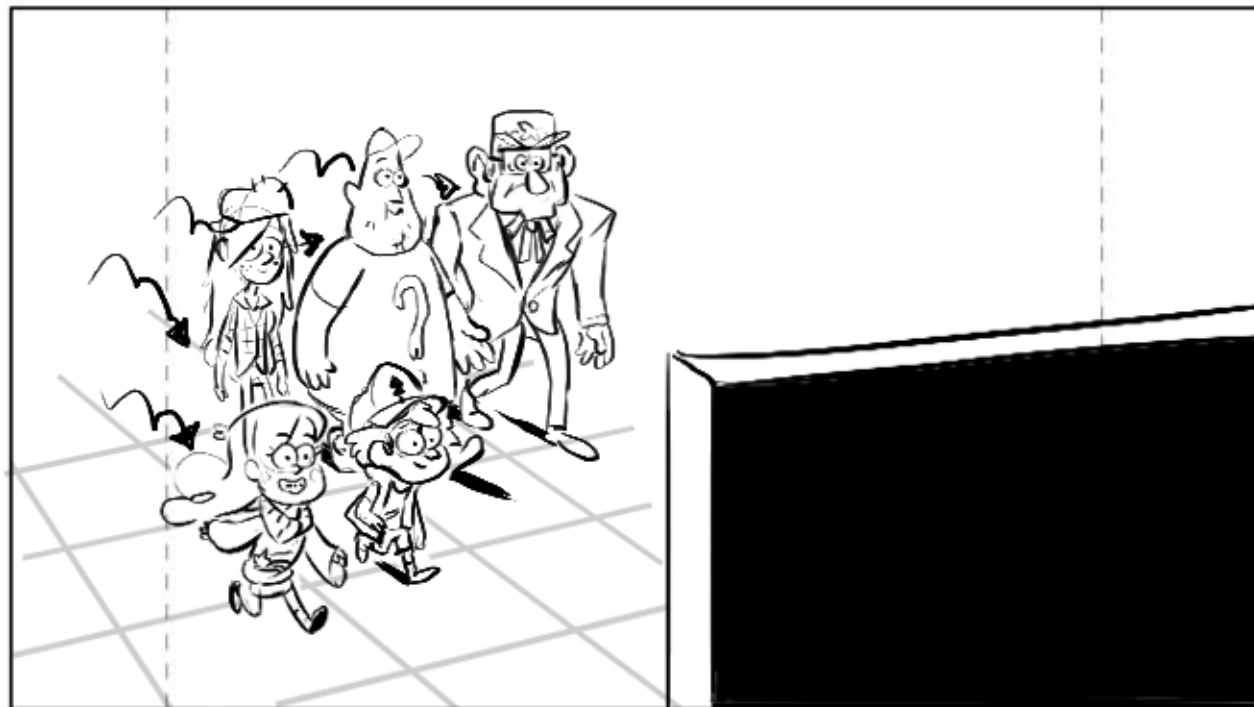


Sc 1 Panel A



Action Notes

Dipper, Mabel, Stan, Soos and Wendy approach a large sign

Dialog

Sc 2 Panel A



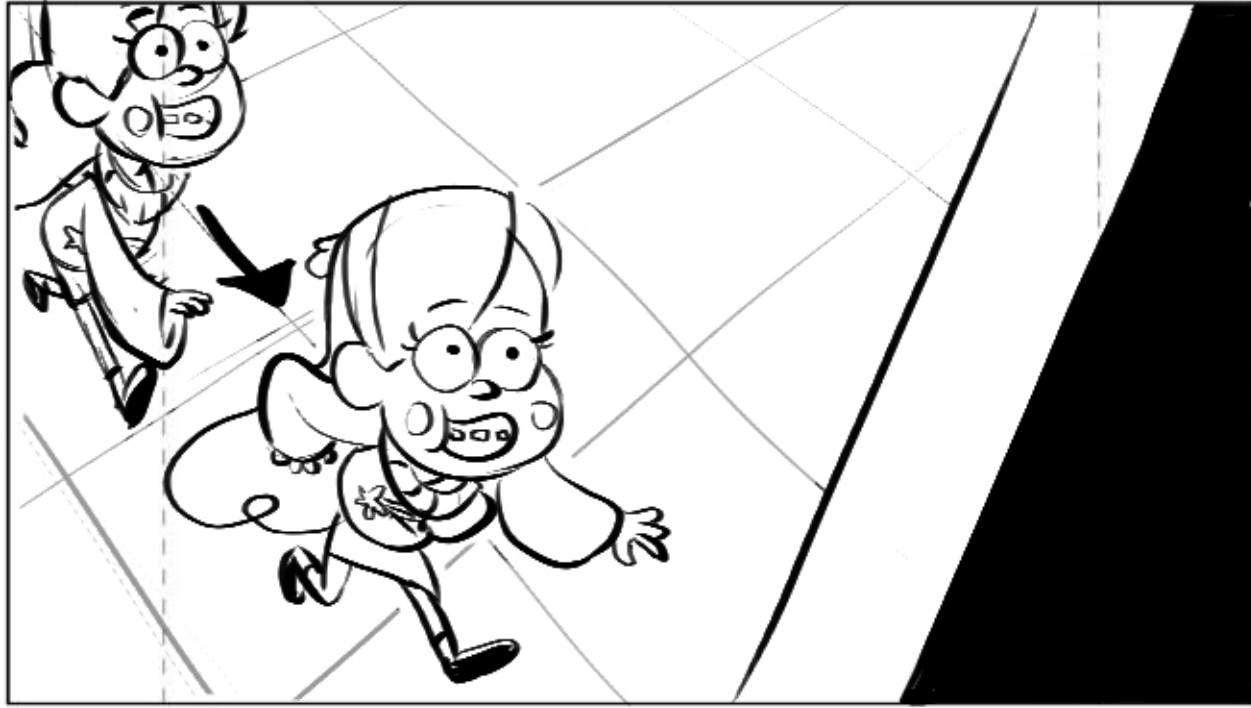
Action Notes

The sign advertising "MEET OCTAVIA THE EIGHT-LEGGED OCTO-COW!"

Dialog

Sc 3

Panel A



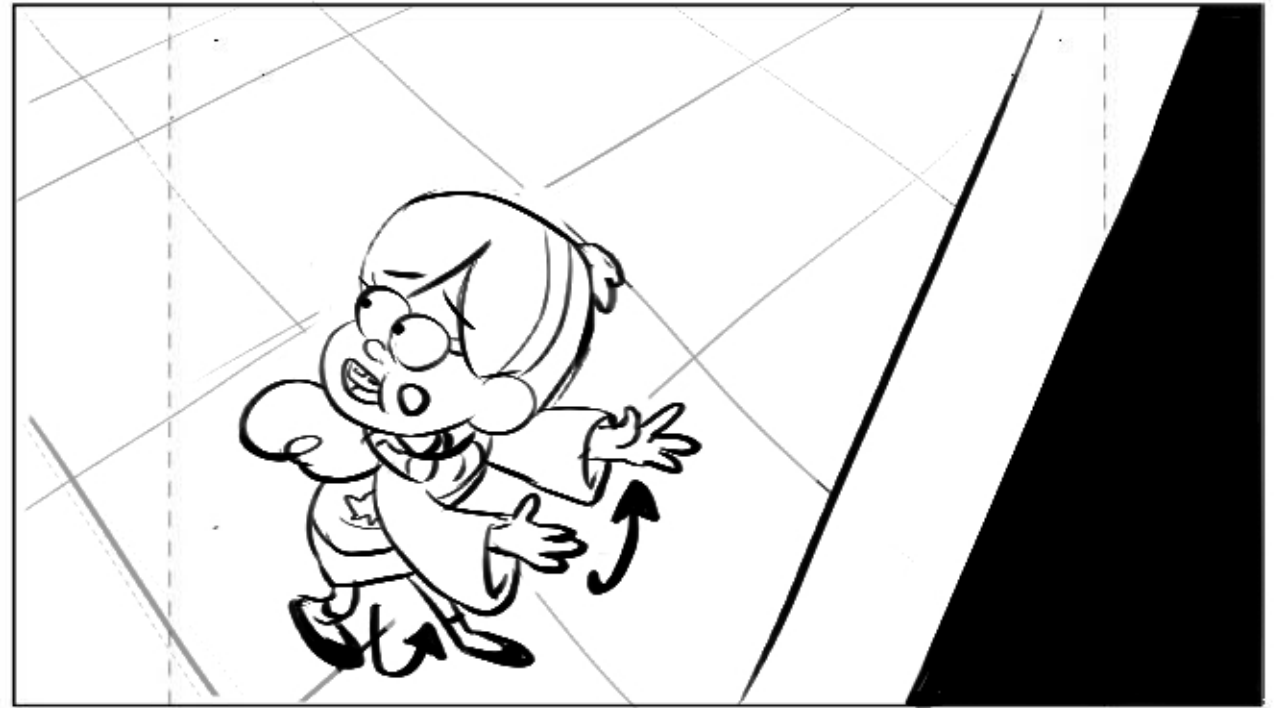
Action Notes

Mable runs up to the sign.

Dialog

Sc 4

Panel B



Action Notes

Mable raises her hands towards the sign.

Dialog

Mable: (AMAZED) More limbs means

Sc

5

Panel

A



Action Notes

Mable turns around to the family to hug herself.

Dialog

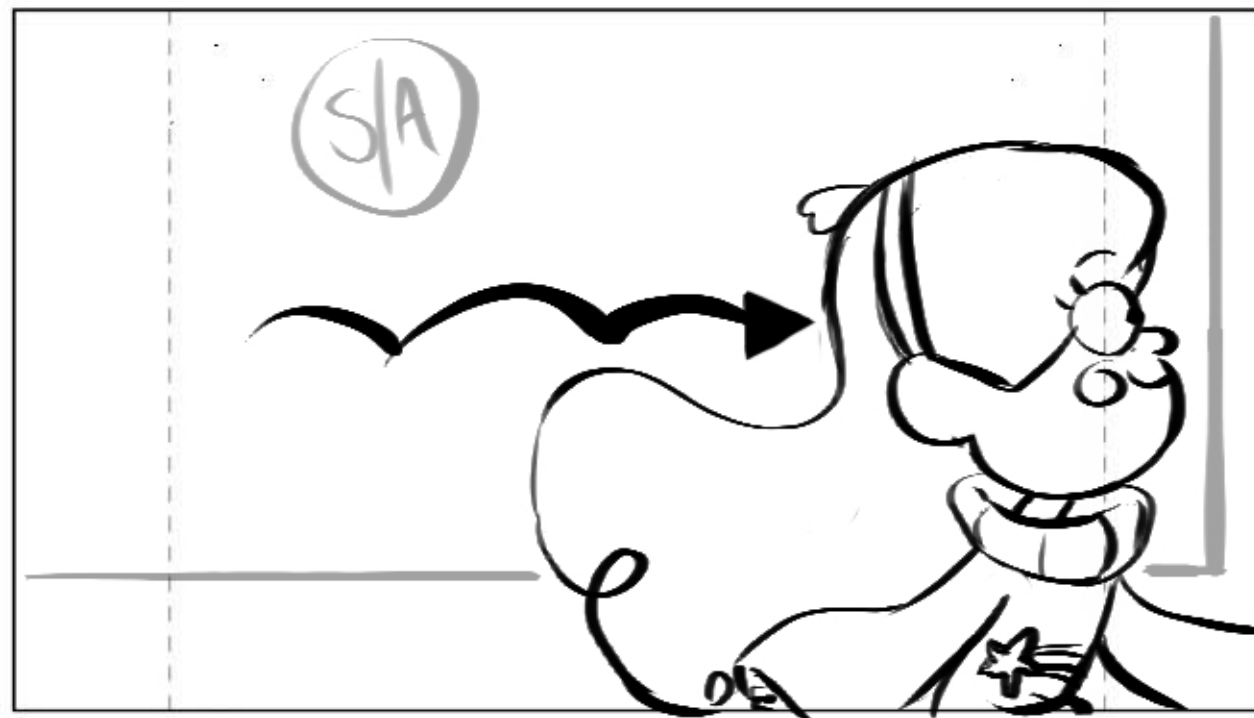
Mable: more hugs!

Sc

5

Panel

B

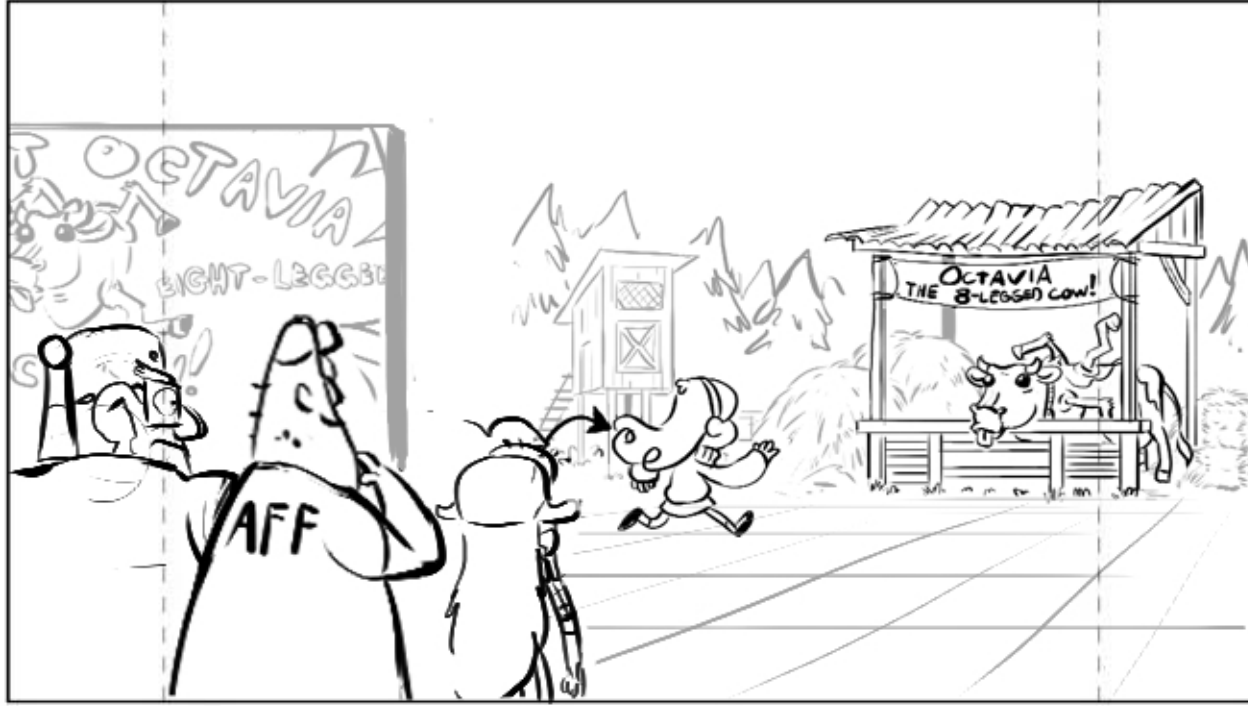


Action Notes

Dialog

Sc 6

Panel A



Action Notes

Mabel runs excitedly to her pen, where OCTAVIA lazily chews on grass. Four of the legs seem non-functioning, and just kind of hang from the middle of her torso.

Dialog

Sc 7

Panel A



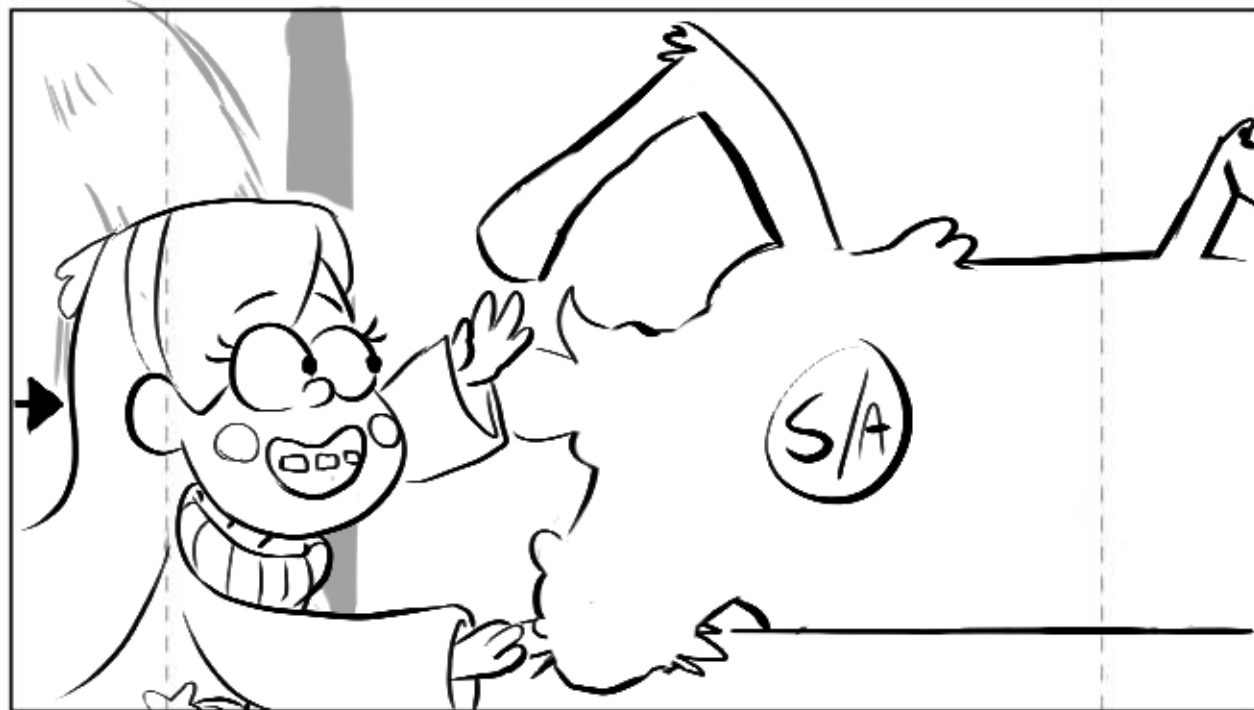
Action Notes

Dialog

Sc

7

Panel B



Action Notes

Dialog

Sc

7

Panel C



Action Notes

Mable hugs OCTAVIA.

Dialog

Sc

7

Panel

D



Action Notes

The cow licks Mabel's face with its huge tongue and she laughs with delight.

Dialog

Sc

7

Panel

E



Action Notes

Dialog

Mable: (GIGGLES) I could pet this cow forever!

Sc

8

Panel A



Action Notes

Dialog

Farmer Spratt: Well, get your pettin'
done now 'cause

Sc

9

Panel A



Action Notes

Dialog

Farmer Spratt: I'm gonna eat her
come cow-eatin' season

Sc

10

Panel

A



Action Notes

Everyone reacts in horror, except for STAN.

Dialog

Sc

11

Panel

A



Action Notes

Dialog

GRUNKLE STAN: So you want to eat the freak

Sc 11

Panel B



Action Notes

Dialog

GRUNKLE STAN: To gain its mutant powers.

Sc 11

Panel C



Action Notes

Dialog

GRUNKLE STAN: I respect that.

Sc

12

Panel A



Action Notes

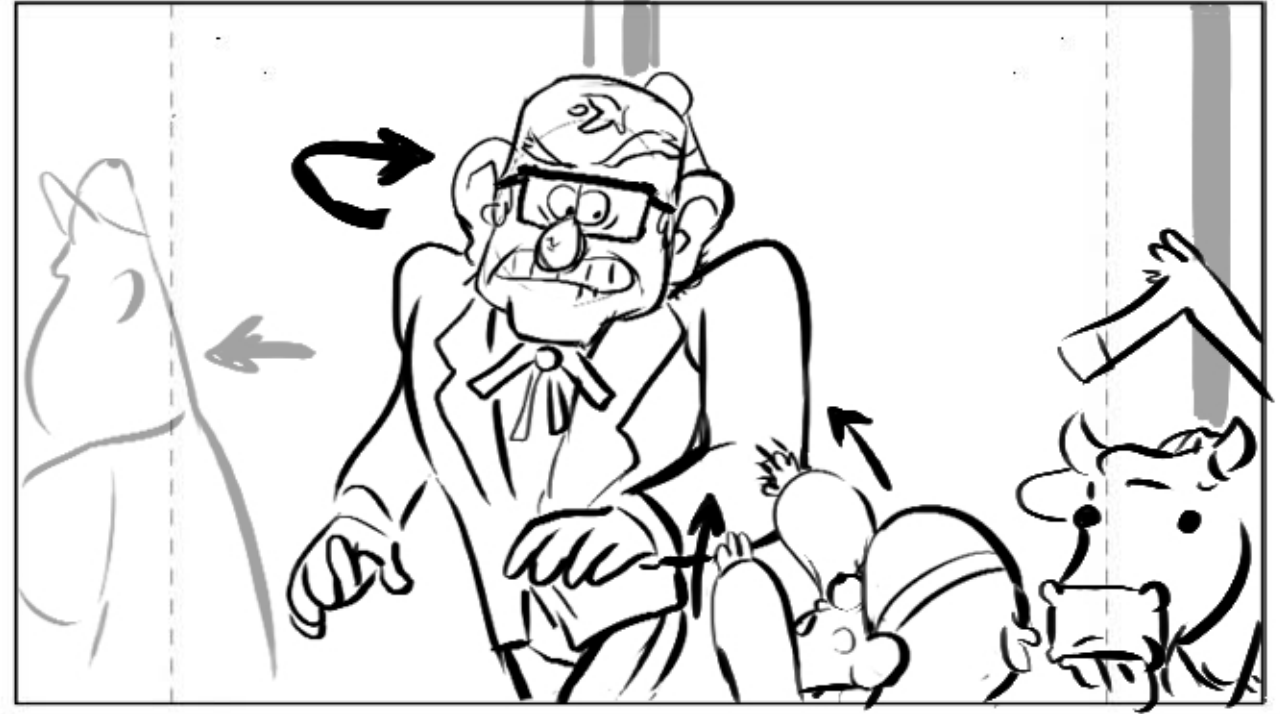
Stan starts to walk away with the family.

Dialog

Sc

13

Panel A



Action Notes

Mabel stops GRUNKLE STAN and pulls him in for a huddle.

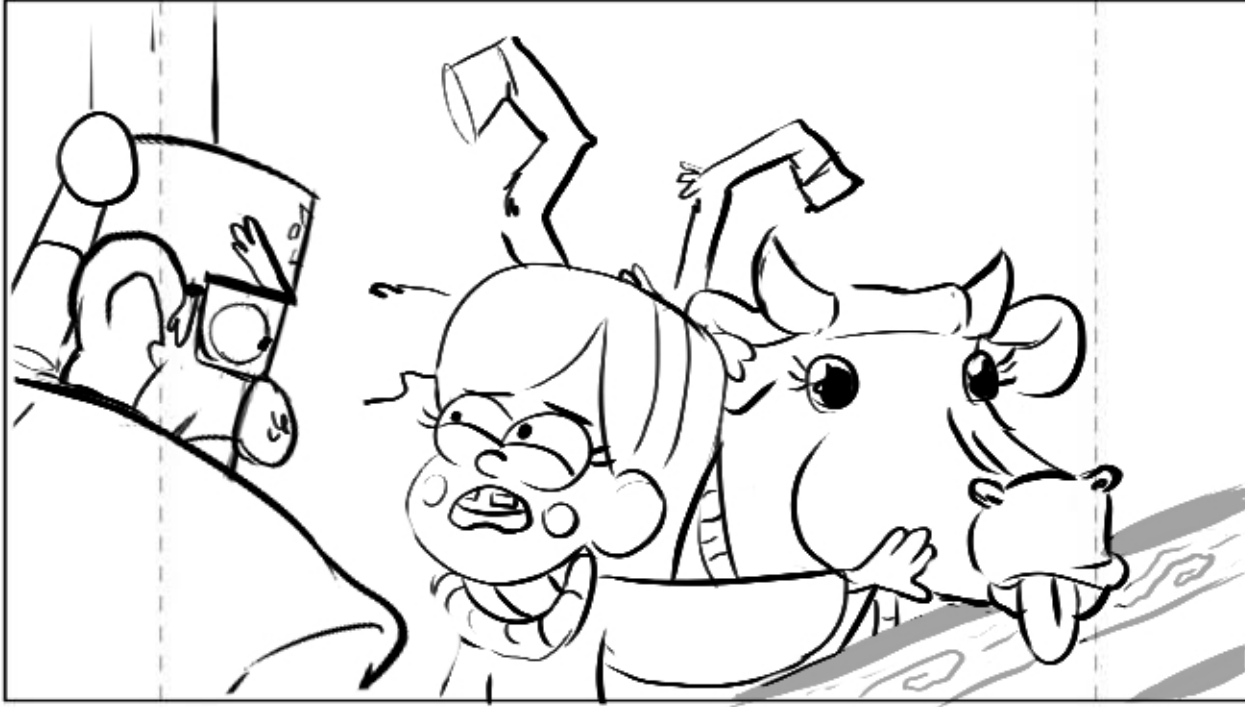
Dialog

Sc

14

Panel

A



Action Notes

Dialog

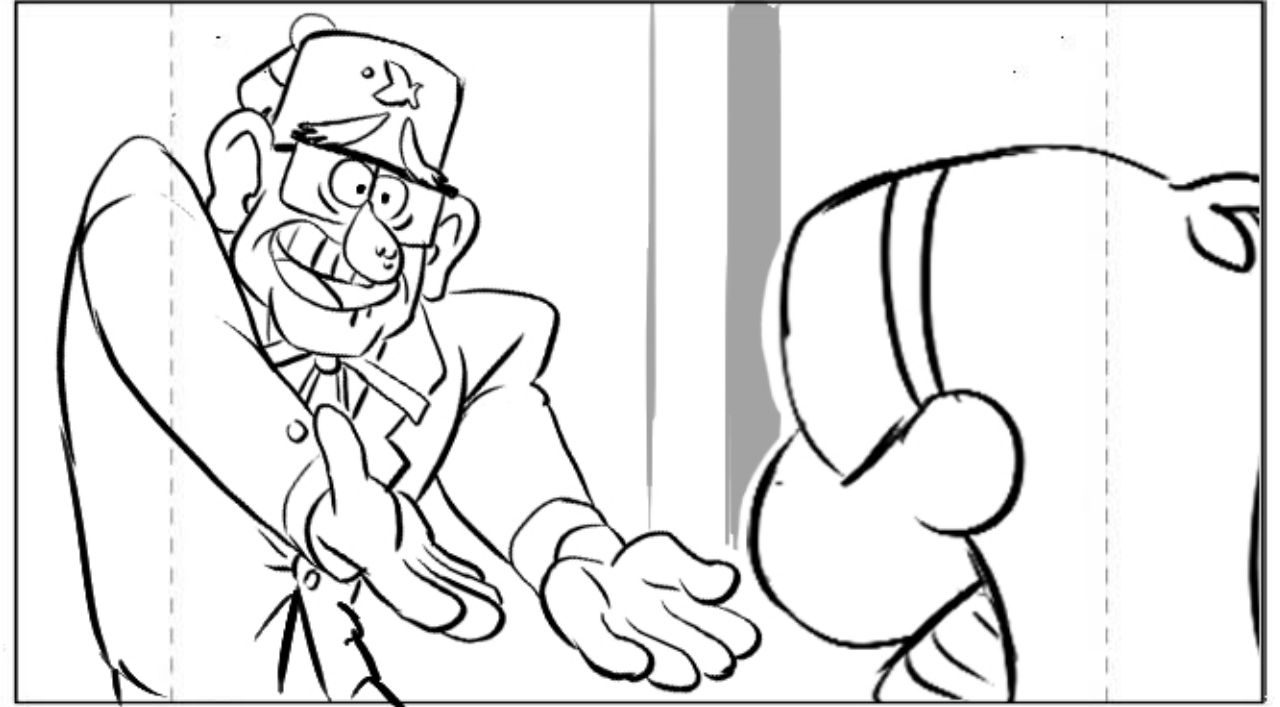
MABLE: Grunkle Stan, we can't
let Octavia be eaten!!

Sc

15

Panel

A



Action Notes

Dialog

GRUNKLE STAN: Come on, Mabel.

Sc

15

Panel B



Action Notes

Dialog

GRUNKLE STAN: Cows are delicious!

Sc

16

Panel A



Action Notes

Dialog

MABEL: But we love her!

Sc

16

Panel B



Action Notes

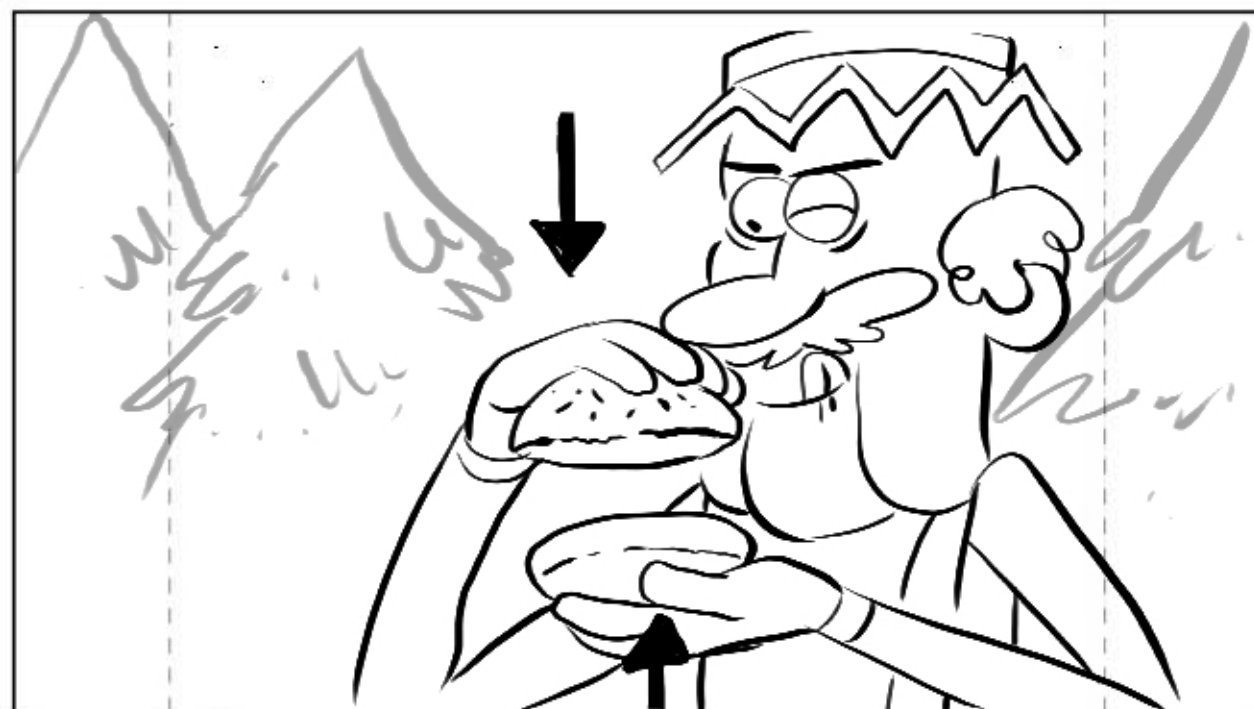
Stan watches Farmer Spratt. He's holding two hamburger buns up to the distance and squinting so it looks like the cow is between them.

Dialog

Sc

17

Panel A



Action Notes

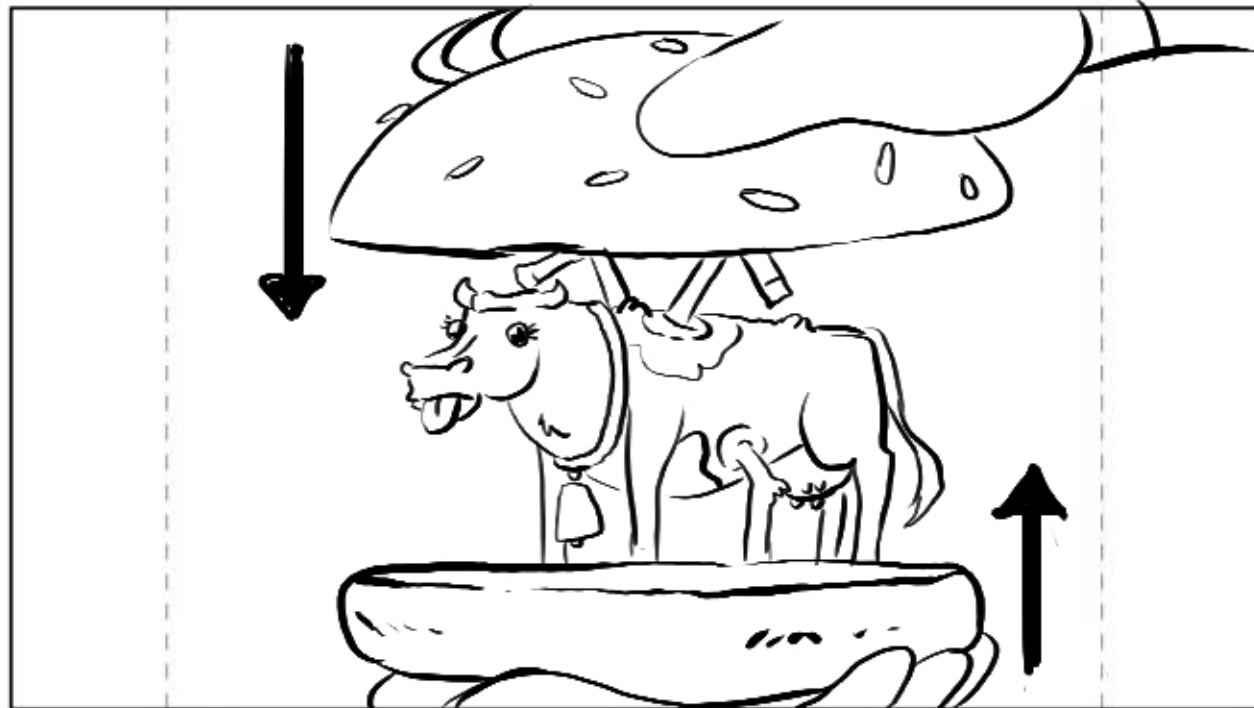
Dialog

Sc

17

Panel

A



Action Notes

Dialog

Sc

18

Panel

A



Action Notes

Dialog

Sc

18

Panel

B



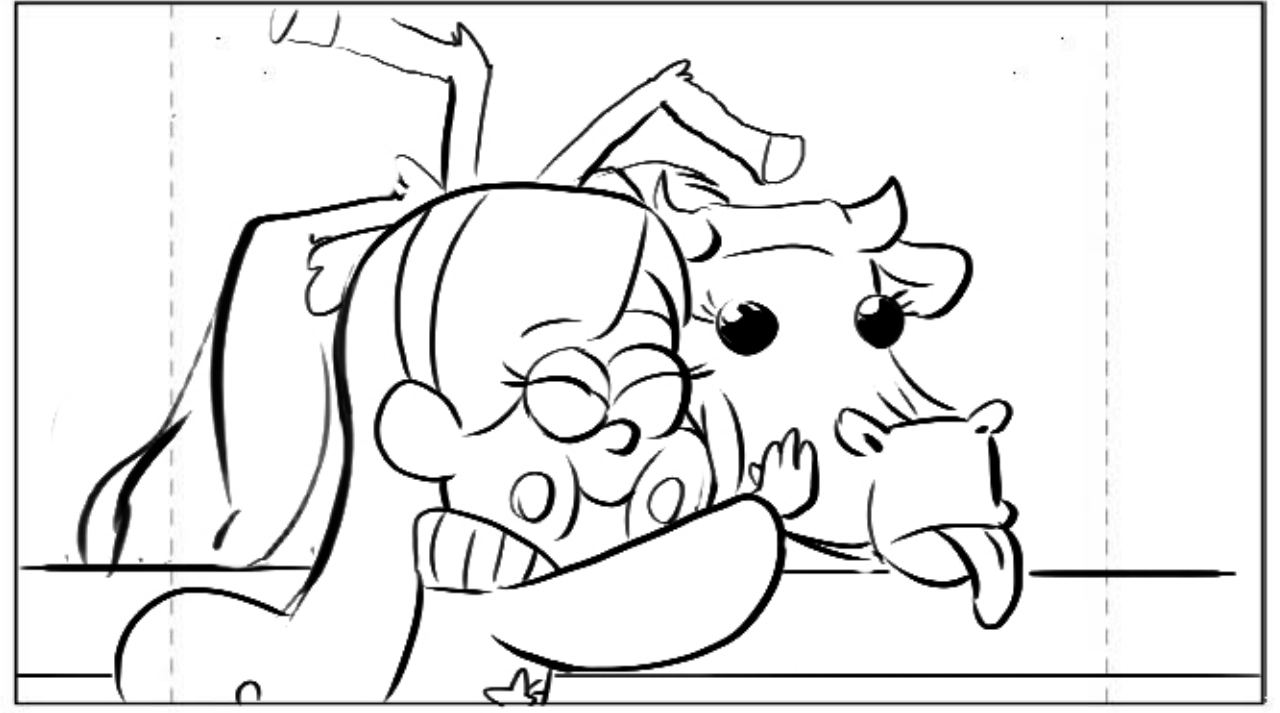
Action Notes

Sc

19

Panel

A



Action Notes

Stan looks at Mabel nuzzling her face against the cow. The cow licks Stan's face. He softens.

Dialog

Dialog

Sc

20

Panel A



Action Notes

The cow licks Stan's face.

Dialog

Sc

20

Panel B



Action Notes

He softens.

Dialog

Sc

21

Panel

A



Action Notes

Dialog

GRUNKLE STAN: Warm up the truck.

Sc

22

Panel

A



Action Notes

The family high fives.

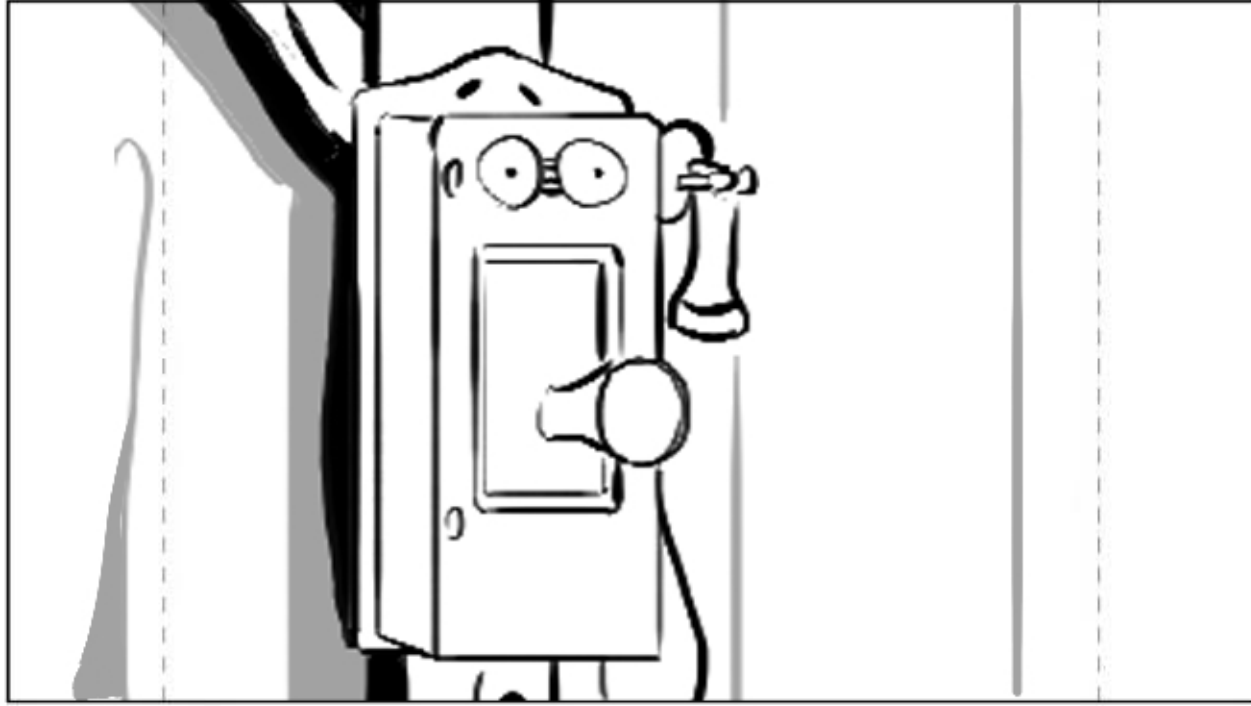
Dialog

Sc

23

Panel

A



Action Notes

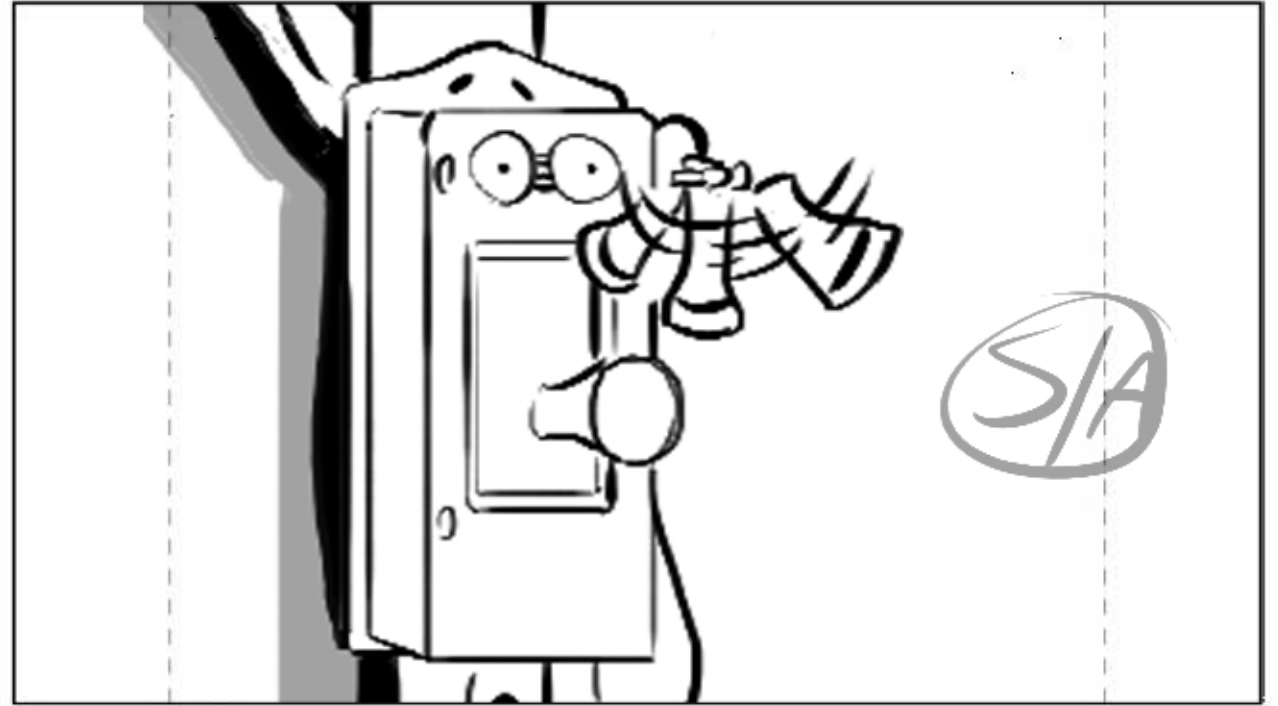
Dialog

Sc

23

Panel

B



Action Notes

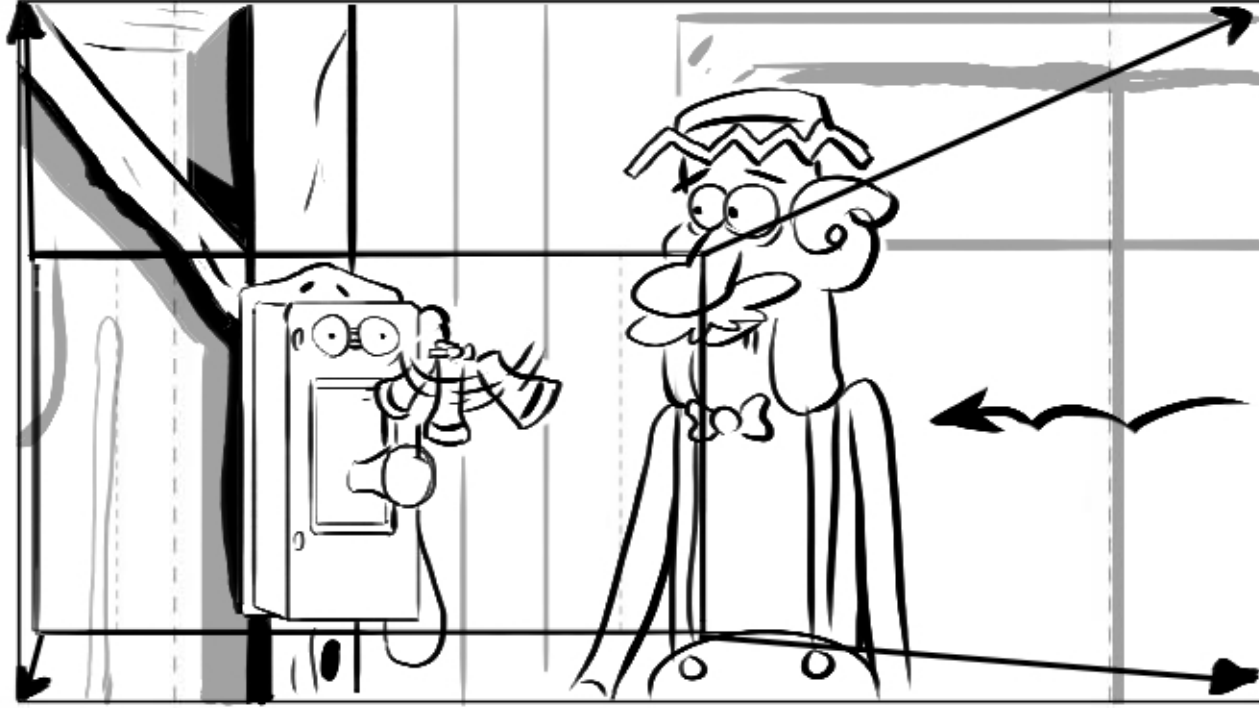
A phone rings.

Dialog

Sc

24

Panel A



Action Notes

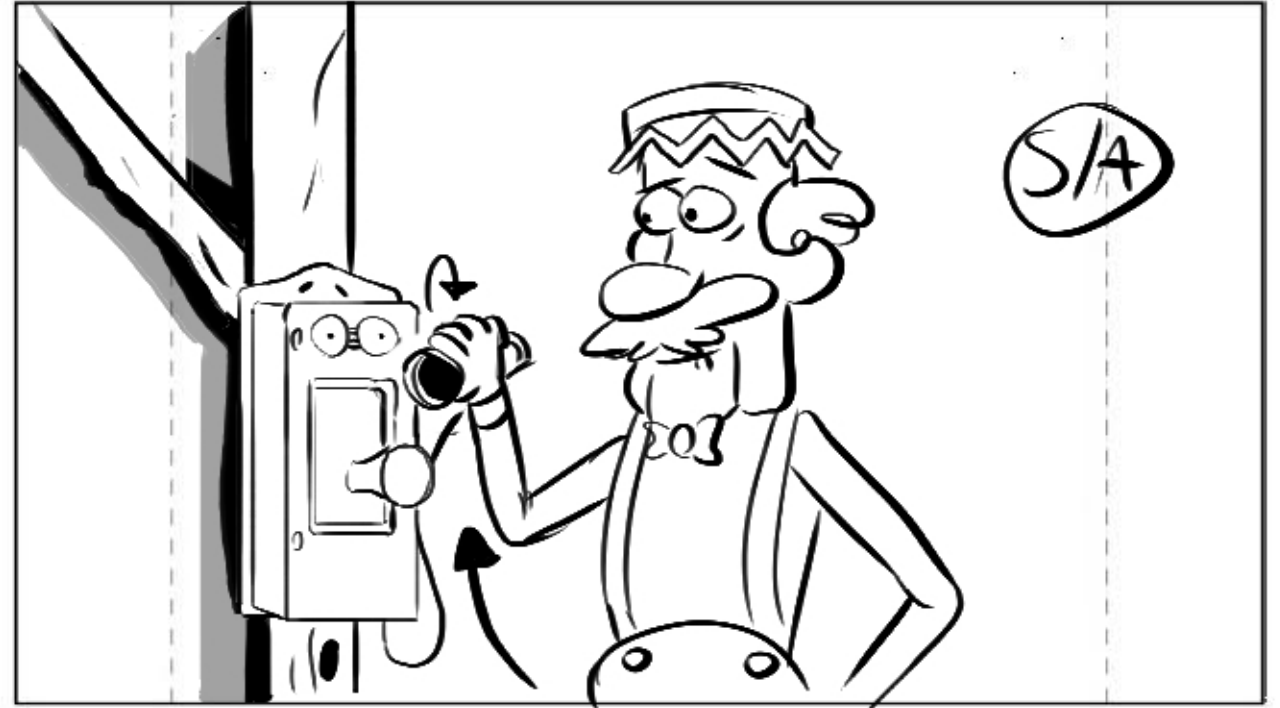
Camera zooms out as Farmer Spratt
walks into the shot.

Dialog

Sc

24

Panel B



Action Notes

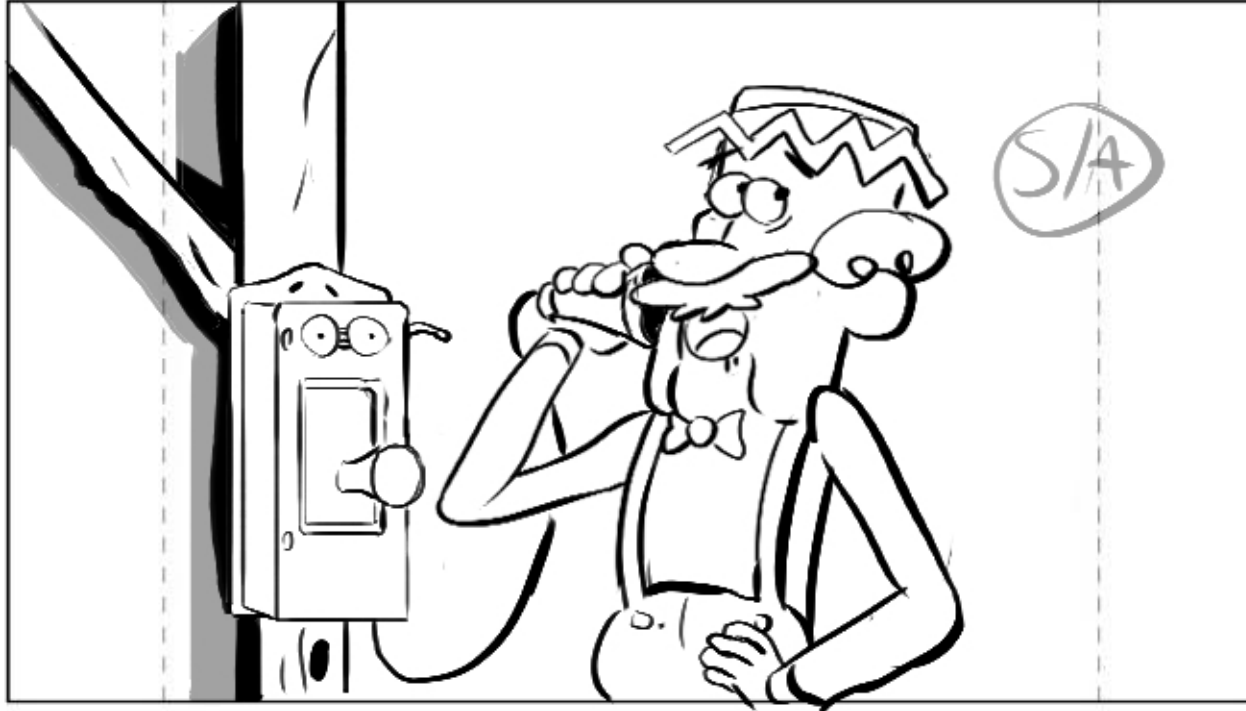
Farmer Spratt picks it up.

Dialog

Sc

24

Panel C



Action Notes

Sc

25

Panel A



Action Notes

The screen goes split screen
as we see SOOS on the other end.
SOOS's screen pans in from the right.

Dialog

FARMER SPROTT: Howdy!

Dialog

SOOS: (IMITATING A MACHINE) Hi! I'm calling
from pictures-of-tractors monthly.

Sc

25

Panel

B



Action Notes

Dialog

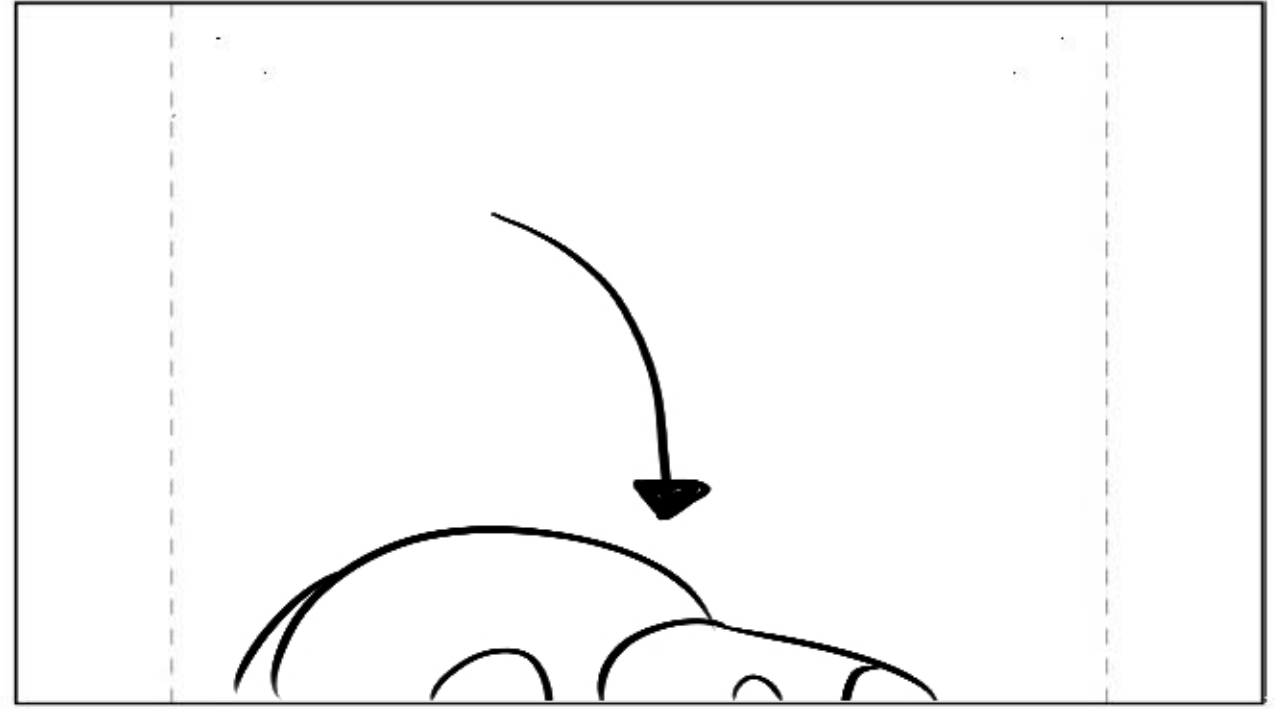
SOOS: Please hold for an important message.

Sc

26

Panel

A



Action Notes

Dialog

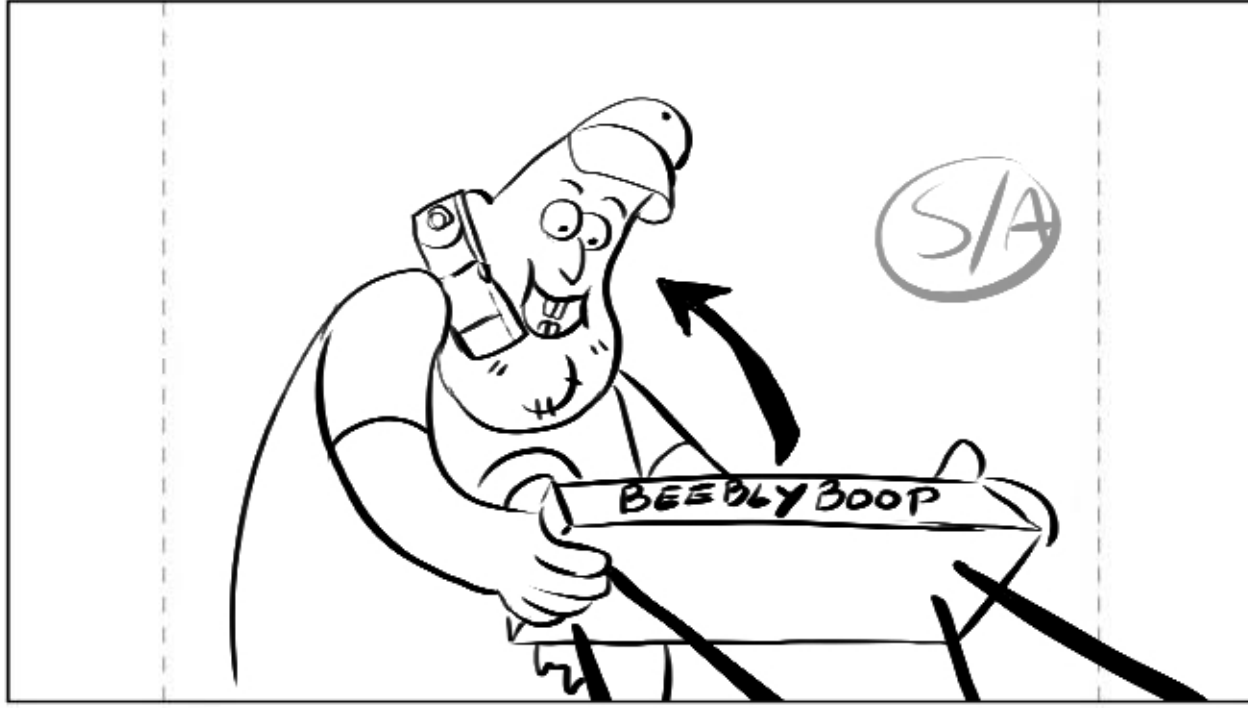
SOOS Bends over to grab something.

Sc

26

Panel

B



Action Notes

SOOS holds up his keyboard.

Dialog

Sc

26

Panel

C



Action Notes

SOOS Begins to plays/imitates muzak.

Dialog

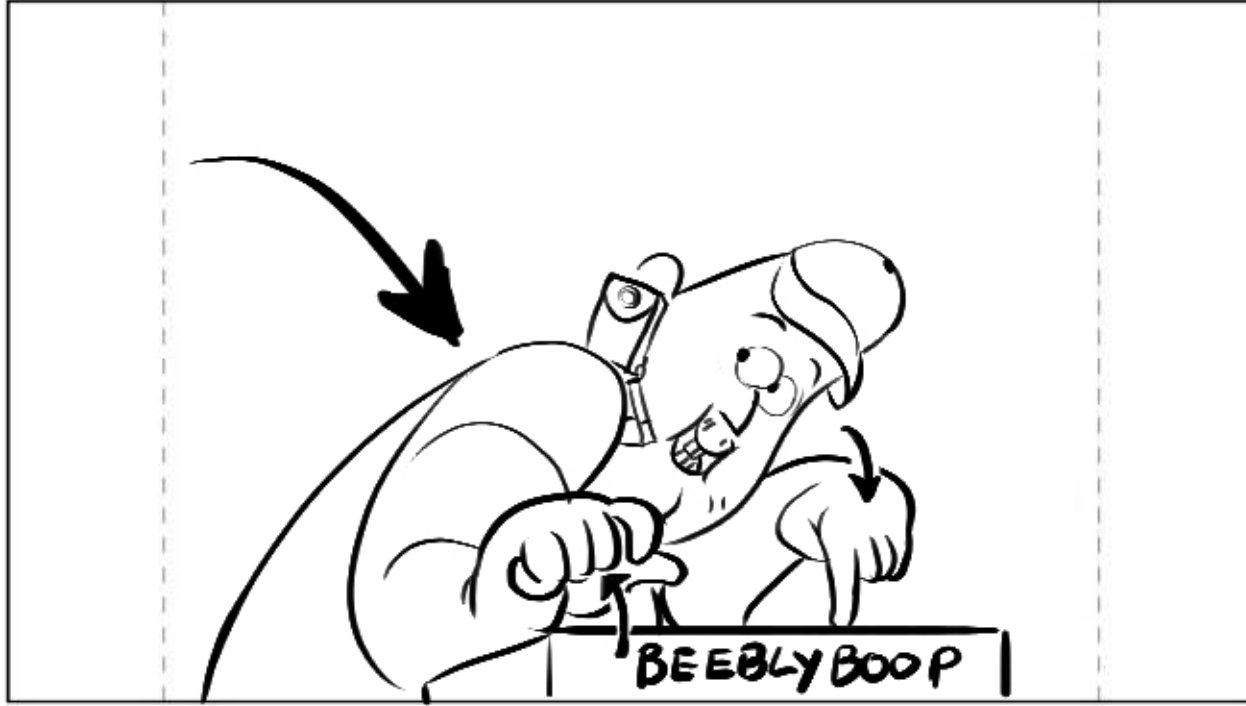
SOOS: Doo-doo-doo, da-doo-da-doo--doo-da

Sc

26

Panel

D



Action Notes

Dialog

S00S: Doodoo-doo,
this-is-definitely-a-realmesssage

Sc

26

Panel

E



Action Notes

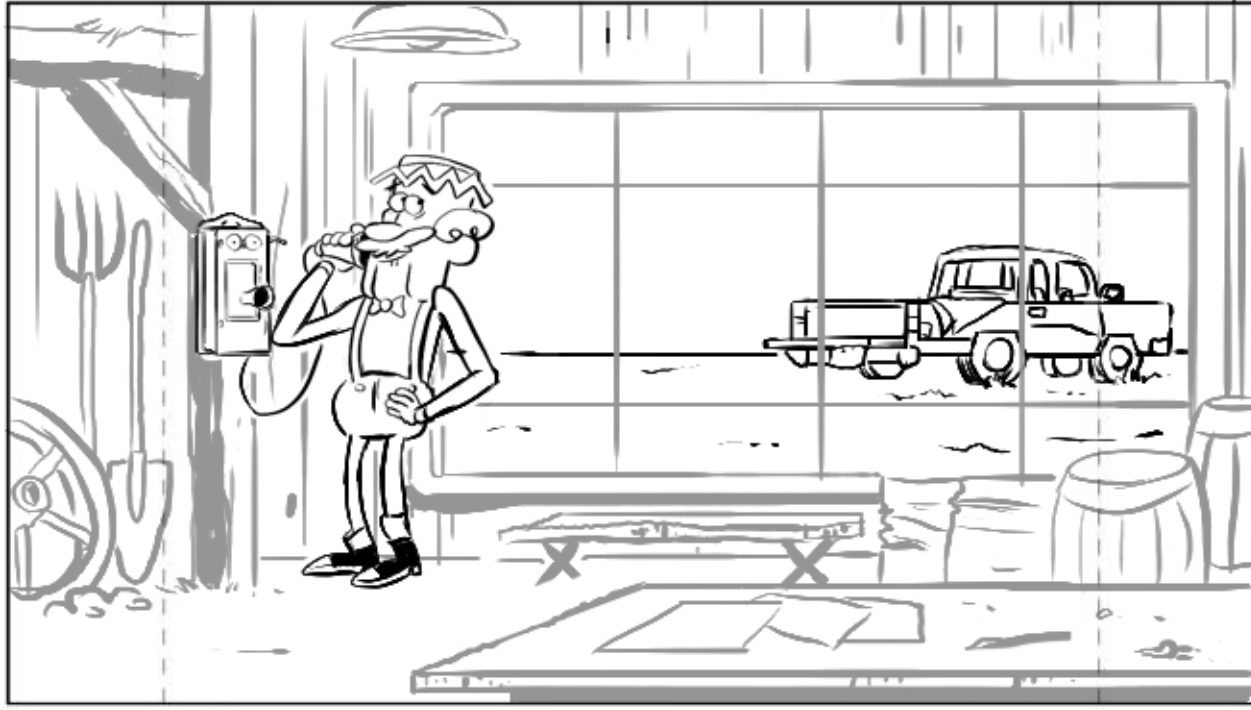
Dialog

S00S: da-doo-da-doo--doo-da.

Sc

27

Panel A



Action Notes

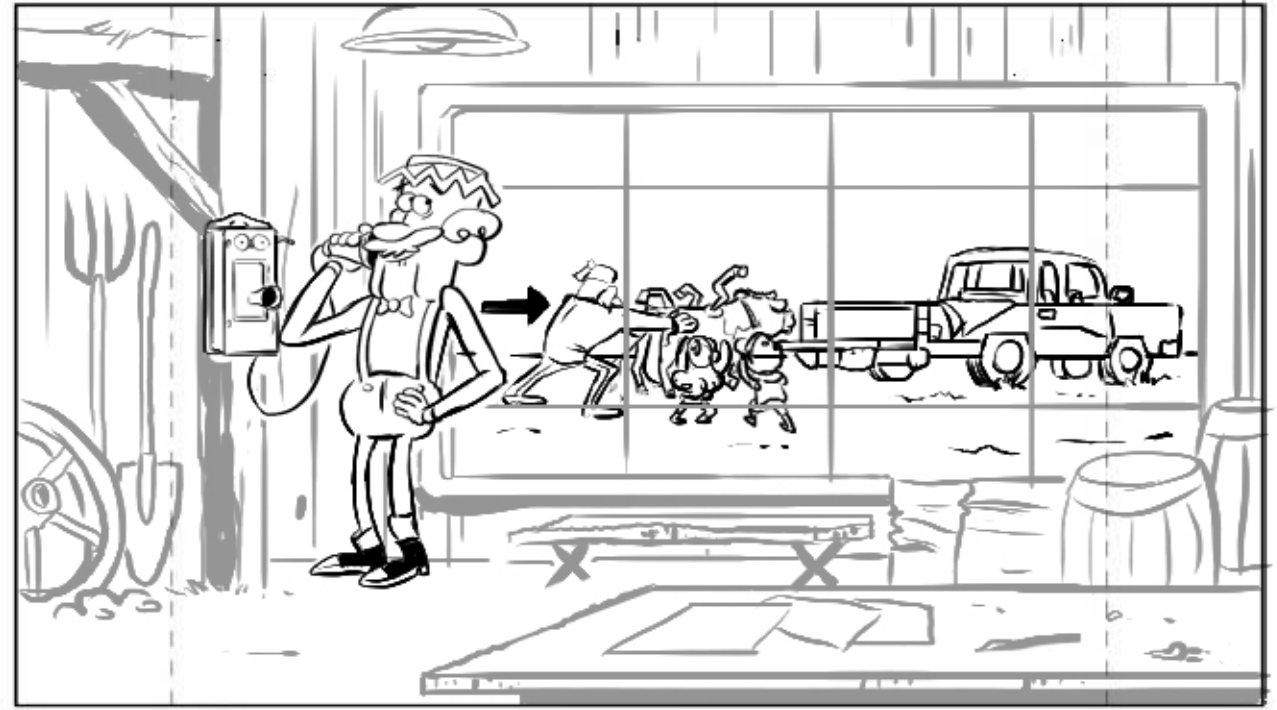
We hold on a wide shot of Farmer Sprott, facing camera patiently waiting on the phone.

Dialog

Sc

27

Panel B

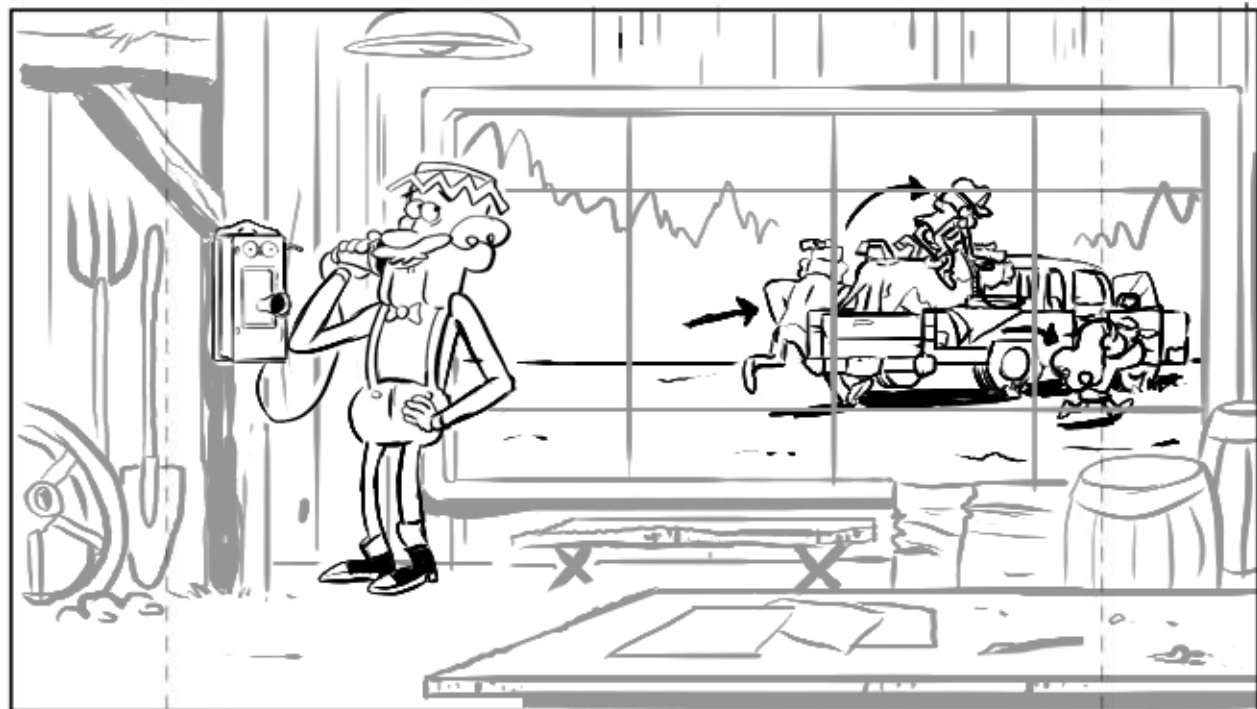


Action Notes

In a large window behind him, we watch the Pines family push OCTAVIA towards the truck.

Dialog

Sc 27 Panel C



Action Notes

The Pines Family gets Octavia into the bed of the truck DIPPER jumps on her back and ties her up. GRUNKLE STAN and MABLE run into the car.

Dialog

Sc 28 Panel A



Action Notes

SPROTT LOOKS out the window, and sees the car escaping.

Dialog

Sc

28

Panel

B



Action Notes

Dialog

Sc

28

Panel

C



Action Notes

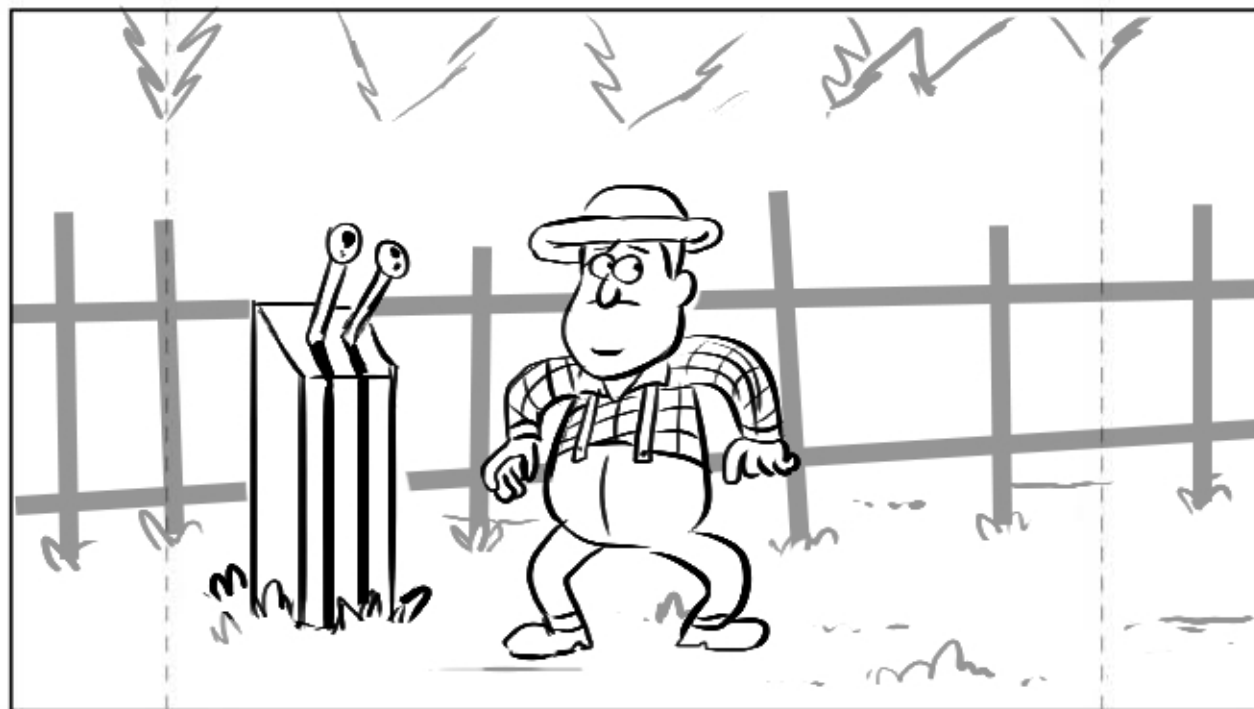
Dialog

FARMER SPROTT: They're stealing Octavia! Emmit!
D'Shawn! Close the gate!

Sc

29

Panel A



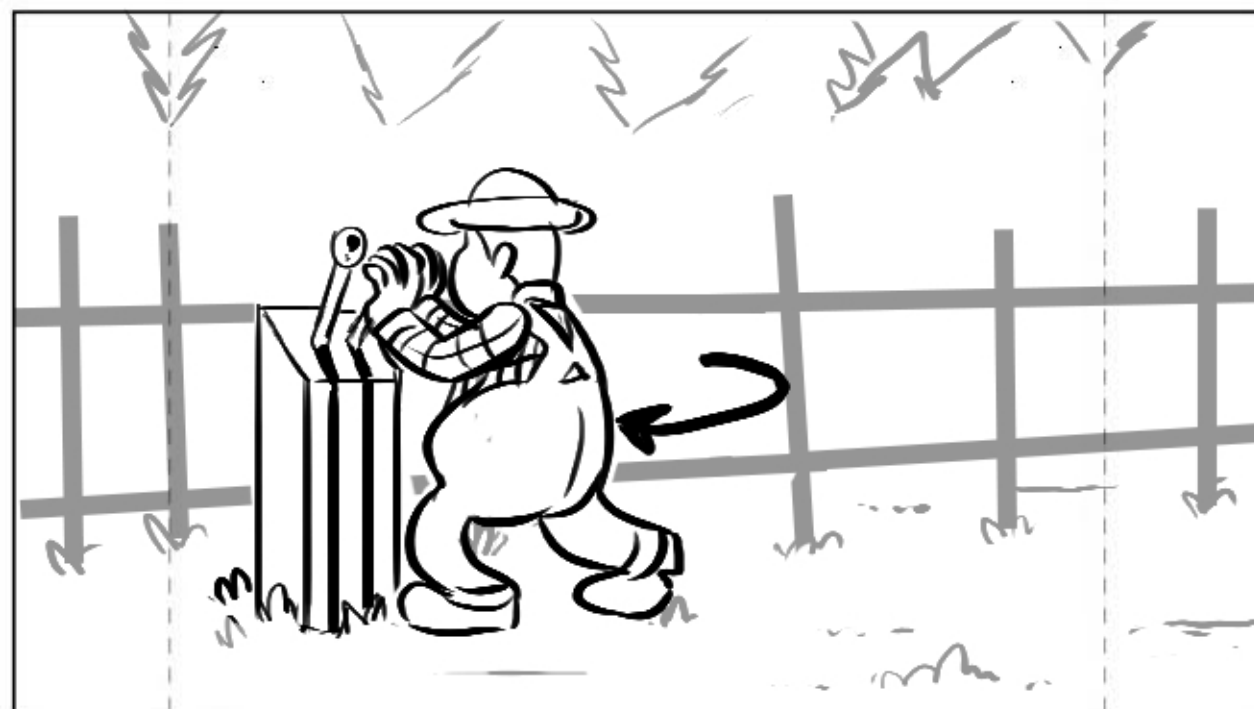
Action Notes

Dialog

Sc

29

Panel B



Action Notes

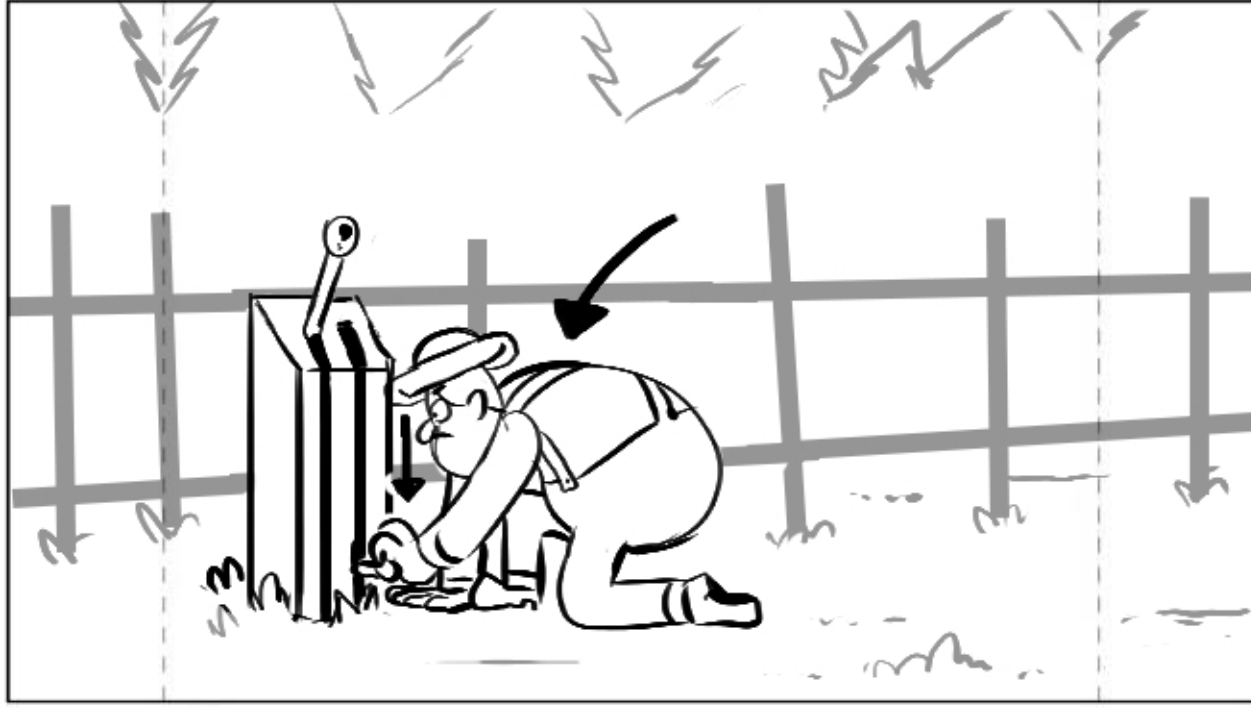
EMMITT of the farm hands pulls
a lever that shuts the main gate.

Dialog

Sc

29

Panel C



Action Notes

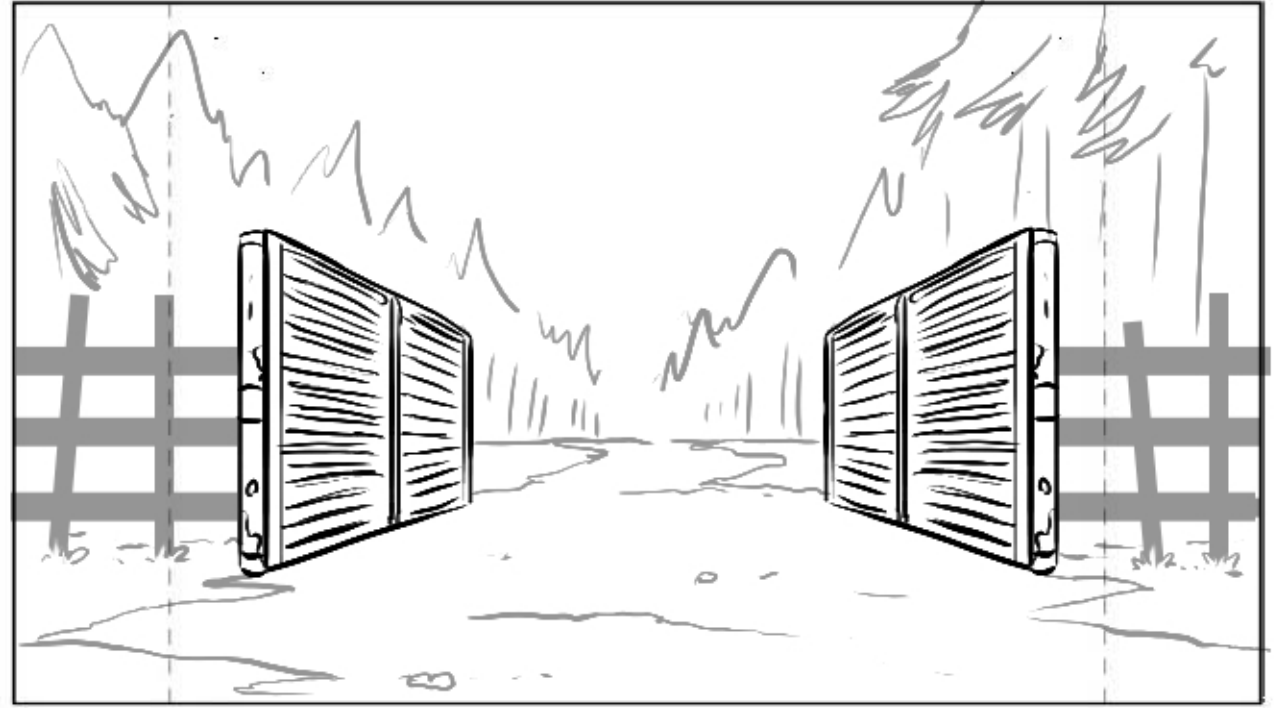
EMMITT pulls the lever down.

Dialog

Sc

30

Panel A



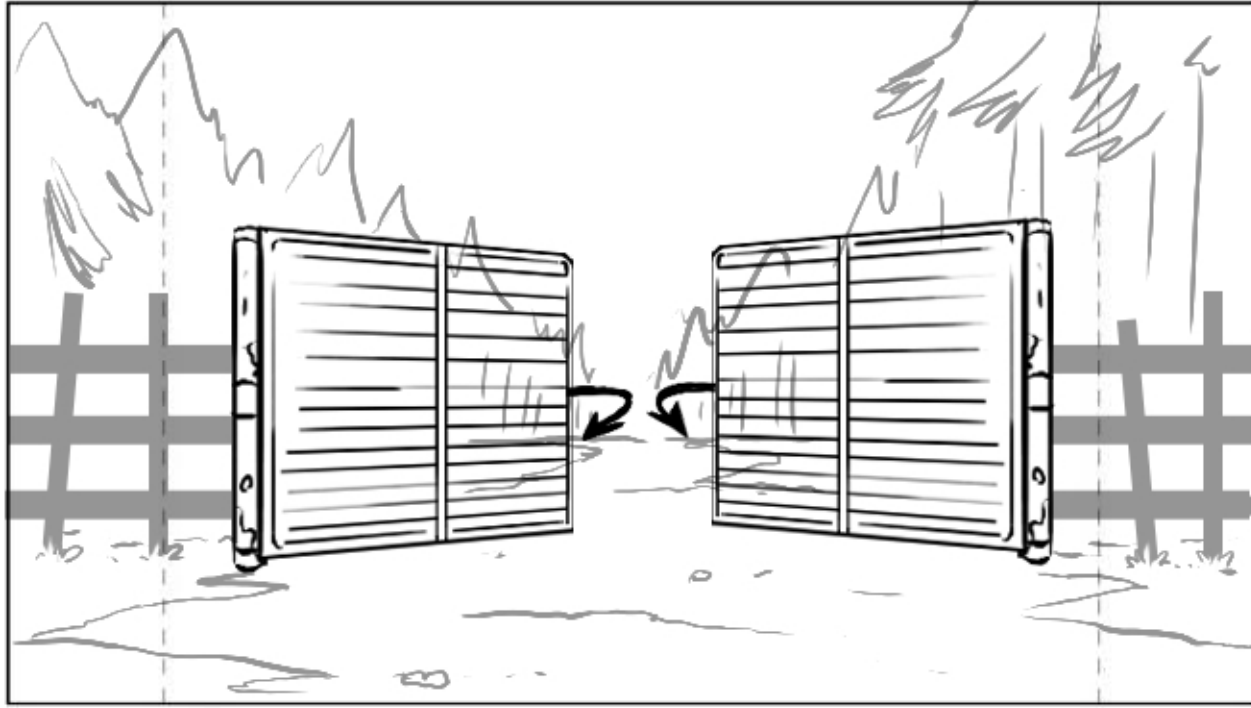
Action Notes

Dialog

Sc

30

Panel B



Action Notes

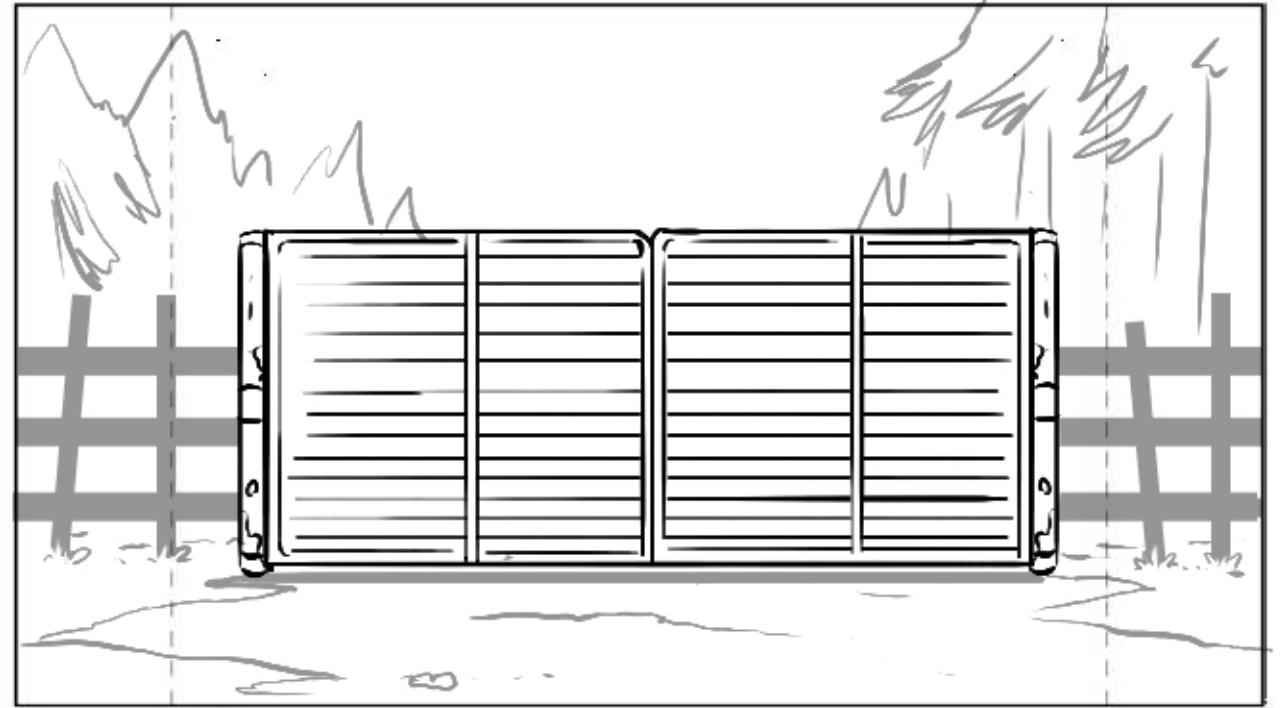
The main gates begin to close.

Dialog

Sc

30

Panel C



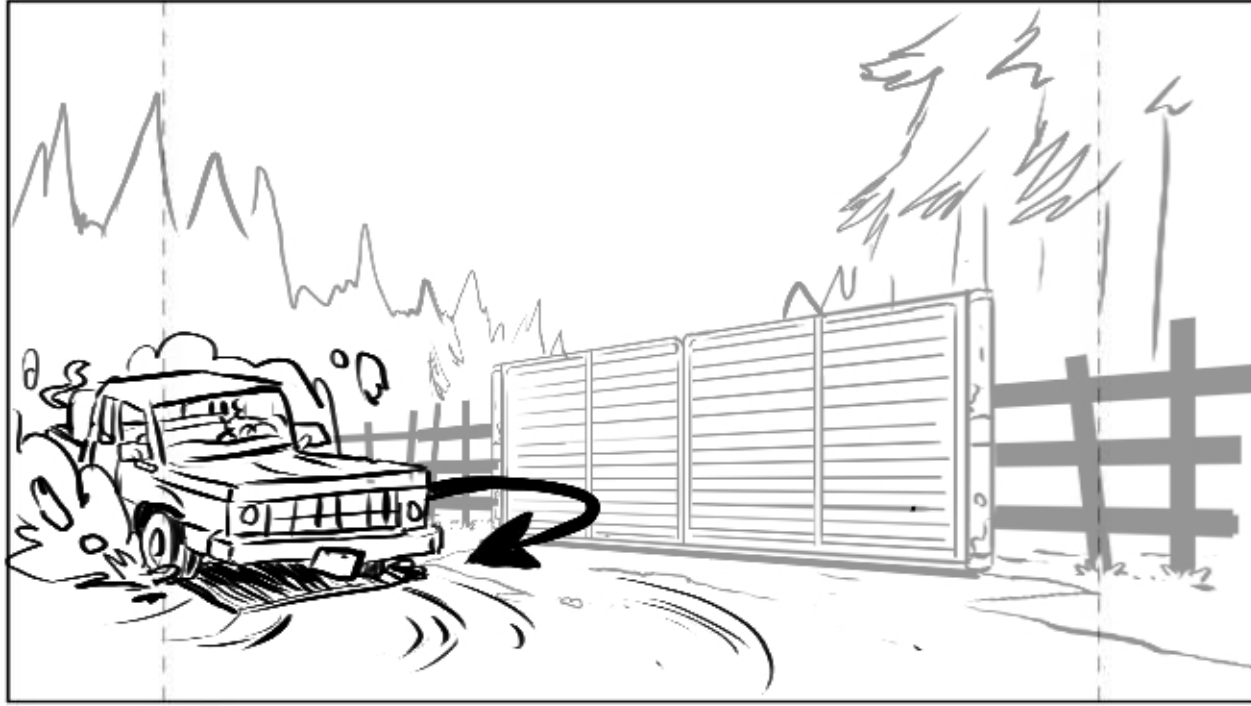
Action Notes

Dialog

Sc

31

Panel A



Action Notes

STAN'S car CAREENS
towards the sheep pen

Dialog

Sc

31

Panel B



Action Notes

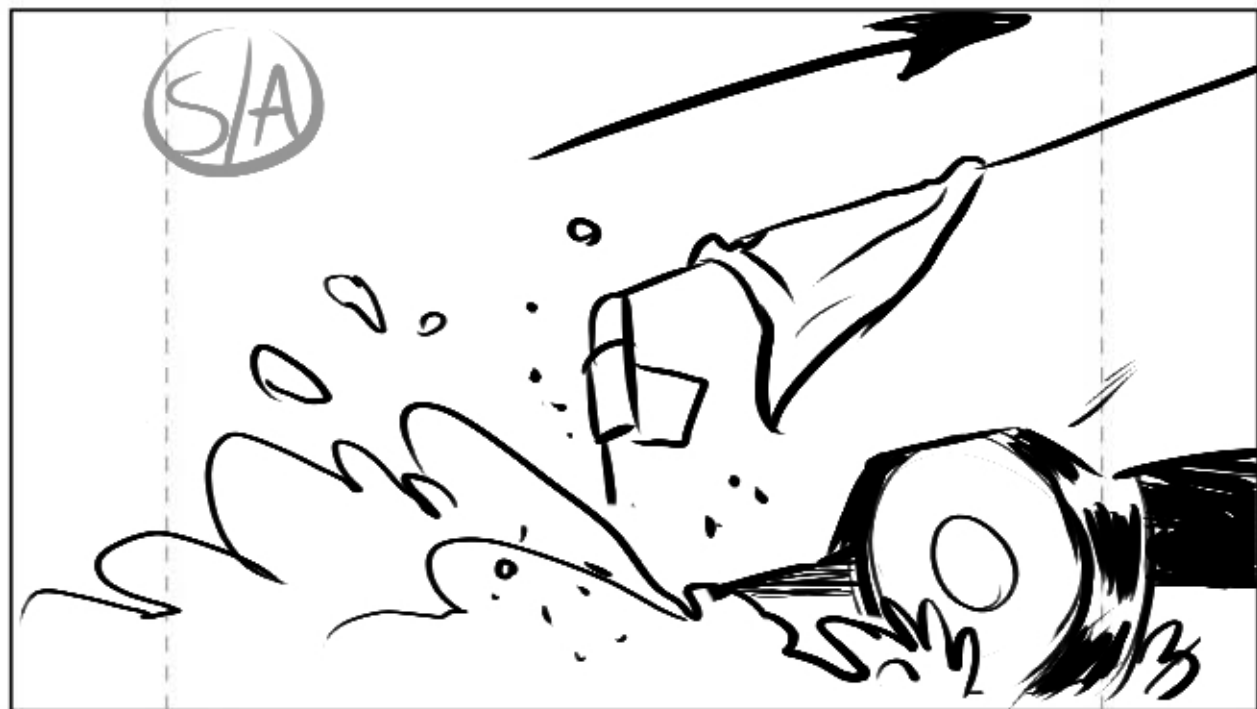
Dialog

Sc

31

Panel

C



Action Notes

Dialog

Sc

32

Panel

A



Action Notes

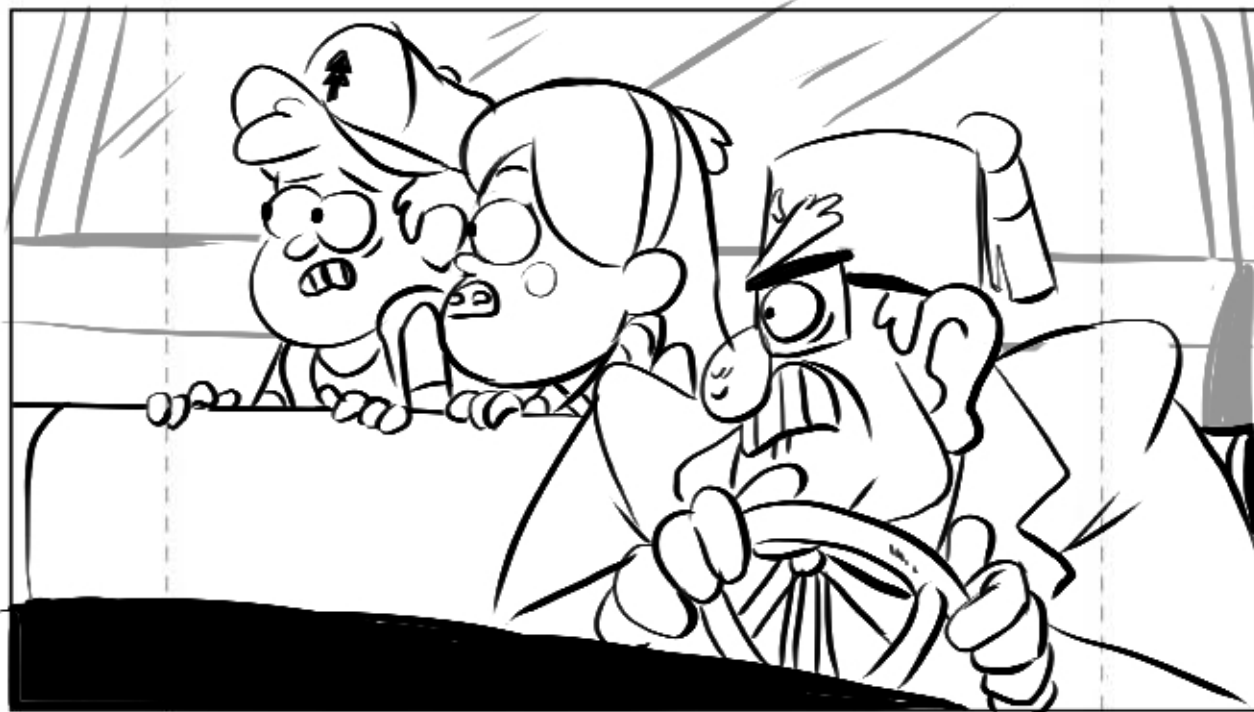
Dialog

Sc

33

Panel

A



Action Notes

Dialog

Sc

33

Panel

B



Action Notes

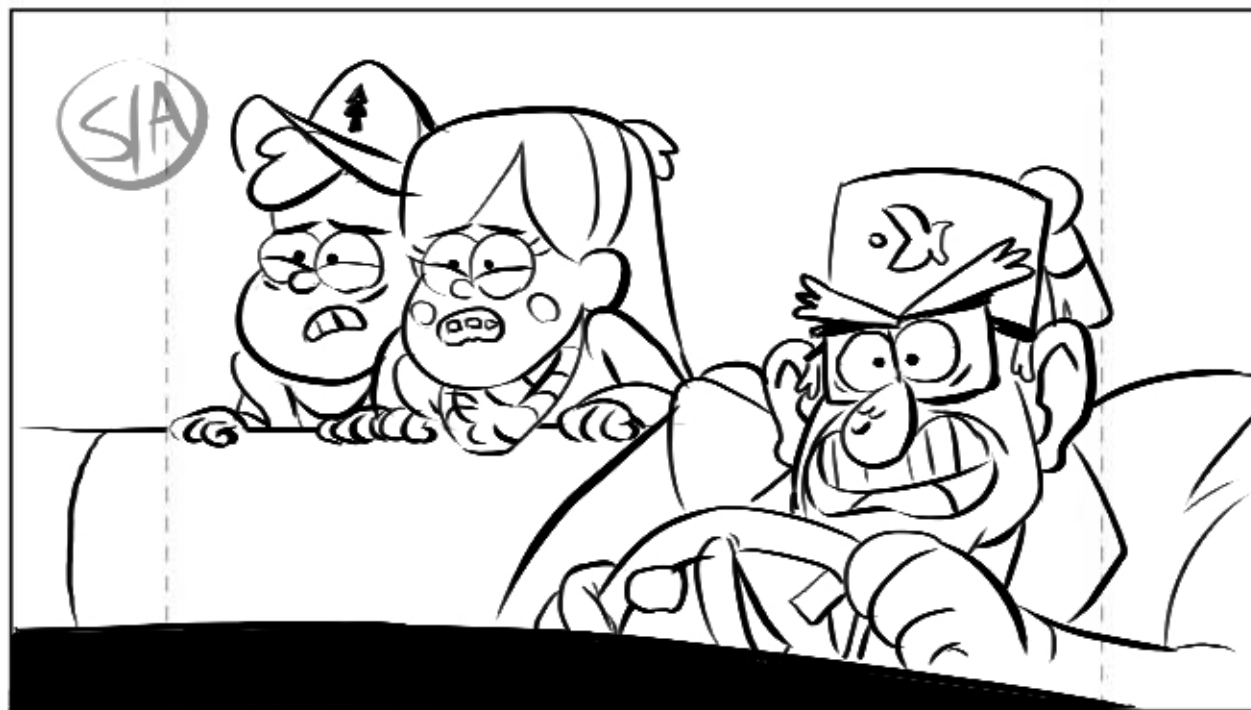
MABLE: SHEEP! DODGE! DODGE!

Dialog

Sc

33

Panel C



Action Notes

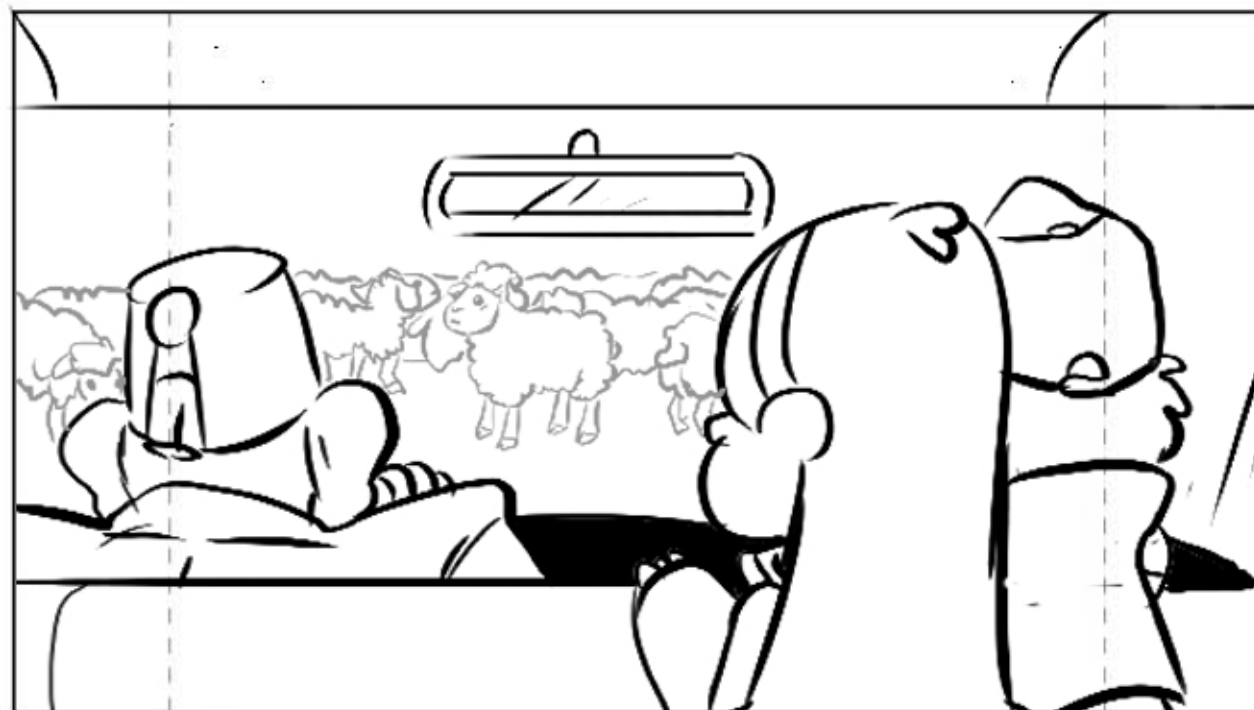
Dialog

GRUNKLE STAN: Brace yourselves!

Sc

34

Panel A



Action Notes

Dialog

Sc

35

Panel A



Action Notes

GRUNKLE STAN swerves the steering wheel to the right (his left).

Dialog

Sc

36

Panel B



Action Notes

GRUNKLE STAN swerves the steering wheel to the left (his right).

Dialog

Sc

37

Panel A



Action Notes

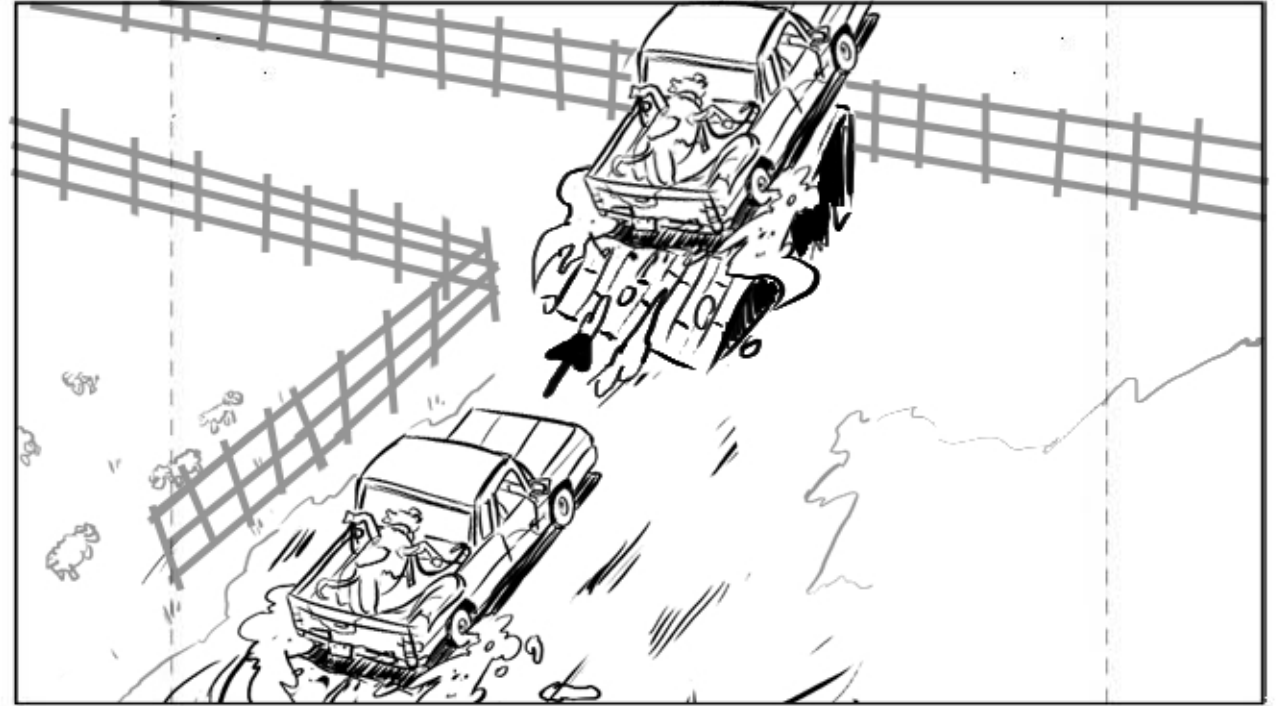
STAN swerves, dodging the sheep action style.

Dialog

Sc

37

Panel B



Action Notes

STAN manages to drive up a ramp.

Dialog

Sc

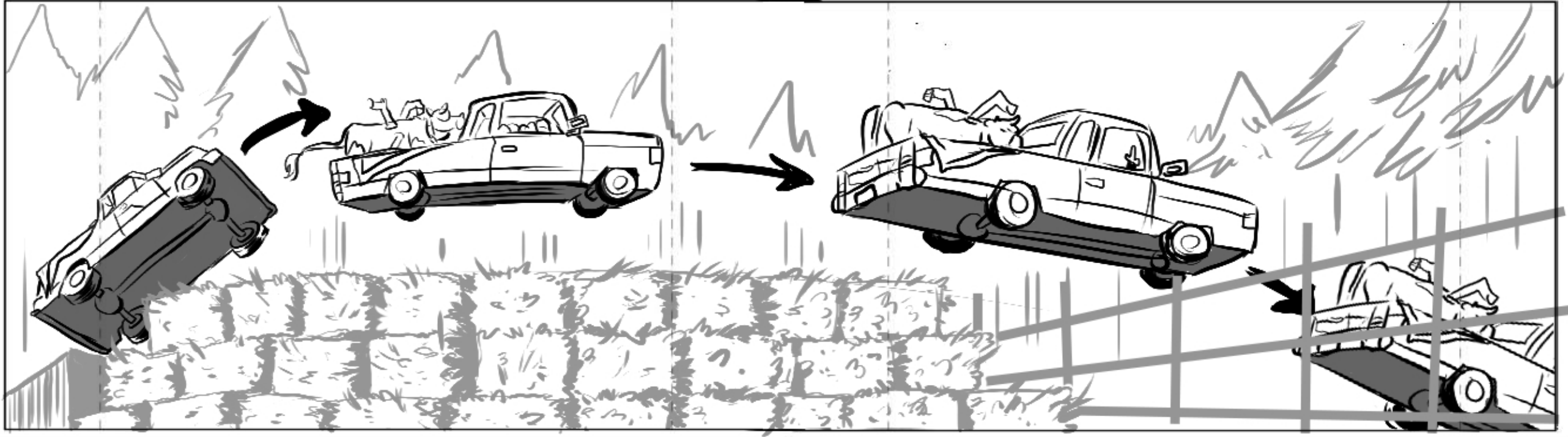
38

Panel A

Sc

38

Panel B



Action Notes

Action Notes

Car leaps over some hay bales, Dukes-Of-Hazard style, exiting the petting zoo.

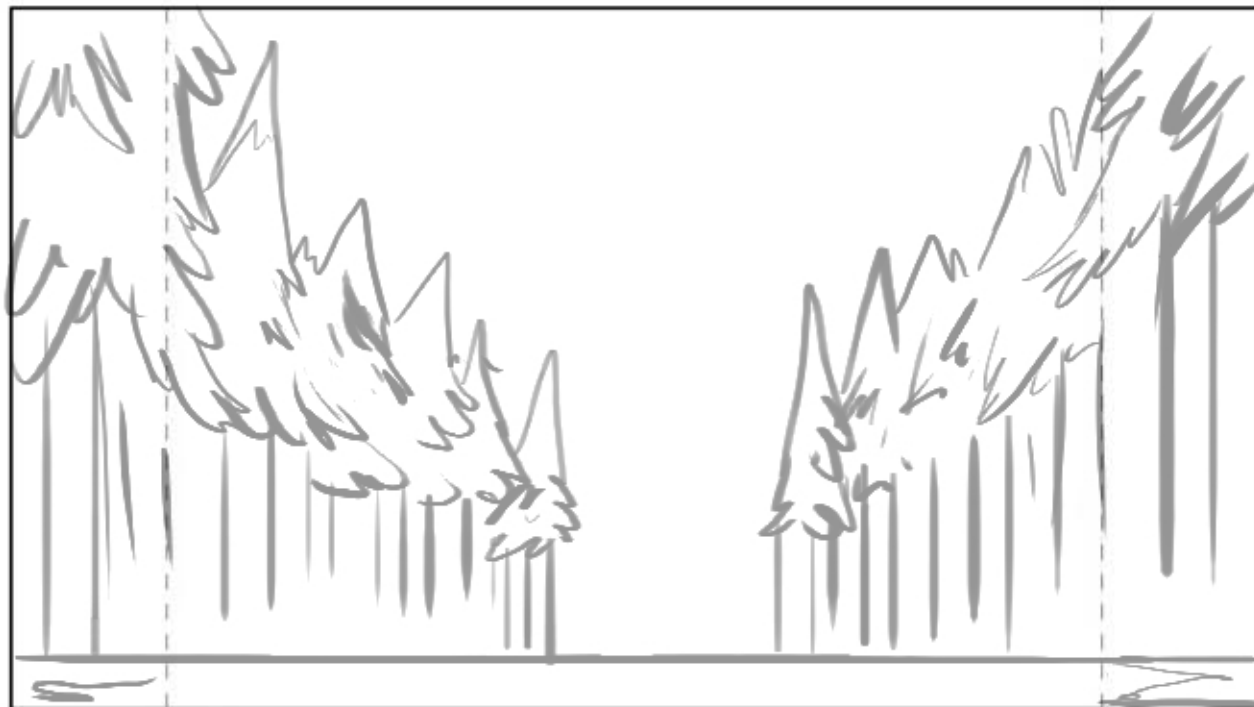
Dialog

Dialog

Sc

39

Panel A



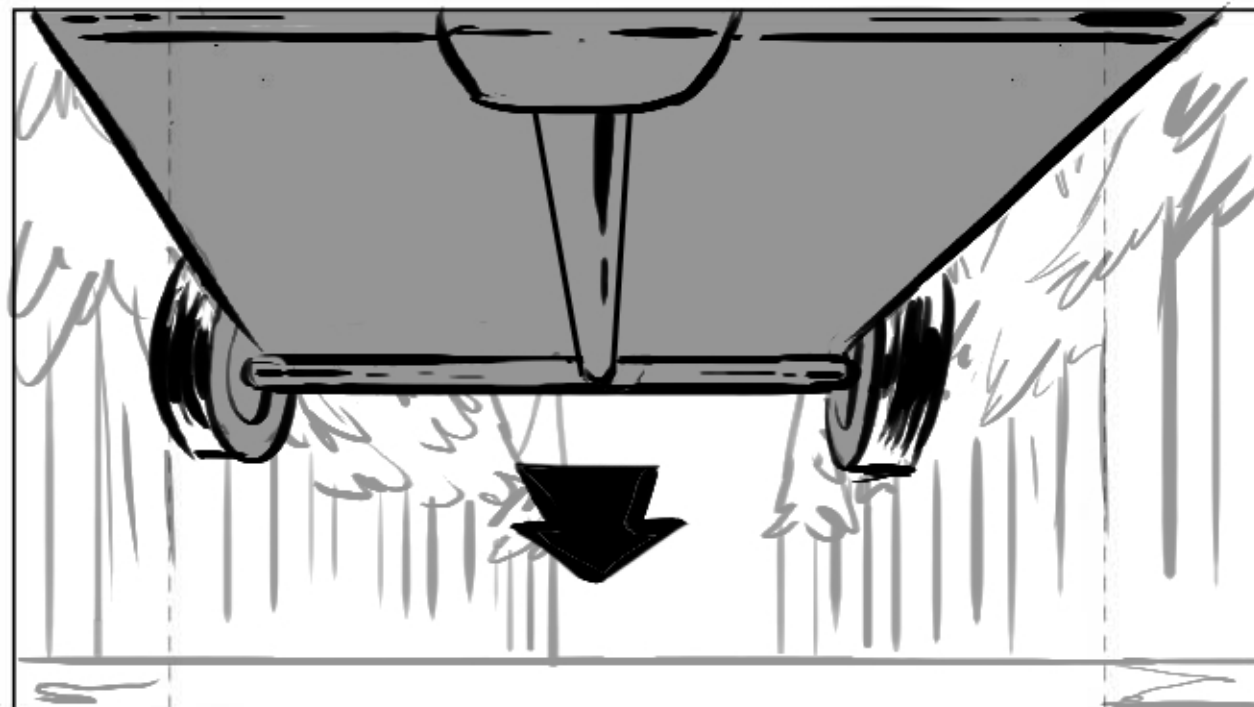
Action Notes

Dialog

Sc

39

Panel B



Action Notes

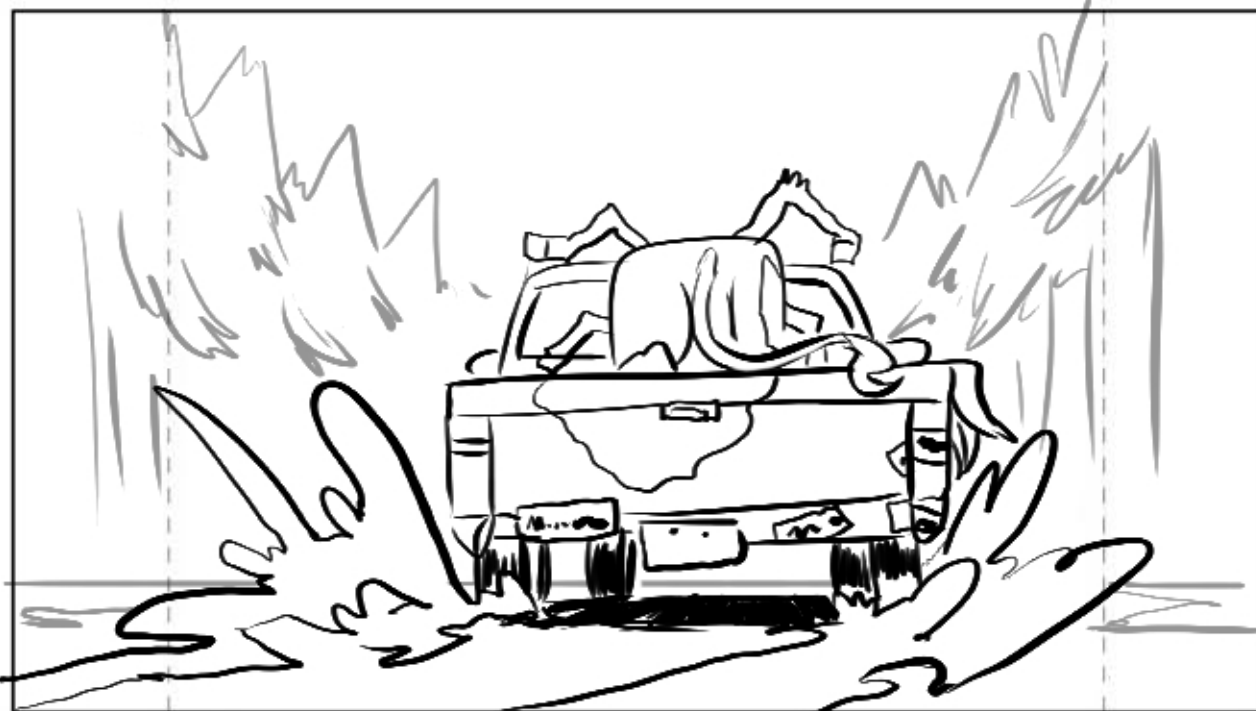
Dialog

Sc

39

Panel

C



Action Notes

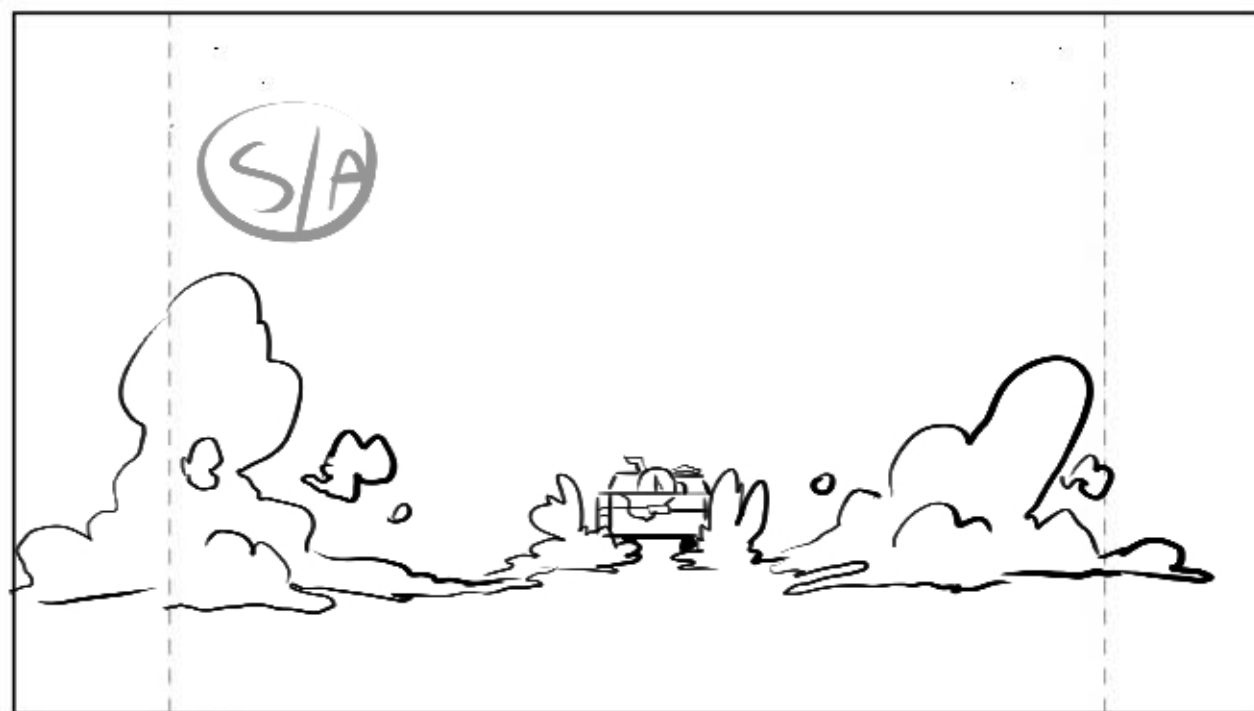
Dialog

Sc

39

Panel

D



Action Notes

Dialog

Sc

40

Panel A



Action Notes

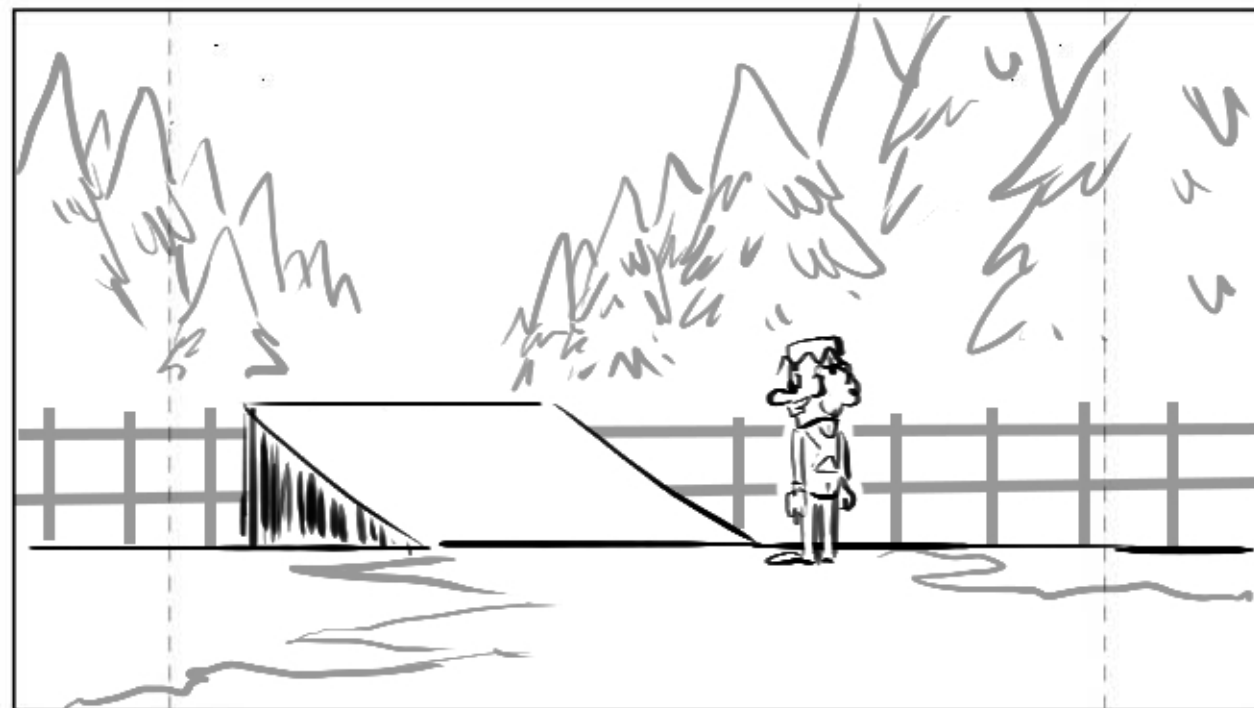
The family cheers.

Dialog

Sc

41

Panel B



Action Notes

FARMER SPROTT watches forlornly.

Dialog

Sc

42

Panel

A



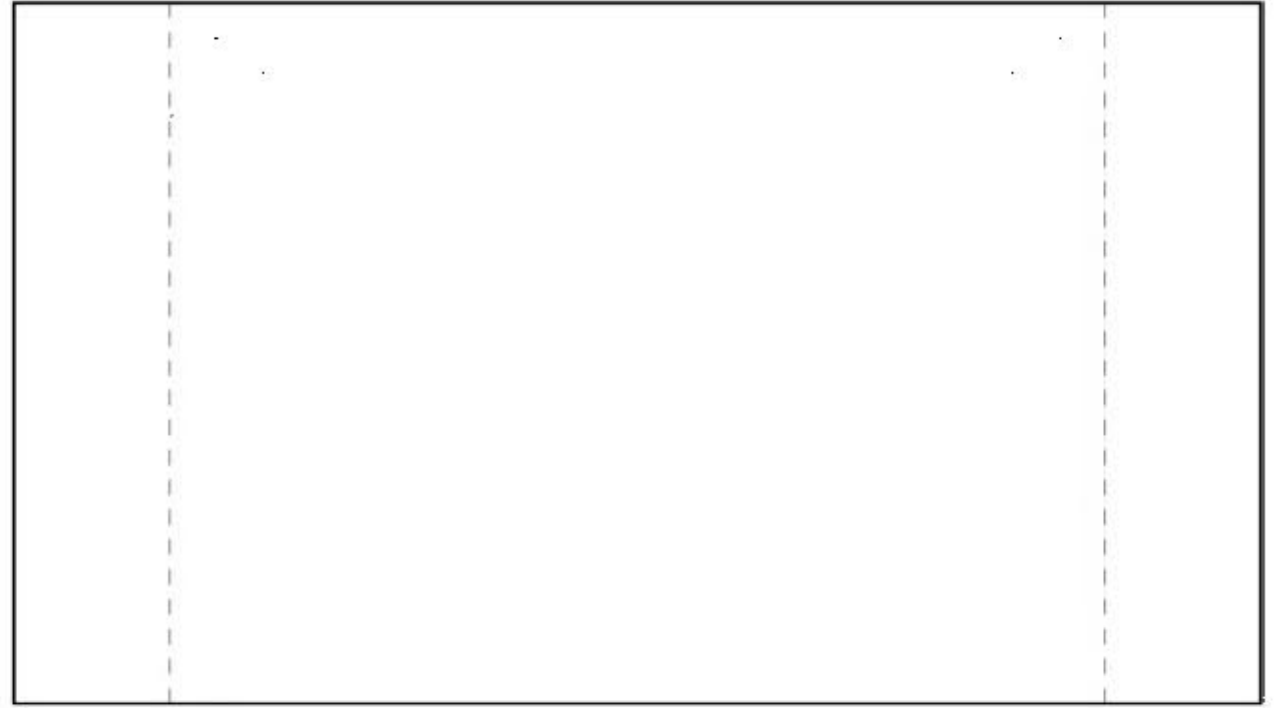
Action Notes

Dialog

FARMER SPROTT: Serves me right for
building an escape ramp.

Sc

Panel



Action Notes

Dialog