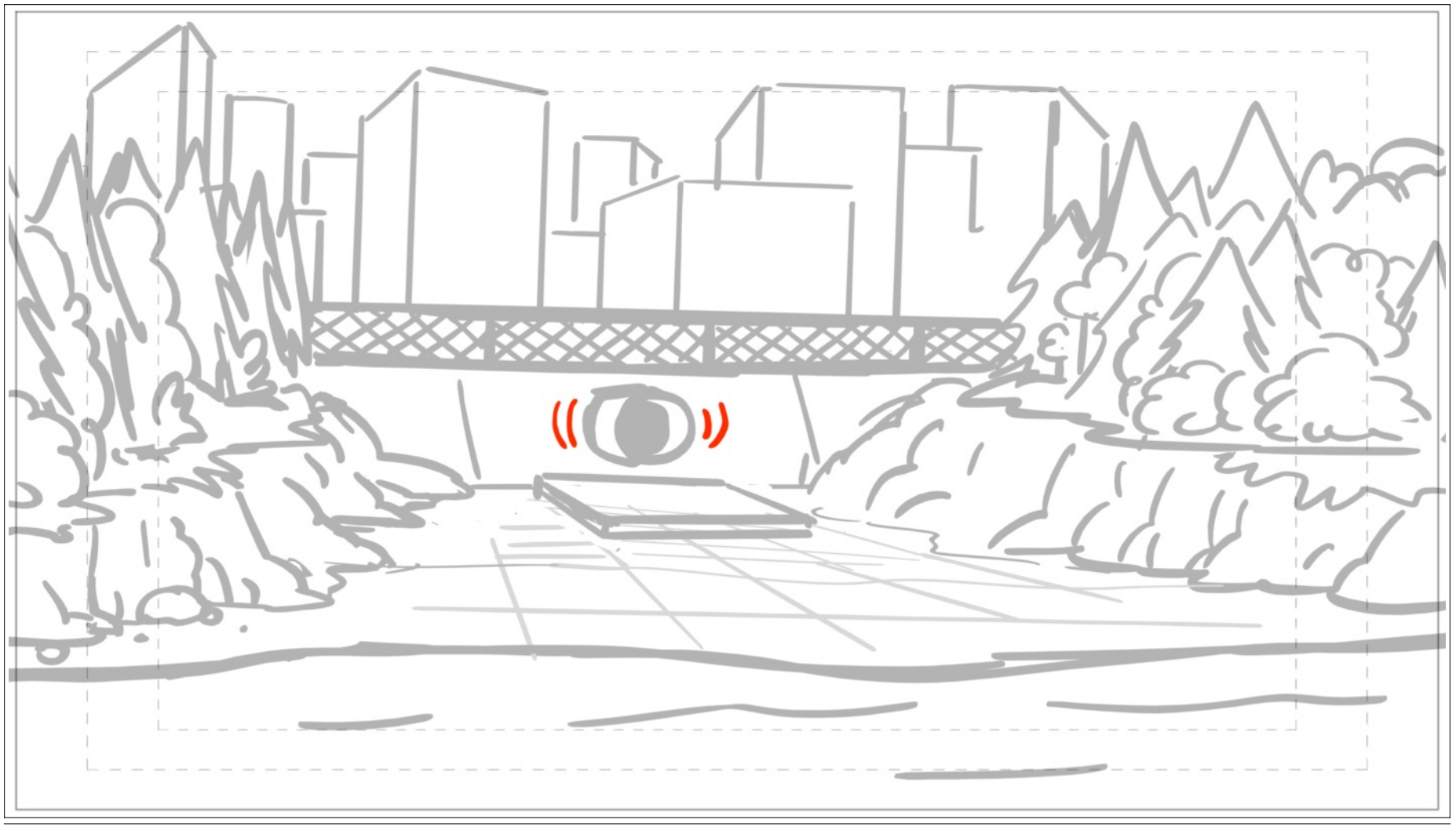
Good Grief

Big City Greens Episode 429
Storyboards by Eric Brown

Date: June 02 2024

Scene 134

Panel 1

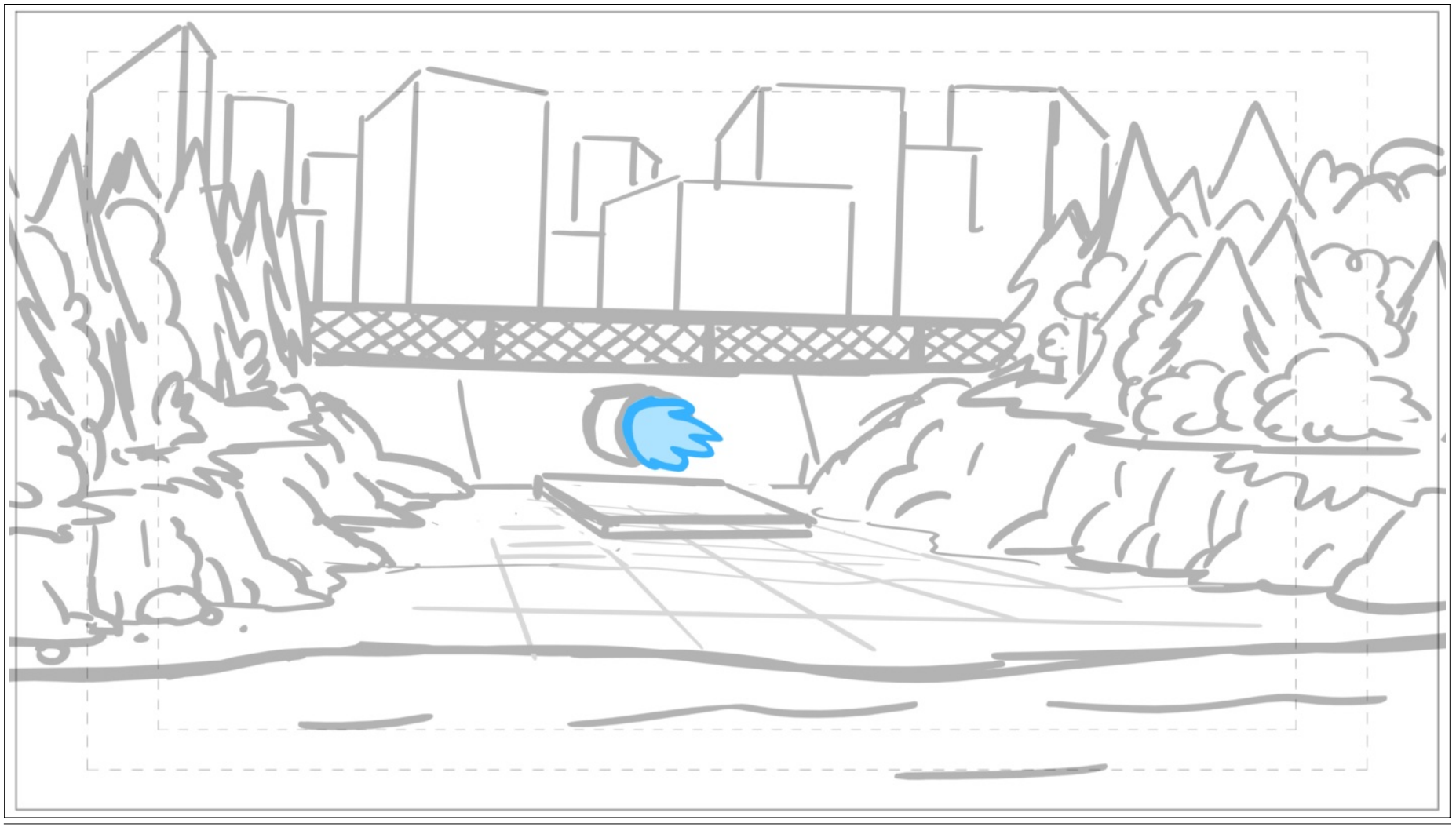


Action Notes

-echoey rattling sounds

Scene 134

Panel 2

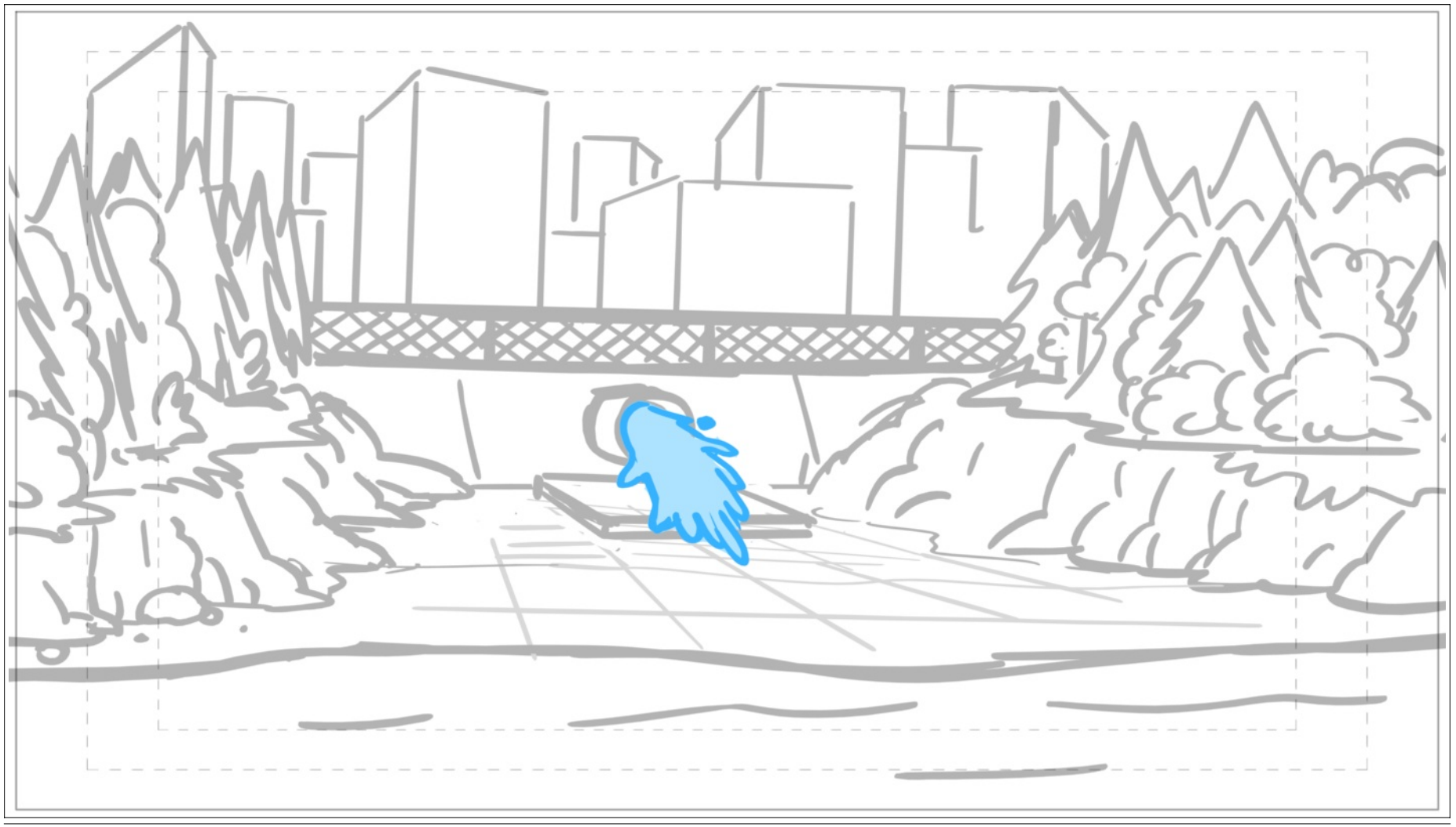


Action Notes

-WATER FX

Scene 134

Panel 3



Action Notes

-WATER FX

Scene 134

Panel 4



Action Notes

-WATER FX

-cycle panel 4 and 5 as needed

Scene 134

Panel 5



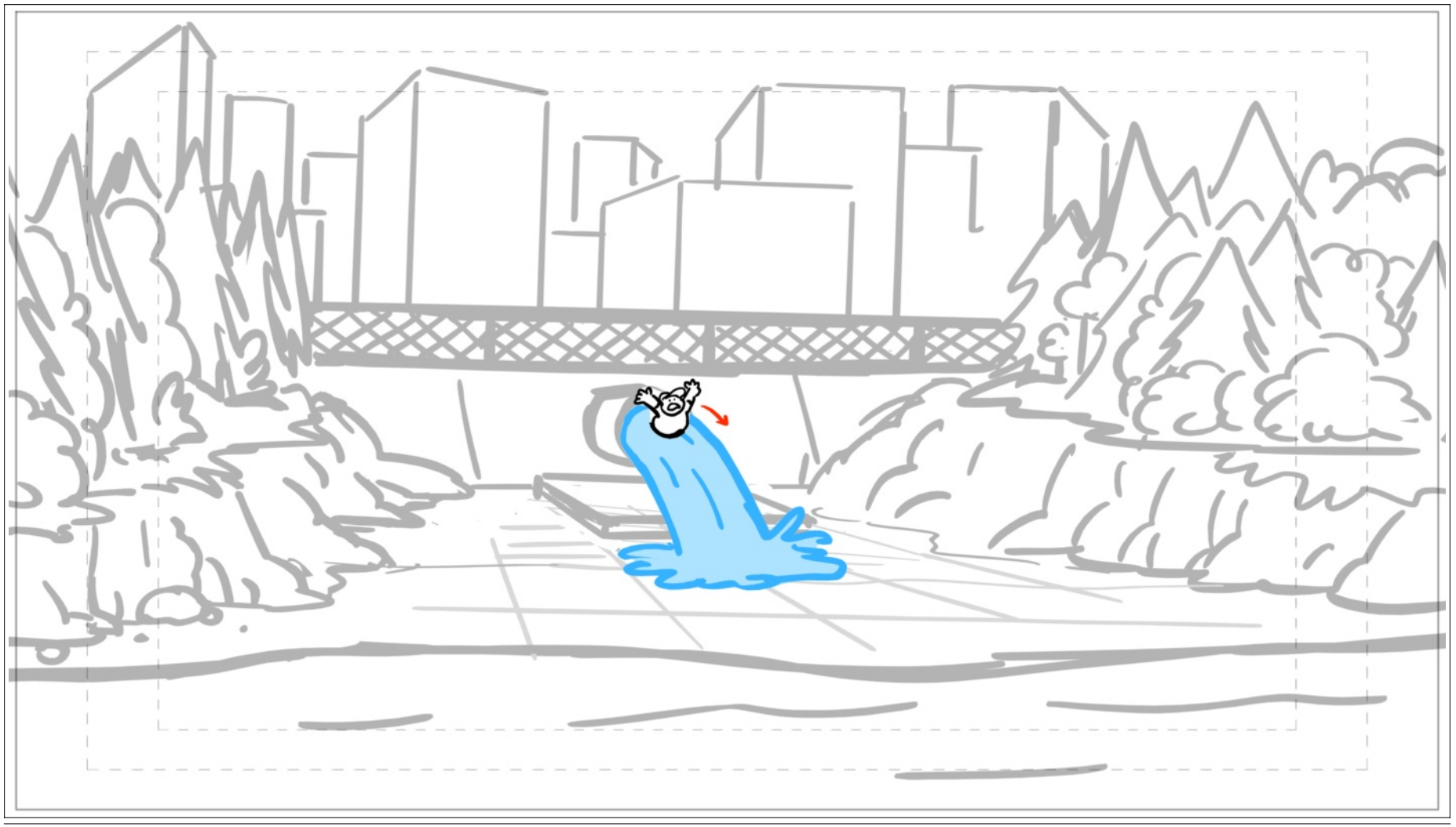
Action Notes

-WATER FX

-cycle panel 4 and 5 as needed

Scene 134

Panel 6



Action Notes

-WATER FX

Scene 134

Panel 7

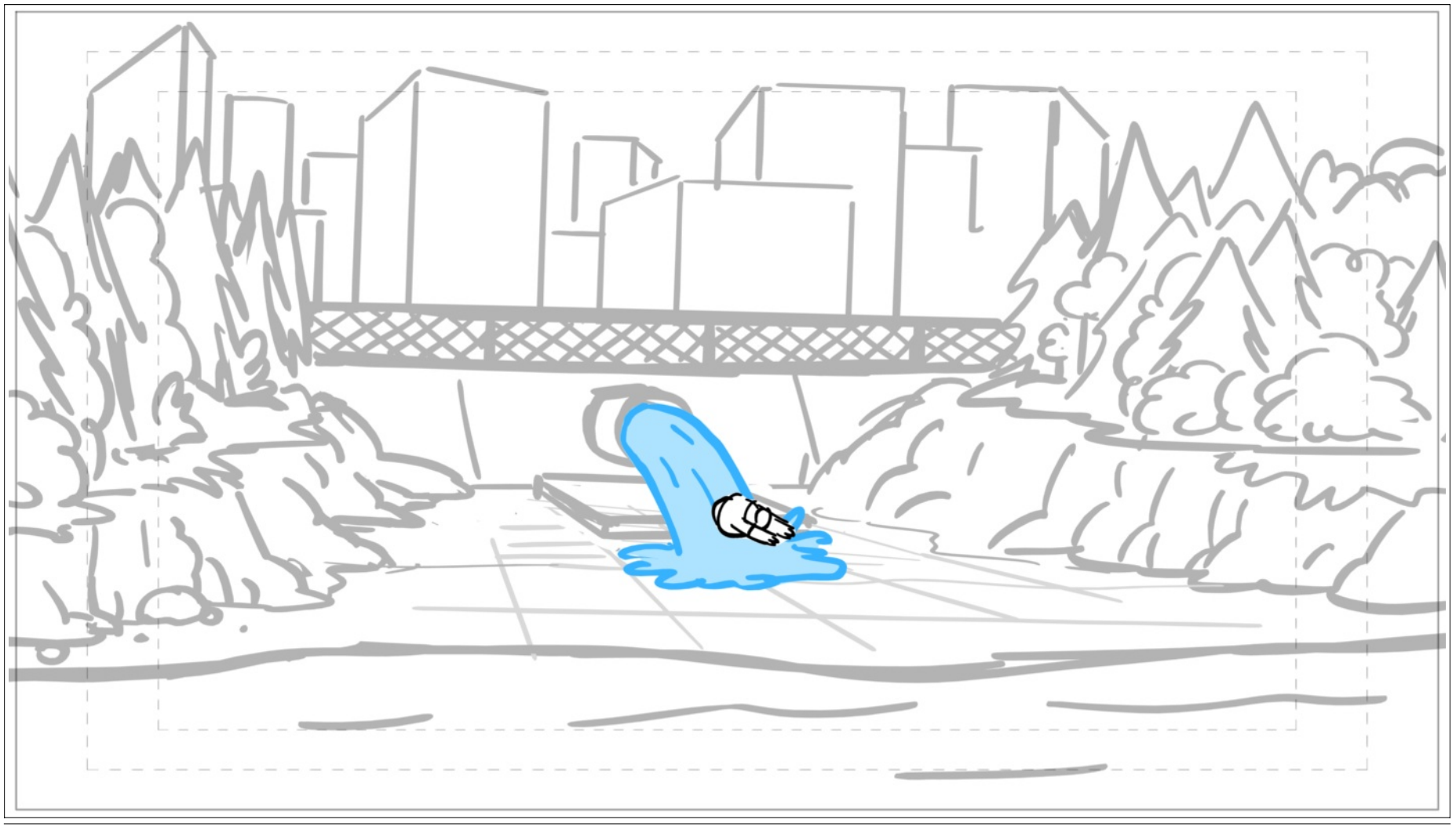


Action Notes

-WATER FX

Scene 134

Panel 8

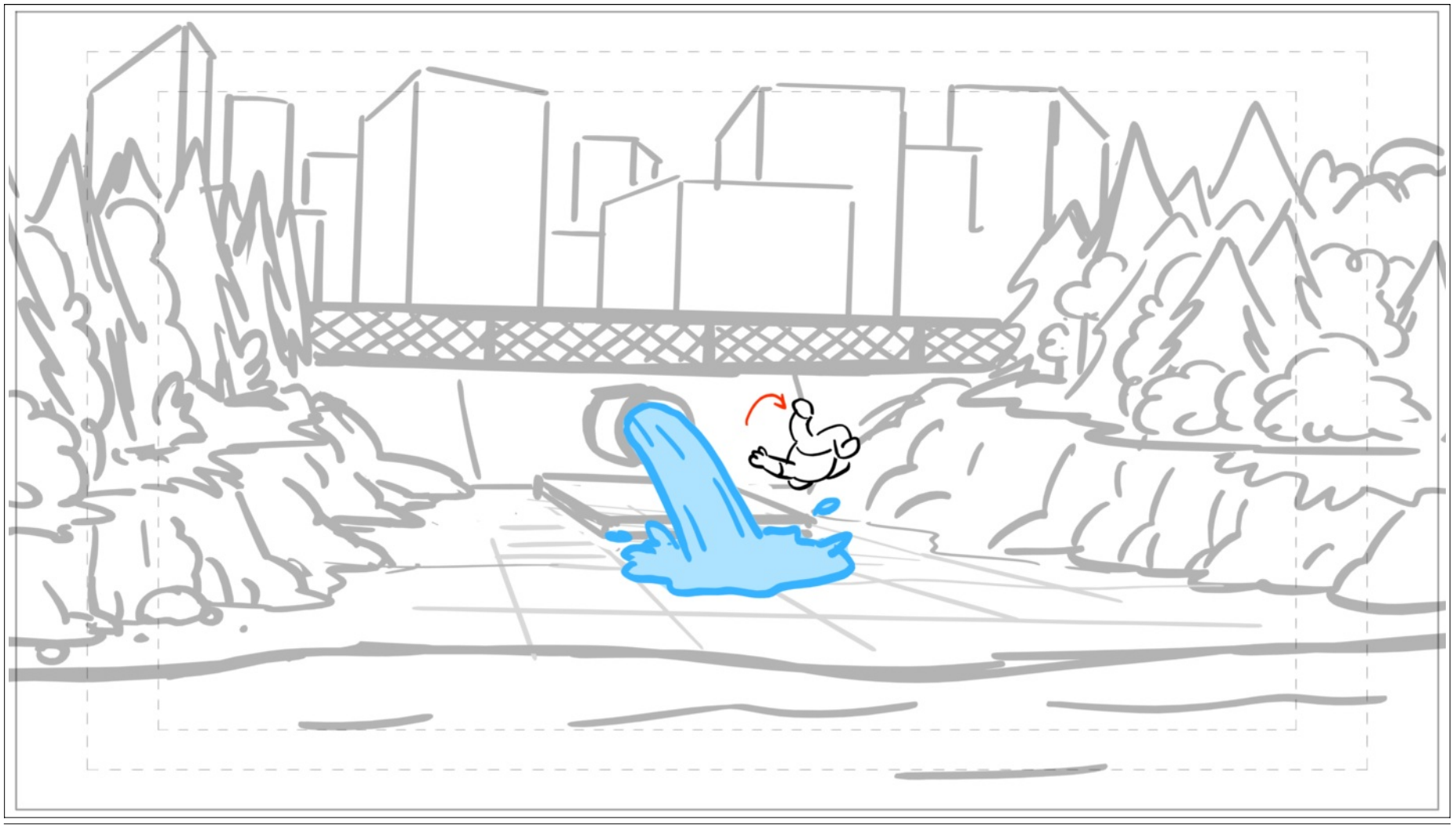


Action Notes

-WATER FX

Scene 134

Panel 9

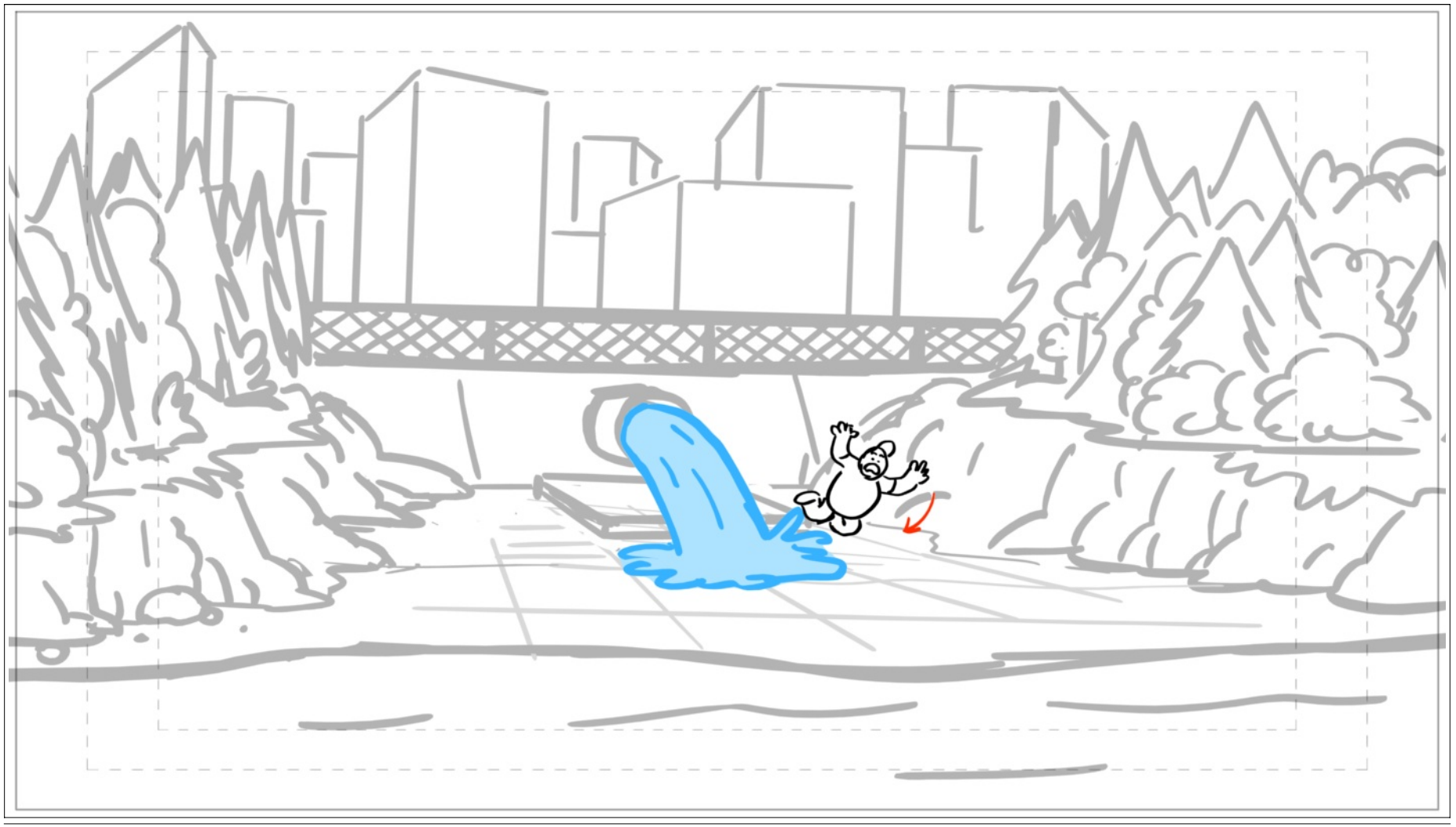


Action Notes

-WATER FX

Scene 134

Panel 10



Action Notes

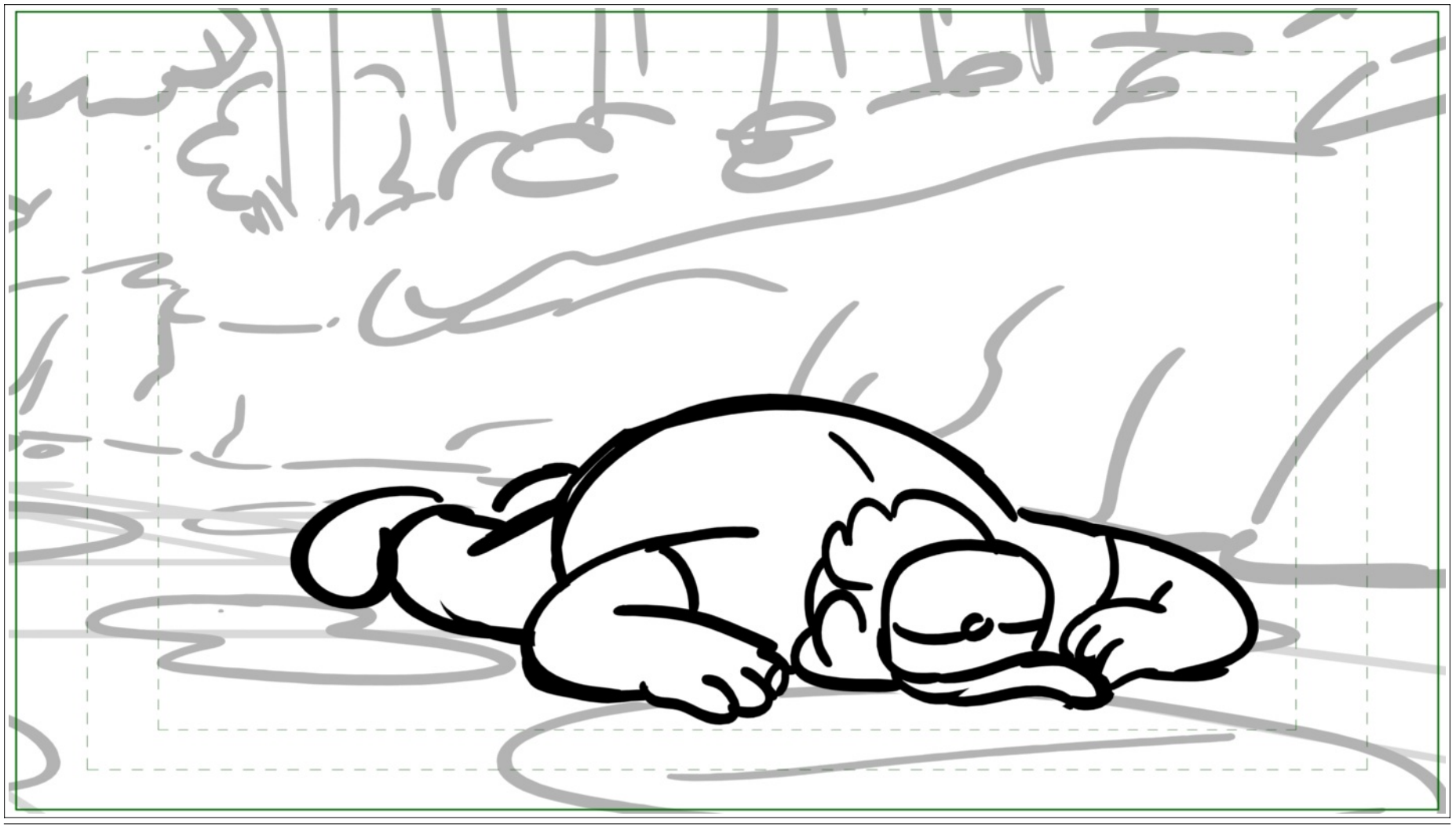
-WATER FX

Scene 134

Panel 11



Scene 135 Panel 1



Scene 135

Panel 2



Dialog

BILL
(BIG INHALE)

Scene 135

Panel 3



Dialog

BILL

TILLY!!!

Scene 135

Panel 4



Dialog

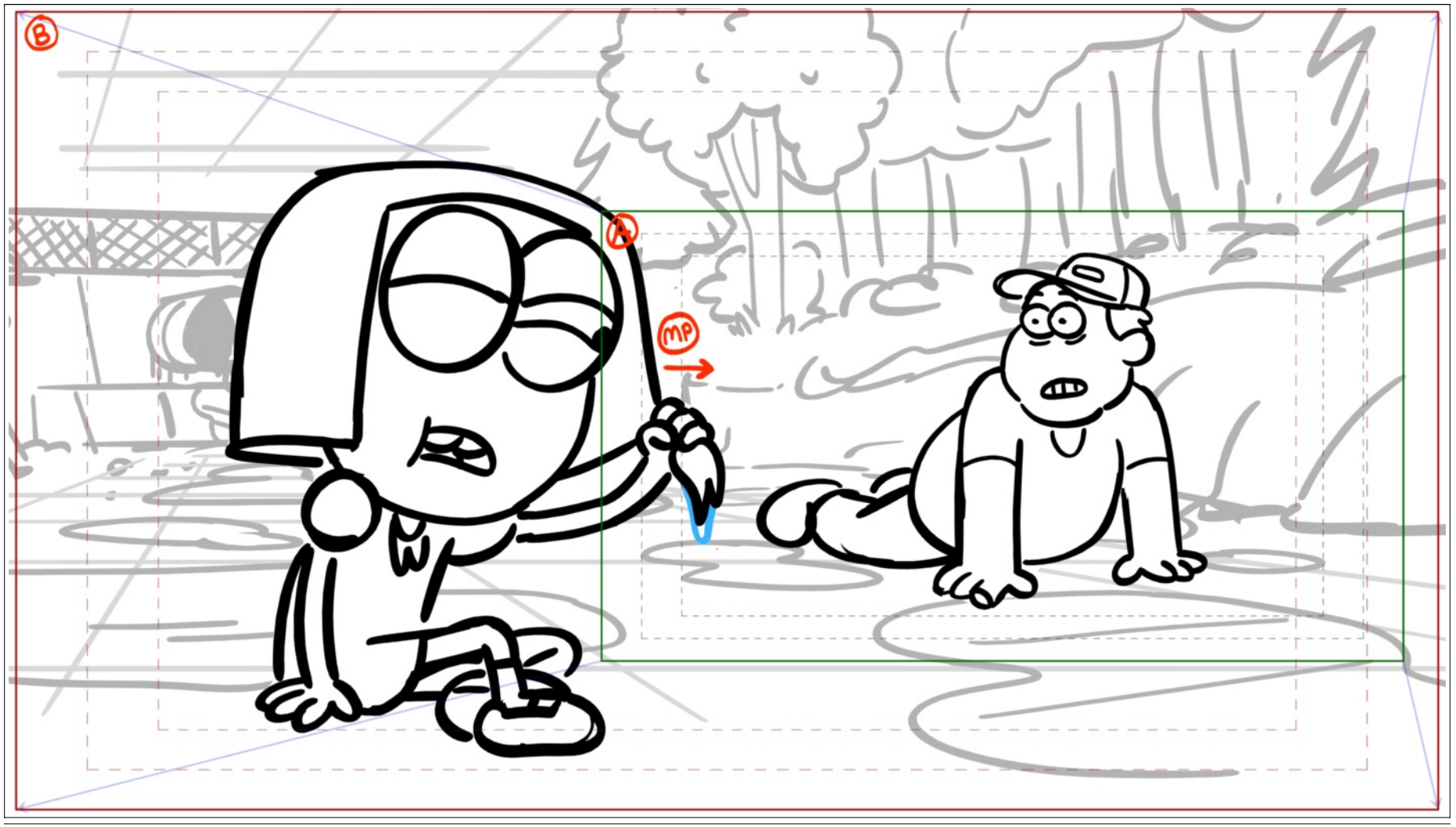
TILLY
right here papa

Action Notes

-tilly multiplane in

Scene 135

Panel 5



Dialog

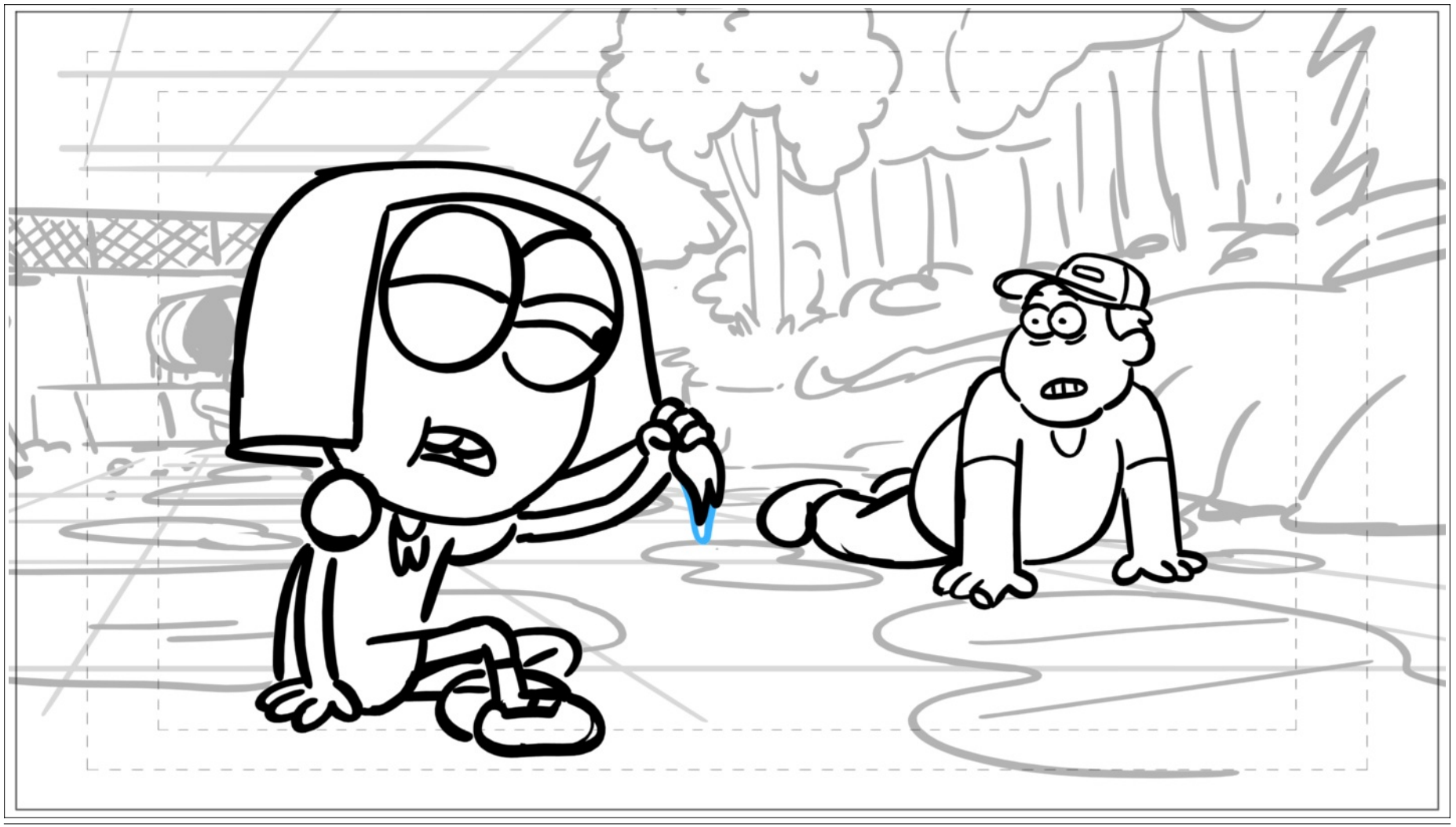
TILLY
right here papa

Action Notes

-tilly multiplane in

Scene 135

Panel 6



Dialog

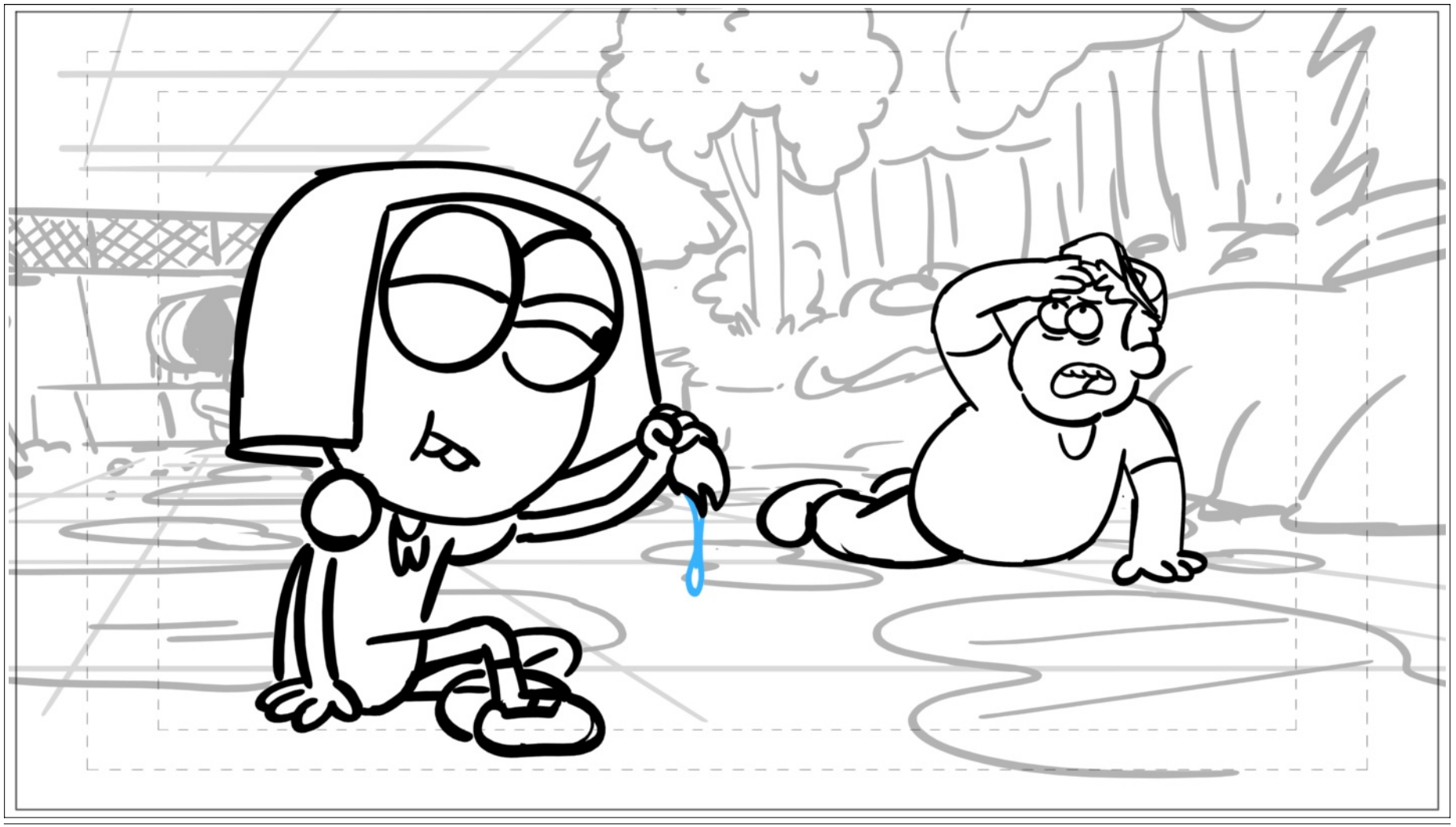
TILLY
right here papa

Action Notes

-tilly multiplane in

Scene 135

Panel 7



Dialog

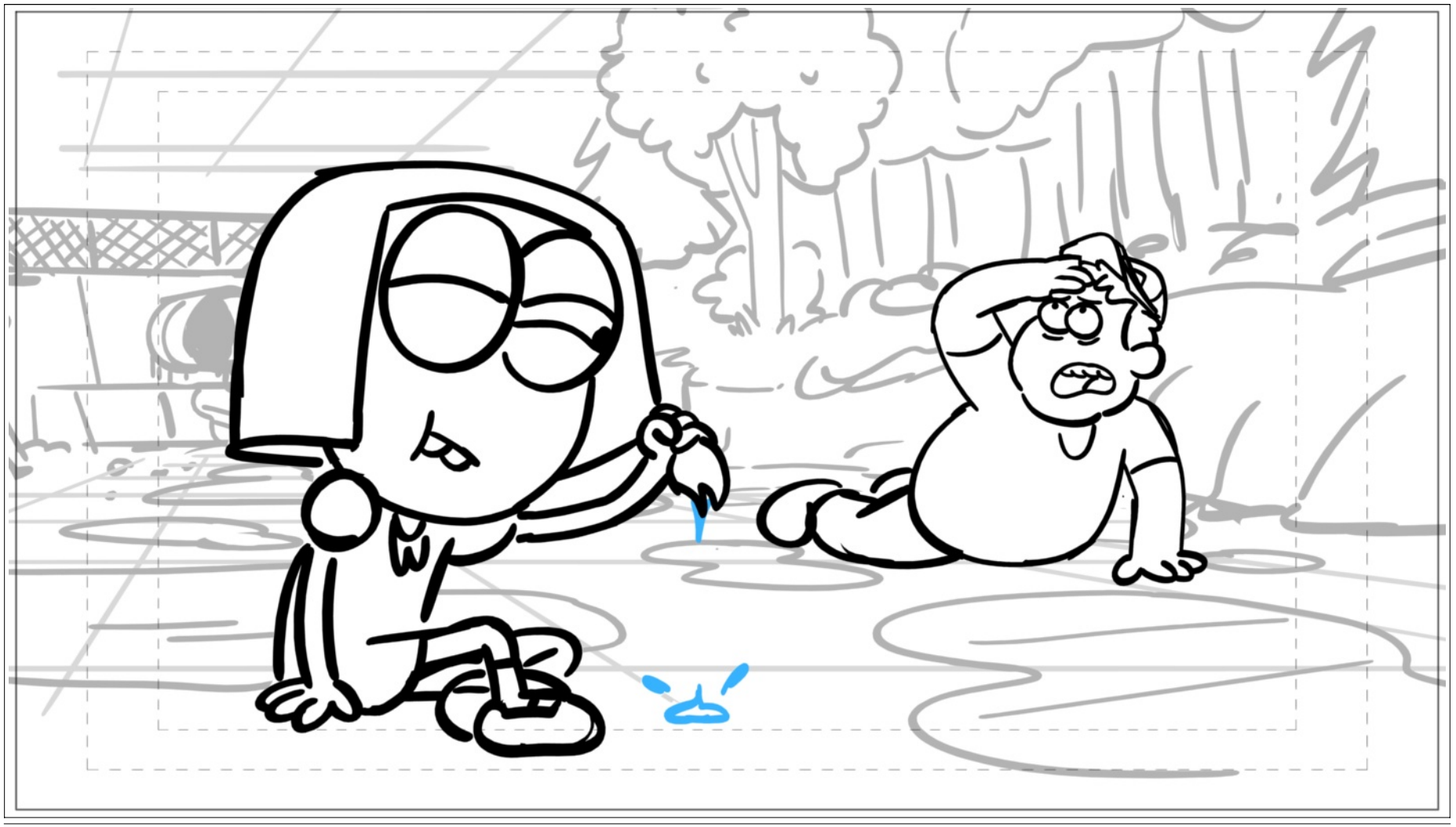
BILL
oh thank biscuits...

Action Notes

-water FX as tilly wrings out hair

Scene 135

Panel 8



Dialog

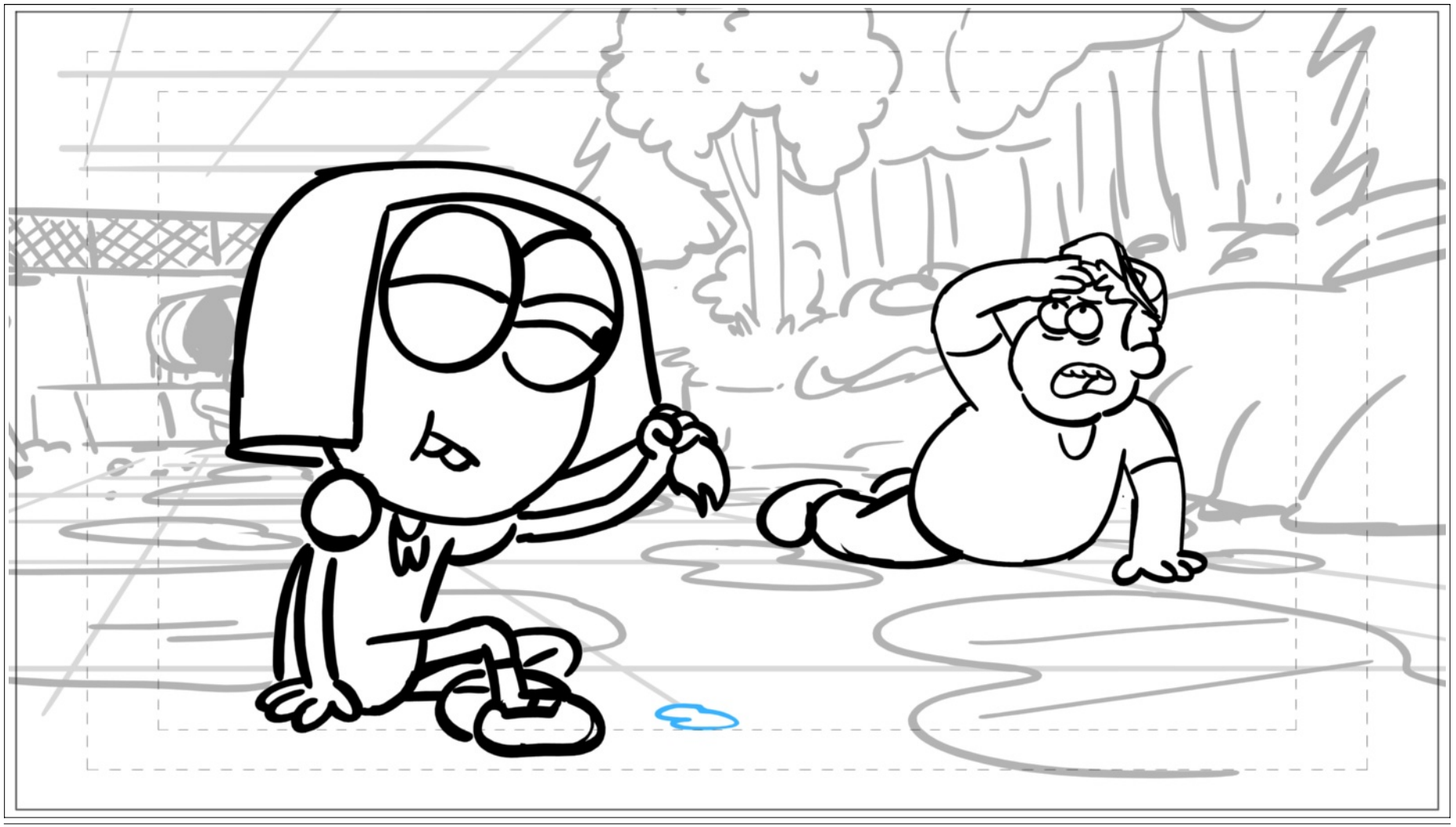
BILL
oh thank biscuits...

Action Notes

-water FX as tilly wrings out hair

Scene 135

Panel 9



Dialog

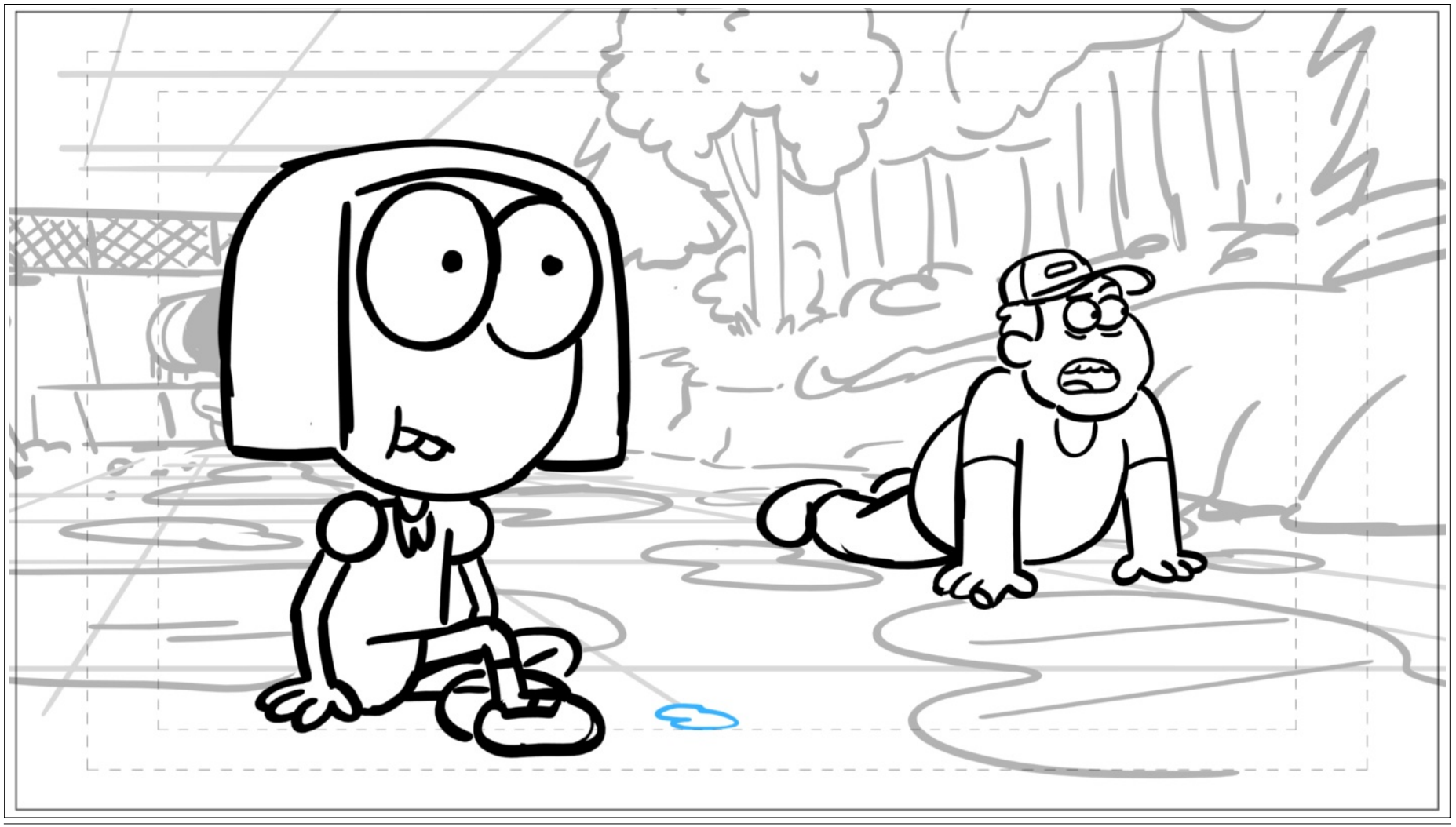
BILL
oh thank biscuits...

Action Notes

-water FX as tilly wrings out hair

Scene 135

Panel 10

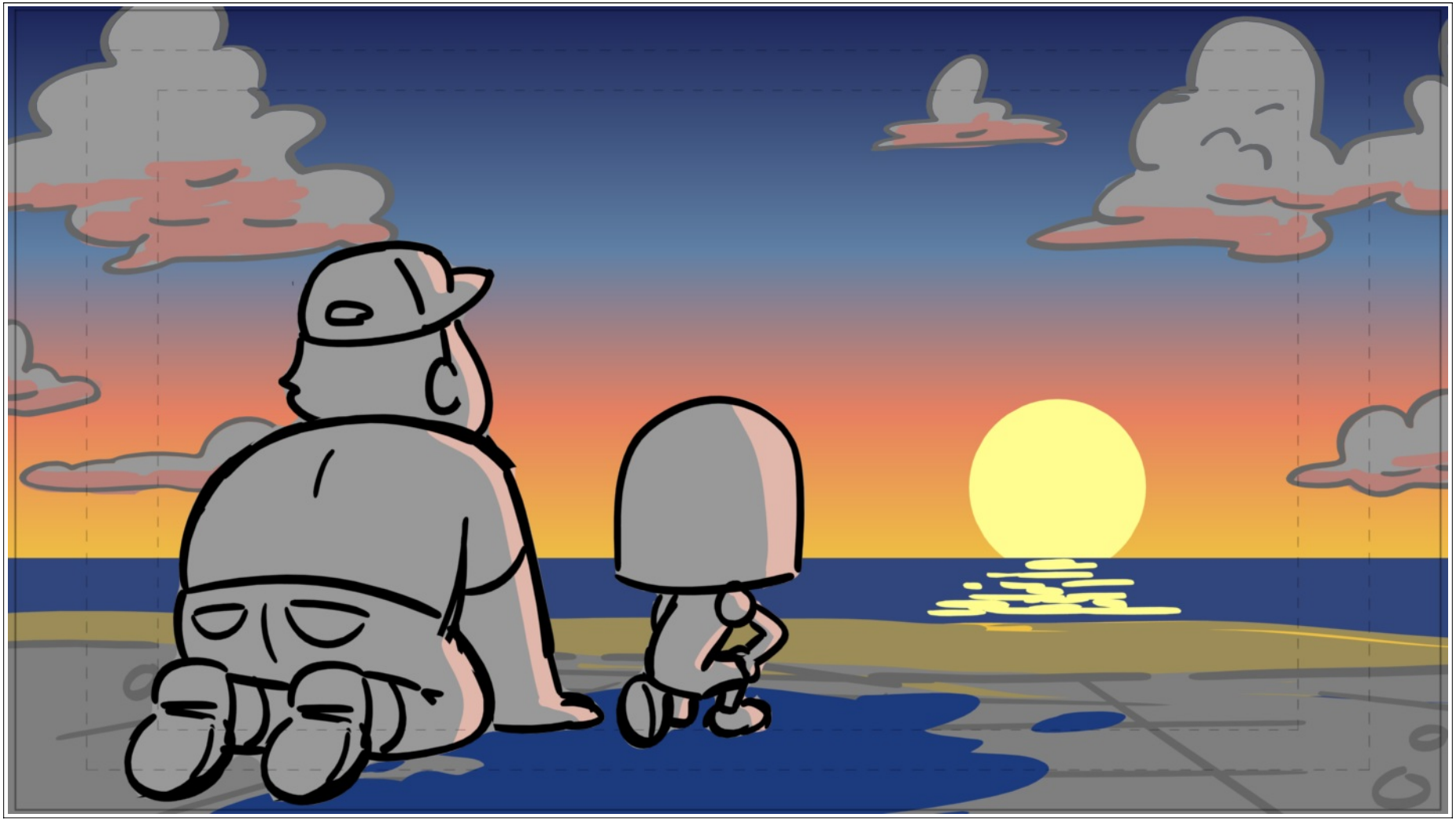


Dialog

BILL

where are we?

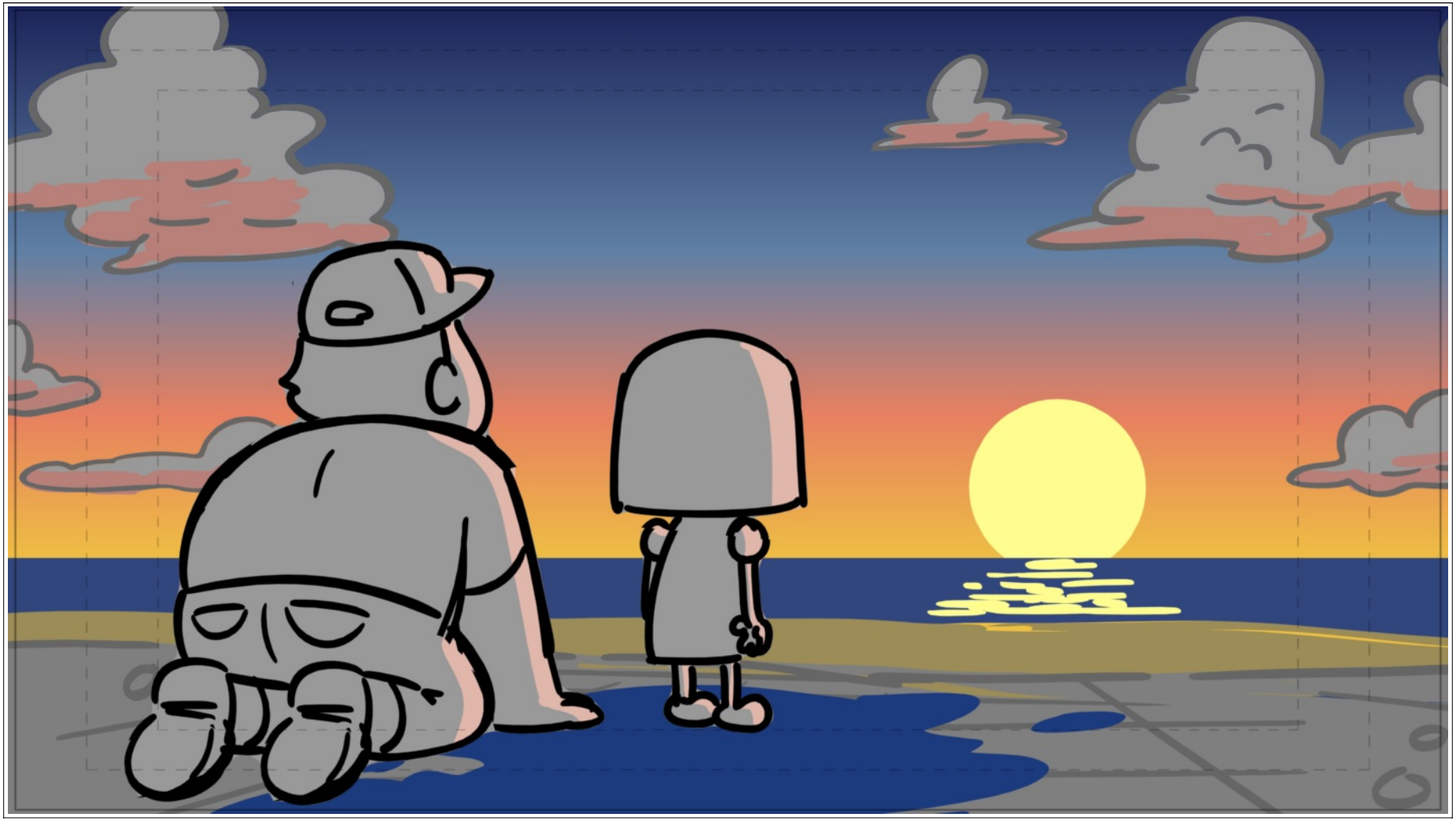
Scene 136 Panel 1



Dialog

TILLY
it appears we have reached the end of the line.

Scene 136 Panel 2

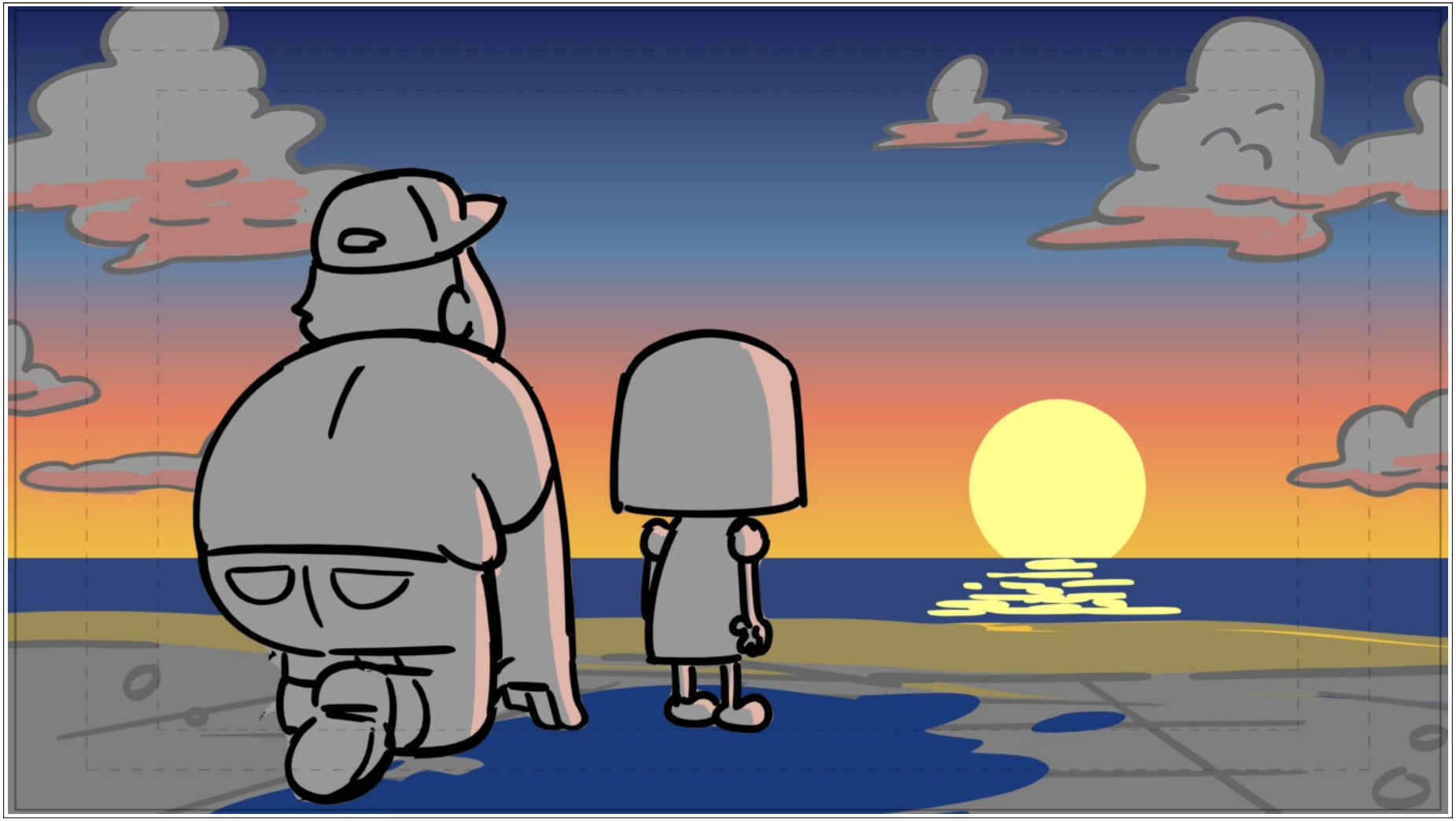


Dialog

TILLY
it appears we have reached the end of the line.

Scene 136

Panel 3



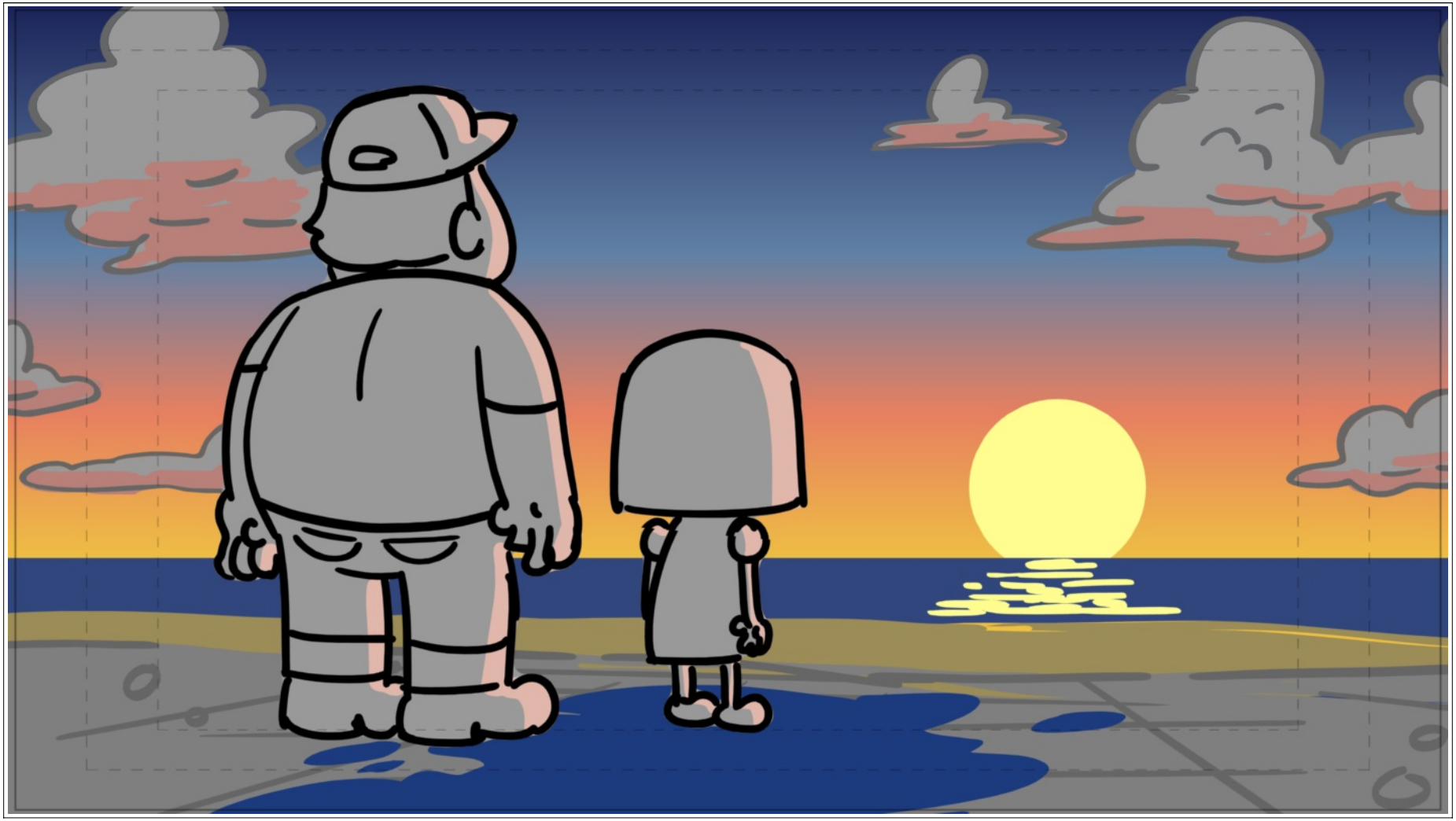
Dialog

TILLY

it appears we have reached the end of the line.

Scene 136

Panel 4



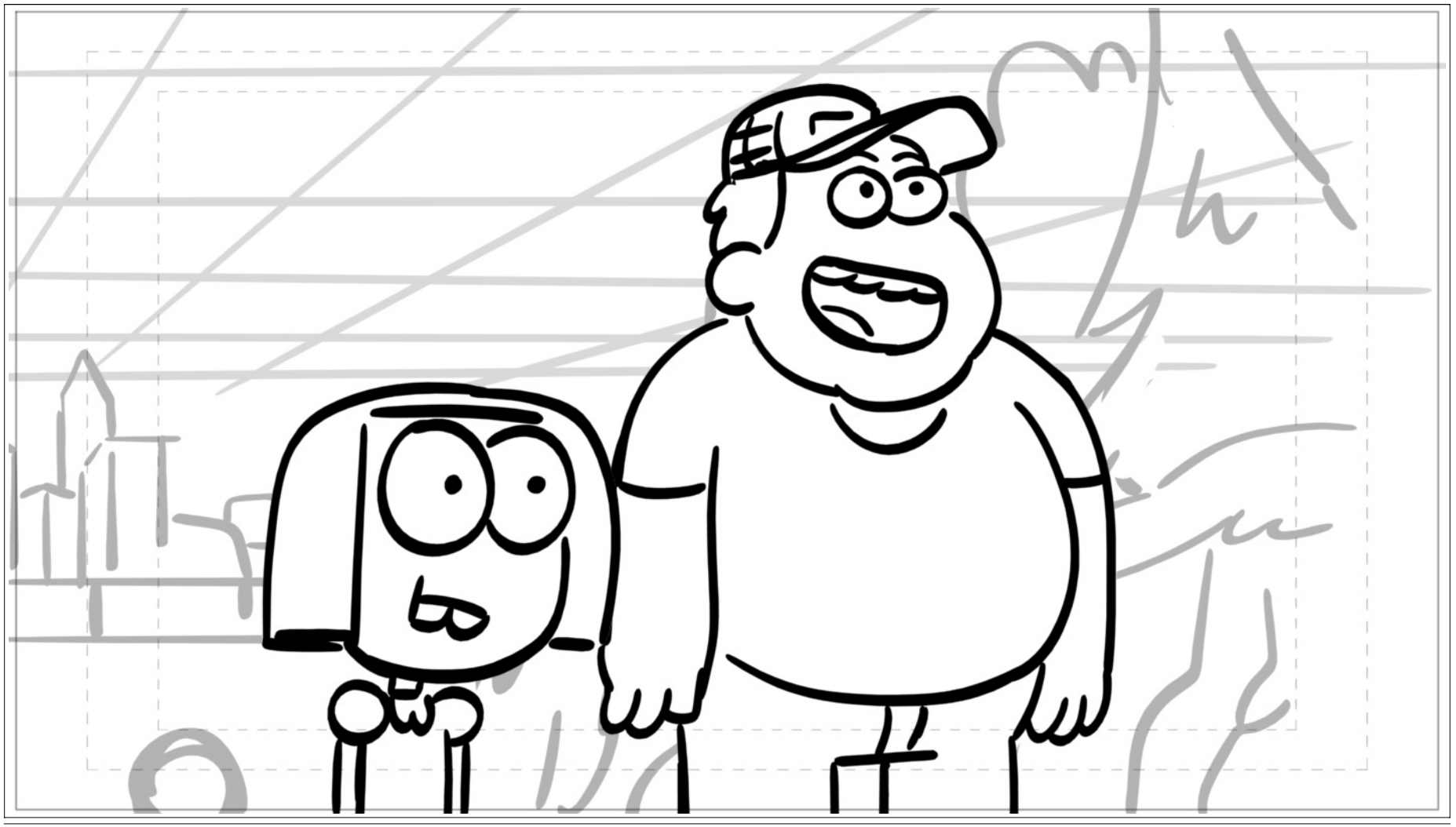
Dialog

TILLY

it appears we have reached the end of the line.

Scene 137

Panel 1



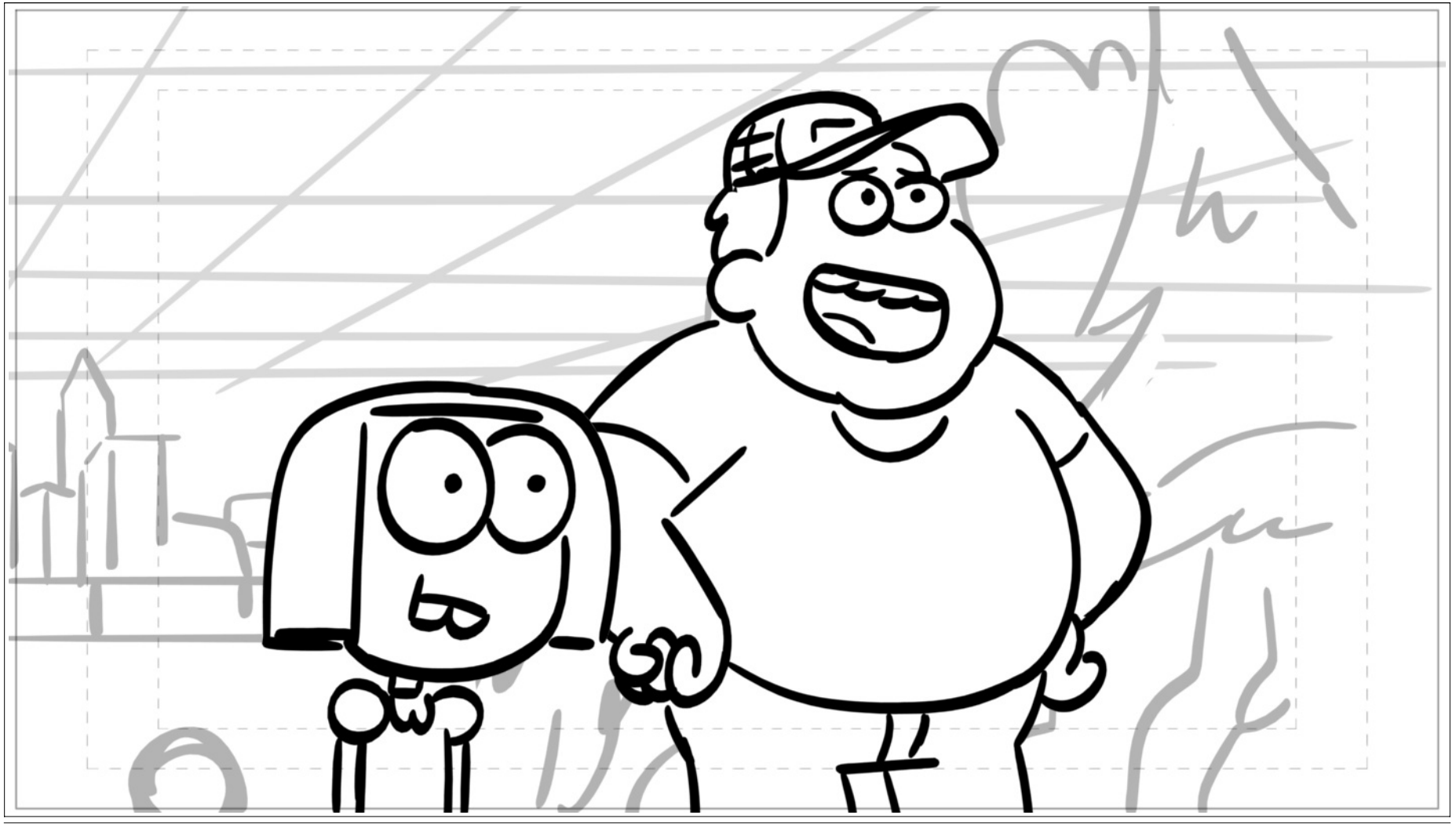
Dialog

BILL

Looks like Cough-o was swept out to sea,

Scene 137

Panel 2



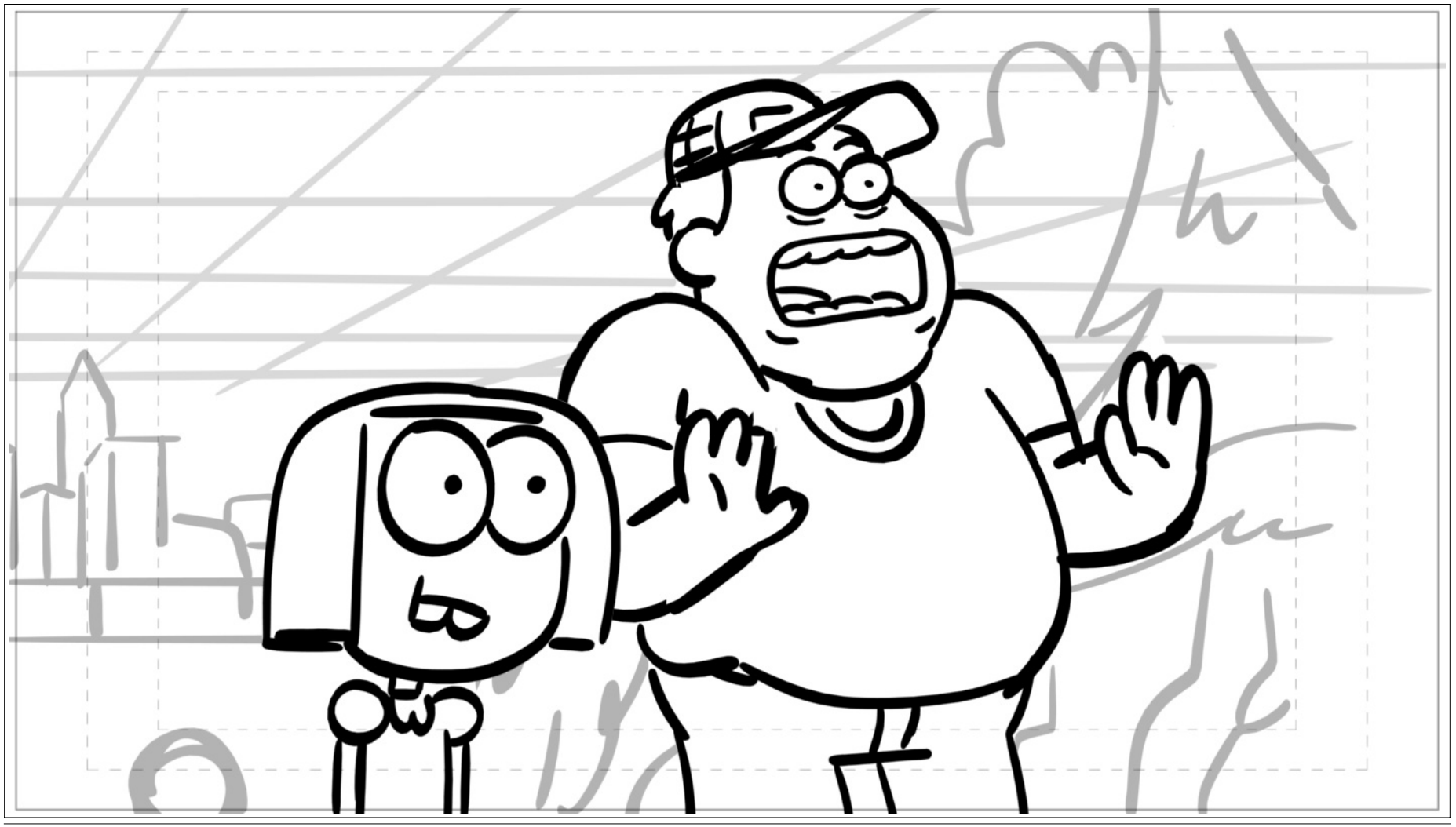
Dialog

BILL

Looks like Cough-o was swept out to sea,

Scene 137

Panel 3



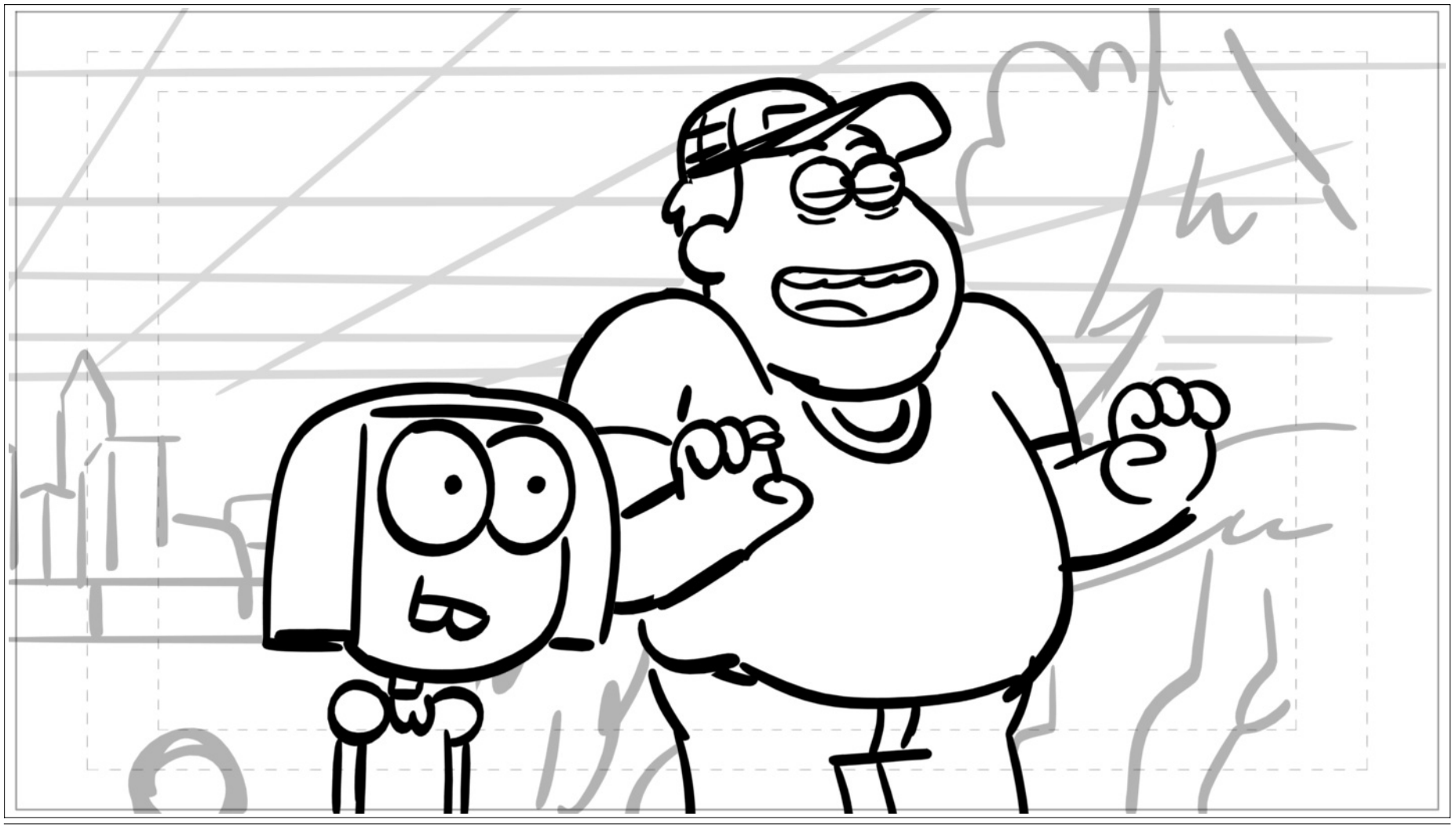
Dialog

BILL

where I'm sure he's VERY happy

Scene 137

Panel 4



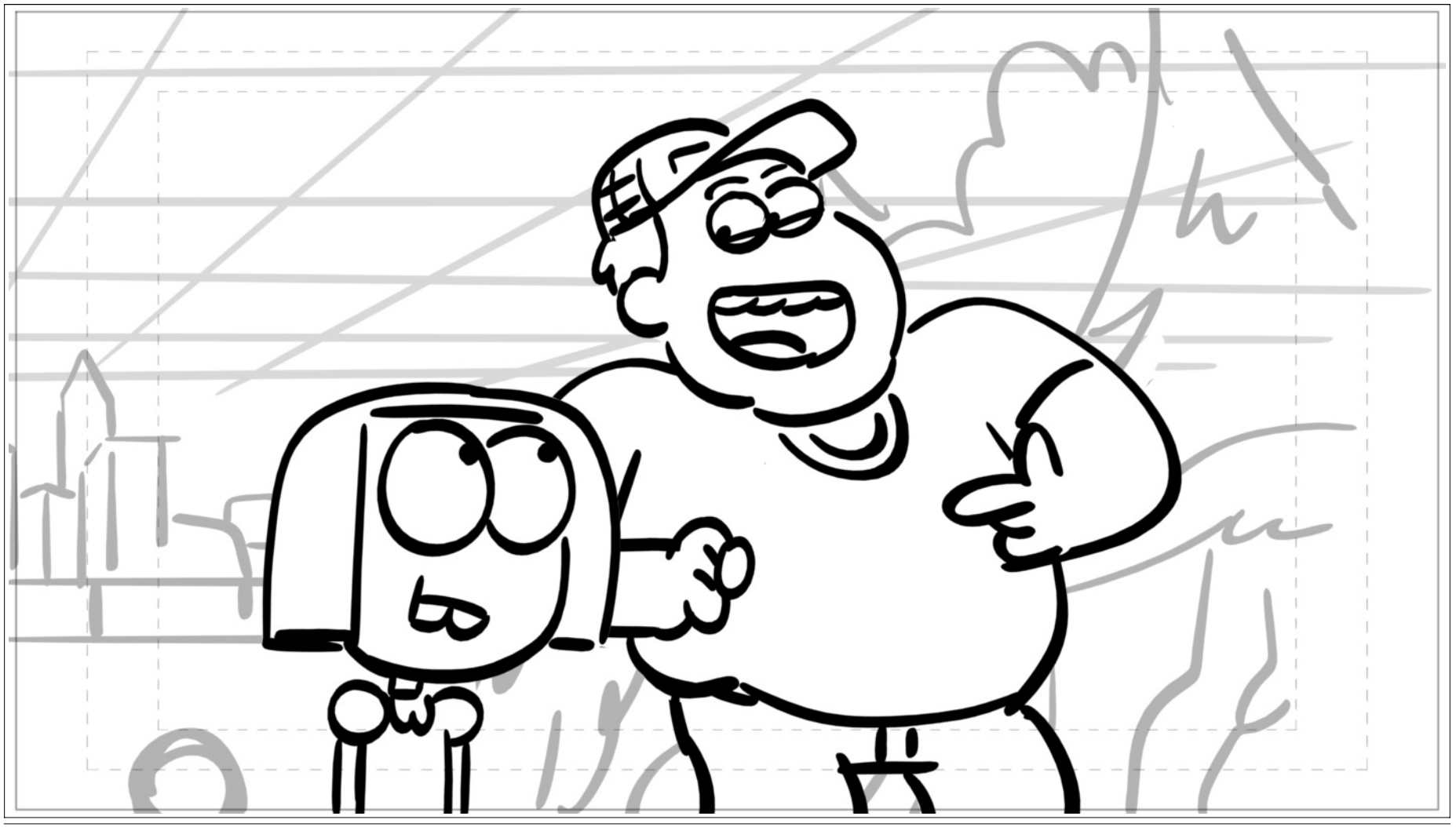
Dialog

BILL

-AND-

Scene 137

Panel 5

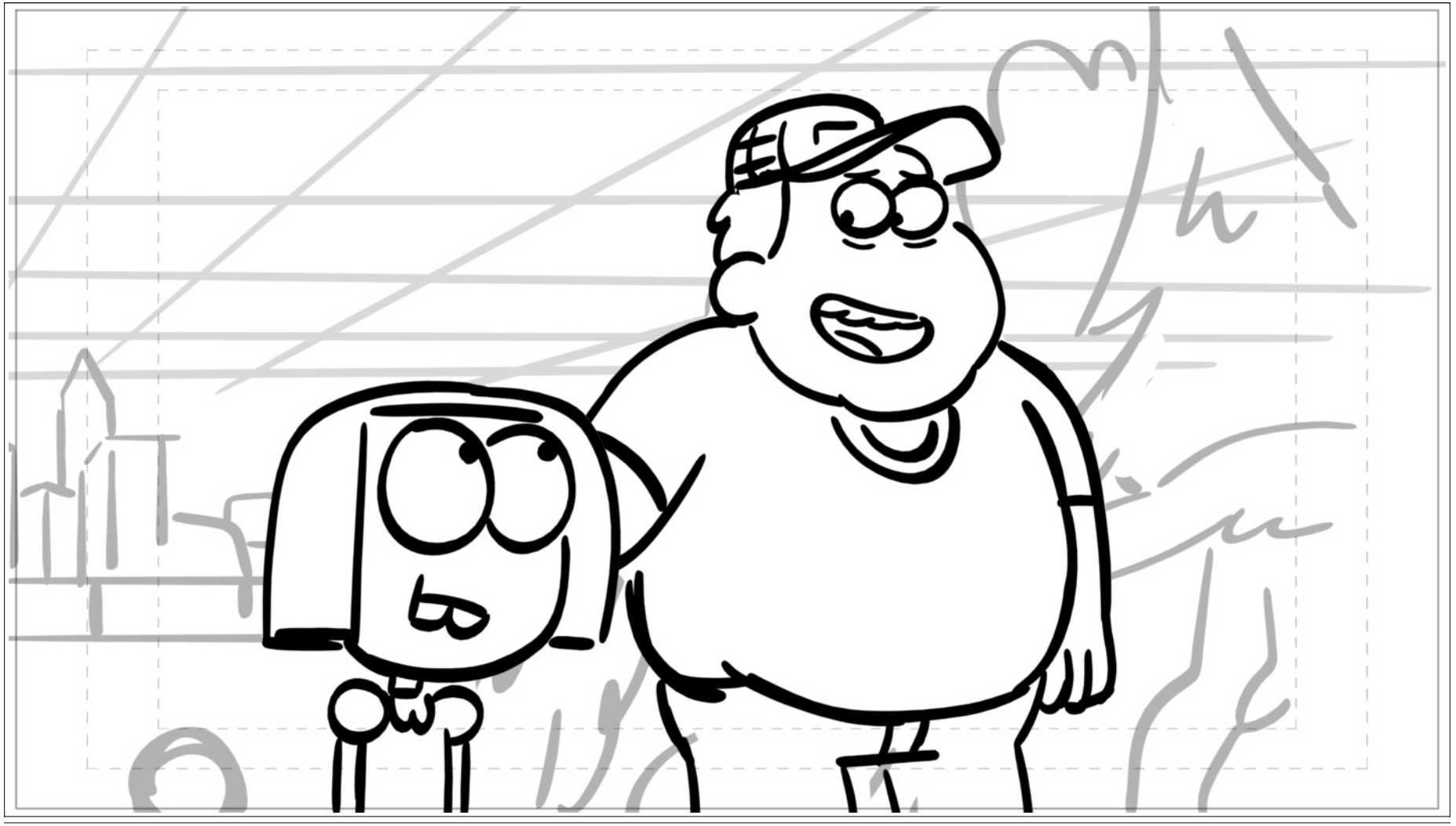


Dialog

BILL
alive.

Scene 137

Panel 6



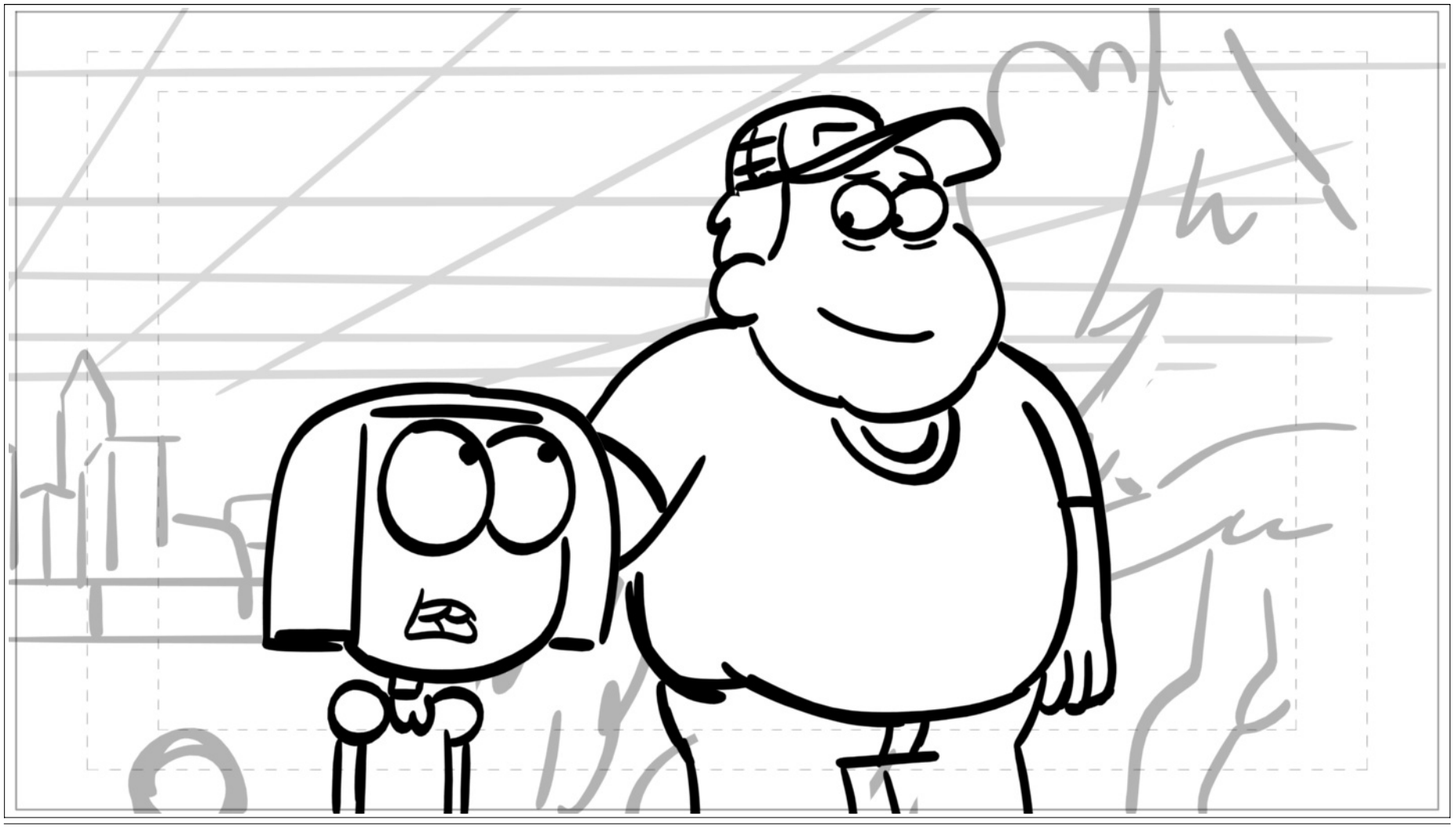
Dialog

BILL

but I don't think we'll ever find him sweetie.

Scene 137

Panel 7



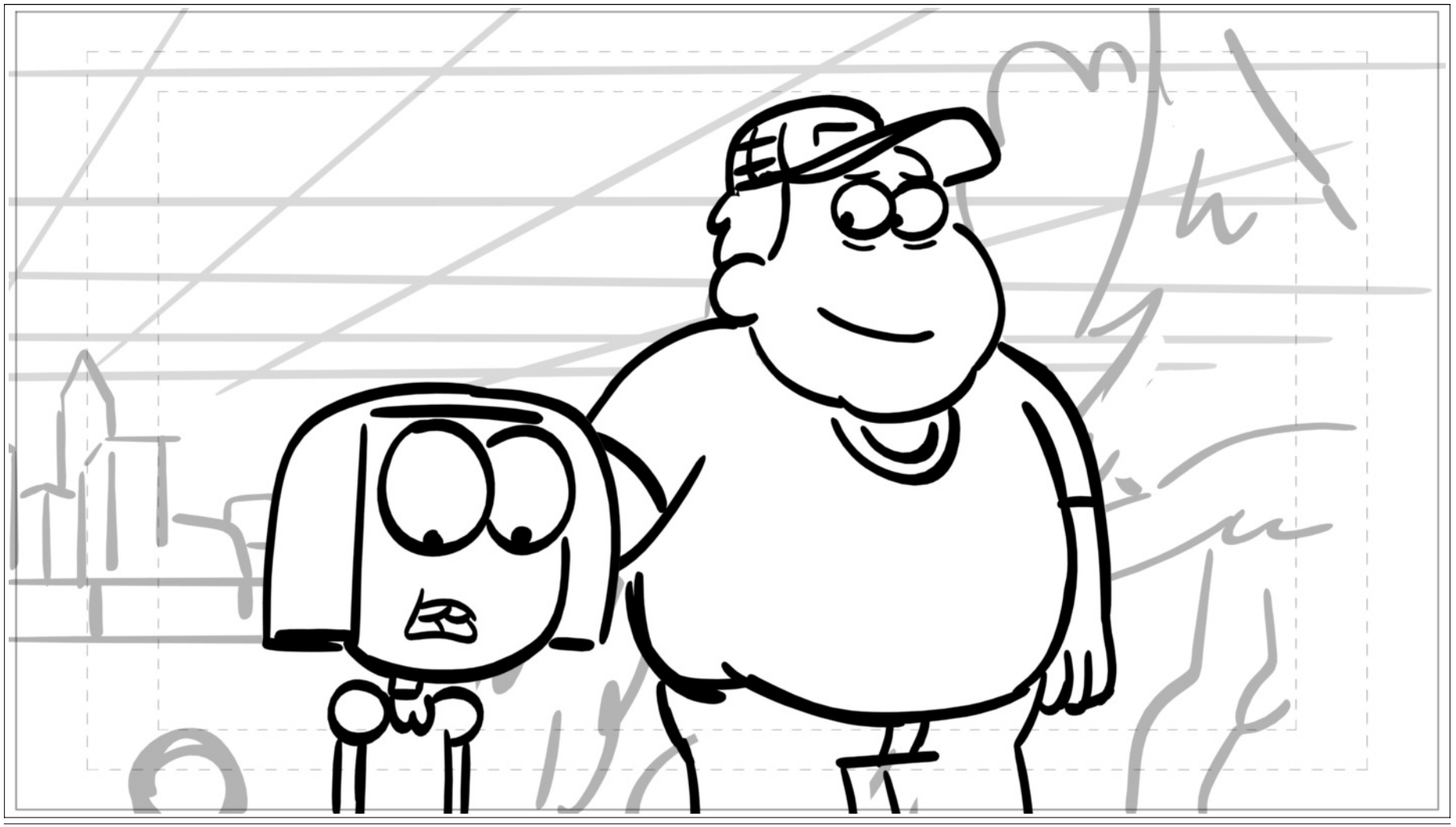
Dialog

TILLY

I guess--

Scene 137

Panel 8



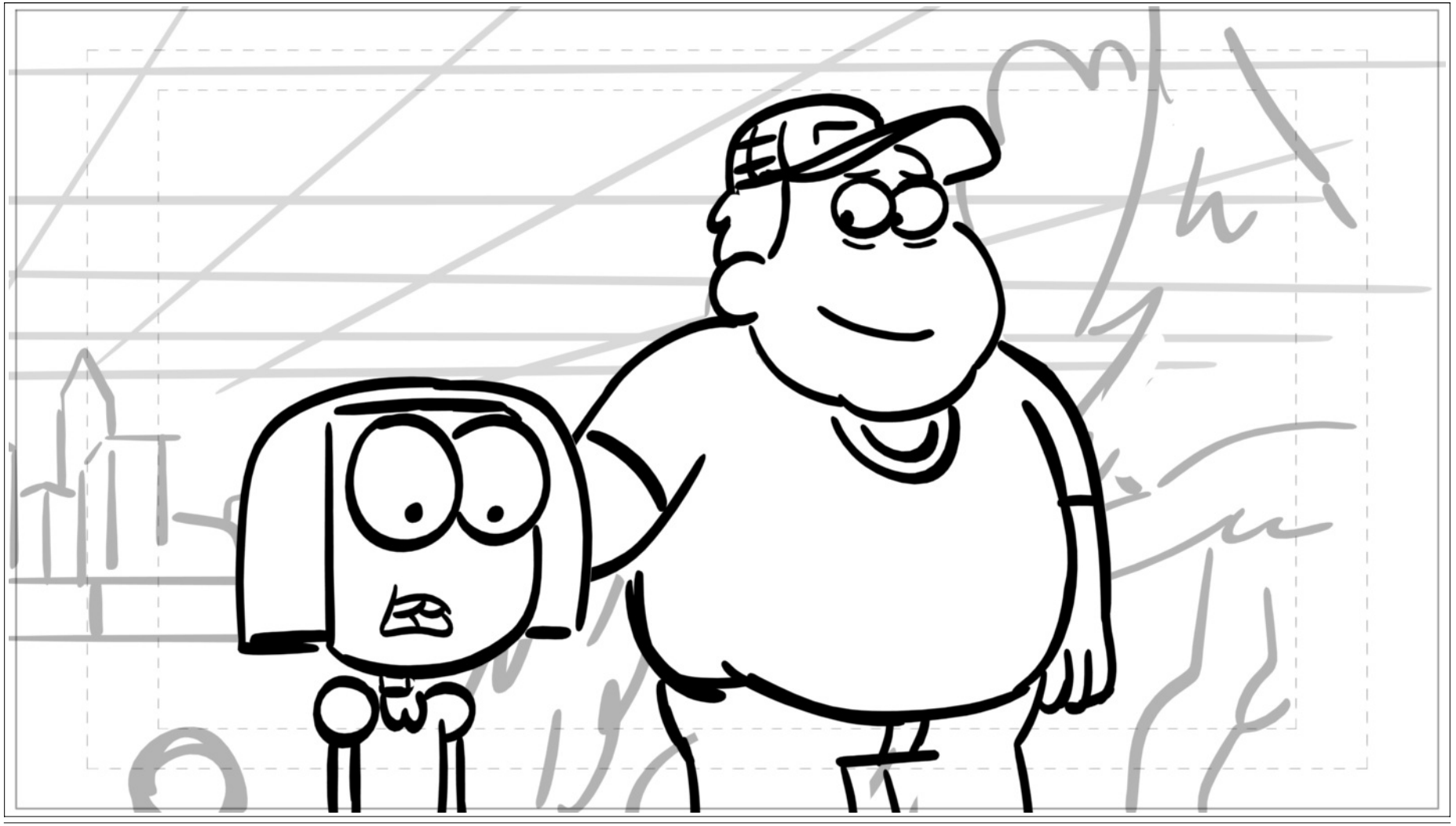
Dialog

TILLY

--you're right..

Scene 137

Panel 9



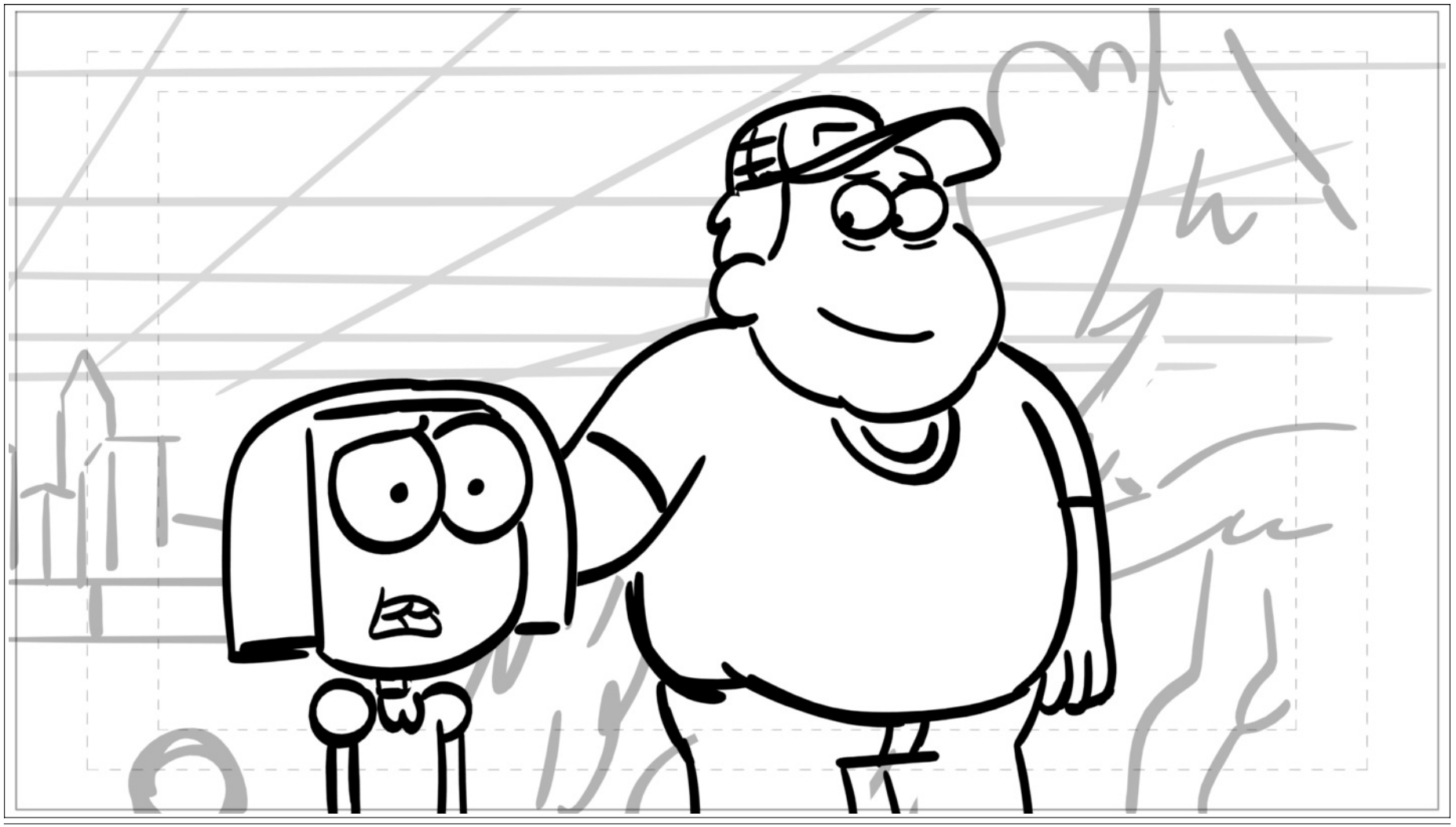
Dialog

TILLY

well losing a pet has sure been...

Scene 137

Panel 10



Dialog

TILLY

ambiguous.

Scene 138

Panel 1



Dialog

and--

Scene 138

Panel 2



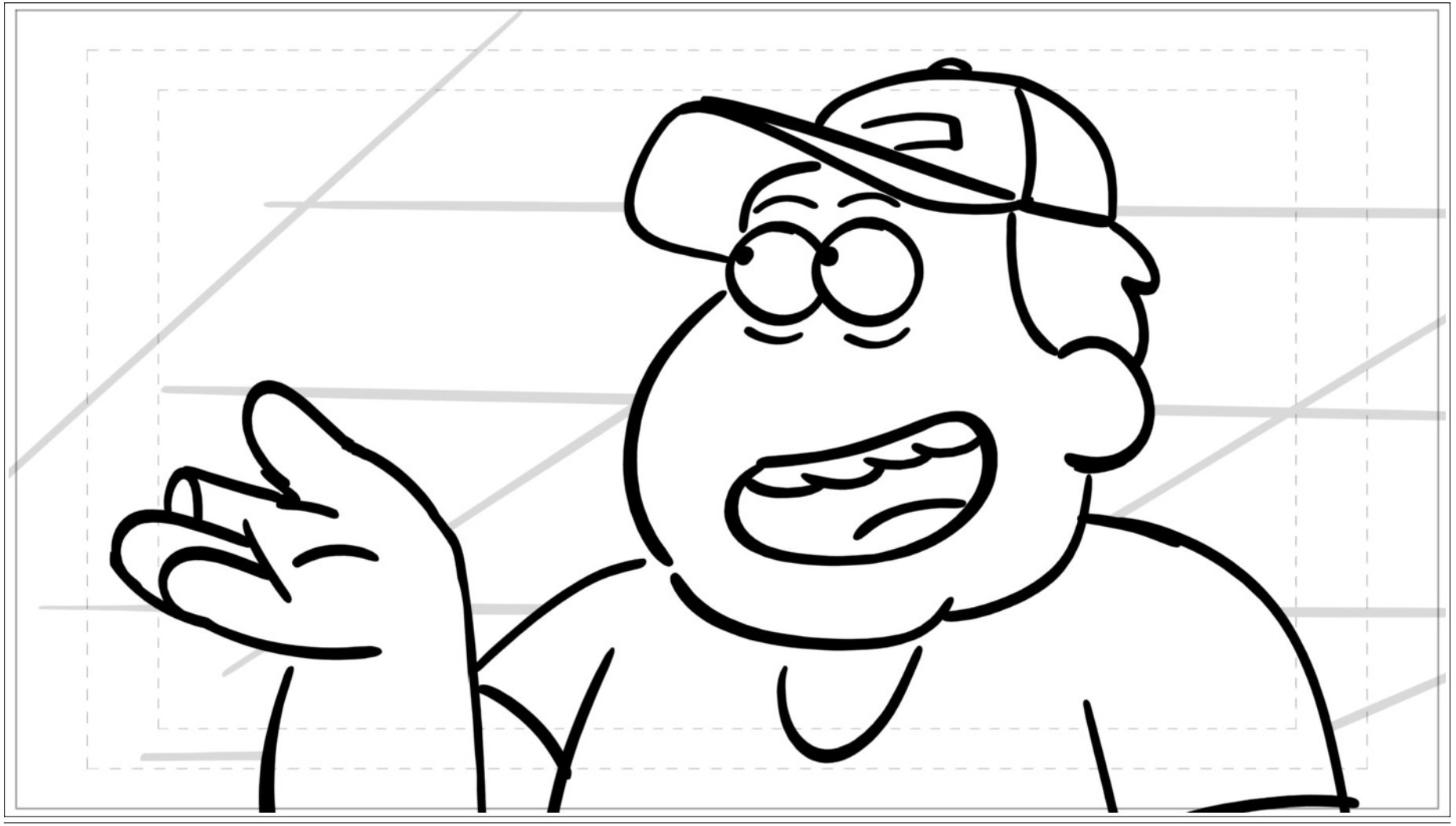
Dialog

BILL

--thats for the best!

Scene 138

Panel 3



Dialog

BILL

now you can go on living and

Scene 138 Panel 4



Dialog

BILL

never have to worry about what happened to him

Scene 138

Panel 5



Action Notes

-wind blowing sound

Scene 138

Panel 6

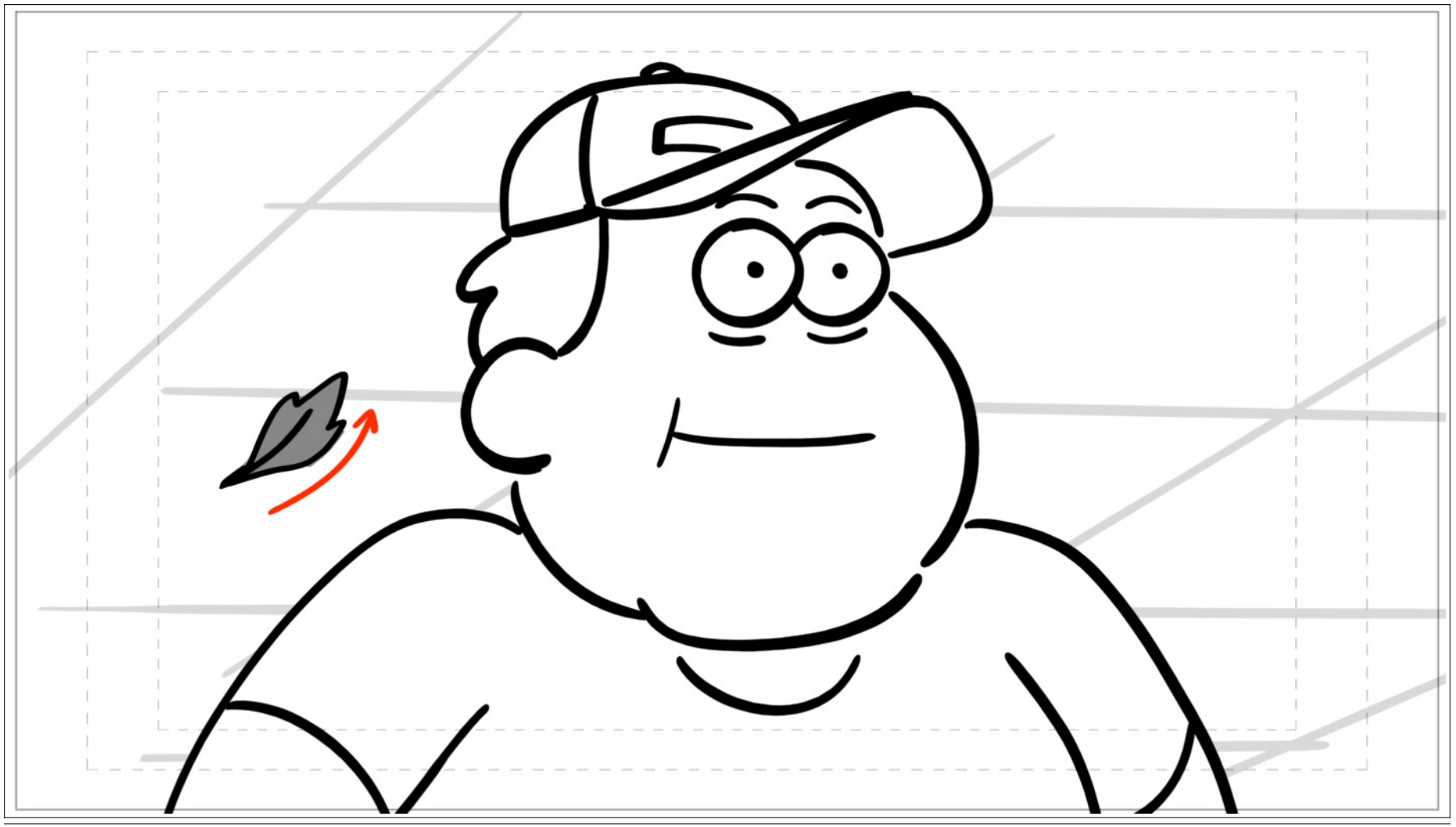


Action Notes

-wind blowing sound

Scene 138

Panel 7



Action Notes

-wind blowing sound

Scene 138

Panel 8



Action Notes

-wind blowing sound

Scene 138

Panel 9

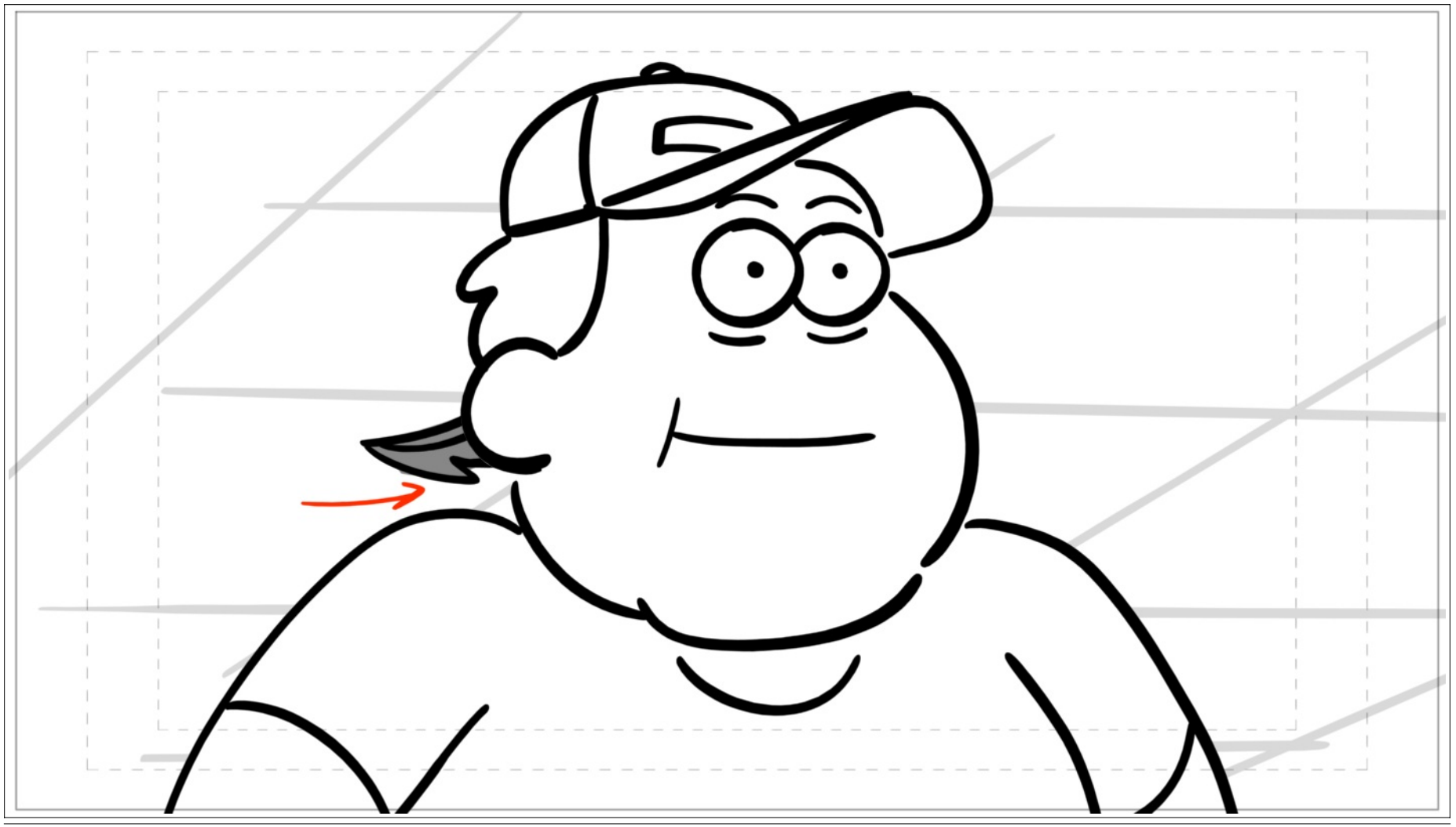


Action Notes

-wind blowing sound

Scene 138

Panel 10

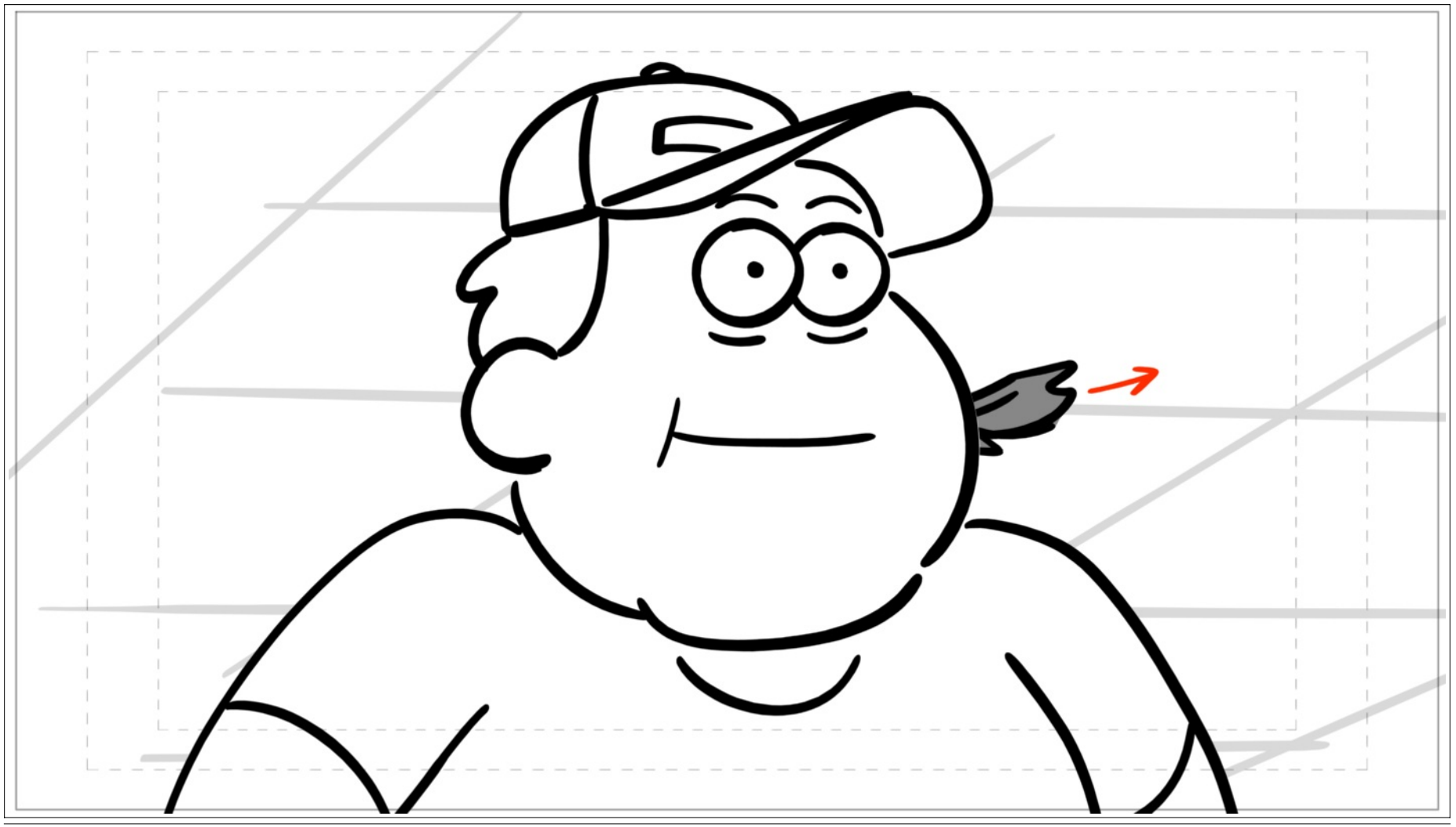


Action Notes

-wind blowing sound

Scene 138

Panel 11

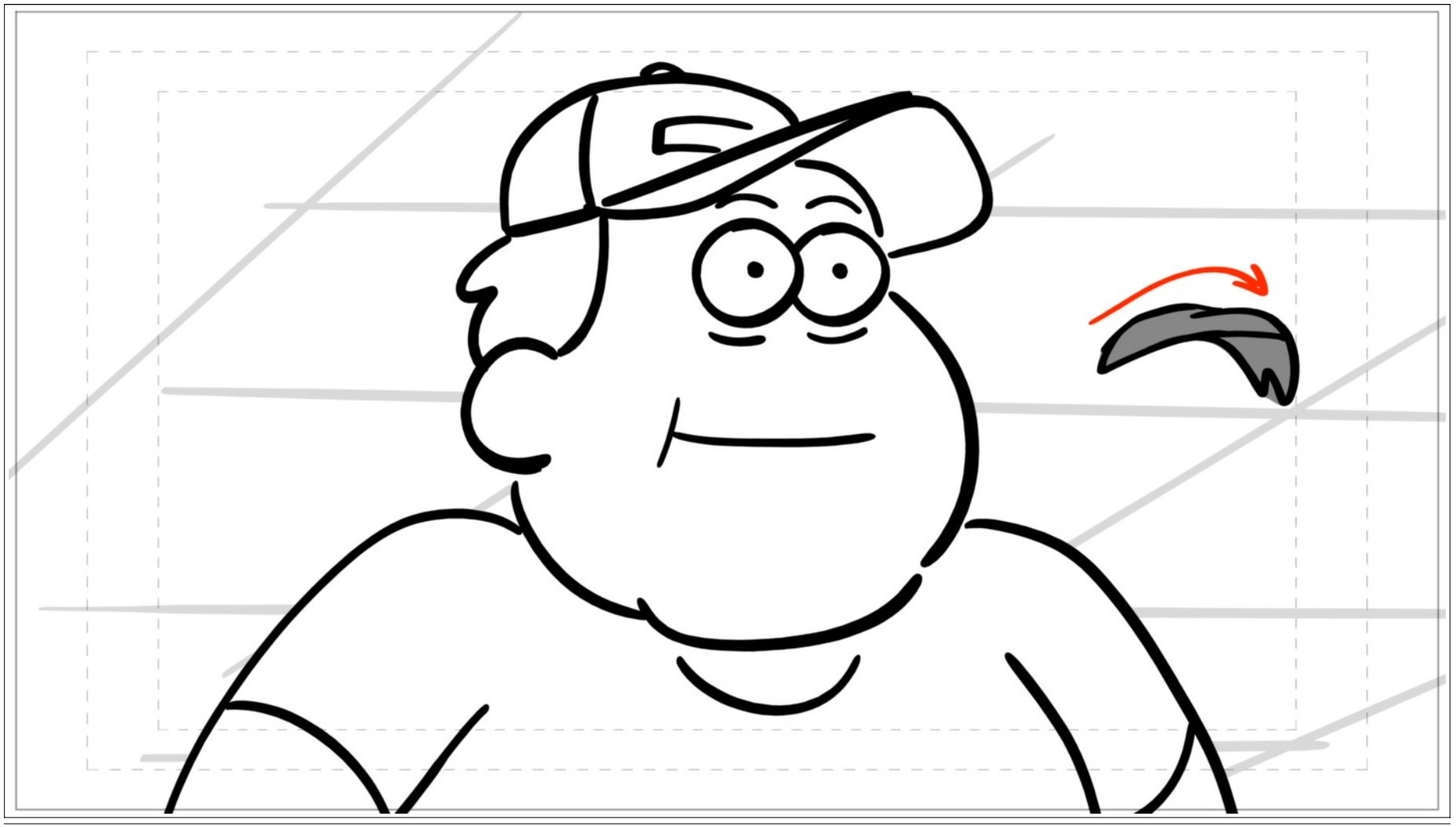


Action Notes

-wind blowing sound

Scene 138

Panel 12



Action Notes

-wind blowing sound

Scene 138

Panel 13



Action Notes

-wind blowing sound

Scene 138

Panel 14

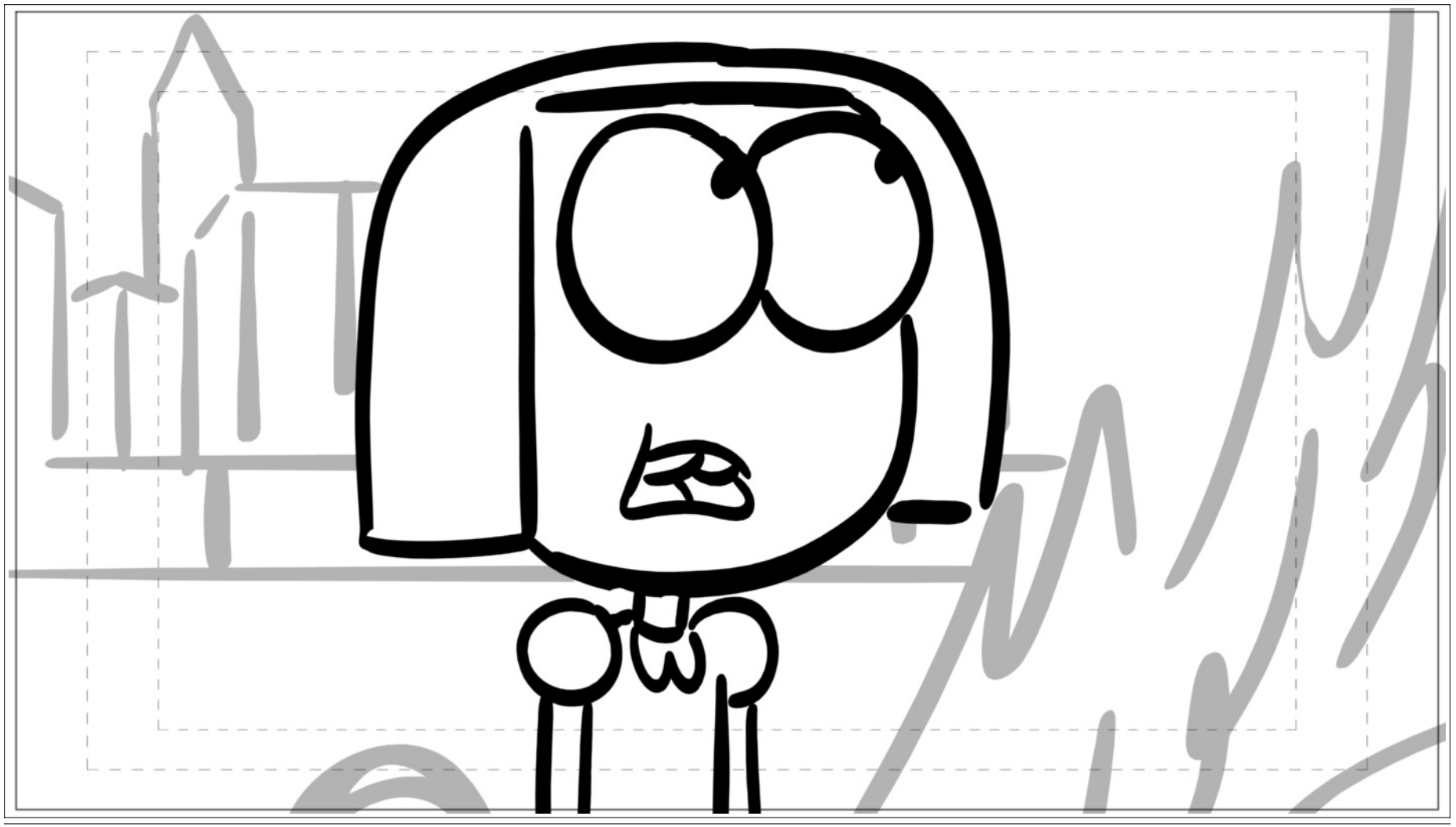


Action Notes

-wind blowing sound

Scene 139

Panel 1



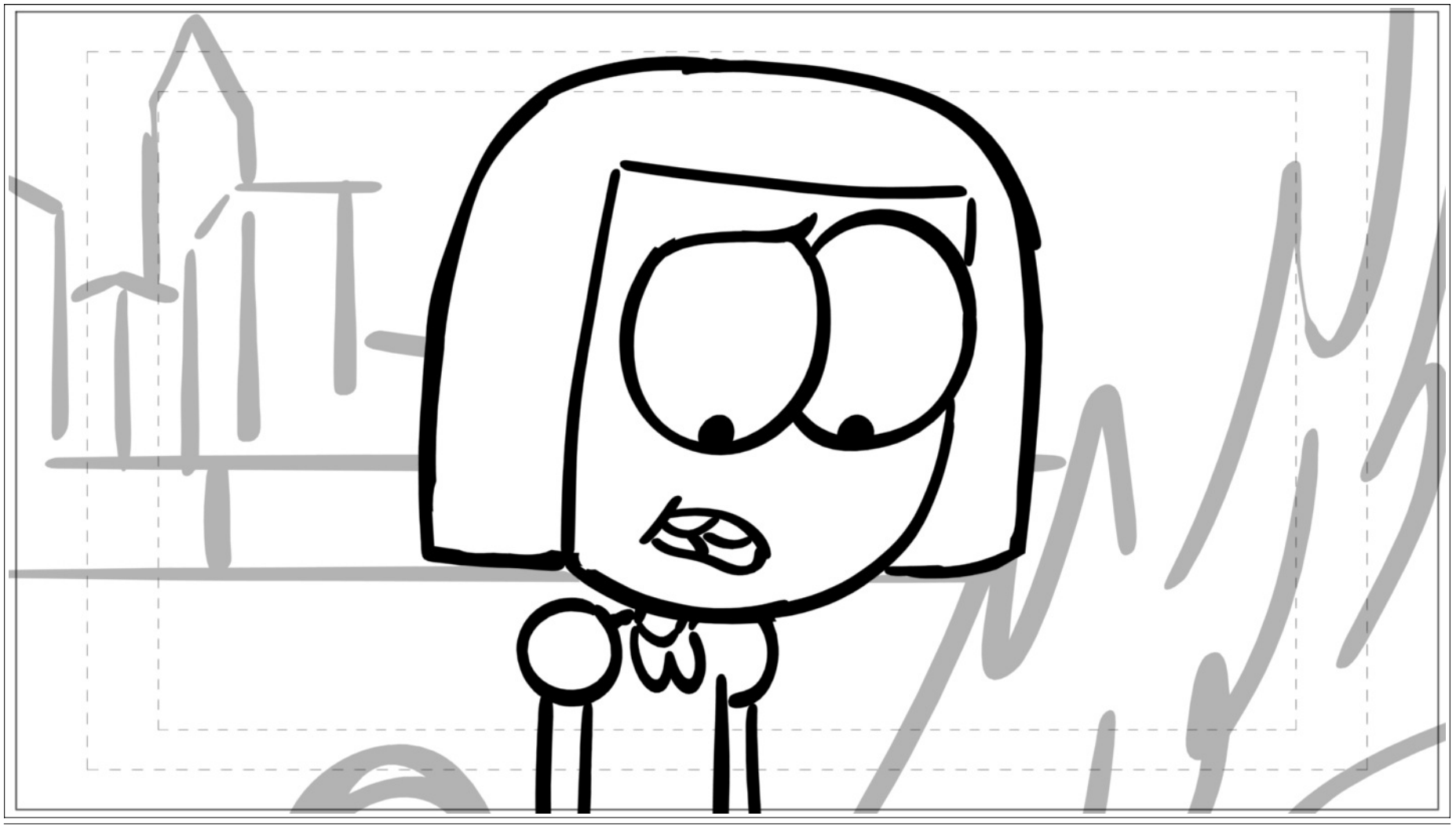
Dialog

TILLY

...really?

Scene 139

Panel 2



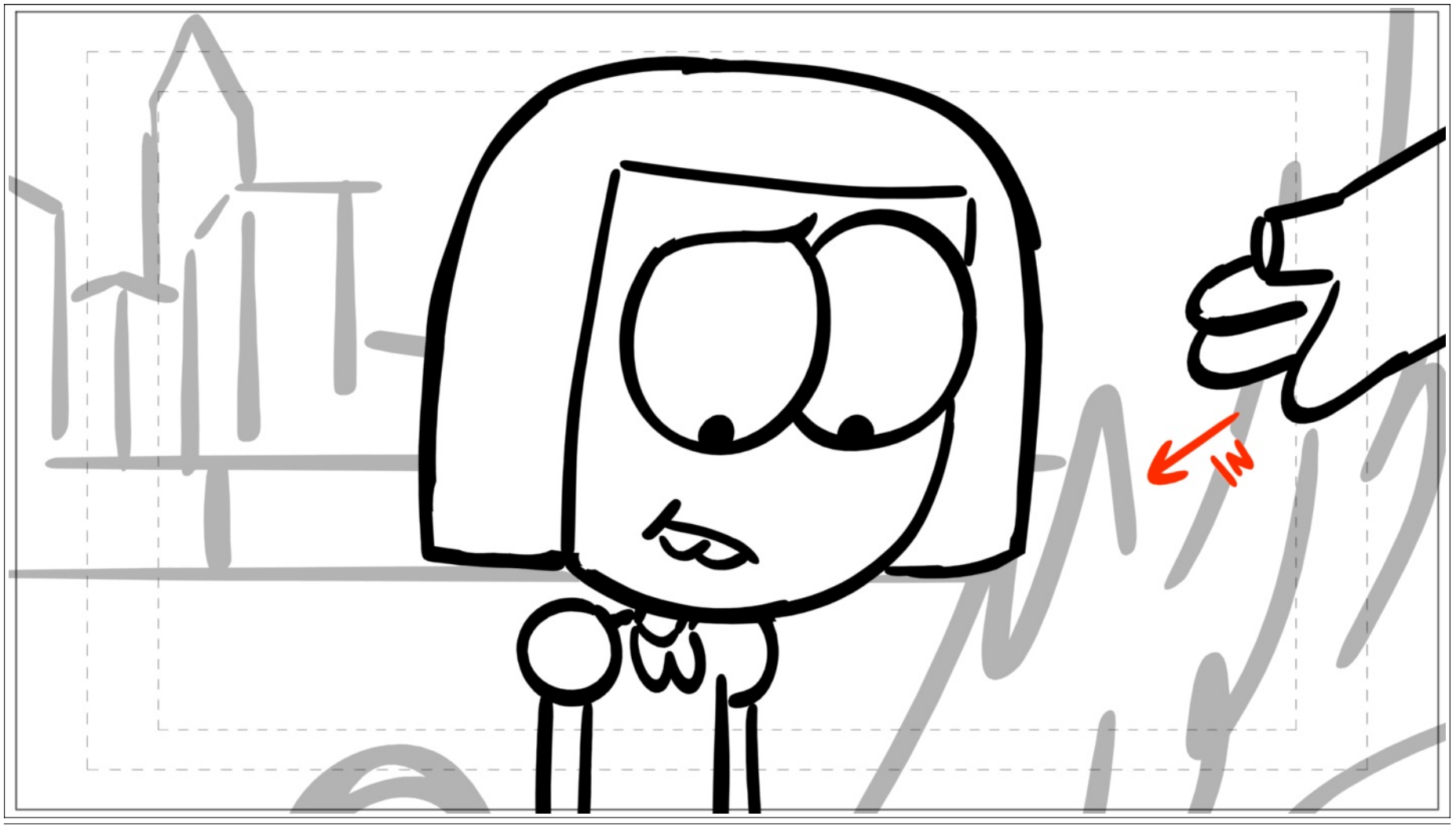
Dialog

TILLY

...never?

Scene 139

Panel 3



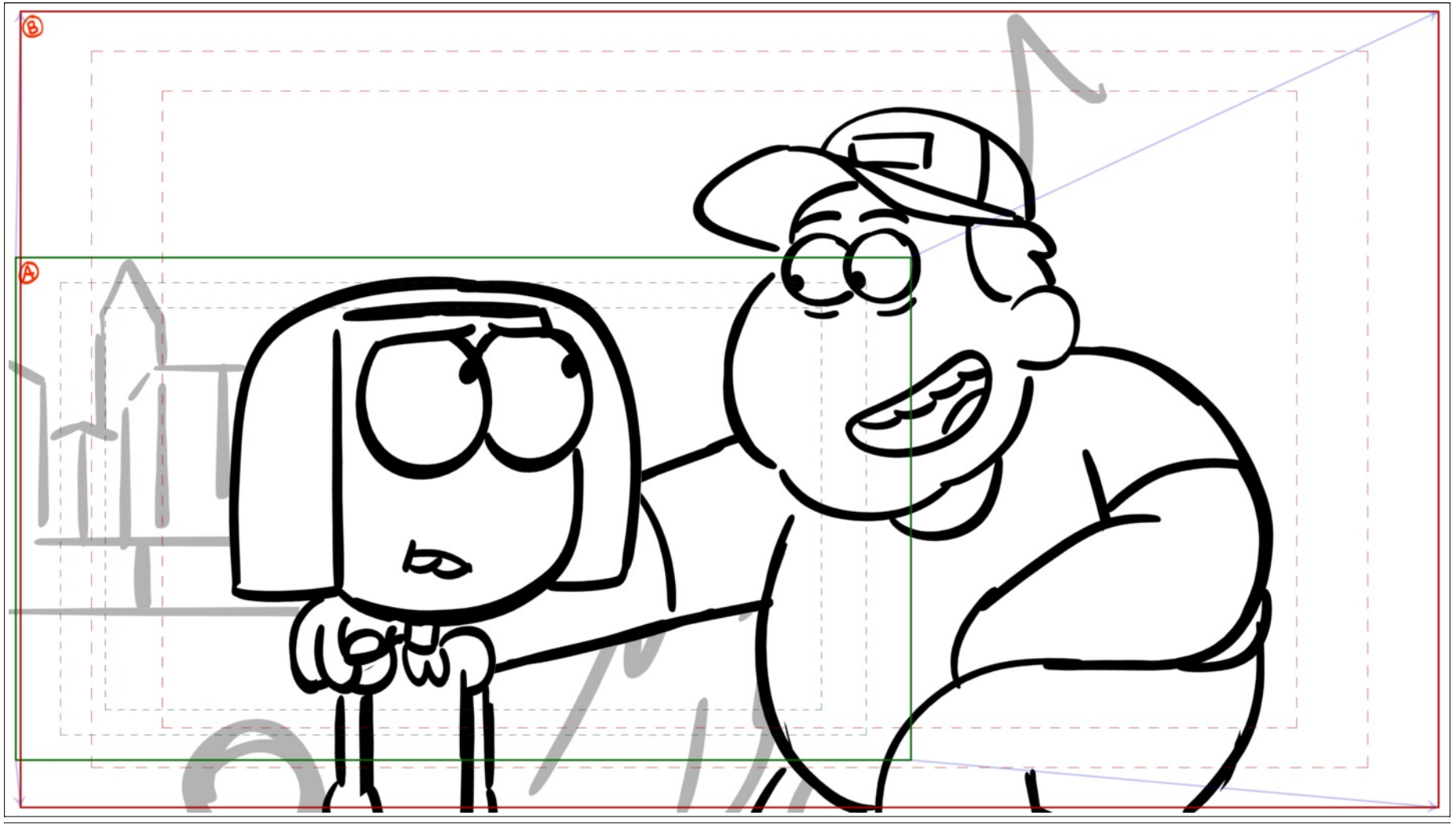
Dialog

BILL

yup!

Scene 139

Panel 4



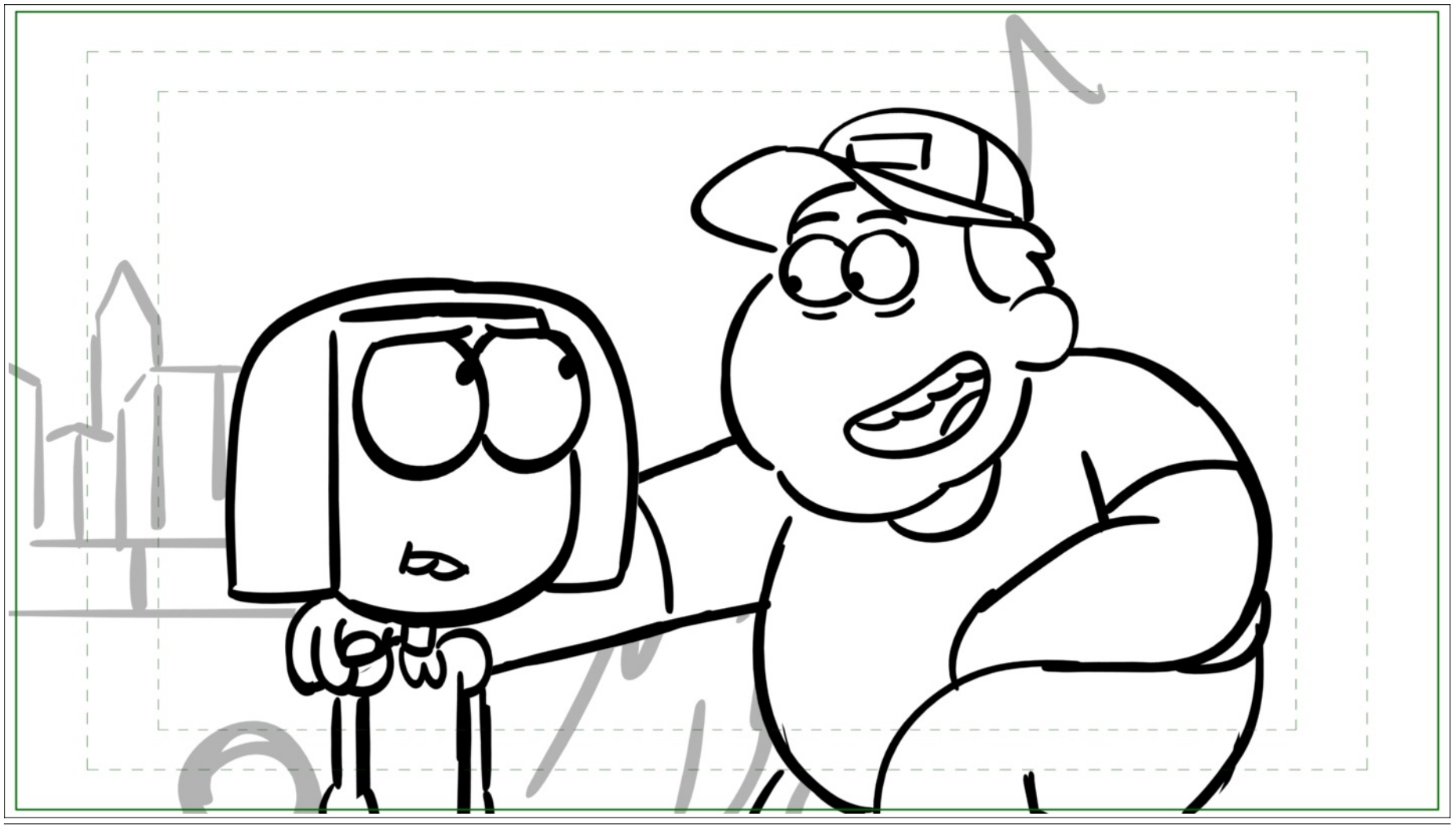
Dialog

BILL

yup!

Scene 139

Panel 5



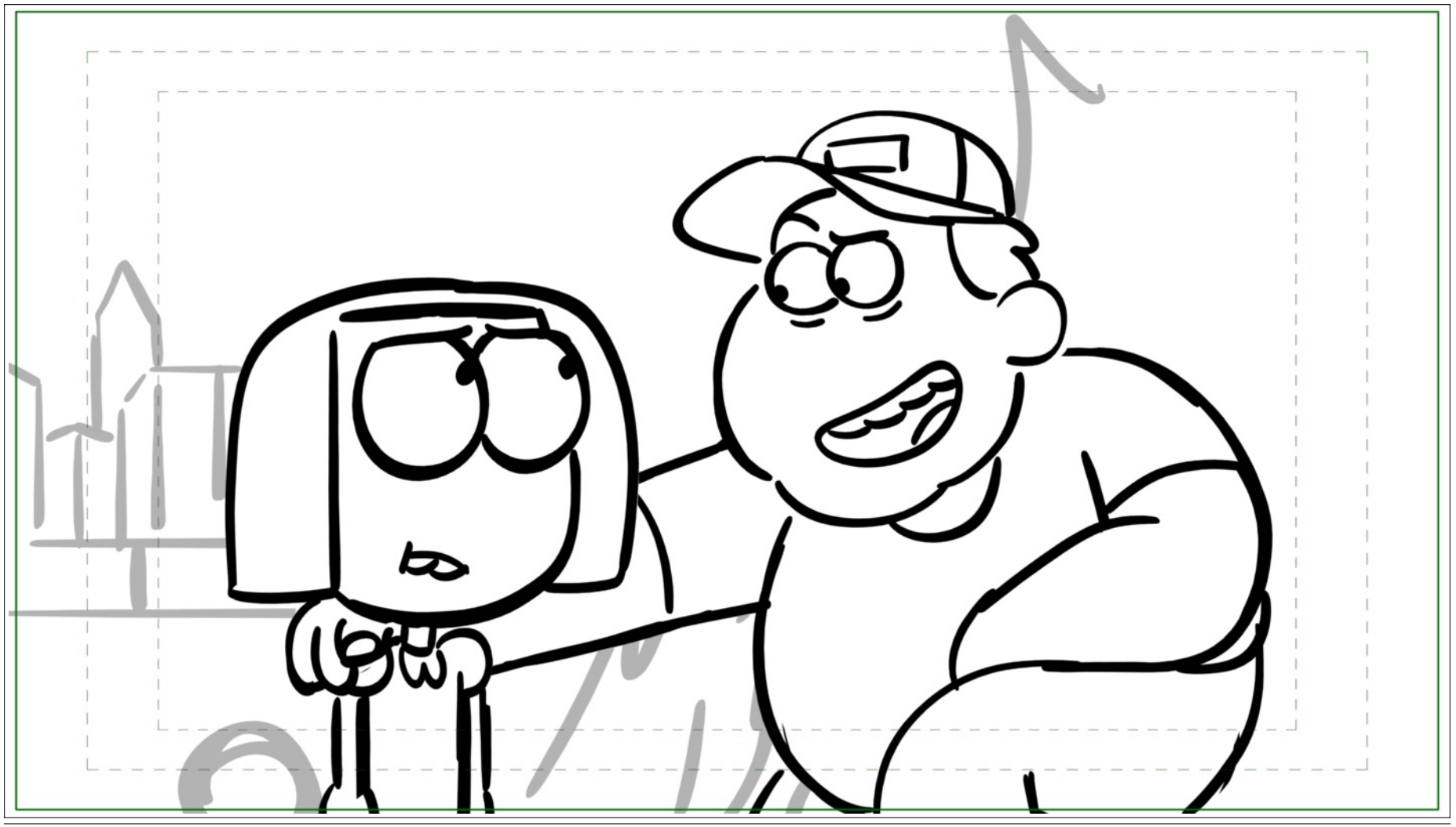
Dialog

BILL

yup!

Scene 139

Panel 6

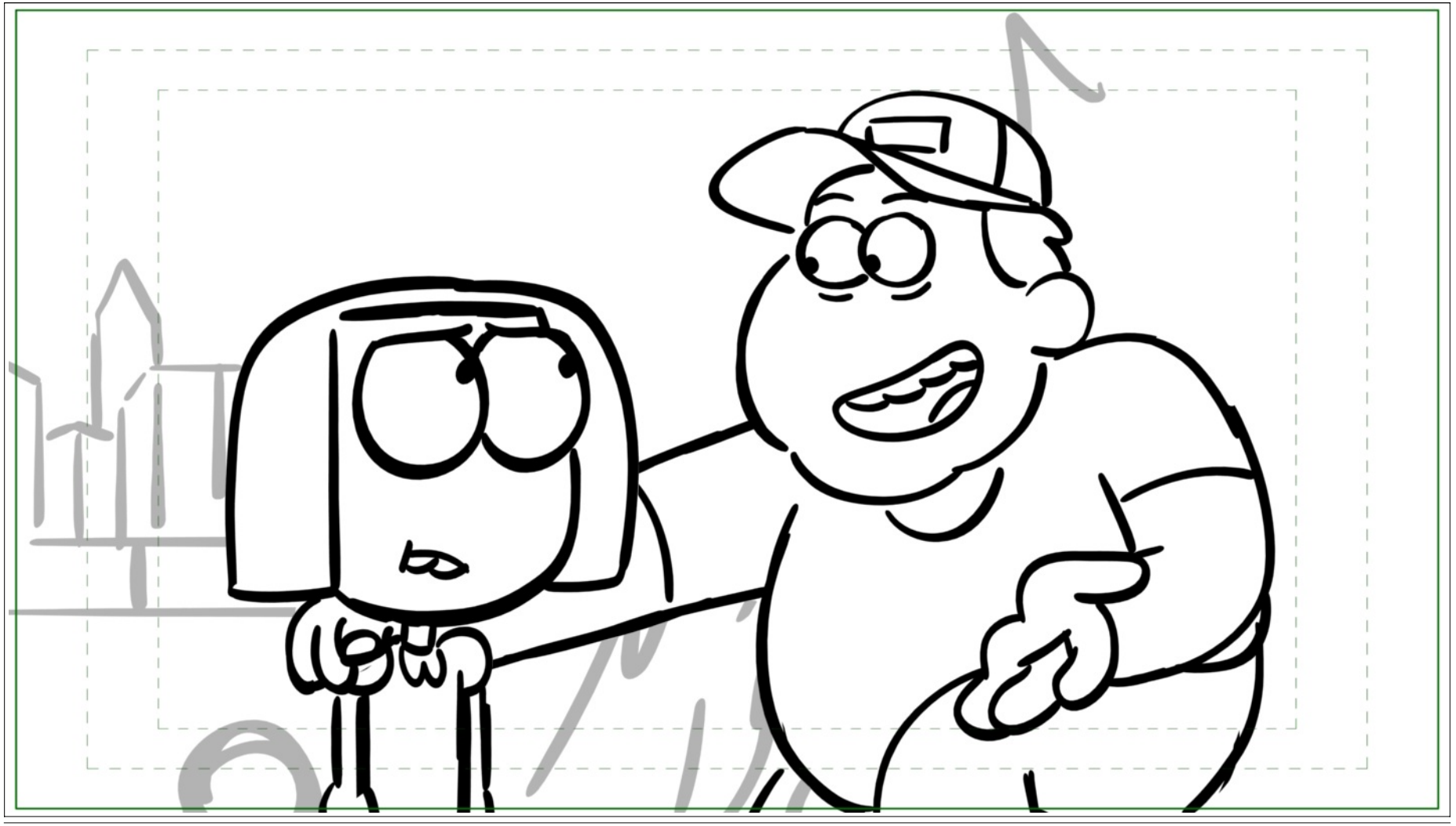


Dialog

BILL

Remember my first pet, todd the worm?

Scene 139 Panel 7



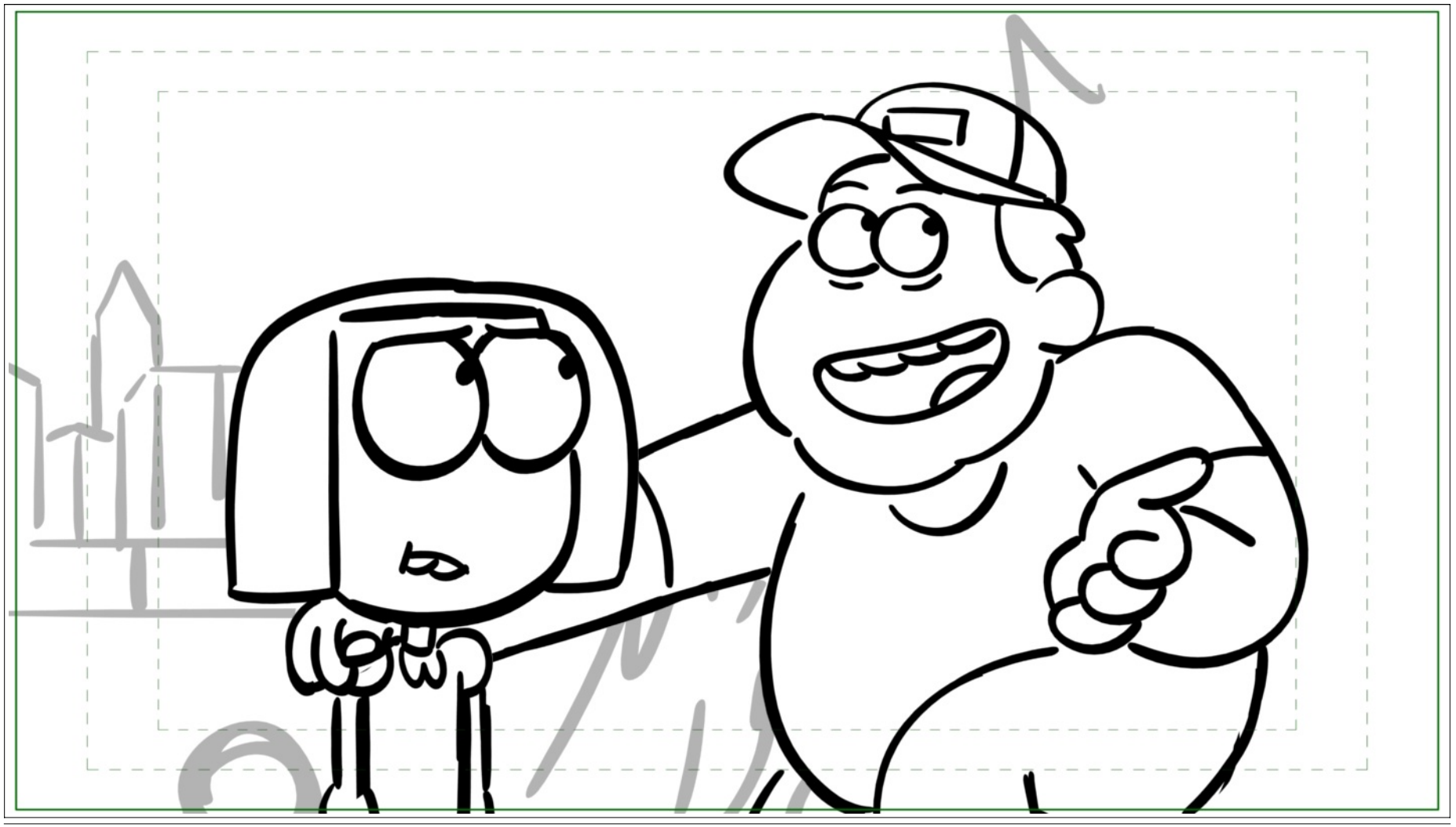
Dialog

BILL

well when I was your age, todd ran away and I never saw him again

Scene 139

Panel 8



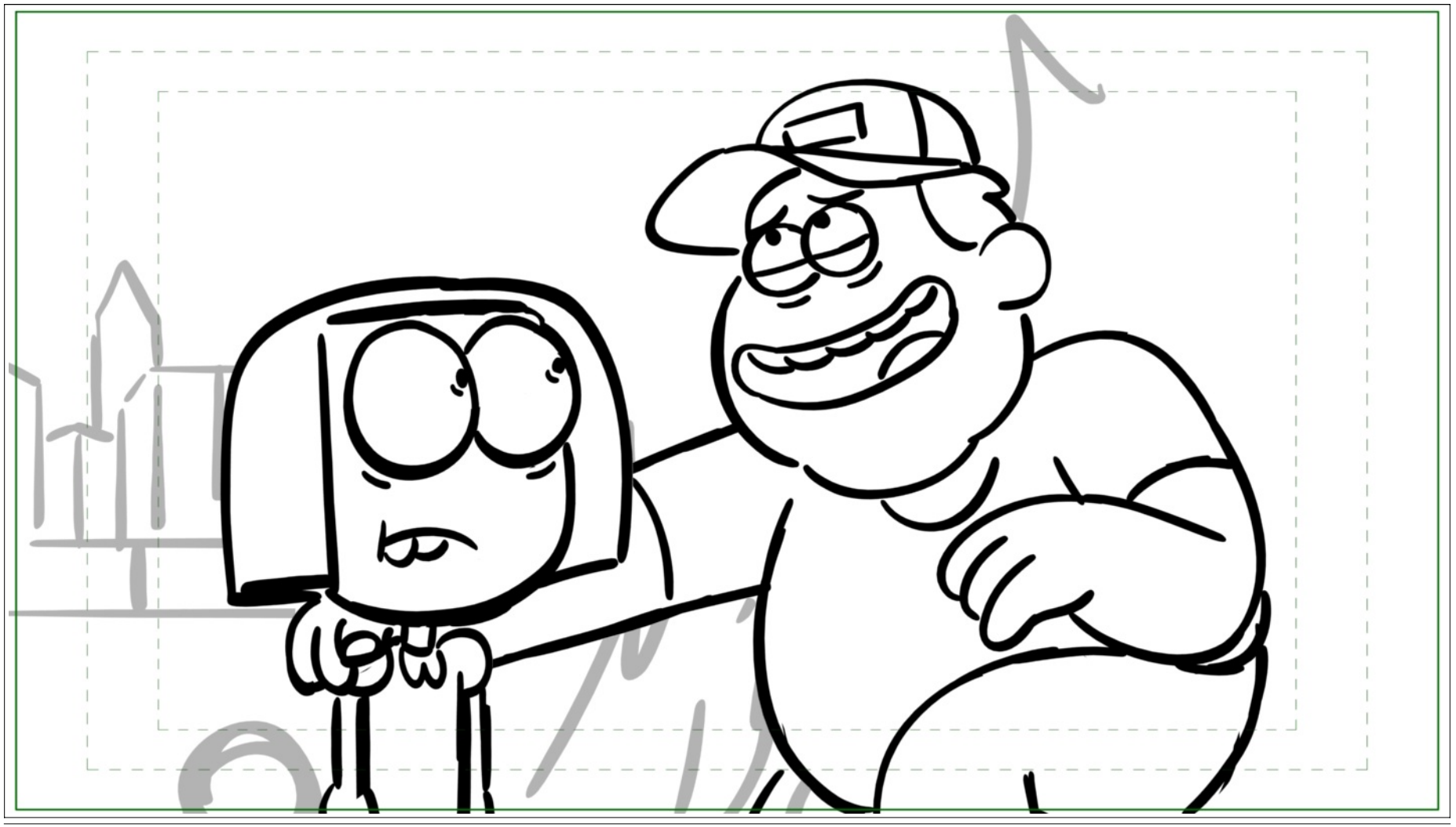
Dialog

BILL

maybe he's alive and well,

Scene 139

Panel 9



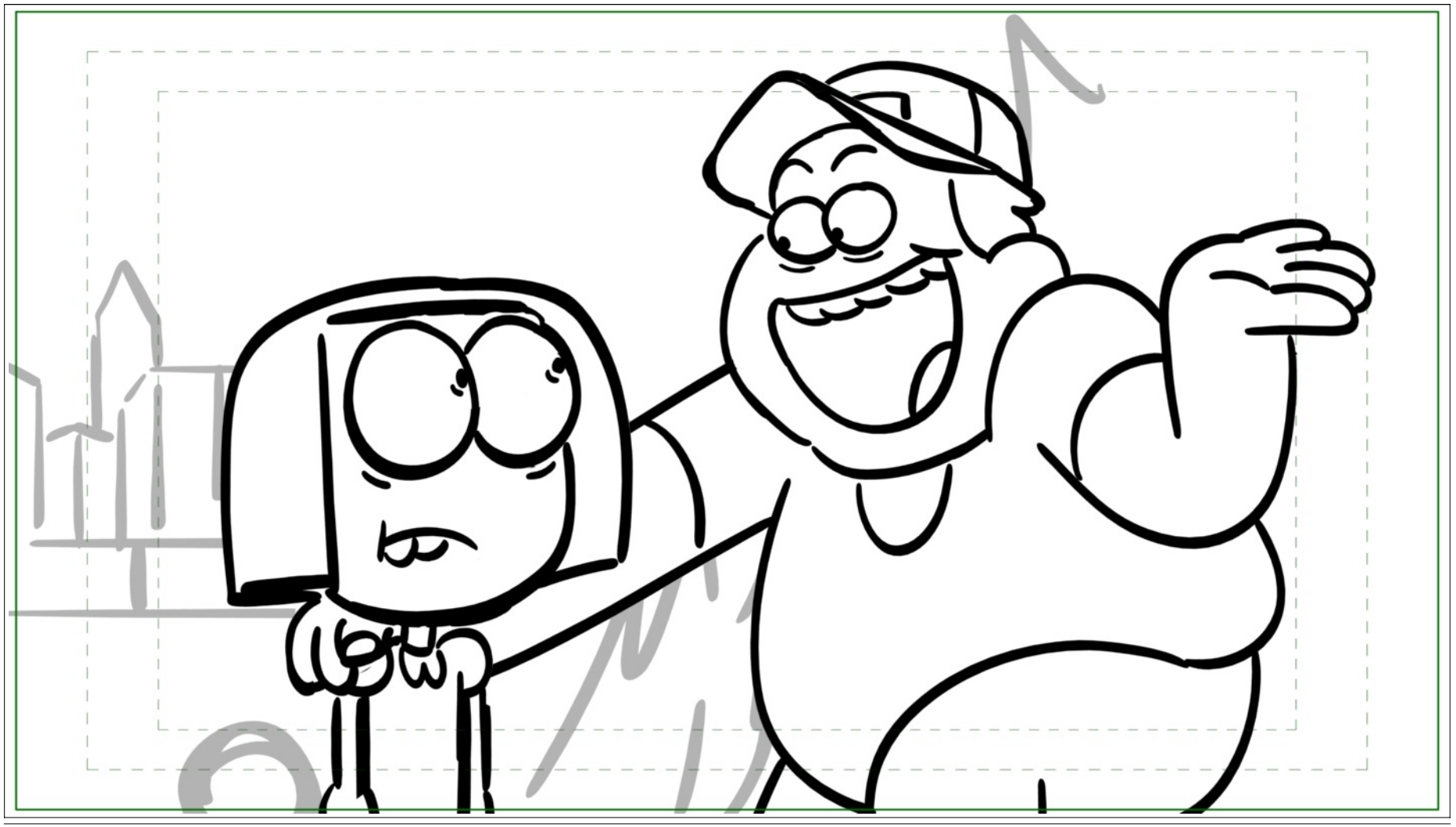
Dialog

BILL

or maybe something ate him,

Scene 139

Panel 10



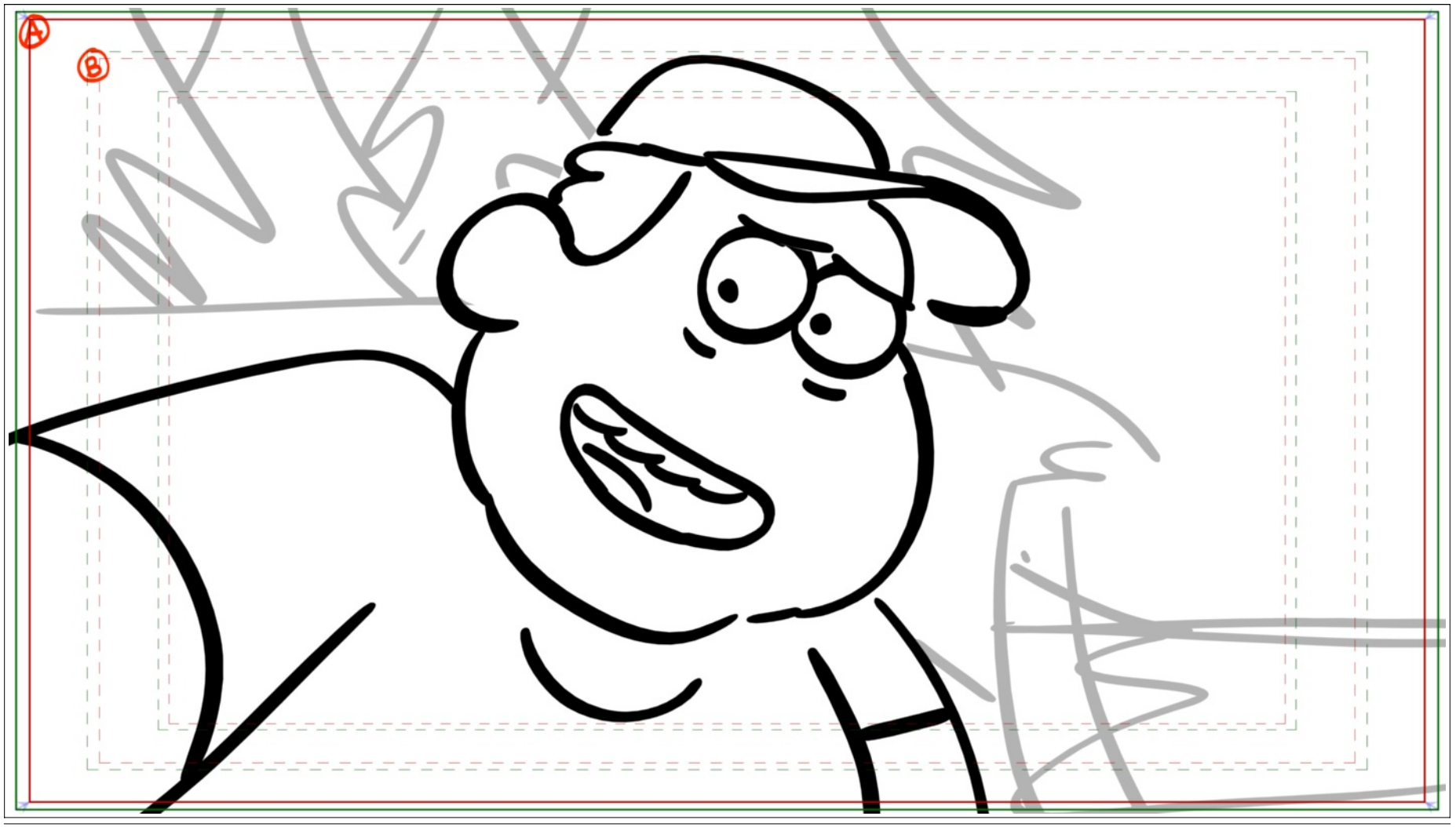
Dialog

BILL

who knows!

Scene 140

Panel 1



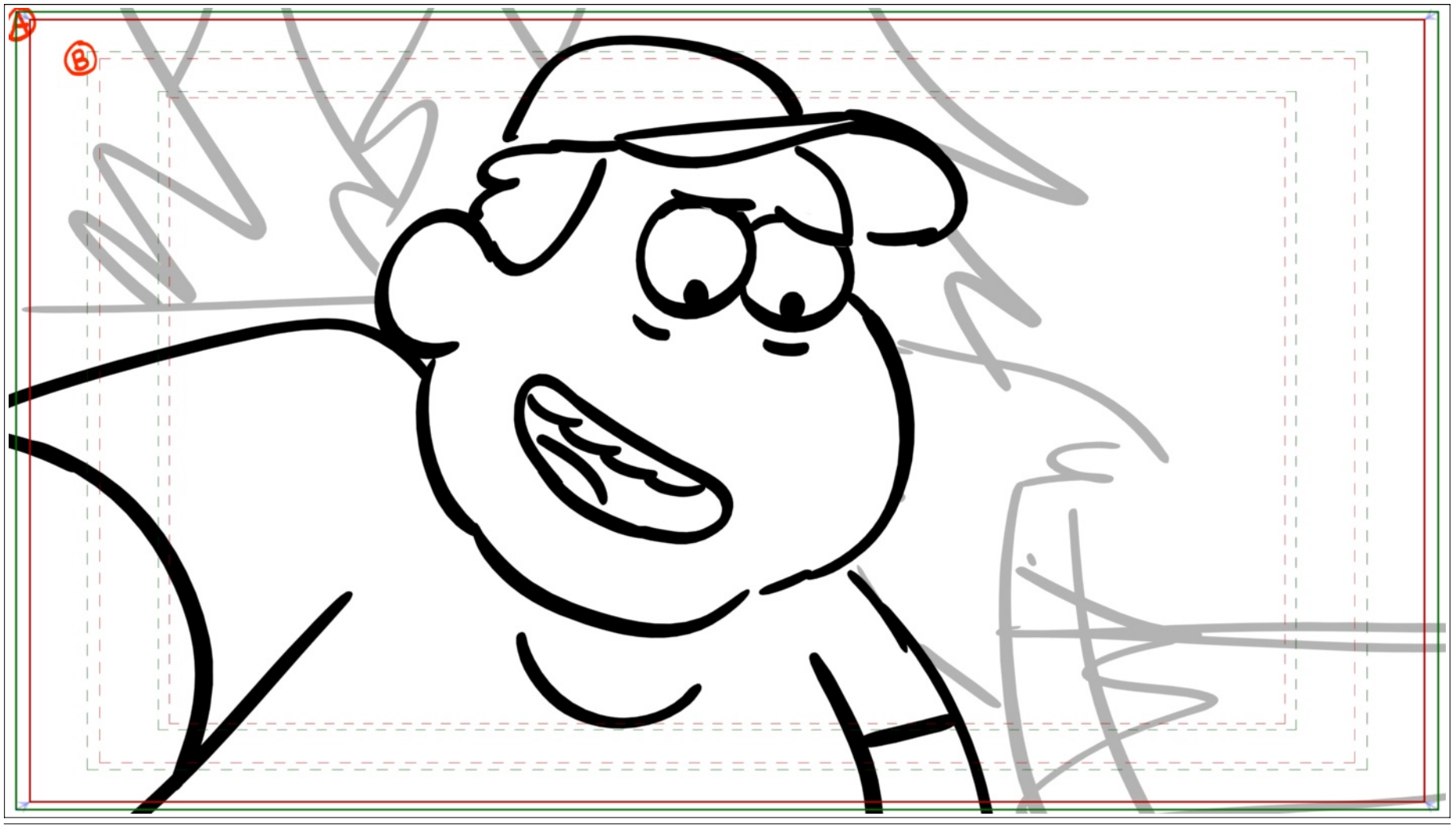
Dialog

BILL

the point is,

Scene 140

Panel 2



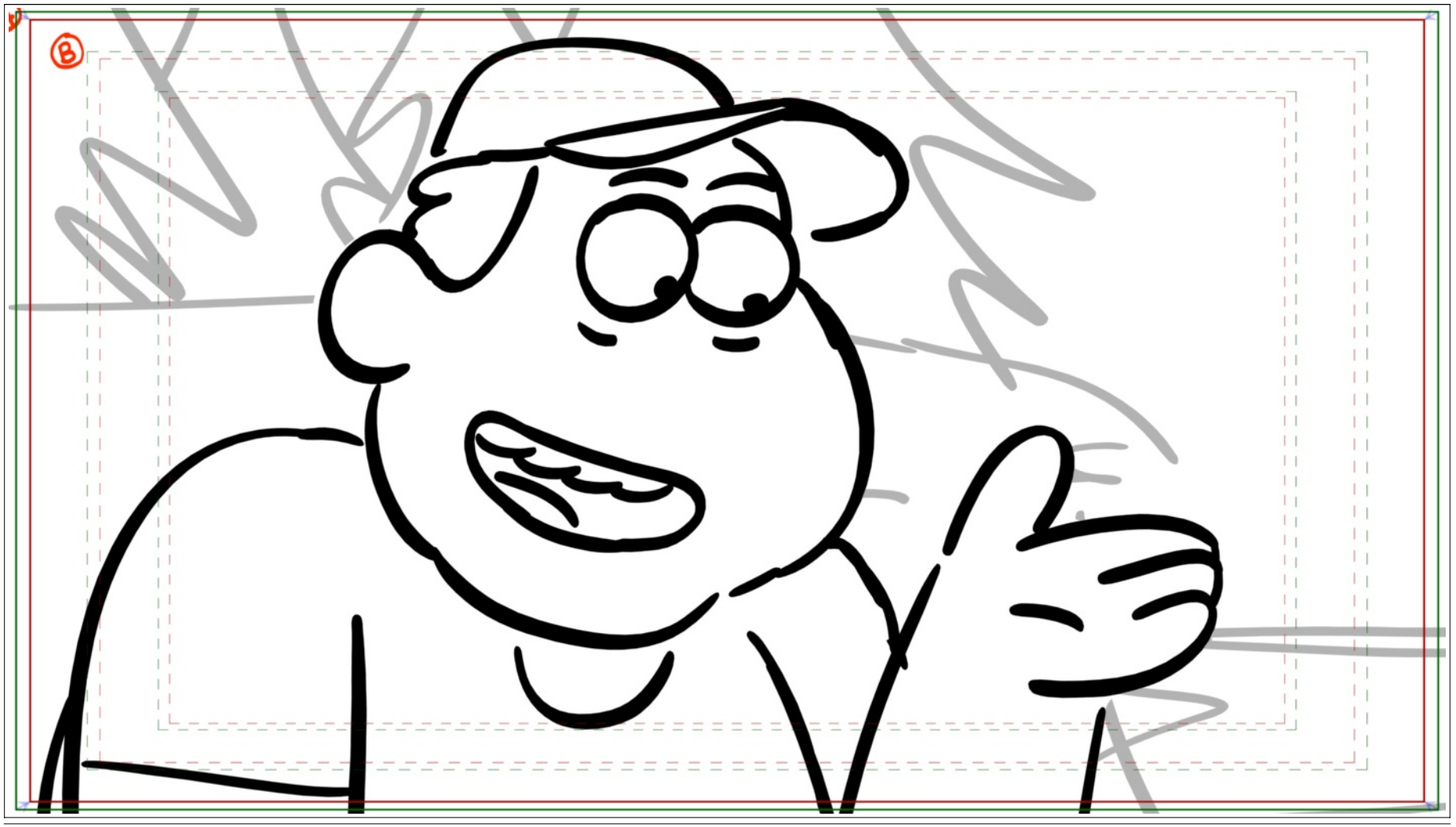
Dialog

BILL

I never found out what happened to him...

Scene 140

Panel 3



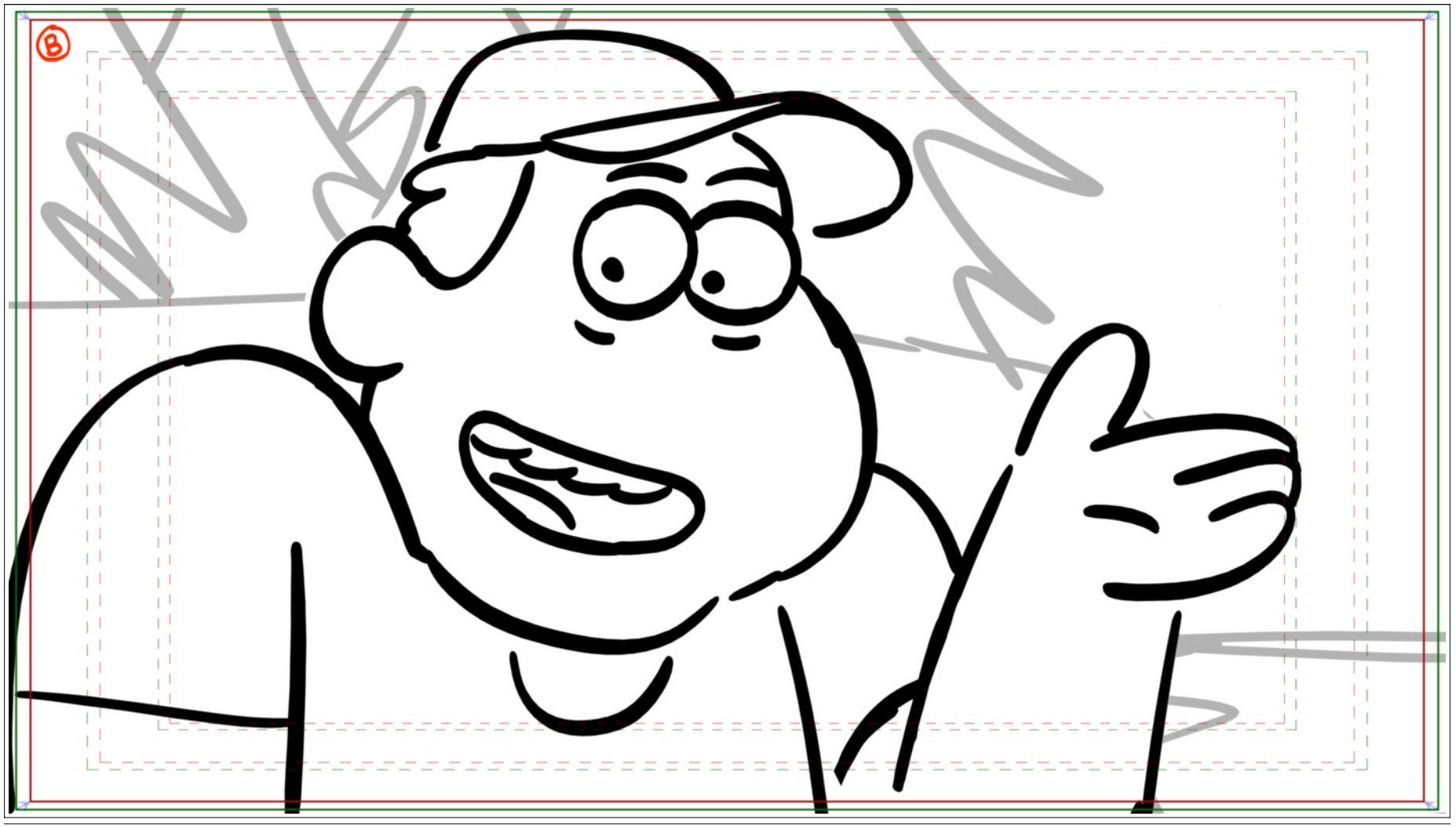
Dialog

BILL

so I never had to say good bye

Scene 140

Panel 4



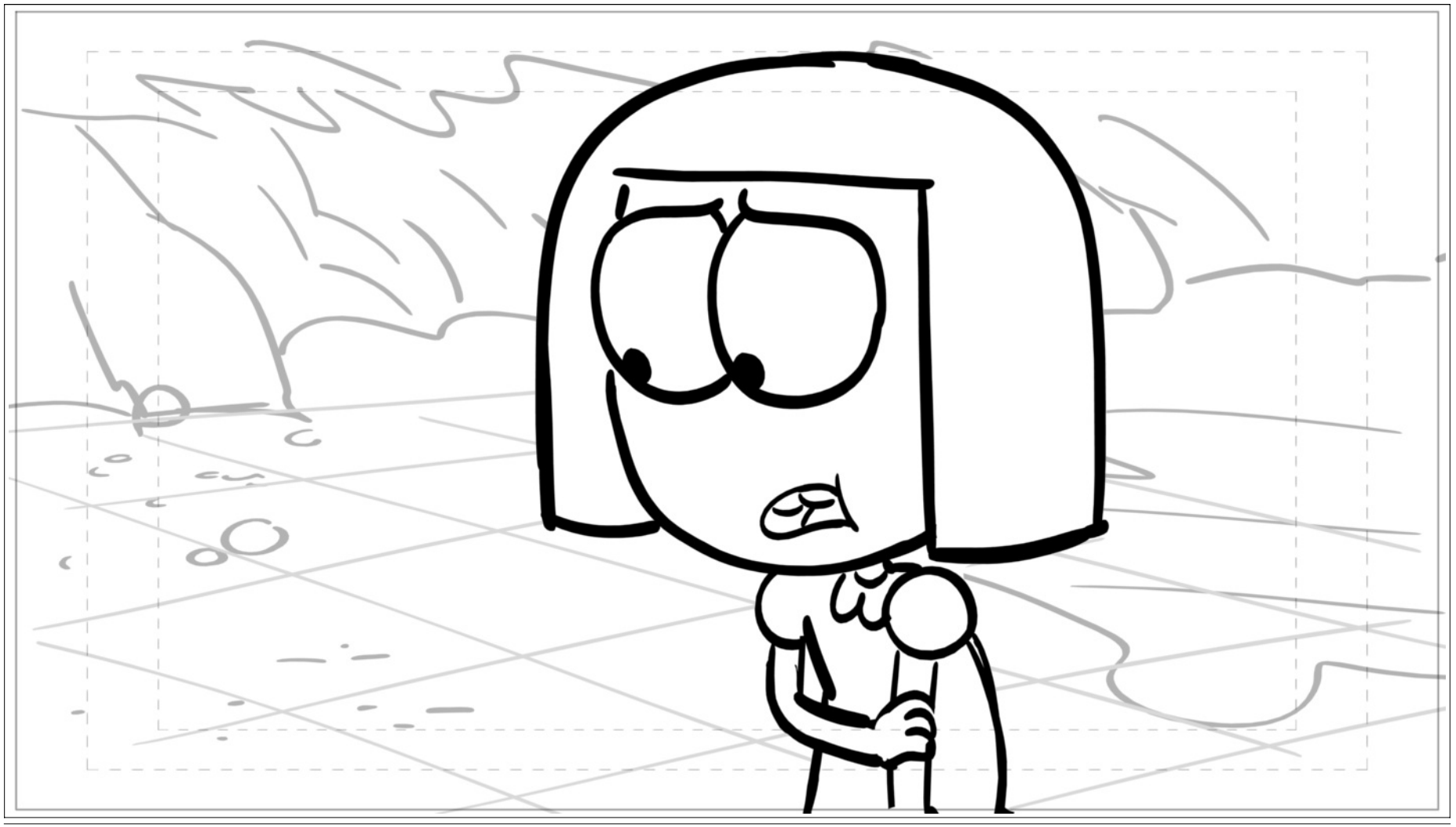
Dialog

BILL

and deal with any sadness

Scene 141

Panel 1

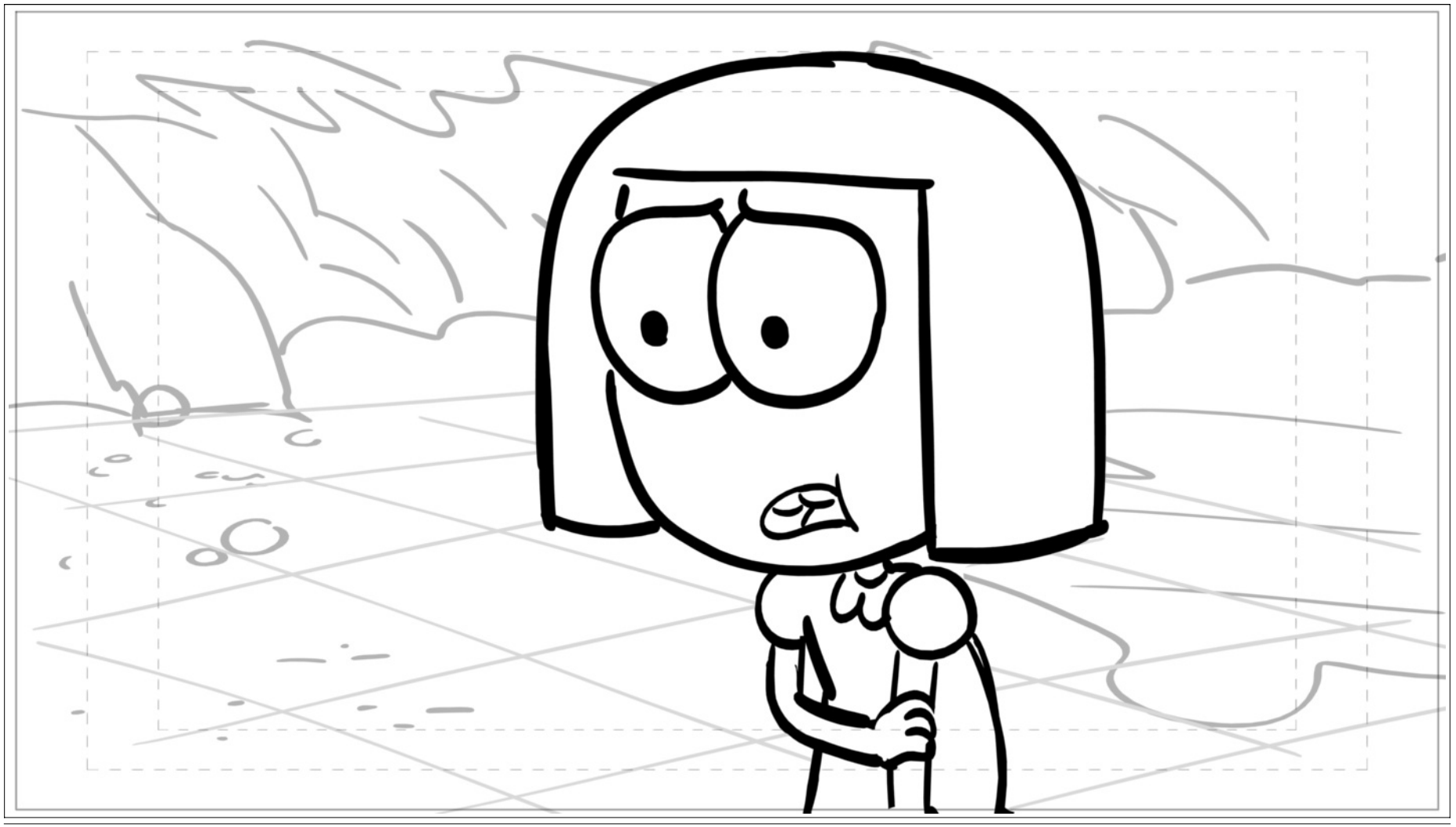


Dialog

TILLY

I guess that makes sense.

Scene 141 Panel 2

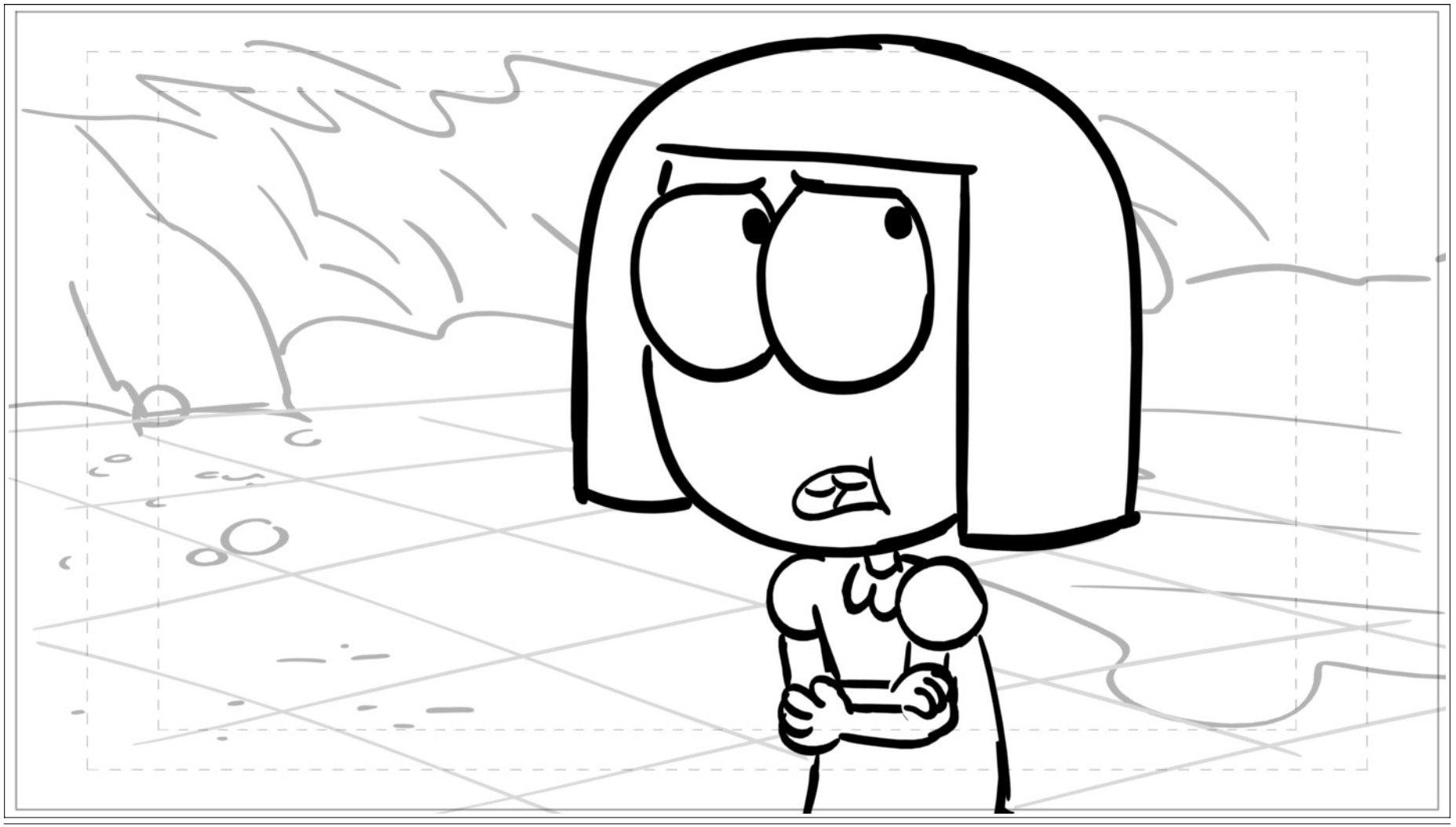


Dialog

TILLY
so I'll just go on living with all this uncertainty for the rest of my life,

Scene 141

Panel 3



Dialog

TILLY

never mourning the loss like you and todd?

Scene 142

Panel 1



Dialog

BILL

yes!

Scene 142

Panel 2



Dialog

BILL

and thats--!

Scene 142

Panel 3



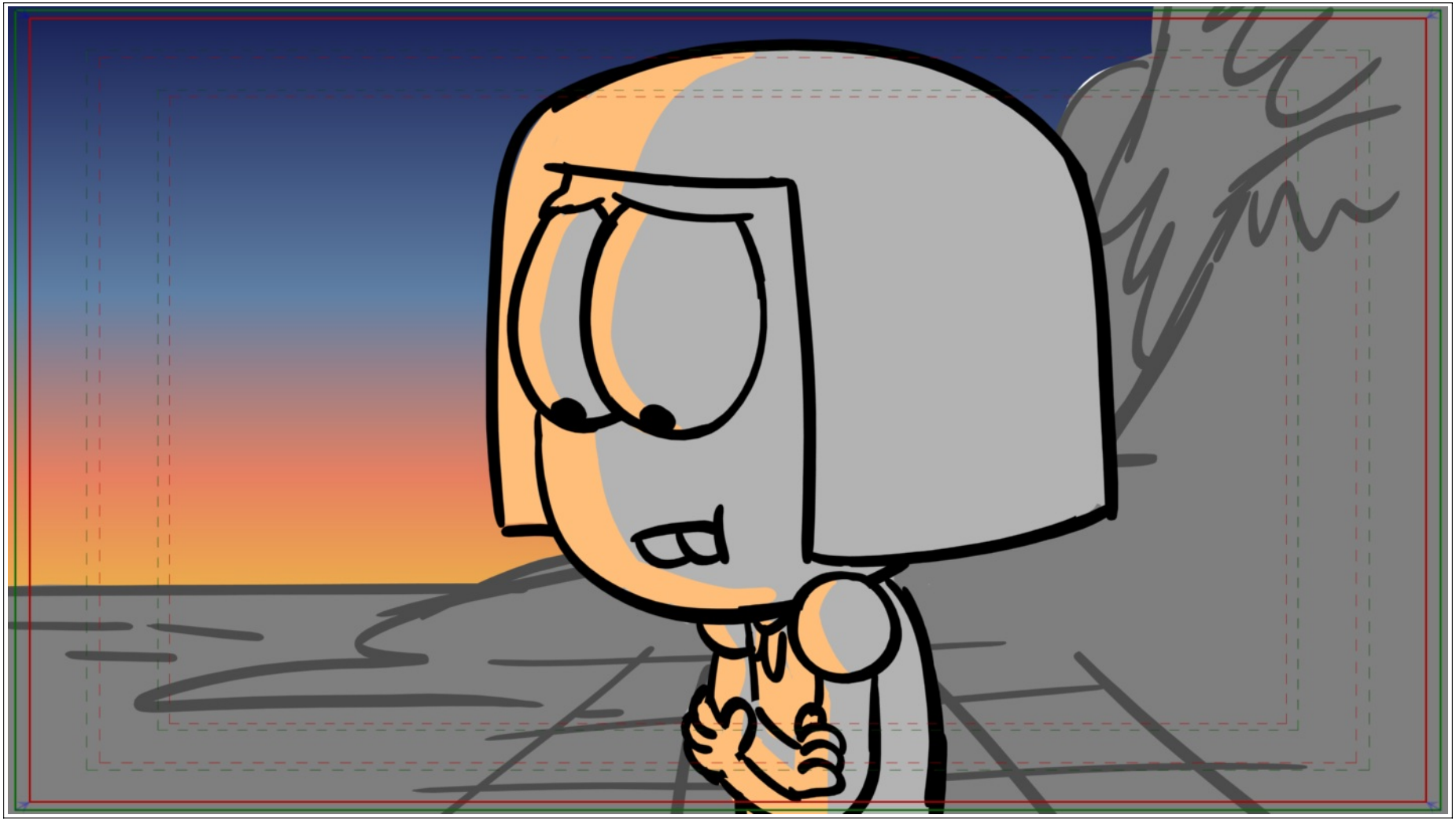
Dialog

BILL

...uh..

Scene 143

Panel 1



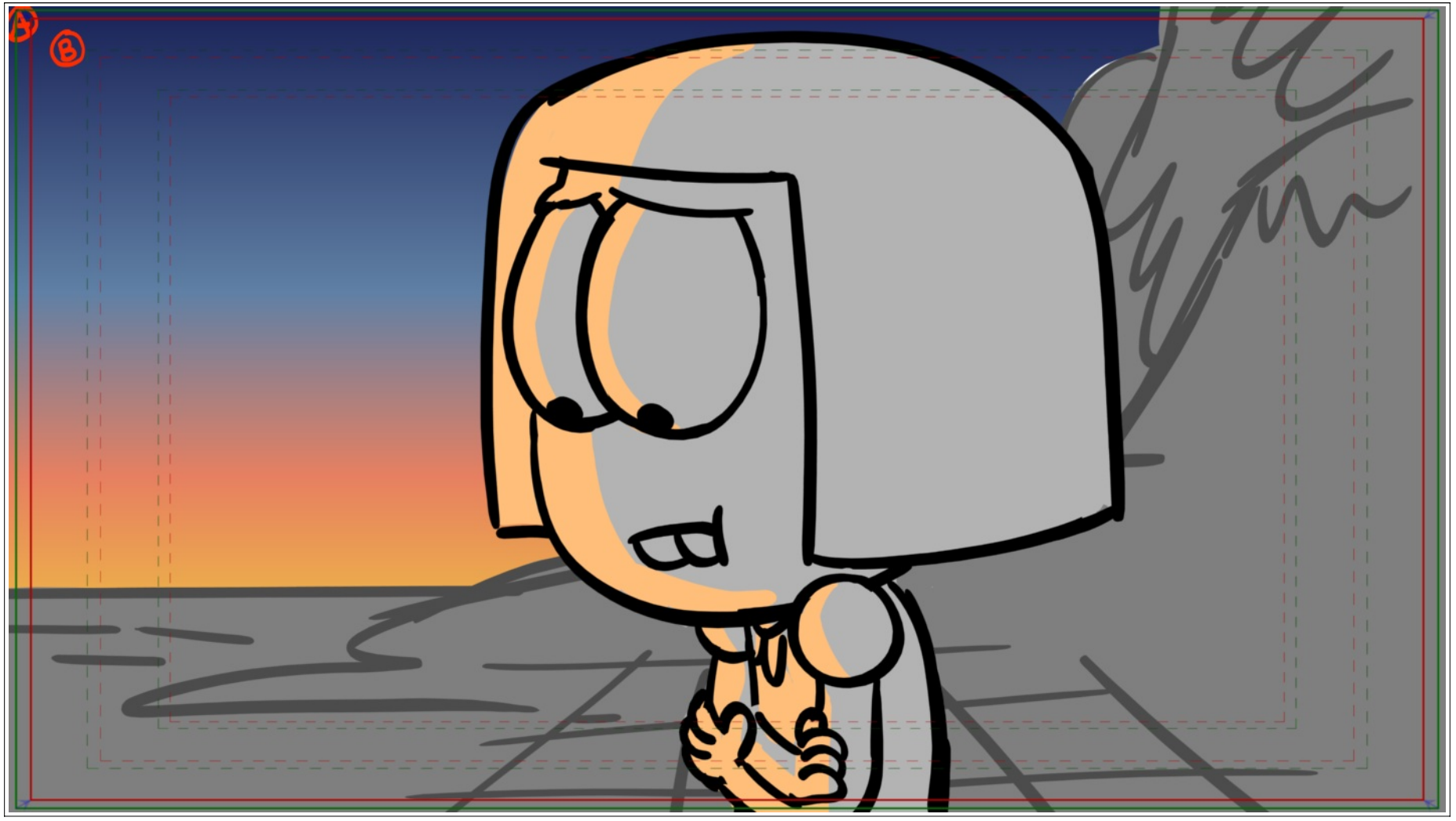
Dialog

BILL

a uh....

Scene 143

Panel 2



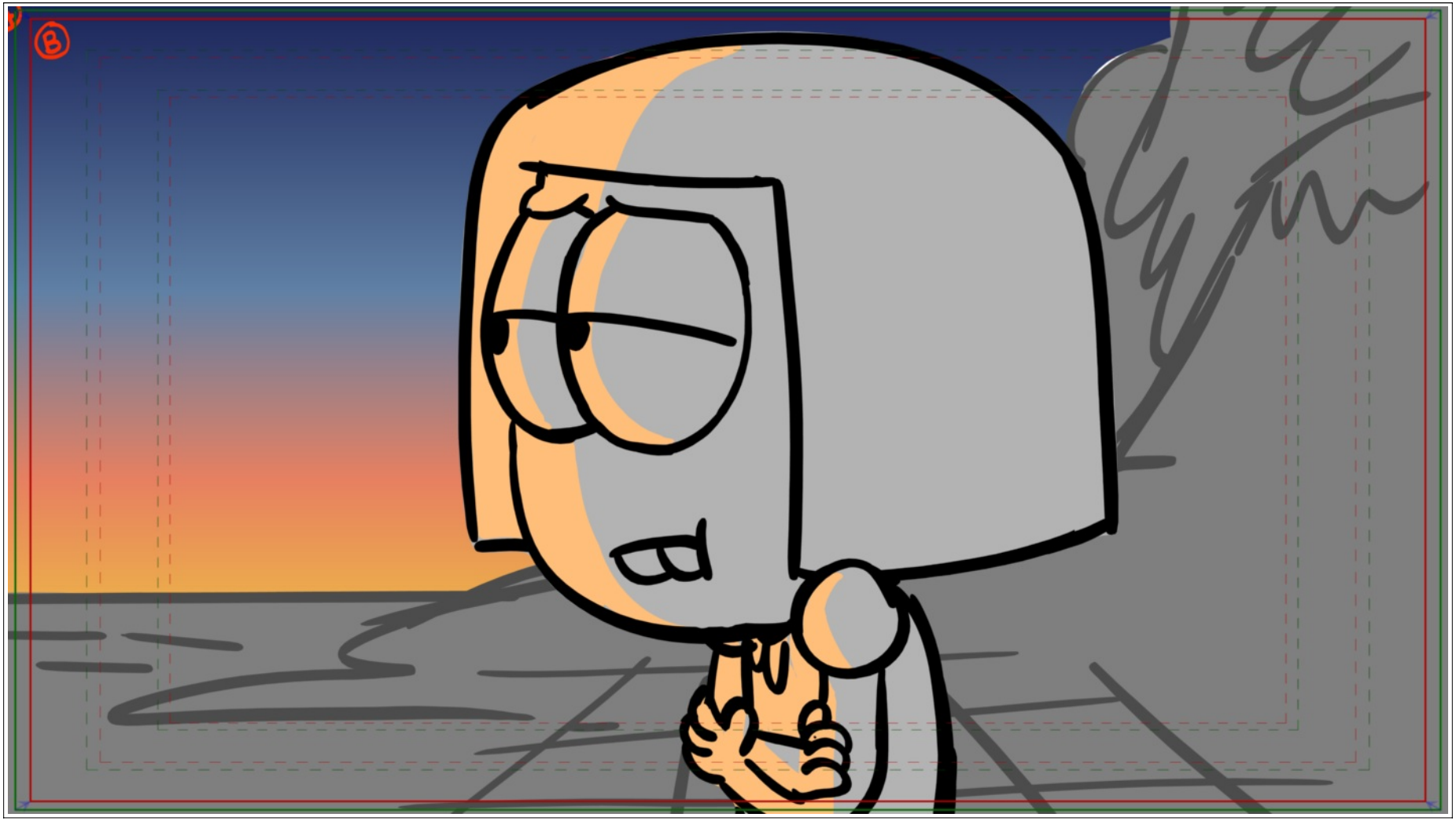
Dialog

BILL

a uh....

Scene 143

Panel 3



Dialog

BILL

a uh....

Scene 144

Panel 1



Dialog

BILL

...a--

Scene 144

Panel 2



Dialog

BILL

--good thing...

Scene 145

Panel 1



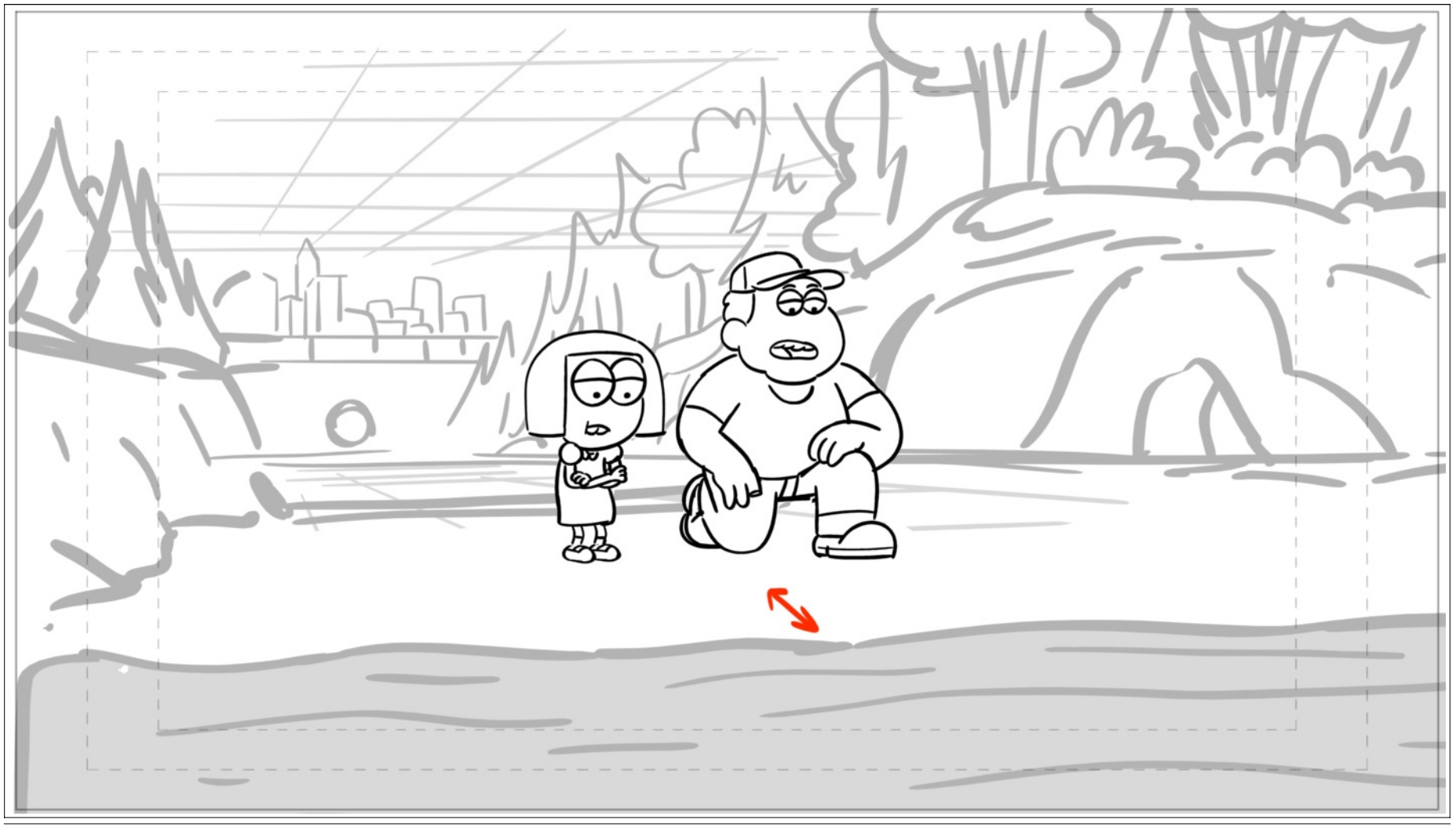
Dialog

BILL

(sigh) Tilly...

Scene 145

Panel 2

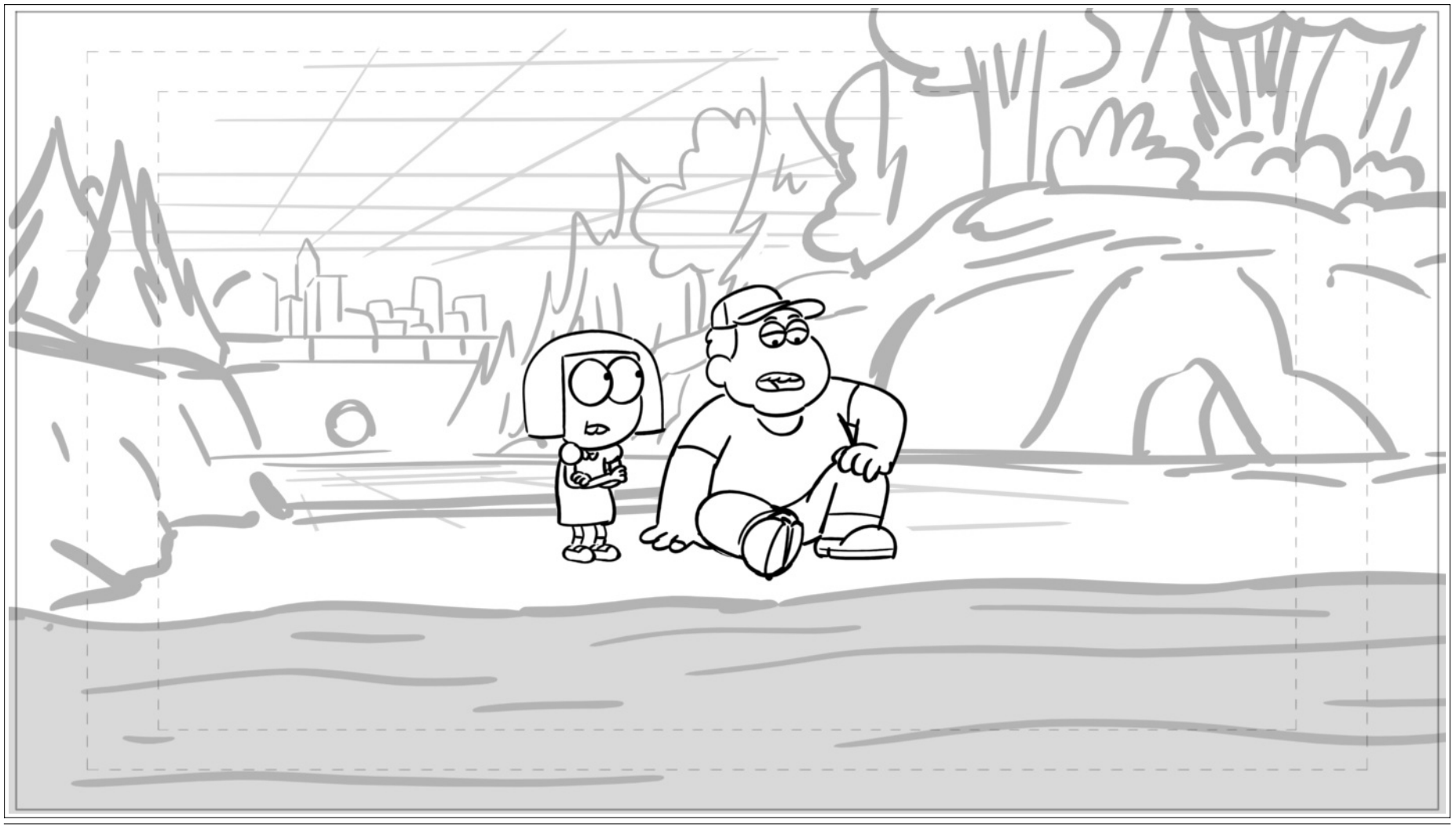


Dialog

BILL
(sigh) Tilly...

Scene 145

Panel 3



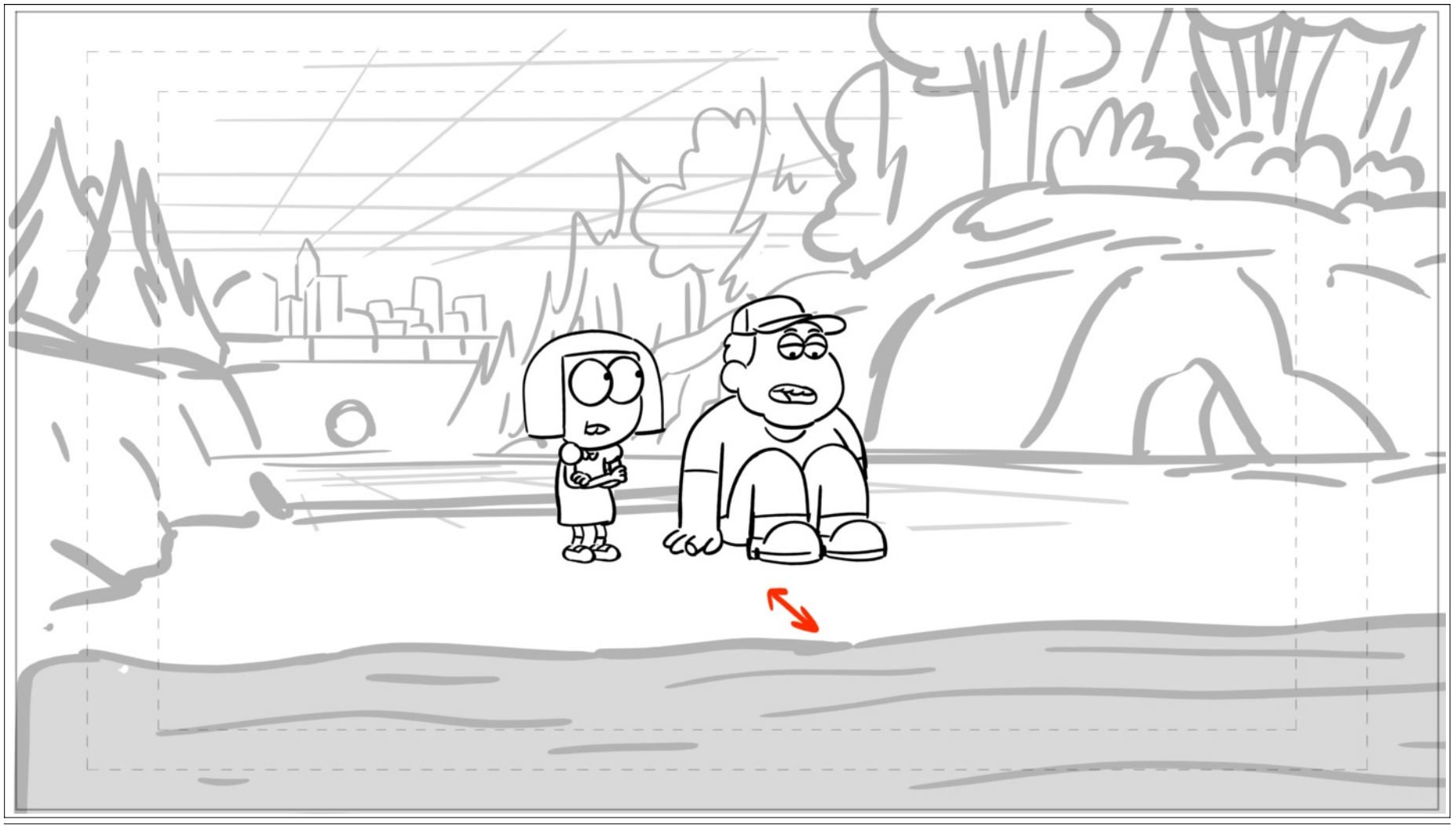
Dialog

BILL

we need to talk

Scene 145

Panel 4



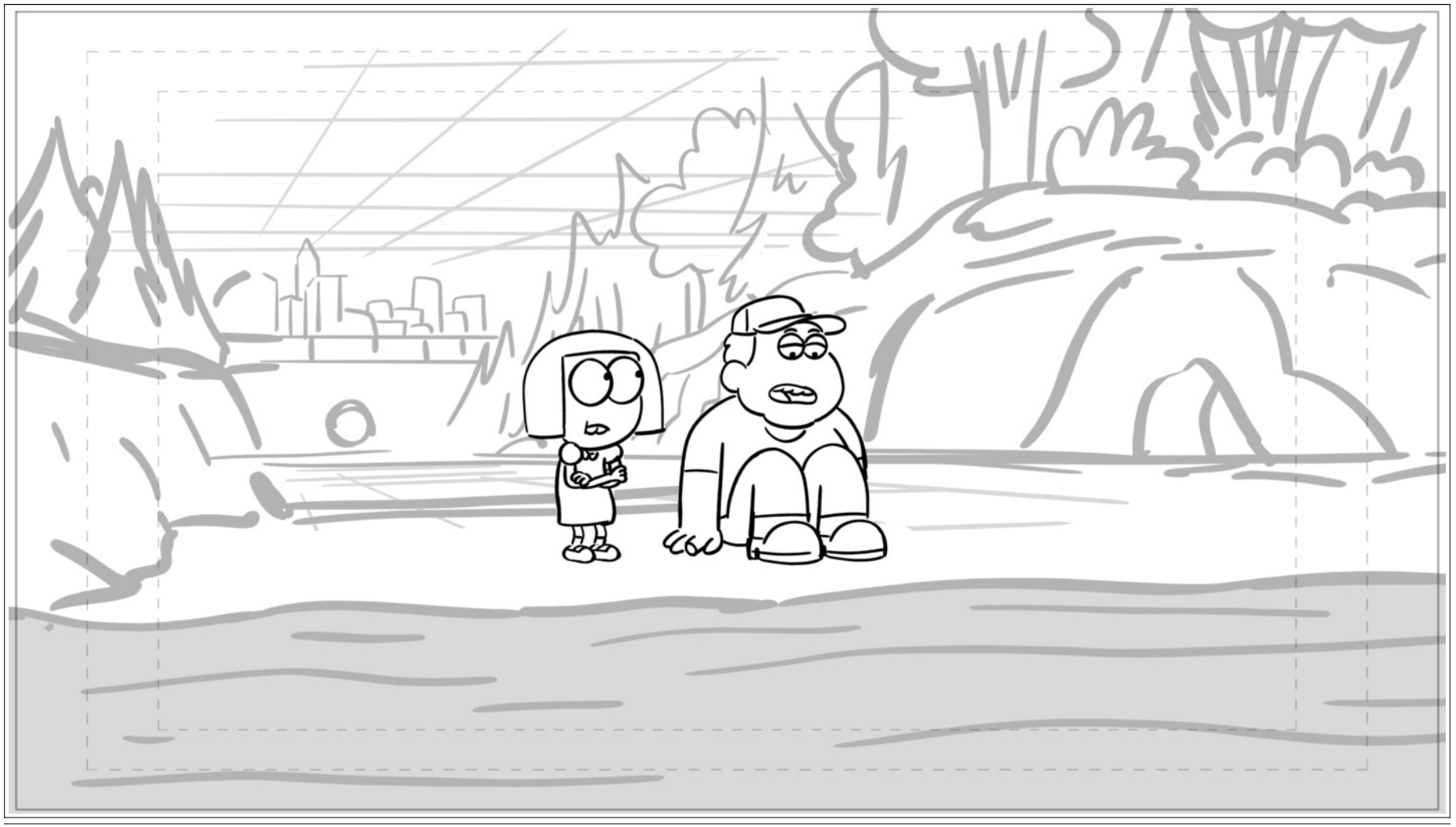
Dialog

BILL

we need to talk

Scene 145

Panel 5



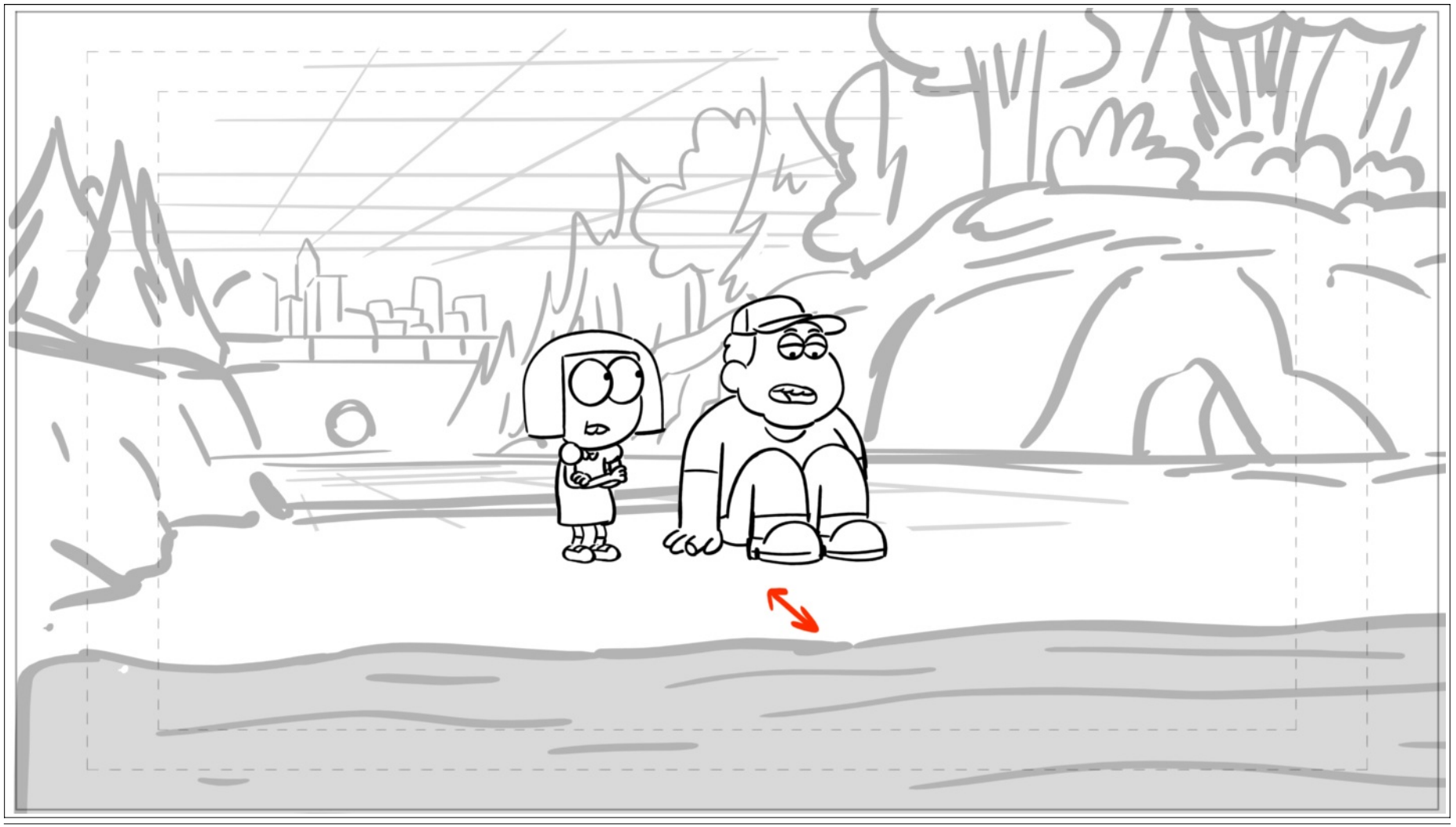
Dialog

BILL

we need to talk

Scene 145

Panel 6



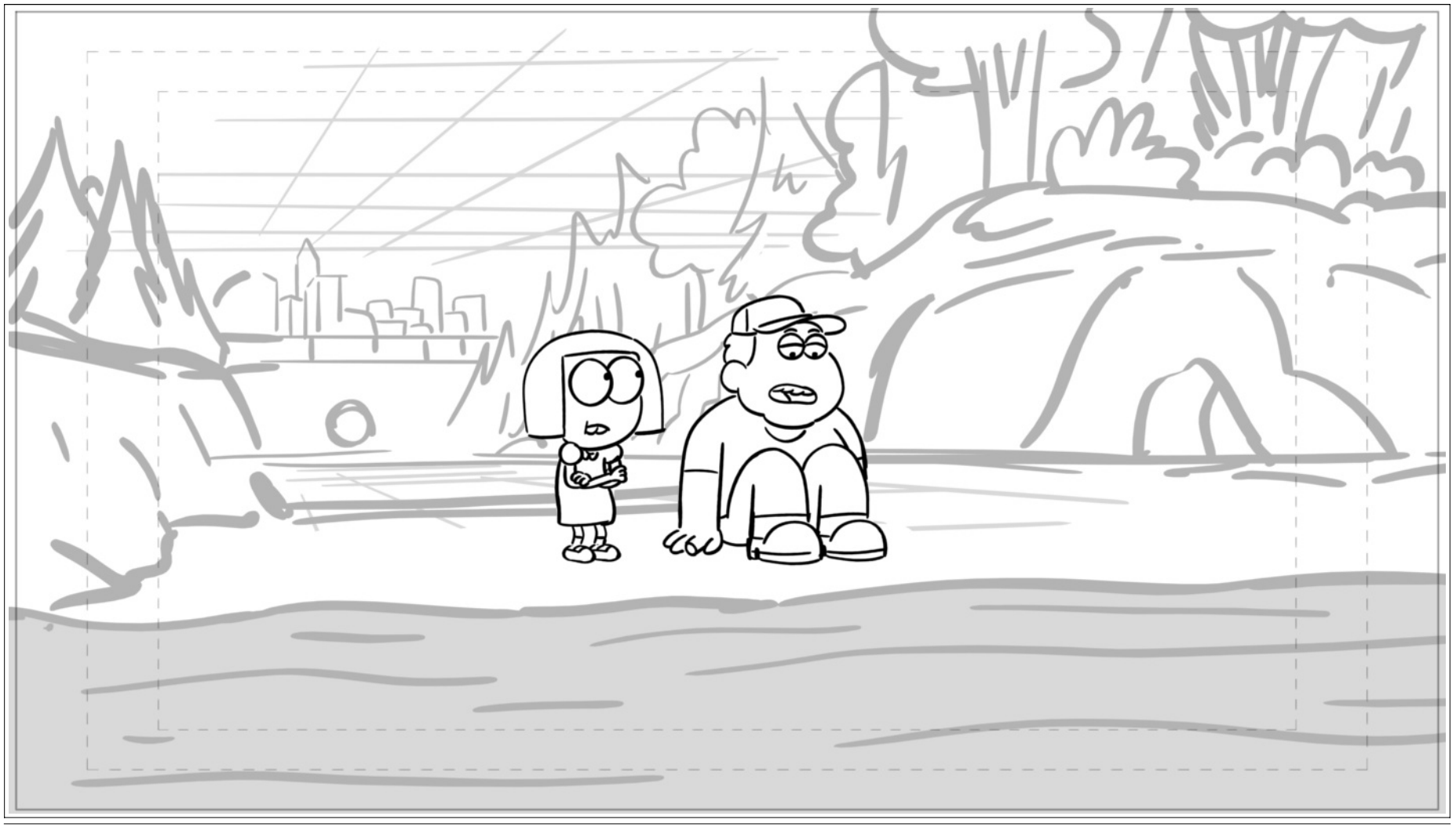
Dialog

BILL

we need to talk

Scene 145

Panel 7



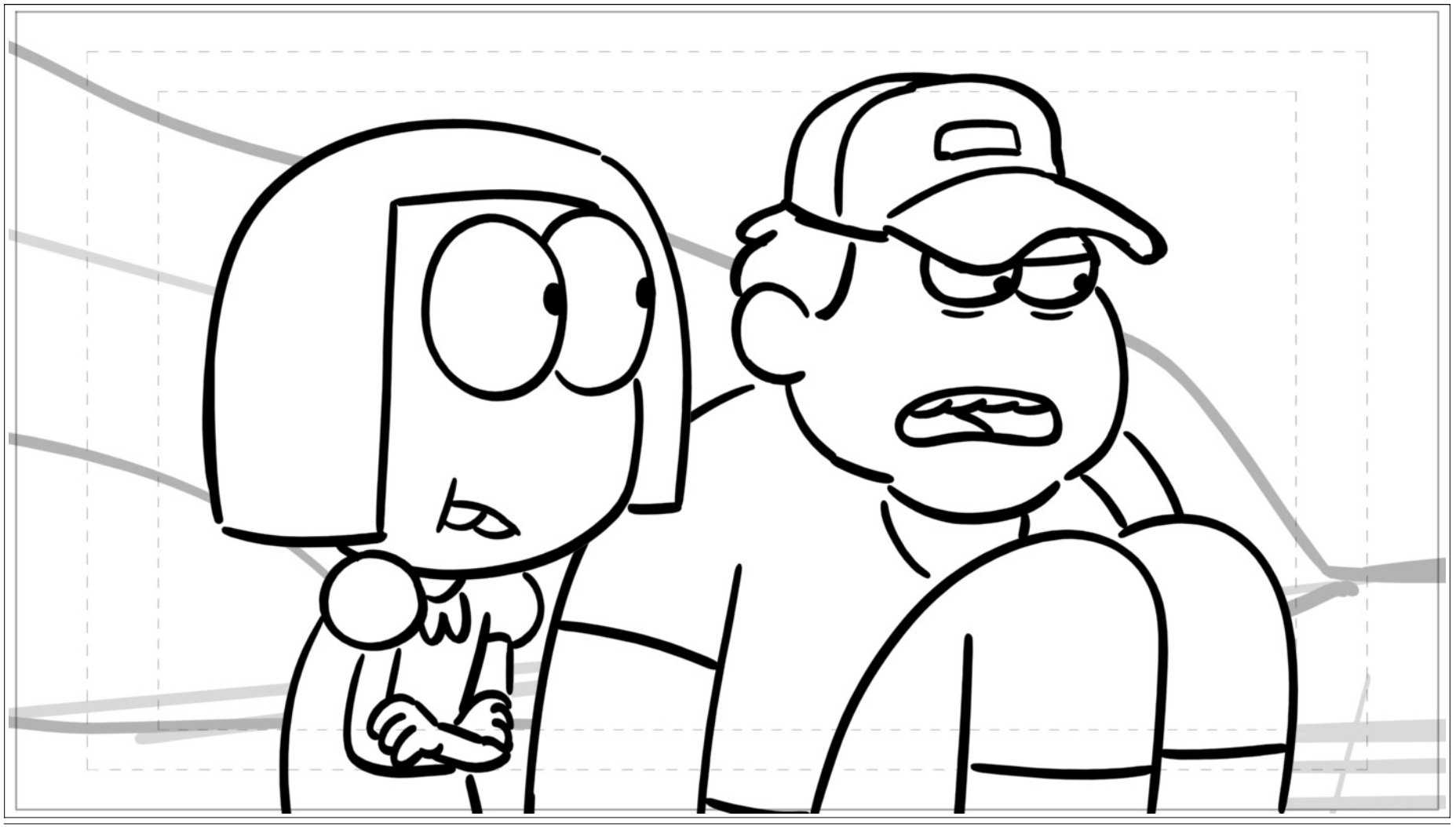
Dialog

BILL

we need to talk

Scene 146

Panel 1

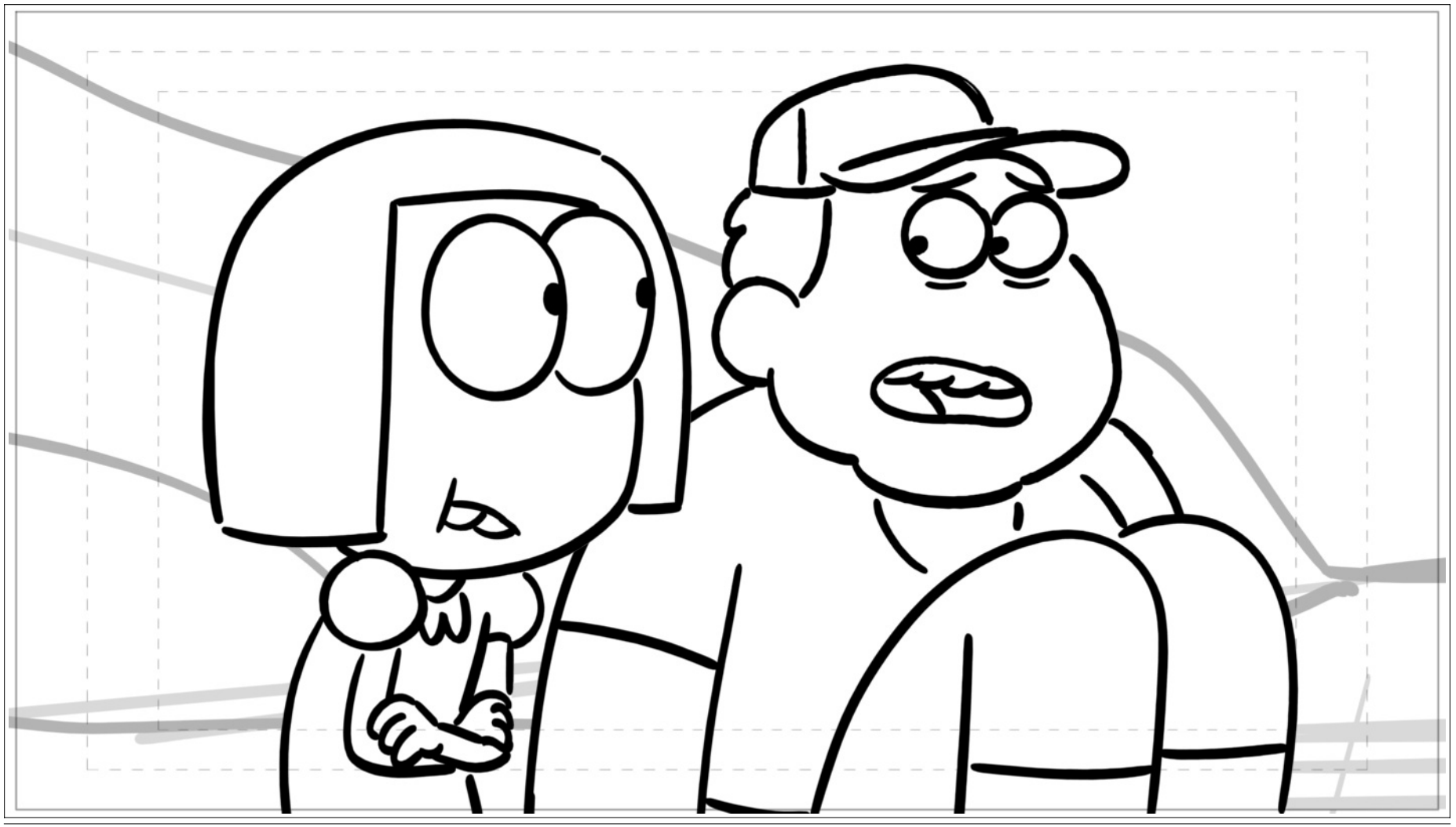


Dialog

BILL

I didn't flush cougho on accident..

Scene 146 Panel 2

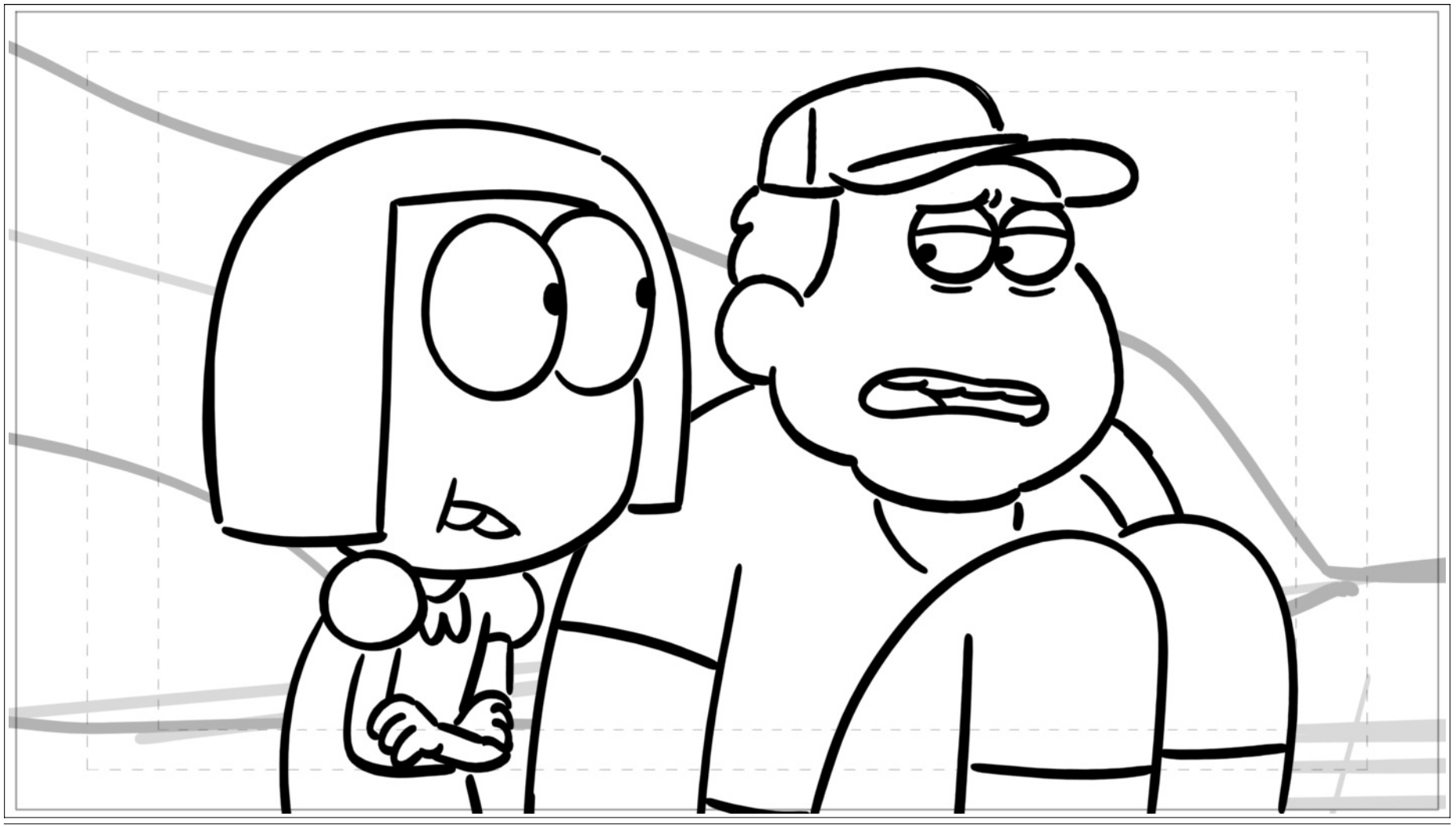


Dialog

BILL

Cougho was very sick and...

Scene 146 Panel 3

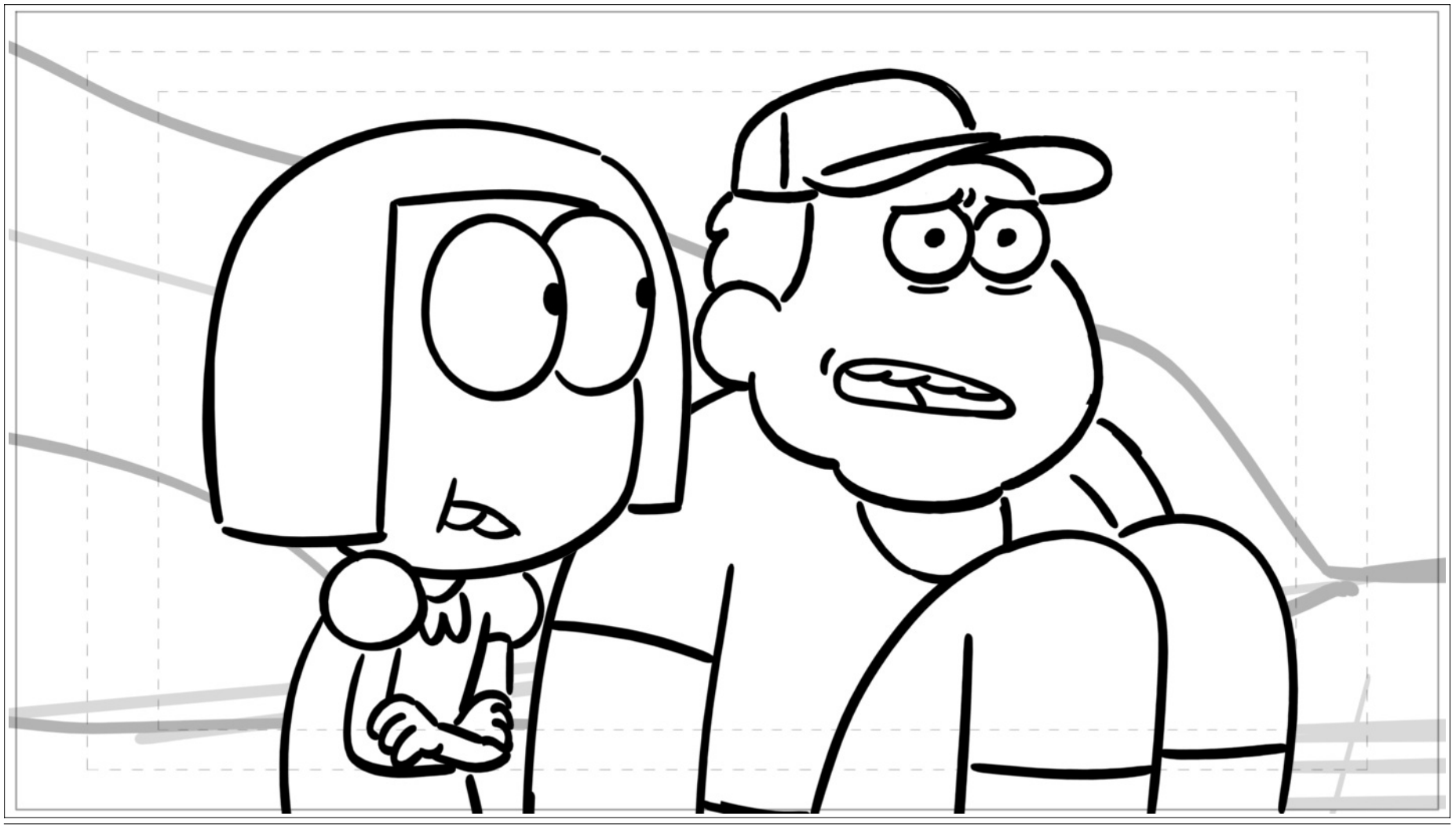


Dialog

BILL
passed away this morning.

Scene 146

Panel 4

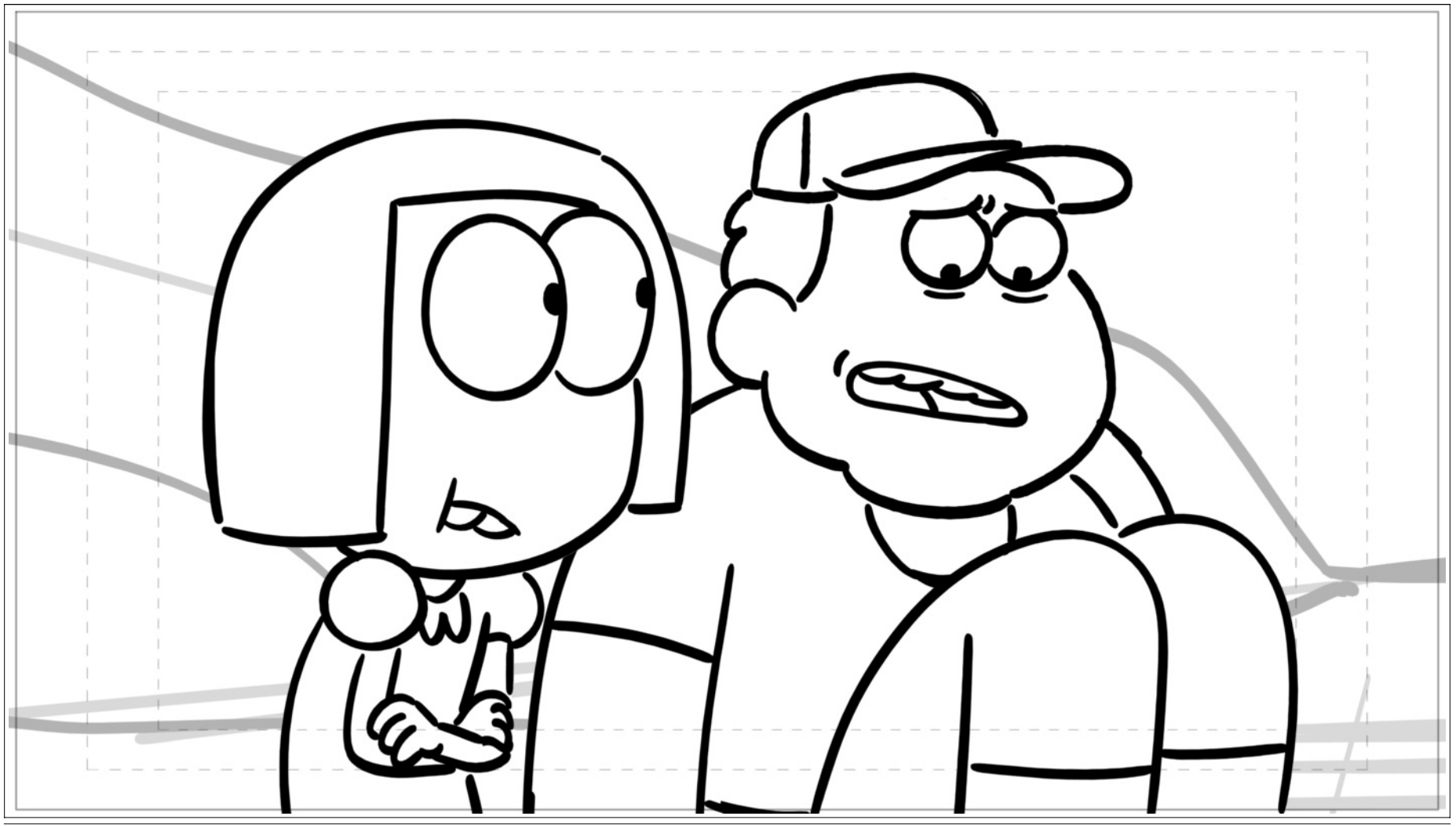


Dialog

BILL

after I found out,

Scene 146 Panel 5

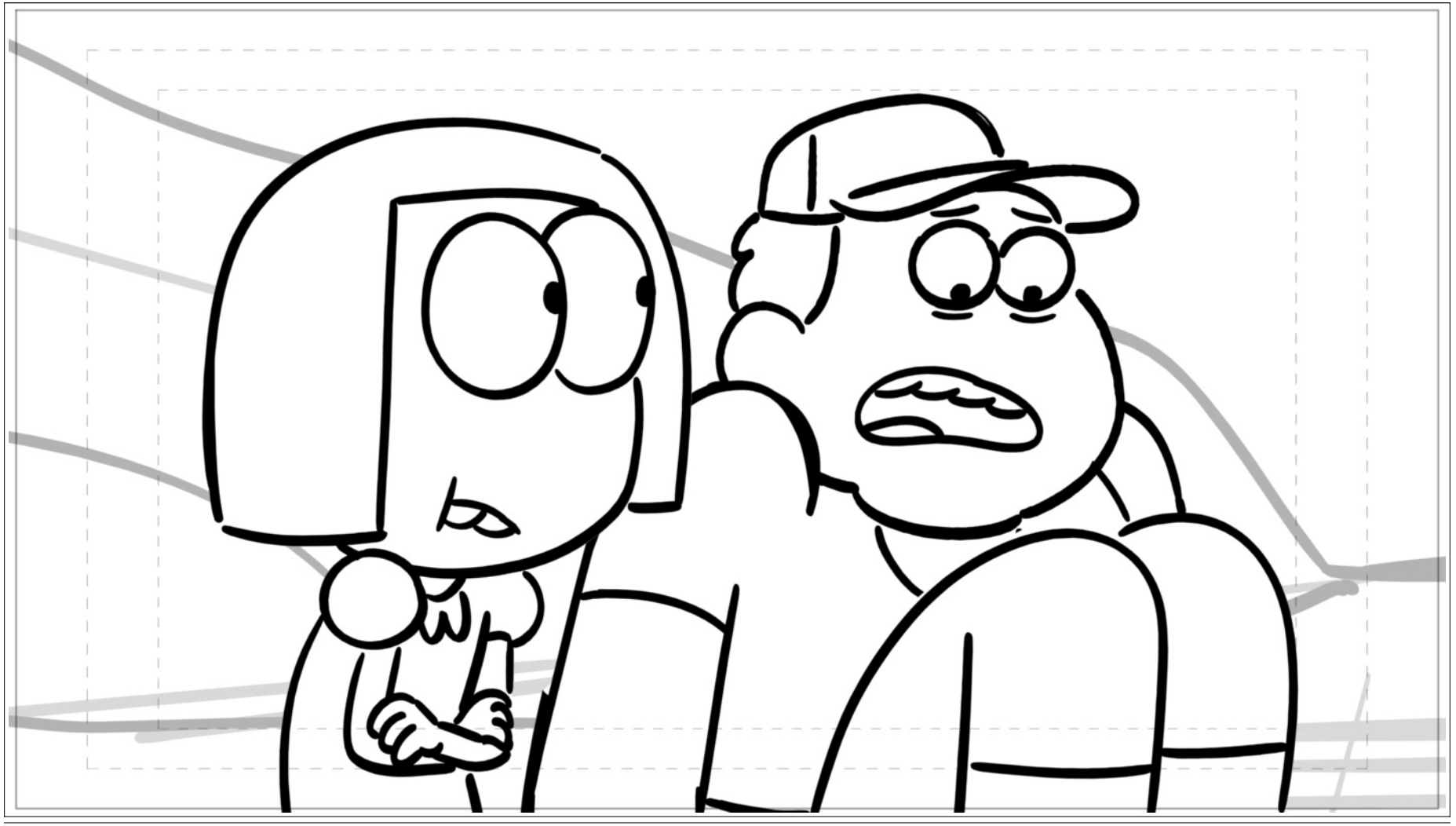


Dialog

BILL

I flushed him because I--

Scene 146 Panel 6



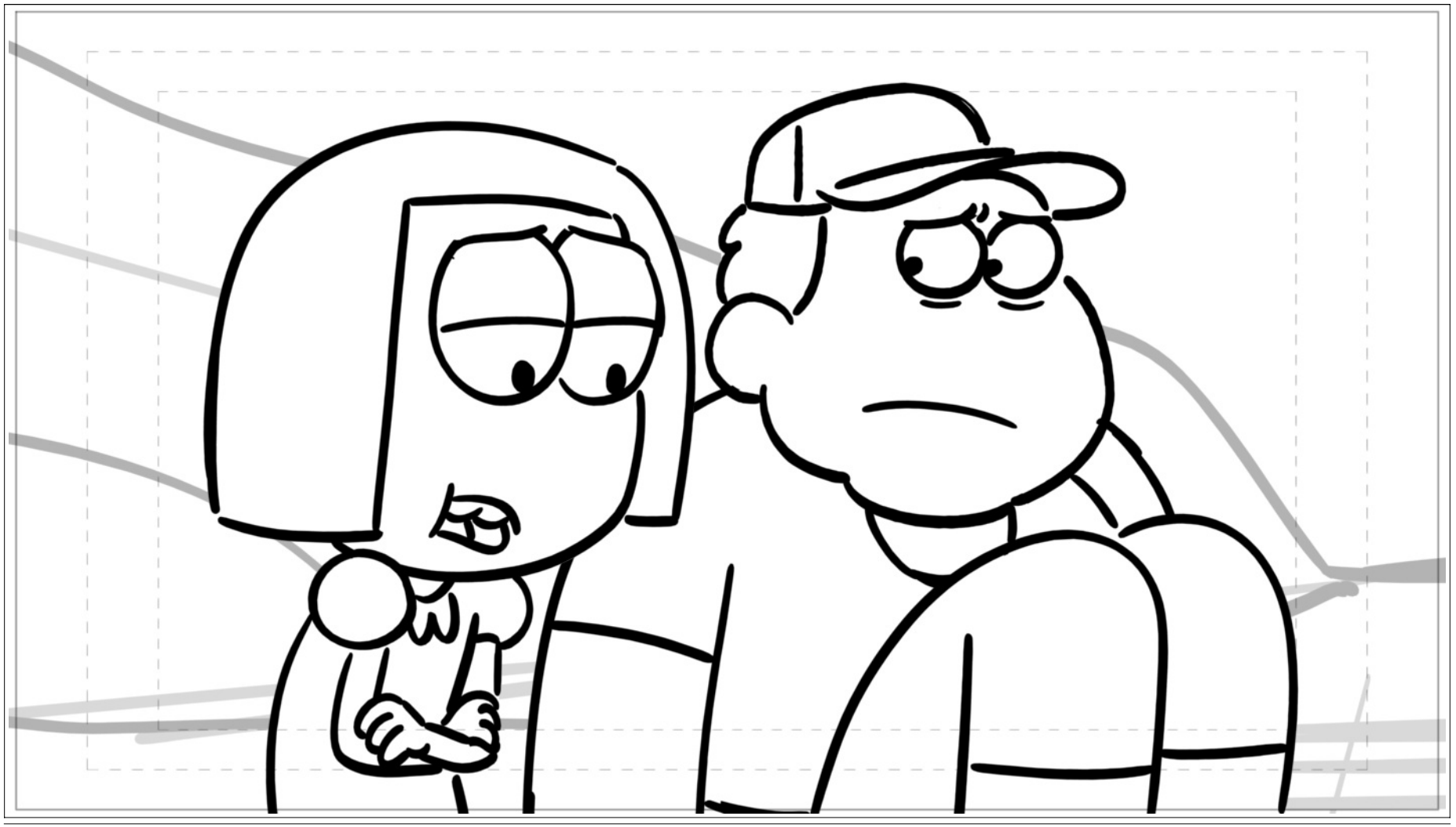
Dialog

BILL

--didnt want you to know he died.

Scene 146

Panel 7



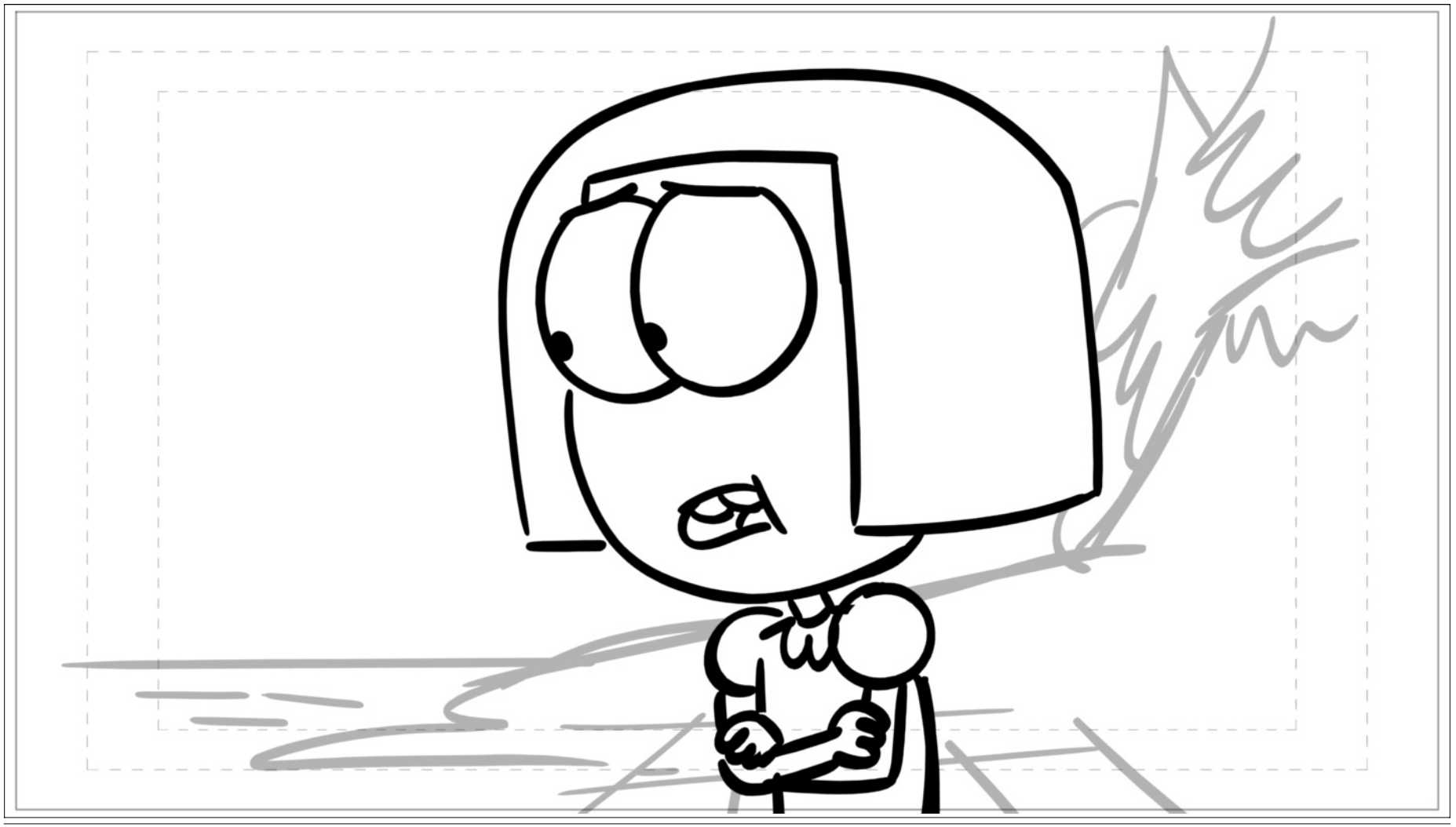
Dialog

TILLY

oh... I see...

Scene 147

Panel 1



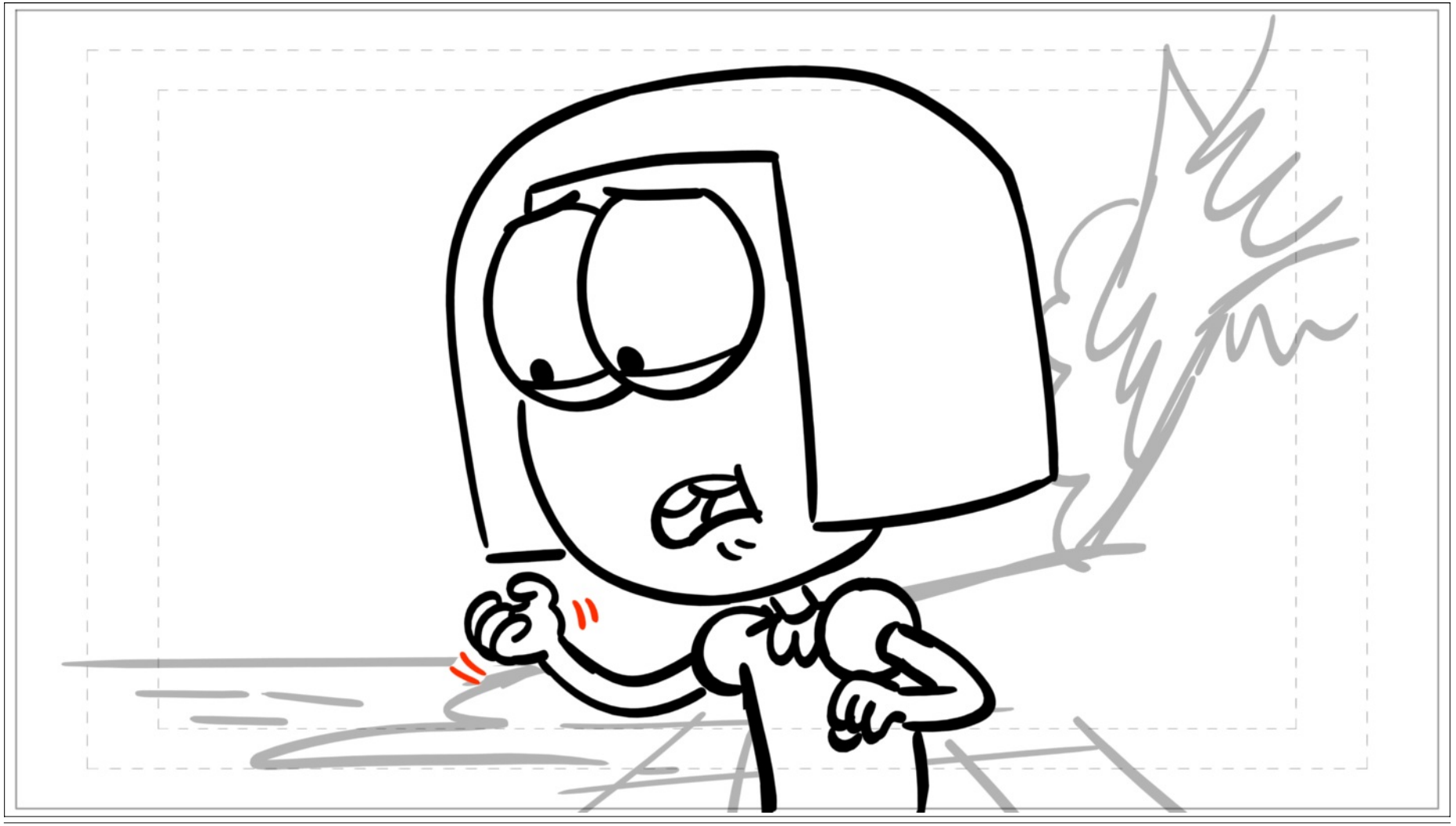
Dialog

TILLY

quite surprising--

Scene 147

Panel 2

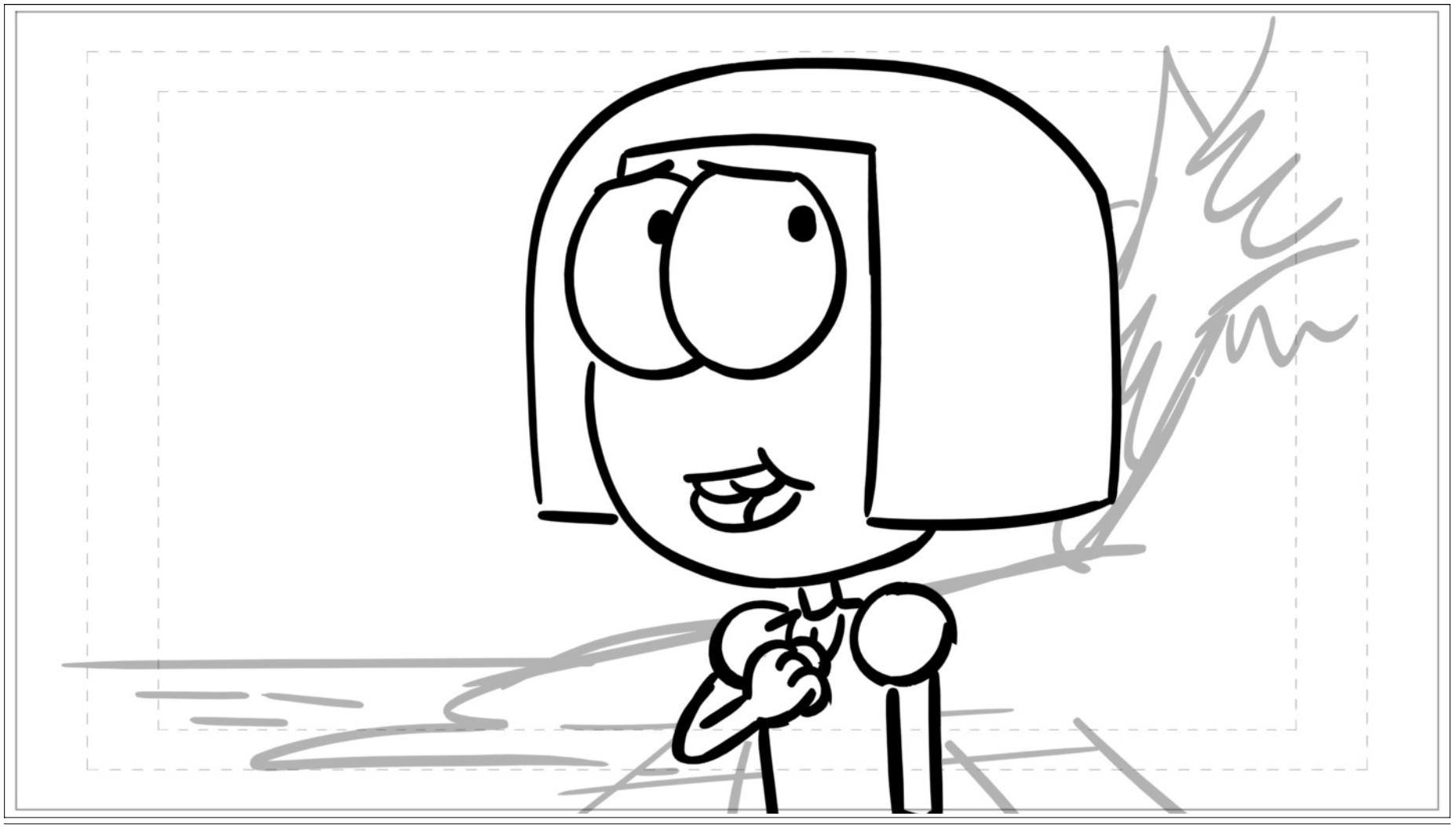


Dialog

TILLY

--he had such vitality..

Scene 147 Panel 3



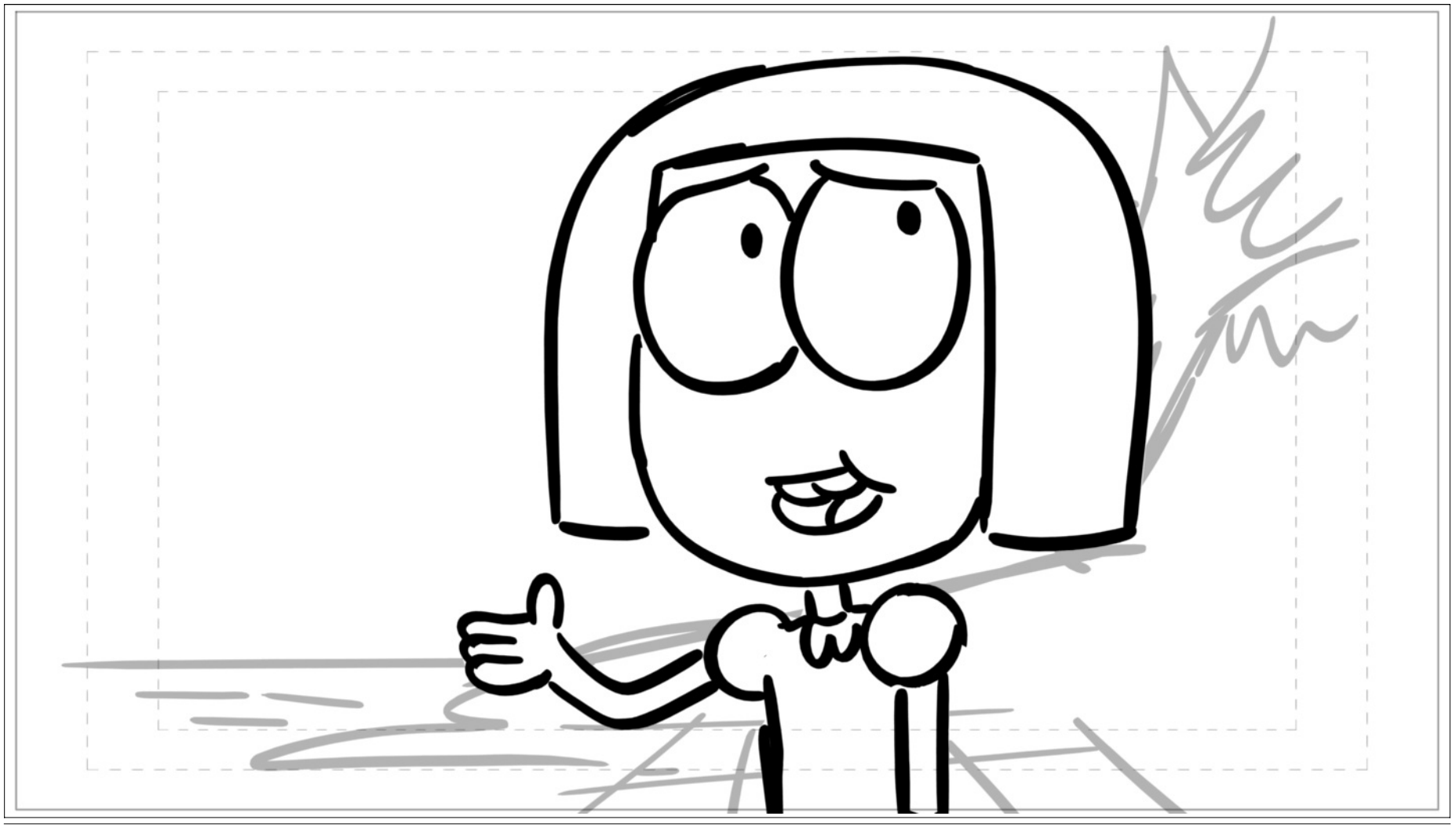
Dialog

TILLY

but i'm happy to know the truth about what happened to him.

Scene 147

Panel 4



Dialog

TILLY

why didn't you tell me sooner?

Scene 148

Panel 1



Dialog

BILL

i'm sorry sweetie.

Scene 148

Panel 2



Dialog

BILL

I just...

Scene 148

Panel 3



Dialog

BILL

I guess I just didnt want you to be sad.

Scene 148

Panel 4



Dialog

BILL

and I thought that if I spared you from feeling grief, you could avoid it.

Scene 148

Panel 5



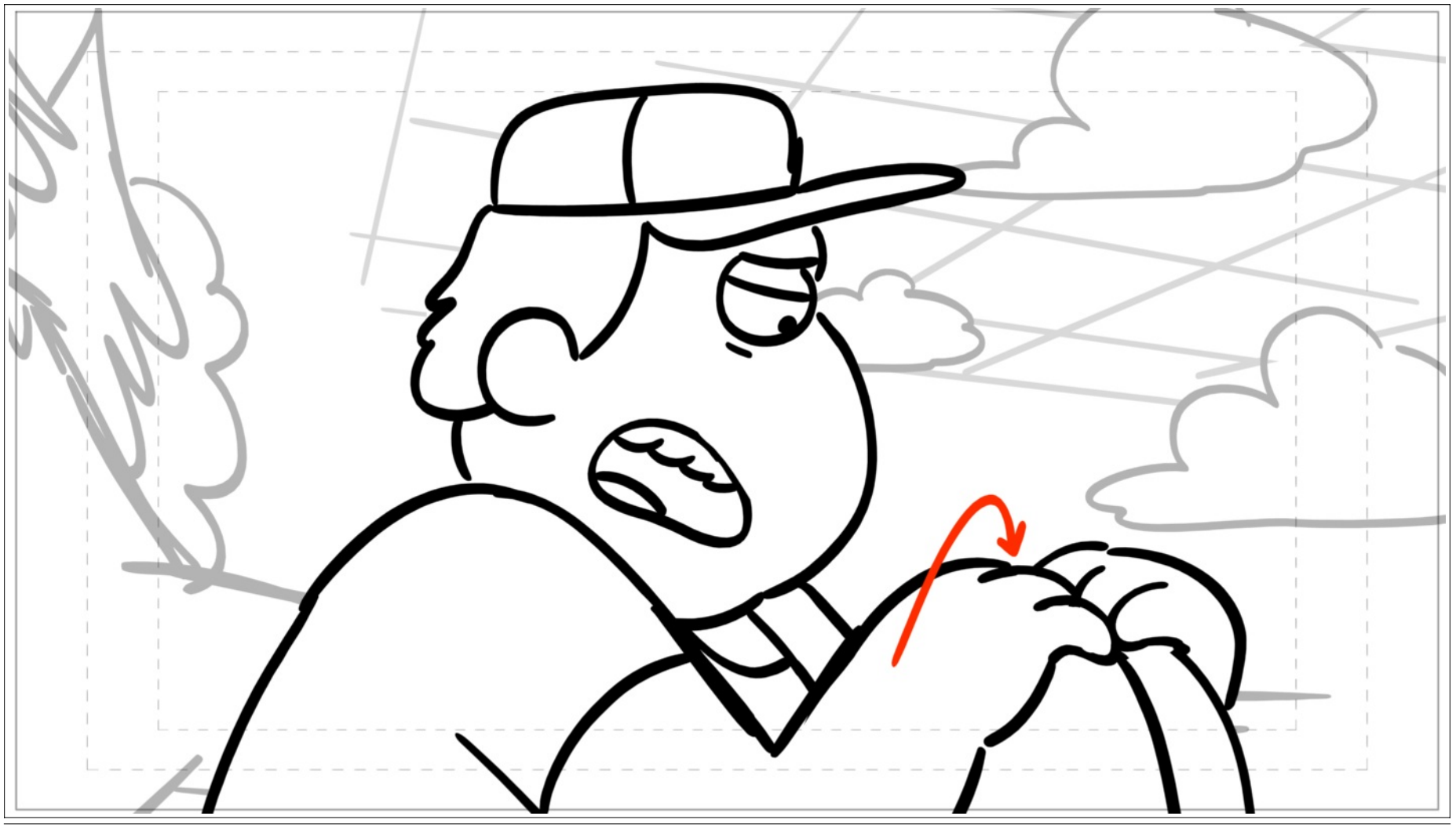
Dialog

BILL

I guess thats what I did with todd...

Scene 148

Panel 6



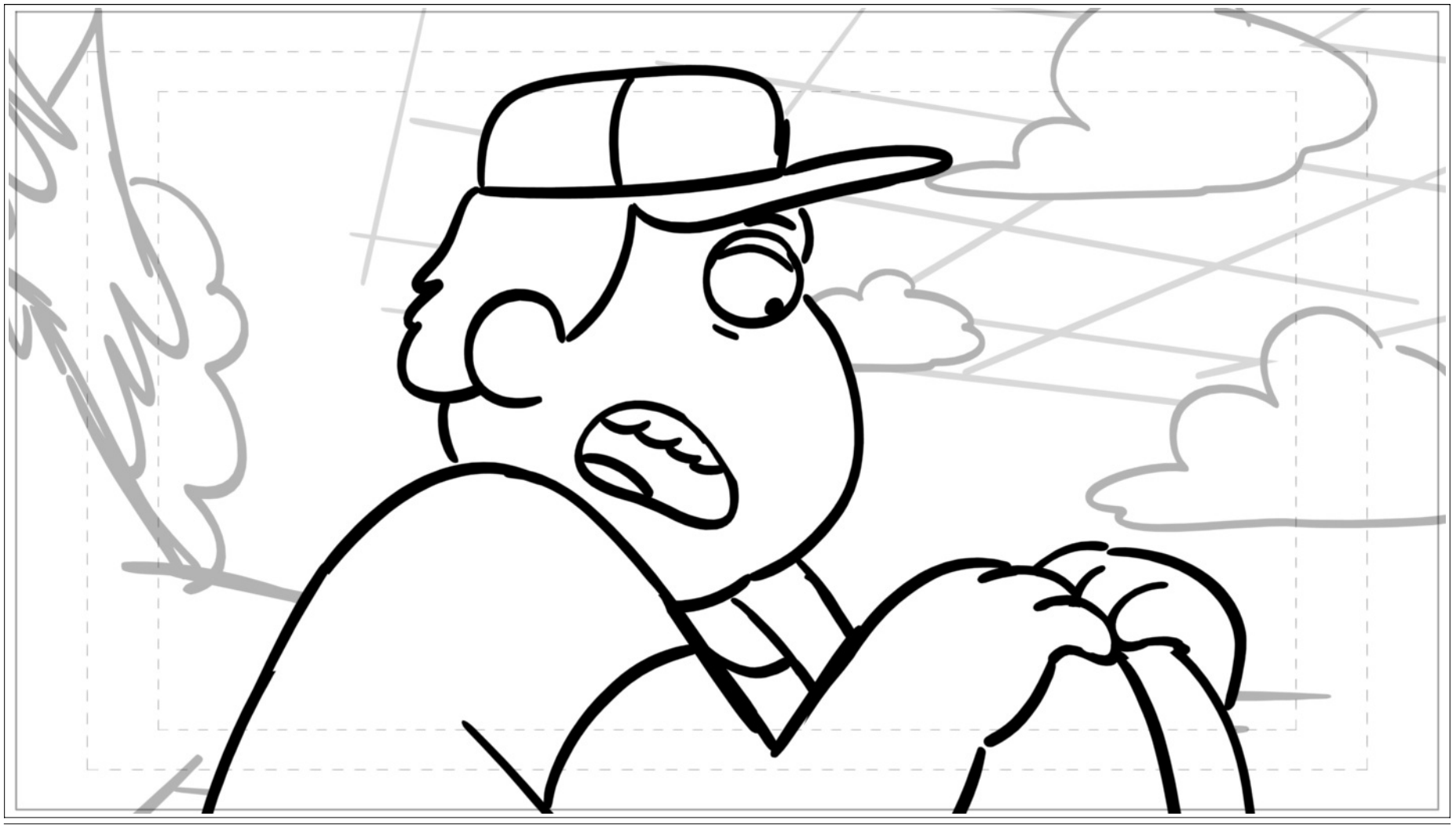
Dialog

BILL

avoided--

Scene 148

Panel 7

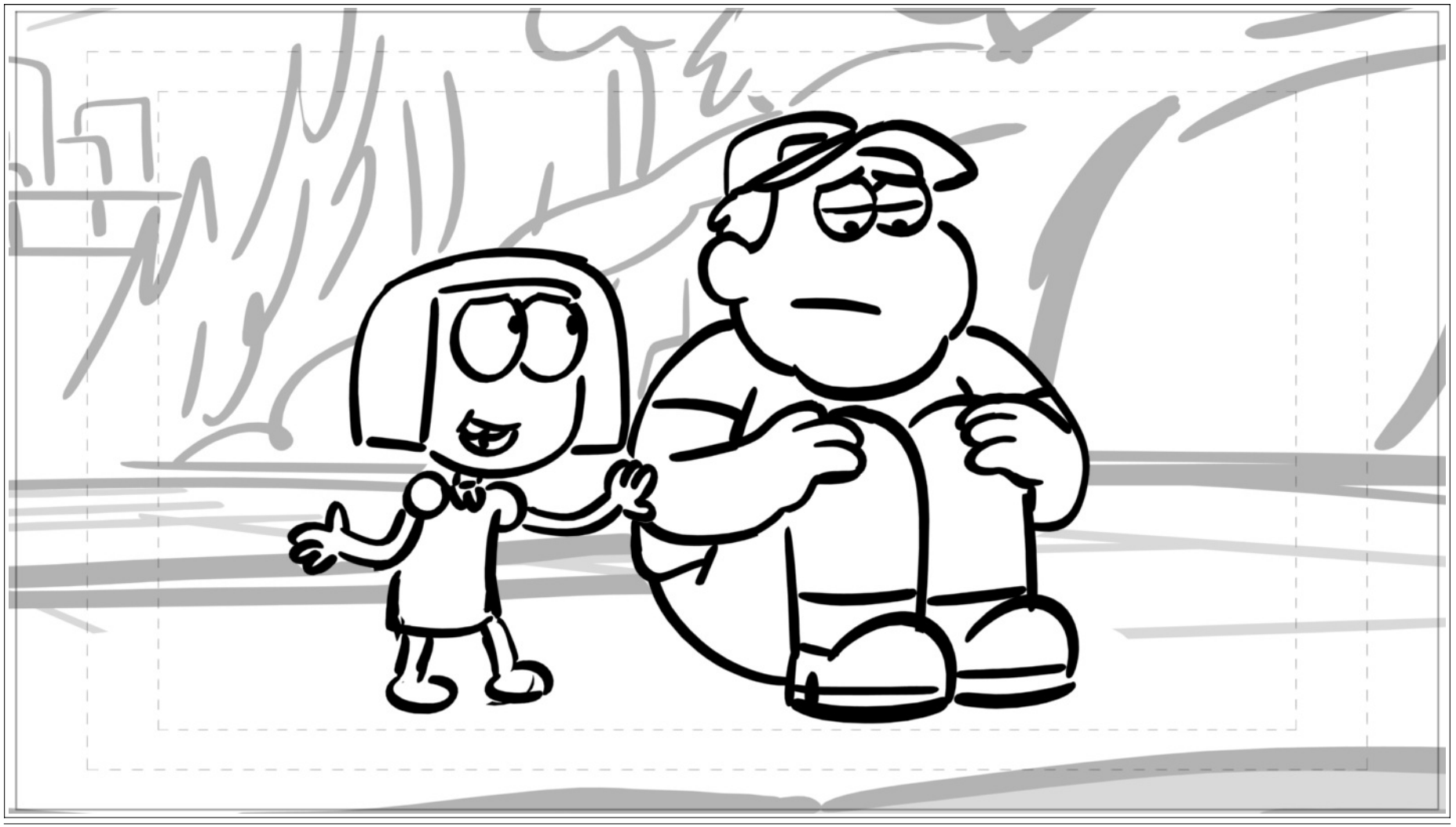


Dialog

BILL

--feeling it.

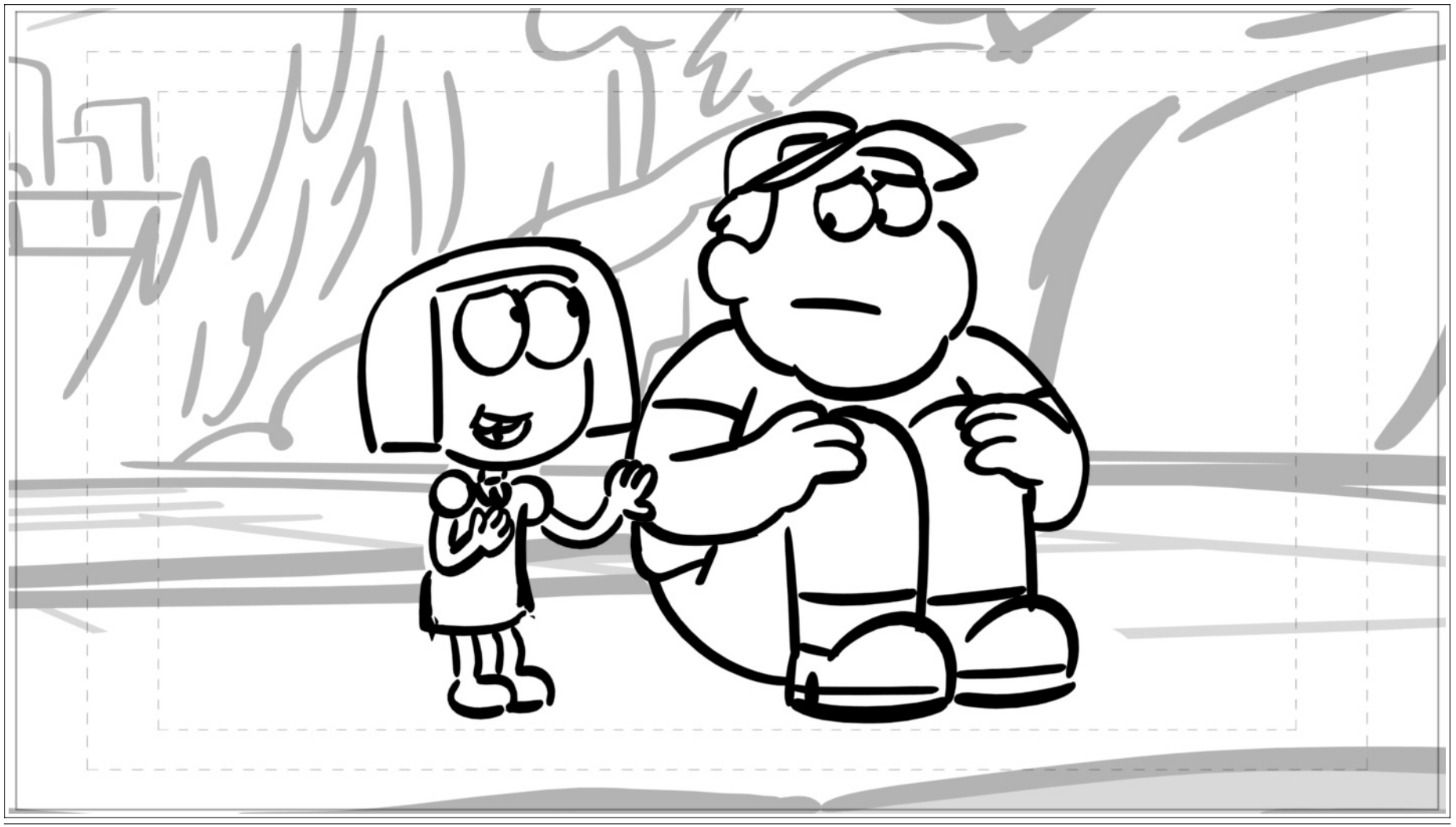
Scene 149 Panel 1



Dialog

TILLY
but papa, grief is a part of life.

Scene 149 Panel 2

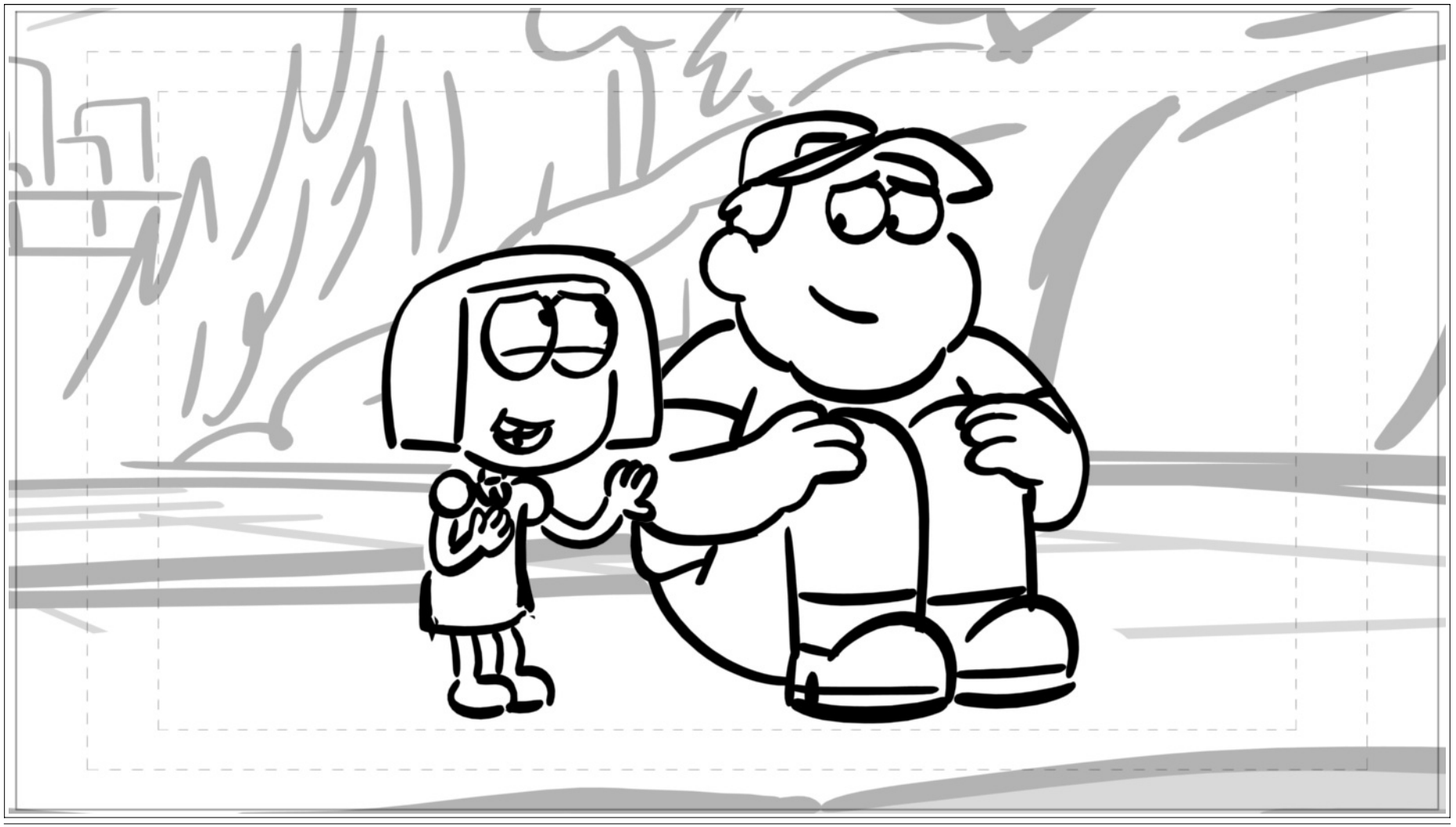


Dialog

TILLY

The best way for me to get over the loss of cougho is to

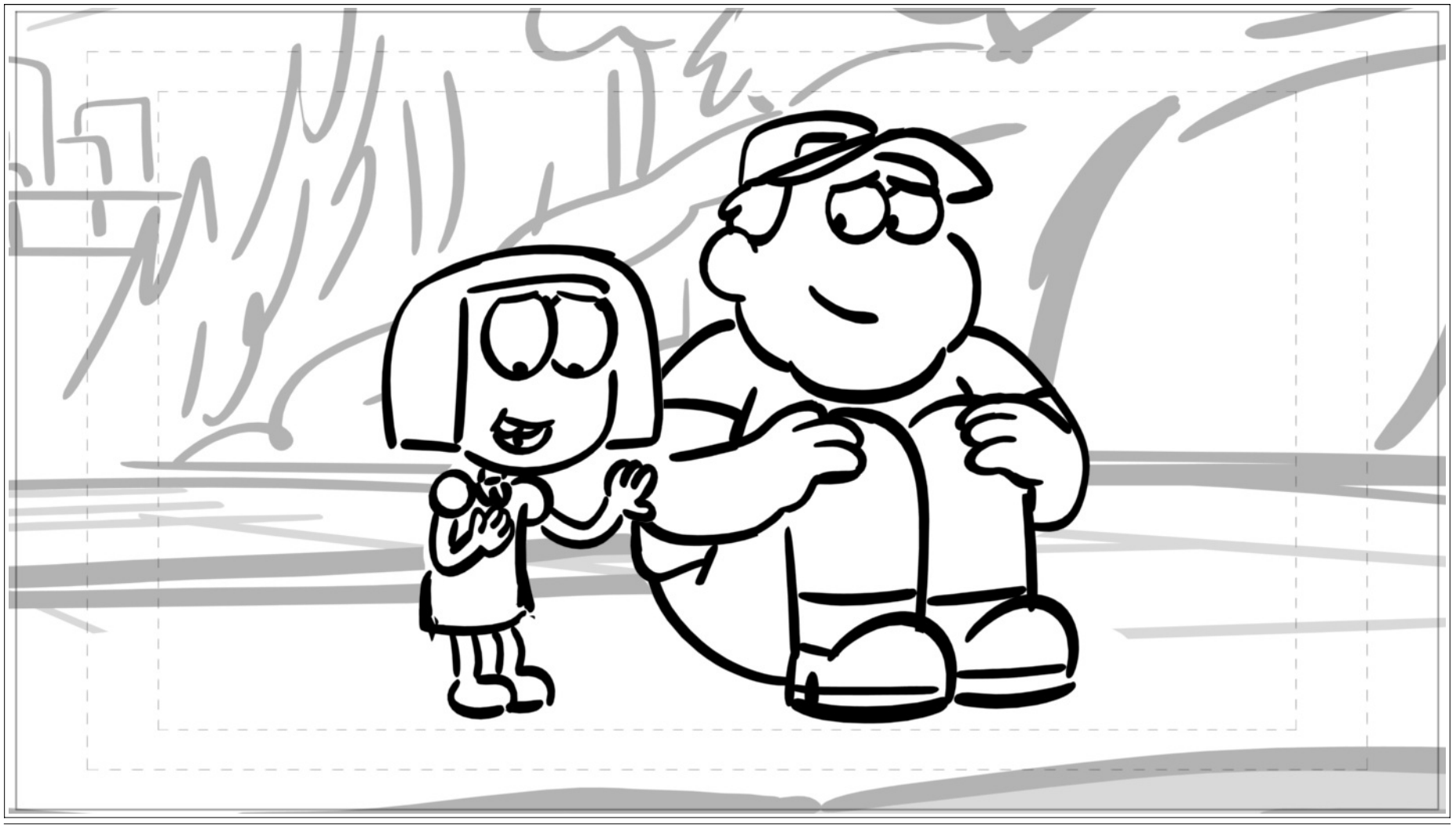
Scene 149 Panel 3



Dialog

TILLY
--feel his loss.

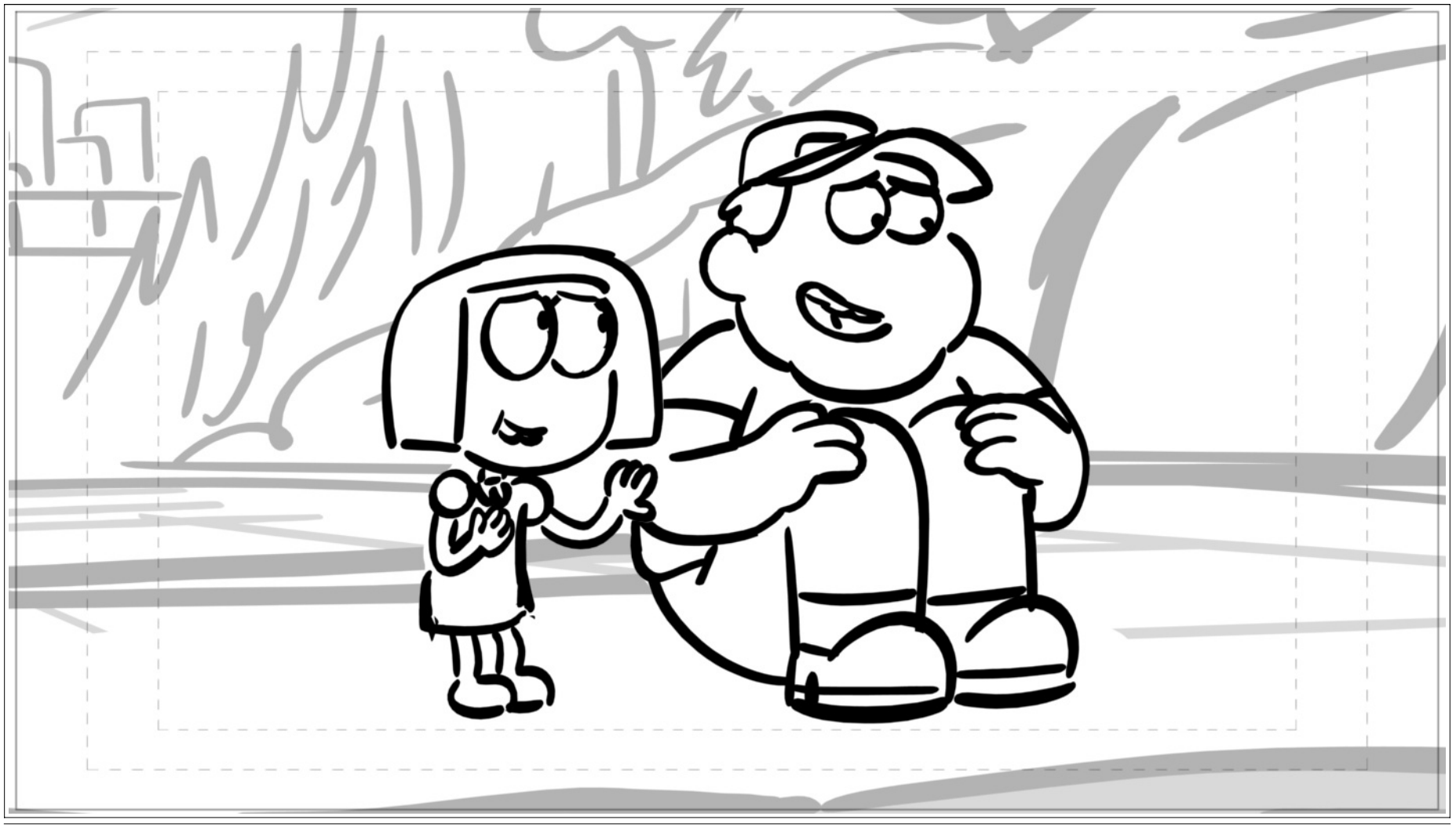
Scene 149 Panel 4



Dialog

TILLY
because it means I loved him.

Scene 149 Panel 5

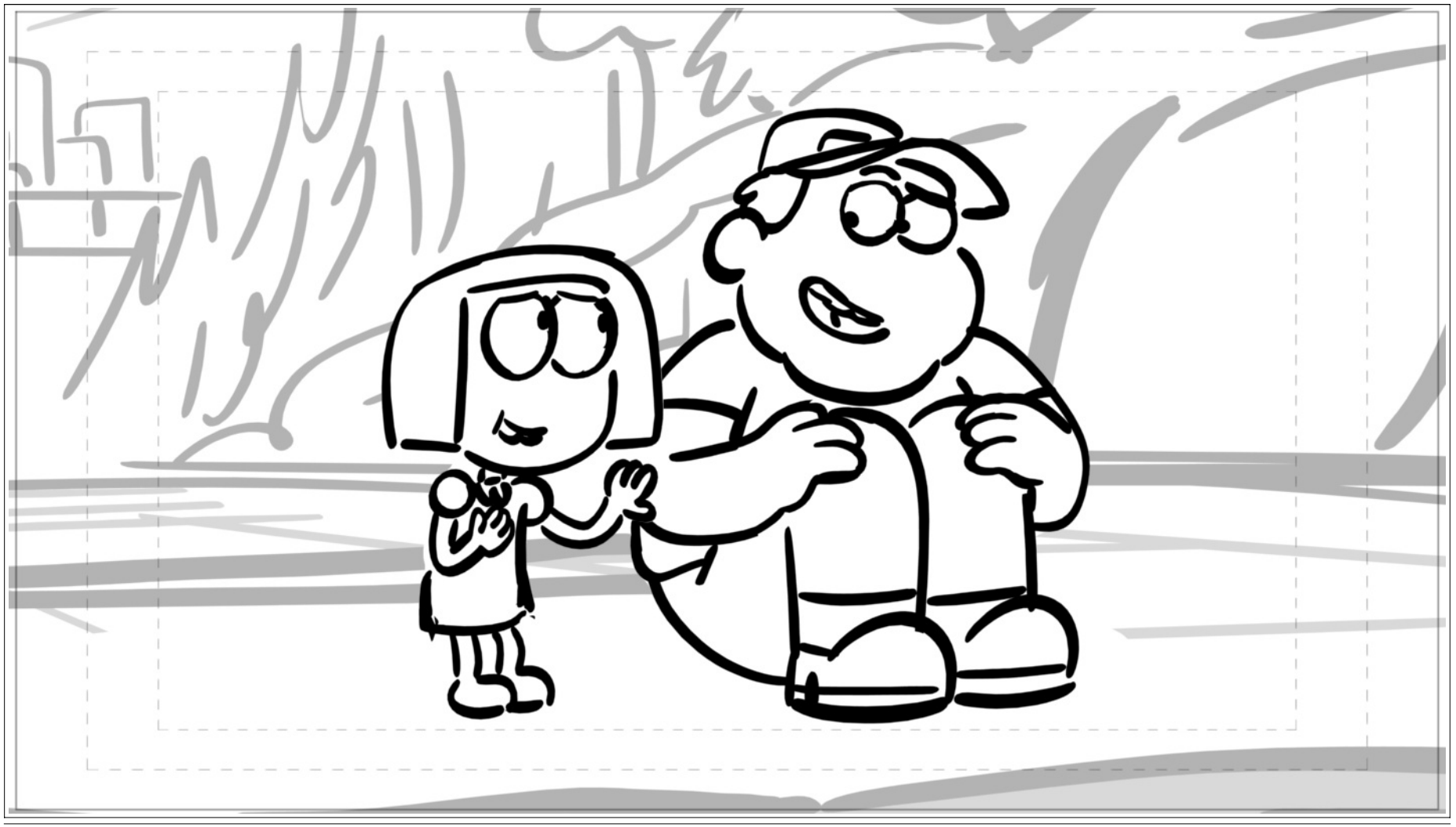


Dialog

BILL

yea...

Scene 149 Panel 6

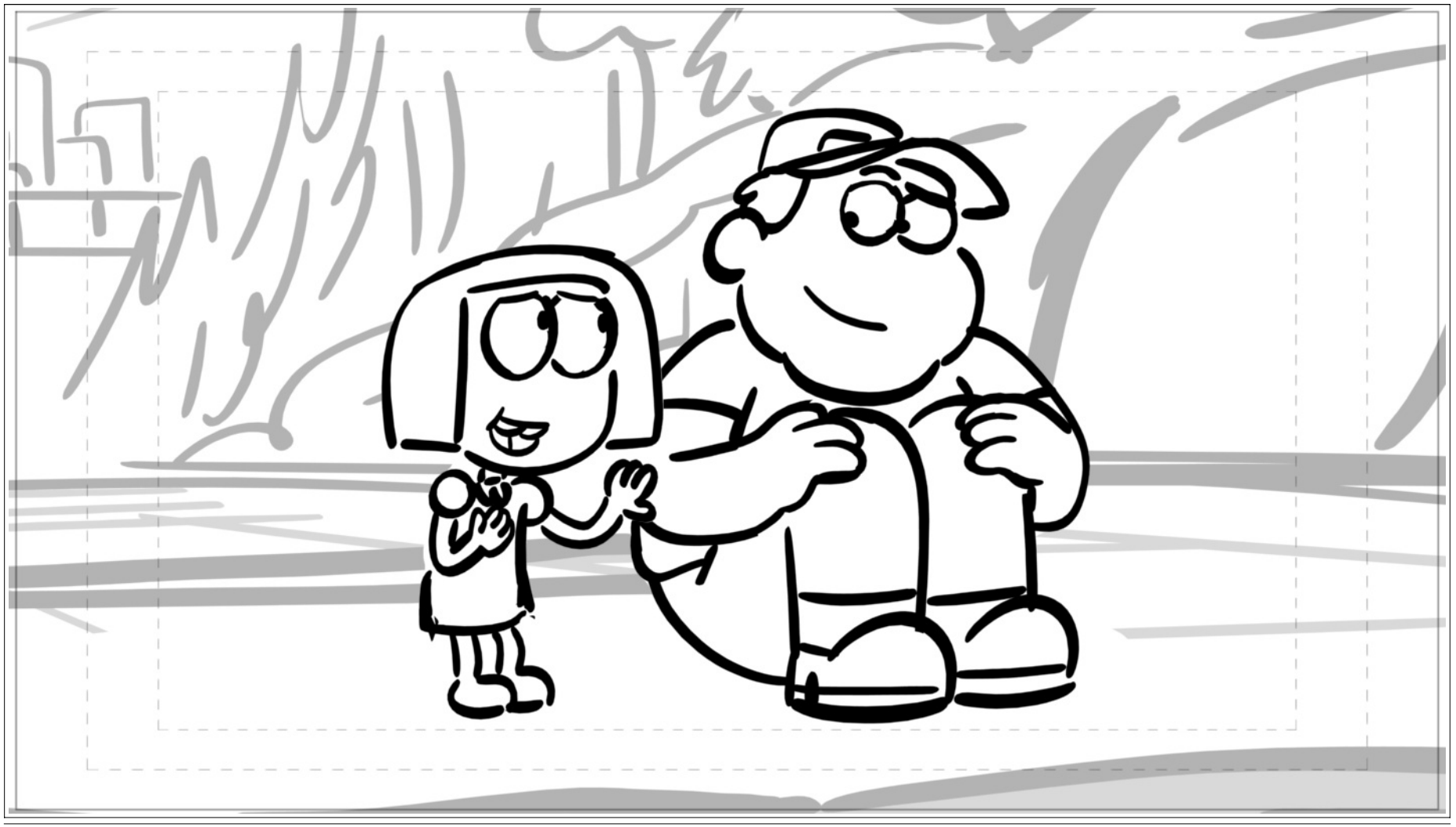


Dialog

BILL
that probably makes more sense.

Scene 149

Panel 7

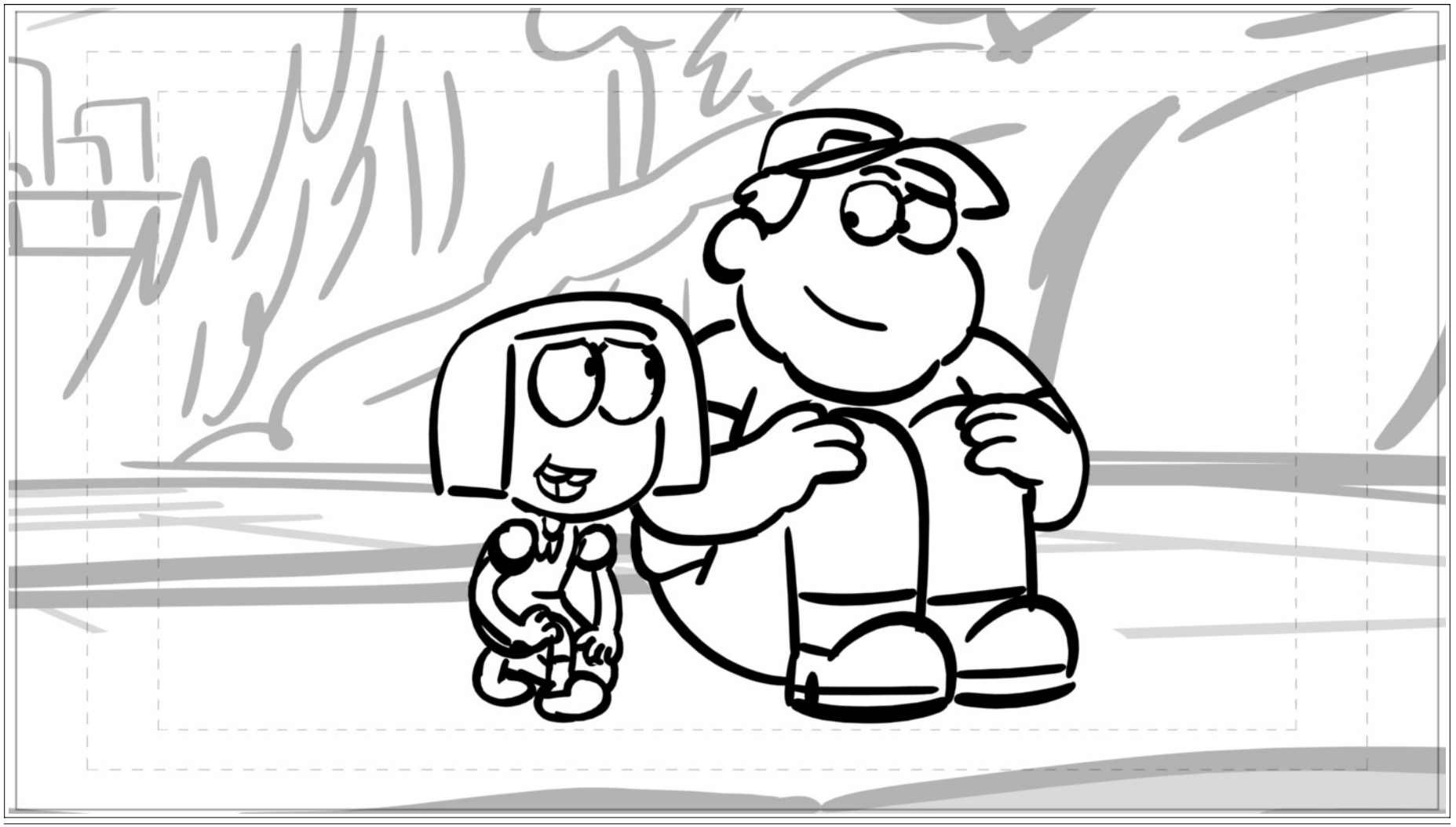


Dialog

TILLY

papa...

Scene 149 Panel 8

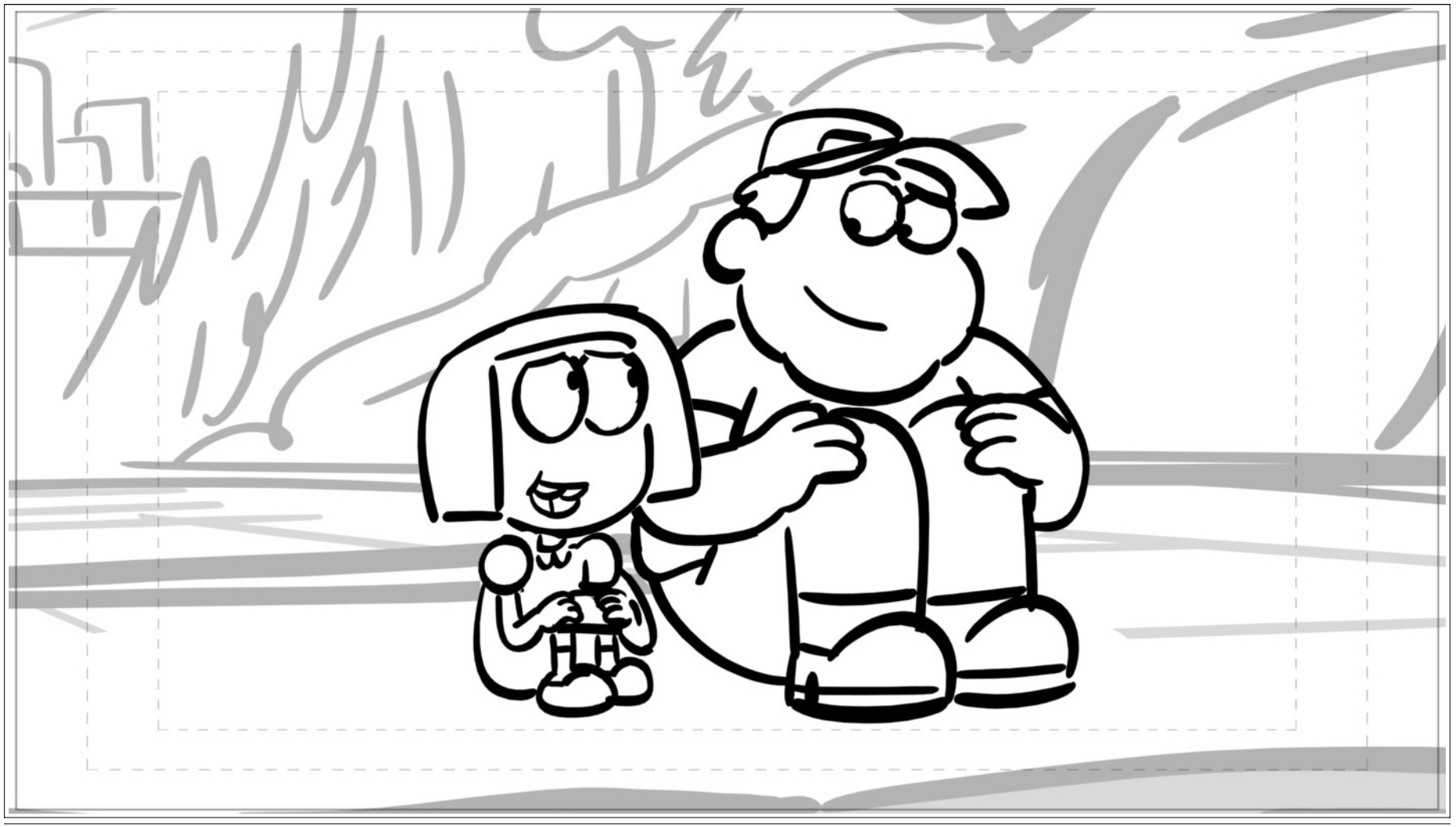


Dialog

TILLY
tell me more about Todd..

Scene 149

Panel 9



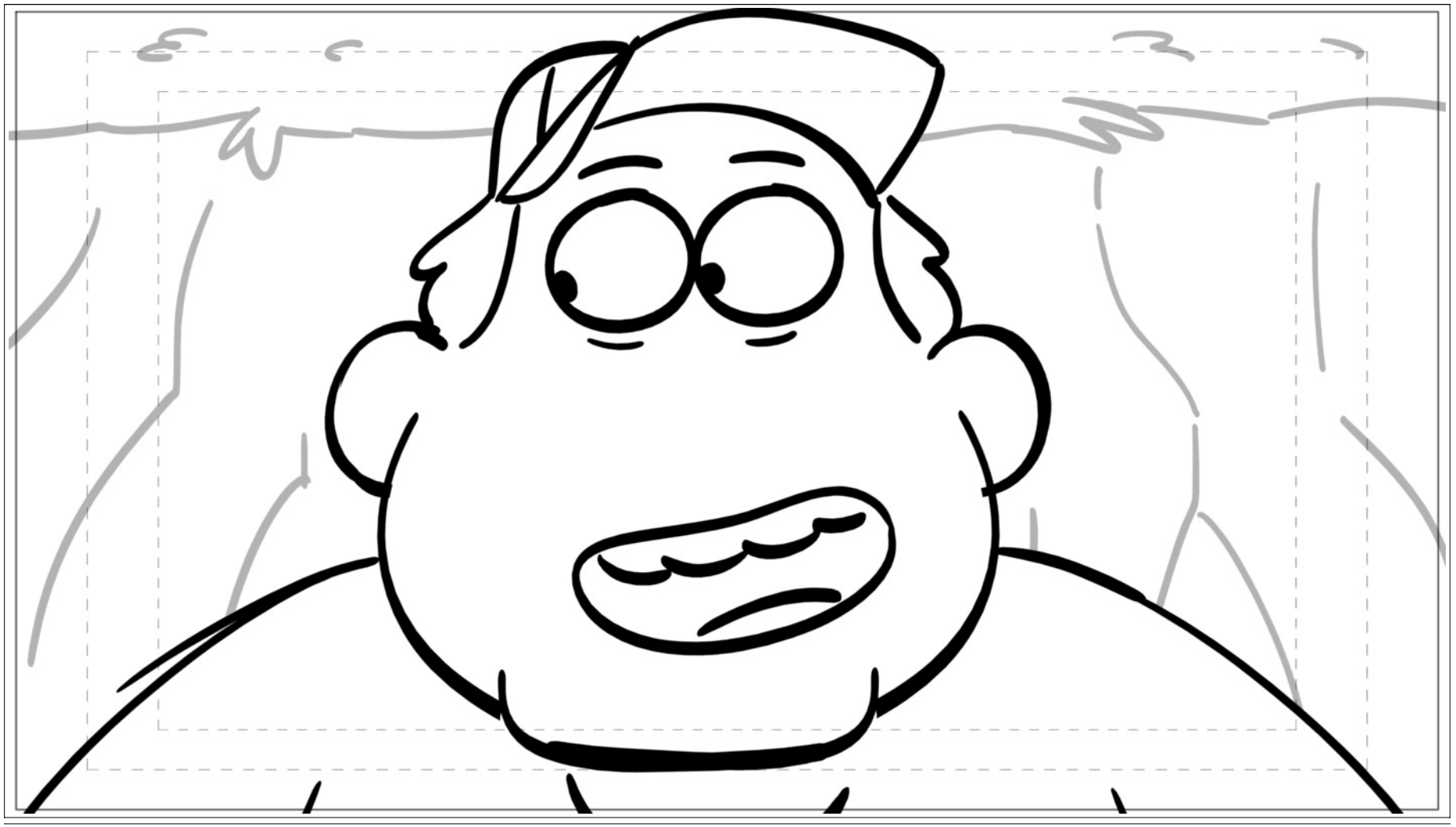
Dialog

TILLY

tell me more about Todd..

Scene 150

Panel 1



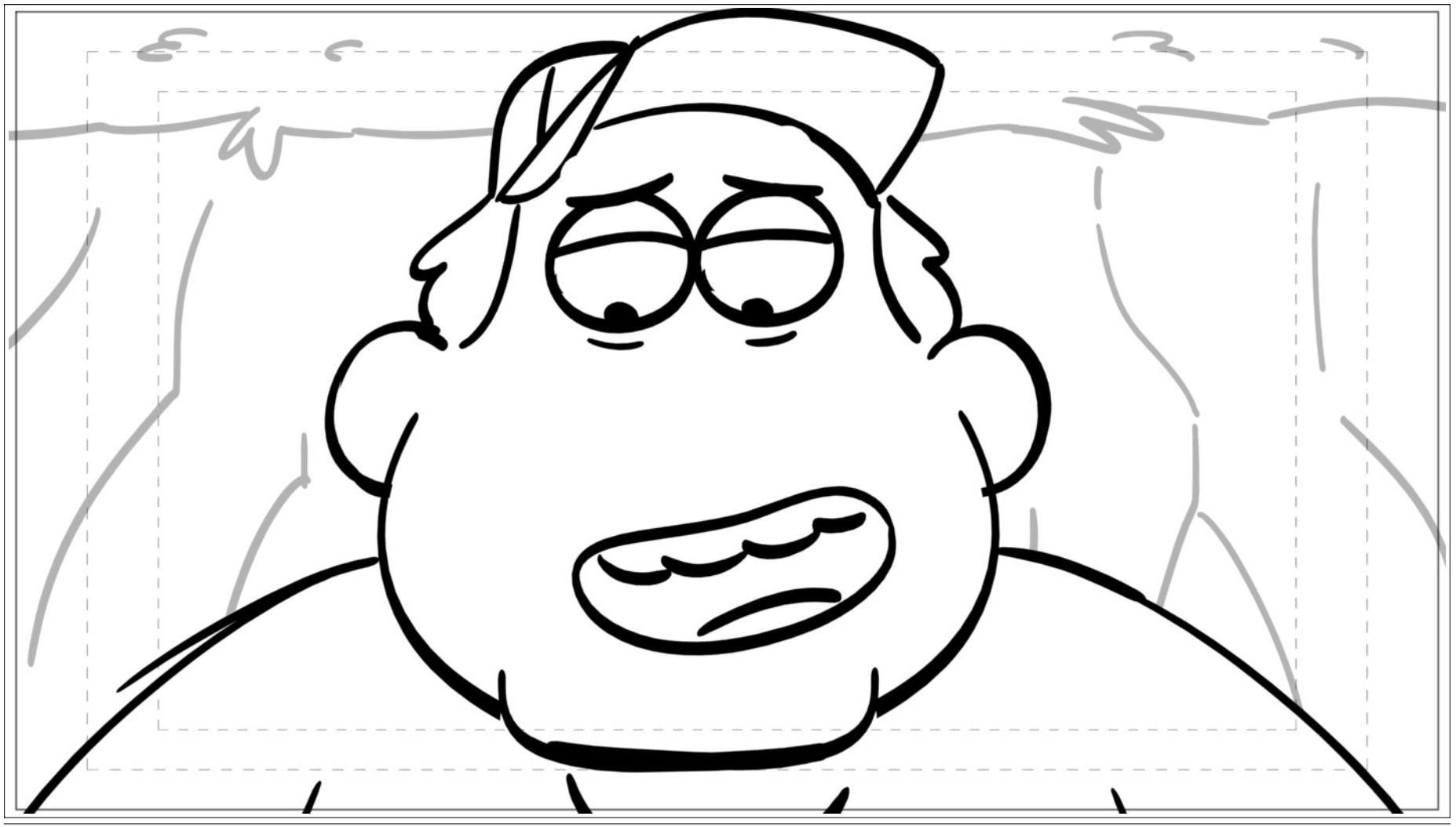
Dialog

BILL

Todd was...

Scene 150

Panel 2

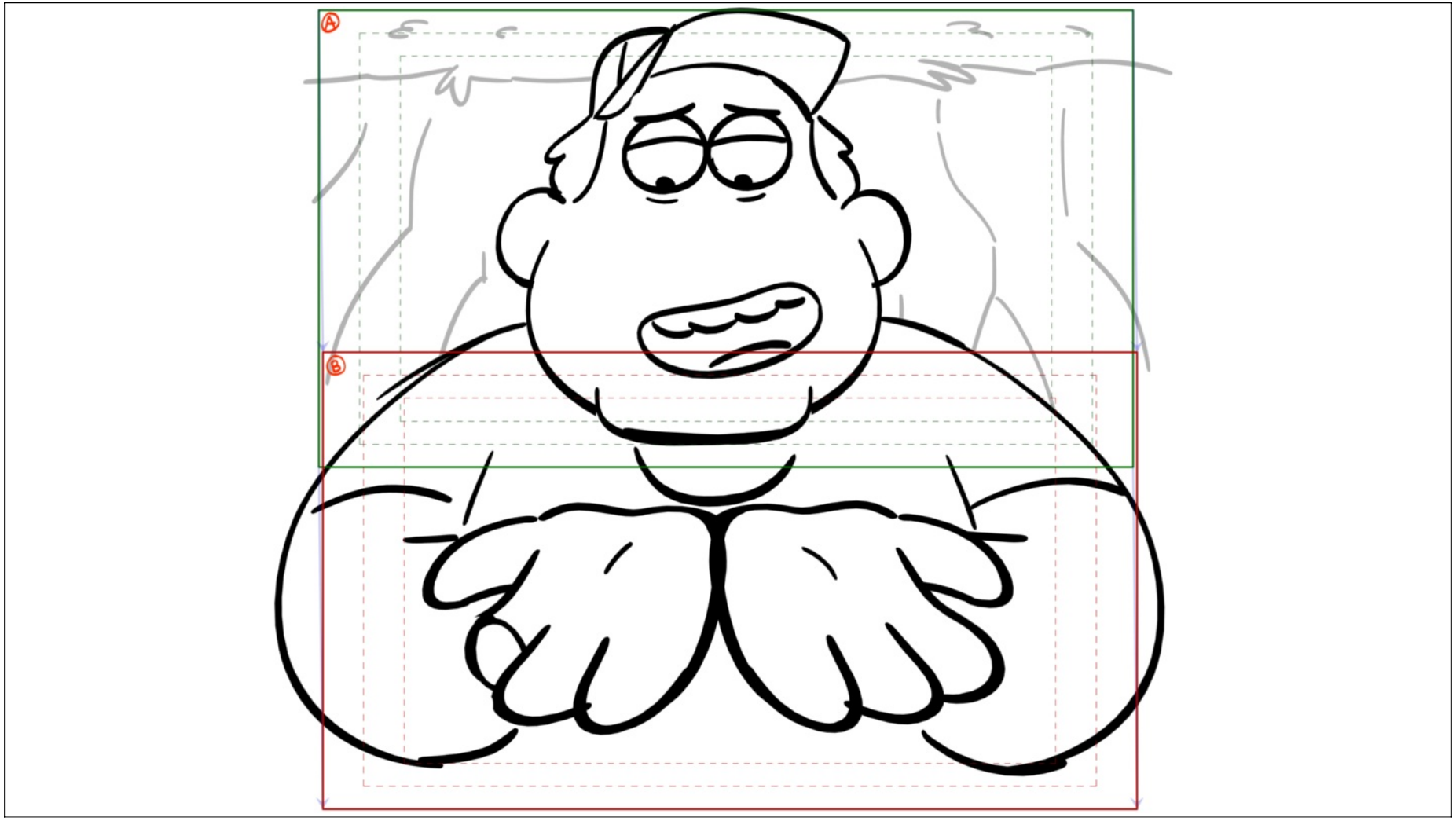


Dialog

BILL

the best dang worm a boy could ever have...

Scene 150 Panel 3



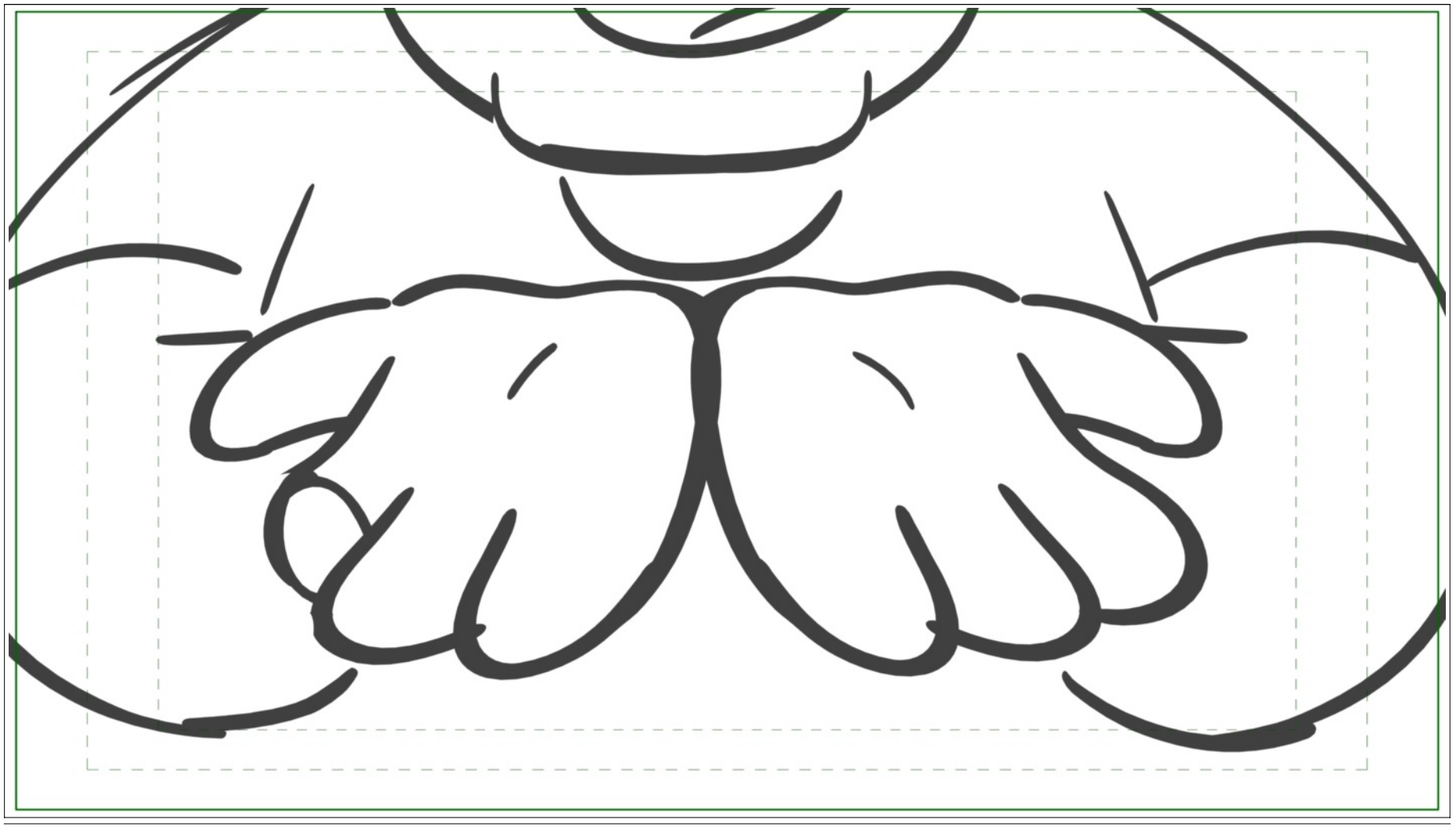
Dialog

BILL

Todd was... the best dang worm a boy could ever have...

Scene 150

Panel 4

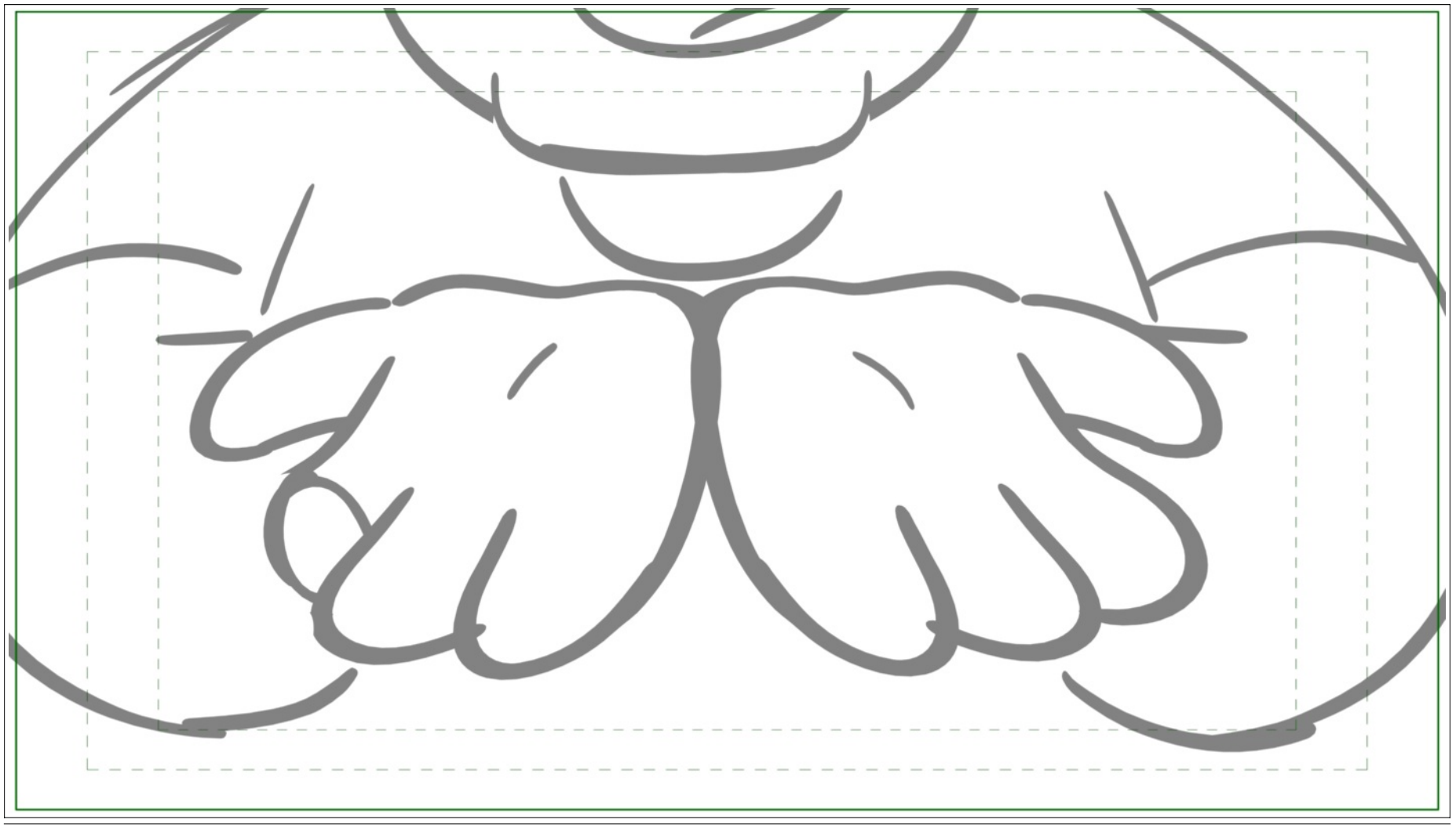


Dialog

BILL

Todd was... the best dang worm a boy could ever have...

Scene 150 Panel 5

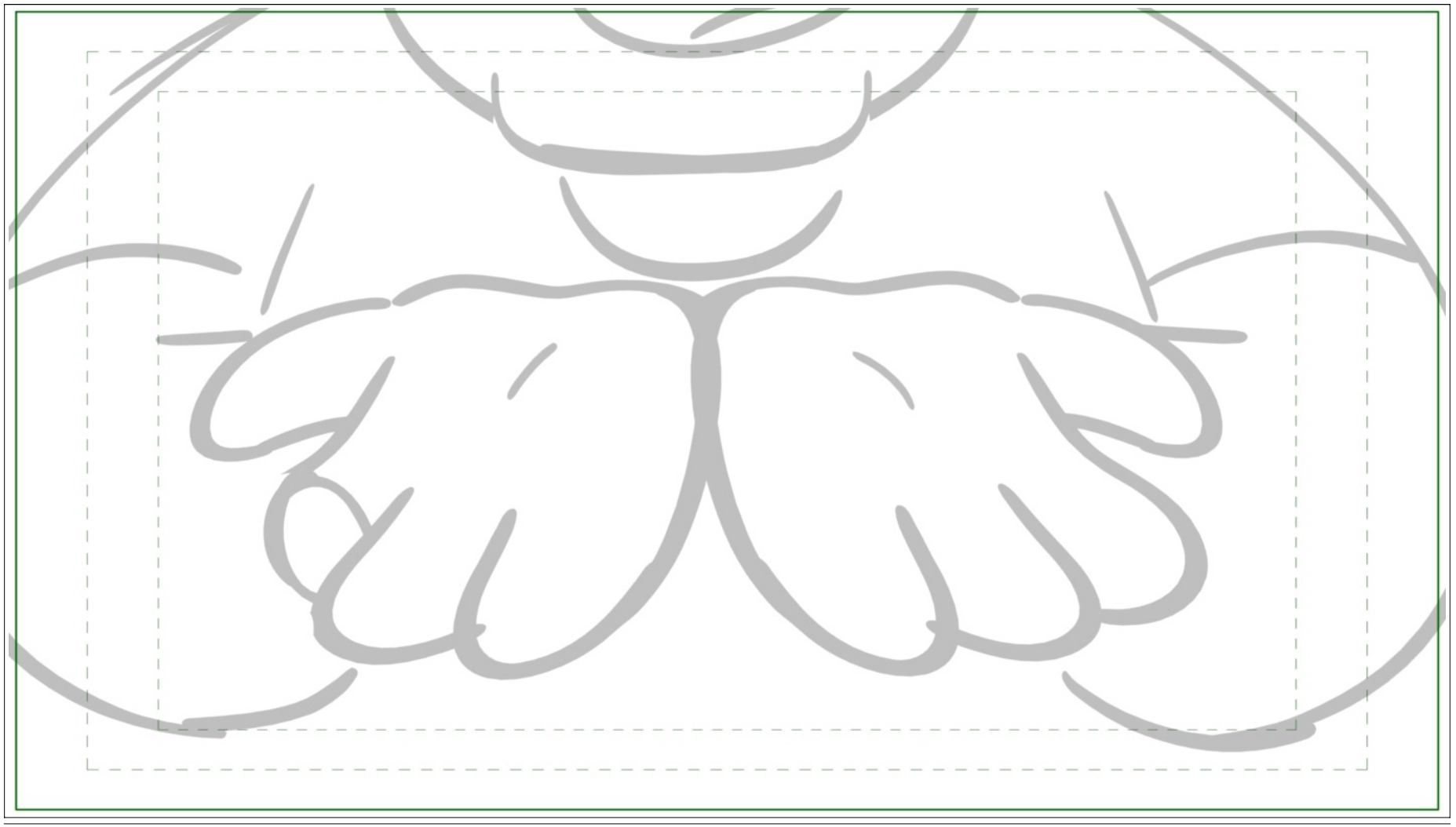


Dialog

BILL

Todd was... the best dang worm a boy could ever have...

Scene 150 Panel 6



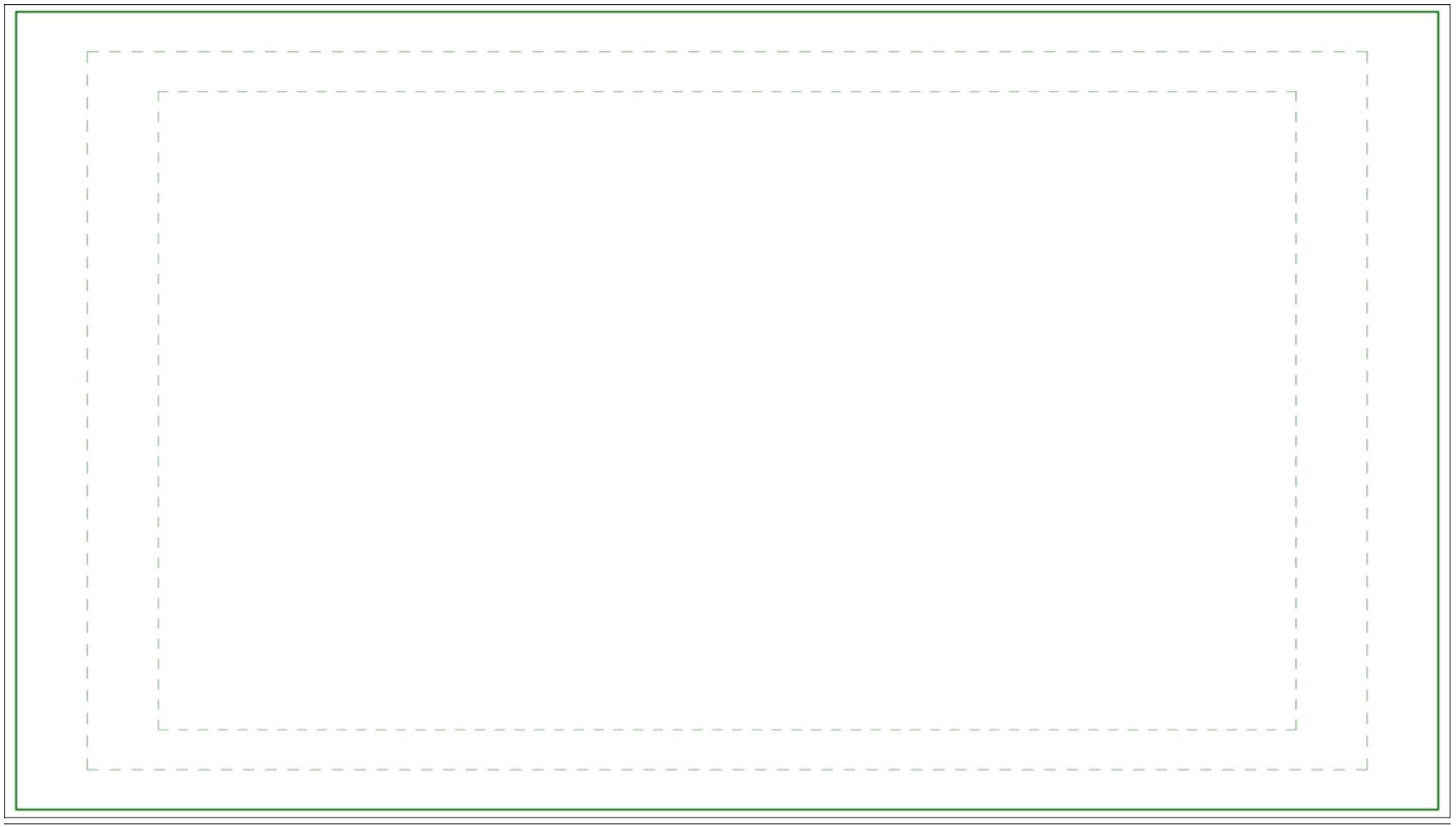
Dialog

BILL

Todd was... the best dang worm a boy could ever have...

Scene 150

Panel 7



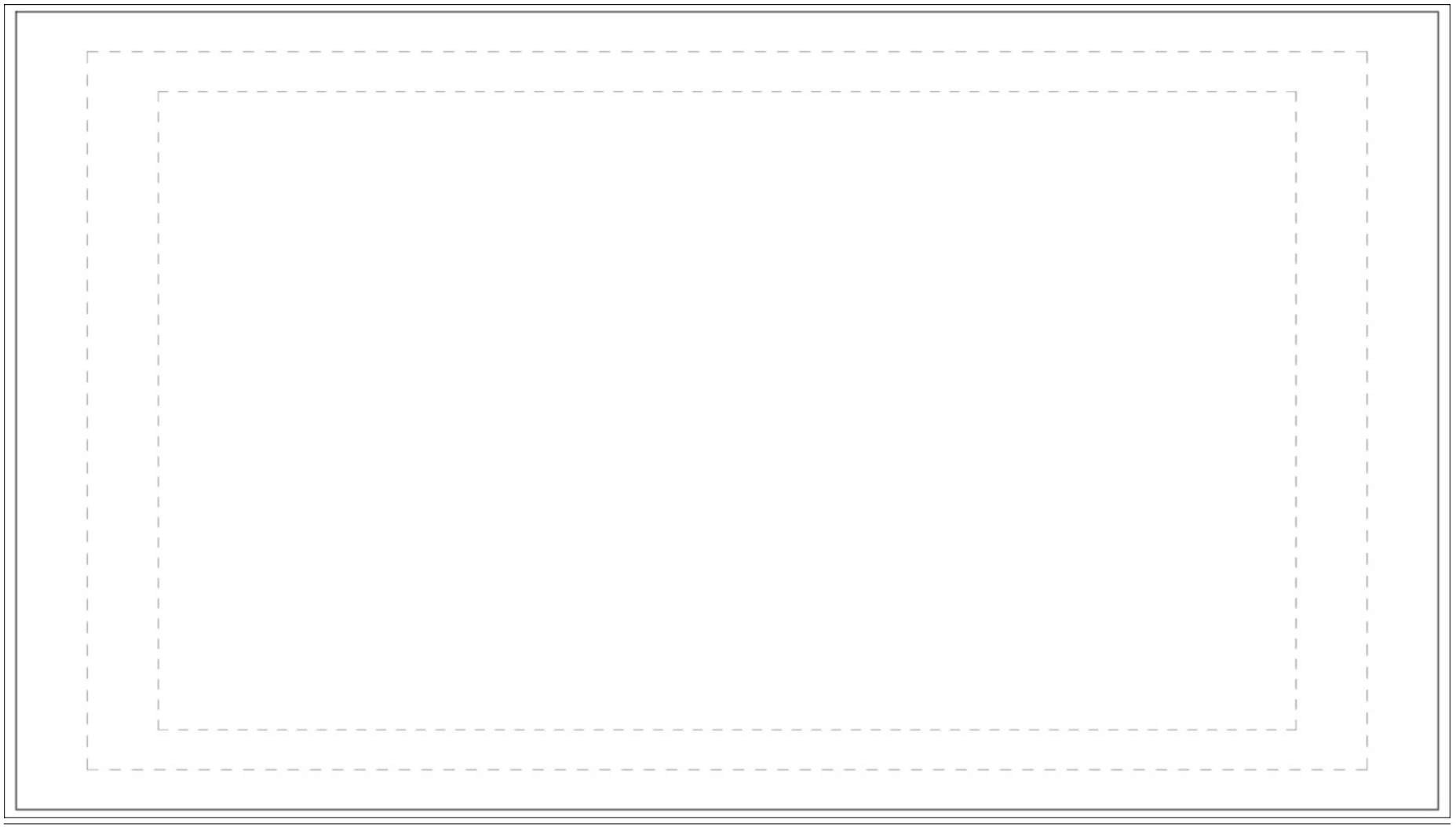
Dialog

BILL

Todd was... the best dang worm a boy could ever have...

Scene 151

Panel 1



Dialog

BILL

so wiggly, slimy, and wrinkled..

Scene 151

Panel 2



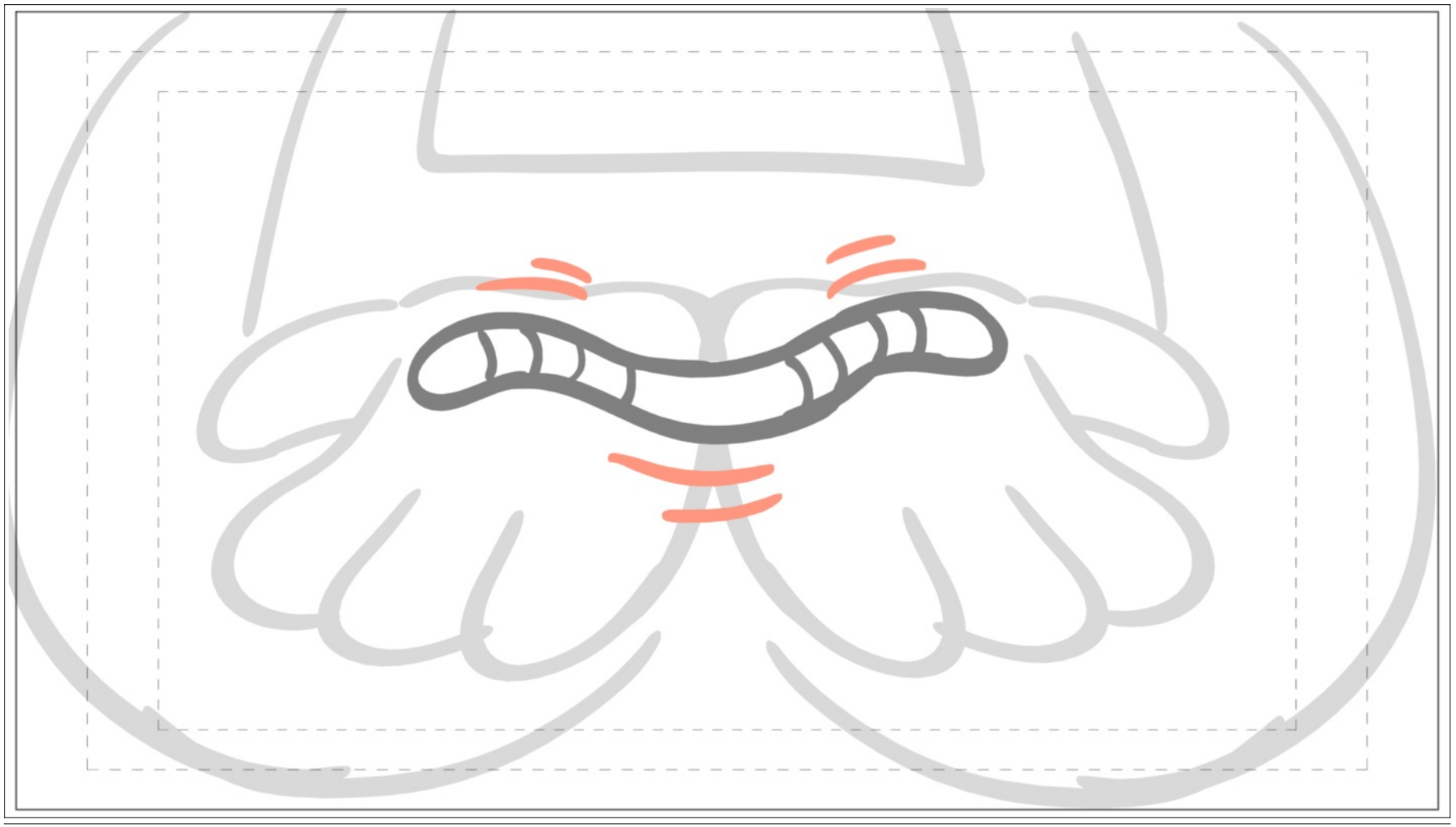
Dialog

BILL

so wiggly, slimy, and wrinkled..

Scene 151

Panel 3



Dialog

BILL

so wiggly, slimy, and wrinkled..

Scene 151

Panel 4



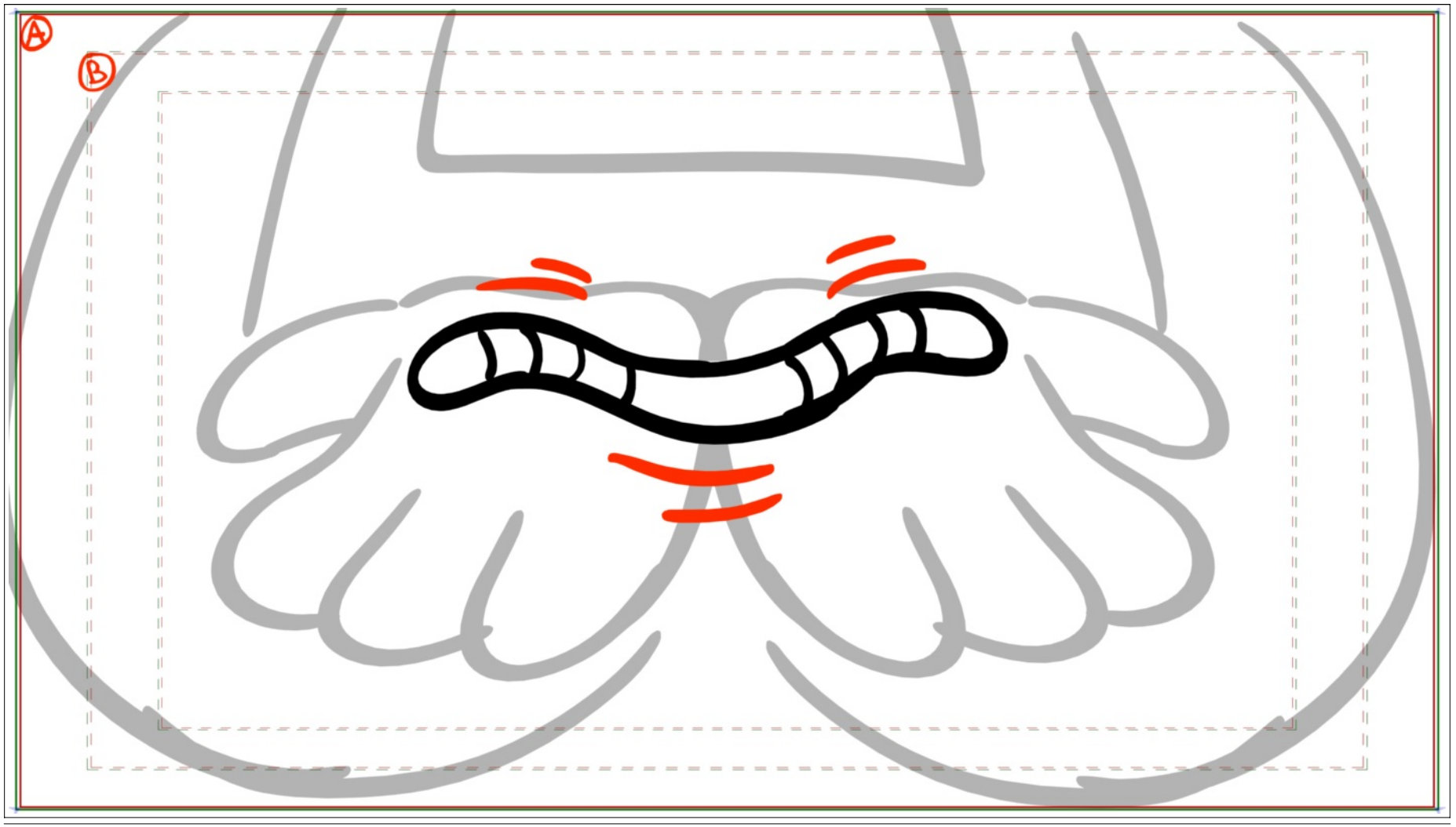
Dialog

BILL

so wiggly, slimy, and wrinkled..

Scene 151

Panel 5



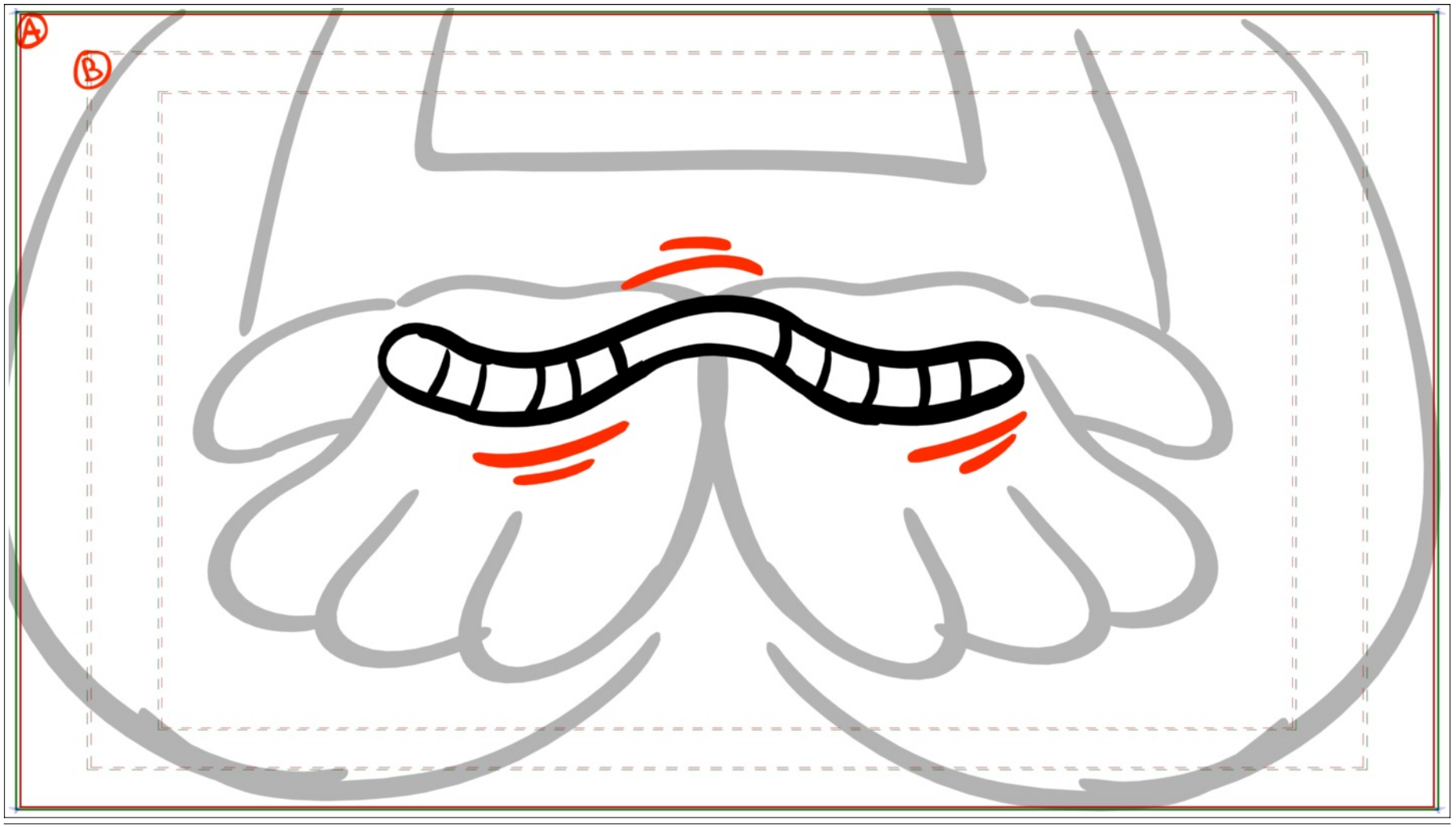
Dialog

BILL

so wiggly, slimy, and wrinkled..

Scene 151

Panel 6



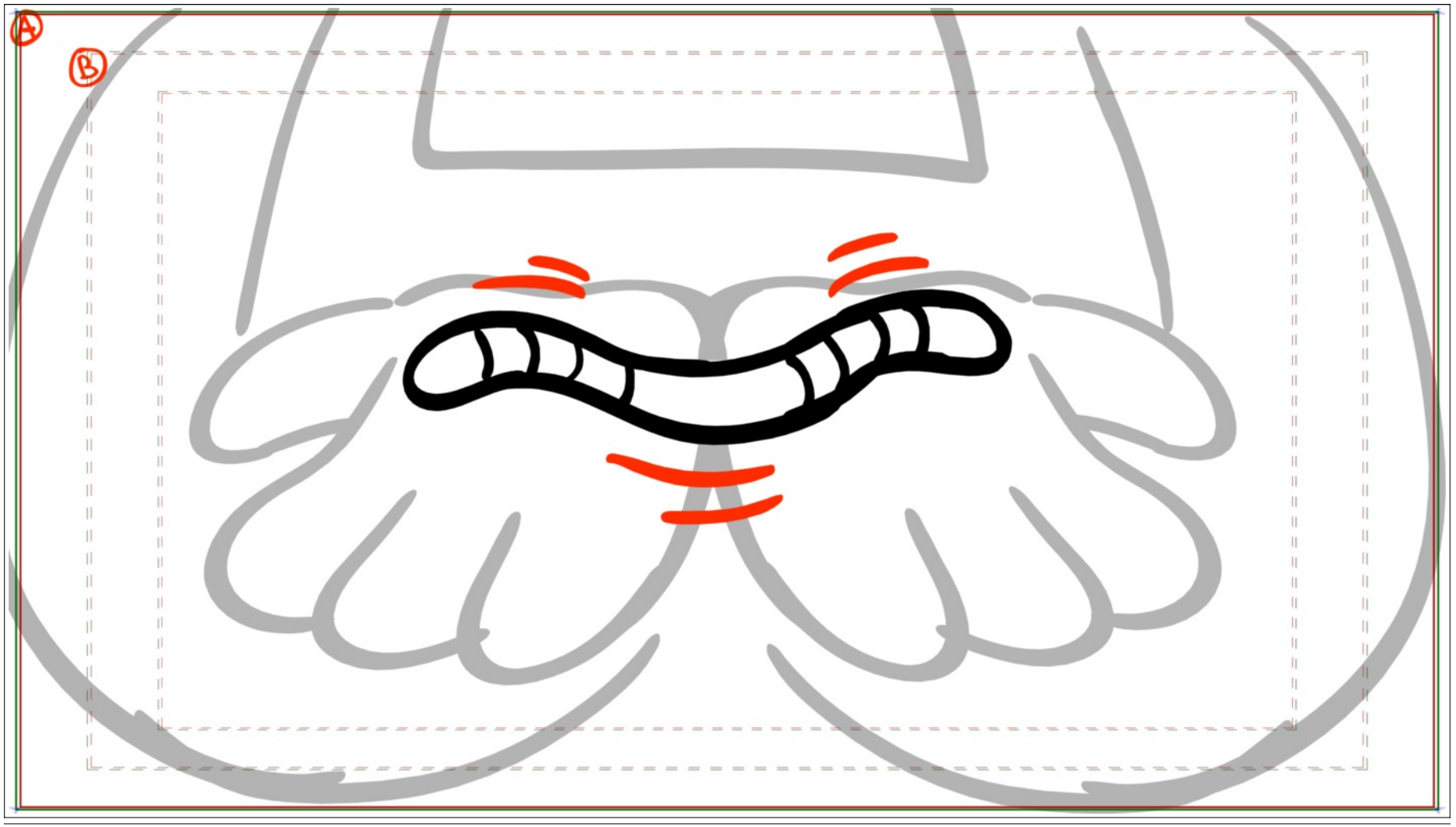
Dialog

BILL

so wiggly, slimy, and wrinkled..

Scene 151

Panel 7



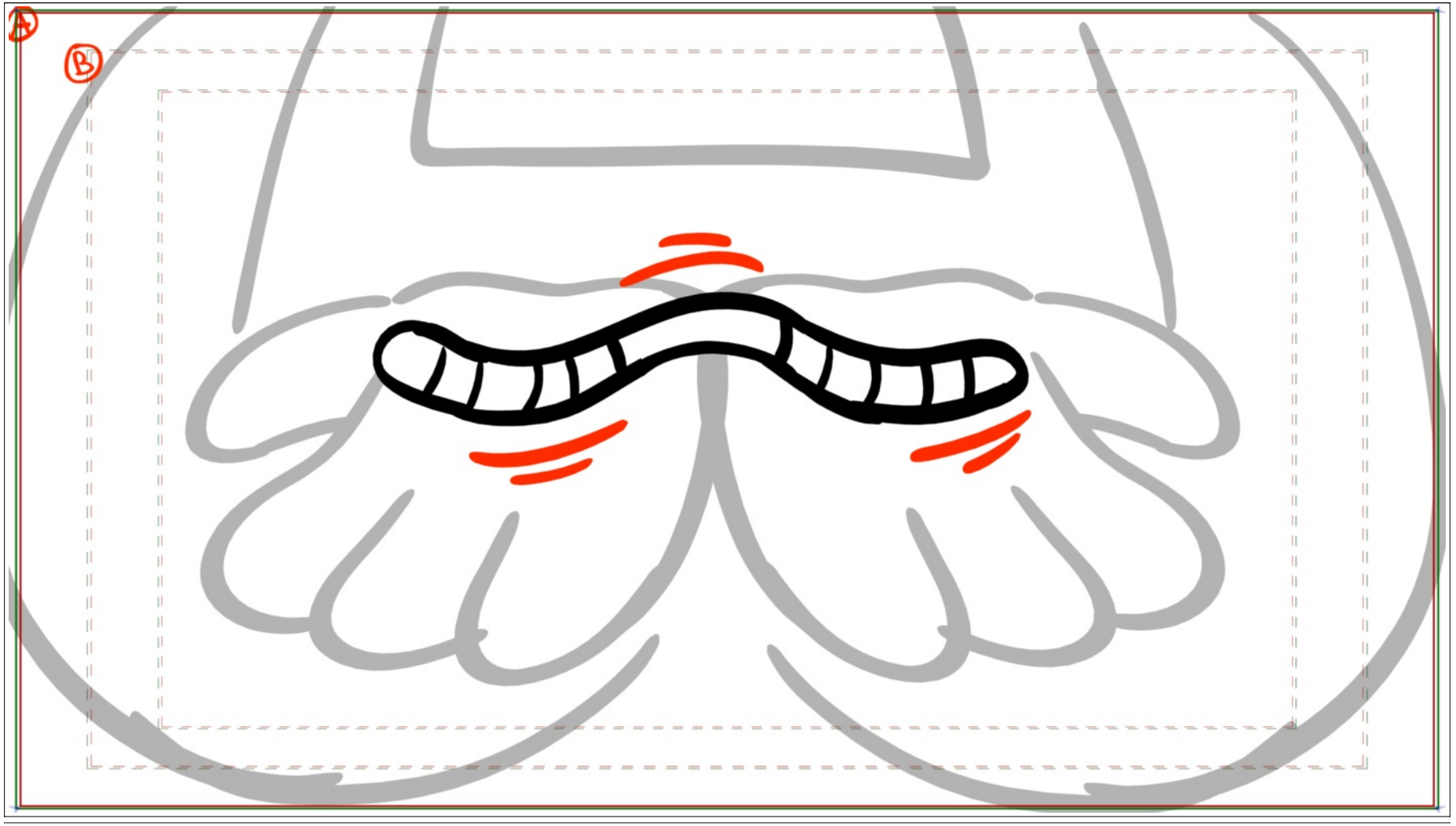
Dialog

BILL

so wiggly, slimy, and wrinkled..

Scene 151

Panel 8



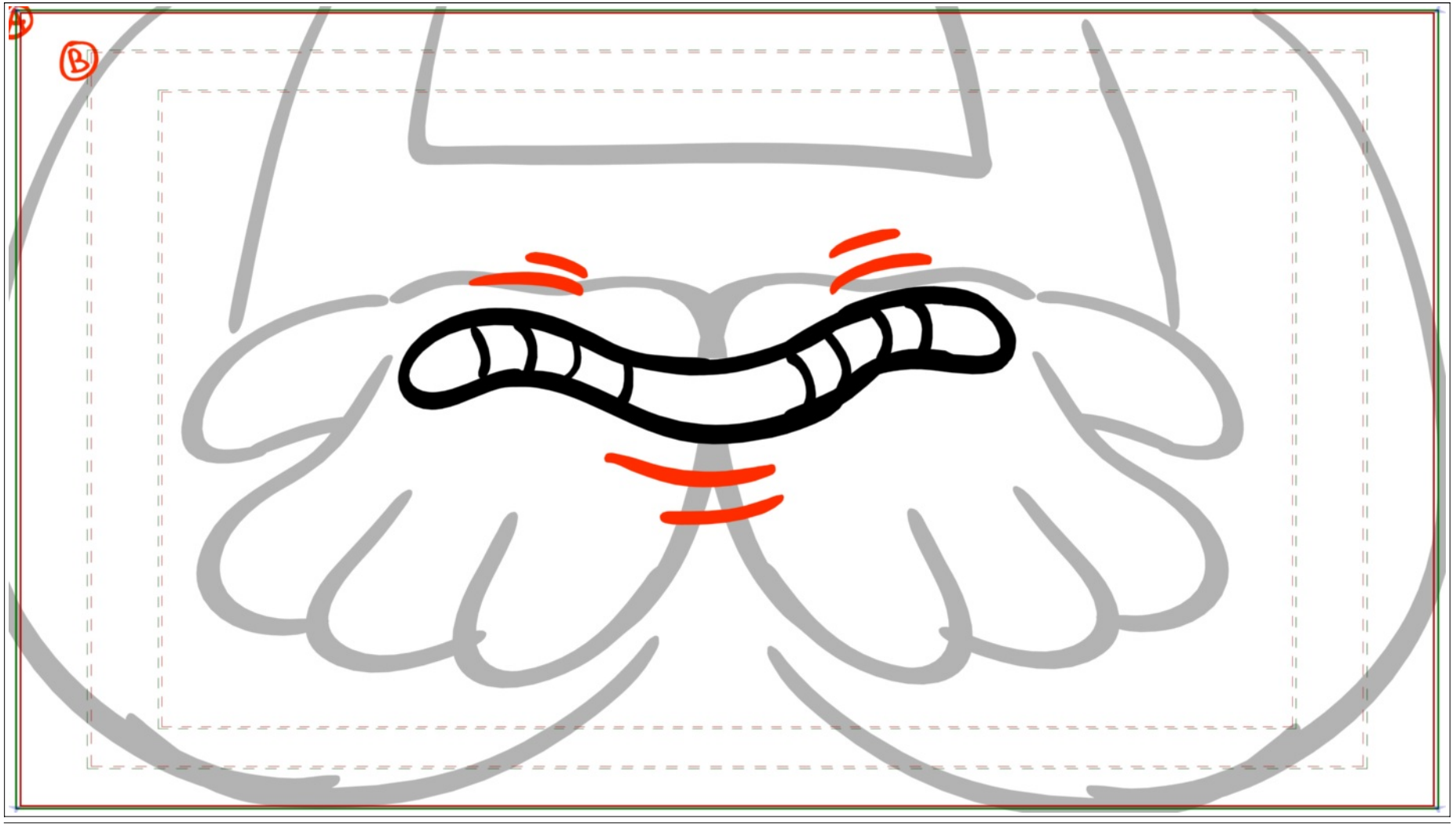
Dialog

BILL

so wiggly, slimy, and wrinkled..

Scene 151

Panel 9



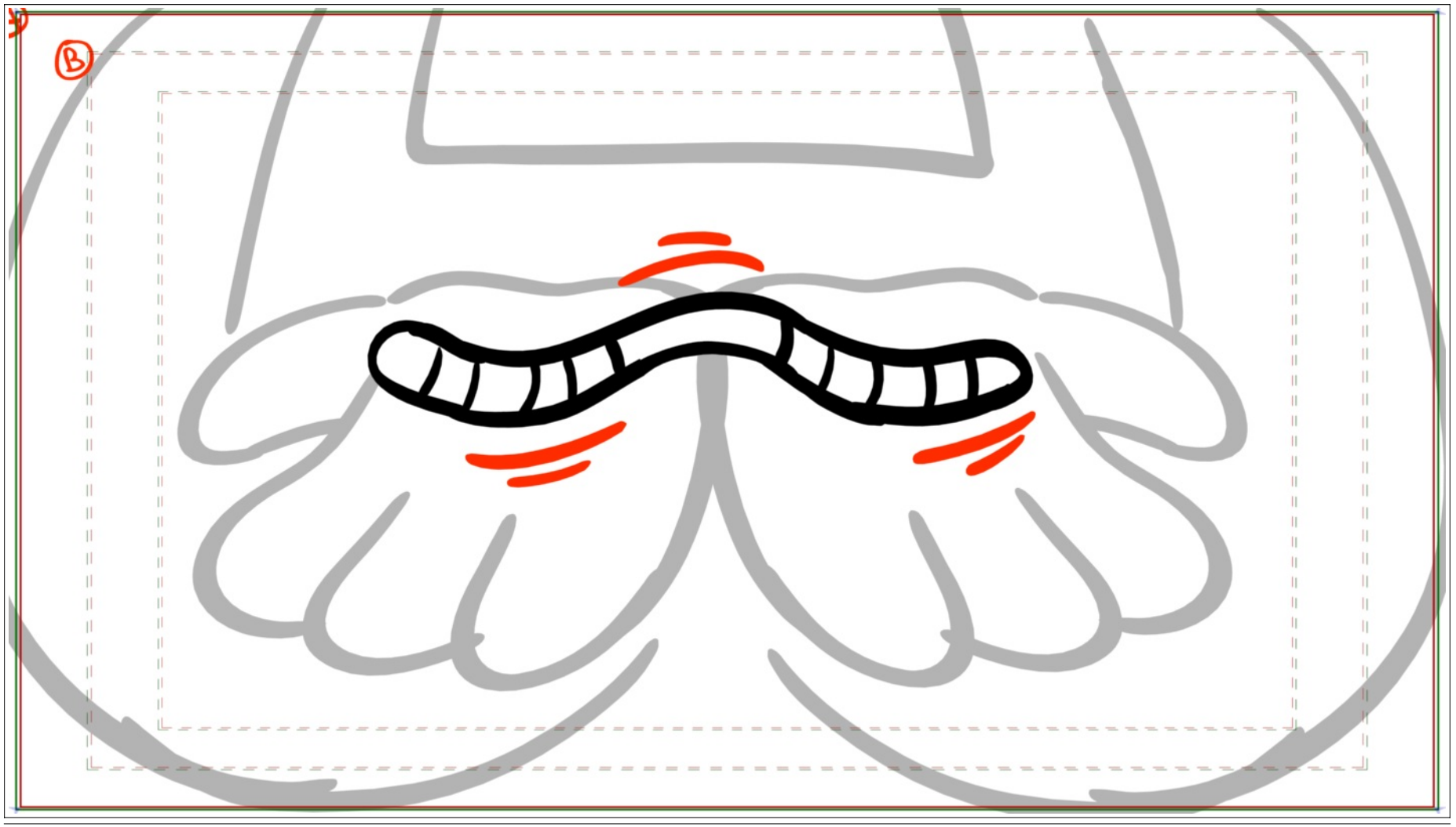
Dialog

BILL

so wiggly, slimy, and wrinkled..

Scene 151

Panel 10



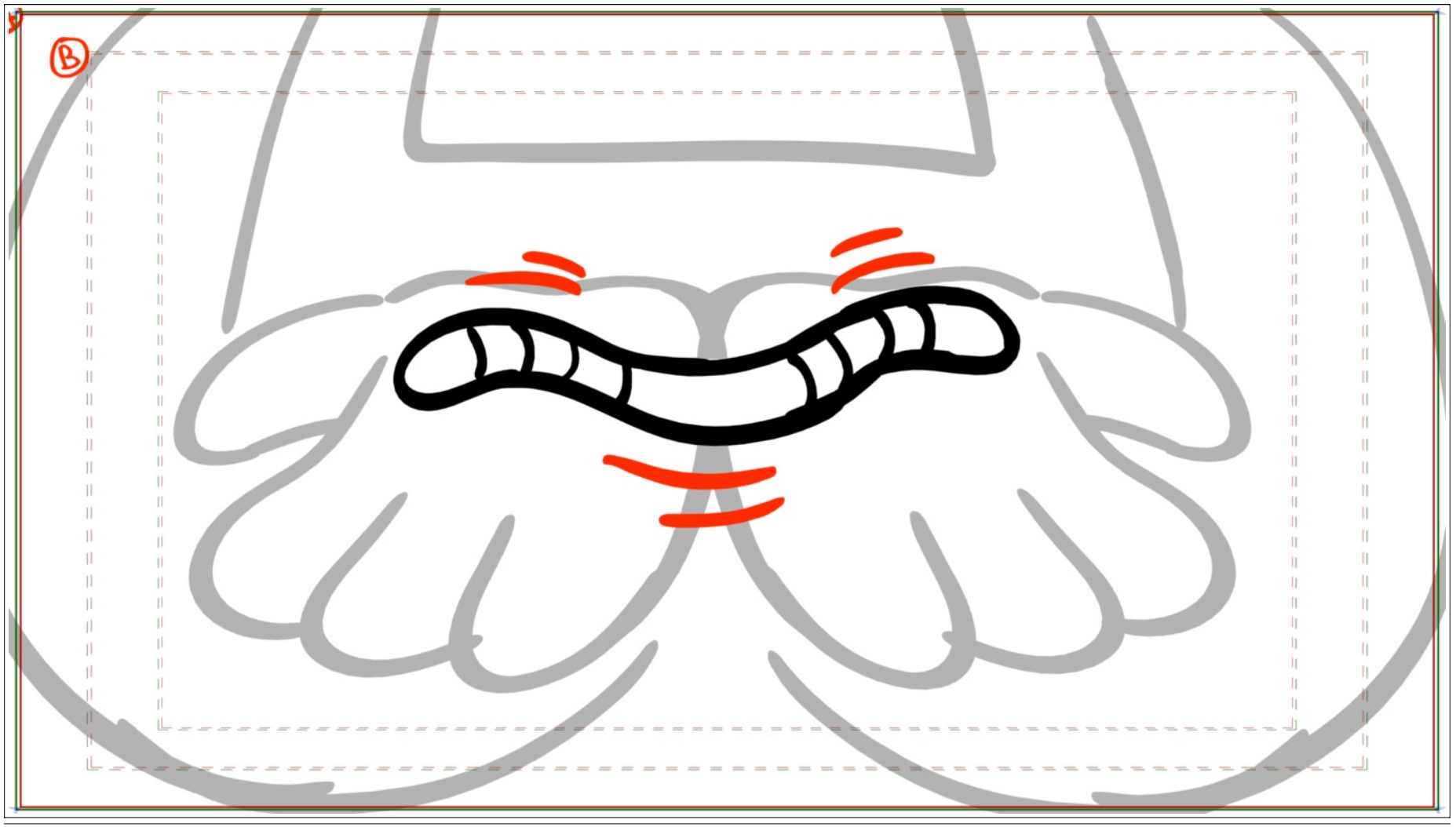
Dialog

BILL

so wiggly, slimy, and wrinkled..

Scene 151

Panel 11



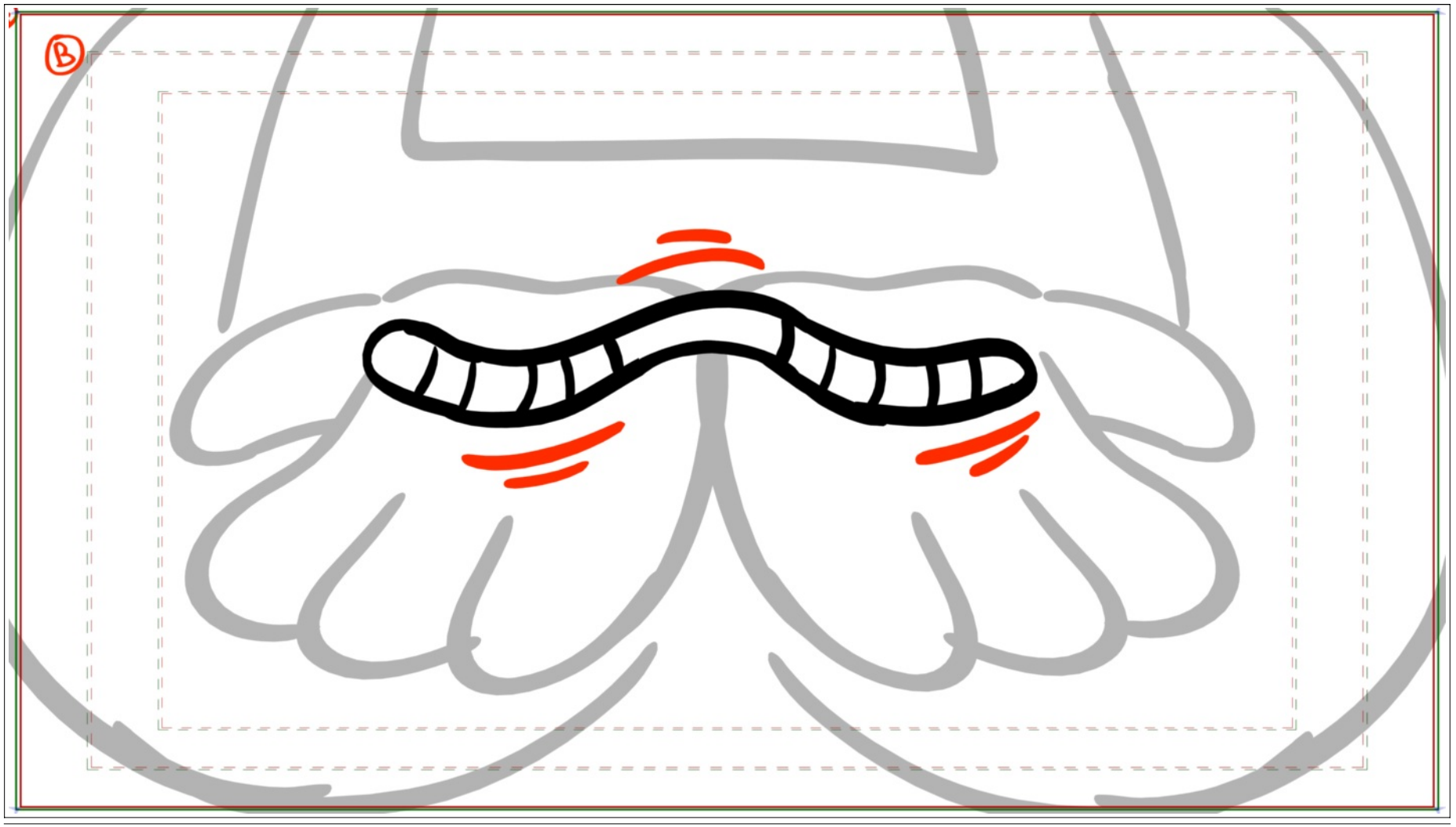
Dialog

BILL

so wiggly, slimy, and wrinkled..

Scene 151

Panel 12



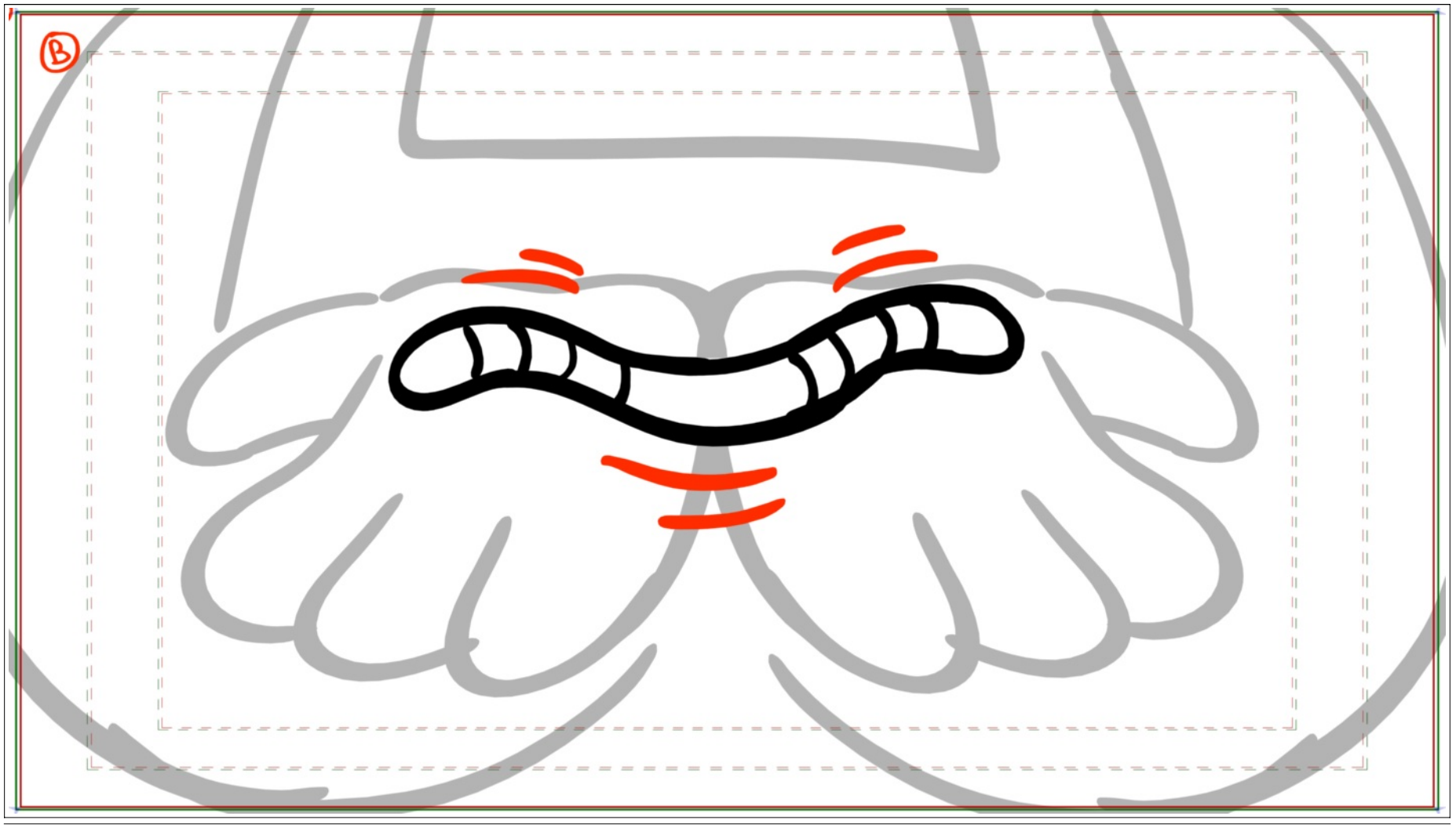
Dialog

BILL

so wiggly, slimy, and wrinkled..

Scene 151

Panel 13



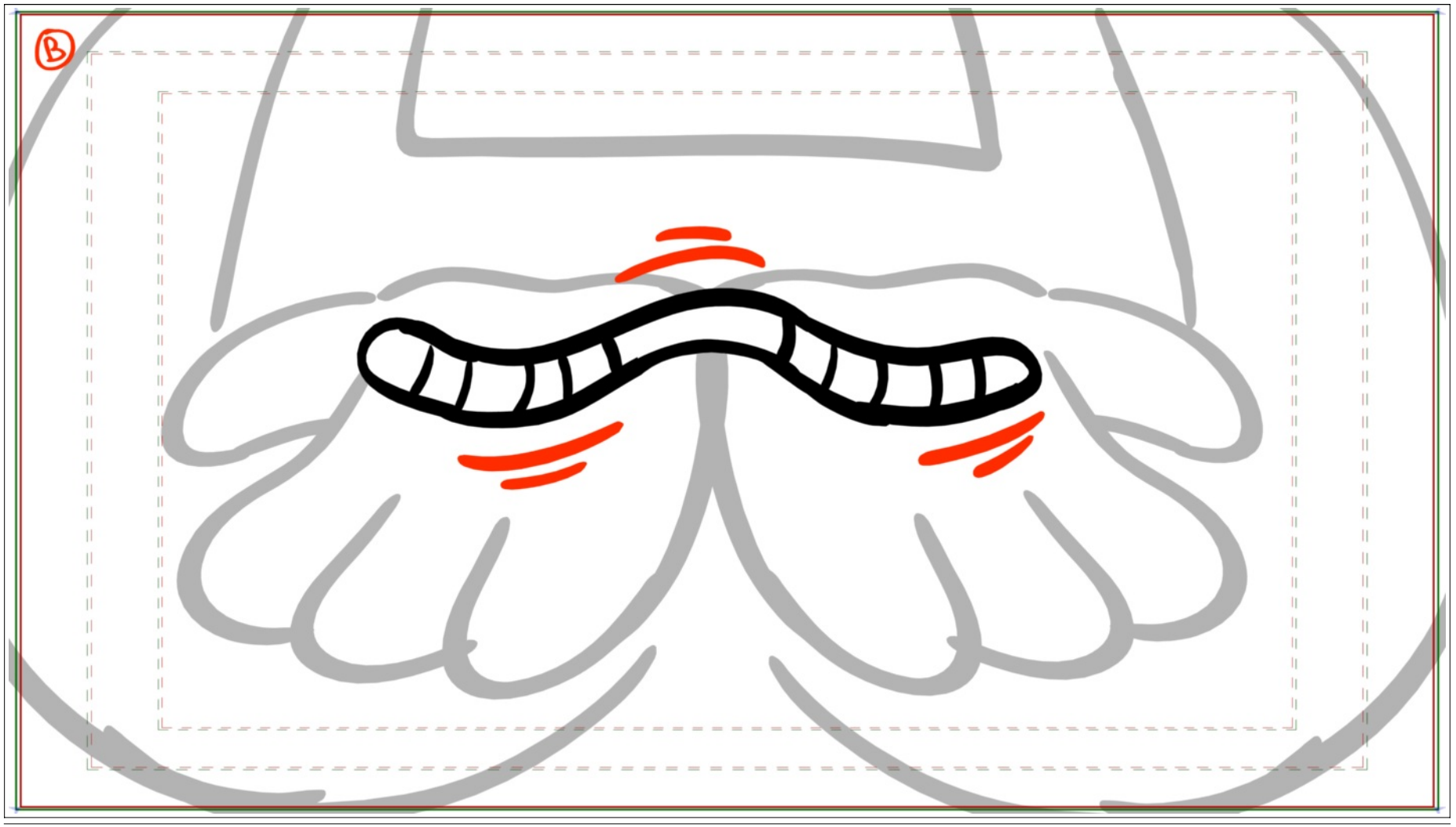
Dialog

BILL

so wiggly, slimy, and wrinkled..

Scene 151

Panel 14



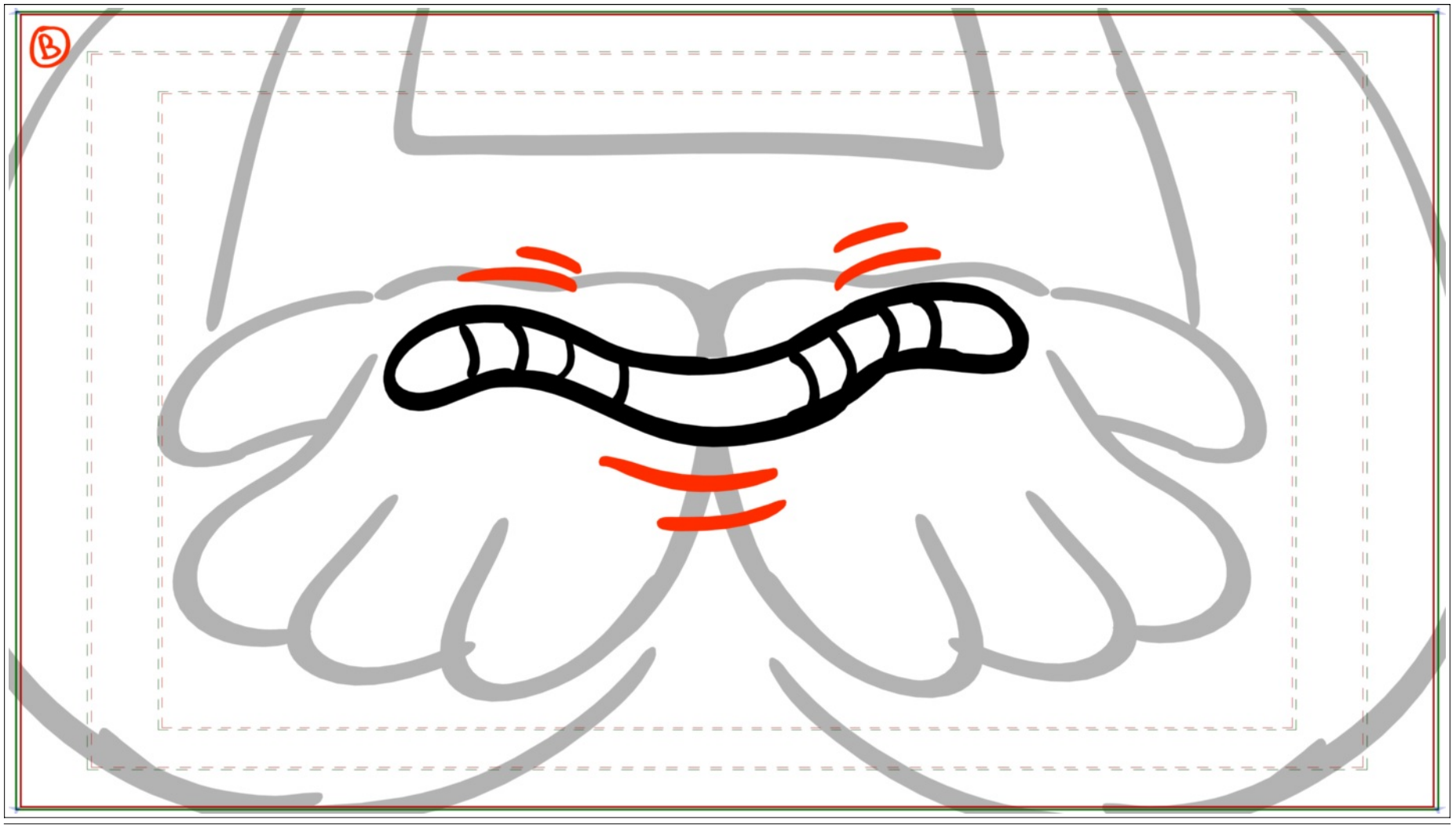
Dialog

BILL

so wiggly, slimy, and wrinkled..

Scene 151

Panel 15



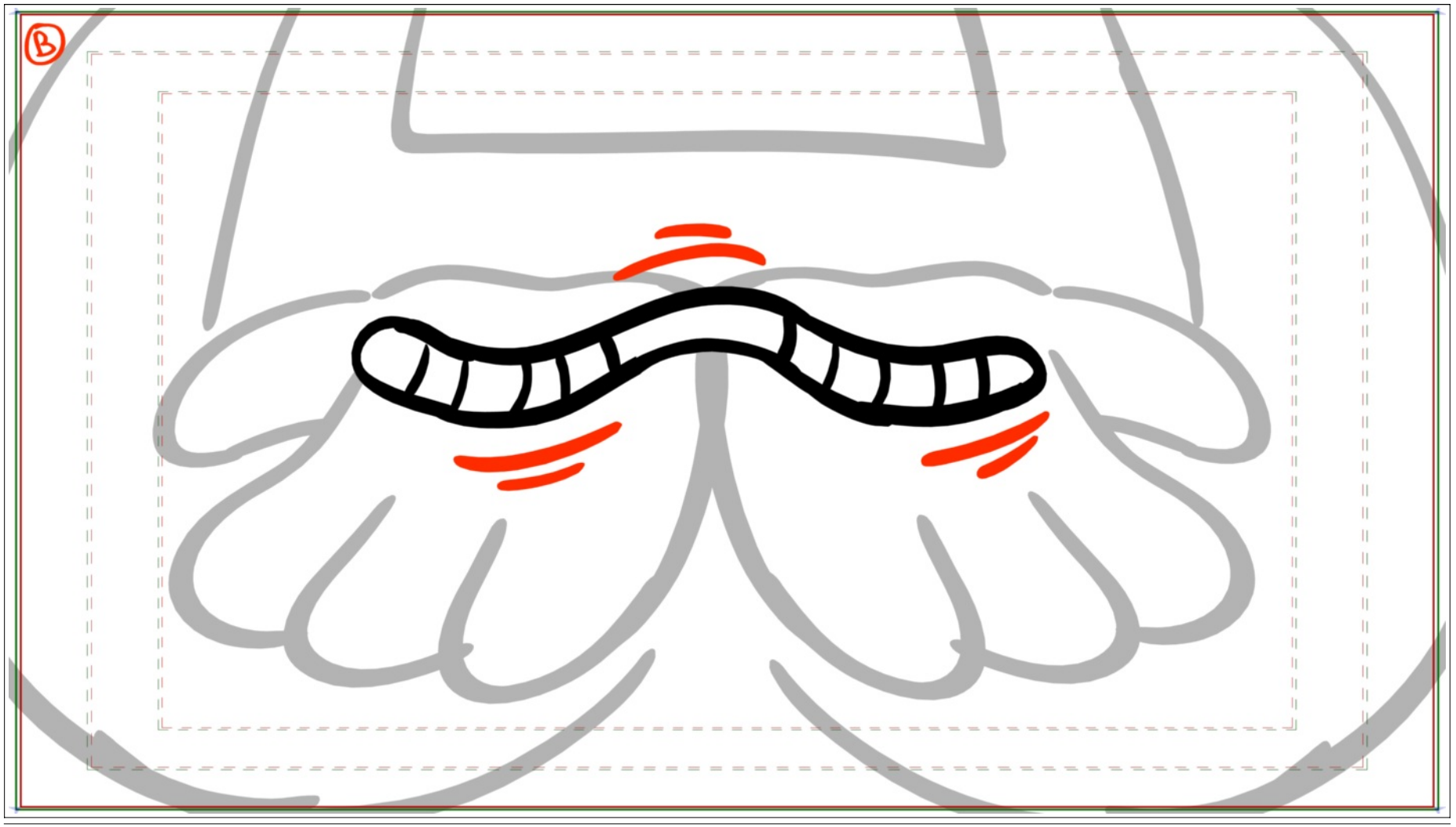
Dialog

BILL

so wiggly, slimy, and wrinkled..

Scene 151

Panel 16



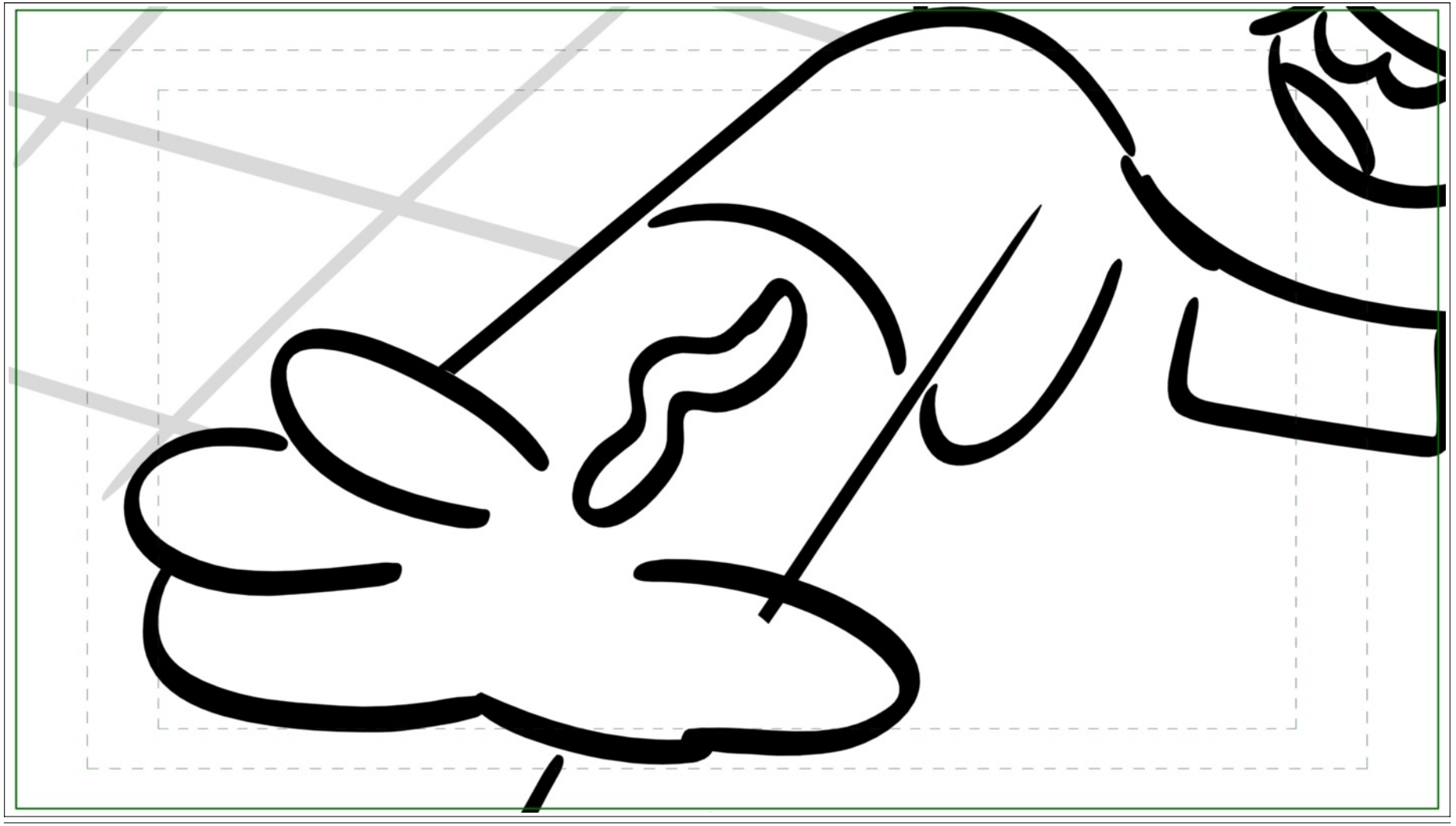
Dialog

BILL

so wiggly, slimy, and wrinkled..

Scene 152

Panel 1



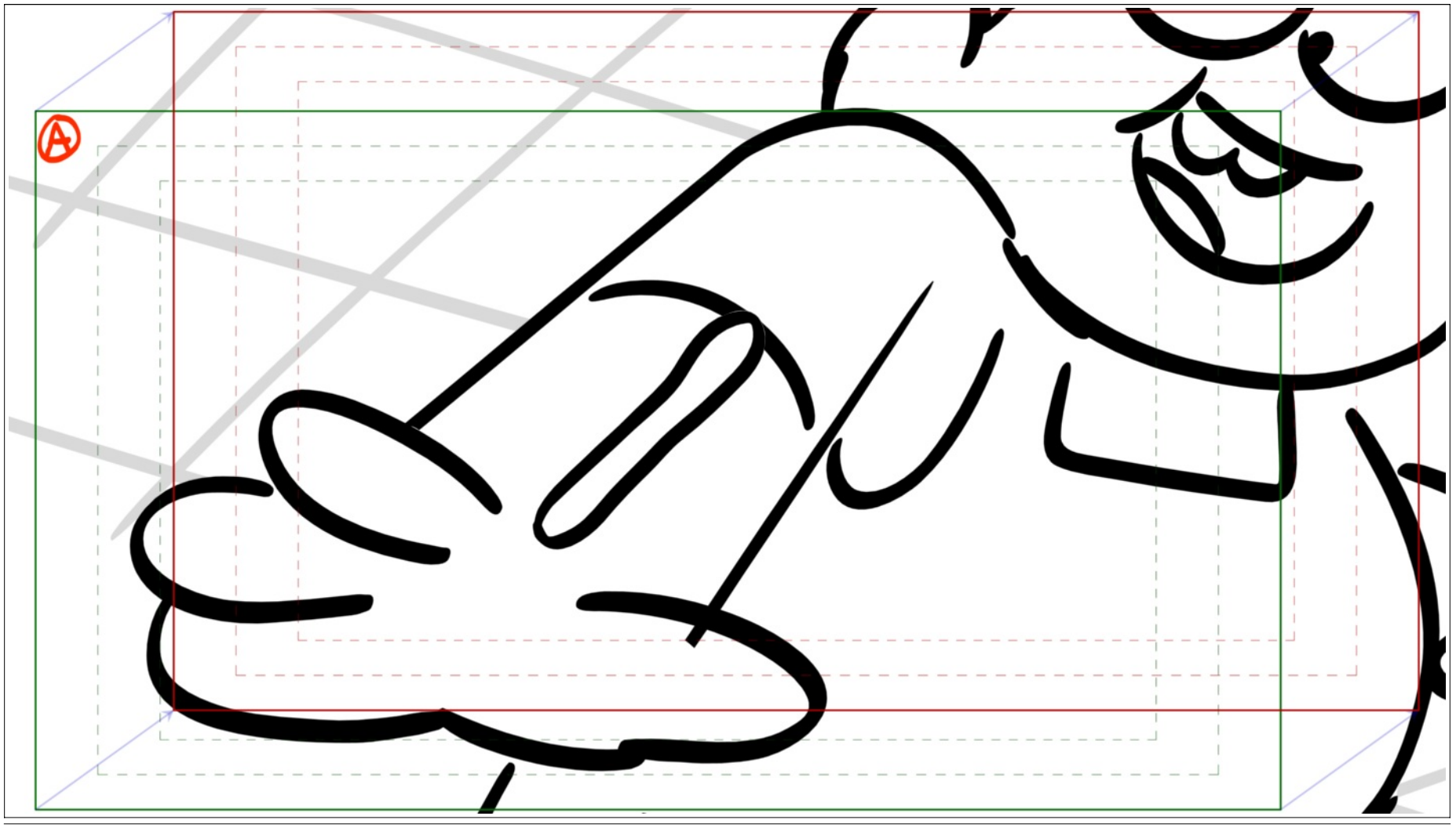
Dialog

BILL

(chuckles) he used to crawl up my arm and tickle me like crazy!

Scene 152

Panel 2



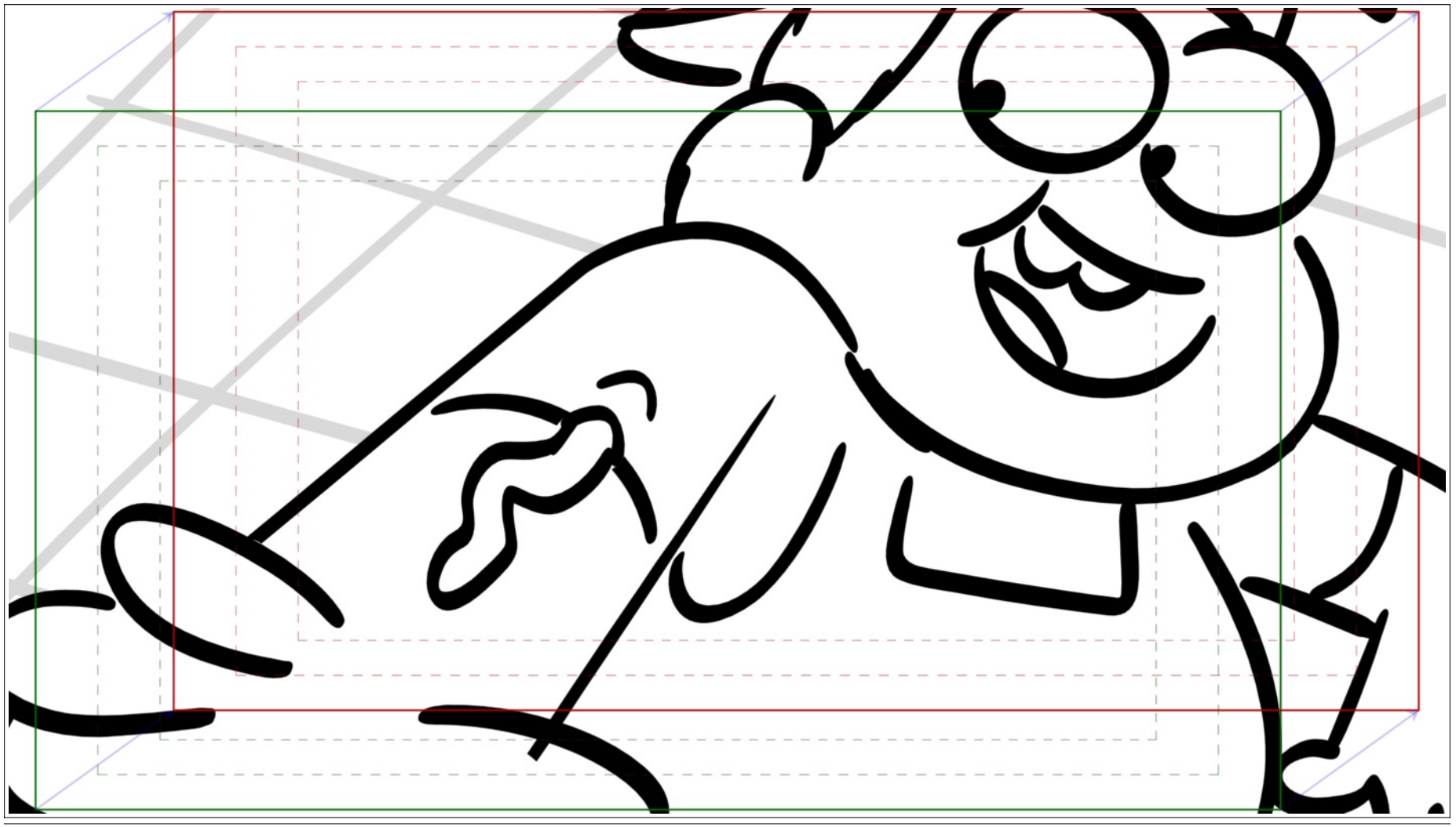
Dialog

BILL

(chuckles) he used to crawl up my arm and tickle me like crazy!

Scene 152

Panel 3



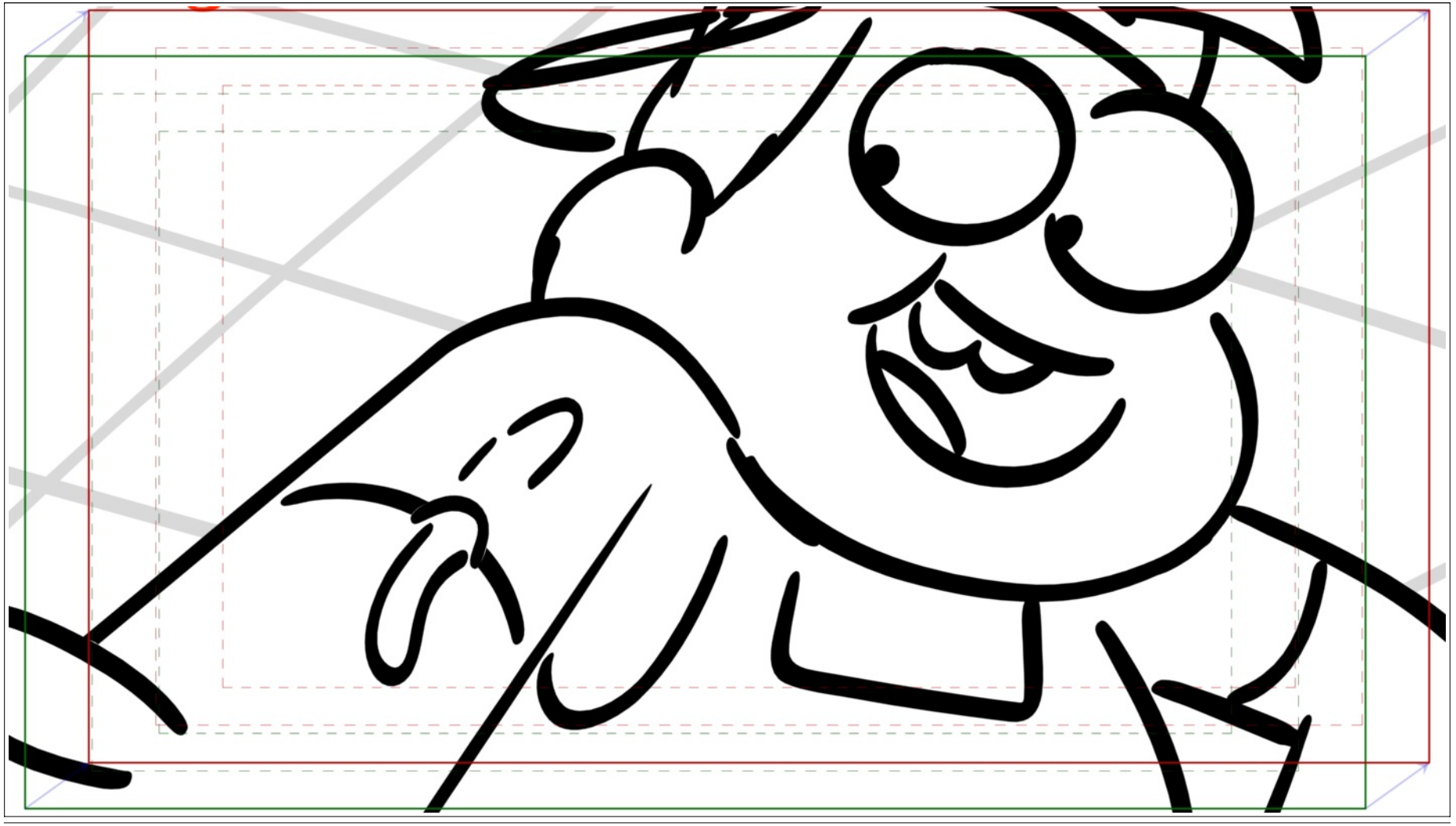
Dialog

BILL

(chuckles) he used to crawl up my arm and tickle me like crazy!

Scene 152

Panel 4



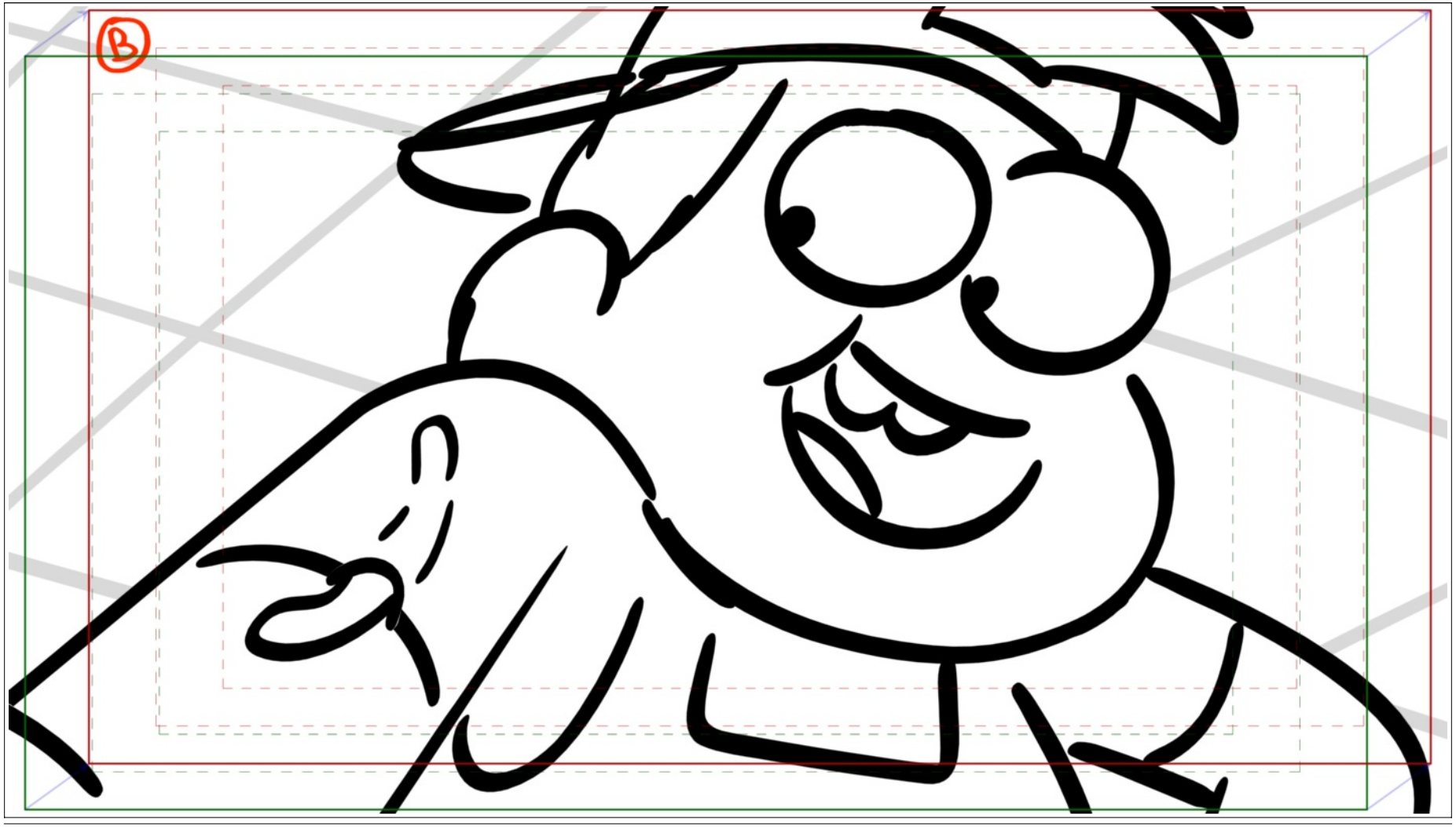
Dialog

BILL

(chuckles) he used to crawl up my arm and tickle me like crazy!

Scene 152

Panel 5



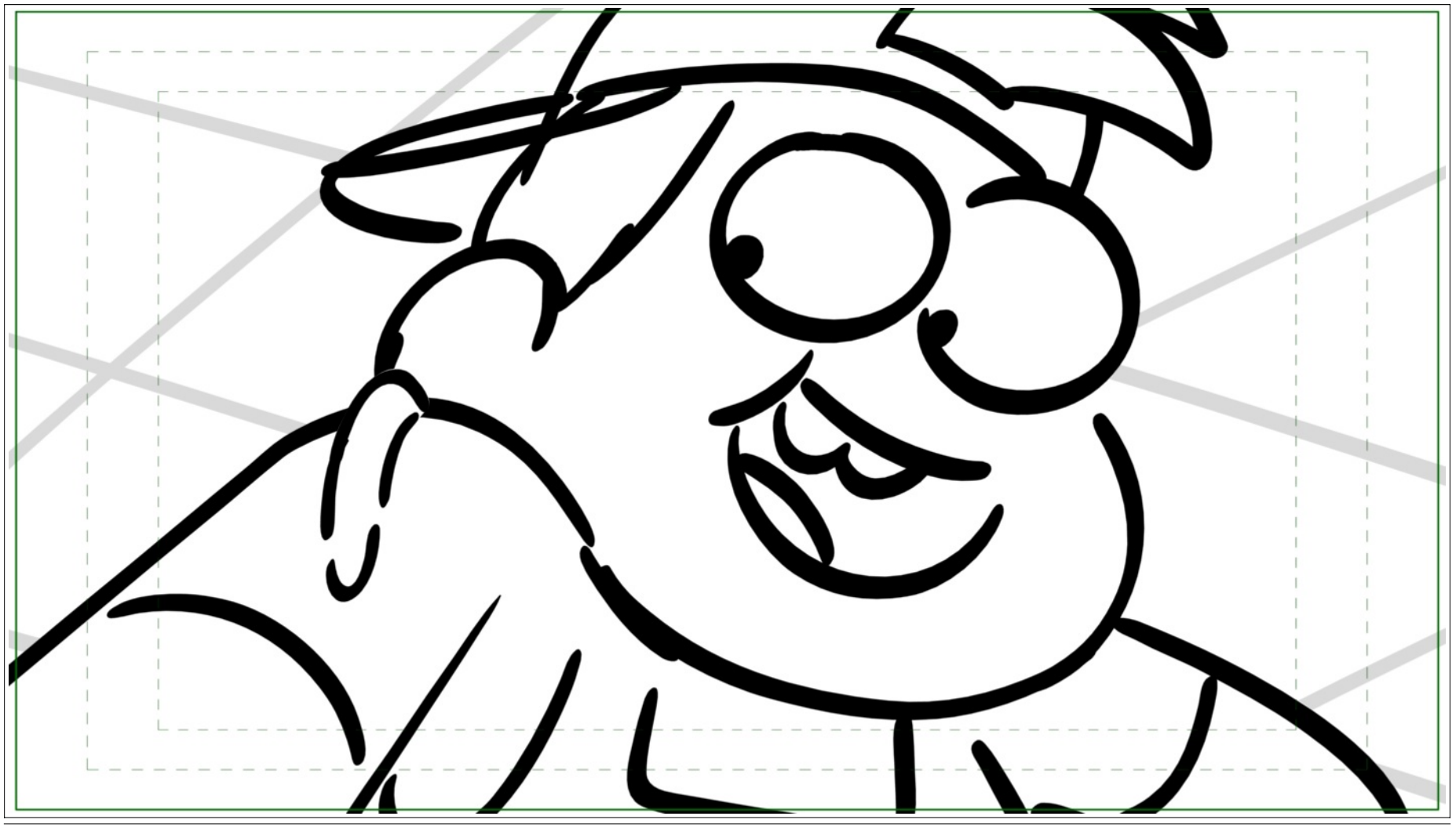
Dialog

BILL

(chuckles) he used to crawl up my arm and tickle me like crazy!

Scene 152

Panel 6



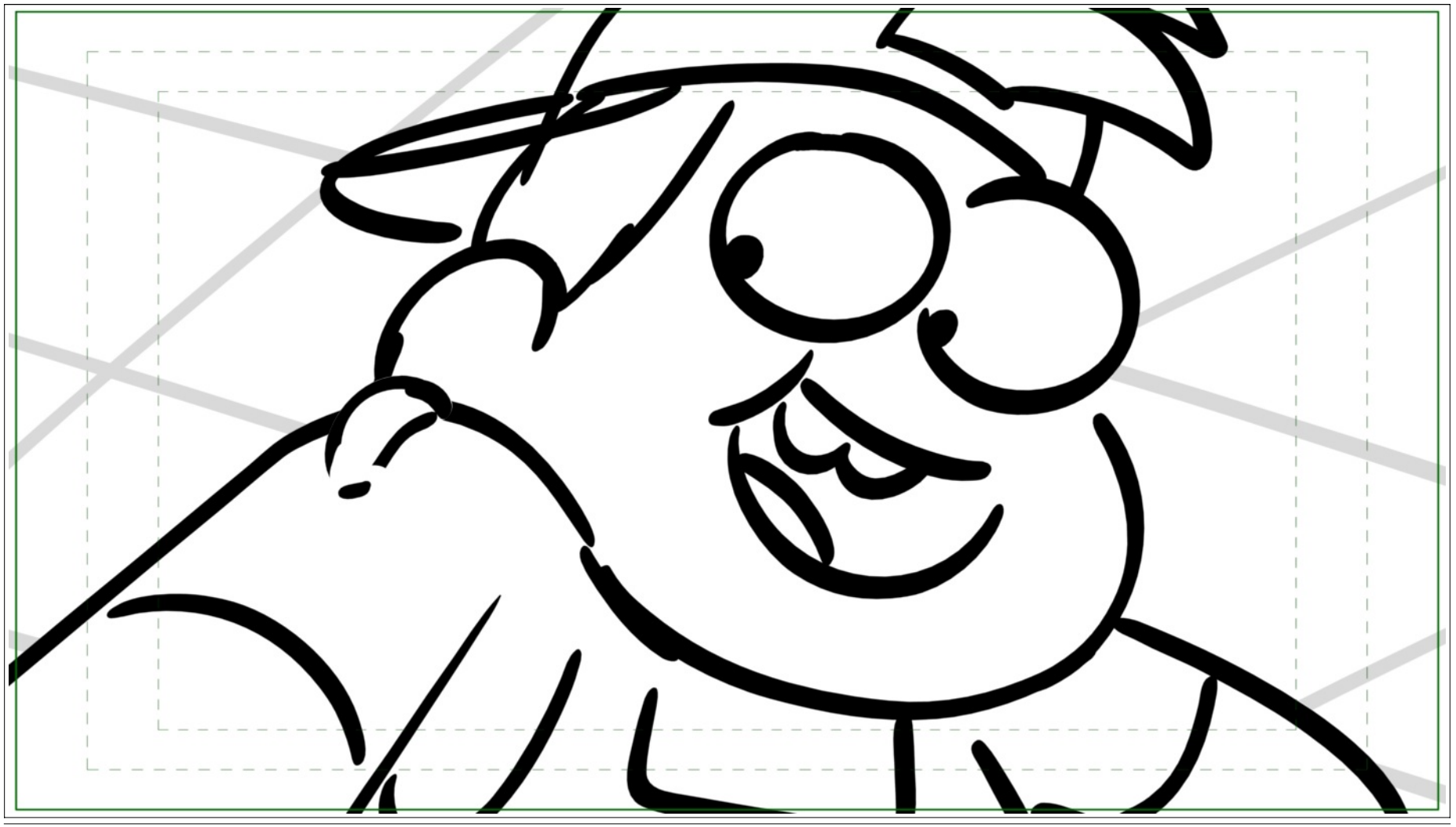
Dialog

BILL

(chuckles) he used to crawl up my arm and tickle me like crazy!

Scene 152

Panel 7



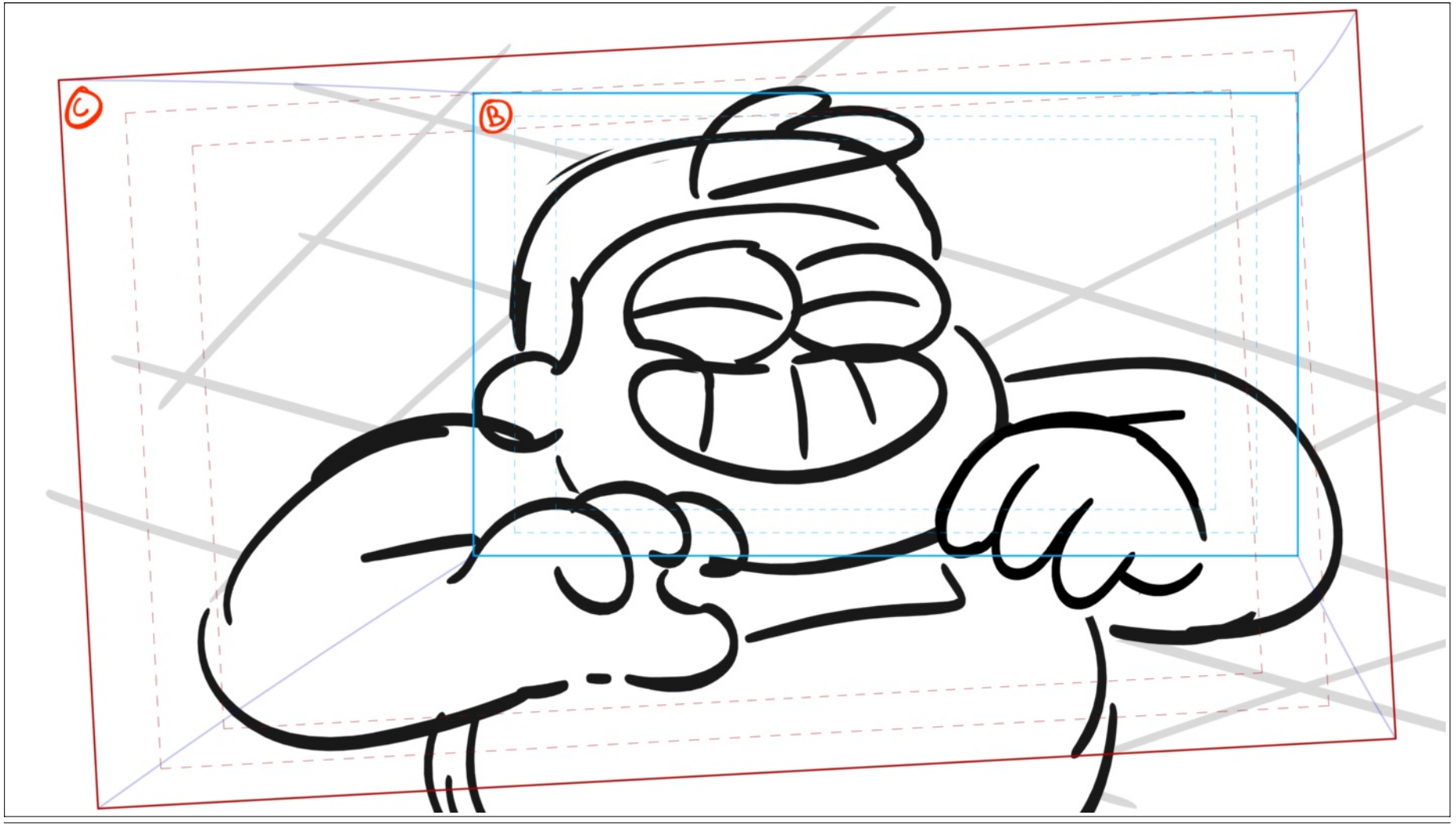
Dialog

BILL

(chuckles) he used to crawl up my arm and tickle me like crazy!

Scene 152

Panel 8



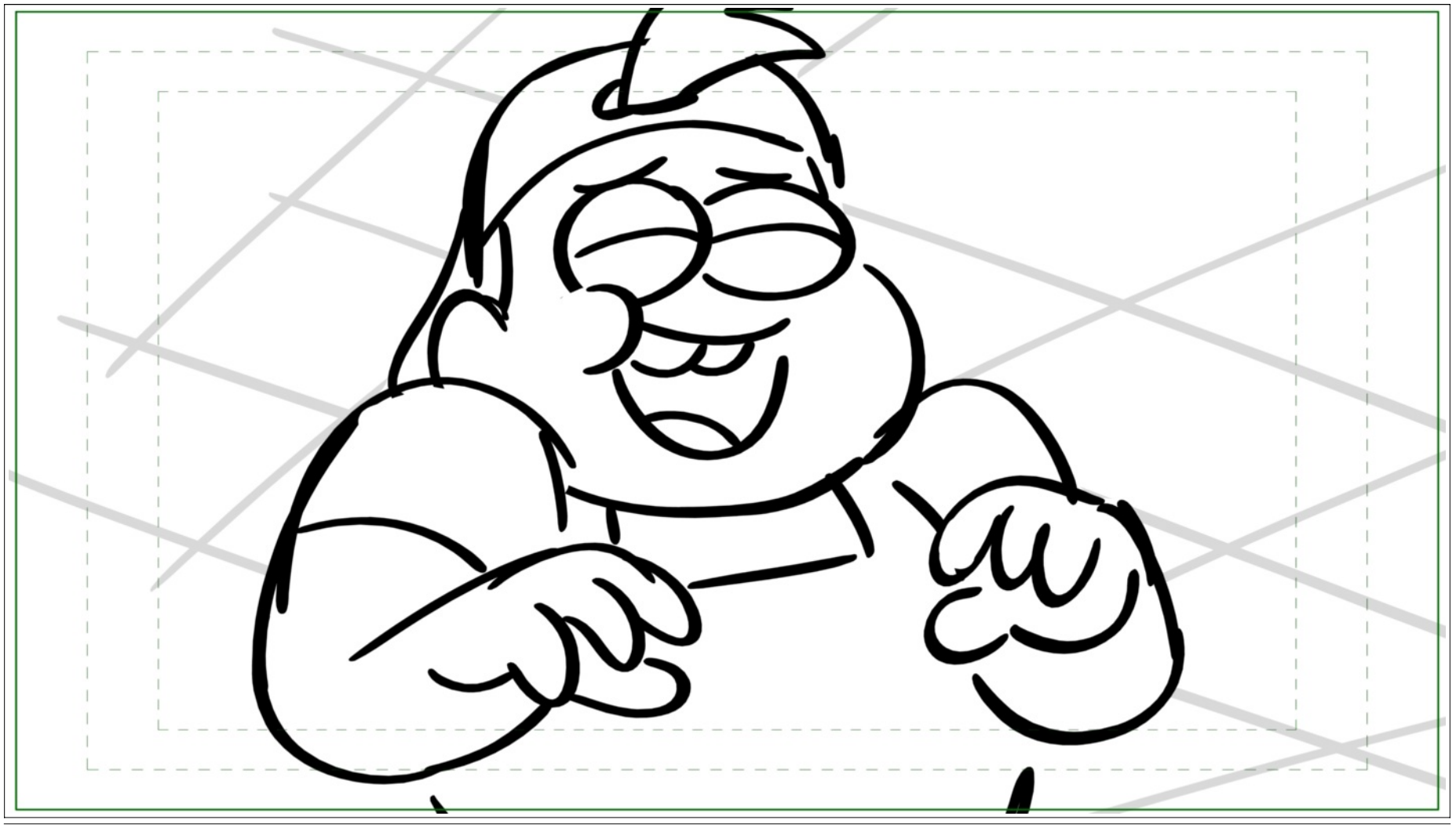
Dialog

BILL

(chuckles) he used to crawl up my arm and tickle me like crazy!

Scene 152

Panel 9



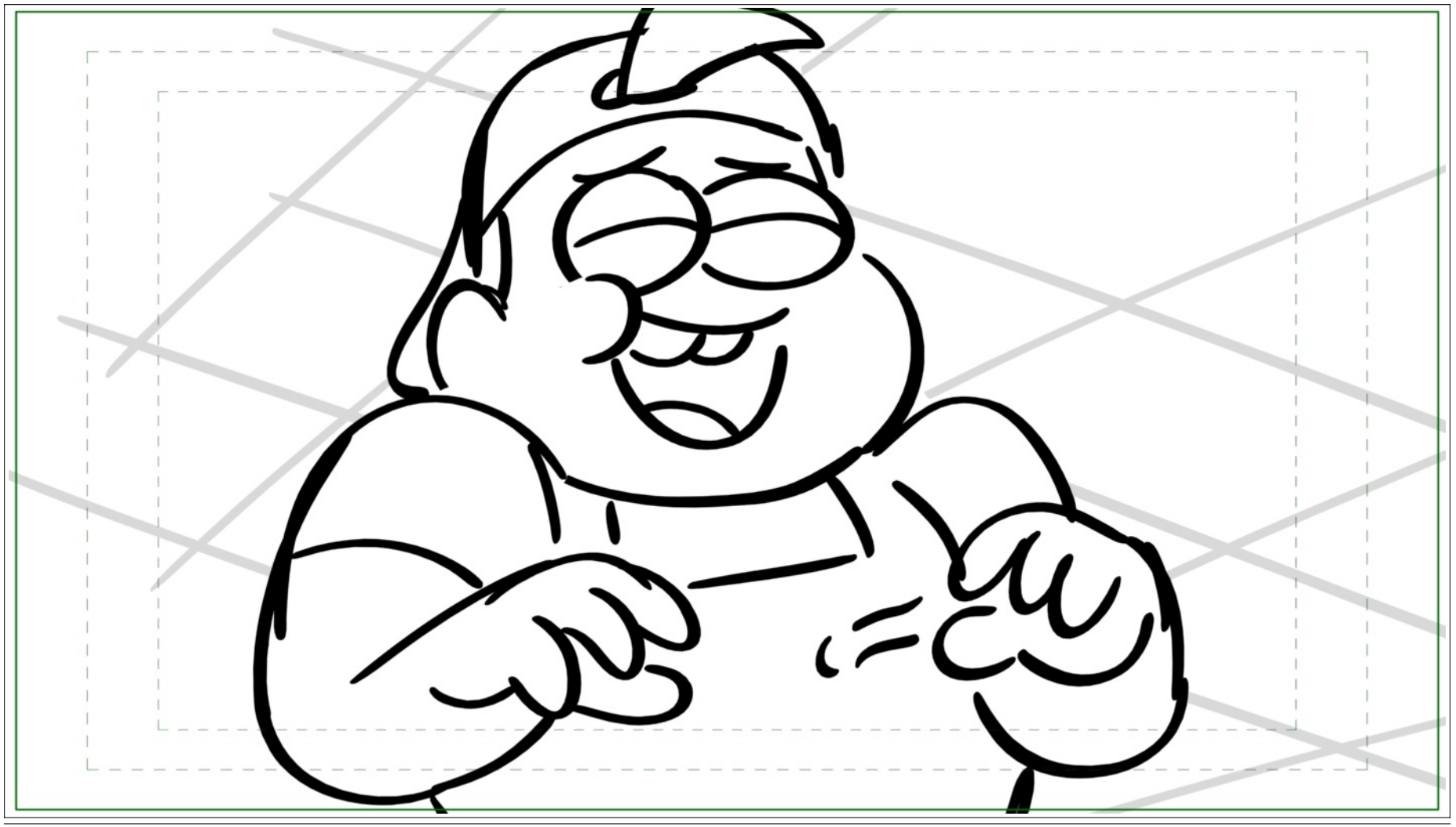
Dialog

BILL

(chuckles) he used to crawl up my arm and tickle me like crazy!

Scene 152

Panel 10



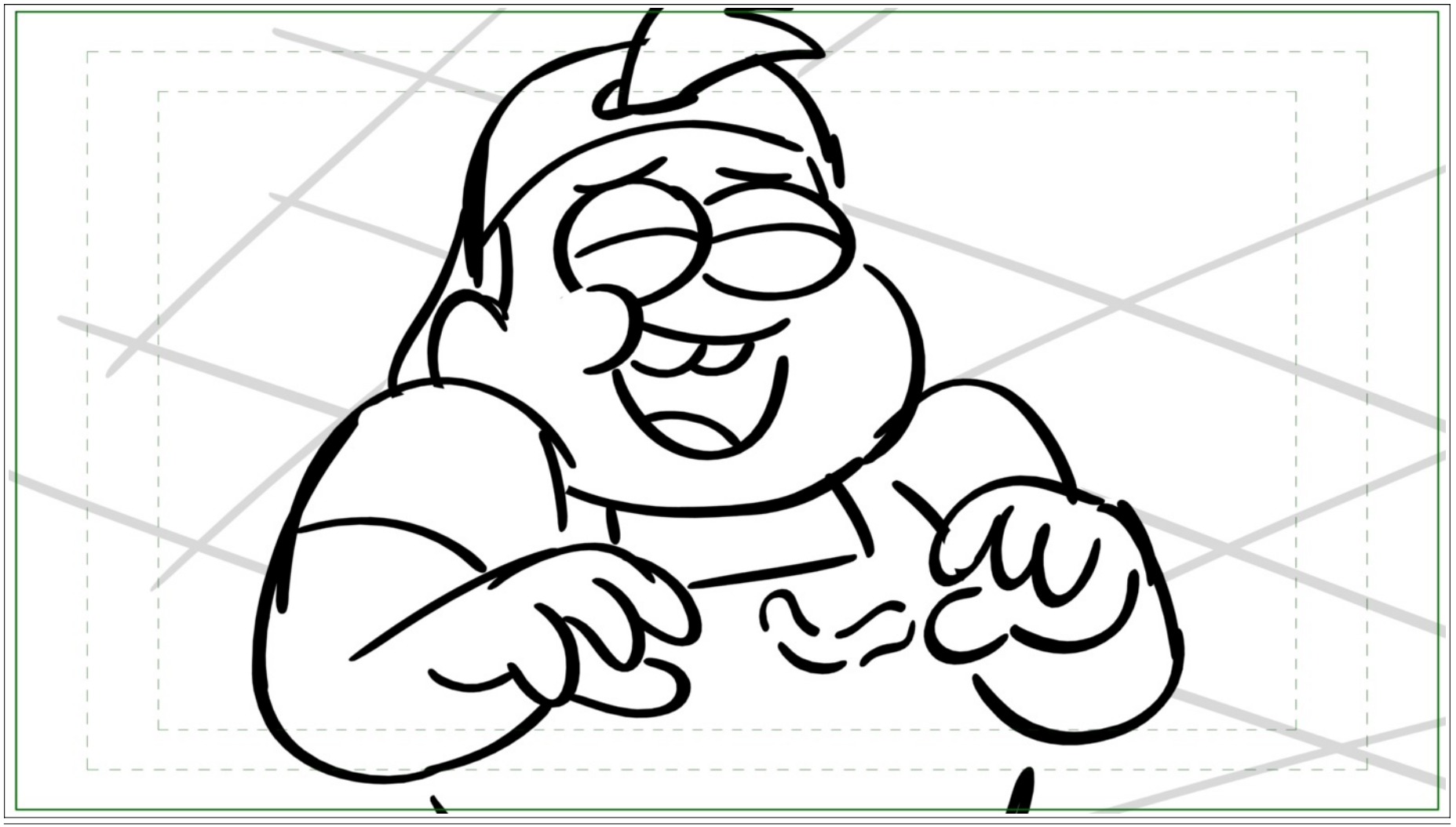
Dialog

BILL

(chuckles) he used to crawl up my arm and tickle me like crazy!

Scene 152

Panel 11



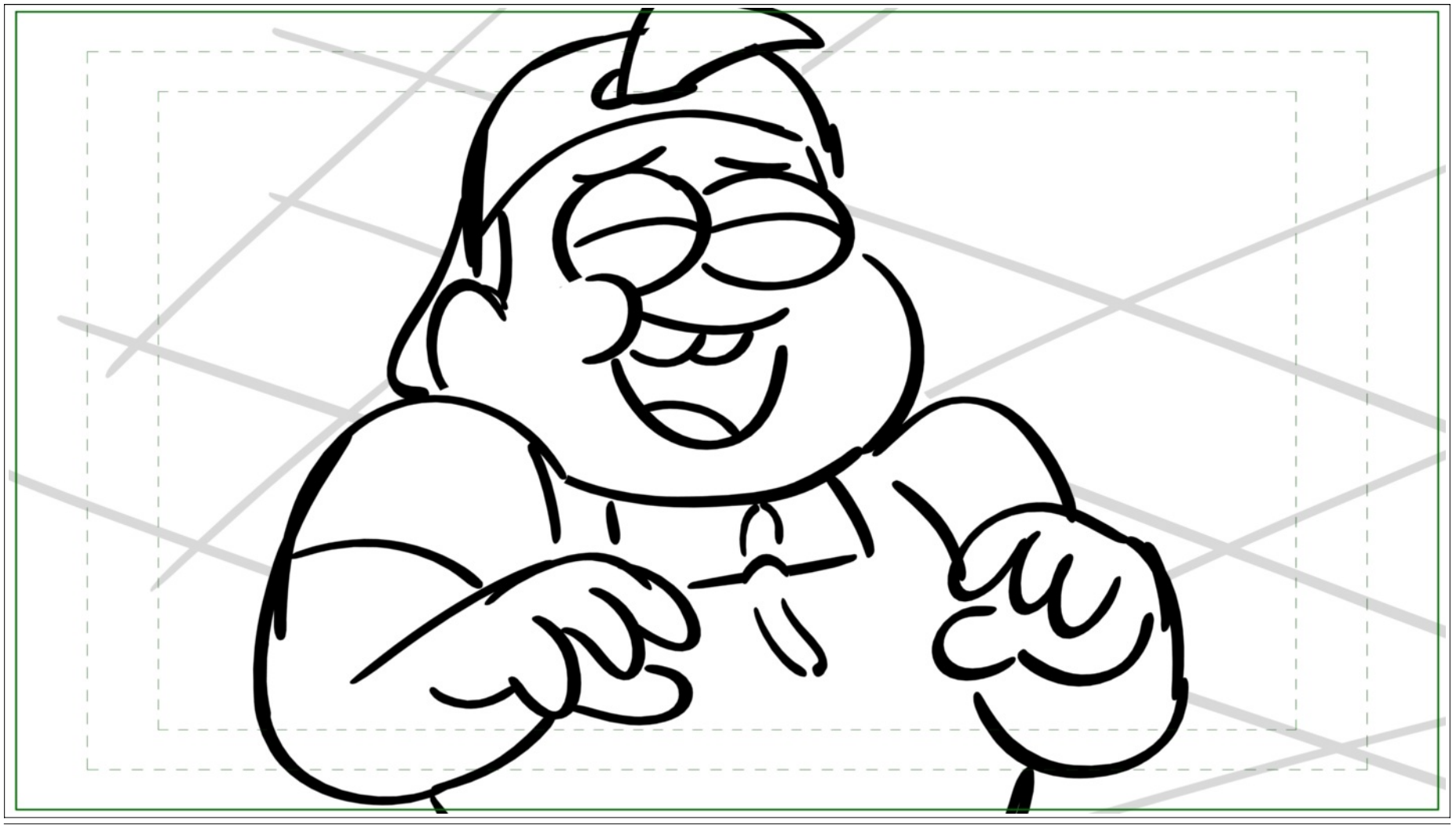
Dialog

BILL

(chuckles) he used to crawl up my arm and tickle me like crazy!

Scene 152

Panel 12

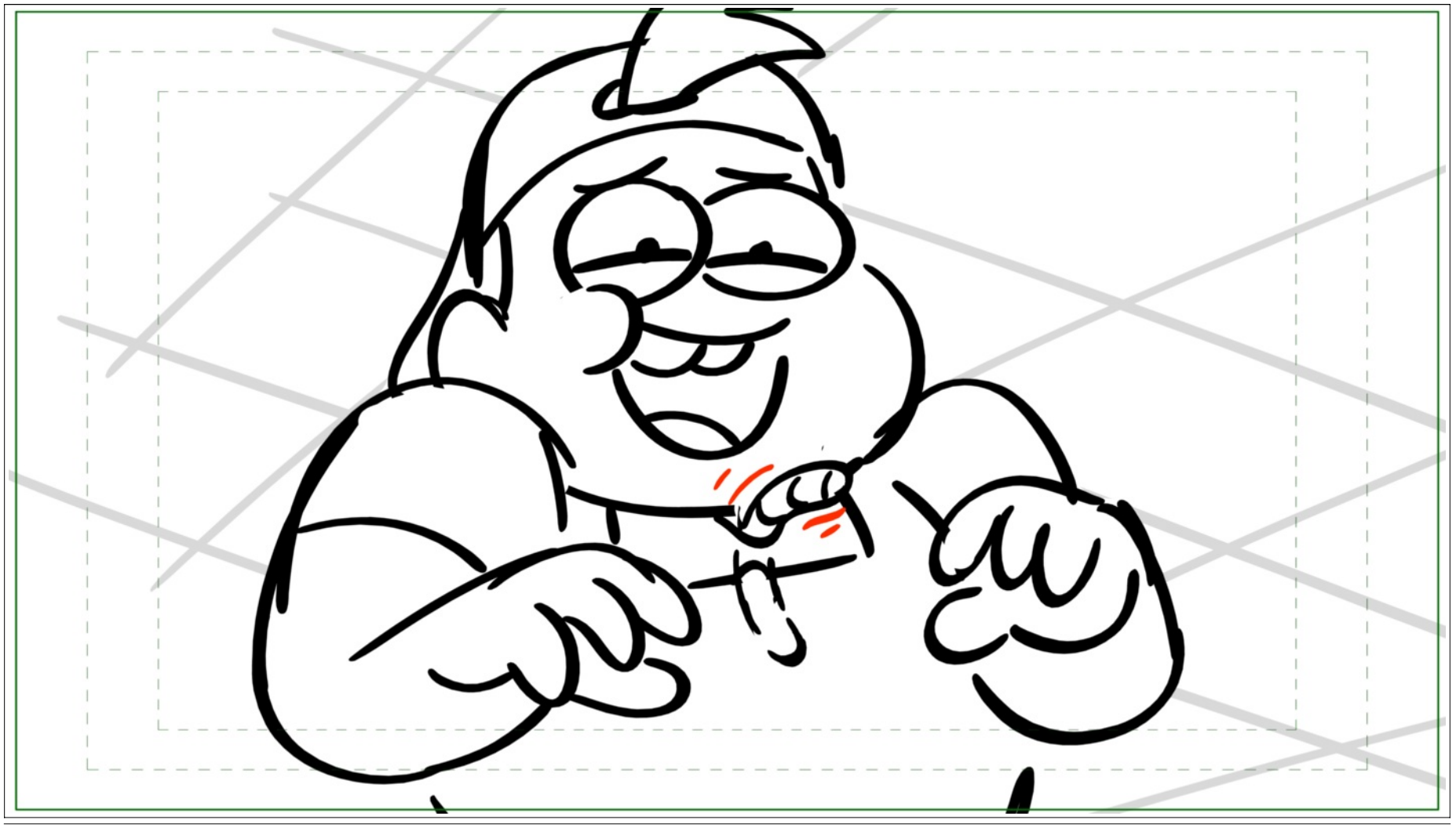


Dialog

BILL

(chuckles) he used to crawl up my arm and tickle me like crazy!

Scene 152 Panel 13

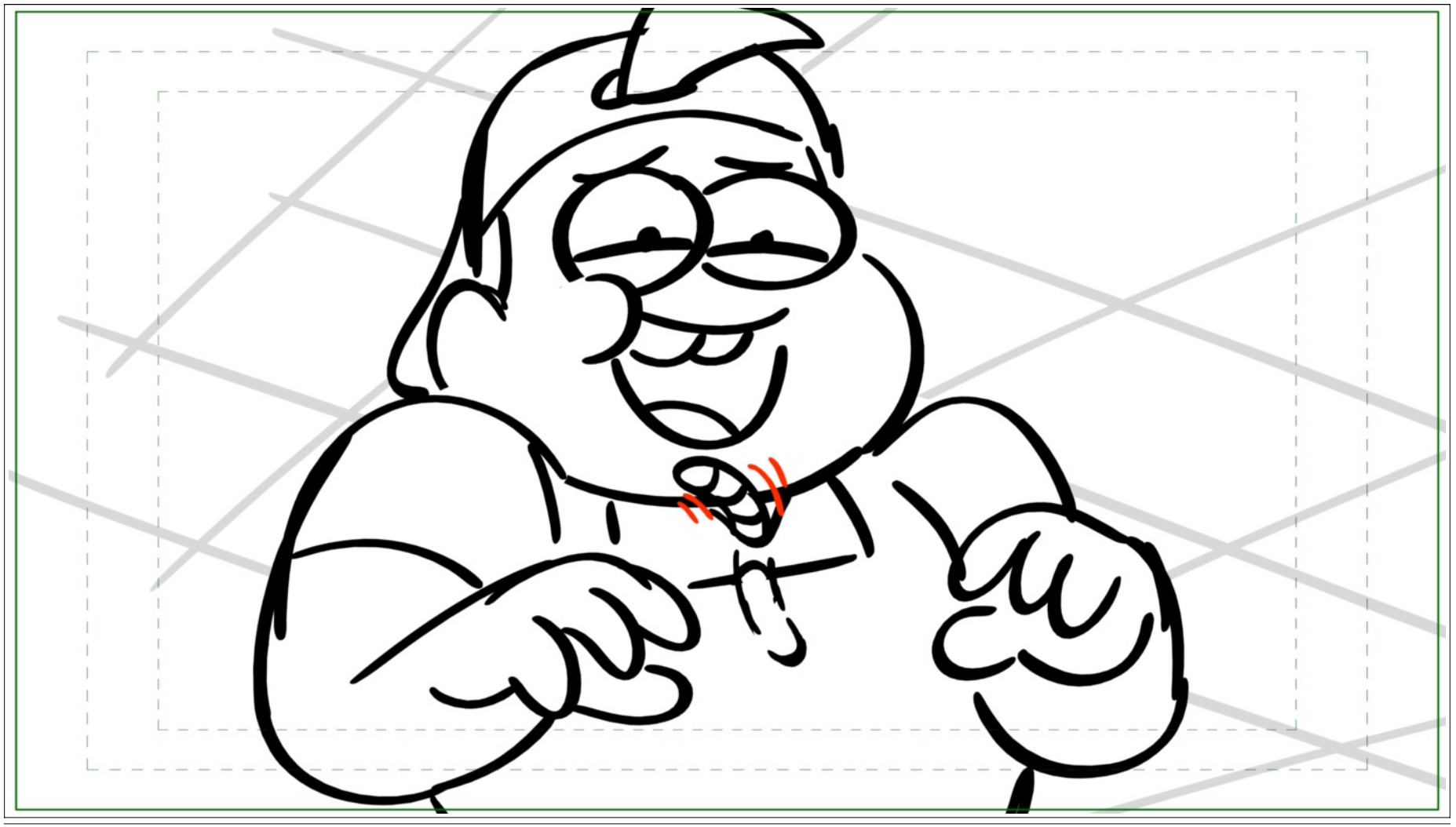


Dialog

BILL
(chuckles) he used to crawl up my arm and tickle me like crazy!

Scene 152

Panel 14



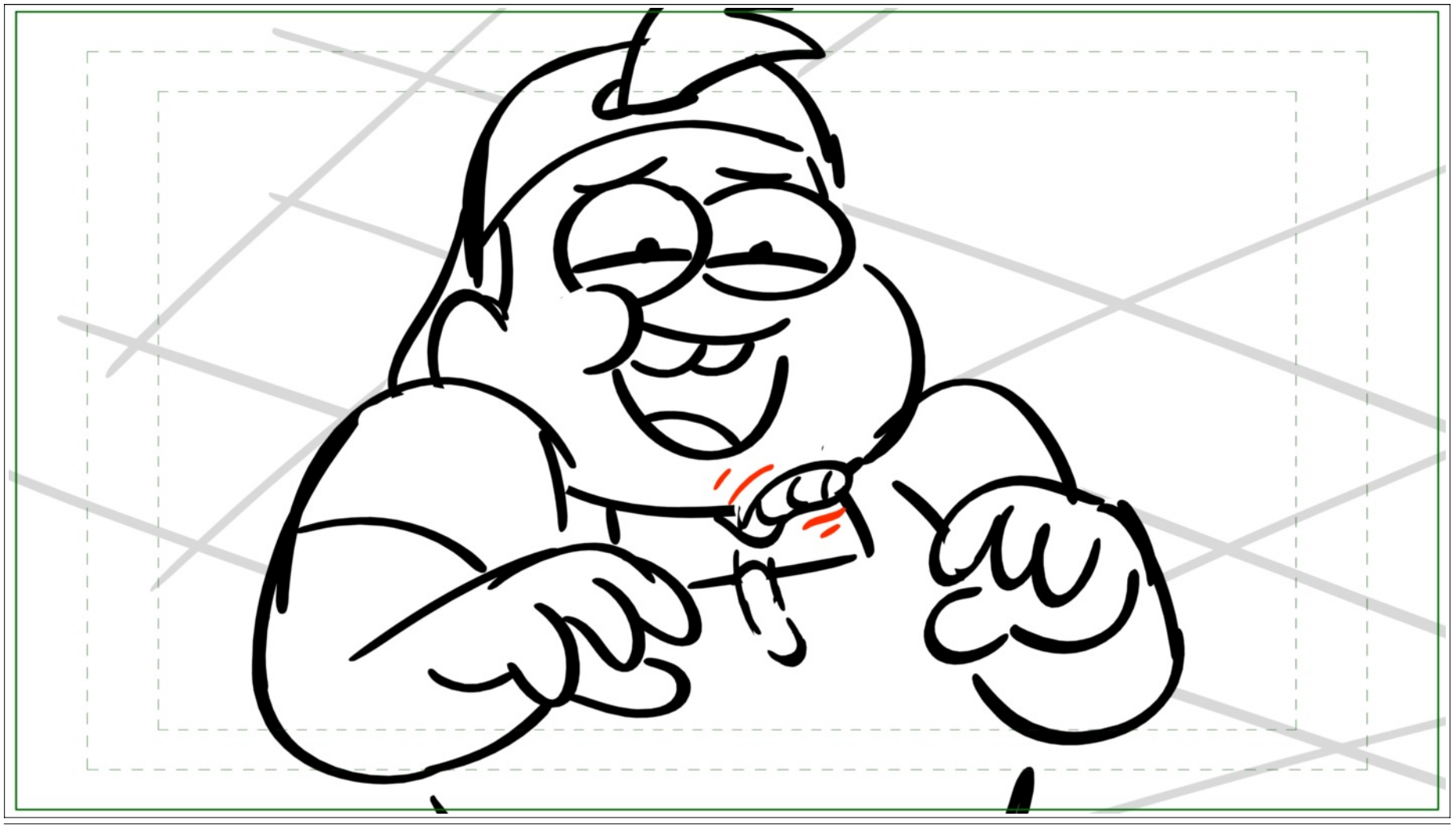
Dialog

BILL

(chuckles) he used to crawl up my arm and tickle me like crazy!

Scene 152

Panel 15



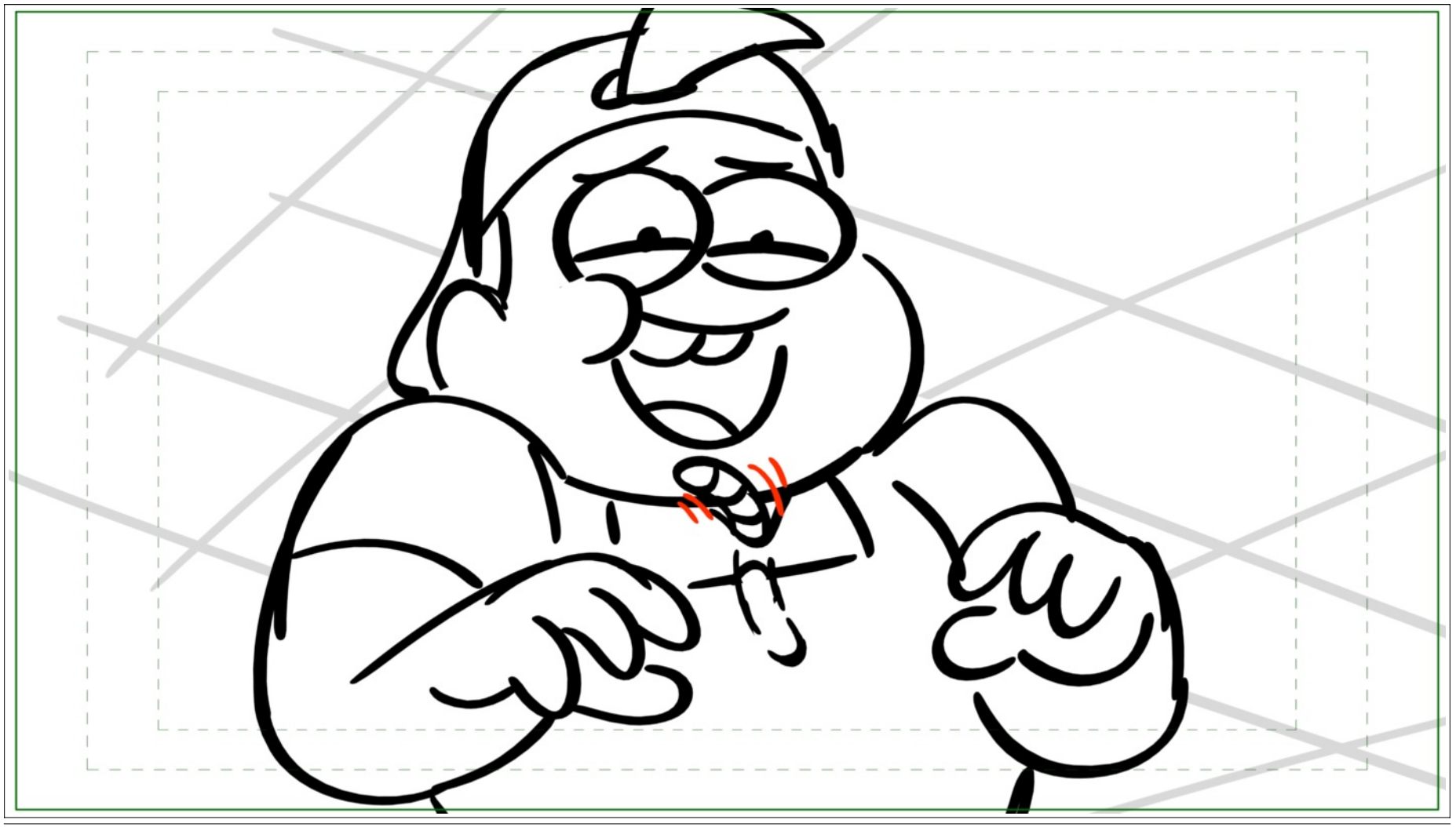
Dialog

BILL

(chuckles) he used to crawl up my arm and tickle me like crazy!

Scene 152

Panel 16

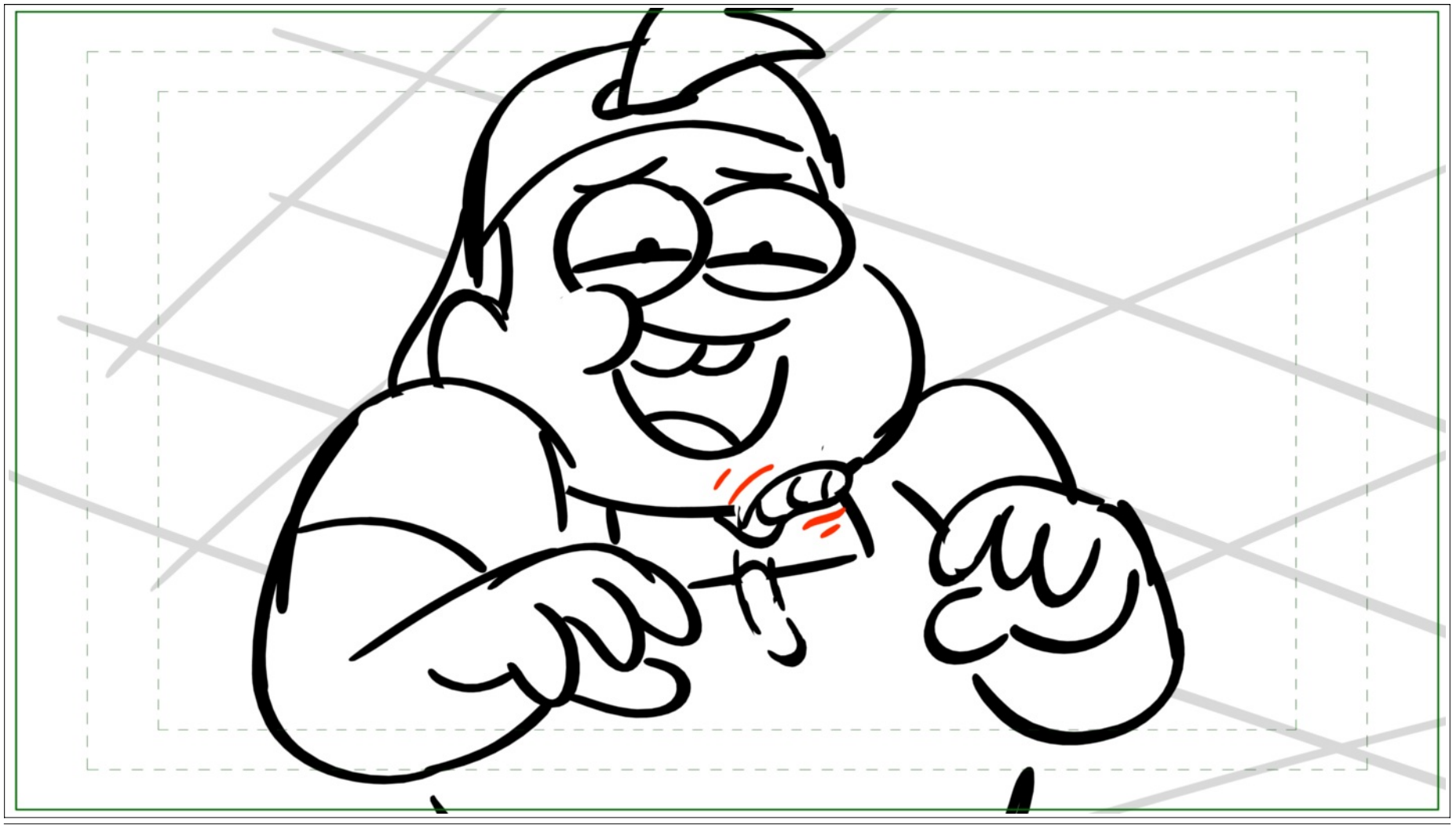


Dialog

BILL

(chuckles) he used to crawl up my arm and tickle me like crazy!

Scene 152 Panel 17

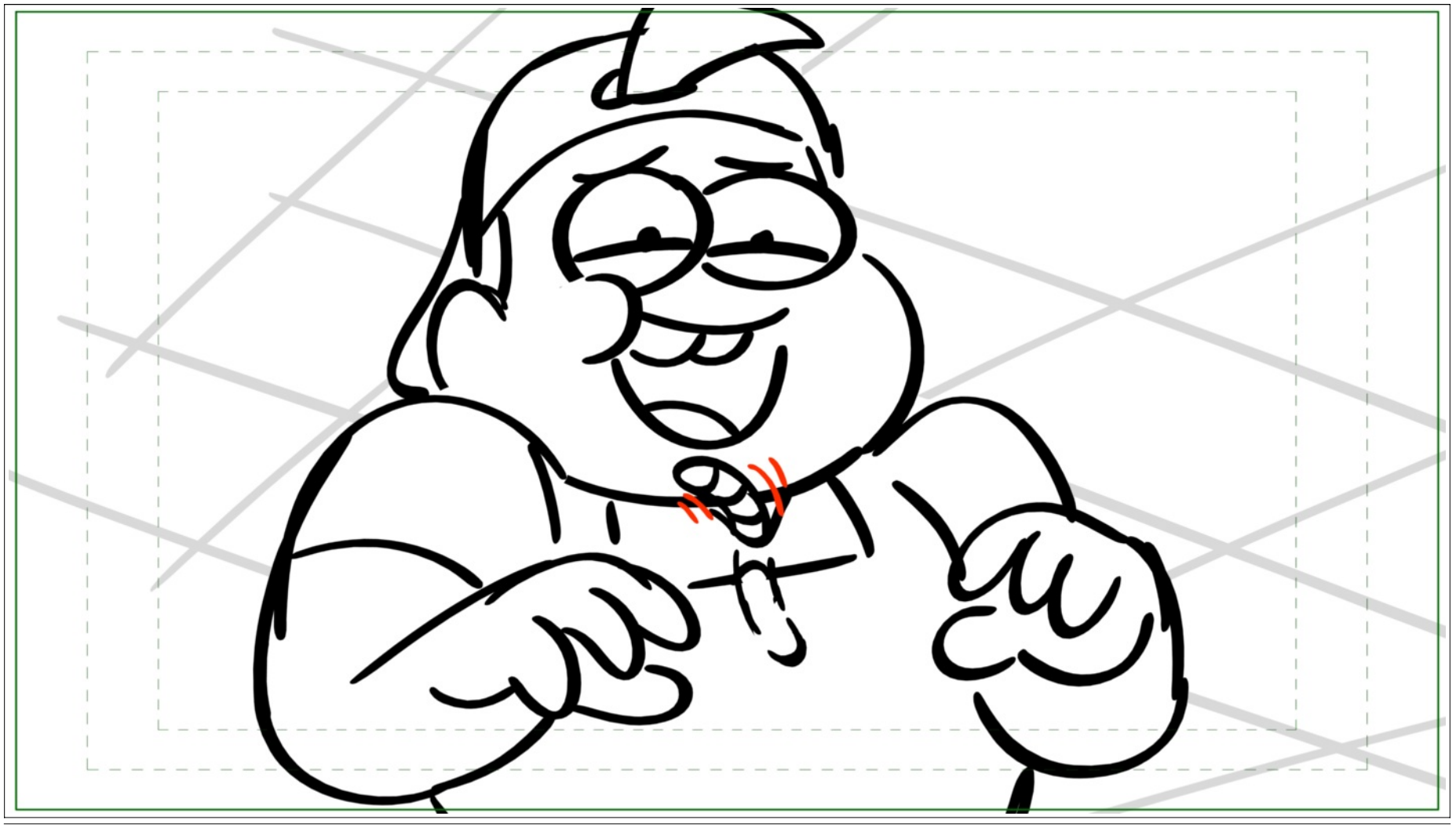


Dialog

BILL
(chuckles) he used to crawl up my arm and tickle me like crazy!

Scene 152

Panel 18



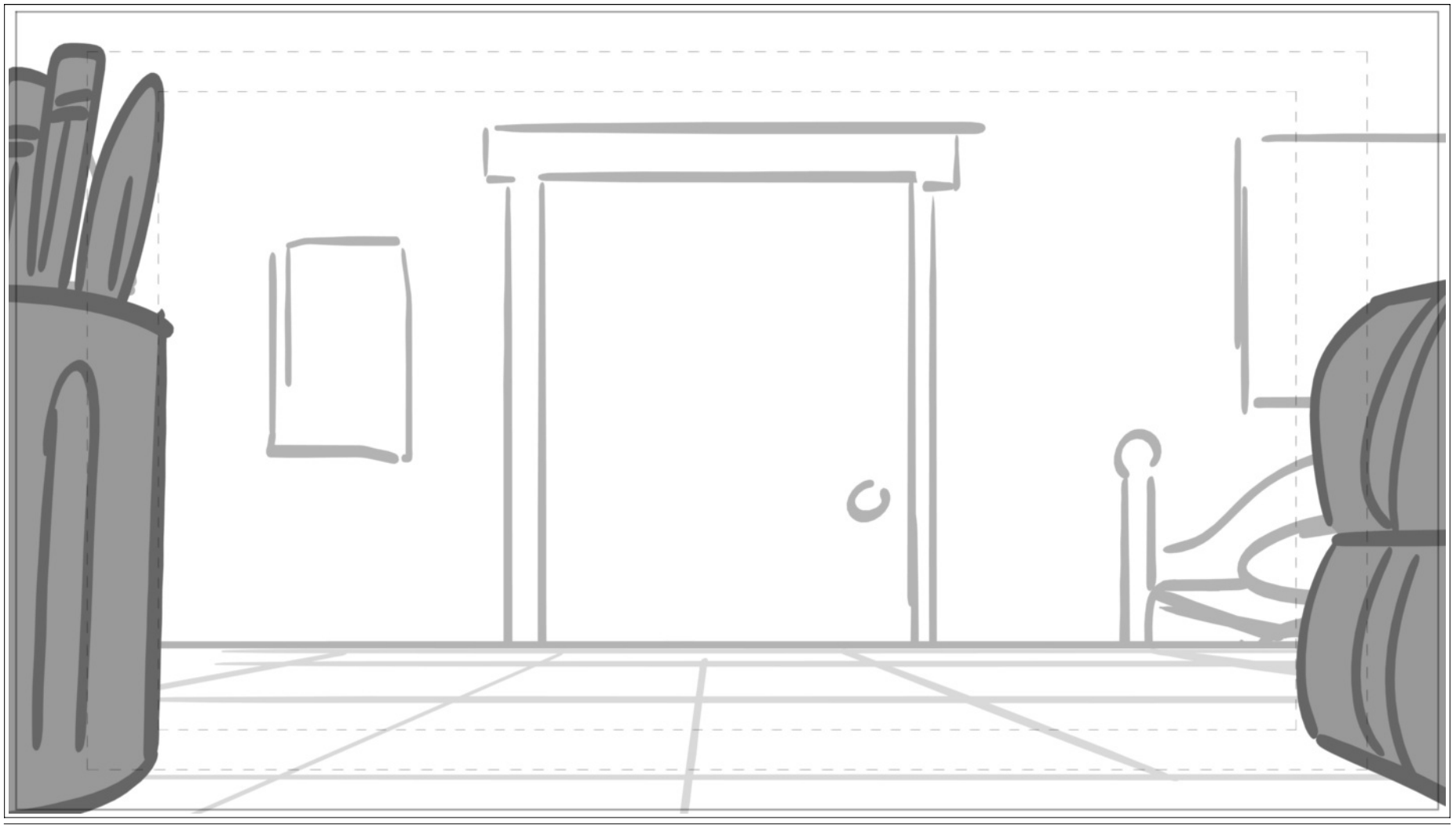
Dialog

BILL

(chuckles) he used to crawl up my arm and tickle me like crazy!

Scene 153

Panel 1

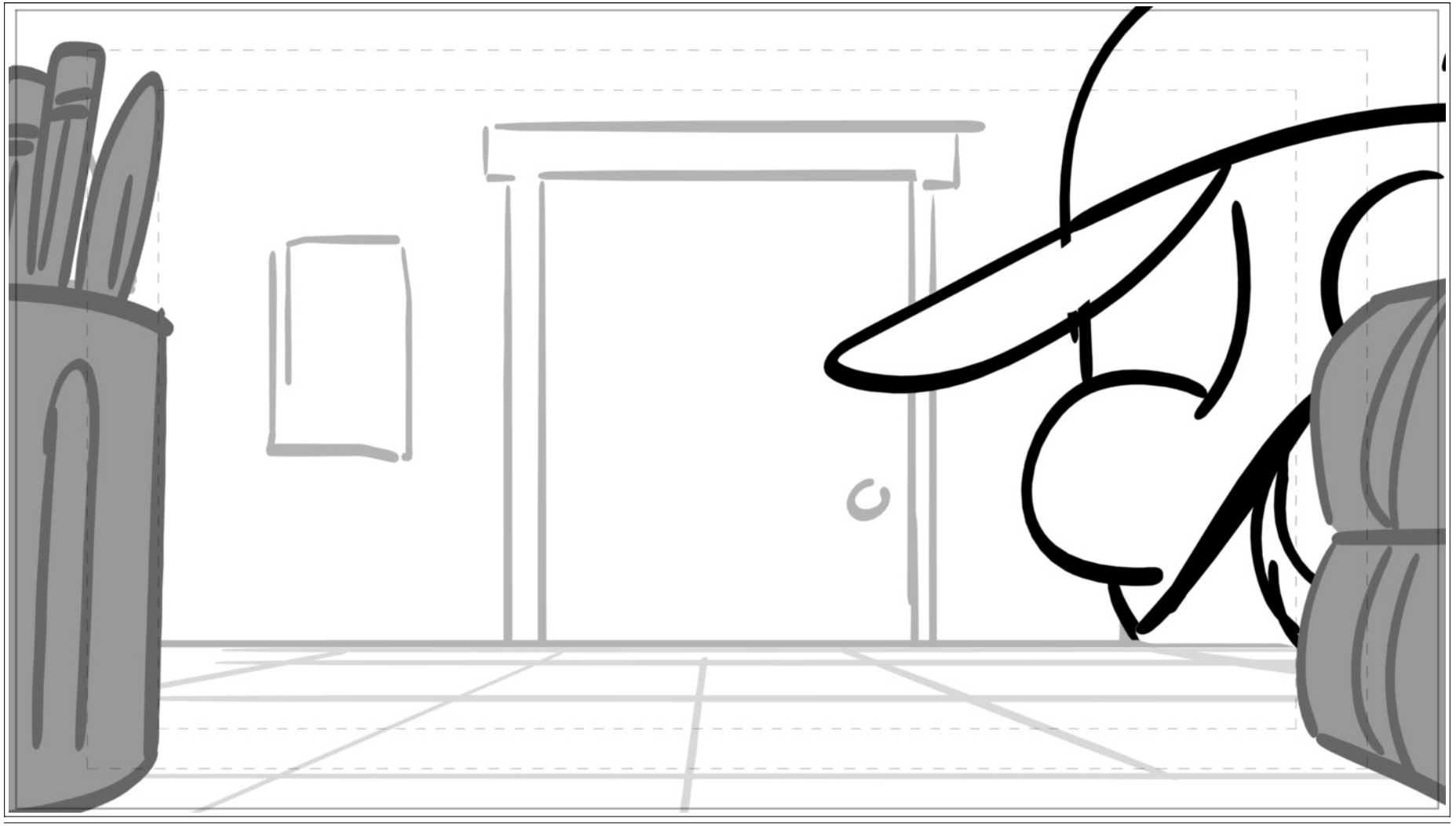


Dialog

(no sound, just music)

Scene 153

Panel 2

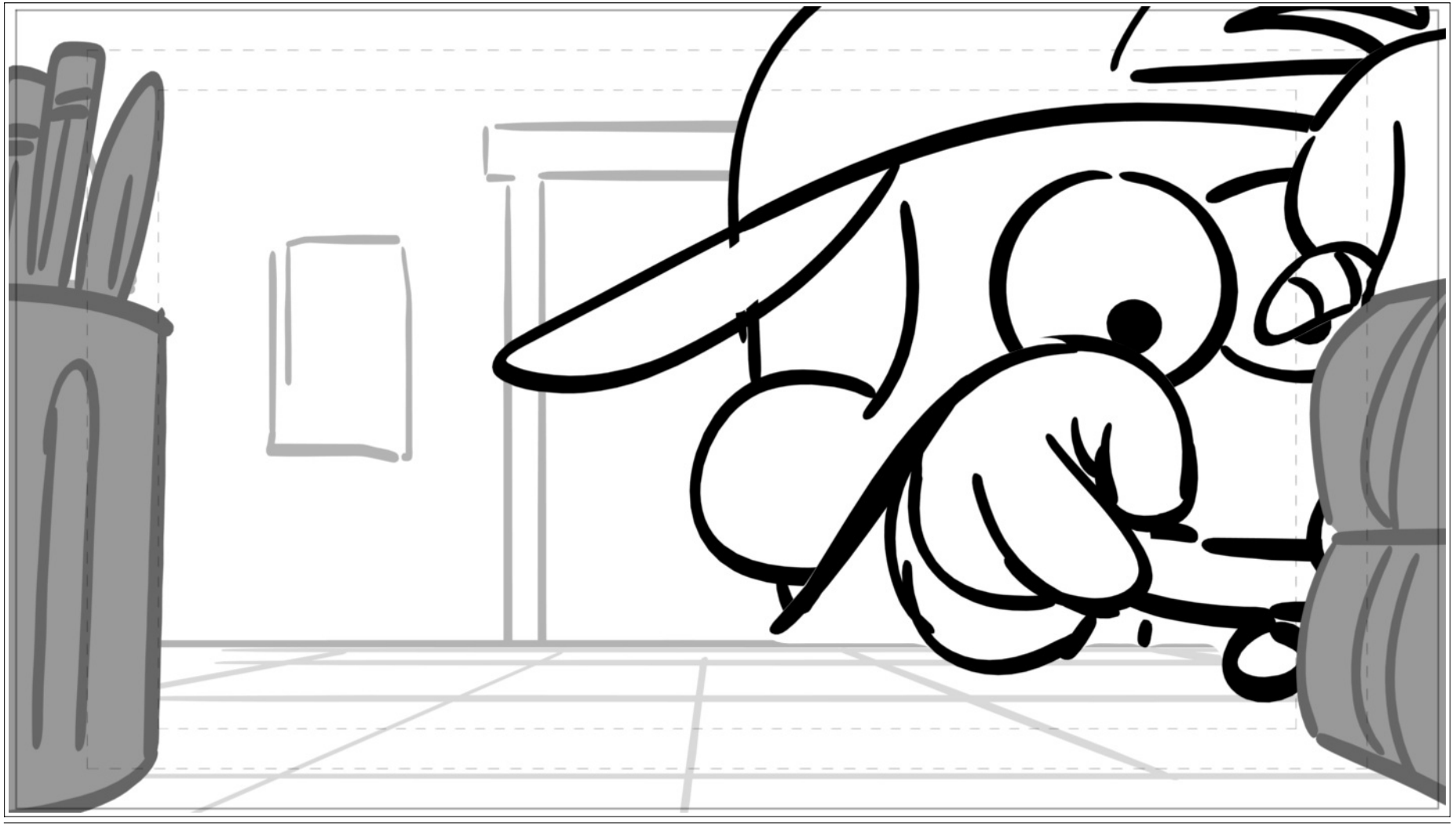


Dialog

(no sound, just music)

Scene 153

Panel 3

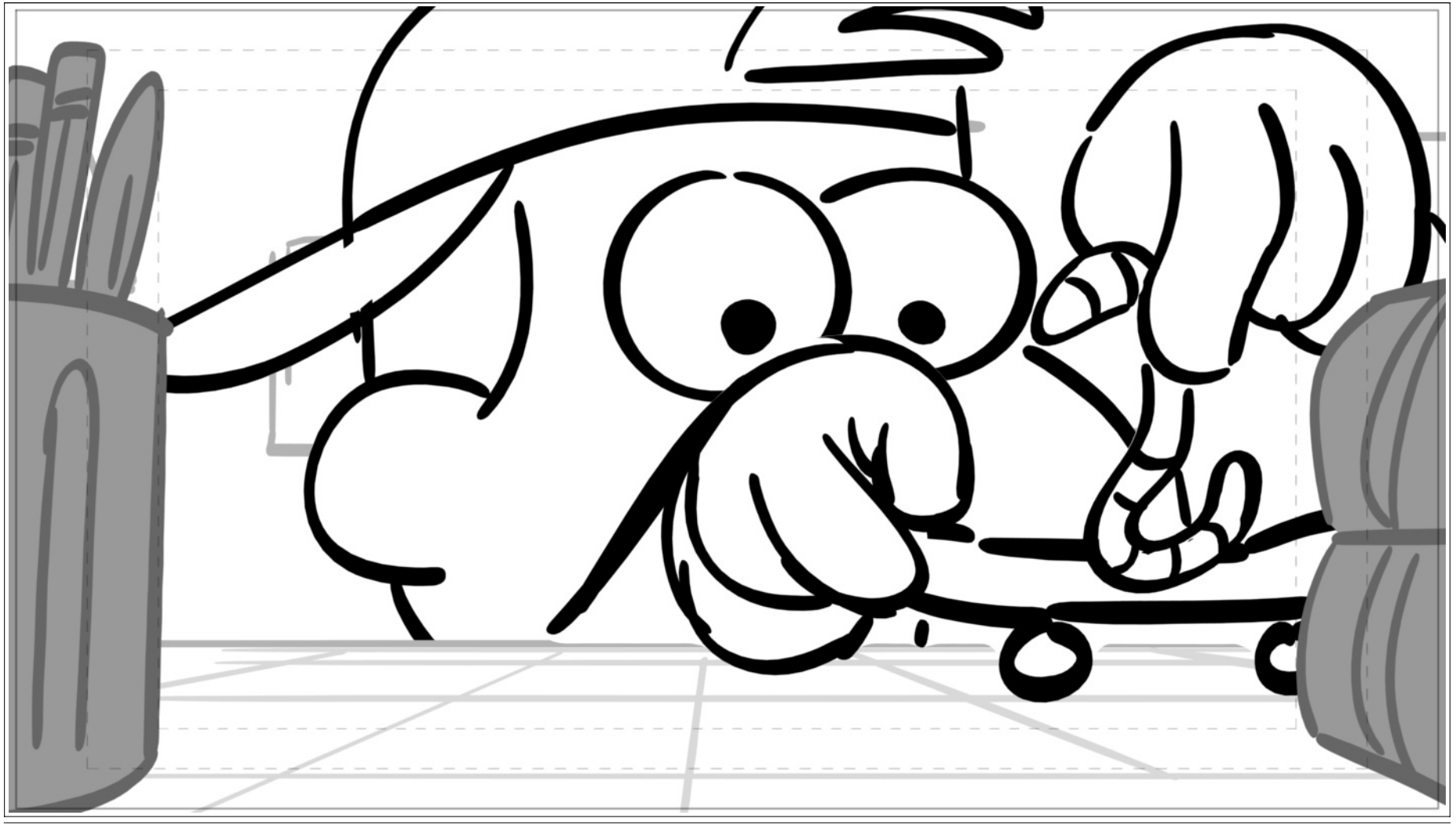


Dialog

(no sound, just music)

Scene 153

Panel 4

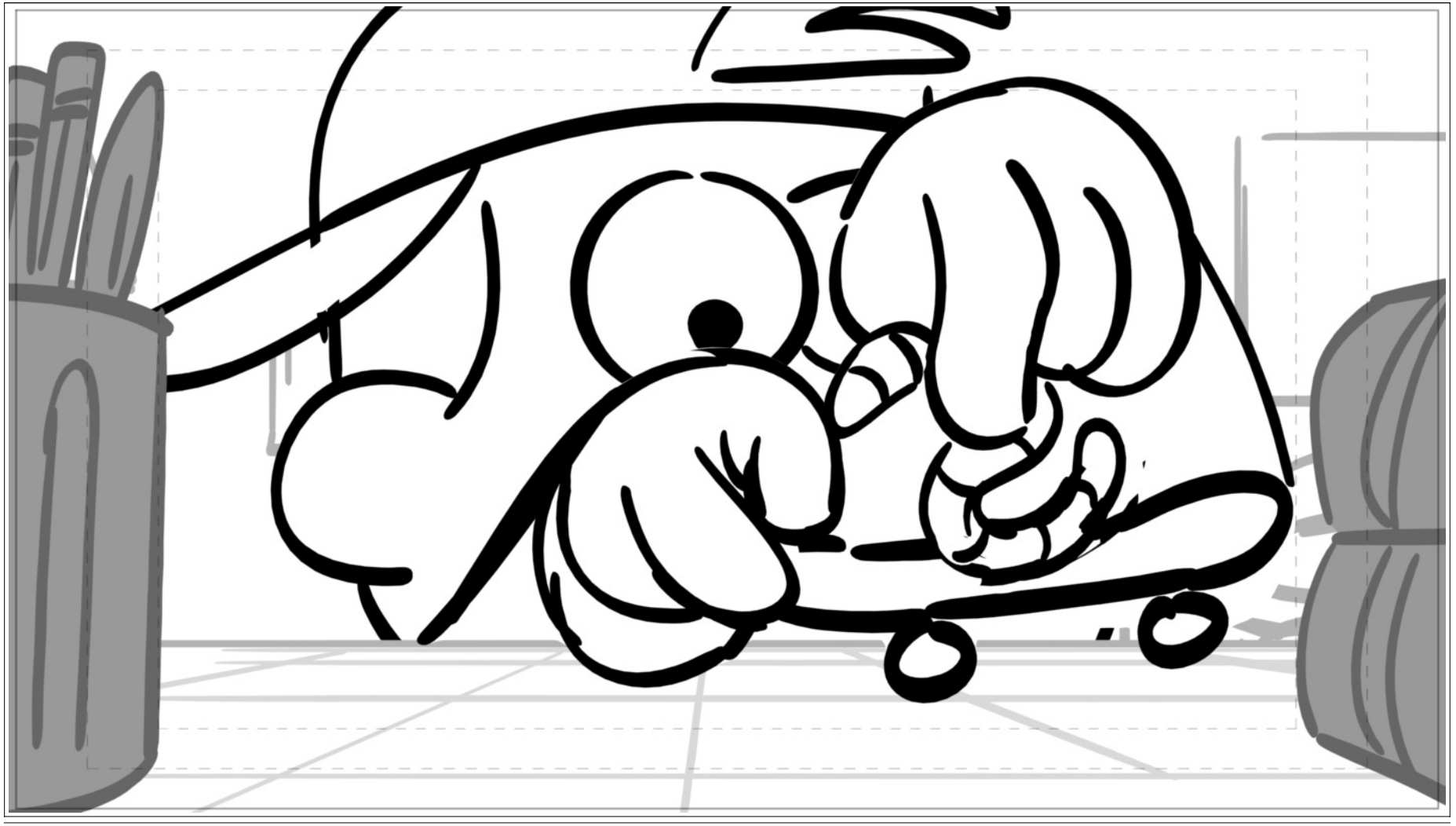


Dialog

(no sound, just music)

Scene 153

Panel 5

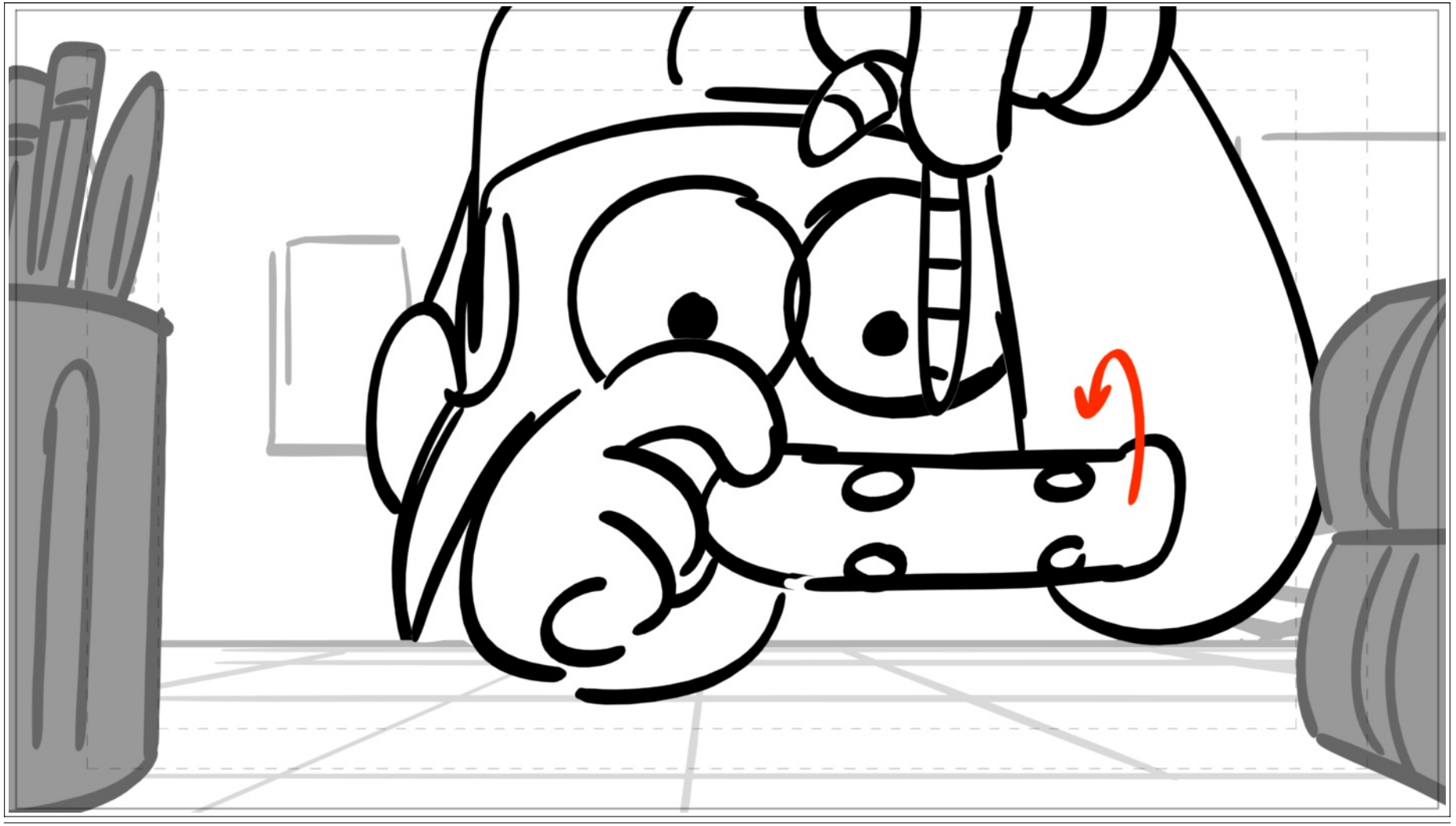


Dialog

(no sound, just music)

Scene 153

Panel 6

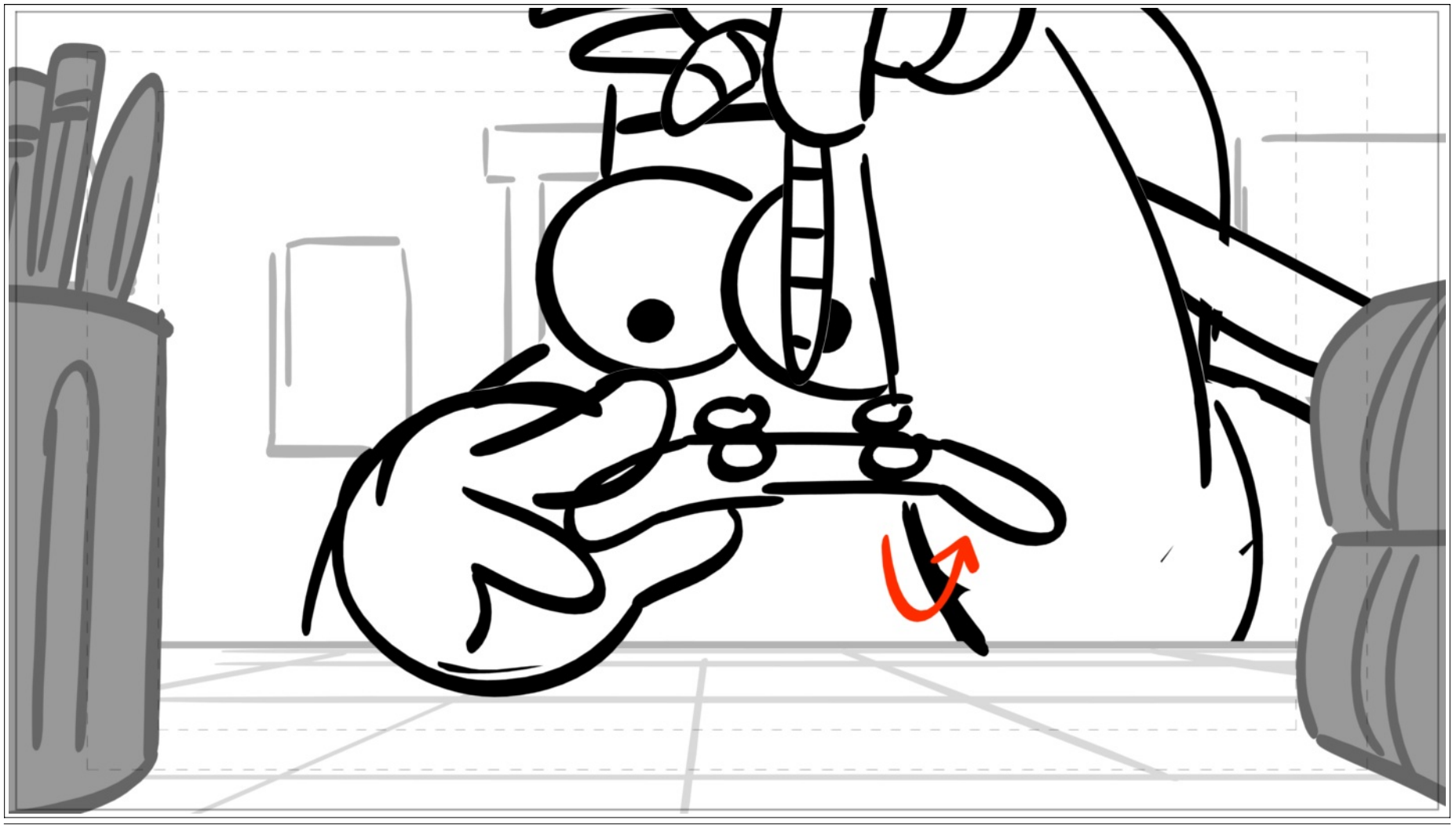


Dialog

(no sound, just music)

Scene 153

Panel 7

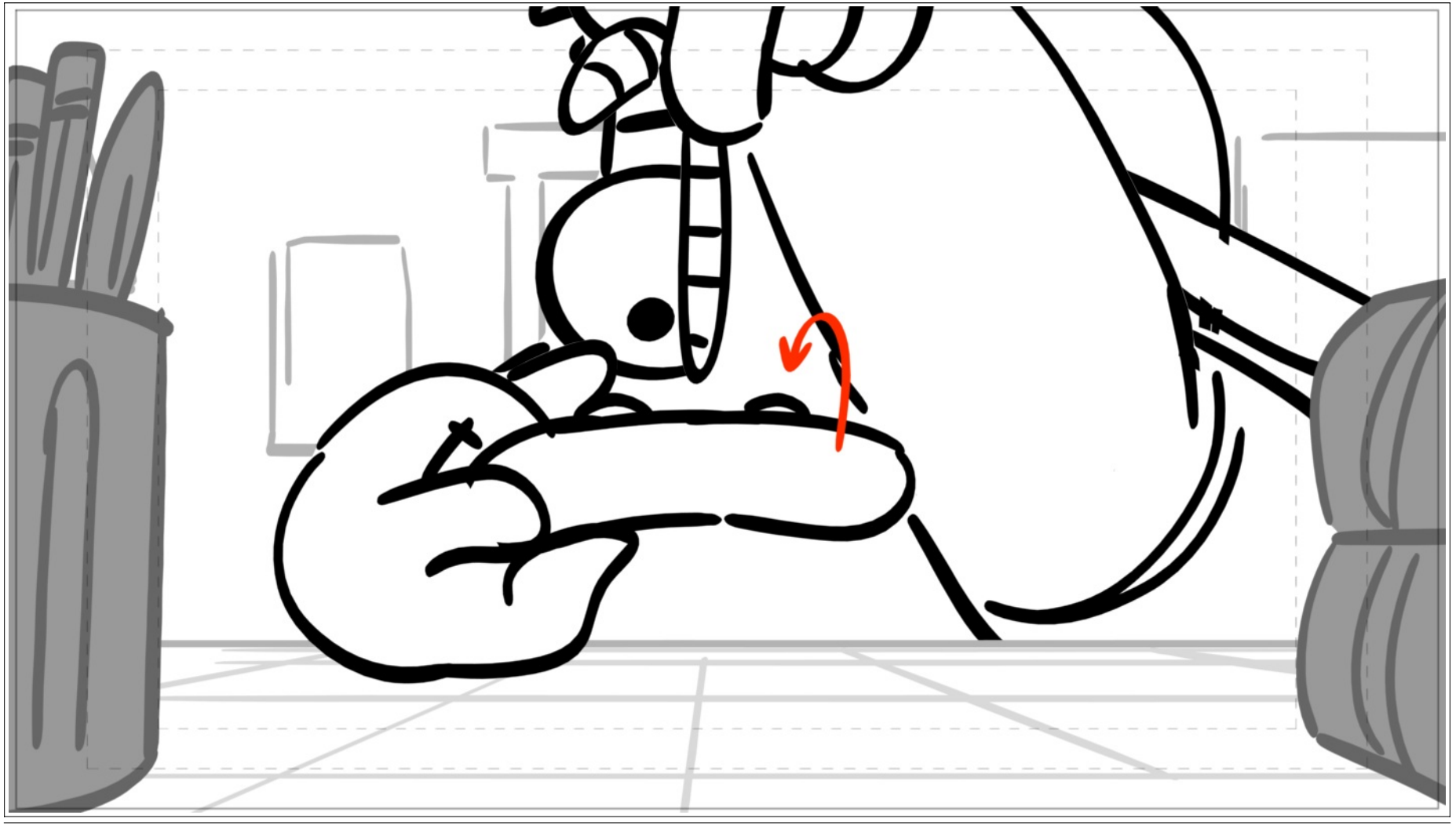


Dialog

(no sound, just music)

Scene 153

Panel 8

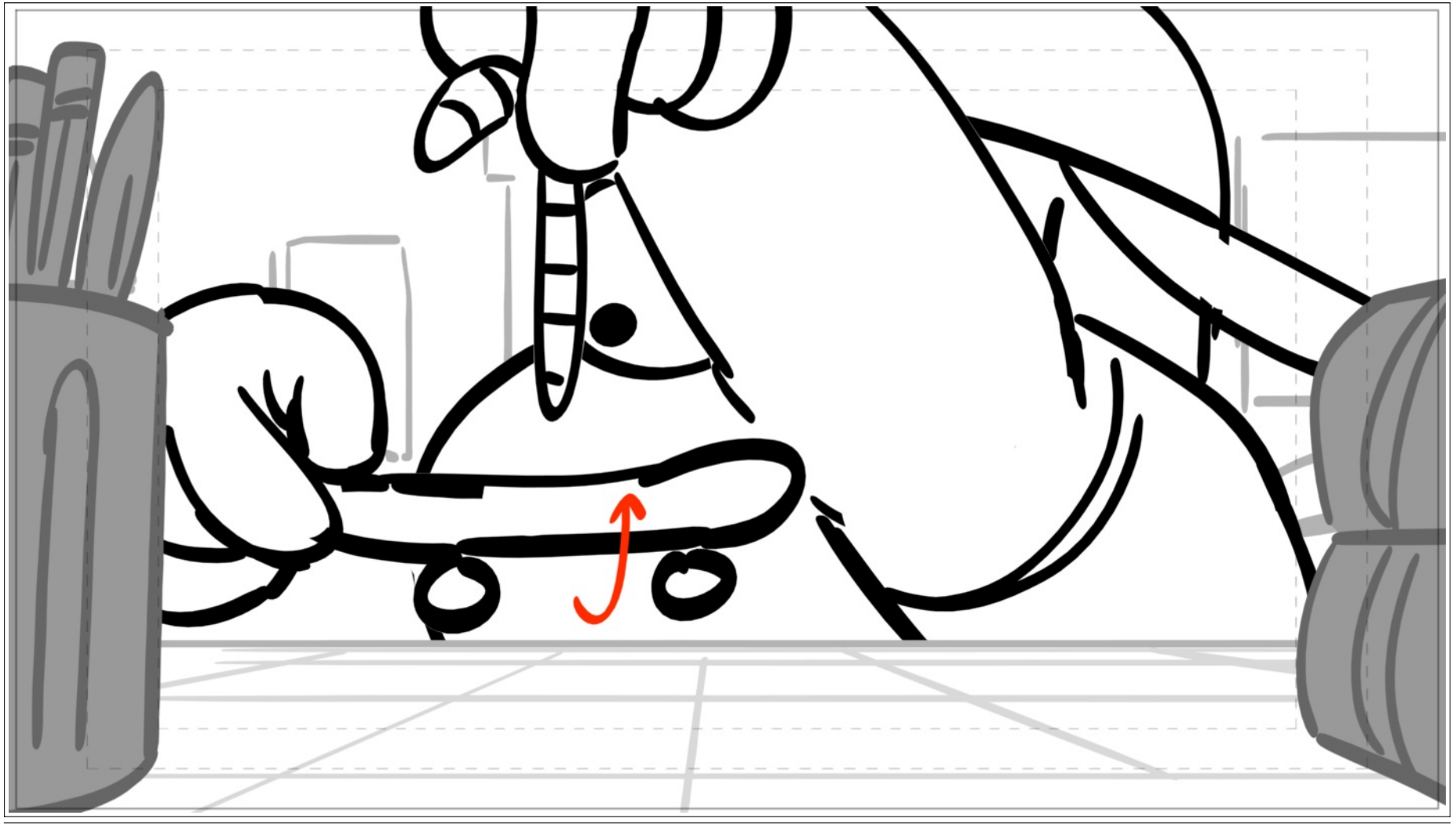


Dialog

(no sound, just music)

Scene 153

Panel 9

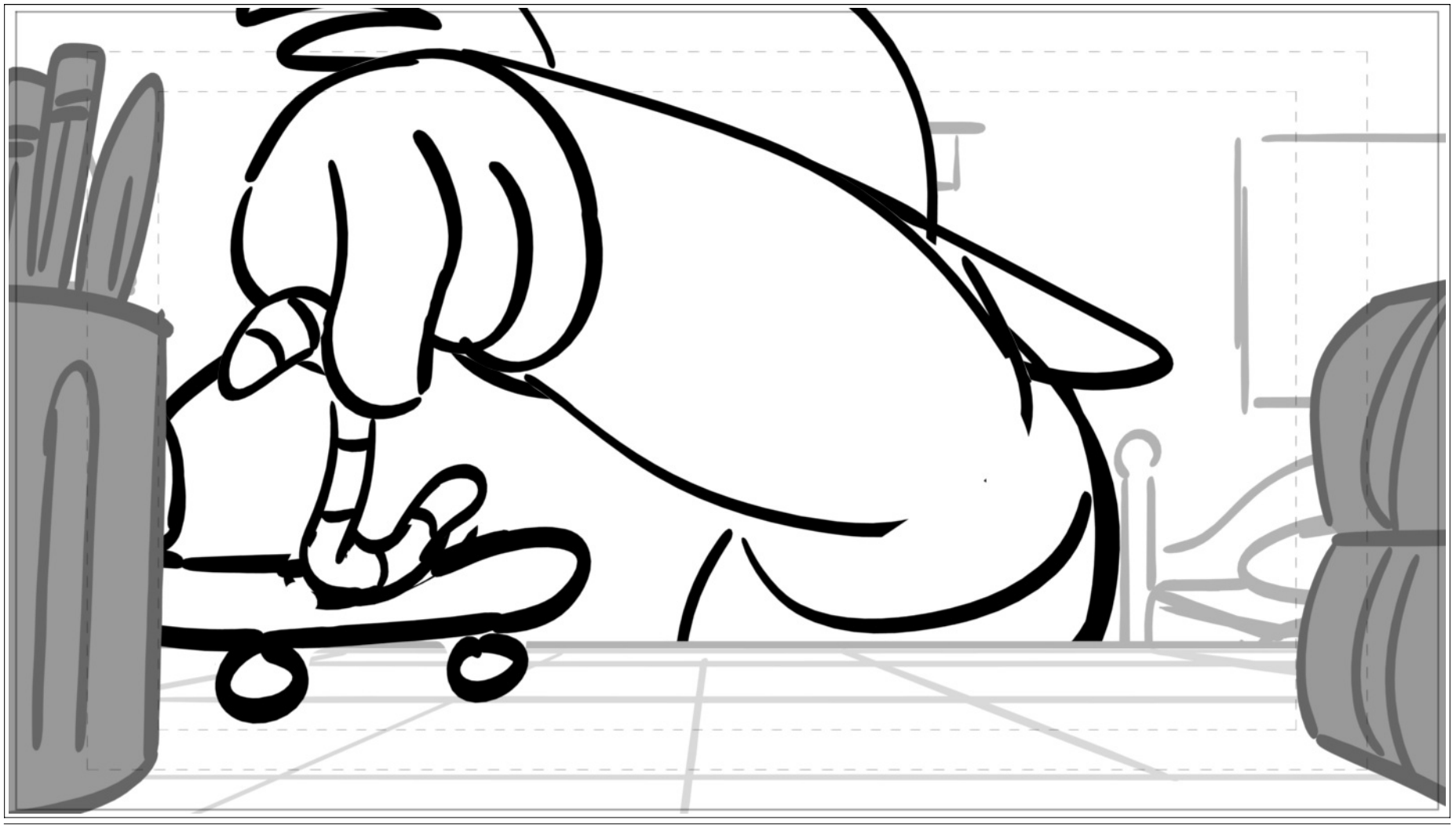


Dialog

(no sound, just music)

Scene 153

Panel 10

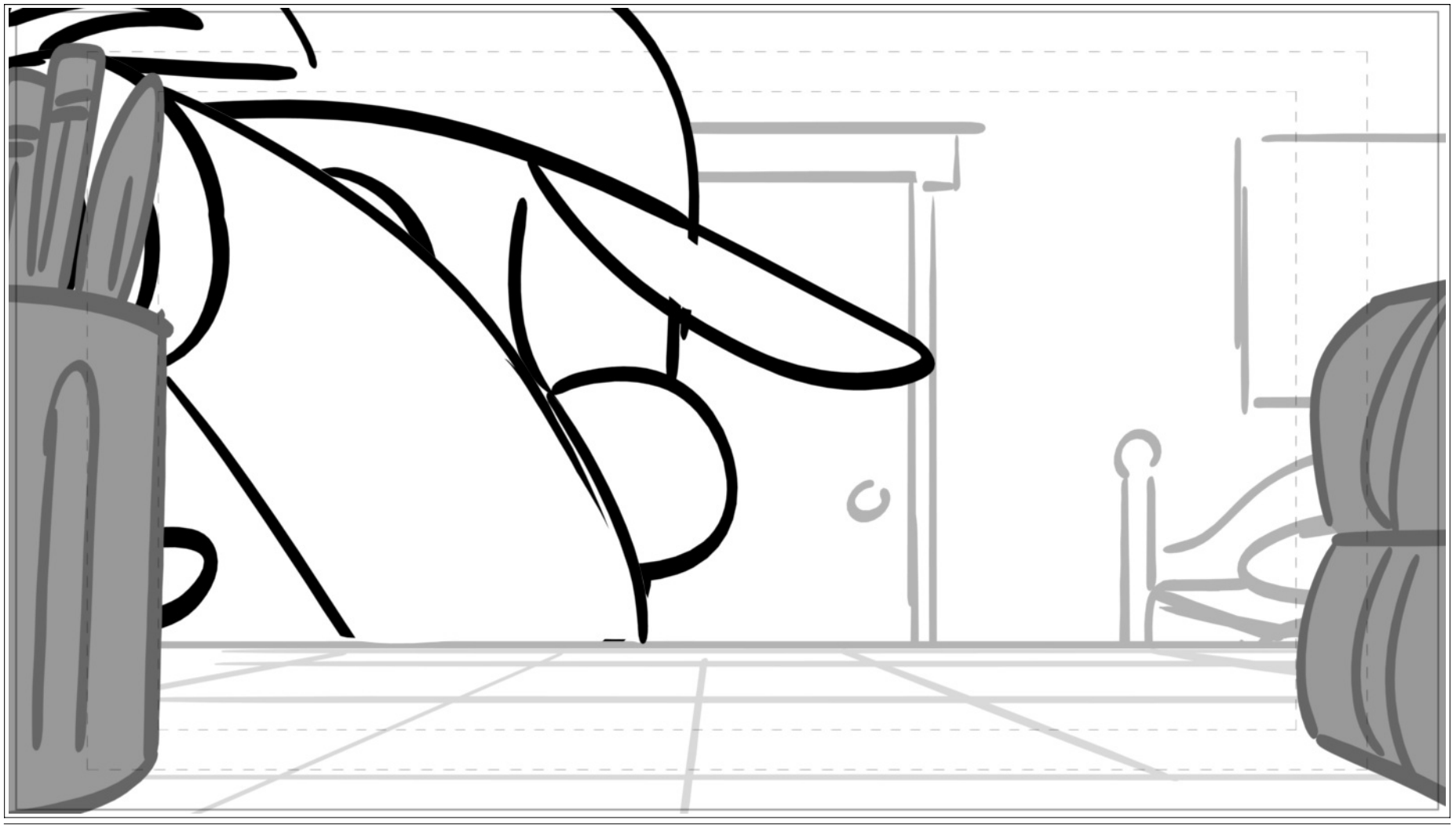


Dialog

(no sound, just music)

Scene 153

Panel 11

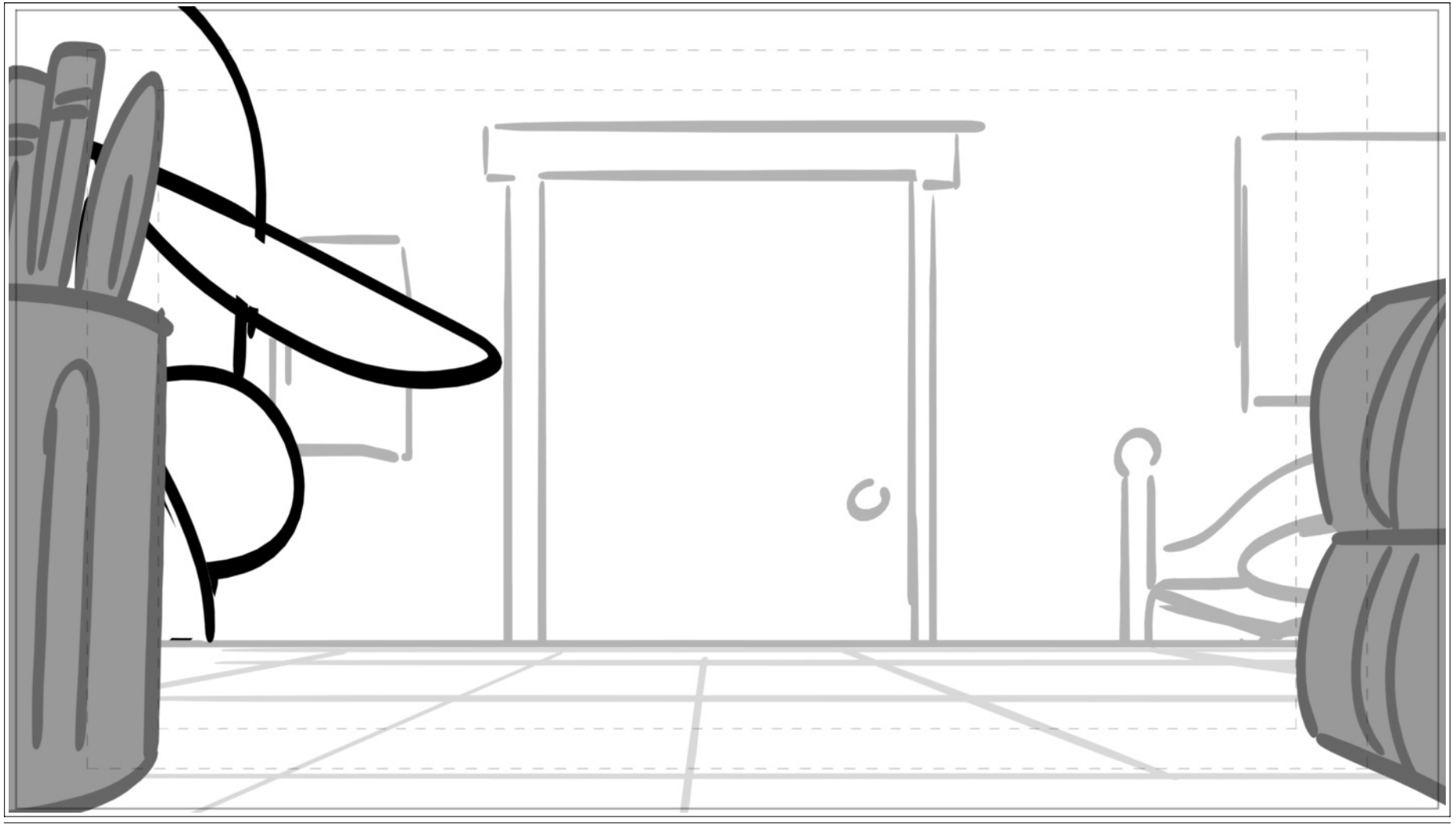


Dialog

(no sound, just music)

Scene 153

Panel 12

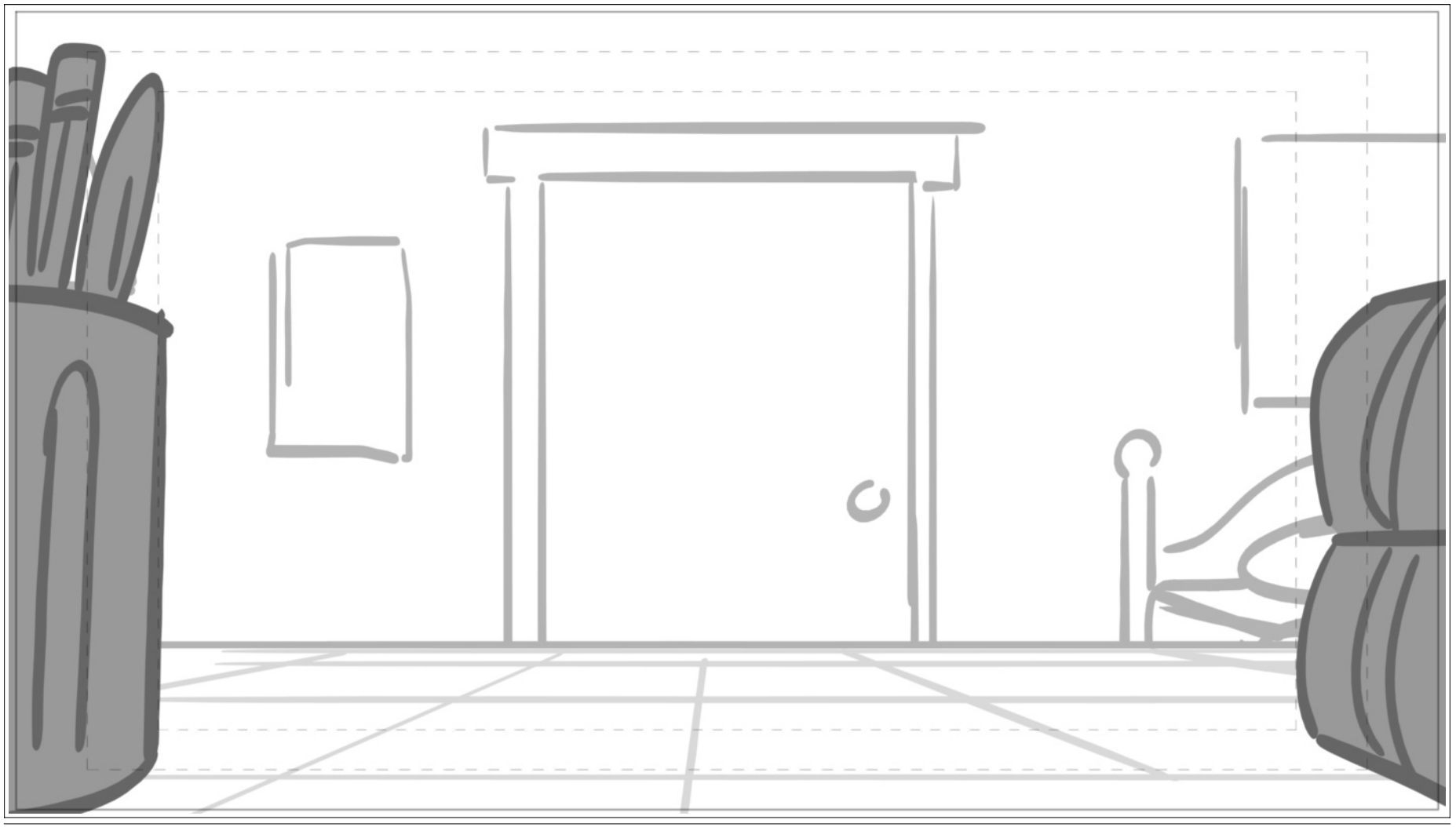


Dialog

(no sound, just music)

Scene 153

Panel 13

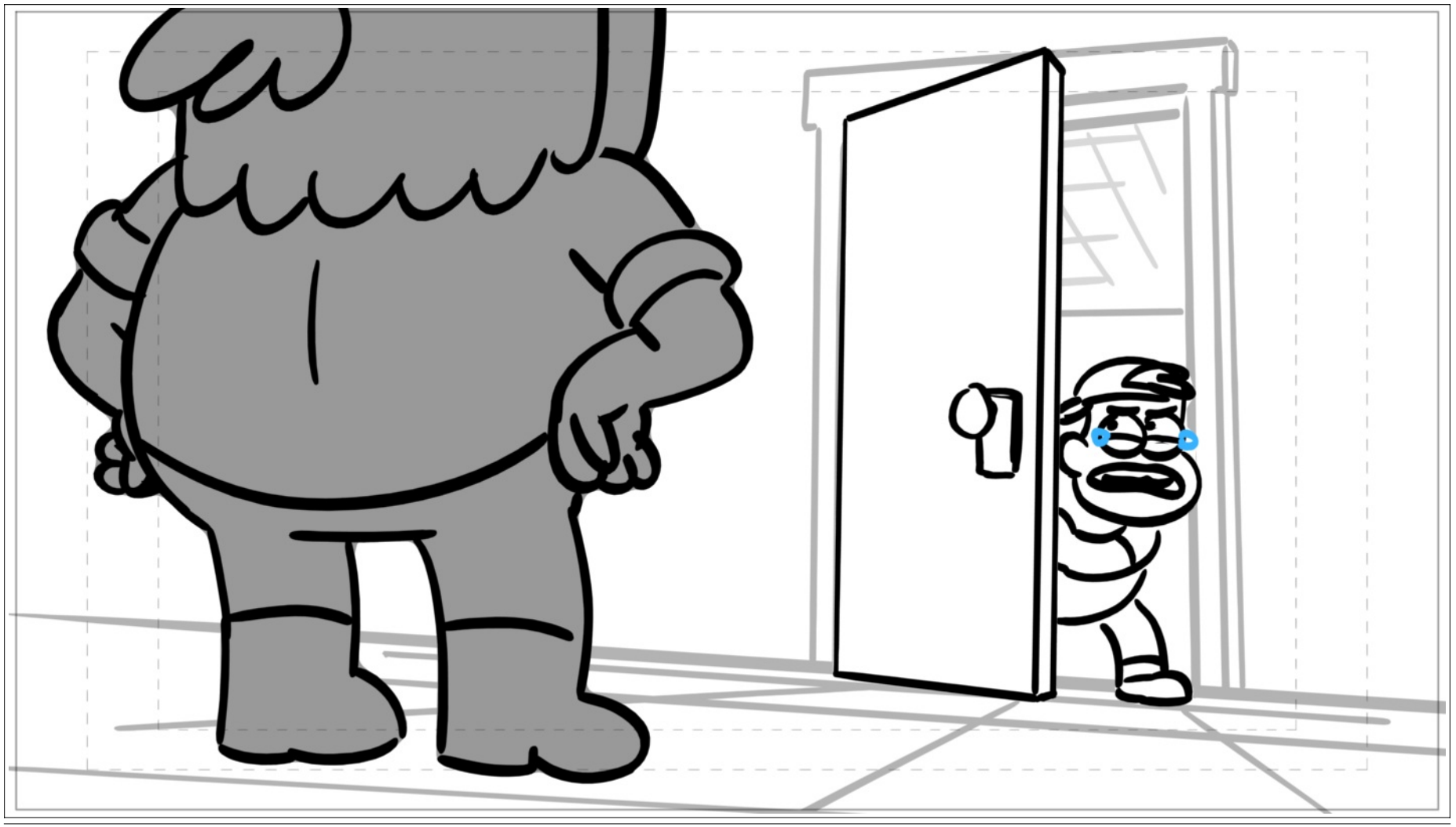


Dialog

(no sound, just music)

Scene 154

Panel 1

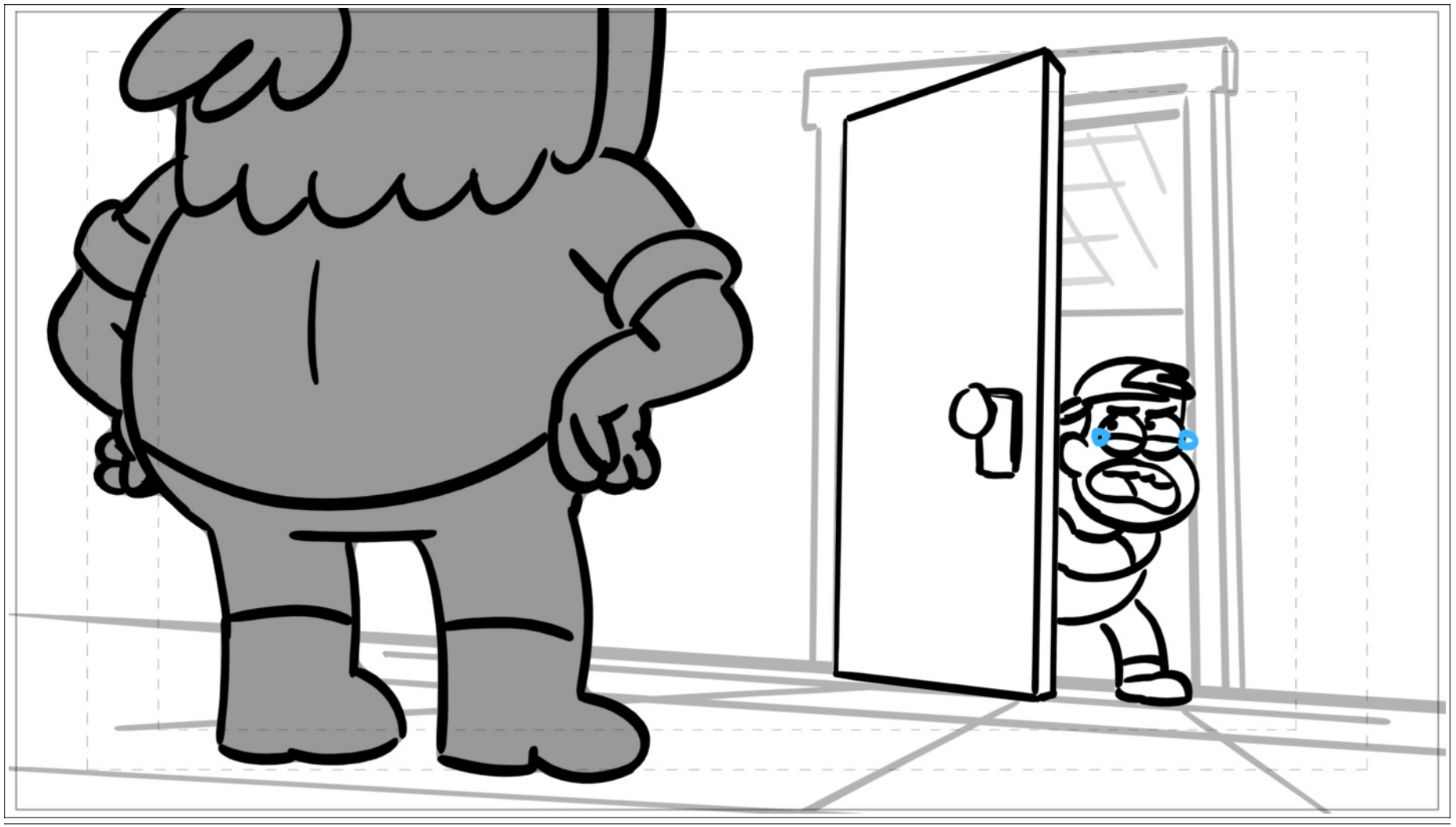


Dialog

(no sound, just music)

Scene 154

Panel 2

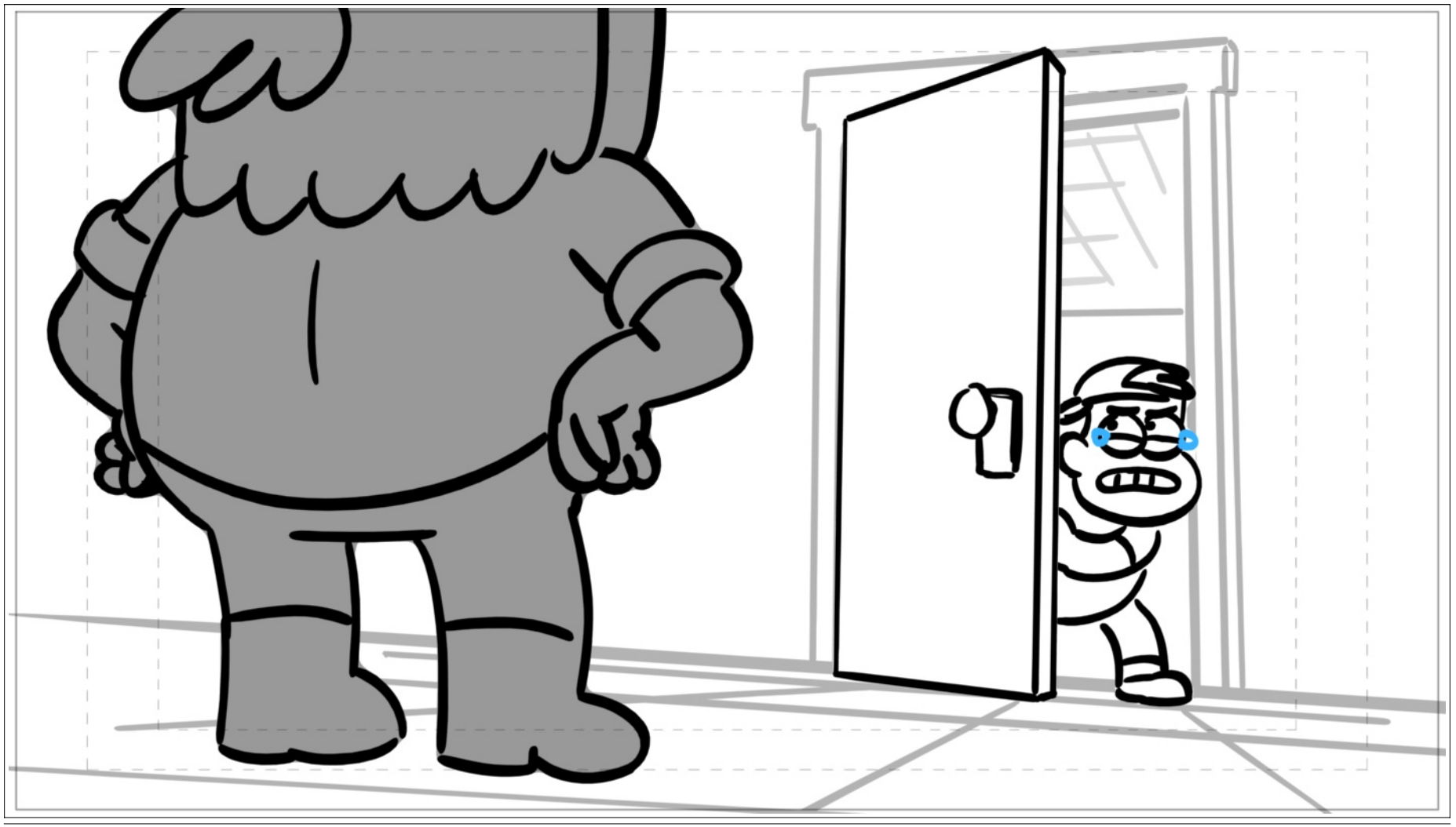


Dialog

(no sound, just music)

Scene 154

Panel 3

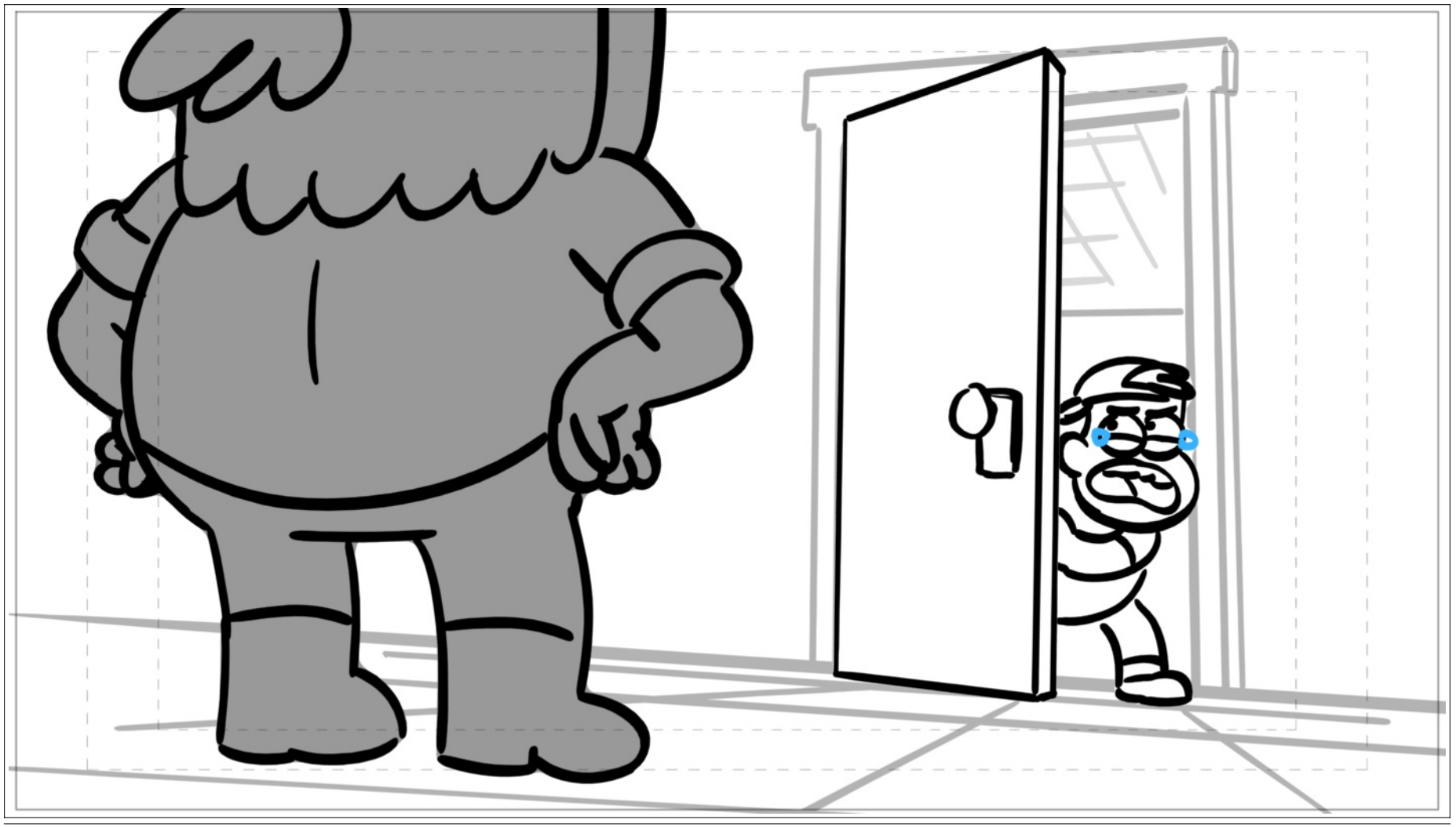


Dialog

(no sound, just music)

Scene 154

Panel 4

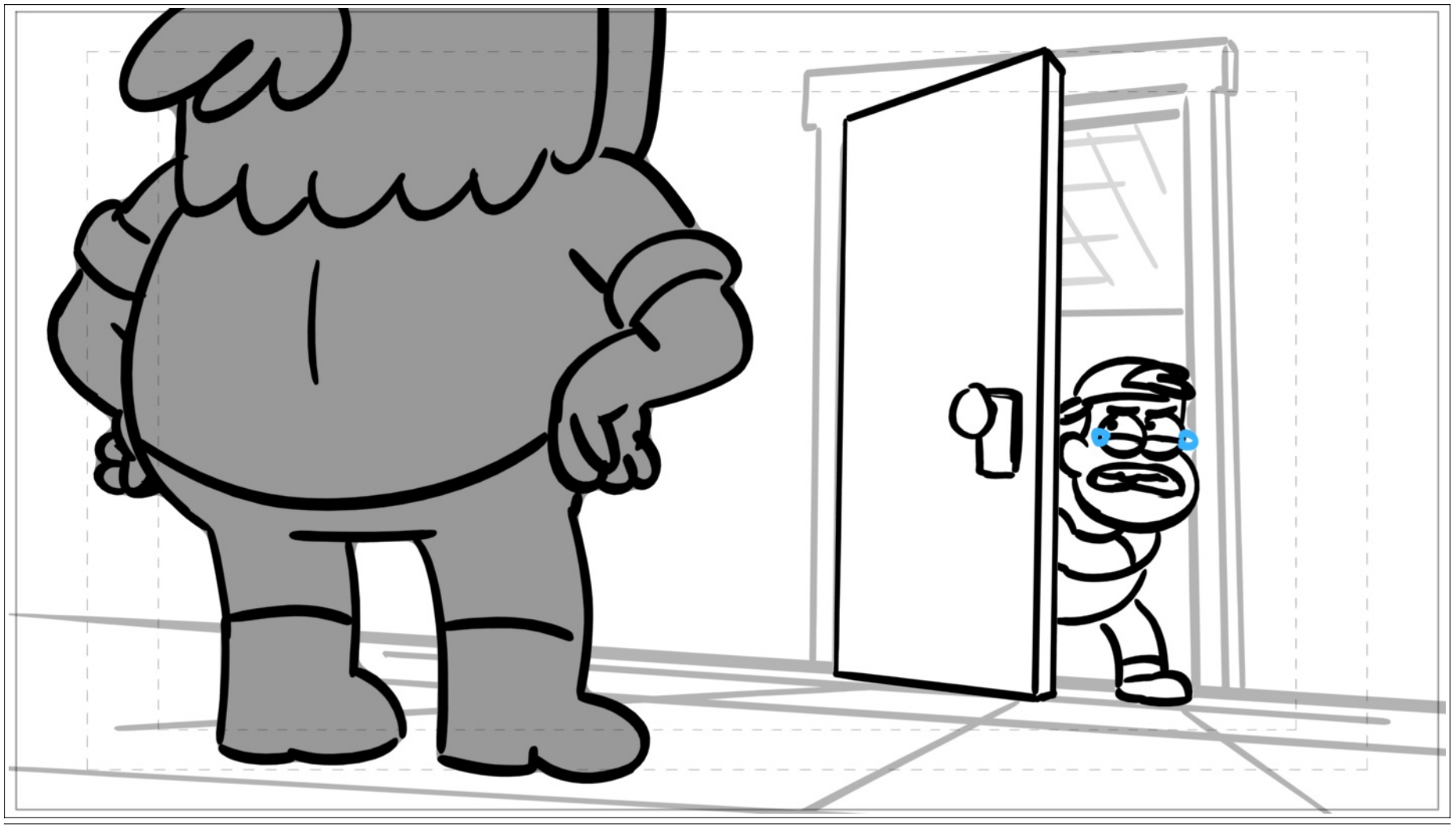


Dialog

(no sound, just music)

Scene 154

Panel 5

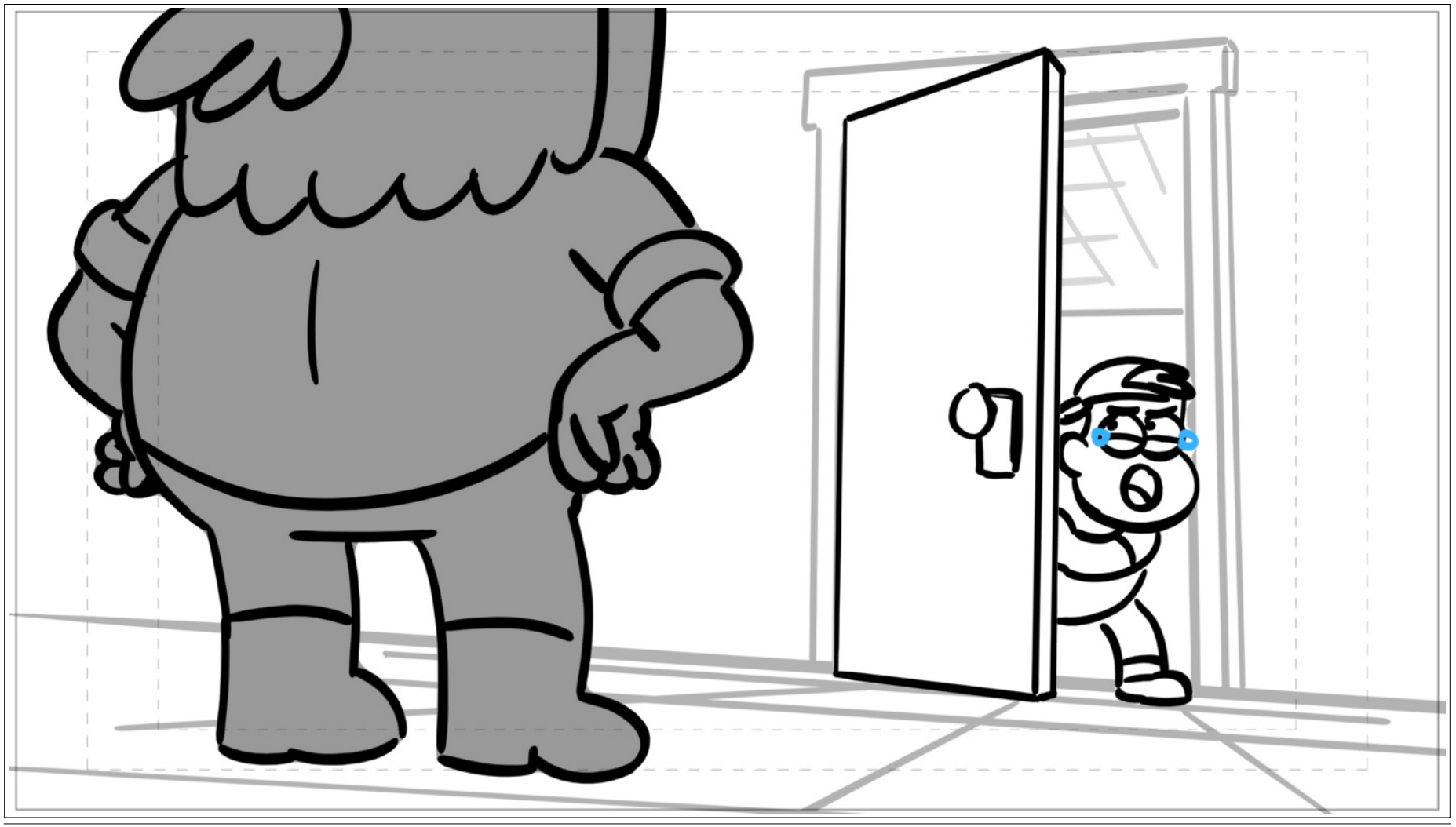


Dialog

(no sound, just music)

Scene 154

Panel 6



Dialog

(no sound, just music)

Scene 154

Panel 7

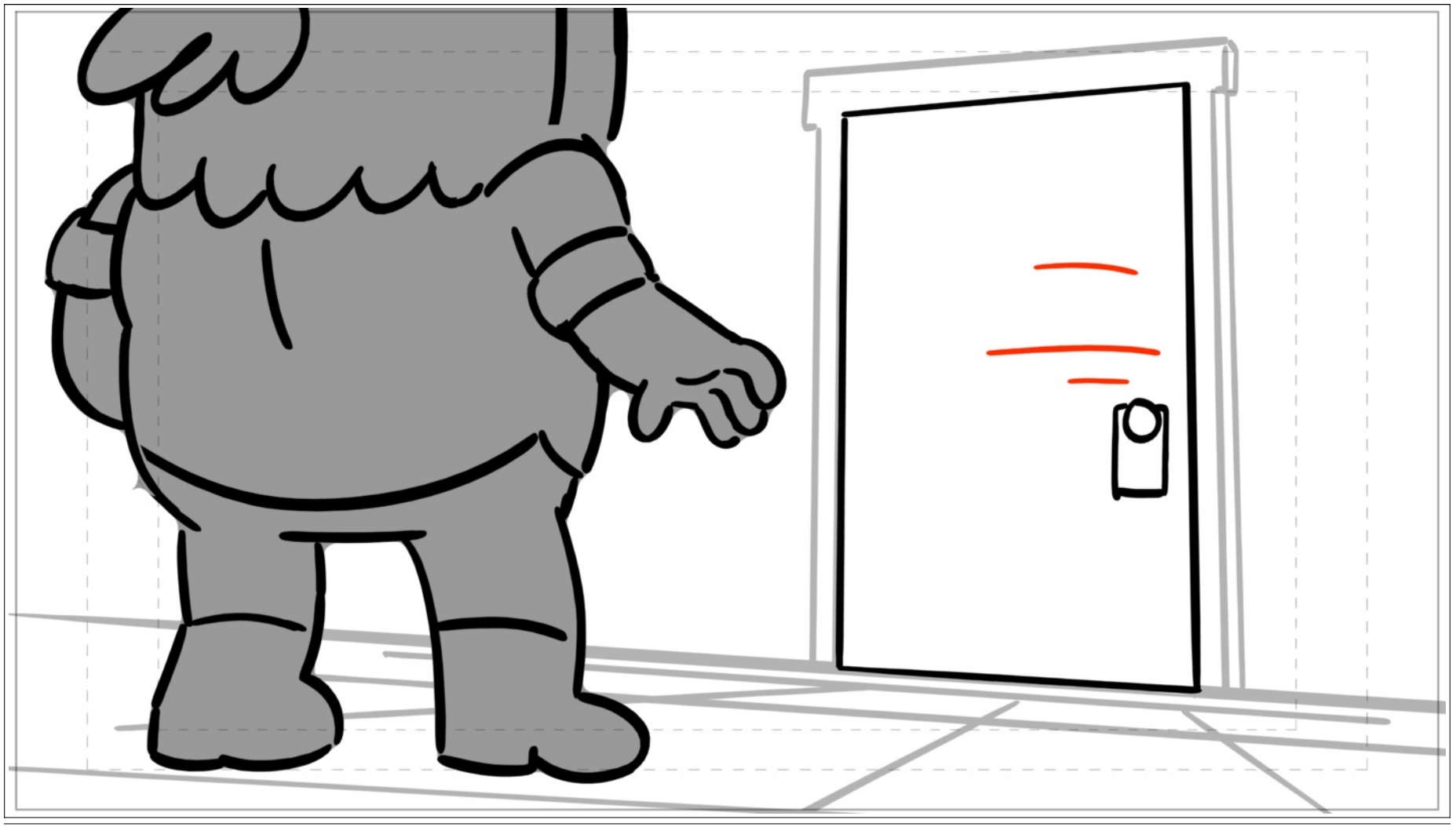


Dialog

(no sound, just music)

Scene 154

Panel 8

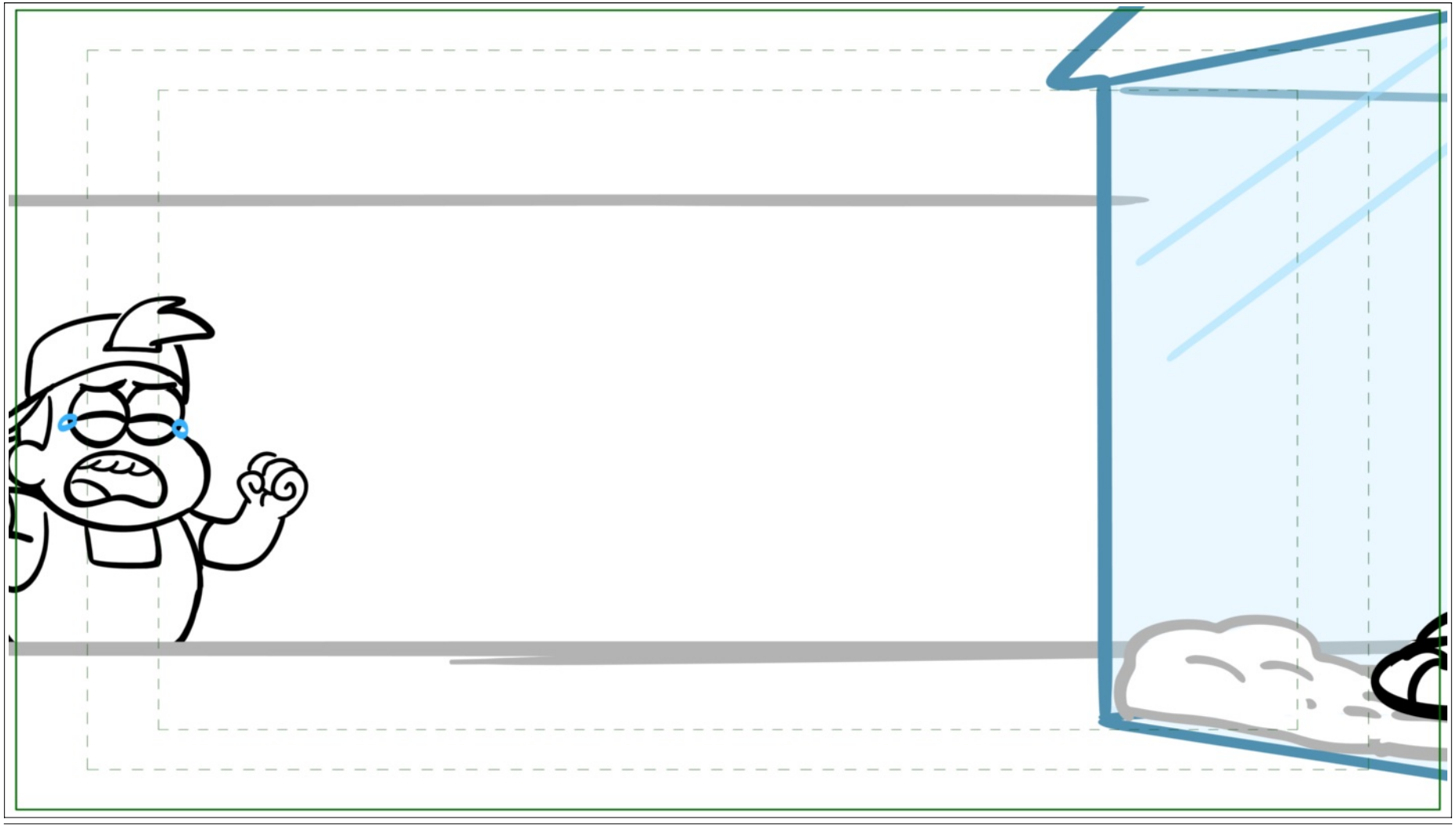


Dialog

(no sound, just music)

Scene 155

Panel 1

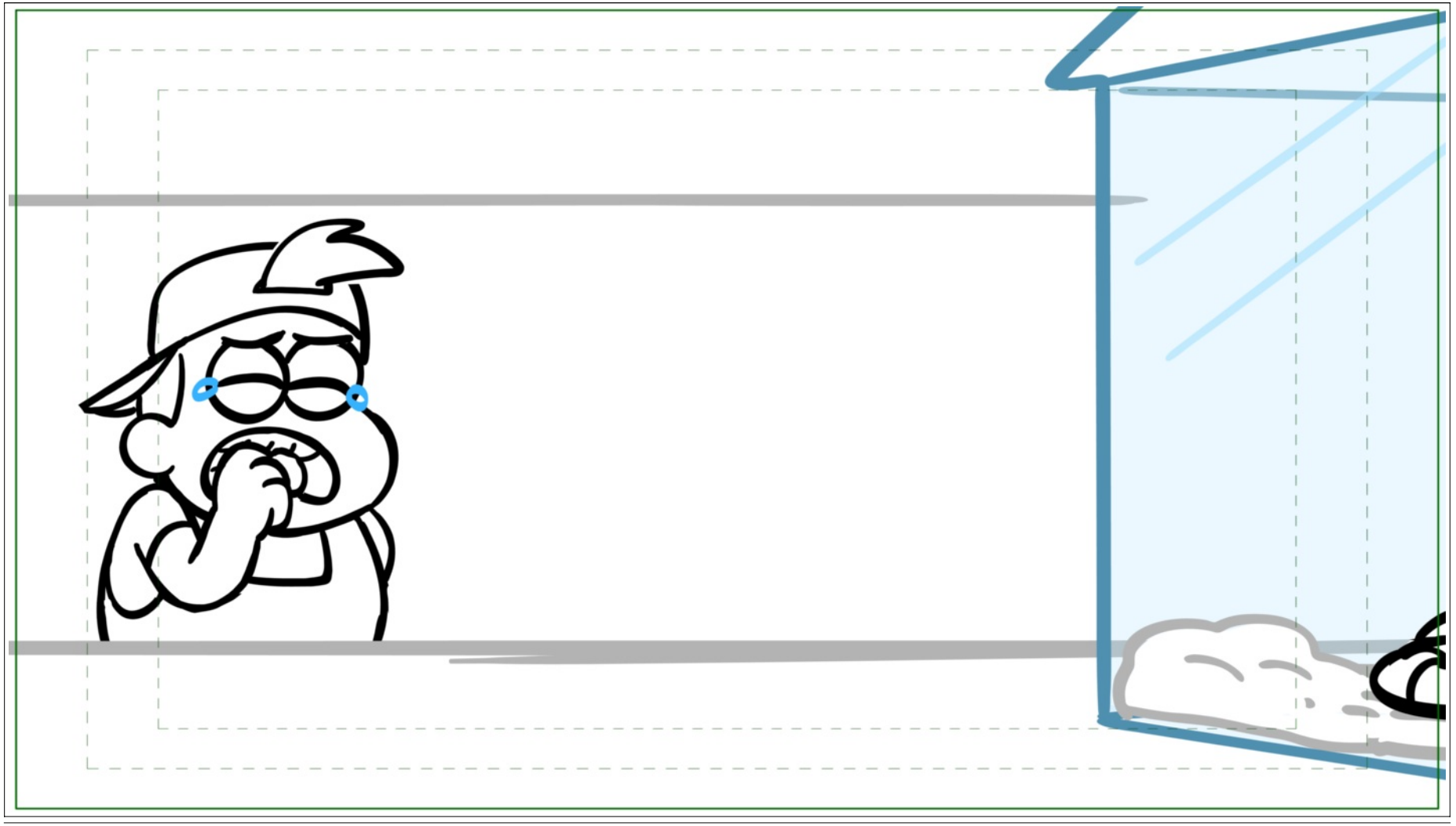


Dialog

(no sound, just music)

Scene 155

Panel 2

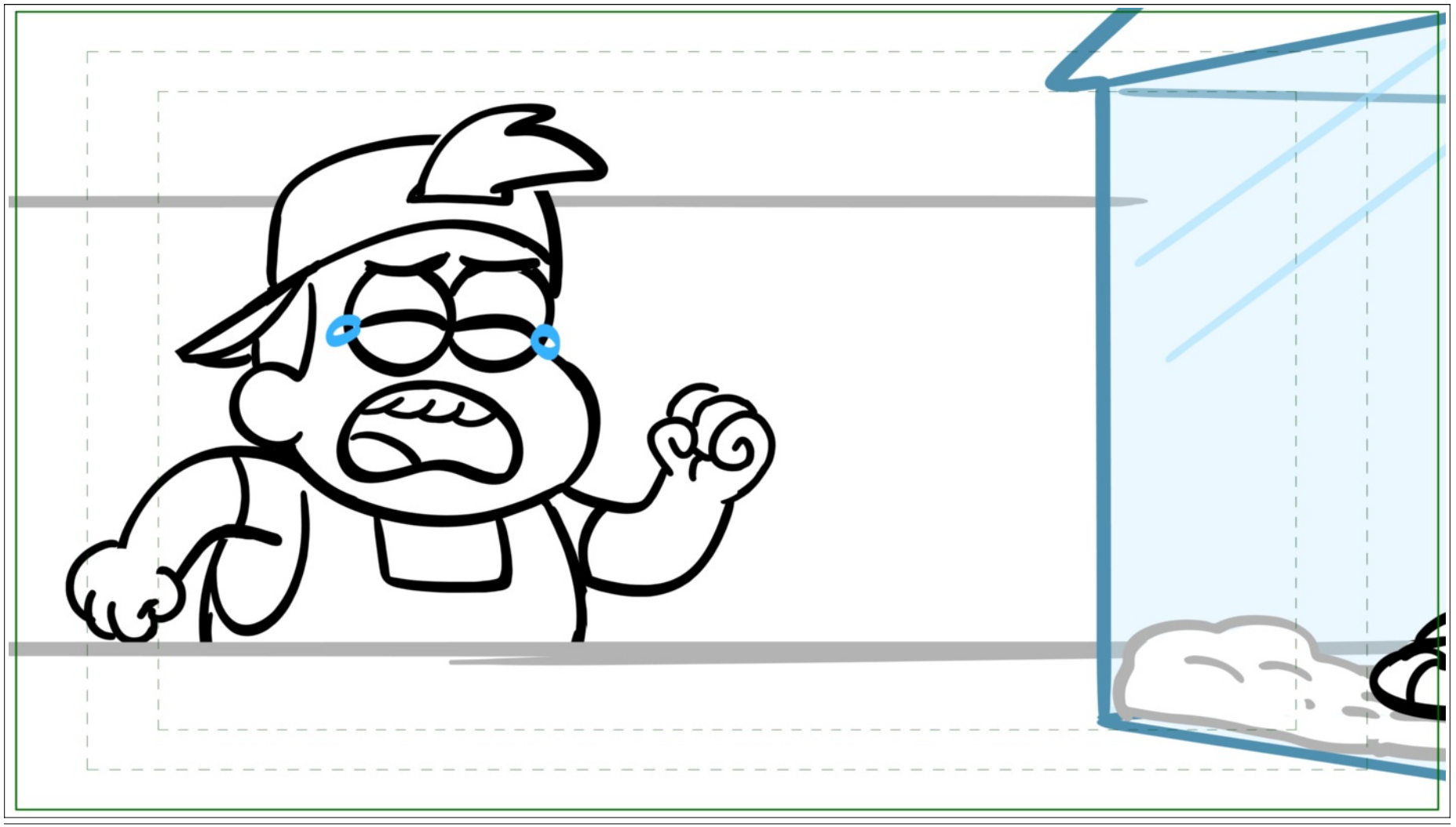


Dialog

(no sound, just music)

Scene 155

Panel 3

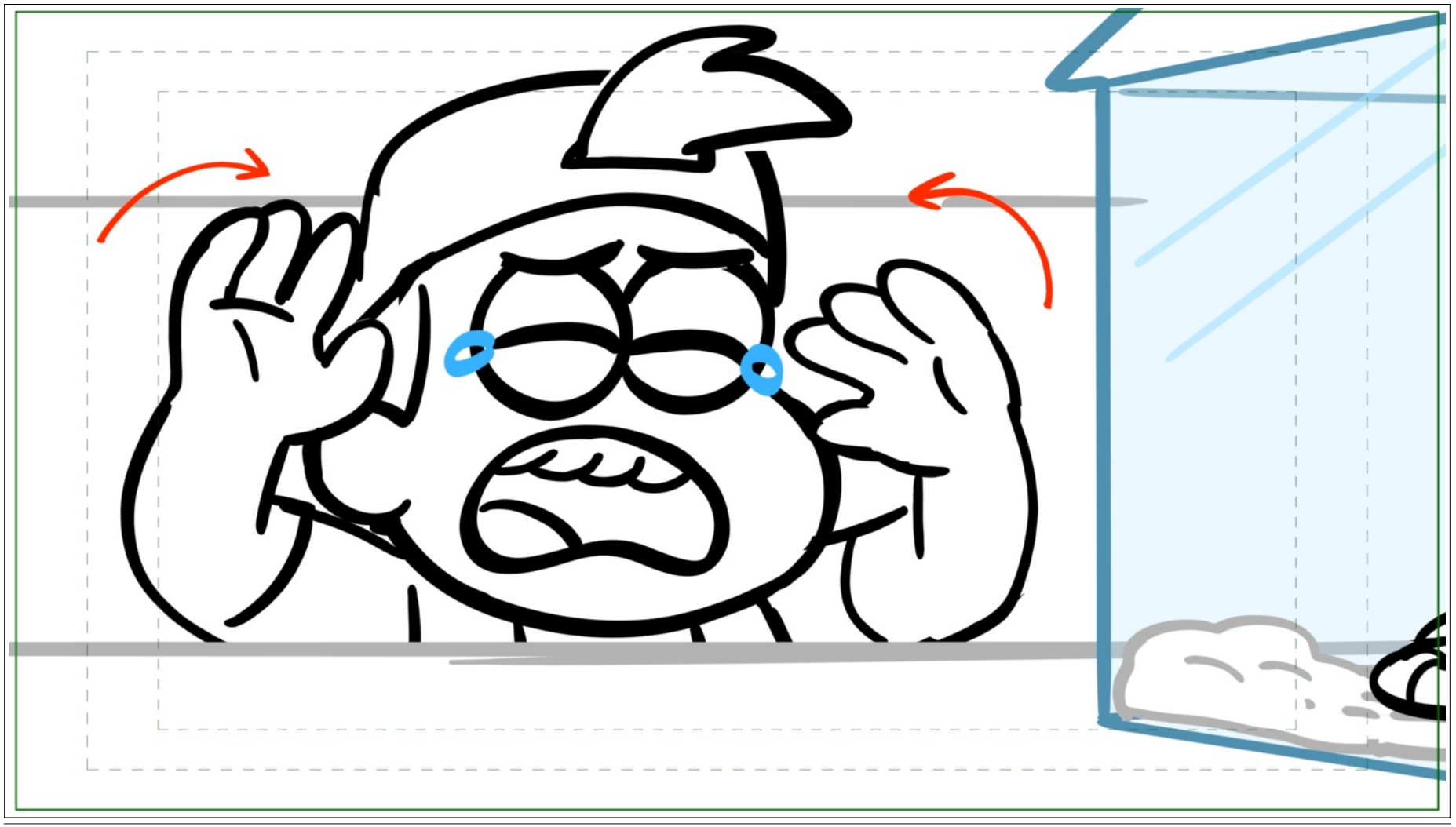


Dialog

(no sound, just music)

Scene 155

Panel 4

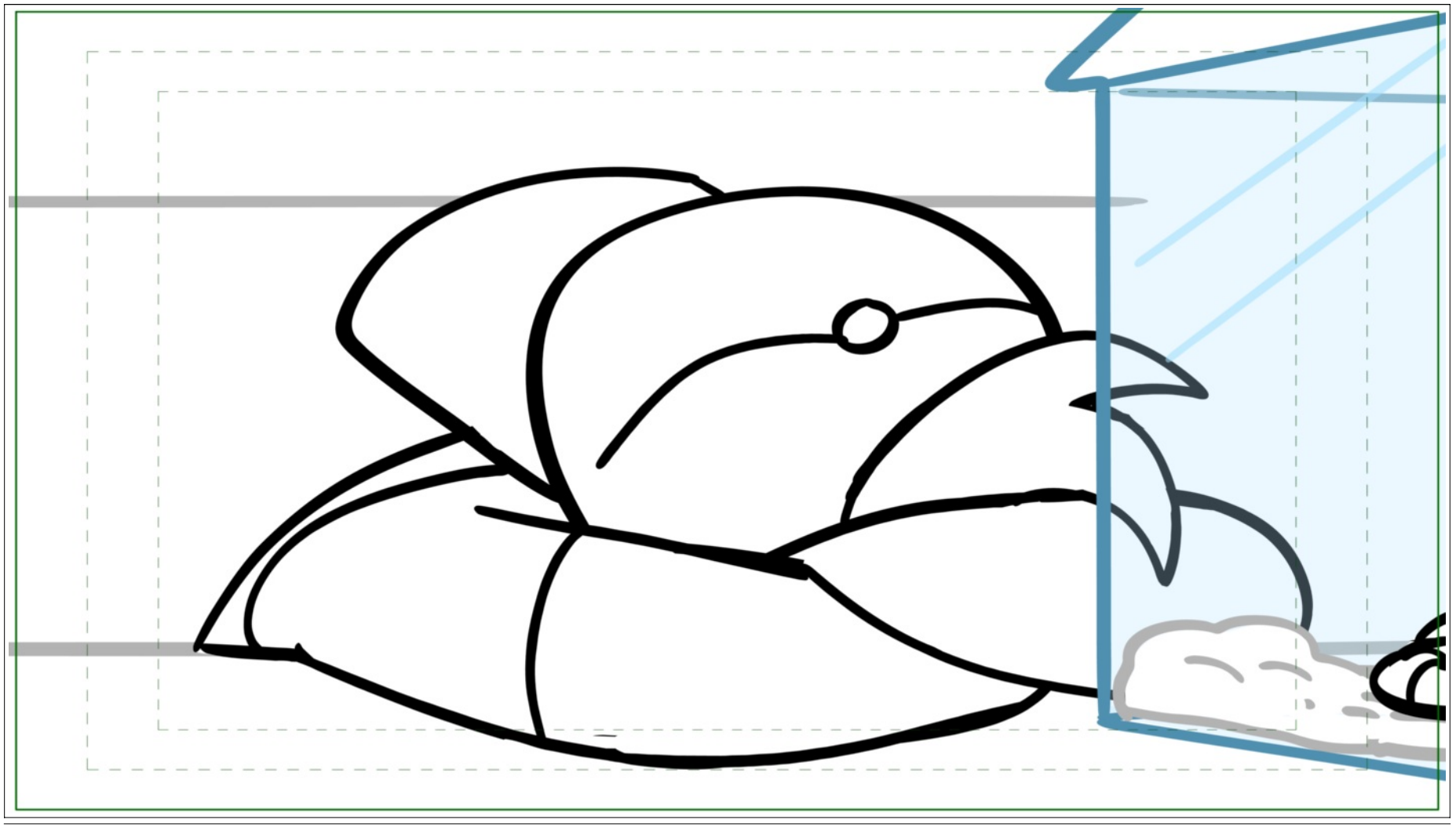


Dialog

(no sound, just music)

Scene 155

Panel 5

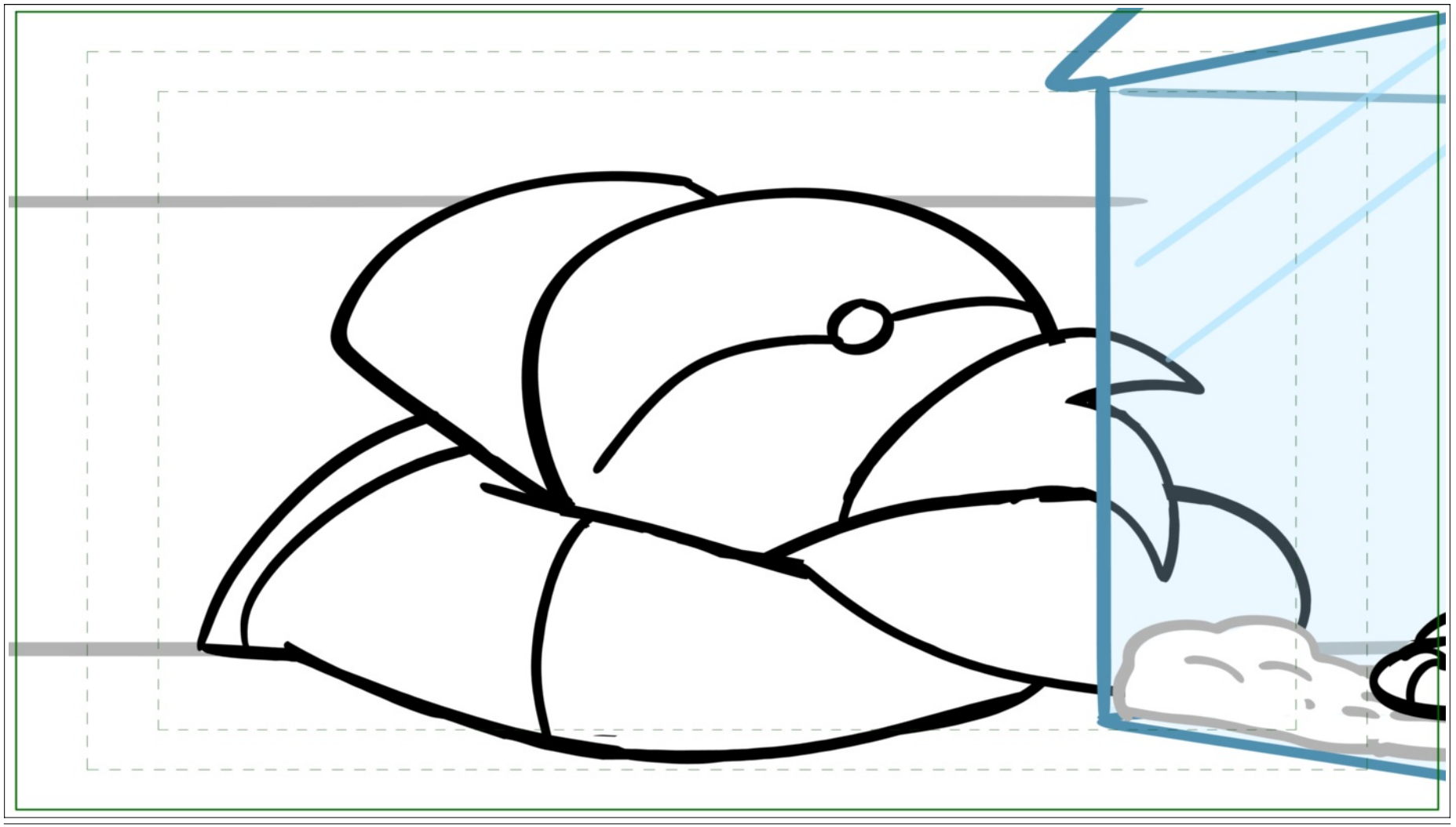


Dialog

(no sound, just music)

Scene 155

Panel 6

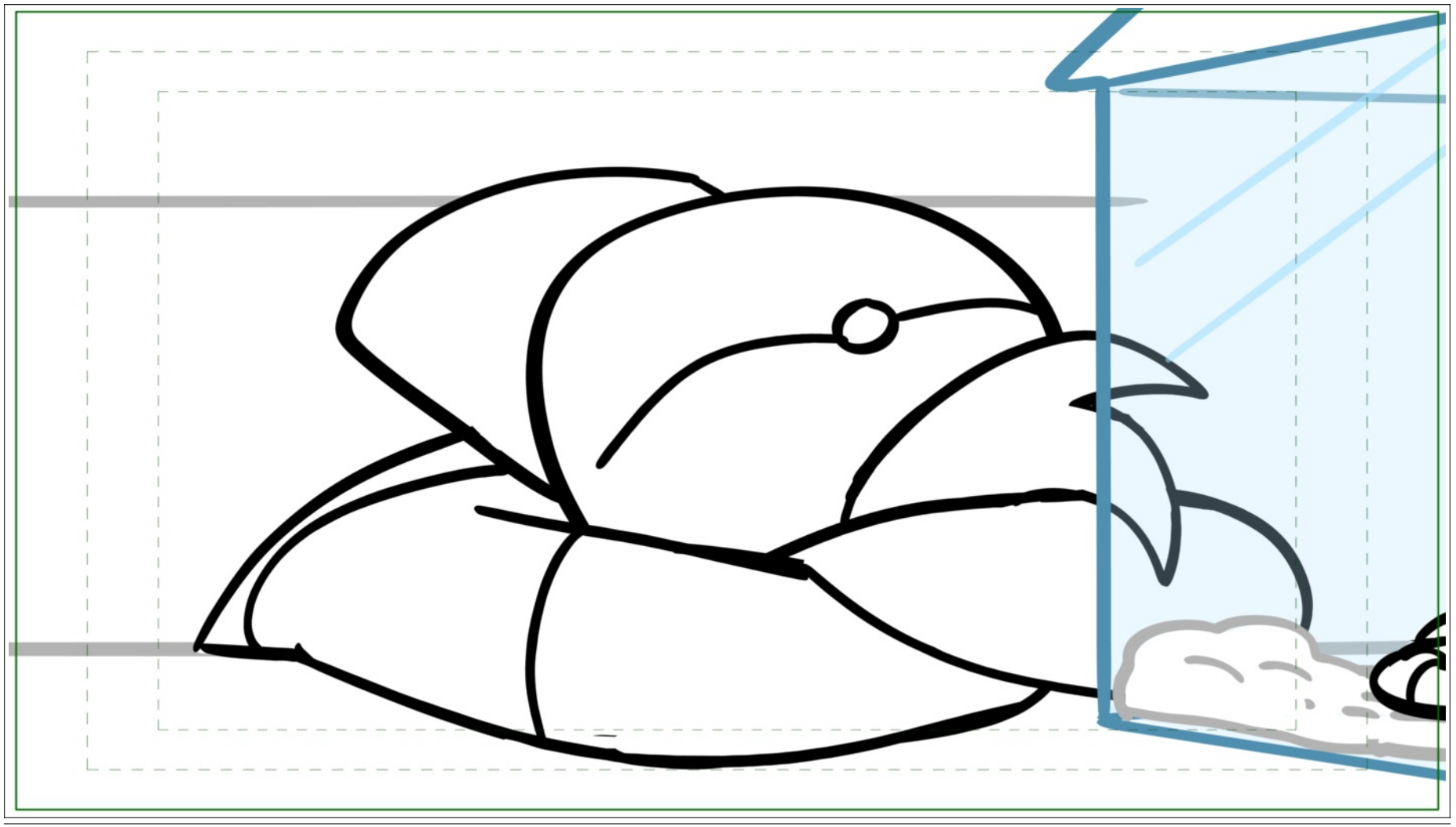


Dialog

(no sound, just music)

Scene 155

Panel 7

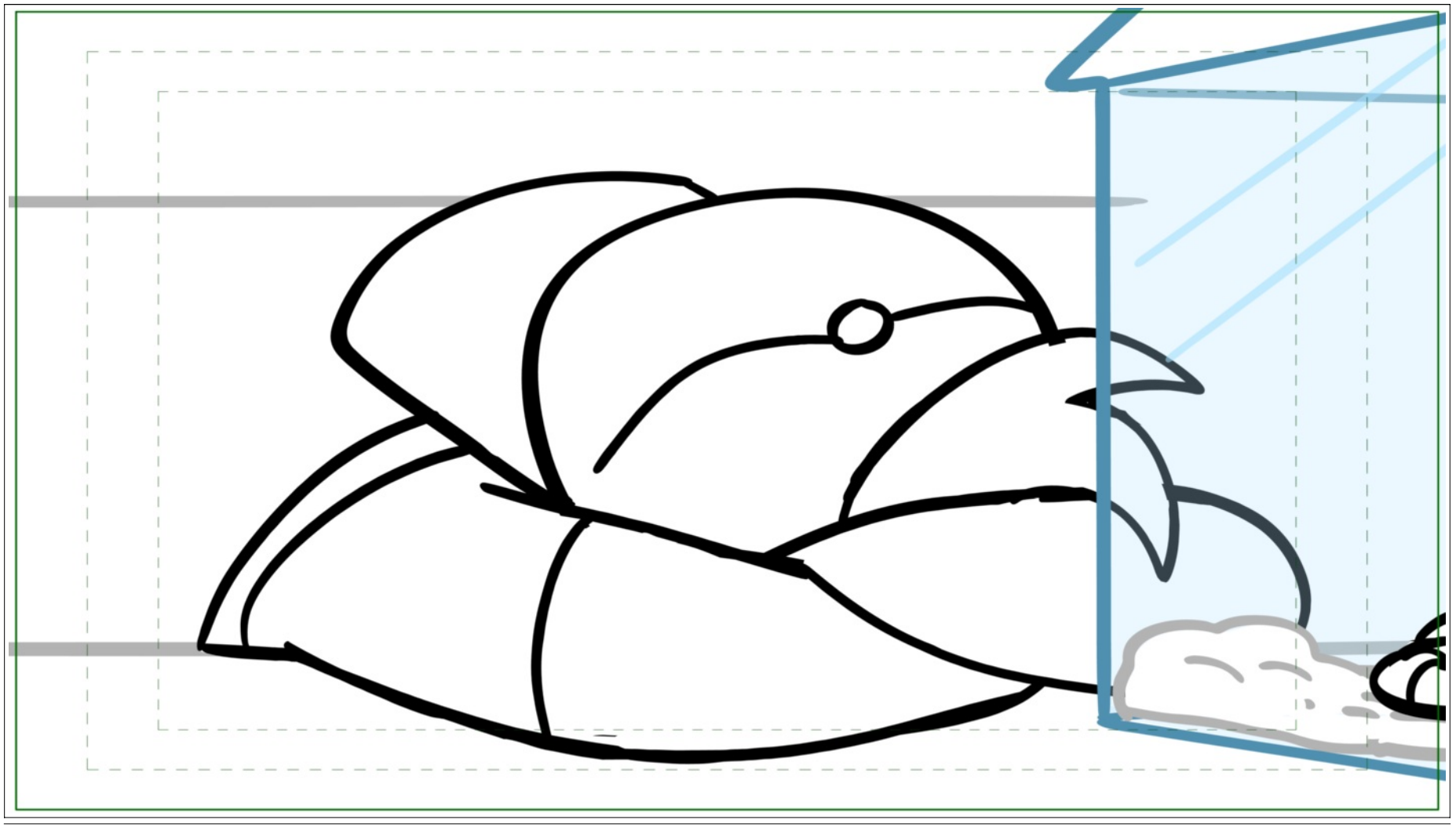


Dialog

(no sound, just music)

Scene 155

Panel 8

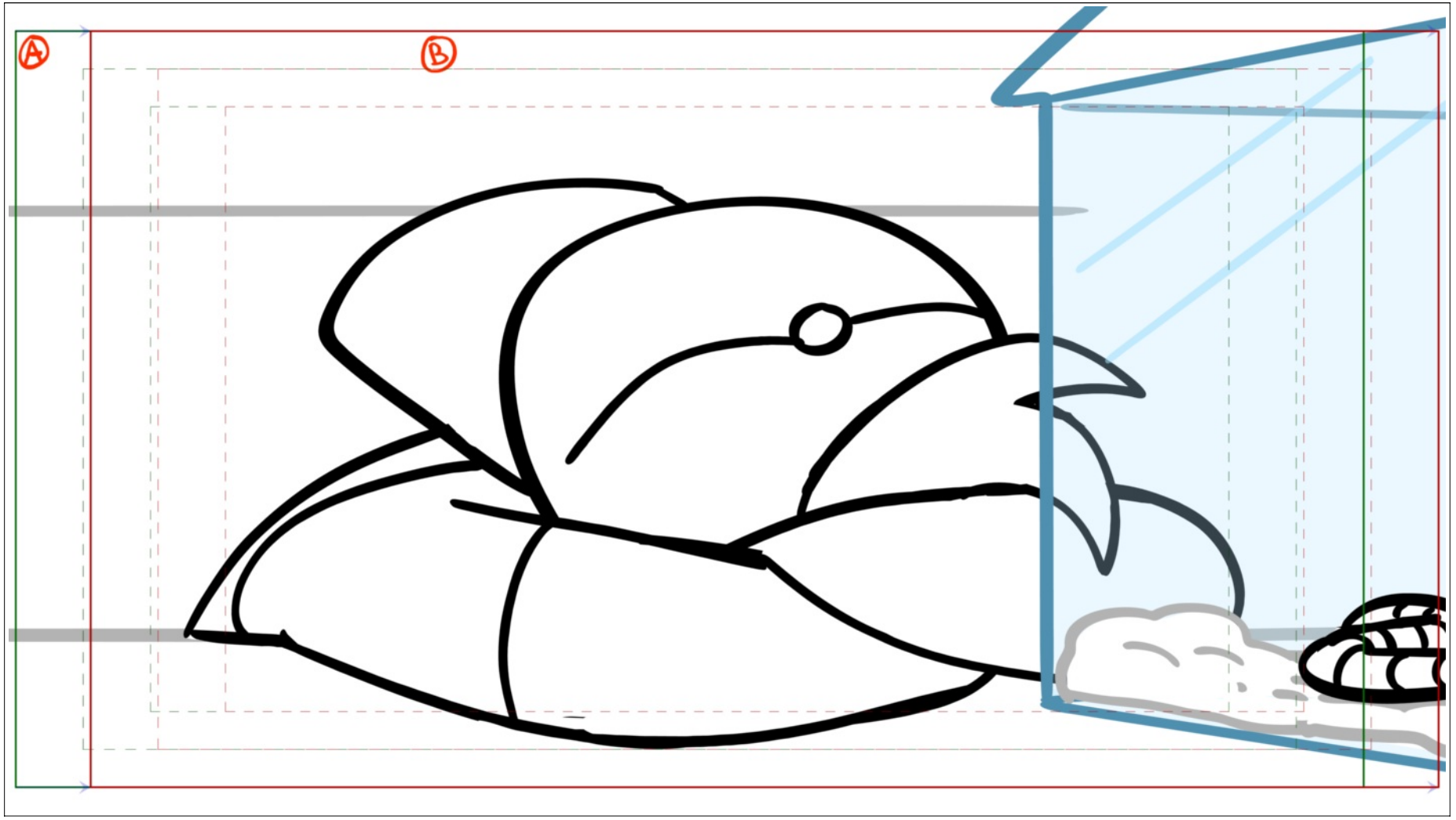


Dialog

(no sound, just music)

Scene 155

Panel 9

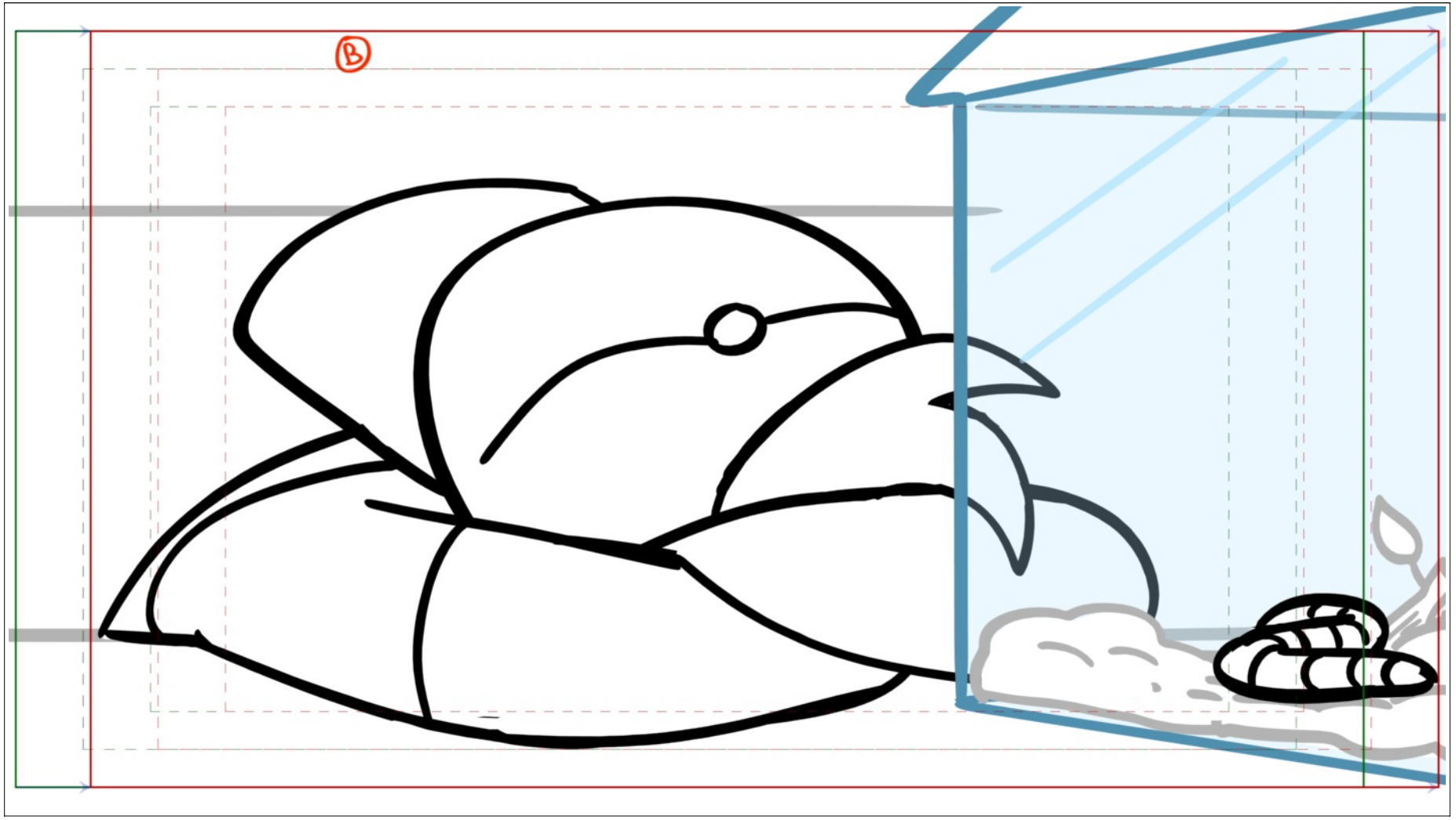


Dialog

(no sound, just music)

Scene 155

Panel 10

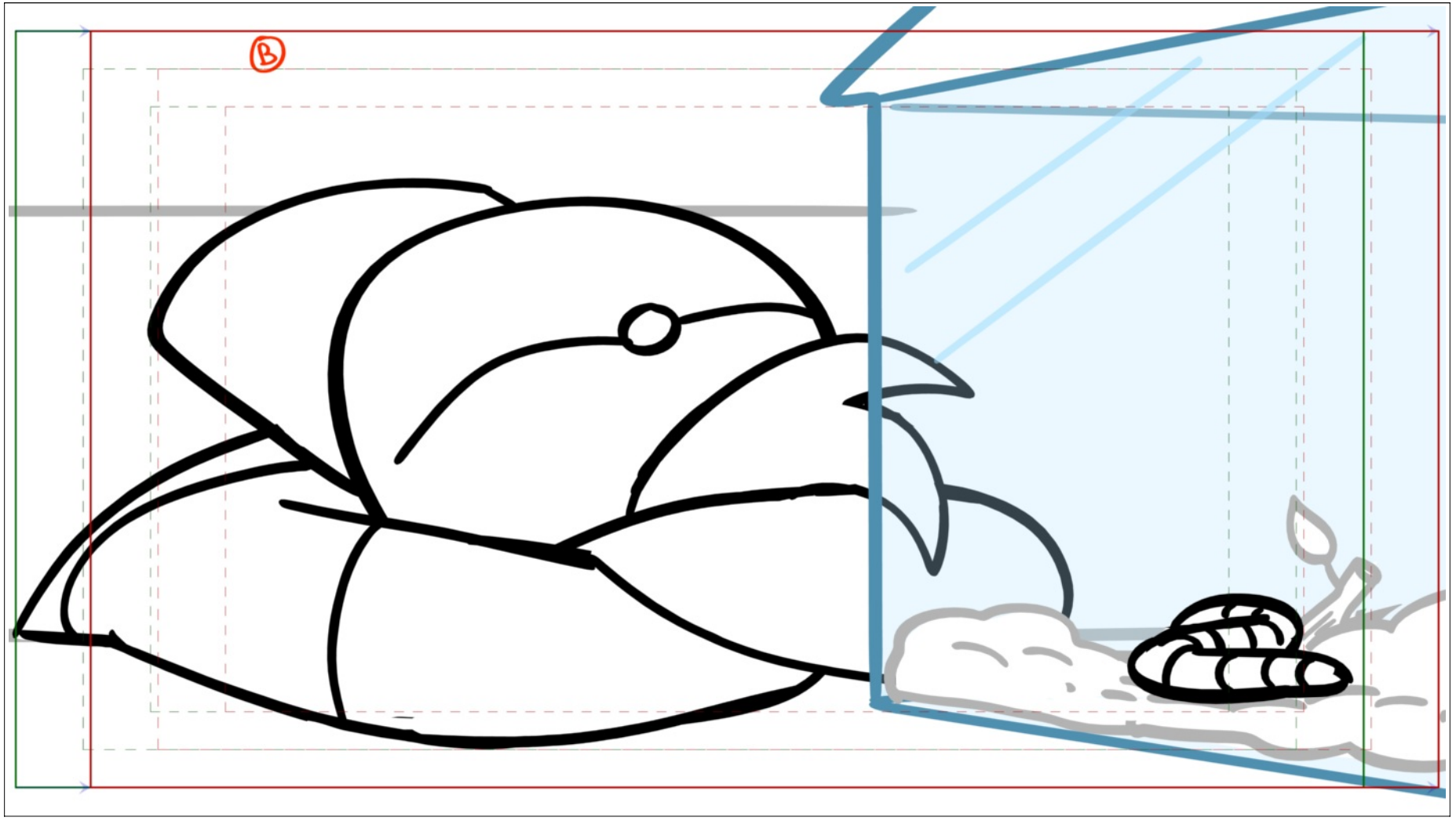


Dialog

(no sound, just music)

Scene 155

Panel 11

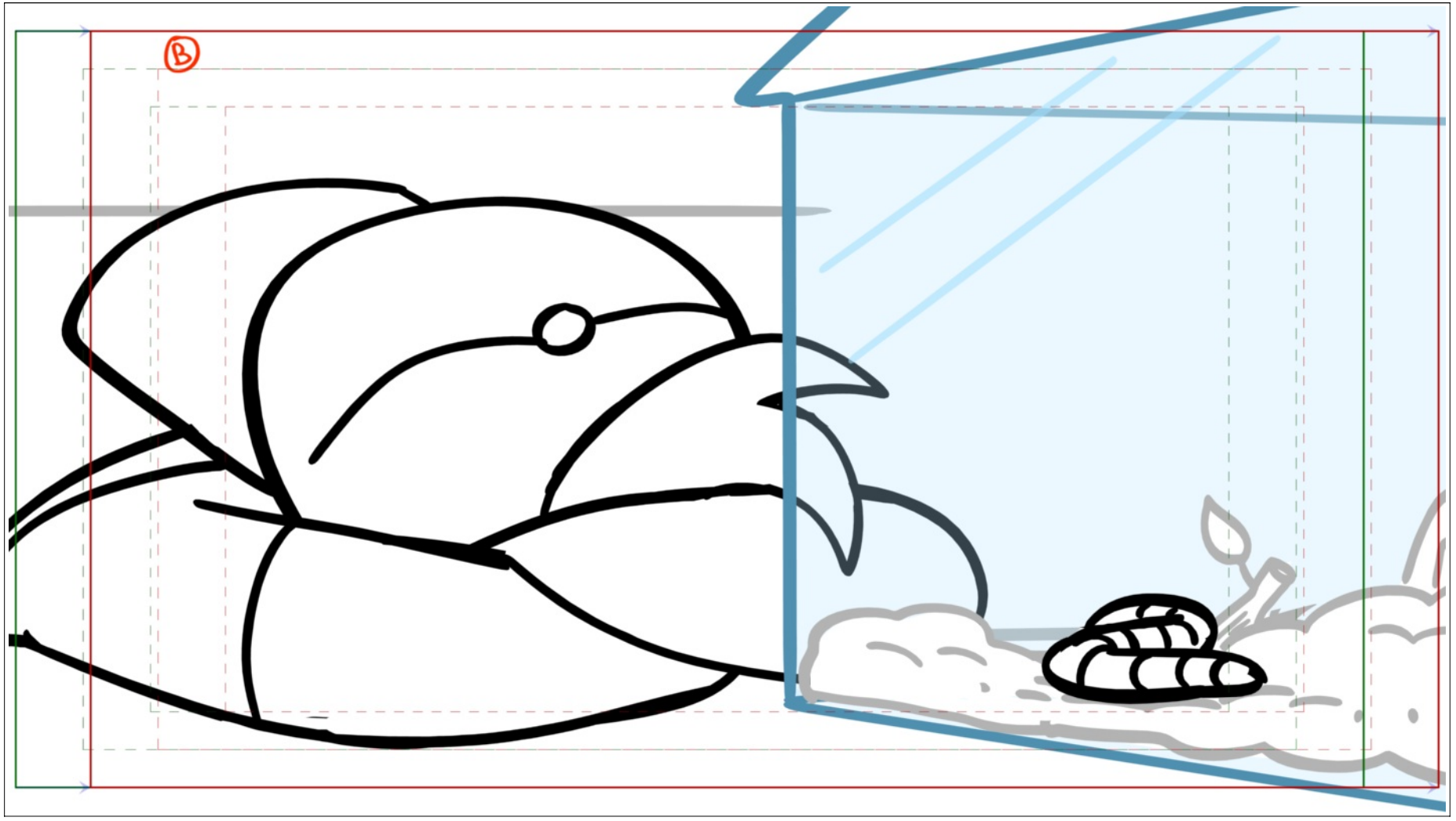


Dialog

(no sound, just music)

Scene 155

Panel 12

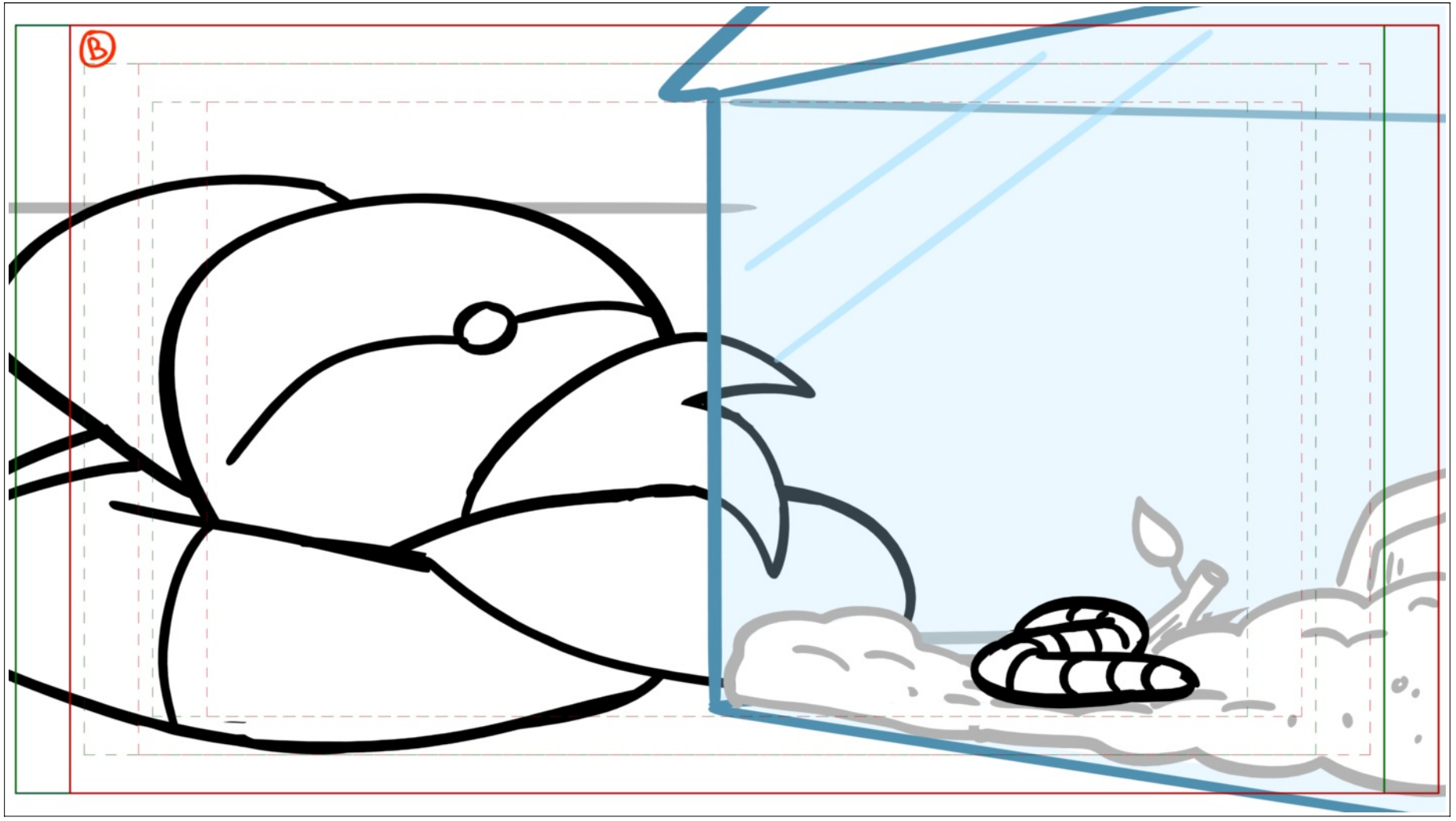


Dialog

(no sound, just music)

Scene 155

Panel 13

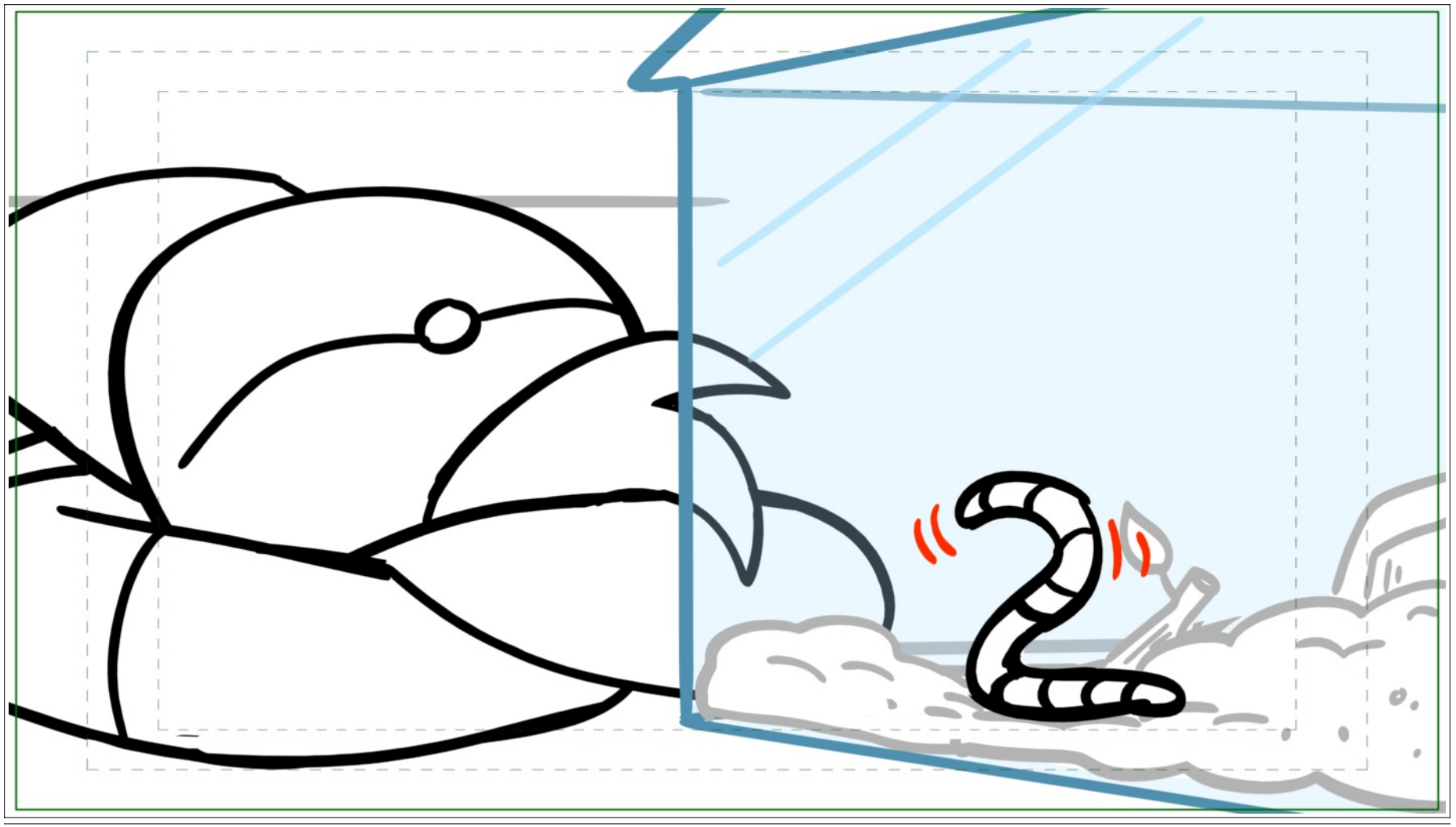


Dialog

(no sound, just music)

Scene 155

Panel 14

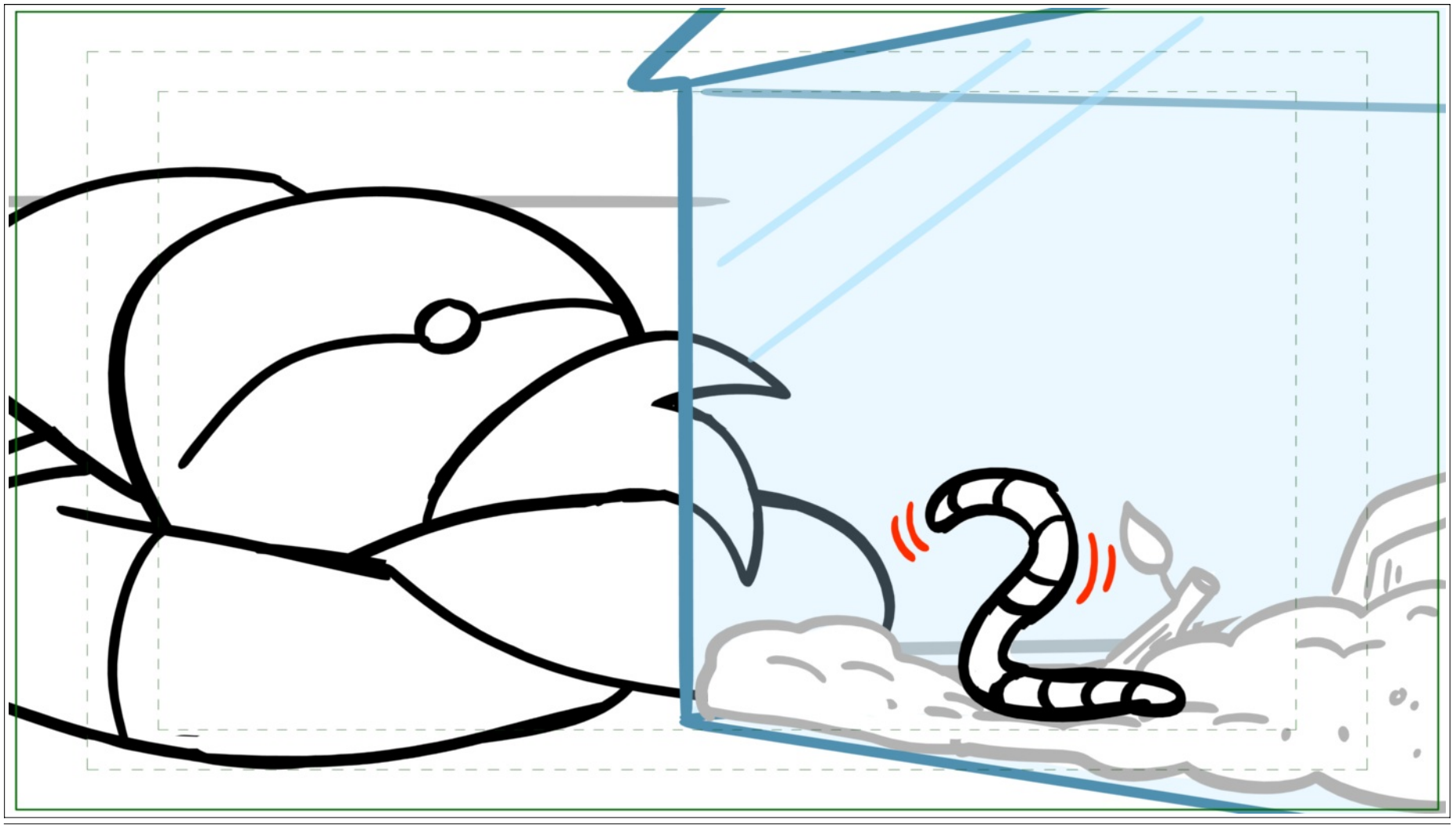


Dialog

(no sound, just music)

Scene 155

Panel 15

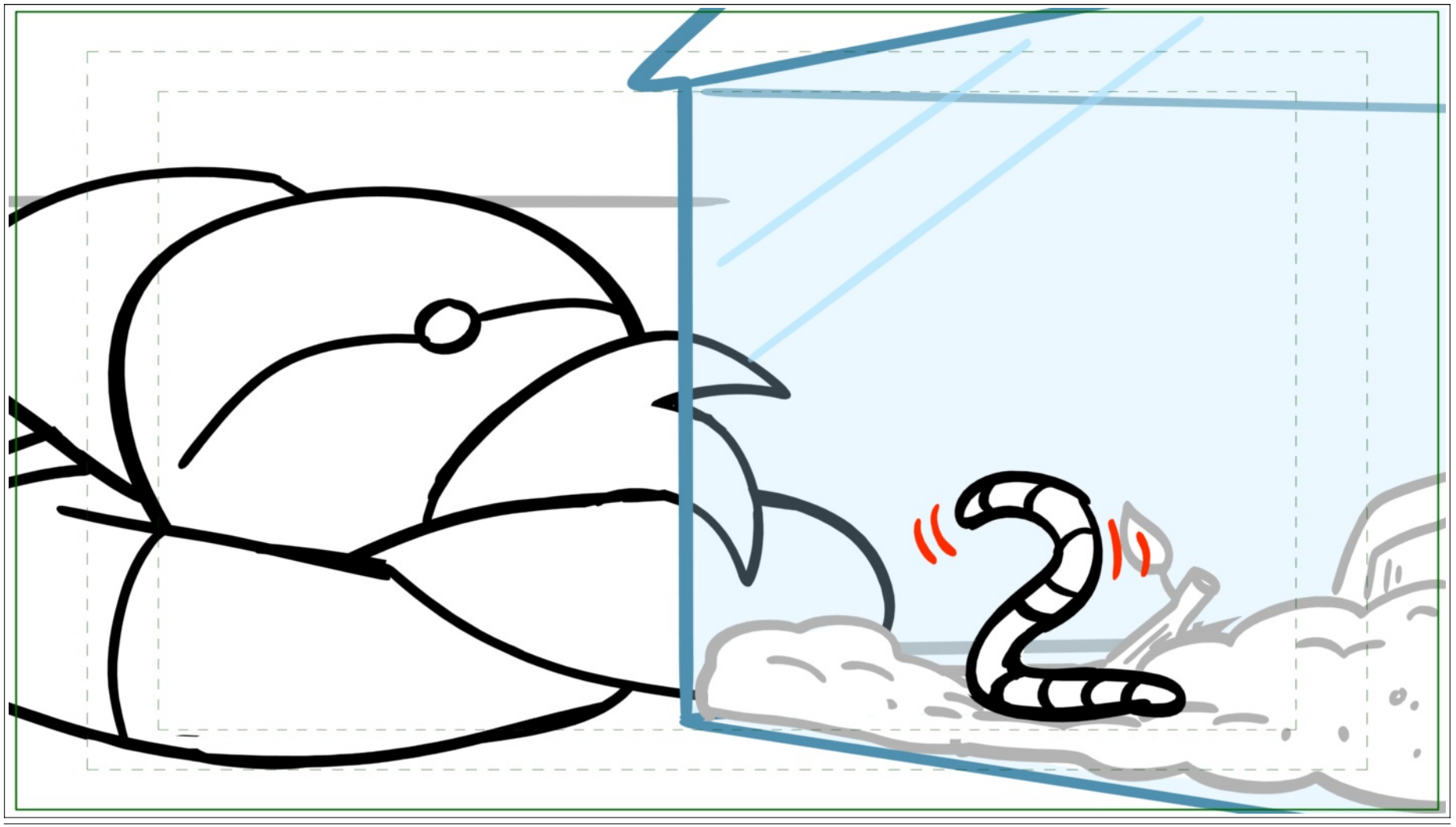


Dialog

(no sound, just music)

Scene 155

Panel 16

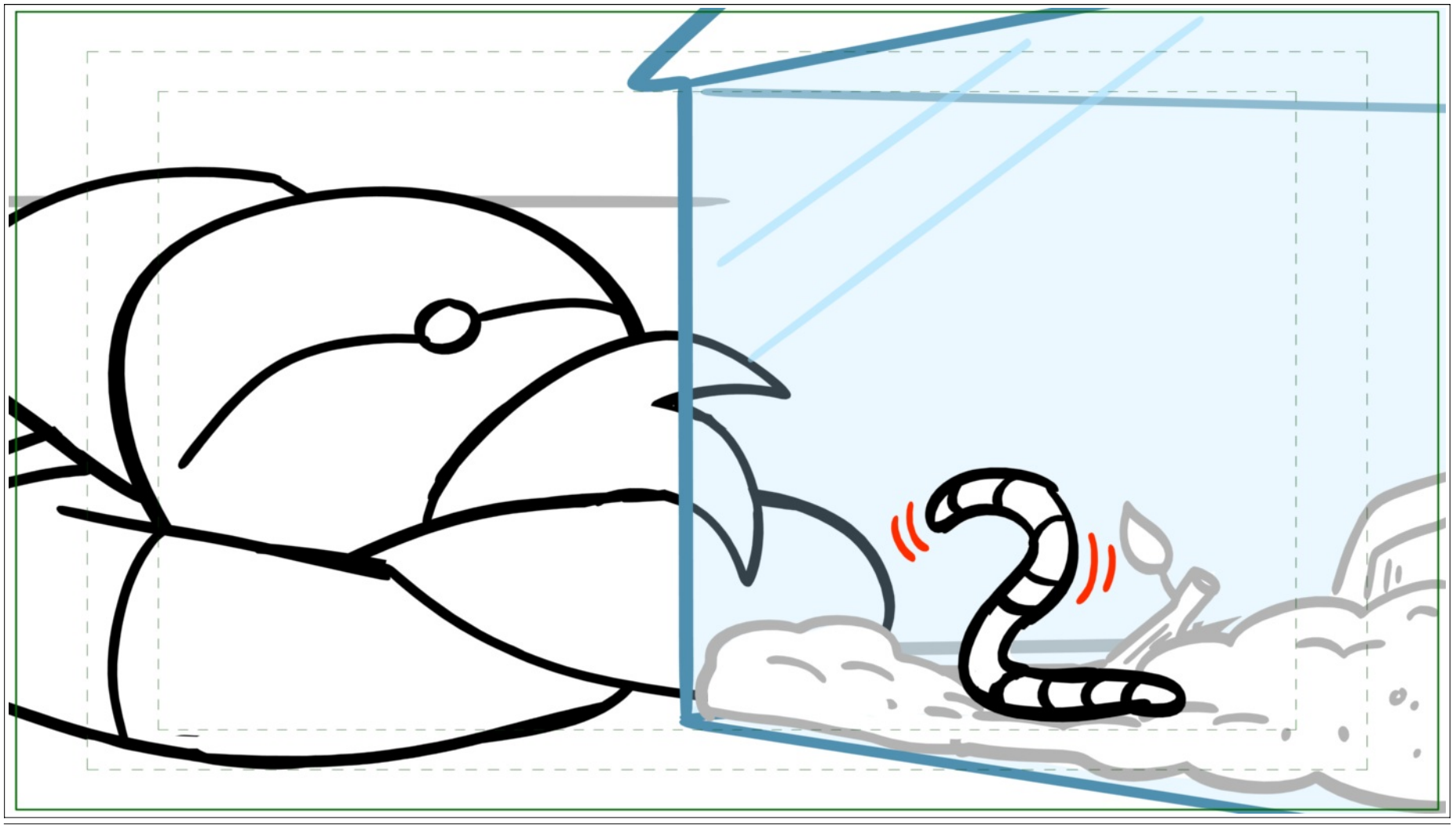


Dialog

(no sound, just music)

Scene 155

Panel 17



Dialog

(no sound, just music)

Scene 155

Panel 18



Dialog

(no sound, just music)

Scene 155

Panel 19



Dialog

(no sound, just music)

Scene 155

Panel 20



Dialog

(no sound, just music)

Scene 155

Panel 21

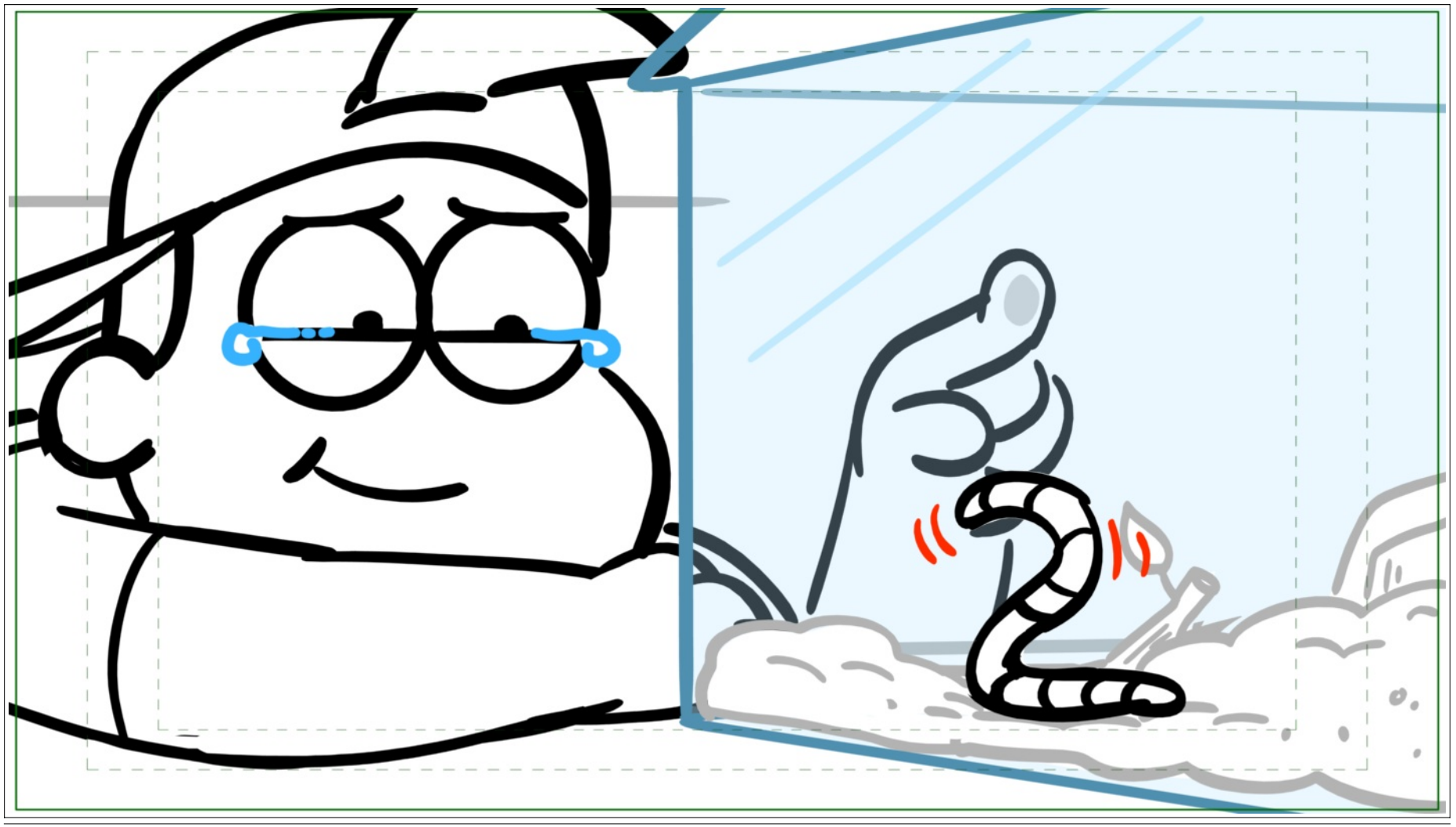


Dialog

(no sound, just music)

Scene 155

Panel 22

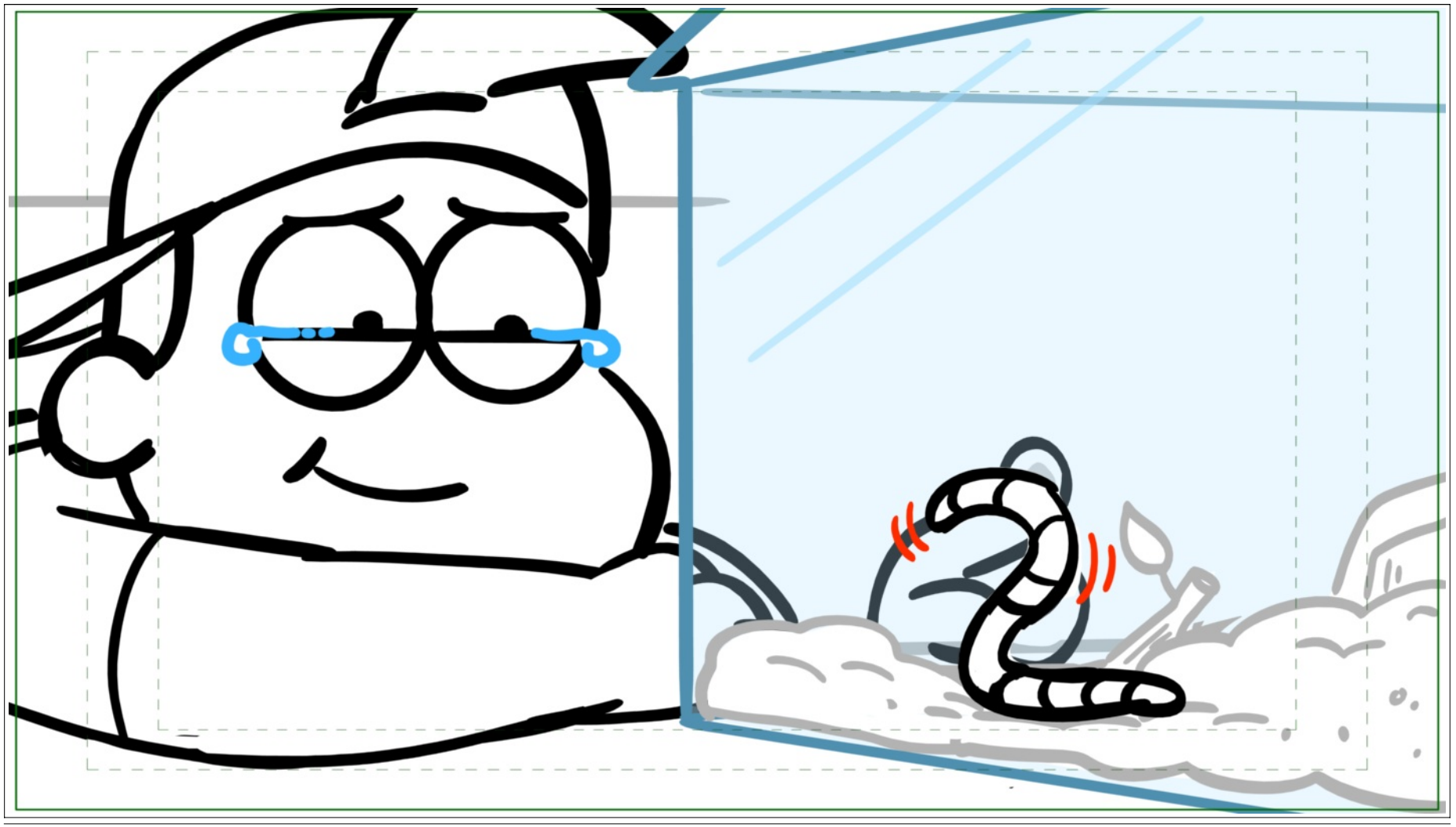


Dialog

(no sound, just music)

Scene 155

Panel 23



Dialog

(no sound, just music)

Scene 156

Panel 1



Dialog

(no sound, just music)

Action Notes

-worm loop cycle is panels 1-4

Scene 156

Panel 2



Dialog

(no sound, just music)

Action Notes

-worm loop cycle is panels 1-4

Scene 156

Panel 3



Dialog

(no sound, just music)

Action Notes

-worm loop cycle is panels 1-4

Scene 156

Panel 4



Dialog

(no sound, just music)

Action Notes

-worm loop cycle is panels 1-4

Scene 156

Panel 5



Dialog

(no sound, just music)

Action Notes

-worm loop cycle is panels 1-4

Scene 156

Panel 6



Dialog

(no sound, just music)

Action Notes

-worm loop cycle is panels 1-4

Scene 156

Panel 7



Dialog

(no sound, just music)

Action Notes

-worm loop cycle is panels 1-4

Scene 156

Panel 8



Dialog

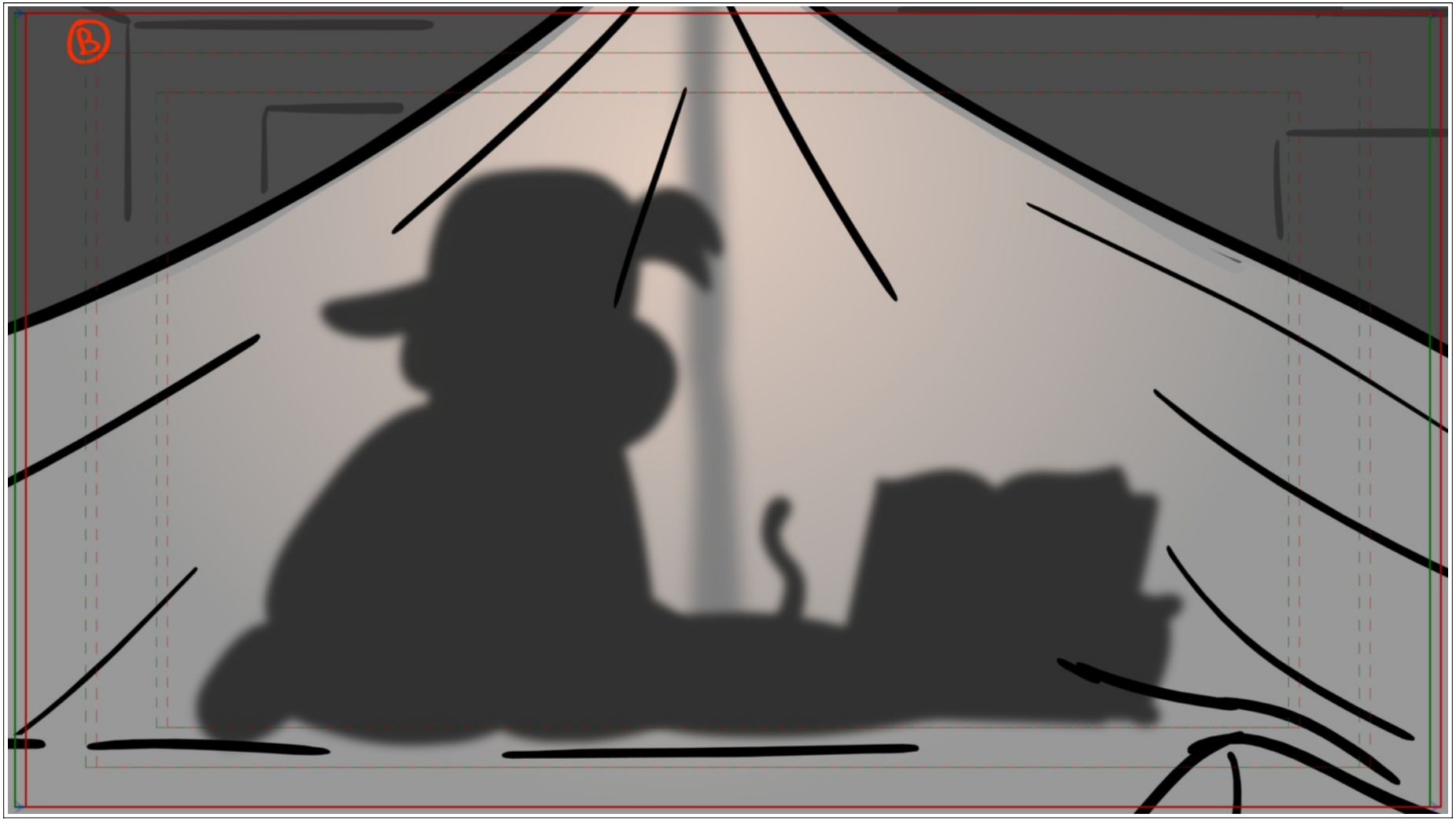
(no sound, just music)

Action Notes

-worm loop cycle is panels 1-4

Scene 156

Panel 9



Dialog

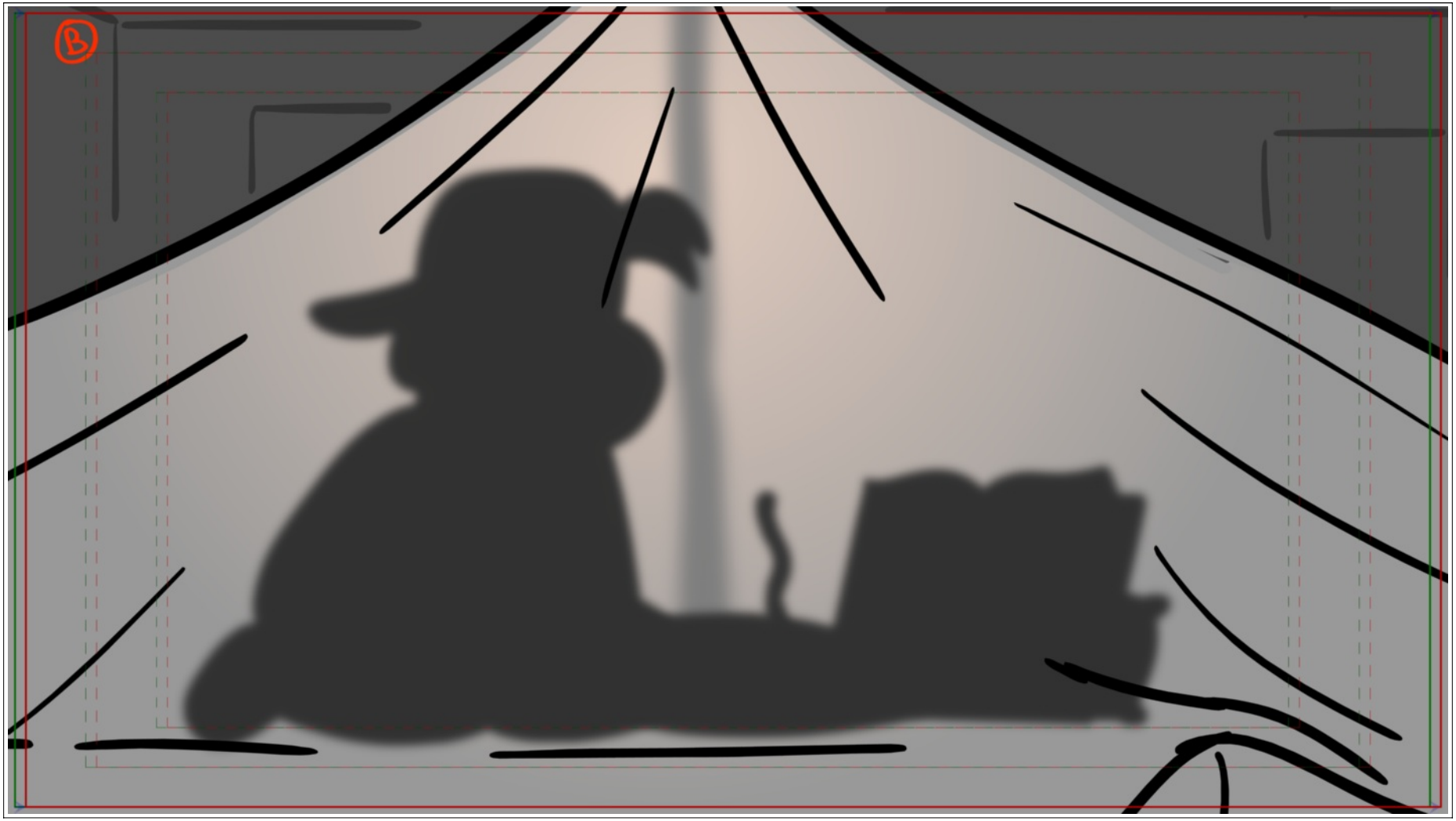
(no sound, just music)

Action Notes

-worm loop cycle is panels 1-4

Scene 156

Panel 10



Dialog

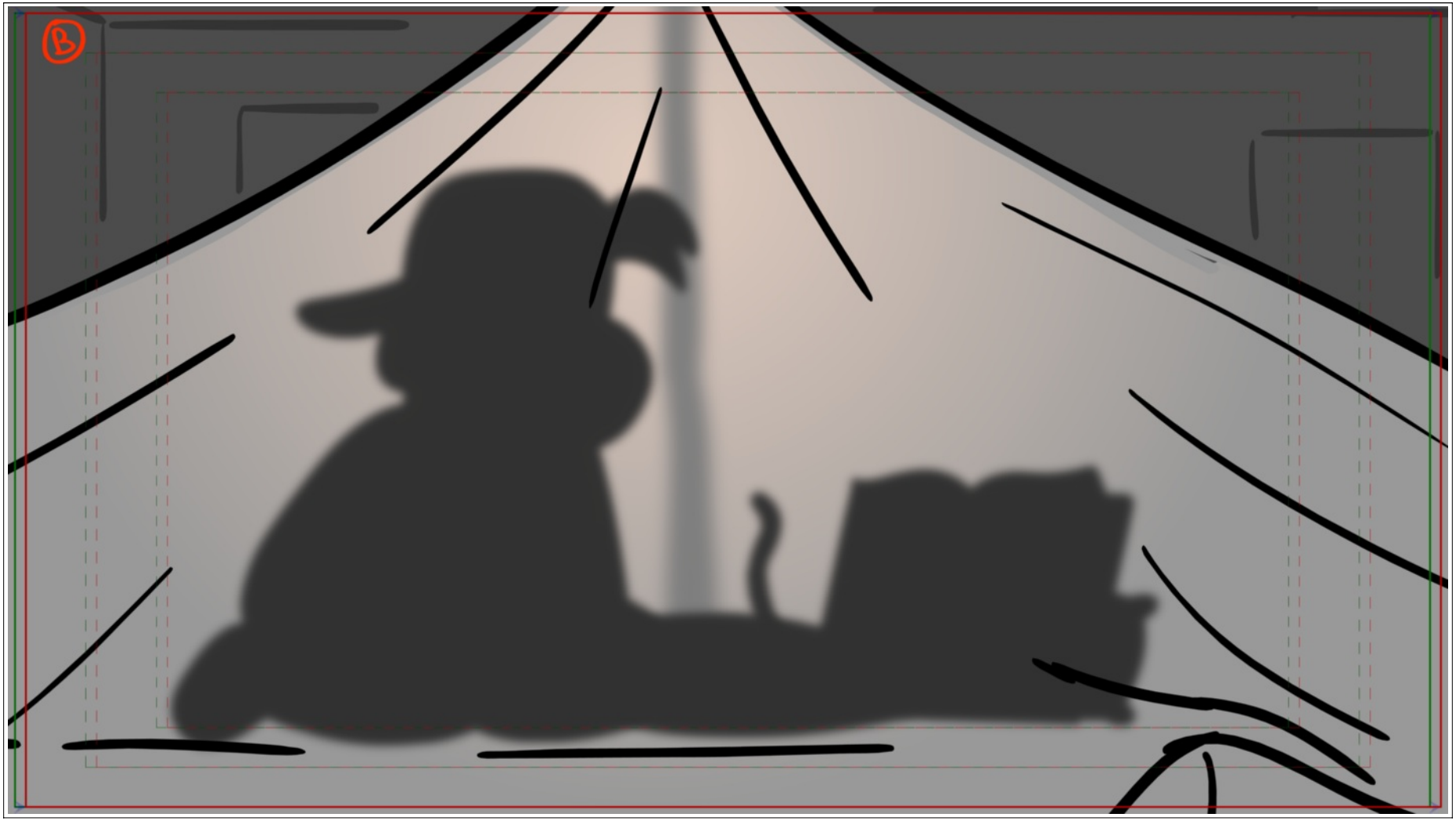
(no sound, just music)

Action Notes

-worm loop cycle is panels 1-4

Scene 156

Panel 11



Dialog

(no sound, just music)

Action Notes

-worm loop cycle is panels 1-4

Scene 156

Panel 12



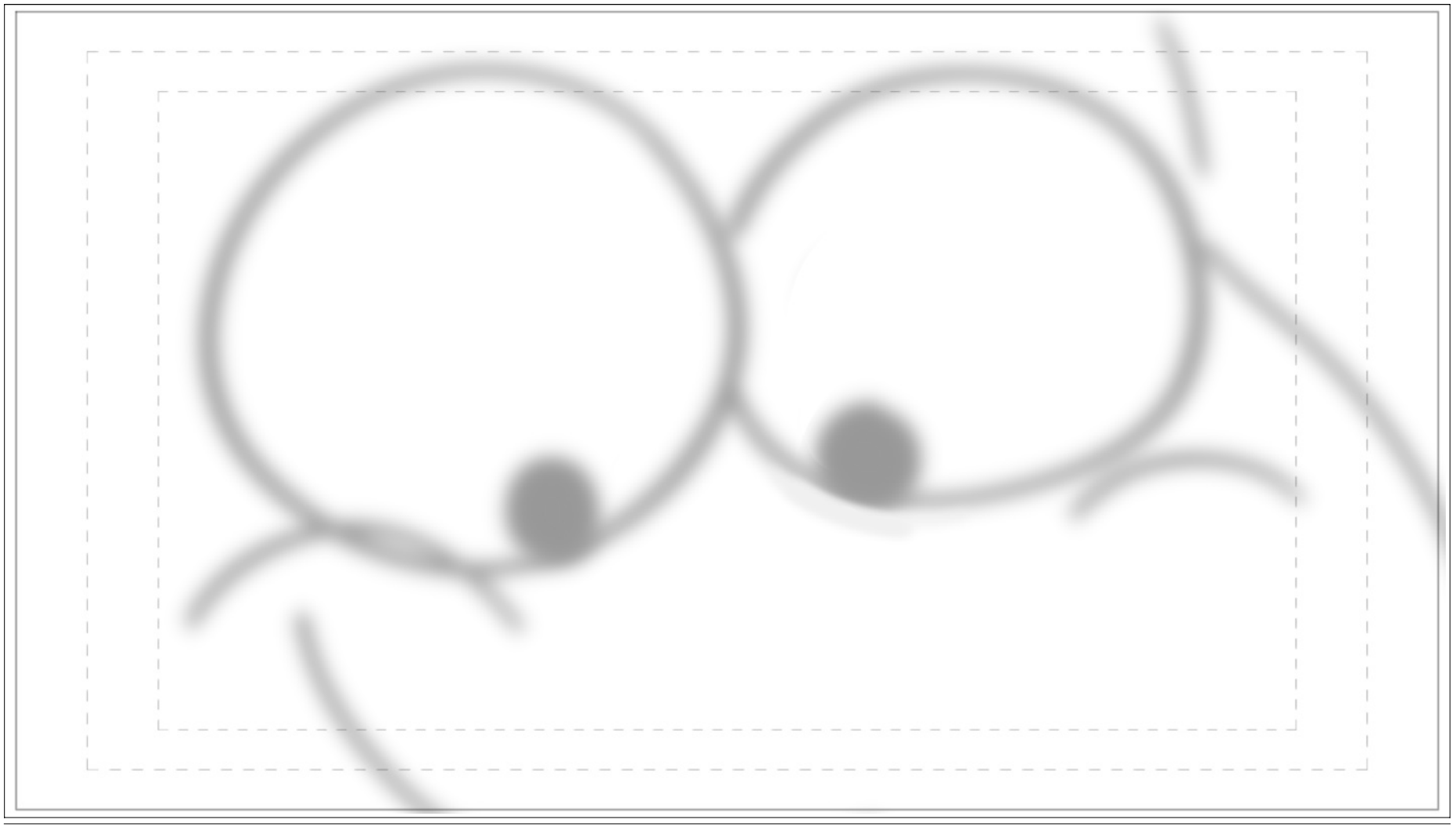
Dialog

(no sound, just music)

Action Notes

-worm loop cycle is panels 1-4

Scene 157 Panel 1

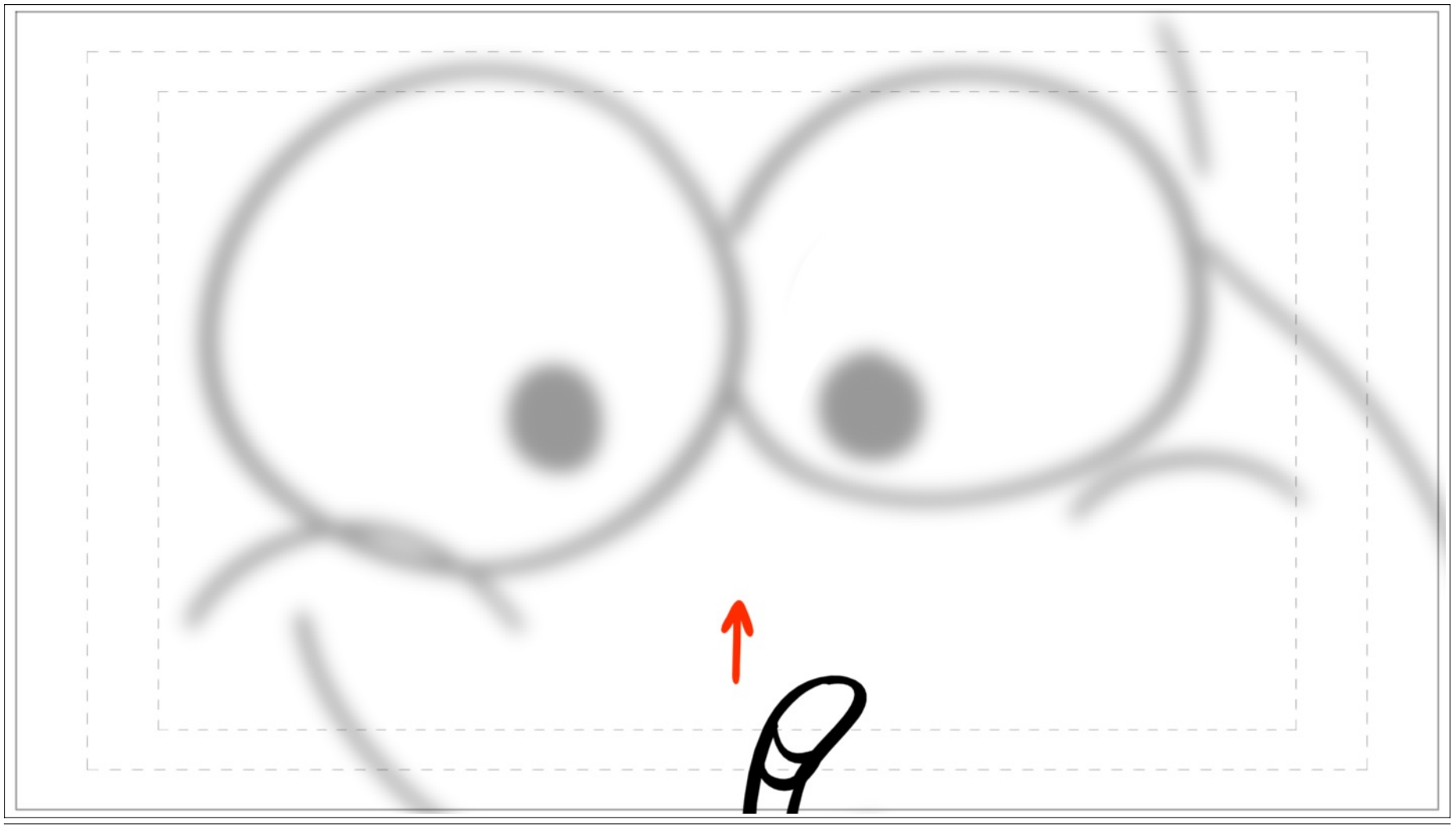


Dialog

BILL
and he loved watching sunsets...

Scene 157

Panel 2

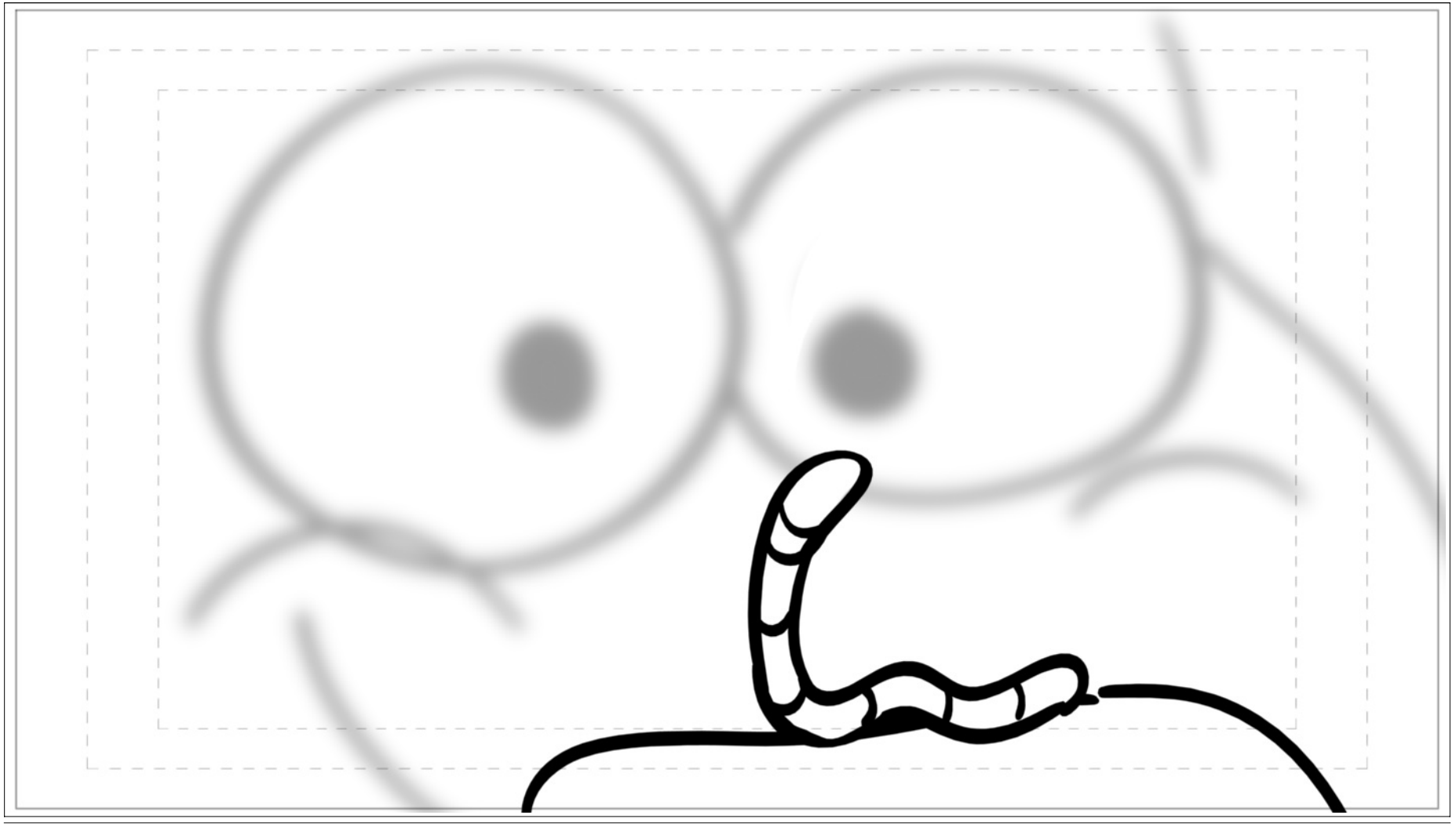


Dialog

BILL

and he loved watching sunsets...

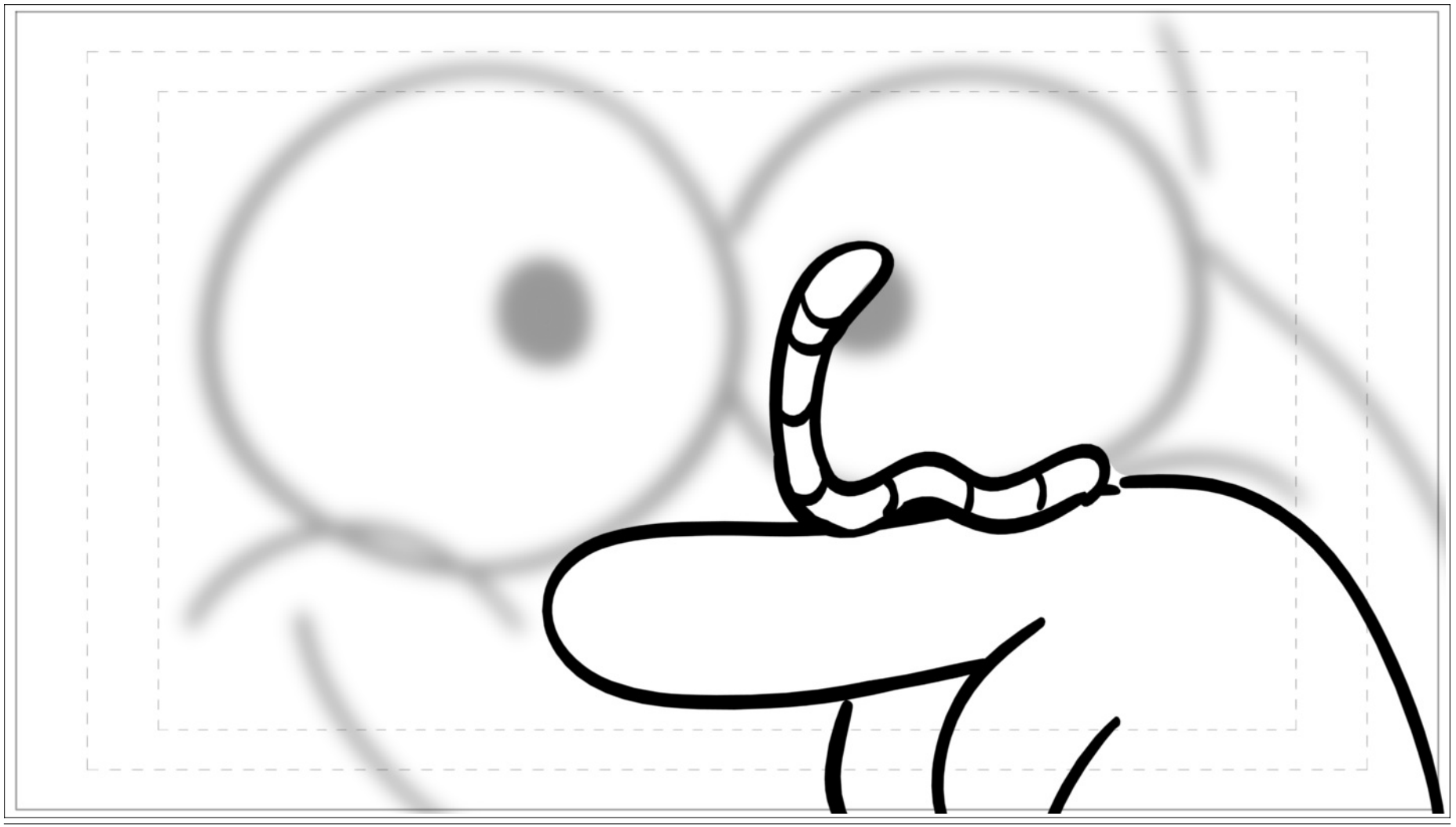
Scene 157 Panel 3



Dialog

BILL
and he loved watching sunsets...

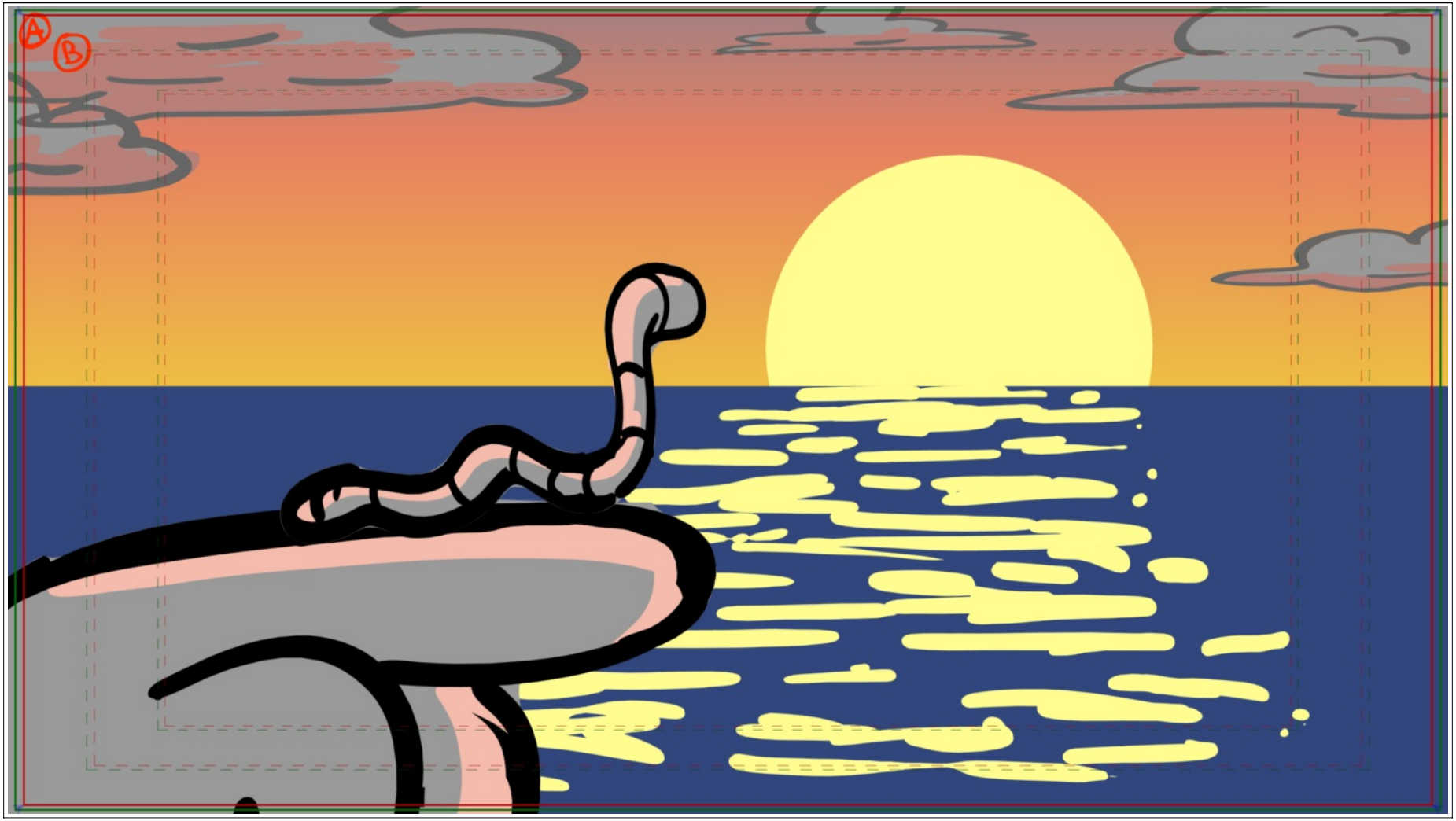
Scene 157 Panel 4



Dialog

BILL
and he loved watching sunsets...

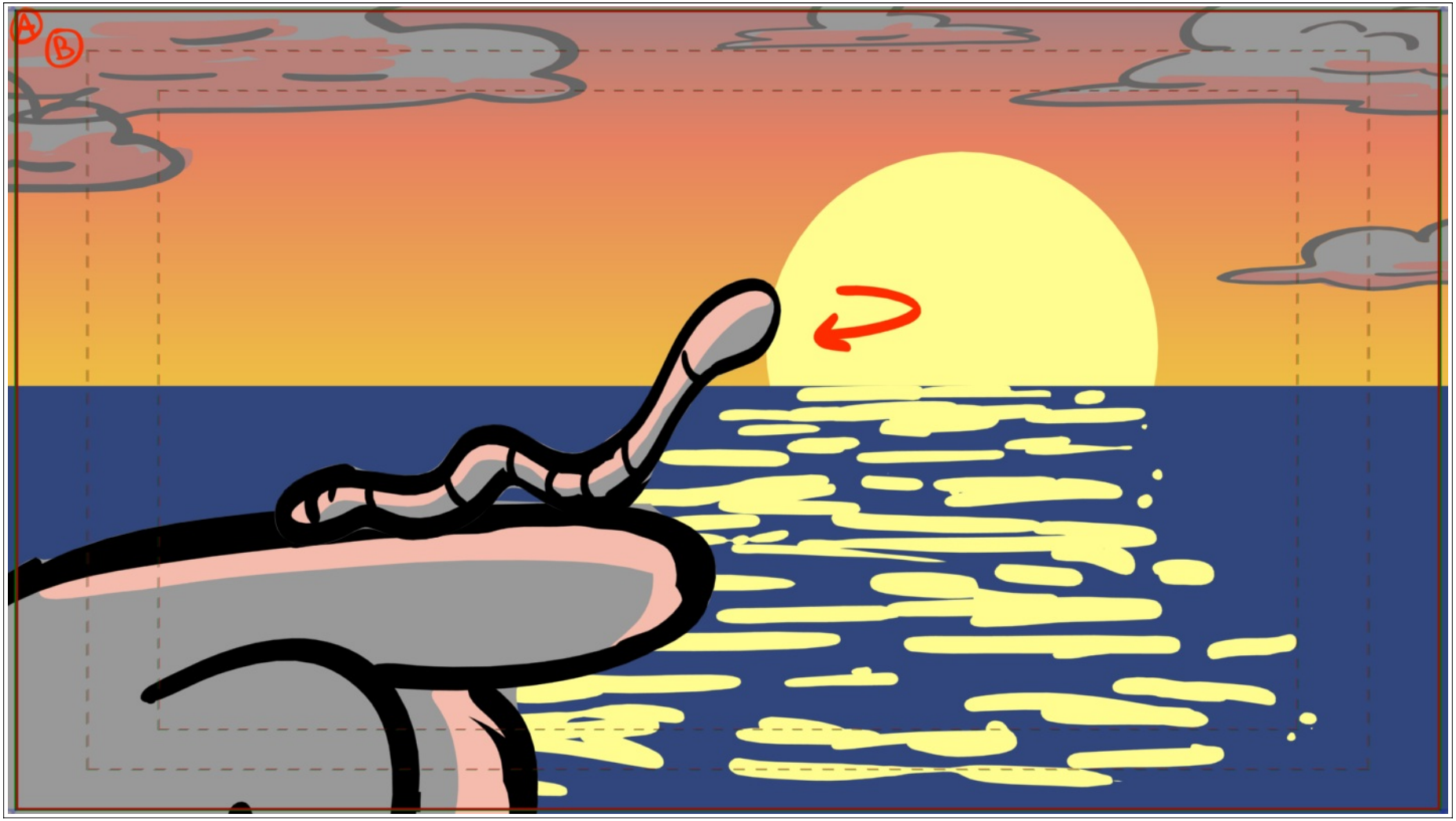
Scene 158 Panel 1



Dialog

BILL
just like this one.

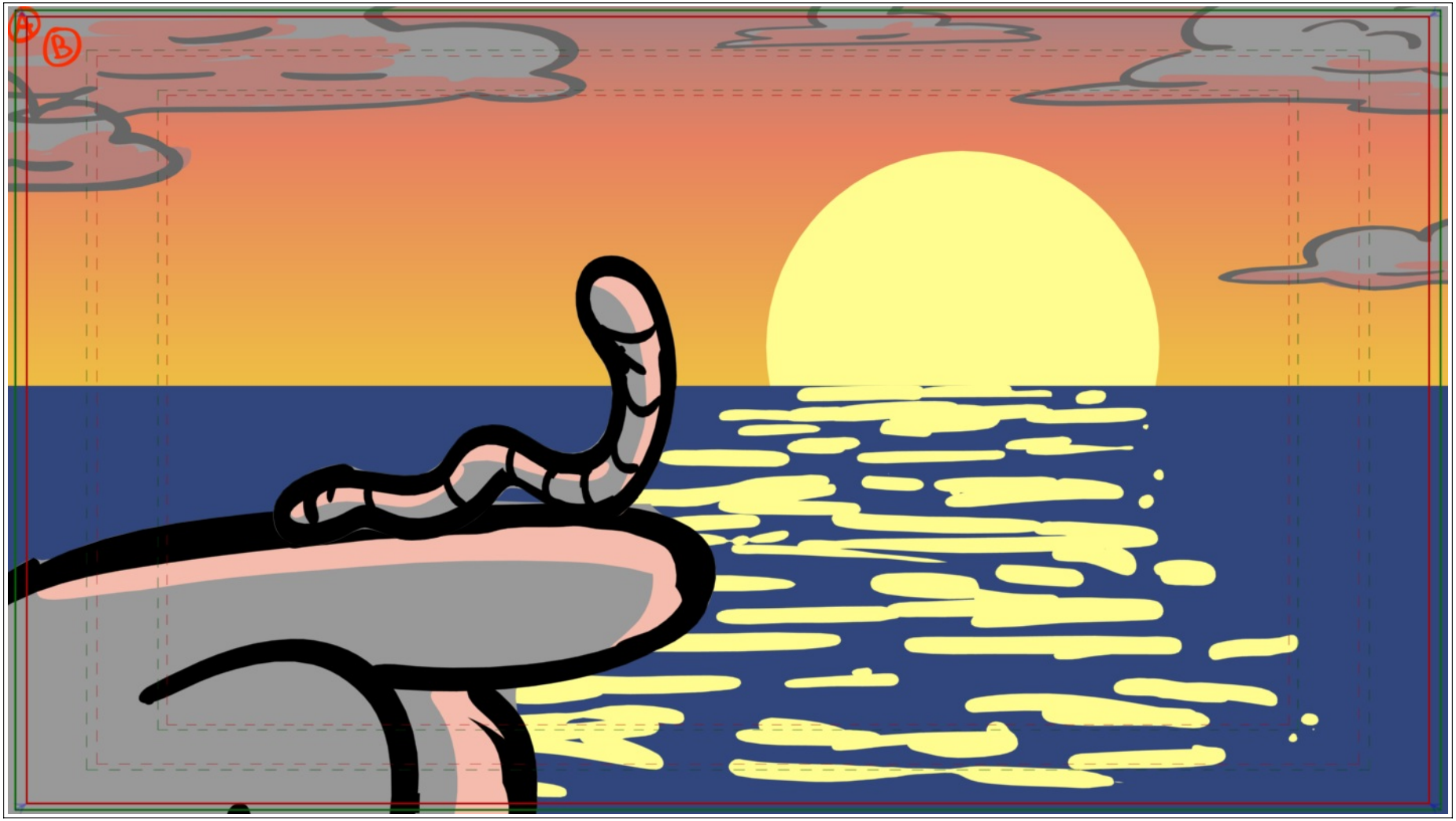
Scene 158 Panel 2



Dialog

BILL
just like this one.

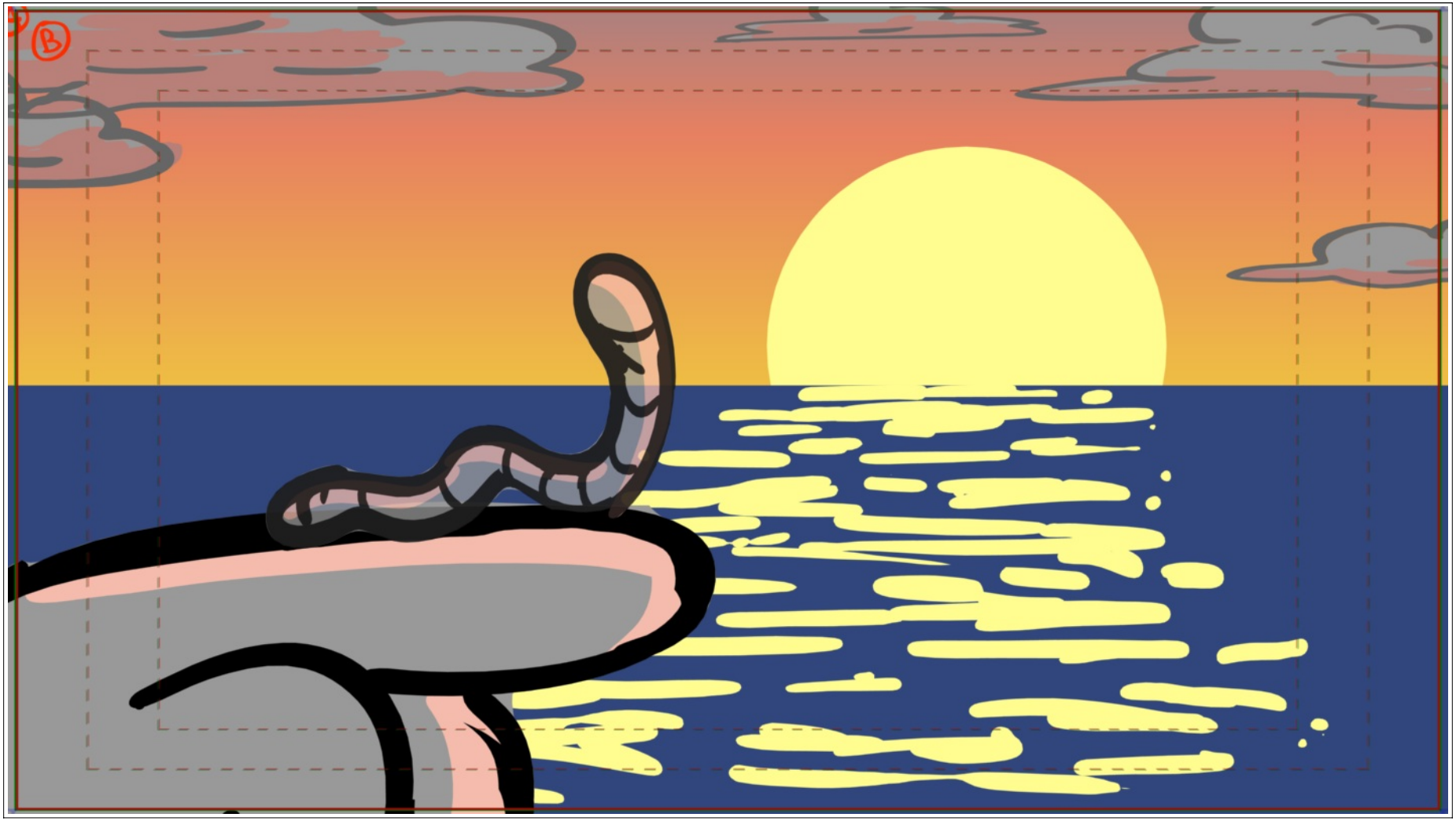
Scene 158 Panel 3



Dialog

BILL
just like this one.

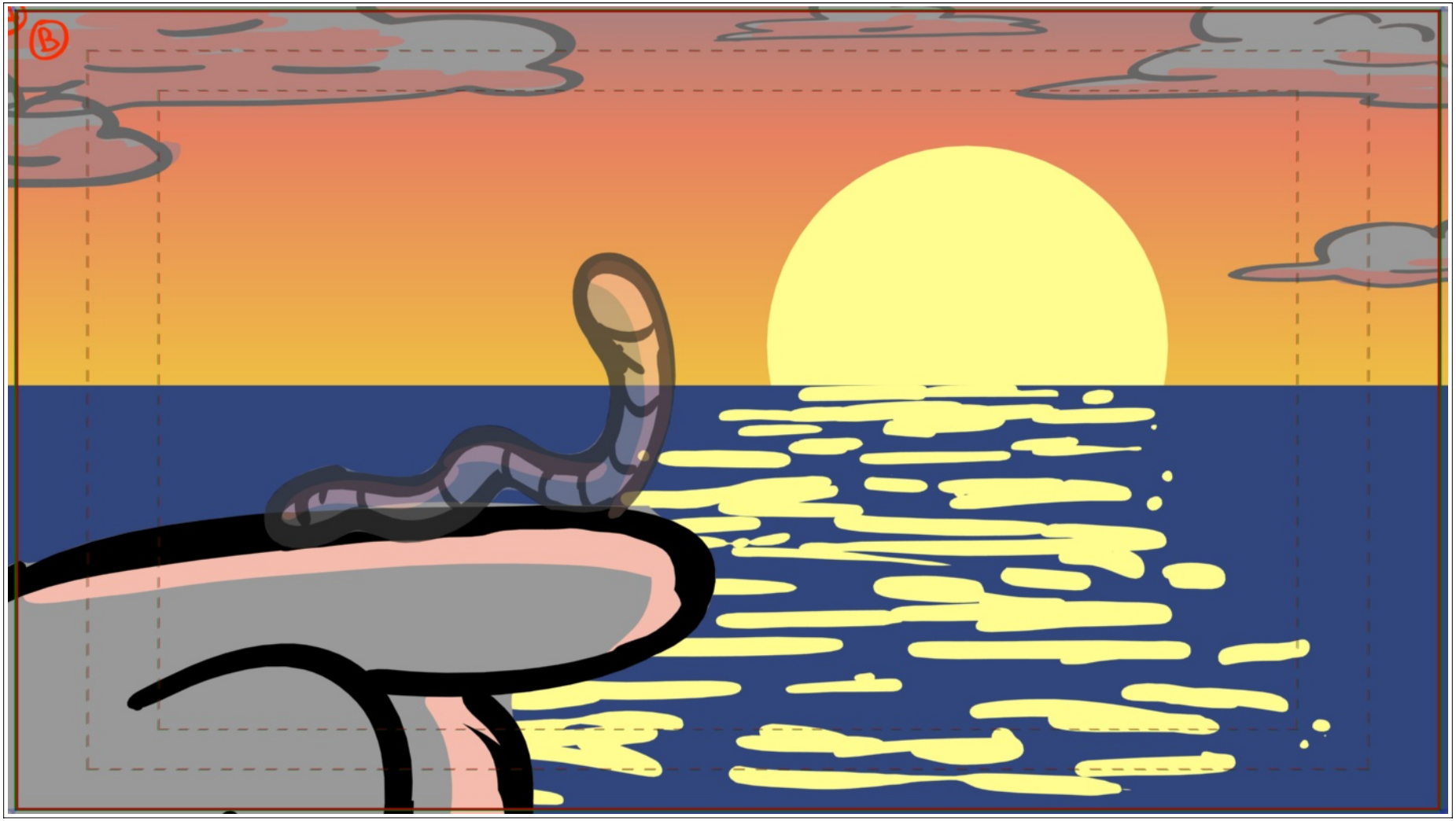
Scene 158 Panel 4



Dialog

BILL
just like this one.

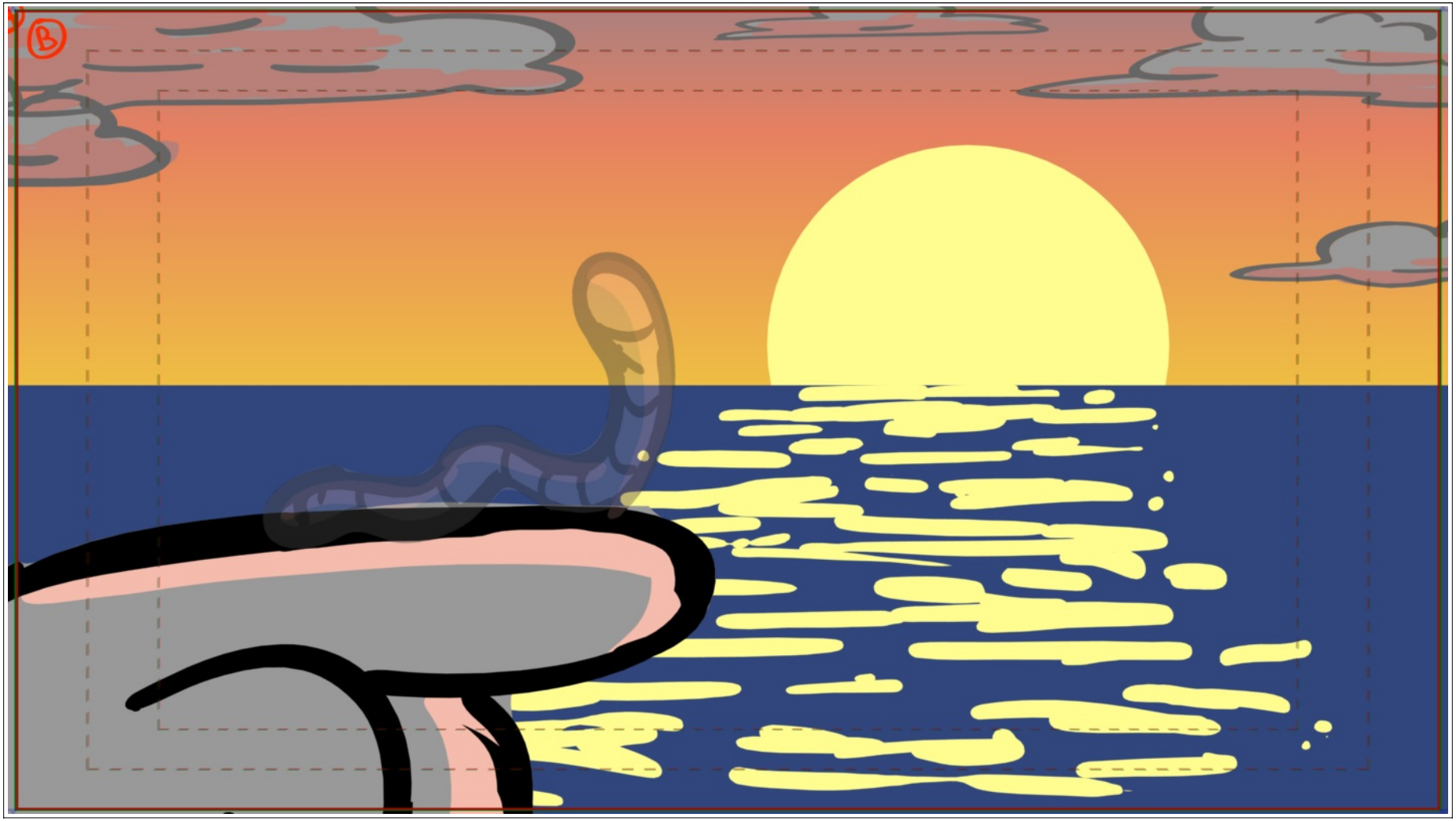
Scene 158 Panel 5



Dialog

BILL
just like this one.

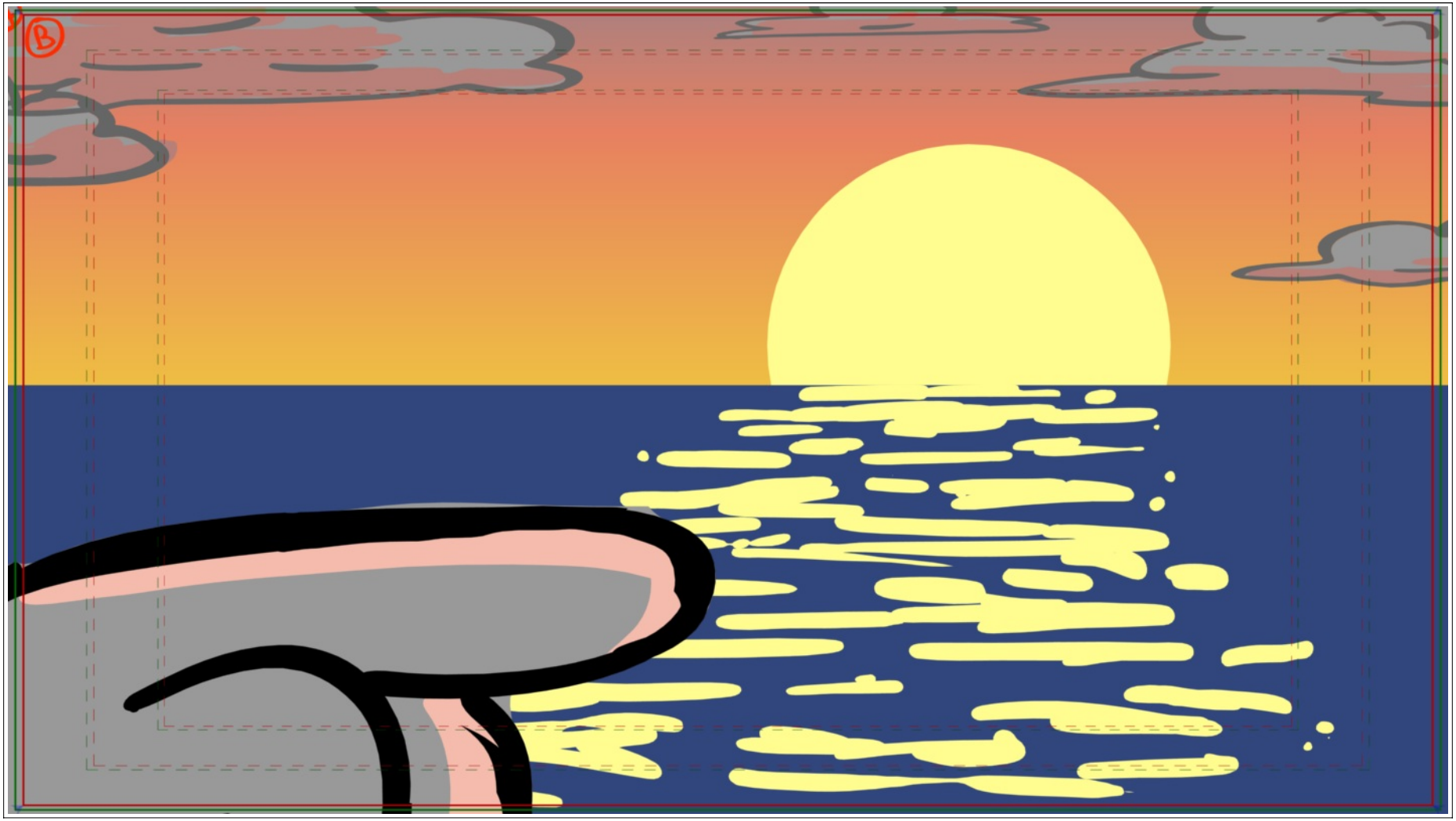
Scene 158 Panel 6



Dialog

BILL
just like this one.

Scene 158 Panel 7

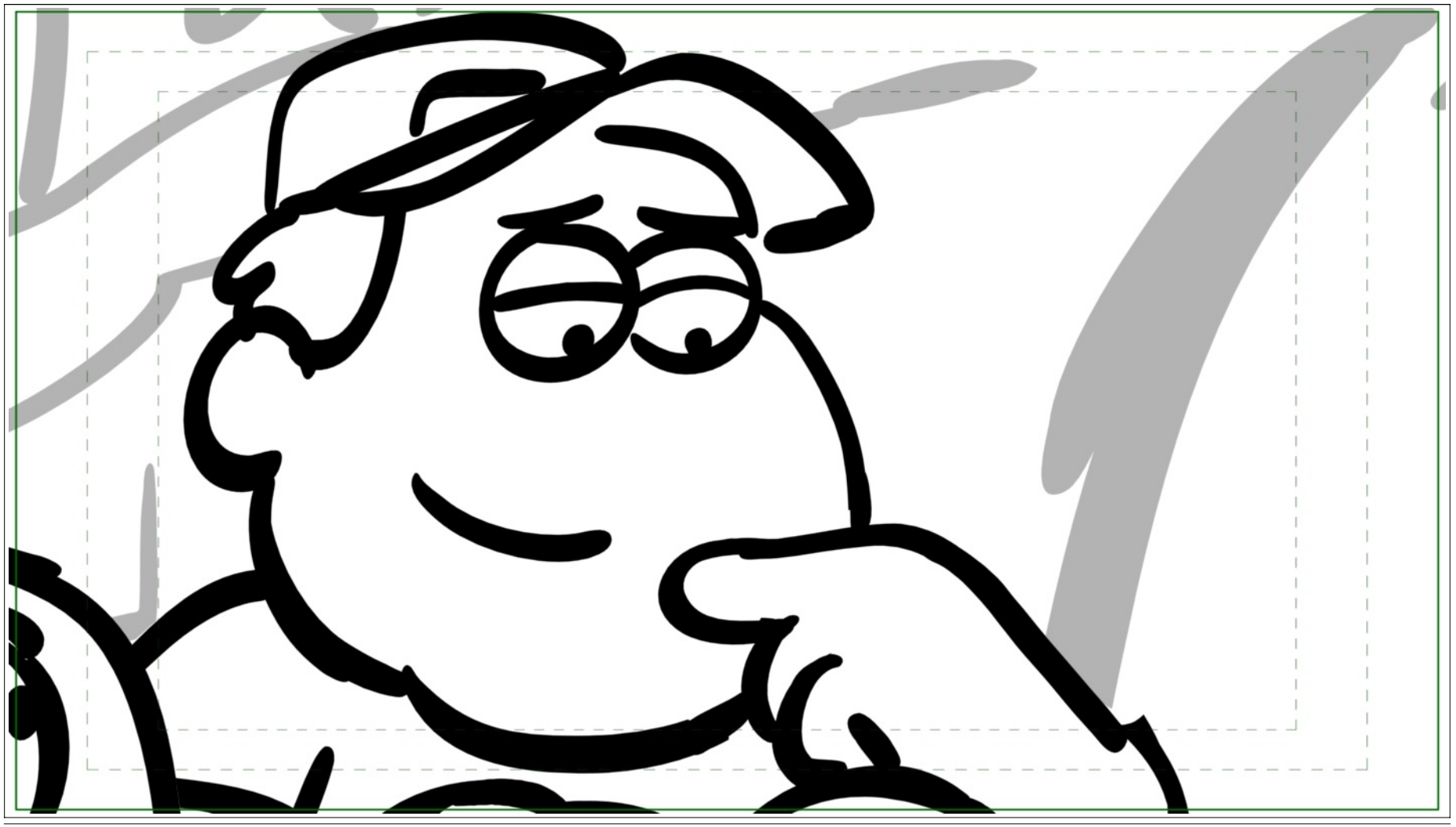


Dialog

BILL
just like this one.

Scene 159

Panel 1



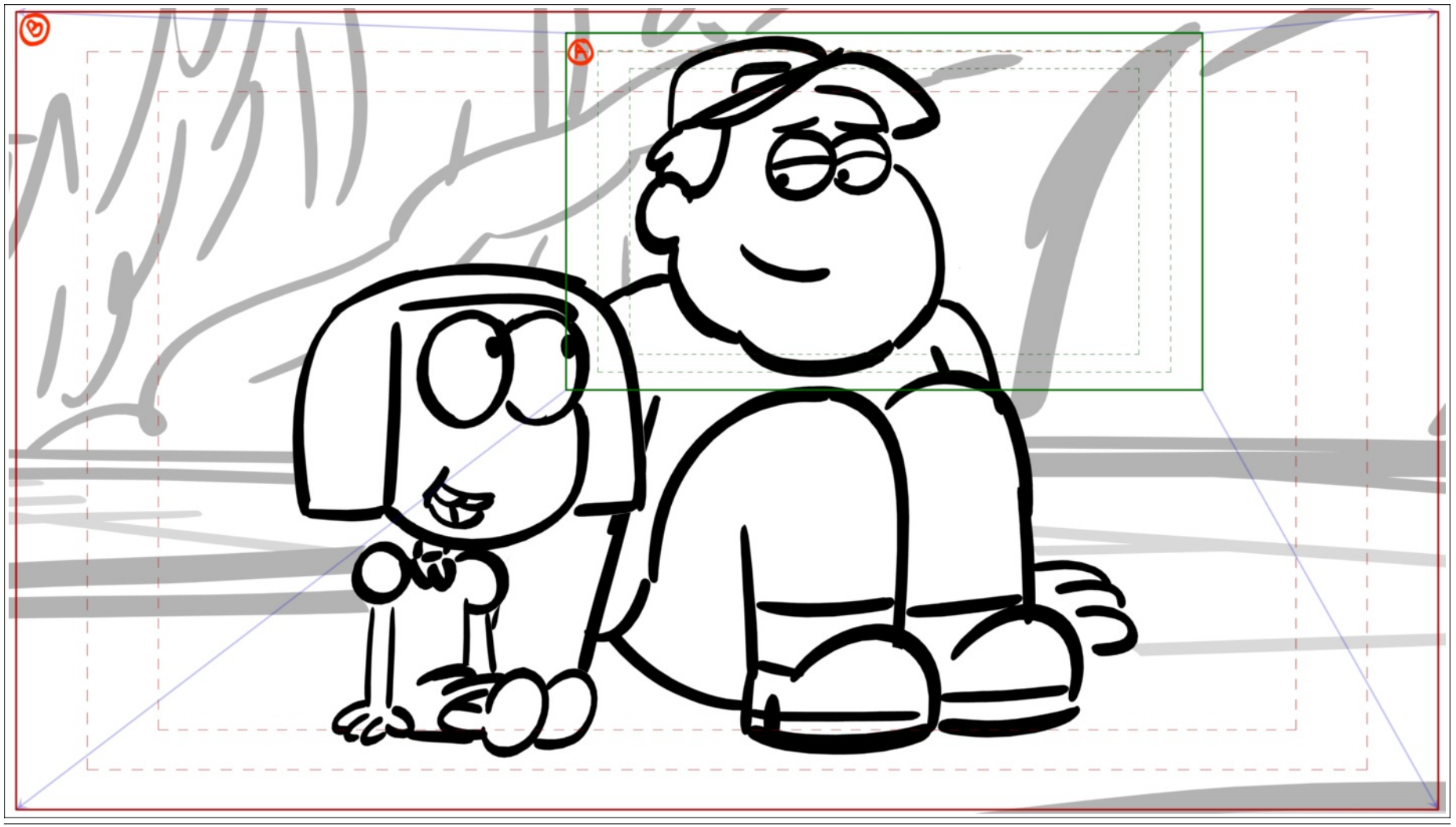
Dialog

TILLY

i would've loved to meet Todd papa..

Scene 159

Panel 2



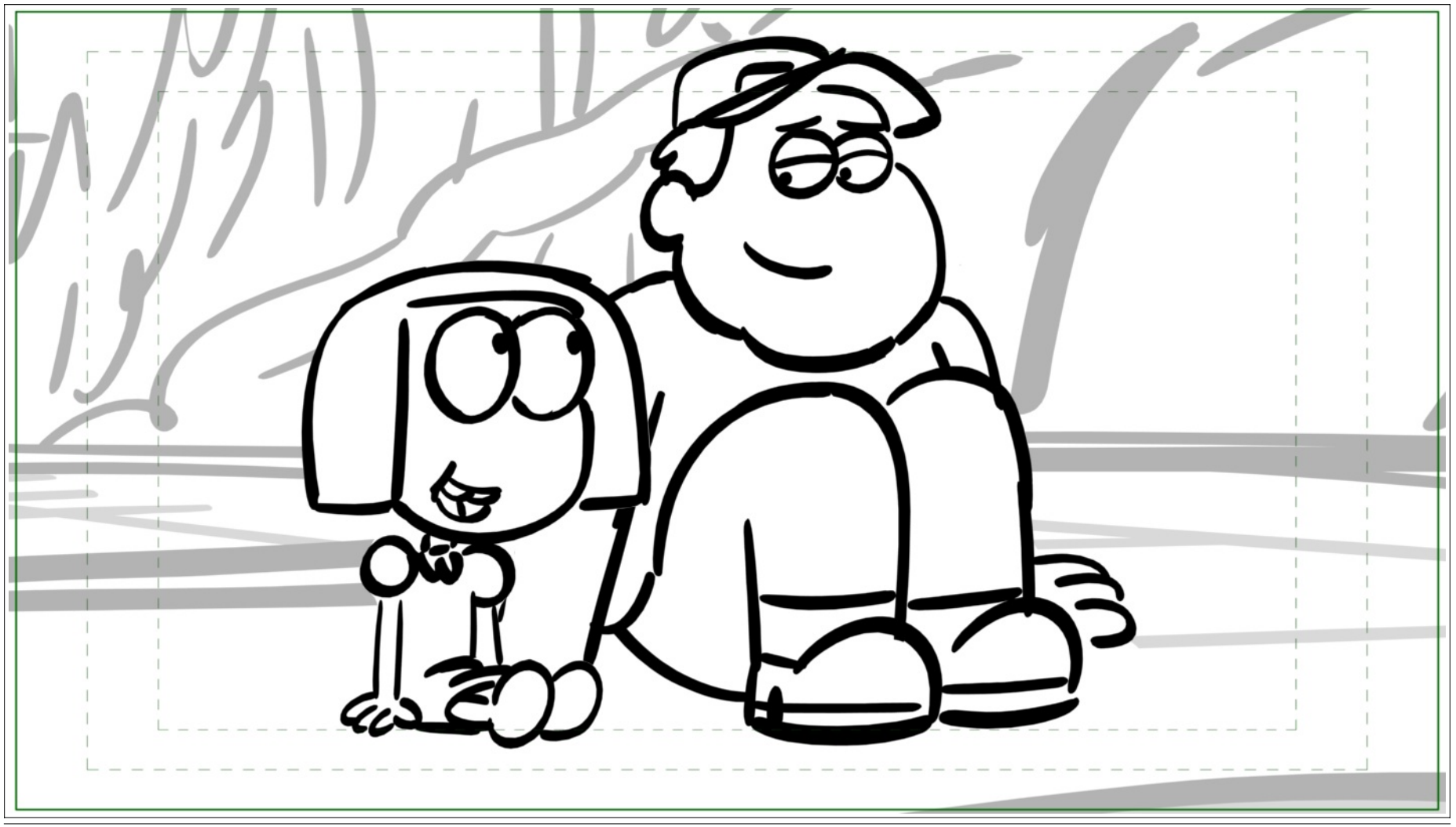
Dialog

TILLY

i would've loved to meet Todd papa..

Scene 159

Panel 3



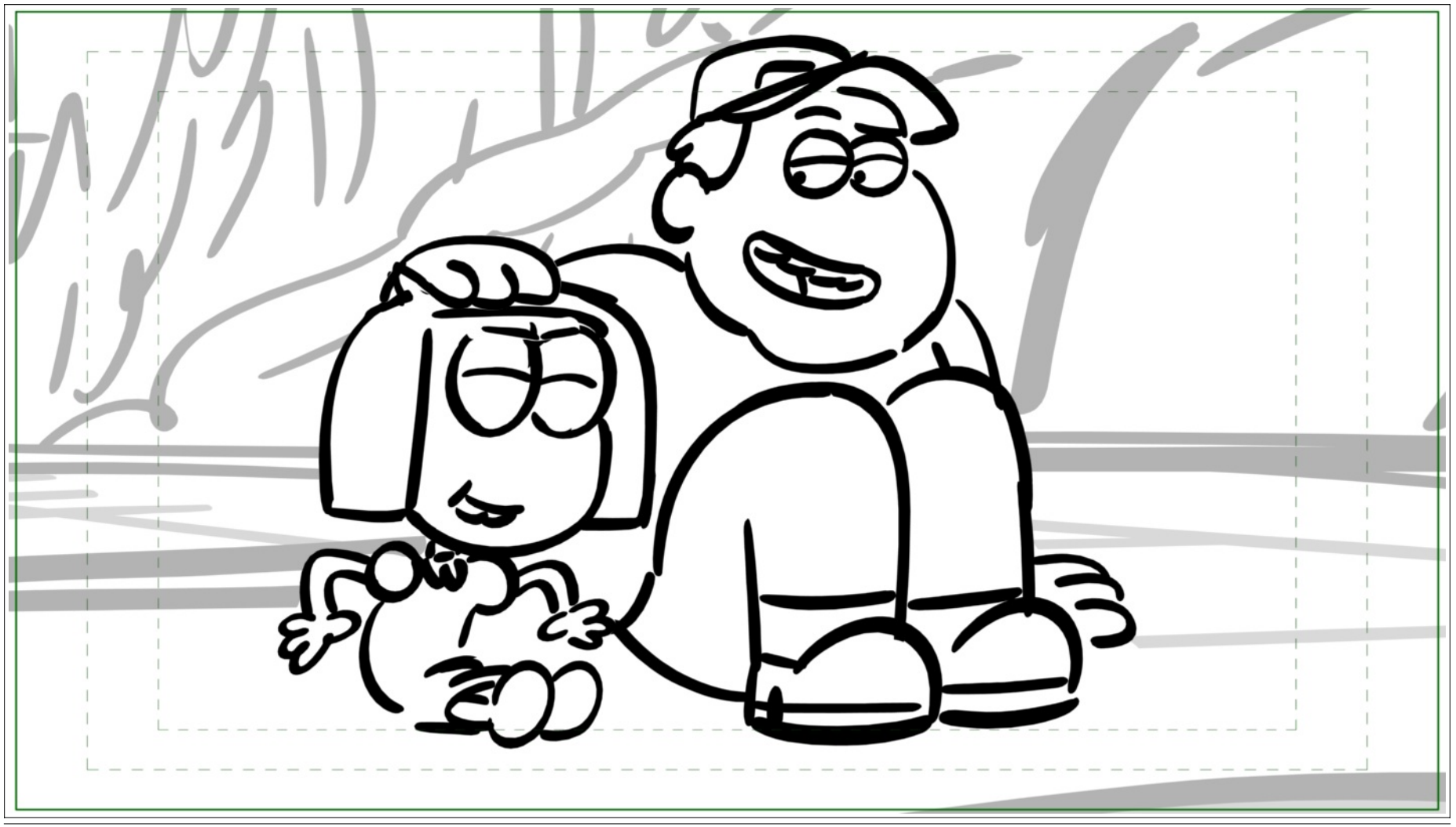
Dialog

TILLY

i would've loved to meet Todd papa..

Scene 159

Panel 4

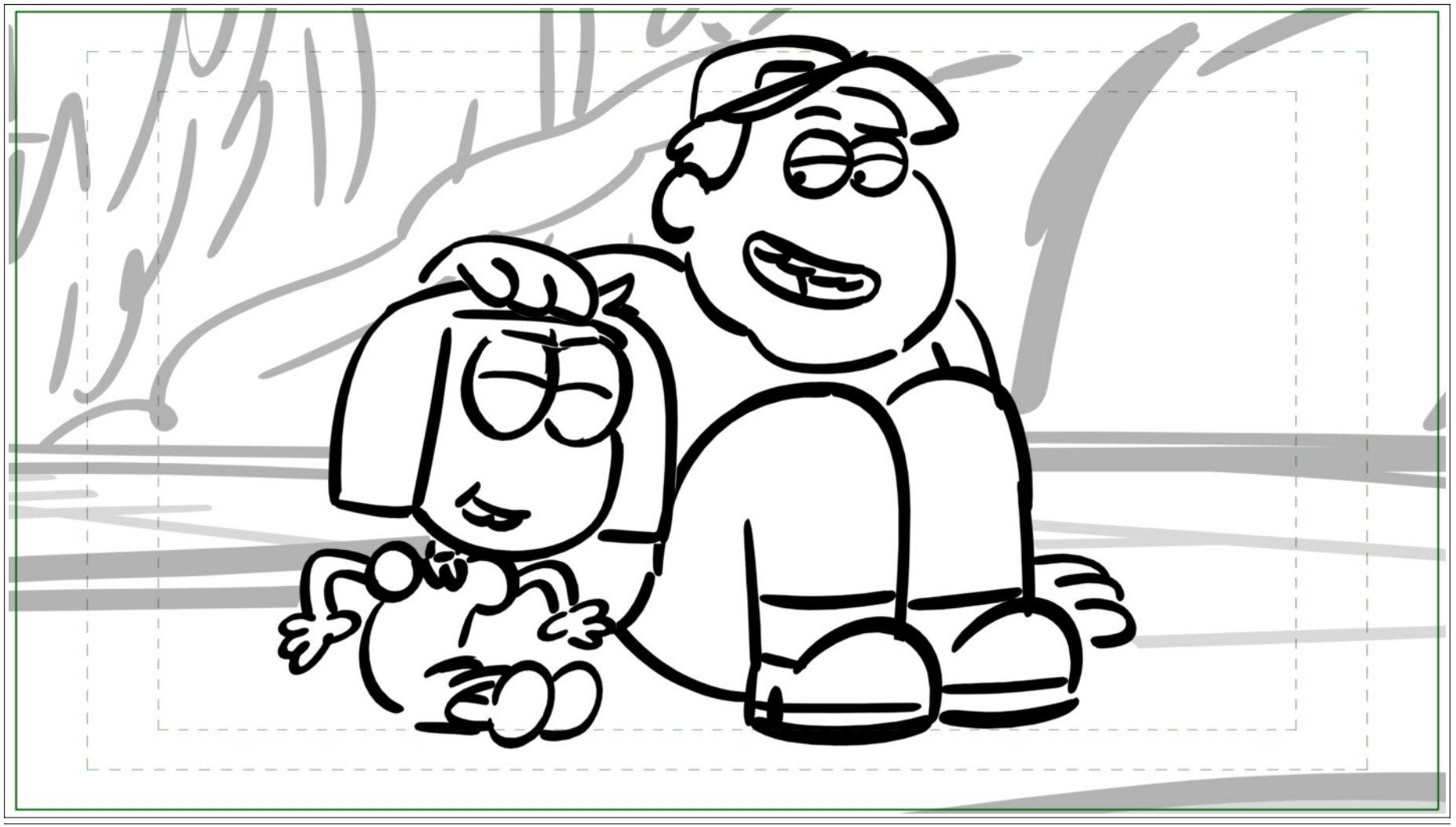


Dialog

BILL

I think he would have loved to meet you too

Scene 159 Panel 5



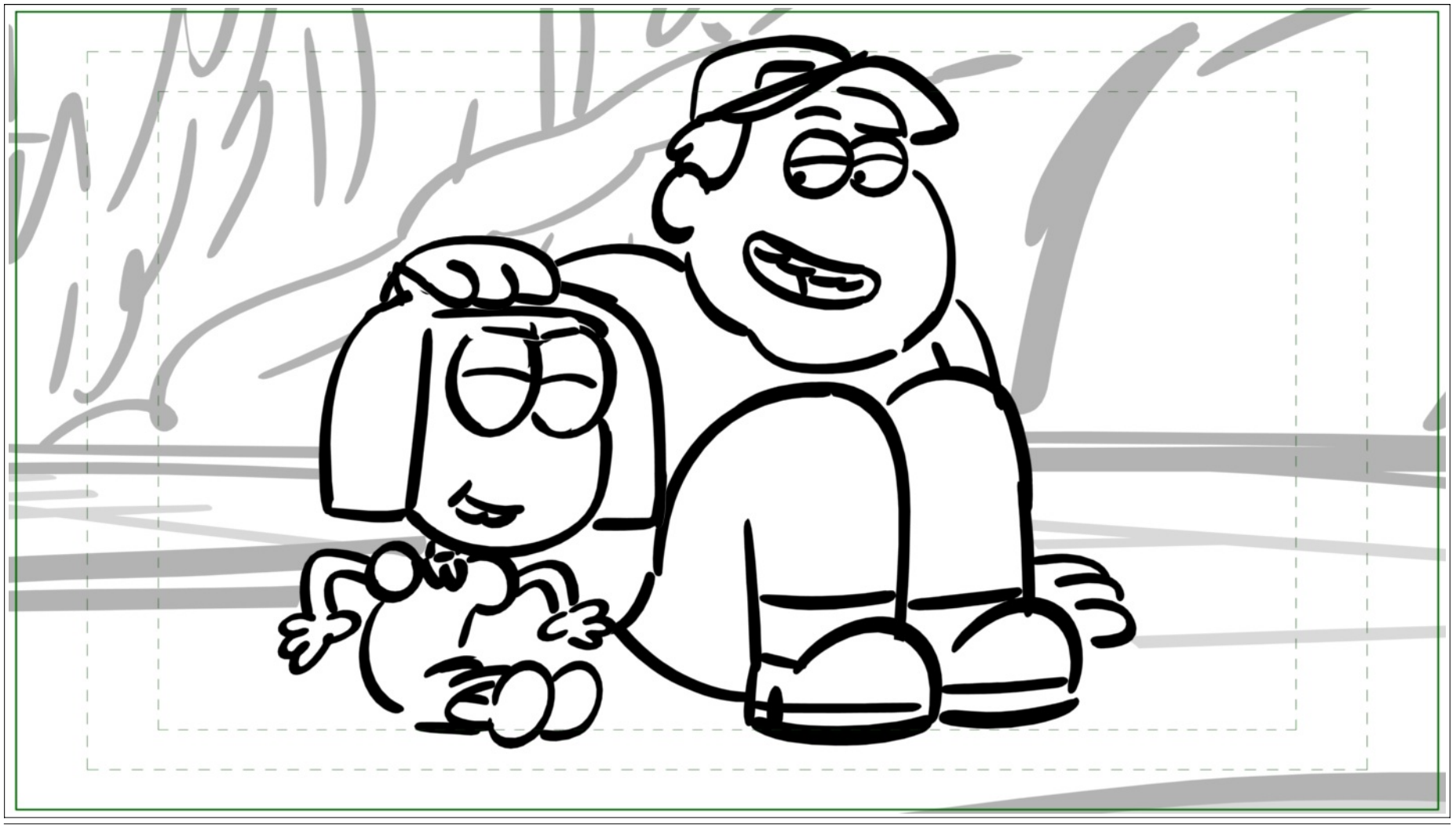
Dialog

BILL

I think he would have loved to meet you too

Scene 159

Panel 6



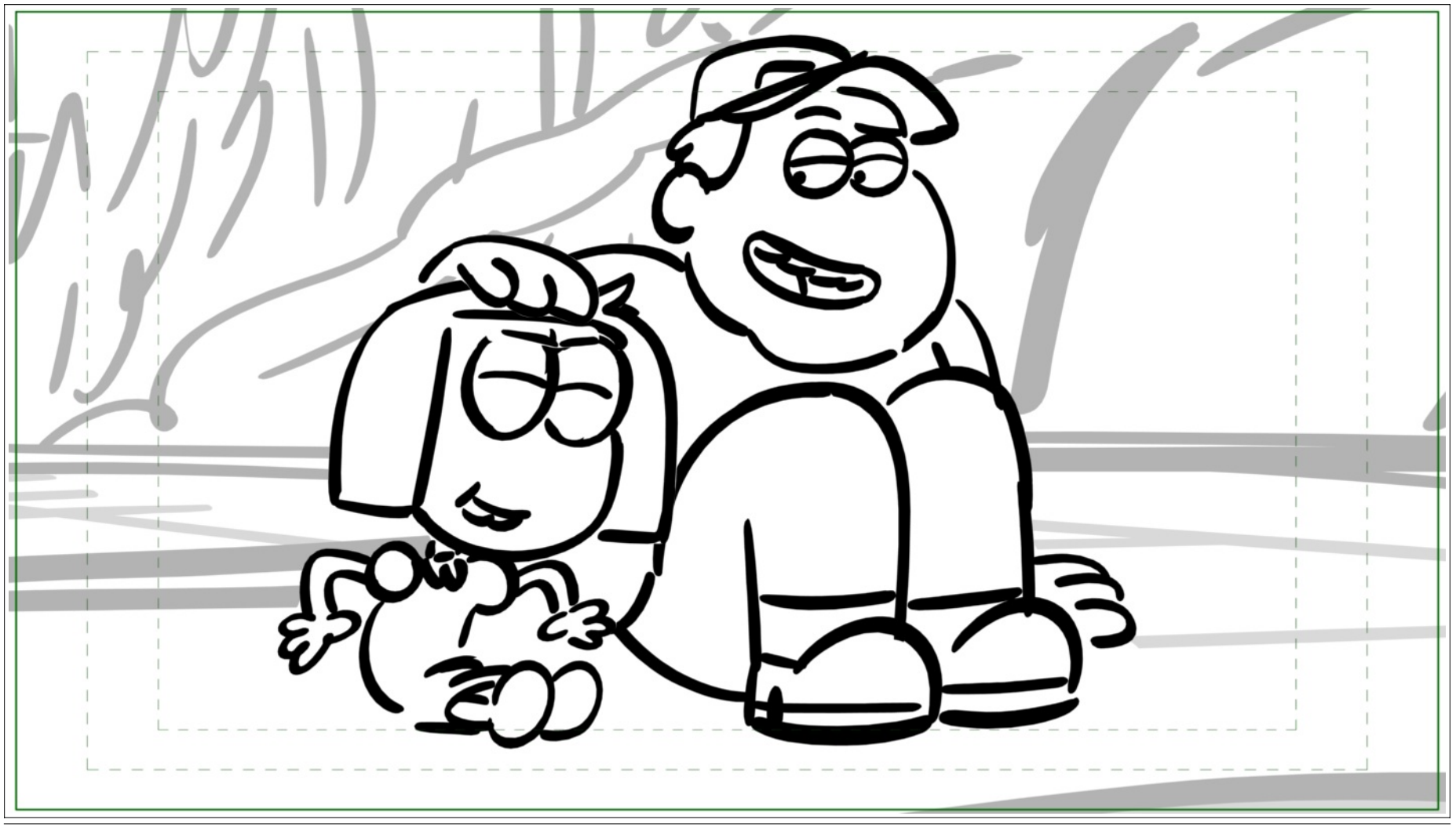
Dialog

BILL

I think he would have loved to meet you too

Scene 159

Panel 7

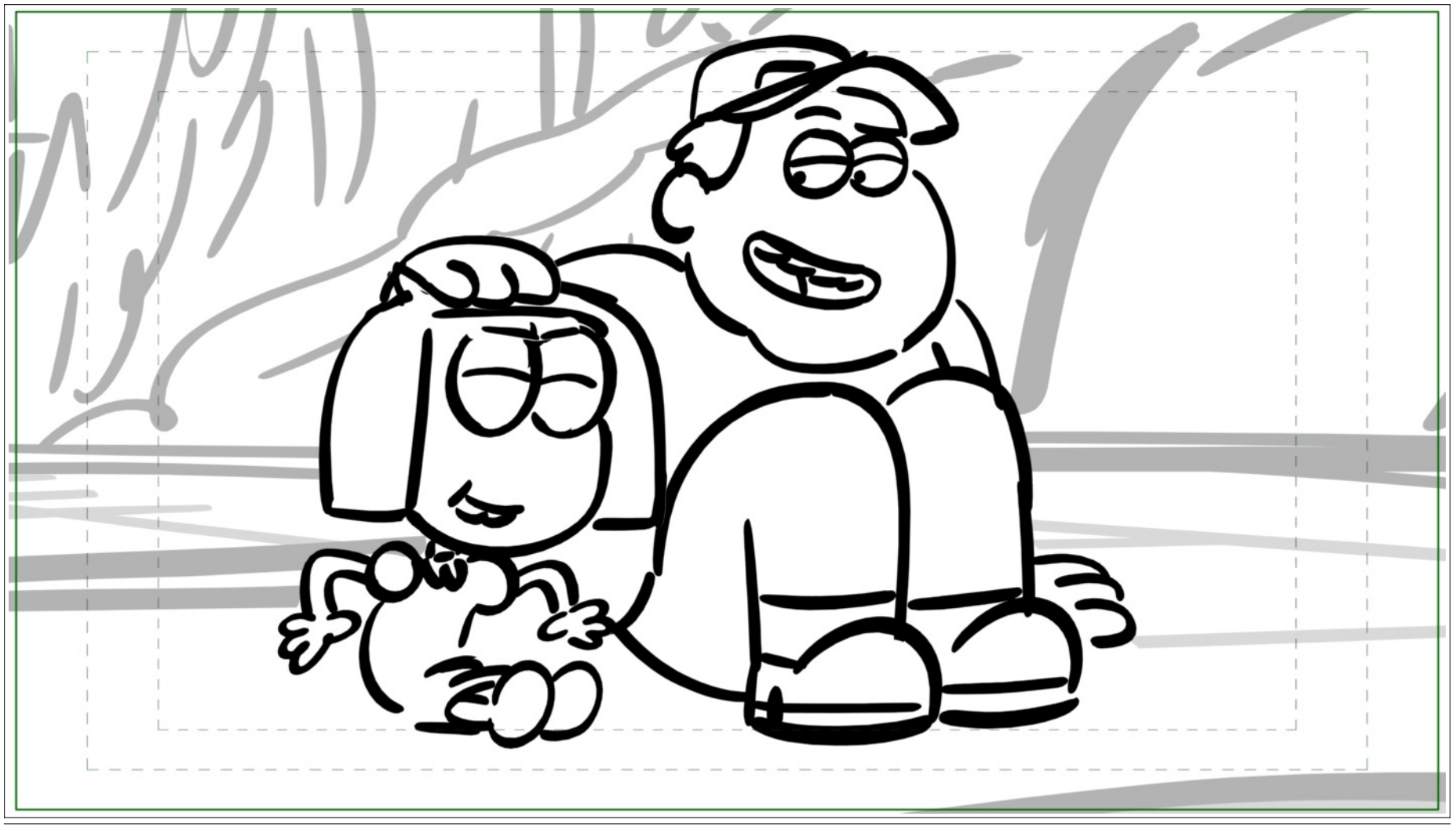


Dialog

BILL

I think he would have loved to meet you too

Scene 159 Panel 8



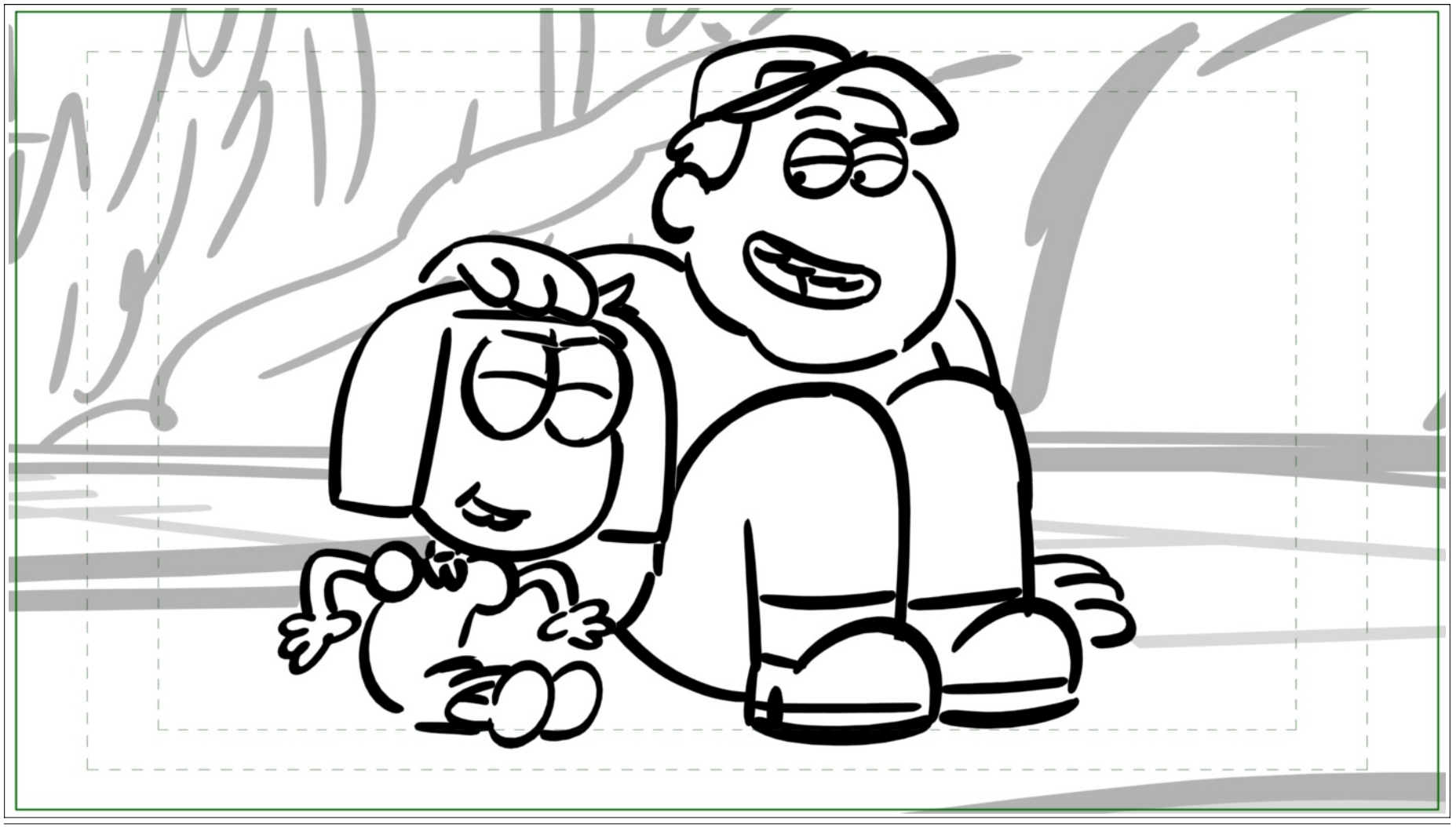
Dialog

BILL

I think he would have loved to meet you too

Scene 159

Panel 9

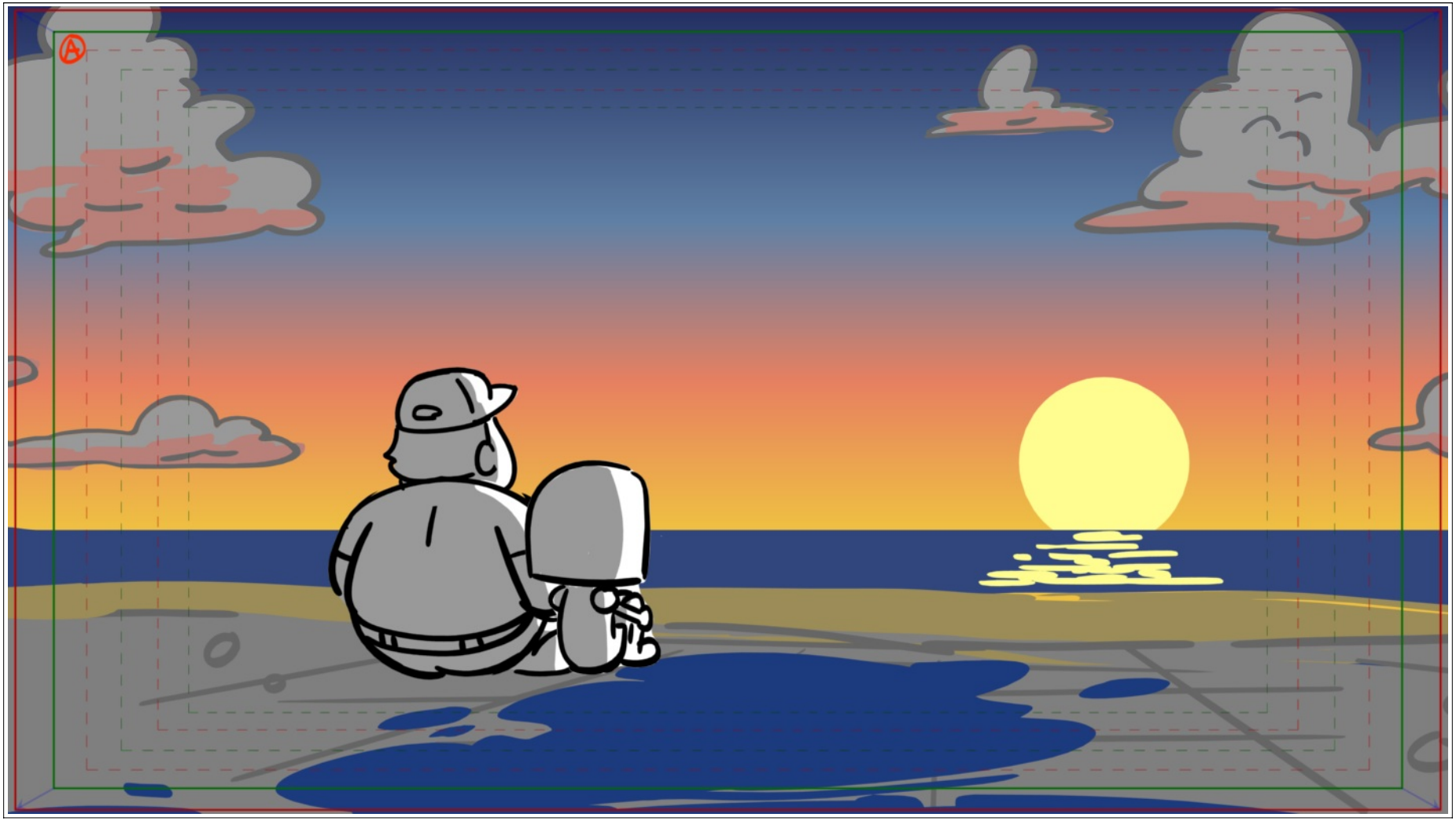


Dialog

BILL

I think he would have loved to meet you too

Scene 160 Panel 1

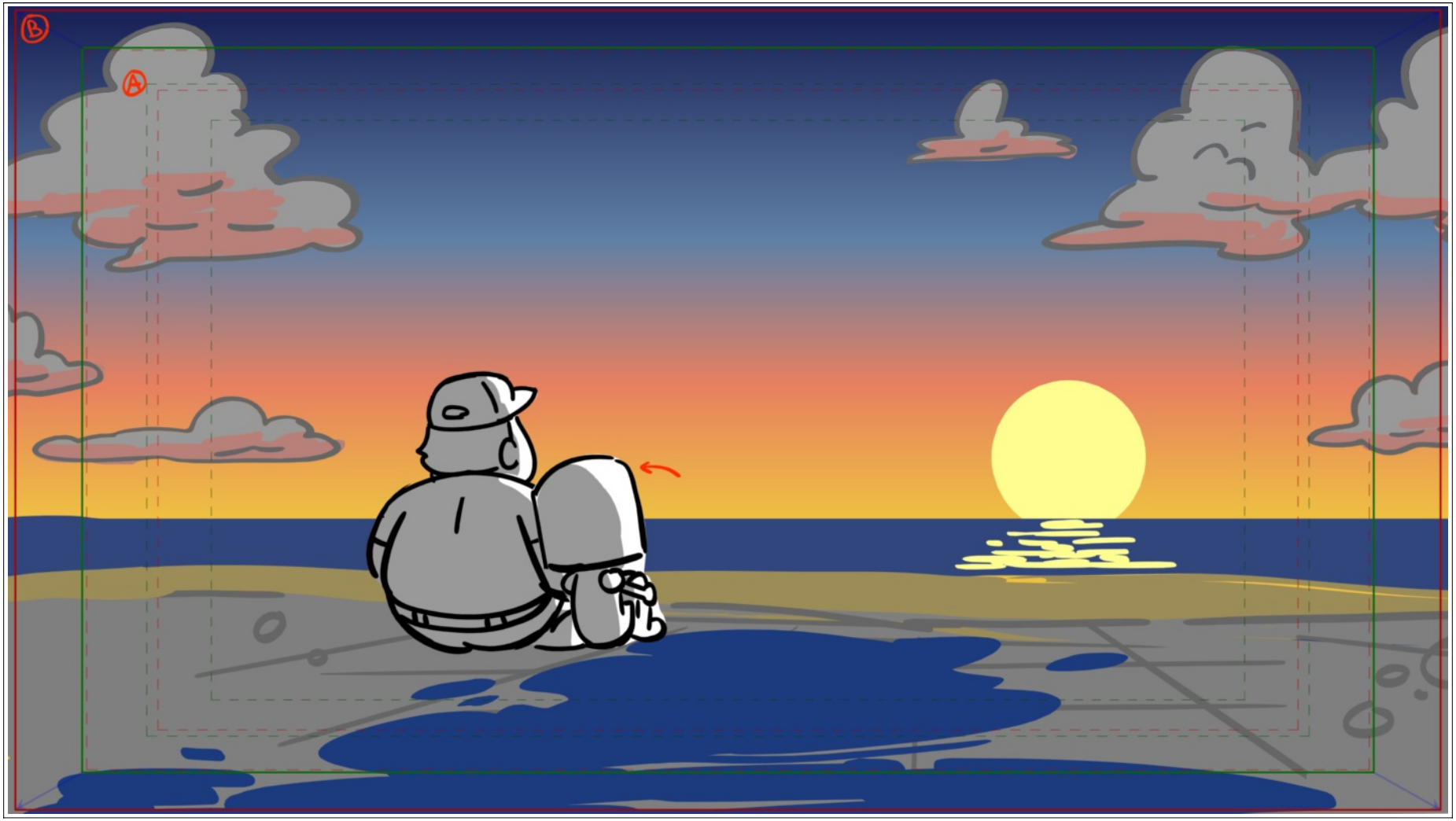


Dialog

BILL

I bet him and cougho would've been great friends

Scene 160 Panel 2



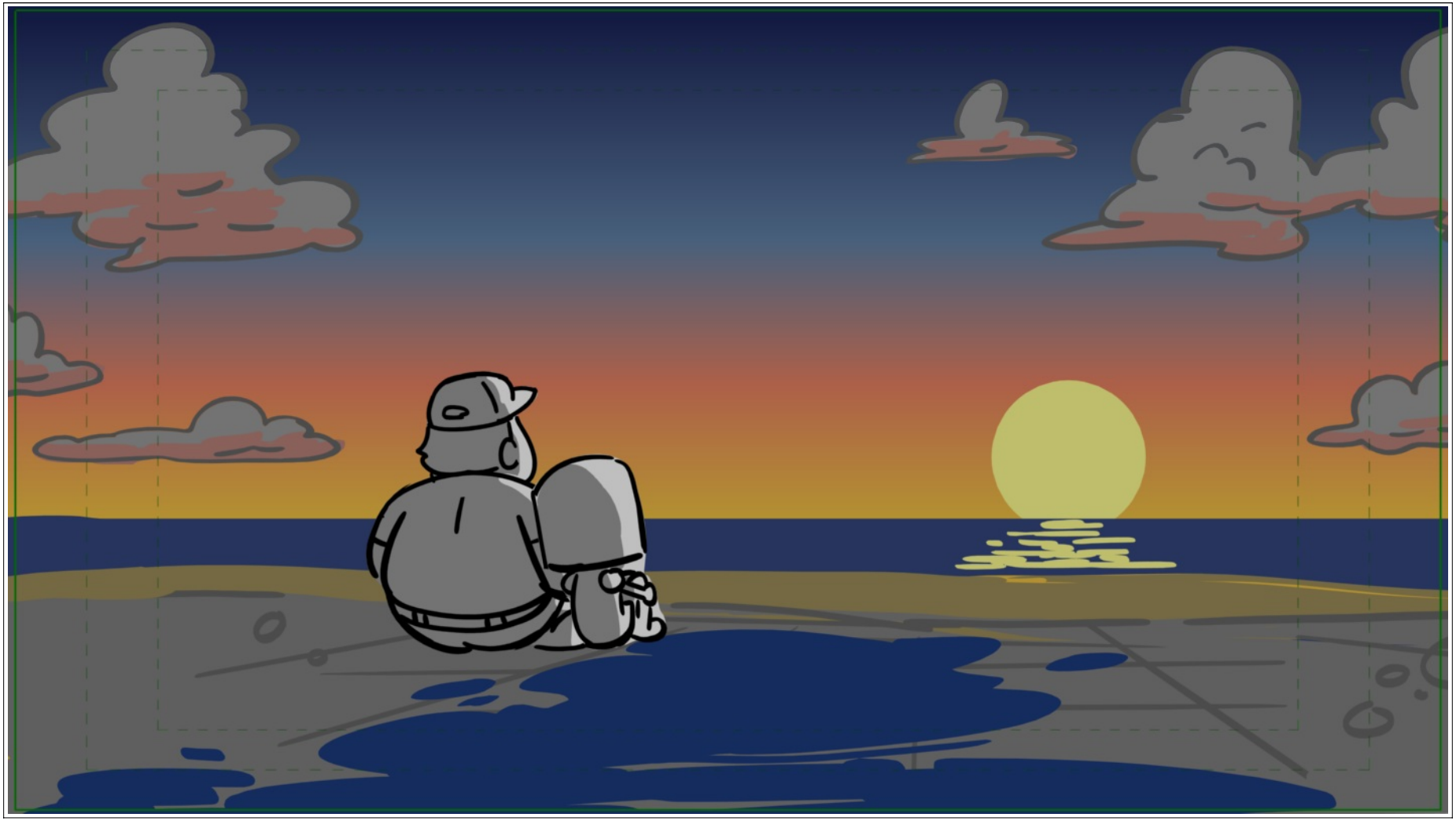
Dialog

BILL

I bet him and cougho would've been great friends

Scene 160

Panel 3

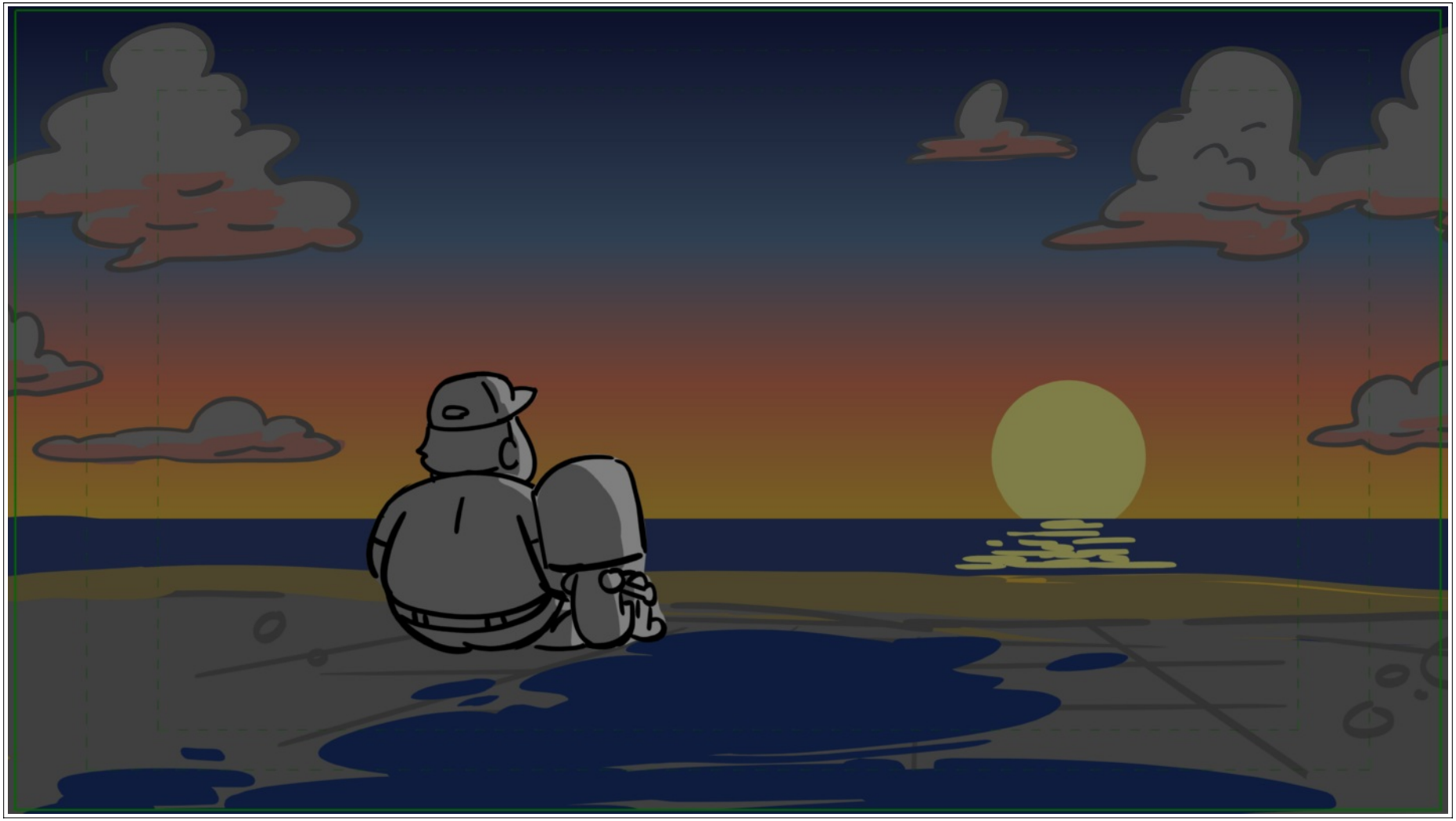


Dialog

(peaceful music plays)

Scene 160

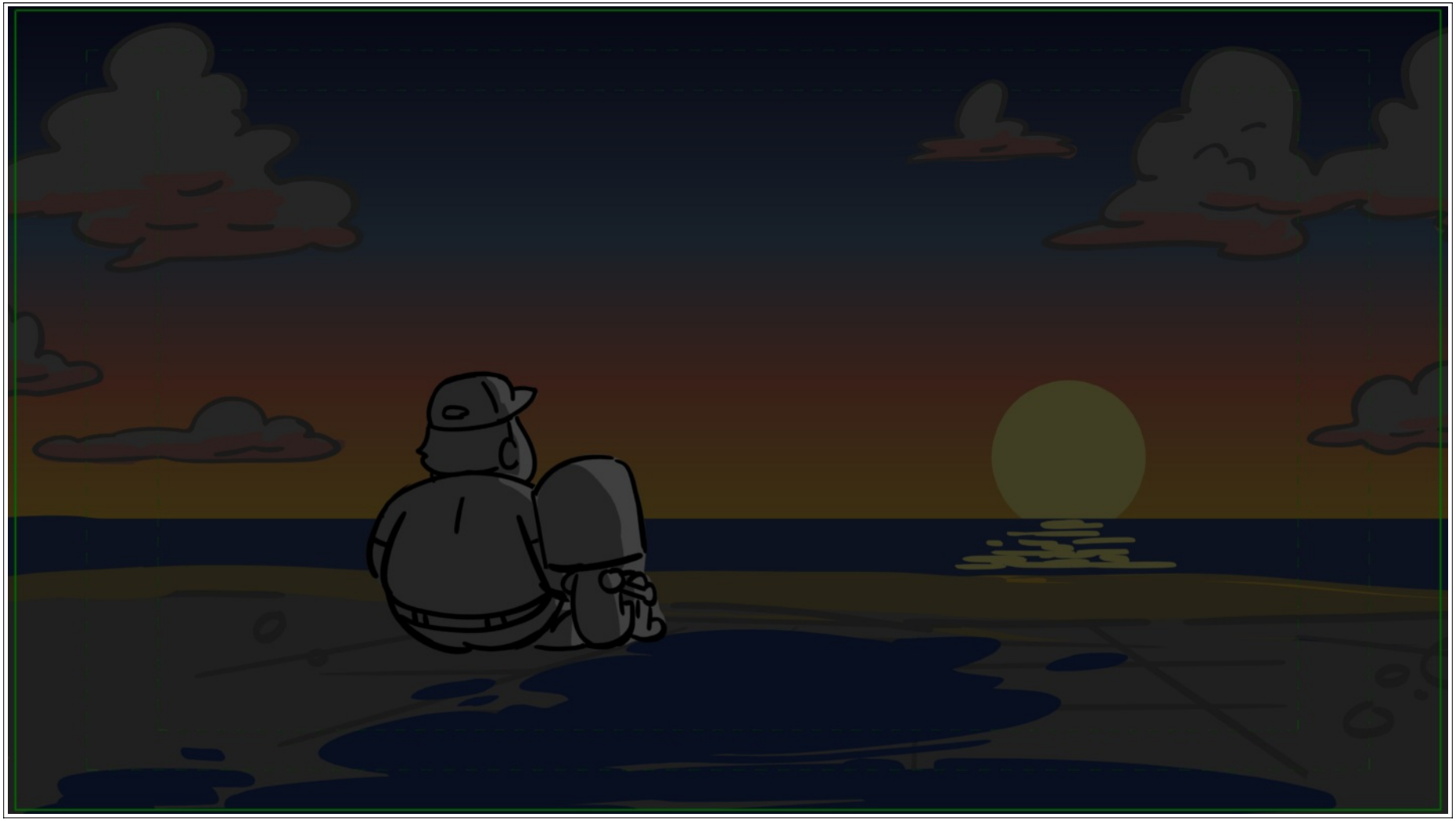
Panel 4



Dialog

(peaceful music plays)

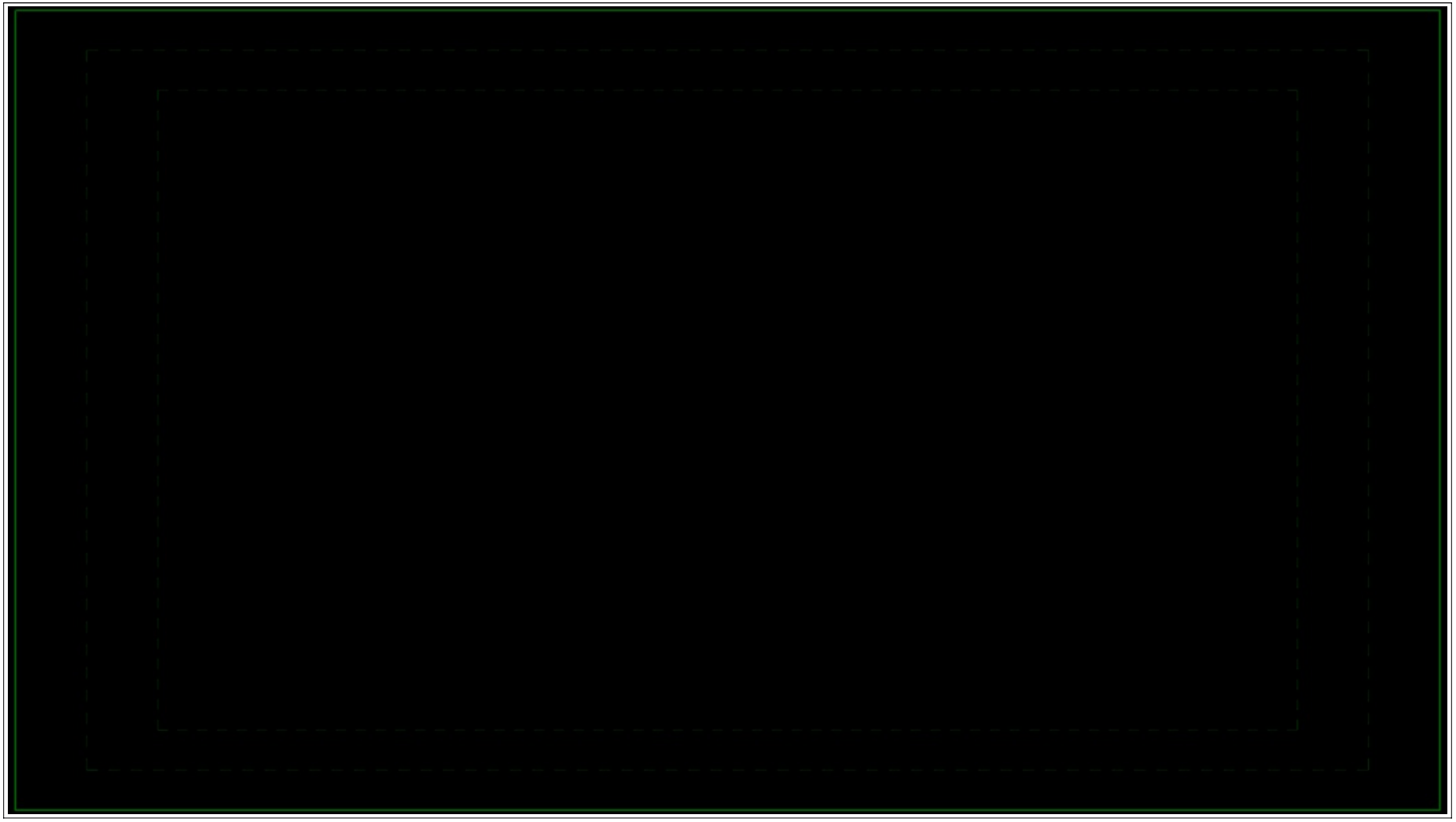
Scene 160 Panel 5



Dialog

(peaceful music plays)

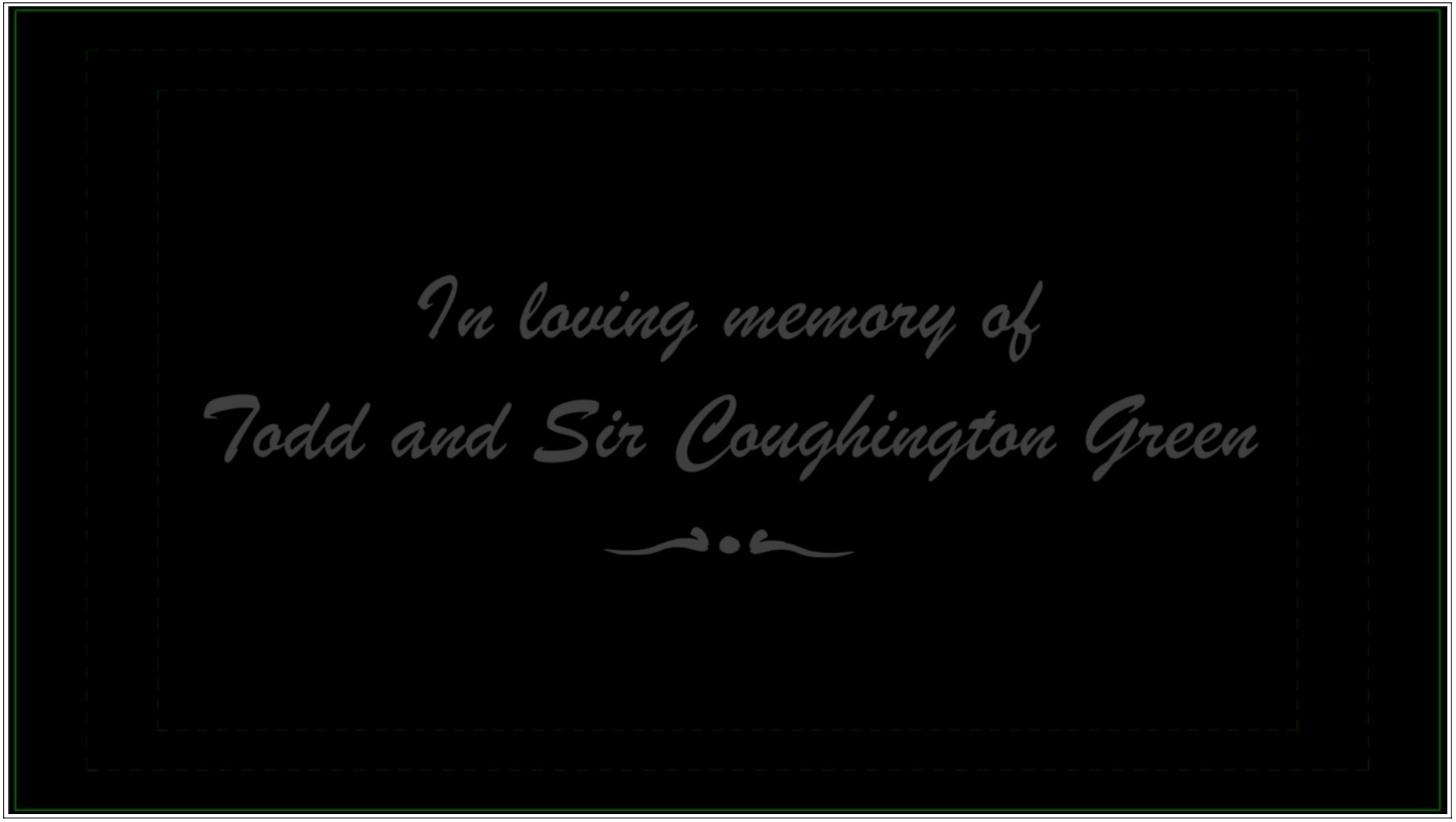
Scene 160 Panel 6



Dialog

(peaceful music plays)

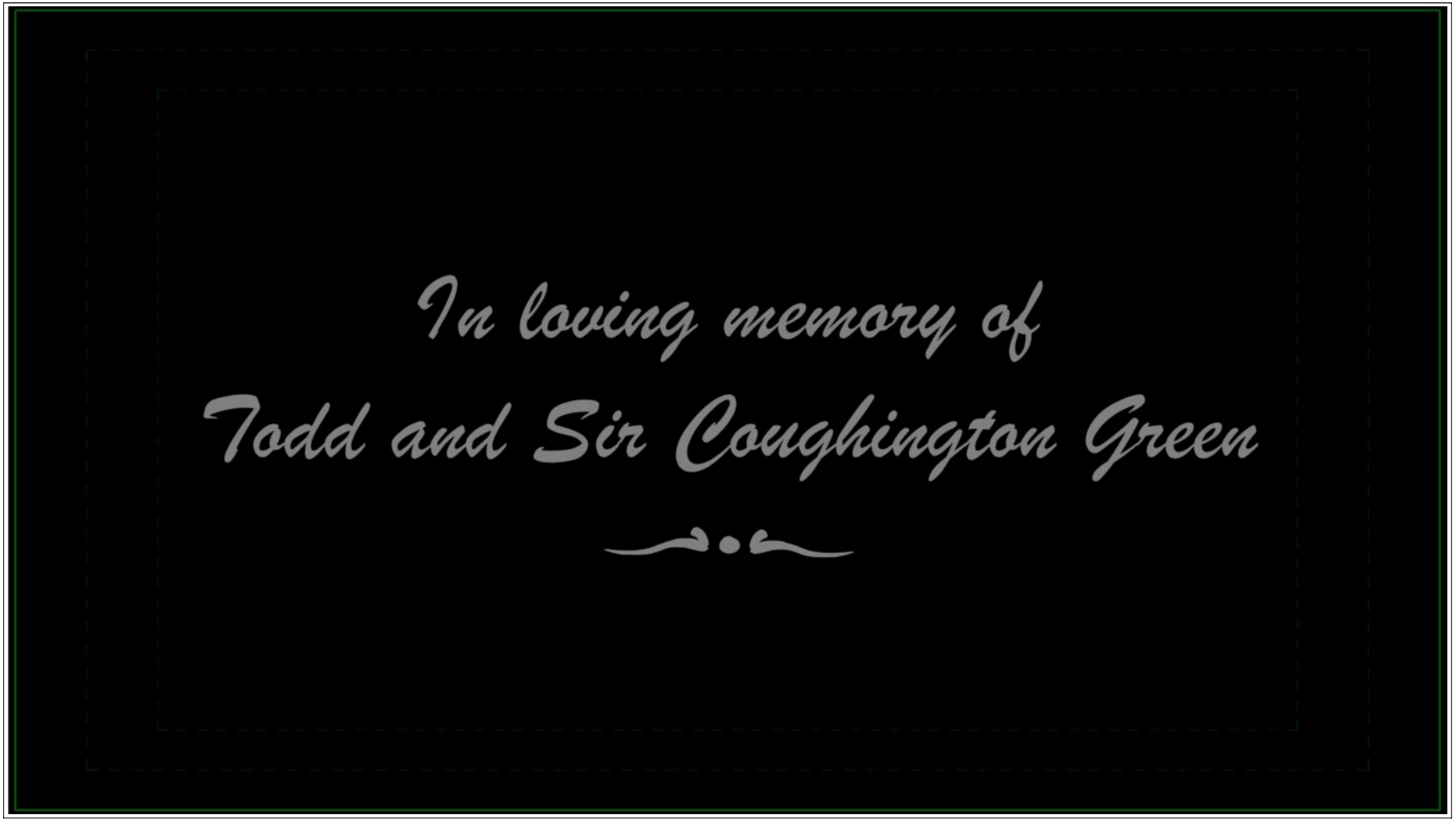
Scene 160 Panel 7



Dialog

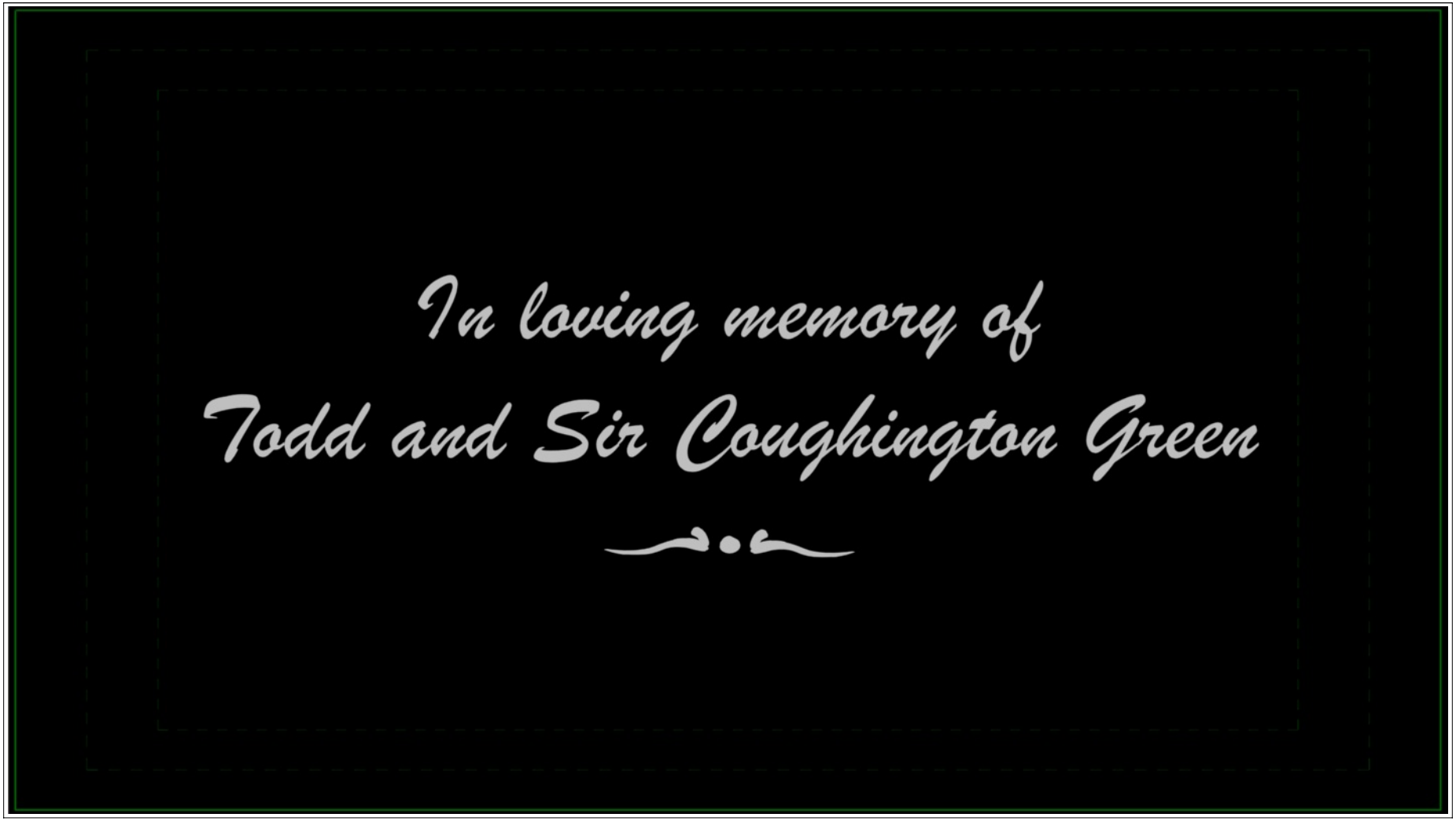
(peaceful music plays)

Scene 160 Panel 8



Dialog

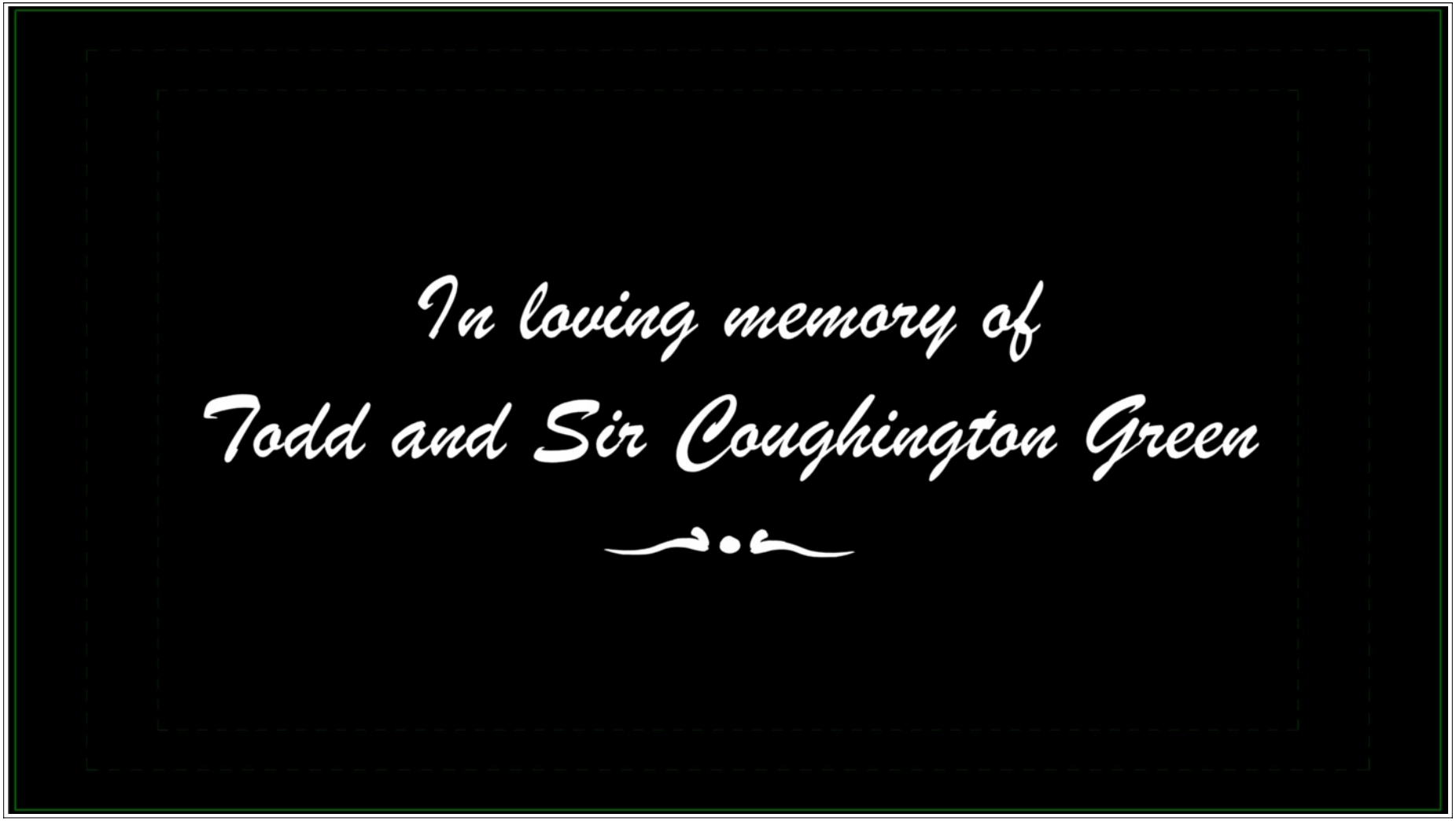
(peaceful music plays)



Dialog

(peaceful music plays)

Scene 160 Panel 10



Dialog

(peaceful music plays)