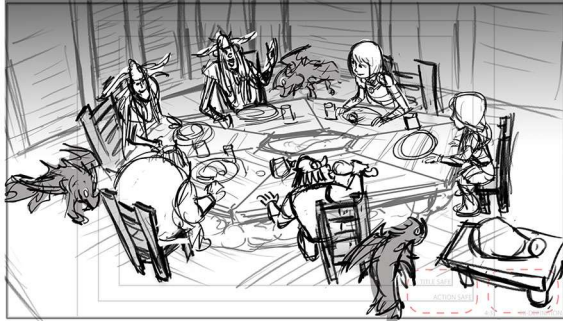


SCENE:

PANEL:

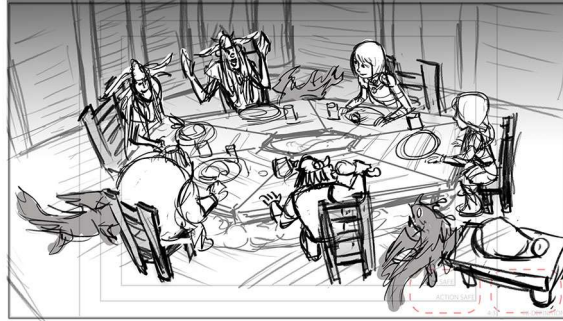


Dial: TUFFNUT 54 And then I said,

Action / Camera

SCENE:

PANEL:



Dial: TUFFNUT 54 ... that's all well and good, ...

Action / Camera

SCENE:

PANEL:



Dial: ..

Action / Camera

SCENE:

PANEL:

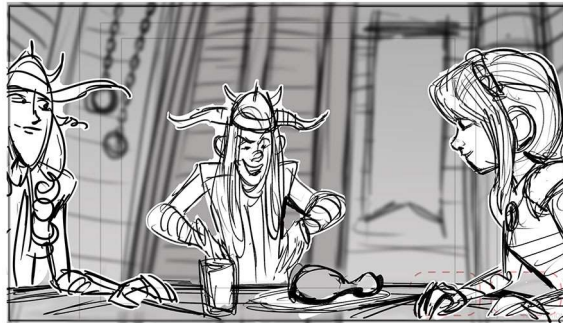


Dial: ..

Action / Camera

SCENE:

PANEL:

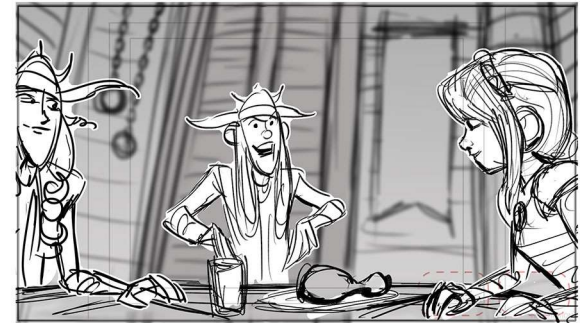


Dial: ..

Action / Camera

SCENE:

PANEL:

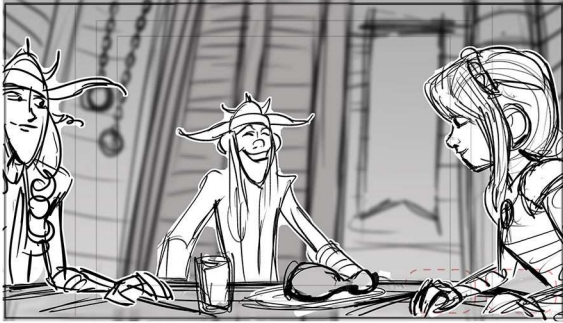


Dial: ..

Action / Camera

SCENE:

PANEL:



Dial:

..

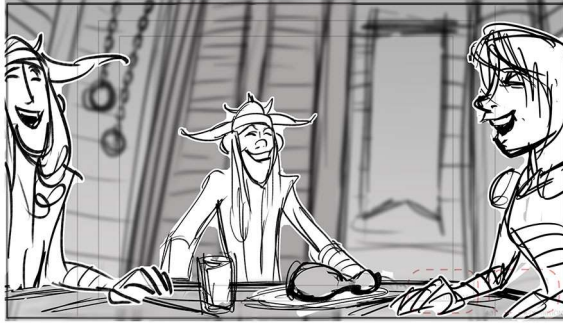
Action / Camera

© 2014 DREAMWORKS ANIMATION SKG. All Rights Reserved. This material is the property of DREAMWORKS ANIMATION SKG. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



SCENE:

PANEL:



Dial:

..

Action / Camera

© 2014 DREAMWORKS ANIMATION SKG. All Rights Reserved. This material is the property of DREAMWORKS ANIMATION SKG. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



SCENE:

PANEL:



Dial:

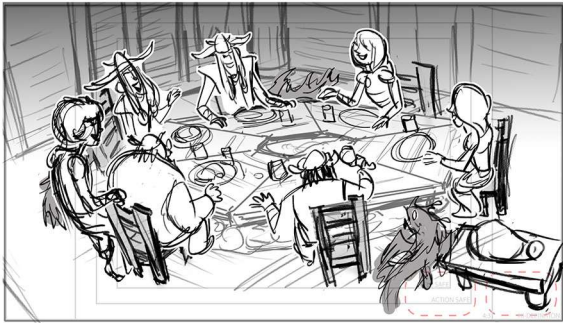
Action / Camera

© 2014 DREAMWORKS ANIMATION SKG. All Rights Reserved. This material is the property of DREAMWORKS ANIMATION SKG. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



SCENE:

PANEL:



Dial:

Action / Camera

© 2014 DREAMWORKS ANIMATION SKG. All Rights Reserved. This material is the property of DREAMWORKS ANIMATION SKG. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



SCENE:

PANEL:



Dial:

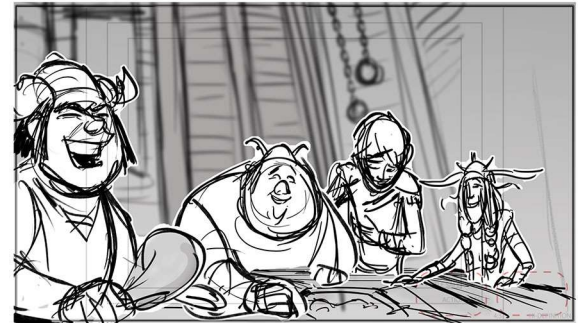
Action / Camera

© 2014 DREAMWORKS ANIMATION SKG. All Rights Reserved. This material is the property of DREAMWORKS ANIMATION SKG. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



SCENE:

PANEL:



Dial:

Action / Camera

© 2014 DREAMWORKS ANIMATION SKG. All Rights Reserved. This material is the property of DREAMWORKS ANIMATION SKG. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.





SCENE:

PANEL:



Dial:  
HICCUP  
55  
Speaking of soggy pants,

Action / Camera

SCENE:

PANEL:



Dial:  
HICCUP  
55,  
you ever  
wonder what happened to Dagur and  
his crazy pants?

Action / Camera

SCENE:

PANEL:

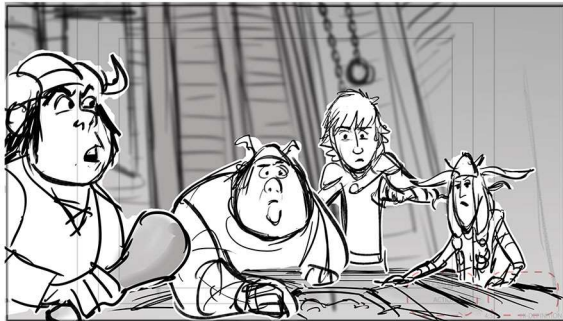


Dial:

Action / Camera

SCENE:

PANEL:

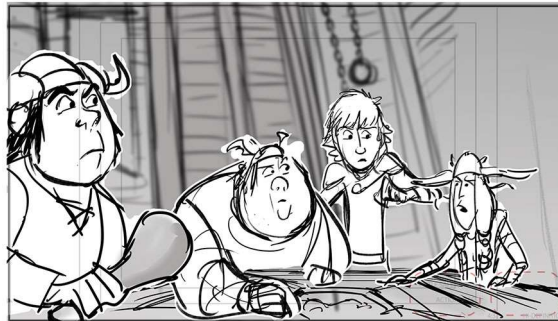


Dial:  
SNOTLOUT  
56  
Uh... no.

Action / Camera

SCENE:

PANEL:

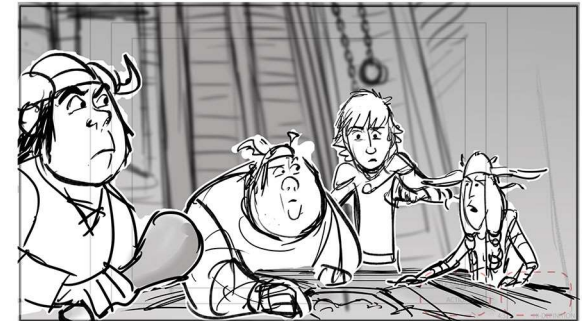


Dial:

Action / Camera

SCENE:

PANEL:

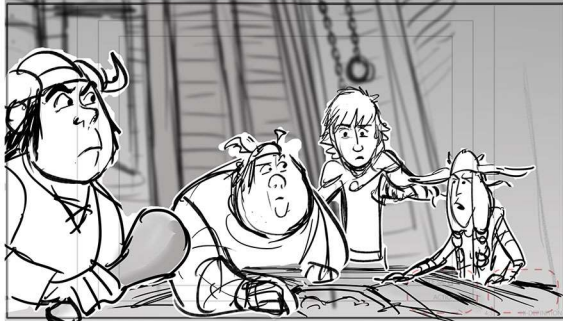


Dial:

Action / Camera

SCENE:

PANEL:



Dial:

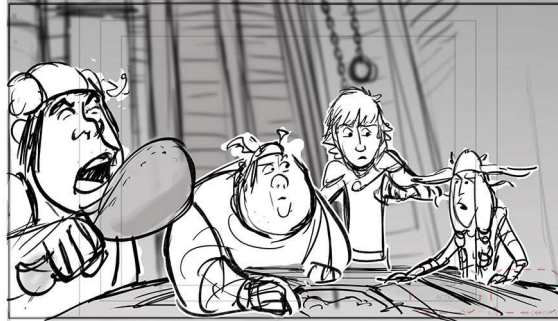
Action / Camera

© 2014 DREAMWORKS ANIMATION SKG. All Rights Reserved. This material is the property of DREAMWORKS ANIMATION SKG. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



SCENE:

PANEL:



Dial:

RUFFNUT  
57 And for the record, I don't think 57  
his pants were that crazy.

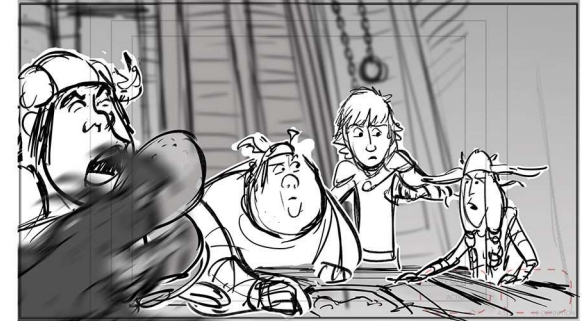
Action / Camera

© 2014 DREAMWORKS ANIMATION SKG. All Rights Reserved. This material is the property of DREAMWORKS ANIMATION SKG. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



SCENE:

PANEL:



Dial:

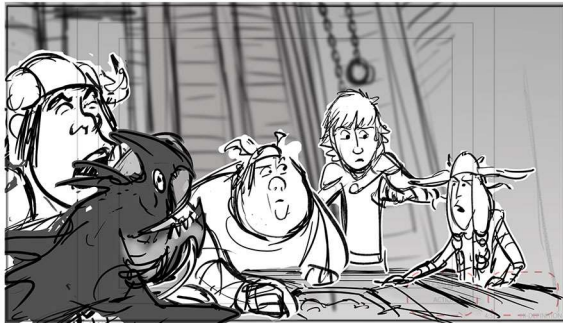
Action / Camera

© 2014 DREAMWORKS ANIMATION SKG. All Rights Reserved. This material is the property of DREAMWORKS ANIMATION SKG. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



SCENE:

PANEL:



Dial:

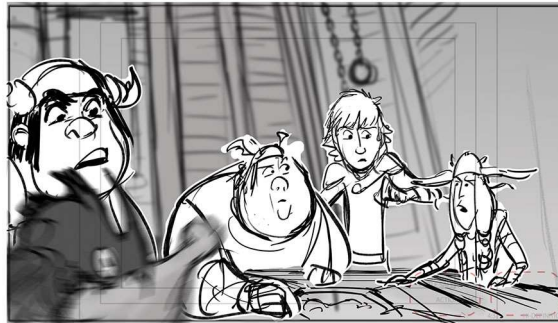
Action / Camera

© 2014 DREAMWORKS ANIMATION SKG. All Rights Reserved. This material is the property of DREAMWORKS ANIMATION SKG. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



SCENE:

PANEL:



Dial:

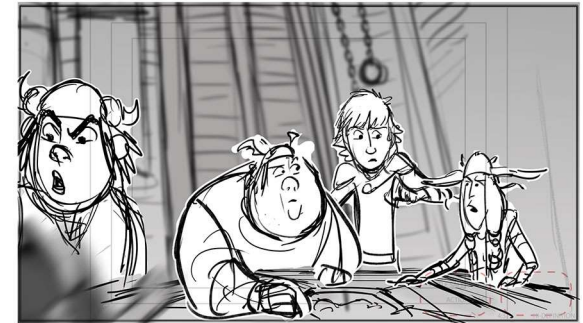
Action / Camera

© 2014 DREAMWORKS ANIMATION SKG. All Rights Reserved. This material is the property of DREAMWORKS ANIMATION SKG. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



SCENE:

PANEL:



Dial:

Action / Camera

© 2014 DREAMWORKS ANIMATION SKG. All Rights Reserved. This material is the property of DREAMWORKS ANIMATION SKG. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.





SCENE:

PANEL:



Dial:

Action / Camera

© 2014 DREAMWORKS ANIMATION SKG. All Rights Reserved. This material is the property of DREAMWORKS ANIMATION SKG. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



SCENE:

PANEL:



Dial:

FISHLEGS  
58  
What brings Dagur up, anyway?

Action / Camera

© 2014 DREAMWORKS ANIMATION SKG. All Rights Reserved. This material is the property of DREAMWORKS ANIMATION SKG. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



SCENE:

PANEL:



Dial:

HICCUP  
59  
Nothing.

Action / Camera

© 2014 DREAMWORKS ANIMATION SKG. All Rights Reserved. This material is the property of DREAMWORKS ANIMATION SKG. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



SCENE:

PANEL:



Dial:

HICCUP  
59  
Totally random unmotivated  
thought.

Action / Camera

© 2014 DREAMWORKS ANIMATION SKG. All Rights Reserved. This material is the property of DREAMWORKS ANIMATION SKG. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



SCENE:

PANEL:



Dial:

TUFFNUT  
60 I get those. 60

Action / Camera

© 2014 DREAMWORKS ANIMATION SKG. All Rights Reserved. This material is the property of DREAMWORKS ANIMATION SKG. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



SCENE:

PANEL:



Dial:

HICCUP  
61  
But,...

Action / Camera

© 2014 DREAMWORKS ANIMATION SKG. All Rights Reserved. This material is the property of DREAMWORKS ANIMATION SKG. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



SCENE:

PANEL:



Dial:  
HICCUP  
61  
..., since we're on the subject of  
Dagur; ...

Action / Camera



SCENE:

PANEL:



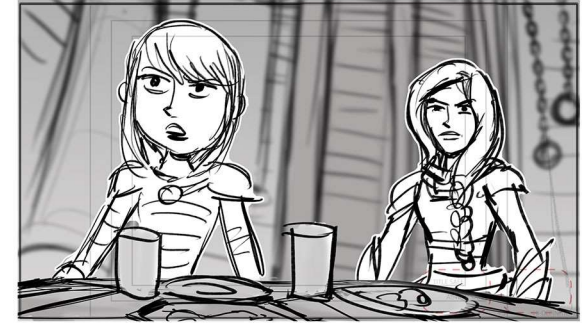
Dial:  
HICCUP  
61  
... you ever wonder why he  
helped Heather escape from Viggo?

Action / Camera



SCENE:

PANEL:



Dial:  
ASTRID  
62  
Probably as a distraction so he  
could get away himself.

Action / Camera



SCENE:

PANEL:



Dial:  
HICCUP  
63  
Maybe. But what if it was actually  
the first step ...

Action / Camera



SCENE:

PANEL:



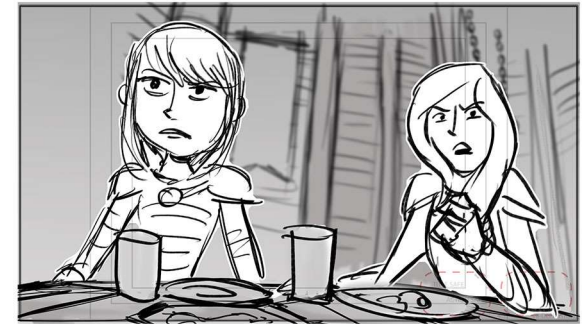
Dial:  
HICCUP  
63  
...on a path toward a  
new life?

Action / Camera



SCENE:

PANEL:



Dial:  
HEATHER  
64  
A "new life"?

Action / Camera





SCENE:

PANEL:



Dial:  
HEATHER  
64  
Dagur?

Action / Camera

© 2014 DREAMWORKS ANIMATION SKG. All Rights Reserved. This material is the property of DREAMWORKS ANIMATION SKG. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



SCENE:

PANEL:



Dial:  
HEATHER  
64  
A dragon  
doesn't change its markings,  
Hiccup.

Action / Camera

© 2014 DREAMWORKS ANIMATION SKG. All Rights Reserved. This material is the property of DREAMWORKS ANIMATION SKG. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



SCENE:

PANEL:



Dial:  
HEATHER  
64  
A dragon  
doesn't change its markings,  
Hiccup.

Action / Camera

© 2014 DREAMWORKS ANIMATION SKG. All Rights Reserved. This material is the property of DREAMWORKS ANIMATION SKG. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



SCENE:

PANEL:



Dial:  
FISHLEGS  
65  
Technically...

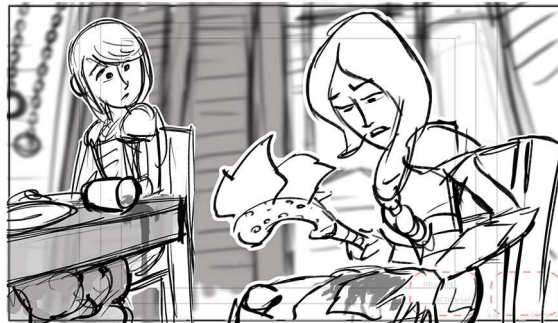
Action / Camera

© 2014 DREAMWORKS ANIMATION SKG. All Rights Reserved. This material is the property of DREAMWORKS ANIMATION SKG. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



SCENE:

PANEL:



Dial:  
HEATHER  
66  
Except for a Changinging.

Action / Camera

© 2014 DREAMWORKS ANIMATION SKG. All Rights Reserved. This material is the property of DREAMWORKS ANIMATION SKG. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



SCENE:

PANEL:



Dial:  
HEATHER  
66  
Except for a Changinging.

Action / Camera

© 2014 DREAMWORKS ANIMATION SKG. All Rights Reserved. This material is the property of DREAMWORKS ANIMATION SKG. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



SCENE:

PANEL:



Dial: FISHLEGS 67 And a...

Action / Camera



SCENE:

PANEL:



Dial: HEATHER (seething) 68 You get my point.

Action / Camera



SCENE:

PANEL:



Dial: HICCUP 69 You're probably right.

Action / Camera



SCENE:

PANEL:



Dial: HICCUP 69 ... Then again, who woulda thought ...

Action / Camera



SCENE:

PANEL:



Dial: HICCUP 69 ... that my father, Stoick the Vast, would ever learn to ride a dragon. You never know.

Action / Camera



SCENE:

PANEL:



Dial: HICCUP 69 ...Next time we see Dagur--

Action / Camera





SCENE:

PANEL:



Dial:

Action / Camera

(c) 2014 DREAMWORKS ANIMATION SKG. All Rights Reserved. This material is the property of DREAMWORKS ANIMATION SKG. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



SCENE:

PANEL:



Dial:

HEATHER  
70  
I'll split the...

Action / Camera

(c) 2014 DREAMWORKS ANIMATION SKG. All Rights Reserved. This material is the property of DREAMWORKS ANIMATION SKG. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



SCENE:

PANEL:



Dial:

HEATHER  
70  
... father killer ...

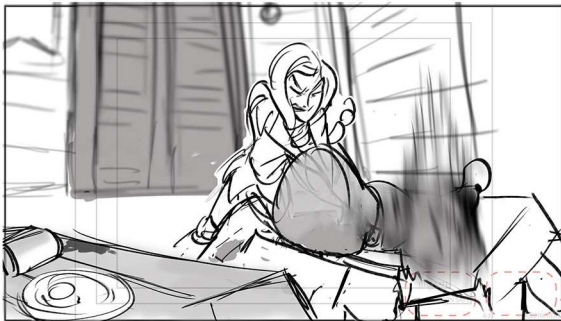
Action / Camera

(c) 2014 DREAMWORKS ANIMATION SKG. All Rights Reserved. This material is the property of DREAMWORKS ANIMATION SKG. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



SCENE:

PANEL:



Dial:

HEATHER  
70  
.... in two.

Action / Camera

(c) 2014 DREAMWORKS ANIMATION SKG. All Rights Reserved. This material is the property of DREAMWORKS ANIMATION SKG. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



SCENE:

PANEL:



Dial:

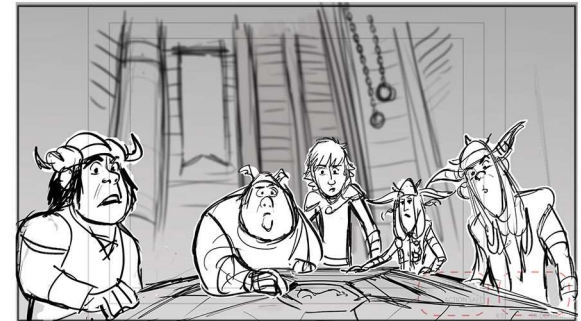
Action / Camera

(c) 2014 DREAMWORKS ANIMATION SKG. All Rights Reserved. This material is the property of DREAMWORKS ANIMATION SKG. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



SCENE:

PANEL:



Dial:

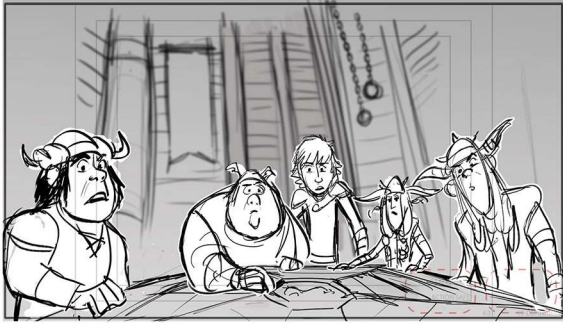
Action / Camera

(c) 2014 DREAMWORKS ANIMATION SKG. All Rights Reserved. This material is the property of DREAMWORKS ANIMATION SKG. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



SCENE:

PANEL:



Dial:

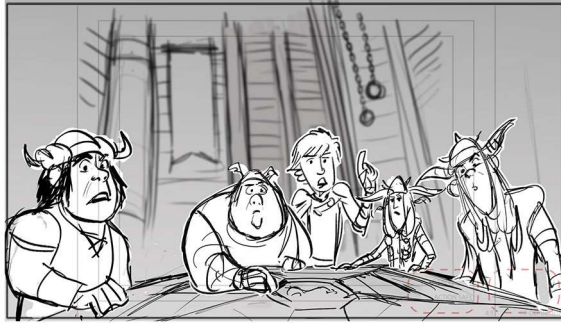
HICCUP  
71  
Okay.

Action / Camera



SCENE:

PANEL:



Dial:

HICCUP  
71  
I think we get your point.

Action / Camera



SCENE:

PANEL:



Dial:

HICCUP  
71  
I think we get your point.

Action / Camera



SCENE:

PANEL:



Dial:

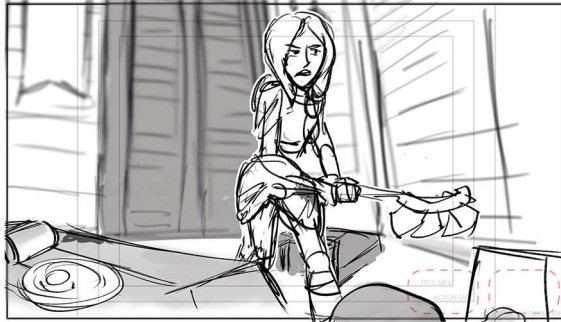
HEATHER  
72  
I better go.

Action / Camera



SCENE:

PANEL:



Dial:

HEATHER  
72  
I have island patrol tonight.

Action / Camera



SCENE:

PANEL:



Dial:

HICCUP  
73  
Actually, I'll take that.

Action / Camera





SCENE:

PANEL:



Dial:

HICCUP

73

...I have a way more important mission for you.

Action / Camera



SCENE:

PANEL:



Dial:

HEATHER

74

You do?

Action / Camera



SCENE:

PANEL:



Dial:

HICCUP

75

Yes!

Action / Camera



SCENE:

PANEL:



Dial:

HICCUP

75

It's...

Action / Camera



SCENE:

PANEL:



Dial:

HICCUP

75

... one final recon mission to check out our target.

You and Snotlout.

Action / Camera



SCENE:

PANEL:



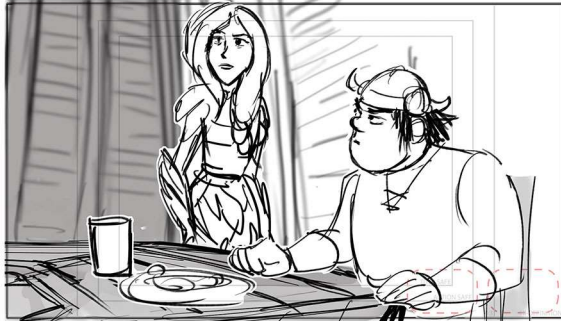
Dial:

Action / Camera



SCENE:

PANEL:



Dial:

Action / Camera

© 2014 DREAMWORKS ANIMATION SKG. All Rights Reserved. This material is the property of DREAMWORKS ANIMATION SKG. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



SCENE:

PANEL:



Dial:

Action / Camera

© 2014 DREAMWORKS ANIMATION SKG. All Rights Reserved. This material is the property of DREAMWORKS ANIMATION SKG. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



SCENE:

PANEL:



Dial:

HICCUP  
77  
I know.

Action / Camera

© 2014 DREAMWORKS ANIMATION SKG. All Rights Reserved. This material is the property of DREAMWORKS ANIMATION SKG. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



SCENE:

PANEL:



Dial:

HICCUP  
77  
And...

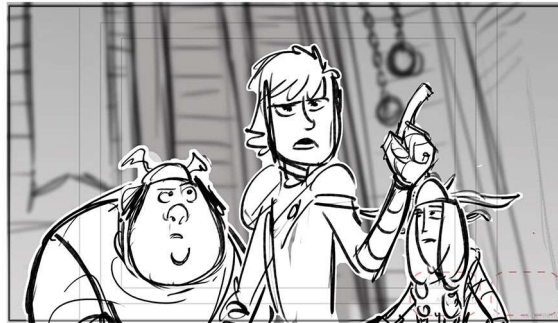
Action / Camera

© 2014 DREAMWORKS ANIMATION SKG. All Rights Reserved. This material is the property of DREAMWORKS ANIMATION SKG. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



SCENE:

PANEL:



Dial:

HICCUP  
78  
That's why I'm sending you again.  
To be on the look out for any last  
minute changes.

Action / Camera

© 2014 DREAMWORKS ANIMATION SKG. All Rights Reserved. This material is the property of DREAMWORKS ANIMATION SKG. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



SCENE:

PANEL:



Dial:

HEATHER  
79  
That sorta makes sense.

Action / Camera

© 2014 DREAMWORKS ANIMATION SKG. All Rights Reserved. This material is the property of DREAMWORKS ANIMATION SKG. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.





SCENE:

PANEL:



Dial:

HICCUP  
80  
And you should leave ...

Action / Camera



SCENE:

PANEL:



Dial:

HICCUP  
80  
...tonight.

Action / Camera



SCENE:

PANEL:



Dial:

SNOTLOUT  
81  
What?

Action / Camera



SCENE:

PANEL:



Dial:

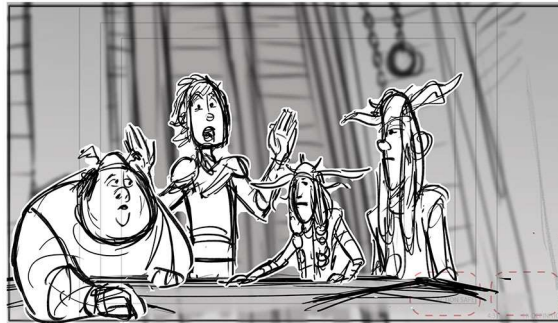
HEATHER  
82  
Geez, Hiccup you trying to get rid  
of us?

Action / Camera



SCENE:

PANEL:



Dial:

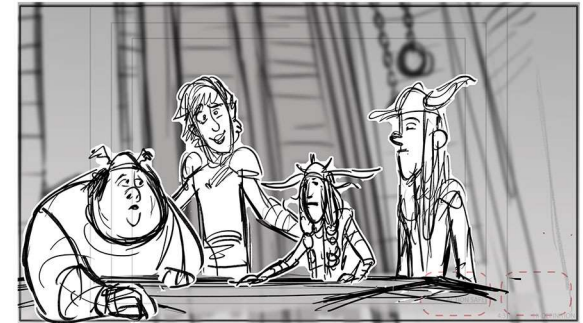
HICCUP  
83  
No.

Action / Camera



SCENE:

PANEL:



Dial:

HICCUP  
83  
That's crazy.

Action / Camera



SCENE:

PANEL:



Dial:

HICCUP  
83  
Why would I--

Action / Camera



SCENE:

PANEL:



Dial:

HEATHER  
84  
I'm kidding, Hiccup. Relax.

Action / Camera



SCENE:

PANEL:



Dial:

HEATHER  
84  
C'mon  
Snotlout,

Action / Camera



SCENE:

PANEL:



Dial:

HEATHER  
84  
.... sooner we leave the  
sooner we get back.

Action / Camera



SCENE:

PANEL:



Dial:

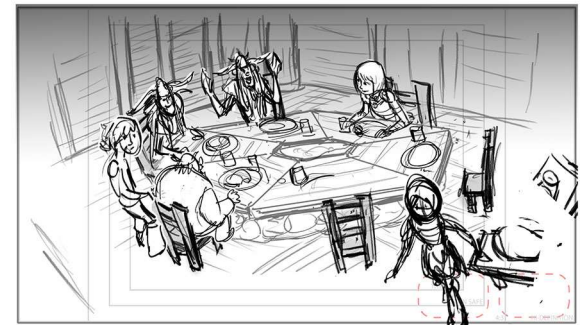
HEATHER  
84  
.... sooner we leave the  
sooner we get back.

Action / Camera



SCENE:

PANEL:



Dial:

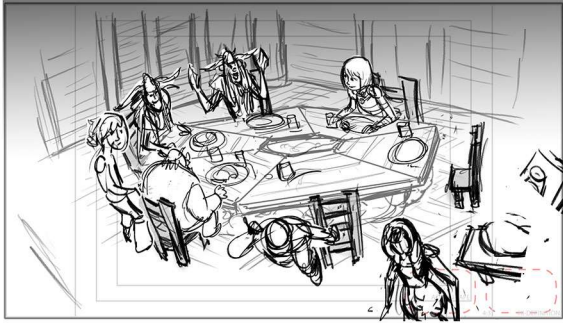
Action / Camera





SCENE:

PANEL:



Dial:

Action / Camera

© 2014 DREAMWORKS ANIMATION SKG. All Rights Reserved. This material is the property of DREAMWORKS ANIMATION SKG. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



SCENE:

PANEL:



Dial:

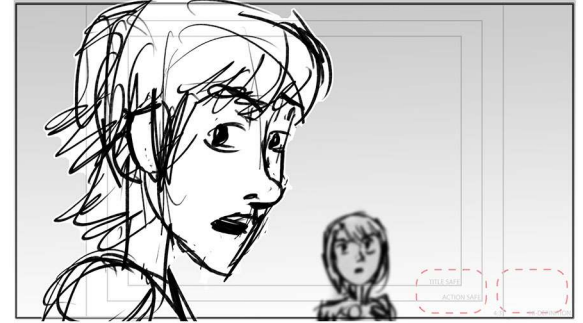
Action / Camera

© 2014 DREAMWORKS ANIMATION SKG. All Rights Reserved. This material is the property of DREAMWORKS ANIMATION SKG. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



SCENE:

PANEL:



Dial:

HICCUP  
(watching them go)  
85  
Take your time.

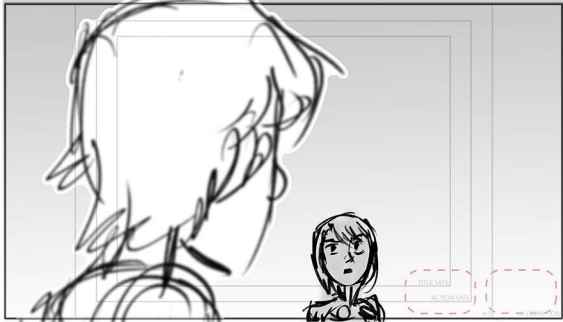
Action / Camera

© 2014 DREAMWORKS ANIMATION SKG. All Rights Reserved. This material is the property of DREAMWORKS ANIMATION SKG. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



SCENE:

PANEL:



Dial:

sigh

Action / Camera

© 2014 DREAMWORKS ANIMATION SKG. All Rights Reserved. This material is the property of DREAMWORKS ANIMATION SKG. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



SCENE:

PANEL:



Dial:

sigh  
HICCUP  
(off Astrid's look)  
And by that I mean, be safe.

Action / Camera

© 2014 DREAMWORKS ANIMATION SKG. All Rights Reserved. This material is the property of DREAMWORKS ANIMATION SKG. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



SCENE:

PANEL:



Dial:

sigh

Action / Camera

© 2014 DREAMWORKS ANIMATION SKG. All Rights Reserved. This material is the property of DREAMWORKS ANIMATION SKG. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

