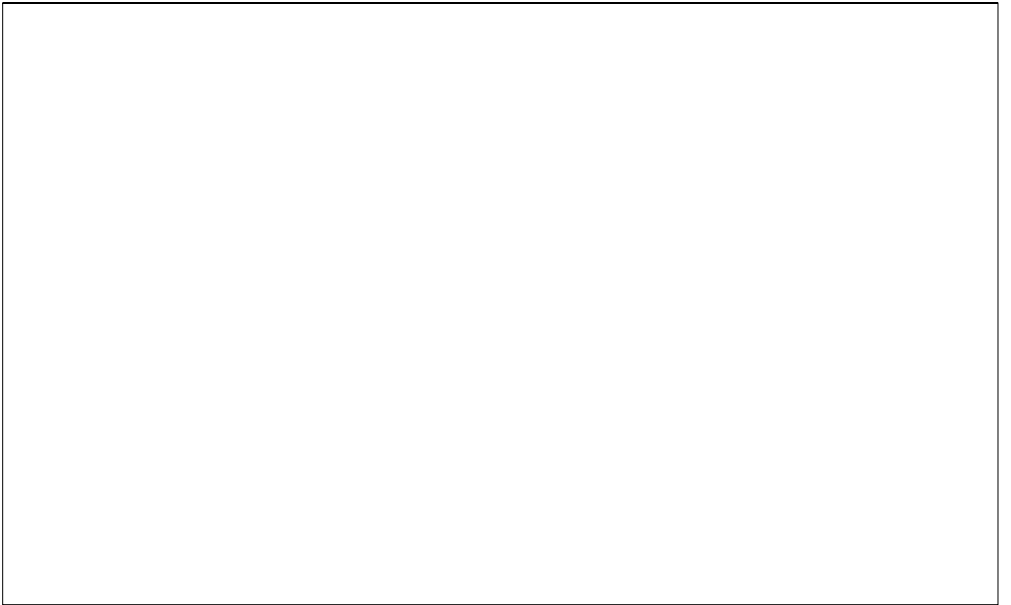
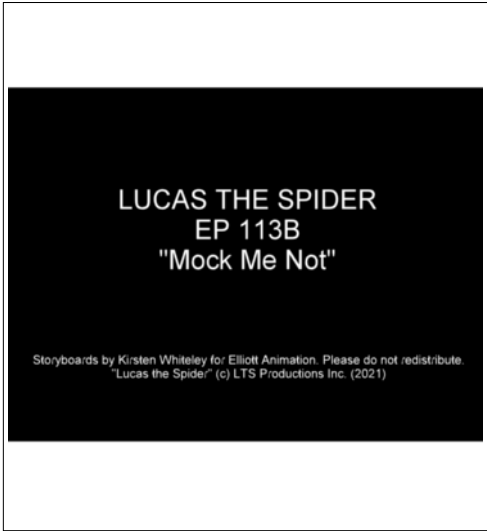
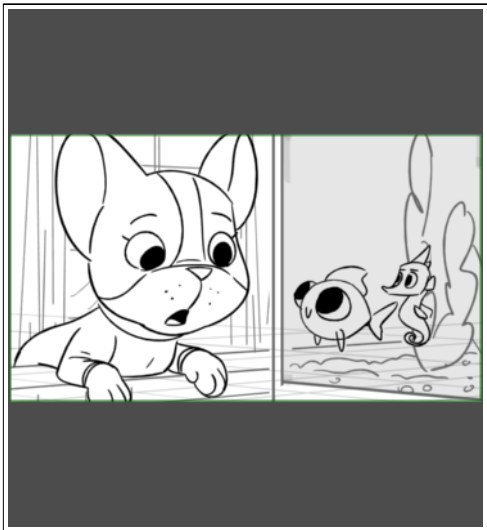


Seq	Scene	Panel	Duration
0	card	1 / 1	01:00



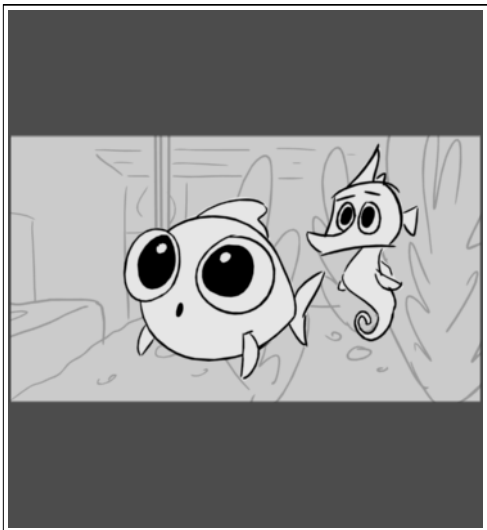
Seq	Scene	Panel	Duration
0	6.1	1 / 1	01:00



Dialog

25 AVOCADO 25
--That little slot in the front door? It's a magic mouth that delivers something called mail.

Seq	Scene	Panel	Duration
0	6.2	1 / 4	01:00

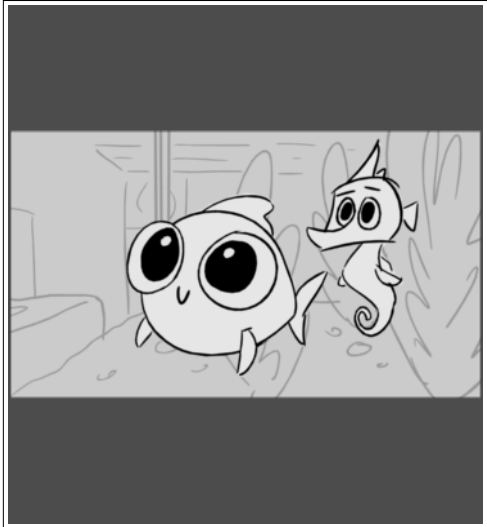


Dialog

26 DIMPLES 26 (PU)
Oooo!

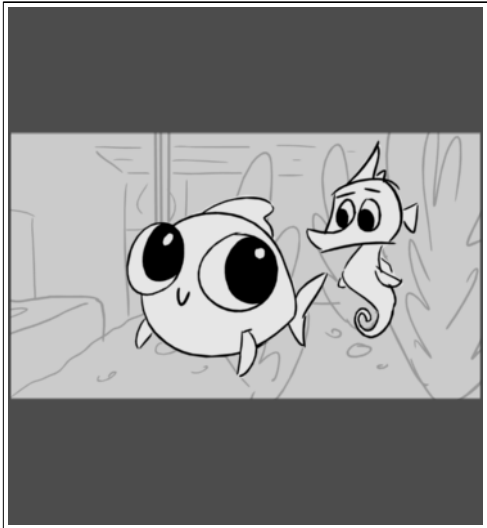
Seq	Scene	Panel	Duration
0	6.2	2 / 4	01:00

Action Notes
<beat>



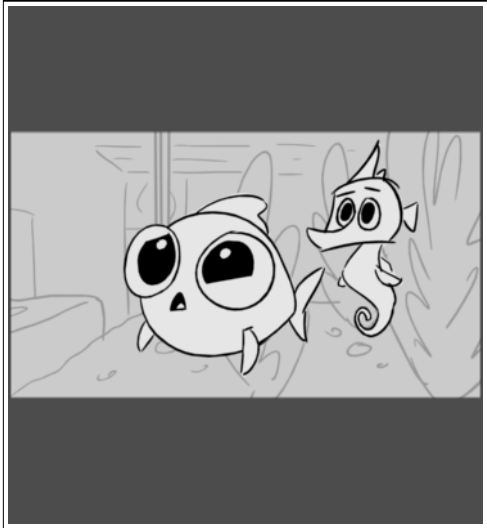
Seq	Scene	Panel	Duration
0	6.2	3 / 4	01:00

Action Notes
DIMPLES and WEEBISCUIT exchange a look.

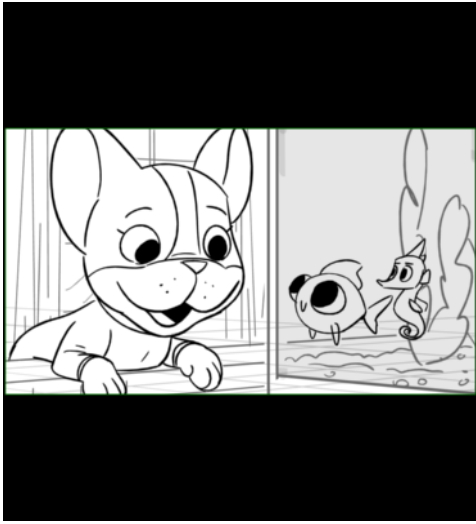


Seq	Scene	Panel	Duration
0	6.2	4 / 4	01:00

Dialog
26 DIMPLES 26
Wait, what's mail?



Seq	Scene	Panel	Duration
0	6.3	1 / 4	01:00

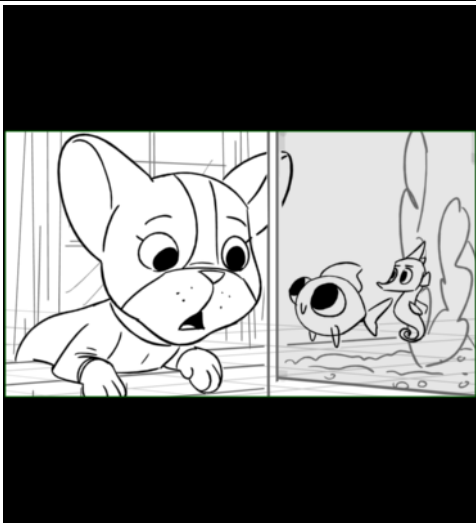


Dialog

27 AVOCADO 27

It's a bunch of chewy papers and stuff to wake me up from my nap. It does it...

Seq	Scene	Panel	Duration
0	6.3	2 / 4	01:00

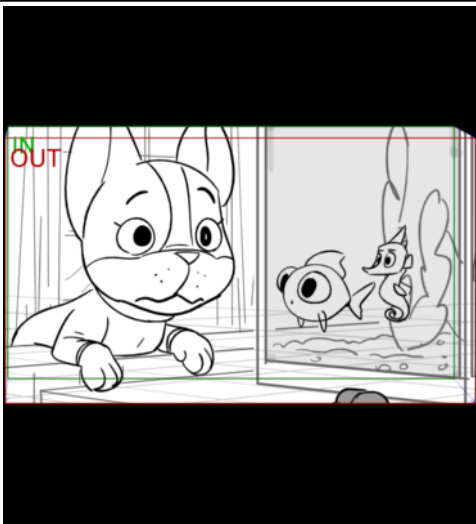


Dialog

27 AVOCADO 27

...every. Single. Day.

Seq	Scene	Panel	Duration
0	6.3	3 / 4	01:00



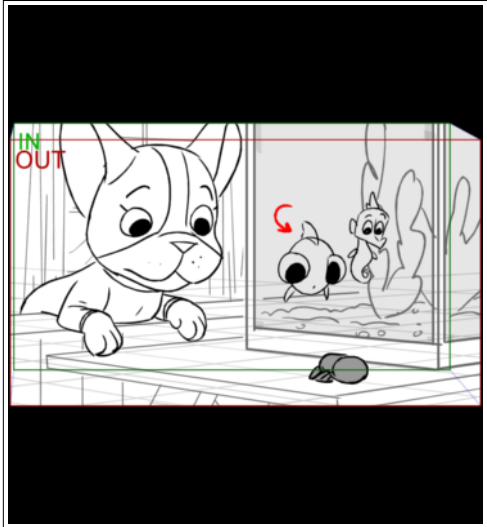
Dialog

28 LUCAS 28

(in Lucas voice)

That sounds so gnarly.

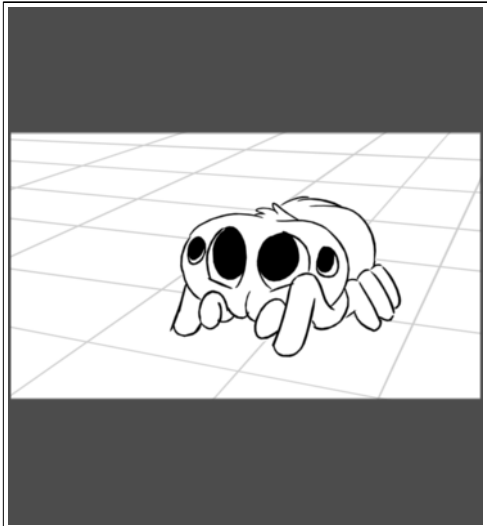
Seq	Scene	Panel	Duration
0	6.3	4 / 4	01:22



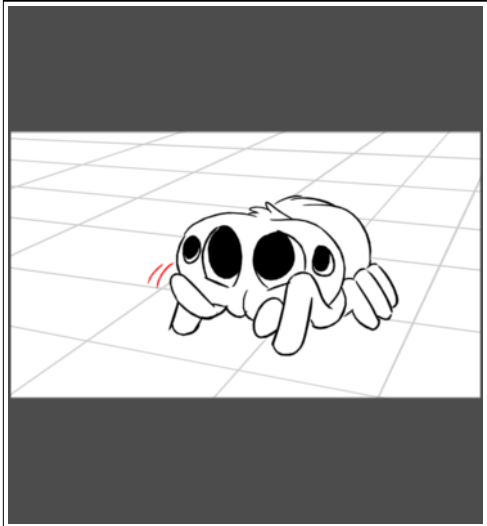
Dialog

28 LUCAS 28
 (in Lucas voice)
 That sounds so gnarly.

Seq	Scene	Panel	Duration
0	6.4	1 / 3	01:00



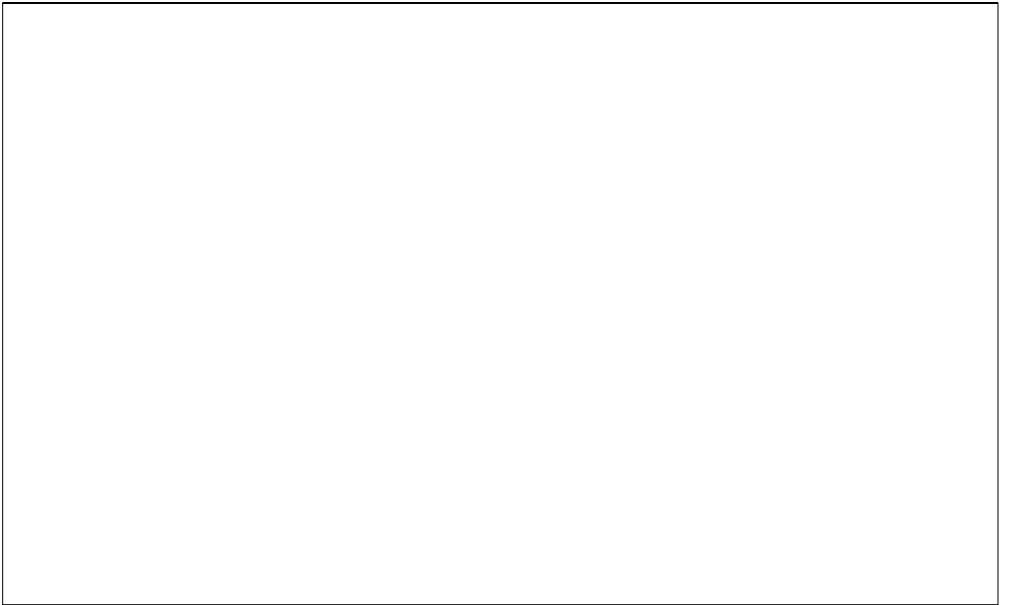
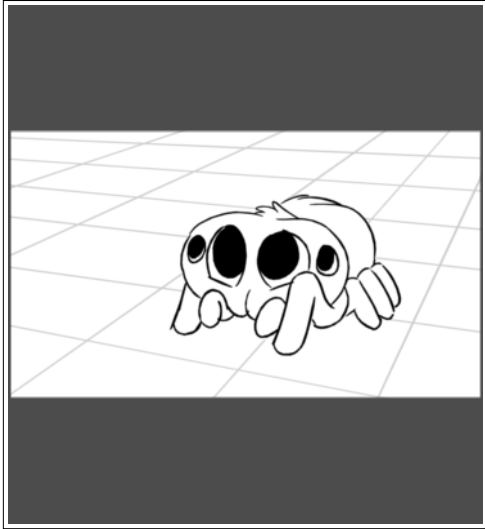
Seq	Scene	Panel	Duration
0	6.4	2 / 3	01:00



Dialog

28 LUCAS 28
 (in Bodhi voice)
 Hey dudes!

Seq	Scene	Panel	Duration
0	6.4	3 / 3	01:00



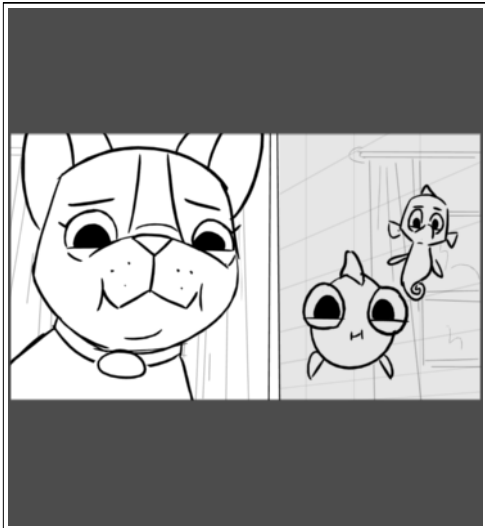
Seq	Scene	Panel	Duration
0	6.5	1 / 3	01:00



Action Notes

Avocado, Dimples and Weebiscuit all pause

Seq	Scene	Panel	Duration
0	6.5	2 / 3	01:00



Action Notes

Avocado, Dimples and Weebiscuit all pause

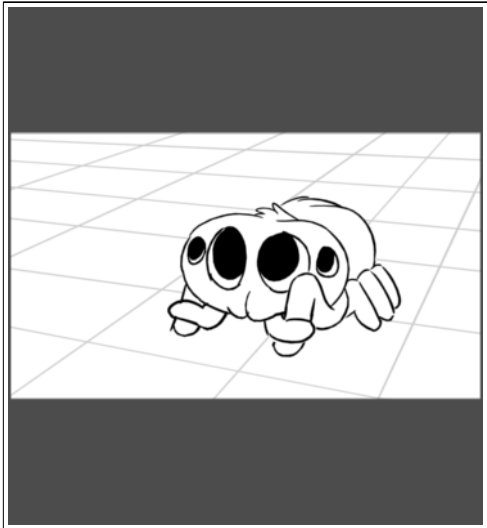
Seq	Scene	Panel	Duration
0	6.5	3 / 3	01:00



Dialog
 29 AVOCADO / DIMPLES / WEEBISCUIT 29
 (LAUGHING)

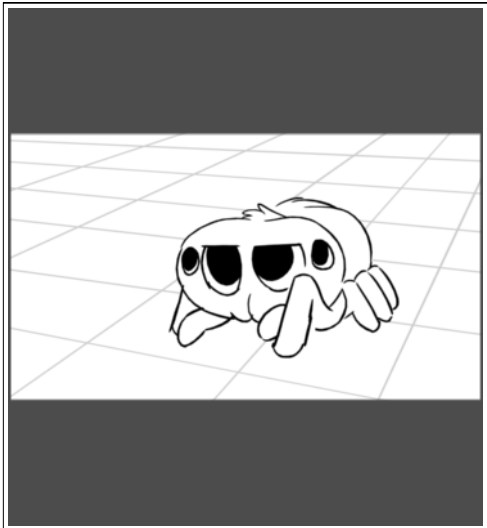
Action Notes
 then laugh to varying degrees.

Seq	Scene	Panel	Duration
0	6.6	1 / 2	01:00



Dialog
 30 LUCAS 30
 What?

Seq	Scene	Panel	Duration
0	6.6	2 / 2	01:00



Dialog
 30 LUCAS 30
 I'm just trying to keep it steeeeezy.

Seq	Scene	Panel	Duration
0	6.7	1 / 2	01:00



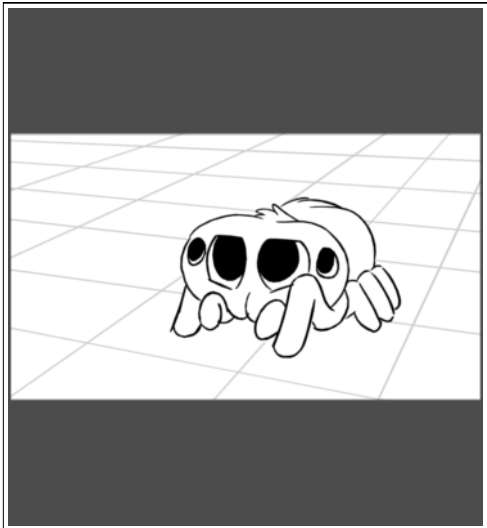
Dialog
31 AVOCADO 31
(laughing)

Seq	Scene	Panel	Duration
0	6.7	2 / 2	01:00

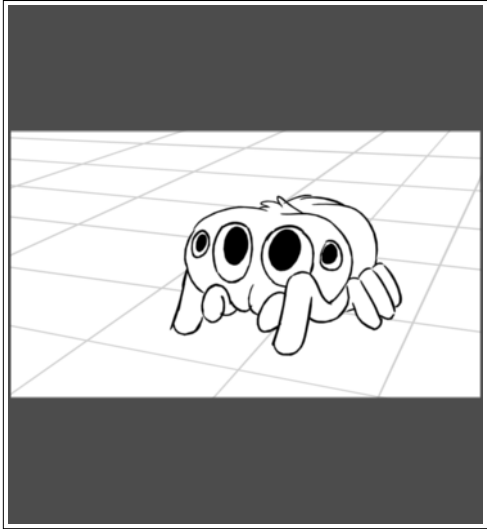


Dialog
31 AVOCADO 31
You sound just like Bodhi!

Seq	Scene	Panel	Duration
0	6.8	1 / 7	01:00

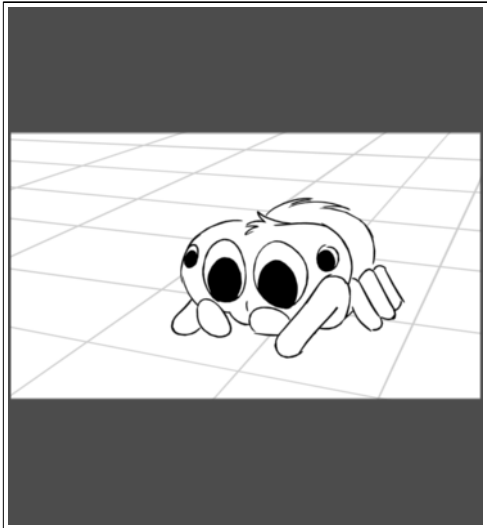


Seq	Scene	Panel	Duration
0	6.8	2 / 7	01:00



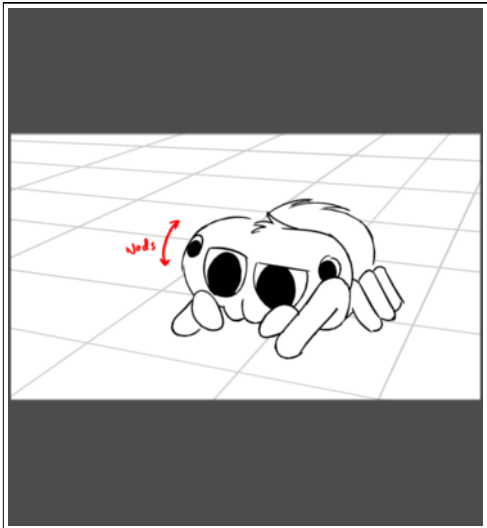
Dialog
32 LUCAS 32
(acting more like Bodhi)
Really?

Seq	Scene	Panel	Duration
0	6.8	3 / 7	01:00



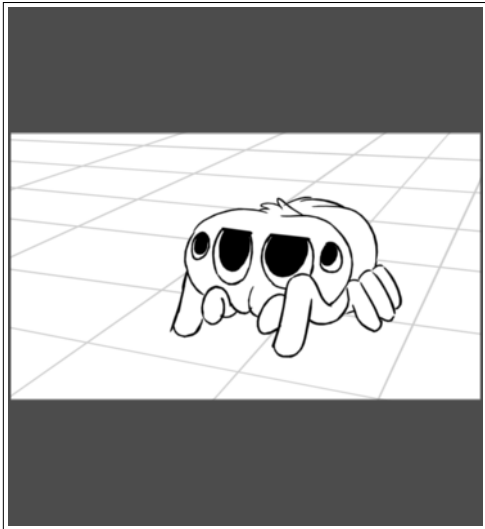
Dialog
32 LUCAS 32
(acting more like Bodhi)
Really?

Seq	Scene	Panel	Duration
0	6.8	4 / 7	01:00



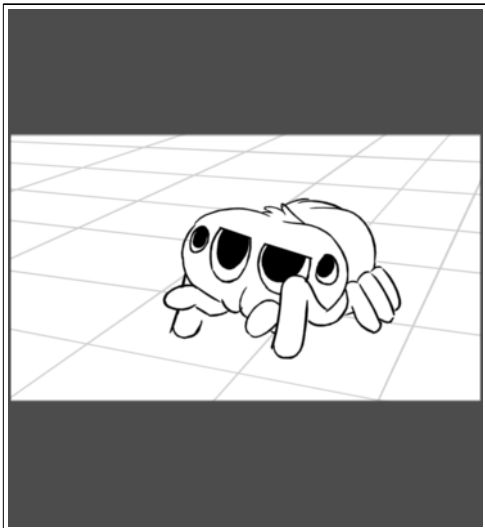
Dialog
32 LUCAS 32
(acting more like Bodhi)
Nice!

Seq	Scene	Panel	Duration
0	6.8	5 / 7	01:00



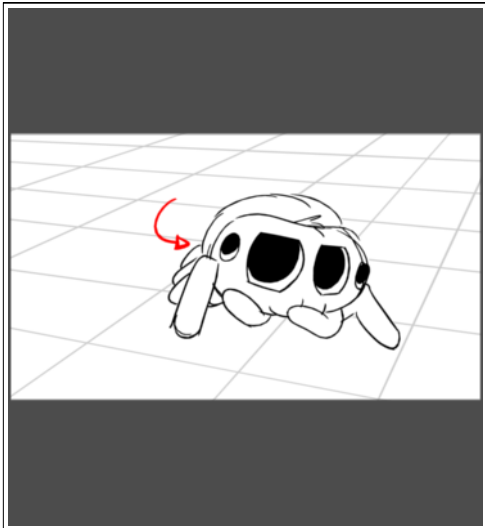
Dialog
32 LUCAS 32
(acting more like Bodhi)
That's most...

Seq	Scene	Panel	Duration
0	6.8	6 / 7	01:00



Dialog
32 LUCAS 32
(acting more like Bodhi)
...excellent!

Seq	Scene	Panel	Duration
0	6.8	7 / 7	01:00



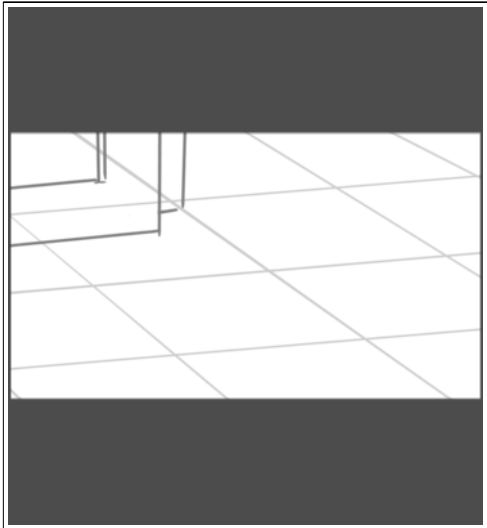
Dialog
33 LUCAS (CONT'D) 33
Catch you on the flippy flop, little dudes.

Seq	Scene	Panel	Duration
0	6.9	1 / 1	01:00



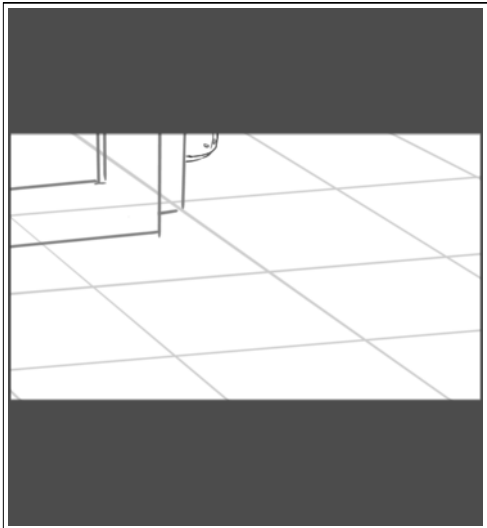
Dialog
 31 AVOCADO / DIMPLES/ WEEBISCUIT
 (laughing)

Seq	Scene	Panel	Duration
0	6.10	1 / 7	01:00



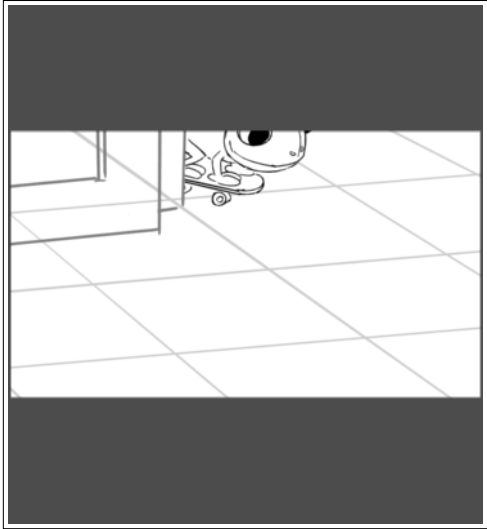
Dialog
 AVOCADO / DIMPLES/ WEEBISCUIT (OS)
 (laughing)

Seq	Scene	Panel	Duration
0	6.10	2 / 7	01:00



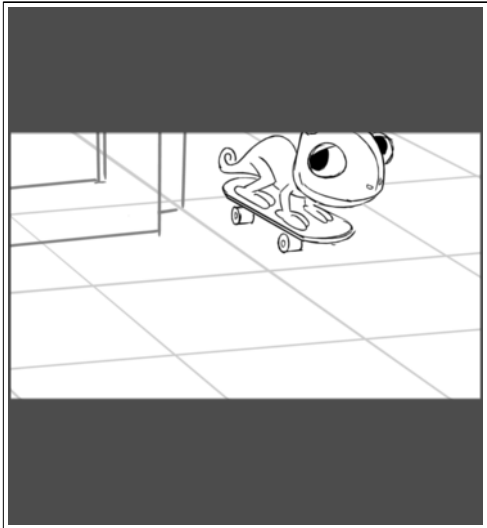
Dialog
 AVOCADO / DIMPLES/ WEEBISCUIT (OS)
 (laughing)

Seq	Scene	Panel	Duration
0	6.10	3 / 7	01:00



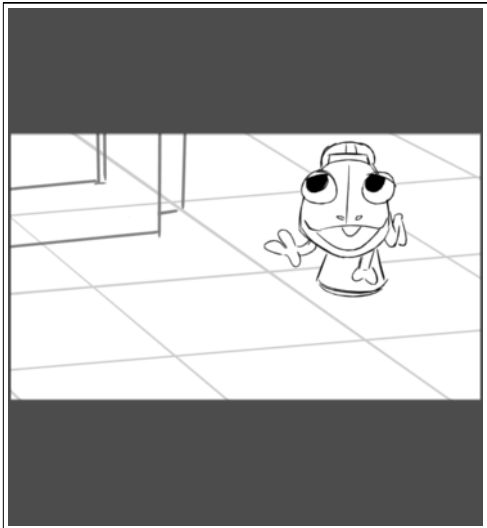
Dialog
AVOCADO / DIMPLES/ WEEBISCUIT (OS)
(laughing)

Seq	Scene	Panel	Duration
0	6.10	4 / 7	01:00



Dialog
AVOCADO / DIMPLES/ WEEBISCUIT (OS)
(laughing)

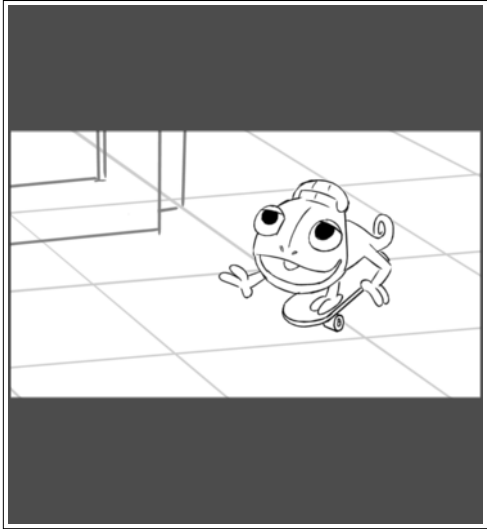
Seq	Scene	Panel	Duration
0	6.10	5 / 7	01:00



Dialog
BODHI (PU)
Hey dudes!

AVOCADO / DIMPLES/ WEEBISCUIT (OS)
(laughing)

Seq	Scene	Panel	Duration
0	6.10	6 / 7	01:00

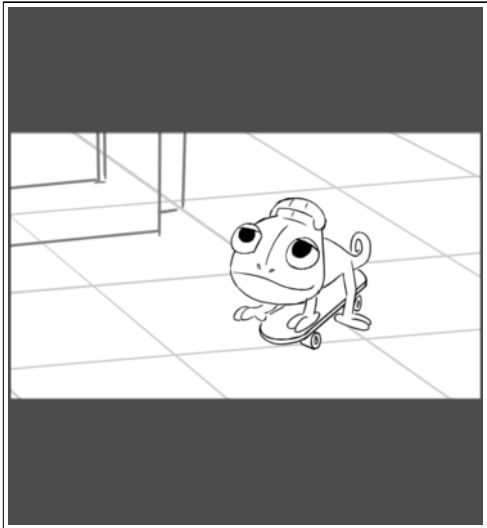


Dialog

BODHI (PU)
Hey dudes!

AVOCADO / DIMPLES/ WEEBISCUIT (OS)
(laughing)

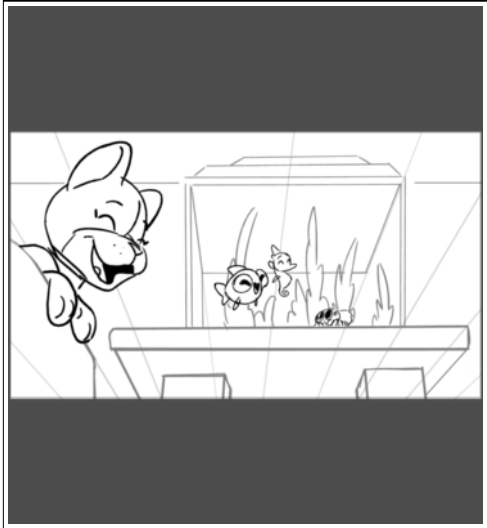
Seq	Scene	Panel	Duration
0	6.10	7 / 7	01:00



Dialog

AVOCADO / DIMPLES/ WEEBISCUIT (OS)
(laughing)

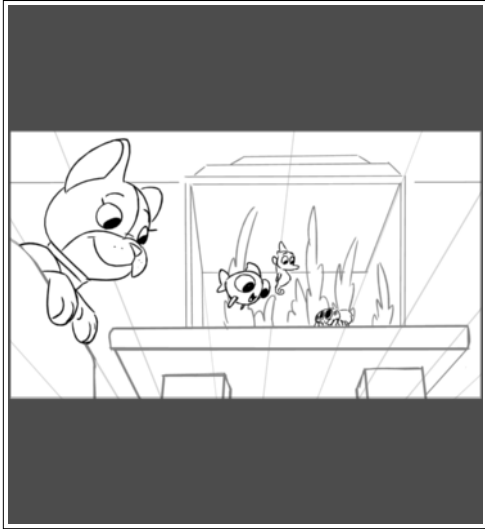
Seq	Scene	Panel	Duration
0	6.11	1 / 4	01:00



Dialog

AVOCADO / DIMPLES/ WEEBISCUIT
(laughing)

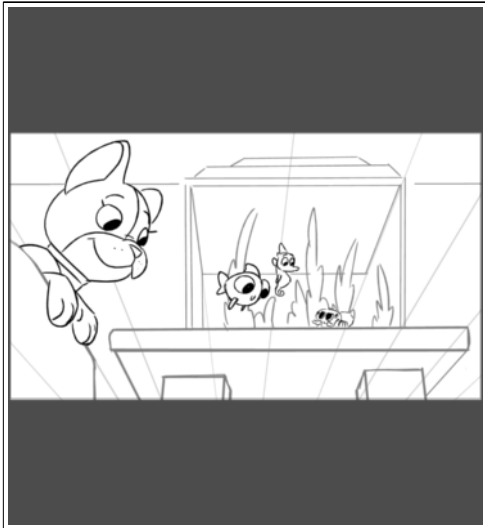
Seq	Scene	Panel	Duration
0	6.11	2 / 4	01:00



Dialog

34 DIMPLES 34
(laughing)
Say something like Bodhi again,
Lucas!

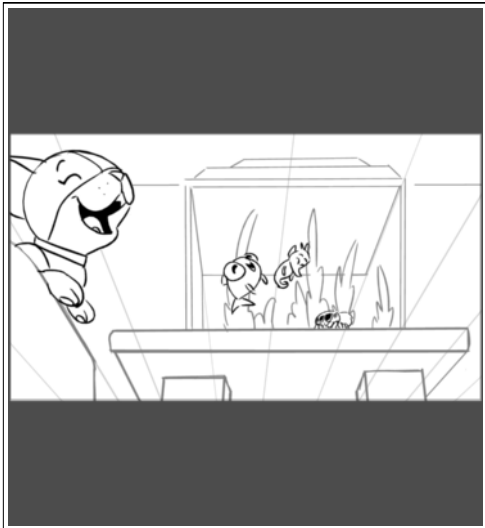
Seq	Scene	Panel	Duration
0	6.11	3 / 4	01:00



Dialog

35 LUCAS 35
I can't help it if I'm a steeeeezy
dude, dude!

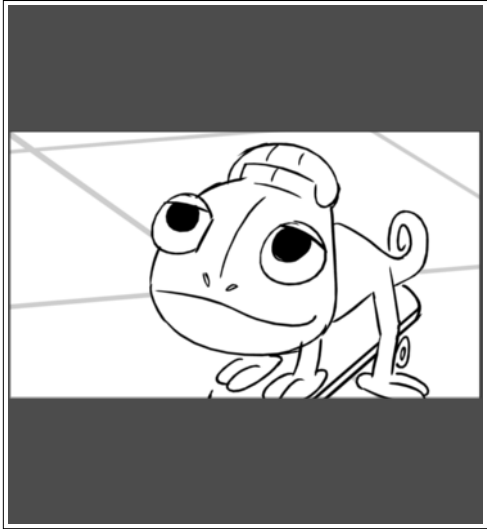
Seq	Scene	Panel	Duration
0	6.11	4 / 4	01:00



Dialog

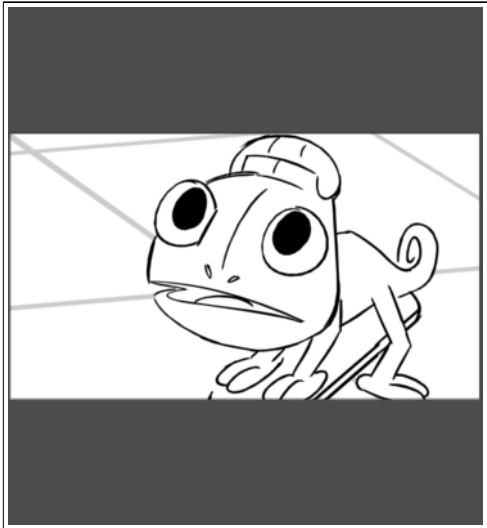
AVOCADO / DIMPLES/ WEEBISCUIT
(laughing)

Seq	Scene	Panel	Duration
0	6.12	1 / 4	01:00



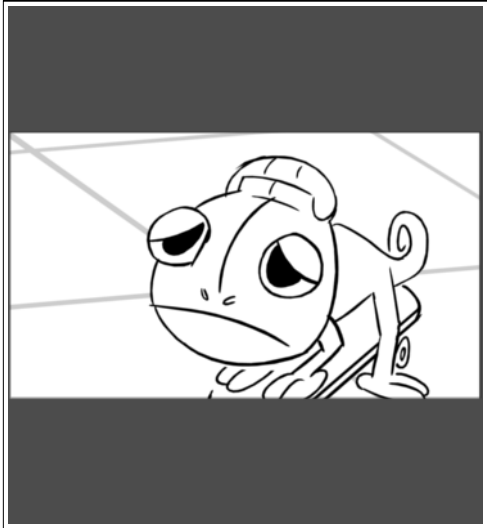
Dialog
AVOCADO / DIMPLES/ WEEBISCUIT (OS)
(laughing)

Seq	Scene	Panel	Duration
0	6.12	2 / 4	01:00



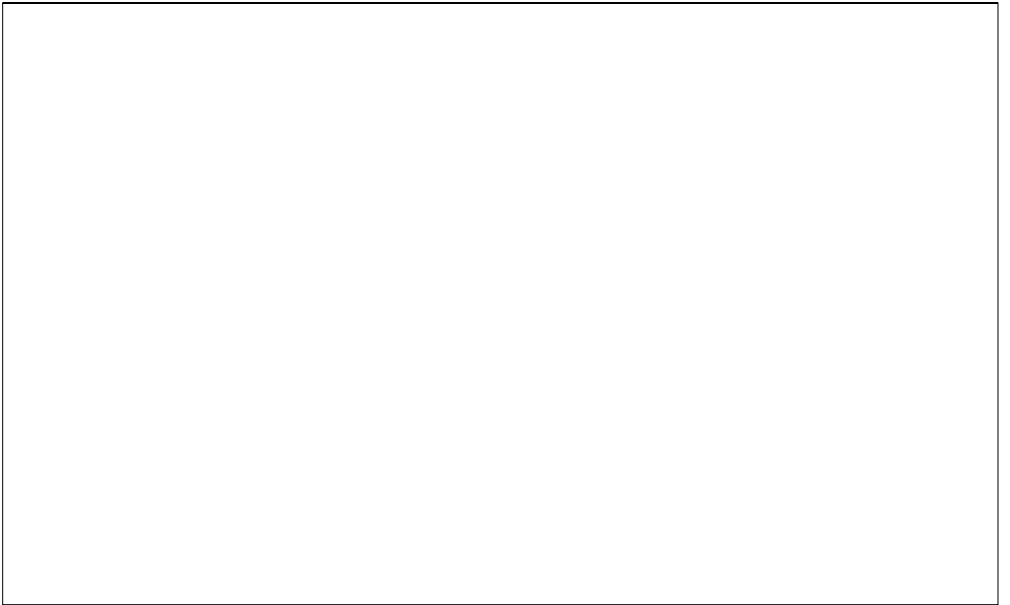
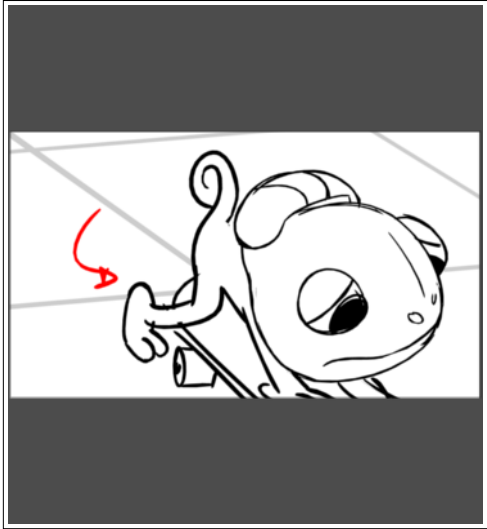
Dialog
LUCAS (PU)
Bro, I've got some gnarly moves.

Seq	Scene	Panel	Duration
0	6.12	3 / 4	01:00

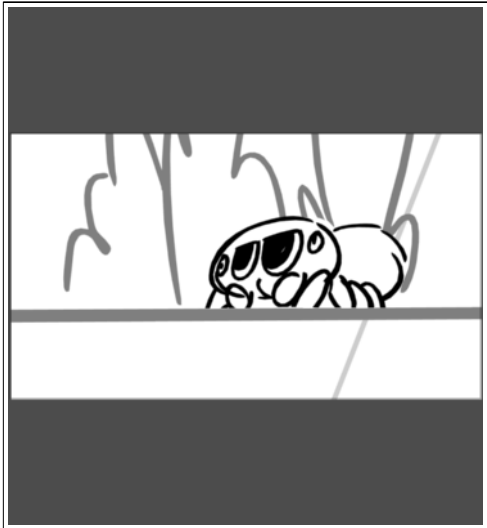


Dialog
AVOCADO (OS)
You're so funny Lucas!

Seq	Scene	Panel	Duration
0	6.12	4 / 4	01:00

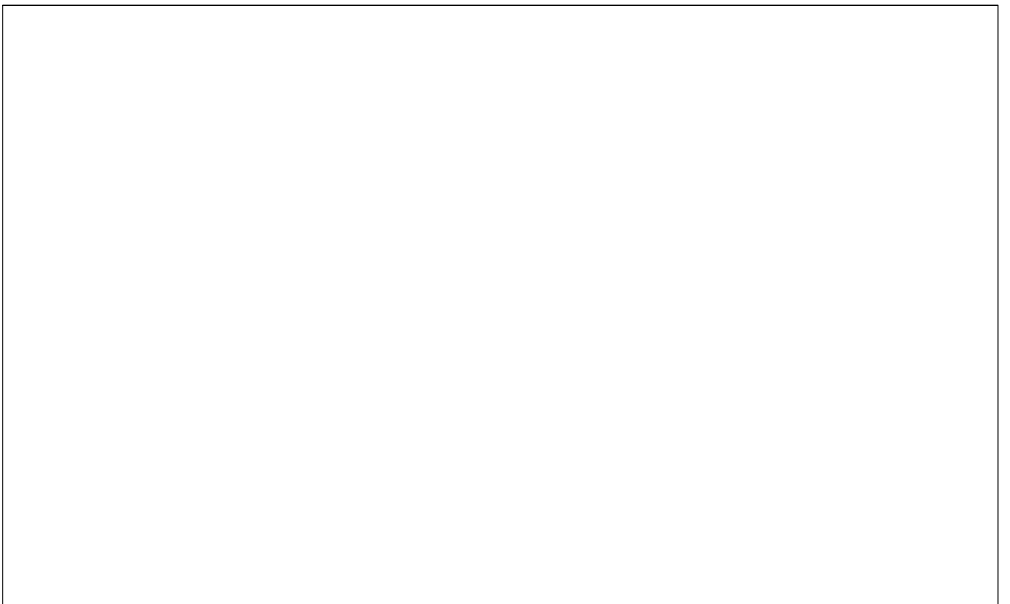


Seq	Scene	Panel	Duration
0	6.13	1 / 4	01:00



Dialog
AVOCADO / DIMPLES/ WEEBISCUIT (OS)
(laughing)

Seq	Scene	Panel	Duration
0	6.13	2 / 4	01:00

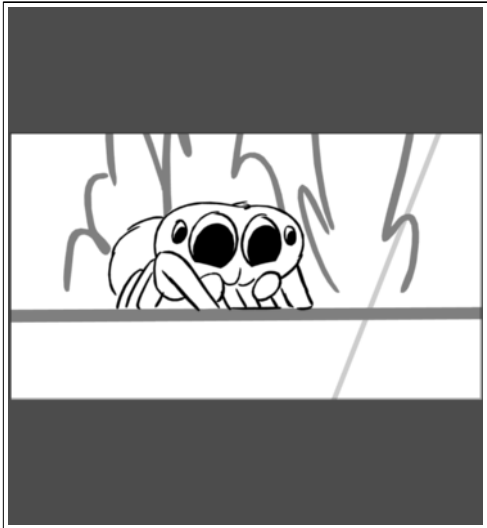


Seq	Scene	Panel	Duration
0	6.13	3 / 4	01:00



Dialog
 36 LUCAS (CONT'D) 36
 Oh Hi, dude!

Seq	Scene	Panel	Duration
0	6.13	4 / 4	01:00

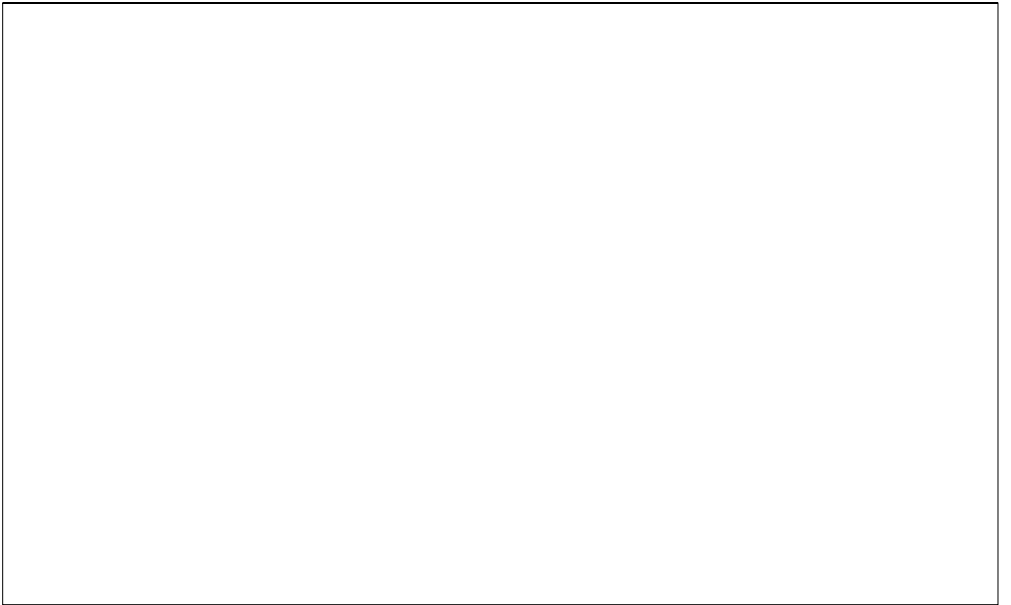


Dialog
 36 LUCAS (CONT'D) 36
 Wanna go down the slidey slope again?

Seq	Scene	Panel	Duration
0	6.14	1 / 6	01:00



Seq	Scene	Panel	Duration
0	6.14	2 / 6	01:00



Seq	Scene	Panel	Duration
0	6.14	3 / 6	01:00



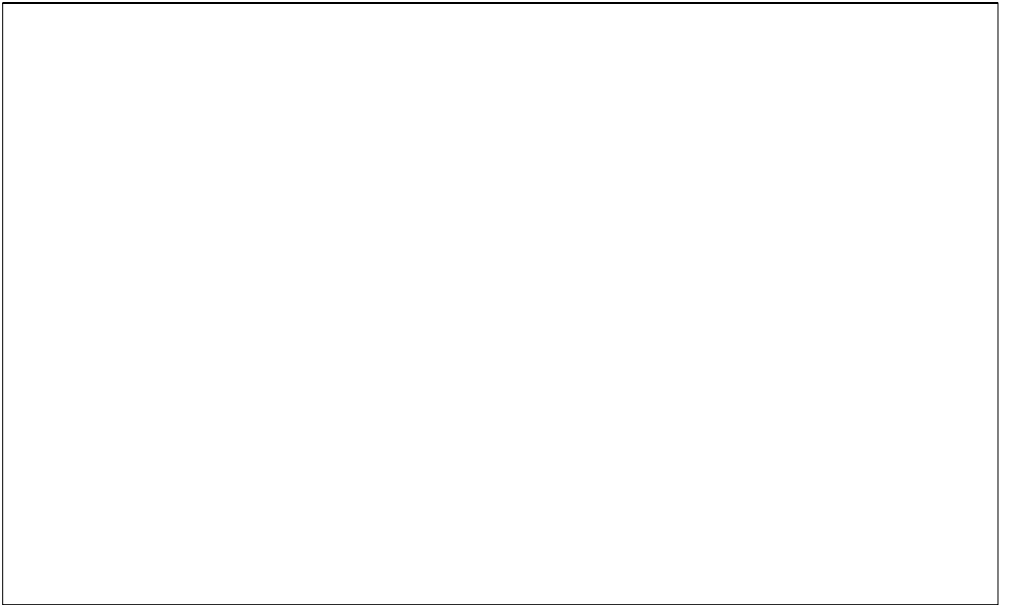
Dialog
37 LUCAS (CONT'D) 37
Hey Bodhi, where are you going?

Seq	Scene	Panel	Duration
0	6.14	4 / 6	01:00

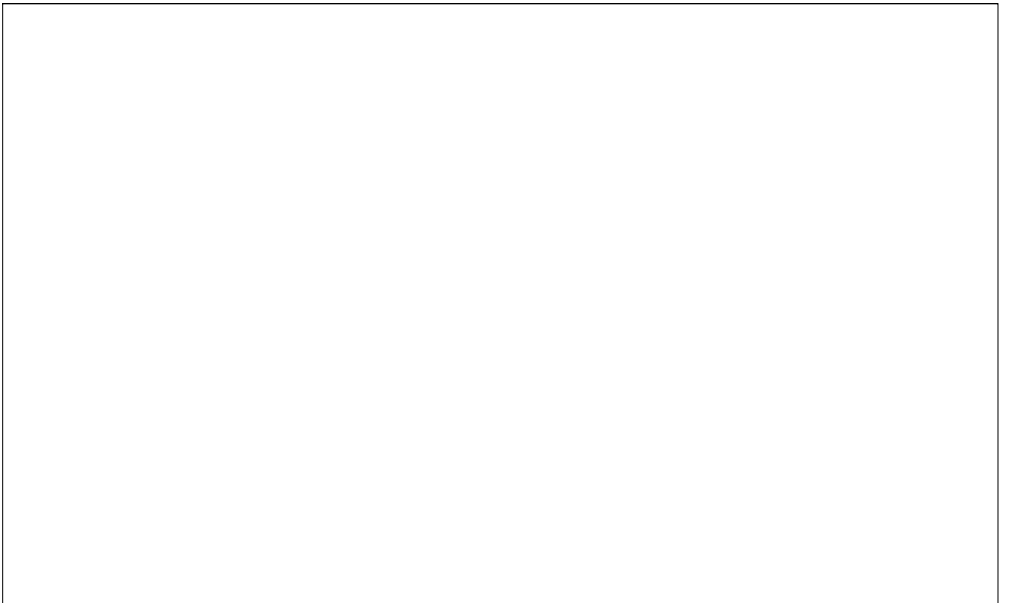


Dialog
37 LUCAS (CONT'D) 37
Hey Bodhi, where are you going?

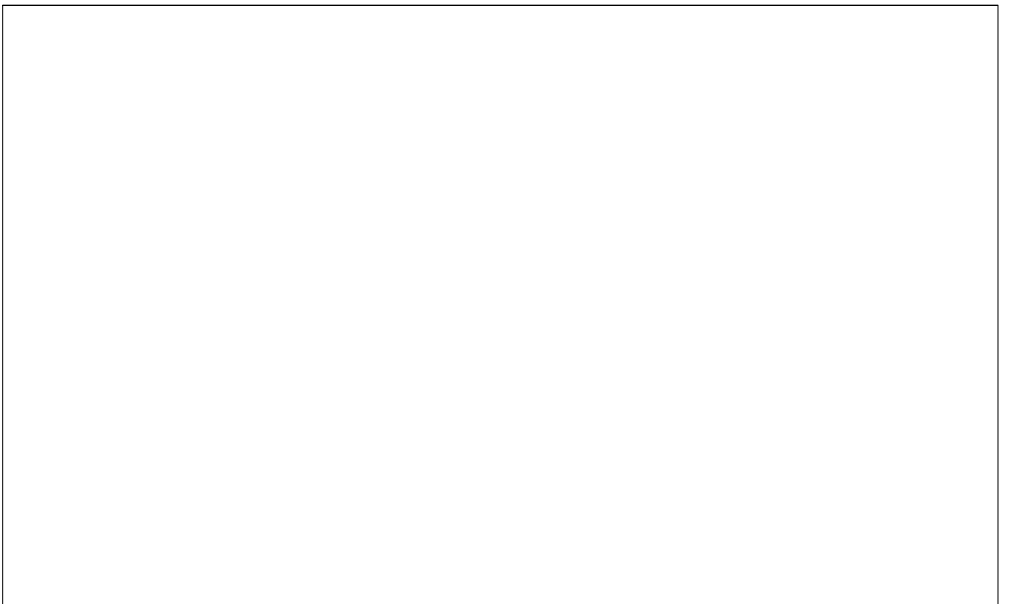
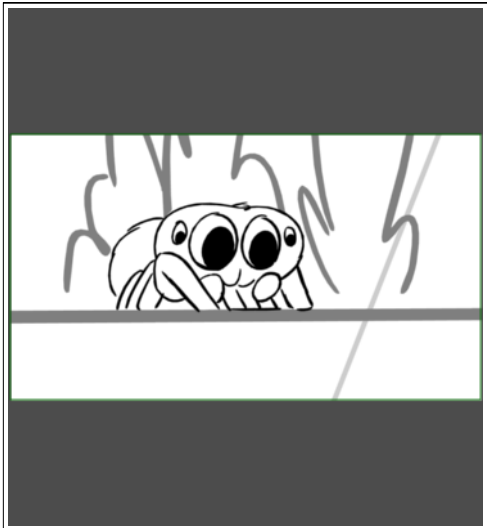
Seq	Scene	Panel	Duration
0	6.14	5 / 6	01:00



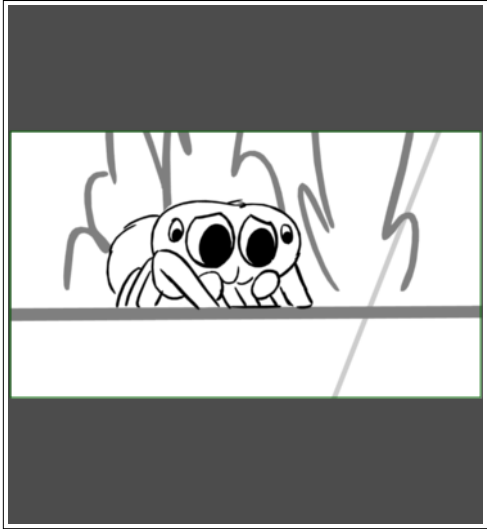
Seq	Scene	Panel	Duration
0	6.14	6 / 6	01:00



Seq	Scene	Panel	Duration
0	6.15	1 / 4	01:00

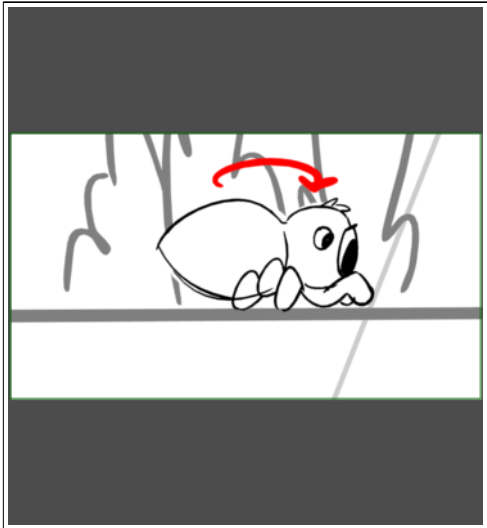


Seq	Scene	Panel	Duration
0	6.15	2 / 4	01:00



Dialog
 38 LUCAS (CONT'D) 38
 What's wrong?

Seq	Scene	Panel	Duration
0	6.15	3 / 4	01:00

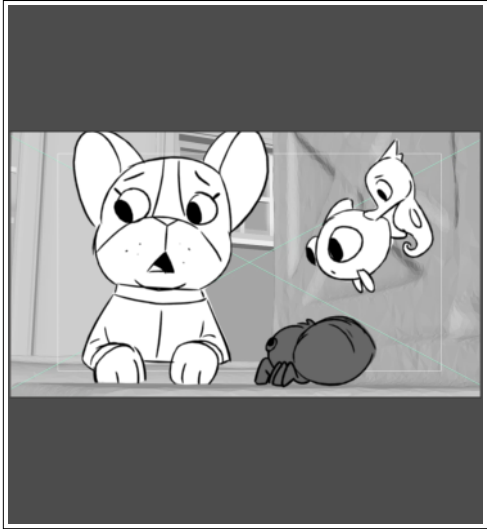


Seq	Scene	Panel	Duration
0	6.15	4 / 4	01:00



Dialog
 39 LUCAS (CONT'D) 39
 Why did Bodhi leave like that?

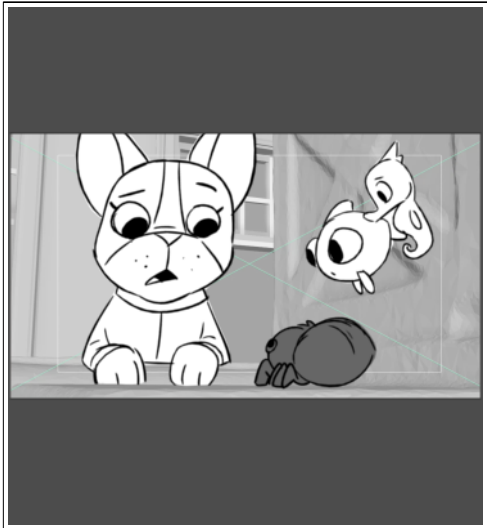
Seq	Scene	Panel	Duration
0	6.16	1 / 2	01:00



Dialog

40 AVOCADO 40
I don't know,

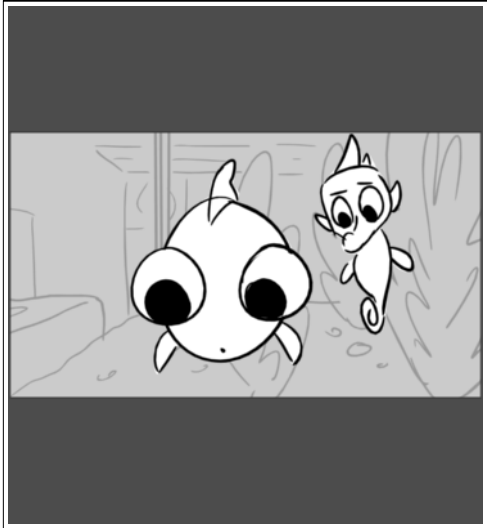
Seq	Scene	Panel	Duration
0	6.16	2 / 2	01:00



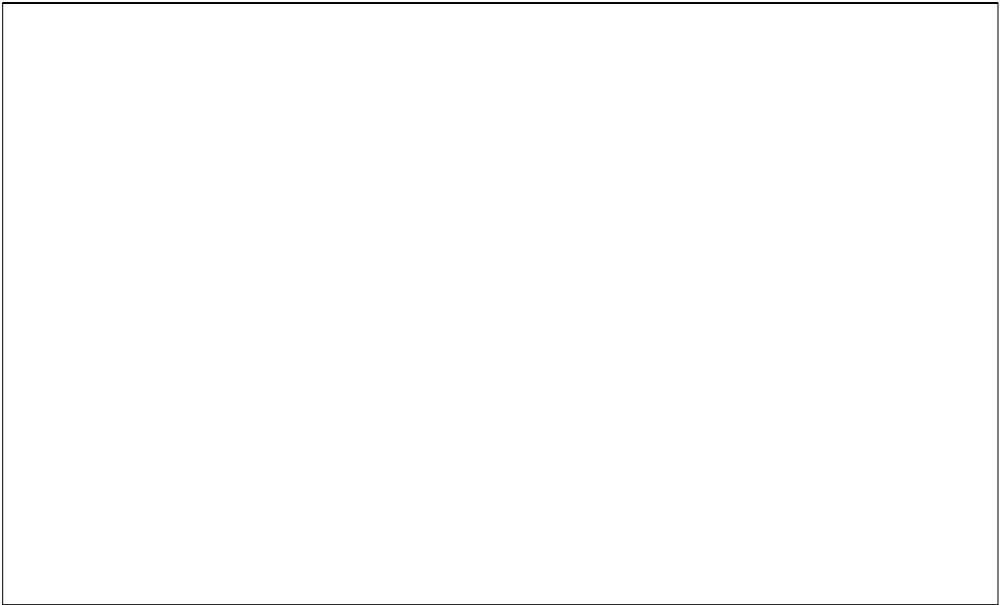
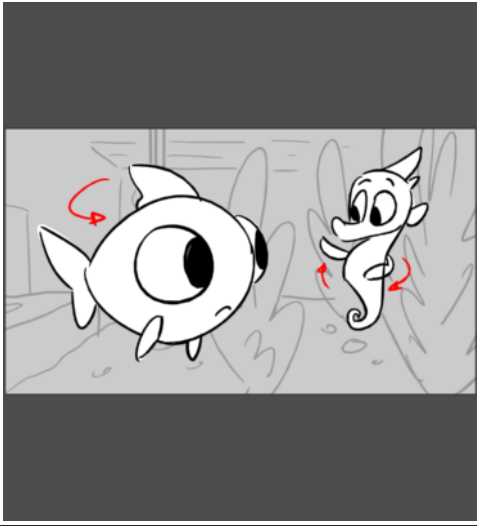
Dialog

40 AVOCADO 40
but he looked like one sad chameleon.

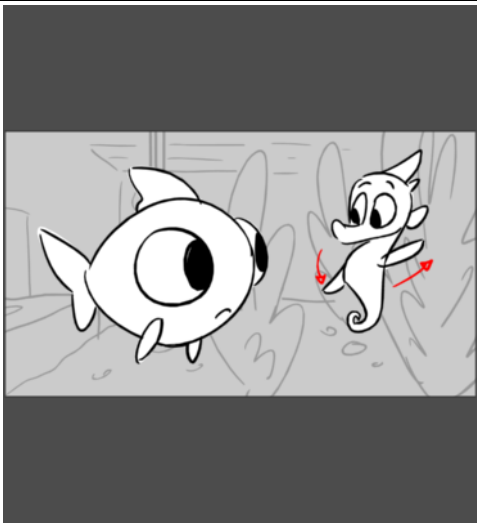
Seq	Scene	Panel	Duration
0	6.17	1 / 8	01:00



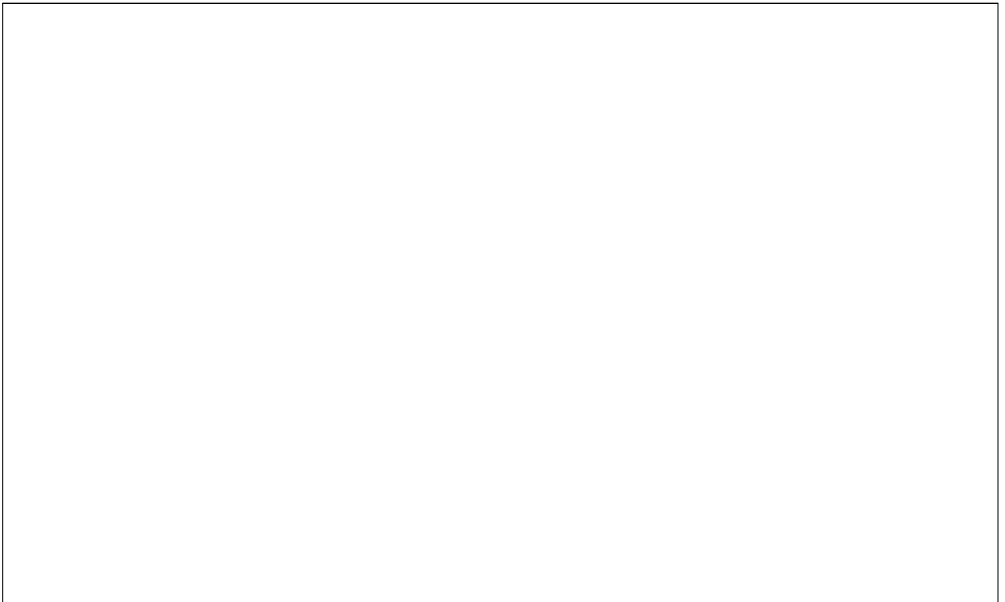
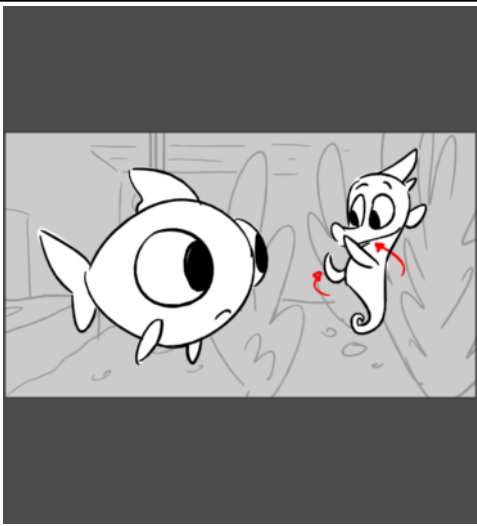
Seq	Scene	Panel	Duration
0	6.17	2 / 8	01:00



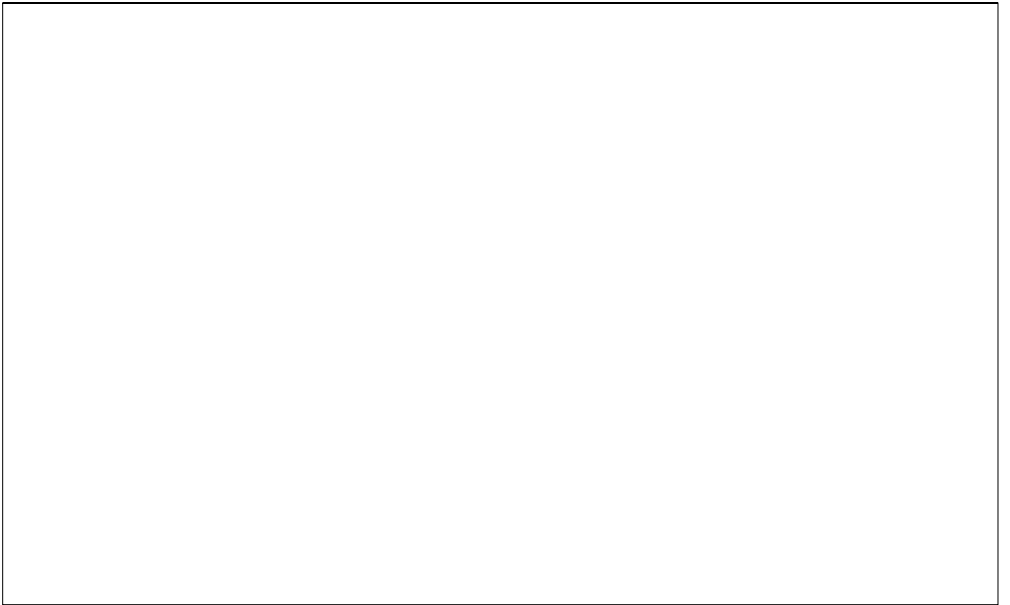
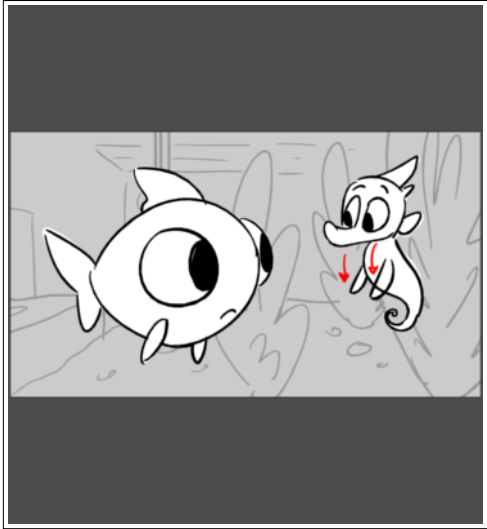
Seq	Scene	Panel	Duration
0	6.17	3 / 8	01:00



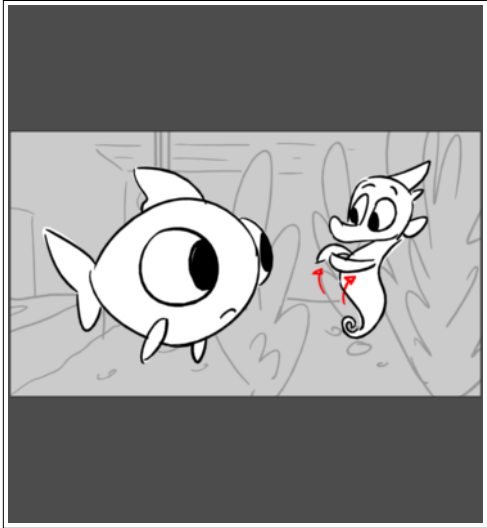
Seq	Scene	Panel	Duration
0	6.17	4 / 8	01:00



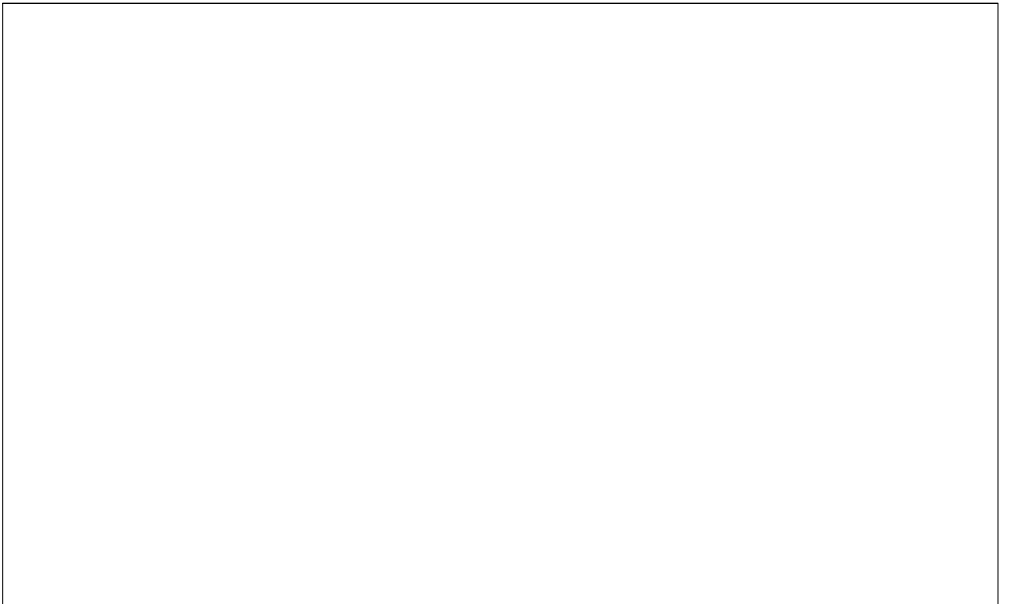
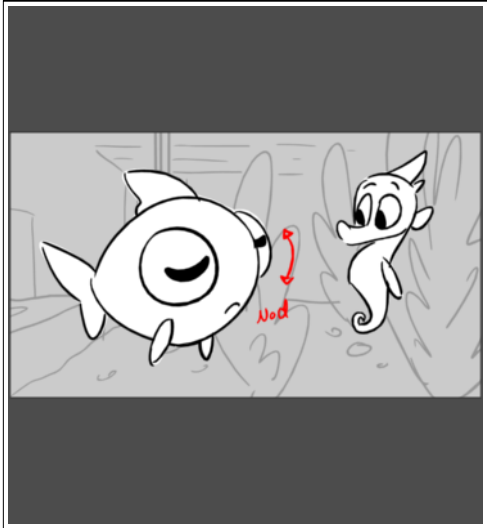
Seq	Scene	Panel	Duration
0	6.17	5 / 8	01:00



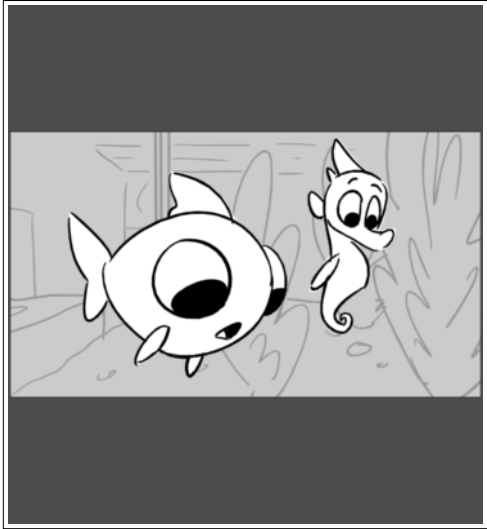
Seq	Scene	Panel	Duration
0	6.17	6 / 8	01:00



Seq	Scene	Panel	Duration
0	6.17	7 / 8	01:00

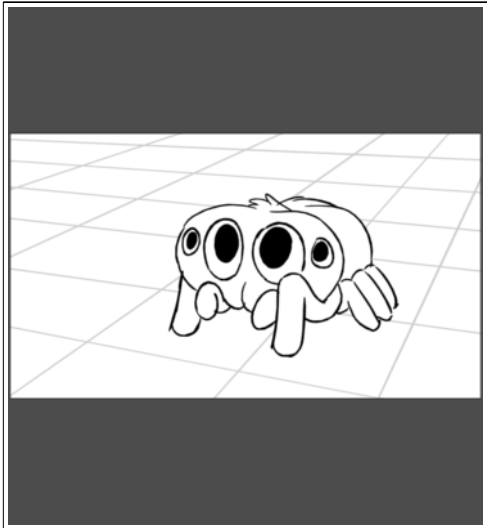


Seq	Scene	Panel	Duration
0	6.17	8 / 8	01:00



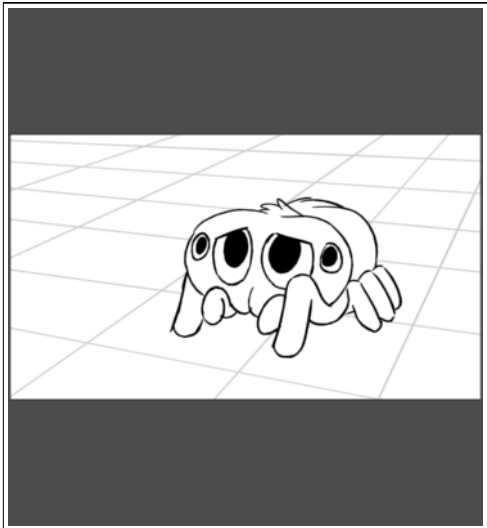
Dialog
42 DIMPLES 42
Weebiscuit thinks you hurt Bodhi's feelings by talking like him.

Seq	Scene	Panel	Duration
0	6.18	1 / 4	01:00



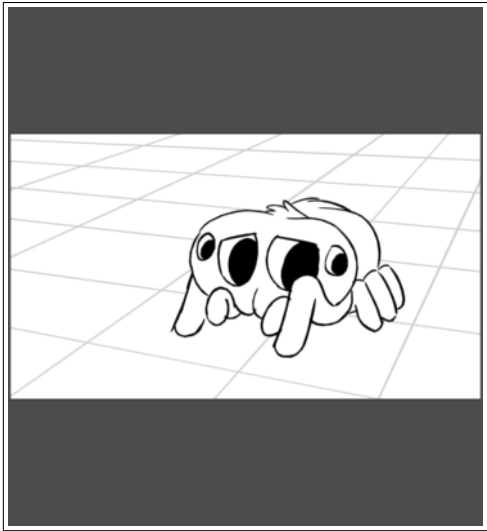
Dialog
43 LUCAS 43
(deep concern)
But I wasn't making fun of him!

Seq	Scene	Panel	Duration
0	6.18	2 / 4	01:00



Dialog
43 LUCAS 43
(deep concern)
I love Bodhi and how he talks!

Seq	Scene	Panel	Duration
0	6.18	3 / 4	01:00



Dialog

44 LUCAS (CONT'D) 44
I'm going to go say sorry...

Seq	Scene	Panel	Duration
0	6.18	4 / 4	01:00

