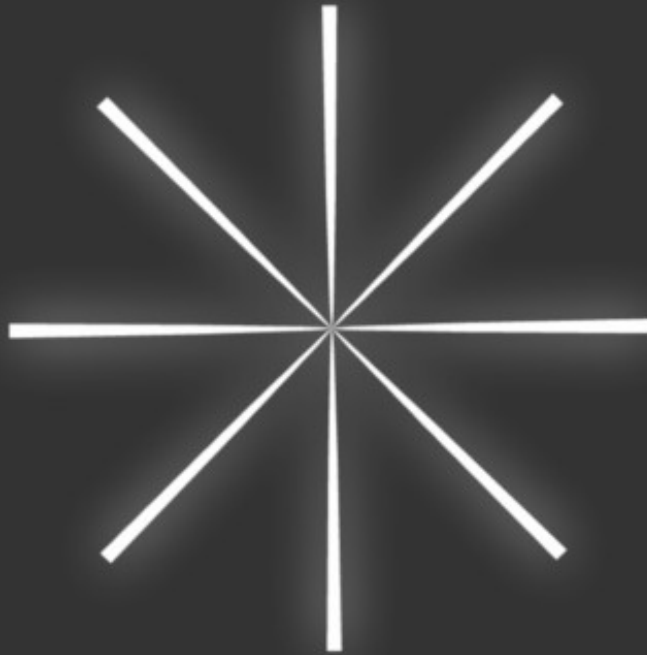




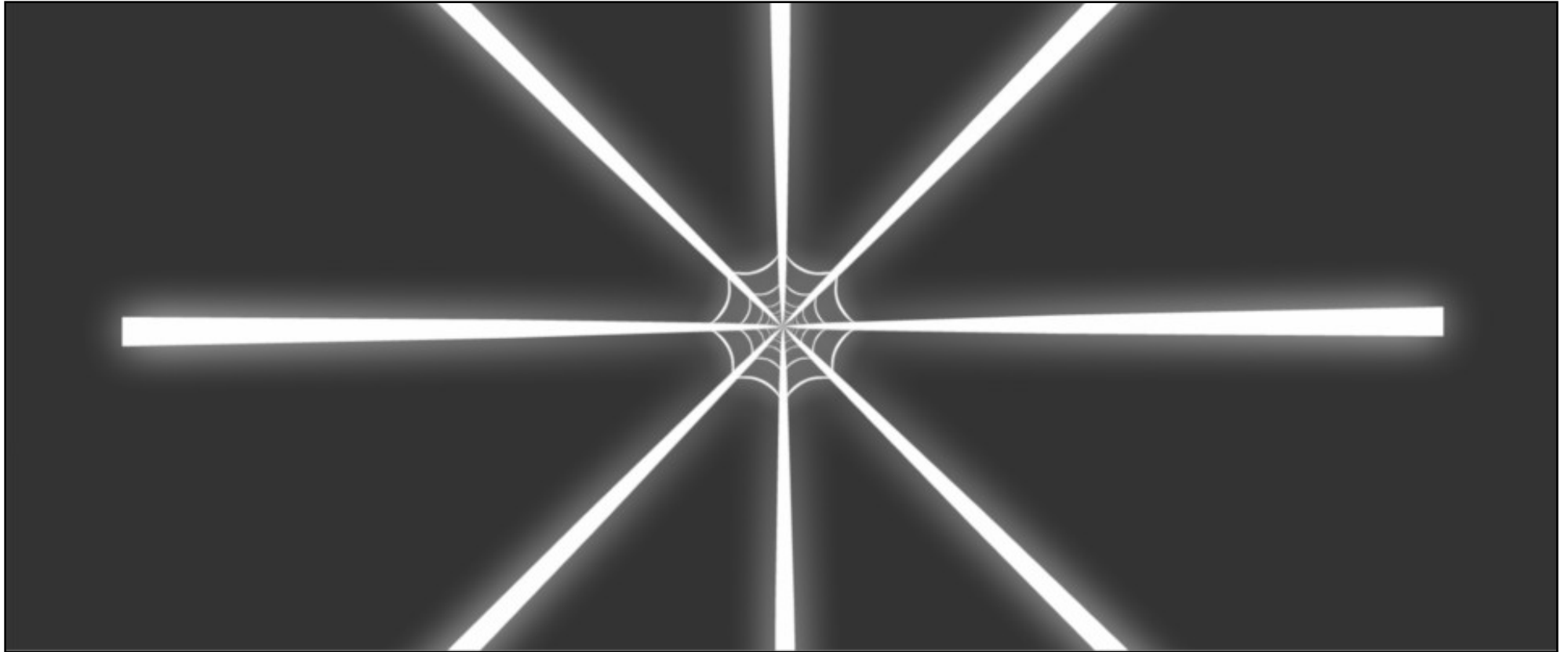
1727-3

1



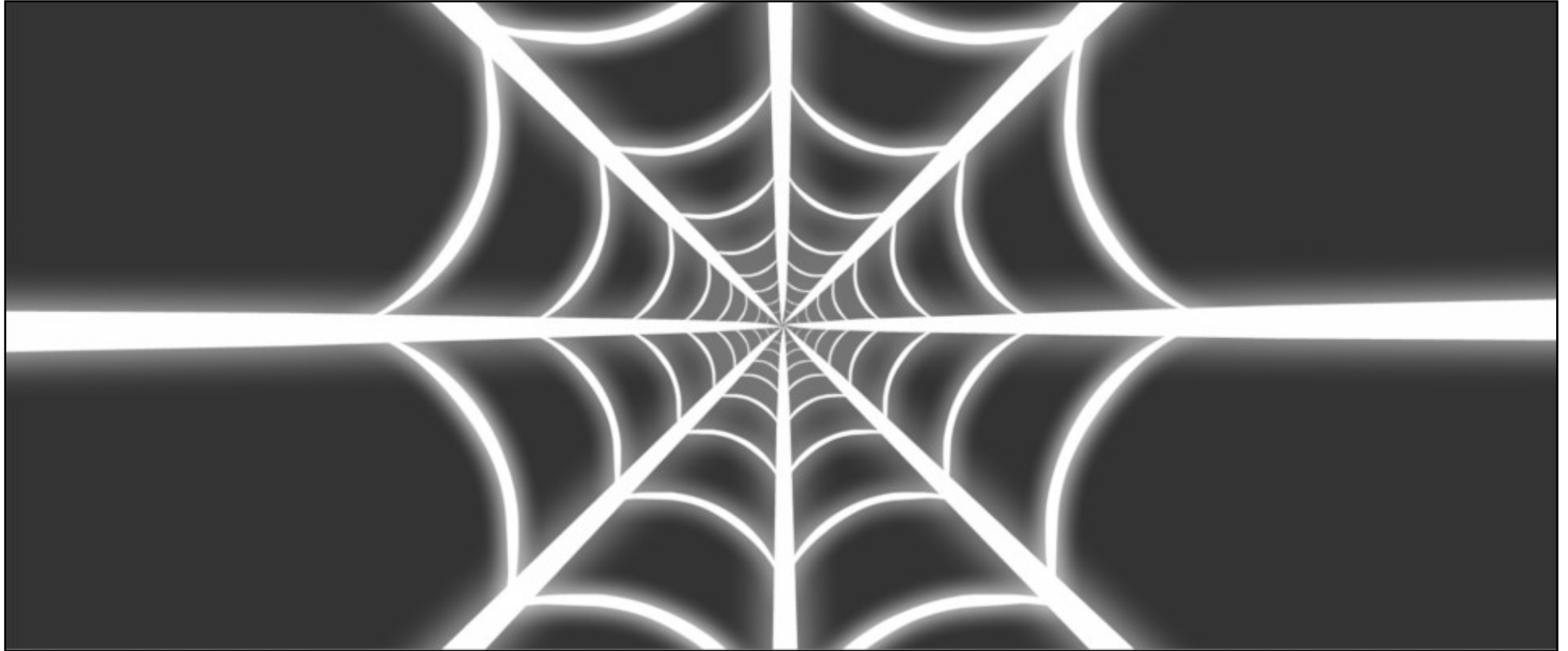
1728-3

2



1729-3

3



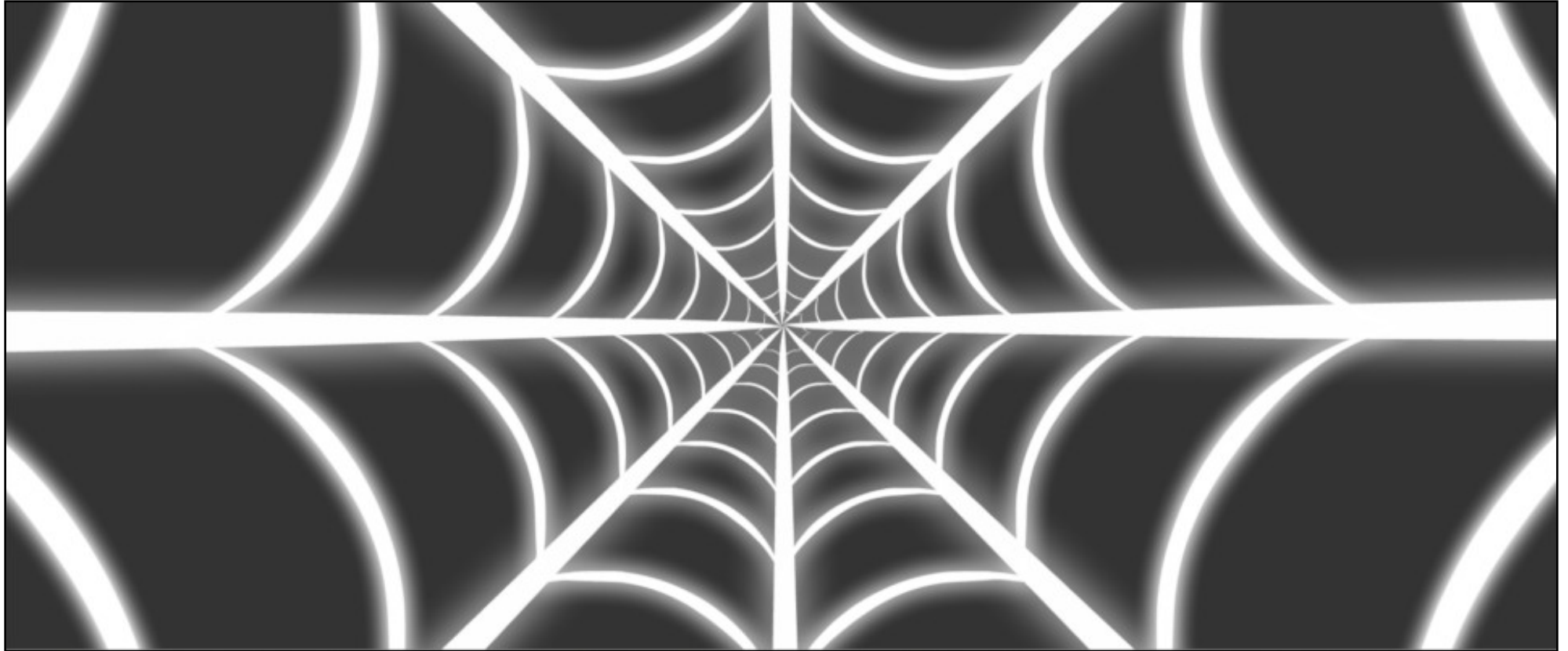
1730-3

4



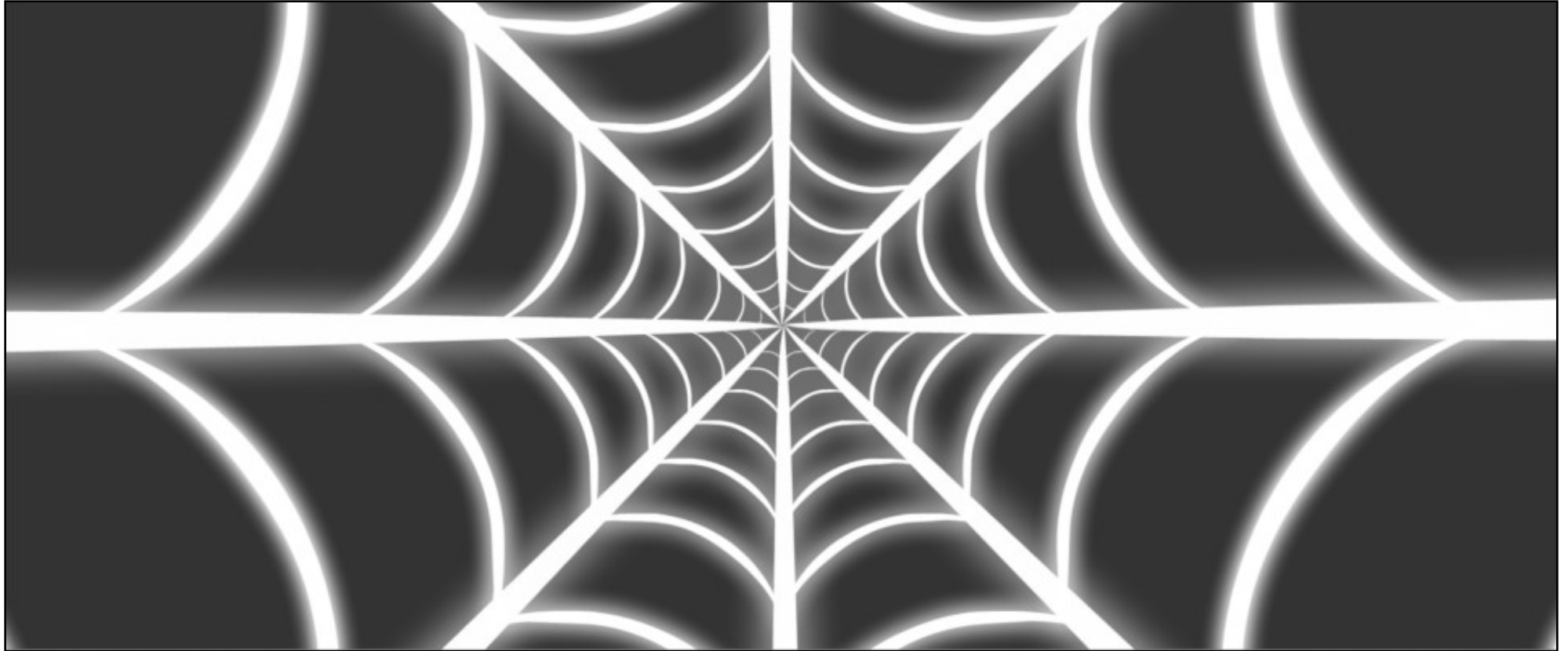
1731-3

5



1732-3

6



1733-3

7



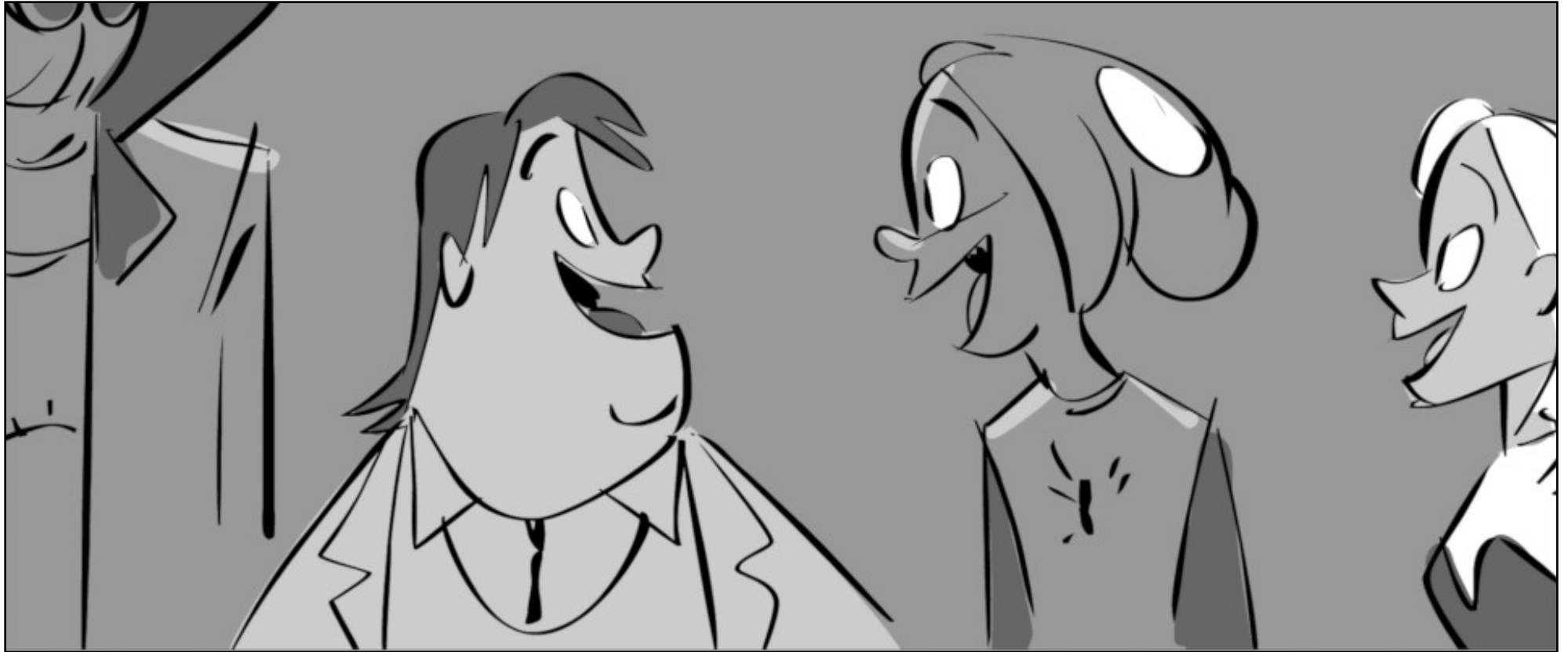
1734-3

8



1735-3

9

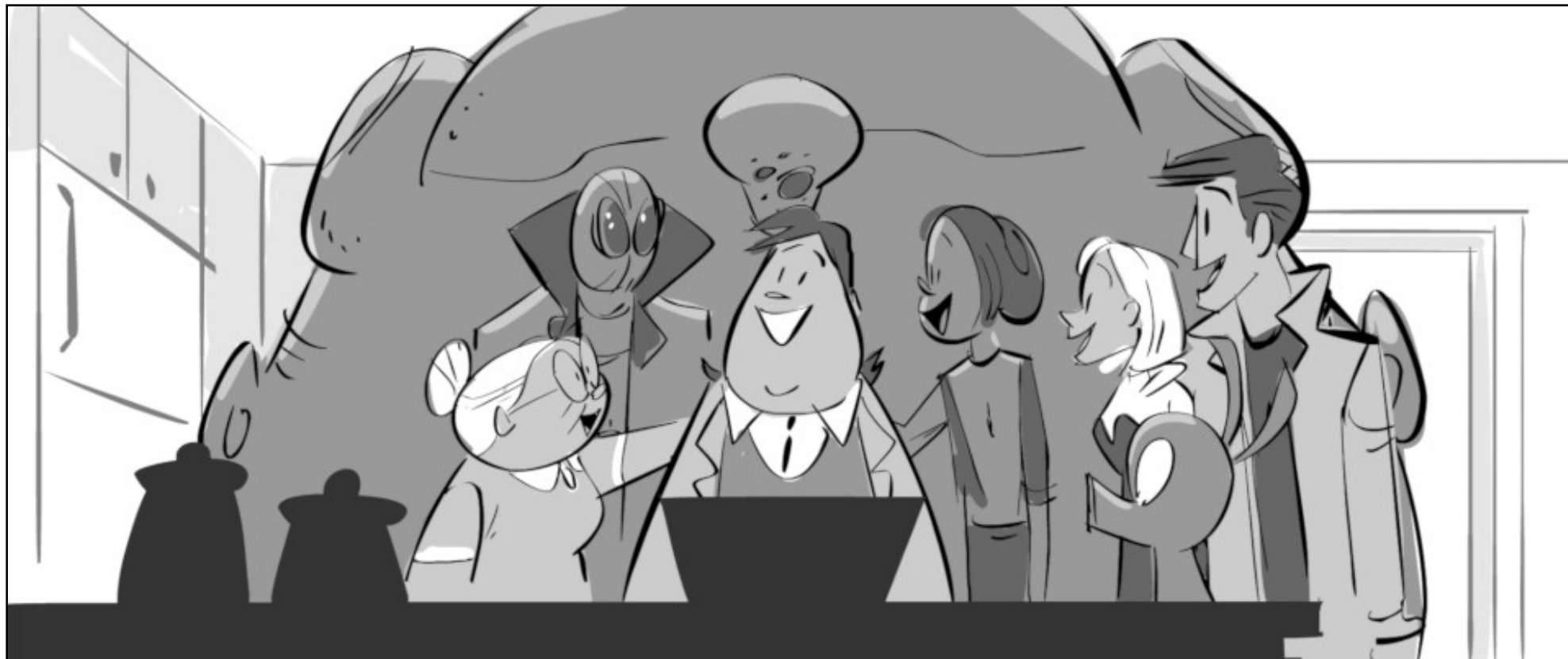


1736-3

10



2740
GROUP Cheers



1737-3
GROUP Cheers



2741

GANKE: Knowing too much about computers is MY super-power.

13

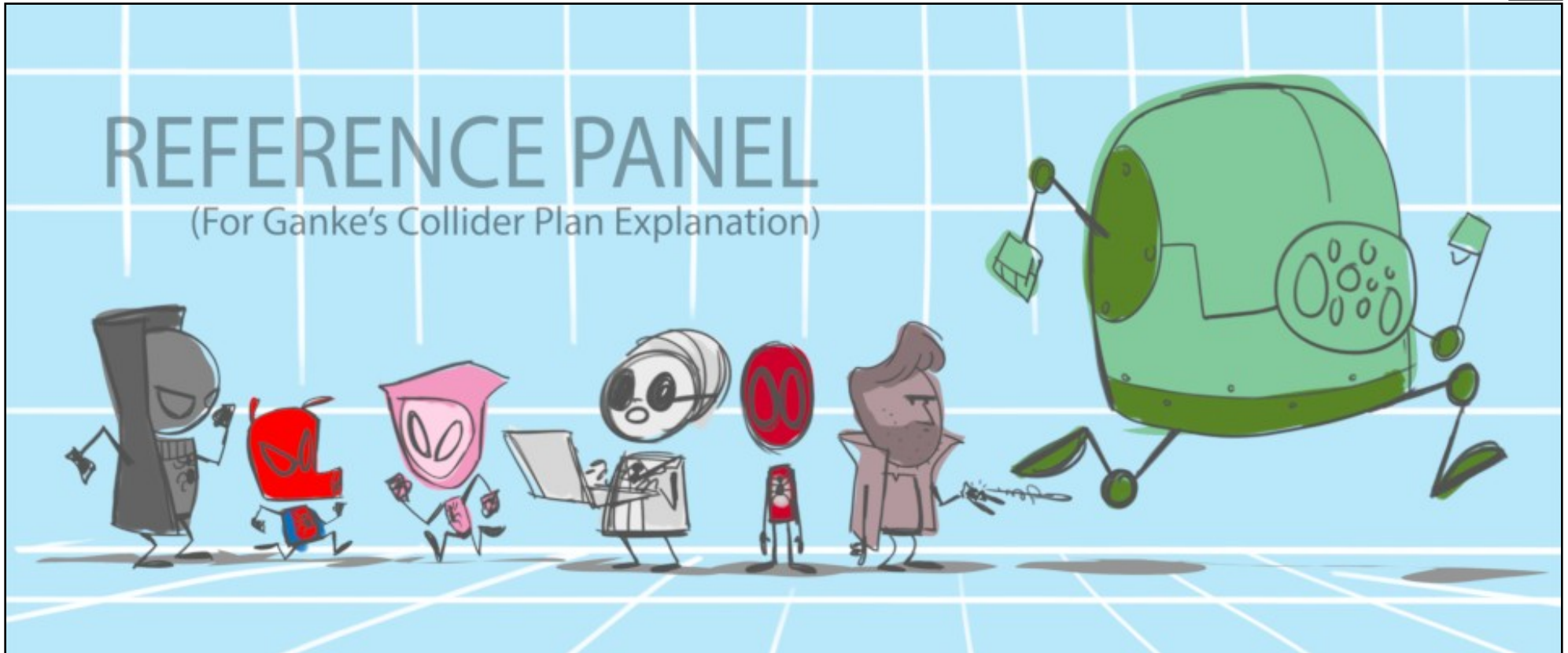


1825-2
Ganke: Now, let's see...
(sfx: typing)

14



2987
Whoa.



3145

16



3072

17



3073

18



3074

19



3075

20



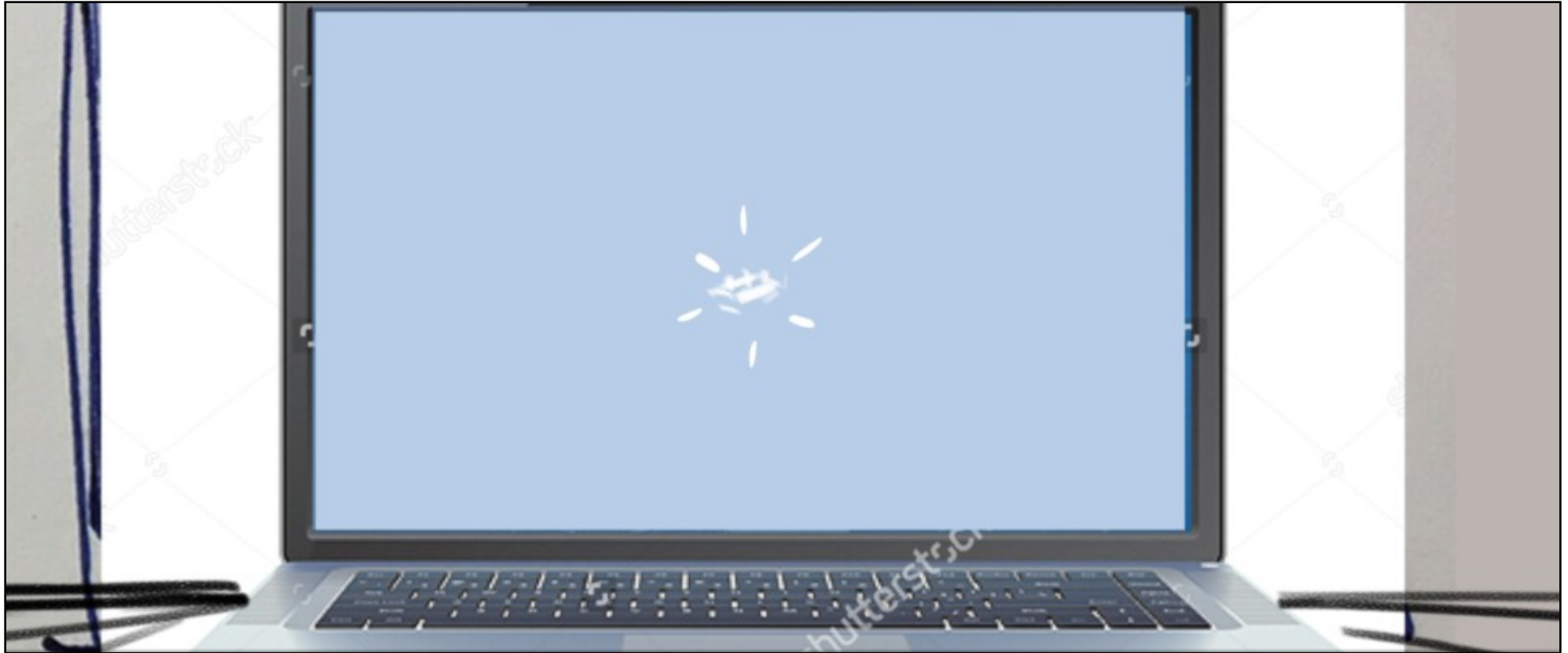
3076

21



3077

22



3078

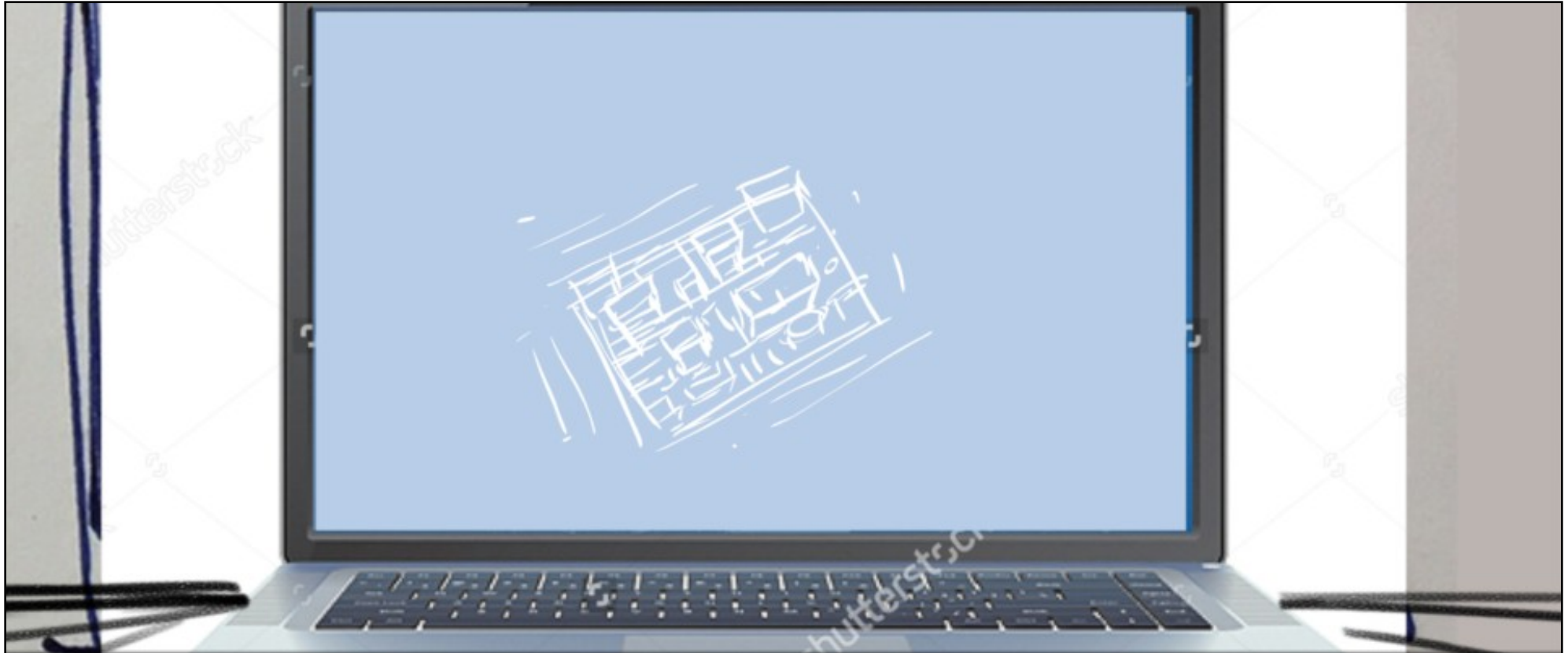
23



3079

GANKE: (V.O.) : It looks like Peter was able to hack into Dock Ock's network and steal a bunch of codes.

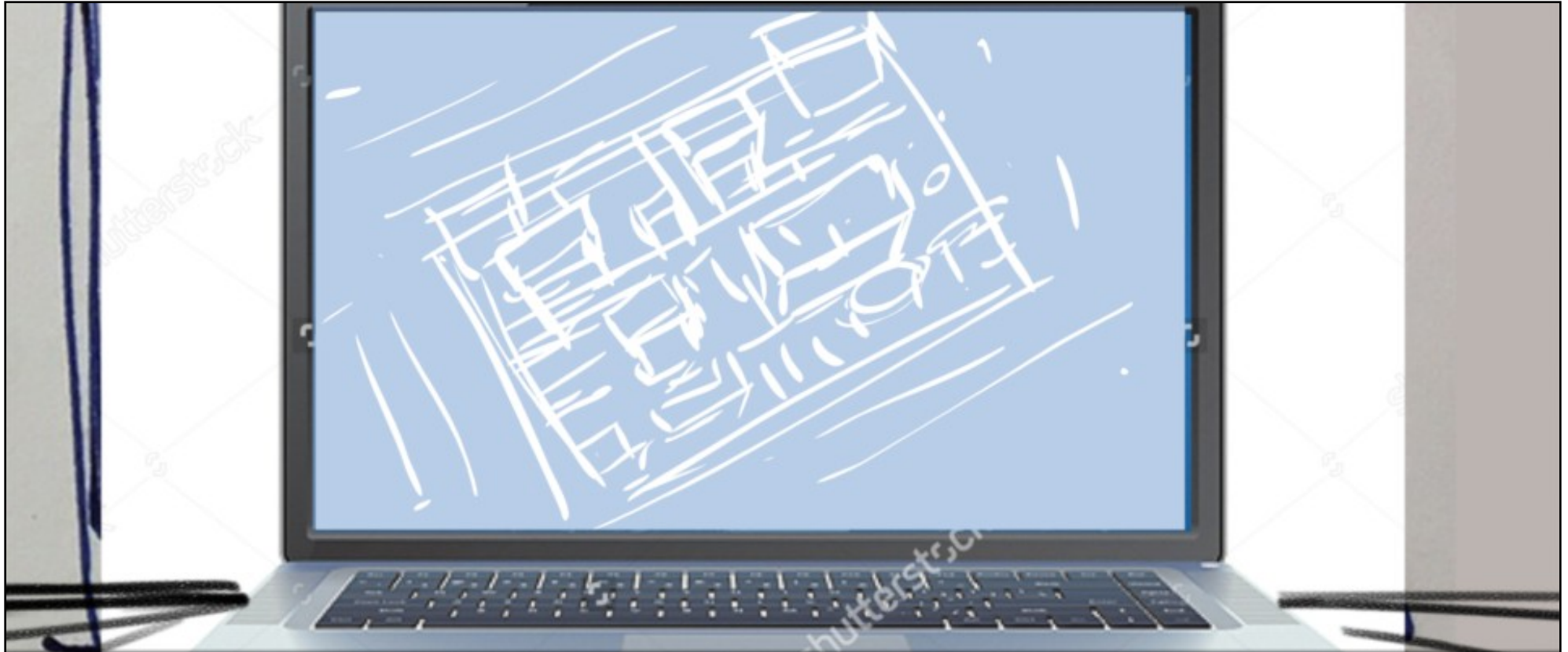
24



3080

GANKE: (V.O.) : It looks like Peter was able to hack into Dock Ock's network and steal a bunch of codes.

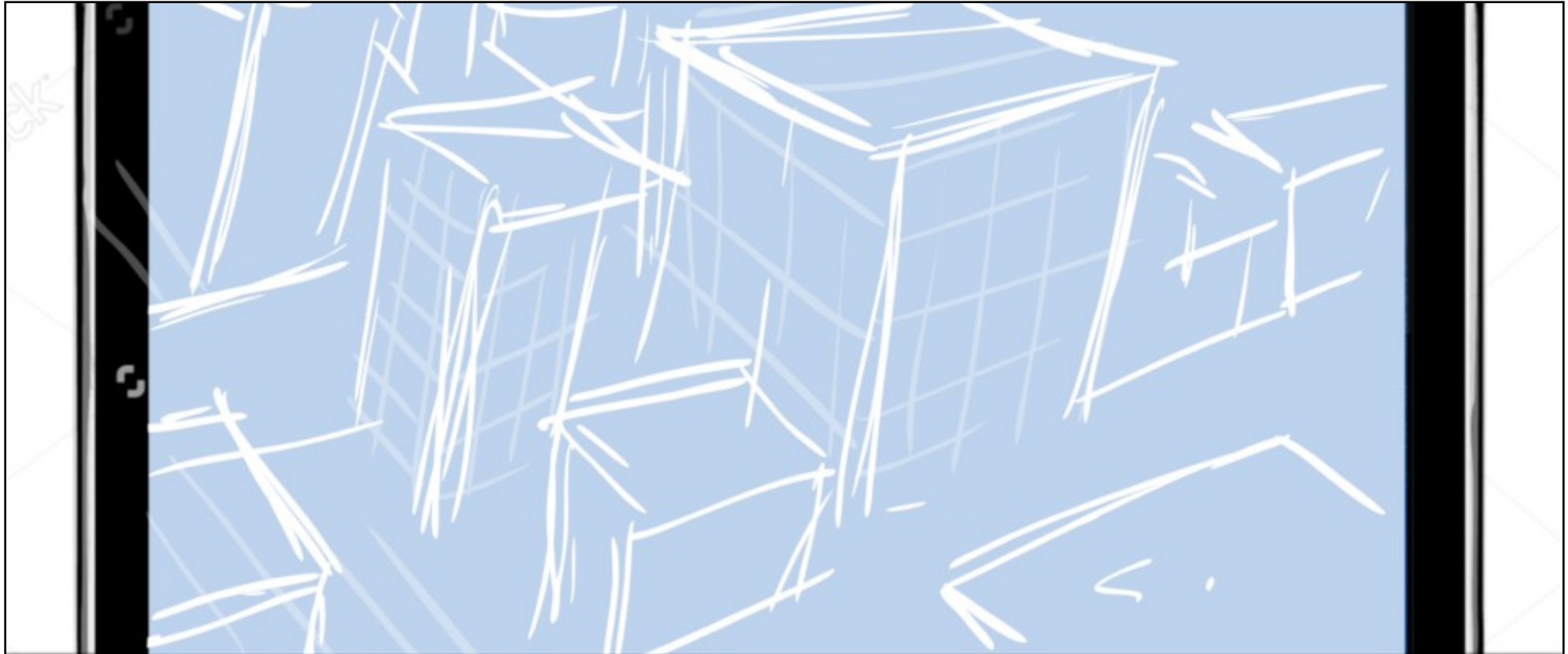
25



3081

GANKE: (V.O.) : It looks like Peter was able to hack into Dock Ock's network and steal a bunch of codes.

26



3006

GANKE: (V.O.) : It looks like Peter was able to hack into Dock Ock's network and steal a bunch of codes.

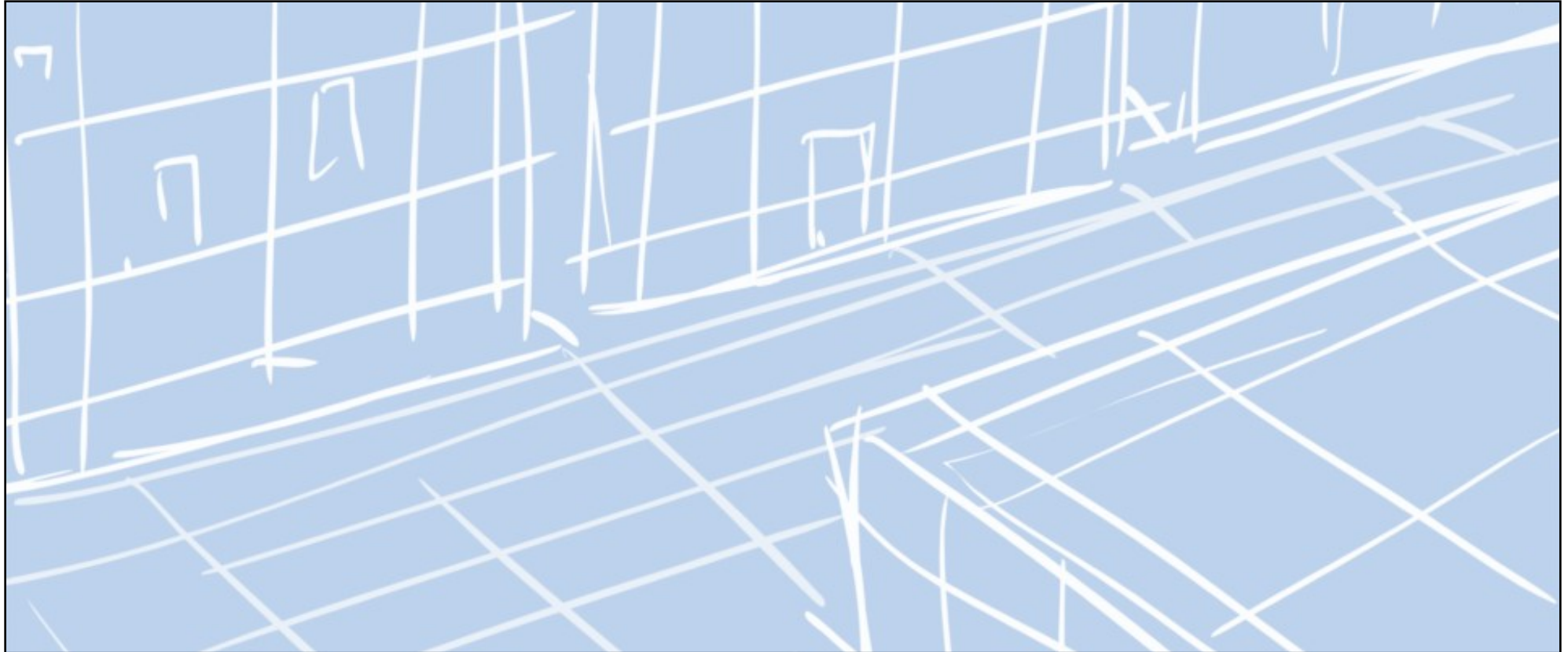
27



3007

GANKE: (V.O.) : It looks like Peter was able to hack into Dock Ock's network and steal a bunch of codes.

28



3008

GANKE: (V.O.) : It looks like Peter was able to hack into Dock Ock's network and steal a bunch of codes.



3009

GANKE: (V.O.) : It looks like Peter was able to hack into Dock Ock's network and steal a bunch of codes.

30



3010

GANKE: (V.O.) : Nowwwww, IF we can get inside the building --

31



3011

GANKE: (V.0.) : Nowwwww, IF we can get inside the building --

32



3012

GANKE: (V.O.) : Nowwwww, IF we can get inside the building --

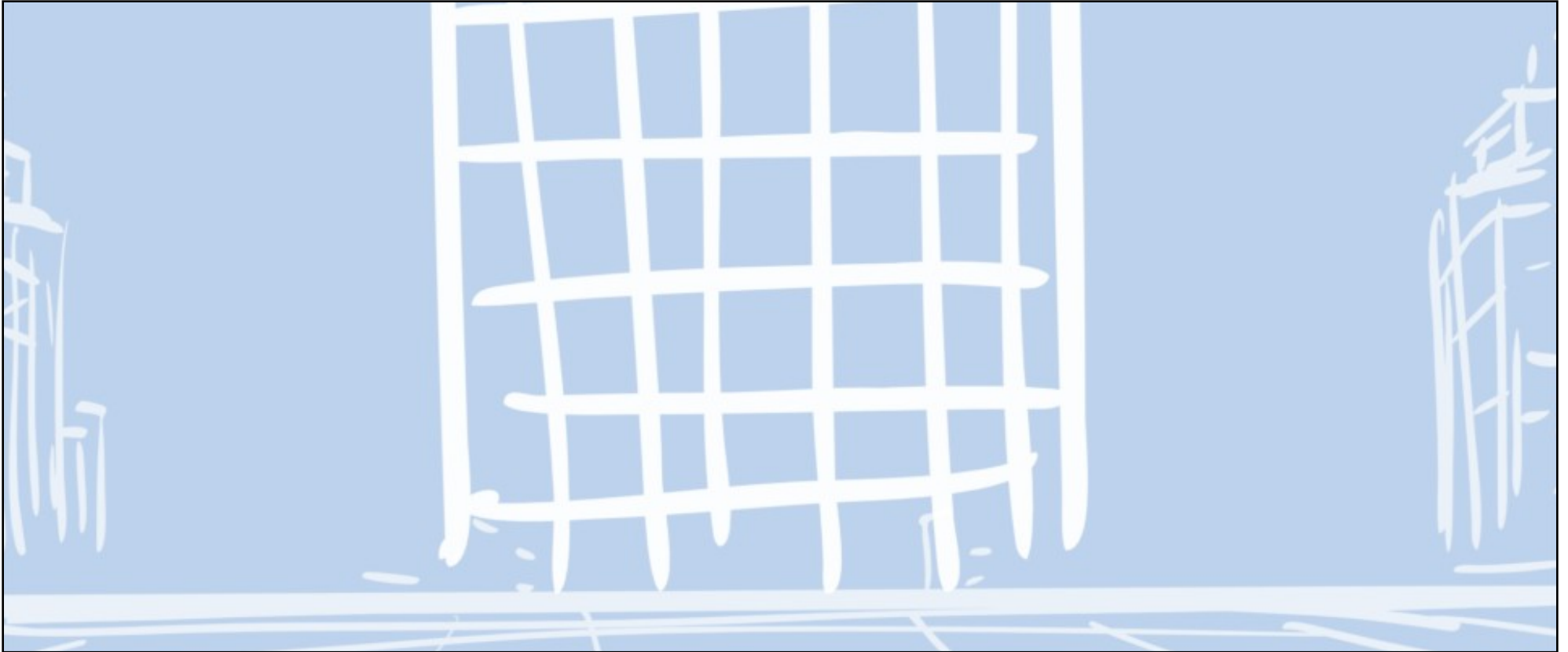
33



3013

GANKE: (V.0.) : Nowwwww, IF we can get inside the building --

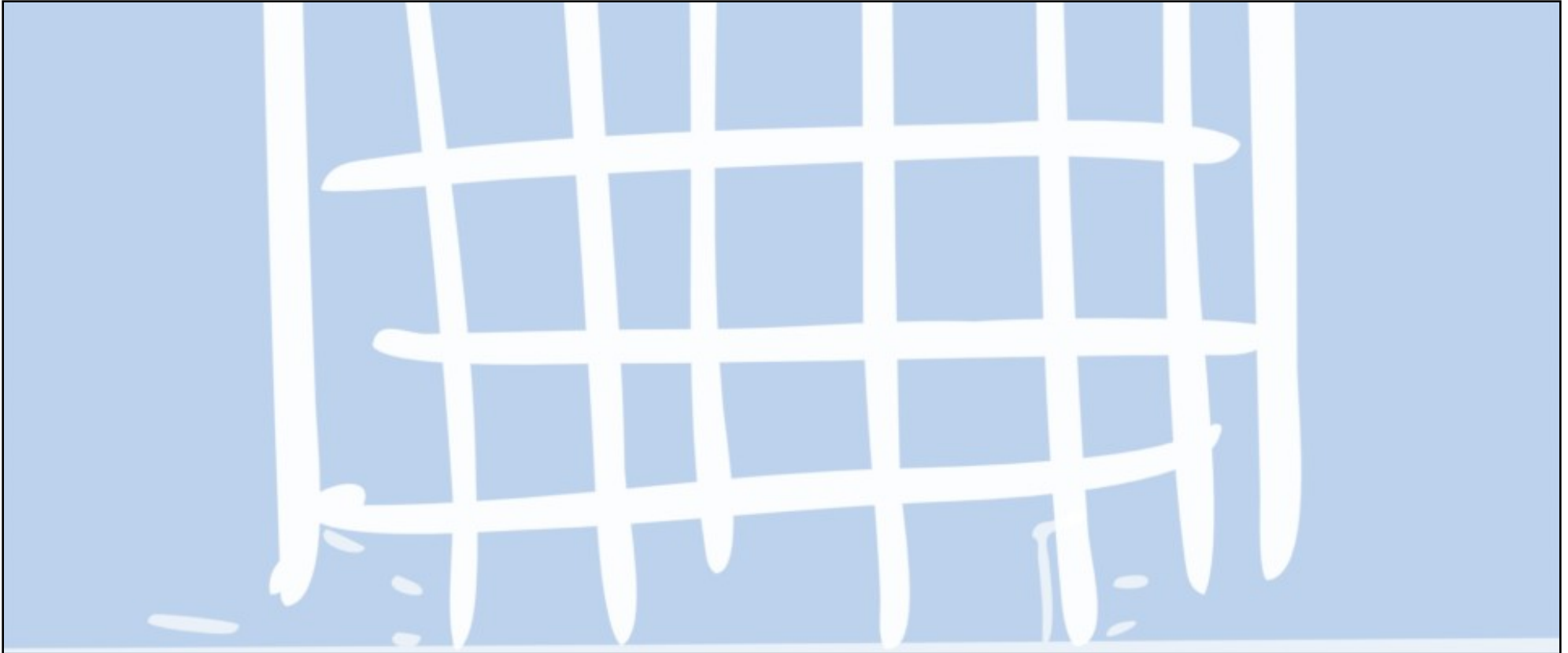
34



3014

GANKE: (V.0.) : Nowwwww, IF we can get inside the building --

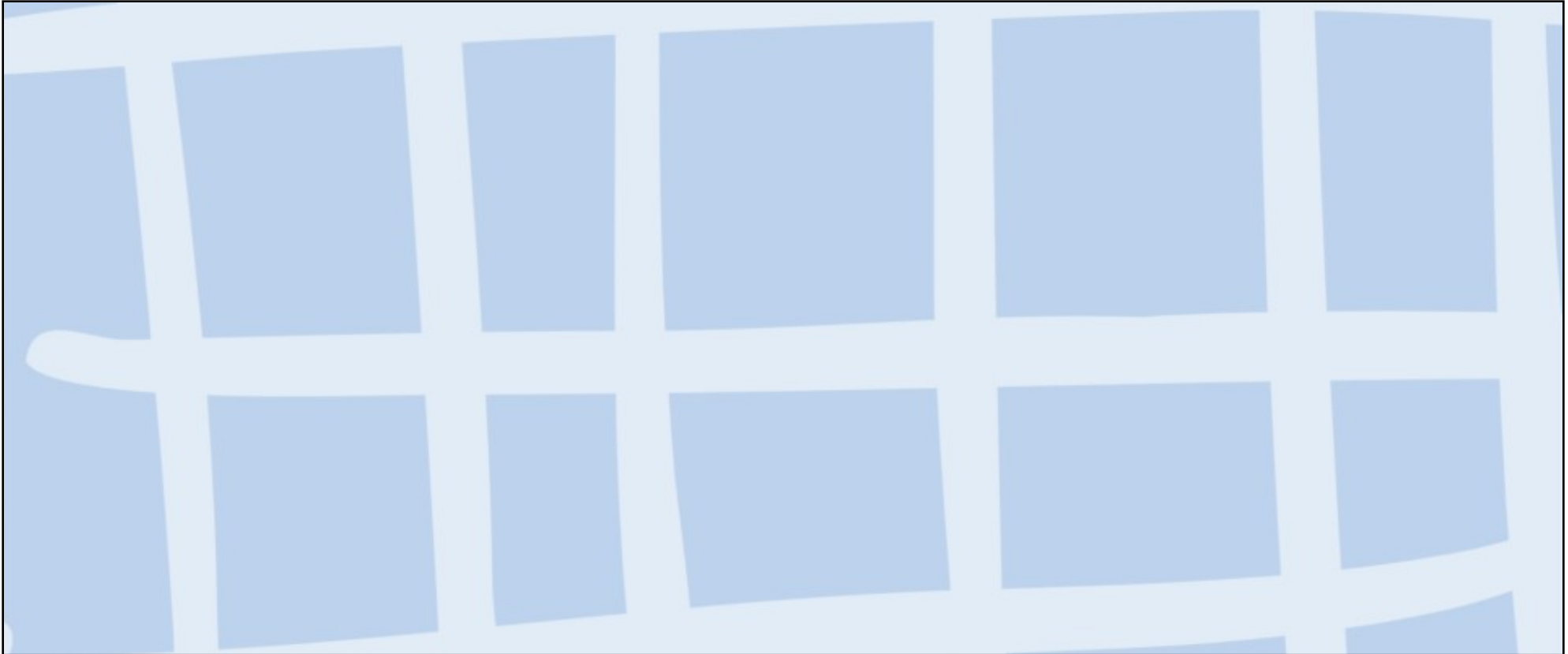
35



3015

GANKE: (V.0.) : Nowwwww, IF we can get inside the building --

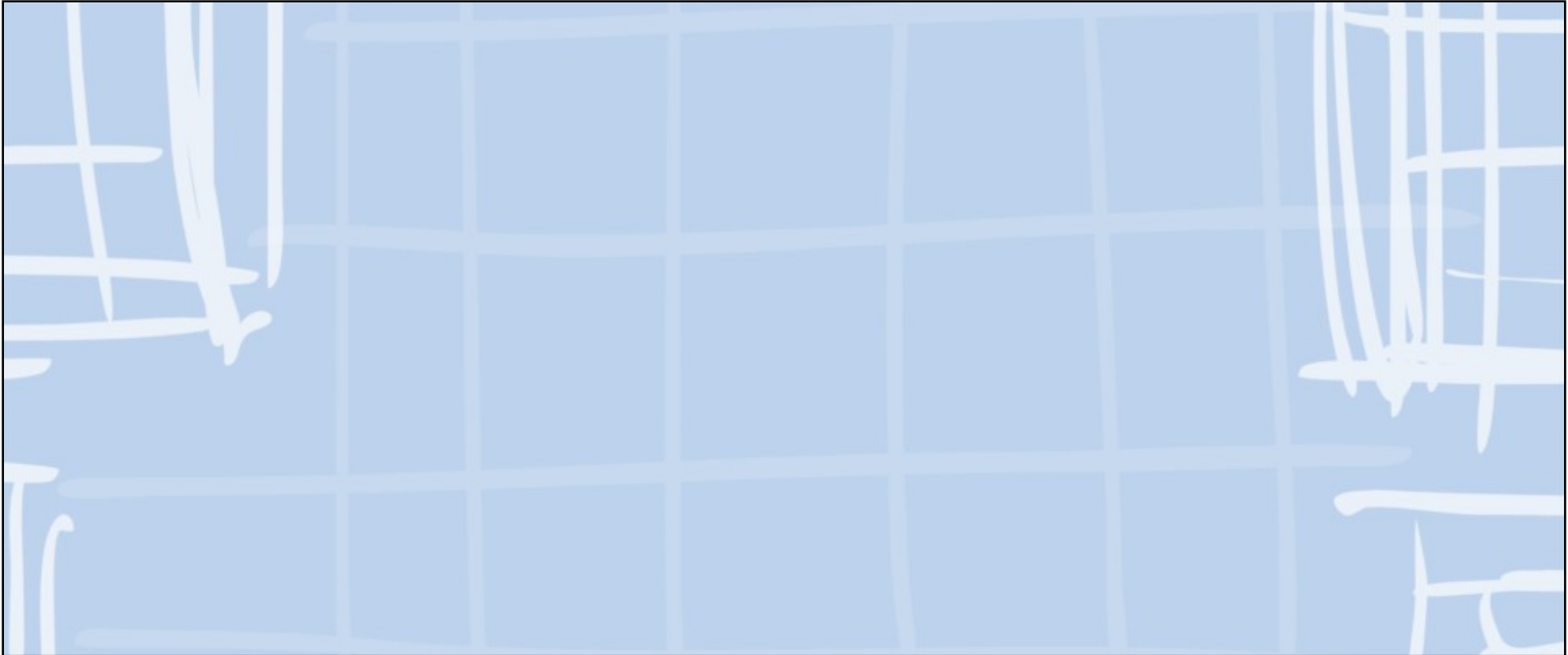
36



3016

GANKE: (V.O.) : Nowwwww, IF we can get inside the building --

NEW



3017

GANKE: (V.0.) : Nowwwww, IF we can get inside the building --

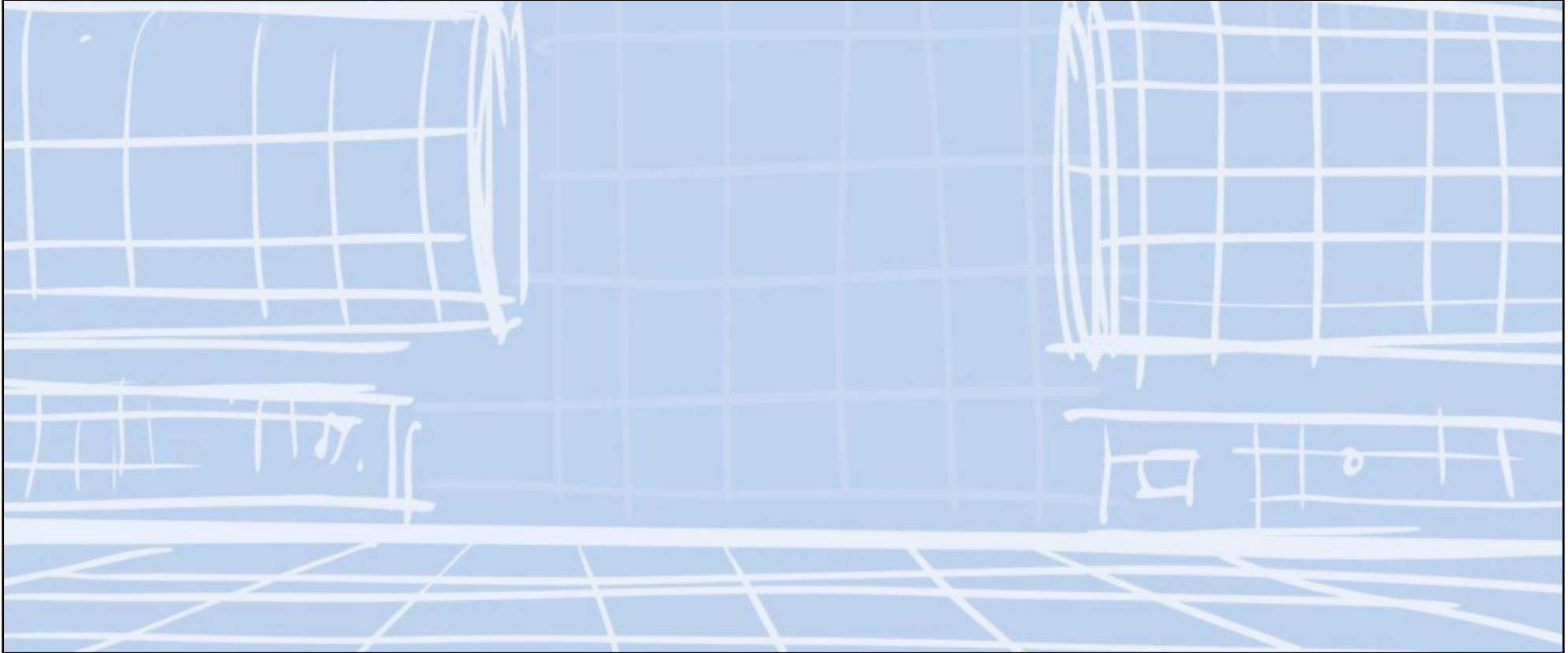
38



3018

GANKE: (V.0.) : Nowwwww, IF we can get inside the building --

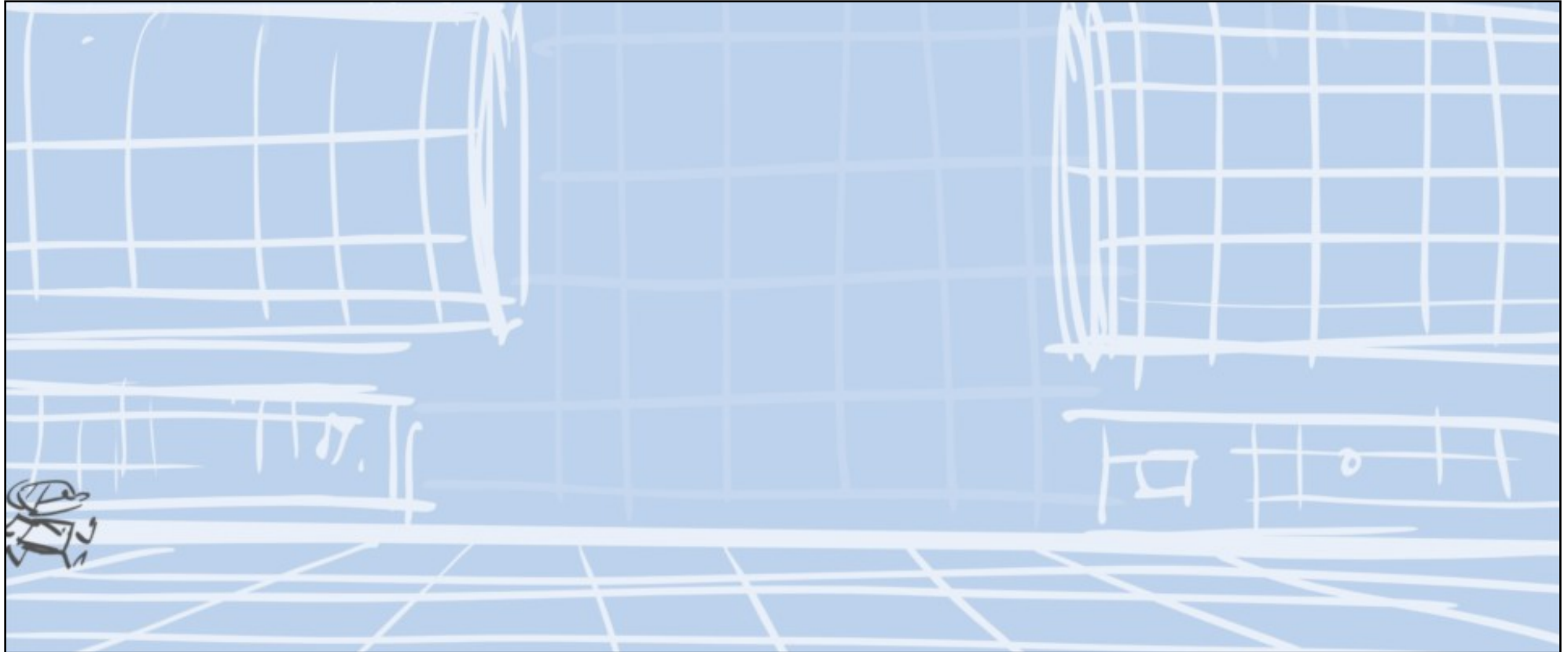
39



3082

GANKE: (V.O.) : -- and IF we can sneak up to the Collider un-detected,

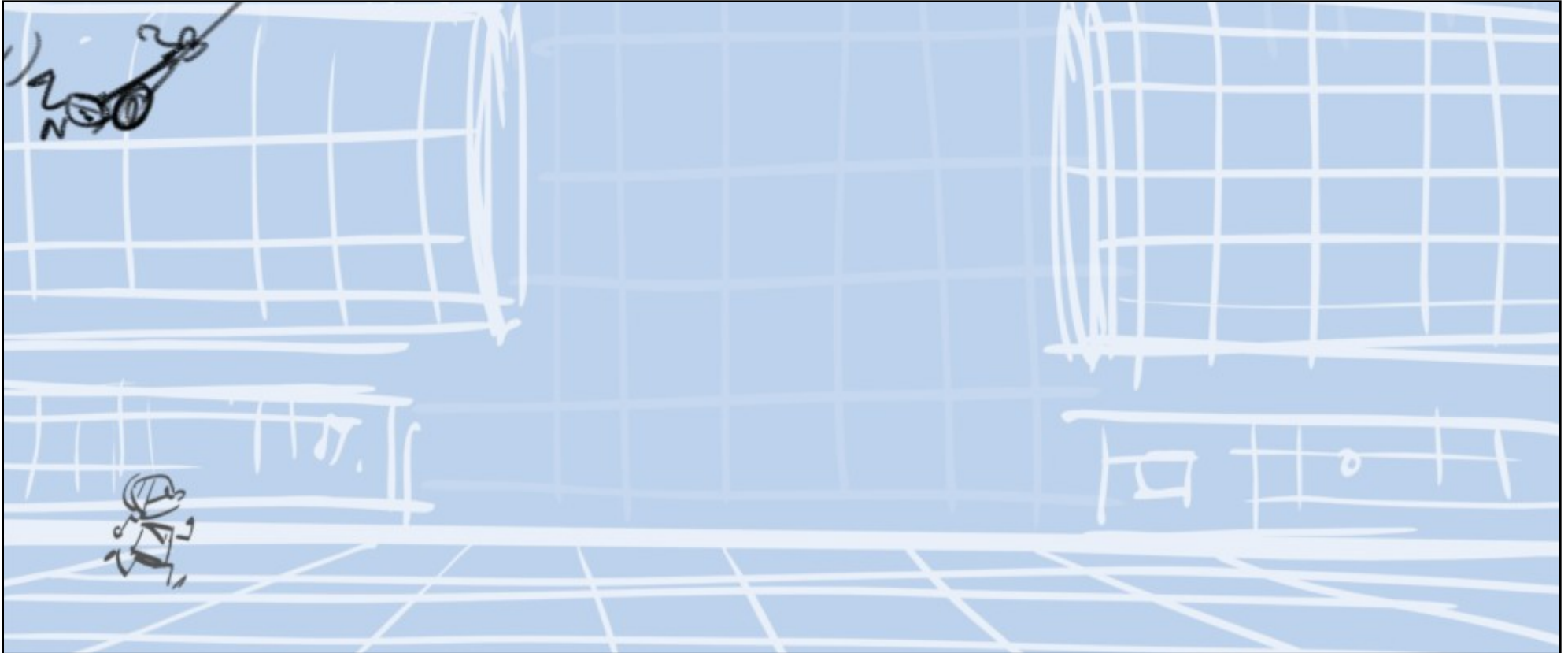
40



3084

GANKE: (V.O.) : -- and IF we can sneak up to the Collider un-detected,

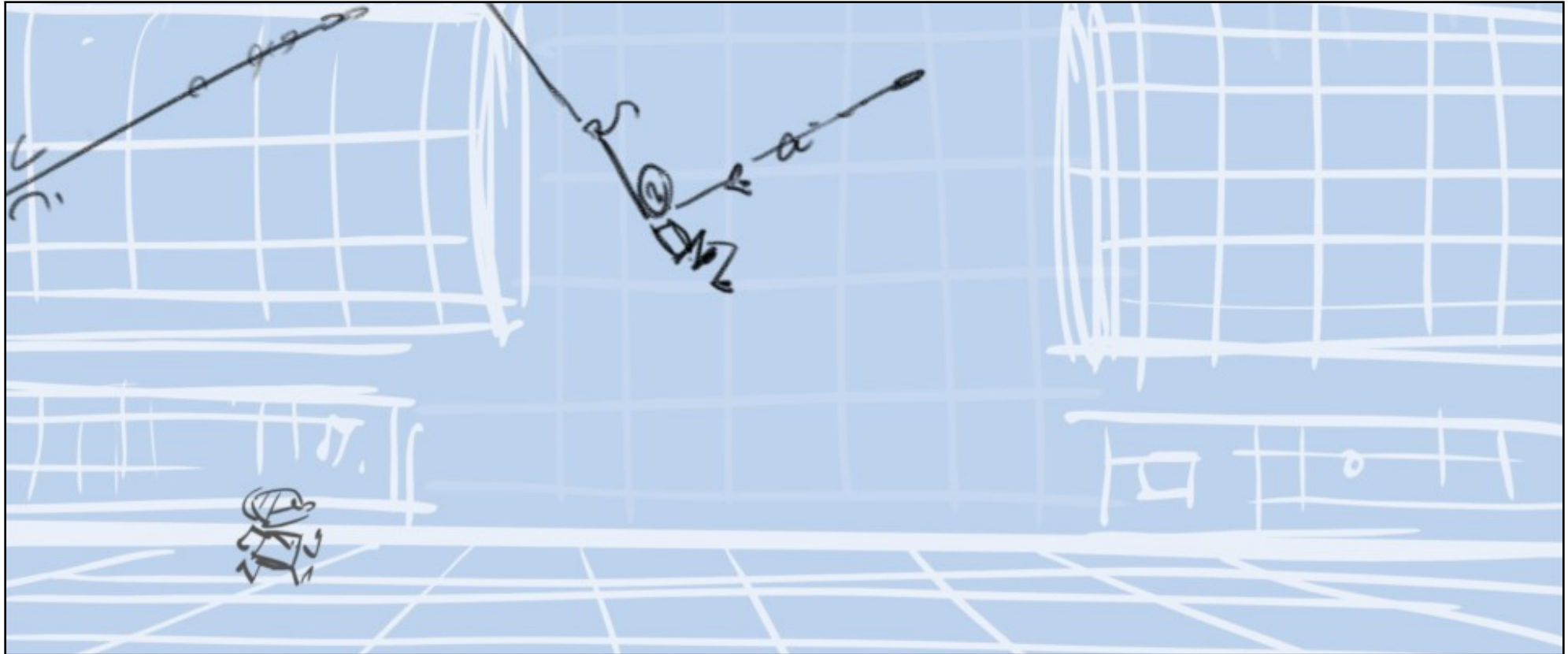
41



3085

GANKE: (V.O.) : -- and IF we can sneak up to the Collider un-detected,

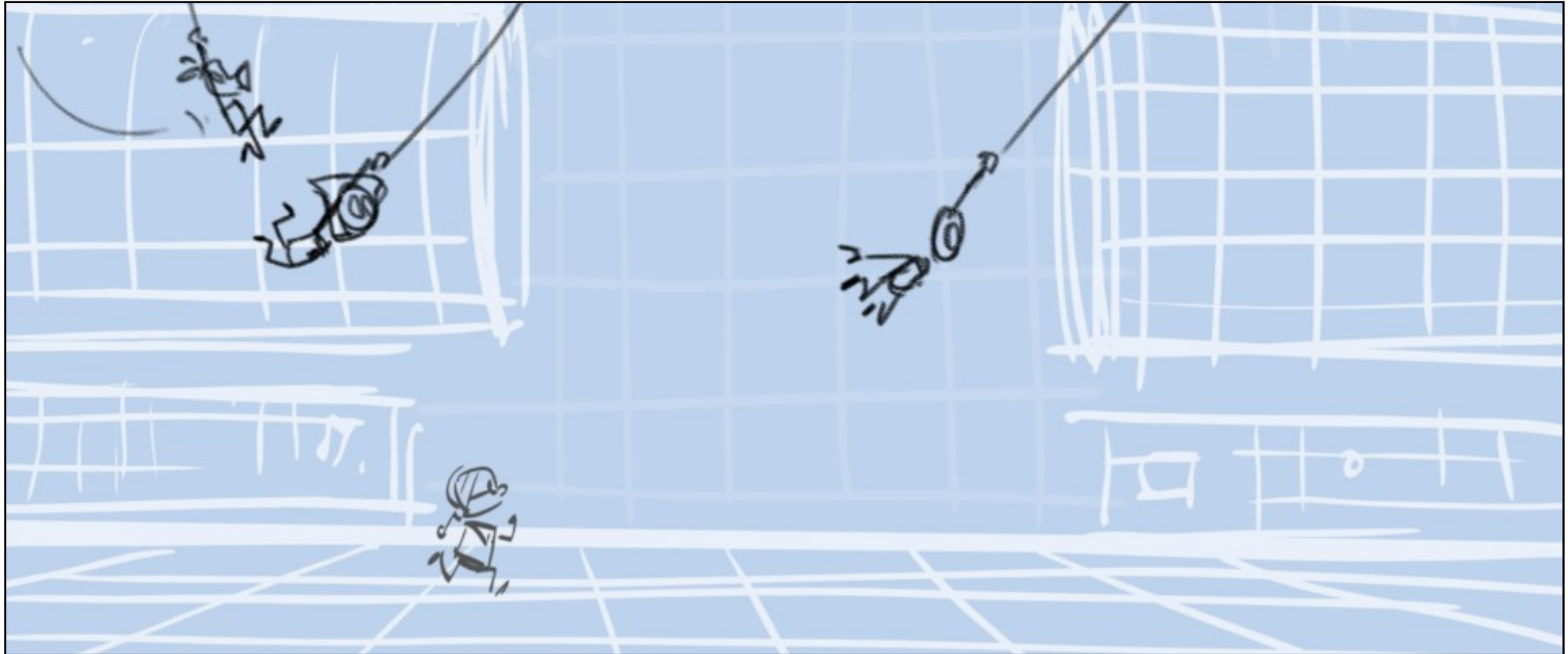
42



3086

GANKE: (V.O.) : -- and IF we can sneak up to the Collider un-detected,

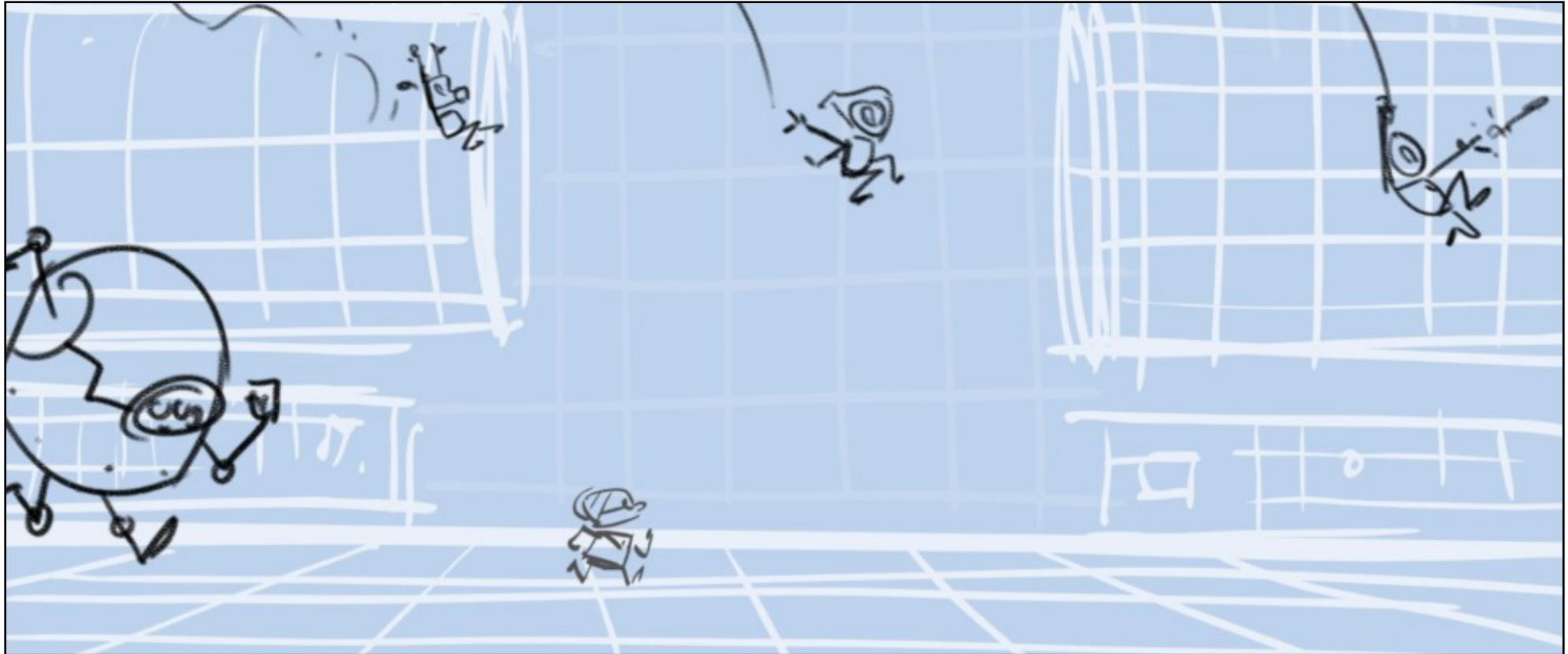
43



3087

GANKE: (V.O.) : -- and IF we can sneak up to the Collider un-detected,

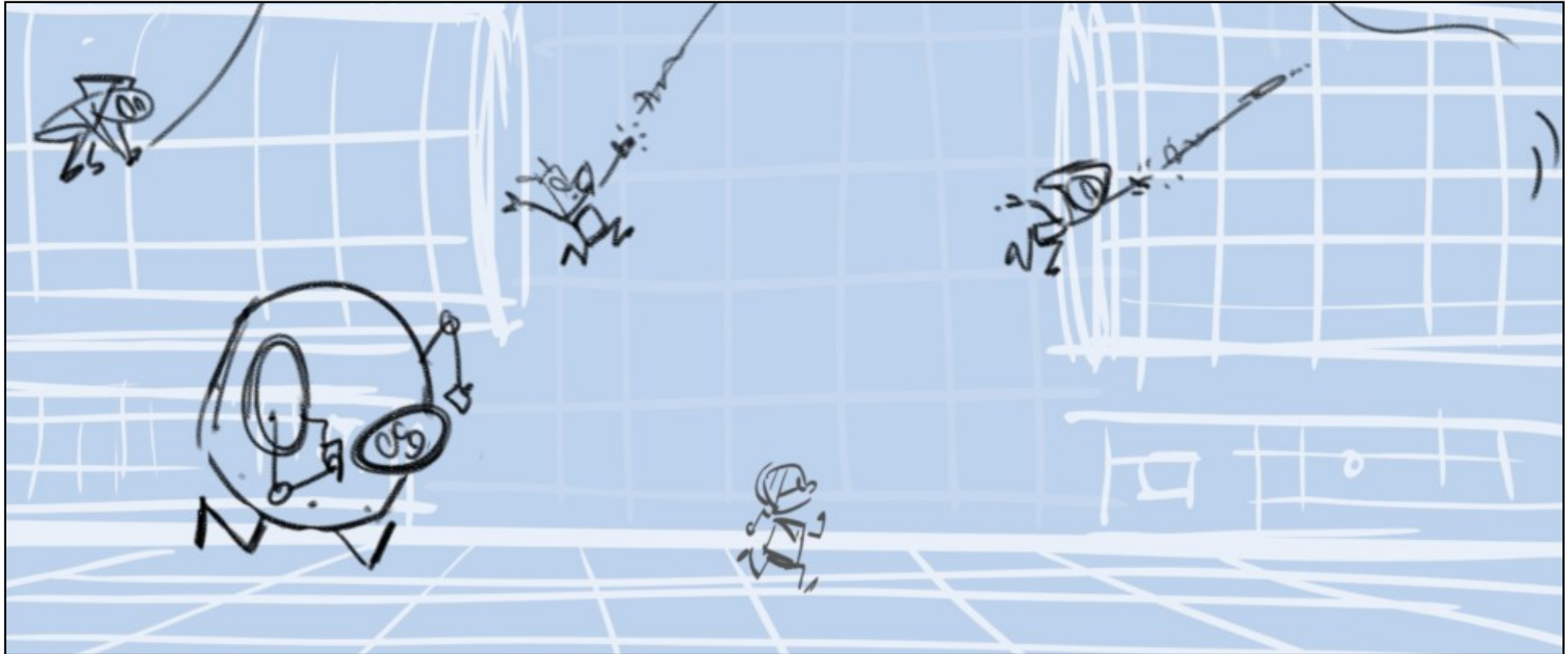
44



3088

GANKE: (V.O.) : -- and IF we can sneak up to the Collider un-detected,

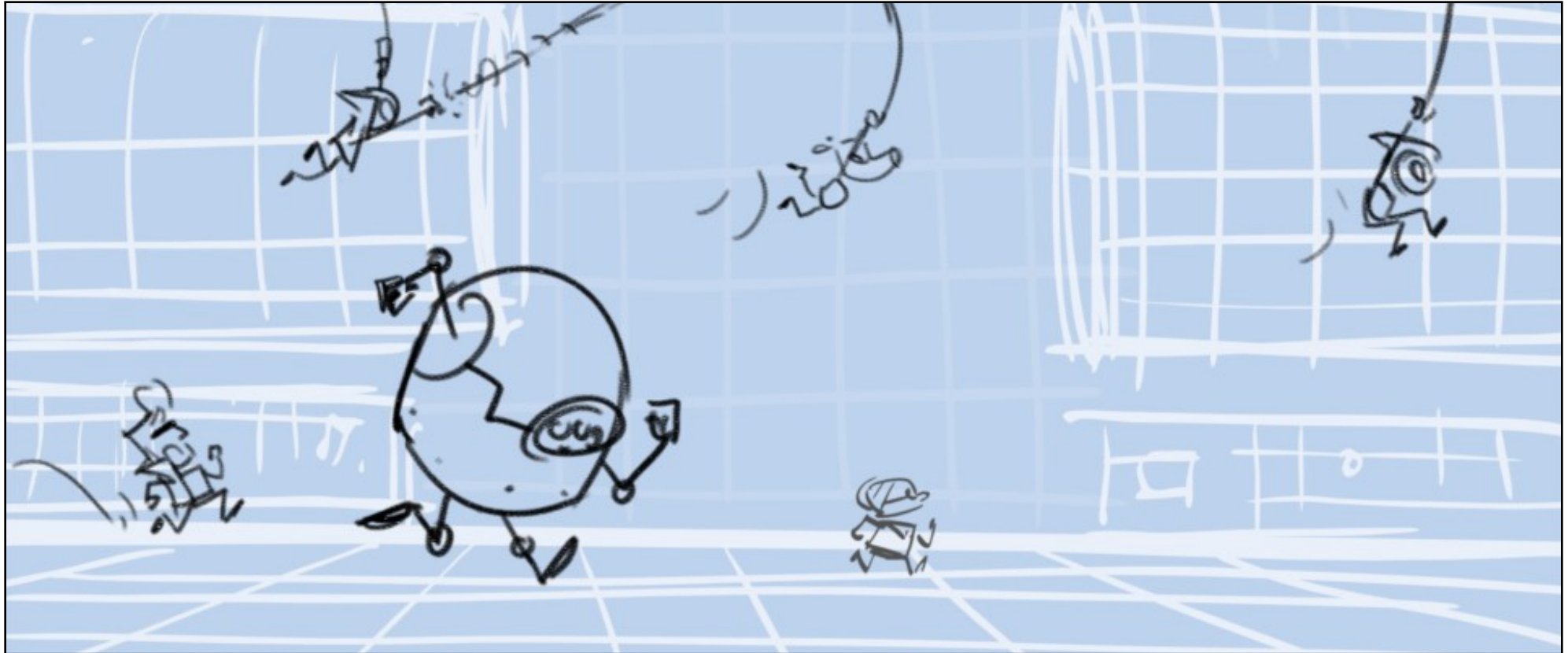
45



3089

GANKE: (V.O.) : -- and IF we can sneak up to the Collider un-detected,

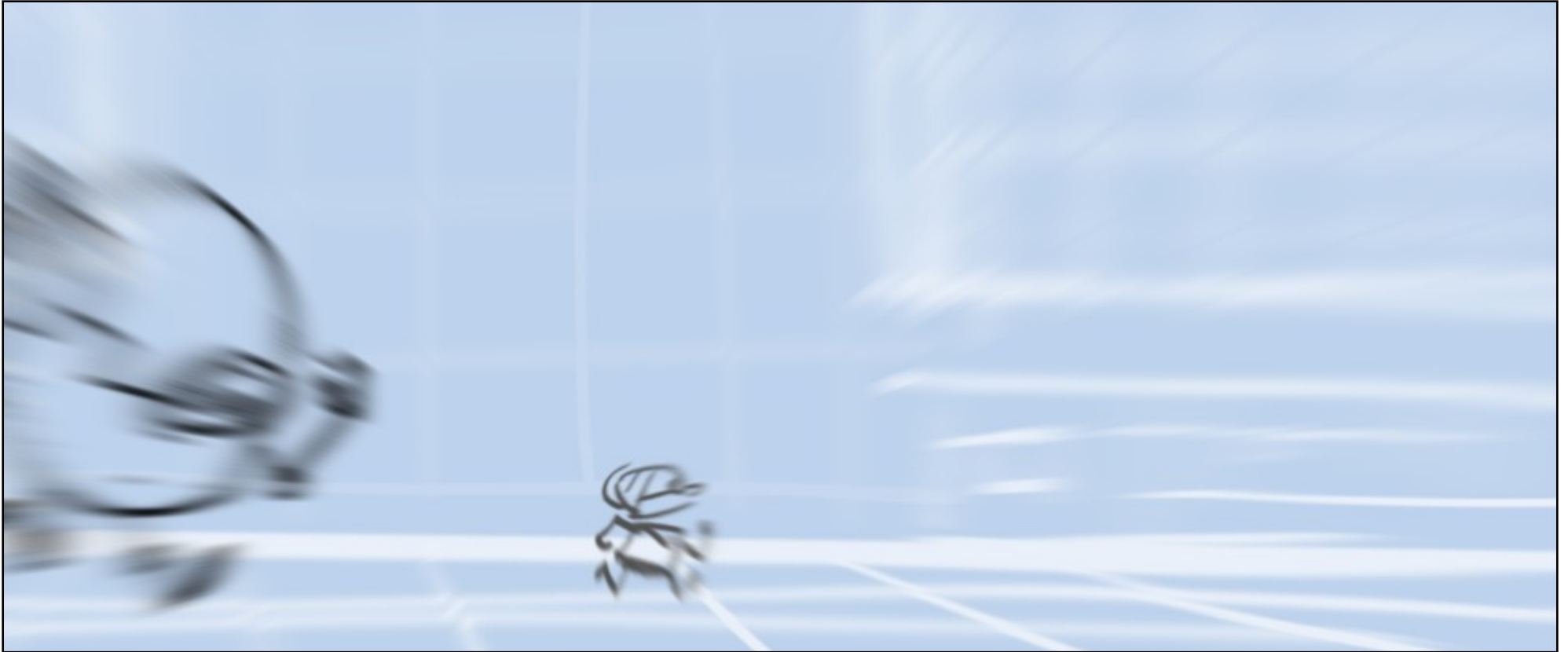
46



3090

GANKE: (V.O.) : -- and IF we can sneak up to the Collider un-detected,

47



3091

48



3097

49



3098

GANKE: (V.O.) : -- and IF we can sneak up to the Collider un-detected,

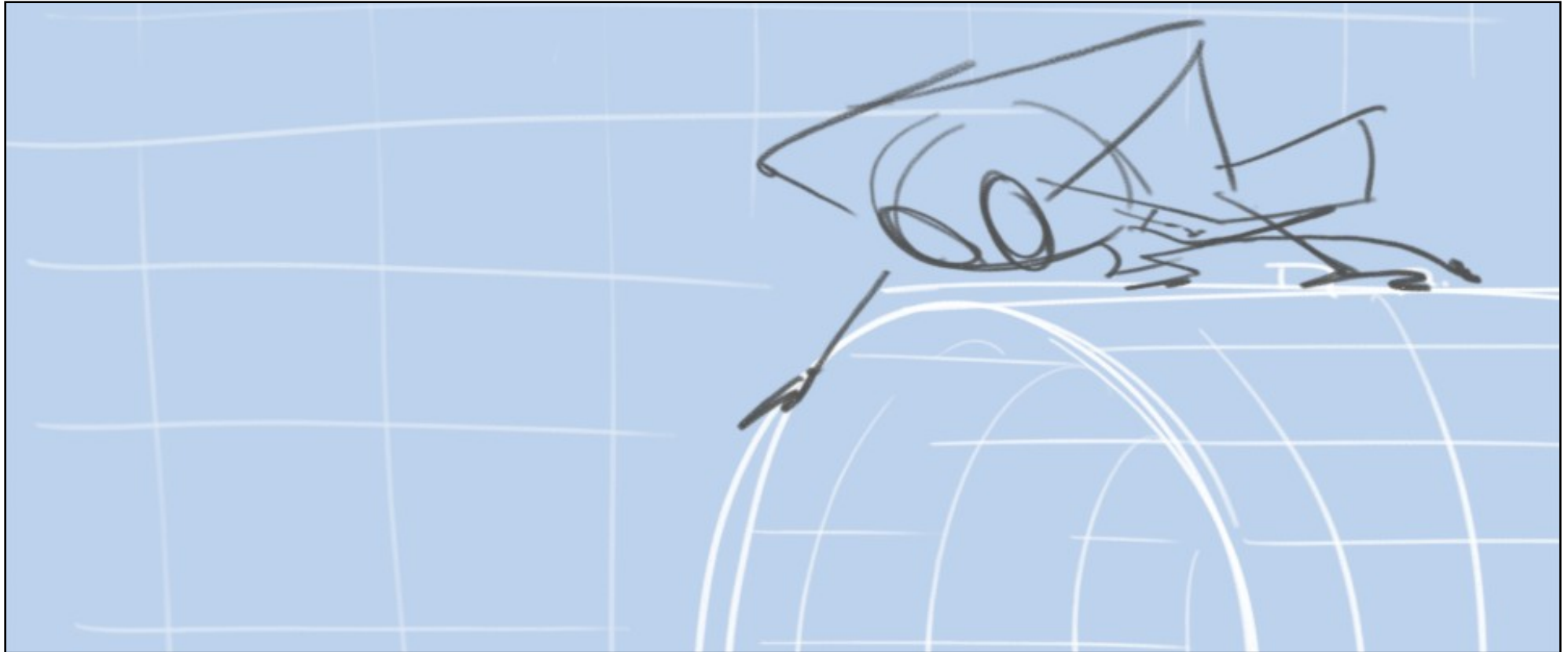
50



3099

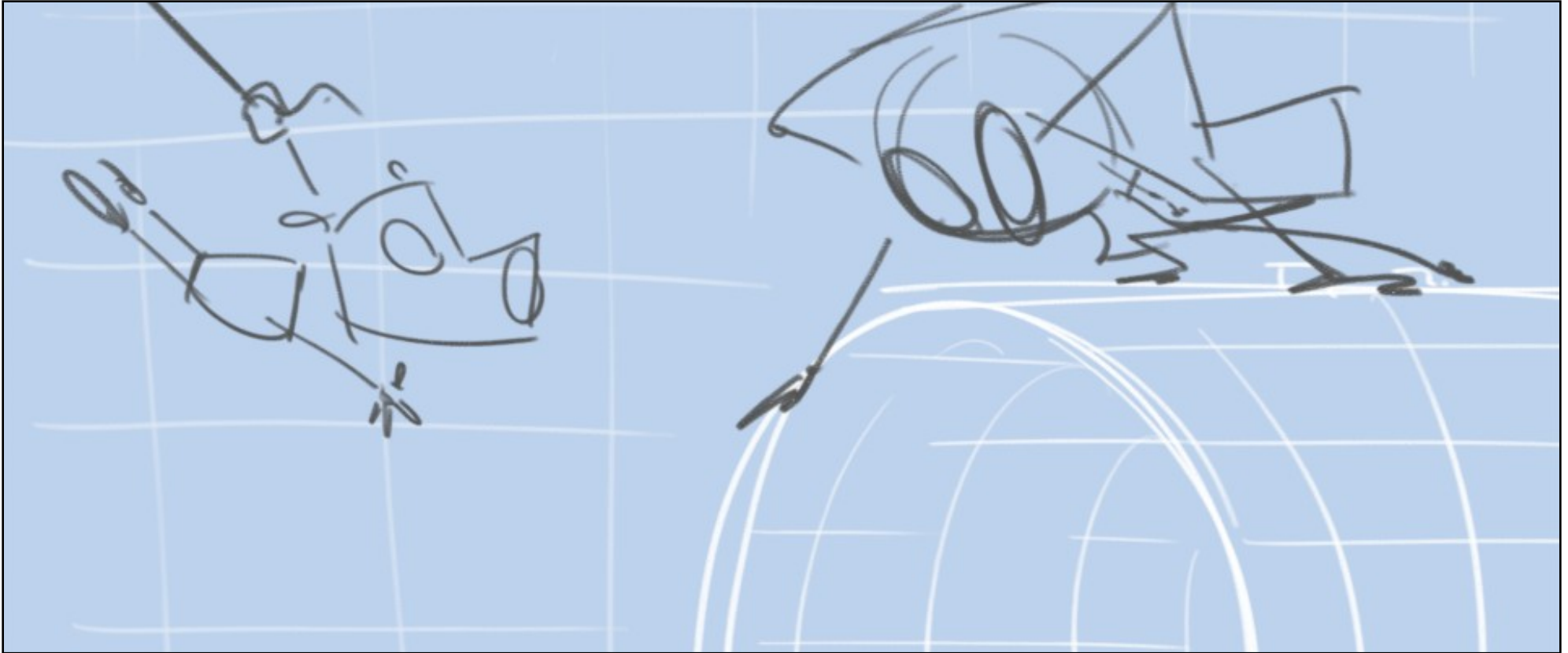
GANKE: (V.O.) : -- and IF we can sneak up to the Collider un-detected,

51



3100

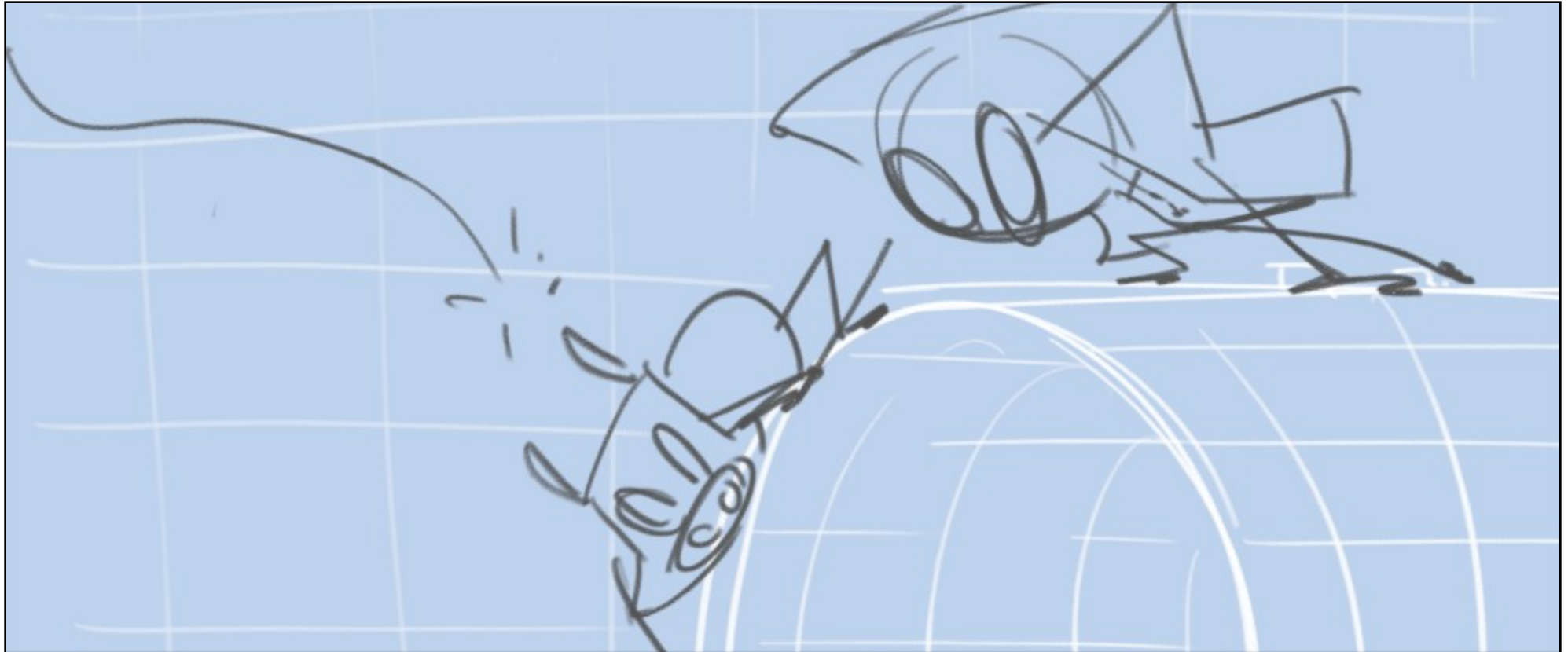
GANKE: (V.O.) : -- and IF we can sneak up to the Collider un-detected,



3101

GANKE: (V.O.) : -- and IF we can sneak up to the Collider un-detected,

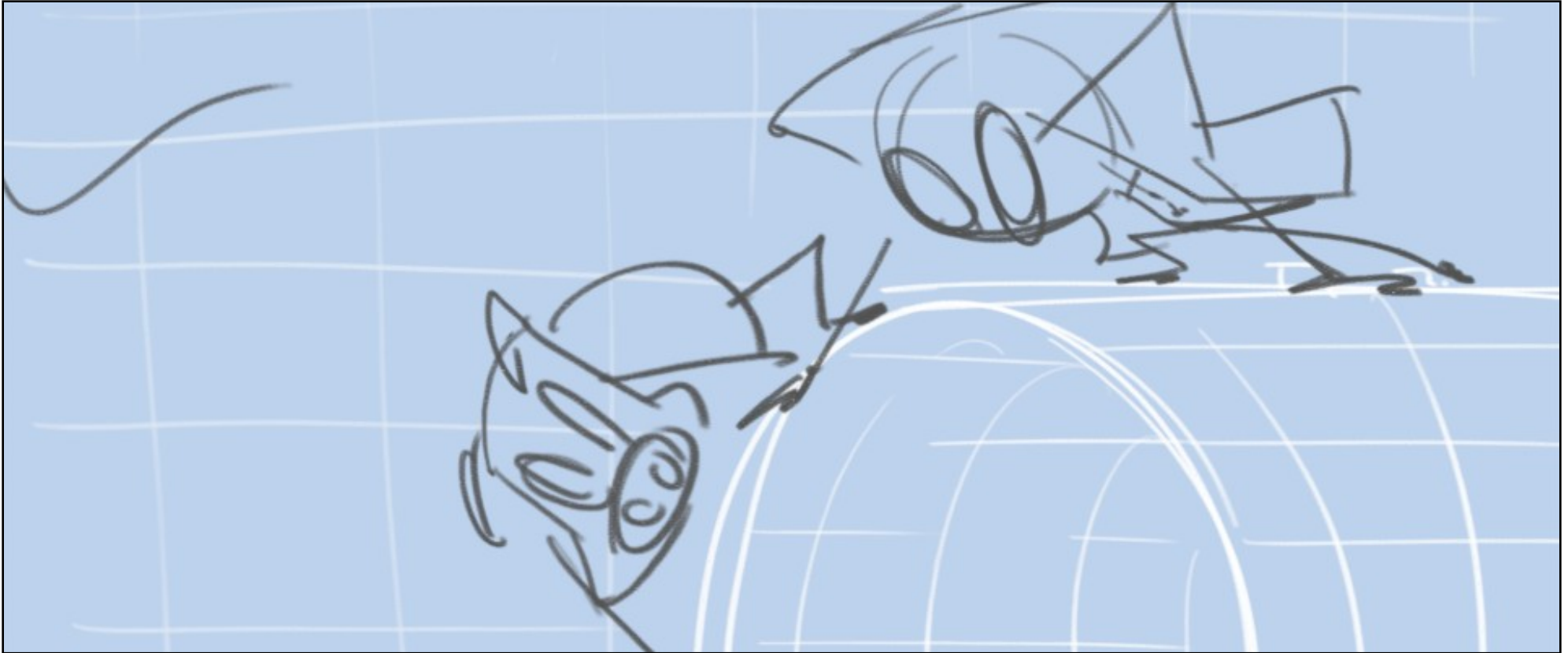
53



3102

GANKE: (V.O.) : -- and IF we can sneak up to the Collider un-detected,

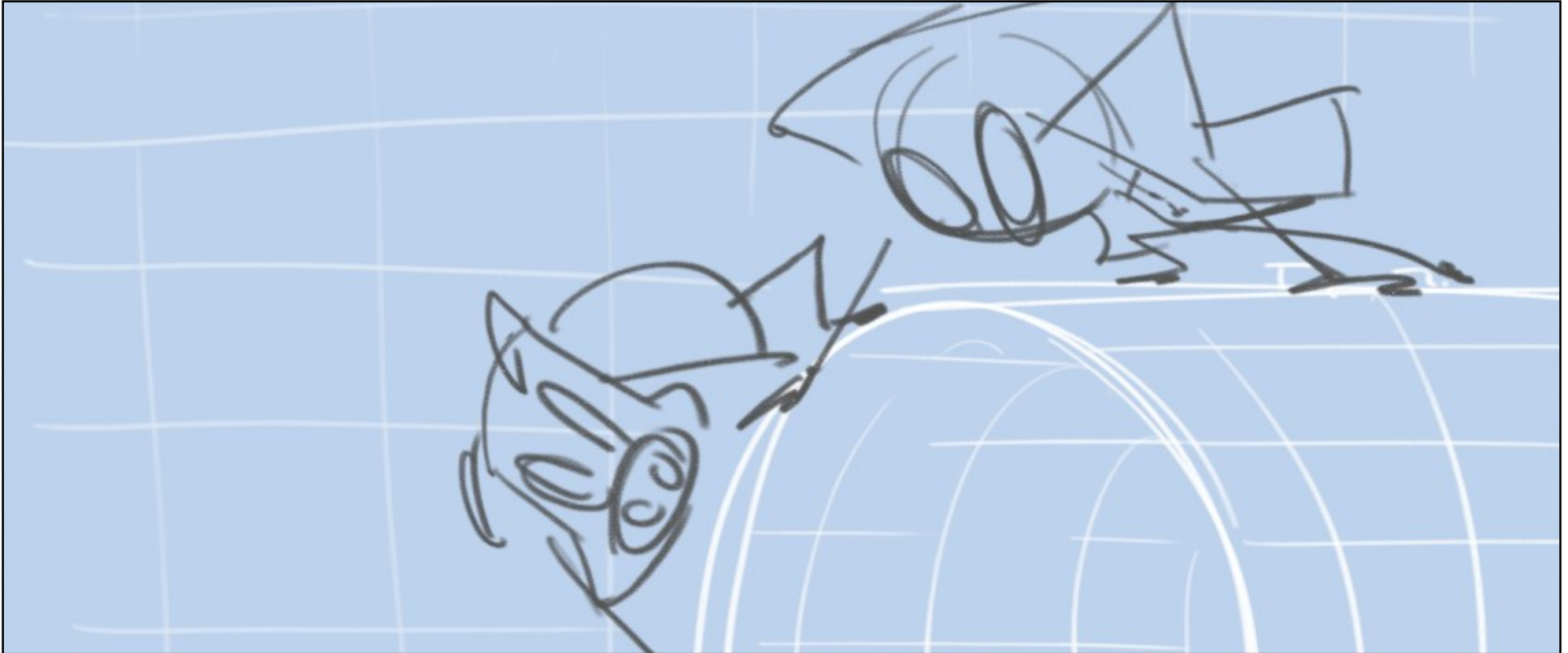
54



3103

GANKE: (V.O.) : -- and IF we can sneak up to the Collider un-detected,

55



3104

GANKE: (V.O.) : -- and IF we can sneak up to the Collider un-detected,

56



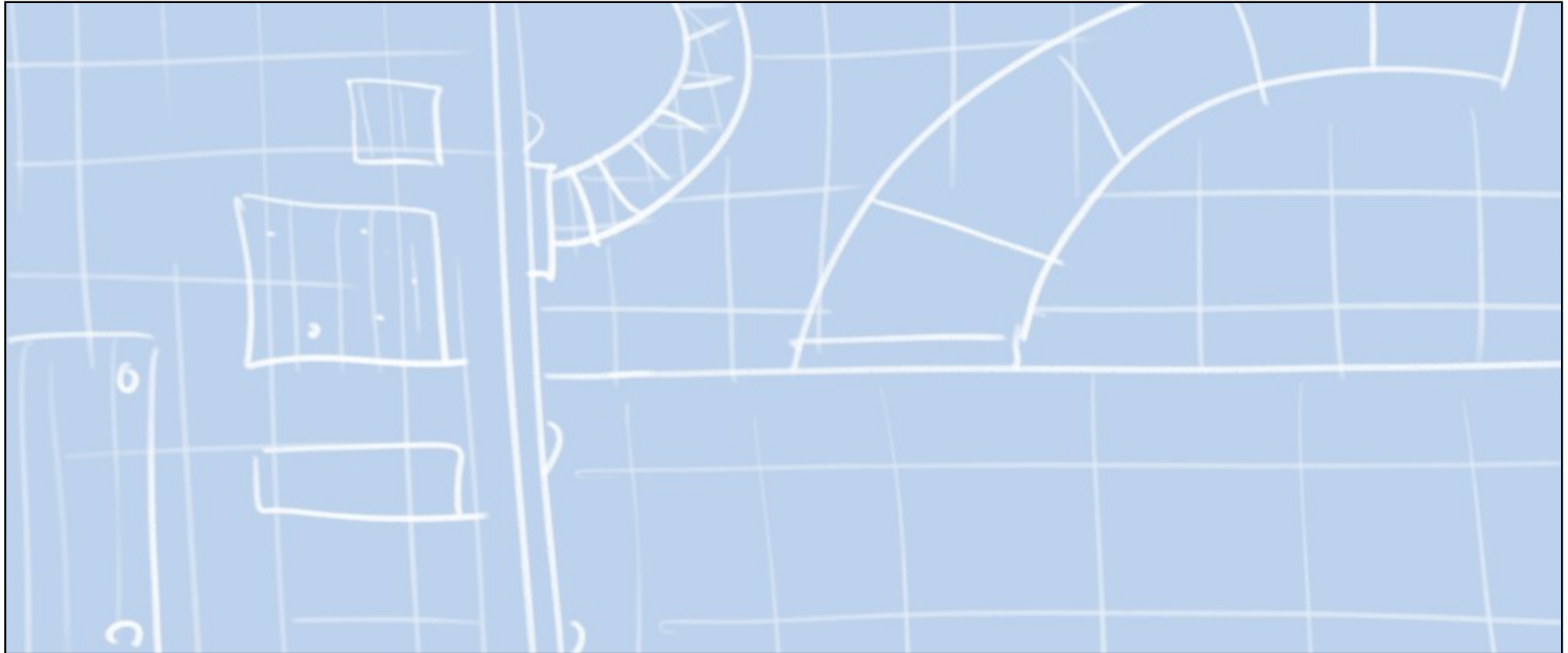
3105

GANKE: (V.O.) : -- and IF we can sneak up to the Collider un-detected,

57



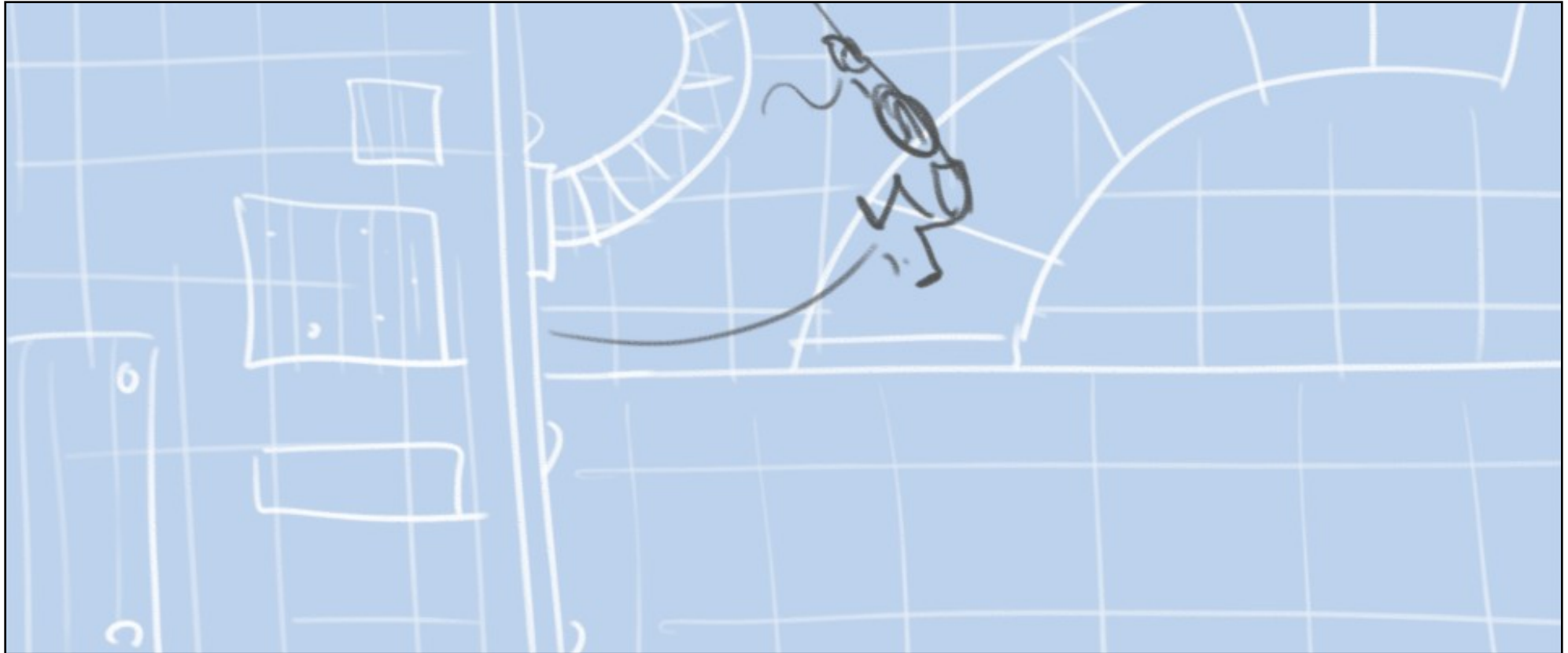
3106
GANKE: (V.O.) : -- and IF we can sneak up to the Collider un-detected,



3107

GANKE: (V.O.) : -- and IF we can sneak up to the Collider un-detected,

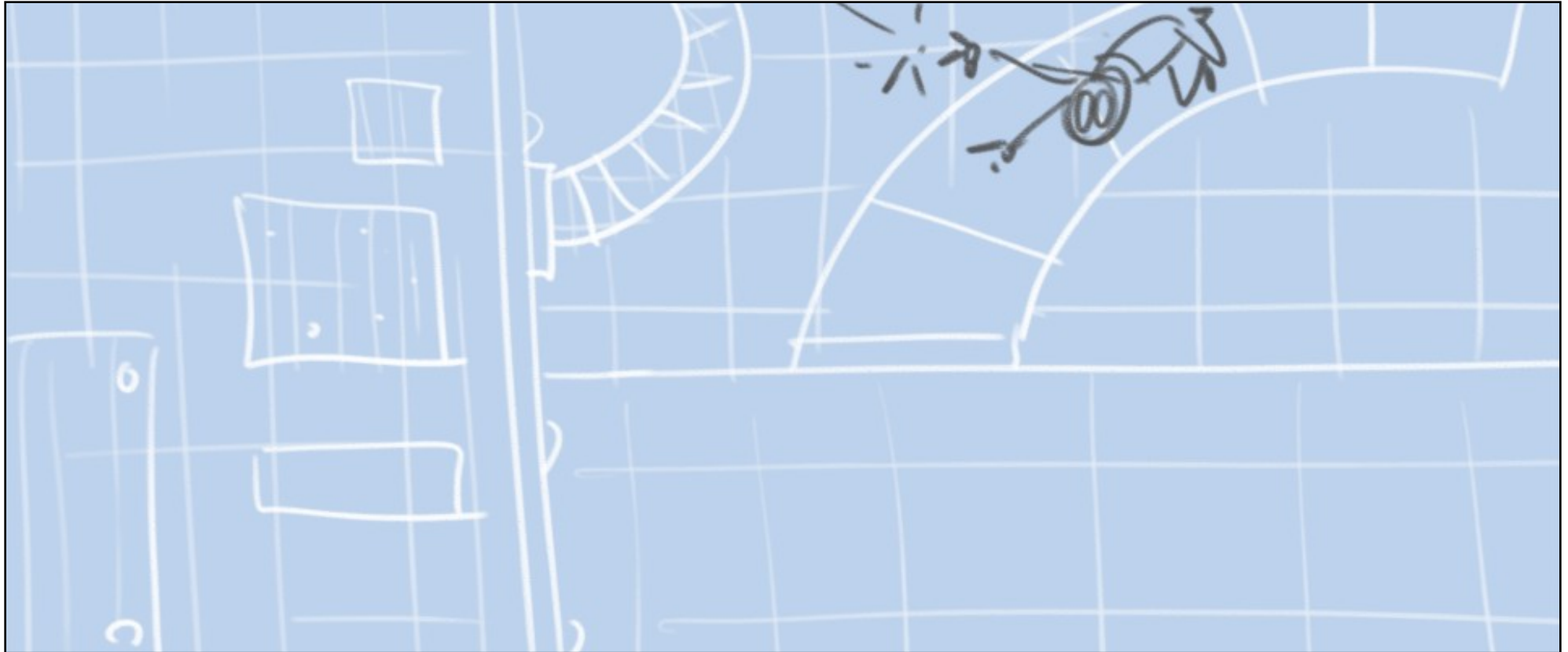
59



3108

GANKE: (V.O.) : -- and IF we can sneak up to the Collider un-detected,

60



3109

GANKE: (V.O.) : -- and IF we can sneak up to the Collider un-detected,

61



3110

GANKE: (V.O.) : -- and IF we can sneak up to the Collider un-detected,



3111

GANKE: (V.O.) : -- and IF we can sneak up to the Collider un-detected,



3112

GANKE: (V.O.) : -- and IF we can sneak up to the Collider un-detected,

64



3113

GANKE: (V.O.) : -- and IF we can sneak up to the Collider un-detected,

65



3114

GANKE: (V.O.) : -- and IF we can sneak up to the Collider un-detected,

66



3115

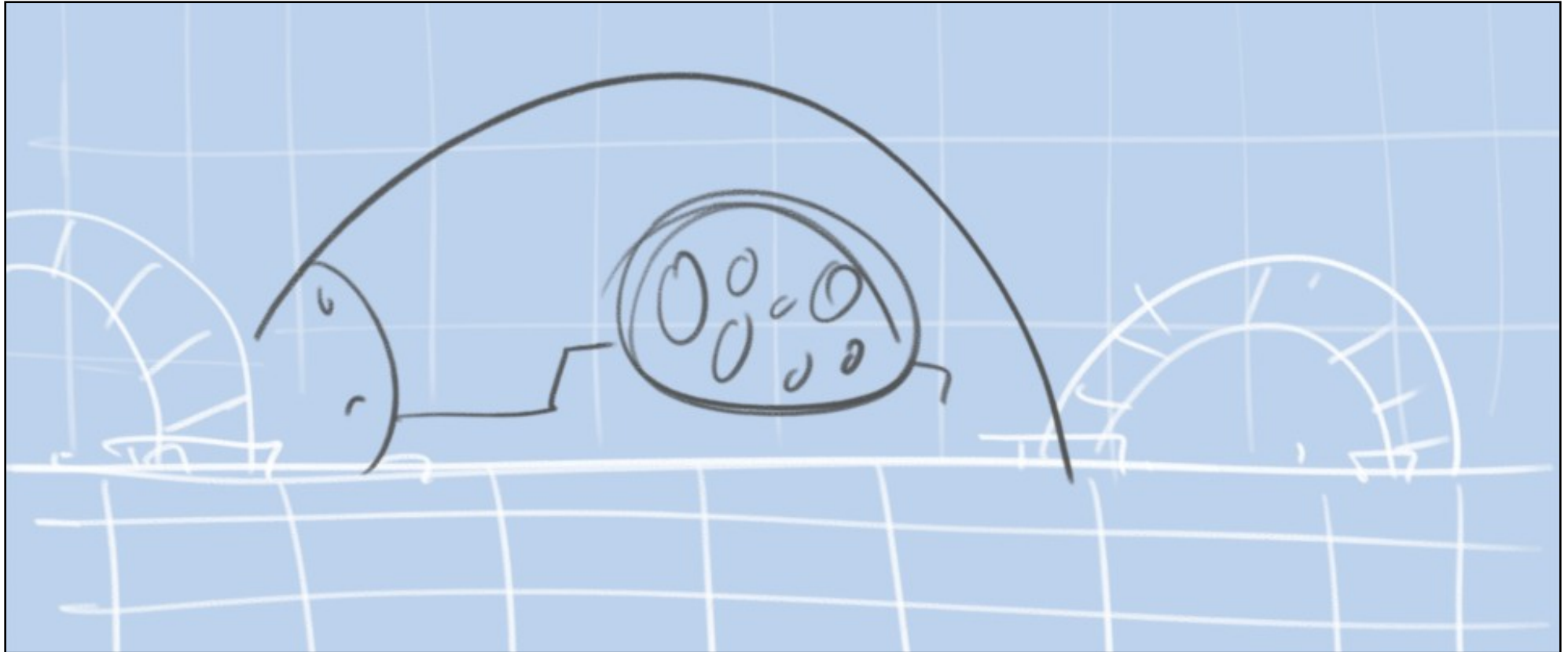
GANKE: (V.O.) : -- and IF we can sneak up to the Collider un-detected,

67



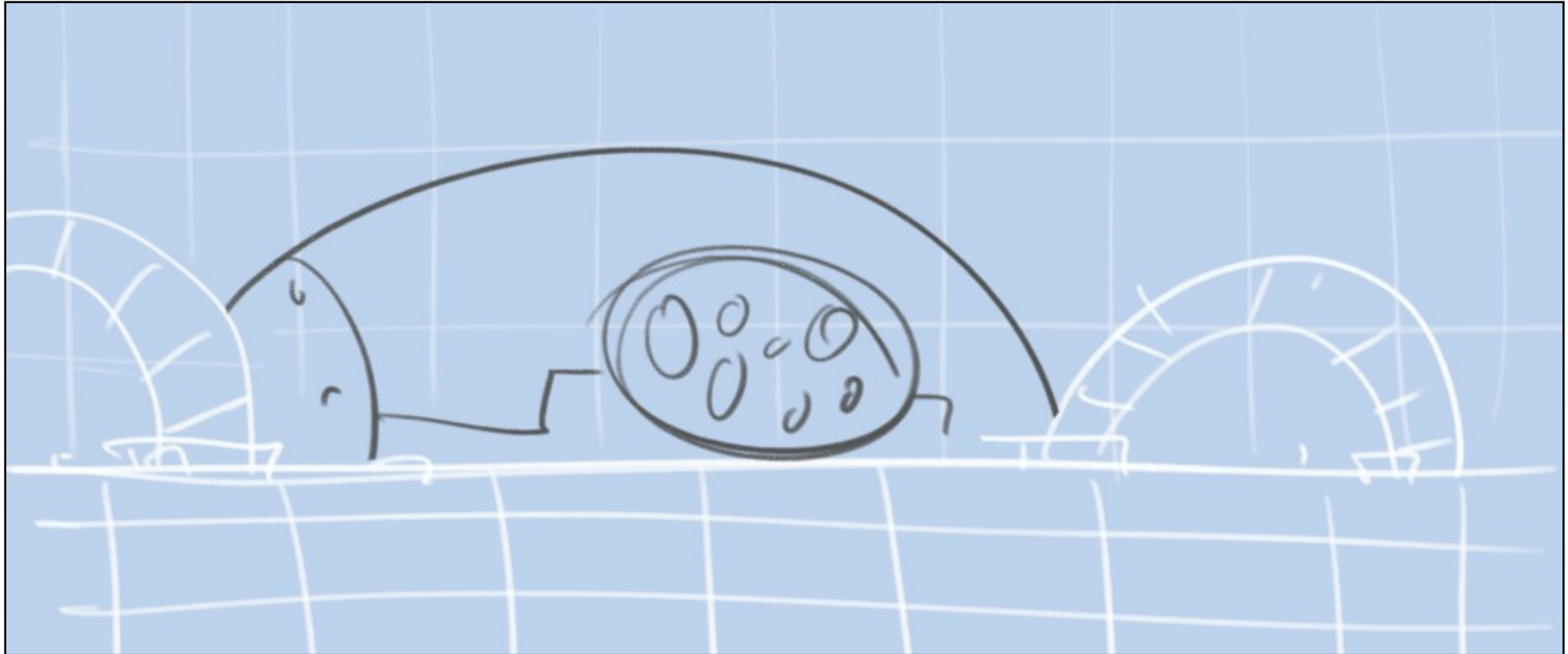
3116

GANKE: (V.O.) : -- and IF we can sneak up to the Collider un-detected,



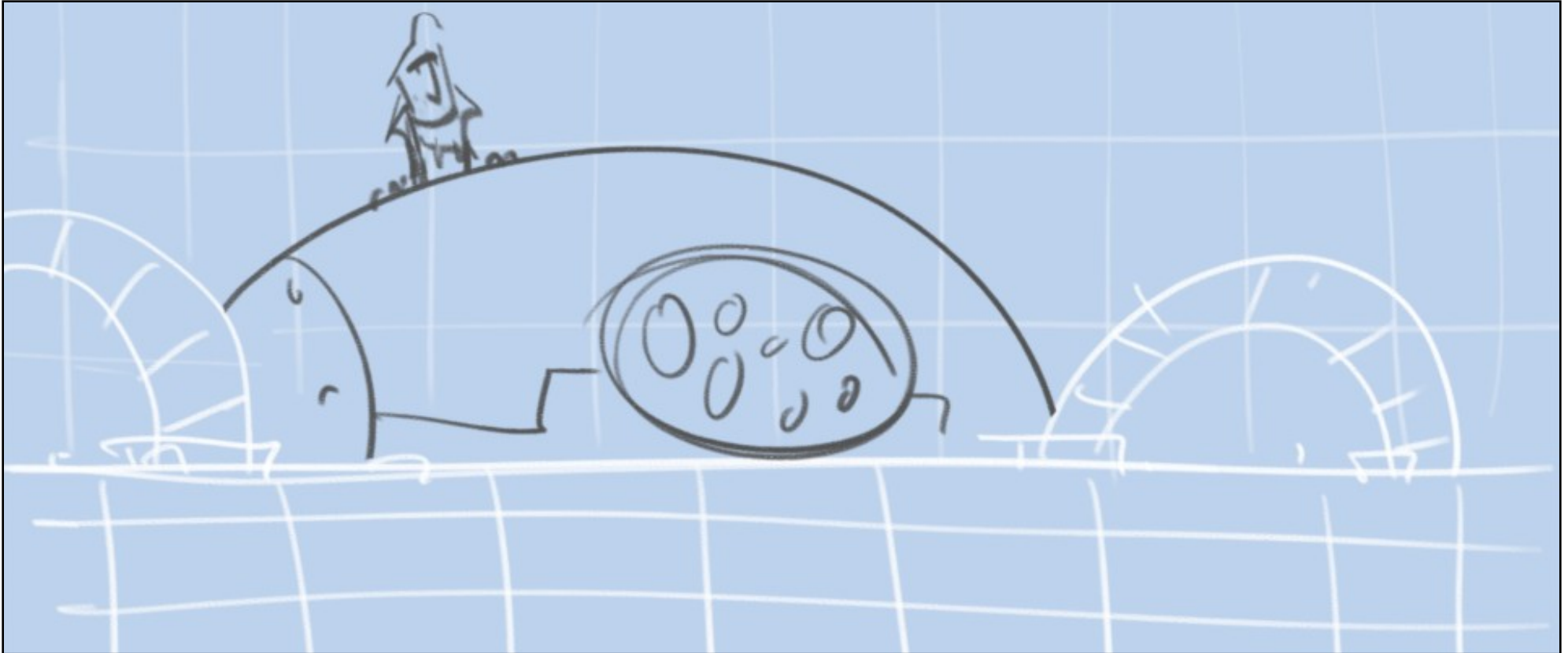
3117

GANKE: (V.O.) : -- and IF we can sneak up to the Collider un-detected,



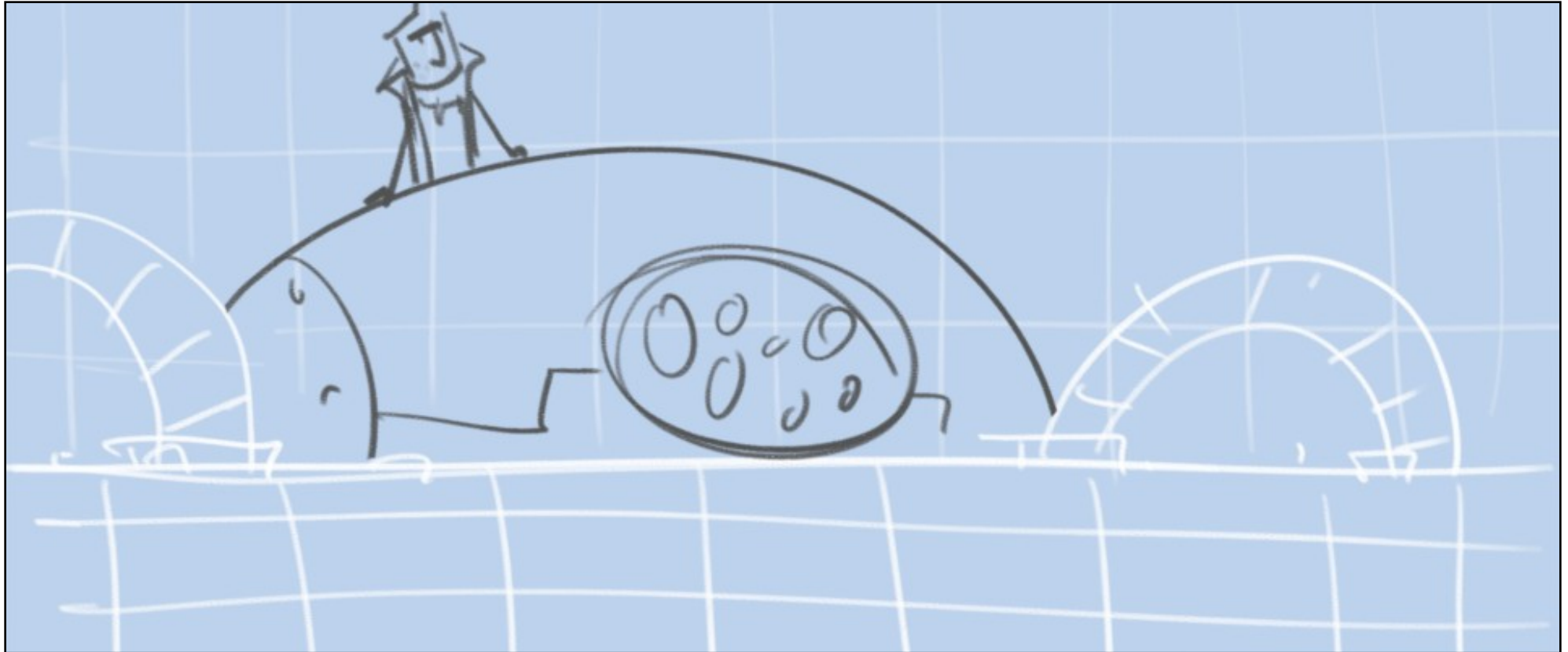
3118

GANKE: (V.O.) : -- and IF we can sneak up to the Collider un-detected,



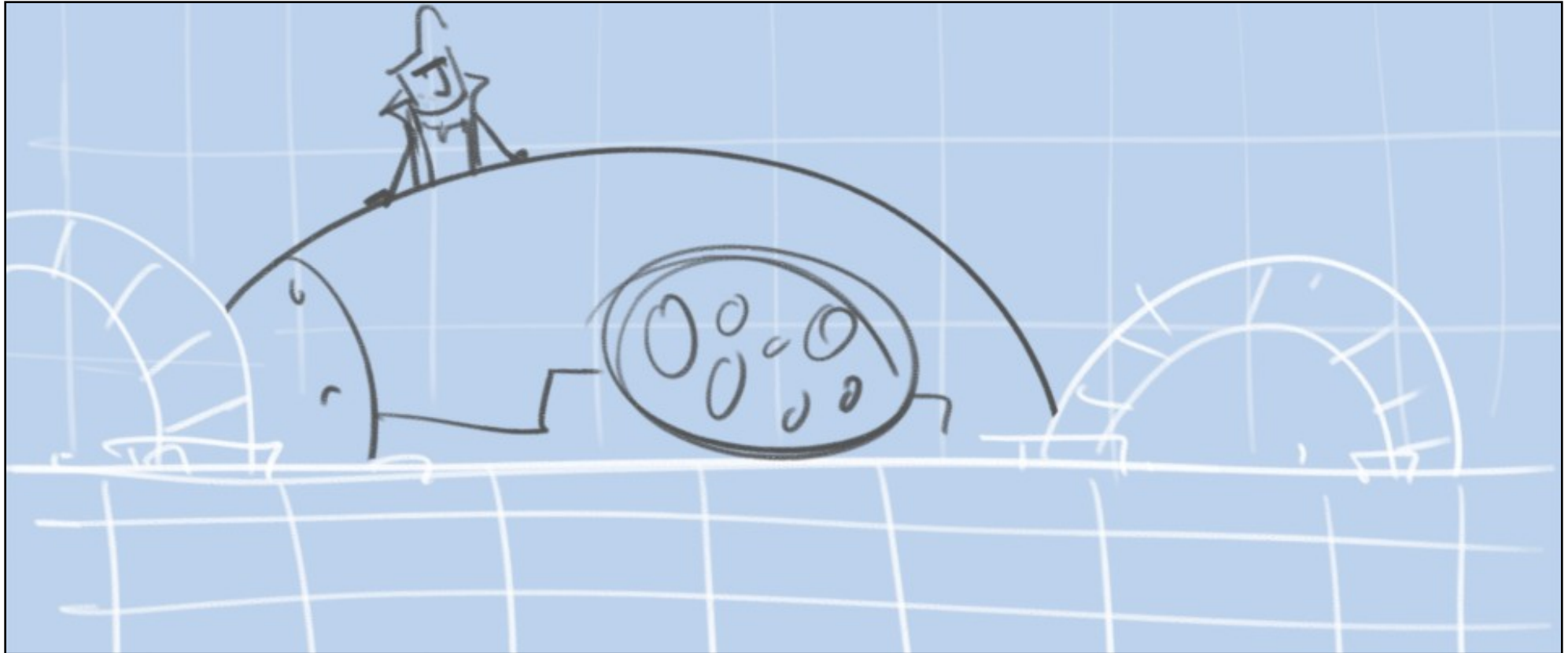
3119

GANKE: (V.O.) : -- and IF we can sneak up to the Collider un-detected,



3120

GANKE: (V.O.) : -- and IF we can sneak up to the Collider un-detected,



3121

GANKE: (V.O.) : -- and IF we can sneak up to the Collider un-detected,



3122

GANKE: (V.O.) : -- and IF we can hook this laptop up to the Collider's system,

74



3092

GANKE: (V.O.) : -- and IF we can hook this laptop up to the Collider's system,

75



3027

GANKE: (V.O.) : -- and IF we can hook this laptop up to the Collider's system,



3028

GANKE: (V.O.) : -- and IF we can hook this laptop up to the Collider's system,

77



3029

GANKE: (V.O.) : -- and IF we can hook this laptop up to the Collider's system,

78



3030

GANKE: (V.O.) : -- and IF we can hook this laptop up to the Collider's system,

79



3031

GANKE: (V.O.) : -- and IF we can hook this laptop up to the Collider's system,

80



3032

GANKE: (V.O.) : -- and IF we can hook this laptop up to the Collider's system,

81



3033

GANKE: (V.O.) : -- and IF we can hook this laptop up to the Collider's system,

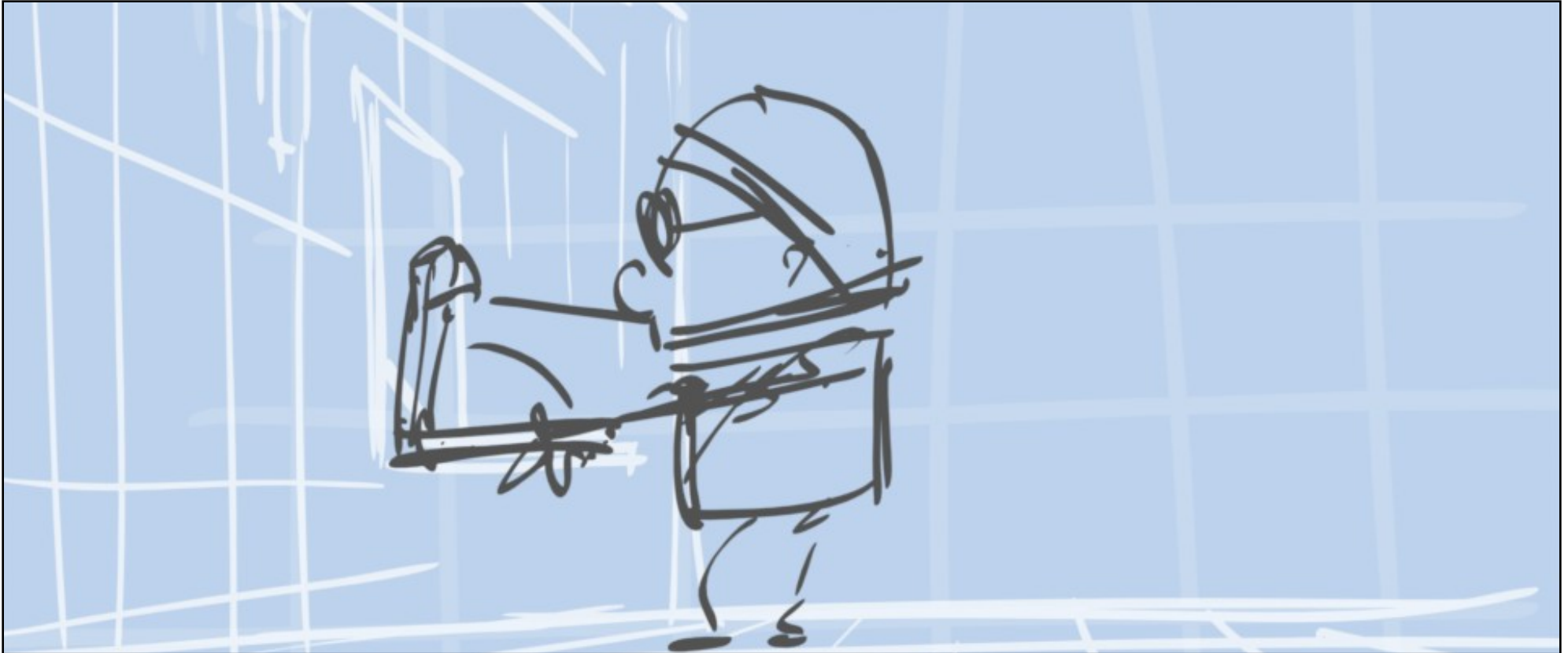
82



3034

GANKE: (V.O.) : -- and IF we can hook this laptop up to the Collider's system,

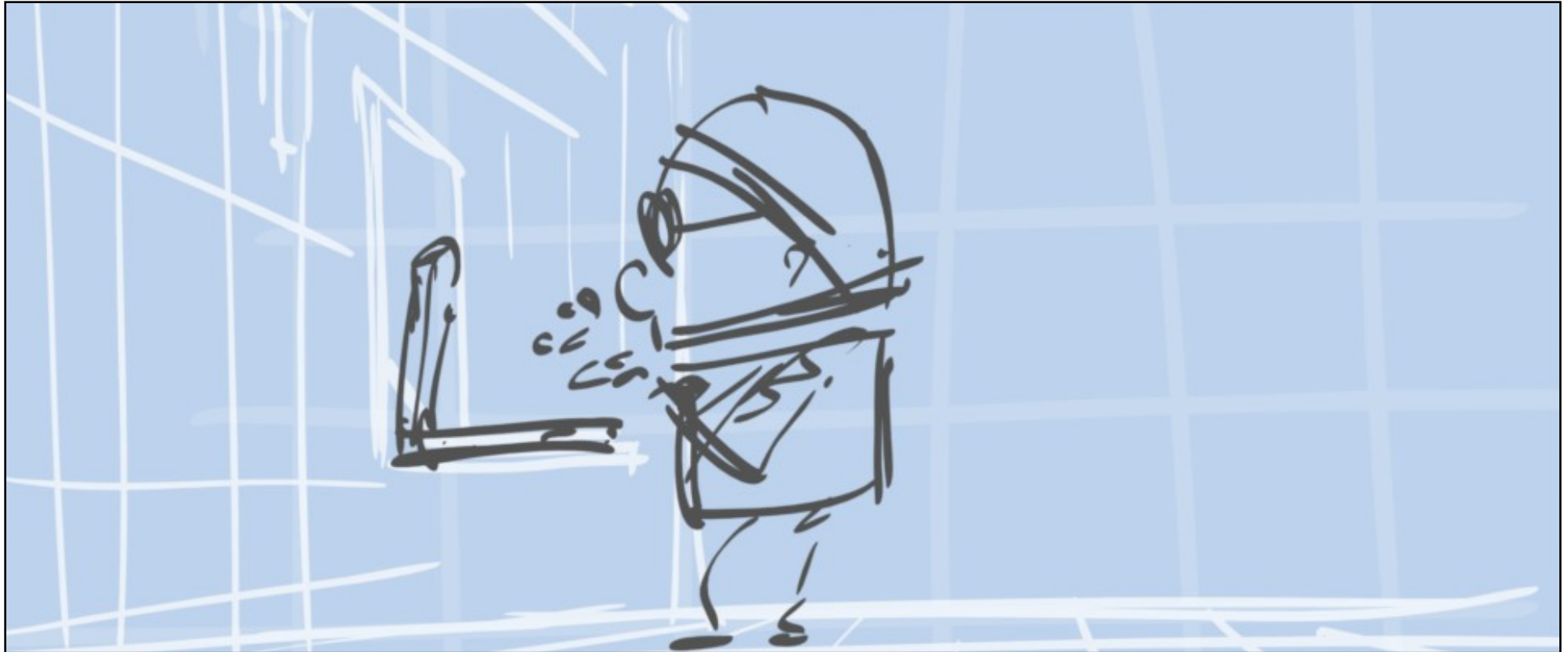
83



3035

GANKE: (V.O.) : -- and IF we can hook this laptop up to the Collider's system,

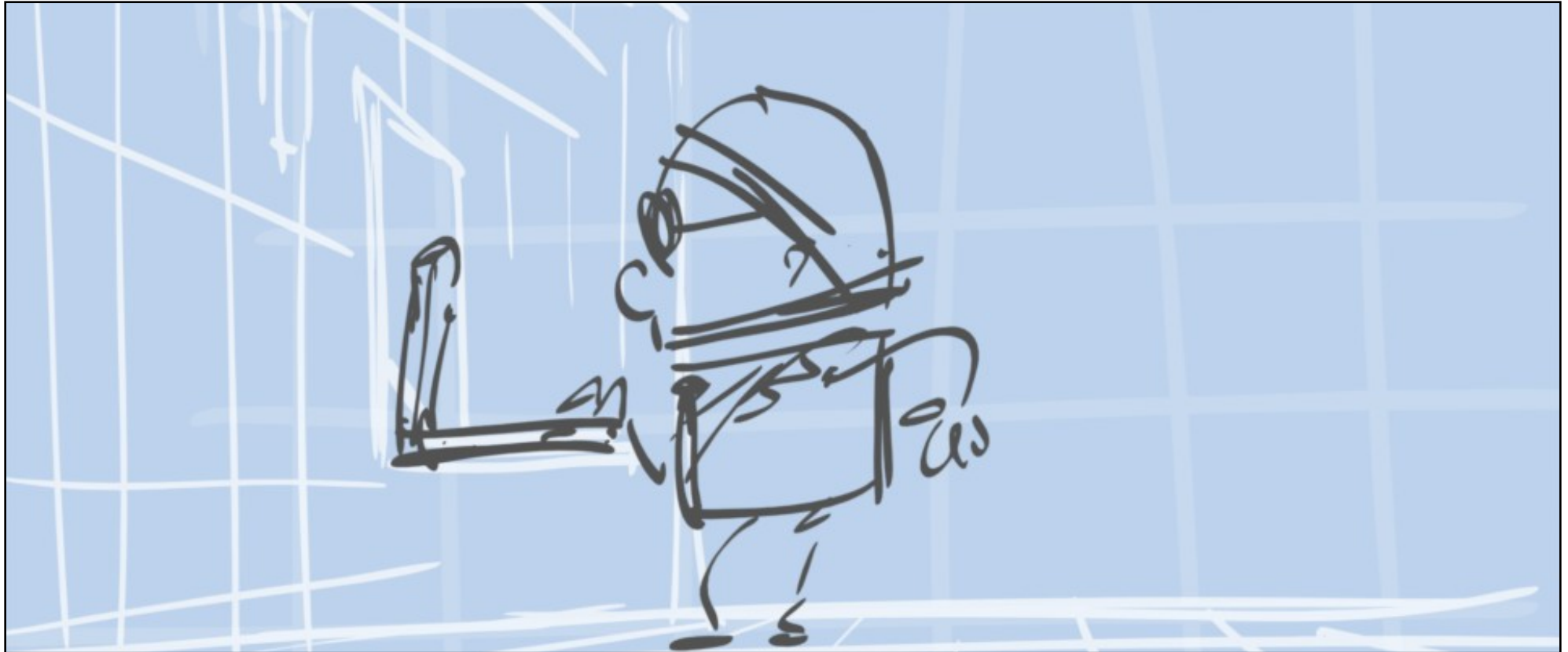
84



3036

GANKE: (V.O.) : -- and IF we can hook this laptop up to the Collider's system,

85



3037

GANKE: (V.O.) : -- and IF we can hook this laptop up to the Collider's system,

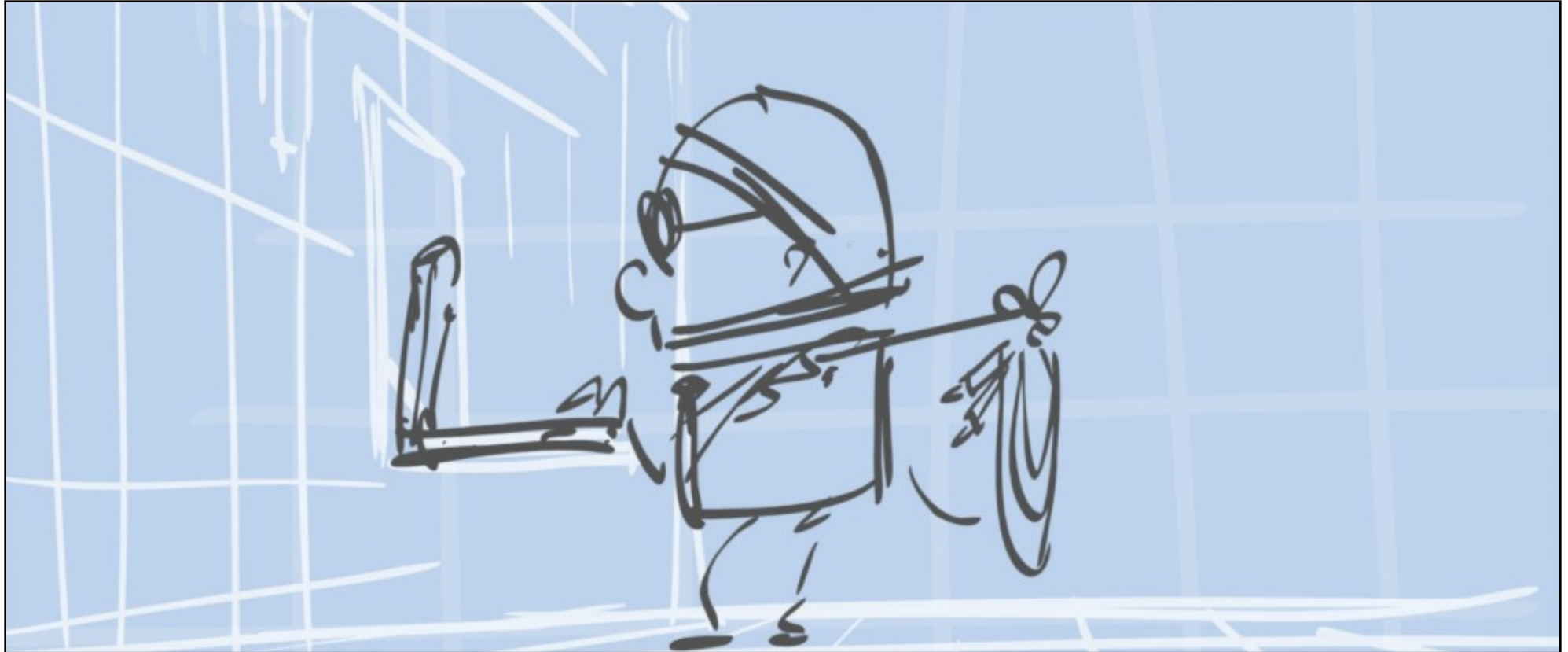
86



3038

GANKE: (V.O.) : -- and IF we can hook this laptop up to the Collider's system,

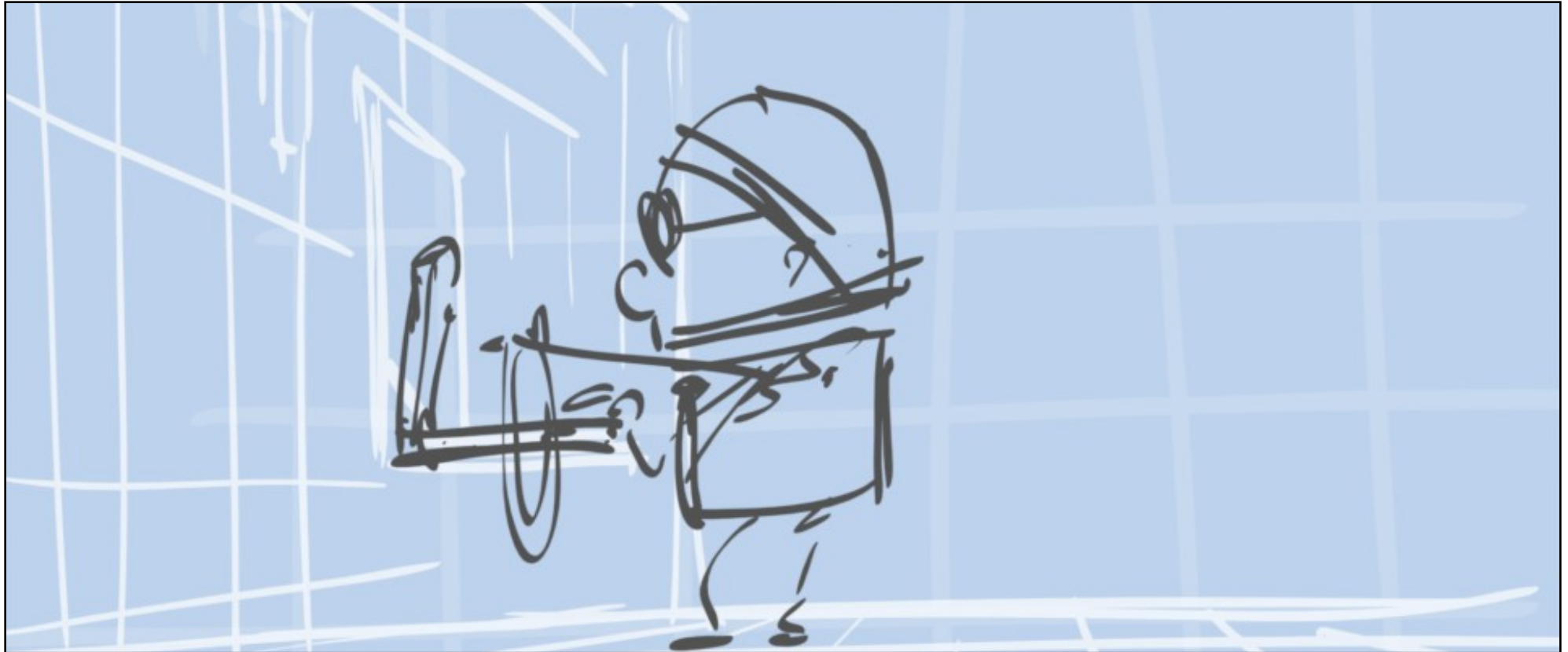
87



3039

GANKE: (V.O.) : -- and IF we can hook this laptop up to the Collider's system,

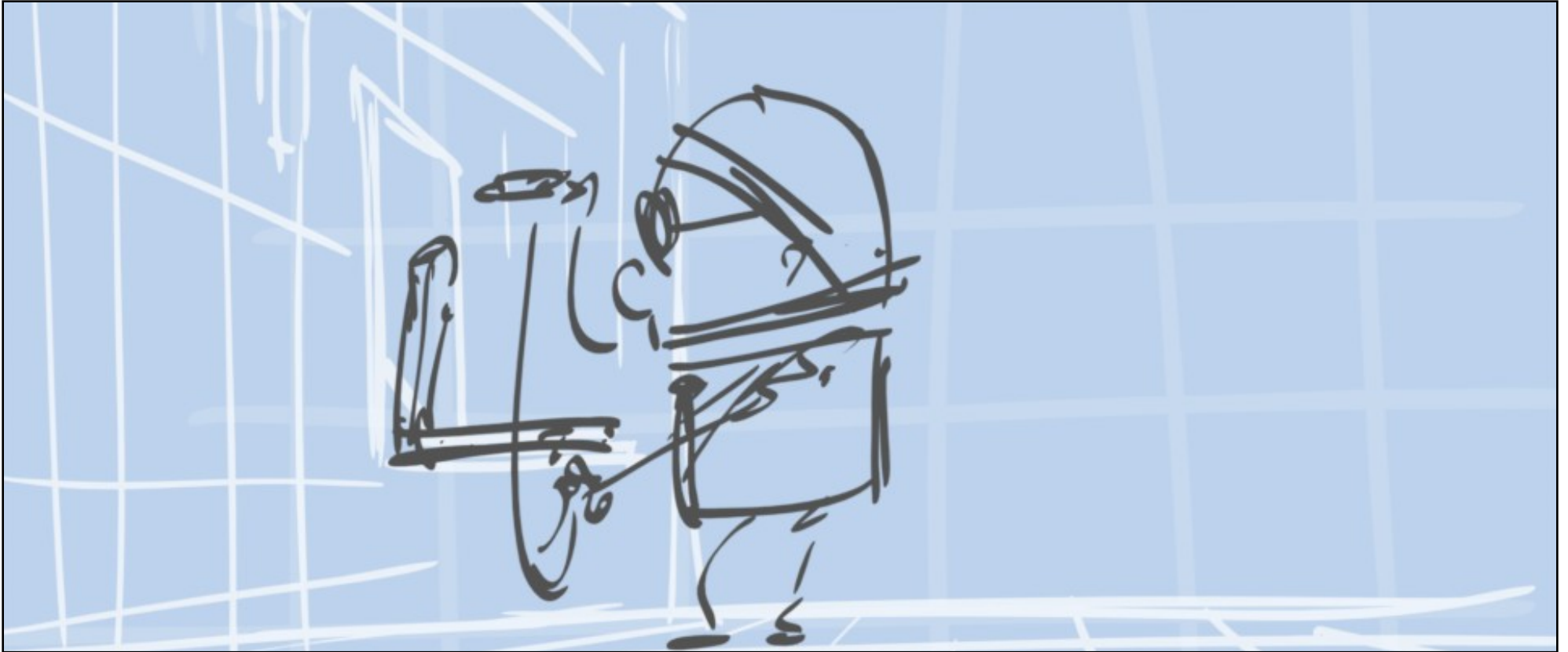
88



3040

GANKE: (V.O.) : -- and IF we can hook this laptop up to the Collider's system,

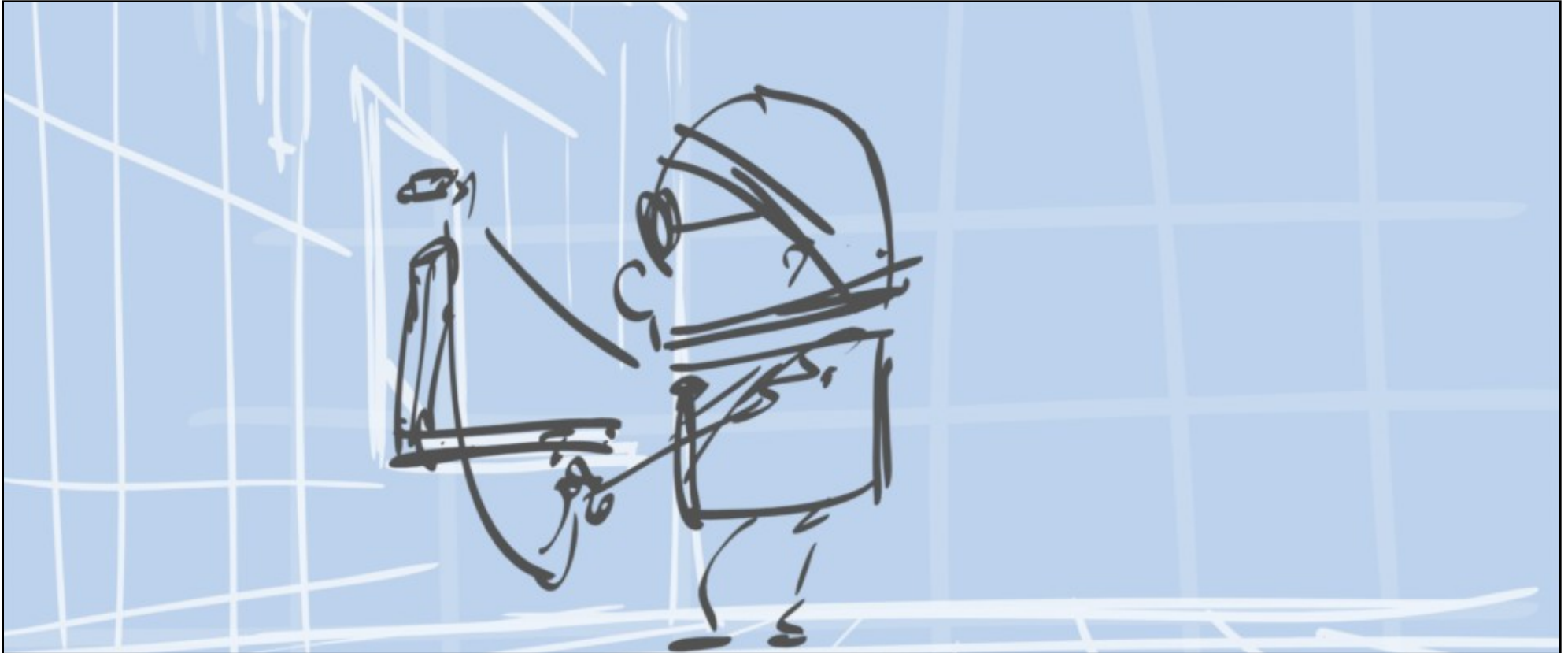
89



3041

GANKE: (V.O.) : -- and IF we can hook this laptop up to the Collider's system,

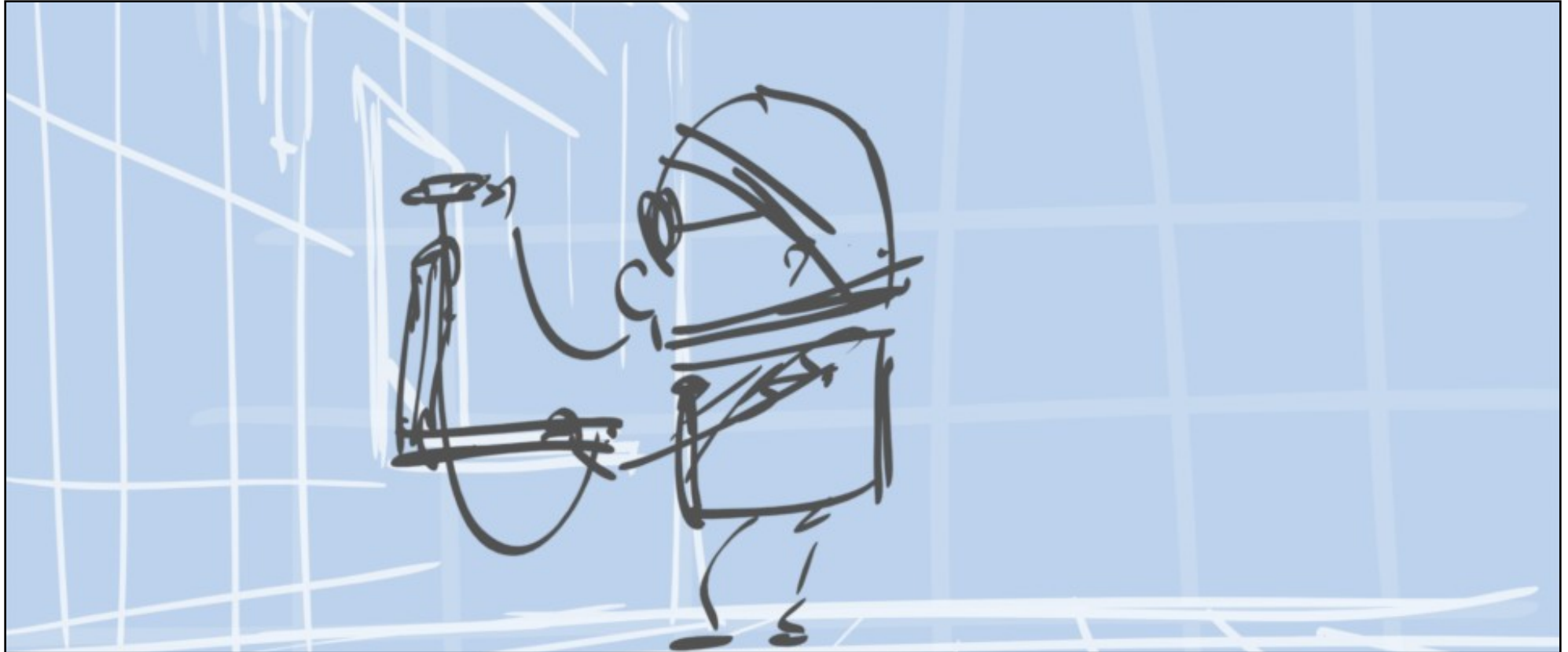
90



3042

GANKE: (V.O.) : -- and IF we can hook this laptop up to the Collider's system,

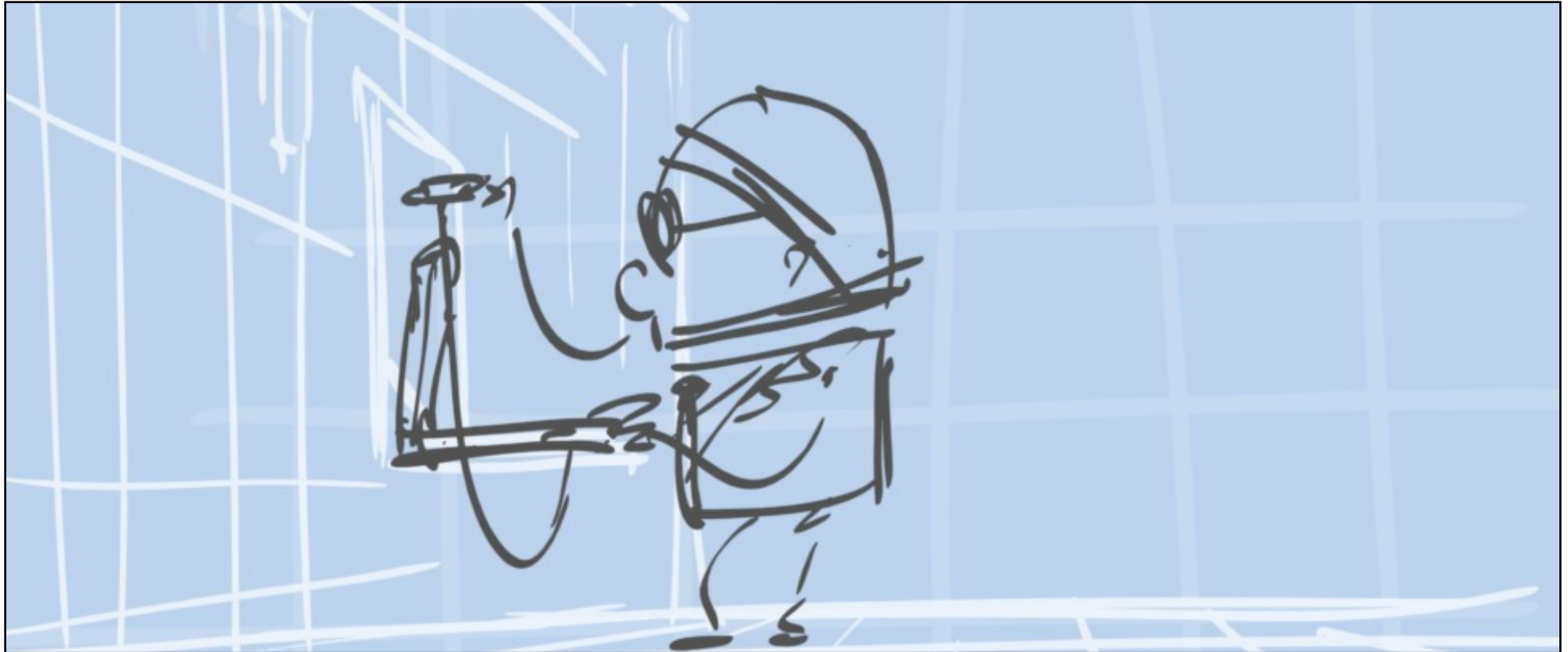
91



3043

GANKE: (V.O.) : -- and IF we can hook this laptop up to the Collider's system,

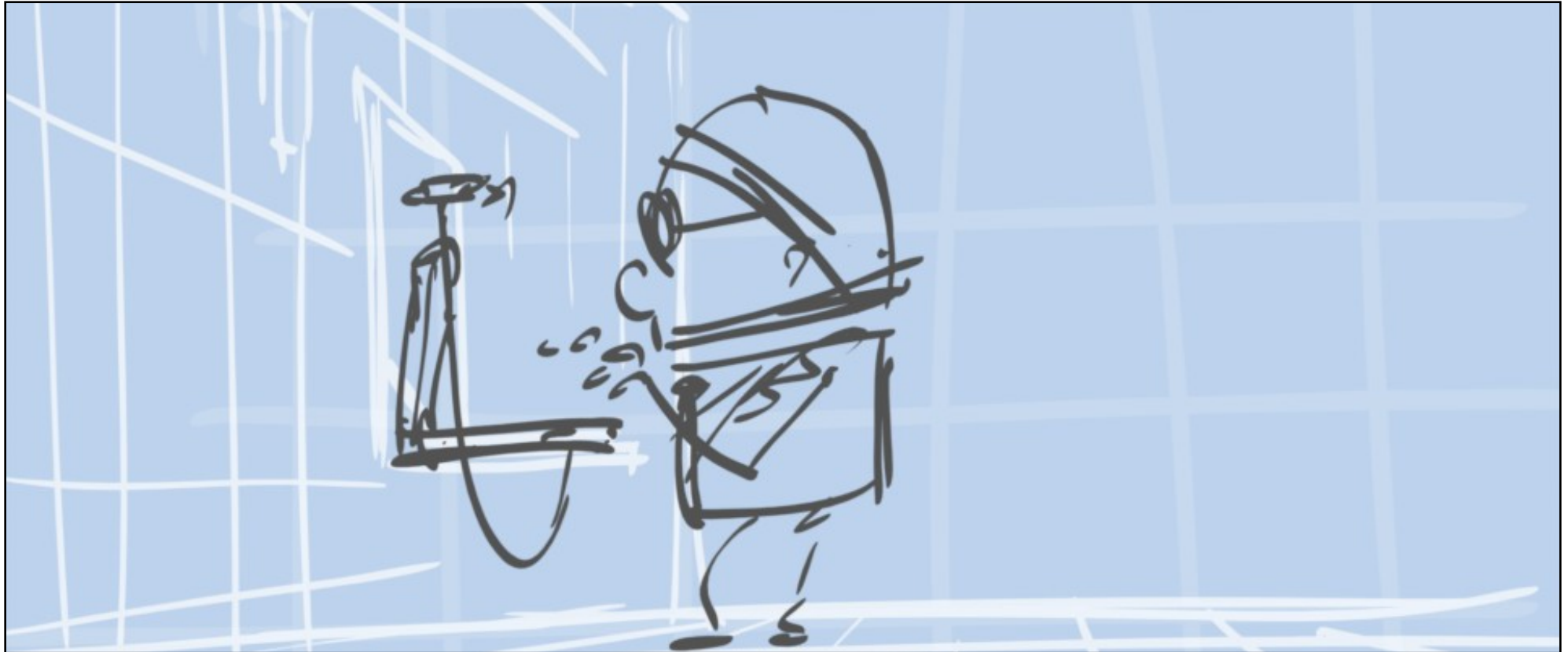
92



3044

GANKE: (V.O.) : -- and IF we can hook this laptop up to the Collider's system,

93



3045

GANKE: (V.O.) : -- and IF we can hook this laptop up to the Collider's system,

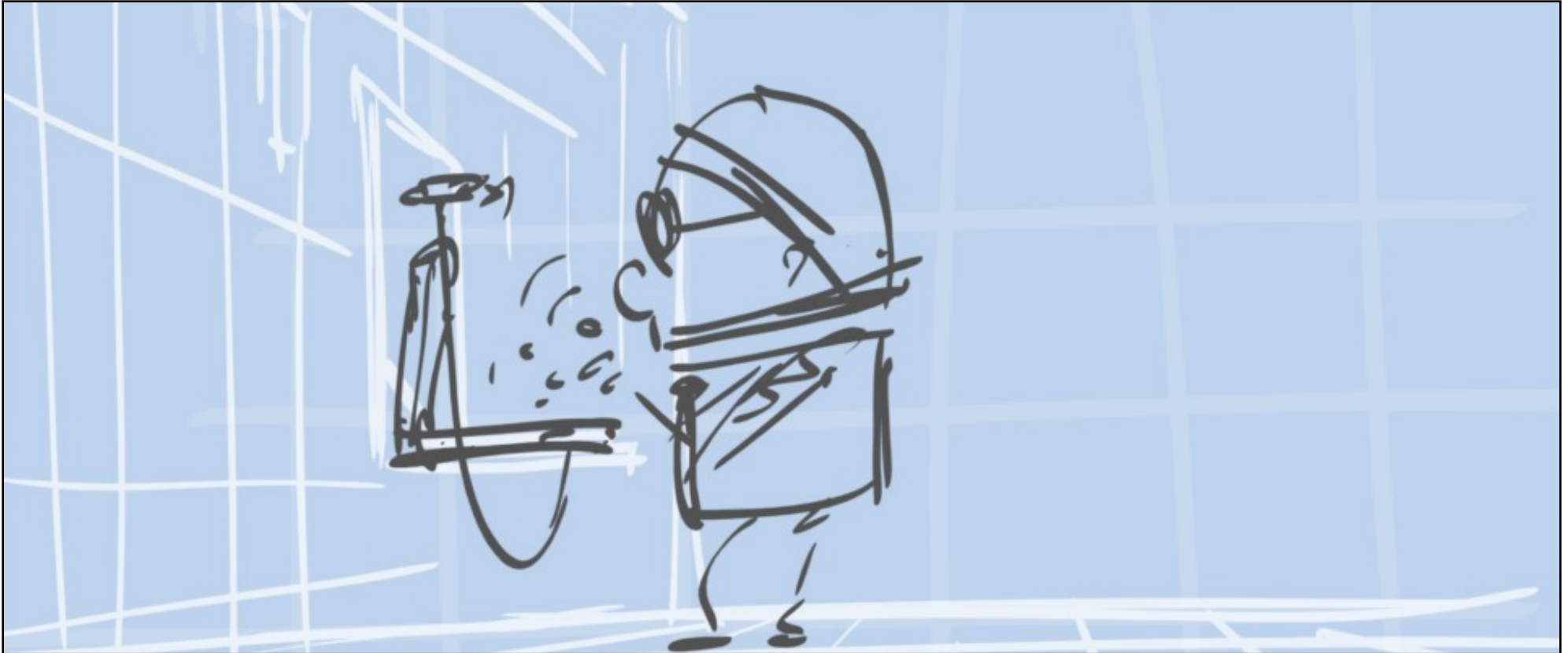
94



3046

GANKE: (V.O.) : -- and IF we can hook this laptop up to the Collider's system,

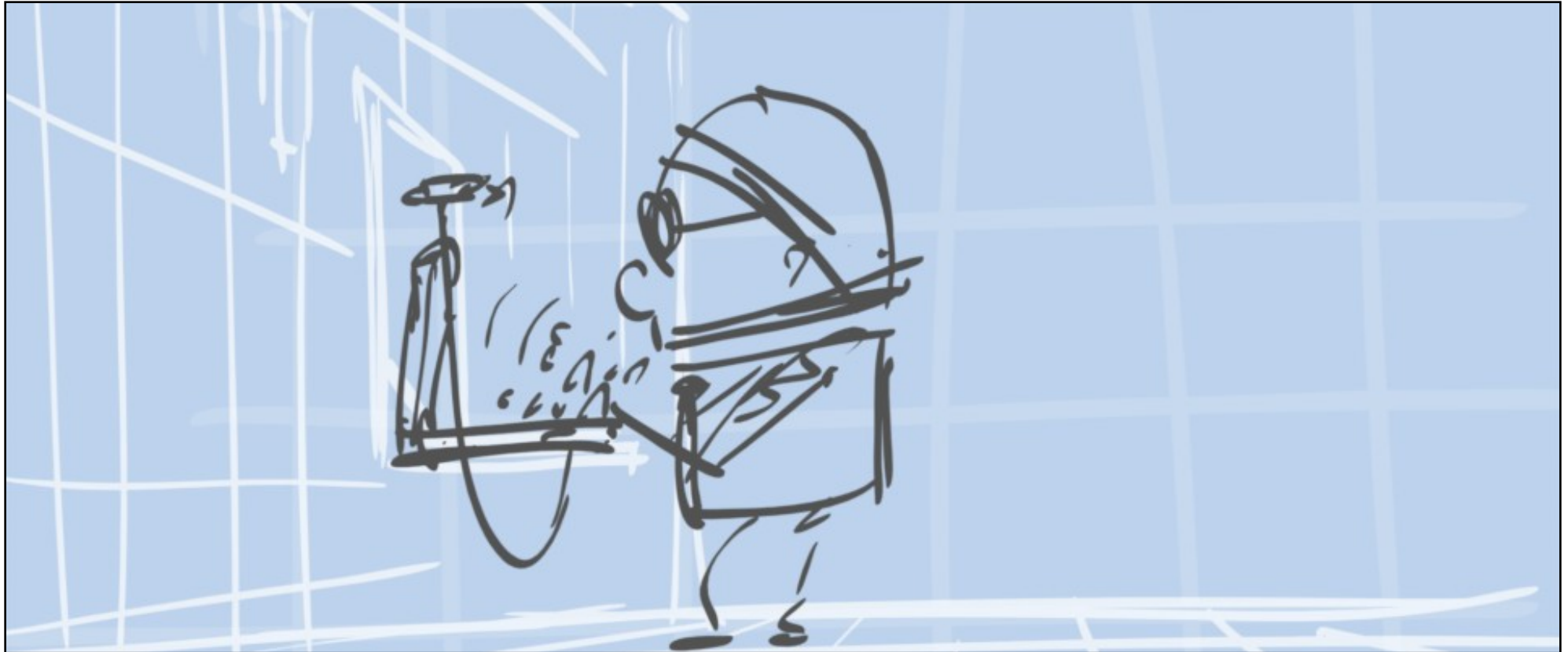
95



3047

GANKE: (V.O.) : -- and IF we can hook this laptop up to the Collider's system,

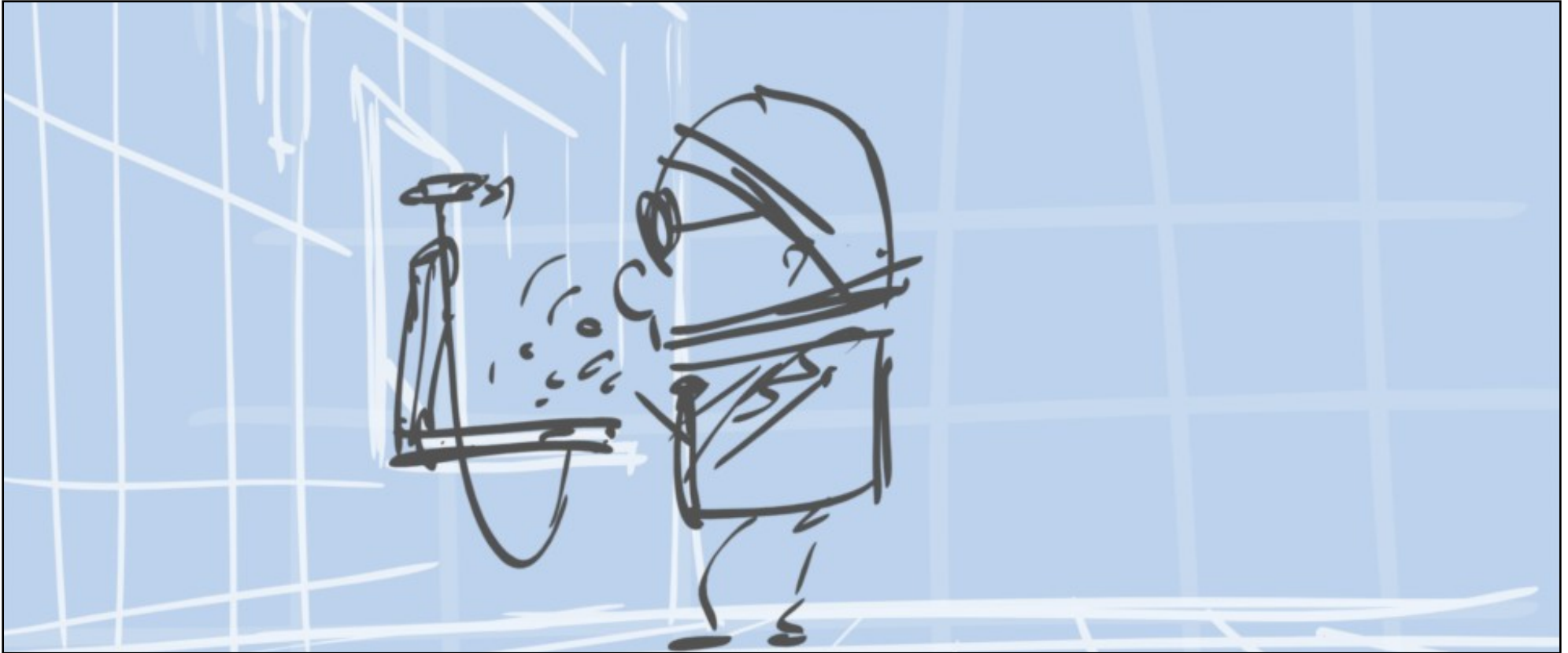
96



3048

GANKE: (V.O.) : -- and IF we can hook this laptop up to the Collider's system,

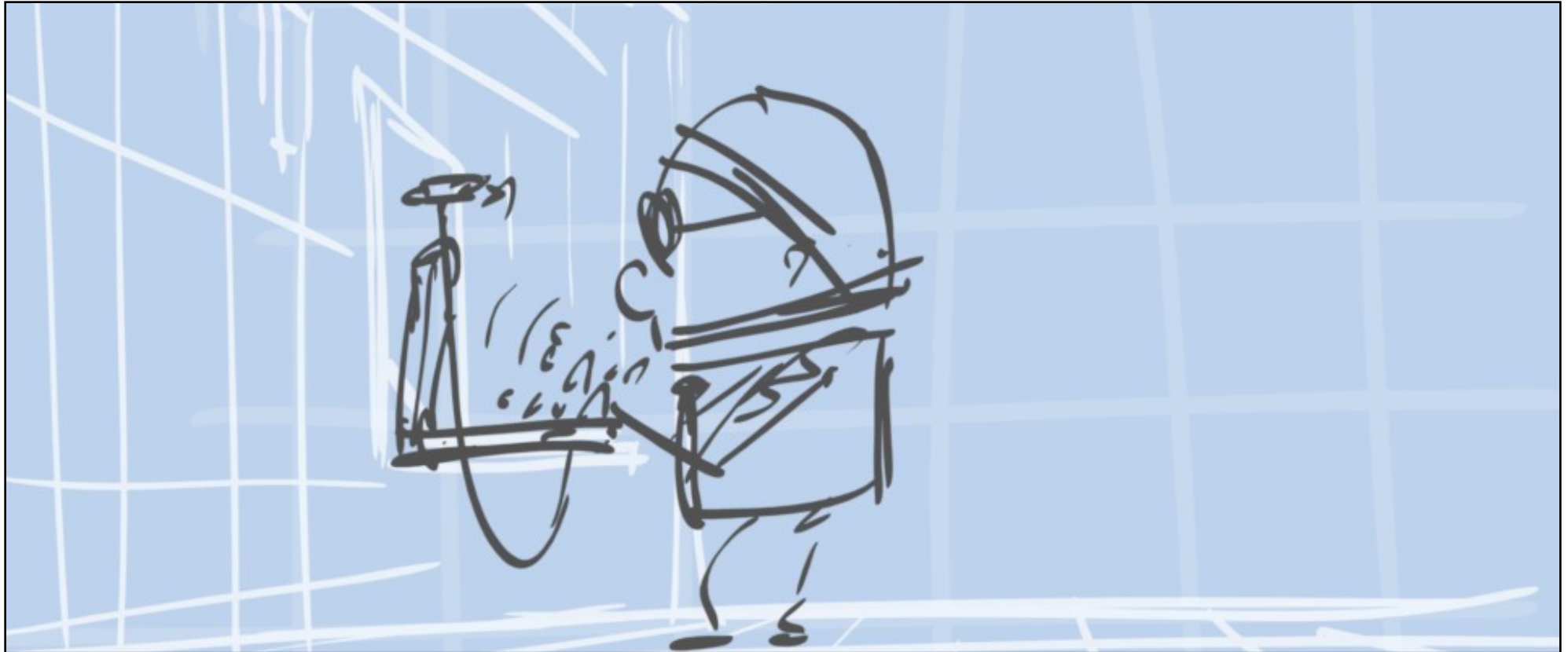
97



3049

GANKE: (V.O.) : -- and IF we can hook this laptop up to the Collider's system,

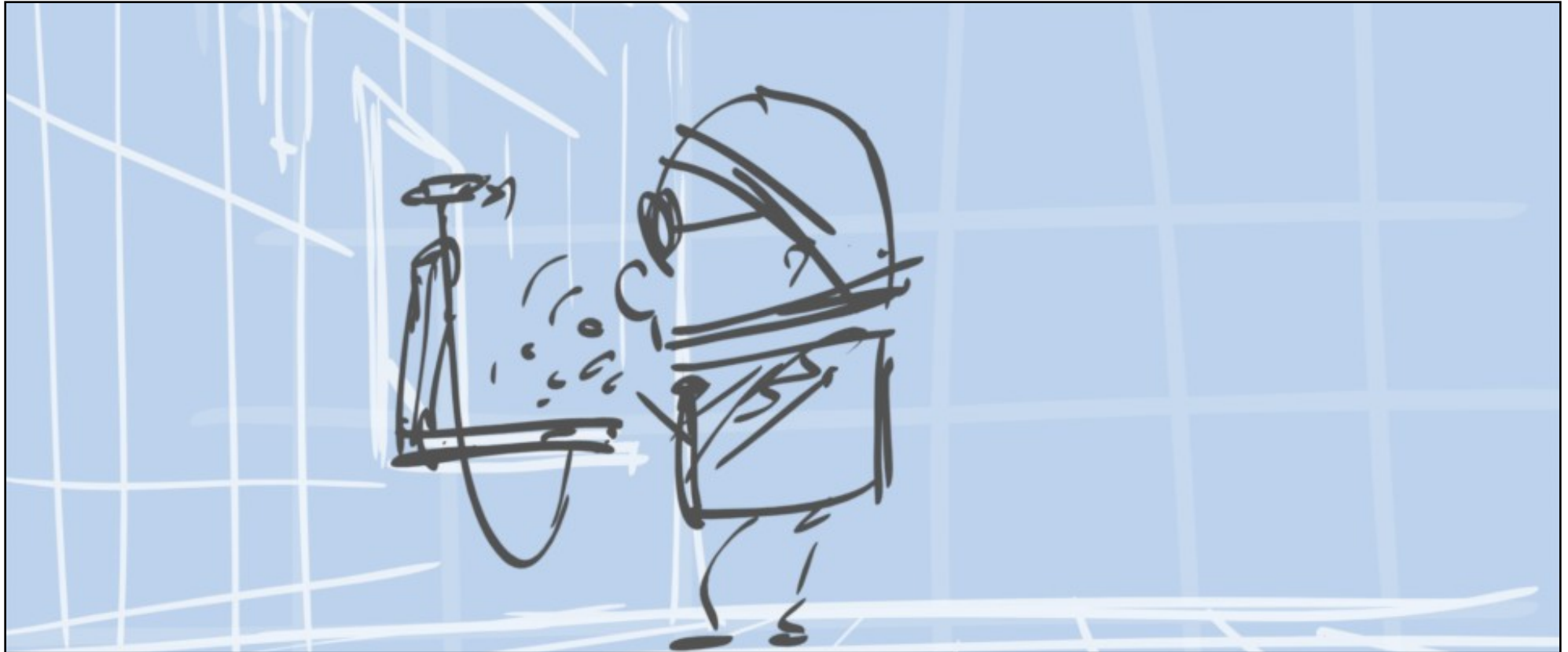
98



3146

GANKE: (V.O.) : -- and IF we can hook this laptop up to the Collider's system,

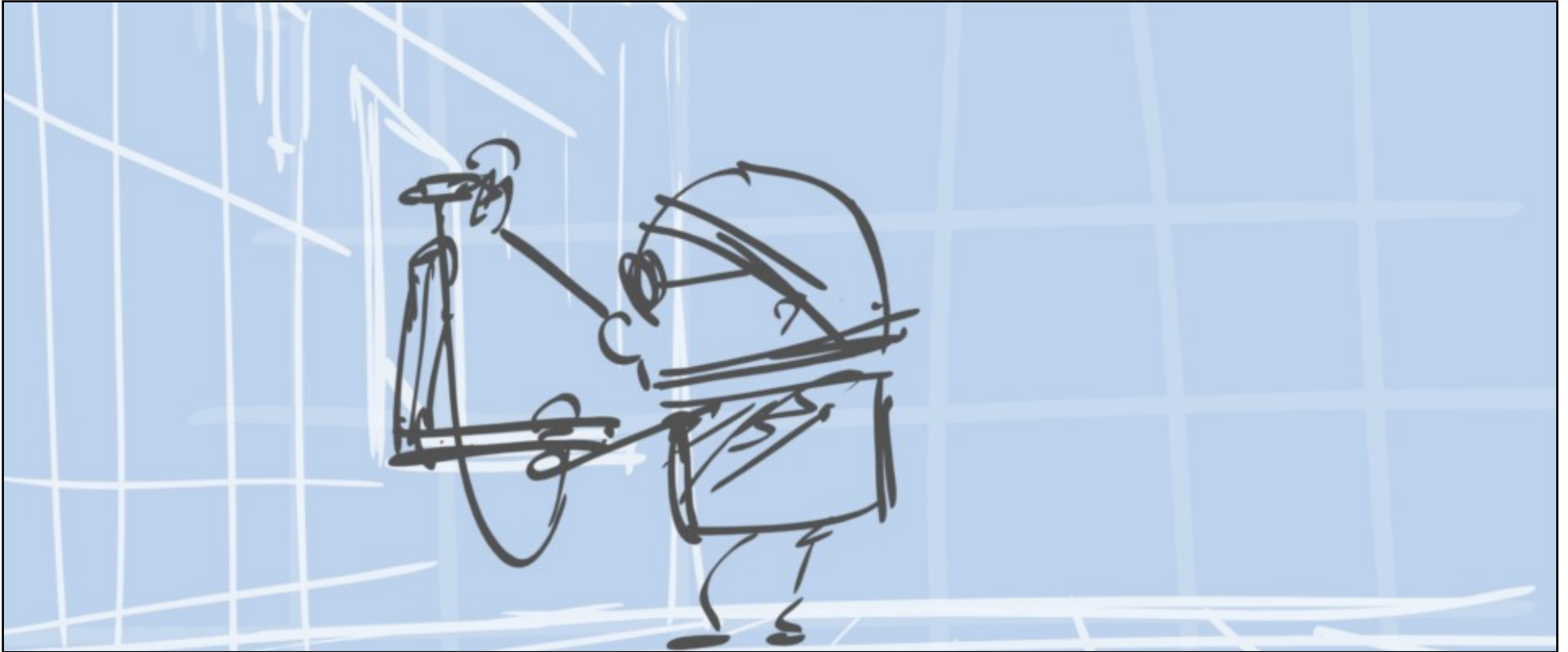
99



3147

GANKE: (V.O.) : -- and IF we can hook this laptop up to the Collider's system,

100



3052

GANKE: (V.O.) : -- we can use these codes to short its power supply while it's firing --

101



3053

GANKE: (V.O.) : -- we can use these codes to short its power supply while it's firing --

102



3054

GANKE: (V.O.) : -- we can use these codes to short its power supply while it's firing --

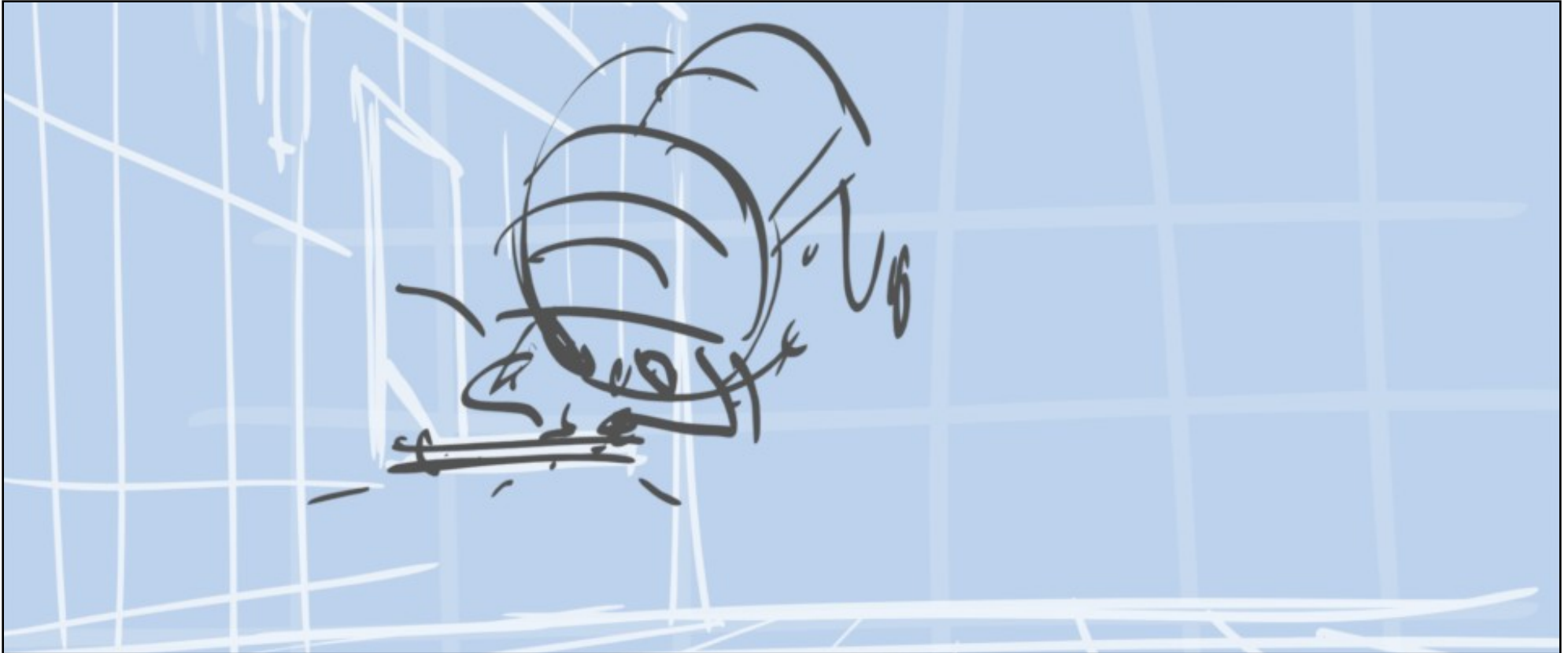
103



3055

GANKE: (V.O.) : -- we can use these codes to short its power supply while it's firing --

104



3056

GANKE: (V.O.) : -- we can use these codes to short its power supply while it's firing --

105



3057

GANKE: (V.O.) : -- we can use these codes to short its power supply while it's firing --

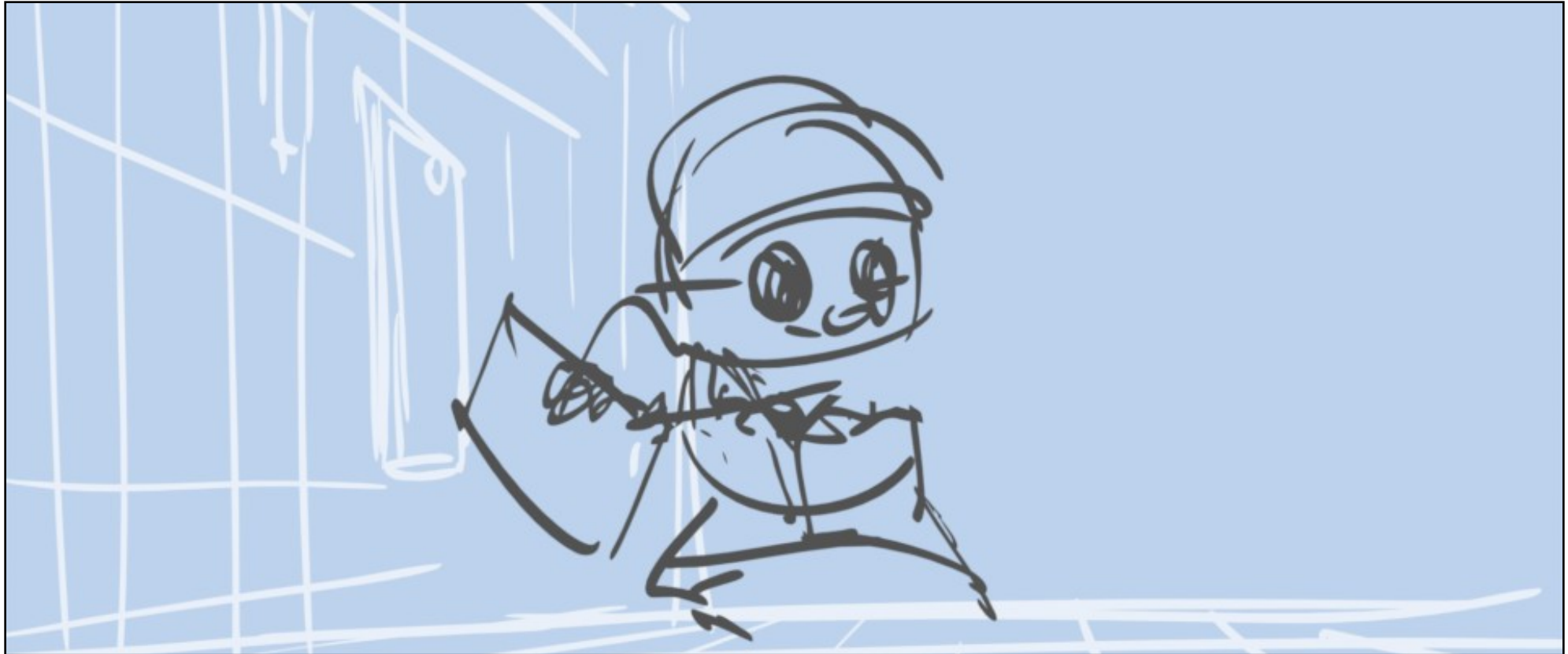
106



3126

GANKE: (V.O.) : -- we can use these codes to short its power supply while it's firing --

107



3127

GANKE: (V.O.) : -- we can use these codes to short its power supply while it's firing - -

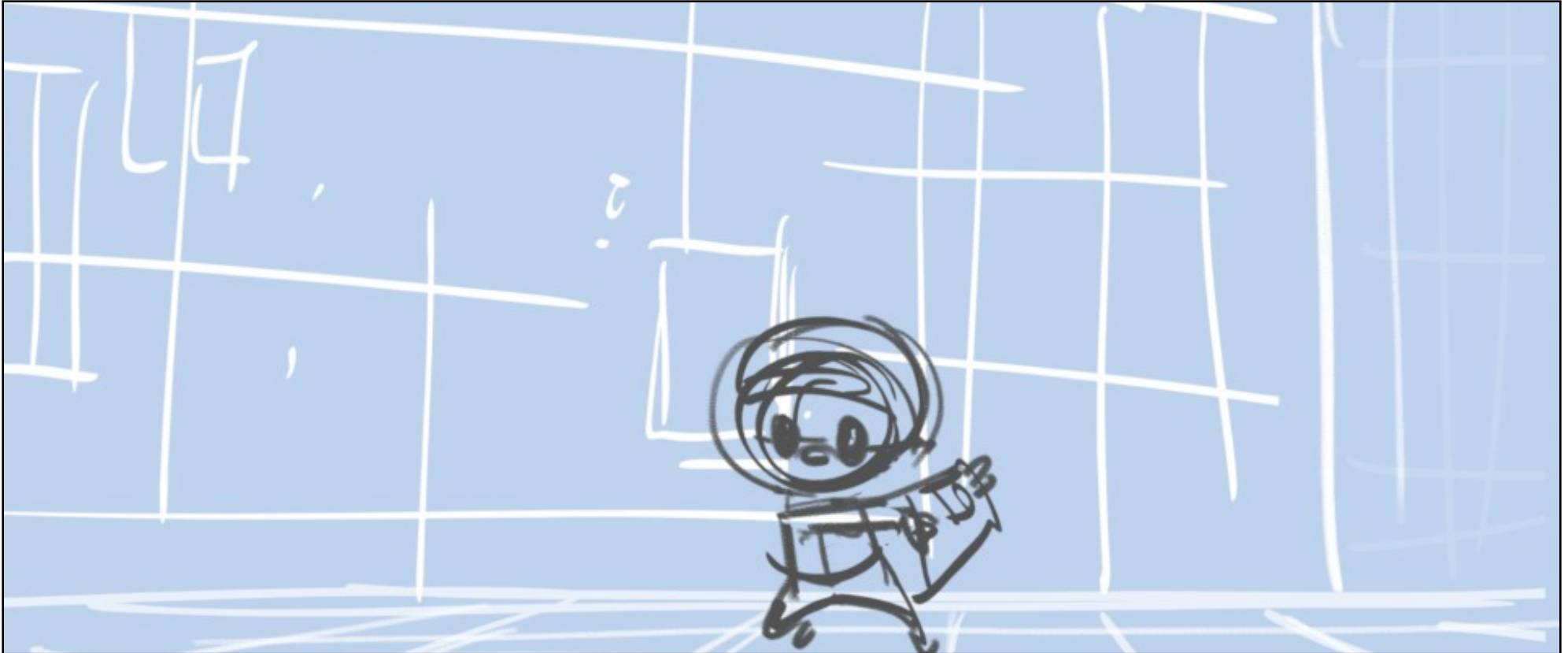
108



3128

GANKE: (V.O.) : -- we can use these codes to short its power supply while it's firing --

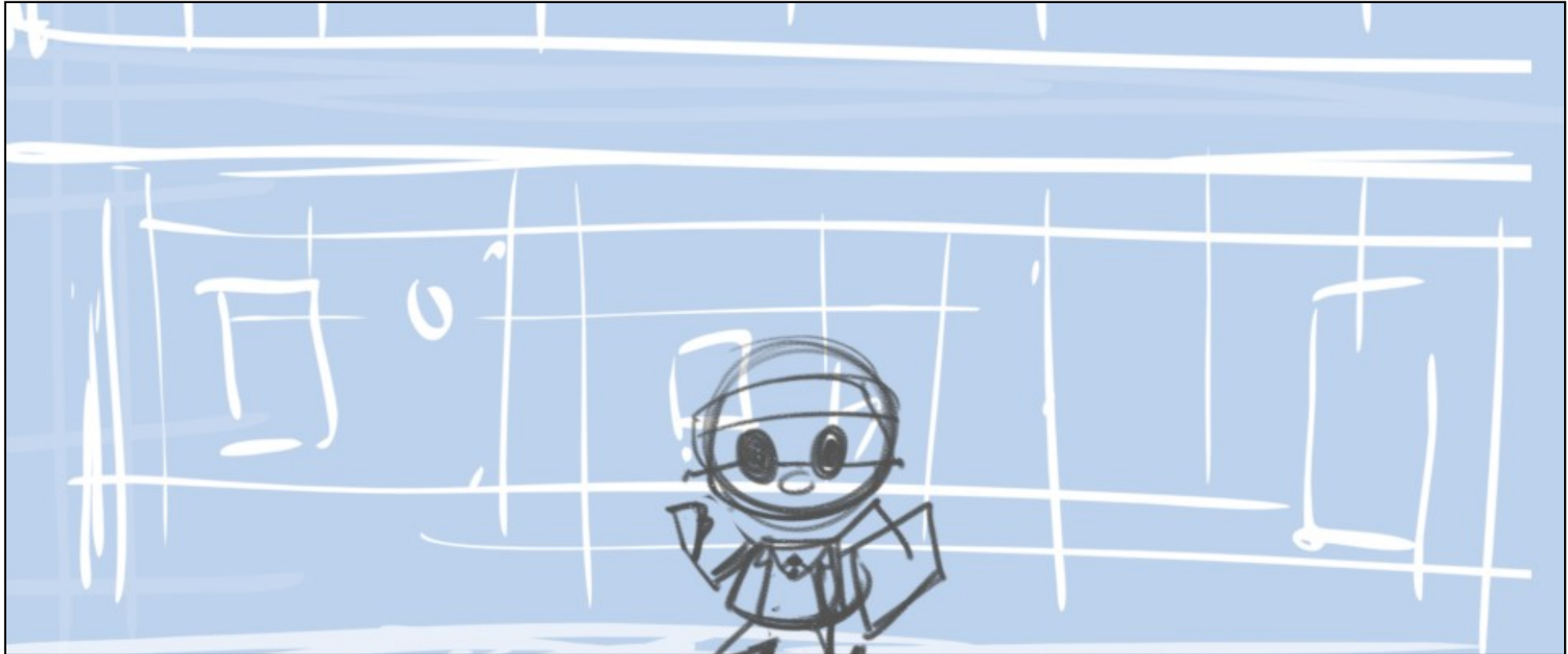
109



3129

GANKE: (V.O.) : - - which will ultimately --

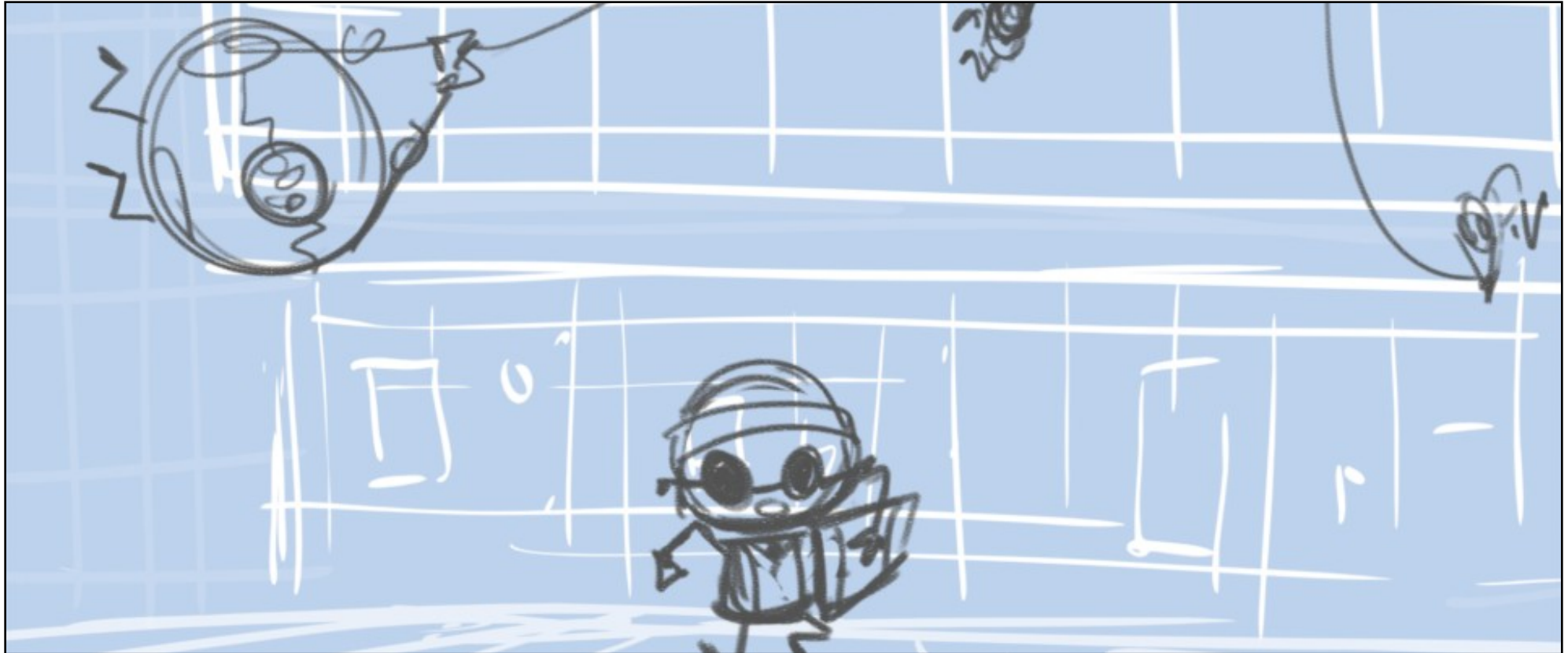
110



3130

GANKE: (V.O.) : - - which will ultimately --

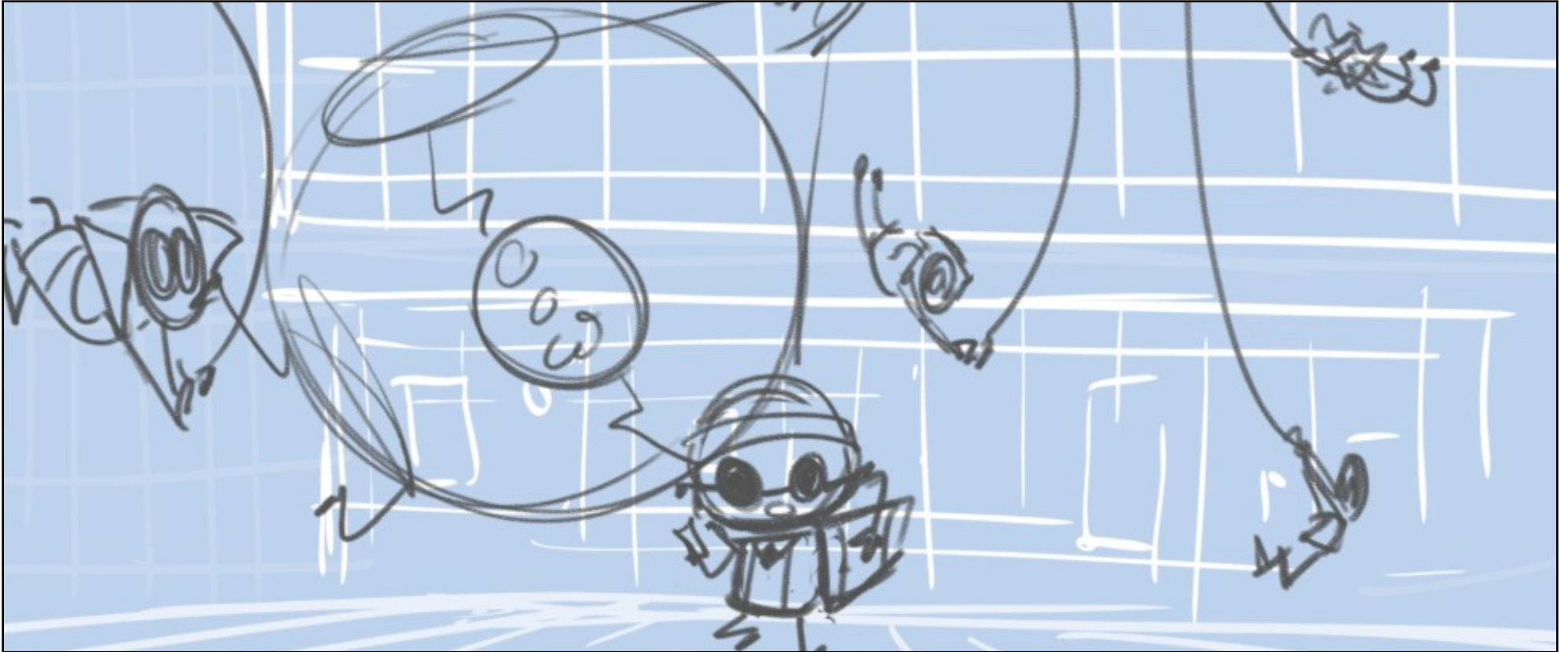
111



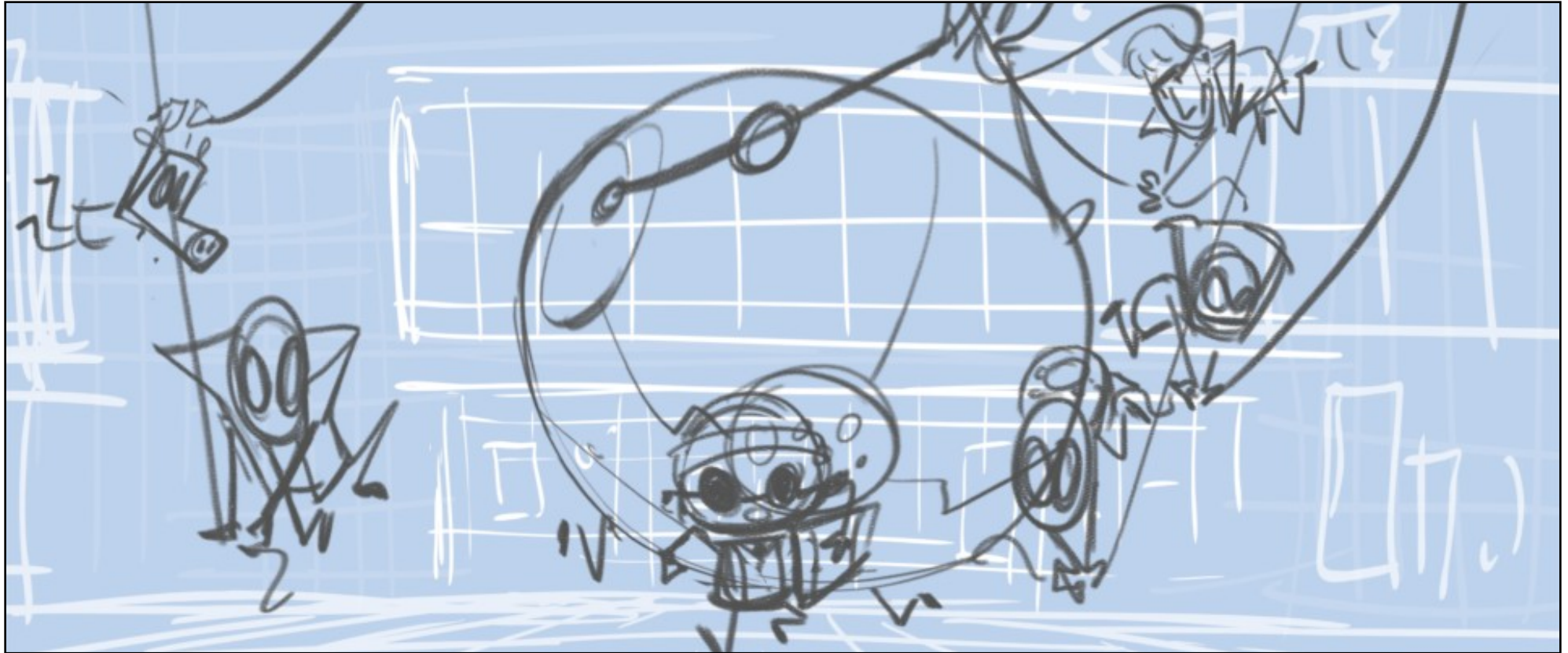
3131

GANKE: (V.O.) : - - which will ultimately --

112



3132
GANKE: (V.O.) : -- destroy it.



3133
GANKE: (V.O.) : - - destroy it.



3134
GANKE: (V.O.) : - - destroy it.



3135-2
GANKE: (V.O.) : -- destroy it.



3136-2
GANKE: (V.O.) : -- destroy it.

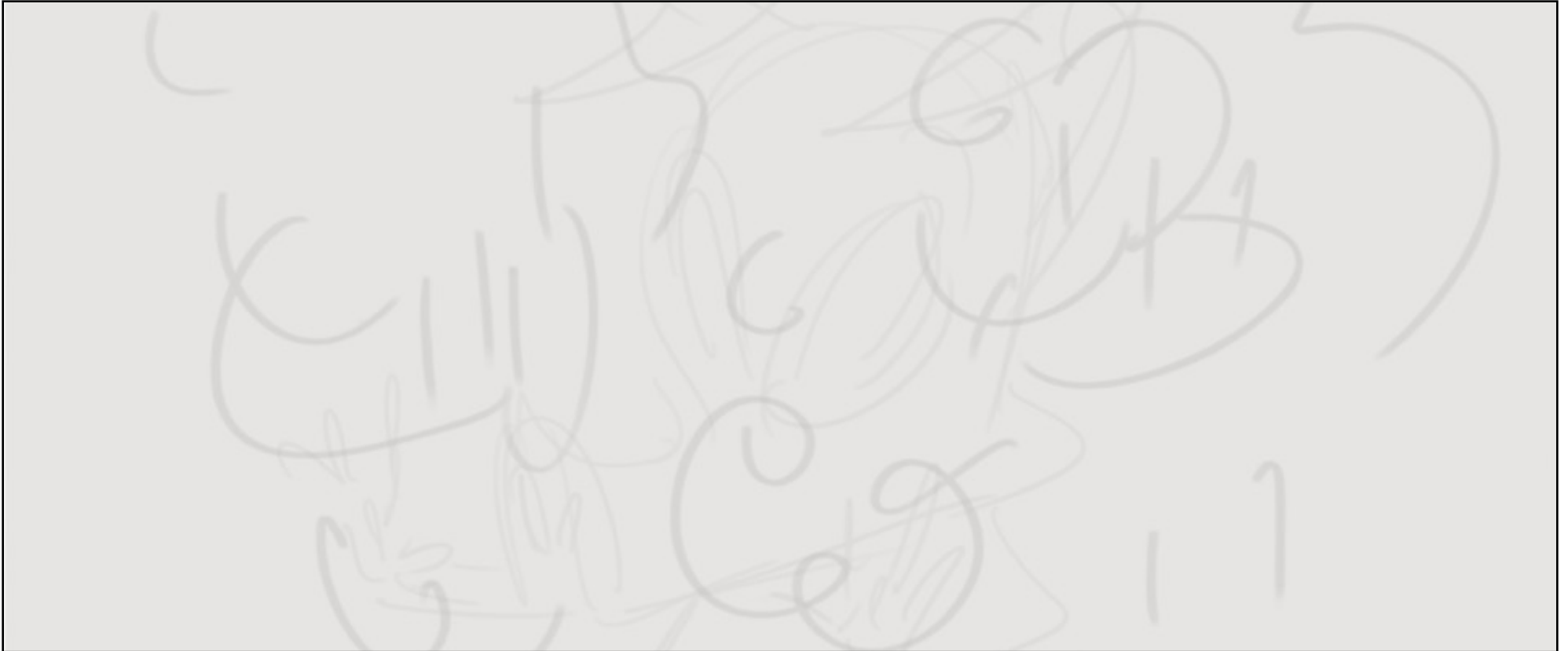


3137
GANKE: (V.O.) : - - destroy it.

118



3138
GANKE: (V.O.) : - - destroy it.



3139

120



3140

121