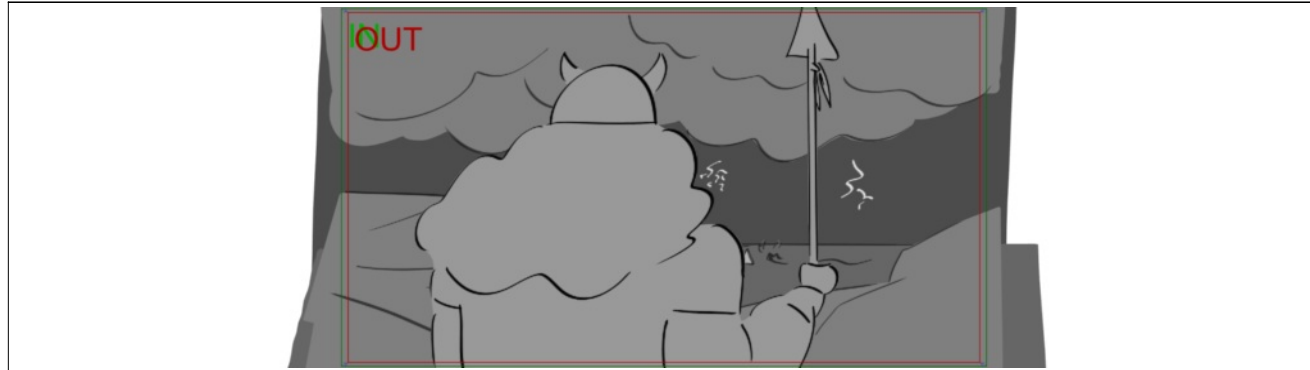


Scene	Duration	Panel	Duration
001	05:00	1	01:00

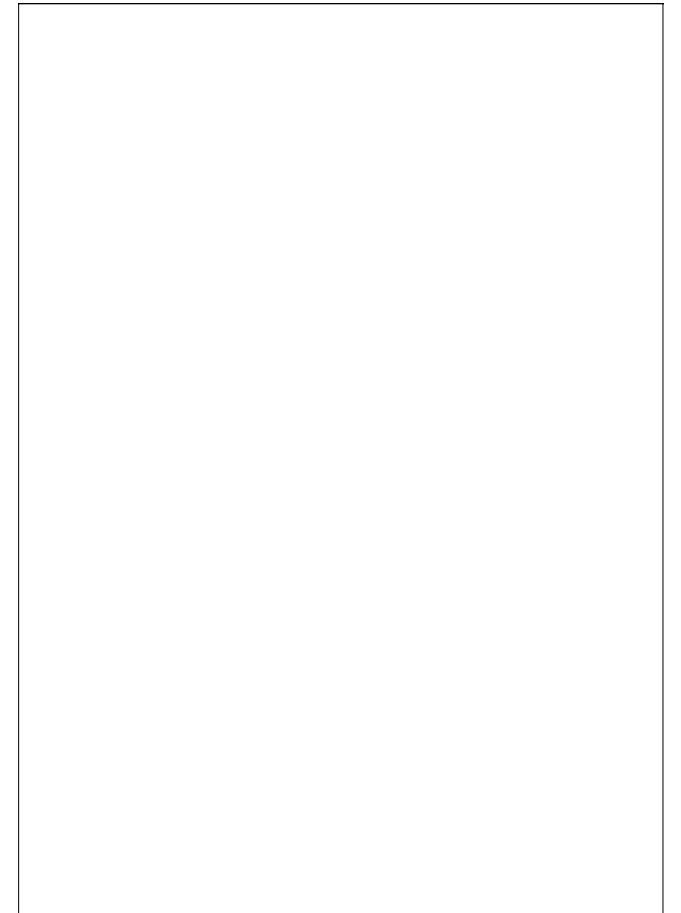
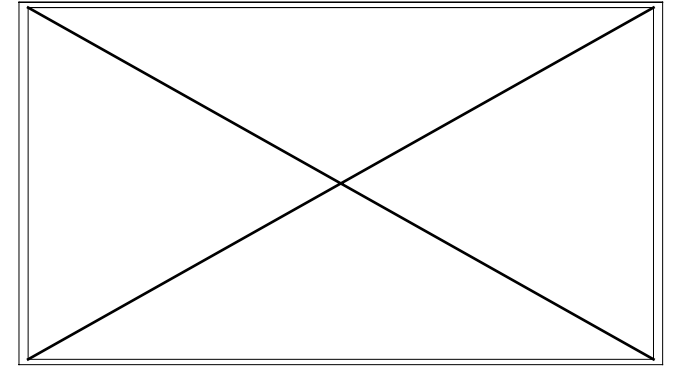


Notas de acción

01 EXT. Cliffs / Fortress - NIGHT

The storm worsens, heavy rain taps onto the cliffs' rocks. A (she) soldier in FG watches the fortress standing at the middle of the sea, big waves crash against the rocks.

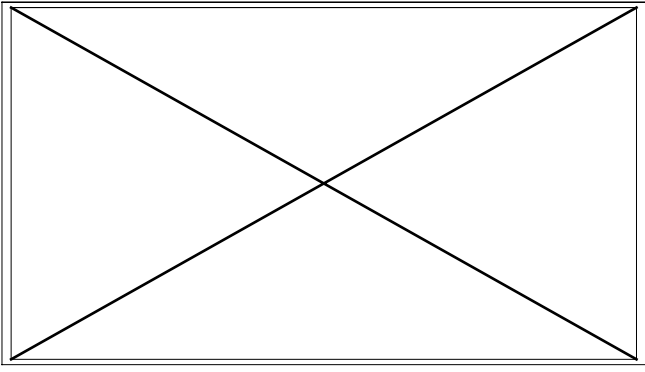
NO PANEL



Scene	Duration	Panel	Duration
001	05:00	2	01:00



NO PANEL

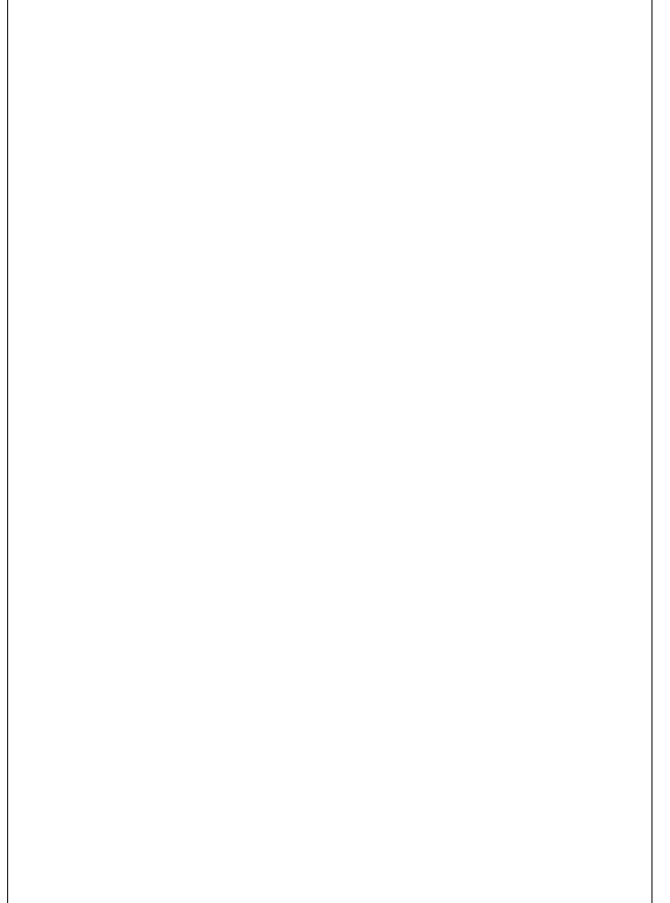
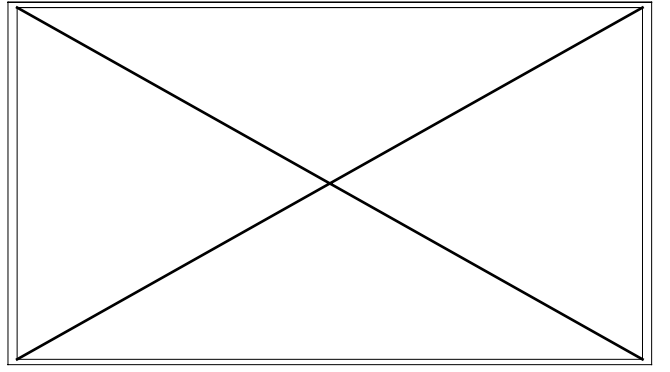


Notas de acción
The soldier turns and exits the frame.

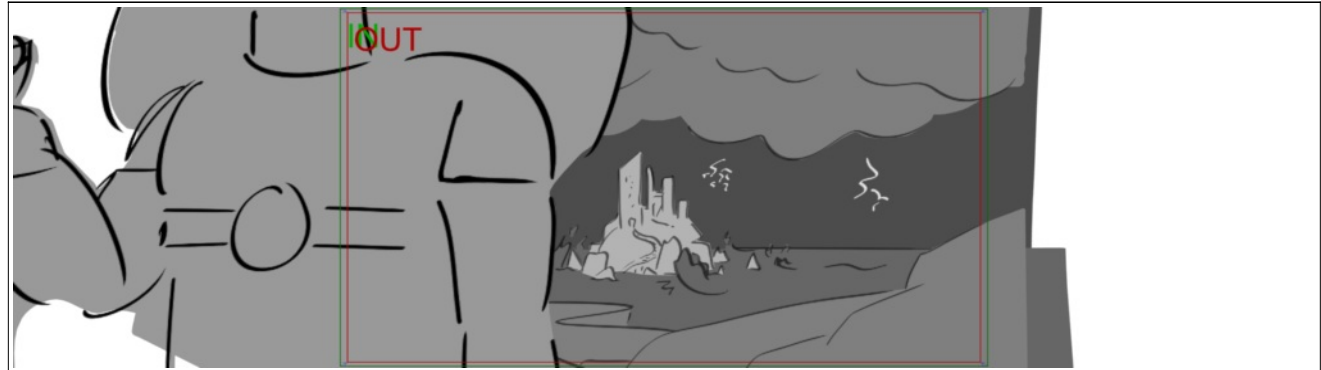
Scene	Duration	Panel	Duration
001	05:00	3	01:00



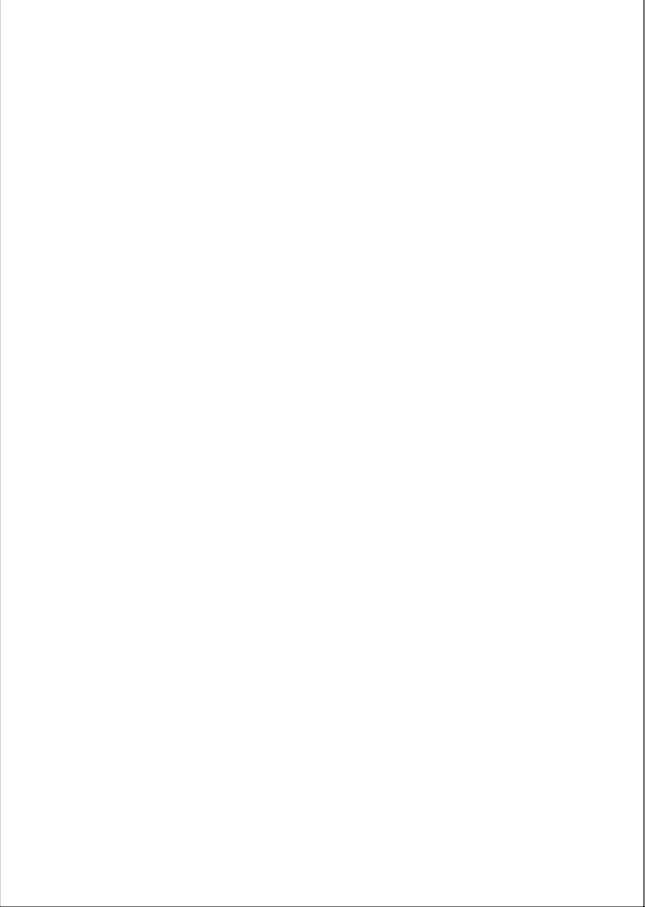
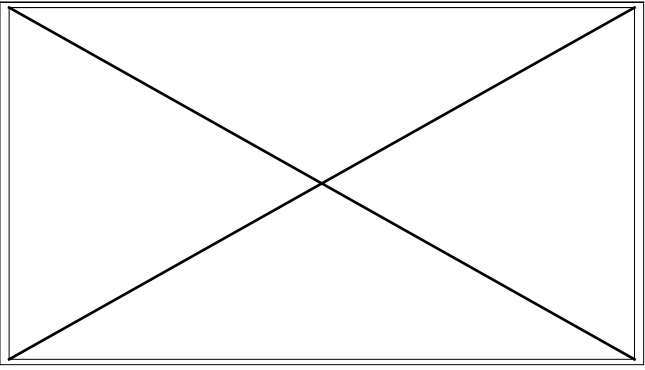
NO PANEL



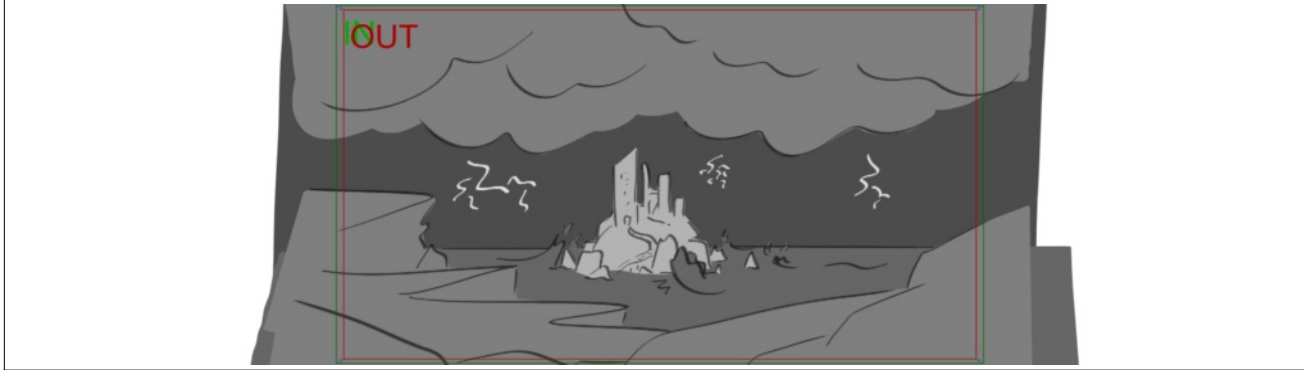
Scene	Duration	Panel	Duration
001	05:00	4	01:00



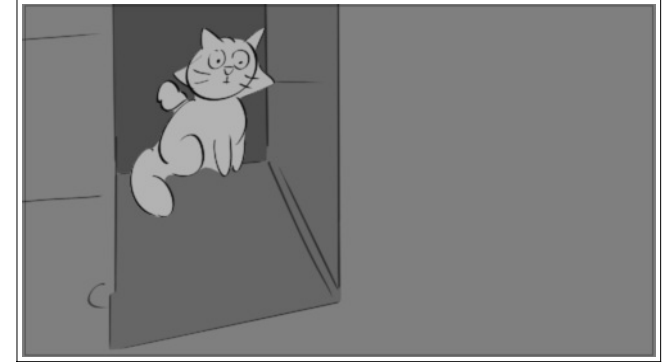
NO PANEL



Scene	Duration	Panel	Duration
001	05:00	5	01:00

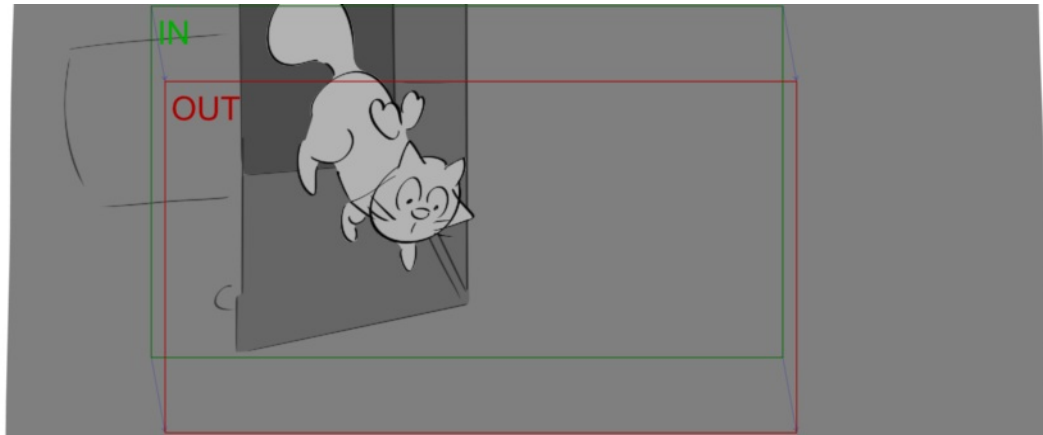


Scene	Duration	Panel	Duration
001	02:00	1	00:06

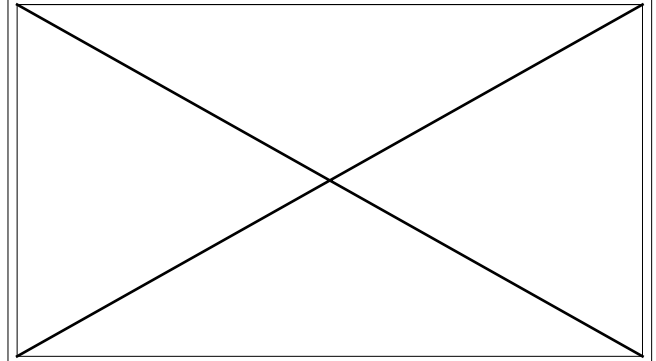
**Notas de acción**

02 INT. Fortress cell - NIGHT
GATO jumps, from the windowsill onto something fluffly.

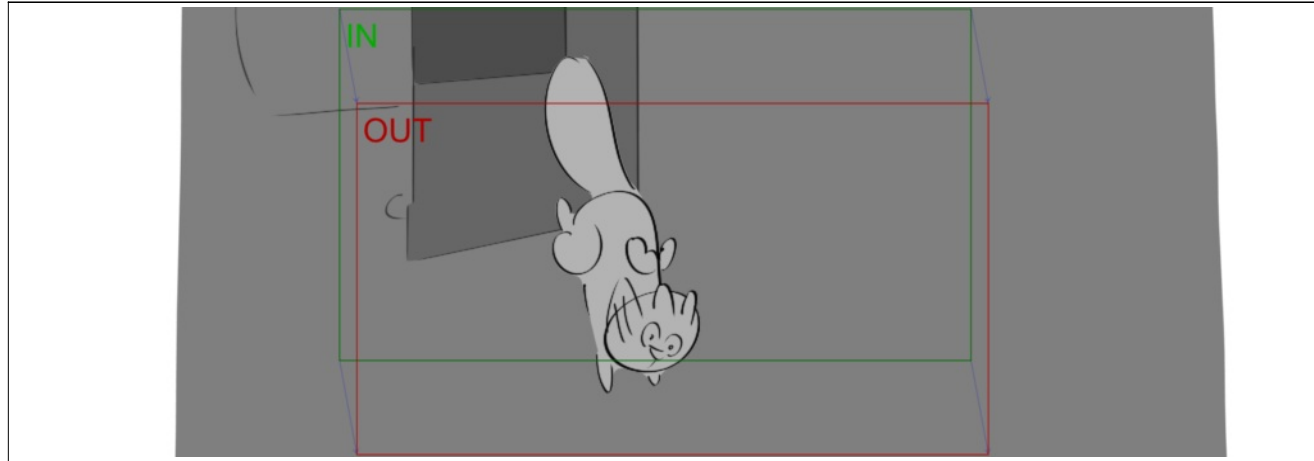
Scene	Duration	Panel	Duration
001	02:00	2	00:06



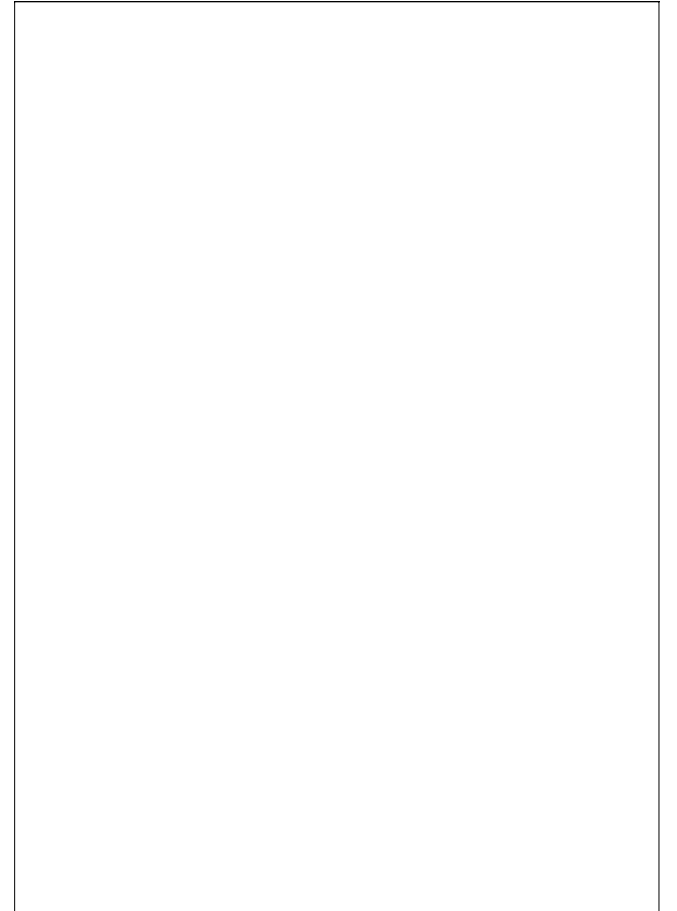
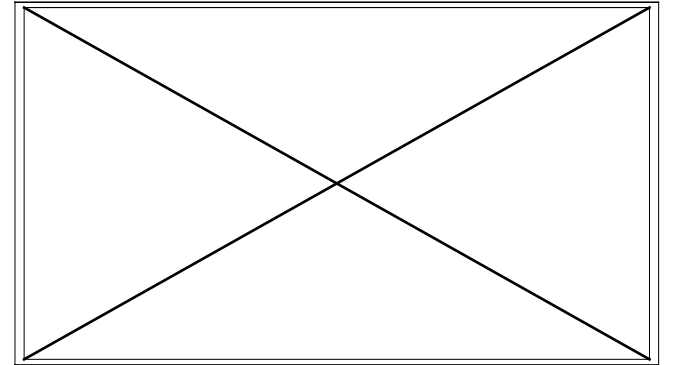
NO PANEL



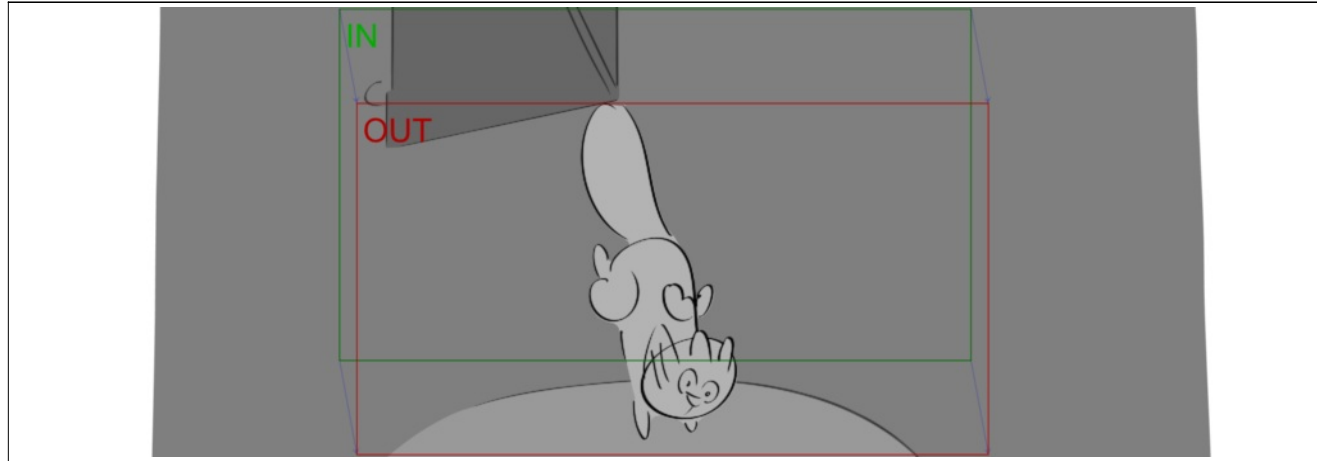
Scene	Duration	Panel	Duration
001	02:00	3	00:06



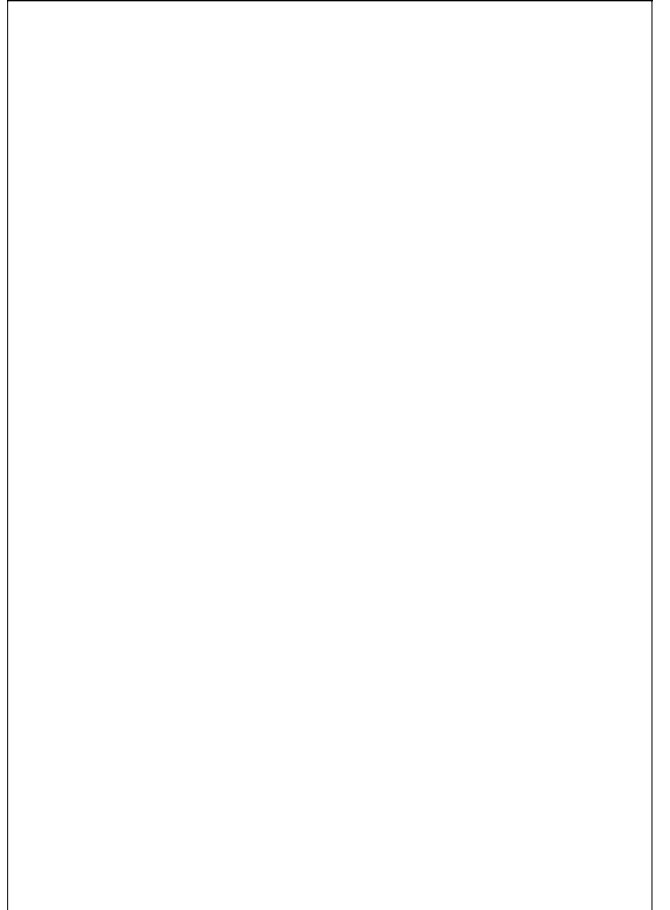
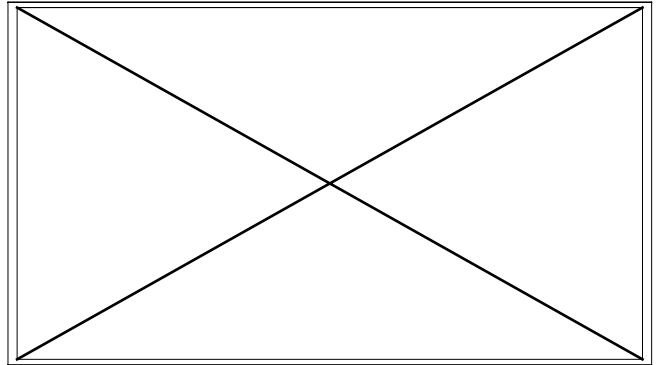
NO PANEL



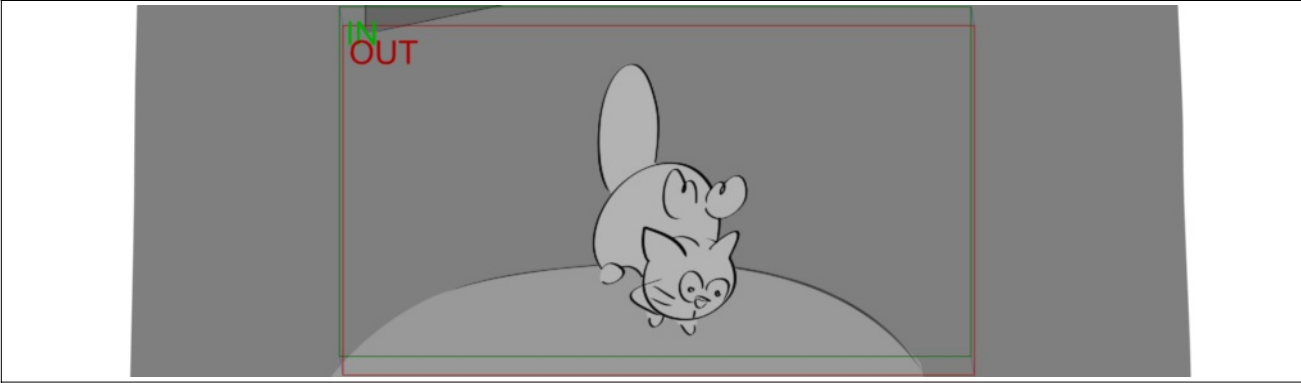
Scene	Duration	Panel	Duration
001	02:00	4	00:06



NO PANEL



Scene	Duration	Panel	Duration
001	02:00	5	00:06

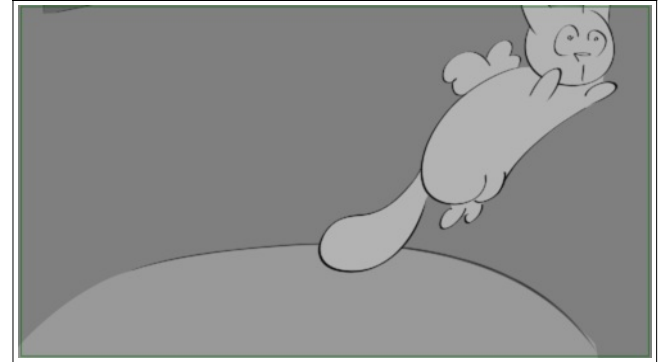
**Diálogo**

POL (O.S.)
Ouch!

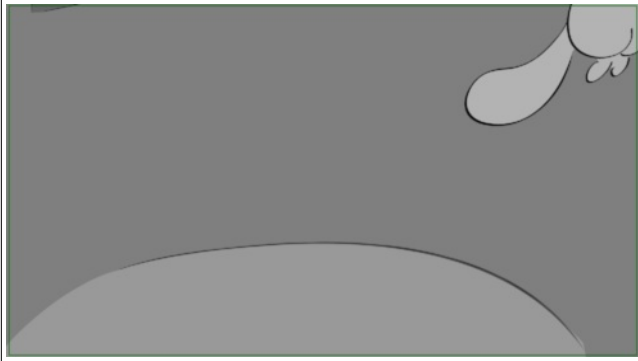
Notas de acción

Bounces out of the frame, while we hear an "OUCH".

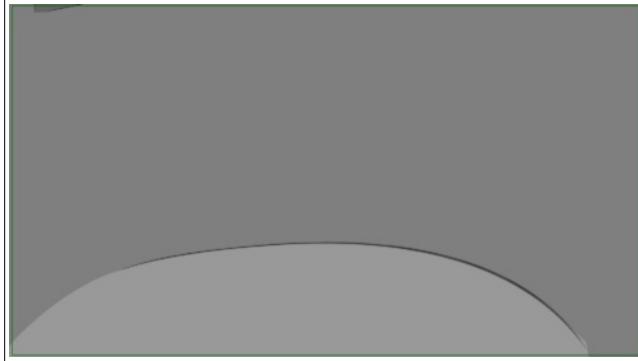
Scene	Duration	Panel	Duration
001	02:00	6	00:06



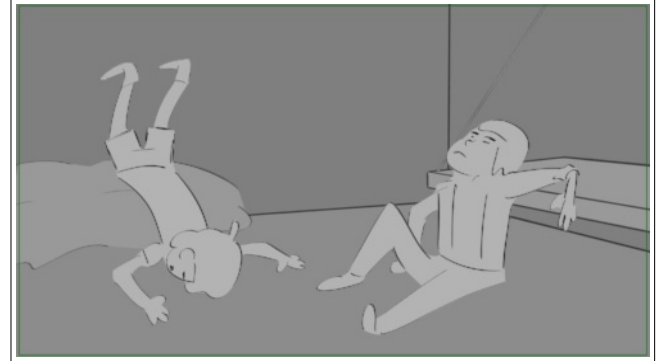
Scene	Duration	Panel	Duration
001	02:00	7	00:06



Scene	Duration	Panel	Duration
001	02:00	8	00:06



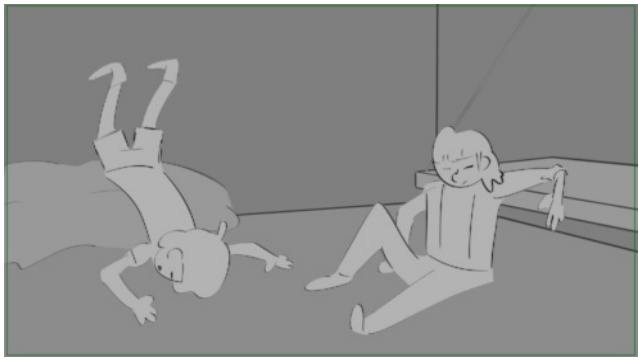
Scene	Duration	Panel	Duration
002	05:22	1	00:10



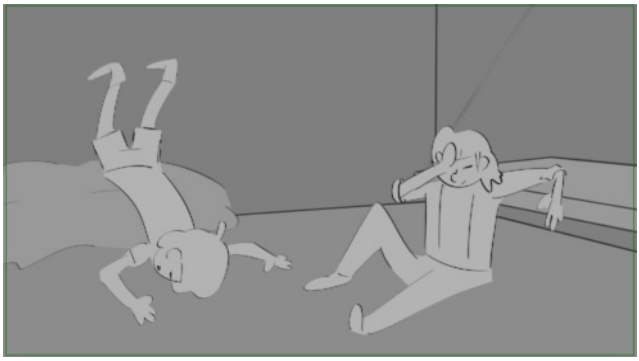
Notas de acción

GRETA and POL are half sprawled onto the floor after they jumped.

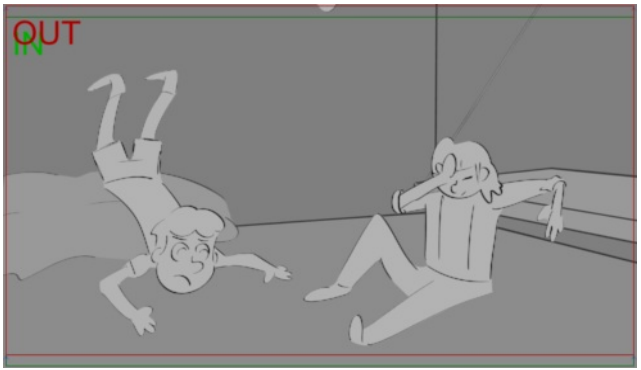
Scene	Duration	Panel	Duration
002	05:22	2	00:10



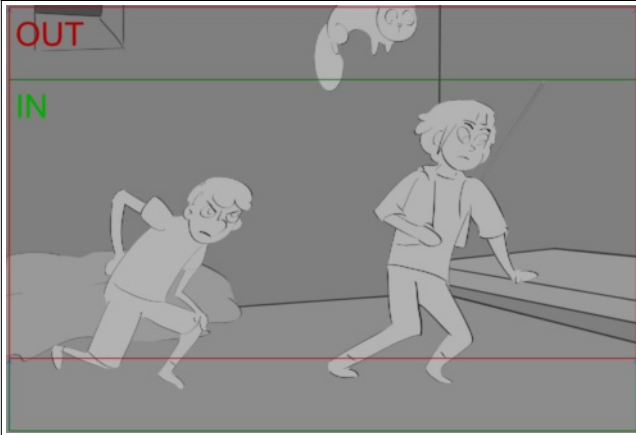
Scene	Duration	Panel	Duration
002	05:22	3	00:10



Scene	Duration	Panel	Duration
002	05:22	4	00:14

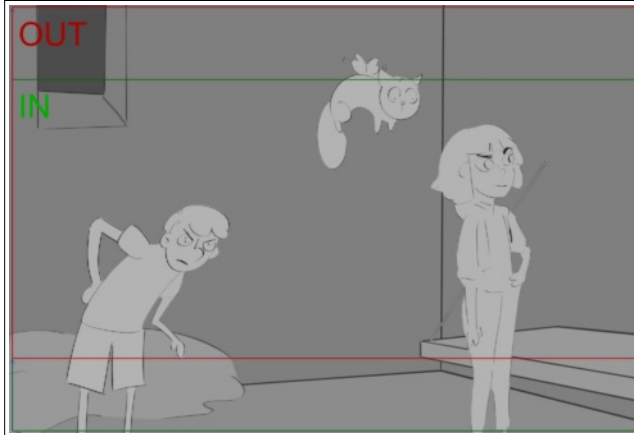


Scene	Duration	Panel	Duration
002	05:22	5	00:14

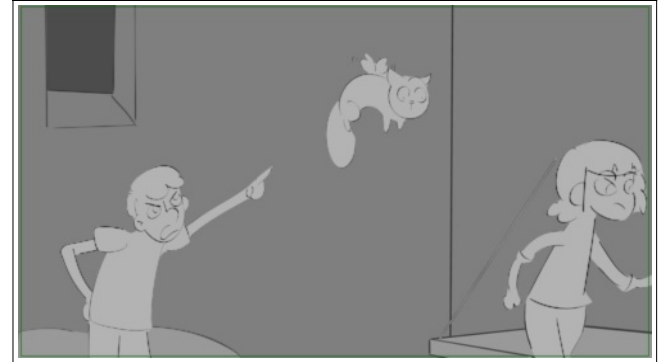
**Notas de acción**

They stand up while shaking the dust from their clothes.

Scene	Duration	Panel	Duration
002	05:22	6	00:14



Scene	Duration	Panel	Duration
002	05:22	7	00:14

**Diálogo**

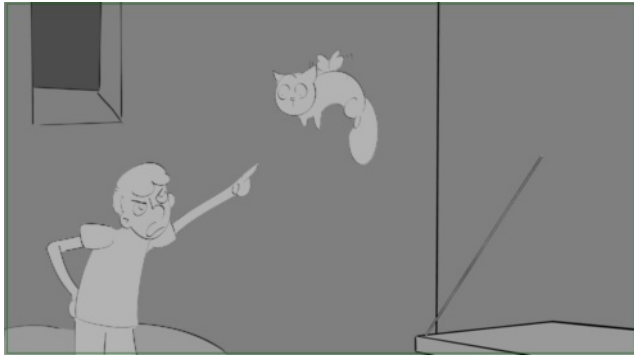
01. POL

Please if you can watch where you bounce the next time?

Notas de acción

Meanwhile GRETA takes some steps while taking a look at the cell.

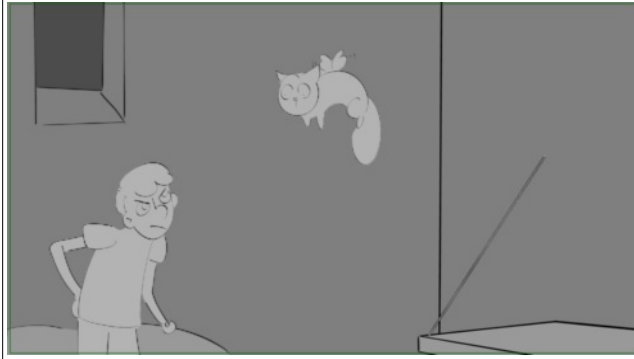
Scene	Duration	Panel	Duration
002	05:22	8	00:14

**Diálogo**

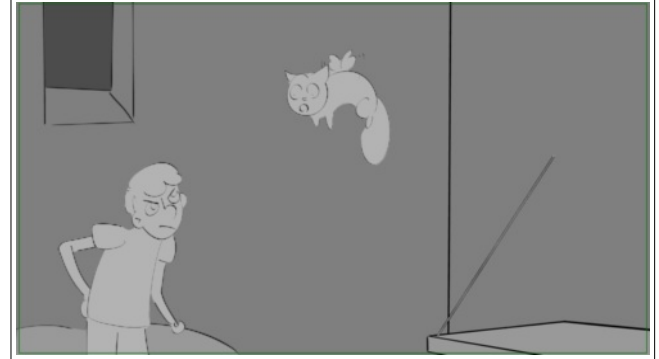
01. POL (CONT'D)

I'm too young to have lumbago.

Scene	Duration	Panel	Duration
002	05:22	9	00:14



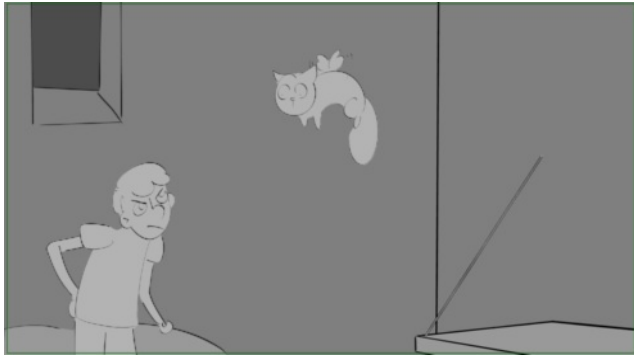
Scene	Duration	Panel	Duration
002	05:22	10	00:10

**Diálogo**

02. GATO

Meow

Scene	Duration	Panel	Duration
002	05:22	11	00:18



Scene	Duration	Panel	Duration
003	02:06	1	00:18



Notas de acción

There are bars here and there, torture tools and some skulls.

Scene	Duration	Panel	Duration
003	02:06	2	00:18



Diálogo

03. GRETA
We couldn't have chosen a worst window to enter...

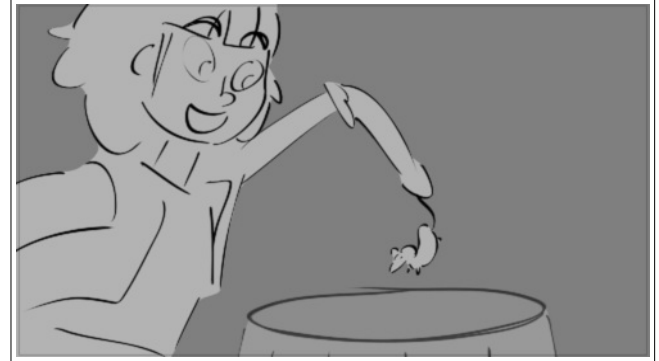
Scene	Duration	Panel	Duration
003	02:06	3	00:18



Scene	Duration	Panel	Duration
004	01:21	1	00:20



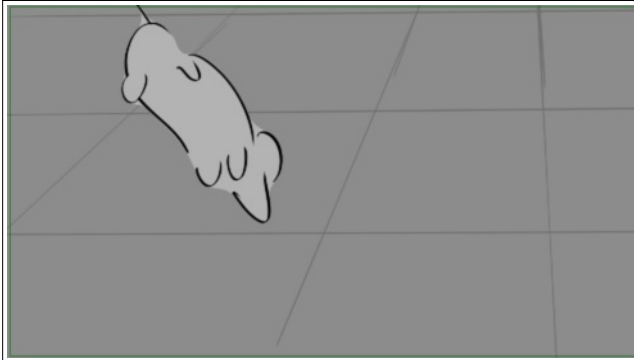
Scene	Duration	Panel	Duration
004	01:21	2	00:15



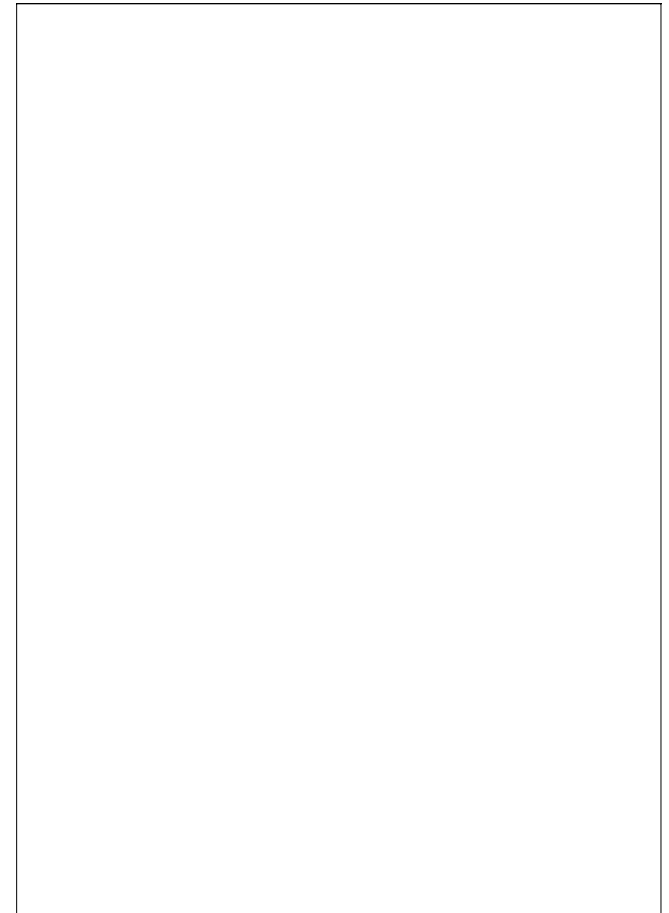
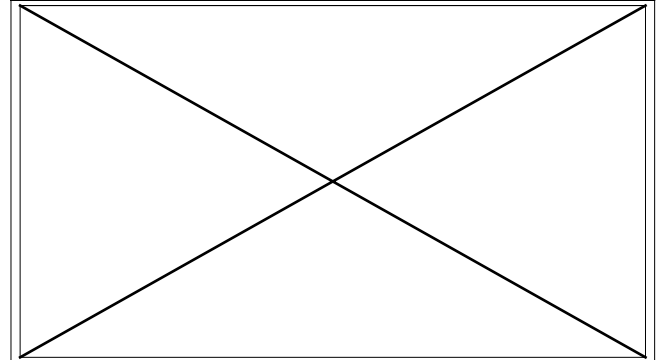
Scene	Duration	Panel	Duration
004	01:21	3	00:10



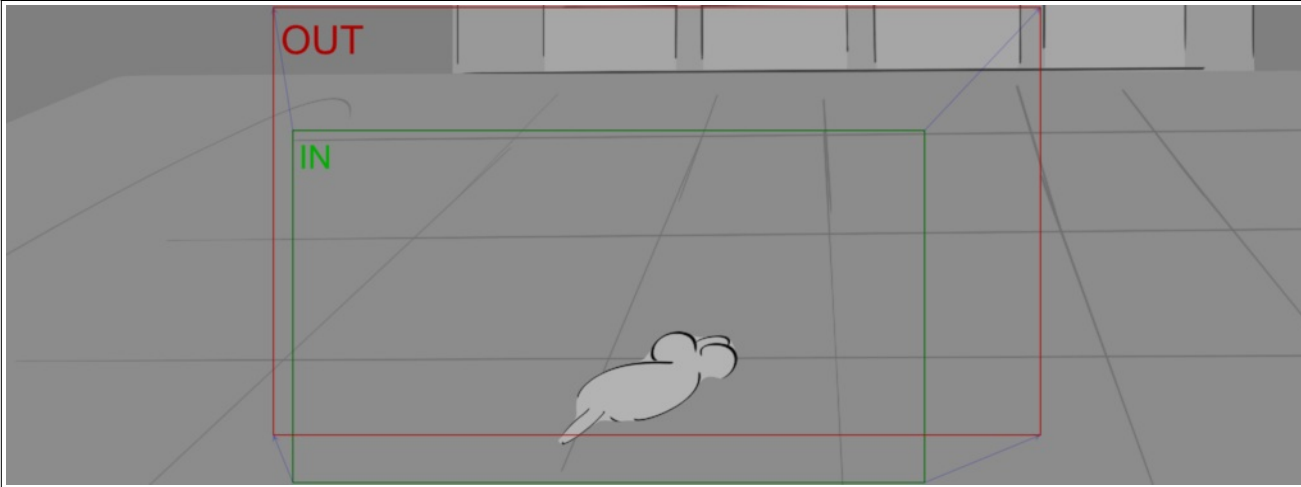
Scene	Duration	Panel	Duration
005	03:17	1	00:10



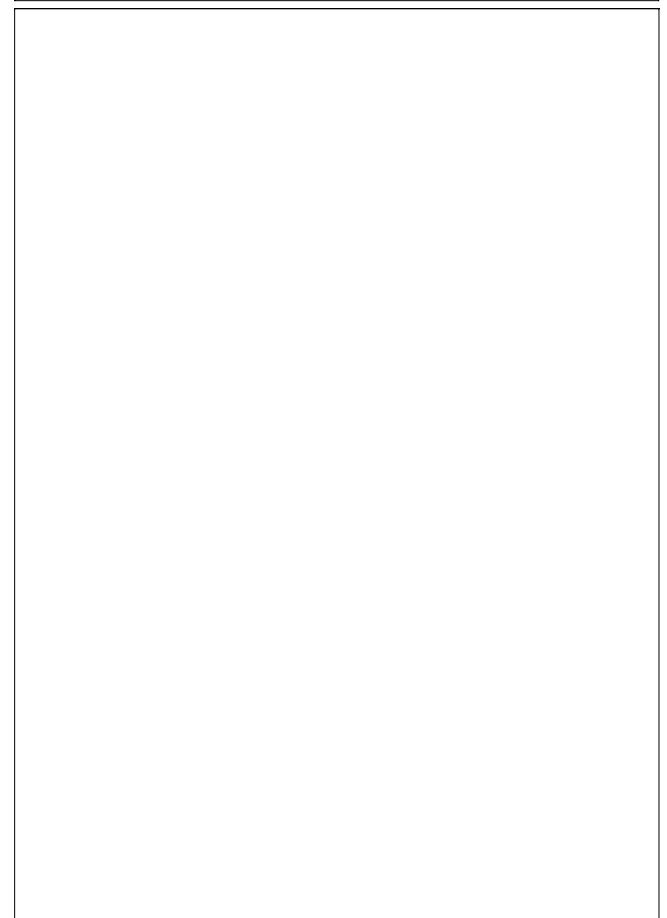
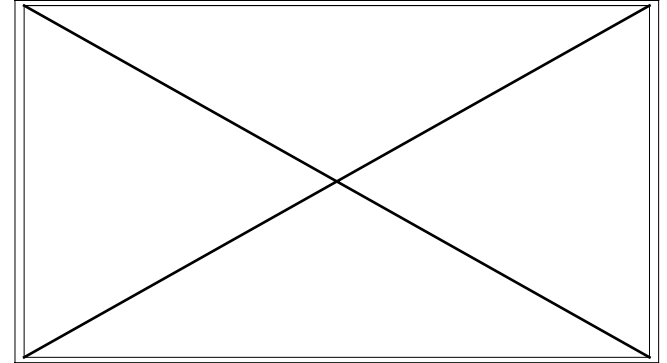
Scene	Duration	Panel	Duration
NO PANEL			



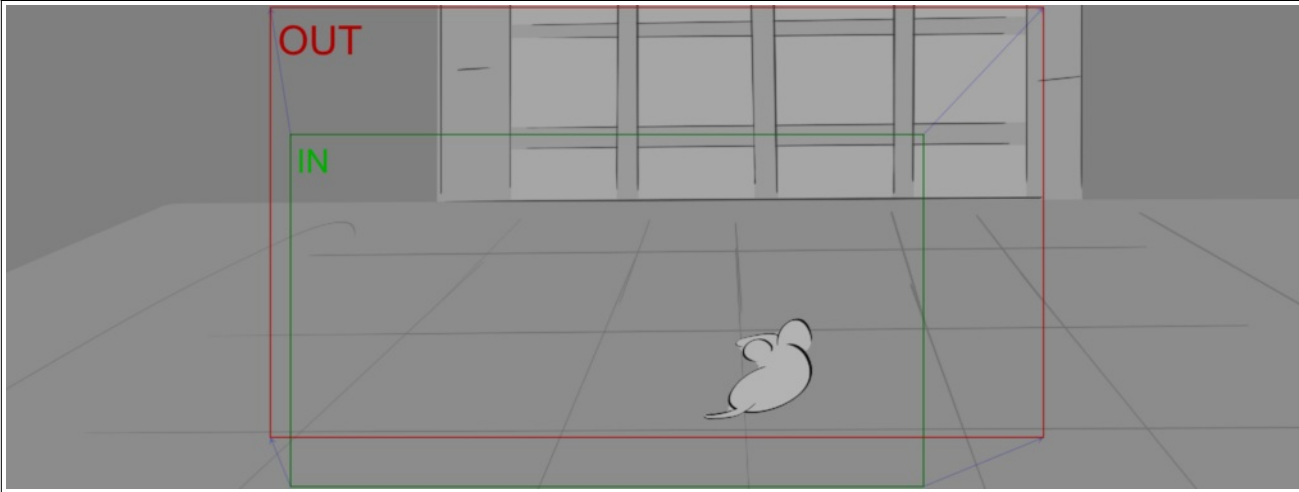
Scene	Duration	Panel	Duration
005	03:17	2	00:10



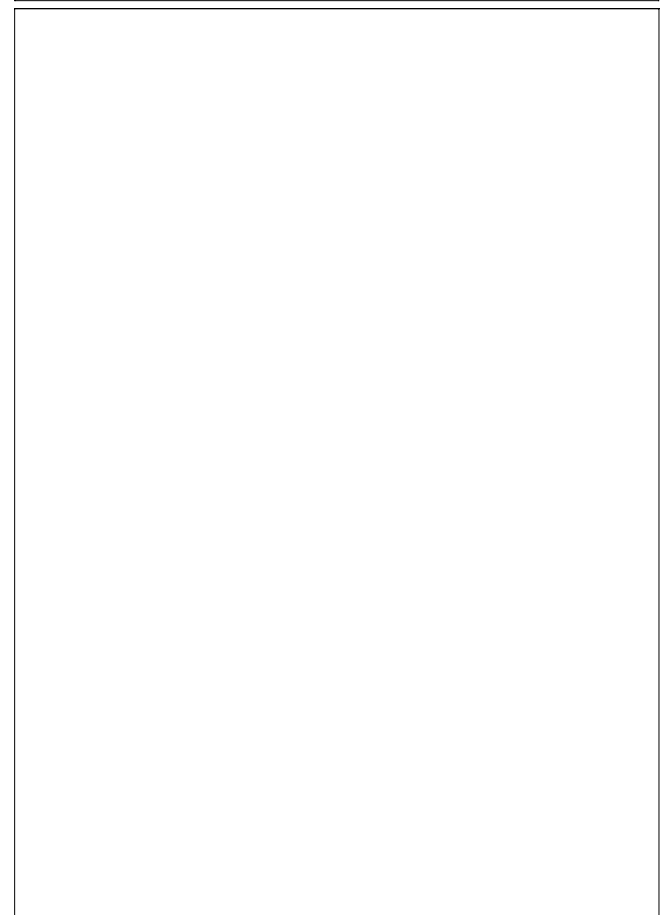
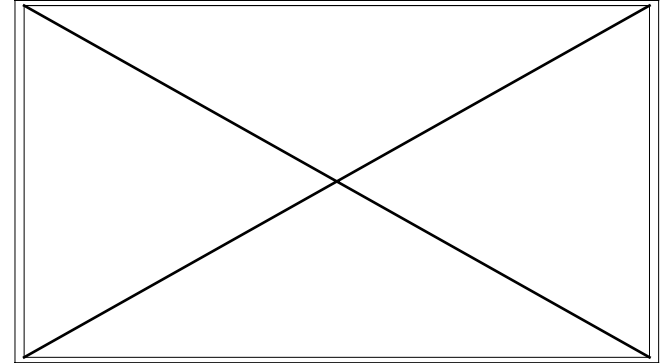
NO PANEL



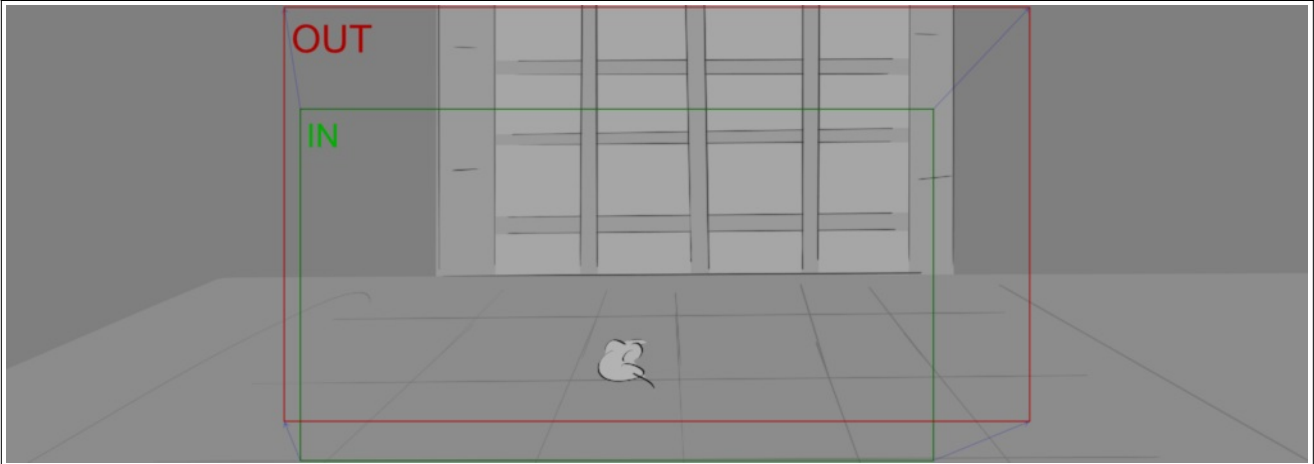
Scene	Duration	Panel	Duration
005	03:17	3	00:10



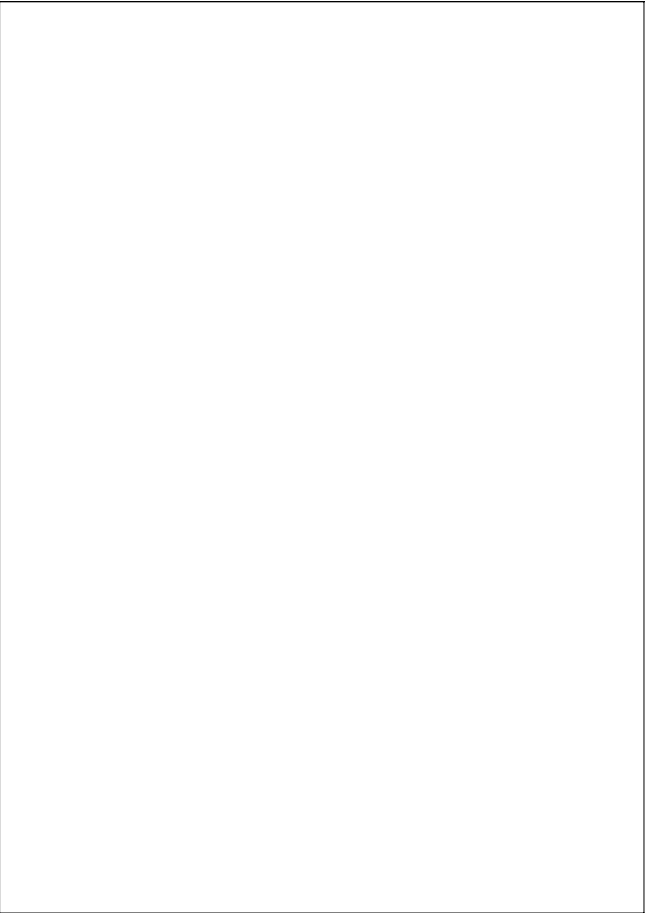
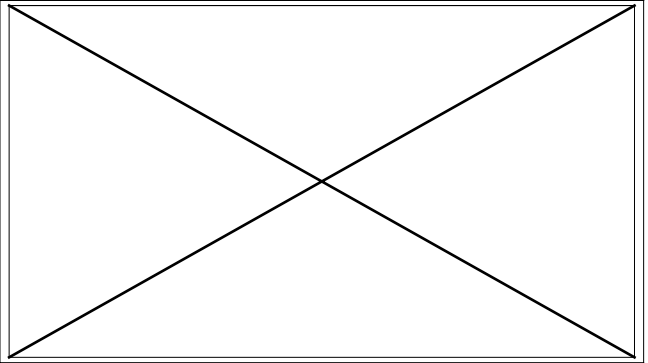
NO PANEL



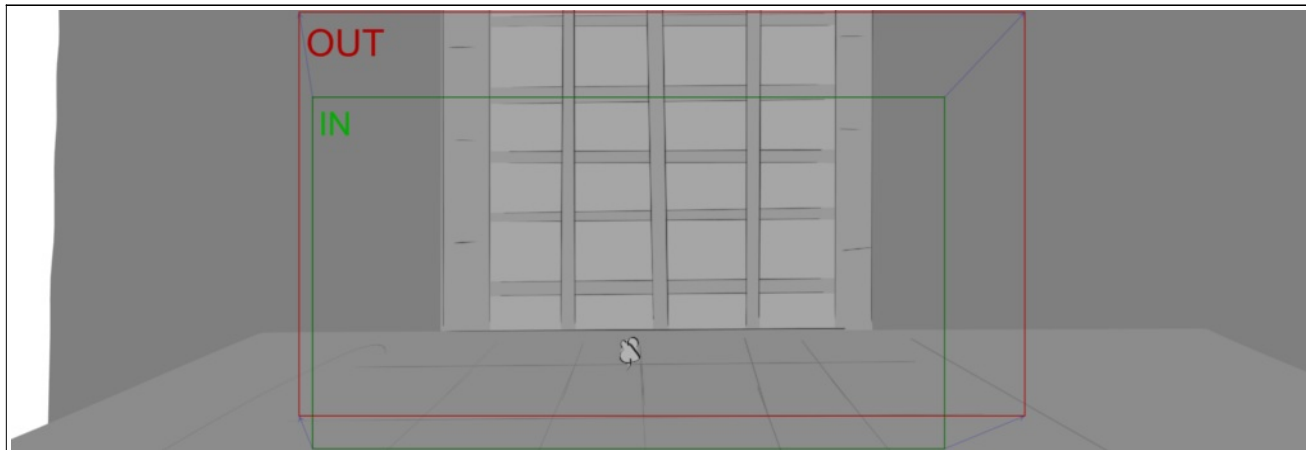
Scene	Duration	Panel	Duration
005	03:17	4	00:10



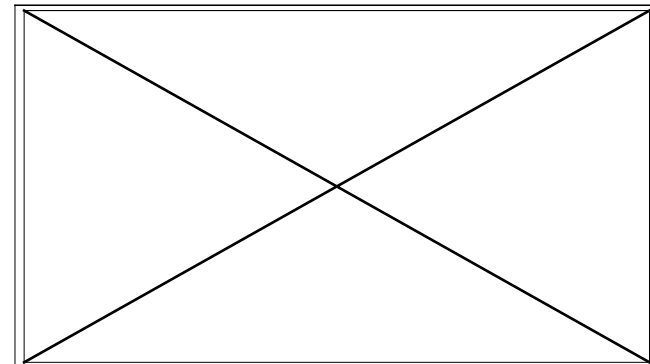
NO PANEL



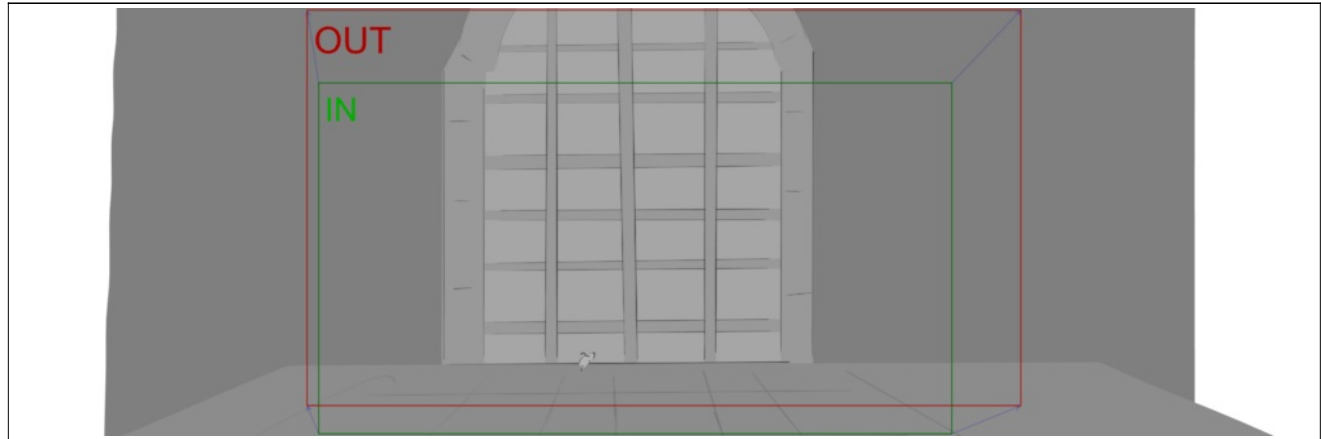
Scene	Duration	Panel	Duration
005	03:17	5	00:10



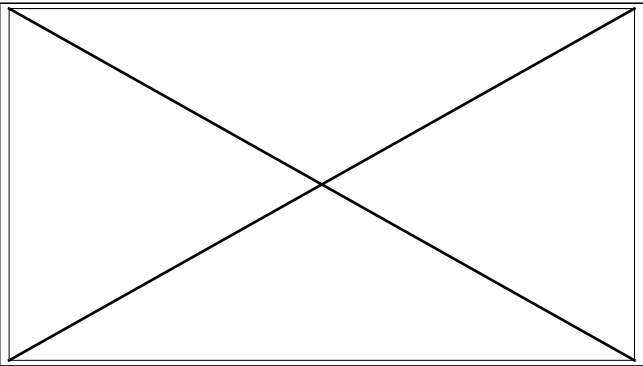
NO PANEL



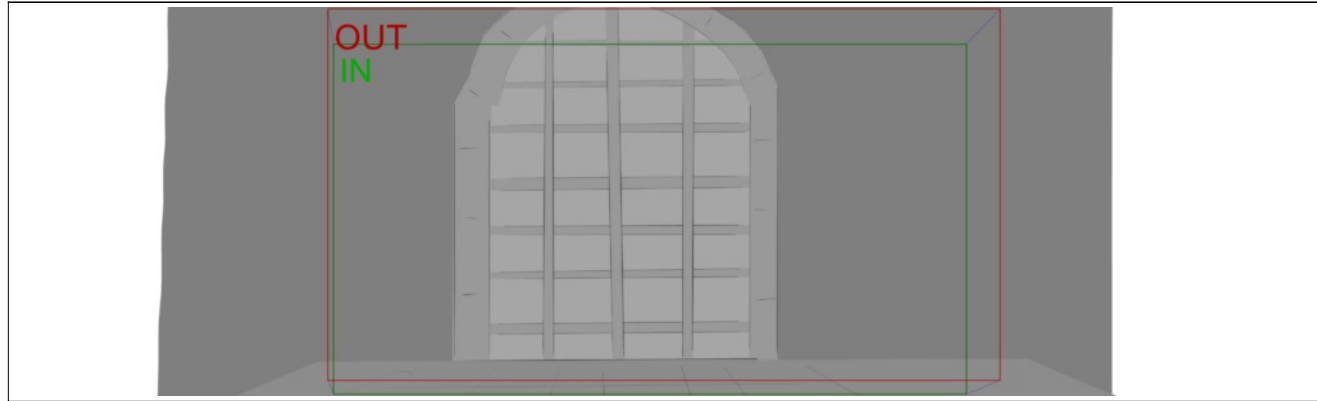
Scene	Duration	Panel	Duration
005	03:17	6	00:10



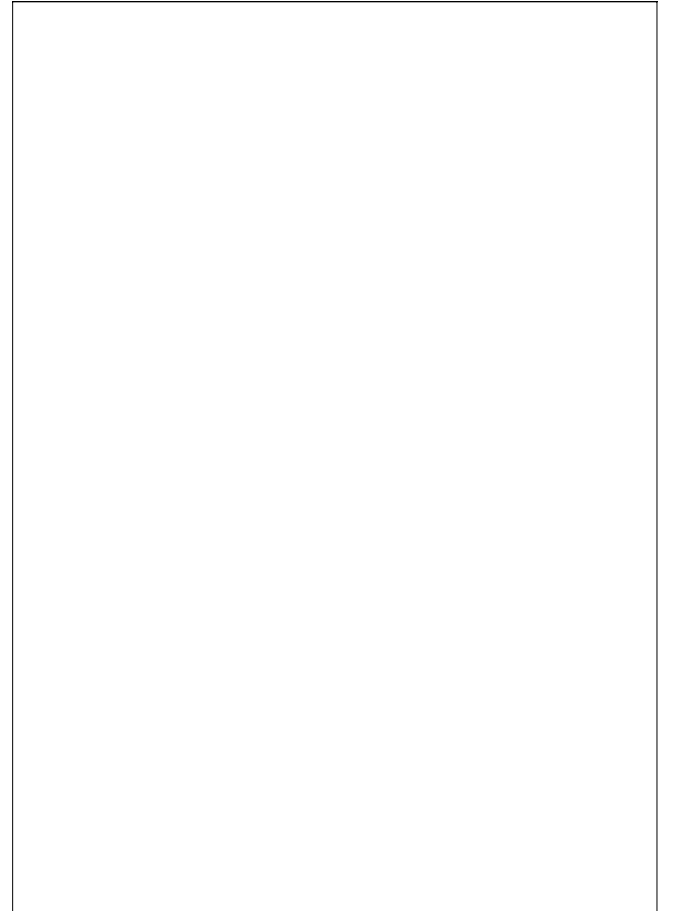
NO PANEL



Scene	Duration	Panel	Duration
005	03:17	7	01:05



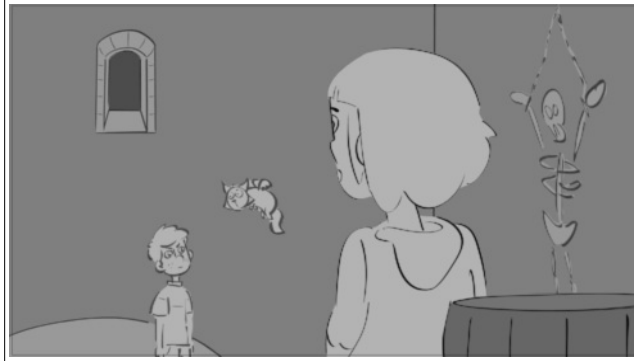
Scene	Duration	Panel	Duration
006	02:04	1	00:14



Scene	Duration	Panel	Duration
006	02:04	2	01:00



Scene	Duration	Panel	Duration
006	02:04	3	00:14



Diálogo

03. GRETA (CONT'D)

(looks at Pol, determined)

We need to get out of here and go get
the other half of the talisman.

Scene	Duration	Panel	Duration
007	01:15	1	01:10



Scene	Duration	Panel	Duration
007	01:15	2	00:05

**Diálogo**

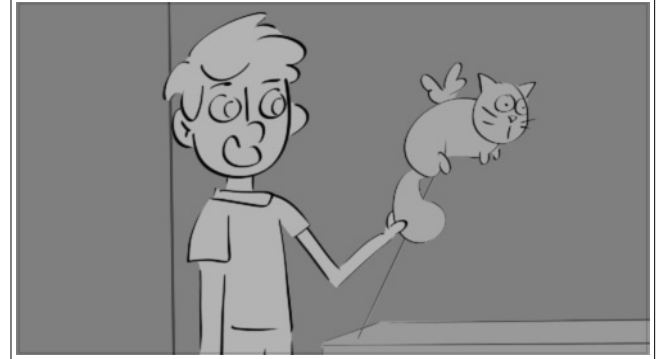
04. POL
Gato!

Scene	Duration	Panel	Duration
008	02:16	1	00:14

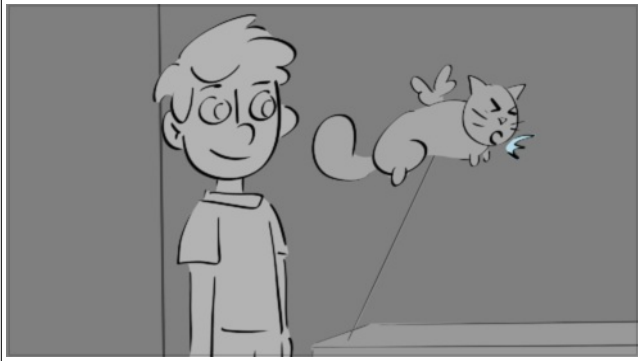
**Diálogo**

04. POL (CONT'D)
Do something useful and open the door.

Scene	Duration	Panel	Duration
008	02:16	2	01:06



Scene	Duration	Panel	Duration
008	02:16	3	00:08

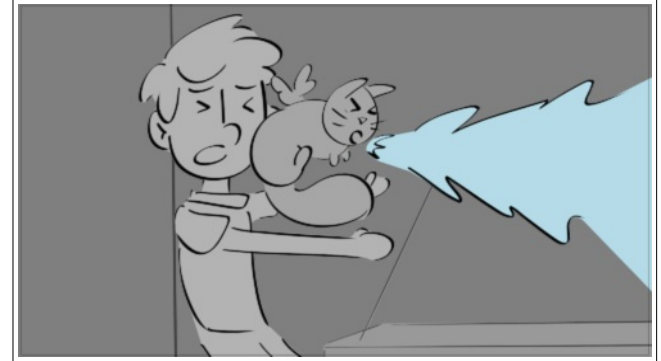
**Notas de acción**

GATO raises himself a bit with his little wings, and spits a blue fire blast.

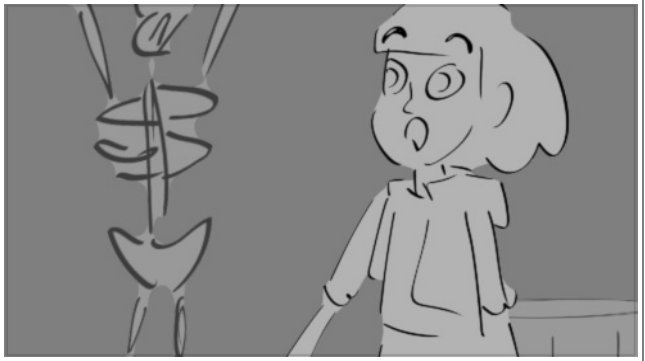
Scene	Duration	Panel	Duration
008	02:16	4	00:06



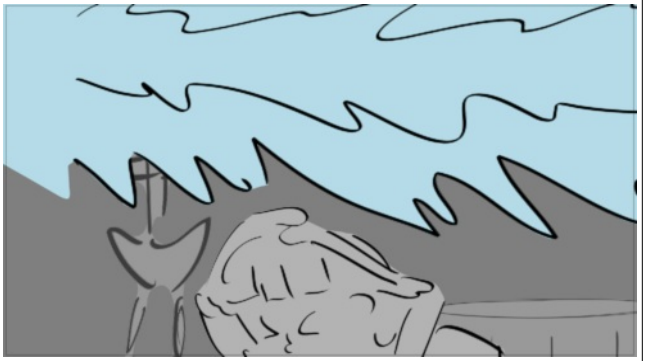
Scene	Duration	Panel	Duration
008	02:16	5	00:06



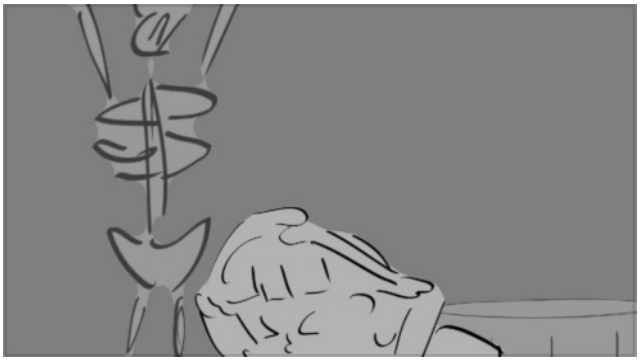
Scene	Duration	Panel	Duration
009	01:06	1	00:06



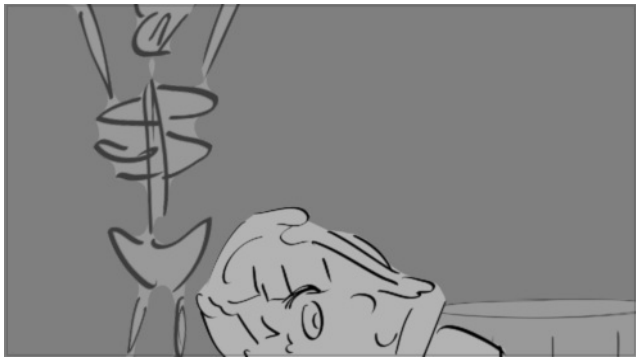
Scene	Duration	Panel	Duration
009	01:06	2	00:06



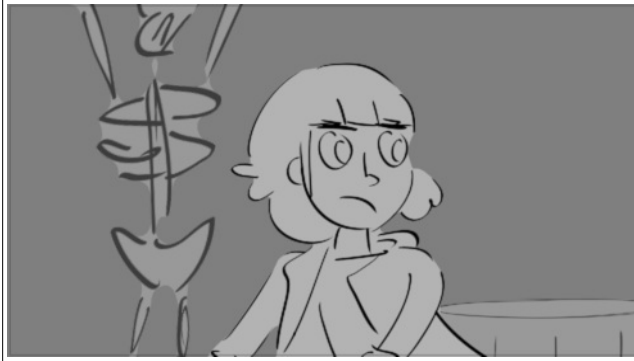
Scene	Duration	Panel	Duration
009	01:06	3	00:06



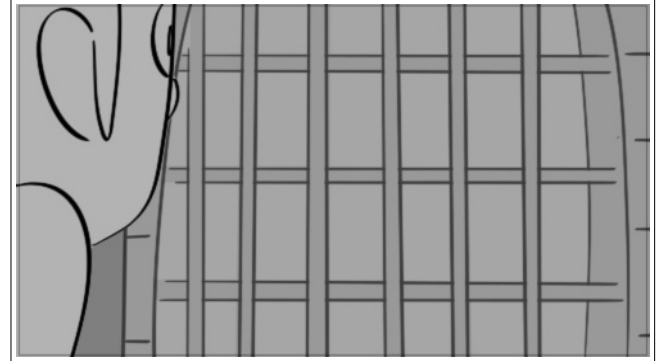
Scene	Duration	Panel	Duration
009	01:06	4	00:06



Scene	Duration	Panel	Duration
009	01:06	5	00:06

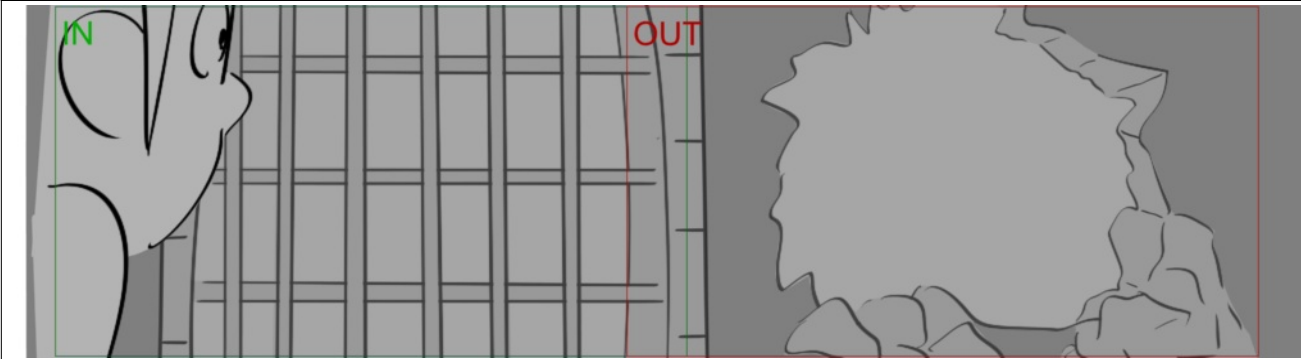


Scene	Duration	Panel	Duration
010	02:09	1	00:12

**Notas de acción**

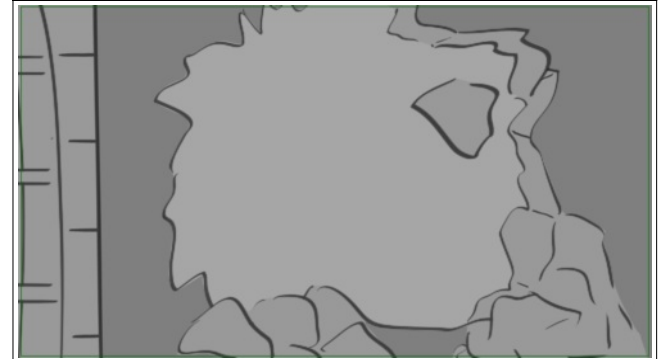
But instead of hitting the door...

Scene	Duration	Panel	Duration
010	02:09	2	01:12

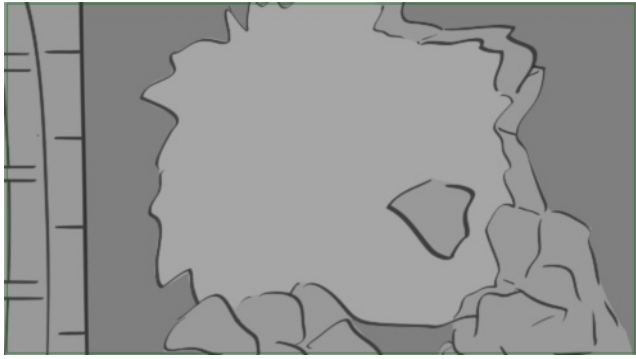
**Notas de acción**

he makes a hole on the wall!

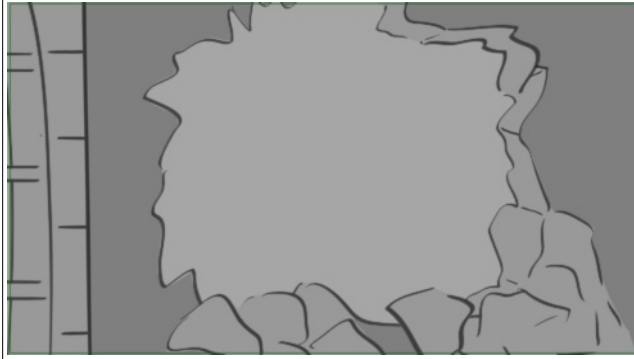
Scene	Duration	Panel	Duration
010	02:09	3	00:03



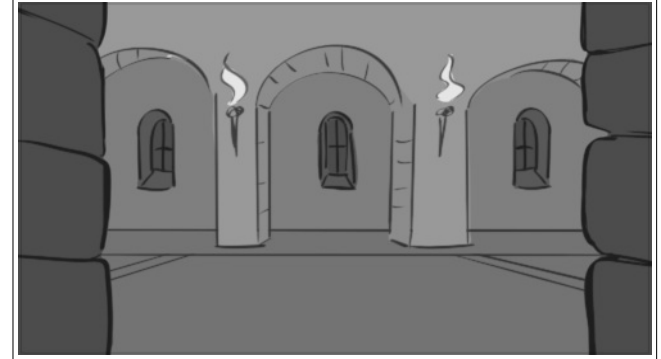
Scene	Duration	Panel	Duration
010	02:09	4	00:03



Scene	Duration	Panel	Duration
010	02:09	5	00:03

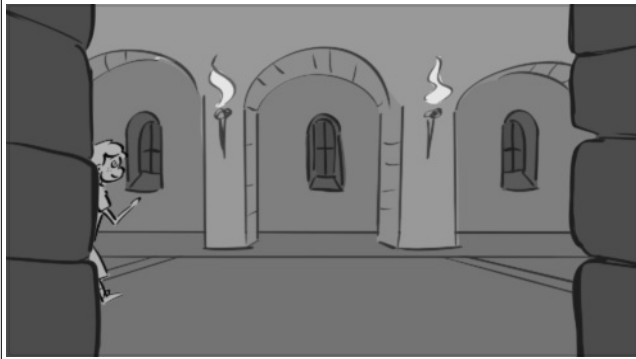


Scene	Duration	Panel	Duration
001	02:16	1	00:08

**Notas de acción**

03 INT. Fortress corridor - NIGHT
GRETA, POL and GATO run across the corridor.

Scene	Duration	Panel	Duration
001	02:16	2	00:08



Scene	Duration	Panel	Duration
001	02:16	3	00:08



Scene	Duration	Panel	Duration
001	02:16	4	00:08



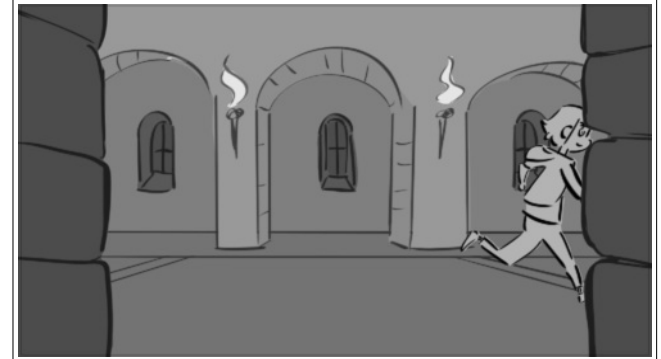
Scene	Duration	Panel	Duration
001	02:16	5	00:08



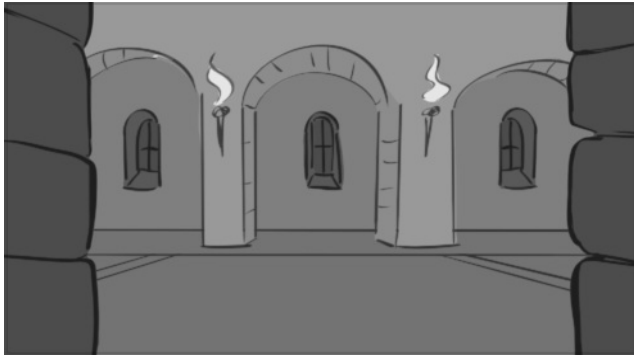
Scene	Duration	Panel	Duration
001	02:16	6	00:08



Scene	Duration	Panel	Duration
001	02:16	7	00:08



Scene	Duration	Panel	Duration
001	02:16	8	00:08



Scene	Duration	Panel	Duration
002	03:02	1	00:10



Notas de acción

They get to a massive door with a sign "Sala de los Amuletos" (Room of the Amulets).

Scene	Duration	Panel	Duration
002	03:02	2	00:10



Scene	Duration	Panel	Duration
002	03:02	3	00:10



Scene	Duration	Panel	Duration
002	03:02	4	00:10



Scene	Duration	Panel	Duration
002	03:02	5	00:10



Scene	Duration	Panel	Duration
002	03:02	6	01:00



Scene	Duration	Panel	Duration
001	04:00	1	01:00



Scene	Duration	Panel	Duration
001	04:00	2	01:00



Notas de acción

04 INT. Amulet's room - NIGHT
A door leaf slowly opens.

Scene	Duration	Panel	Duration
001	04:00	3	01:00



Notas de acción

GRETA's head leans off.

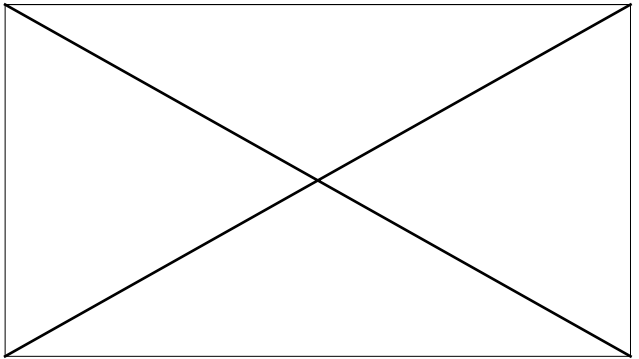
Scene	Duration	Panel	Duration
001	04:00	4	01:00



Notas de acción

There are glass cabinets, tables and shelves with all kind of rare objects. Very crowded and mysterious, covered in shadows.

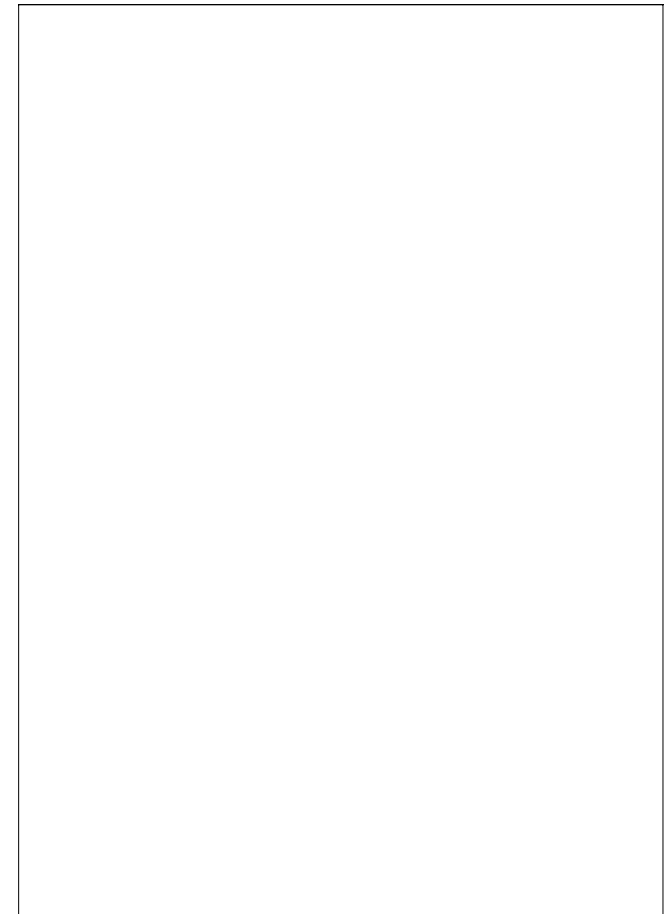
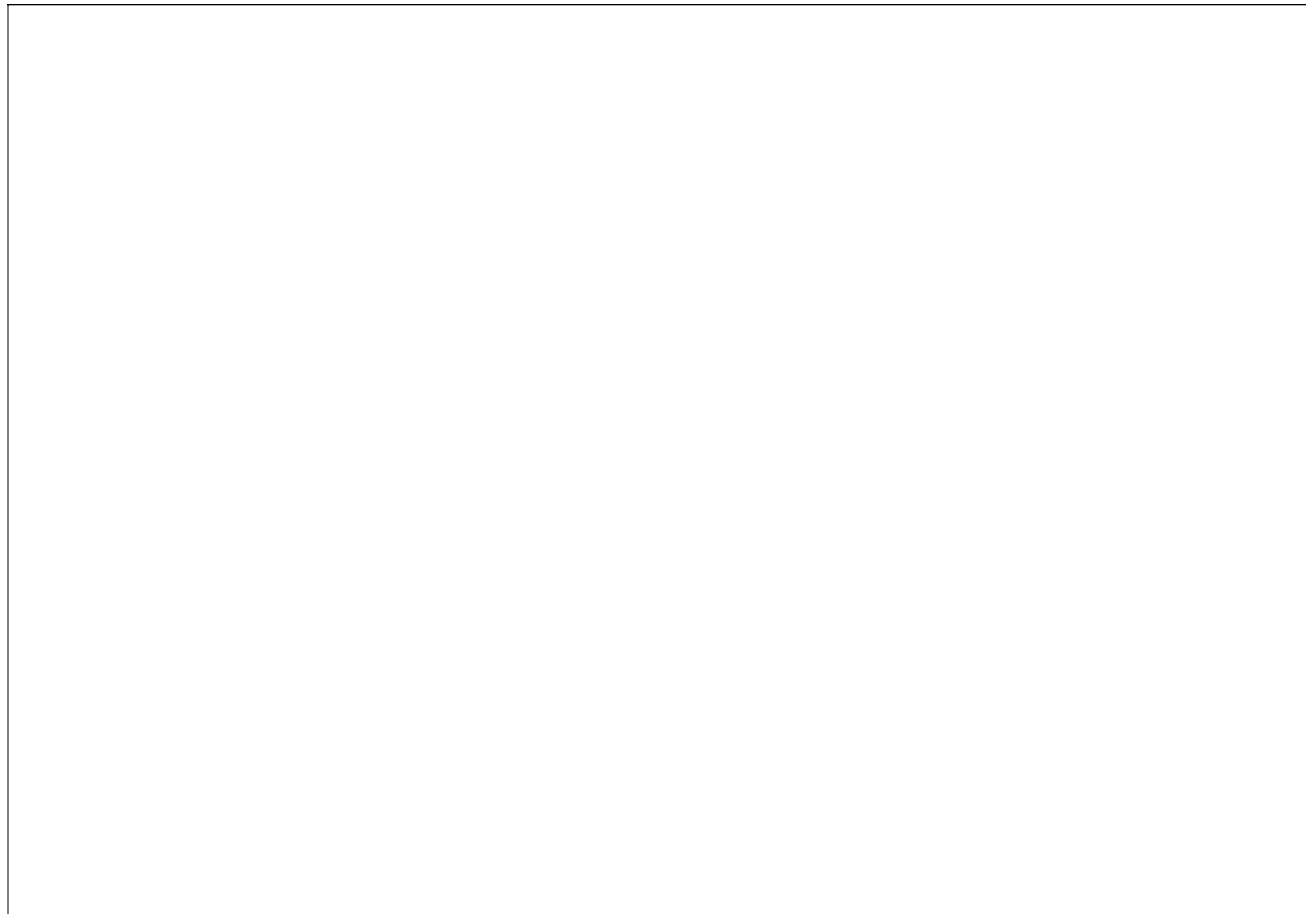
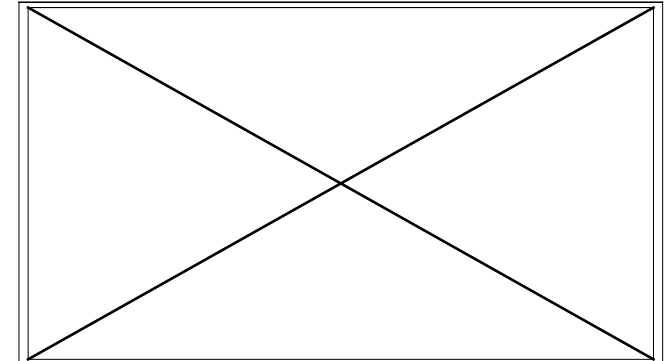
NO PANEL



Scene	Duration	Panel	Duration
002	07:17	1	01:00



NO PANEL

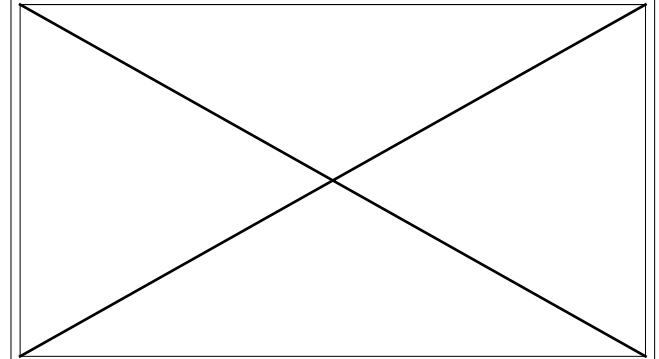


Scene	Duration	Panel	Duration
002	07:17	2	01:00

**Notas de acción**

POL cautiously takes a few steps inside, looking around.

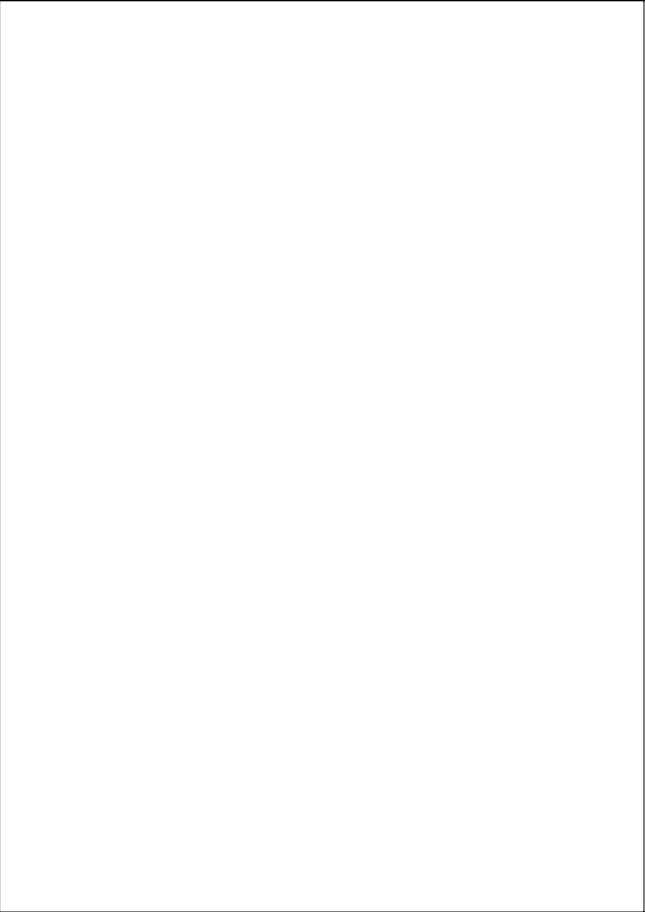
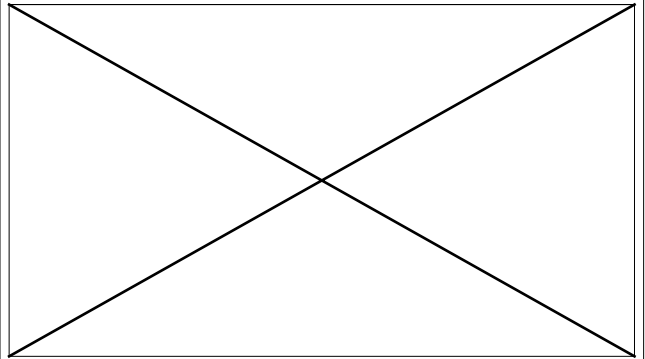
NO PANEL



Scene	Duration	Panel	Duration
002	07:17	3	01:00



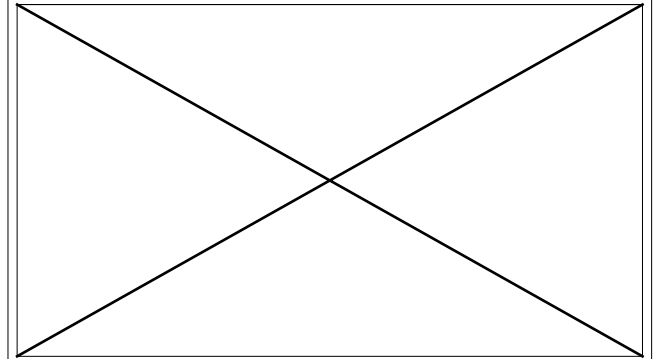
NO PANEL



Scene	Duration	Panel	Duration
002	07:17	4	01:00



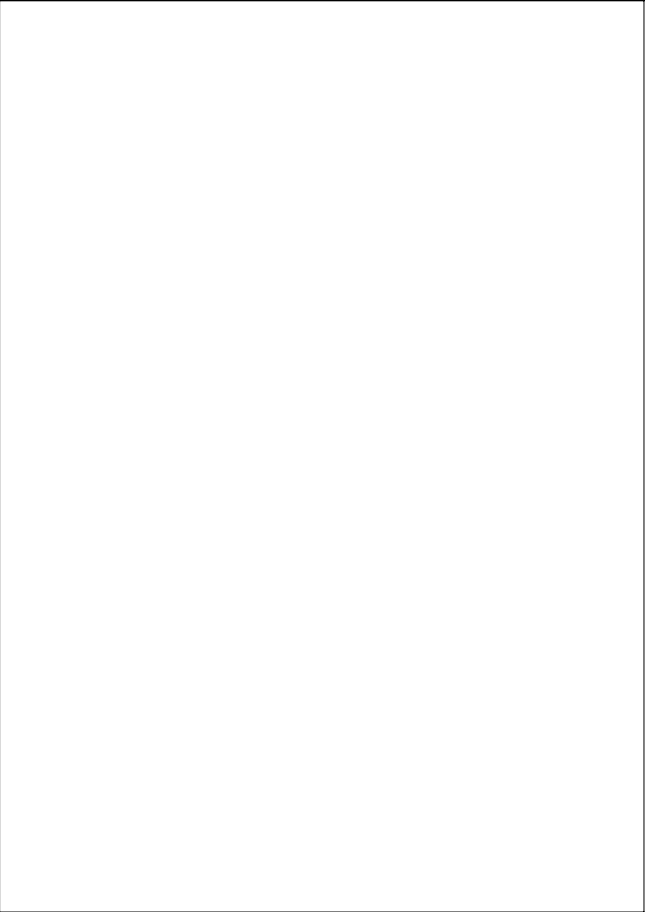
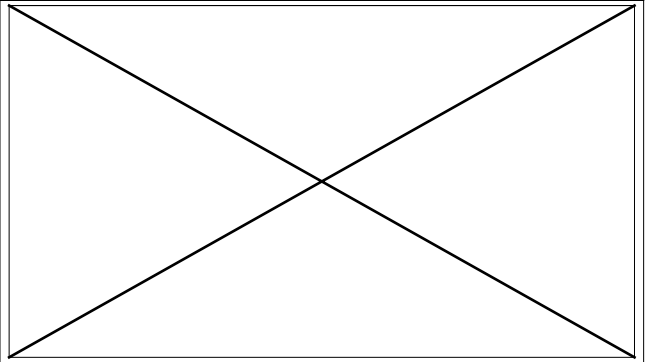
NO PANEL



Scene	Duration	Panel	Duration
002	07:17	5	01:00



NO PANEL



Scene	Duration	Panel	Duration
002	07:17	6	01:00



Scene	Duration	Panel	Duration
002	07:17	7	00:12



Diálogo

05. POL

How do we find the amul--

Scene	Duration	Panel	Duration
002	07:17	8	00:12



Scene	Duration	Panel	Duration
002	07:17	9	00:05



Notas de acción

<Click!> The power goes on.

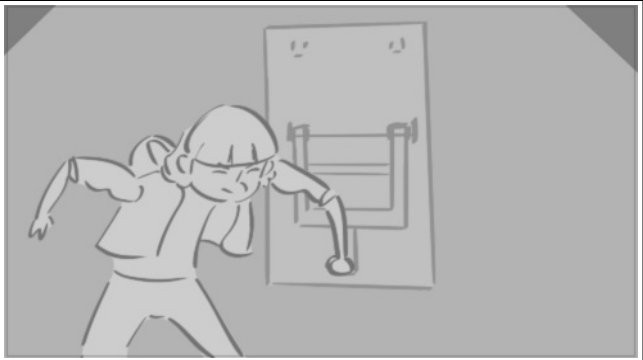
Scene	Duration	Panel	Duration
002	07:17	10	00:12



Notas de acción

POL turns only to see...

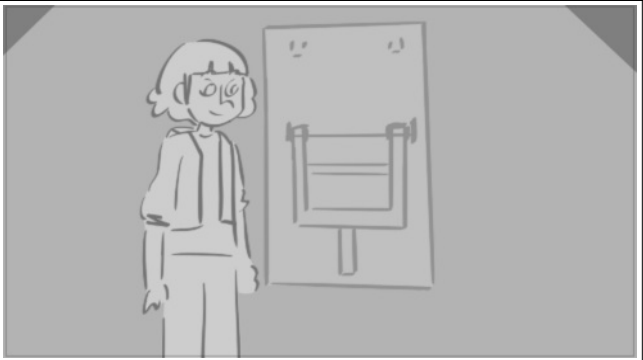
Scene	Duration	Panel	Duration
003	01:04	1	00:14



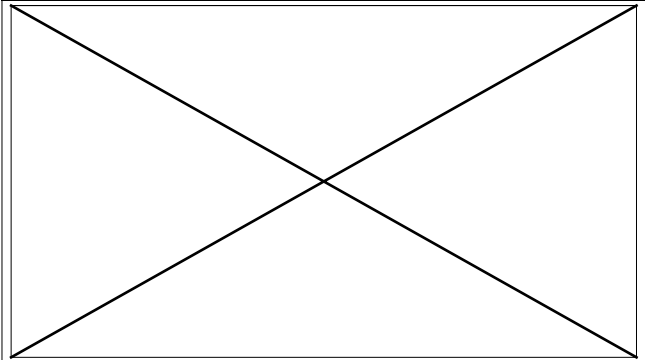
Notas de acción

that GRETA has switched the light.

Scene	Duration	Panel	Duration
003	01:04	2	00:14



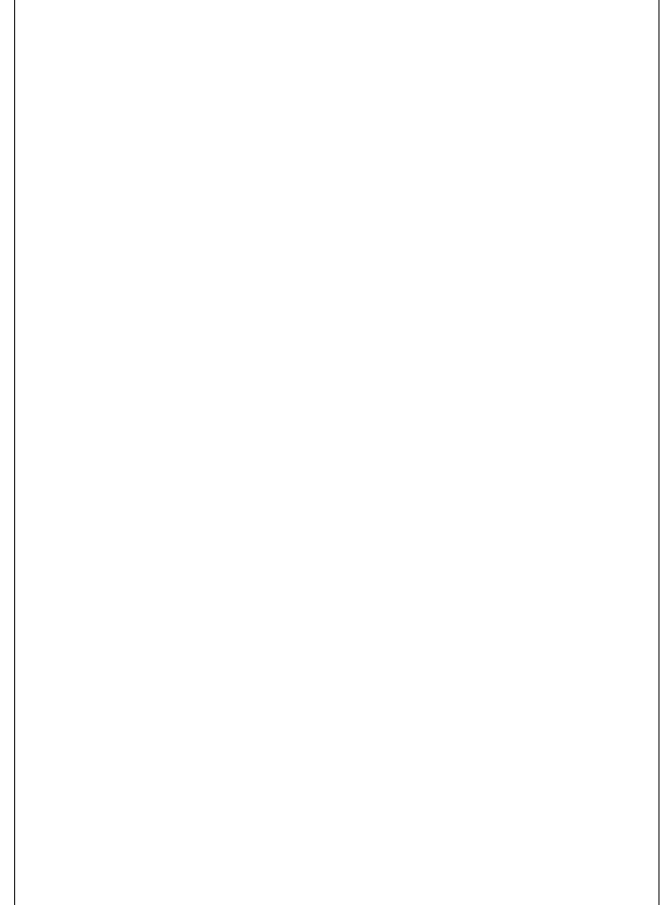
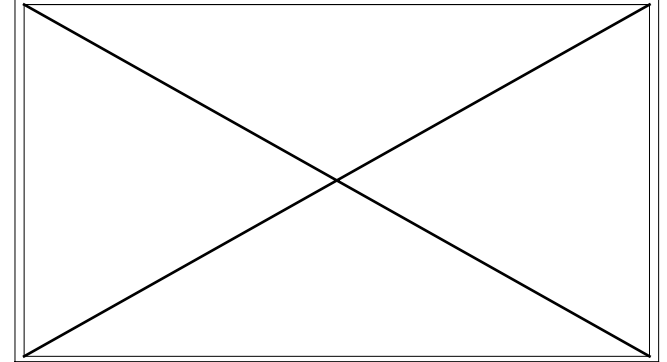
NO PANEL



Scene	Duration	Panel	Duration
004	02:02	1	00:15



NO PANEL



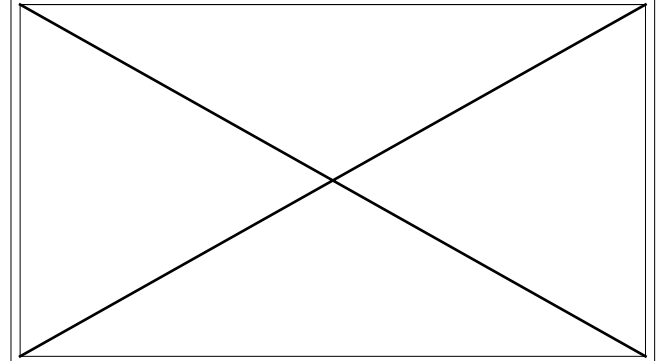
Scene	Duration	Panel	Duration
004	02:02	2	00:20



Notas de acción

He turns to look forward again, and sees....

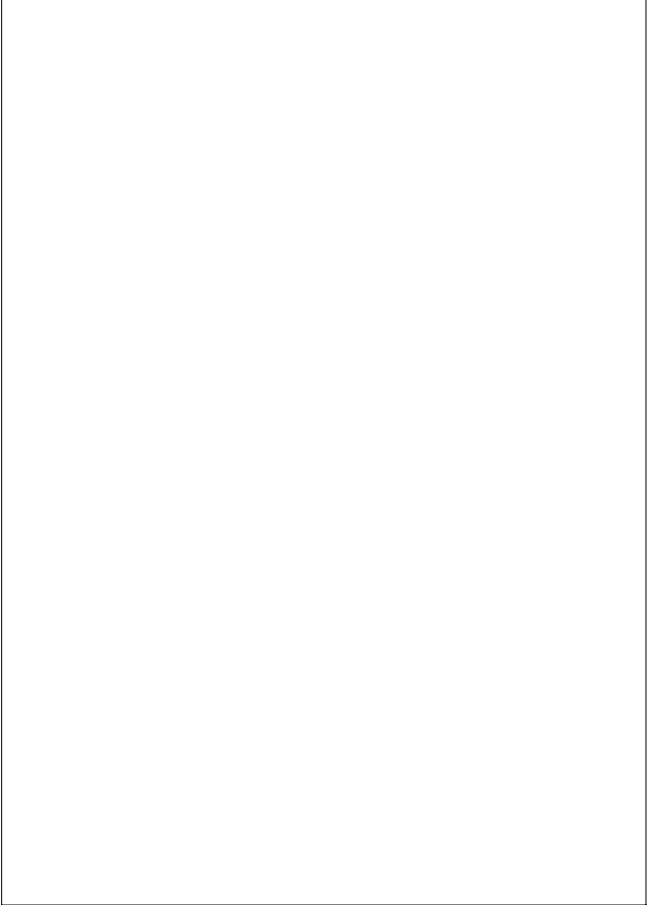
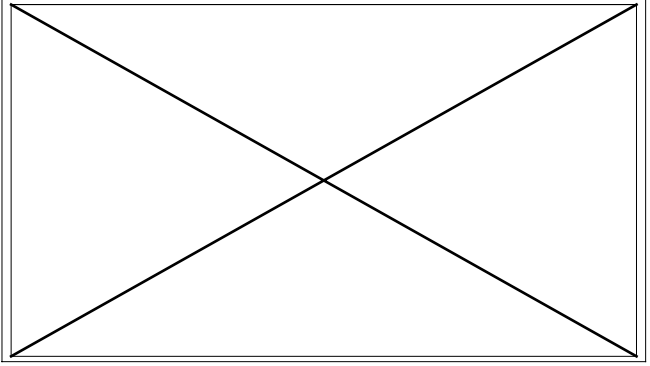
NO PANEL



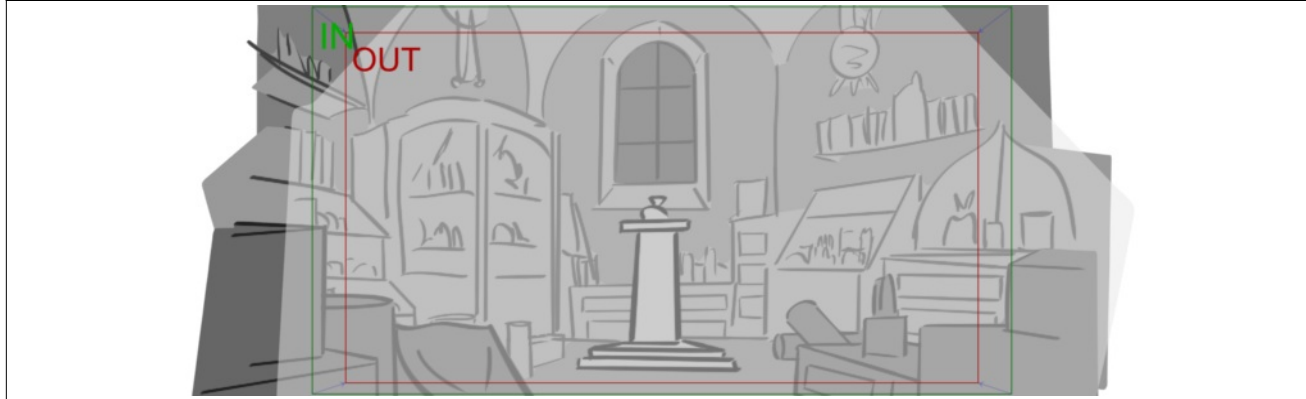
Scene	Duration	Panel	Duration
004	02:02	3	00:15



NO PANEL

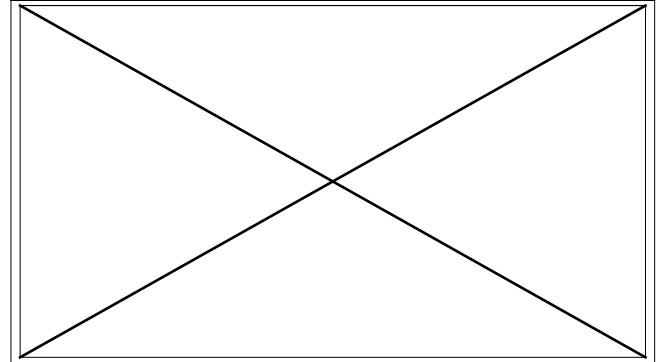


Scene	Duration	Panel	Duration
005	01:20	1	01:20

**Notas de acción**

Now a pedestal at the very center of the room clearly stands up. It has cushion with a little bag on top.

NO PANEL



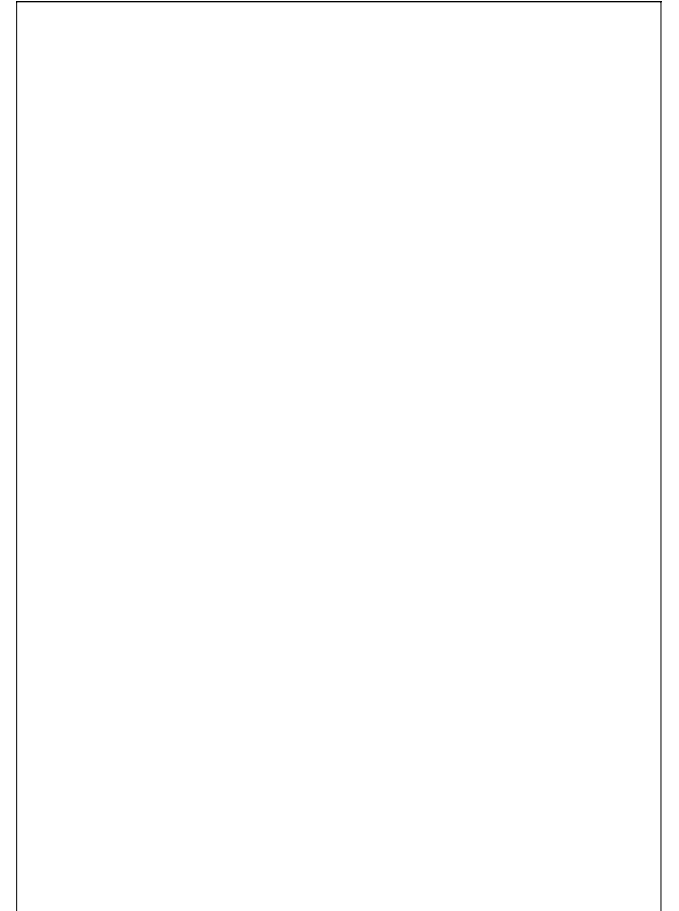
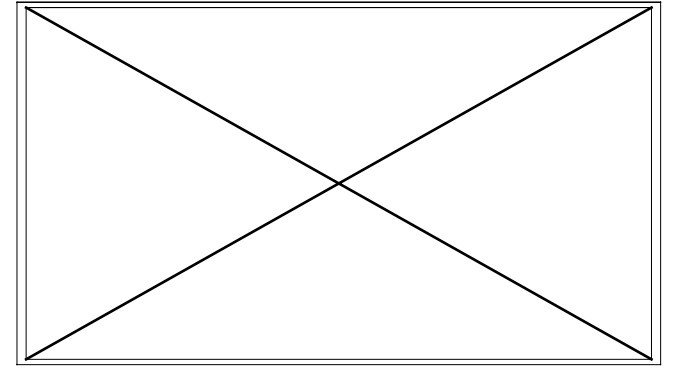
Scene	Duration	Panel	Duration
006	08:10	1	01:00



Notas de acción

GRETA reaches POL

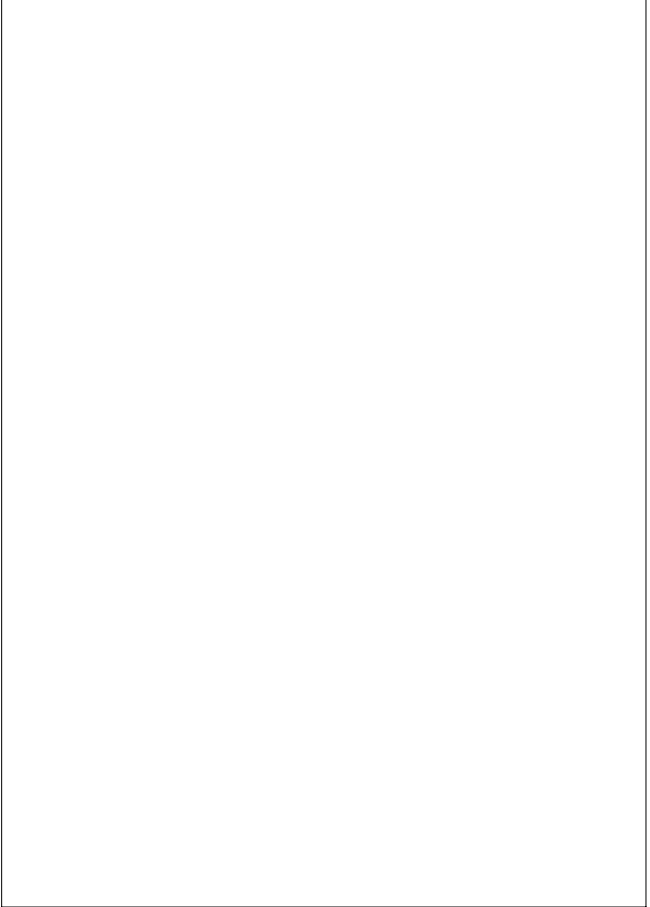
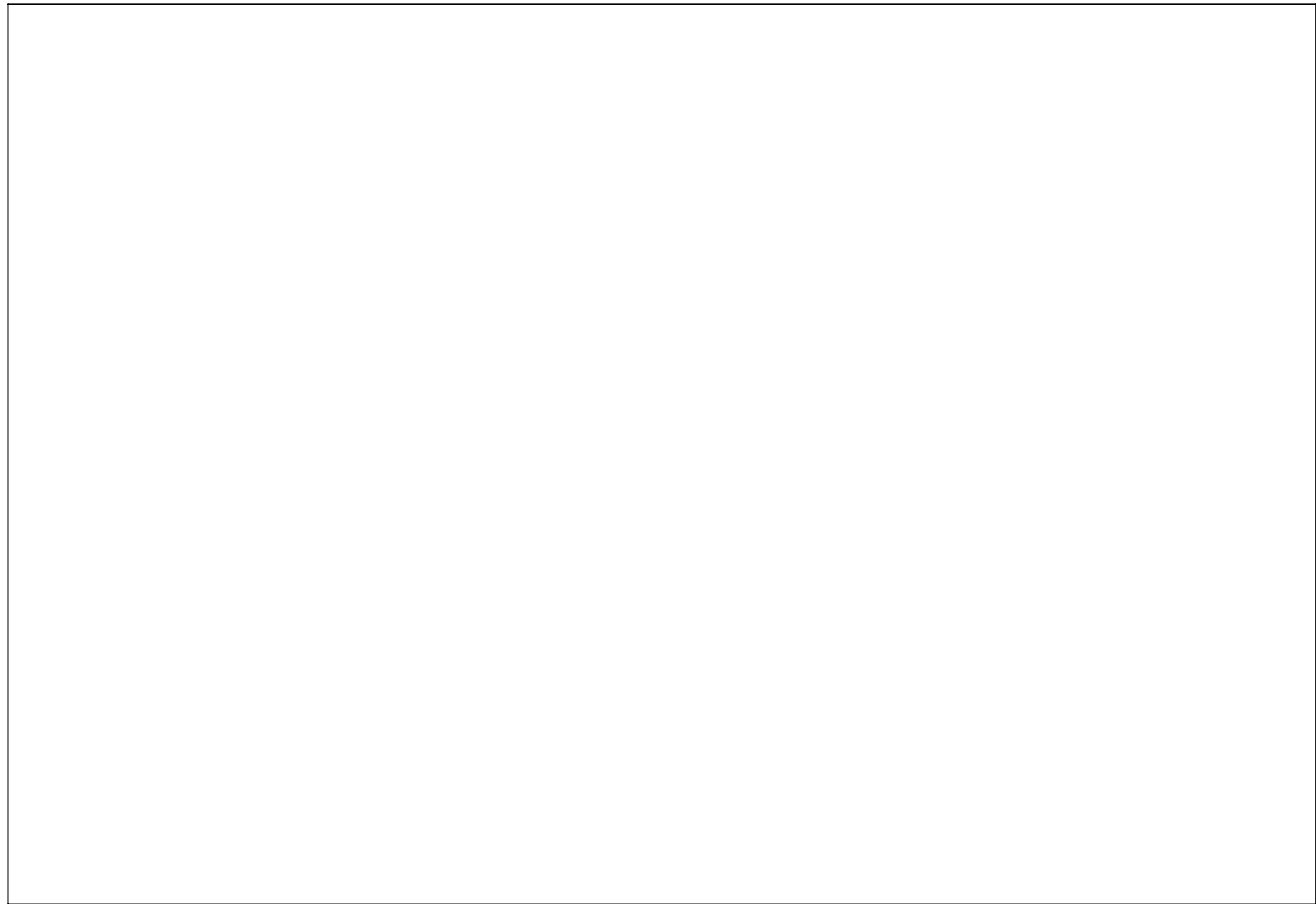
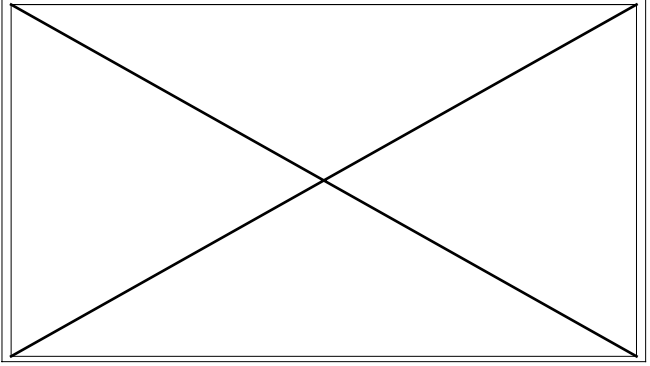
NO PANEL



Scene	Duration	Panel	Duration
006	08:10	2	01:00



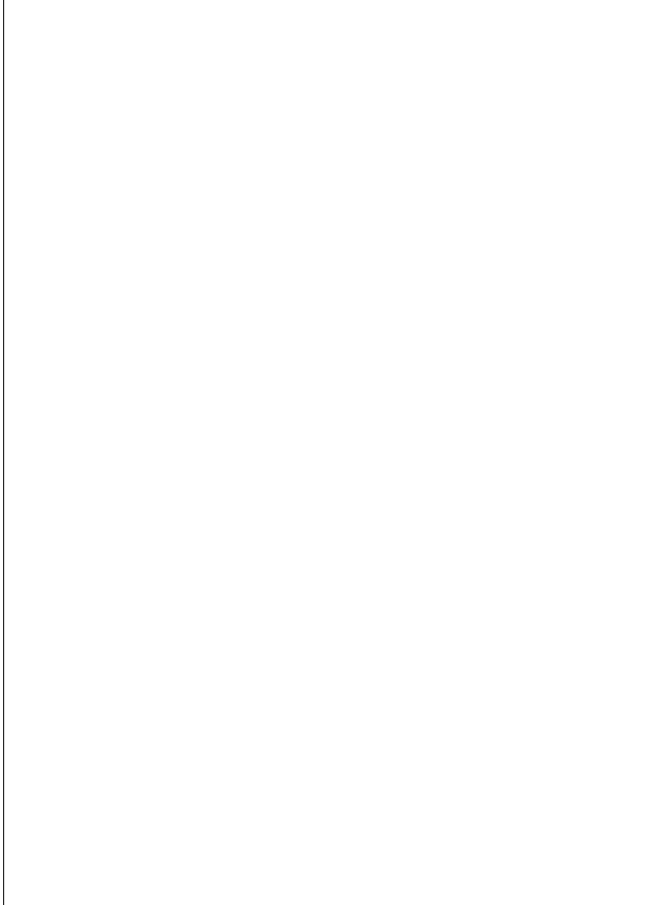
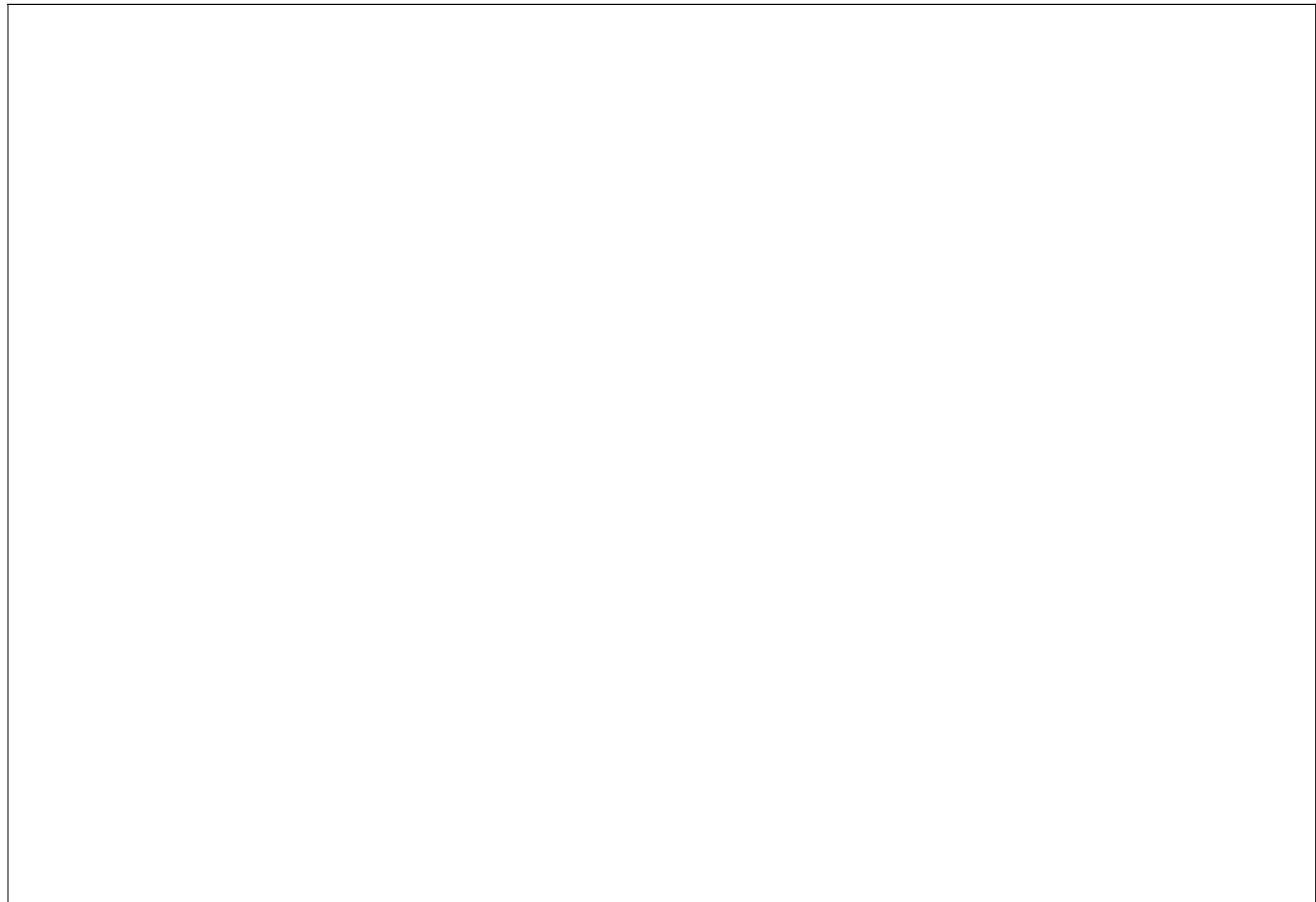
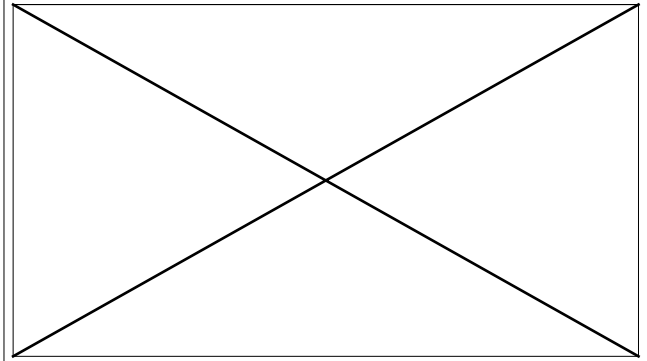
NO PANEL



Scene	Duration	Panel	Duration
006	08:10	3	01:00



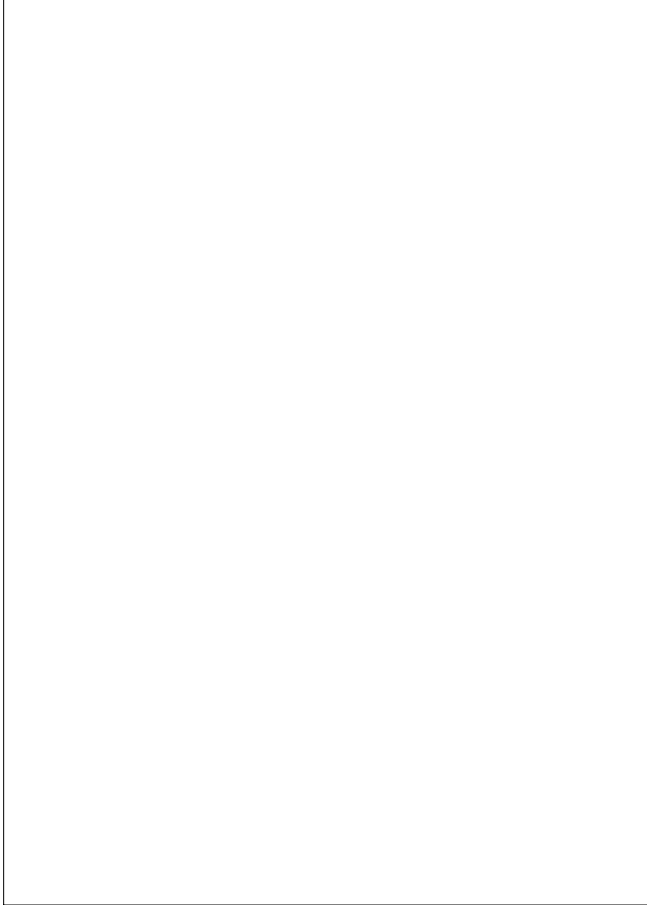
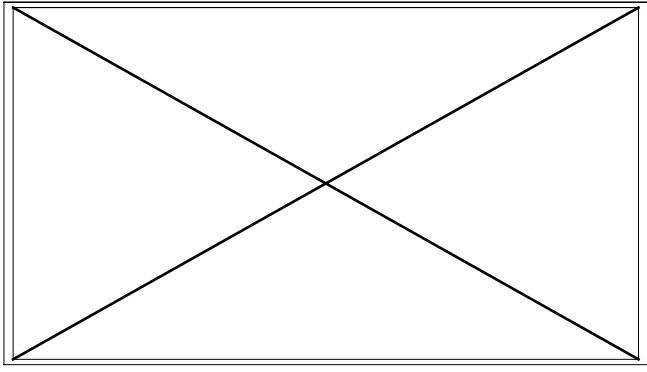
NO PANEL



Scene	Duration	Panel	Duration
006	08:10	4	01:00



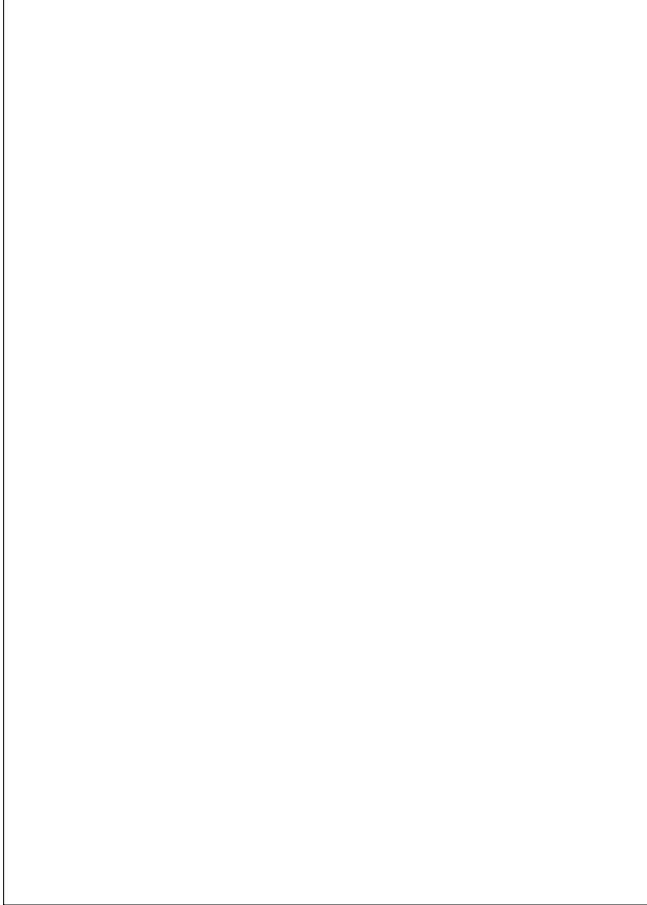
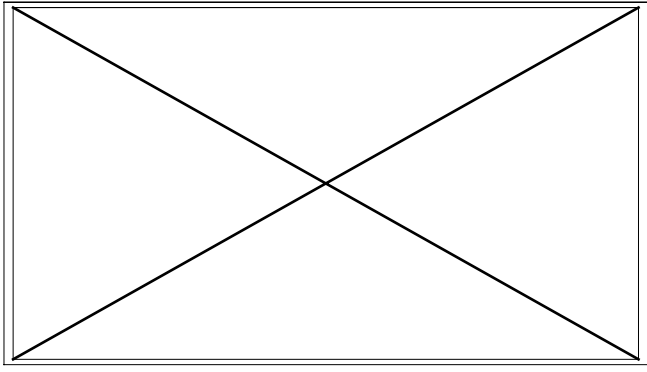
NO PANEL



Scene	Duration	Panel	Duration
006	08:10	5	01:00



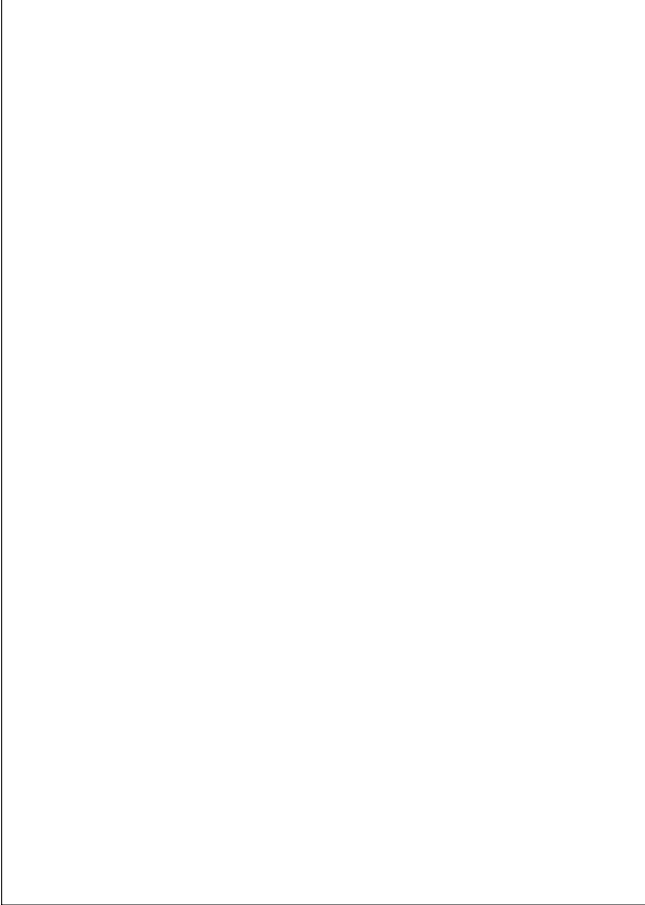
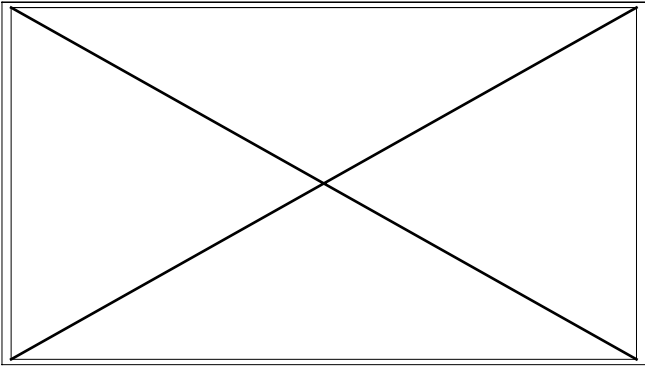
NO PANEL



Scene	Duration	Panel	Duration
006	08:10	6	01:00



NO PANEL



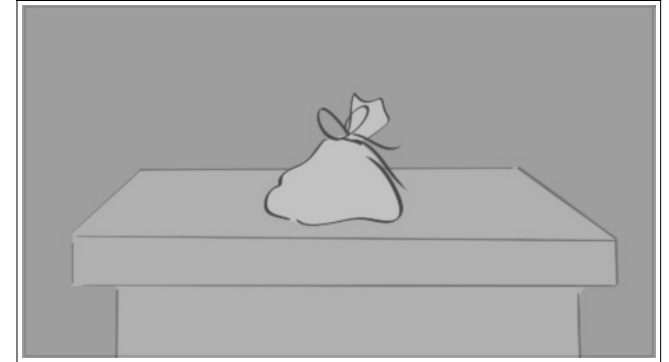
Scene	Duration	Panel	Duration
006	08:10	7	02:10



Notas de acción

Both look each other for a second, and smile.

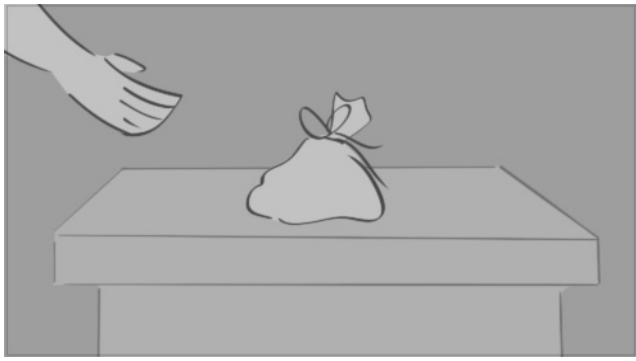
Scene	Duration	Panel	Duration
007	01:00	1	00:04



Notas de acción

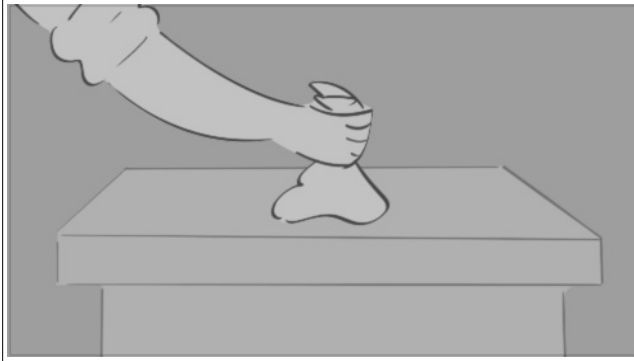
CUT to:
CU of the little bag.

Scene	Duration	Panel	Duration
007	01:00	2	00:04

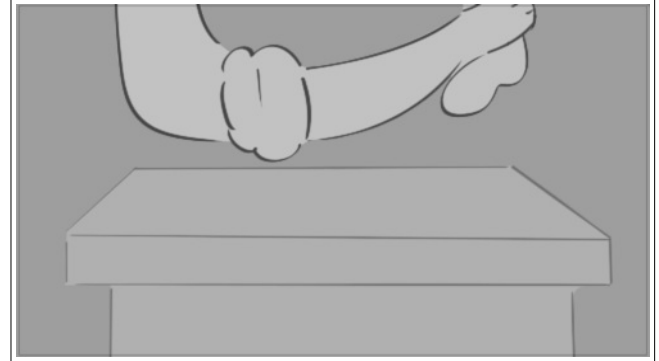
**Notas de acción**

GRETA's hand enters and takes it out of the frame.

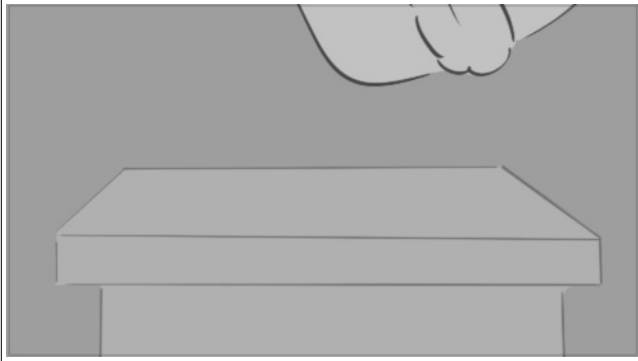
Scene	Duration	Panel	Duration
007	01:00	3	00:04



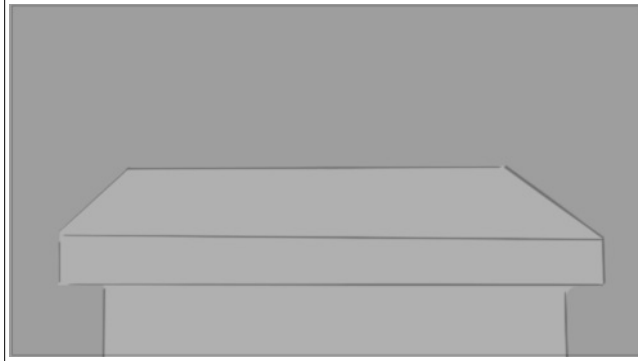
Scene	Duration	Panel	Duration
007	01:00	4	00:04



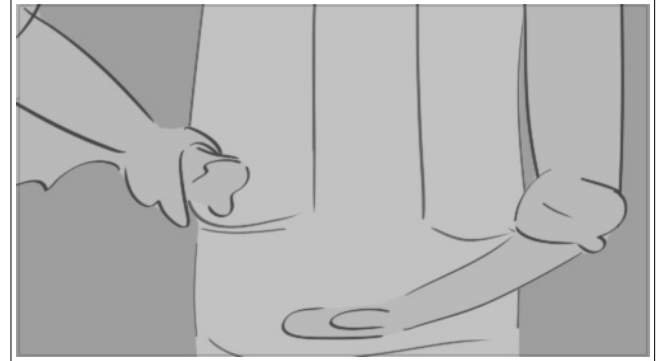
Scene	Duration	Panel	Duration
007	01:00	5	00:04



Scene	Duration	Panel	Duration
007	01:00	6	00:04



Scene	Duration	Panel	Duration
008	00:12	1	00:04



Notas de acción

CUT to:
GRETA takes half amulet from the little bag

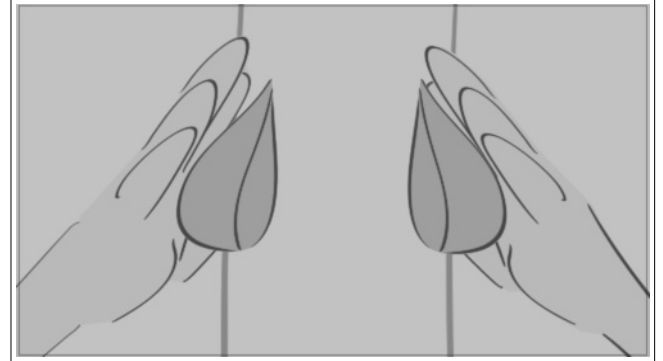
Scene	Duration	Panel	Duration
008	00:12	2	00:04



Scene	Duration	Panel	Duration
008	00:12	3	00:04



Scene	Duration	Panel	Duration
009	02:10	1	00:04



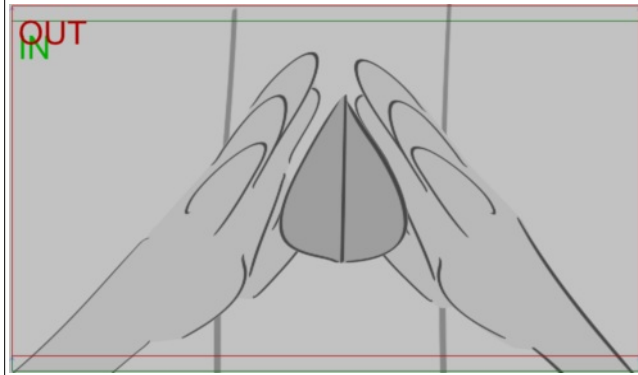
Notas de acción

CUT to:
GRETA takes an almost identical other half from her pocket, and puts them together.

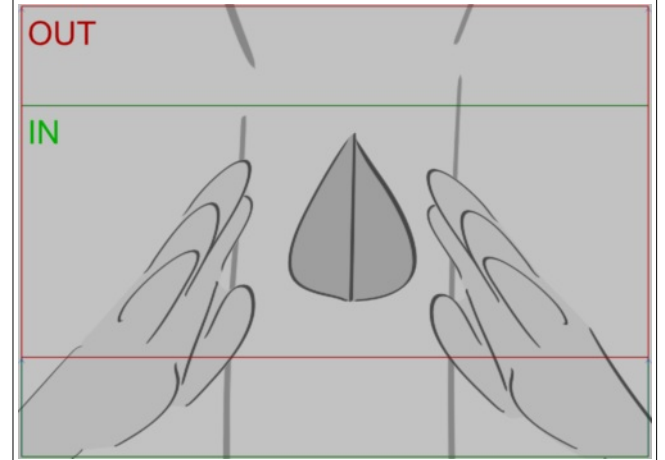
Scene	Duration	Panel	Duration
009	02:10	2	00:04



Scene	Duration	Panel	Duration
009	02:10	3	00:08



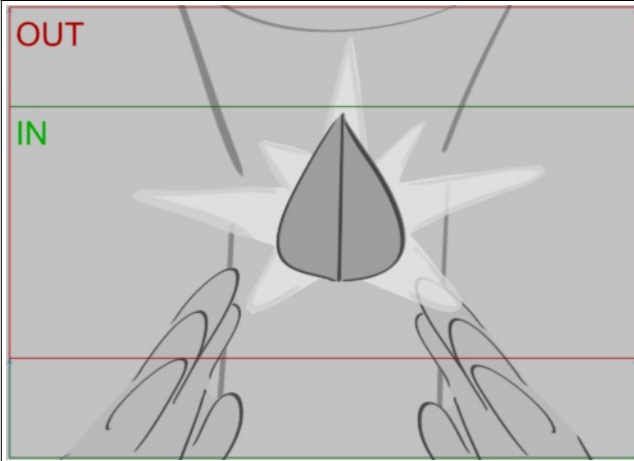
Scene	Duration	Panel	Duration
009	02:10	4	00:14



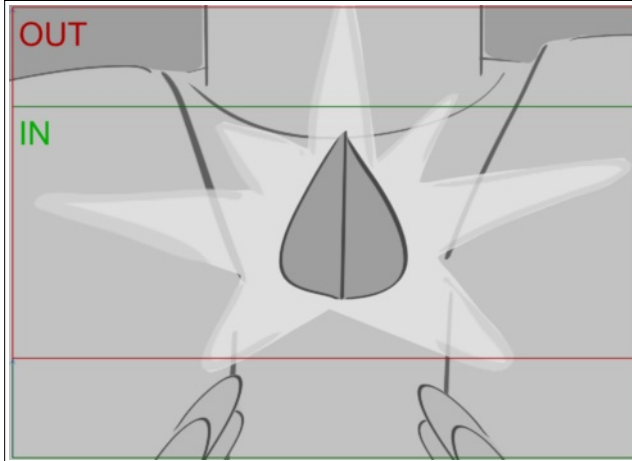
Notas de acción

The -now- complete amulet starts to shine and float over her hand.

Scene	Duration	Panel	Duration
009	02:10	5	00:14



Scene	Duration	Panel	Duration
009	02:10	6	00:14



Scene	Duration	Panel	Duration
010	04:16	1	00:14

**Notas de acción**

CUT to:
The three are gathered in a circle at the center of the room.

Scene	Duration	Panel	Duration
010	04:16	2	00:14

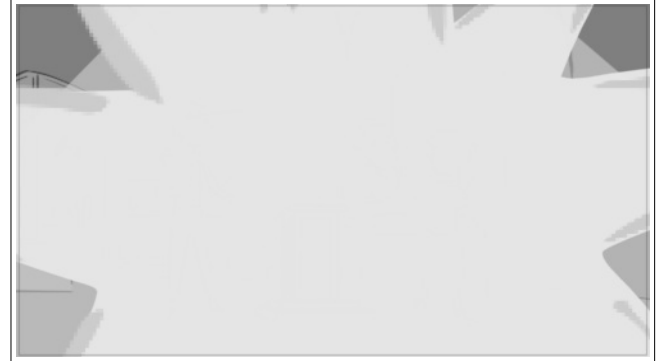
**Notas de acción**

The amulet suddenly sparkles a bit, then flashes a big white light that blinds everyone and takes the room...

Scene	Duration	Panel	Duration
010	04:16	3	00:14



Scene	Duration	Panel	Duration
010	04:16	4	00:14



Scene	Duration	Panel	Duration
010	04:16	5	00:14

**Notas de acción**

Puf! They are gone. Only the empty small bag is left...

Scene	Duration	Panel	Duration
010	04:16	6	00:08

**Notas de acción**

it falls onto the floor.

Scene	Duration	Panel	Duration
010	04:16	7	01:10

