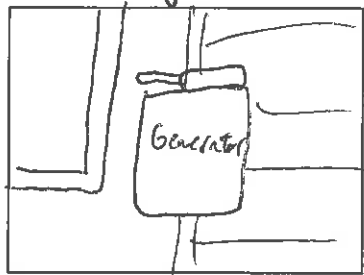


my name
is 3264

Storyboard for

Team 52

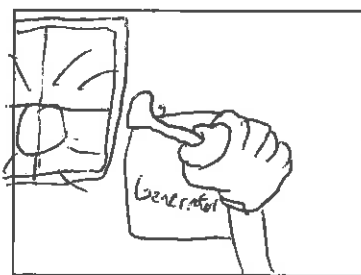
, page 1



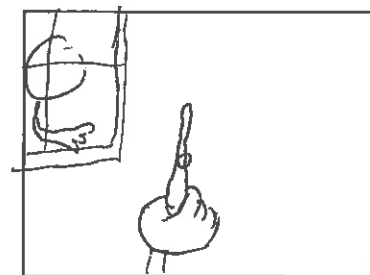
Fade in; see
Screwdriver



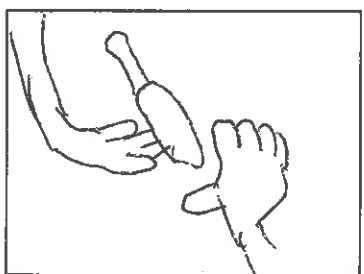
Grab
Screwdriver



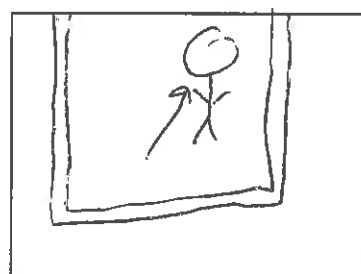
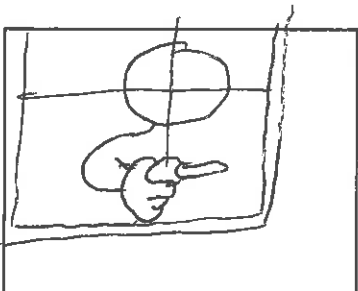
Kid speaks to
grab your
attention



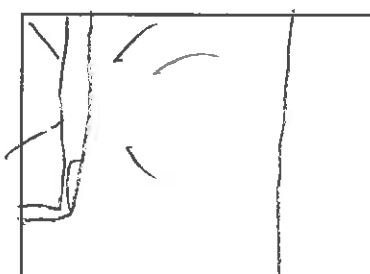
Kid beckons you
to give him
Screwdriver



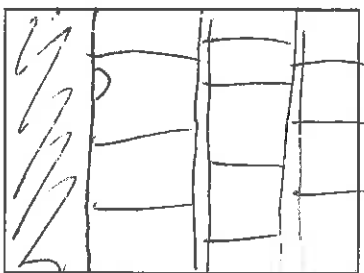
You hand screwdriver to kid



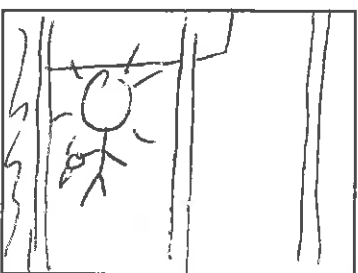
Kid moves to
back of cell



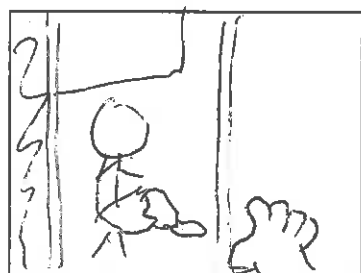
We hear kid
lockpicking



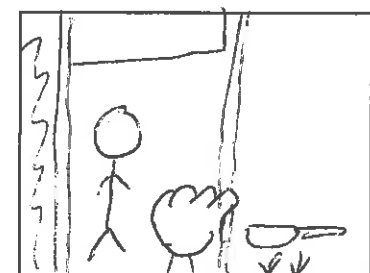
Kid escapes cell
and moves outside



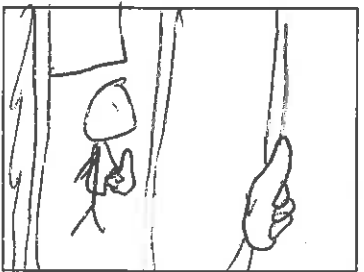
"You're not one
of them"



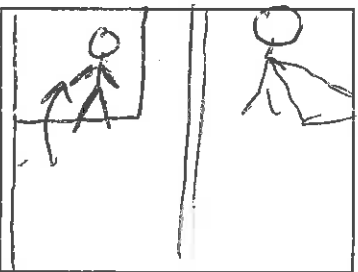
Kid hands
Screwdriver back
to you



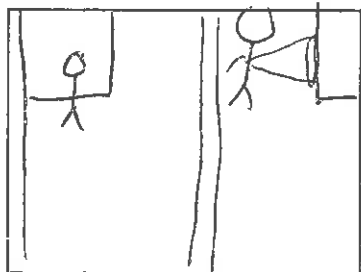
Drop screwdriver.
Kid asks for your
help to escape camp



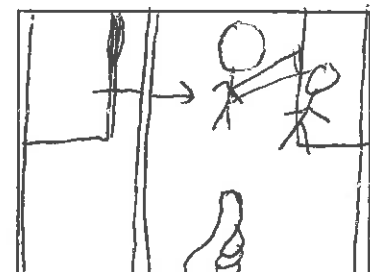
Give kid thumbs
up. Gameplay
begins



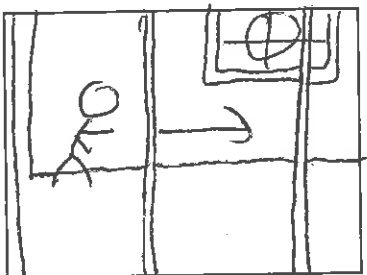
Guards appear kid's
hide behind
building



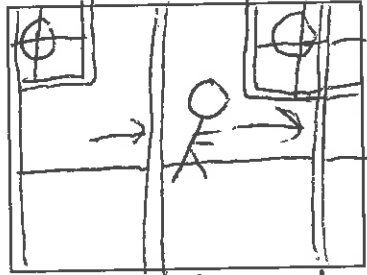
Guide kid past
the first guard



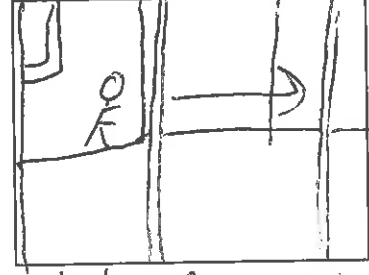
Thumbs up for
when ~~that~~ kid can
run across



Guard in window,
Guide kid past
2nd guard



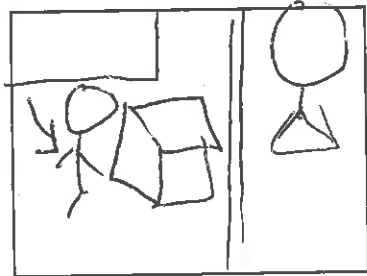
and third guard



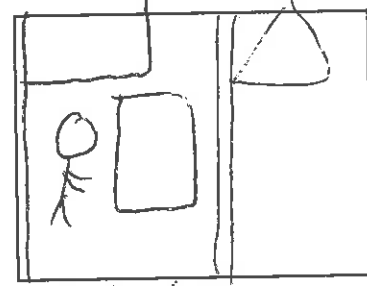
Kid gets past
them,
keeps walking



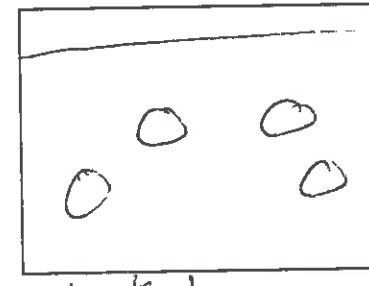
Guard is not
moving



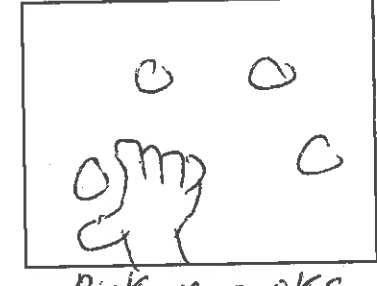
Kid sneaks up to
you, Tells you
to create distraction



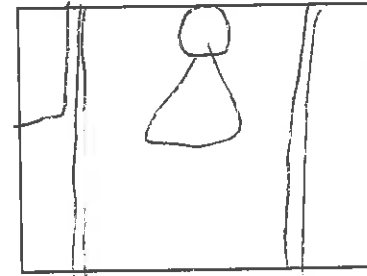
Kid tells you
about the rocks



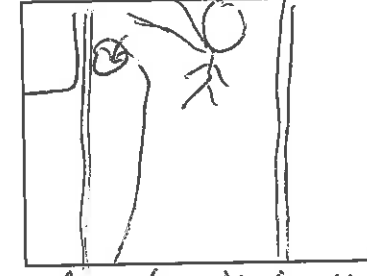
Look down
Rocks.



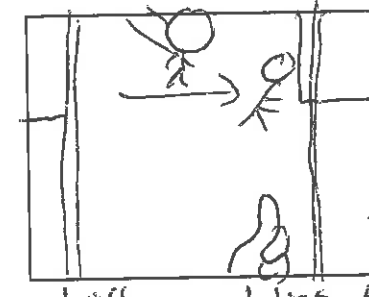
Pick up rocks



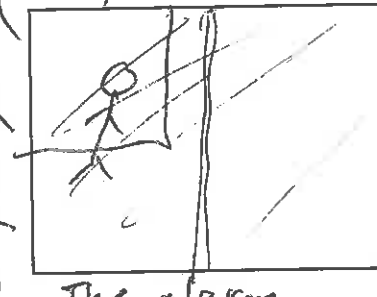
Throw it



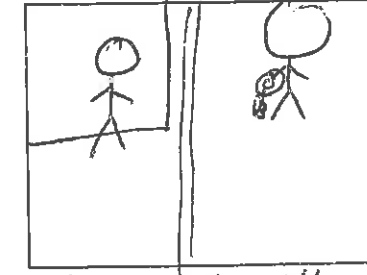
Creates distraction,
Guard turns
around



With guard distracted,
Send kid running
across



The alarm
sounds



A guard with
keys is nearby

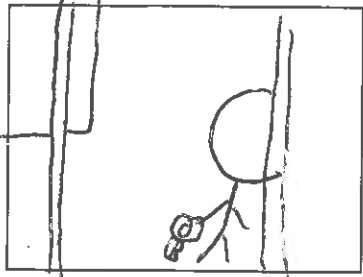


Throw another
rock

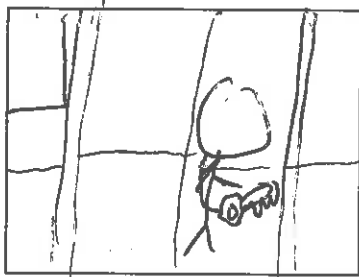


Knock guard out,
Kid grabs ~~key~~ keys

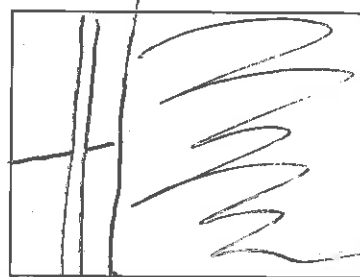




Kid rushes to you w/ key



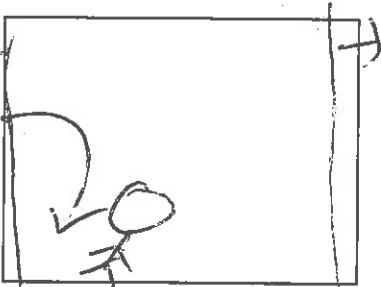
"Take it"



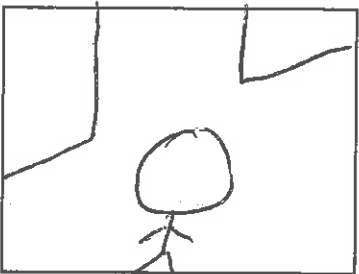
Turn to gate



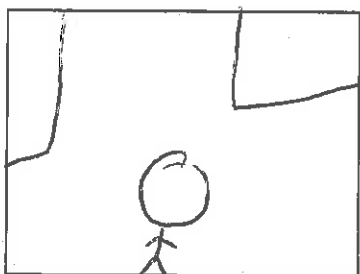
Open gate



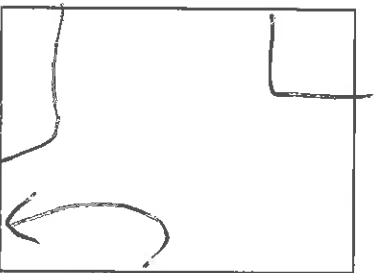
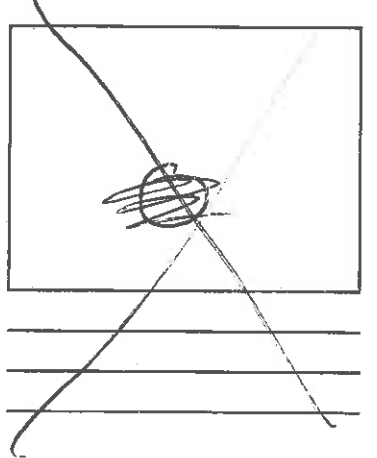
Gate opens, kid rushes out.



Kid looks at you



"Thank you, I'll never forget this."



Kid disappears into the woods

FADE
OUT

My Name
is Joseph

