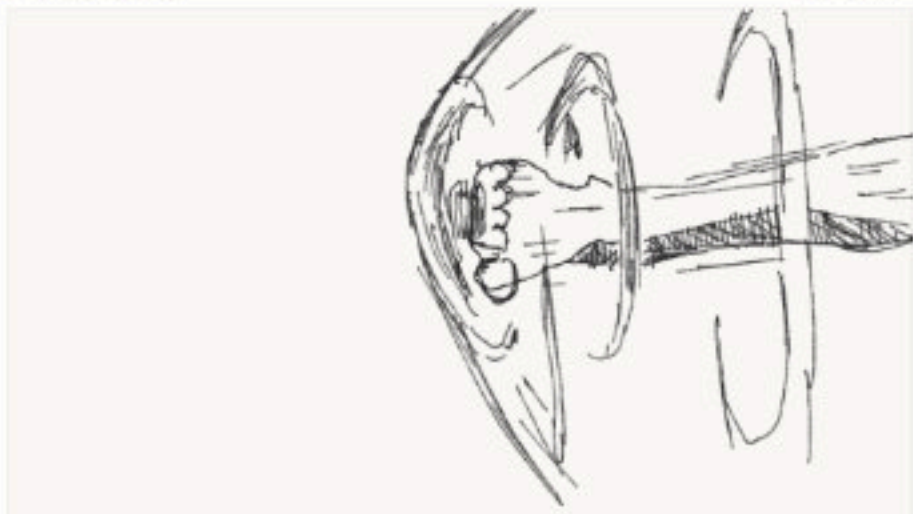
SCENE: 01 PANEL: 45 SHOT: 1

TIME: 0.2s (5 FR)

ACTION: —
DIALOGUE: —

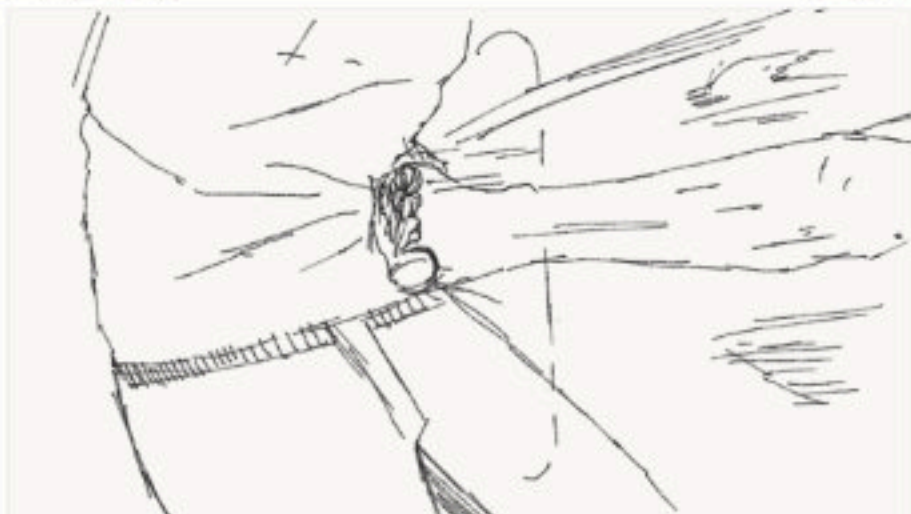
SCENE: 01 PANEL: 46 SHOT: 1

TIME: 0.30 (5 FR)

ACTION: —
DIALOGUE: —

SCENE: 01 PANEL: 47 SHOT: 1

TIME: 0.30 (5 FR)

ACTION: —
DIALOGUE: —

SCENE: 01 PANEL: 48 SHOT: 1

TIME: 0.25 (5 FR)

ACTION: —
DIALOGUE: —

SCENE: 01 PANEL: 49 SHOT: 1

TIME: 0.25 (5 FR)

ACTION: —
DIALOGUE: —

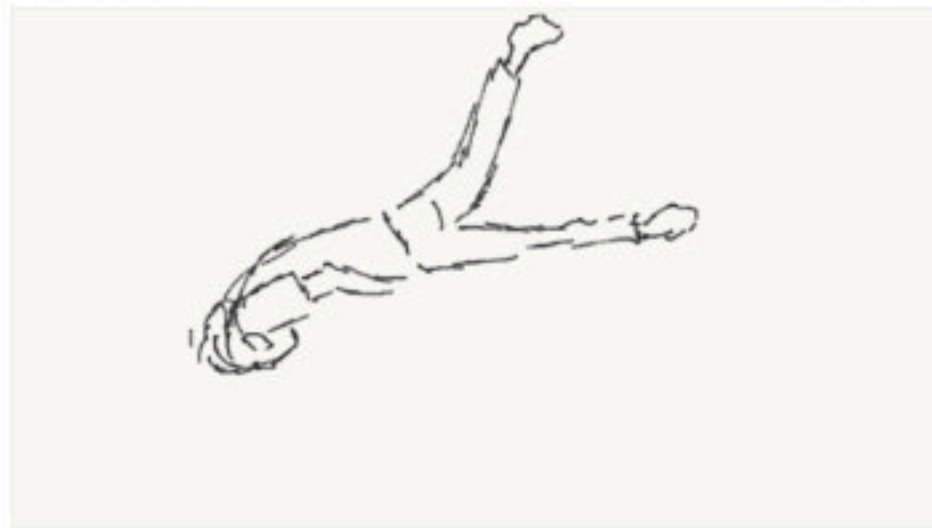
SCENE: 01 PANEL: 49 SHOT: 1

TIME: 0.2s (5 FR)

ACTION: —
DIALOGUE: —

SCENE: 01 PANEL: 50 SHOT: 1

TIME: 0.2s (5 FR)

ACTION: —
DIALOGUE: —

SCENE: 01 PANEL: 47 SHOT: 1

TIME: 0.2s (5 FR)

ACTION: —
DIALOGUE: —

SCENE: 01 PANEL: 52 SHOT: 1

TIME: 3s (24 FR)

ACTION: —
DIALOGUE: —

SCENE: 01 PANEL: 53 SHOT: 1

TIME: 1X (24 FR)



ACTION: —
DIALOGUE: —

SCENE: 01 PANEL: 54 SHOT: 1

TIME: 1X (24 FR)



ACTION: —
DIALOGUE: —

SCENE: 01 PANEL: 55 SHOT: 1

TIME: 1X (24 FR)



ACTION: —
DIALOGUE: —

SCENE: 01 PANEL: 56 SHOT: 1

TIME: 1X (24 FR)



ACTION: —
DIALOGUE: —

SCENE: 01 PANEL: 58 SHOT: 1

TIME: 0:24 (5 FR)

ACTION:
DIALOGUE:

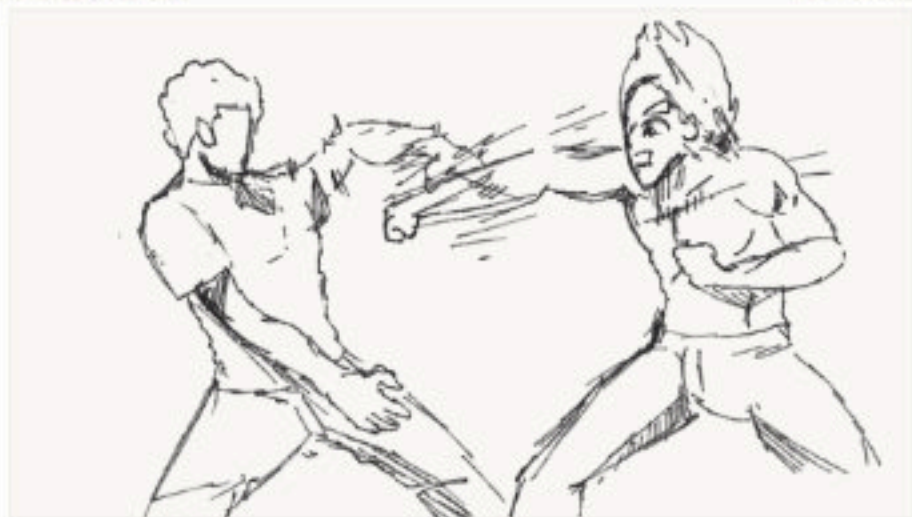
SCENE: 01 PANEL: 59 SHOT: 1

TIME: 0:26 (5 FR)

ACTION:
DIALOGUE:

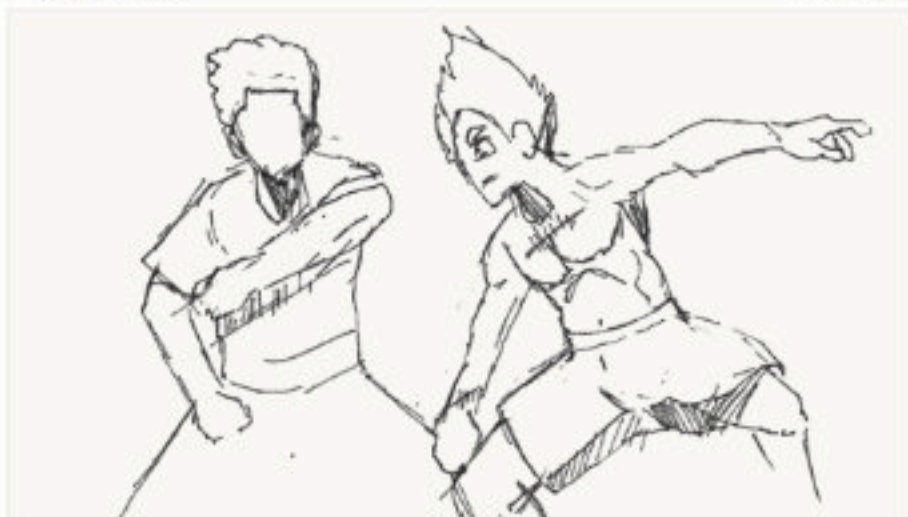
SCENE: 01 PANEL: 60 SHOT: 1

TIME: 0:28 (5 FR)

ACTION:
DIALOGUE:

SCENE: 01 PANEL: 61 SHOT: 1

TIME: 0:29 (5 FR)

ACTION:
DIALOGUE:

SCENE: 01 PANEL: 63 SHOT: 1

TIME: 0:26 (5 PR)

ACTION: —
DIALOGUE: —

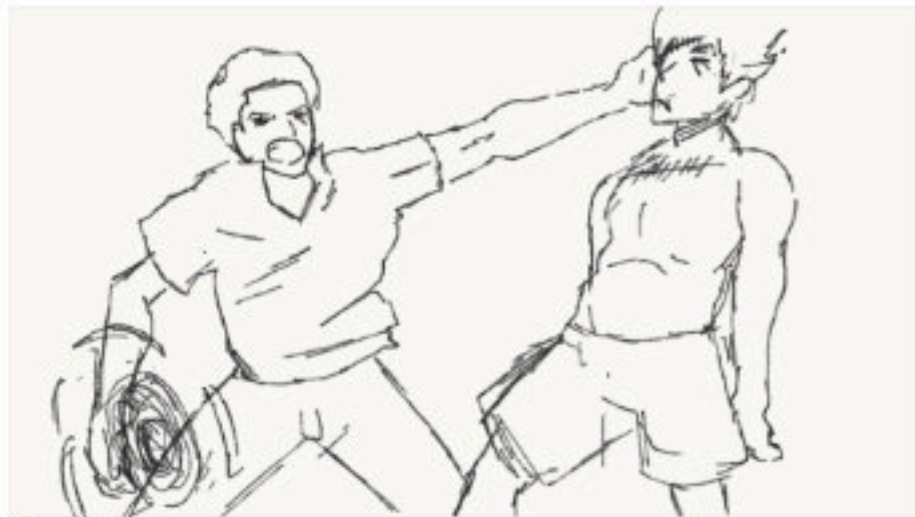
SCENE: 01 PANEL: 66 SHOT: 1

TIME: 0:30 (10 PR)

ACTION: —
DIALOGUE: —

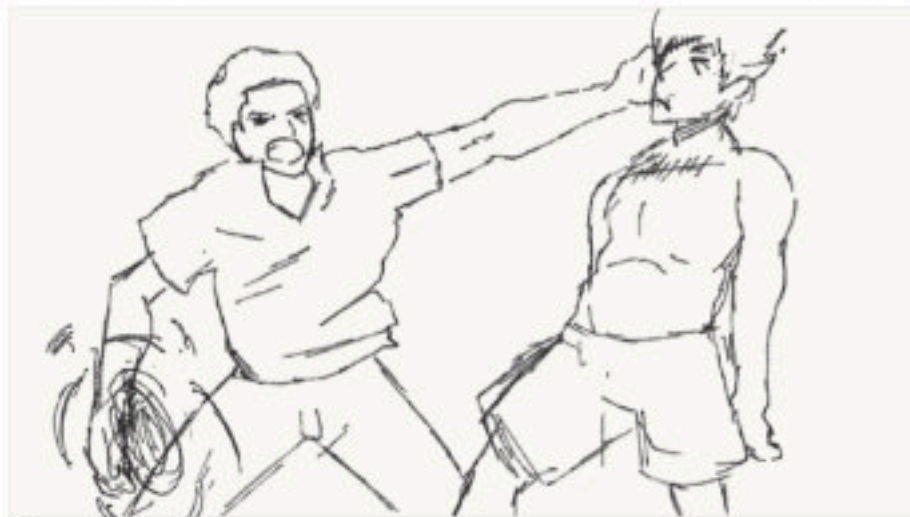
SCENE: 01 PANEL: 66 SHOT: 1

TIME: 0:30 (10 PR)

ACTION: —
DIALOGUE: —

SCENE: 01 PANEL: 67 SHOT: 1

TIME: 0:30 (10 PR)

ACTION: —
DIALOGUE: —

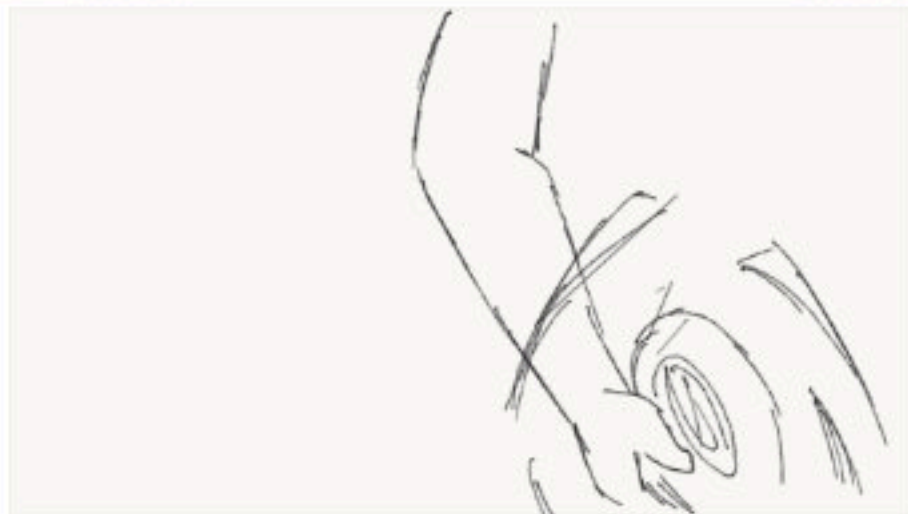
SCENE: 01 PANEL: 64 SHOT: 1

TIME: 0.34 (12 FR)

ACTION: —
DIALOGUE: —

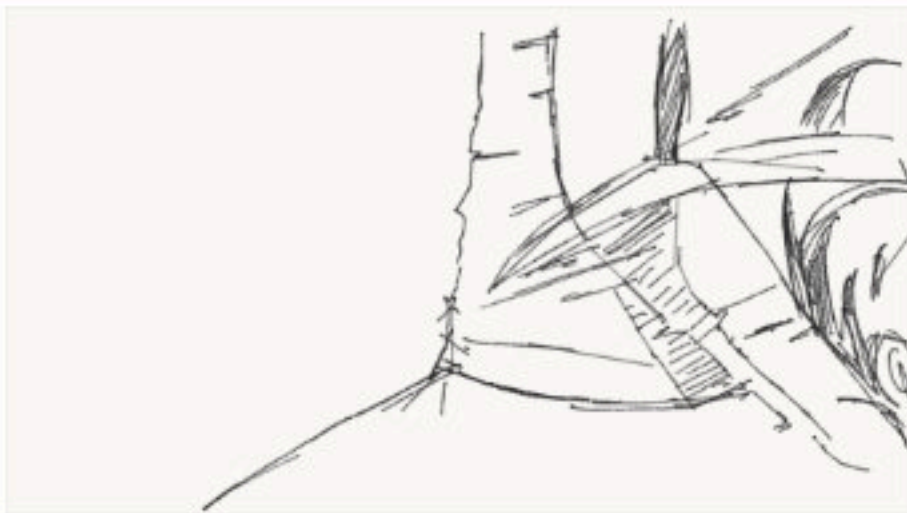
SCENE: 01 PANEL: 65 SHOT: 1

TIME: 0.34 (12 FR)

ACTION: —
DIALOGUE: —

SCENE: 01 PANEL: 66 SHOT: 1

TIME: 0.46 (18 FR)

ACTION: —
DIALOGUE: —

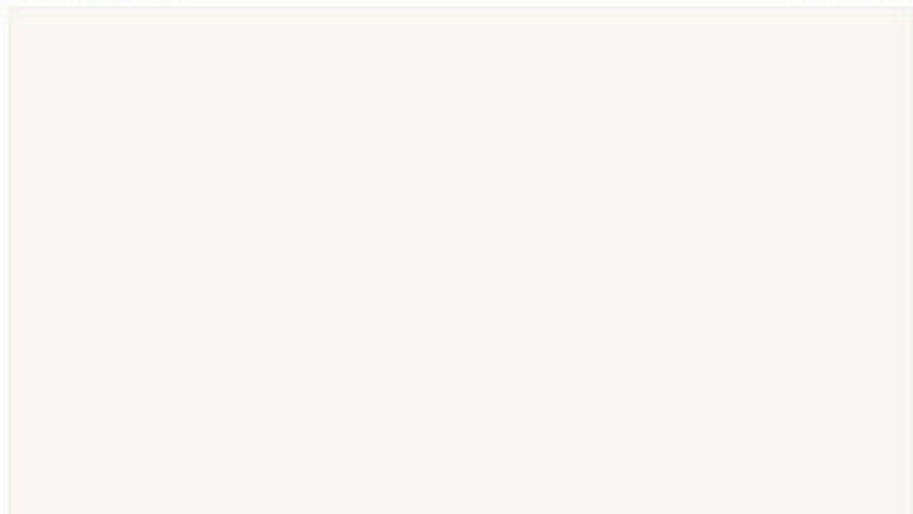
SCENE: 01 PANEL: 67 SHOT: 1

TIME: 1x (24 FR)

ACTION: —
DIALOGUE: —

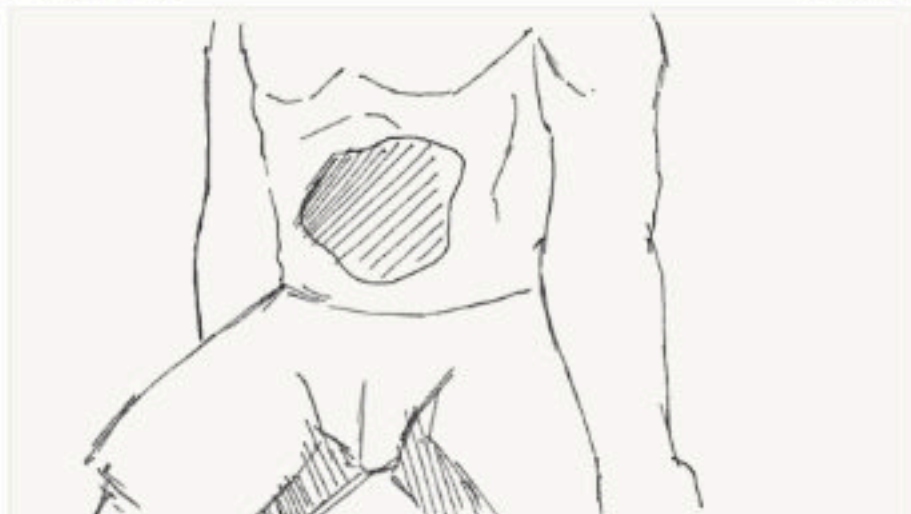
SCENE: 01 PANEL: 74 SHOT: 1

TIME: 14 (24 FR)

ACTION: —
DIALOGUE: —

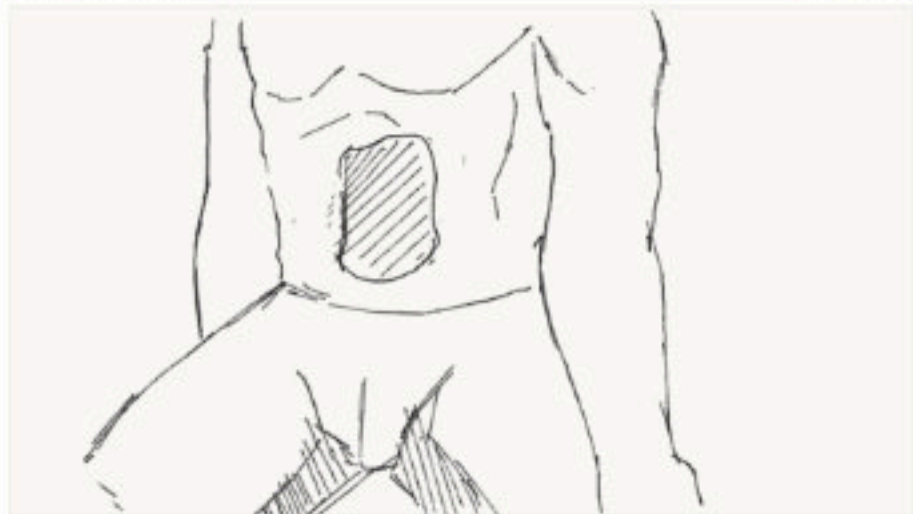
SCENE: 01 PANEL: 69 SHOT: 1

TIME: 10 (24 FR)

ACTION: —
DIALOGUE: —

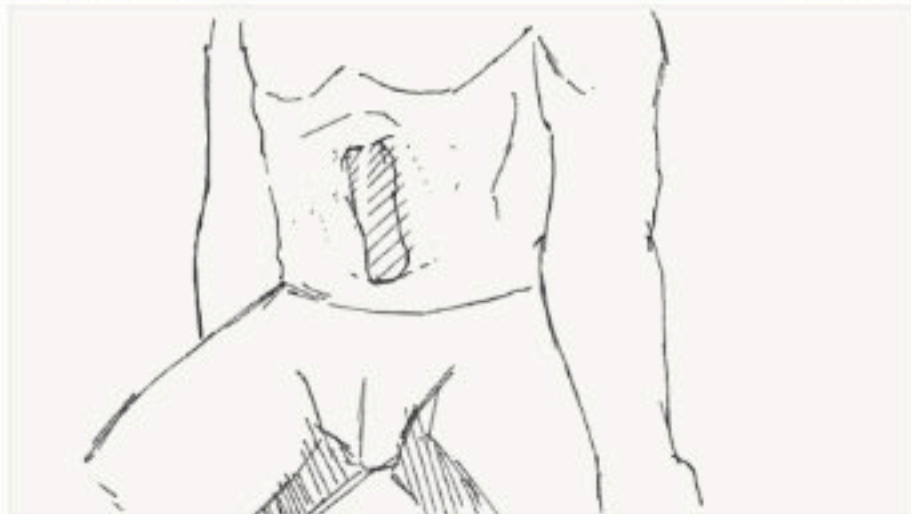
SCENE: 01 PANEL: 70 SHOT: 1

TIME: 15 (24 FR)

ACTION: —
DIALOGUE: —

SCENE: 01 PANEL: 71 SHOT: 1

TIME: 16 (24 FR)

ACTION: —
DIALOGUE: —

STORYBOARD DESK

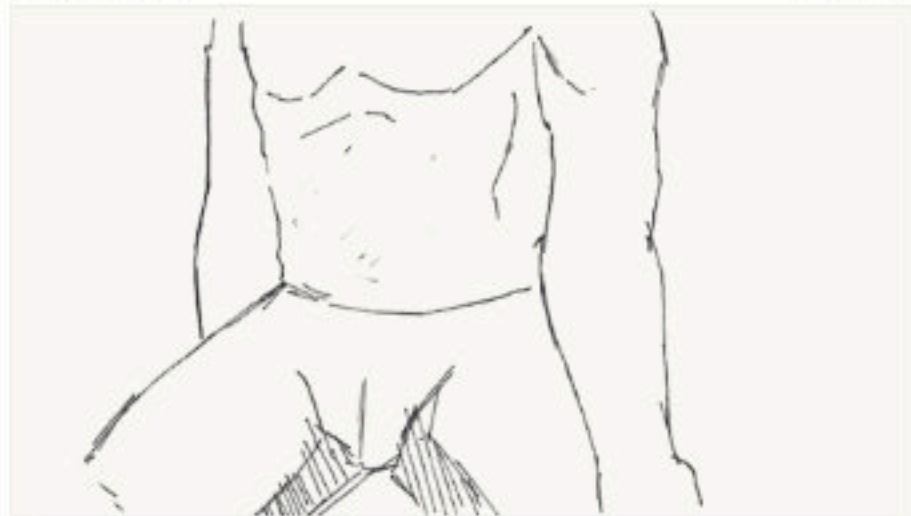
PROJECT: BOSSMAN

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PANELS 75-78

SCENE: 01 PANEL: 72 SHOT: 1

TIME: 14 (24 FR)

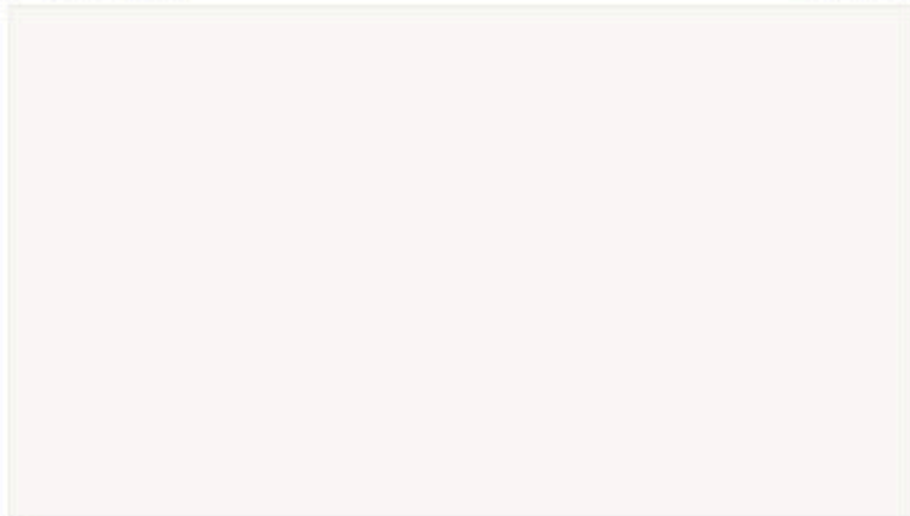


ACTION: —

DIALOGUE: —

SCENE: 01 PANEL: 72 SHOT: 1

TIME: 14 (24 FR)



ACTION: —

DIALOGUE: —