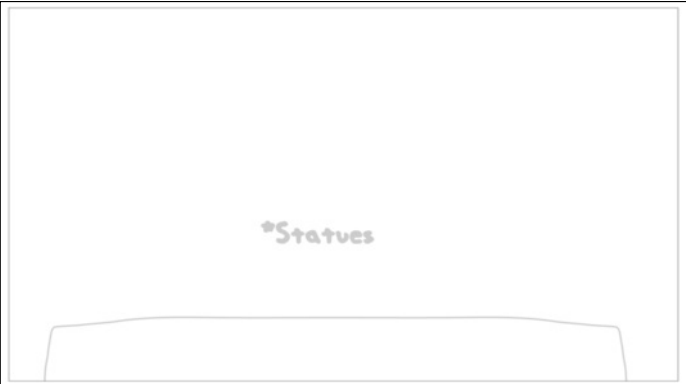


PP E89 SB

Scene	Panel
1	1 / 4

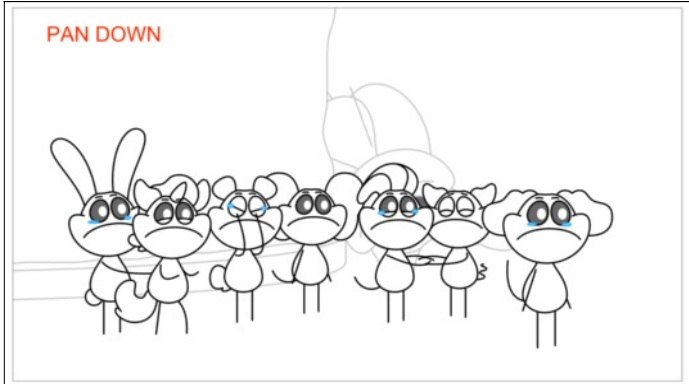


Action Notes

INT. PLAYCARE COURTYARD - DAY

We open up on a shot of the Smiling Critter statues.

Scene	Panel
1	2 / 4



Action Notes

CatNap's statue is crashed on the pavement, like in the game.

The SMILING CRITTERS are fanned out, holding back tears.

Scene	Panel
1	3 / 4



Dialog

CATNAP (1)

(under his breath)

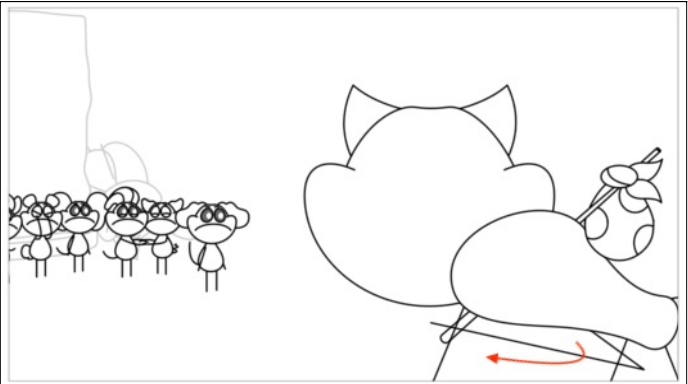
Sigh... I can't believe I'm actually about to do this.

Action Notes

Catnap kneels in front of them, looking into the distance. He throws a BINDLE up over his shoulder.

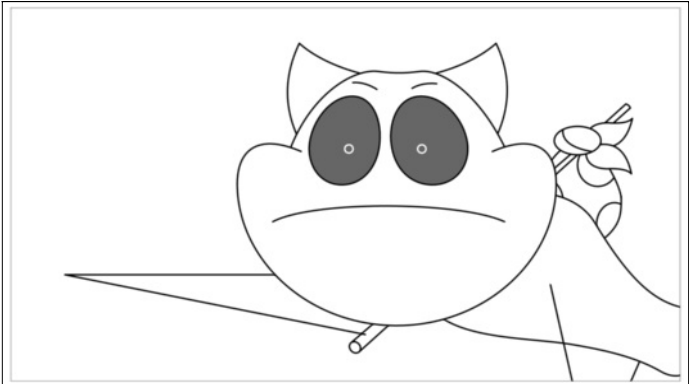


Scene	Panel
1	4 / 4



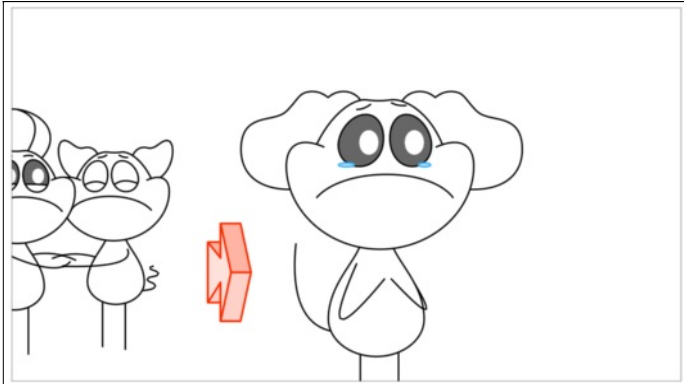
Action Notes
He stands up and turns around

Scene	Panel
2	1 / 1



Dialog
CATNAP (2) Goodbye, Home Sweet Home. Goodbye Play care. Goodbye, Smiling Critters.

Scene	Panel
3	1 / 2



Dialog
DOGDAY (1) But wait, Catnap, you- you can't be serious. You're going to leave Play care!? But-
Action Notes
Dogday steps forward, visibly upset.



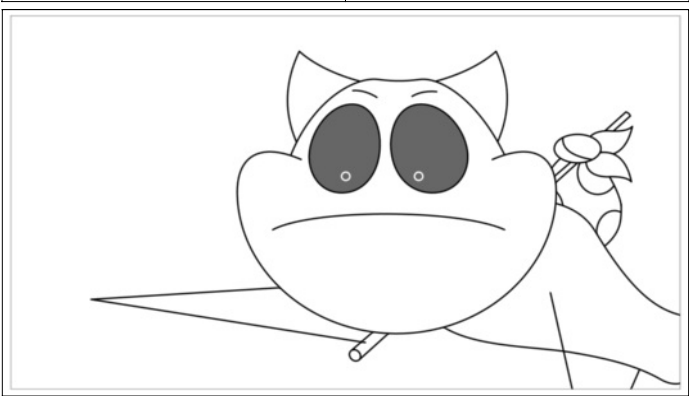
Scene	Panel
3	2 / 2



Dialog
DOGDAY (1) cont but what about us? What- what about your family?!

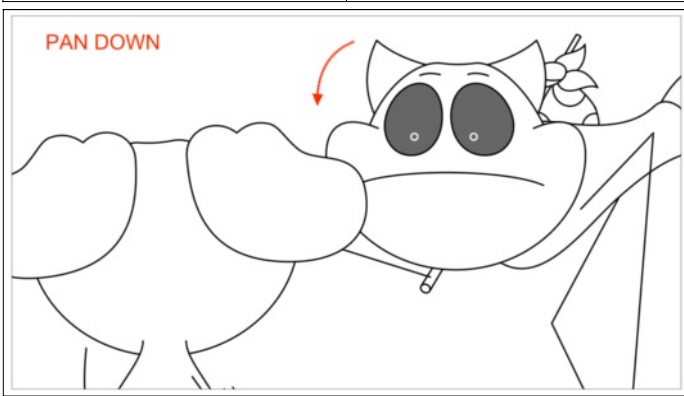
Action Notes
The other critters are bawling their eyes out in a puddle of tears

Scene	Panel
4	1 / 3



Dialog
CATNAP (3) It's too late for all that now...

Scene	Panel
4	2 / 3

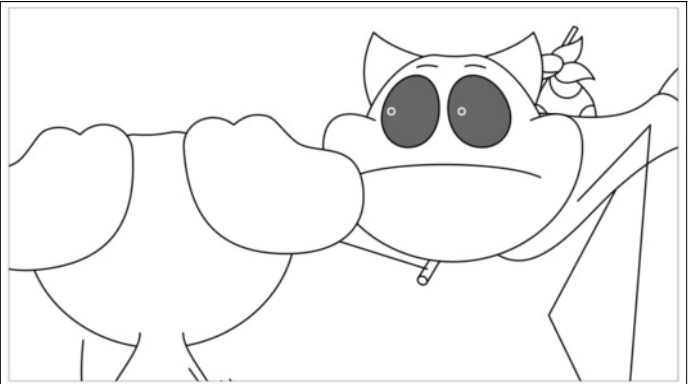


Dialog
CATNAP (3) cont I've already made up my mind.

Action Notes
CatNap leans down beside DogDay



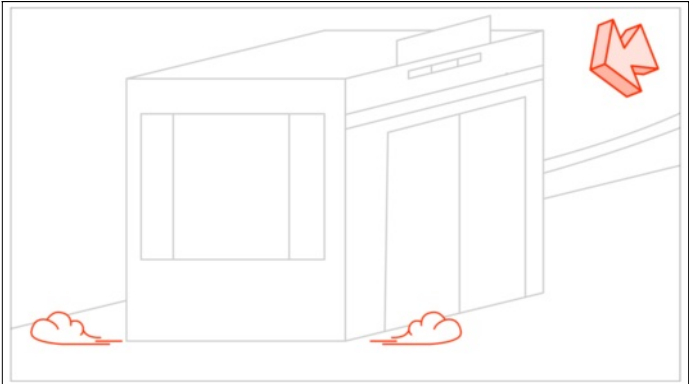
Scene	Panel
4	3 / 3



Action Notes

Toot! Toot! CatNap looks toward the approaching trolley

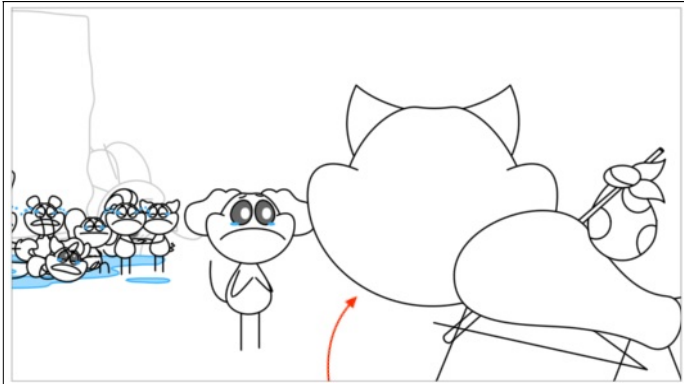
Scene	Panel
5	1 / 1



Action Notes

Hiss! The TROLLEY touches down behind him.

Scene	Panel
6	1 / 3

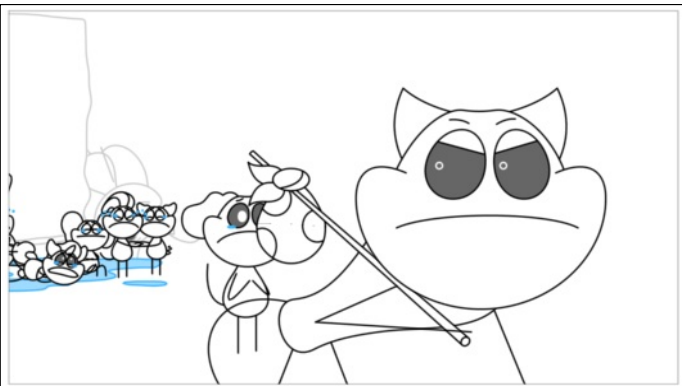


Action Notes

CatNap stands up again



Scene	Panel
6	2 / 3

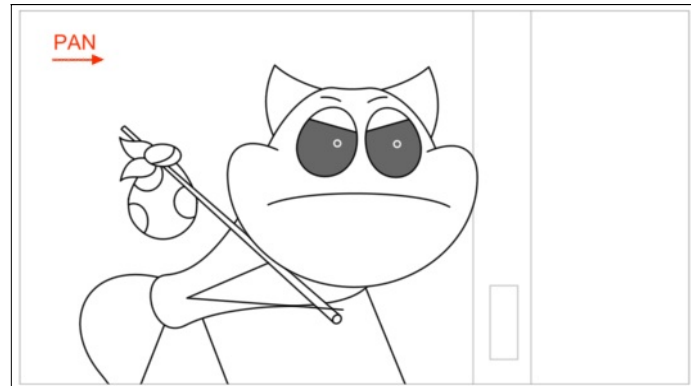
**Dialog**

CATNAP (4)
Goodbye Smiling Critters.

Action Notes

and turns around

Scene	Panel
6	3 / 3

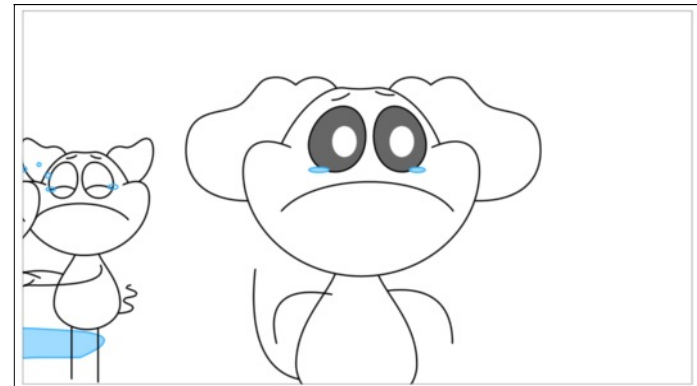
**Dialog**

CATNAP (4) cont
You guys have held me back for far too long. I'm off to do bigger and better things now!

Action Notes

He walks towards the trolley

Scene	Panel
7	1 / 2

**Dialog**

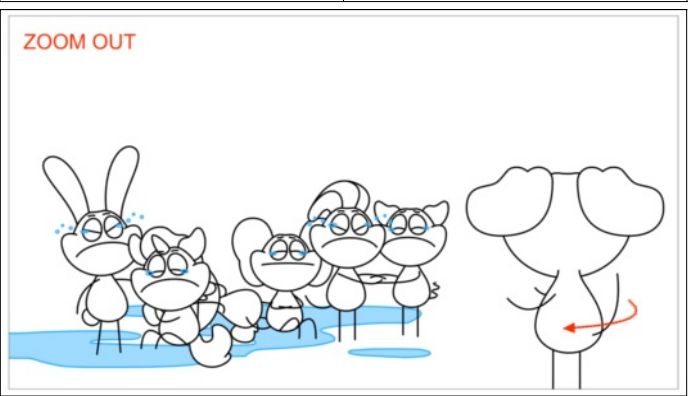
DOGDAY (2)
We- we can't let him do this!

Action Notes

DogDay pleads with the others for help



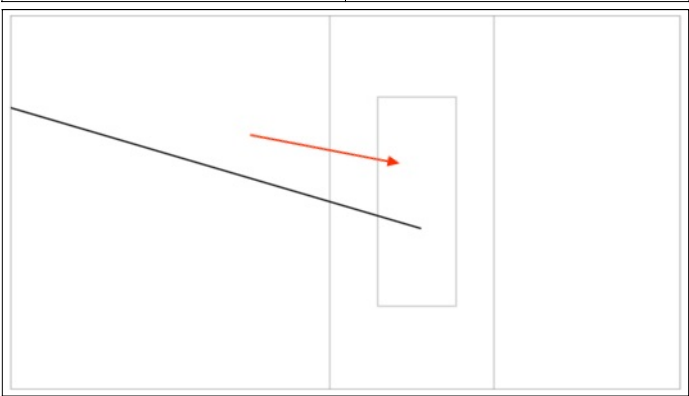
Scene	Panel
7	2 / 2



Dialog
DOGDAY (2) cont This is a horrible mistake!

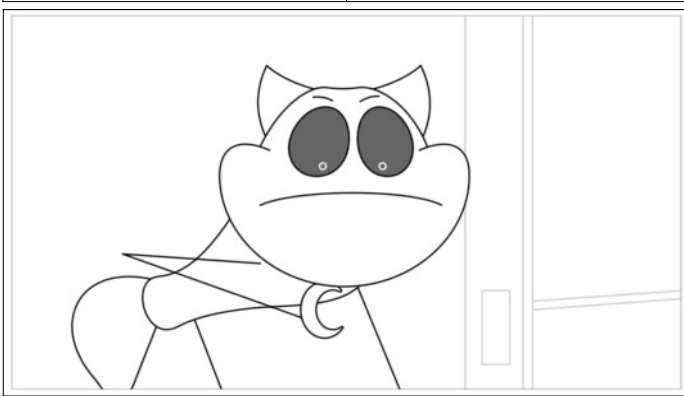
Action Notes
DogDay pleads with the others for help

Scene	Panel
8	1 / 3



Action Notes
Catnap press the button to open the trolley door

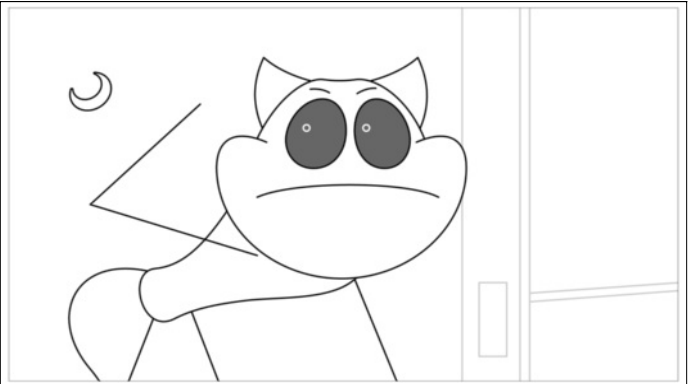
Scene	Panel
8	2 / 3



Action Notes
but before getting on, he reaches for his MOON pendant. (He can toss his bindle onto the trolley first)



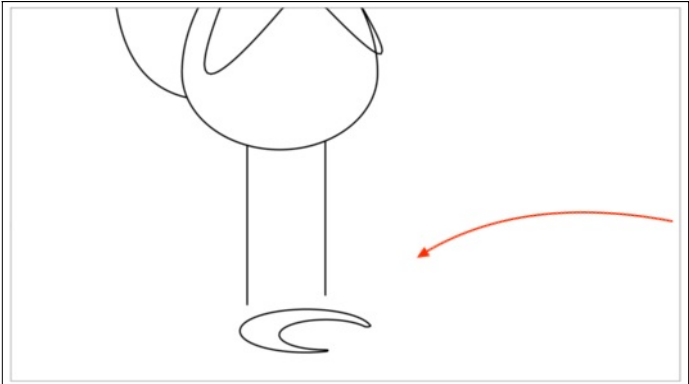
Scene	Panel
8	3 / 3



Dialog
CATNAP (5) Guess I won't be needing this anymore.

Action Notes
Catnap tosses the pendant over his shoulder.

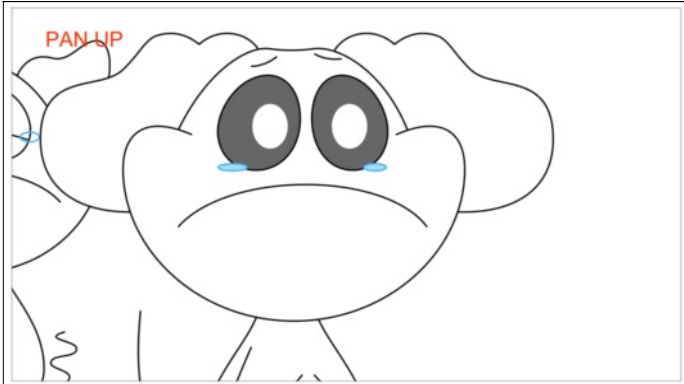
Scene	Panel
9	1 / 2



Dialog
CATNAP (O.S.) (6) So long, Dogday...

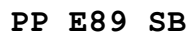
Action Notes
It lands at DogDay's feet

Scene	Panel
9	2 / 2



Dialog
CATNAP (O.S.) (6) cont So long...

Action Notes
DogDay looks absolutely devastated

A simple line drawing of a cartoon cat's head and shoulders. The cat has large, dark, circular eyes with small white pupils, a small, curved red arrow pointing to its right eye, and a small, curved red arrow pointing to its right eye. The cat's mouth is a simple horizontal line. The background is a plain white rectangle with a thin black border.

CatNap ducks into the trolley

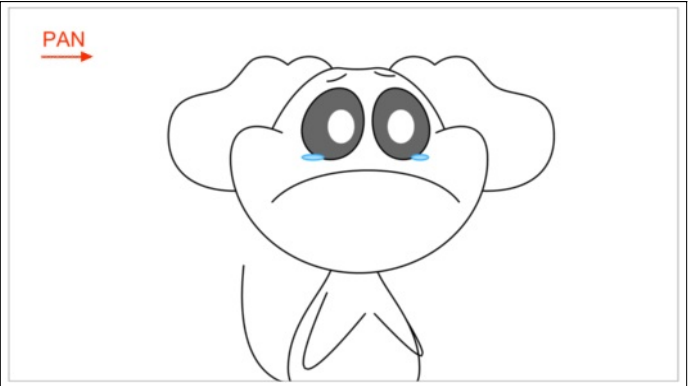
A diagram of a three-panel window. The window is divided into three vertical sections by two thin vertical lines. The leftmost section is the largest. The middle section is a narrow vertical strip. The rightmost section is also narrow. A red arrow points from the bottom of the middle section towards the right edge of the rightmost section.

and the door slams shut

The Critters pick themselves up and turn to head back to Home Sweet Home.

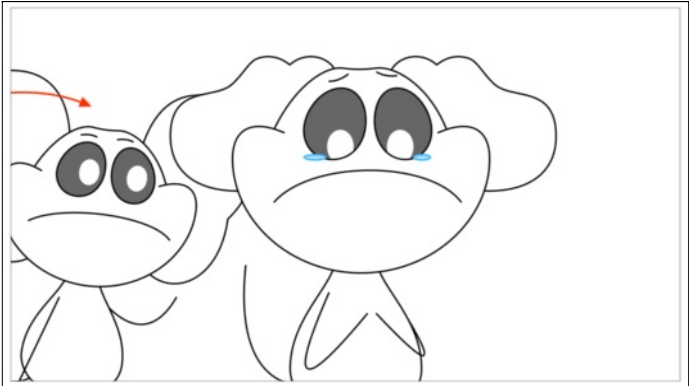


Scene	Panel
11	2 / 3



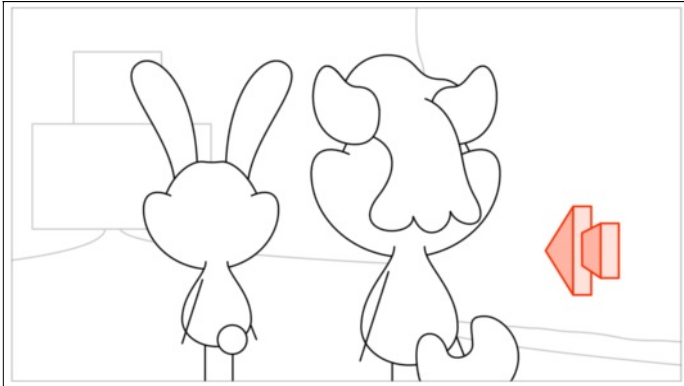
Action Notes
Except Dogday who lingers a moment longer.

Scene	Panel
11	3 / 3



Dialog
BUBBA BUBBAPHANT (1) Come on, Dogday. No point in dragging this out.

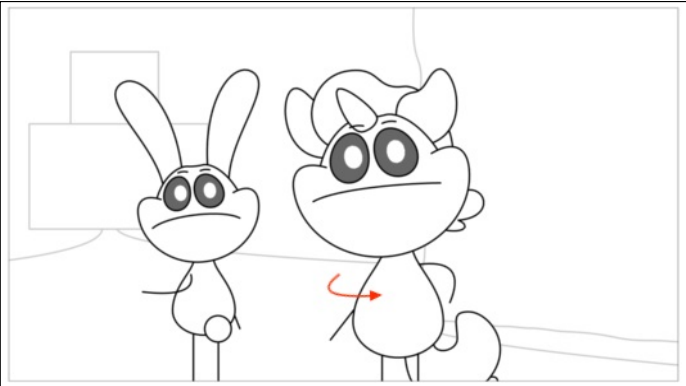
Scene	Panel
12	1 / 3



Action Notes
CraftyCorn turns back for a moment



Scene	Panel
12	2 / 3

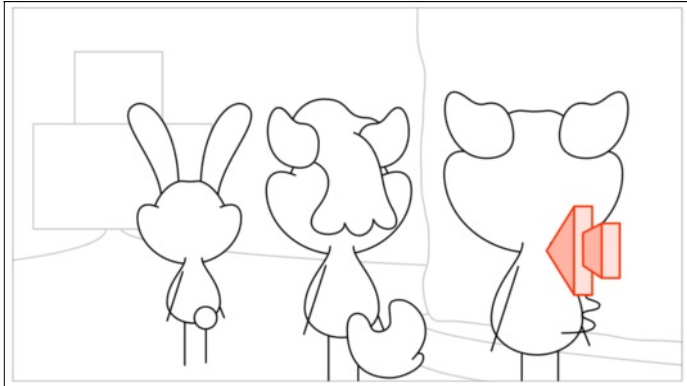


Dialog

CRAFTYCORN (1)

Yeah, you heard him. He's made his mind up already. I guess he was never really a Smiling Critter after all.

Scene	Panel
12	3 / 3



Action Notes

CraftyCorn and the others clamor off towards Home Sweet Home.

Scene	Panel
13	1 / 1

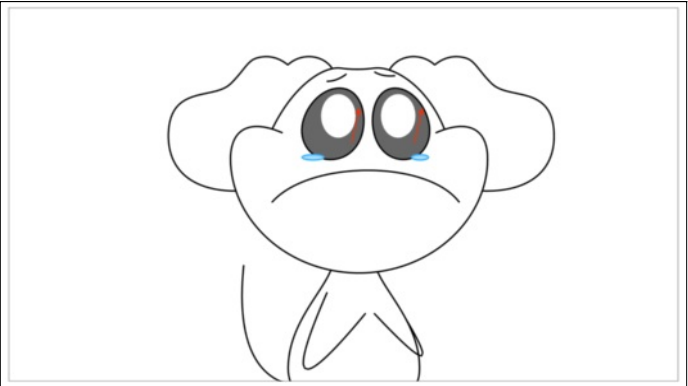


Action Notes

INT. TROLLEY - CONTINUOUS

Catnap pushes a lever forward and the trolley ascends up the track.

Scene	Panel
14	1 / 2



Dialog

DOGDAY (3)

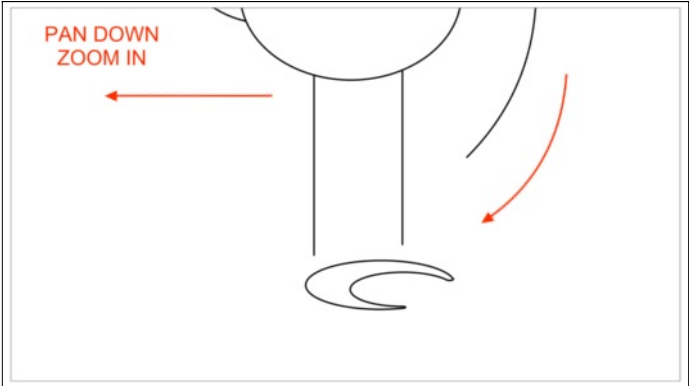
Goodbye Catnap. Goodbye forever.

Action Notes

EXT. PLAYCARE COURTYARD

Dogday watches the trolley ascend, tears in his eyes...

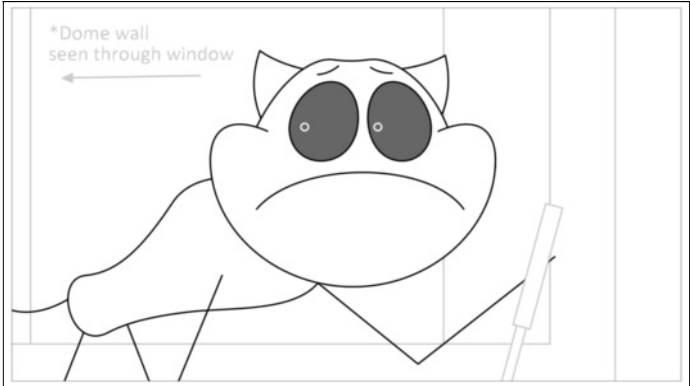
Scene	Panel
14	2 / 2



Action Notes

he leans down and grabs the moon pendant before heading home with the others

Scene	Panel
15	1 / 2



Action Notes

INT. TROLLEY - CONTINUOUS

Catnap sees DogDay through the window.

Scene	Panel
15	2 / 2



Action Notes

He turns away, bites back tears.

CUE THE INCREDIBLY SAD MUSIC!

Scene	Panel
16	1 / 3

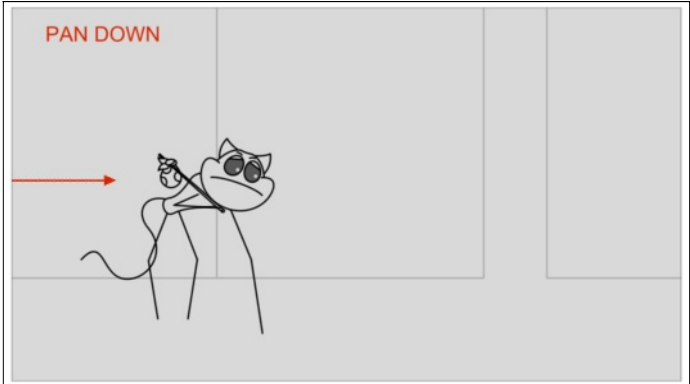


Action Notes

In a MONTAGE we see:

EXT. DESOLATE STREET - NIGHT

Scene	Panel
16	2 / 3

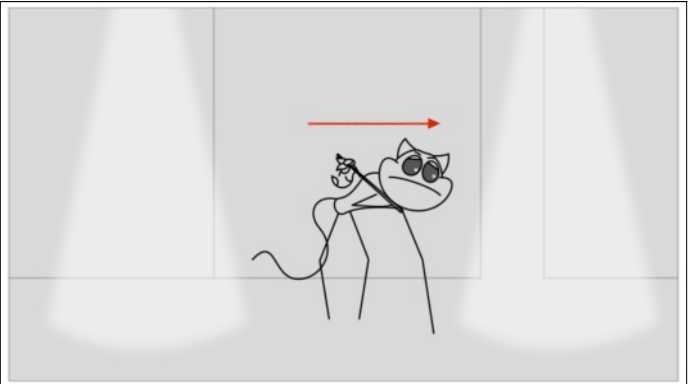


Action Notes

Catnap walks down a desolate street, bundle on his shoulder. (or in his mouth)



Scene	Panel
16	3 / 3



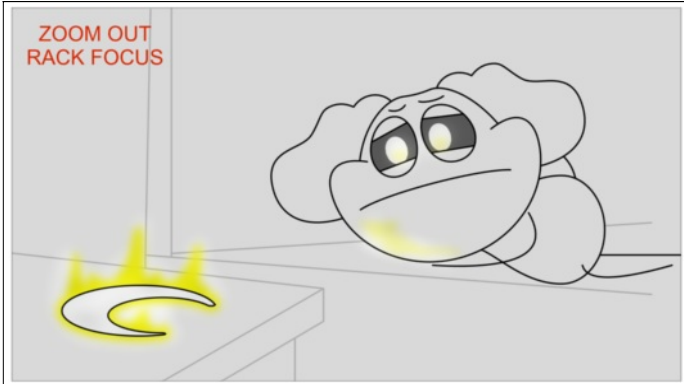
Action Notes
Street lights flicker on

Scene	Panel
17	1 / 2

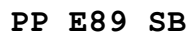


Action Notes
INT. HOME SWEET HOME - CONTINUOUS
Dogday rolls over in bed

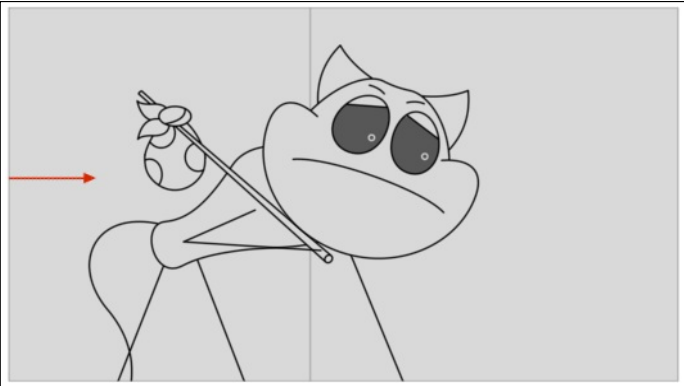
Scene	Panel
17	2 / 2



Action Notes
and sees the moon pendant's faint glow on his bedside table. He sighs.



Scene	Panel
18	1 / 4



Action Notes

CatNap sulks along

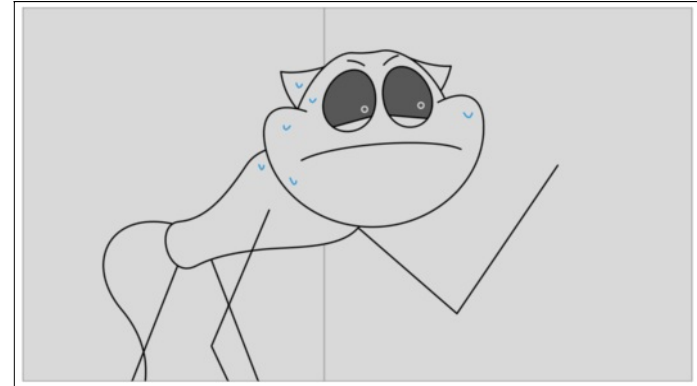
Scene	Panel
18	2 / 4



Action Notes

and gets splashed by a passing truck.

Scene	Panel
18	3 / 4

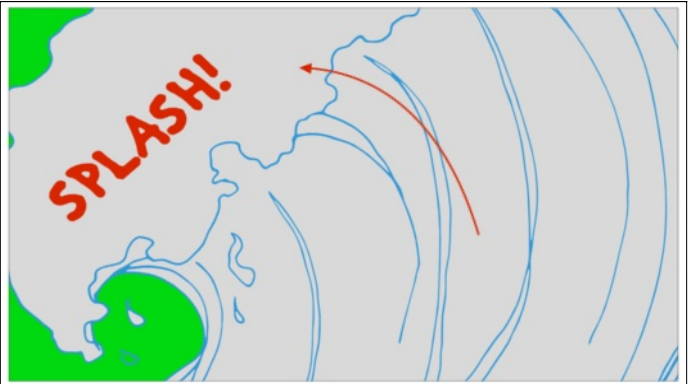


Action Notes

He wags his fist angrily.



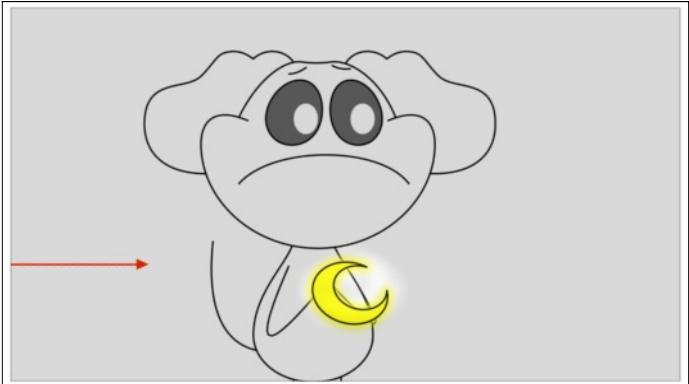
Scene	Panel
18	4 / 4



Action Notes

Another truck splashes him, this time wiping the screen

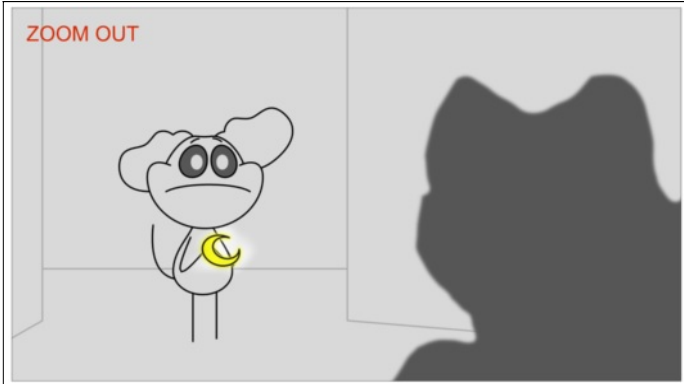
Scene	Panel
19	1 / 2



Action Notes

Dogday walks through the factory, using CatNap's pendant as a nightlight.

Scene	Panel
19	2 / 2



Action Notes

His ears perk up as he notices a silhouette of Catnap.



Scene	Panel
20	1 / 3



Action Notes
REVERSE SHOT reveals it's just a Catnap cutout.
DogDay uses his light to reveal it.

Scene	Panel
20	2 / 3



Action Notes
He's crushed.

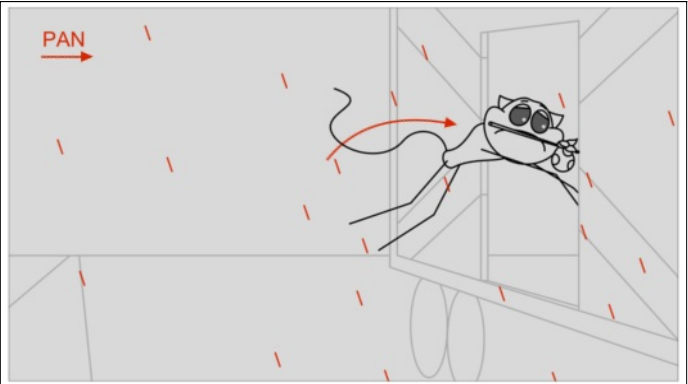
Scene	Panel
20	3 / 3



Action Notes
He drops his tail and sighs. A single tear drops from his eye
(Try to transition the tear drop into the rain in the next shot?)



Scene	Panel
22	2 / 2



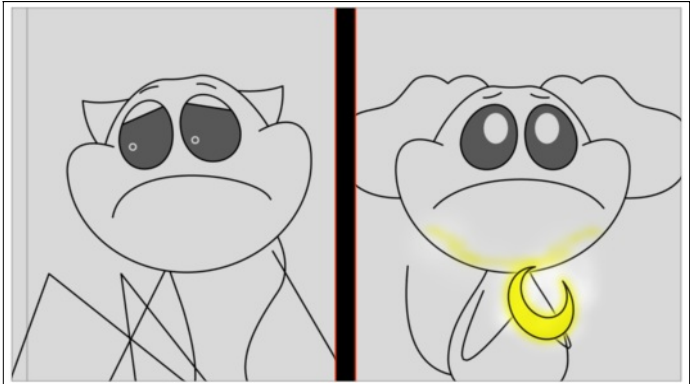
Action Notes
and into an abandoned FREIGHT CAR.

Scene	Panel
23	1 / 5



Action Notes
Catnap shivers alone and scared inside the car.

Scene	Panel
23	2 / 5



Action Notes
SPLITSCREEN: Dogday sobs beside the SHRINE holding Catnap's pendant.

Scene	Panel
23	3 / 5

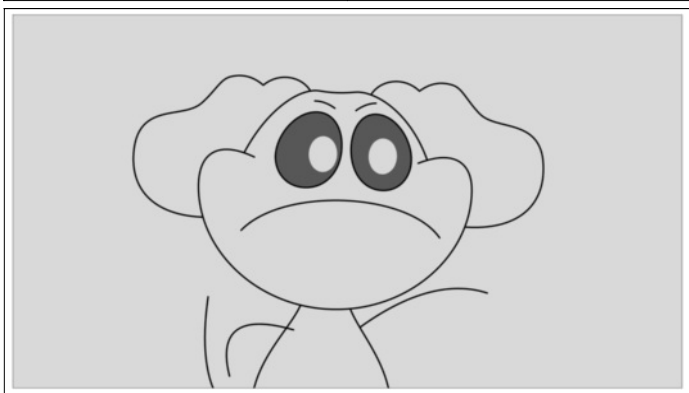


Dialog

DOGDAY (4)

Why Catnap, why would you leave us like this!? WHYYYYYYY!

Scene	Panel
23	4 / 5



Action Notes

He throws the pendant

Scene	Panel
23	5 / 5

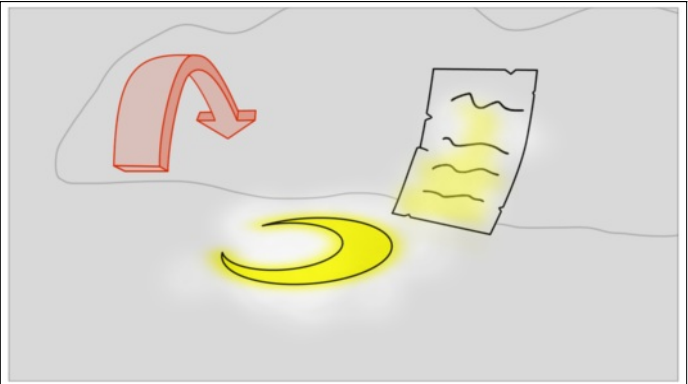


Action Notes

and sobs into his paws.



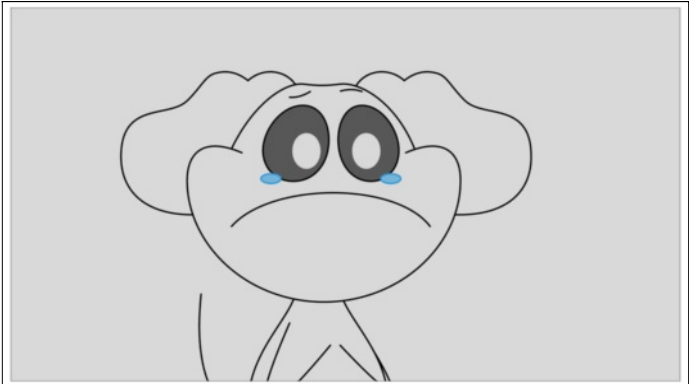
Scene	Panel
24	1 / 1



Action Notes

The pendant lands beside a pile of torn up plushies, revealing a note in the dark

Scene	Panel
25	1 / 2



Dialog

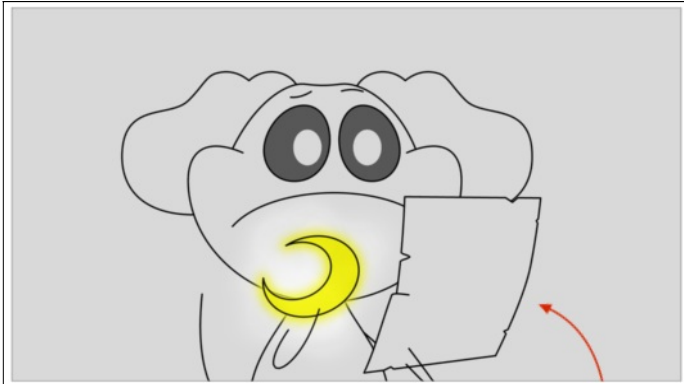
DOGDAY (5)

Huh? What the? What's this?!

Action Notes

Dogday abruptly stops crying.

Scene	Panel
25	2 / 2



Dialog

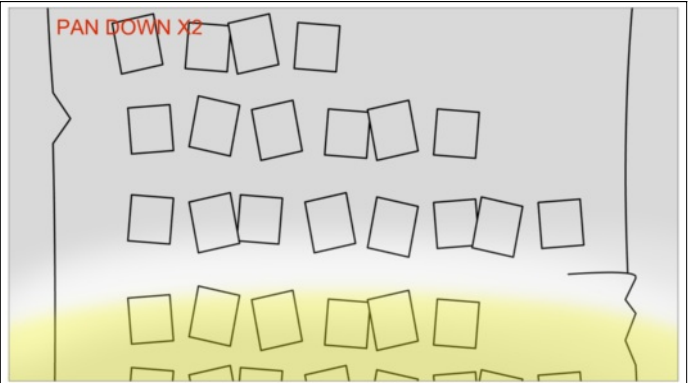
DOGDAY (6)

A note?

Action Notes

He leans down and picks up the note and uses the charm to read it.

Scene	Panel
26	1 / 1

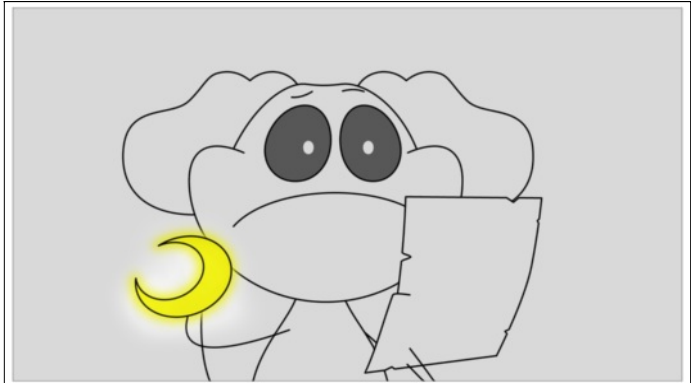


Dialog

DOGDAY (7) (O.S.)
(reading)

"Dear Catnap, today I present you with a difficult choice: Leave the factory once and for all,"

Scene	Panel
27	1 / 2



Dialog

DOGDAY (7) cont
(reading)

"or watch your friends suffer a fiery death?!" *Gasp!* What the?!--

Scene	Panel
27	2 / 2



Action Notes

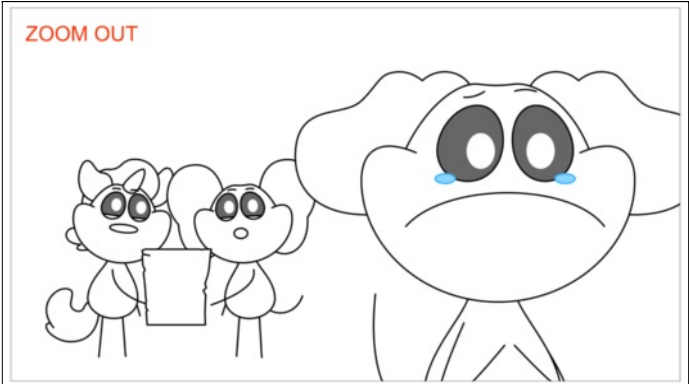
Fire transition

Scene	Panel
28	1 / 3



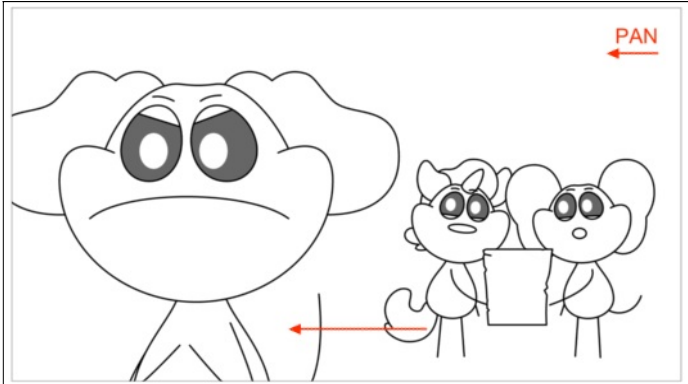
Action Notes
INT. PLAYCARE LOBBY - CONTINUOUS - LIGHTS ON
Bubba Bubbaphant and Craftycorn hold the note between themselves, reading it.

Scene	Panel
28	2 / 3



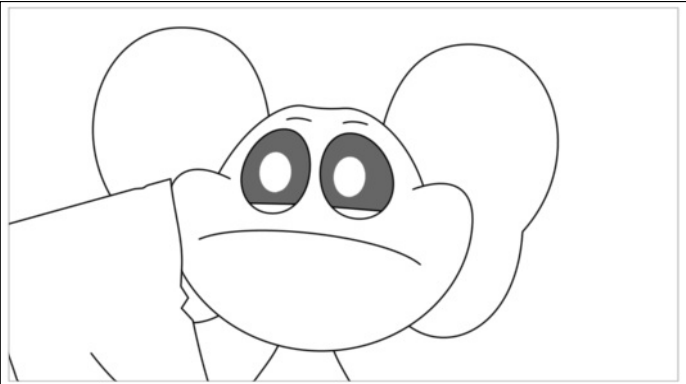
Dialog
DOGDAY (8)
I knew there was something fishy going on here!

Scene	Panel
28	3 / 3



Dialog
DOGDAY (8) cont
Catnap would never leave us if he wasn't forced to. He's our protector! He loves us way too much to do that!
Action Notes
DogDay paces

Scene	Panel
29	1 / 2



Dialog

BUBBA BUBBAPHANT (2)

Whoa, whoa, whoa, hold your horses there, Dogday. We still don't know where this note came from.

Scene	Panel
29	2 / 2



Dialog

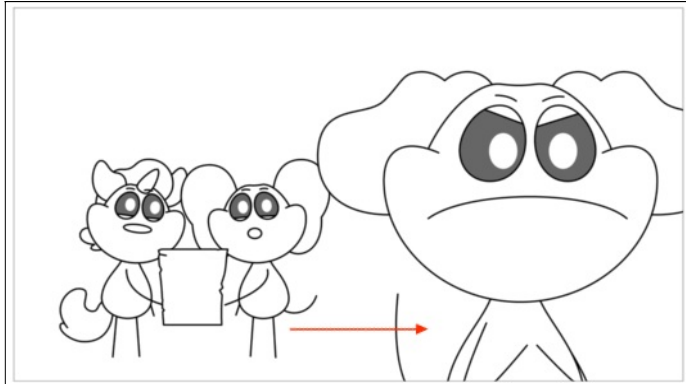
CRAFTYCORN (2)

Yeah, what if this isn't what we think it is? What if it's some kind of trap or something?

Action Notes

CraftyCorn grabs the note from Bubba and looks it over

Scene	Panel
30	1 / 1



Dialog

DOGDAY (9)

But what if it's not a trap! What if it's a clue! Maybe Catnap wanted us to find this so we could figure out who's threatening him.

Scene	Panel
31	1 / 5



Dialog

CRAFTYCORN (3)

Well then, that just leaves us with one question then doesn't it?

Scene	Panel
31	2 / 5



Dialog

CRAFTYCORN (3) cont

Who wrote the note?

Action Notes

Crafty inspects the note even further, holding it up like a detective with a clue

Scene	Panel
31	3 / 5



Dialog

CEO (O.S.) (1)

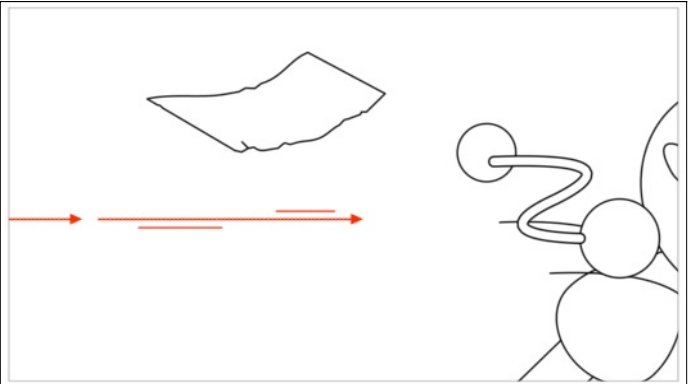
I did.

Action Notes

when suddenly, ,CraftyCorn startles



Scene	Panel
31	4 / 5



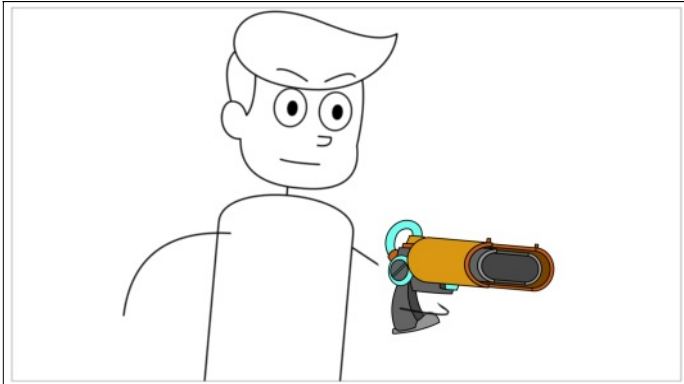
Action Notes
WHOOSH! A BOLA wraps around Craftycorn's body

Scene	Panel
31	5 / 5



Action Notes
bringing her to the ground. Bubba turns to see

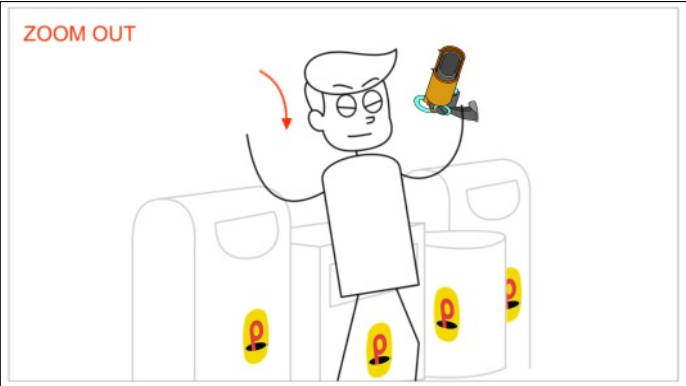
Scene	Panel
32	1 / 2



Dialog
CEO (2) And it worked just as I had intended it to.

Action Notes
CEO standing with a BOLA GUN in his hand.

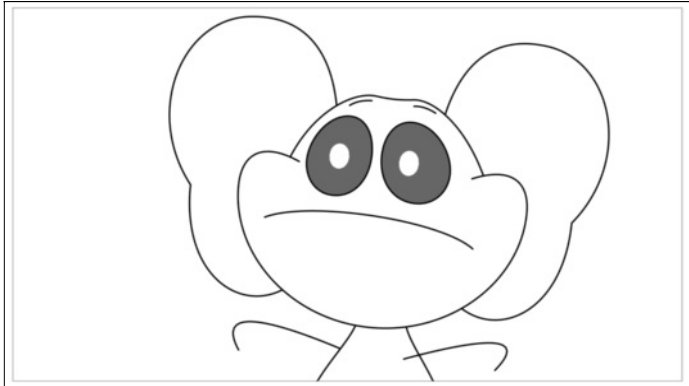
Scene	Panel
32	2 / 2



Dialog
CEO (2) cont Mwa ha ha ha! MWA HA HA HAAAAA!

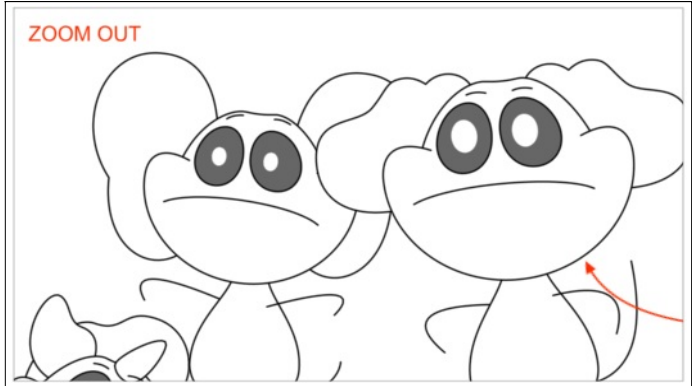
Action Notes
He leaps down off a row of Playcare trash cans that he was hiding behind.

Scene	Panel
33	1 / 2



Dialog
BUBBA BUBBAPHANT (3) *Gasp!* It's the CEO!

Scene	Panel
33	2 / 2



Dialog
DOGDAY (10) Ugh, I should have known he was behind this.



Scene	Panel
34	1 / 1

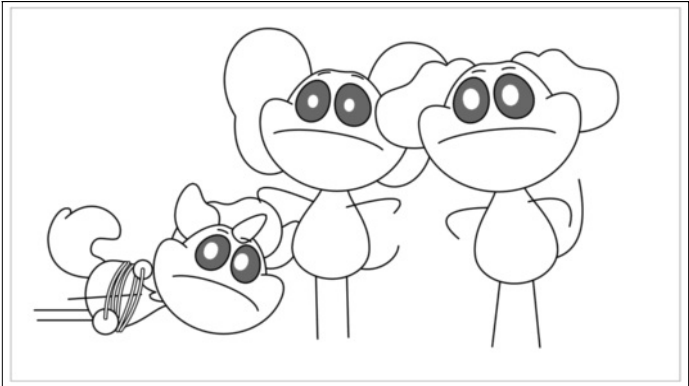


Dialog

CEO (3)

Well, well, well, if it isn't the Smiling Critters. Fancy seeing you all here. But hey,

Scene	Panel
35	1 / 2



Dialog

CEO (3) cont

But hey, where's your friend Catnap at? Shouldn't he be here protecting all of you?

Action Notes

The Smiling Critters cower together

Scene	Panel
35	2 / 2

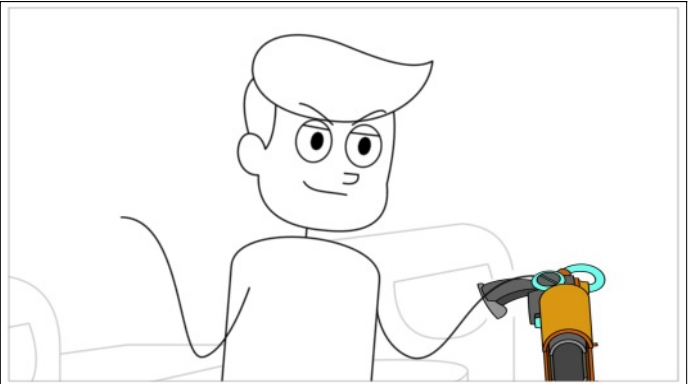


Dialog

DOGDAY (11)

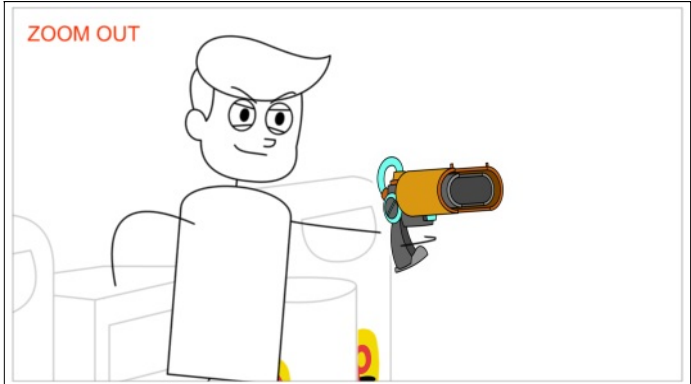
You- you monster! You're the one who drove him away!

Scene	Panel
36	1 / 3



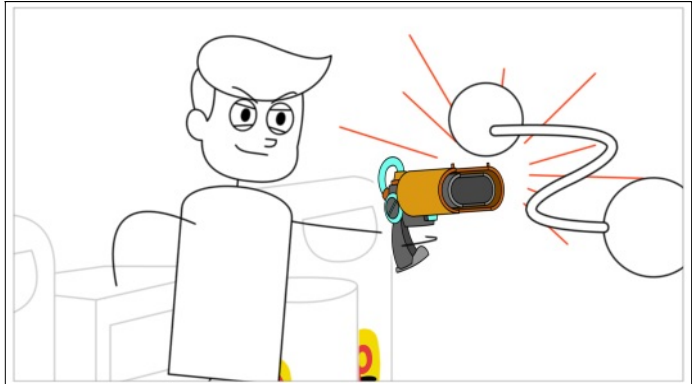
Dialog
CEO (4) Quite the scheme, eh? Who else could come up with something so clever.

Scene	Panel
36	2 / 3



Dialog
CEO (5) Now hold still, won't you? No need to make this more difficult than it has to be.
Action Notes
CEO aims his Bola gun.

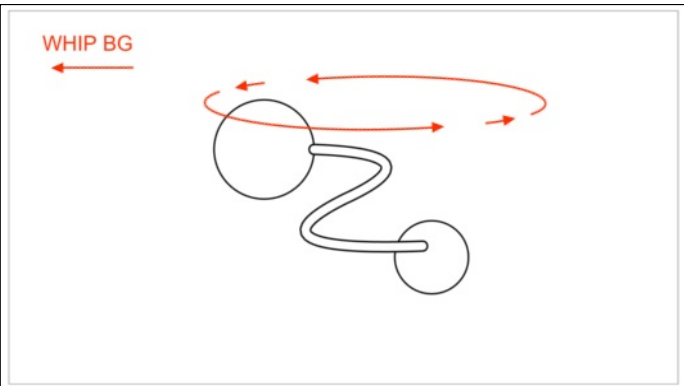
Scene	Panel
36	3 / 3



Action Notes
and fires!

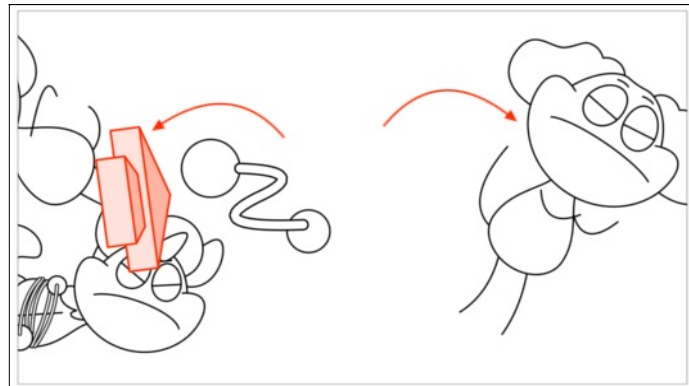


Scene	Panel
37	1 / 1

**Action Notes**

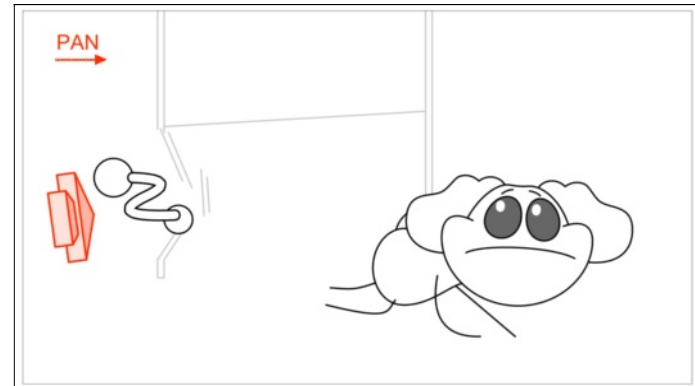
WHOOSH! another Bola flies through the air

Scene	Panel
38	1 / 4

**Action Notes**

Bubba and DogDay dive out the way.

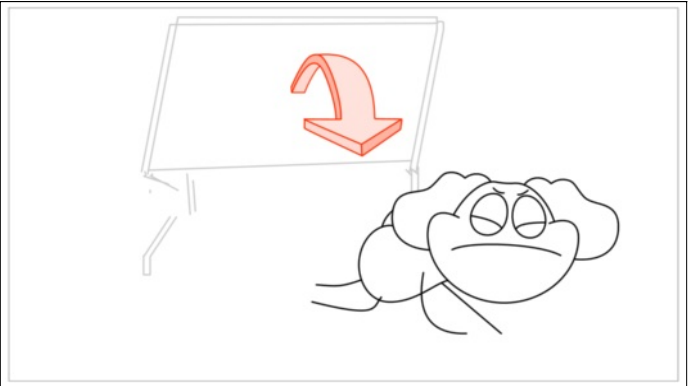
Scene	Panel
38	2 / 4

**Action Notes**

but the Bola crashes into the MAP behind them

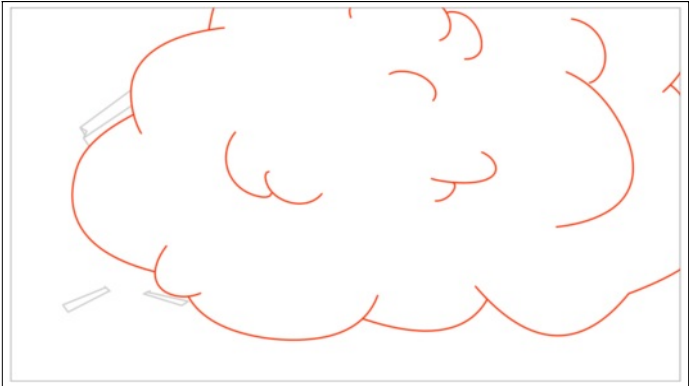


Scene	Panel
38	3 / 4



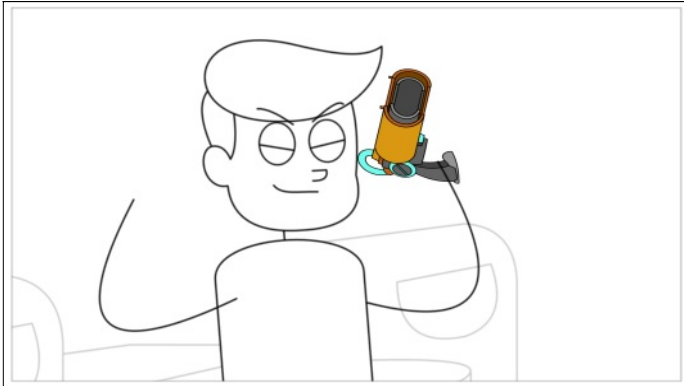
Action Notes
and it collapses

Scene	Panel
38	4 / 4



Action Notes
BOOM

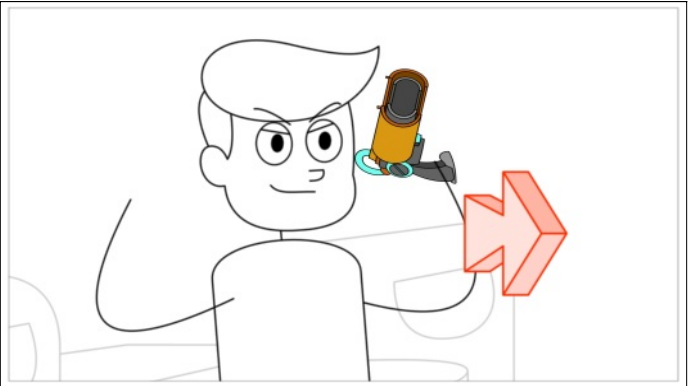
Scene	Panel
39	1 / 1



Dialog
CEO (6) Mwa ha ha ha! MWA HA HA HAAA!



Scene	Panel
41	1 / 1



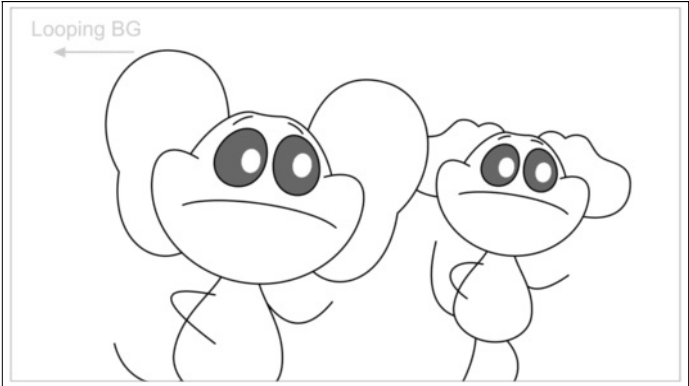
Dialog

CEO (7)
Get back here, Smiling Critters!
Catnap can't save you now!

Action Notes

CEO gives chase.

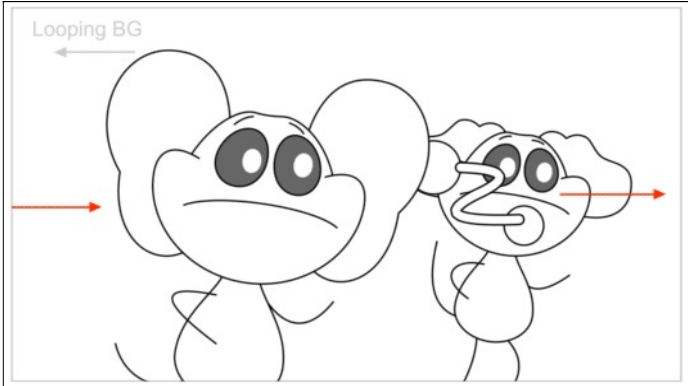
Scene	Panel
42	1 / 2



Action Notes

Bubba and DogDay are in a full-on sprint.

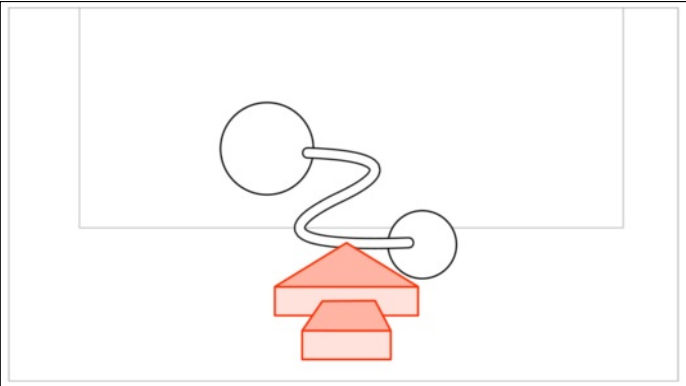
Scene	Panel
42	2 / 2



Action Notes

WHOOSH! WHOOSH! A pair of bola's narrowly miss them.

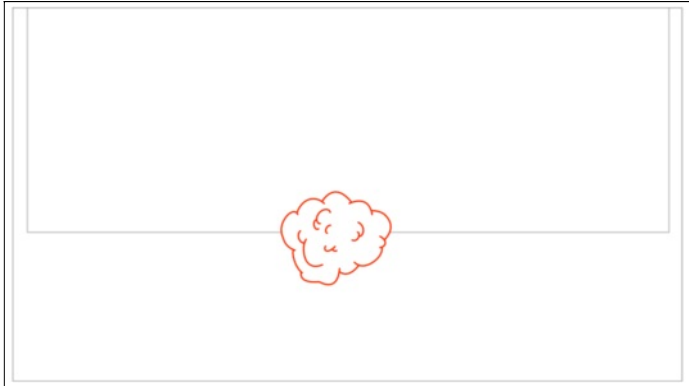
Scene	Panel
43	1 / 2



Action Notes

POV: The Bola crashes in front of the Home Sweet Home

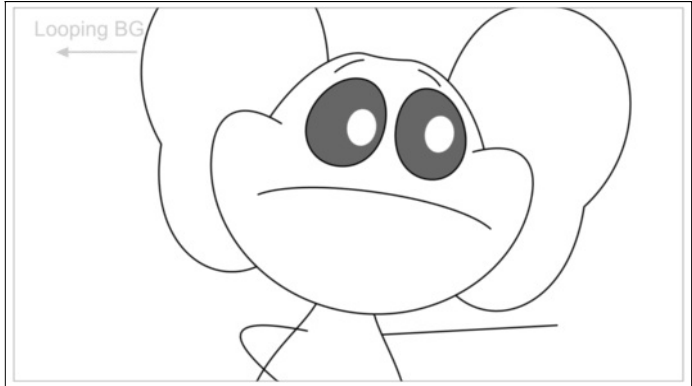
Scene	Panel
43	2 / 2



Action Notes

as the two grow closer

Scene	Panel
44	1 / 4

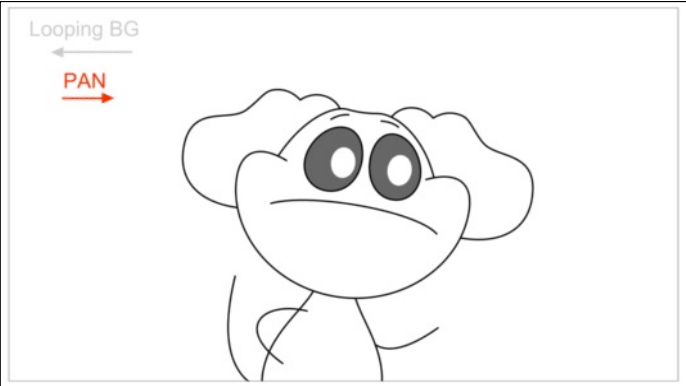


Dialog

BUBBA BUBBAPHANT (5)

There! If we can get into home sweet home we should be able to escape into the factory.

Scene	Panel
44	2 / 4

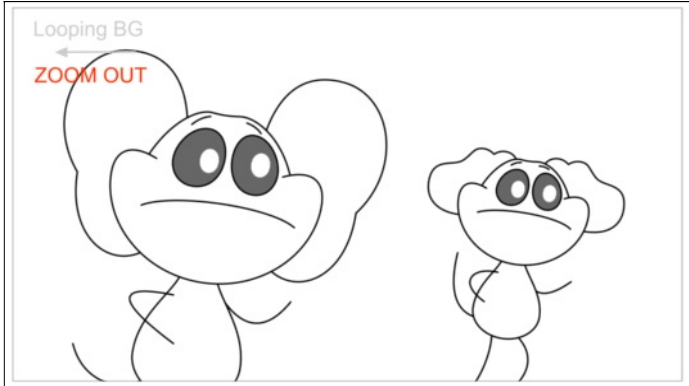


Dialog

DOGDAY (12)

Yeah, but then what are we going to do? We don't have Catnap! And without Catnap we don't stand a chance at stopping him!

Scene	Panel
44	3 / 4

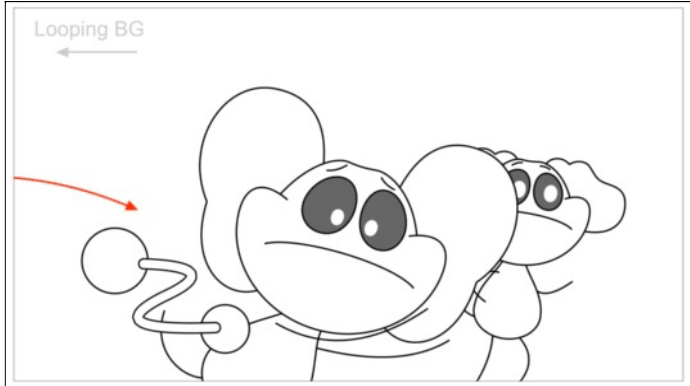


Dialog

BUBBA BUBBAPHANT (6)

Well, we'll just have to figure something out then, won't we?--

Scene	Panel
44	4 / 4



Dialog

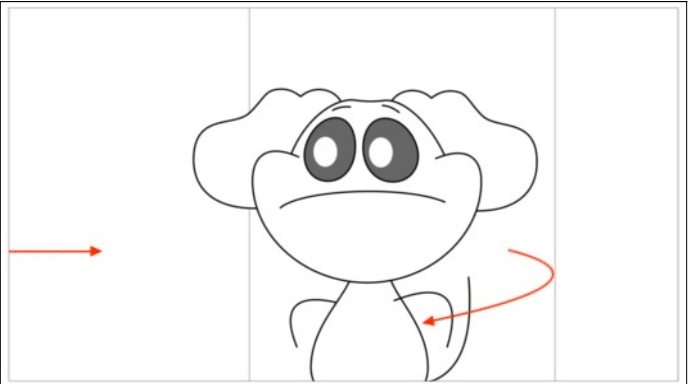
BUBBA BUBBAPHANT (7)

AHH!

Action Notes

WHOOSH! A bola flies in and trips up Bubba.

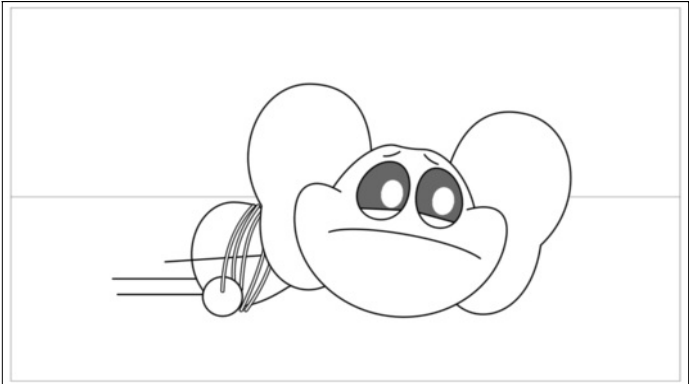
Scene	Panel
45	1 / 1



Dialog
DOGDAY (13) *Gasp!* Bubba!--

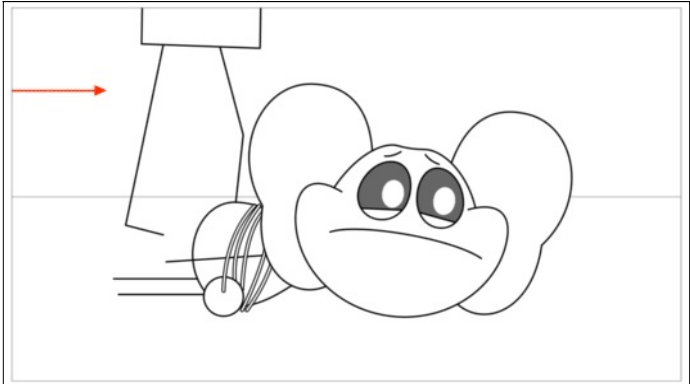
Action Notes
DogDay comes to a stop right outside the Home Sweet Home

Scene	Panel
46	1 / 3



Dialog
BUBBA BUBBAPHANT (8) Don't worry about me, Dogday. Just keep running! Get to the factory and figure out a way to save us!

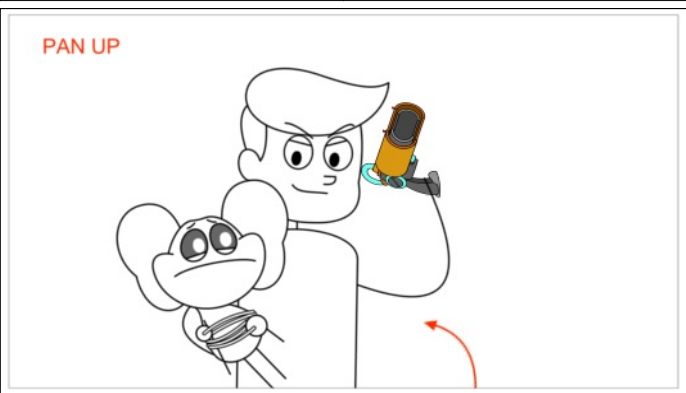
Scene	Panel
46	2 / 3



Dialog
CEO (8) GOTCHA!

Action Notes
CEO Skids to a stop

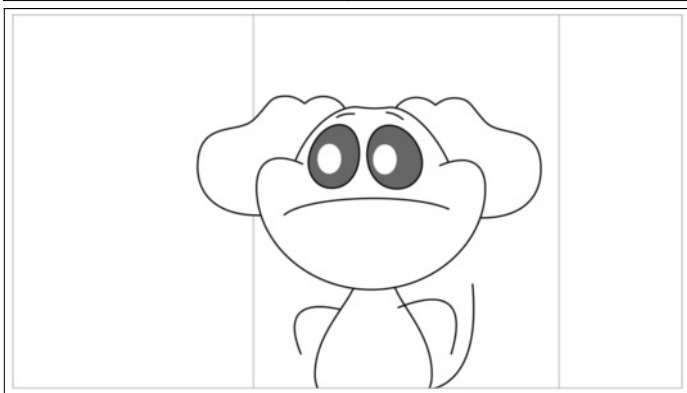
Scene	Panel
46	3 / 3



Dialog
CEO (9)
Ha ha ha... Nice try, critter.
(then)

Action Notes
Bubba gets scooped up by the CEO.

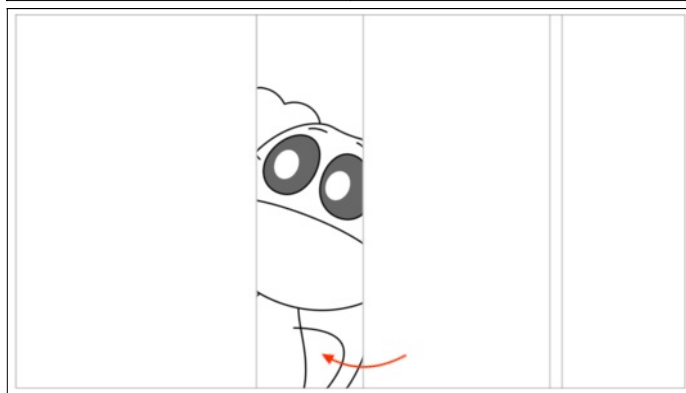
Scene	Panel
47	1 / 2



Dialog
CEO (O.S.) (9) cont
You can run Dogday!

Action Notes
Dogday slips into Home Sweet Home

Scene	Panel
47	2 / 2

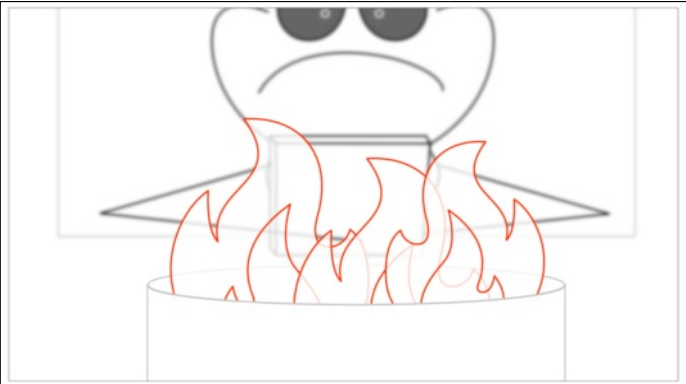


Dialog
CEO (O.S.) (9) cont
But you can't hide!

Action Notes
He takes one final look at Bubba before shutting the door.



Scene	Panel
48	1 / 2



Action Notes
EXT. ABANDONED TRACKS - CONTINUOUS - NIGHT
Catnap sits in the train car beside a TRASH CAN FIRE.

Scene	Panel
48	2 / 2



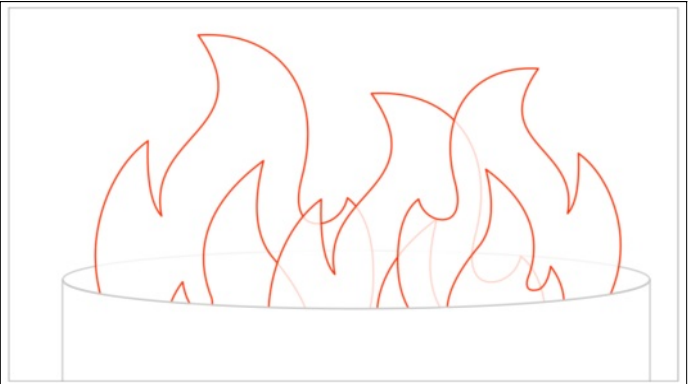
Dialog
CATNAP (7)
Sigh... What the heck am I doing here?!
Action Notes
He looks down at a framed photograph.

Scene	Panel
49	1 / 2



Dialog
CATNAP (7) cont
How could I leave my friends like this? I'm supposed to be protecting them, aren't I?!

Scene	Panel
49	2 / 2



Dialog
CATNAP (8) But then again...

Action Notes
He lowers the photograph, stares into the flames.

Scene	Panel
50	1 / 3



Dialog
CATNAP (8) cont whoever wrote that note didn't mince their words, did they?

Scene	Panel
50	2 / 3



Dialog
CATNAP (8) cont And I couldn't possibly handle the guilt of knowing I was responsible if any of them got hurt.



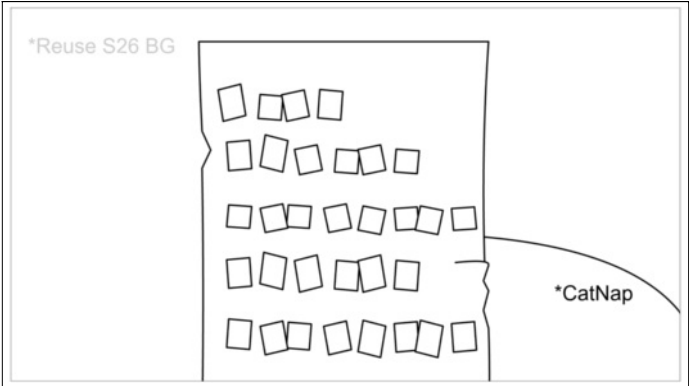
Scene	Panel
50	3 / 3



Dialog
CATNAP (9) No, no, no. Focus, Catnap, focus!

Action Notes
Catnap shakes off the thought.

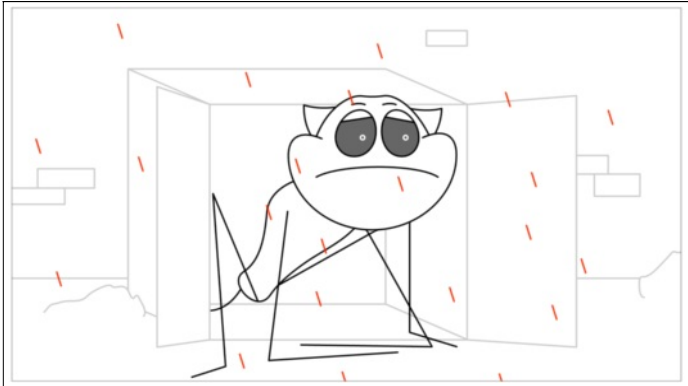
Scene	Panel
51	1 / 4



Dialog
CATNAP (9) cont The note said that if I left the factory the critters would be safe.

Action Notes
CatNap imagines what the note told him. Wobbly transition to-

Scene	Panel
51	2 / 4



Dialog
CATNAP (9) cont So sure, I may have to be lonely for the rest of my days,

Action Notes
CatNap imagines himself in a cardboard box



Scene	Panel
51	3 / 4

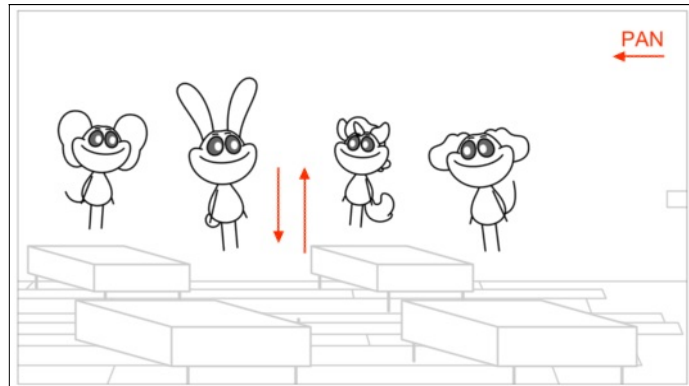
**Dialog**

CATNAP (9) cont
but it'll all be worth it

Action Notes

CatNap smiles and looks back

Scene	Panel
51	4 / 4

**Dialog**

CATNAP (9) cont
as I know the critters are back at the
factory, safe and sound.

Action Notes

The Smiling Critters jump joyfully on
their beds

The Backgrounds blend together seamlessly.

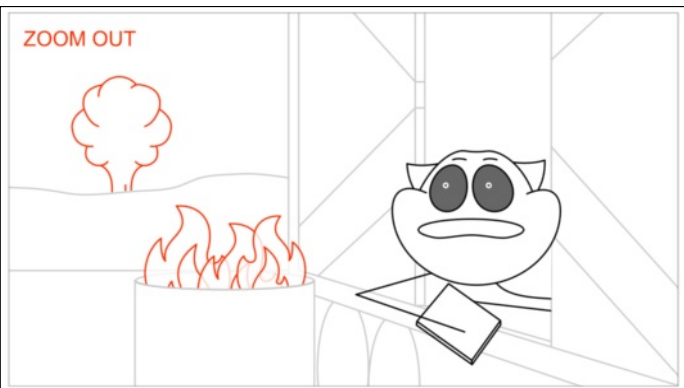
Scene	Panel
52	1 / 3

**Action Notes**

BOOM!



Scene	Panel
52	2 / 3

**Action Notes**

a plume of smoke rises from the factory in the distance.

Scene	Panel
52	3 / 3

**Action Notes**

Catnap kicks over the barrel and spins around.
(He could also punch it over or whip it with his tail)

Scene	Panel
53	1 / 1

**Dialog**

CATNAP (10)

Gasp! Oh no! It must have been a trap! ... What have I done?!

Action Notes

His jaw drops.

Scene	Panel
54	1 / 2



Dialog
DOGDAY (14) Ugh! What am I gonna do?! WHAT AM I GONNA DO?! If I don't find a way to free the other critters they're going to have to suffer a fiery death! And that's like the worst kind of death there is

Action Notes
INT. GAS ROOM Dogday paces back and forth in front of three giant gas tanks.

Scene	Panel
54	2 / 2



Dialog
DOGDAY (14) cont right?!




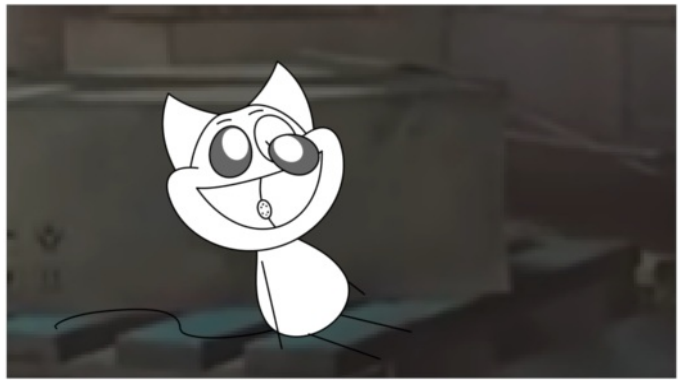
Action Notes
DogDay stops in front of the panel and turns to it

Scene	Panel
55	1 / 1



Dialog
DOGDAY (14) cont *Sigh...* If only Catnap were here. He- he'd know what to do. He's big and strong and smart!

Action Notes
DogDay collapses onto the panel

<div>  <div>PP E89 SB</div> </div>		<div>Page 43/69</div>	
<div> <div>Scene</div> <div>56</div> </div>	<div> <div>Panel</div> <div>1 / 2</div> </div>	<div> <div>Scene</div> <div>56</div> </div>	<div> <div>Panel</div> <div>2 / 2</div> </div>
			
<div> <div>Dialog</div> <div> DOGDAY (14) cont While I'm just useless, and small, and weak... </div> </div>		<div> <div>Dialog</div> <div> DOGDAY (15) Wait, what? Is that what I think it is? </div> </div>	
		<div> <div>Action Notes</div> <div>Suddenly something catches Dogday's eye.</div> </div>	
		<div> <div>Scene</div> <div>57</div> </div>	<div> <div>Panel</div> <div>1 / 3</div> </div>
			
		<div> <div>Action Notes</div> <div>Its a discarded CATNAP PLUSHIE</div> </div>	

Scene	Panel
57	2 / 3



Dialog

DOGDAY (16)

A Catnap toy?! Hmmm... I think I may have an idea.

Action Notes

DogDay lifts it up

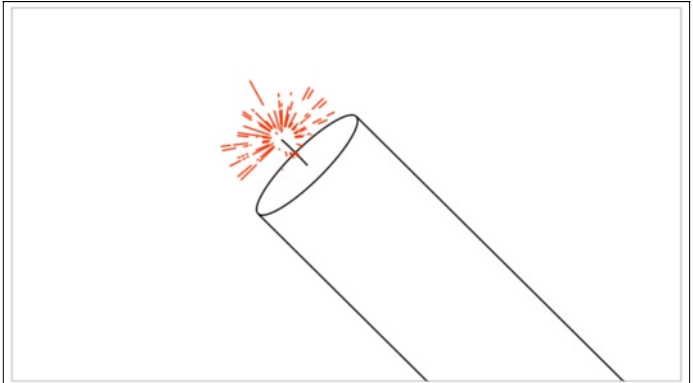
Scene	Panel
57	3 / 3



Action Notes

DogDay runs off

Scene	Panel
58	1 / 3



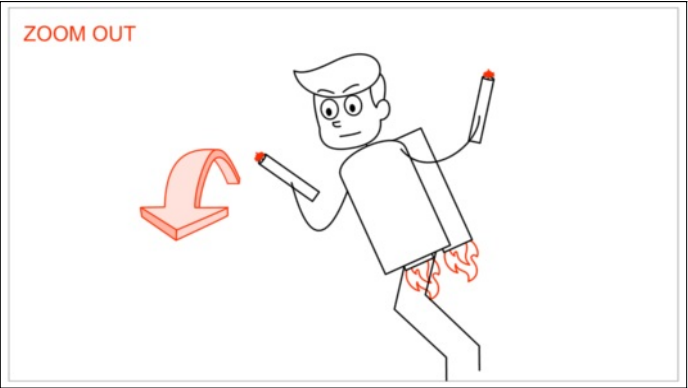
Action Notes

INT. PLAYCARE COURTYARD

CEO holds a stick of lit DYNAMITE



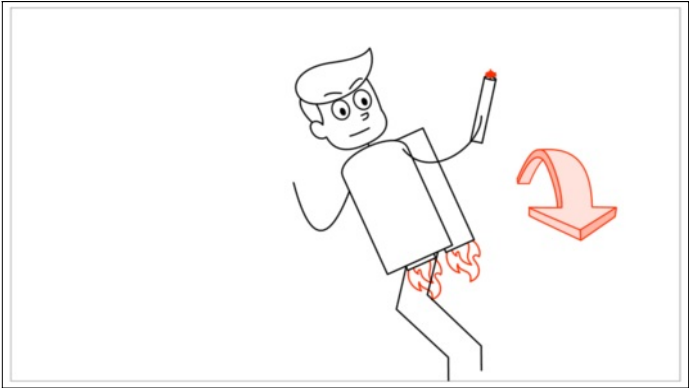
Scene	Panel
58	2 / 3



Dialog
CEO (10) Mwa ha ha ha! MWA HA HA HA! Finally! With Catnap gone, Play care is back to being my domain. Just as it should be...

Action Notes
He flies around, tossing them below. BOOOOOOM!

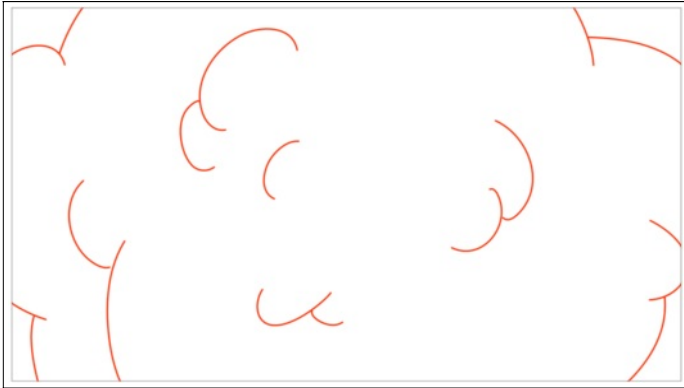
Scene	Panel
58	3 / 3



Dialog
CEO (11) MWA HA HA HAAAA!

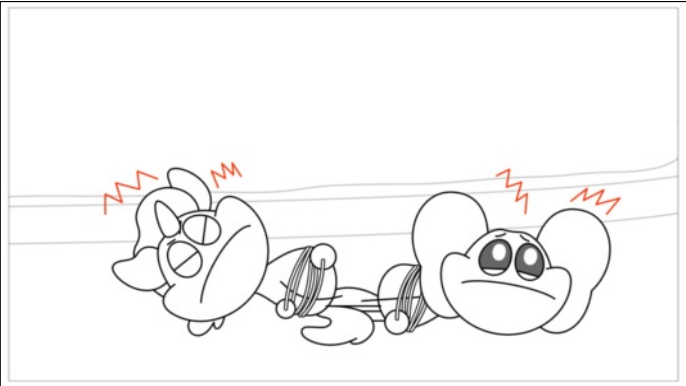
Action Notes
He lights another stick of dynamite and tosses it.

Scene	Panel
59	1 / 2



Action Notes
BOOOOM!

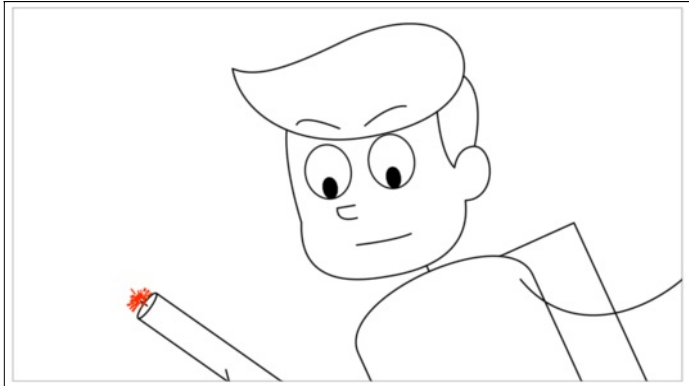
Scene	Panel
59	2 / 2



Action Notes

Bubba and Craftycorn squirm around on the ground below him.

Scene	Panel
60	1 / 2

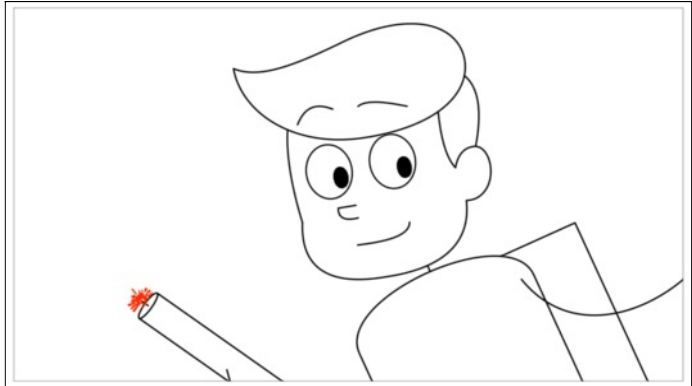


Dialog

CEO (12)

Oh please. You can squirm around all you like down there, critters, but it's no use! You aren't getting out of those restraints any time soon.

Scene	Panel
60	2 / 2



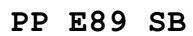
Dialog

CEO (13)

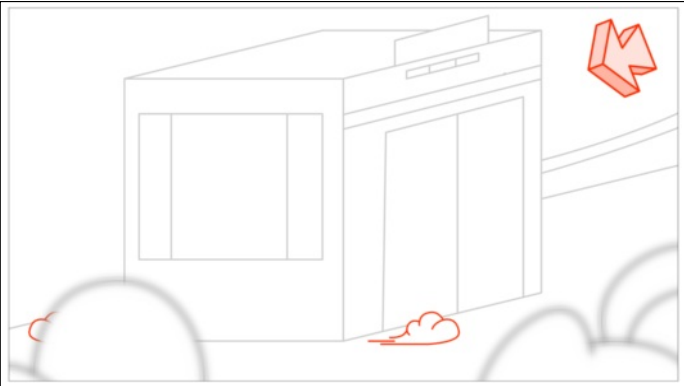
Ah and look! Just on time!

Action Notes

Toot! Toot!



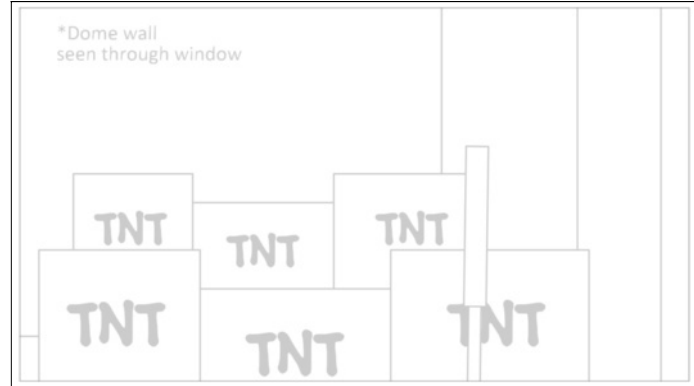
Scene	Panel
61	1 / 1



Action Notes

Hiss! The trolley car lands in front of
the squirming critters

Scene	Panel
62	1 / 1

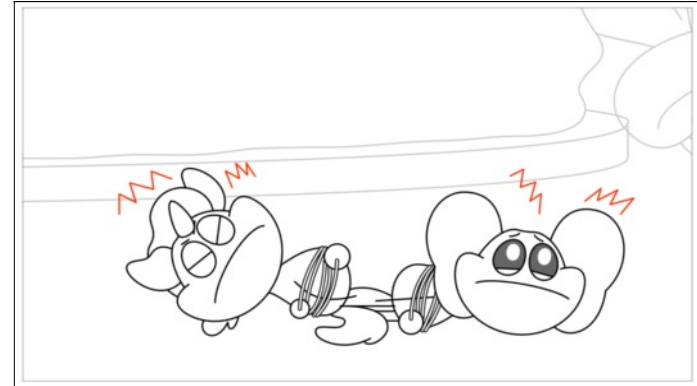


Action Notes

and we see it's loaded to the brim with explosives.

TICK! TICK!

Scene	Panel
63	1 / 1

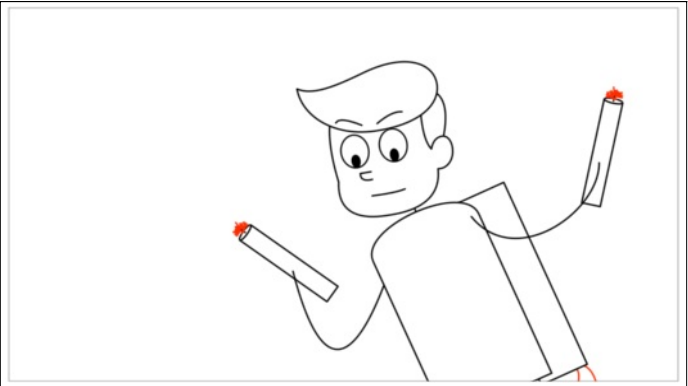


Dialog

CEO (O.S.) (14)

Now I hope you miserable little creatures enjoyed this place while you could.

Scene	Panel
64	1 / 2

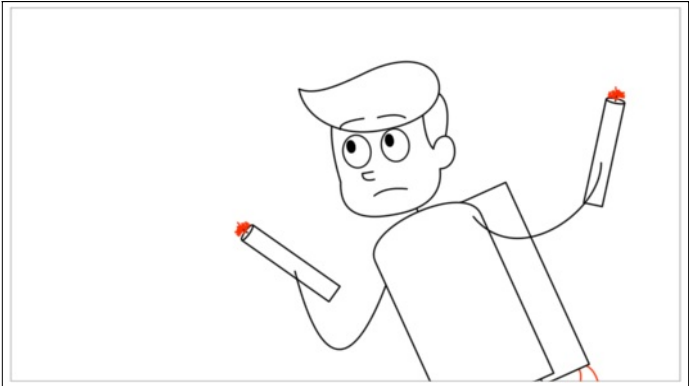


Dialog

CEO (14) cont

Because in just another few minutes. I'm going to blow this entire chamber sky high. And without Catnap, there's no one left who can stop me.

Scene	Panel
64	2 / 2

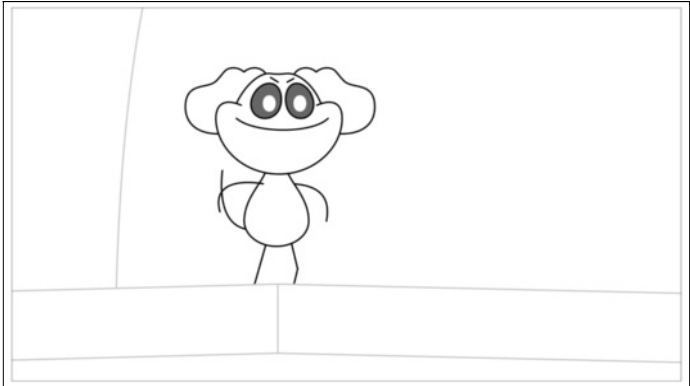


Dialog

DOGDAY (O.S.) (17)

Think again, CEO!

Scene	Panel
65	1 / 2



Action Notes

DogDay appears on the dome's control deck platform

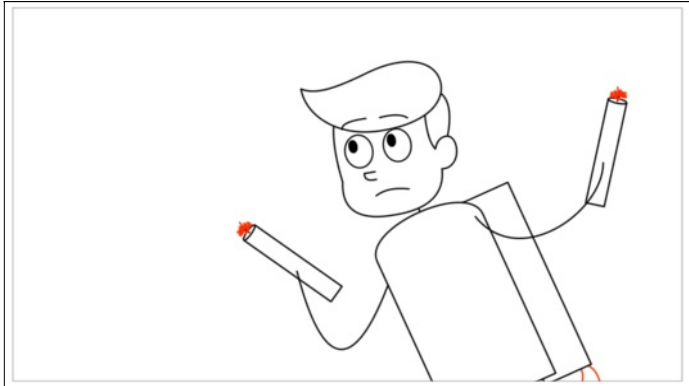


Scene	Panel
65	2 / 2



Action Notes
He launches into attack!

Scene	Panel
66	1 / 3



Dialog
CEO (15) What the?!--

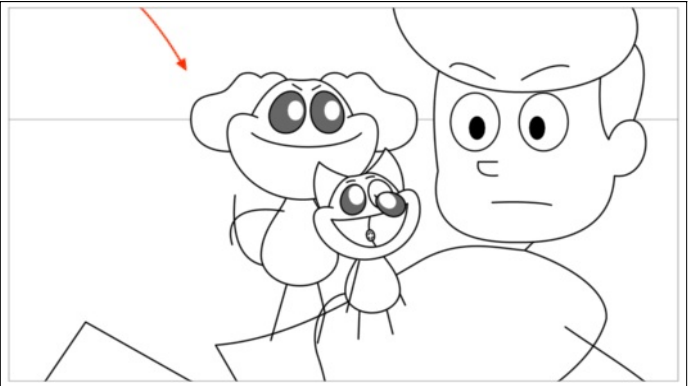
Scene	Panel
66	2 / 3



Action Notes
SMACK! Dogday flies in and kicks CEO to the ground.



Scene	Panel
67	3 / 3



Dialog

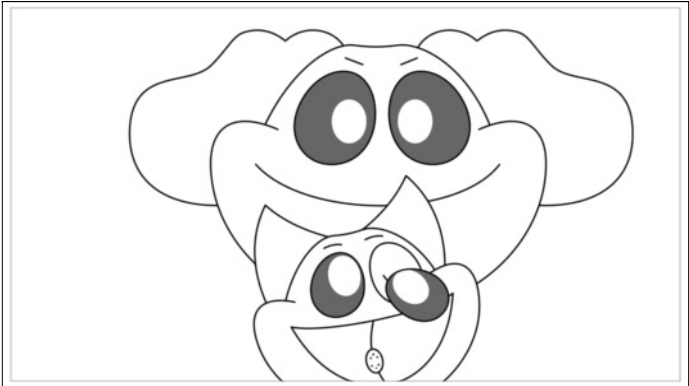
DOGDAY (18)

Hold still, mister. This shouldn't hurt a bit.

Action Notes

Dogday lands on his chest (or beside him) and holds up the Catnap plushie.

Scene	Panel
68	1 / 2



Dialog

CEO (O.S.) (17)

No, no, no, wait, WAIT!--

Scene	Panel
68	2 / 2



Dialog

CEO (O.S.) (18)

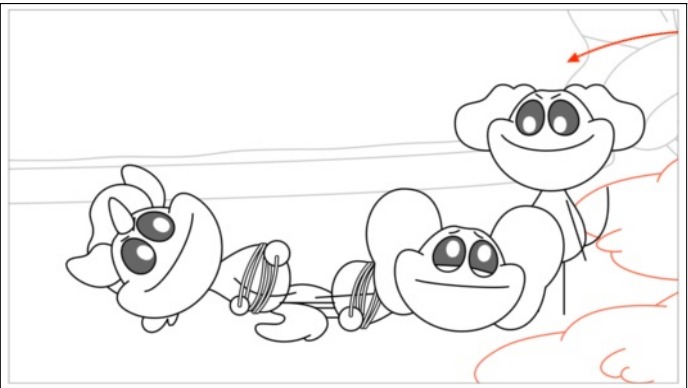
Ugh...

Action Notes

DogDay sprays him.

A puff of red smoke wafts into CEO's face.

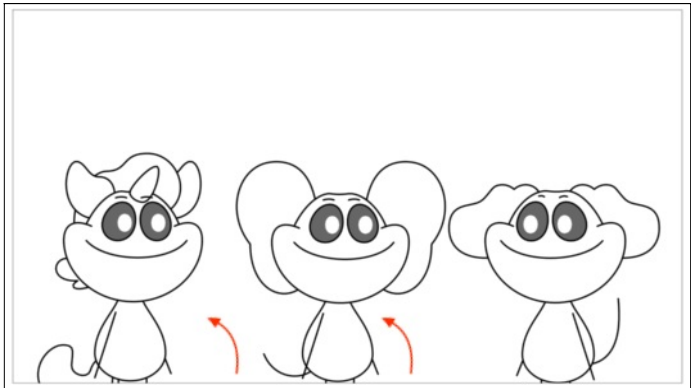
Scene	Panel
69	1 / 1



Dialog
CRAFTYCORN (4) Whoa! You did it, Dogday. Way to go!

Action Notes
Dogday scampers over and begins to untie his friends.

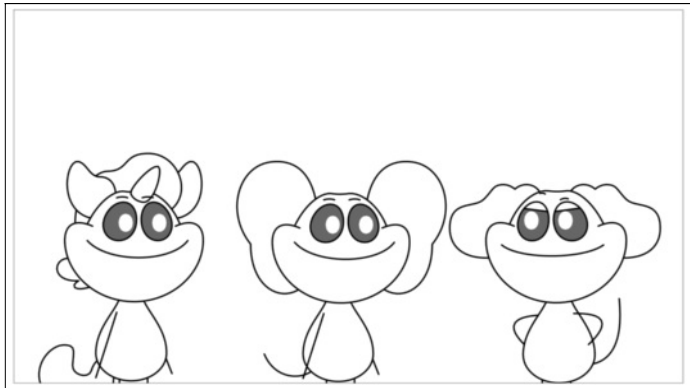
Scene	Panel
70	1 / 3



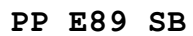
Dialog
BUBBA BUBBAPHANT (9) Yeah, that was awesome. I can't believe you took him out all by yourself.
DOGDAY (19) Yeah, well who said Catnap's the only strong one around here?

Action Notes
Bubba climbs to his feet

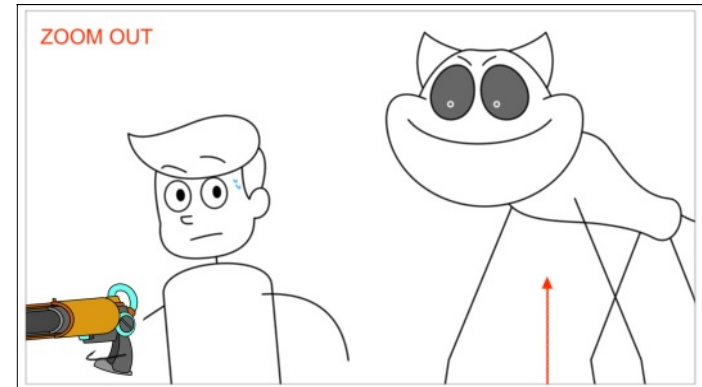
Scene	Panel
70	2 / 3



Dialog
DOGDAY (19) cont Besides, you know how the old saying goes: Every dog has his day!



Scene	Panel
71	2 / 2



Dialog

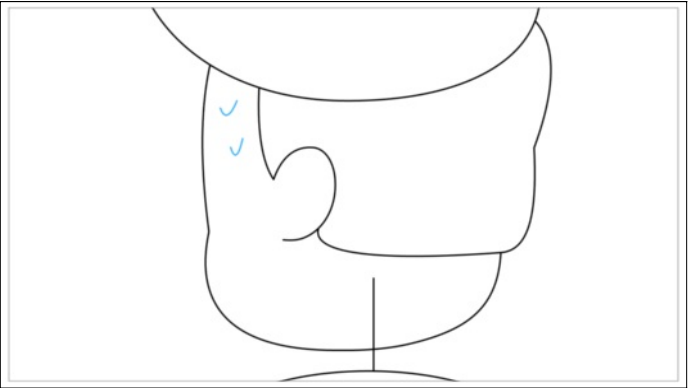
CATNAP (11)
Oh are you sure about that?

Action Notes

Catnap rises up behind the CEO.

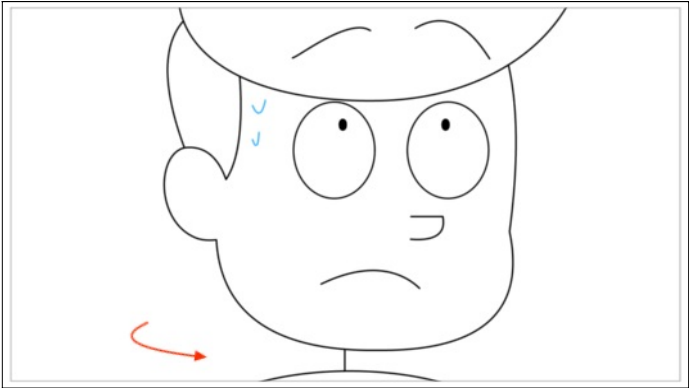


Scene	Panel
72	1 / 2



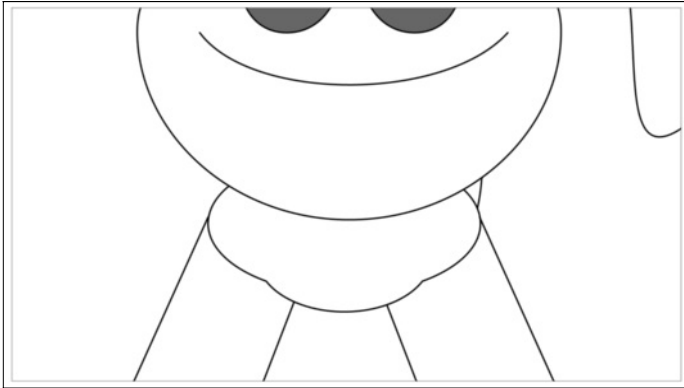
Action Notes
CEO spins around,

Scene	Panel
72	2 / 2



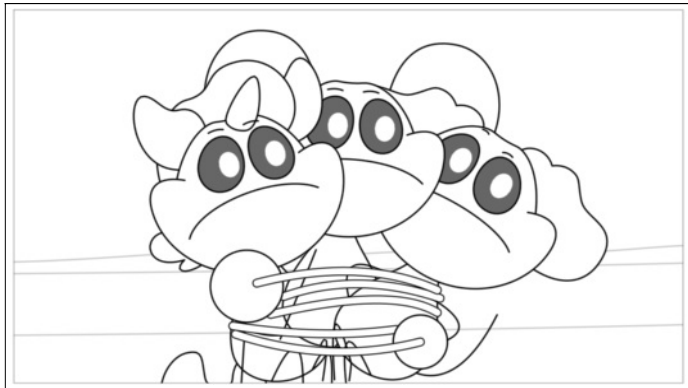
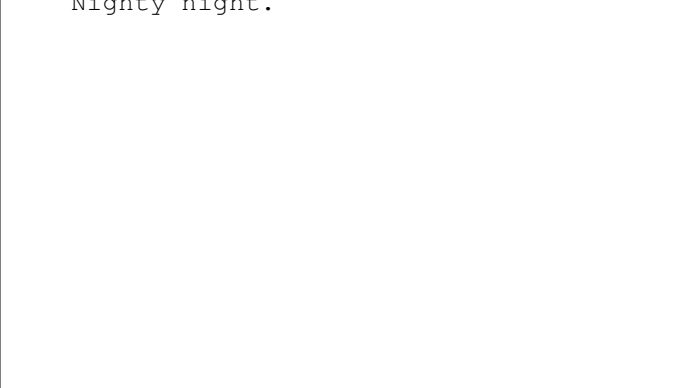
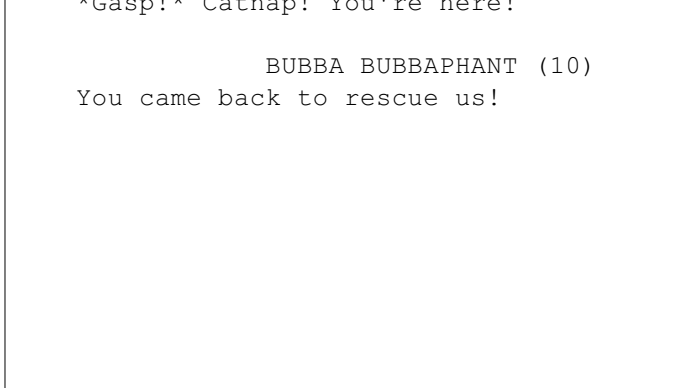


Action Notes
horrified.

Scene	Panel
73	1 / 2

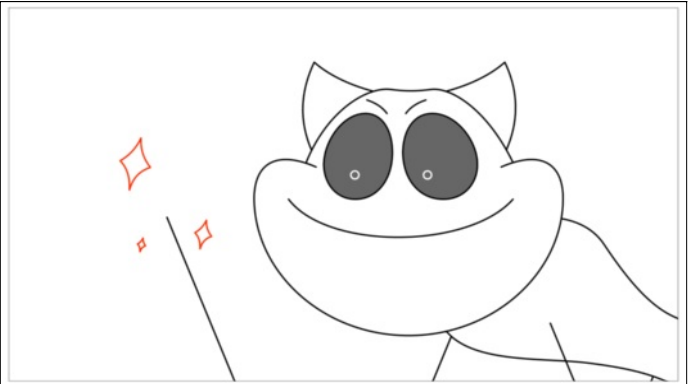


Action Notes
He looks up into Catnap's face

<div>  <div> PP E89 SB </div> </div>		<div> Page 55/69 </div>	
<div> <div>Scene</div> <div>73</div> </div>	<div> <div>Panel</div> <div>2 / 2</div> </div>	<div> <div>Scene</div> <div>74</div> </div>	<div> <div>Panel</div> <div>1 / 2</div> </div>
			
<div> <div>Dialog</div> <div> <div>CATNAP (12)</div> <div>Nighty night.</div> </div> </div>		<div> <div>Dialog</div> <div> <div>DOGDAY (21)</div> <div>*Gasp!* Catnap! You're here!</div> <div>BUBBA BUBBAPHANT (10)</div> <div>You came back to rescue us!</div> </div> </div>	
<div> <div>Action Notes</div> <div>Catnap opens his mouth and drowns the CEO in a cloud of red smoke.</div> </div>		<div> <div>Action Notes</div> <div>SLICE!</div> </div>	
			

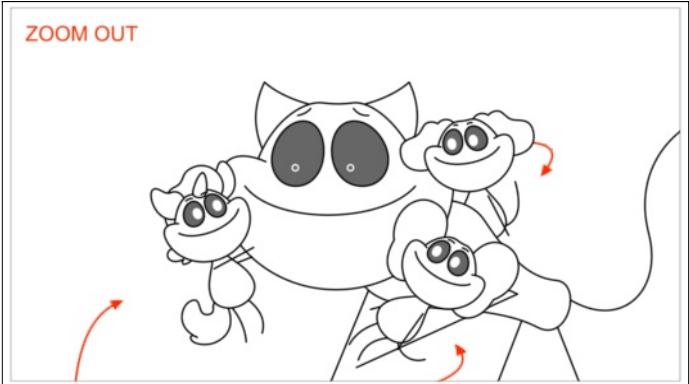


Scene	Panel
75	1 / 2



Action Notes
Catnap's claws cut the critters free.

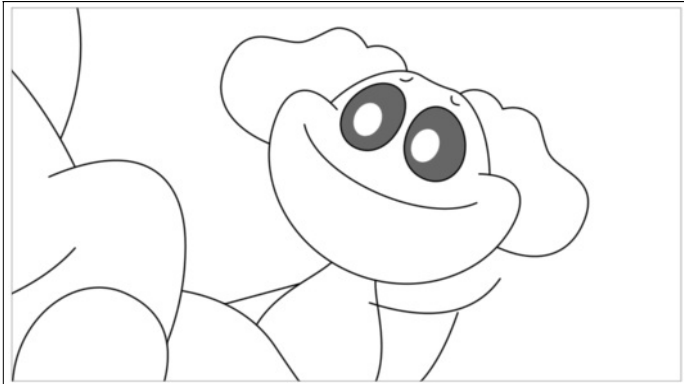
Scene	Panel
75	2 / 2



Dialog
CATNAP (13) Whoa, whoa! Slow down you guys. One at a time!

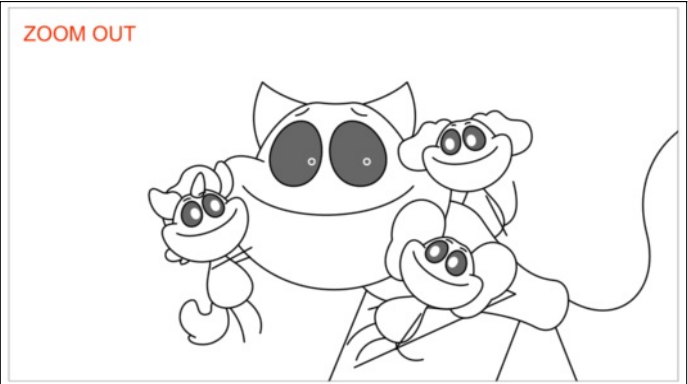
Action Notes
They ambush Catnap and give him a big hug.

Scene	Panel
76	1 / 2



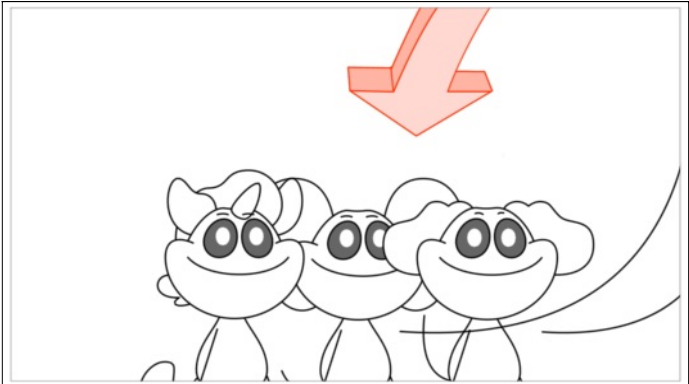
Dialog
DOGDAY (22) Ugh, I was so worried about you Catnap. But I knew you'd never abandon us! I realized there had to be someone else behind this.

Scene	Panel
76	2 / 2



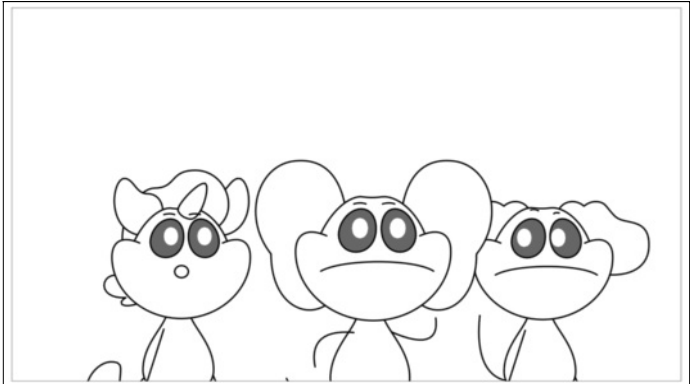
Dialog
CATNAP (14) Yeah, I only left because I thought I had to in order to keep you guys safe. But now I've learned my lesson.

Scene	Panel
77	1 / 2



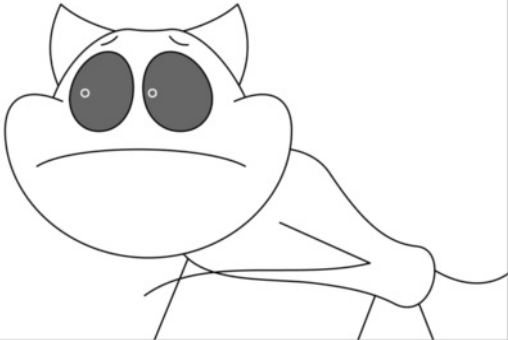
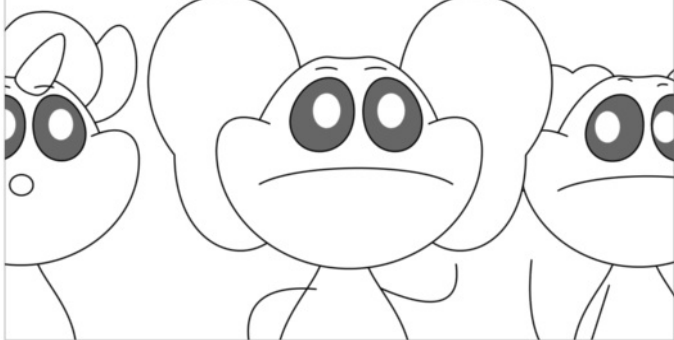


Dialog
CATNAP (14) cont And I'm not letting any of you out of my sight ever again! Because I'd rather suffer a fiery death than be without my best friends!
Action Notes
CatNap sets them down

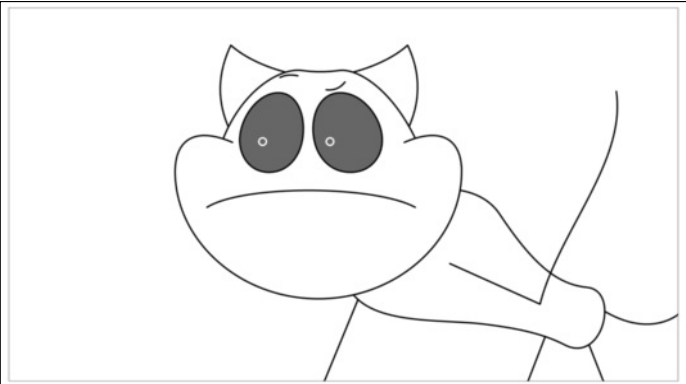
Scene	Panel
77	2 / 2



Dialog
BUBBA BUBBAPHANT (11) Yeah, well speaking of fiery deaths! We've got bigger fish to fry!
Action Notes
Bubba steps forward

<div>  <div> <div>PP</div> <div>E89</div> <div>SB</div> </div> </div>		<div> <div>Page 58/69</div> </div>	
<div> <div>Scene</div> <div>78</div> </div>	<div> <div>Panel</div> <div>1 / 1</div> </div>	<div> <div>Scene</div> <div>79</div> </div>	<div> <div>Panel</div> <div>1 / 1</div> </div>
			
<div> <div>Action Notes</div> <div>A timer ticks down "30... 29... 28..."</div> </div>		<div> <div>Dialog</div> <div> <div>CATNAP (15)</div> <div>Oh no, that's not good.</div> </div> </div>	
		<div> <div>Dialog</div> <div> <div>BUBBA BUBBAPHANT (12)</div> <div>What do we do, Catnap?! There's got to be some way we can turn that timer off, right?!</div> </div> </div>	
		<div> <div>Scene</div> <div>80</div> </div>	<div> <div>Panel</div> <div>1 / 1</div> </div>
			

Scene	Panel
81	1 / 1

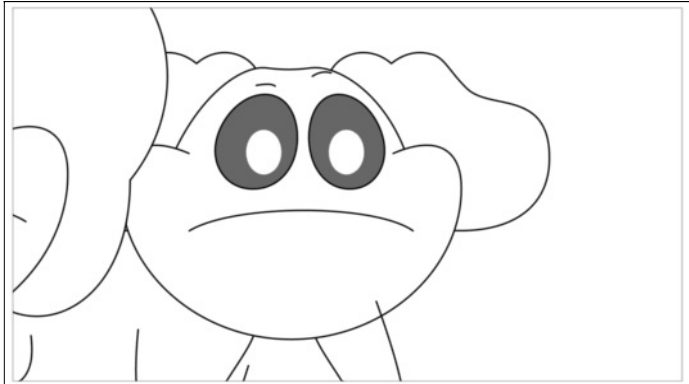


Dialog

CATNAP (16)

I'm not sure. But I think we can send the trolley back up to the surface if we pull that lever. We just need to find a way inside!

Scene	Panel
82	1 / 2



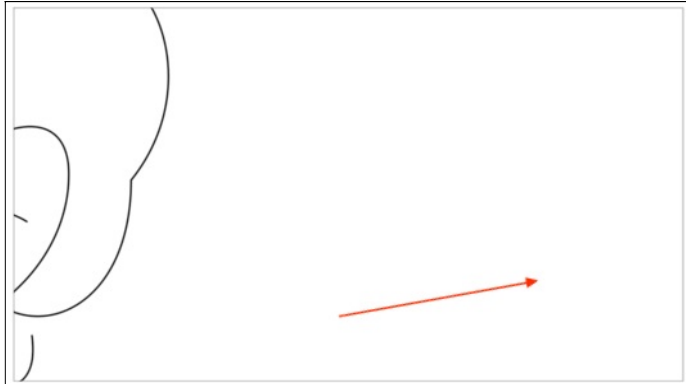
Dialog

DOGDAY (23)

(to himself)

A way inside, huh?

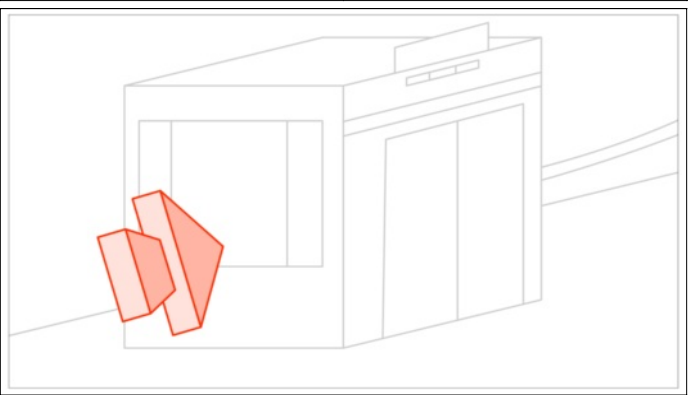
Scene	Panel
82	2 / 2



Action Notes

DogDay sneaks away...

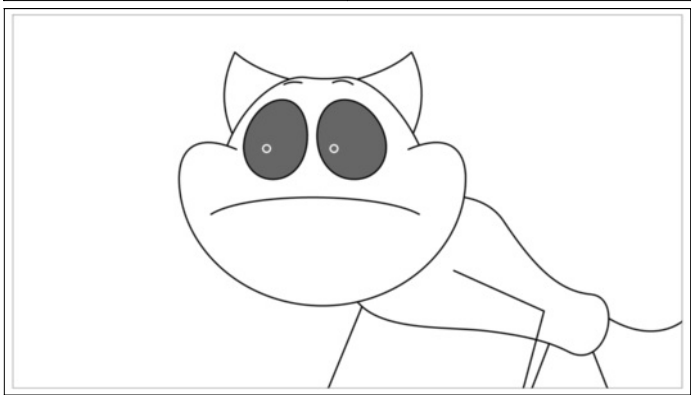
Scene	Panel
83	1 / 1



Action Notes

ERNT! The trolley lurches backwards and begins to head up the track.

Scene	Panel
84	1 / 1

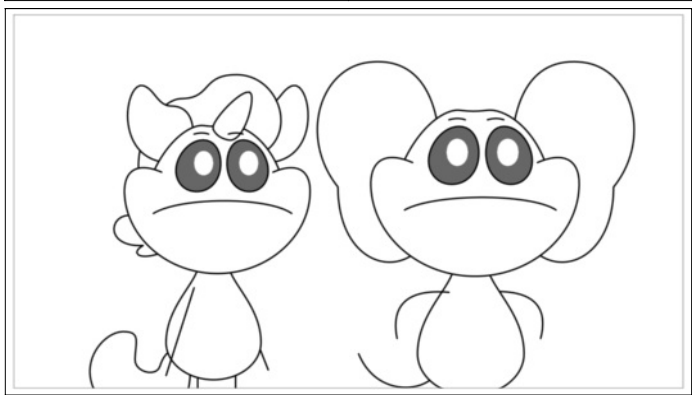


Dialog

CATNAP (17)

Gasp! What the?!

Scene	Panel
85	1 / 1



Dialog

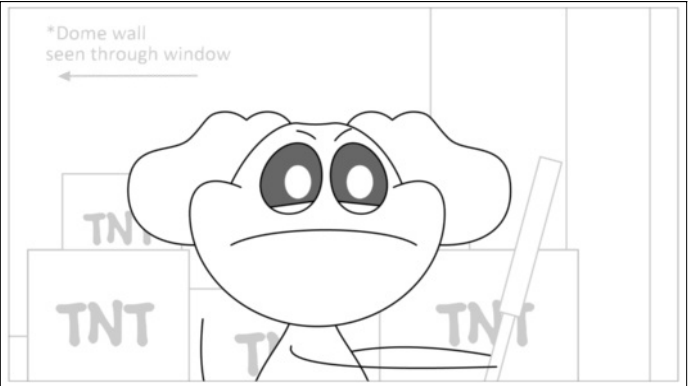
BUBBA BUBBAPHANT (13)

How's it moving?!

CRAFTYCORN (5)

Yeah, who did that?!

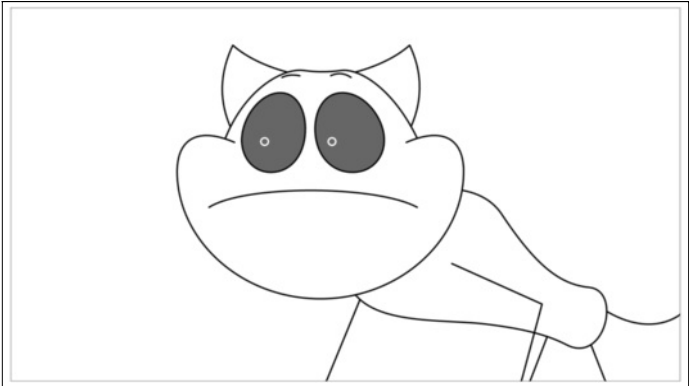
Scene	Panel
86	1 / 1



Action Notes

Dogday in the trolley holds the lever forward.

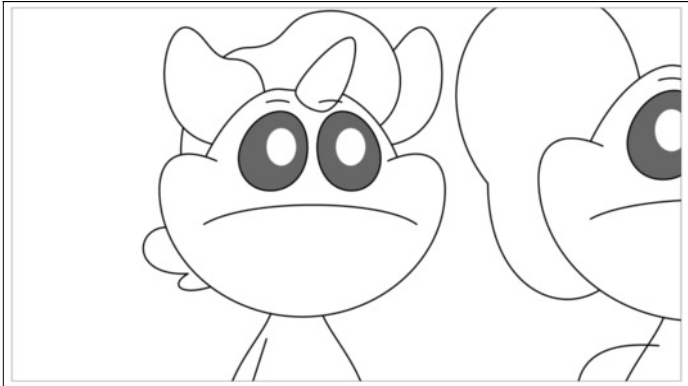
Scene	Panel
87	1 / 1



Dialog

CATNAP (18)
Dogday!

Scene	Panel
88	1 / 5

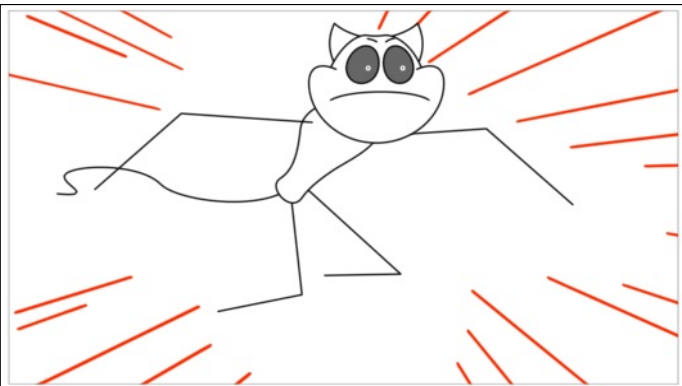


Dialog

CRAFTYCORN (6)
Ugh, what's he doing?! Why would he go in there.



Scene	Panel
88	5 / 5

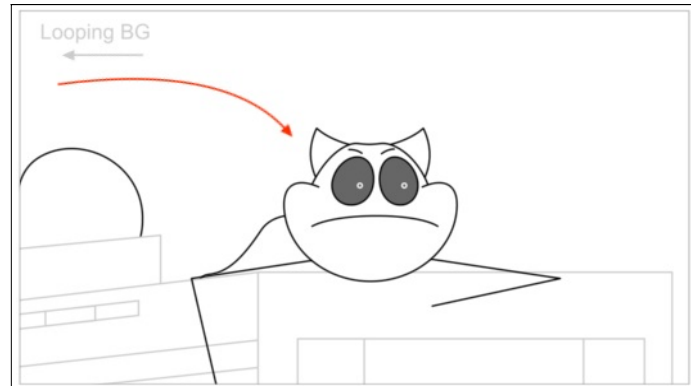
**Dialog**

CATNAP (20)
AHHHHH!--

Action Notes

he launches himself into the air.

Scene	Panel
89	1 / 1

**Dialog**

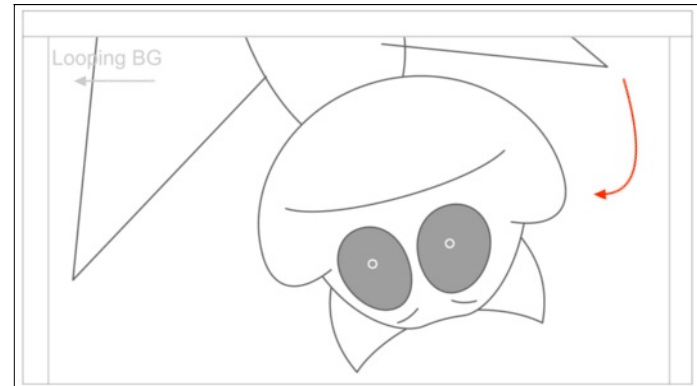
CATNAP (21)
Ouch!

Action Notes

I/E. TROLLEY

... THUMP! Catnap lands on the roof.

Scene	Panel
90	1 / 1

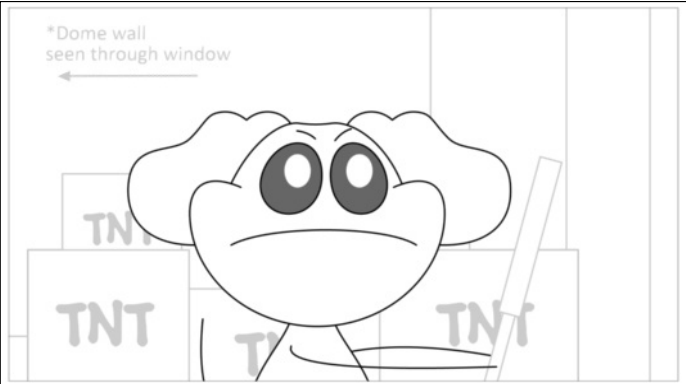
**Dialog**

CATNAP (22)
Dogday, what do you think you're doing?! We've got to get you out of there!

Action Notes

He pokes his head down over the windshield.

Scene	Panel
91	1 / 1

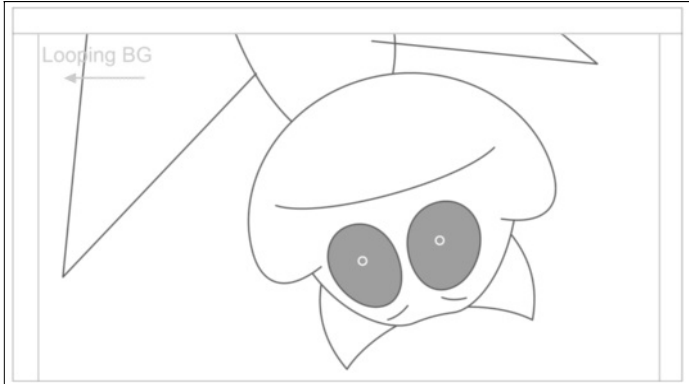


Dialog

DOGDAY (24)

What does it look like I'm doing. I'm saving all of you!

Scene	Panel
92	1 / 1

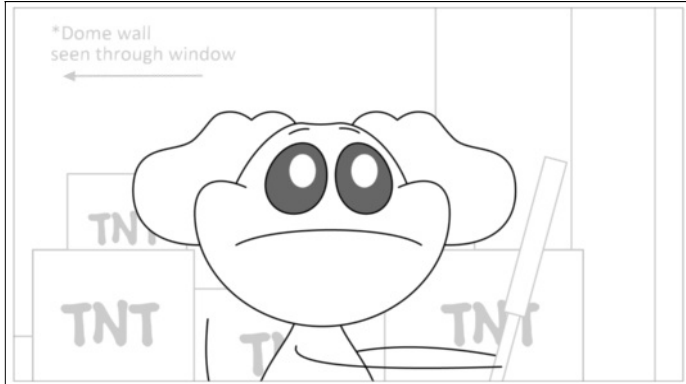


Dialog

CATNAP (23)

Saving all of us?!

Scene	Panel
93	1 / 1

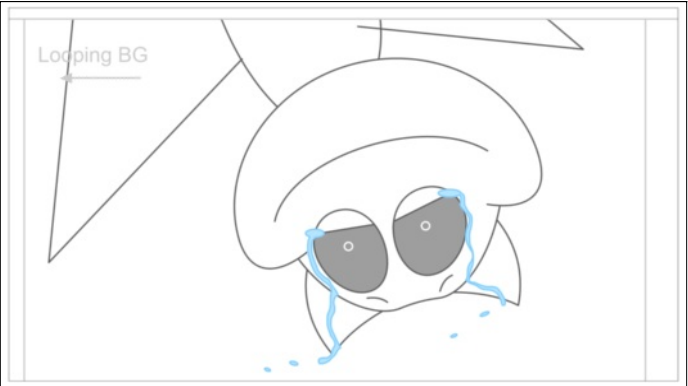


Dialog

DOGDAY (25)

Yeah, with you being gone - I knew I had to step up and be the leader I was made to be! But... I failed to rescue the others from the CEO without your help! I have to do this one last thing to prove myself!

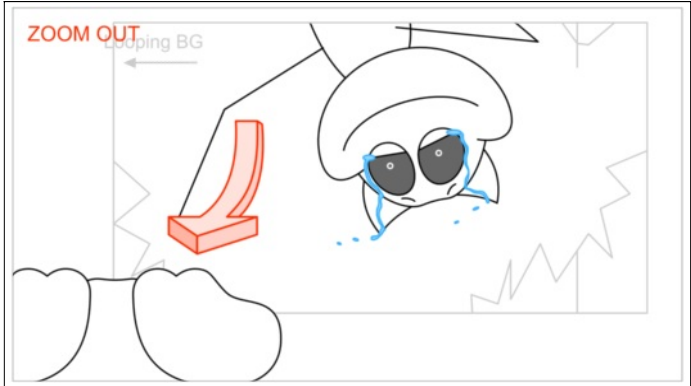
Scene	Panel
94	1 / 2



Dialog
CATNAP (24) Oh Dogday!

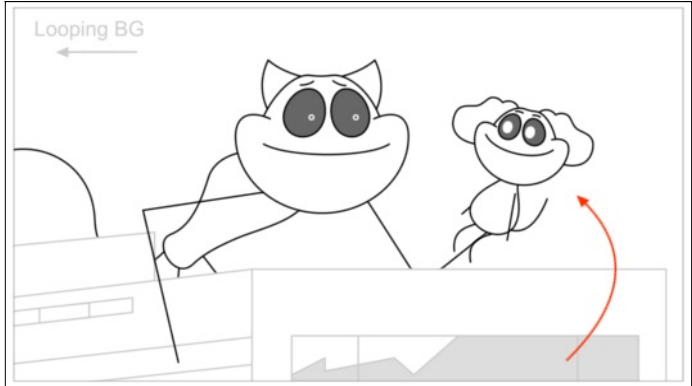
Action Notes
Tears run down (up) CatNap's face

Scene	Panel
94	2 / 2



Action Notes
He shakes it off and SMASHES through the glass

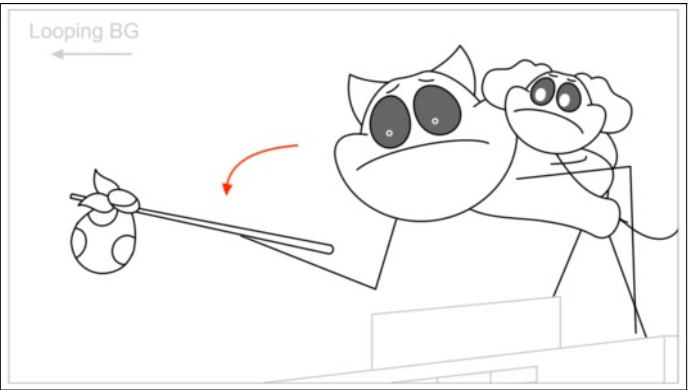
Scene	Panel
95	1 / 2



Dialog
CATNAP (25) I understand how you feel, but there's no reason you have to die while saving the others! Now, stand back!

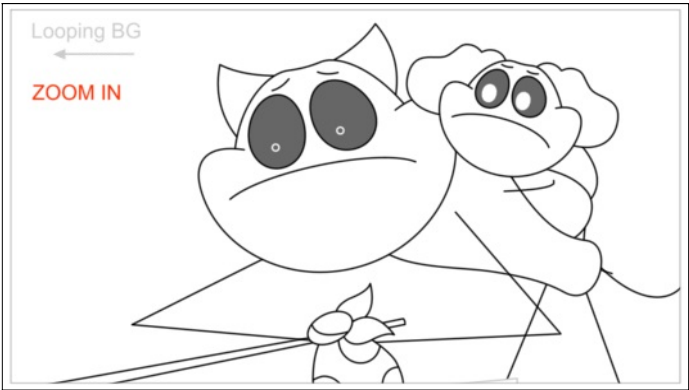
Action Notes
Catnap pulls Dogday out.

Scene	Panel
98	1 / 3



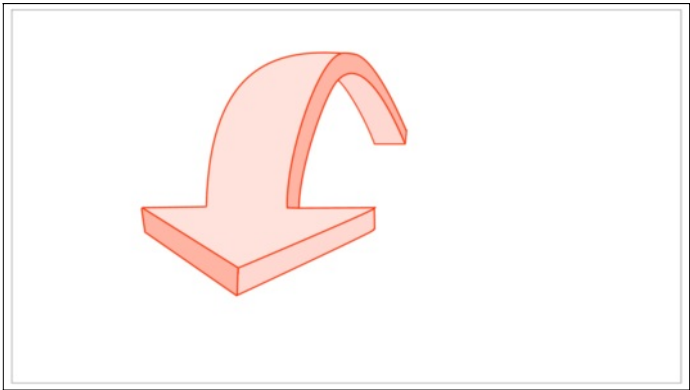
Action Notes Catnap pulls out his bindle.

Scene	Panel
98	2 / 3



Dialog CATNAP (26) Here goes nothing!
Action Notes He fiddles with it (his hands obscuring the view)

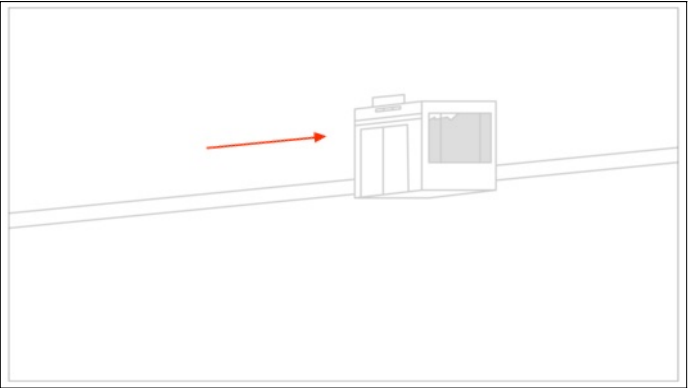
Scene	Panel
98	3 / 3



Action Notes They jump!



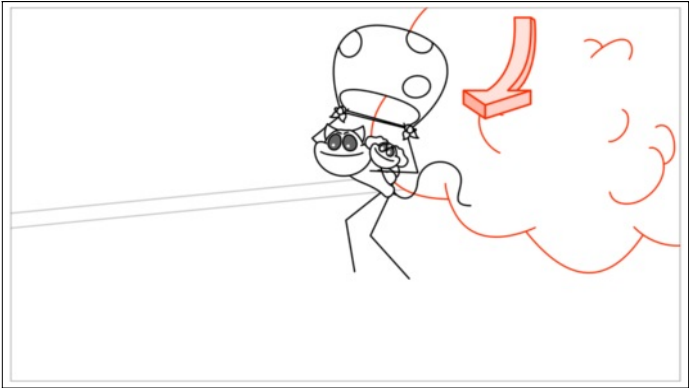
Scene	Panel
99	1 / 3



Action Notes

The trolley moves along...

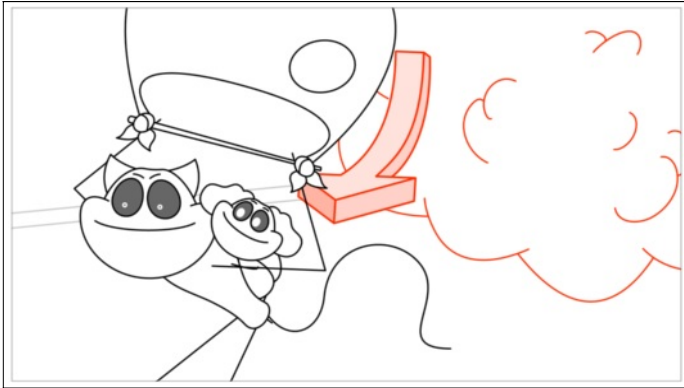
Scene	Panel
99	2 / 3



Action Notes

BOOOOOOOOOOM! It sets off and the critters sail down to the ground using the polka-dotted cloth as a parachute.

Scene	Panel
99	3 / 3

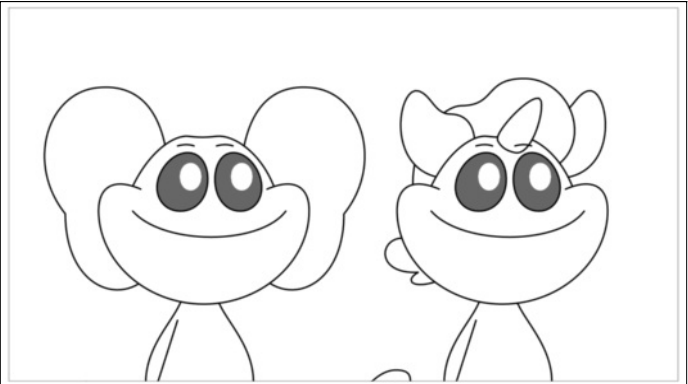


Action Notes

WOOSH!

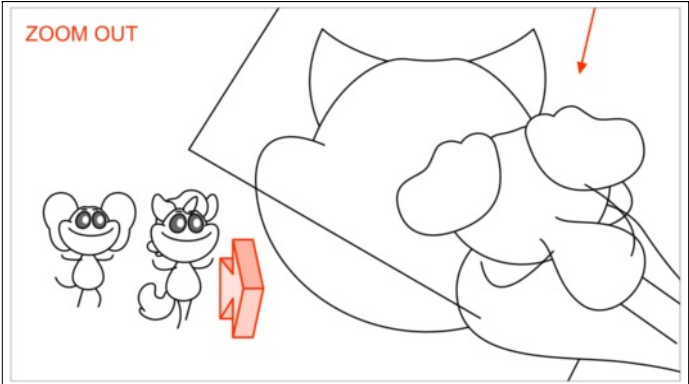


Scene	Panel
100	1 / 2



Dialog
BUBBA BUBBAPHANT (15) YEAHH! YEAAAH!
CRAFTYCORN (7) WOO HOO!

Scene	Panel
100	2 / 2



Action Notes
Catnap and Dogday touch down. The other critters run in to give them a hug.

Scene	Panel
101	1 / 1



Dialog
CATNAP (27) Aww, I love you guys.
DOGDAY (27) We love you too, Catnap!
Action Notes
He scoops them up into a big hug.
THE END!