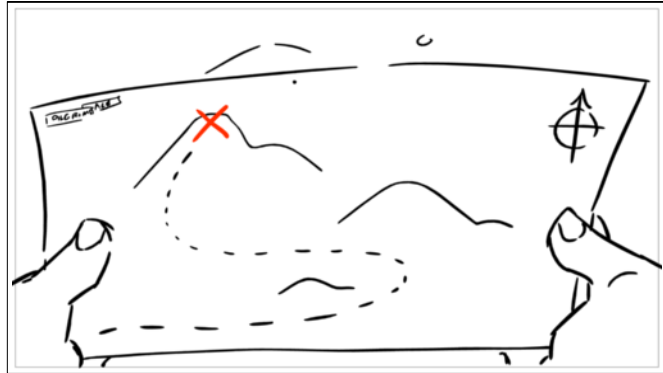


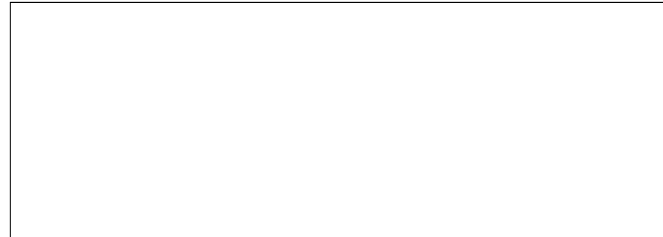
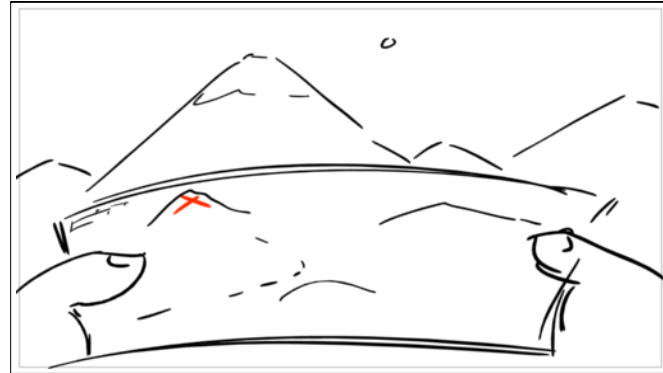
Scene	Duration	Panel	Duration
1	01:19	1	00:21



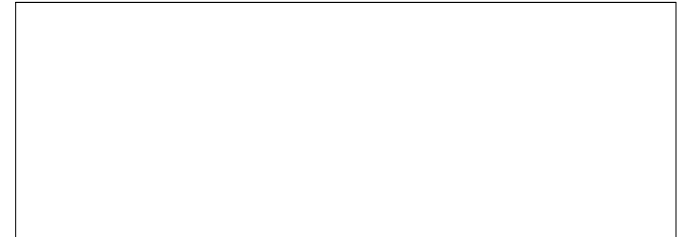
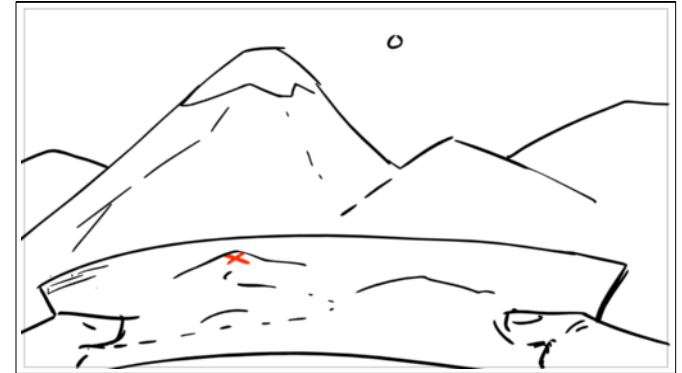
**Action Notes**

We fade in on a closeup of hands holding map, with a red X on top of a mountain. In the corner of the map is the Pilgrim's Ale (trademarked) logo.

Scene	Duration	Panel	Duration
1	01:19	2	00:07



Scene	Duration	Panel	Duration
1	01:19	3	00:15



Scene	Duration	Panel	Duration
2	05:02	1	00:10



**Action Notes**

Cut to midshot of a knight, holding the map and squinting at it, then forward, then walking (with determination) offscreen.

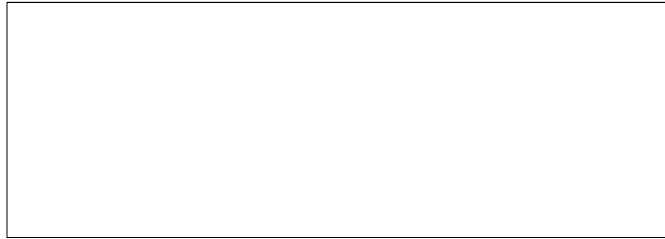
Scene	Duration	Panel	Duration
2	05:02	2	00:08



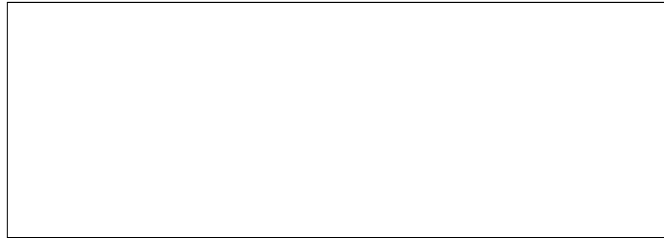
Scene	Duration	Panel	Duration
2	05:02	3	00:10



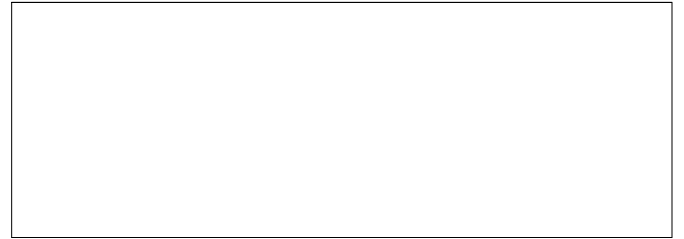
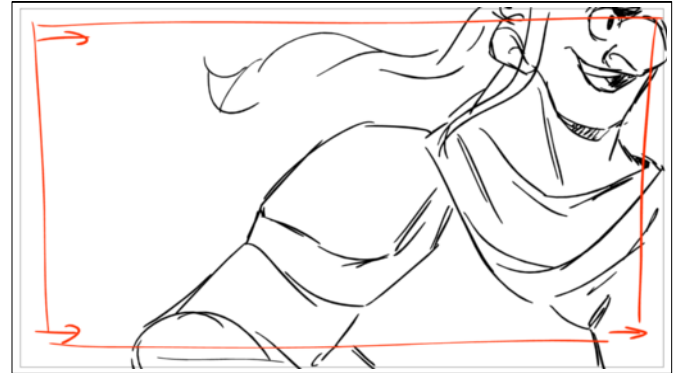
Scene	Duration	Panel	Duration
2	05:02	4	00:19



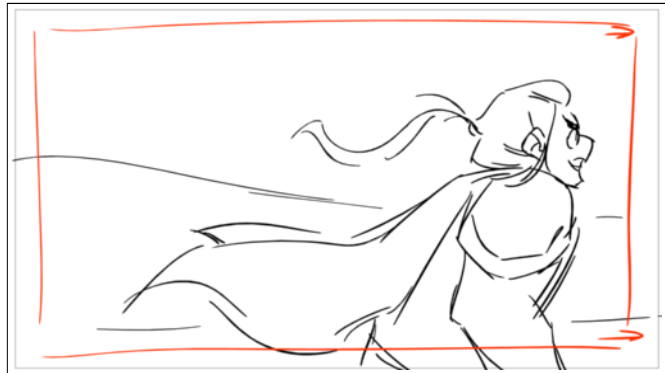
Scene	Duration	Panel	Duration
2	05:02	5	00:04



Scene	Duration	Panel	Duration
2	05:02	6	00:07

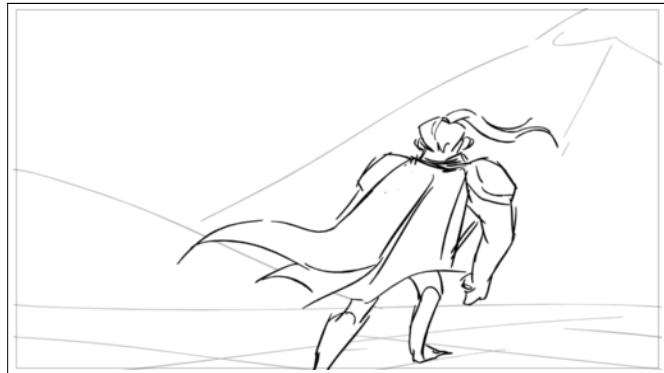


Scene	Duration	Panel	Duration
2	05:02	7	00:07

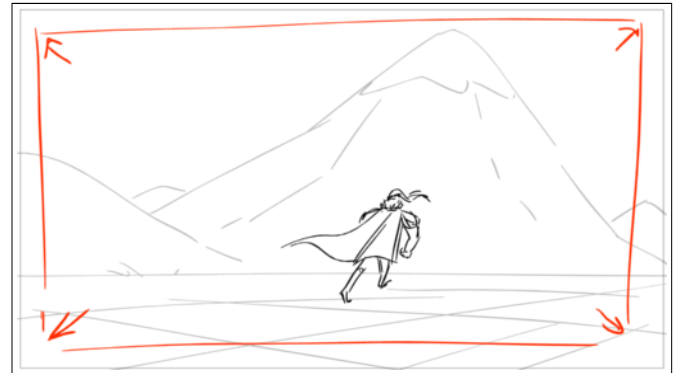


**Action Notes**  
 The camera follows her, and pans upwards. In the distance, there is a mountain.

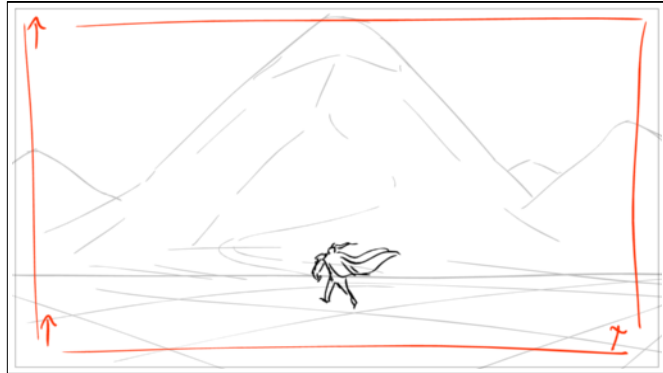
Scene	Duration	Panel	Duration
2	05:02	8	00:07



Scene	Duration	Panel	Duration
2	05:02	9	00:08

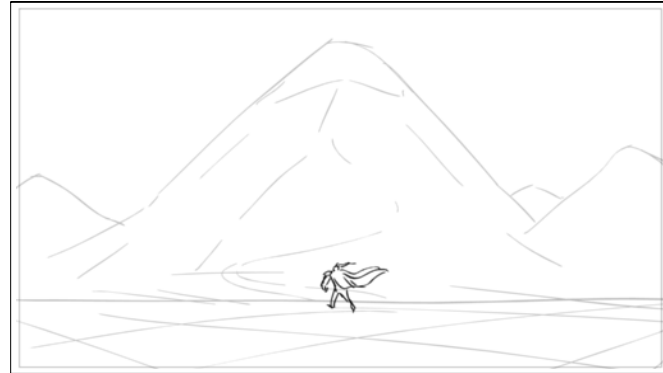


Scene	Duration	Panel	Duration
2	05:02	10	00:09

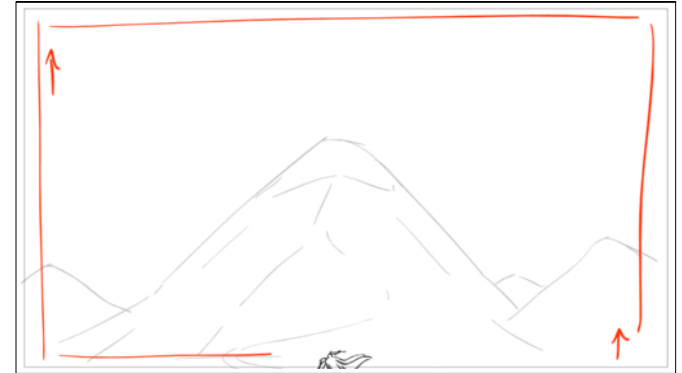


**Notes**  
 Music/SFX: Heroic Music Starts

Scene	Duration	Panel	Duration
2	05:02	11	00:10



Scene	Duration	Panel	Duration
2	05:02	12	00:10

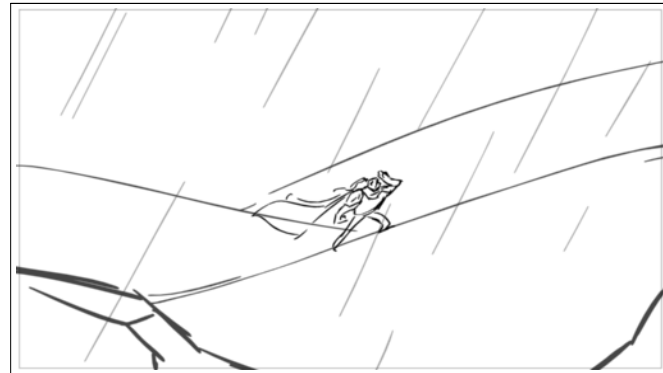


Scene	Duration	Panel	Duration
2	05:02	13	00:13



**Action Notes**  
 Fade to white.

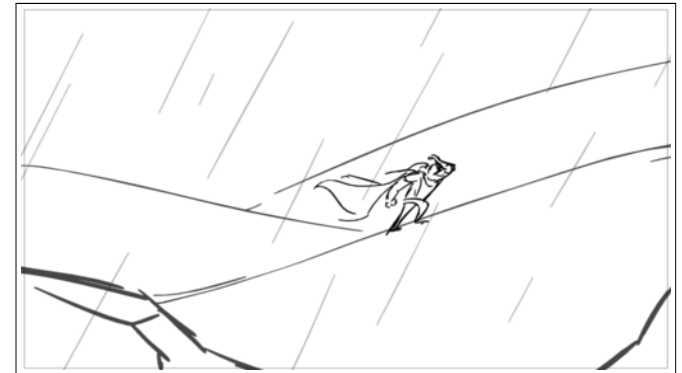
Scene	Duration	Panel	Duration
3	02:17	1	00:12



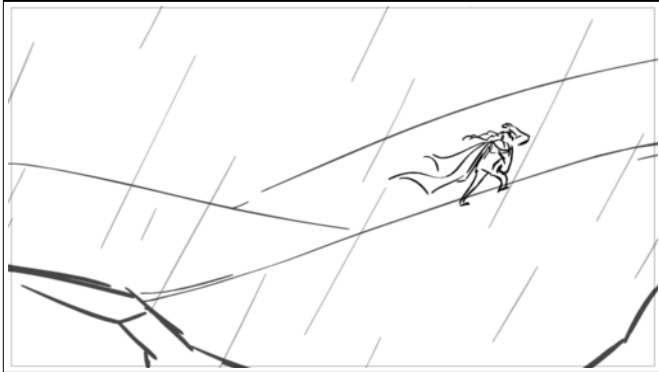
**Action Notes**  
 Fade in to extreme long shot: the knight is traversing a steep hill through harsh wind and rain. She isn't having a good time, her cape is flying, her hands are shielding her face.

**Notes**  
 Music/SFX: Heroic Music Continues

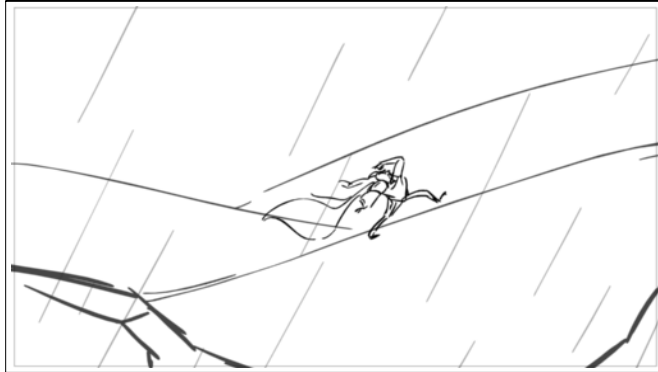
Scene	Duration	Panel	Duration
3	02:17	2	00:12



Scene	Duration	Panel	Duration
3	02:17	3	00:13

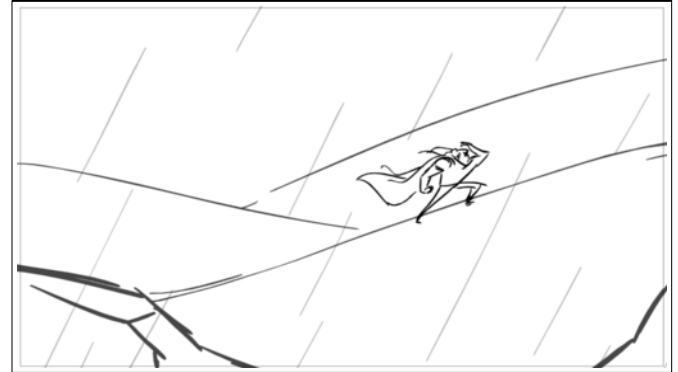


Scene	Duration	Panel	Duration
3	02:17	4	00:12

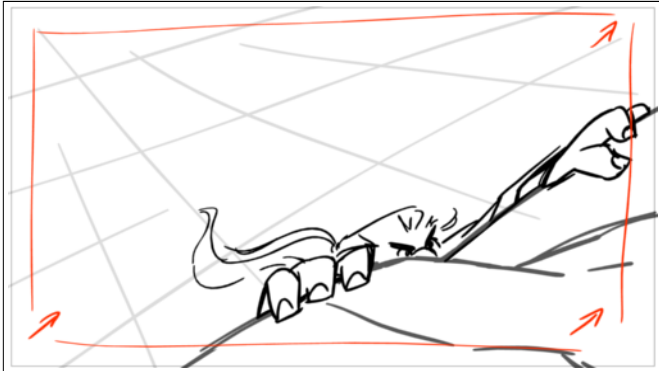


**Action Notes**  
 She gets knocked back at one point, and has to recover. She is clearly having a rough time in the extreme weather.

Scene	Duration	Panel	Duration
3	02:17	5	00:16

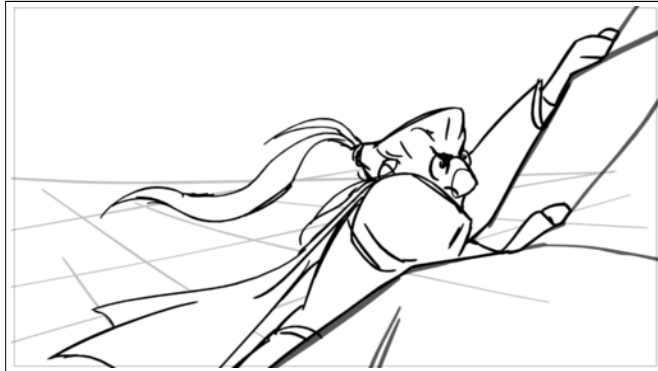


Scene	Duration	Panel	Duration
4	01:16	1	00:10



**Action Notes**  
 Cut to medium-long shot: on the next leg of her adventure, the knight is scaling a sheer cliff face. We see her struggle.

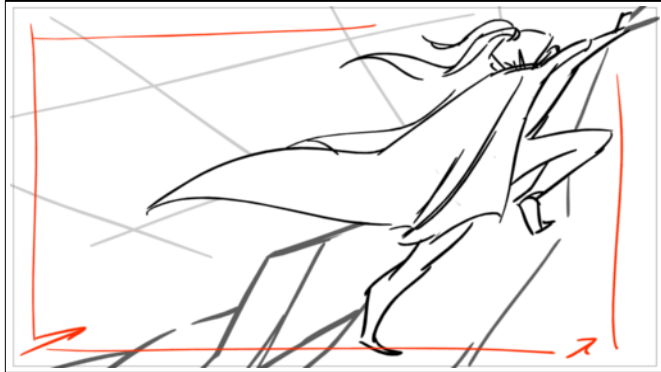
Scene	Duration	Panel	Duration
4	01:16	2	00:10



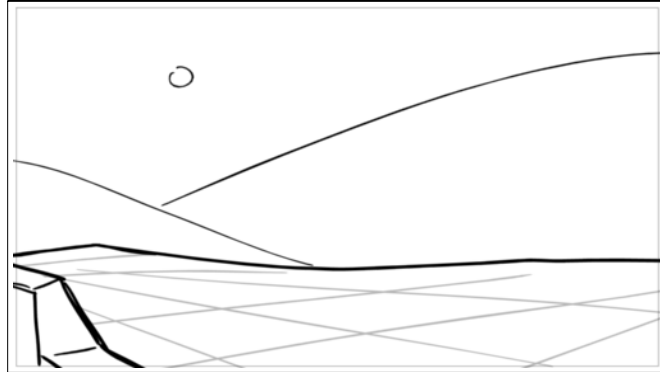
Scene	Duration	Panel	Duration
4	01:16	3	00:10



Scene	Duration	Panel	Duration
4	01:16	4	00:10

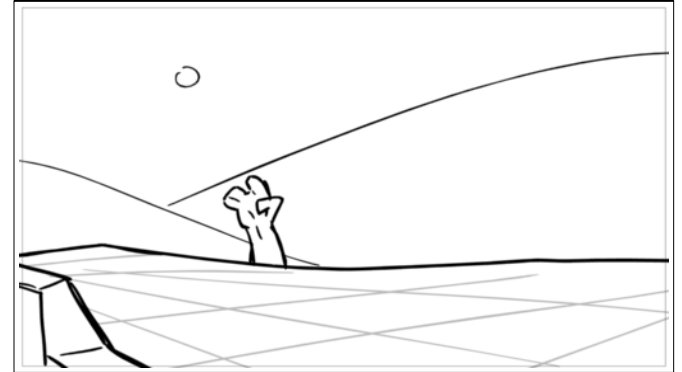


Scene	Duration	Panel	Duration
5	04:15	1	00:14

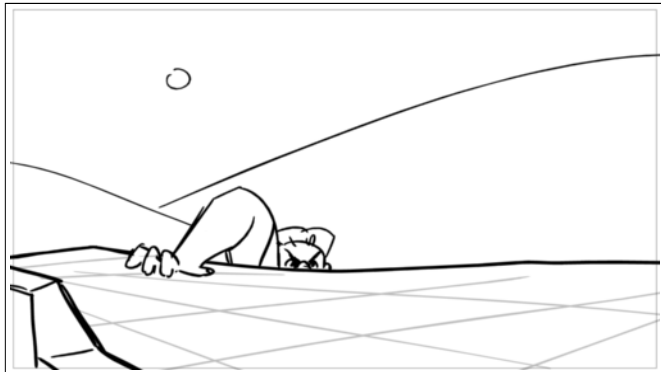


**Action Notes**  
Cut to long shot: edge of cliff.

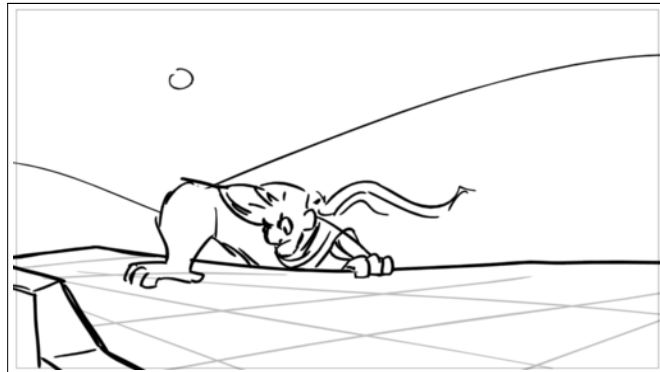
Scene	Duration	Panel	Duration
5	04:15	2	00:14



Scene	Duration	Panel	Duration
5	04:15	3	00:10

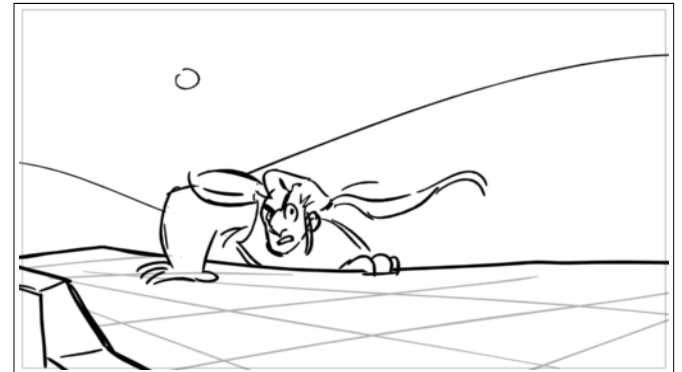


Scene	Duration	Panel	Duration
5	04:15	4	00:11



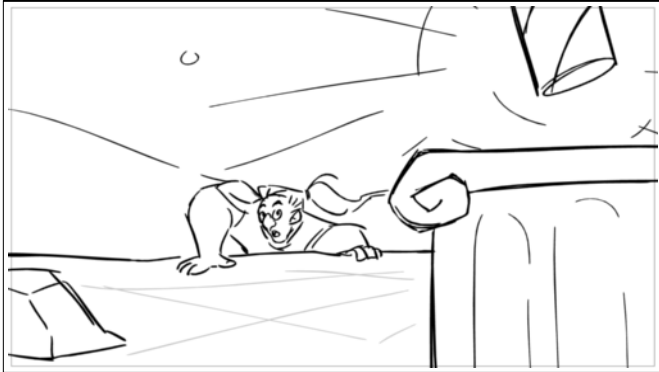
**Action Notes**  
The knight scrambles up, breathing heavily.

Scene	Duration	Panel	Duration
5	04:15	5	00:19



**Action Notes**  
She notices something in the distance.

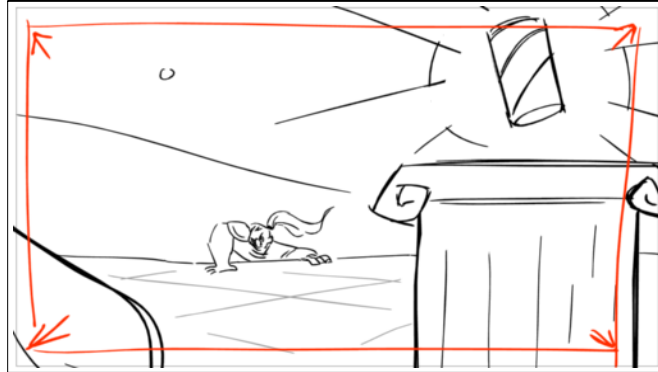
Scene	Duration	Panel	Duration
5	04:15	6	00:11



**Action Notes**

Pan out to reveal a dais in the foreground: the thing that caught the knight's attention.

Scene	Duration	Panel	Duration
5	04:15	7	00:12



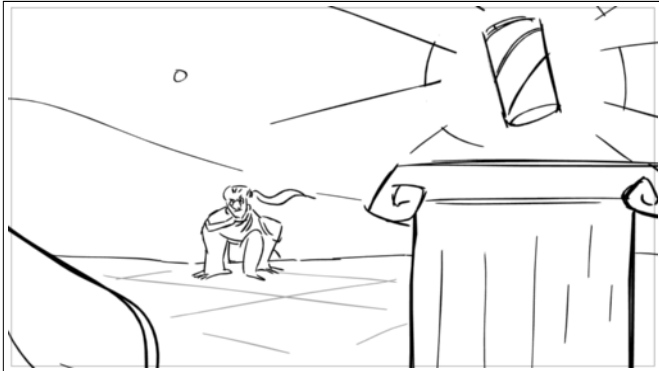
**Action Notes**

Camera pans out further to reveal the object on the dais as a can of Pilgrim's Ale (trademarked).

Scene	Duration	Panel	Duration
5	04:15	8	00:11



Scene	Duration	Panel	Duration
5	04:15	9	00:09



**Action Notes**

The knight scrambles the rest of the way up the cliff.

**Notes**

Music/SFX: Heroic Music comes to a lull

Scene	Duration	Panel	Duration
6	00:22	1	00:22



**Dialog**

Knight: woah...

**Action Notes**

Cut to CU shot of Knight: she is awed by the radiant glory of the can.

Scene	Duration	Panel	Duration
7	01:01	1	01:01



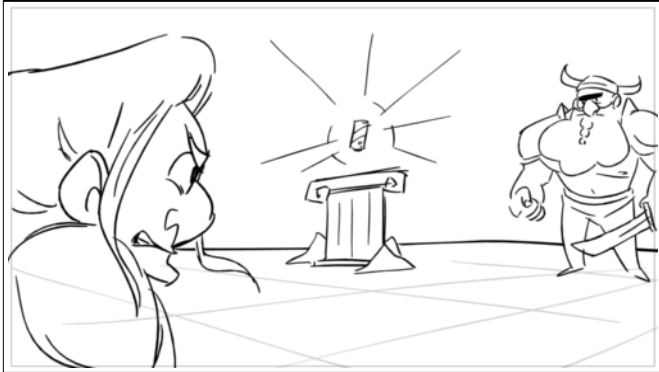
**Action Notes**

Cut to CU shot of Can: It shimmers and glows.

**Notes**

Music/SFX: Holy angelic chorus for the duration of this shot

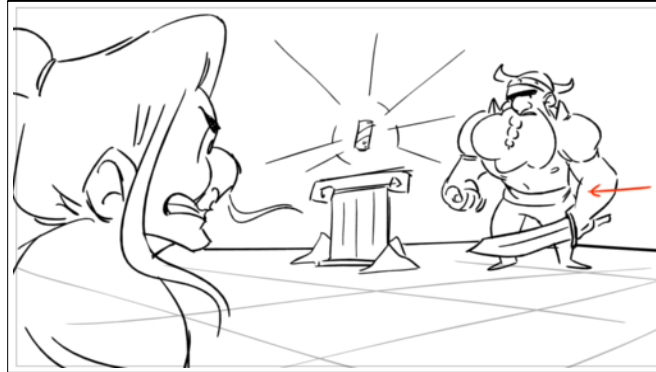
Scene	Duration	Panel	Duration
8	01:02	1	00:11



**Action Notes**

Suddenly, from screen right, appears a burly opponent!

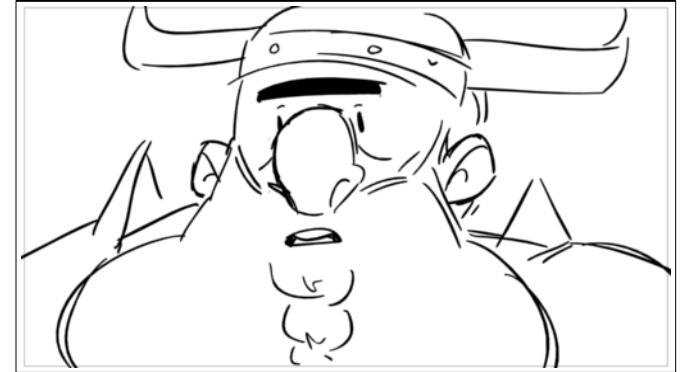
Scene	Duration	Panel	Duration
8	01:02	2	00:15



**Notes**

Music/SFX: Heroic Music ebbs almost completely as they stare at each other

Scene	Duration	Panel	Duration
9	00:12	1	00:12



**Action Notes**

Cut to CU opponent: he appears alarmed that there is someone in his way!

Scene	Duration	Panel	Duration
10	00:12	1	00:12



**Action Notes**

Cut to CU Knight: a similar alarmed expression on her face.

Scene	Duration	Panel	Duration
11	00:11	1	00:11



**Action Notes**

Cut to CU Opponent: he is angry and ready to fight.

Scene	Duration	Panel	Duration
12	00:11	1	00:11

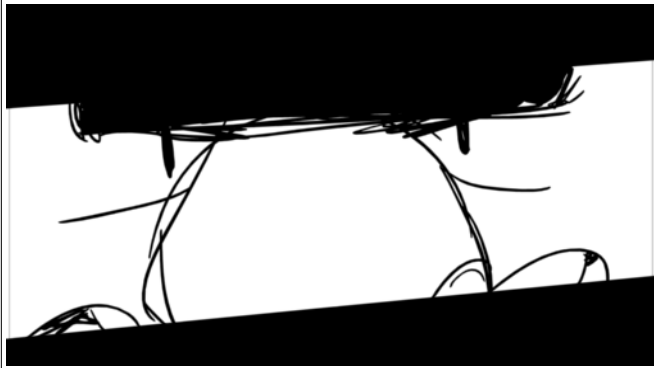


**Action Notes**

Cut to CU Knight: she is also angry and ready to fight.



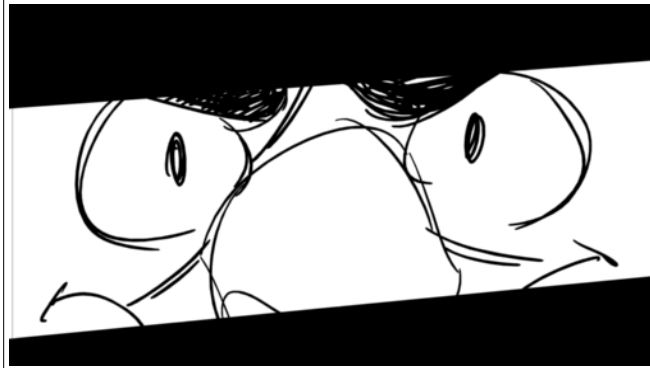
Scene	Duration	Panel	Duration
13	00:10	1	00:10



**Action Notes**

Cut to ECU Opponent's enraged face

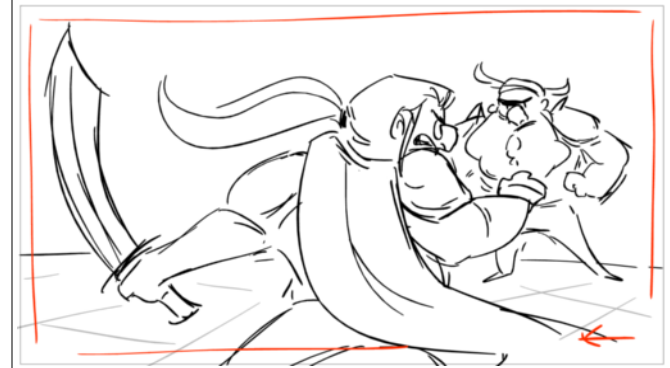
Scene	Duration	Panel	Duration
14	00:10	1	00:10



**Action Notes**

Cut to ECU Knight's enraged face

Scene	Duration	Panel	Duration
15	00:21	1	00:07



**Action Notes**

Cut to Long SHot: Our knight surges forward, as does her opponent. They clash swords.

**Notes**

Music/SFX: Heroic Music begins to swell again

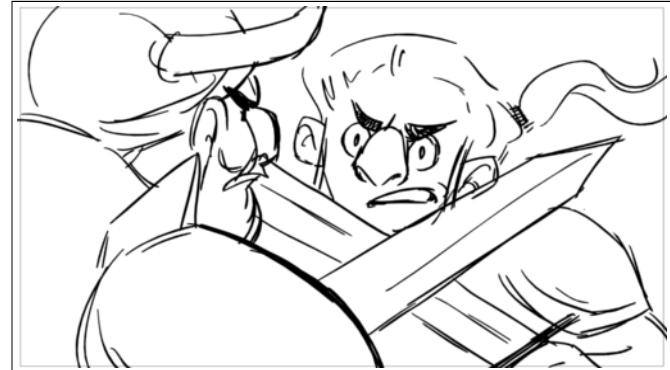
Scene	Duration	Panel	Duration
15	00:21	2	00:08



Scene	Duration	Panel	Duration
15	00:21	3	00:06

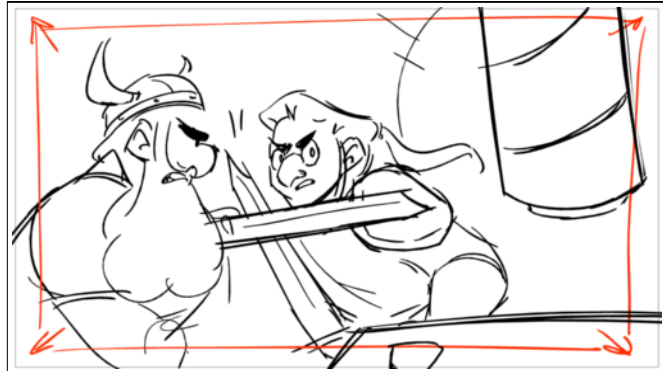


Scene	Duration	Panel	Duration
16	03:19	1	00:15





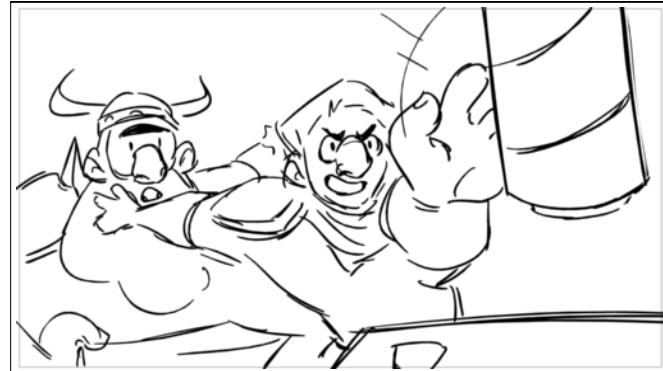
Scene	Duration	Panel	Duration
16	03:19	2	00:15



**Action Notes**

Cut to Medium Shot: the Knight looks at the can.

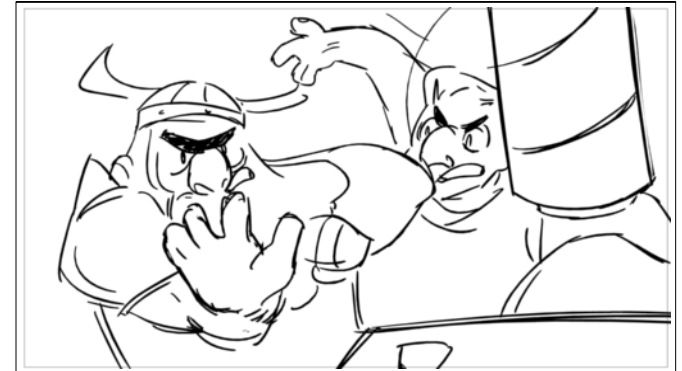
Scene	Duration	Panel	Duration
16	03:19	3	00:07



**Action Notes**

The knight abandons fair battle and surges to grab the can!

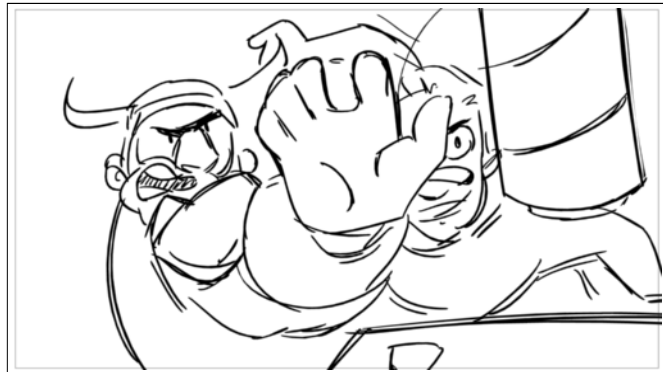
Scene	Duration	Panel	Duration
16	03:19	4	00:06



**Action Notes**

They scuffle, trying to get to the can.

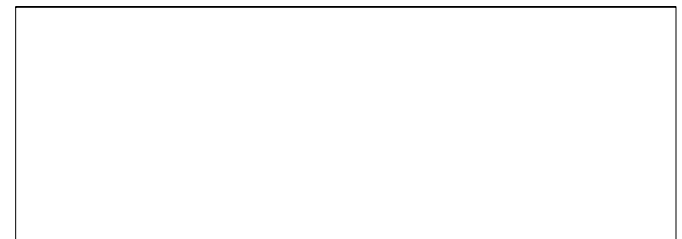
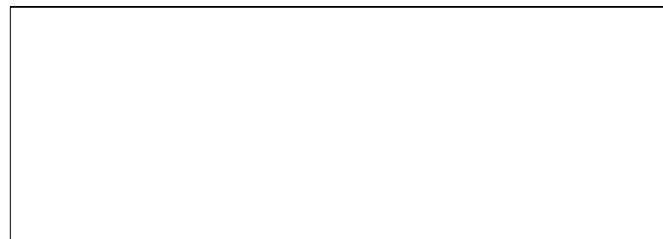
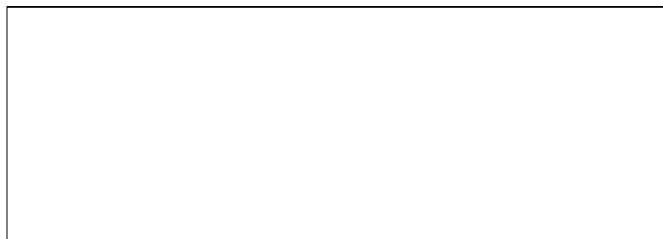
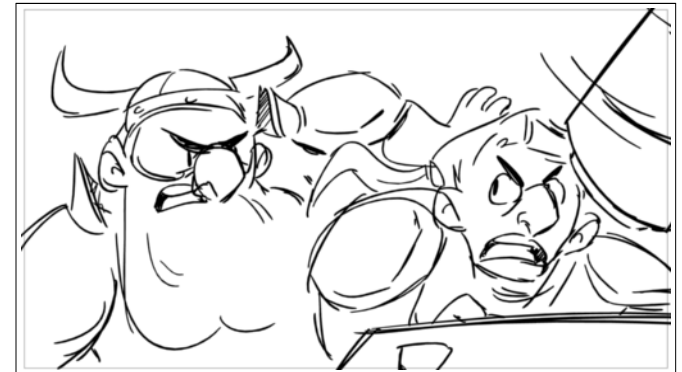
Scene	Duration	Panel	Duration
16	03:19	5	00:05



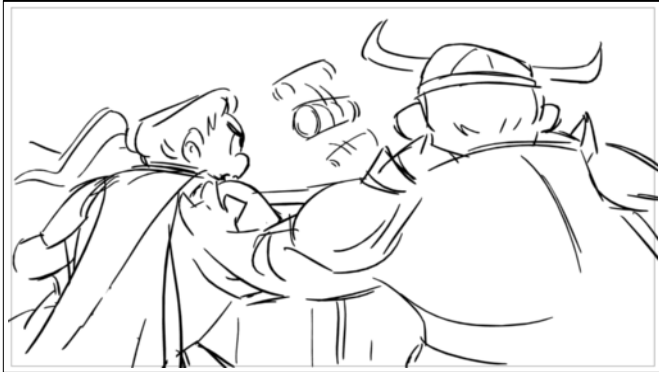
Scene	Duration	Panel	Duration
16	03:19	6	00:06



Scene	Duration	Panel	Duration
16	03:19	7	00:06



Scene	Duration	Panel	Duration
16	03:19	8	00:07



**Action Notes**

Cut to OTS Knight and Opponent: The can gets knocked off the dais in their scuffle, and they watch it fall.

Scene	Duration	Panel	Duration
16	03:19	9	00:13



**Action Notes**

Cut to OTS CU knight and opponent watching the can tumble. The motion is so graceful they stop, observing it for a moment.

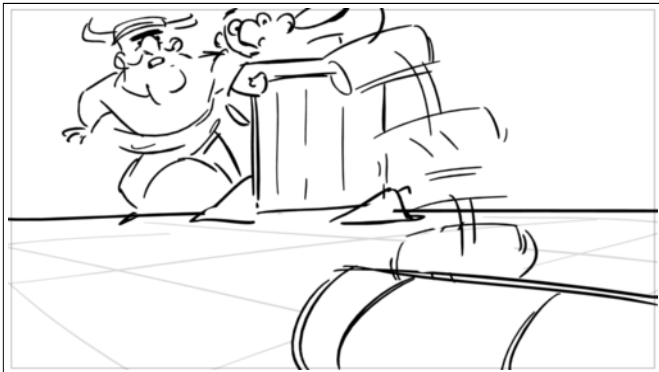
Scene	Duration	Panel	Duration
16	03:19	10	00:11



**Action Notes**

They are angry at one another for knocking the can off.

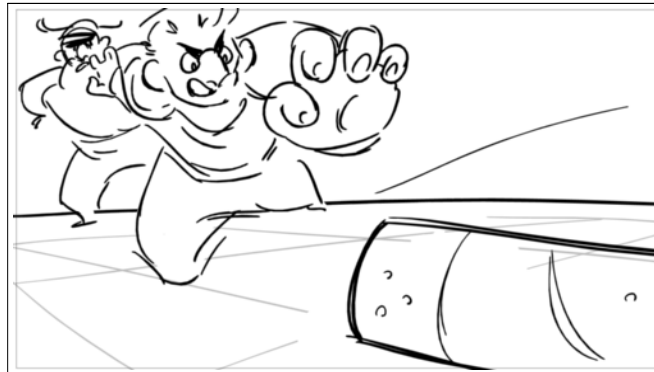
Scene	Duration	Panel	Duration
17	01:22	1	00:16



**Action Notes**

Cut to CU can: it clatters to the floor and rolls to a stop.

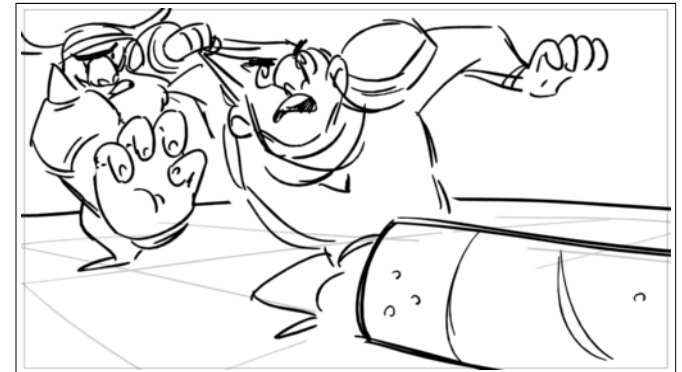
Scene	Duration	Panel	Duration
17	01:22	2	00:06



**Action Notes**

The knight rushes forward first, and another scuffle ensues.

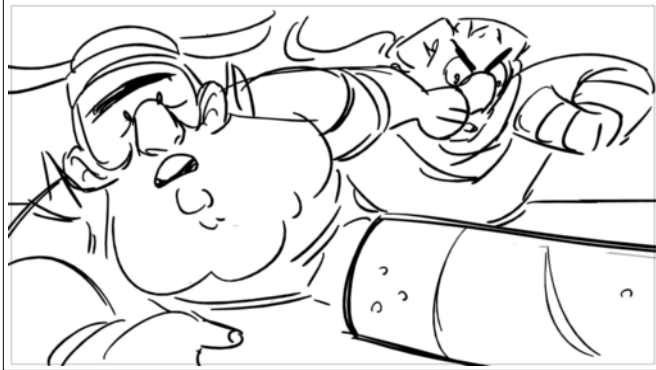
Scene	Duration	Panel	Duration
17	01:22	3	00:08



**Action Notes**

The opponent pulls the knight's hair!

Scene	Duration	Panel	Duration
17	01:22	4	00:08



**Action Notes**

The knight shoves the opponent! They are both getting closer to the can!

Scene	Duration	Panel	Duration
17	01:22	5	00:08



**Action Notes**

Eventually, the two fighters reach the can simultaneously.

**Notes**

Music/SFX: Heroic Music reaches a crescendo

Scene	Duration	Panel	Duration
18	00:21	1	00:21



**Action Notes**

Cut to MCU Knight: their hands have touched over the can, and she looks up at the Opponent in awe.

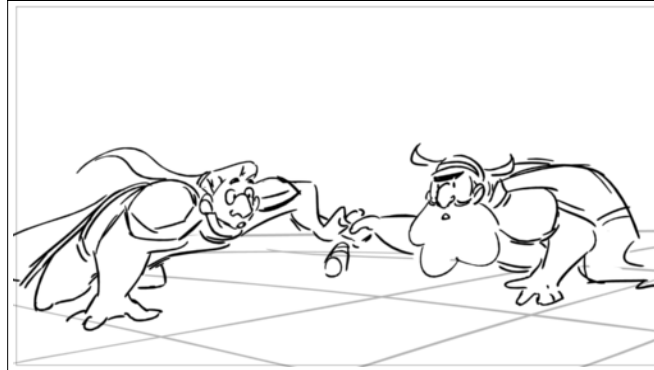
Scene	Duration	Panel	Duration
19	00:21	1	00:21



**Action Notes**

Cut to MCU opponent, who does the same, as though only noticing the knight properly for the first time.

Scene	Duration	Panel	Duration
20	03:03	1	01:01



**Action Notes**

Cut to Long SHot knight and opponent: they are frozen over the can, staring at each other in amazement. The can begins to glow brighter.

**Notes**

Music/SFX: Heroic Music suddenly fades

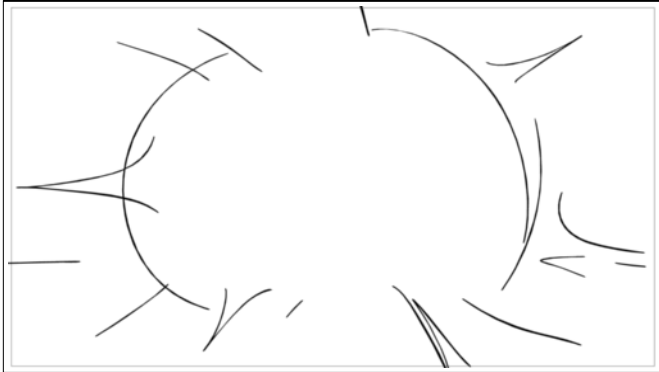
Scene	Duration	Panel	Duration
20	03:03	2	01:01



**Action Notes**

The Can explodes in radiant light.

Scene	Duration	Panel	Duration
20	03:03	3	00:09



**Action Notes**

Bright explosion. Fade to white.

Scene	Duration	Panel	Duration
20	03:03	4	00:16



**Action Notes**

Fade in from white

**Notes**

Music/SFX: Ambient nature, cheerful laughter

Scene	Duration	Panel	Duration
21	03:02	1	00:11



**Action Notes**

After a hold, camera pans out to reveal two cups clink in the foreground.

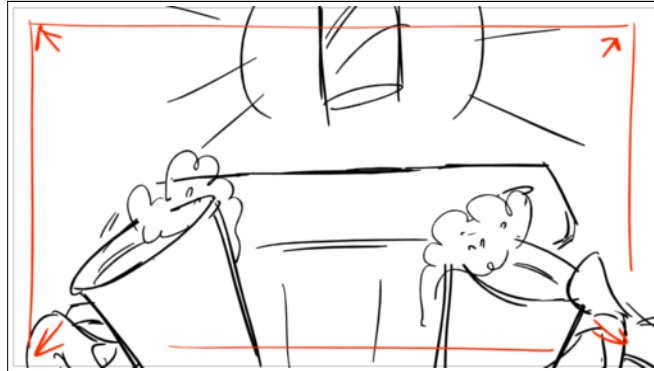
Scene	Duration	Panel	Duration
21	03:02	2	00:10



**Action Notes**

After a hold, camera pans out to reveal two cups clink in the foreground.

Scene	Duration	Panel	Duration
21	03:02	3	00:11



**Action Notes**

After a hold, camera pans out to reveal two cups clink in the foreground.

Scene	Duration	Panel	Duration
21	03:02	4	01:09



**Action Notes**

The camera then zooms out further; the two fighters are sat leaning against the dais, exhausted from the fight, smiling, and clinking mugs together. They seem happy, and are conversing. The sun is shining. The tagline reads: "Pilgrim's: Ale so good you can't help sharing."