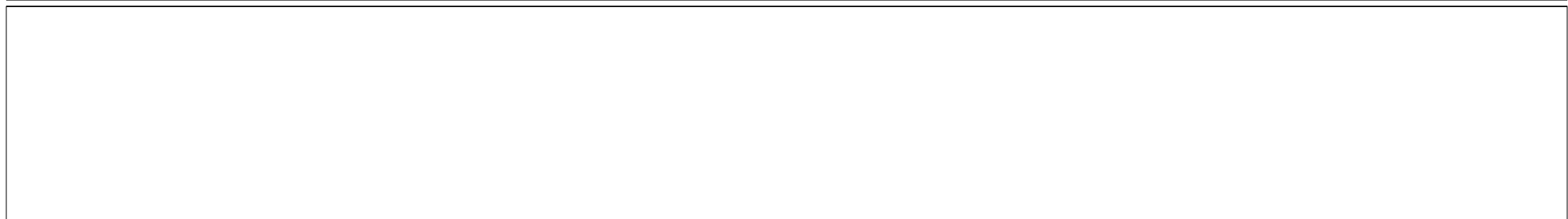
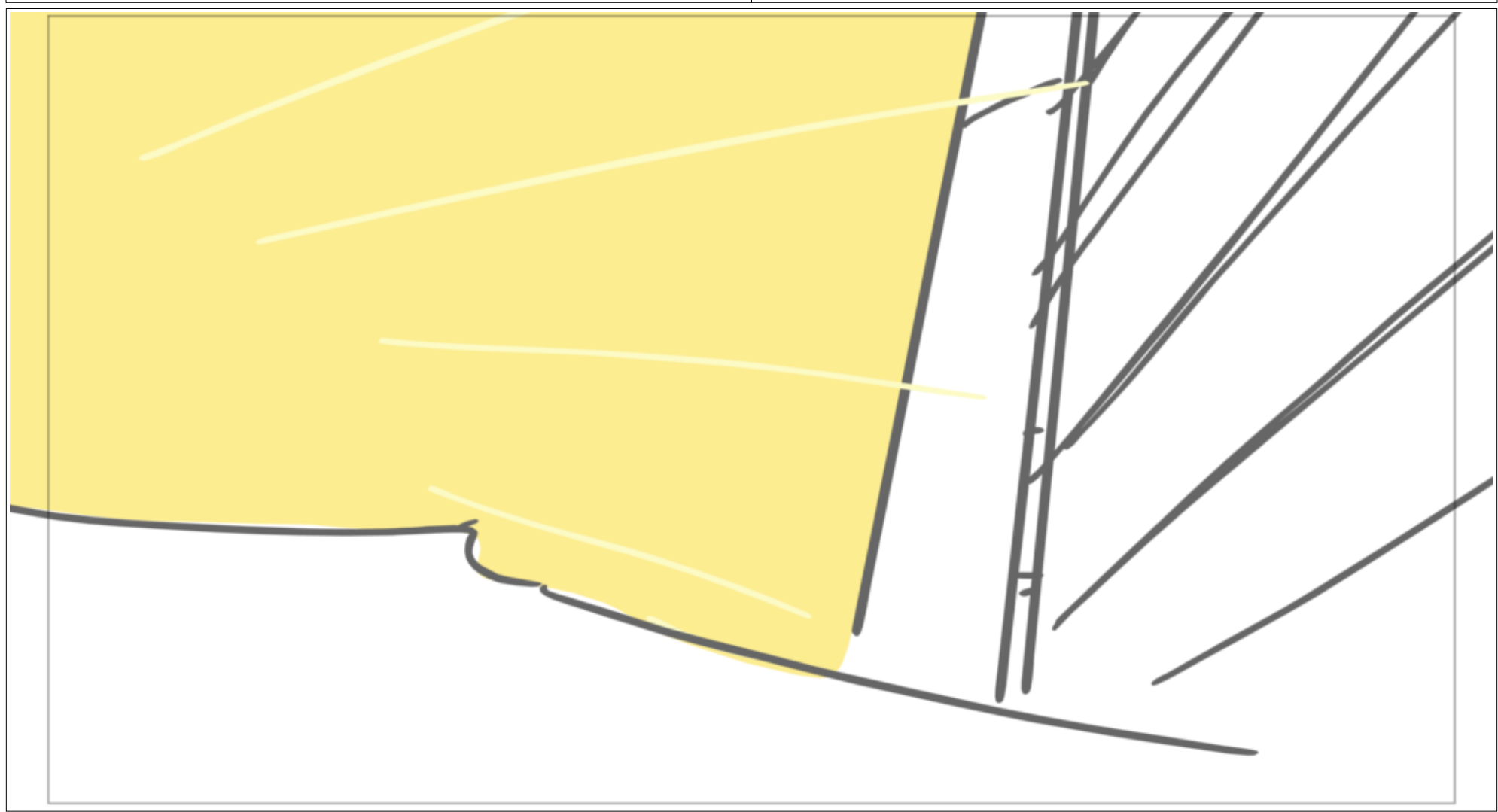


# Where Oliver Fits: A Christmas Eve Tale

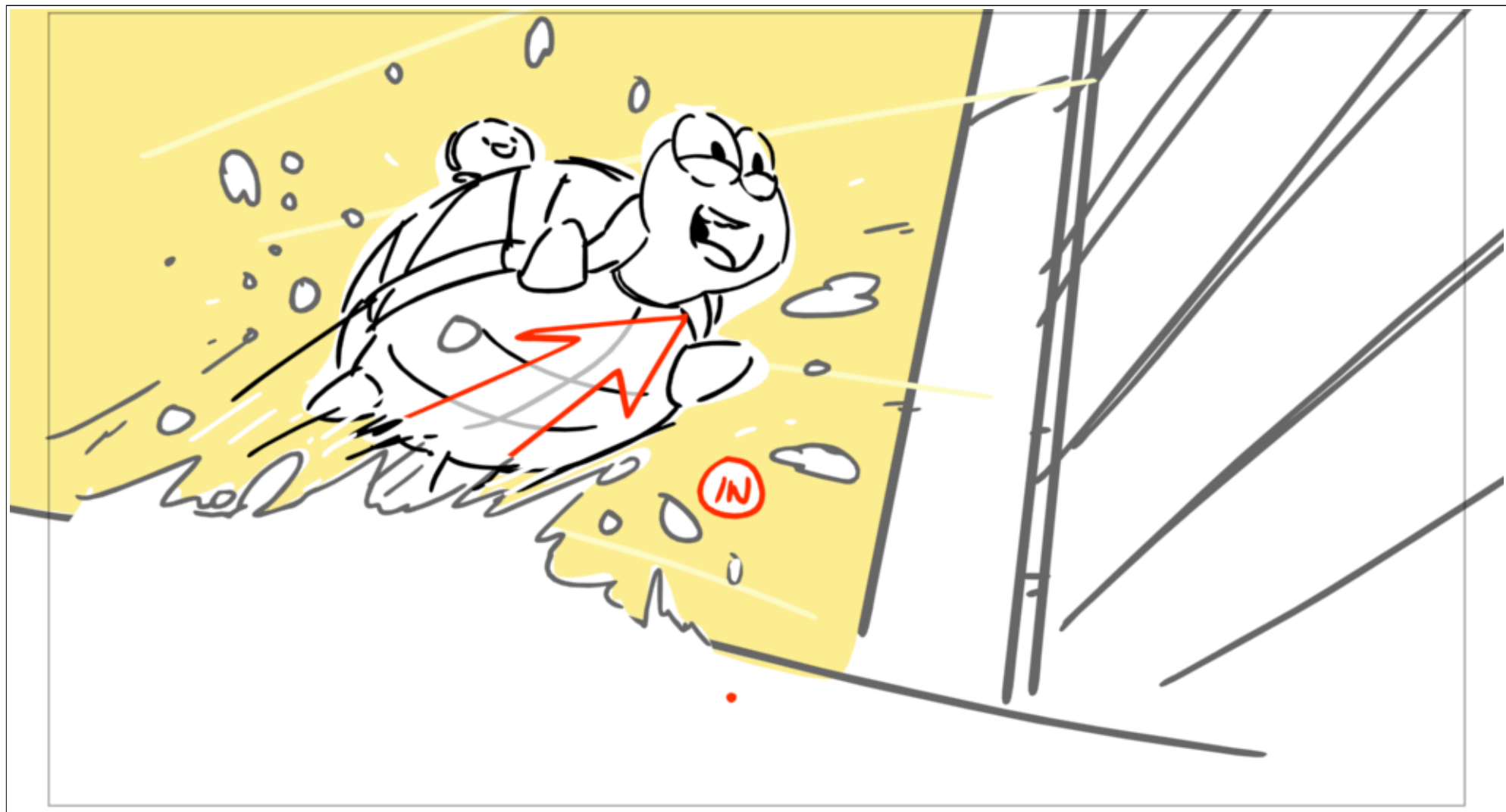
"The Power Panel"

Tess Eneli Reid  
tessereid@gmail.com

Scene	Panel
1	1

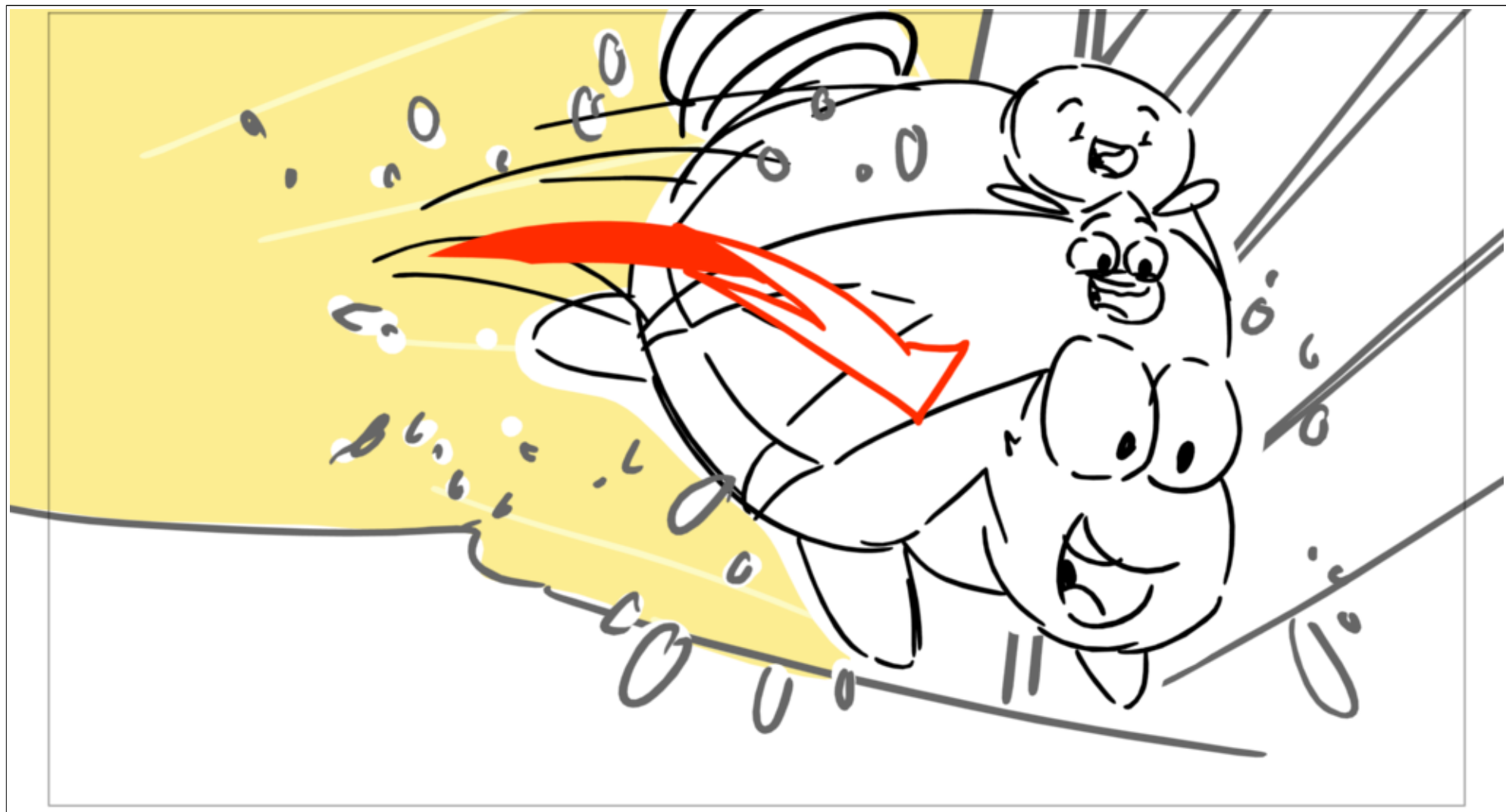


Scene	Panel
1	2



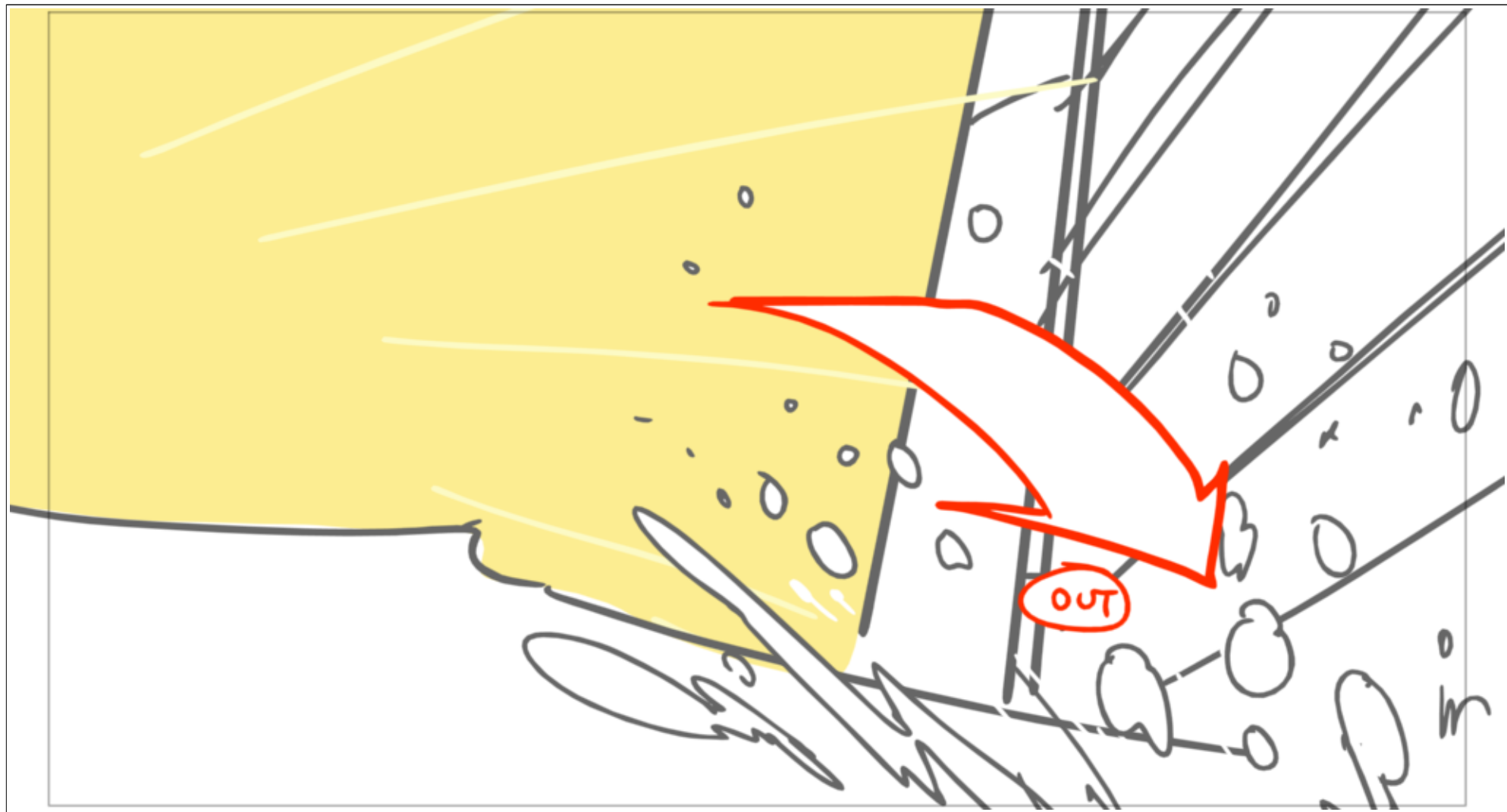
**Dialog**  
SHELLEY  
Waa--

Scene	Panel
1	3



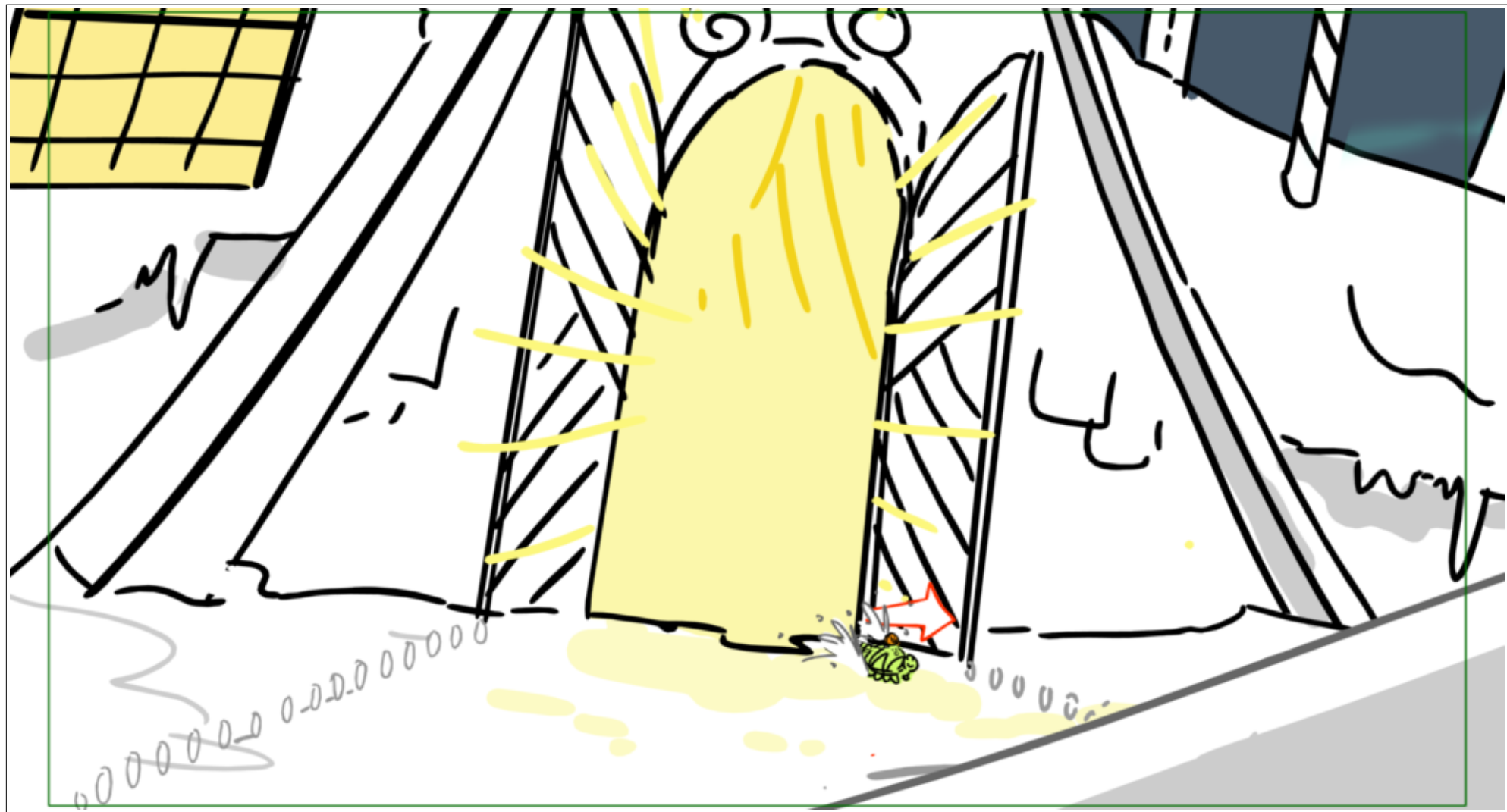
**Dialog**  
SHELLEY  
--hooo!!!

Scene	Panel
1	4



**Dialog**  
SHELLEY [CONTD]  
--hooo!!!

Scene	Panel
2	1



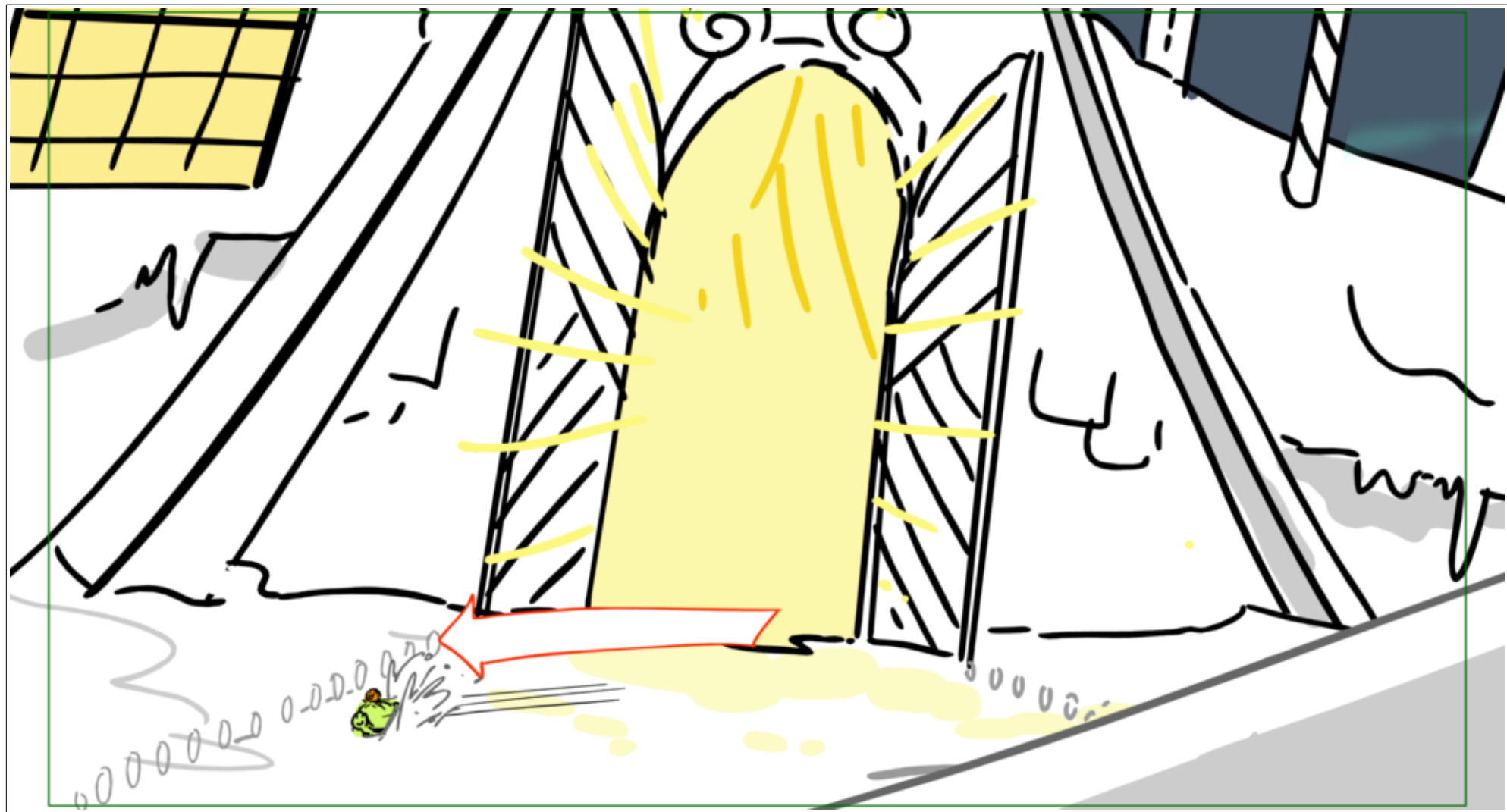
**Dialog**  
OLIVER [DISTANT]  
Yeah!!!  
SPARKLE[DISTANT]  
Whooo!

Scene	Panel
2	2



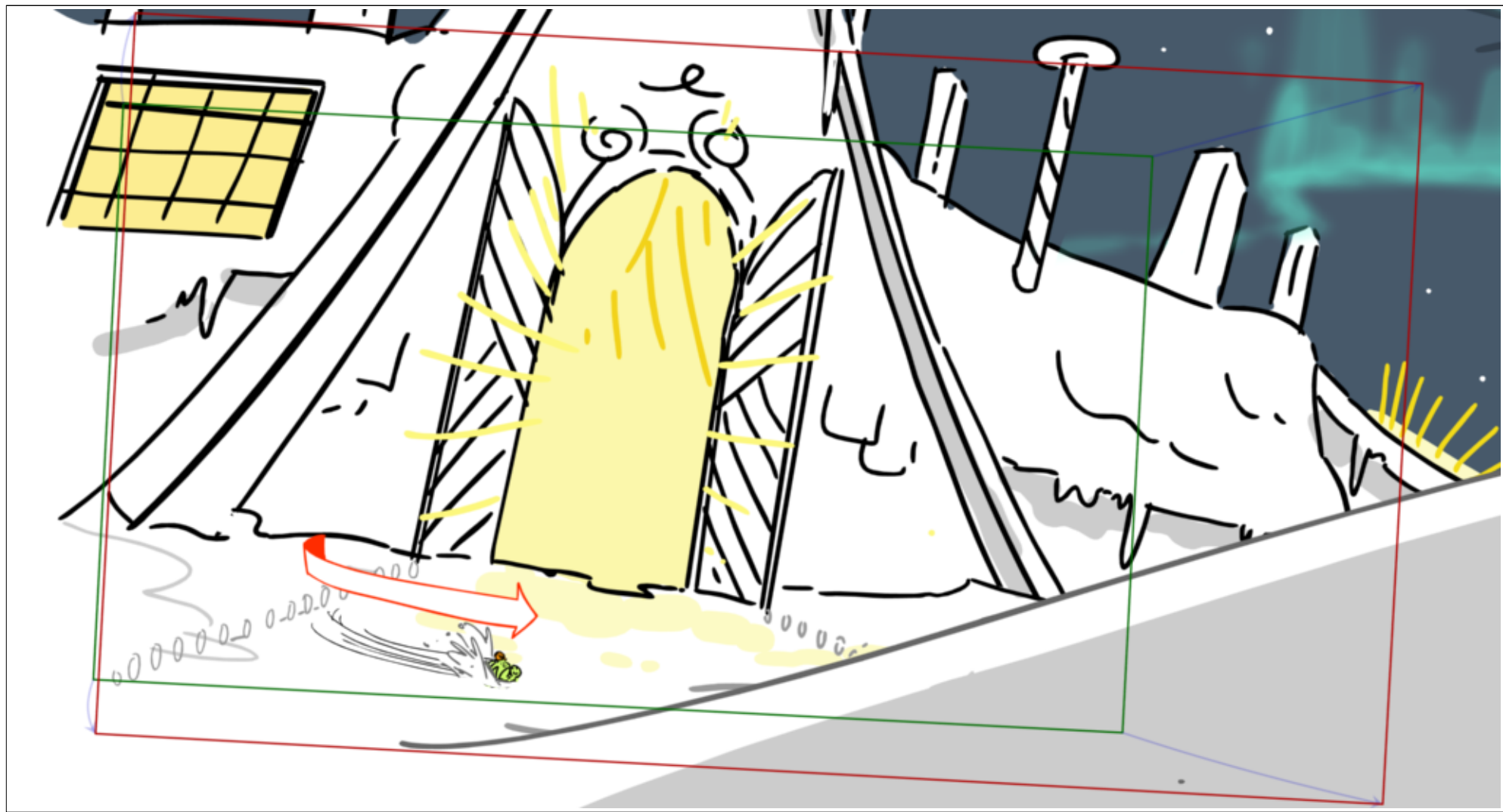
**Dialog**  
OLIVER [DISTANT]  
Yeah!!!  
SPARKLE[DISTANT]  
Whooo!

Scene	Panel
	2 3



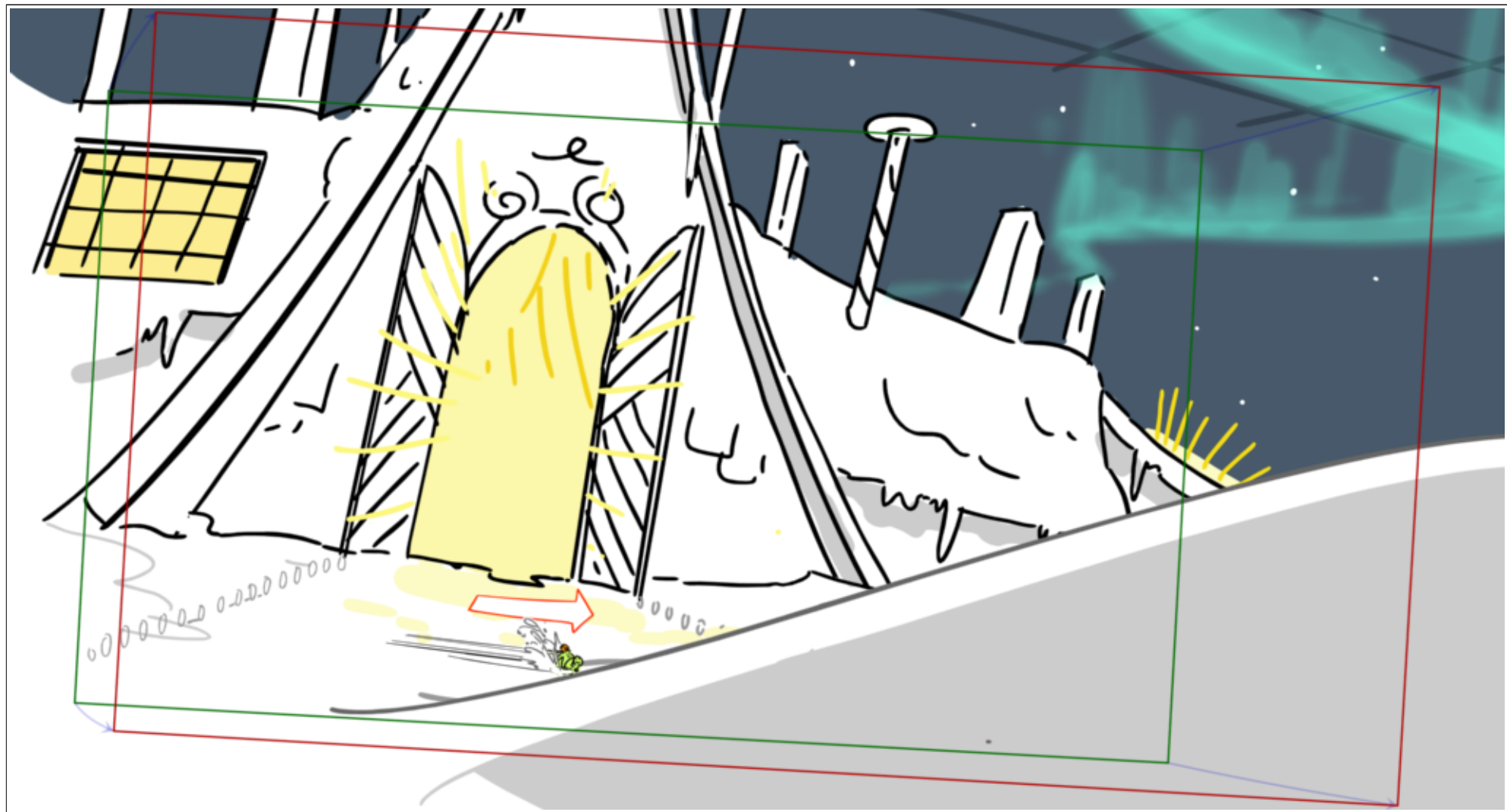
**Dialog**  
OLIVER [DISTANT]  
Yeah!!!  
SPARKLE[DISTANT]  
Whooo!

Scene	Panel
2	4



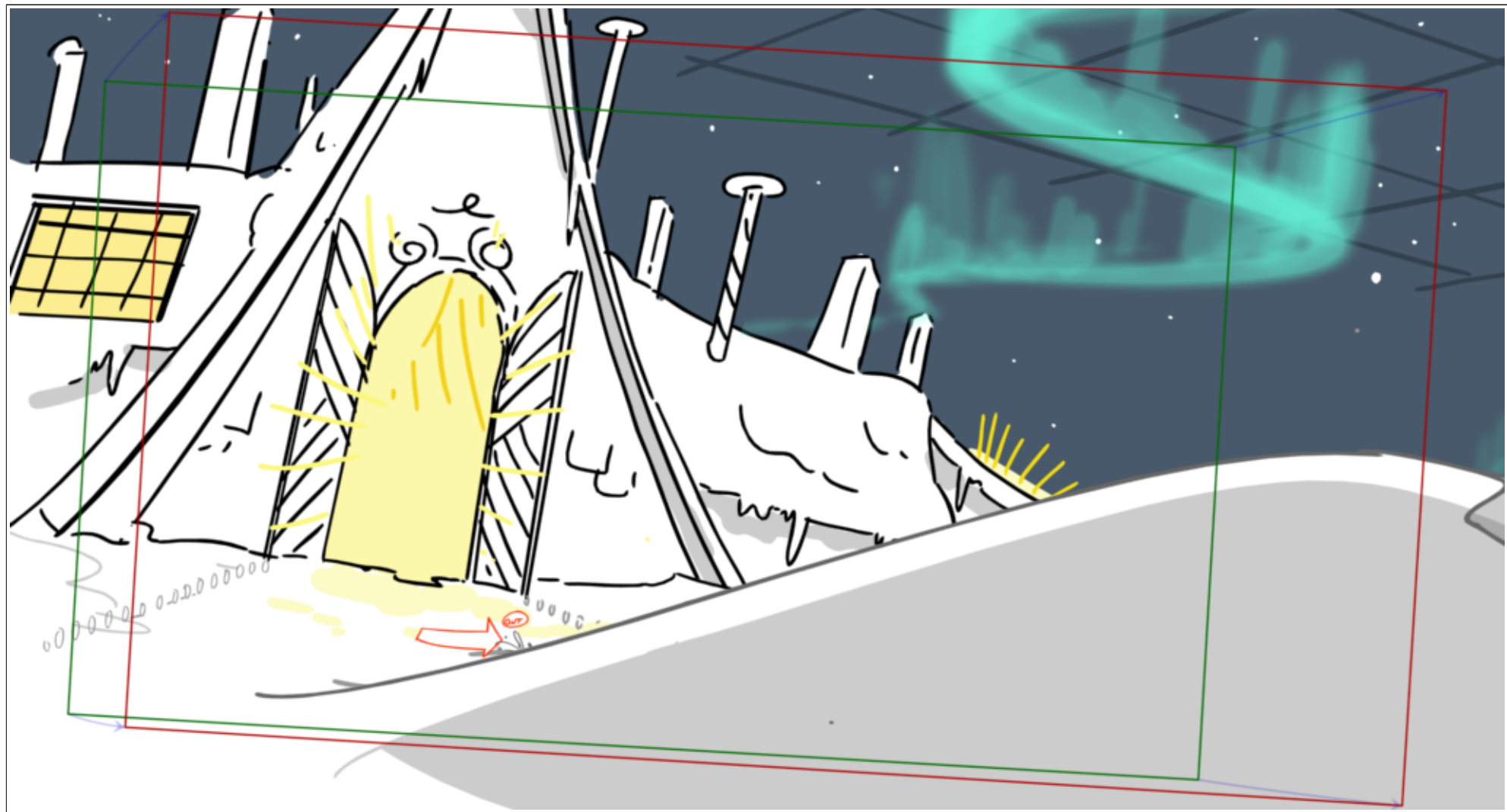
**Dialog**  
OLIVER [DISTANT]  
Yeah!!!  
SPARKLE[DISTANT]  
Whooo!

Scene	Panel
2	5

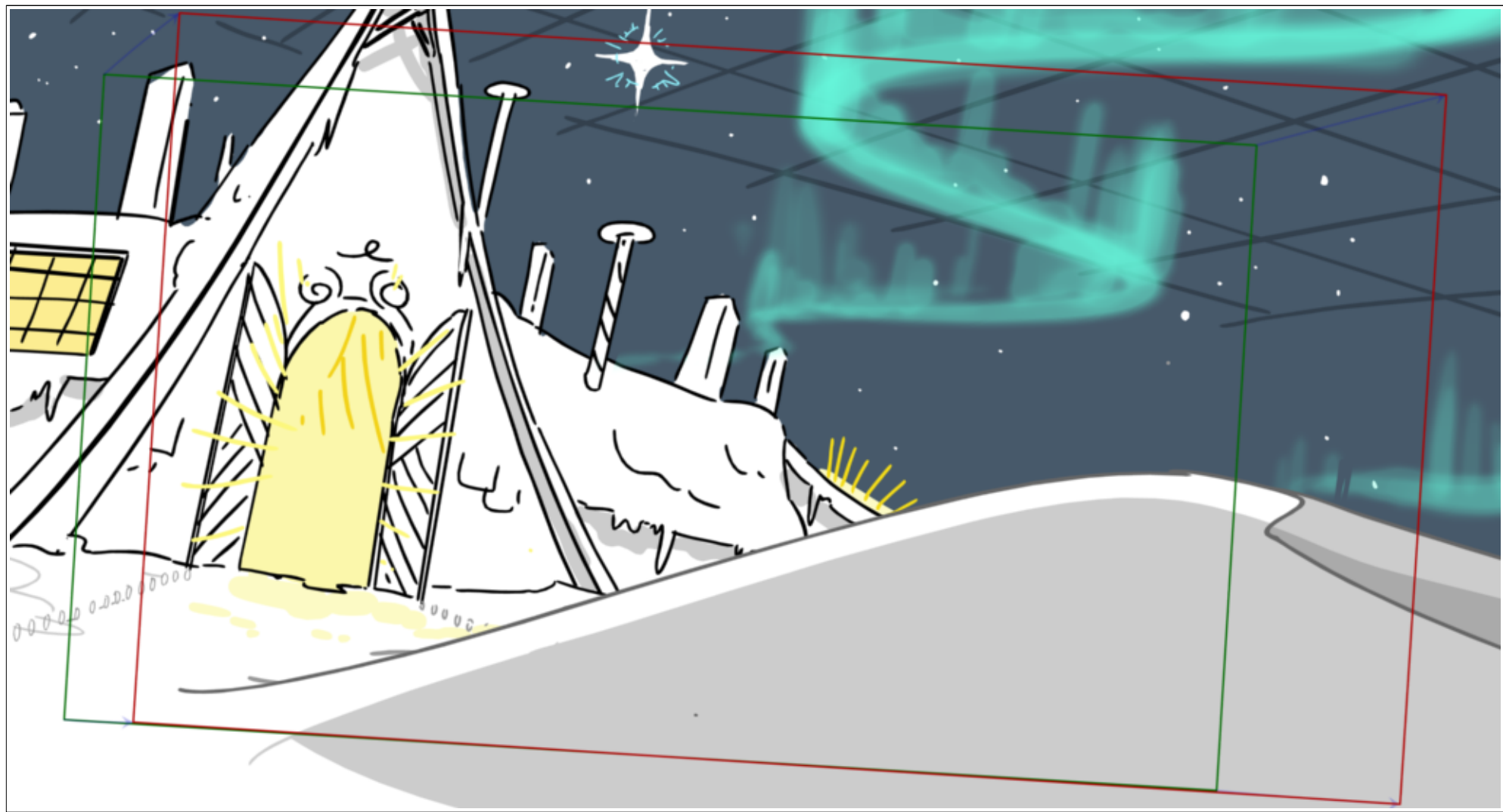


**Dialog**  
OLIVER [DISTANT]  
Yeah!!!  
SPARKLE[DISTANT]  
Whooo!

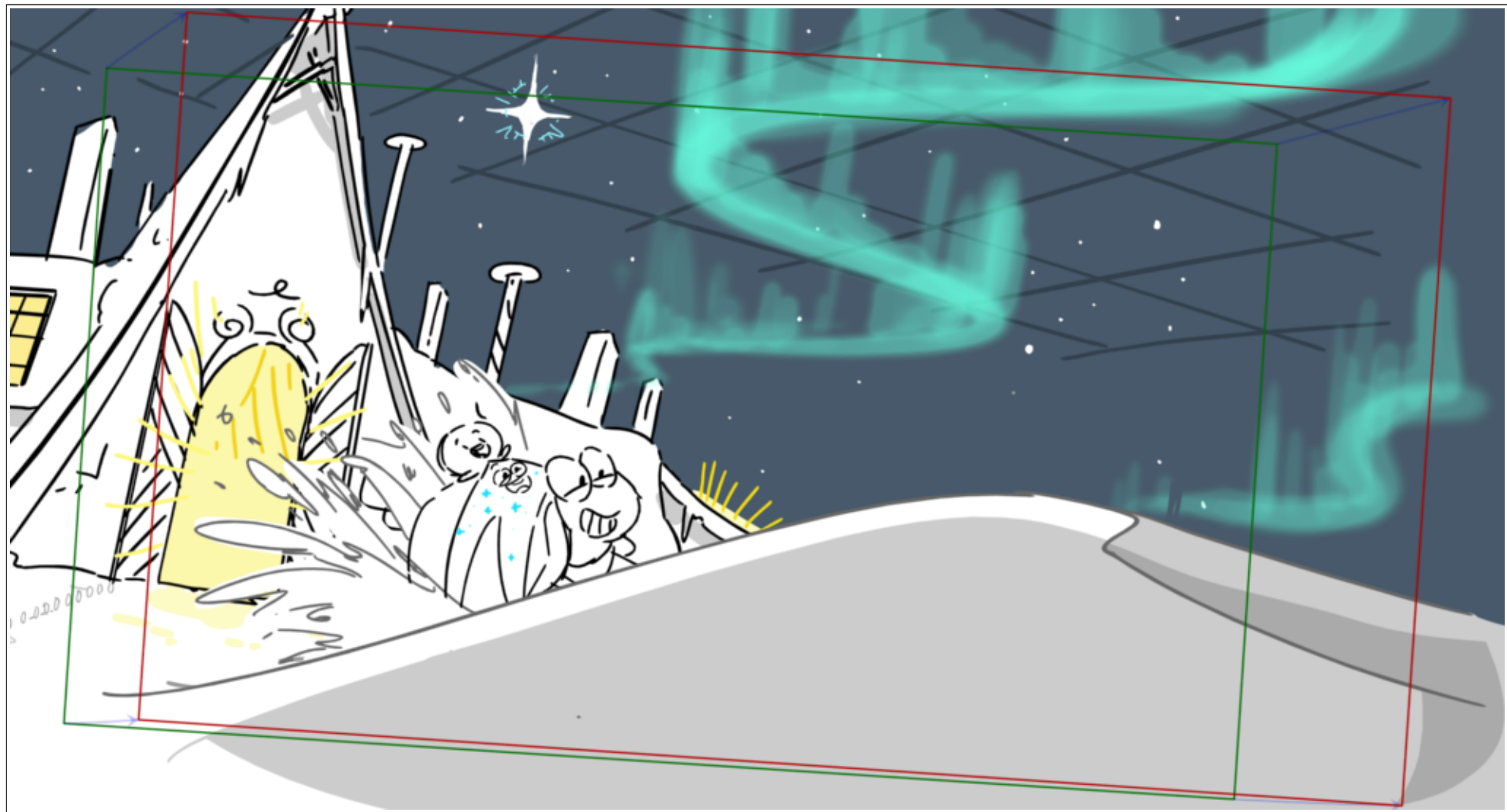
Scene	Panel
2	6



Scene	Panel
2	7

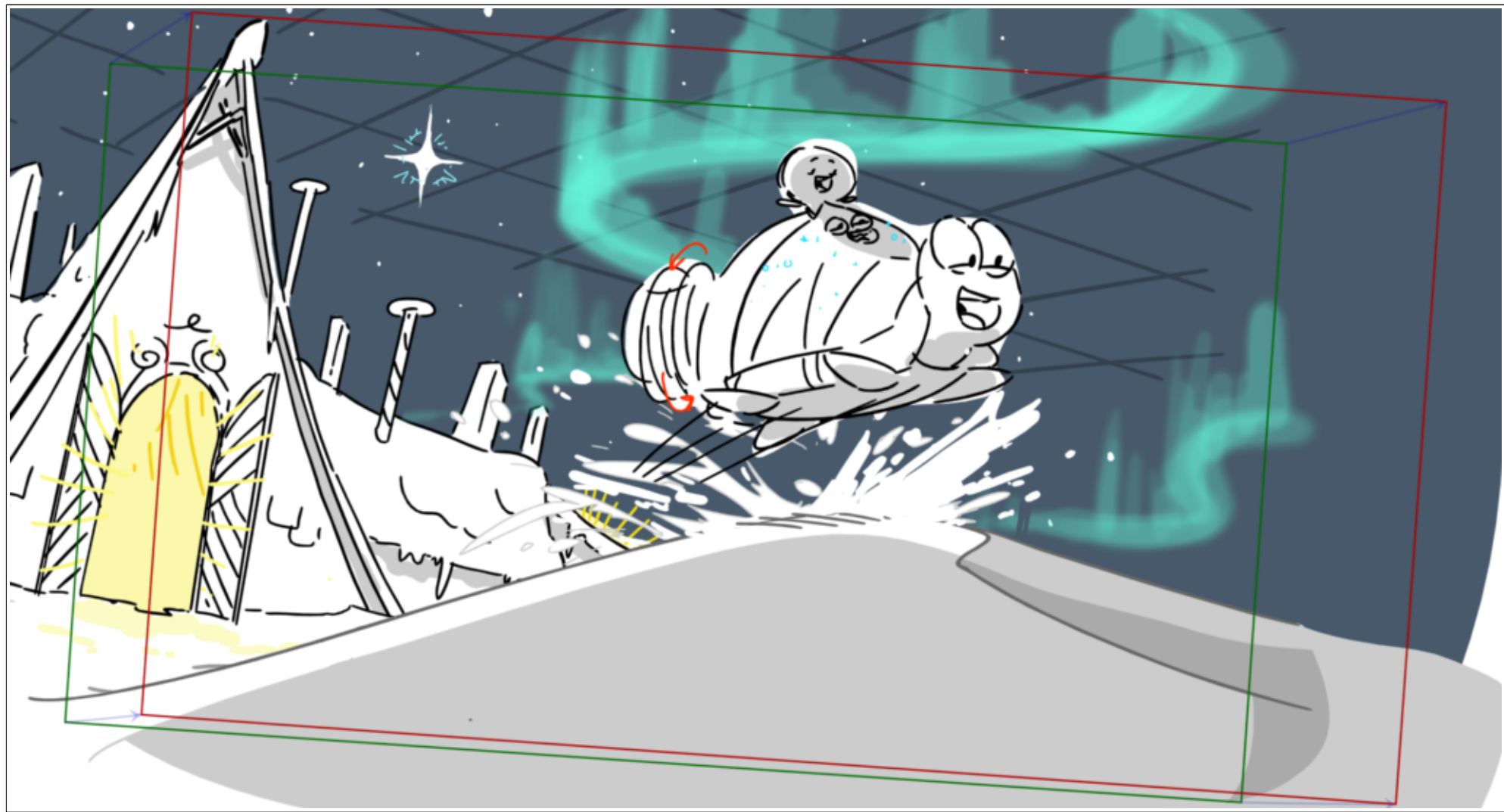


Scene	Panel
2	8



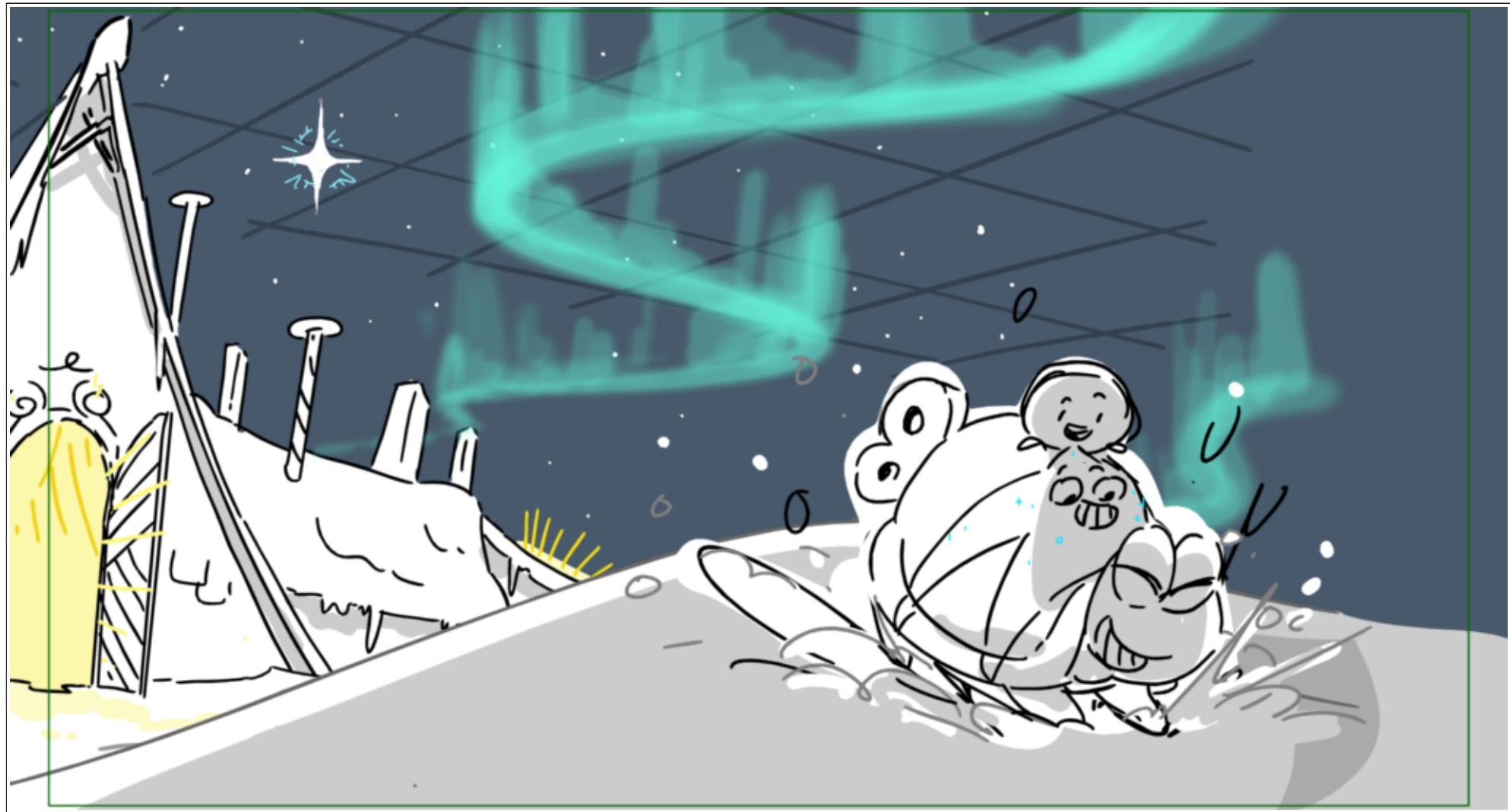
**Dialog**  
OLIVER/SPARKLE  
Yeah!!!

Scene	Panel
2	9

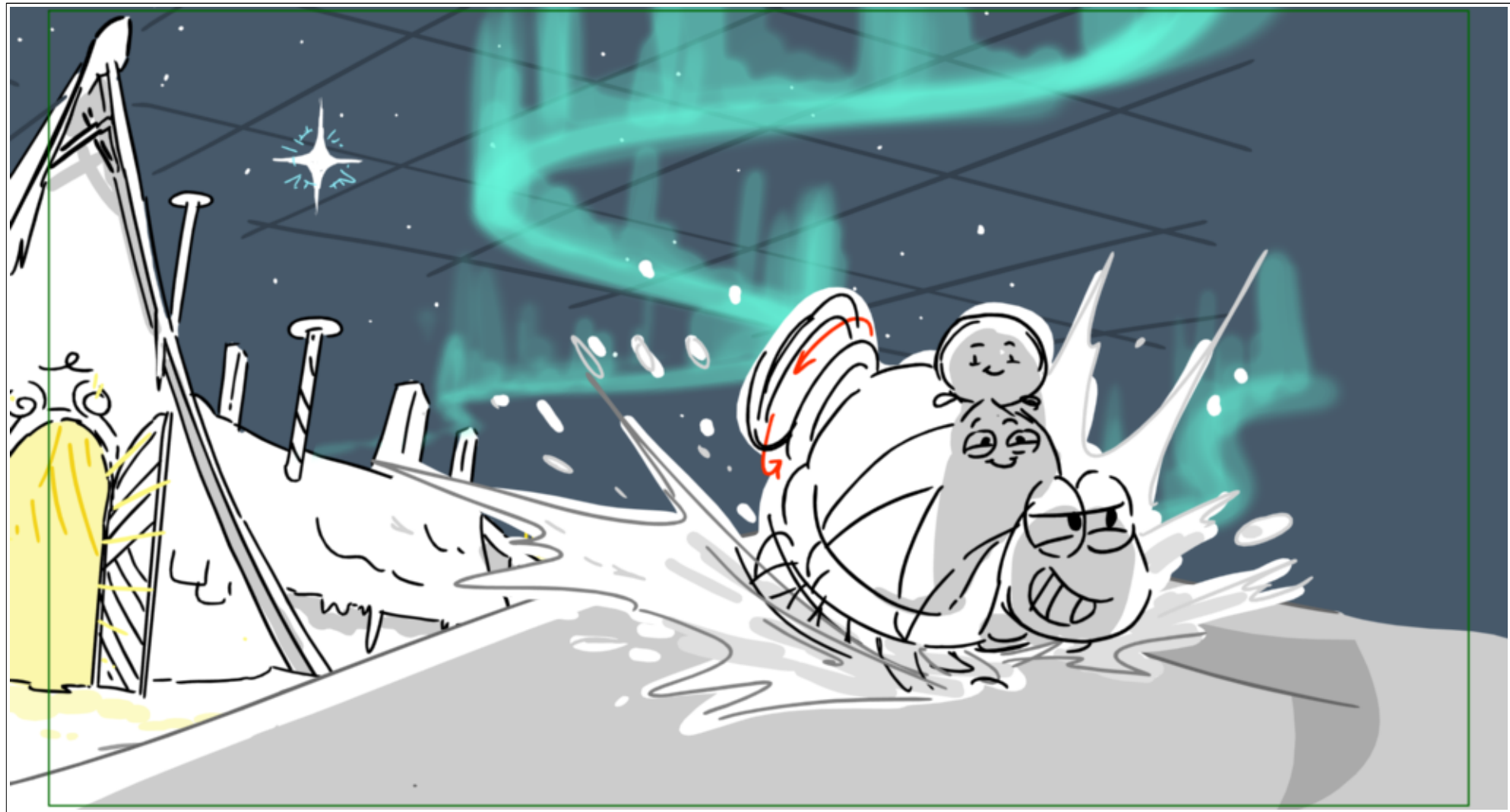


**Dialog**  
SHELLEY  
Ha-Haaa!!!!

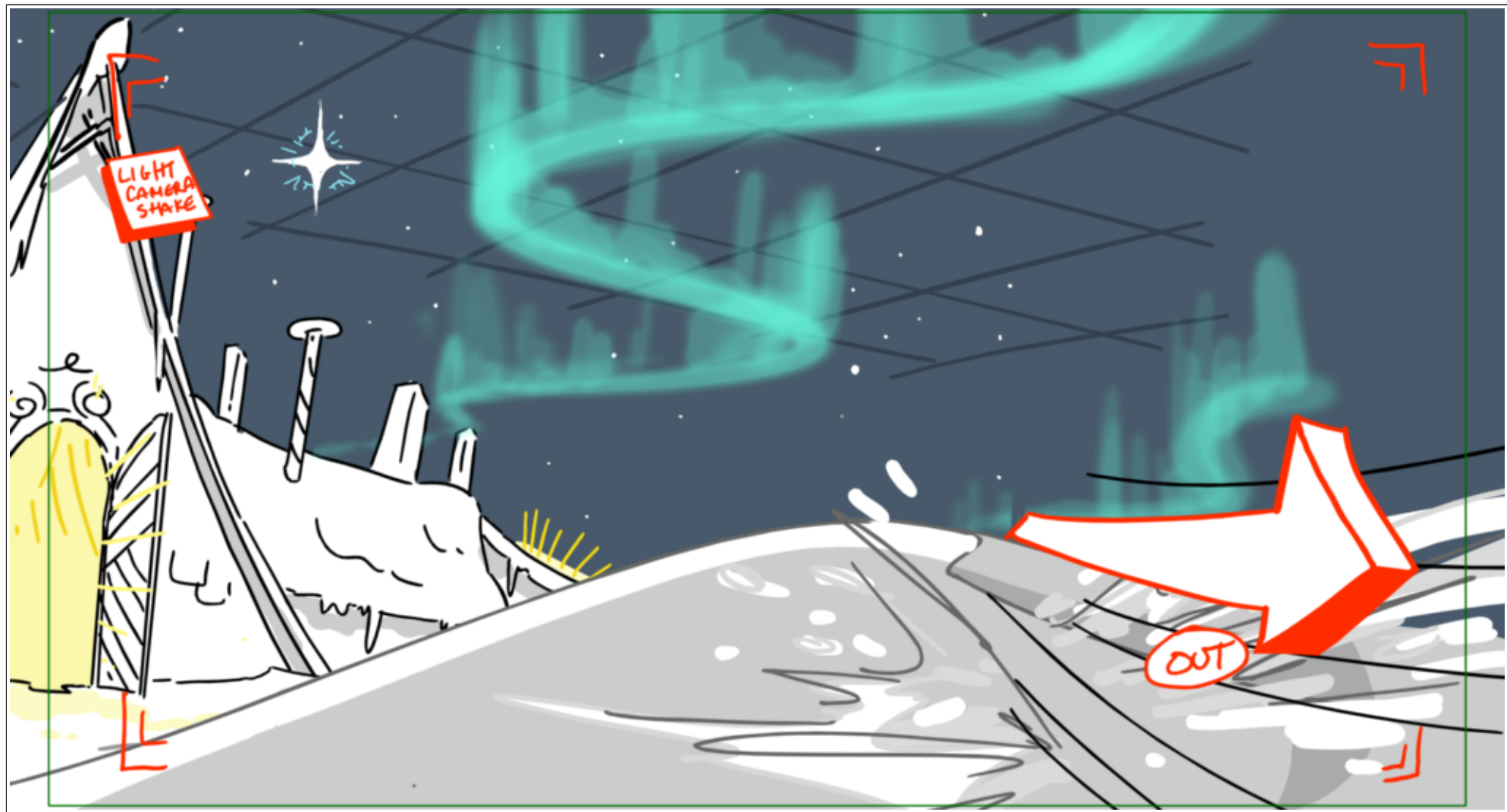
Scene	Panel
2	10



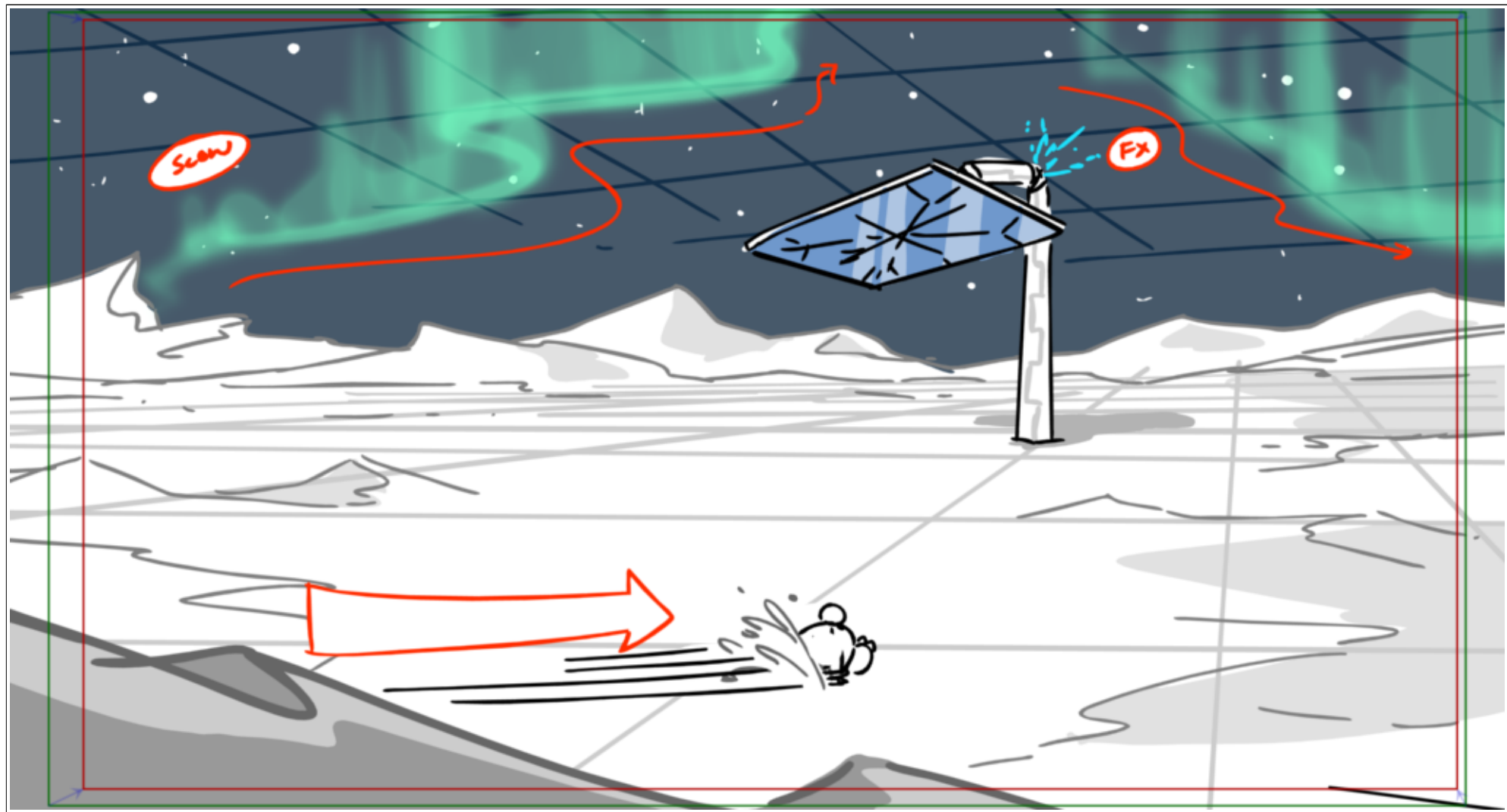
Scene	Panel
2	11



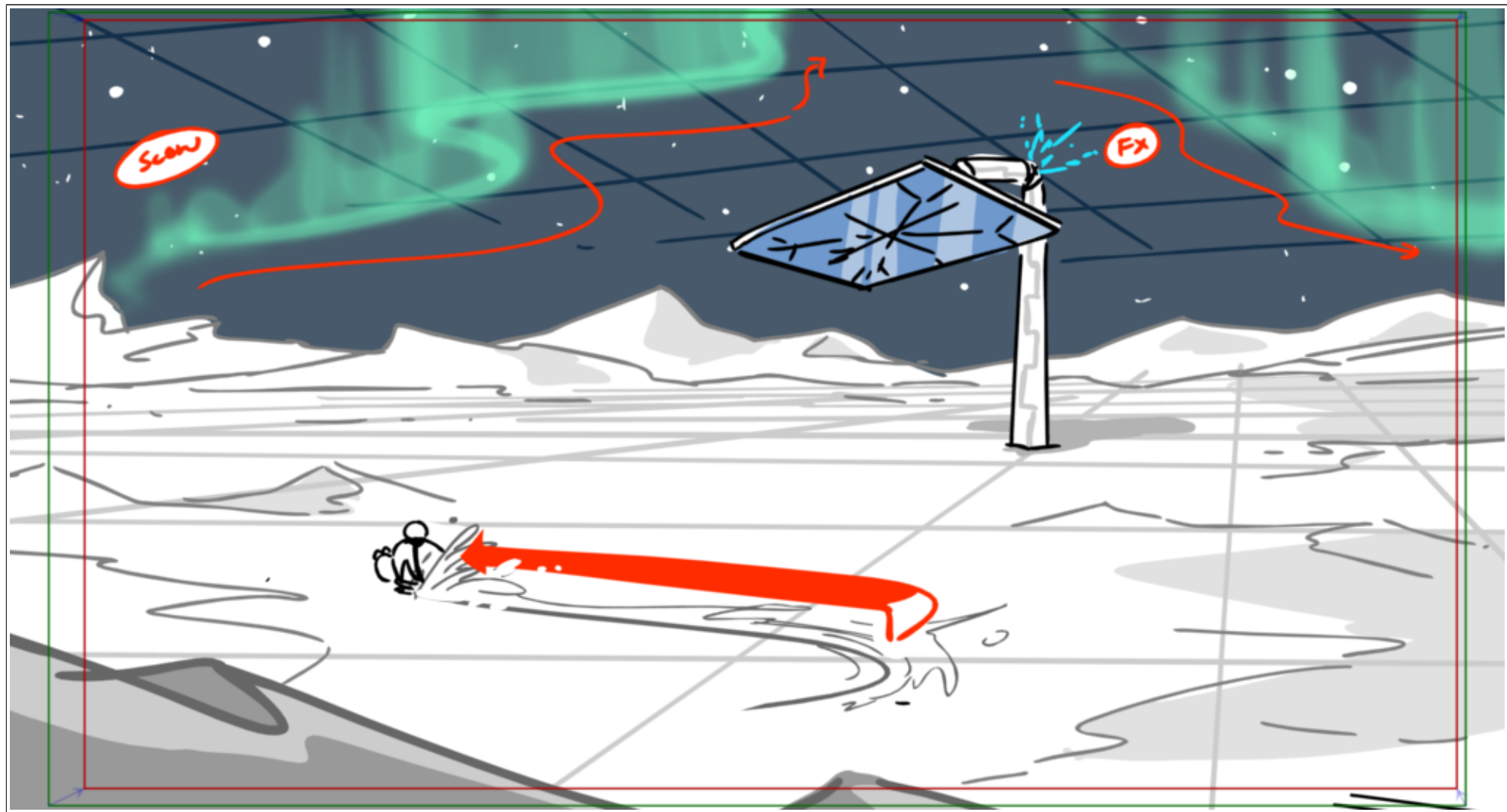
Scene	Panel
2	12



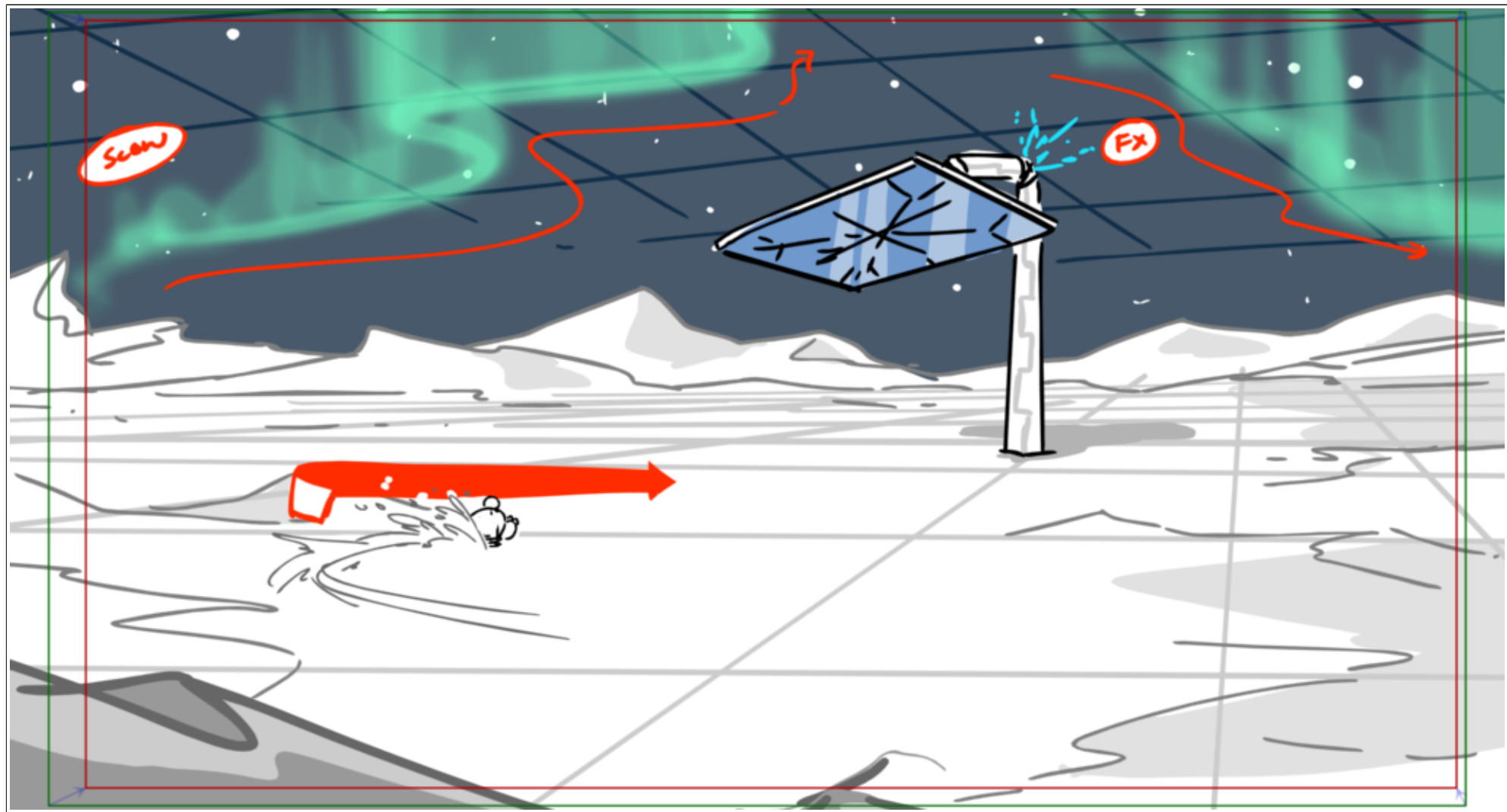
Scene	Panel
3	1



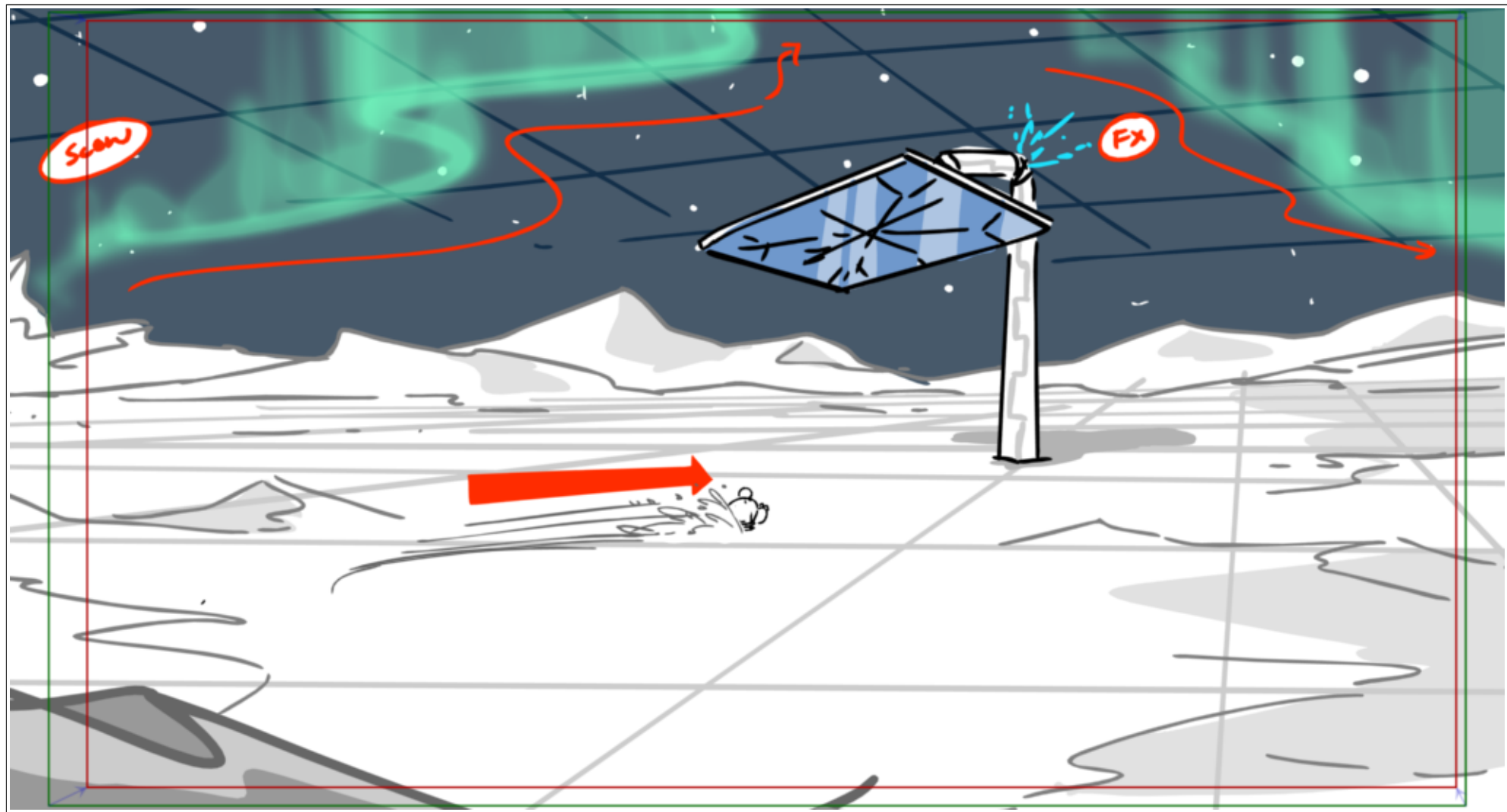
Scene	Panel
3	2



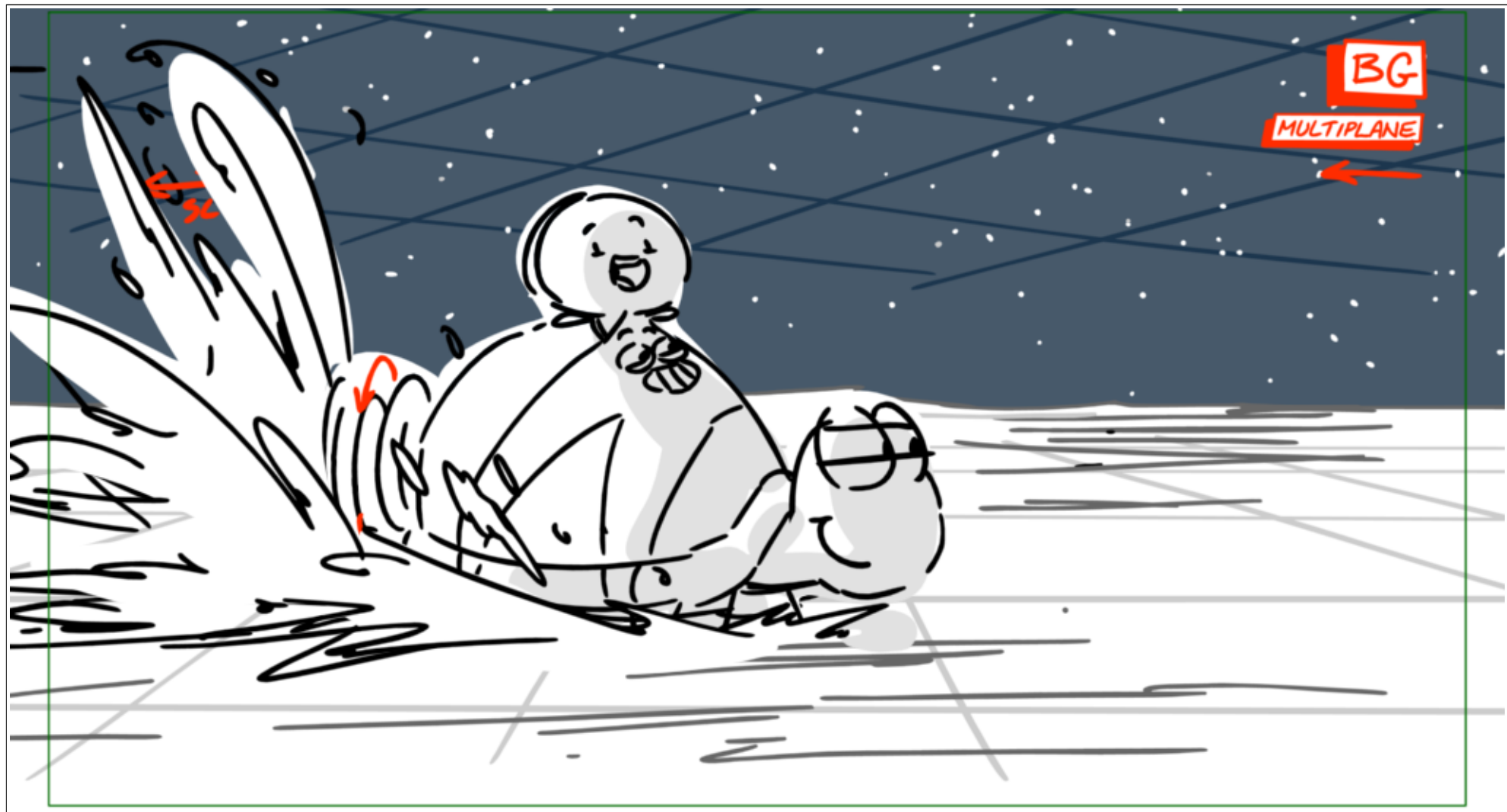
Scene	Panel
3	3



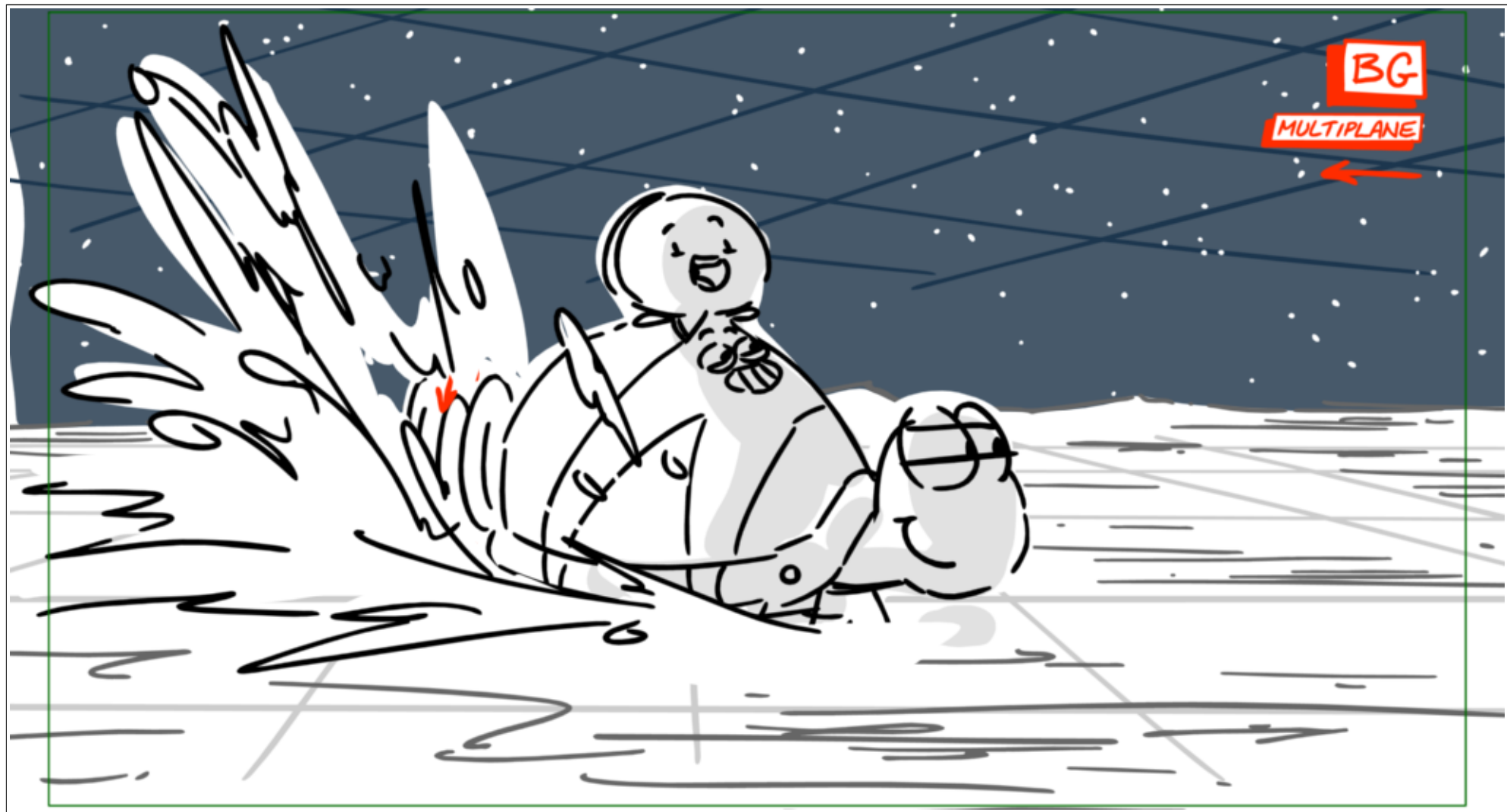
Scene	Panel
3	4



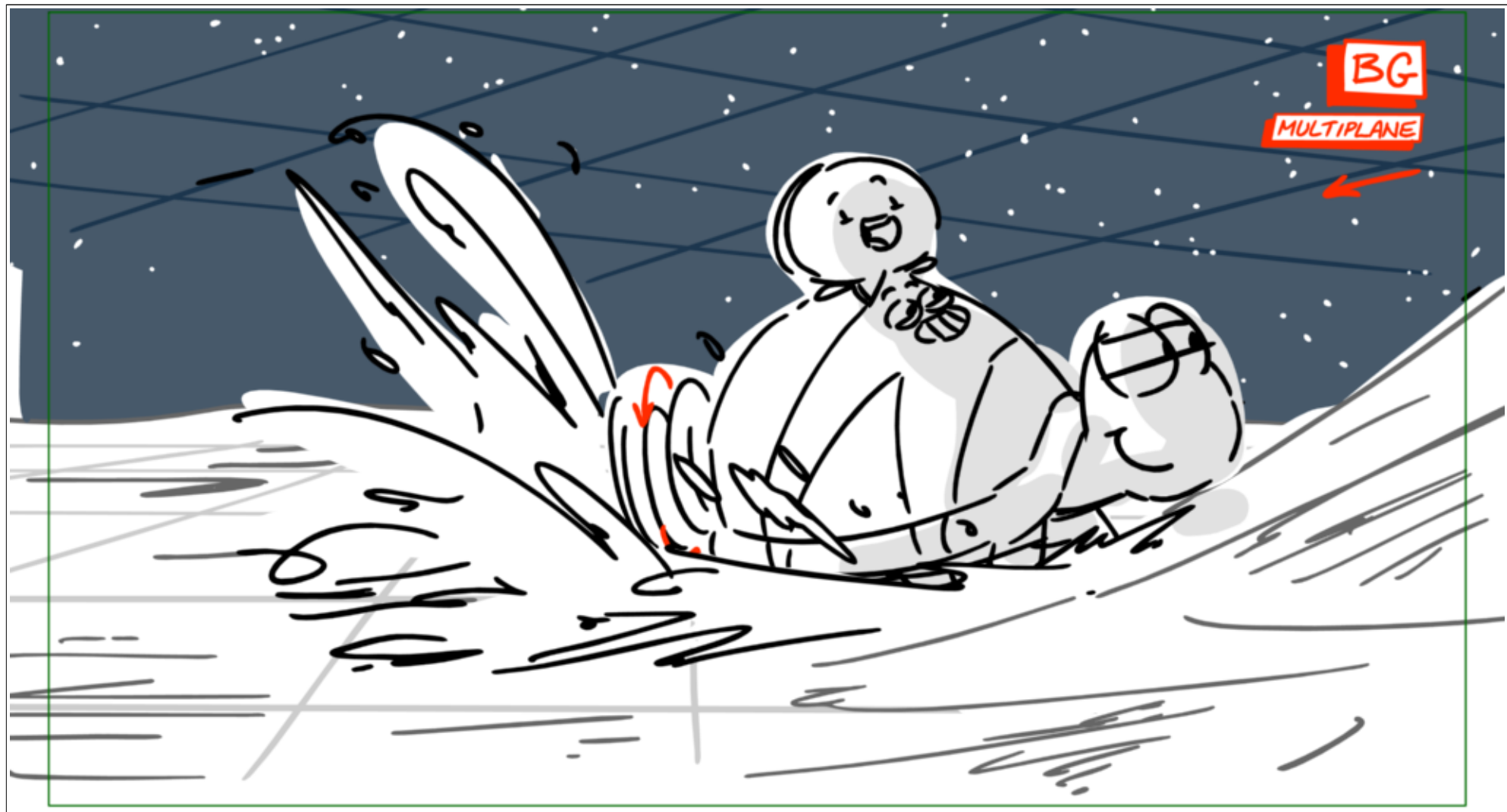
Scene	Panel
4	1



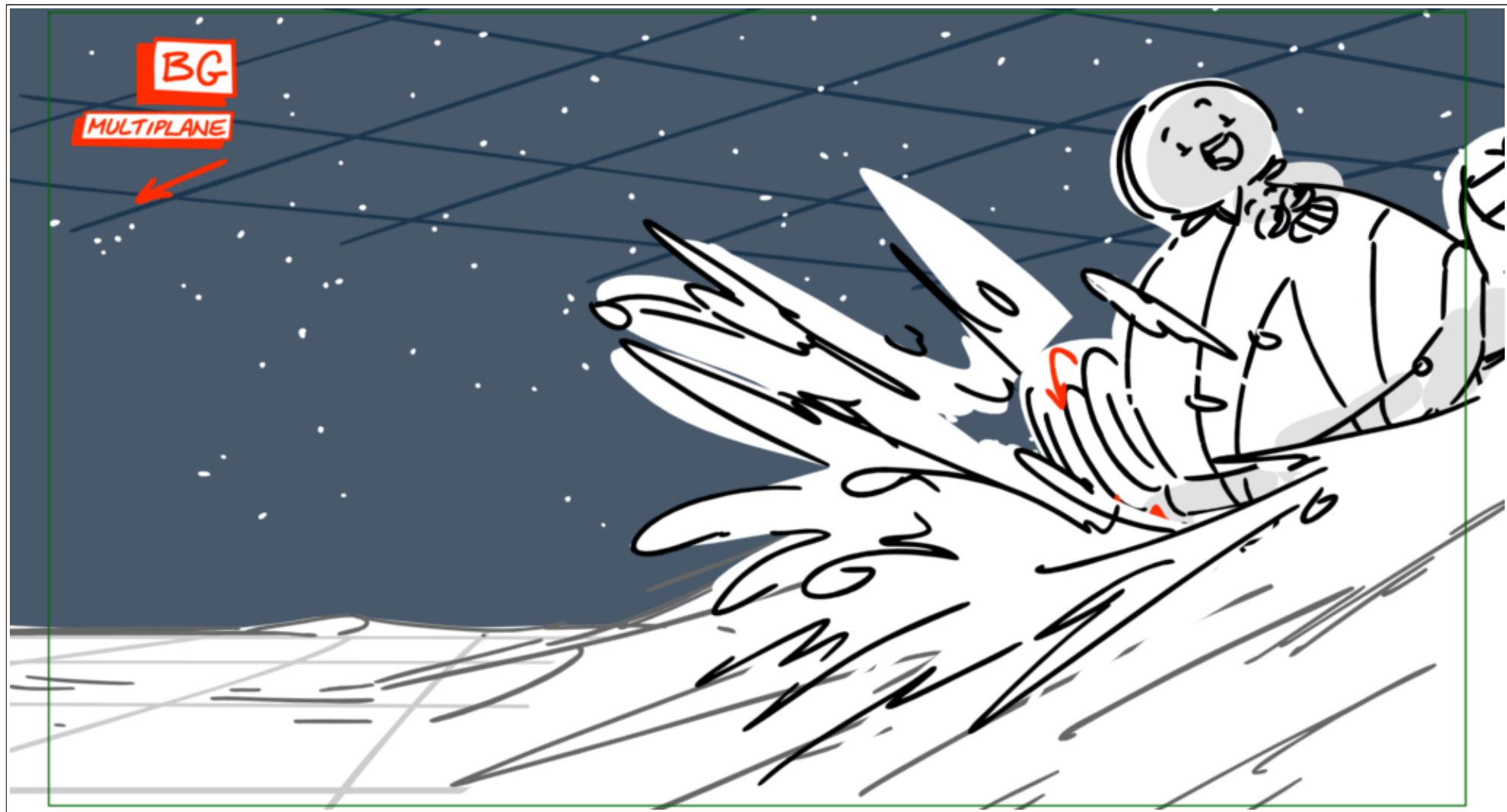
Scene	Panel
4	2



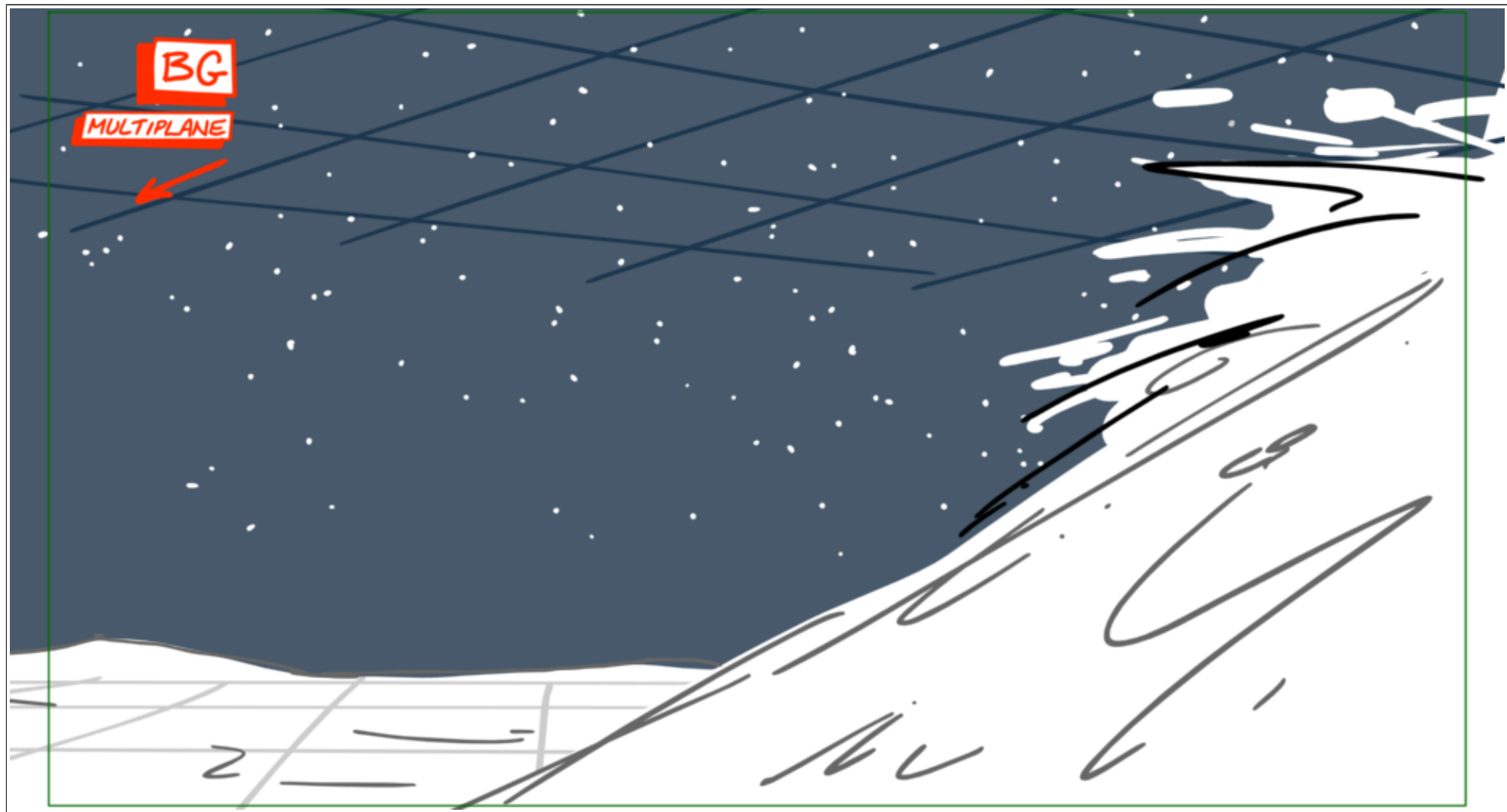
Scene	Panel
4	3



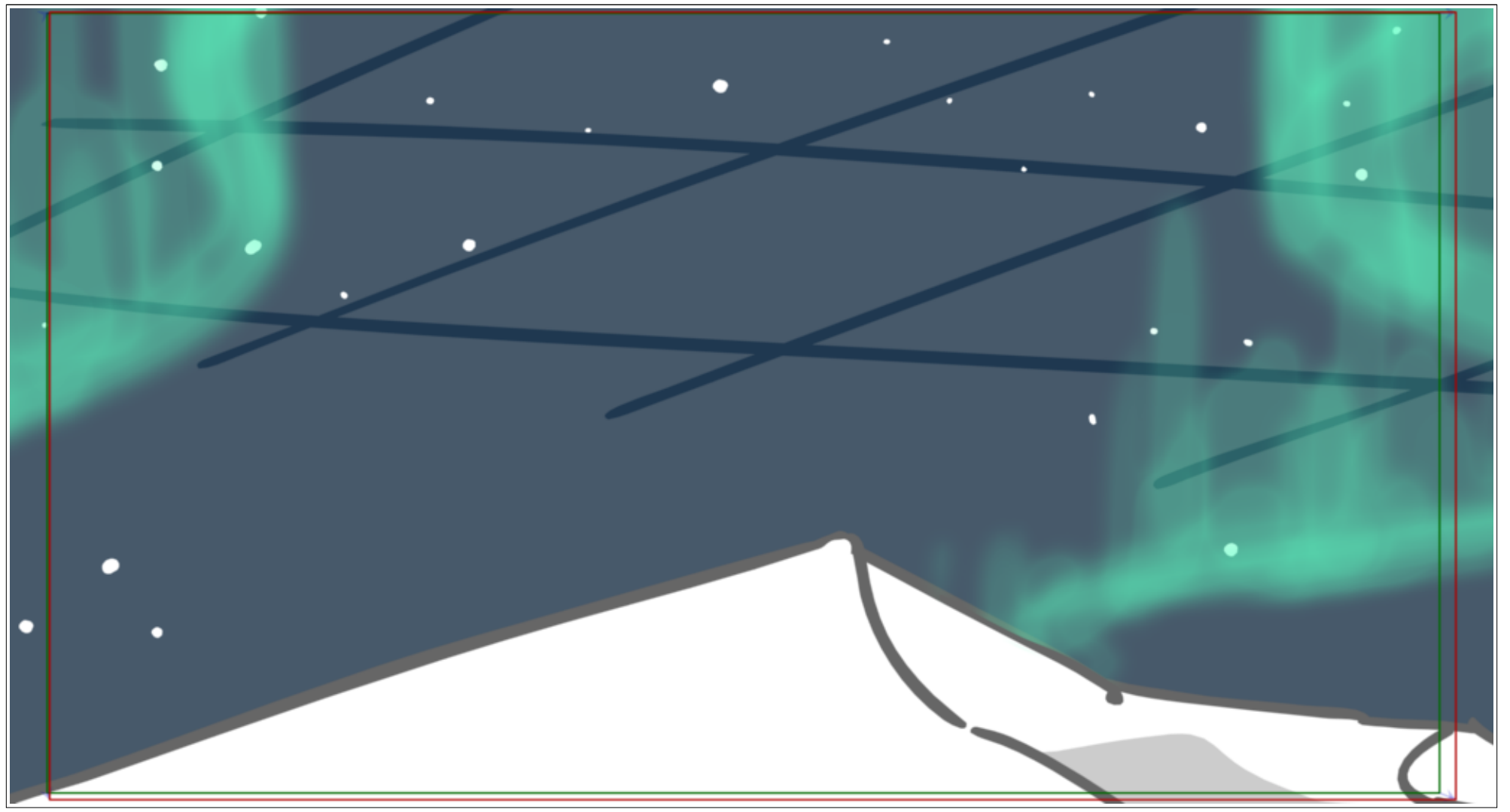
Scene	Panel
4	4



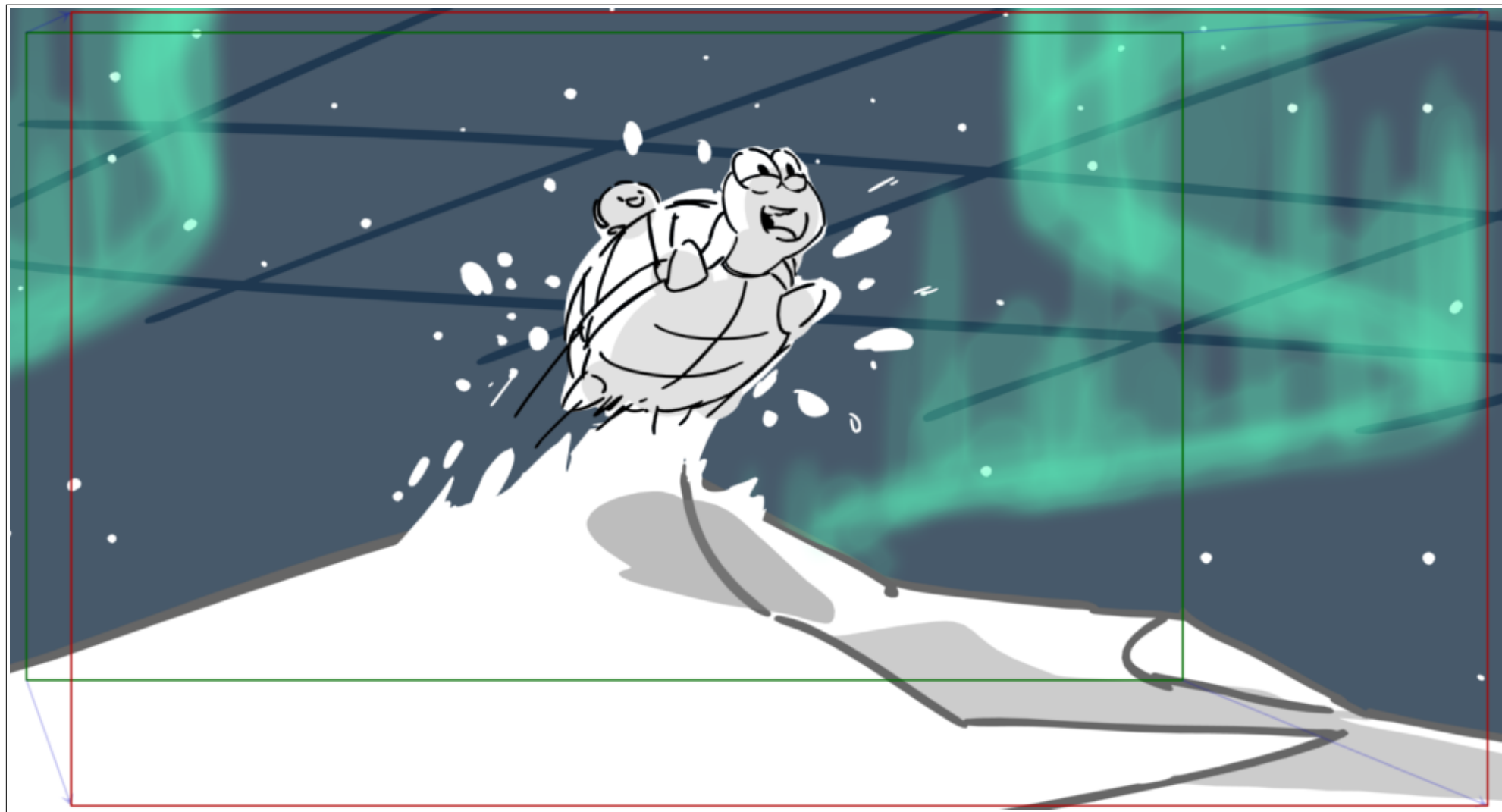
Scene 4	Panel 5
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Scene	Panel
5	1

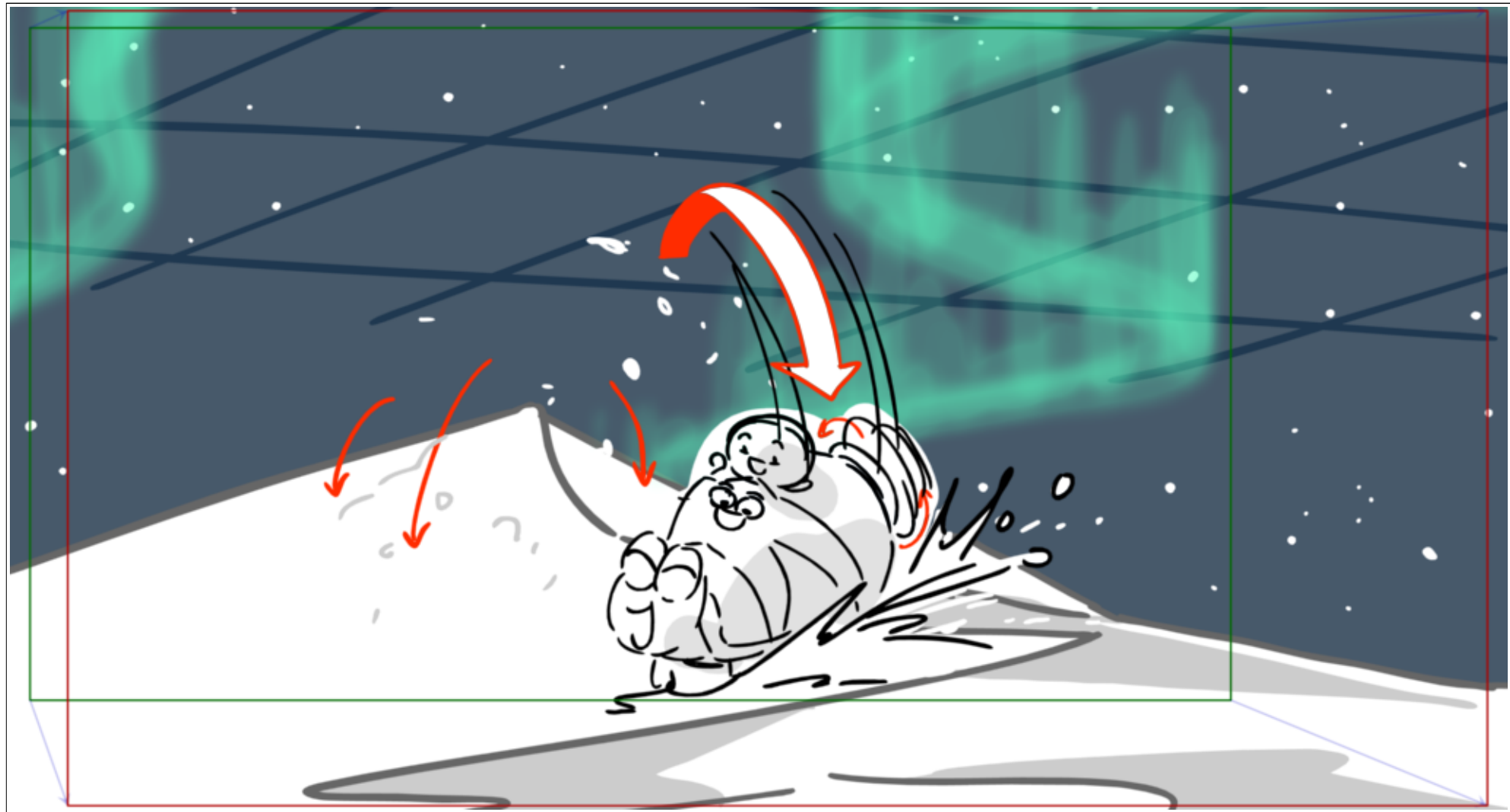


Scene	Panel
5	2



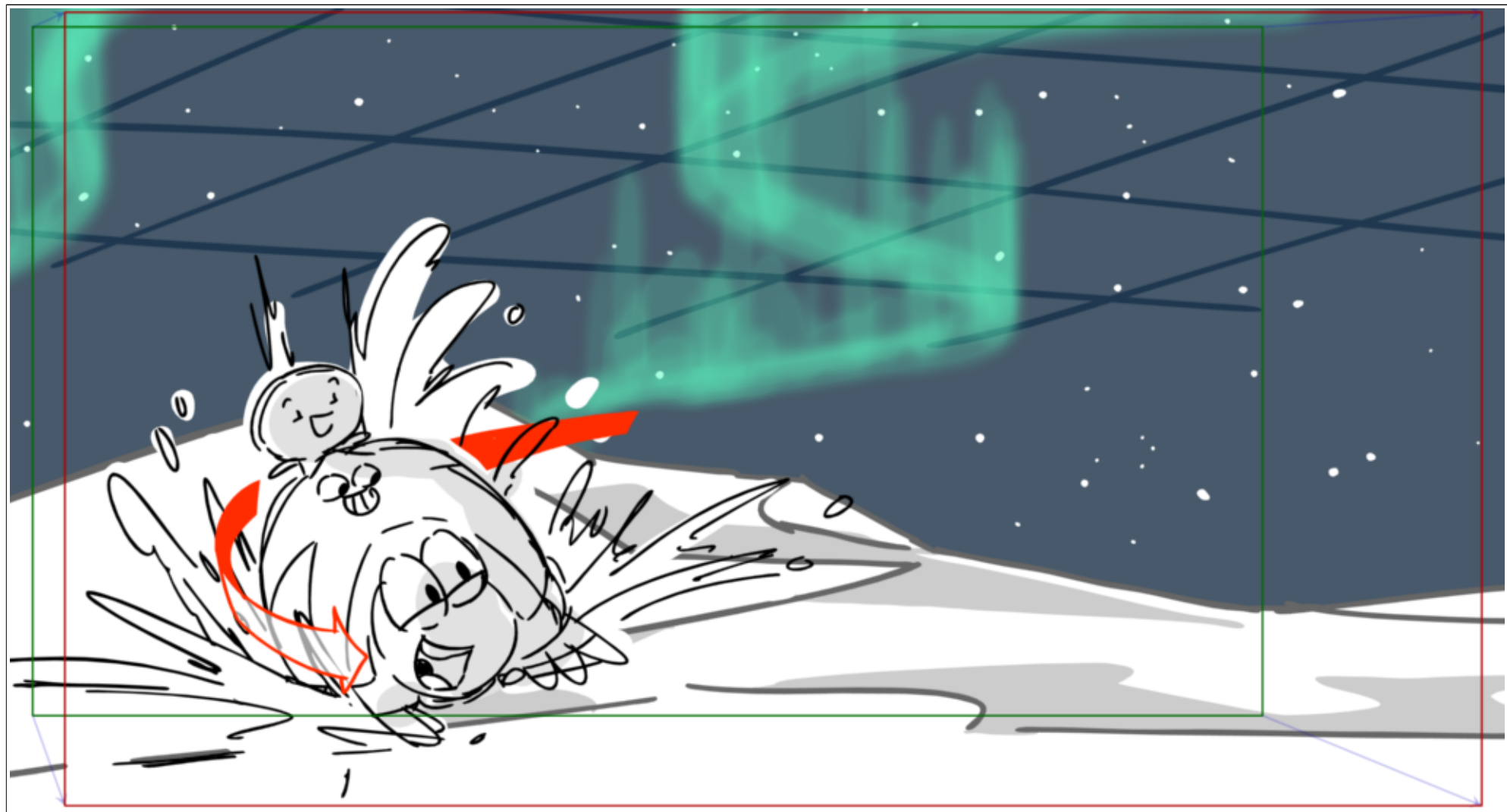
**Dialog**  
SHELLEY  
Waaa---

Scene	Panel
5	3



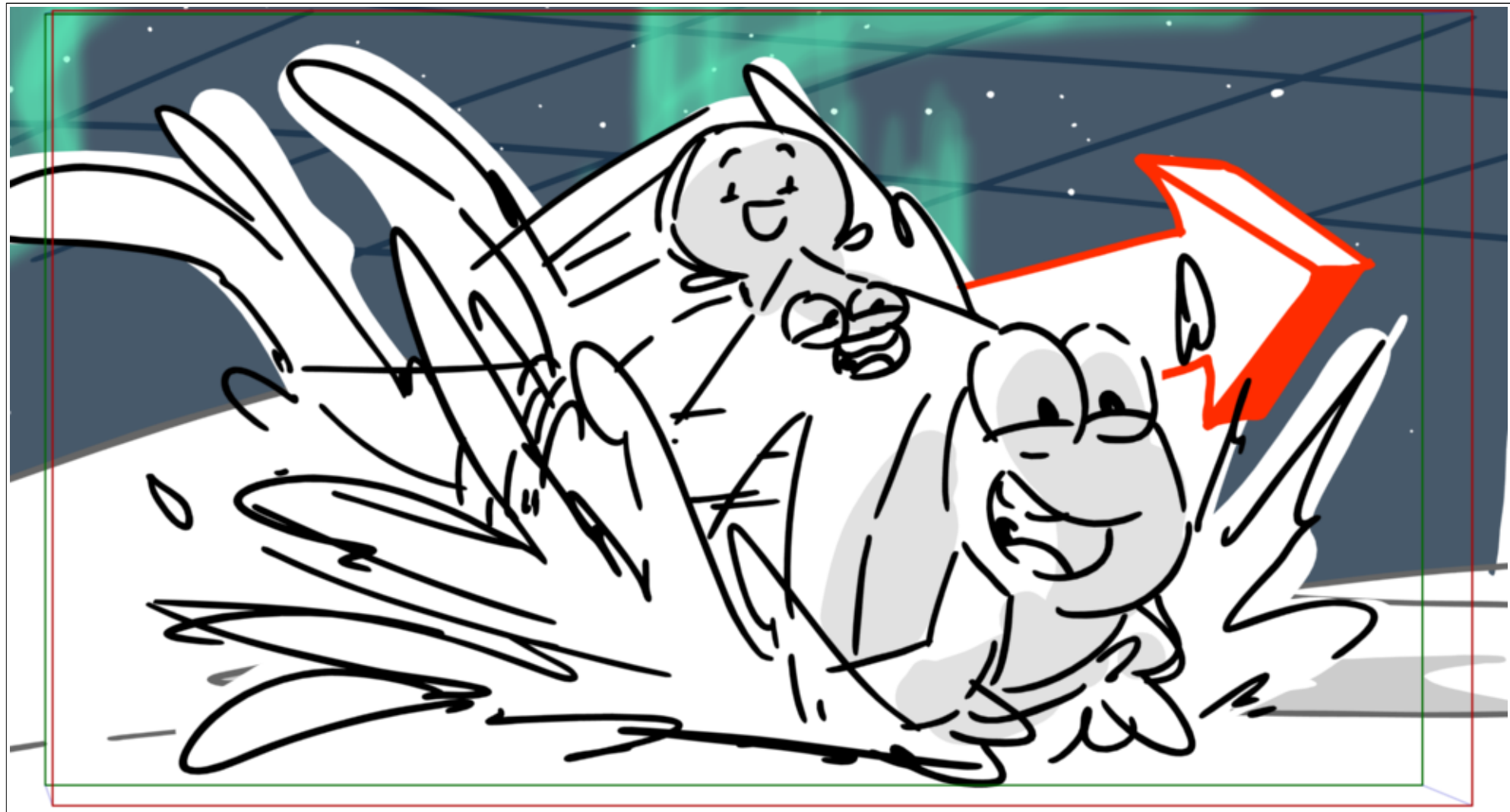
**Dialog**  
SHELLEY  
--ha-ha-ha!!

Scene	Panel
5	4



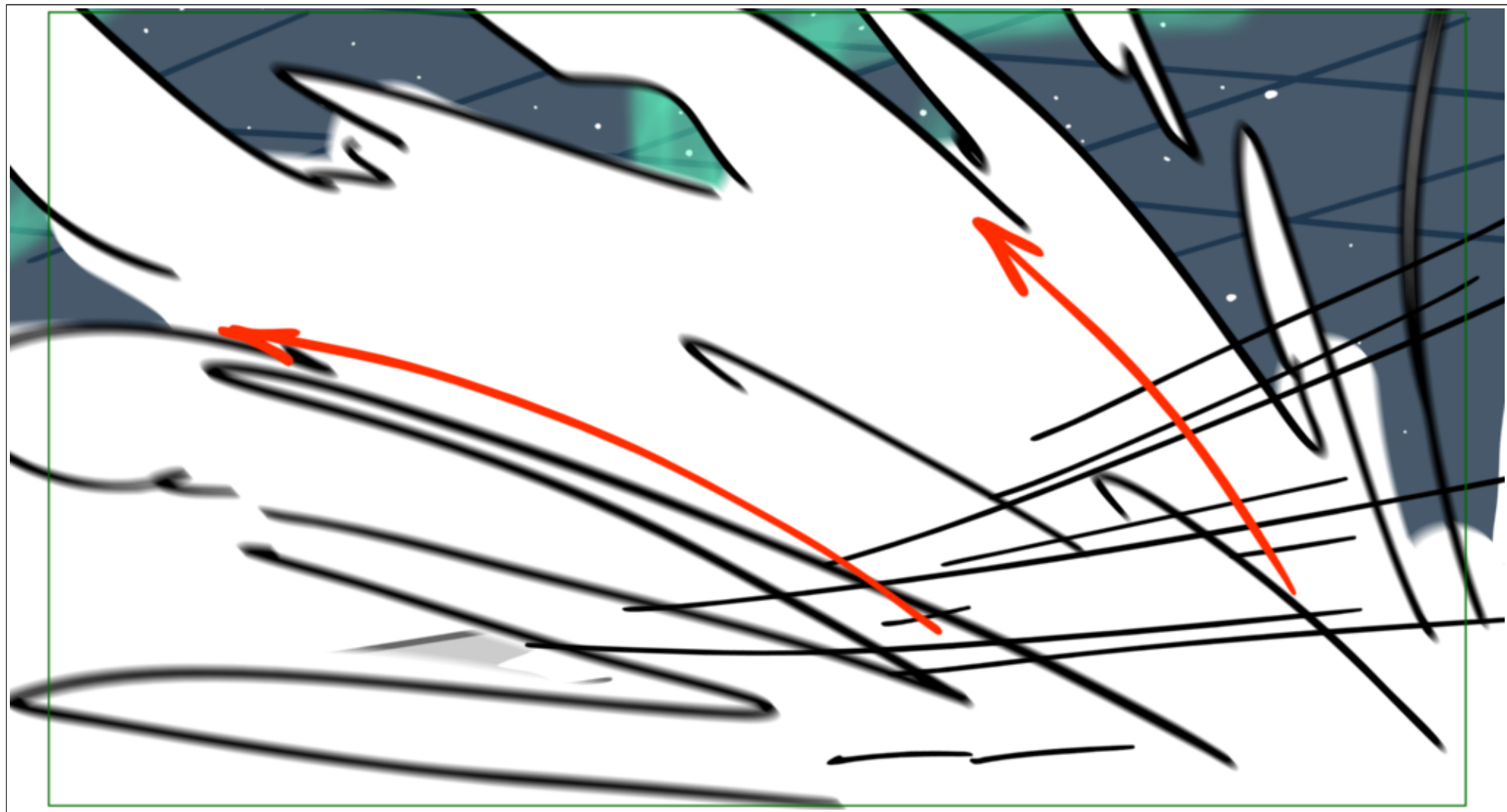
**Dialog**  
SHELLEY  
Hahaha

Scene	Panel
5	5



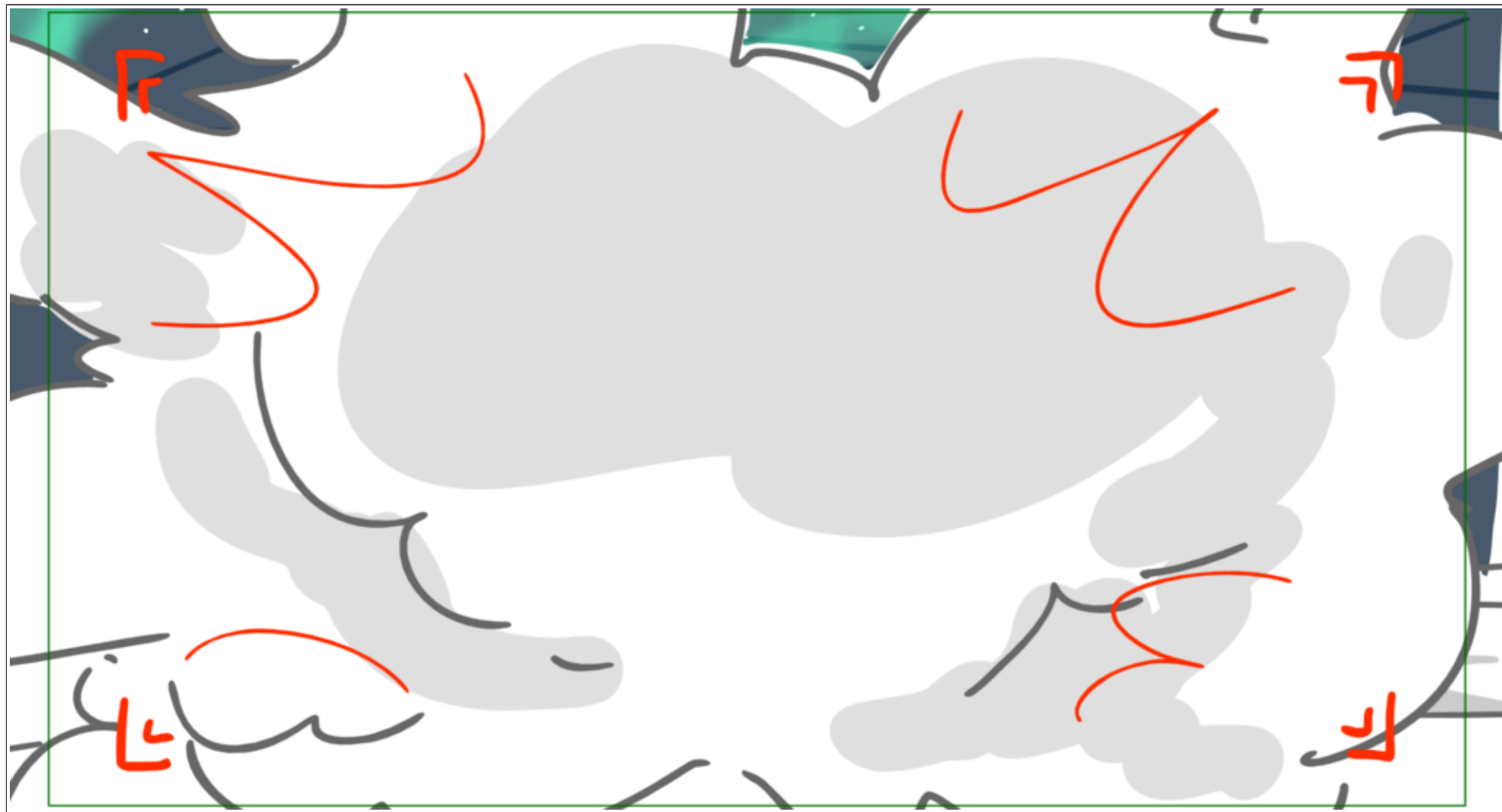
**Dialog**  
SHELLEY  
Hahaha

Scene	Panel
5	6

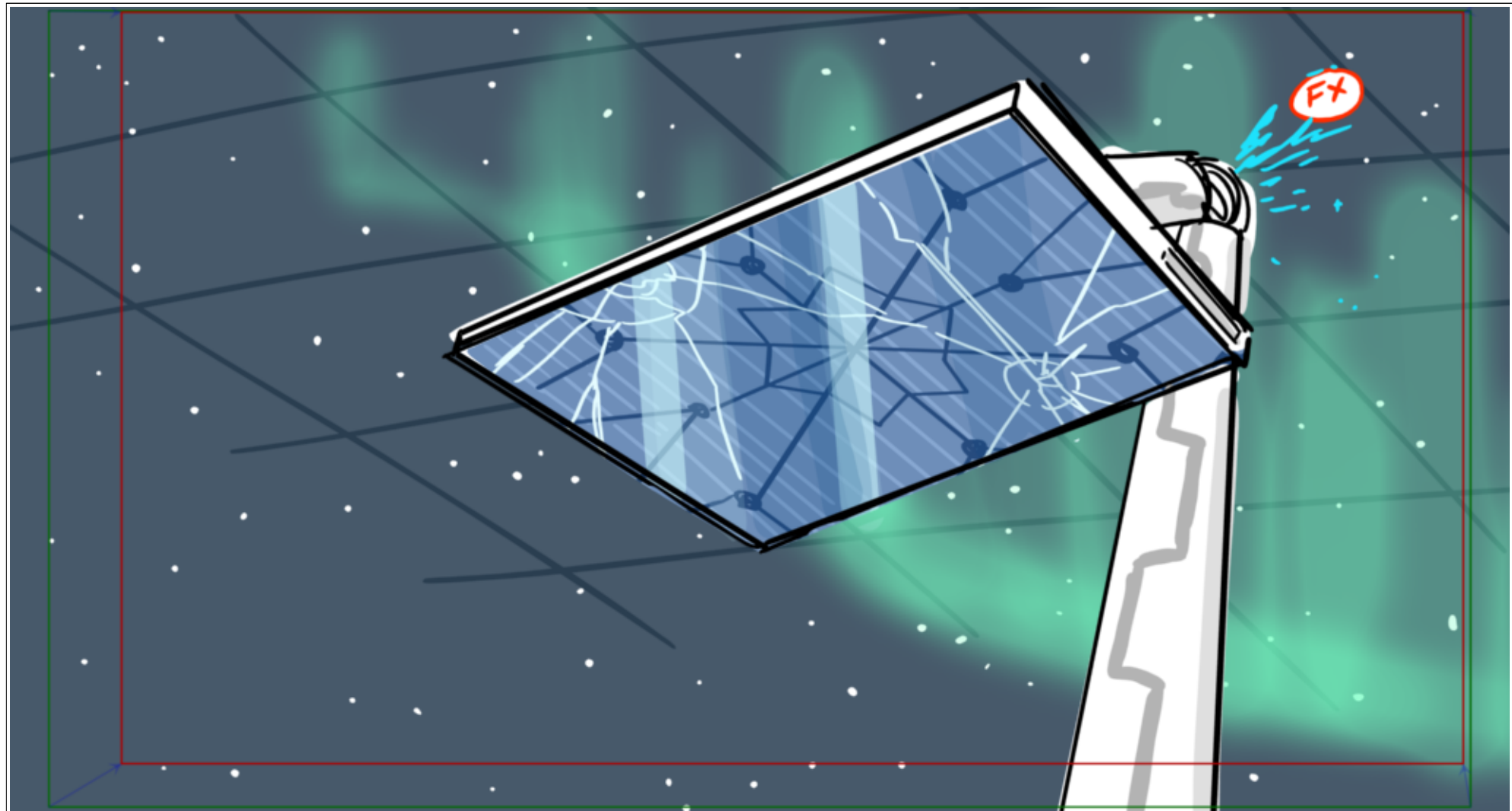


**Dialog**  
SHELLEY [Fade Out]  
Hahaha

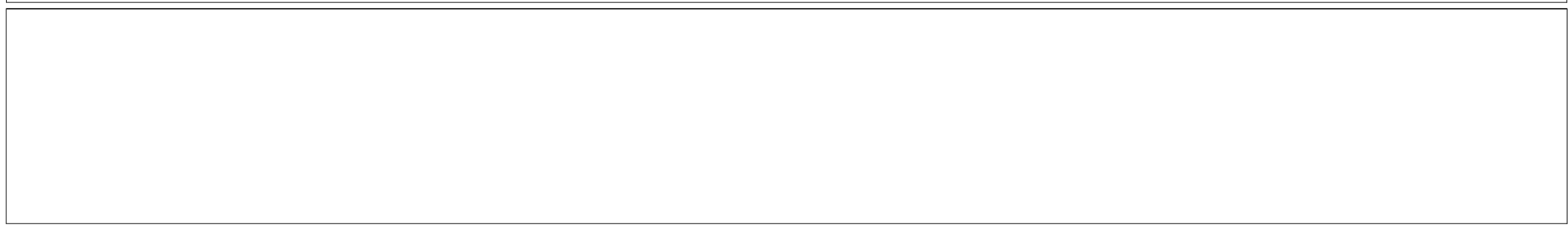
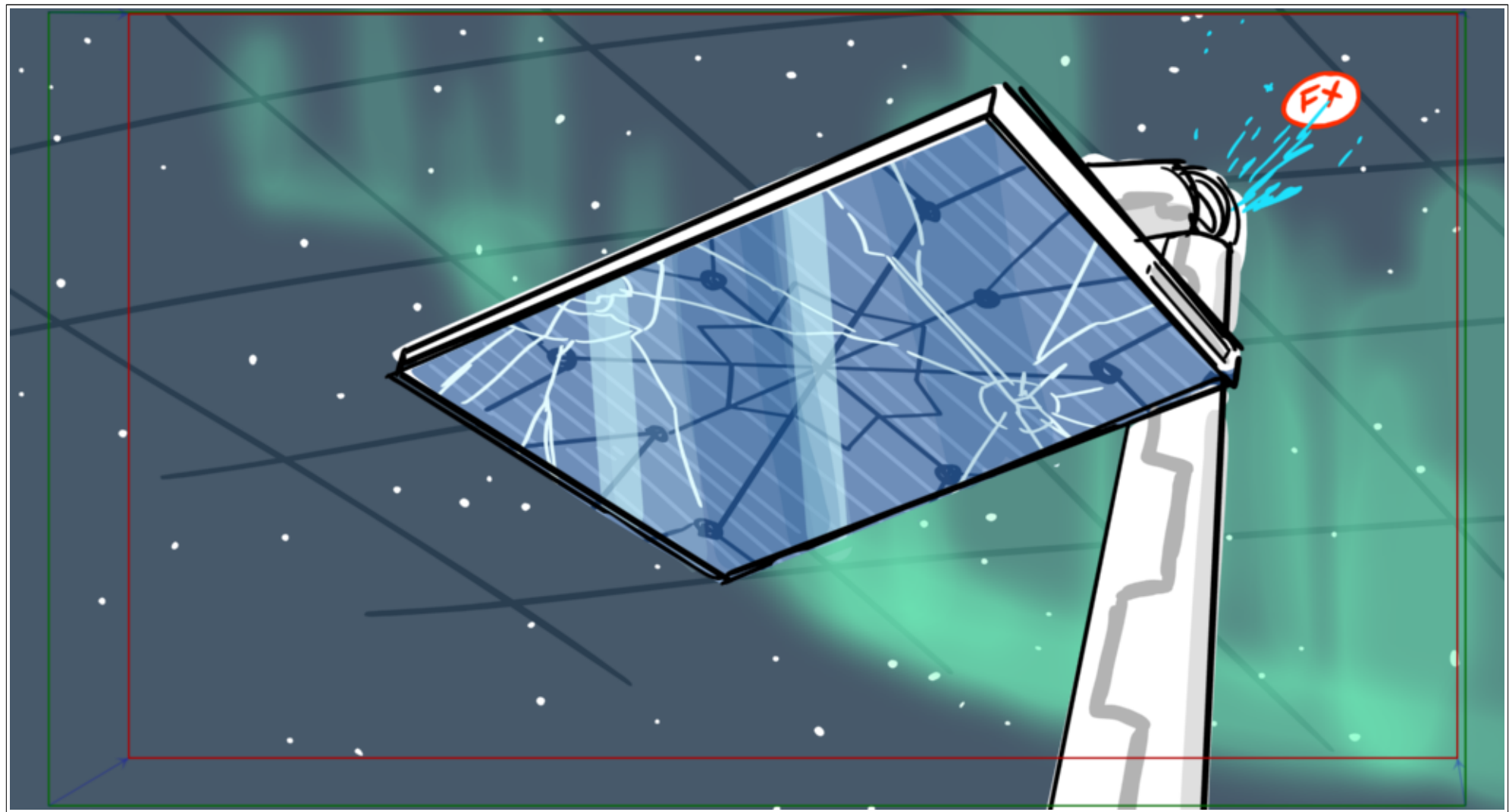
Scene	Panel
5	7



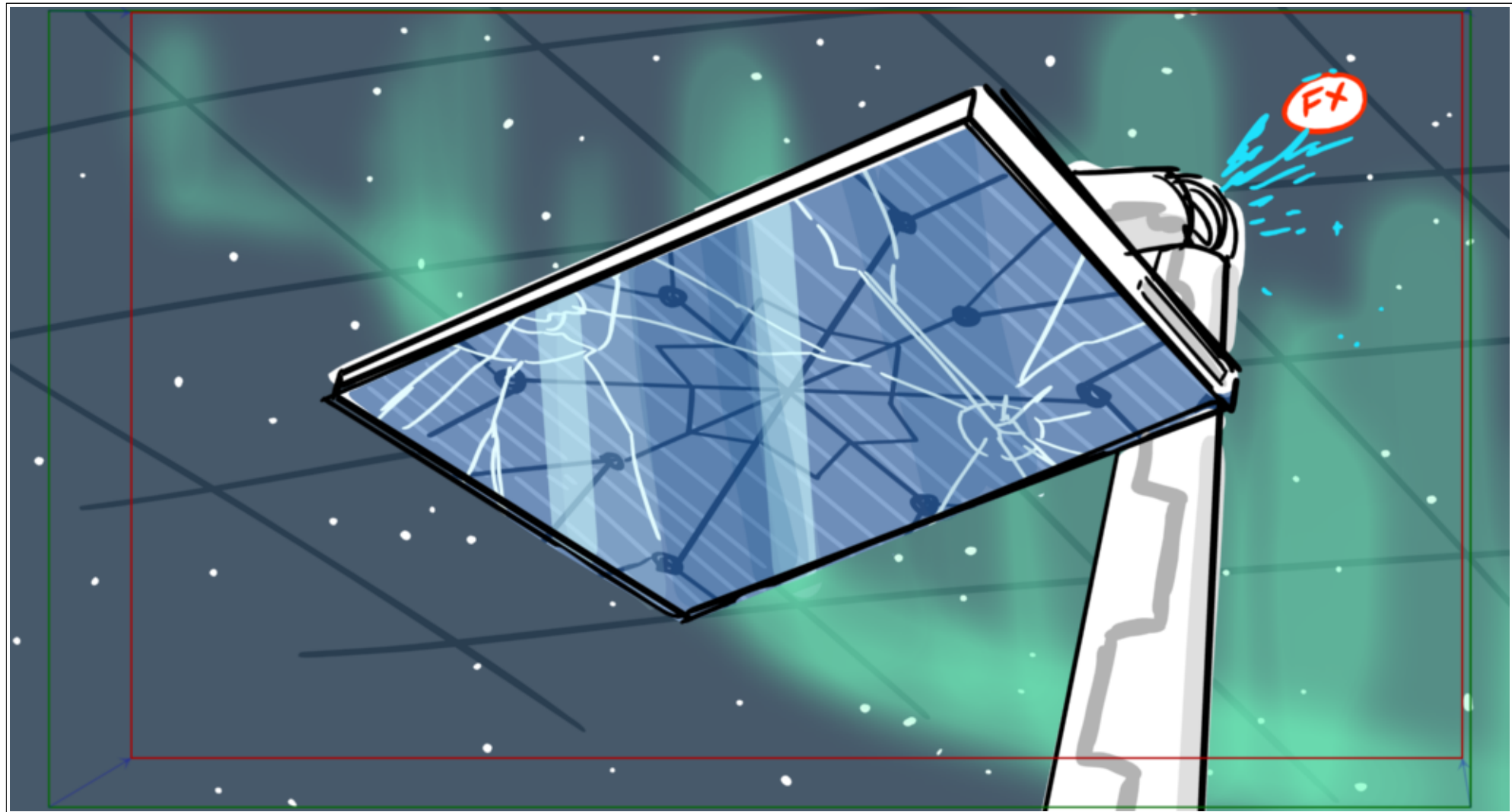
Scene	Panel
6	1



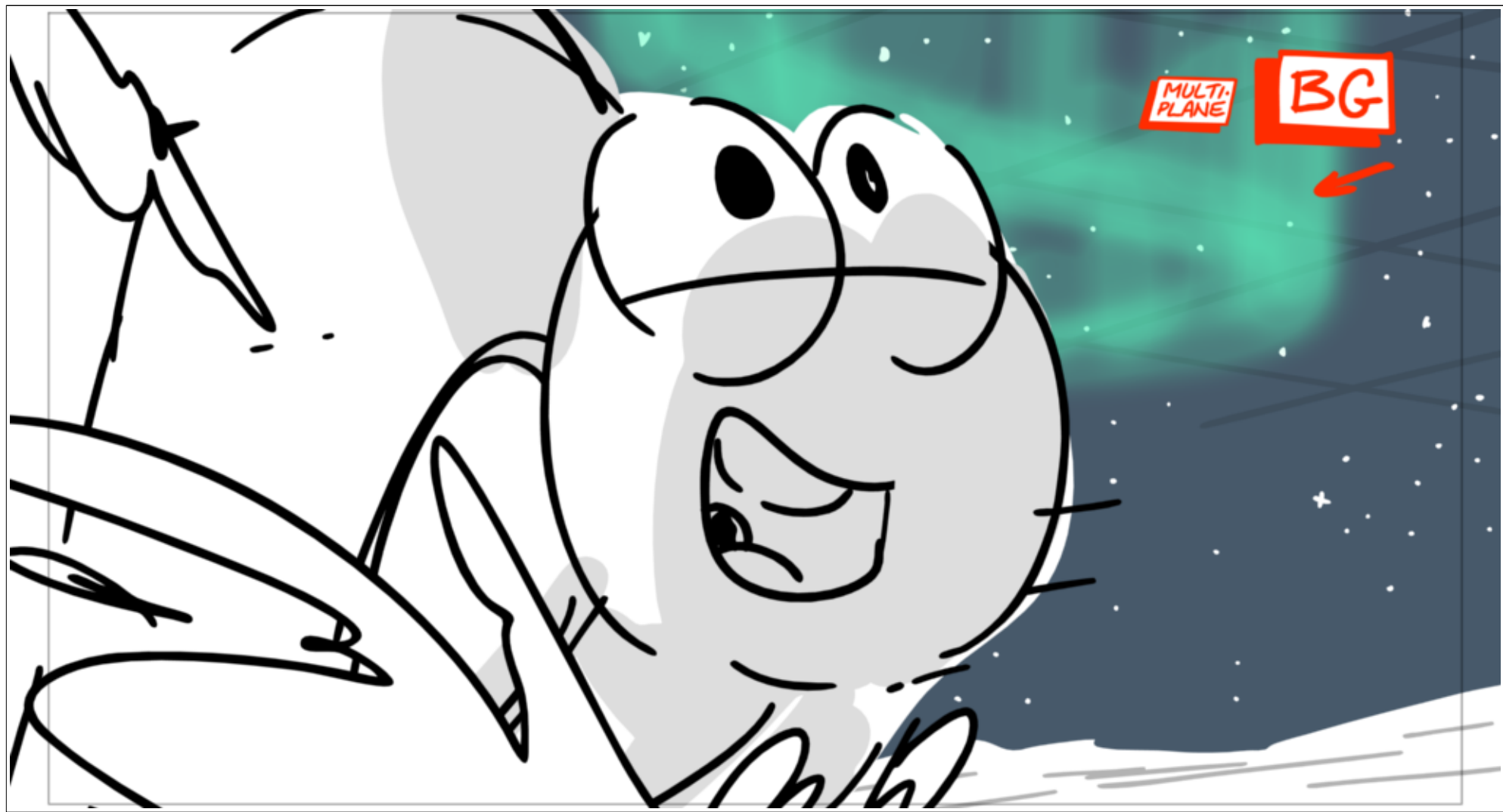
Scene	Panel
6	2



Scene	Panel
6	3



Scene	Panel
7	1

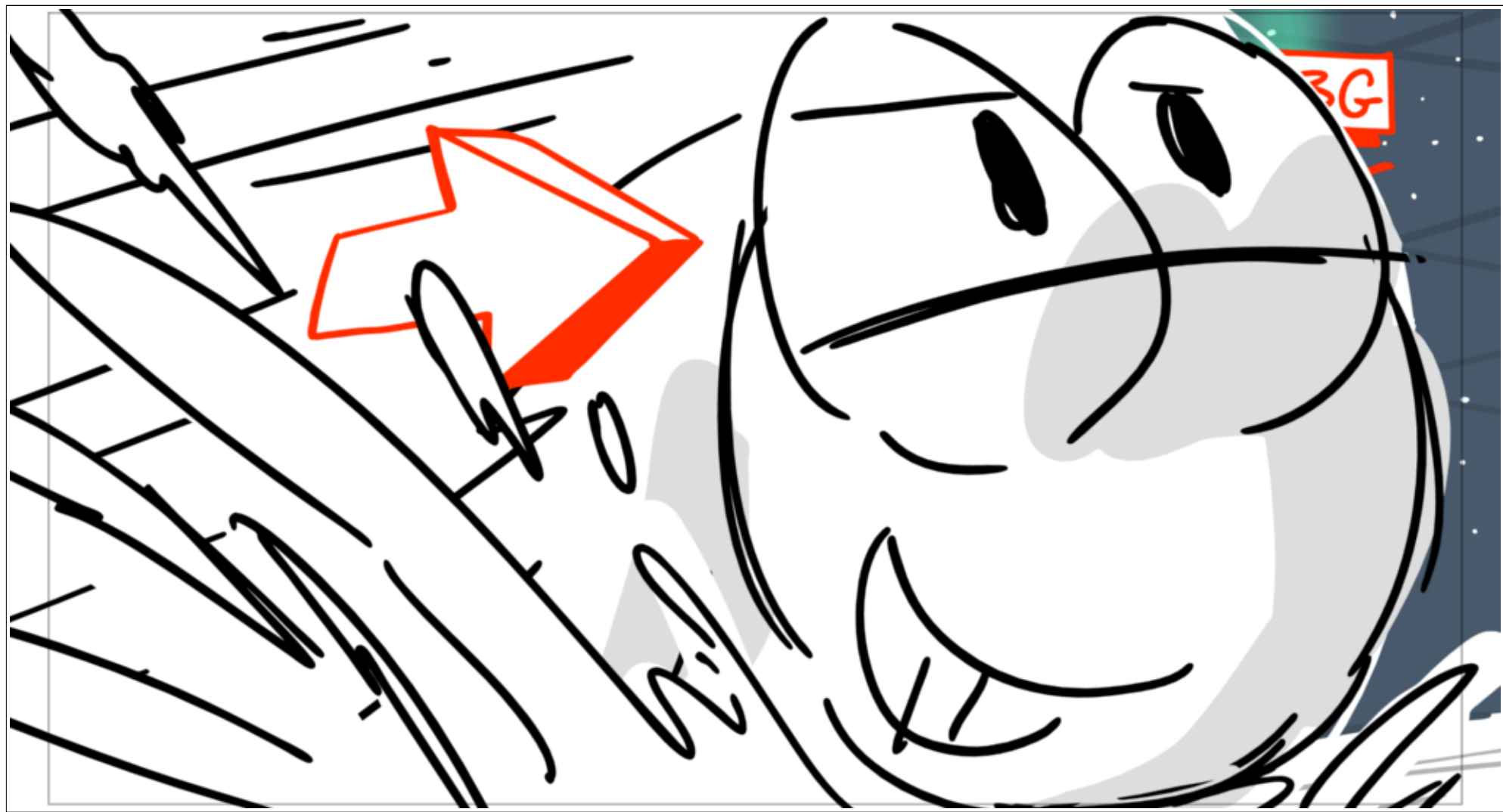


Scene	Panel
7	2

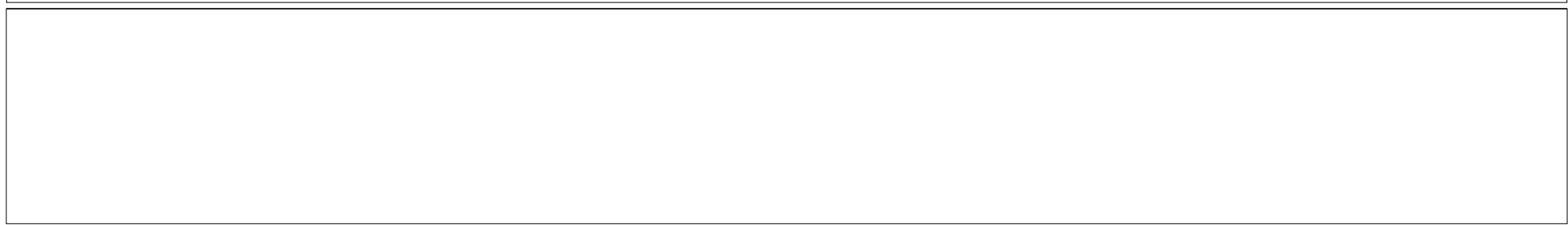
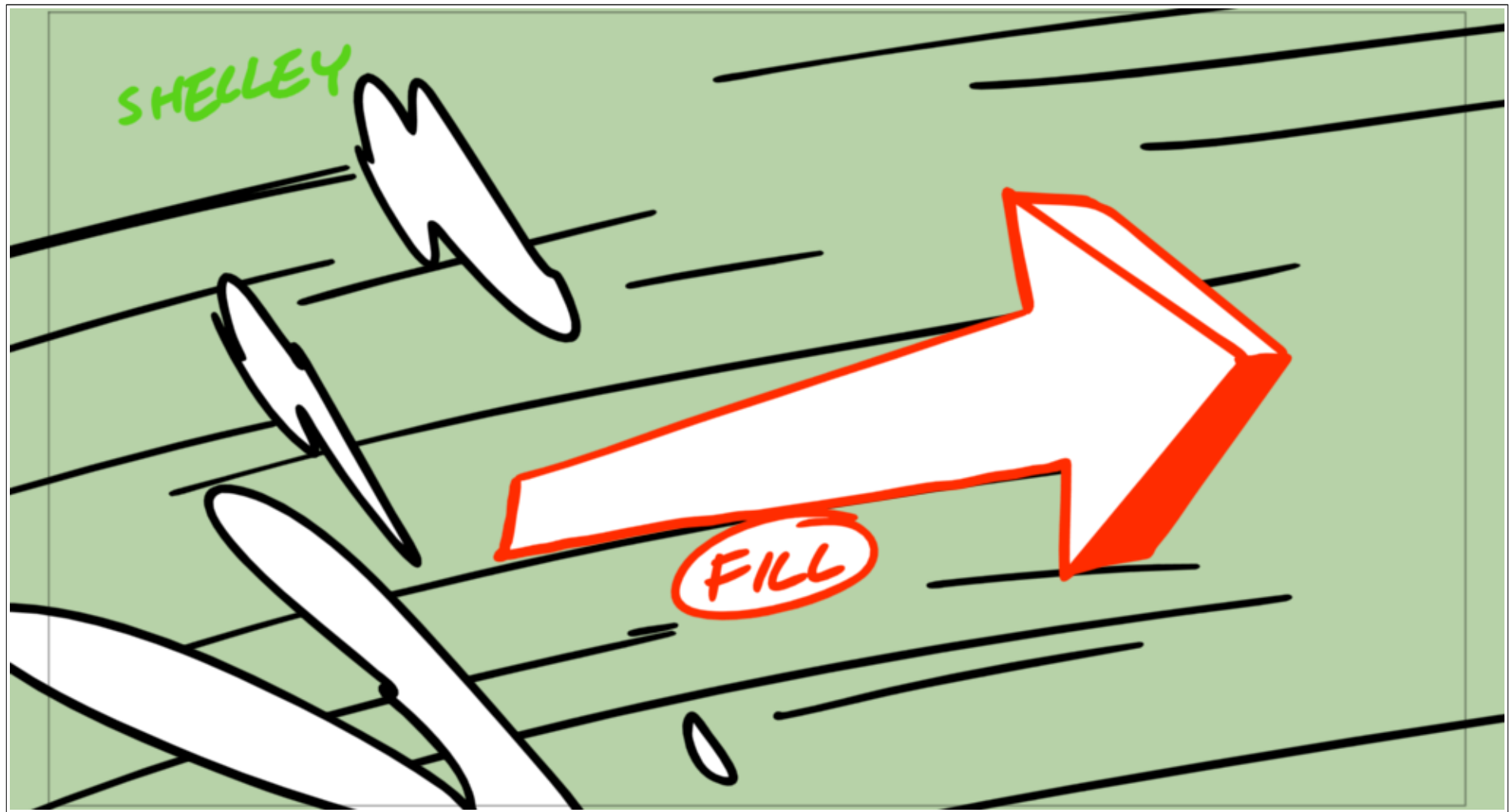


**Dialog**  
SHELLEY [Determined]  
Hm.

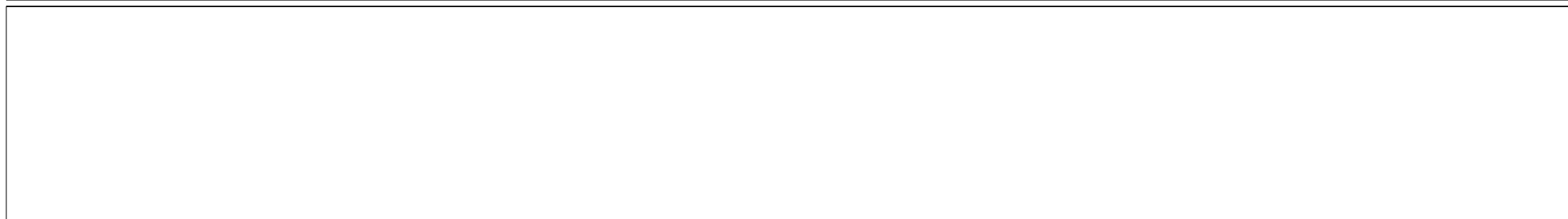
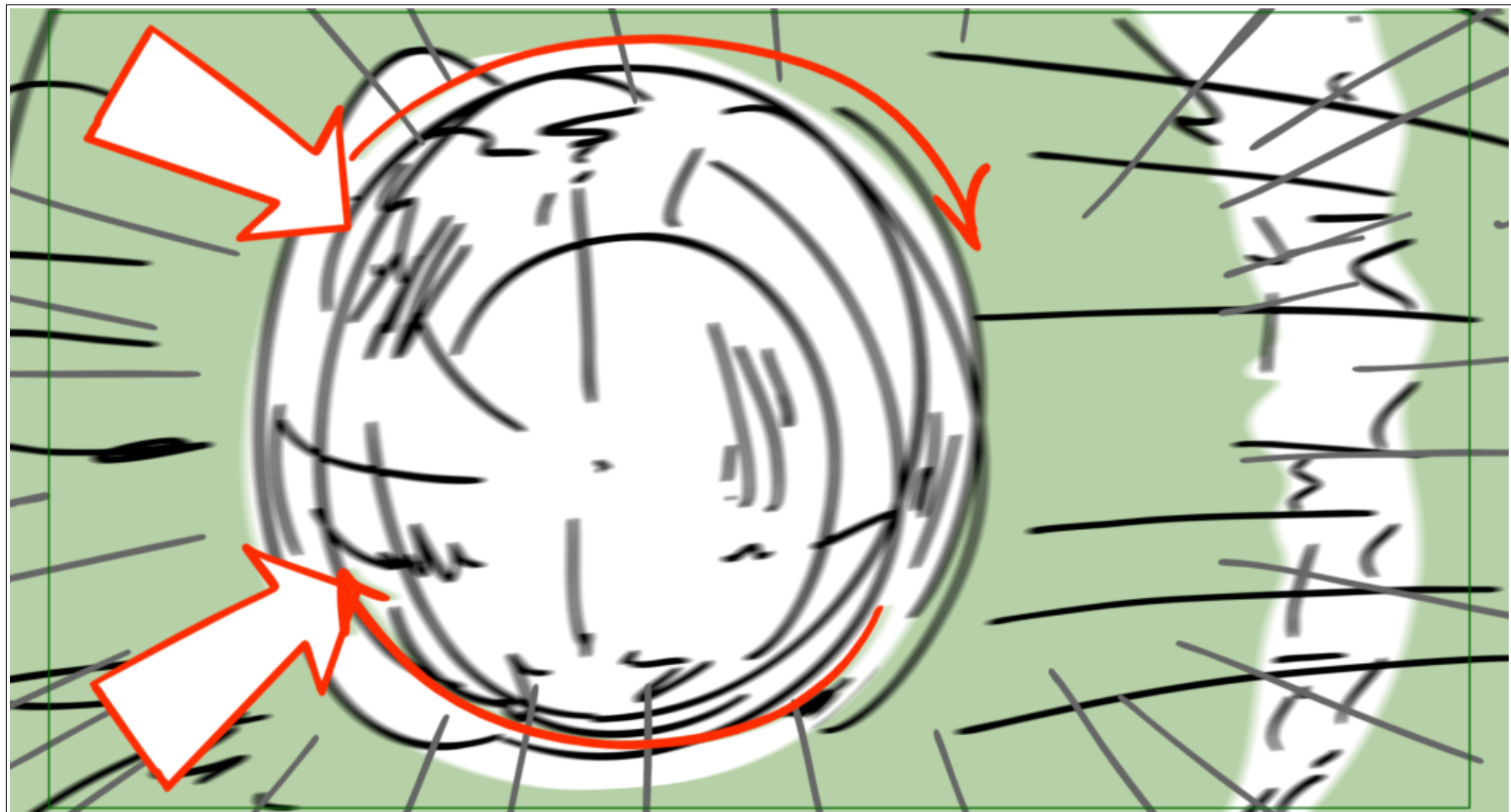
Scene	Panel
7	3



Scene	Panel
7	4



Scene	Panel
8	1

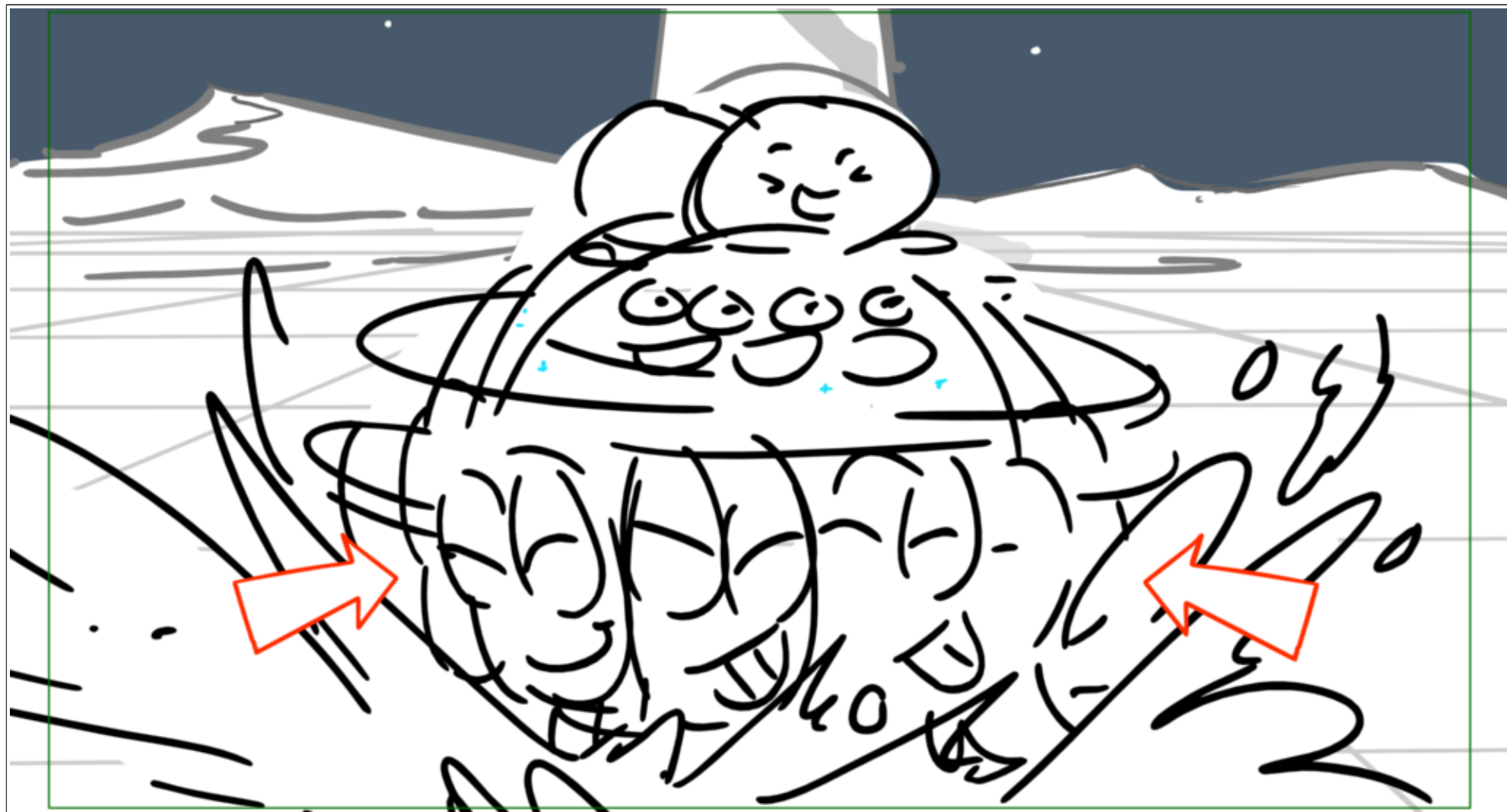


Scene	Panel
8	2



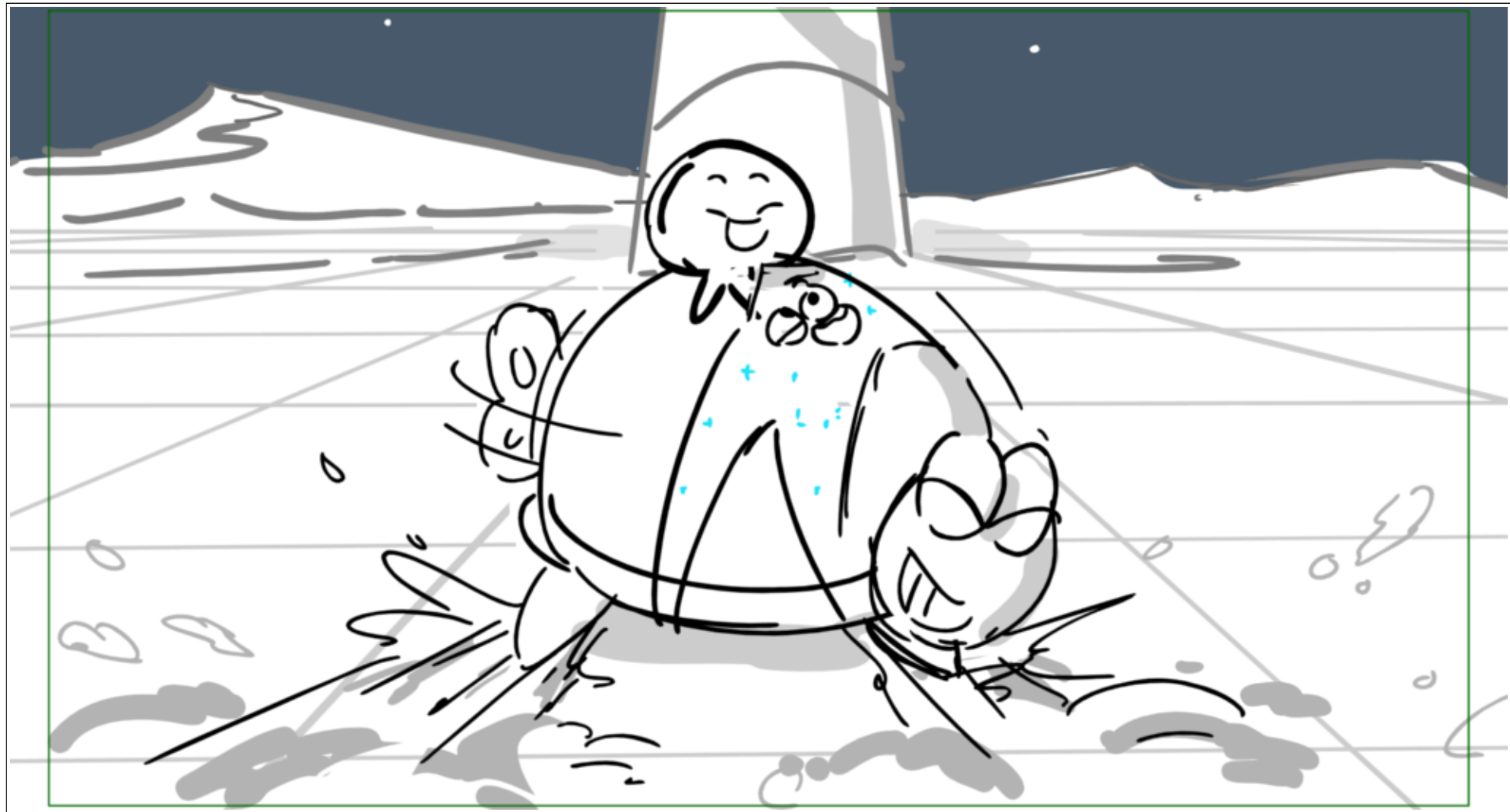
**Dialog**  
OLIVER/SHELLEY/SPARKLE  
WOA-A-A-A-H!

Scene	Panel
8	3



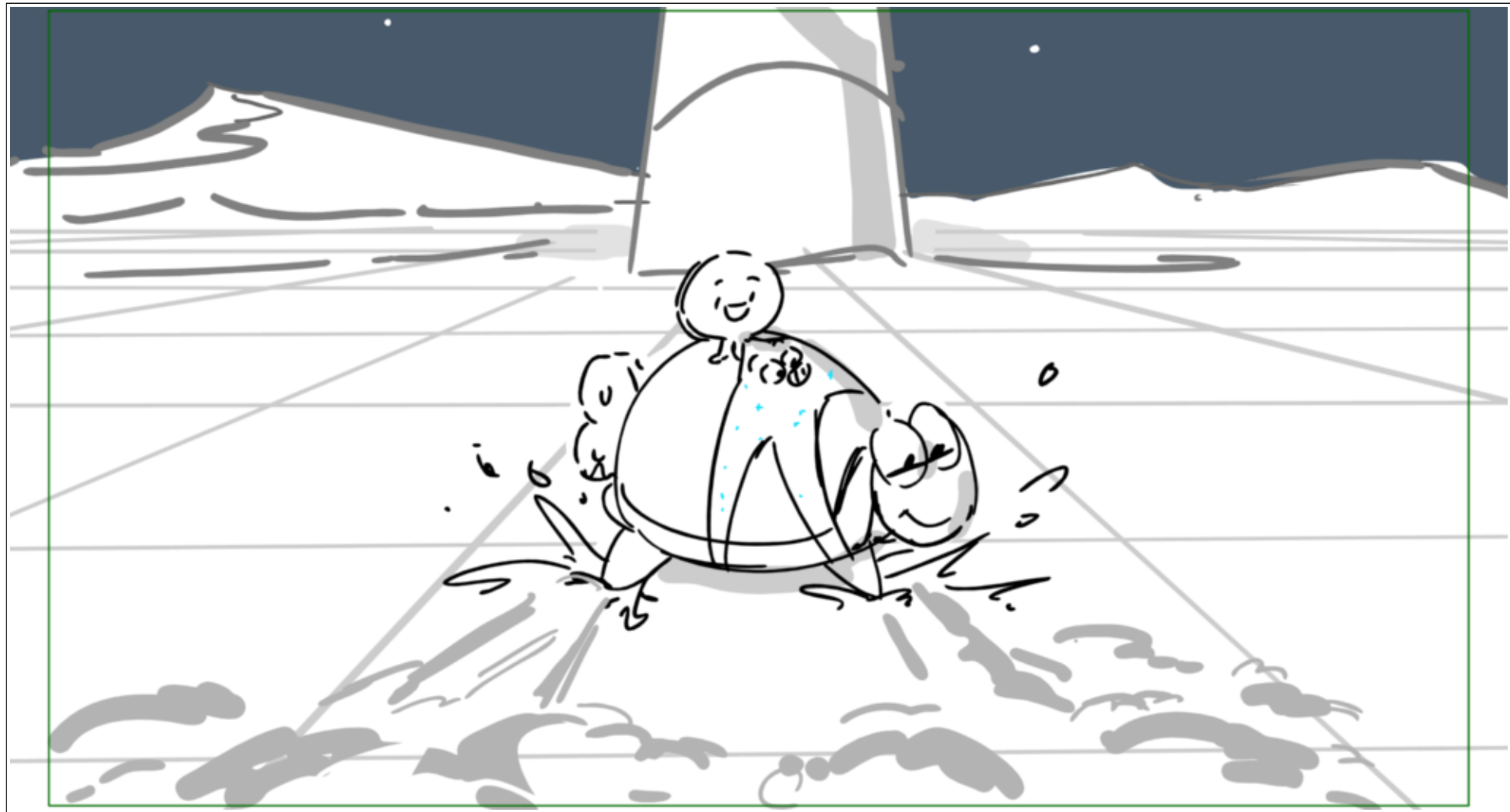
**Dialog**  
OLIVER/SHELLEY/SPARKLE  
WOA-A-A-A-H!

Scene	Panel
8	4

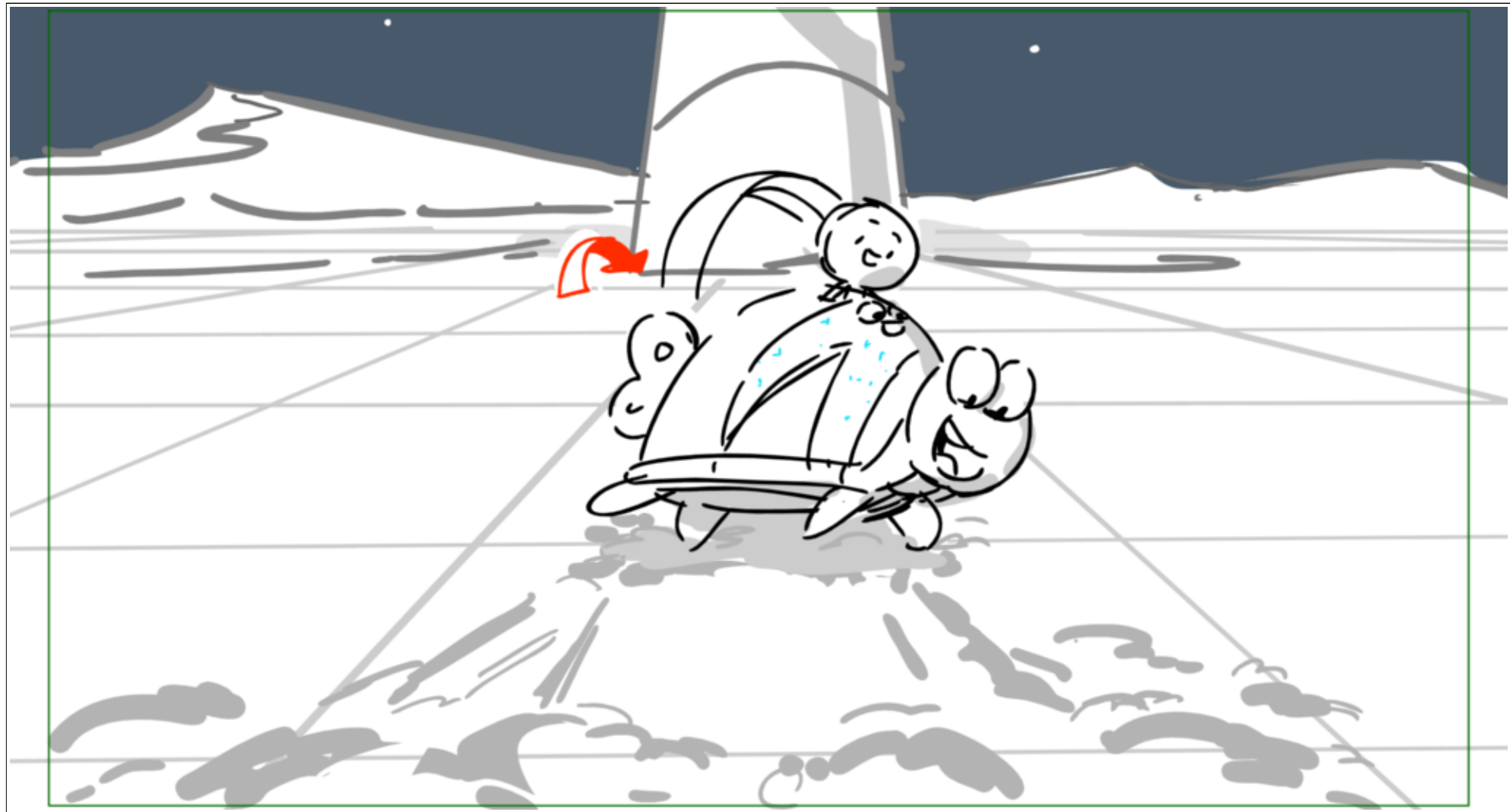


**Dialog**  
OLIVER/SPARKLE  
--ooaahh

Scene	Panel
8	5

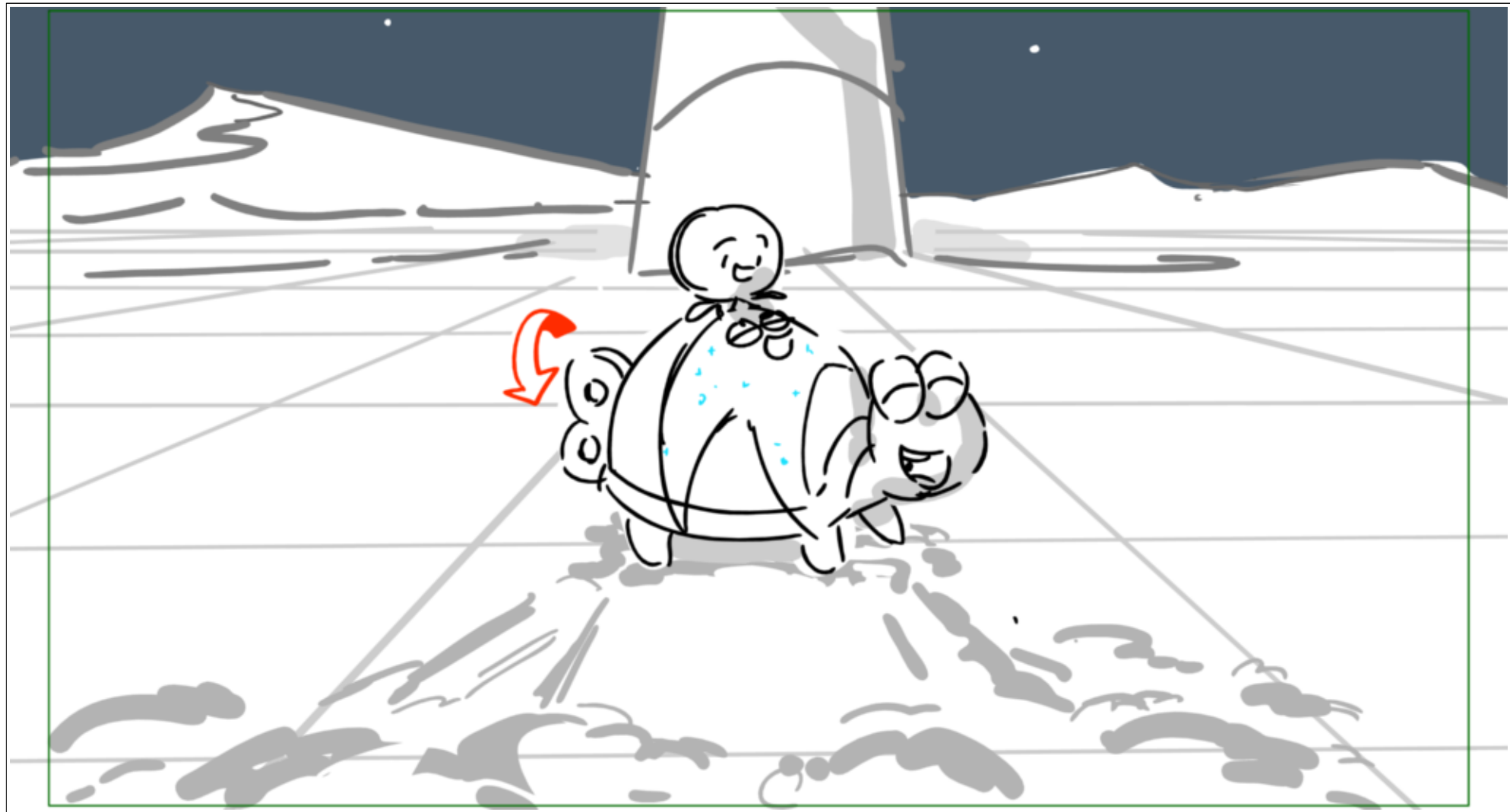


Scene	Panel
8	6



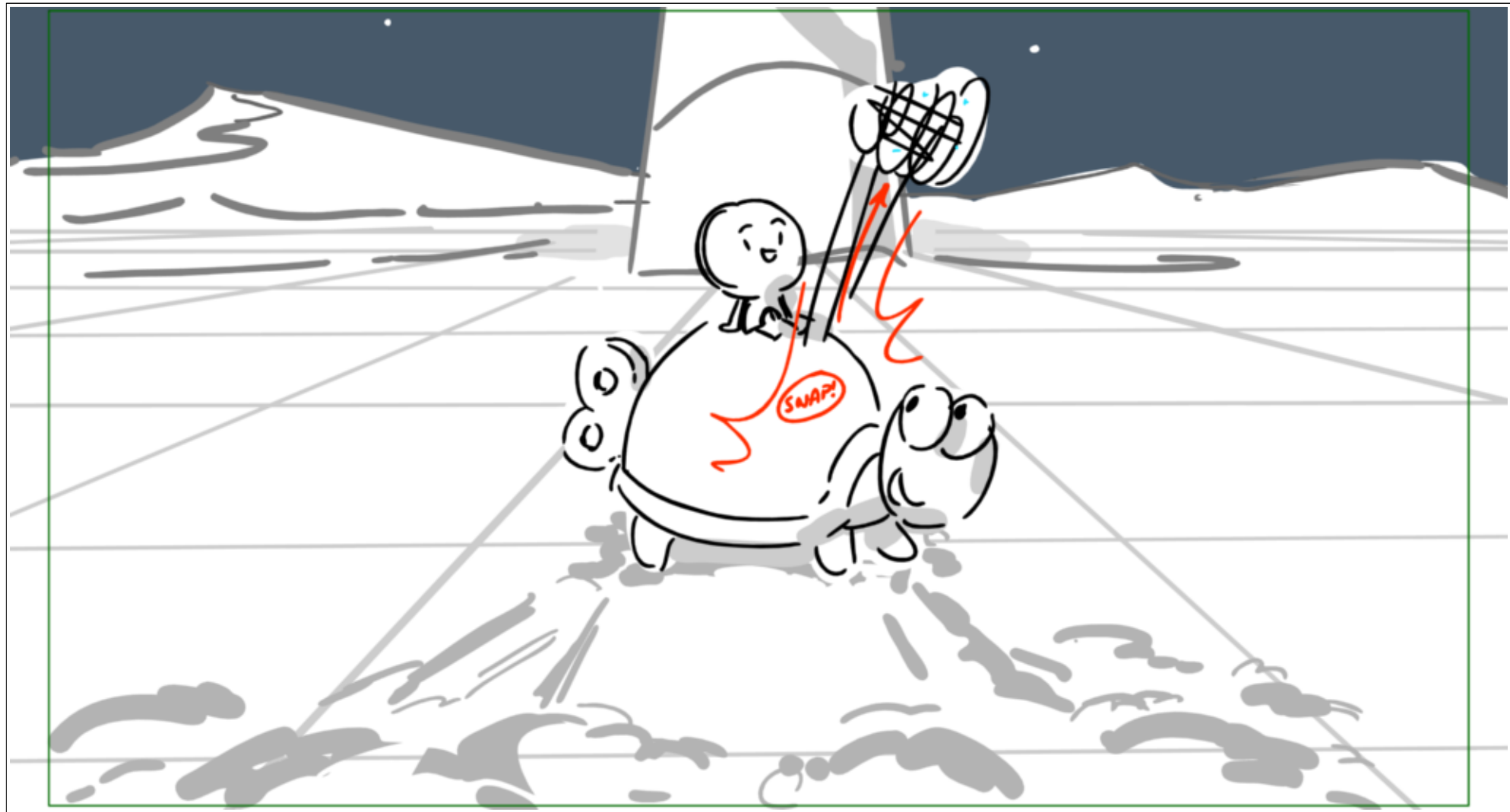
**Dialog**  
SHELLEY  
Ha-

Scene	Panel
8	7



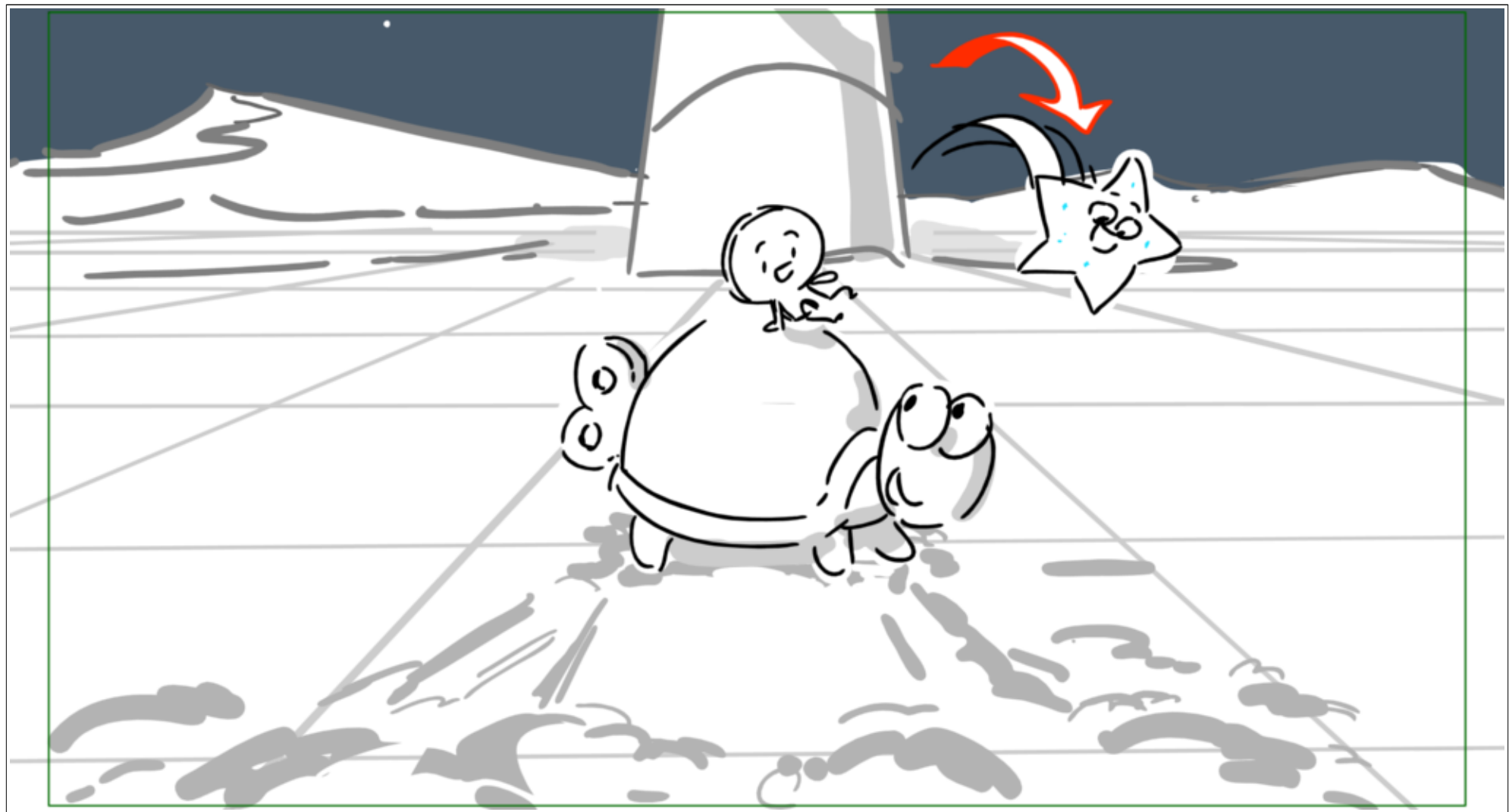
**Dialog**  
SHELLEY  
-haa!

Scene	Panel
8	8

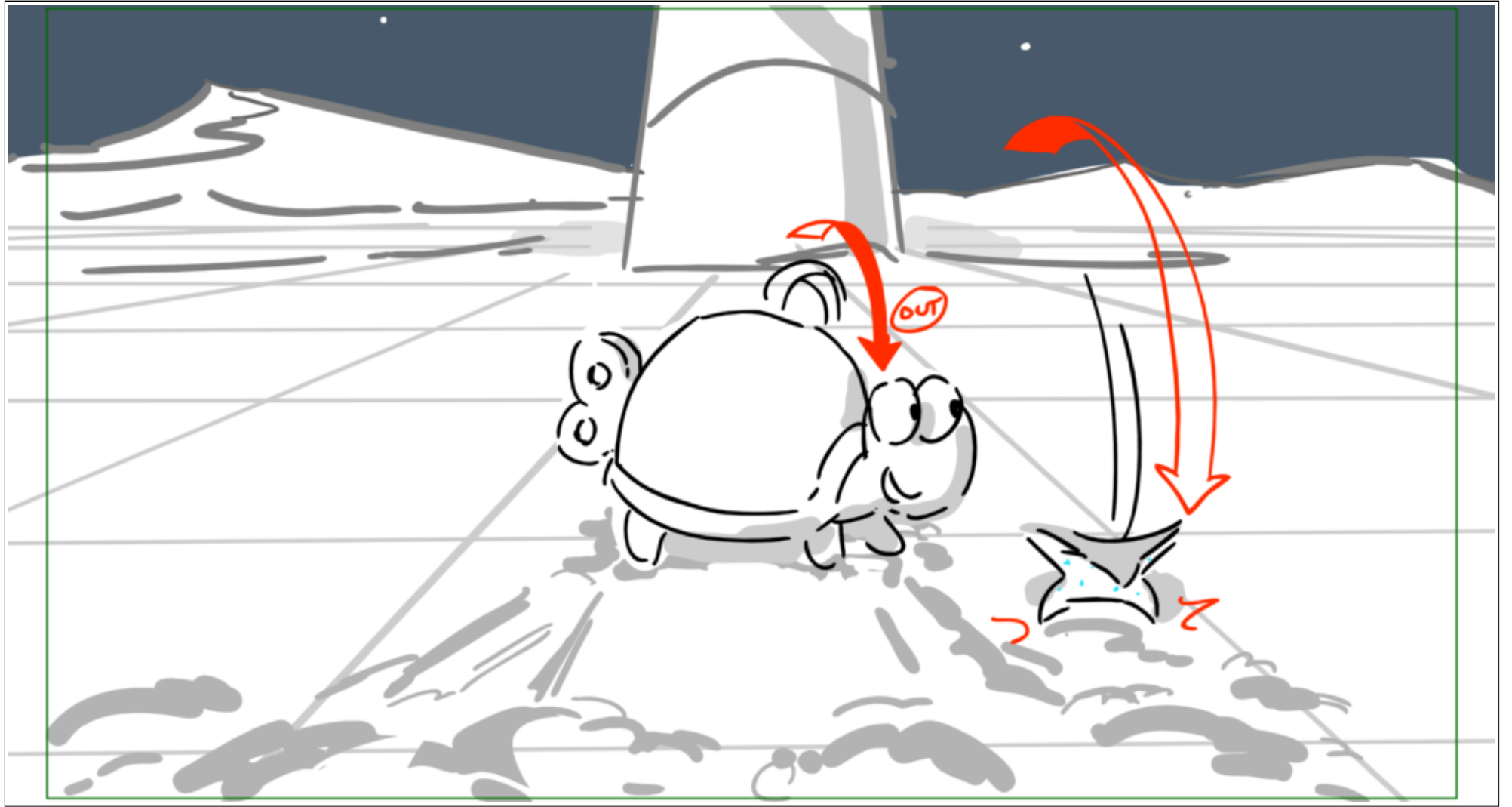


**Dialog**  
SPARKLE  
Whoo!

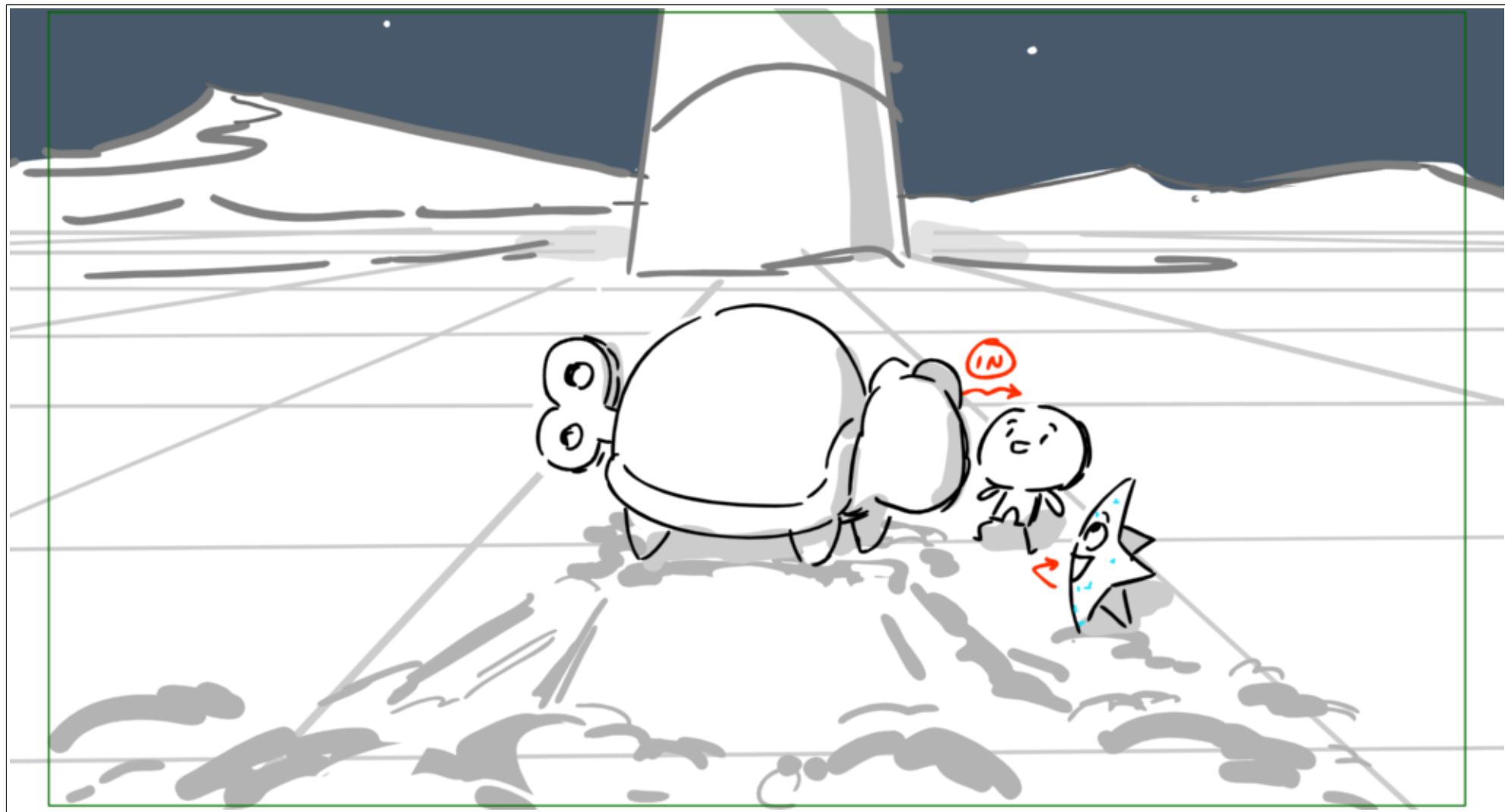
Scene	Panel
8	9



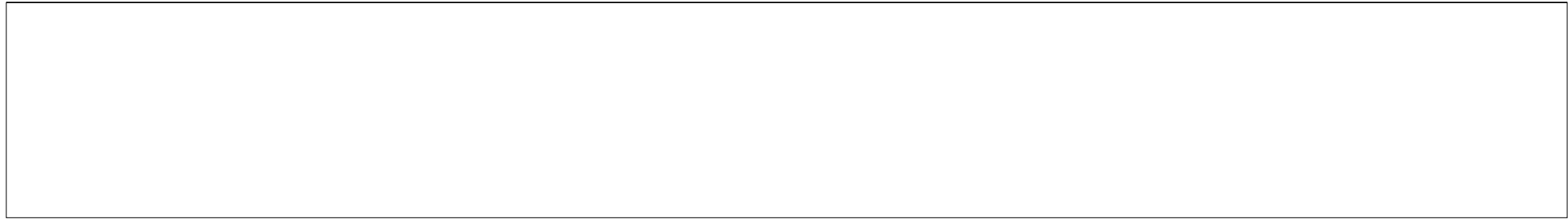
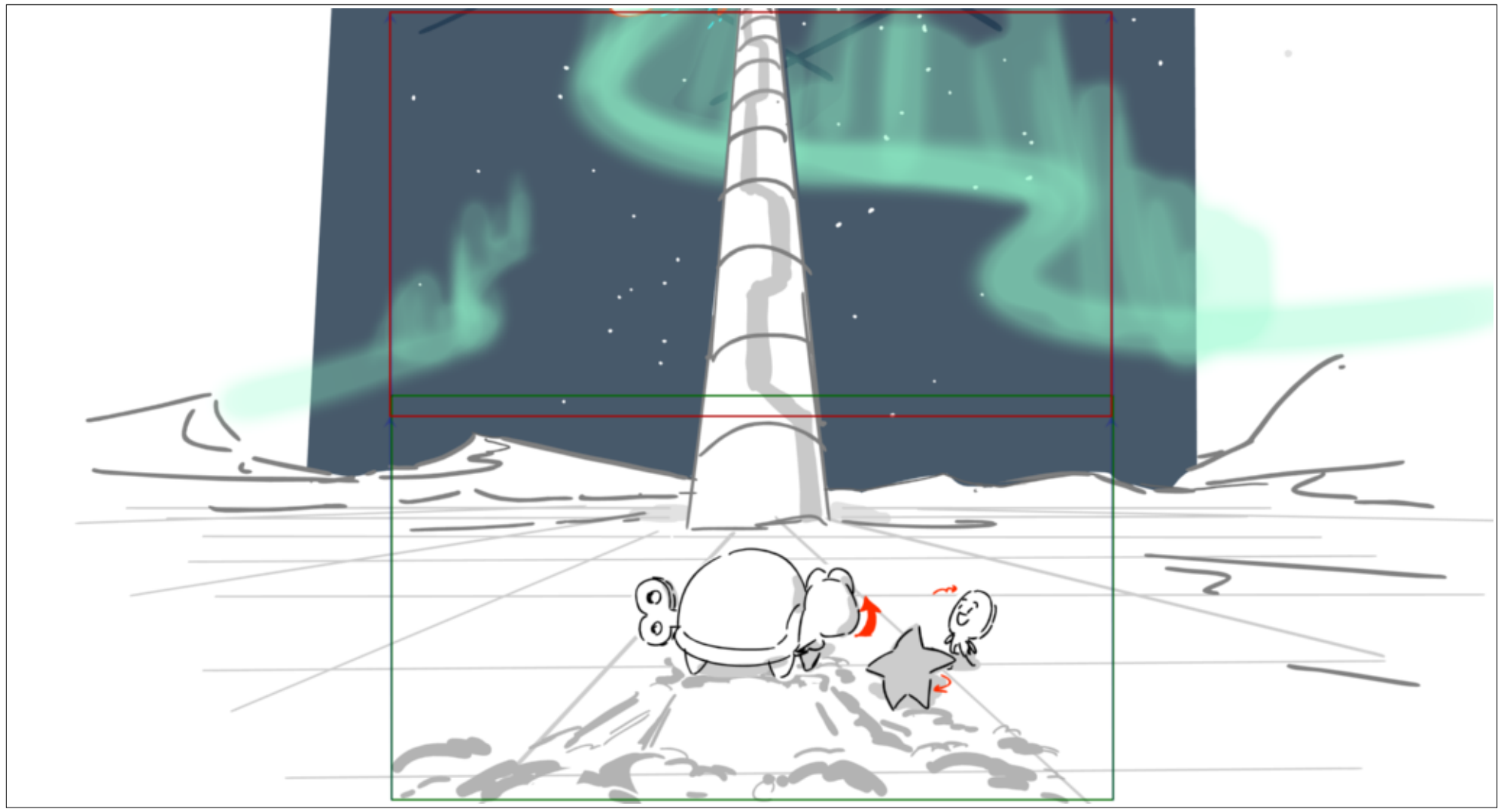
Scene	Panel
	8 10



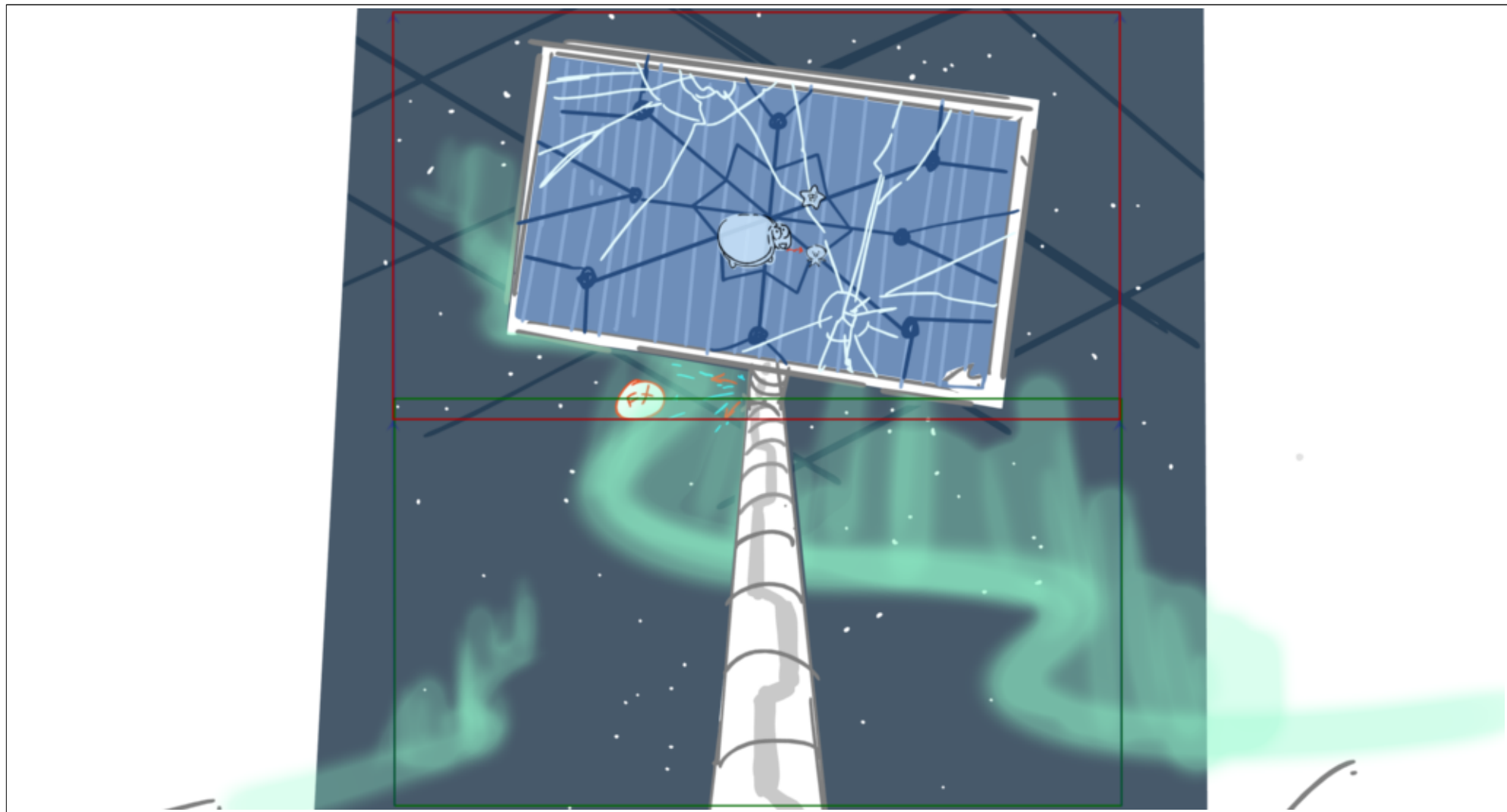
Scene	Panel
8	11



Scene	Panel
8	12

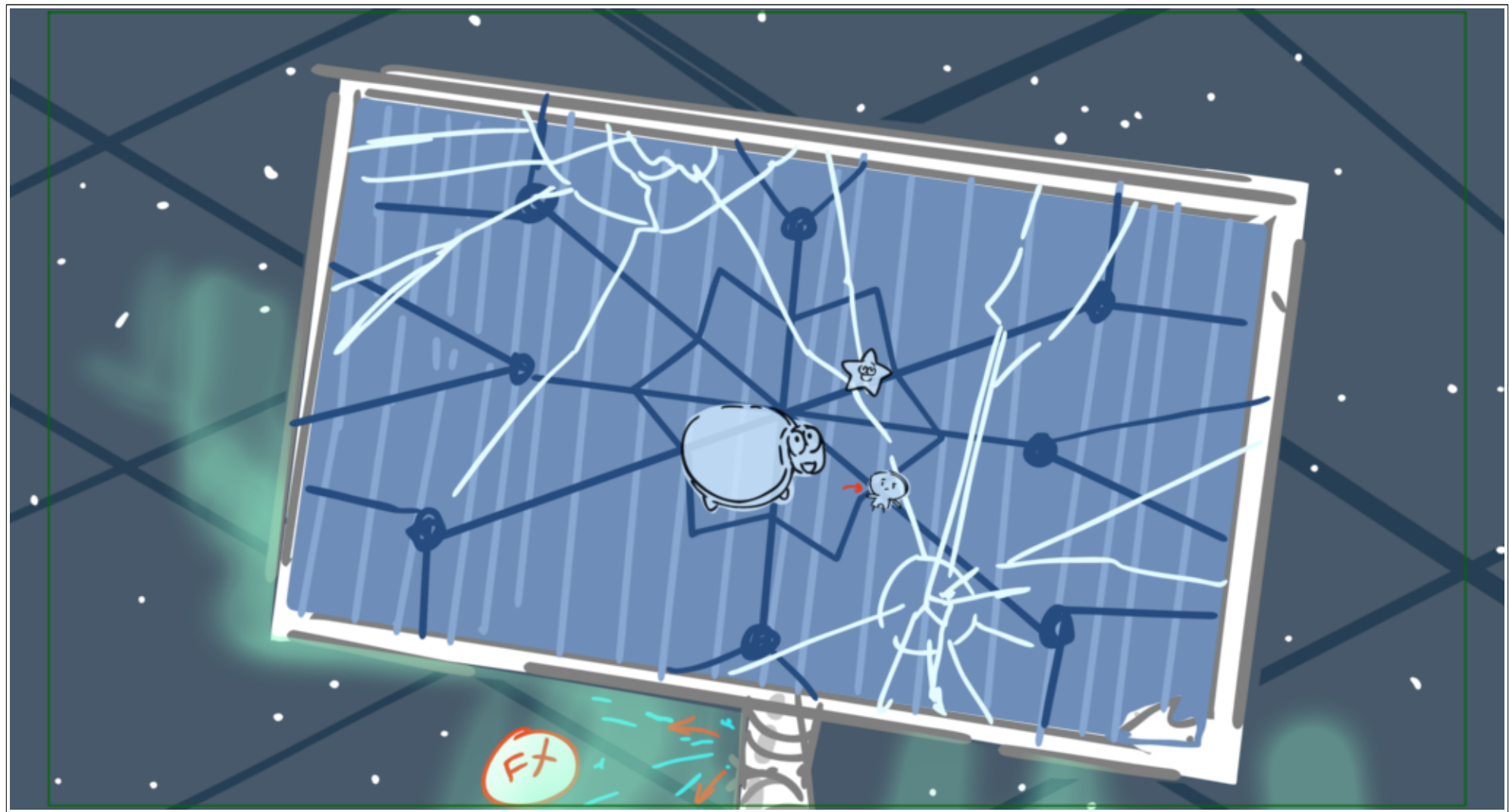


Scene	Panel
8	13



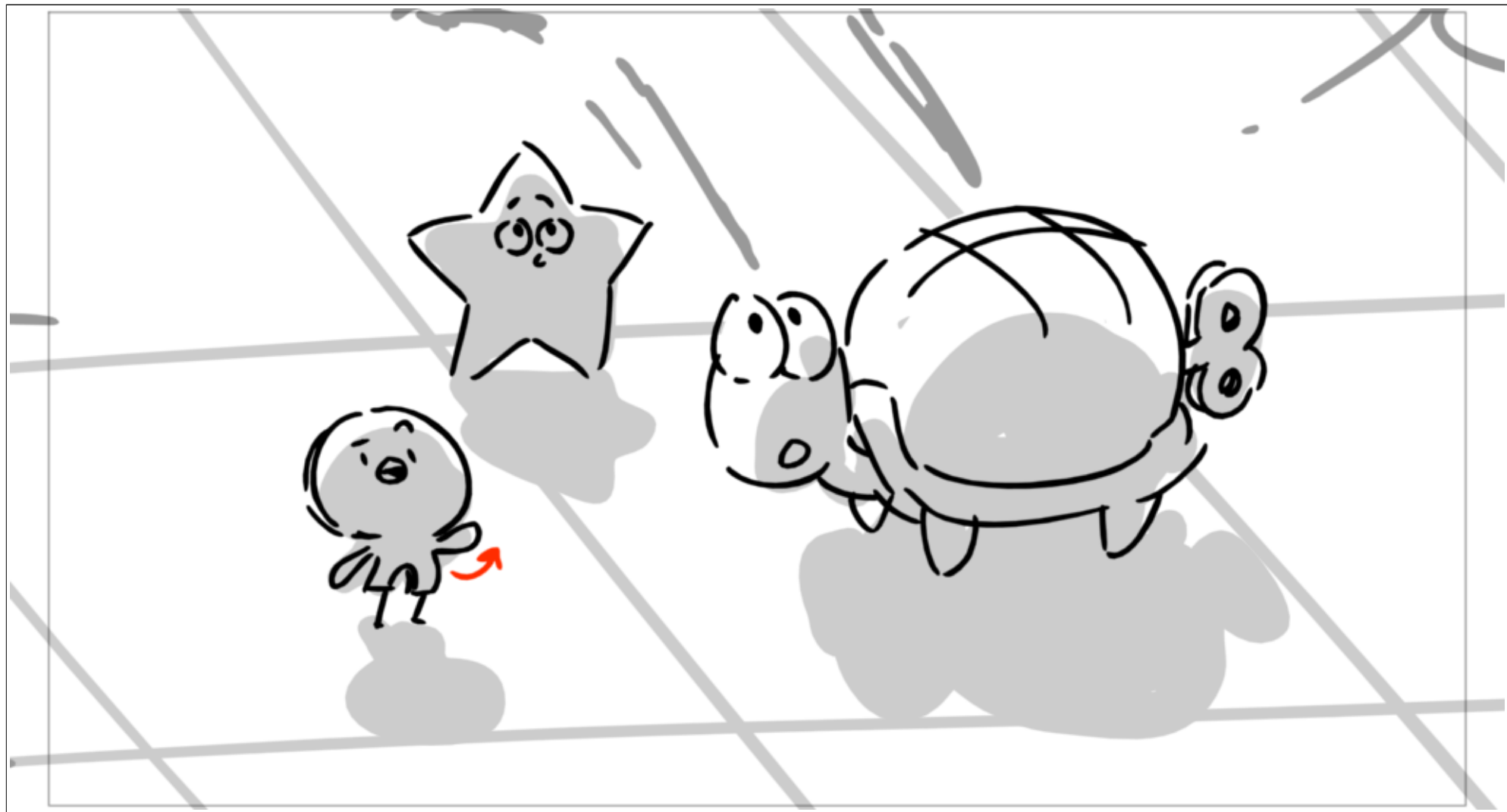
**Dialog**  
SPARKLE/SHELLEY (in awe)  
Wow...

Scene	Panel
8	14



**Dialog**  
181 OLIVER  
Hmm. ...

Scene	Panel
9	1

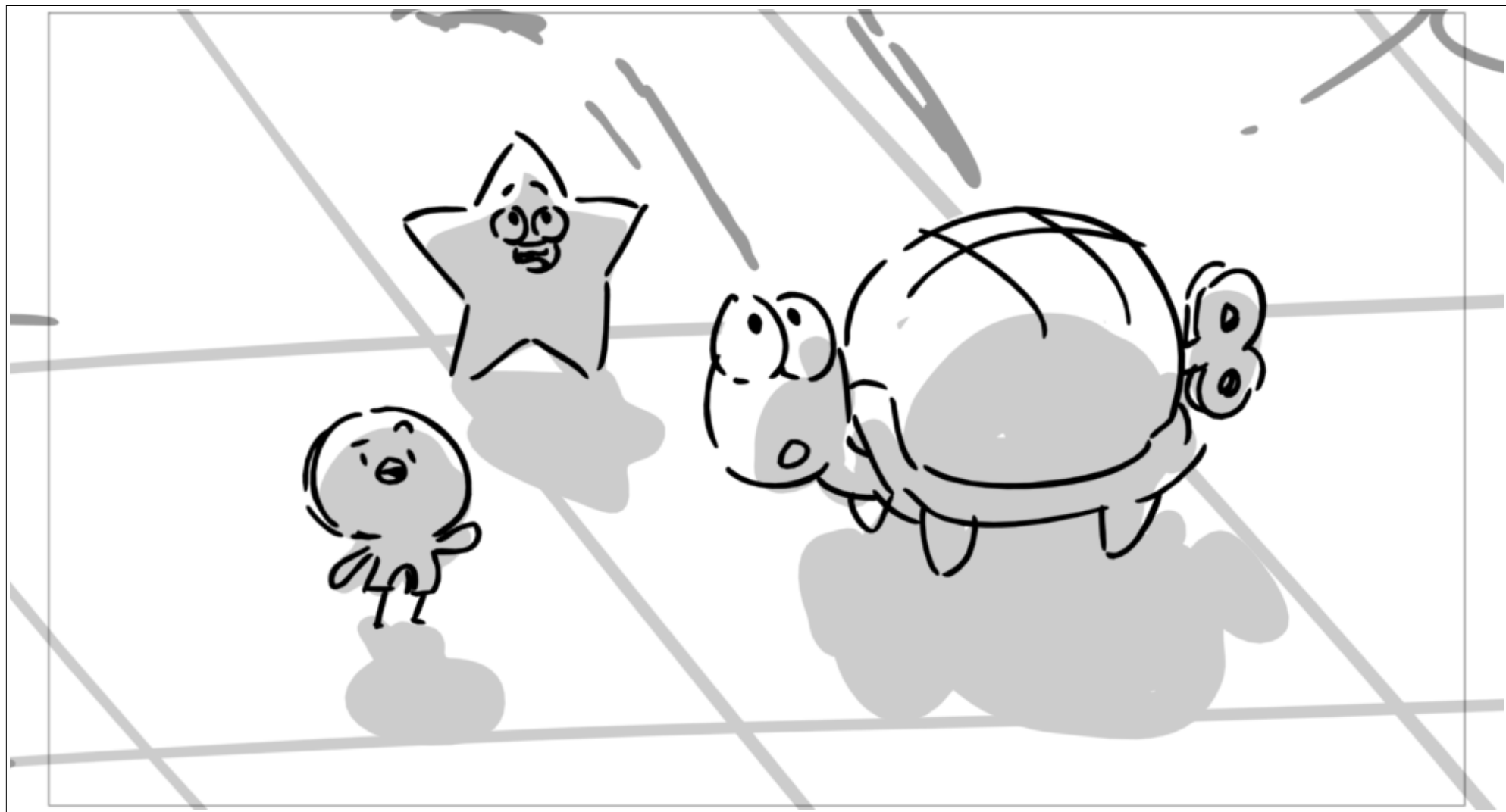


**Dialog**

181 OLIVER

... It shouldn't be facing down...

Scene	Panel
9	2

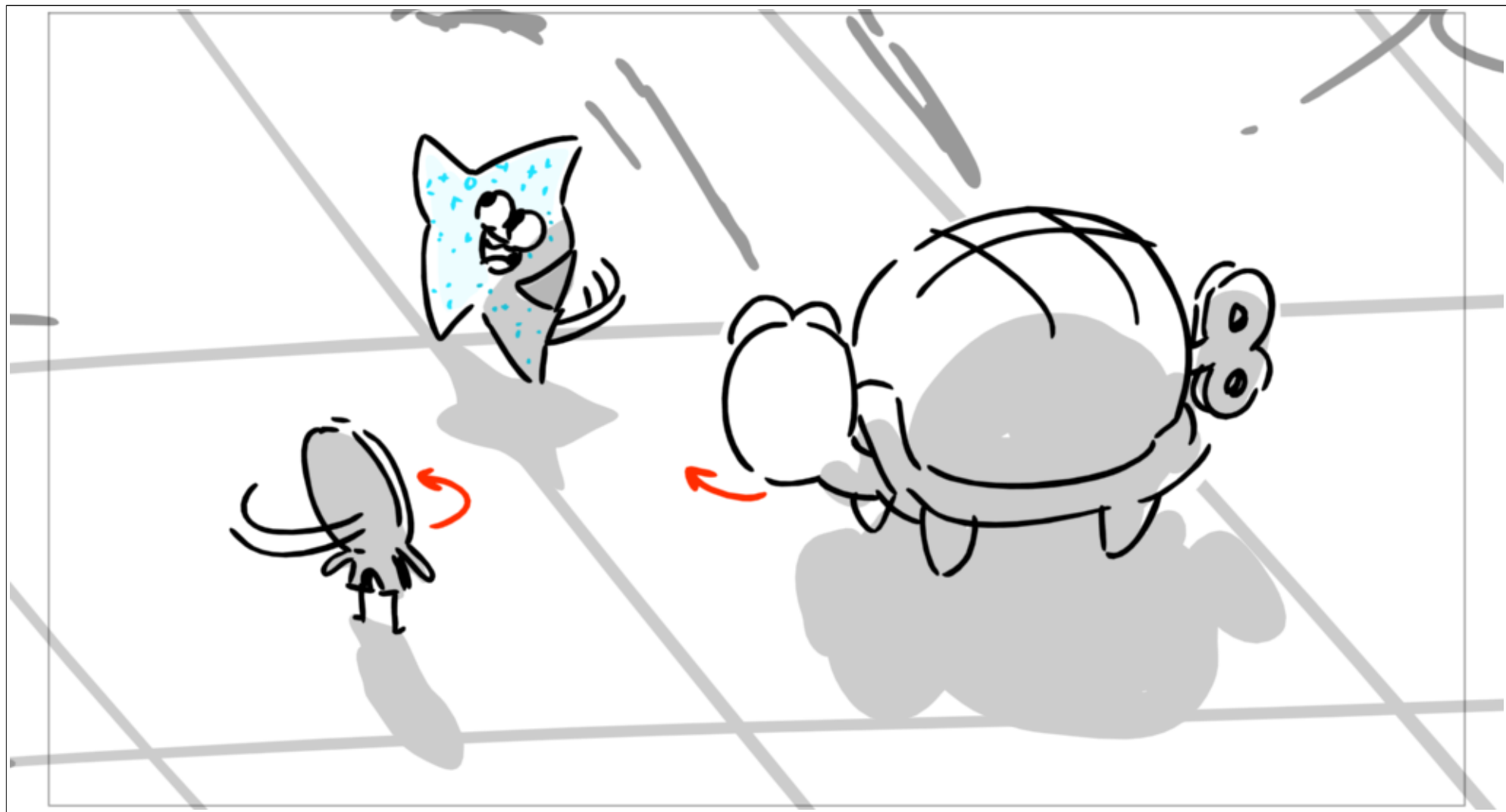


**Dialog**

181 OLIVER

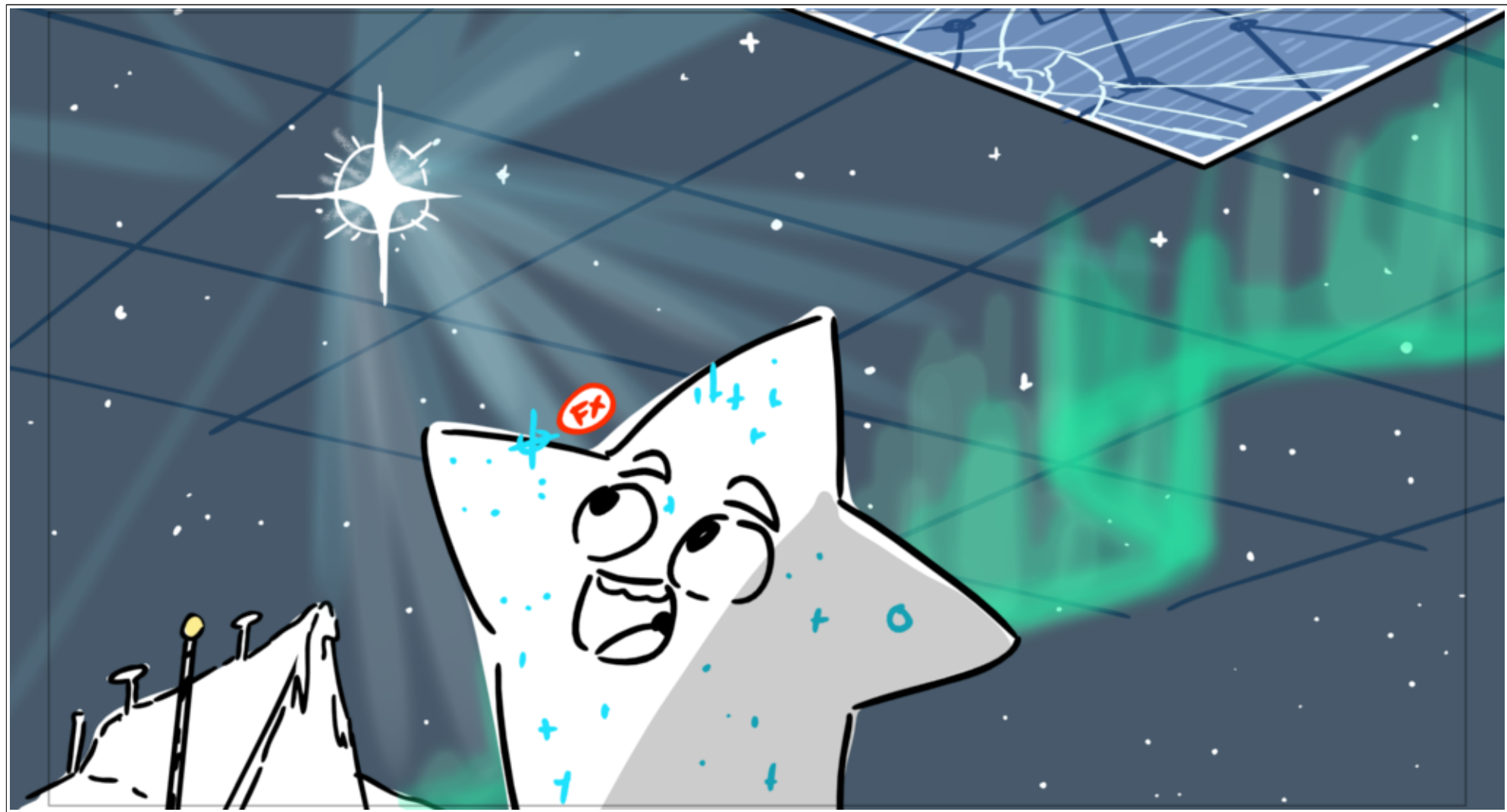
..like that...

Scene	Panel
9	3



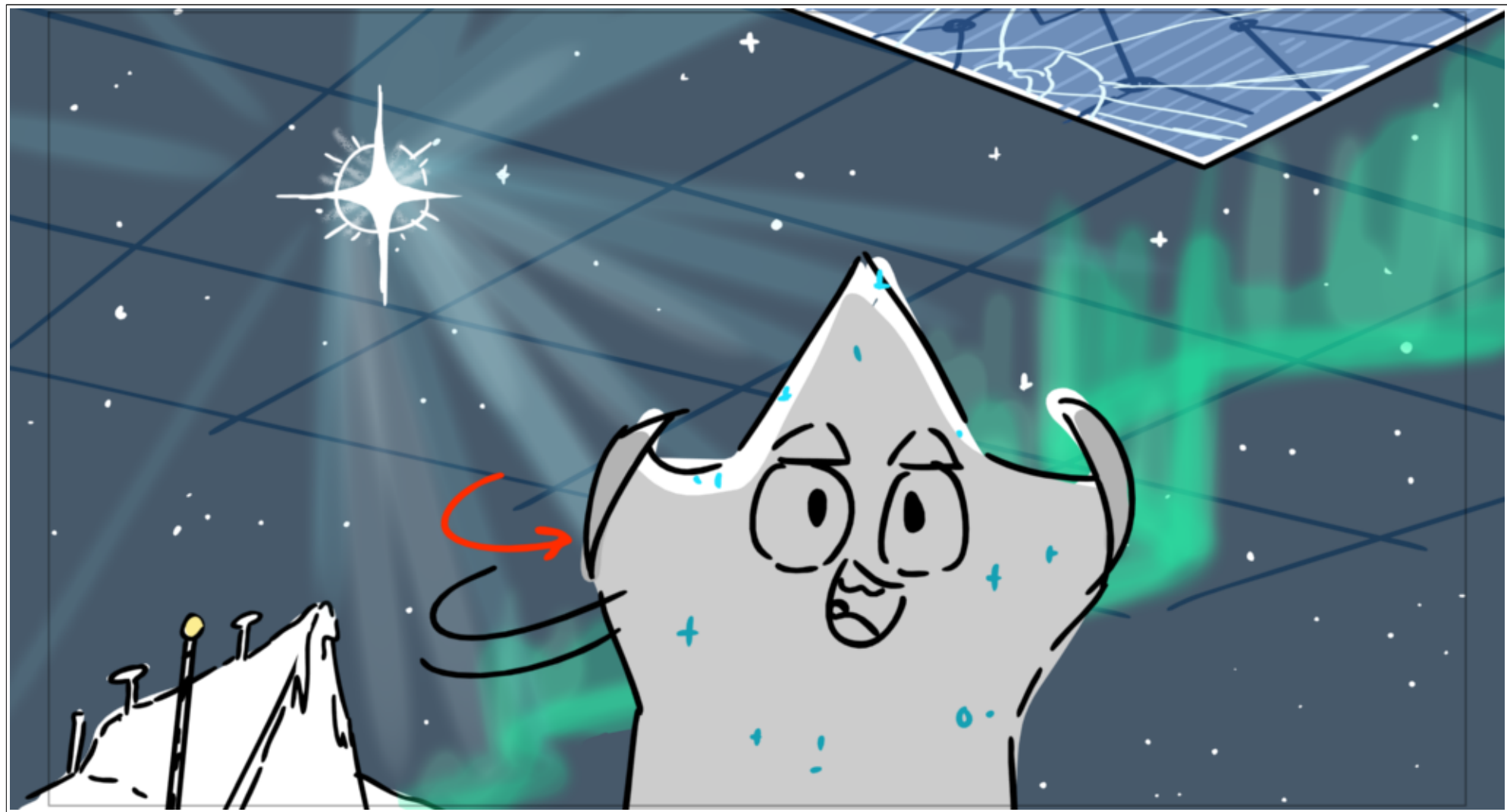
**Dialog**  
182 SPARKLE (CATCHING ON)  
...then it needs to be facing ...

Scene	Panel
10	1



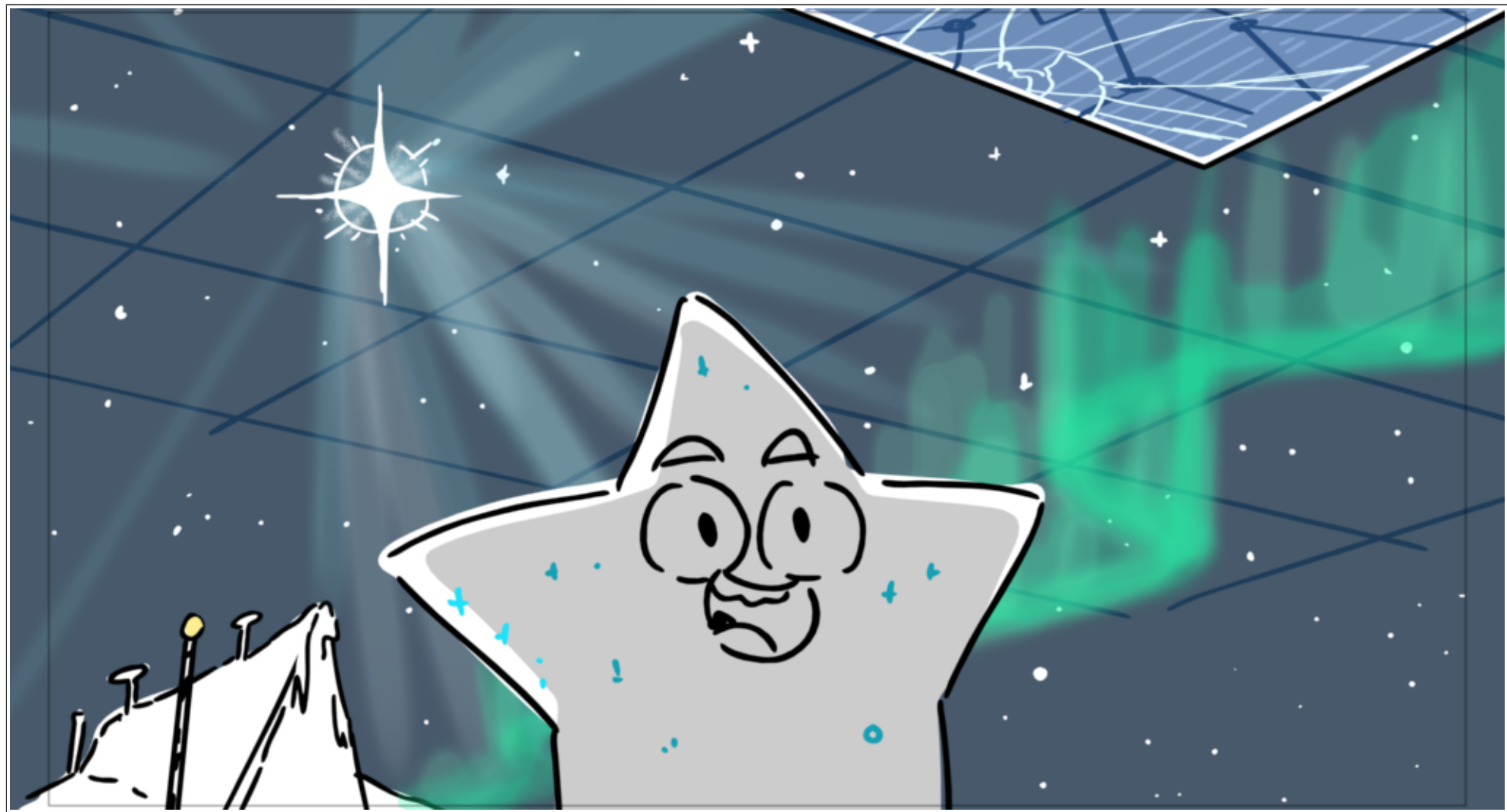
**Dialog**  
182 SPARKLE (CATCHING ON)  
...up to the stars.

Scene	Panel
10	2



**Dialog**  
182 SPARKLE (CATCHING ON)  
... Betcha that's how ...

Scene	Panel
10	3

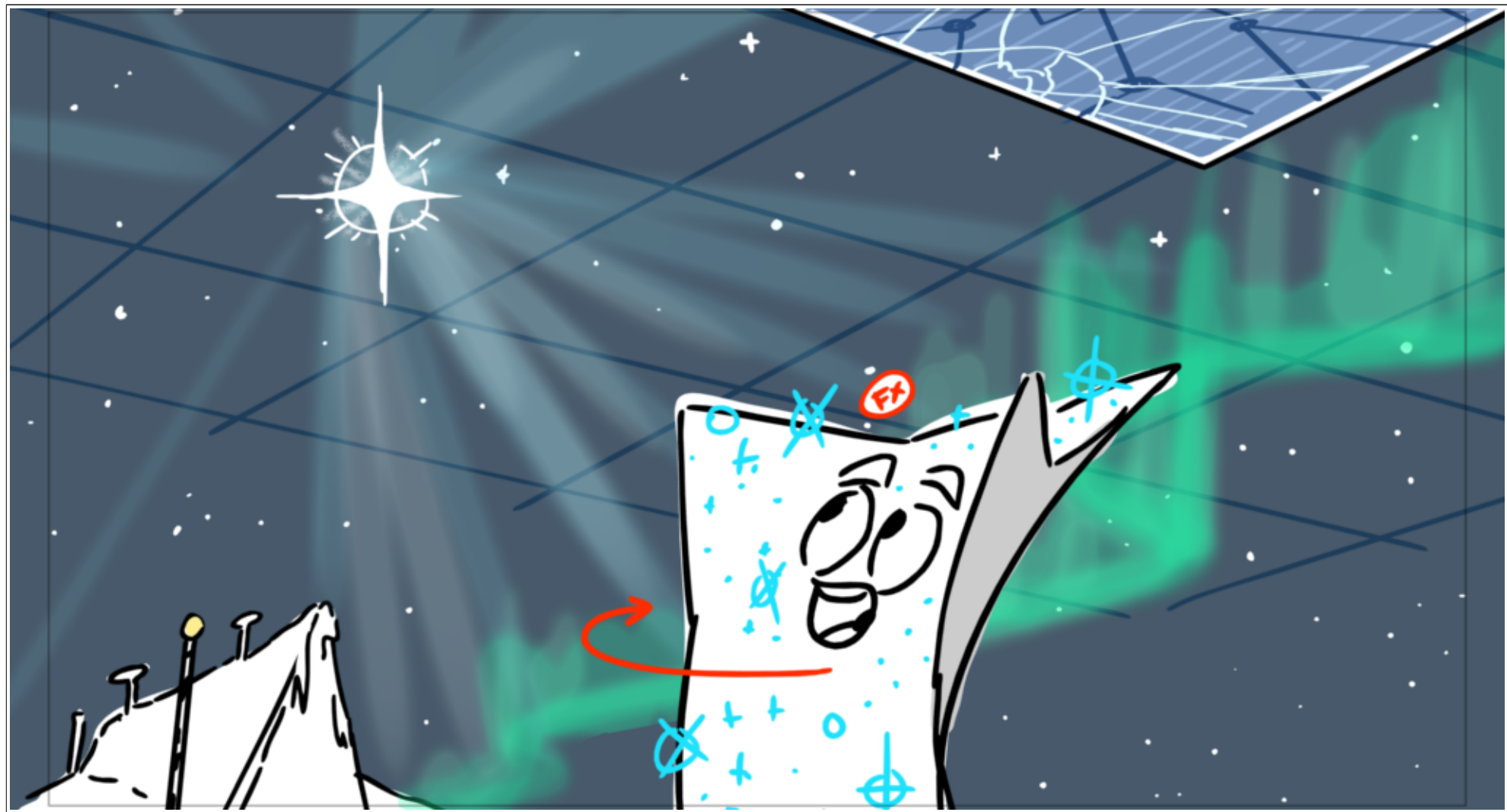


**Dialog**

182 SPARKLE (CATCHING ON)

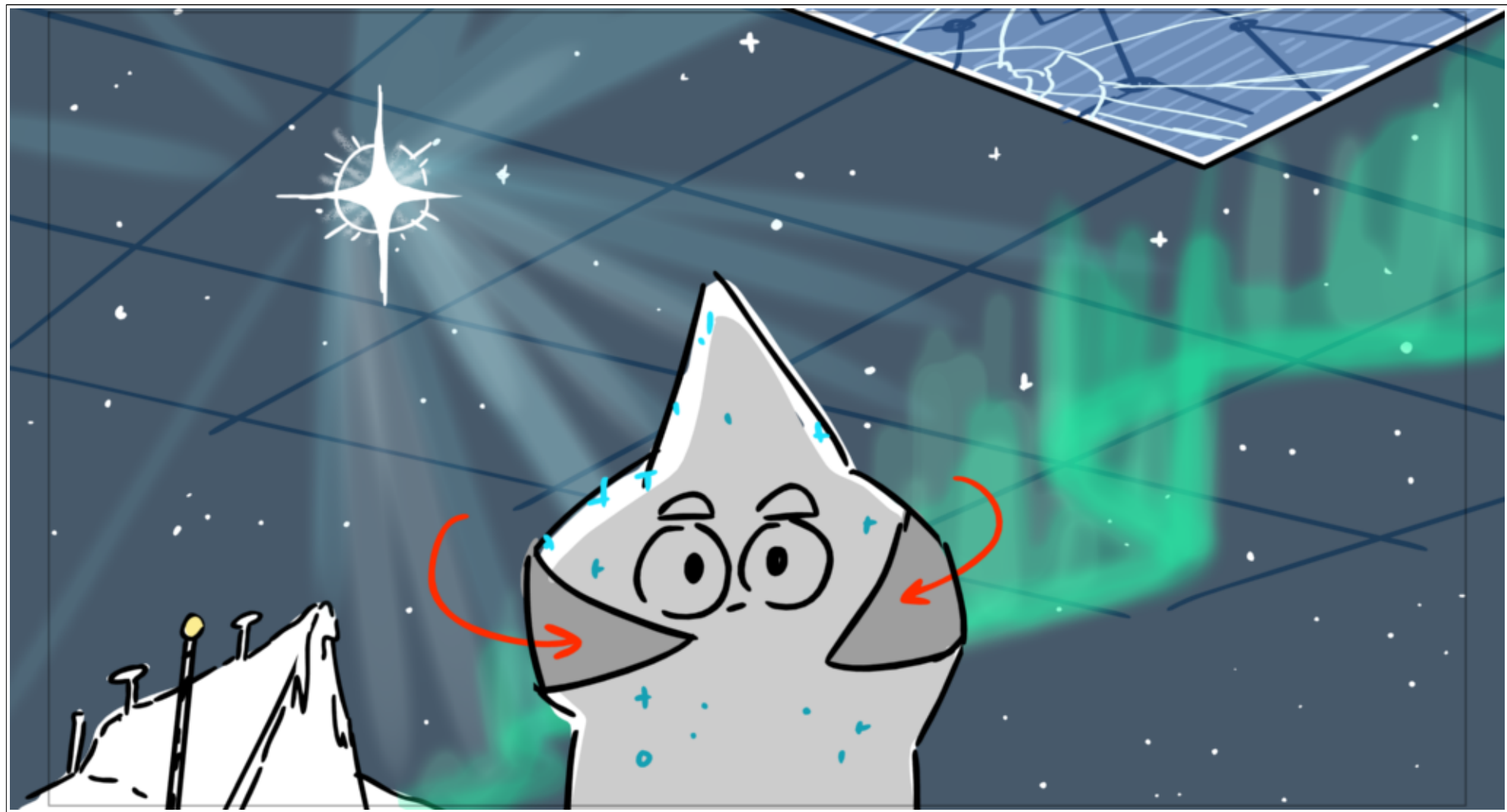
... it makes power. ...

Scene	Panel
10	4



**Dialog**  
182 SPARKLE (CATCHING ON)  
... With starlight. ...

Scene	Panel
10	5



Scene	Panel
10	6



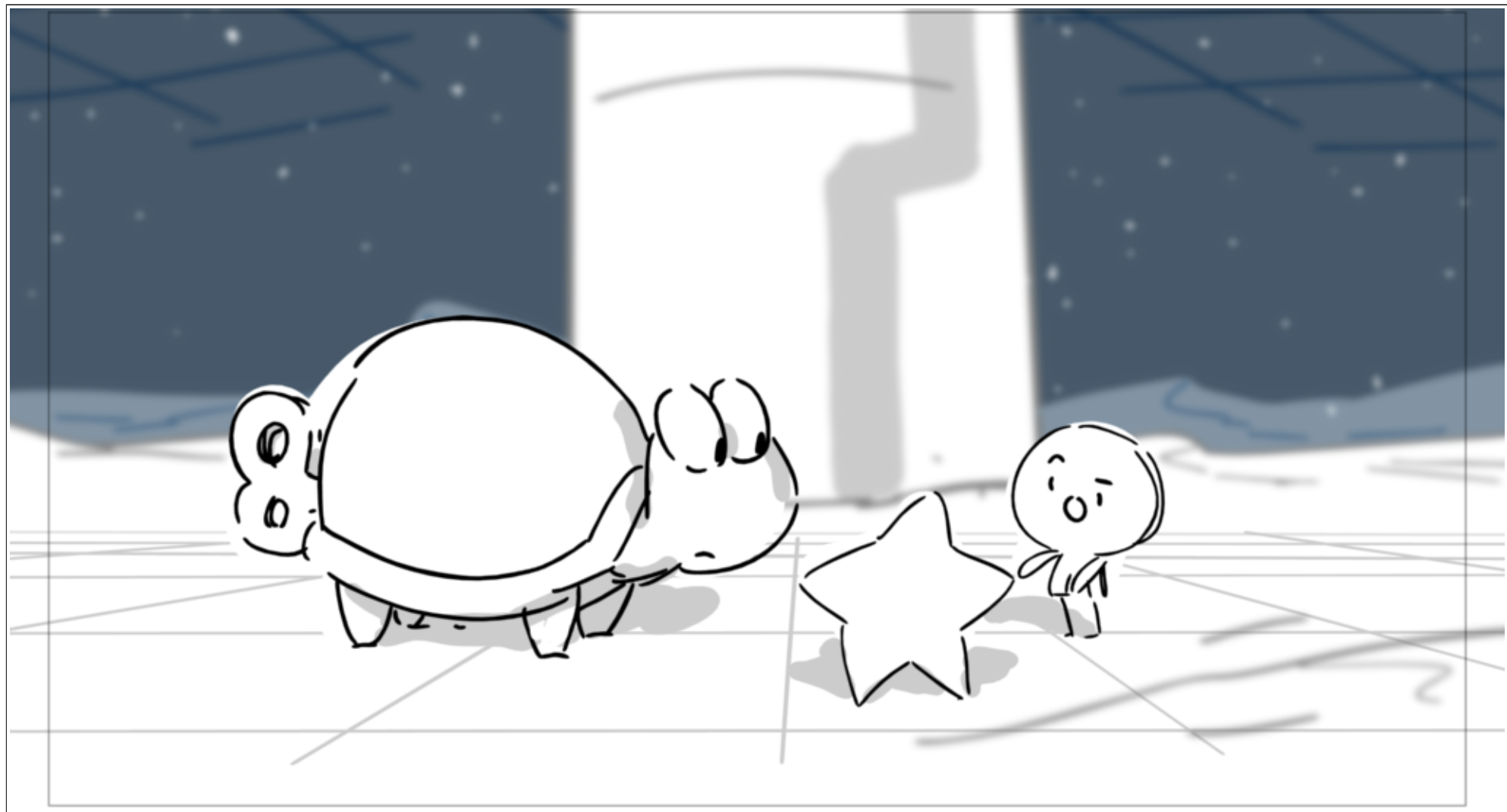
**Dialog**  
182 SPARKLE (CATCHING ON)  
... Boom!

Scene	Panel
10	7



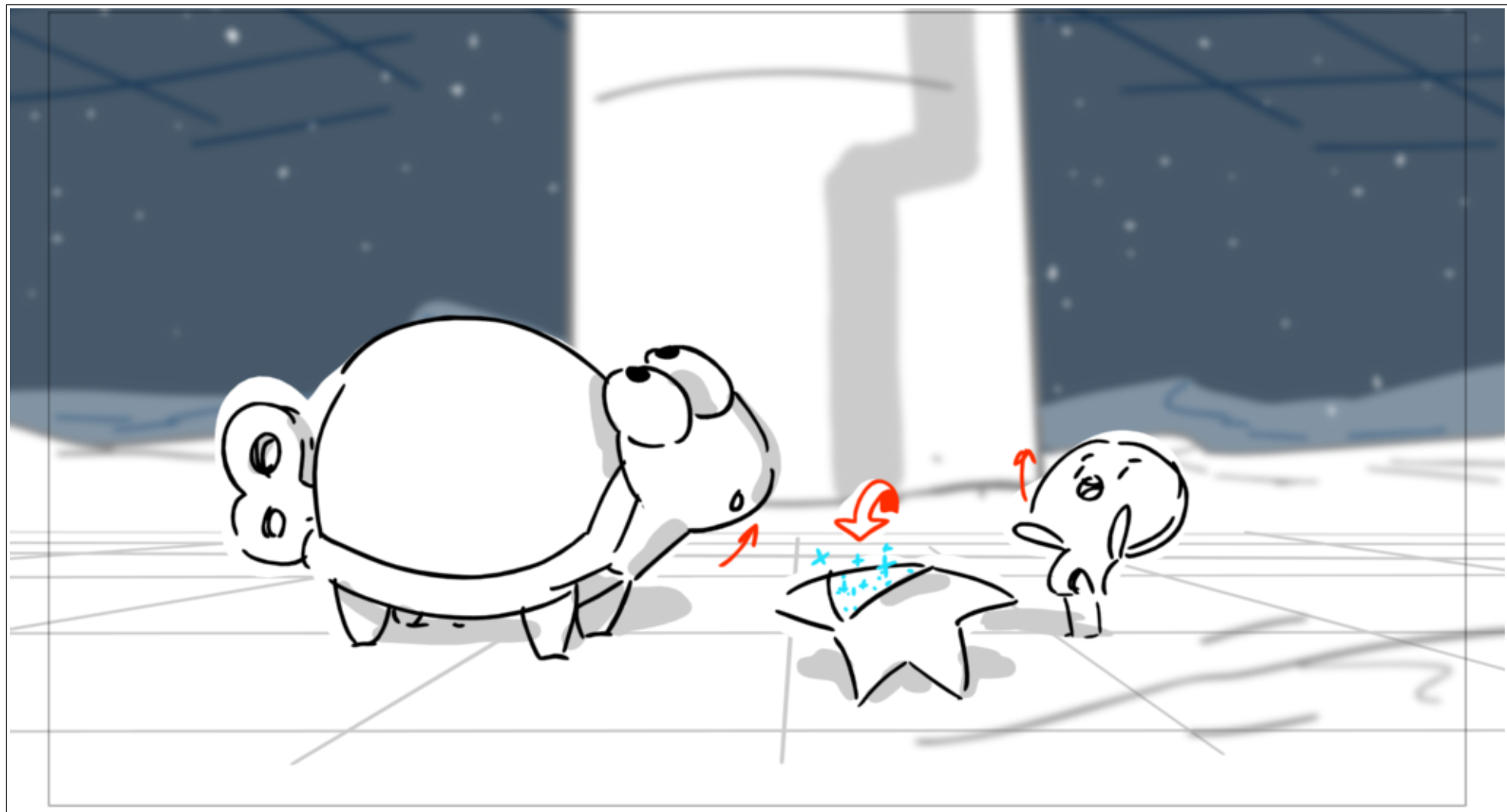
**Dialog**  
183 OLIVER OS  
Yes! ...

Scene	Panel
11	1



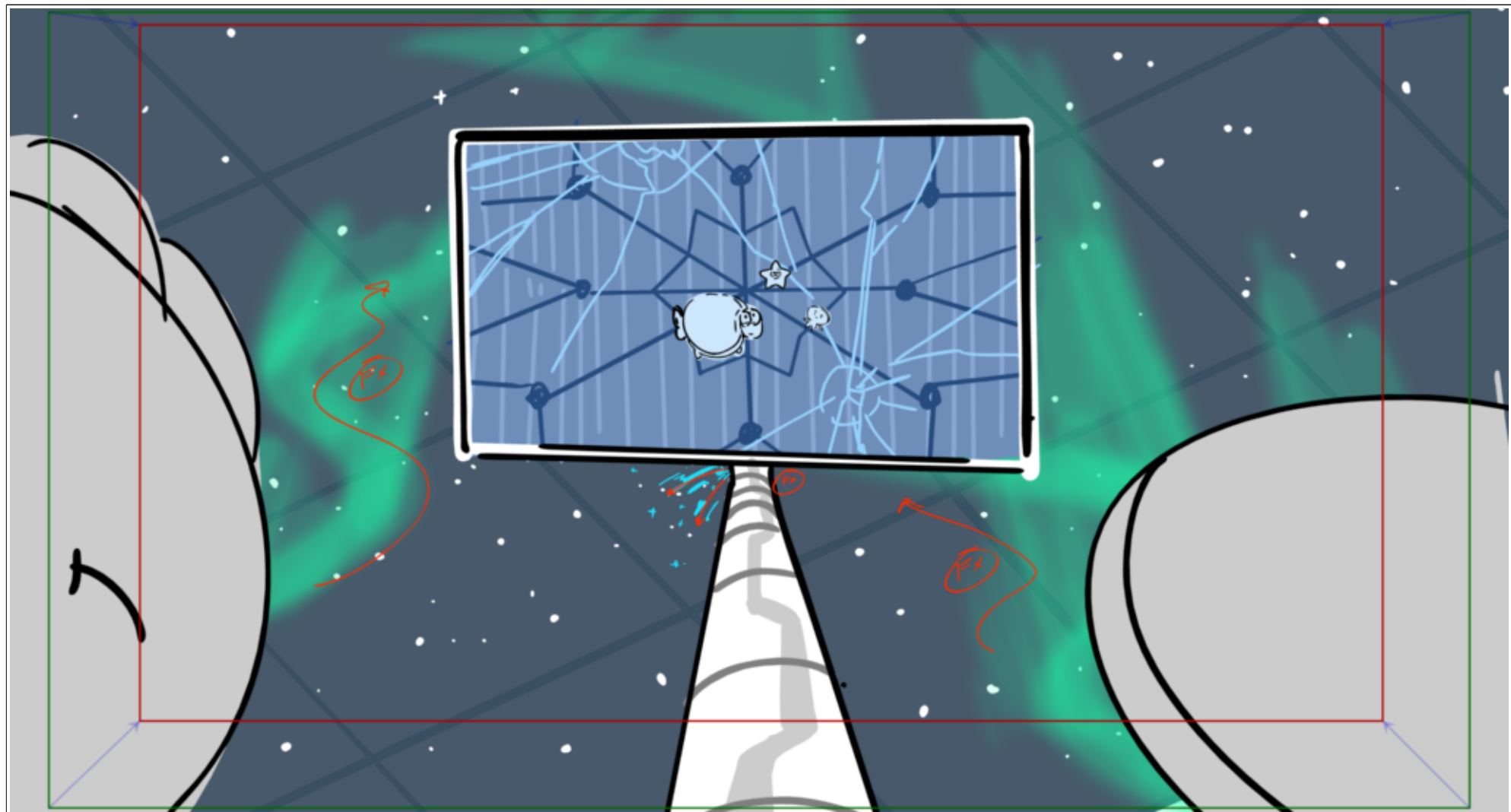
**Dialog**  
183 OLIVER  
...But how do we ...

Scene	Panel
11	2



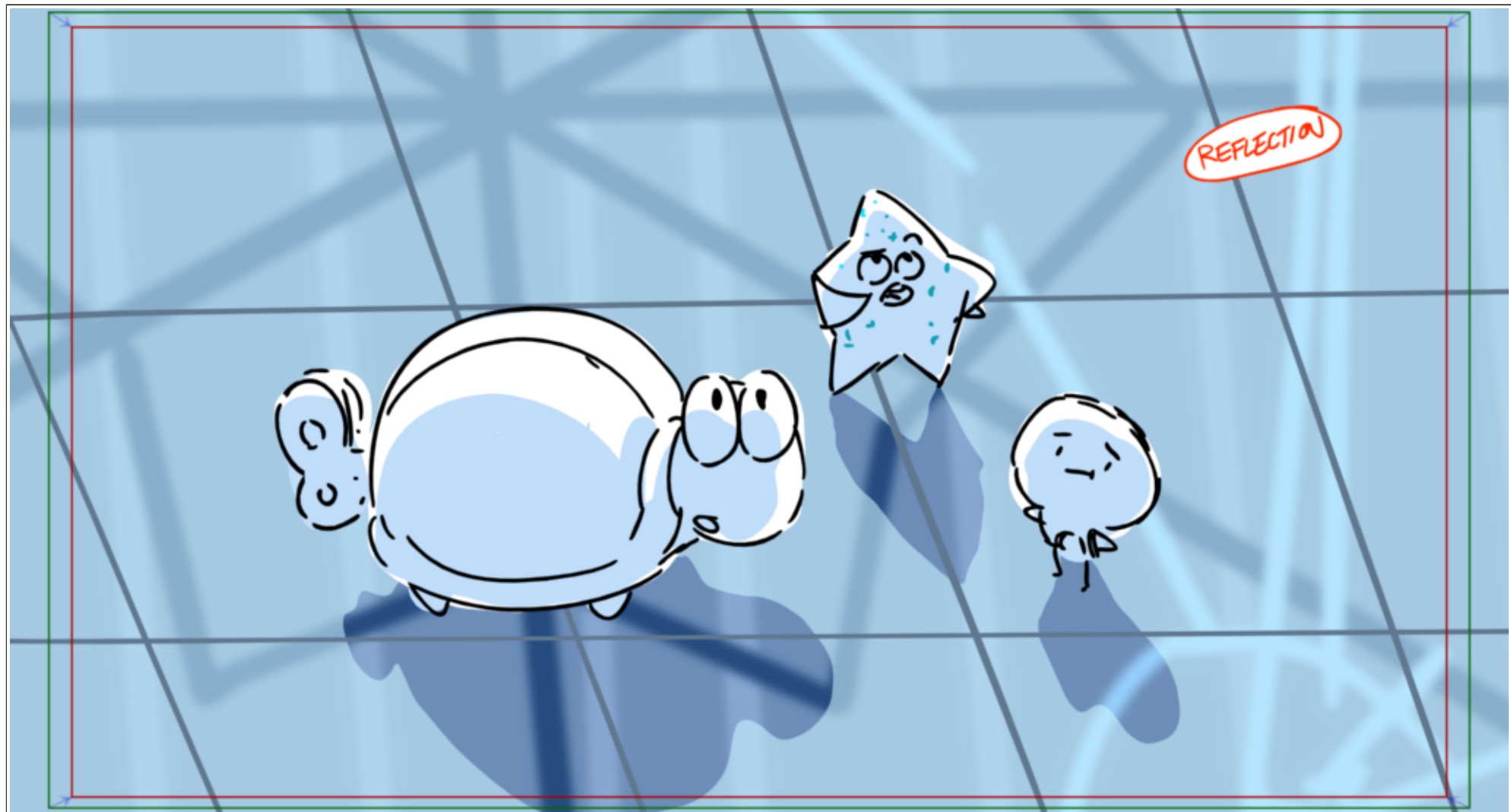
**Dialog**  
183 OLIVER  
..... make it face up?

Scene	Panel
12	1



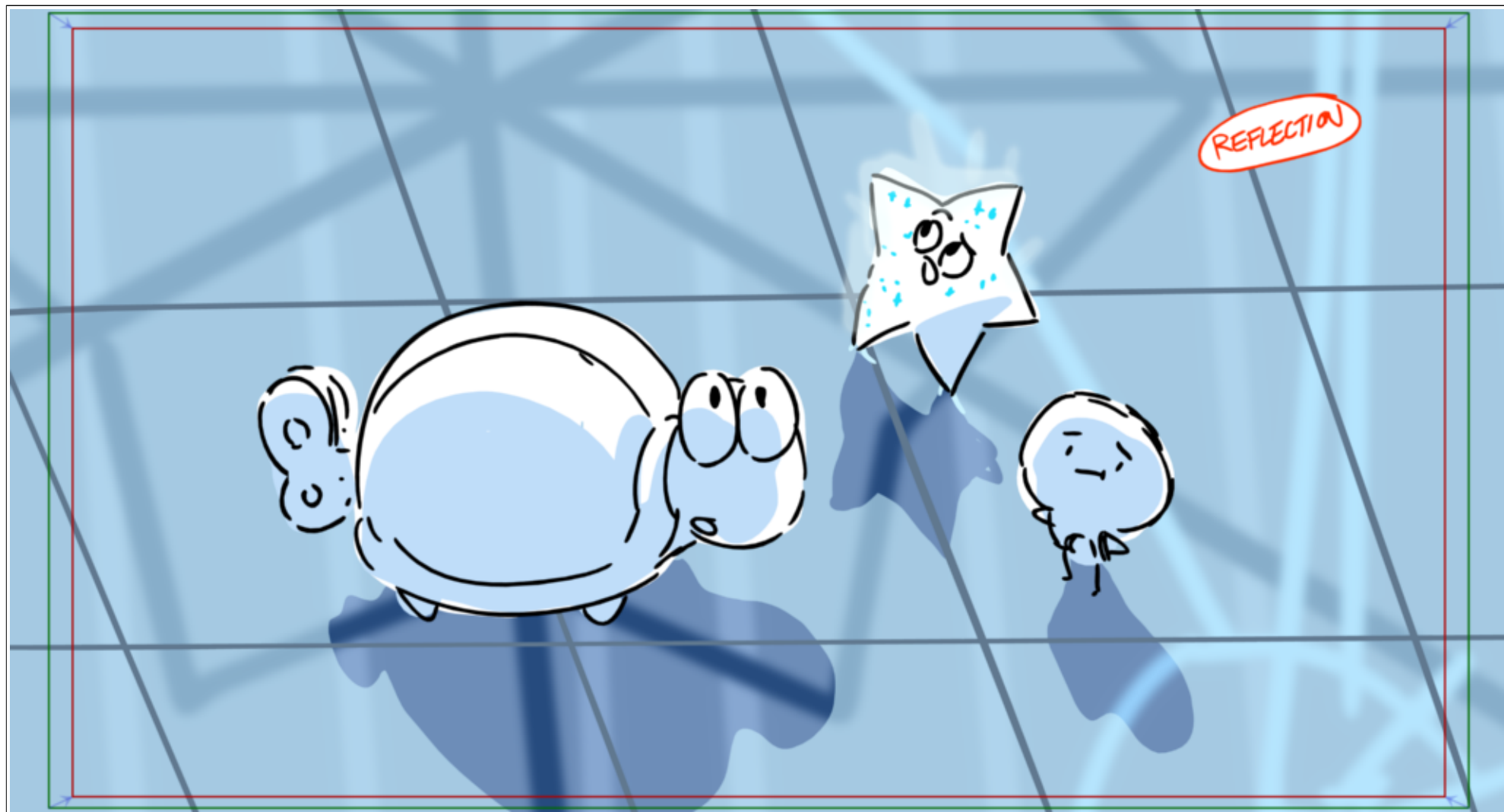
**Dialog**  
SHELLEY/OLIVER/SPARKLE  
Hmmm

Scene 13	Panel 1
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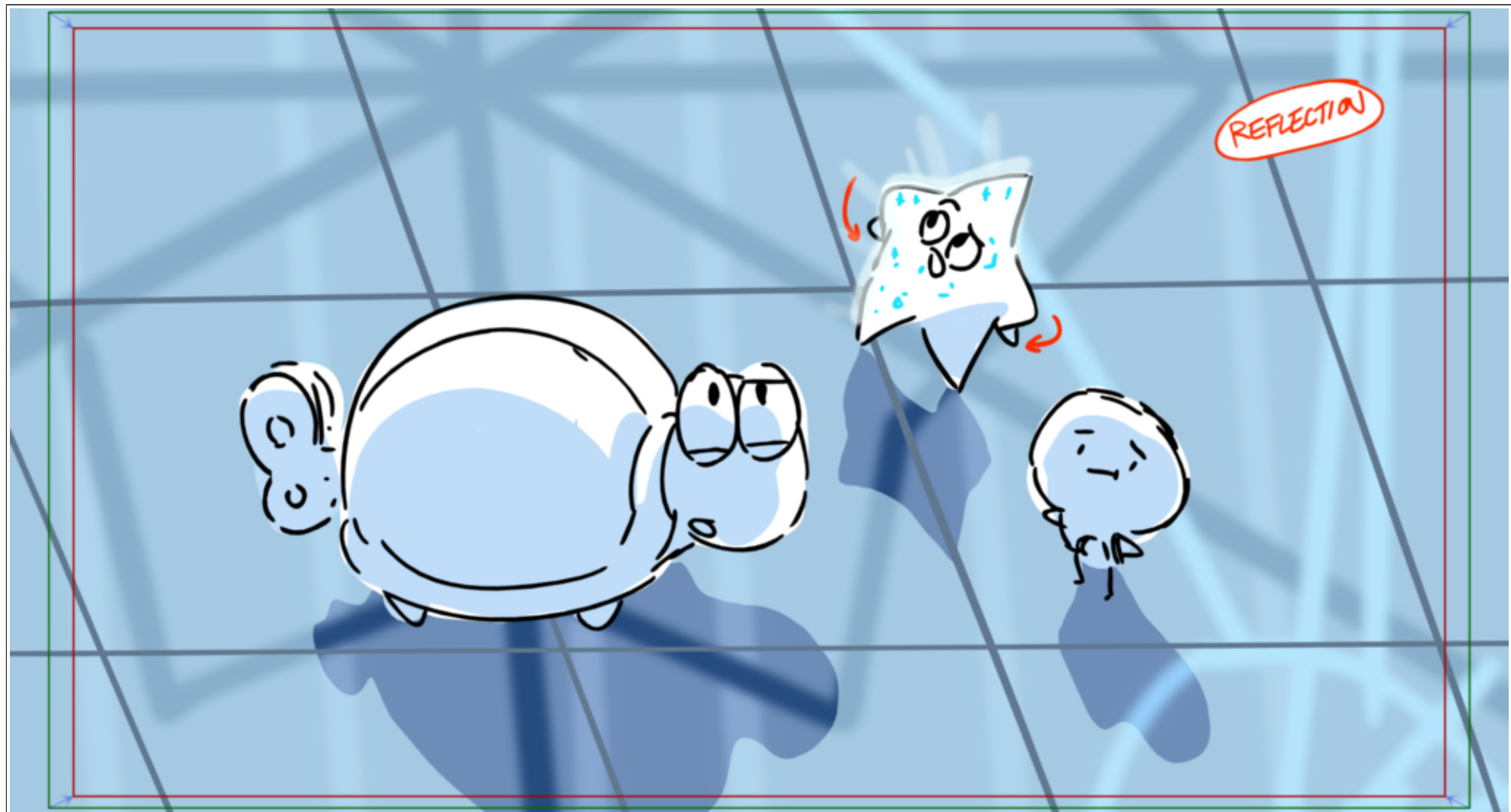
**Dialog**  
SPARKLE [P/U]  
How're we ...

Scene	Panel
13	2



**Dialog**  
SPARKLE [P/U]  
... gonna do...

Scene	Panel
13	3



**Dialog**  
SPARKLE [P/U]  
... this?

Scene	Panel
14	1



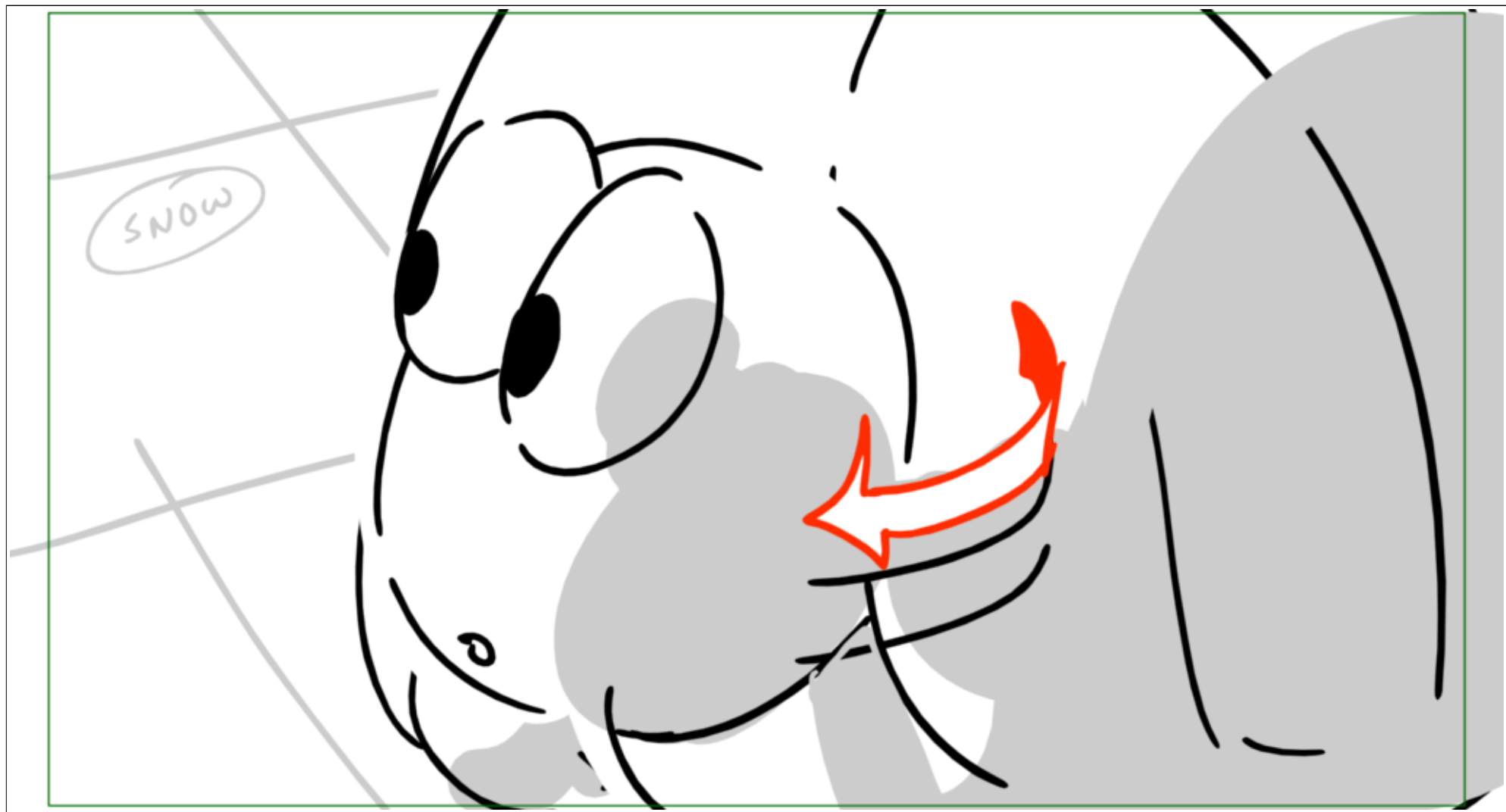
**Dialog**  
OLIVER [P/U]  
I don't...

Scene	Panel
14	2



**Dialog**  
OLIVER [P/U]  
...know...

Scene	Panel
14	3



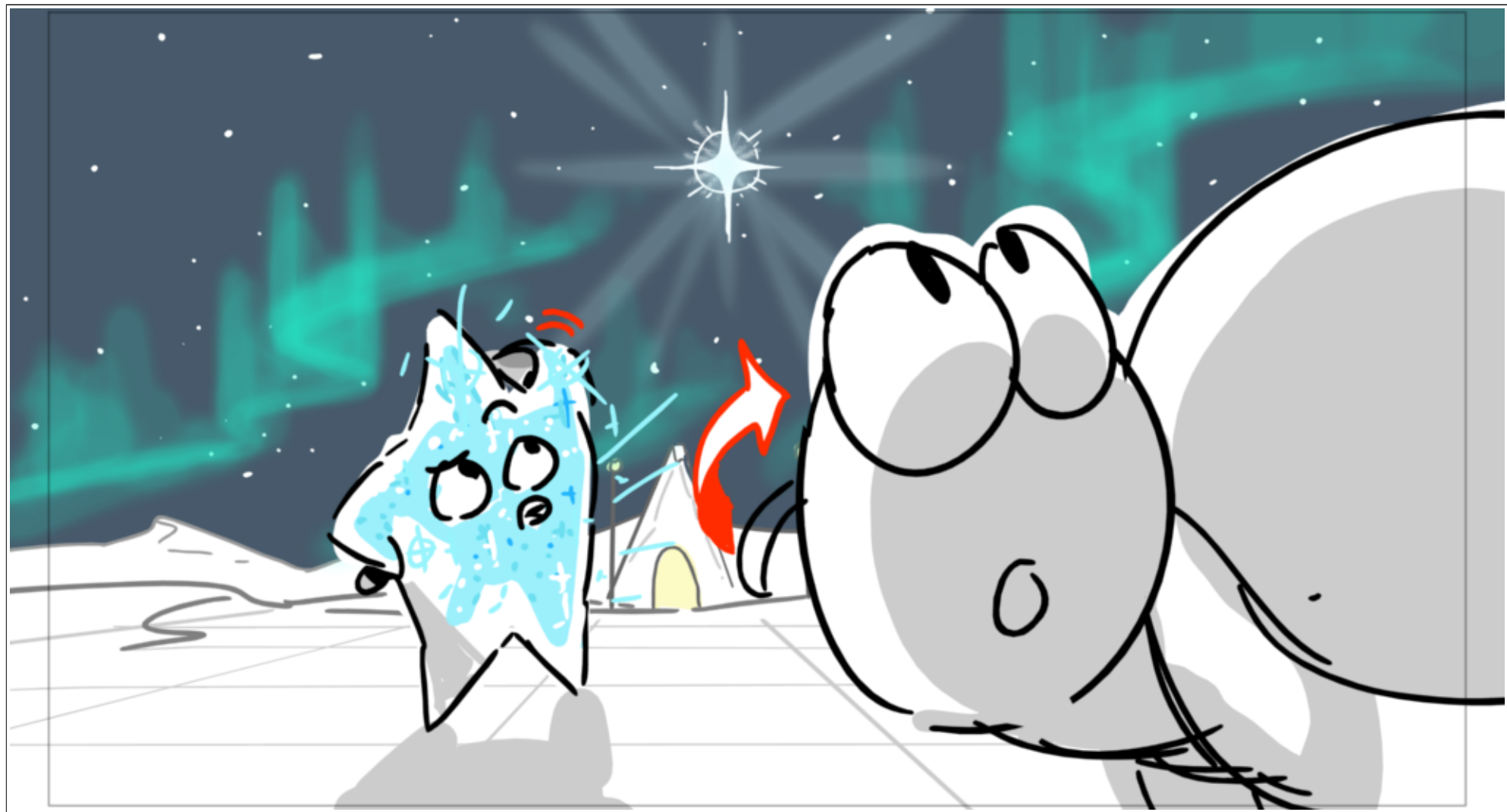
**Dialog**  
SPARKLE [P/U]  
Yeah...

Scene	Panel
15	1



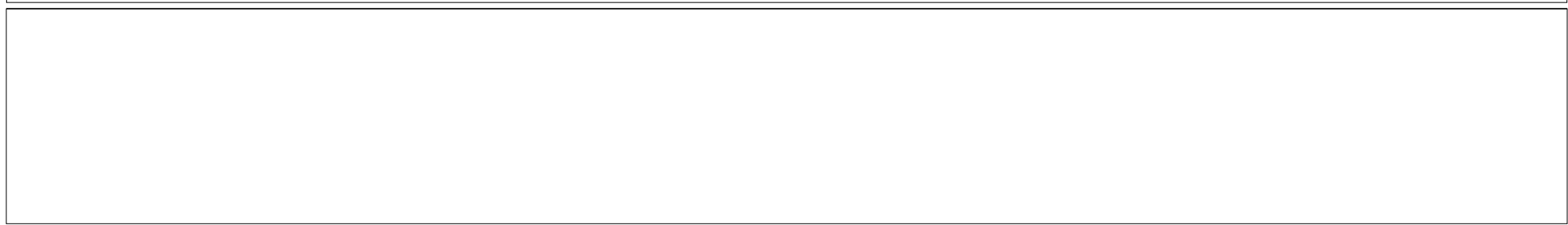
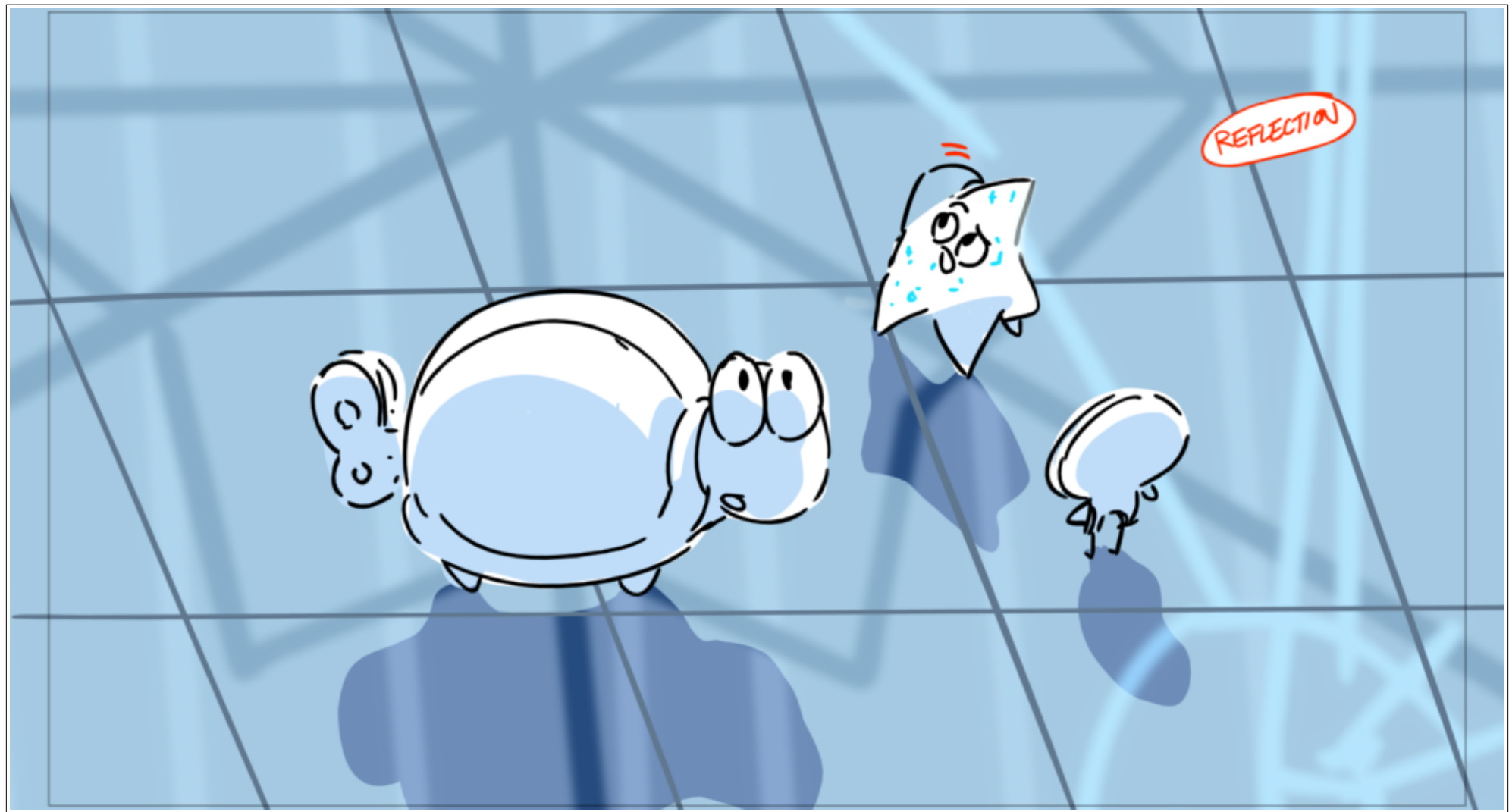
**Dialog**  
SPARKLE [P/U]  
... this is ...

Scene	Panel
15	2

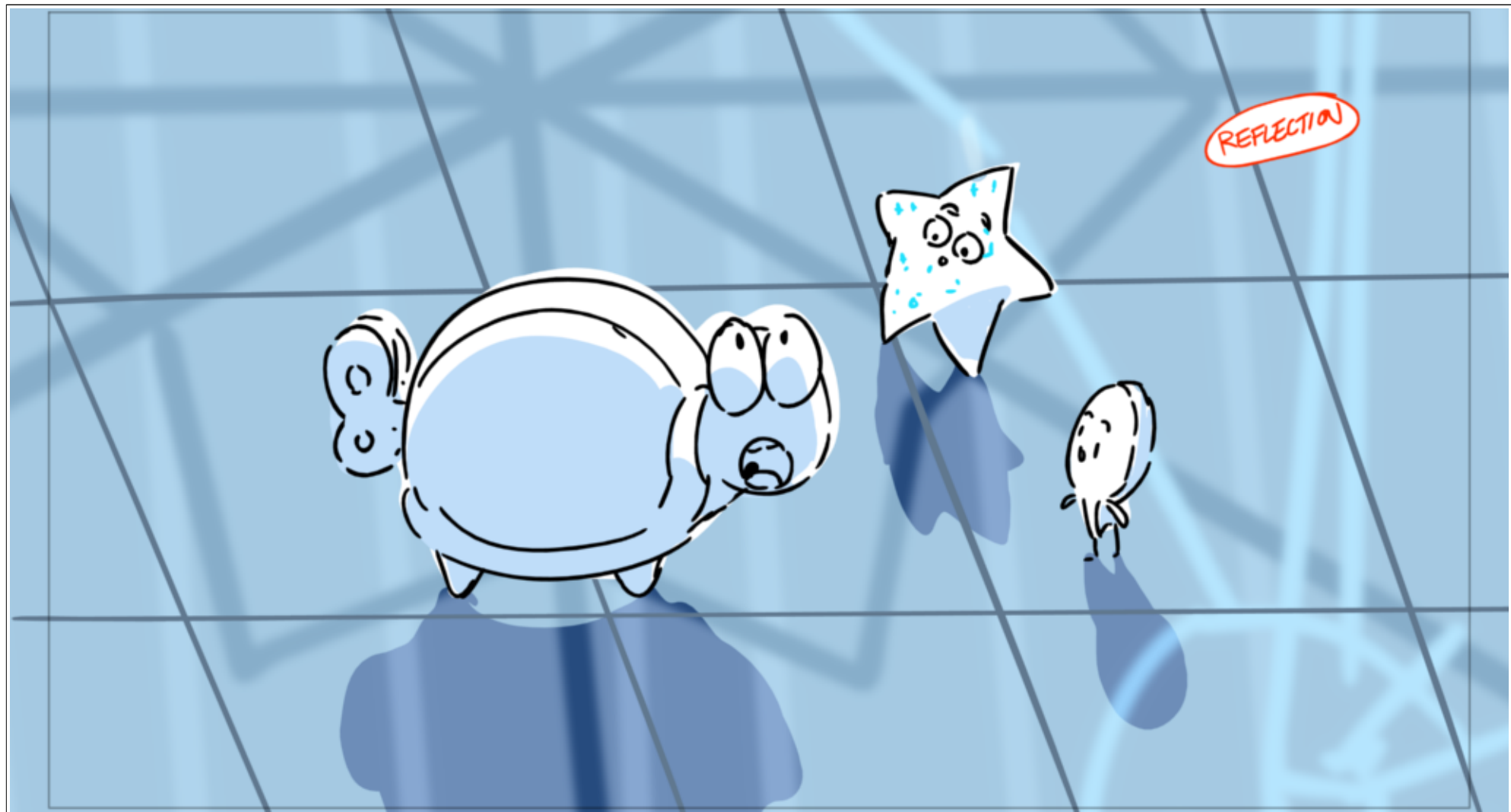


**Dialog**  
SPARKLE [P/U]  
... tough.

Scene	Panel
16	1

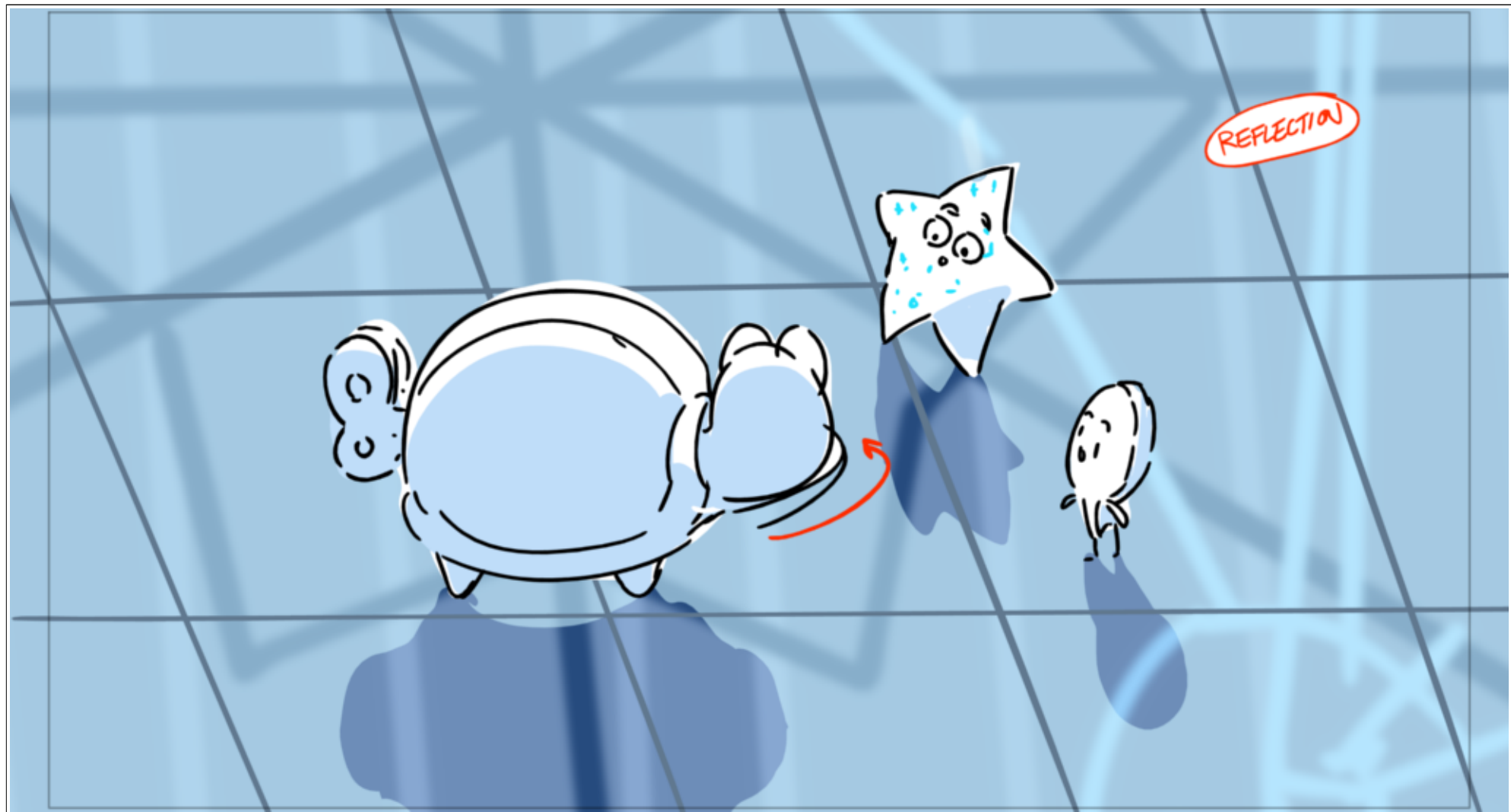


Scene	Panel
16	2



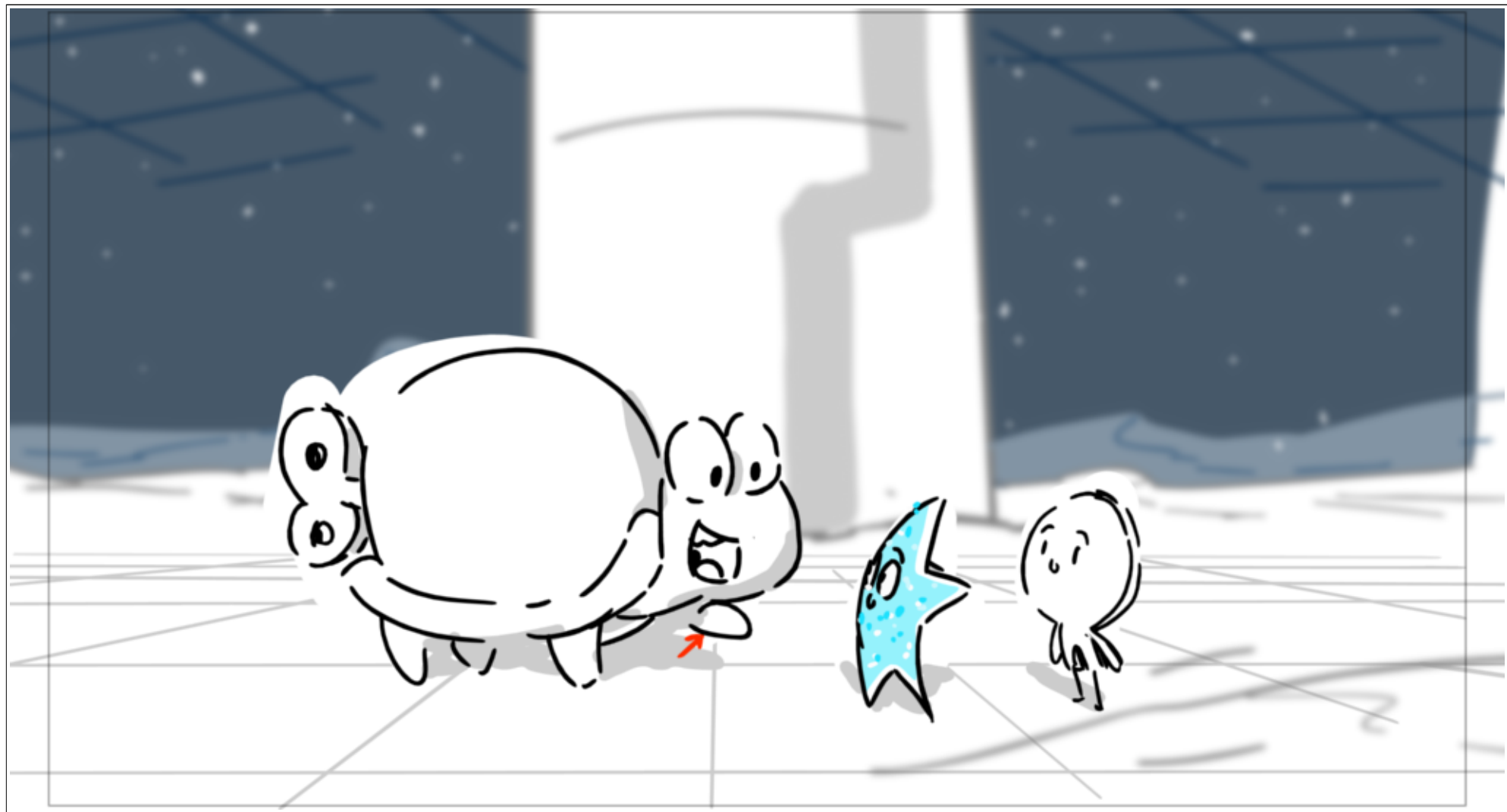
**Dialog**  
SHELLEY  
<GASP>

Scene	Panel
16	3



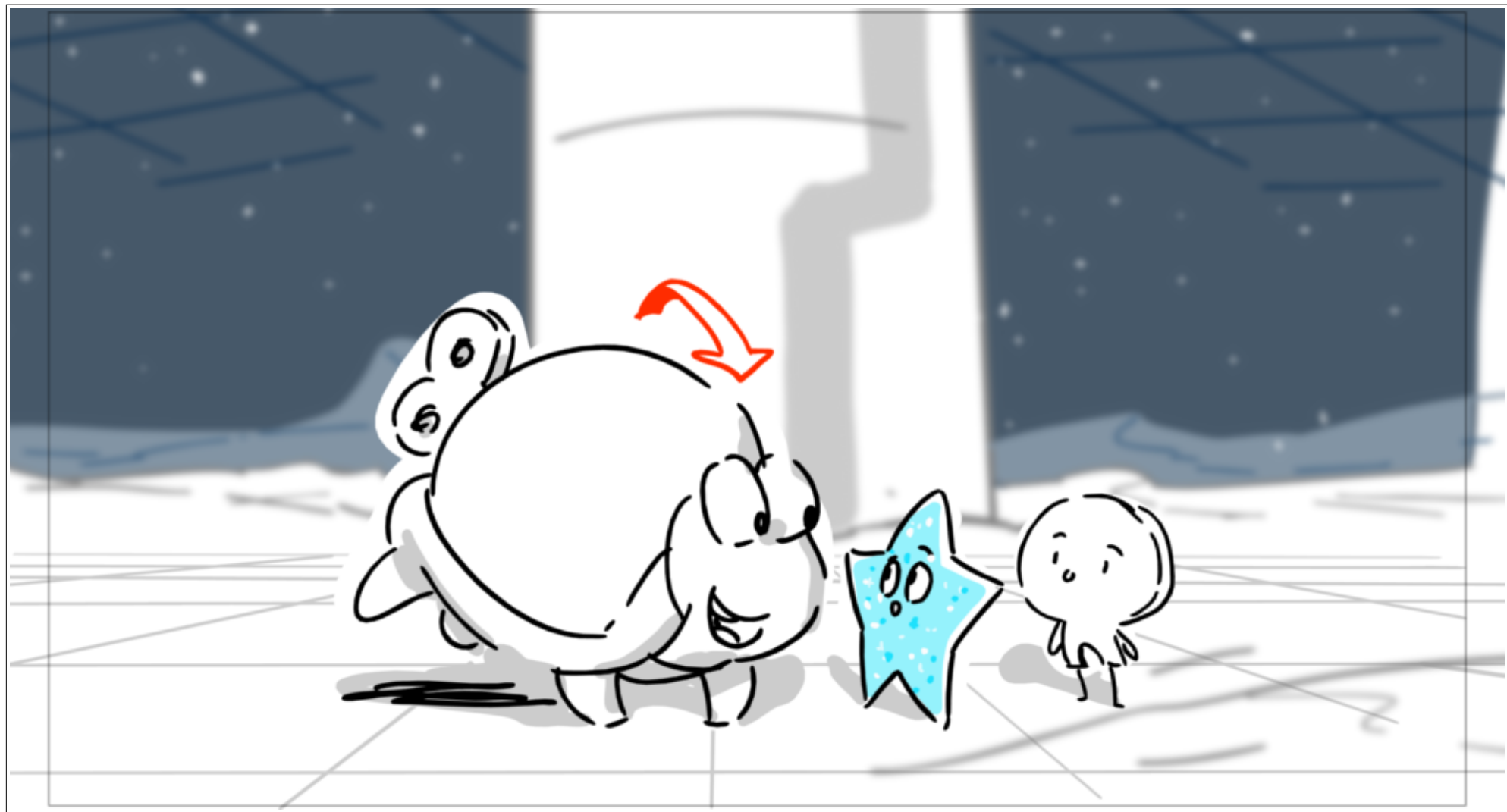
**Dialog**  
184 SHELLEY  
We ...

Scene	Panel
17	1



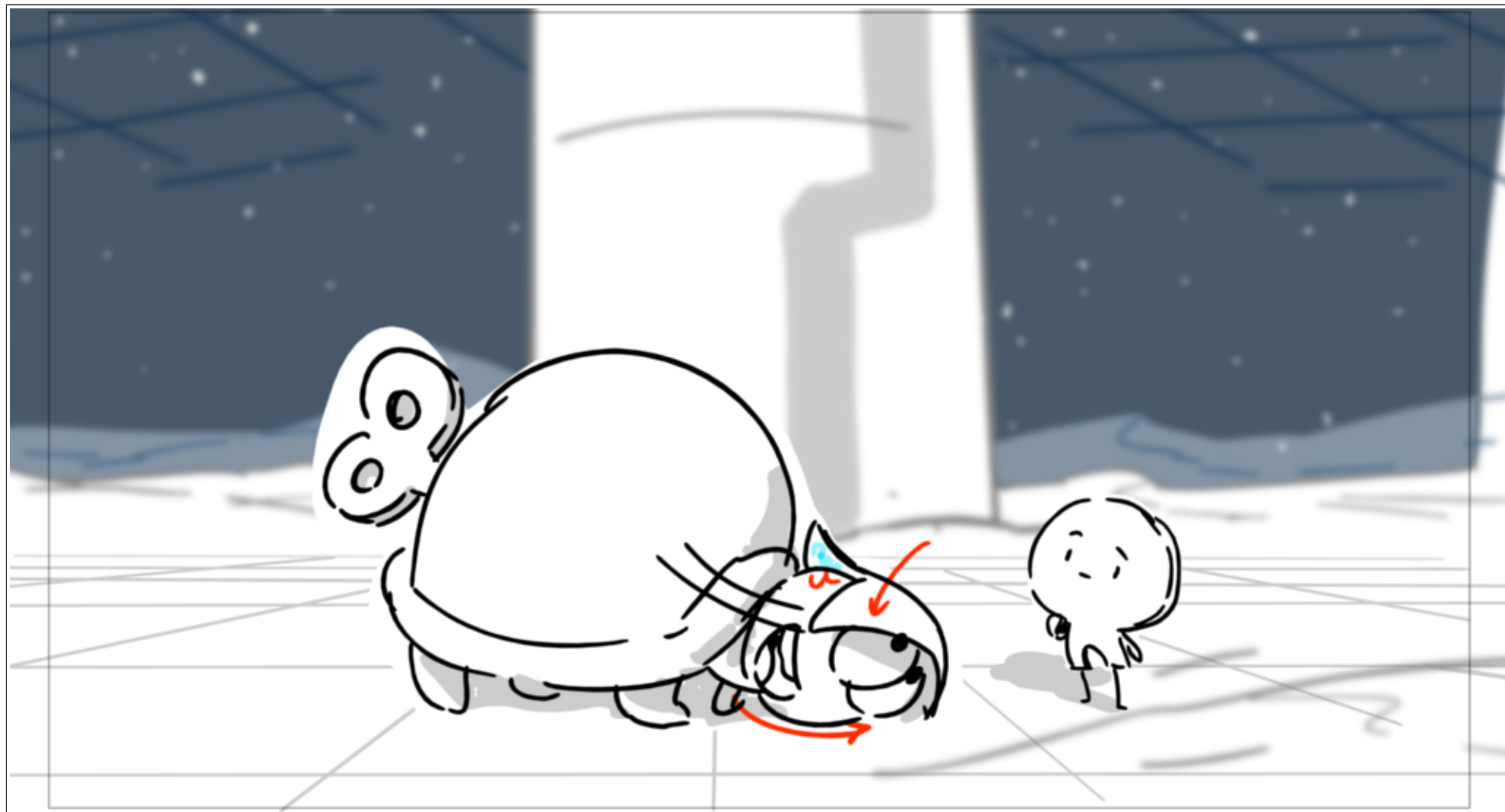
**Dialog**  
184 SHELLEY  
...don't need ...

Scene	Panel
17	2



**Dialog**  
184 SHELLEY  
...it to!

Scene	Panel
17	3

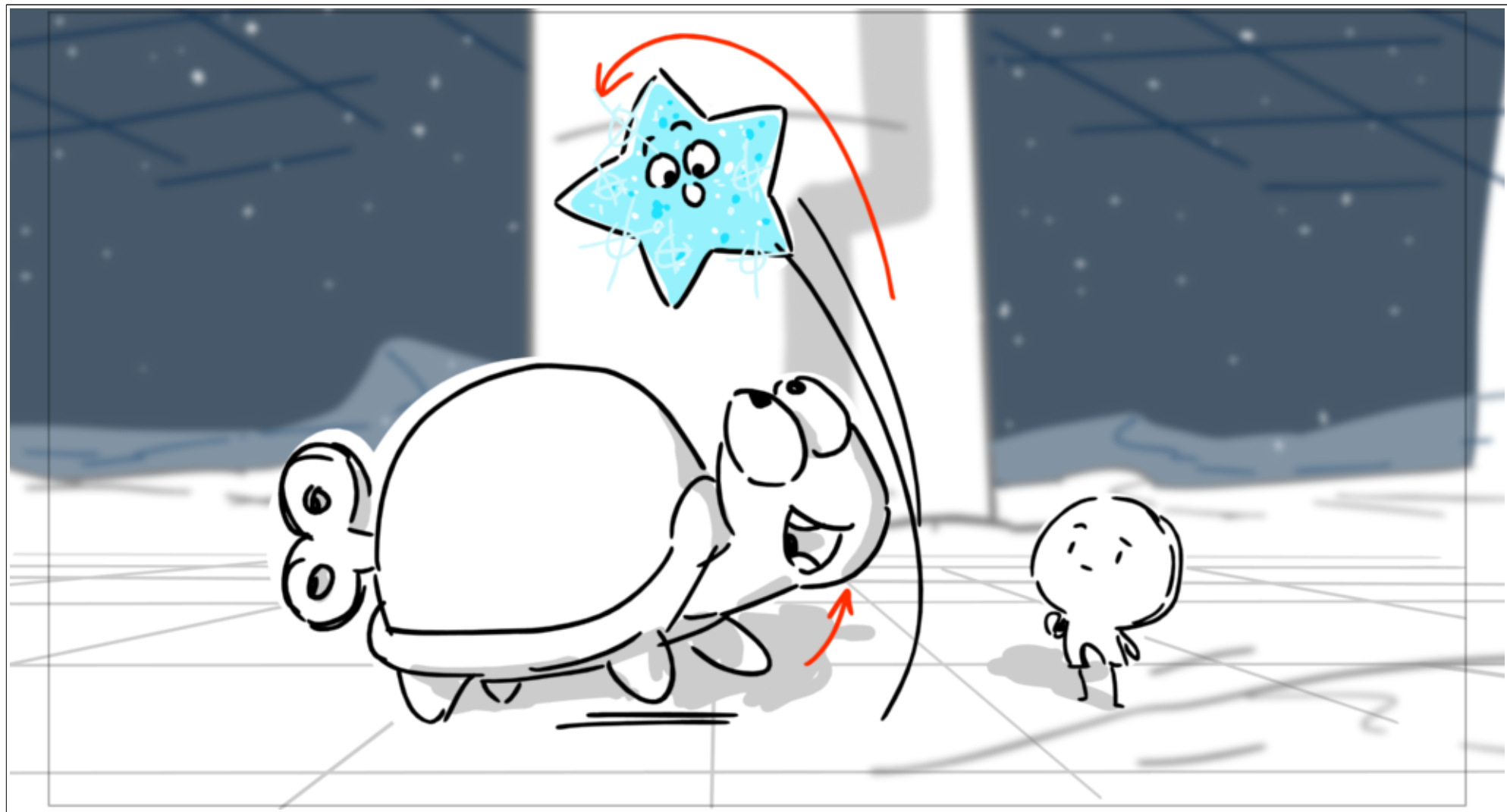


**Dialog**

184 SHELLEY

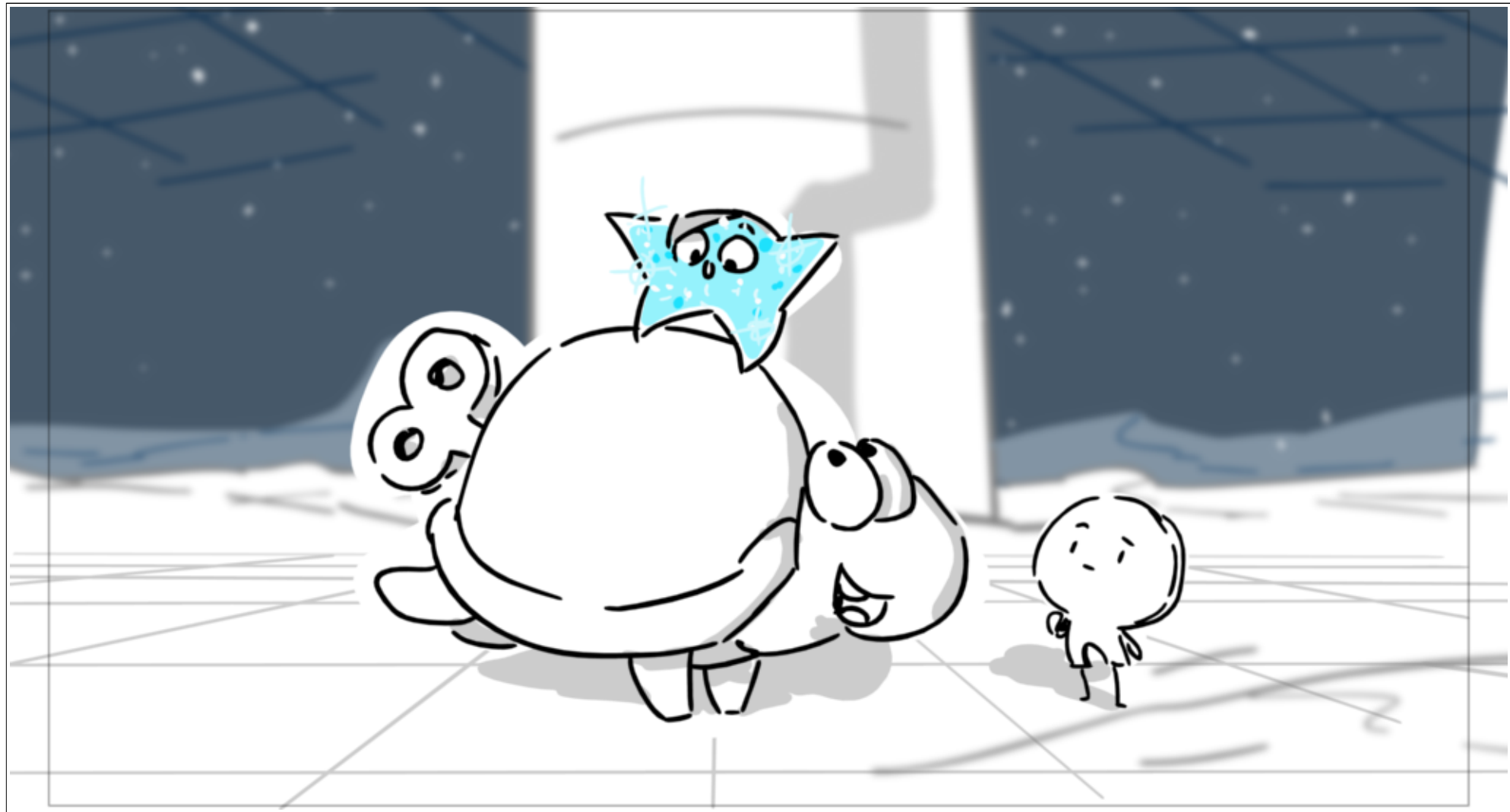
....We just need ...

Scene	Panel
17	4



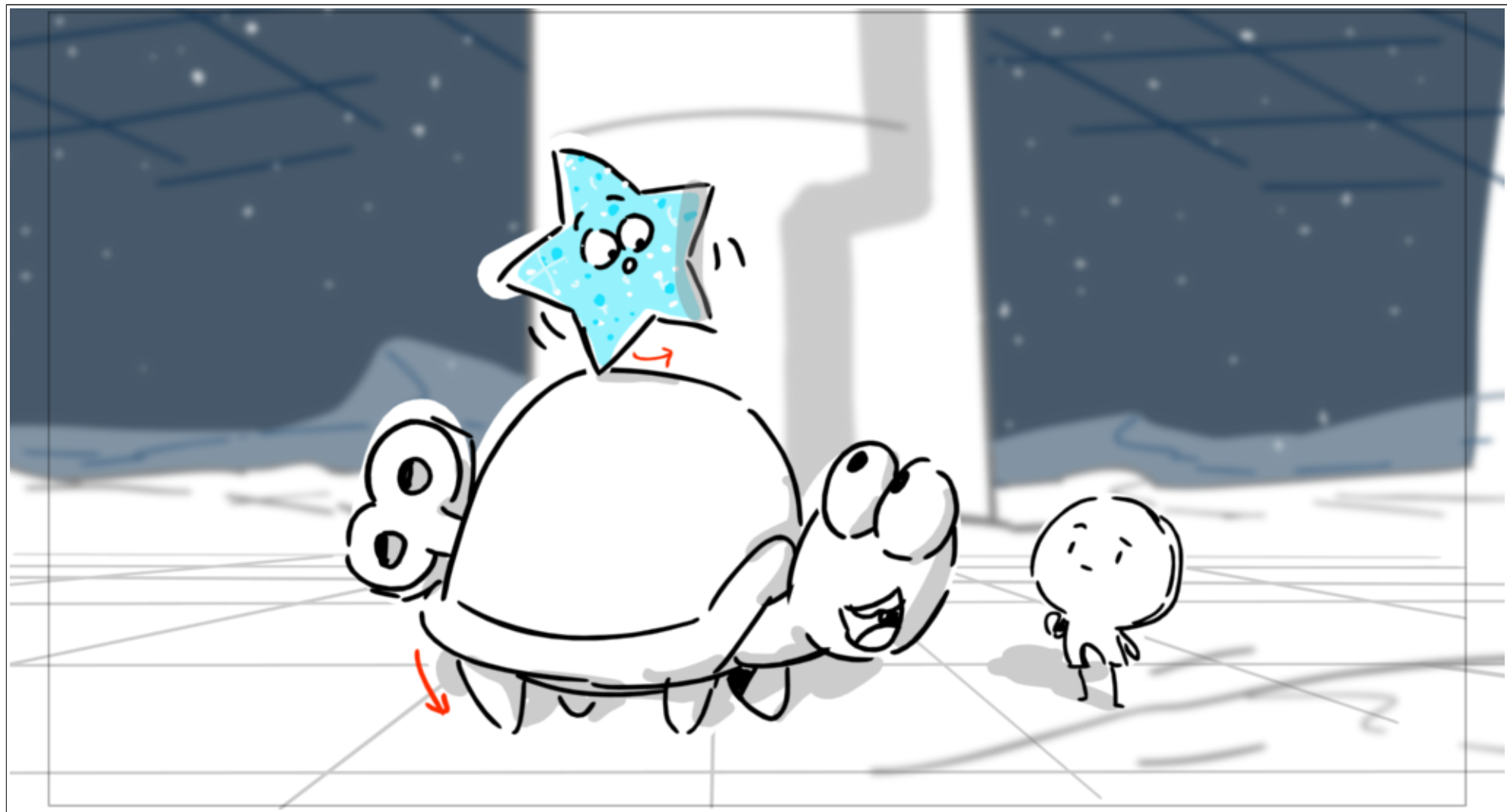
**Dialog**  
184 SHELLEY  
....Sparkle and his...

Scene	Panel
17	5



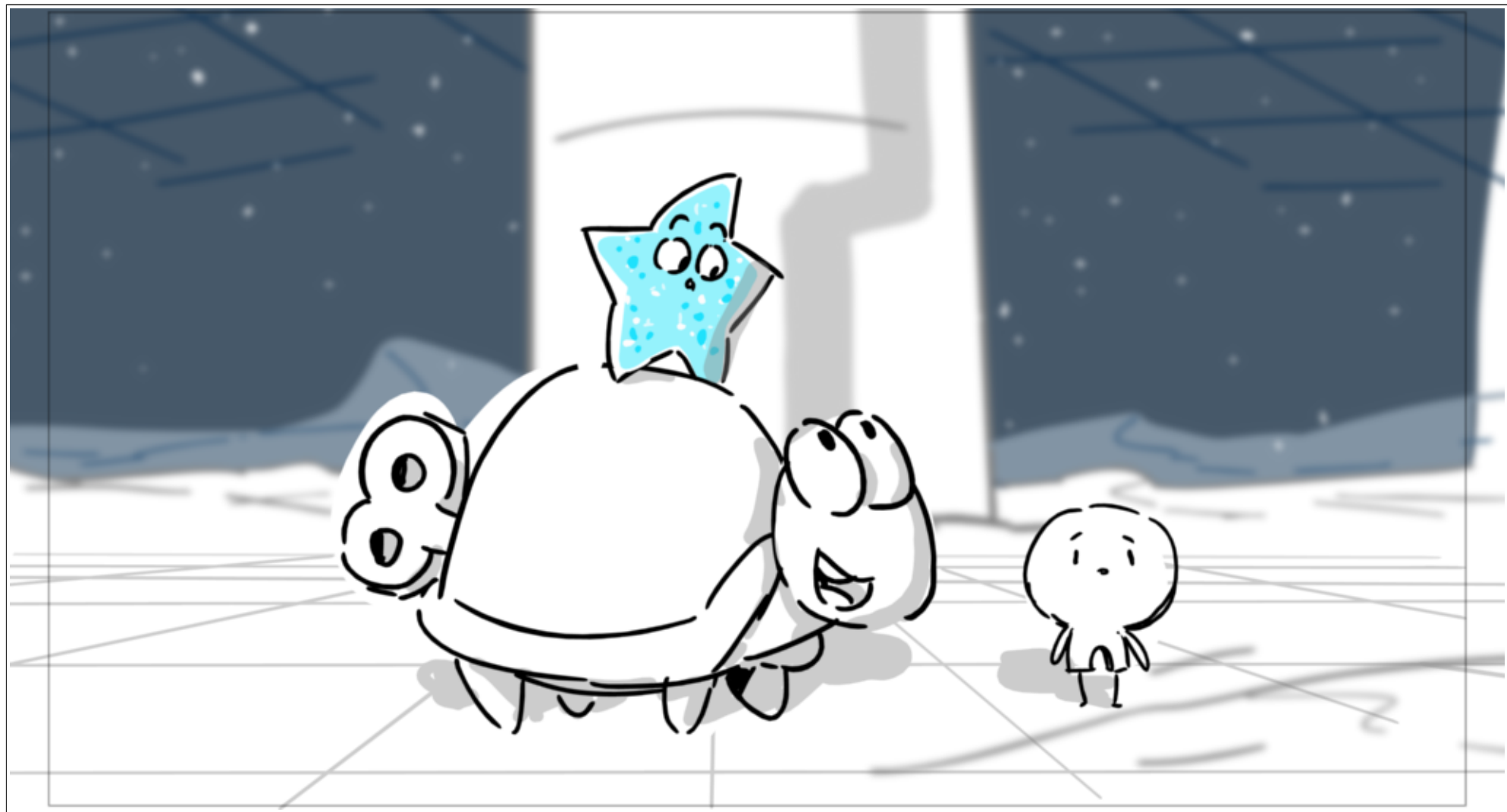
**Dialog**  
184 SHELLEY  
...extra glitter ...

Scene	Panel
17	6



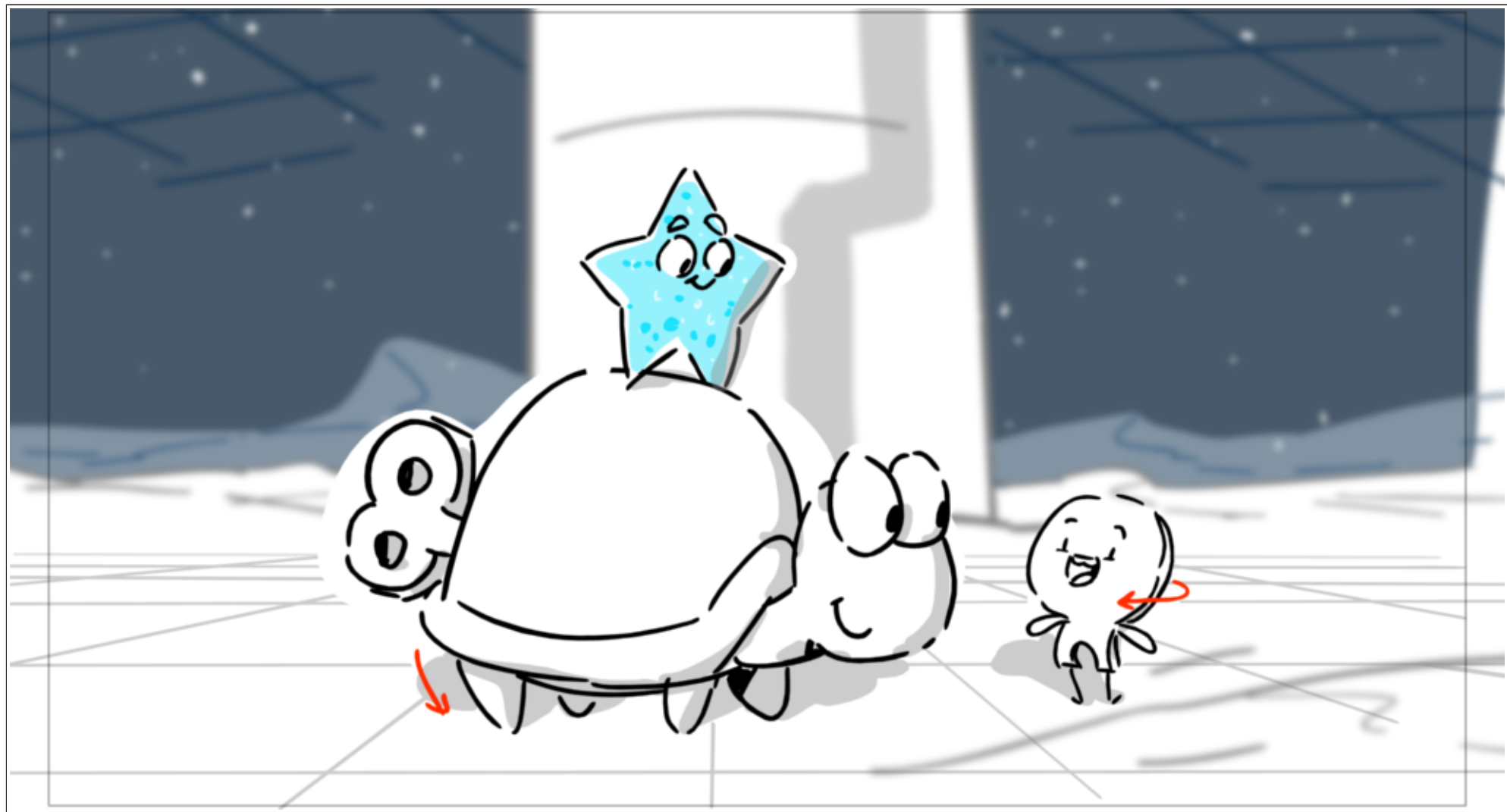
**Dialog**  
184 SHELLEY  
... to shine ...

Scene	Panel
17	7



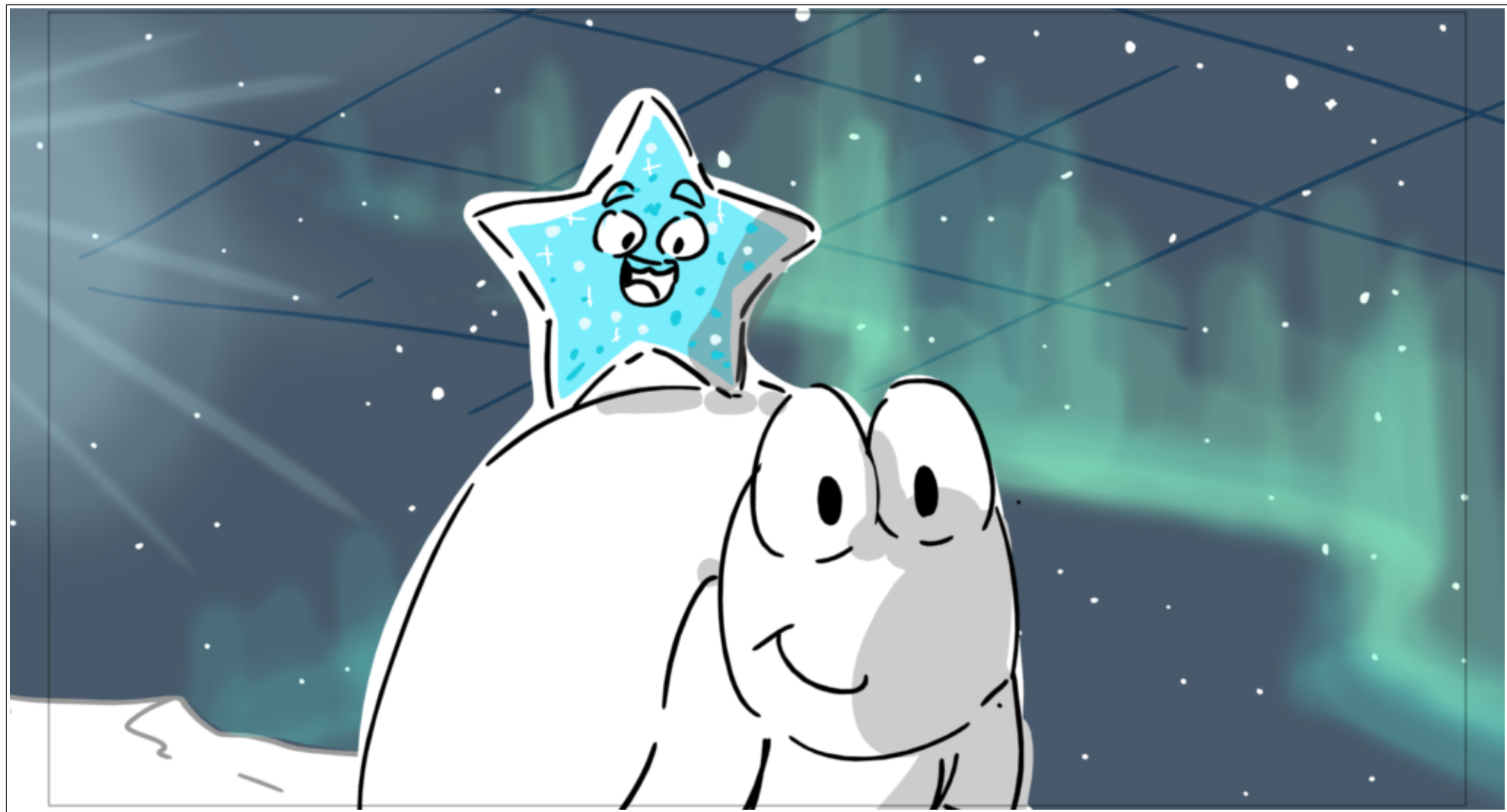
**Dialog**  
184 SHELLEY  
...starlight on it!

Scene	Panel
17	8



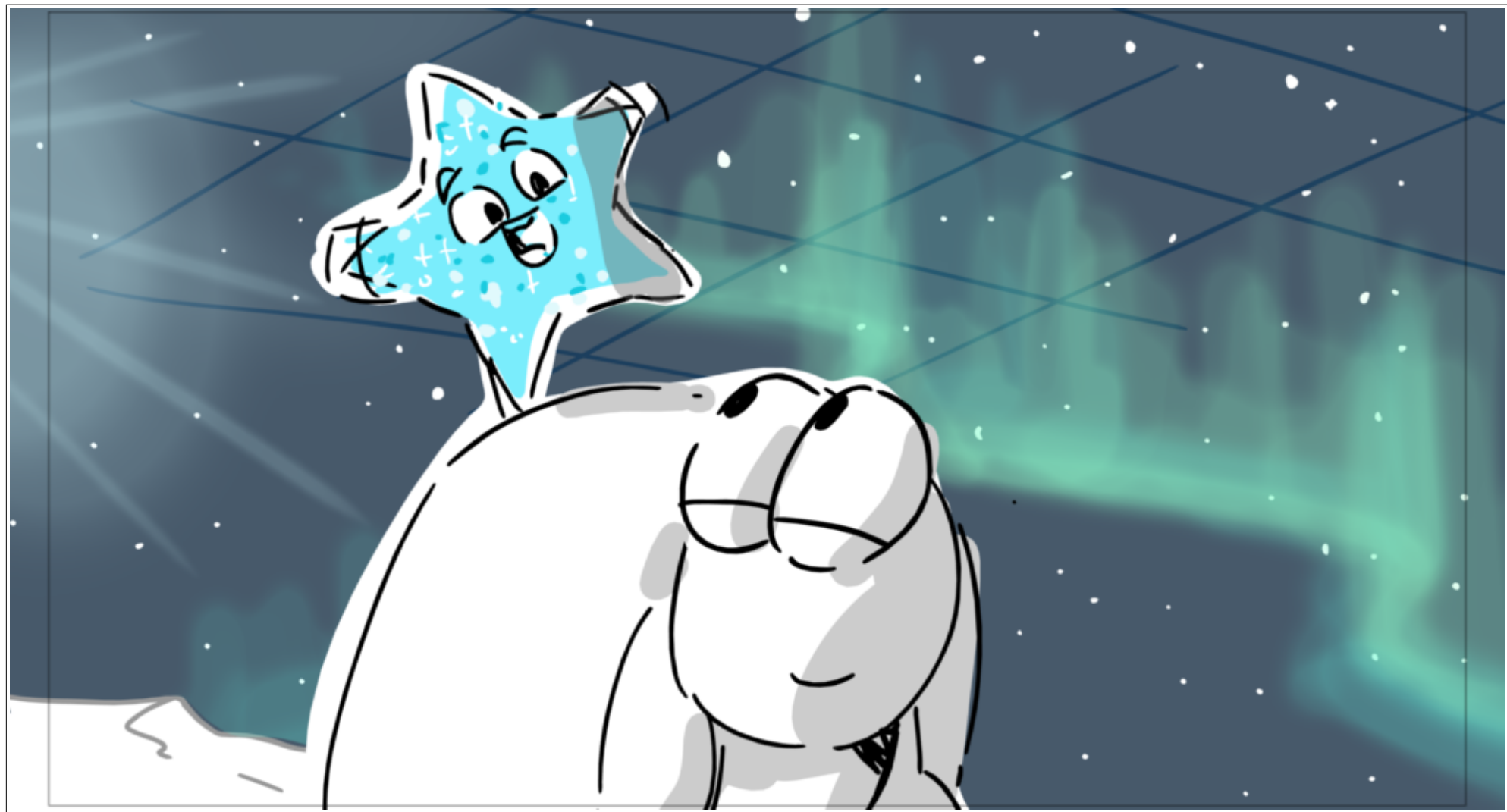
**Dialog**  
185 OLIVER  
(gasp) Shelley!

Scene	Panel
18	1



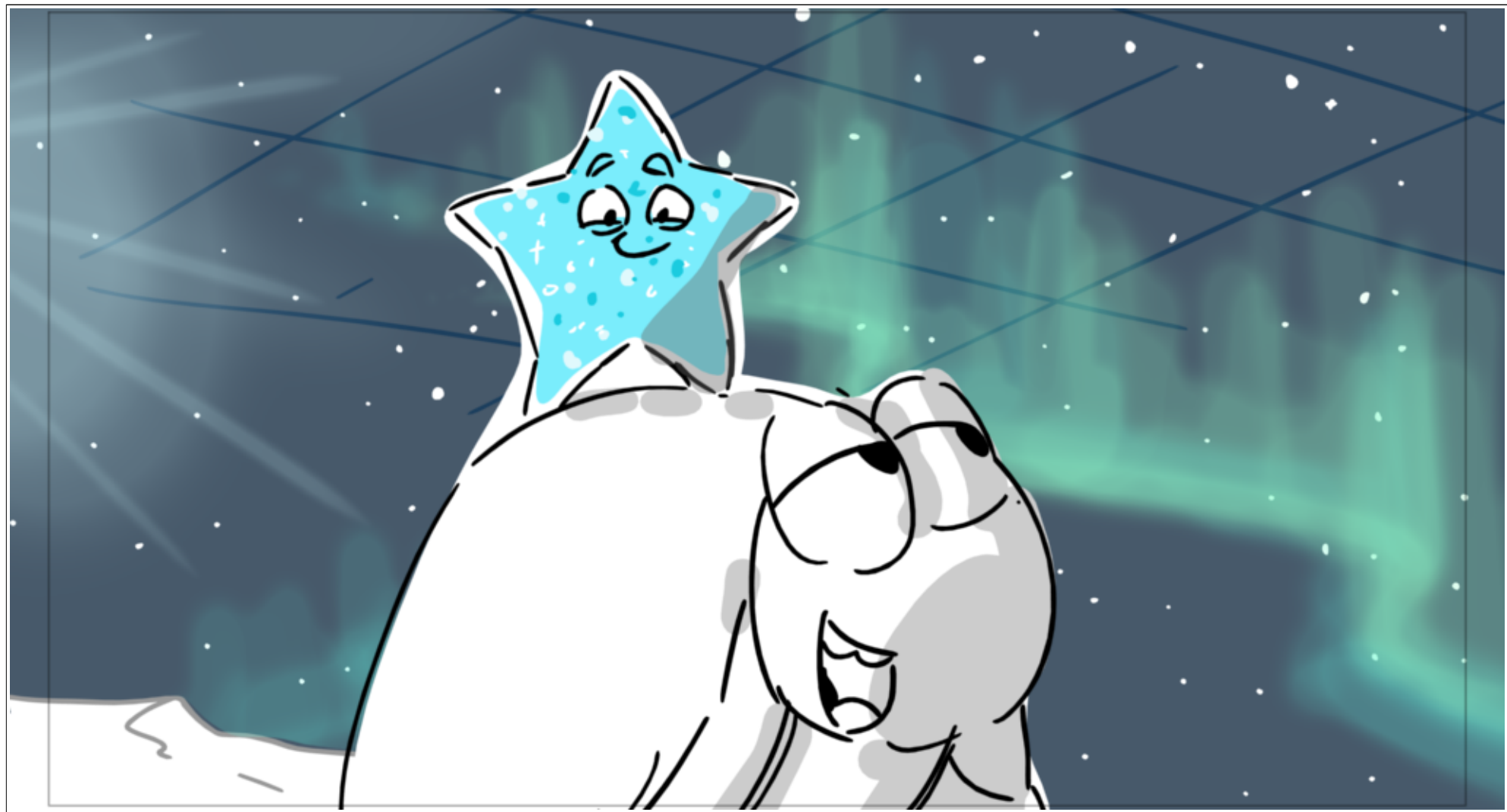
**Dialog**  
186 SPARKLE  
You're...

Scene	Panel
18	2



**Dialog**  
186 SPARKLE  
... brilliant!

Scene	Panel
18	3

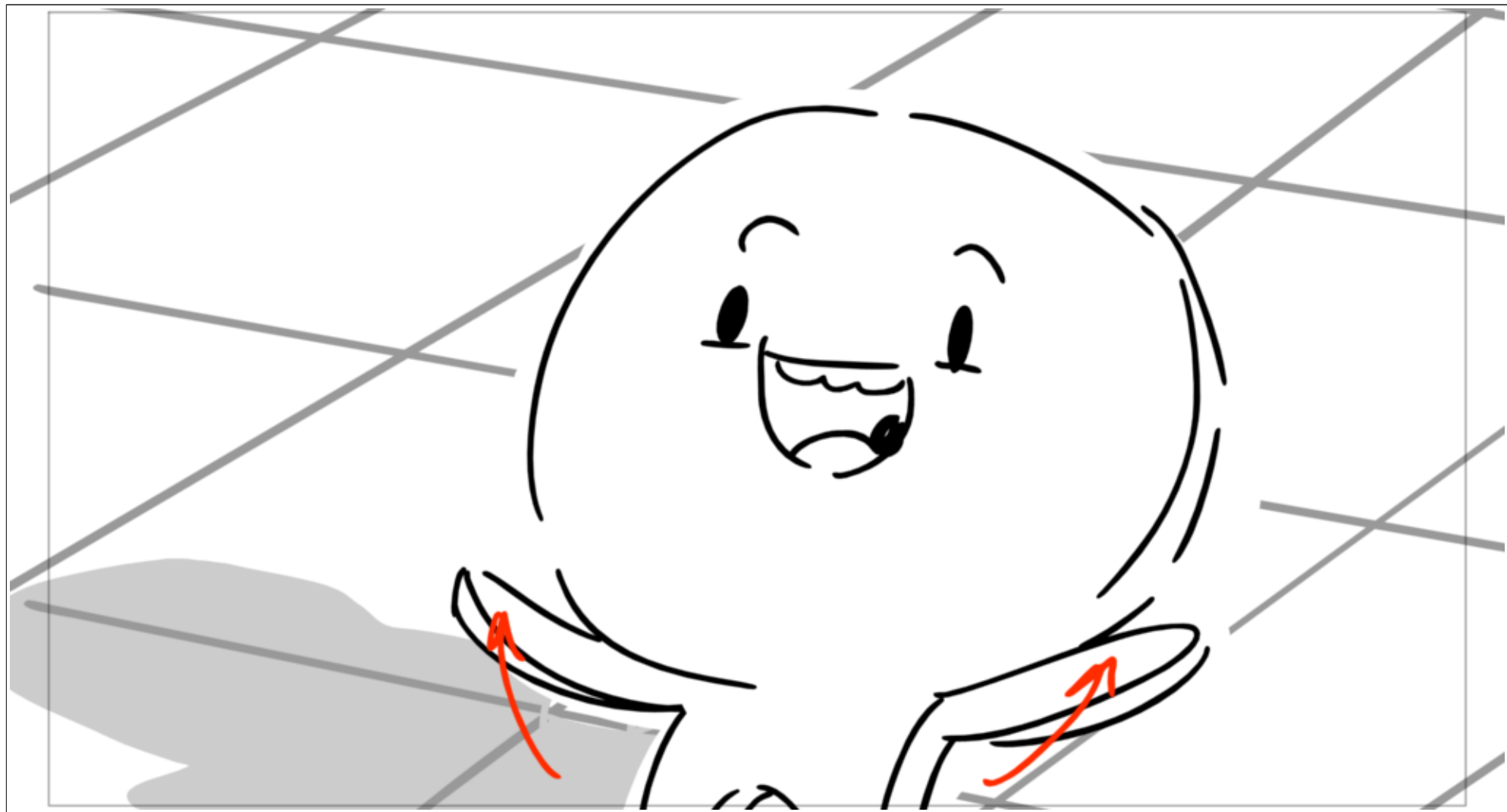


**Dialog**

187 SHELLEY (CHUFFED)

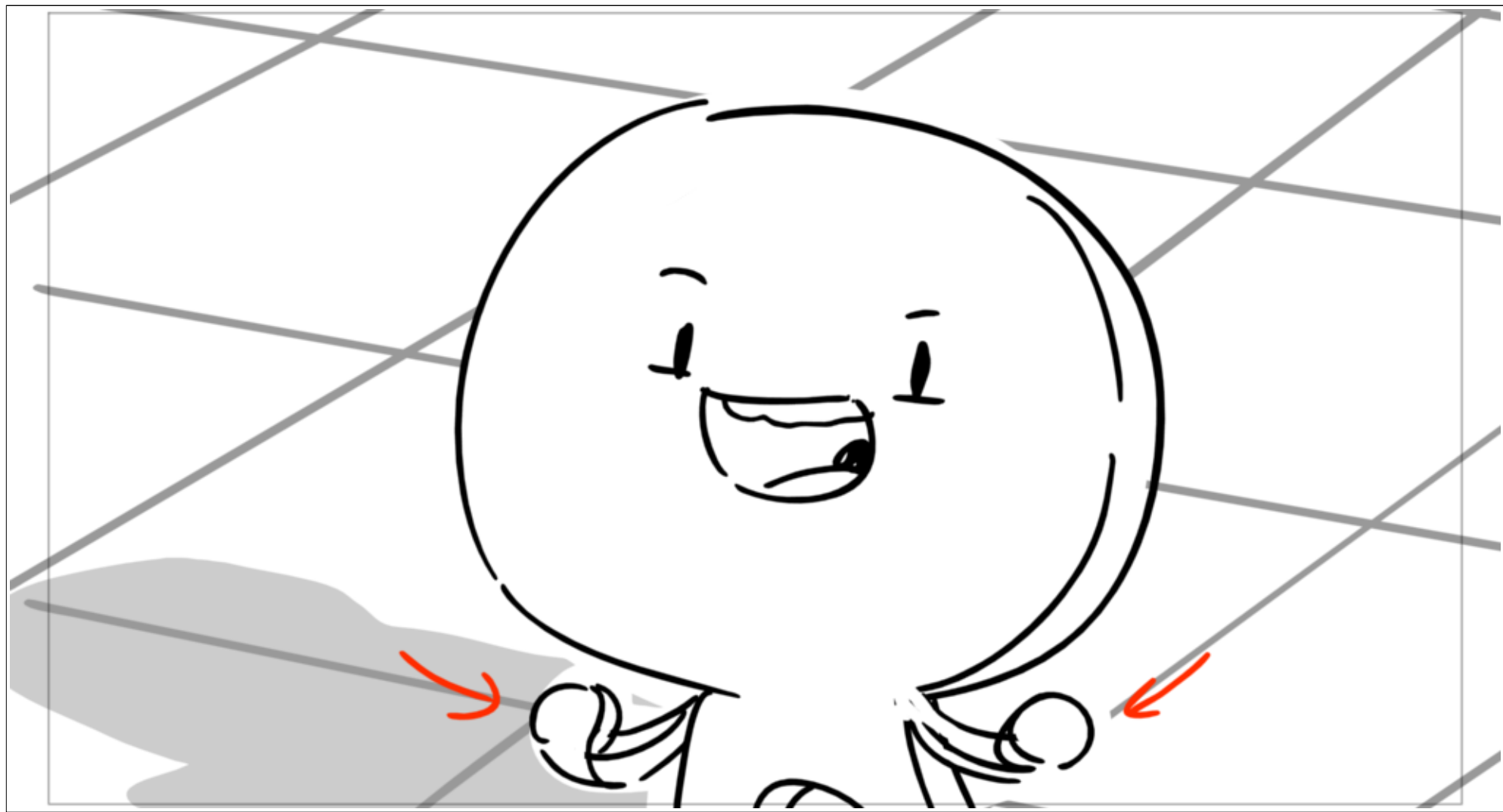
Yep. I know.

Scene	Panel
19	1



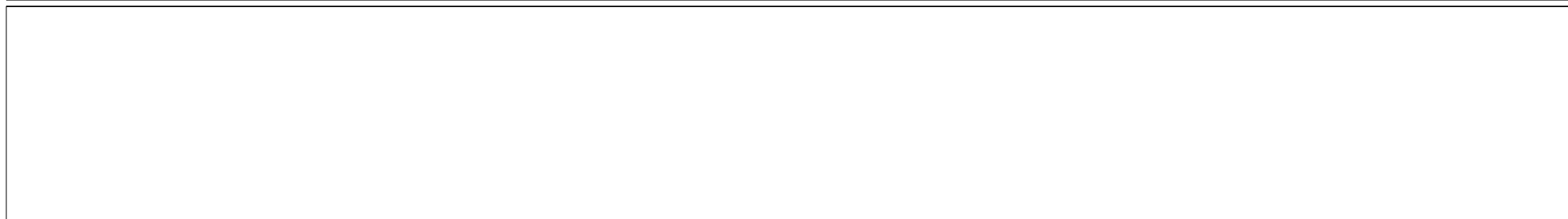
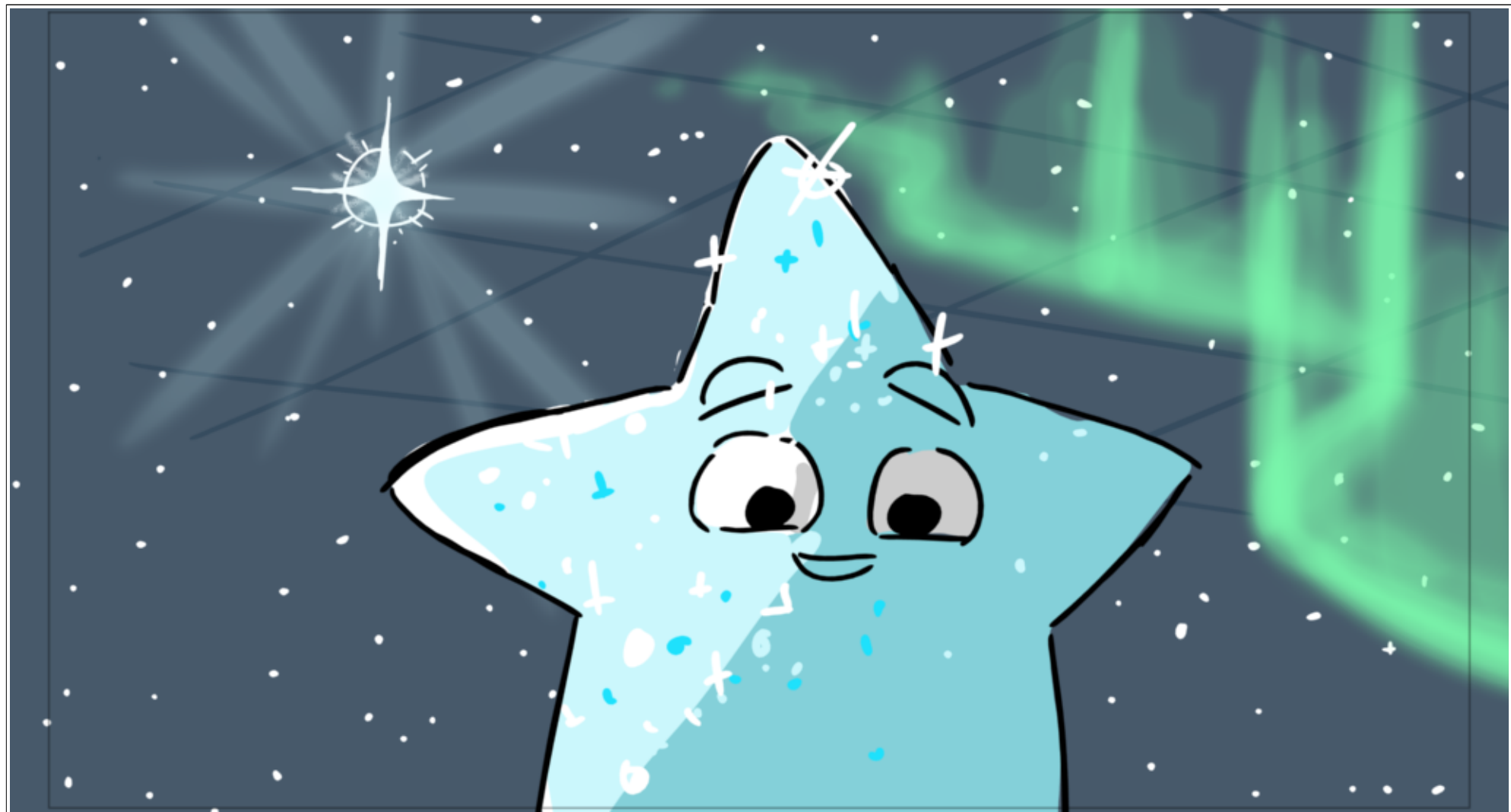
**Dialog**  
188 OLIVER  
Let's ...

Scene	Panel
19	2

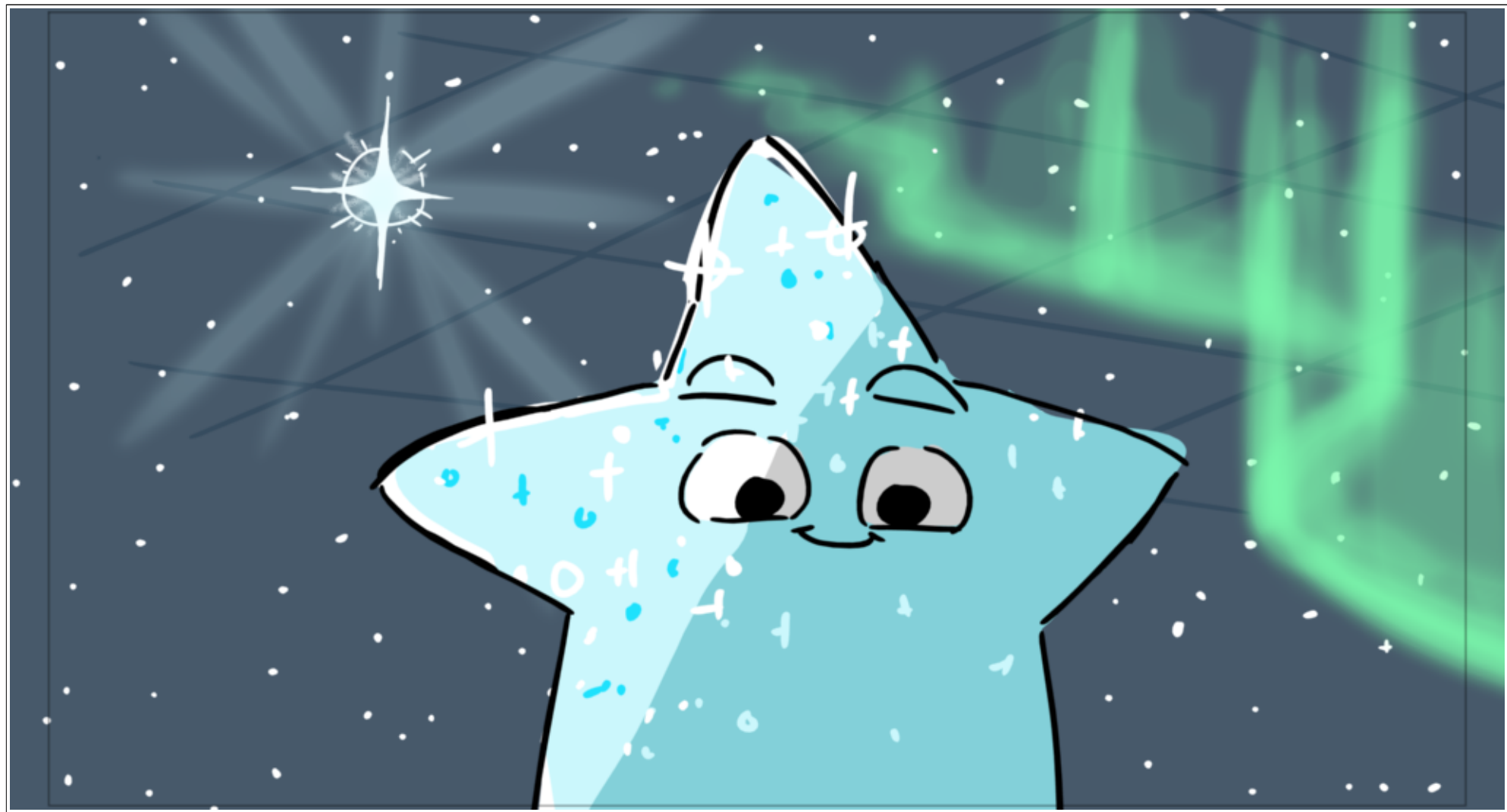


**Dialog**  
188 OLIVER  
... do this!

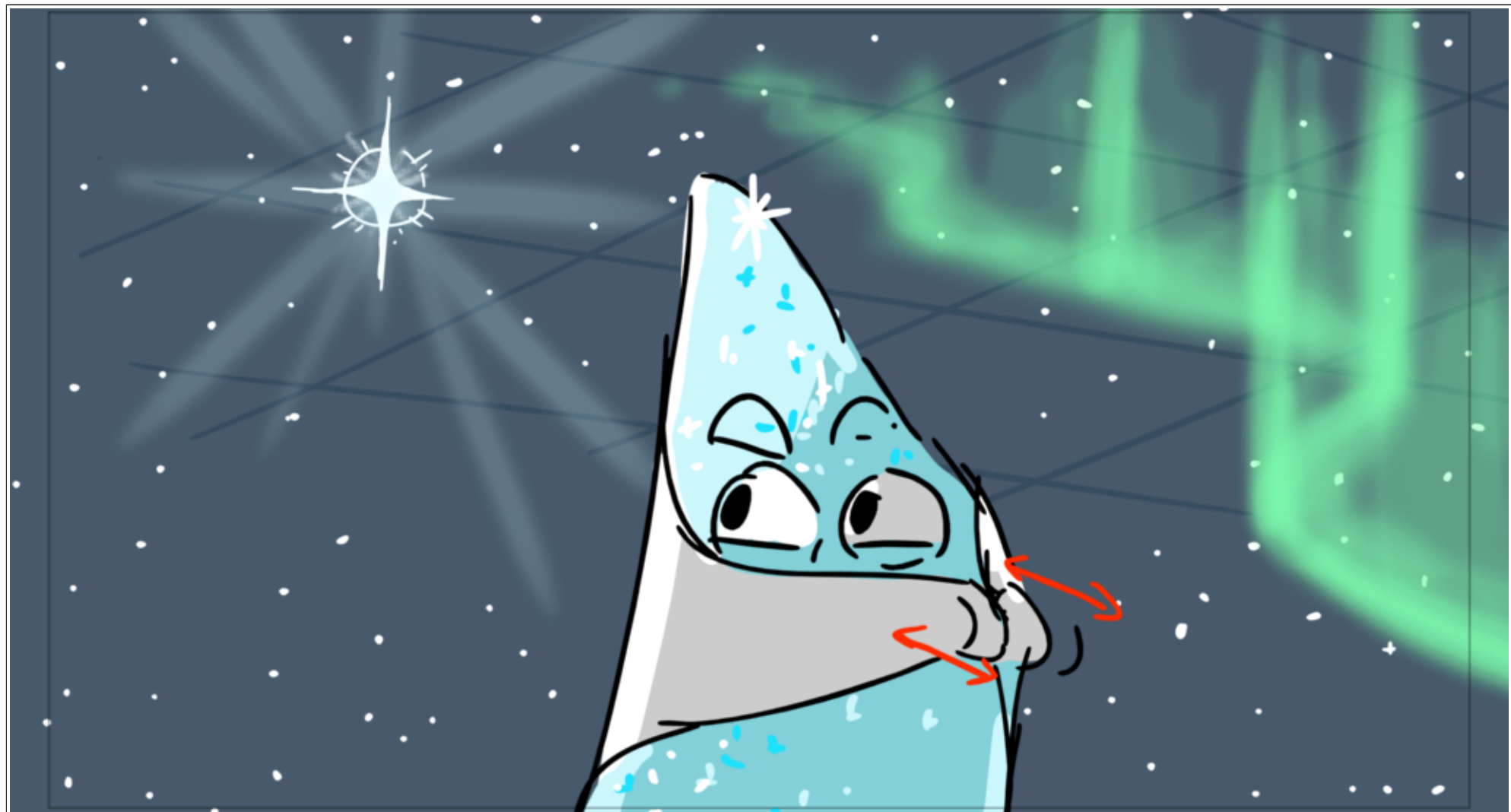
Scene	Panel
20	1



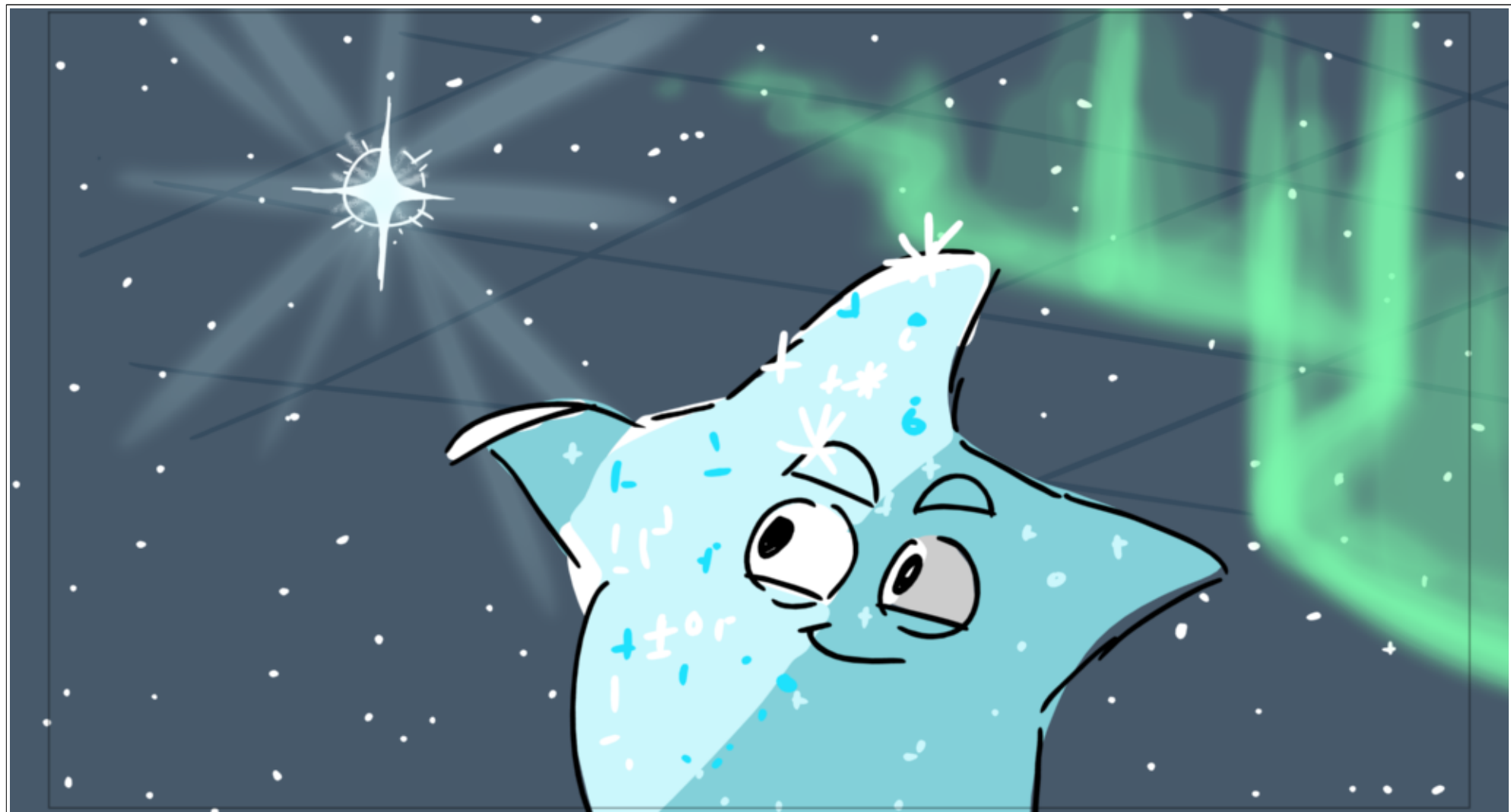
Scene	Panel
20	2



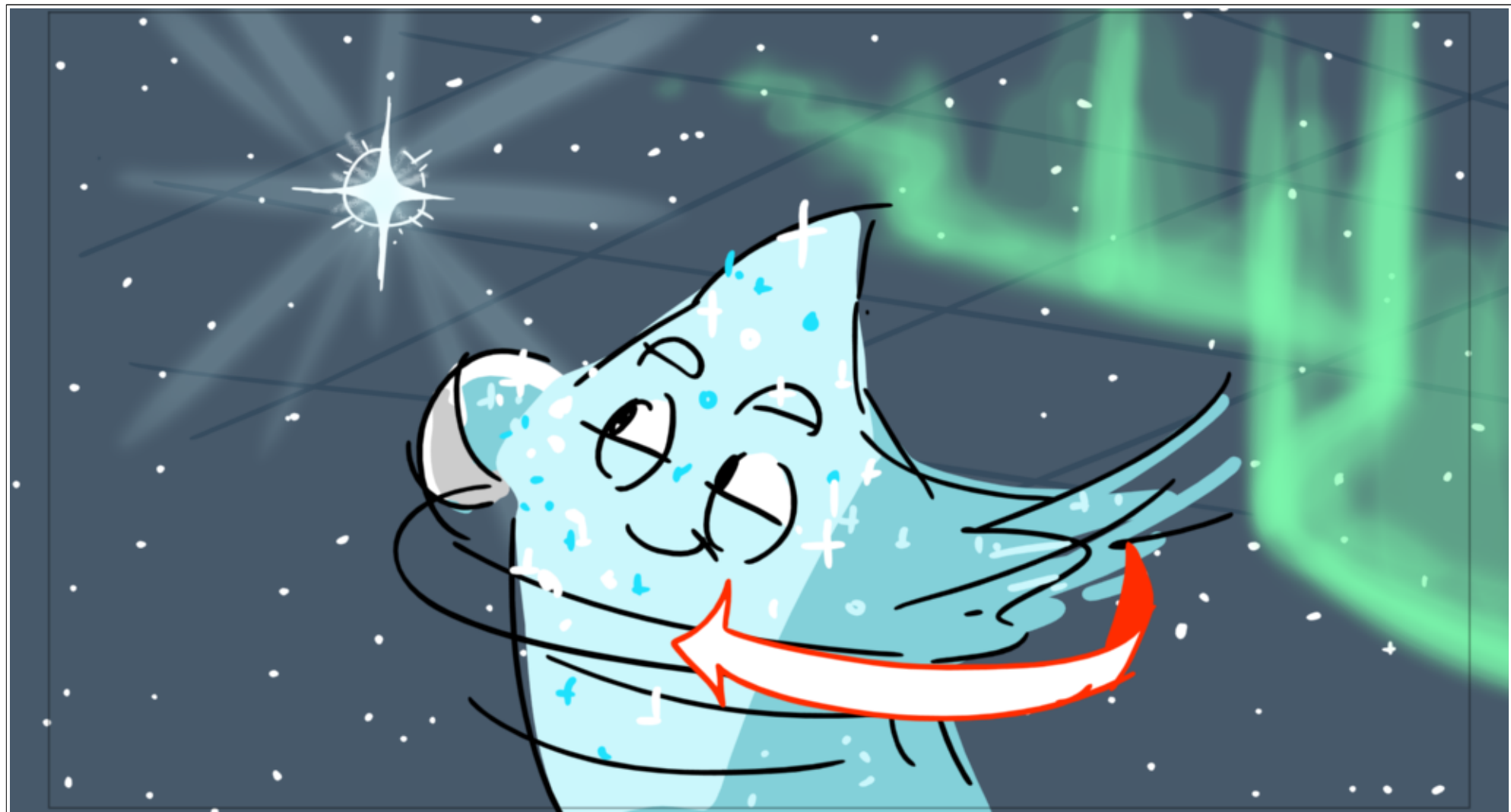
Scene	Panel
20	3



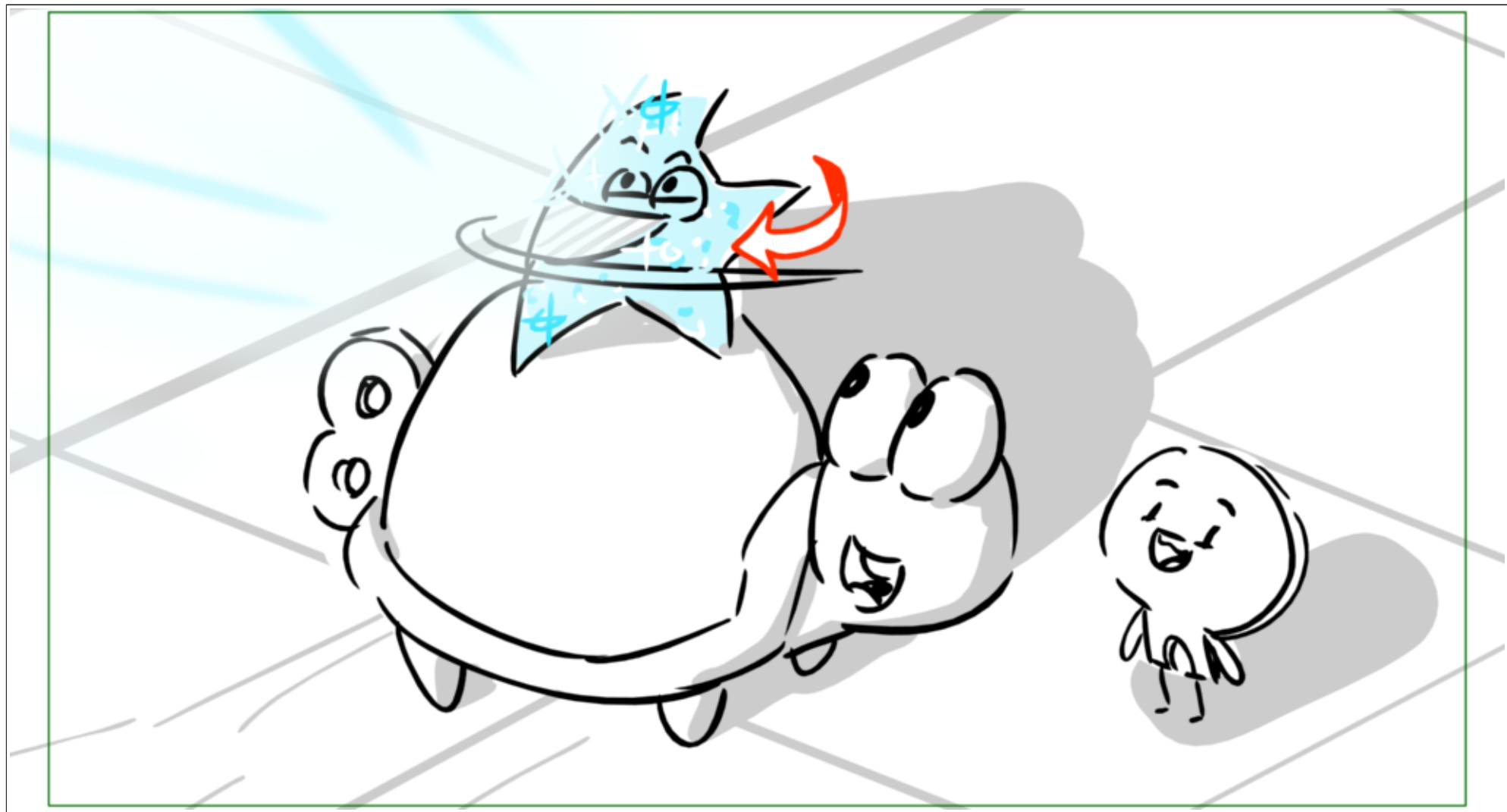
Scene	Panel
20	4



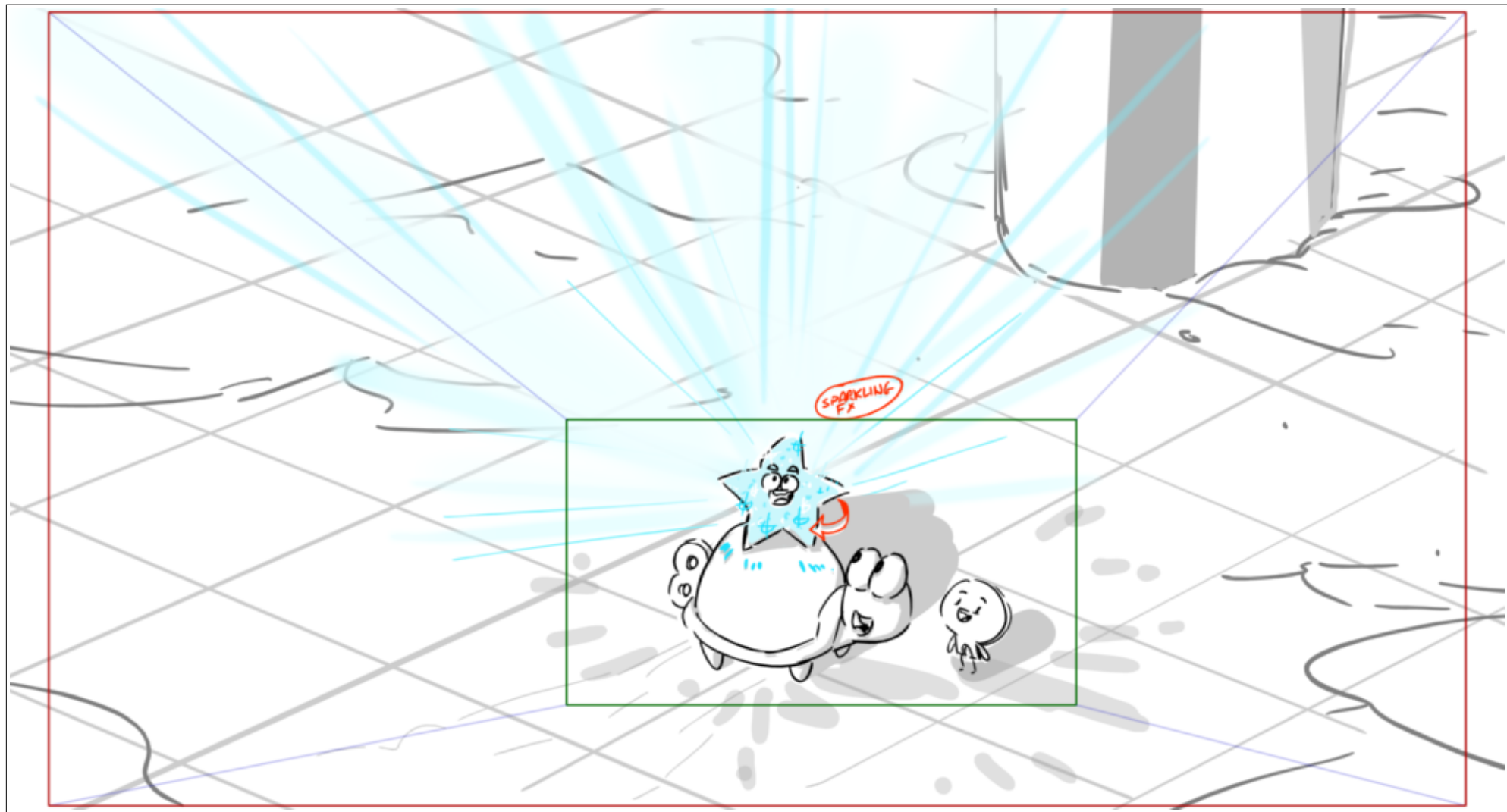
Scene	Panel
20	5



Scene 21	Panel 1
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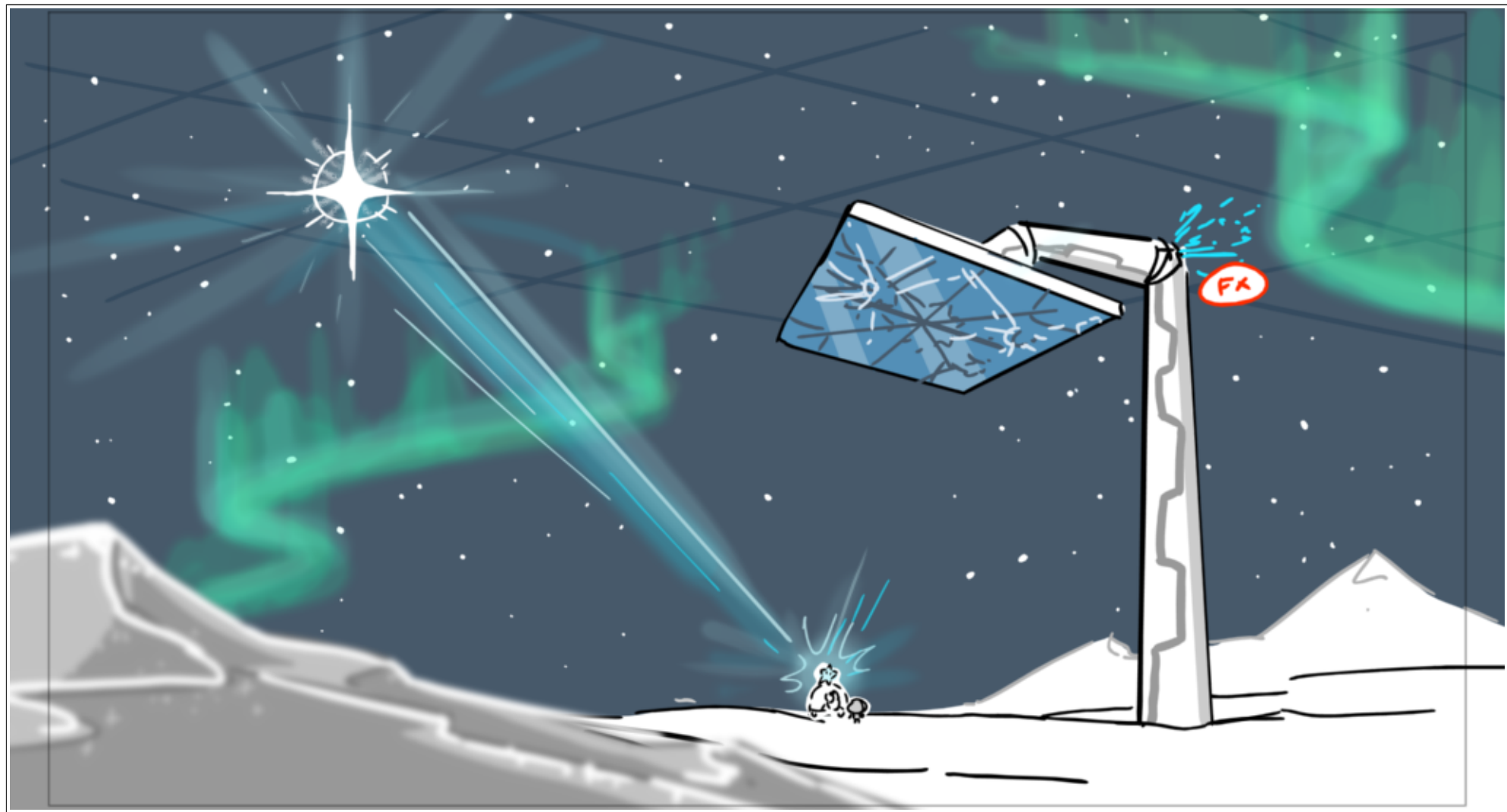


Scene	Panel
21	2



**Dialog**  
SHELLEY  
Shine that starlight, Sparkle!

Scene	Panel
22	1



Scene	Panel
23	1



Scene	Panel
23	2



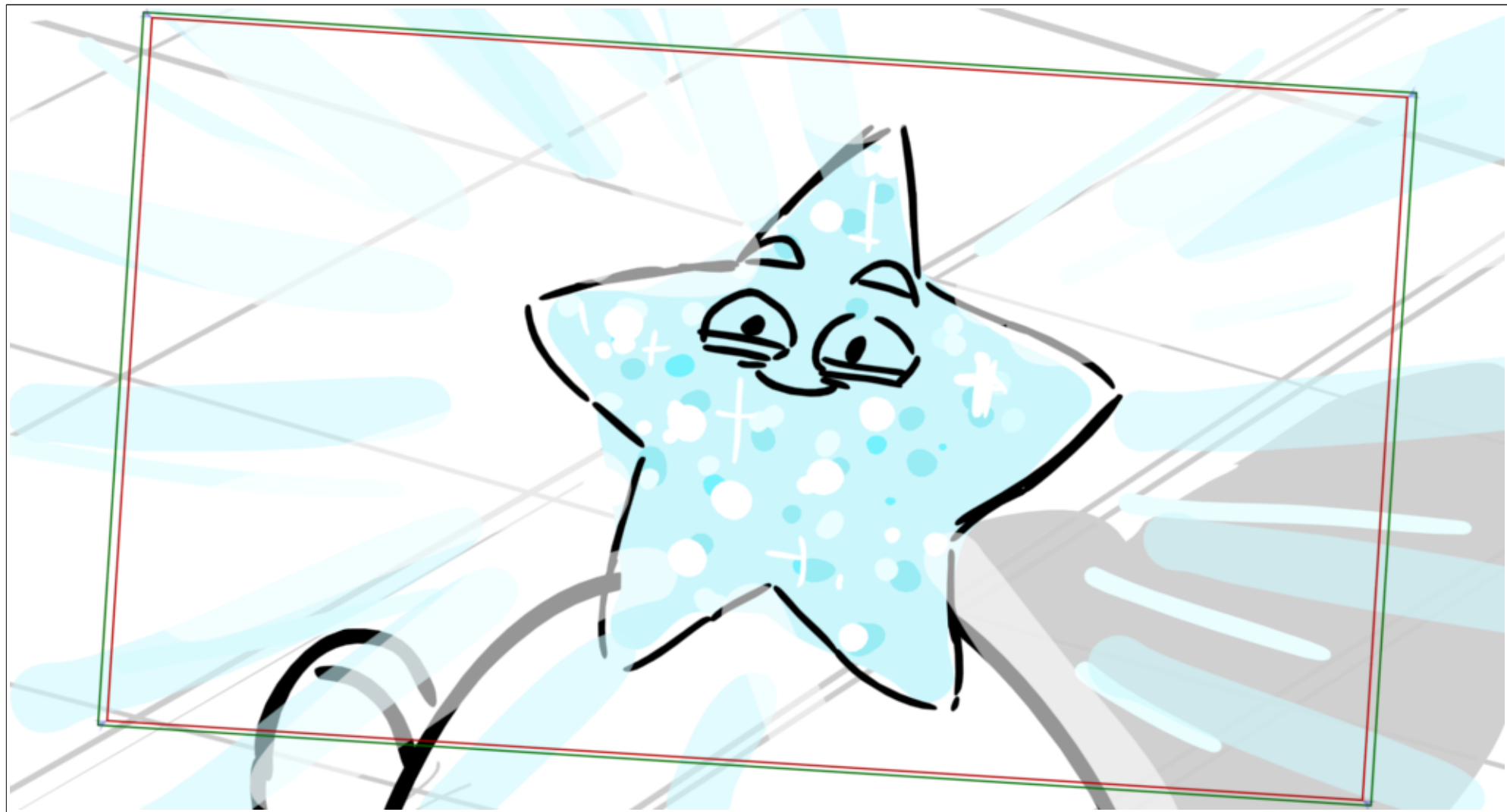
Scene	Panel
23	3



Scene	Panel
24	1

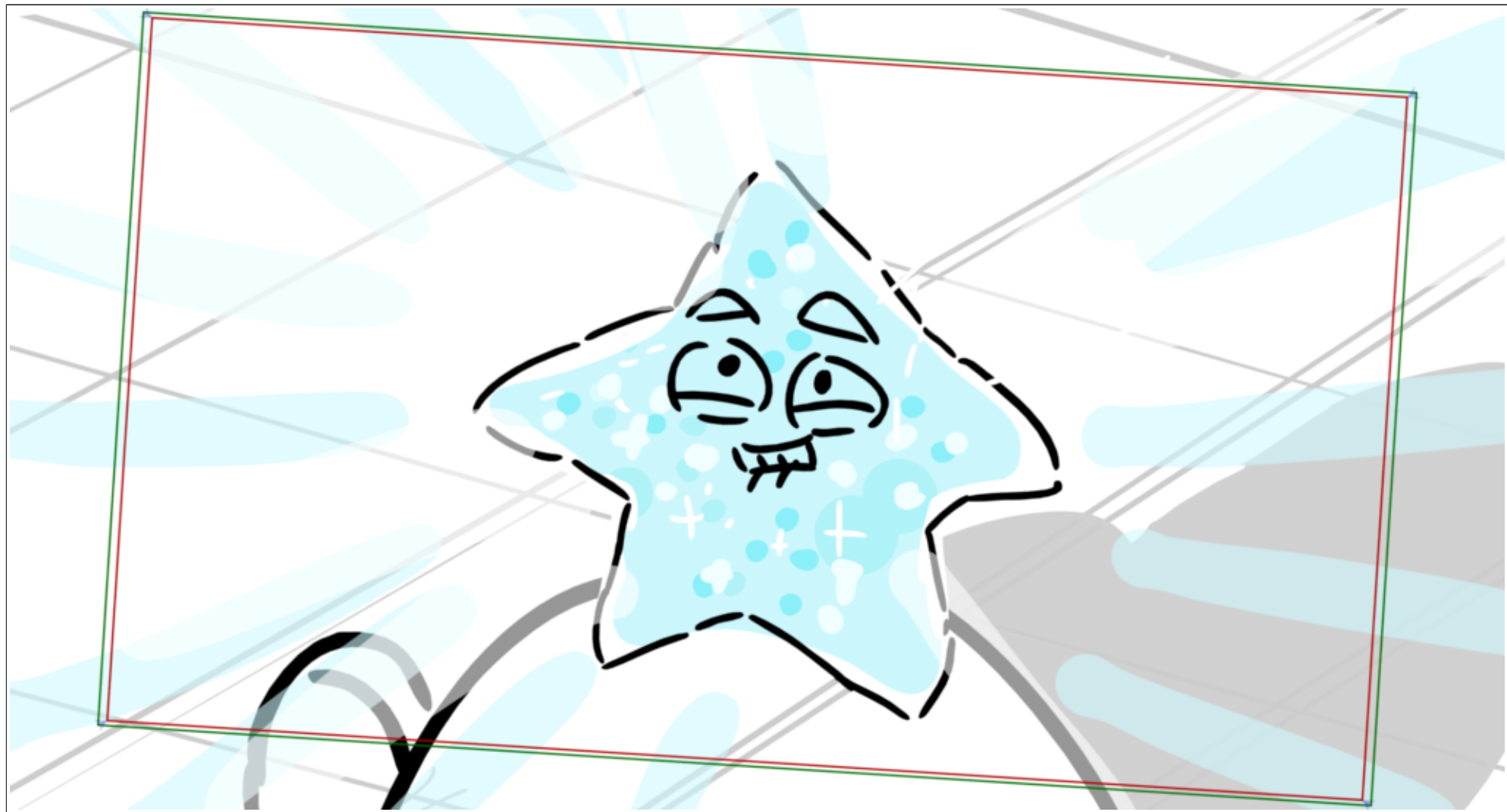


Scene	Panel
25	1



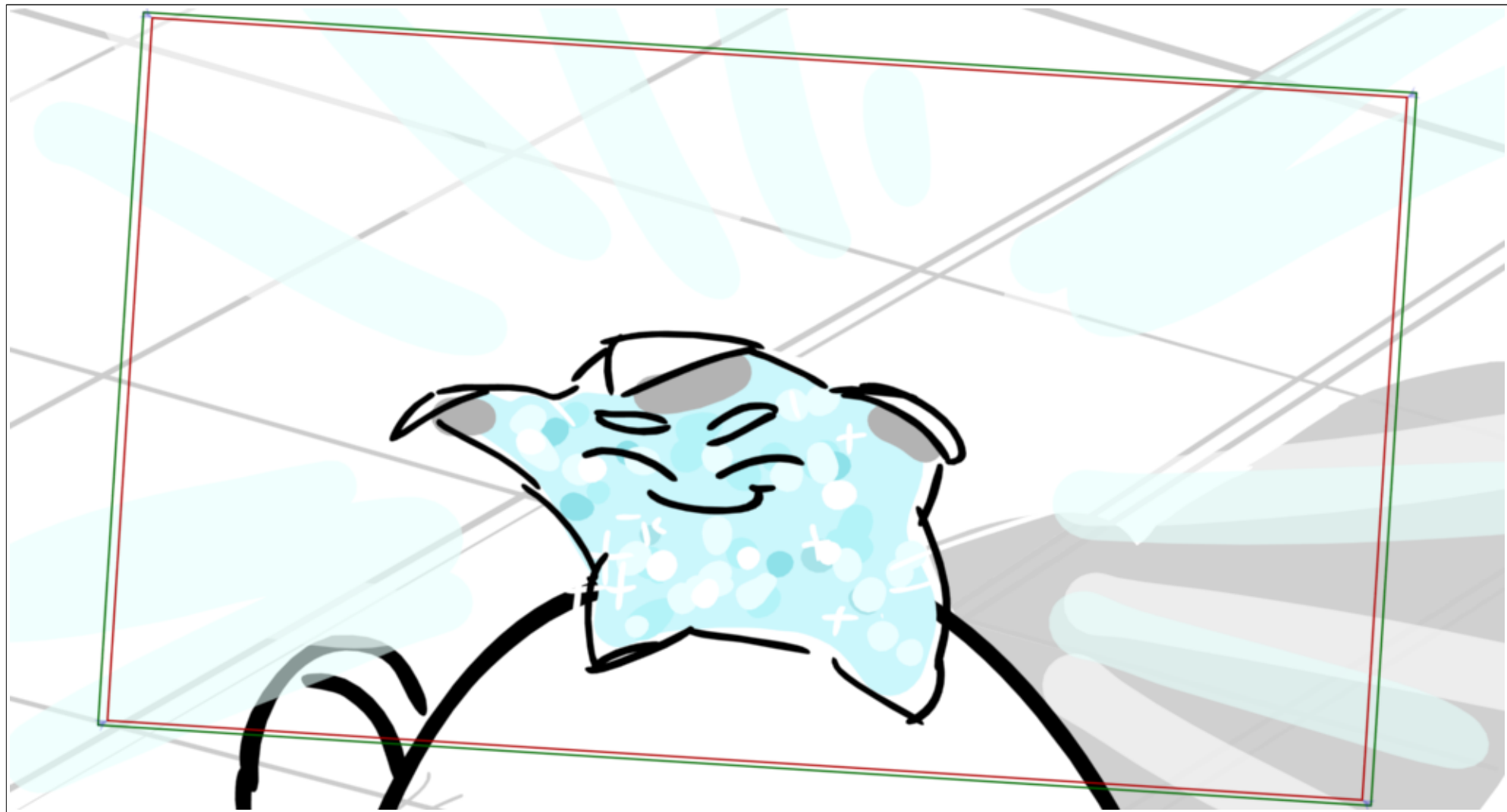
**Dialog**  
TWINKLING SFX  
POWERING UP SFX

Scene	Panel
25	2



**Dialog**  
TWINKLING SFX  
POWERING UP SFX

Scene	Panel
25	3



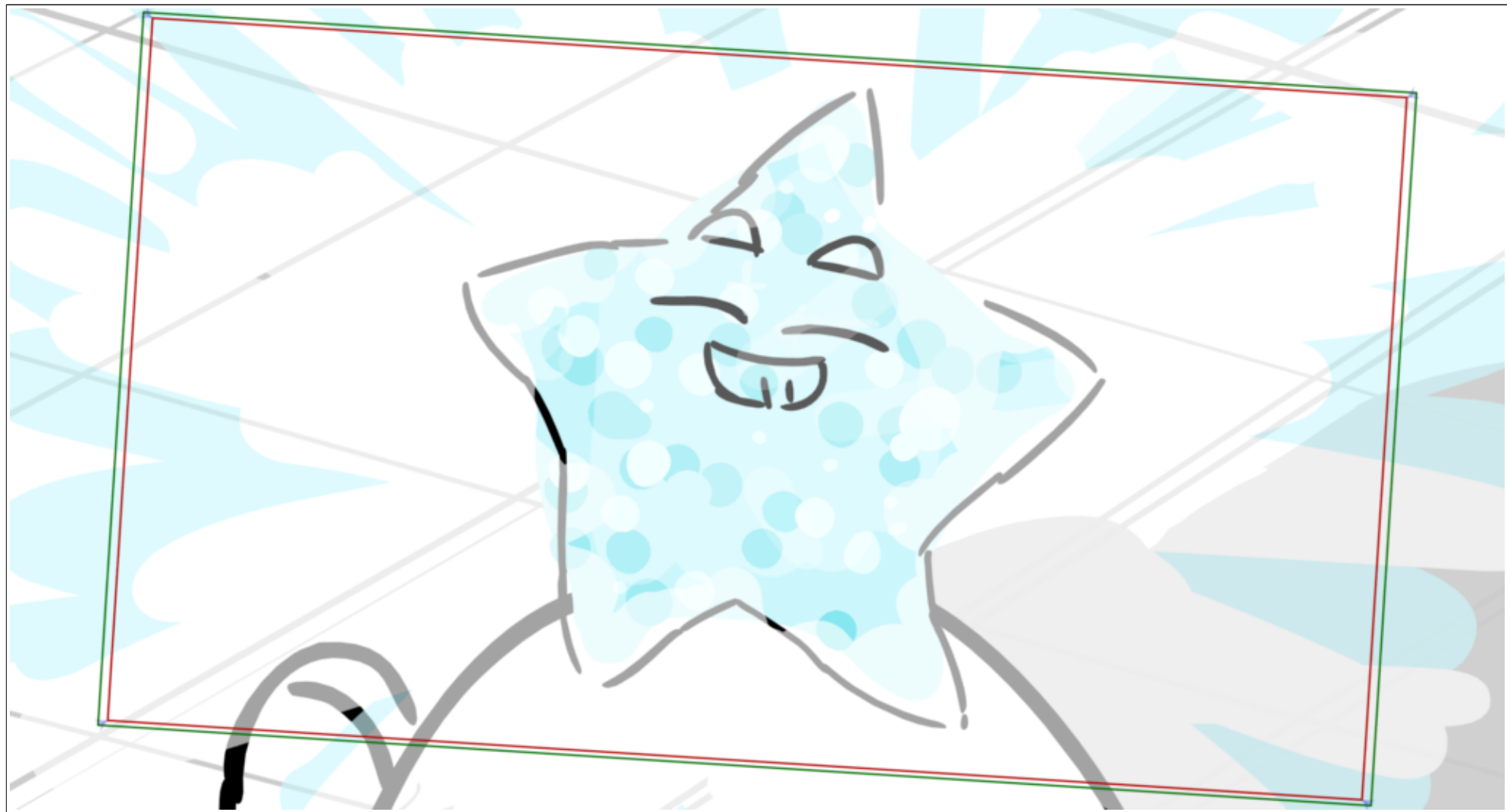
**Dialog**  
TWINKLING SFX  
POWERING UP SFX

Scene	Panel
25	4



**Dialog**  
TWINKLING SFX  
BEAM SFX

Scene	Panel
25	5



**Dialog**  
TWINKLING SFX  
BEAM SFX

Scene	Panel
26	1



**Dialog**  
TWINKLING SFX  
BEAM SFX

Scene	26	Panel 2
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**Dialog**  
190 SPARKLE  
Have sparkle,...  
TWINKLING SFX  
BEAM SFX

Scene	Panel
26	3

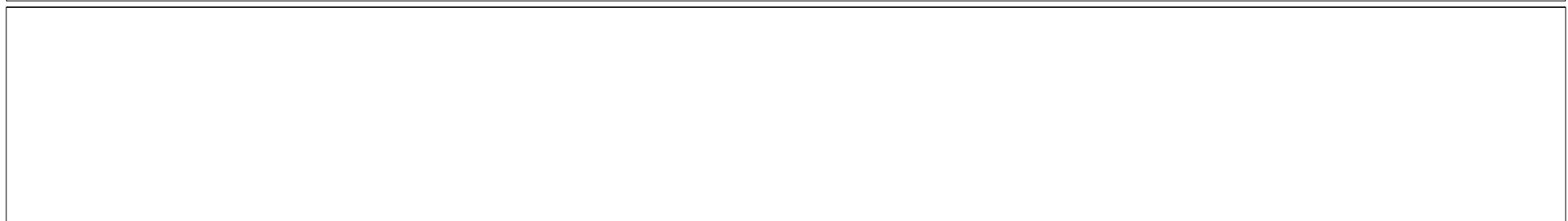
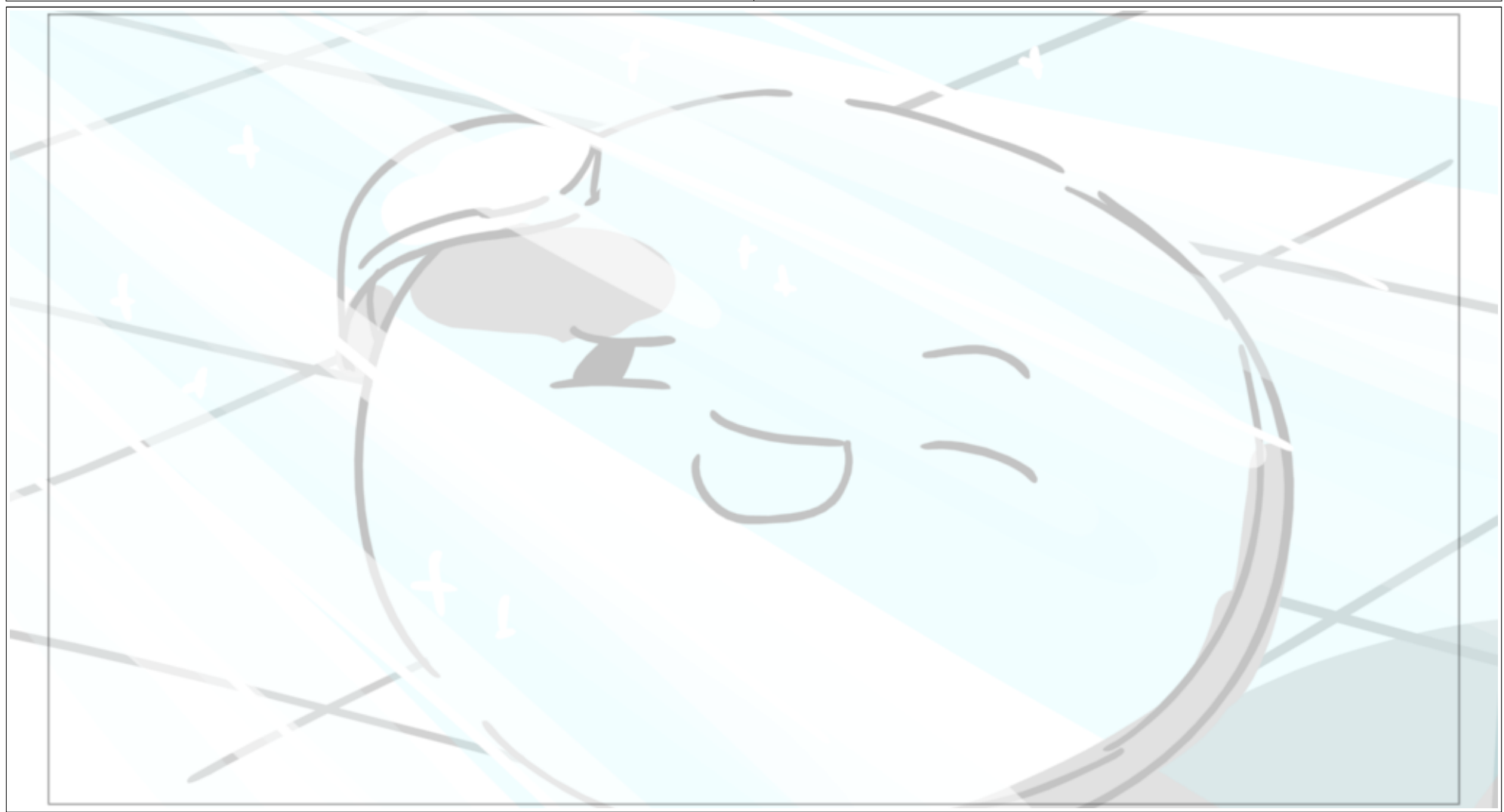


**Dialog**  
TWINKLING SFX  
BEAM SFX

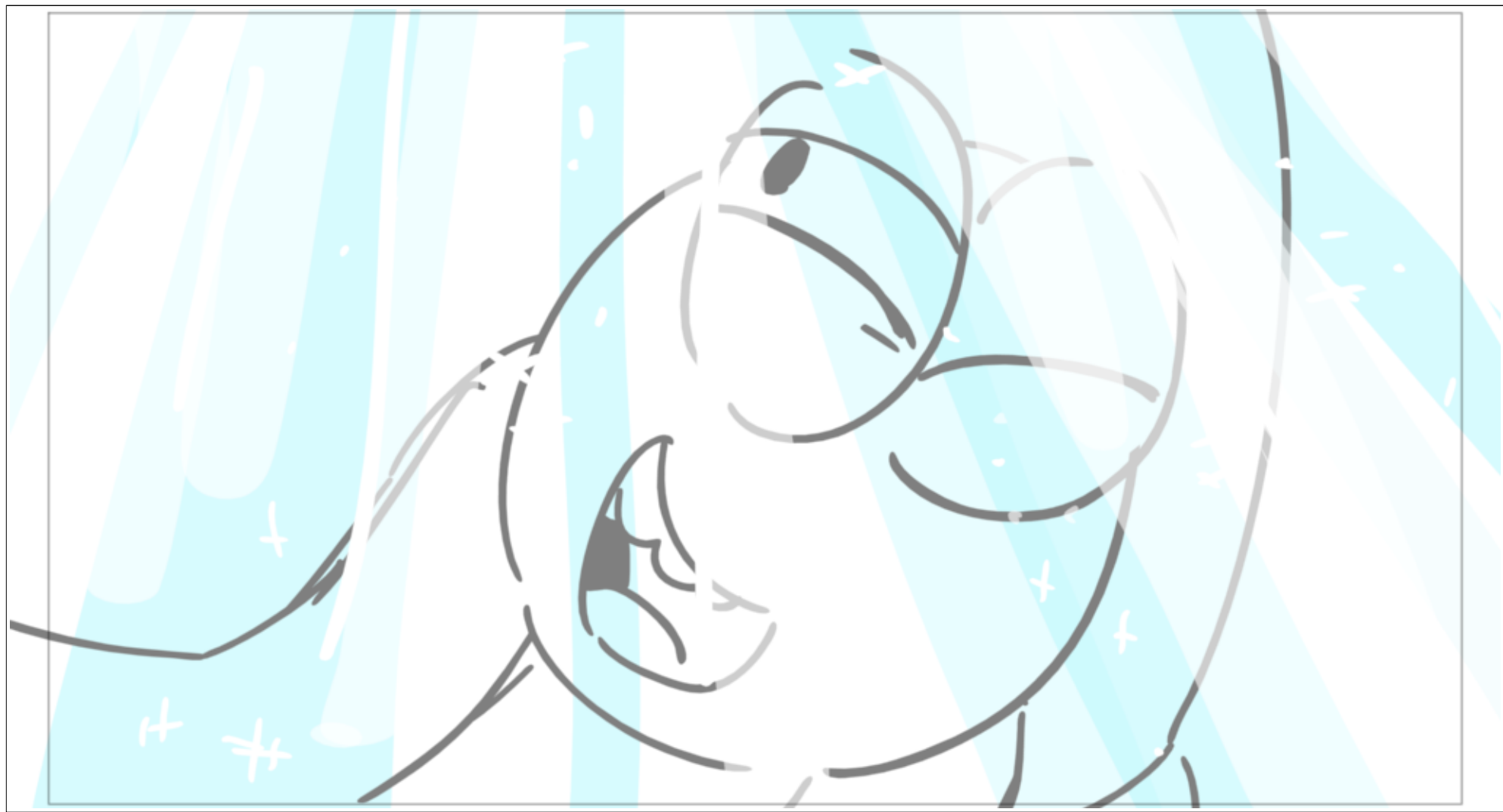
Scene	Panel
27	1



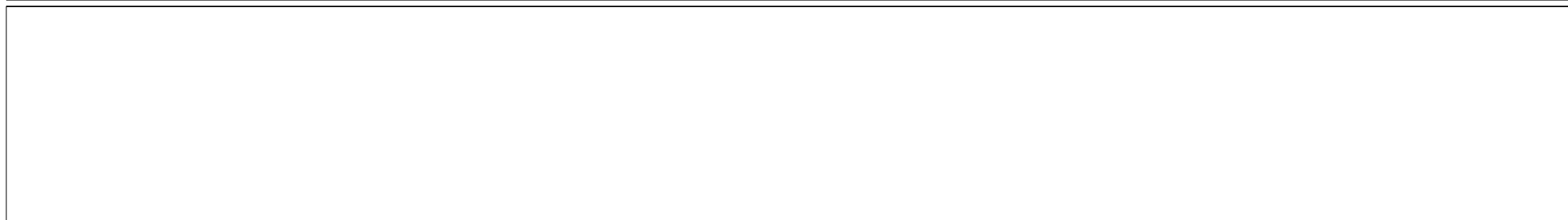
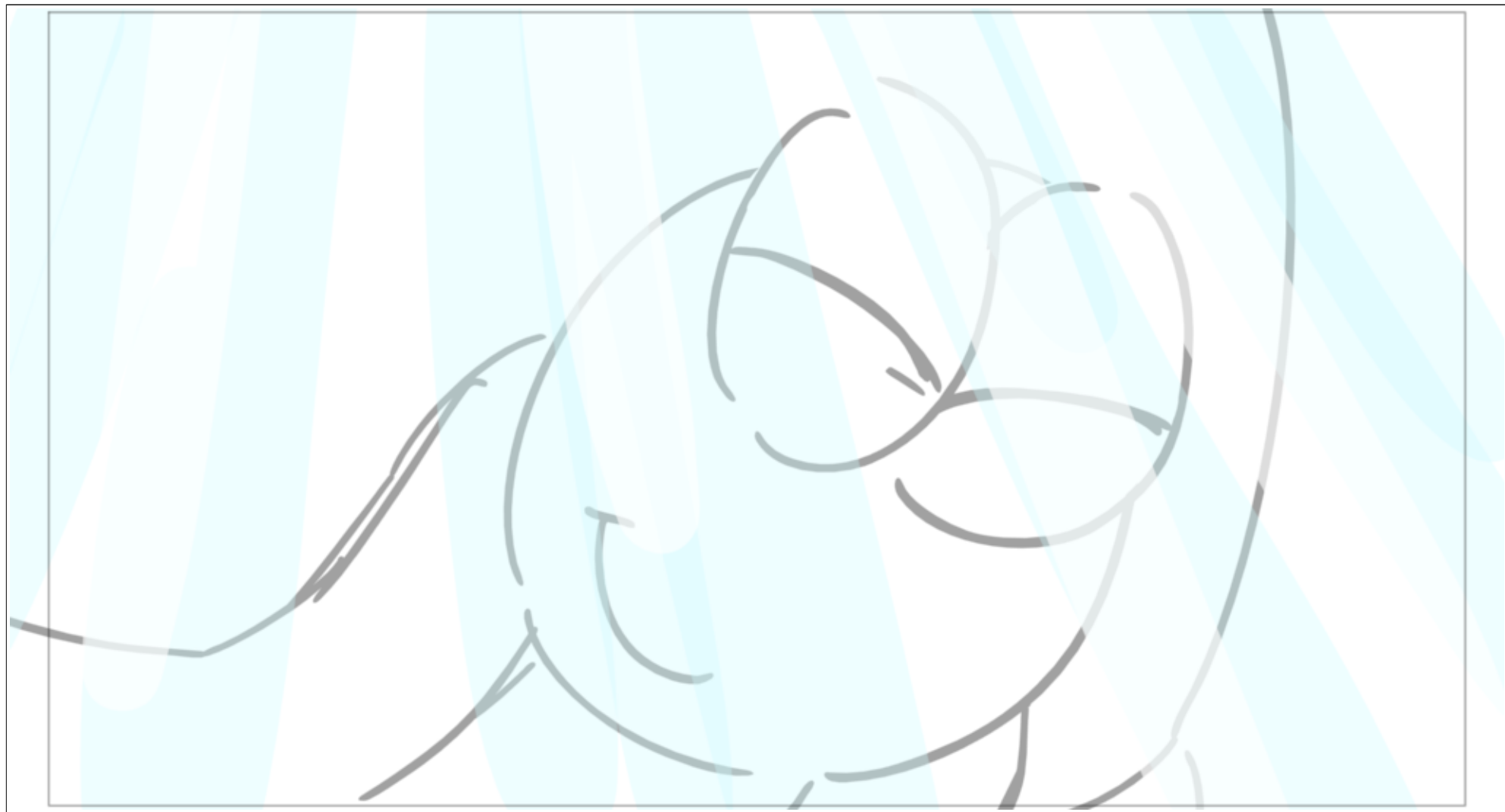
Scene	Panel
27	2



Scene	Panel
28	1



Scene	Panel
28	2

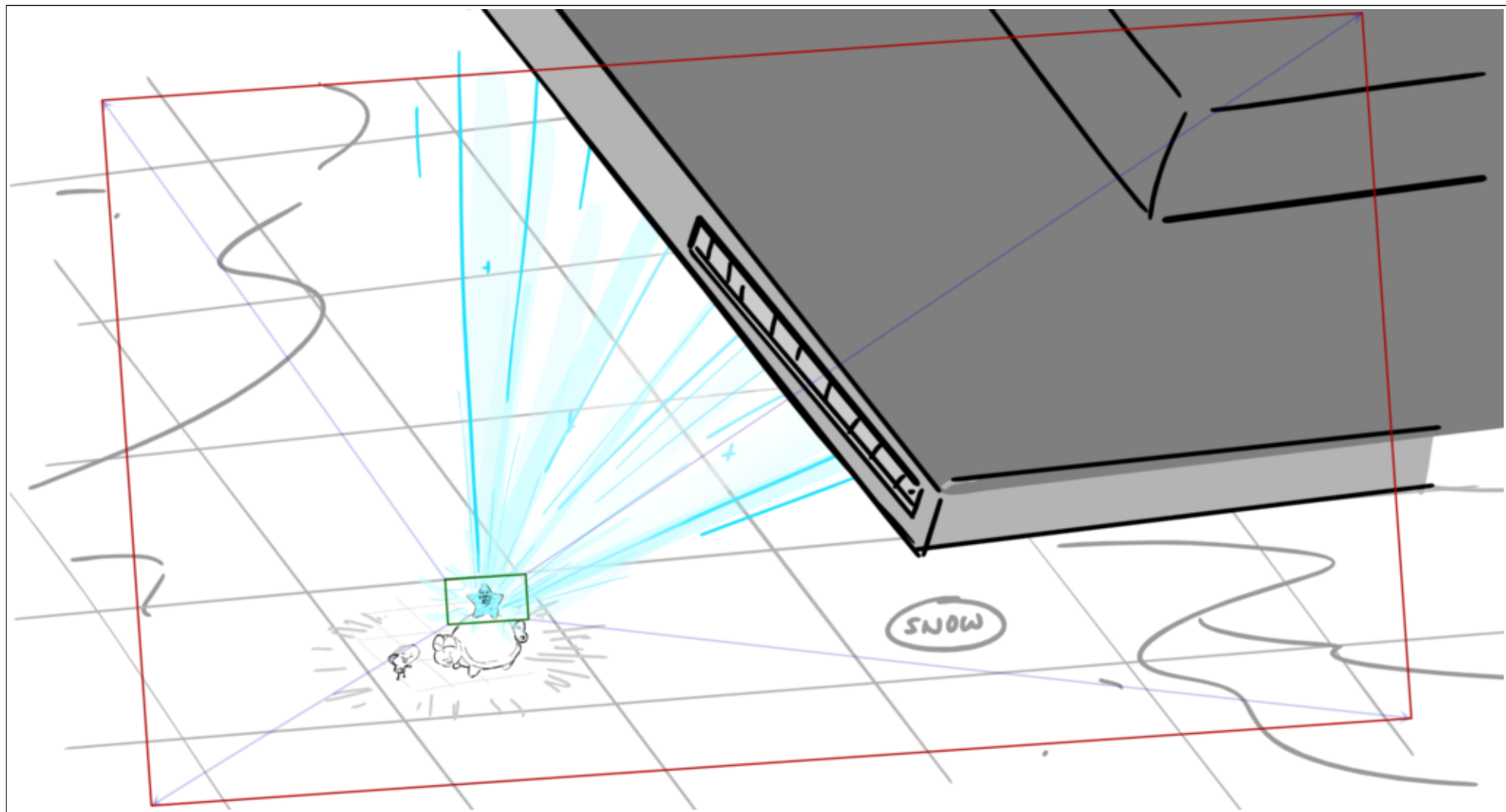


Scene	Panel
29	1



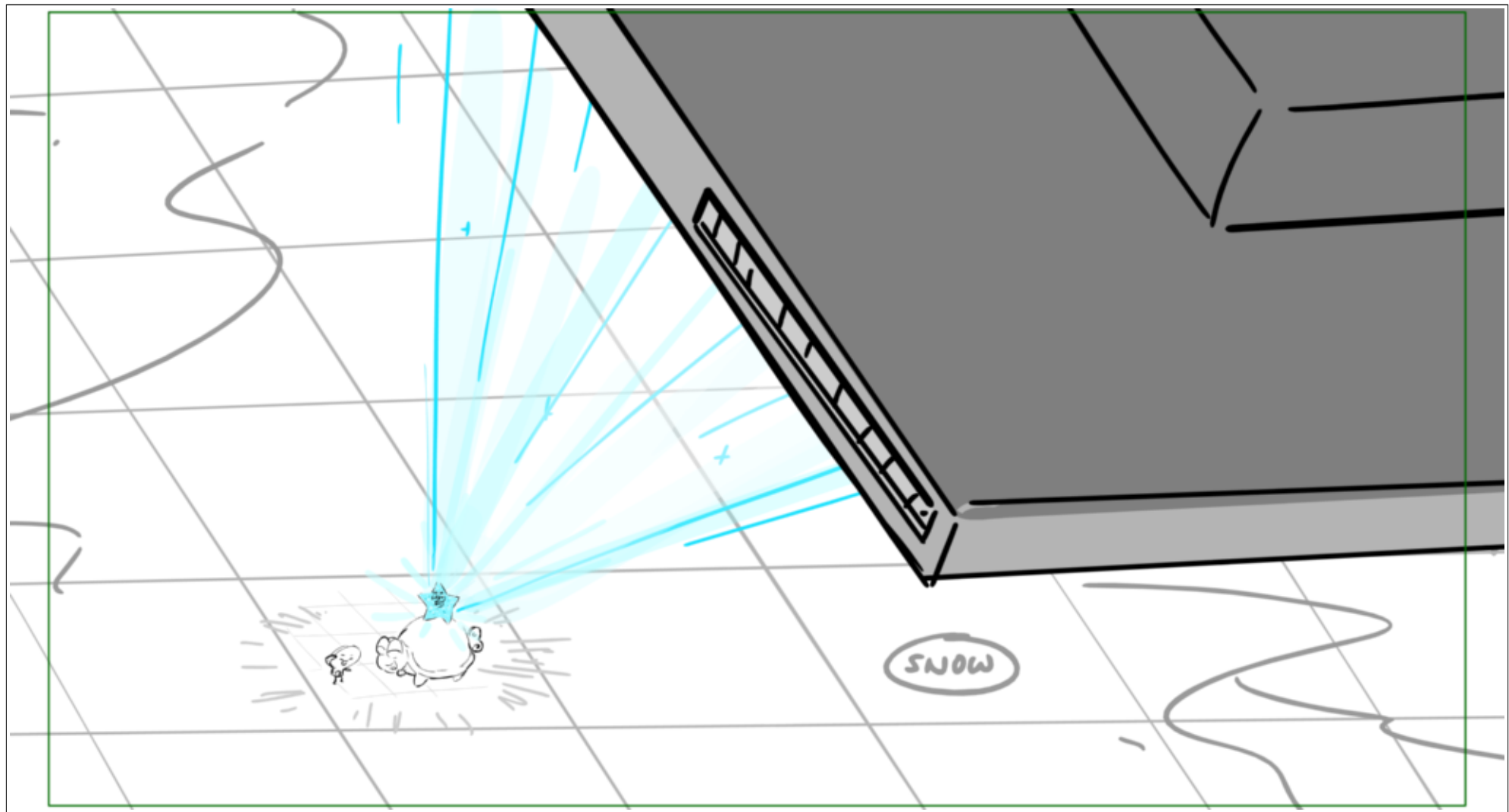
**Dialog**  
190 SPARKLE  
... will ...

Scene	29	Panel	2
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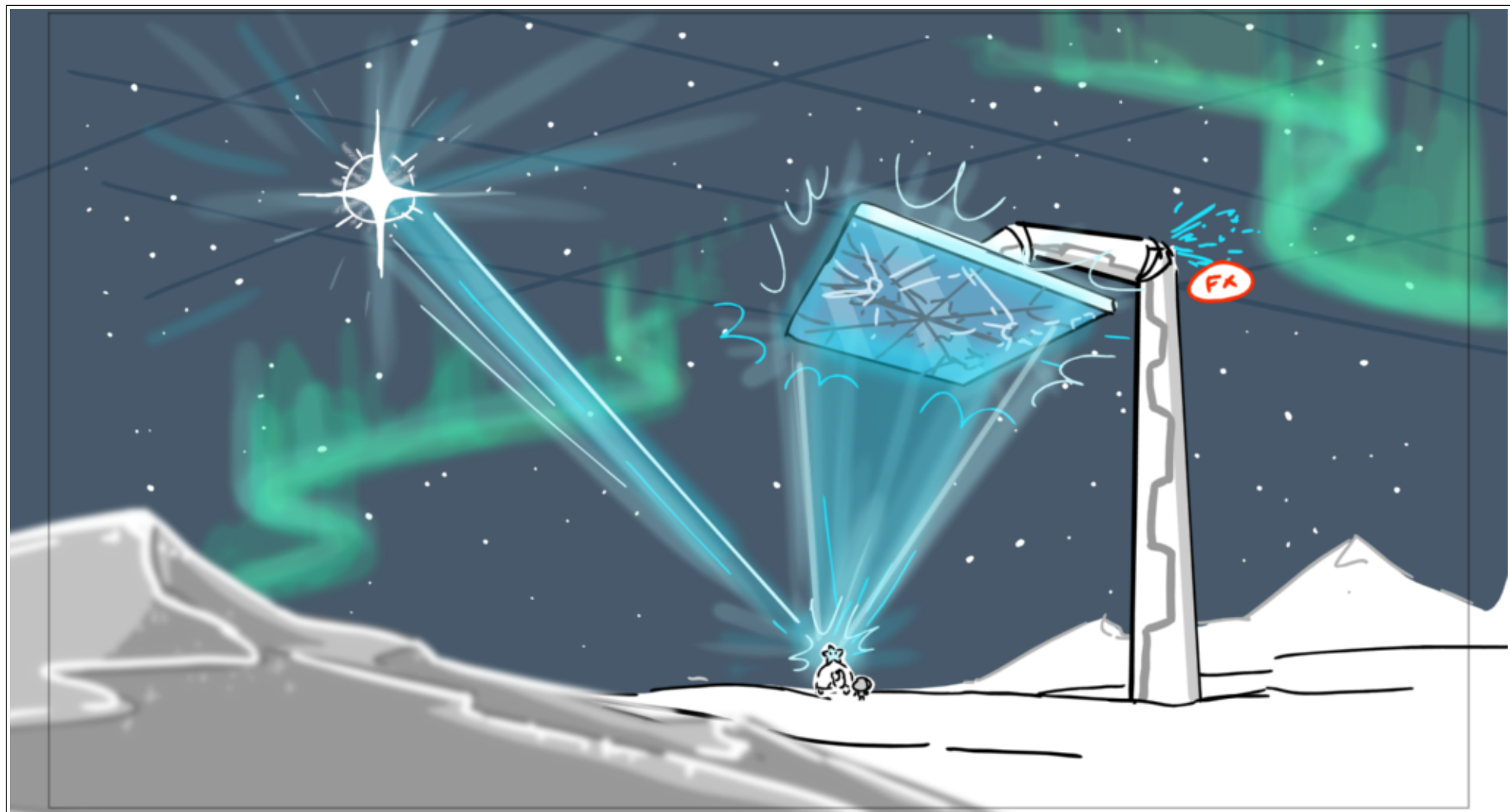
**Dialog**  
190 SPARKLE  
...shine!  
  
BEAM SFX

Scene	Panel
29	3



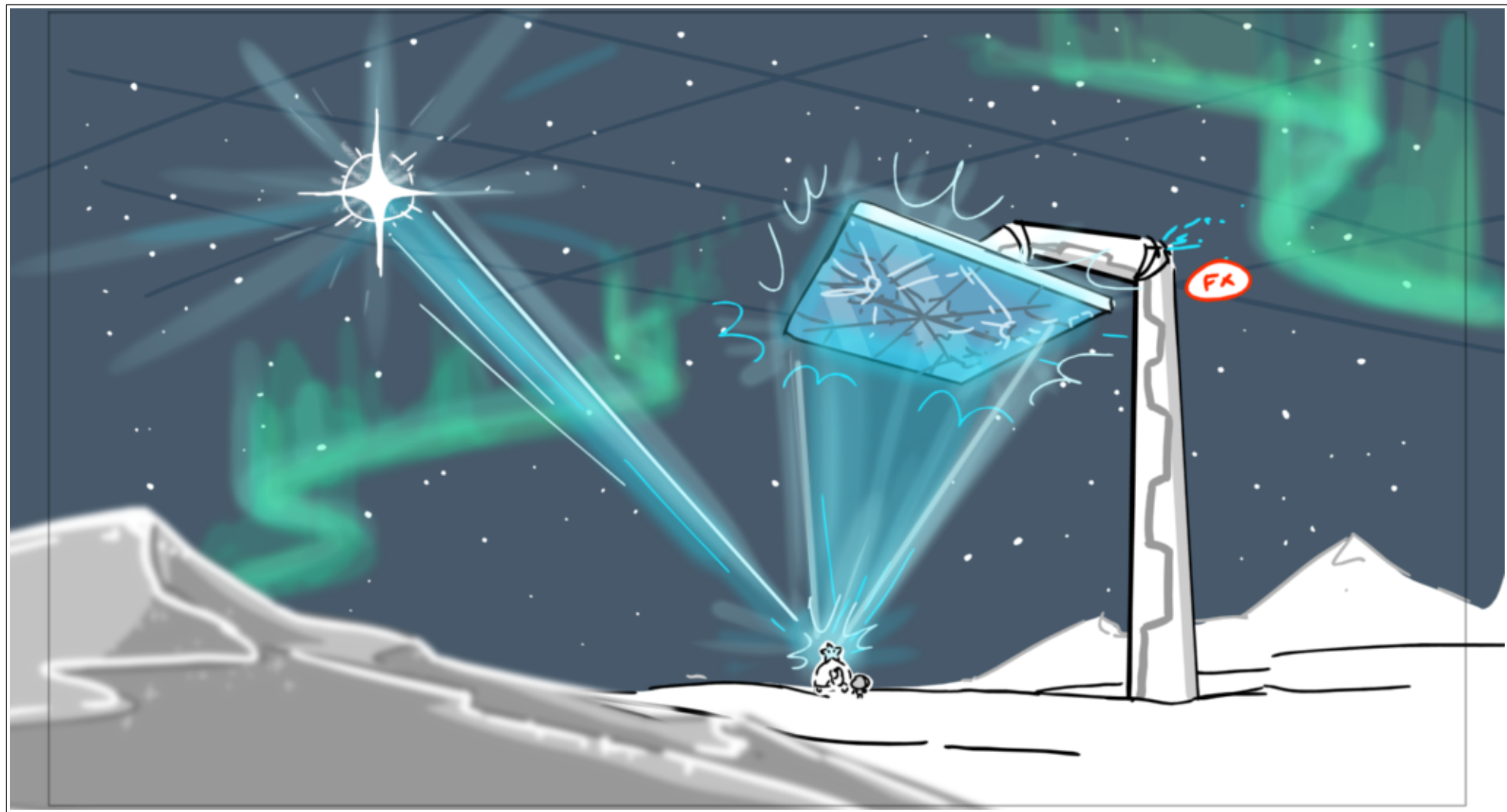
**Dialog**  
BEAM SFX

Scene	Panel
30	1



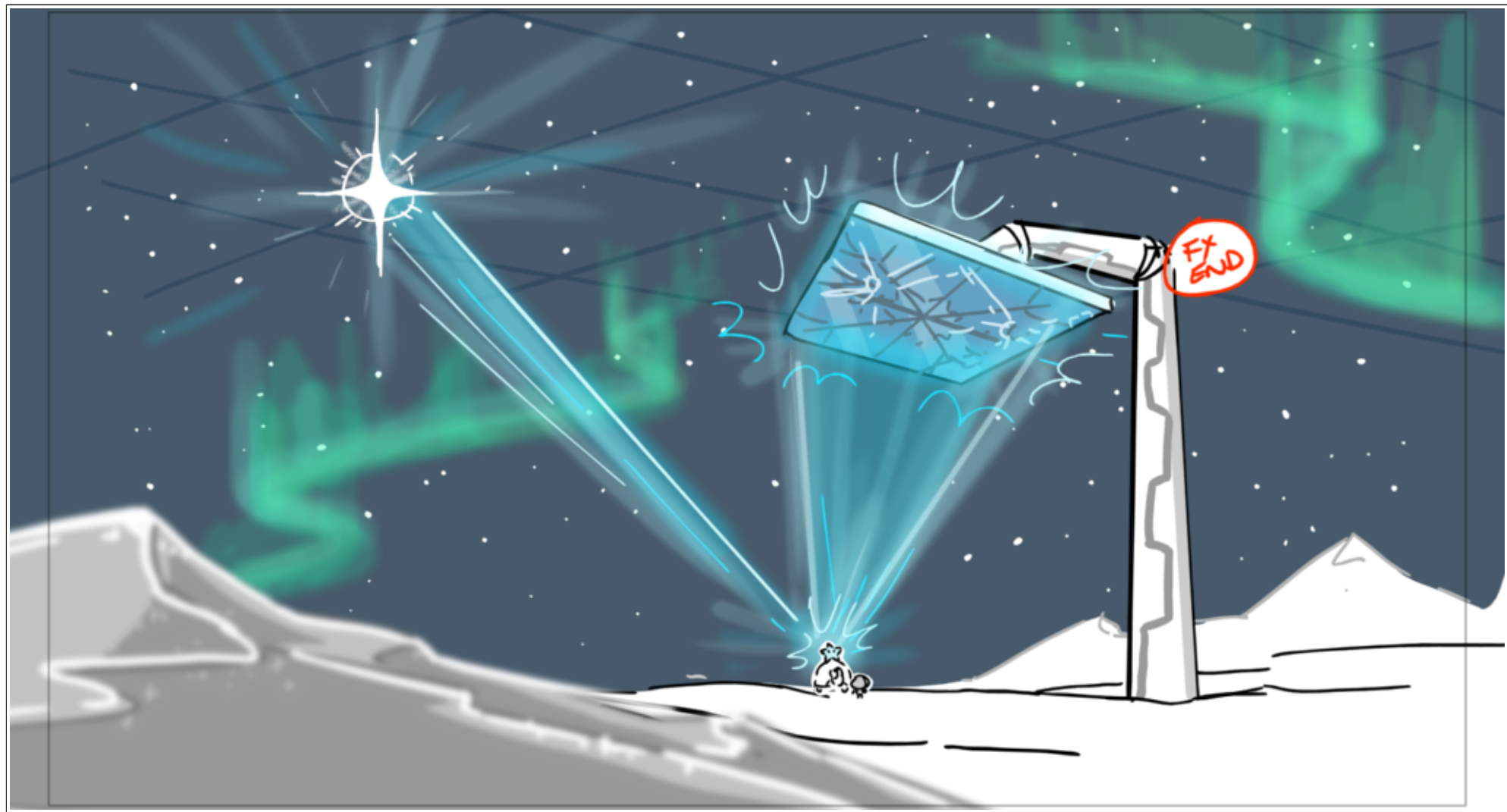
**Dialog**  
BEAM SFX

Scene	Panel
30	2



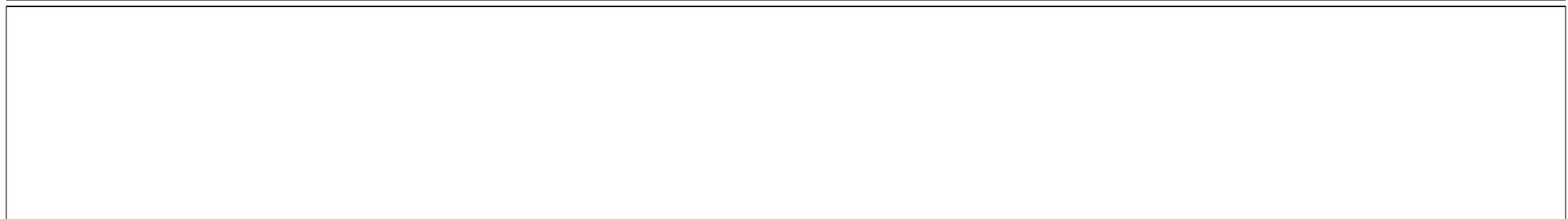
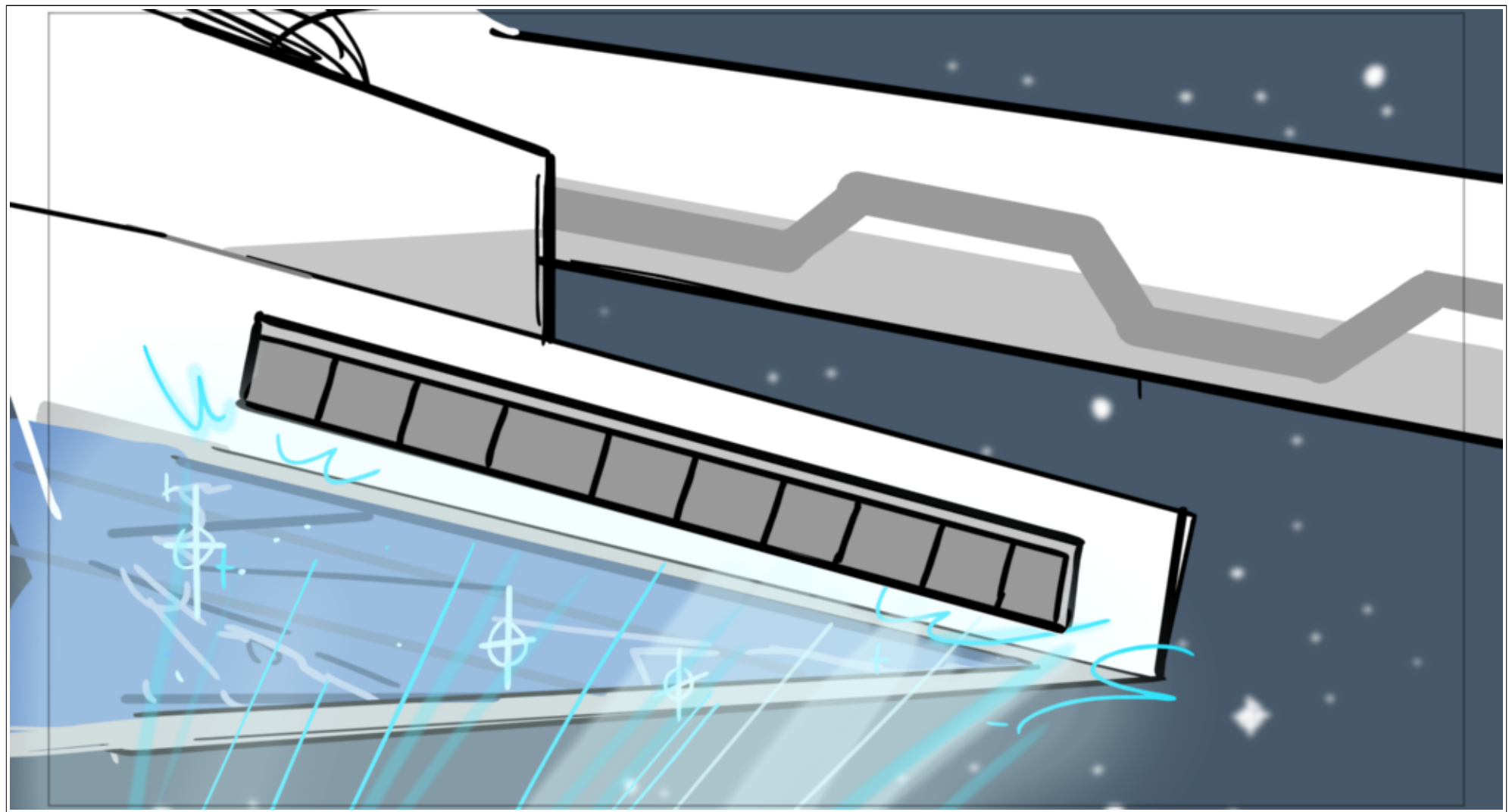
**Dialog**  
BEAM SFX

Scene	Panel
30	3

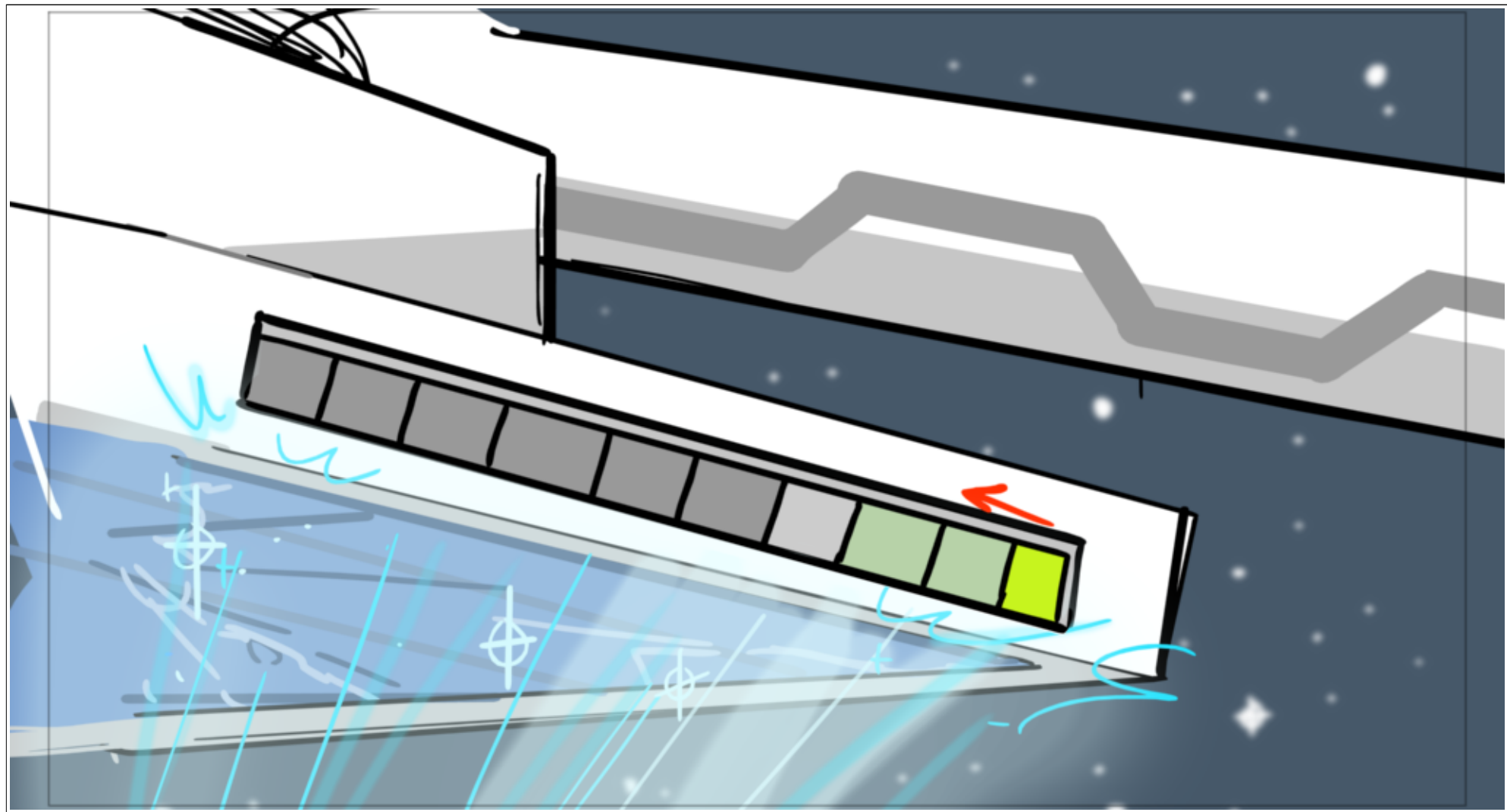


Dialog  
BEAM SFX

Scene	Panel
31	1

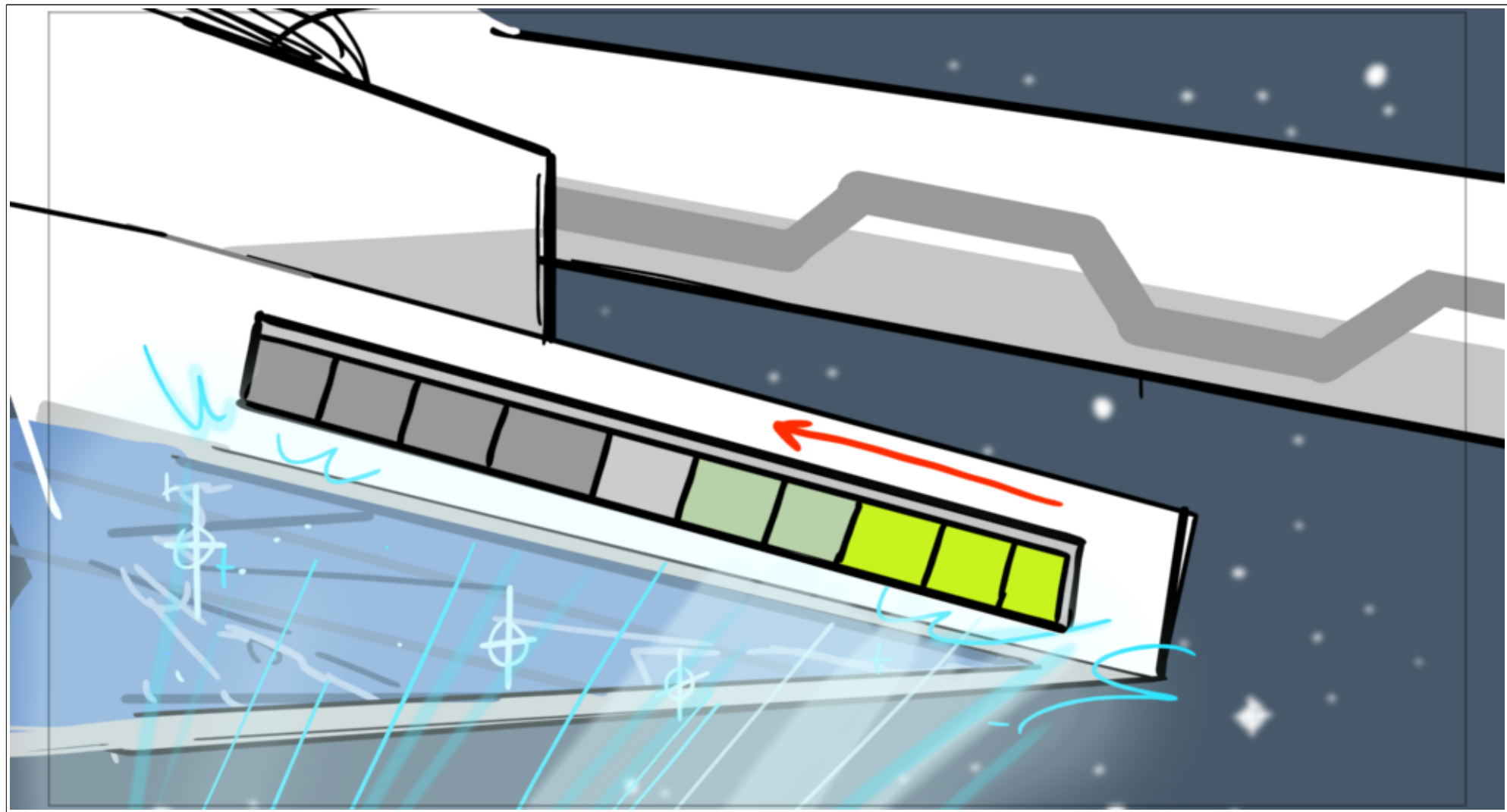


Scene	Panel
31	2



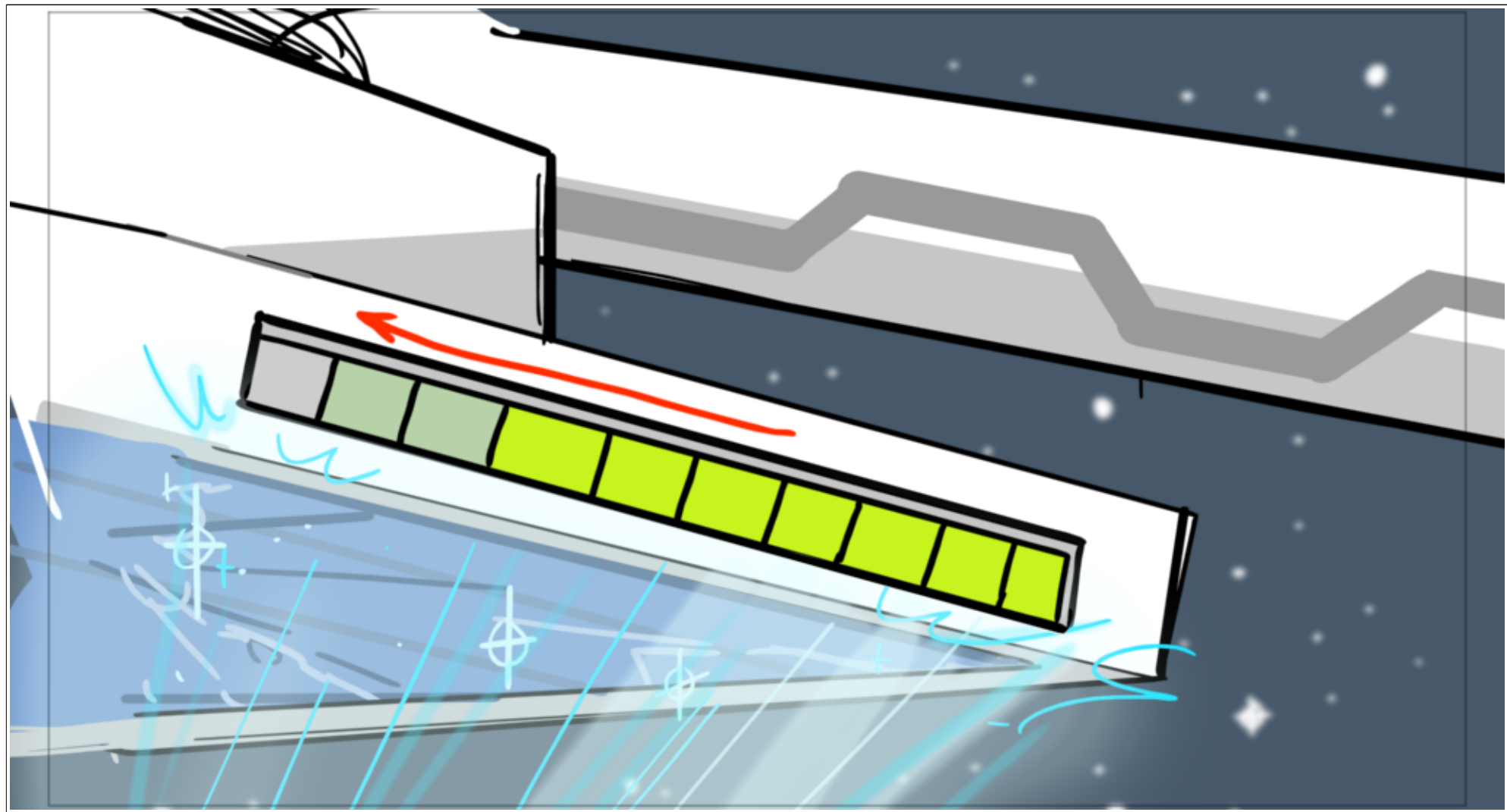
**Dialog**  
POWERING UP SFX

Scene	Panel
31	3



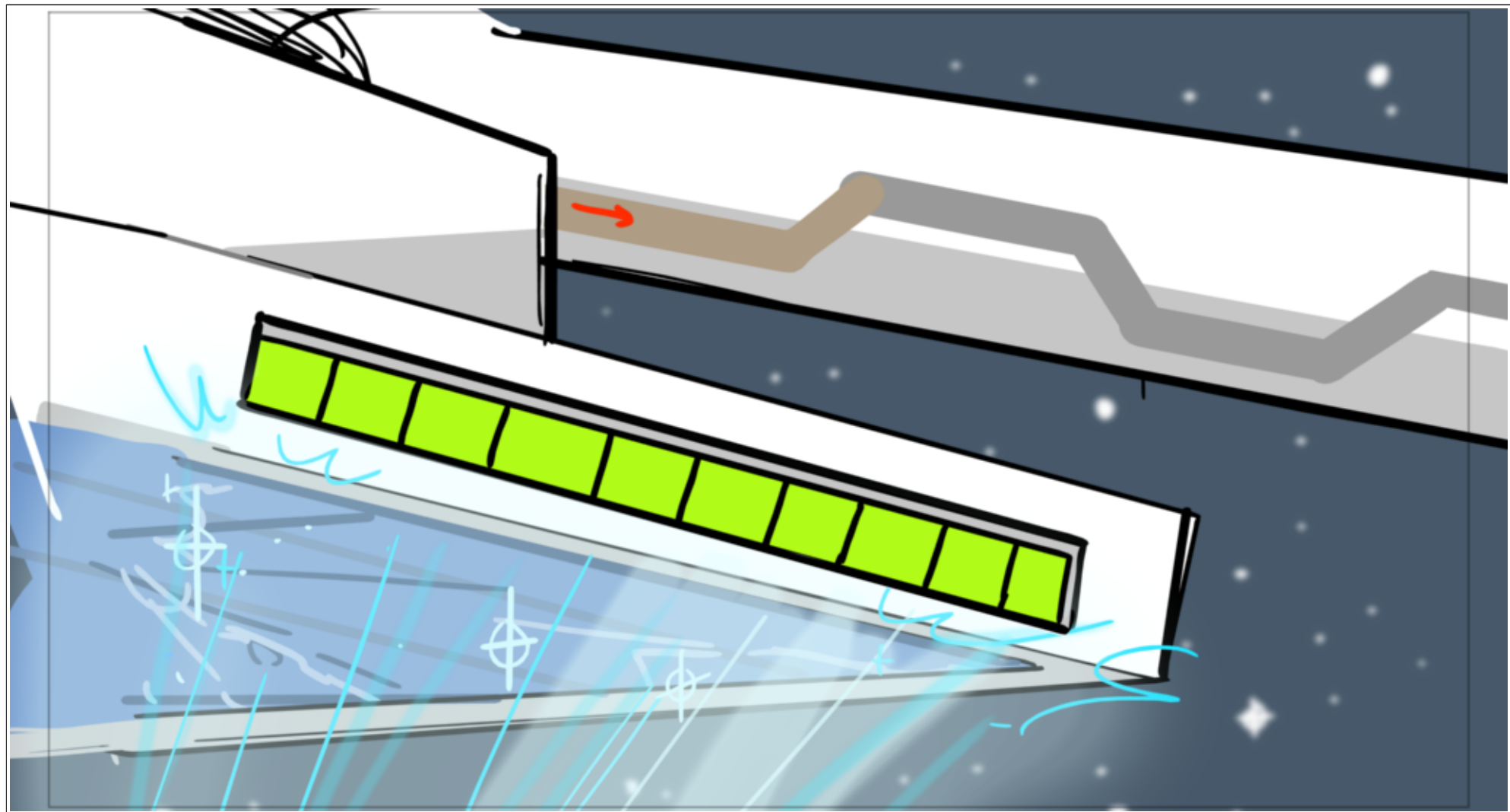
**Dialog**  
POWERING UP SFX

Scene	Panel
31	4



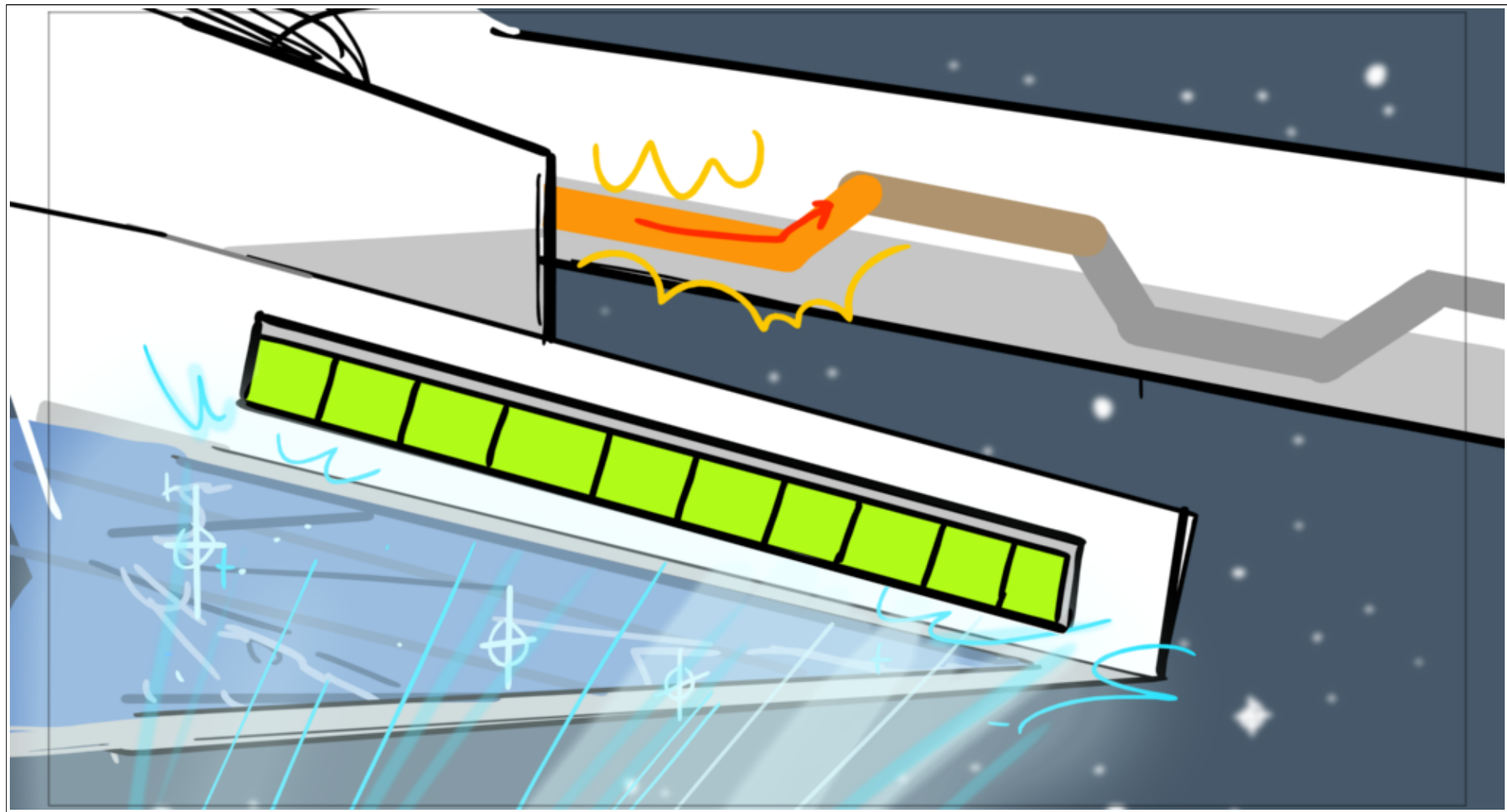
**Dialog**  
POWERING UP SFX

Scene	Panel
31	5



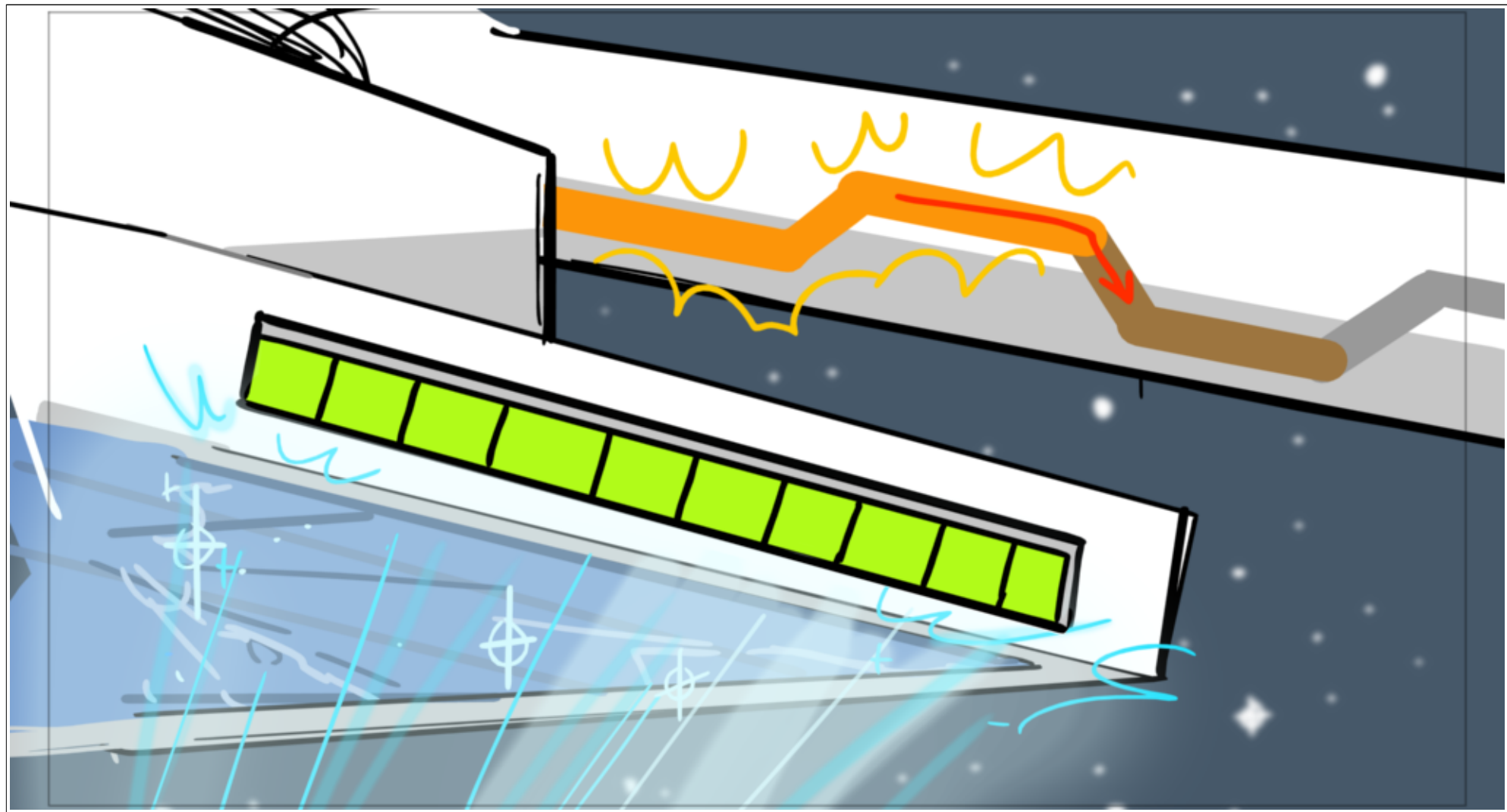
**Dialog**  
POWERING UP SFX

Scene	Panel
31	6



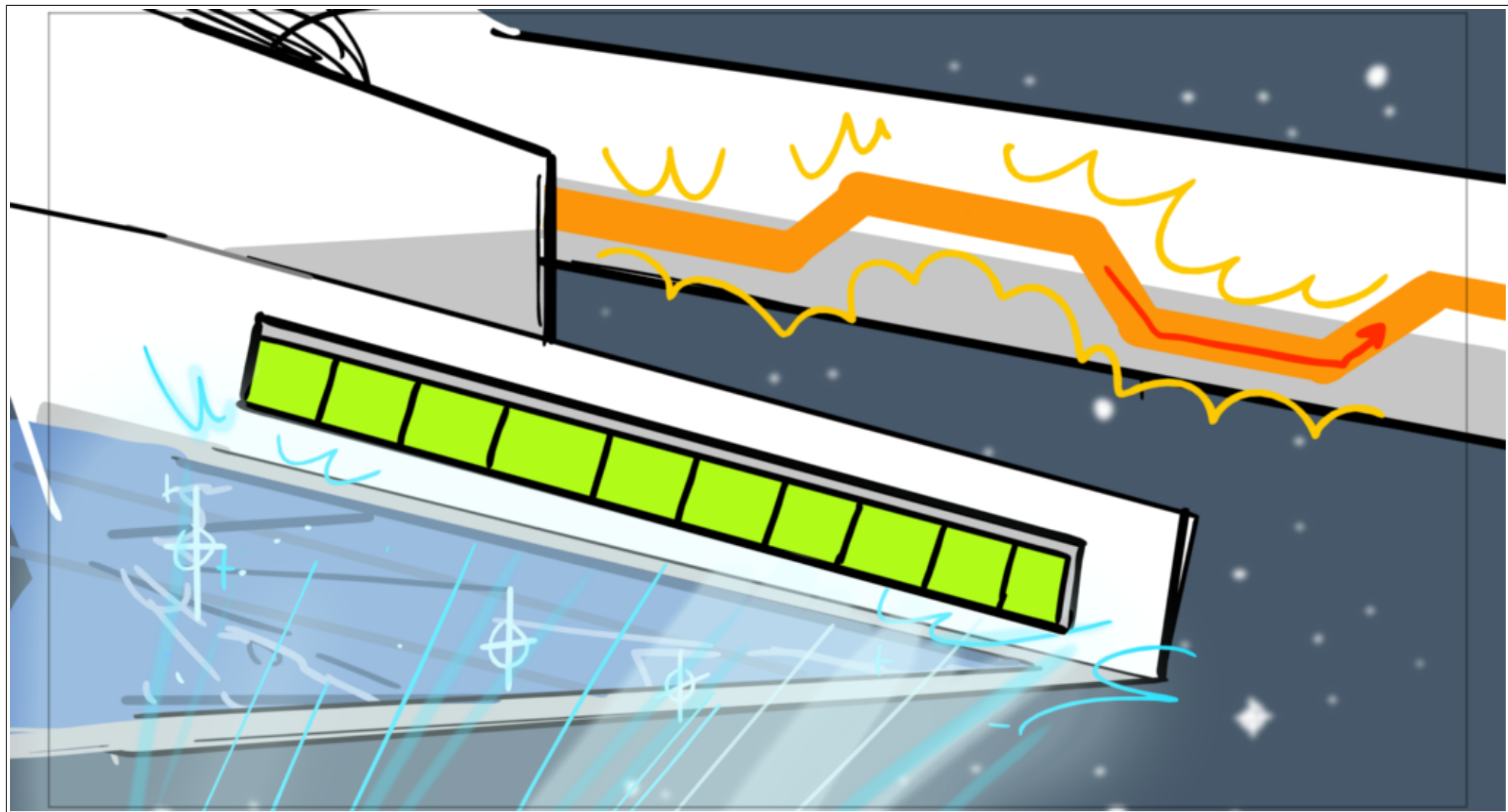
**Dialog**  
POWERING UP SFX

Scene	Panel
31	7



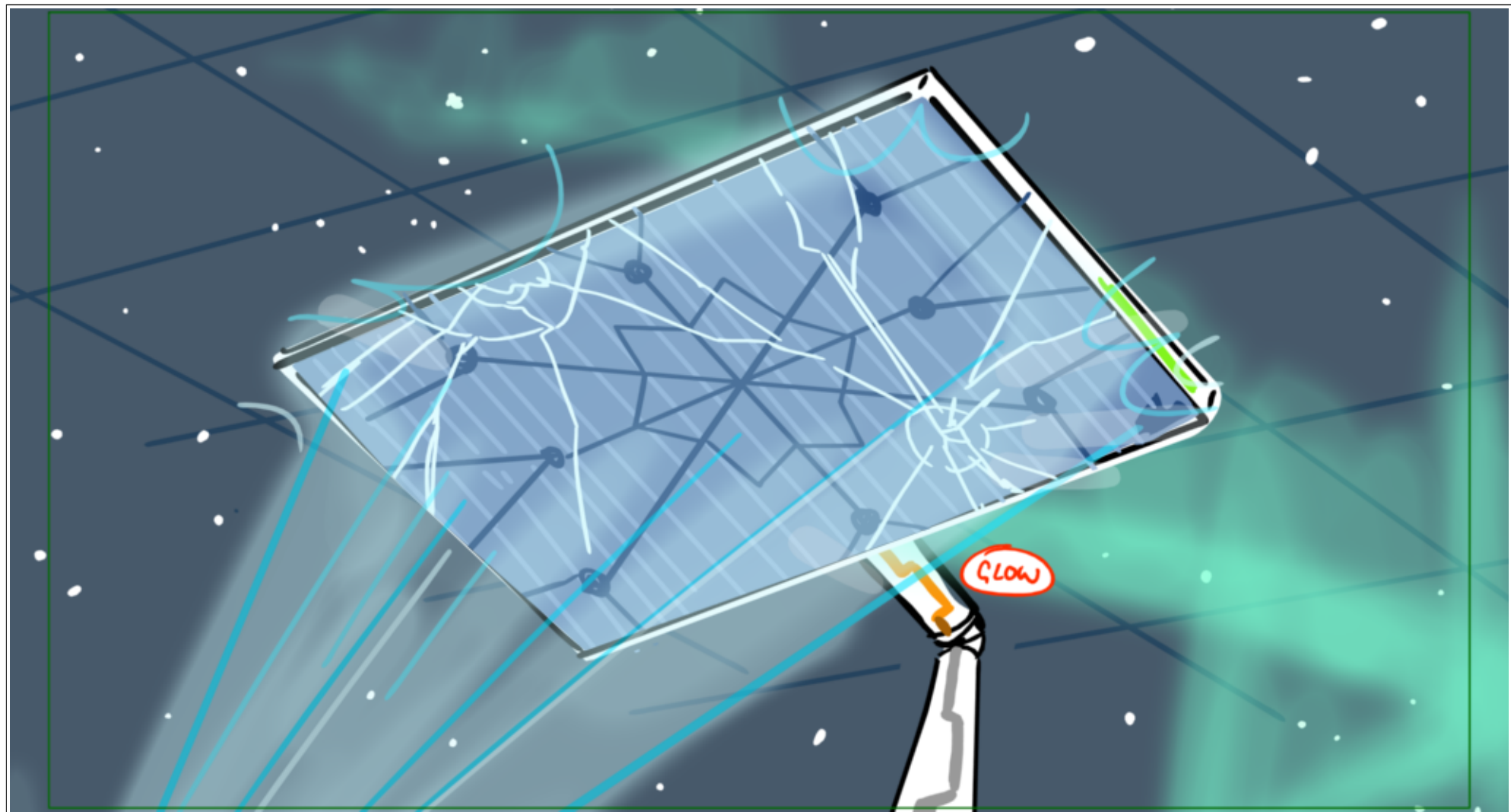
**Dialog**  
POWERING UP SFX

Scene	Panel
31	8



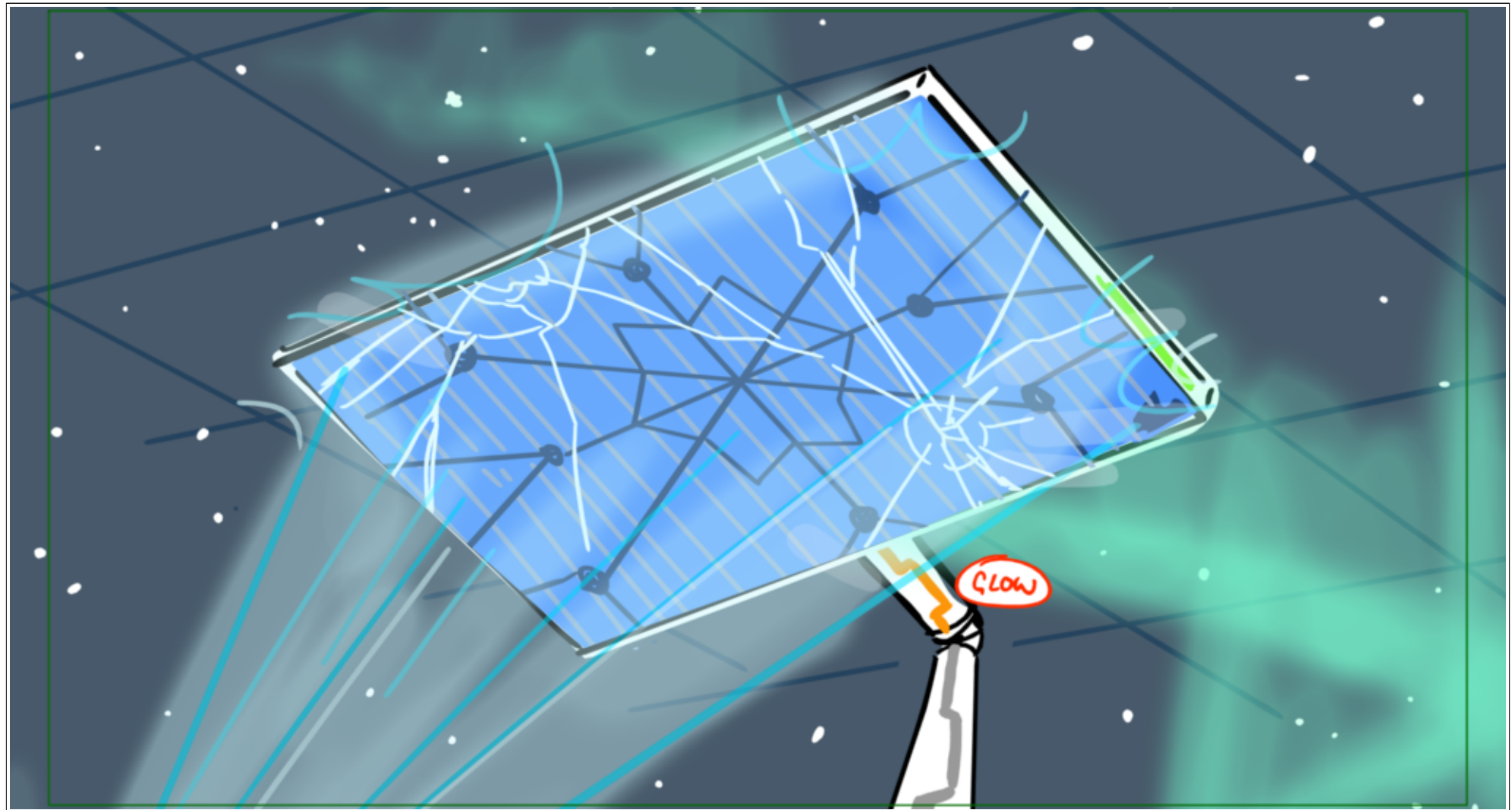
**Dialog**  
POWERING UP SFX

Scene	Panel
32	1



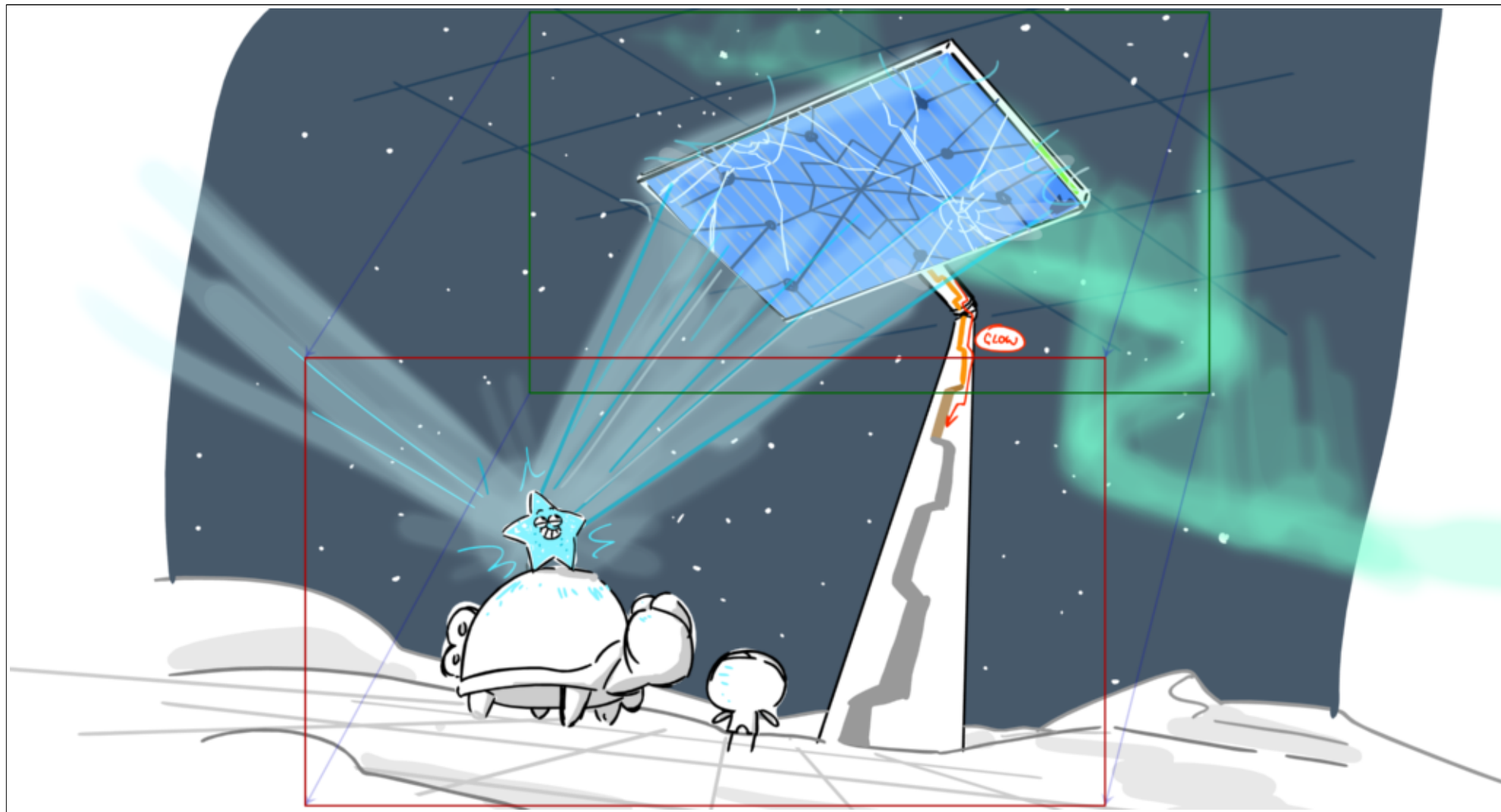
**Dialog**  
POWERING UP SFX

Scene	Panel
32	2



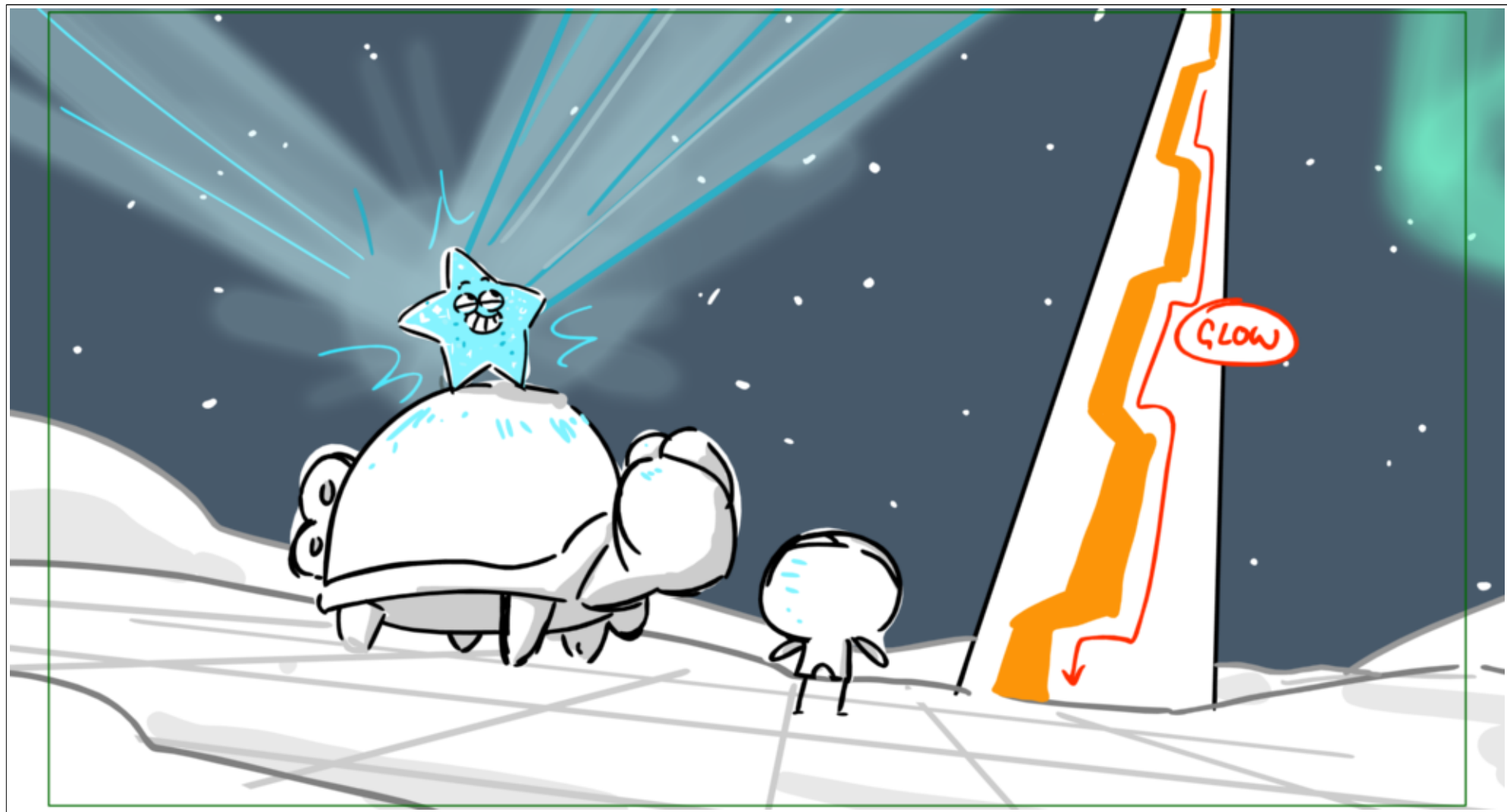
**Dialog**  
POWERING UP SFX

Scene	Panel
32	3



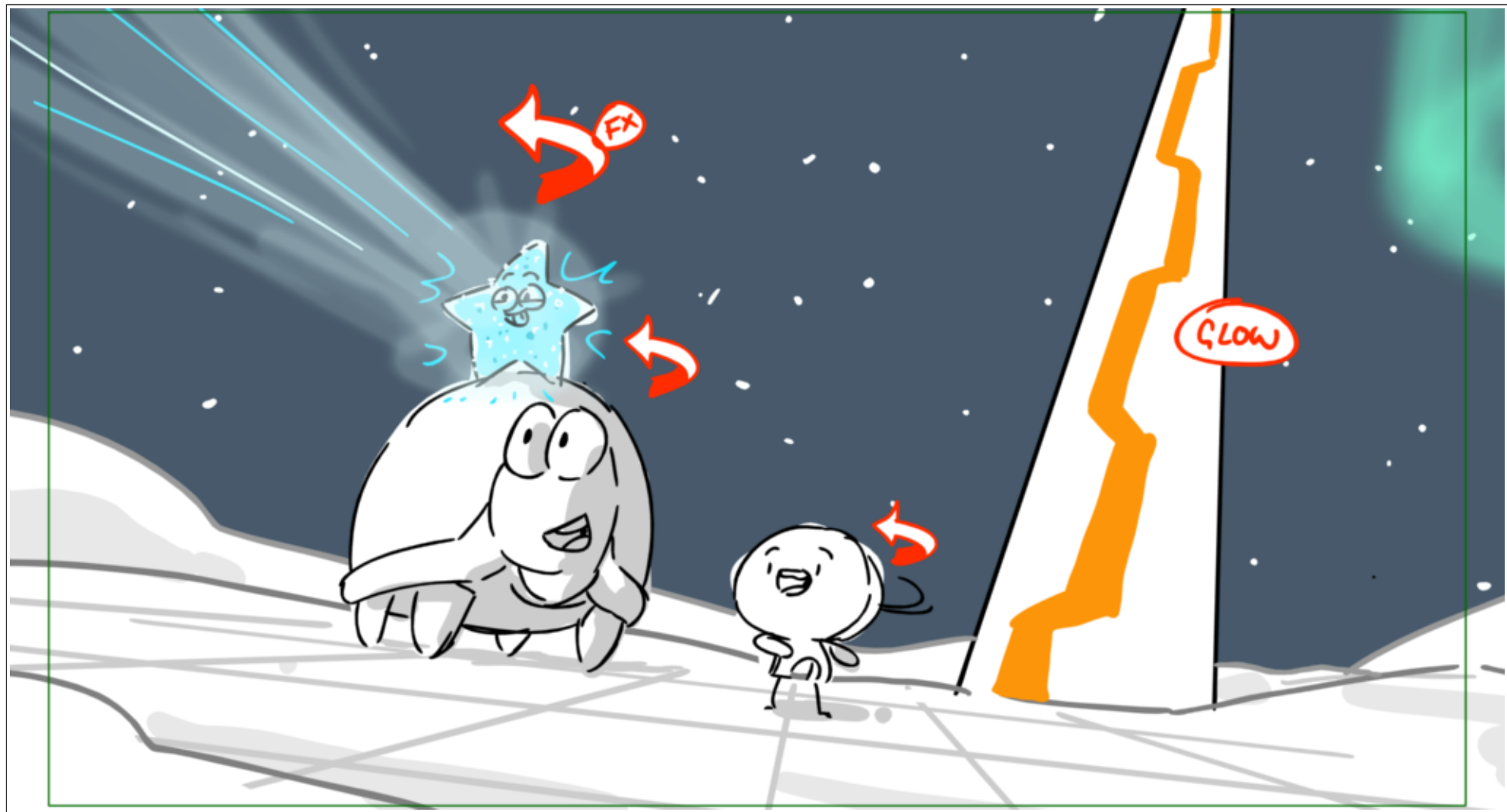
**Dialog**  
POWERING UP SFX

Scene	Panel
32	4



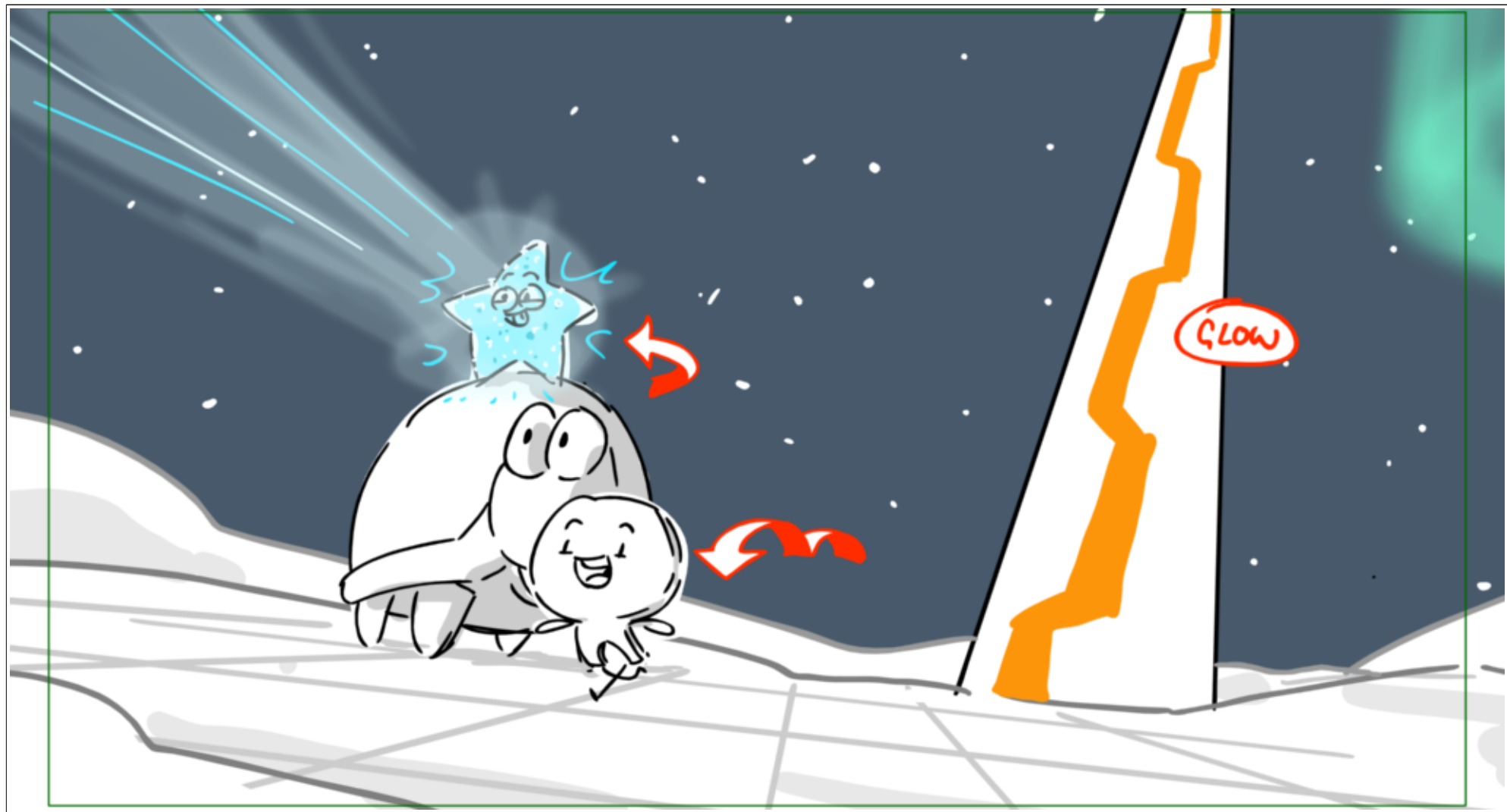
**Dialog**  
POWERING UP SFX

Scene	Panel
32	5



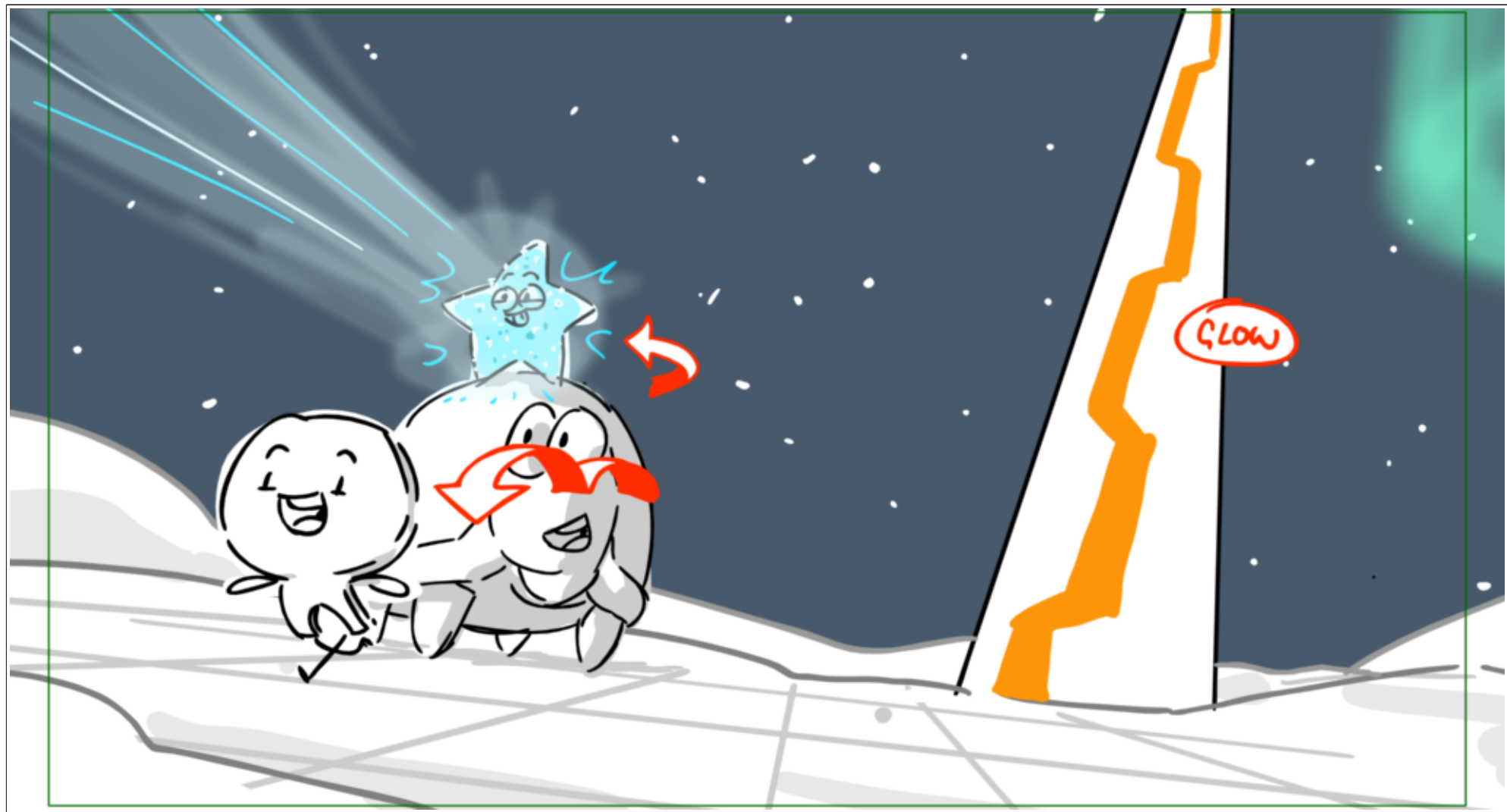
**Dialog**  
POWERING UP SFX

Scene	Panel
32	6



**Dialog**  
POWERING UP SFX

Scene	Panel
32	7



**Dialog**  
POWERING UP SFX

Scene	Panel
33	1



Scene	Panel
33	2



Scene	Panel
33	3



Scene	Panel
33	4



Scene	Panel
33	5



Scene	Panel
34	1



**Dialog**  
TOYS/ELVES  
Huh?

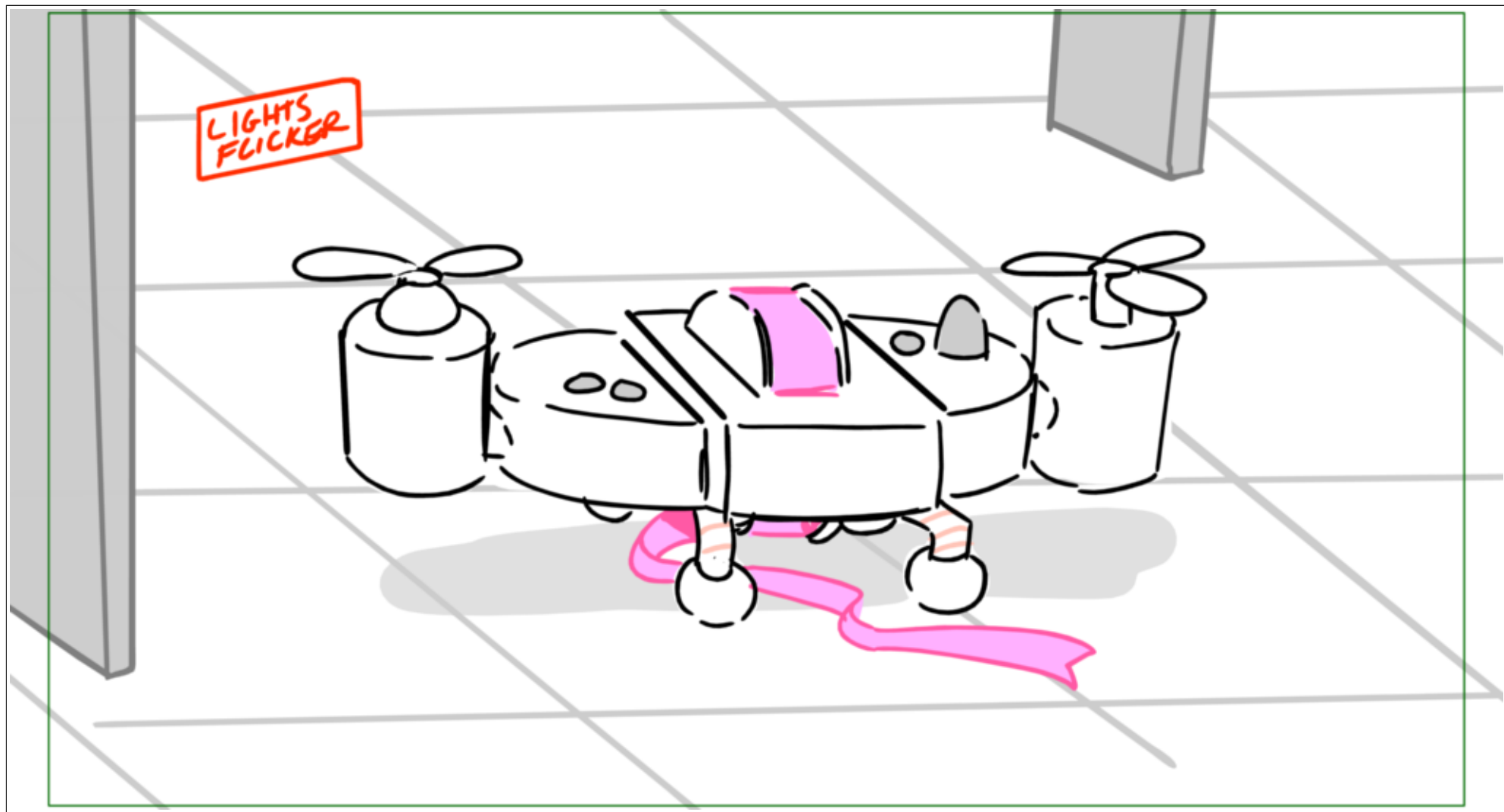
Scene	Panel
34	2



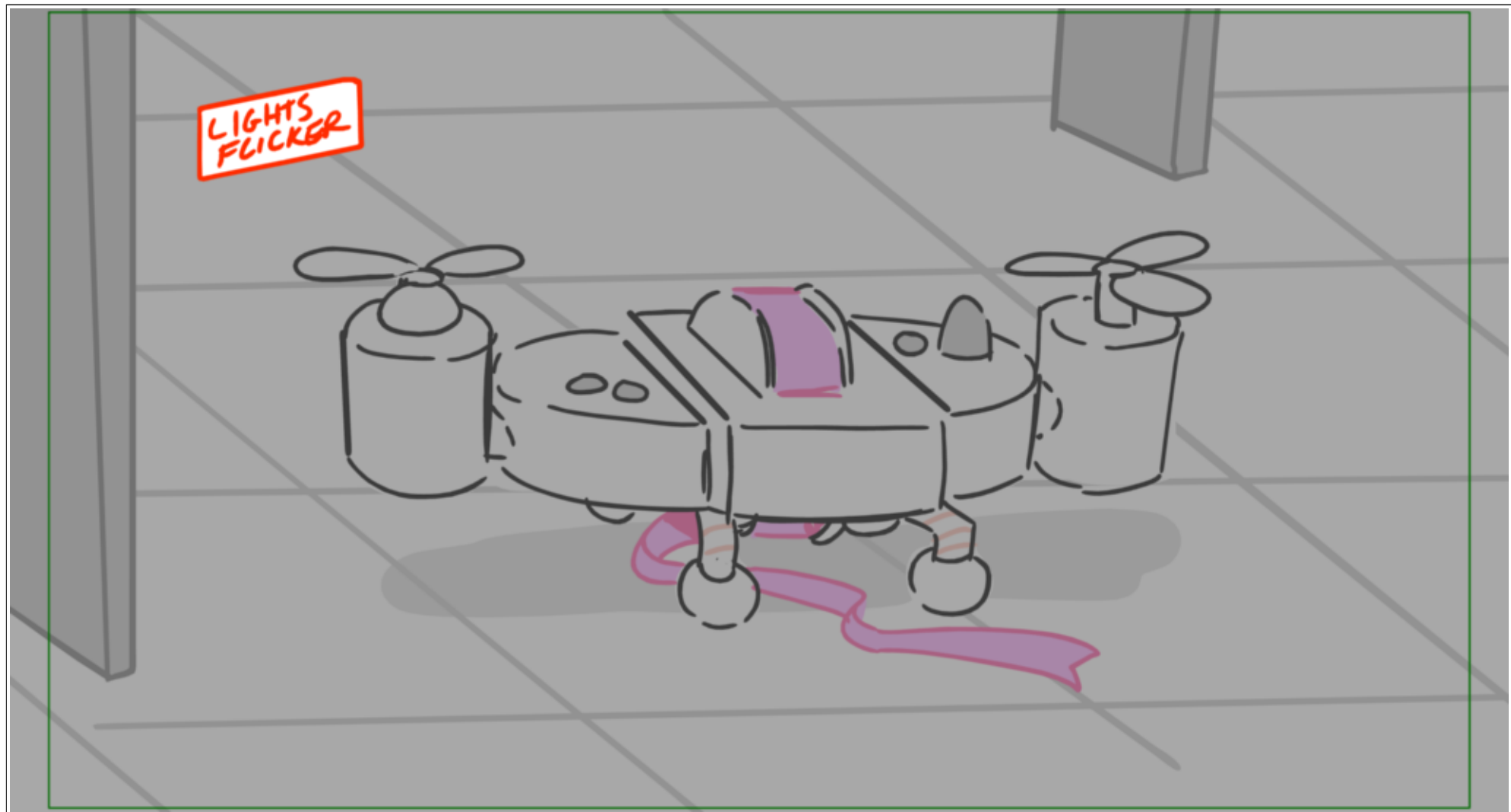
Scene	Panel
34	3



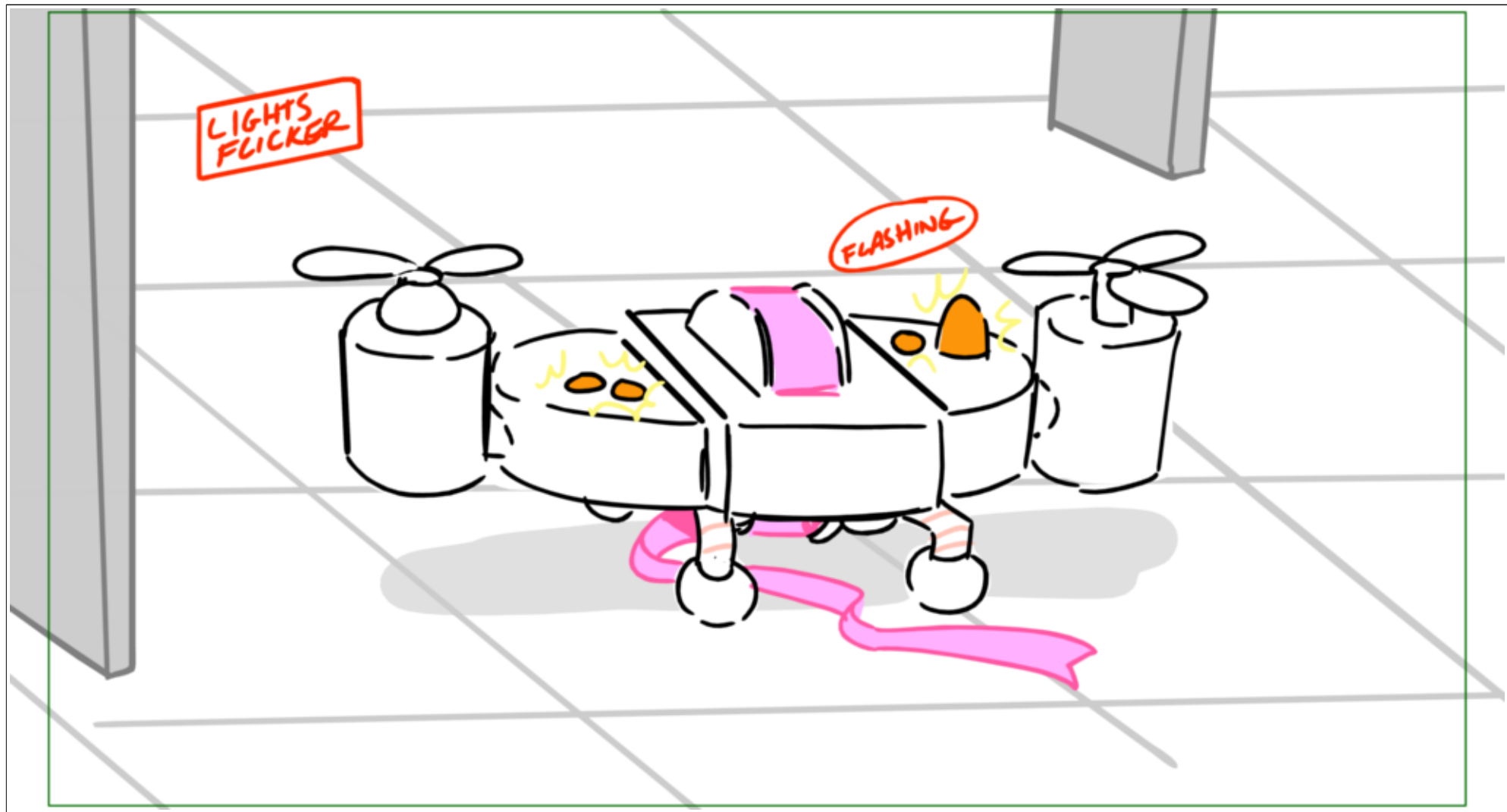
Scene	Panel
35	1



Scene	Panel
35	2

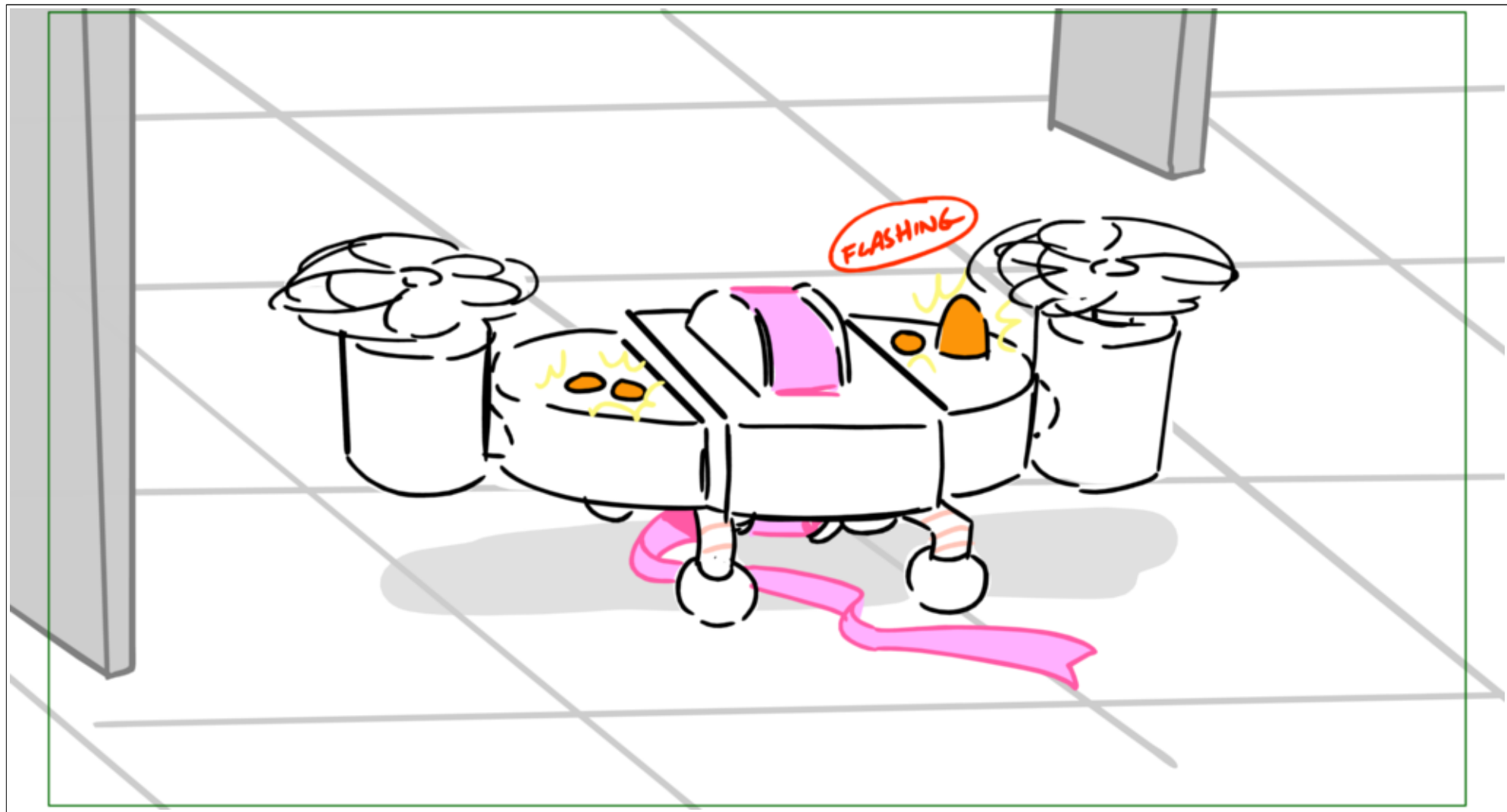


Scene	Panel
35	3



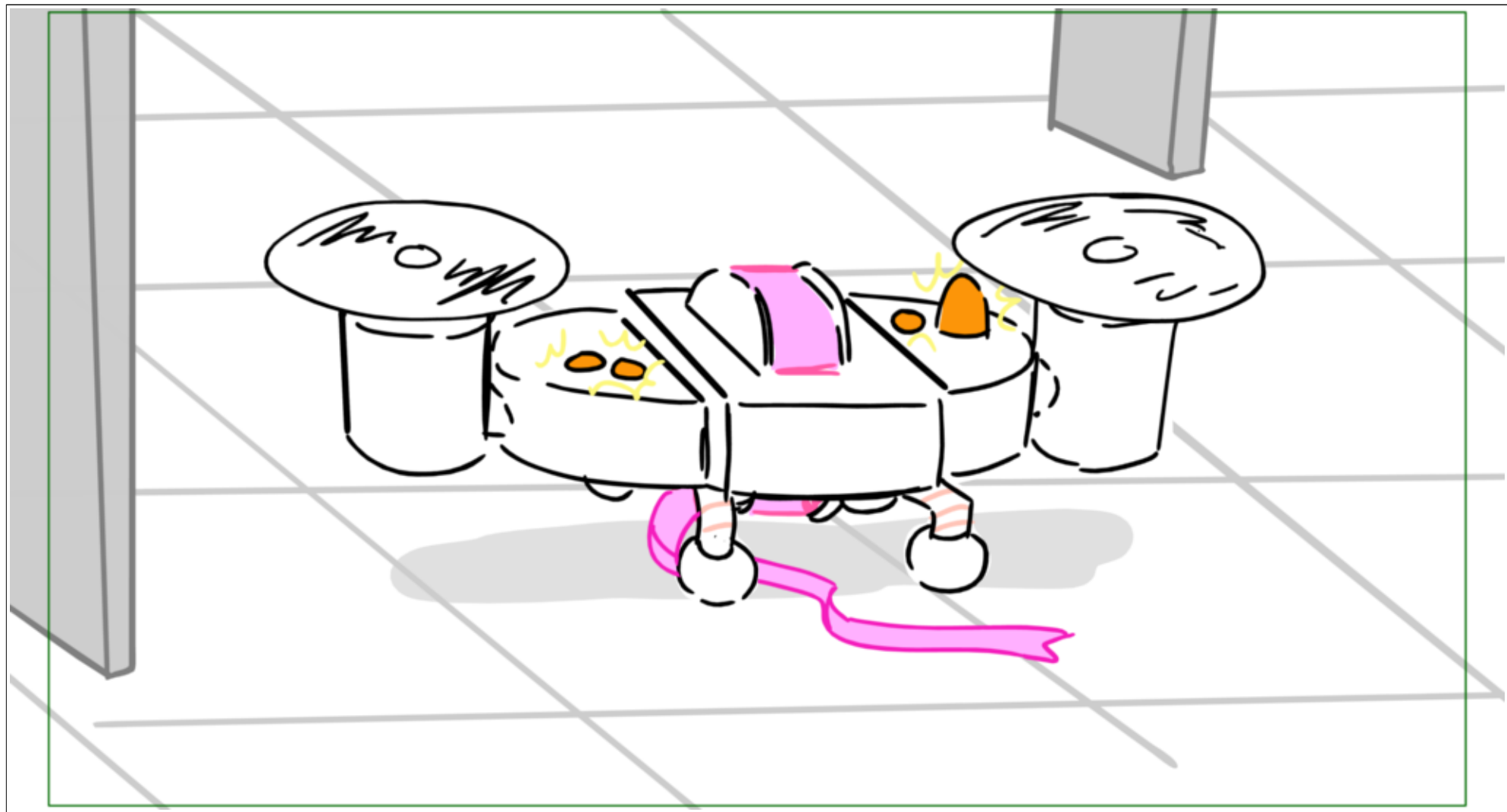
**Dialog**  
DRONE  
<Gentle chirp>  
Powering up SFX

Scene	Panel
35	4



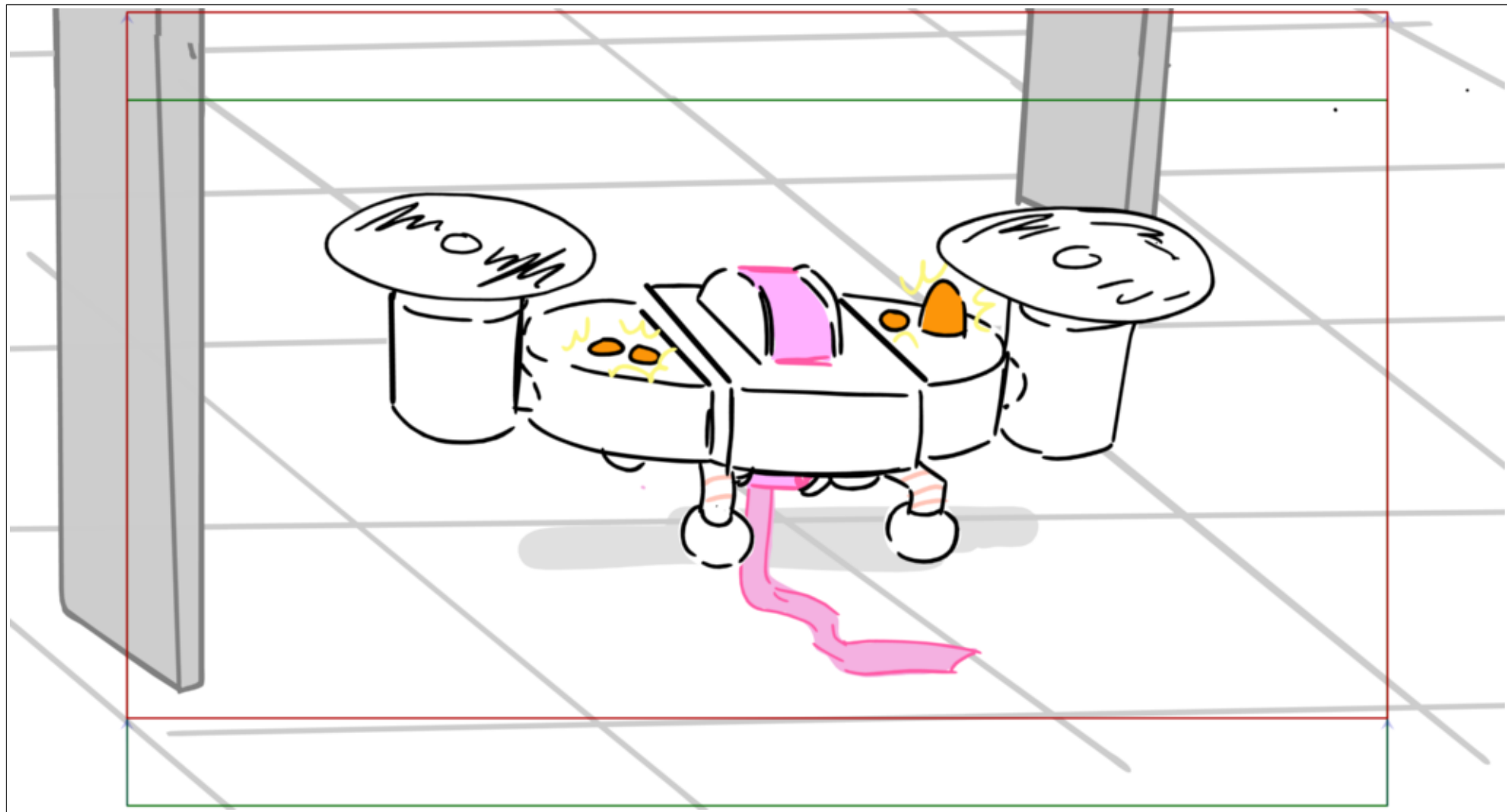
**Dialog**  
Powering up SFX

Scene	Panel
35	5



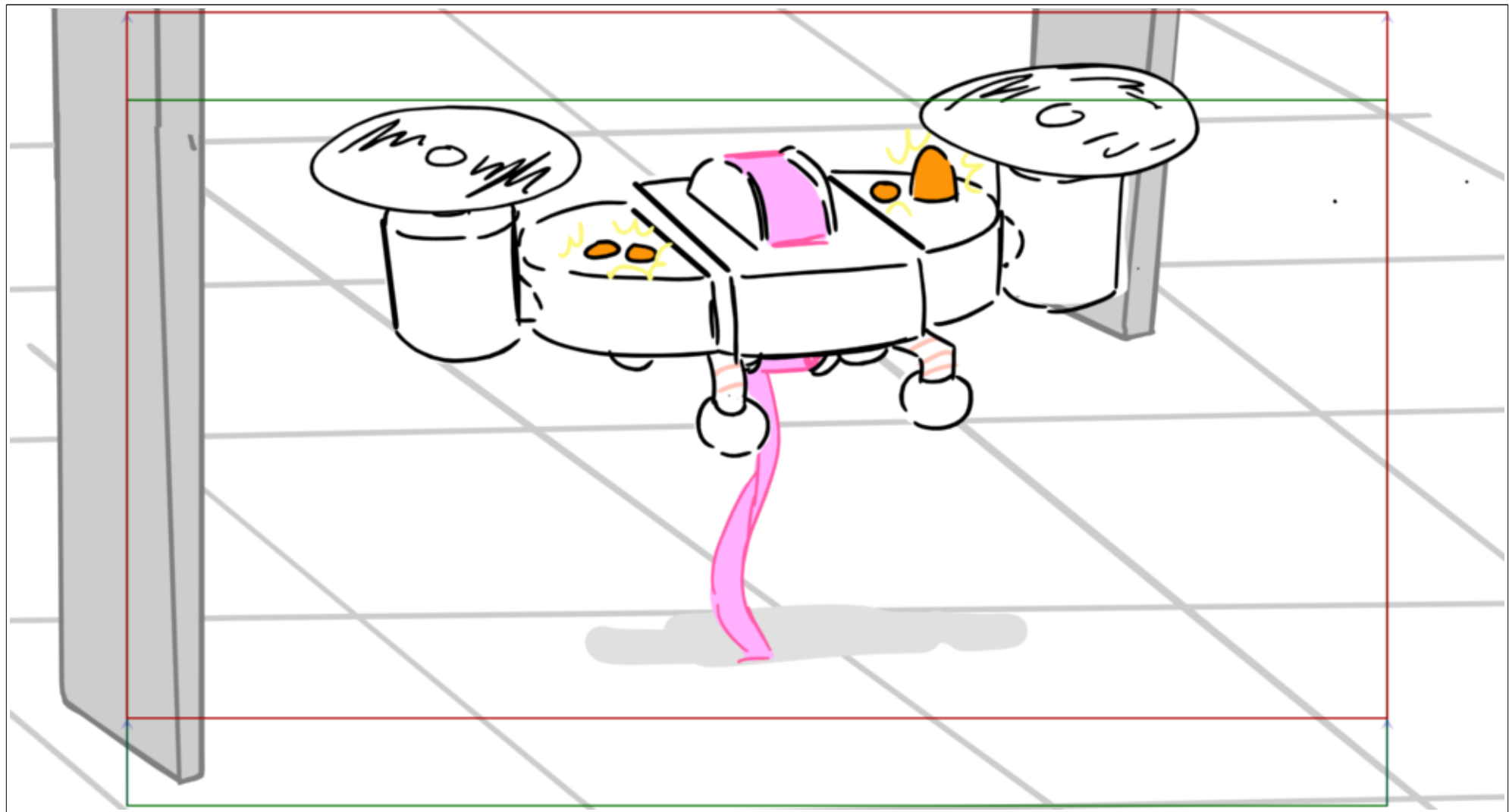
**Dialog**  
DRONE  
<Excited chirp>

Scene	Panel
35	6



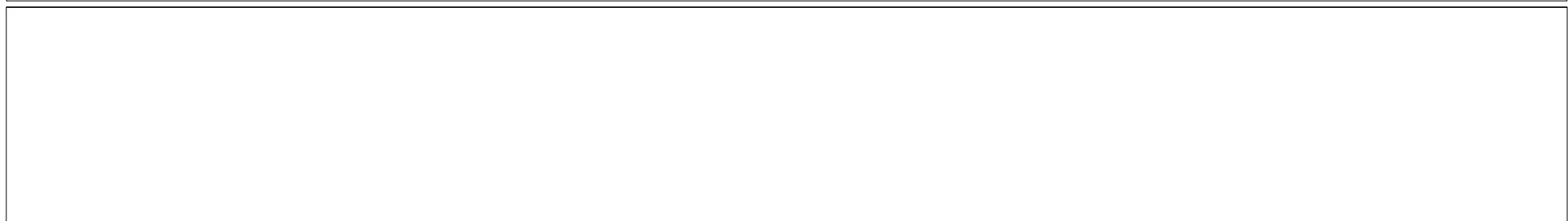
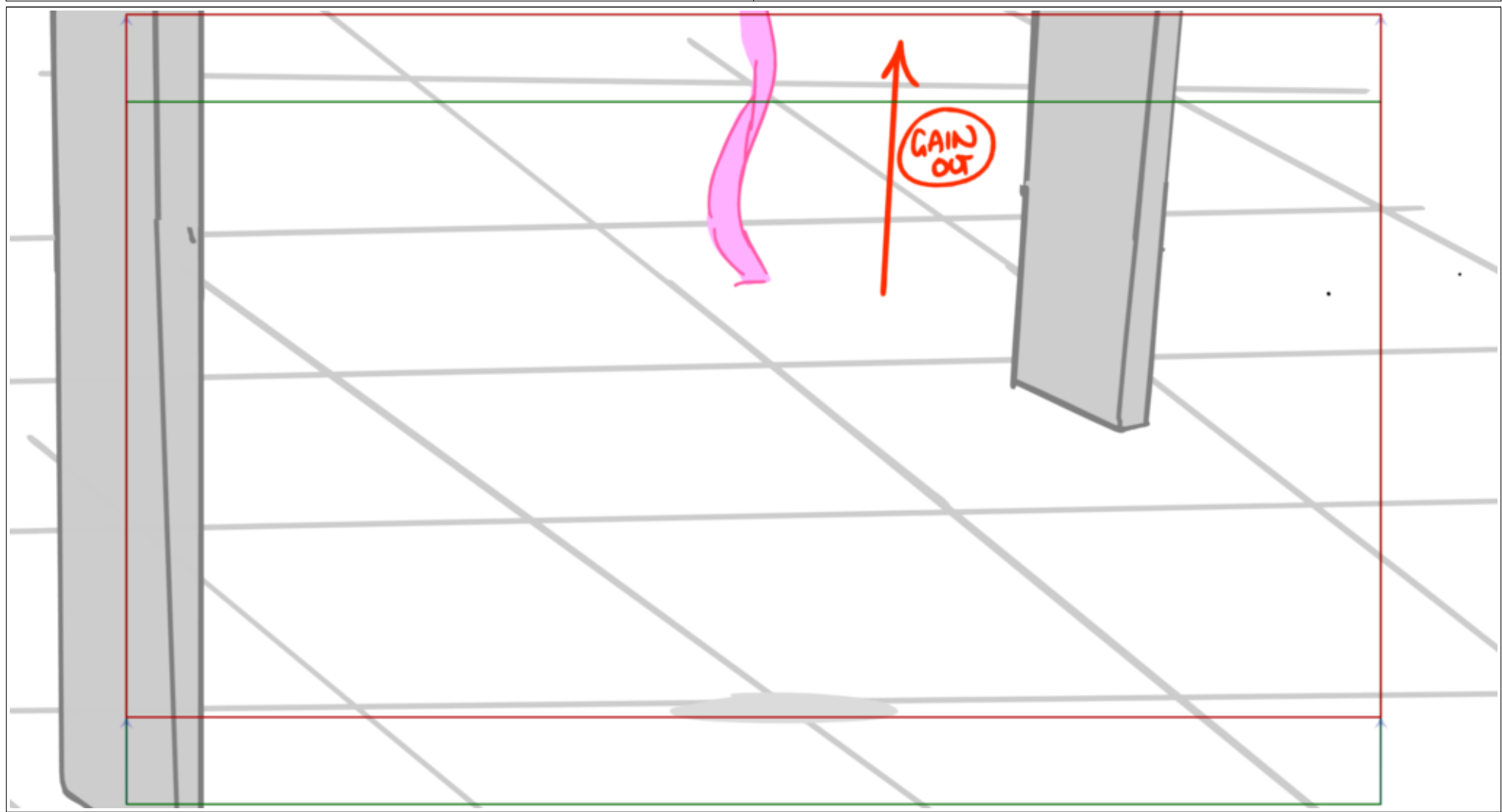
**Dialog**  
DRONE  
<Excited chirp>

Scene 35	Panel 7
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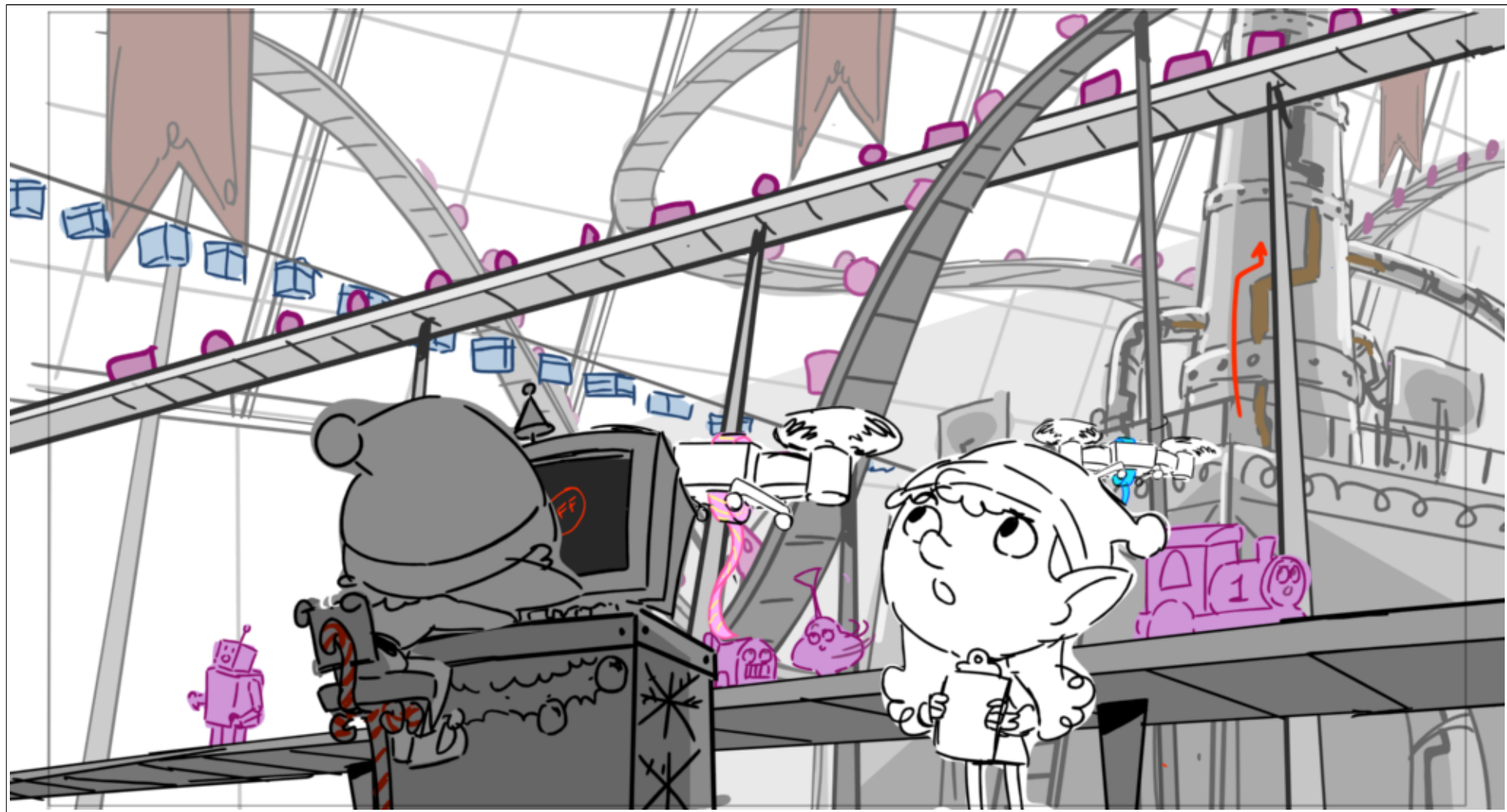


**Dialog**  
DRONE  
<Excited chirp>

Scene	Panel
35	8

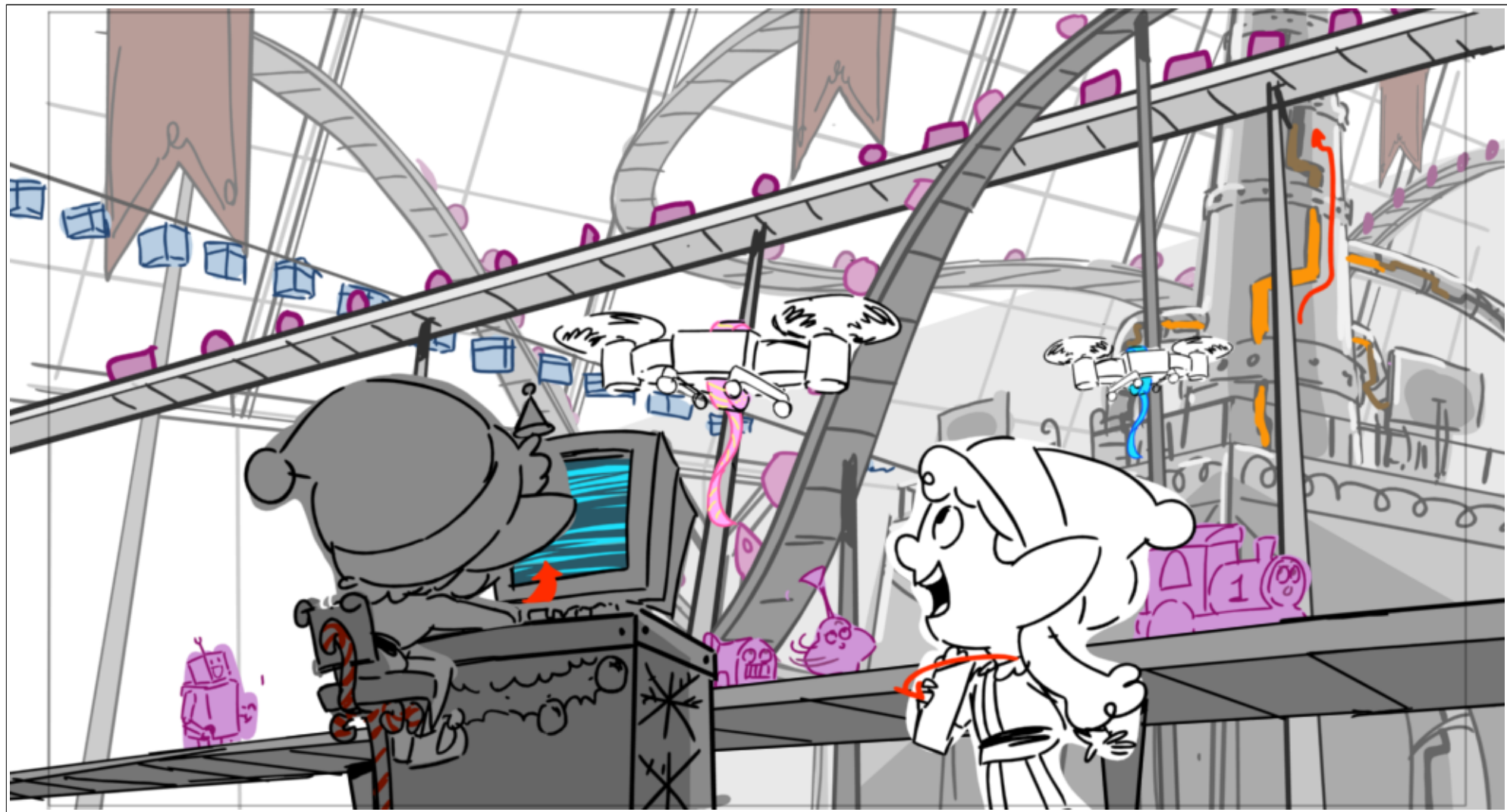


Scene	Panel
36	1



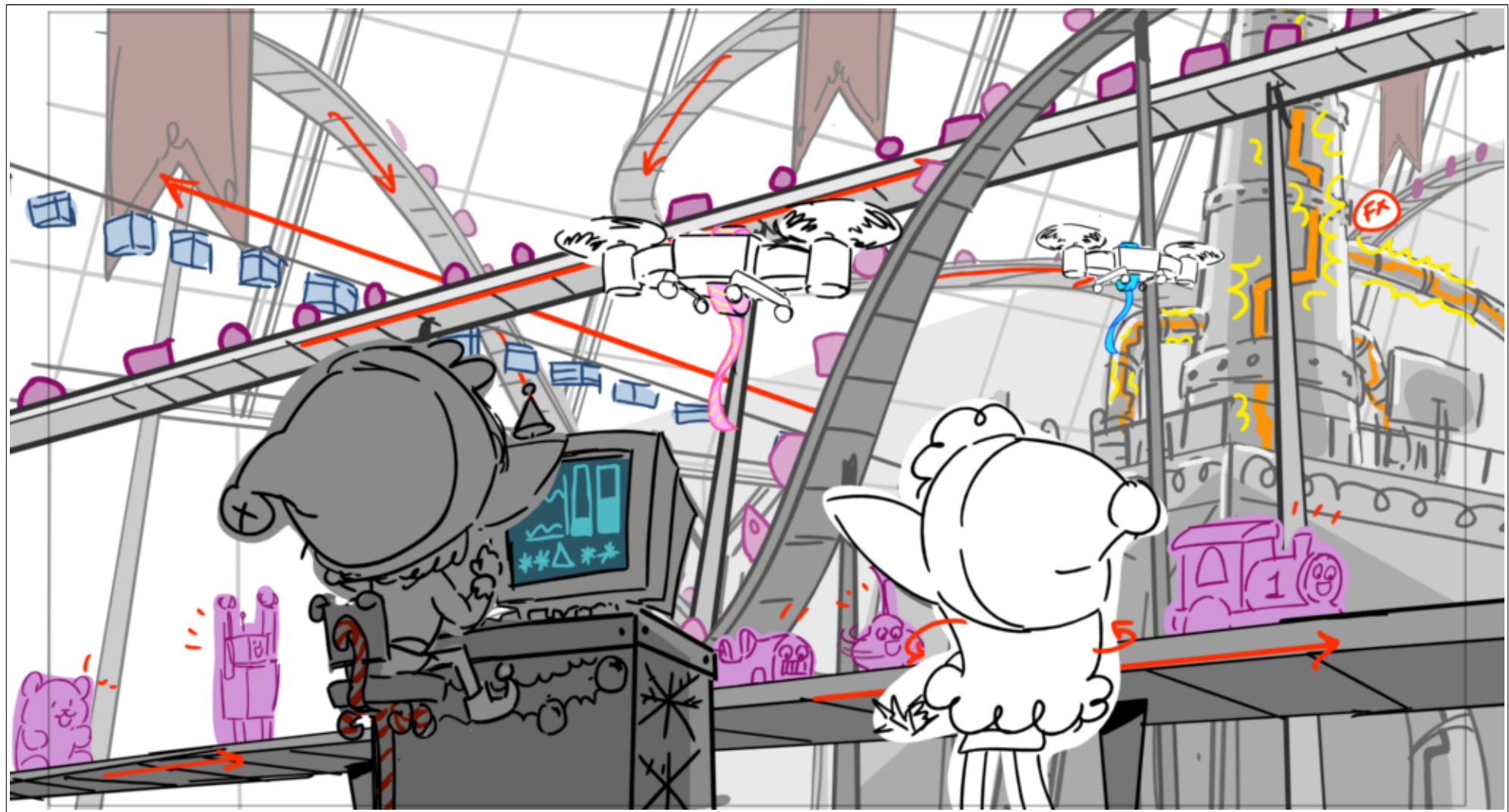
**Dialog**  
POWERING UP SFX

Scene	Panel
36	2



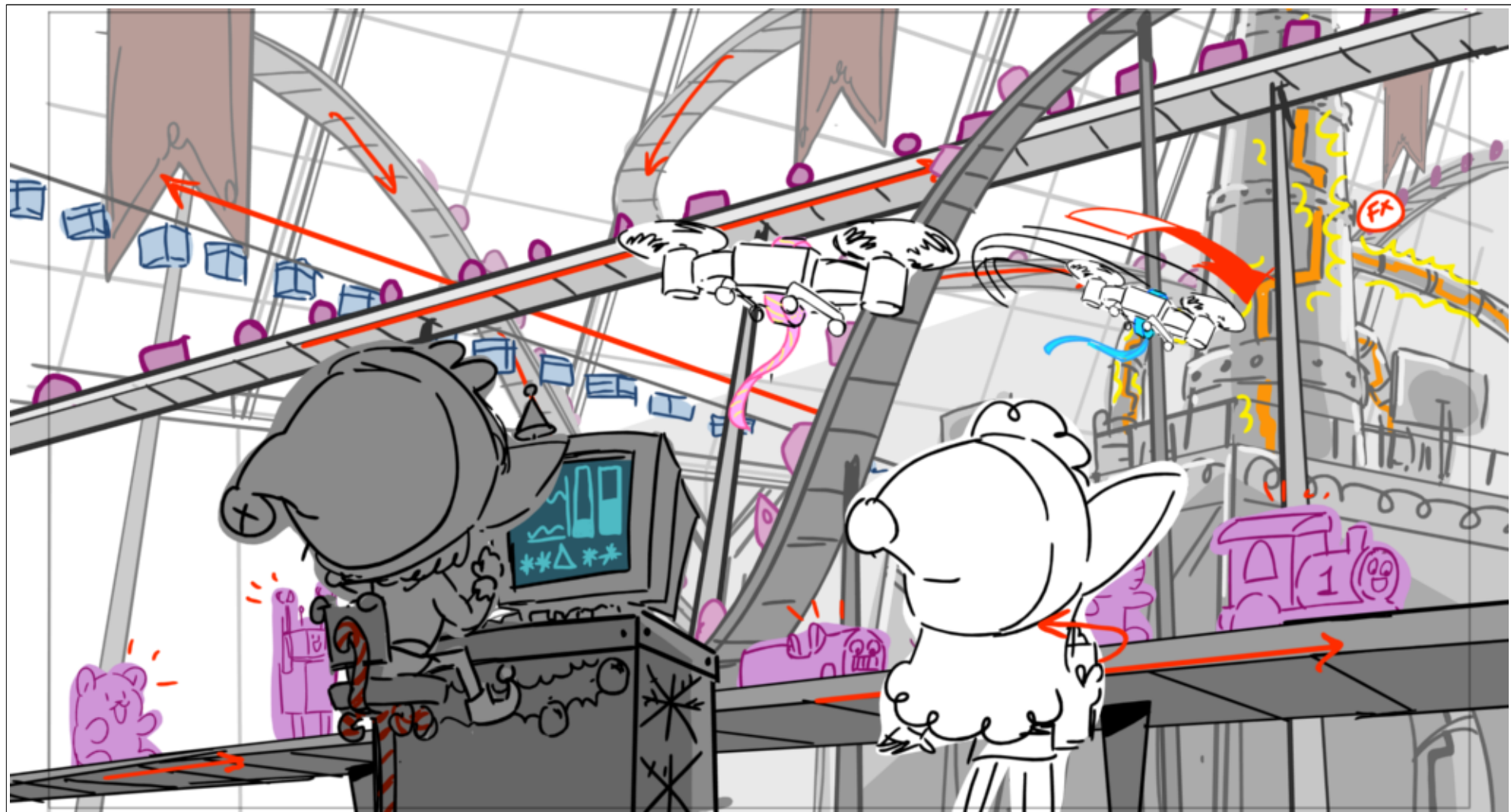
**Dialog**  
POWERING UP SFX

Scene	Panel
36	3



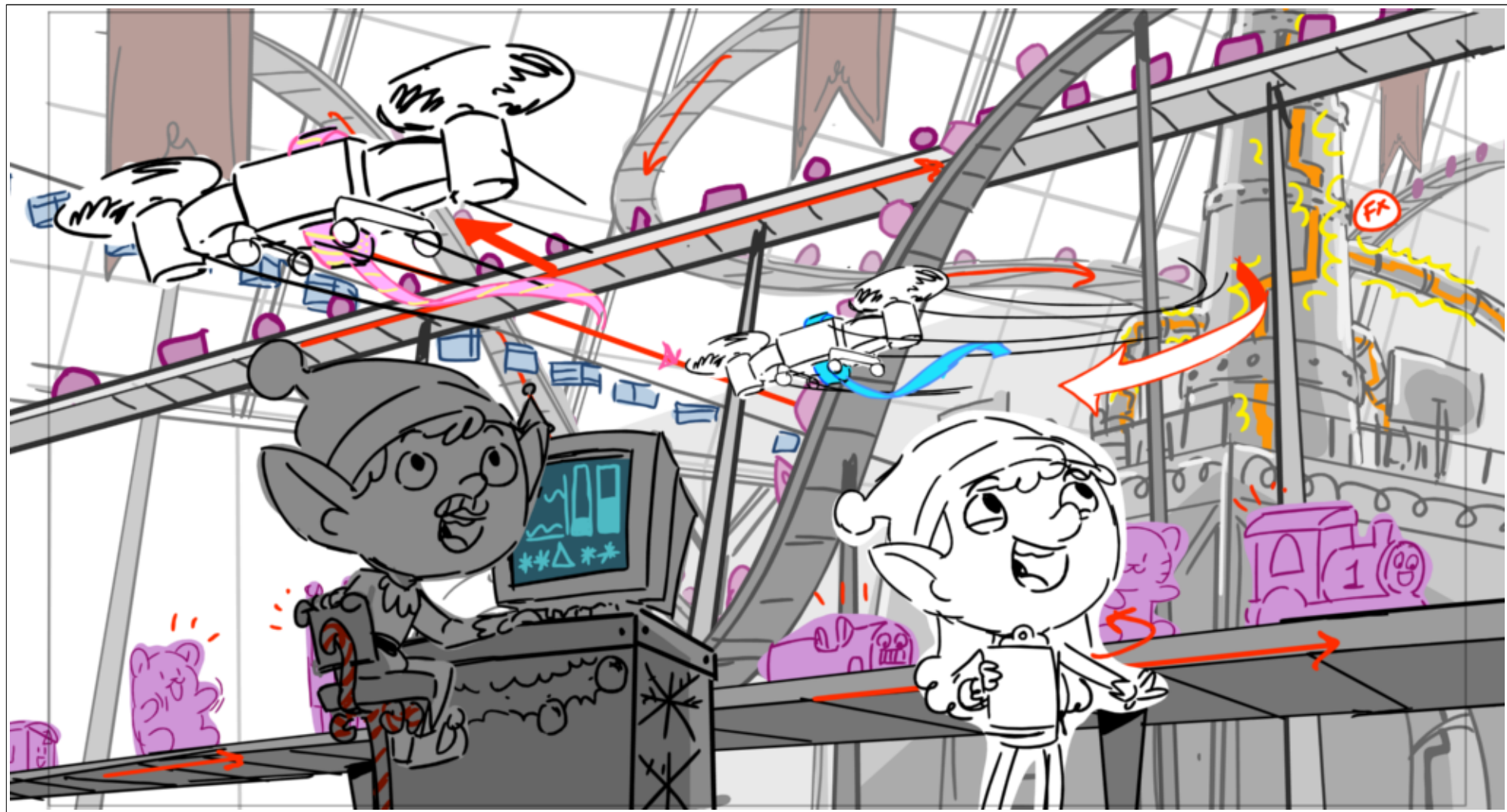
**Dialog**  
POWERING UP SFX

Scene	Panel
36	4



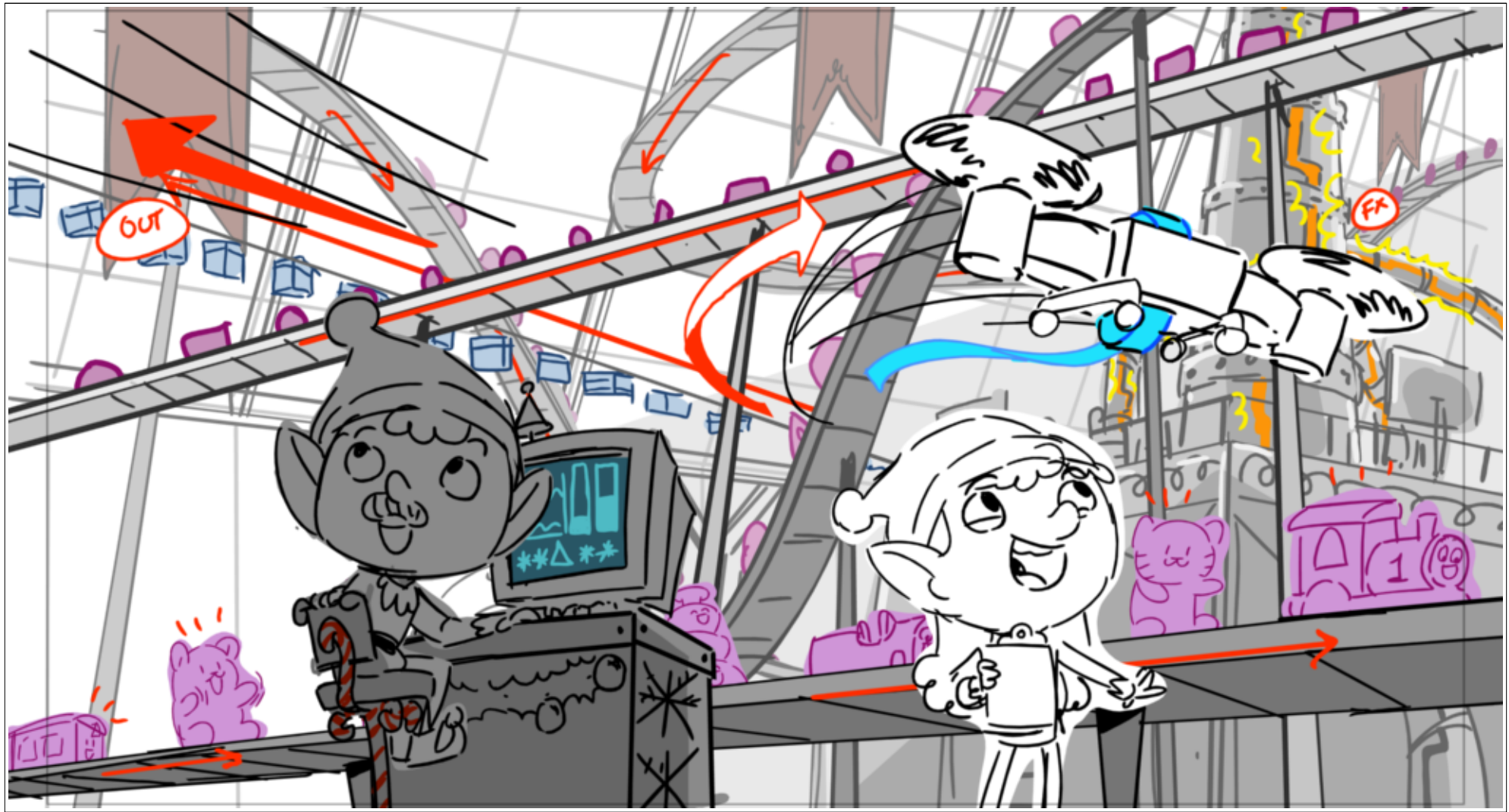
**Dialog**  
POWERING UP SFX  
192 TOYS  
  
(cheer!!)

Scene	Panel
36	5



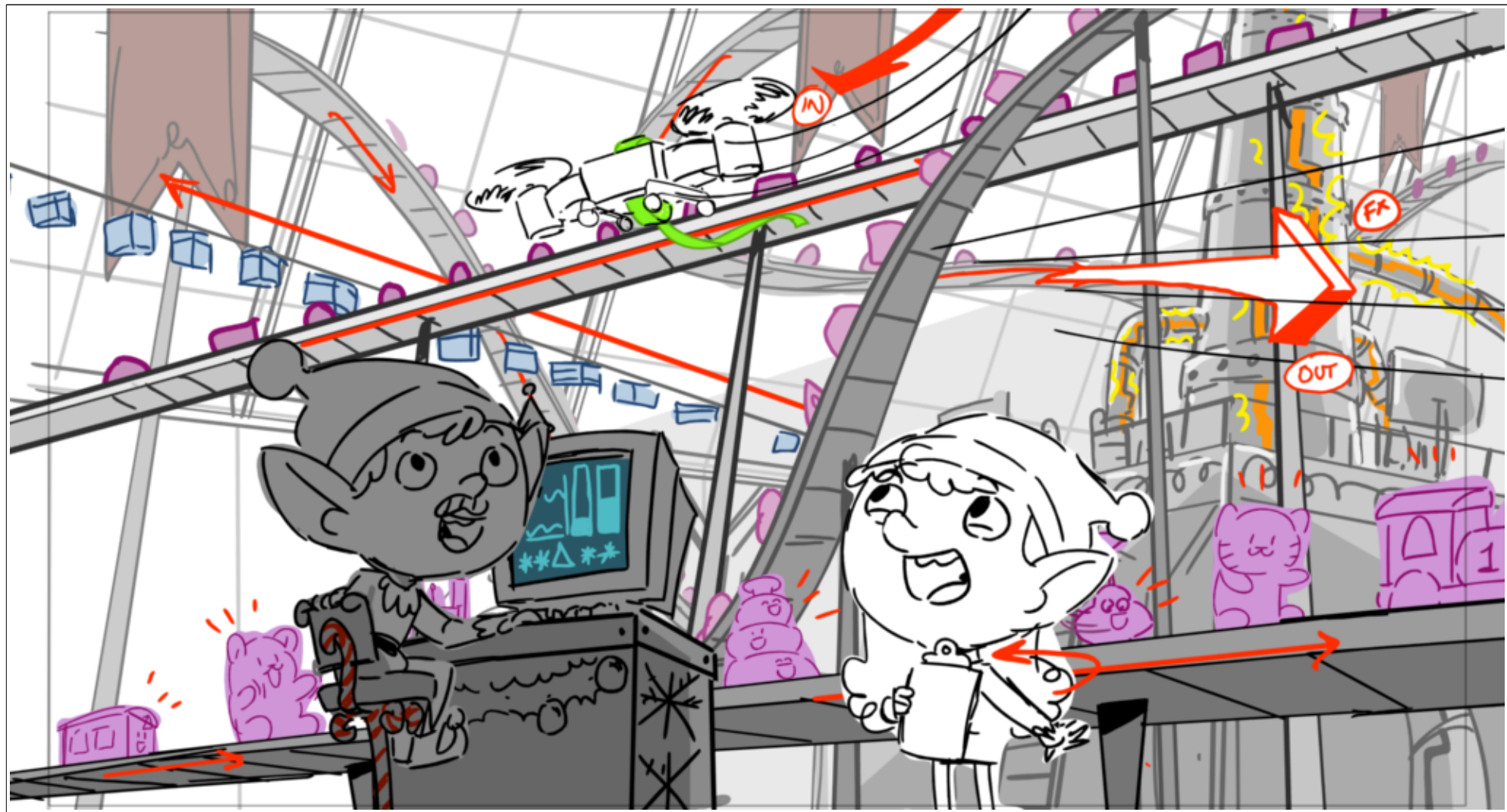
**Dialog**  
192 TOYS  
  
(cheer!!)

Scene	Panel
36	6



**Dialog**  
192 TOYS  
  
(cheer!!)

Scene	Panel
36	7

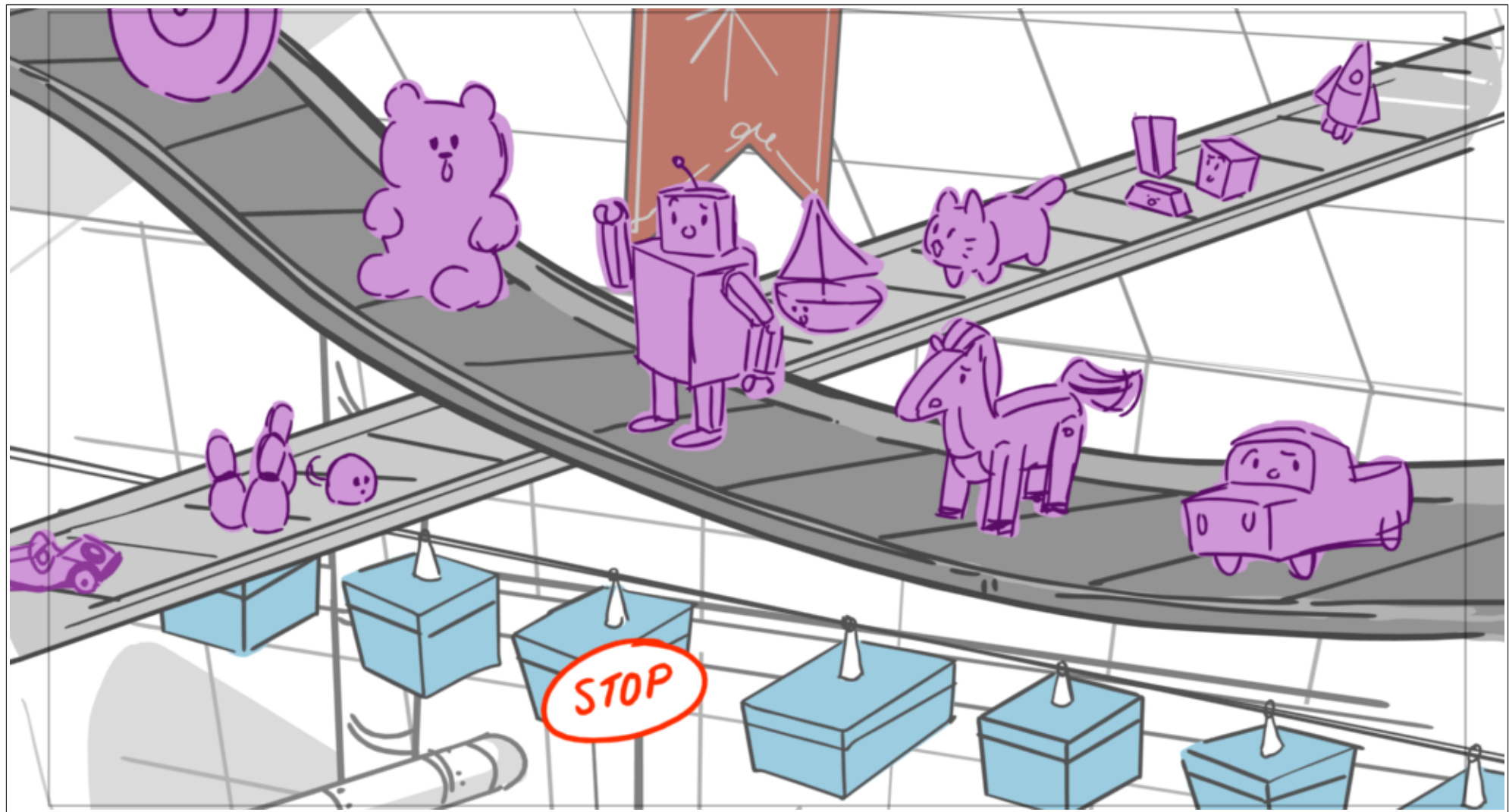


**Dialog**

192 TOYS

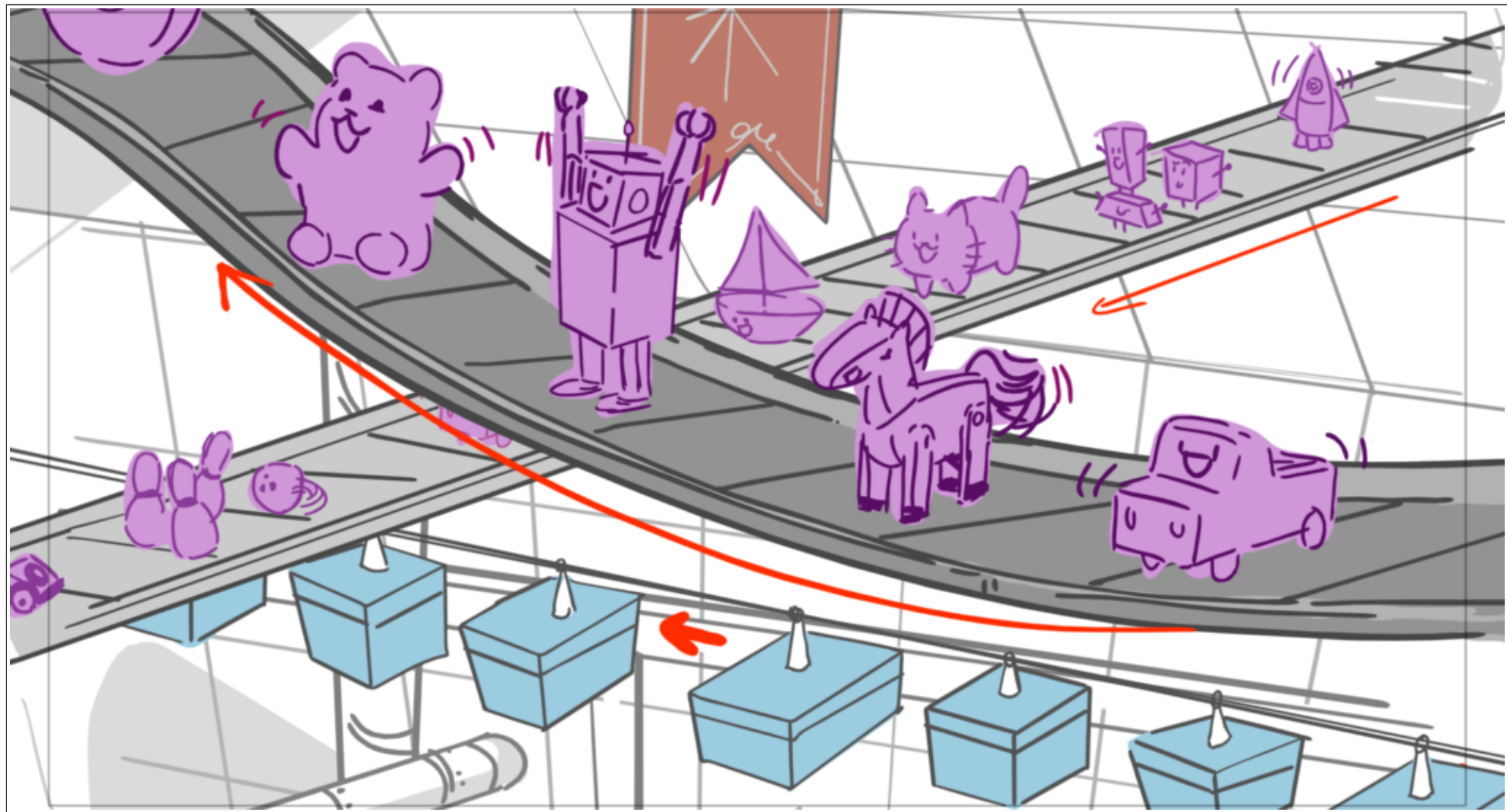
(cheer!!)

Scene	Panel
37	1



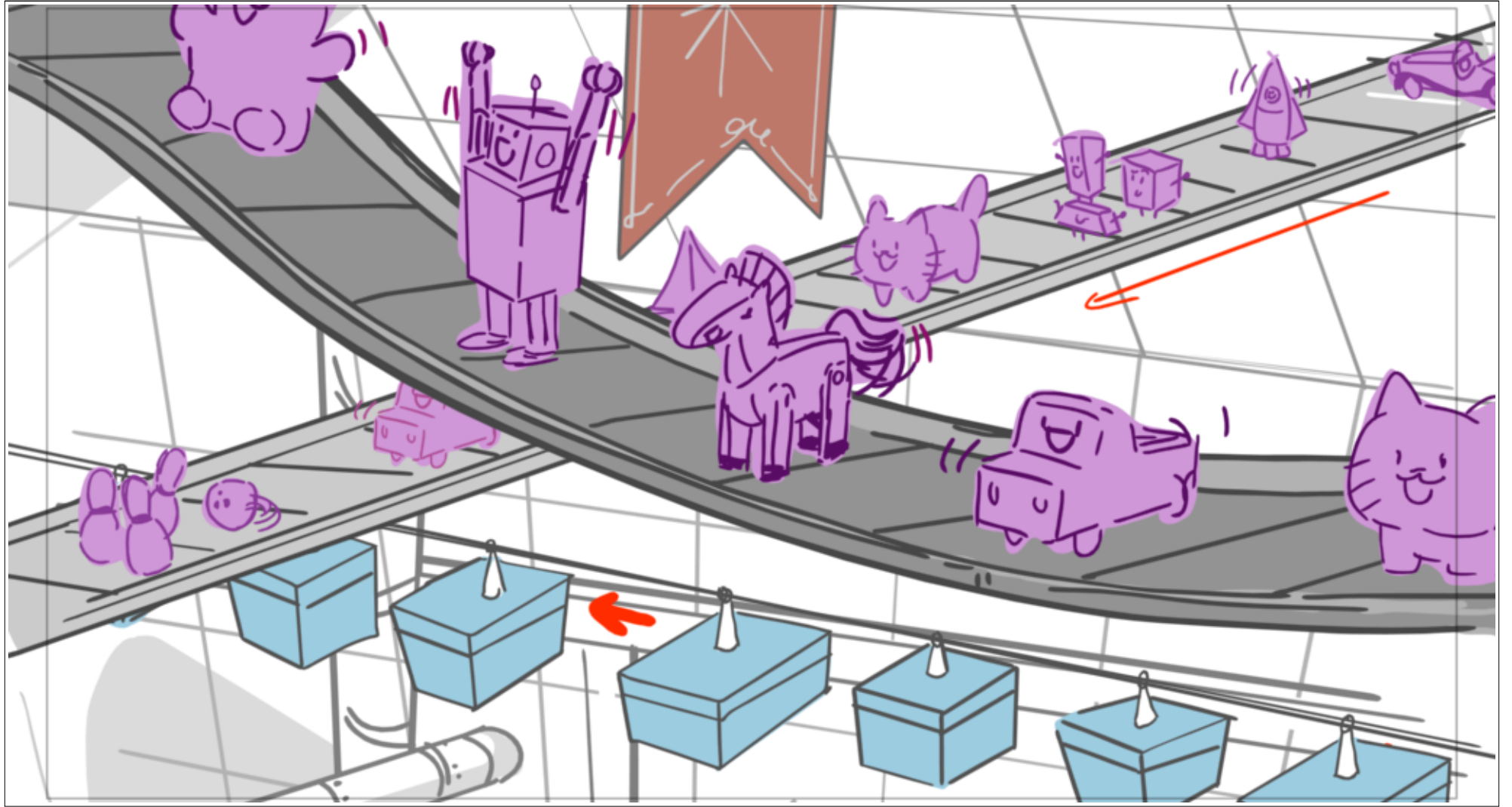
**Dialog**  
<POWER UP SFX>

Scene	Panel
37	2



**Dialog**  
<POWER UP SFX>  
192 TOYS  
  
(cheer!!)

Scene	Panel
37	3



**Dialog**  
192 TOYS  
(cheer!!)

Scene	Panel
38	1



**Dialog**  
ELVES/TOYS  
The power's...  
  
192 TOYS  
  
(cheer!!)

Scene	Panel
38	2



**Dialog**  
ELVES/TOYS  
...back on  
  
192 TOYS  
  
(cheer!!)

Scene	Panel
38	3

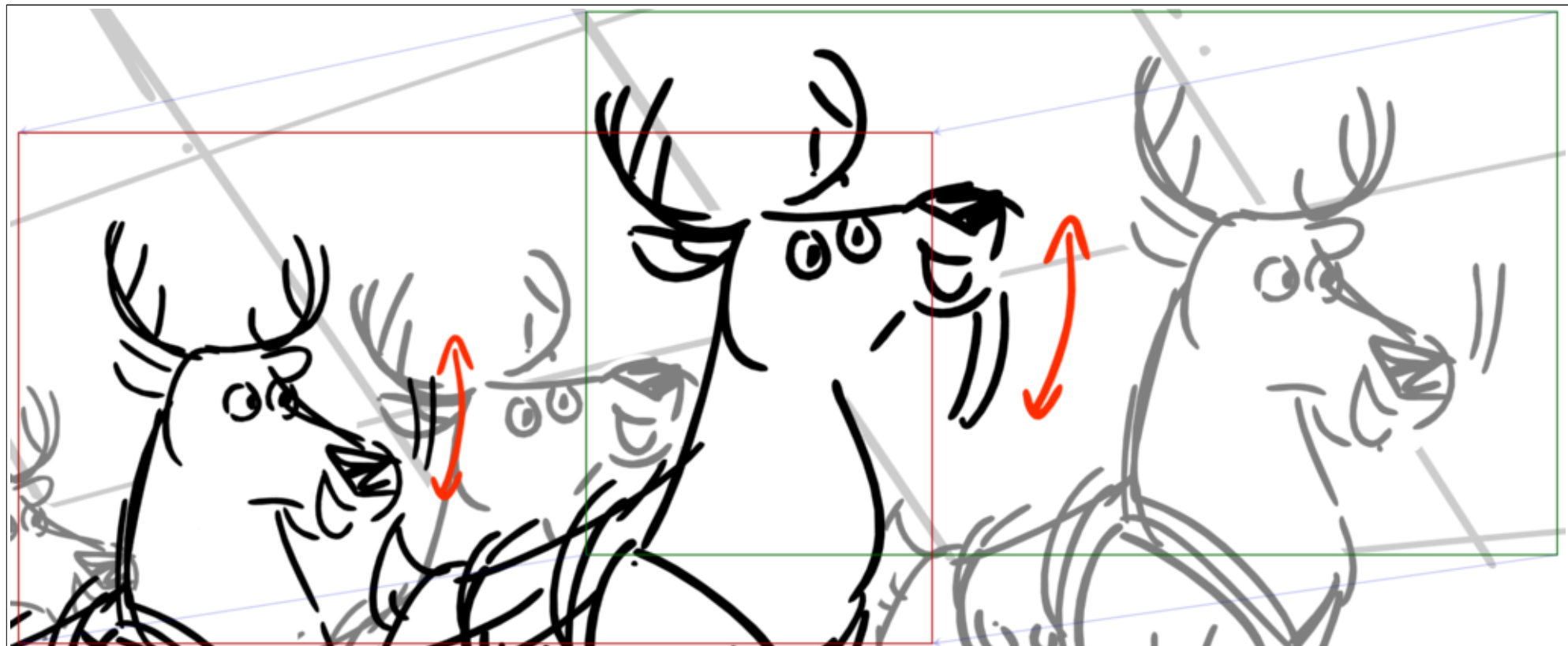


**Dialog**

192 TOYS

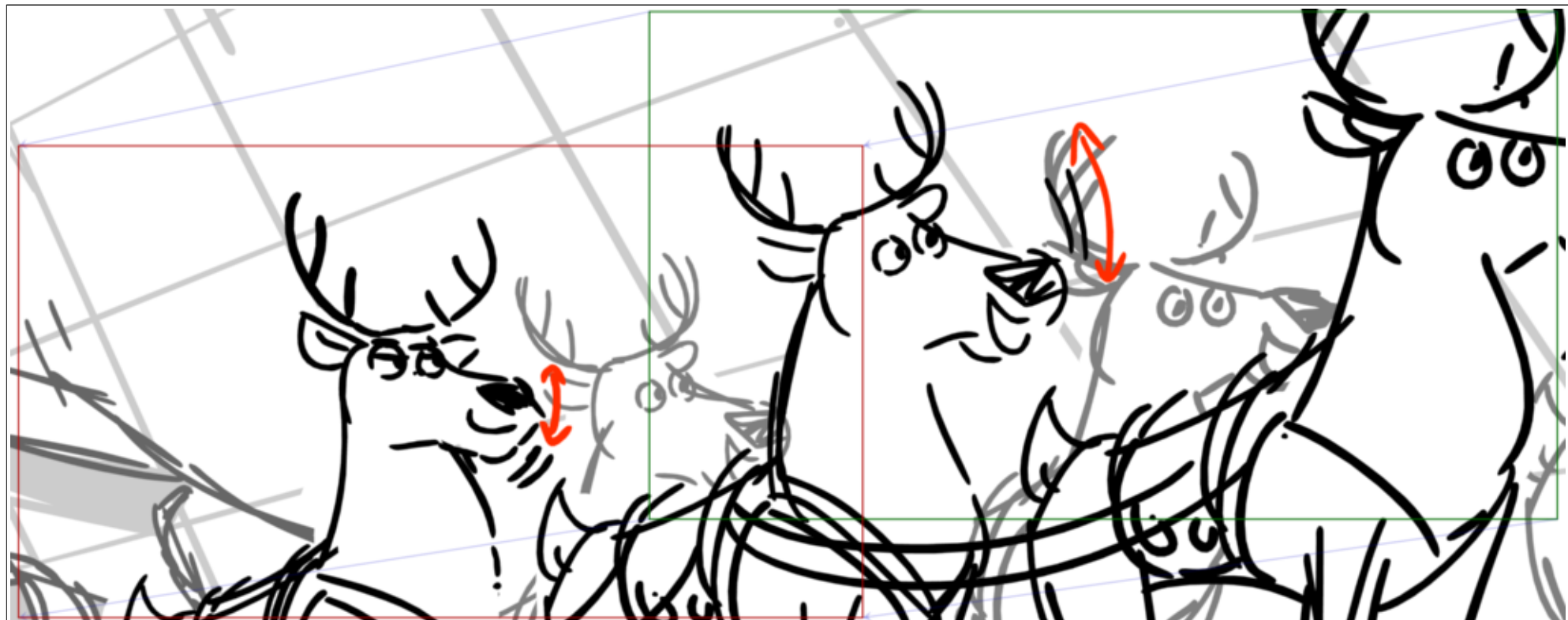
(cheer!!)

Scene	Panel
39	1



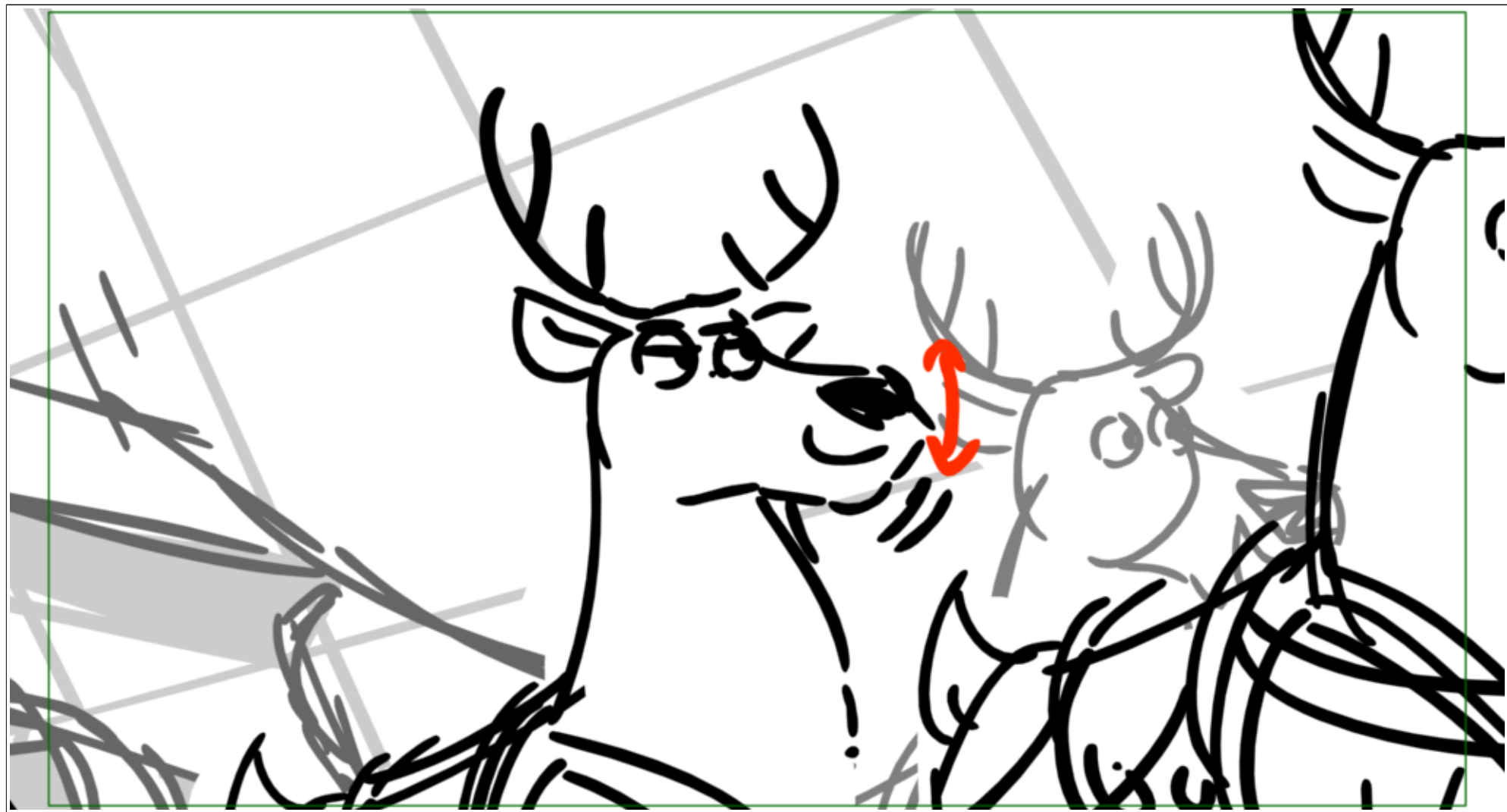
**Dialog**  
TOYS/ELVES  
  
(cheer!!)  
  
REINDEER  
<Braying>

Scene	Panel
39	2



**Dialog**  
TOYS/ELVES  
  
(cheer!!)  
  
REINDEER  
<Braying>

Scene	Panel
39	3

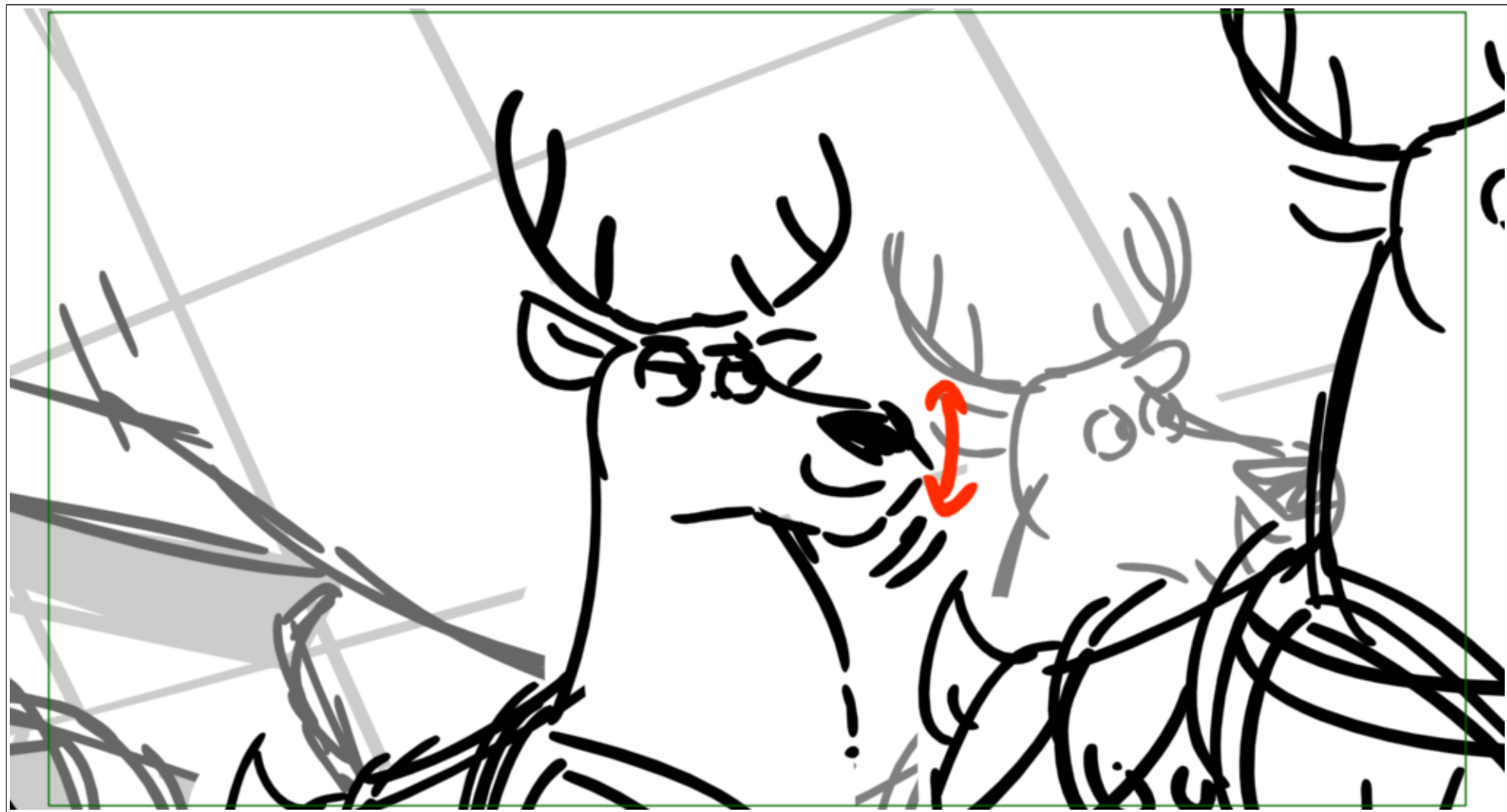


**Dialog**  
TOYS/ELVES

(cheer!!)

REINDEER  
<Braying>

Scene	Panel
39	4



**Dialog**  
TOYS/ELVES  
  
(cheer!!)  
  
REINDEER  
<Braying>

Scene	Panel
40	1



**Dialog**  
ELVES/TOYS [Distant]  
<Cheer>

Scene	Panel
40	2



**Dialog**  
ELVES/TOYS [Distant]  
<Cheer>

Scene	Panel
40	3



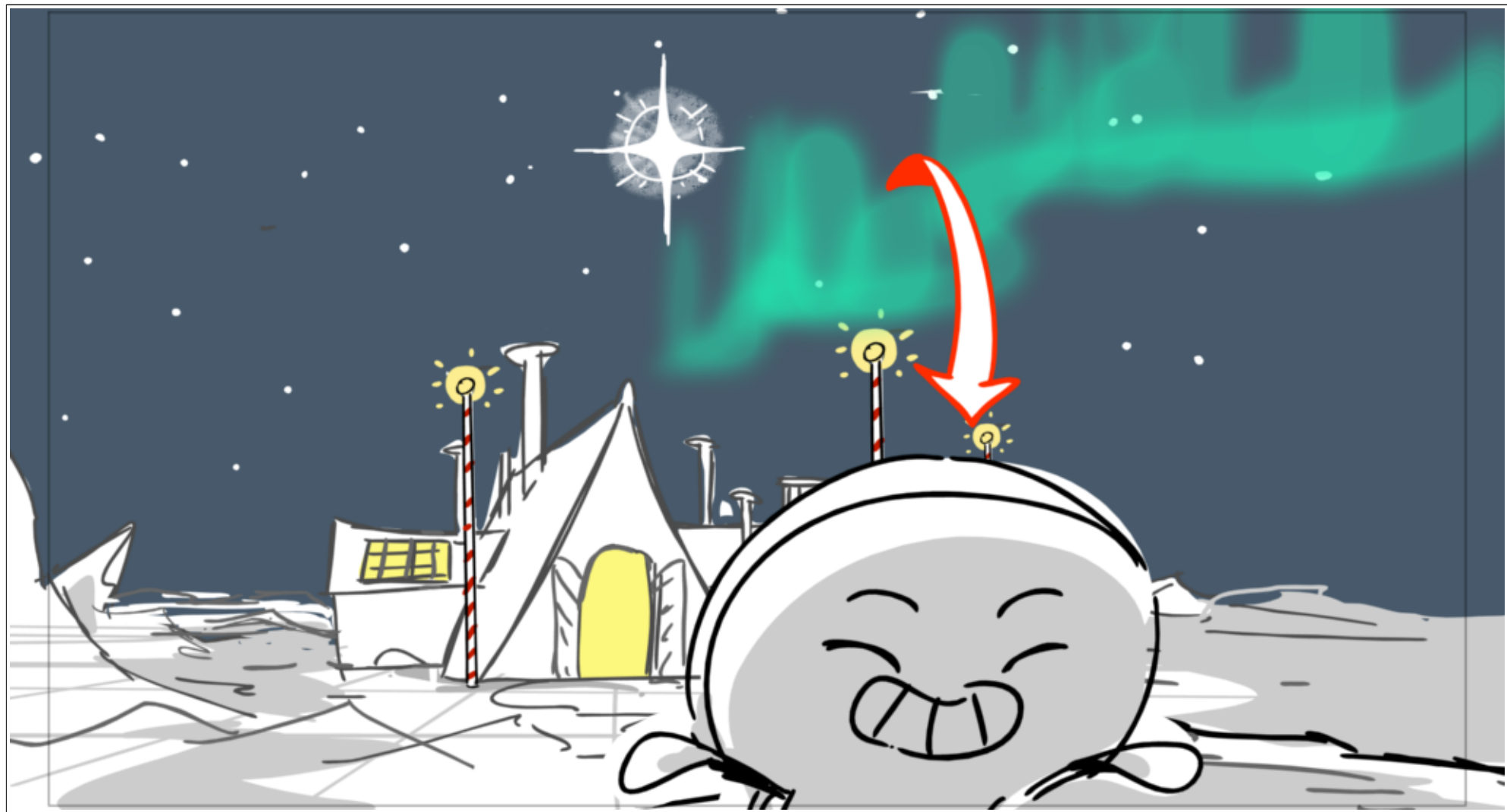
**Dialog**  
193 OLIVER  
Yes!!!  
  
ELVES/TOYS [Distant]  
<Cheer>

Scene	Panel
40	4



**Dialog**  
193 OLIVER CONTD  
Yes!!!  
  
ELVES/TOYS [Distant]  
<Cheer>

Scene 40	Panel 5
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**Dialog**  
ELVES/TOYS [Distant]  
<Cheer>

Scene	Panel
40	6

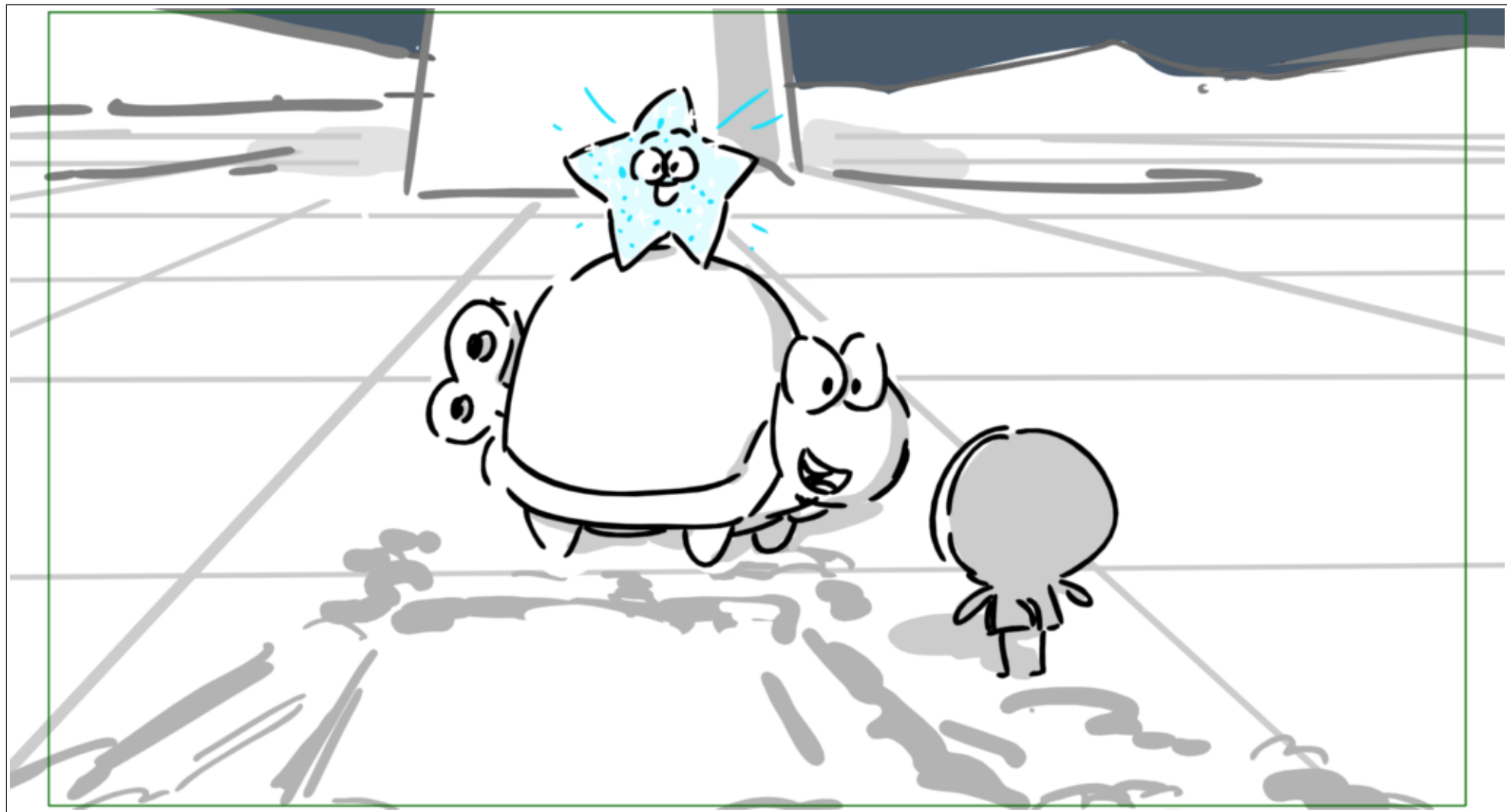


**Dialog**

OLIVER [P/U]  
We did it!

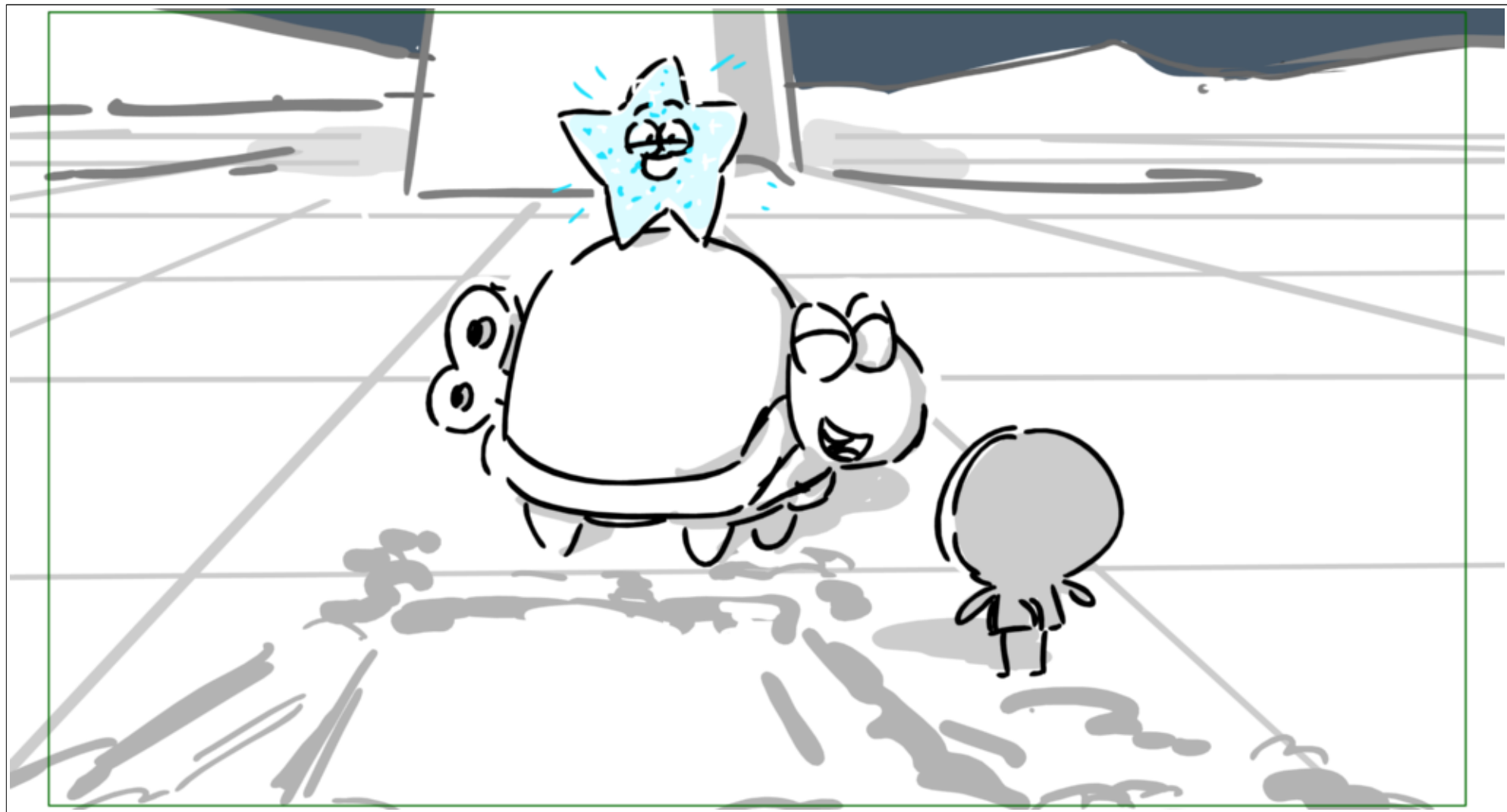
ELVES/TOYS [Distant]  
<Cheer>

Scene 41	Panel 1
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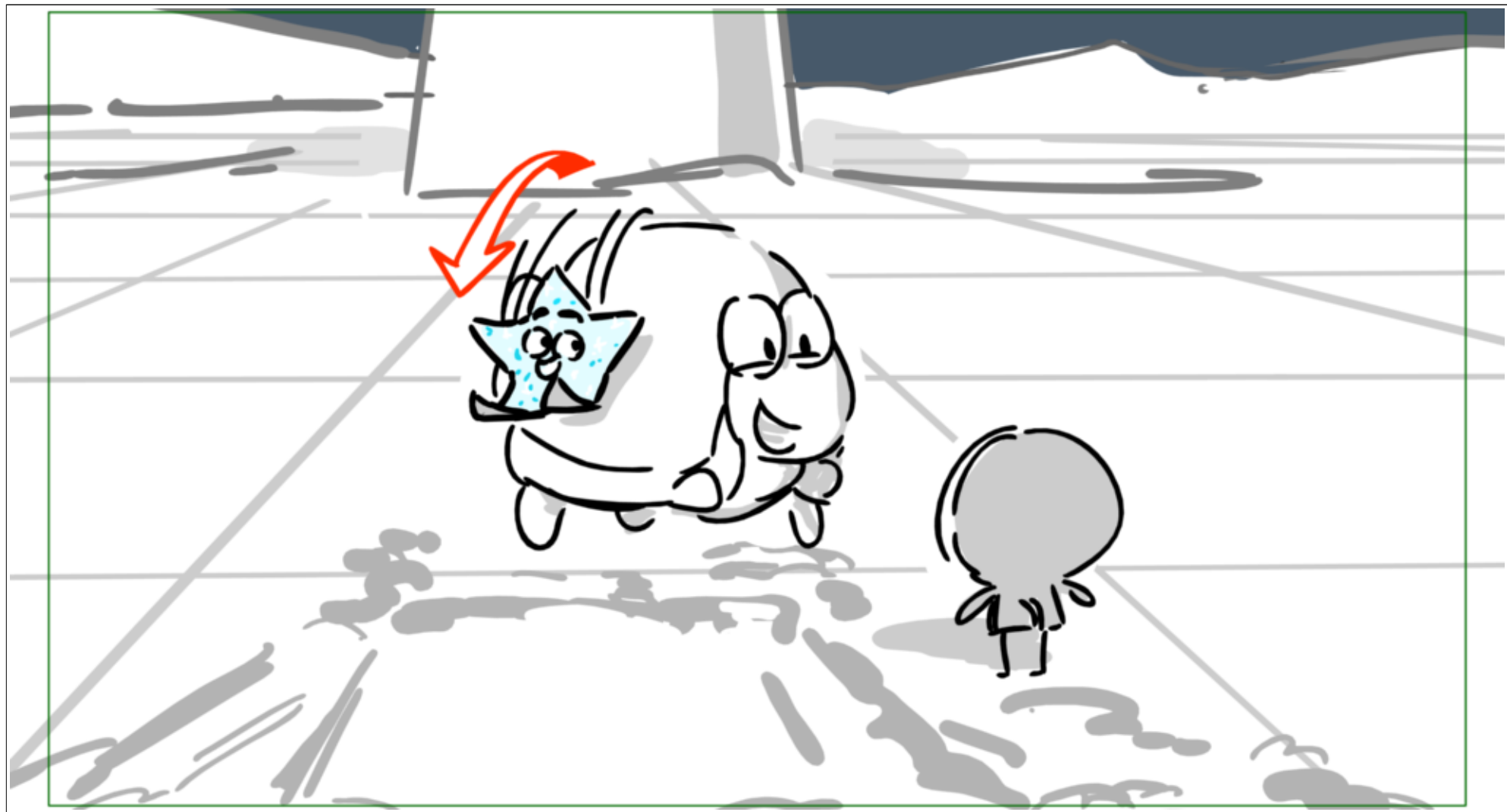
**Dialog**  
SHELLEY/SPARKLE  
Yay!

Scene	Panel
41	2



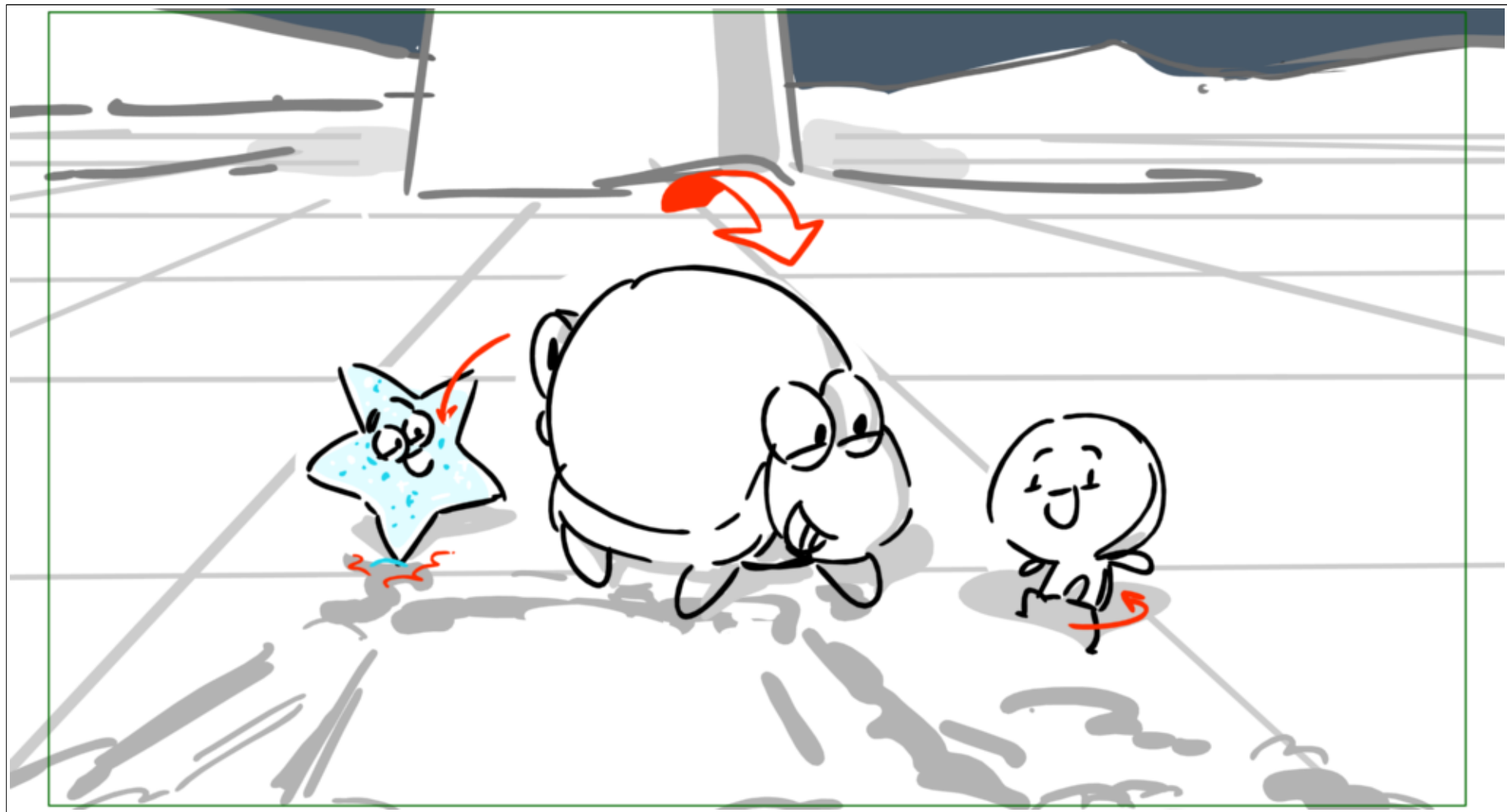
**Dialog**  
SHELLEY/SPARKLE CONTD  
Yay!

Scene	Panel
41	3



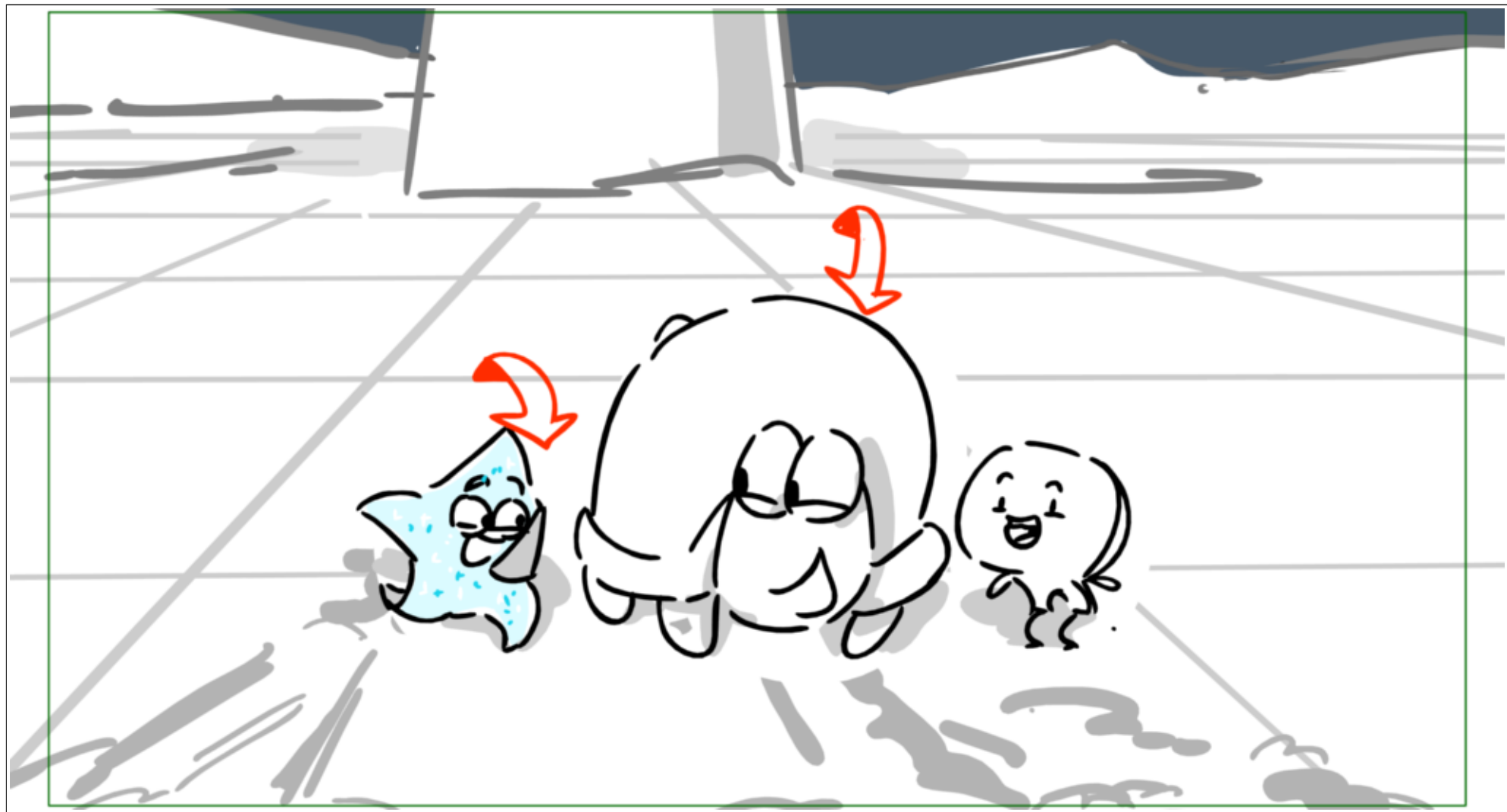
**Dialog**  
SHELLEY/SPARKLE  
<Laughing>

Scene	41	Panel	4
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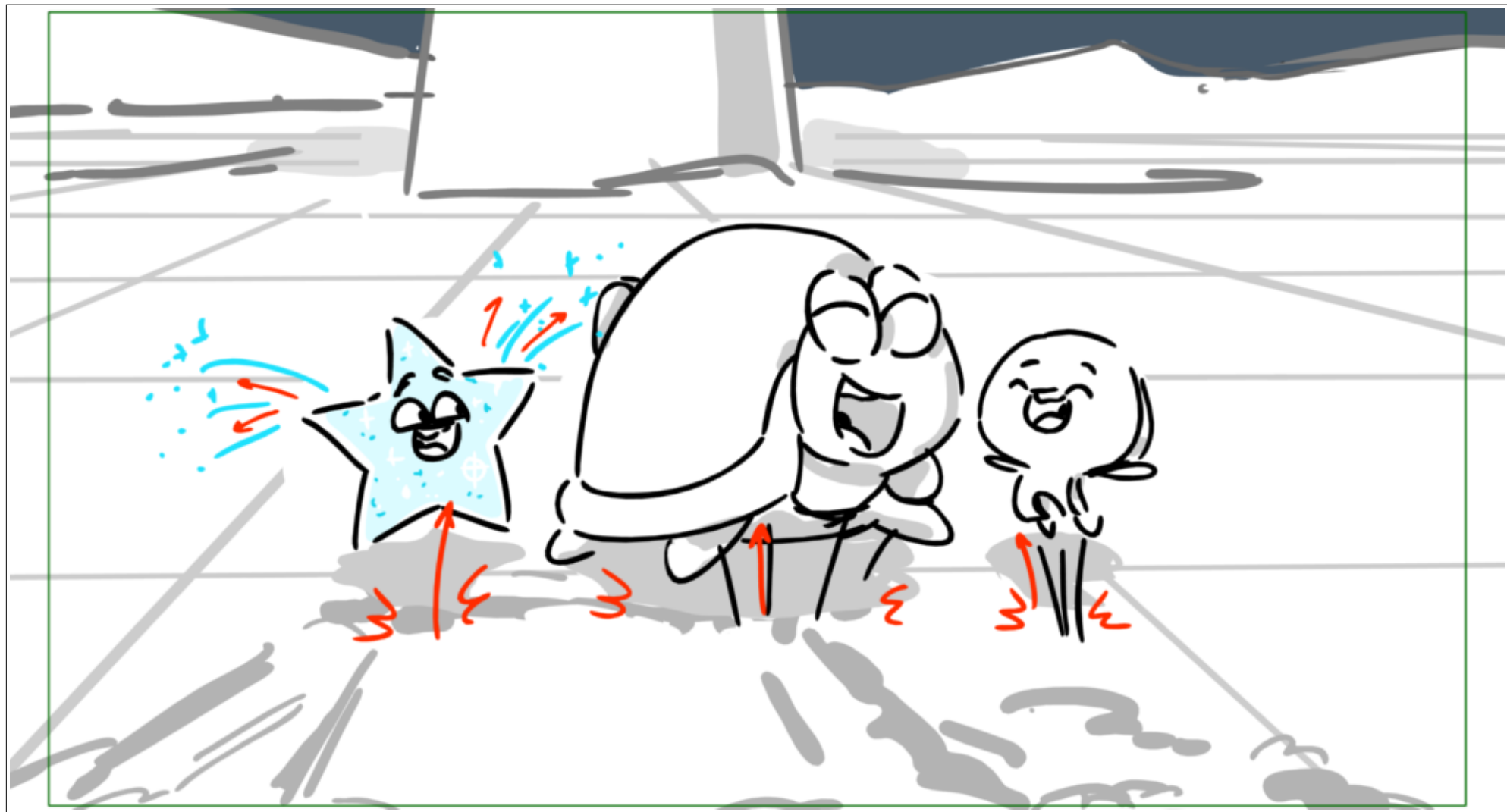
**Dialog**  
SHELLEY/SPARKLE  
<Laughing>

Scene	Panel
41	5



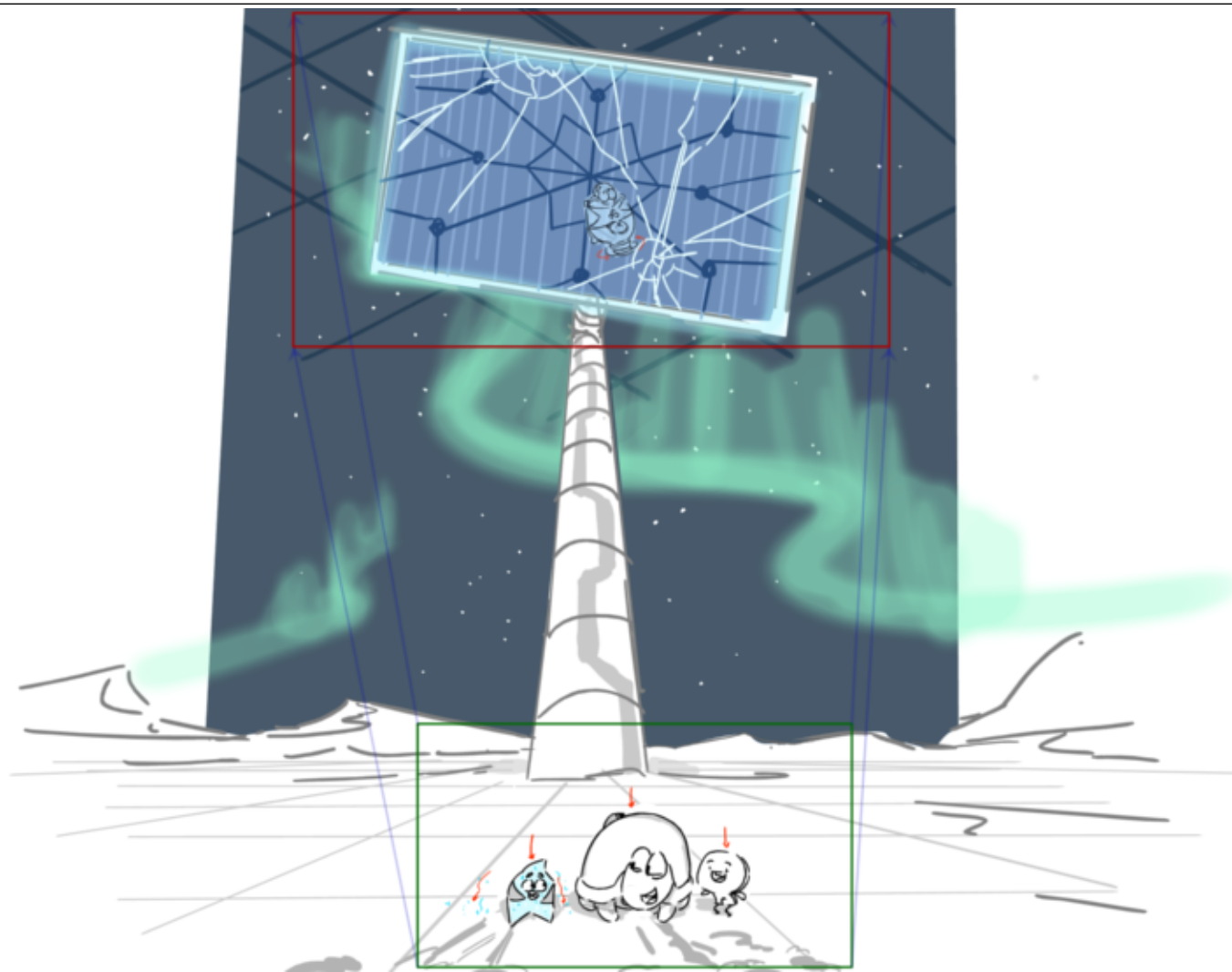
**Dialog**  
SHELLEY/SPARKLE  
<Laughing>

Scene	Panel
41	6



**Dialog**  
191 OLIVER/SHELLEY/SPARKLE  
Boom!!

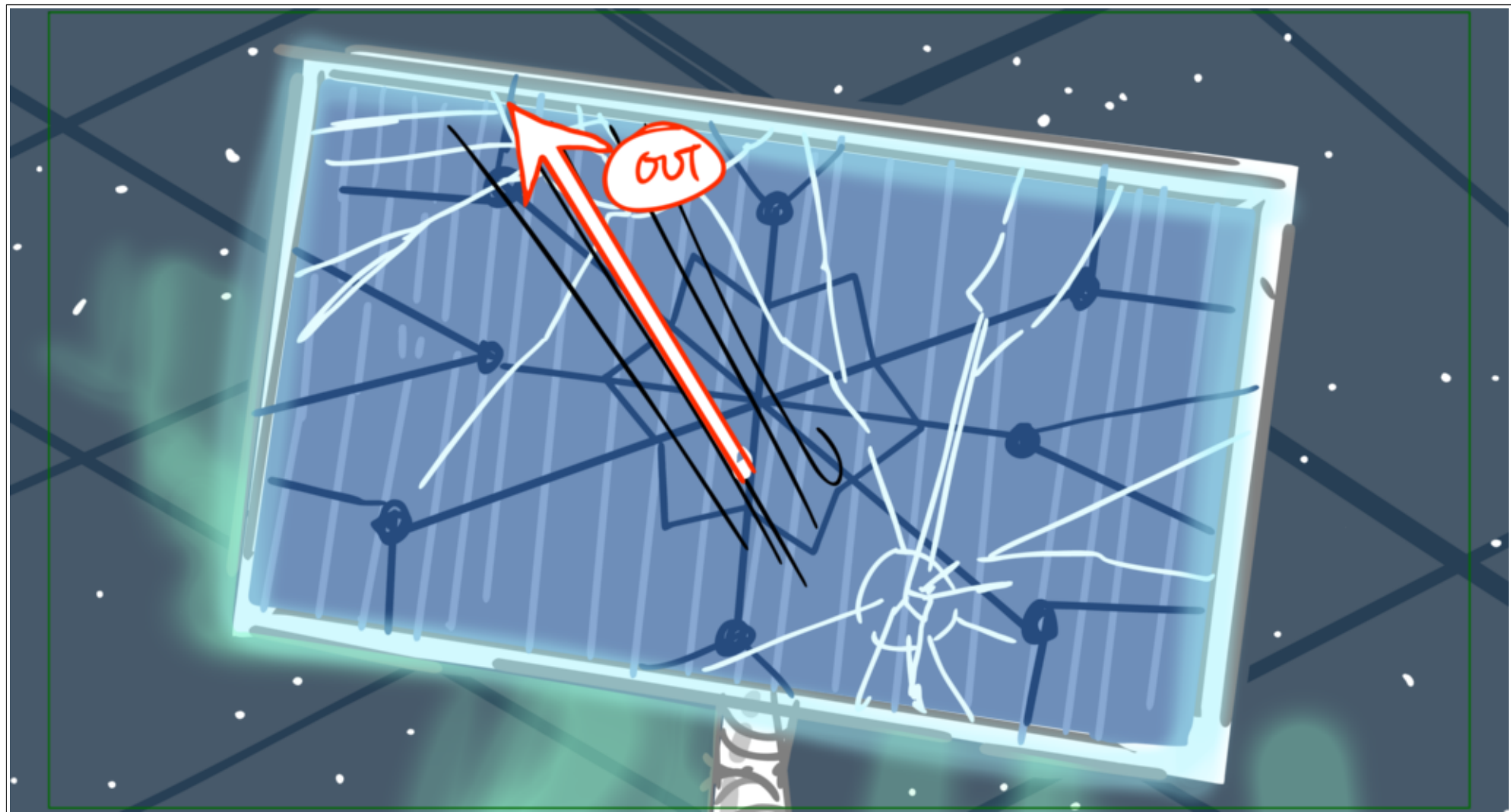
Scene	Panel
41	7



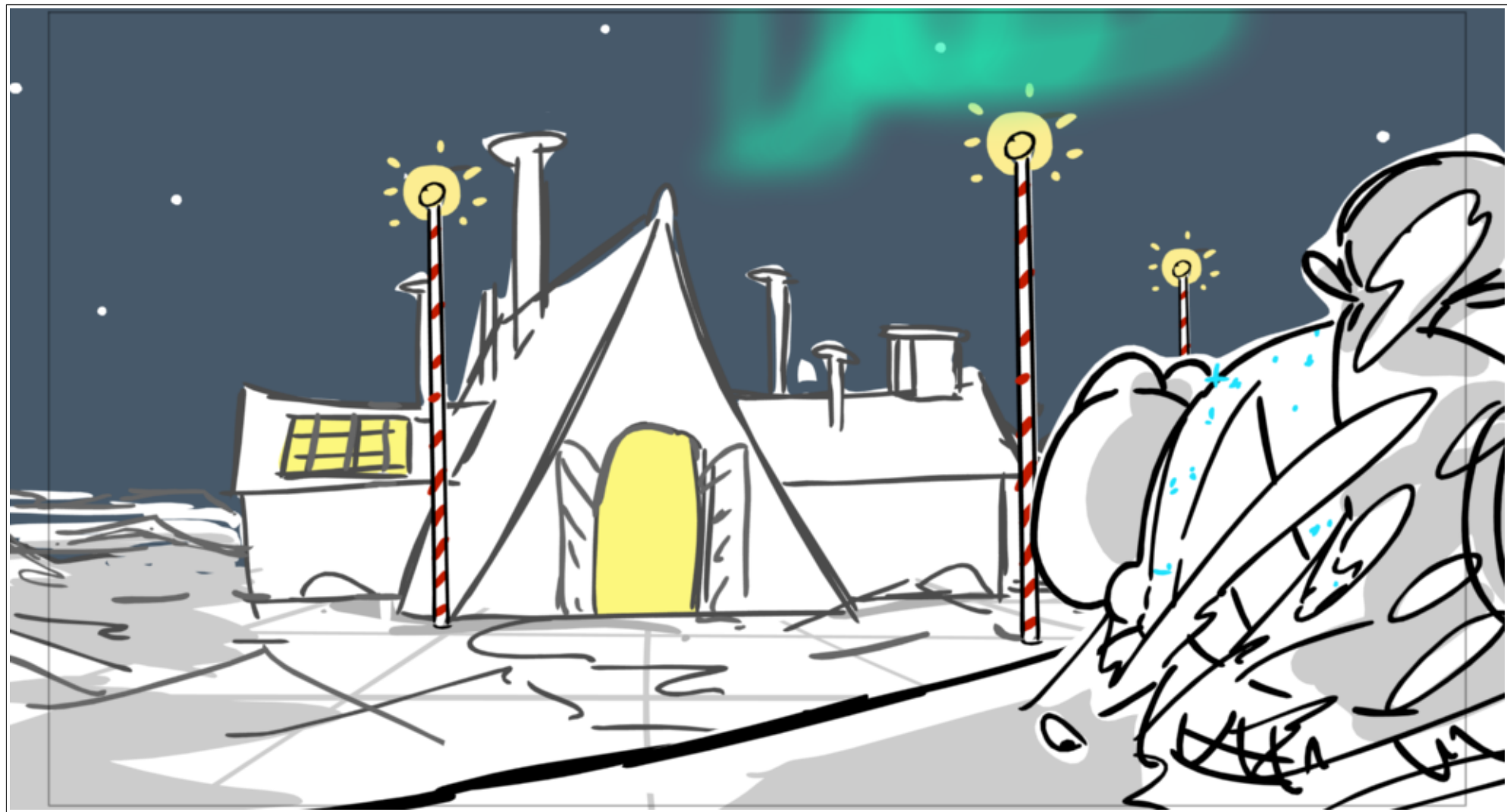
Scene	Panel
41	8



Scene	Panel
41	9

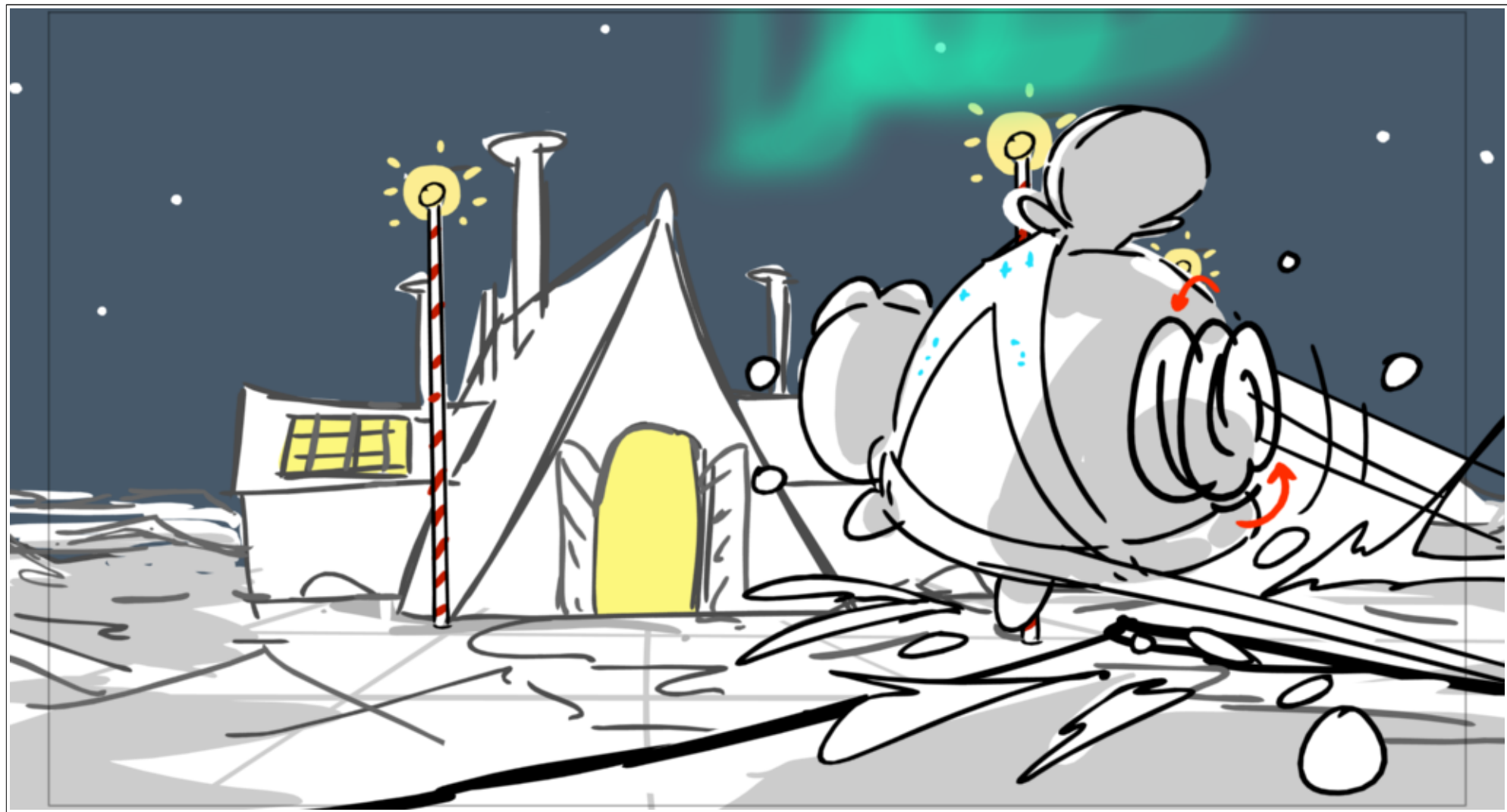


Scene	Panel
42	1



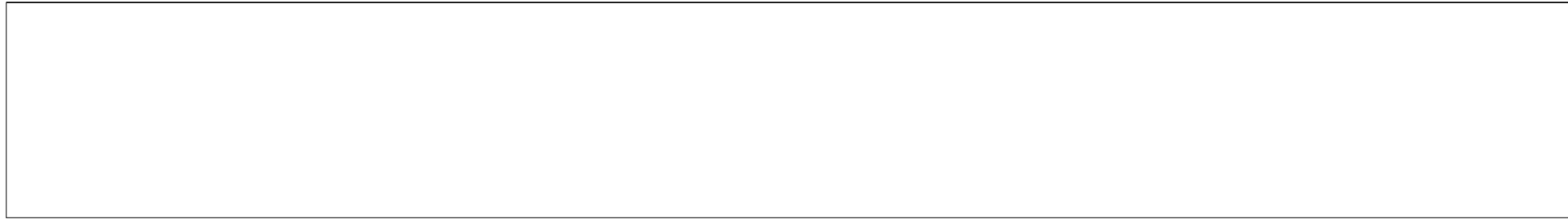
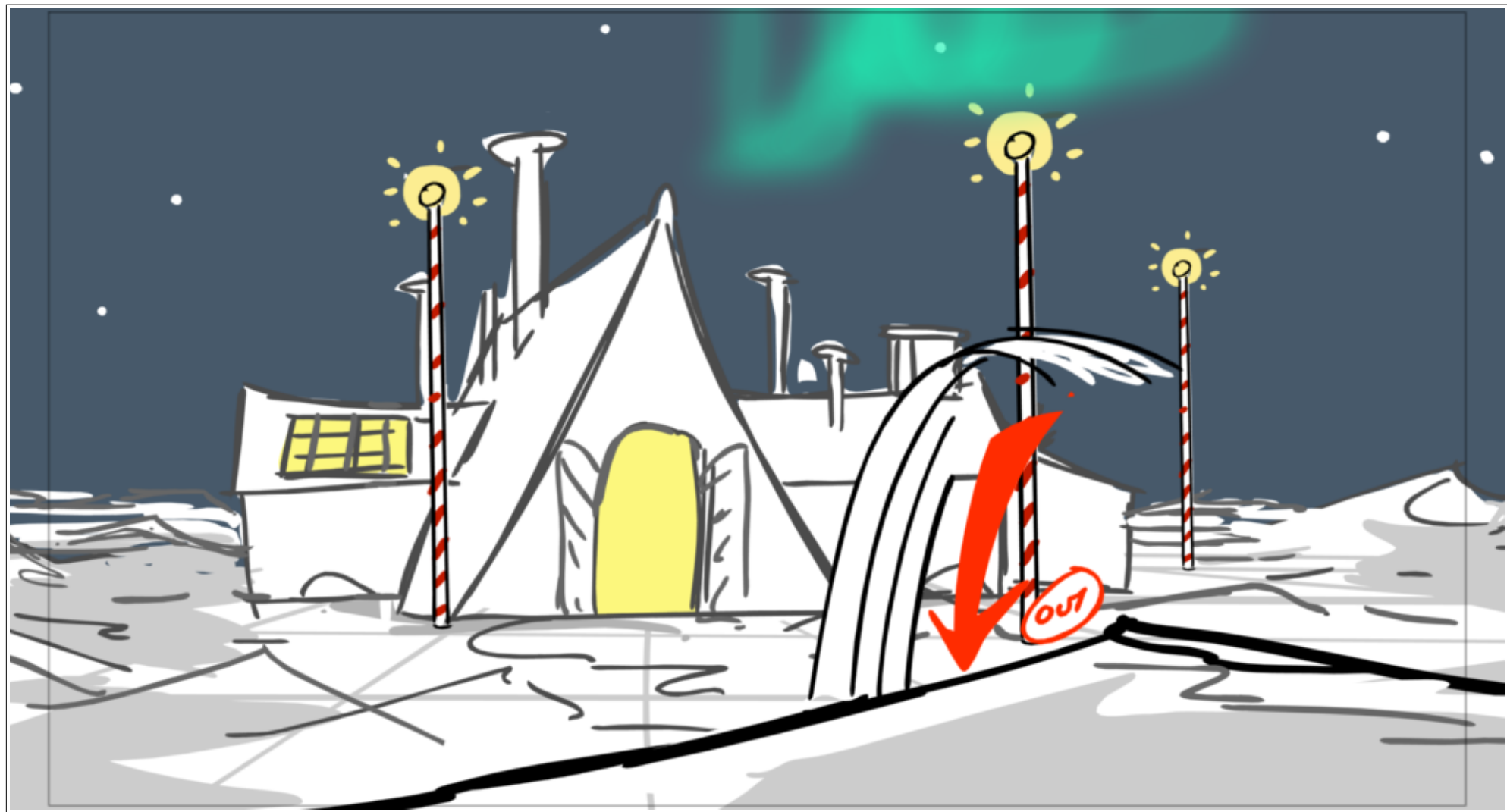
**Dialog**  
OLIVER  
Whoo!

Scene	Panel
42	2

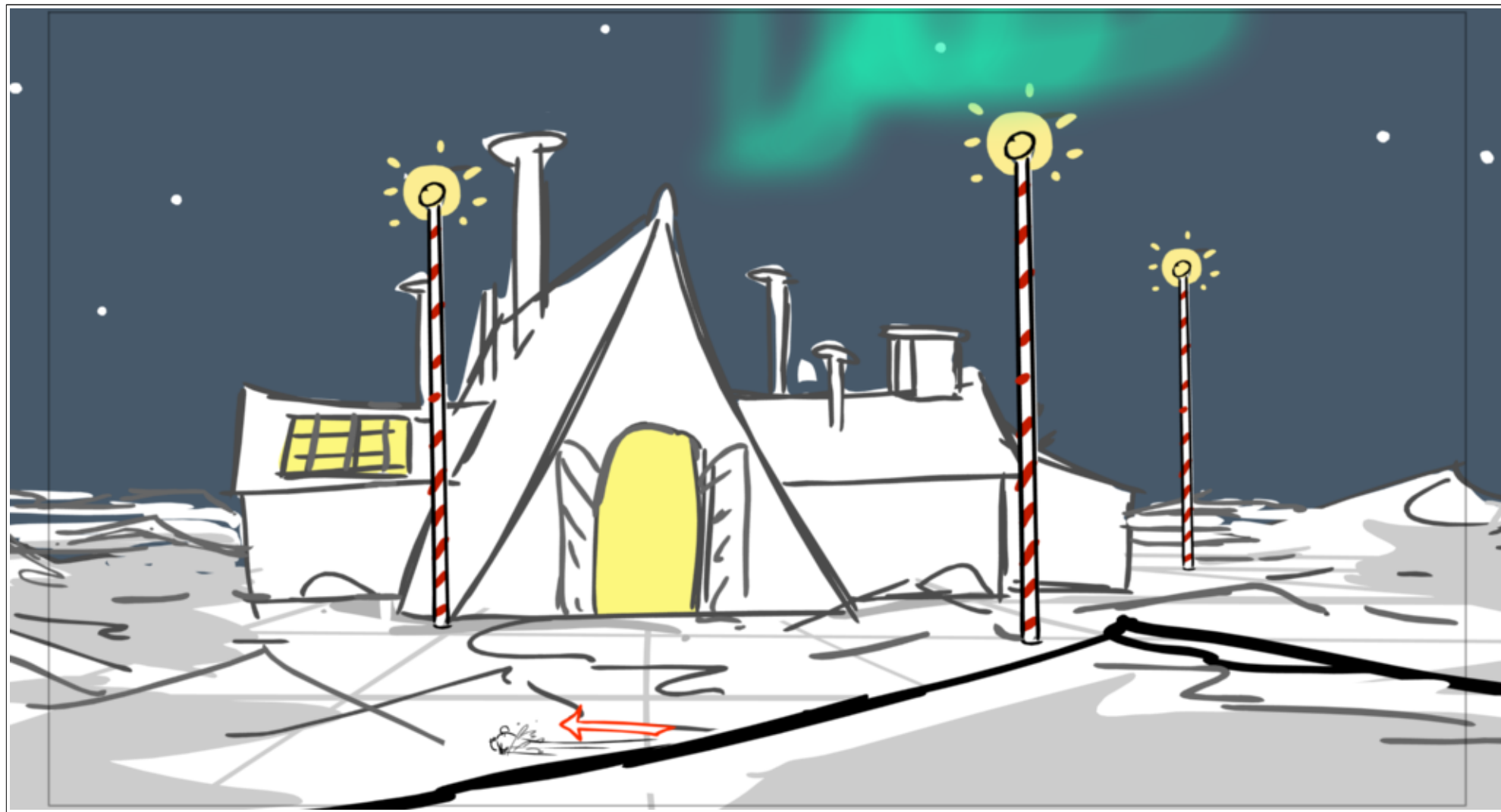


**Dialog**  
OLIVER CONTD  
Whoo!

Scene	Panel
42	3

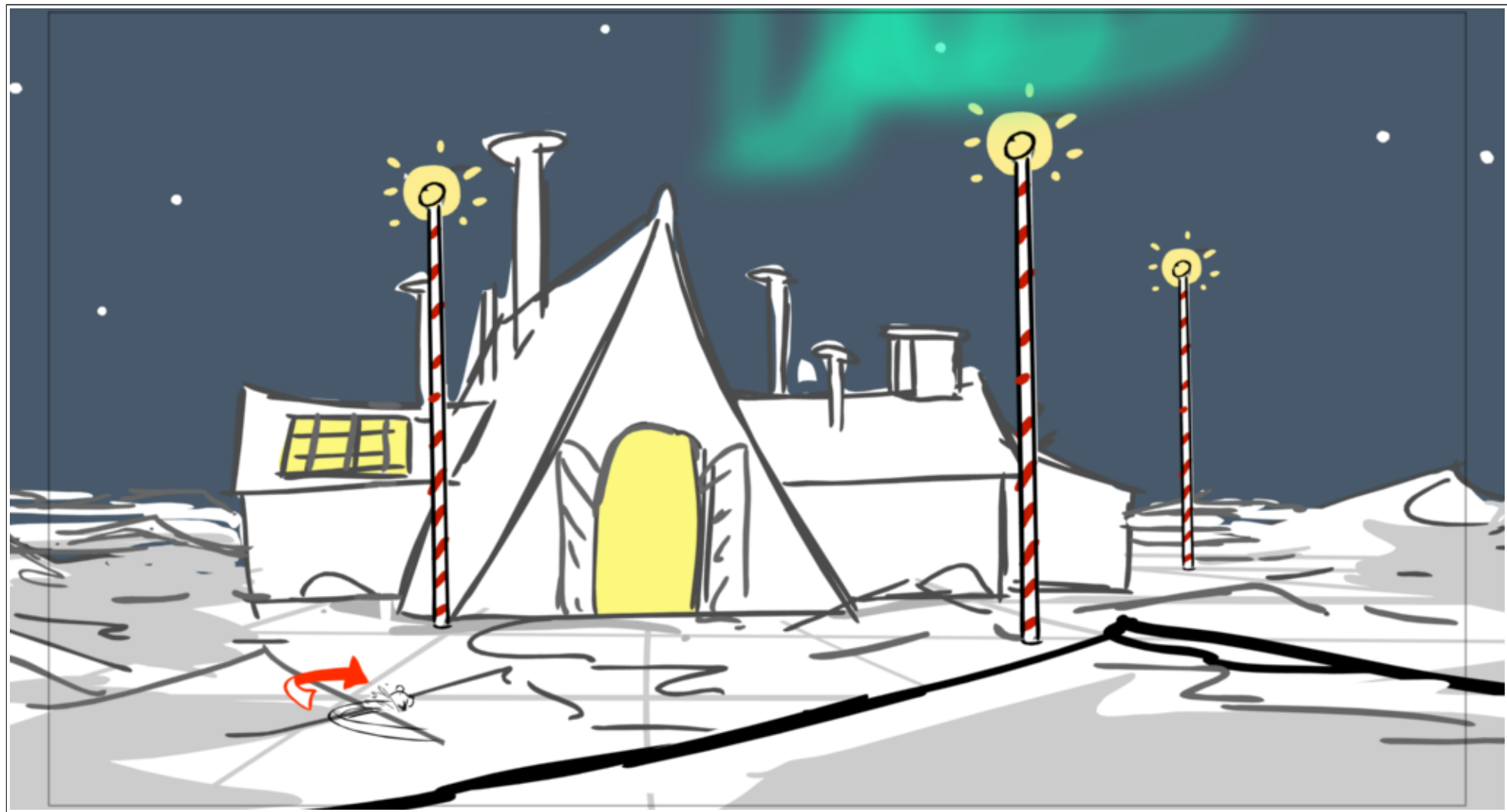


Scene	Panel
42	4



**Dialog**  
193 OLIVER [Distant]  
Time ...

Scene	Panel
42	5

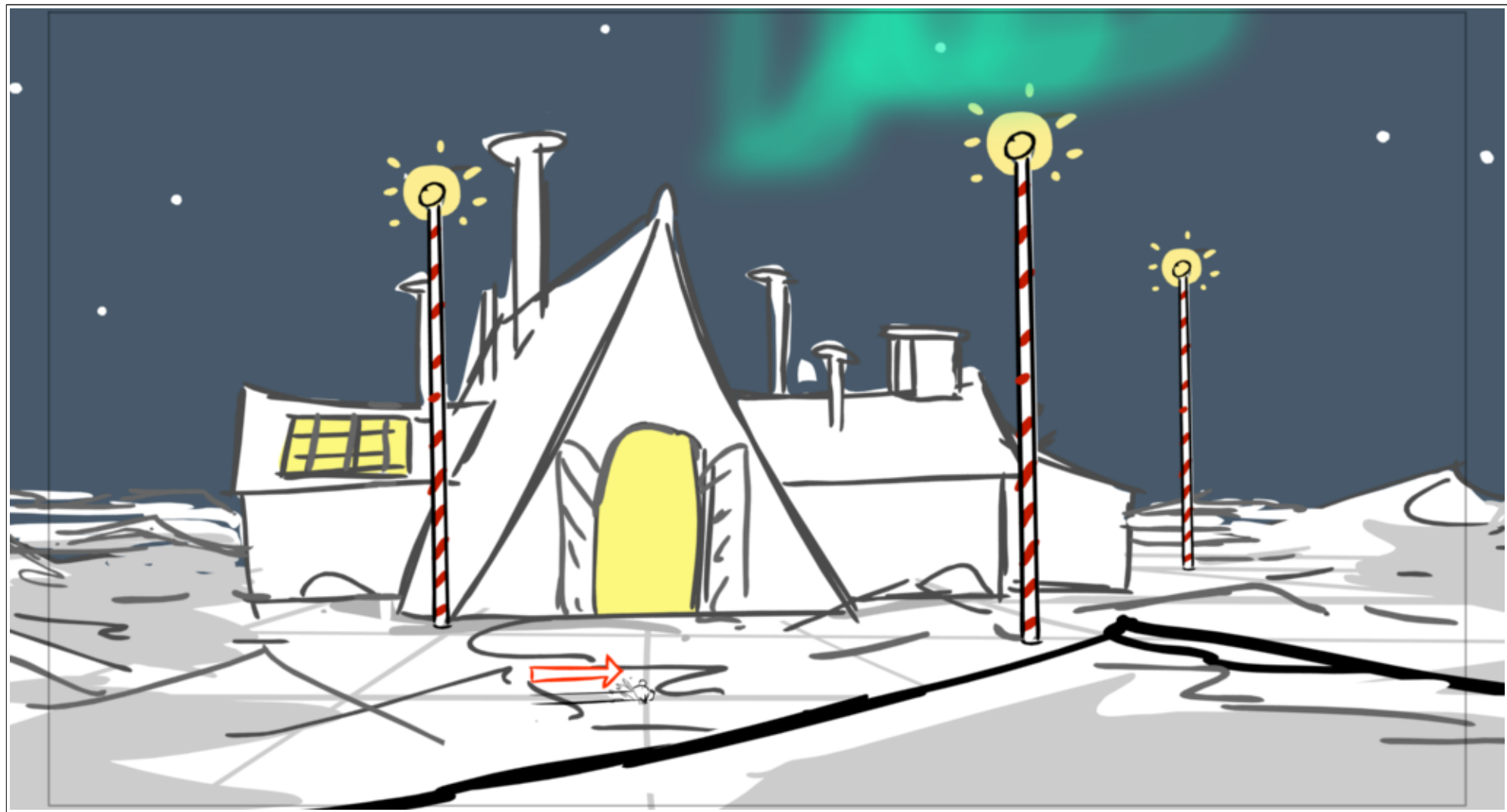


**Dialog**

193 OLIVER [Distant]

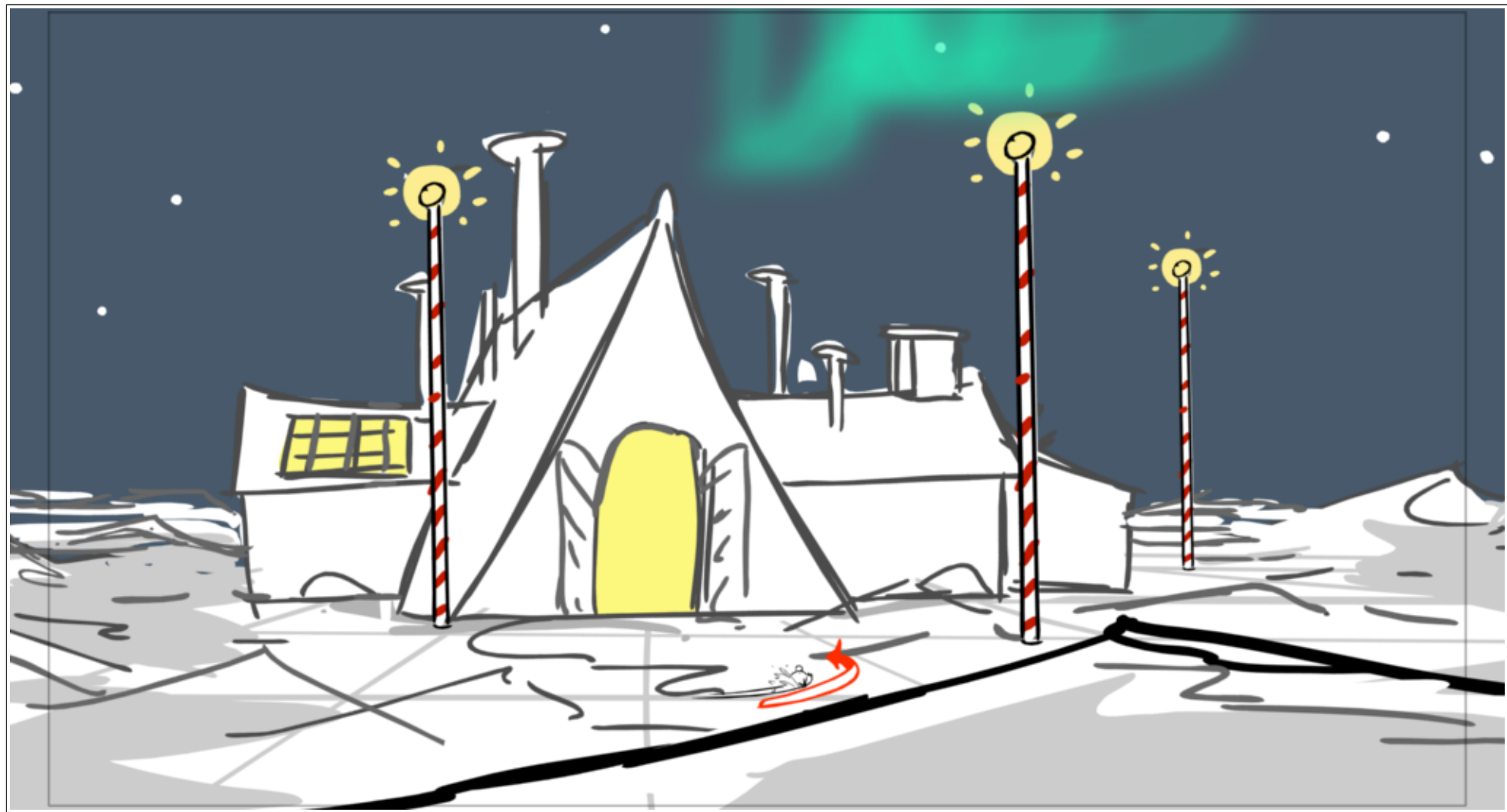
...to get ...

Scene	Panel
42	6



**Dialog**  
193 OLIVER [Distant]  
...to my ...

Scene	Panel
42	7



**Dialog**

193 OLIVER [Distant]

...family!

Scene	Panel
42	8

