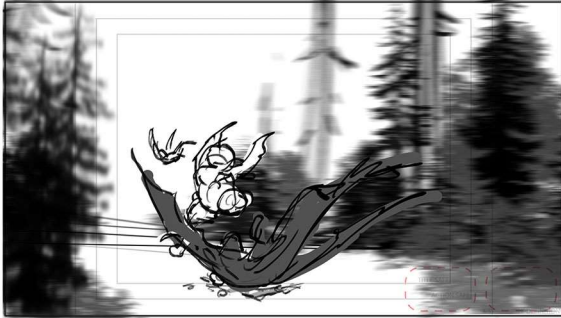


SCENE:

PANEL:



Dial:

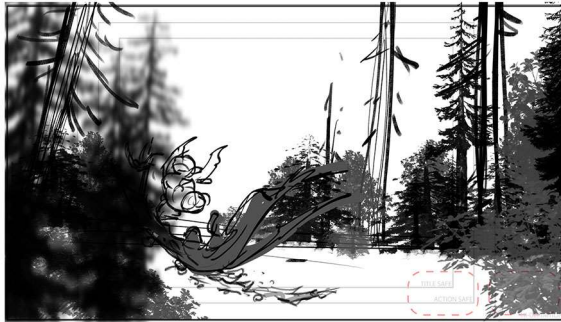
Action / Camera

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SCENE:

PANEL:



Dial:

Action / Camera

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SCENE:

PANEL:



Dial:

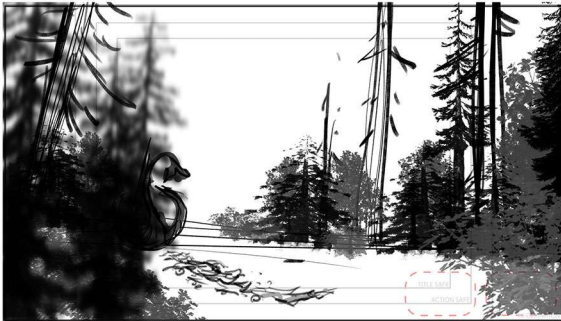
Action / Camera

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SCENE:

PANEL:



Dial:

Action / Camera

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SCENE:

PANEL:



Dial:

Action / Camera

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SCENE:

PANEL:



Dial:

Action / Camera

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SCENE:

PANEL:



Dial:

Action / Camera

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SCENE:

PANEL:



Dial:

DAGUR
115
BAD DAGUR, BAD!

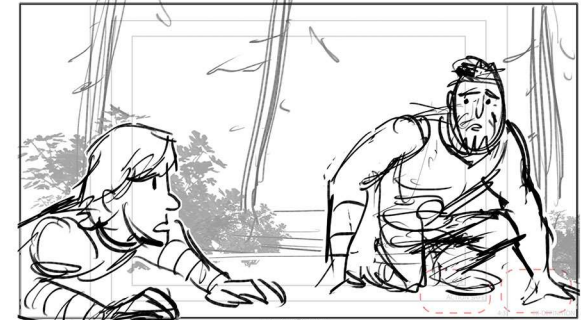
Action / Camera

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SCENE:

PANEL:



Dial:

DAGUR
115
I'm sorry, Hiccup.
HICCUP
116 You're trying to do too much too 116 soon.

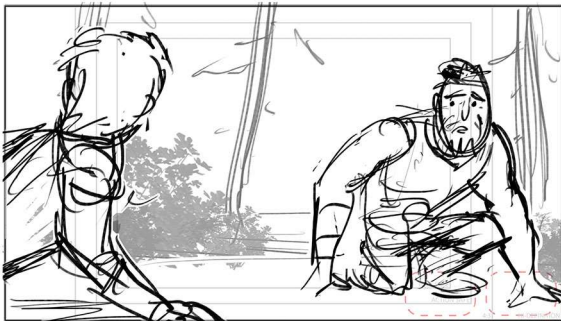
Action / Camera

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SCENE:

PANEL:



Dial:

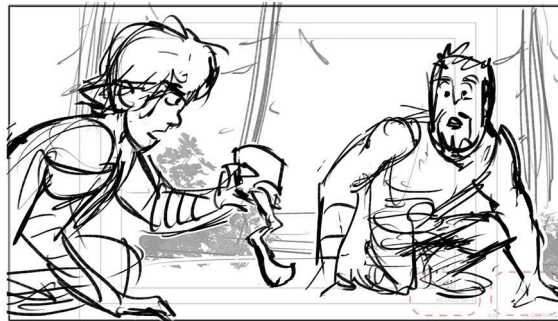
Action / Camera

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SCENE:

PANEL:



Dial:

HICCUP (CONT'D)
117
Great. I can't fly Toothless like this.

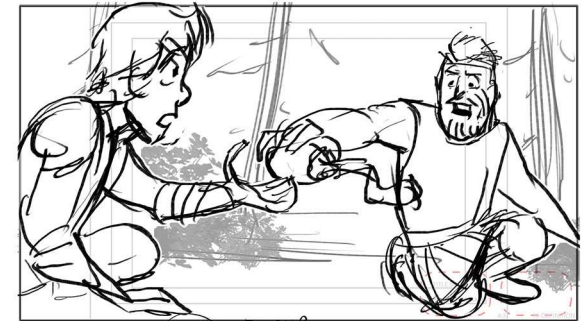
Action / Camera

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SCENE:

PANEL:



Dial:

DAGUR
118
Maybe I can straighten it out.

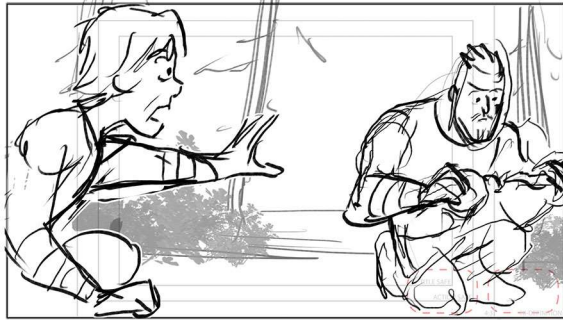
Action / Camera

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SCENE:

PANEL:



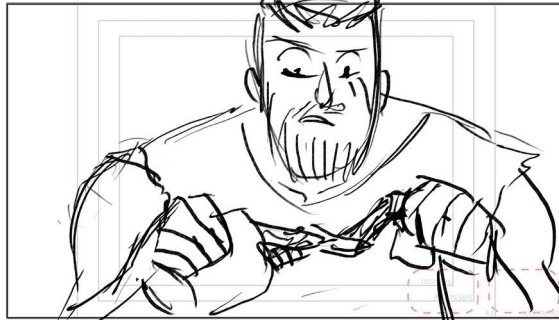
Dial:

HICCUP
119
No--

Action / Camera

SCENE:

PANEL:



Dial:

Action / Camera

SCENE:

PANEL:



Dial:

Action / Camera

SCENE:

PANEL:



Dial:

Action / Camera

SCENE:

PANEL:



Dial:

HICCUP (CONT'D)
120
It's okay. I have a spare back at my hut.

Action / Camera

SCENE:

PANEL:



Dial:

HICCUP (CONT'D)
120
I'll take your dragon and be back as soon as I can.
DAGUR
121 Okay. 121

Action / Camera

SCENE:

PANEL:



Dial:

Action / Camera

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SCENE:

PANEL:



Dial:

Action / Camera

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SCENE:

PANEL:



Dial:

Action / Camera

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SCENE:

PANEL:



Dial:

HICCUP
122
You stay right here. Don't go anywhere.

Action / Camera

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SCENE:

PANEL:



Dial:

HICCUP
122
Don't do anything.

Action / Camera

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SCENE:

PANEL:



Dial:

HICCUP
122
Toothless, keep an eye on him.

Action / Camera

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SCENE:

PANEL:



Dial:

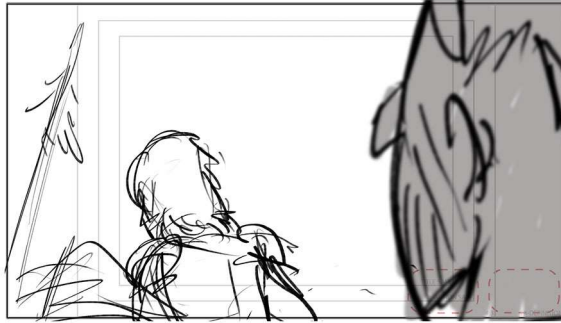
Action / Camera

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SCENE:

PANEL:



Dial:

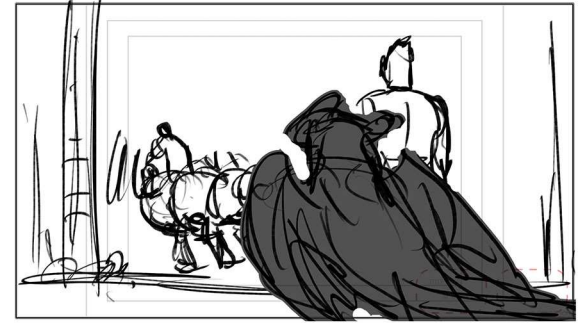
Action / Camera

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SCENE:

PANEL:



Dial:

Action / Camera

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SCENE:

PANEL:



Dial:

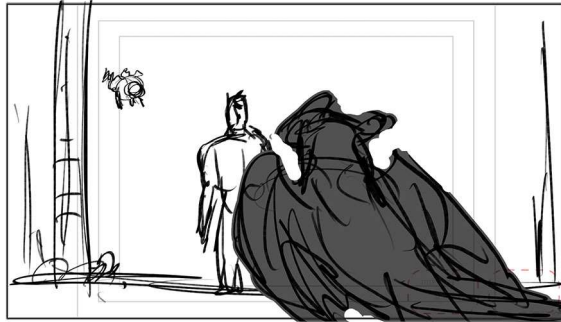
Action / Camera

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SCENE:

PANEL:



Dial:

Action / Camera

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SCENE:

PANEL:



Dial:

Action / Camera

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SCENE:

PANEL:



Dial:

Action / Camera

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SCENE:

PANEL:



Dial:

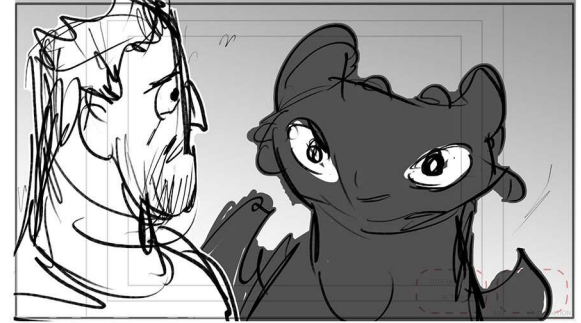
Action / Camera

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SCENE:

PANEL:



Dial:

Action / Camera

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SCENE:

PANEL:



Dial:

Action / Camera

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SCENE:

PANEL:



Dial:

DAGUR
123

So, any ideas on how to pass the time ?

Action / Camera

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SCENE:

PANEL:



Dial:

Action / Camera

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SCENE:

PANEL:



Dial:

Action / Camera

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SCENE:

PANEL:



Dial:

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Action / Camera

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SCENE:

PANEL:



Dial:

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SCENE:

PANEL:



Dial:

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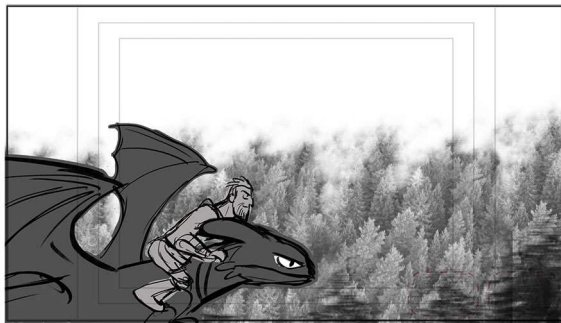
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SCENE:

PANEL:



Dial:

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Action / Camera

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SCENE:

PANEL:



Dial:

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SCENE:

PANEL:



Dial:

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Action / Camera

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SCENE:

PANEL:



Dial:

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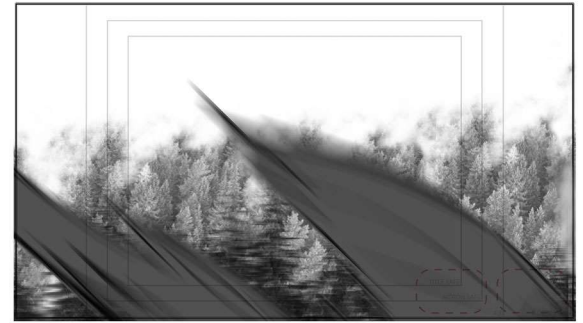
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SCENE:

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Dial:

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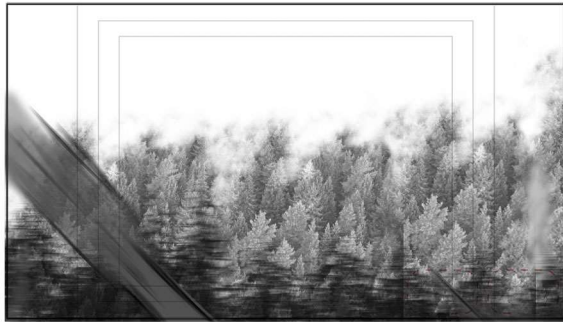
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SCENE:

PANEL:



Dial:

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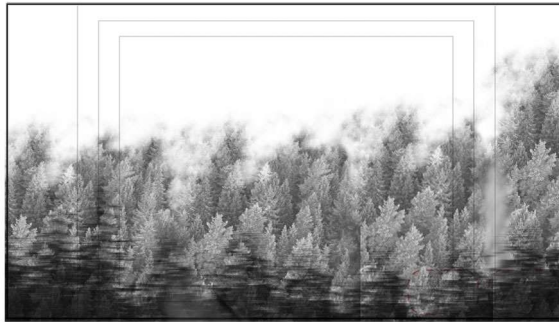
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SCENE:

PANEL:



Dial:

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SCENE:

PANEL:



Dial:

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Action / Camera

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SCENE:

PANEL:



Dial:

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Action / Camera

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SCENE:

PANEL:



Dial:

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SCENE:

PANEL:



Dial:

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SCENE:

PANEL:



Dial:

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SCENE:

PANEL:



Dial:

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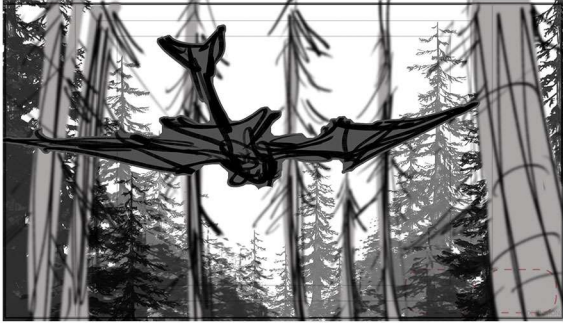
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SCENE:

PANEL:



Dial:

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Action / Camera



SCENE:

PANEL:



Dial:

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Action / Camera



SCENE:

PANEL:



Dial:

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Action / Camera



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Action / Camera



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Action / Camera



SCENE:

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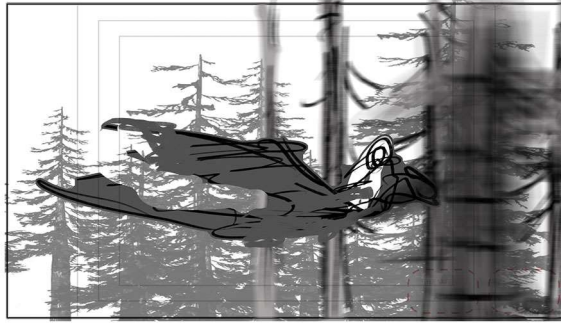
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SCENE:

PANEL:



Dial:

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SCENE:

PANEL:



Dial:

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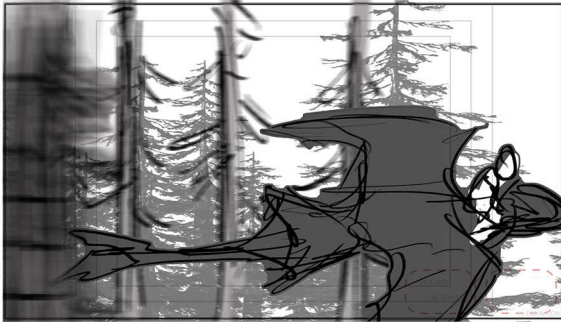
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SCENE:

PANEL:



Dial:

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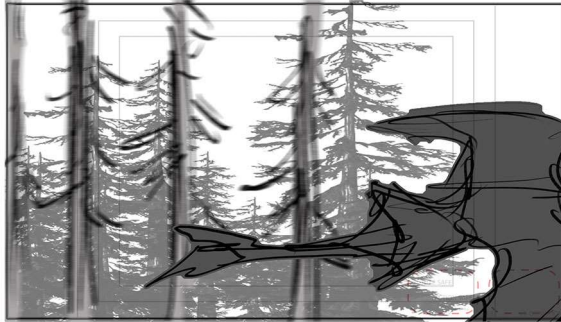
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SCENE:

PANEL:



Dial:

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Action / Camera

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SCENE:

PANEL:



Dial:

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Action / Camera

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SCENE:

PANEL:



Dial:

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Action / Camera



SCENE:

PANEL:



Dial:

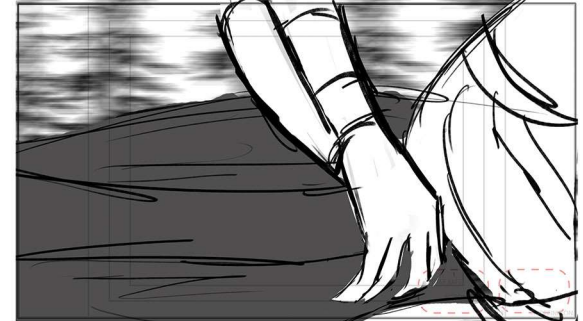
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Action / Camera



SCENE:

PANEL:



Dial:

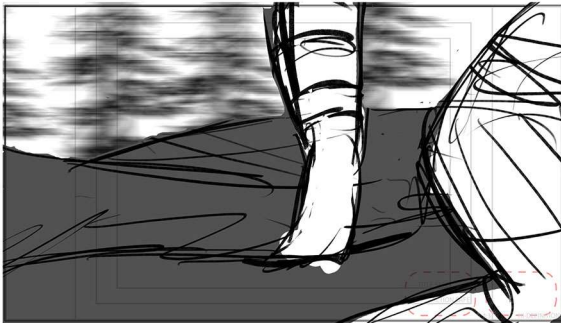
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Action / Camera



SCENE:

PANEL:



Dial:

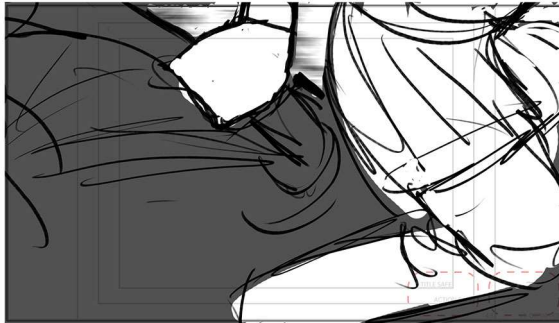
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Action / Camera



SCENE:

PANEL:



Dial:

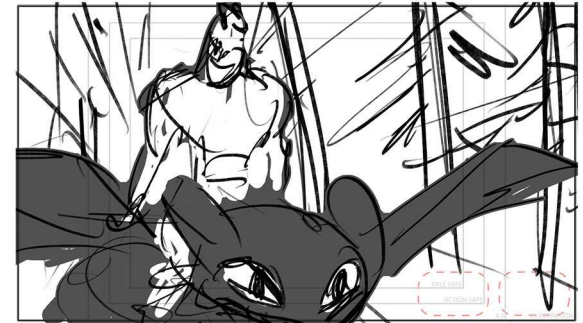
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Action / Camera



SCENE:

PANEL:



Dial:

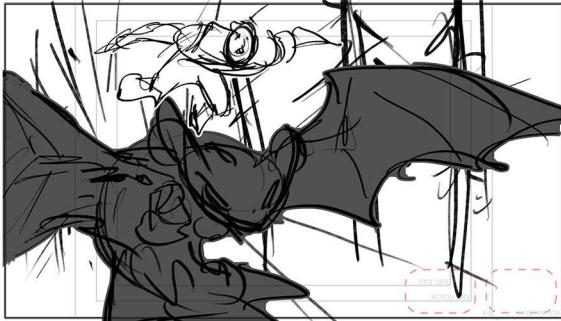
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Action / Camera



SCENE:

PANEL:



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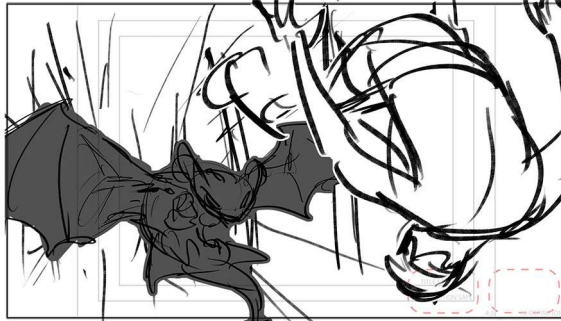
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Action / Camera



SCENE:

PANEL:



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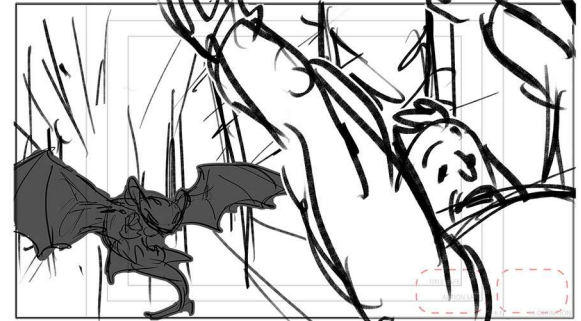
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Action / Camera



SCENE:

PANEL:



Dial:

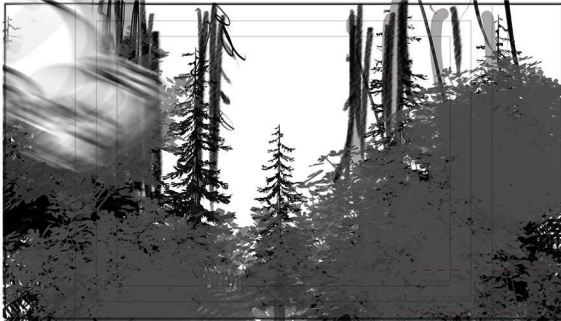
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Action / Camera



SCENE:

PANEL:



Dial:

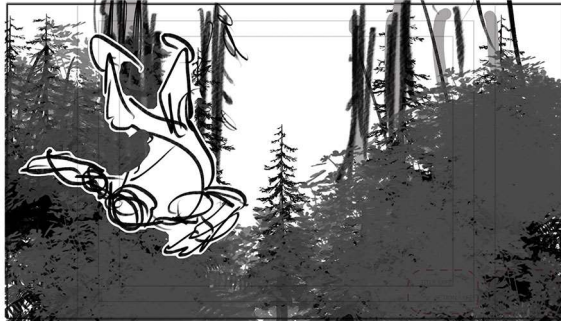
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Action / Camera



SCENE:

PANEL:



Dial:

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Action / Camera



SCENE:

PANEL:



Dial:

..

Action / Camera



SCENE:

PANEL:



Dial:

..

Action / Camera

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SCENE:

PANEL:



Dial:

..

Action / Camera

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