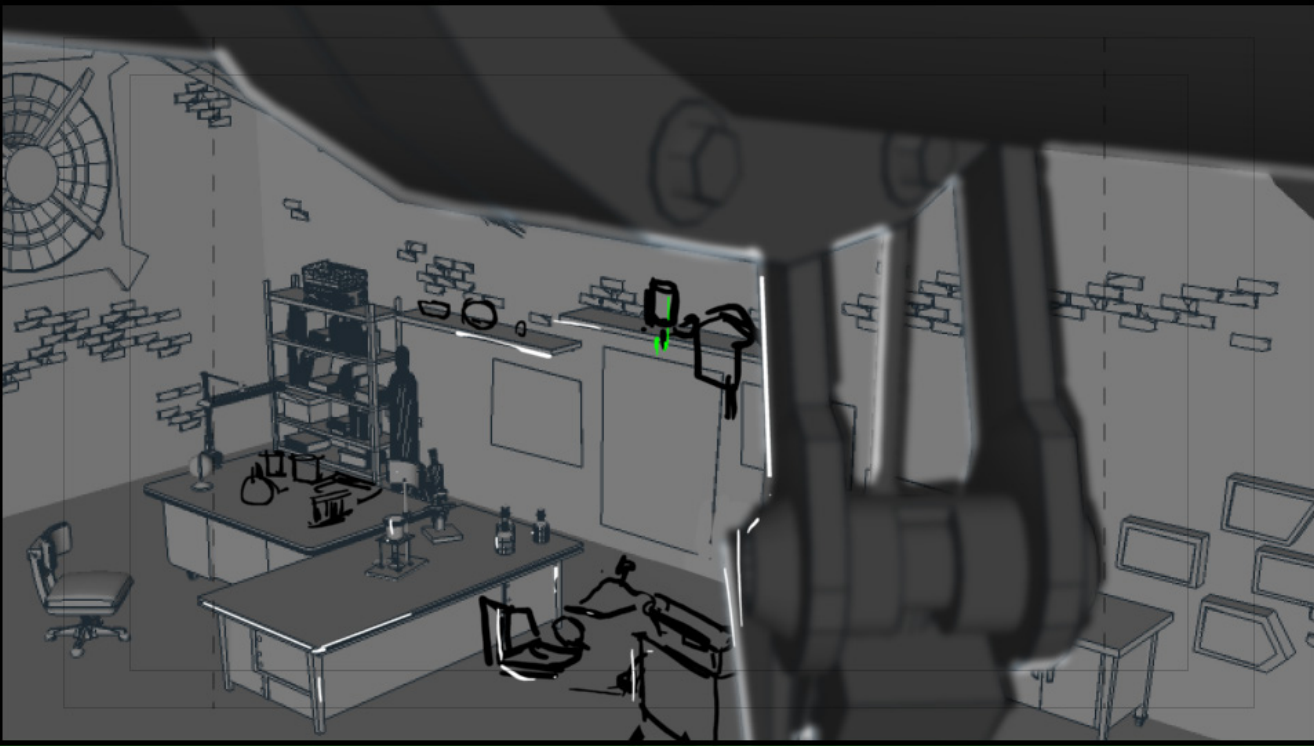
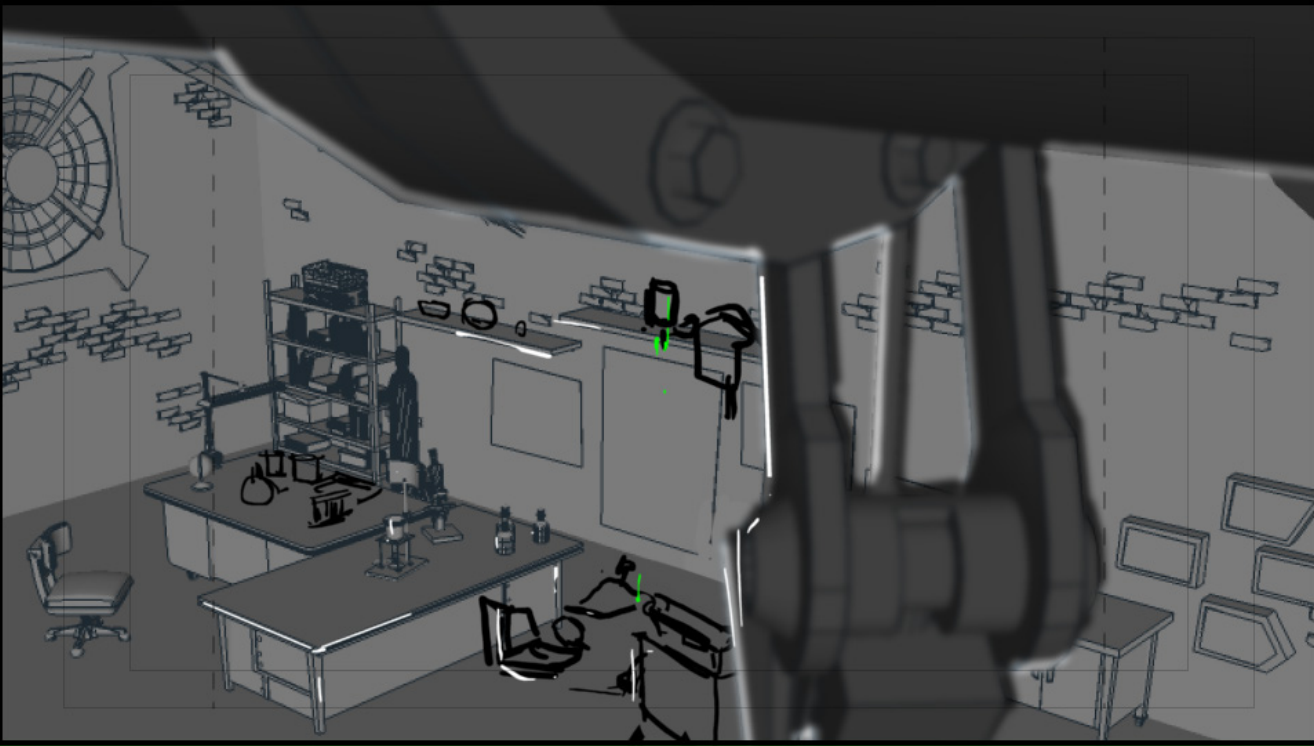


Sequence	Scene	Panel	Time	Frames
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**Dialogue**

Sequence	Scene	Panel	Time	Frames
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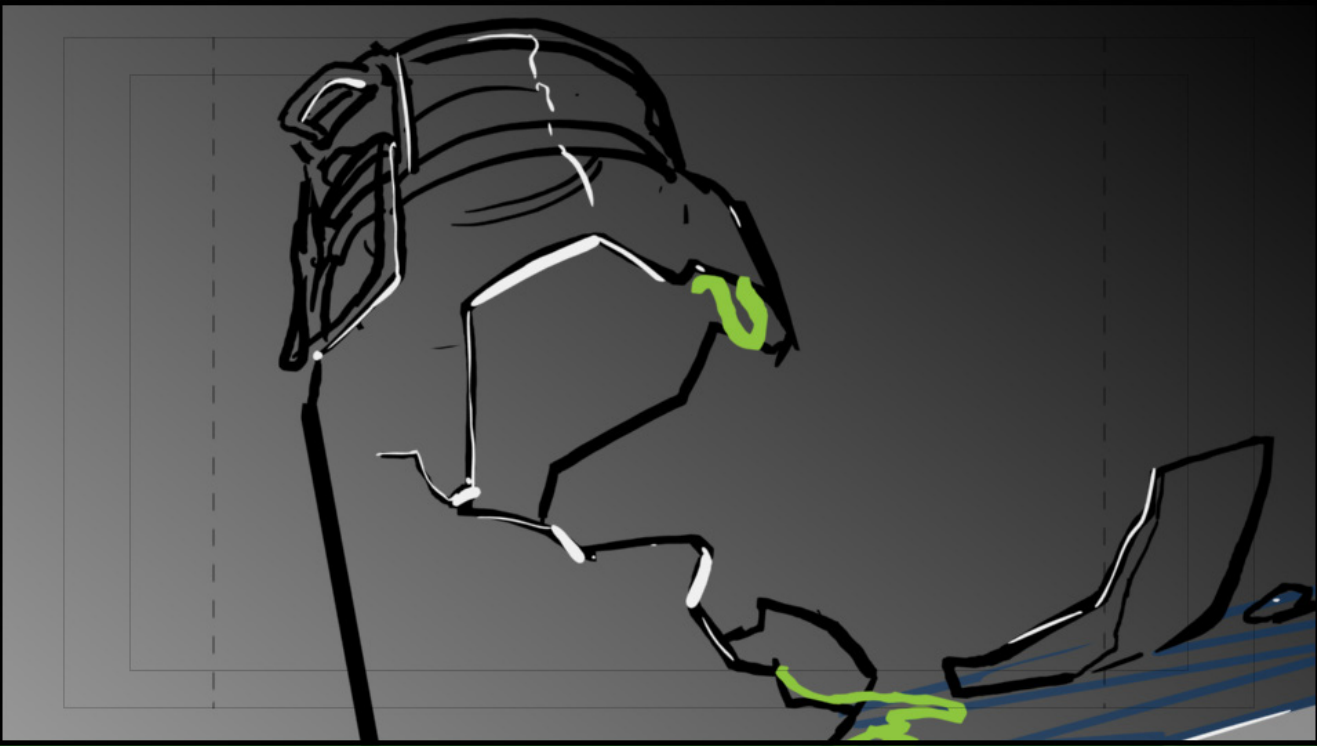
**Dialogue**

Sequence	Scene	Panel	Time	Frames



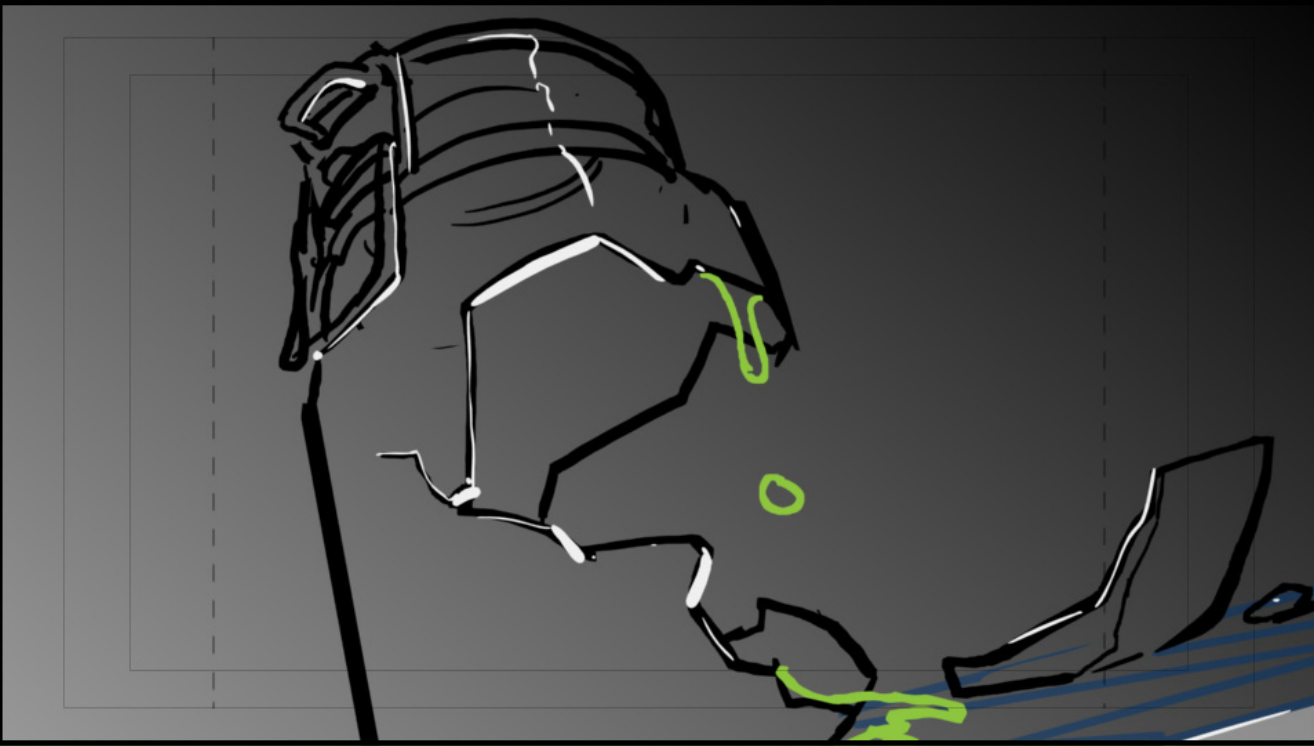
**Dialogue**

Sequence	Scene	Panel	Time	Frames
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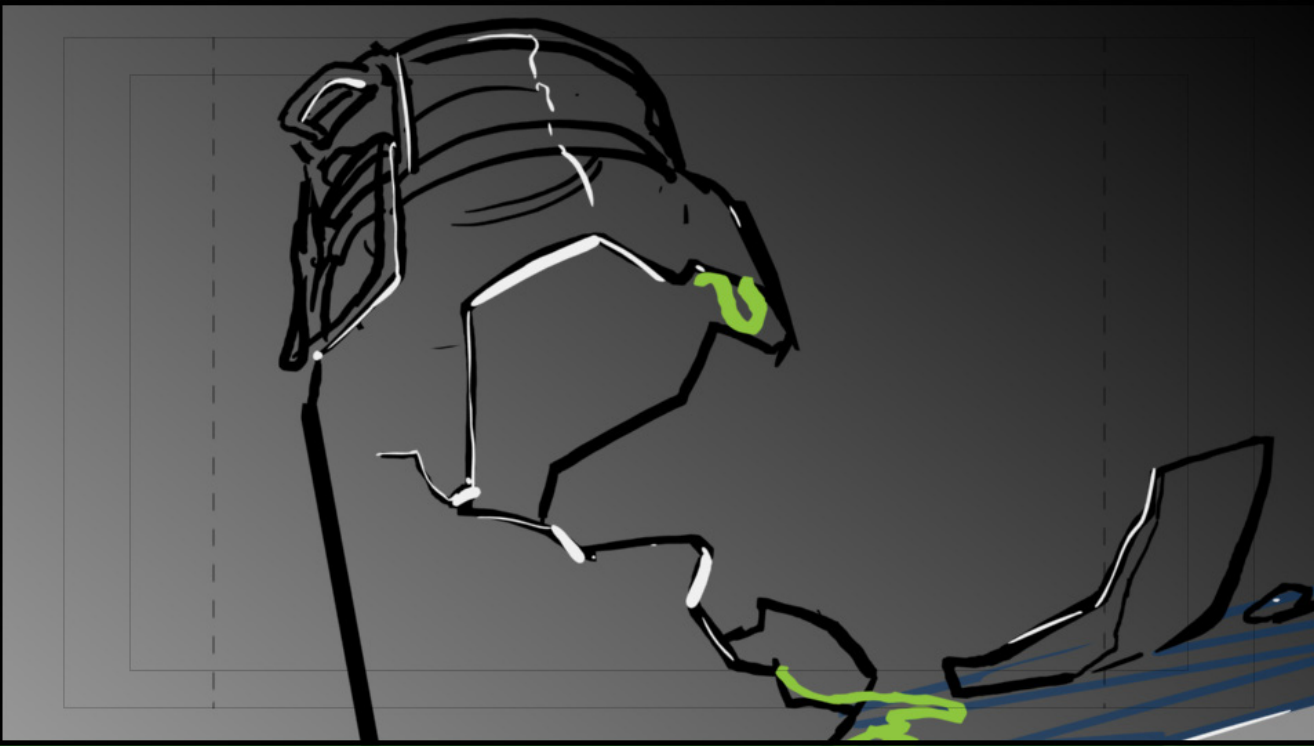
**Dialogue**

Sequence	Scene	Panel	Time	Frames
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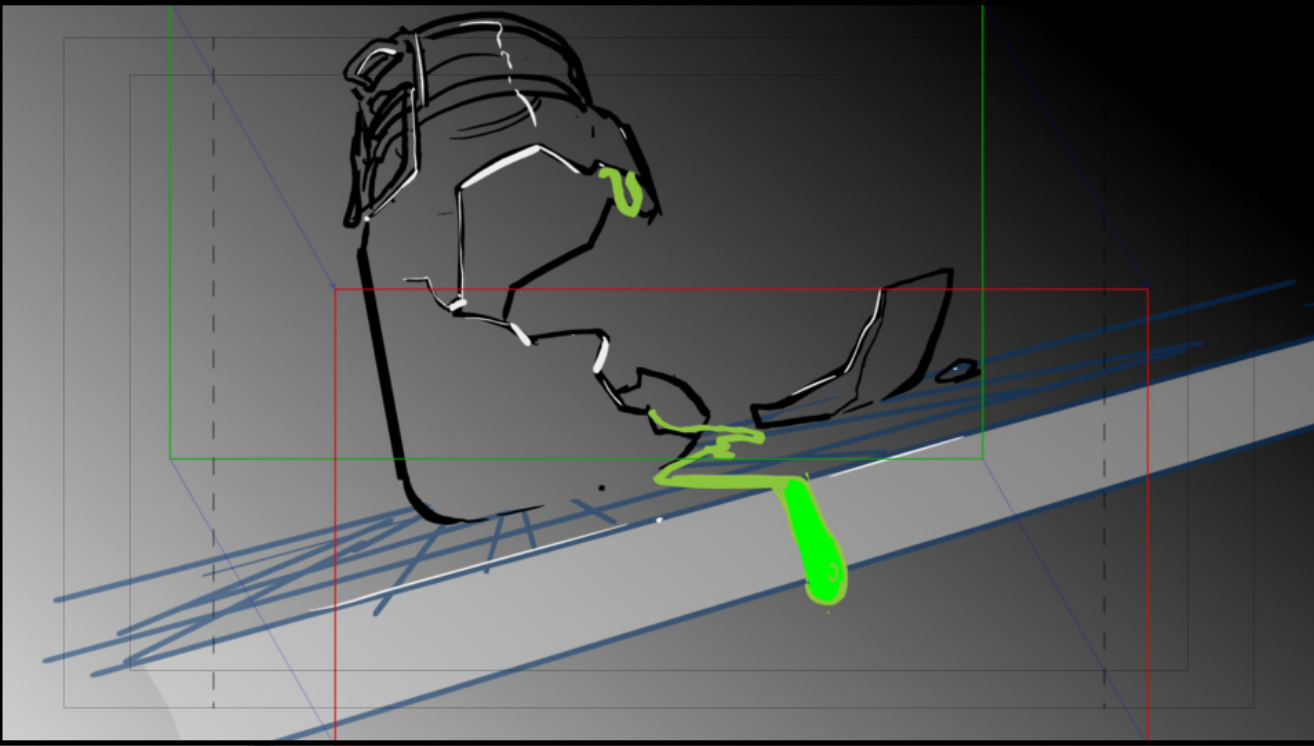
**Dialogue**

Sequence	Scene	Panel	Time	Frames
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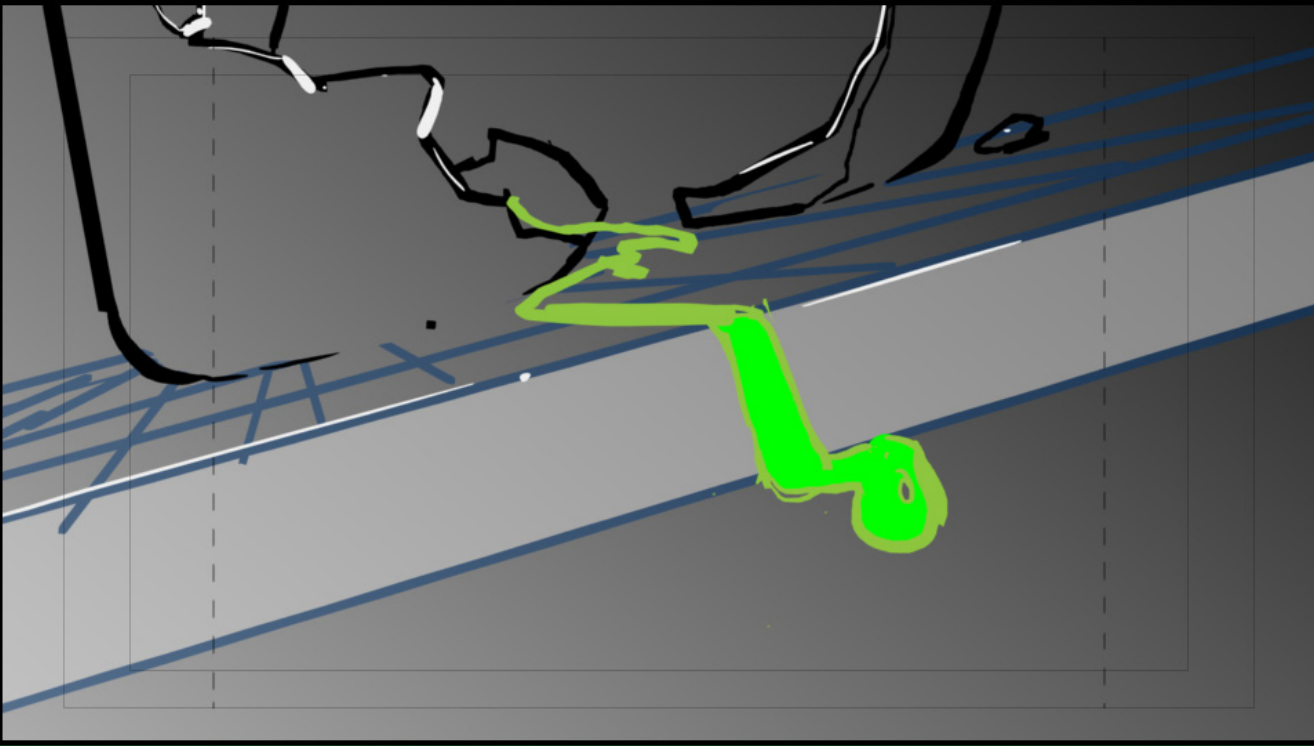
**Dialogue**

Sequence	Scene	Panel	Time	Frames
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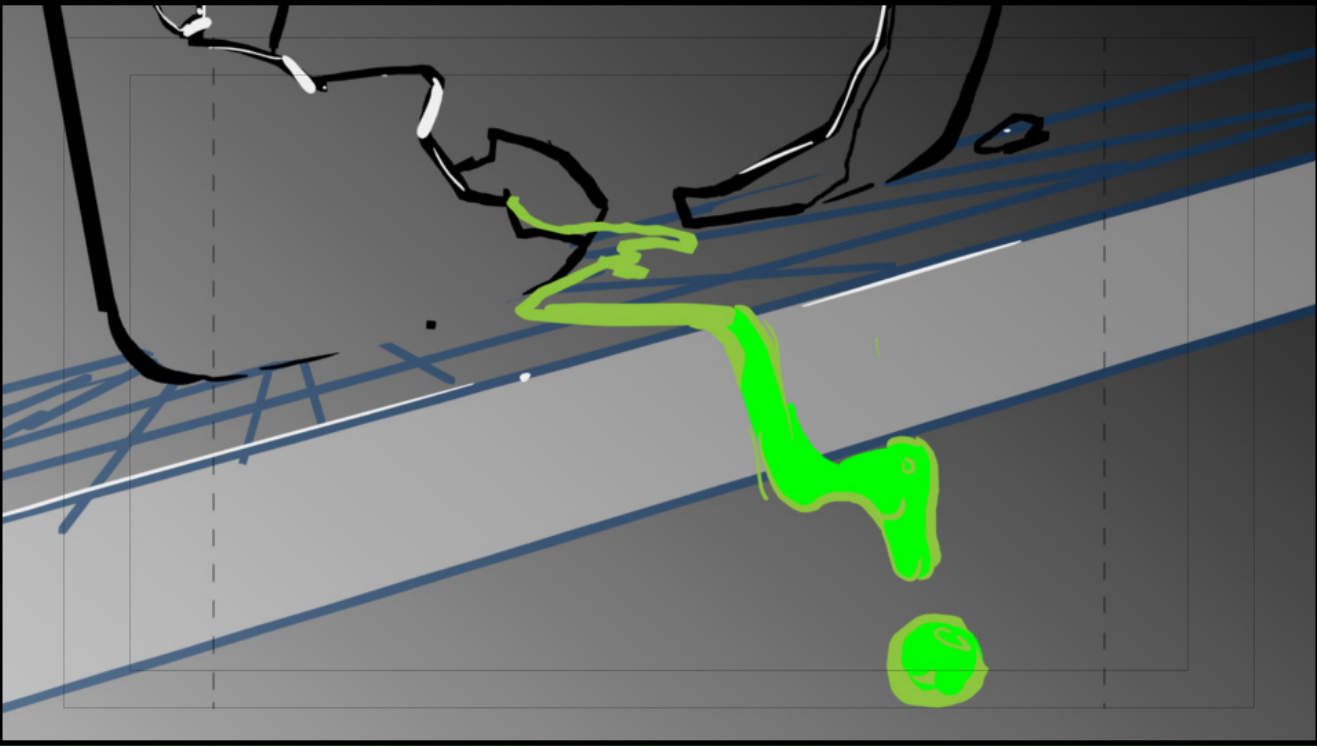
**Dialogue**

Sequence	Scene	Panel	Time	Frames
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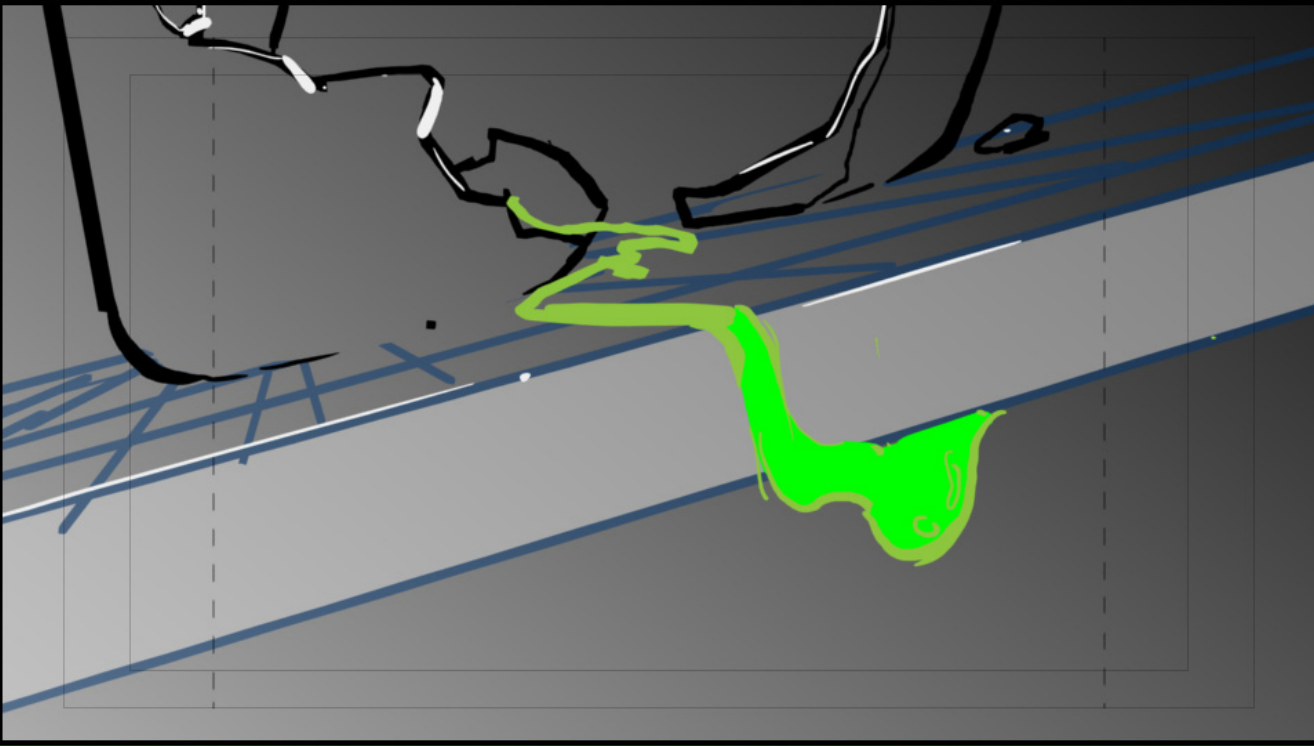
**Dialogue**

Sequence	Scene	Panel	Time	Frames
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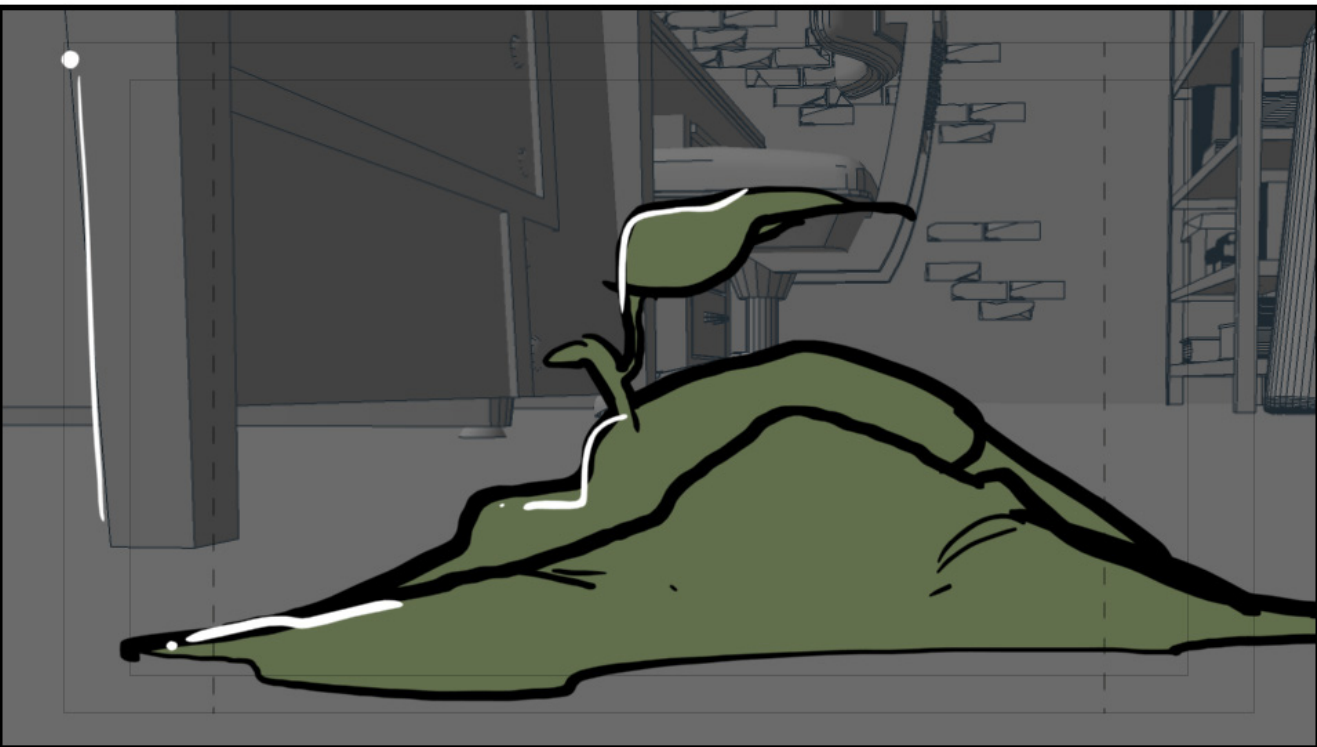
**Dialogue**

Sequence	Scene	Panel	Time	Frames
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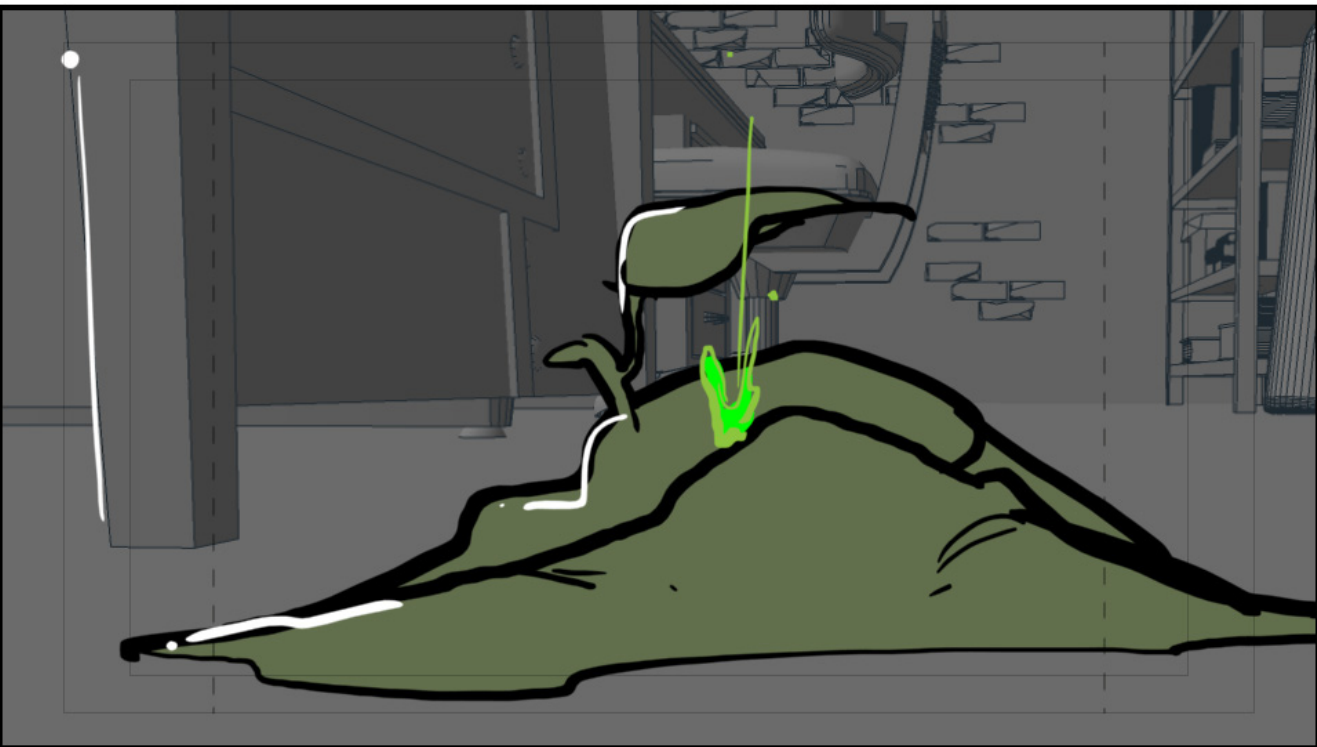
**Dialogue**

Sequence	Scene	Panel	Time	Frames
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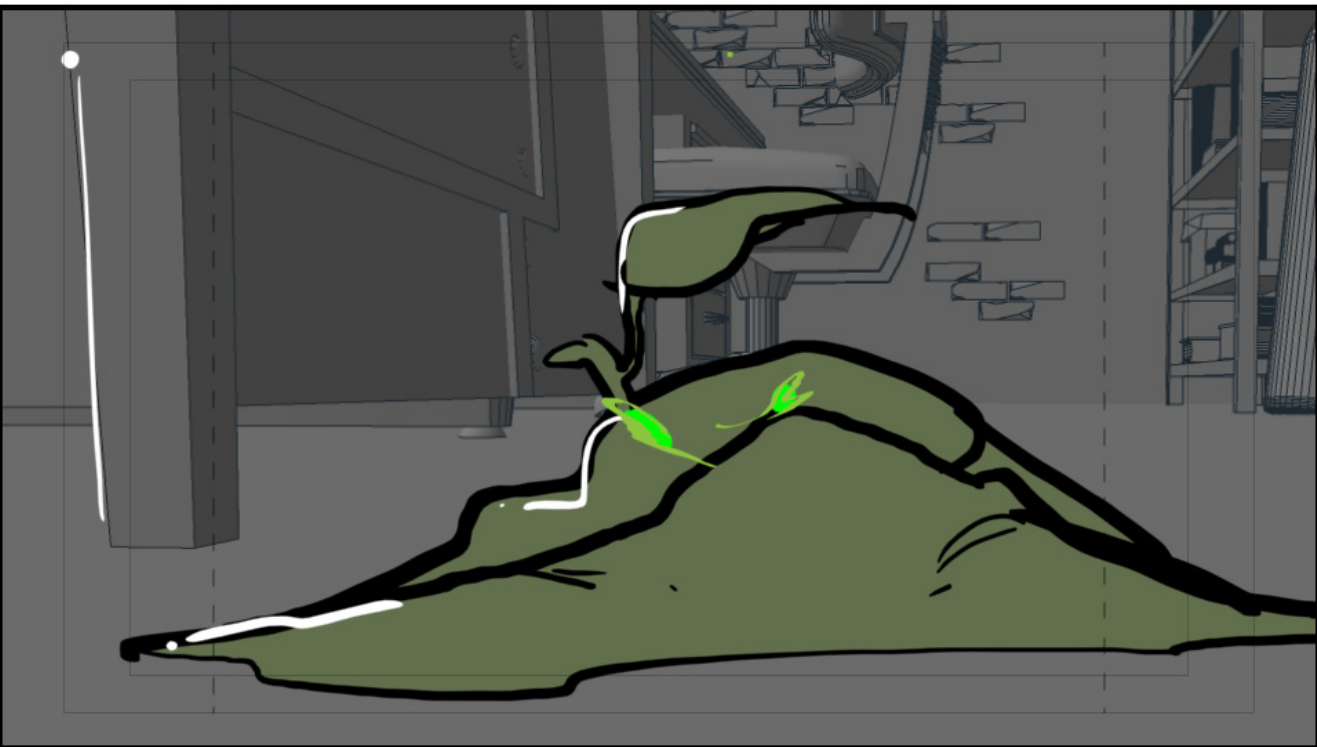
**Dialogue**

Sequence	Scene	Panel	Time	Frames
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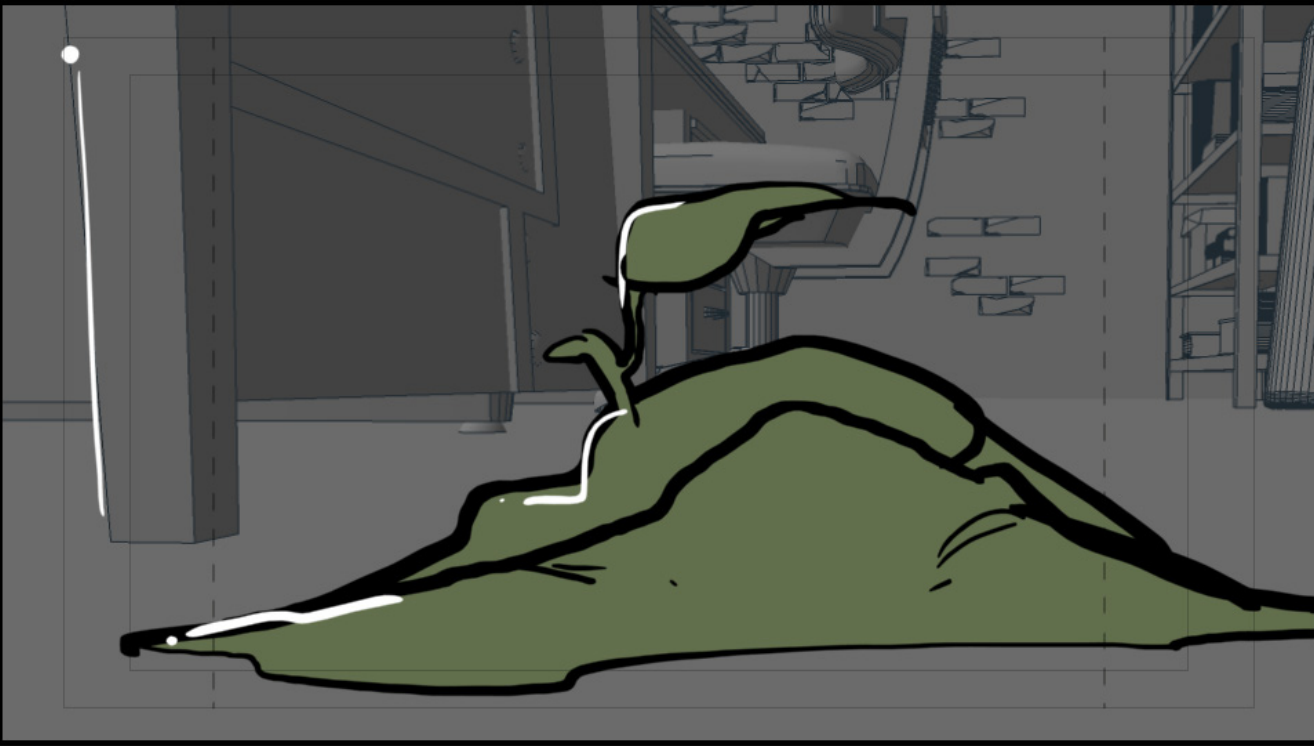
**Dialogue**

Sequence	Scene	Panel	Time	Frames
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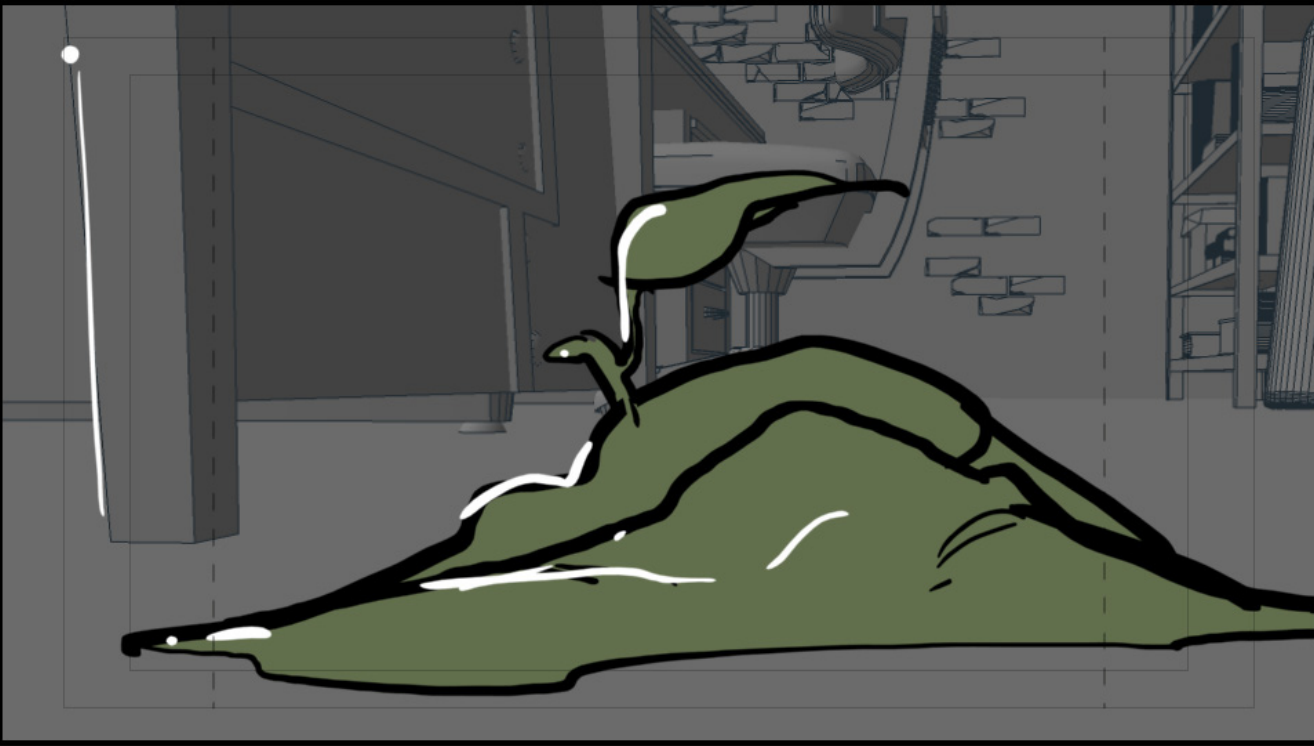
**Dialogue**

Sequence	Scene	Panel	Time	Frames
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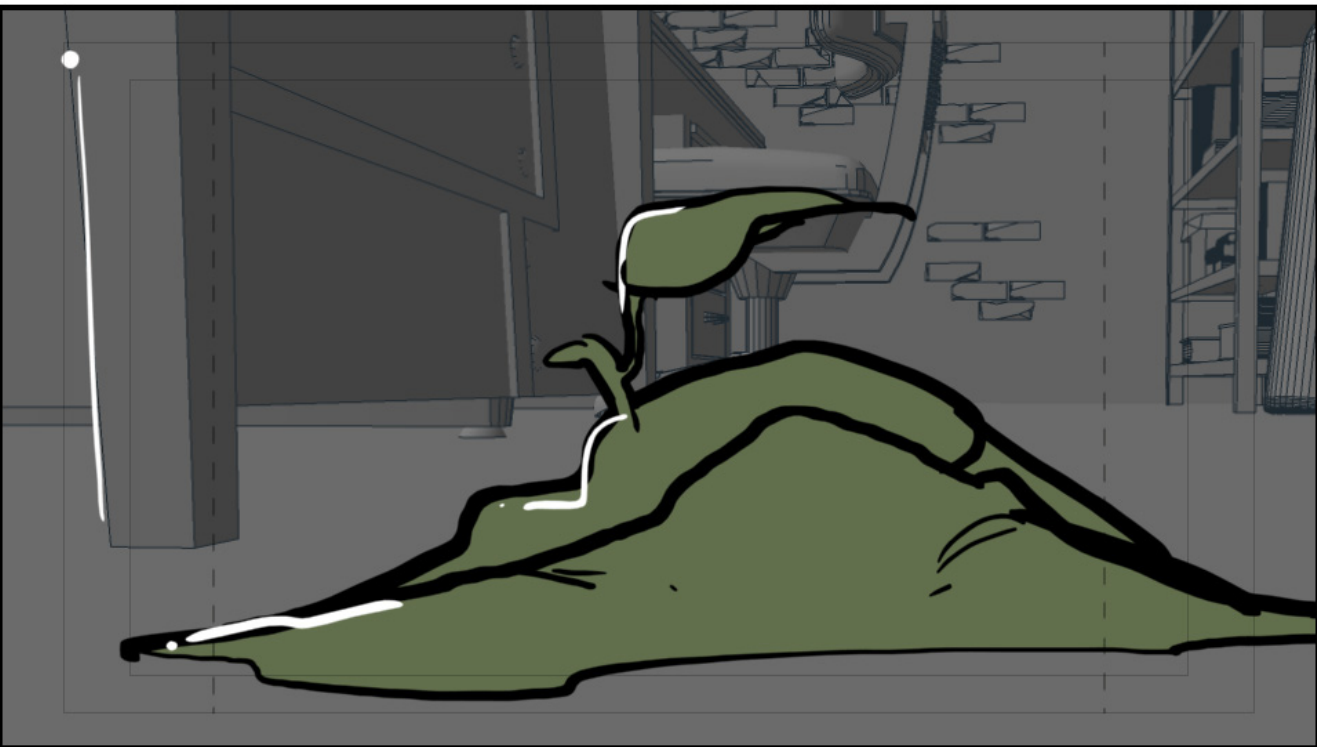
**Dialogue**

Sequence	Scene	Panel	Time	Frames
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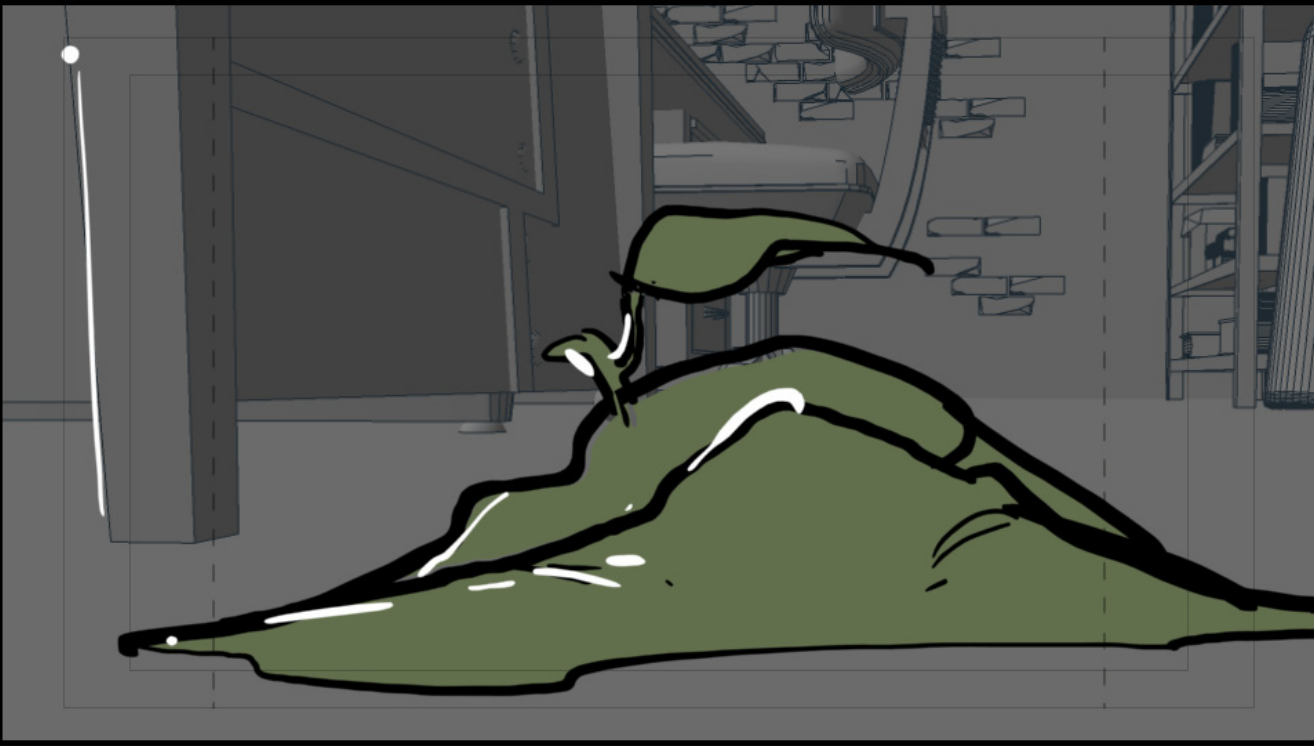
**Dialogue**

Sequence	Scene	Panel	Time	Frames
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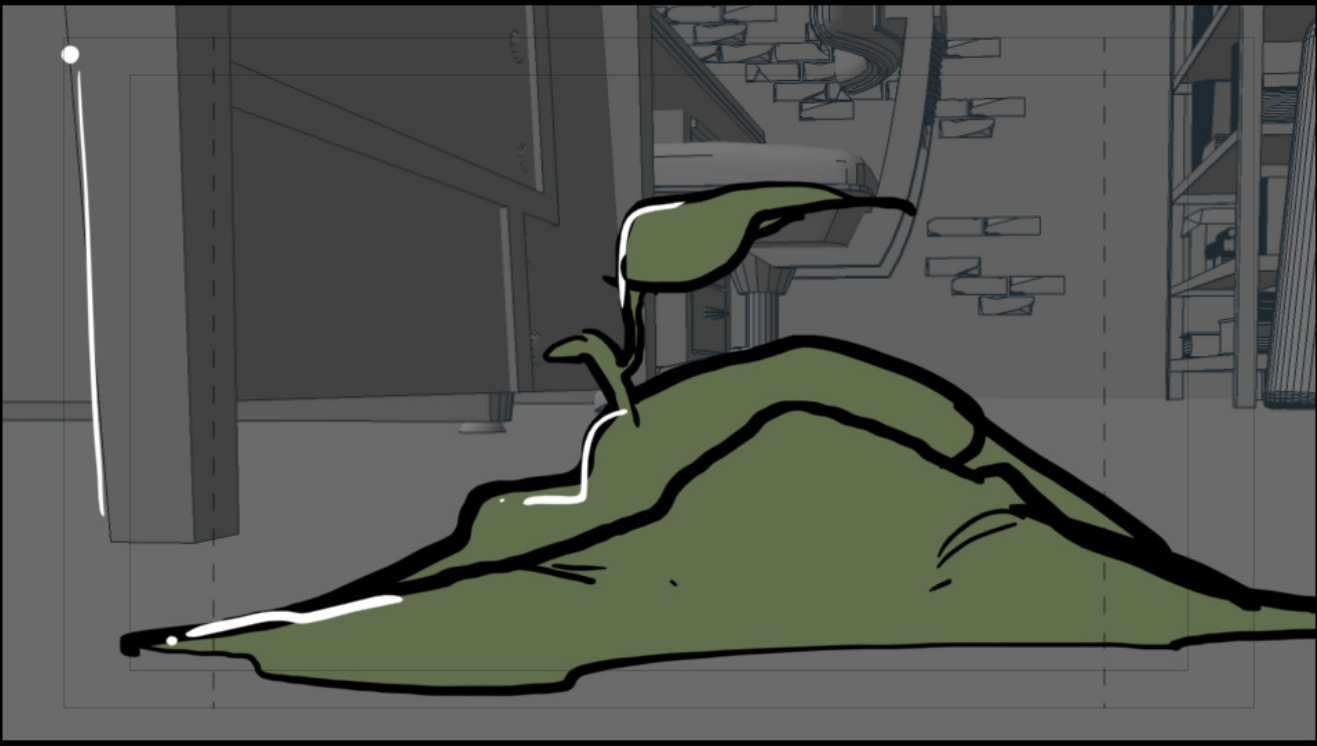
**Dialogue**

Sequence	Scene	Panel	Time	Frames
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**Dialogue**

Sequence	Scene	Panel	Time	Frames
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**Dialogue**

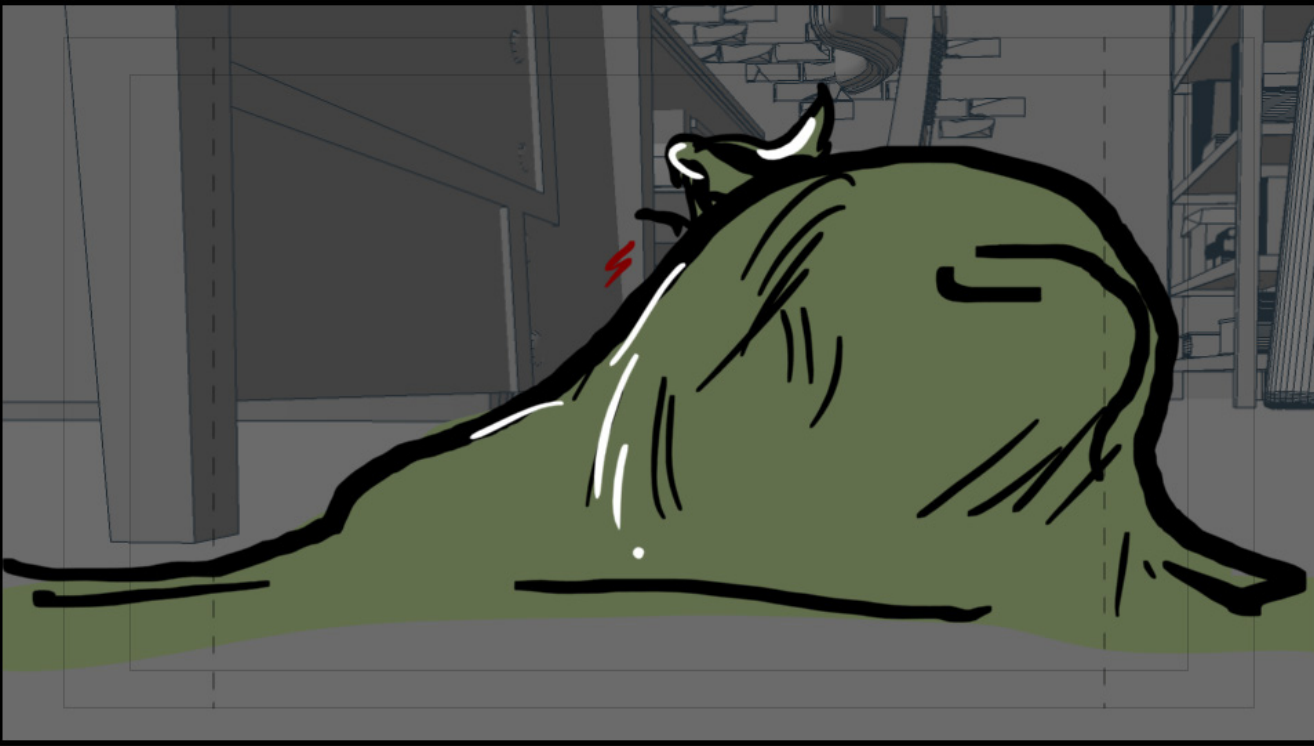
**Sequence**

**Scene**

**Panel**

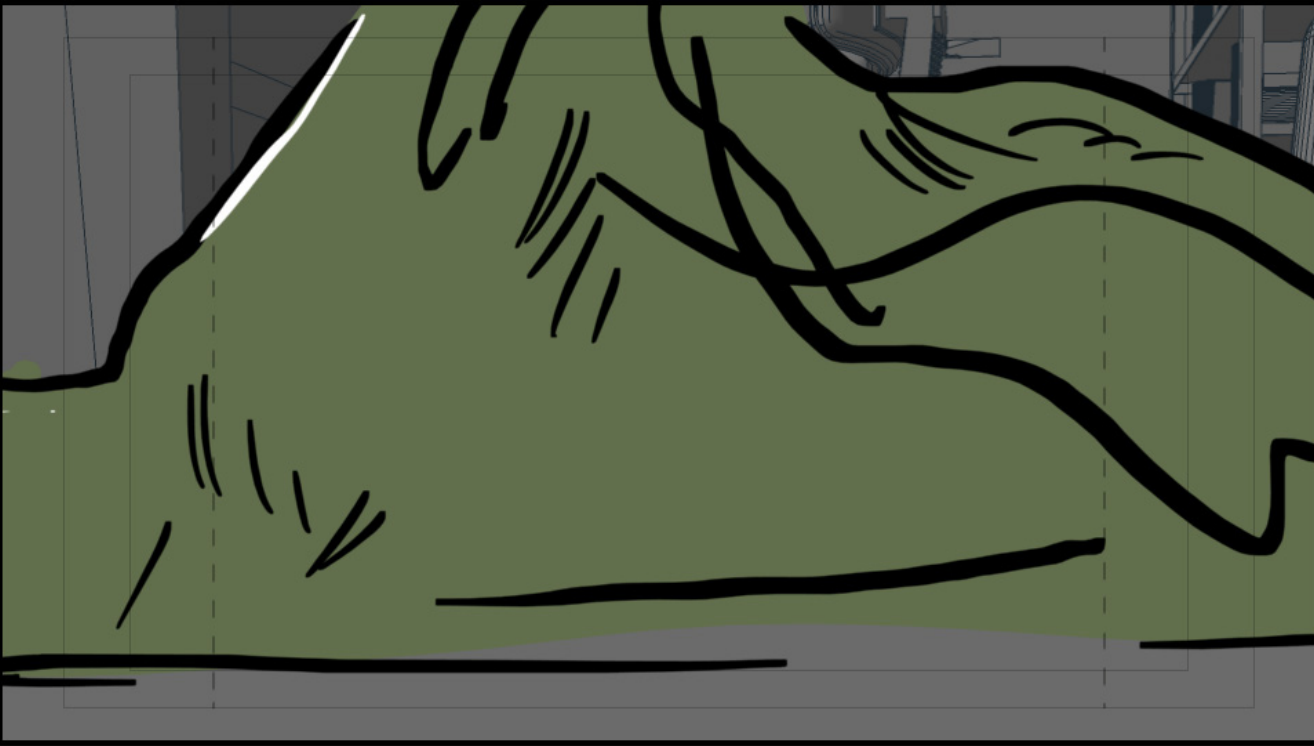
**Time**

**Frames**



**Dialogue**

Sequence	Scene	Panel	Time	Frames
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**Dialogue**

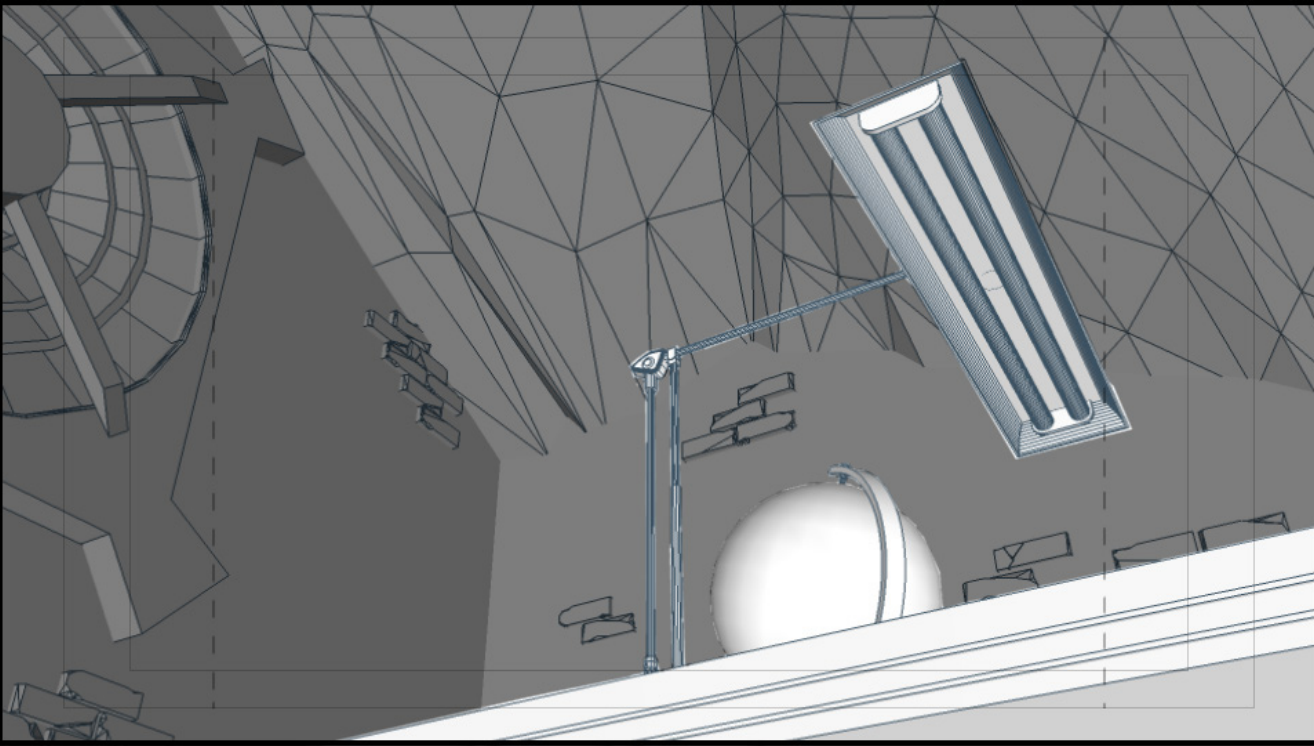
**Sequence**

**Scene**

**Panel**

**Time**

**Frames**



**Dialogue**

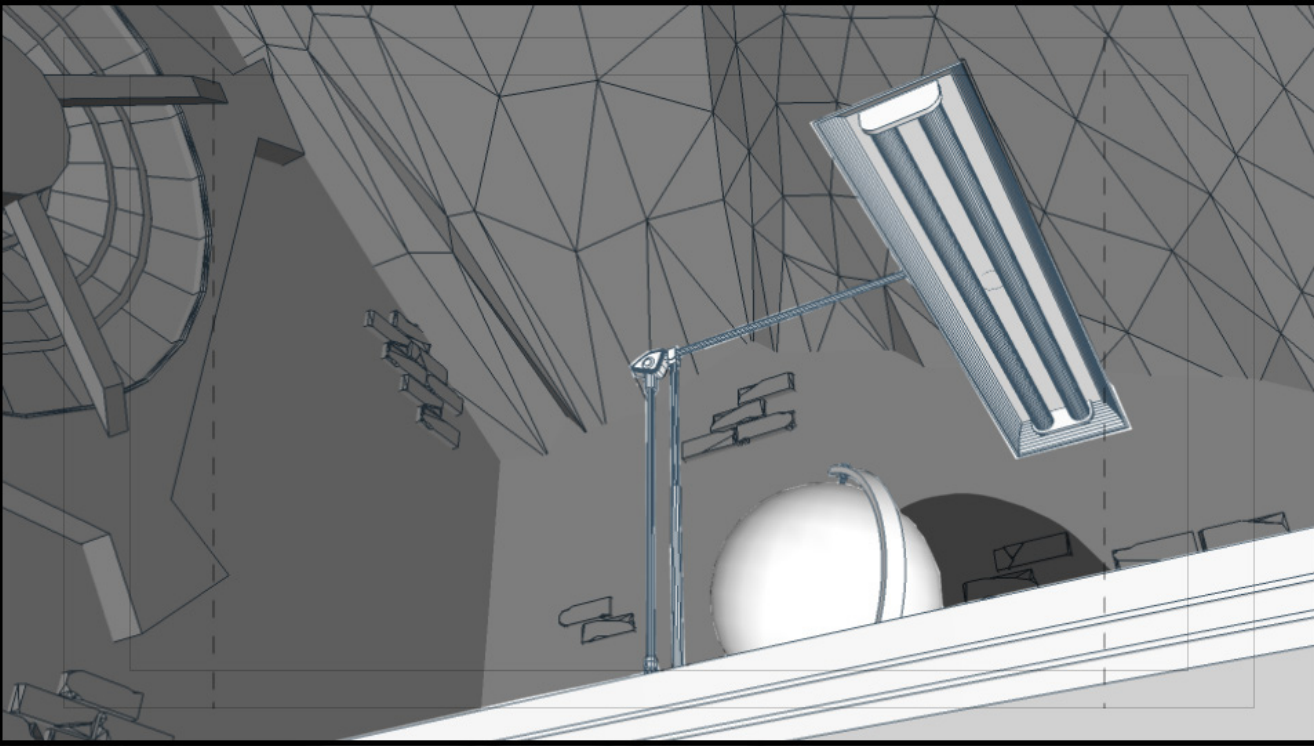
**Sequence**

**Scene**

**Panel**

**Time**

**Frames**



**Dialogue**

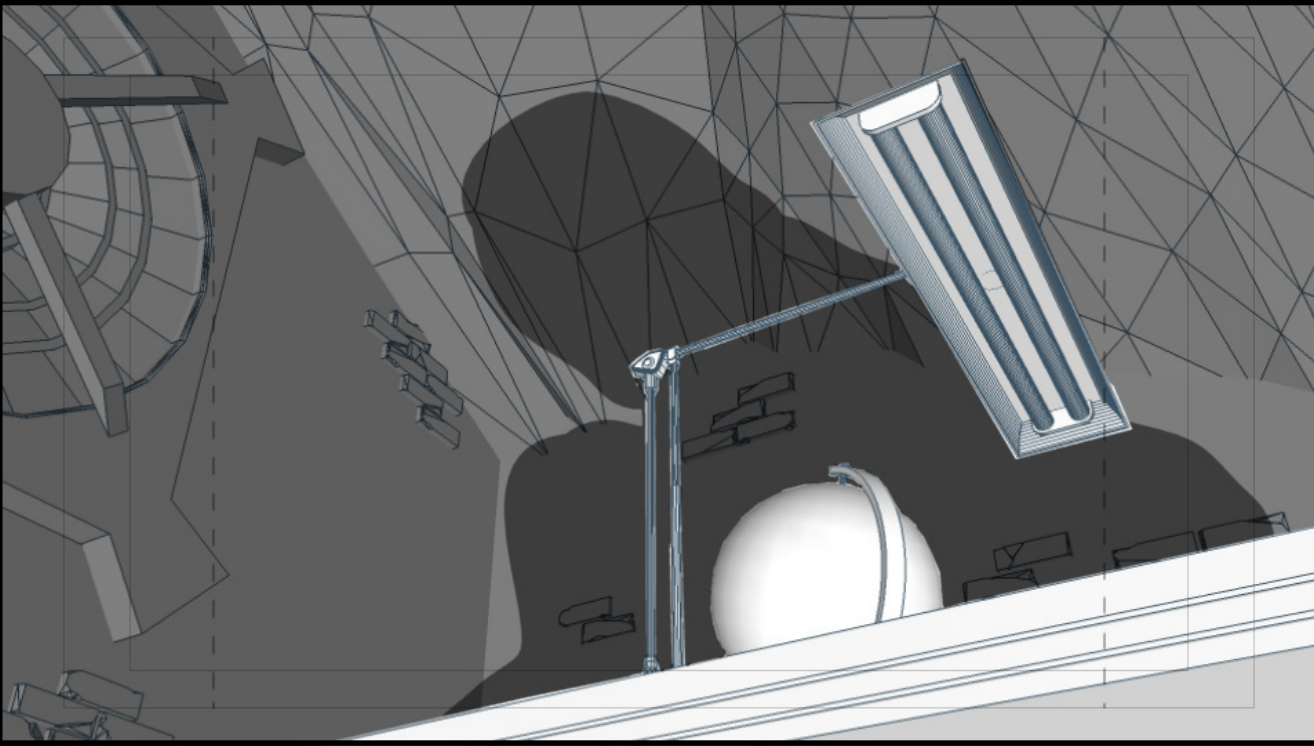
**Sequence**

**Scene**

**Panel**

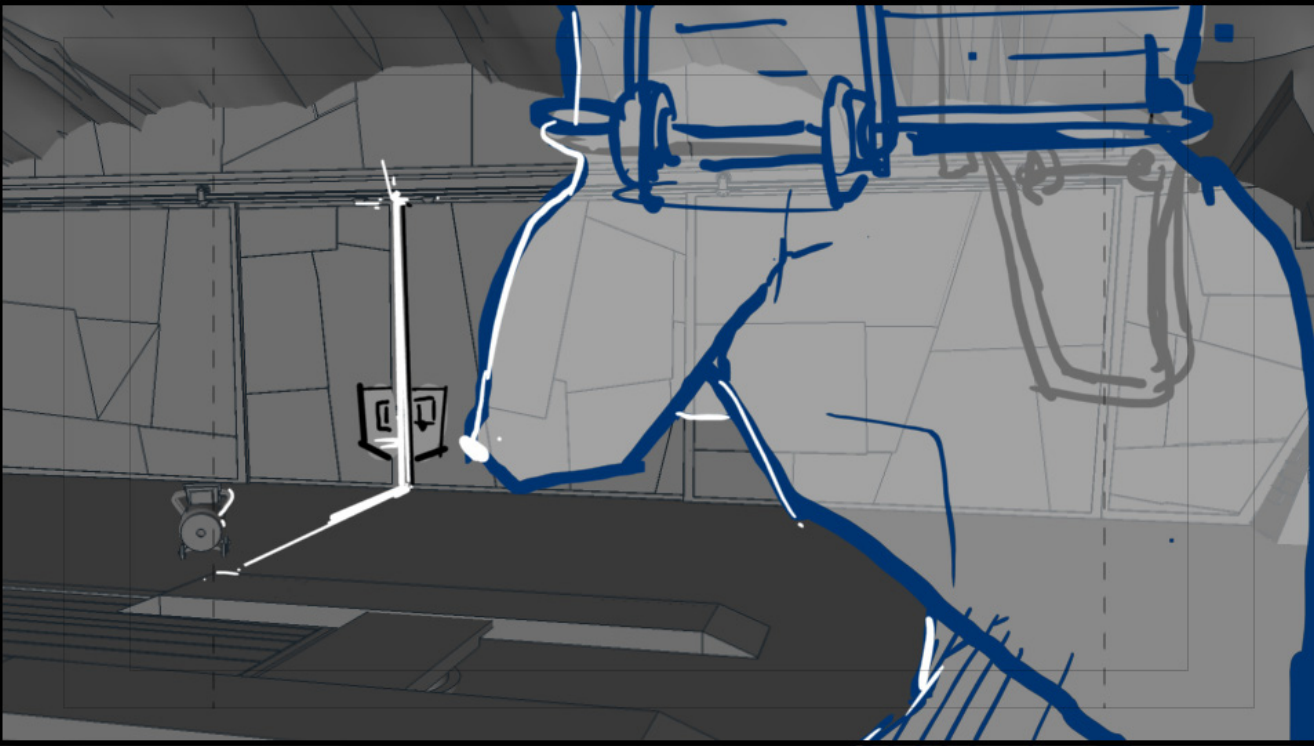
**Time**

**Frames**



**Dialogue**

Sequence	Scene	Panel	Time	Frames
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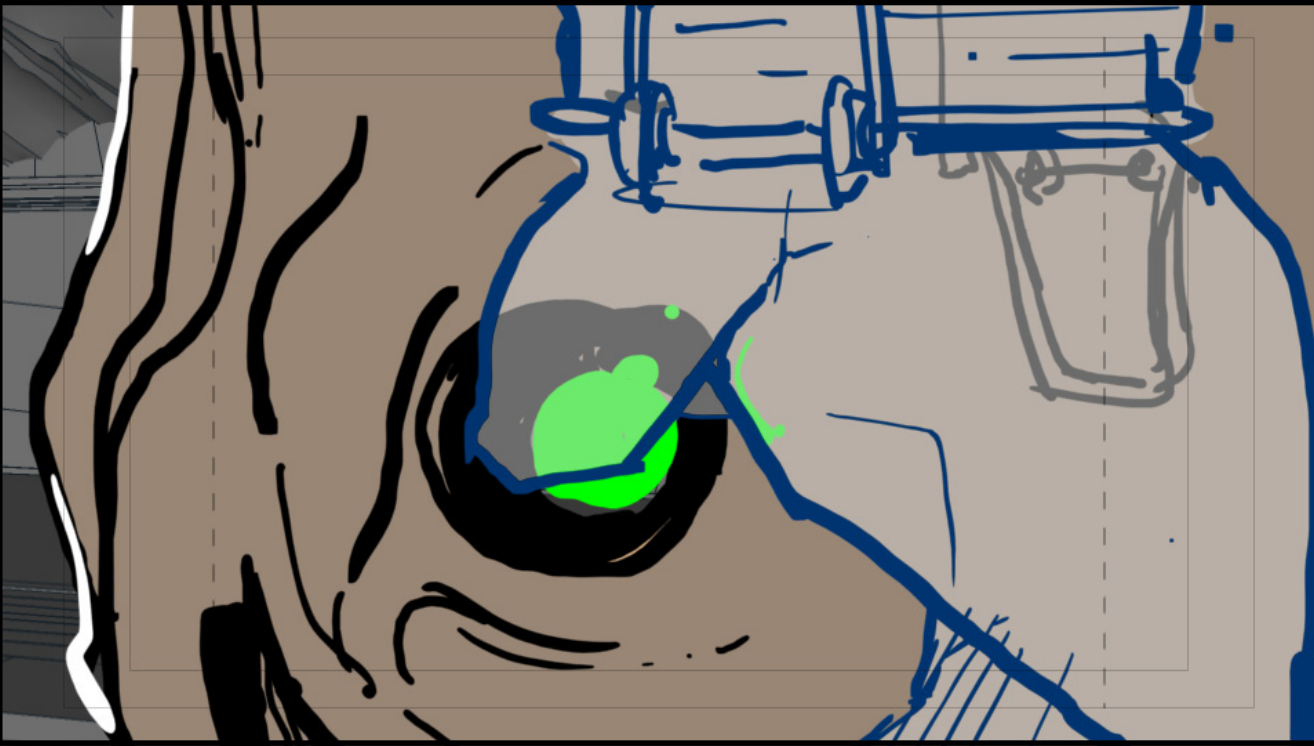
**Dialogue**

Sequence	Scene	Panel	Time	Frames
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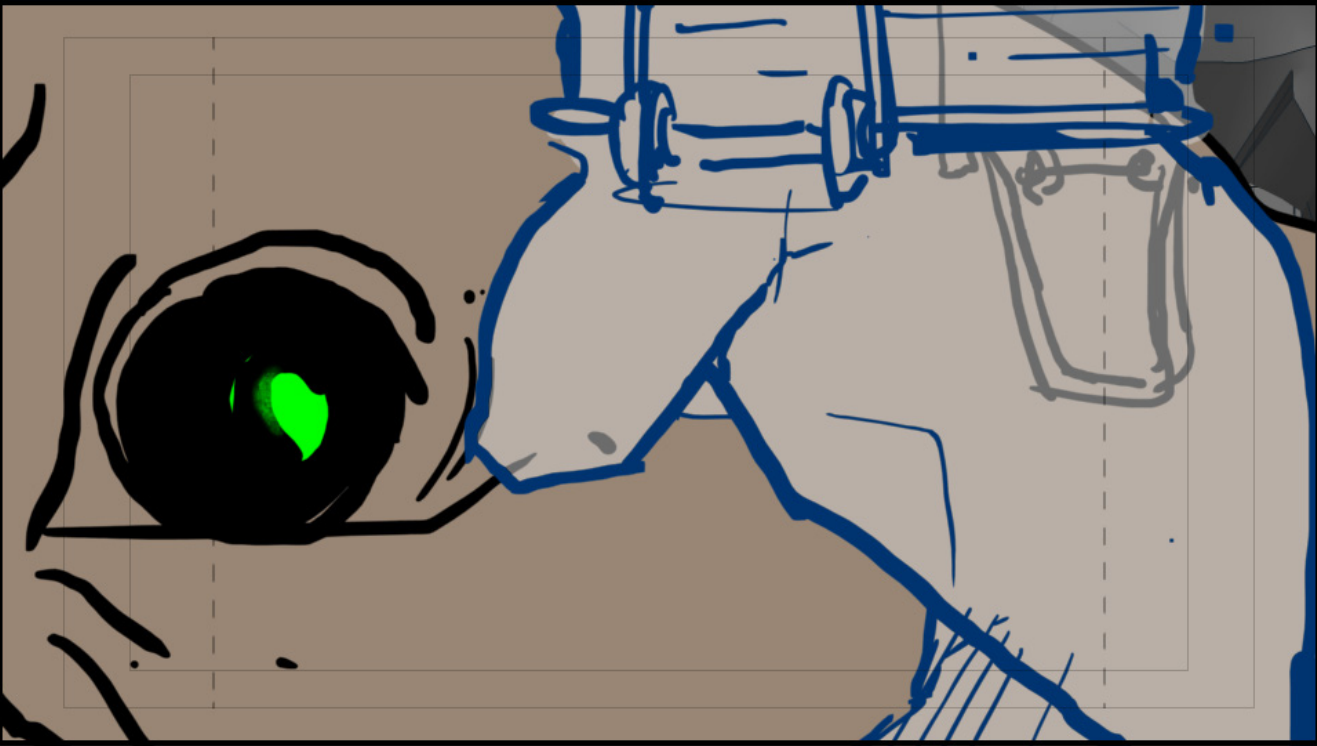
**Dialogue**

Sequence	Scene	Panel	Time	Frames



**Dialogue**

Sequence	Scene	Panel	Time	Frames
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**Dialogue**

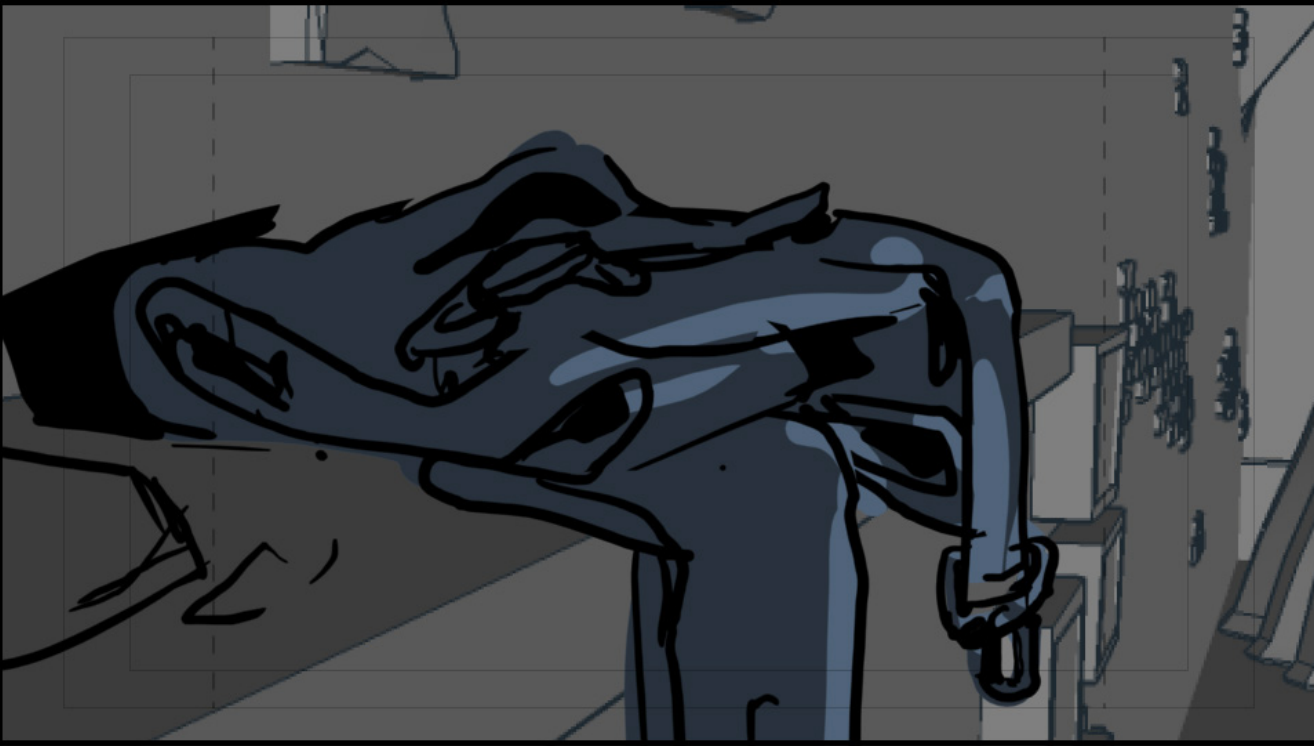
**Sequence**

**Scene**

**Panel**

**Time**

**Frames**



**Dialogue**

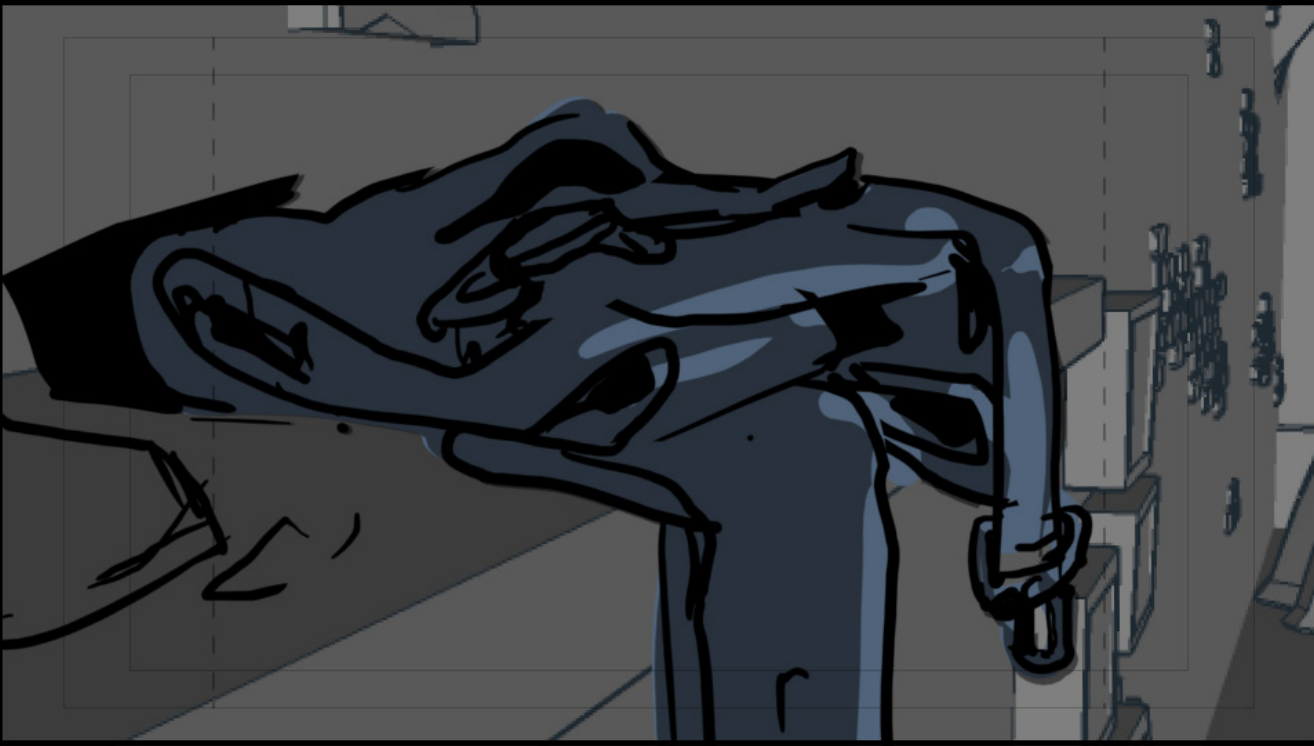
**Sequence**

**Scene**

**Panel**

**Time**

**Frames**



**Dialogue**

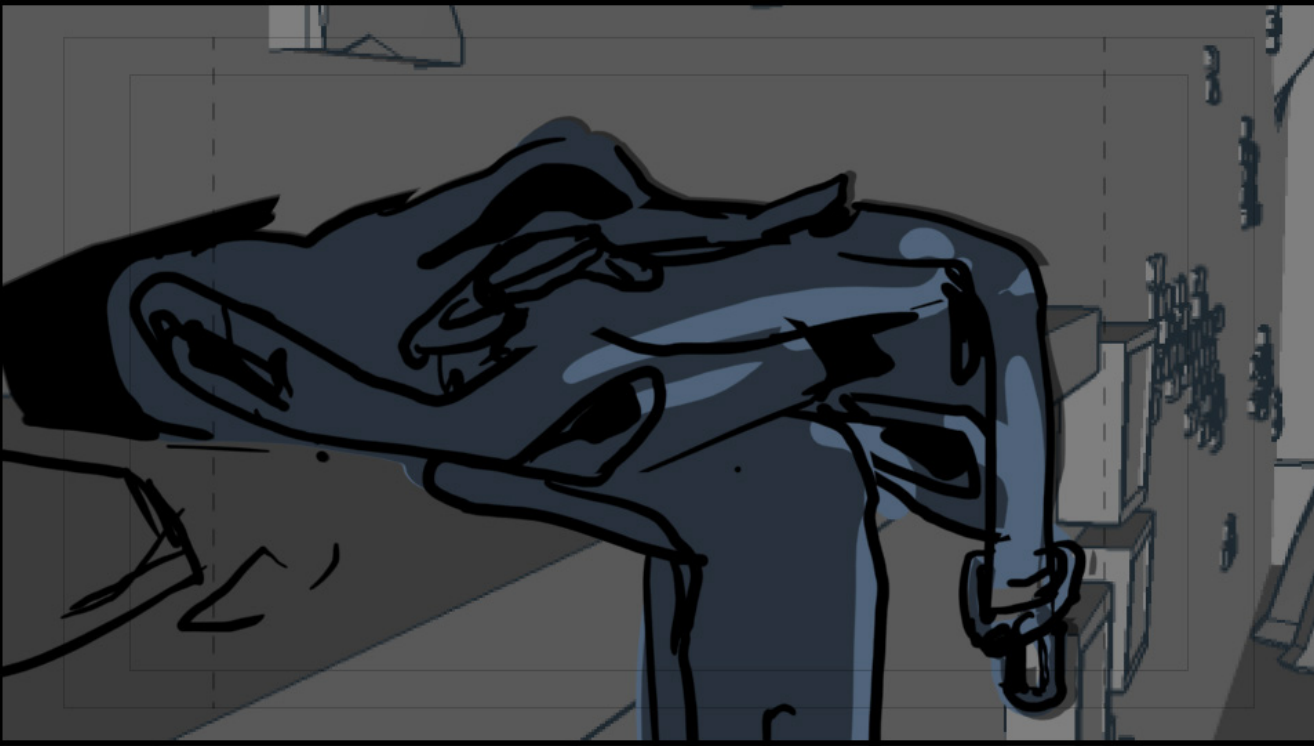
**Sequence**

**Scene**

**Panel**

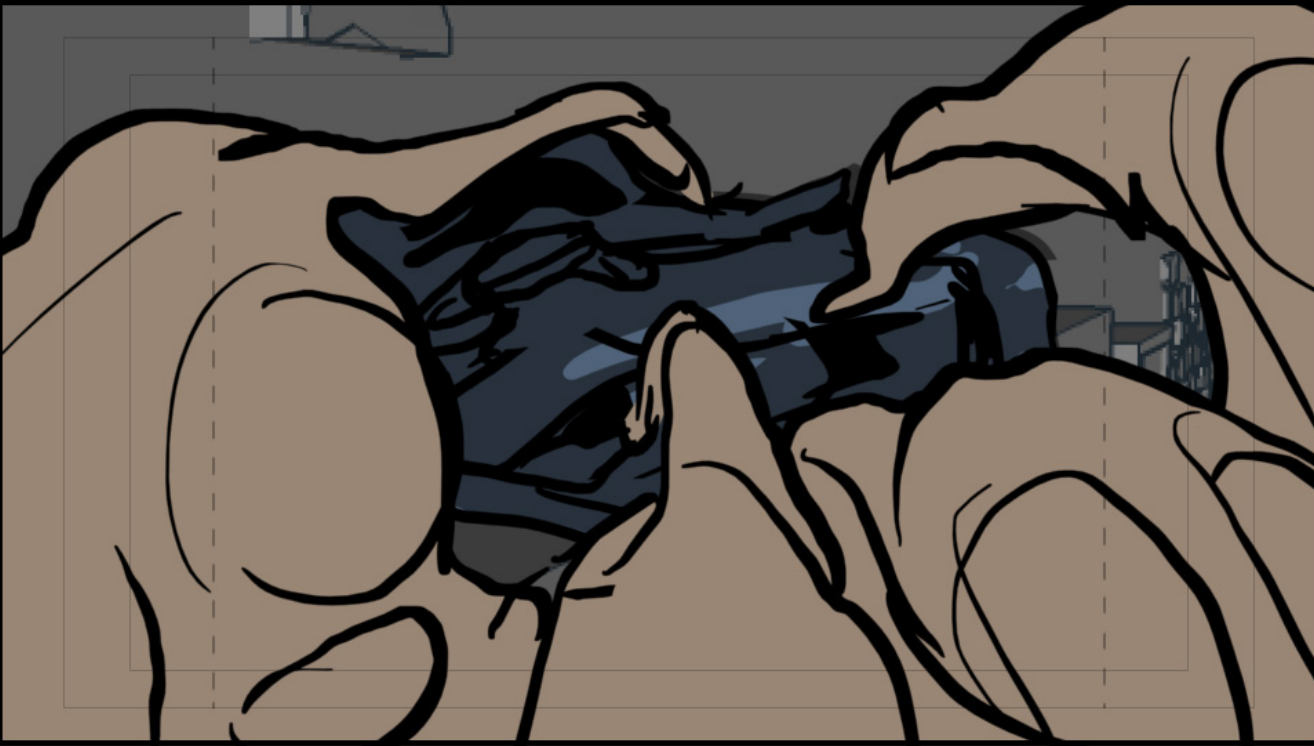
**Time**

**Frames**



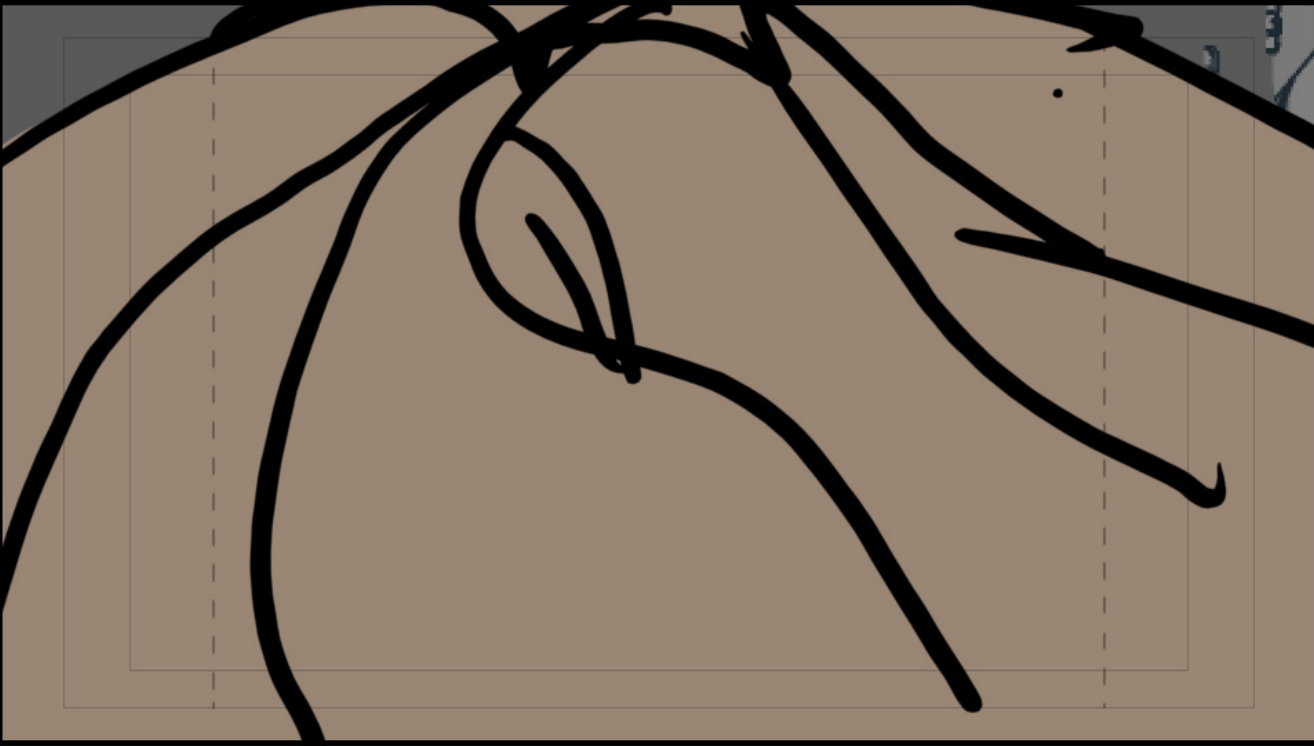
**Dialogue**

Sequence	Scene	Panel	Time	Frames
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**Dialogue**

Sequence	Scene	Panel	Time	Frames
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**Dialogue**

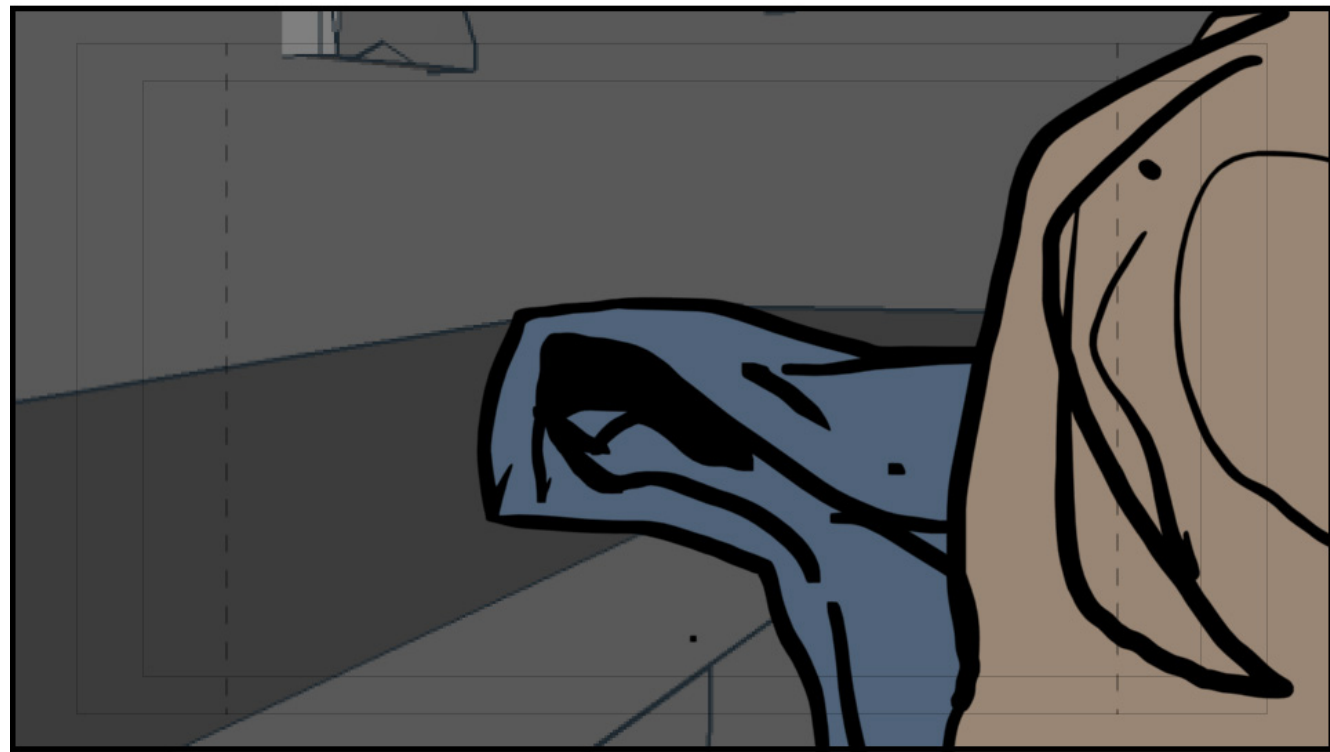
**Sequence**

**Scene**

**Panel**

**Time**

**Frames**



**Dialogue**

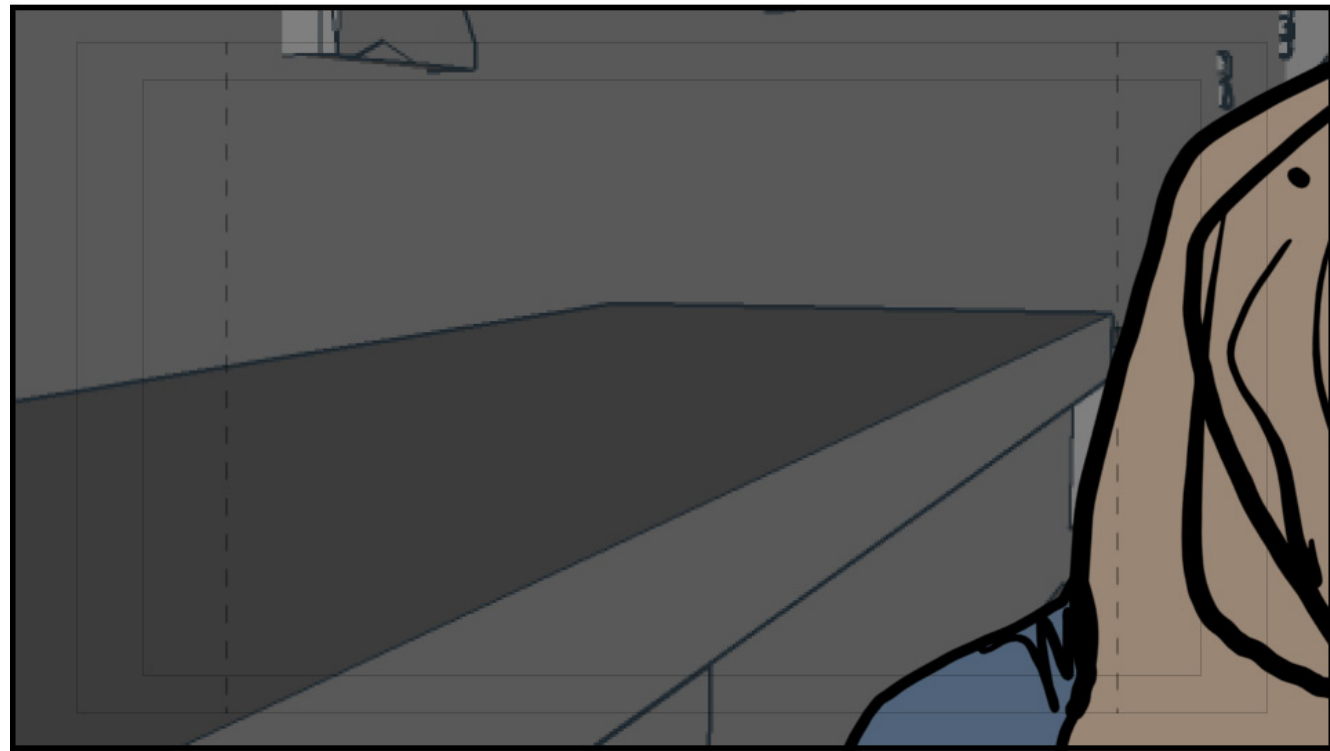
**Sequence**

**Scene**

**Panel**

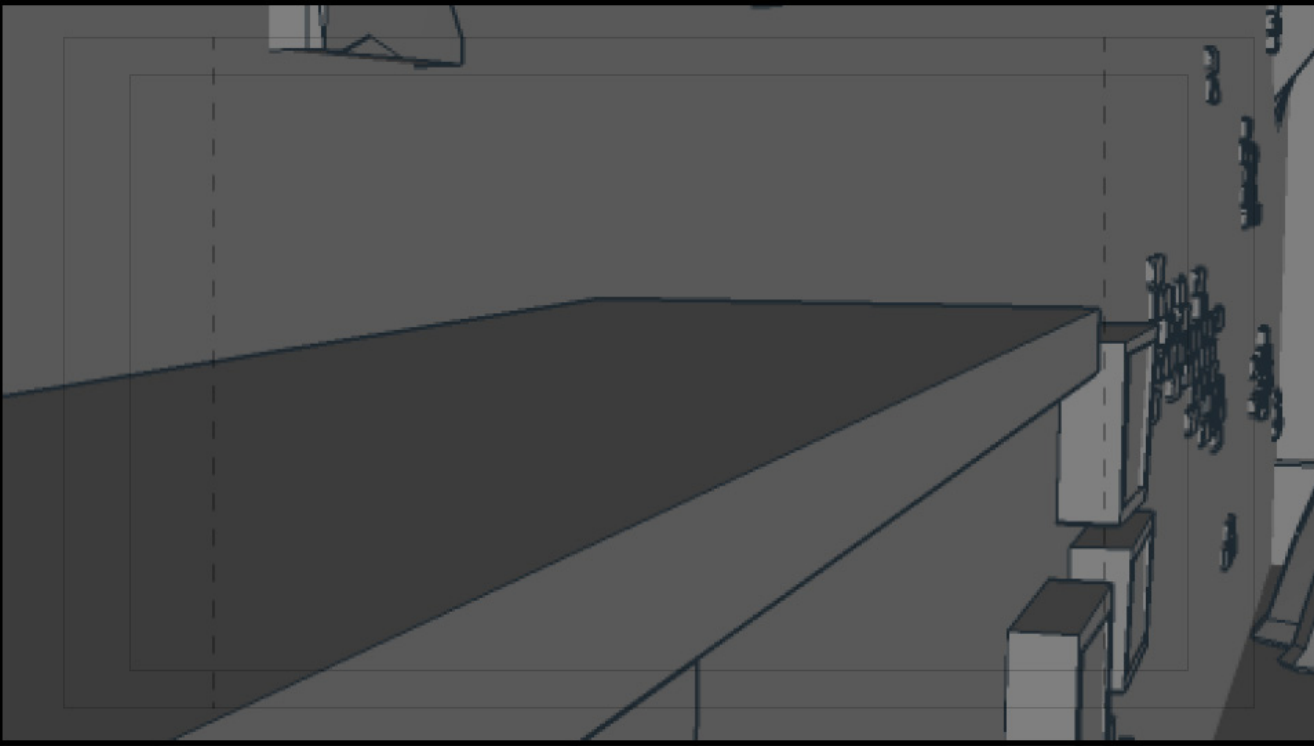
**Time**

**Frames**



**Dialogue**

Sequence	Scene	Panel	Time	Frames
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**Dialogue**