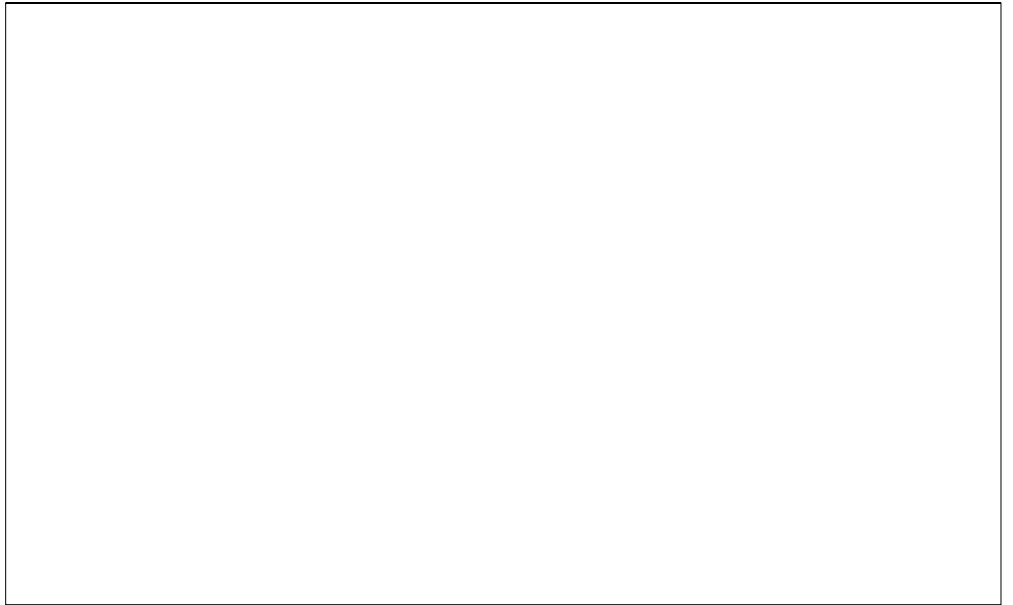
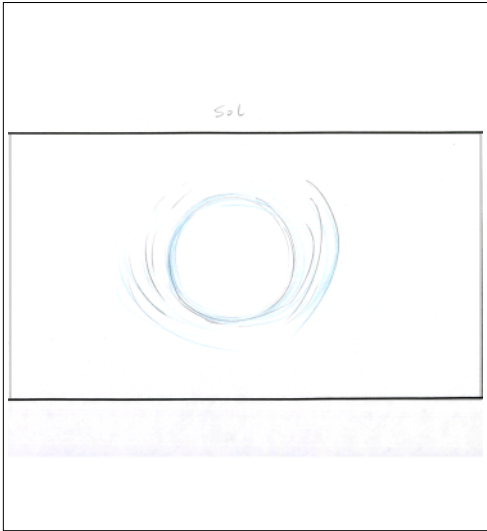


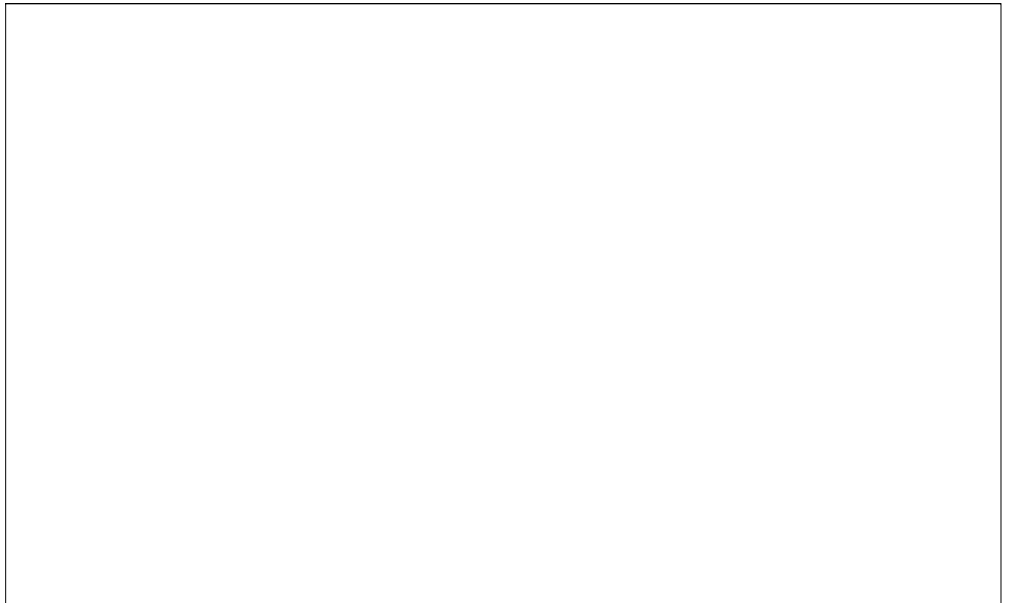
GILGAMESH

The movie

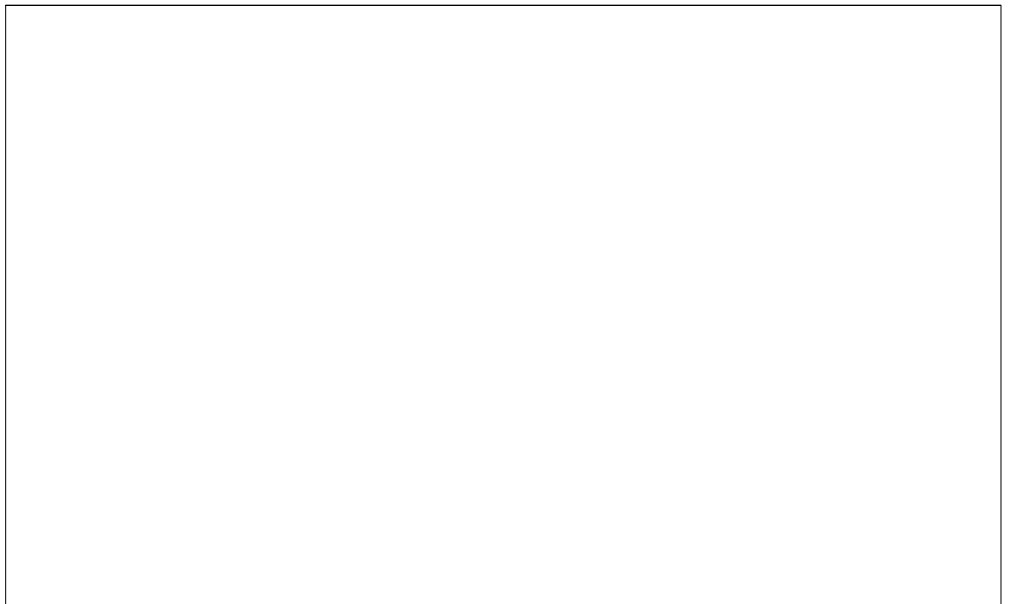
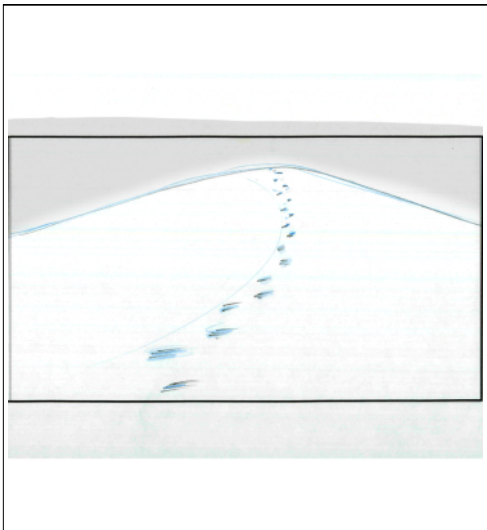
Seq	Scene	Panel
30	1068	1



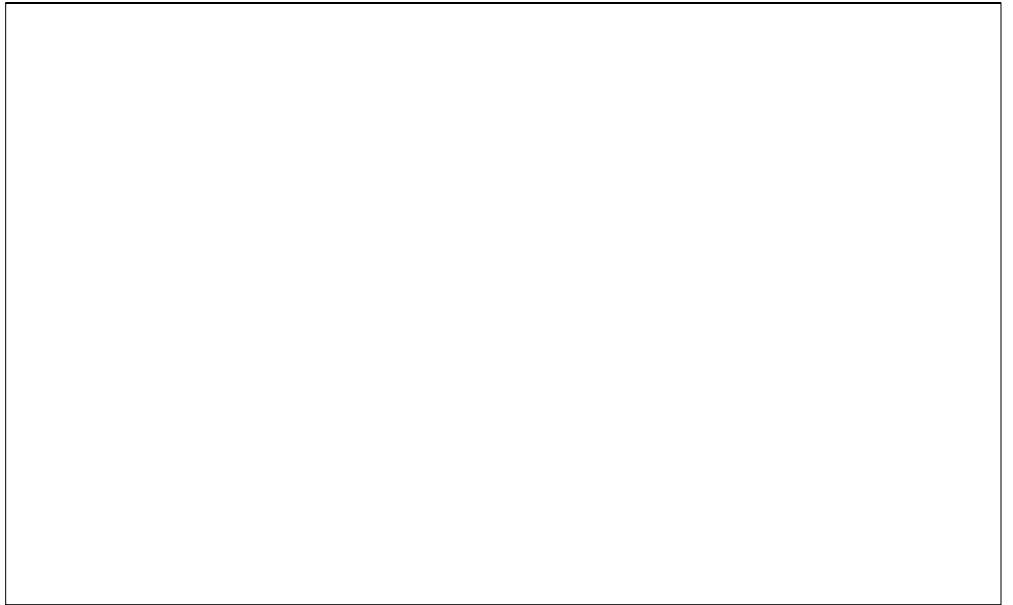
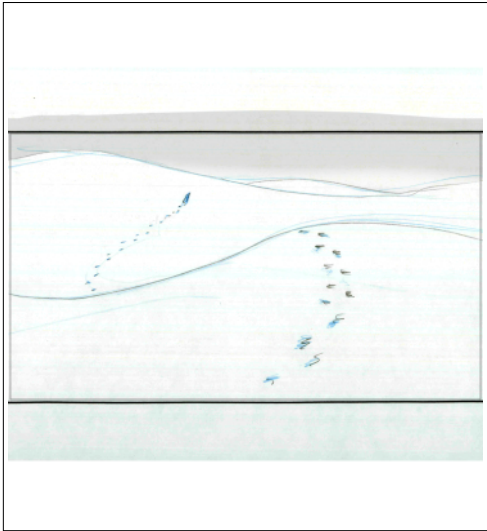
Seq	Scene	Panel
30	1069	1



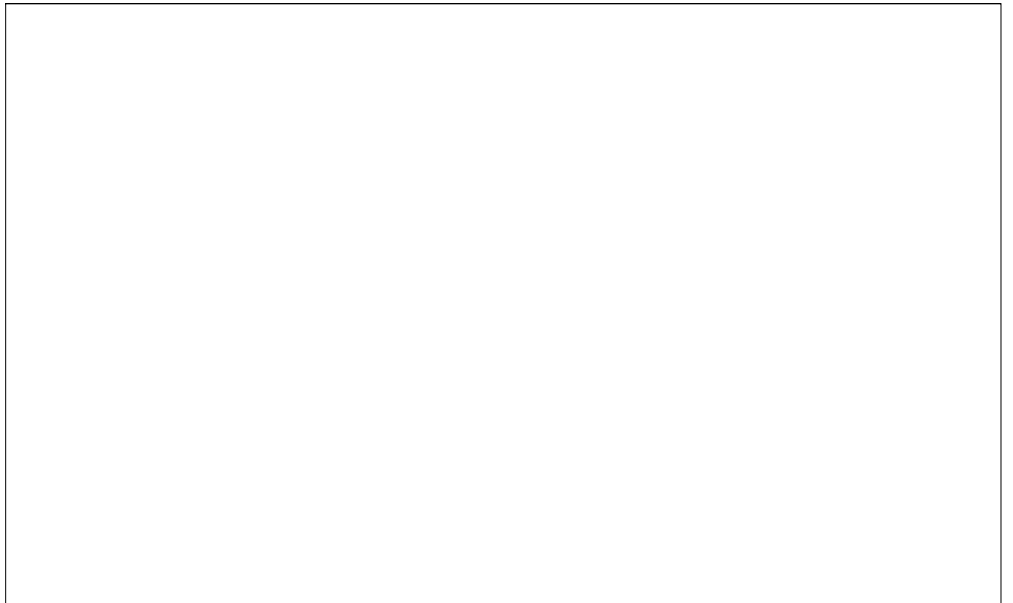
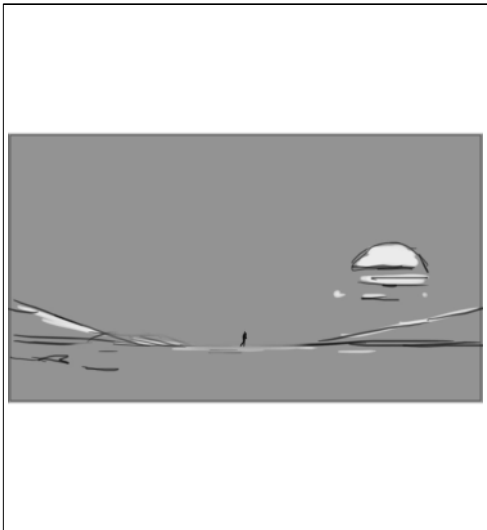
Seq	Scene	Panel
30	1069	2



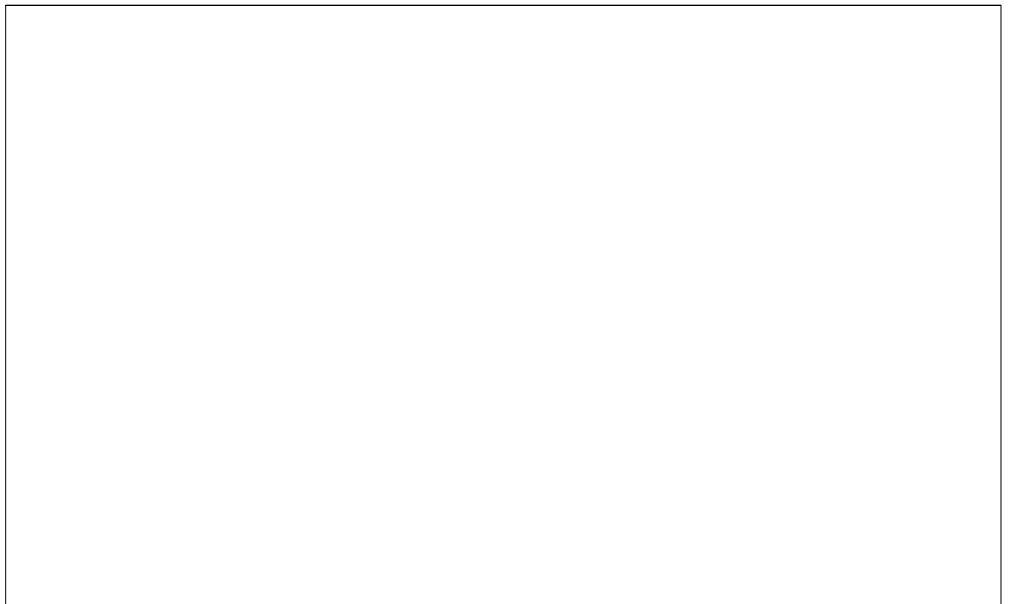
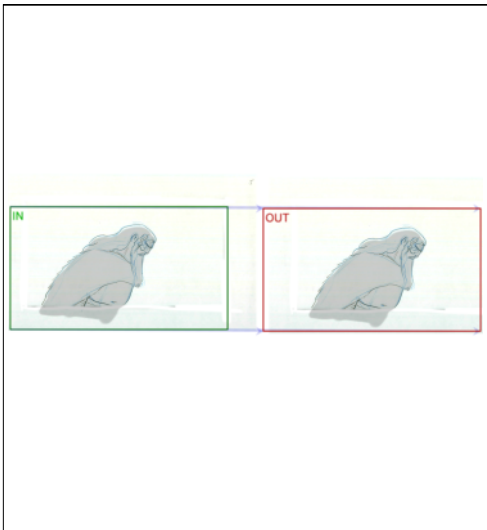
Seq	Scene	Panel
30	1069	3



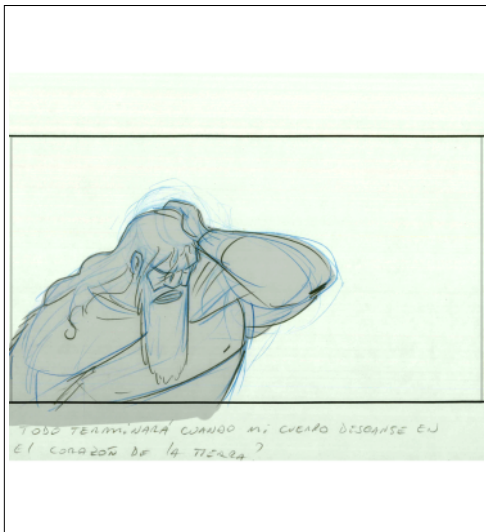
Seq	Scene	Panel
30	1070	1



Seq	Scene	Panel
30	1071	1



Seq	Scene	Panel
30	1072	1



Dialog

Gilgamesh: Todo terminará cuando mi cuerpo descanse en el corazón de la tierra?

Seq	Scene	Panel
30	1072	2



Dialog

Gilgamesh: No para todos. Recuerda a Utanapishtim. El es un hombre y sin embargo los dioses le dieron vida eterna

Seq	Scene	Panel
30	1072	3

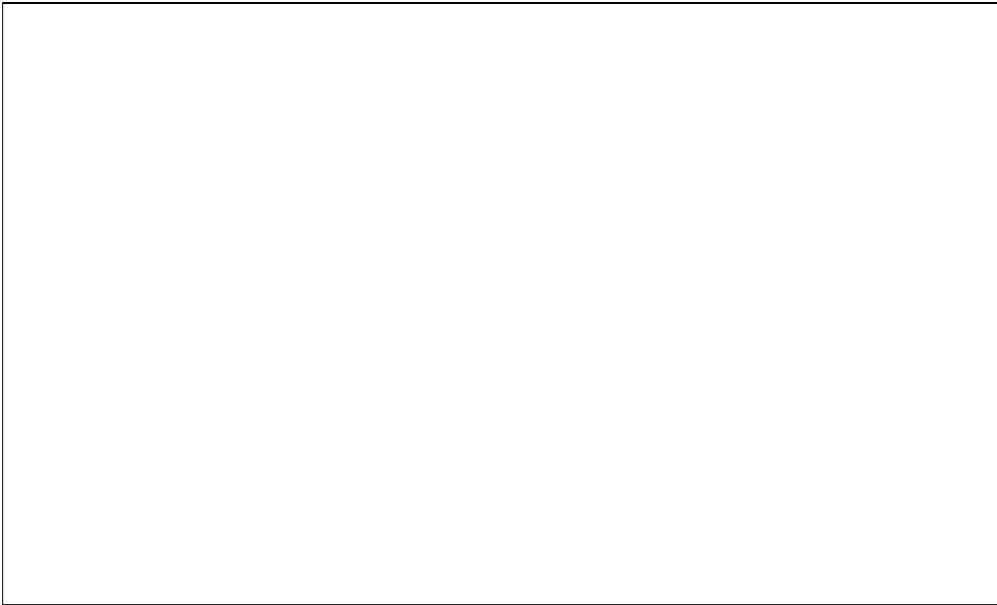
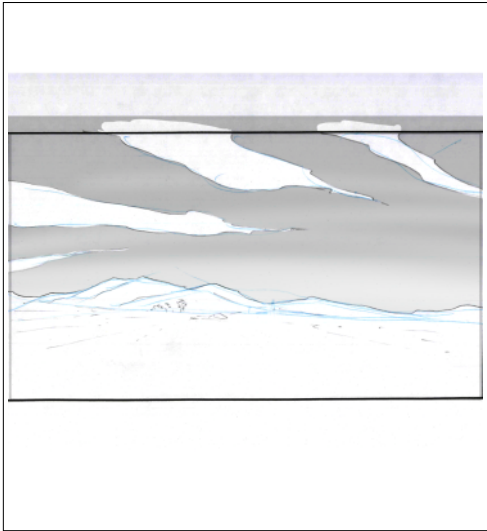


Dialog

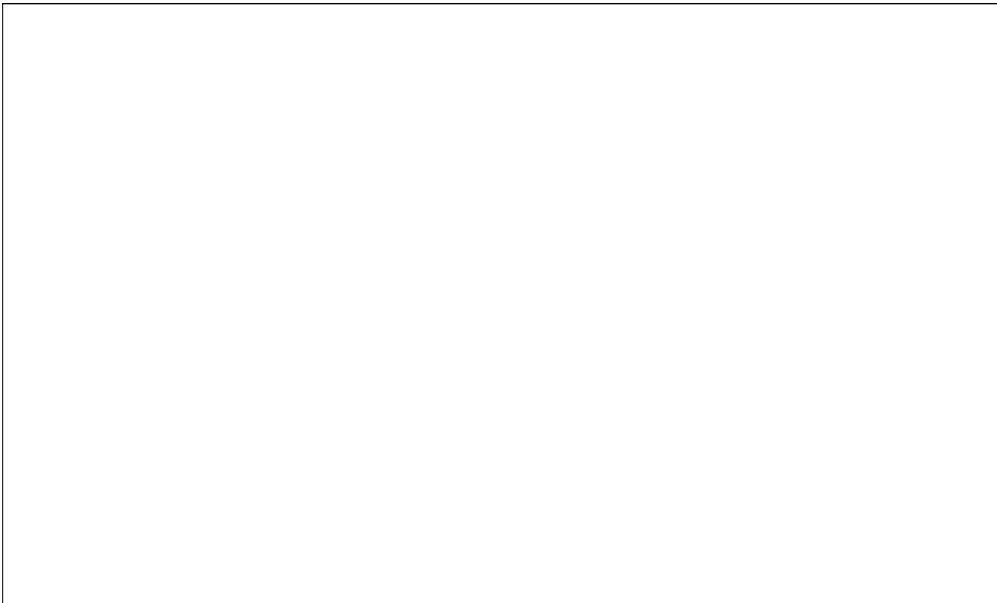
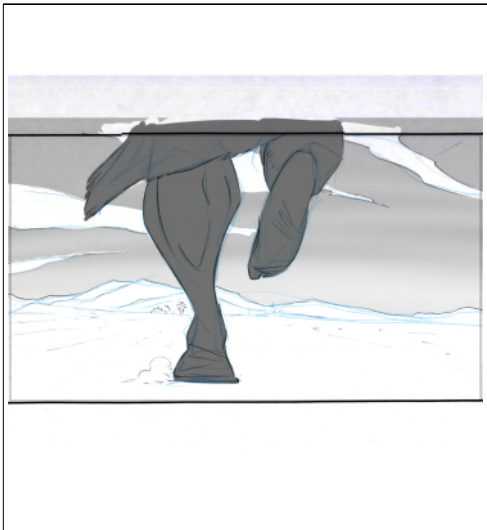
Gilgamesh: Es a él a quien busco.



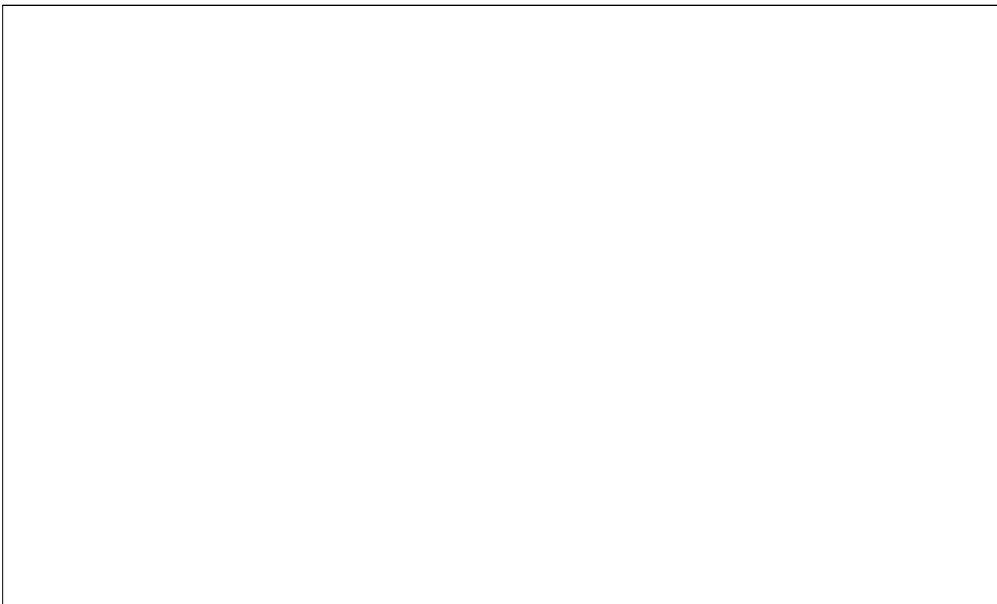
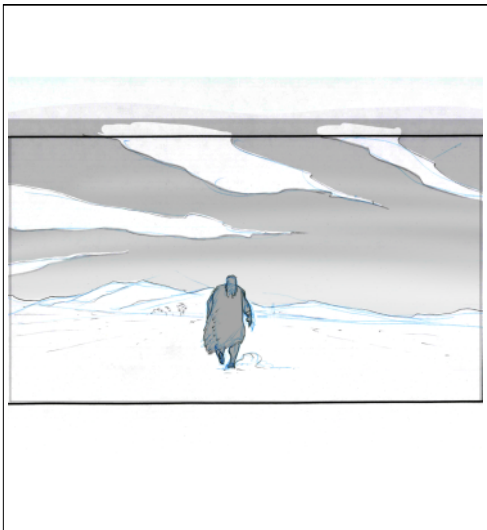
Seq	Scene	Panel
30	1073	1



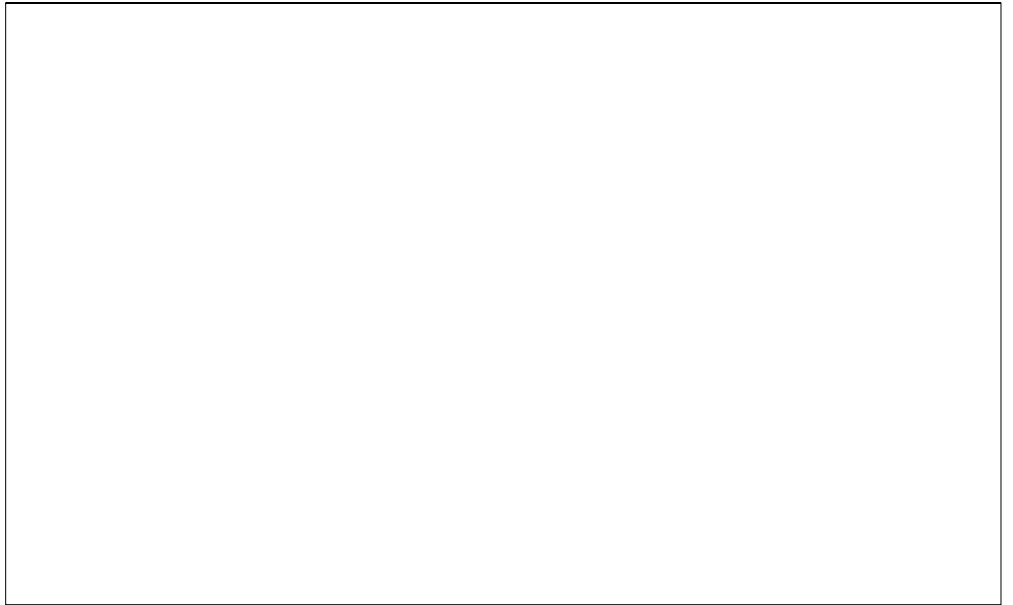
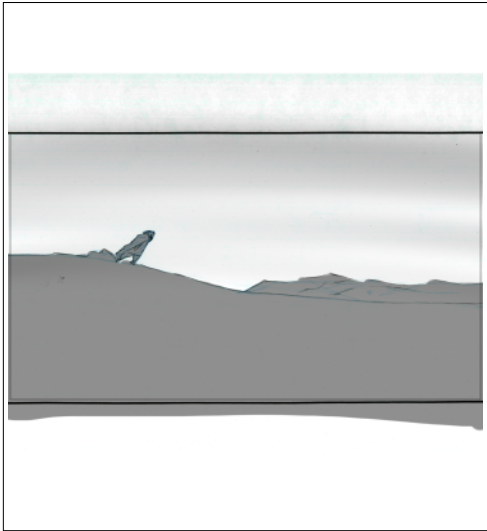
Seq	Scene	Panel
30	1073	2



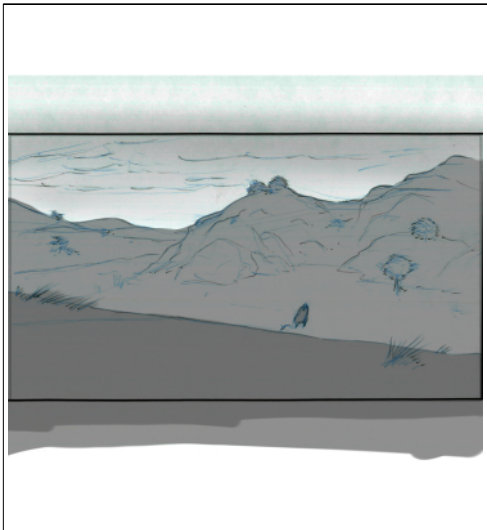
Seq	Scene	Panel
30	1073	3



Seq	Scene	Panel
30	1074	1

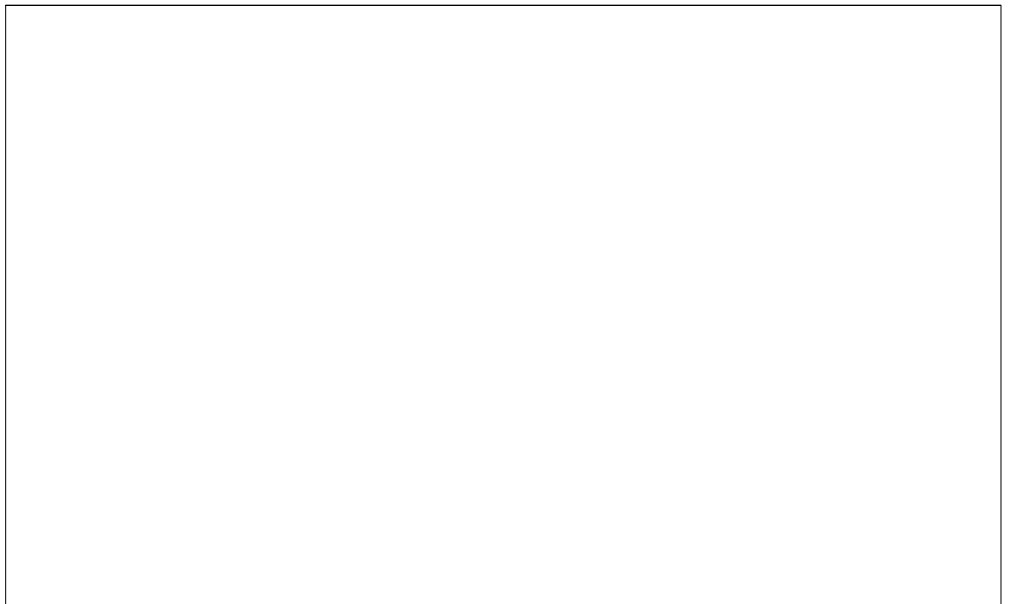
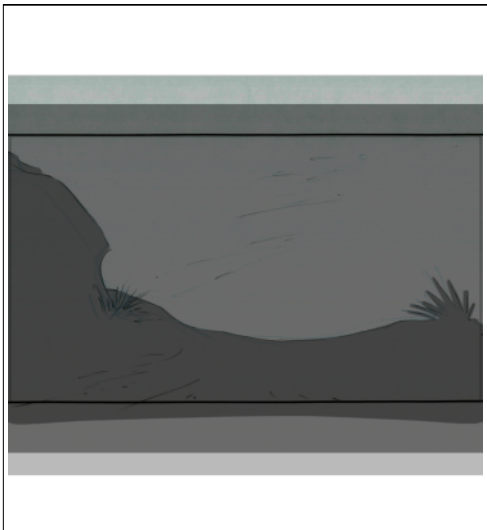


Seq	Scene	Panel
30	1075	1

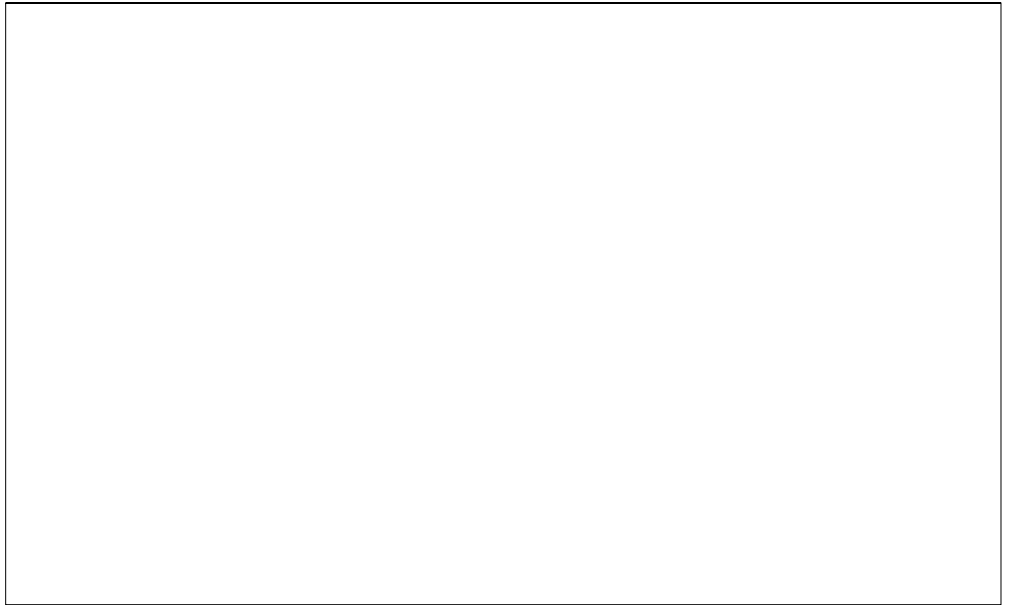
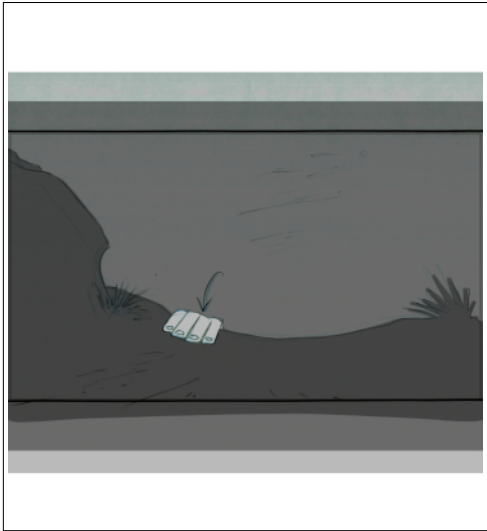


Dialog
VOZ EN OFF:
EL CAMINO QUE EMPRENDIÓ EL HÉROE NO FUE FÁCIL.

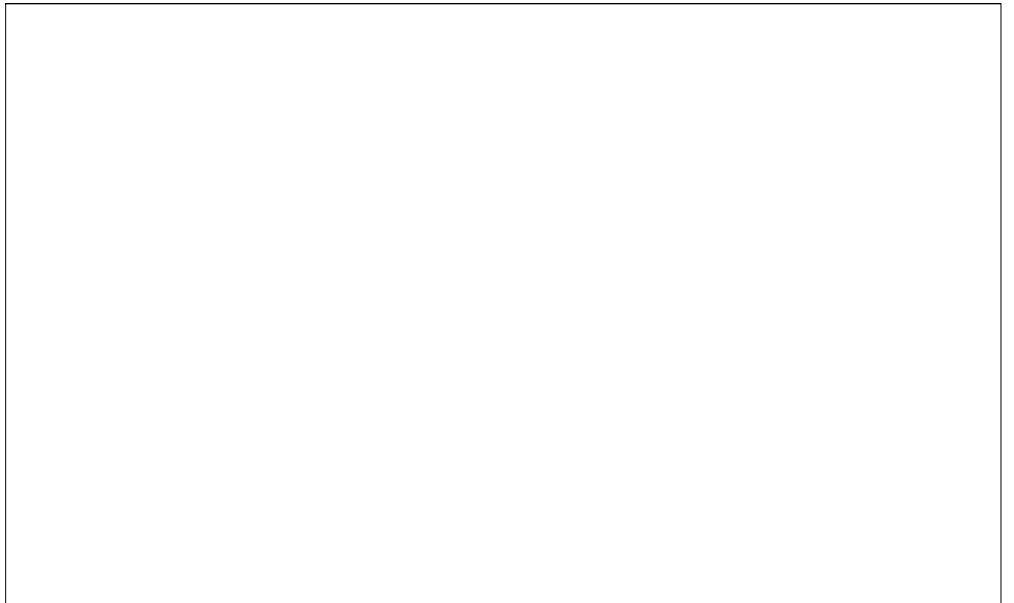
Seq	Scene	Panel
30	1076	1



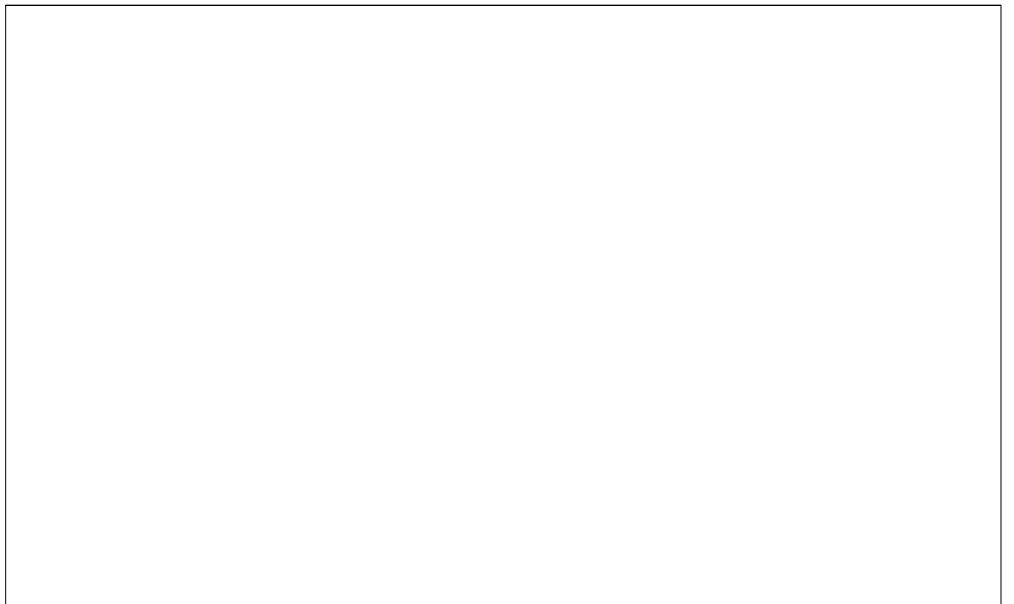
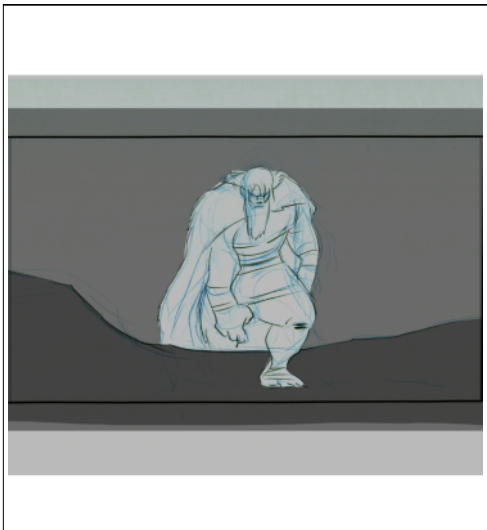
Seq	Scene	Panel
30	1076	2



Seq	Scene	Panel
30	1076	3



Seq	Scene	Panel
30	1076	4



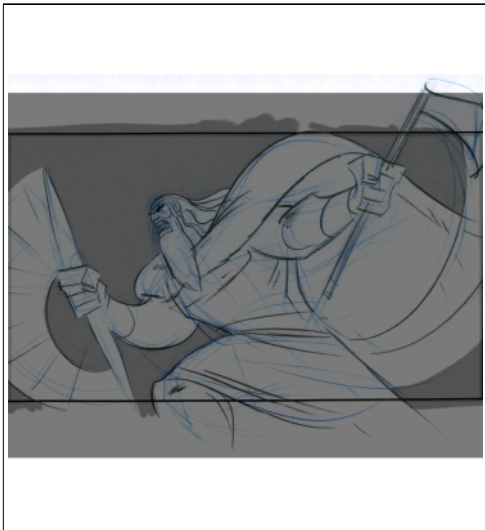
Seq	Scene	Panel
30	1077	1



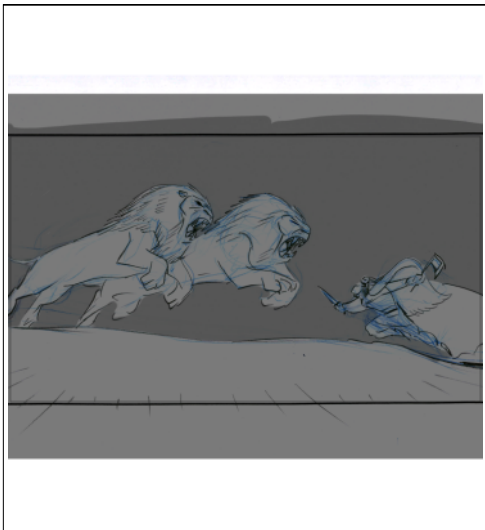
Dialog
VOZ EN OFF:

TUVO QUE LUCHAR CON CADA UNA DE LAS FIERAS DEL LLANO Y DE LOS MONTES.

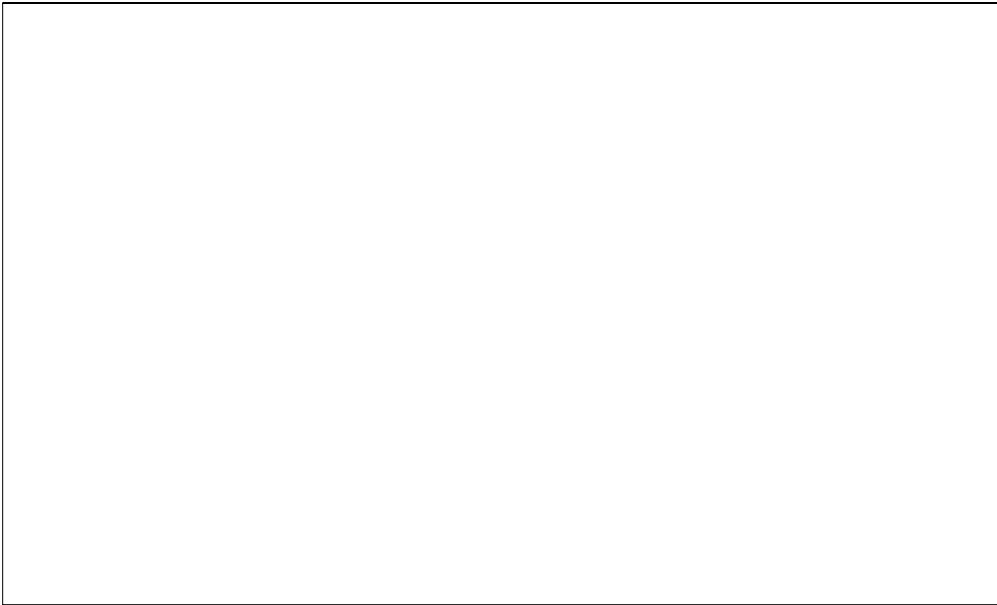
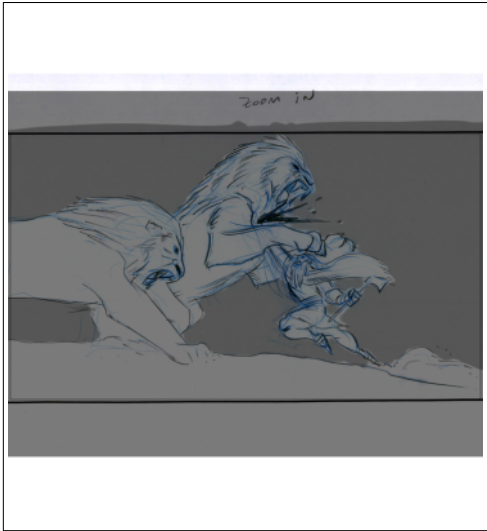
Seq	Scene	Panel
30	1078	1



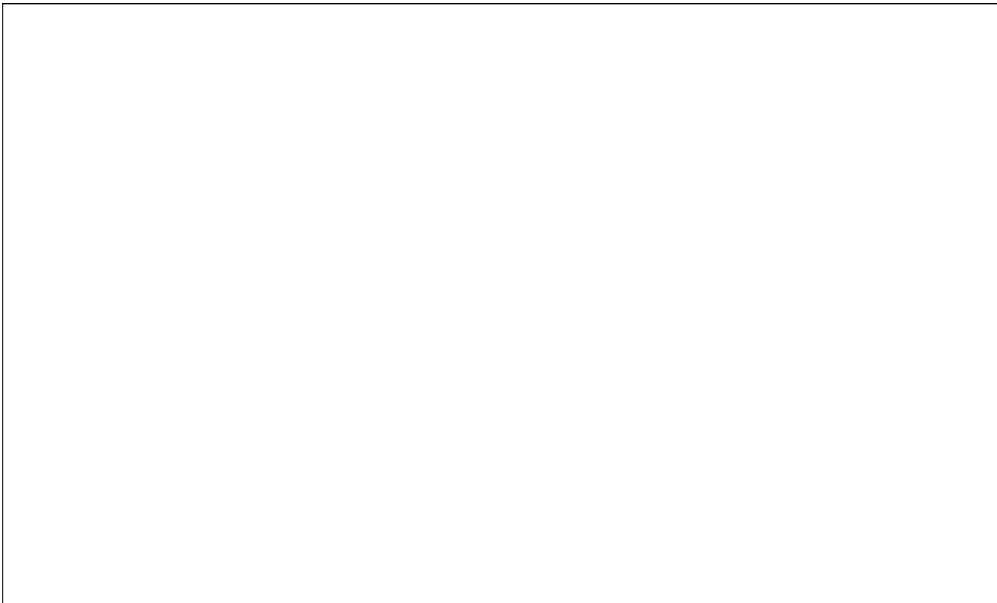
Seq	Scene	Panel
30	1079	1



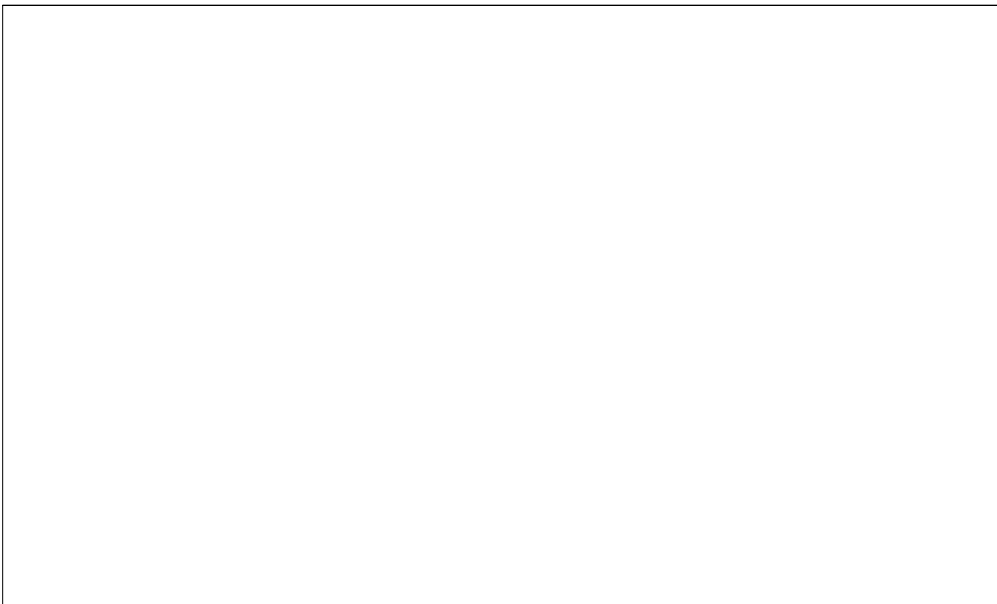
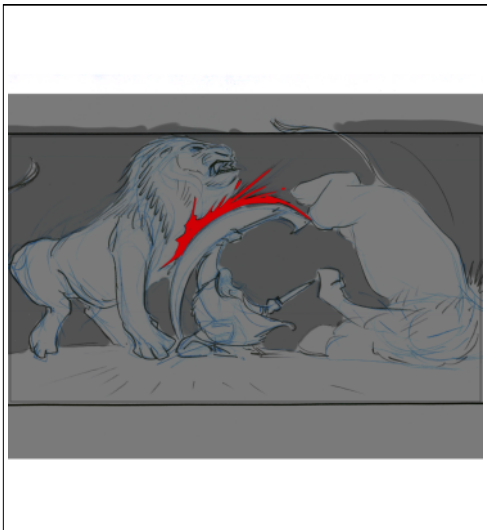
Seq	Scene	Panel
30	1079	2



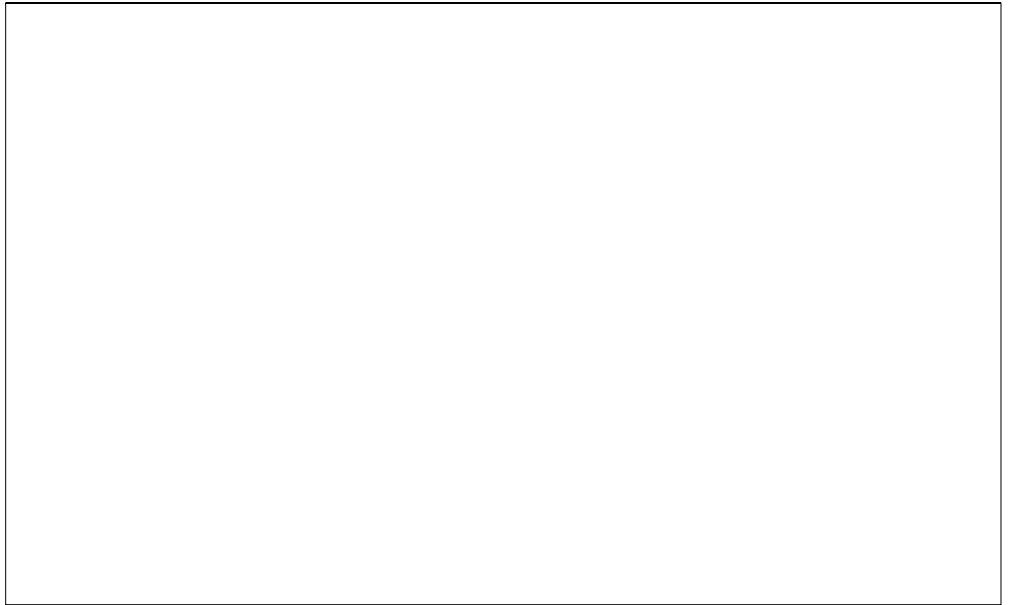
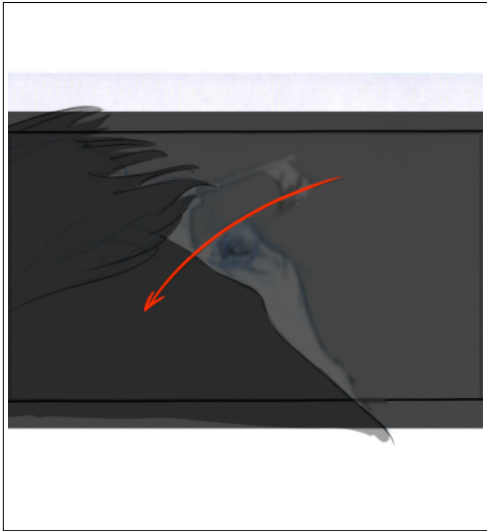
Seq	Scene	Panel
30	1079	3



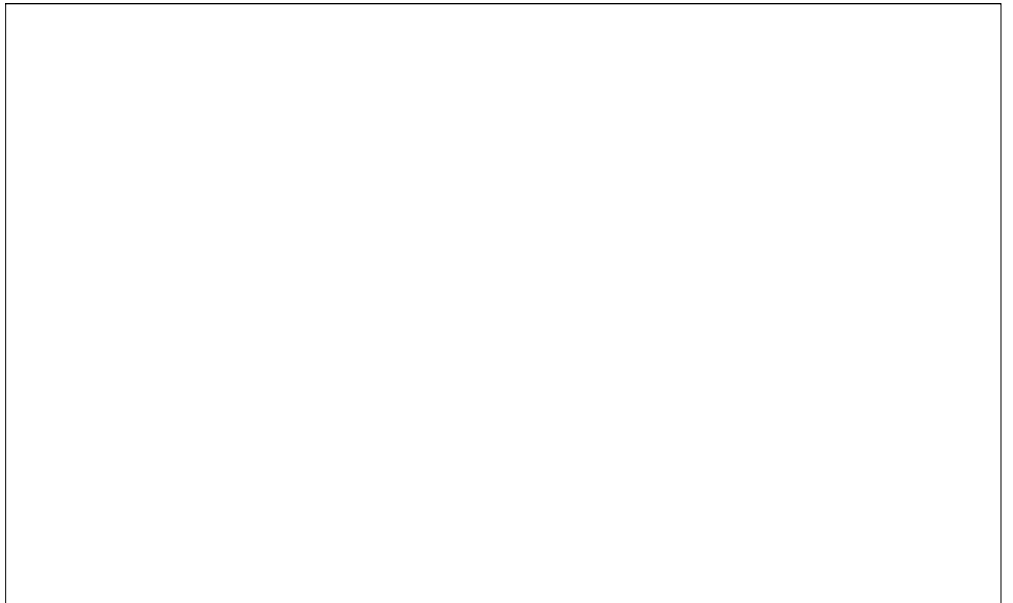
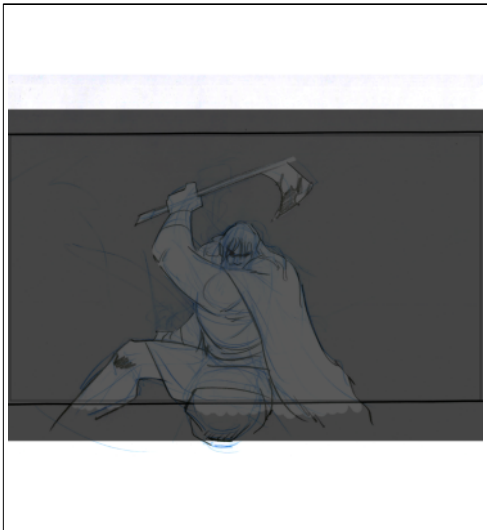
Seq	Scene	Panel
30	1079	4



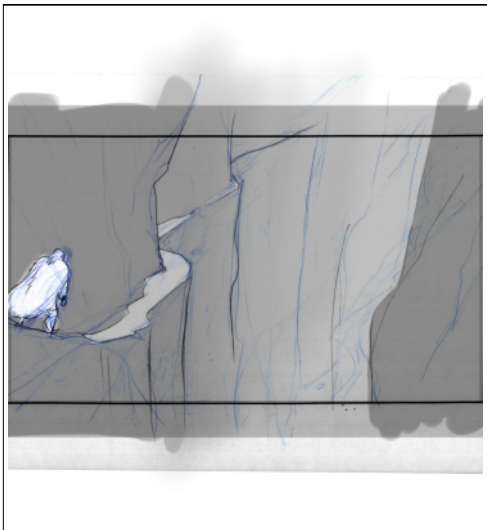
Seq	Scene	Panel
30	1080	1



Seq	Scene	Panel
30	1080	2

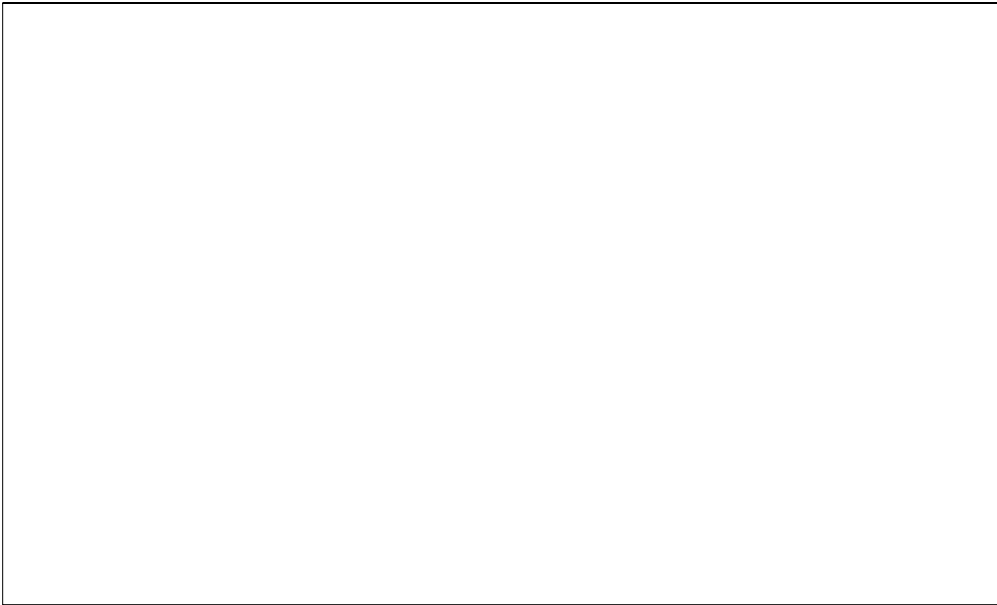
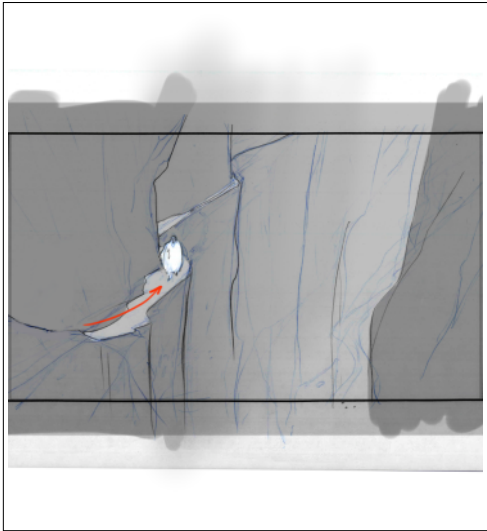


Seq	Scene	Panel
30	1081	1

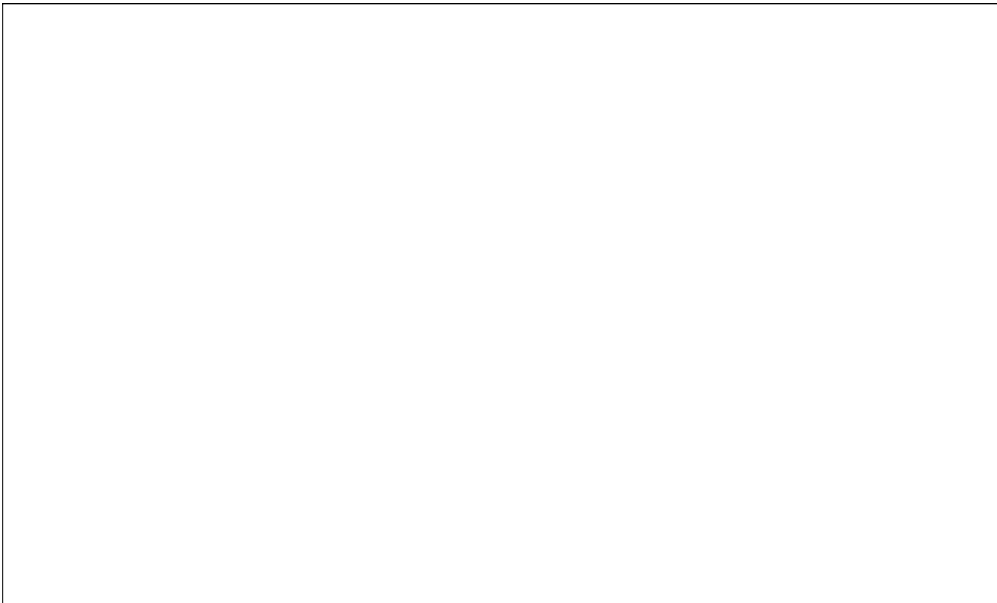
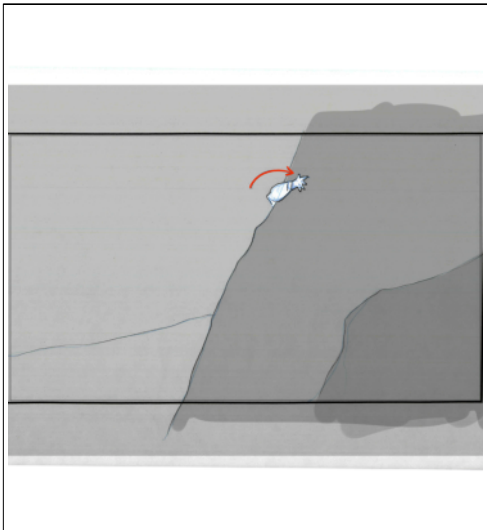


Dialog
VOZ EN OFF:
PERO ANDUVO CON PASO FIRME RUMBO AL ESTE.

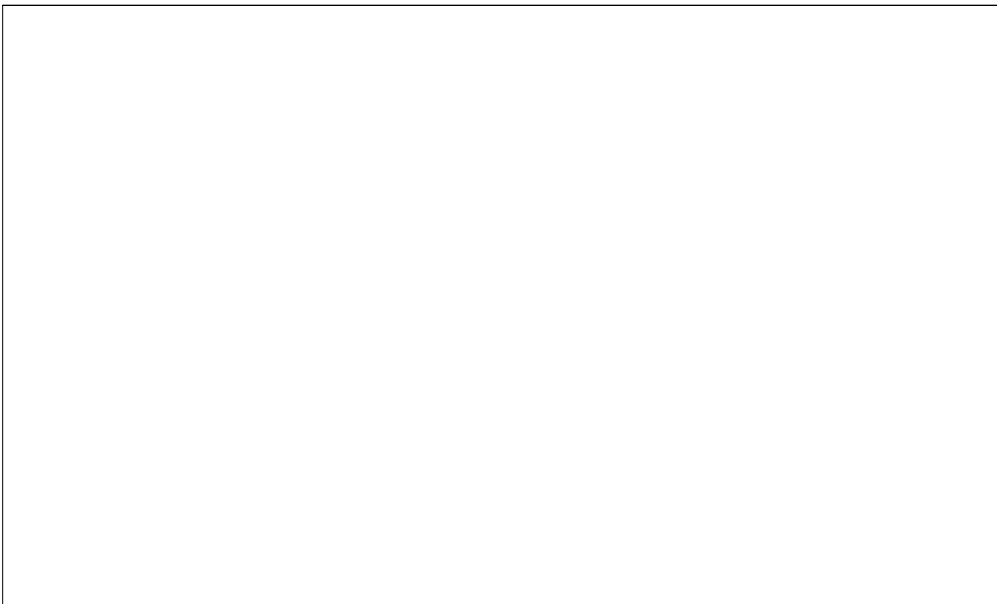
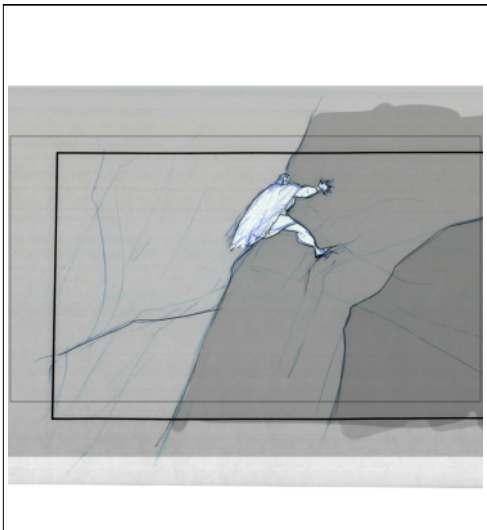
Seq	Scene	Panel
30	1081	2



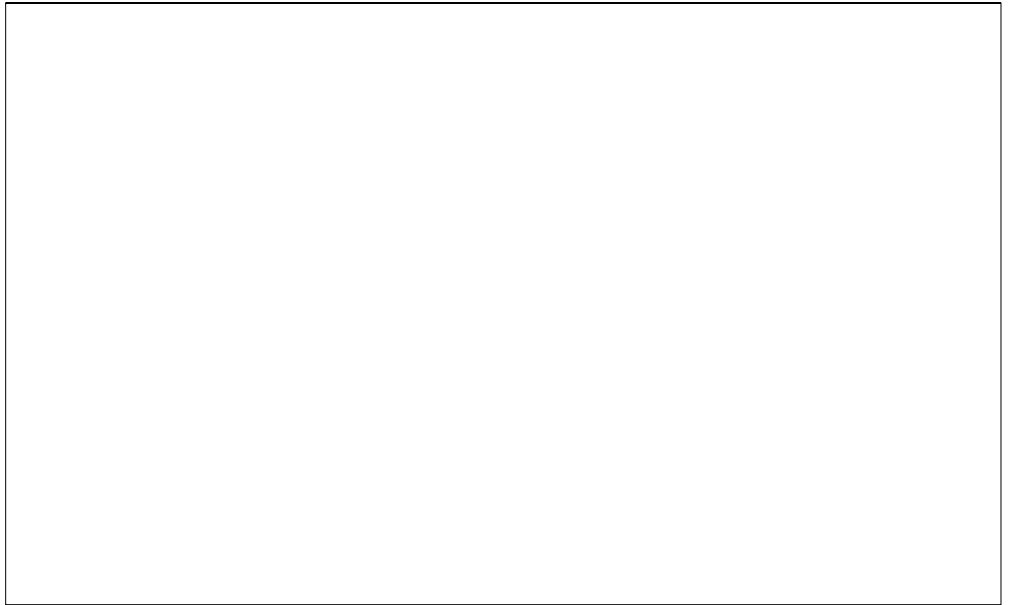
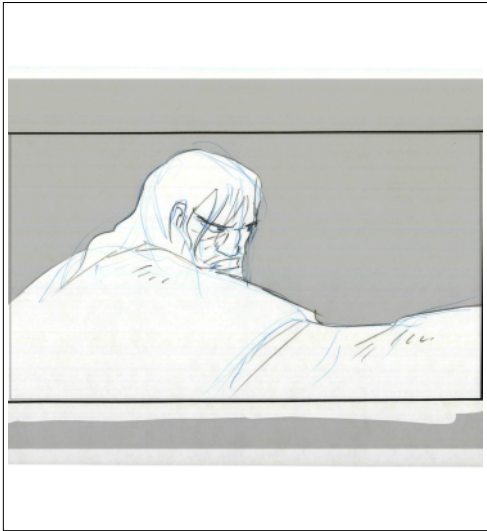
Seq	Scene	Panel
30	1082	1



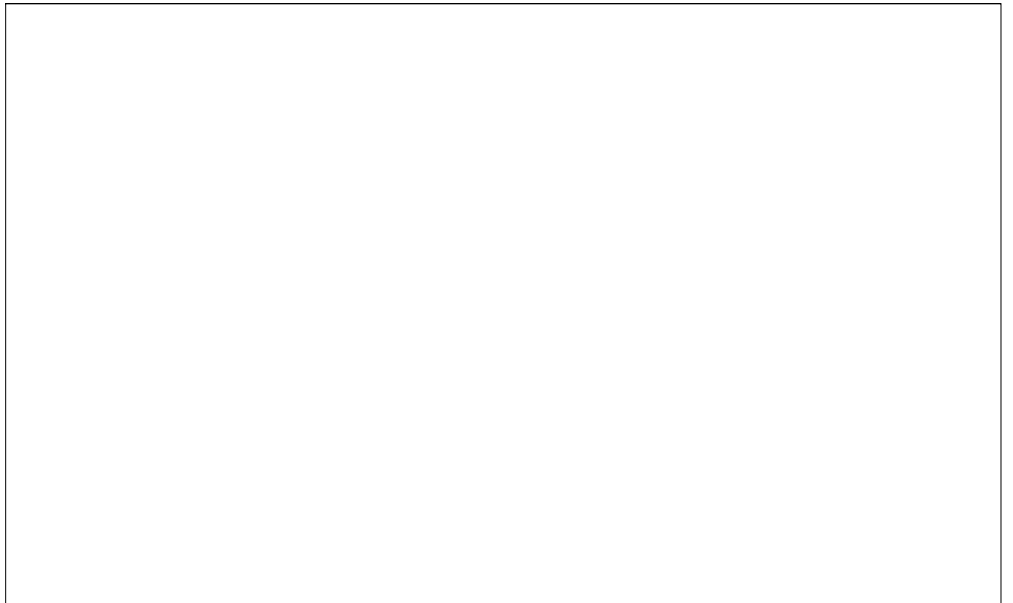
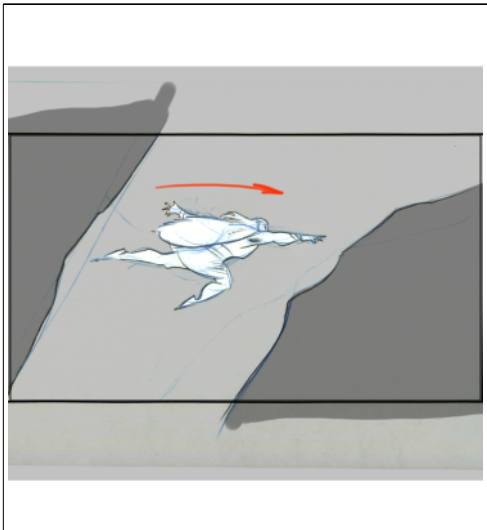
Seq	Scene	Panel
30	1082	2



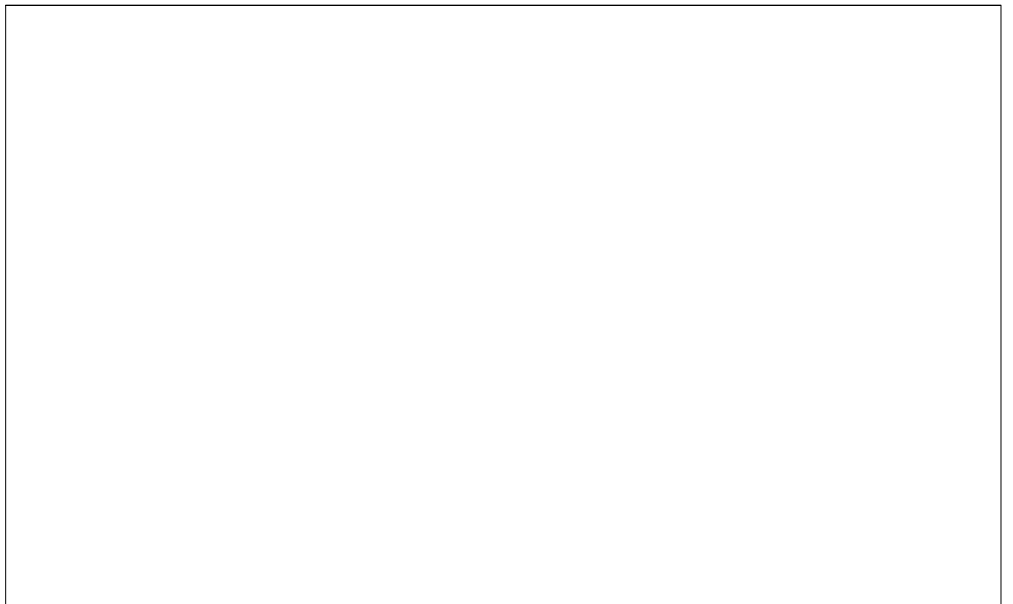
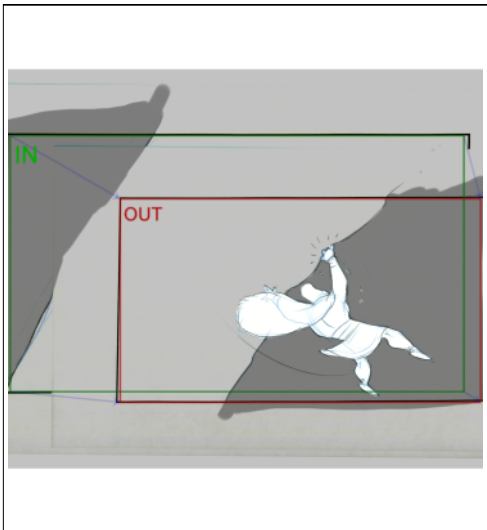
Seq	Scene	Panel
30	1083	1



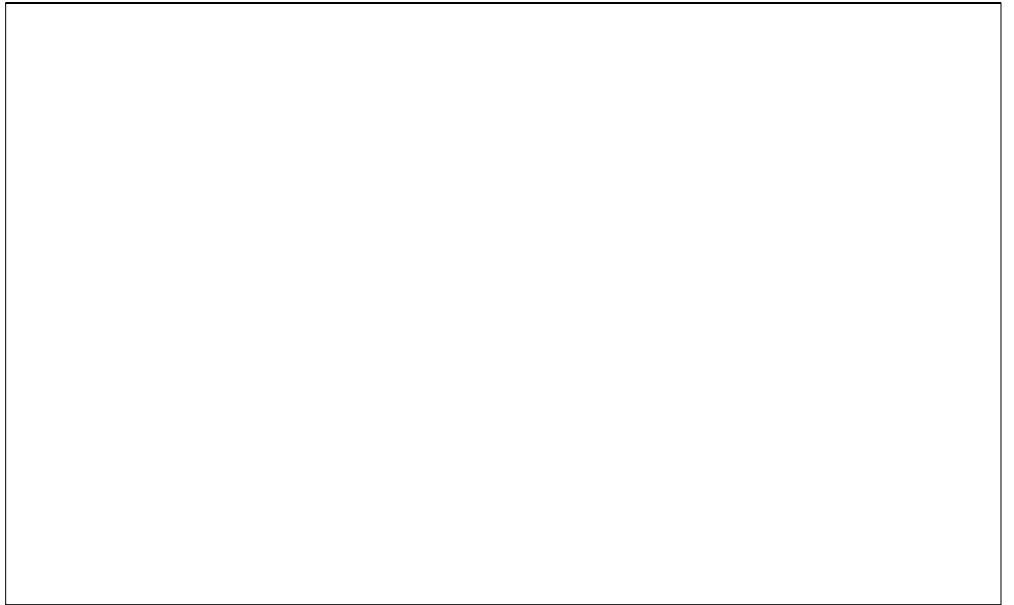
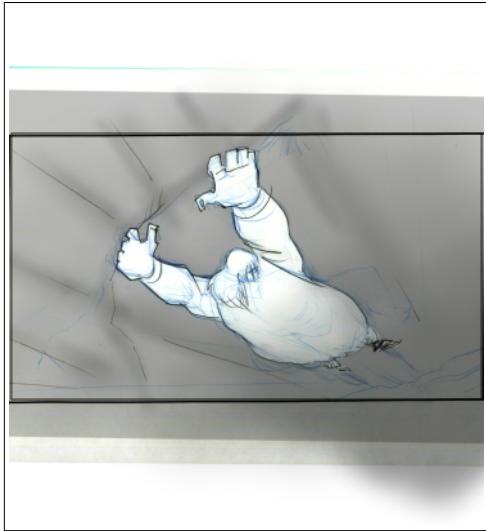
Seq	Scene	Panel
30	1084	1



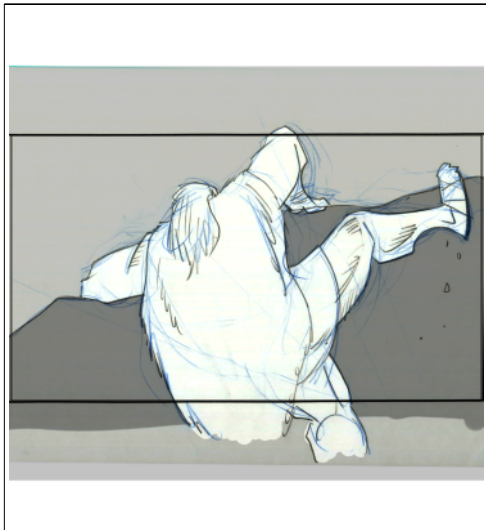
Seq	Scene	Panel
30	1084	2



Seq	Scene	Panel
30	1085	1



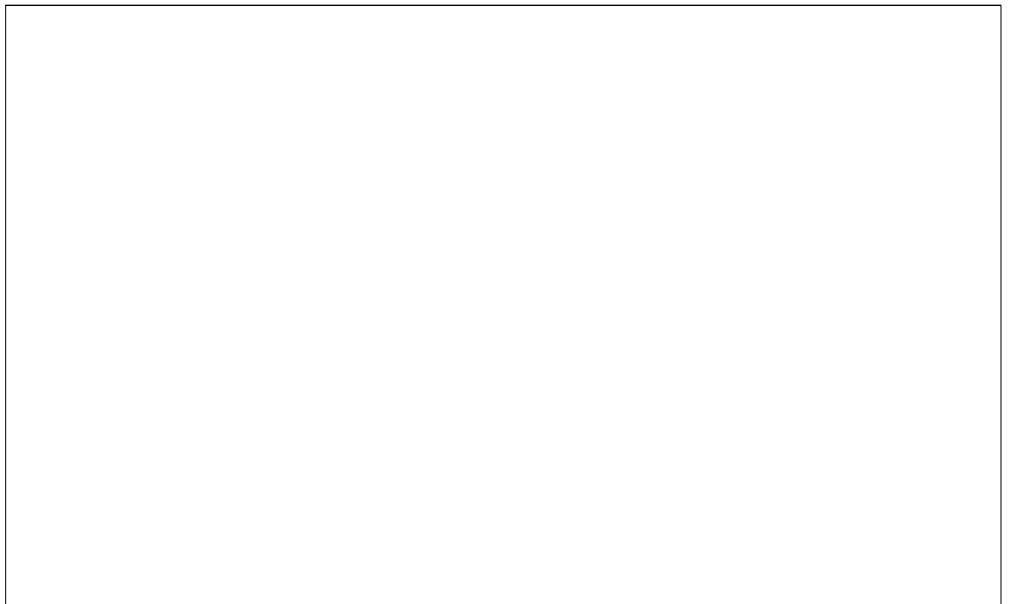
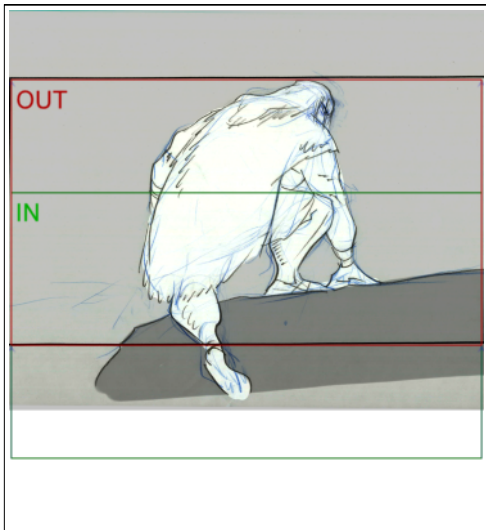
Seq	Scene	Panel
30	1085	2



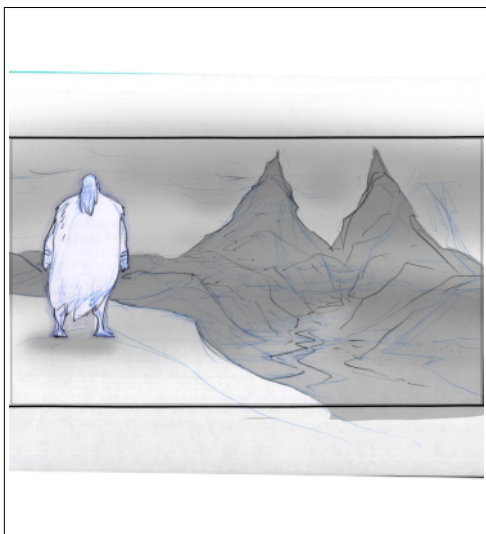
Dialog
VOZ EN OFF:

SU DESTINO ERAN LOS MONTES GEMELOS.

Seq	Scene	Panel
30	1085	3



Seq	Scene	Panel
30	1086	1

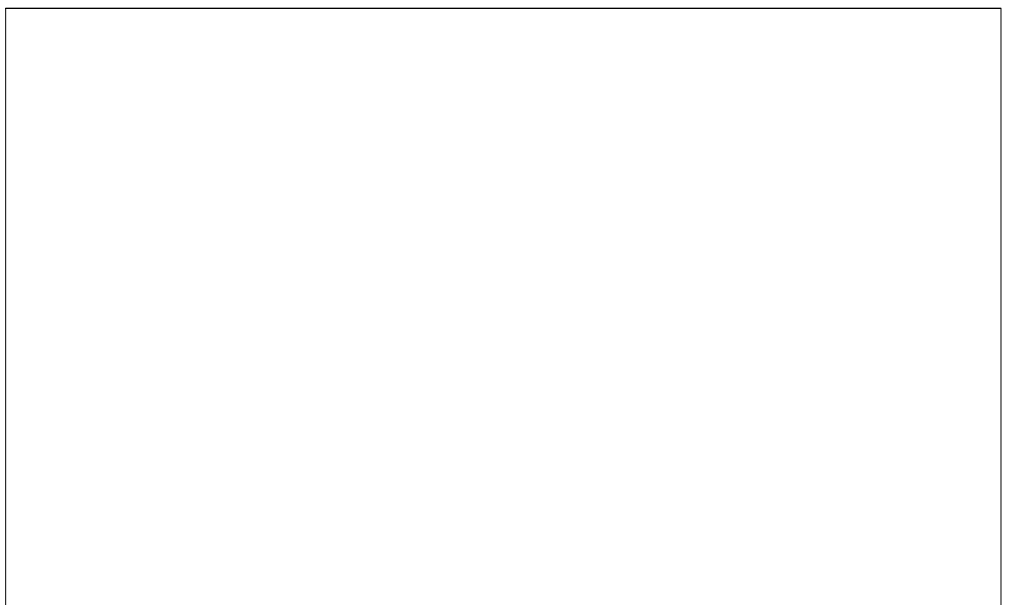
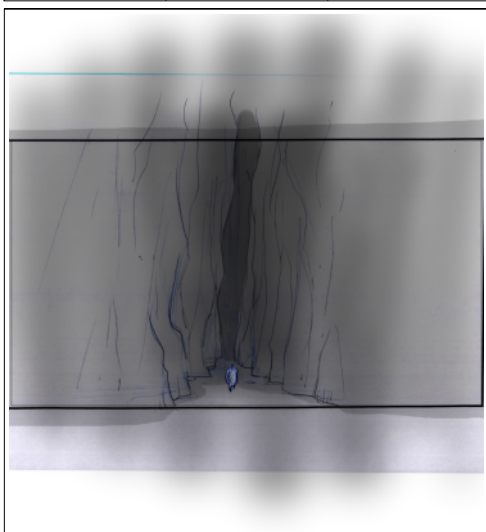


Seq	Scene	Panel
30	1087	1

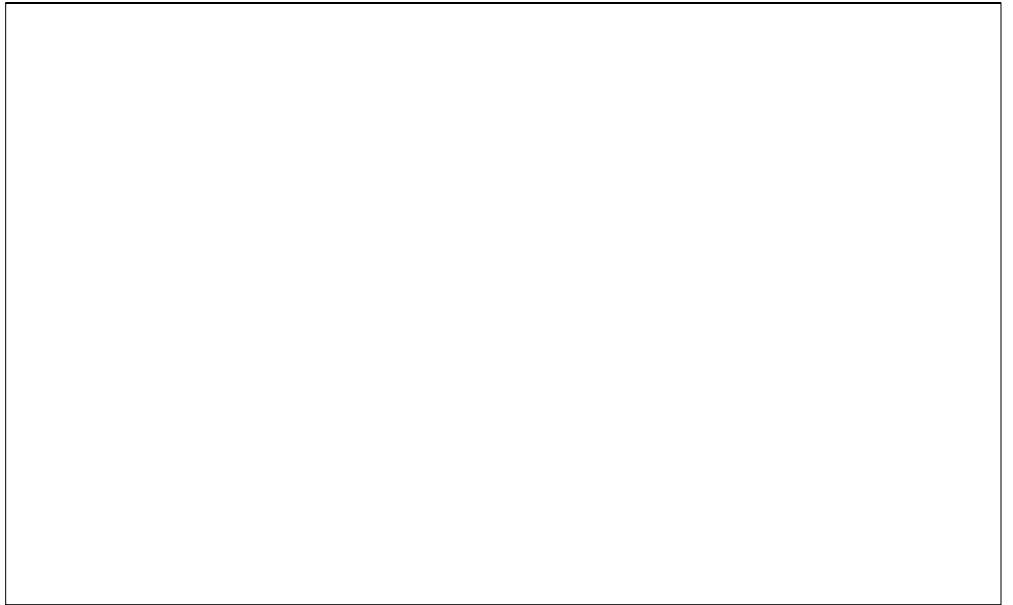
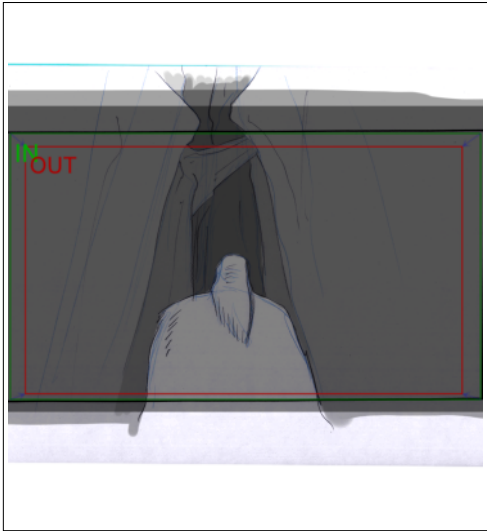


Dialog
VOZ EN OFF:
LA MORADA DE LOS HOMBRES ESCORPIÓN.

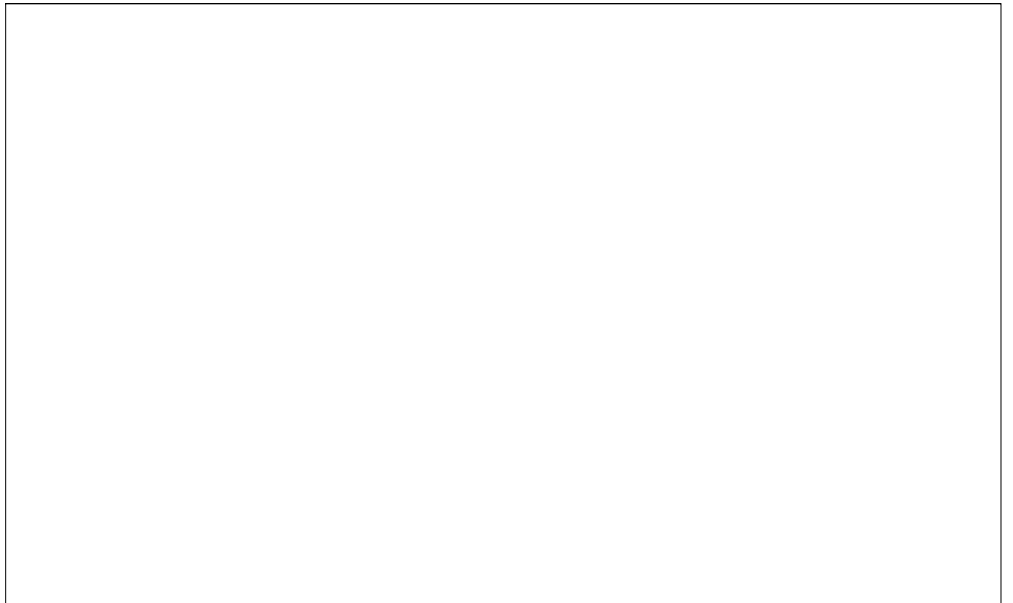
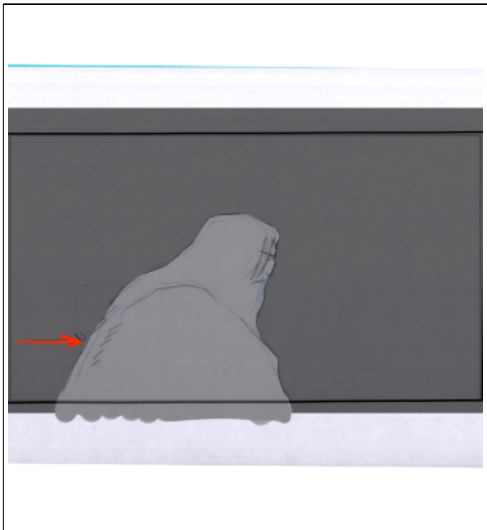
Seq	Scene	Panel
30	1088	1



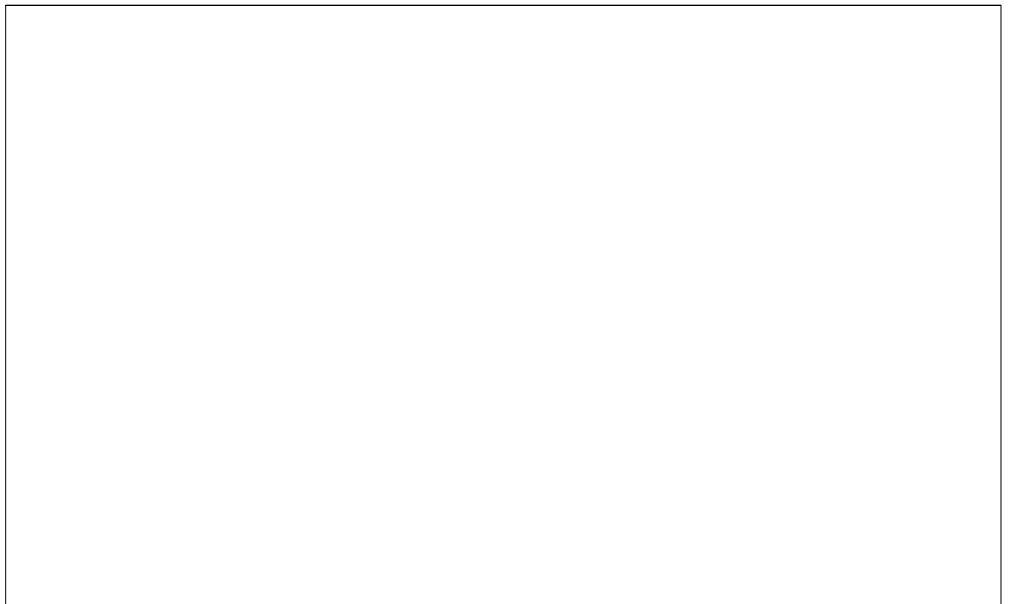
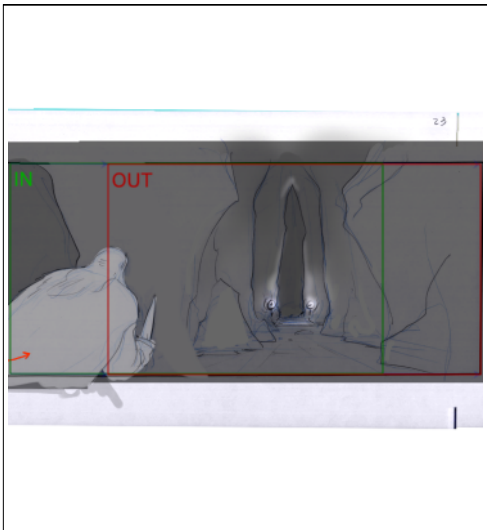
Seq	Scene	Panel
30	1089	1



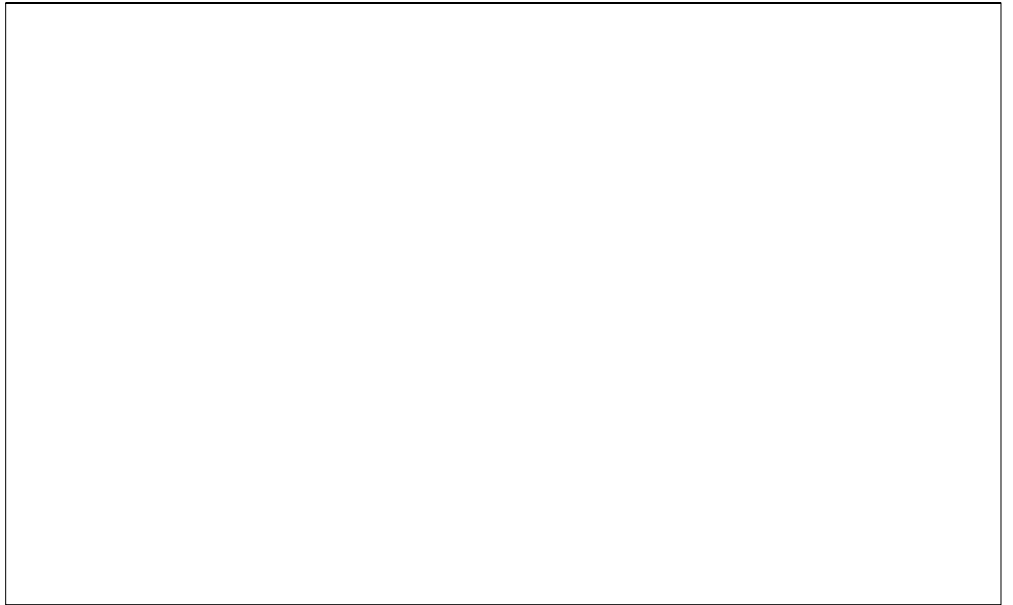
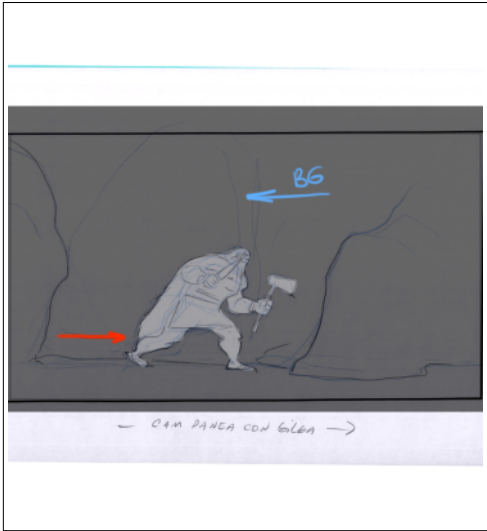
Seq	Scene	Panel
30	1090	1



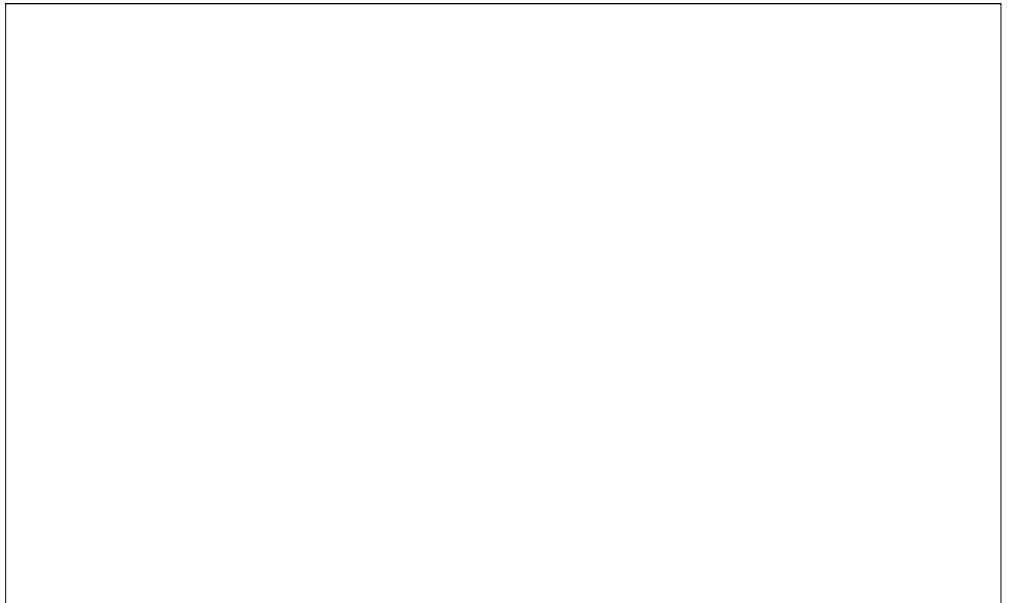
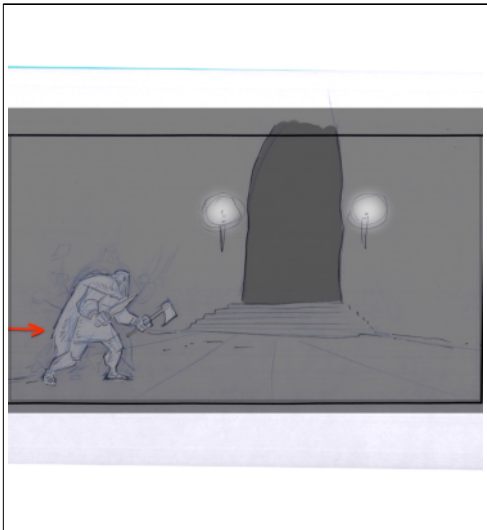
Seq	Scene	Panel
30	1091	1



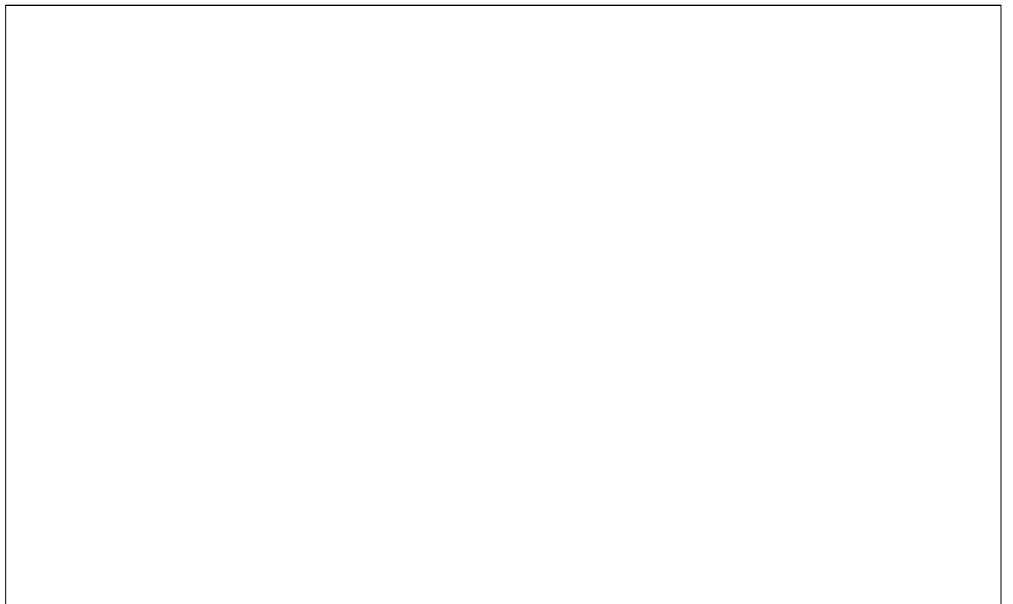
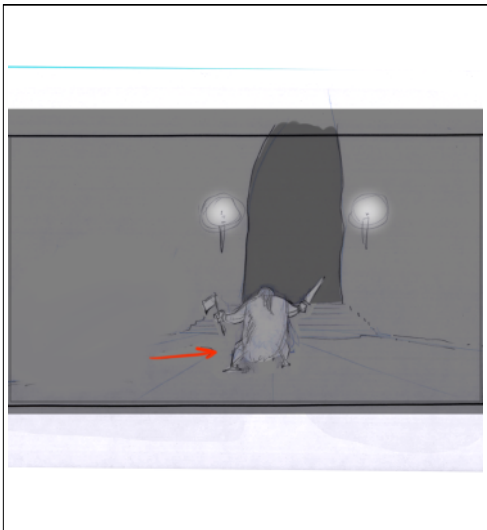
Seq	Scene	Panel
30	1092	1



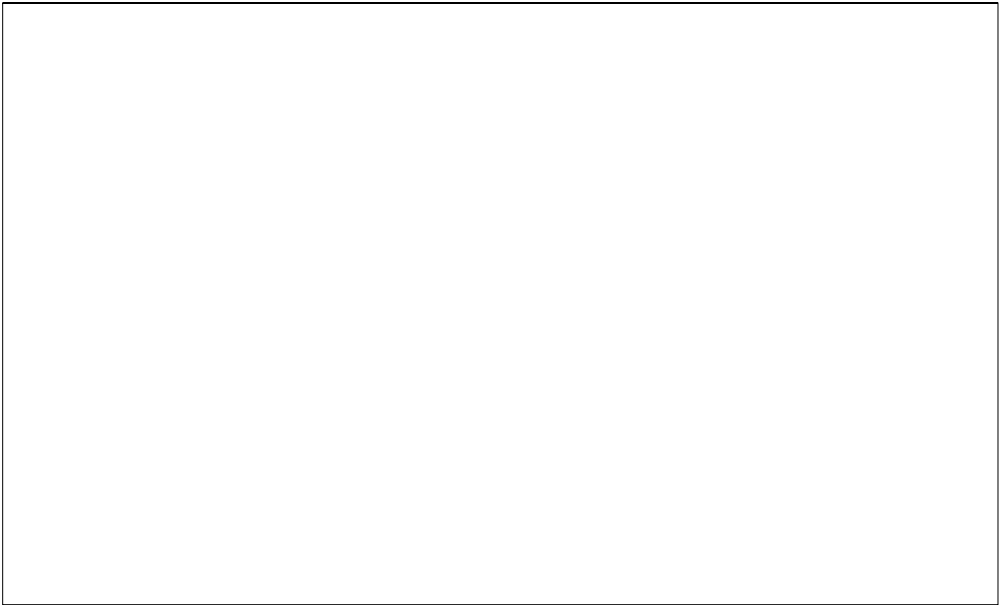
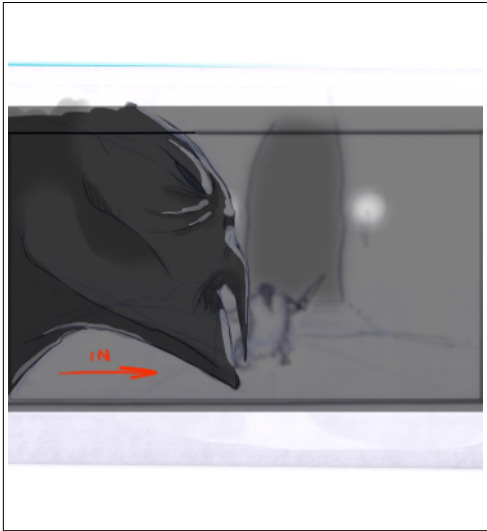
Seq	Scene	Panel
30	1093	1



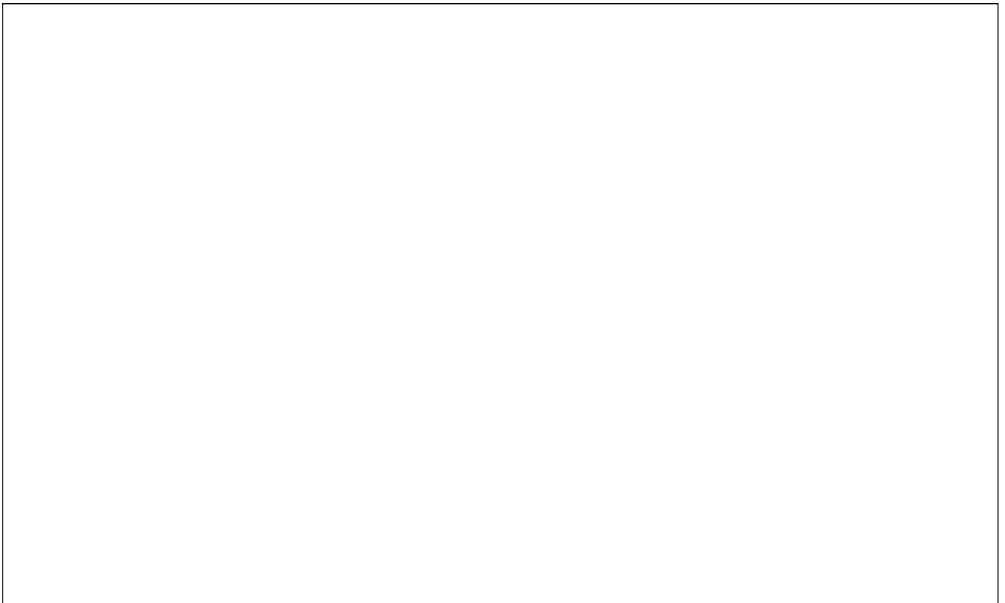
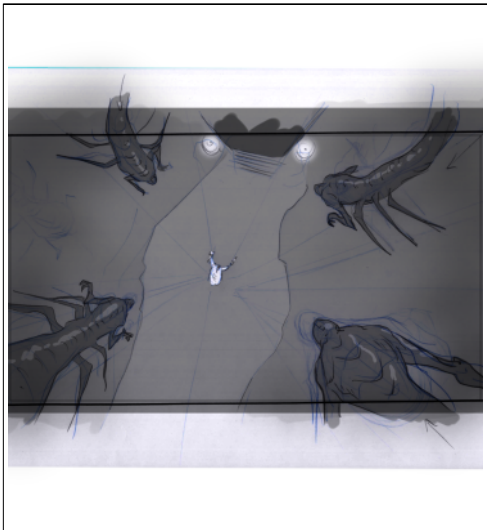
Seq	Scene	Panel
30	1093	2



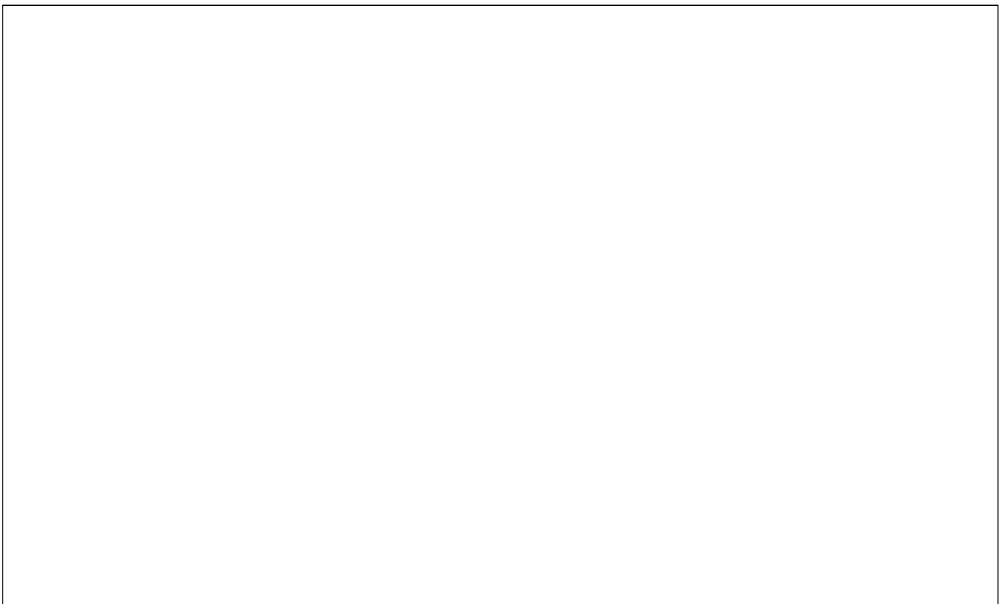
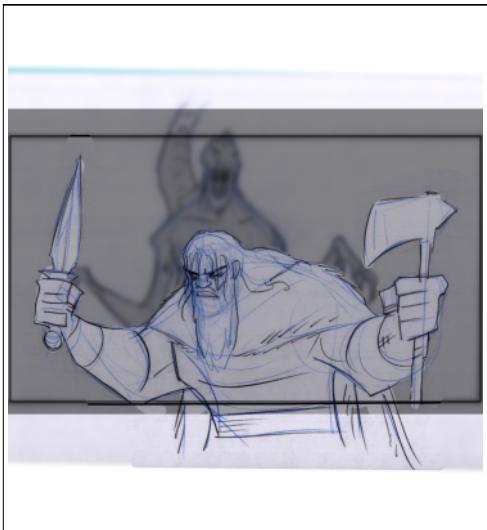
Seq	Scene	Panel
30	1093	3



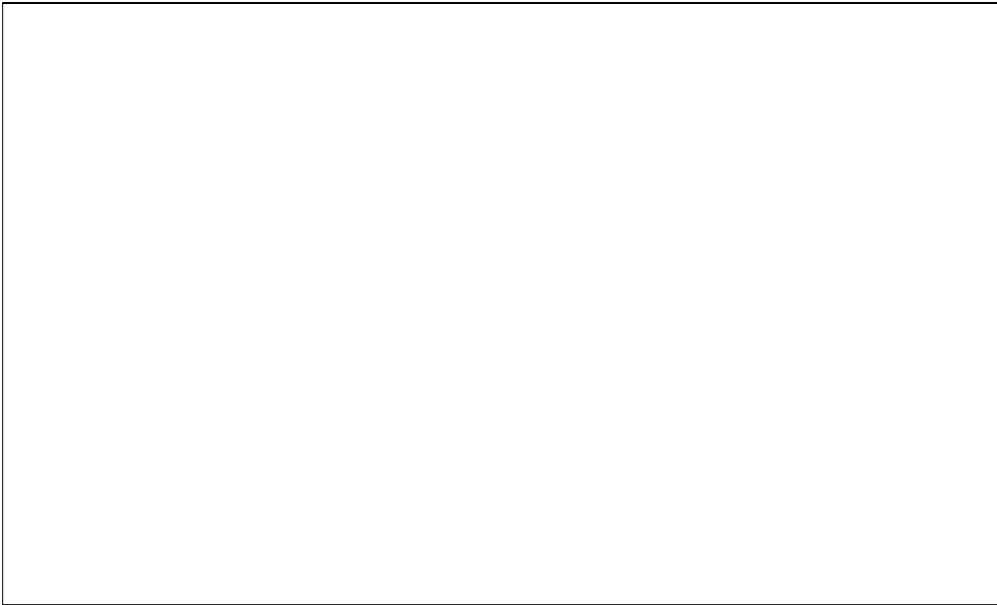
Seq	Scene	Panel
30	1094	1



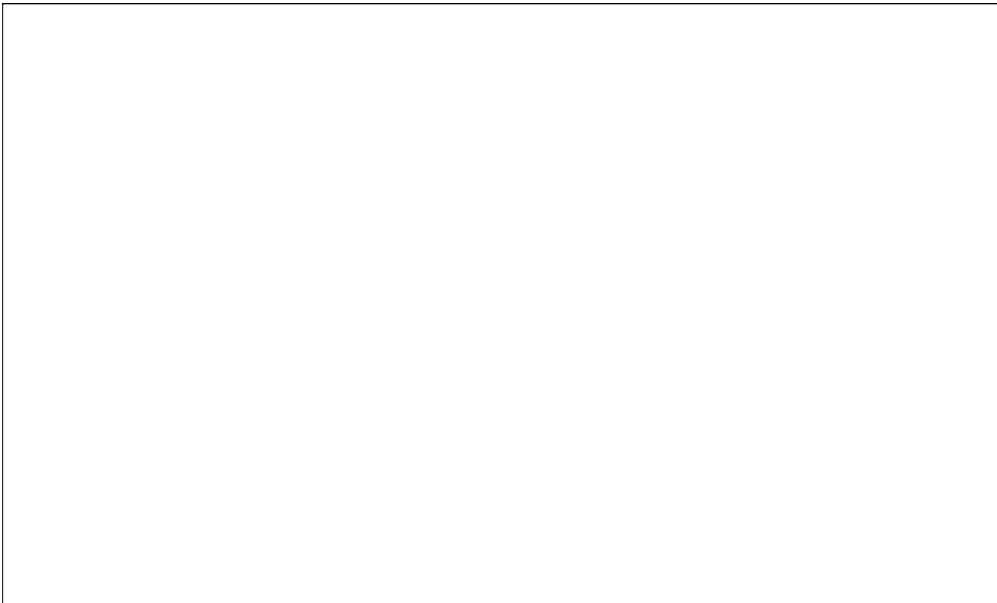
Seq	Scene	Panel
30	1095	1



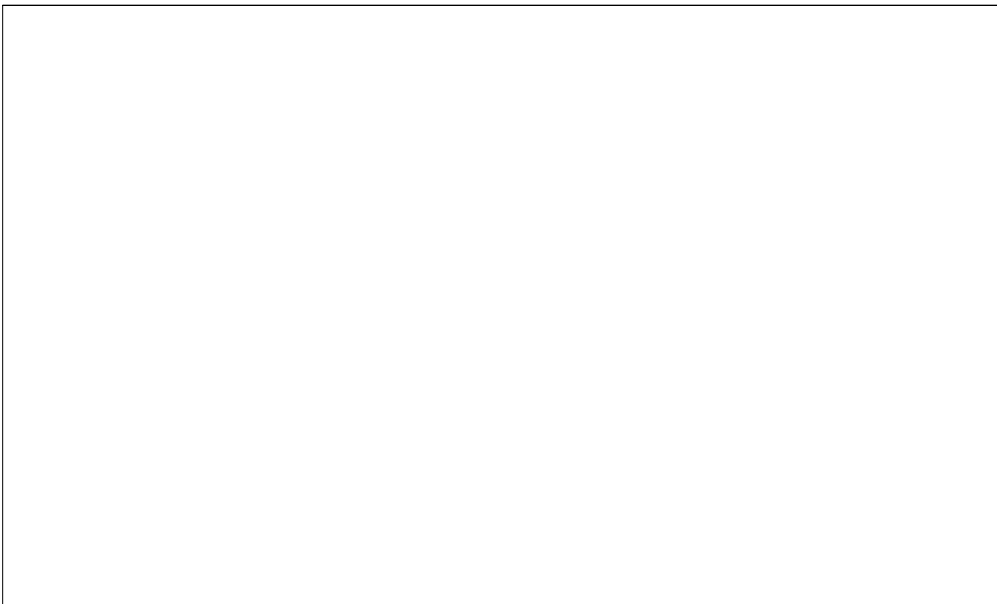
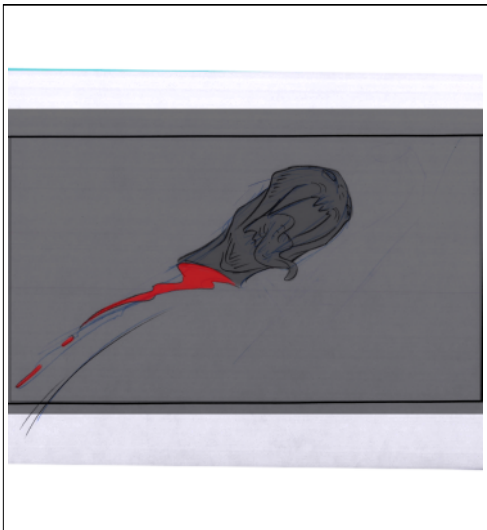
Seq	Scene	Panel
30	1095	2



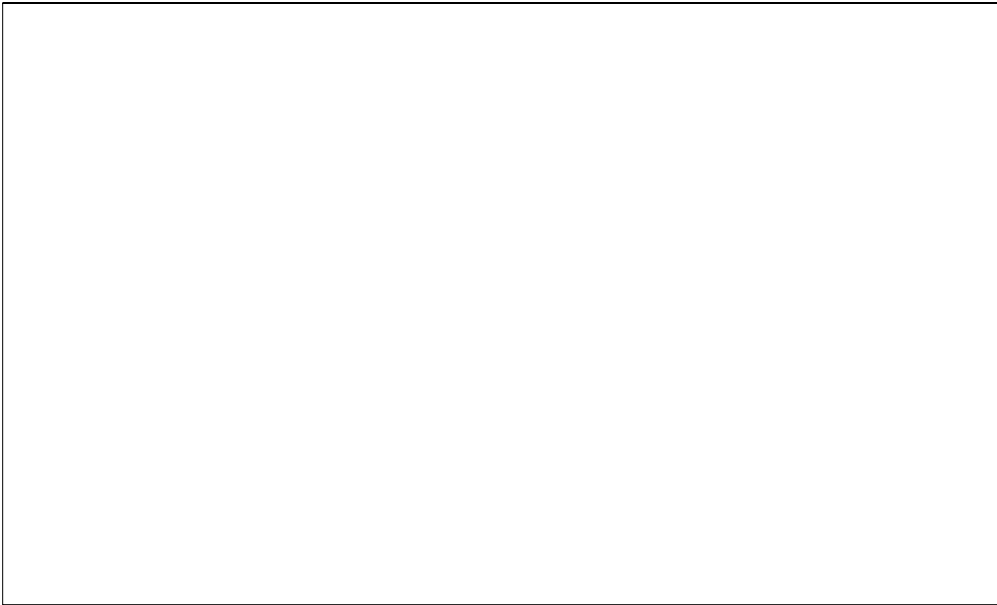
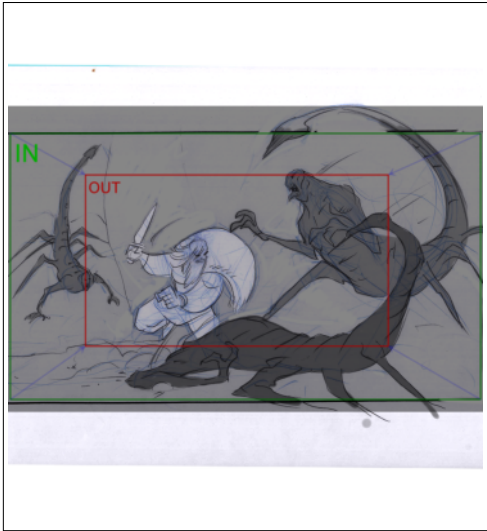
Seq	Scene	Panel
30	1095	3



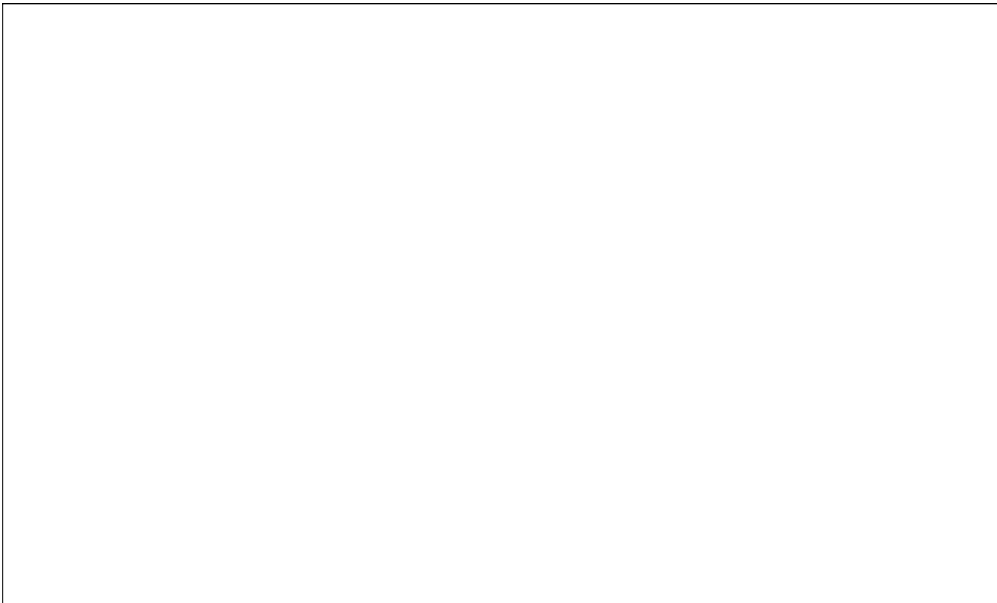
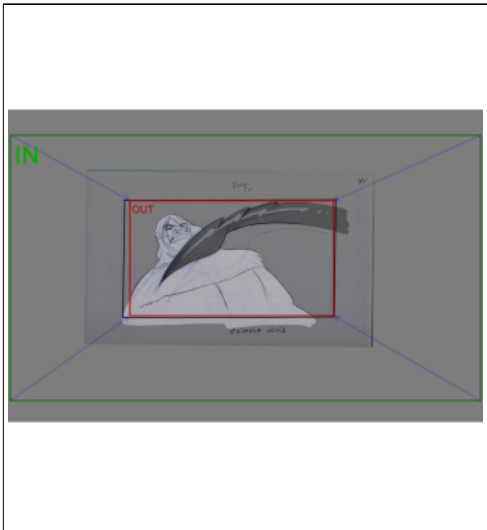
Seq	Scene	Panel
30	1096	1



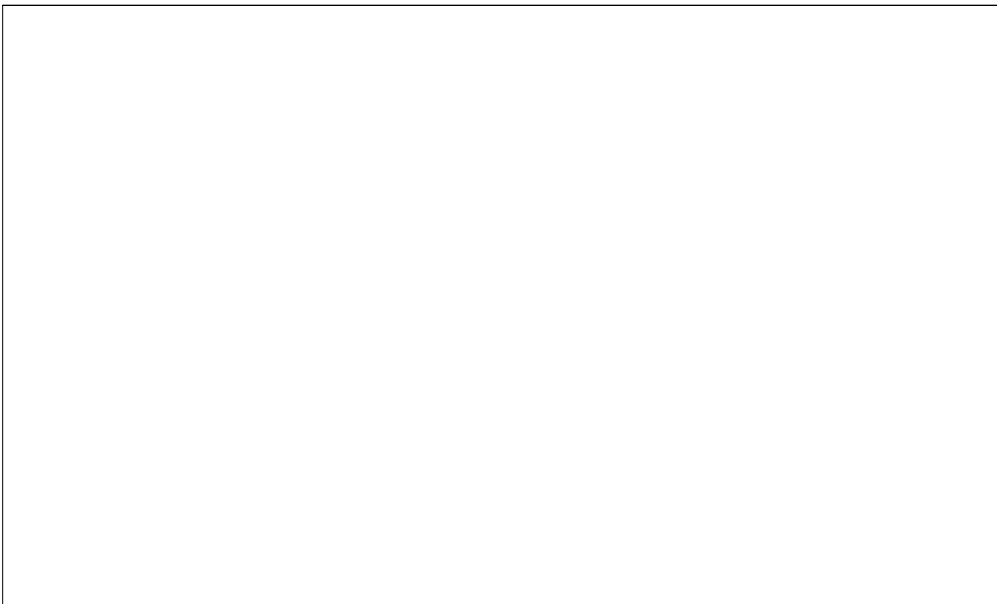
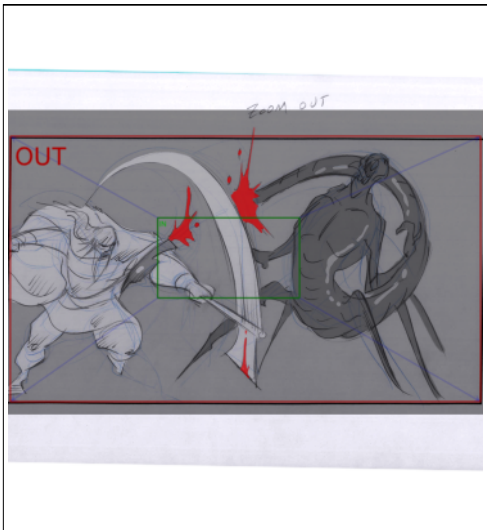
Seq	Scene	Panel
30	1097	1



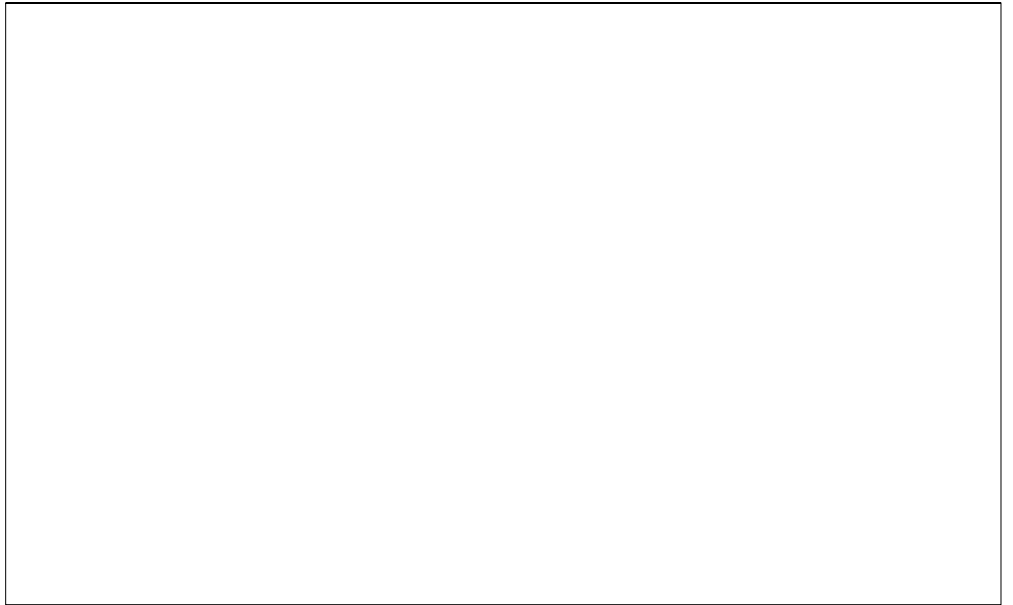
Seq	Scene	Panel
30	1097	2



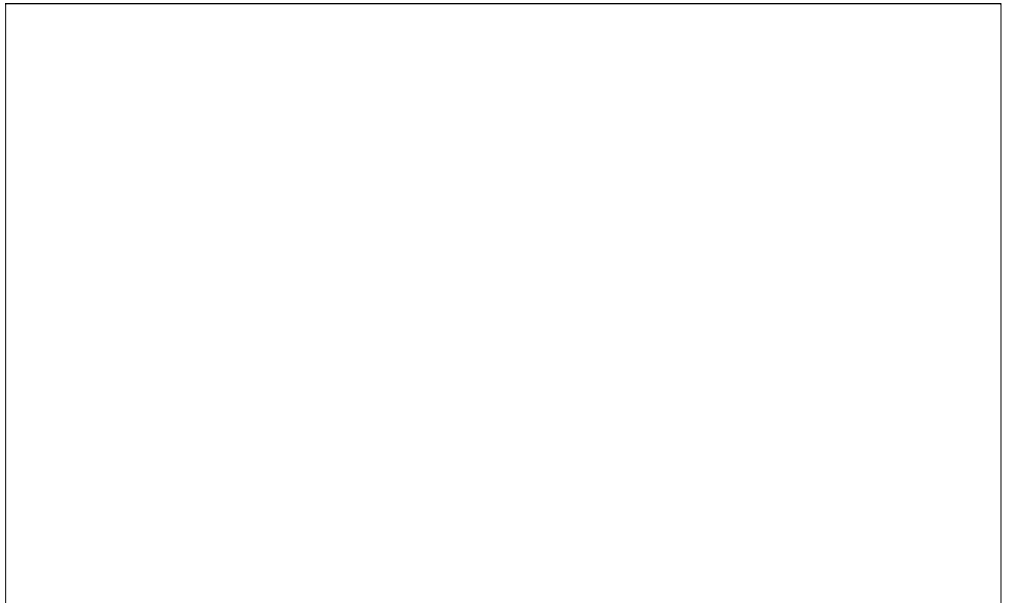
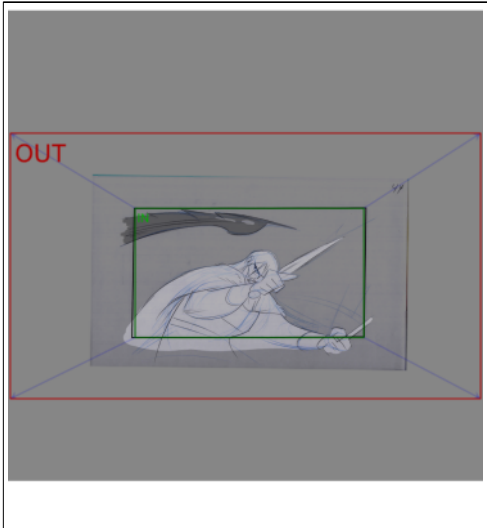
Seq	Scene	Panel
30	1097	3



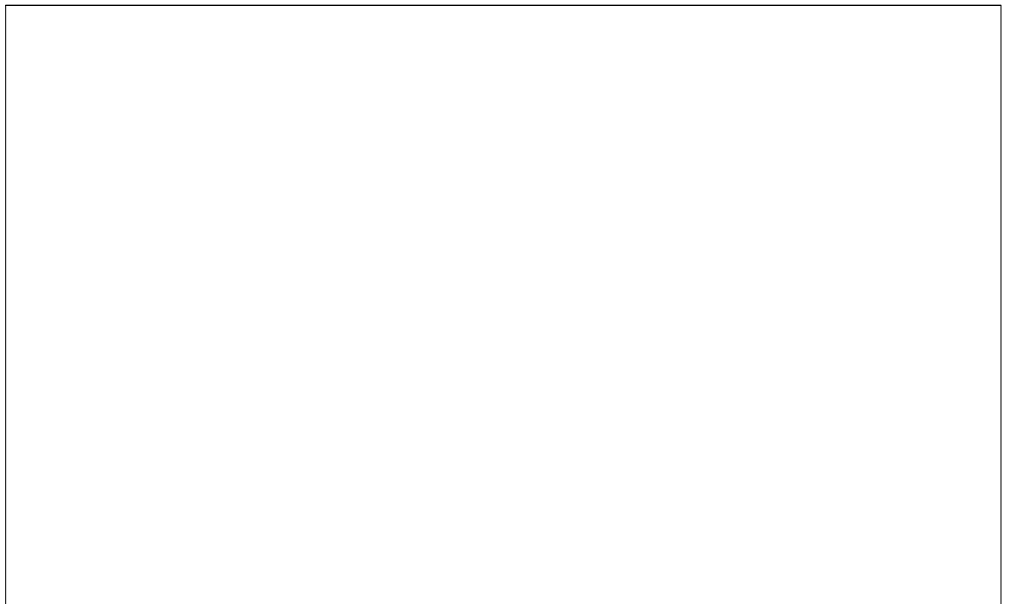
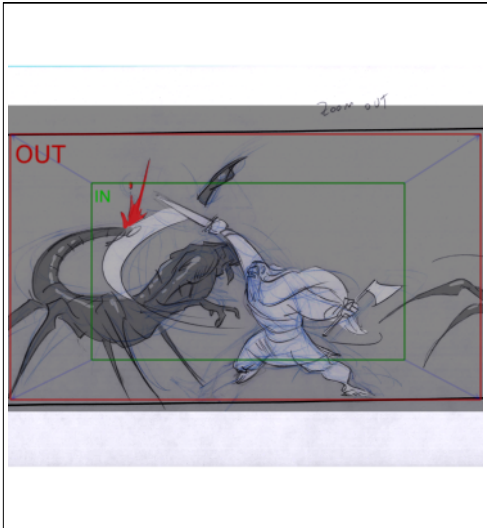
Seq	Scene	Panel
30	1097	4



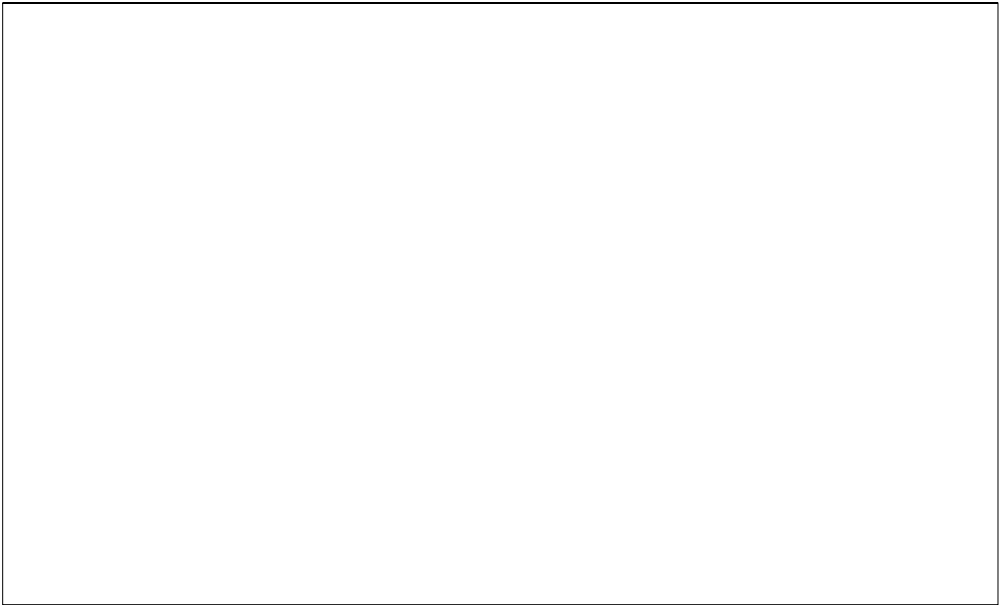
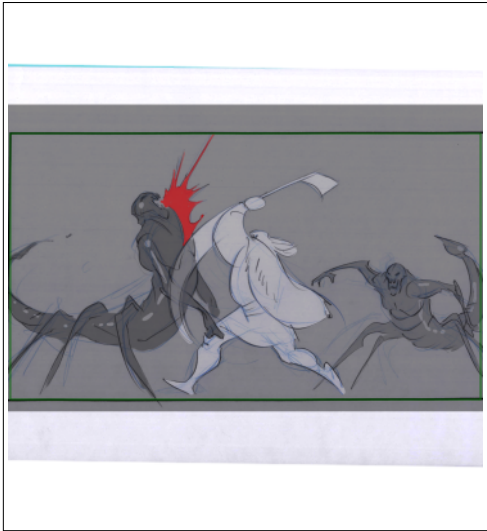
Seq	Scene	Panel
30	1098	1



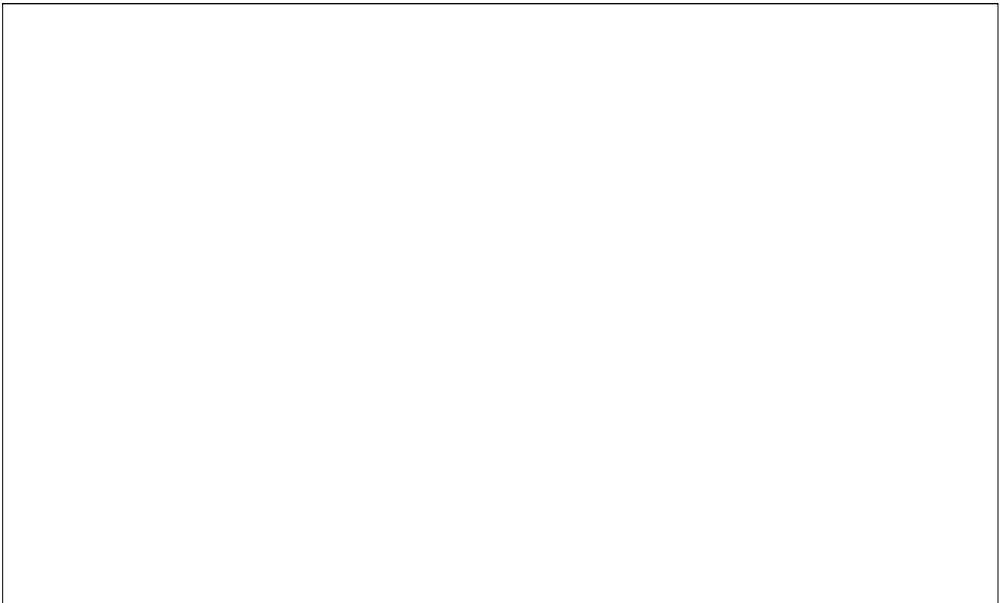
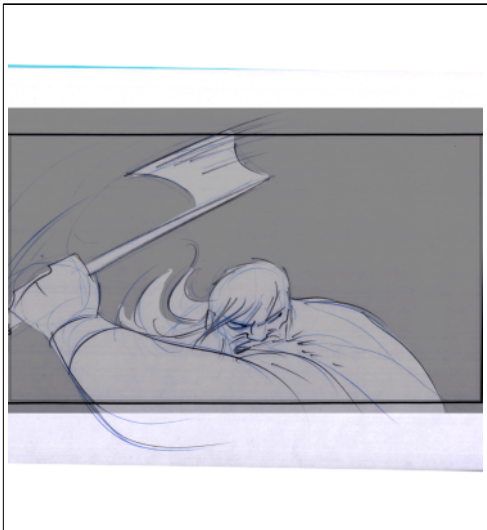
Seq	Scene	Panel
30	1098	2



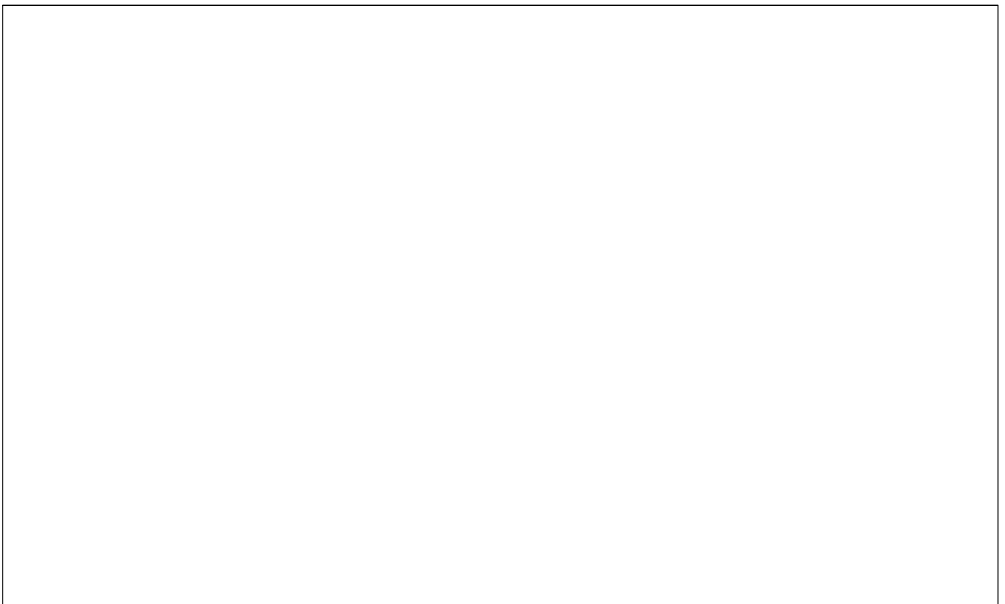
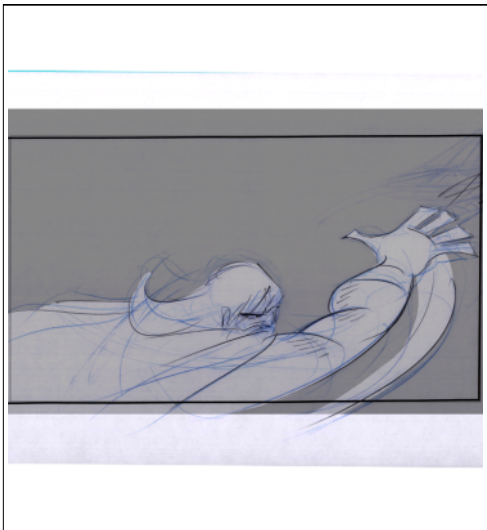
Seq	Scene	Panel
30	1098	3



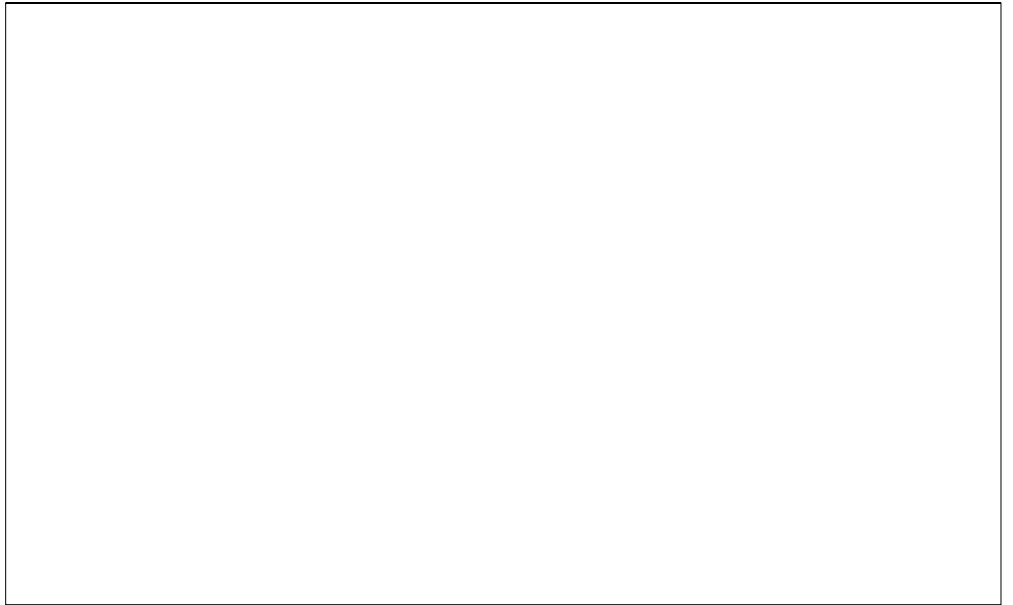
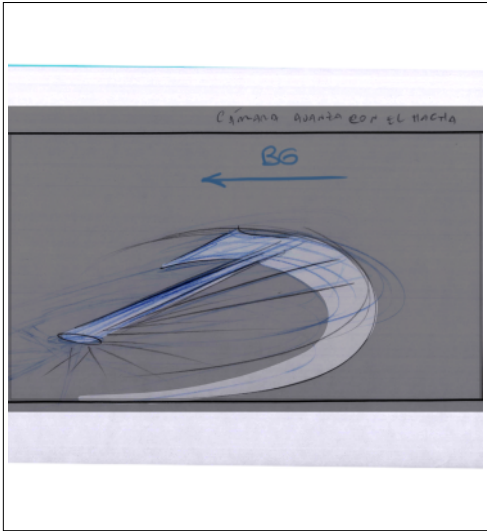
Seq	Scene	Panel
30	1099	1



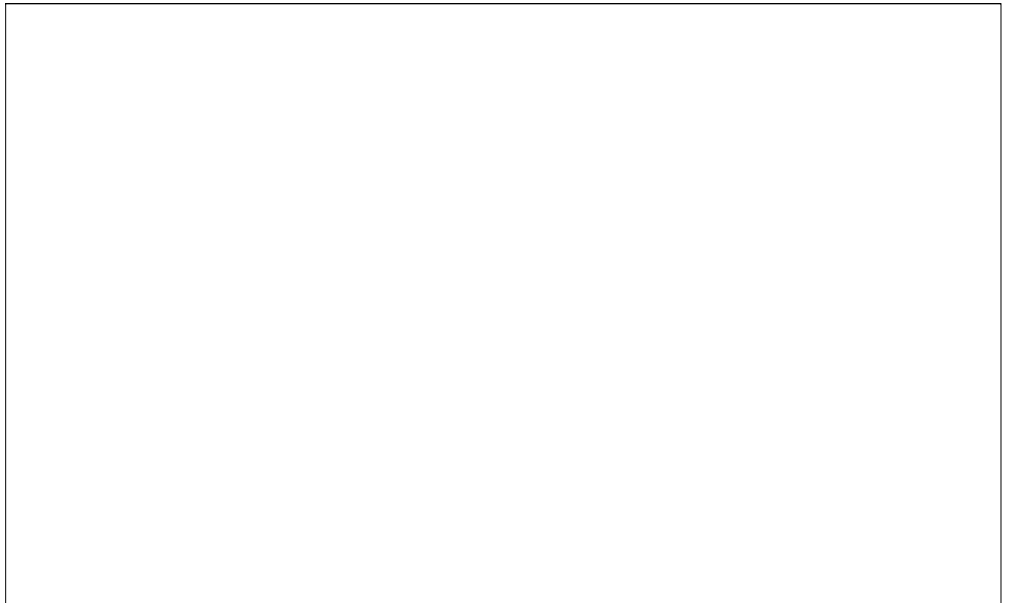
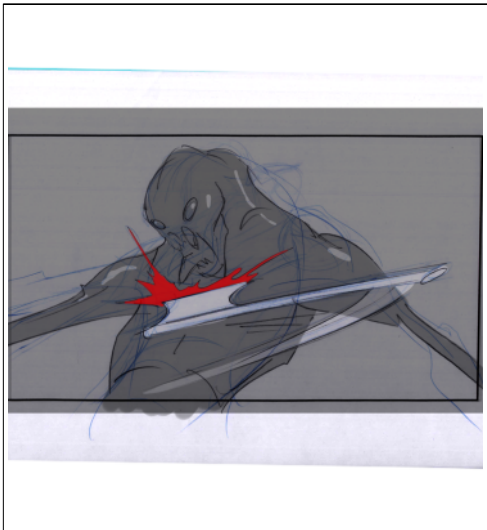
Seq	Scene	Panel
30	1100	1



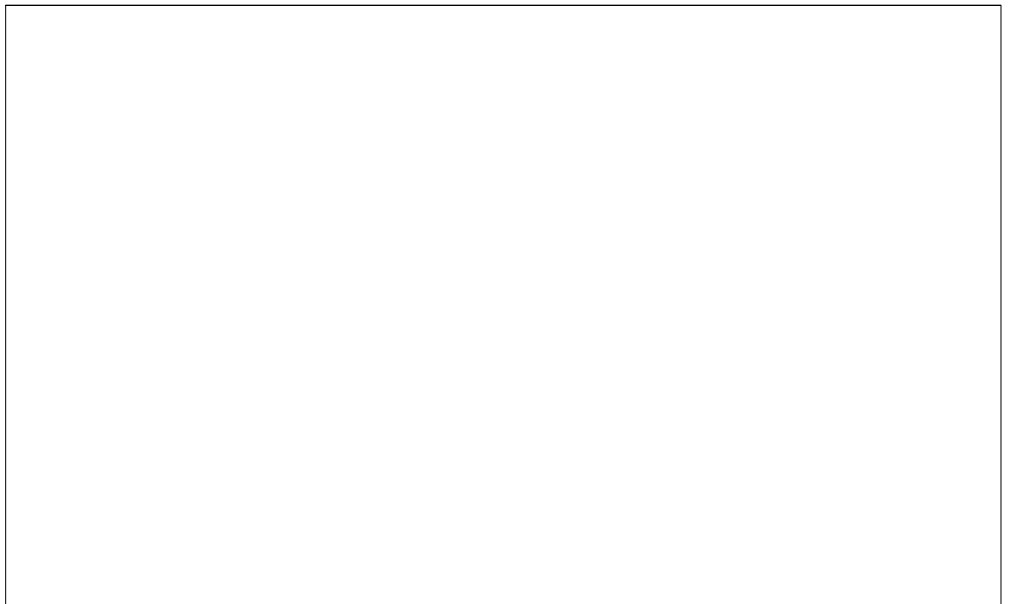
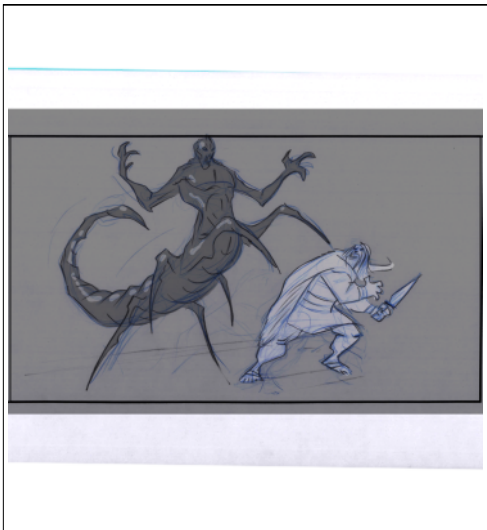
Seq	Scene	Panel
30	1101	1



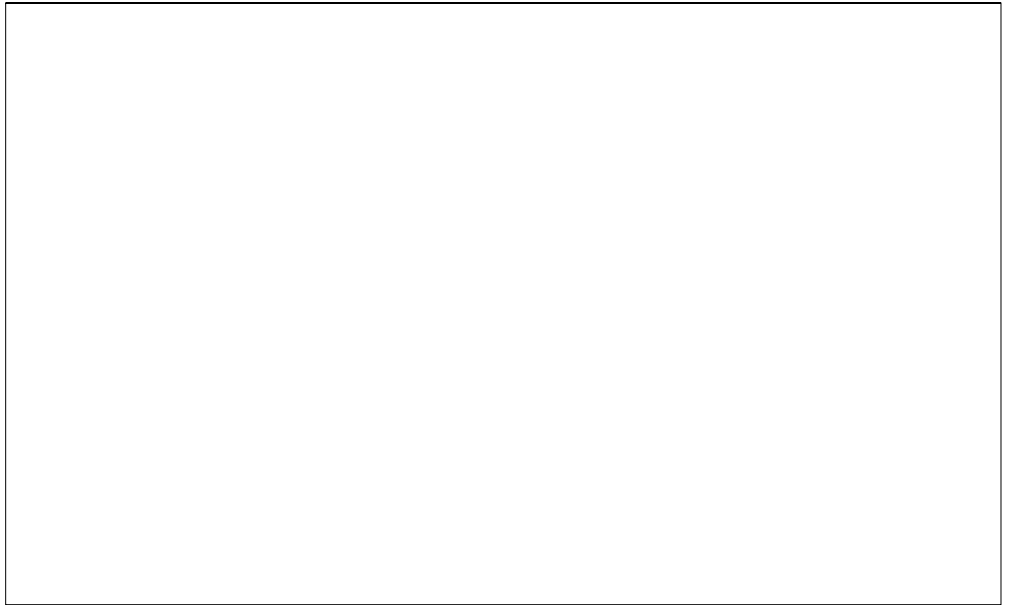
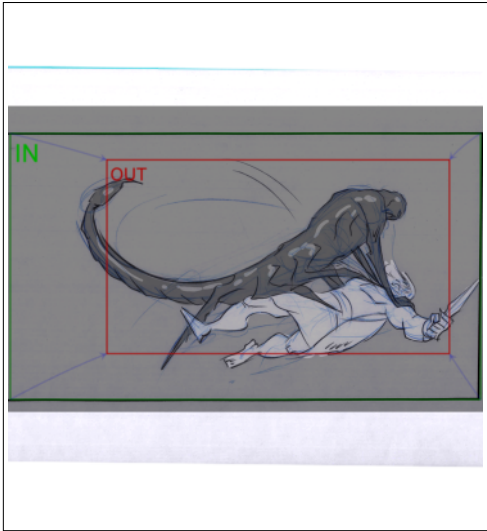
Seq	Scene	Panel
30	1101	2



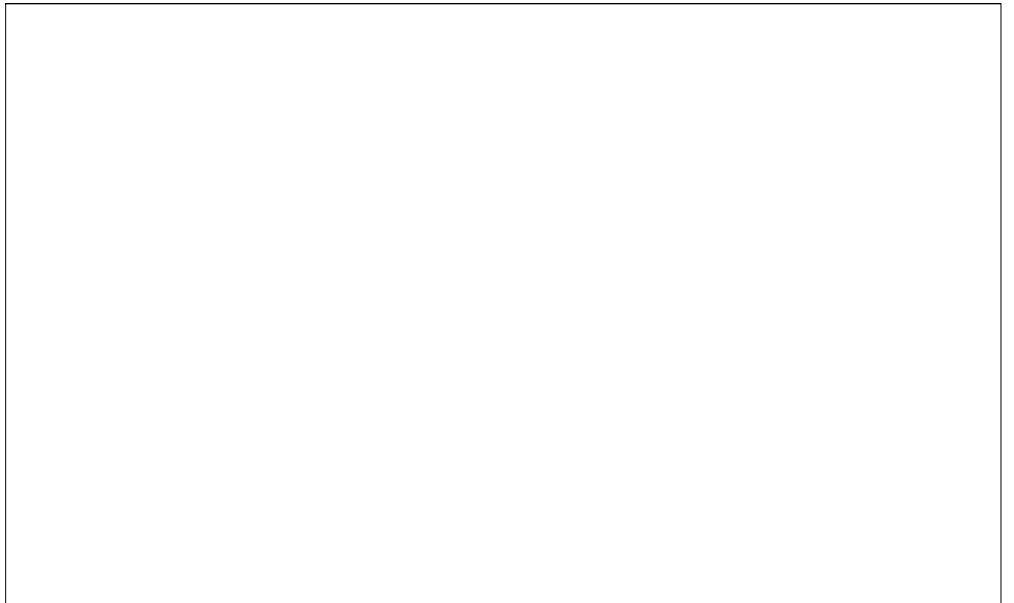
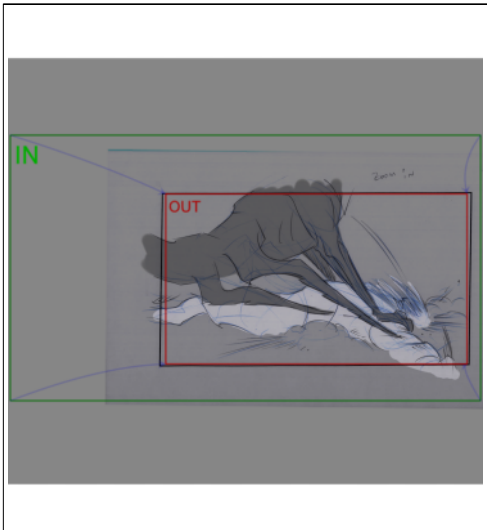
Seq	Scene	Panel
30	1102	1



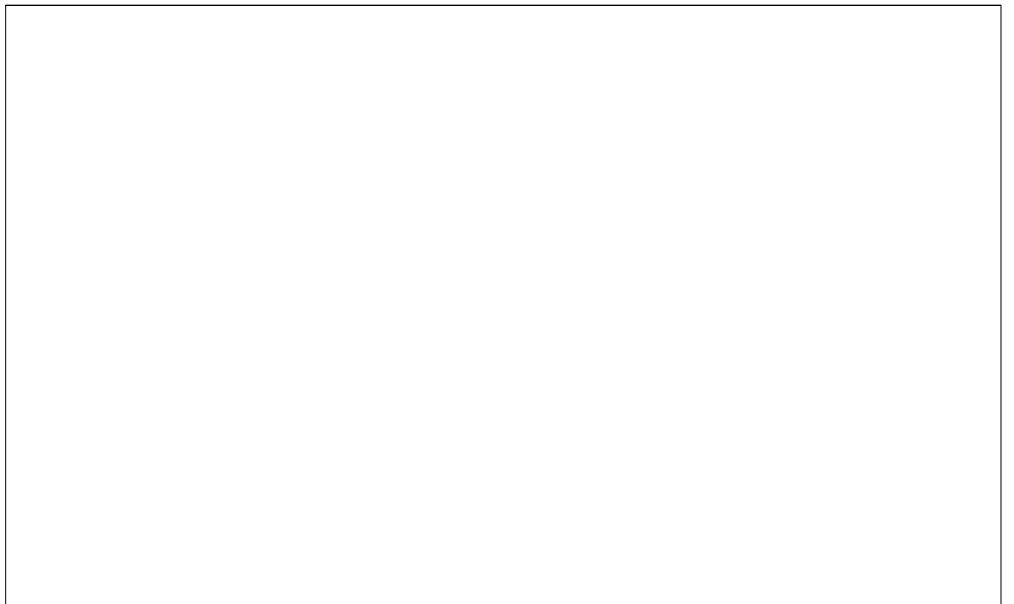
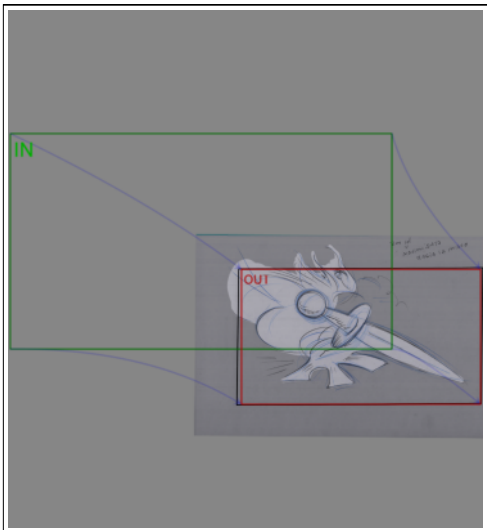
Seq	Scene	Panel
30	1102	2



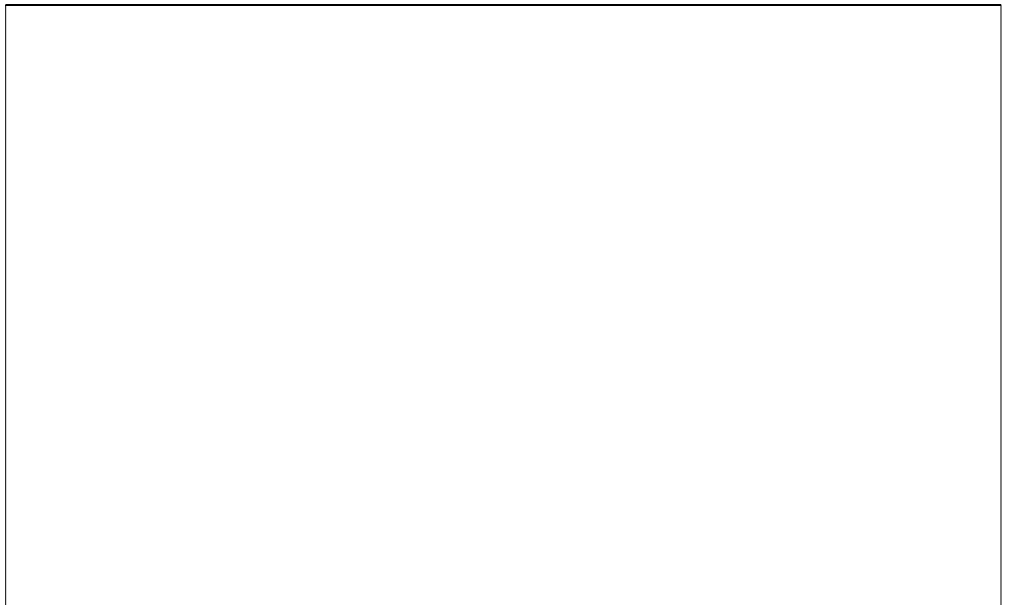
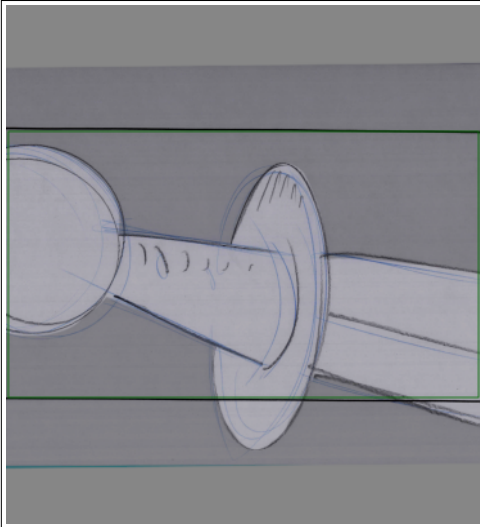
Seq	Scene	Panel
30	1102	3



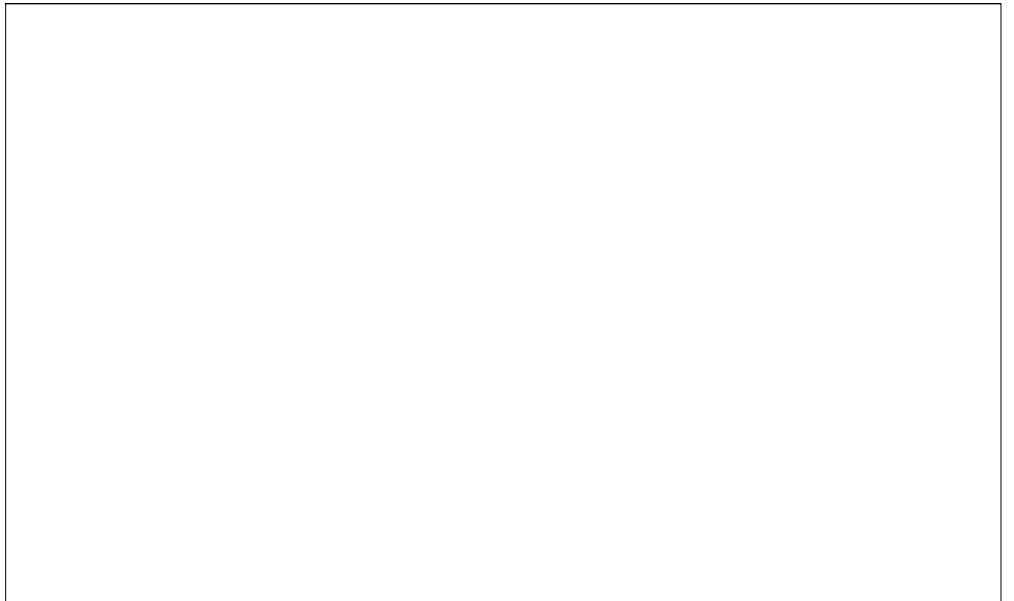
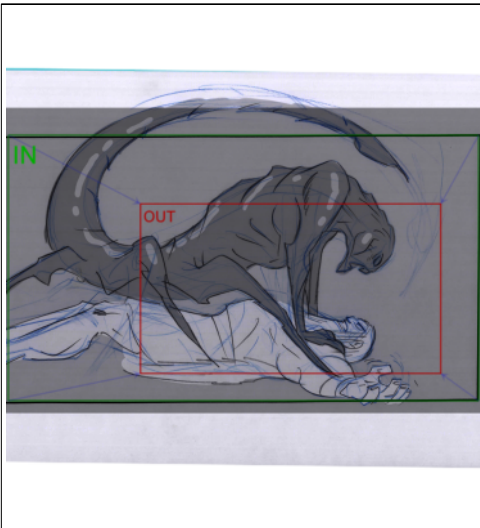
Seq	Scene	Panel
30	1102	4



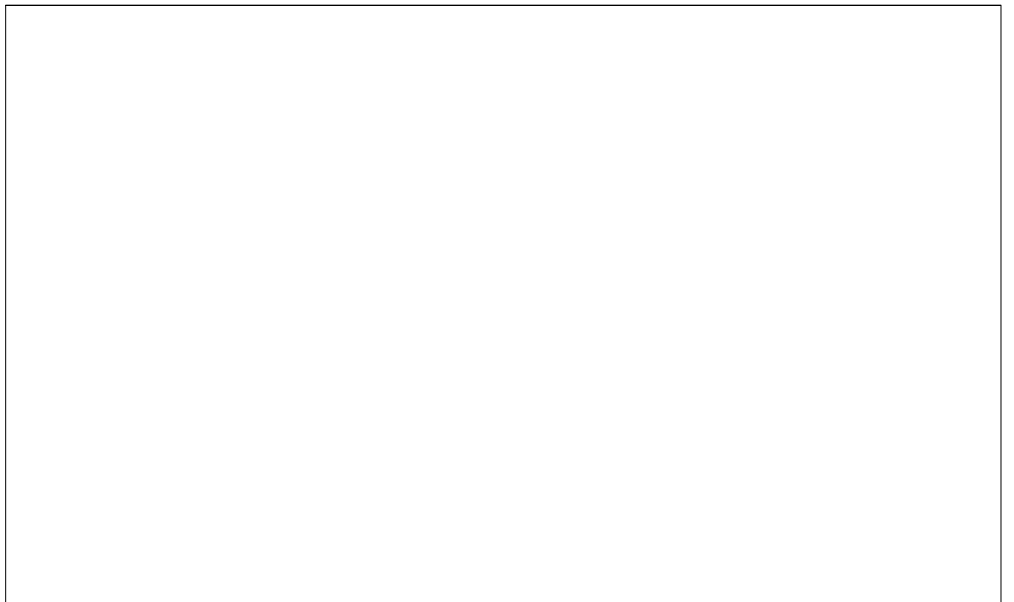
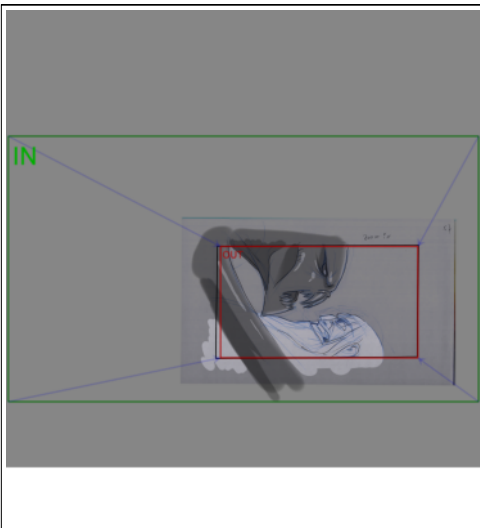
Seq	Scene	Panel
30	1102	5



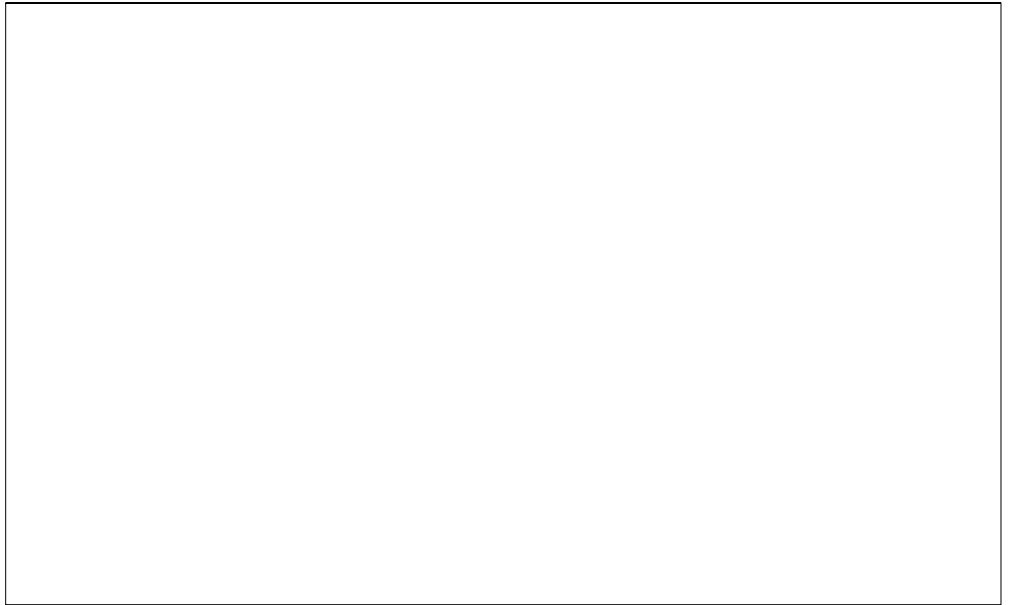
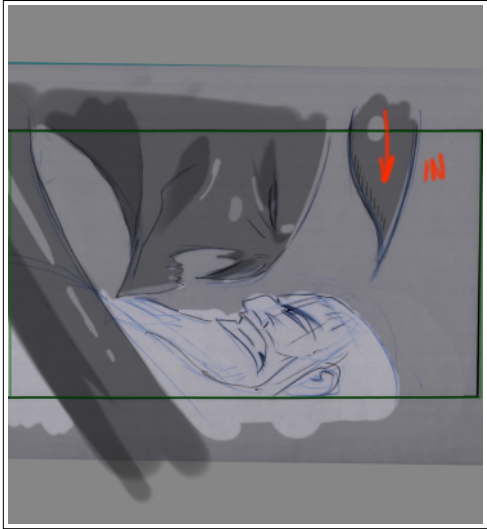
Seq	Scene	Panel
30	1103	1



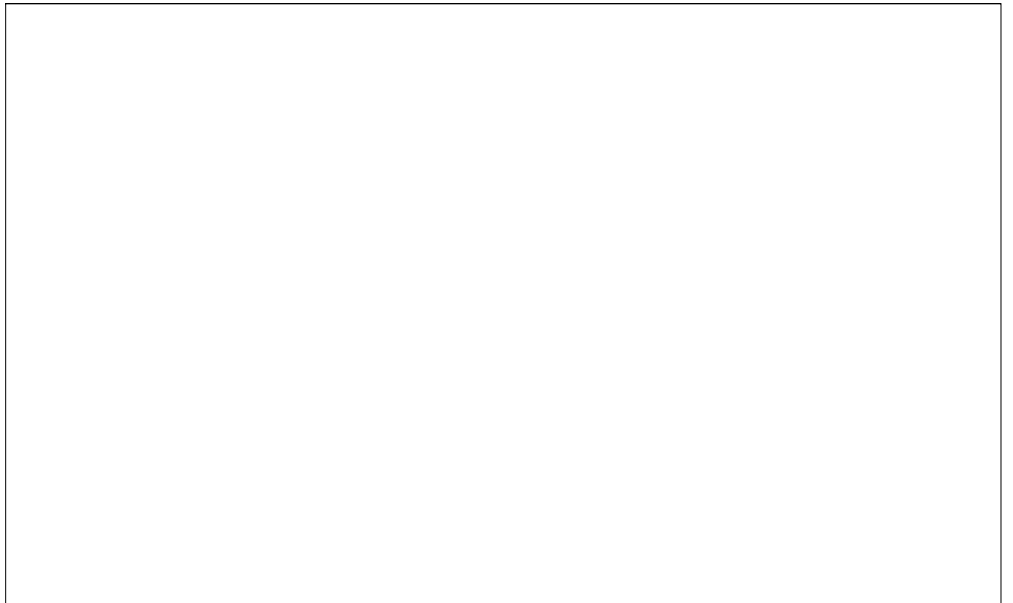
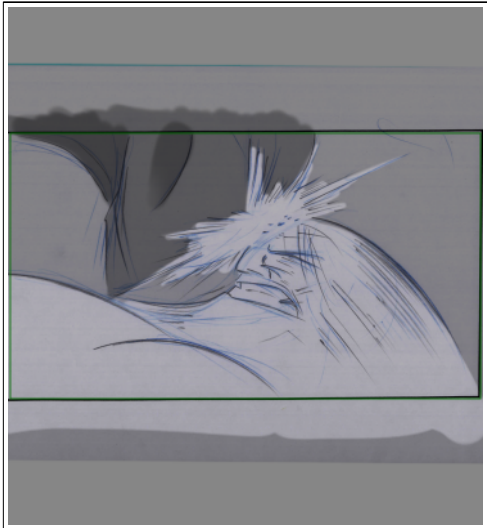
Seq	Scene	Panel
30	1103	2



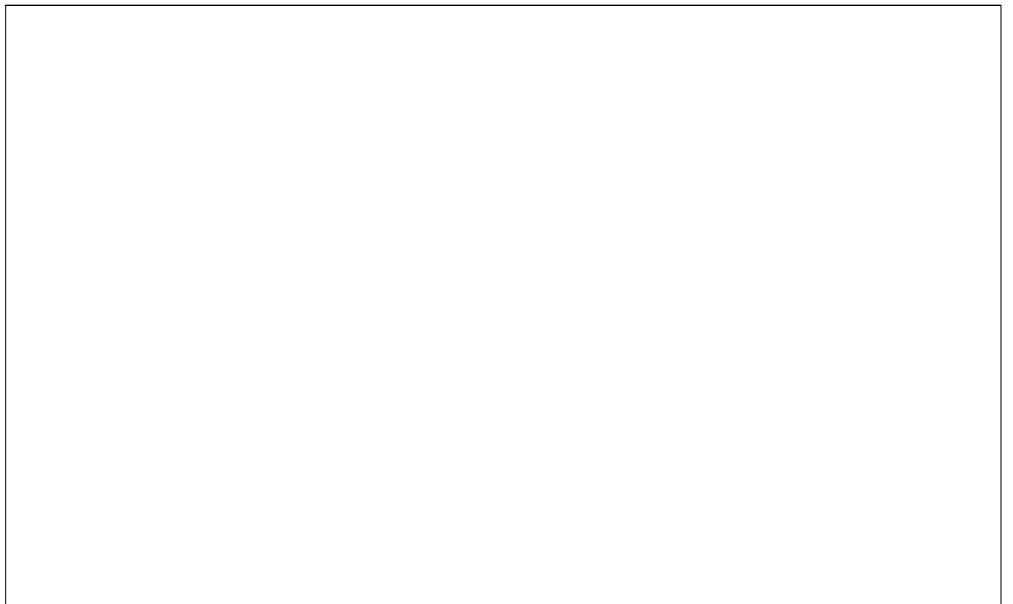
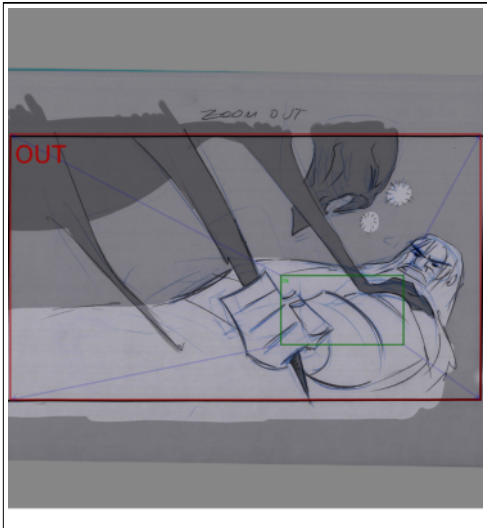
Seq	Scene	Panel
30	1103	3



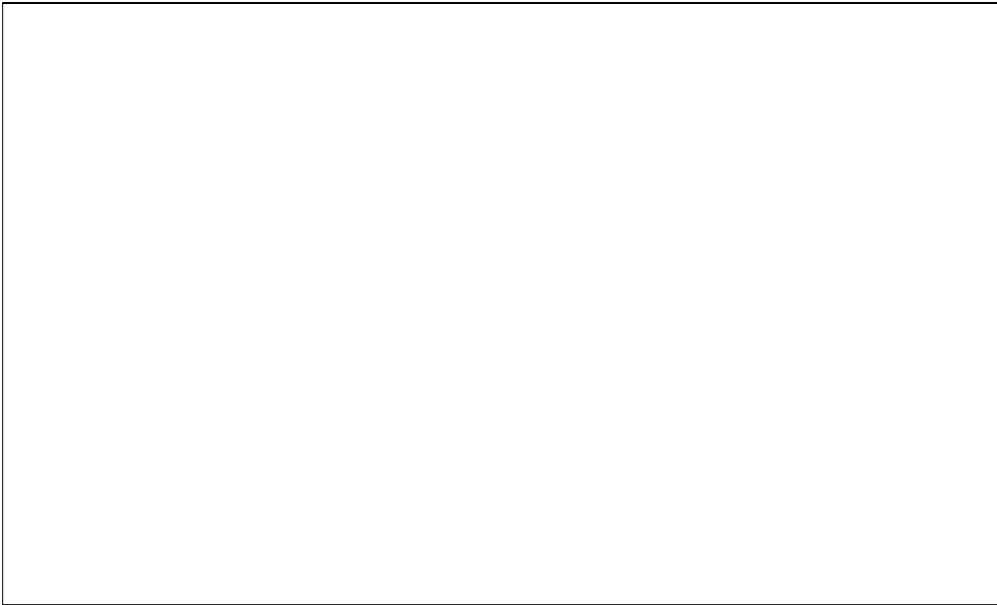
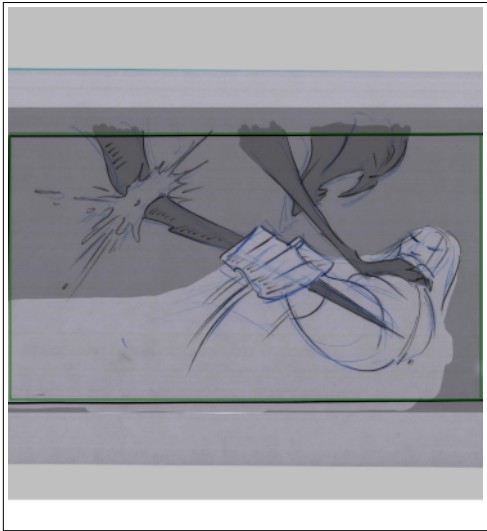
Seq	Scene	Panel
30	1103	4



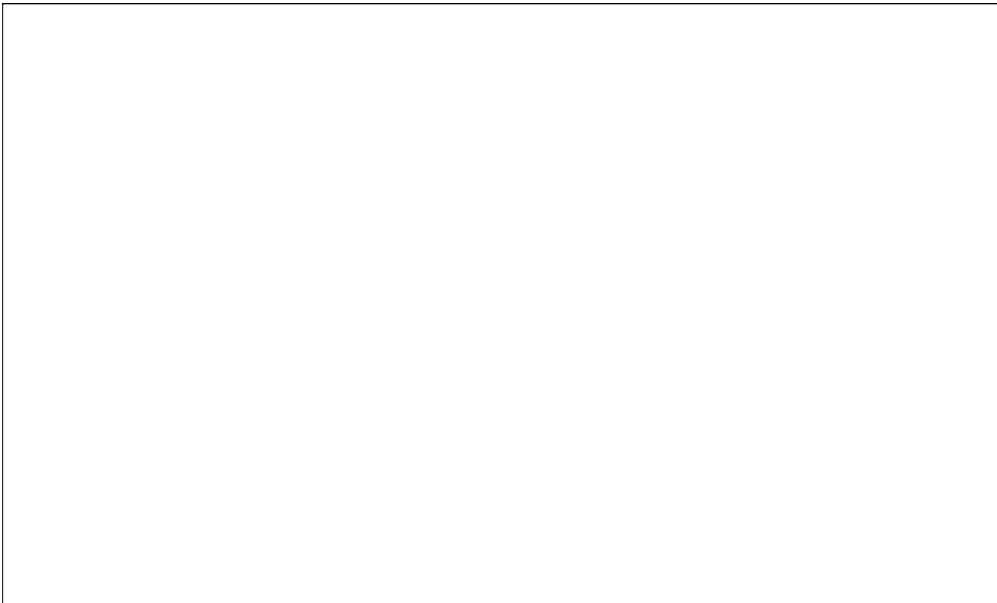
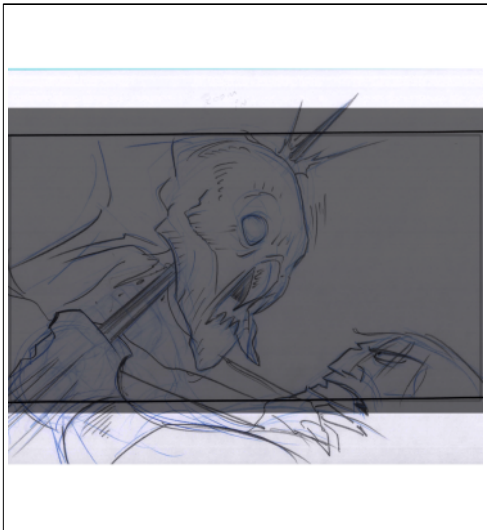
Seq	Scene	Panel
30	1103	5



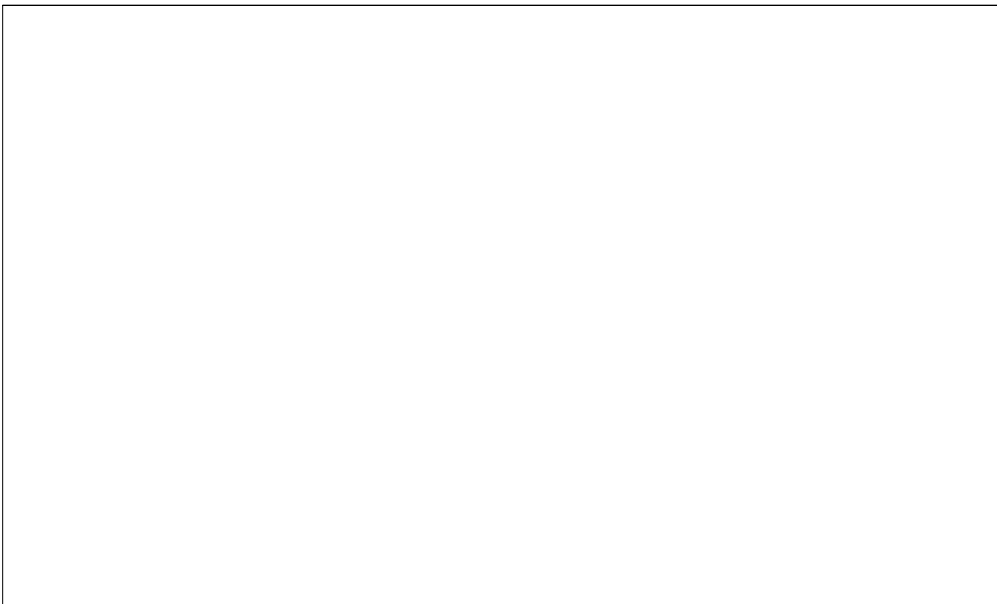
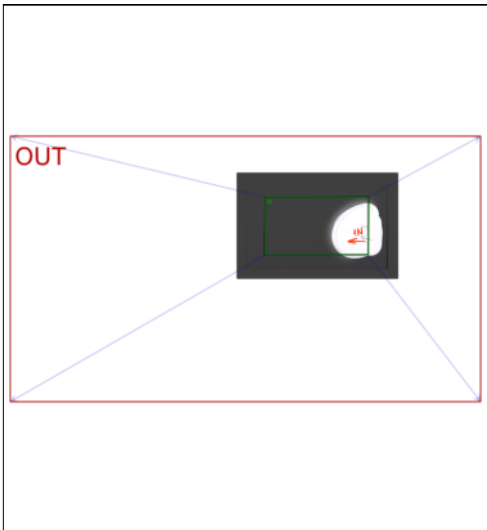
Seq	Scene	Panel
30	1103	6



Seq	Scene	Panel
30	1104	1

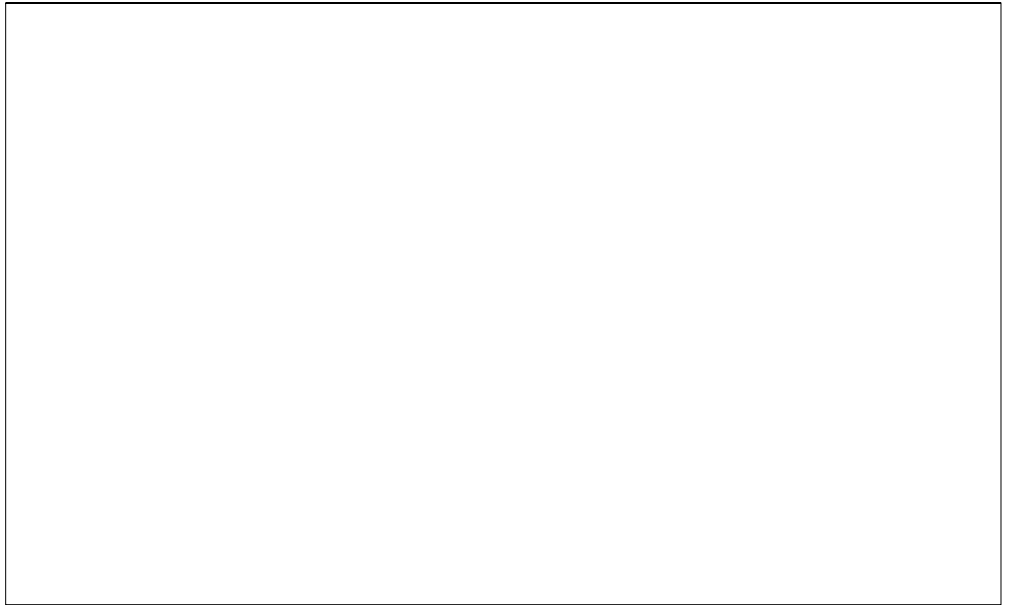
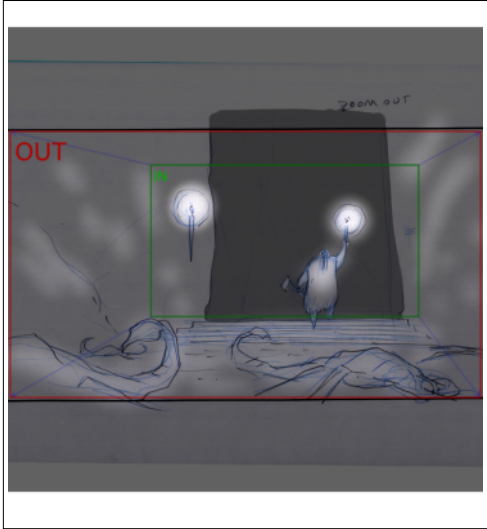


Seq	Scene	Panel
30	1105	1

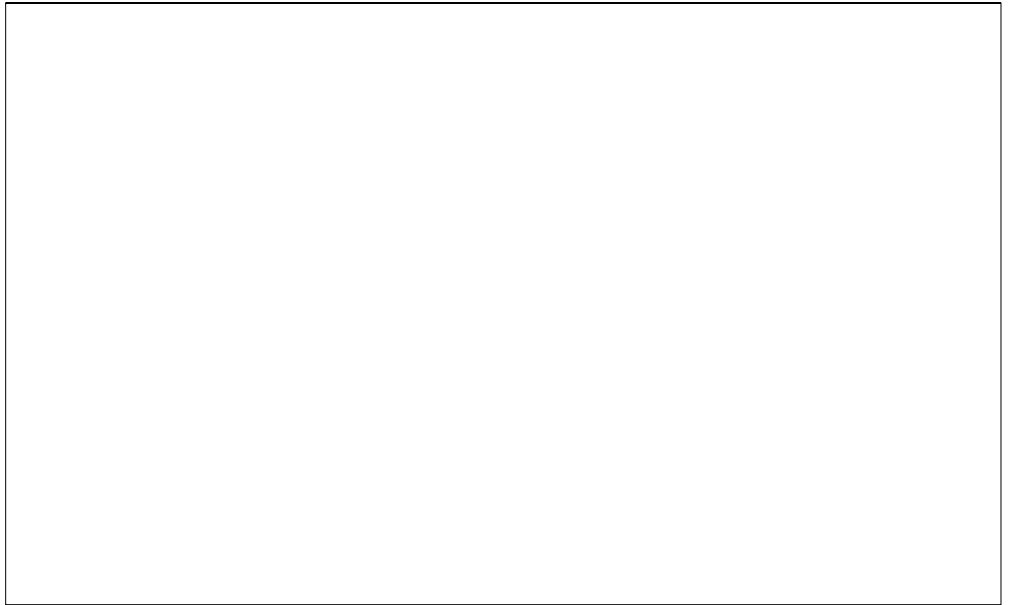
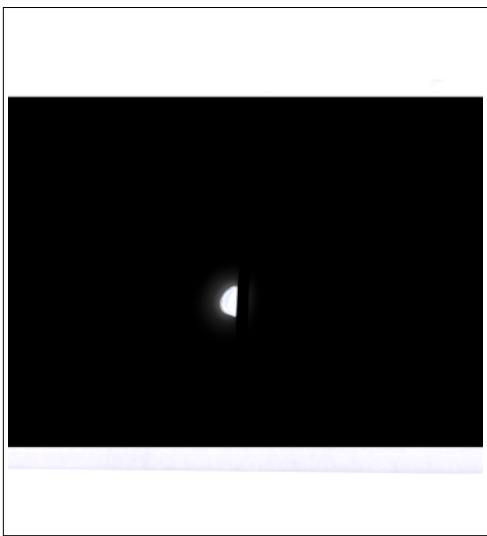




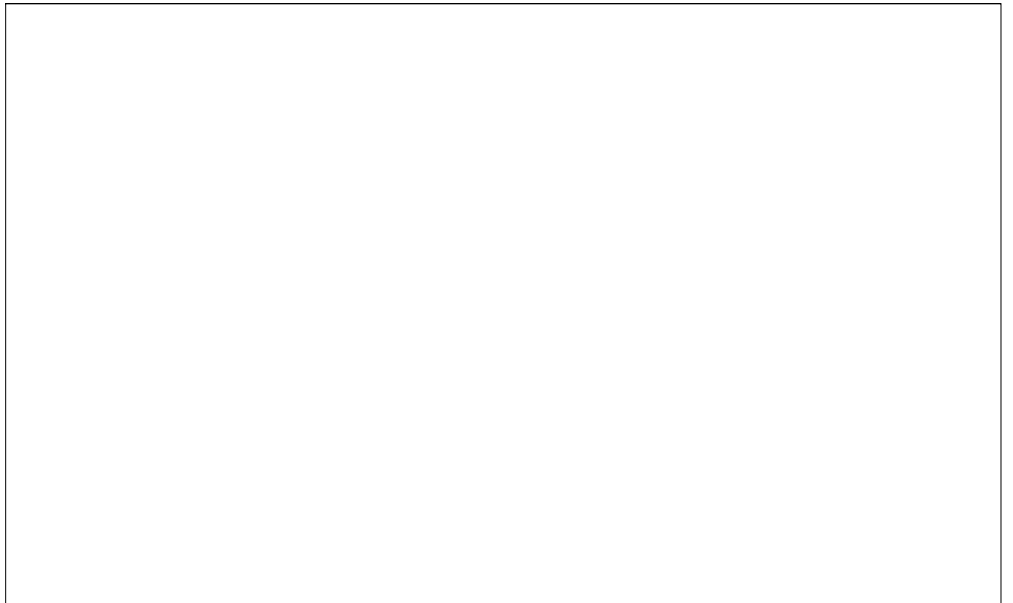
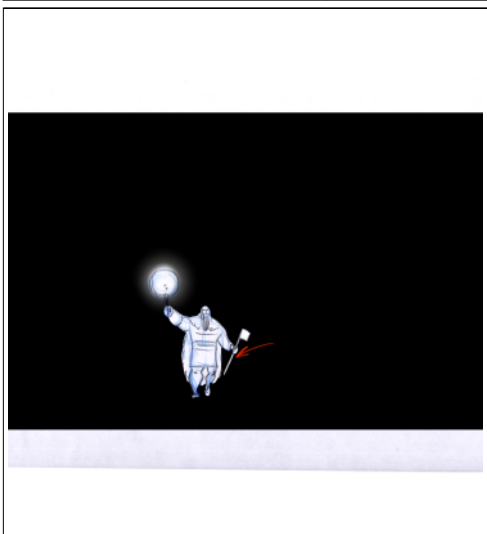
Seq	Scene	Panel
30	1105	2



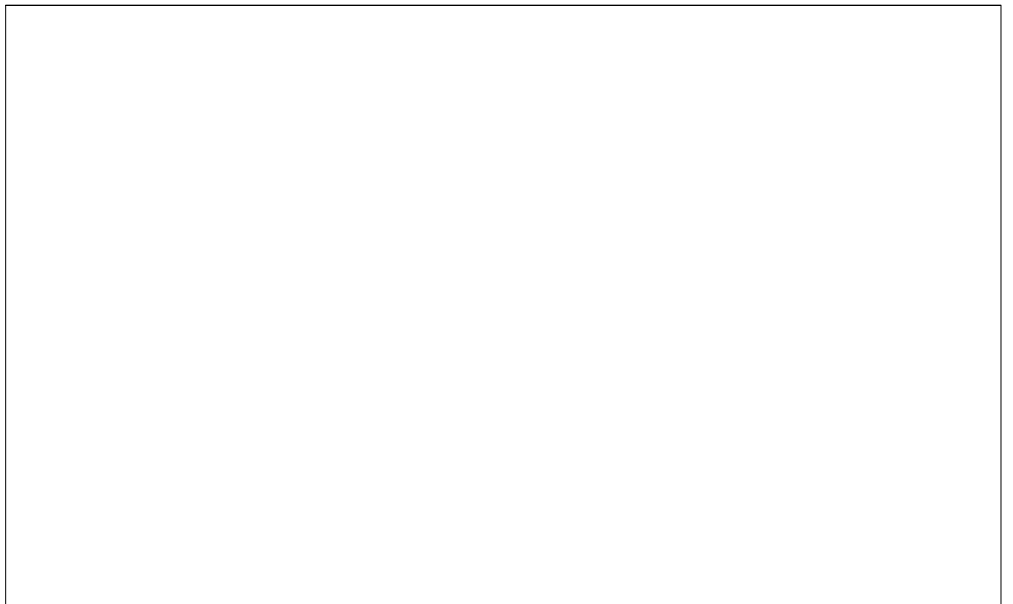
Seq	Scene	Panel
31	1106	1



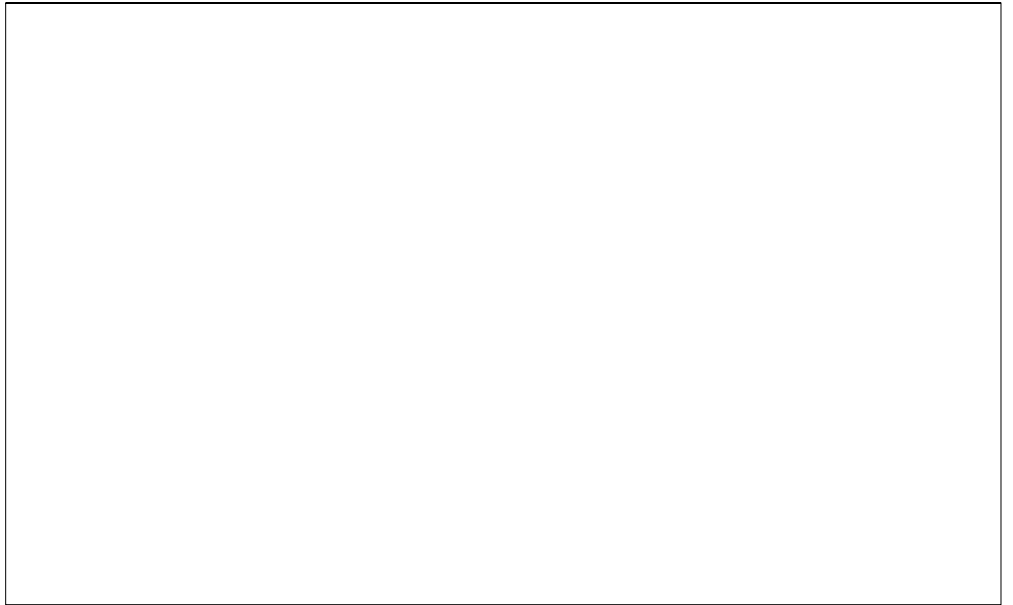
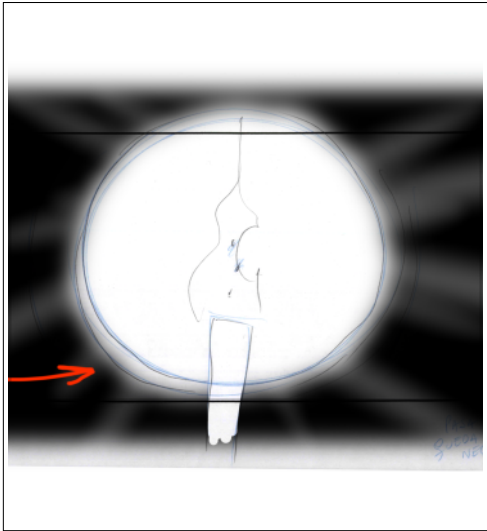
Seq	Scene	Panel
31	1106	2



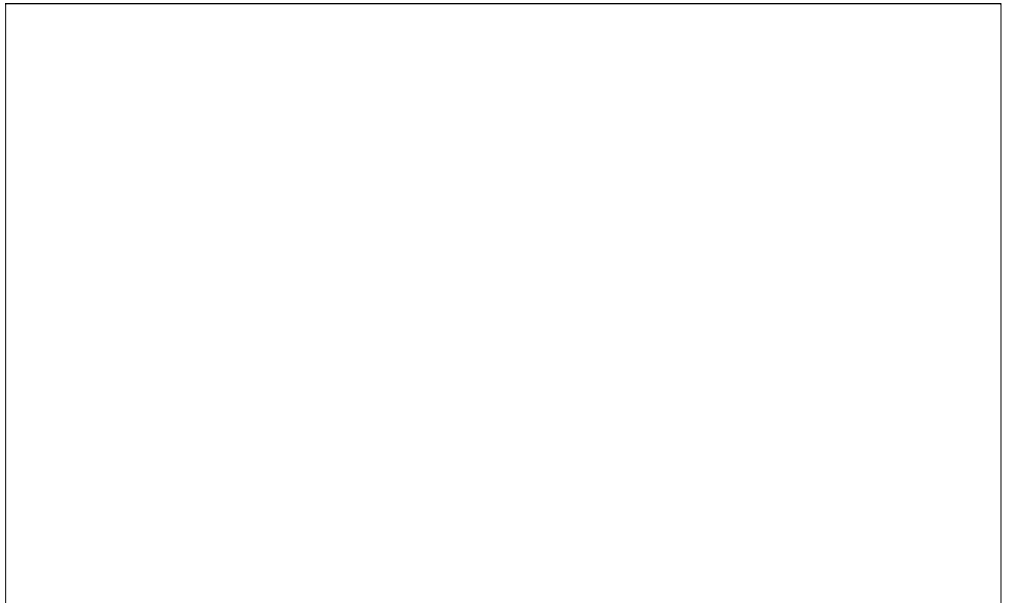
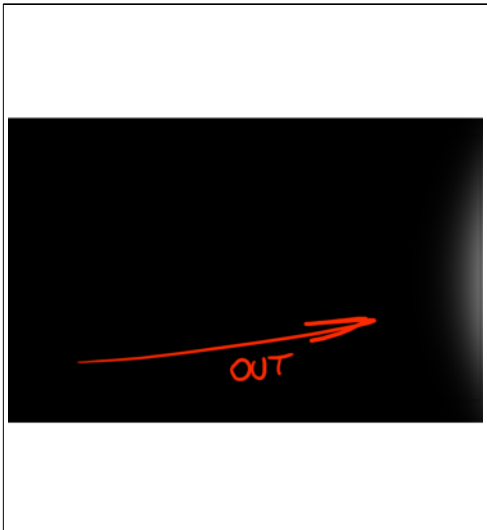
Seq	Scene	Panel
31	1106	3



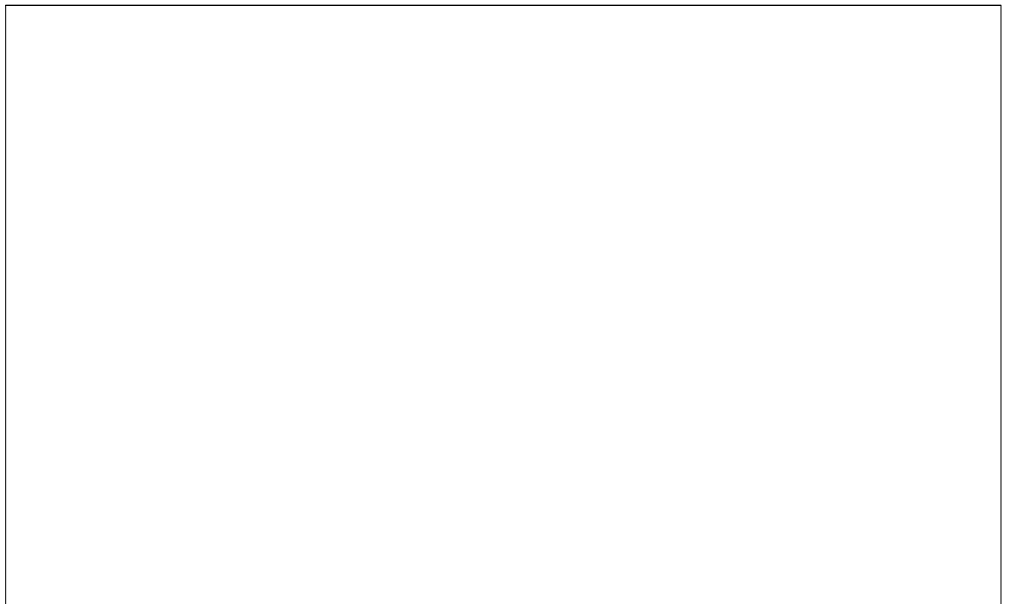
Seq	Scene	Panel
31	1106	4



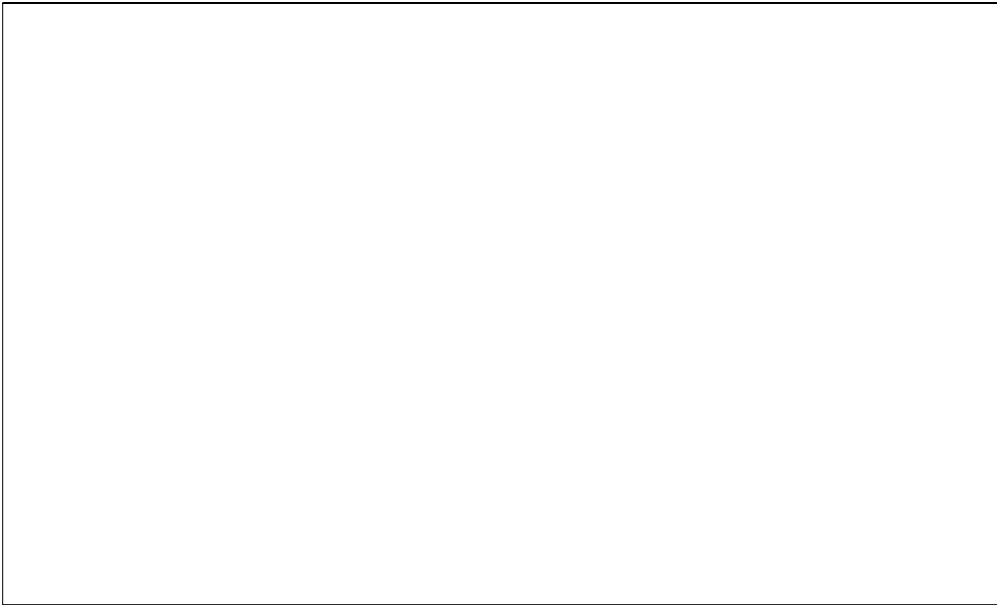
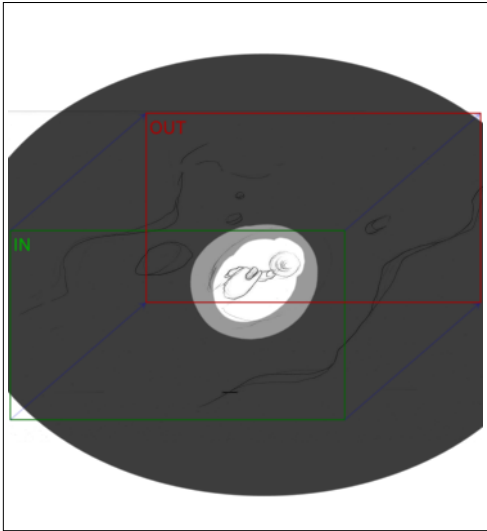
Seq	Scene	Panel
31	1106	5



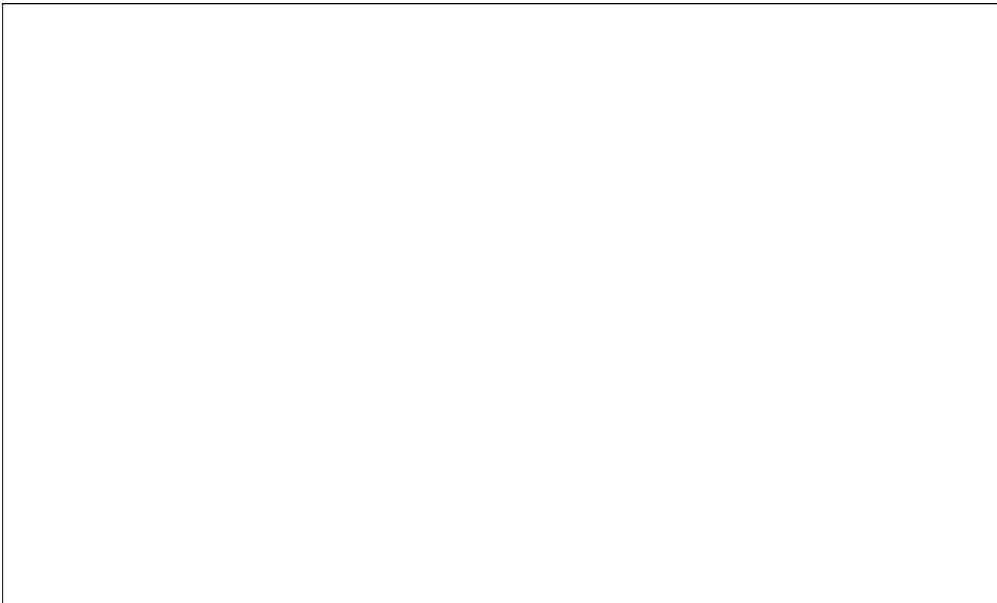
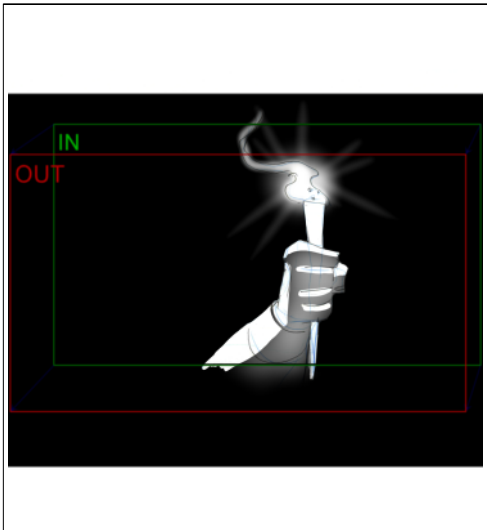
Seq	Scene	Panel
31	1107	1



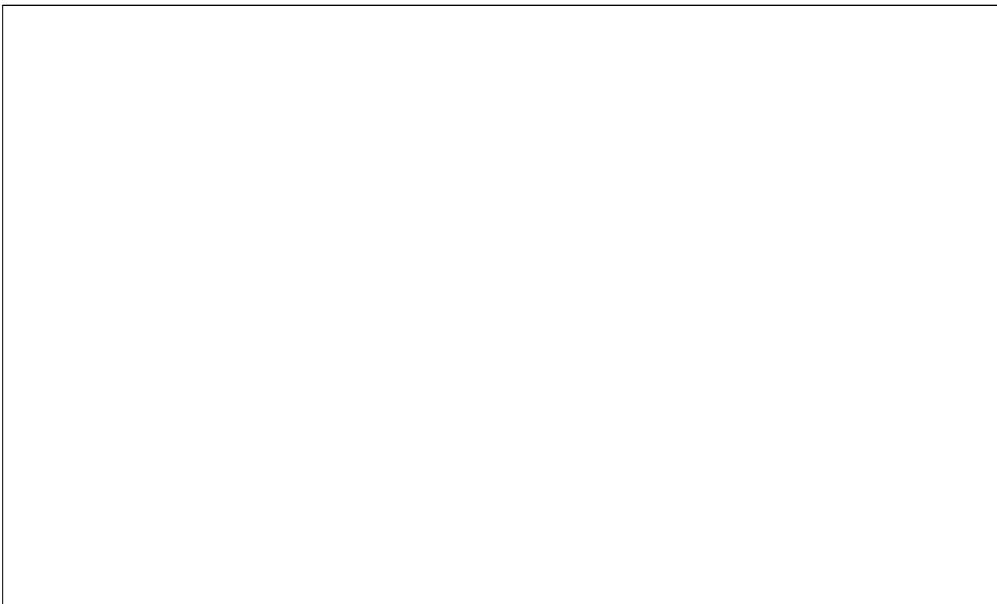
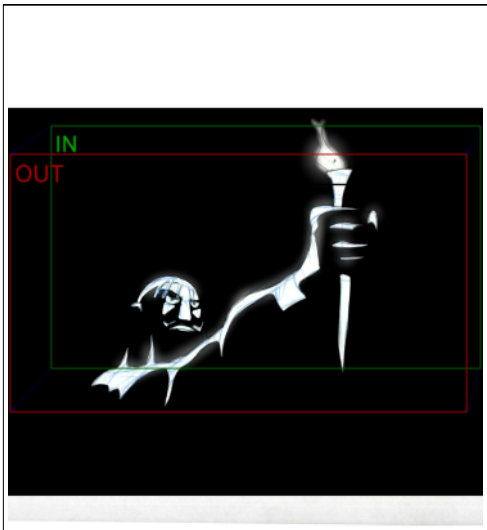
Seq	Scene	Panel
31	1108	1



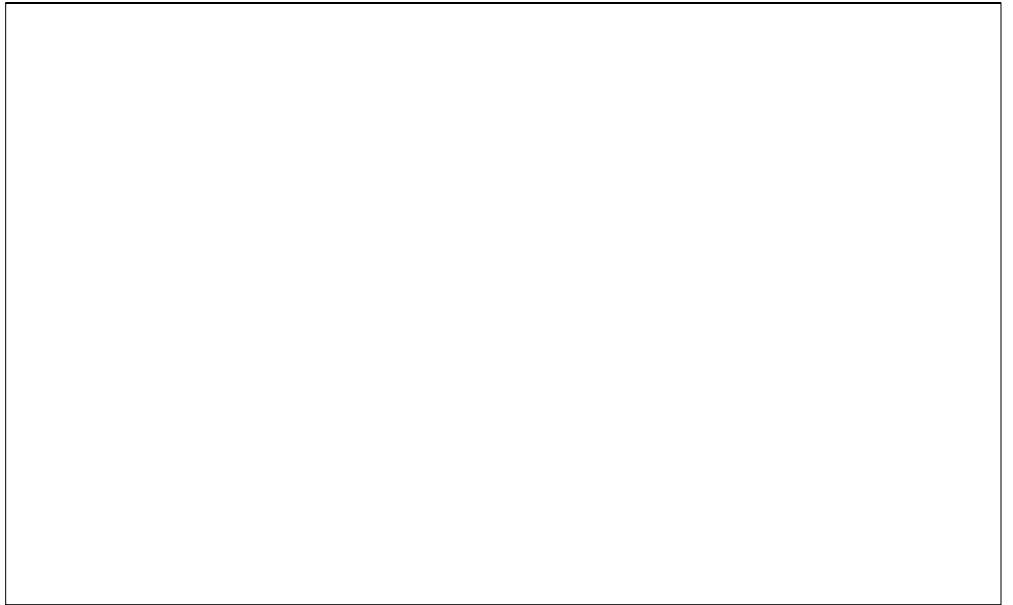
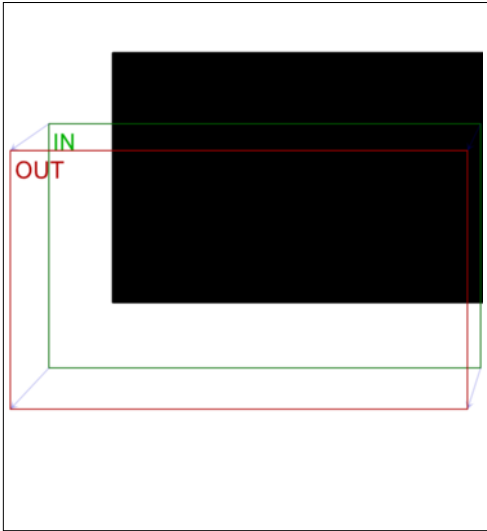
Seq	Scene	Panel
31	1109	1



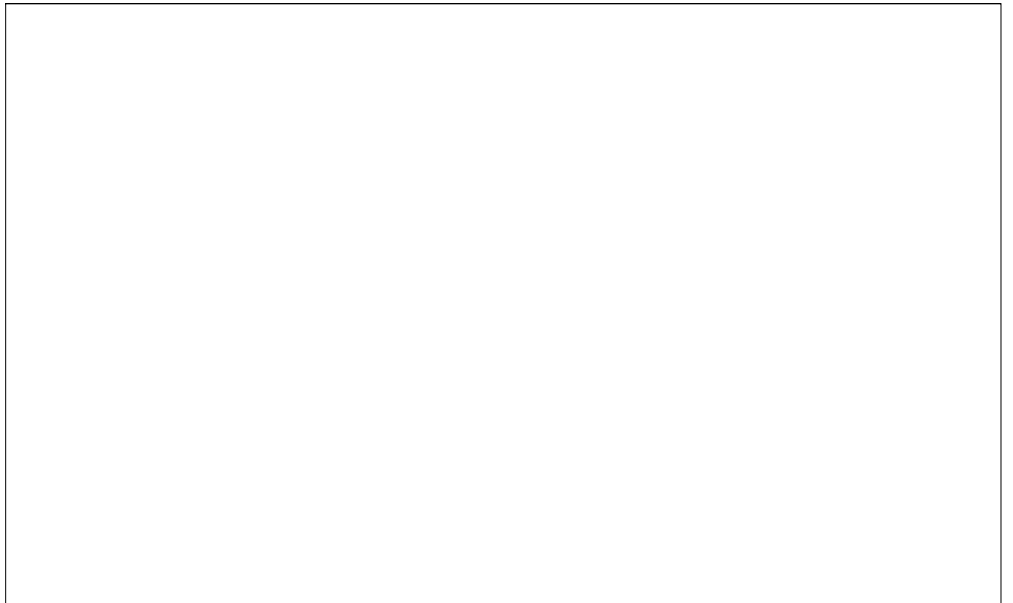
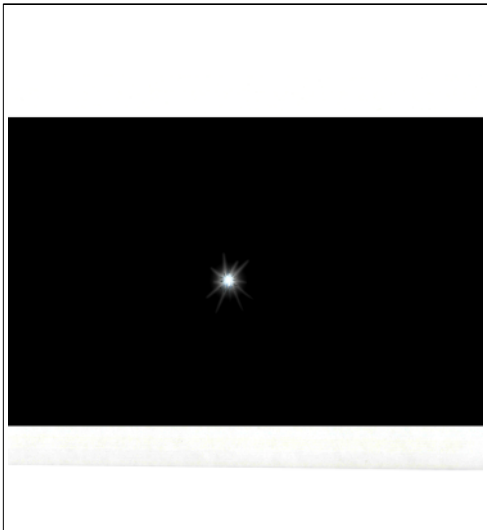
Seq	Scene	Panel
31	1109	2



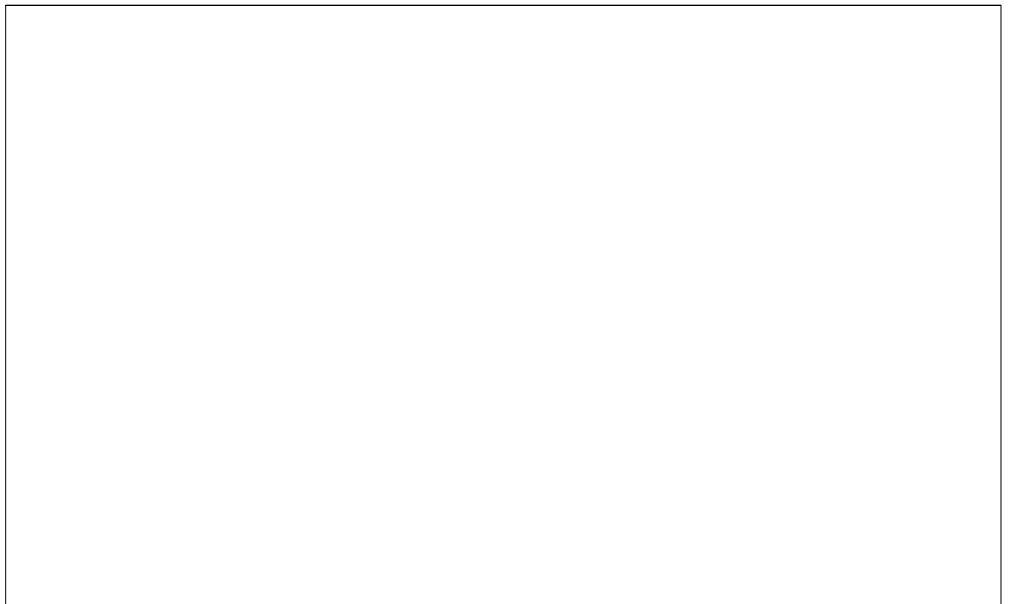
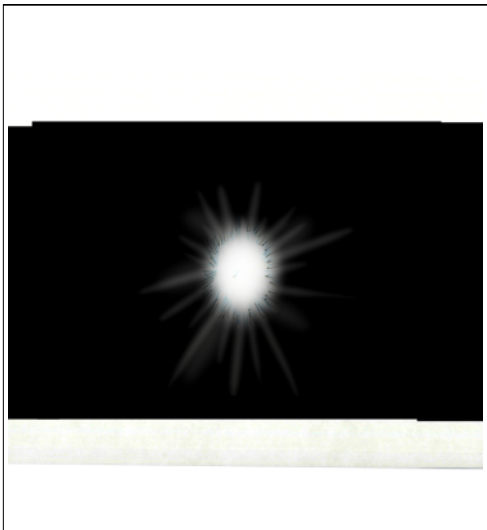
Seq	Scene	Panel
31	1109	3



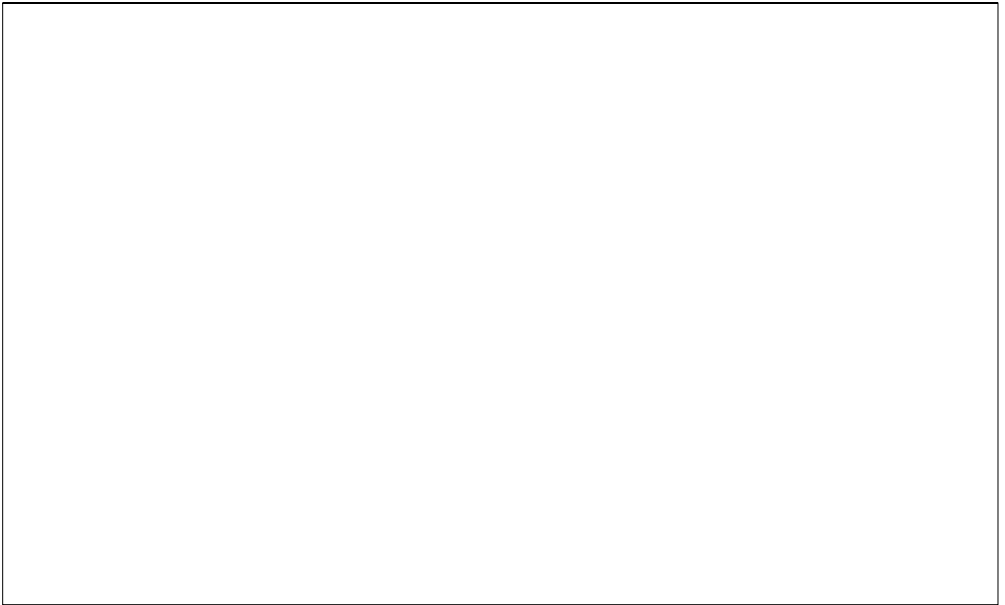
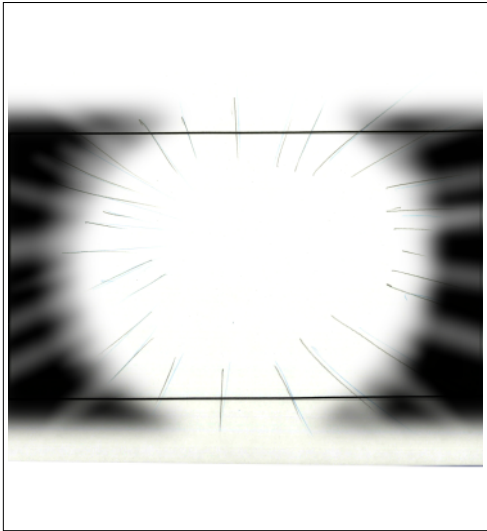
Seq	Scene	Panel
31	1110	1



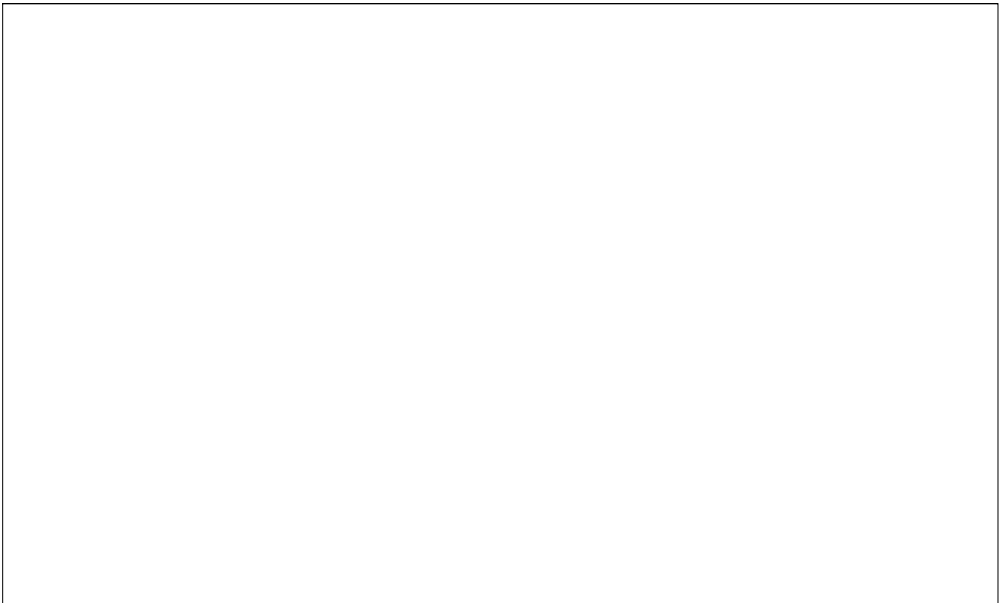
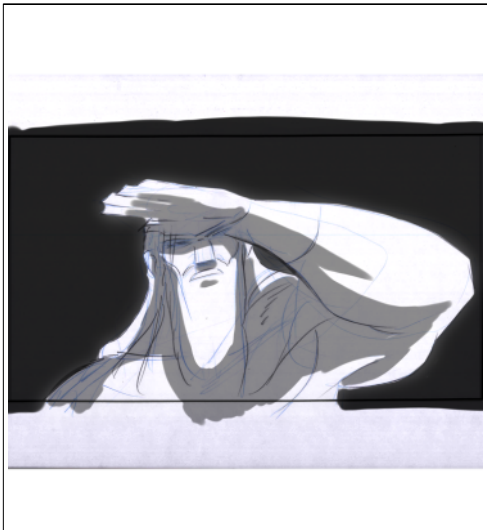
Seq	Scene	Panel
31	1110	2



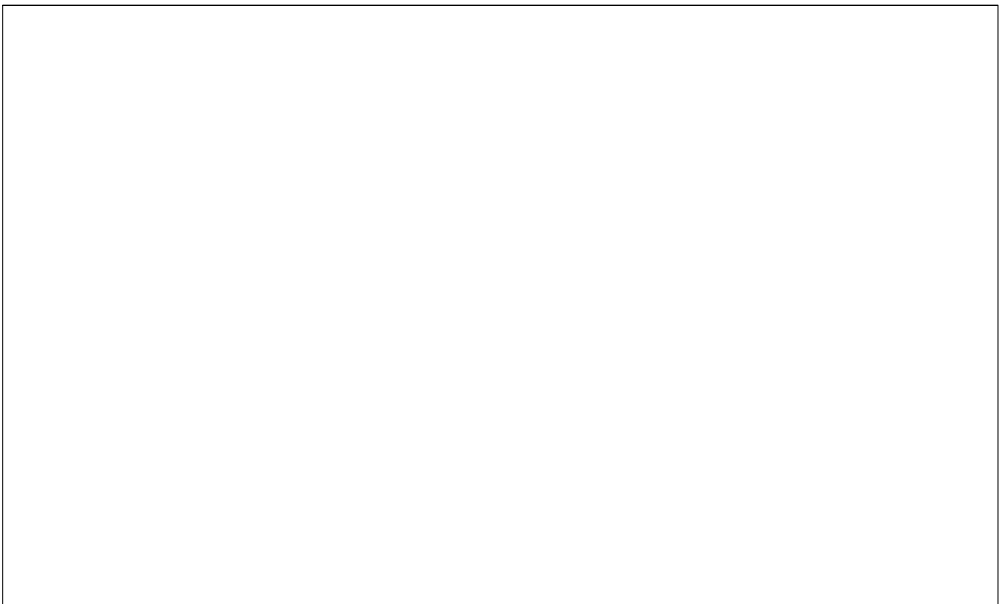
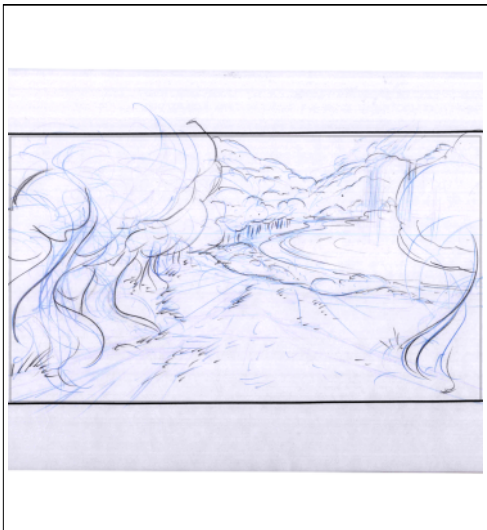
Seq	Scene	Panel
31	1110	3



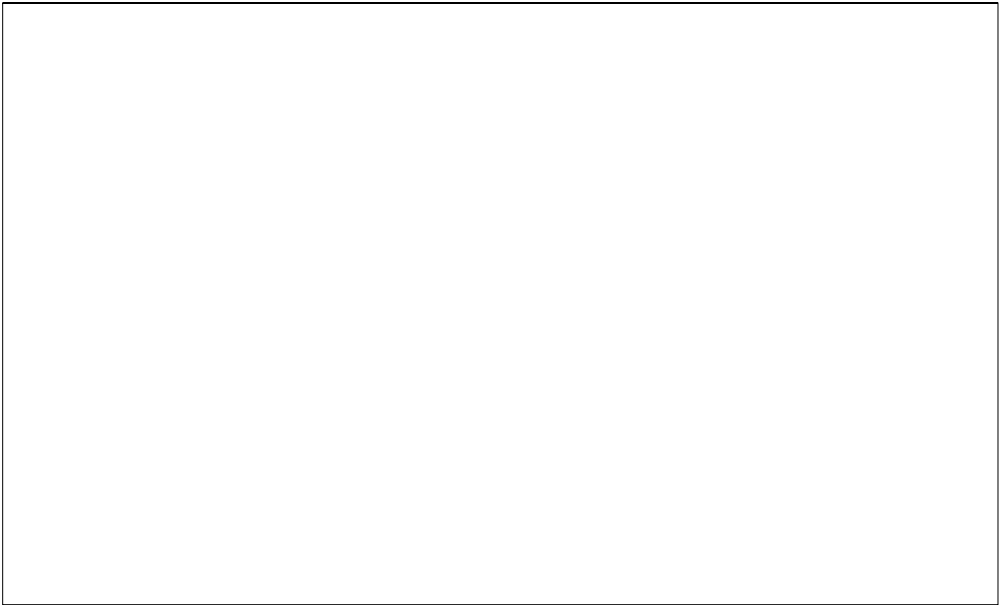
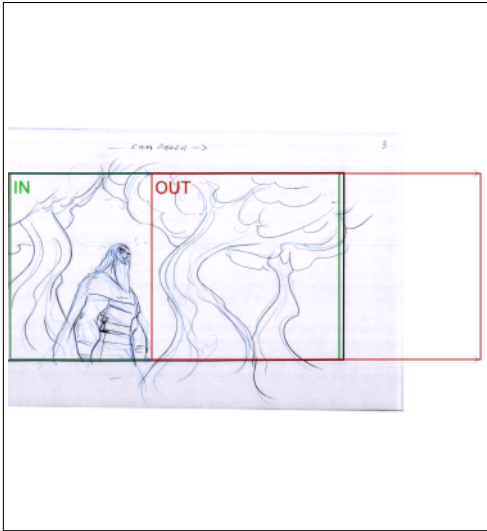
Seq	Scene	Panel
31	1111	1



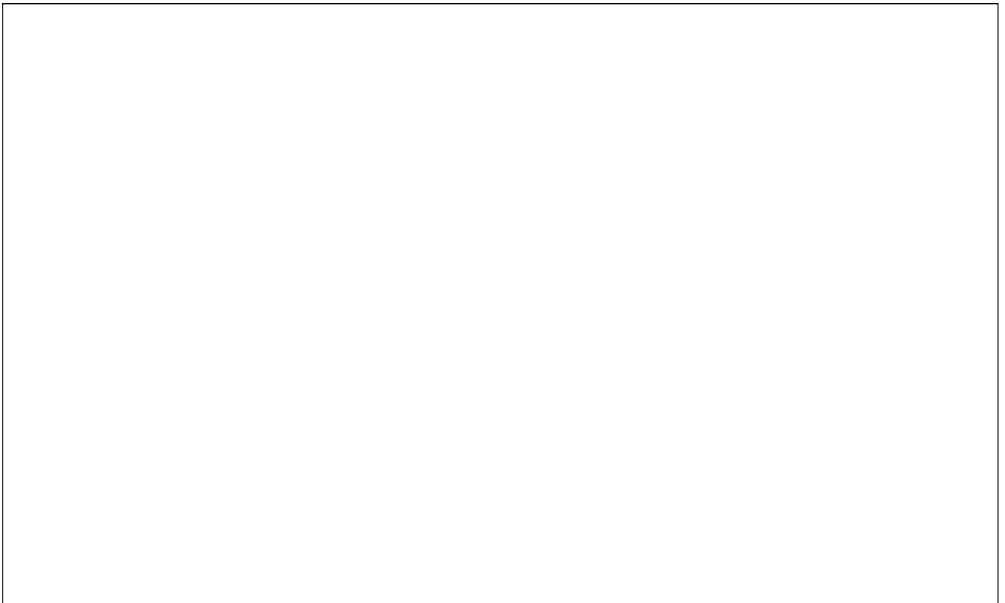
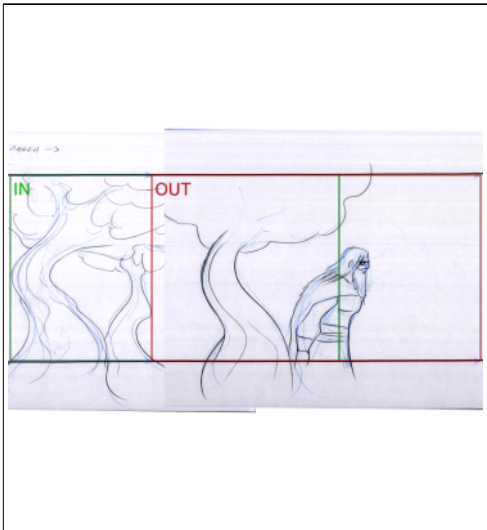
Seq	Scene	Panel
31	1112	1



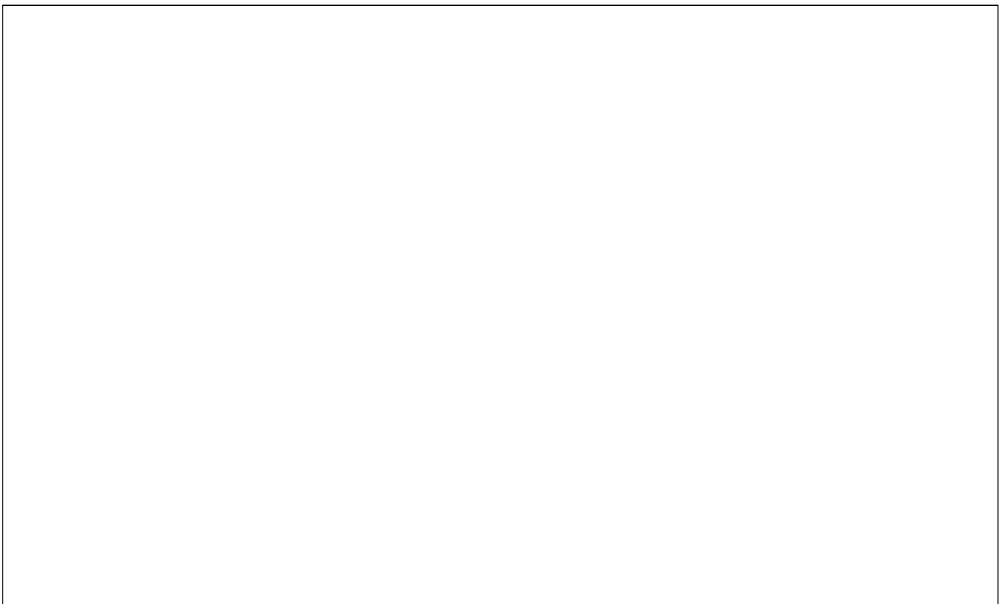
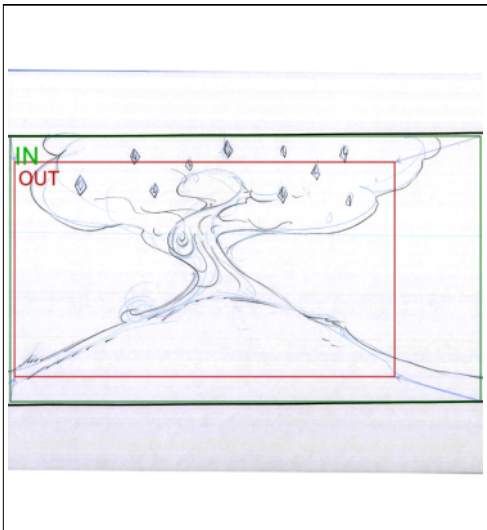
Seq	Scene	Panel
31	1113	1



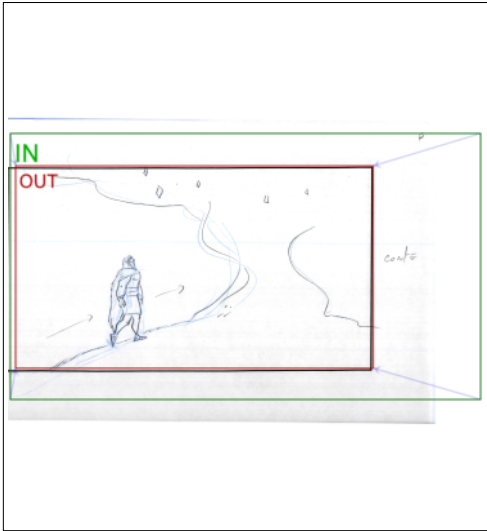
Seq	Scene	Panel
31	1113	2



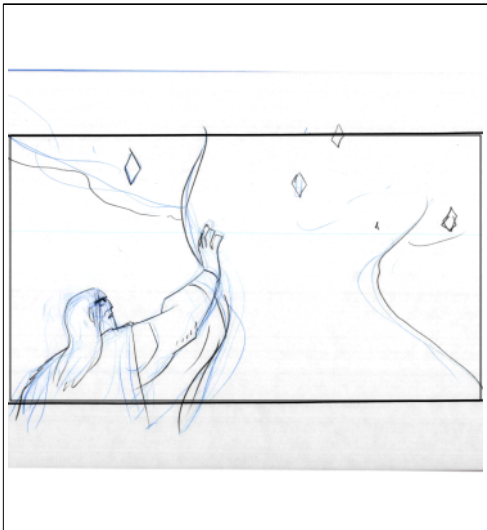
Seq	Scene	Panel
31	1114	1



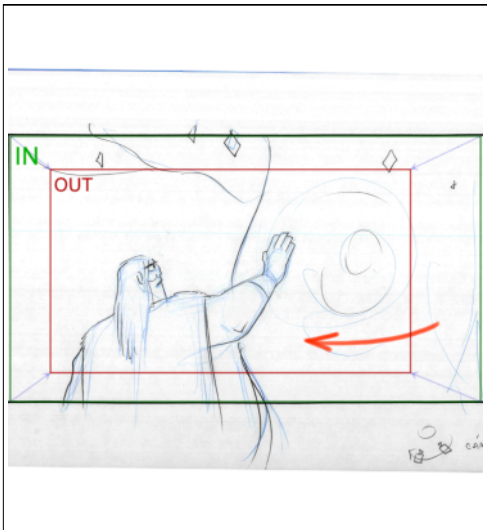
Seq	Scene	Panel
31	1114	2



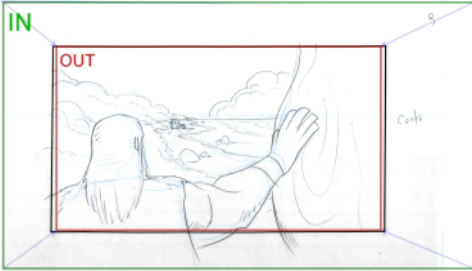
Seq	Scene	Panel
31	1115	1



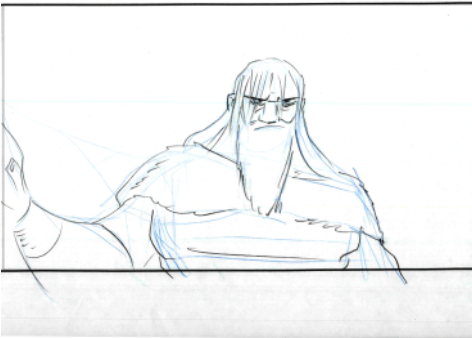
Seq	Scene	Panel
31	1115	2



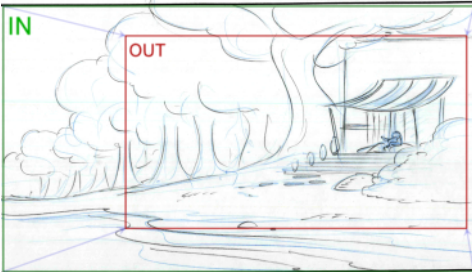
Seq	Scene	Panel
31	1115	3



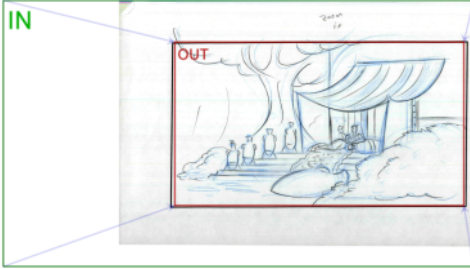
Seq	Scene	Panel
31	1116	1



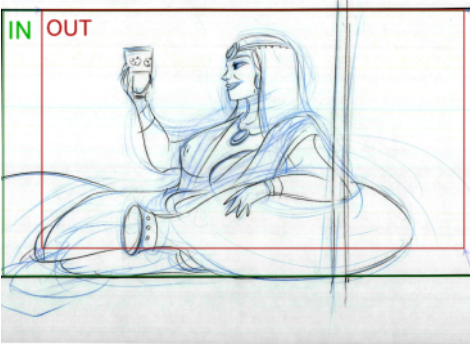
Seq	Scene	Panel
31	1117	1



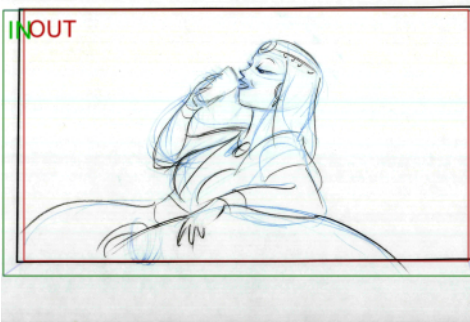
Seq	Scene	Panel
31	1117	2



Seq	Scene	Panel
31	1118	1



Seq	Scene	Panel
31	1118	2



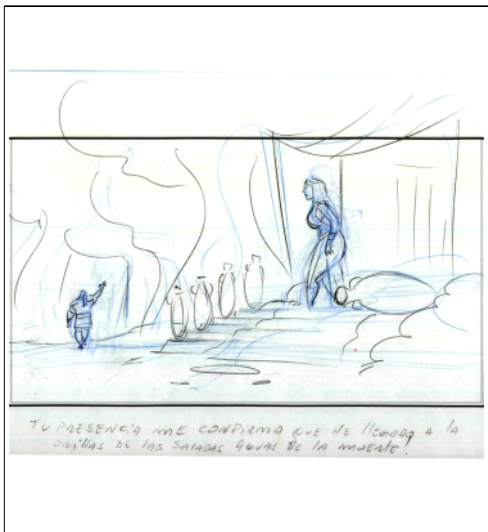
Seq	Scene	Panel
31	1118	3



Dialog

GILGAMESH
¡Siduri!

Seq	Scene	Panel
31	1119	1



Dialog

GILGAMESH
tu presencia confirma que he llegado a la orilla de las Saladas Aguas de la Muerte!

Seq	Scene	Panel
31	1120	1



Dialog

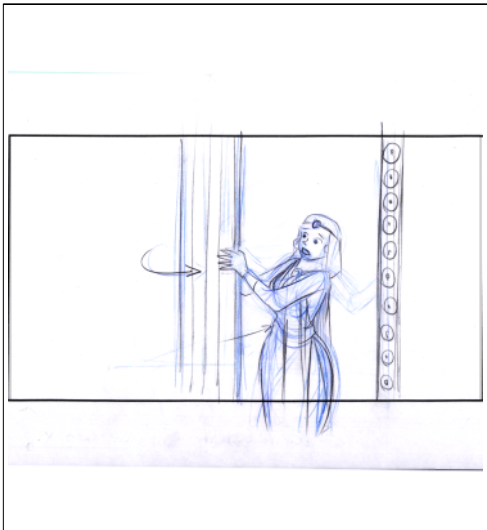
SIDURI (para sus adentros, pensando)
¿Quién es este asesino?

Seq	Scene	Panel
31	1121	1

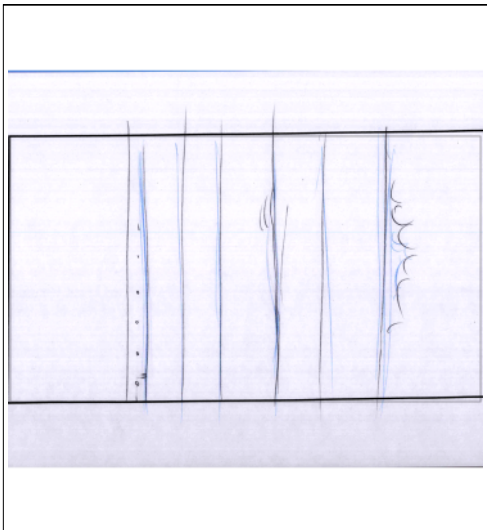


Dialog
 SIDURI (para sus adentros, pensando)
 ¿Y qué hace en mis dominios?

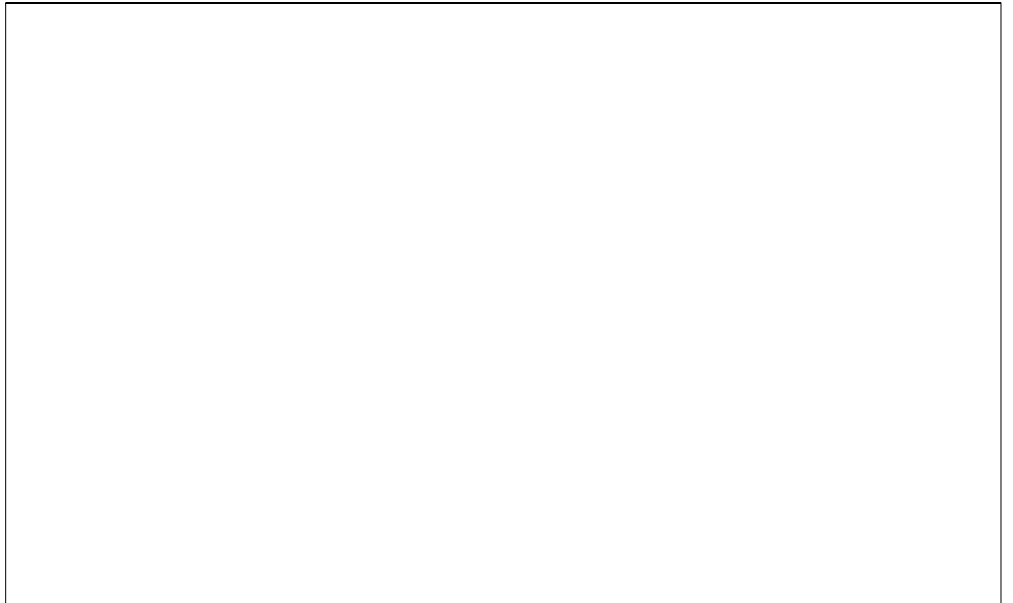
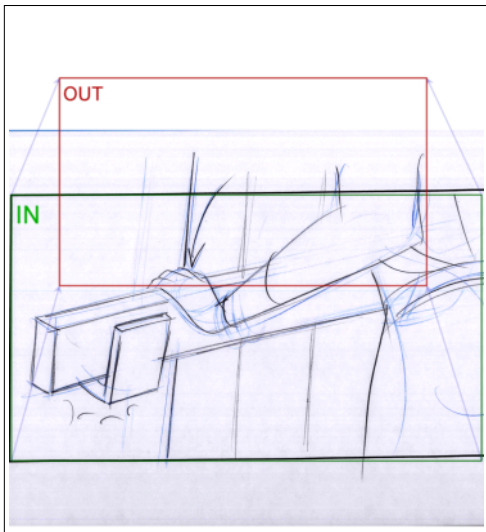
Seq	Scene	Panel
31	1122	1



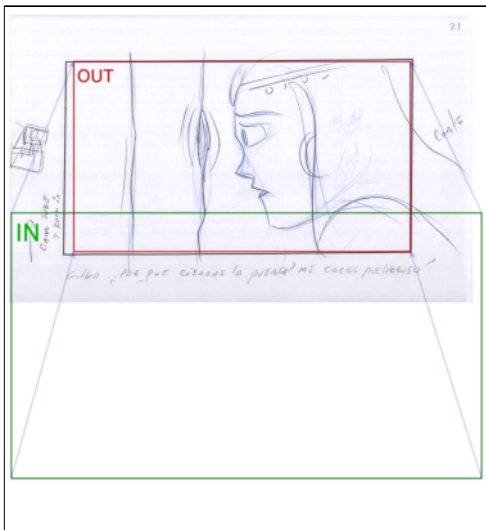
Seq	Scene	Panel
31	1122	2



Seq	Scene	Panel
31	1123	1

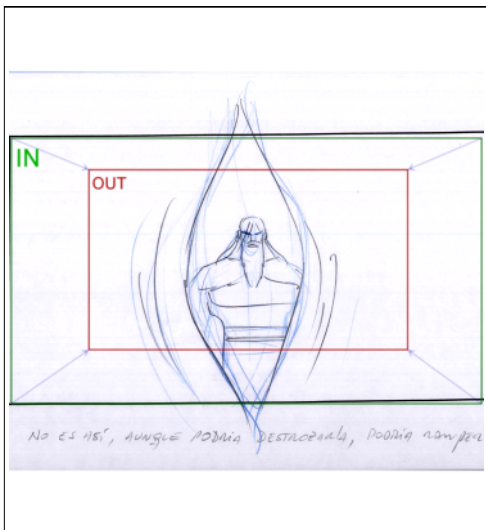


Seq	Scene	Panel
31	1123	2



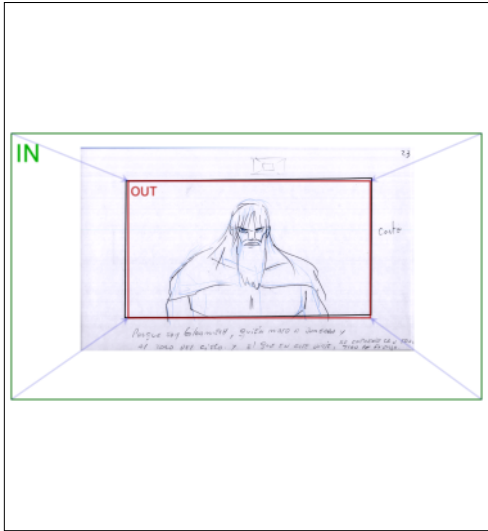
Dialog
 GILGAMESH
 ¿Por qué cierras la puerta?

Seq	Scene	Panel
31	1124	1



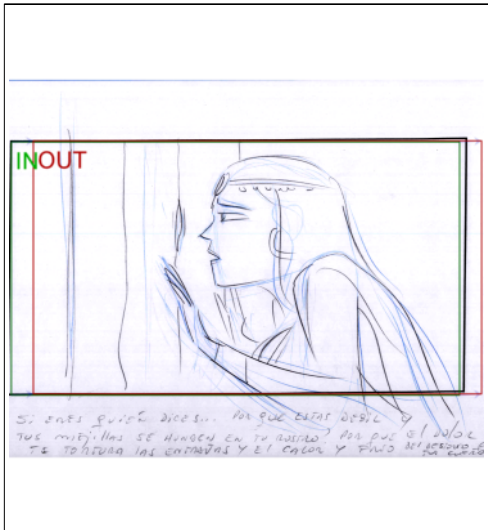
Dialog
 GILGAMESH
 Podría destrozarla,

Seq	Scene	Panel
31	1124	2



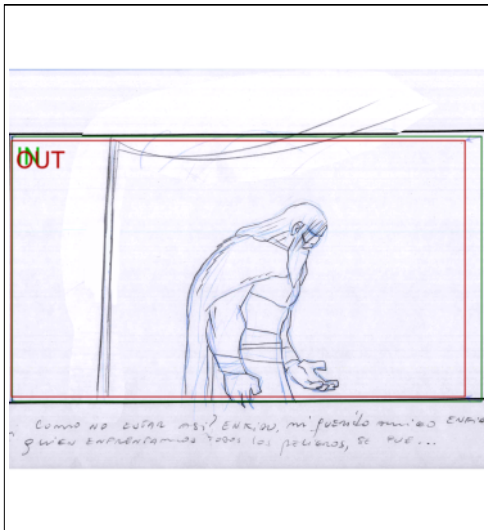
Dialog
 GILGAMESH
 porque soy Gilgamesh.

Seq	Scene	Panel
31	1125	1



Dialog
 SIDURI
 Si eres quien dices... ¿por qué estás débil y tus mejillas se hundieron en tu rostro? ¿Por qué tienes el corazón desesperado? ¿Por qué el dolor te tortura las entrañas?

Seq	Scene	Panel
31	1126	1



Dialog
 GILGAMESH
 ¿Cómo no estar así? Enkidu, mi querido amigo con quien enfrentamos todos los peligros, se fue...

Seq	Scene	Panel
31	1126	2

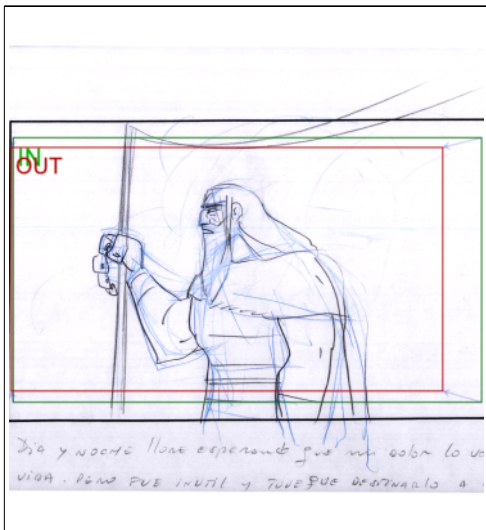


Dialog

GILGAMESH

Como a todo hombre, le llegó su destino. ¡Y eso también me sucederá a mí!

Seq	Scene	Panel
31	1126	3

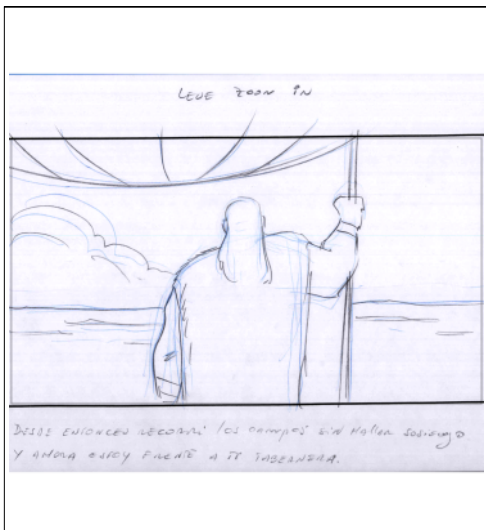


Dialog

GILGAMESH

Día y noche lloré esperando que mi dolor lo volviera a la vida. Pero fue inútil y tuve que destinarlo a la tumba.

Seq	Scene	Panel
31	1127	1

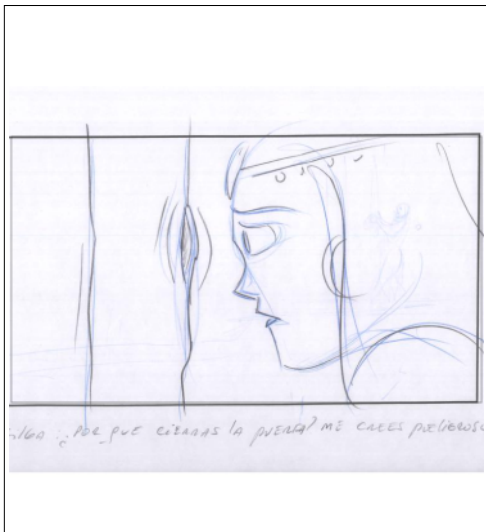


Dialog

GILGAMESH

Desde entonces, recorrí los campos sin hallar sosiego. Y ahora estoy frente a ti, tabernera.

Seq	Scene	Panel
31	1128	1



Dialog

GILGAMESH EN OFF

¡No permitas que vea la cara de la muerte,

Seq	Scene	Panel
31	1129	1

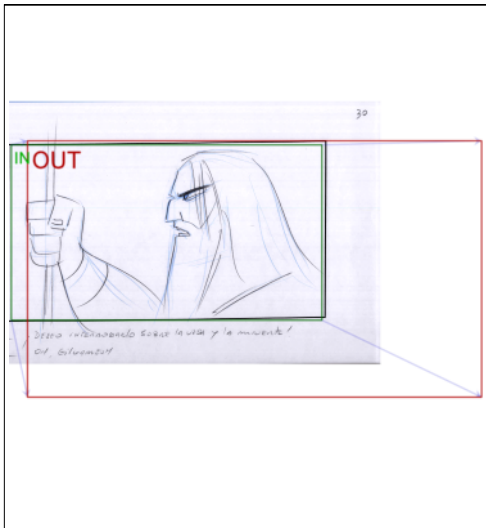


Dialog

GILGAMESH

la que tanto temo! Revélame el camino que lleva a la casa de Utanapishtim, pues los hombres dicen que los dioses le han otorgado el privilegio de la vida eterna.

Seq	Scene	Panel
31	1129	2



Dialog

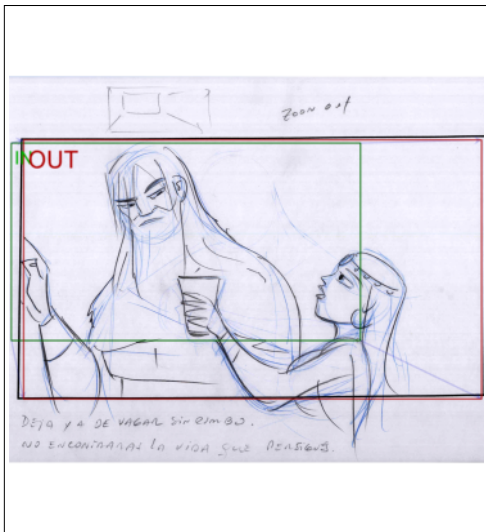
GILGAMESH

¡Deseo interrogarlo sobre la vida y la muerte!

SIDURI (en off)

¡Oh, Gilgamesh

Seq	Scene	Panel
31	1129	3

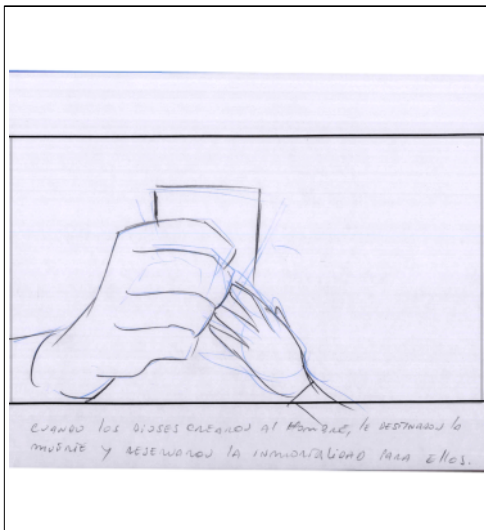


Dialog

SIDURI

deja ya de vagar sin rumbo. No encontrarás la vida que persigues.

Seq	Scene	Panel
31	1130	1



Seq	Scene	Panel
31	1131	1

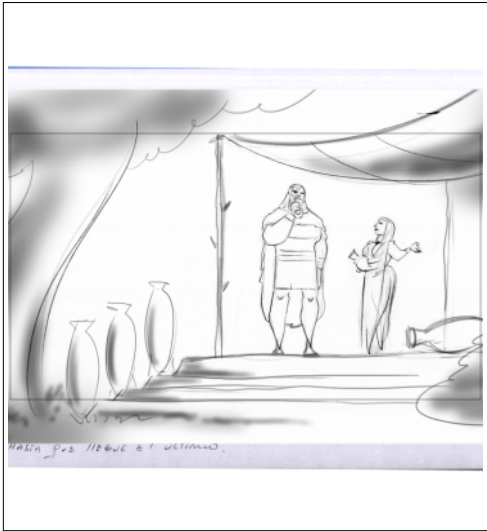


Dialog

SIDURI

Cuando los dioses crearon al hombre, le destinaron la muerte y reservaron la inmortalidad solo para ellos.

Seq	Scene	Panel
31	1132	1



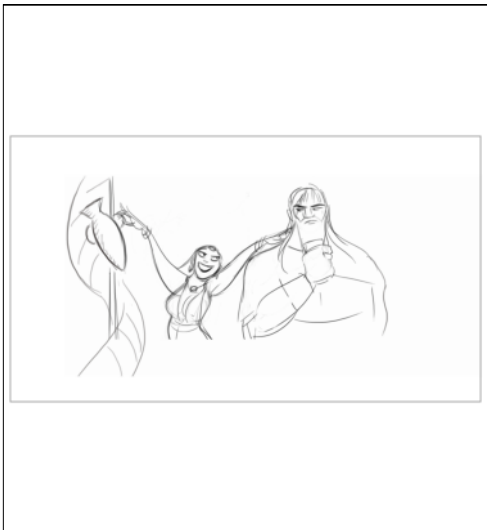
Dialog
 SIDURI
 No puedo darte lo que pides. Pero escucha mi consejo:

Seq	Scene	Panel
31	1132	2



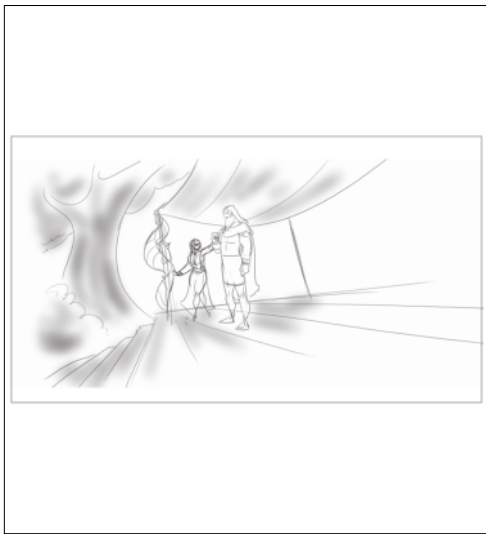
Dialog
 Pero escucha mi consejo:

Seq	Scene	Panel
31	1133	1



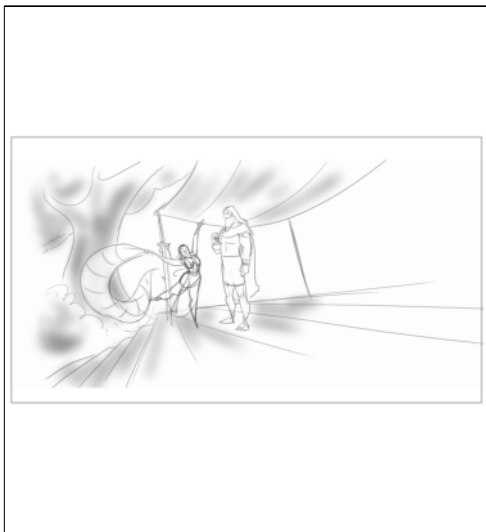
Dialog
 ;disfruta cada momento,

Seq	Scene	Panel
31	1134	1



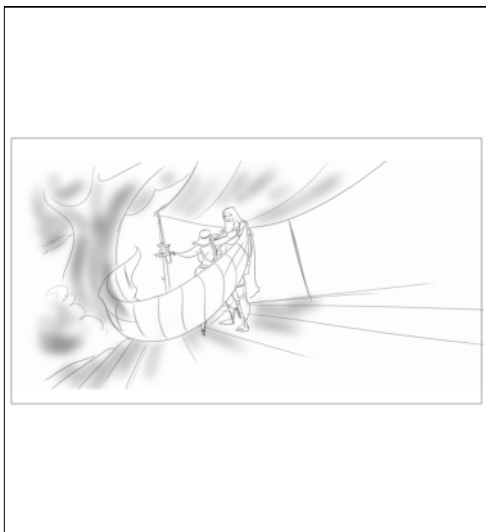
Dialog
haz de cada día una fiesta,

Seq	Scene	Panel
31	1134	2



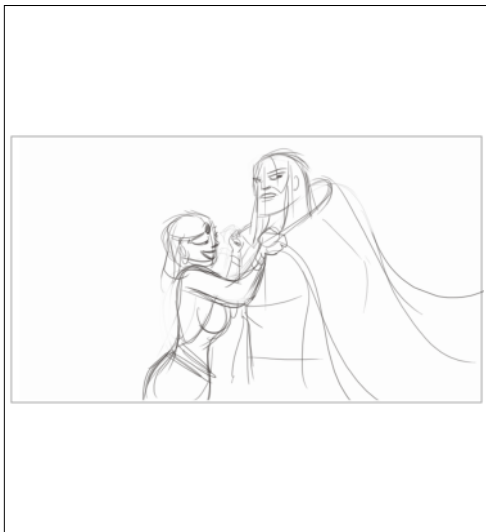
Dialog
hasta que llegue el último!

Seq	Scene	Panel
31	1134	3



Dialog
SIDURI
¡Usa trajes bordados, vestidos frescos; báñate y lava tu cabello! ¡Sé feliz mirando al hijo que te abraza!

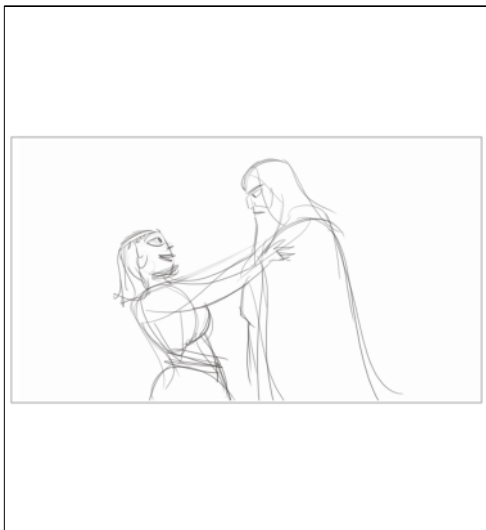
Seq	Scene	Panel
31	1135	1



Dialog

trajes bordados, vestidos frescos; báñate y lava tu cabello! ¡Sé feliz mirando al hijo que te abraza!

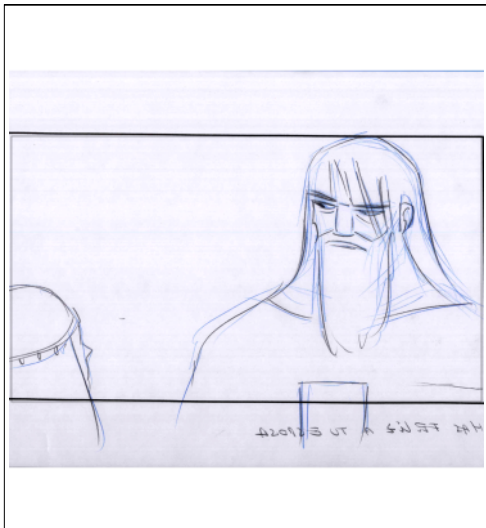
Seq	Scene	Panel
31	1135	2



Dialog

báñate y lava tu cabello! ¡Sé feliz mirando al hijo que te abraza!

Seq	Scene	Panel
31	1136	1



Dialog

SIDURI
¡Sé feliz mirando al hijo que te abraza!

Seq	Scene	Panel
31	1137	1



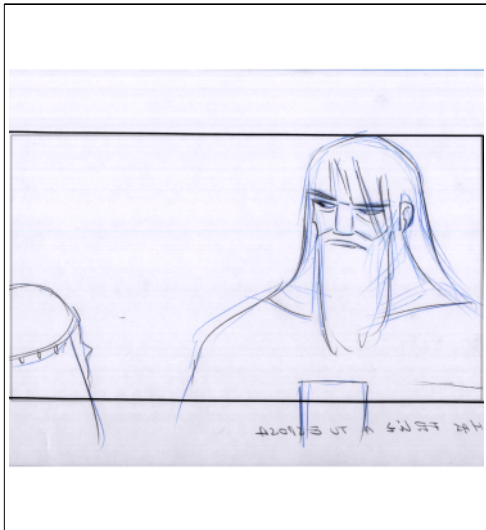
Dialog

SIDURI

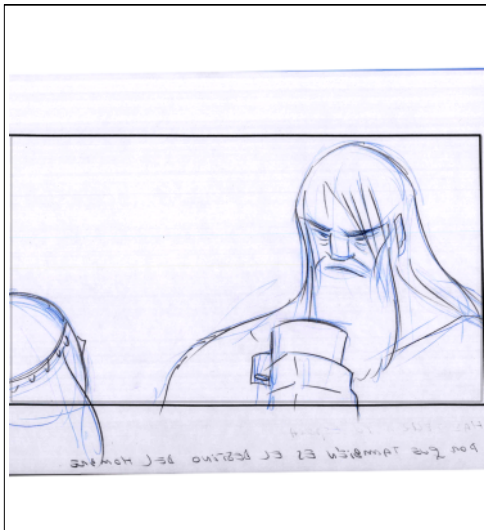
¡Haz feliz a tu esposa!

¡Porque también ese es el destino del hombre!

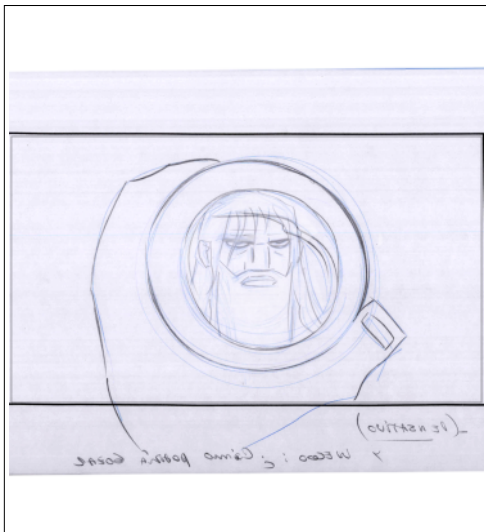
Seq	Scene	Panel
31	1138	1



Seq	Scene	Panel
31	1138	2



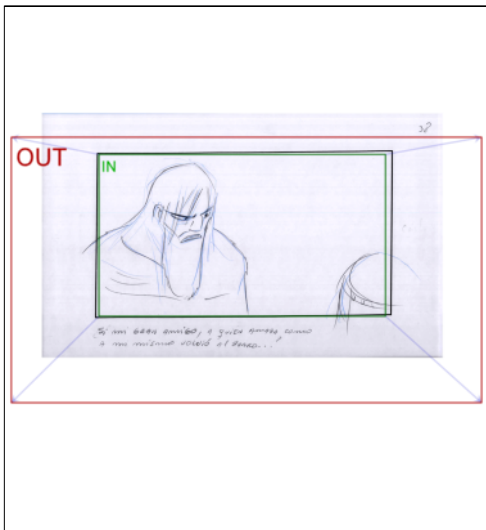
Seq	Scene	Panel
31	1139	1



Dialog

GILGAMESH (pensativo)
¿Cómo podría gozar si mi gran amigo,

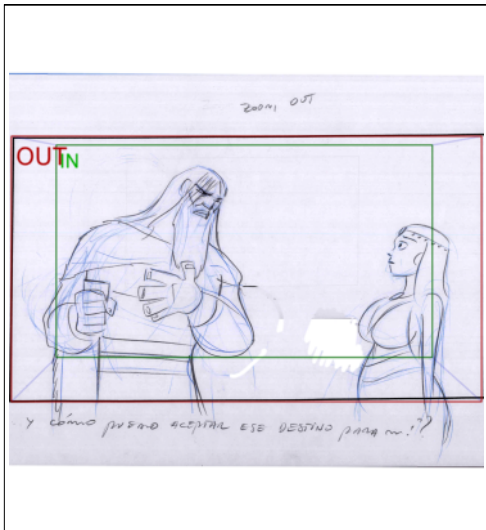
Seq	Scene	Panel
31	1140	1



Dialog

GILGAMESH
a quién amaba como a mí mismo, volvió al barro..?

Seq	Scene	Panel
31	1140	2



Dialog

GILGAMESH
¿Y cómo puedo aceptar ese destino para mí?

Seq	Scene	Panel
31	1140	3



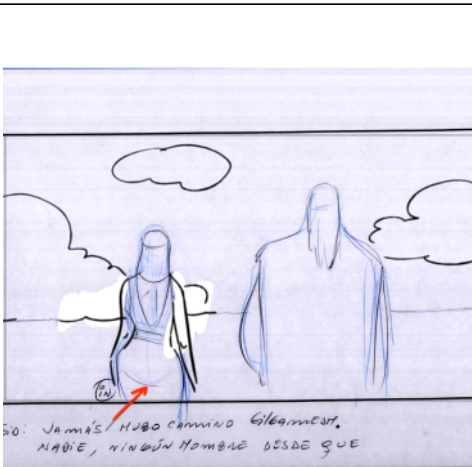
Dialog

GILGAMESH

Dime, tabernera, ¿cuál es el camino que lleva a Utanapishtim?

¿Cuáles son las señales para reconocerlo? Dámelas! Porque si es necesario

Seq	Scene	Panel
31	1141	1



Dialog

GILGAMESH

atravesaré las saladas aguas de la muerte.

SIDURI

Jamás hubo camino, Gilgamesh. Nadie, ningún hombre desde que

Seq	Scene	Panel
31	1142	1



Dialog

SIDURI (Pensativa)

Jamás hubo camino Gilgamesh.

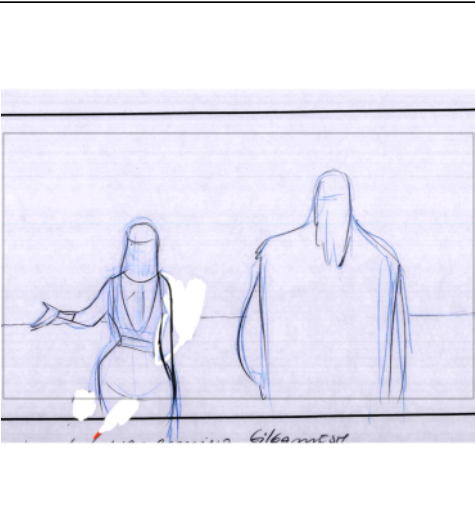
Nadie, ningún hombre desde que el mundo existe atravesó ese océano.

Seq	Scene	Panel
31	1143	1



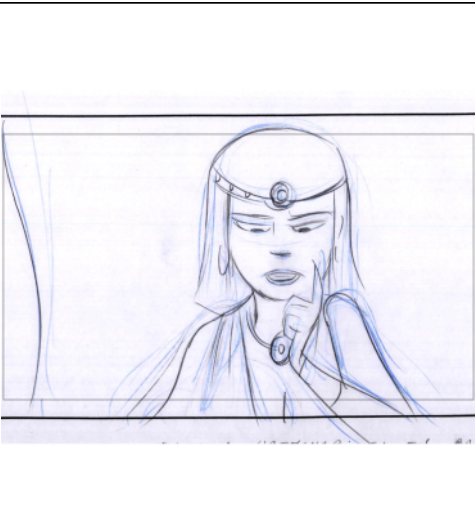
Dialog
 SIDURI:
 ¿CÓMO PODRÁS HACERLO TU?

Seq	Scene	Panel
31	1144	1



Dialog
 SIDURI:
 LAS SALADAS AGUAS DE LA MUERTE MATAN CON SÓLO TOCARLAS

Seq	Scene	Panel
31	1145	1



Dialog
 SIDURI
 SIN EMBARGO... ESCUCHA

Seq	Scene	Panel
31	1146	1

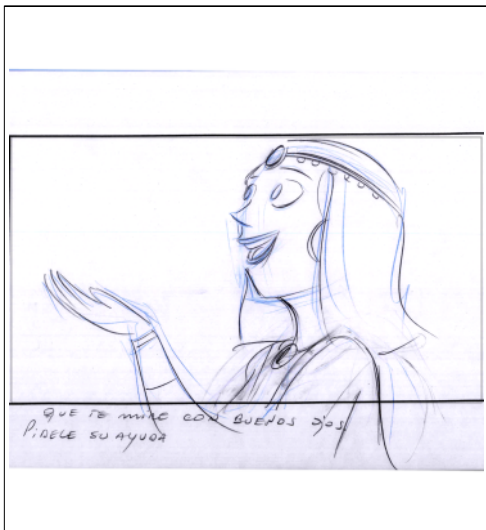


Dialog

SIDURI

URSHANABI ES EL BARQUERO DE UTNAPISHTIM. ¡Búscalo! Lo encontrarás junto a su barca.

Seq	Scene	Panel
31	1147	1



Dialog

SIDURI

¡Que te mire con buenos ojos! Pídele su ayuda.

Seq	Scene	Panel
31	1148	1



Dialog

SIDURI

PERO SI NO TE PERMITE HACER LA TRAVESÍA CON ÉL..., ABANDONA ESAS TONTAS IDEAS,

Seq	Scene	Panel
31	1149	1

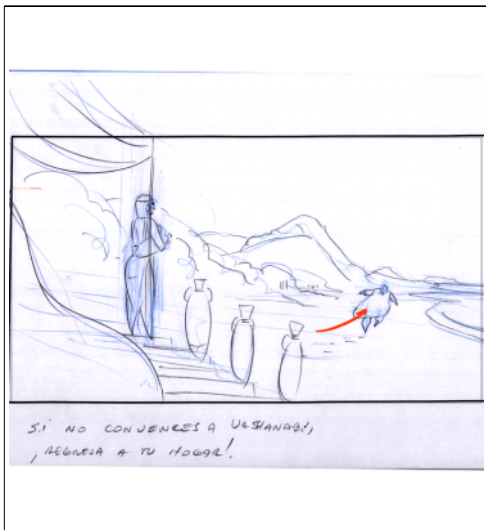


Dialog

SIDURI

no malgastes el tiempo que nos han otorgado.

Seq	Scene	Panel
31	1150	1

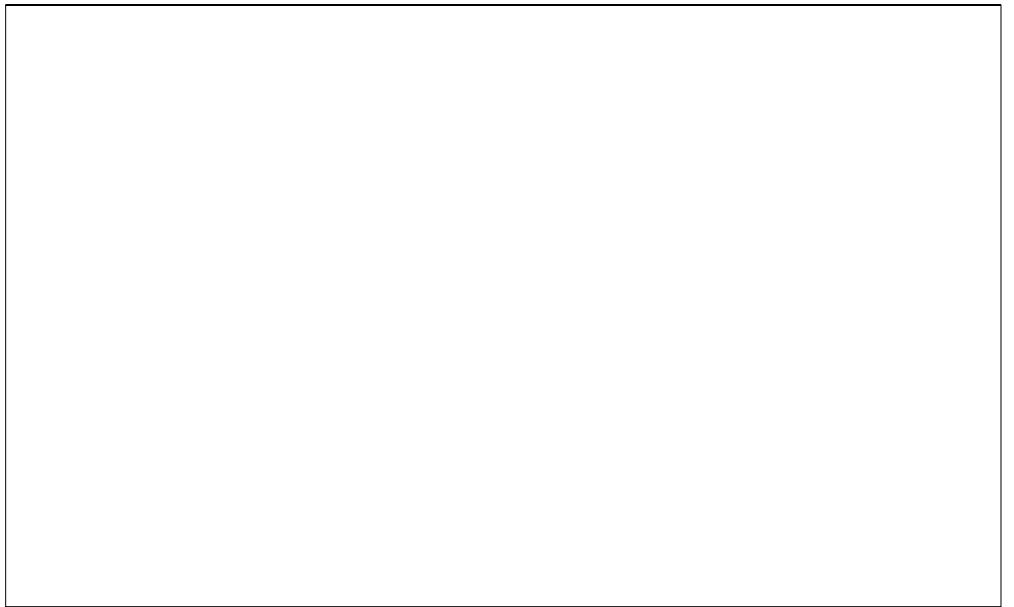
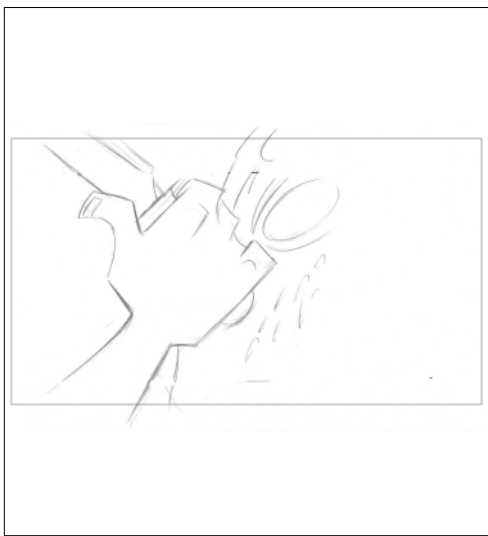


Dialog

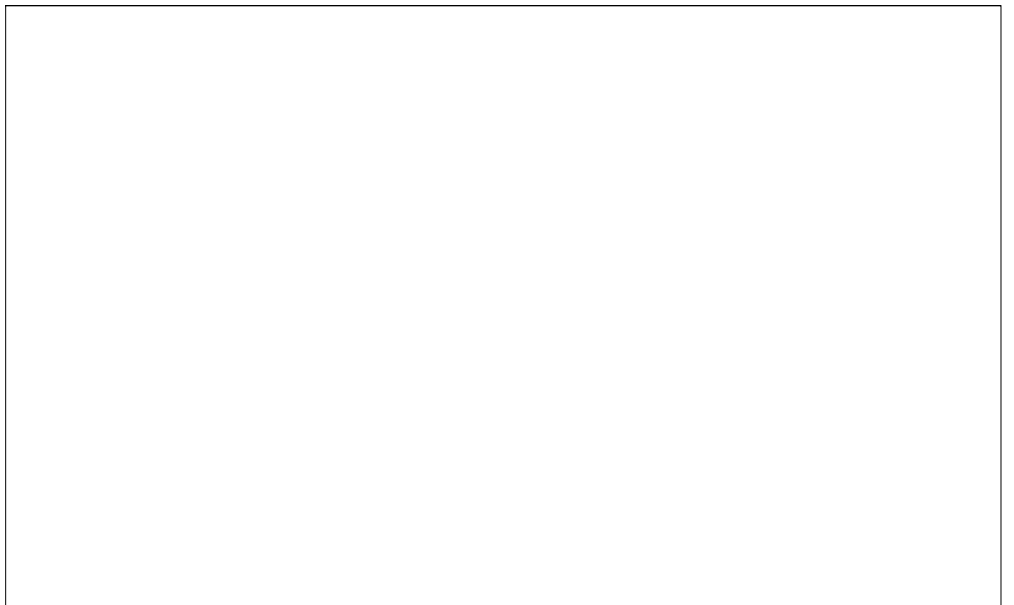
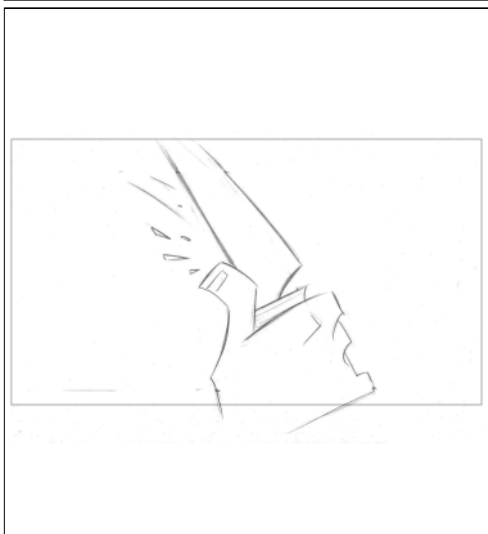
SIDURI

Si no convences a Urshanabi, ¡regresa a tu hogar!

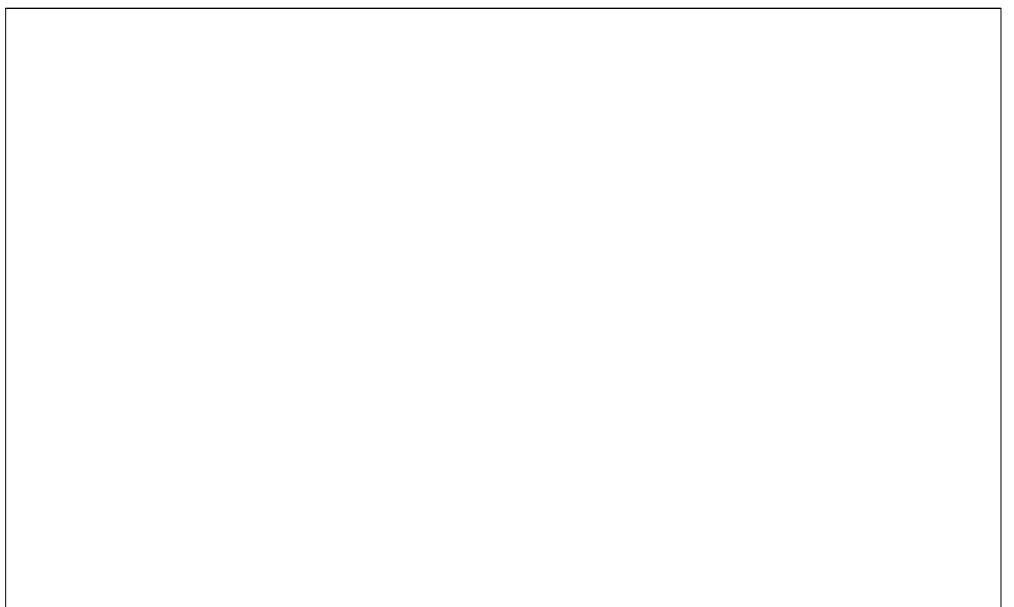
Seq	Scene	Panel
32	1151	1



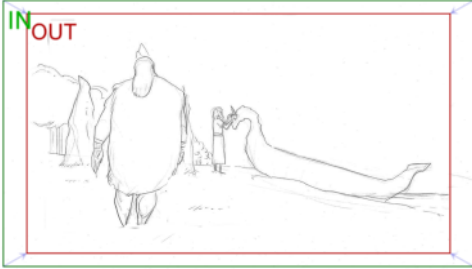
Seq	Scene	Panel
32	1151	2



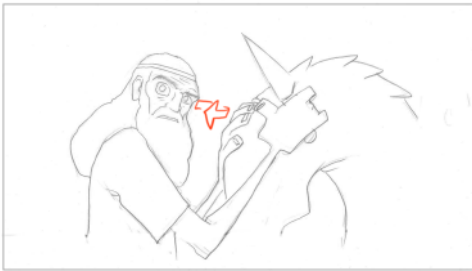
Seq	Scene	Panel
32	1152	1



Seq	Scene	Panel
32	1152	2



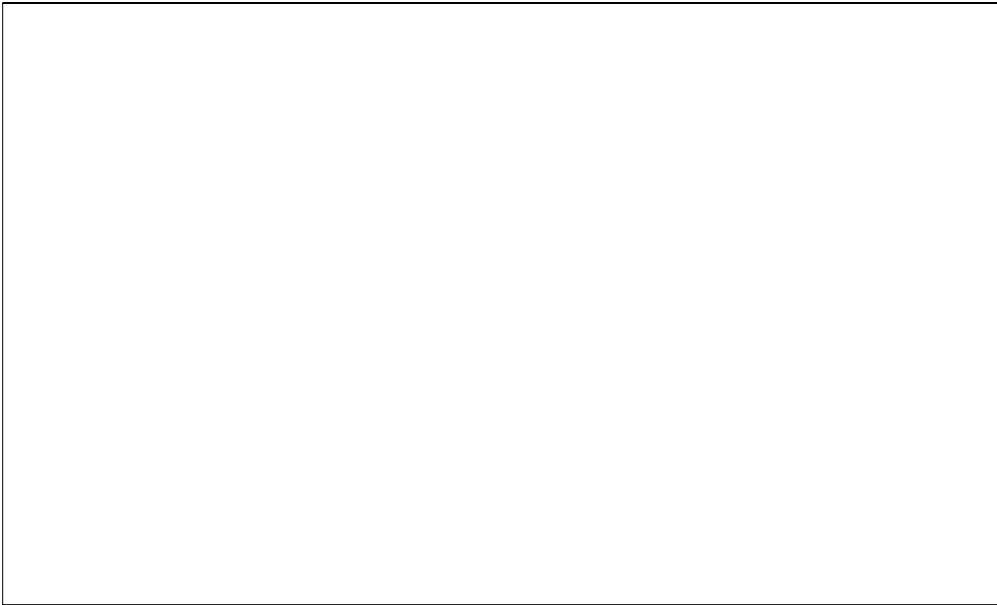
Seq	Scene	Panel
32	1153	1



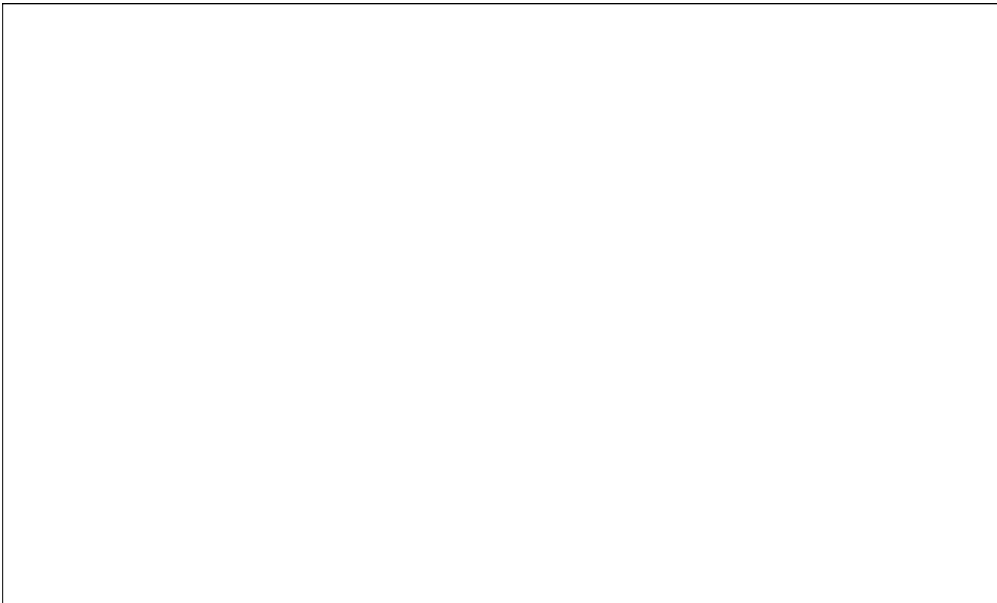
Seq	Scene	Panel
32	1154	1



Seq	Scene	Panel
32	1155	1



Seq	Scene	Panel
32	1155	2

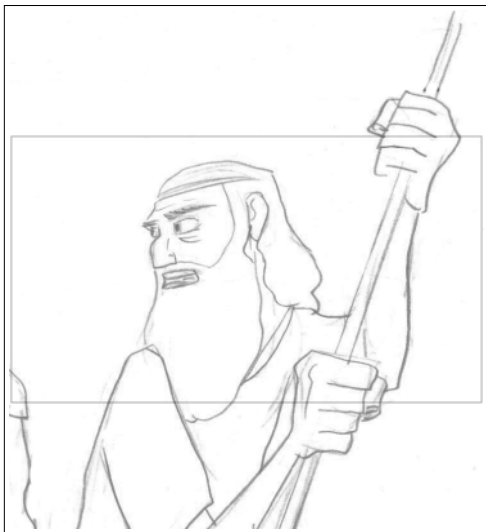


Seq	Scene	Panel
32	1156	1



Dialog
 URSHANABI
 Gilgamesh, toma una caña y empuja.

Seq	Scene	Panel
32	1157	1

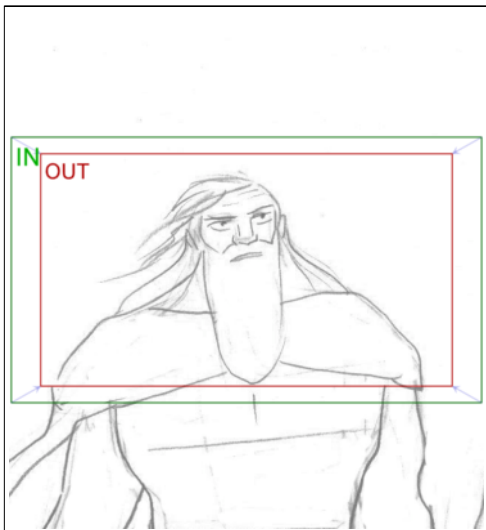


Dialog

URSHANABI

Pero que las aguas de la muerte no te toquen.

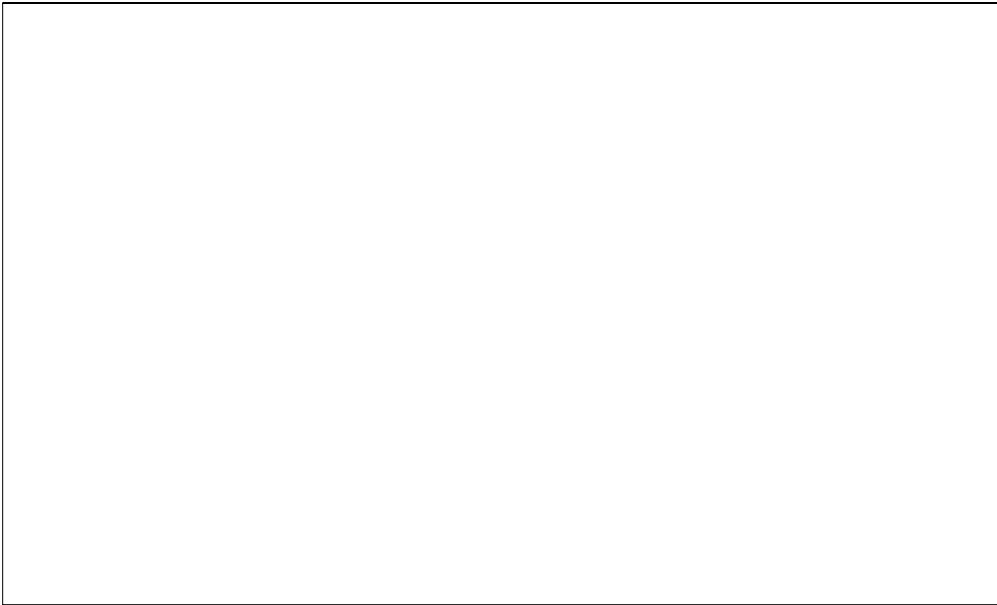
Seq	Scene	Panel
32	1158	1



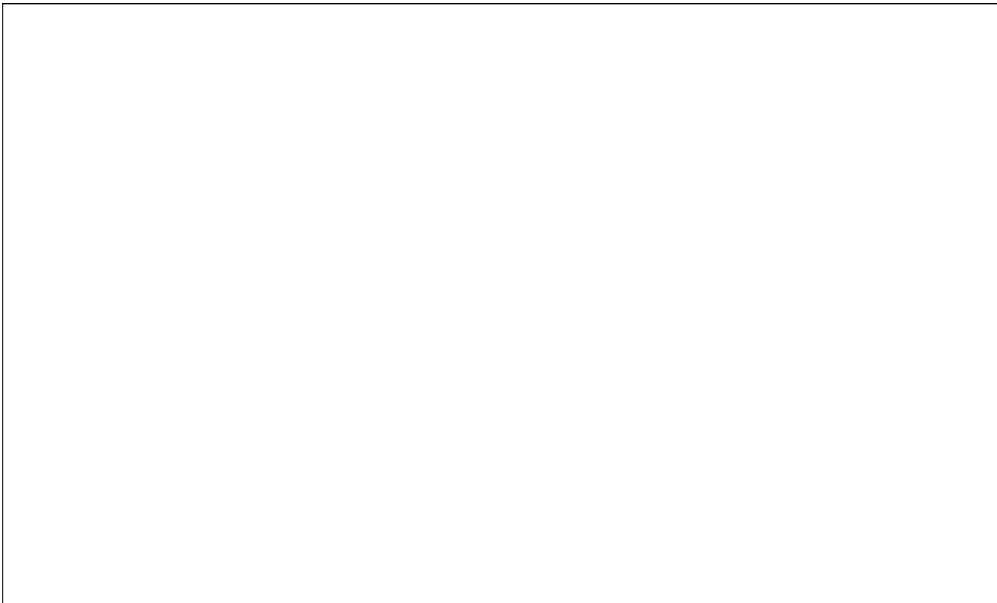
Seq	Scene	Panel
32	1159	1



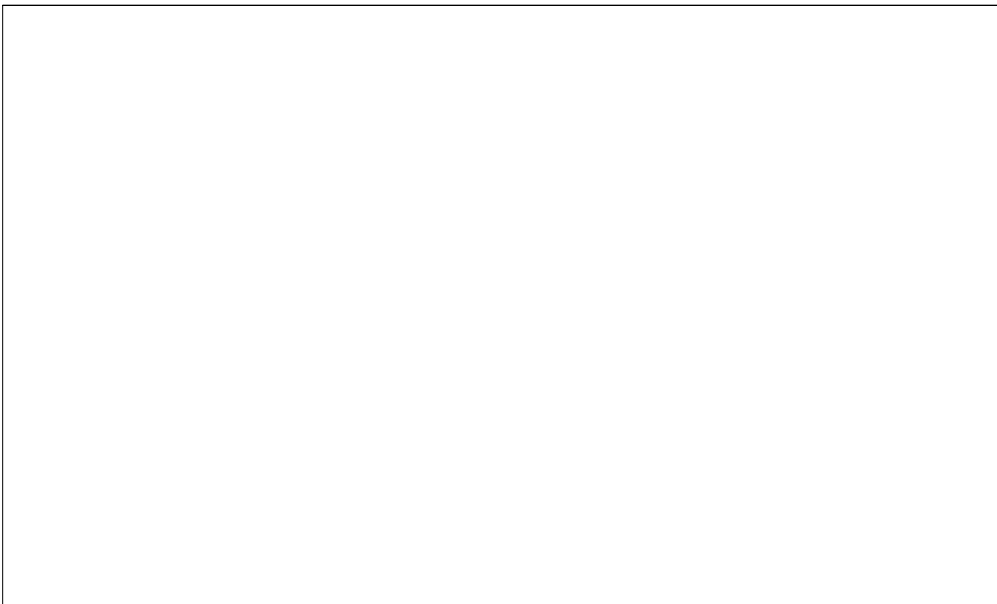
Seq	Scene	Panel
32	1159	2



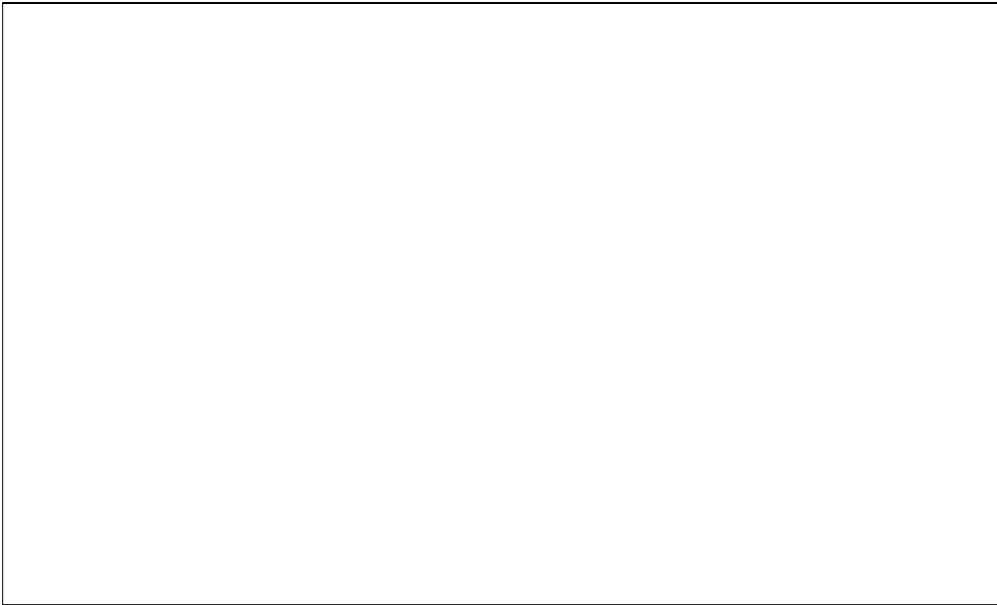
Seq	Scene	Panel
32	1159	3



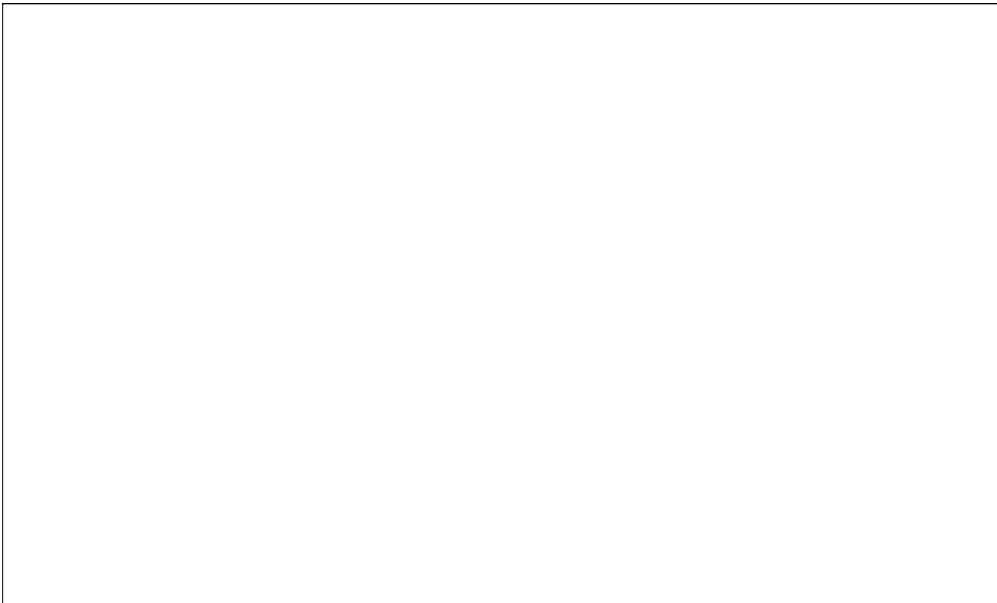
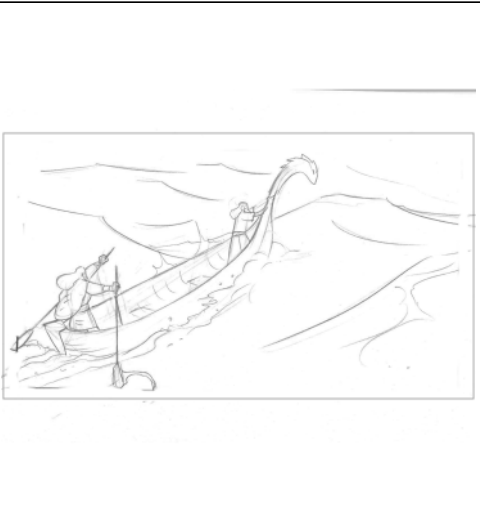
Seq	Scene	Panel
32	1159	4



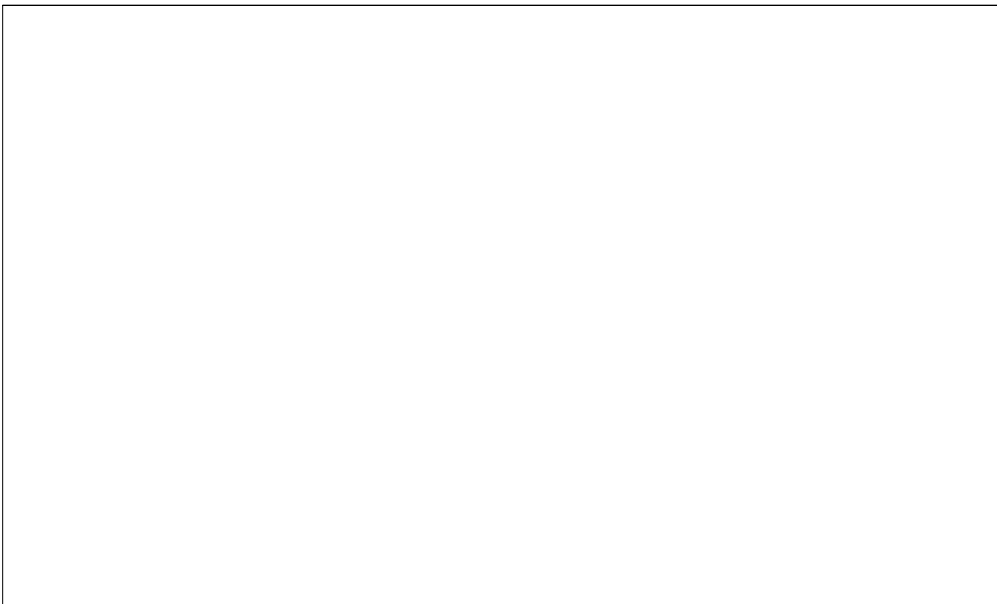
Seq	Scene	Panel
32	1160	1



Seq	Scene	Panel
32	1161	1

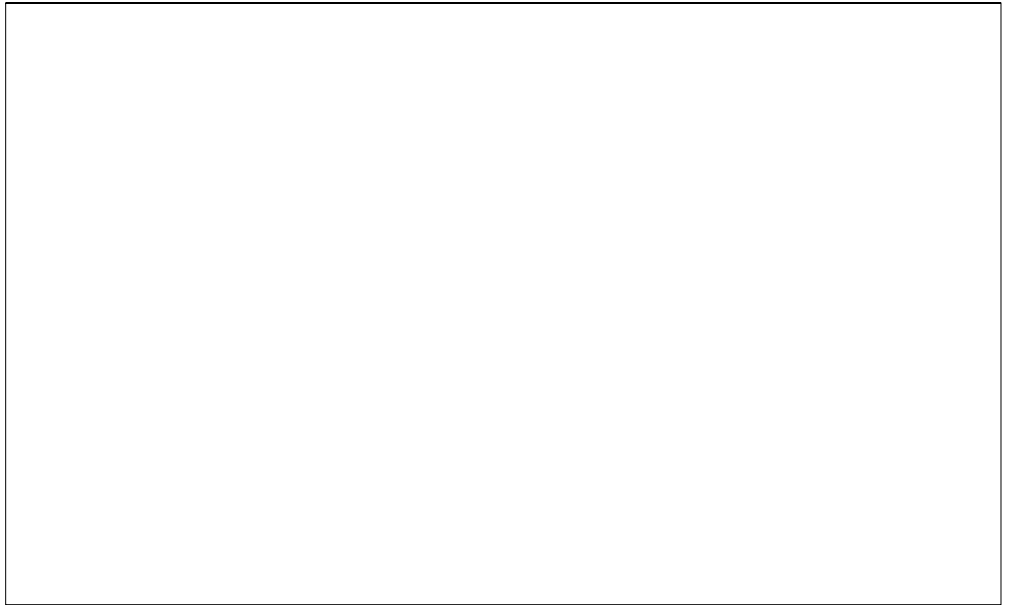


Seq	Scene	Panel
32	1162	1

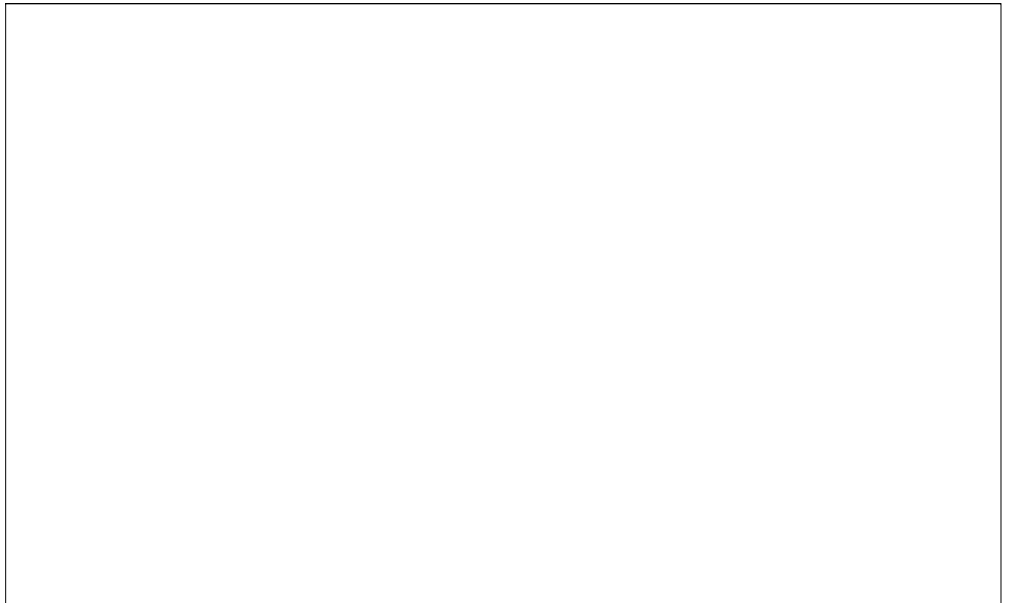
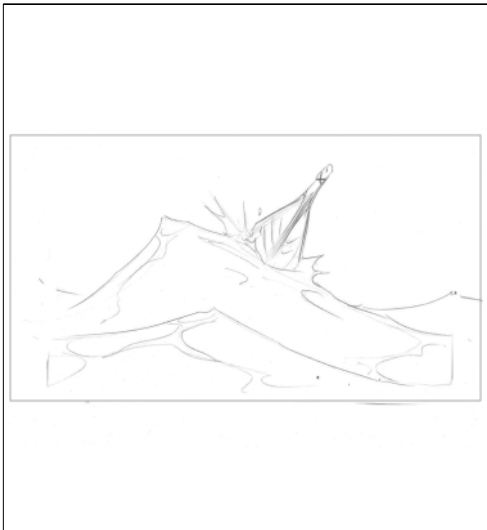




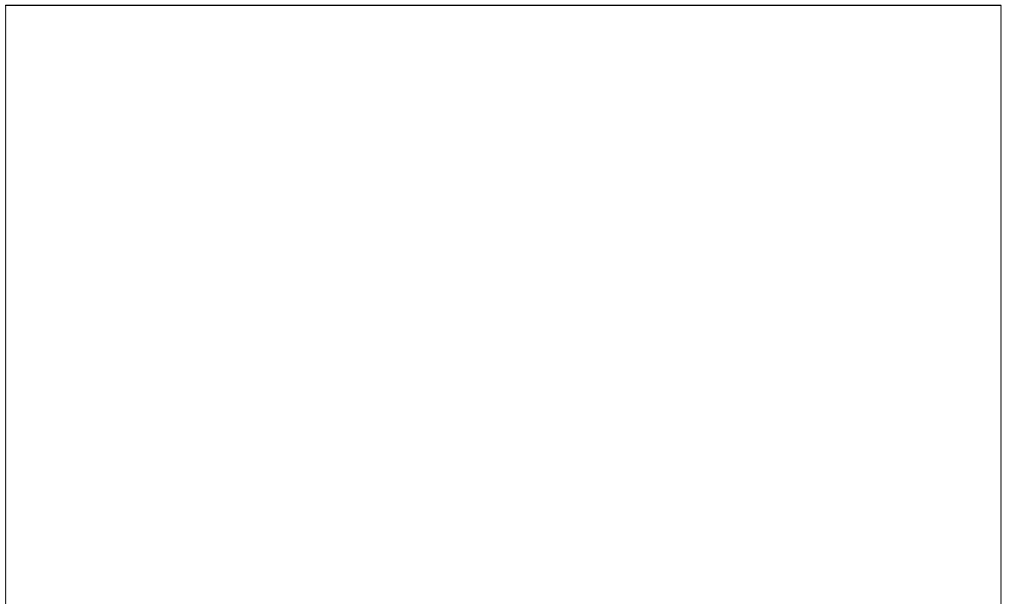
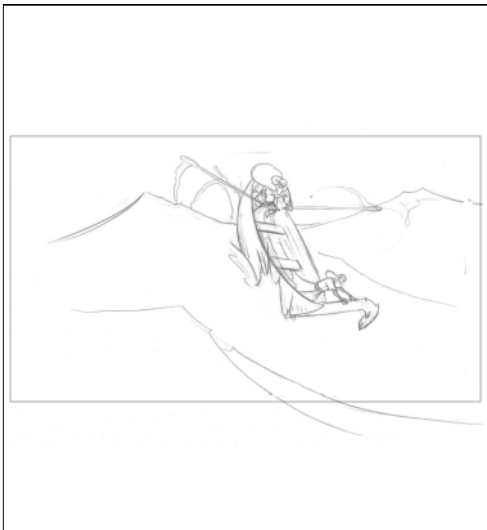
Seq	Scene	Panel
32	1163	1



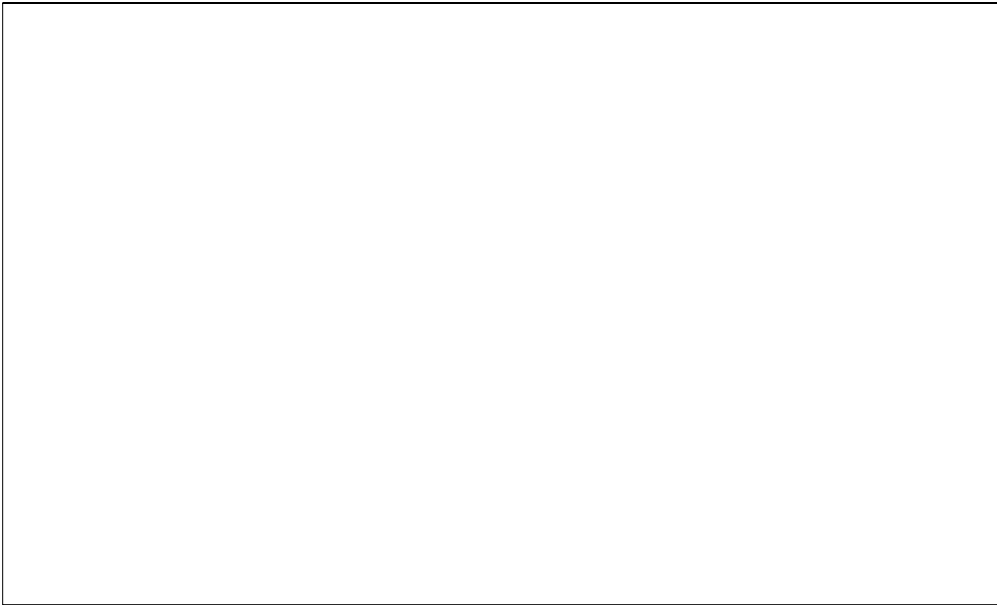
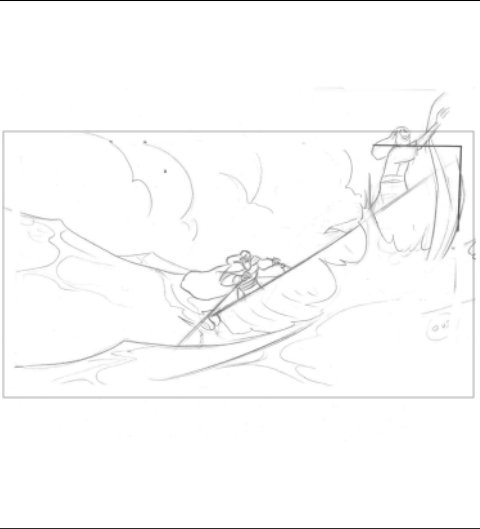
Seq	Scene	Panel
32	1163	2



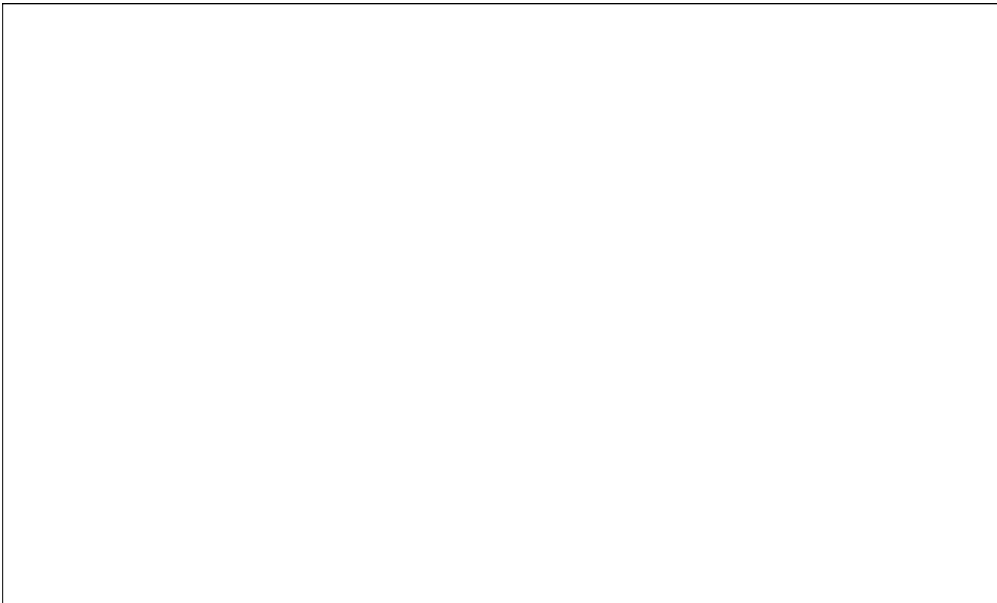
Seq	Scene	Panel
32	1163	3



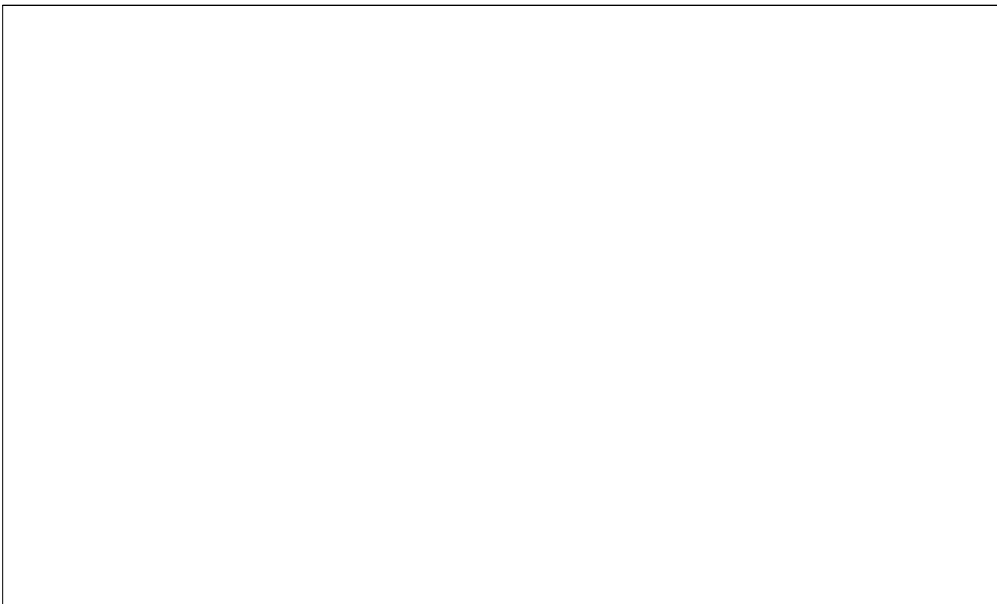
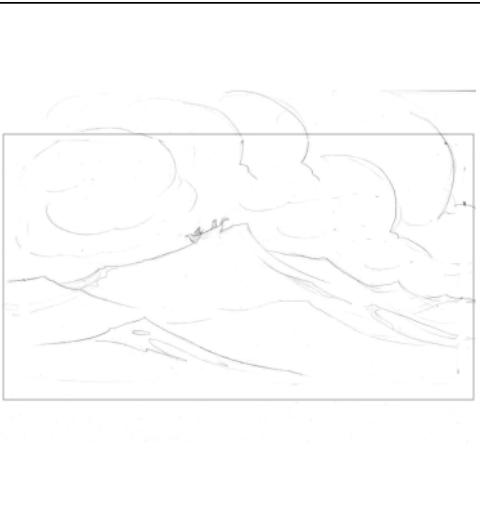
Seq	Scene	Panel
32	1163	4



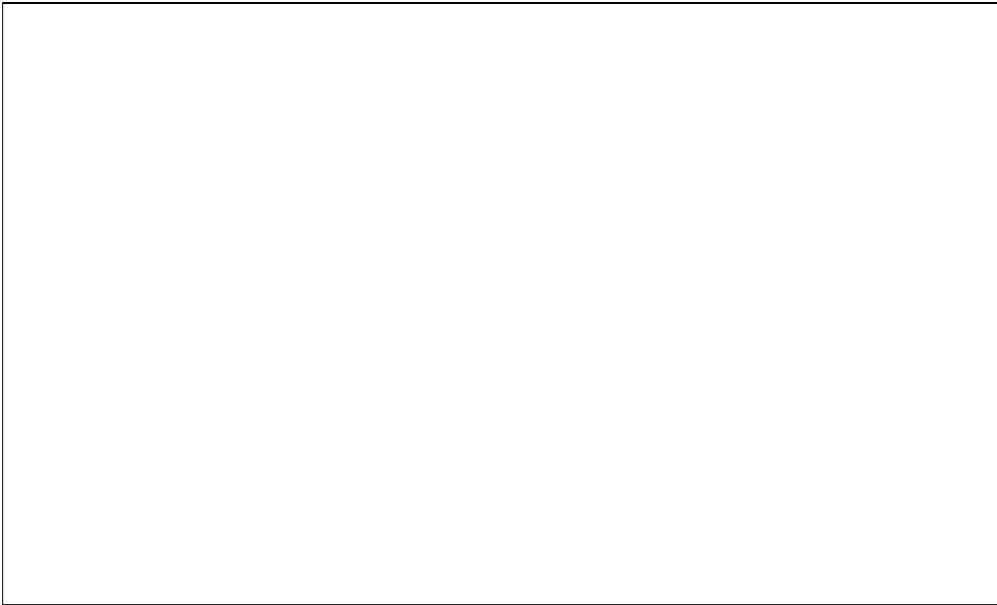
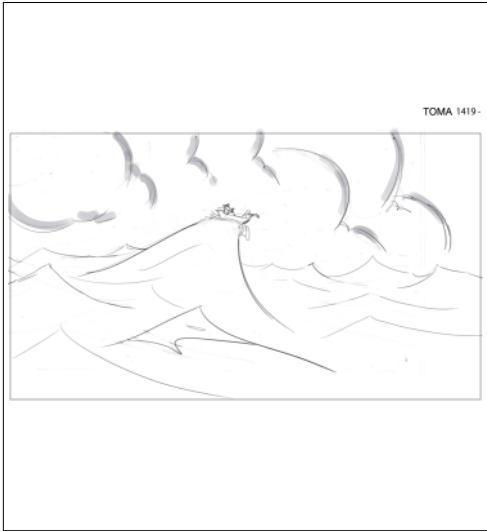
Seq	Scene	Panel
32	1163	5



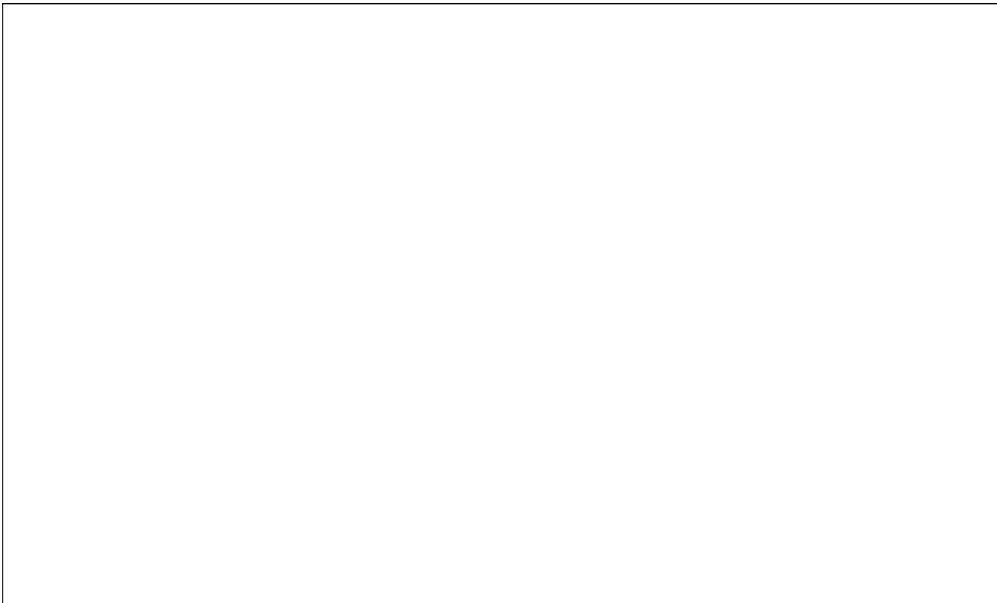
Seq	Scene	Panel
32	1164	1



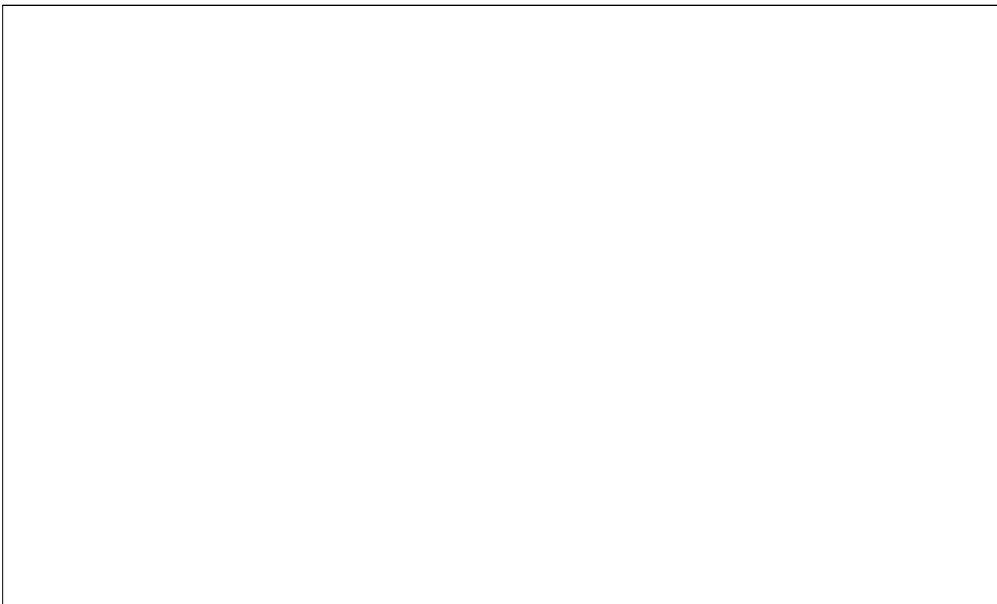
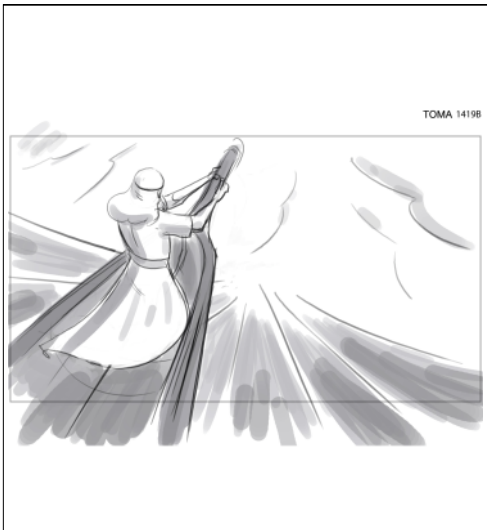
Seq	Scene	Panel
32	1164	2



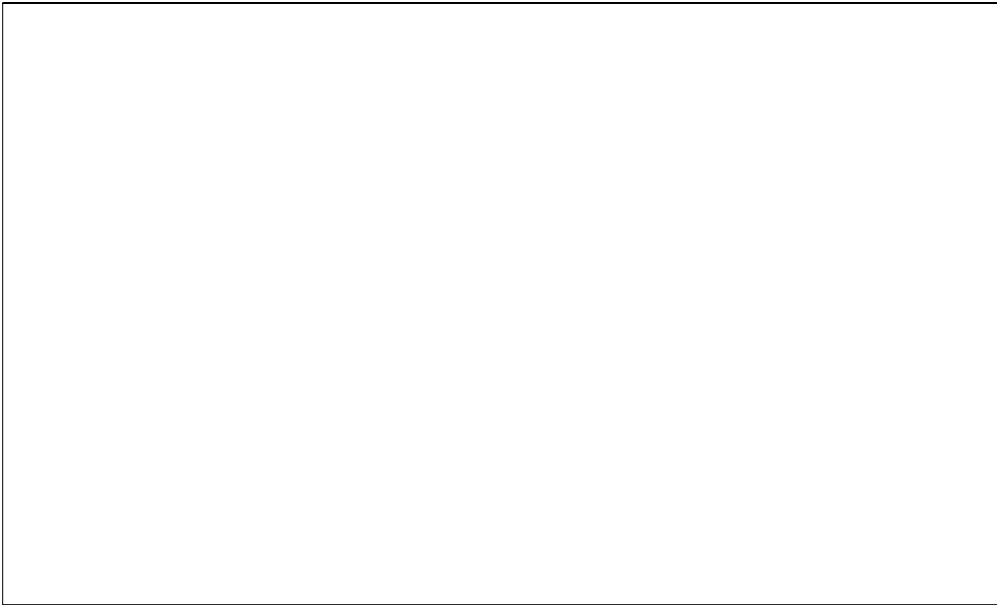
Seq	Scene	Panel
32	1165	1



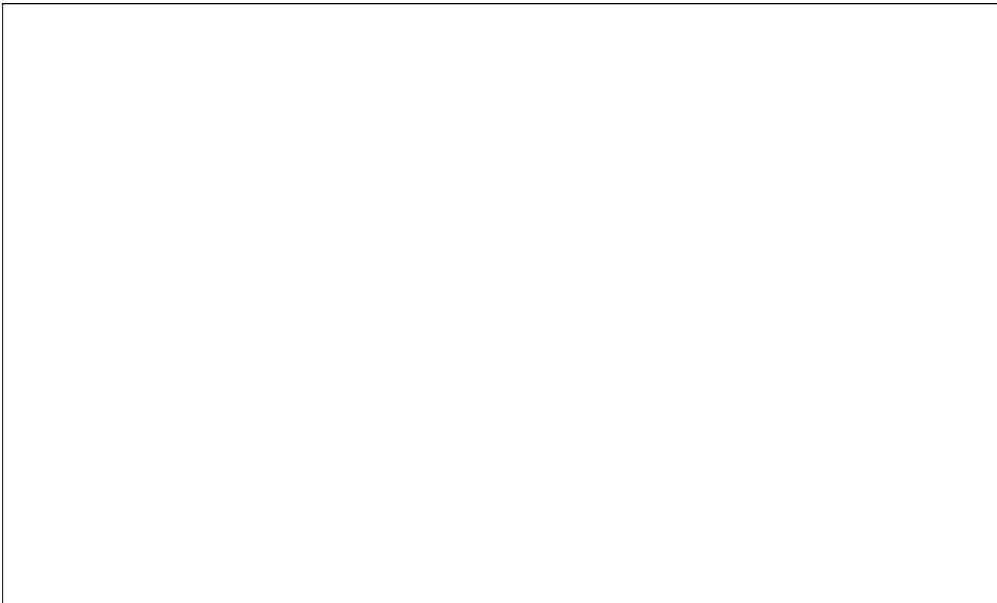
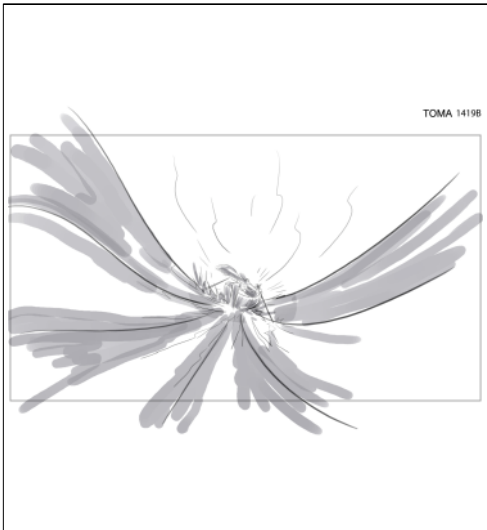
Seq	Scene	Panel
32	1166	1



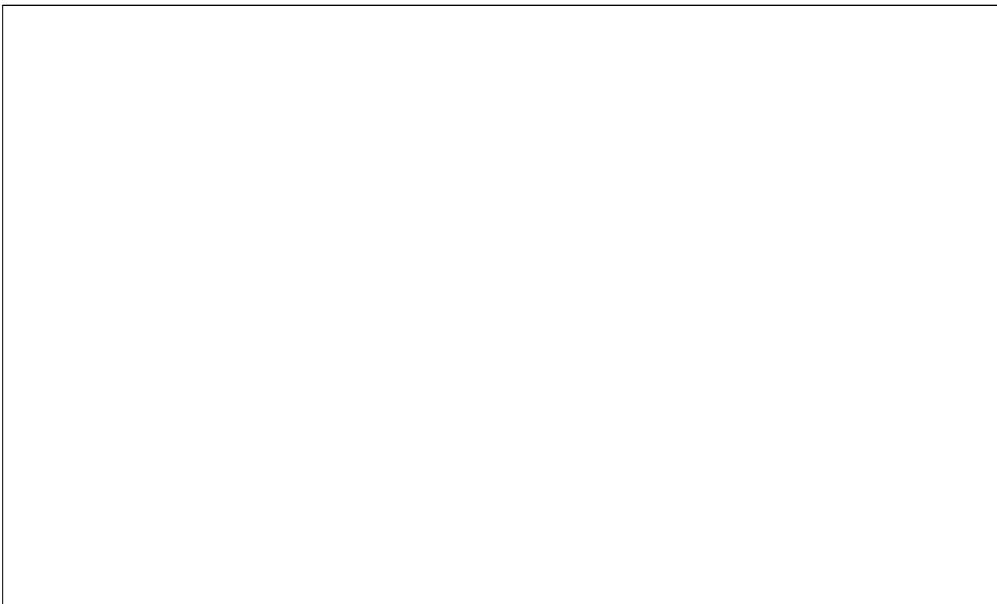
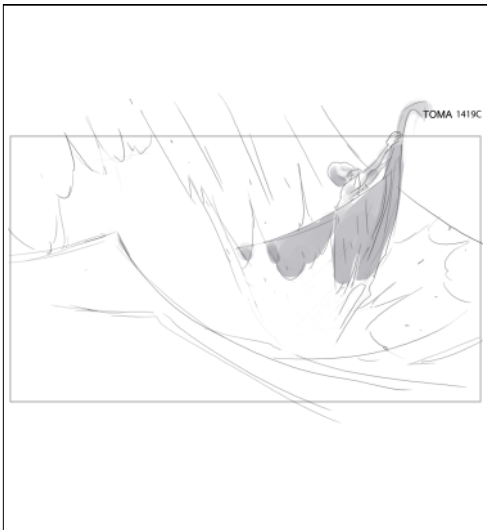
Seq	Scene	Panel
32	1166	2



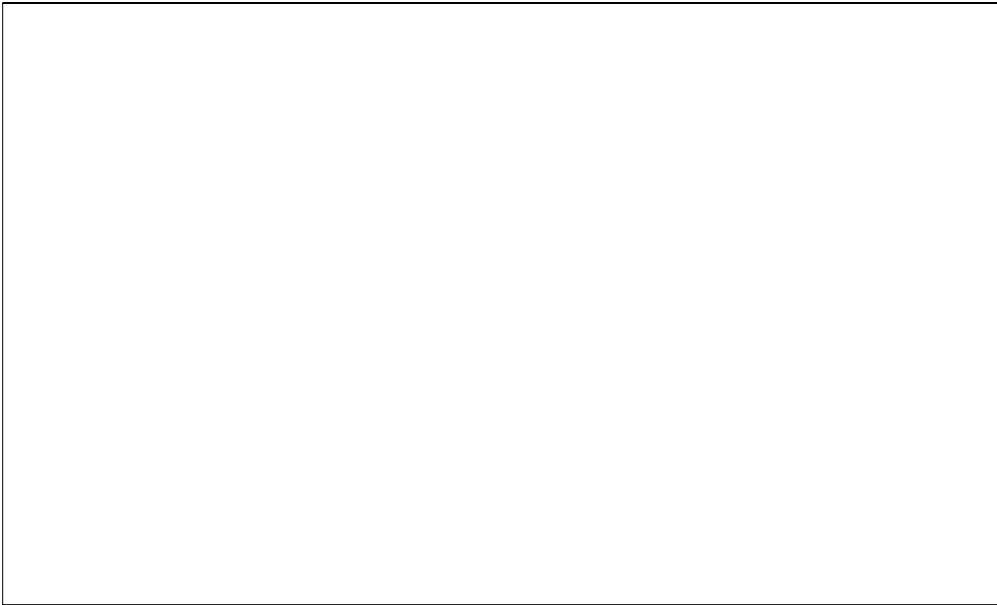
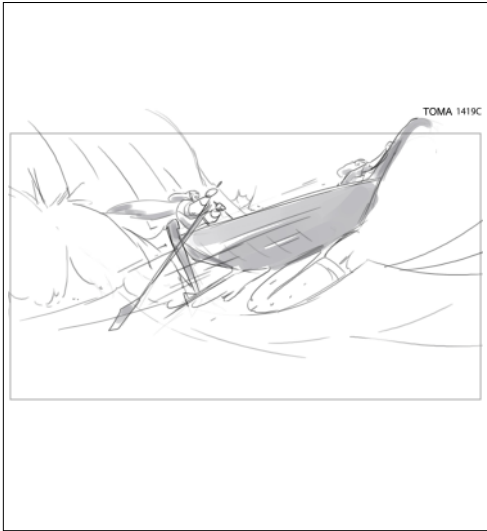
Seq	Scene	Panel
32	1166	3



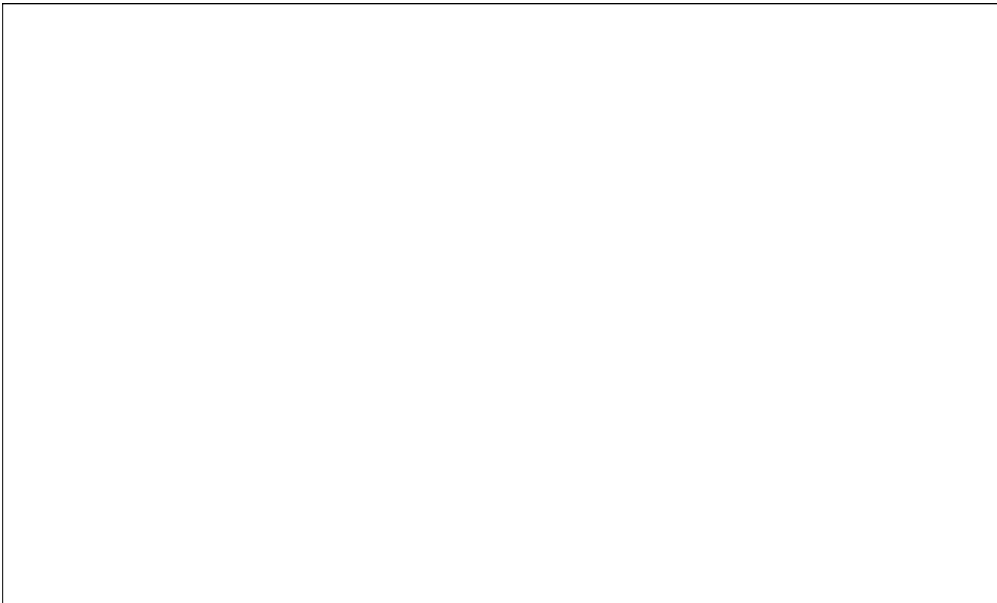
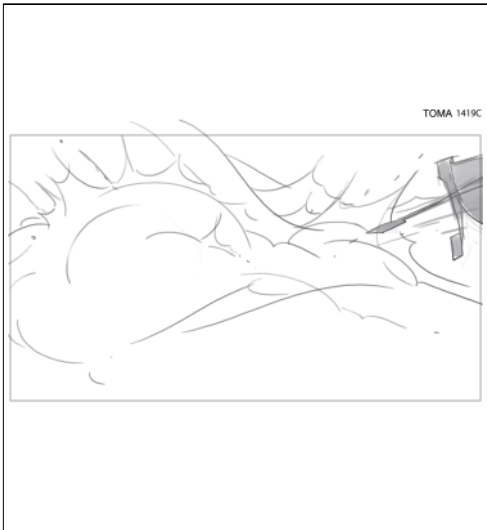
Seq	Scene	Panel
32	1167	1



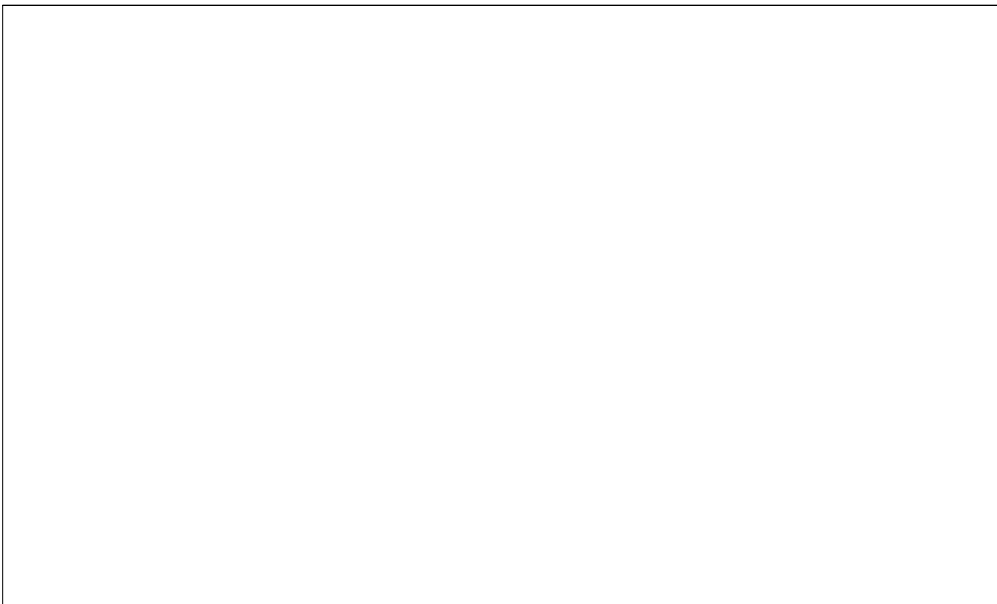
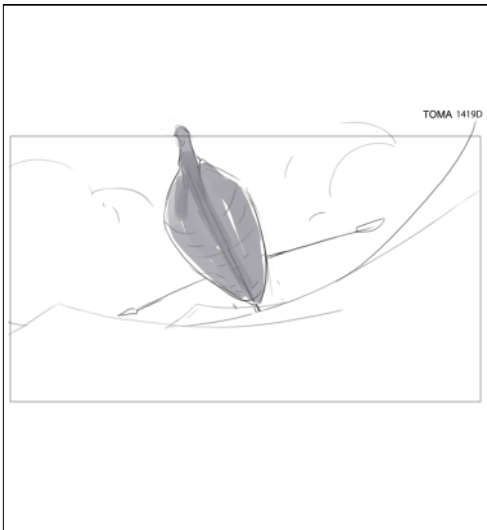
Seq	Scene	Panel
32	1167	2



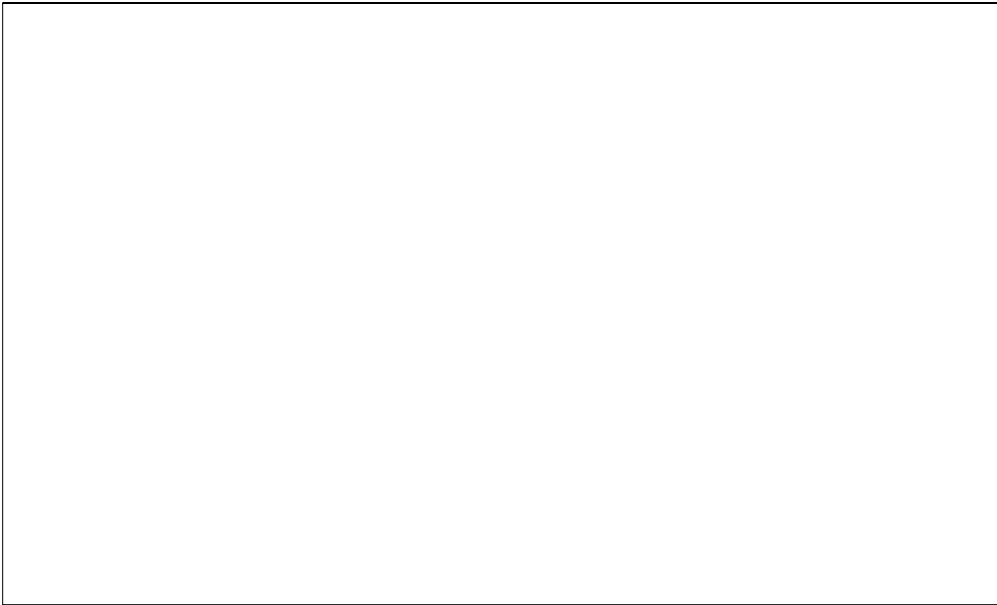
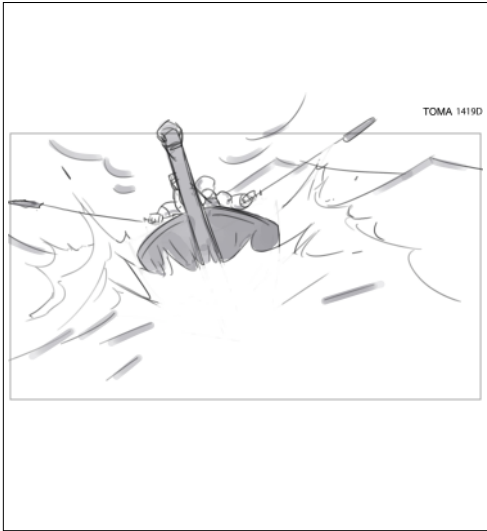
Seq	Scene	Panel
32	1167	3



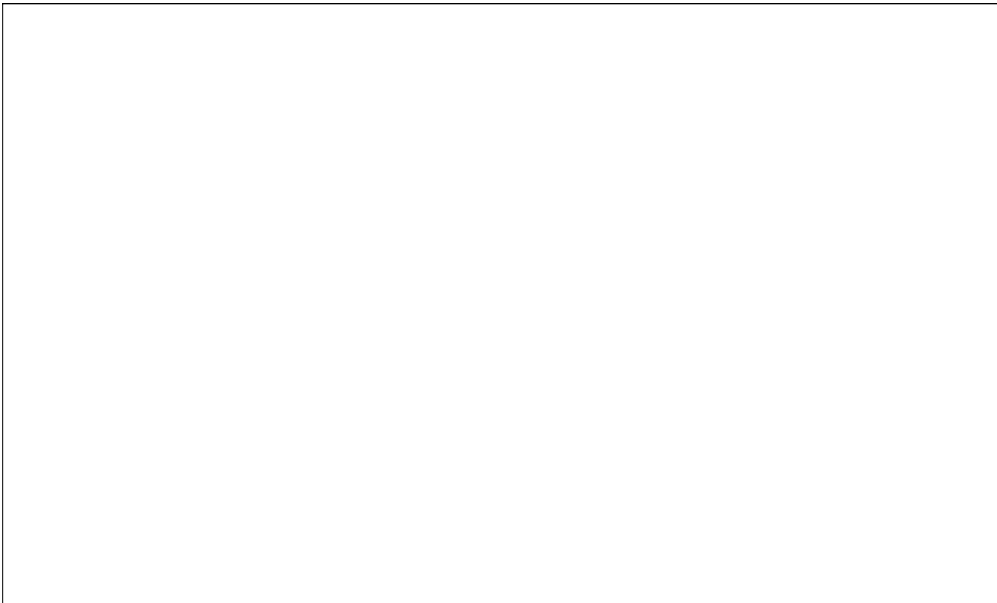
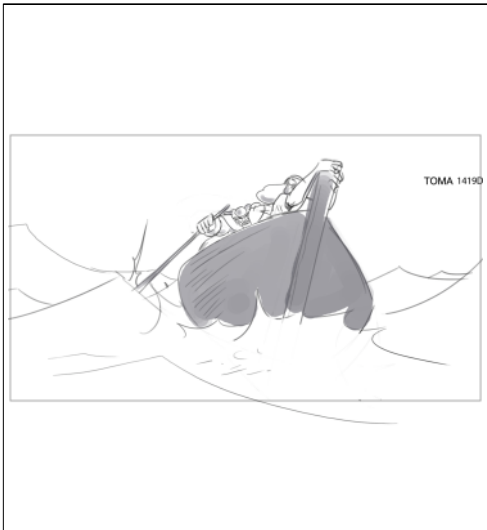
Seq	Scene	Panel
32	1168	1



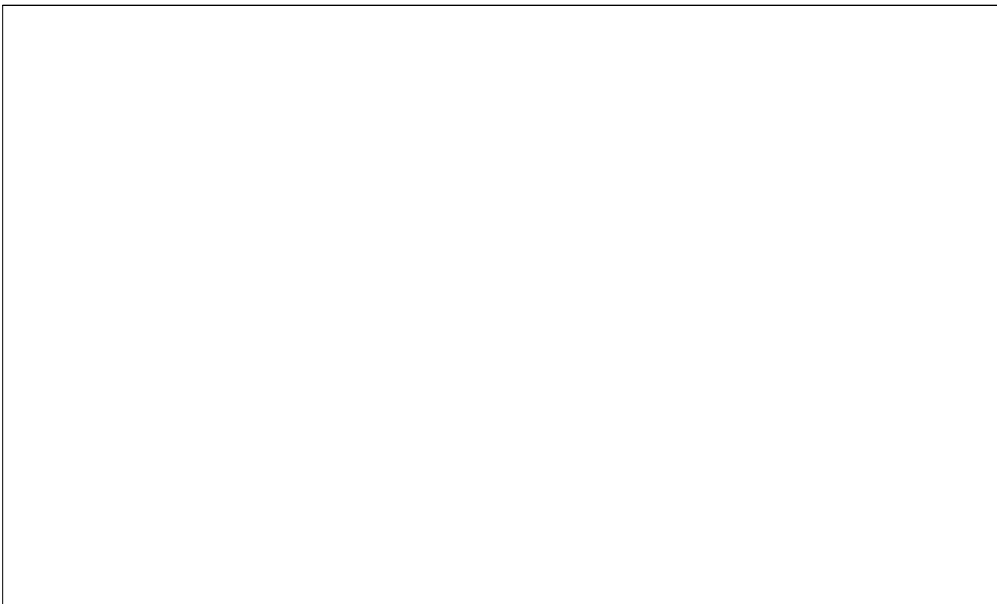
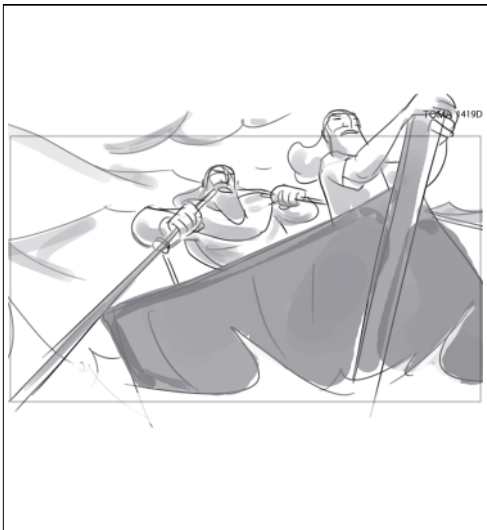
Seq	Scene	Panel
32	1168	2



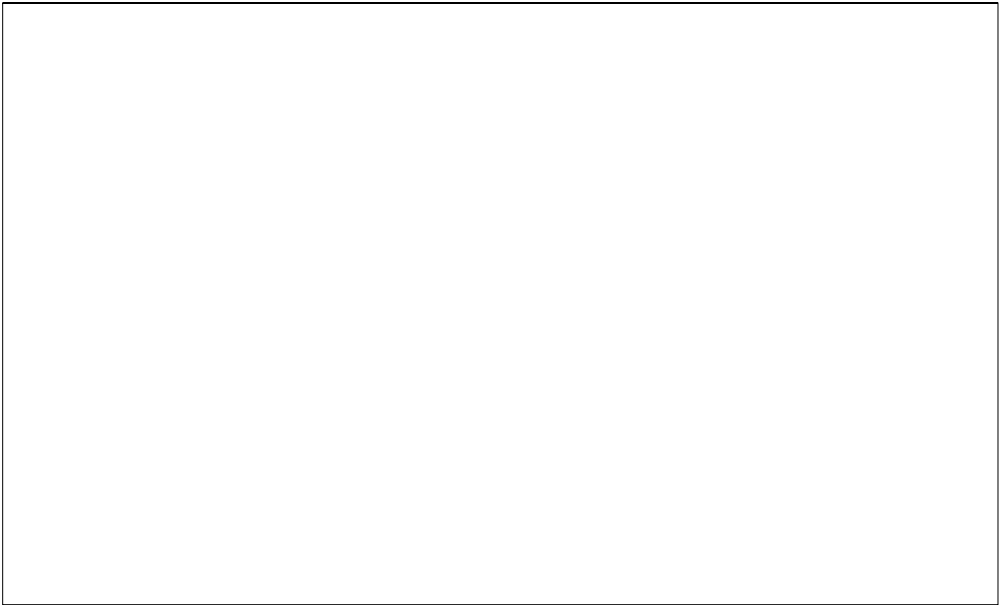
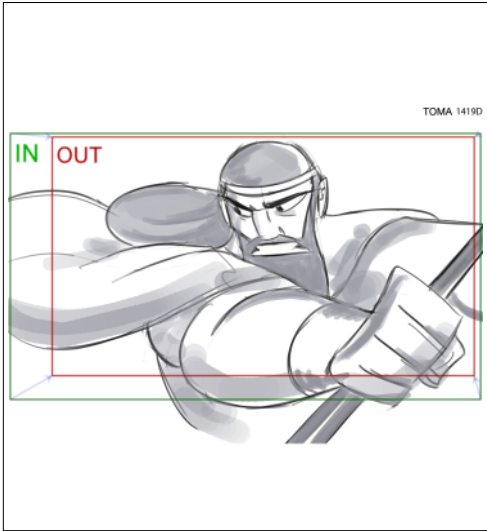
Seq	Scene	Panel
32	1168	3



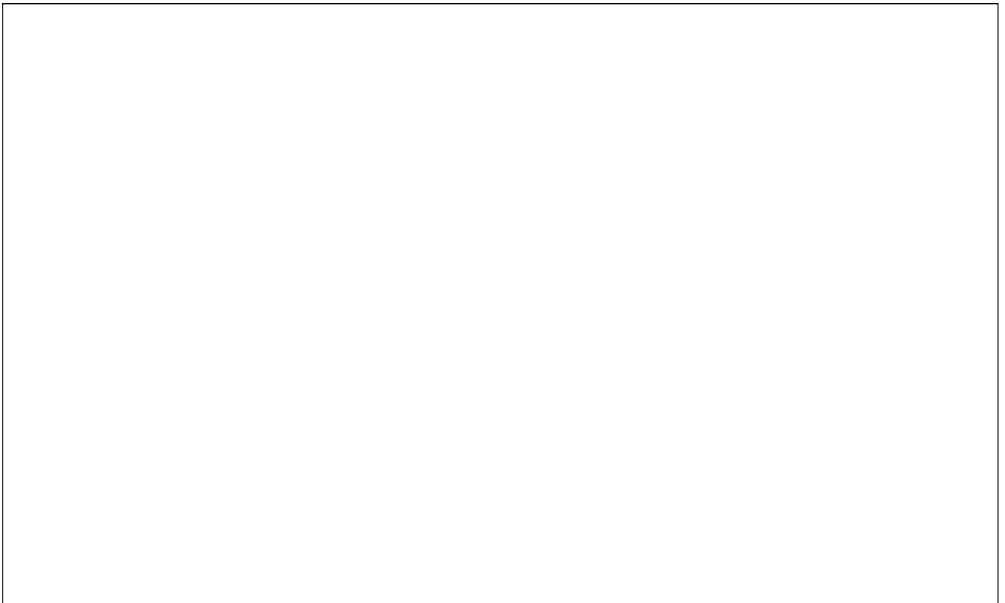
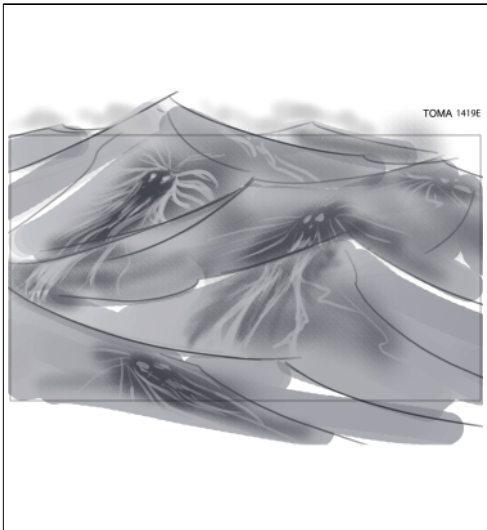
Seq	Scene	Panel
32	1168	4



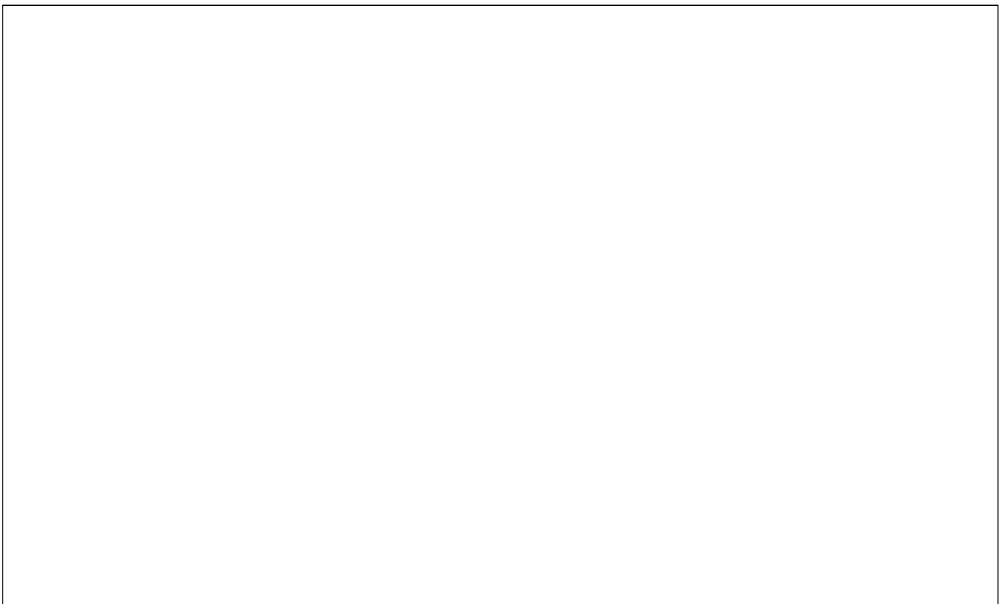
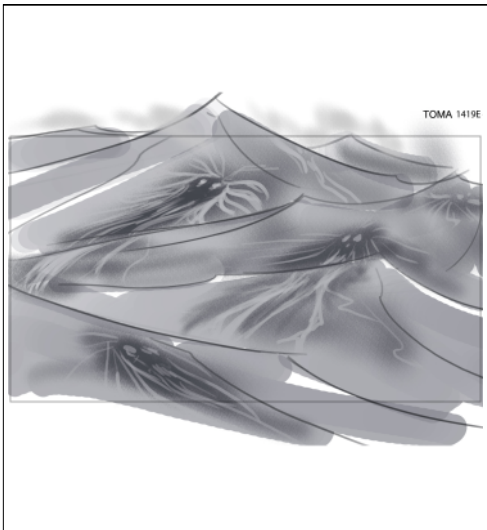
Seq	Scene	Panel
32	1169	1



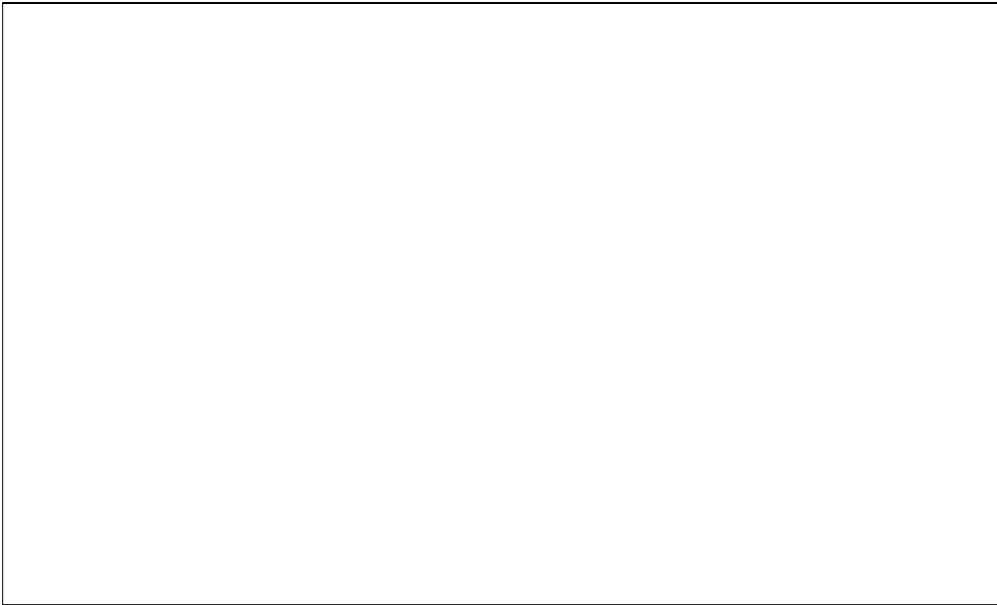
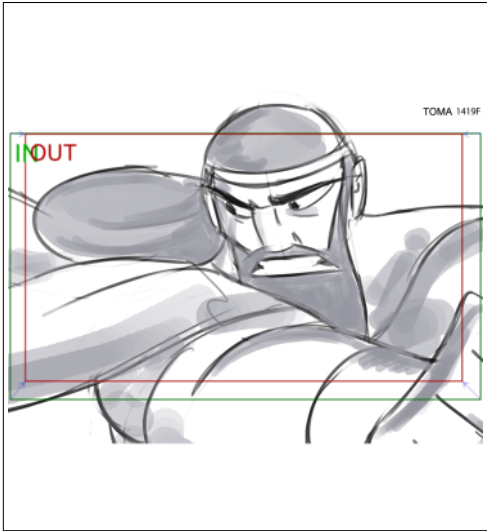
Seq	Scene	Panel
32	1170	1



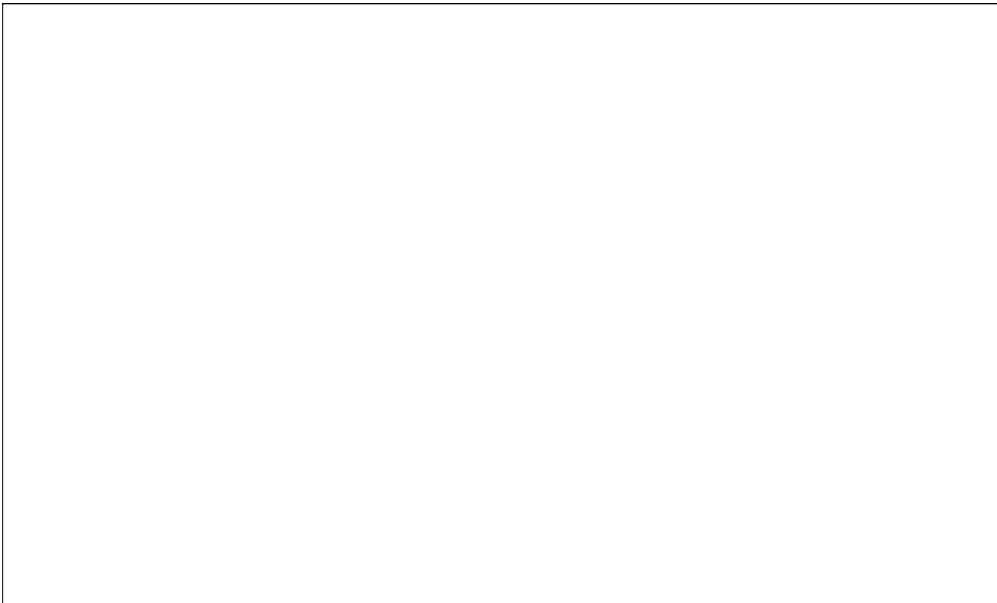
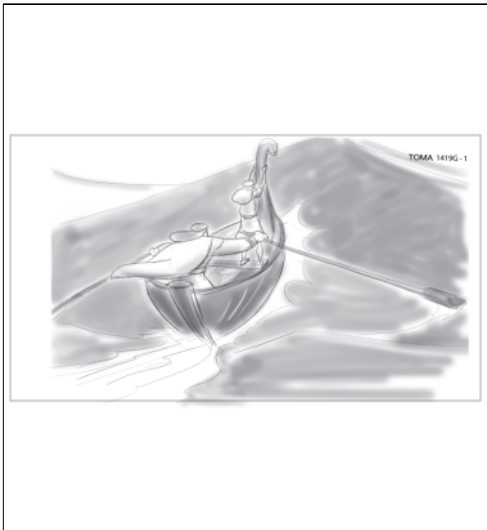
Seq	Scene	Panel
32	1170	2



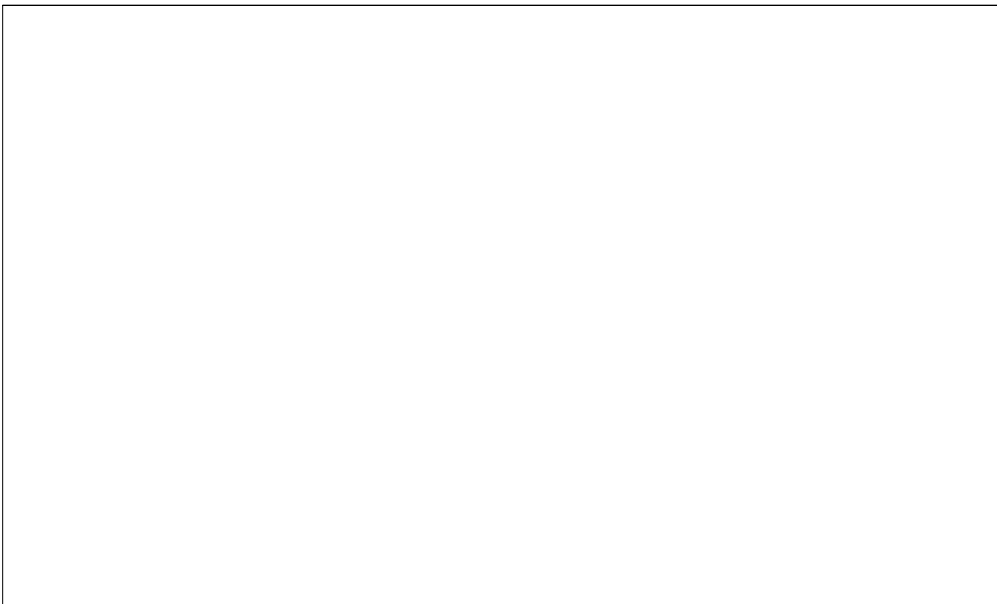
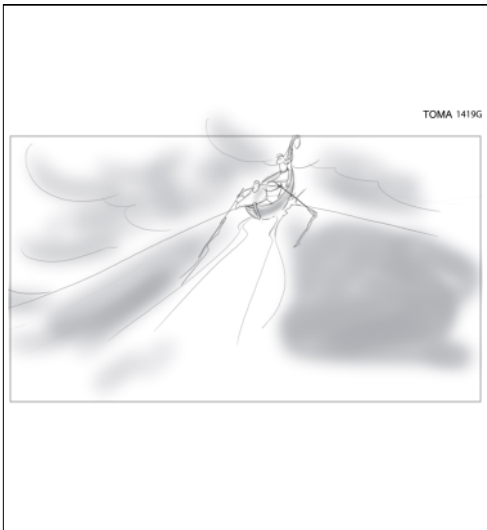
Seq	Scene	Panel
32	1171	1



Seq	Scene	Panel
32	1172	1

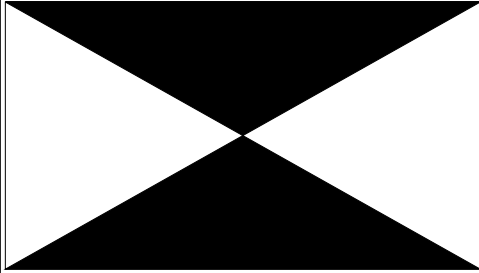


Seq	Scene	Panel
32	1172	2

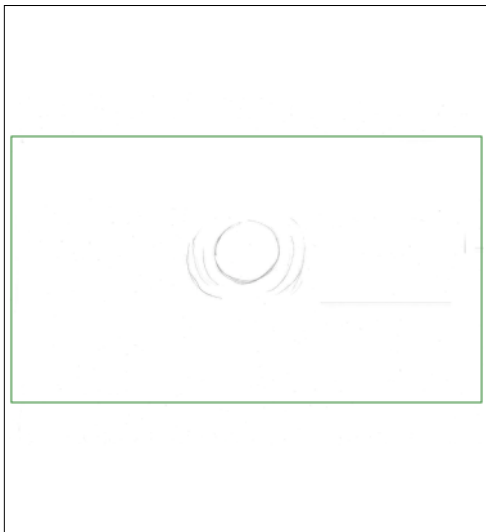




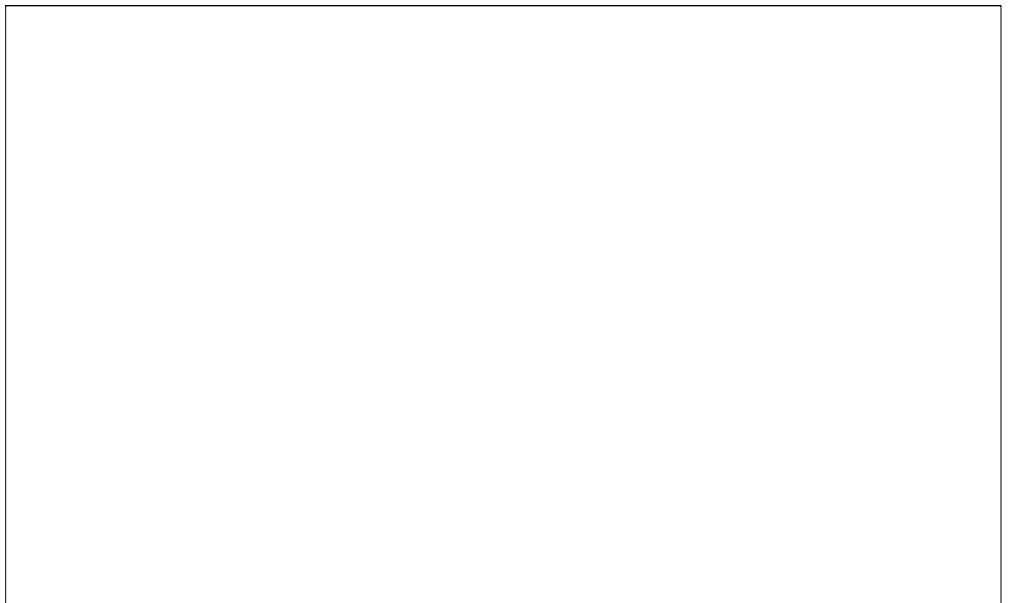
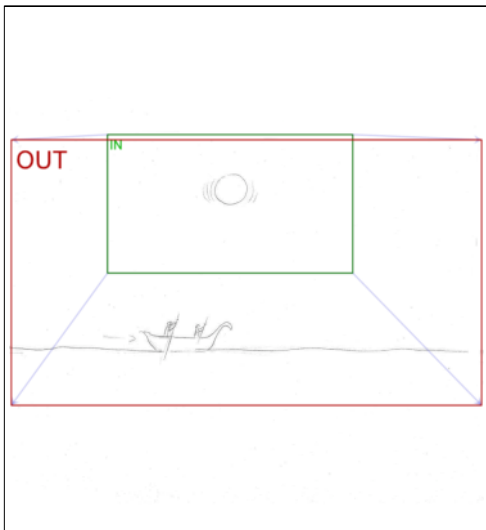
Dissolve



Seq	Scene	Panel
33	1173	1



Seq	Scene	Panel
33	1173	2



Seq	Scene	Panel
33	1174	1



Dialog
 URSHANABI (a Gilgamesh)
 Mira, allí en la playa. Es UTANAPÍŠTIM.

Seq	Scene	Panel
33	1175	1



Dialog

UTANAPÍŠTIM mira desde lejos y, para sí mismo, se pregunta.

UTANAPÍŠTIM

¿Por qué la barca viene sin protección? ¿Por qué trae a un extraño?

Seq	Scene	Panel
33	1176	1



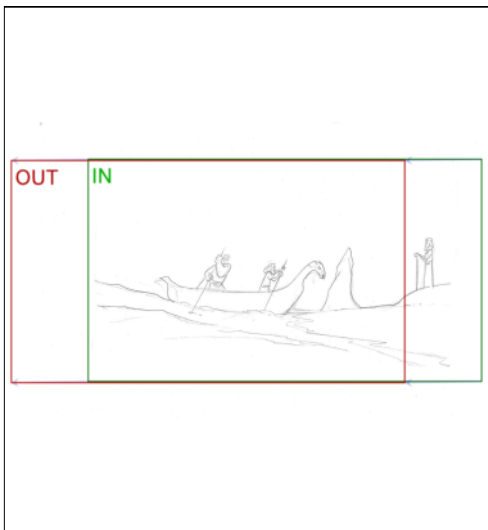
Dialog

UTANAPÍŠTIM

¡No

es un hombre como cualquier otro! ¡Lo miro y veo que no es un hombre común!

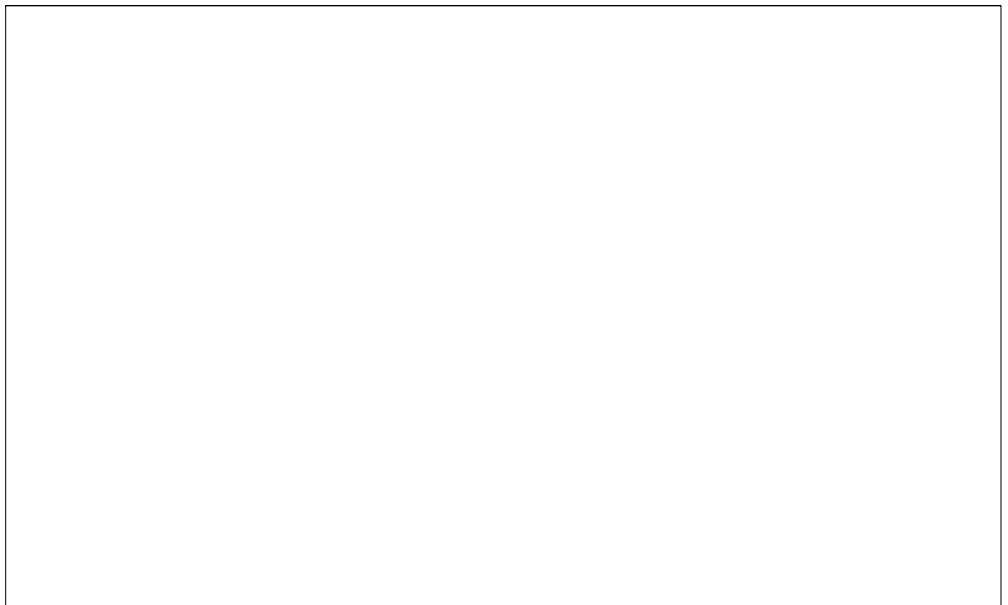
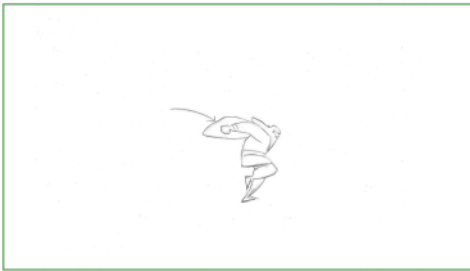
Seq	Scene	Panel
33	1177	1



Seq	Scene	Panel
33	1177	2



Seq	Scene	Panel
33	1177	3



Seq	Scene	Panel
33	1178	1



Dialog
 UTANAPÍŠTIM (a GILGAMESH)
 Dime..., extranjero, ¿cómo te llamas? ¿Qué quieres?

Seq	Scene	Panel
33	1179	1



Dialog

GILGAMESH

Soy Gilgamesh. Y tuve un amigo, Enkidú, un verdadero amigo de quien solo pudo alejarme la muerte.

Seq	Scene	Panel
33	1180	1



Dialog

GILGAMESH

Sus últimas palabras fueron: "¿Por qué me abandonas?". Desde ese día me atormentan.

Seq	Scene	Panel
33	1181	1



Dialog

GILGAMESH

Para huir de ellas vagué sin descanso. Maté osos, hienas, leones, panteras, tigres, ciervos, machos cabríos y otras bestias del desierto.

Seq	Scene	Panel
33	1182	1



Dialog

GILGAMESH (en off)
 Comí su carne y me vestí con sus
 pieles. Estoy fatigado de tanto viajar. He llenado mis venas de
 angustia...

Seq	Scene	Panel
33	1183	1



Dialog

GILGAMESH
 he olvidado la dulzura del sueño.

Seq	Scene	Panel
33	1183	2



Dialog

GILGAMESH
 ¡Ay, si pudiera tapar las
 grietas de las puertas del dolor!
 Pero para mí no hay alegría... Me ha desgarrado el destino.

Seq	Scene	Panel
33	1184	1



Dialog

UTANAPÍŠTIM

¿Y por qué tan largo viaje?

GILGAMESH

Porque no me resigno a seguir a Enkidu.

Seq	Scene	Panel
33	1185	1



Dialog

GILGAMESH

¿Voy, como él, a acostarme para no despertar jamás? Vine aquí para ver al renombrado Utanapishtim.

Seq	Scene	Panel
33	1186	1



Dialog

GILGAMESH

Tú, que participas de la asamblea de los dioses, que conseguiste la inmortalidad,

Seq	Scene	Panel
33	1187	1



Dialog

GILGAMESH

¿cómo escaparé al triste destino de la muerte? ¿Cómo hallaré la vida que busco?

Seq	Scene	Panel
33	1187	2



Dialog

UTANAPÍŠTIM

Gilgamesh, ¿por qué te dejas invadir por la ansiedad? Los dioses te hicieron divino y humano pero te comportas como un insensato.

Seq	Scene	Panel
33	1188	1

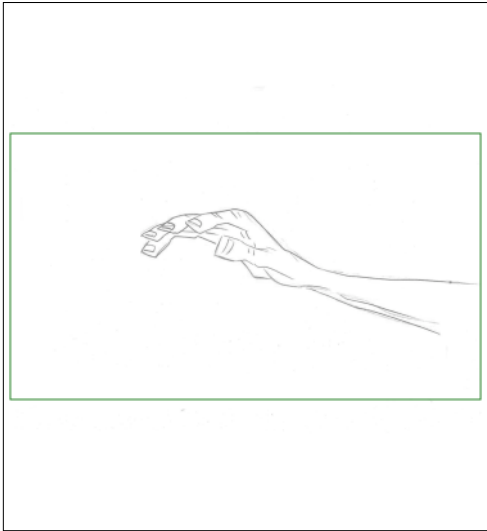


Dialog

UTANAPÍŠTIM

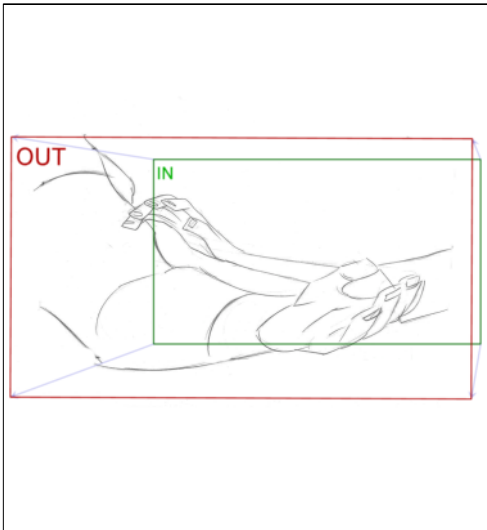
La desesperación apura el momento, hace que tus días se acerquen a su fin.

Seq	Scene	Panel
33	1189	1



Dialog
 UTANAPÍŠTIM
 Nada permanece, Gilgamesh.

Seq	Scene	Panel
33	1189	2



Dialog
 UTANAPÍŠTIM
 ¿Acaso construimos nuestras casas para siempre?

Seq	Scene	Panel
33	1190	1



Dialog
 UTANAPÍŠTIM
 ¿Sellamos nuestros pactos para siempre?

Seq	Scene	Panel
33	1190	2



Dialog

UTANAPÍŠTIM
¿Odiarnos o amamos eternamente? Como la mariposa,

Seq	Scene	Panel
33	1191	1



Dialog

UTANAPÍŠTIM
que nace de la larva, se hace ninfa y alcanza a ver la gloria del sol solo un día:

Seq	Scene	Panel
33	1191	2



Dialog

UTANAPÍŠTIM
todo pasa, nada permanece. Y todo es lo mismo.

Seq	Scene	Panel
33	1192	1



Dialog

UTANAPÍŠTIM

Nunca nadie ha visto la imagen de la Muerte. Y sin embargo, desde el primer día, el hombre es su prisionero.

Seq	Scene	Panel
33	1193	1



Dialog

UTANAPÍŠTIM

Enlil quiebra a los hombres. Como caña de cañaveral, hasta el joven lleno de salud se quiebra.

Seq	Scene	Panel
33	1194	1



Dialog

UTANAPÍŠTIM

Y pobres los que desafían su destino. Los vivos y los muertos son iguales. ¿Acaso

Seq	Scene	Panel
33	1195	1

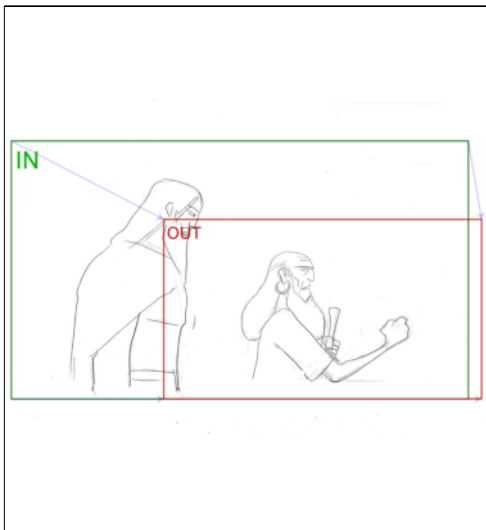


Dialog

UTANAPÍŠTIM

no son una misma imagen de la vida, de la que está y de la que ya se ha ido?

Seq	Scene	Panel
33	1195	2



Dialog

UTANAPÍŠTIM

En el final, el plebeyo y el noble se igualan, y eso es bueno. Todas las cosas se equiparan,

Seq	Scene	Panel
33	1196	1

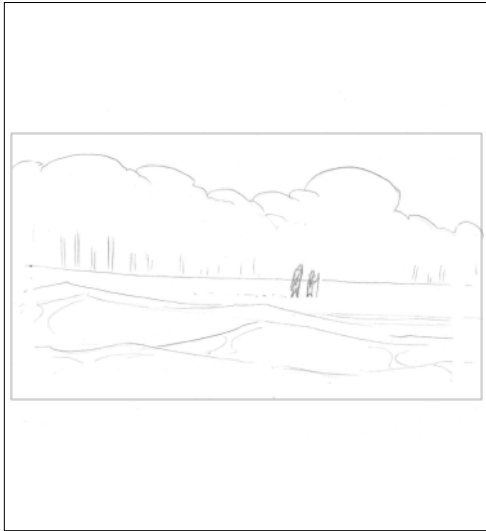


Dialog

UTANAPÍŠTIM

cuando más cerca están de su destino. Los dioses determinan la suerte del hombre. Ellos ya decidieron nuestra vida y nuestra muerte,

Seq	Scene	Panel
33	1197	1



Dialog

UTANAPÍŠTIM

aunque nadie conozca qué día morirá. Solo a mí me otorgaron la eternidad. Y desde que me bendijeron,

Seq	Scene	Panel
33	1198	1



Dialog

UTANAPÍŠTIM

los dioses no han bendecido a nadie más.

Seq	Scene	Panel
33	1199	1



Dialog

GILGAMESH

Pero yo te observo y no te veo diferente a mí en nada. ¡No, no somos diferentes! Entonces, dime la verdad.

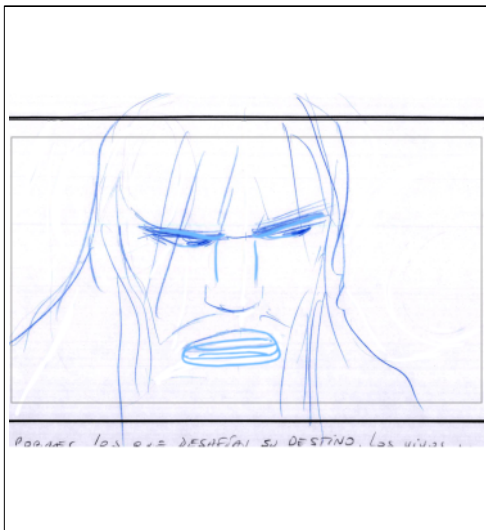
Seq	Scene	Panel
33	1200	1



Dialog
 GILGAMESH
 ¿Cómo lograste la inmortalidad?

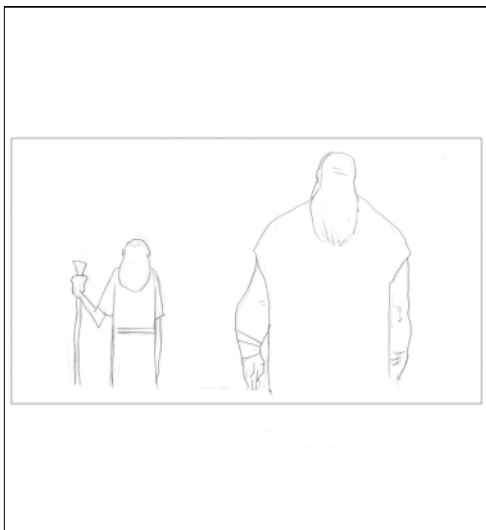
Action Notes
 Utanapishtim hace una larga pausa

Seq	Scene	Panel
33	1201	1



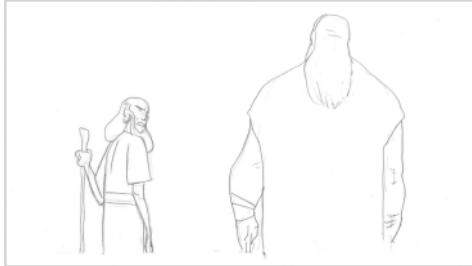
Dialog
 GILGAMESH
 Estoy decidido a seguir tus pasos.

Seq	Scene	Panel
33	1202	1



Dialog
 UTANAPÍSHTIM hace una larga pausa, para decidir si va a hablar o no.
 UTANAPÍSHTIM
 Ya que llegaste hasta aquí, solo a ti te revelaré un secreto de los dioses, una historia oculta...

Seq	Scene	Panel
33	1202	2



Dialog

UTANAPÍŠTIM

Ocurrió en la ciudad de Surupak, elevada a las orillas del Éufrates. En esos días, el mundo era fértil.

Seq	Scene	Panel
33	1203	1



Dialog

UTANAPÍŠTIM

La gente se multiplicaba, bramaba el mundo como un toro salvaje.

Y los grandes dioses se irritaron con el ruido que producían los hombres.

Seq	Scene	Panel
33	1204	1



Dialog

UTANAPÍŠTIM (en off)

Enlil los oyó y dijo en la asamblea:

ENLIL

Este griterío es intolerable.

El sueño ya no es posible con tanto estruendo.

Seq	Scene	Panel
33	1205	1



Dialog

ENLIL
Debemos destruir a la humanidad.

Seq	Scene	Panel
33	1206	1



Dialog

UTANAPÍŠTIM (en off)
Y así fue como los dioses decidieron desatar el diluvio.

Seq	Scene	Panel
33	1207	1



Dialog

UTANAPÍŠTIM:
Pero en sueños, el Dios de la sabiduría, me reveló el modo de salvarme.

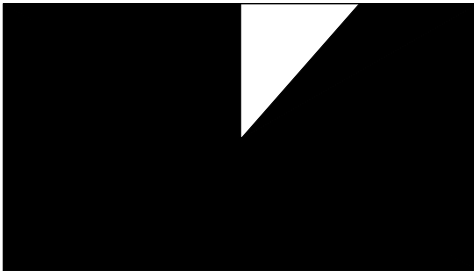
Seq	Scene	Panel
33	1208	1

**Dialog**

UTANAPÍŠHTIM en off:

"Hombre de Surupak, me dijo, construye una barca. Abandona tus pertenencias y salva tu vida".

Clock Wipe



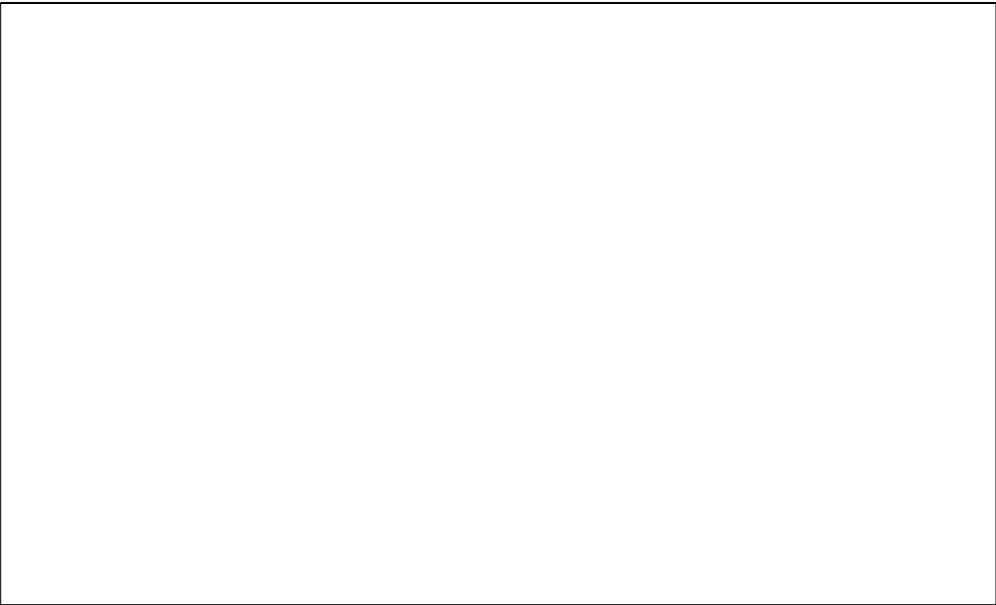
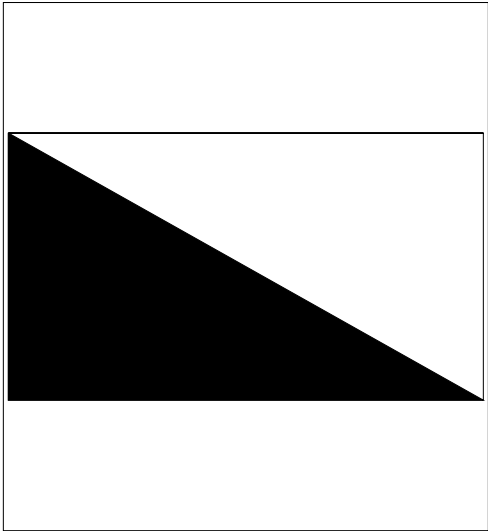
Seq	Scene	Panel
33	1209	1

**Dialog**

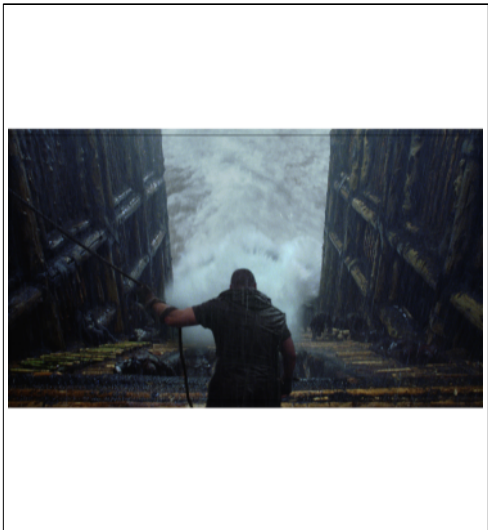
UTANAPÍŠHTIM en off:

Y cuando estuvo lista, embarqué a los animales, salvajes y domésticos, y a toda mi familia.

Wipe



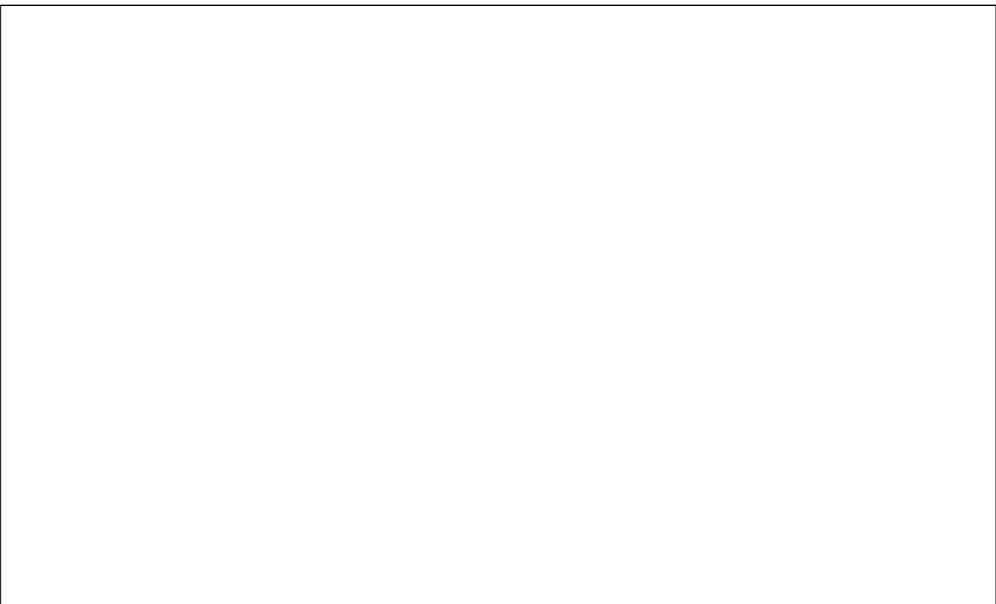
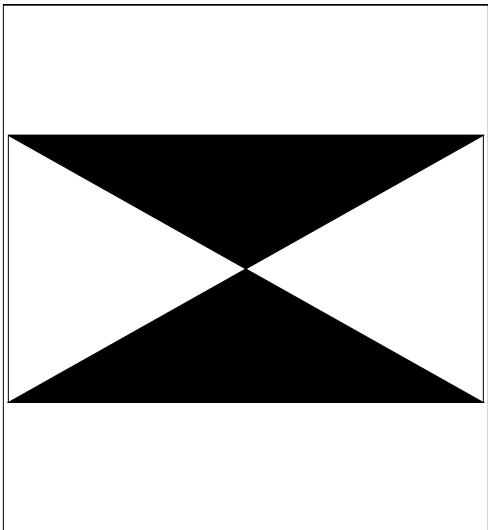
Seq	Scene	Panel
33	1210	1



Dialog
Embarqué a los animales, salvajes y domésticos, y a toda mi familia.

Ea también me dijo: "Cuando el jinete de la tormenta envíe la lluvia destructora, entra a la barca y ciérrala".

Dissolve

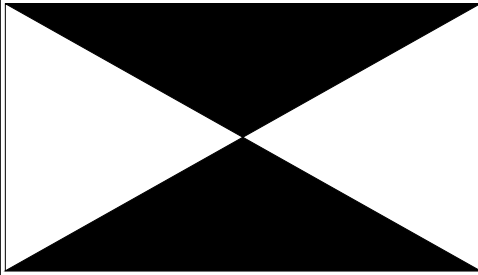


Seq	Scene	Panel
33	1211	1

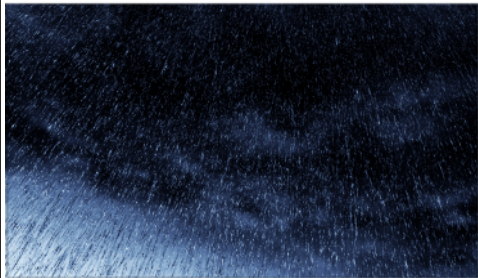
**Dialog**

El momento llegó, una nube negra se levantó en el horizonte, el mundo oscureció y,

Dissolve

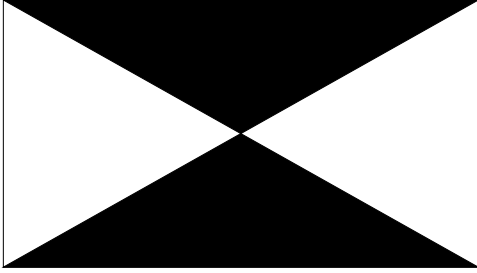


Seq	Scene	Panel
33	1212	1

**Dialog**

como un jarro, se quebró el cielo.

Dissolve



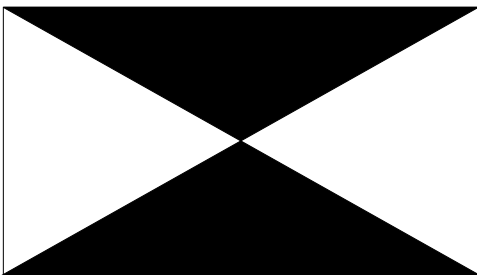
Seq	Scene	Panel
33	1213	1



Dialog

El diluvio atemorizó hasta a los dioses, que huyeron al firmamento de Anú, el más alto en los cielos, a esconderse como perros.

Dissolve



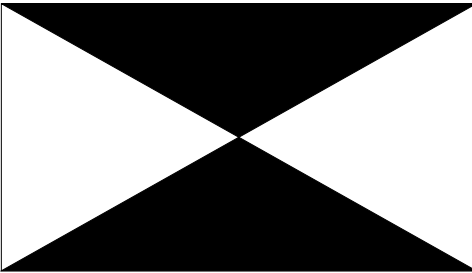
Seq	Scene	Panel
33	1214	1



Dialog

Hasta que, al amanecer del séptimo día, la tempestad se detuvo y el mar se calmó. Un silencio total reinaba en todo el mundo. Los humanos se habían convertido en barro. Entonces, comencé a buscar una costa en la inmensidad del nuevo mar.

Dissolve



Seq	Scene	Panel
33	1215	1



Dialog

Quando vi que el cuervo que había liberado en tercer lugar no regresaba, comprendí que las aguas habían bajado y que estábamos cerca de tierra firme.

Seq	Scene	Panel
33	1216	1



Dialog

Y así fue. Pronto desembarcamos en una playa y realizamos una ofrenda a los dioses, en agradecimiento por habernos salvado.
Algunos bajaron del cielo a recibir nuestros obsequios.

Seq	Scene	Panel
33	1217	1



Dialog

Todos estaban felices menos Enlil, el responsable del diluvio, quien, cuando vio la barca, exclamó furioso:
"¿Cómo vive todavía alguno de esos mortales? ¡Ninguno, debía sobrevivir a la destrucción! ¡Ninguno!".

Seq	Scene	Panel
33	1218	1



Dialog

UTANAPÍŠTIM
Así fue como los dioses me condujeron hasta

Action Notes

GILGAMESH está azorado por el secreto que le acaban de revelar

Seq	Scene	Panel
33	1219	1



Dialog

UTANAPÍŠTIM

acá y me otorgaron el don de la vida eterna. Pero, en cuanto a ti, Gilgamesh,

Seq	Scene	Panel
33	1220	1



Dialog

UTANAPÍŠTIM (en off)

¿quién reunirá a los dioses para que puedas encontrar la inmortalidad que buscas?

Seq	Scene	Panel
33	1221	1



Dialog

UTANAPÍŠTIM

Ven a mi casa y,

Seq	Scene	Panel
33	1222	1



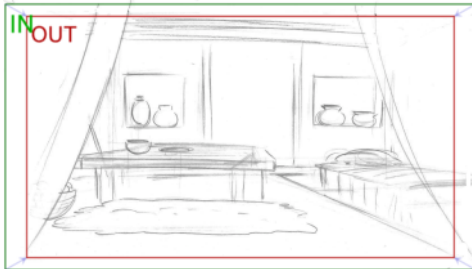
Dialog

UTANAPÍŠTIM
para que los dioses te escuchen,

Action Notes

GILGAMESH, UTANAPÍŠTIM y su ESPOSA se dirigen hacia la casa del inmortal.

Seq	Scene	Panel
33	1223	1



Dialog

UTANAPÍŠTIM (en off)
prueba haciendo un sacrificio.

Action Notes

La casa de UTANAPÍŠTIM es sencilla, ascética. Todos están en un cuarto donde hay una cómoda cama, una mesa y poco más.

Seq	Scene	Panel
33	1224	1



Dialog

UTANAPÍŠTIM
¡Intenta no dormir durante siete noches con sus días!

Seq	Scene	Panel
33	1225	1



Dialog

UTANAPÍŠTIM (en off)
Solo si demuestras que eres superior tendrás alguna chance de ser oído.

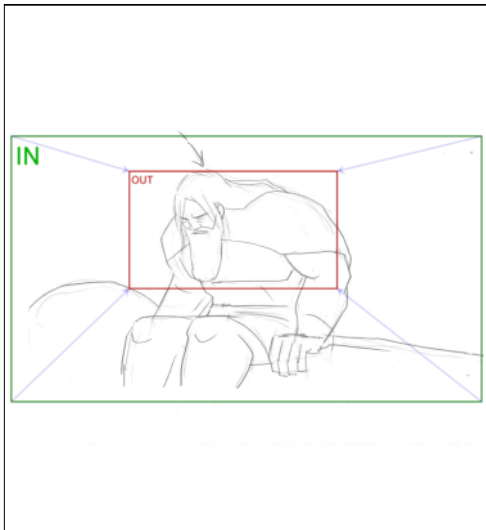
Seq	Scene	Panel
33	1226	1



Action Notes

GILGAMESH acepta el desafío. UTANAPÍŠTIM y su mujer se retiran.

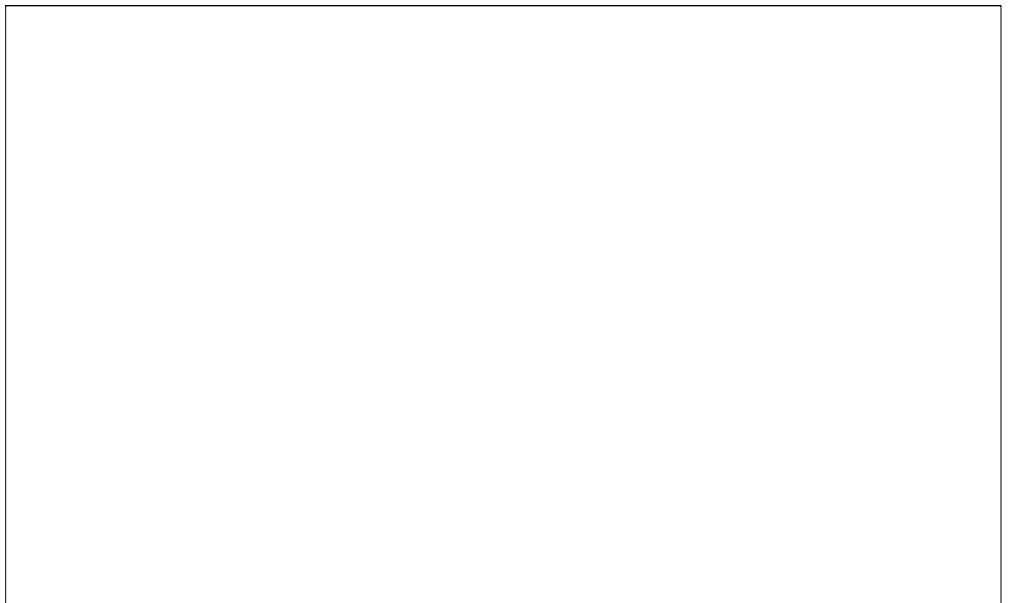
Seq	Scene	Panel
33	1227	1



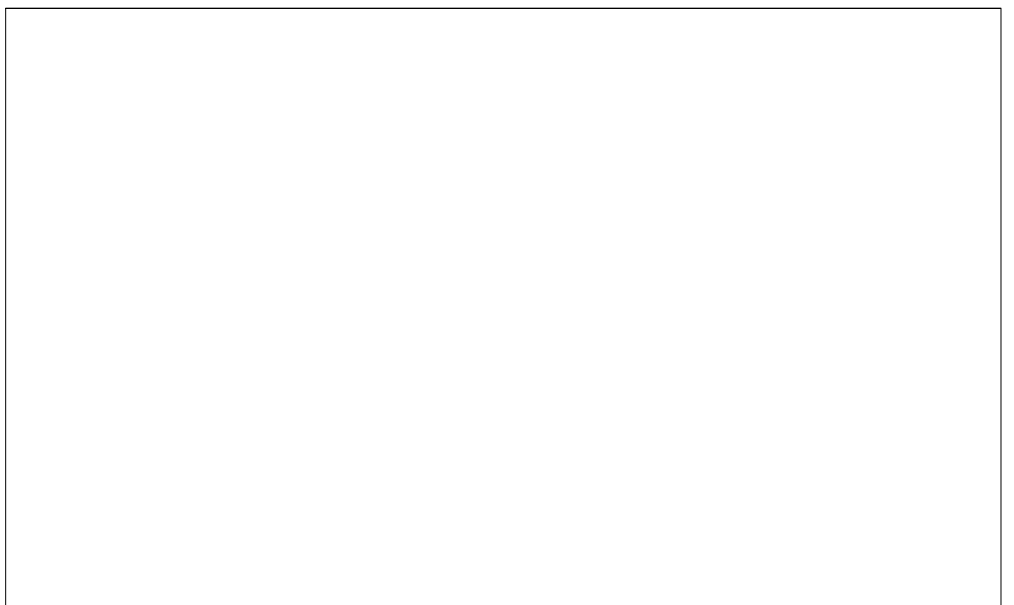
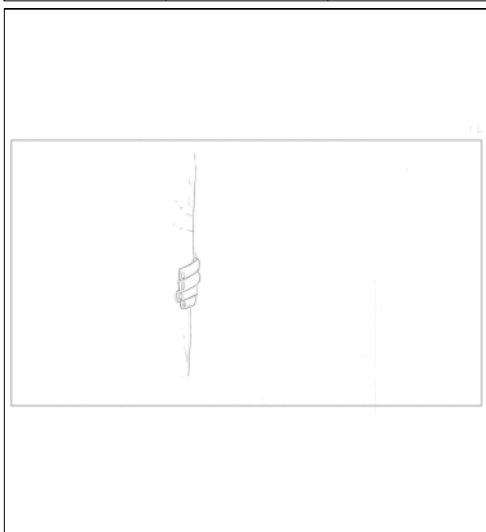
Seq	Scene	Panel
33	1227	2



Seq	Scene	Panel
33	1227	3



Seq	Scene	Panel
33	1228	1



Seq	Scene	Panel
33	1228	2



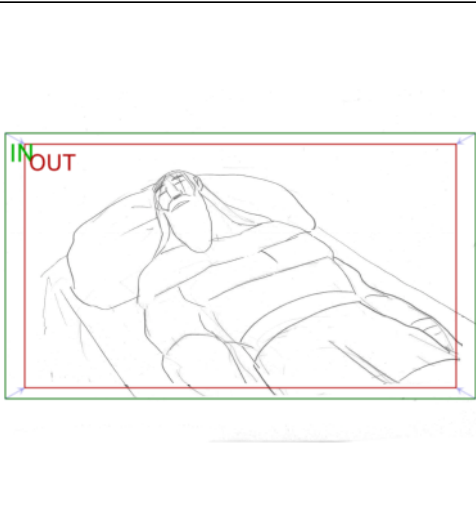
Dialog

UTANAPÍŠTIM (a su mujer)
Míralo ahora, mira al hombre fuerte que desea la inmortalidad..

Action Notes

UTANAPÍŠTIM se asoma a mirarlo y ve a GILGAMESH dormitando.

Seq	Scene	Panel
33	1229	1



Dialog

UTANAPÍŠTIM
El sueño
cayó sobre él, como un huracán.

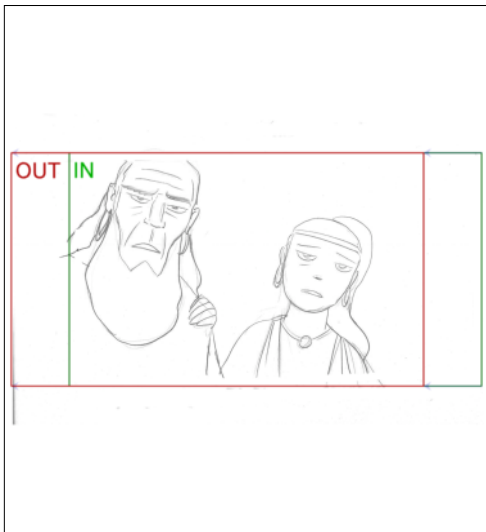
Seq	Scene	Panel
33	1230	1



Dialog

ESPOSA (compasiva)
Despiértalo y que se vaya en paz, sano y salvo, a su tierra.

Seq	Scene	Panel
33	1230	2



Dialog

UTANAPÍŠTIM

Te aseguro que tratará de convencernos de que no ha dormido.

Seq	Scene	Panel
33	1231	1

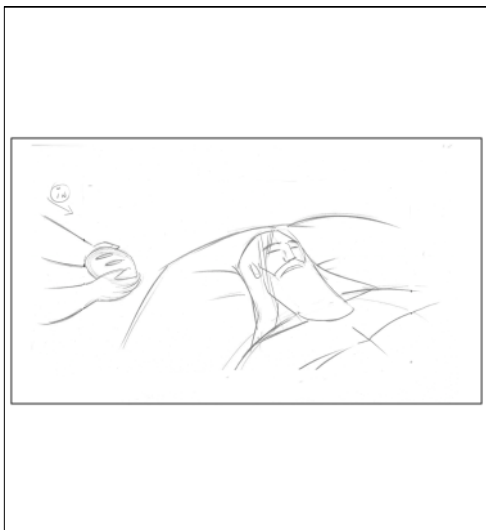


Dialog

UTANAPÍŠTIM

Pues bien,
cocina pan, uno por día, y ponlos sobre el respaldo de su cama.

Seq	Scene	Panel
33	1232	1



Dialog

UTANAPÍŠTIM (en off)

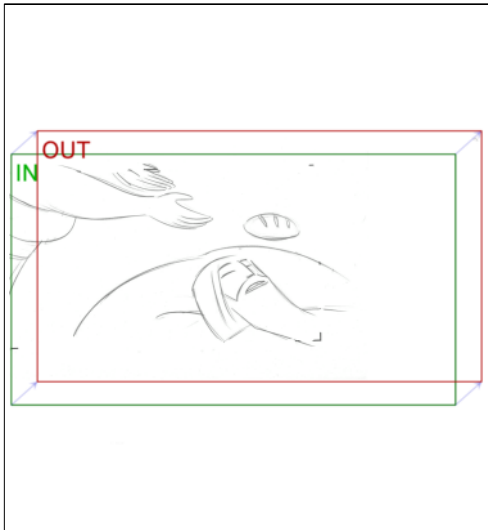
¡Los
hombres son débiles e inconstantes!

Seq	Scene	Panel
33	1232	2



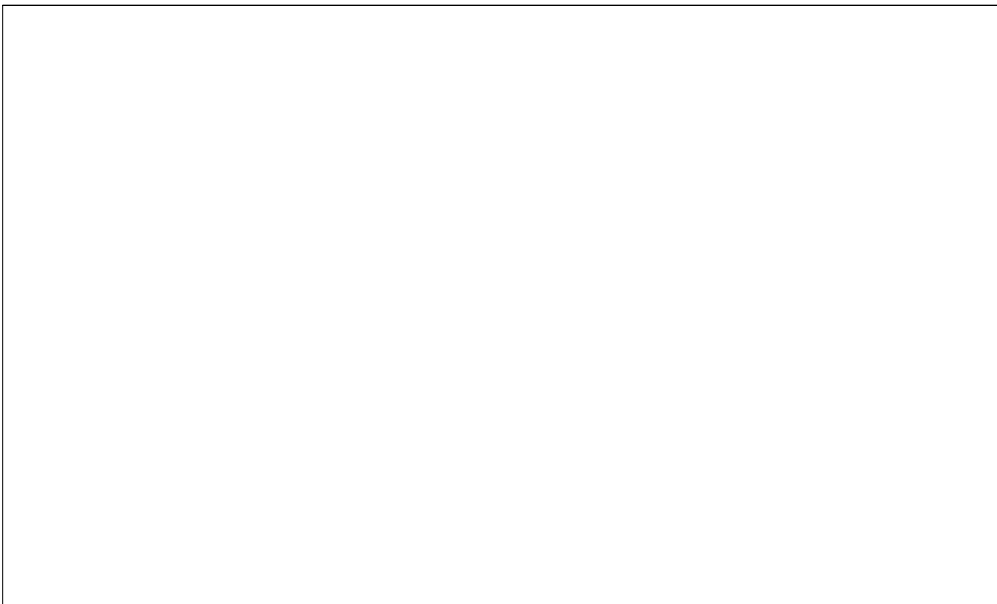
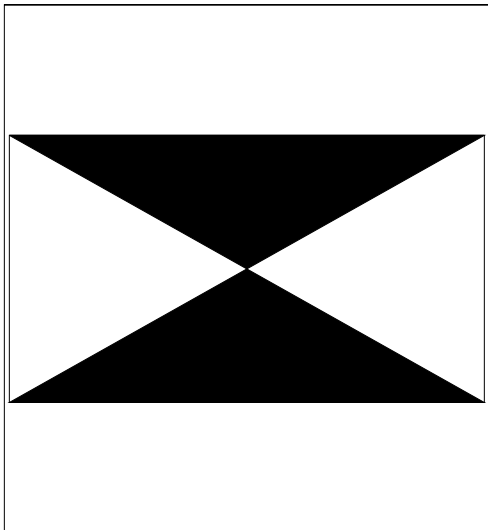
Dialog
UTANAPÍŠTIM (en off)
Todos engañan y ya verás que este,
por

Seq	Scene	Panel
33	1232	3



Dialog
UTANAPÍŠTIM (en off)
quien sientes compasión,

Dissolve



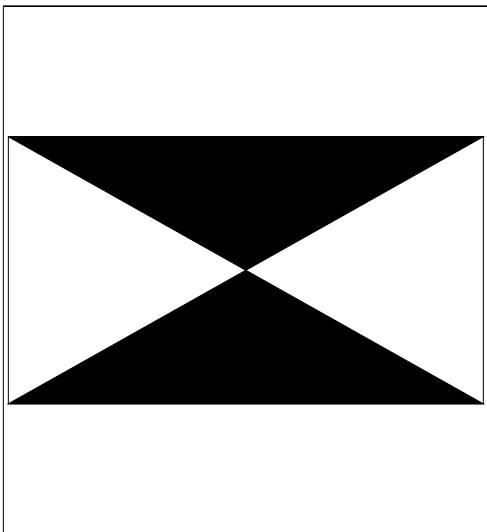
Seq	Scene	Panel
33	1233	1



Dialog

UTANAPÍŠTIM (en off)
también intentará engañarnos.

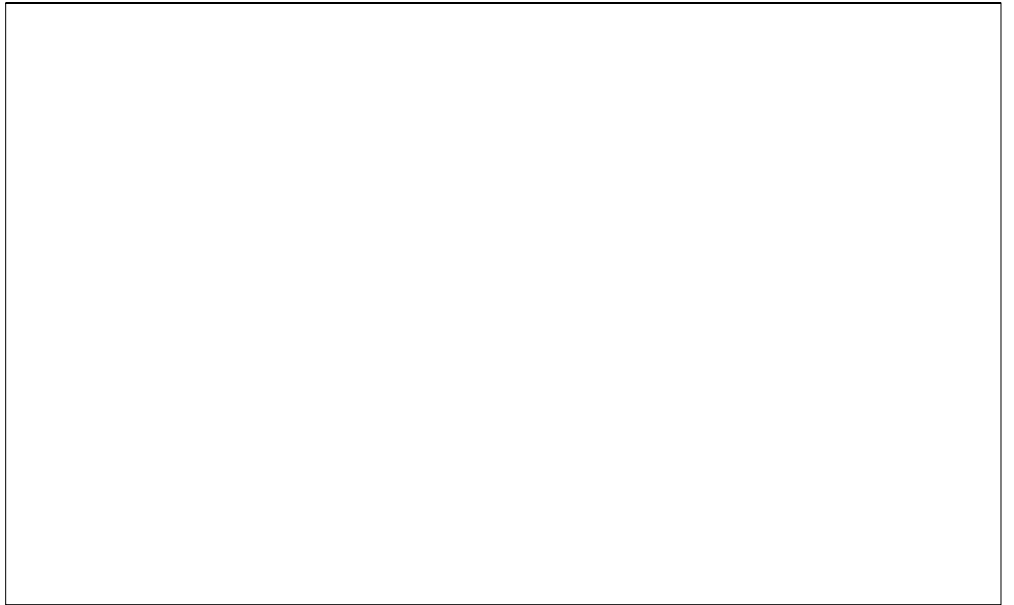
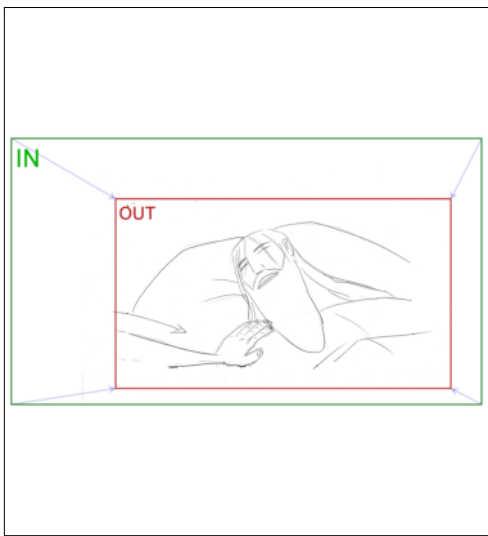
Dissolve



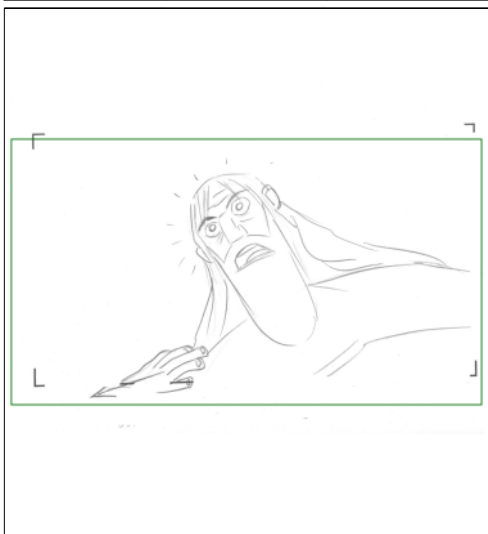
Seq	Scene	Panel
33	1234	1



Seq	Scene	Panel
33	1234	2



Seq	Scene	Panel
33	1234	3



Dialog
GILGAMESH
¡¿Cómo, cierro los ojos un instante y me sacudes

Seq	Scene	Panel
33	1235	1



Dialog
GILGAMESH
para despertarme?!
¡Acaso crees que me dormí!

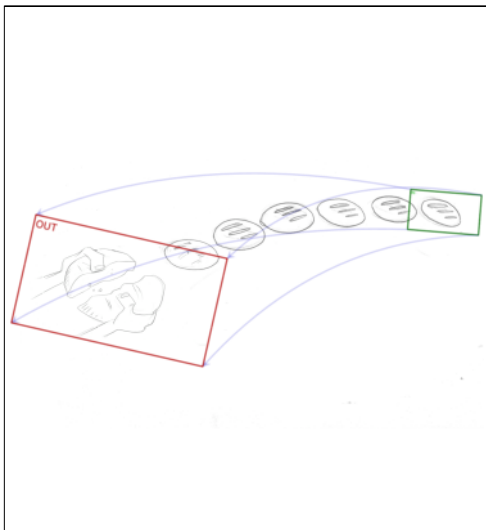
Seq	Scene	Panel
33	1236	1



Dialog

UTANAPÍŠTIM (señalando los panes)
 Cuenta esos panes y descubre cuántos días dormiste. Mi mujer los horneó y los colocó allí, uno cada día.

Seq	Scene	Panel
33	1237	1



Dialog

UTANAPÍŠTIM (en off)
 El primer pan está completamente duro, el segundo, como el cuero; el tercero, húmedo; el cuarto, enmohecido; el quinto está empezando a cambiar de color. El sexto aun está fresco y el séptimo, crujiente.

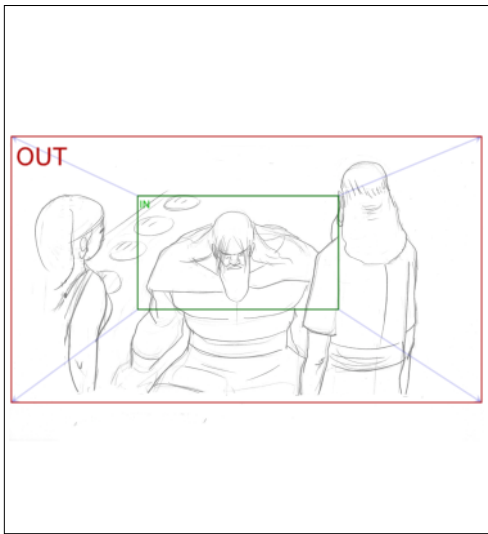
Seq	Scene	Panel
33	1238	1



Dialog

Breve pausa
 GILGAMESH (desesperanzado)
 ¿Qué haré ahora, Utanapishtim? ¿A dónde iré, si en todas partes me espera la muerte?

Seq	Scene	Panel
33	1238	2



Dialog

GILGAMESH

La muerte habita en la misma casa en la que vivo... ¡La muerte está en todos lados, en todos mis caminos!

Seq	Scene	Panel
33	1239	1

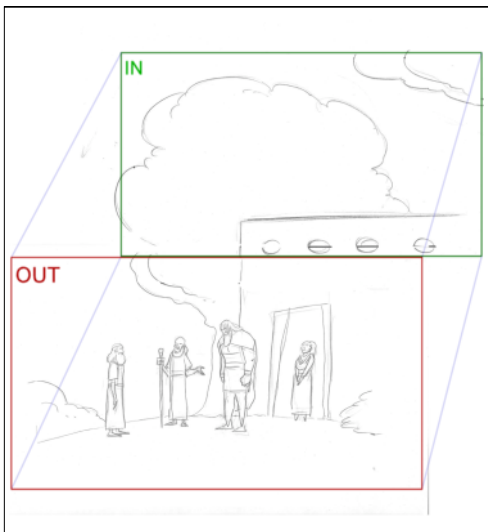


Dialog

UTANAPÍŠTIM (a su mujer)

Dile al barquero que venga.

Seq	Scene	Panel
33	1240	1



Dialog

UTANAPÍŠTIM (señalando a Gilgamesh)

¡Lleva a este hombre de vuelta, por el camino que solo tú puedes recorrer!

Seq	Scene	Panel
33	1241	1



Dialog

UTANAPÍŠTIM

Así no pasará las penurias de su venida. Pero antes, condúcelo a la fuente.

Seq	Scene	Panel
33	1242	1

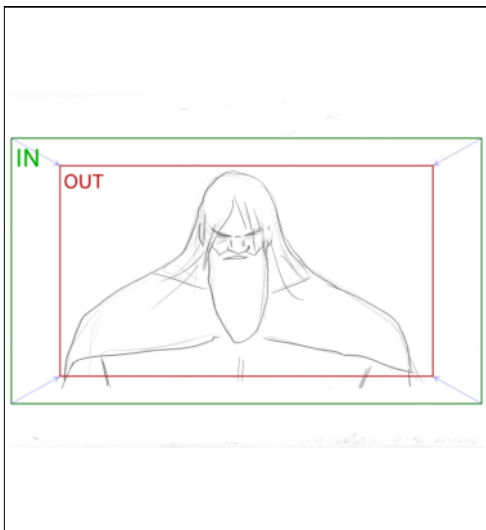


Dialog

UTANAPÍŠTIM

Que lave su cabello hasta dejarlo limpio, que se quite su ropa sucia y la arroje al mar,

Seq	Scene	Panel
33	1243	1

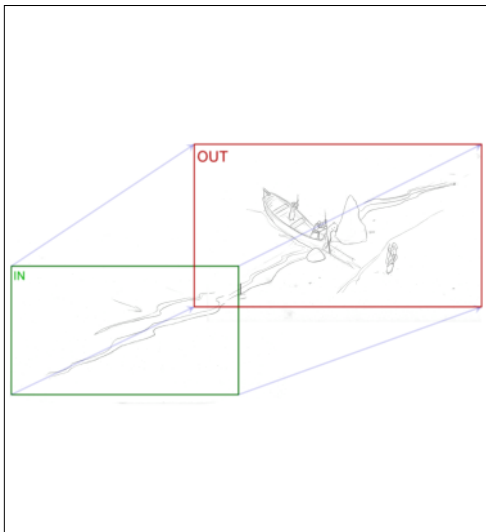


Dialog

UTANAPÍŠTIM

que pula su cuerpo hasta que cambie de color y muestre su belleza. Luego, dale vestidos nuevos, conformes a su dignidad.

Seq	Scene	Panel
33	1244	1



Dialog

UTANAPÍŠTIM (en off)

Así podrá volver a su ciudad y finalizar el viaje.

Seq	Scene	Panel
33	1245	1



Seq	Scene	Panel
33	1245	2



Dialog

GILGAMESH

Se acaba el tiempo y solo tengo esta oportunidad para que oigan mi última súplica.

Seq	Scene	Panel
33	1246	1



Dialog

GILGAMESH (en off)
 No me dejen partir con la pesada carga de un futuro mortal.
 Puedo realizar grandes obras,

Seq	Scene	Panel
33	1247	1



Dialog

GILGAMESH
 puedo ser quien cambie el rumbo de mi
 pueblo. Sólo necesito tiempo y ustedes pueden dárme lo.

Seq	Scene	Panel
33	1248	1



Dialog

ESPOSA (con marcados signos de compasión)
 Gilgamesh vino desde lejos, se cansó, se esforzó, sufrió... ¿Lo dejarás ir con
 las manos vacías? ¿Qué le darás antes de que vuelva a su casa?

Seq	Scene	Panel
33	1249	1



Dialog

UTANAPÍŠTIM

No puedo darle lo único que quiere, pues no les está reservado a los hombres.

Seq	Scene	Panel
33	1250	1



Dialog

ESPOSA (con tono que busca convencer)

Gilgamesh llegó hasta aquí y nadie lo había logrado antes. Y ese poder, esa fuerza son los que hacen que se crea diferente.

Seq	Scene	Panel
33	1251	1



Dialog

ESPOSA (en off)

La grandeza que le dieron los dioses no le permite aceptar su destino.

Seq	Scene	Panel
33	1252	1



Dialog

ESPOSA

no le permite aceptar su destino.
 Pero ya debe volver. Hoy podrías conformarlo para que se aleje en paz pues,
 de todos modos, lo
 que está decretado siempre se cumple.

Seq	Scene	Panel
33	1253	1



Dialog

ESPOSA en off:

lo que está decretado siempre se cumple.
 Hazle más llevadero este momento, esposo mío. Después, el destino hará lo
 suyo.

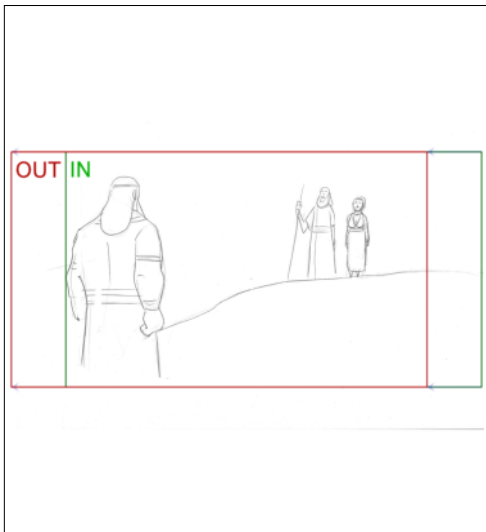
Seq	Scene	Panel
33	1254	1



Action Notes

UTANAPÍŠTIM hace un gesto para que acerquen la barca. Su mujer lo
 ha convencido.

Seq	Scene	Panel
33	1254	2



Dialog

UTANAPÍŠTIM

Gilgamesh, en pago a tus esfuerzos, te revelaré el gran misterio.

Seq	Scene	Panel
33	1255	1



Dialog

UTANAPÍŠTIM

Te diré el secreto de los dioses. Pero solo de ellos dependerá que este conocimiento te sea provechoso.

Seq	Scene	Panel
33	1256	1

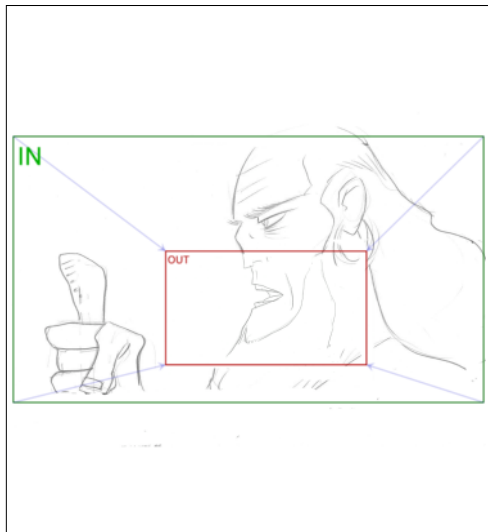


Dialog

UTANAPÍŠTIM

En el fondo de las aguas subterráneas, las Aguas Primigenias y Profundas que sostienen la Tierra, hay una planta.

Seq	Scene	Panel
33	1256	2

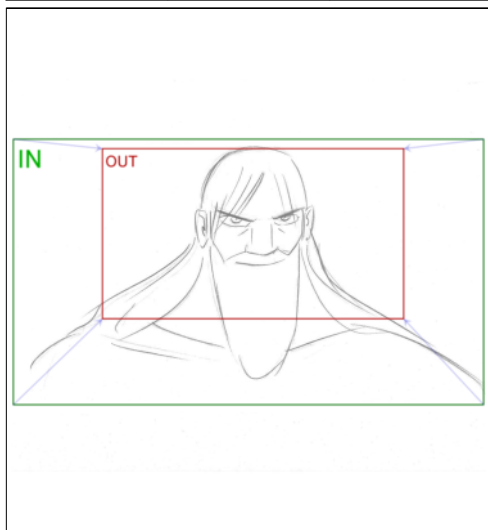


Dialog

UTANAPÍŠTIM

Conseguirla no será fácil. Te lastimará con sus espinas.

Seq	Scene	Panel
33	1257	1

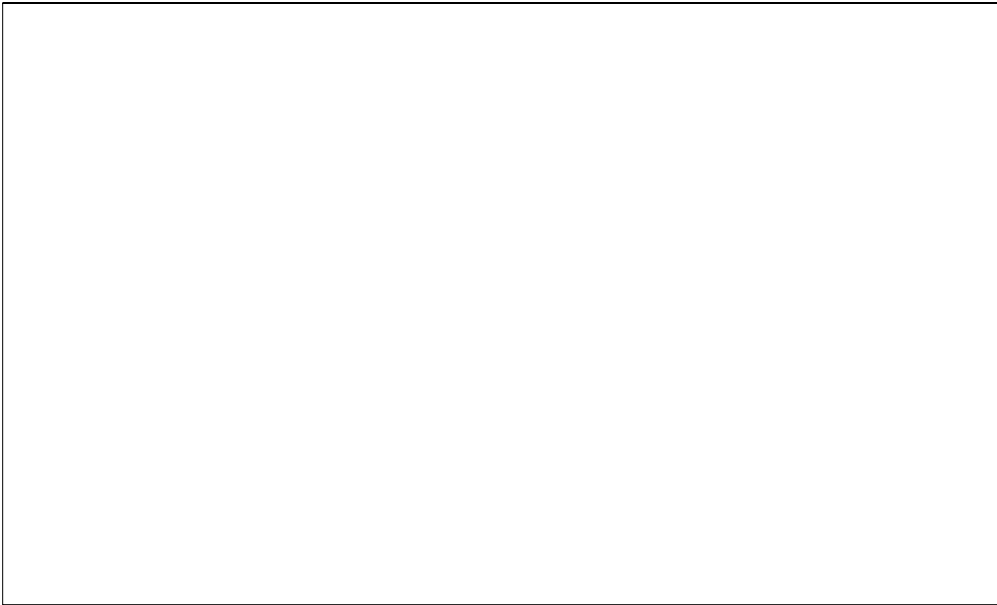
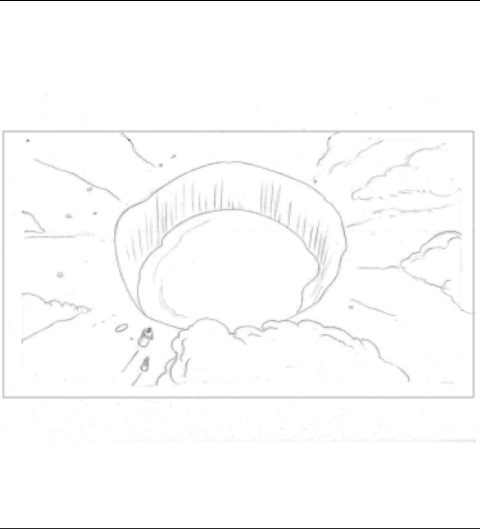


Dialog

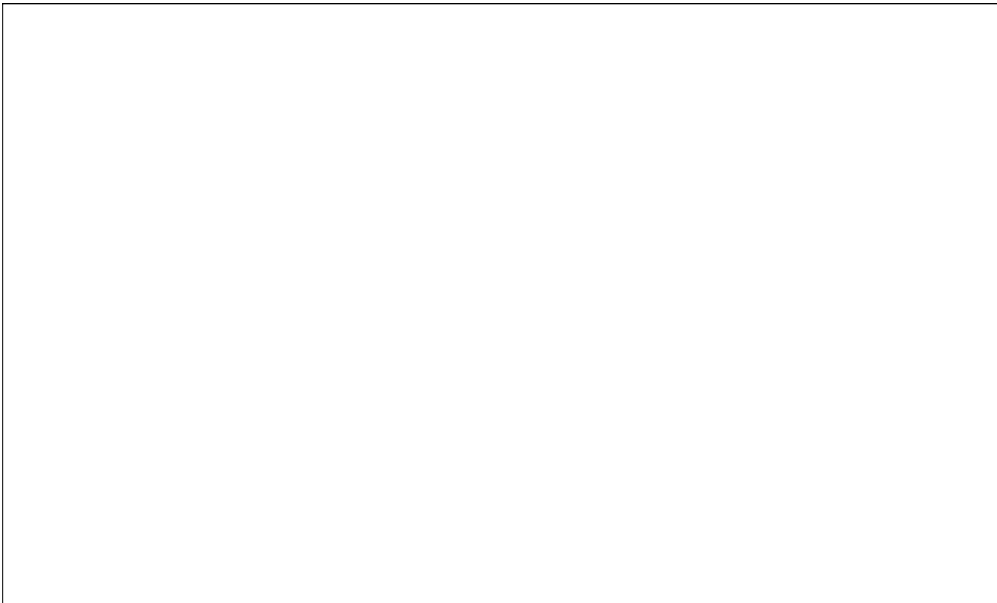
UTANAPÍŠTIM (en off)

Pero si tus manos se apoderan de ella, ¡serás inmortal!

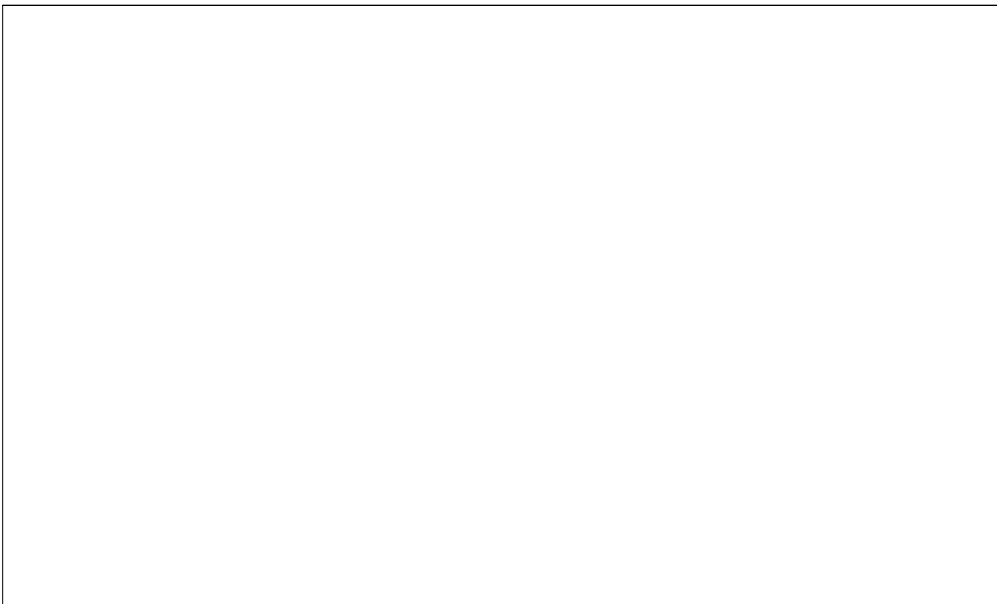
Seq	Scene	Panel
34	1258	1



Seq	Scene	Panel
34	1259	1

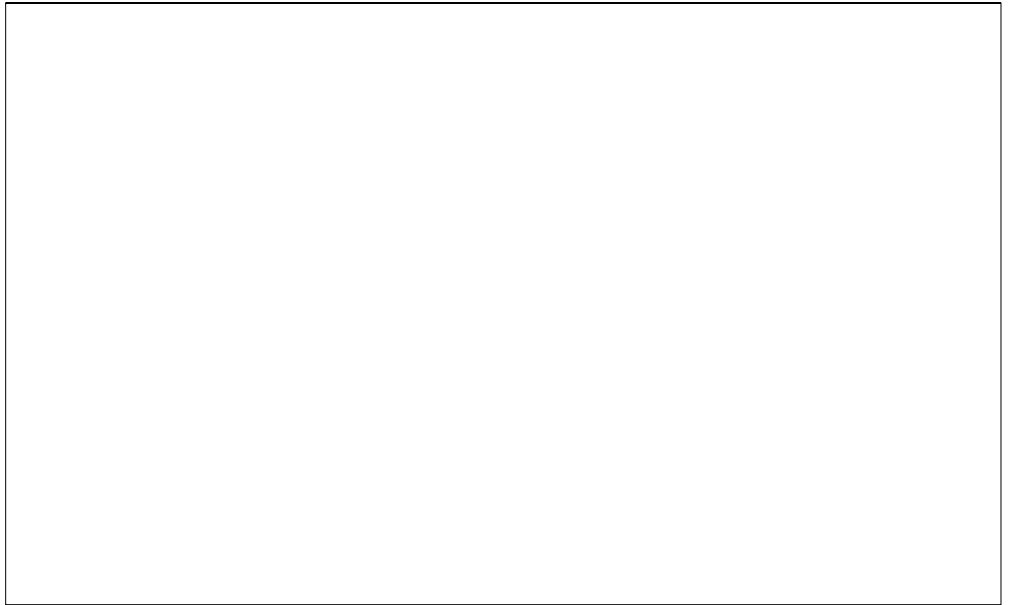
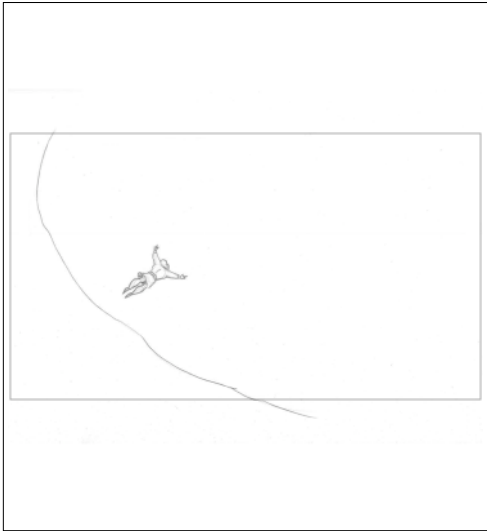


Seq	Scene	Panel
34	1259	2

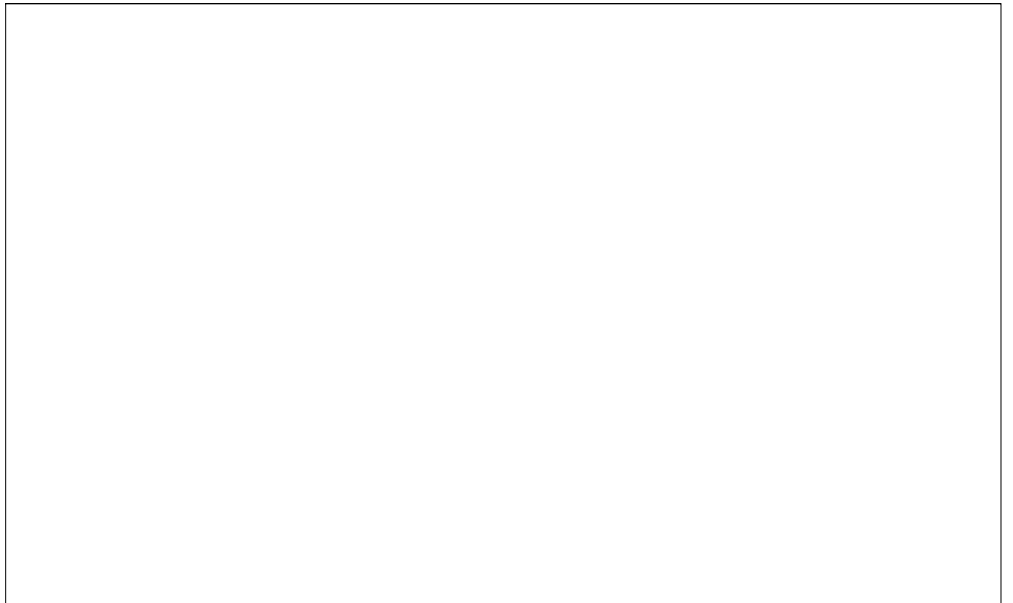




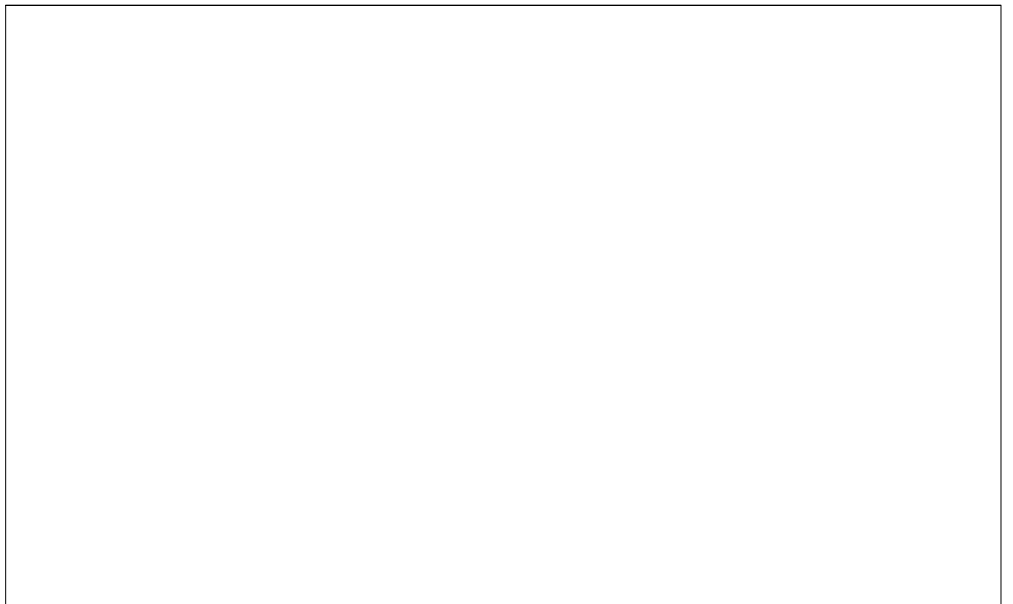
Seq	Scene	Panel
34	1260	1



Seq	Scene	Panel
34	1261	1

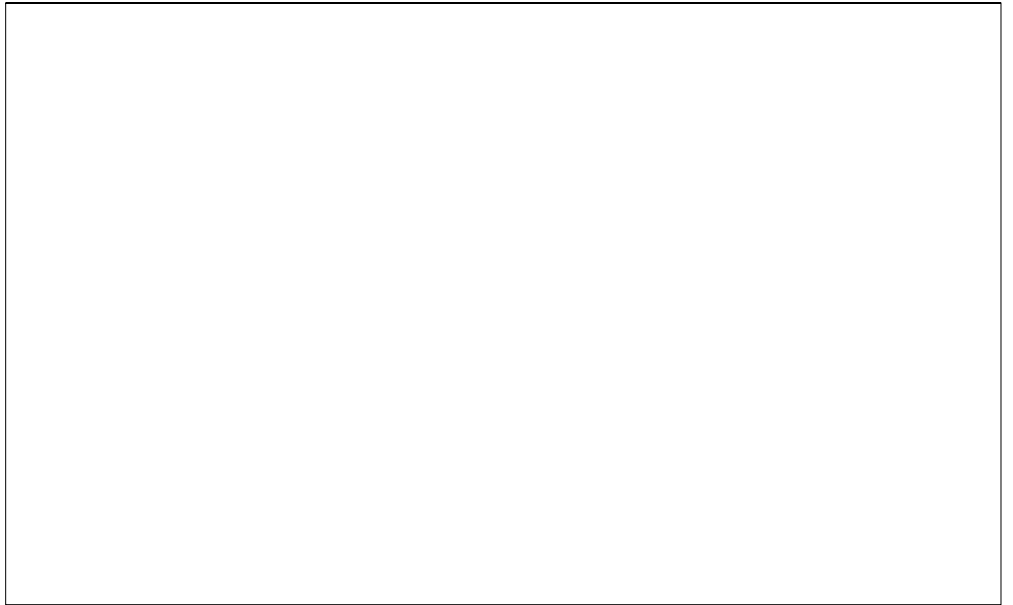


Seq	Scene	Panel
34	1261	2

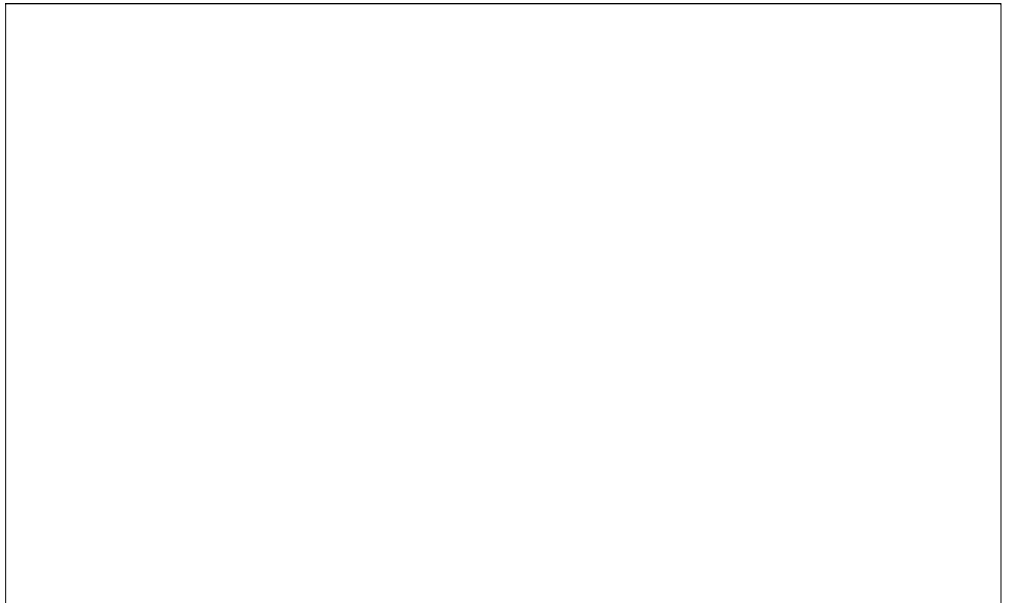




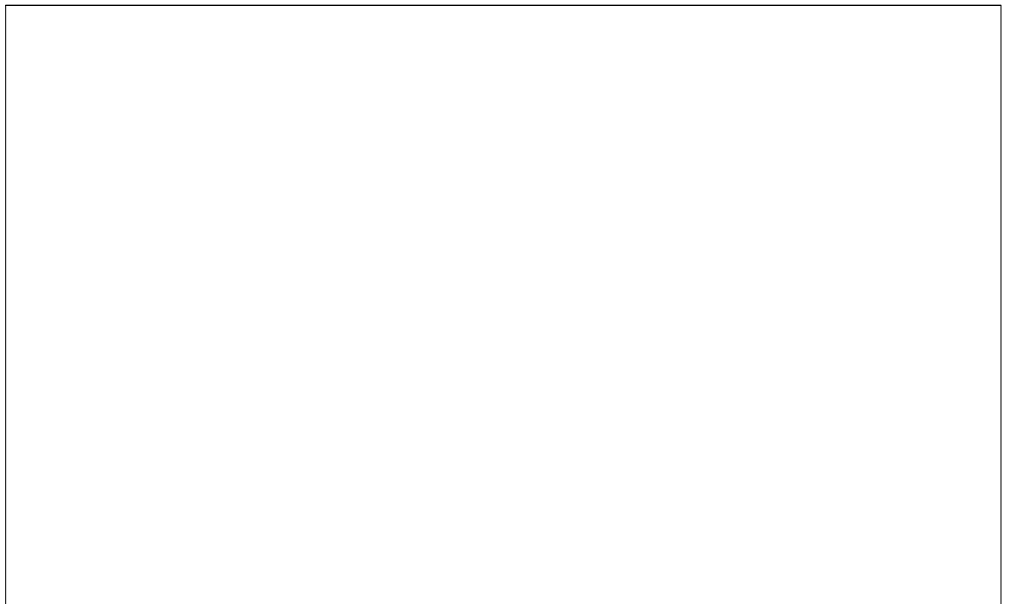
Seq	Scene	Panel
34	1262	1



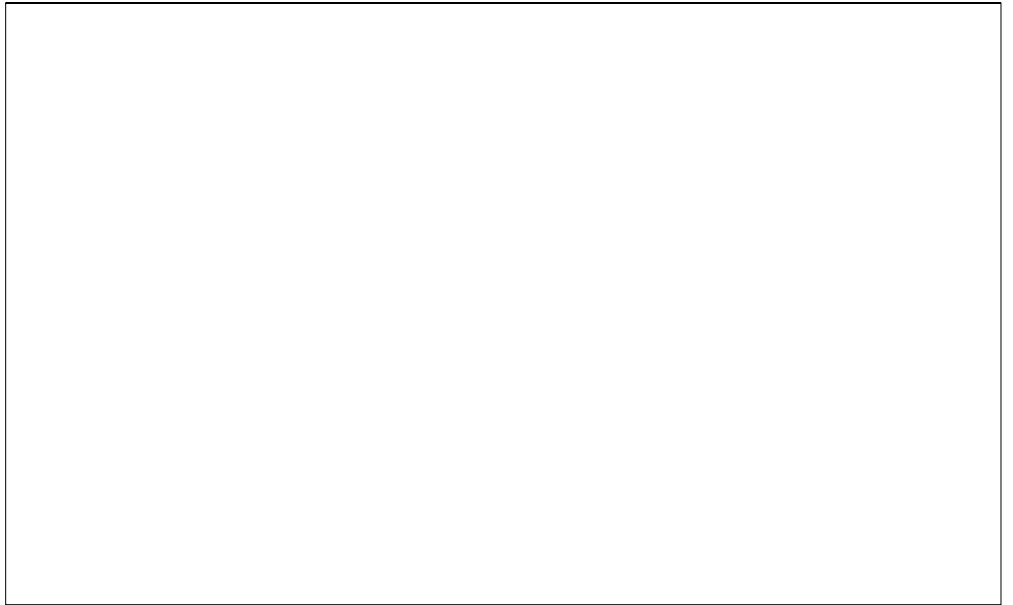
Seq	Scene	Panel
34	1262	2



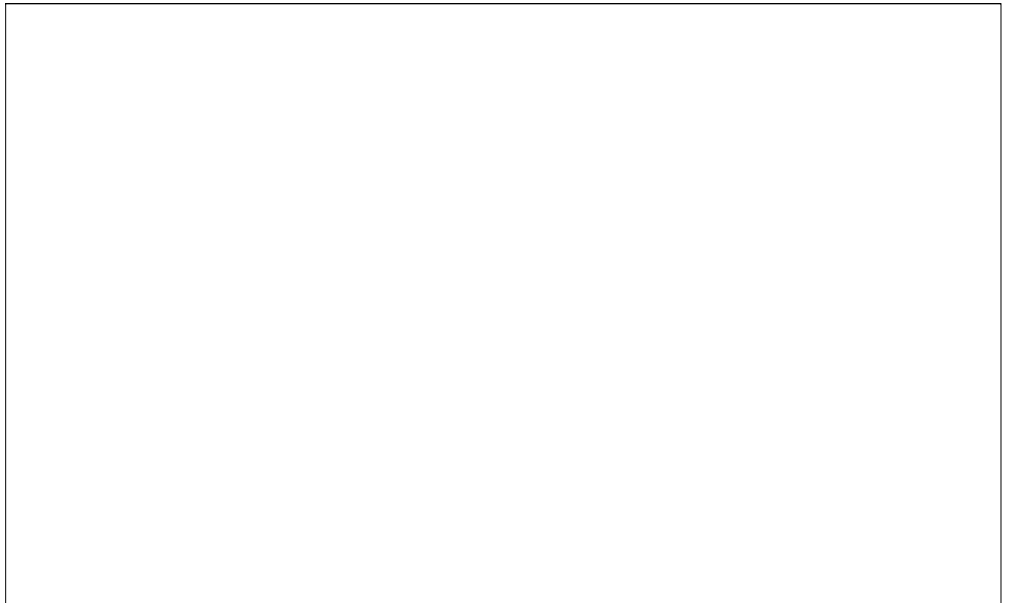
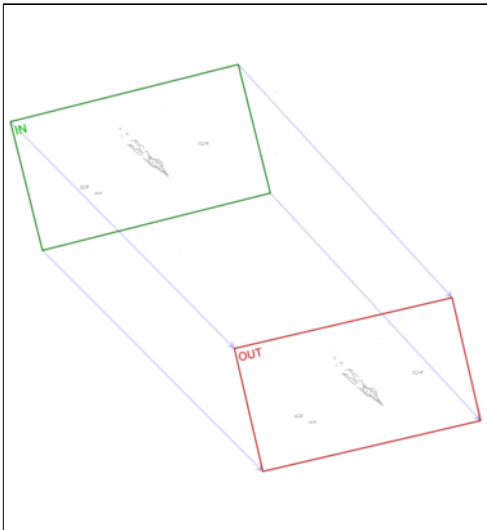
Seq	Scene	Panel
34	1262	3



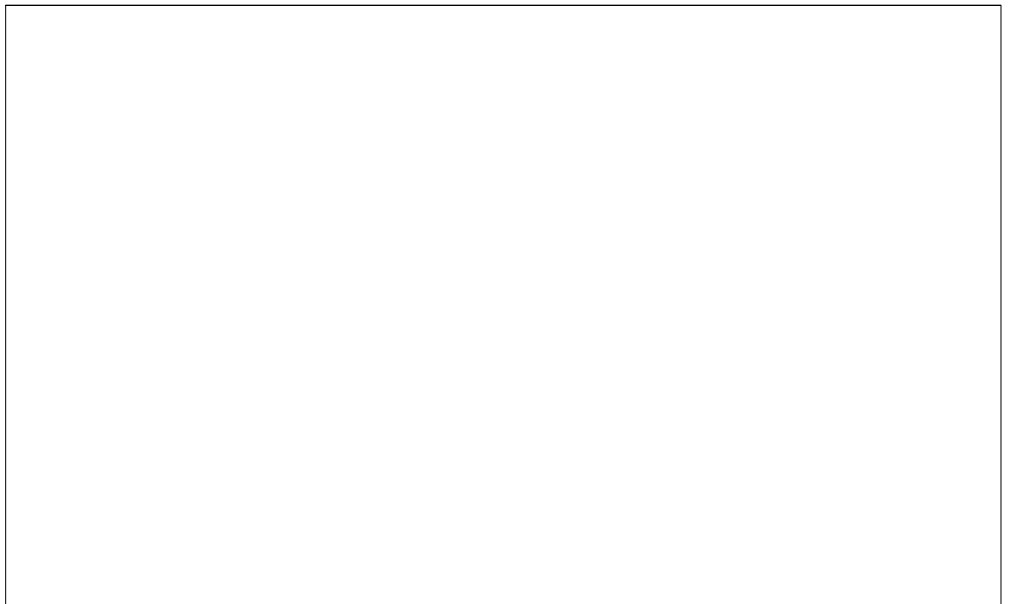
Seq	Scene	Panel
34	1262	4



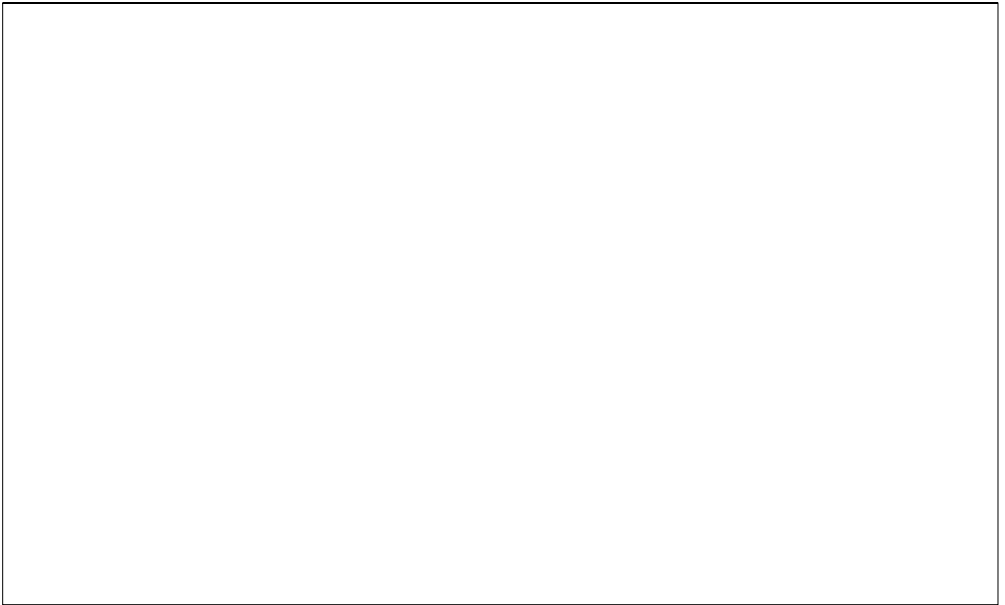
Seq	Scene	Panel
34	1263	1



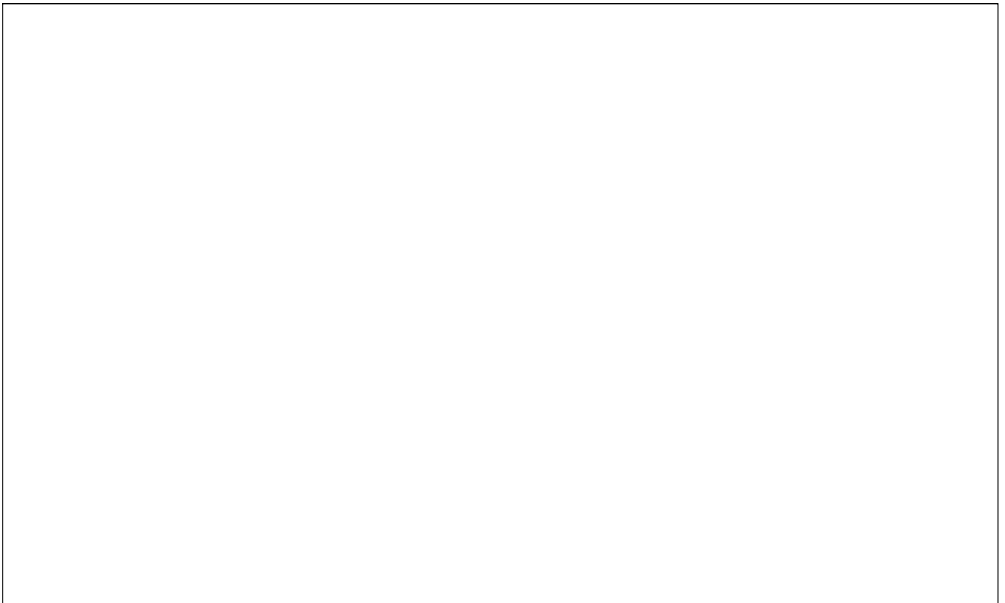
Seq	Scene	Panel
34	1264	1



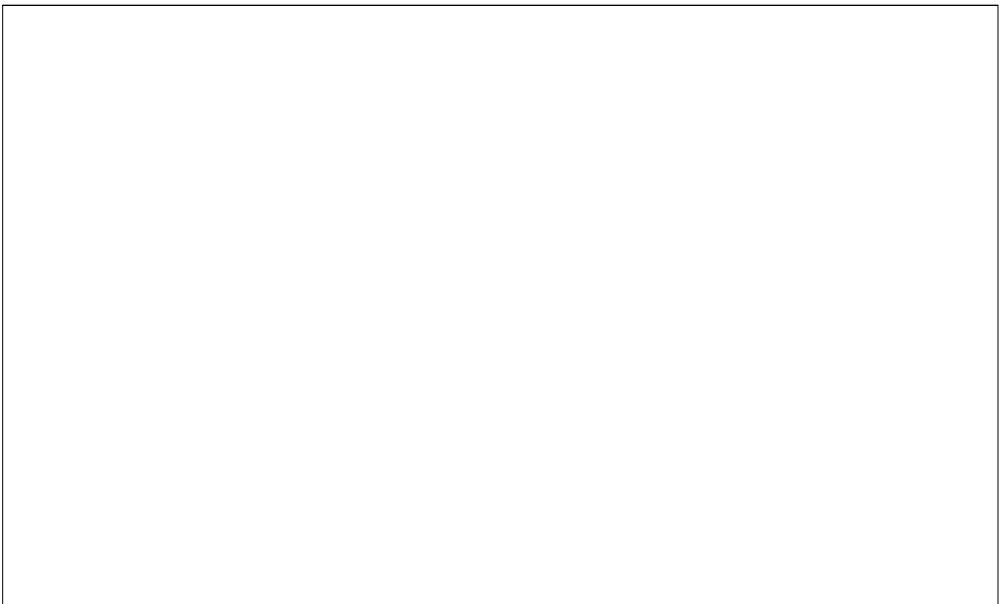
Seq	Scene	Panel
34	1264	2



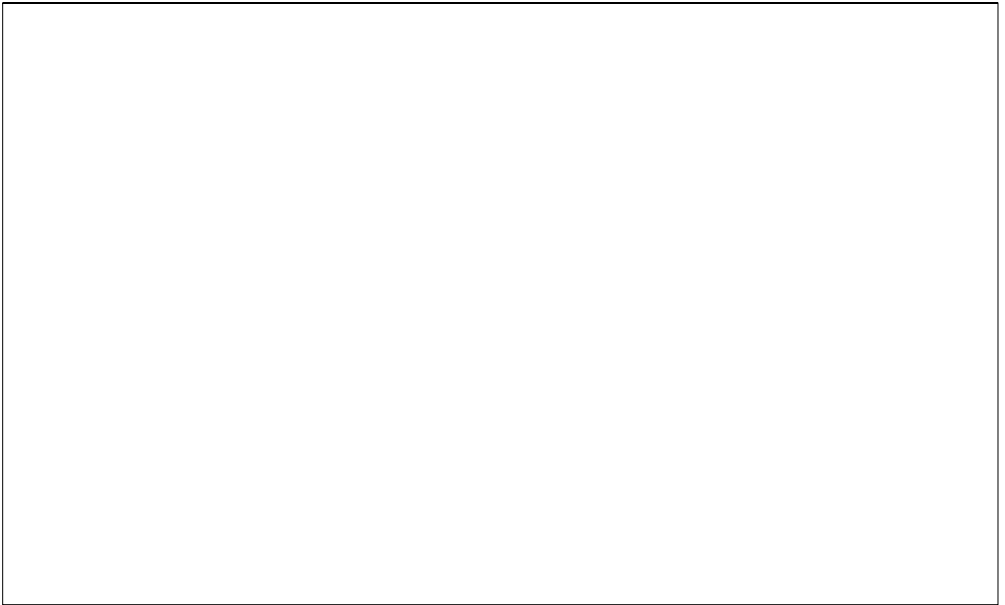
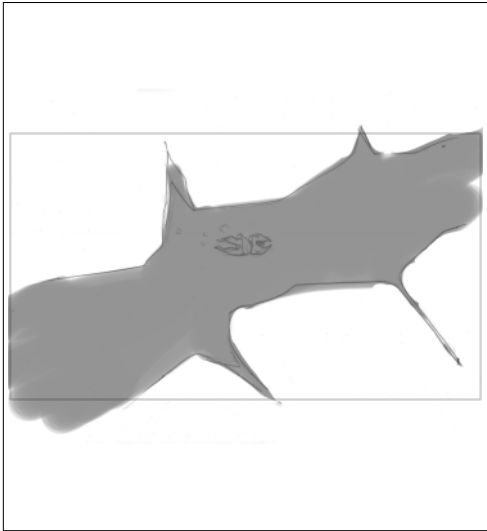
Seq	Scene	Panel
34	1265	1



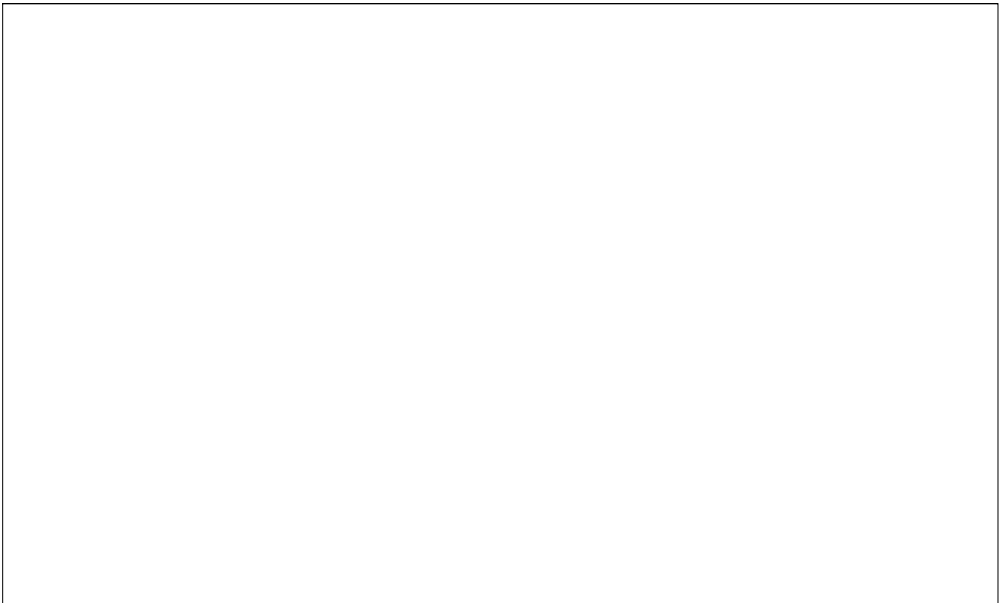
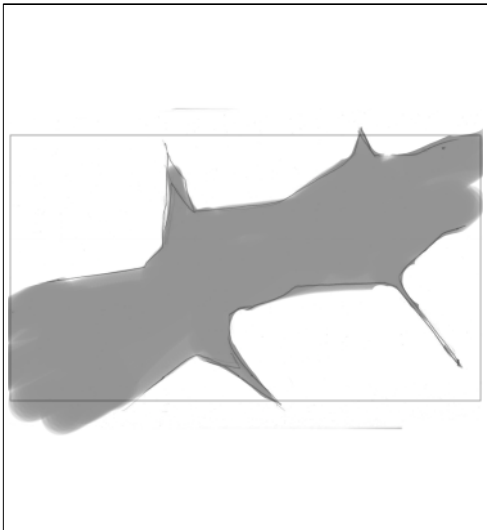
Seq	Scene	Panel
34	1266	1



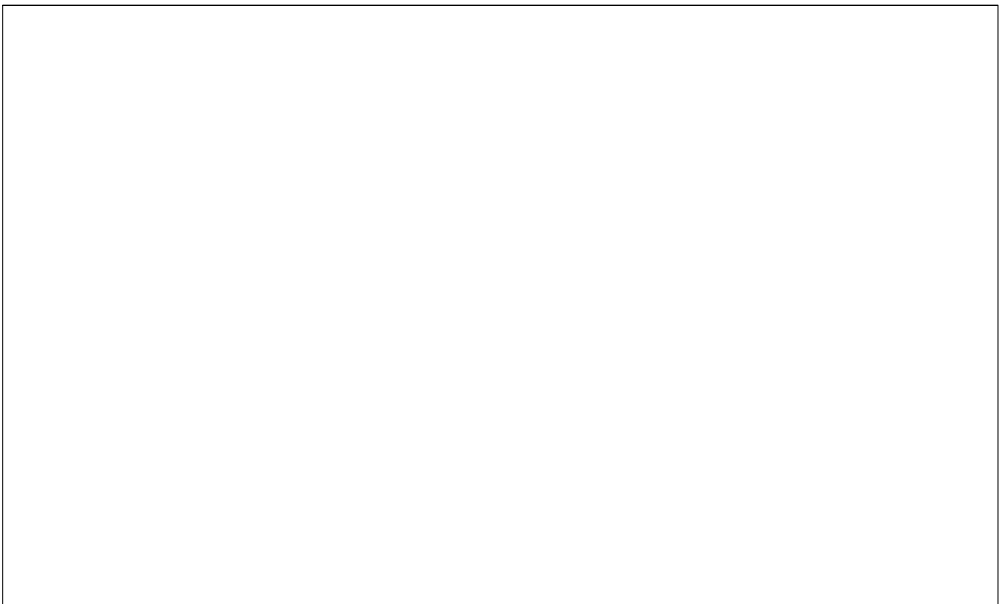
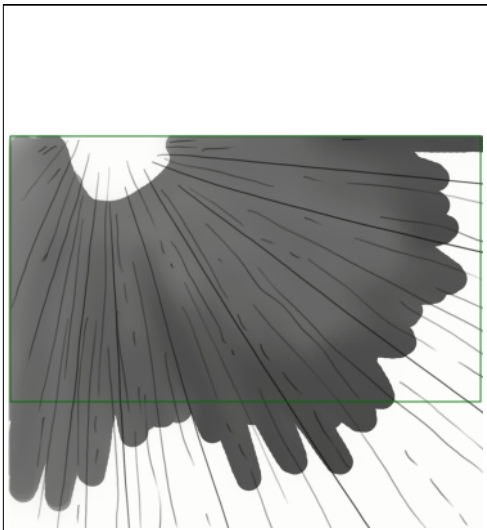
Seq	Scene	Panel
34	1266	2



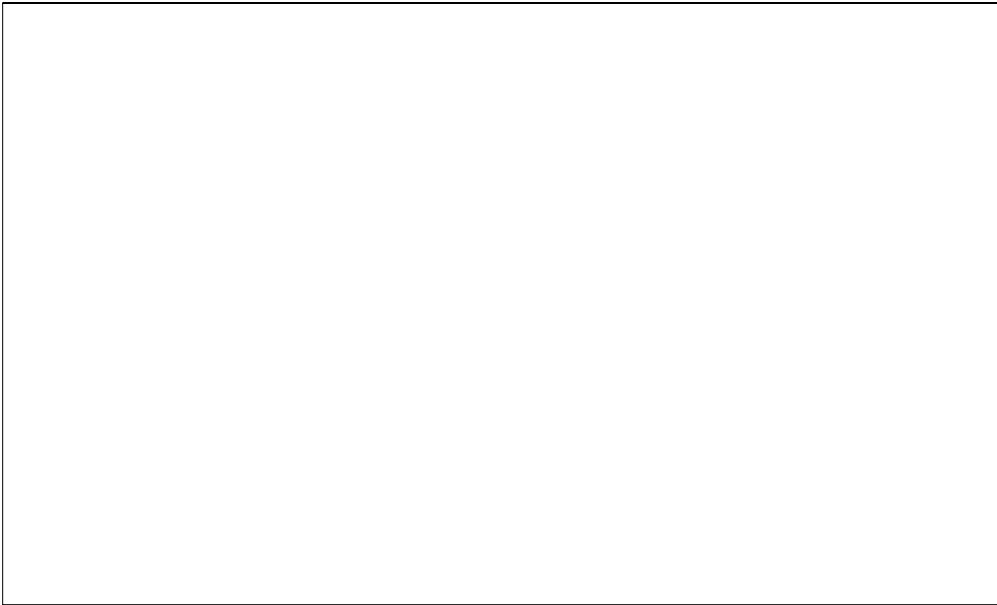
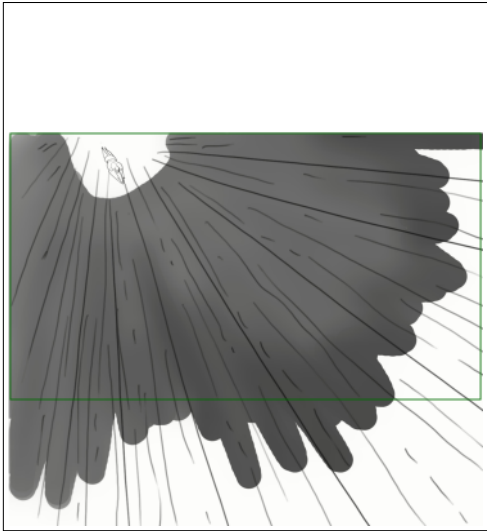
Seq	Scene	Panel
34	1266	3



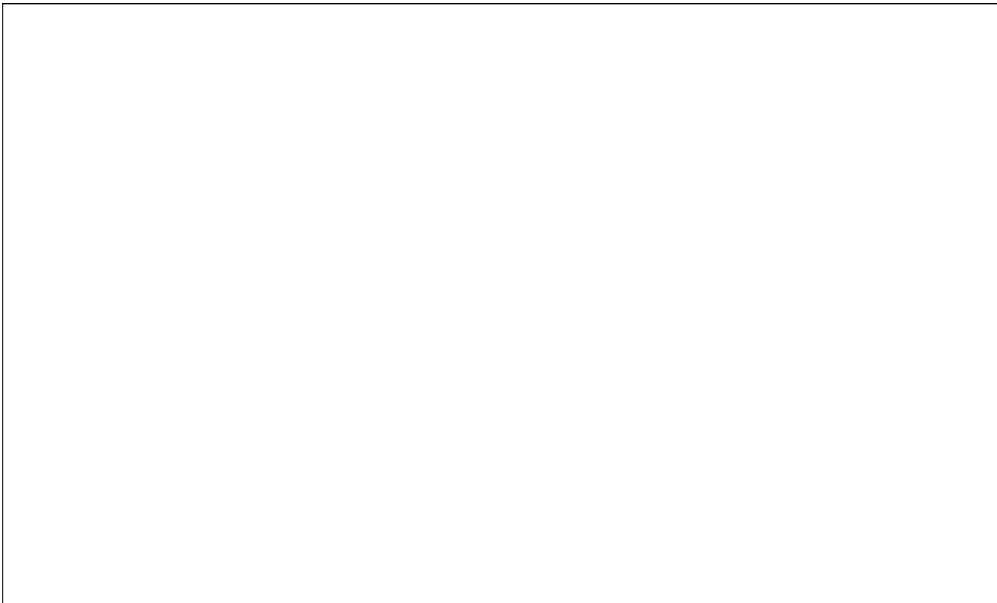
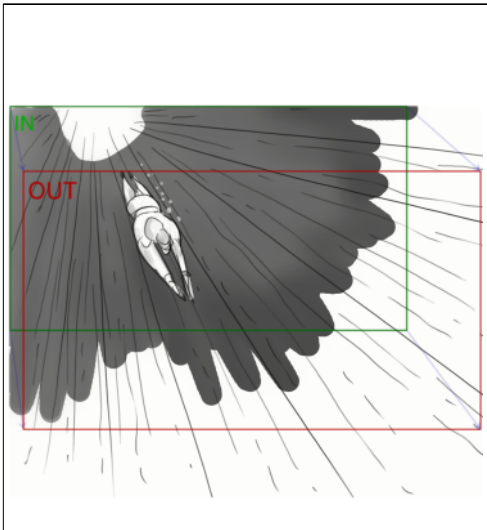
Seq	Scene	Panel
34	1267	1



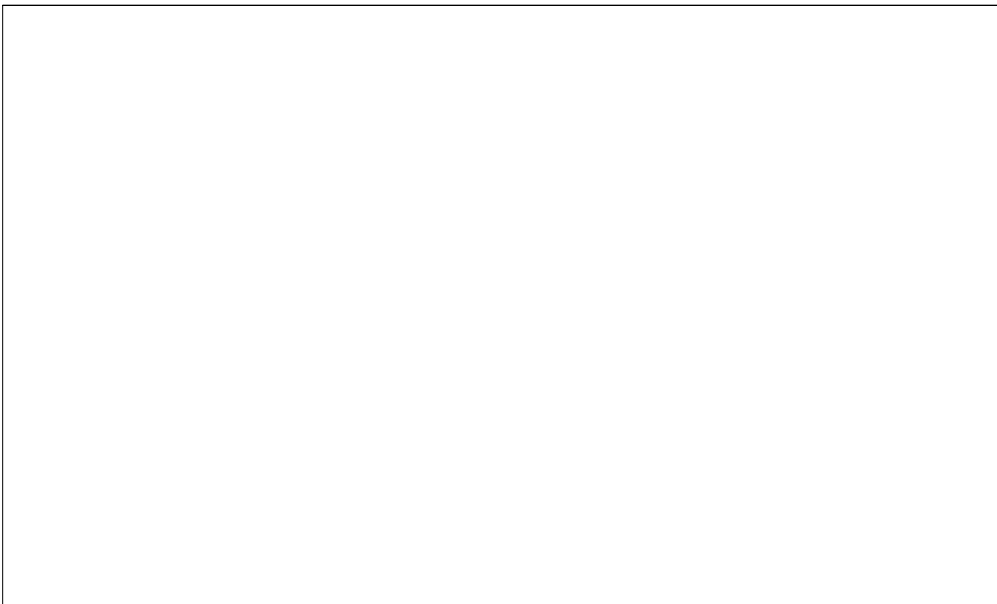
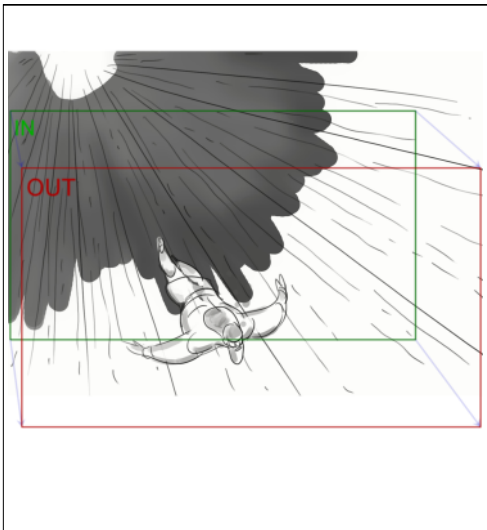
Seq	Scene	Panel
34	1267	2



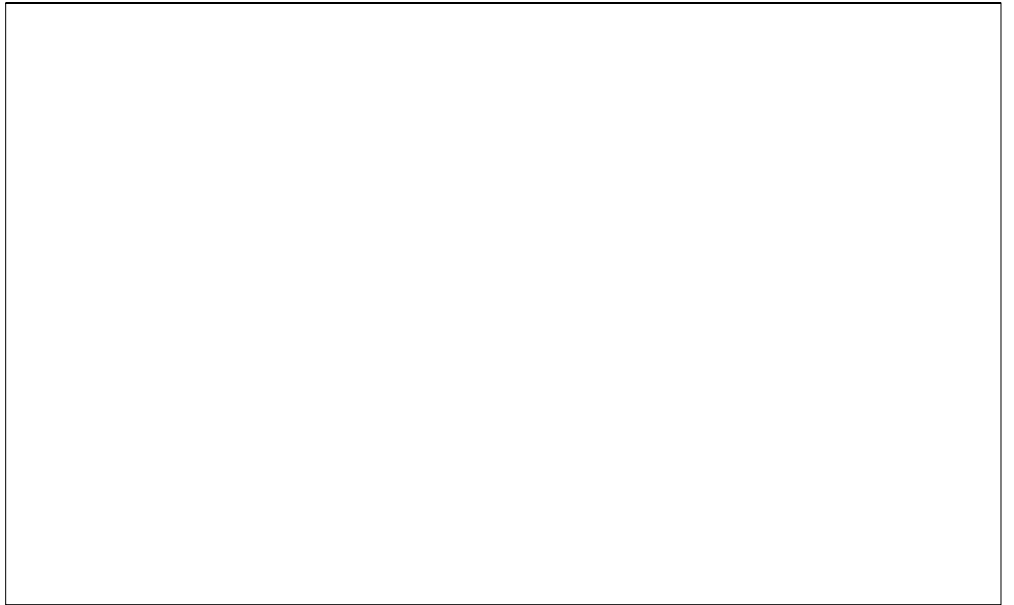
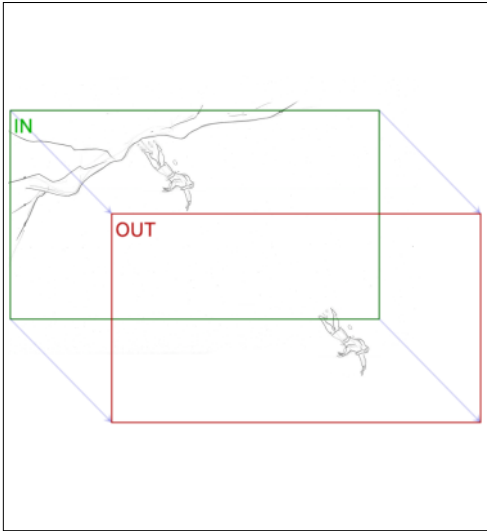
Seq	Scene	Panel
34	1267	3



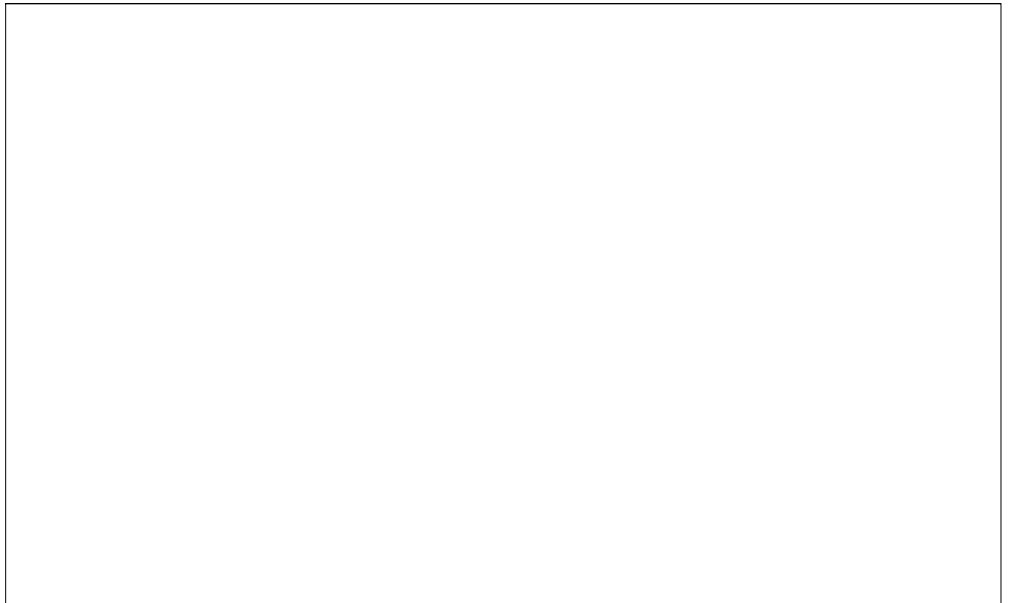
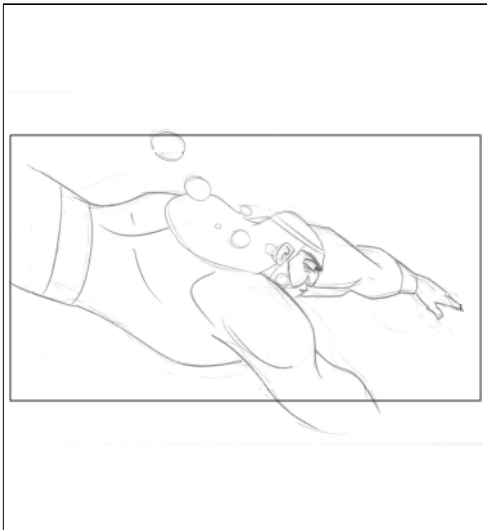
Seq	Scene	Panel
34	1267	4



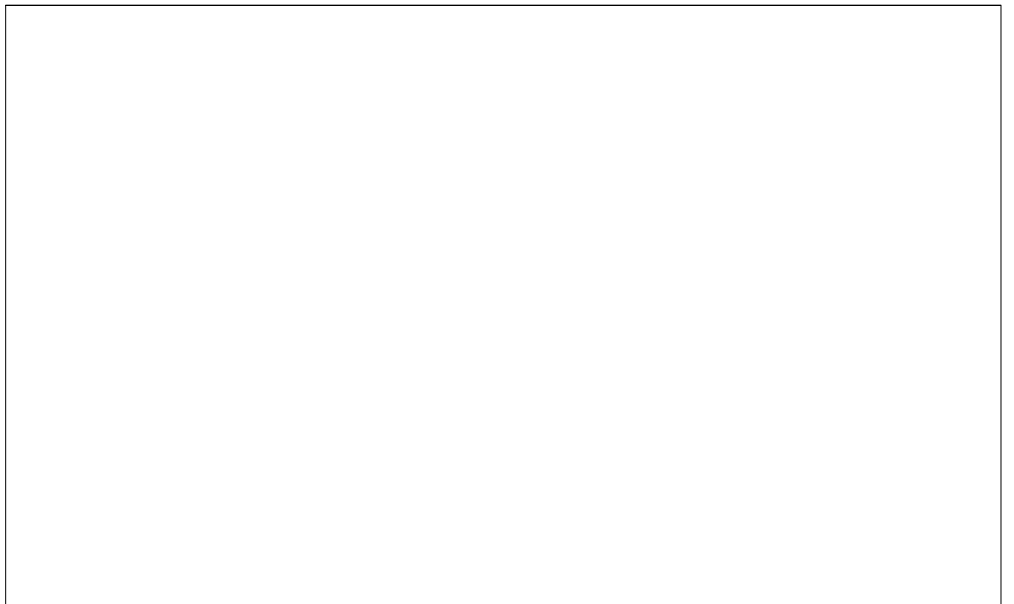
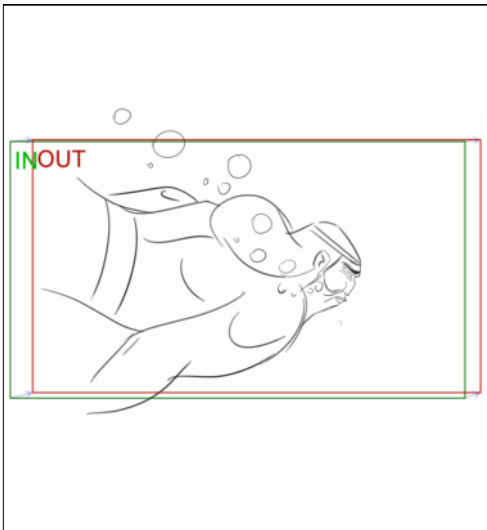
Seq	Scene	Panel
34	1268	1



Seq	Scene	Panel
34	1269	1

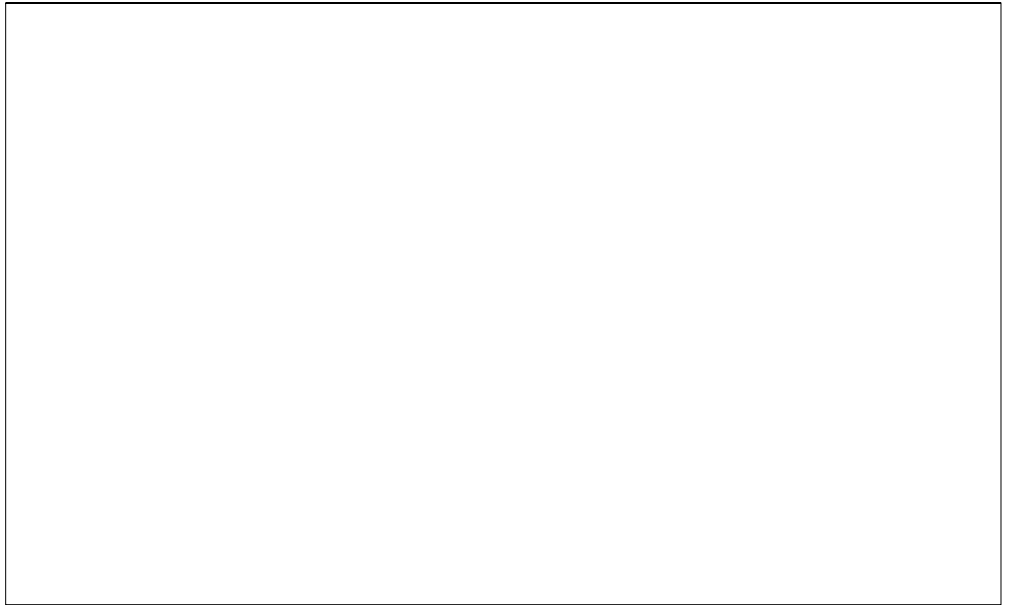
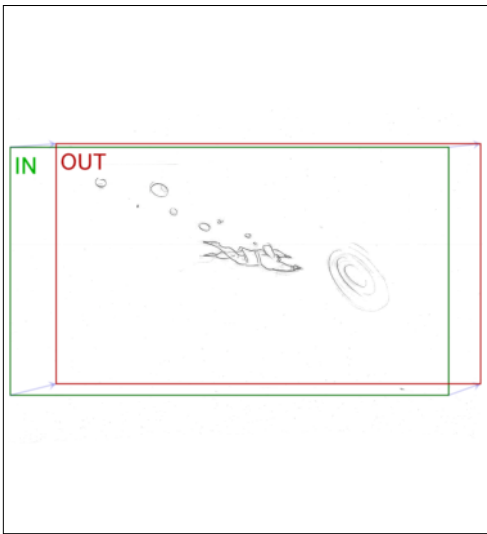


Seq	Scene	Panel
34	1269	2

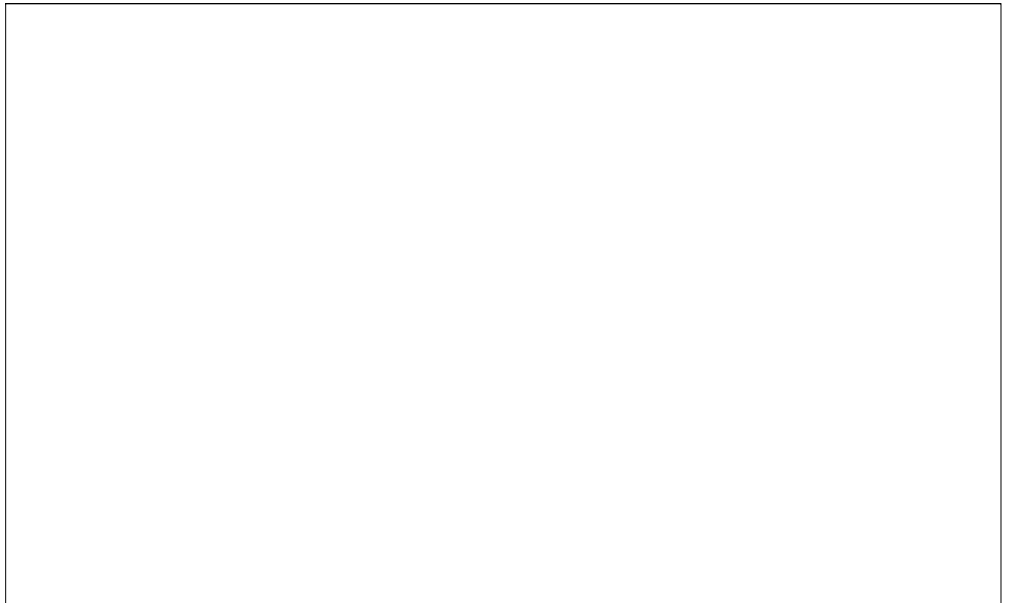
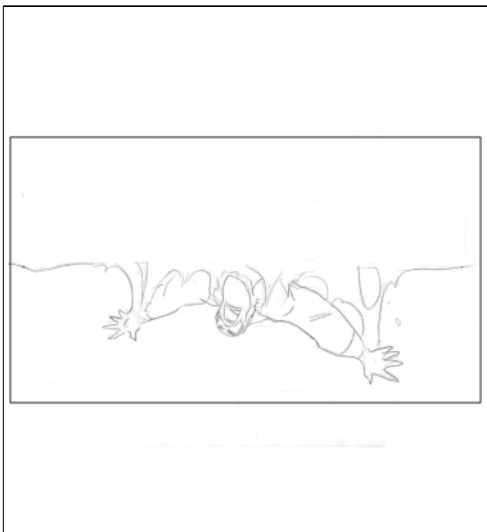




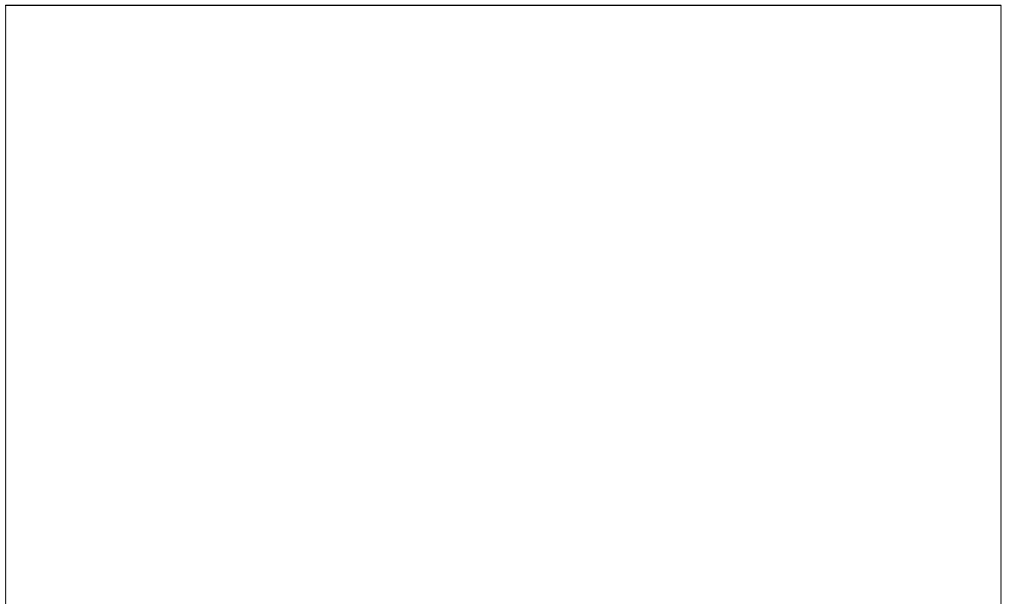
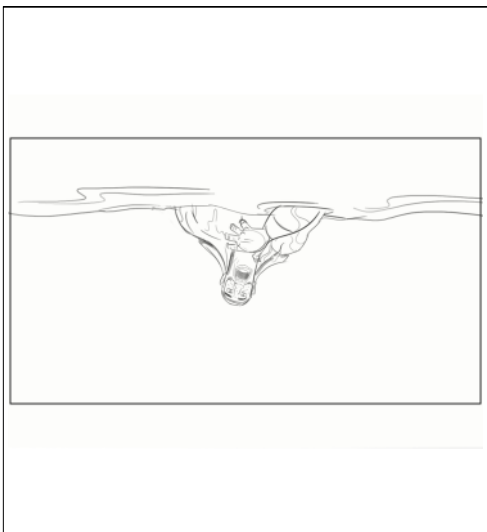
Seq	Scene	Panel
34	1269	3



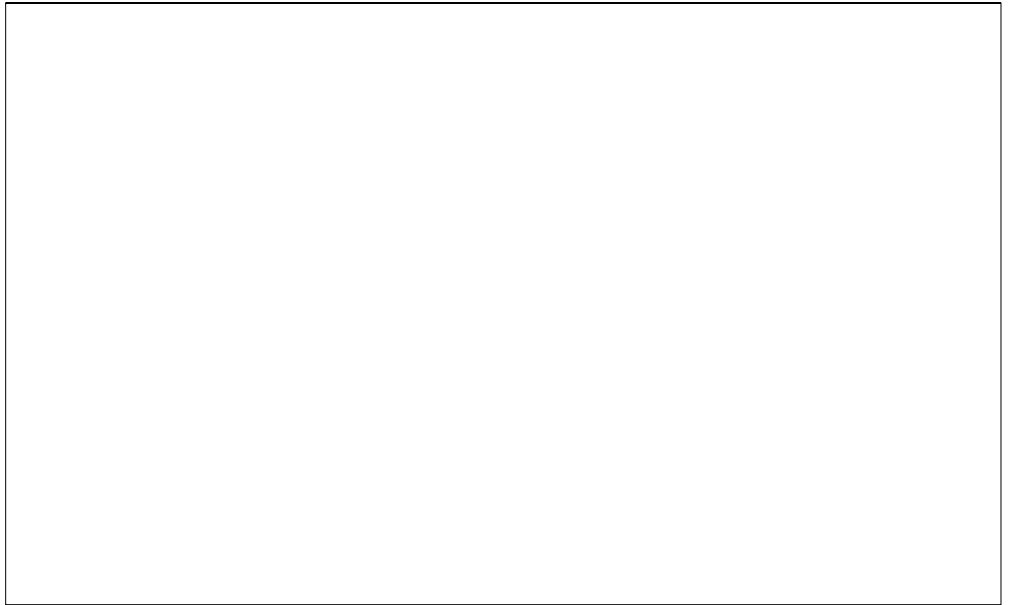
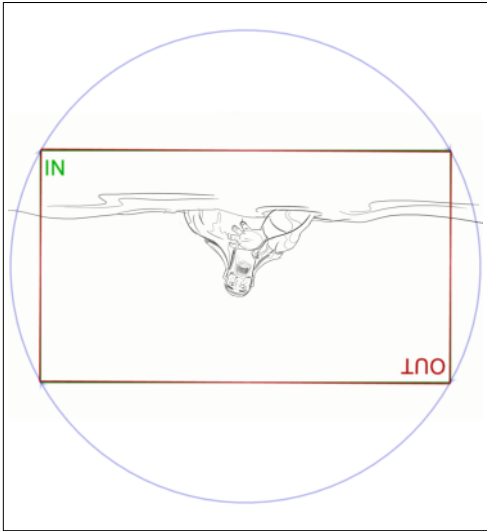
Seq	Scene	Panel
34	1270	1



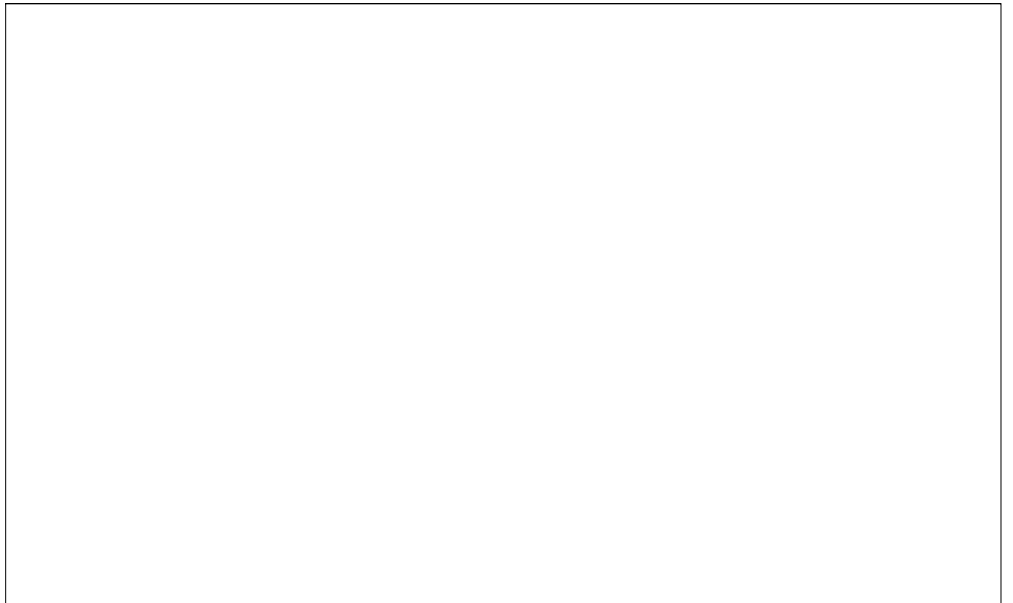
Seq	Scene	Panel
34	1270	2



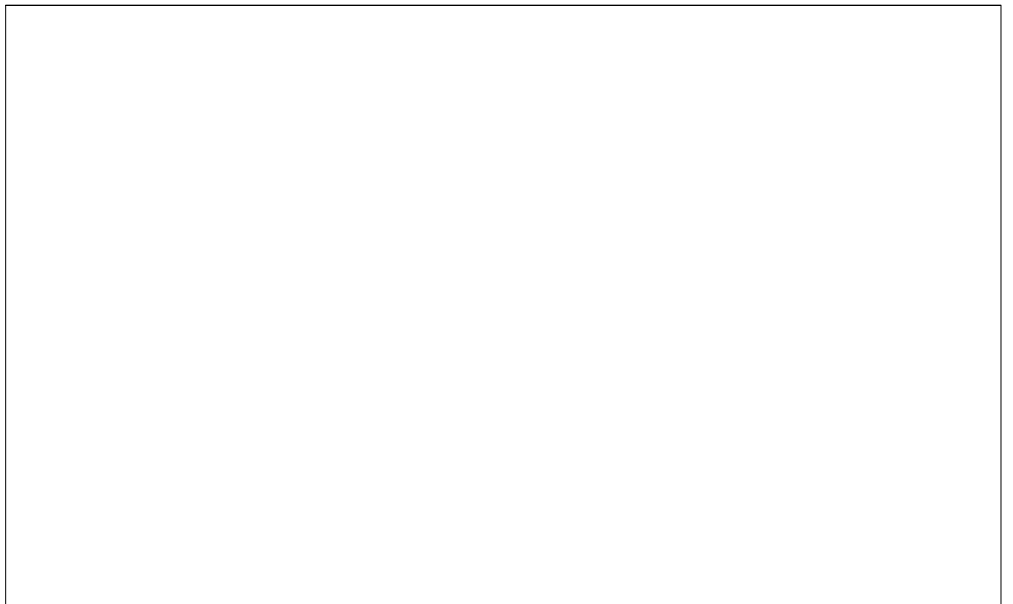
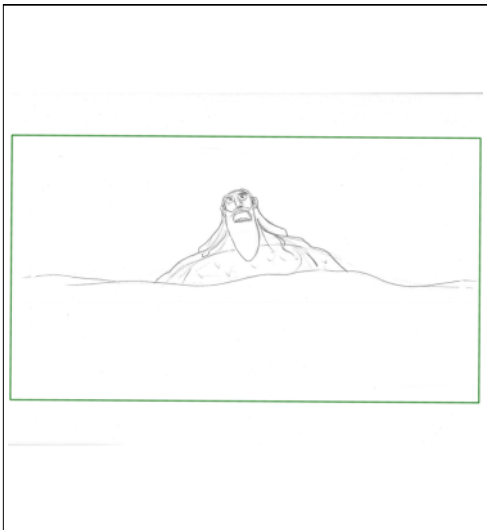
Seq	Scene	Panel
34	1270	3



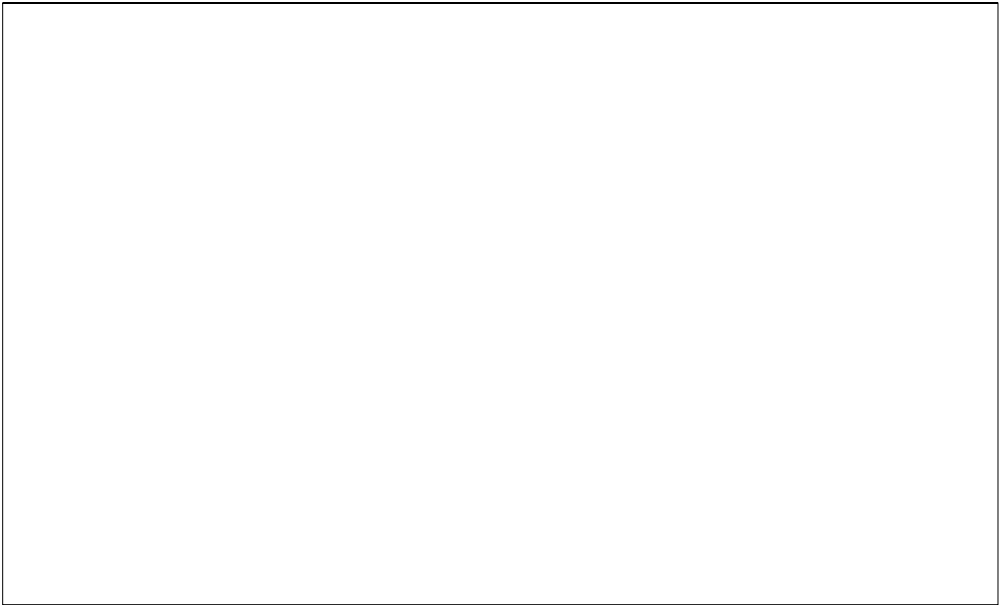
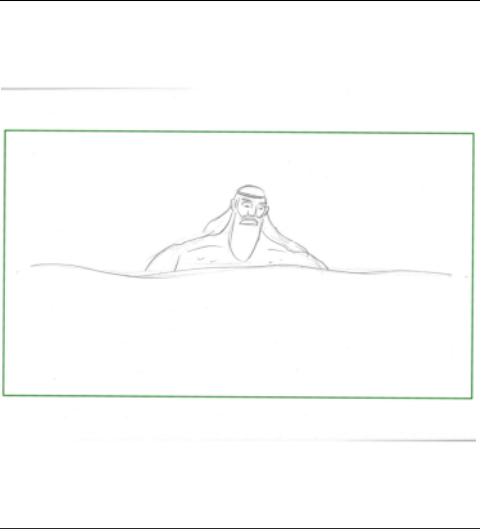
Seq	Scene	Panel
34	1270	4



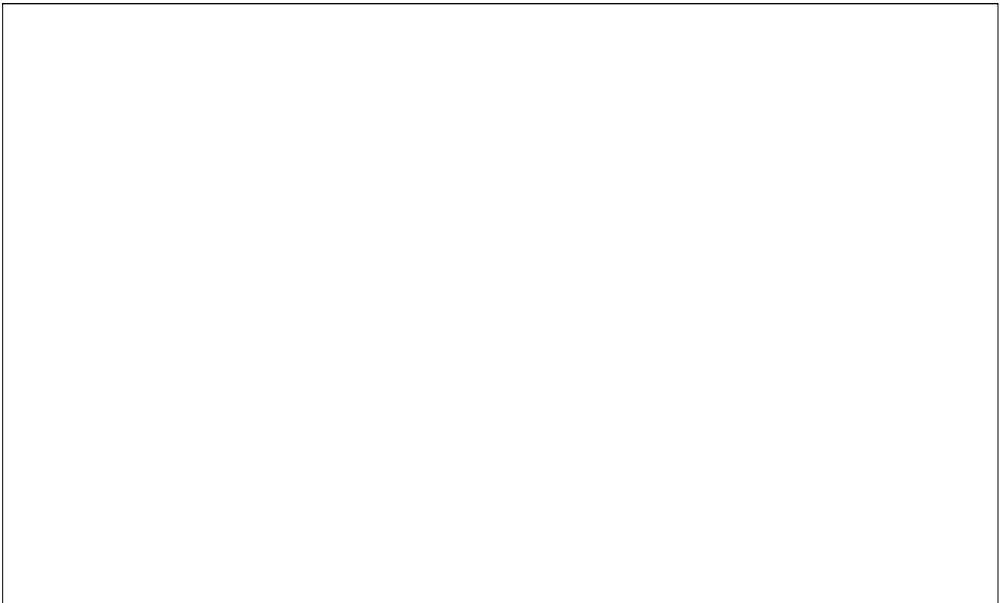
Seq	Scene	Panel
34	1270	5



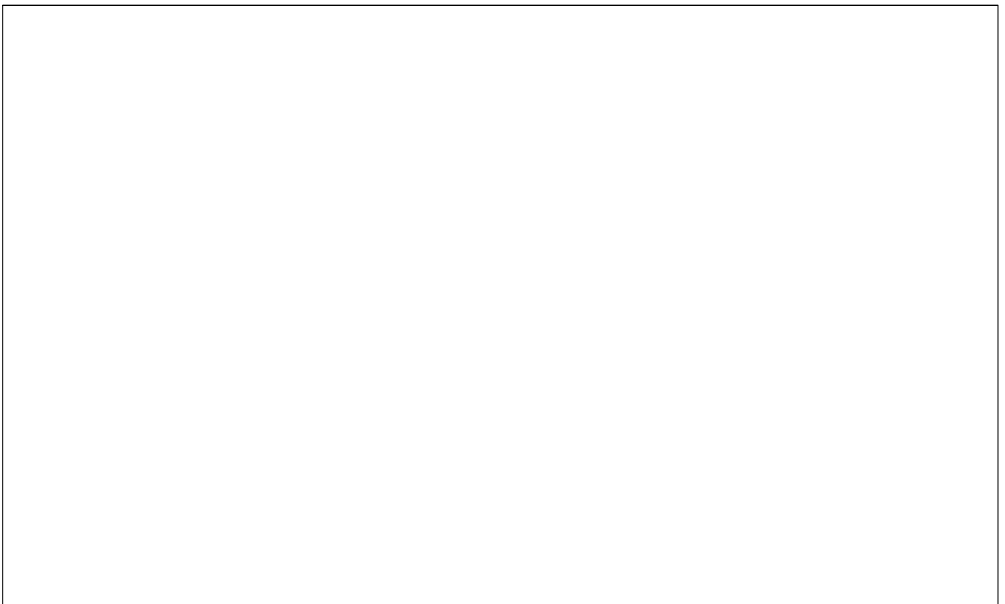
Seq	Scene	Panel
34	1270	6



Seq	Scene	Panel
34	1271	1

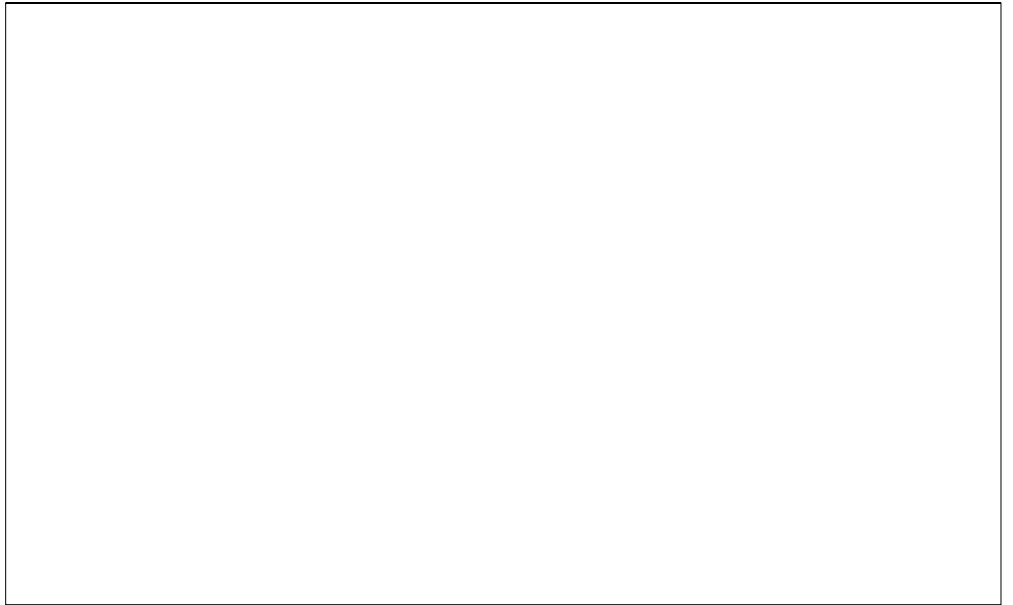
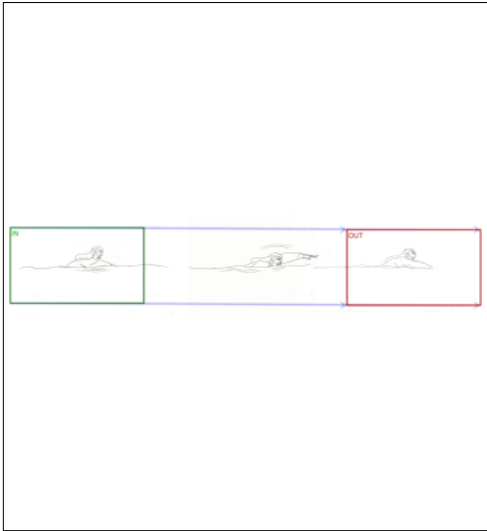


Seq	Scene	Panel
34	1272	1

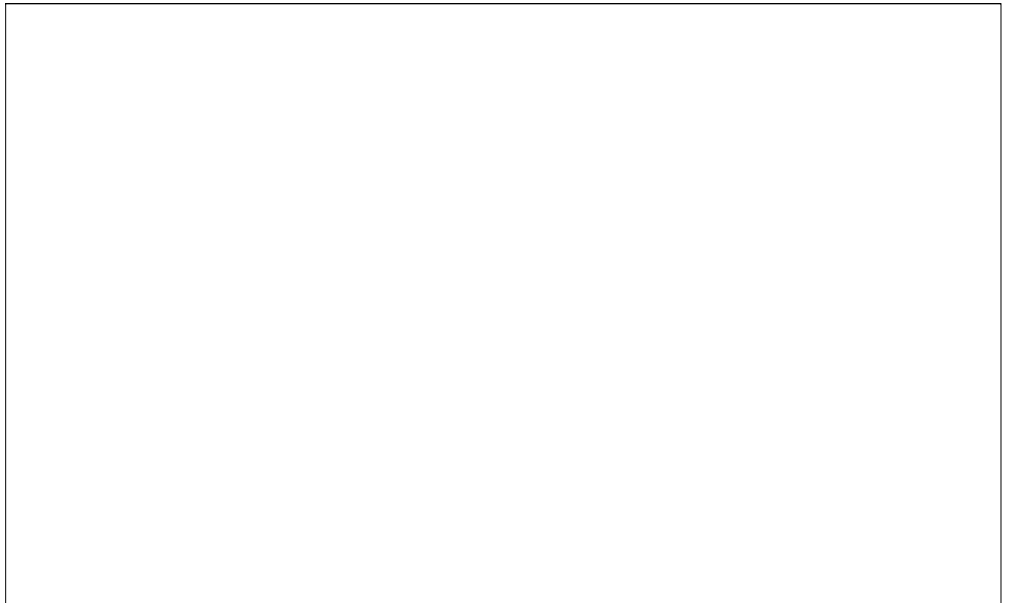




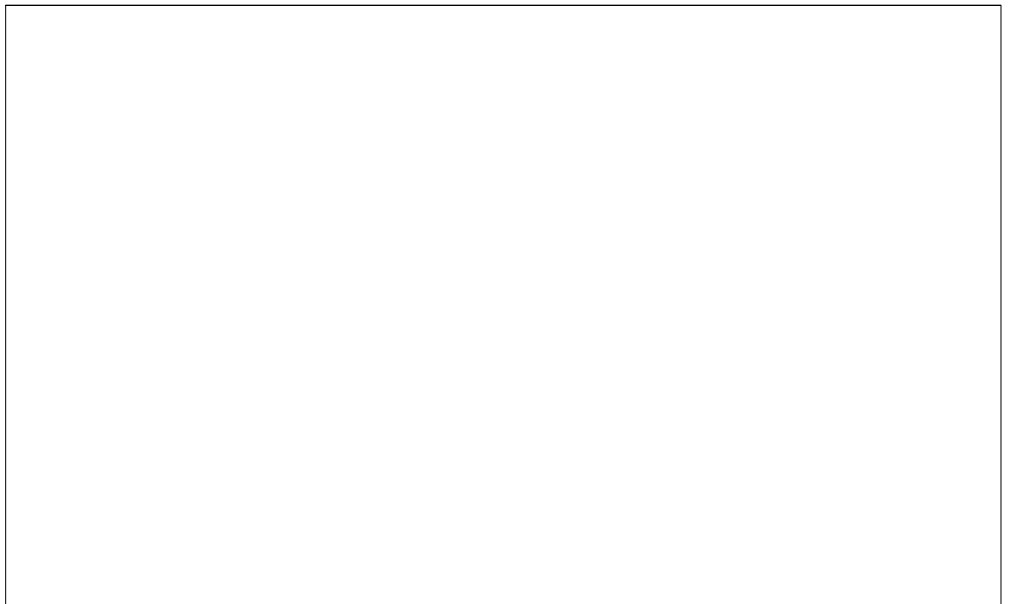
Seq	Scene	Panel
34	1272	2



Seq	Scene	Panel
34	1273	1



Seq	Scene	Panel
34	1273	2



Seq	Scene	Panel
34	1274	1



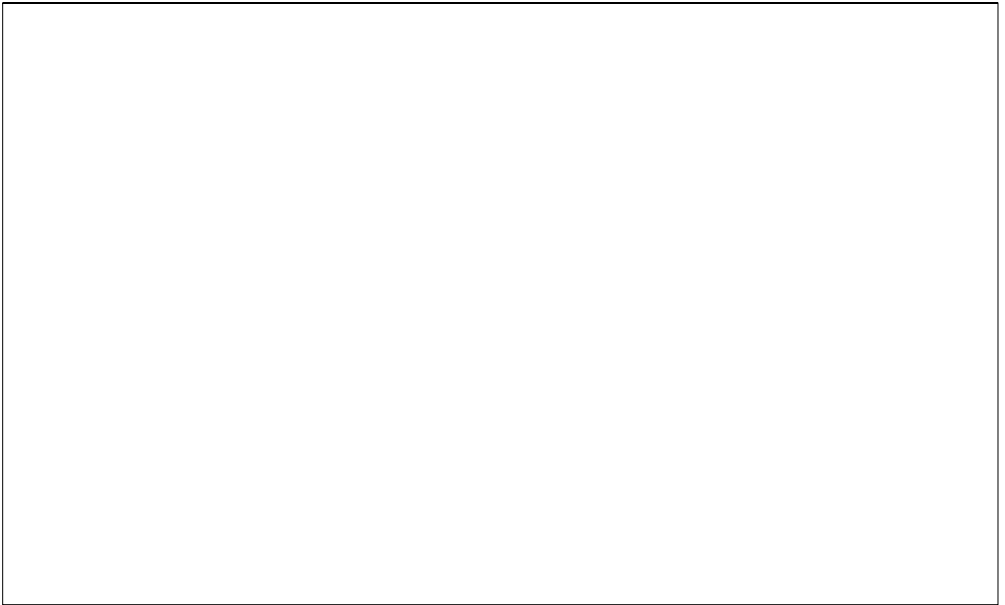
Seq	Scene	Panel
34	1274	2



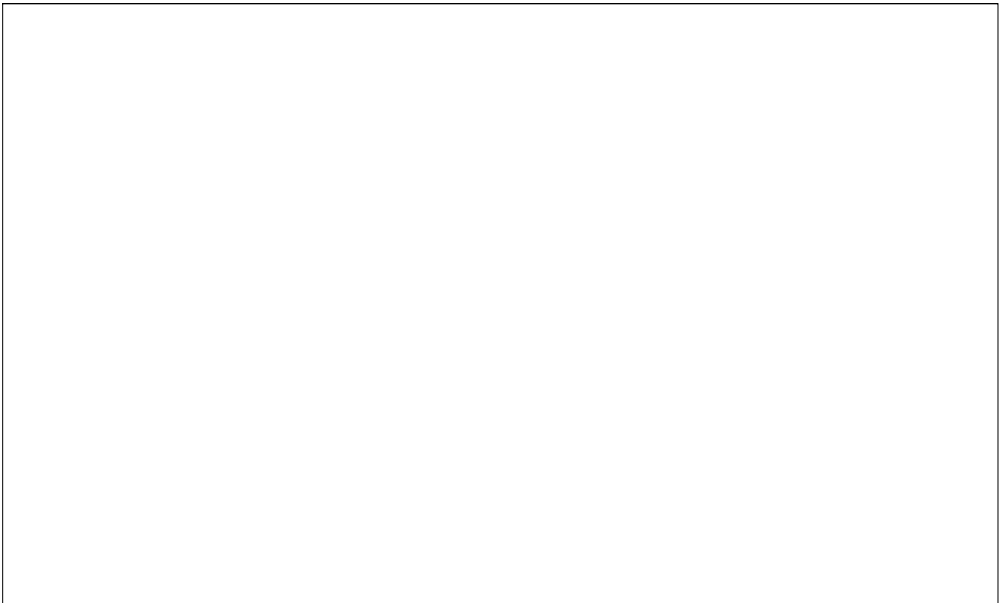
Seq	Scene	Panel
34	1275	1



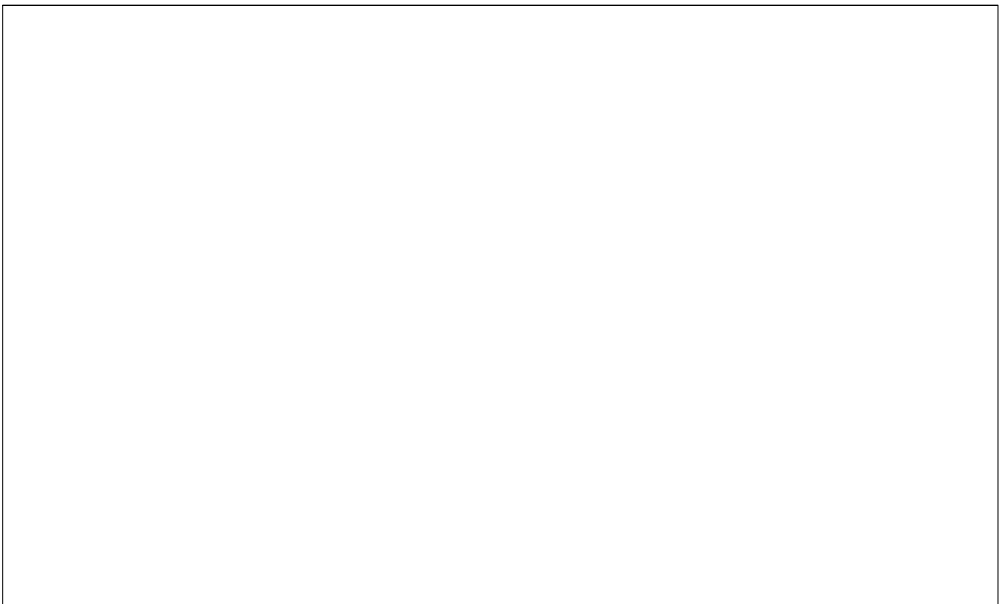
Seq	Scene	Panel
34	1275	2



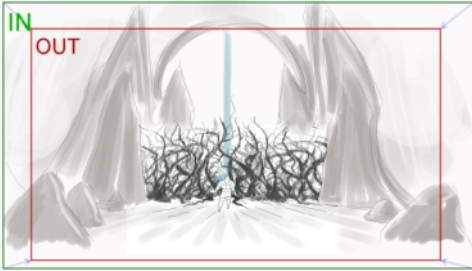
Seq	Scene	Panel
34	1276	1



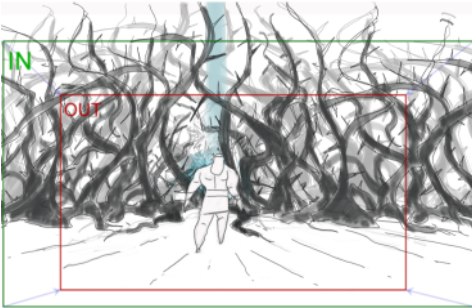
Seq	Scene	Panel
34	1276	2



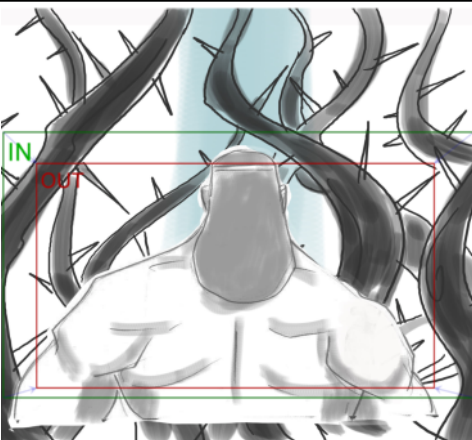
Seq	Scene	Panel
34	1277	1



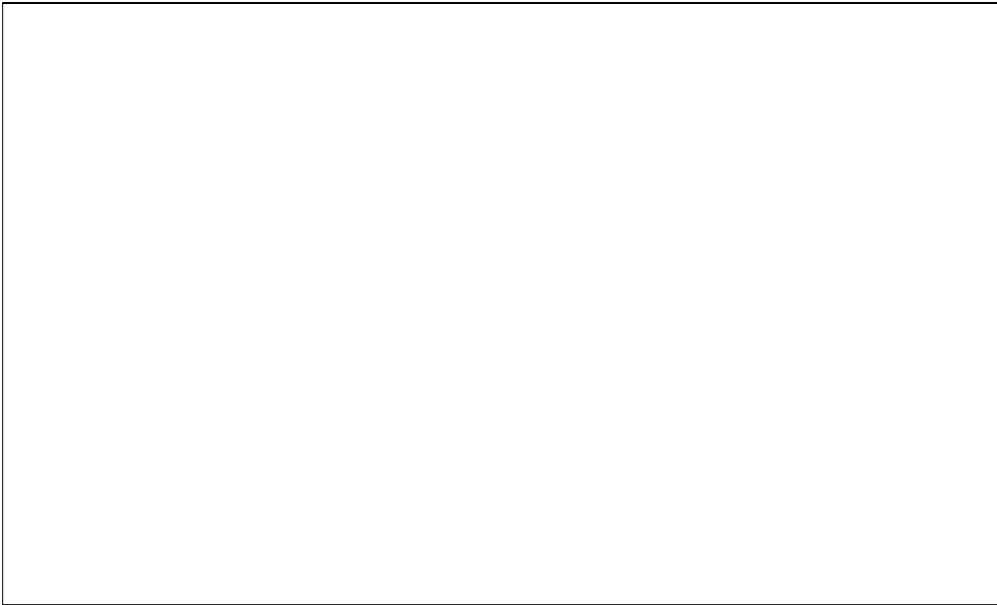
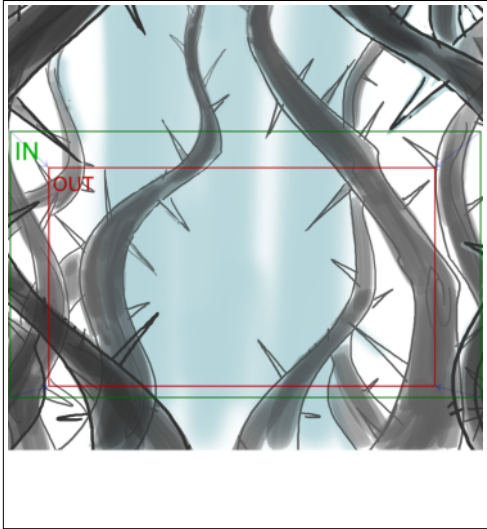
Seq	Scene	Panel
34	1277	2



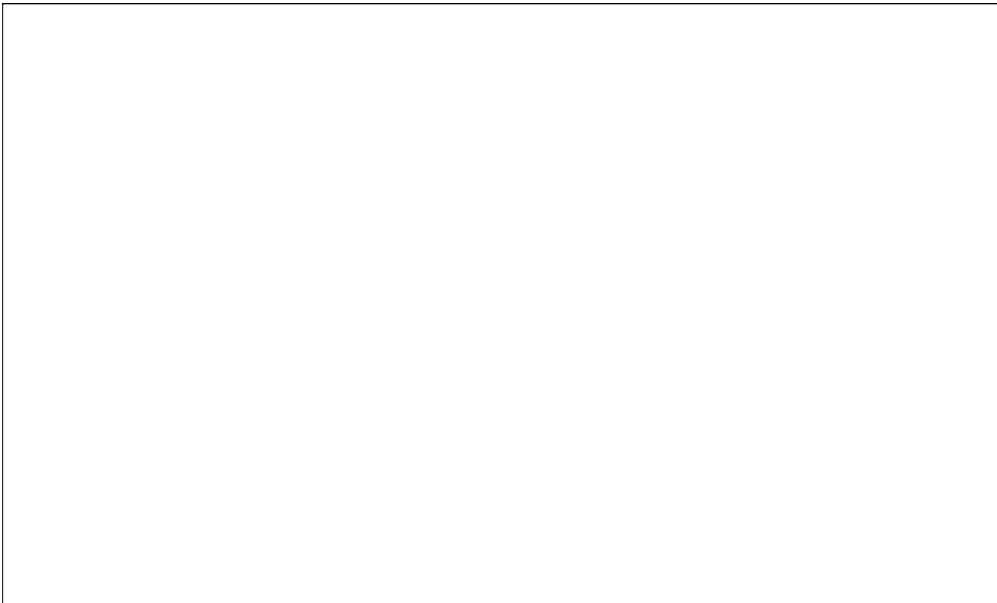
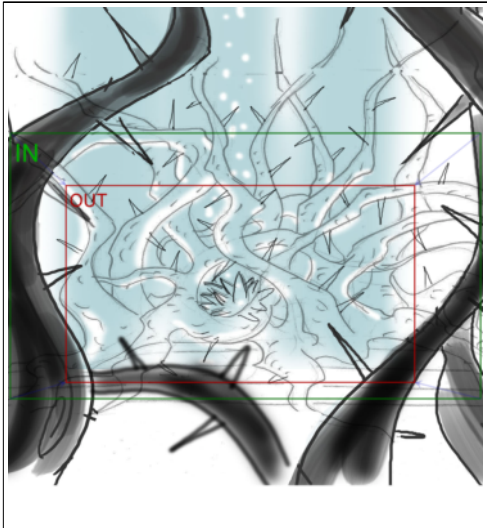
Seq	Scene	Panel
34	1277	3



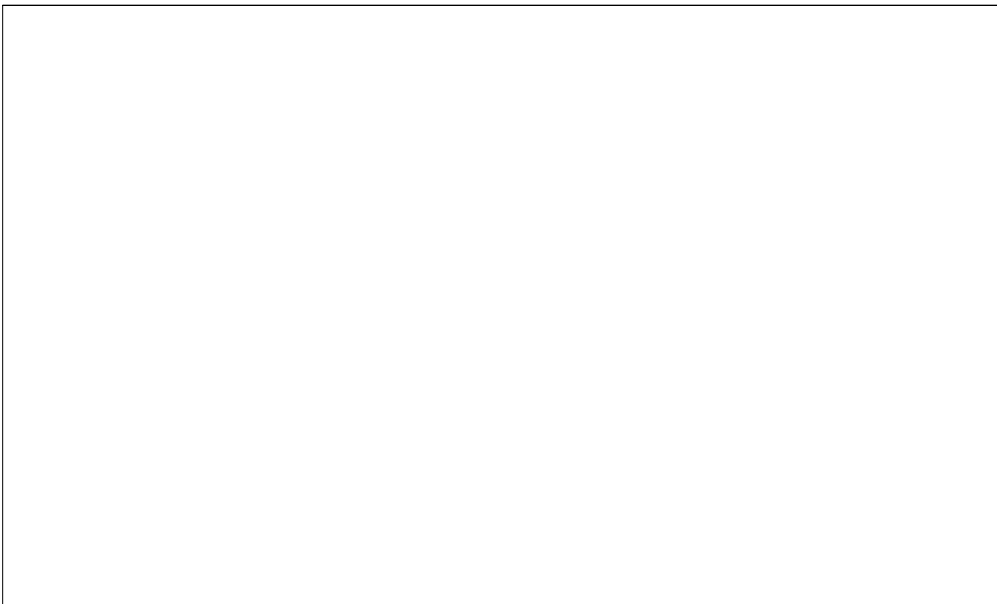
Seq	Scene	Panel
34	1277	4



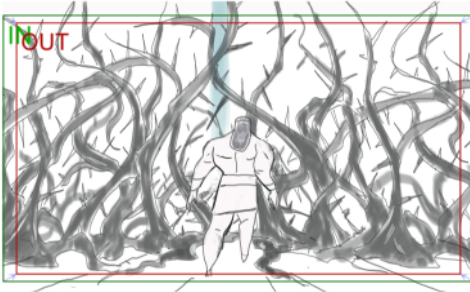
Seq	Scene	Panel
34	1277	5



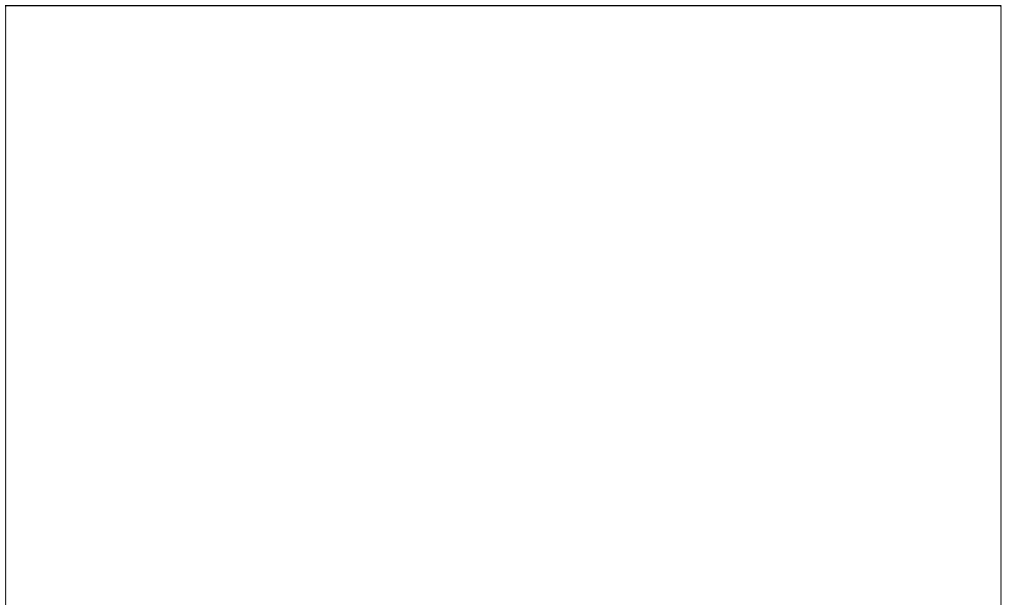
Seq	Scene	Panel
34	1278	1



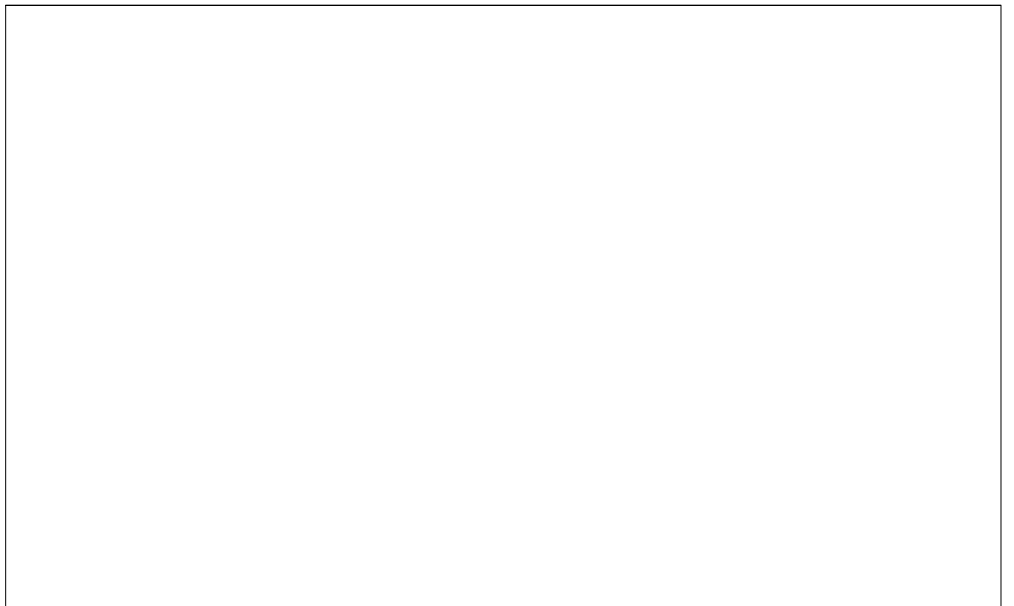
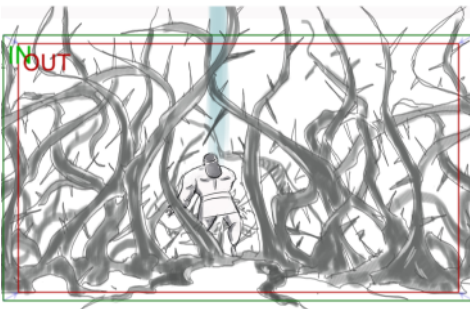
Seq	Scene	Panel
34	1279	1



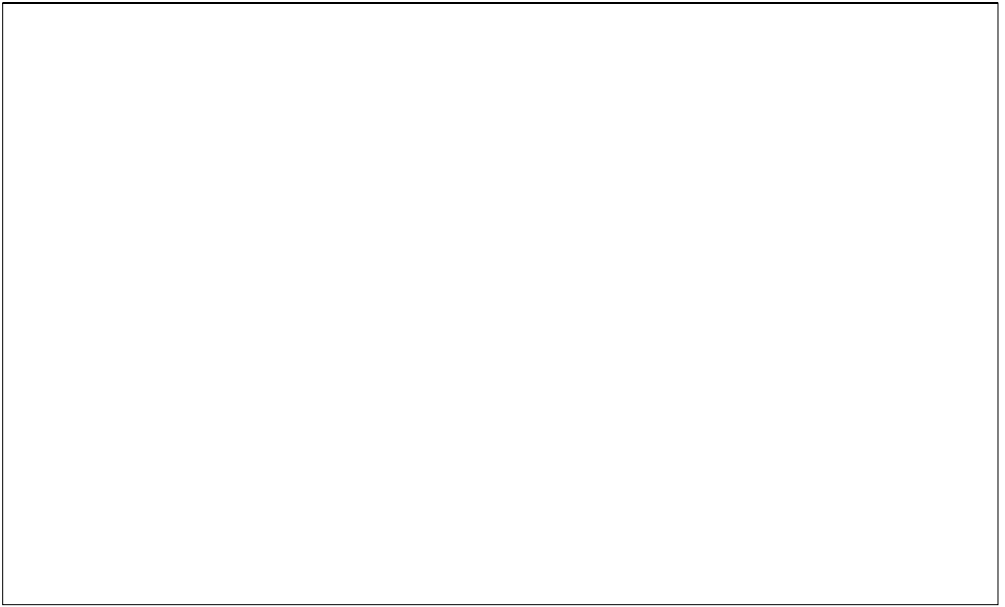
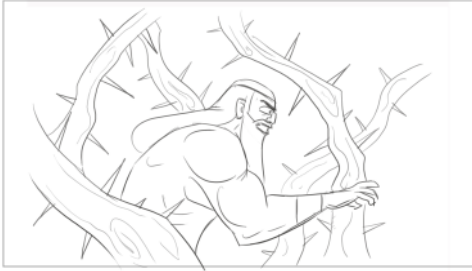
Seq	Scene	Panel
34	1279	2



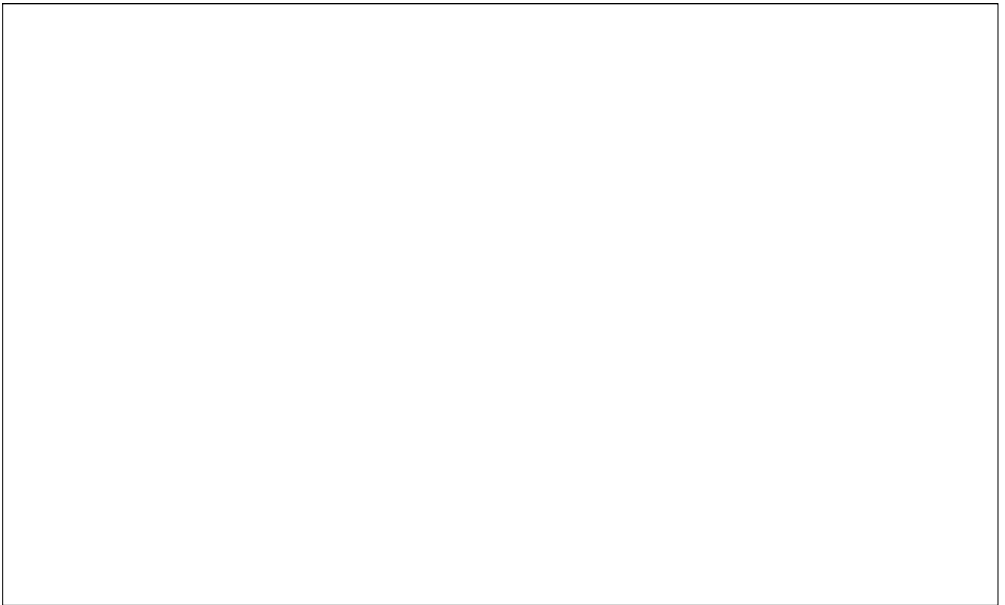
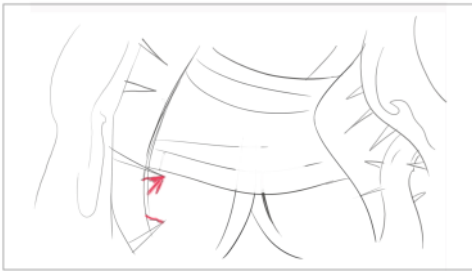
Seq	Scene	Panel
34	1279	3



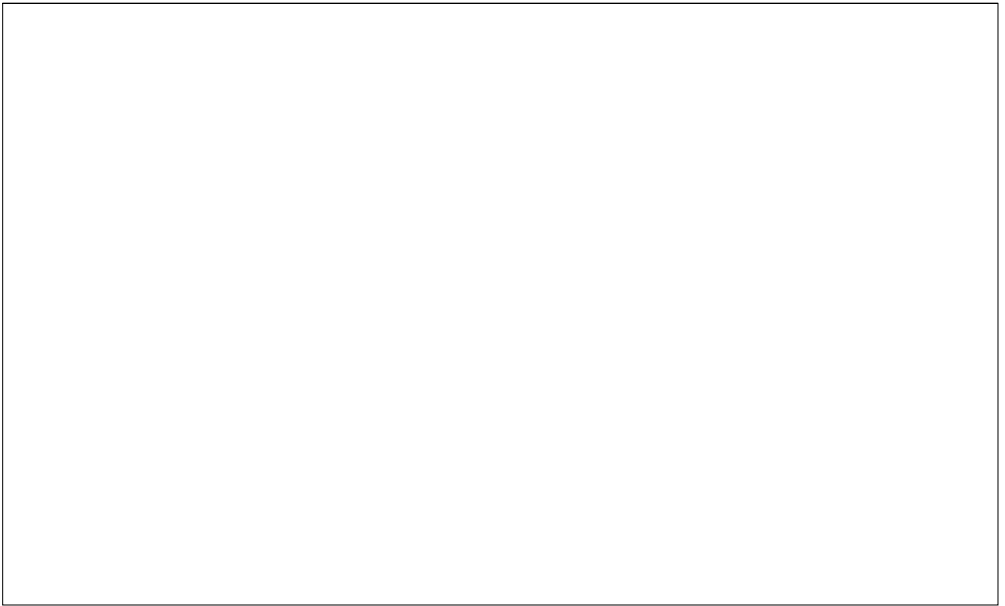
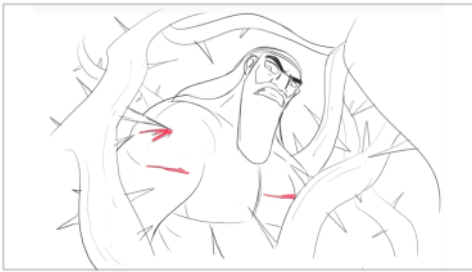
Seq	Scene	Panel
34	1280	1



Seq	Scene	Panel
34	1281	1



Seq	Scene	Panel
34	1282	1



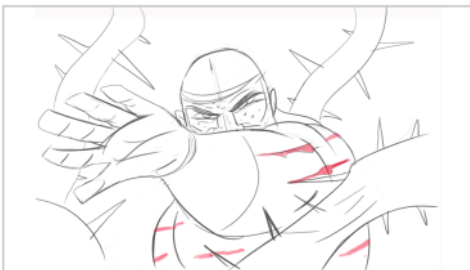
Seq	Scene	Panel
34	1283	1



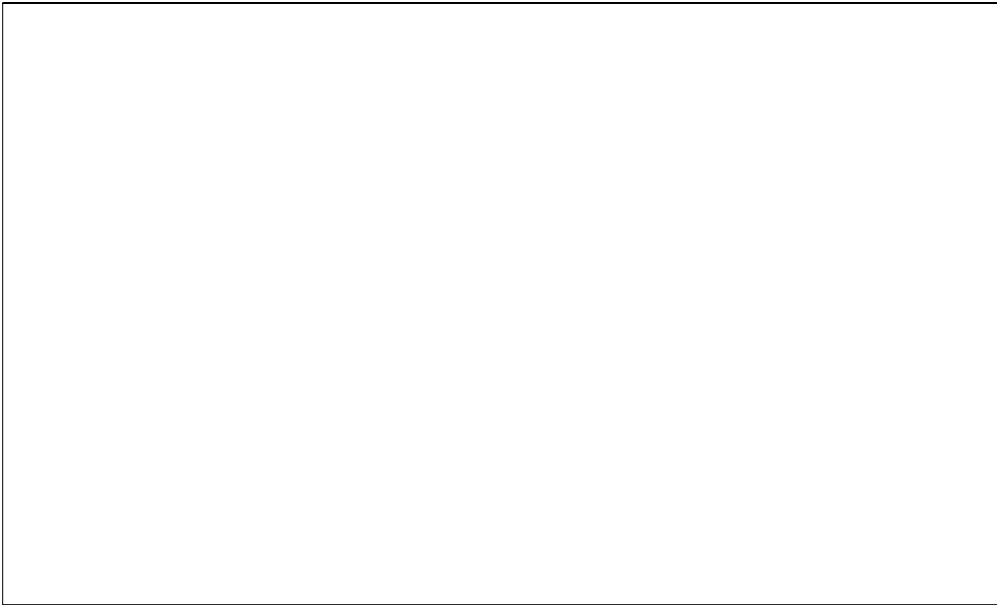
Seq	Scene	Panel
34	1284	1



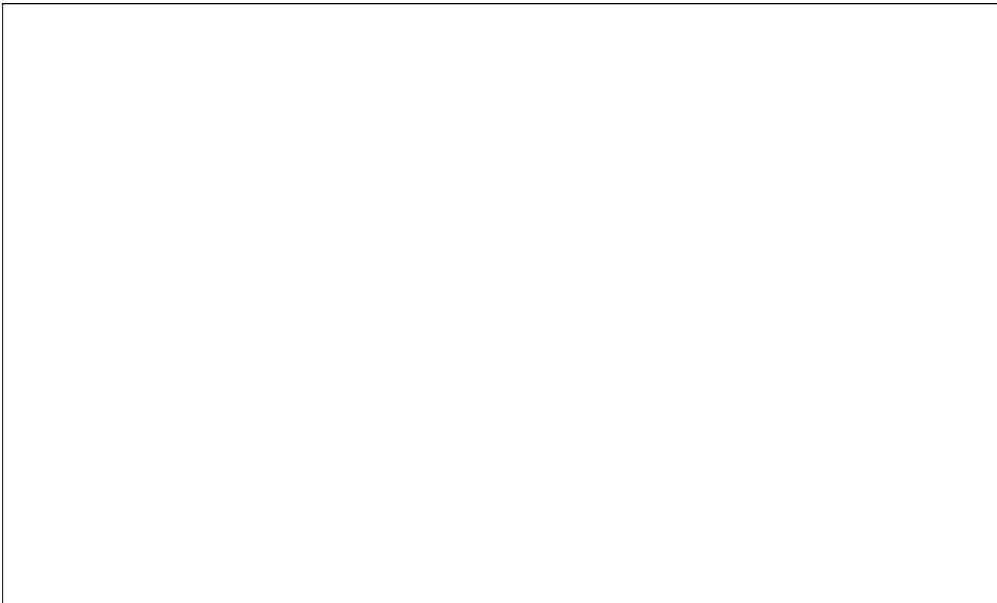
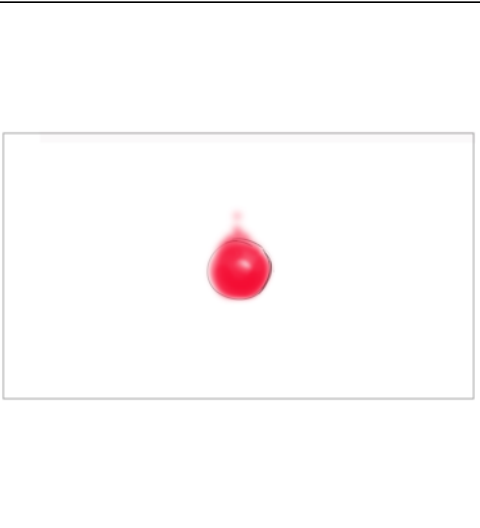
Seq	Scene	Panel
34	1285	1



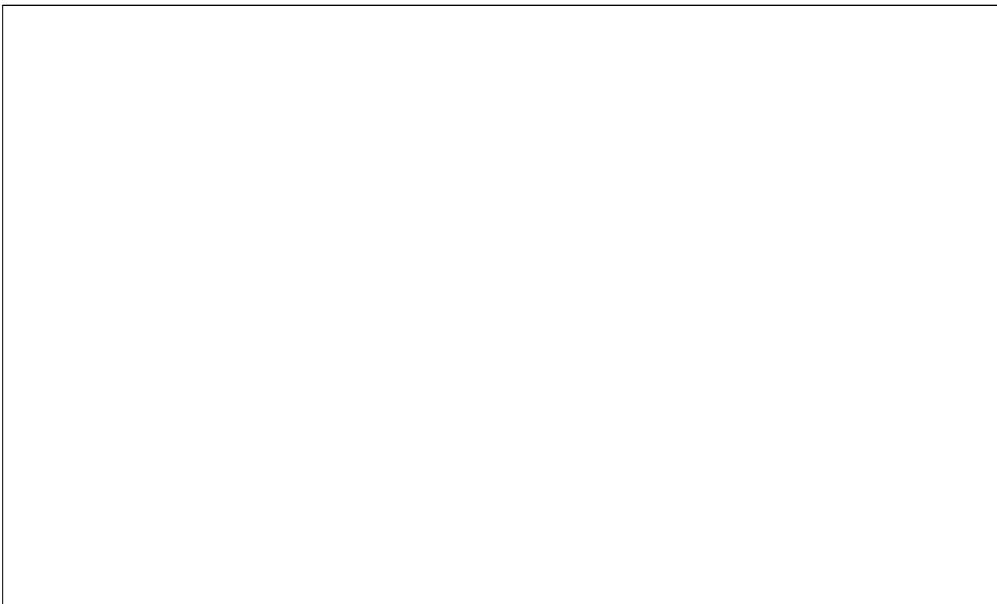
Seq	Scene	Panel
34	1285	2



Seq	Scene	Panel
34	1286	1



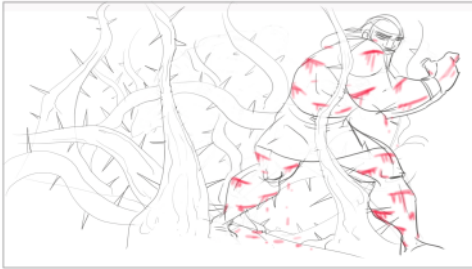
Seq	Scene	Panel
34	1286	2



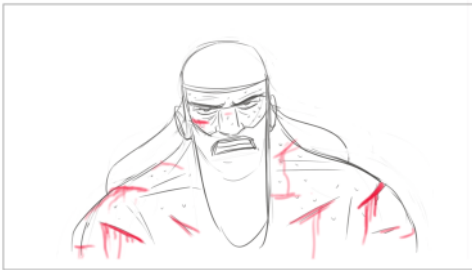
Seq	Scene	Panel
34	1287	1



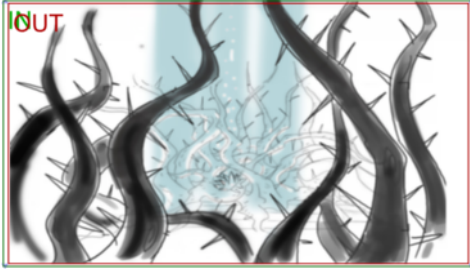
Seq	Scene	Panel
34	1287	2



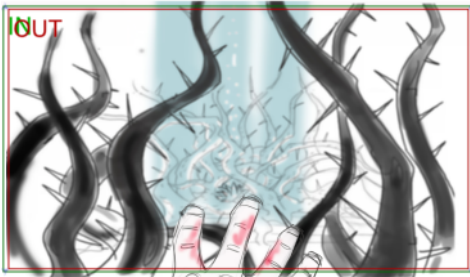
Seq	Scene	Panel
34	1288	1



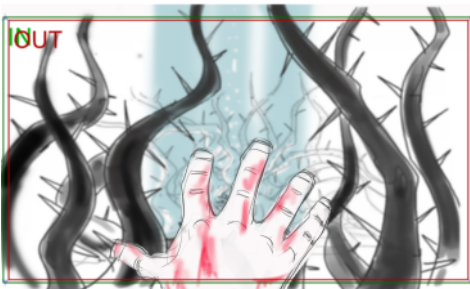
Seq	Scene	Panel
34	1289	1



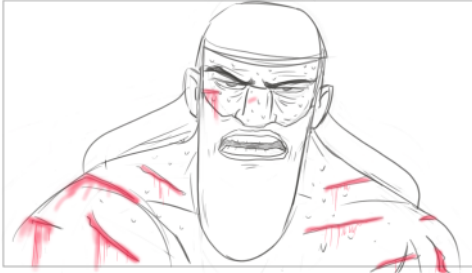
Seq	Scene	Panel
34	1289	2



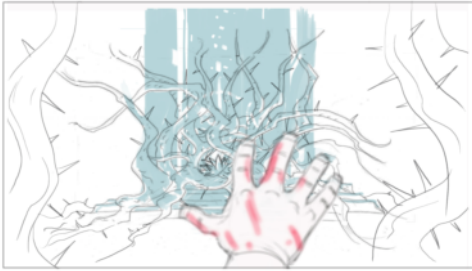
Seq	Scene	Panel
34	1289	3



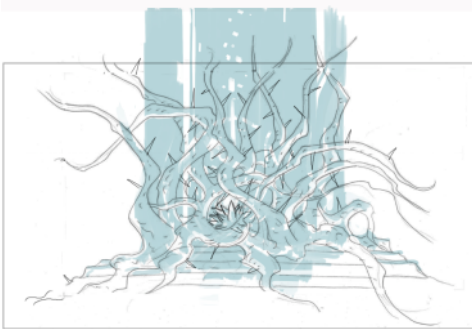
Seq	Scene	Panel
34	1290	1



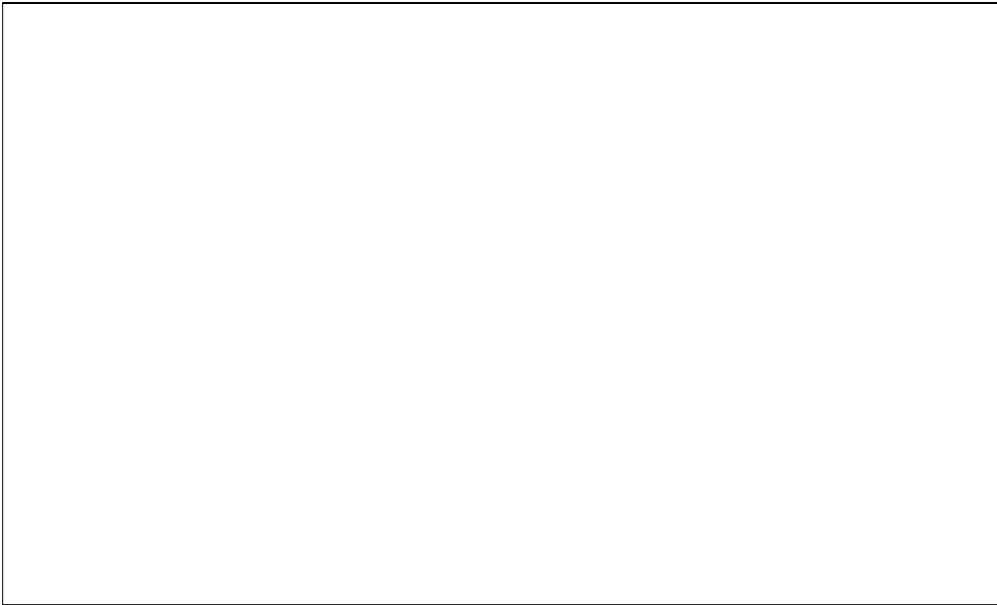
Seq	Scene	Panel
34	1291	1



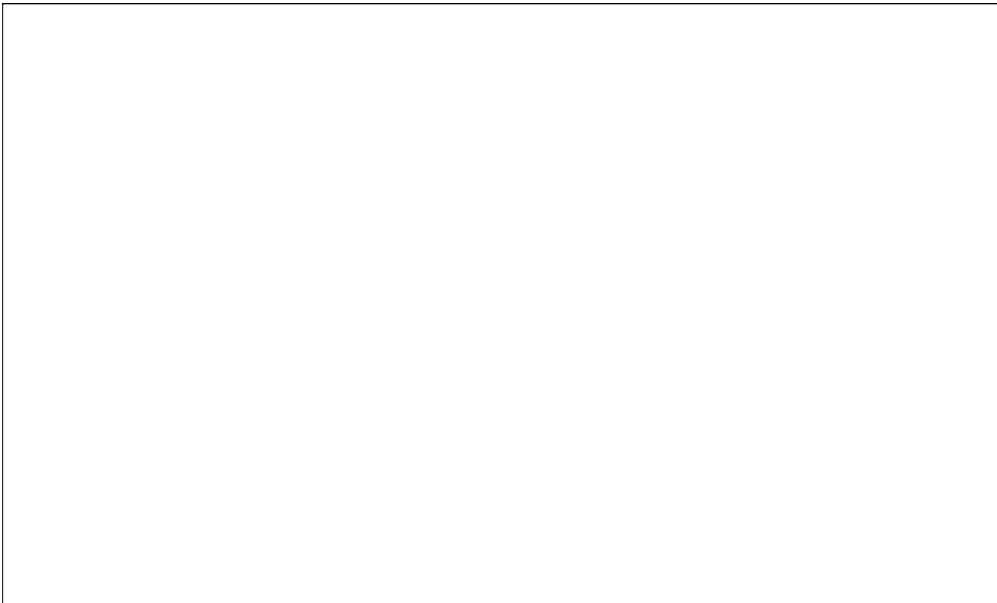
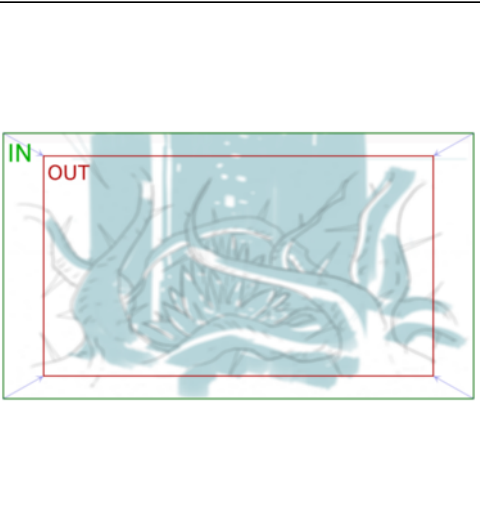
Seq	Scene	Panel
34	1291	2



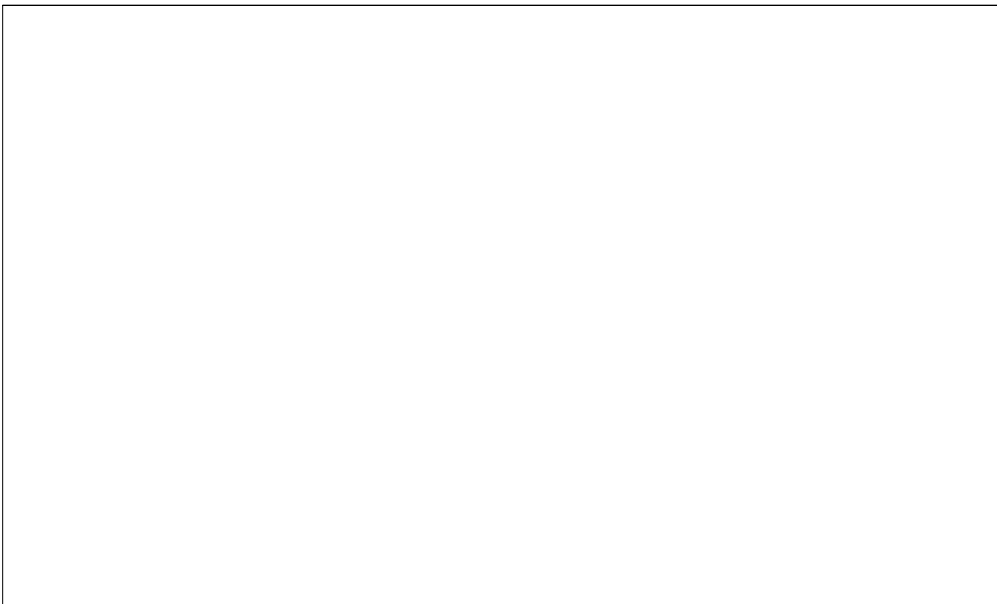
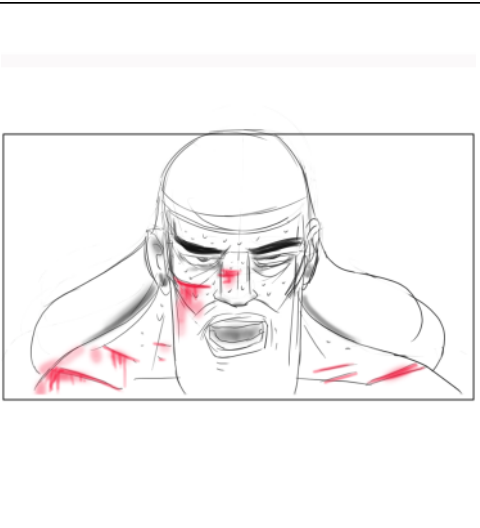
Seq	Scene	Panel
34	1292	1



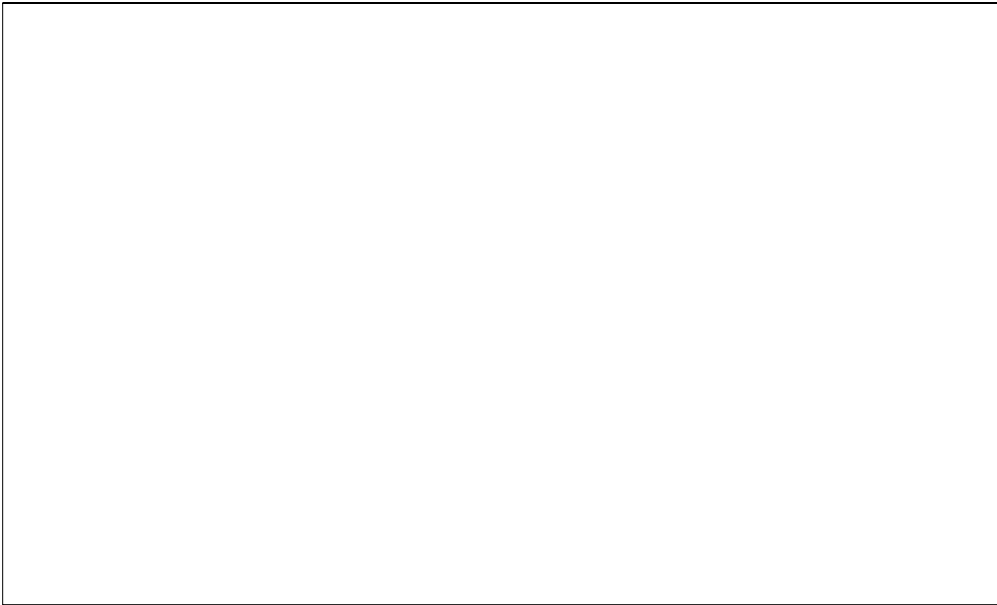
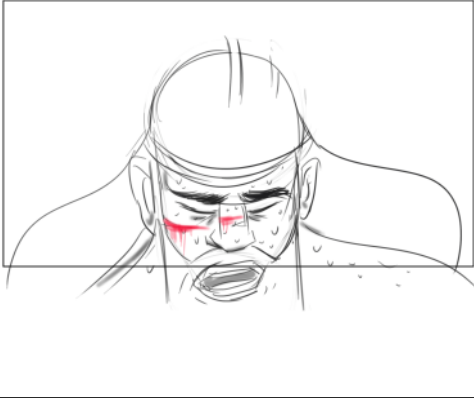
Seq	Scene	Panel
34	1293	1



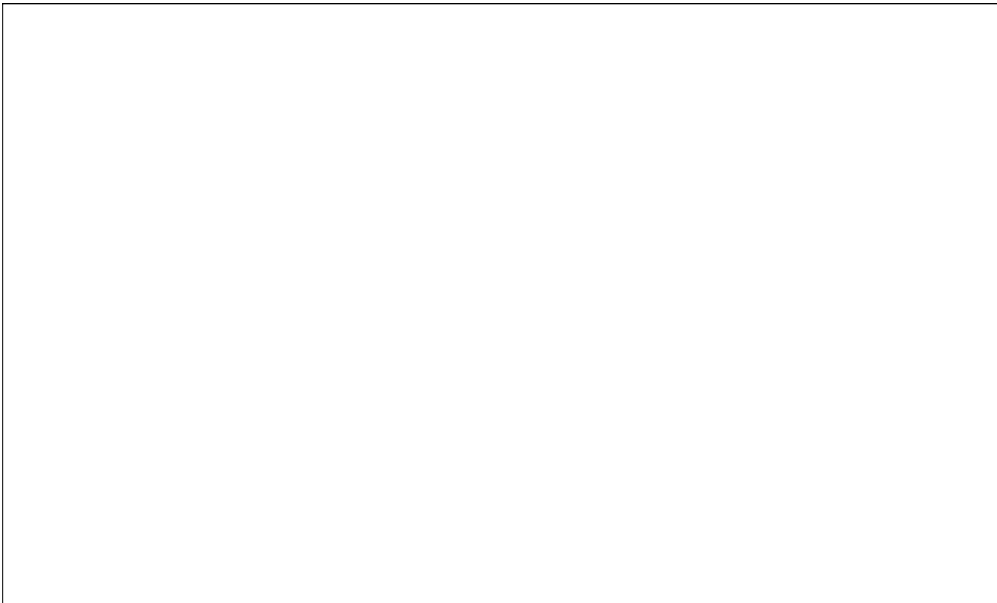
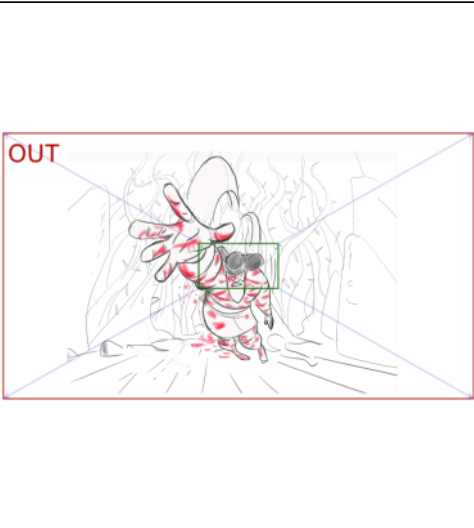
Seq	Scene	Panel
34	1294	1



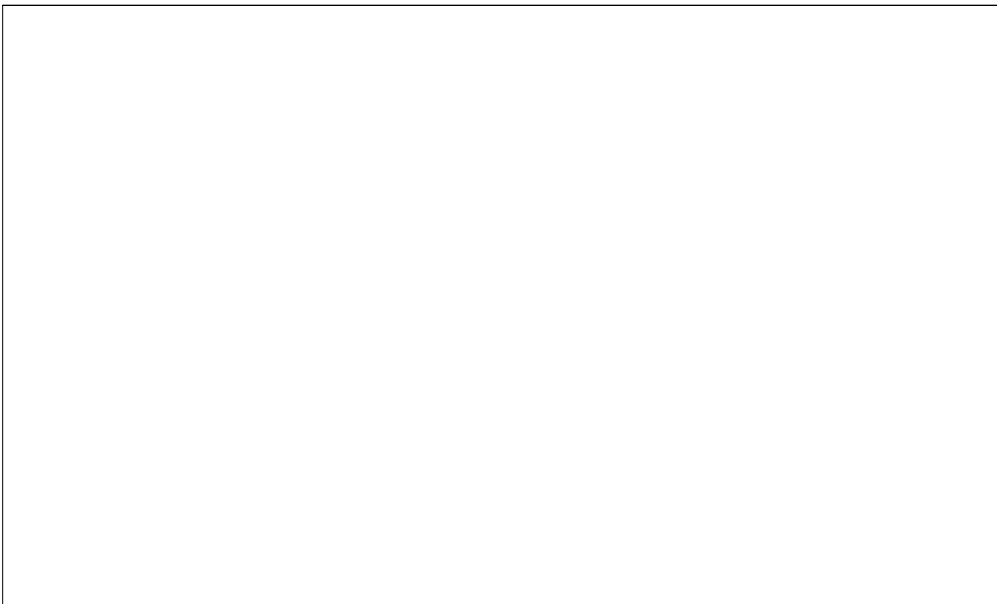
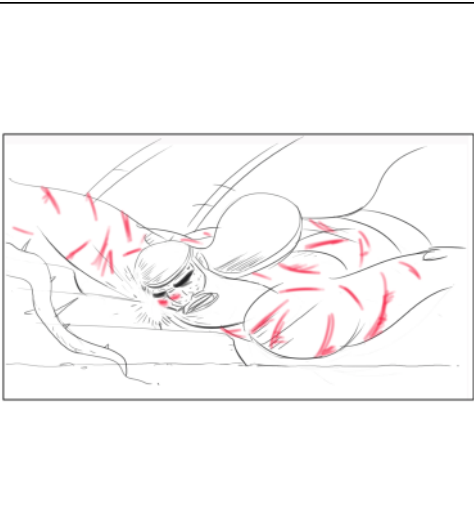
Seq	Scene	Panel
34	1294	2



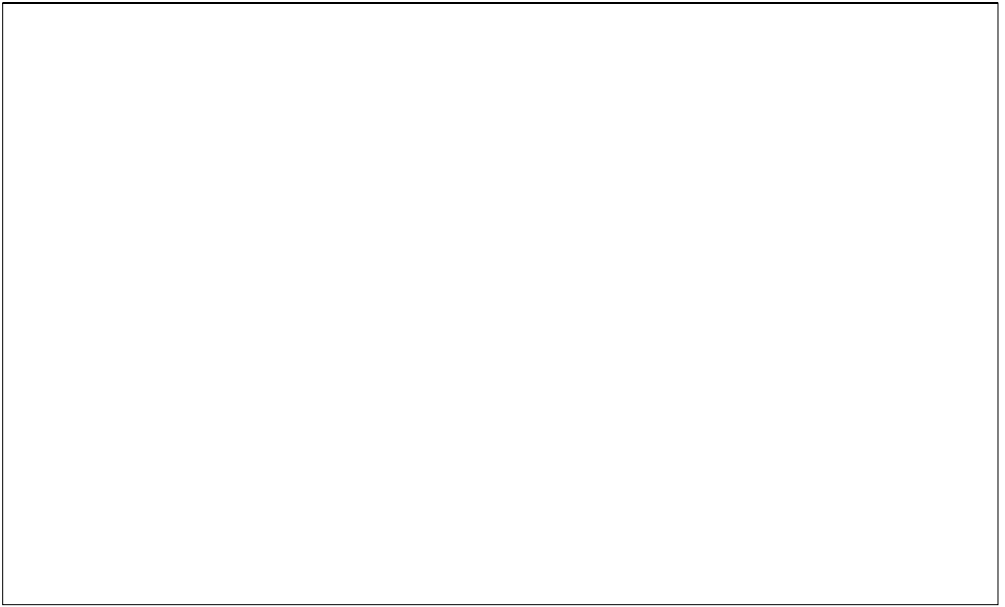
Seq	Scene	Panel
34	1294	3



Seq	Scene	Panel
34	1295	1



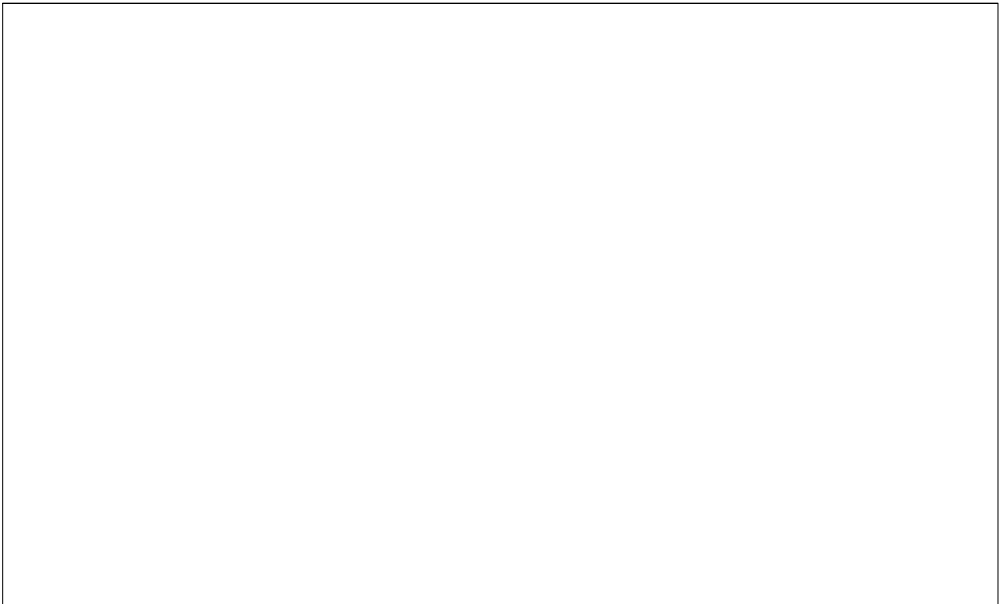
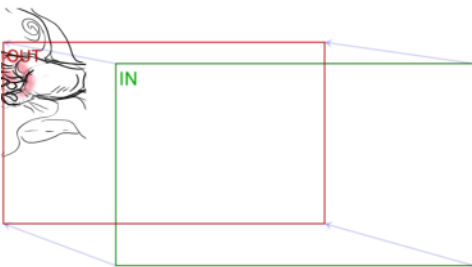
Seq	Scene	Panel
34	1295	2



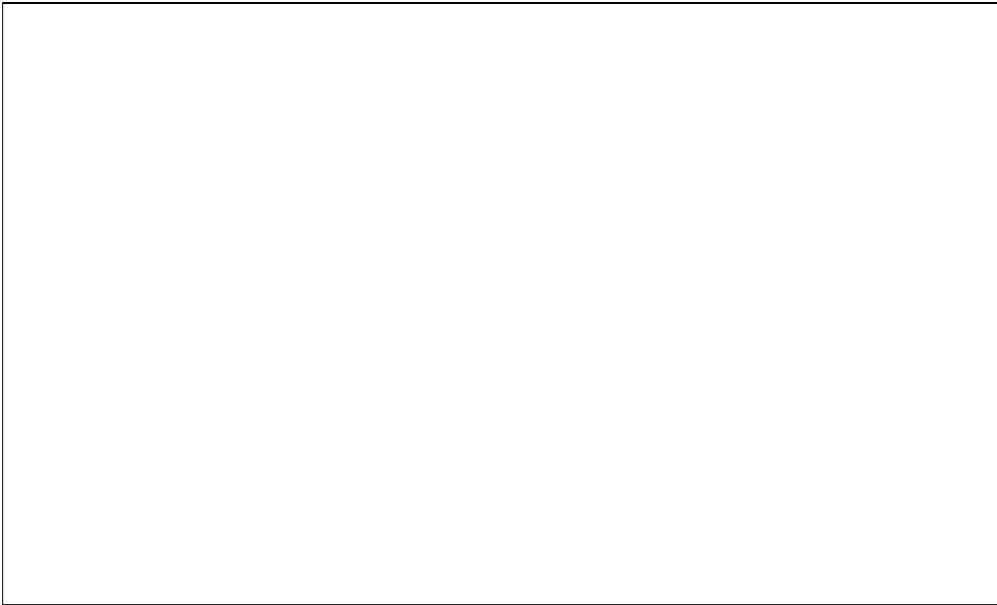
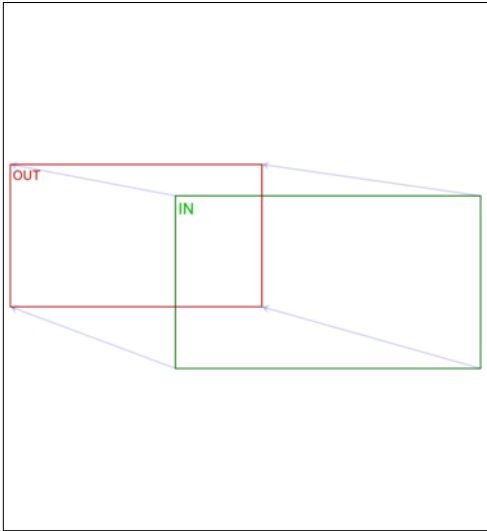
Seq	Scene	Panel
34	1295	3



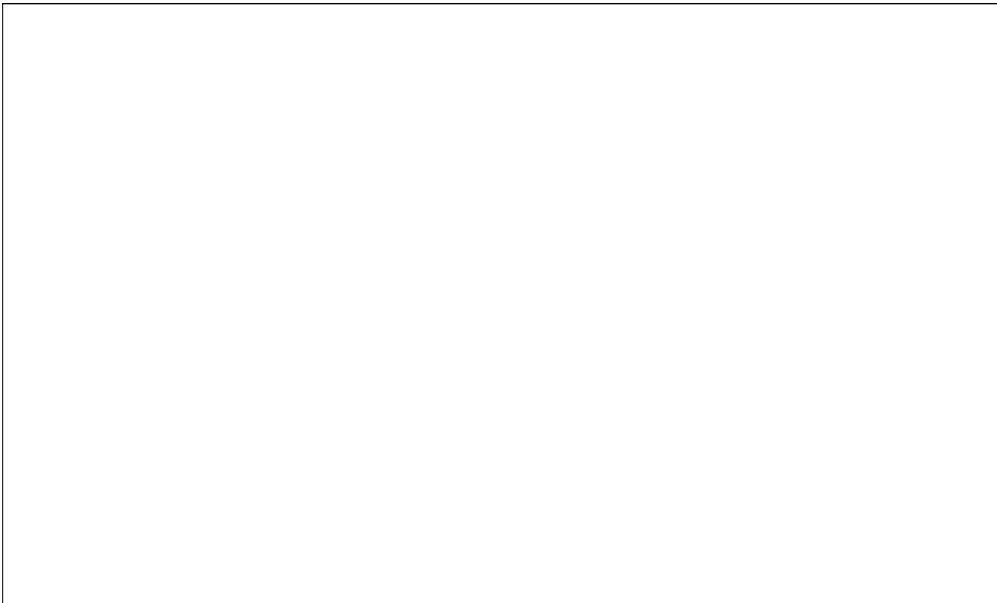
Seq	Scene	Panel
34	1295	4



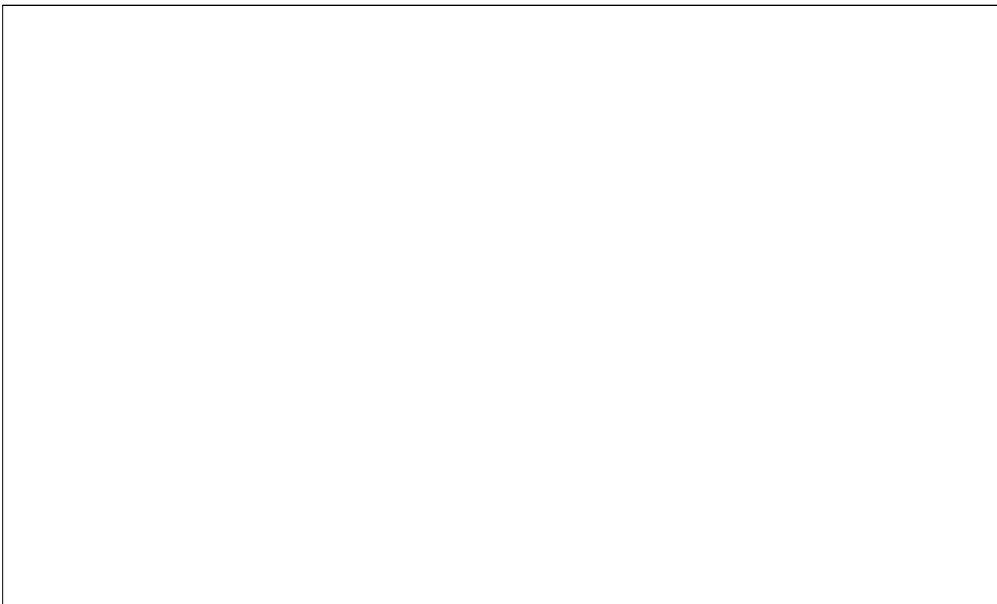
Seq	Scene	Panel
34	1295	5



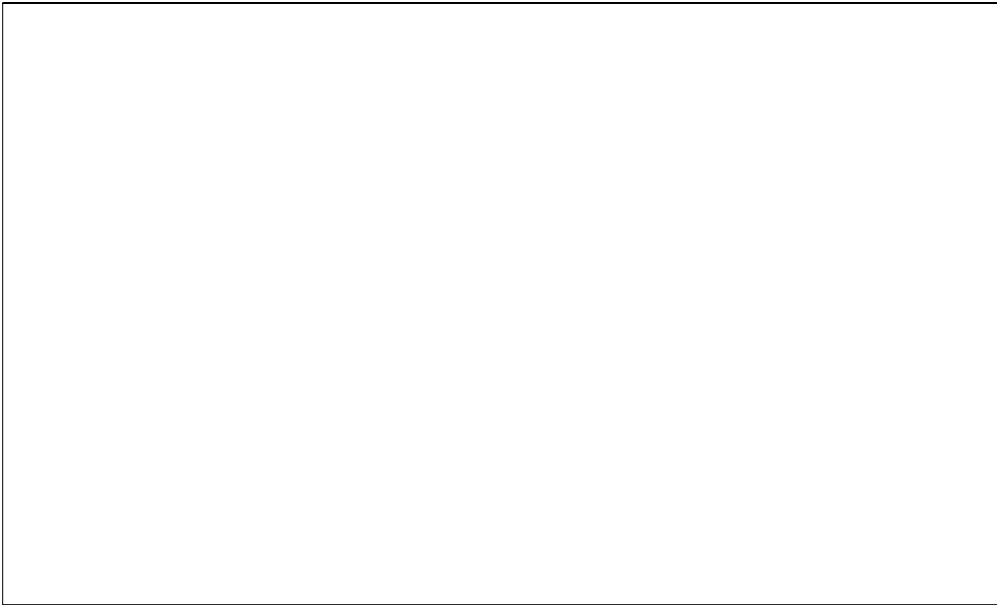
Seq	Scene	Panel
34	1296	1



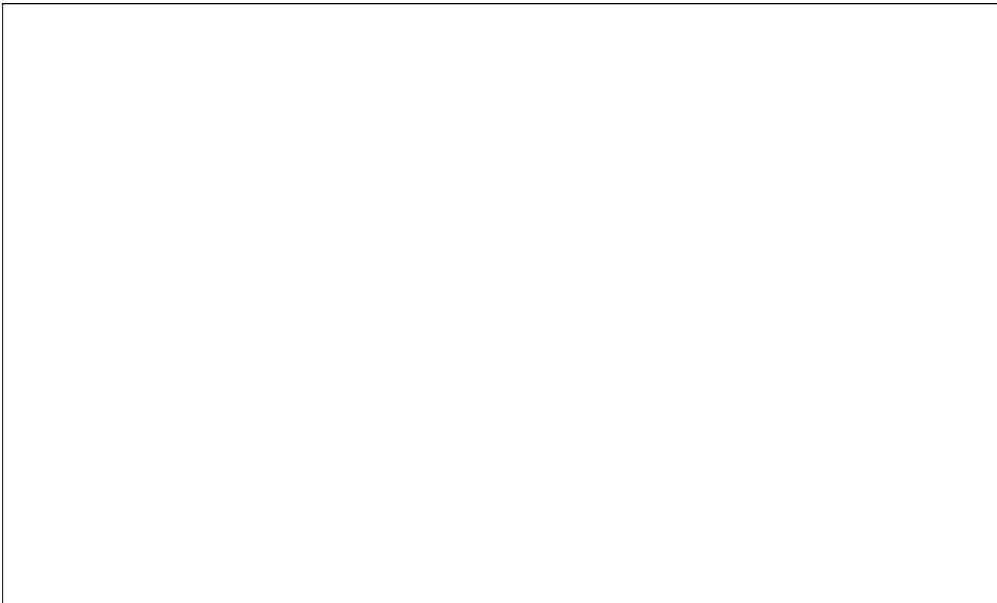
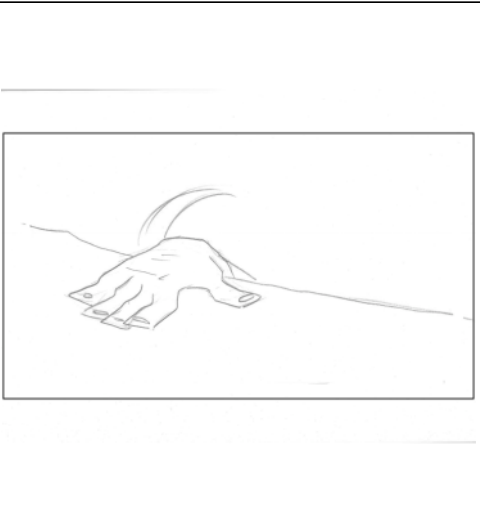
Seq	Scene	Panel
34	1296	2



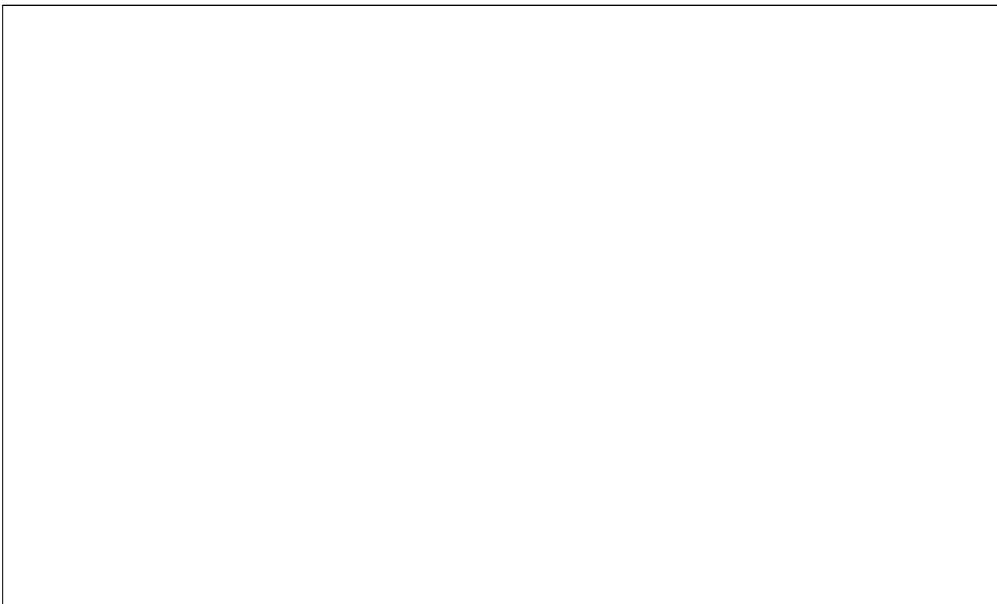
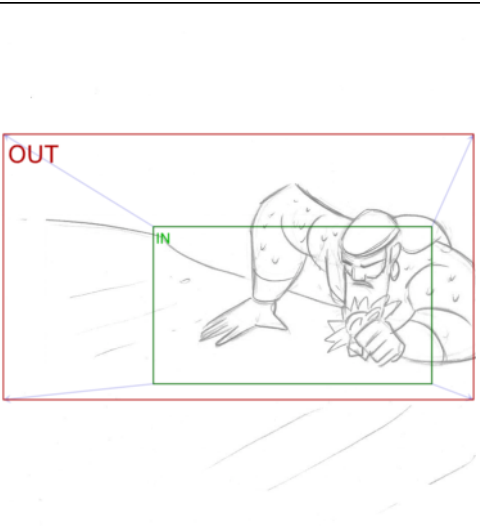
Seq	Scene	Panel
34	1297	1



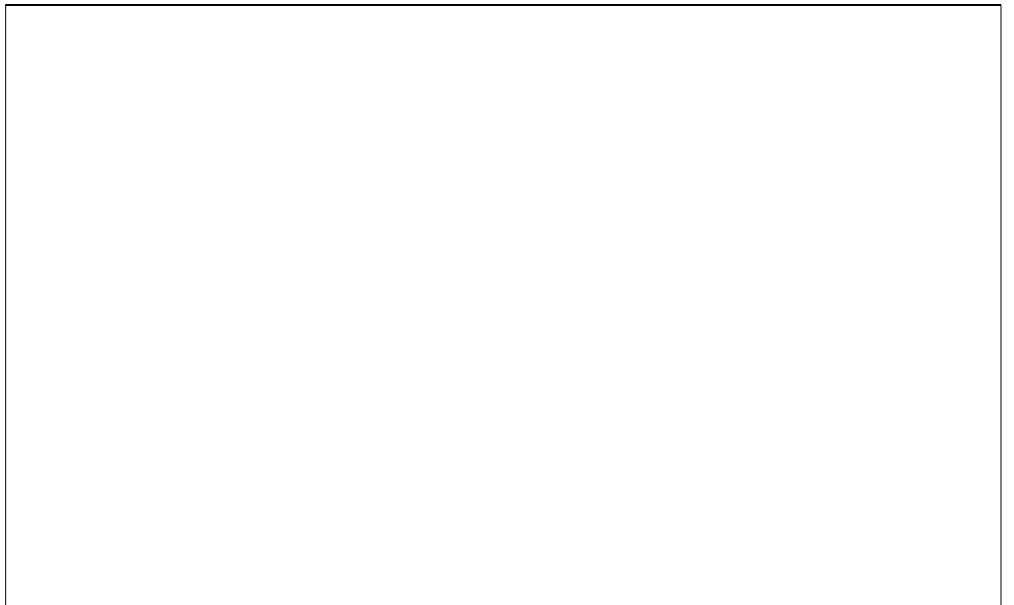
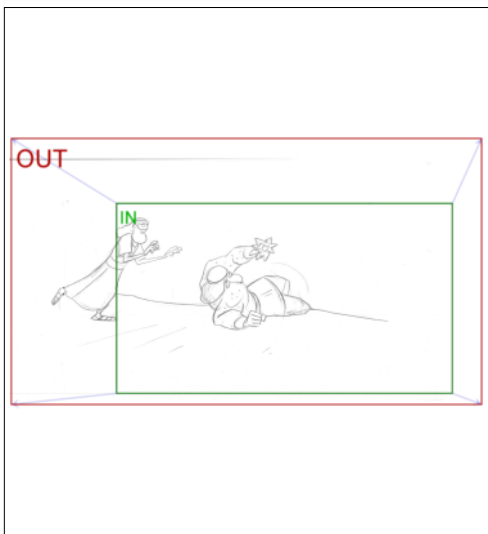
Seq	Scene	Panel
34	1297	2



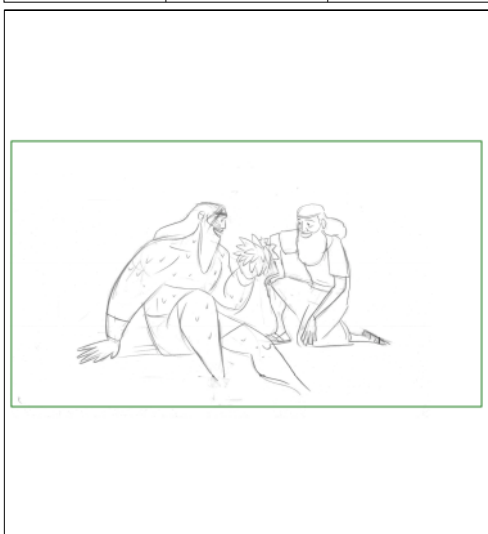
Seq	Scene	Panel
34	1297	3



Seq	Scene	Panel
34	1297	4

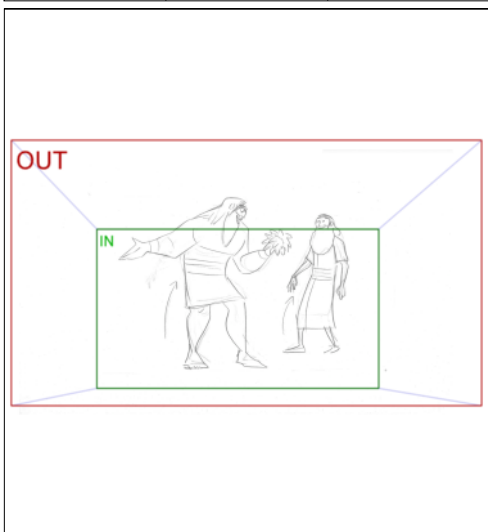


Seq	Scene	Panel
34	1298	1



Dialog
 GILGAMESH (ansioso)
 Urshanabi, esta es una planta maravillosa, la planta que quita la ansiedad por la muerte.

Seq	Scene	Panel
34	1298	2



Dialog
 GILGAMESH (ansioso)
 Gracias a ella, el hombre renueva su vida.

Seq	Scene	Panel
34	1298	3

**Dialog**

GILGAMESH (ansioso)

La llevaré a Uruk, la compartiré con mi pueblo

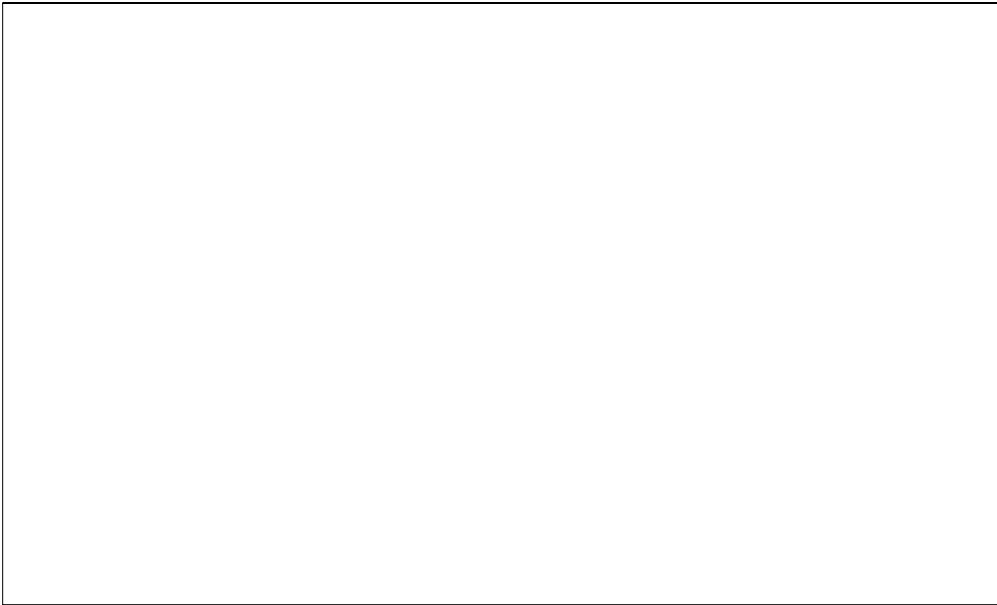
Seq	Scene	Panel
34	1299	1

**Dialog**

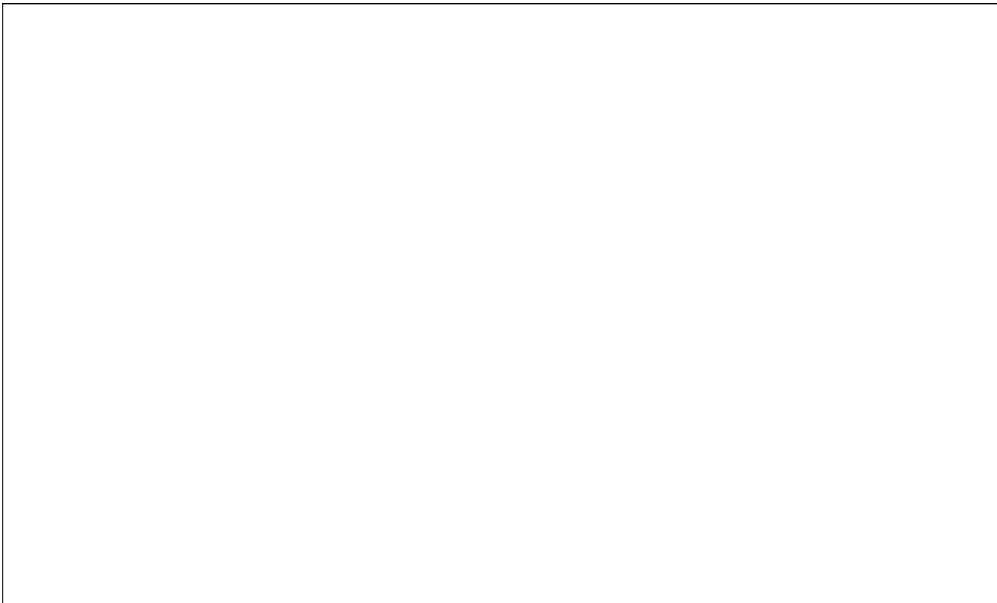
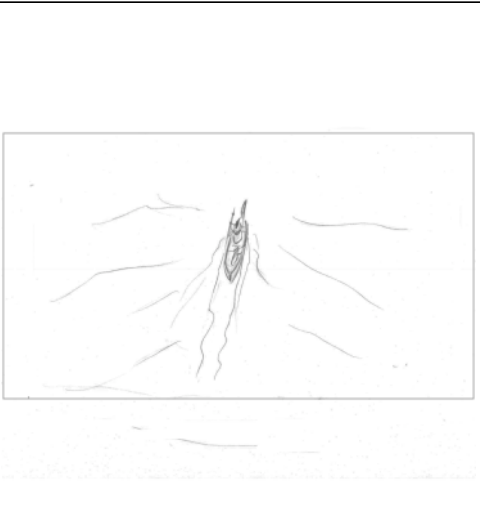
GILGAMESH (ansioso)

la comeré y con cada trozo volveré a mi juventud para siempre.

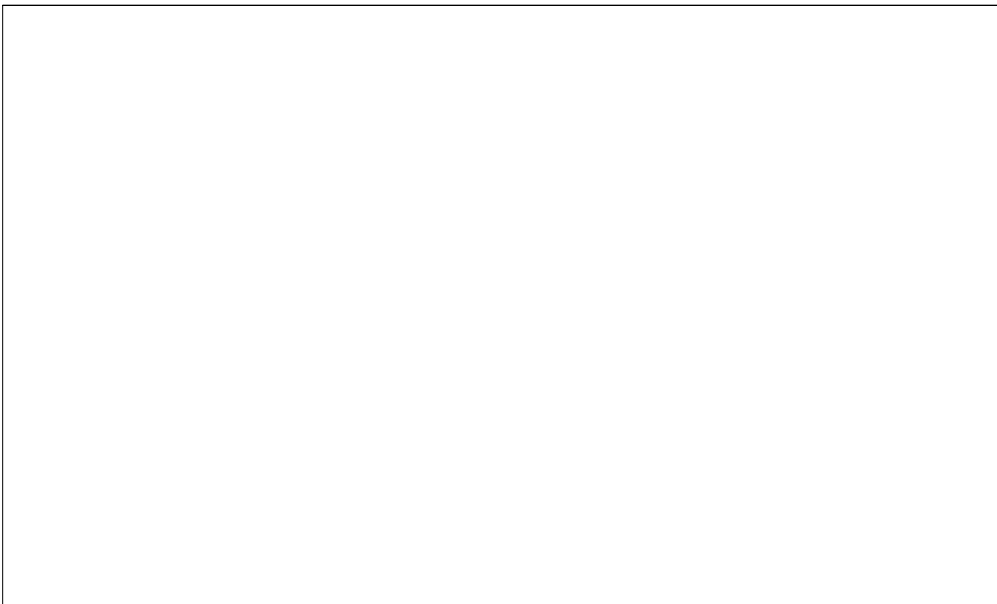
Seq	Scene	Panel
35	1300	1



Seq	Scene	Panel
35	1300	2

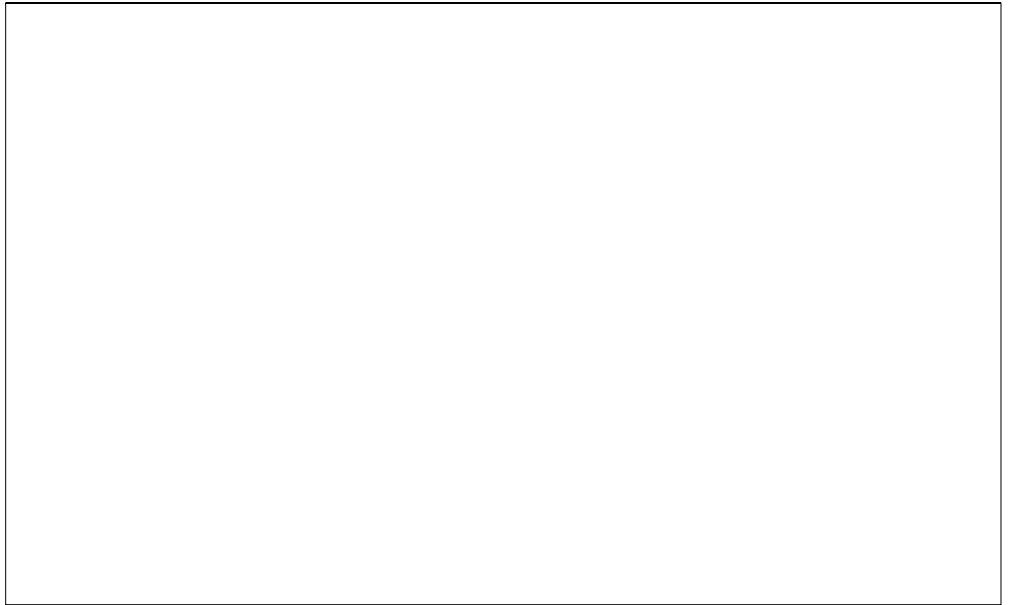
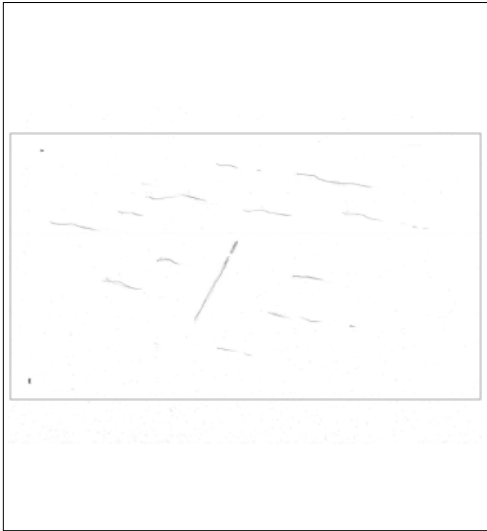


Seq	Scene	Panel
35	1300	3

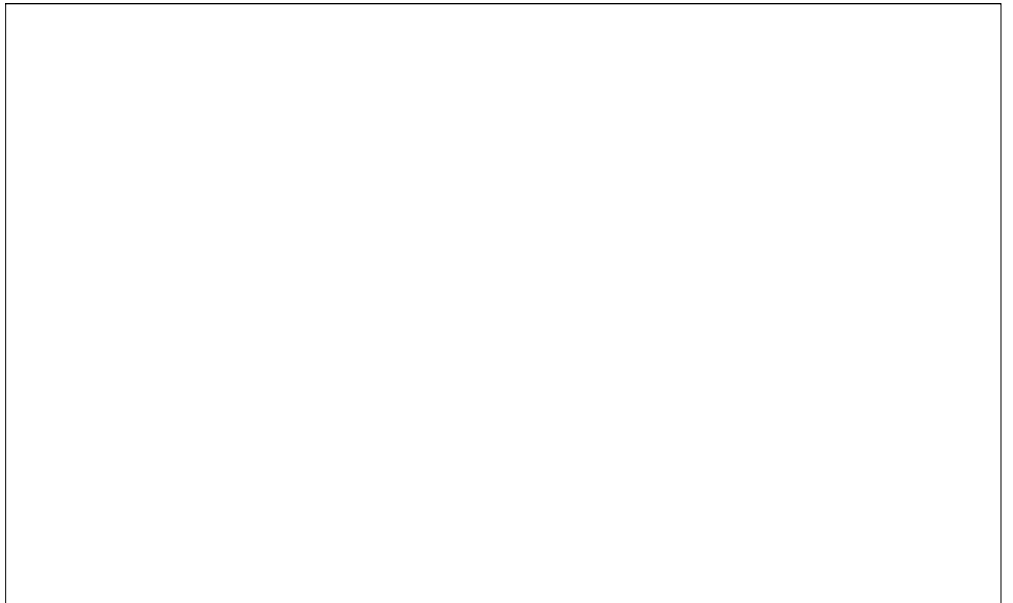
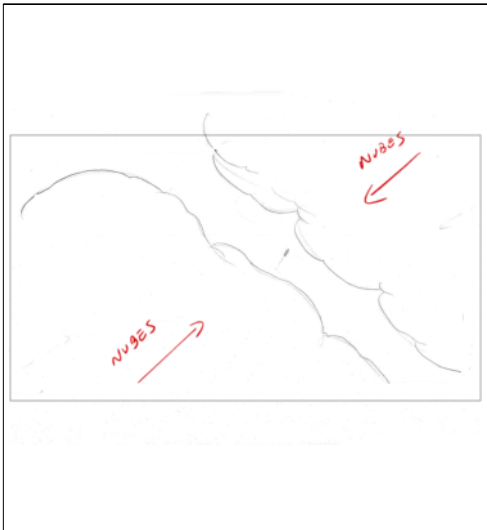




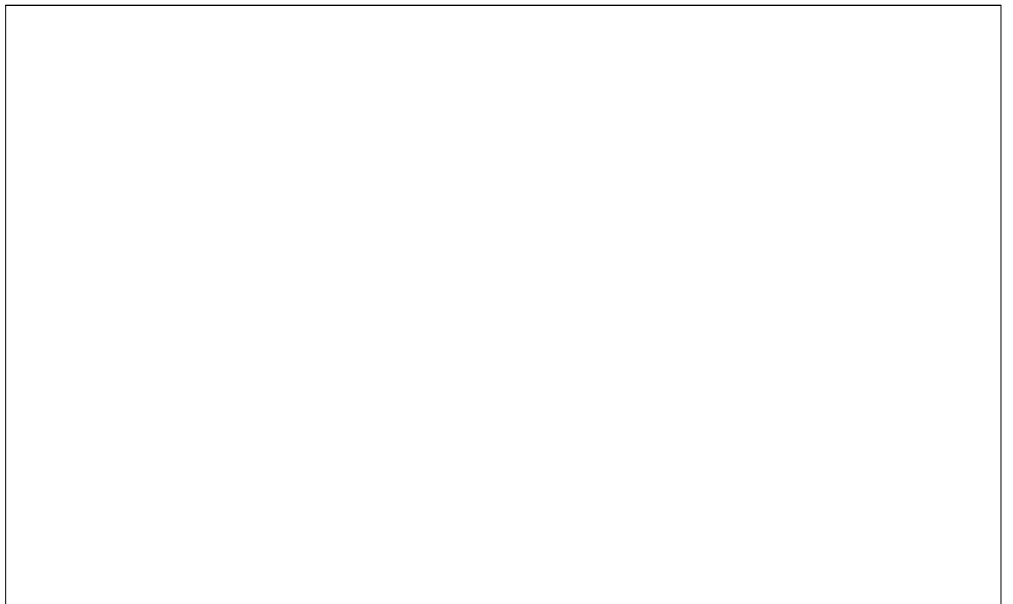
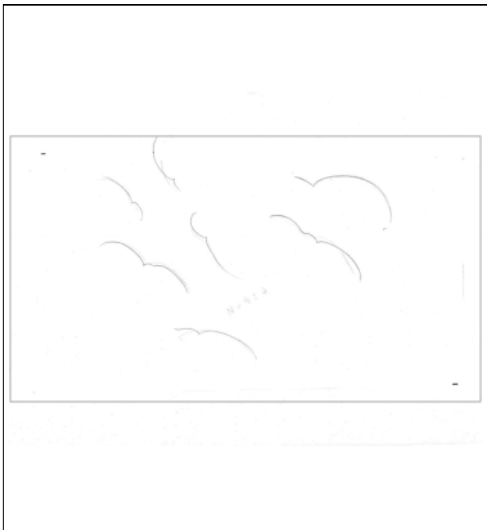
Seq	Scene	Panel
35	1300	4



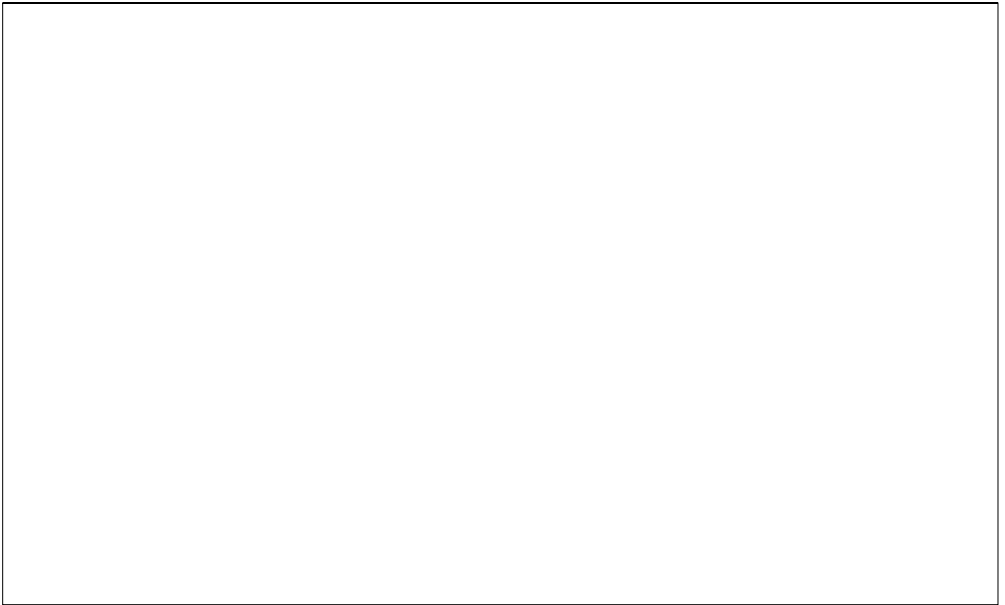
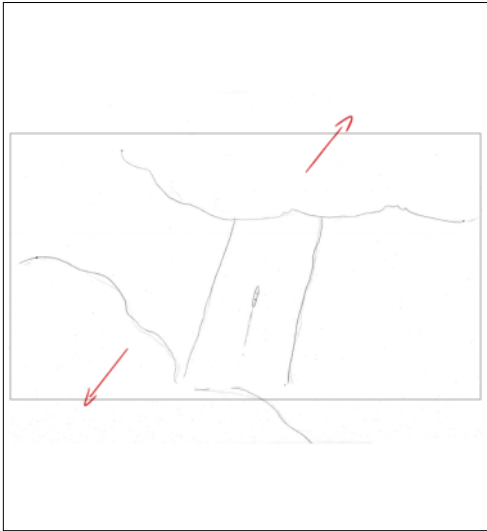
Seq	Scene	Panel
35	1300	5



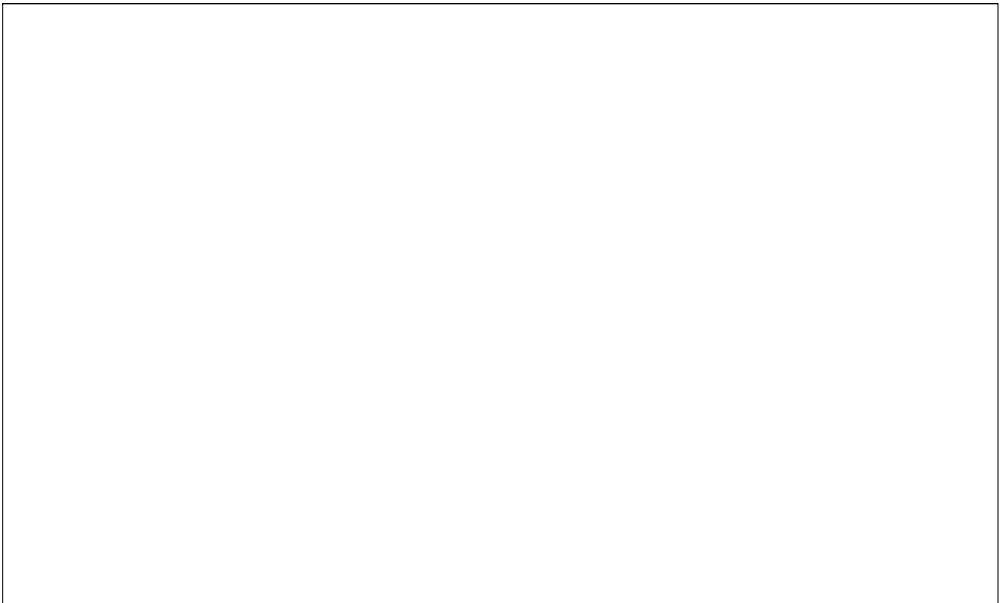
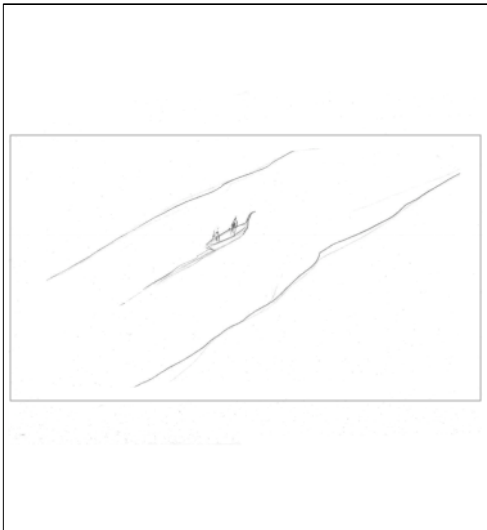
Seq	Scene	Panel
35	1300	6



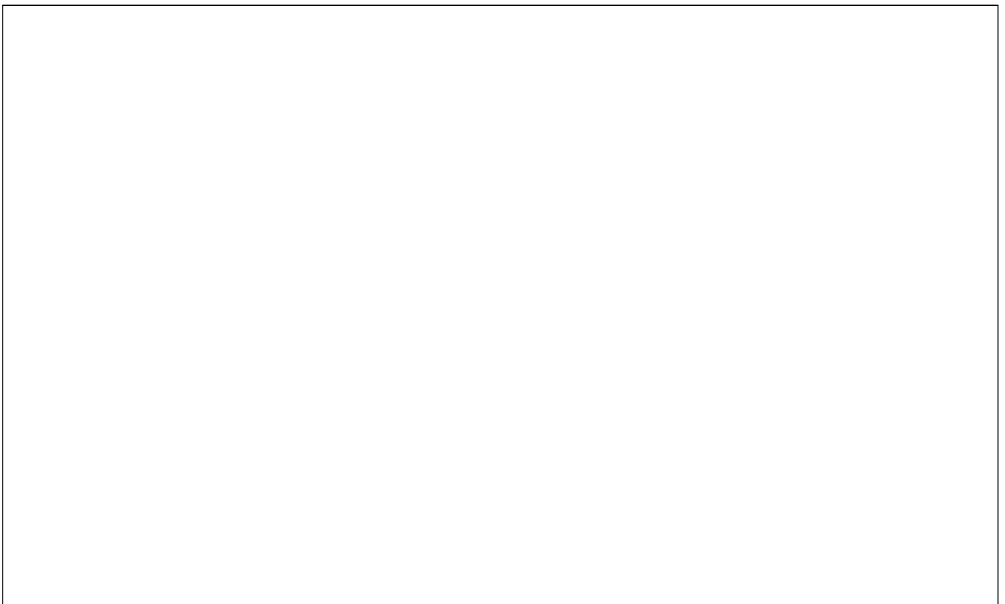
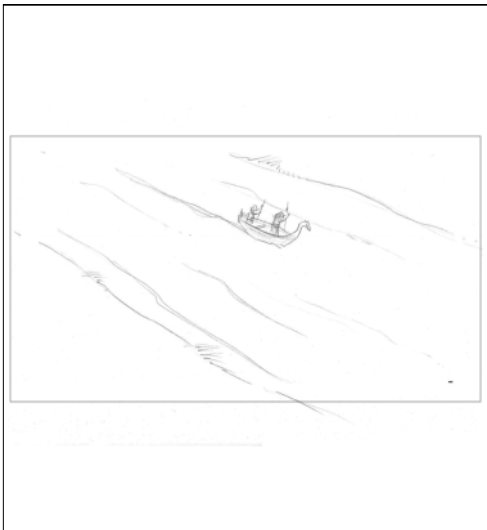
Seq	Scene	Panel
35	1300	7



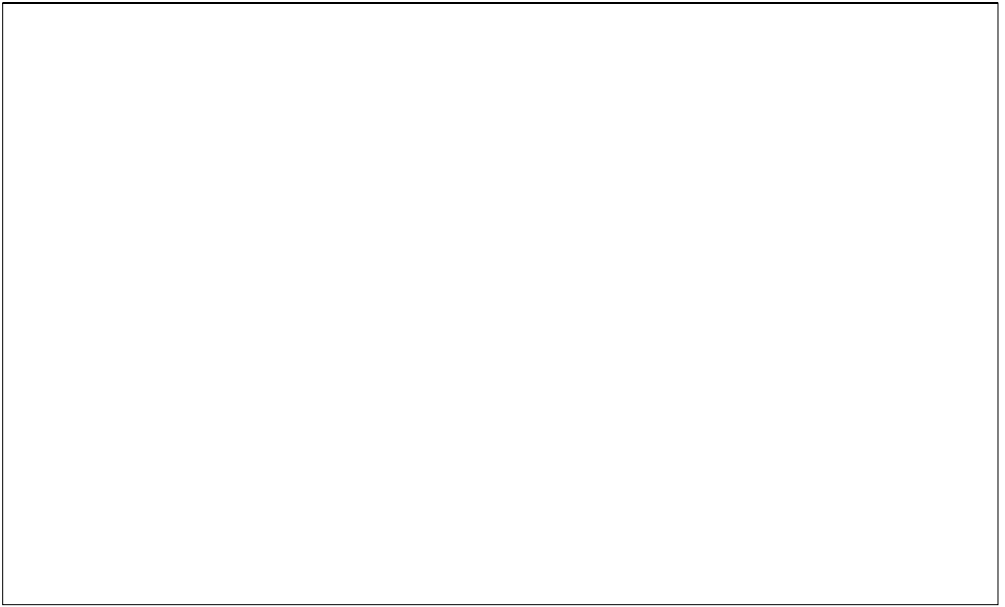
Seq	Scene	Panel
35	1301	1



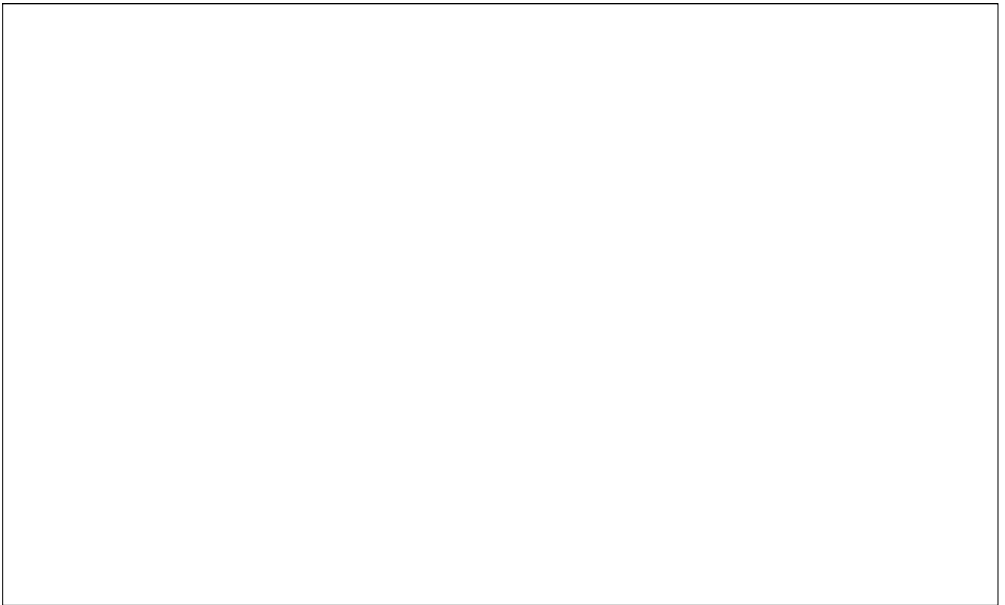
Seq	Scene	Panel
35	1302	1



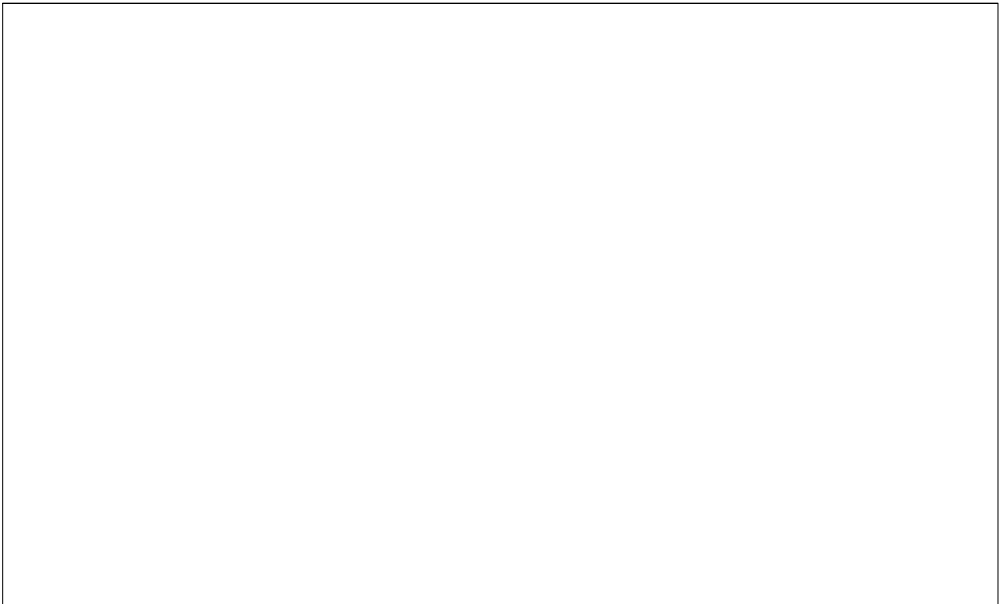
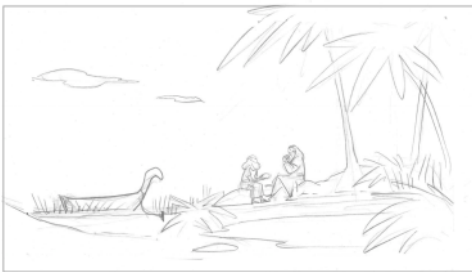
Seq	Scene	Panel
35	1303	1



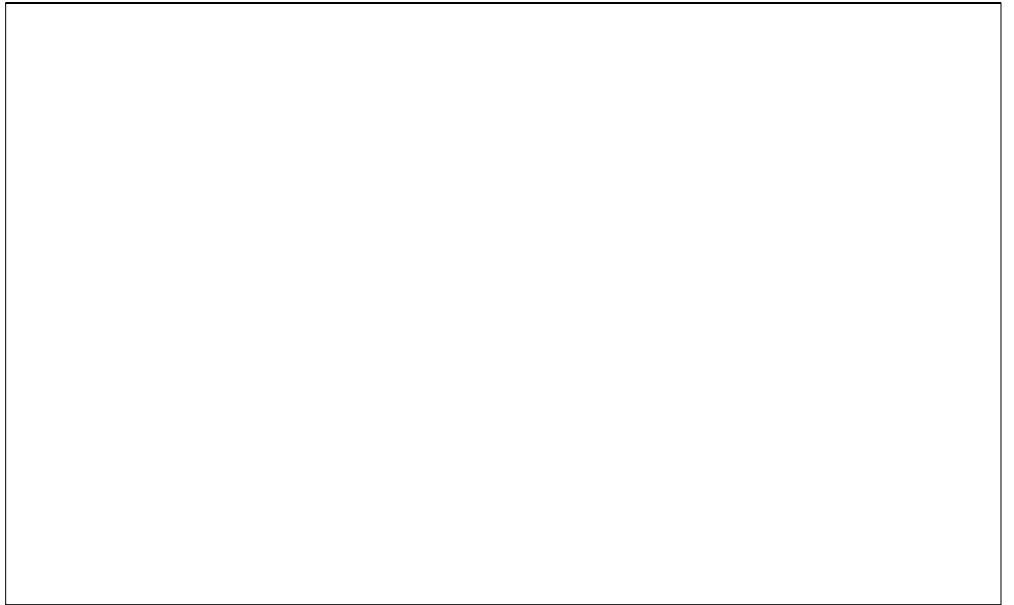
Seq	Scene	Panel
35	1304	1



Seq	Scene	Panel
35	1305	1



Seq	Scene	Panel
35	1306	1

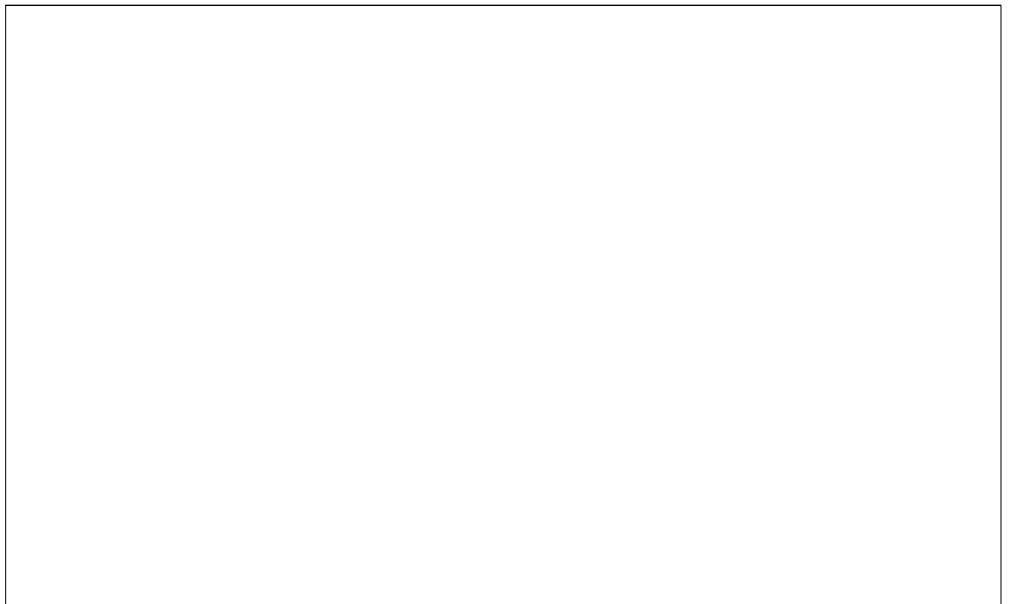


Seq	Scene	Panel
35	1306	2

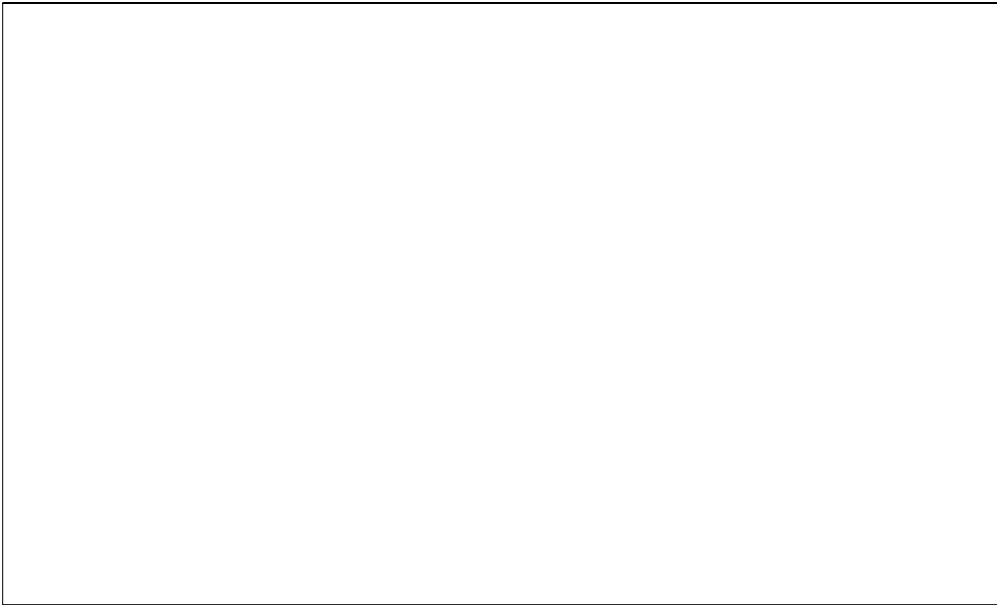


Dialog
GILGAMESH:
URSHANABI, VOY A REFRESCARME A LA AGUADA. AÍN NS QUEDA UN LARGO VIAJE.

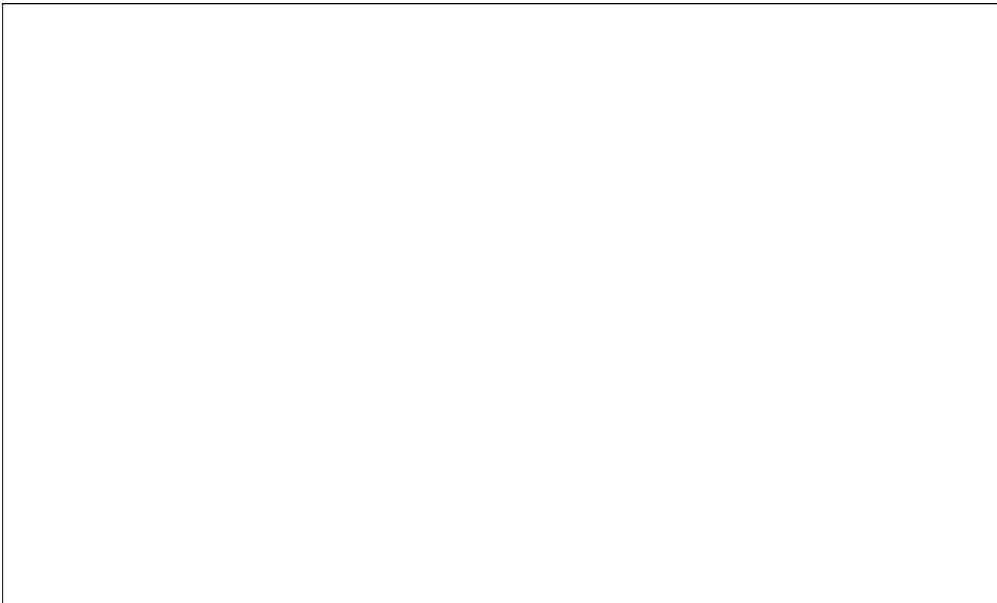
Seq	Scene	Panel
35	1306	3



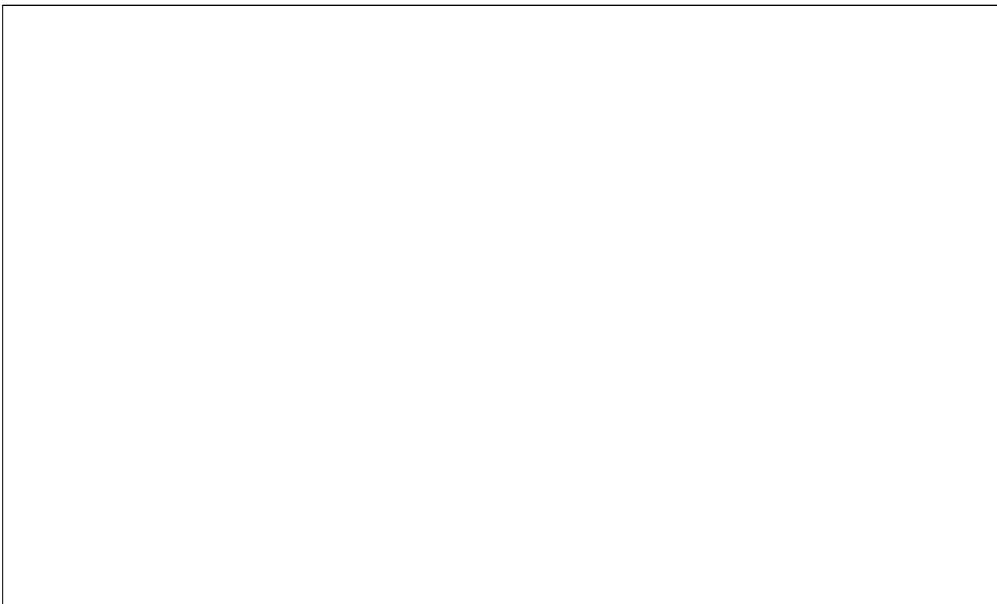
Seq	Scene	Panel
35	1307	1



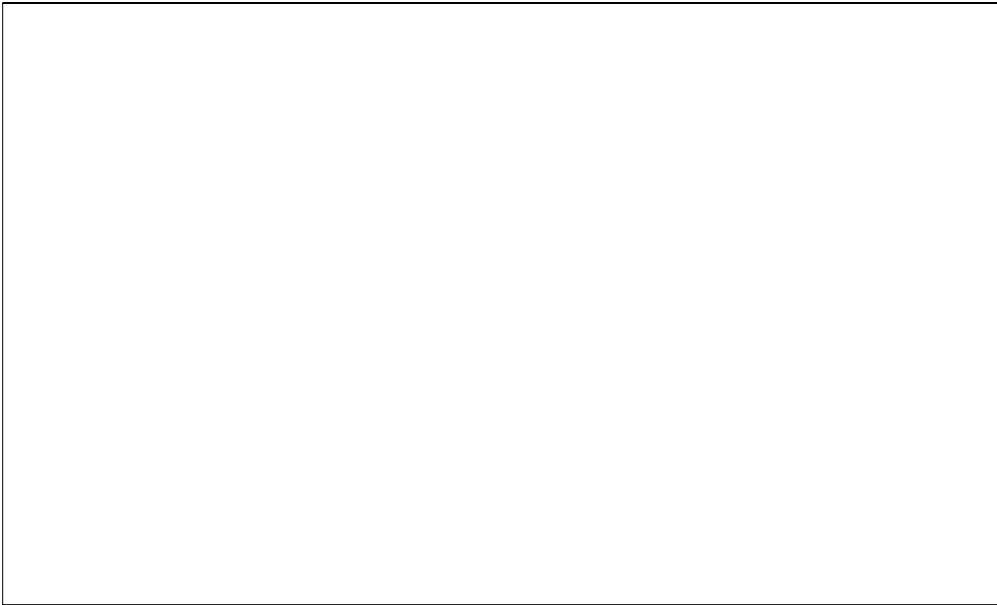
Seq	Scene	Panel
35	1307	2



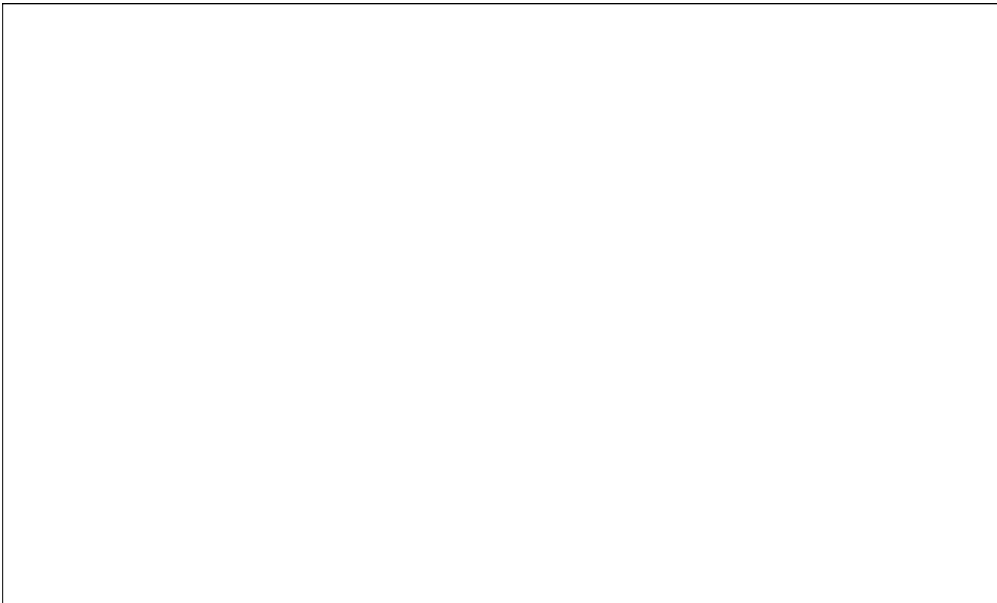
Seq	Scene	Panel
35	1308	1



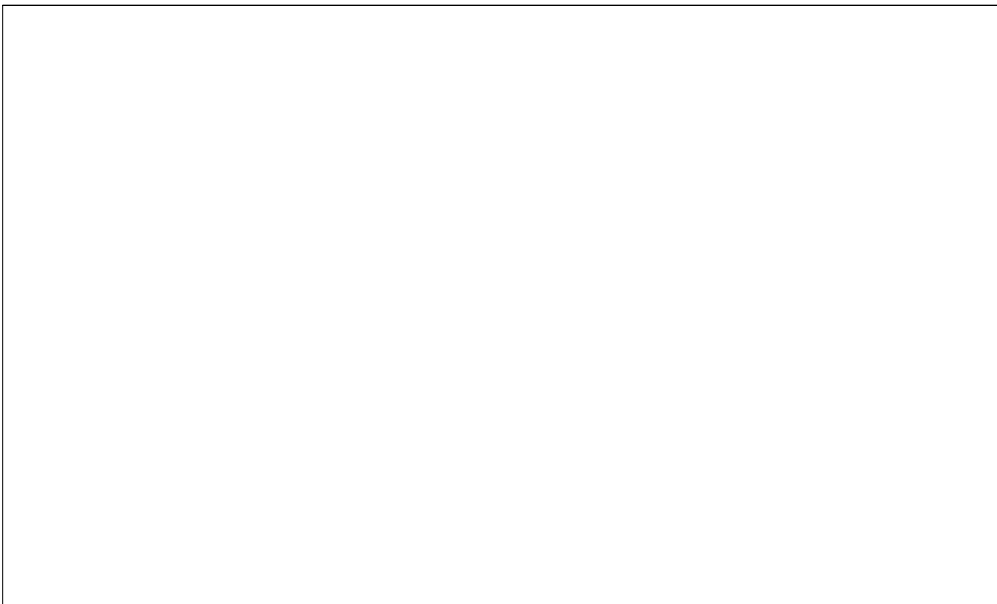
Seq	Scene	Panel
35	1308	2



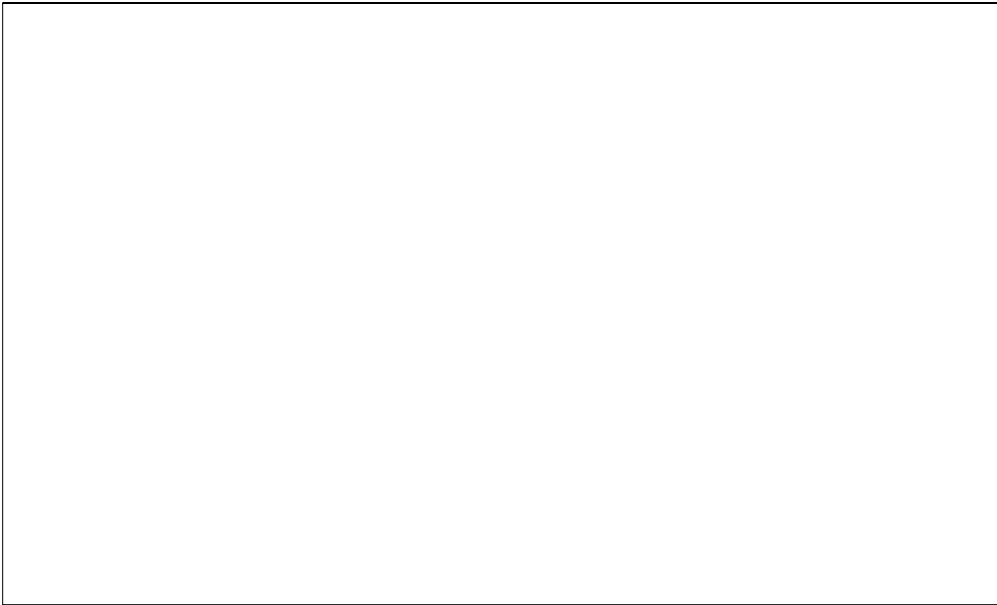
Seq	Scene	Panel
35	1309	1



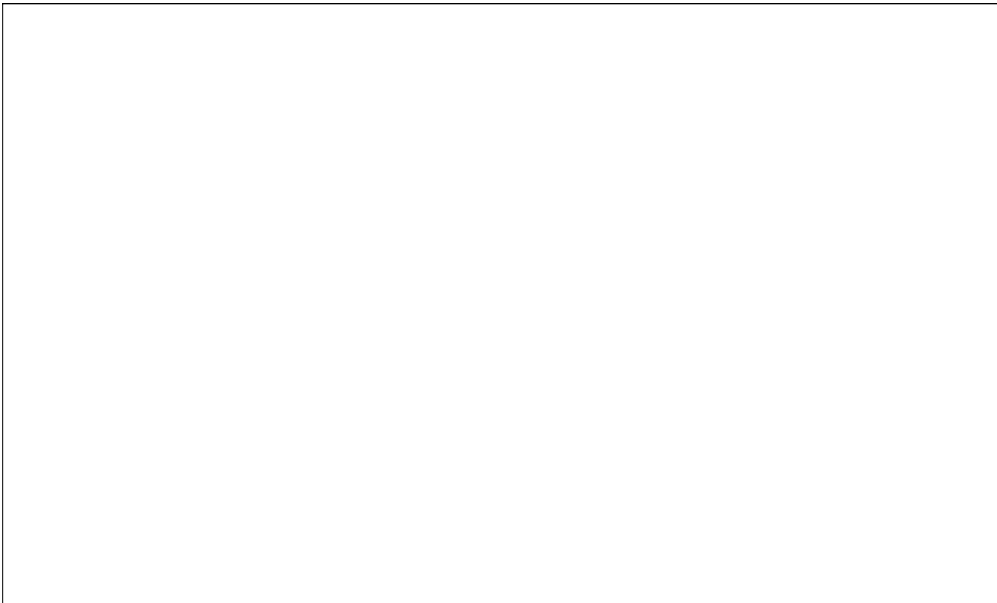
Seq	Scene	Panel
35	1310	1



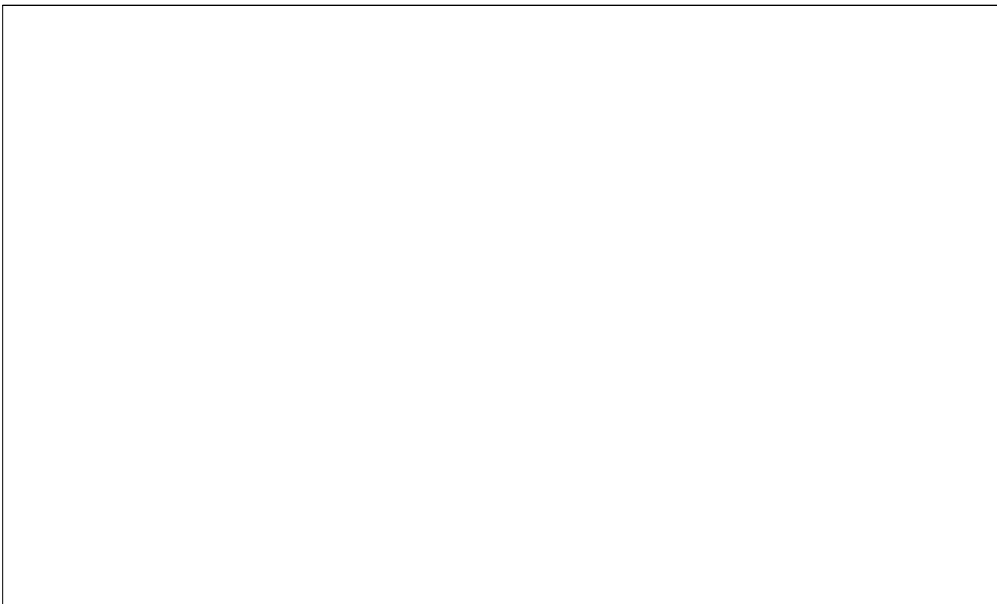
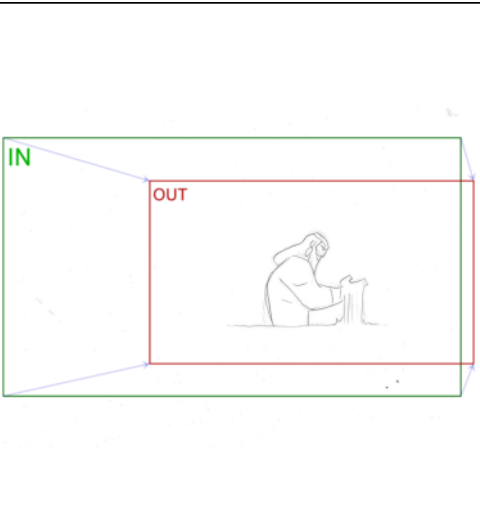
Seq	Scene	Panel
35	1311	1



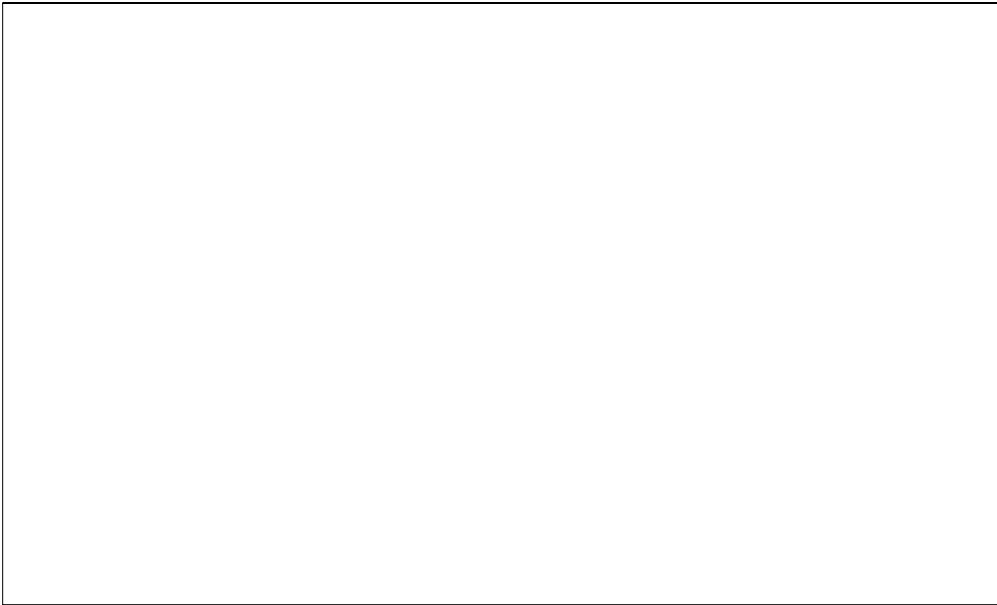
Seq	Scene	Panel
35	1311	2



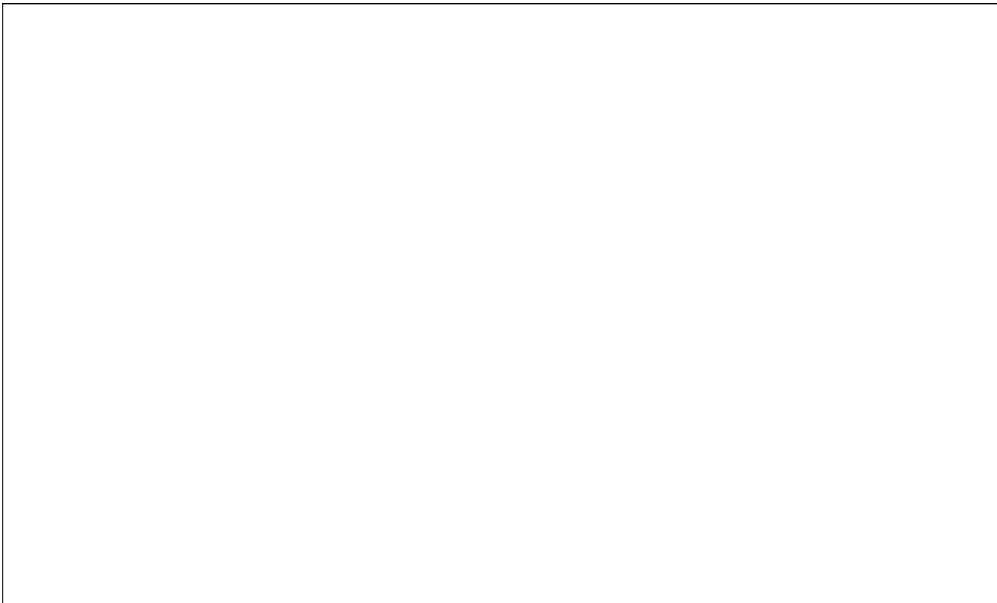
Seq	Scene	Panel
35	1311	3



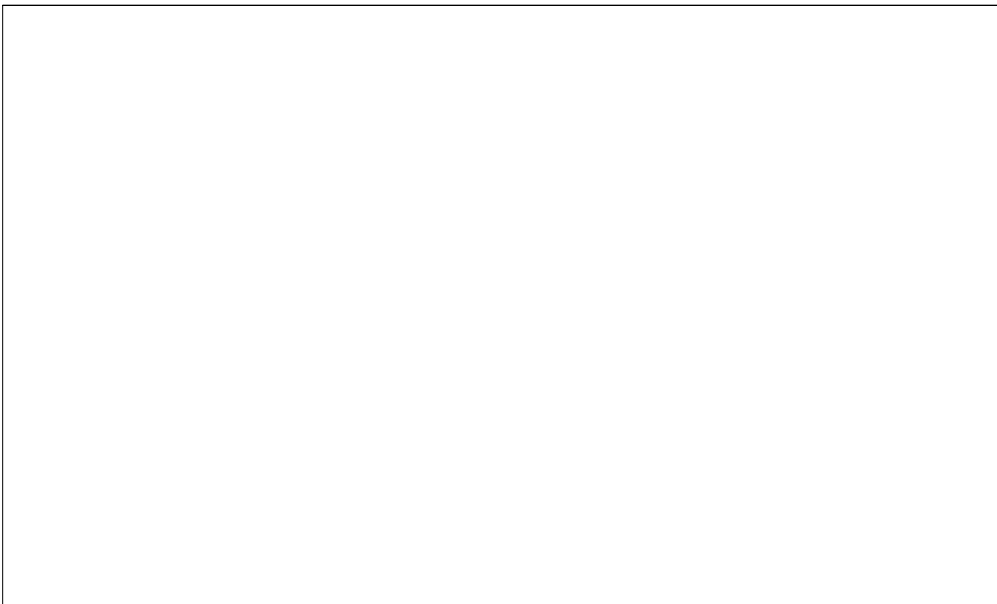
Seq	Scene	Panel
35	1311	4



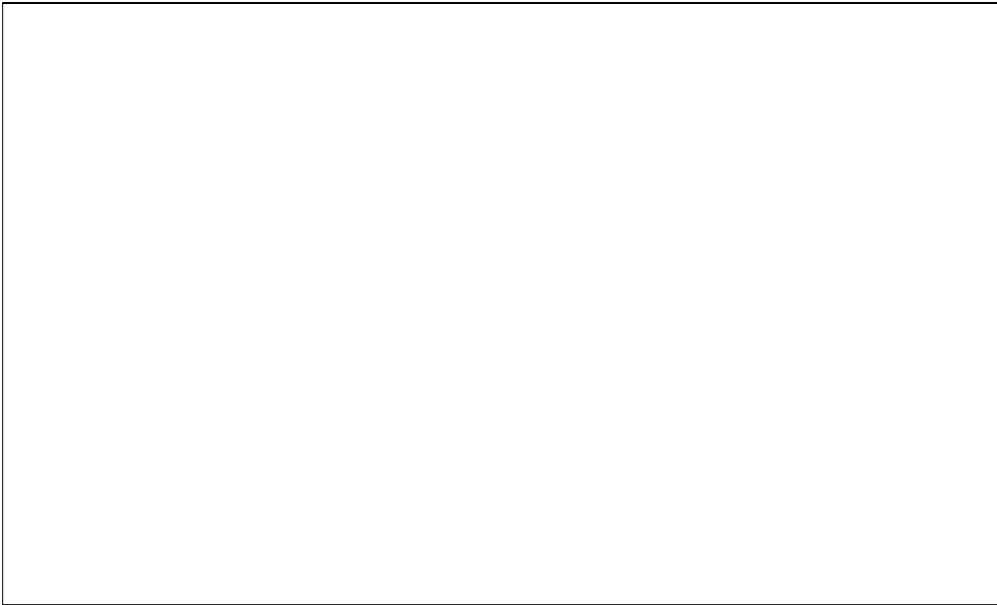
Seq	Scene	Panel
35	1312	1



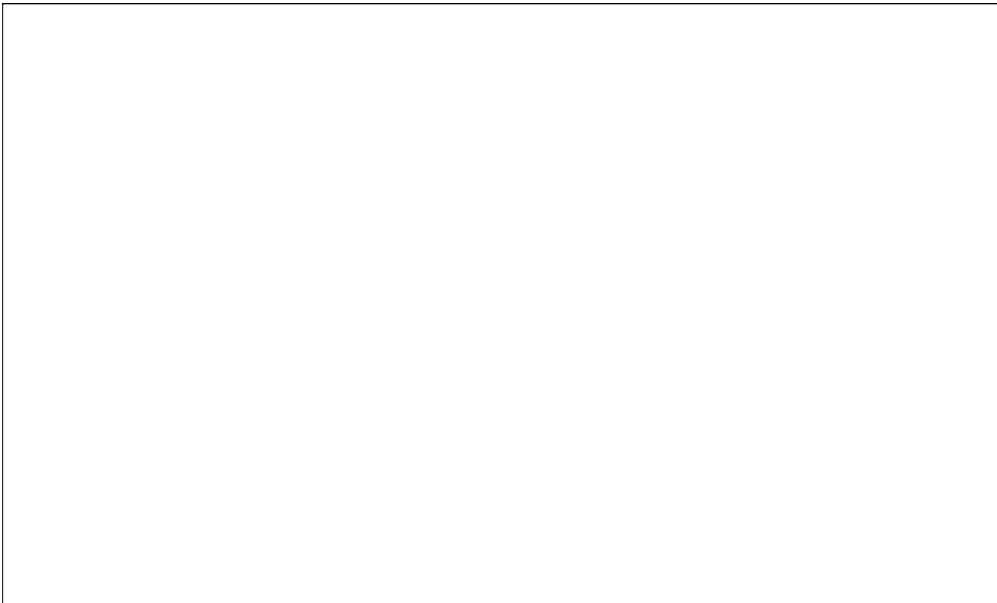
Seq	Scene	Panel
35	1313	1



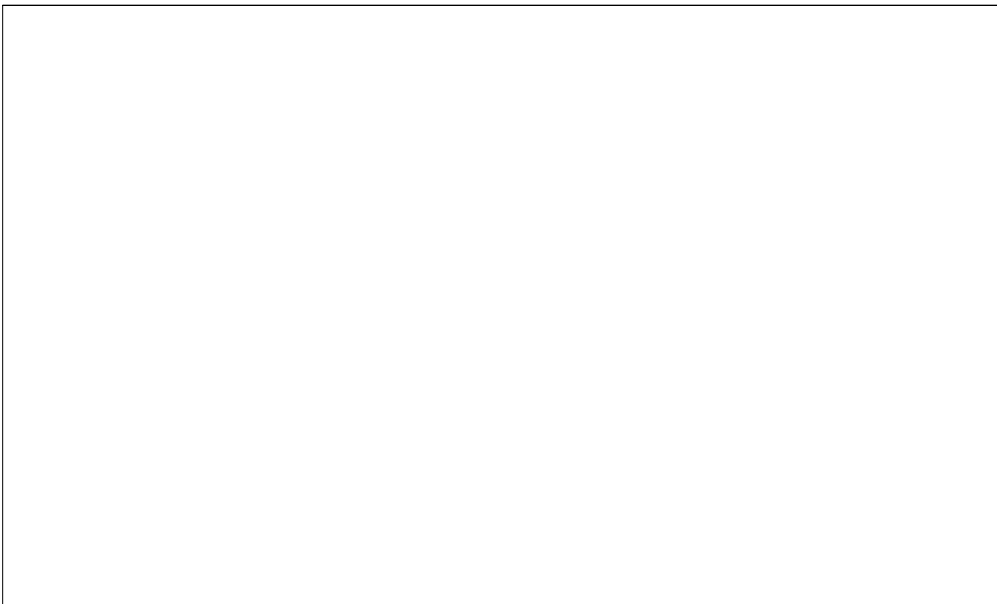
Seq	Scene	Panel
35	1314	1



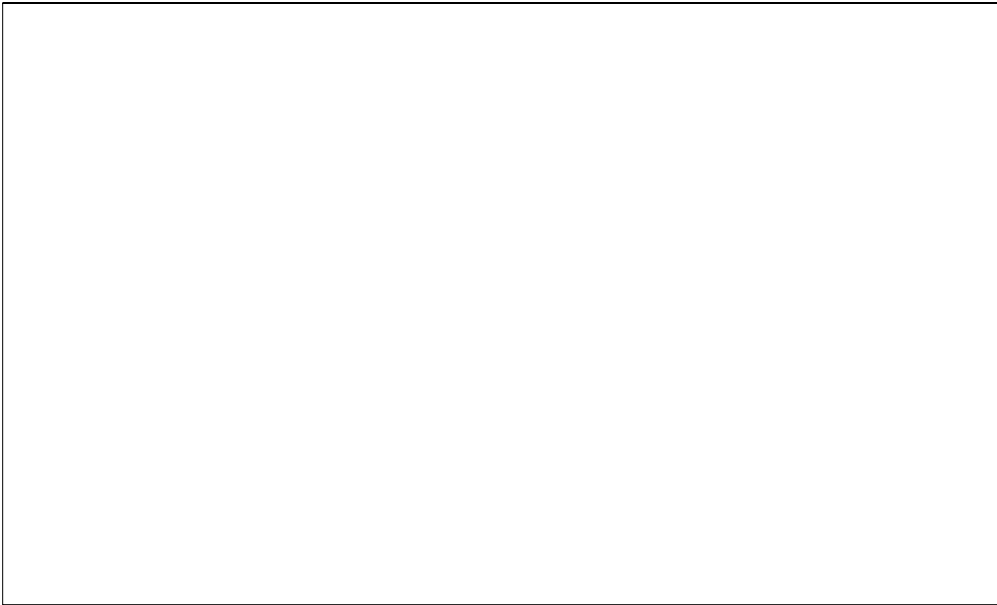
Seq	Scene	Panel
35	1315	1



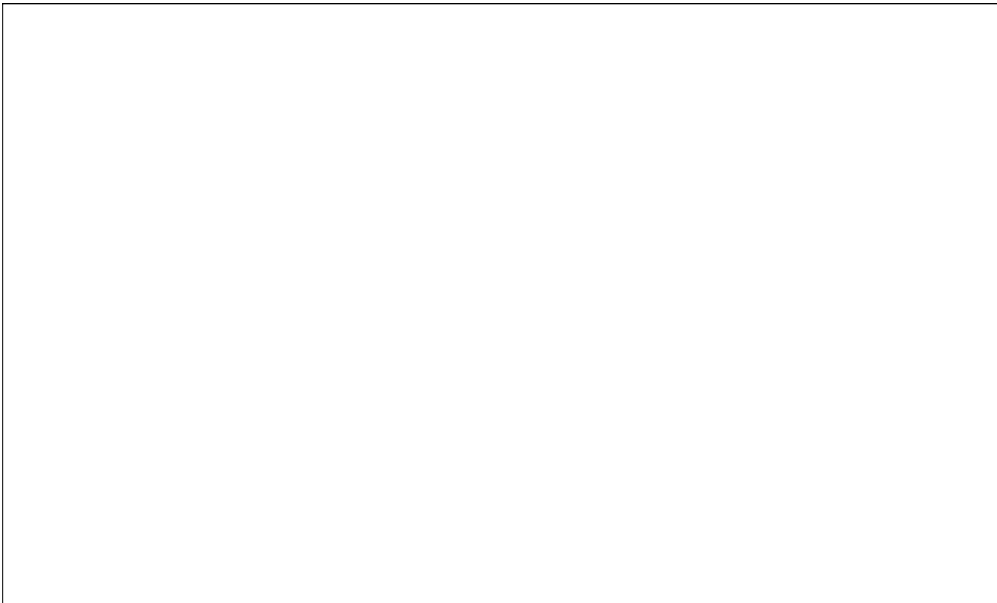
Seq	Scene	Panel
35	1316	1



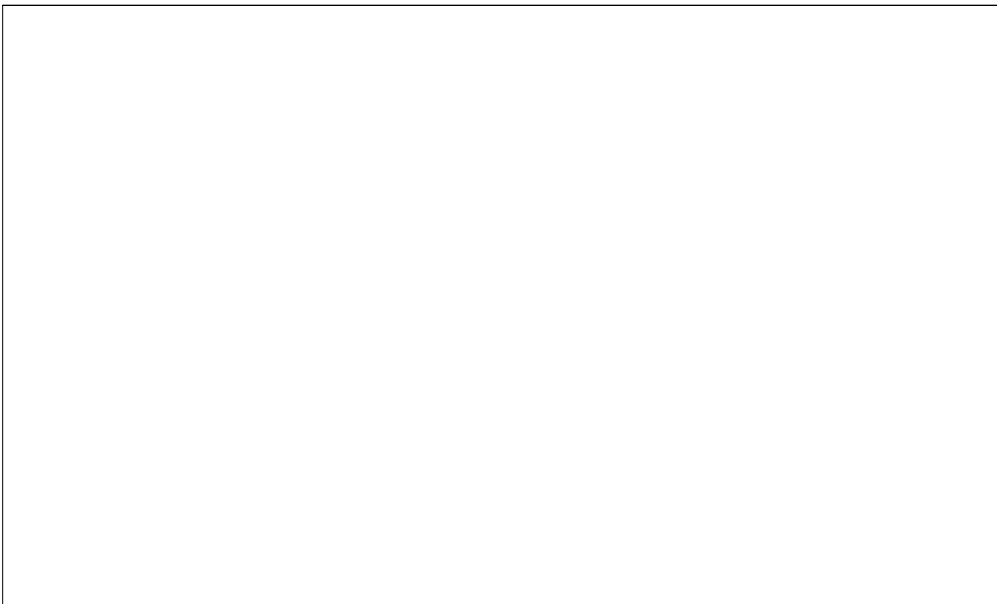
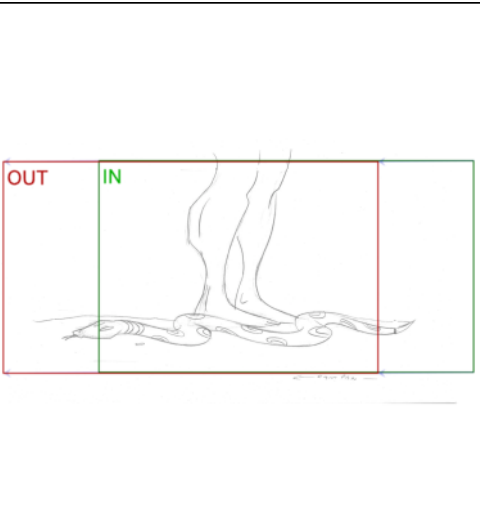
Seq	Scene	Panel
35	1317	1



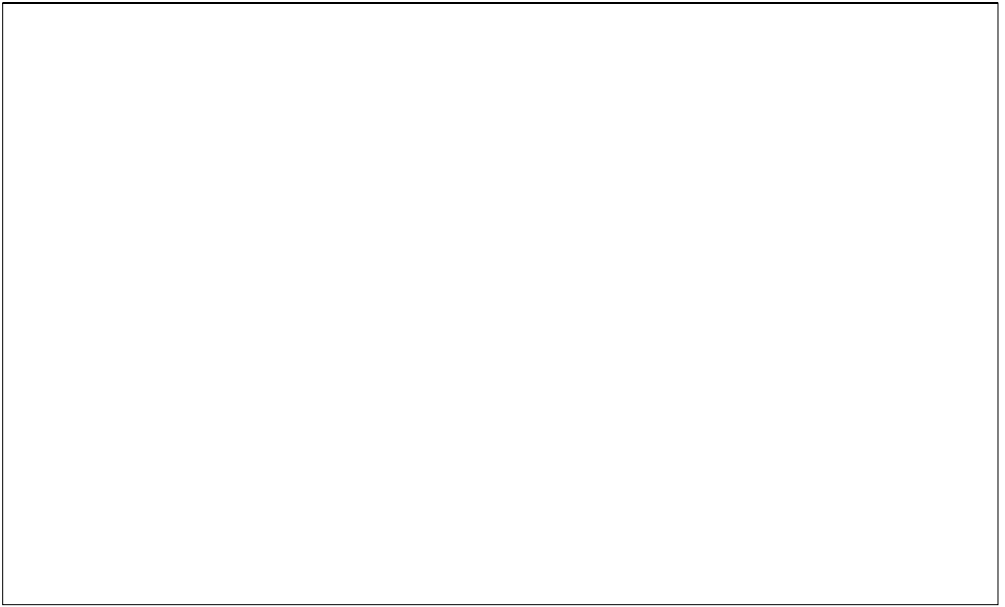
Seq	Scene	Panel
35	1318	1



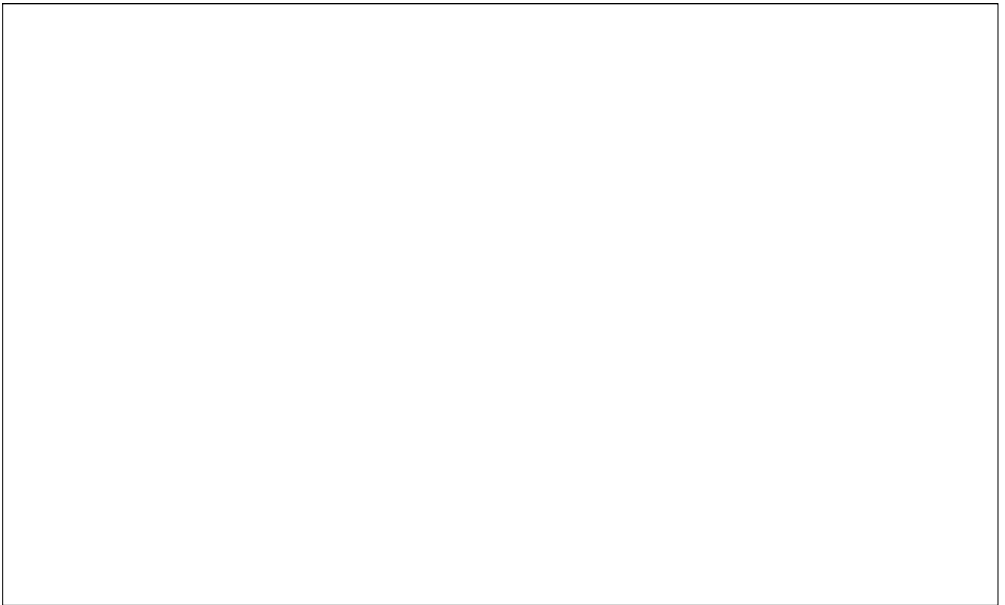
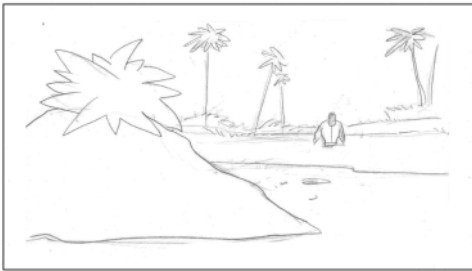
Seq	Scene	Panel
35	1318	2



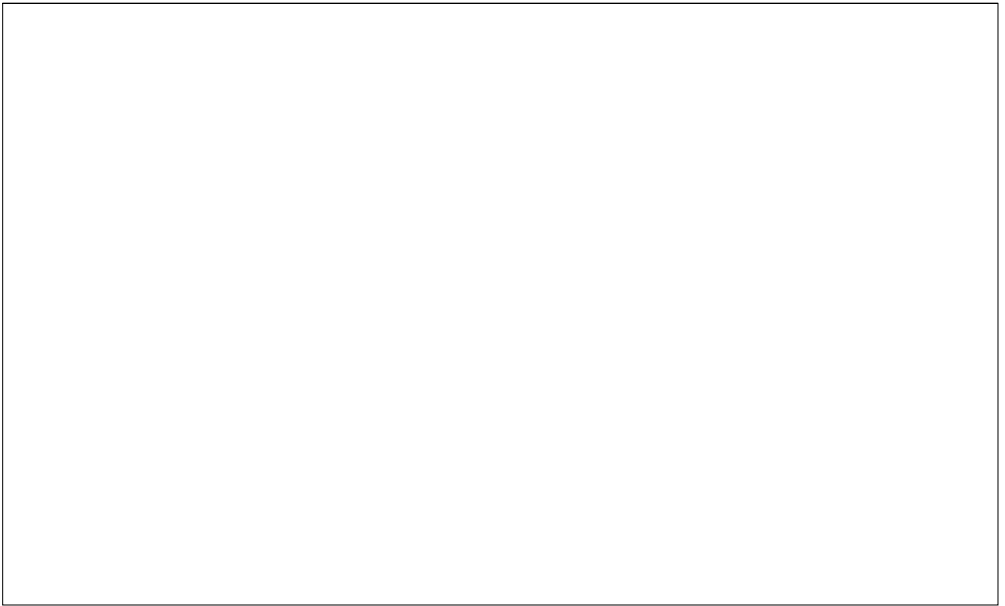
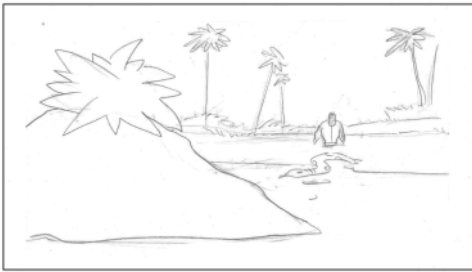
Seq	Scene	Panel
35	1319	1



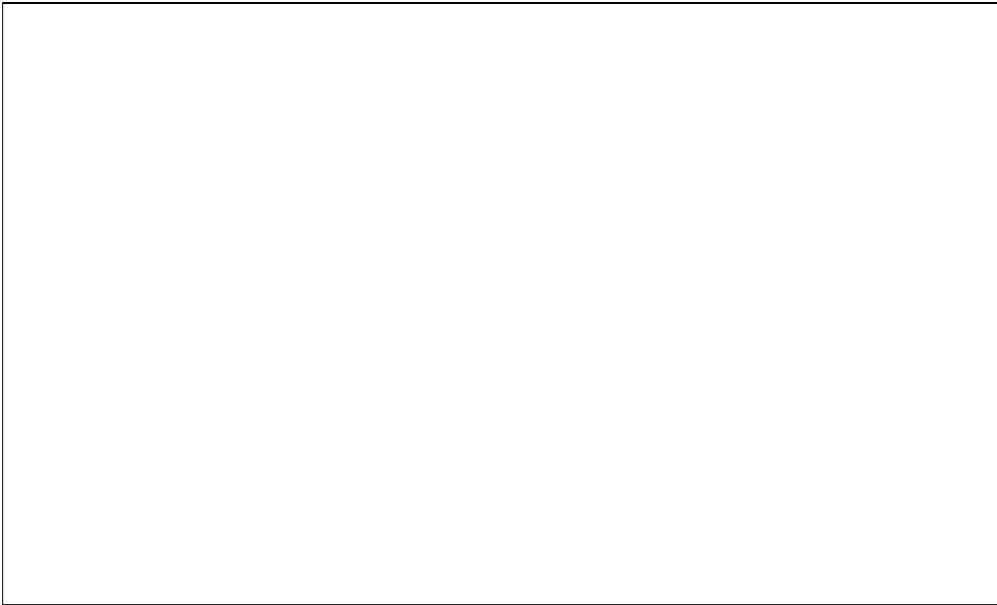
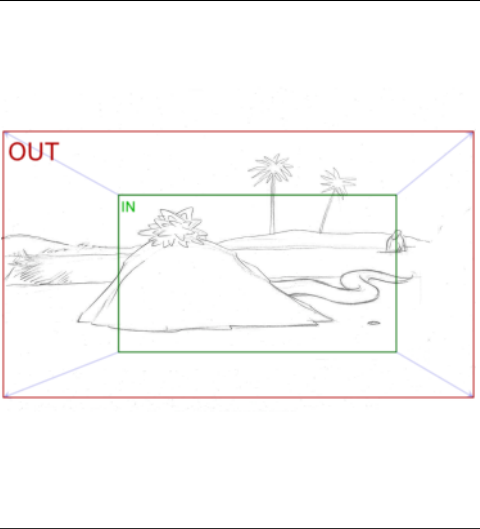
Seq	Scene	Panel
35	1320	1



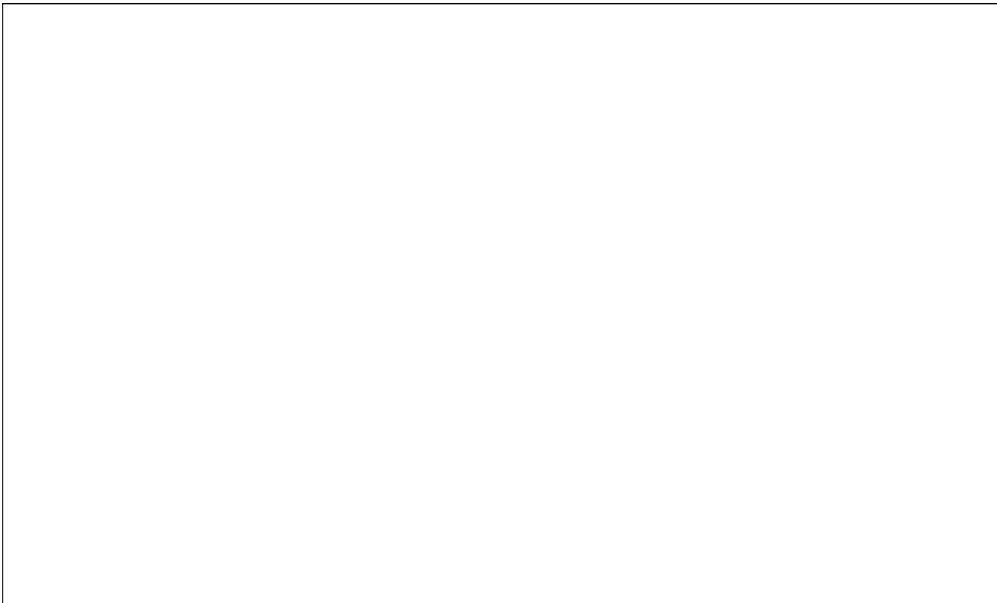
Seq	Scene	Panel
35	1320	2



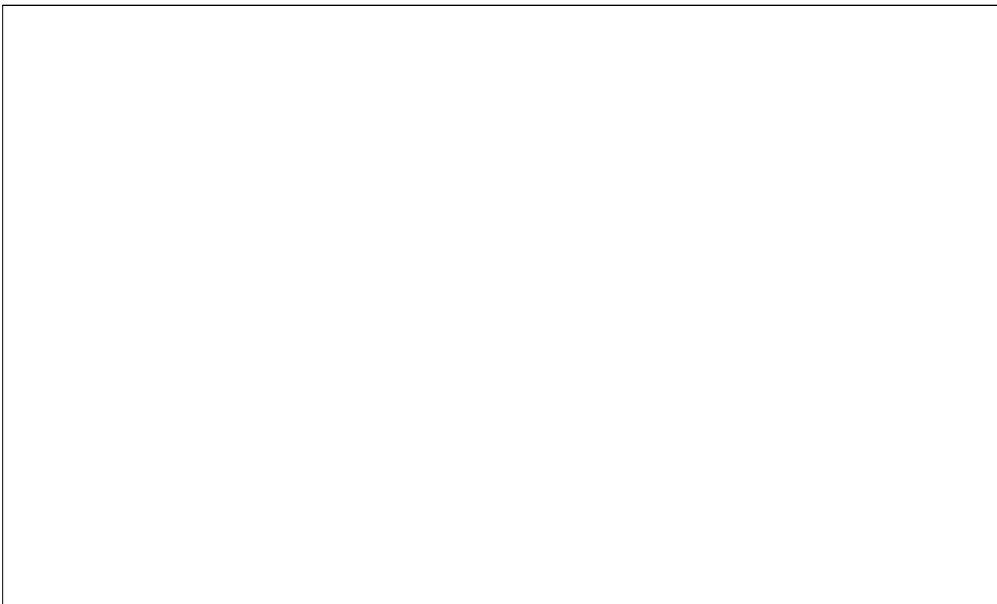
Seq	Scene	Panel
35	1320	3



Seq	Scene	Panel
35	1321	1



Seq	Scene	Panel
35	1321	2



Seq	Scene	Panel
35	1322	1



Dialog
URSHANABI :

GILGAMESH!!

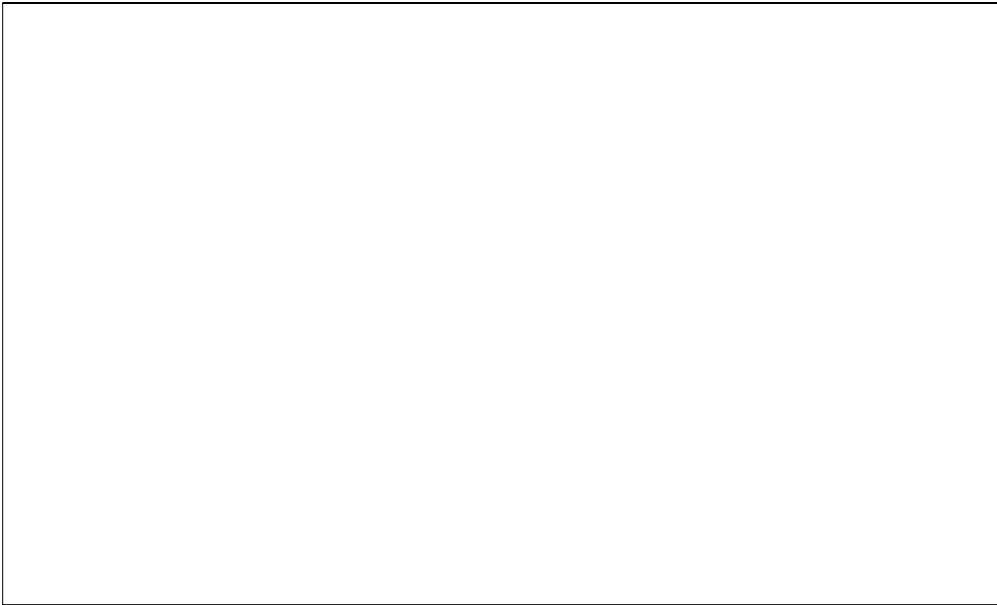
Seq	Scene	Panel
35	1323	1



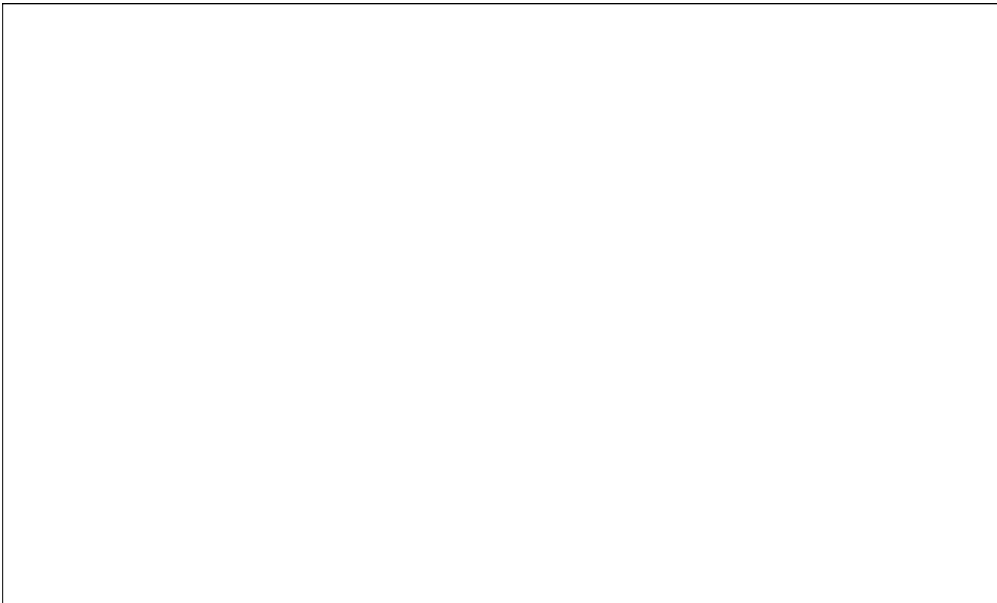
Seq	Scene	Panel
35	1323	2



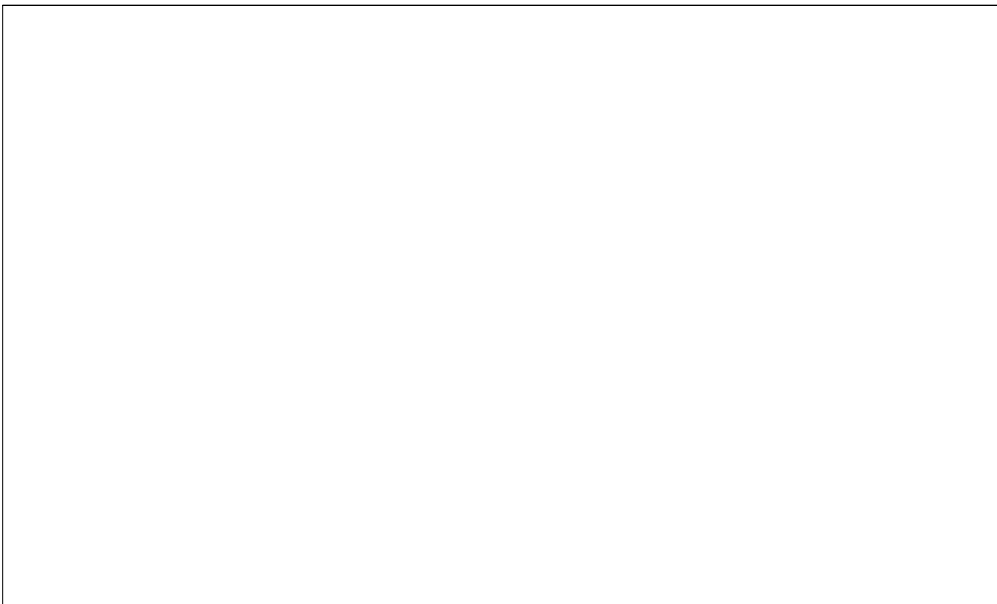
Seq	Scene	Panel
35	1324	1



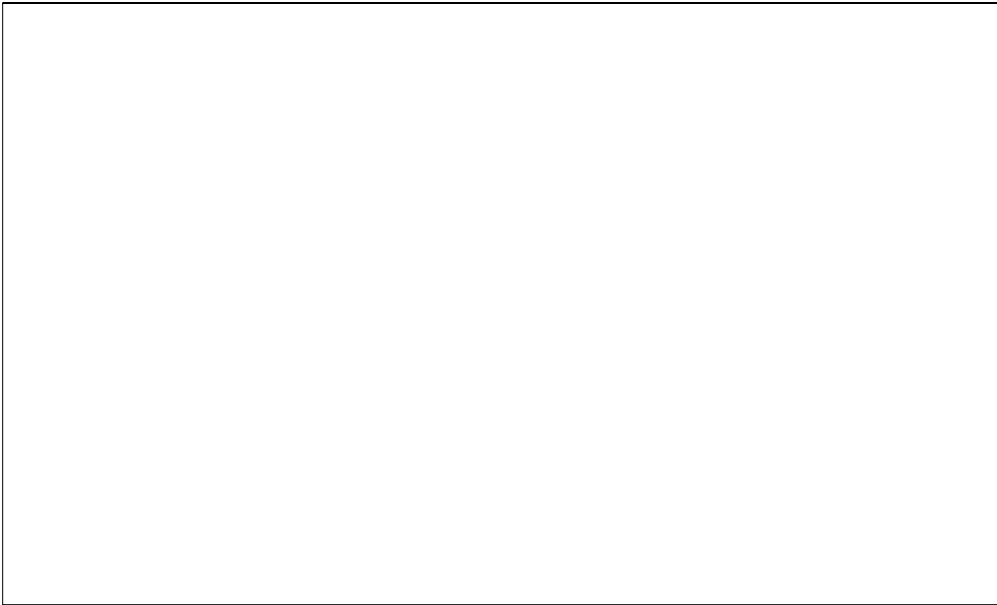
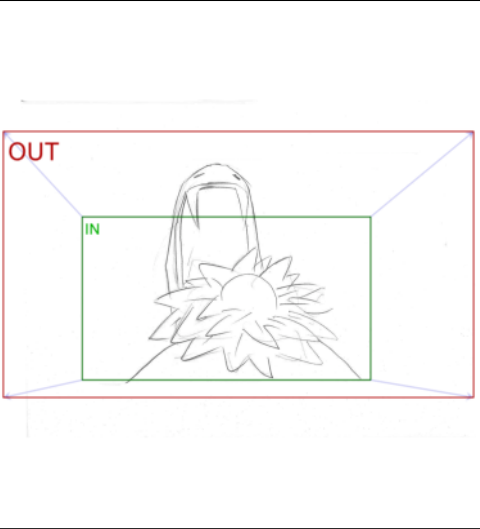
Seq	Scene	Panel
35	1325	1



Seq	Scene	Panel
35	1326	1



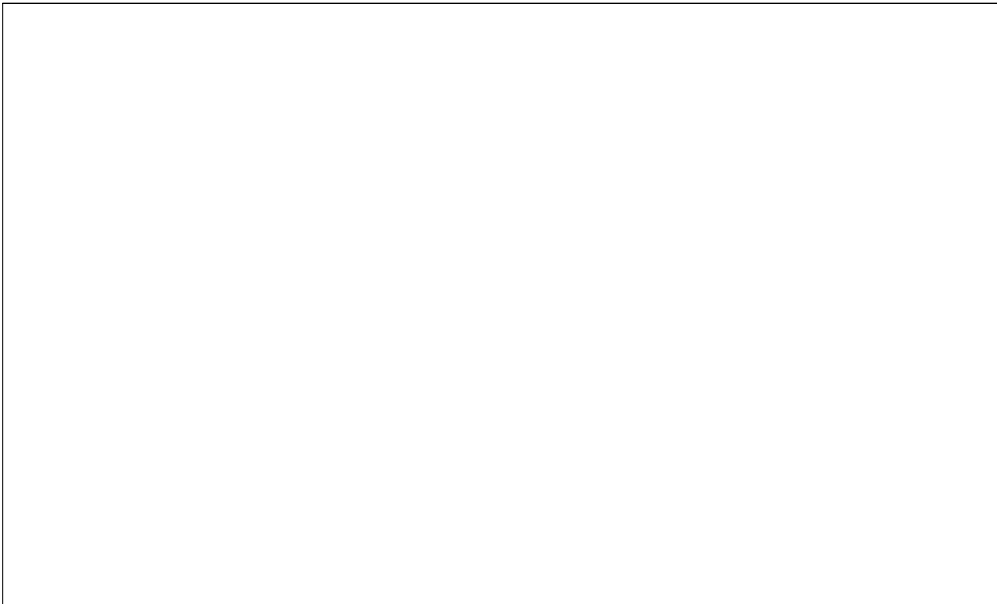
Seq	Scene	Panel
35	1326	2



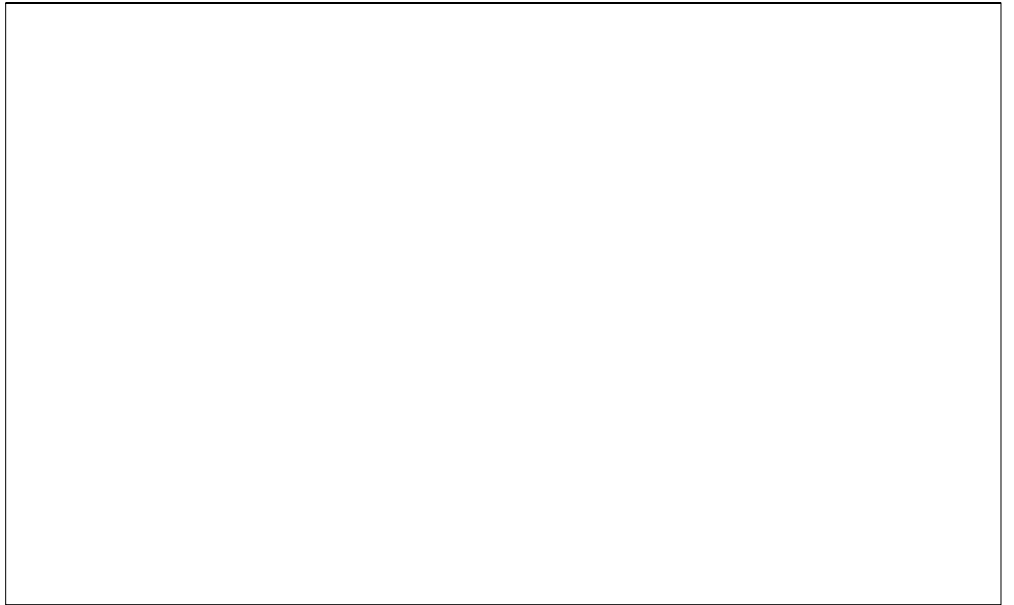
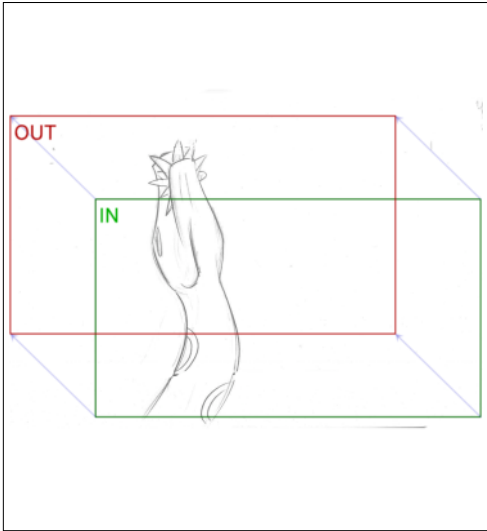
Seq	Scene	Panel
35	1327	1



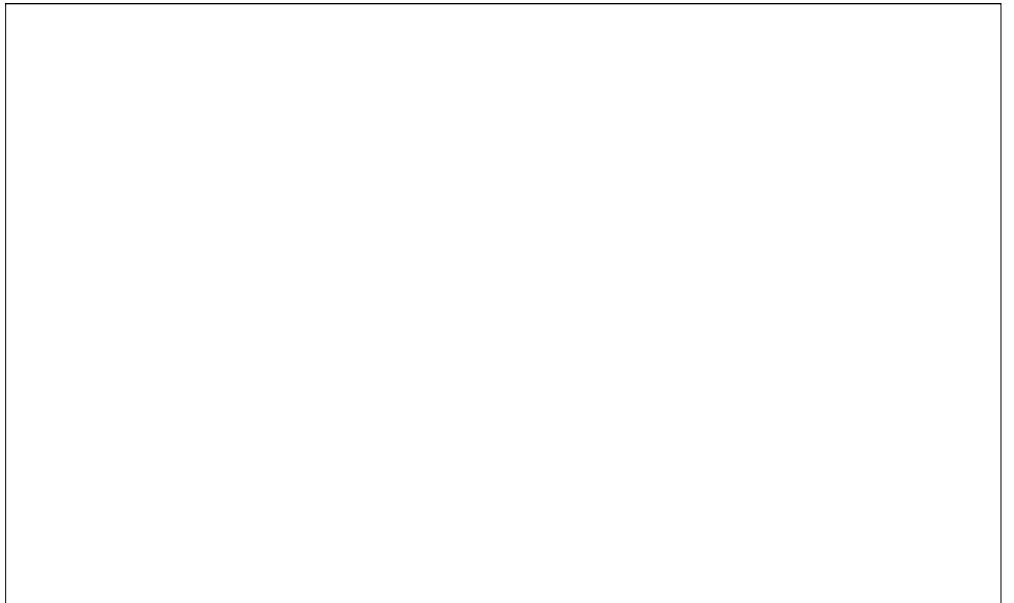
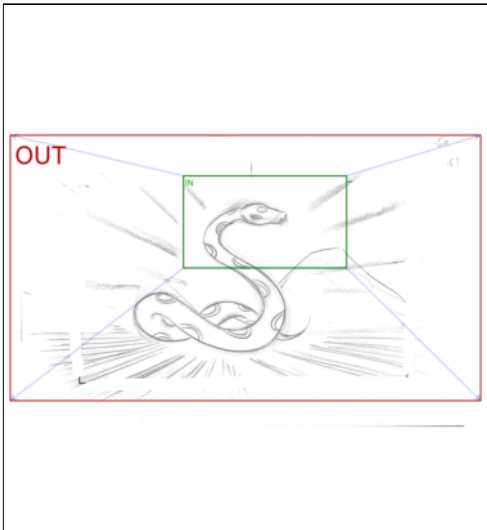
Seq	Scene	Panel
35	1328	1



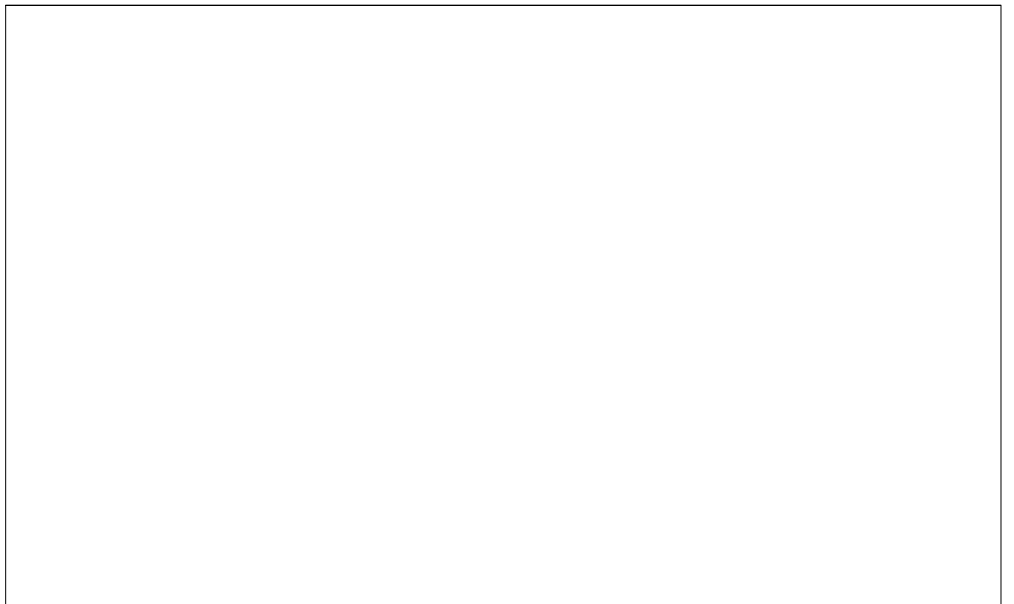
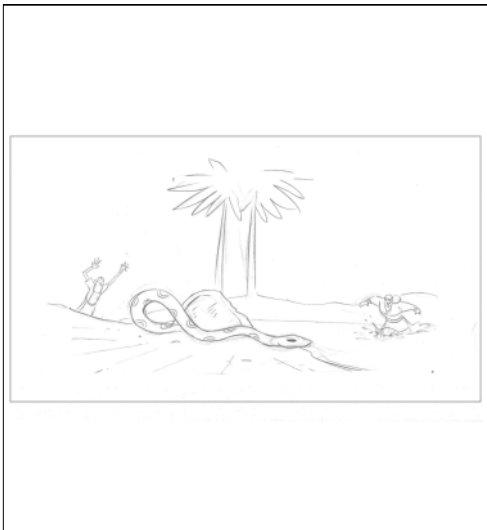
Seq	Scene	Panel
35	1328	2



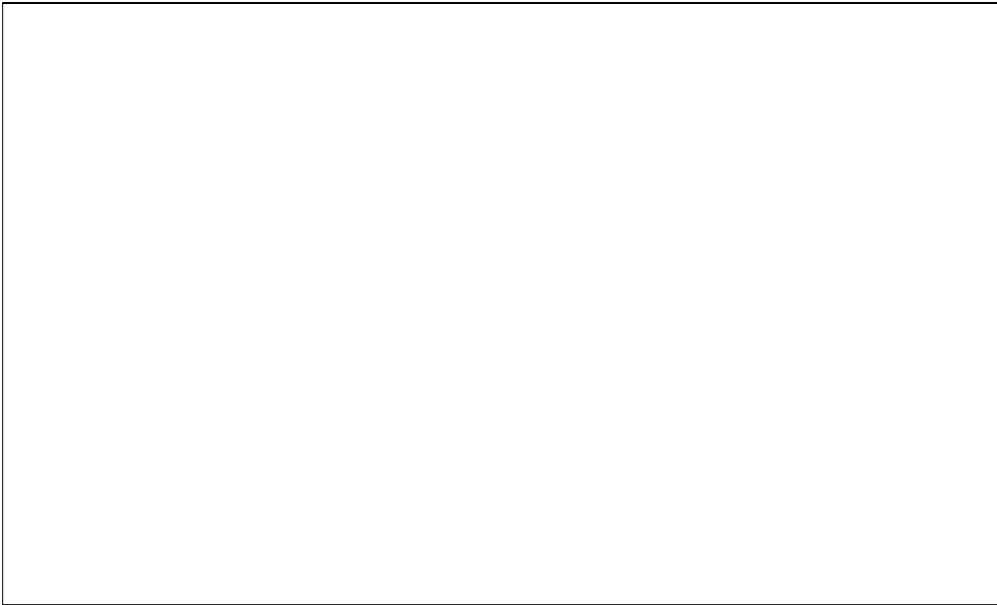
Seq	Scene	Panel
35	1328	3



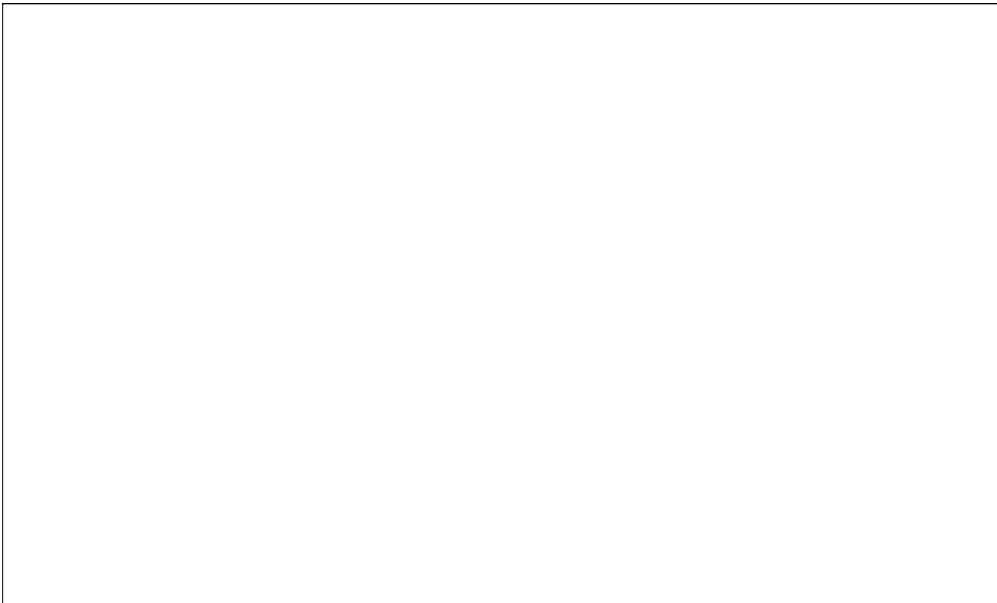
Seq	Scene	Panel
35	1329	1



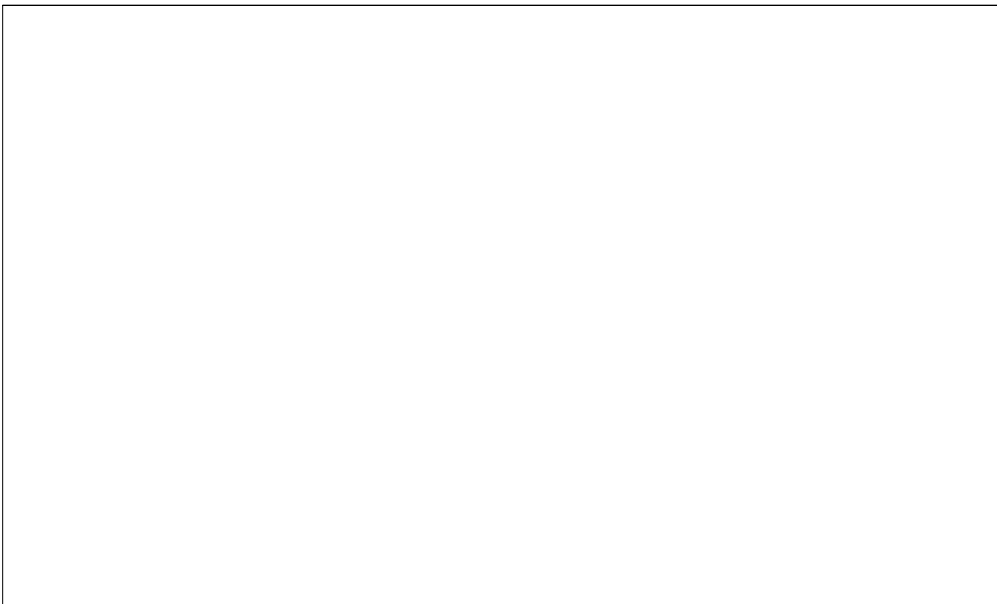
Seq	Scene	Panel
35	1329	2



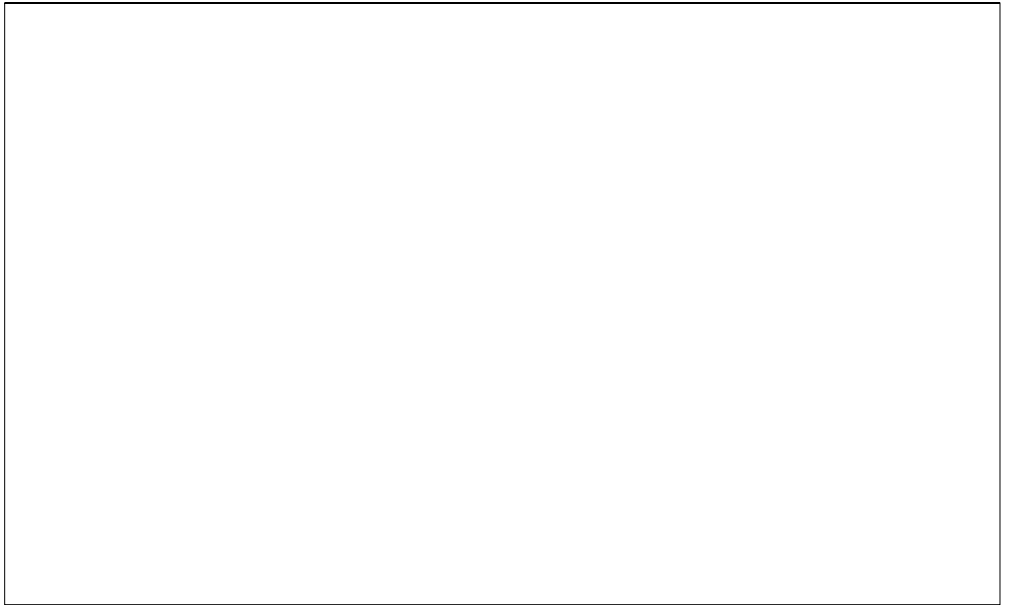
Seq	Scene	Panel
35	1330	1



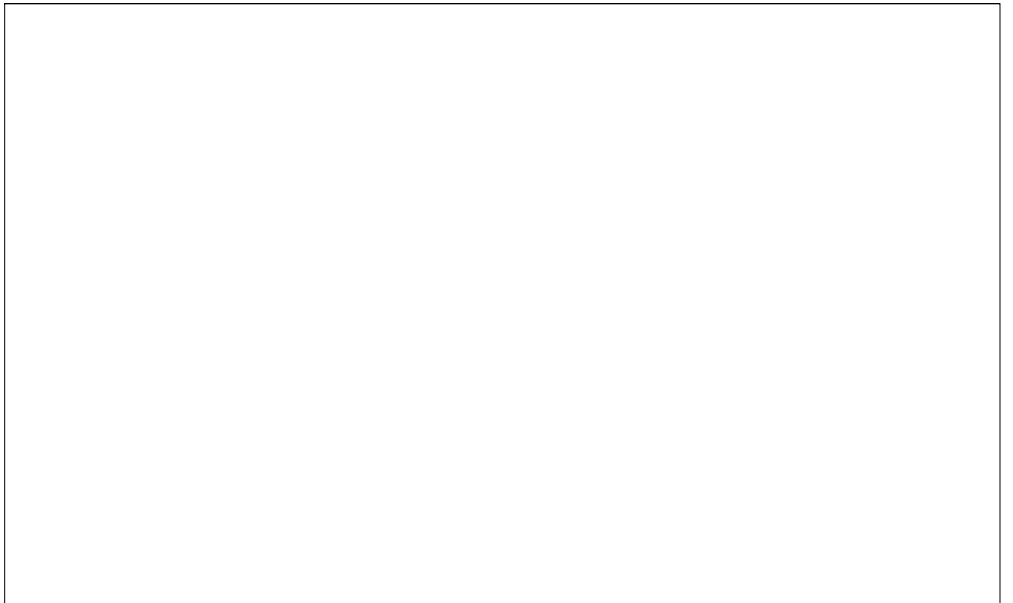
Seq	Scene	Panel
35	1330	2



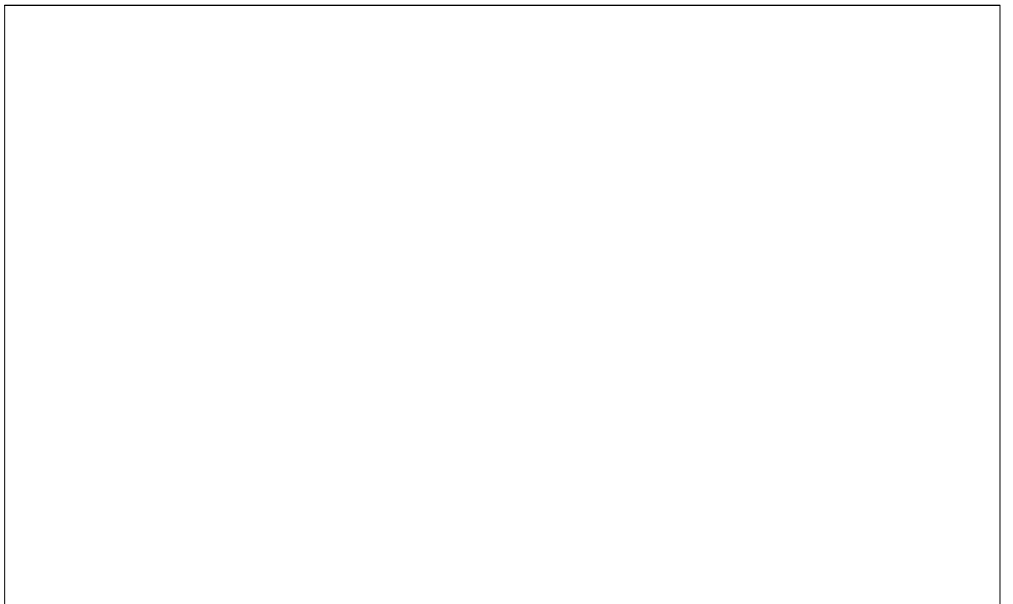
Seq	Scene	Panel
35	1331	1



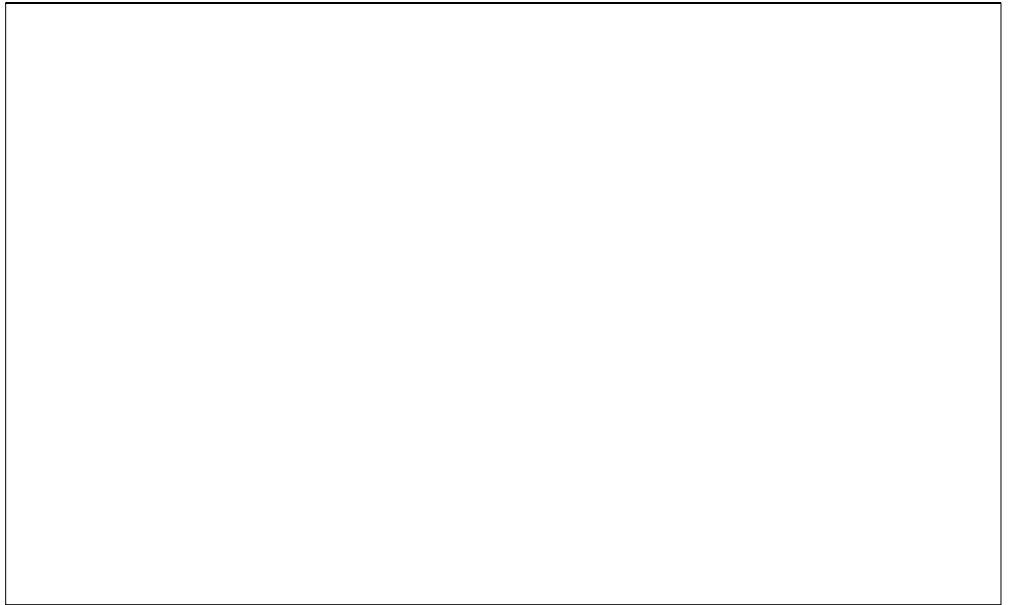
Seq	Scene	Panel
35	1331	2



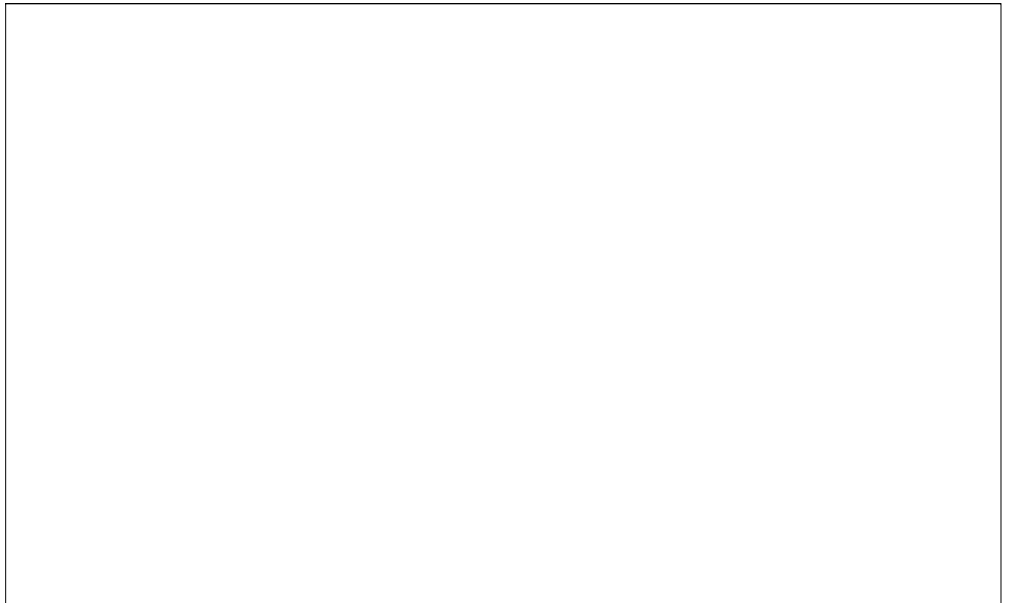
Seq	Scene	Panel
35	1331	3



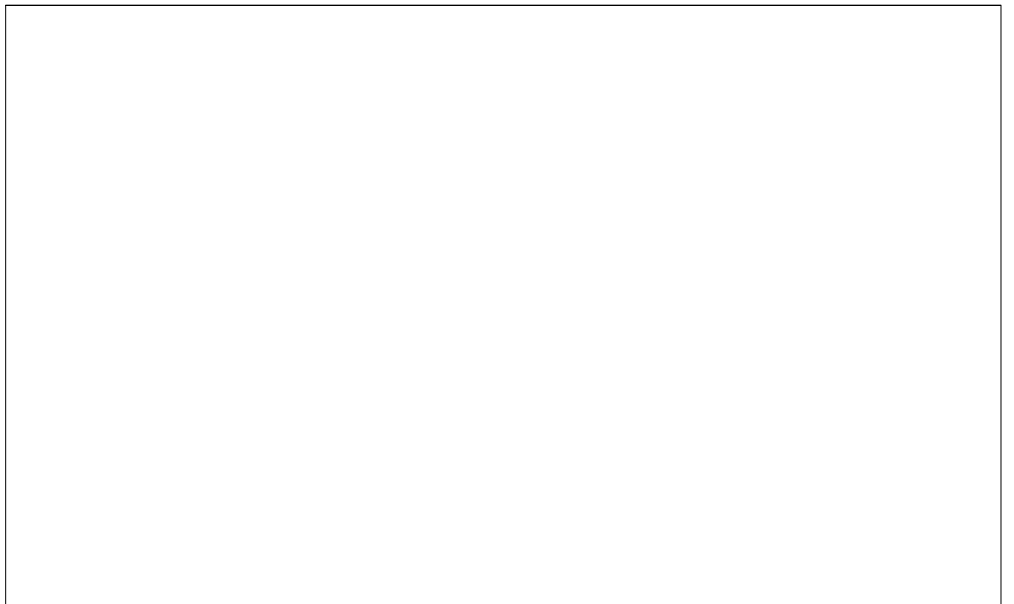
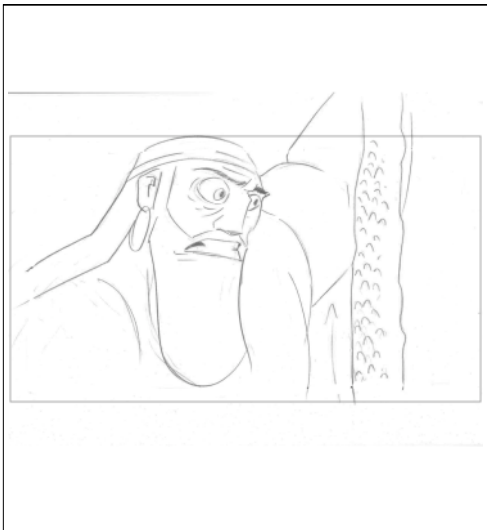
Seq	Scene	Panel
35	1331	4



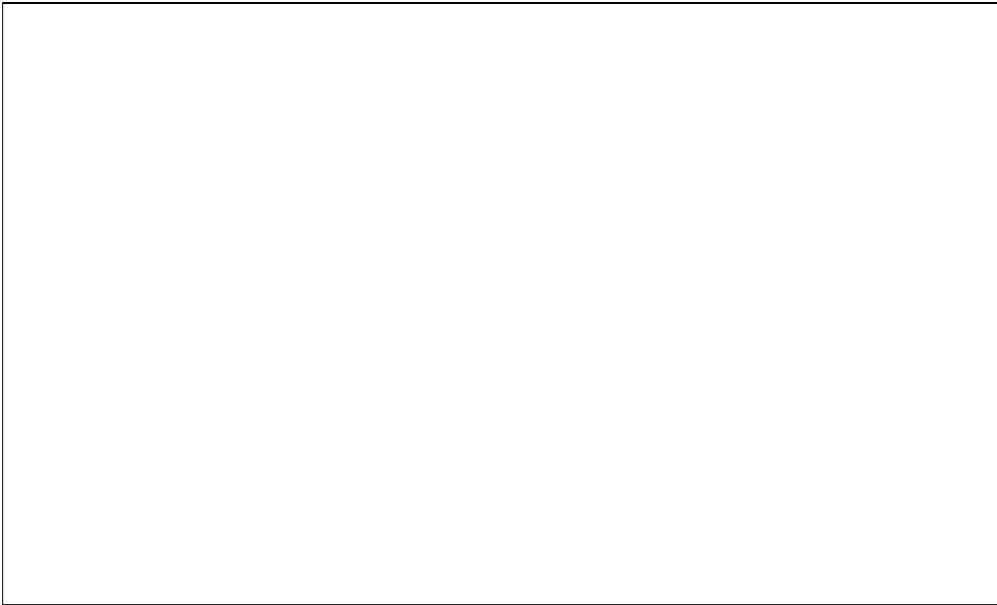
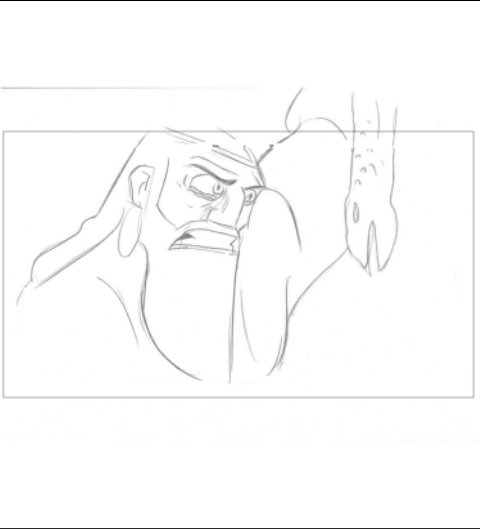
Seq	Scene	Panel
35	1331	5



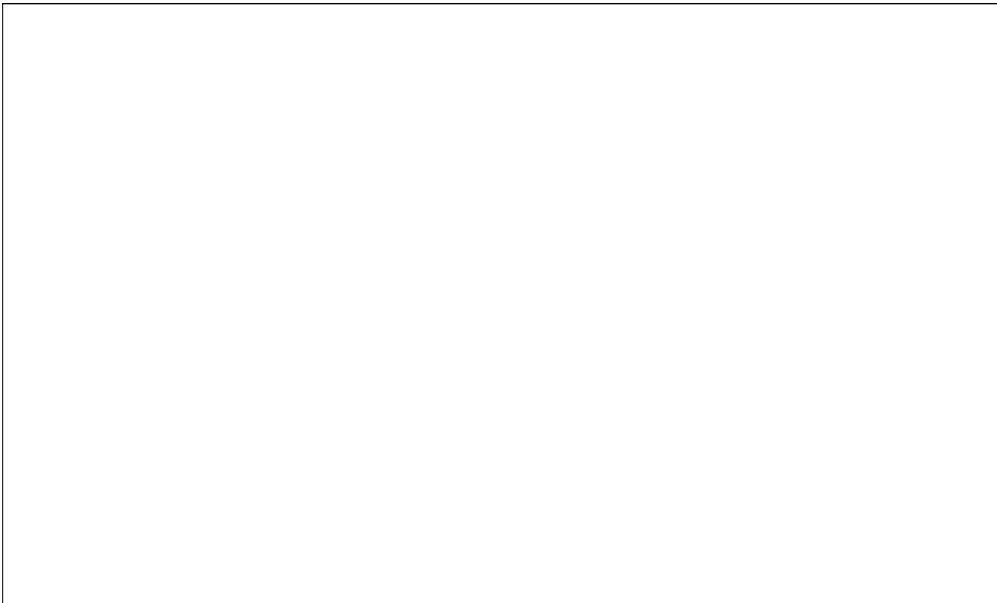
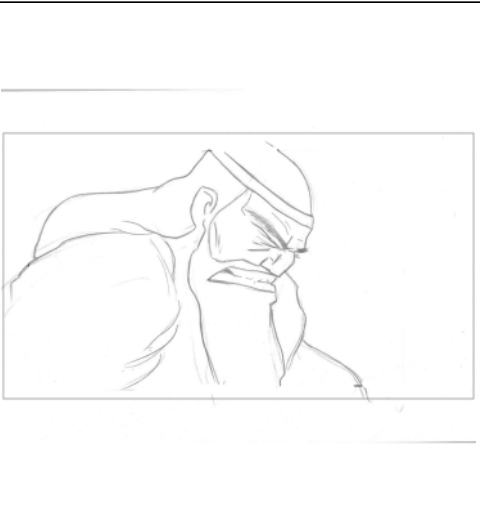
Seq	Scene	Panel
35	1332	1



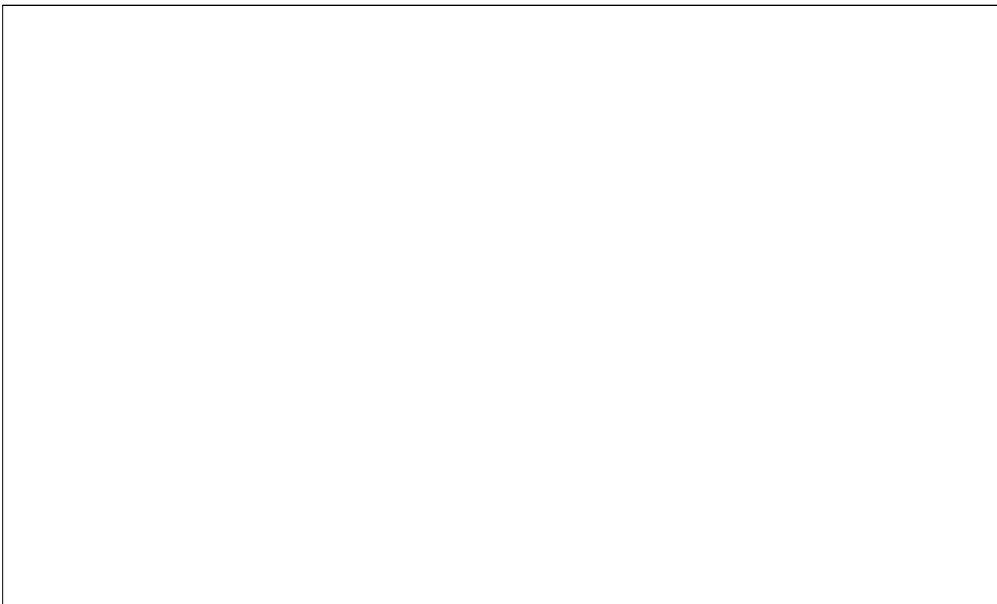
Seq	Scene	Panel
35	1332	2



Seq	Scene	Panel
35	1332	3



Seq	Scene	Panel
35	1332	4



Seq	Scene	Panel
35	1333	1



Dialog

GILGAMESH (llorando)
¡Oh, Urshanabi, ¿para esto desgarré mis manos, para esto

Seq	Scene	Panel
35	1333	2



Dialog

GILGAMESH (llorando)
derramé la
sangre de mi corazón?! No obtuve ninguna recompensa. Todo mi viaje

Seq	Scene	Panel
35	1333	3



Dialog

GILGAMESH (llorando)
estuvo surcado por el dolor y la miseria. Y si las desgracias me
acompañaron desde el principio...

Seq	Scene	Panel
35	1333	4



Dialog

GILGAMESH (llorando)
 ¿por qué iban a abandonarme en el
 final? Ahora, esa maldita bestia goza el premio

Seq	Scene	Panel
35	1333	5



Dialog

GILGAMESH (llorando)
 de mis hazañas.
 ¡Encontré el signo de la vida y pronto lo perdí!

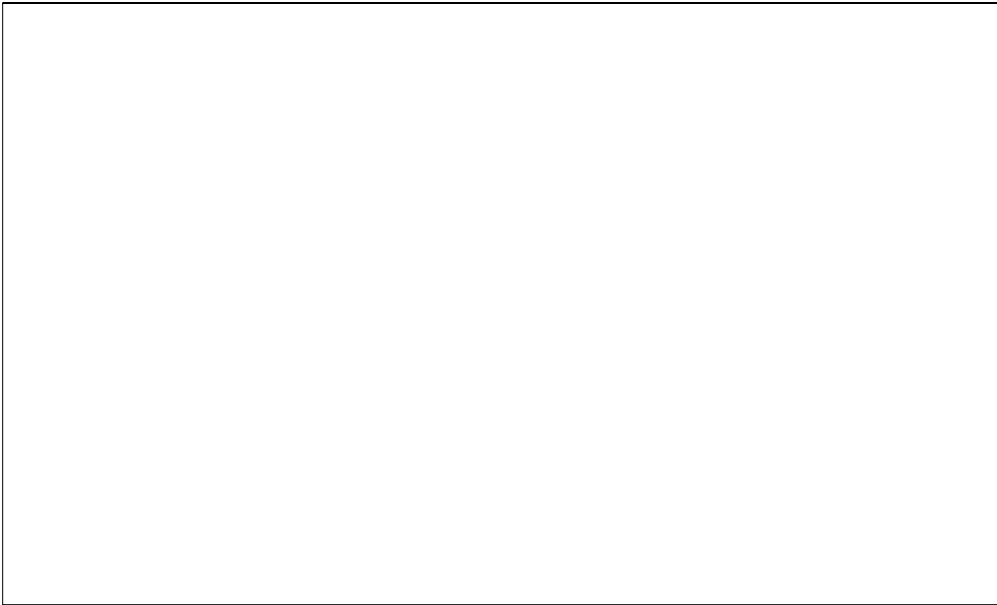
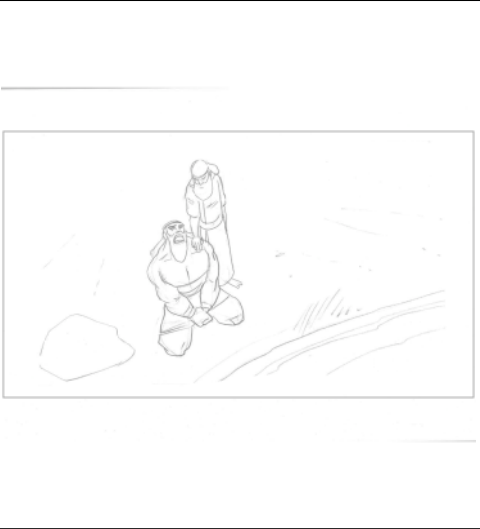
Seq	Scene	Panel
35	1334	1



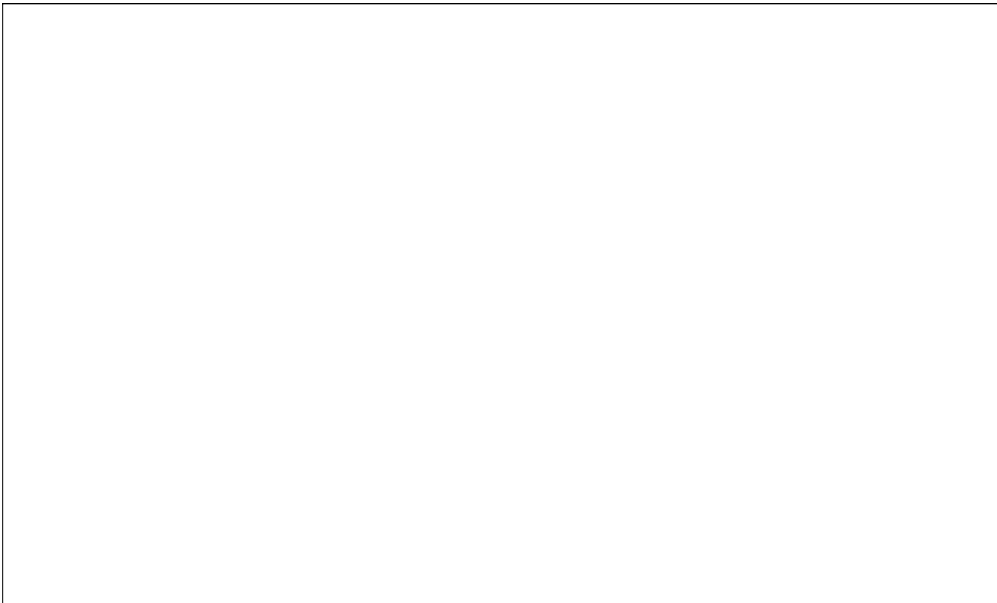
Dialog

URSHANABI
 Está decretado, Gilgamesh: la inmortalidad no es el destino del hombre y ni
 siquiera Utnapishtim puede cambiar eso.

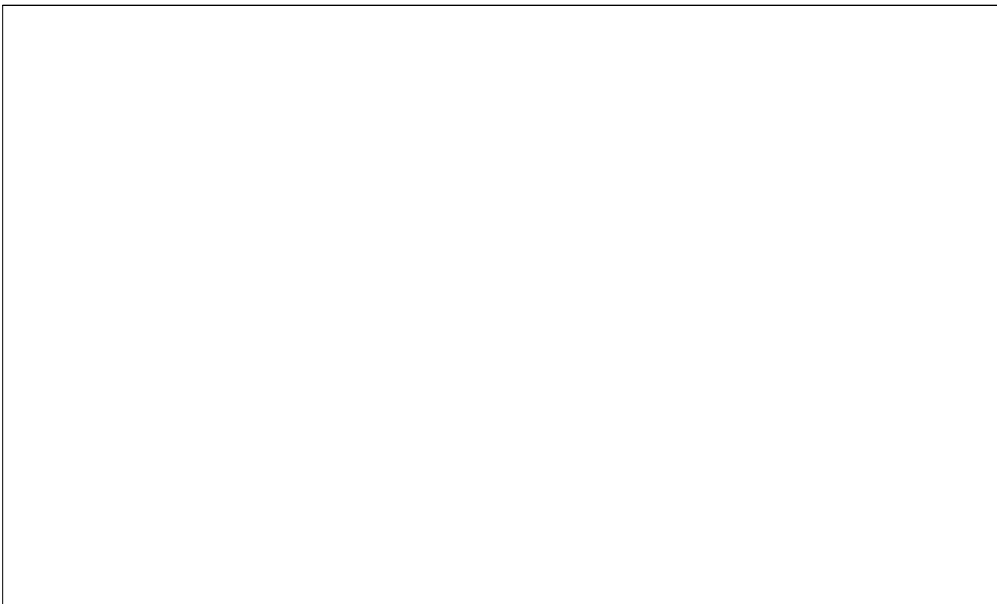
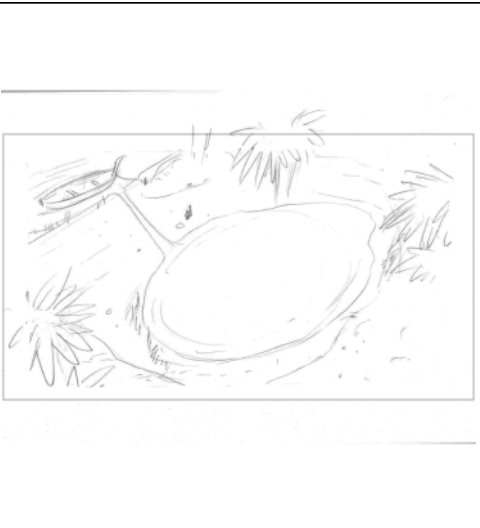
Seq	Scene	Panel
35	1335	1



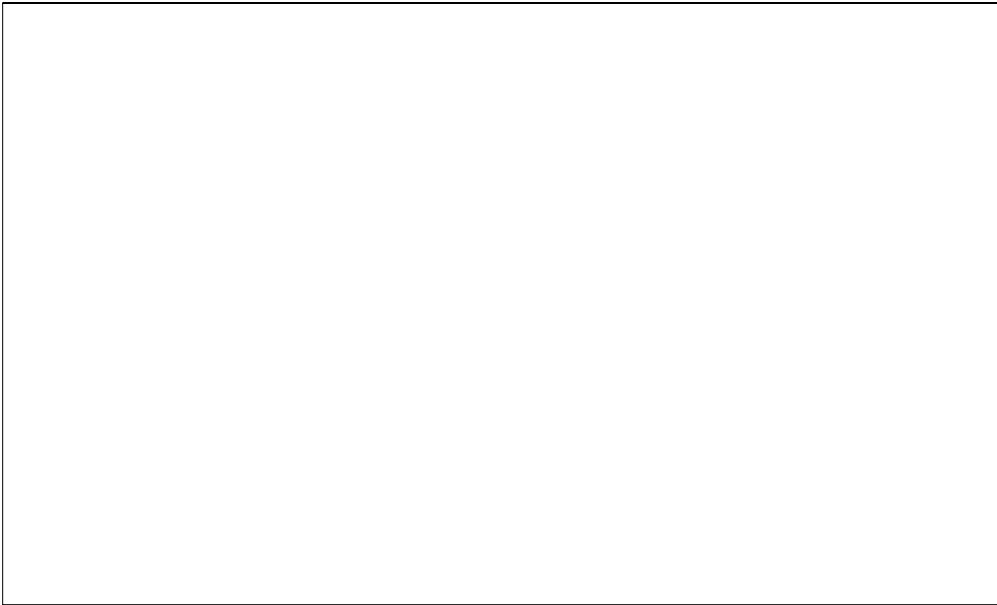
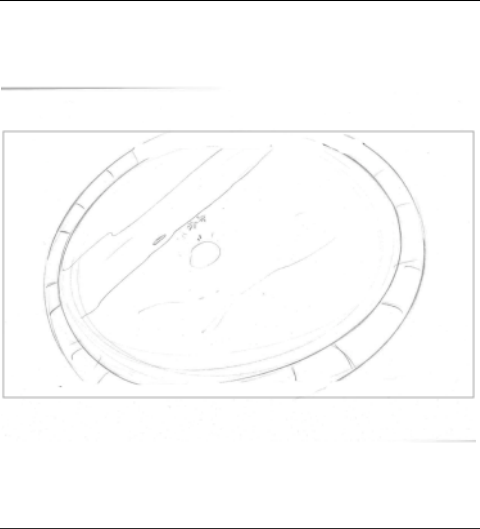
Seq	Scene	Panel
35	1335	2



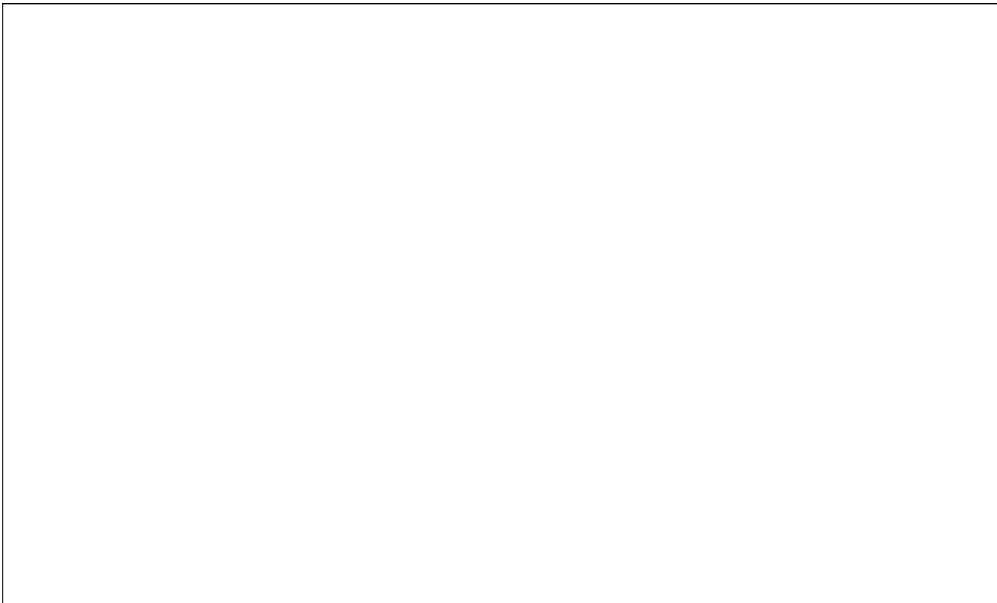
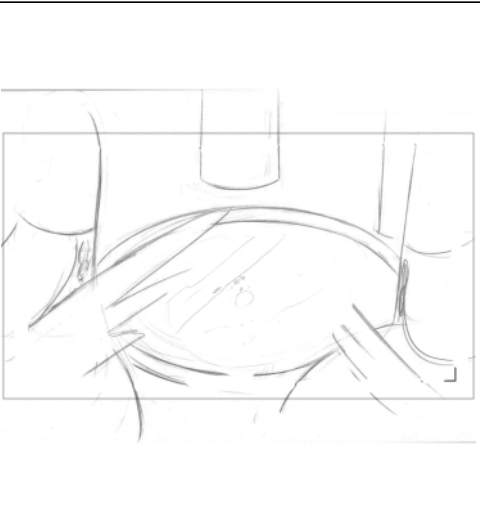
Seq	Scene	Panel
35	1335	3



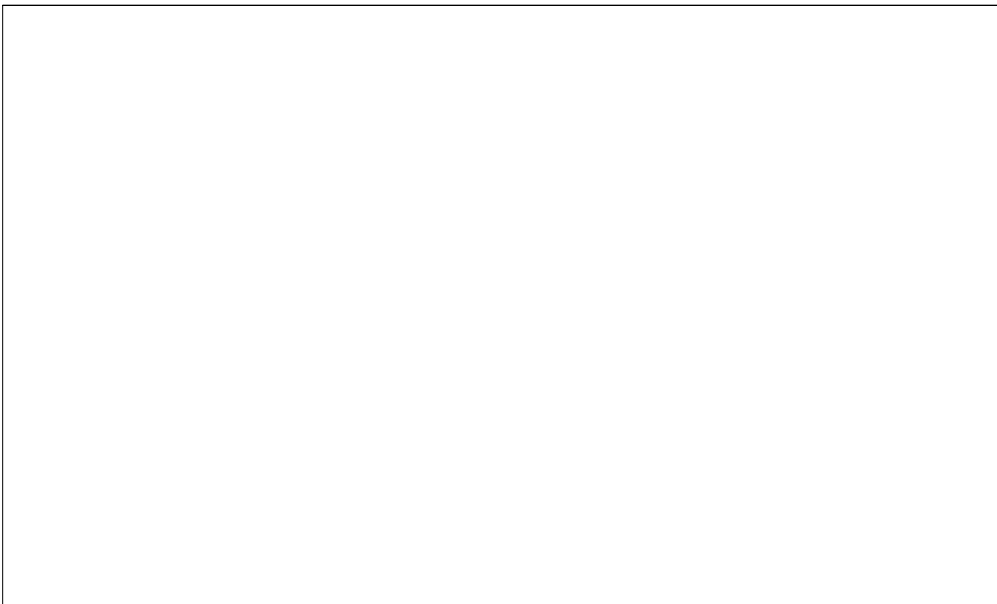
Seq	Scene	Panel
35	1335	4



Seq	Scene	Panel
35	1335	5

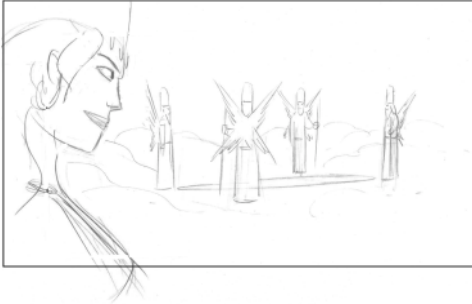


Seq	Scene	Panel
35	1335	6





Seq	Scene	Panel
35	1336	1

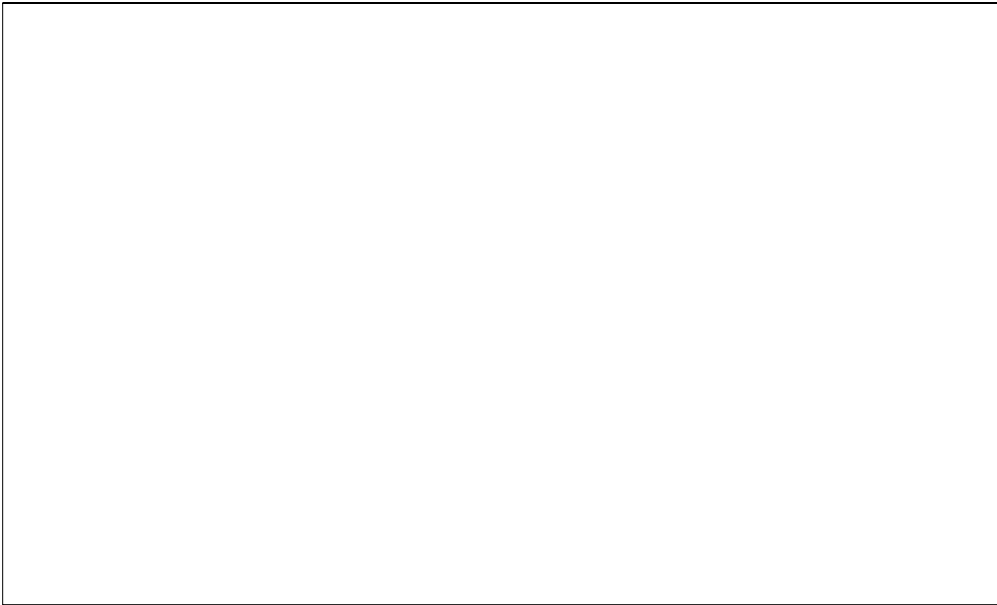


Seq	Scene	Panel
35	1336	2

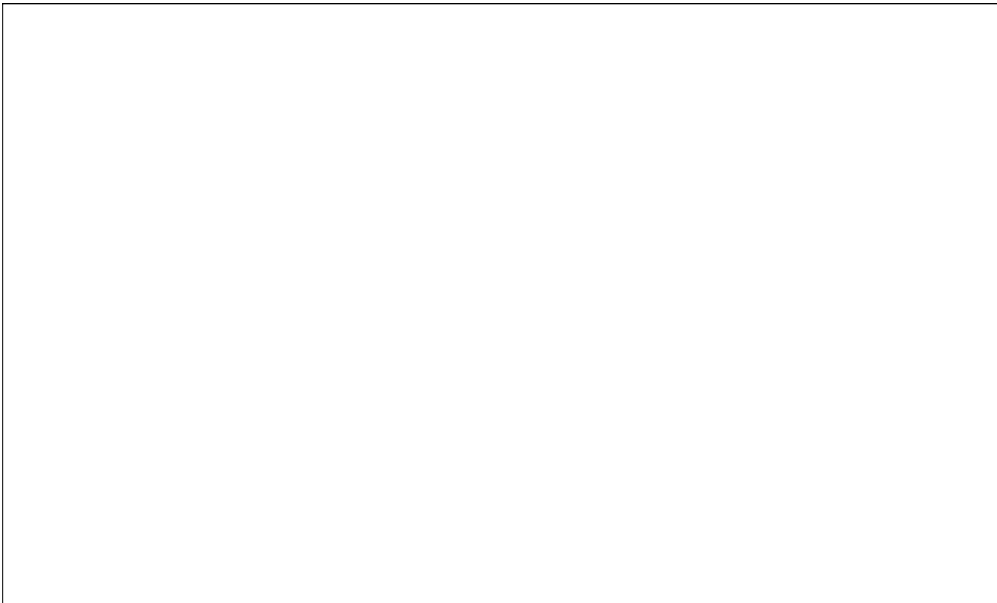




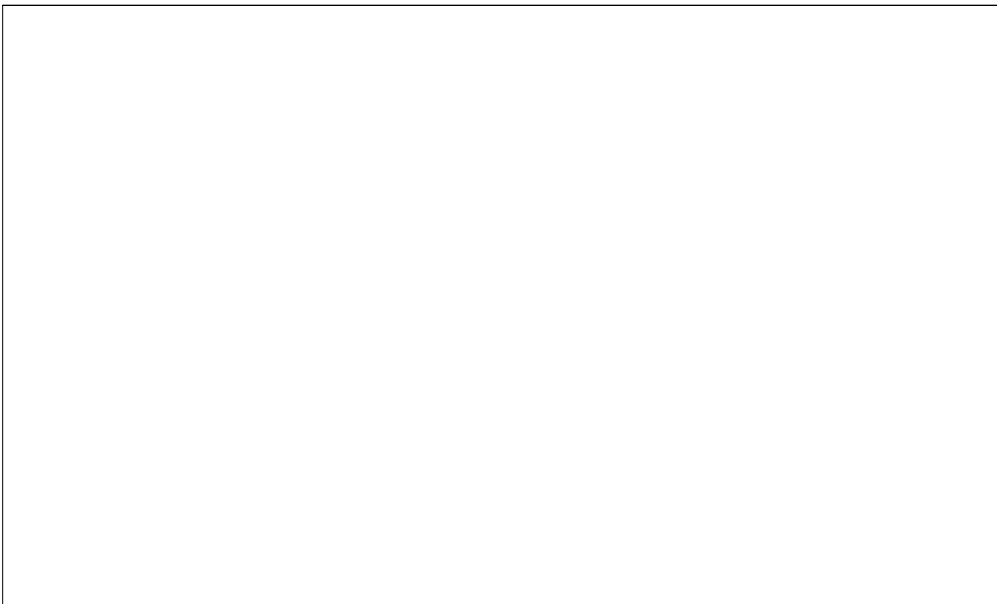
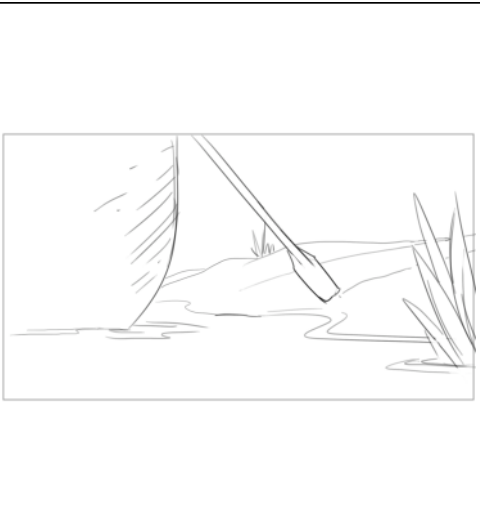
Seq	Scene	Panel
36	1337	1



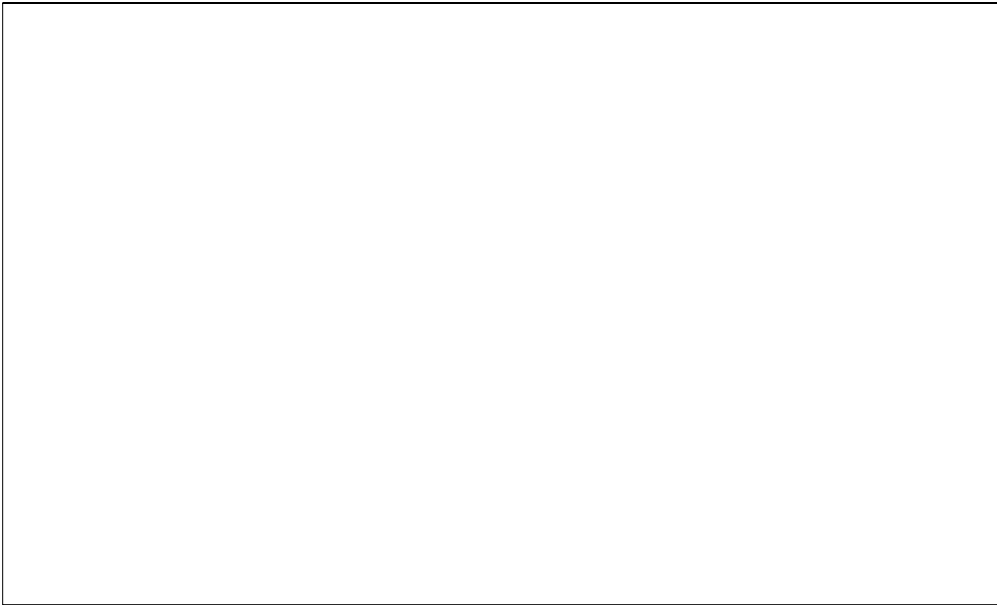
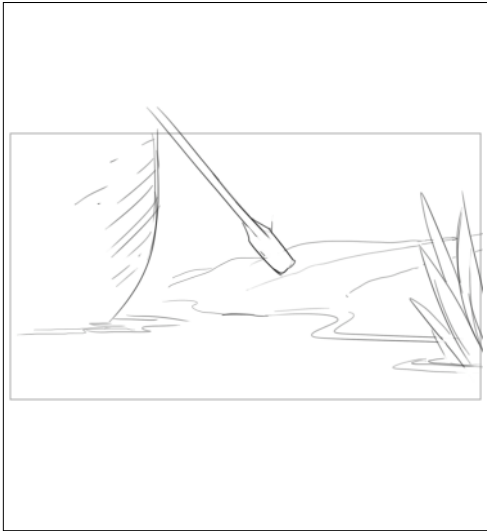
Seq	Scene	Panel
36	1337	2



Seq	Scene	Panel
36	1337	3



Seq	Scene	Panel
36	1337	4



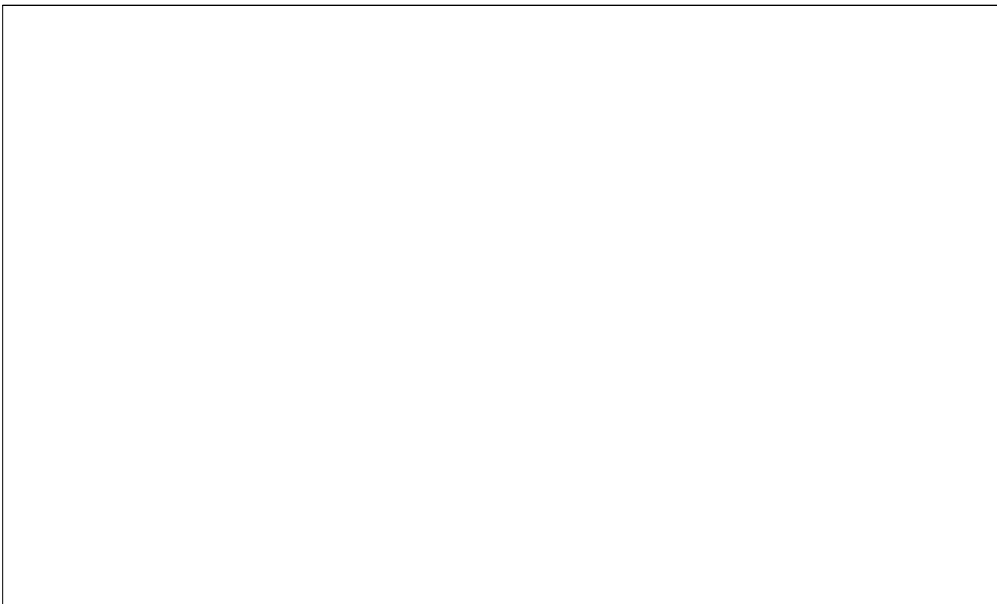
Seq	Scene	Panel
36	1338	1



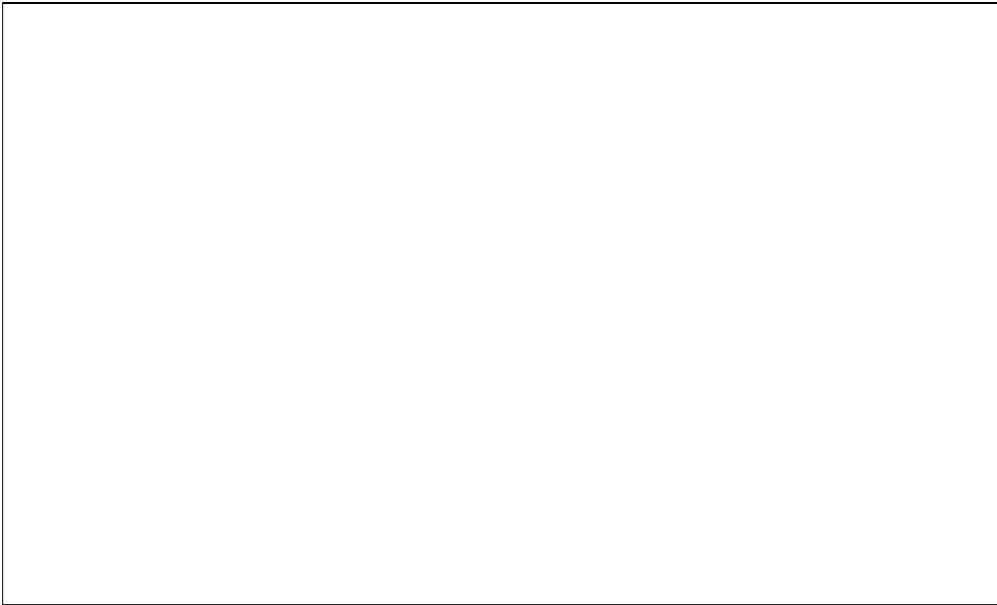
Action Notes

GILGAMESH y URSHANABÍ vuelven a embarcarse hacia Uruk. El viaje es largo y amargo. GILGAMESH cabizbajo, experimenta en su cuerpo el peso del fracaso.

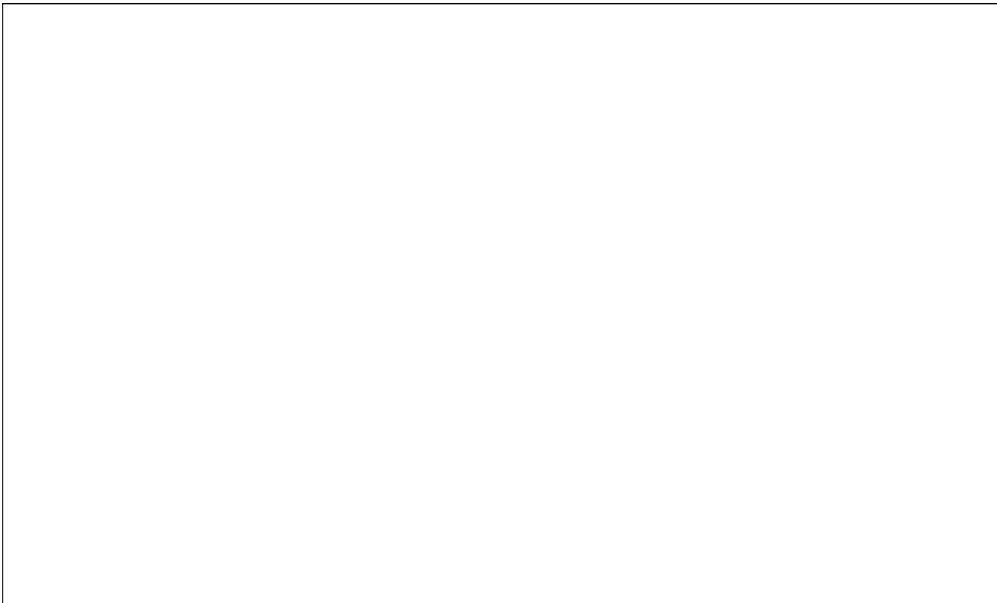
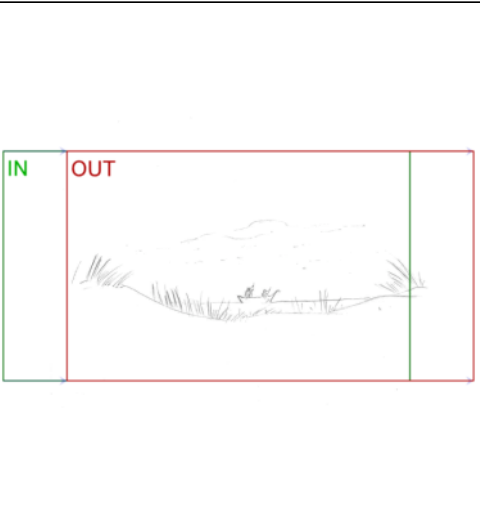
Seq	Scene	Panel
36	1339	1



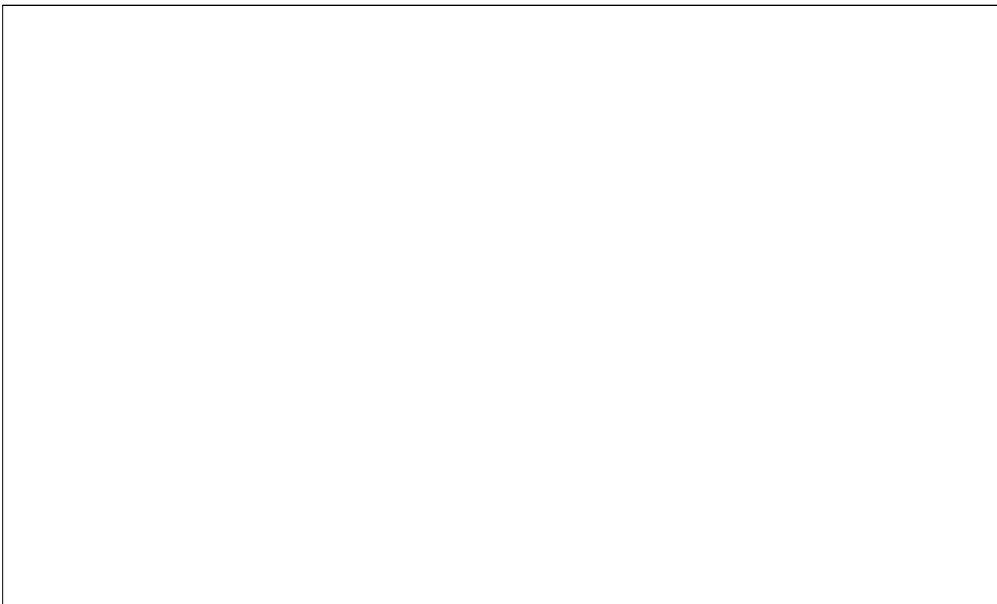
Seq	Scene	Panel
36	1339	2



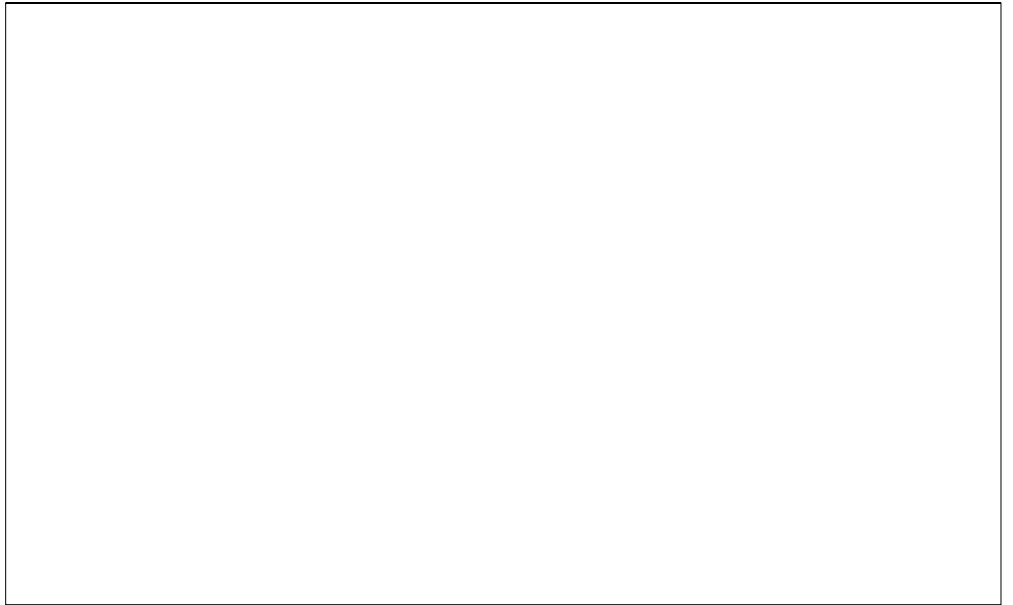
Seq	Scene	Panel
36	1340	1



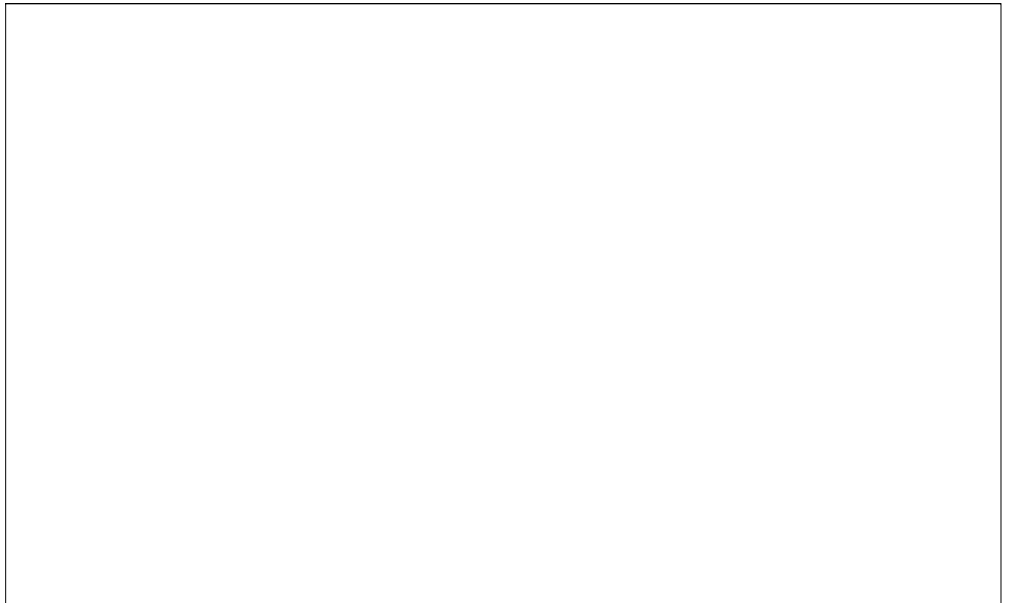
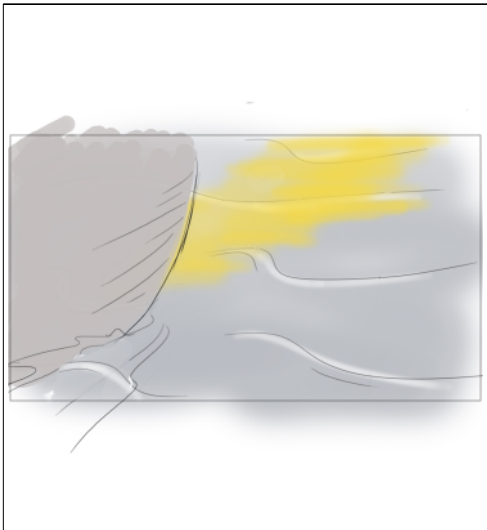
Seq	Scene	Panel
36	1341	1



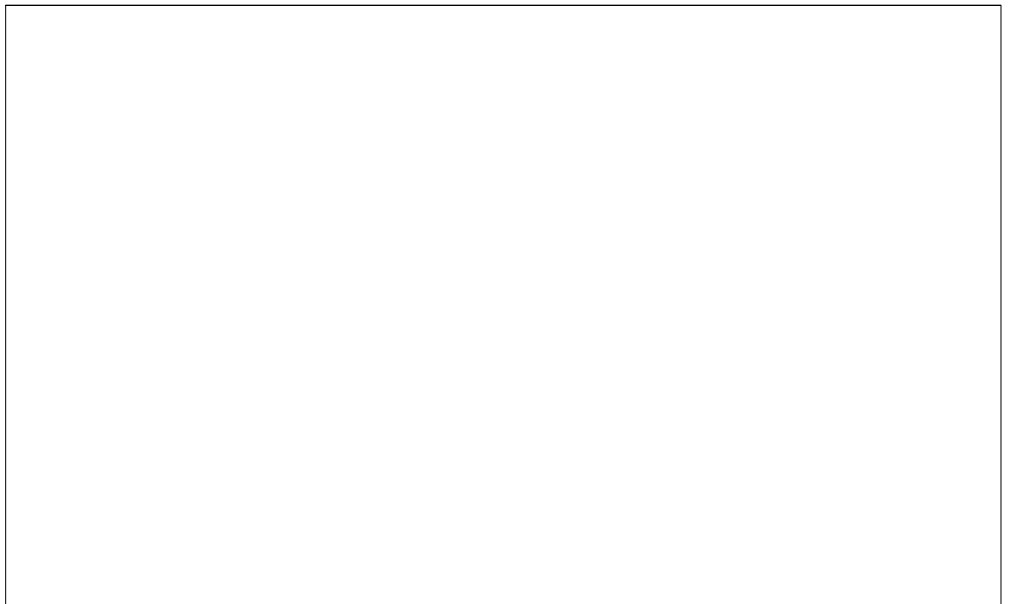
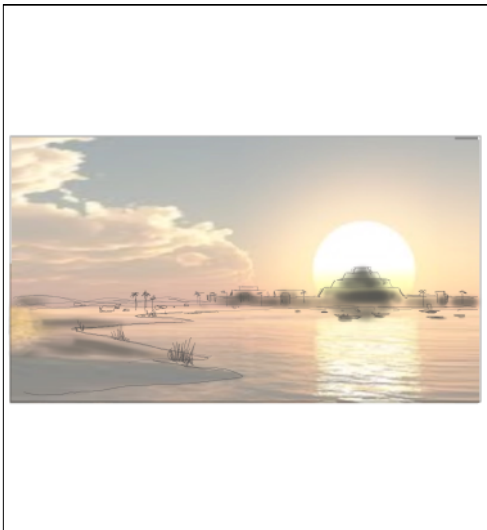
Seq	Scene	Panel
36	1341	2



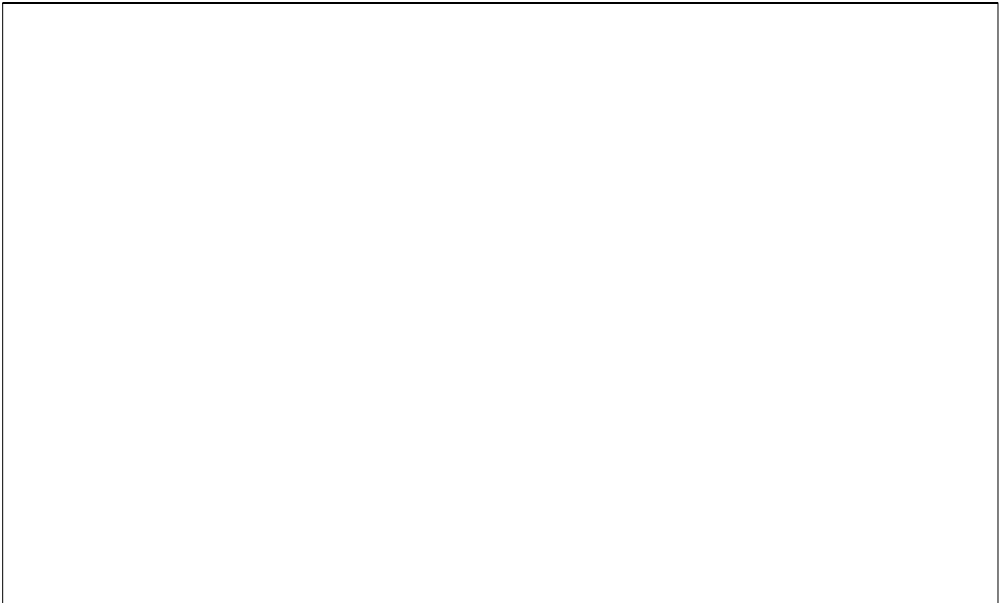
Seq	Scene	Panel
36	1341	3



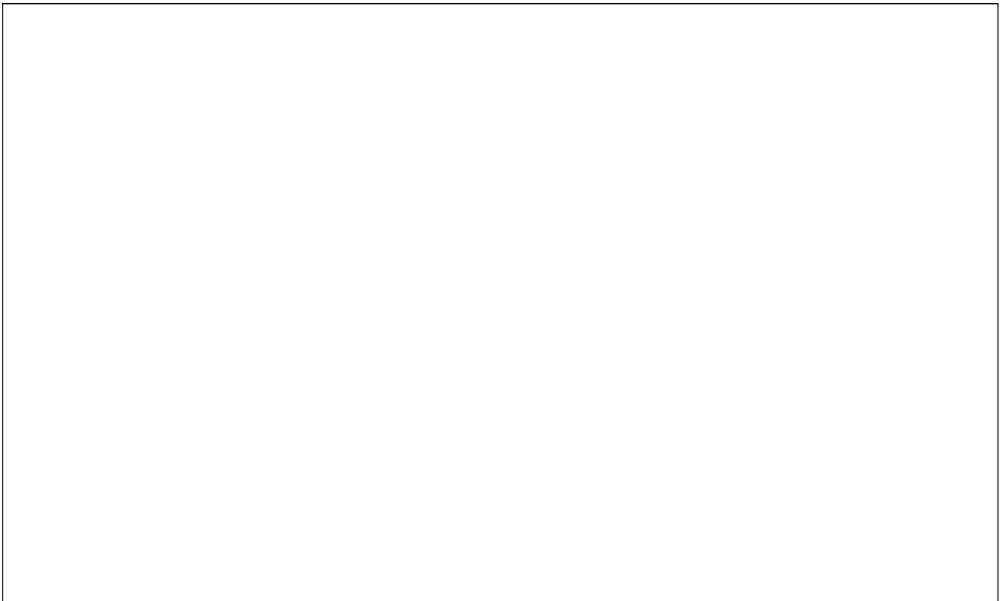
Seq	Scene	Panel
36	1342	1



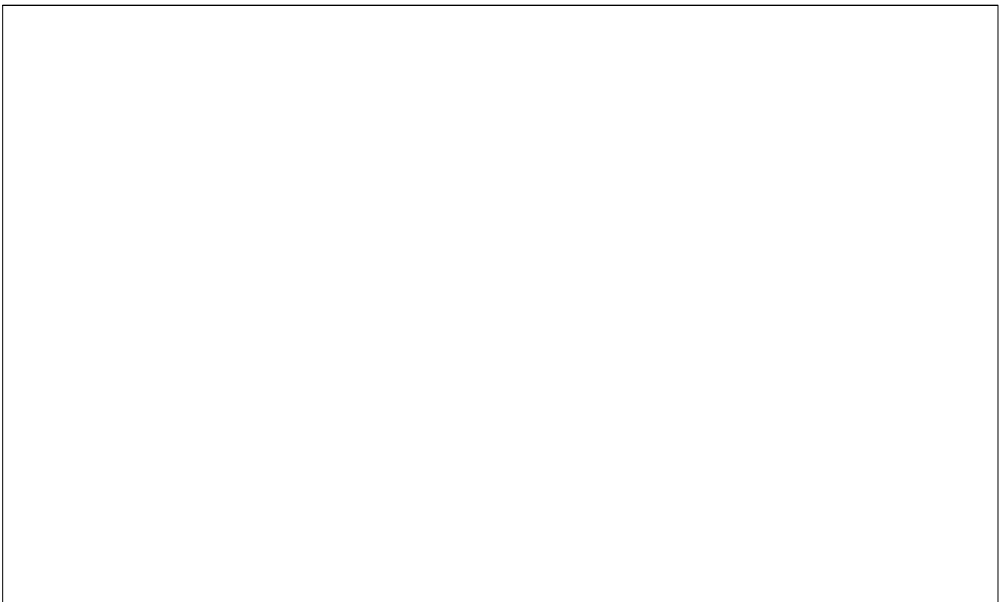
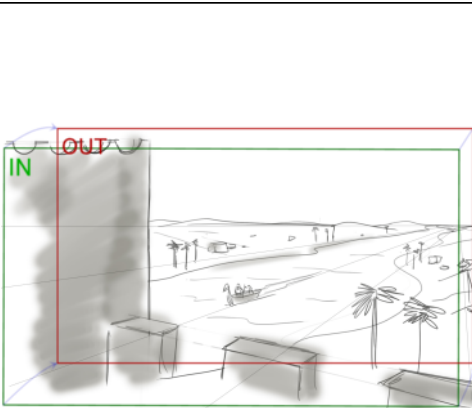
Seq	Scene	Panel
36	1342	2



Seq	Scene	Panel
36	1342	3



Seq	Scene	Panel
36	1343	1



Seq	Scene	Panel
36	1344	1

Action Notes

GILGAMESH y URSHANABÍ están llegando a URUK, que se ve de fondo.



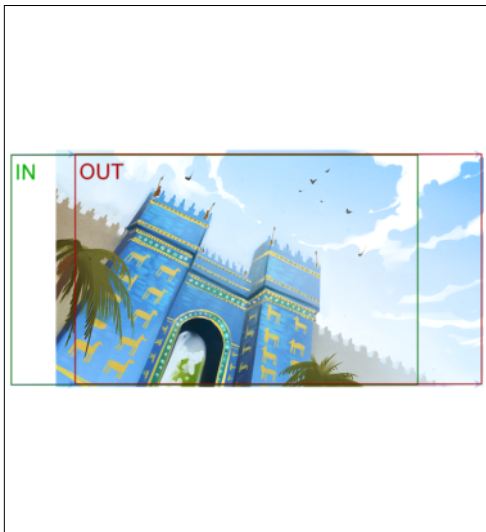
Seq	Scene	Panel
36	1345	1



Seq	Scene	Panel
36	1345	2



Seq	Scene	Panel
36	1346	1



Seq	Scene	Panel
36	1347	1



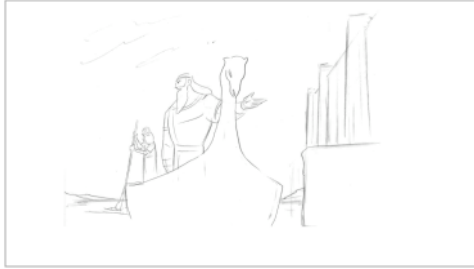
Dialog
 GILGAMESH (a Urshanabi, con un tono bajo, reflexivo)
 Observa los muros de Uruk. Mira cómo están contruidos...

Seq	Scene	Panel
36	1348	1



Dialog
 GILGAMESH
 Ahora dime, ¿no es acaso

Seq	Scene	Panel
36	1348	2



Dialog
la ciudad más hermosa?

Seq	Scene	Panel
36	1349	1



Dialog
GILGAMESH
La mejor arcilla, los mejores ladrillos cocidos que has visto?

Seq	Scene	Panel
36	1350	1



Dialog
URSHANABÍ
Es verdad, y en tu ciudad te dejo, noble Gilgamesh.

Seq	Scene	Panel
36	1351	1



Dialog

URSHANABÍ

En el lugar desde donde partiste, que también es tu destino final.

Seq	Scene	Panel
36	1352	1



Dialog

URSHANABÍ

No deseches las experiencias de tu viaje.

Seq	Scene	Panel
36	1353	1



Dialog

GILGAMESH

Las llevo conmigo, Urshanabí. Para que vivir si vamos a morir?

Seq	Scene	Panel
36	1353	2



Dialog

GILGAMESH

Hasta la sombra de Enkidu ha dejado de acompañarme.

Seq	Scene	Panel
36	1354	1

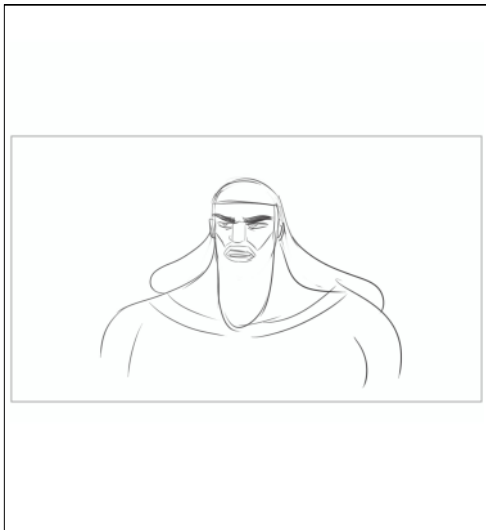


Dialog

GILGAMESH

Y mi propia sombra lo hará en algún momento.

Seq	Scene	Panel
36	1354	2



Dialog

GILGAMESH

Pero no! Me resisto.

Seq	Scene	Panel
36	1354	3

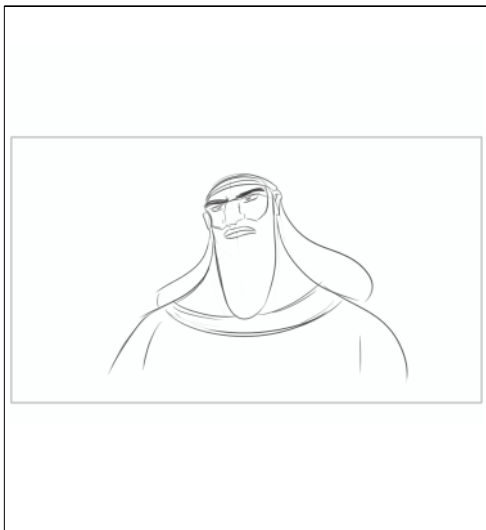


Dialog

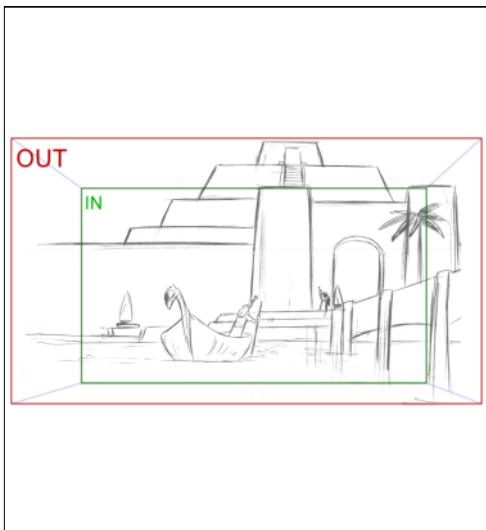
GILGAMESH

Antes, necesito encontrarle algún sentido a mi dolor.

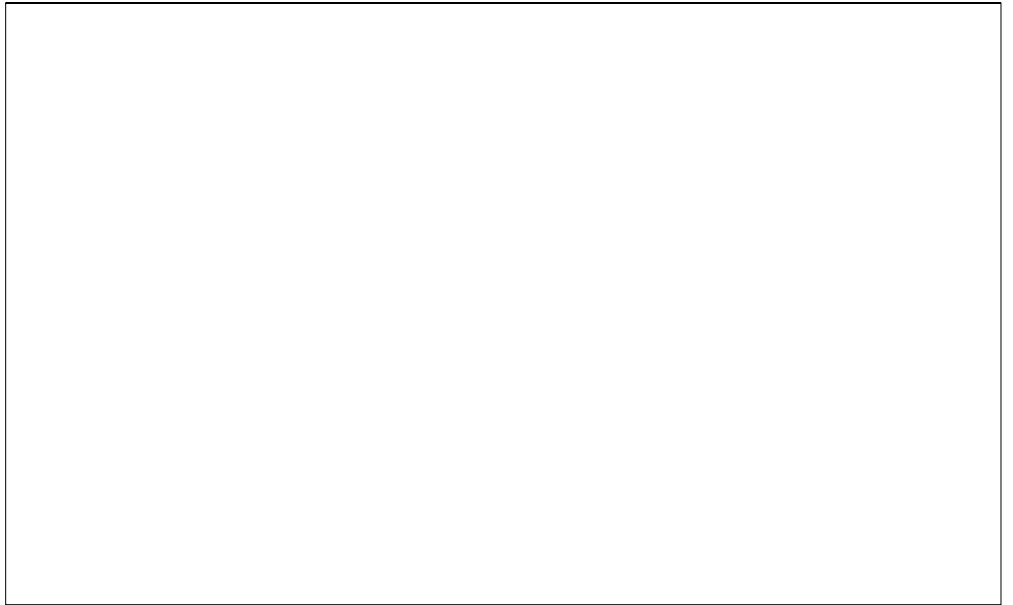
Seq	Scene	Panel
36	1354	4



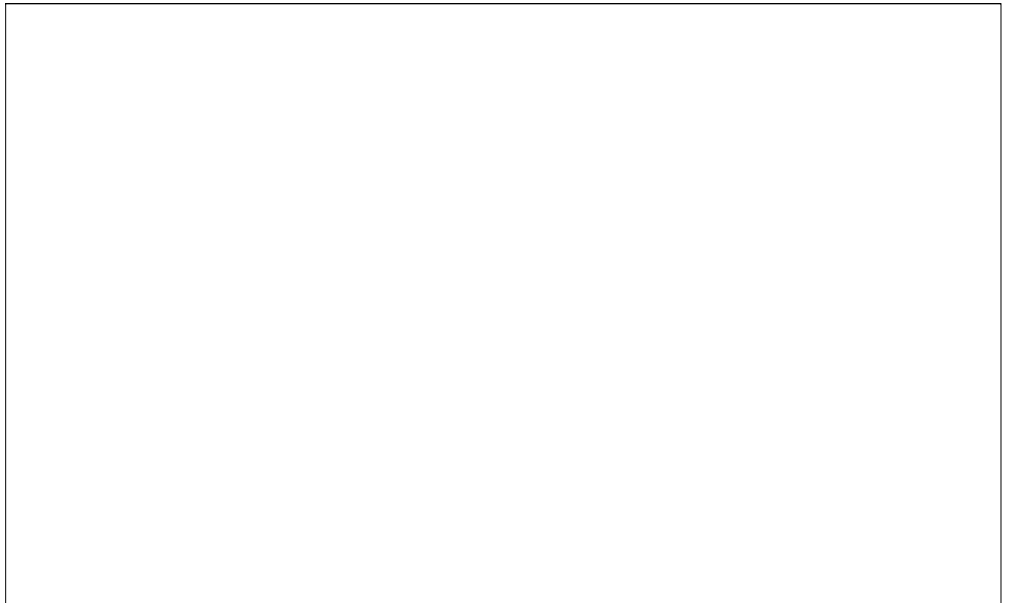
Seq	Scene	Panel
36	1355	1



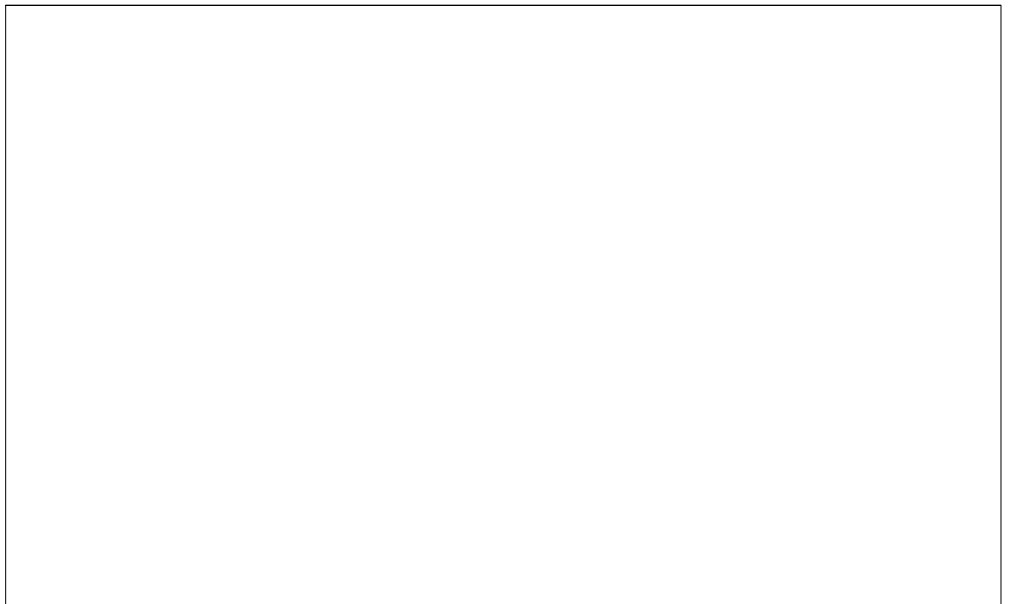
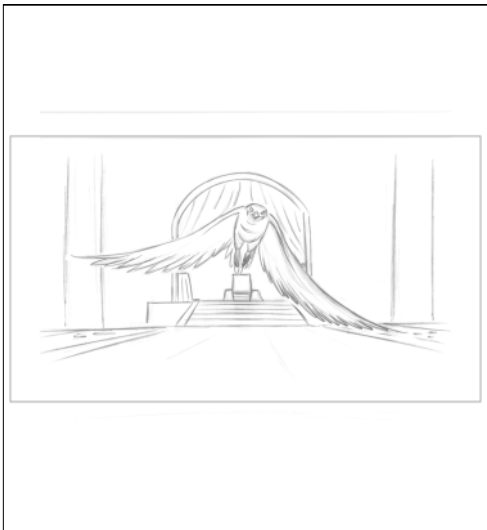
Seq	Scene	Panel
37	1356	1



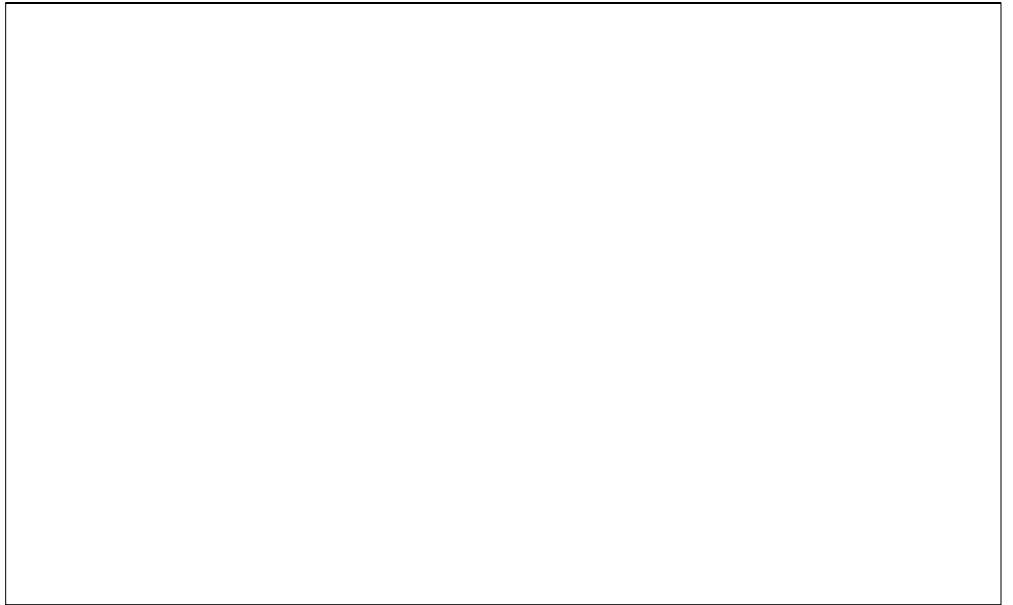
Seq	Scene	Panel
37	1356	2



Seq	Scene	Panel
37	1356	3



Seq	Scene	Panel
37	1356	4

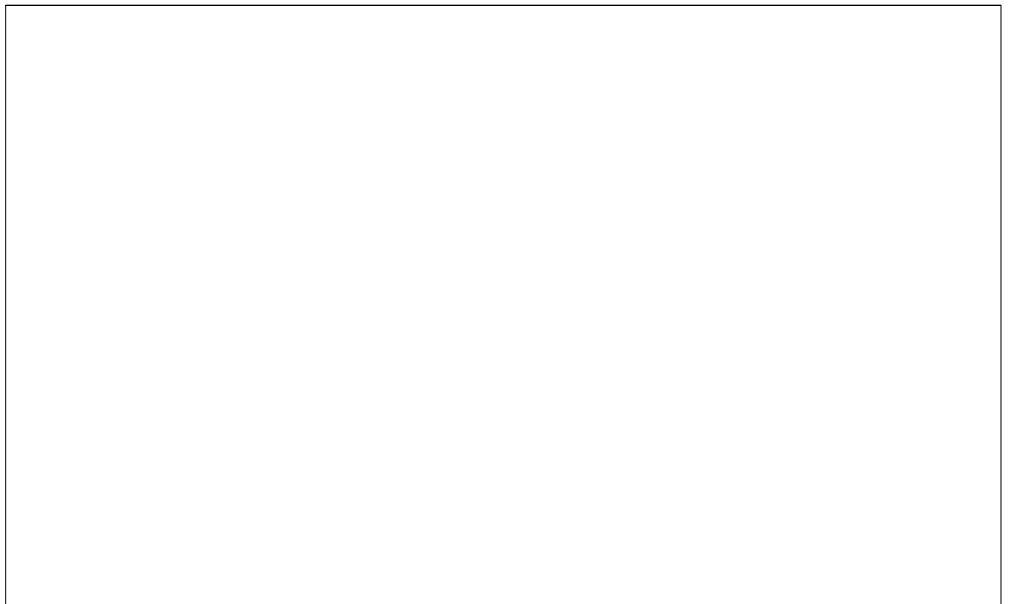


Seq	Scene	Panel
37	1356	5

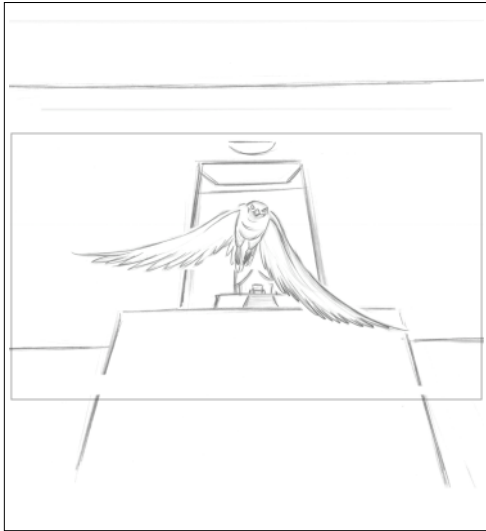


Dialog
VOZ EN OFF:
AHÍ ESTÁ GILGAMESH, EL REY

Seq	Scene	Panel
37	1356	6



Seq	Scene	Panel
37	1356	7



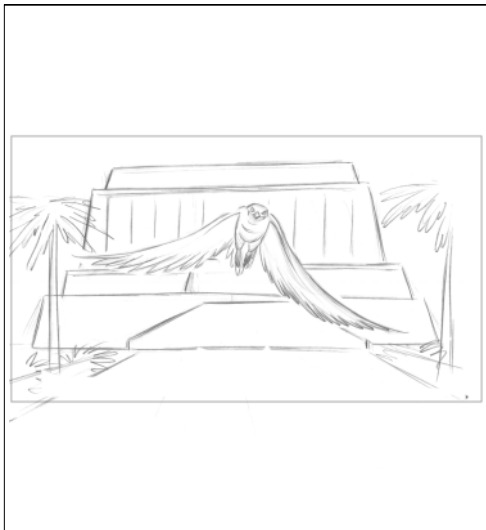
Dialog
VOZ EN OFF:

QUIEN VIÓ EL FONDO DE TODAS LAS COSA,

Seq	Scene	Panel
37	1356	8



Seq	Scene	Panel
37	1356	9



Seq	Scene	Panel
37	1356	10



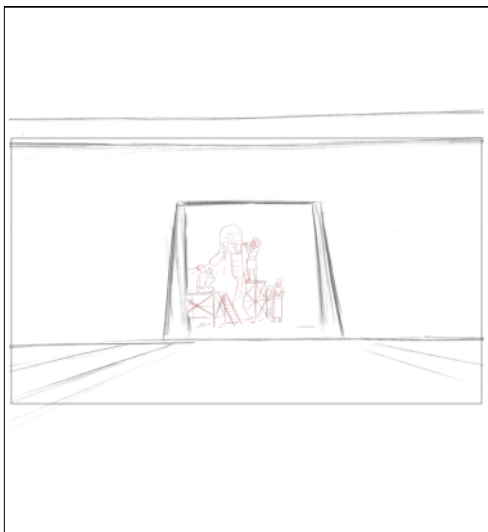
Dialog
 VOZ EN OFF:
 CONOCIÓ TODOS LOS LUGARES.

Seq	Scene	Panel
37	1356	11



Dialog
 VOZ EN OFF:
 TODO LO SUPO,

Seq	Scene	Panel
37	1356	12



Dialog
 VOZ EN OFF:
 TODO LO ENSEÑO.

Seq	Scene	Panel
37	1356	13



Dialog

VOZ EN OFF:
FUE SABIO ENTRE SABIOS.

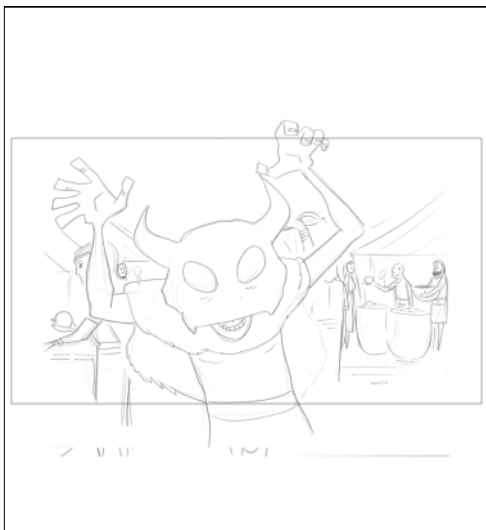
Seq	Scene	Panel
37	1356	14



Dialog

VOZ EN OFF:
PENETRO EN LOS MISTERIOS,

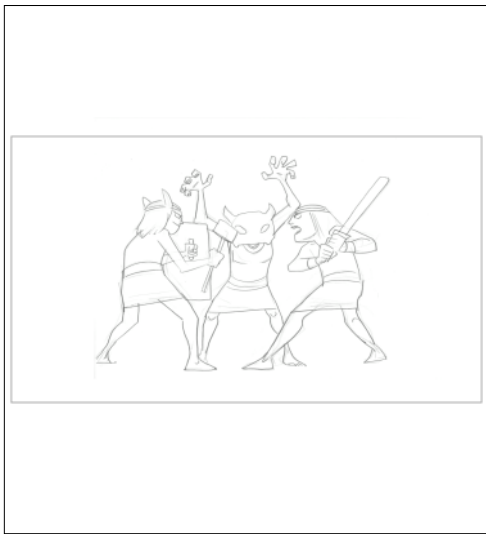
Seq	Scene	Panel
37	1356	15



Dialog

VOZ EN OFF:
CONOCIÓ EL SECRETO DE

Seq	Scene	Panel
37	1356	16



Dialog

VOZ EN OFF:
CUANTO ESTABA OCULTO.

Seq	Scene	Panel
37	1356	17



Dialog

VOZ EN OFF:
SU VIDA FUE UN LARGO VIAJE,

Seq	Scene	Panel
37	1357	1



Dialog

VOZ EN OFF:
APRENDIÓ SUFRIENDO,

Seq	Scene	Panel
37	1358	1



Dialog

VOZ EN OFF:
Y AL VOLVER DE SUS LEJANAS HAZAÑAS,

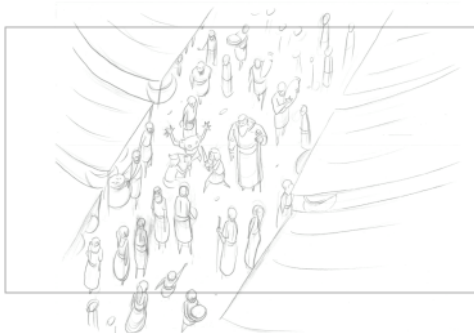
Seq	Scene	Panel
37	1358	2



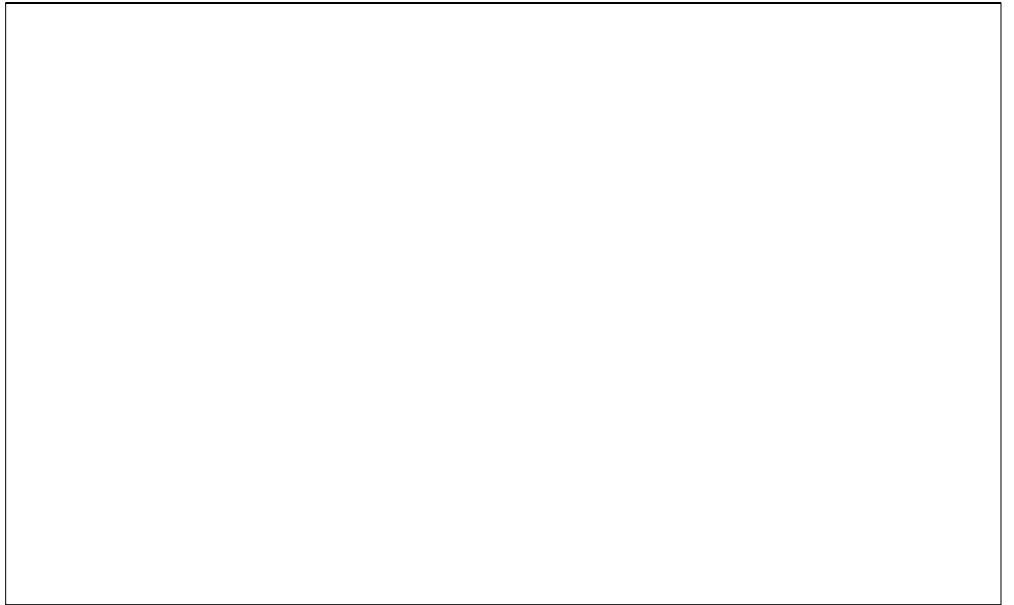
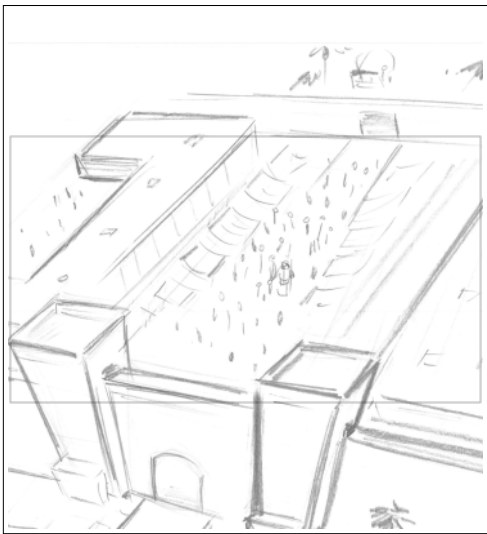
Dialog

VOZ EN OFF:
GRABÓ SUS PROEZAS SOBRE LA PIEDRA.

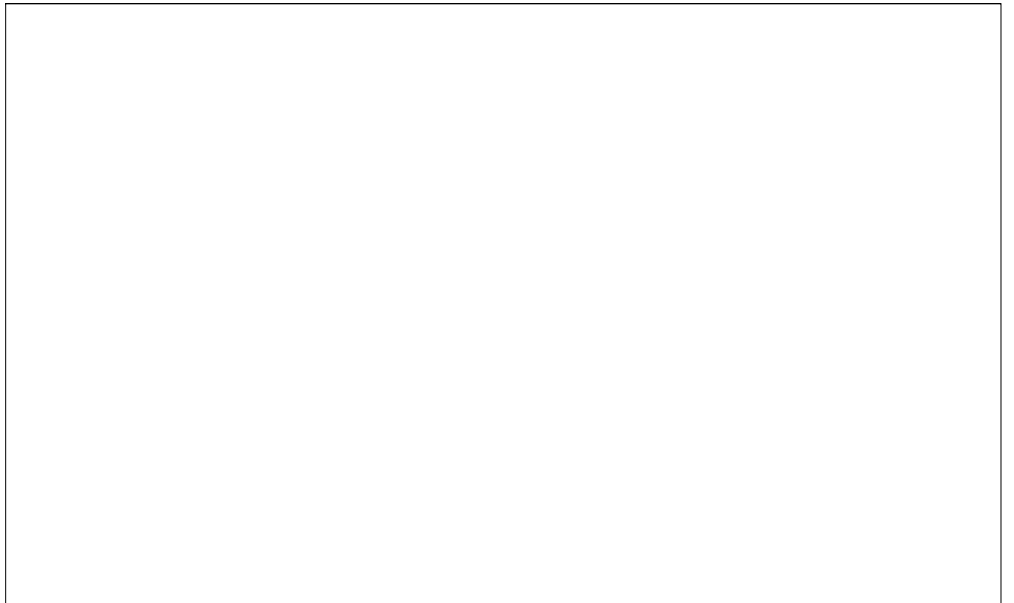
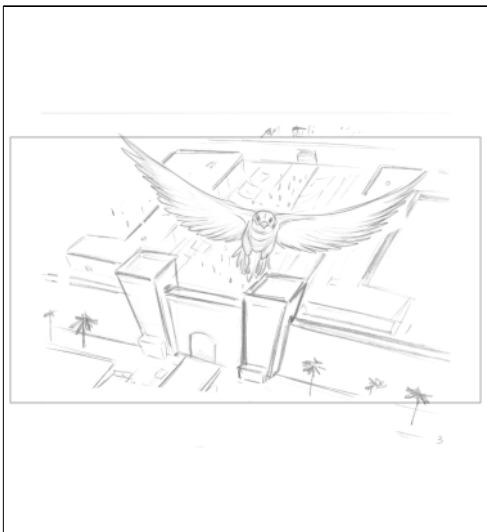
Seq	Scene	Panel
37	1358	3



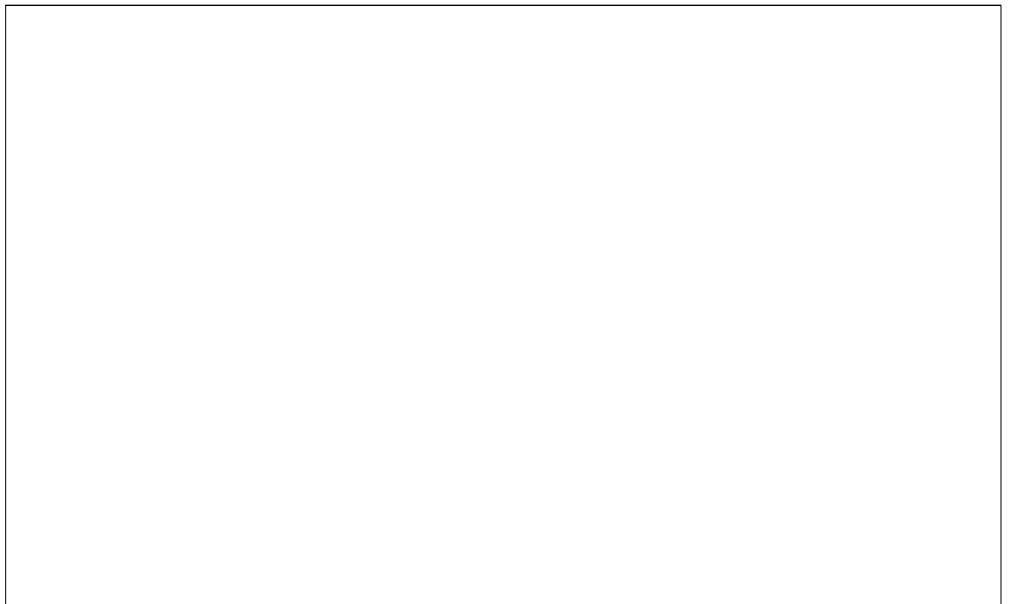
Seq	Scene	Panel
37	1358	4



Seq	Scene	Panel
37	1358	5



Seq	Scene	Panel
37	1358	6



Seq	Scene	Panel
37	1358	7



3

Seq	Scene	Panel
37	1358	8



3

Seq	Scene	Panel
37	1358	9



FIN