



RUSTY RIVETS
217B
"Temple of Boom"

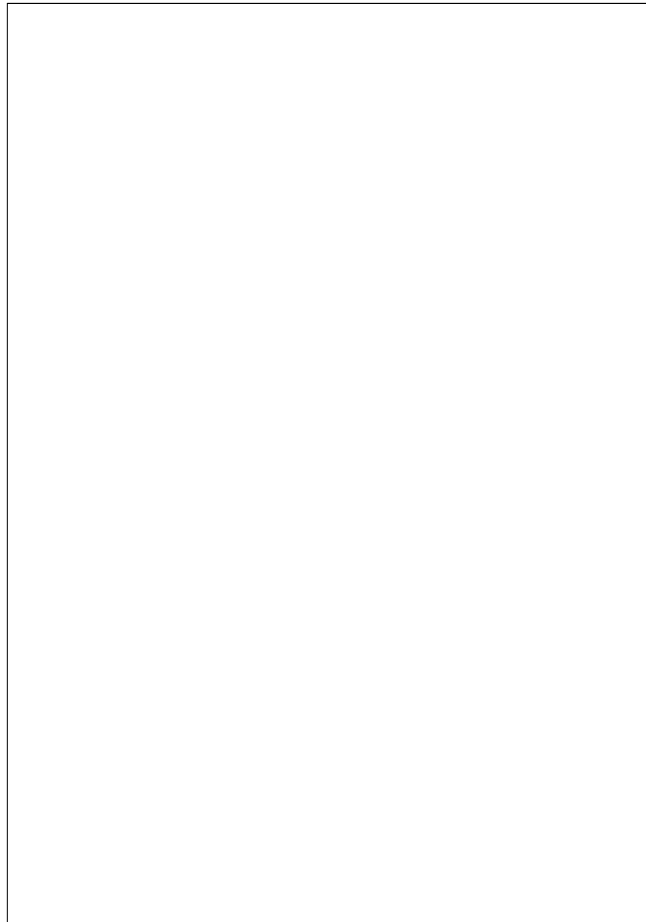
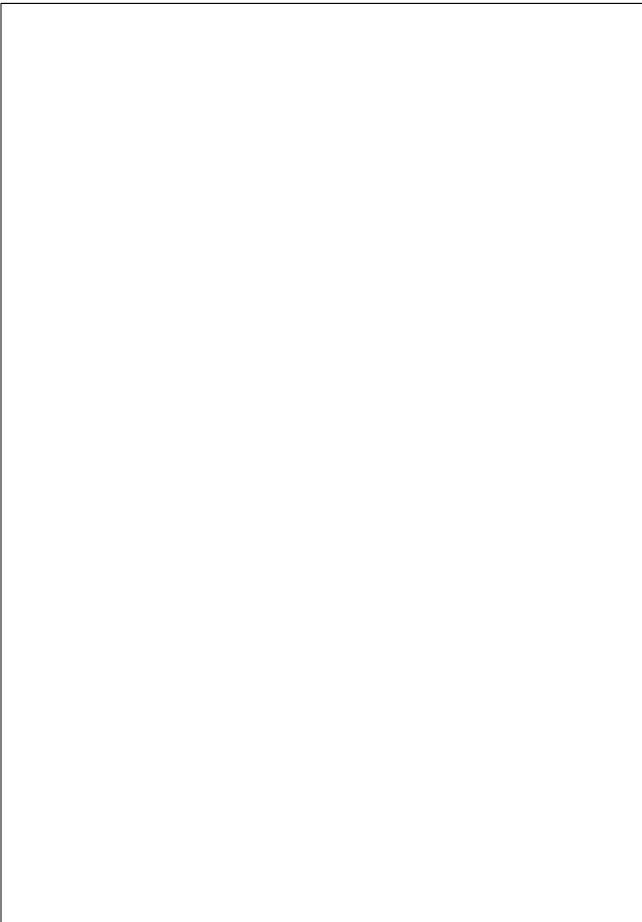
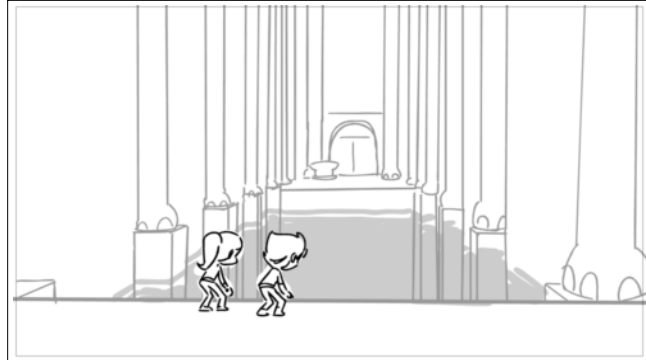
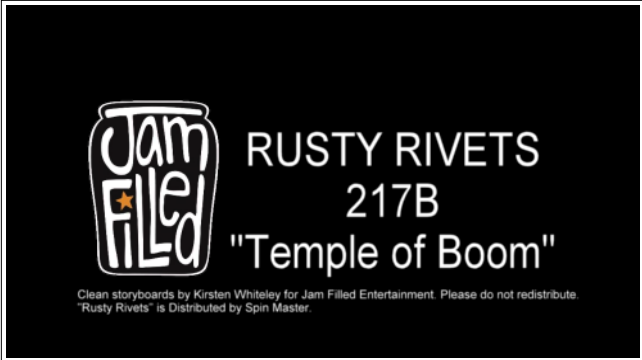
Clean storyboards by Kirsten Whiteley for Jam Filled Entertainment. Please do not redistribute.
"Rusty Rivets" is Distributed by Spin Master.



Scene	Duration	Panel	Duration
TitleCard	01:00	1	01:00

Scene	Duration	Panel	Duration
001	01:00	1	01:00

Scene	Duration	Panel	Duration
002	14:00	1	01:00



Dialog
110 RUBY
Well, we would have this...

Scene	Duration	Panel	Duration
002	14:00	2	01:00



Dialog

110 RUBY
if it weren't for that.

Scene	Duration	Panel	Duration
002	14:00	3	01:00



Dialog

111 RUSTY
Hmm.

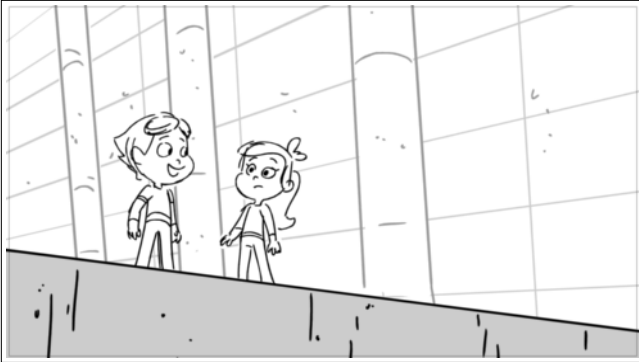
Scene	Duration	Panel	Duration
002	14:00	4	01:00



Dialog

111 RUSTY
No steps at all here.

Scene	Duration	Panel	Duration
002	14:00	5	01:00



Dialog
 111 RUSTY
 Maybe we could climb down,

Scene	Duration	Panel	Duration
002	14:00	6	01:00



Dialog
 111 RUSTY
 then across the bottom?

Scene	Duration	Panel	Duration
002	14:00	7	01:00

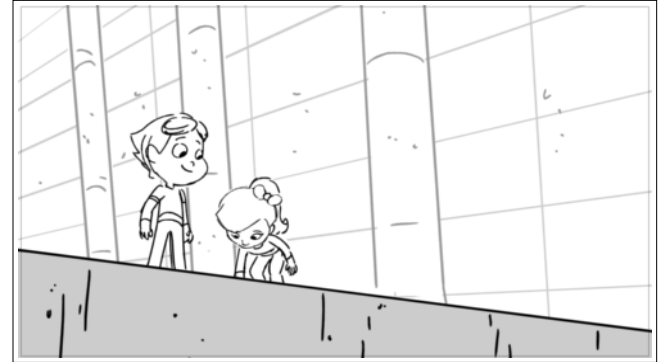
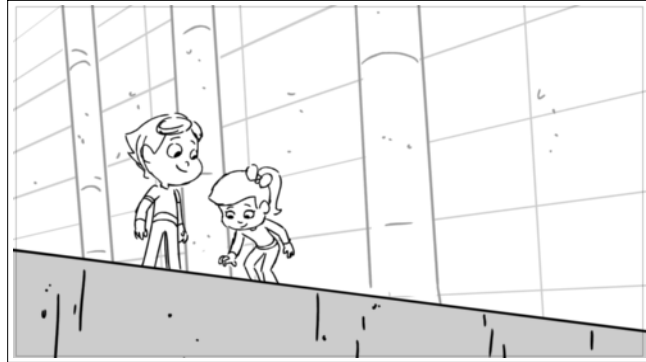
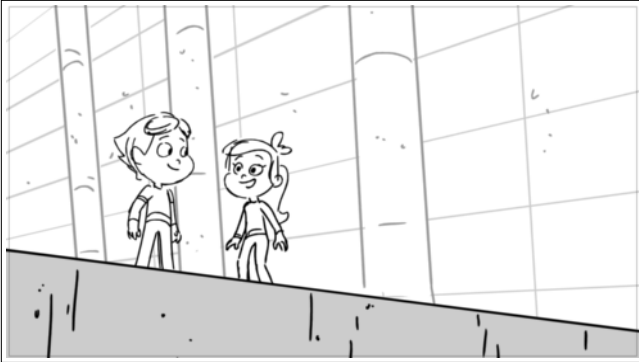


Dialog
 111 RUSTY
 then across the bottom?

Scene	Duration	Panel	Duration
002	14:00	8	01:00

Scene	Duration	Panel	Duration
002	14:00	9	01:00

Scene	Duration	Panel	Duration
002	14:00	10	01:00

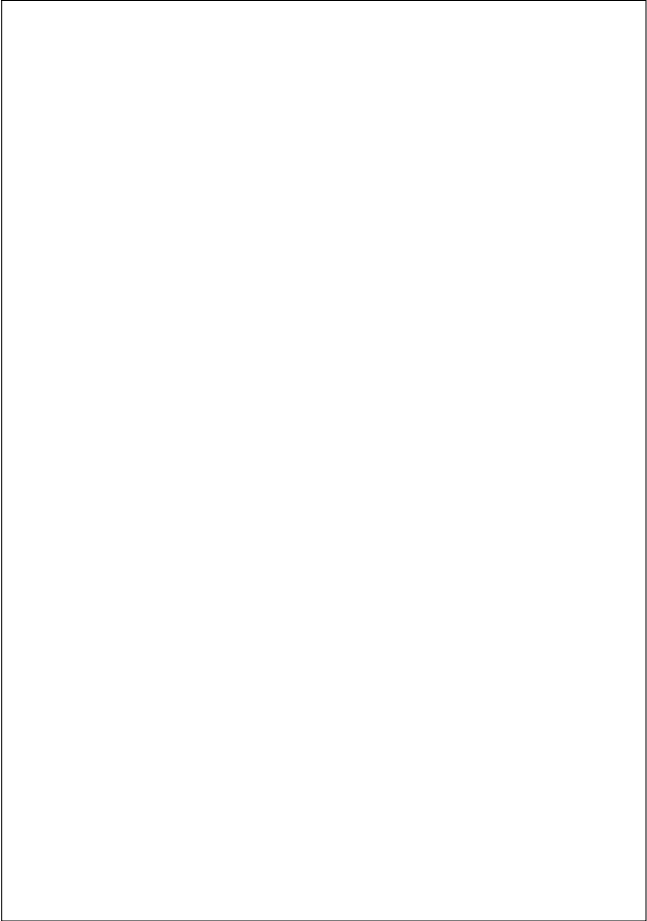
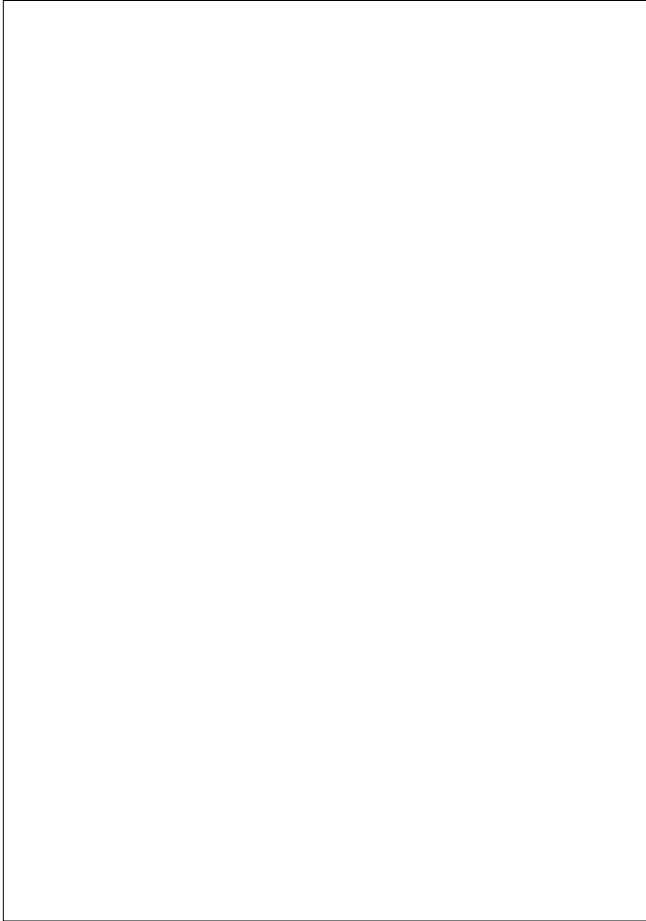
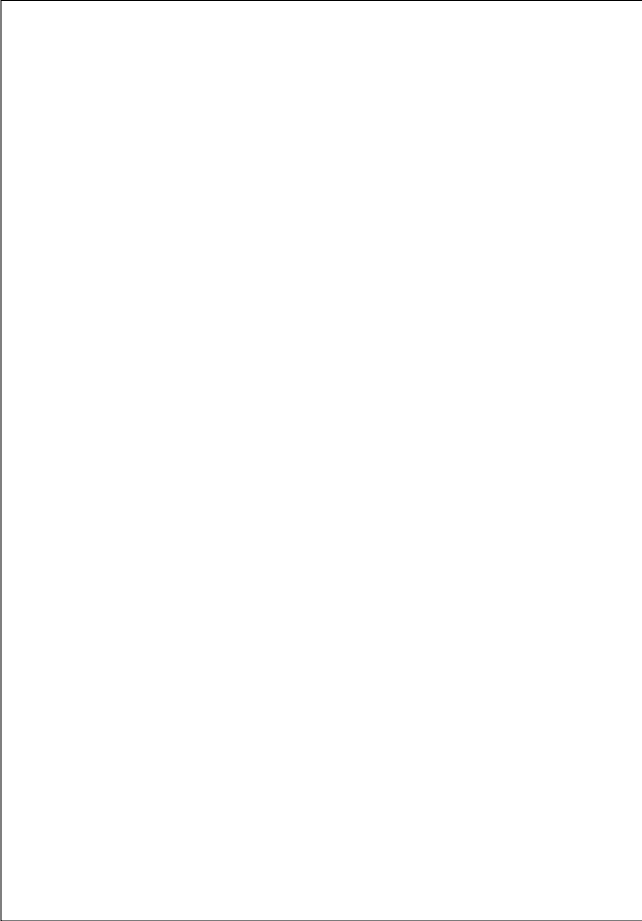
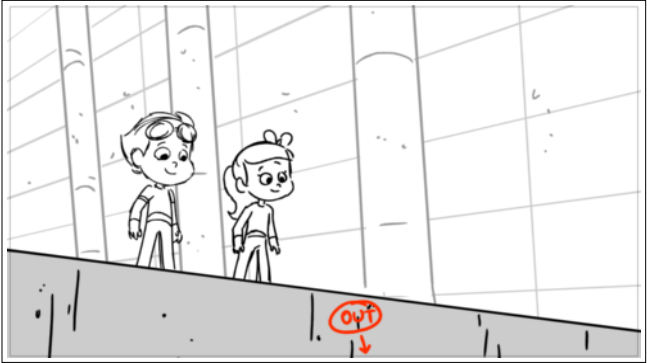
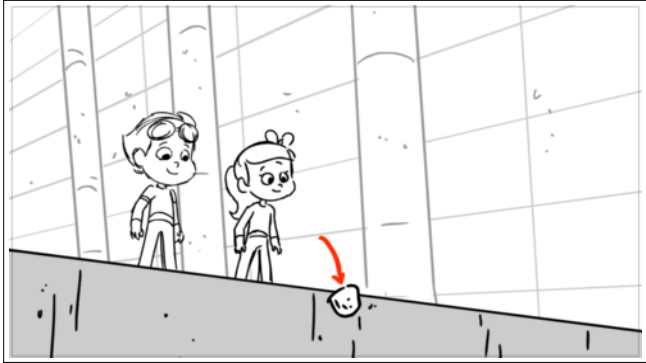
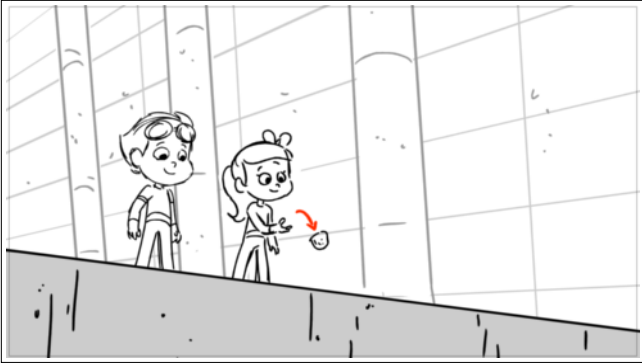


Dialog
 112 RUBY
 Let's see.

Scene	Duration	Panel	Duration
002	14:00	11	01:00

Scene	Duration	Panel	Duration
002	14:00	12	01:00

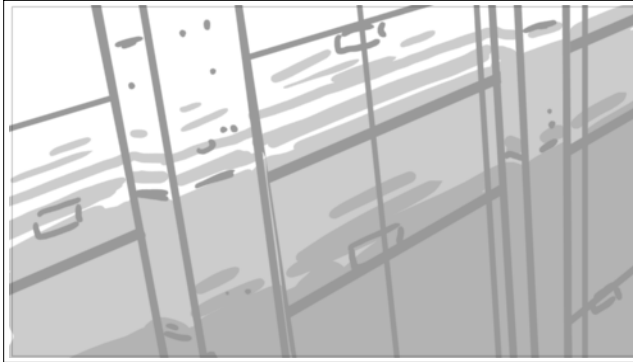
Scene	Duration	Panel	Duration
002	14:00	13	01:00



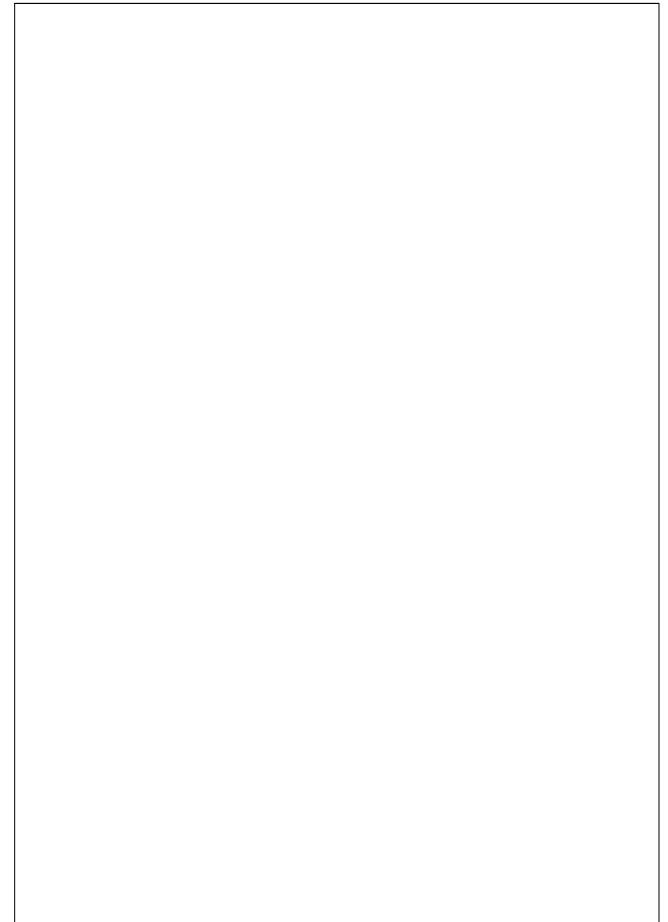
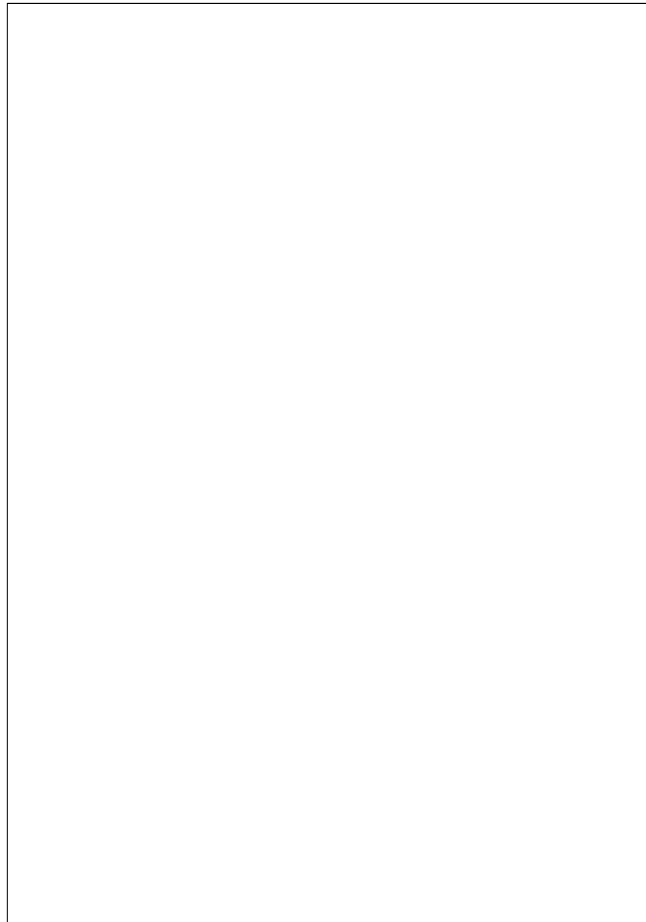
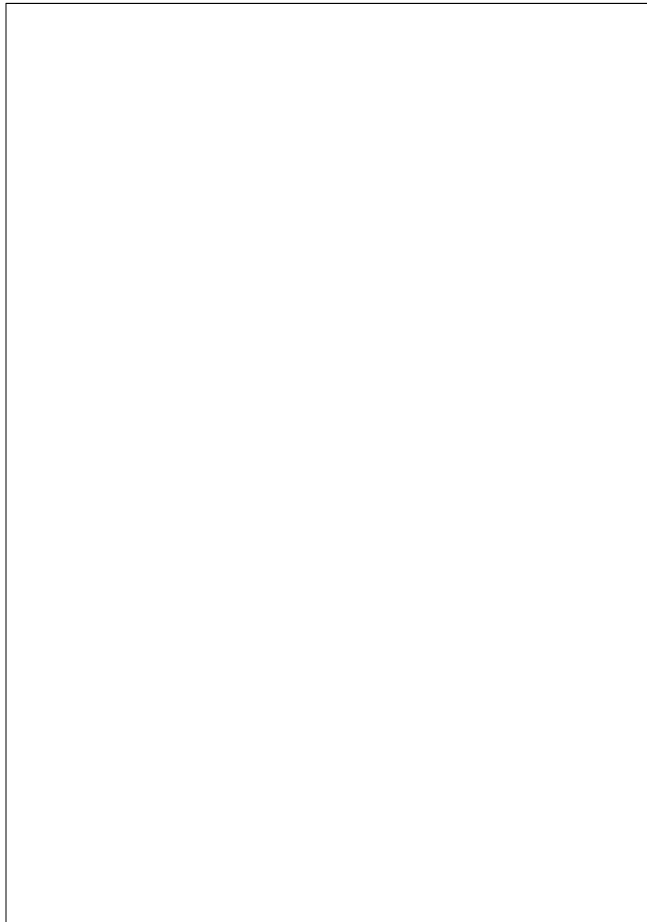
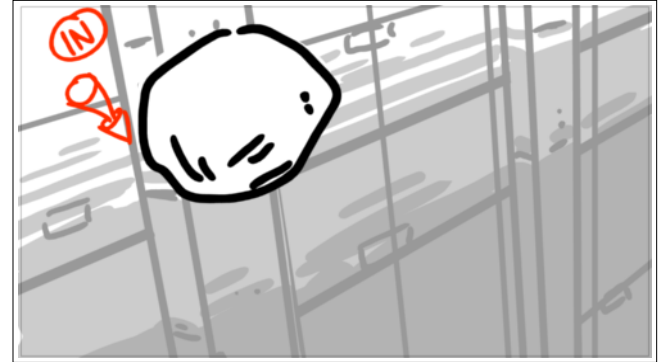
Scene	Duration	Panel	Duration
002	14:00	14	01:00



Scene	Duration	Panel	Duration
003	05:00	1	01:00



Scene	Duration	Panel	Duration
003	05:00	2	01:00

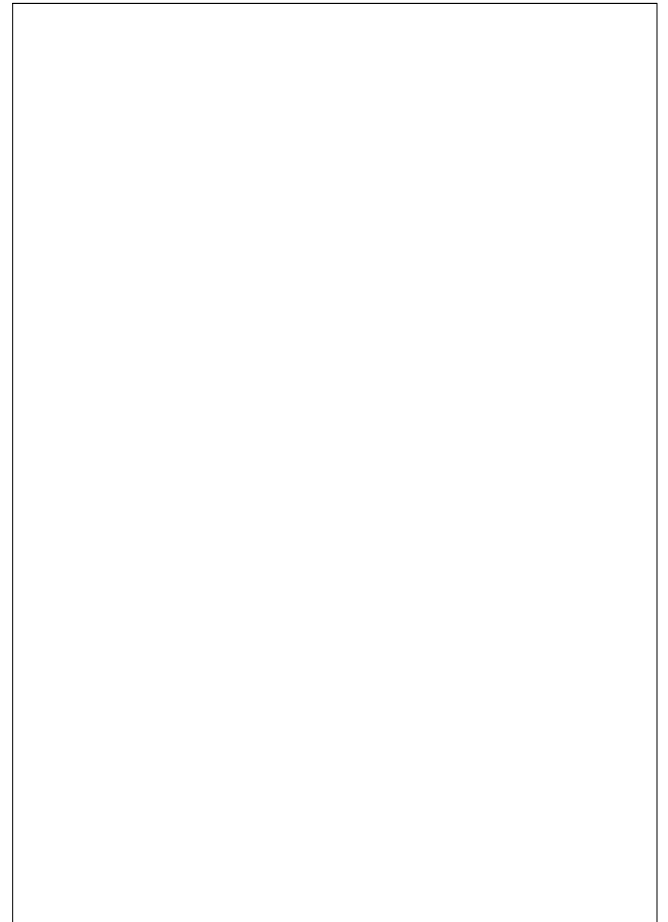
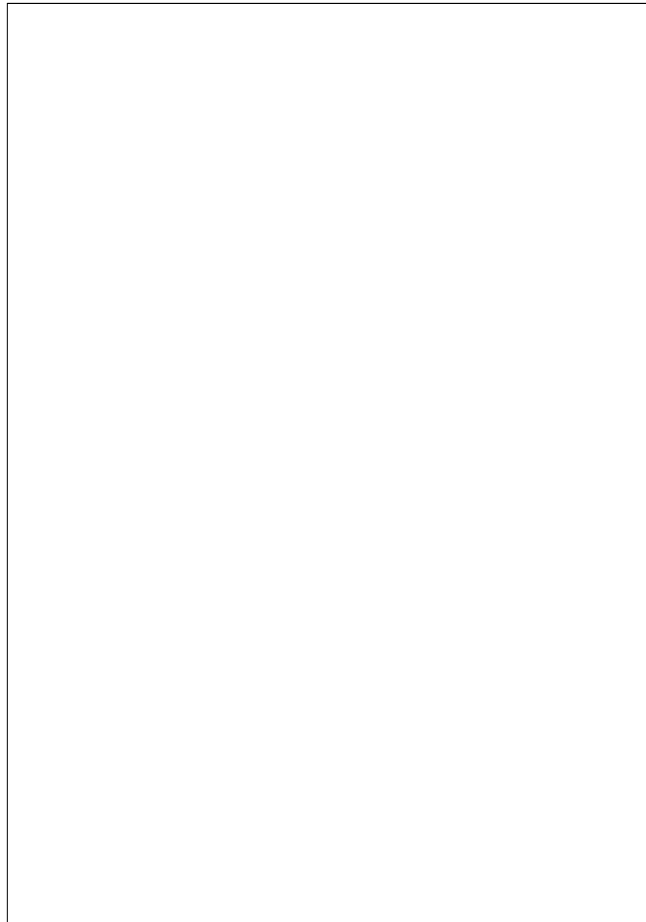
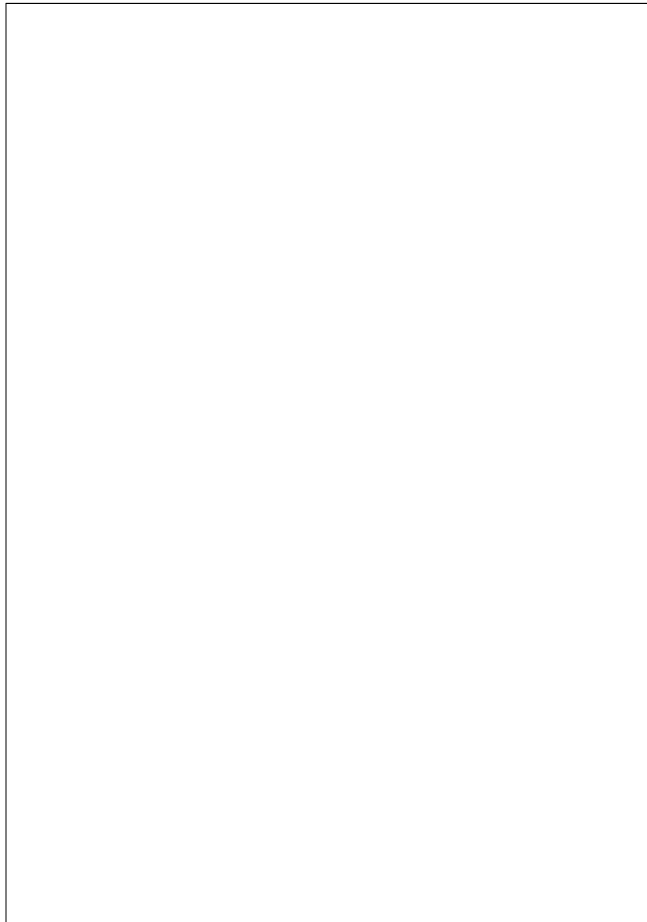
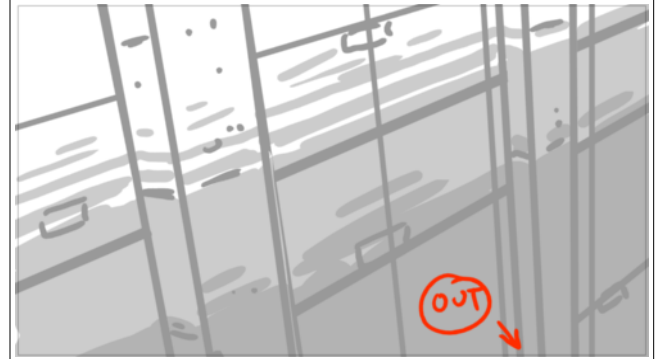
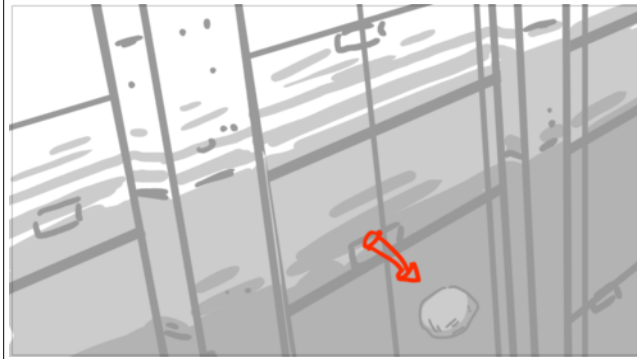
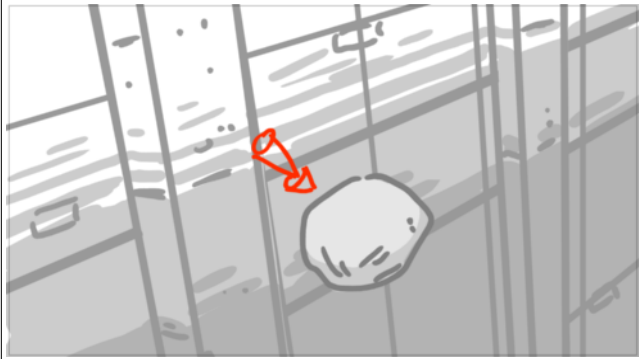




Scene	Duration	Panel	Duration
003	05:00	3	01:00

Scene	Duration	Panel	Duration
003	05:00	4	01:00

Scene	Duration	Panel	Duration
003	05:00	5	01:00



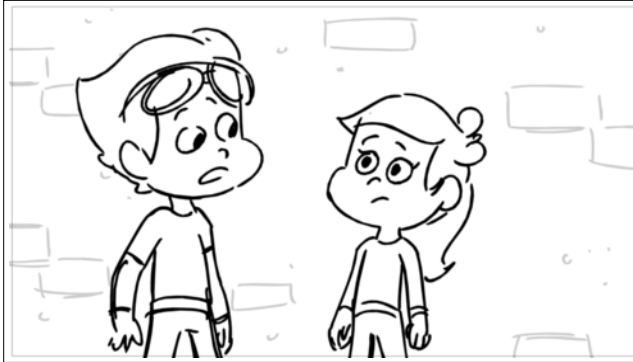
Scene	Duration	Panel	Duration
004	06:00	1	01:00



Action Notes

SFX
<Ricochets> and <Ping>

Scene	Duration	Panel	Duration
004	06:00	2	01:00



Dialog

113 RUSTY
Too deep.

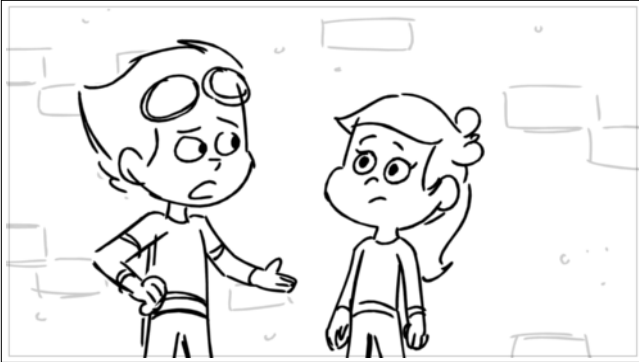
Scene	Duration	Panel	Duration
004	06:00	3	01:00



Dialog

113 RUSTY
Okay,

Scene	Duration	Panel	Duration
004	06:00	4	01:00



Dialog
 113 RUSTY
 if we can't go across it,

Scene	Duration	Panel	Duration
004	06:00	5	01:00



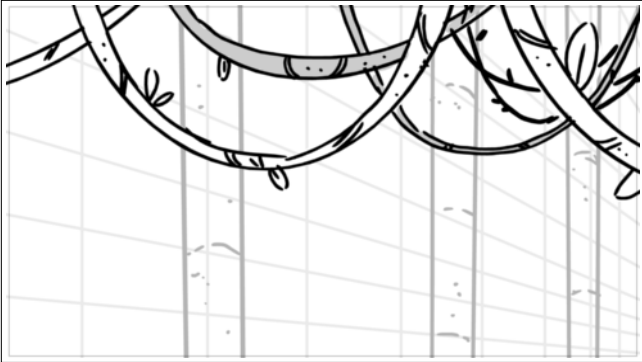
Dialog
 113 RUSTY
 and we can't go under it...

Scene	Duration	Panel	Duration
004	06:00	6	01:00





Scene	Duration	Panel	Duration
005	01:00	1	01:00



Scene	Duration	Panel	Duration
006	05:00	1	01:00



Scene	Duration	Panel	Duration
006	05:00	2	01:00



Dialog

113 RUSTY

..we'll have to go over it..

Scene	Duration	Panel	Duration
006	05:00	3	01:00



Dialog

113 RUSTY
..we'll have to go over it..

Scene	Duration	Panel	Duration
006	05:00	4	01:00



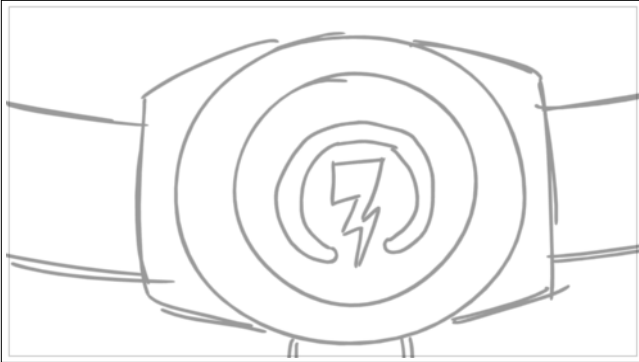
Dialog

114 RUSTY (CONT'D)
....Which means...

Scene	Duration	Panel	Duration
006	05:00	5	01:00

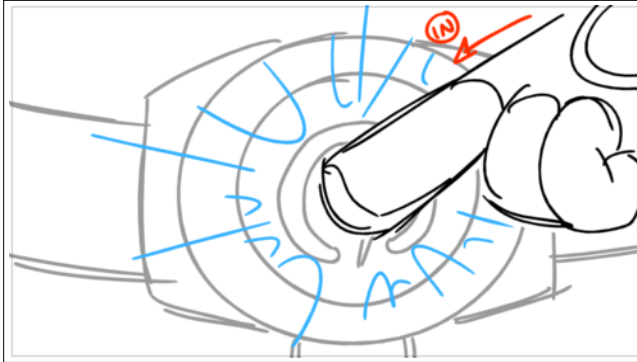


Scene	Duration	Panel	Duration
007	05:00	1	01:00



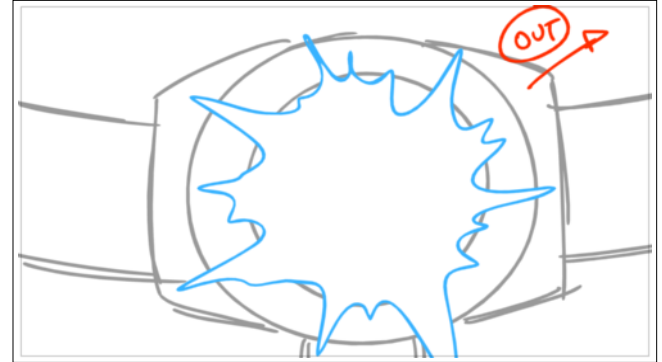
Dialog
 114 RUSTY (CONT'D)
 Botarilla, we need you!

Scene	Duration	Panel	Duration
007	05:00	2	01:00



Dialog
 114 RUSTY (CONT'D)
 Botarilla, we need you!

Scene	Duration	Panel	Duration
007	05:00	3	01:00



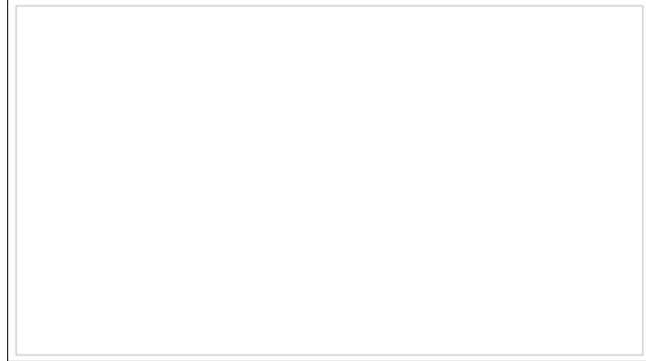
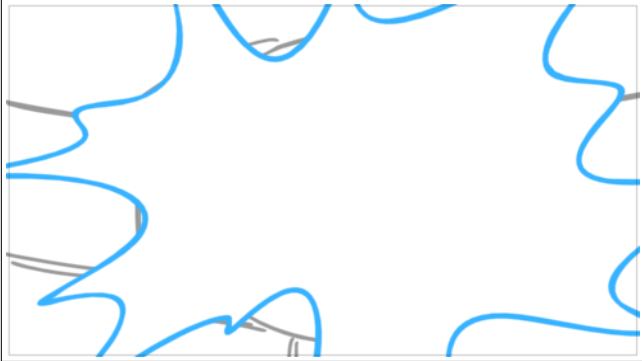
Dialog
 114 RUSTY (CONT'D)
 Botarilla, we need you!



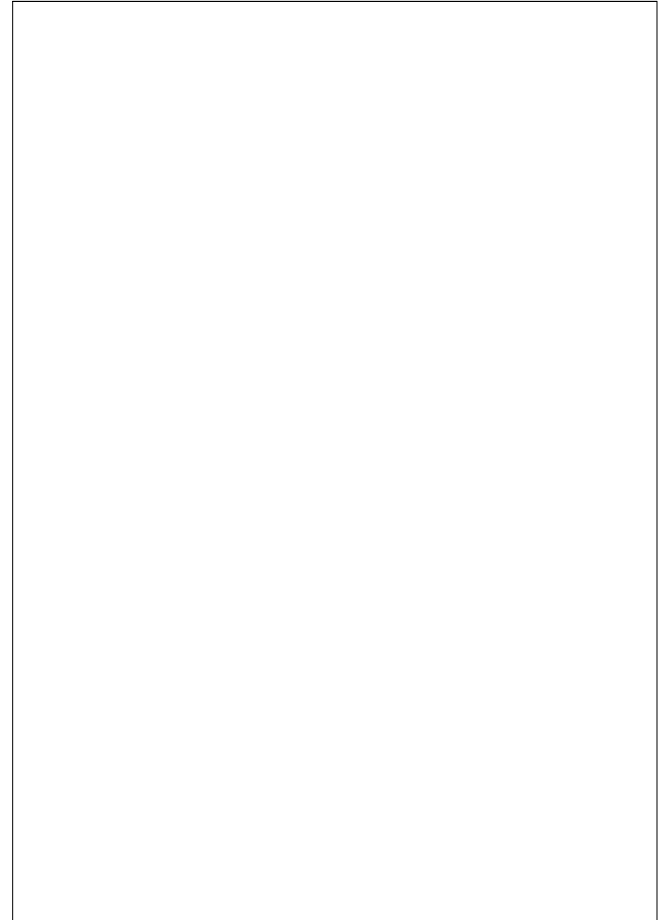
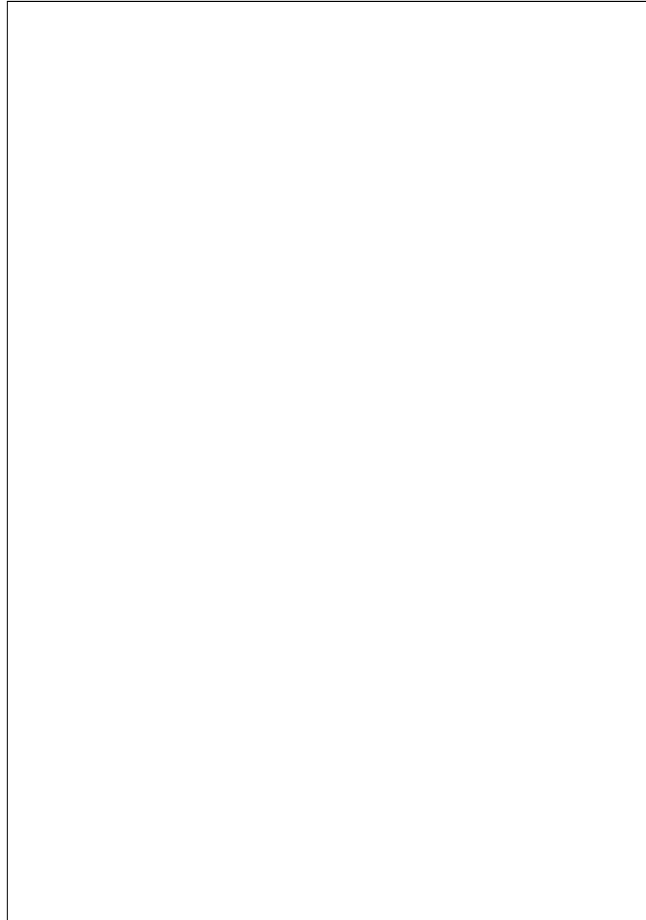
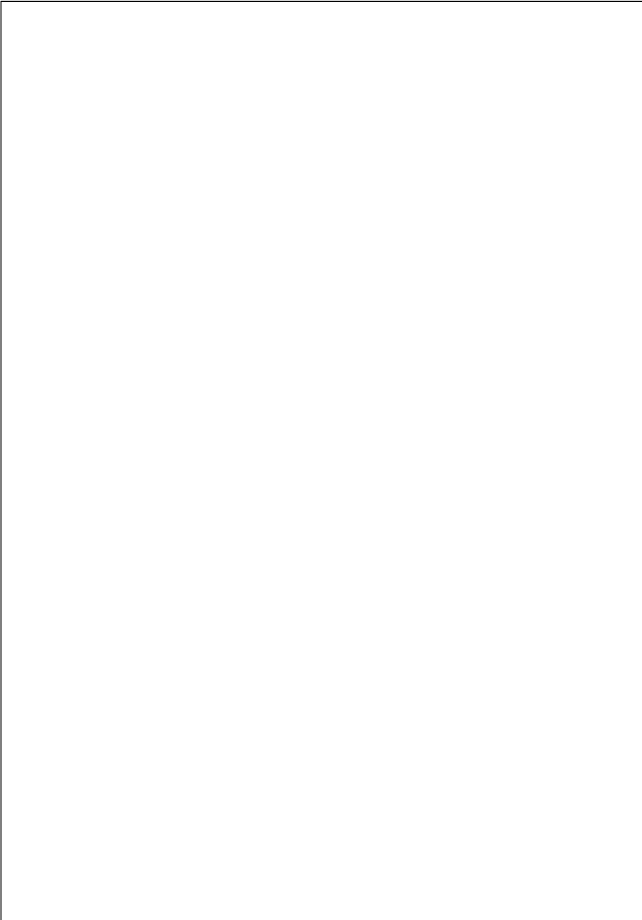
Scene	Duration	Panel	Duration
007	05:00	4	01:00

Scene	Duration	Panel	Duration
007	05:00	5	01:00

Scene	Duration	Panel	Duration
008	01:00	1	01:00

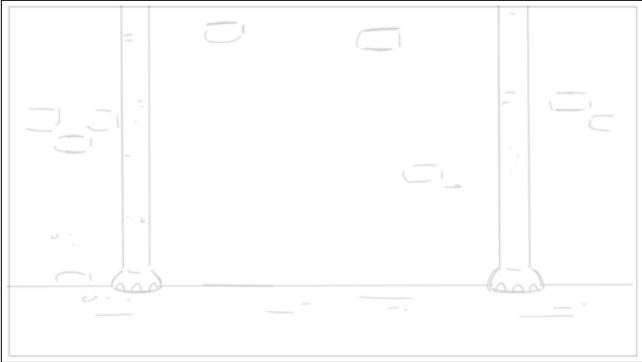


Botarilla
Summon re-use





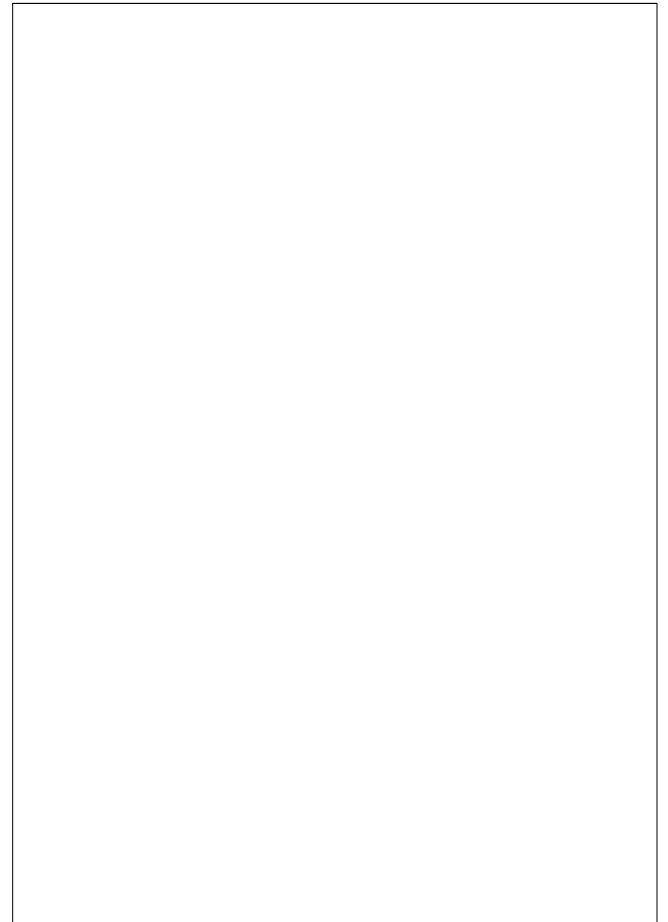
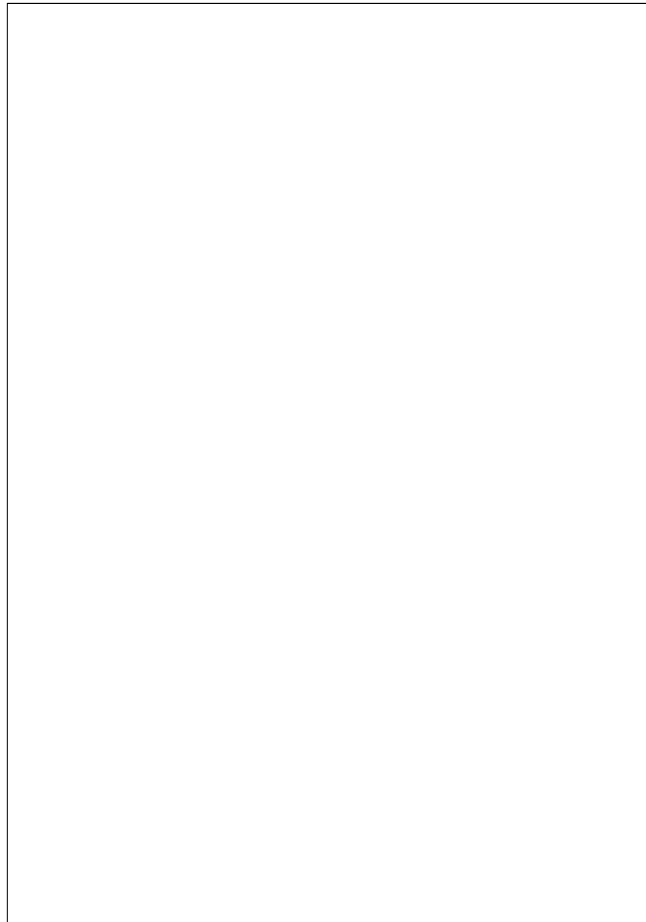
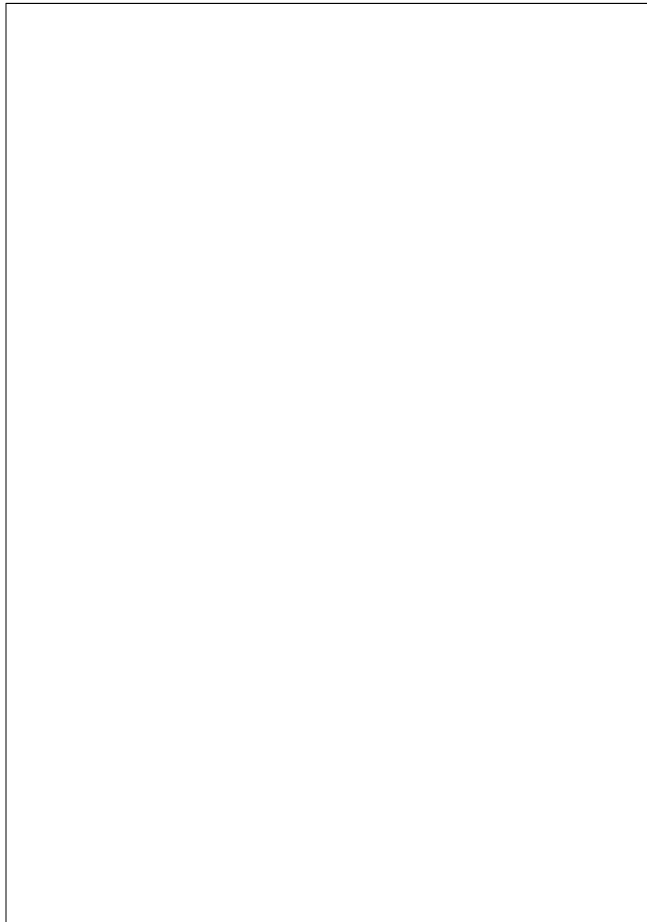
Scene	Duration	Panel	Duration
009	10:00	1	01:00



Scene	Duration	Panel	Duration
009	10:00	2	01:00



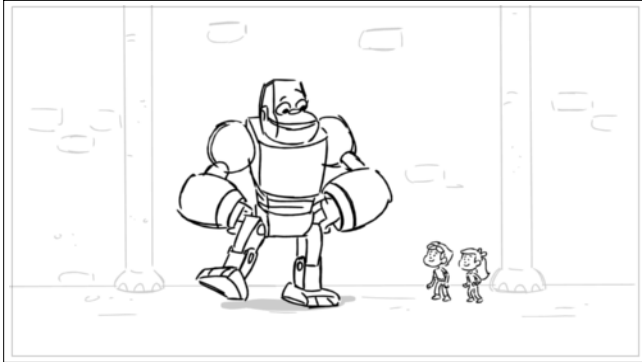
Scene	Duration	Panel	Duration
009	10:00	3	01:00



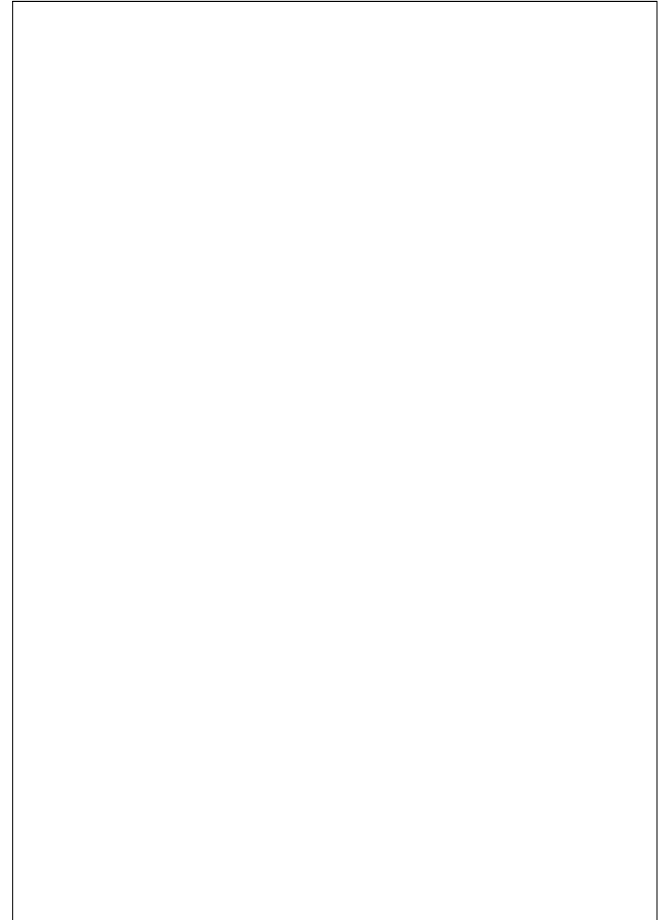
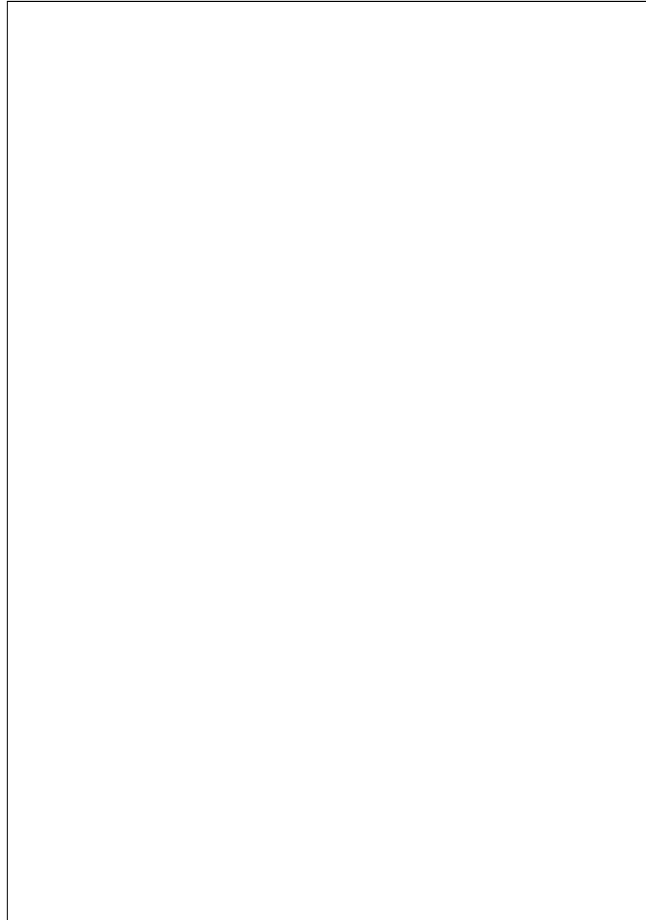
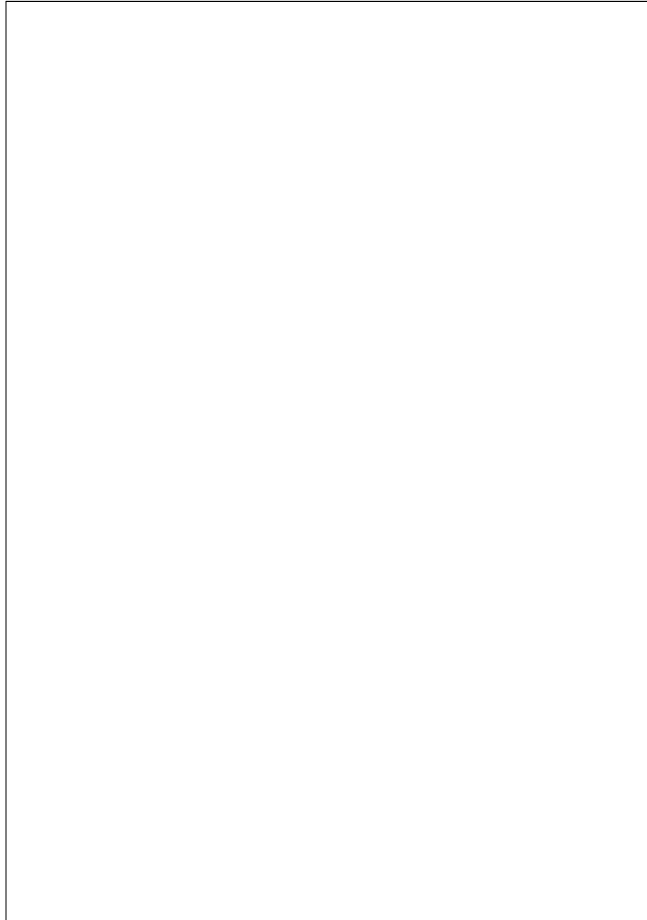
Scene	Duration	Panel	Duration
009	10:00	4	01:00



Scene	Duration	Panel	Duration
009	10:00	5	01:00



Scene	Duration	Panel	Duration
009	10:00	6	01:00

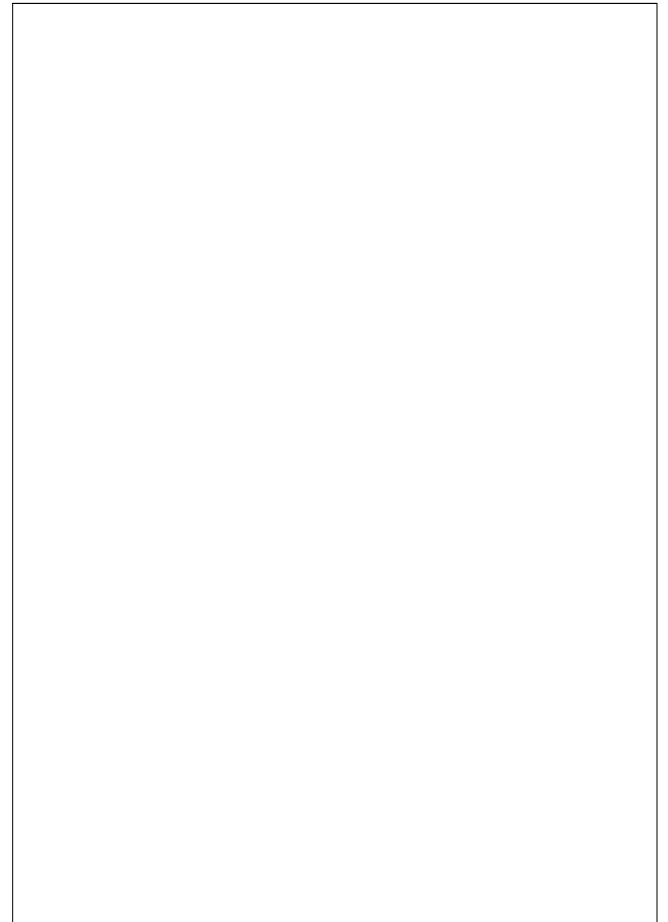
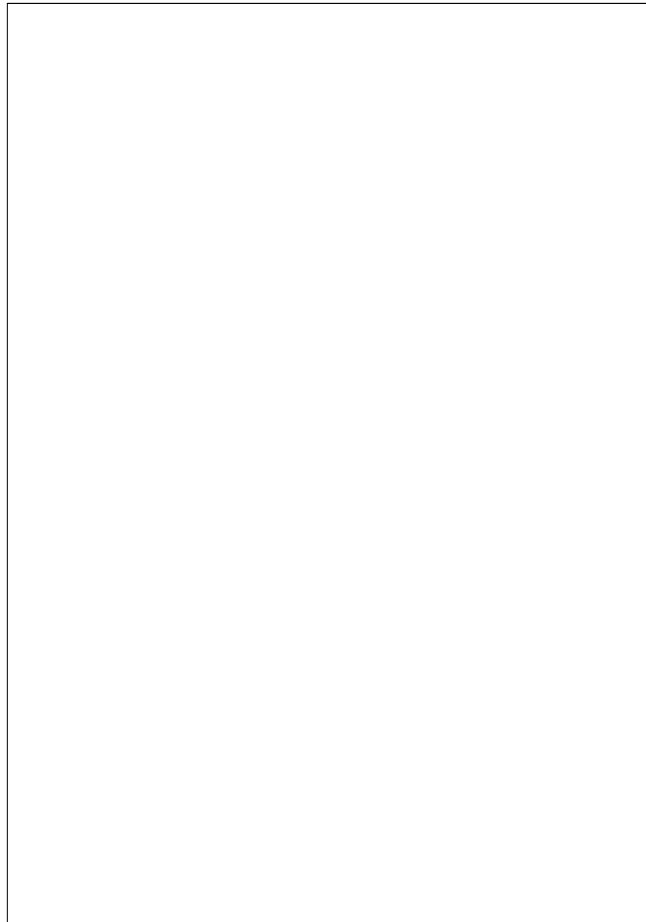
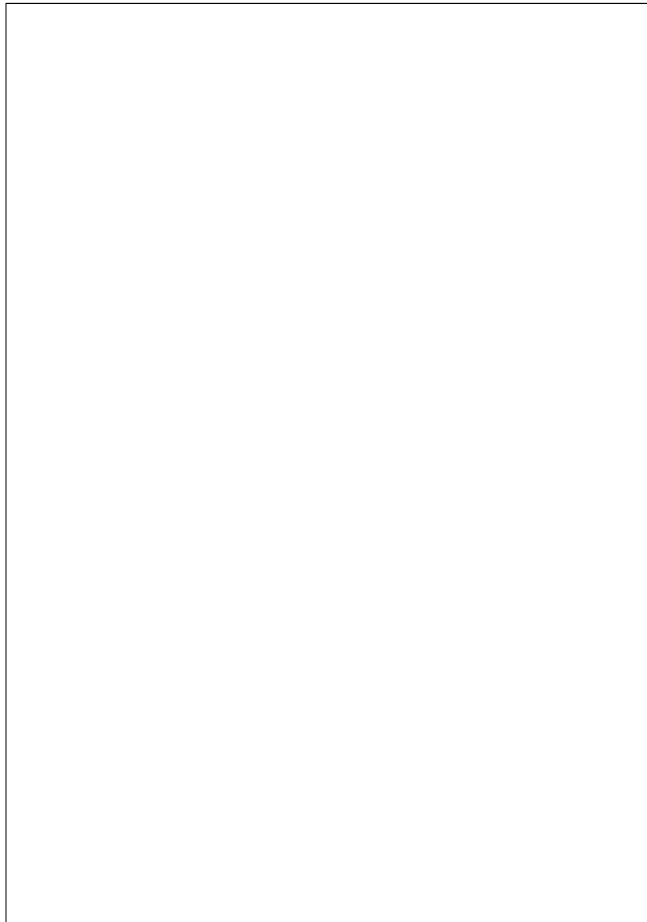




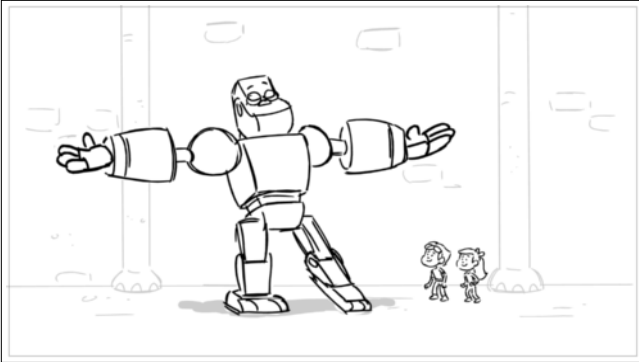
Scene	Duration	Panel	Duration
009	10:00	7	01:00

Scene	Duration	Panel	Duration
009	10:00	8	01:00

Scene	Duration	Panel	Duration
009	10:00	9	01:00



Scene	Duration	Panel	Duration
009	10:00	10	01:00



Scene	Duration	Panel	Duration
010	03:00	1	01:00



Dialog
 115 RUSTY (CONT'D)
 Okay, Botarilla - we think Liam's
 in some kind of danger,

Scene	Duration	Panel	Duration
010	03:00	2	01:00



Dialog
 115 RUSTY (CONT'D)
 Okay, Botarilla - we think Liam's
 in some kind of danger,

Scene	Duration	Panel	Duration
010	03:00	3	01:00



Dialog
 115 RUSTY (CONT'D)
 so we need to get across this chasm
 quickly!

Scene	Duration	Panel	Duration
011	07:00	1	01:00



Scene	Duration	Panel	Duration
011	07:00	2	01:00



Dialog
 BOTARILLA
 <Affirmative Grunt>

Scene	Duration	Panel	Duration
011	07:00	3	01:00

Scene	Duration	Panel	Duration
011	07:00	4	01:00

Scene	Duration	Panel	Duration
011	07:00	5	01:00



Dialog
 BOTARILLA
 <Affirmative Grunt>

Dialog
 BOTARILLA
 <Affirmative Grunt>

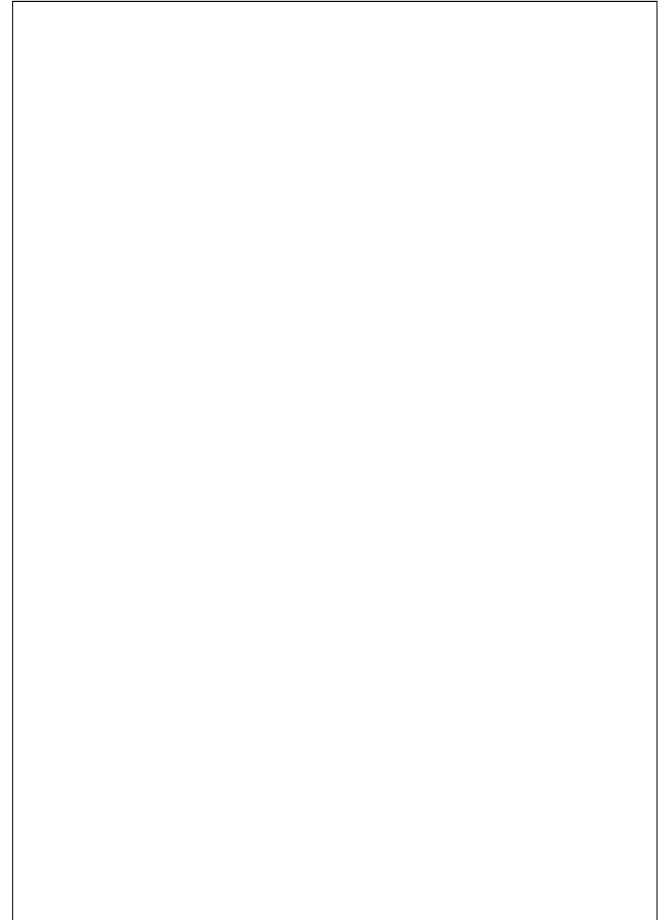
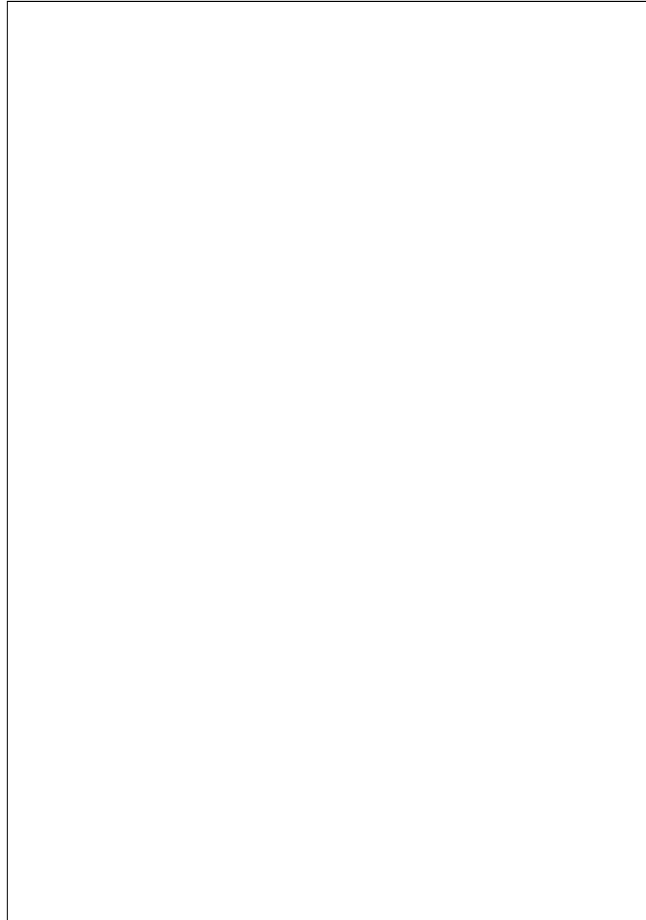
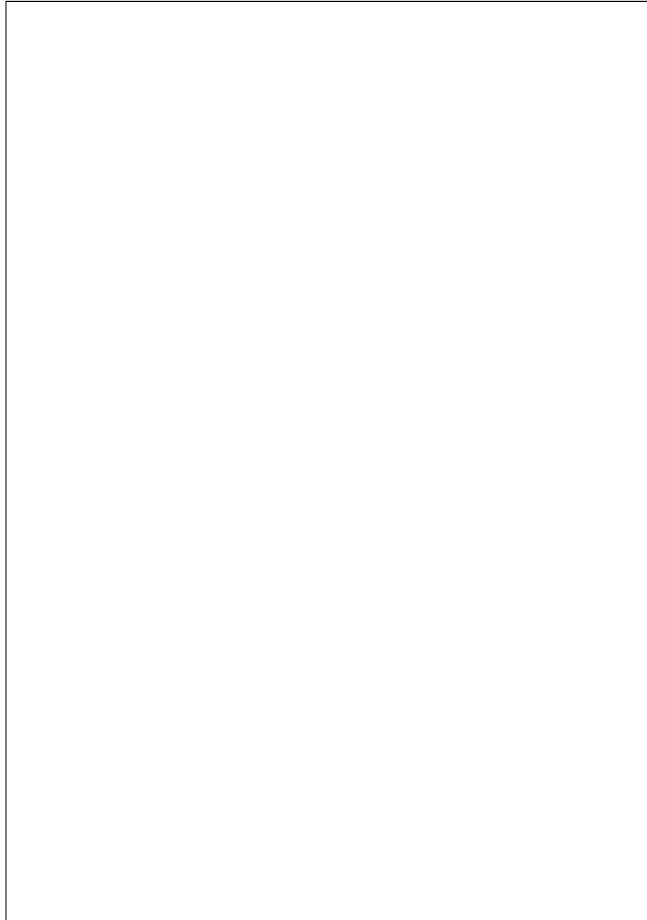
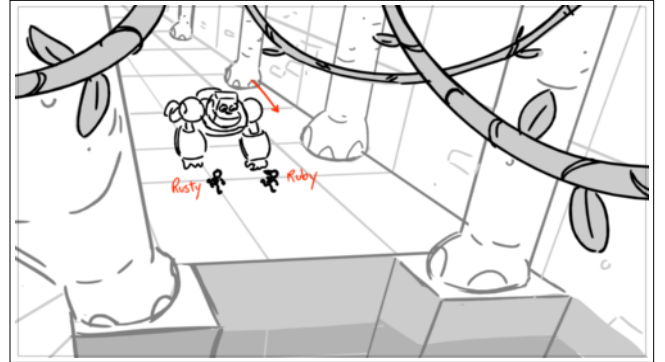
Scene	Duration	Panel	Duration
011	07:00	6	01:00



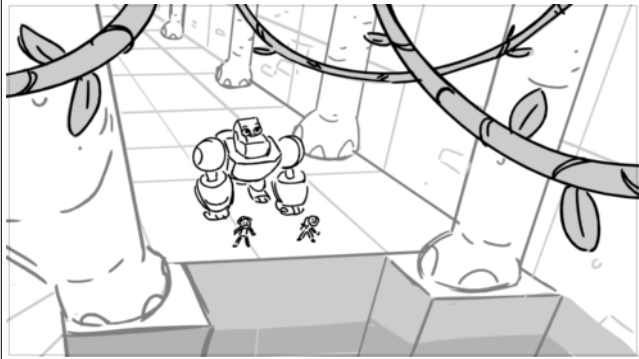
Scene	Duration	Panel	Duration
011	07:00	7	01:00



Scene	Duration	Panel	Duration
012	02:00	1	01:00



Scene	Duration	Panel	Duration
012	02:00	2	01:00



Dialog
 116 RUBY
 Those vines are pretty far up.

Scene	Duration	Panel	Duration
013	02:00	1	01:00



Dialog
 116 RUBY
 You're going to have to give it

Scene	Duration	Panel	Duration
013	02:00	2	01:00

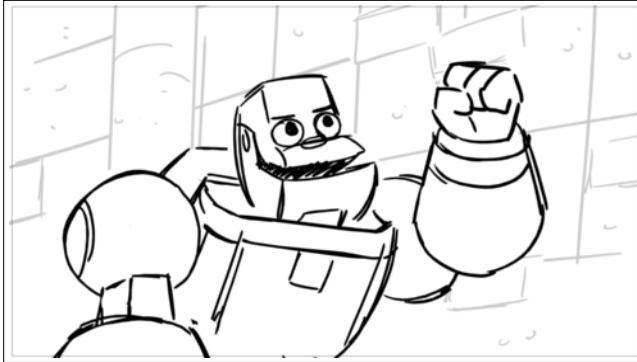


Dialog
 116 RUBY
 everything you've got, Botarilla!

Scene	Duration	Panel	Duration
014	10:00	1	01:00



Scene	Duration	Panel	Duration
014	10:00	2	01:00



Dialog
 117 BOTARILLA
 <"For sure!">

Scene	Duration	Panel	Duration
014	10:00	3	01:00

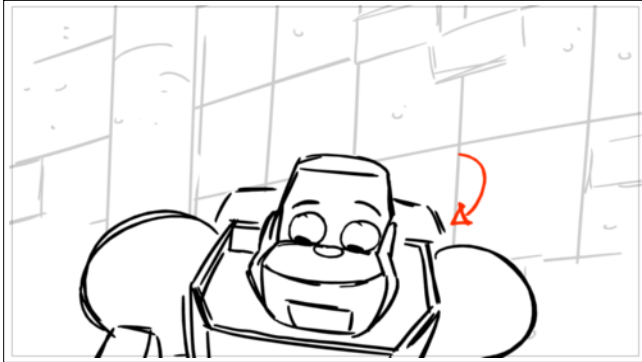


Dialog
 117 BOTARILLA
 <"For sure!">

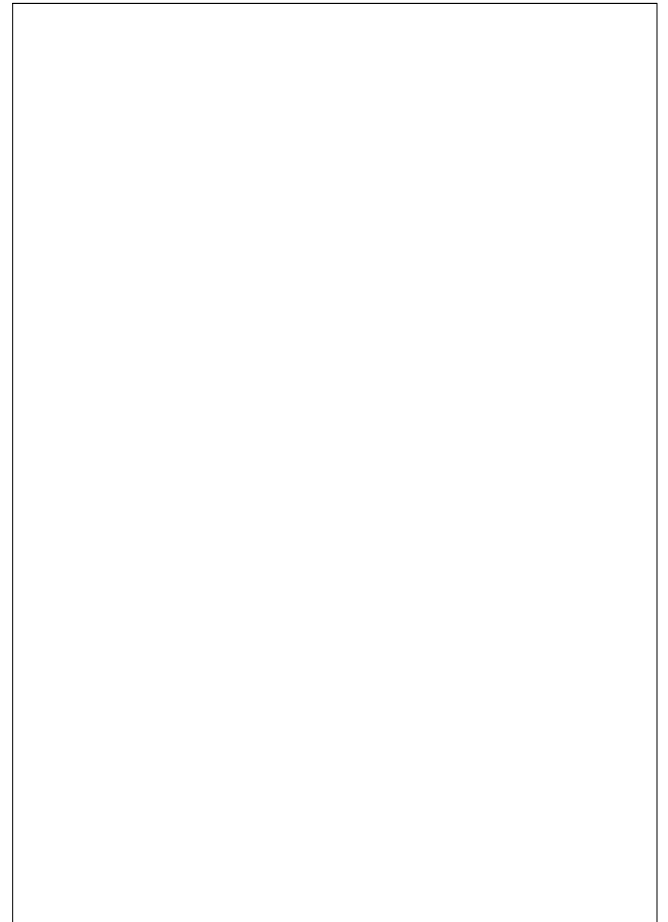
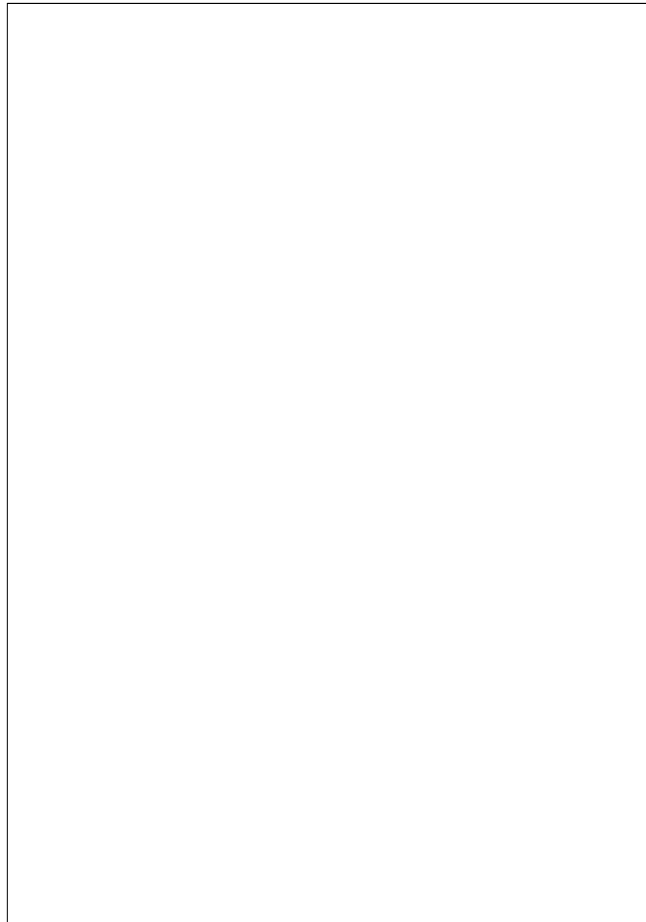
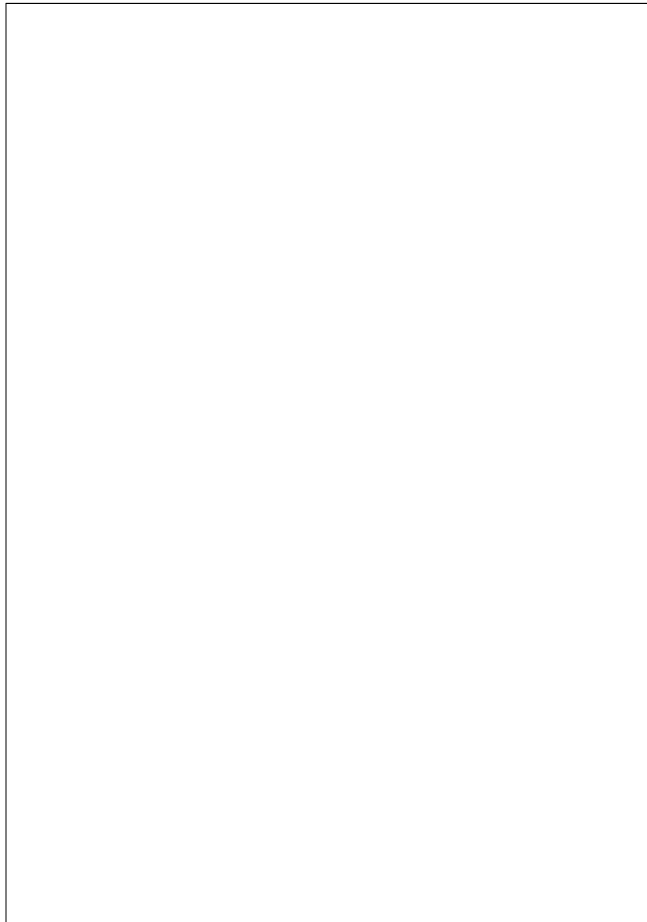
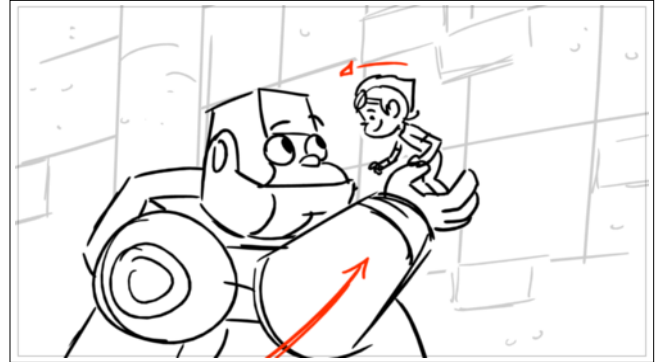
Scene	Duration	Panel	Duration
014	10:00	4	01:00



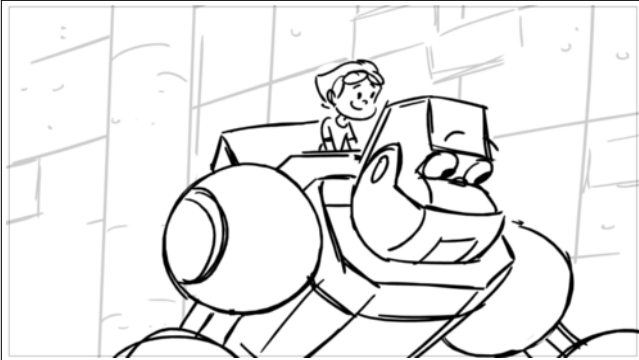
Scene	Duration	Panel	Duration
014	10:00	5	01:00



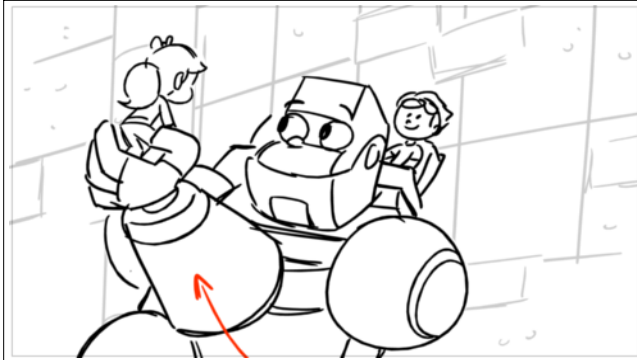
Scene	Duration	Panel	Duration
014	10:00	6	01:00



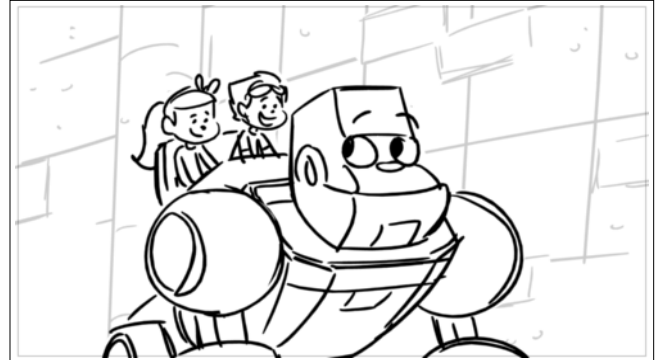
Scene	Duration	Panel	Duration
014	10:00	7	01:00



Scene	Duration	Panel	Duration
014	10:00	8	01:00



Scene	Duration	Panel	Duration
014	10:00	9	01:00



Dialog

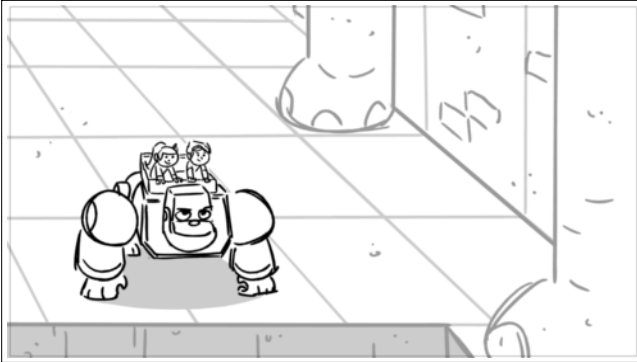
118 RUSTY

Let's get swinging!

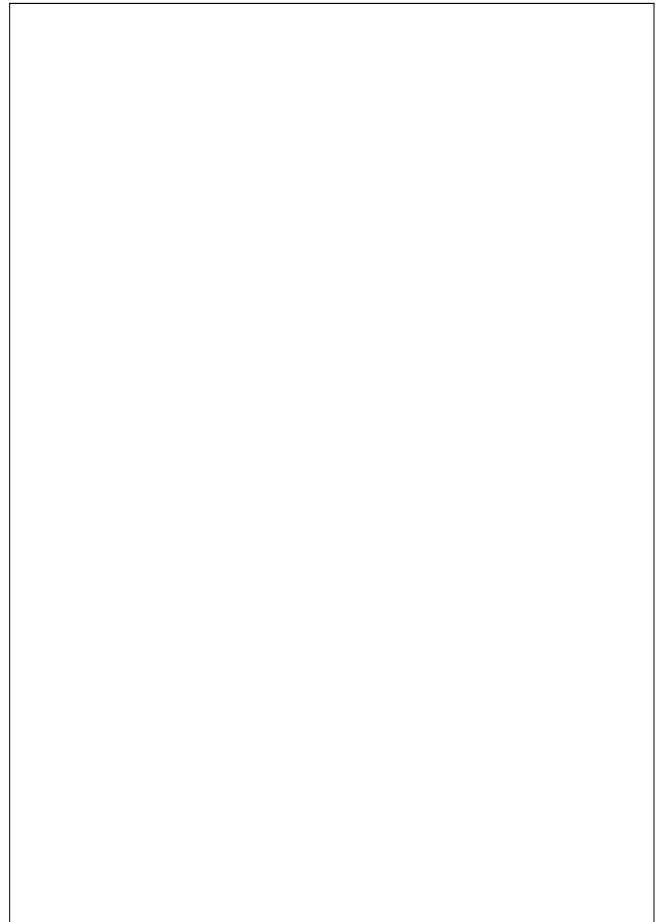
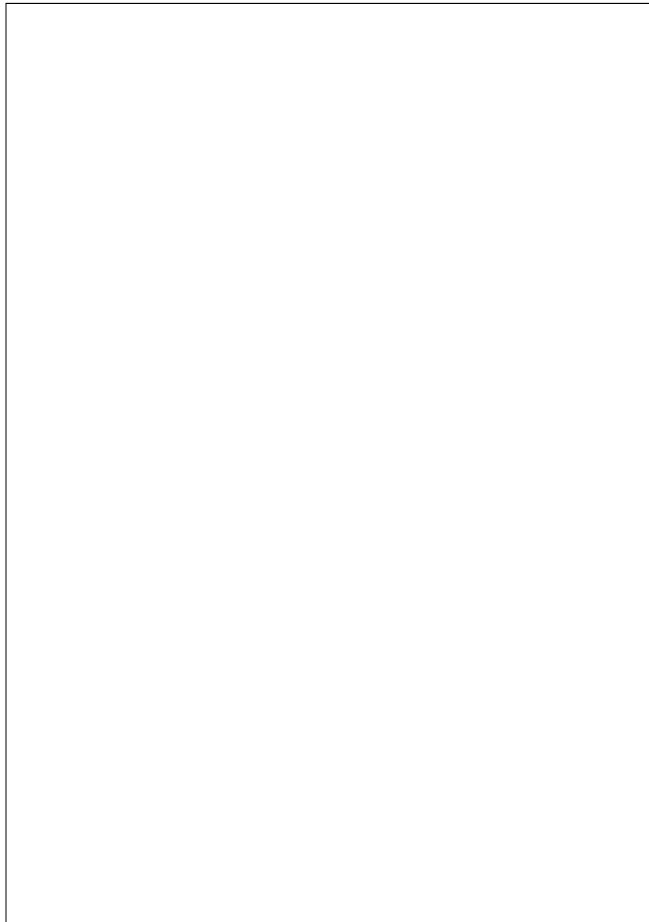
Scene	Duration	Panel	Duration
014	10:00	10	01:00



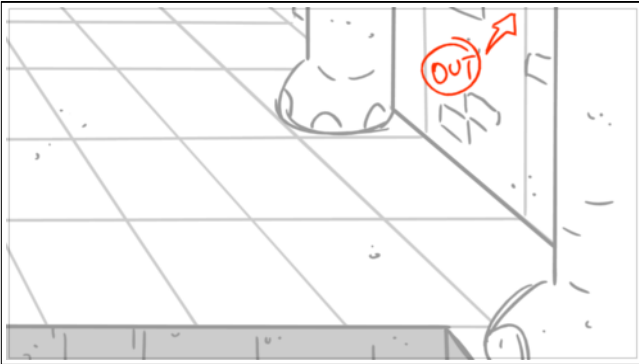
Scene	Duration	Panel	Duration
015	03:00	1	01:00



Scene	Duration	Panel	Duration
015	03:00	2	01:00



Scene	Duration	Panel	Duration
015	03:00	3	01:00

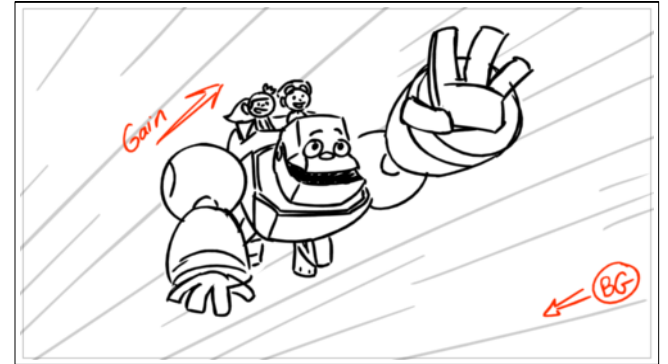


Scene	Duration	Panel	Duration
016	02:00	1	01:00



Dialog
 119 BOTARILLA
 <TARZAN-LIKE CALL>

Scene	Duration	Panel	Duration
016	02:00	2	01:00



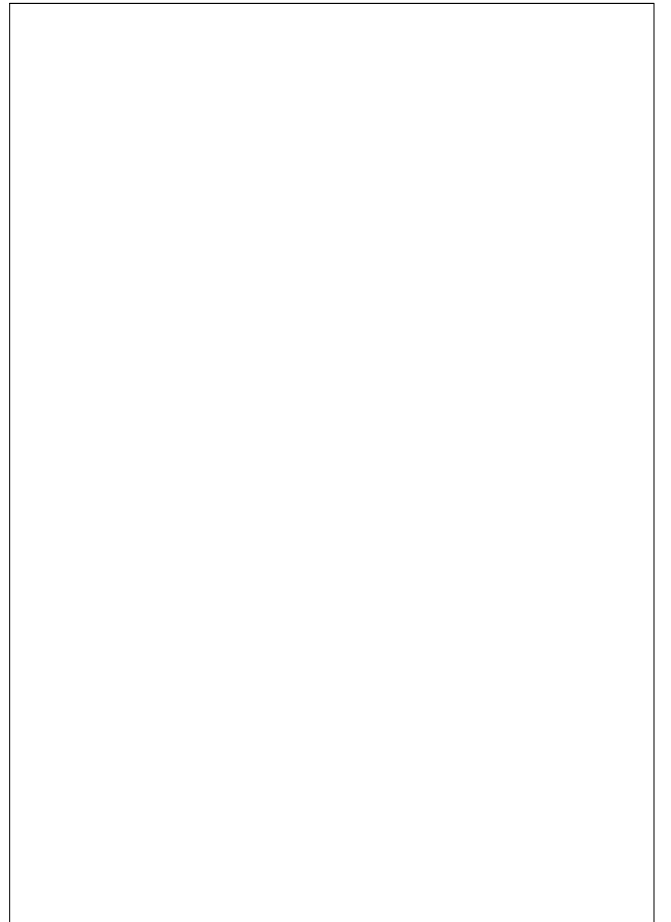
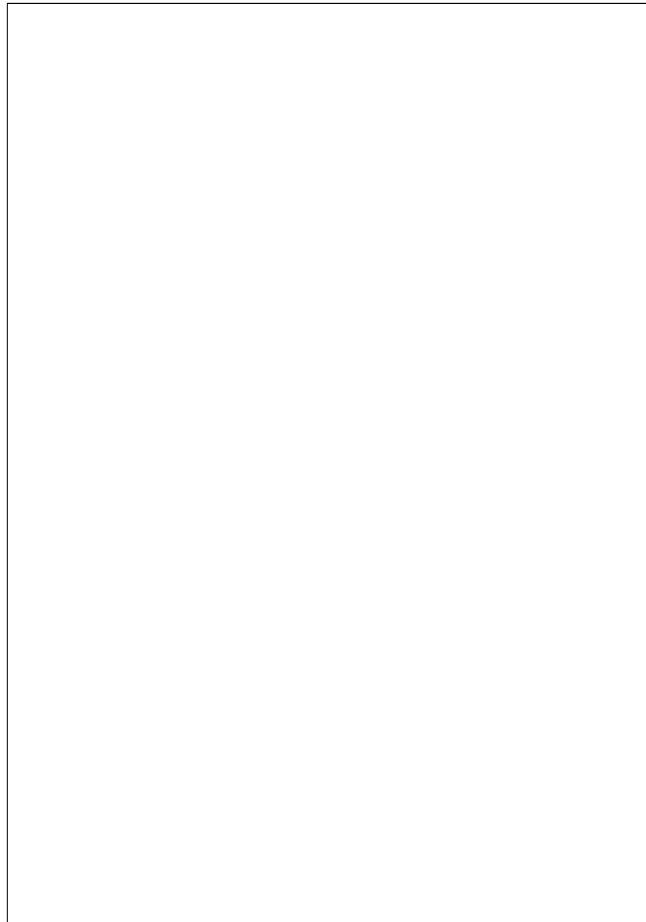
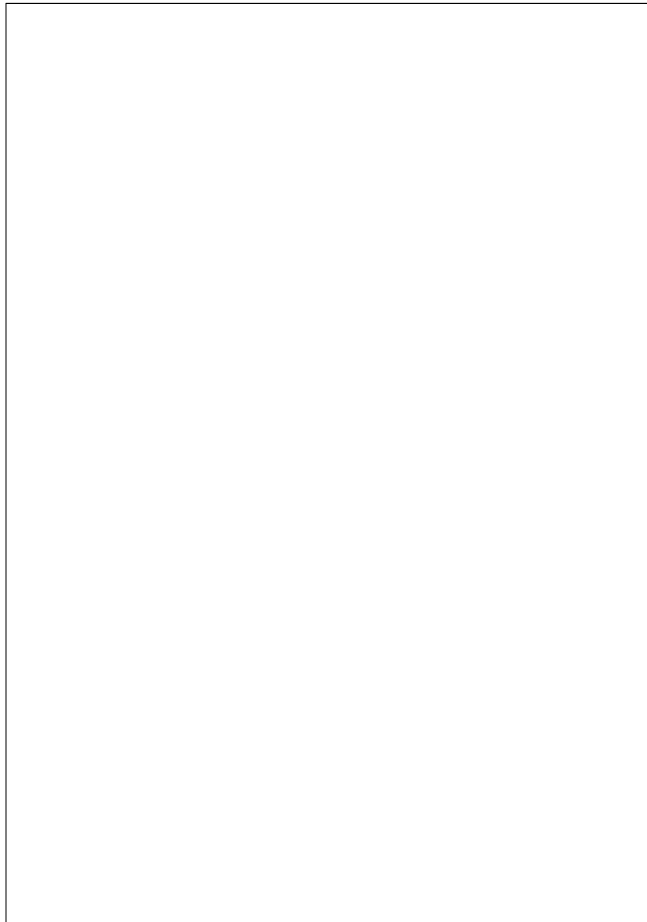
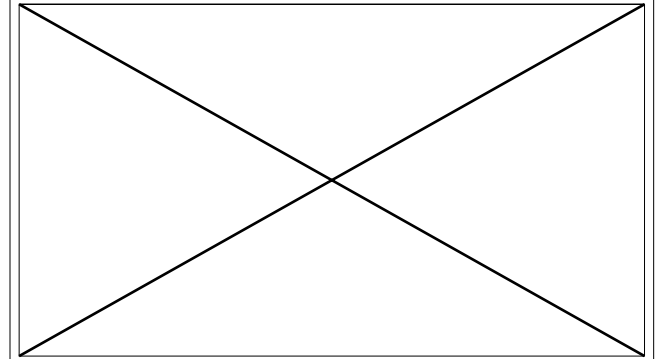
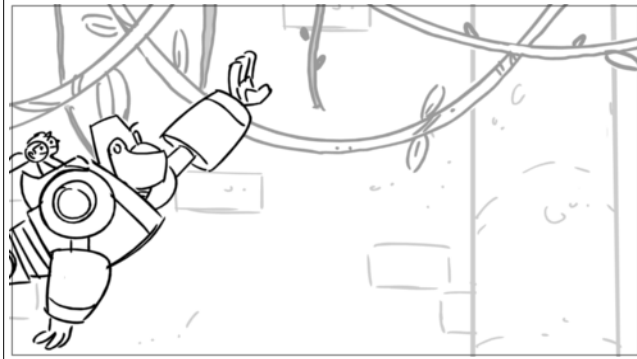
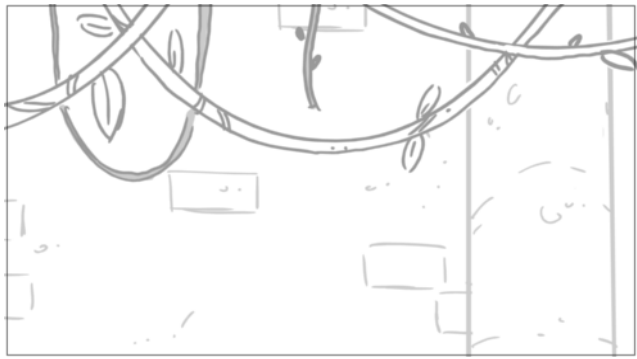
Dialog
 119 BOTARILLA
 <TARZAN-LIKE CALL>



Scene	Duration	Panel	Duration
017	07:00	1	01:00

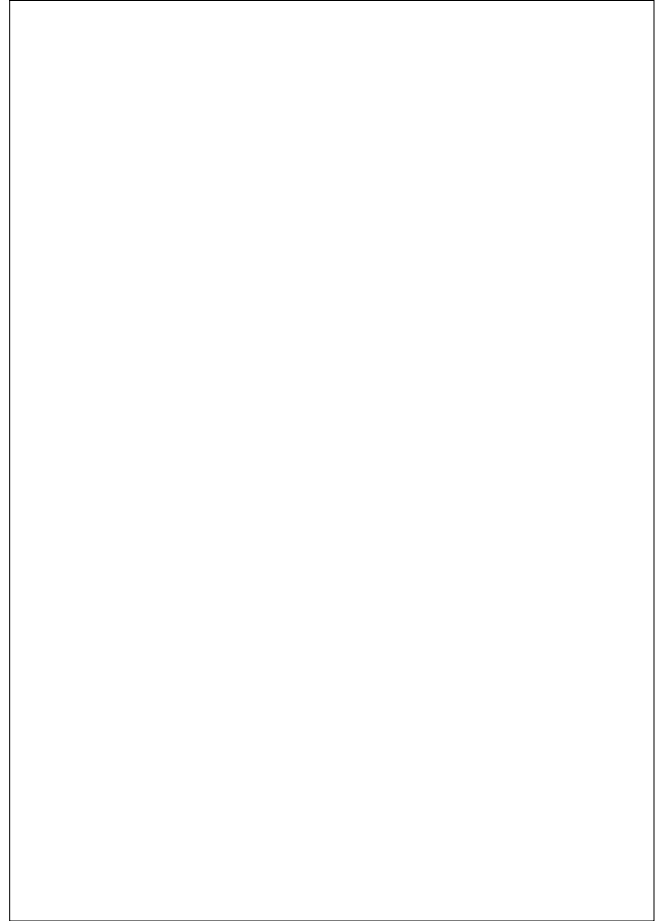
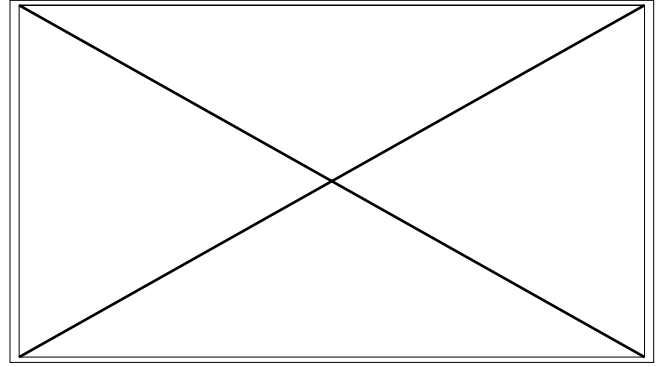
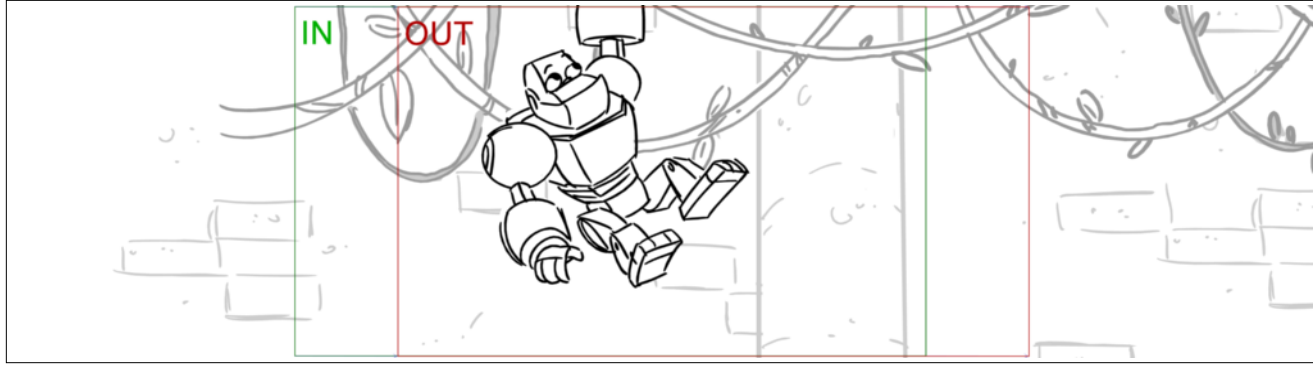
Scene	Duration	Panel	Duration
017	07:00	2	01:00

NO PANEL



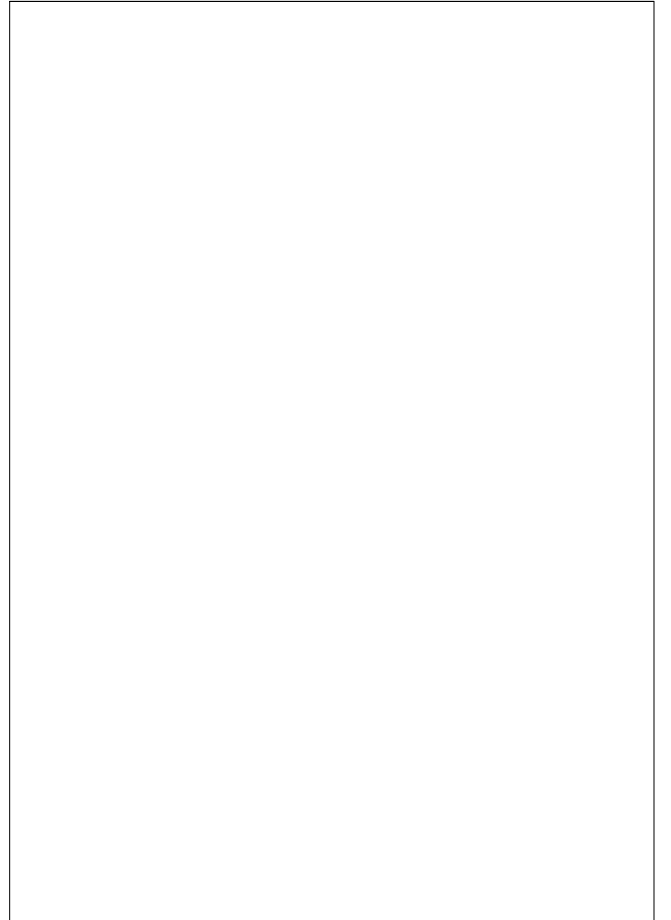
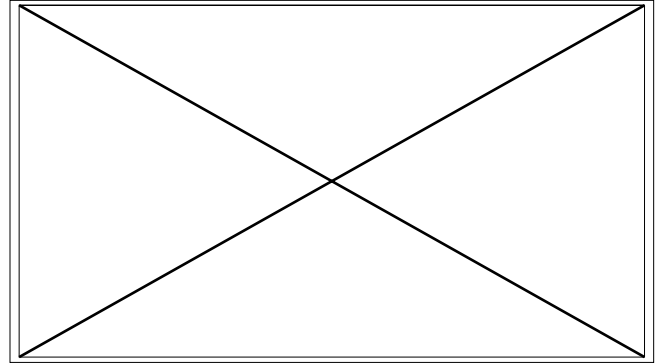
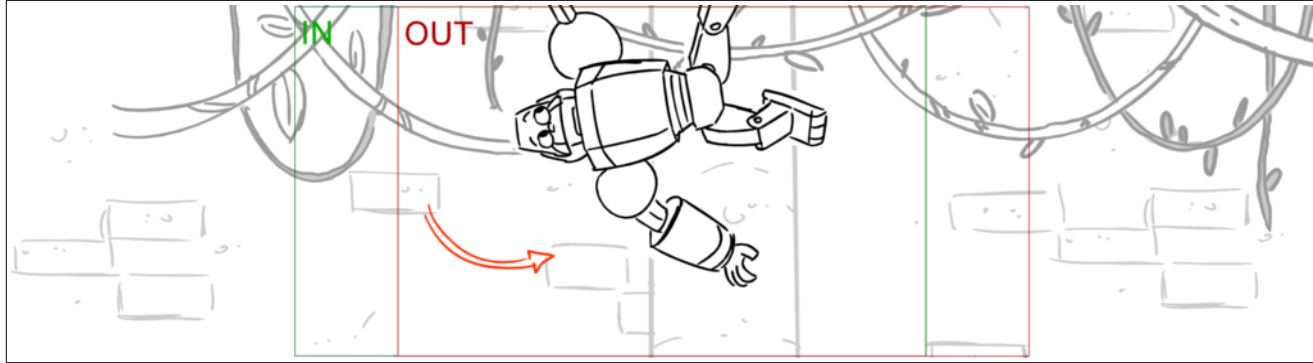
Scene	Duration	Panel	Duration
017	07:00	3	01:00

NO PANEL



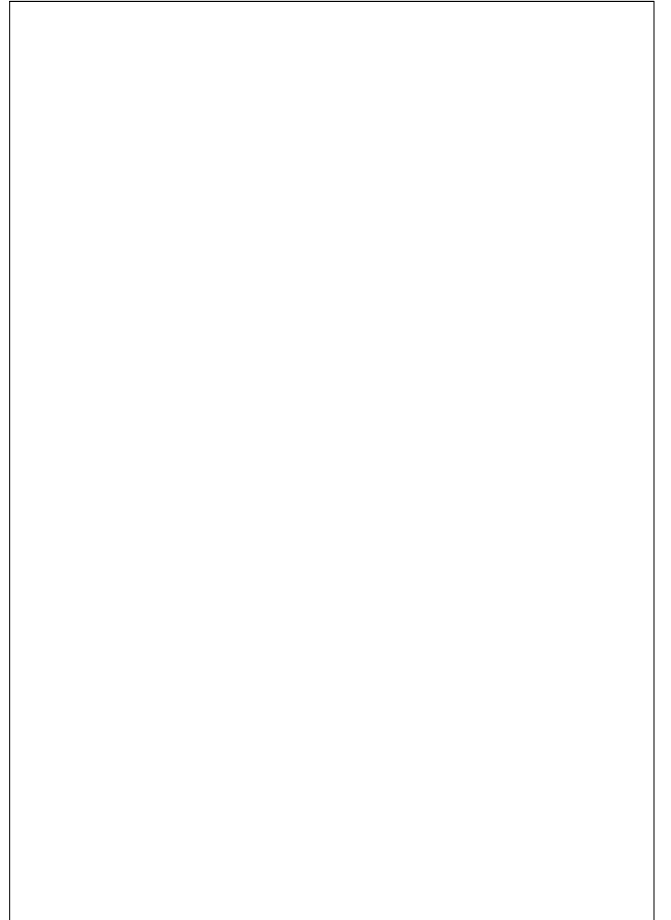
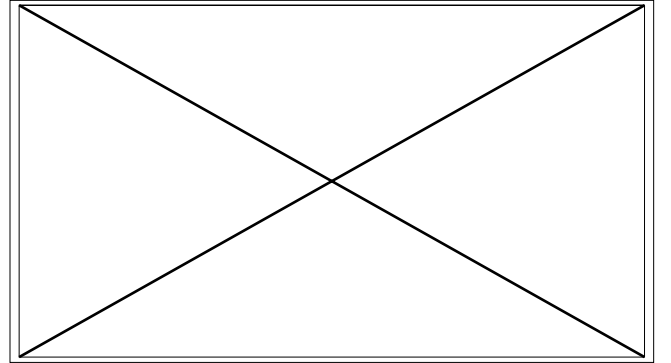
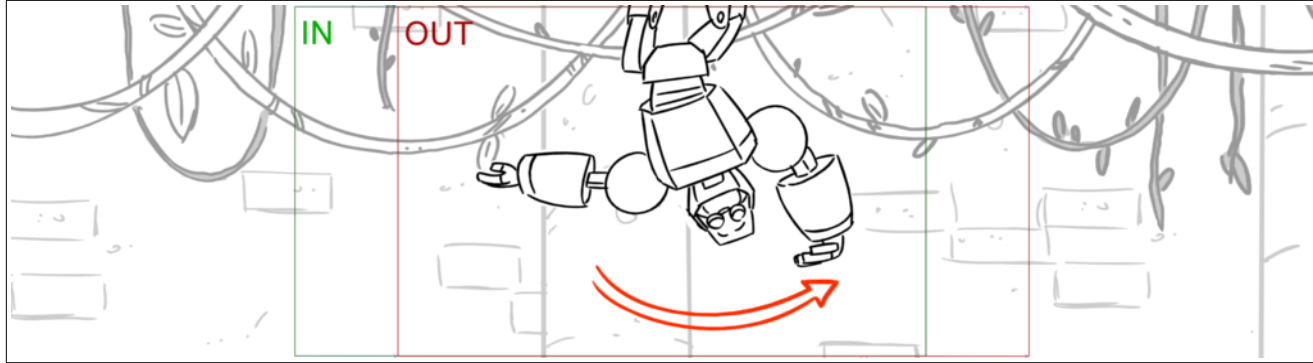
Scene	Duration	Panel	Duration
017	07:00	4	01:00

NO PANEL



Scene	Duration	Panel	Duration
017	07:00	5	01:00

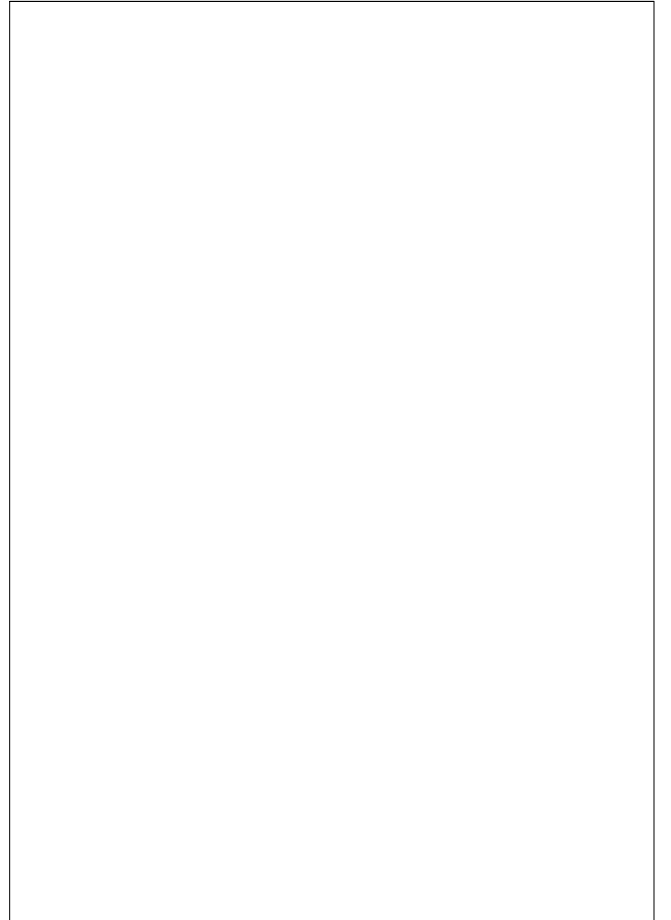
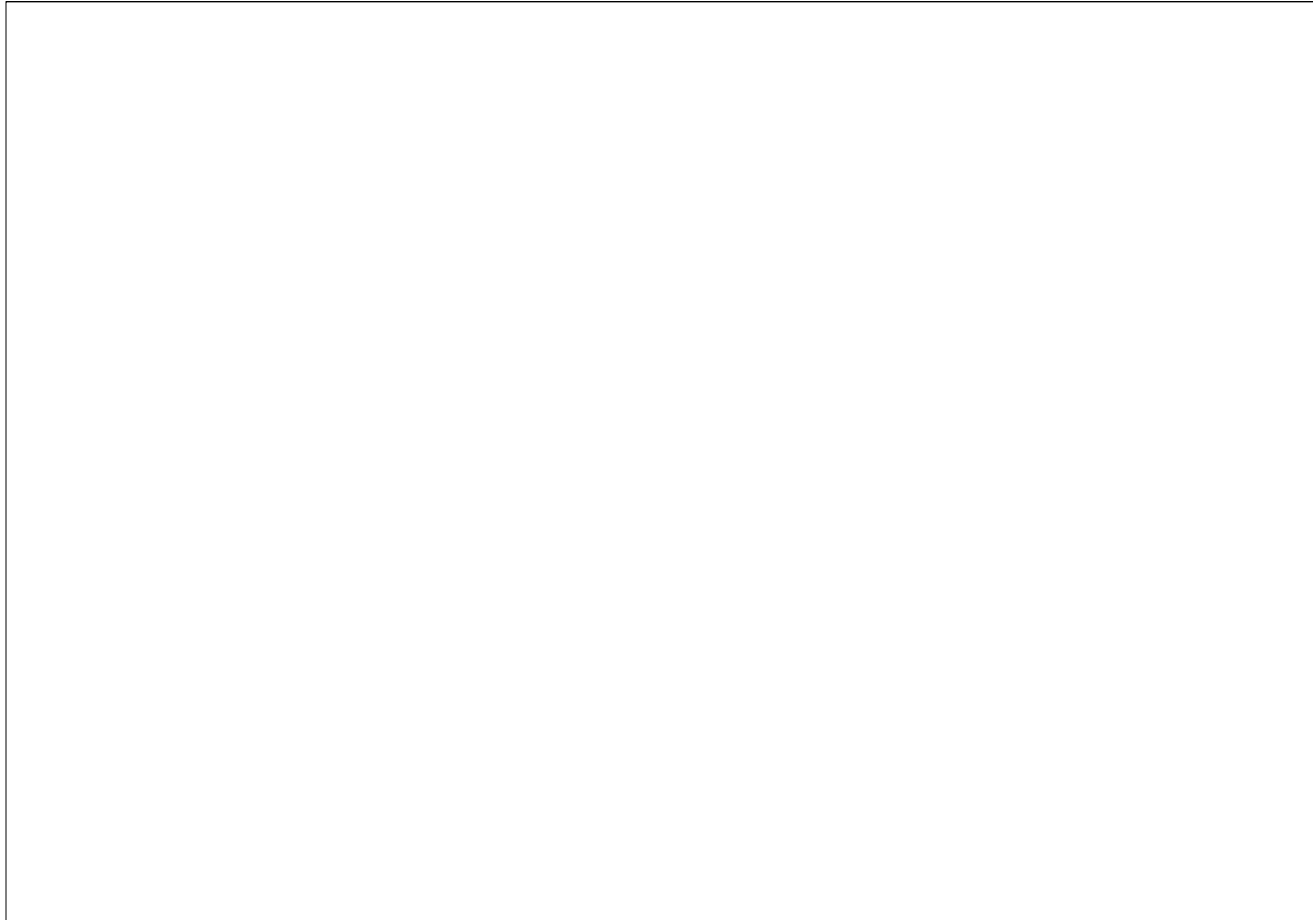
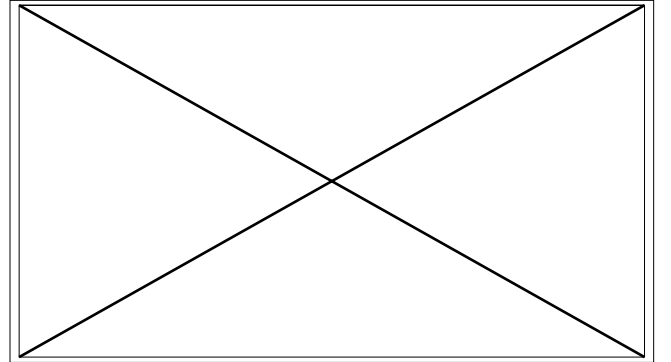
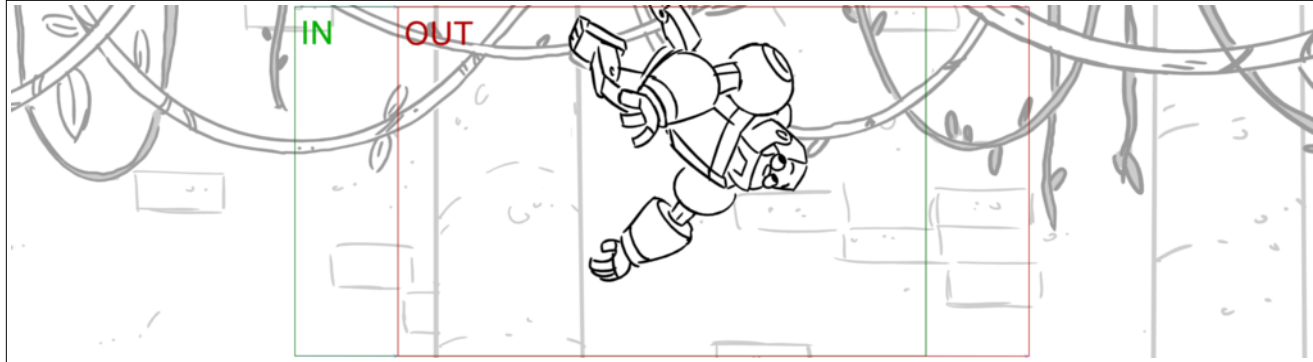
NO PANEL





Scene	Duration	Panel	Duration
017	07:00	6	01:00

NO PANEL



Scene	Duration	Panel	Duration
017	07:00	7	01:00



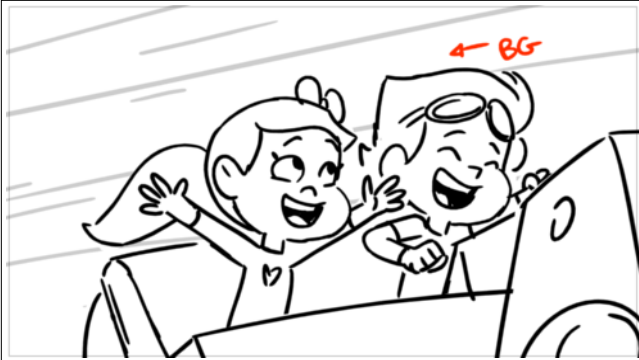
Scene	Duration	Panel	Duration
018	04:00	1	01:00



Dialog

120 RUSTY/RUBY
 YEEEEES!

Scene	Duration	Panel	Duration
018	04:00	2	01:00



Dialog
120 RUSTY/RUBY
YEEEEES!

Scene	Duration	Panel	Duration
018	04:00	3	01:00



Dialog
120 RUSTY/RUBY
YEEEEES!

Scene	Duration	Panel	Duration
018	04:00	4	01:00



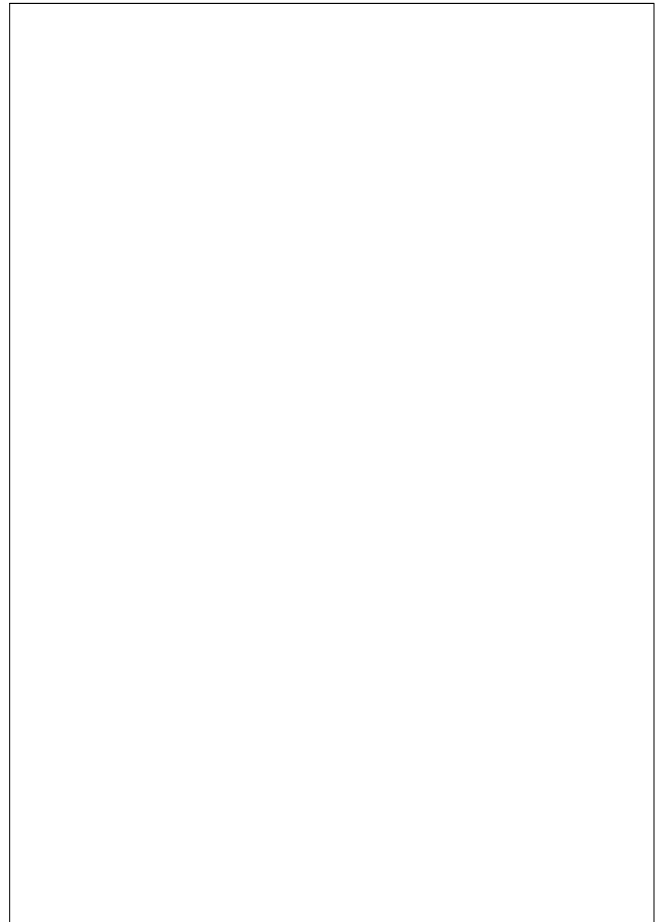
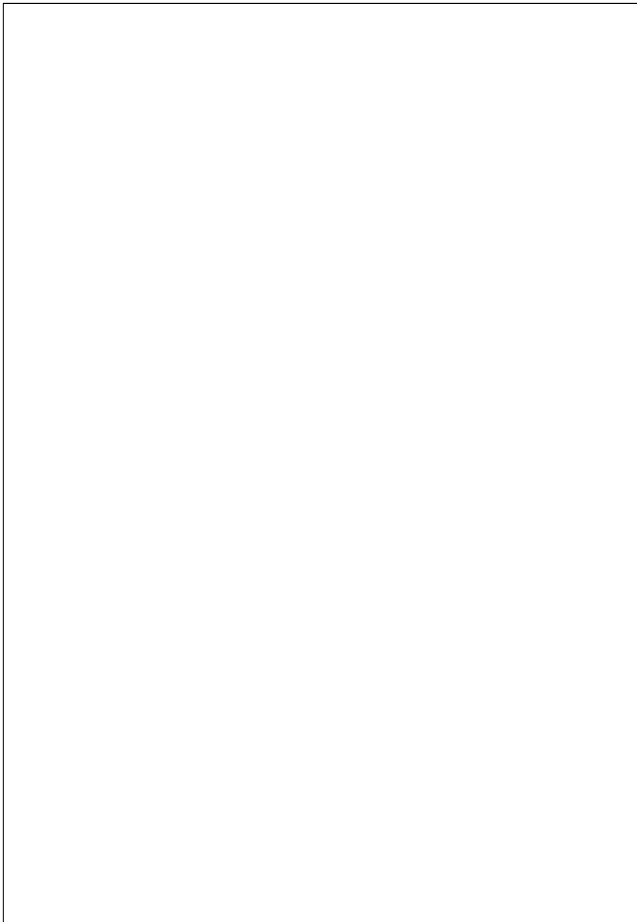
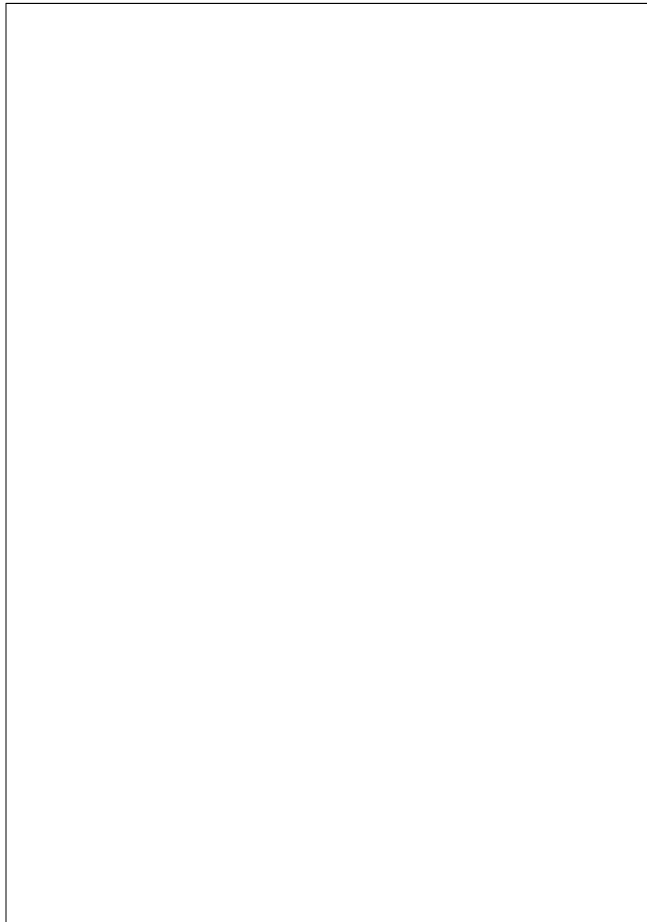
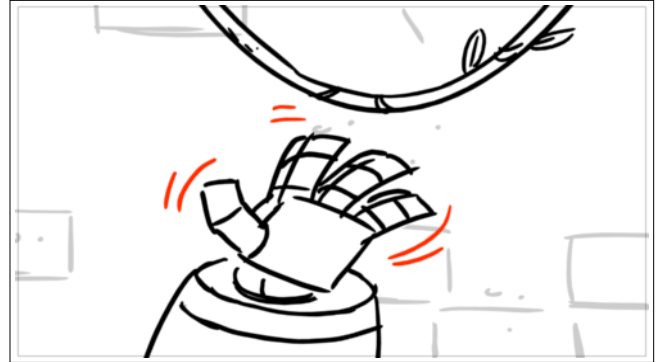
Dialog
120 RUSTY/RUBY
YEEEEES!



Scene	Duration	Panel	Duration
019	06:00	1	01:00

Scene	Duration	Panel	Duration
019	06:00	2	01:00

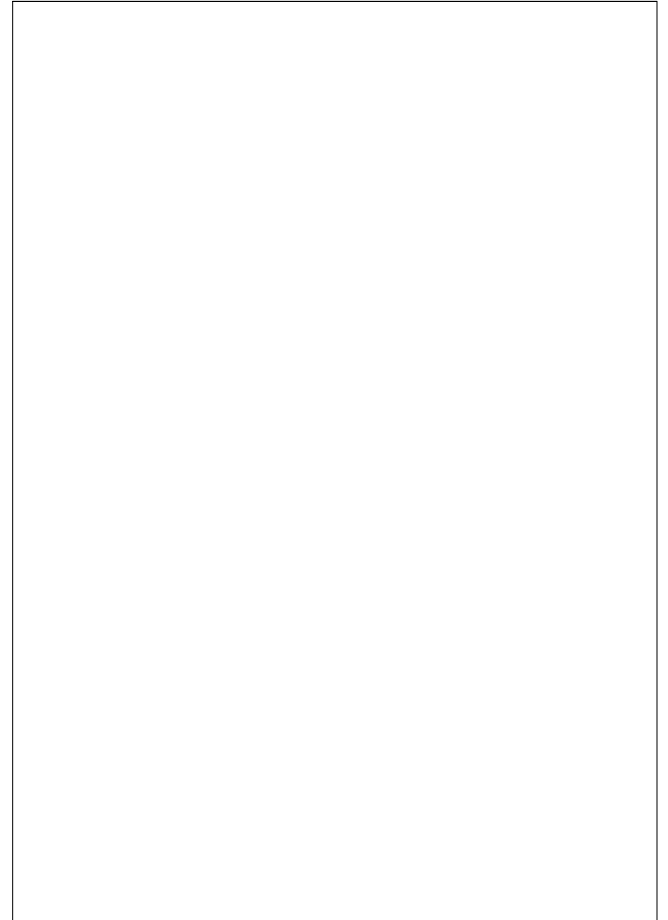
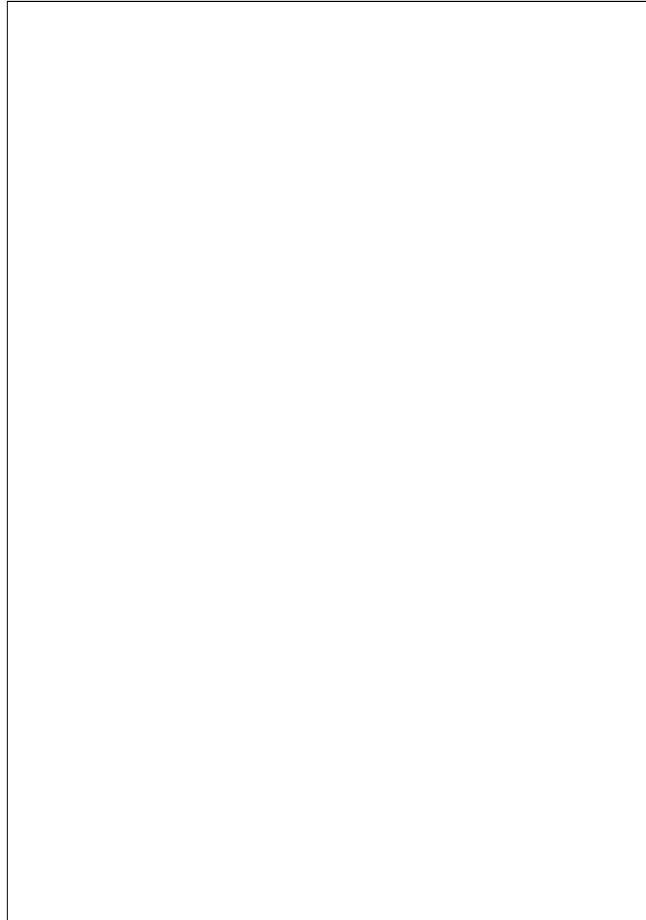
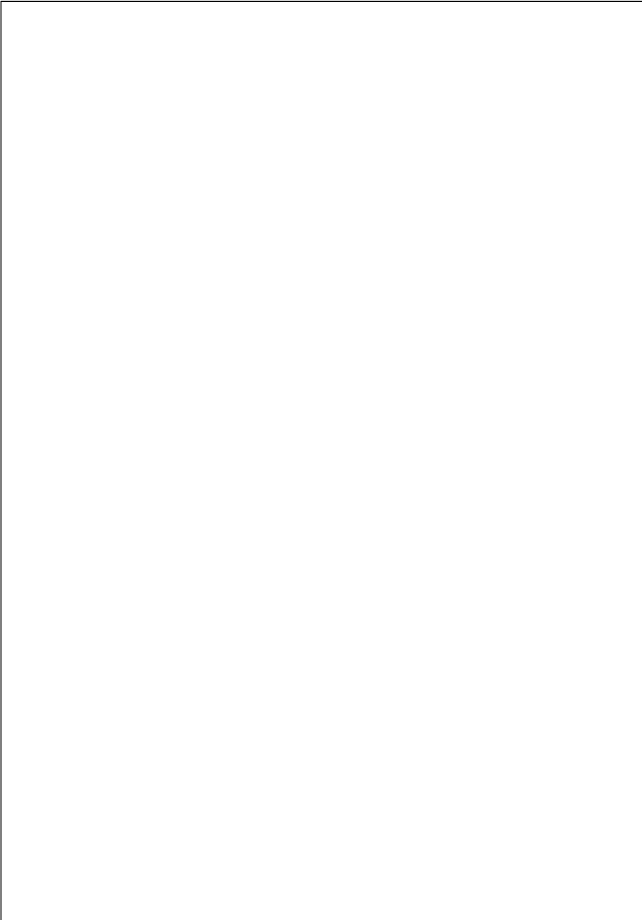
Scene	Duration	Panel	Duration
019	06:00	3	01:00



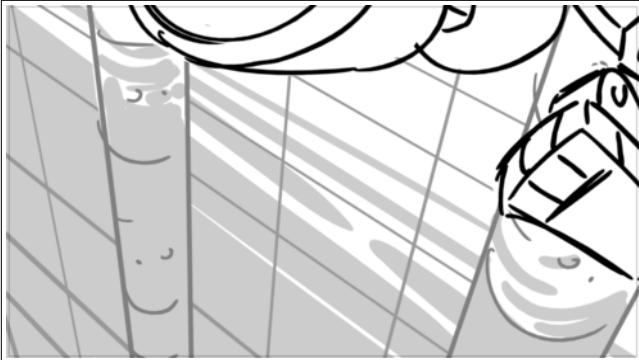
Scene	Duration	Panel	Duration
019	06:00	4	01:00

Scene	Duration	Panel	Duration
019	06:00	5	01:00

Scene	Duration	Panel	Duration
019	06:00	6	01:00

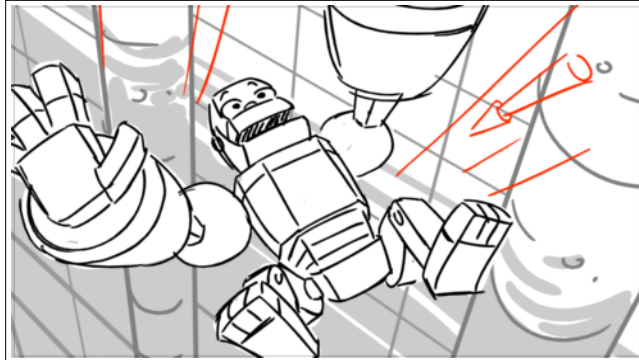


Scene	Duration	Panel	Duration
020	03:00	1	01:00



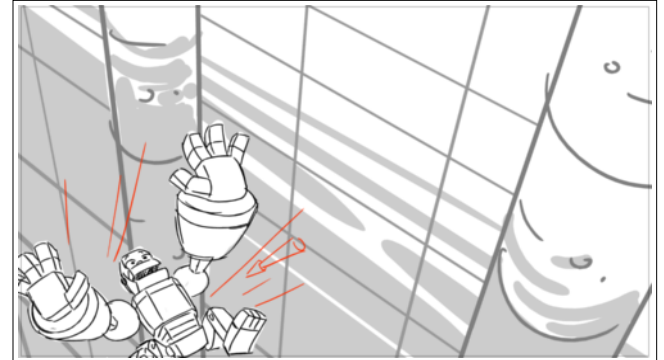
Dialog
 121 RUSTY/RUBY (CONT'D)
 NOOOOOO!

Scene	Duration	Panel	Duration
020	03:00	2	01:00



Dialog
 121 RUSTY/RUBY (CONT'D)
 NOOOOOO!

Scene	Duration	Panel	Duration
020	03:00	3	01:00



Dialog
 121 RUSTY/RUBY (CONT'D)
 NOOOOOO!

Scene	Duration	Panel	Duration
021	03:00	1	01:00



Scene	Duration	Panel	Duration
021	03:00	2	01:00



Dialog
 122 RUSTY
 Activating extender arm!

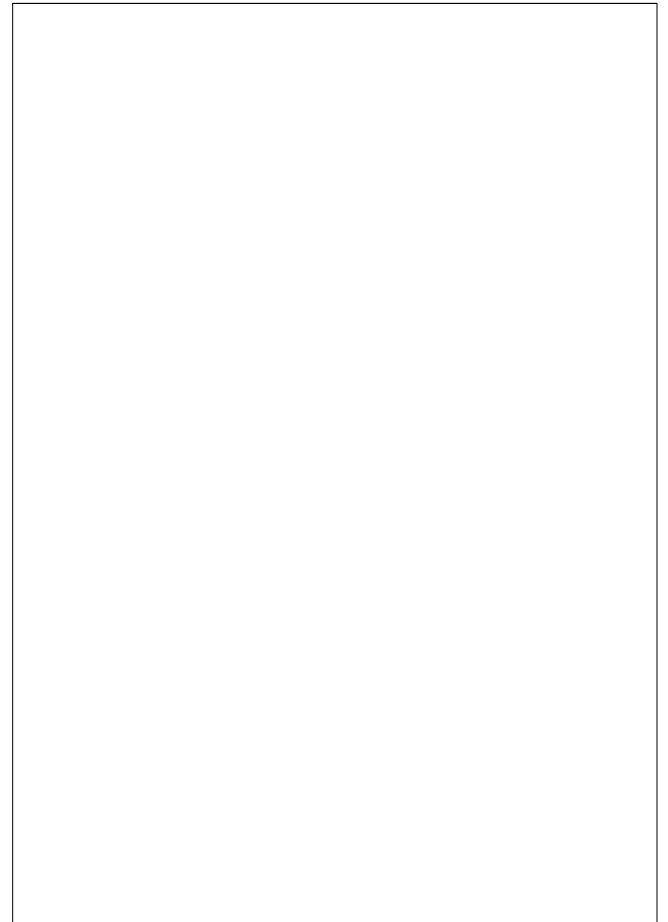
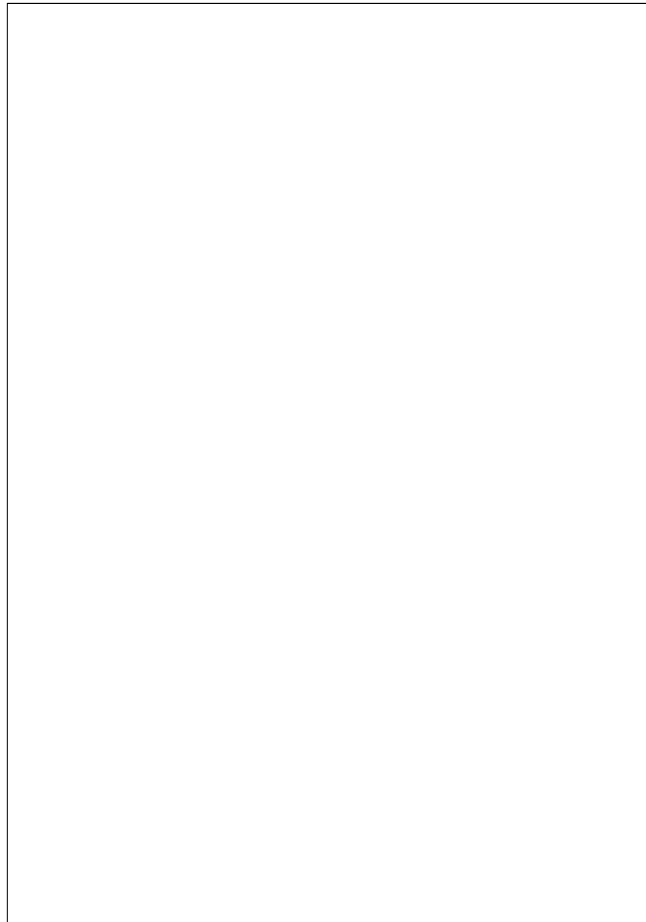
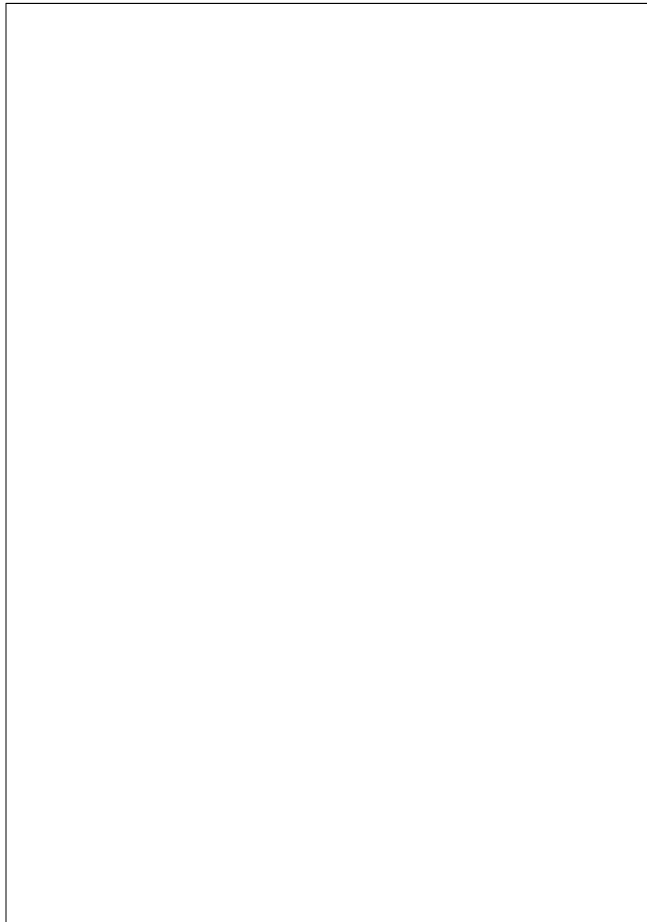
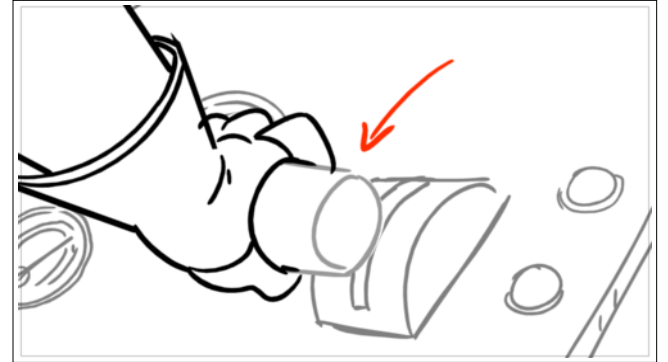
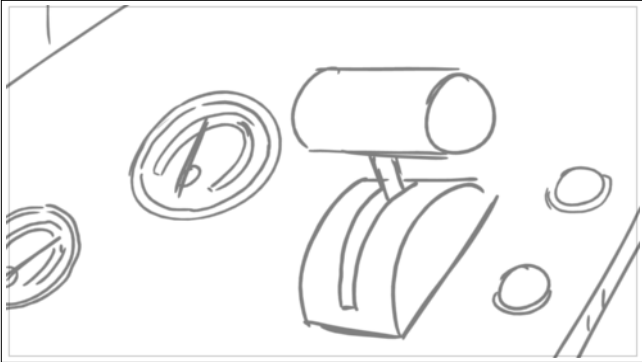
Scene	Duration	Panel	Duration
021	03:00	3	01:00



Scene	Duration	Panel	Duration
022	03:00	1	01:00

Scene	Duration	Panel	Duration
022	03:00	2	01:00

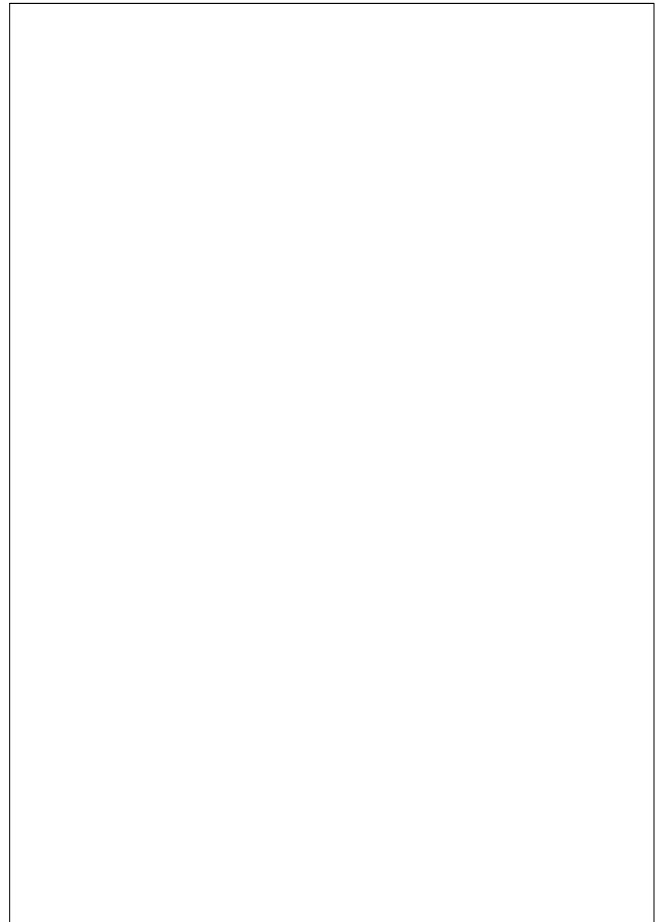
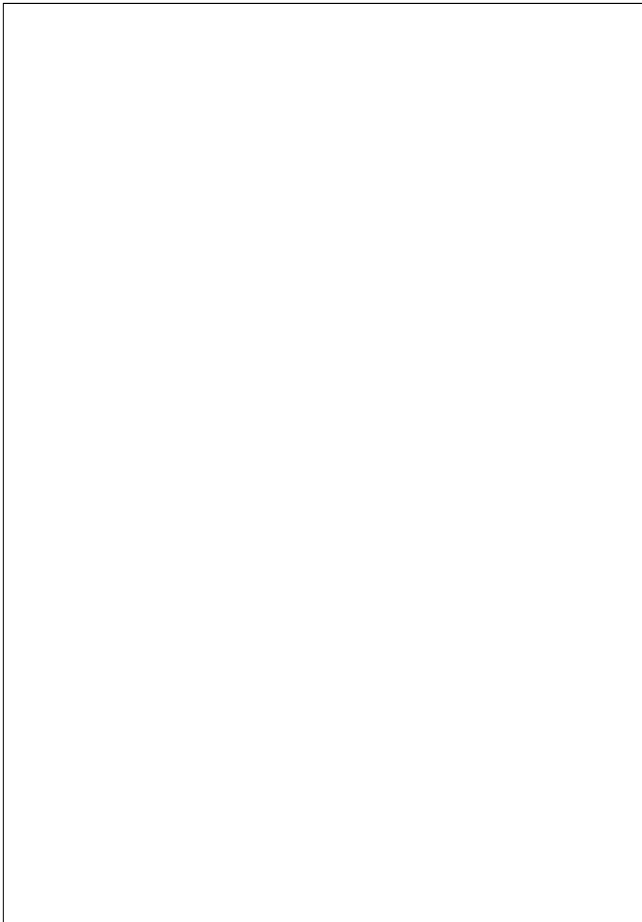
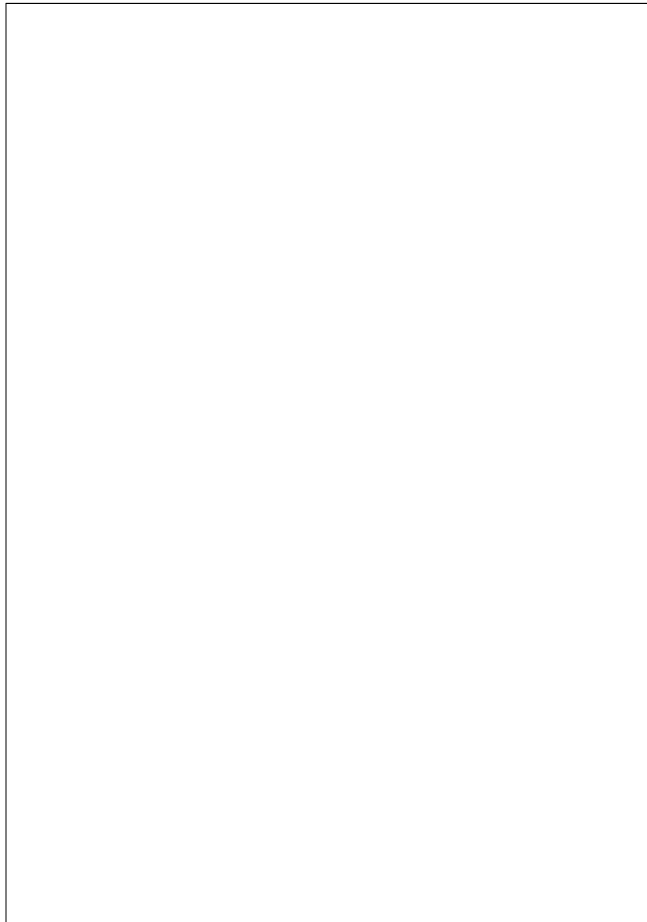
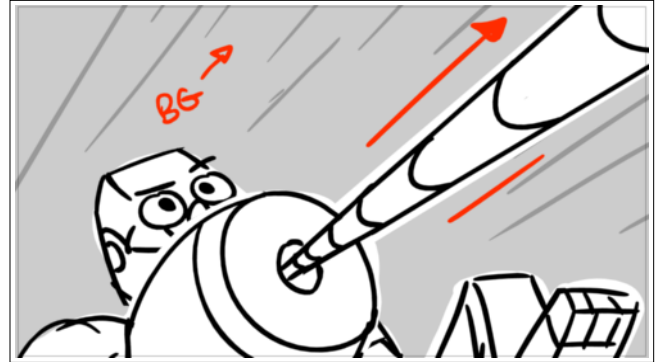
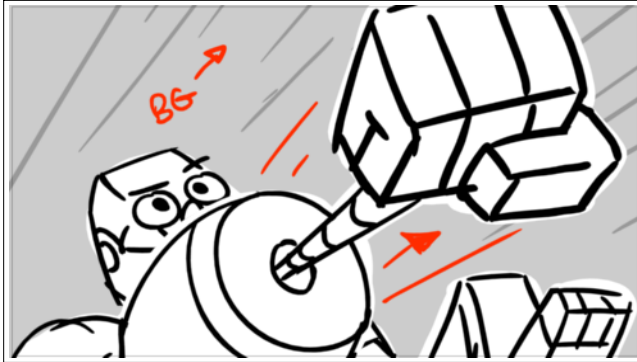
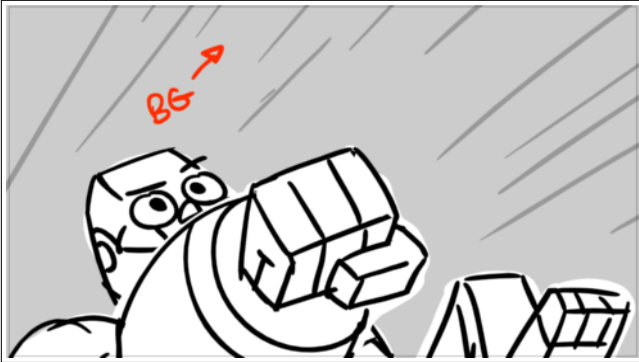
Scene	Duration	Panel	Duration
022	03:00	3	01:00



Scene	Duration	Panel	Duration
023	03:00	1	01:00

Scene	Duration	Panel	Duration
023	03:00	2	01:00

Scene	Duration	Panel	Duration
023	03:00	3	01:00

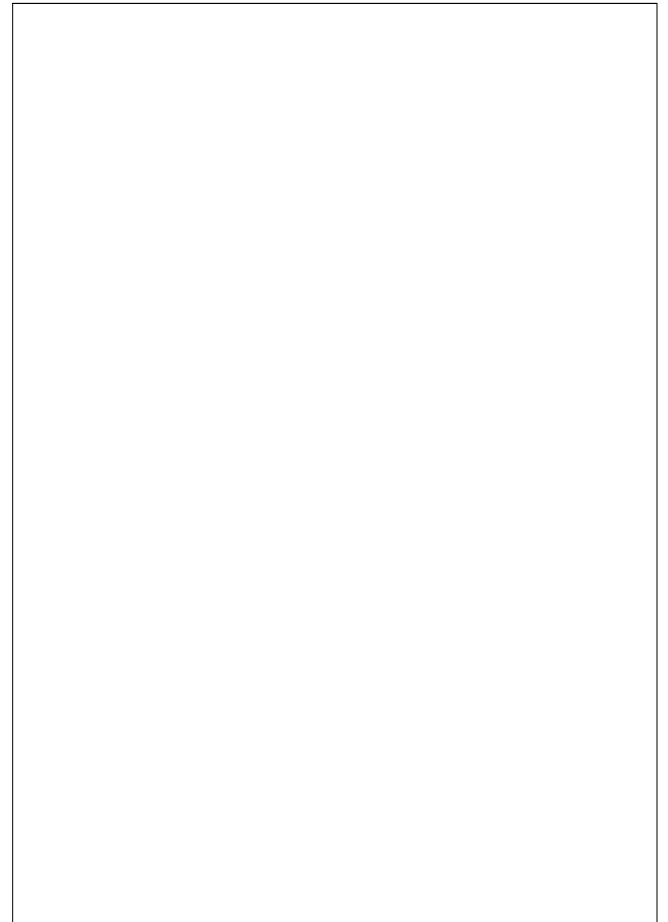
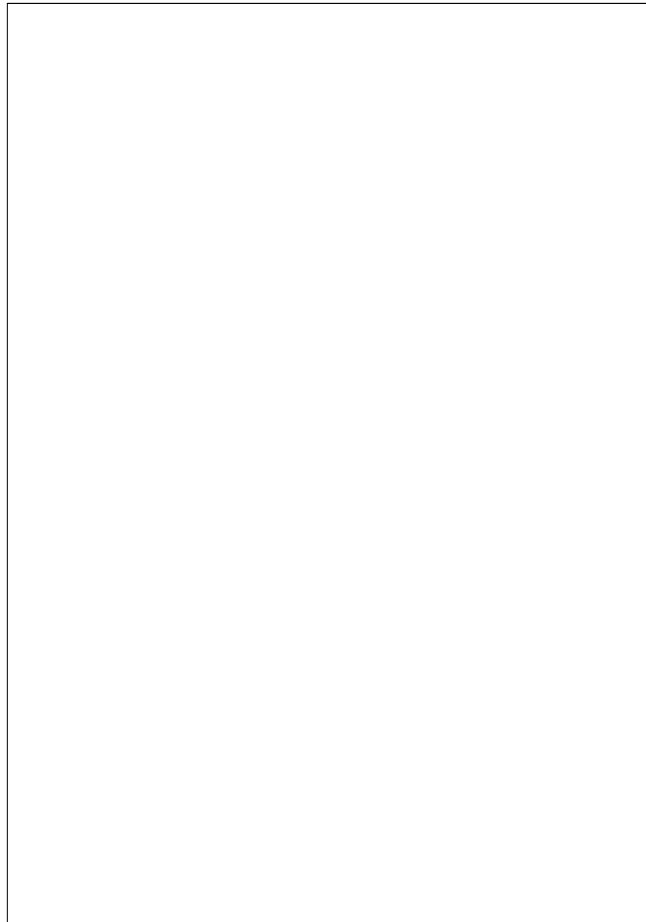
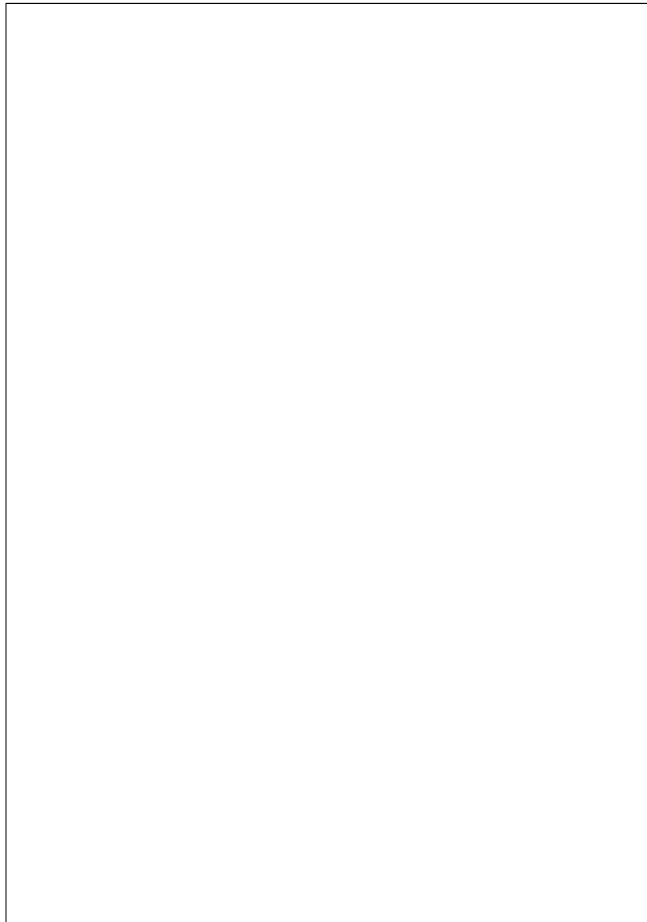
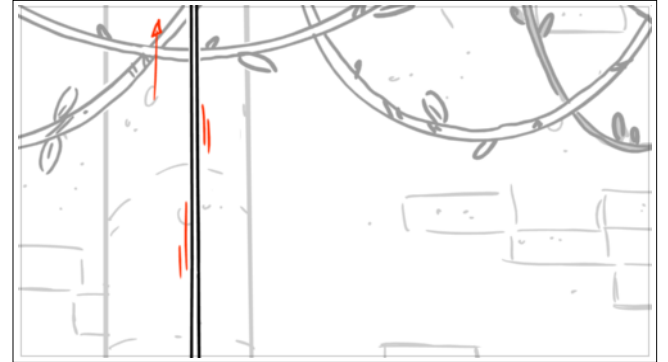
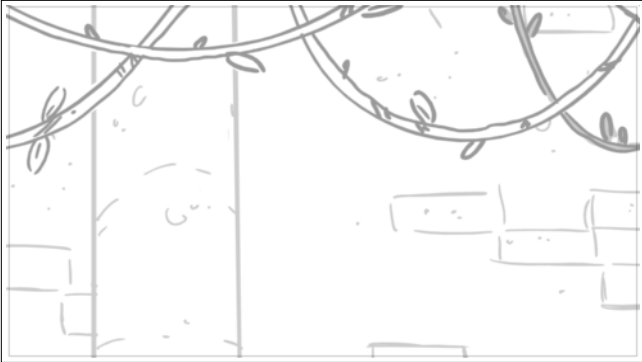




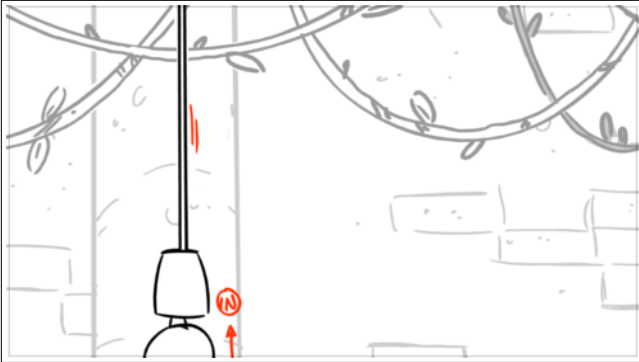
Scene	Duration	Panel	Duration
024	12:00	1	01:00

Scene	Duration	Panel	Duration
024	12:00	2	01:00

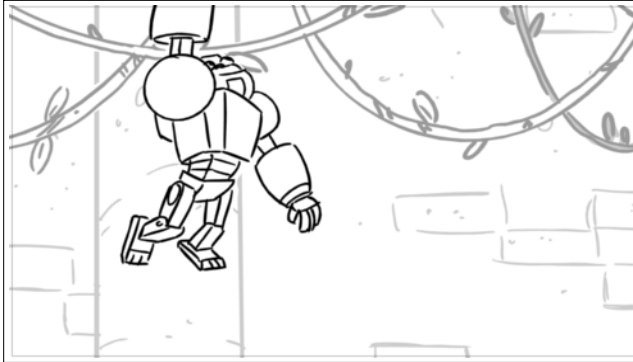
Scene	Duration	Panel	Duration
024	12:00	3	01:00



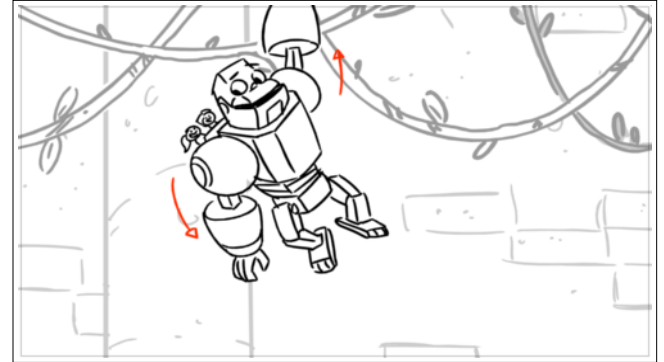
Scene	Duration	Panel	Duration
024	12:00	4	01:00



Scene	Duration	Panel	Duration
024	12:00	5	01:00



Scene	Duration	Panel	Duration
024	12:00	6	01:00



Dialog

123 RUSTY/RUBY/BOTARILLA
WHEW!

Scene	Duration	Panel	Duration
024	12:00	7	01:00



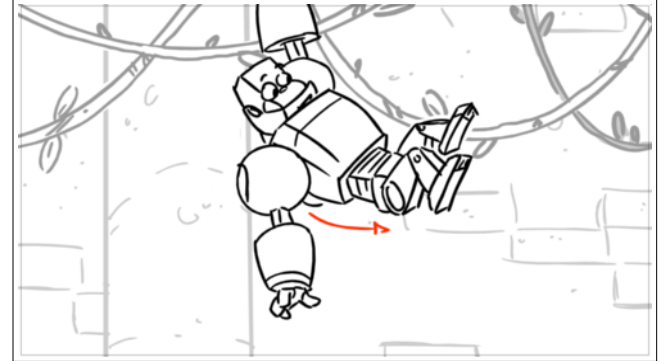
Dialog
 124 BOTARILLA
 <TRIUMPHANT GORILLA GRUNTS>

Scene	Duration	Panel	Duration
024	12:00	8	01:00



Dialog
 124 BOTARILLA
 <TRIUMPHANT GORILLA GRUNTS>

Scene	Duration	Panel	Duration
024	12:00	9	01:00

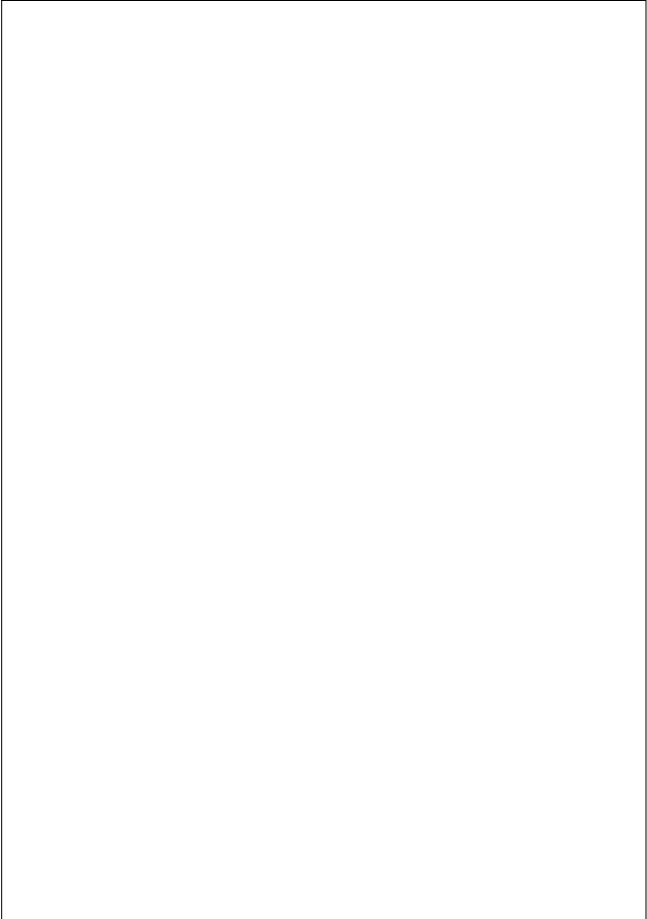
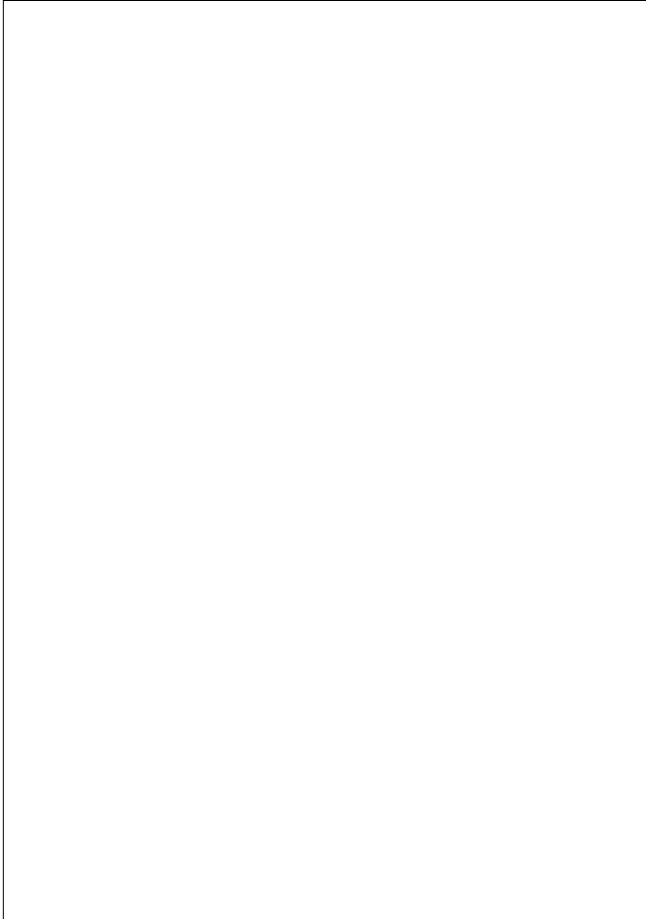
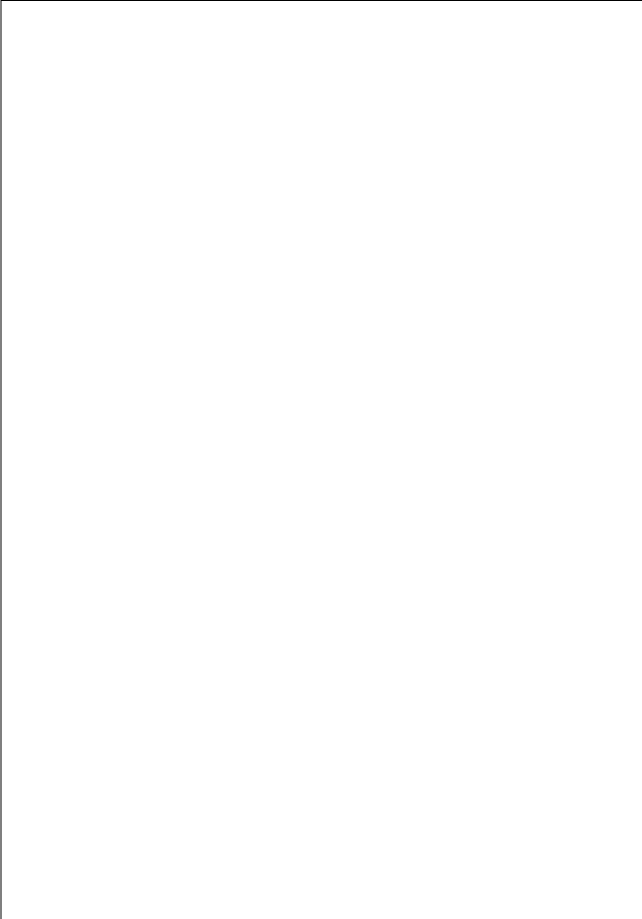
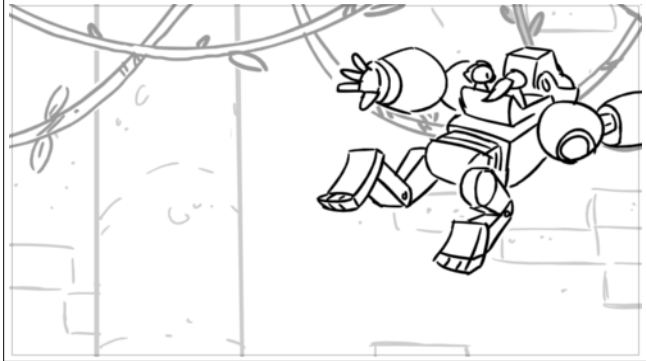
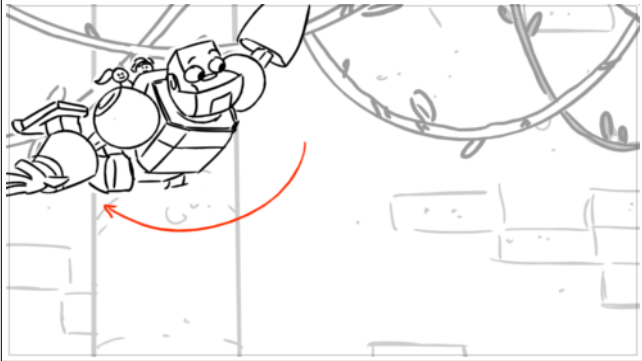




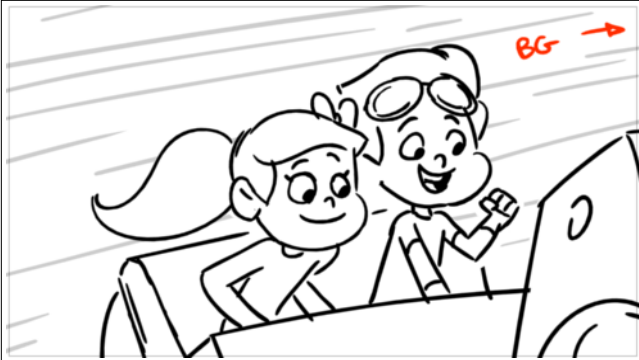
Scene	Duration	Panel	Duration
024	12:00	10	01:00

Scene	Duration	Panel	Duration
024	12:00	11	01:00

Scene	Duration	Panel	Duration
024	12:00	12	01:00

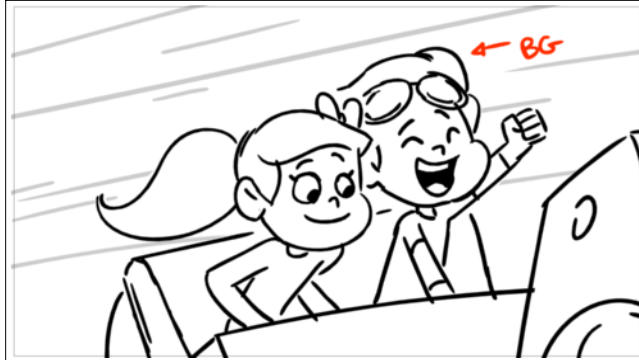


Scene	Duration	Panel	Duration
025	04:00	1	01:00



Dialog
 125 RUSTY
 Way to go,

Scene	Duration	Panel	Duration
025	04:00	2	01:00



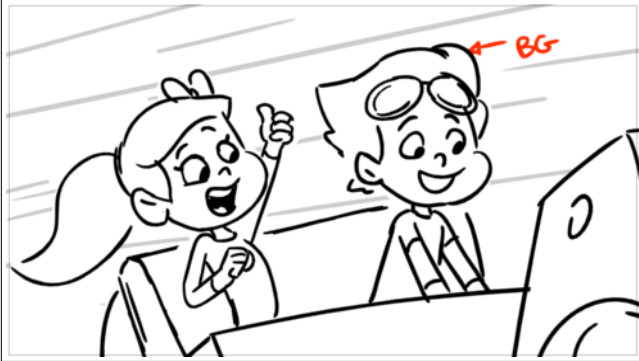
Dialog
 125 RUSTY
 Botarilla!

Scene	Duration	Panel	Duration
025	04:00	3	01:00



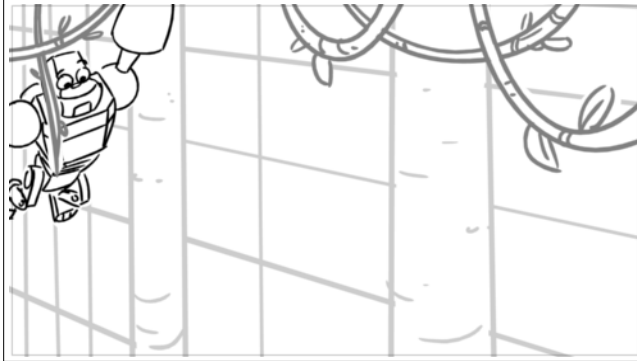
Dialog
 126 RUBY
 Almost

Scene	Duration	Panel	Duration
025	04:00	4	01:00

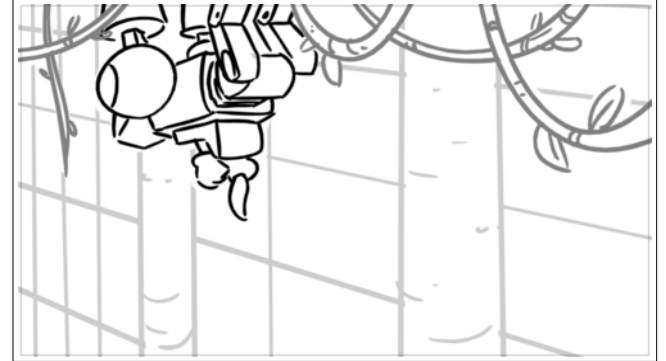


Dialog
 126 RUBY
 Almost

Scene	Duration	Panel	Duration
026	04:00	1	01:00



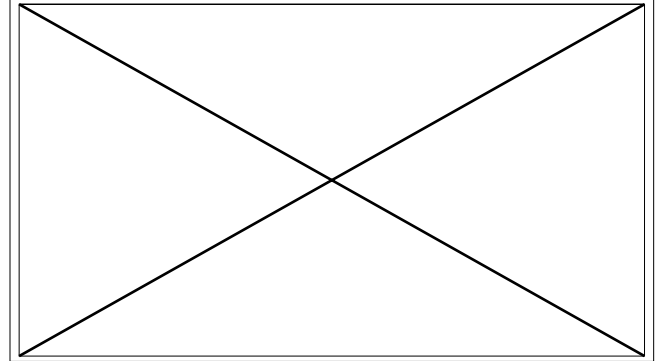
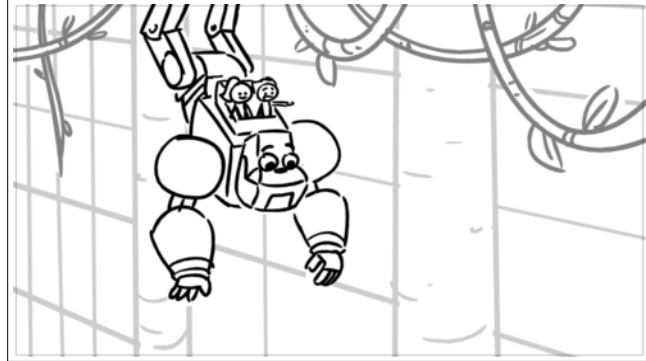
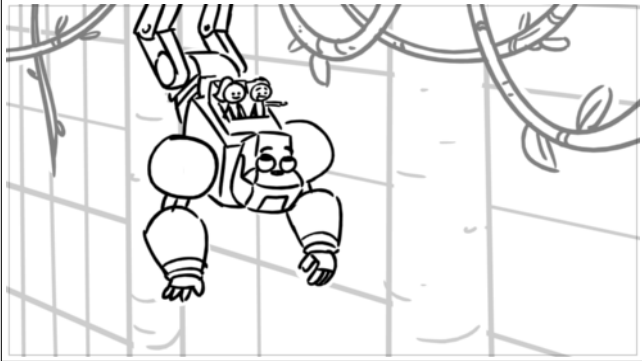
Scene	Duration	Panel	Duration
026	04:00	2	01:00



Scene	Duration	Panel	Duration
026	04:00	3	01:00

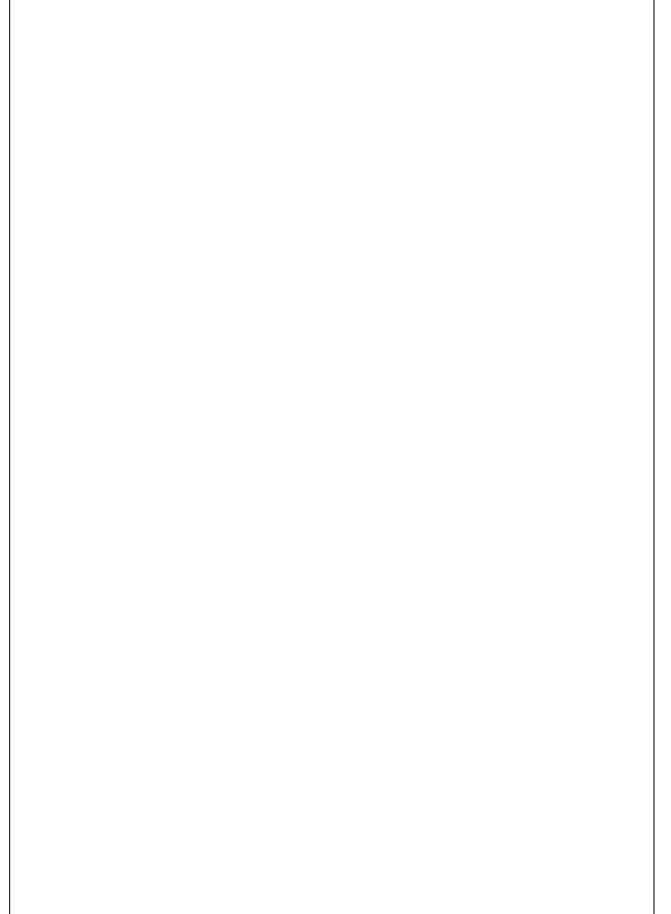
Scene	Duration	Panel	Duration
026	04:00	4	01:00

NO PANEL

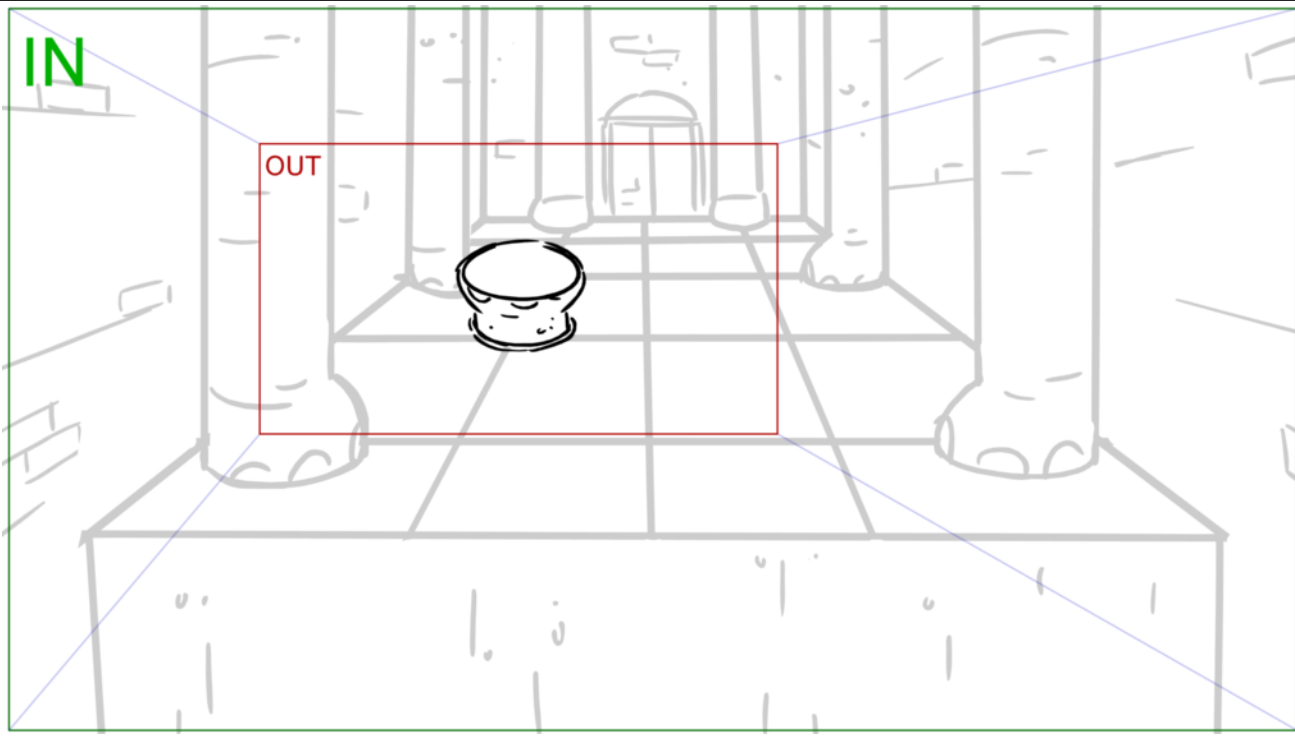


Dialog
 127 RUSTY
 Now, see that platform

Dialog
 127 RUSTY
 by the door?



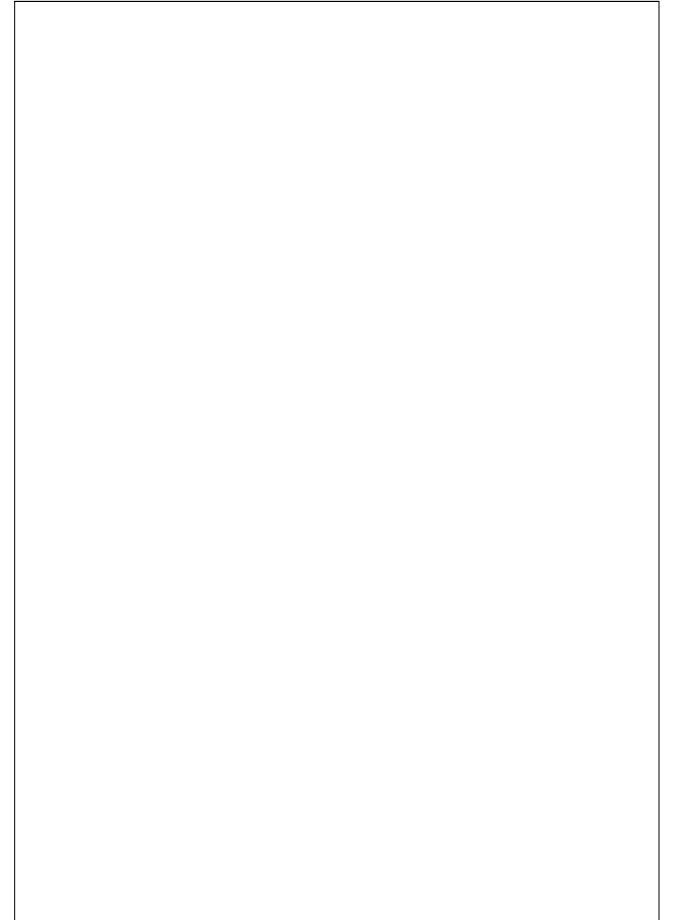
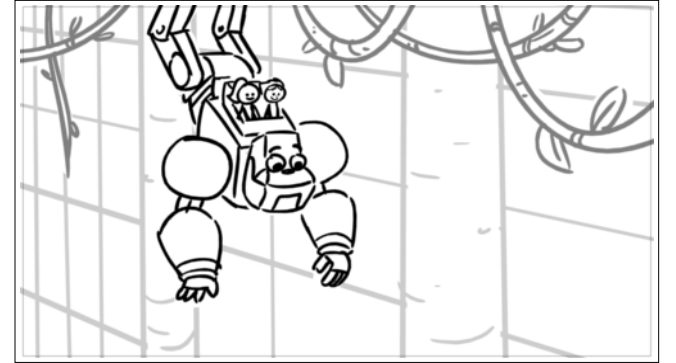
Scene	Duration	Panel	Duration
027	02:16	1	02:16



Dialog

127 RUSTY
We need you to land on it!

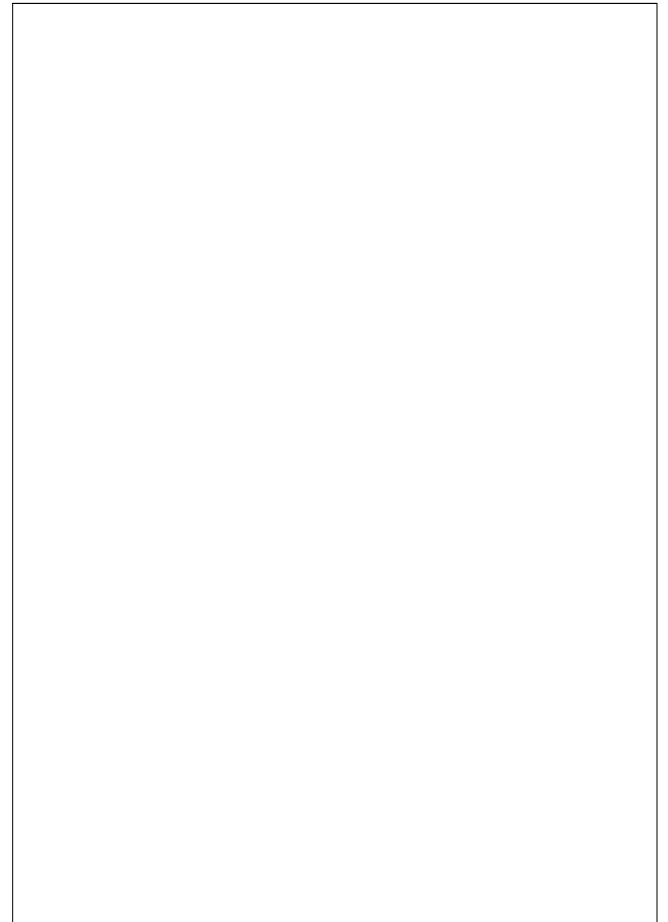
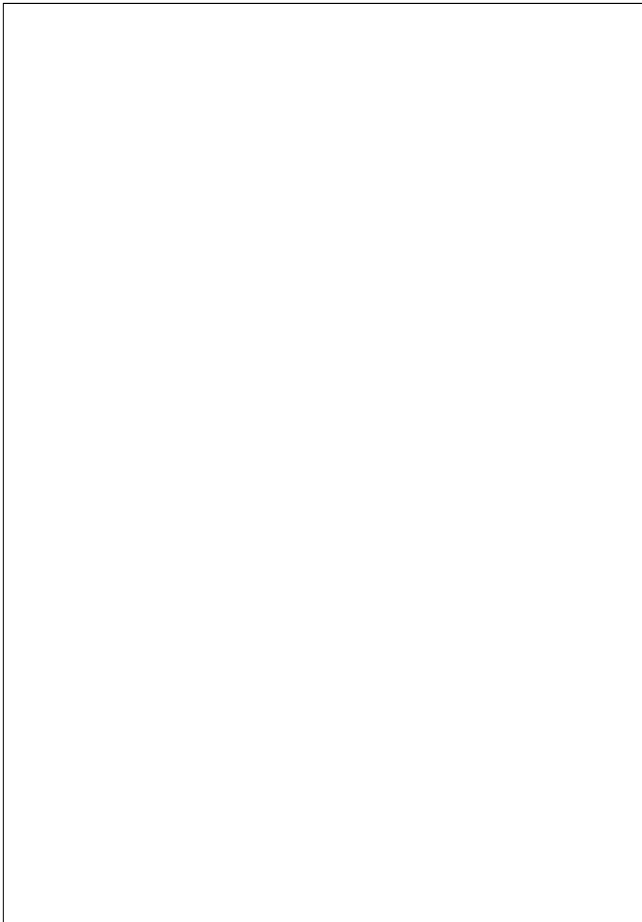
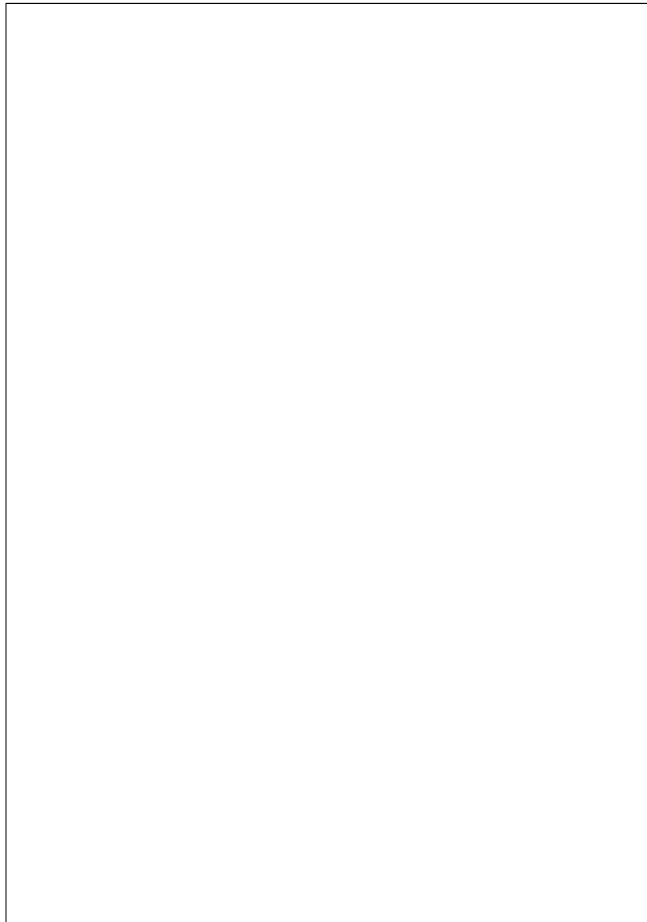
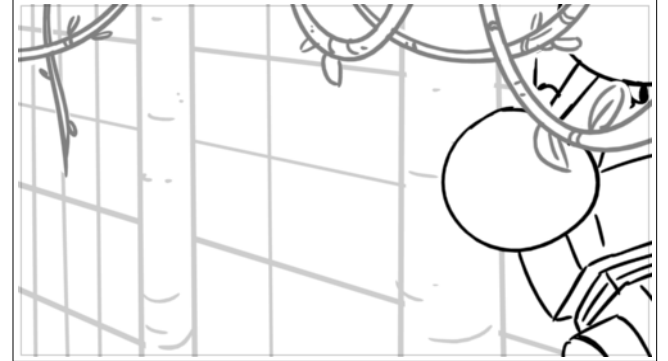
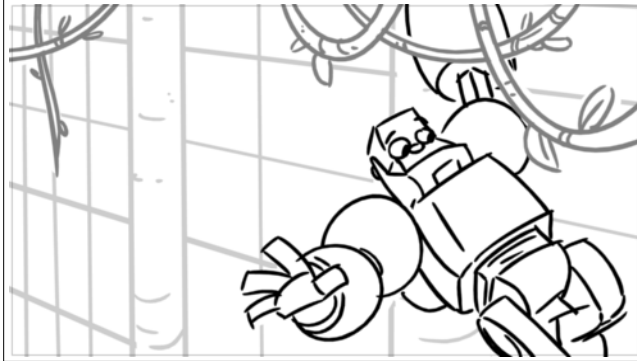
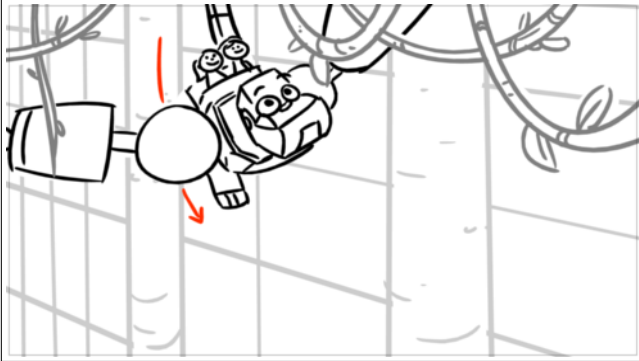
Scene	Duration	Panel	Duration
028	05:00	1	01:00



Scene	Duration	Panel	Duration
028	05:00	2	01:00

Scene	Duration	Panel	Duration
028	05:00	3	01:00

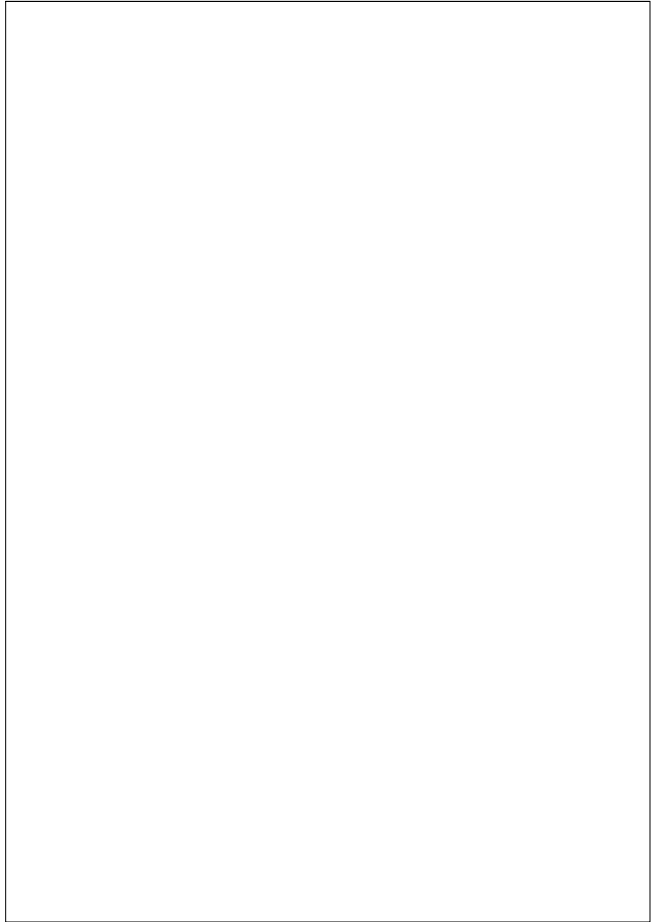
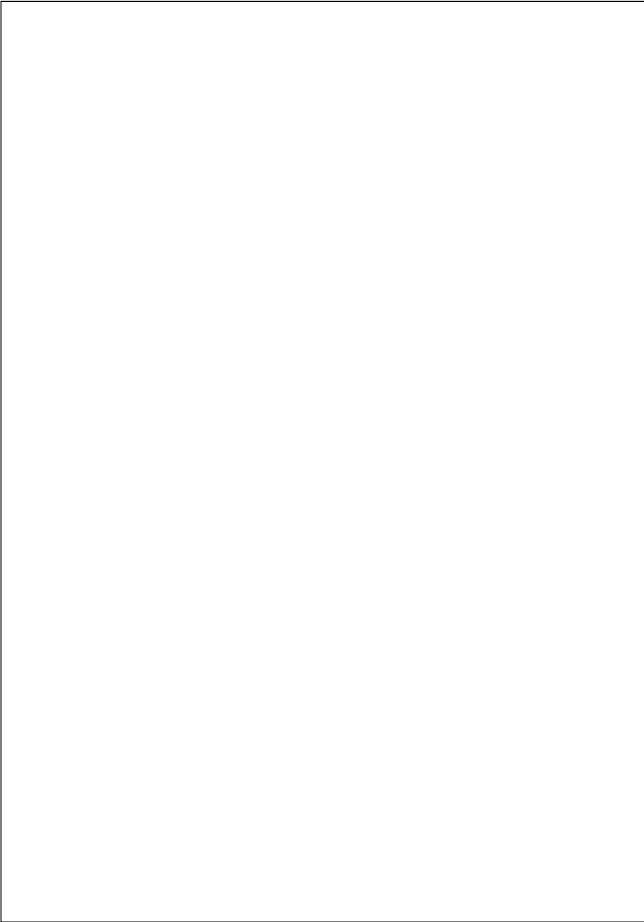
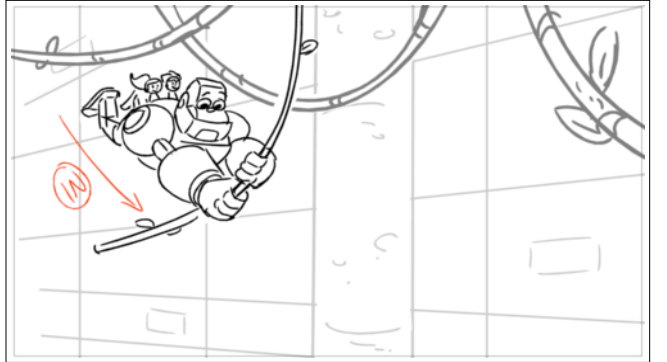
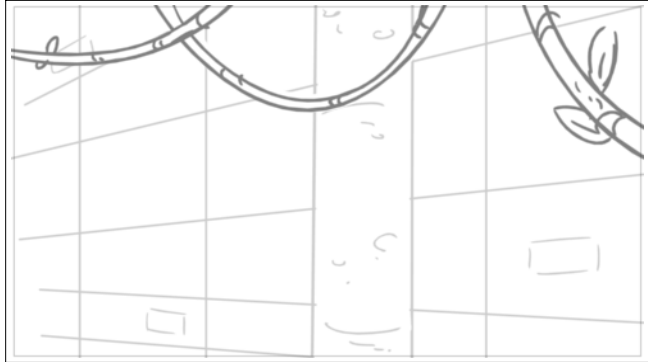
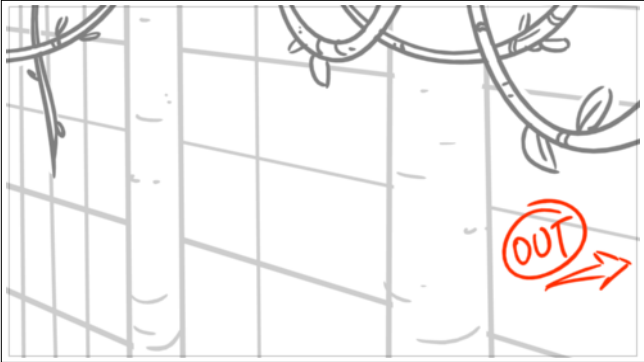
Scene	Duration	Panel	Duration
028	05:00	4	01:00



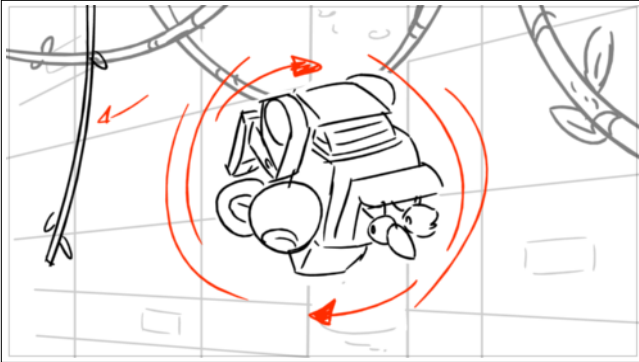
Scene	Duration	Panel	Duration
028	05:00	5	01:00

Scene	Duration	Panel	Duration
029	04:00	1	01:00

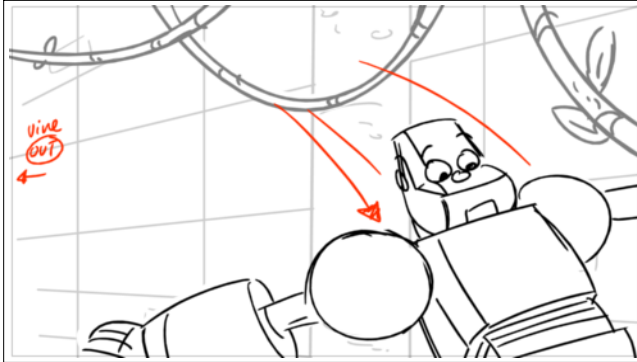
Scene	Duration	Panel	Duration
029	04:00	2	01:00



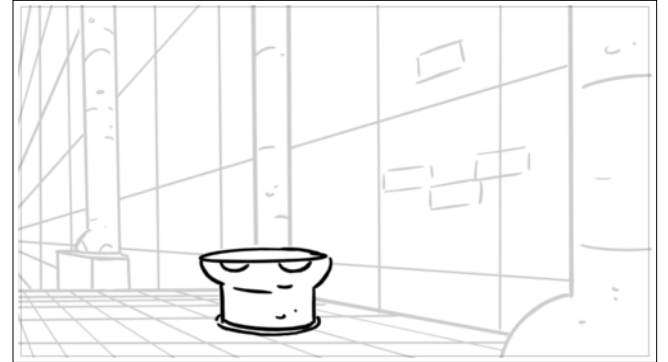
Scene	Duration	Panel	Duration
029	04:00	3	01:00



Scene	Duration	Panel	Duration
029	04:00	4	01:00



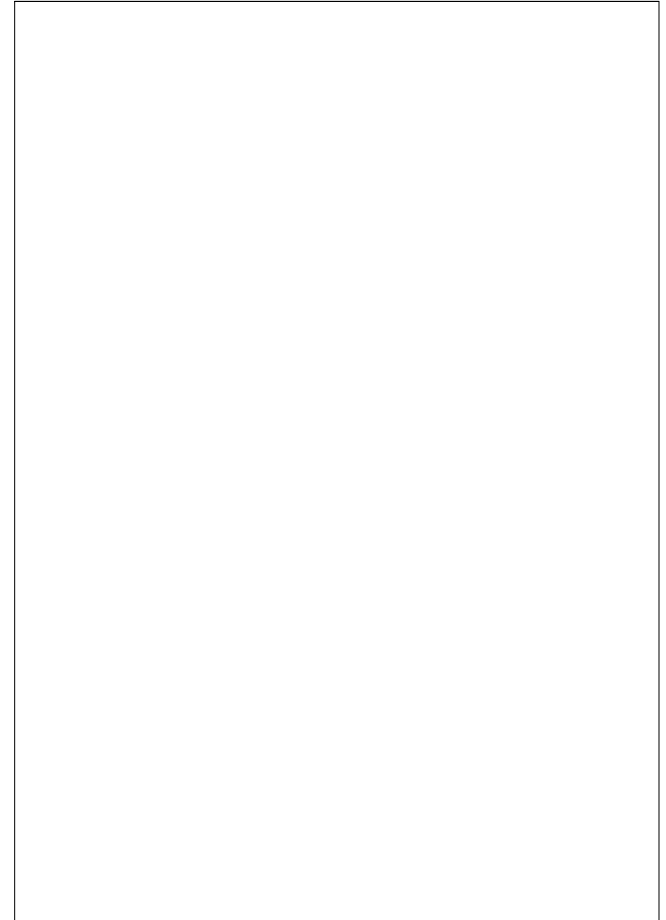
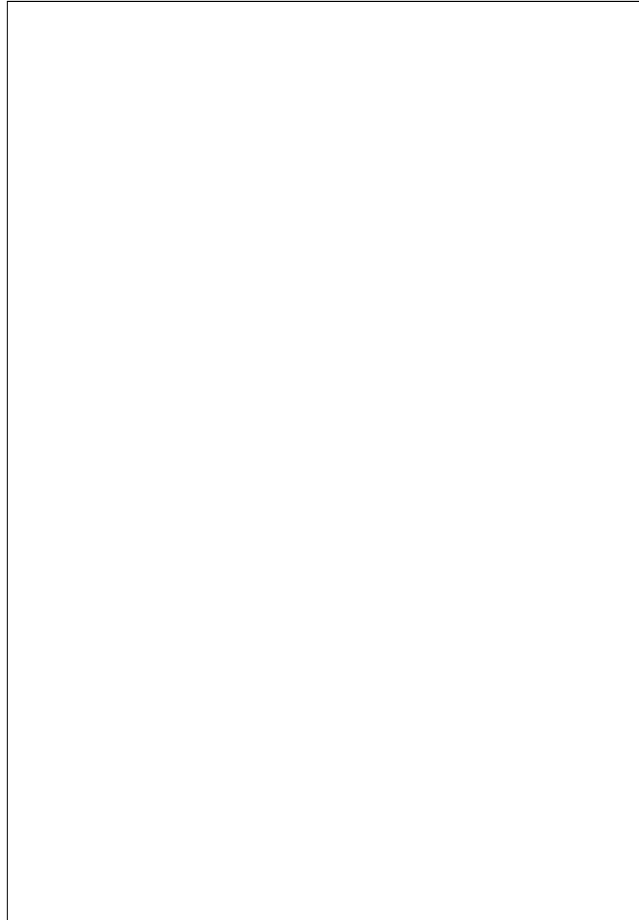
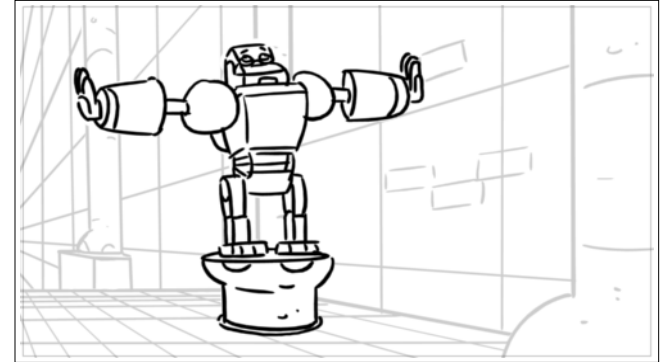
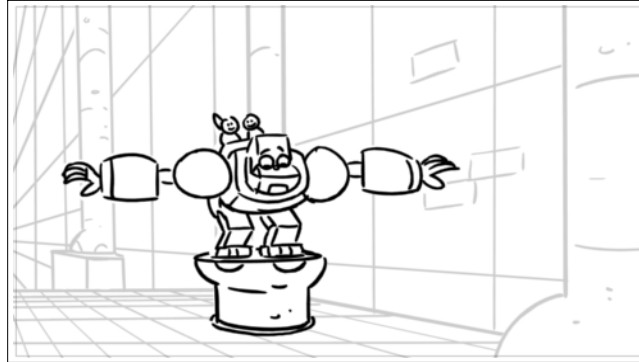
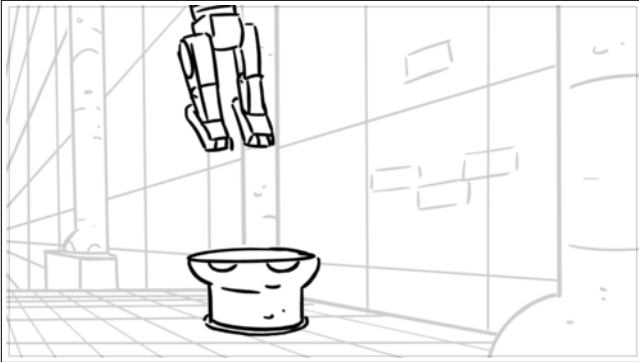
Scene	Duration	Panel	Duration
030	07:00	1	01:00



Scene	Duration	Panel	Duration
030	07:00	2	01:00

Scene	Duration	Panel	Duration
030	07:00	3	01:00

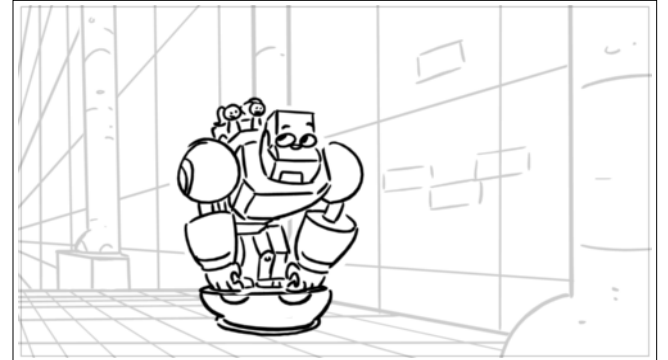
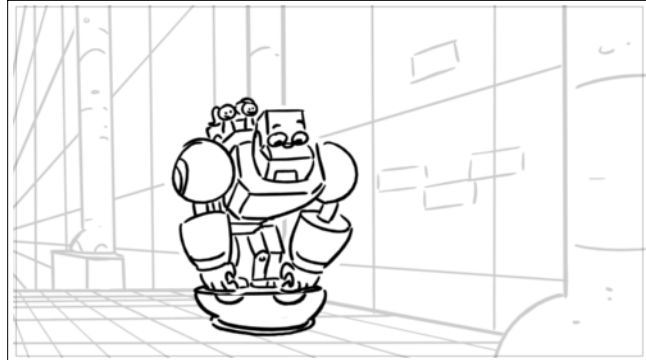
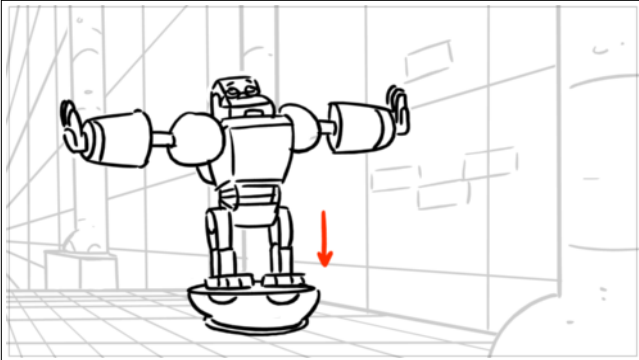
Scene	Duration	Panel	Duration
030	07:00	4	01:00



Scene	Duration	Panel	Duration
030	07:00	5	01:00

Scene	Duration	Panel	Duration
030	07:00	6	01:00

Scene	Duration	Panel	Duration
030	07:00	7	01:00



Dialog

128 RUSTY (CONT'D)
I knew you could do it, Botarilla.

Scene	Duration	Panel	Duration
031	05:00	1	01:00

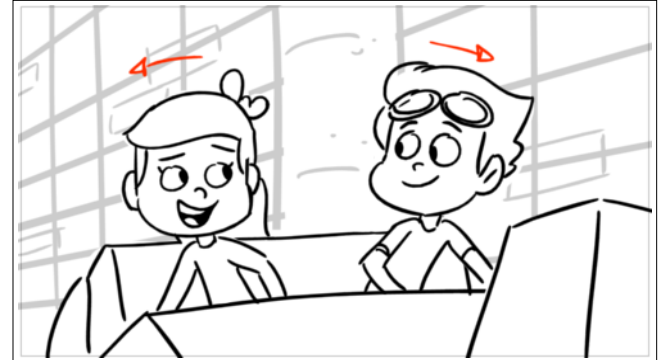


Scene	Duration	Panel	Duration
031	05:00	2	01:00



Dialog
 128 RUSTY (CONT'D)
 (to Ruby) Come on, let's get Liam!

Scene	Duration	Panel	Duration
031	05:00	3	01:00

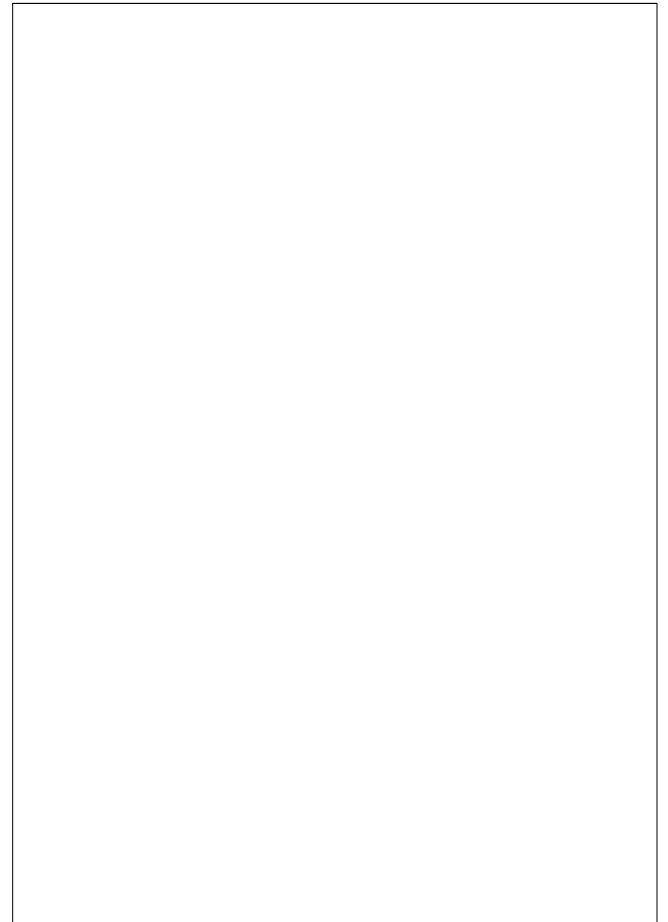
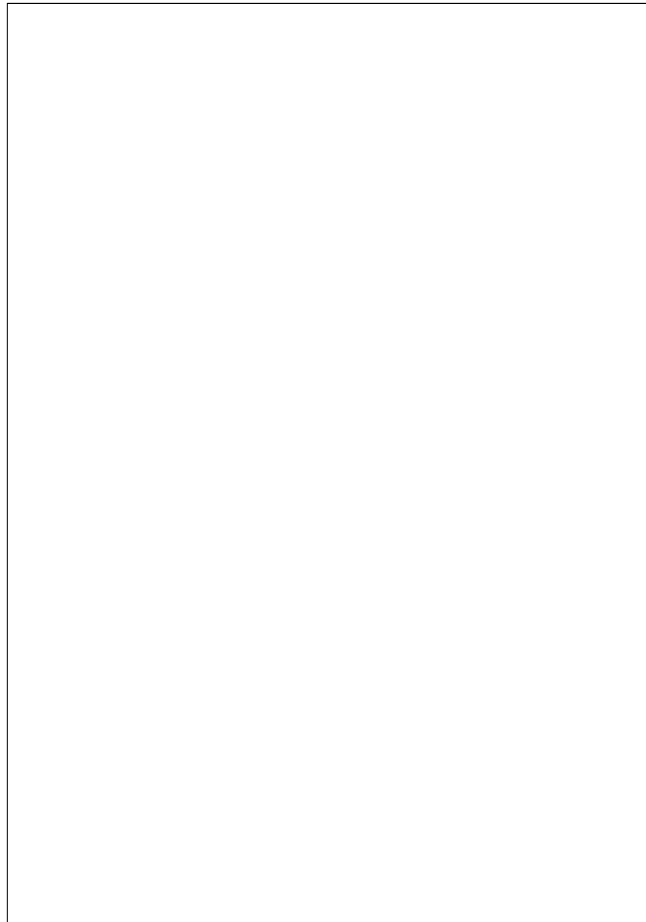
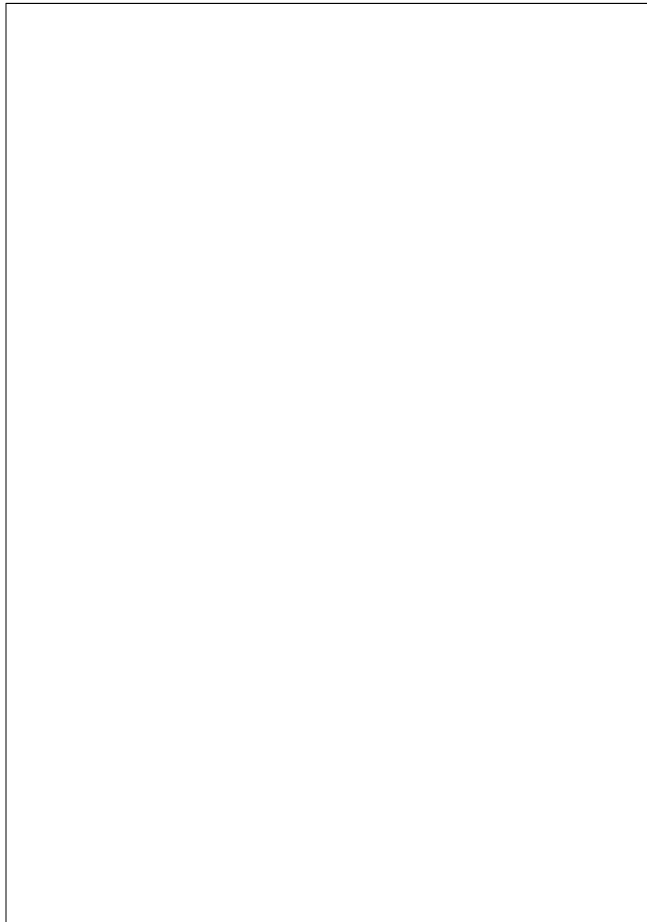
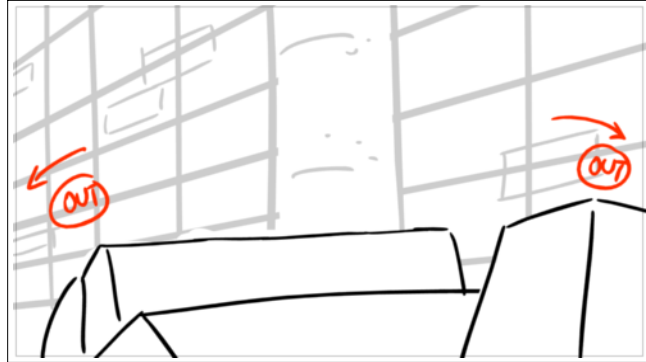
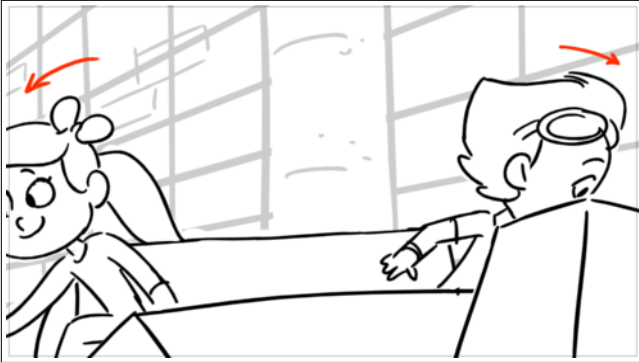


Dialog
 129 RUBY
 I hope he's okay.

Scene	Duration	Panel	Duration
031	05:00	4	01:00

Scene	Duration	Panel	Duration
031	05:00	5	01:00

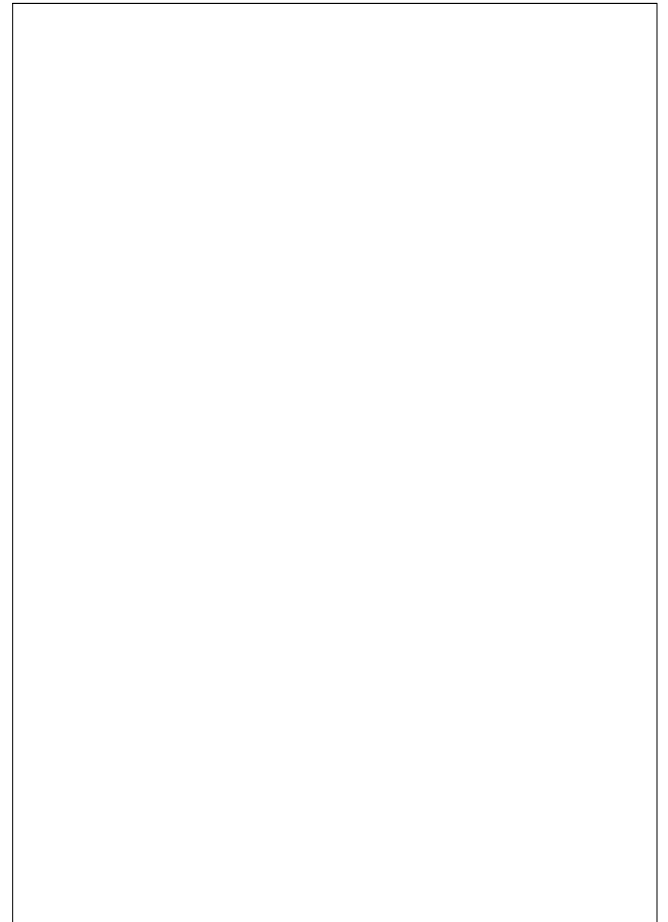
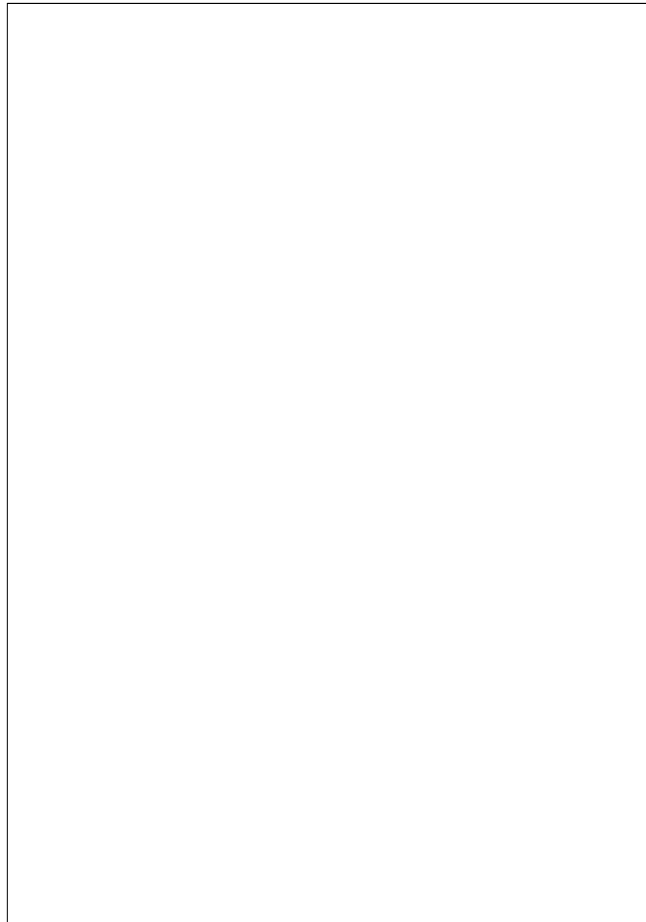
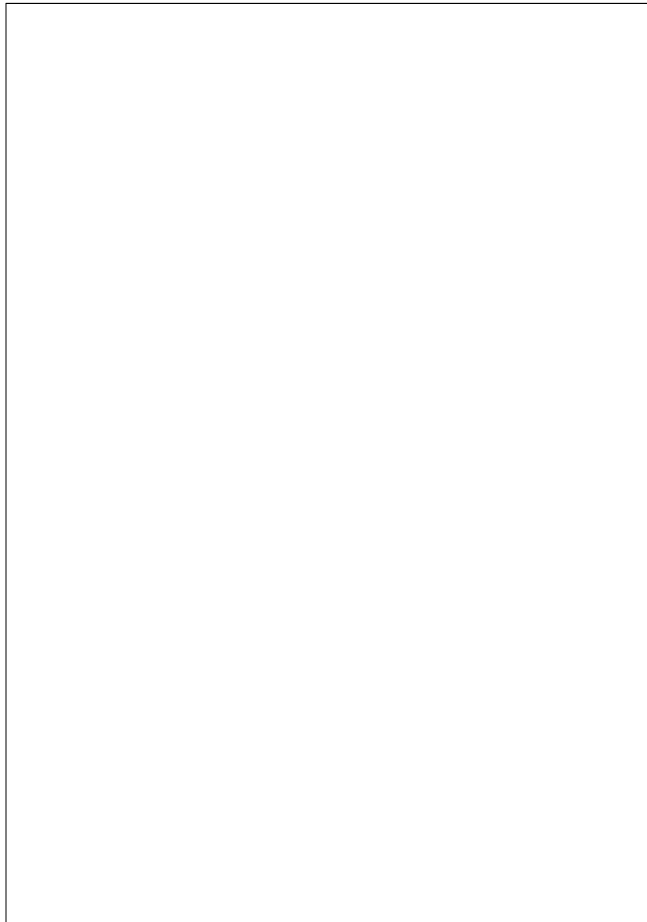
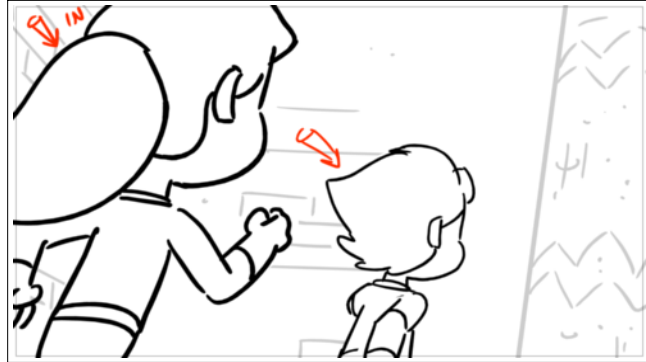
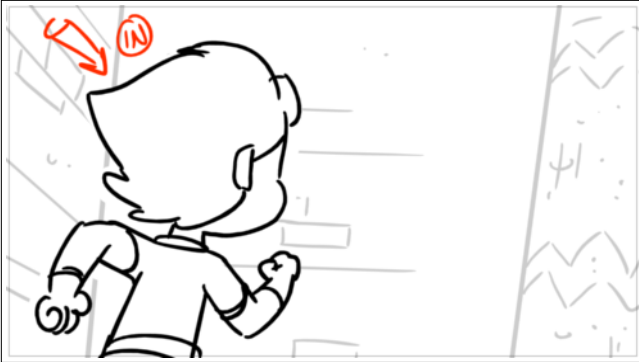
Scene	Duration	Panel	Duration
032	05:00	1	01:00



Scene	Duration	Panel	Duration
032	05:00	2	01:00

Scene	Duration	Panel	Duration
032	05:00	3	01:00

Scene	Duration	Panel	Duration
032	05:00	4	01:00

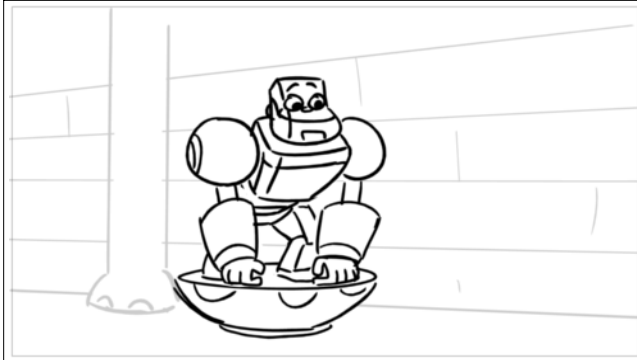


Scene	Duration	Panel	Duration
032	05:00	5	01:00

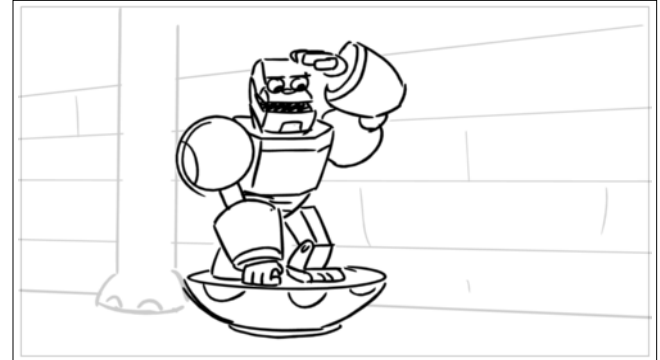


Dialog
 129 RUBY
 (to Botarilla)
 Could you stay there to keep the door open for just a little while?

Scene	Duration	Panel	Duration
033	06:00	1	01:00

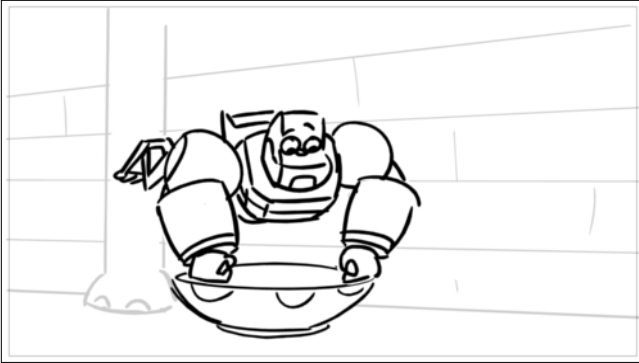


Scene	Duration	Panel	Duration
033	06:00	2	01:00

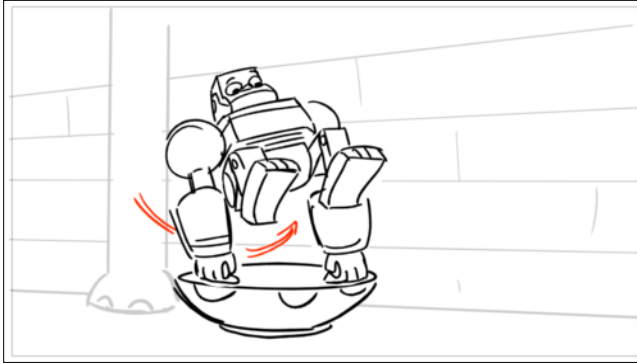


Dialog
 130 BOTARILLA
 <"I will.">

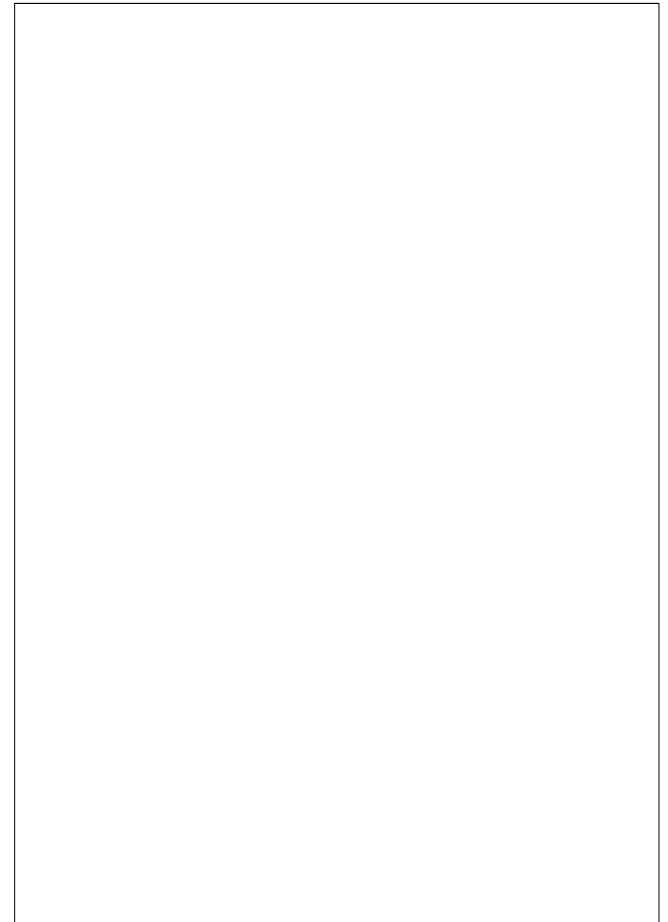
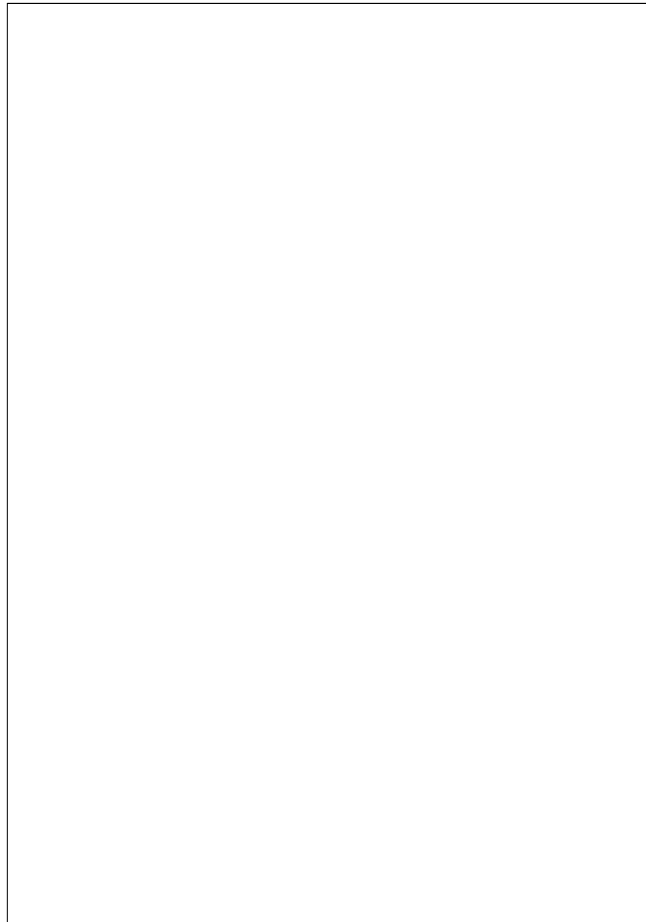
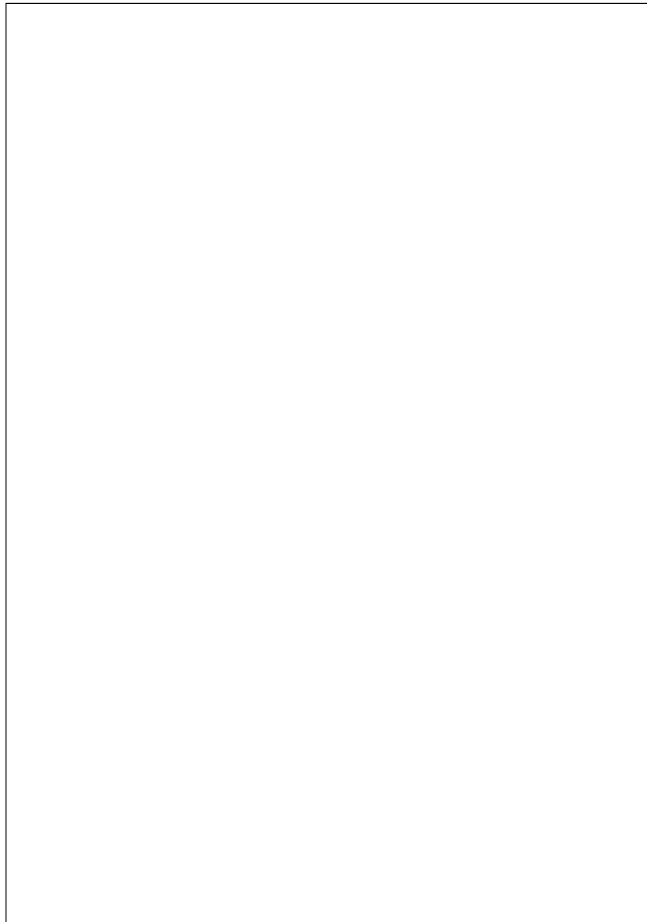
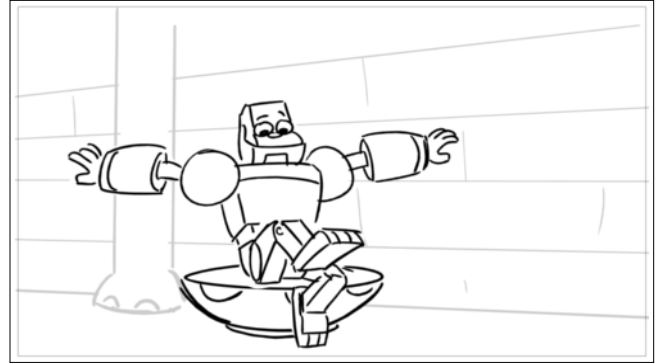
Scene	Duration	Panel	Duration
033	06:00	3	01:00



Scene	Duration	Panel	Duration
033	06:00	4	01:00



Scene	Duration	Panel	Duration
033	06:00	5	01:00



Scene	Duration	Panel	Duration
033	06:00	6	01:00

NO PANEL

NO PANEL

