

JACOBS QUEST.

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FADE UP ON:

EXT. THE UNIVERSE - NO TIME EXISTS

GALAXIES. PLANETS.. MOONS.. AND STARS..

SHOOTING PAST SEVERAL UNKNOWN PLANETS REVEALS THE STRANGE AND THE NEW, THEN COMES THE MILKY WAY OUR SOLAR SYSTEM, SOARING PAST...

PLUTO, URANUS, NEPTUNE SATURN...

ALL THE WAY TO JUPITER, THROUGH TO OUR MOON, THE EARTH PICKS UP ON THE HORIZON. CLOSER AND CLOSER IT LOOMS.

LAND.

A HOUSE.

A WINDOW.

A BEDROOM.

Through the upstairs bedroom window a young boy, JACOB ASHBY, 9 lays sleeping. He thrashes around and tosses and turns in his sleep, suddenly wakes in a fright.

INT. THE ASHBY HOUSEHOLD - HALLWAY.

The sounds of footsteps can be heard.

CUT TO:

INT. JACOB'S BEDROOM - NIGHT.

JACOB
Mom.. Mommy!

INT. THE ASHBY HOUSEHOLD HALLWAY- NIGHT

The door to JACOB'S room opens and his mother, JANE ASHBY, 40, walks in with a cup of warm milk.

MRS ASHBY
Jacob its okay sweetie, were you
having another dream?

MRS ASHBY walks over to JACOB and sits down beside his bed she assures him and places the cup of milk on his night stand.

INT. JACOB'S BEDROOM - NIGHT.

JACOB

I don't like going to sleep mommy.

MRS ASHBY

Honey not all dreams are bad in the next one you could be a superhero..

JACOB

Yeah right Mom..

JACOB turns over and faces away from his mom.

JACOB (CONT'D)

I hate sleeping Mom, its always the same, he is in my dreams, I don't like it. Mom.... How Do I change things that I don't like?

MRS ASHBY

Oh honey. Sometimes things are not always the way we would like them to be, and we can't always just fix them or make them go away. Sometimes all we can do is learn from them. In-fact, sometimes they help make us a better and stronger person. I know you will find a way Jacob. Here, drink your milk, it will help settle your nerves.

JACOB sits up and sips his milk, he hands the cup back to his mom, she gently tucks him back into bed and kisses him on the forehead.

MRS ASHBY (CONT'D)

Try to get some sleep sweetie its late.

The camera pans up to a clock on the wall, its midnight.

JACOB

Thanks Mom, I'll try.

(under his breath)

But milk ain't going to stop him from coming back.

A shadow in the trees is partially illuminated by the back drop of the moon. JACOB pulls the covers of his bed sheets up over his head.

FADE OUT.

FADE IN:

EXT. AN ORDINARY SUBURBAN STREET - DAY

JACOB and his best friend, VERNON "STINKY" MCQUILLAN, ALSO 9 are out riding their bikes.

STINKY
Hey Jake did you see the skid I did
back there?

JACOB
Cool! Yeah I did, watch me do this
one.

JACOB gathers up some speed as he heads for the next corner just up the street, as he rounds the bend he slams on his breaks and skids the back tire out.

From a couple of meters behind stinky YELLS.

STINKY
Woah! Cool!

The boys continue up the street and past a small group of shops, one of which grabs JACOB'S attention.

JACOB
Hey Stink, what's that?

STINKY
What's what?

JACOB
Over there at the Magic shop?

STINK'S EYES FOLLOW JACOB'S TO THE WINDOW OF THE "YE OLD MAGIC SHOPPE".

STINKY
Cool.

The boys get off their bikes and wheel them over to the window.

An eye catching display takes centre place "the brand new guaranteed make anything you want appear MAGIC BOX".

STINKY (CONT'D)

Woah, you know I heard from Dennis,
that Miles Kenways cousins best
friend got one of these and made an
Xbox One come out of it.

JACOB

He did not.

STINKY

Did too.

JACOB

No way, did not.

STINKY

Dennis would never lie to me, and I
went there and he said he would get
one for me. True.

JACOB

Cool!

A small crystal sphere that sits in the bottom corner of the window seems to go unnoticed by the boys.

STINKY

Hey Jake you going to football
practice today?

JACOB

Yeah I guess so.

STINKY

Cool! I'll grab my stuff and meet
you at your place.

JACOB

Race you to my street.

The boys jump on their bikes and take off as fast as they can. JACOB'S street is only a few hundred yards up the road.

JACOB manages to get there before STINKY, he peels off down his street and yells to Stinky.

JACOB (CONT'D)
Seeya soon Stink.

STINKY
Yeah seeya Jake.

JACOB rides a little ways down the street and then turns up the driveway of house number seven and into the back yard, HE SPRIGHTLY JUMPS OFF HIS BIKE.

EXT. THE ASHBY RESIDENCE - BACK YARD - DAY

JACOB dumping his bike in the middle of the yard sees his sister SALLY-ANN ASHBY, 14 JUMPING on the trampoline. He jumps up onto the trampoline.

JACOB
Bet I can jump higher than you.

SALLY-ANN seems to ignore JACOB and continues to jump.

JACOB (CONT'D)
I bet I can jump higher than you!

SALLY-ANN
I am older and taller and smarter and have more facebook friends than you so I can jump ten times higher than you can any day! HRM!

JACOB
Yeah right.

SALLY-ANN comes to a stop on the trampoline.

SALLY-ANN
Wanna bet?

JACOB
(Mimicking sally-ann)
Wanna bet?

SALLY-ANN
Fine! You're on! Okay! If I win, you do my chores for a week, and if you win I will do yours.

JACOB ponders for a moment.

JACOB

Deal!

Both shake hands.

SALLY-ANN gets on the trampoline and begins to JUMP as high as she can, it's clearly seen that she is JUMPING HIGHER than her little brother. she taunts him.

SALLY-ANN

A week of dishes, I can't wait.

She continues to JUMP HIGHER AND HIGHER.

CUT TO:

INT. THE ASHBY HOUSEHOLD -DAY

IAN ASHBY, 40 and JANE sit in the living room. a knock is heard on the door, getting up Mr Ashby walks over and opens the door.

Standing in front of him is an old man who looks every age of his years, he is a grand old looking man, It's MELCHIZAR THE TIME MASTER, his head is covered by a hooded cloak.

CUT TO:

EXT. THE ASHBY RESIDENCE - BACK YARD -DAY

STOPPING SALLY-ANN gets off the trampoline and beckons JACOB to get on.

SALLY-ANN

Come on mister I can jump higher than you can, come on.

JACOB gets on the trampoline and begins to jump to the heavens. Unfortunately for JACOB he cannot jump as nearly as high as SALLY-ANN.... until:

"JACOB BEGINS TO FLOAT IN MID AIR"

SCARED, SHOCKED, Not sure what to do he begins to get out of control, FREAKING OUT SALLY-ANN RUNS into this house.

CUT TO:

JACOB can still be seen FLOATING outside the window.

JACOB

Hi Mom!

SALLY-ANN notices jacob outside the window and freaks out more!

SALLY-ANN

Ahhhhhhhhhhhhhhhhhh!

MRS ASHBY

Jacob, sweetie get down now.

JACOB

Hey Sal, don't forget the trash tomorrow night!

MRS ASHBY

Jacob! Down! Now!

JACOB

Okay.. Okay..

JACOB looks confused for a second and seems to defy his mom's request.

JACOB (CONT'D)

Er.. Mom..

MRS ASHBY

Jacob, just think... Down.

JACOB then descends down from his sisters room.

JACOB (O.S.)

Thanks Mom!

CUT TO:

INT. THE ASHBY HOUSEHOLD -DAY

MR ASHBY and MELCHIZAR are still sipping tea, JACOB busts into the living room and stops mid way.

JACOB

Dad! Dad! You'll never guess..

He then realizes that a wizard is sitting in the living room as well.

JACOB (CONT'D)

Ah.. Dad, who's that?

MR ASHBY

Son, there's a time when a child comes of age, and for you today is that day. Son, this is Melchziar, he is the great time master of the universe, he is the protector of all time and space.

JACOB

No way!

MELCHIZAR

It's true Jacob, you are a very special little boy.

JACOB

Well I was just flying outside before.

MELCHIZAR

Yes Jacob, that is just one of your special gifts.

JACOB

Nah....

MELCHIZAR

Jacob you are a time traveler, just like your farther and his farther before him.

JACOB

Nah.... Really? Dad a time traveler?

MR ASHBY

Not in a long time son, but yes I had my..

MELCHIZAR looks at Ian and then back to Jacob.

MELCHIZAR

Your farther is long retired from time travel Jacob.

MELCHIZAR then looks at Jacob, deep in thought.

MELCHIZAR (CONT'D)

Jacob, you must listen to me, there are rules to being a time traveler.

MR ASHBY

That means..

JACOB stands in amazement.

JACOB

I can fly! I was like Superman!

MELCHIZAR

Well not exactly Jacob, but you do have special powers.. That in time you will learn to use, but only in time Jacob. EL Del Book of time...

A book appears out of nowhere, the pages flip open magically and floats towards MELCHIZAR.

JACOB

Woah!

MELCHIZAR

Use these words wisely Jacob and they will be of great assistance to you on your quest, use them frivolously and you may find yourself lost.

JACOB

Fivo..what.. Lost? Where? What quest? Dad what is he on about?

MELCHIZAR then conjures a spell, a portal appears through which JACOB SEES THINGS. A story is told in pictures. JACOB watches intently as he listens to THE TIME MASTER.

MELCHIZAR (V.O.)

In ancient times a senate of grand wizards was formed in order to save the universe from evil. Time travelers were born and their job was to man the void of time and space, and make sure that the quantum of the Universe was kept safe.

(MORE)

MELCHIZAR (V.O.) (CONT'D)

Seven Spheres were formed and each was sent to one of the seven dimensions of time, they were cast not only to protect time but all of humanity. However in order for all to stay protected each sphere must remain in its own dimension, if an evil power were to travel in time and collect all the seven spheres in the one dimension then time as we now know it could cease to exist. Jacob there would be one man who would put every time traveler and protector of the universe to the test, his name. Lord Falstow evil ruler of the Planet Valdark.

JACOB continues to see things through the porthole. an evil looking mans face fill the void.

MELCHIZAR (V.O.)

Falstow was once a traveler, but he sort the power of the seven spheres for his own evil doing.

JACOB interrupts the conversation.

JACOB (V.O.)

Wait a minute... that's the man who keeps appearing in my dreams. That's him! That's him!

MELCHIZAR (V.O.)

Yes Jacob he appears in our dreams as he wants to unsettle us, however, we can never let him have this power over us.

MELCHIZAR continues with his story.

MELCHIZAR (V.O.)

You see Jacob, Falstow became engulfed in his own power, he used the very travelers sent to protect time, against us.

(MORE)

MELCHIZAR (V.O.) (CONT'D)

He used them to skip though time and reach the spheres, Jacob, only one sphere remains here on Earth, if it was to fall into the hands of Falstow then we as time travelers will no longer exist, nor will time or the universe itself.

JACOB stands transfixed looking at the bright light that is before him. Snapping out of it he looks back at MELCHIZAR.

Out of nowhere comes another bright light, JACOB freaks a little and steps back. MELCHIZAR gets up and holds his hand out to JACOB.

MELCHIZAR

It's time for your fist lesson Jacob.

JACOB

What right now? I have football practice, Coach Kelly will yell at me if I am not there soon.

MR ASHBY

Jacob I will talk to Coach Kelly.

MELCHIZAR

It's okay Jacob, it's only a matter of time.

JACOB looks over to his dad unsure as what to do, as if he is looking for answers.

MRS ASHBY

Son, time waits for no one, go and have fun, you're in safe hands.

MELCHIZAR

Jacob its time to enter the porthole.

MELCHIZAR ENTERS THE PORTHOLE, A HAND THEN STRETCHES THOUGH AND GRABS JACOBS HAND.

MELCHIZAR (CONT'D)

It's time son.

JACOB GRABS MELCHIZAR'S HAND AND ENTERS THE PORTHOLE.

EXT. THE UNIVERSE - NO TIME EXISTS

JACOB is on his first test flight. He sees things that he has never seen before.

From the Milky Way to galaxies that have never been explored, MELCHIZAR holds his hand and guides him through the experience that is time travel.

CUT TO:

INT. FALSTOWS CASTLE - NIGHT

ALEGRA, 16, dark hair and tattered clothing, is falstow's servant. she stands in a huge room that is filled with thousands of monitor screens. her attention turns to a screen she has not cast an eye on for some time.

Next to her is a goblin like creature. MAXIMILLION is his name, a funny looking yet somehow engaging creature.

Turning to MAXI, ALEGRA snaps at the goblin!

ALEGRA
Maxi go and get Lord Falstow, there
is something that he will want to
see. Now... Now..

The goblin scurries off in a hurry, up the spiral stairway.

INT. FALSTOW'S CASTLE - CORRIDOR -NIGHT

MAXI is running as fast as his tiny little legs can take him down what seems to be a never ending corridor. He comes to a stop at two of the biggest doors that anyone could ever imagine.

A dragon like door knocker is out of his reach. Trying in vain he jumps again and again trying to reach the door knocker.

looking around he spots one of the many kitchens that are dotted throughout the castle. Hurrying down the hall to the kitchen, MAXI enters.

INT. FALSTOW'S CASTLE - EIGHTH KITCHEN -NIGHT

This is FALSTOW'S personal kitchen, where his evening meals are made. Over in a corner is a gorging goblin. Pigs feet are near a trash can, the goblin is overstuffed on scraps he couldn't move if he tried.

MAXI scurries over to the gorging goblin and shakes him.

Silence... nothing, the goblin just won't move.

MAXI grabs him by the feet and tries to drag him, opening the 'goblin door' he has trouble getting his fat over-gorged friend out!

INT. FALSTOW'S CASTLE - CORRIDOR -NIGHT

MAXI tries dragging his friend, puffed out and tired he thinks quickly giving the fat goblin a push, he rolls him down the corridor. The fat goblin crashes into the great door with a thud and doesn't even budge. Maxi hurries off after his fat friend.

Arriving moments later MAXI props the fat goblin up against the door. He climbs all over the fat goblin who still doesn't make a mummer. MAXI reaches the door knocker. He begins to SWING OFF THE DRAGON DOOR KNOB.

"BANG" "BANG" "BANG"

The door opens with a creak. MAXI gets flung off the handle as the fat goblin rolls in and come to a stop at a pair of large "shinny" boots. Gaining his senses MAXI gets to his feet.

INT. FALSTOW'S CASTLE - AT DOOR - NIGHT

LORD FALSTOW, stands with the fat goblin at his feet. He looks down on MAXI.

LORD FALSTOW
I trust this is important
Maximillion.

MAXI
Oh but it is, Algera sent me to
tell you good news.

LORD FALSTOW
News..

MAXI
Yes master, really good news I
believe.

SILENCE...

LORD FALSTOW
Well?

MAXI STANDS IN SILENCE...

LORD FALSTOW (CONT'D)
The news goblin!

MAXI
Oh yeah..
(Maxi pauses)
The news a young time traveler has
been spotted on his first flight.

Stepping over the fat goblin, FALSTOW flings his huge BLACK cape in regal fashion, sending MAXI into the wall at a great rate of knots.

FALSTOW hastily set off for the monitor room. After four or five steps he turns to see where MAXI is. Maxi is standing about still a little dazed and confused.

LORD FALSTOW
Well...
(beat)
What are you waiting for?

MAXI gets up and follows FALSTOW.

INT. FALSTOW'S CASTLE - ENTRY TO MONITOR ROOM -NIGHT

FALSTOW and MAXI walk down the stairs into the huge monitor room. ALEGRA stands next to the chair, FALSTOW and MAXI approach, flicking his coat again maxi goes flying once more.

FALSTOW'S eyes become fixed on the screen. A young boy and an old man flying through space.

LORD FALSTOW
I cannot believe what I am seeing.

ALEGRA
Yes my lord its true.

LORD FALSTOW
Prepare the conjure room.

ALEGRA
Yes my lord.

ALEGRA steps back and takes off down one of the many corridors. MAXI, having now regained his senses, crawls up the chair and onto the armrest.

MAXI
Is it true boss?

There is nothing but silence as FALSTOW looks on in amazement.

MAXI (CONT'D)
Well is this the boy you have been looking for all these years?

LORD FALSTOW
It's a great day Maximillion, IT IS A GREAT DAY!!

MAXI
So the profit was right!

LORD FALSTOW
Get your fiendish little friends to whip up a fabulous feast for tonight we dine.... Triumphant!

Falling backwards off the chair, MAXI scampers out of the way and heads to the main kitchen.

CUT TO:

EXT. THE UNIVERSE - NO TIME EXISTS

Jacob still flies through space. MELCHIZAR sets a task for Jacob.

MELCHIZAR

Jacob, its time for you to fly
alone, you will be fine, I will be
right here.

MELCHIZAR lets go of Jacobs hand.

JACOB FALLS helplessly through space.

MELCHIZAR (CONT'D)

Jacob think like a bird, think like
a bird, make your dream become a
reality, think like a bird.

JACOB begins to flap his arms like a bird, he gains some
composure.

JACOB

This is fun. But I have a question,
how am I breathing in space?

JACOB begins to experiment with his flying, he's kind of
getting the hang of it.

MELCHIZAR BEGINS TO LAUGH.

JACOB

What? Why are you laughing?

MELCHIZAR

Its just what time travelers can do
Jacob. Everything else will be
answered in time. However your
lesson is over, its time to go back
home. There will be more lessons
tomorrow.

Another bright porthole opens and both fly towards it,
MELCHIZAR and JACOB enter the porthole.

INT. THE ASHBY HOUSEHOLD -DAY

A porthole opens in the lounge room of the ASHBY residence. A FOOT can be seen poking through, MELCHIZAR exits the followed closely by Jacob.

MR ASHBY

So son?
(a beat)
How was it?

Jacob cannot contain his excitement.

JACOB

Dad it was..

Jacob is cut off mid sentence.

MELCHIZAR

Jacob, I need you to sit down.

JACOB takes a SEAT.

MELCHIZAR (CONT'D)

There are three important rules that you must follow. One, never fly alone. Second is never to let anyone and I mean anyone know that you have powers that they will not understand and three never abuse the book of time. Do you understand what I say son?

JACOB

Yes I do sir.

As any nine year old boy who has found out he has these powers, we see Jacob with his fingers **CROSSED** behind his back.

FADE OUT:

FADE IN:

EXT. THE ASHBY RESIDENCE - BACK YARD - DAY

JACOB and STINKY are playing in the yard. STINKY gets up and runs over to the trampoline gets on and begins to jump.

JACOB
Hey Stink, if I tell you a secret,
do you think you can keep it?

STINKY
Yeah!

JACOB climbs onto the trampoline.

JACOB
So can you keep a secret?

STINKY
I just told ya. Yeah I can

JACOB
Okay you must never tell anyone,
and I mean anyone.
(pause)
You promise?

STINKY
I promise.

JACOB
Spit promise?

STINKY then spits on his hand as well as JACOB.

They both shake hands.

STINKY
So what's the secret?

JACOB
I have magical powers.

STINKY
I spat on my hand for that? No way!

JACOB
Well... watch this!

JACOB is deep in concentration, STINKY waves his hand in front of his face.

STINKY
Jake?

JACOB
Ed Del Book or Spells.

Nothing happens..

JACOB (CONT'D)
What was it?
(thinking)
El Del book of time.

Out of nowhere the book appears and floats towards JACOB. STINKY'S jaw drops and it gets closer and closer toward JACOB, plucking it out of mid air JACOB opens the book.

CUT TO:

INT. FALSTOWS CASTLE - CONJURE ROOM - NIGHT

ALEGRA and FALSTOW are already conjuring the spell in front of a big black cauldron.

MAXI barges in screeching his accomplishments of getting the rabble back to work (goblins preparing the feast), only to find the great lord deep in concentration.

CUT TO:

EXT. THE ASHBY RESIDENCE - BACKYARD - DAY

STINKY is still sitting on the trampoline in amazement, he looks at JACOB and then at the book.

STINKY
Okay I get it, you got the thing,
ya know the thing from the magic
shop, you made it appear! How...

JACOB begins to flip through the book.

JACOB
Nope, no I did not get the magic
box. I told you.. I have powers!
(turning towards stinky)
Lets jump...

JACOB begins to jump and jump and jump higher, much higher than an average nine year-old boy should be able to.

JACOB then begins to "HOVER" in mid air. STINKY, mouth open is amazed.

STINKY
No Way!! Nah Ahhhhh

JACOB
I can fly! I can fly

STINKY
Nah, no way!

JACOB flies awkwardly around STINKY. A portal then opens and JACOB enters. STINKY is left alone, he stares in disbelief at the portal that JACOB entered.

STINKY
Jake, Jake!

Sticking only his head out of the portal JACOB smiles and laughs at STINKY.

STINKY
Woah, cool.

As JACOB tries to get out of the portal something goes wrong. He seems to have lost control, some sort of force is pulling him back in. He struggles frantically, STINKY is really freaking out now, he jumps off the trampoline.

JACOB
Stink! Stink, get my Dad...

STINKY
But you told me..

JACOB
Stink!

STINKY
Umm I better go home now... I better.

JACOB
Stink!

STINKY races off, but curiosity gets the better of him. He stops and hides behind the corner of the house.

From the relative safety of his hiding spot he turns back and watches the portal through which JACOB entered.

CUT TO:

INT. FALSTOW'S CASTLE - THE CONJURE ROOM - DAY

FALSTOW and ALEGRA stand in the conjure room, they continue to chant as a porthole forms in front of them.

LORD FALSTOW	ALEGRA
From Earth to thee, come to me	From Earth to thee, come to me

MAXI joins in the action and says every word a heartbeat after FALSTOW and ALEGRA have talked the spell.

MAXI
From Earth to thee... come to..

They continue to conjure up the spell to get Jacob to VALDARK.

LORD FALSTOW
Ha! Got him!

EXT/INT. "CAUGHT SOMEWHERE IN TIME" - SPACE

JACOB Is unable to control his ability to fly, he falls helplessly through time and space.

JACOB FALLS. A bright light then appears and he fall through it and onto:

EXT. VALDARK PLAINS -DAY

JACOB lands with a THUD! In what seems to be a strange new world.

The plains sit just on the other side of a great old forest. He scoures the horizon, all he can see are trees, a dark gully, and more trees. Brushing himself off as he gets up Jacob spots a path, walking to it leads him to the METHUZALA Forest.

EXT. THE METHUZALA FOREST -DAY

Making his way through the forest, the path gets windier and the sky seems to close in making this place very dark and very scary. A creak here and a swirl of the wind there. Noises are all around. JACOB begins to quicken his pace.

TREE

Psssst..

JACOB stops in his tracks, he slowly turns around.

JACOB

Who... who said that?

TREE

Well hello there young lad, it was me.. The tree.

JACOB looks confused.

JACOB

Wait hang on trees don't talk.

TREE

Well come over here, I'll prove it

Slowly a face begins to appear on the lower trunk of the tree a long nose protrudes out and big eyes appear, the tree begins to take on a human like appearance.

JACOB stands in amazement, he cannot believe what he is seeing.

The tree SHAKES its branches and then two eyes the open up and stare at Jacob.

TREE (CONT'D)

There we go, that's better. I know who you are, you're Jacob!

JACOB

How do you know my name?

TREE

Everyone knows your name, you are Jacob. But you are on a dangerous journey.

JACOB

Danger. What do you mean by dangerous? And how do you know my name?

TREE

Listen here, I cannot talk for long otherwise Lord Falstow will have his minions come and chop me down. Jacob.. Follow this path to the grand old oak there he will tell you a story that you must listen to. Go! Go quickly before they get you... hurry Jacob. Hurry.

The face then disappears.

JACOB

Who? What wait. Who will get me. Mr Tree, come back, who will?

JACOB begins to walk down the path, the tree tops begin to open and light the path to the OLD OAK TREE. In the middle of the forest is a huge tree, Jacob stops and stares intently.

JACOB (CONT'D)

Well this must be the old oak, that the tree told me about.

(he waits a minute)

Hello. Hello, mister old oak you there?

The leaves begin to rustle a little bit and a breeze picks up.

JACOB (CONT'D)

Wow

A face appears on the old oak tree.

THE OLD OAK TREE

Wow indeed!

JACOB jumps back in fright.

THE OLD OAK TREE (CONT'D)

No need to be frightened young Jacob. We have been waiting for you for some time, it has been written in the scriptures.

JACOB

Me? You have been waiting for me?

THE OLD OAK TREE

Yes, who else would it be?

JACOB

Can I ask you a question?

THE OLD OAK TREE

Well of course you can.

JACOB

Why am I here?

THE OLD OAK TREE

You are here to save this planet, but one thing young Jacob an evil overlord now rules this planet and you alone must save us and the entire universe from evil.

JACOB

But I am only Nine, I don't know how to save anything...

THE OLD OAK TREE

Age isn't useful here, but your virtues are. You are a good boy, the Time Master told us so, you are the traveler who will save us from this evil overlord. Beyond here is a path that will lead you to the castle that he lives in, he rules this planet with an iron fist, he is evil, this you cannot give in to, you have been brought here not by accident, he wanted you to come here, Jacob you cannot give into evil, there are six spheres that are on this planet, in order to save us you must smash the one that holds his power.

JACOB

But how will I know which one that is?

THE OLD OAK TREE

When the time is right, there will be a sign.

JACOB

A sign?

THE OLD OAK TREE

You will know.. Listen Jacob your great grandfather tried and so did your grandfather, as well as your dad, they tried to defeat the evil Lord Falstow, but Falstow was too powerful, you are our last hope, how do you think you got here?

(MORE)

THE OLD OAK TREE (CONT'D)

Falstow needs you here, you are the key to his evil deeds, fight that temptation, fight it and goodness will prevail. You must take this journey, heed and take warning as his evil will try to tempt you. Remember you are good.

The face on the old oak fades as he says over and over again.

THE OLD OAK TREE (CONT'D)

You are good.. Follow the path.

JACOB

Well that was unexpected.. Hrm I am here for a reason, but I don't know how I am going to do this.

A slight wind begins to pick up, old leaves blow away to reveal a dirt path, JACOB steps onto the path and begins to walk down it, as he does the tree part leading the way by giving him light. HE SLOWLY WALKS OUT OF THE METHUZALA FOREST.

EXT. SMALL SLURRY VILLAGE -DAY

At the end of the forest is a small village. Creatures like GOBLINS, GHOULS, DEMI-HUMANS and DARK ELVES go about their daily business. An old looking man, stands at his cart propped with the aid of a walking stick, while his horse feeds. He turns his head towards JACOB.

OLD MAN

Well hello there son, you must be Jacob.

JACOB Looks surprised as the old man knows his name.

JACOB

Hello.

OLD MAN

I hear that you need to get to the castle gates?

JACOB

Well there was a talking tree, ummm the old oak, he told me that I need to go there, but I really don't know how.

OLD MAN
 How about you hitch a ride with me,
 I can take you to the castle.

Seeming a little hesitant, JACOB is not sure what to do.

OLD MAN (CONT'D)
 Jacob this is just the first part
 of your journey. Time is of the
 essence.

JACOB then climbs onto the cart. The hay cart takes off slowly.

OLD MAN (CONT'D)
 Come on Daisy, I don't have all
 day.. Rah!

The horse begins to move forward with a quicker pace as the old man gives the reigns a little tug.

OLD MAN (CONT'D)
 Come on girl you can do it.
 (to Jacob)
 She can be a little stubborn.

The cart starts to move North, and on towards the huge castle that lies ahead.

EXT. THE CASTLE GATES - DAY

Two ORC's, big strange, dumb looking creatures, stand guarding the castle gates.

SMELLY ORC
 Look all I said was that scissors
 beat paper.

DUMB ORC
 Nah what happens if there is steel
 paper?

SMELLY ORC
 Steel paper? Well I never thought
 of that now did I?

The cart begins to get closer and closer to the gates as the orc's debate whether steel paper exists.

The Cart comes to a stop.

DUMB ORC
Well I say...

The old man interrupts their conversation

OLD MAN
Hello there I have a question for
you.

The SMELLY ORC walks up to the cart and looks at the old man.

SMELLY ORC
What's that?

OLD MAN
I was wondering if you could grant
me access to the castles inner
sanctum.

SMELLY ORC
(scratching his head)
Well... The almighty Lord Falstow
came to me this morning and told me
no one can enter, so, no.

The DUMB ORC looks on as if he has something more to add to
the conversation.

DUMB ORC
Ummm what about.

SMELLY ORC
I have this...
(looking back to the Old
Man)
No, No one can enter, by the rules
of Falstow.

DUMB ORC
You are missing one rule I am sure
of it.

SMELLY ORC
What? I told you I am the boss
here, no one can enter.

DUMB ORC
What about the boy?

SMELLY ORC
Oh! The boy.

DUMB ORC

Well there is an exception, we can
only let a boy in, that's it.

JACOB is now hiding in the hay, trying to lay low the old man
looks back at him.

OLD MAN

Its okay son, no need to be afraid,
they may smell and act dumb but
they are Orcs, harmless creatures,
its okay, show yourself.

JACOB moves a rug away from the hay that he was hiding in and
looks up at the smelly and dumb orcs.

SMELLY ORC

He sure looks funny.

OLD MAN

He is the one Falstow is looking
for.

DUMB ORC

Are you sure its him, this could be
anyone.

OLD MAN

Oh, I am sure it is.

SMELLY ORC

Well okay, its the only kid we have
seen today, pass granted. But if
its not him we'll have you both for
DINNER!!

DUMB ORC

Well get on your way...

A "SLAP" of the reins and the horse moves slowly through the
fifty foot gate entrance to the castle.

OLD MAN

Come on Daisy. Tsk, tsk.

JACOB looks on in awe, his mouth wide open, this isn't just a
castle, it's a small city where people who are allies of
Falstow live in harmony with each other. well as much
harmony as a band of evil creatures ruled by an even more
evil ruler can be.

The creatures look at JACOB, they begin to fall to their knees as he passes them.

JACOB

Why are they doing that?

OLD MAN

(looking back at Jacob)

They believe that you are the chosen one, the one who will lead the universe. Son you are our saviour, hate is a bad thing, everything that Falstow tries to give to you, you must resist this temptation.

HORNS alarm as the cart arrives. The cart pulls up outside the castle entrance.

OLD MAN (CONT'D)

Jacob. You have to remember.

Standing near the entrance is LORD FALSTOW, ALEGRA and MAXI along with other dignitaries of FALSTOW'S. He steps forward.

LORD FALSTOW

Jacob! It's finally good to meet you.

OLD MAN

Go Jacob.

LORD FALSTOW

I trust that you had a safe journey?

JACOB

Ummm
(hesitant)
Yeah sure.

LORD FALSTOW

Goblin, the traveler has arrived, prepare his room.

A number of goblins hurry off and up the huge staircase.

LORD FALSTOW

Treasure, riches and things well beyond your imagination its all here Jacob.

(a beat)

(MORE)

LORD FALSTOW (CONT'D)

Follow me. We have matters to attend to.

FALSTOW in his usual fashion walks briskly up the staircase.

ALEGRA AND MAXI Tail off after FALSTOW, JACOB Looks around the huge entrance and hurries off after them.

INT. FALSTOW'S CASTLE - CORRIDOR -DAY

One of the many labyrinth corridors leads to a huge play room. FALSTOW swings the door open to this huge room and enters.

INT. FALSTOW'S CASTLE -THE PLAY ROOM -DAY

This room is unbelievable it's a kids dream, better than any theme park on earth! A huge television screen that has to be ten foot by ten foot, games as far as the eye can see, toys beyond a kids imagination.

LORD FALSTOW

Jacob, have you ever seen anything like this before?

JACOB is in disbelief. A huge bed commands a corner of the room.

LORD FALSTOW

These are your quarters, this is where you will stay on your visit to Valdark.

JACOB runs around like the nine year old he is, all his Christmases have come at once. He picks up a pair of electronic goggles.

LORD FALSTOW (CONT'D)

You might be able to fly Jacob, we all can do that, but have you ever wanted to pilot your own spaceship? With those you can, go on, put them on, give it a try.

JACOB puts on the goggles.

INT. SPACESHIP FIGHTER - FLIGHT DECK

He is in command of the latest, most powerful space fighter there is. He zooms through galaxies reaching hyperspace and beyond...then guides his craft to a successful docking at an immense interplanetary space station. He takes off the goggles.

INT. FALSTOWS CASTLE - JACOBS QUARTERS - DAY

JACOB stands in the middle of the room, wide eyed he still cannot believe what he is seeing.

JACOB

Woah! That was so cool I was on a ship right there..

LORD FALSTOW

Now that's more fun than flying on your own isn't it? You see, your powers whilst they are promising, they are at present, limited. I can unleash these powers from within you far greater than your family can imagine. Don't let them hold you back, they don't want to help you, but I...

(Falstow begins to wander around the room)

I can make your power unlimited, with me teaching you what you can do, you will become immortal.

JACOB

(hesitant)

Er.. I am not so sure.

LORD FALSTOW

What's to be unsure about? The universe can be yours, time can be yours, you are the traveler. You can see what others don't, you can do what others cannot and you can be a leader while others fall, this can all be yours, you just need to be strong.

JACOB wanders around looking at the spoils of evil. he turns back to FALSTOW.

JACOB

Can I think about it?

LORD FALSTOW
 You have all the time in the world
 Jacob, but be careful not to wear
 yourself out, as the real games are
 to begin.

JACOB walks around the huge room. FALSTOW begins to exit the room, he turns back to JACOB.

LORD FALSTOW (CONT'D)
 Oh and Jacob, the red button on the
 wall, is for your service, anything
 you want is yours all you need to
 do is push the button, push it and
 it will arrive.

JACOB
 Anything?

LORD FALSTOW
 Yes anything.

FADE OUT:

FADE IN:

INT. THE ASHBY RESIDENCE - BACK YARD - DAY

STINKY is still hiding behind the corner of the house in amazement at what he has just seen. The portal JACOB entered has disappeared, there is nothing left, no sign of JACOB or the portal. STINKY slowly steps out from the cover of the house to investigate further.

STINKY
 (whispering)
 Jake, hey Jake are you there? Jake
 where are you? Jake this isn't
 funny anymore, we'll be late for
 football and coach Kelly will not
 be happy.

STINKY walks to where the portal was...nothing. He scans the whole yard, still no sign of JACOB. He heads over to the trampoline where JACOB began to fly in the first place.

STINKY (CONT'D)
 Come on Jake we'll be late.

FADE OUT:

FADE IN:

INT. FALSTOWS CASTLE - THE BOARD ROOM.

FALSTOW and his dignitaries are sitting at a huge table. DE-MONA, a Demi-Human, she is aged about 28, Falstow's advisor sits next to him. The chatter dims and most of the dignitaries leave, however De-Mona remains behind.

LORD FALSTOW
De-mona, a word if I may?

DE-MONA walks over to FALSTOW.

DE-MONA
Yes my lord.

LORD FALSTOW
The first phase is in action, the boy shall lead me to Earth, the others failed, but he will lead me to the seventh sphere.

DE-MONA
When do we put phase two into place?

LORD FALSTOW
When the time is right.

CUT TO:

INT. FALSTOW'S CASTLE - CORRIDOR - DAY

In the corridor leading to FALSTOW'S Board Room, ALEGRA stands at the door, she sees FALSTOW and DE-MONA talking, but cannot hear them.

CUT TO:

INT. FALSTOW'S CASTLE - FALSTOW'S BOARD ROOM -DAY

Back in the board room FALSTOW is unaware of ALEGRA'S presence.

LORD FALSTOW
First I shall make him believe that his powers are greater than they really are. Then I shall test his wit and courage with a test of the threes, if he makes it he surely would be brave enough to challenge me.

DE-MONA
You are brilliant my lord!

LORD FALSTOW
I always have been.

DE-MONA
What about?

LORD FALSTOW
The travelers? They are of no help
to him, not here. I have cast a
spell that would entrap them here,
they would not dare to try.

FALSTOW turns and walks out onto an open balcony. DE-MONA
follows tentatively.

LORD FALSTOW
Get me the key.

DE-MONA
Yes my lord.

FALSTOW turns back to his trusted advisor.

LORD FALSTOW
Once the boy takes the bait, I will
rule the entire galaxy the way it
should be. Meet me at the great
hall of spheres

FALSTOW lets off an evil laugh. DE-MONA smiles and basks in
his power.

CUT TO:

INT. FALSTOWS CASTLE - THE GREAT FOOD HALL

Night has fallen over Valdark. A feast has been called for in
the name of JACOB the traveller! Food as far as the eye can
see. A funny band of goblins plays some "medieval" kind of
music, jugglers, magicians and clowns are all there to make
things a little more interesting.

The night seems to last forever, drunk goblins are all over
the place, the band still plays on as everyone has had their
fill. FALSTOW grabs a spoon and begins to tap his mug.

LORD FALSTOW

People...

(audible noise is still
heard)

PEOPLE!

(the hall comes to a hush)

Thank you. People, Creatures and
those damn goblins, please silence.

FALSTOW looks over to the BAND who is continuing to play. AS
the BAND LEADER notices FALSTOW, he beckons the band to stop.

LORD FALSTOW (CONT'D)

The Boy has been found.

The crowd begins to cheer LOUDLY. FALSTOW raises his hand and
the hall comes to silence again.

LORD FALSTOW (CONT'D)

Tomorrow you shall behold him as he
embarks upon the challenge of the
test of threes. First is the maze
of Valdark, he must use his wit and
cunning to overcome the shifting
maze, IF! He makes it, then he
shall find a box that will lead him
to the river of Horrid Torrents.

The crowd in the hall begin to MUMBLE. A few ohhhhs and ahhs
can be heard, along with some saying that he cannot pass this
challenge.

LORD FALSTOW (CONT'D)

He must cross the river..
Underwater! IF! He passes this
test, he will then have to solve
the riddle at the troll bridge, IF!
He passes this, it will lead him
through the valley of darkness and
to the hall of spheres!

The crowd begins to APPLAUD. FALSTOW gets up from where he is
seated.

LORD FALSTOW (CONT'D)

EAT! Be merry!

In his usual fashion, he takes off with a FLAP of his coat
and knocking over several GOBLINS in is way.

FADE OUT:

FADE IN:

INT FALSTOWS CASTLE - FALSTOW'S QUARTERS

FALSTOW'S room is massive the size of ten houses put together. A door leading out to the balcony is open.

Quietly he walks over to a small wooden box, opening it reveals a clear crystal sphere. He takes it out and peers into the emptiness of the glass crystal.

Walking out to the balcony he looks to see:

A glass like pyramid that is miles away in the distance.

Turing he flicks his coat as he takes off. Around FALSTOW'S neck is a gold key.

FADE OUT:

FADE IN:

EXT. MAGICAL HALL OF SPHERES - FOYER

The foyer of this magical hall of spheres is covered in glass. Falstow approaches and pushes a glass panel in the wall, it reveals a small key hole. Placing the key in he turns it clockwise, with this, two huge panels open. De-Mona stands waiting for Lord Falstow to arrive

A LIFT DOOR OPENS. A GOBLIN STEPS OUT.

LIFT GOBLIN
Evening my Lord, which floor?

LORD FALSTOW
Right to the top.

Falstow along with De-Mona step into the lift, the lift goblin presses the top button, then puts a key that is around his neck into a key hole, turning it anti-clockwise. The lift begins to move, goblin band music plays in the background.

A "ding" announces the arrival. Upon the doors opening both step out into the sphere room.

LIFT GOBLIN
I shall wait for you here my Lord.

FALSTOW without saying a word, exits and walks up to a huge alter.

INT. MAGICAL HALL OF SPHERES -SPHERE ROOM -DAY

On the alter is five spheres all of different colors. Bending down Falstow places the key around his neck into the floor. A small alter rises from the ground.

On it is a crystal clear sphere.

LORD FALSTOW

From you to me, powers that shall
be transferred all from five to
one, so it is spoken so it will be
done.

Magically the colors of red, black, blue, yellow and green transfer to the clear crystal sphere. FALSTOW takes the sphere from the alter. He holds it aloft and basks in his glory!

He then swaps the sphere with the one in the small wooden box that he brought with him.

LORD FALSTOW (CONT'D)

Great powers of darkness transfer
from me, to this crystal sphere, so
when Jacob defies me and destroys
this sphere, it will open a path to
Earth.

DE-MONA

You are truly evil my lord.

FALSTOW bellows out an evil LAUGH. De-Mona also laughs uncontrollably. Falstow is basking in his own glory.

LORD FALSTOW

Yes, that I am. The plan is now
set, now to send the boy on a
mission that will allow me to put
in phase three. We must leave.

De-Mona bows to Falstow and exits the Great Hall of Spheres.

CUT TO:

INT. FALSTOWS CASTLE - CORRIDOR

Arriving back at the castle FALSTOW briskly walks down one of the many corridors, in front of him are two doors that lead to:

INT. FALSTOW'S CASTLE -COURTYARD -DAY

Entering the large courtyard Falstow uses the same key in yet another key hole and another alter rises again from the ground.

He places the sphere that now glows many colors, onto the alter. He looks around makes sure everything is secure.

CUT TO:

INT. FALSTOW'S CASTLE - CORRIDOR -DAY

ALEGRA is now walking down one of the many corridors, she notices that a door is ajar, she peers through. She can barely make out FALSTOW'S image across the distance of the courtyard.

INT. FALSTOW'S CASTLE -COURTYARD -DAY

The alter with sphere atop disappears back into the ground below, FALSTOW turns and heads towards the door he had left ajar. ALEGRA ducks into another doorway that is close by.

FADE OUT:

FADE IN:

INT. FALSTOW'S CASTLE -THE PLAY ROOM -DAY

Jacob is mucking about in his room, he chases after Maxi who is also mucking about with his new found friend. Standing at the door is Alegra.

ALEGRA

Maxi

MAXI stops in his tracks and looks towards ALEGRA.

ALEGRA (CONT'D)

Can Jacob and I have a moment,
alone?

MAXI bows his head and walks out of the room.

JACOB

Hey! I was having fun.

ALEGRA walks into the room and looks to JACOB.

ALEGRA

You know that Lord Falstow has a plan right?

JACOB

Ummm I... Maybe?

ALEGRA

Jacob, he is trying to tempt you, if you fall, there is no turning back, with you at Falstow's side all of time and space will be his. If this happens then he can change history, to where you were not born. You are the last traveler and if Falstow gets his hands on the last sphere, then we are all done for. I don't know how he is going to get to Earth, but Jacob you are the key. Trust me when I say this Jacob.

JACOB not knowing what to do begins to back up against the wall of the huge bedroom.

ALEGRA (CONT'D)

Jacob, please, listen to me. We need to devise a plan, this place was one a beautiful planet, then Falstow arrived, he lied to us and told us that he would save us from the perils of the Universe. I am here to help you, but you cannot give into this temptation, if you do then all hope will be lost. There is a challenge that Falstow is going to set for you, I can help you with this but its not going to be easy.

JACOB

Why should I believe you?

ALEGRA

Because I have good in me Jacob, I just have to find it, seeing you has made me realise that I need to take it back. He did this to me, I was not always this princess of darkness.

(Alegra faces away from Jacob)

(MORE)

ALEGRA (CONT'D)
I was once beautiful.

CUT TO:

MAXI is standing at the door hearing everything, quickly he hurries off down the corridor.

CUT TO:

Back in the room ALEGRA is continuing to talk to JACOB.

CUT TO:

INT. FALSTOWS CASTLE - MONITOR ROOM

Hurrying down the stairs MAXI spots FALSTOW looking at ALEGRA and JACOB in the room.

LORD FALSTOW
Maximillion!

MAXI walks up to FALSTOW.

LORD FALSTOW (CONT'D)
I knew this would be the downfall
of me, don't let on that I know, we
shall see how much she really
knows. Jacob will play his part
whether he likes it or not!
Besides, the trap has already been
sent.

MAXI remains silent, his face full of sadness.

LORD FALSTOW (CONT'D)
The test will continue as planned.
Betrayal does not suit her, but in
my new world she will have no
place. Go my Goblin.

MAXI scurries off.

CUT TO:

INT. FALSTOWS CASTLE - JACOBS QUARTERS

JACOB and ALEGRA are planning on how to take FALSTOW down.

ALEGRA

The only way to defeat Falstow is to smash the sphere that holds the key to his power.

JACOB

That's what the tree said!

ALEGRA

Tree?

JACOB

Yeah the old one in the middle of the forest.

ALEGRA

The grand old oak is still standing? Falstow said he cut it down.

JACOB

He said it was me who had to smash the sphere and told me it had something to do with my destiny.

ALEGRA

Then the people are still alive..

JACOB

People? What are you talking about?

ALEGRA walks over to the window and waves for JACOB to join her. Out of the window we see an amazing forest, but DARK and GREY in its ambience. ALEGRA grabs JACOB'S hand.

ALEGRA

Jacob, you must not say a word about this.. You promise?

JACOB

Spit promise?

JACOB SPITS In his hand.

ALEGRA

Ewww...

(Alegra puts her hand behind her back)

Please Jacob, not a word.

JACOB

Okay.. Okay.

ALEGRA

When Falstow first conjured this planet, it was a beautiful place, the people here rose up against him. He came here with promises of riches and prosperity, he is trying to do this to you. Every word he said to us was a lie, he's lying to you too Jacob. He turned most of people into that forest that you see out there. That Old Oak that you spoke to was once the King, and the other trees were his subjects, everyone else, including me were turned to evil under his spell.

JACOB stands in silence as he listens to ALEGRA.

ALEGRA (CONT'D)

We have to defeat him, we have to, we can do this.

ALEGRA then conjures up a magical crystal ball, it floats around JACOB and then softly lands on the floor of the room.

ALEGRA

The maze is confusing, if you are to get to the hall of spheres we must first get you through the maze.

ALEGRA paces up and down the room, she looks back.

ALEGRA

I must cast a spell, somehow.
(Alegra stops pacing)
We need to get you through the maze, but how, the walls change every few seconds.

SHE PACES MORE.

ALEGRA (CONT'D)

I have it!

JACOB

What? Have what?

ALEGRA

The spell silly...

(deep in concentration)

Of light and day show Jacob the way
through the twisted maze of Valdark
today.

A flick and a twist of her hand. ALEGRA looks into the crystal ball. The ball then turns into a bright light and exits through the window, floats down and hovers over the maze of Valdark, then disappears.

ALEGRA (CONT'D)

(laughing)

It worked... I can't believe it
worked.

JACOB

That's it?

ALEGRA

It worked!

(Alegra dances around the
room in excitement)

Ha!

(she walks up to JACOB and
grabs his hands)

See the maze, look closer.

JACOB peers out the window.

ALEGRA (CONT'D)

See the blue line in the maze, all
you need to do is follow that,
follow the blue line, this will
lead you to the box that is in the
middle of the maze, there you will
see a small wooden box, this will
give you the directions to the
river of horrid torrents.

JACOB

I'm really not sure I am up for
this. I really want to go home.

ALEGRA

Jacob you have to do this, back on
your home planet, only a minute has
passed, Melchizar and your Mom and
Dad, they know that you are here,
you are safe.

(she pauses)

(MORE)

ALEGRA (CONT'D)

Once you get to the river of horrid torrents, there will be a bell you will need to ring it twice, however, the river is very deceptive, it seems calm when it is not, ring The bell twice and then one long ring and the river serpent will be able to help you.

JACOB

Coach Kelly will be angry at me for missing football practice. He'll make me and Stink do at least ten pushups..

ALEGRA

Jacob are you listening to me?

(grabbing Jacob)

Look, listen! Once you have passed the river of horrid torrents, you will follow a path to a long old worn out bridge, this is the troll bridge, from here, I will not be able to help you, the trolls are very cunning, and will ask you a questions in order to pass, you only have one shot at getting it right. Once you pass the bridge then the path will take you to the hall of spheres.

JACOB

I really, should get going home by now. I don't think I can do this.

ALEGRA

Of course you can. I know you can do this.

JACOB

But how will I smash the sphere?

ALEGRA

When you get to the hall, you will just know, it will be there right in front of you, take it and smash it.

CUT TO:

EXT. FALSTOWS CASTLE - BALCONY.

Hundreds of creatures gather under a balcony that adorns the castle. Maxi stands on one of the railings, De-Mona walks out onto the balcony, a cheer erupts from the crowd gathered below. Holding out her hand the crowd comes to a silent hush.

She taps on the microphone, the feedback is deafening and the people of Valdark cover their ears.

DE-MONA

Please bow in the presence of your
leader and true friend...

(an orc whispers into her
ear)

Oh and overload. The one and only.
Lord Falstow

LORD FALSTOW steps out onto the balcony followed by ALEGRA.

The crowd bursts into cheers and applause. This goes on for quite some time, DE-MONA holds out her hand again. The crowd comes to a silent hush yet again. DE-MONA steels a sharp glance at ALEGRA.

FALSTOW steps up to the microphone.

LORD FALSTOW

(clearing his throat)

People of Valdark...

(Falstow turns to De-Mona
and looks at her)

Is this thing on?

DE-MONA leans into FALSTOW

DE-MONA

Yes my lord.

LORD FALSTOW

People of Valdark. Dignitaries, my
loyal subject and those damn
goblins. A challenge has been set
forward for a young boy, to see if
he is worthy of joining my kingdom
and ruling my universe.

A number of OHHHHHHS and AHHHHHHS can be heard from the people below.

LORD FALSTOW (CONT'D)
 SILENCE! People this will not be an
 easy challenge, he will be of a
 great pedigree if he is to pass the
 test of the threes!

The crowd mumble in excitement.

CROWD
 Ohhh the test of the threes!

ONE CROWD MEMBER
 No way he can pass that.

OTHER CROWD MEMBER
 I think he can, have you seen, him?
 If he is not ten foot tall then I
 am an Orcs Uncles mother.

DE-MONA then steps up to the microphone.

DE-MONA
 SILENCE! SILENCE, while the great
 lord speaks.

The crowd come to a HUSH.

DE-MONA (CONT'D)
 You there!
 (pointing to a member in
 the crowd)
 SILENCE!

LORD FALSTOW makes his way to the microphone again and raises
 his hand.

LORD FALSTOW
 In a moment I shall bring you out
 the boy who will embark on this
 challenge, a boy who is destined to
 be the heir to my entire empire.

The crowd begins to mumble a little LOUDER, as DE-MONA walks
 up towards FALSTOW he put his hand up.

LORD FALSTOW (CONT'D)
 Silence you fools, silence.

FALSTOW beckons to Jacob to come out onto the balcony. The
 CROWD below gets even more exited.

LORD FALSTOW (CONT'D)
 This is the boy who will take on
 the challenge of the threes, no one
 has ever completed this challenge
 before.

The crowd erupts in APPLAUSE and CHEERS. FALSTOW and Jacob
 stand for awhile to accept the applause, then FALSTOW leads
 JACOB back into the room behind the balcony.

LORD FALSTOW (CONT'D)
 Behold. Jacob!

The crowd begin to RANT.

CROWD
 Jacob! Jacob! Jacob!

FALSTOW turns back towards Jacob.

LORD FALSTOW
 See boy, they love you. Come now we
 must prepare you.

FALSTOW, DE-MONA and JACOB walk off the balcony and back into
 the castle.

INT. FALSTOW'S CASTLE PREPARATION ROOM -DAY

In this room is a lone seat, FALSTOW walks over and stands
 next to it. Flinging his cape in his usual style he points to
 JACOB.

LORD FALSTOW
 Come, sit.

A band of merry goblins of all different shapes and sizes
 congregate around the seat. JACOB walks up to the seat.

Sitting down the goblins prepare him, with unusual speed for
 goblins, they fuss and bother all about him. Moments later he
 is dressed in similar robe attire as FALSTOW.

LORD FALSTOW
 You are truly ready.

A KNOCK is heard at the door.

LORD FALSTOW (CONT'D)
 Enter.

ALEGRA enters as she walks up to FALSTOW she looks towards JACOB.

ALEGRA
Everything is ready my lord.

LORD FALSTOW
Excellent! Come on boy it is time to go.

Getting up JACOB exits the room and out into a grand courtyard area, he is followed by FALSTOW, ALEGRA and MAXI.

EXT. FALSTOW'S CASTLE - GRAND COURTYARD -DAY

Another band of goblins are standing to attention in the courtyard, they have drums in-front of them. The rising of the drumsticks signal the walk to the first challenge. The drums begin to BEAT and BEAT.

LORD FALSTOW
Walk with me Jacob.

All of the party begin to walk to the beat of the drums.

LORD FALSTOW (CONT'D)
This....
(a beat)
This test of threes is not easy, you will be asked to draw on much strength and courage, you will need to be clever to solve the riddle, and you will need to prove your loyalty as the final hurdle, then and only then will you pass the test of threes.

As they approach the exit to the castle grounds, the people of Valdark are lined up to witness their great lord induct their new saviour.

EXT. SMALL SLURRY VILLAGE - DAY

Upon arriving in the small slurry village creatures continue to watch this amazing event unfold. Strange dwellings of all different shapes and sizes surround an unmade dusty road. A horse blurts out, as its owner tries to calm it down. The strange children of Valdark look at Jacob in awe!

The drum BEAT gets louder and louder as they near the end of the slurry village.

Just beyond is the amazing maze of Valdark, this maze is amazing, made of a hedge, it's circular and is bigger than anything that JACOB has seen before.

THE DRUM BEATS STOP AS THEY REACH THE END OF THE VILLAGE.

ALEGRA walks over to JACOB and WHISPERS in his ear.

ALEGRA
I will be looking out for you.

FALSTOW turns back to JACOB.

LORD FALSTOW
It is time for you to take this challenge Jacob, are you ready?

JACOB
(with hesitation)
Ready as I will ever be.

JACOB turns his attention back to ALEGRA she SMILES and urges him to step forward in motion.

LORD FALSTOW
Then go, I shall see you at the magical hall of spheres.

JACOB looks back towards ALEGRA again.

ALEGRA
Go on you can do it..

As JACOB begins his quest, he walks alone down the unmade road, his first challenge, just moments away.

The DRUMS start to BEAT again to every footstep that Jacob takes. He looks back to see FALSTOW, DE-MONA, ALEGRA, MAXI and an admiring crowd, they look on with baited breath.

EXT. MAZE OF VALDARK -DAY

This entrance was only a front, behind it are in-fact seven different entrances. An old wooden sign post stands meters away from JACOB.

IT READS:

"SEVEN DIFFERENT ENTRIES BUT ONLY ONE IS RIGHT, CHOOSE VERY CAREFULLY FOR THE OTHERS MAY GIVE YOU A FRIGHT!!"

JACOB, stands and looks at the entries, seven of them, all have signs above them in roman numerals ponders for a moment, then decides that the beginning is as good a place as any to start.

ENTRY NUMBER ONE..

HE OPENS THE DOOR...

All he can see are lush green flowing plains, no maze here.

JACOB

That's it! Choose the right door
and there is no maze.

INT. MAZE OF VALDARK -DAY

He steps through the door and into the maze of Valdark, he takes no more than a few steps before he is stopped in his tracks by a noise coming from behind him. Slowly he turns toward the origin of the noise, nothing. He begins to look around a little more frantically, he searches all directions, still nothing.

He sets off again, slowly and carefully. Then something catches his eye a gargoyle type creature and ugly looking thing appears from out of nowhere.

MEAN GARGOYLE

Intruder! Get him.

JACOB takes off across the field at a rate of knots, but all sorts of obstacles appear from nowhere to block his path. huge trees grow from the ground in an instant, solid ground turns into streams before his eyes, and huge mountains of rock burst from the earths core. He dodges left, then right... he comes to a dead end!

HE THINKS QUICKLY...

JACOB

I hope this works. El Del book of
spells.

Magically the book appears in front of JACOB. He grabs it out of mid air. JACOB grabs it mid run and continues to quicken his pace.

FOOTSTEPS get louder and louder. The GARGOYLE gets closer and closer to JACOB, it too dodges the magic obstacles but with an ease that suggests he has been here before. A left and a right only to CRASH into: another GARGOYLE.

MEAN GARGOYLE

Did you happen to see an intruder?

Composing himself JACOB is now disguised as a Gargoyle, he turns to the MEAN GARGOYLE.

JACOB (GARGOYLE)

Er.. Umm, er he went that way.

JACOB points in two different directions, the MEAN GARGOYLE then takes off. JACOB then gets his bearings and SIGHS a breath of relief.

Magically the GARGOYLE Jacob, then transforms into Jacob.

JACOB (CONT'D)

Wow! That was cool, I didn't know I could do that! I guess I better find a way to the centre of the maze.

JACOB heads back to the doorway. He steps through and stands back at the sign post in front of the seven doors. He looks at them more carefully this time.

He looks to the seventh door, over with a sign hangs it reads: VII

JACOB looks up.

JACOB (CONT'D)

Seven, well there are seven spheres and seven is my lucky number.

JACOB walks over to the seventh door and opens it. His EYES open WIDE like a lion on the hunt he sports the blue line that ALEGRA cast. He then begins to follow it.

Entering the Maze he begins to follow the blue line, its seems to go on forever.

JACOB (CONT'D)

I'm going in circles, I am sure of it.

Doubling back, he sees walls of the maze start to move, and shift and in all directions. The whole thing seems to change shape every few seconds, he begins to quicken his pace.. he starts to run.

The blue line begins to fade as he tries to follow it to the centre of the maze.

JACOB

No! No!

Everywhere Jacob turns there seems to be a dead end, he turns in all directions.

Every path seems to lead to another dead end, wherever he looks the walls continue to move. Spotting an opening he desperately lunges toward it, it closes before he gets there.

Then he sees a FLASH before his eyes.

RUBBING his eyes.

What seems forward could be backwards or even sideways. Jacob continues in his endeavour to get to the middle of the maze, the walls continue to move. What is left of ALEGRA'S faded blue line criss crosses all over the place. Alone he is left to complete his task.

JACOB continues on. It seems as though he is walking for ever, he turns every corner.

YET ANOTHER DEAD END.

JACOB (CONT'D)

What!

CUT TO:

INT. FALSTOW'S CASTLE - DAY

MAXI continues to head towards the monitor room. He huffs and puffs, he must relay what he has seen to FALSTOW as quickly as possible.

CUT TO:

INT. MONITOR ROOM - DAY

FALSTOW is still deep in concentration, he looks up now and again to see JACOB'S progress. He gives himself a wry smile as he continues to erase the blue line that ALEGRA has cast.

CUT TO:

INT. FALSTOW'S CASTLE - DAY

ALEGRA is still trying to figure out why the line has faded.

ALEGRA

El Del Great Book of Spells.

The book appears out of thin air, ALEGRA begins to flick through.

CUT TO:

INT. FALSTOW'S CASTLE - MONITOR ROOM - DAY

MAXI still in a frantic panic enters the room in his usual fashion. He knocks over a pitcher of water which spills over one of the monitors that FALSTOW is watching JACOB on. It flickers on and off then just cuts out.

FALSTOW

Dam Goblin.

MAXI

I have news master.

FALSTOW

Not now goblin cant you see that I am busy.

MAXI

Its.. Its...

FALSTOW

Alegra? You babbling goblin! I knew all along

MAXI

But.. But Master.. She..

INT. FALTOW'S CASTLE - DAY

ALEGRA is looking through the book, she realises that something is going on as the line begins to flicker just like the monitor.

ALEGRA

That's it! I know how to get Jacob
to the middle of the maze.

She looks at the book once more then walks onto the balcony.

ALEGRA (CONT'D)

A stick from a tree, write a letter
for me.

CUT TO:

EXT. THE MAZE - DAY

JACOB is still lost in the maze, every few moments the maze continues to go in each and every direction. He begins to walk forward, a look of hopelessness on his face.

Coming to a PIT in the middle of the walkway Jacob stops. Looking down he see SPIKES rising up from the bottom of the pit.

JACOB

Woah! This is crazy!

Turning back he now sees a Hedge cutting him off, the only way is now FORWARD.

Looking again in the pit the SPIKES are still there. He looks LEFT, RIGHT, LEFT again, nothing....

JACOB (CONT'D)

El del flyo!

Jacob begins to rise off the ground.

JACOB (CONT'D)

Forward.

Moving slowly forward JACOB is now over the PIT OF SPIKES.

JACOB (CONT'D)

Forward.

He stops moving, he now hovers directly over the pit.

JACOB (CONT'D)

Forward,
 (with more force in his
 voice)
 Forward!

Losing control he begins to fall, SCREAMING in fear he throws his arms around trying to grab the air. In the nick of time he manages to grab the edge of the pit. He dangles just above the spikes.

With all his might he hauls himself up out of the pit and onto the ground, breathing a great sigh of relief.

JACOB (CONT'D)

Yes.

JACOB continues his way though the maze. He runs into yet: "ANOTHER DEAD END" Turning around JACOB cannot believe what he sees before him. A three way fork in the maze.

JACOB (CONT'D)

Einie Minie Miny Mo, catch a Goblin
 by its toe, if it hollers let him
 go, Einie Minie Miny Mo.

JACOB'S arm finishes pointed to the left.

JACOB (CONT'D)

Well it landed on Mo, so that the
 way I am going.

JACOB heads to the left of the three way fork.

VOICE (V.O.)

Pull yourself together Jacob, the
 maze isn't that hard to navigate!

JACOB spins around.

JACOB

Who's there?

He spots a stick before him. This is no ordinary stick, JACOB rubs his eyes as the stick floats before him in mid air.

It begins to write in the dirt on the floor of the maze.

"MAKE A LEFT AND MAKE A RIGHT, BUT DON'T GO STRAIGHT, MAKE HASTE AS DANGER IS NEAR"

He begins walking down, for the first time, a straight pathway. He turns the only way there is, left.

He continues down the pathway until, again there is only one way to turn. RIGHT.

He picks up the pace, surely he must now be on the right path. All of the sudden he comes to a junction, where every path leads to, but nothing in the center, no alter, no card.

"THE REAL CENTRE OF THE MAZE."

An alter sits in the middle of a STONE circle, it glows with a gentle haze.

JACOB clamors through the hedge and makes his way toward the alter. A small mirrored pyramid sits atop the alter. Jacob grabs the pyramid. He opens it.

A small card protrudes out of the opened pyramid that sits still glowing in his hand.

It reads:

"THROUGH THE MAZE OF VALDARK YOU HAVE NOW PAST, FOLLOW THE PATH TO YOUR NEXT CHALLENGE. THE UNDERWATER CROSSING OF THE RIVER OF HORRID TORRENTS".

JACOB raises his hand in triumph!

JACOB
Yes! Touchdown dance.

JACOB begins to DANCE, awkwardly, he then stops and realises what he is doing.

JACOB (CONT'D)
I have to get going.

In a wonder of magic the Maze begins to change shape, a single path way leads to an amazing river that is only moments away.

JACOB steps off the alter and begins to walk down the pathway to the river.

EXT. THE RIVER OF HORRID TORRENTS -DAY

Jacob steps out of the Maze and onto a widely swept riverbank. Trees line the riverbank. A bell swings in a small tree, it rings with surprising gusto and bass note for what seems such a small bell.

As JACOB approaches the bell, it disappears. Magically it appears on another tree. JACOB walks to the other tree, as he reaches for the bell it disappears again. JACOB scratches his head.

JACOB

El del great book of spells.

Magically the book appears again, JACOB flicks through the blank pages. There is no spell to stop this.

The bell appears on yet another tree. JACOB looks at a line of trees, thinking quickly he JUMPS to the tree ahead of the one with the bell, he waits and hopes he guessed right.

He did. The bell now appears in the tree Jacob is in, he grabs the bell and he RINGS with all his might.

Nothing. Not a thing.

The River of Horrid Torrents is a WIDE, and seemingly tranquil river.

JACOB turns his head to the left... Nothing

Turns to the right... Nothing. Not a bridge as far as the eye can see.

JACOB (CONT'D)

Wait a minute..

"FLASHBACK"

INT. FALSTOW'S CASTLE -THE PLAY ROOM -DAY

ALEGRA

This river seems calm, don't let it
trick you, ring the bell twice,
then once more and then a long ring
to get the River Serpent to help
you.

EXT. THE RIVER OF HORRID TORRENTS -DAY

JACOB takes off at a rate of knots headed for the next tree in the line. He gets there just before the bell. He Rings it twice. He races off for the next tree, the bell appears. He rings it once. Off he scurries again, he beats the bell once more. He waits and waits.

JACOB

What's going on, where is it.

He runs to the next tree still no bell.

Then from the corner of his eye, he sees it. A big, beautiful, shiny, free standing brass bell begins to appear at the waters edge. JACOB hurries down from the tree and heads toward it.

CUT TO:

EXT. THE RIVER OF HORRID TORRENTS - UNDERWATER

From under the water a swirl rises, a tail flickers through the waters of the Horrid Torrents, BLURRED, a large creature swims for the surface.

CUT TO:

EXT. THE RIVER OF HORRID TORRENTS - DAY

JACOB tries with all his might to ring the huge bell, but it won't budge.

He tries and tries.. Finally it starts to move.

JACOB

And finish with a long ring.

The bell begins to build momentum, back and forth it swings all the while picking up speed, JACOB still clings to the chain. Up and down he goes, 'till finally he is flung to the ground.

CUT TO:

EXT. THE RIVER OF HORRID TORRENTS - UNDERWATER

The creature gets closer and closer to the river bank.

Through its eyes JACOB is a blurred figure sitting on his backside, right at the edge of the river. Another swwwwish of its mighty tail. The rivers surface stirs.

EXT. THE RIVER OF HORRID TORRENTS - DAY

JACOB sees the disturbance, he leans forward to take a closer look at what is stirring up the waters calm surface.

The GREAT RIVER SERPENT rises from the depths of his domain, and breaking through the surface with gusto looks directly into JACOB eyes. JACOB jumps back in fright.

GREAT RIVER SERPENT

My eyes are dim I cannot see, who
is that who sits before me?

JACOB remains silent.

GREAT RIVER SERPENT (CONT'D)

One who shall not speak must have
no tongue, therefore I am done.

JACOB

No! Wait.

GREAT RIVER SERPENT

Then there is someone there... Who
dares enter my waters?

JACOB

It is me, Jacob, Jacob Ashby.

GREAT RIVER SERPENT

Jacob, I once know a man named
Jacob, are you he?

JACOB

I am just a boy, who is on a
challenge.

GREAT RIVER SERPENT

Challenge? A challenge? Challenges
are but for men, not boys.

JACOB

Well a challenge I am on, to get to
the other side of this river. I was
told to ring the bells and wait for
the Great River Serpent, that he
would help me. Are you him?

GREAT RIVER SERPENT

Great River Serpent... Nope don't
know of him... A question if I
may?

JACOB

Er, sure...

GREAT RIVER SERPENT

Who sent you on the challenge that
makes you come to my waters and
upset me?

JACOB

Lord Falstow!

The RIVER SERPENT ducks underneath the water.
He rises again with an ANGRY look on his face.

GREAT RIVER SERPENT
Falstow? Falstow!

JACOB
Yes, he sent me on the challenge.

GREAT RIVER SERPENT
Then no help you get from me.

JACOB stands up.

JACOB
Please. I need to get across the
river.

GREAT RIVER SERPENT
Falstow makes me mad, great place
this once was. No.. No help.

JACOB
Then you are the River Serpent?

GREAT RIVER SERPENT
River Serpent I may be, but
Falstow's heir will get no help
from me.

JACOB
Wait! This is not what you are
thinking.

GREAT RIVER SERPENT
How so? Falstow is bad, therefore
Jacob is bad too!

JACOB
No! I am good, I am really. It was
Alegra who told me to ring the
bells, and that you would help me.
I am going to smash his sphere.

The RIVER SERPENT looks amazed.

GREAT RIVER SERPENT
Alegra? Who is this Alegra?

JACOB
Alegra. She was beautiful once you
know.

GREAT RIVER SERPENT
Do you mean The Princess?
Daughter to our beloved King.

JACOB
I guess so.

GREAT RIVER SERPENT
Well why didn't you say so.
Come Young man, we must get you to
the other side.

JACOB
To pass the test of threes I have
to cross underwater.

GREAT RIVER SERPENT
Underwater. Dangerous waters these
are, breathing for you is way to
hard!

JACOB looks around, reeds like long bamboo shoots stick up
from the edge of the river bank.

Thinking quickly he SNAPS one off and places it in his mouth
like a super long peashooter straw.

GREAT RIVER SERPENT (CONT'D)
Intelligent young man. Quickly,
hop on my back you may, but hold
tight for the rapids could wash you
away!

JACOB descends further down the embankment and gets onto the
Serpents back, with the long bamboo like shoot in his mouth.

EXT. THE RIVER OF HORRID TORRENTS - UNDERWATER -DAY

Underwater they go, JACOB with his breathing apparatus in
mouth holds on tight.

It's another world again down here. SWIRLS of undercurrent
stir up great patches of silt from the bottom, like
whirlwinds they rise to the top. Columns of darkness in the
otherwise crystal clear waters. The Horrid Torrents is
brimming with life, all sorts of odd creatures and strange
aquatic plants make the river their home.

JACOB continues to cling on with all his might, as The RIVER
SERPENT swishes and dodges his way across the river.

Trouble ahead a wall of giant sea snakes blocks the way. Big, long, ugly, menacing looking creatures, and far too many of them to count. Even The Great River Serpent knows he is no match for the sheer weight of numbers.

GREAT RIVER SERPENT

Take the biggest breath you can,
and hold tight Jacob, we have to go
down.

JACOB does as he is told and takes the biggest breath he can then with a swish of his mighty tail, The RIVER SERPENT heads straight for the bottom of the river.

Faster and faster they go, JACOB loses his breathing shoot, he can barely hang on the giant snakes are in pursuit.

JACOB is running out of breath faster and deeper he can't hold on any longer, he lets go. The RIVER SERPENT unaware that JACOB has fallen off, continues to the depths.

JACOB floats slowly downward, the snakes getting closer.

JACOB

(Inside his head) Quick Jacob
think.

He concentrates as hard as he can and thinks the words..

JACOB (CONT'D)

(Inside his head) El del great book
of spells.

The great book of spells appears in the water in front of him. It is open at a page which reads "The spell of the sea snake".

He reads the words, then thinks them as hard as he can.

JACOB (CONT'D)

(Inside his head) Power of the
river heed, and turn these sea
snakes into reeds.

One two three then a few more the sea snakes begin to turn to long thick underwater reeds.

He thinks the words again and again as hard as he can.

JACOB (CONT'D)

(Inside his head) Power of the
river heed, and turn these sea
snakes into reeds.

(MORE)

JACOB (CONT'D)

Power of the river heed, and turn
these sea snakes into reeds.

All the snakes have been stopped in their tracks, and all turned into reeds but JACOB has no breath left. He struggles to swim for the surface, but he is along way down.

Then from The depths appears The RIVER SERPENT, heading straight for the top, with speed. He heads straight for JACOB Wooooosshh, JACOB grabs hold as The RIVER SERPENT passes him and steams for the surface.

Up, up they go.

EXT. THE RIVER OF HORRID TORRENTS - WATER'S SURFACE -DAY

The RIVER SERPENT crashes through the surface and JACOB heaves for air just in the nick of time.

They are only a stones throw from the other side.

GREAT RIVER SERPENT

You are a resourceful young man
indeed Jacob. You beat the sea
snakes and held your breath as long
as I. All you need is one more,
then we'll be at the shore hang on
Jacob.

The RIVER SERPENT and JACOB descend once more.

EXT. THE RIVER OF HORRID TORRENTS - UNDERWATER -DAY

This time only just beneath the surface, for a brief and trouble free cruise to the other side.

EXT. THE RIVER OF HORRID TORRENTS - RIVERBANK OTHER SIDE -DAY

Above the surface and across the river, JACOB'S climbs off
The RIVER SERPENT'S back and on to the river bank.

GREAT RIVER SERPENT

Congratulations Jacob, you may
truly be the one who saves the
universe and perhaps even time
itself.

JACOB

I'm gonna try. Thanks for your
help.

GREAT RIVER SERPENT
Go with strength and courage young
man.

The RIVER SERPENT ducks back into the water.

JACOB stops to wave goodbye, then heads off for his final
challenge.

EXT. THE RIVER OF HORRID TORRENTS - RIVERBANK OTHER SIDE -DAY

A path from the edge of the riverbank has appeared, Jacob is
now walking along a seemingly endless road.

Then.. Magic once more, the path disappears as quickly as it
had come.

In front of JACOB lies the Bridge of enchantment!

This is no ordinary bridge, this one is BIG. A mile wide and
miles across.

EXT. THE BRIDGE OF ENCHANTMENT -DAY

Below the bridge are two BRIDGE TROLLS. They sit at a table,
above them is some kind of "alert device", they are playing
cards.

BRIDGE TROLL
Twenty one! Blackjack. I win again.

OTHER TROLL
You always win.

The Bridge troll begins to deal again, he throws the cards
down on the table. The other troll picks up his cards and
carefully ponders them. He places a bone on the card.

OTHER TROLL (CONT'D)
Sit.

JACOB reaches the Bridge, it CREAKS as he places his foot on
the first rafter.

Just then the "alert device" begins to FLASH.

BRIDGE TROLL
If I win you go up, if you win I go
up okay?

OTHER TROLL
Deal!

BRIDGE TROLL
I have nineteen.

OTHER TROLL
Twenty One! Ha! You lose you go
tell the riddle. Finally I win.

Hanging his head in shame the Bridge Troll slowly rises from his chair, he grabs the "THE BOOK OF RIDDLES", he takes his CLOCK ON CARD and punches it into a TIME ON machine that sits on the wall. "CLICK - CLUNK" he heads up a path.

Stepping onto the Bridge is the BIGGEST troll that Jacob has ever seen. He is the BRIDGE TROLL, fifteen feet tall, dressed in tattered clothes and wearing a helmet. The massive bridge shudders as the trolls huge foot comes crashing down.

BRIDGE TROLL
Who dares pass this bridge?

JACOB
It's me, Jacob!

BRIDGE TROLL
And on who's authority do you
approach the Bridge of enchantment,
gateway to the Valley of Darkness?

JACOB
I am on a mission.

BRIDGE TROLL
Mission eh?

The BRIDGE TROLL pulls out a huge list from his pocket and runs his finger down the paper.

BRIDGE TROLL (CONT'D)
I don't see your name here, are you
sure your name is Jacob?

JACOB
I think I would know my own name.
I am on a mission, I was told to
come here.

The BRIDGE TROLL looks again, all the while, keeping a keen eye on JACOB.

BRIDGE TROLL
Last name?

JACOB
Ashby.

He looks again, MUMBLING something about broken glasses.

BRIDGE TROLL
I still can't see your name here.

JACOB
It's true, I was sent on this
mission by the Lord himself.

The BRIDGE TROLL bends down and looks at Jacob.

BRIDGE TROLL
The Lord? Lord Falstow?

JACOB
Yes.

He lets out a HUGE laugh that fills the sky and echoes off the mountains, Jacob flies up into the air before crashing back to the bridge.

BRIDGE TROLL
You're the traveler that everyone
has been talking about. You. Puny
little you.

JACOB
Hey I am tall for my age okay.

The BRIDGE TROLL laughs again, the belly laugh is heard for miles, birds go scampering out of the treetops. The Goblins in the SLURRY village stop at the ROAR of the laughter.

BRIDGE TROLL
Well if you are truly the Lords
chosen one, then you must answer
one question.
(bending down towards
Jacob again)
If you get it wrong I'll eat you.
I ain't had morning tea yet.

JACOB stands back in fright.

BRIDGE TROLL (CONT'D)
Ready?

JACOB
I guess...

BRIDGE TROLL
Here's the riddle.....
(a beat)
(MORE)

BRIDGE TROLL (CONT'D)

It's been around for millions of years, but it's no more than a month old. What is it?

Pondering the question JACOB scratches his head.

JACOB

(repeating the question to himself)

It's been around for millions of years, but it's no more than a month old. What is it?

He stands silently for a moment.

BRIDGE TROLL

Come on, I am getting hungry.

JACOB

Patience, I need to think.

(in deep concentration)

Well.. I think I know the answer to your riddle Mister Bridge Troll, if I think of it, something that has been around for millions of years but is a month old. Well, Mrs Jones in school said that the moon has a cycle of thirty days or thirty one day depending on the month, and well the moon has been around for millions of years, I think the answer to your riddle is well... a full moon.

The BRIDGE TROLL looks in amazement and looks back to his friend. I tear wells up in his eye

JACOB (CONT'D)

Well? Was I right?

The troll begins to sob.

BRIDGE TROLL

Impressive, very impressive I guess I will need a new riddle. You may pass.

JACOB smiles and begins to walk passed the troll. The BRIDGE TROLL takes an almighty step backwards and into the middle of the bridge blocking Jacob's path once more.

JACOB

Hey! No fair! You said you would
let me pass. So mister troll, let
me pass.

BRIDGE TROLL

You are a clever young lad, never
before has anyone answered this
riddle.

JACOB sets off over the lengthy bridge. Without warning some
sort of moving walkway appears in the centre of the bridge.
Jacob hops on and enjoys the ride.

The OTHER TROLL comes up from under the Bridge.

OTHER TROLL

Smart kid!

BRIDGE TROLL

Yeah, you got any other riddles?

OTHER TROLL

Nope.

The BRIDGE TROLL hangs his head and begins to weep again.

OTHER TROLL (CONT'D)

It's okay... You'll find one you
like.

BRIDGE TROLL

I know, but that was my favorite
riddle and...

The OTHER TROLL consoles the BRIDGE TROLL as JACOB makes his
way to the end of the Bridge.

OTHER TROLL

I know, I know...

BRIDGE TROLL

If only I hadn't lost that round of
cards then you would have had to
ask the riddle and it wouldn't have
been me that was the one to.....

The BRIDGE TROLL begins to sob. The Other Troll pats him on
the back.

JACOB enters the:

EXT. VALLEY OF DARKNESS -DAY

Two huge mountains as high as the eye can see. JACOB gazes in wonder at this magnificent site. The gravel path through the center is tiny compared to the towering mountains on either side, that are: THE VALLEY OF DARKNESS. As he Enters the valley a cold wind gusts up, Jacob tries to keep himself warm as the wind blows colder and colder.

As JACOB enters further and further into the Valley, no trace of any sunlight for an eternity, just bare seemingly lifeless trees. NOISES, not of this world begin to rise up. A HOWLING in the distance startles JACOB. The NOISES begin to get LOUDER and LOUDER.

Jacob quickens his pace.

WHISPERS IN THE WIND
Jacob... Jacob.

The Valley of Darkness seems endless. Jacob begins to RUN.

WHISPERS IN THE WIND (CONT'D)
Jacob.. Jacob!

He tries to ignore the scary whispers, he runs on.

In the distance something floats in mid air, a ghostly image appears. Rubbing his eyes JACOB looks in disbelief.

WHISPERS IN THE WIND (CONT'D)
Jacob... Jacob

The Whispers get even louder.

The image disappears. Shaking his head Jacob keeps moving forward.

THE GHOSTLY IMAGE RETURNS.

WHISPERS IN THE WIND (CONT'D)
No one passes here...

He stops!

JACOB
I am Jacob. I am on a mission from,
Lord Falstow himself.

WHISPERS IN THE WIND
No one can pass the Valley of
Darkness. Until you can prove your
loyalty to Lord Falstow.

The image of the ghost is somewhat BLURRED.

JACOB

I have passed the test though, it was the test of three's not the test of four!

WHISPERS IN THE WIND

A test of three's you thought it be, but add one more and it's a test of four.

JACOB

Why does everything around here talk in riddles?

WHISPERS IN THE WIND

Gah! Not everything is as it seems Jacob. The hallowed ground of The Magical Hall of Spheres is for only the loyalist of souls. You are the first traveler to make it this far. You must have

(a beat)

Something. Brave you must be, but where lies your loyalty.

JACOB

I am loyal to Lord Falstow. He told me that I needed to serve him on the quest so we can rule the universe side by side.

WHISPERS IN THE WIND

If the truth is what you tell then all will be well, but if you're false I'll be not calm, and someone near to you may come to harm.

At that moment the ghostly image of the Whispers in the wind, conjures up another image right beside it. It is crystal clear, and it is ALEGRA.

WHISPERS IN THE WIND (CONT'D)

A Howl in the wind I do foresee, through the Valley of Darkness to your destiny.

JACOB begins to walk.....

WHISPERS IN THE WIND (CONT'D)

Jacob... Jacob...

The ghostly image fades.

In the distance lies a HUGE GLASS PYRAMID, Jacob is not far off his destination, he pushes on.

The SKIES over VALDARK grow dark, like the blackest day. The wind picks up again and blows an icy gale.

With every step JACOB takes, the huge pyramid seems to get one hundred steps closer. In moments he has arrived at the front entrance.

EXT. MAGICAL HALL OF SPHERES - FRONT ENTRANCE

FALSTOW and ALEGRA stand at the entrance to the pyramid. A Key is hung around Falstow's neck.

FALSTOW begins to CLAP, a smile comes to his face.

LORD FALSTOW

Congratulations Jacob, on a job well done. You have overcome some mighty feats on your quest.

JACOB stands silent in front of Falstow.

LORD FALSTOW (CONT'D)

You are truly the worthy traveler my boy. In time you shall come to have all that is mine, and continue this reign of darkness for an eternity. You have the blood of kin. Kneel before me.

JACOB gets down on one knee. He looks up at FALSTOW.

JACOB remains silent.

LORD FALSTOW (CONT'D)

See this Pyramid behind me? This is the Magical Hall of Spheres, this is where I hold the power to the three quadrants of this Universe. One more Jacob is all I need for total power, total control of time itself. You understand this don't you boy?

JACOB

Yes.

LORD FALSTOW

Then arise Jacob, and enter the hall to bask in my power and glory!

JACOB stands up and gives a quick glance to Alegra.

All walk into the:

INT. MAGICAL HALL OF SPHERES - LIFT FOYER GROUND FLOOR-DAY

Entering the Pyramid reveals thousands of Spheres, FALSTOW and ALEGRA follow JACOB.

JACOB, eyes WIDE open is amazed with what he is seeing.

JACOB
 (whispering to himself)
 I thought there was only six.

The Pyramid is full of MIRRORS, Jacob can see himself ten maybe even twenty times over. The floor is also made of mirrors.

JACOB walks and looks around, thousands of Spheres reflect in the mirrors.

LORD FALSTOW
 Stop there...

FALSTOW walks over and taps on the mirrors, he taps some more. One of the panels pops out, and KEY HOLE is revealed.

FALSTOW places the KEY that is around his neck in the hole.

LORD FALSTOW (CONT'D)
 (looking back to Jacob)
 A turn to the left and three to the right reveals a lift, before out of sight.

JACOB
 There goes with the rhyming again...

A "CREAKING" comes from the walls, two bigger mirror panels open to reveal a lift.

LORD FALSTOW
 Enter.

ALEGRA and JACOB enter the lift followed by FALSTOW. A goblin serves as the lift operator.

LORD FALSTOW (CONT'D)
 Top level.

The goblin reaches out with his paw and presses the button in the lift.

FALSTOW looks down at JACOB and smiles. Goblin band MUSIC plays in the background while FALSTOW taps his foot to the beat.

A "DING" sounds their arrival.

INT. MAGICAL HALL OF SPHERES - LIFT FOYER TOP LEVEL - DAY

LIFT GOBLIN
Top level, Magical Sphere's and the
alter, have a nice day!

FALSTOW, ALEGRA and JACOB exit the lift.

In one of the mirrors on the top floor another Goblin is spotted, JACOB and ALEGRA fail to see this, however FALSTOW does not miss the little goblin who hides in shadows.

This place looks like a maze, JACOB and ALEGRA follow FALSTOW.

Fearing they might never find their way out of the mirrored maze, ALEGRA drops a path of small beads she hopes will lead them back to the exit when the time comes..

A few lefts and a couple of rights the party enters a small room. A lone KEY HOLE appears, right in the middle of the floor.

INT. MAGICAL HALL OF SPHERES - ALTER ROOM - DAY

In a semi-circle stands five spheres, on the ground is a square hole.

Walking over FALSTOW bends down and places the Key in the Key Hole. Standing back an Alter begins to rise from the ground atop is the sixth sphere. The floor begins to SHAKE and RUMBLE. As the sphere arises the other spheres begin to glow. Beams of light hit the crystal clear sphere atop The Alter.

LORD FALSTOW
This is where I hold my power. Six
Spheres, only the seventh to come.
Then shall we be unstoppable.

Lord FALSTOW gestures for Jacob to pick up the crystal sphere that sits alone on its own alter.

LORD FALSTOW (CONT'D)
Pick it up Jacob, feel the power.

JACOB walks to the alter and picks up the Sphere. He knows what to do.

LORD FALSTOW (CONT'D)
In your hands Jacob is the power
of time. Feel the power in all its
might!

JACOB
No!

LORD FALSTOW
Feel the power Jacob. Everything in
the universe is in this sphere,
with this we can rule time, space
and everything beyond it.

JACOB
Never!

LORD FALSTOW
Jacob listen to me, we can rule the
Universe with an Iron fist! Riches
beyond your imagination. Think
about it.

MAXI is standing in a corner of the hall of spheres, he was the goblin that FALSTOW spotted before. JACOB holds the sphere in defiance.

LORD FALSTOW (CONT'D)
Jacob, your family doesn't care
about you, if they did they would
be here trying to stop you. Think
about it, I care, I care for you.

ALEGRA
Jacob!

LORD FALSTOW
(turning back to Alegra)
Did I ask you to speak?

FALSTOW turns his attention back to Jacob.

LORD FALSTOW (CONT'D)
I am your Great, great, great
Uncle, Jacob. When your Great
great, great grandfather refused
the almighty Lord Falstark, I
seized my opportunity.
(MORE)

LORD FALSTOW (CONT'D)

I became apprentice to the Great Lord. Now it is your turn Jacob. Remember how I said that you are blood of Kin? Nothing is as it seems Jacob, nothing has happened by accident, we are family, you belong here. I can look after you, spoil you with riches, but I need that Sphere that is on your home planet.

JACOB ponders.

LORD FALSTOW (CONT'D)

Feel its power. Feel the power of the Sphere. Open your heart to evil and let its power enhance you. Do it Jacob, do it now.

Raising the sphere above his head with both hands.

LORD FALSTOW (CONT'D)

Jacob, you are blood of kin! Let the evil take you Jacob. It's your time to see what the true power of the spheres hold.

JACOB

Follow your own destiny lord so and so.

With ONE FOUL SWOOP Jacob throws the Sphere to the ground.

In SLOW MOTION the crystal Sphere SMASHES into a thousand pieces.

At that moment a portal opens.

FALSTOW LAUGHS evilly.

LORD FALSTOW

I always knew that you would defy me. You truly are the chosen one Jacob. The one I chose to use to get me to Earth. Now Jacob you will pay the ultimate price.

ALEGRA spots MAXI out of the corner of her eye.

FALSTOW bellows another evil LAUGH.

Just then MAXI exits from the corner where he was hiding. He waits to get his timing just right then as FALSTOW steps into the portal MAXI runs and jumps towards him as high as he can.

He grapples for the key around FALSTOW'S neck and pulls the chain over FALSTOW'S head as the momentum of the jump takes him past.

It's too late for FALSTOW, he is too far into the portal to turn back. He yells as he is pulled through the portal and into the vortex.

LORD FALSTOW (CONT'D)
Damn Goblin!

ALEGRA
Well done Maxi!

As soon as FALSTOW is through the portal, it disappears.

CUT TO:

EXT. THE UNIVERSE - NO TIME EXISTS.

FALSTOW falling through the universe.

CUT TO:

EXT. THE UNIVERSE - NO TIME EXISTS.

FALSTOW continues to fall through time and space. He slowly morphs into JACOB.

CUT TO:

EXT. THE ASHBY RESIDENCE - BACKYARD - DAY

STINKY is still at the trampoline, scratching his head as to what he has just seen. When out of nowhere a portal, just like the one JACOB went through, appears right above the trampoline.

STINKY
Whoa.

Out of the portal and on to the trampoline falls FALSTOW, he takes the form of JACOB.

STINKY (CONT'D)
Jake, that was cool. Where did you go? What happened?

FALSTOW (as Jacob) looks a little stunned.

STINKY (CONT'D)
Are you OK?

JACOB(FALSTOW)
(With Falstow's voice) Yeah, yeah
I'm o...

He pauses and coughs a little.

JACOB(FALSTOW) (CONT'D)
(The voice mutates to Jacob's) Yeah
I'm okay must be the...

STINKY
Time travel.

JACOB(FALSTOW)
Yeah, that's what I just did
ahhhhh, Stinky right?

STINKY
Of course it's me, who else would I
be? Are you sure you're alright?

JACOB(FALSTOW)
Yeah, I told you, it must be the
time travel. It was pretty cool
Stinky. You should have been there.
I flew past stars and through
galaxies and landed on this cool
planet called Valdark. And there
was this really awesome King called
Falstow, and he wants me to help
him save the universe. He wants
you to help too Stinky.

STINKY
Me? Save the universe?

JACOB(FALSTOW)
You have to help me find something.

STINKY
What do we have to find?

JACOB(FALSTOW)
Come on.. Lets go for a ride.

FALSTOW (as Jacob) runs over and picks up his bike from the
middle of the yard. STINKY hasn't moved.

JACOB(FALSTOW) (CONT'D)
Come on... I'll tell you what we
have to do.

STINKY
Shouldn't we tell your Mom and Dad
we're going.

JACOB(FALSTOW)
We'll be back before they know
we're gone. Let's go.

Both boys get on their bikes and take off down the driveway.

CUT TO:

INT. MAGICAL HALL OF SPHERES - LIFT FOYER TOP LEVEL - DAY

JACOB, ALEGRA and MAXI are at the lift. ALEGRA presses the
button. The lift light slowly blinks through all the floors.

ALEGRA
Come on..

ALEGRA smashes her hand on the wall...

ALEGRA (CONT'D)
Come on, come on!

A "BING" and the lift opens, the LIFT GOBLIN steps out.

LIFT GOBLIN
Top floor where are you going?

ALEGRA throws the goblin out of the lift and to the floor.

ALEGRA
(to Jacob)
Get in!

JACOB runs into the lift, closely followed by MAXI then
ALEGRA.

The Lift Goblin still dazed and confused gets to his feet.

LIFT GOBLIN
Er what happened?

INT. MAGICAL HALL OF SPHERES - FOYER GROUND FLOOR - DAY

The lift descends and the doors open. ALEGRA, JACOB and MAXI
get out of the lift and run for the main entrance to the
great hall.

They exit the Magic Hall of Spheres.

EXT. JUST OUTSIDE THE MAGIC HALL OF SPHERES - DAY

JACOB

What do we do now? I let Falstow get to earth. Now he'll find the last sphere.

ALEGRA

Don't blame yourself Jacob, Falstow is a powerful Lord. He has ruled over us with his evil magic for too long, and thanks to you Jacob, his time is almost gone. But we have to find where the real Sphere is.. It is our only way to stop him. We must hurry, we must find it before Falstow finds the seventh sphere on earth, otherwise he will be able to control time. He will be back here before we know it.

JACOB stops.

JACOB

Wait!... El Del Flyo!

Nothing happens.

JACOB (CONT'D)

What's happening?.. Why can't I fly.... Hrm, I know, El Del Great Book of Spells.

Again nothing.

JACOB (CONT'D)

I don't get it. Something must have happened to my powers when Falstow went through the portal.

ALEGRA

Come on, we haven't time to waste. The castle is along way by foot and we will have to make a run for it.

(to Maxi)

I knew you would come through Maxi. It will be just like it always was again soon, you'll see, I promise Max. Come on lets go.

FADE OUT:

FADE IN:

EXT. AN ORDINARY SUBURBAN STREET - DAY

JACOB (FALSTOW) and STINKY are riding their bikes along the footpaths of the neighboring streets.

STINKY

Hey Jake, watch this for a wheelie.

JACOB(FALSTOW)

Wheelie?

STINKY

Der...

STINKY lifts the front wheel of his bike and tries to ride as far as he can on only the back wheel.

STINKY (CONT'D)

Whoaa....

JACOB(FALSTOW)

(Under his breath) Ohh, wheelie.

STINKY makes it a good twenty feet before he loses his balance and brings the front wheel crashing down.

STINKY

Cool huh.. Come on it's your turn.

JACOB(FALSTOW)

Look out.

JACOB (Falstow) lifts the front wheel of his bike, effortlessly he keeps the bike perfectly balanced on one wheel. He looks as though he could ride this way all day. With ease he rides right by Stinky.

JACOB(FALSTOW) (CONT'D)

Hey look Stinky no hands.

JACOB (Falstow) takes both hands off the handlebars. The bike remains perfectly balanced on the back wheel.

STINKY

Wow did they teach you that in space too.

JACOB(FALSTOW)

It's a trick I learnt on that planet I was telling you about, Valdark. You can do anything there Stinky. You don't even have to do wheelies, you can ride your whole bike in the air if you want.

(MORE)

JACOB(FALSTOW) (CONT'D)
That's why I want to help the king,
Falstow, so that I can go back and
visit whenever I want. If you help
me, you can come too Stinky.

STINKY
Awesome... What do we have to do?

JACOB(Falstow) stops his bike, STINKY pulls up beside him.

JACOB(FALSTOW)
We have to find a crystal sphere.

STINKY
Hey maybe we could make one come
out of that new magic box.

JACOB(FALSTOW)
What magic box?

STINKY
Gee Jake, it must take a while to
get over time travel sickness hey.

JACOB(FALSTOW)
What do you mean?

STINKY
The magic box we saw this morning.
Like the one Dennis made the xbox
one come out of. Maybe we could
make a crystal sphere come out of
it.

JACOB(FALSTOW)
Yeah maybe, where was it again?

STINKY
I hope I don't forget stuff when I
come back from planet Valdark.

STINKY straightens his bike up and begins to ride off.

STINKY (CONT'D)
It's at the magic shop, come on.

JACOB (Falstow) rides off after Stinky.

CUT TO:

EXT. THE VALLEY OF DARKNESS -DAY

JACOB, ALEGRA and MAXI run as fast as they can, they take the quickest path to the Castle they know. Back through the Valley of Darkness. MAXI pumps his little legs as fast as he can, all the while clenching tightly to the key he took from around Falstow's neck.

ALEGRA

Come Maxi, you can do it.

The little Goblin tries desperately to find another gear to keep up.

The Valley grows darker and darker, noises begin to scream and squeal, an icy wind howls. A ghostly image appears just before them, then another, and another, in moments they fill the sky. They dart around the sky diving and buzzing around ALEGRA and JACOB. A whispery voice emanates from the wind.

WHISPERS IN THE WIND

Jacob.... Jacob.... I told you,
there would be consequence to pay,
if you were to betray.

JACOB, ALEGRA and MAXI keep running as fast as they can, through the darkness.

WHISPERS IN THE WIND (CONT'D)

You cannot win, there is no need to
fear, Falstow is on earth with the
seventh sphere.

Faster and faster they run.

JACOB

Oh boy, can we quit it with the
rhymes... Come on, hurry.

ALEGRA

Quick Maxi.

ALEGRA holds out her hand to MAXI, he grabs on to it and gestures to JACOB with the other, JACOB grabs his other hand. JACOB and JACOB are literally pulling MAXI along between them. UNTIL..

A small hole in the ground opens just ahead of ALEGRA, exactly where her foot is to land. As soon as her foot hits the ground, she takes an almighty tumble as she crashes to the ground.

She screams.

ALEGRA (CONT'D)

Ahhhhhh..

An eerie laughter echoes through the whole valley.

JACOB and MAXI stop immediately, they turn back for ALEGRA. Although they had only run on a few steps from where ALEGRA fell, by the time they reach her strange vines have grown from the ground and wound themselves around ALEGRA'S ankles. She is trapped.

ALEGRA (CONT'D)

Go Jacob, run. I'll be OK.

JACOB

I'm not leaving you here.

(To Maxi)

Come on Maxi, help me get them off her.

JACOB and MAXI grab hold of one of the vines around ALEGRA'S ankle.

JACOB (CONT'D)

You ready? One, two, three..

They pull with all their might, but they can't budge it.

All the while the wind howls and the ghostly images dance around the sky as the valley shudders to the ever growing laughter of the Whispers in the Wind.

ALEGRA

Go Jacob, The valley tricks us, it seeks to hold us 'till Falstow returns. You must get to the Castle and find the real sphere, the one that holds the power. When you smash it The Valley of Darkness will no longer exist. I saw Falstow in the main courtyard conjuring something, but I couldn't make out what he was doing. This must have been it. He swapped the spheres, and set the trap... Leave me Jacob. You must get to the courtyard and find the sphere. I know you can do it.

JACOB

Hang on Alegra.

(to Maxi)

Let's go.

ALEGRA shouts to JACOB as he and MAXI start off through the valley.

ALEGRA
Use the key Jacob.

JACOB and MAXI build up speed as they charge through the valley. The Ghostly images and The Whispers in the Wind, still all around.

WHISPERS IN THE WIND
Your courage is strong and your
conviction true, but it's all of no
use, as your time is through.

The Whispers in the wind's eerie laughter once again rocks the valley.

JACOB and MAXI keep running as fast as they can.

JACOB
Look Maxi the bridge.

Ahead the light grows brighter as the valley comes to an end just before The Bridge of Enchantment. JACOB grabs MAXI by the hand and from somewhere finds an extra yard of pace.

JACOB (CONT'D)
We can do it, I know we can.

FADE OUT:

FADE IN:

INT. THE ASHBY RESIDENCE- LIVING ROOM -DAY

MRS ASHBY is walking down the stairs in to the living-room.
MR ASHBY calls from o/s.

MR. ASHBY (O.S.)
How's Sal, she okay?

MRS. ASHBY
Oh she'll be fine. Where's Jake?

CUT TO:

INT. THE ASHBY RESIDENCE - KITCHEN - DAY

MR. ASHBY checks the back yard through the kitchen window.
Nothing.

MR. ASHBY
 I don't know, but you know what
 he's like, he's probably at
 Stinky's. I hope he can keep his
 new secret under wraps.

MRS ASHBY enters the kitchen.

MRS. ASHBY
 Well should we go and check?

MR. ASHBY
 No let him go sweetheart, he has to
 learn for himself now.

CUT TO:

EXT. THE BRIDGE OF ENCHANTMENT -DAY

JACOB and MAXI stand at the end of the bridge. JACOB looks
 across the long bridge, no sign of the Bridge Trolls.

JACOB
 Come on Max.

They set off across the bridge in a flurry. Underneath the
 bridge on the other side, the two Bridge Trolls are again
 alerted to someone's presence.

EXT. UNDERNEATH - THE BRIDGE OF ENCHANTMENT -DAY

BRIDGE TROLL
 It must be your turn this time.

OTHER TROLL
 I'll play you for it.

BRIDGE TROLL
 I'm not playing anymore. It's your
 turn.

OTHER TROLL
 Alright I'll go.

The OTHER TROLL punches in his clock on card and heads up to
 the top of the bridge. He calls back to the Bridge Troll
 still underneath.

OTHER TROLL (CONT'D)
 Hey we don't have another riddle
 yet.

BRIDGE TROLL
Well you keep them there and I'll
find a riddle.

The BRIDGE TROLL grabs "THE TROLLS BOOK OF RIDDLES" and
frantically starts flicking through it.

CUT TO:

EXT. ON TOP OF - THE BRIDGE OF ENCHANTMENT -DAY

From on top of the bridge the OTHER TROLL can see who
approaches in the distance. He calls back down to the BRIDGE
TROLL again.

OTHER TROLL
It's the boy who answered the
riddle.

CUT TO:

EXT. UNDERNEATH - THE BRIDGE OF ENCHANTMENT -DAY

BRIDGE TROLL
The boy who answered the riddle?

OTHER TROLL (O.S.)
Yes, the boy who answered the
riddle.

BRIDGE TROLL
Wait there, I'm coming up.

He punches in his time card and heads to the top of the
bridge.

CUT TO:

EXT. THE OTHER SIDE OF - THE BRIDGE OF ENCHANTMENT -DAY

JACOB and MAXI slow their pace when they see what is ahead of
them.

MAXI
Oh ohh... It's the Bridge Trolls.
What are we going to do? They won't
let us past.

JACOB
It's Okay Maxi, I have an idea.

MAXI stumbles as a moving walkway appears directly under their feet.

JACOB (CONT'D)

Hang on Max.

The walkway takes them with great speed to the other side of the bridge where the trolls await them.

EXT. ON TOP OF - THE BRIDGE OF ENCHANTMENT -DAY

The BRIDGE TROLL arrives on top of the bridge and stands with the OTHER TROLL.

OTHER TROLL

Did you find a riddle?

BRIDGE TROLL

What about this one? What come in pairs, are big and green and sit on icebergs?

The Other Troll ponders a moment.

OTHER TROLL

What come in pairs, are big and green and sit on icebergs. That's a good one, I don't know. What are they.

BRIDGE TROLL

Us banished for life by the Lord if we let the boy through without a riddle.

JACOB and MAXI arrive at the feet of the Trolls.

JACOB

So, do you have a new riddle yet?

The Bridge Trolls cast a despairing look at each other.

BRIDGE TROLL

As a matter of fact we do.
(To the other troll)
Go on, tell him.

OTHER TROLL

Tell him what?

BRIDGE TROLL

The riddle.

OTHER TROLL
Oh, the riddle.

BRIDGE TROLL
Yes, the riddle.

JACOB
You don't have a riddle do you? I
have one.

BRIDGE TROLL
You have a riddle?

JACOB
Well someone has to tell a riddle,
and since I have one and you don't,
how about I ask you. If you get it
right, then we don't cross the
bridge. But if you get it wrong,
then you let us pass. Deal?

The Bridge Trolls look at each other a little confused.

OTHER TROLL
He's right you know, someone has to
tell a riddle.

JACOB
Deal?

BRIDGE TROLL
Alright, deal.

JACOB
What was once beautiful, then
turned dark, but is to be beautiful
again?

OTHER TROLL
What was once beautiful, then
turned dark, but is to be beautiful
again?

BRIDGE TROLL
Are you sure this is a real riddle?

JACOB
Yes I'm sure.

The Bridge Trolls Look at Each other and scratch their heads.

JACOB (CONT'D)
Do you give up?

BRIDGE TROLL
If we let you pass, can we use the
riddle?

JACOB
Of course you can.

BRIDGE TROLL
Alright then, what is the answer?

JACOB directs his question as much to MAXI as to the Trolls.

JACOB
Are you ready?

BRIDGE TROLL
Yes, yes come on.

JACOB
The answer is... Valdark. Now Maxi,
go.

MAXI takes off as fast as he can.

OTHER TROLL
Valdark?

JACOB
Yes, Valdark. I really must be
going now.

JACOB tears off after Maxi.

The Trolls scratch their heads again.

BRIDGE TROLL
Valdark?

OTHER TROLL
Valdark?

BRIDGE TROLL
Wait a minute, this is Valdark.

OTHER TROLL
Valdark has never been beautiful.

BRIDGE TROLL
That's not a true riddle. Come back
here boy.

JACOB and MAXI are almost at the bank of The River of Horrid
Torrents.

The BRIDGE TROLL sets off after them, CRASH, CRASH, as his huge feet hit the ground. He gains ground quickly with his giant steps.

EXT. THE RIVER OF HORRID TORRENTS - DAY

JACOB and MAXI reach the riverbank.

JACOB screams as he frantically pounds the waters surface.

JACOB
Help.. Where are you? The trolls
are coming for us.

CUT TO:

EXT. THE RIVER OF HORRID TORRENTS - UNDERWATER -DAY

A mighty tail thrusts through the water with great power.
The great serpent speeds for the surface.

CUT TO:

EXT. THE RIVER OF HORRID TORRENTS - DAY

The Trolls have reached the riverbank, they stand with angry faces towering above JACOB and MAXI.

BRIDGE TROLL
I think it's lunchtime.

OTHER TROLL
Yeah, lunchtime.

The Trolls give each other an evil smile which reveals their big, horrible, ugly teeth.

CUT TO:

EXT. THE RIVER OF HORRID TORRENTS - UNDERWATER -DAY

Almost at the surface The RIVER SERPENT can see the Trolls preparing for lunch. One last great swwwwish of his tail.

CUT TO:

EXT. THE RIVER OF HORRID TORRENTS - DAY

The RIVER SERPENT smashes through the waters surface. As he rises from the water his full size can be seen, massive outstretched wings keep him poised half out of the water. He sucks in an almighty breath and spits a stream of fire just over the Trolls heads. Not too far over that it doesn't singe their hair.

The Trolls stand bewildered, little puffs of smoke drift from the tops of their heads.

GREAT RIVER SERPENT

You are the bridge keepers... My domain is the river, leave it now or forever quiver.

The Trolls pull back and retreat to their bridge.

GREAT RIVER SERPENT (CONT'D)

Well young Jacob, how goes your challenge... not so well I see.

JACOB

Falstow tricked me, now he's on earth. I have to get to the castle before he returns with the seventh sphere.

GREAT RIVER SERPENT

Hope aboard my young friends. I can fly you to the castle gates, but no further can I get thee, for beyond the gates of Falstow's grounds, my powers are too weak.

The RIVER SERPENT lowers his neck to the ground. JACOB and MAXI hoist themselves aboard.

GREAT RIVER SERPENT (CONT'D)

Hang on tight.

The Serpent takes off across the river. His powerful wings lift all three of them up and into the air. Higher and higher they go. Over the Maze of Valdark they fly, the castle ahead in the distance.

JACOB

Wooooooo! This is the best ever, I didn't know you could fly.

GREAT RIVER SERPPENT

Anything is possible here Jacob. If you put your mind to it.

MAXI
Yeah, yeah!

CUT TO:

EXT. AN ORDINARY SUBURBAN STREET - DAY

JACOB(Falstow) and STINKY pull up across the street from the Old Magic Shop.

STINKY
See, make anything you want to appear from the box.

JACOB(FALSTOW)
That's it Stinky.

STINKY
I told you it was cool.

JACOB(FALSTOW)
Not the box, look.

JACOB (Falstow) points to the corner of the window display.

JACOB(FALSTOW) (CONT'D)
That's it in the corner. That's the sphere.

STINKY
How do you know?

JACOB(FALSTOW)
Falstow told me I would just know when I saw it. That's it.

STINKY
So what do we do now?

JACOB(FALSTOW)
We go and get it.

STINKY
I wonder how much it is?

JACOB (Falstow) and STINKY walk their bikes across the road and over to the shop window. They look closer at the sphere, a small not for sale sign sits just beside it.

EXT. FRONT OF YE OLDDE MAGIC SHOPPE - DAY

STINKY

Now what?

JACOB(FALSTOW)

Come on.

JACOB (Falstow) leads the way inside the shop.

CUT TO:

INT. YE OLDIE MAGIC SHOPPE - DAY

Once in the shop the boys look all around, there seems to be no one else there. They approach the window display and look closely at the sphere.

STINKY

Is it heavy?

JACOB(FALSTOW)

Pick it up.

STINKY

Nah ah.

JACOB(FALSTOW)

I dare you.

Stinky slowly and nervously reaches for the sphere. He's almost got it, he stops and scours the shop once more. No one, gently he pick up the sphere.

At precisely that moment a calm but stern voice rings from directly behind them.

MELCHIZAR

That sphere is not a toy.

For a moment the boys freeze, then together their heads spin around to where the voice came from.

An old man stands right before them, his gaze fixed on JACOB(Falstow). JACOB (Falstow) returns the stare.

JACOB(FALSTOW)

Melchizar.

STINKY is still with the sphere in his hand.

STINKY

Who?

In a flash JACOB (Falstow) transforms back to FALSTOW.

STINKY (CONT'D)

Whoa!

LORD FALSTOW

The sphere is mine now Melchizar
and so is the power time.

MELCHIZAR

To conquer it, first you must
posses it.

MELCHIZAR concentrates a stare at the sphere. It lifts from STINKY'S hand and moves through the air towards MELCHIZAR.

STINKY

Whooaa.

LORD FALSTOW

You are no match for me Melchizar,
your power is weak.

MELCHIZAR continues to concentrate on the sphere.

MELCHIZAR

My power reaches further than you
know.

LORD FALSTOW

Blah! Enough talk.

FALSTOW raises him arm towards the sphere, a beam of light shoots towards it.

LORD FALSTOW (CONT'D)

It's time to take what I came for.

FALSTOW'S beam connects with the sphere just before it reaches MELCHIZAR, it knocks it from MELCHIZAR'S stare and sends it flying into the air.

STINKY

Ahhh.. I'd better go now.

STINKY turns in panic and heads for the door.

LORD FALSTOW

You will go nowhere.

In an instant FALSTOW sends another beam of light towards STINKY, it hits him with a bang and a huge flash. When the smoke clears STINKY is seen slowly turning to stone from the feet up.

FALSTOW turns his attention back to the sphere which has landed on a shelf at the back of the shop.

Like a duel in a classic Clint Eastwood movie, a second seems to take an eternity as FALSTOW and MELCHIZAR lock eyes on each other, then the sphere, then back to each other. Only in this duel, the six-shooter is replaced with magic.

The moment has come, as if by telepathy a pause signals a silent countdown. Three, two, one... They draw.

FALSTOW is quicker. MELCHIZAR is thrown backwards into the air. FALSTOW quickly grabs the sphere as MELCHIZAR comes crashing to the ground.

As FALSTOW holds the sphere aloft the whole shop begins to shake. Slowly at first, but as a portal opens in-front of FALSTOW, it becomes more violent.

FALSTOW bellows an evil LAUGH as the floor of the magic shop begins to turn to stone. He steps into the portal.

Slowly the stone spreads through the shop, up the walls, the counter, everything. Just before it reaches MELCHIZAR, he disappears. The stone engulfs the spot where he was and does not stop until the whole shop and all that is in it, including STINKY, is stone.

The Portal FALSTOW entered disappears with a BANG.

CUT TO:

EXT. THE UNIVERSE - NO TIME EXISTS.

FALSTOW falling through the universe.

CUT TO:

EXT. THE VALLEY OF DARKNESS -DAY

ALEGRA is still trapped by the vines around her ankles, she continues to struggle but to no avail. The Whispers in the Wind and the ghostly images still taunt her.

WHISPERS IN THE WIND
No use in struggling, my former
Princess, the end is near for
Jacob's Quest.

As ALEGRA keeps frantically struggling to free herself, she notices the ghostly images start to disappear.

WHISPERS IN THE WIND (CONT'D)

What's this, What's this, is that
light I see? For light in the
Valley is not meant to be.

ALEGRA looks to a source of dull light that is heading towards her. All the ghostly images have gone, the icy wind now still and the Whispers in the Wind are silent.

As the light moves closer, ALEGRA can see an old man on a horse and cart. They pull up beside ALEGRA.

OLD MAN

(to his horse)
Whoo there Daisy.
(to Alegra)
Hop on Princess.

ALEGRA

But my feet are trapped....

ALEGRA looks down at her ankles, the vines are slowly unwrapping themselves.

She Looks to the Old Man with an affectionate grin then hops on the cart.

CUT TO:

EXT. THE SKIES OVER VALDARK -DAY

JACOB and MAXI hang on to The RIVER SERPENT for all their worth as they zoom through the skies of Valdark. FALSTOW'S Castle is only moments ahead. Like a great 747 jumbo The RIVER SERPENT begins his decent.

EXT. THE CASTLE GATES -DAY

With an almighty thud that sends ripples through the ground, The RIVER SERPENT touches down right outside the castle gates.

The Orc's that man the castle gates, still play their game of paper, scissors, rock.

JACOB and MAXI climb down from the back The RIVER SERPENT.

JACOB

Thanks.

GREAT RIVER SERPENT

Good luck Jacob.

JACOB and MAXI approach the Orc's at the gates.

DUMB ORC
No one shall pass today.

SMELLY ORC
By order of the Lord.

JACOB
But I am Falstow's apprentice, the
chosen one, remember.

DUMB ORC
No one shall pass today.

The RIVER SERPENT stands on his mighty haunches and lets fly
with a huge breath of fire which just singes the top of the
Orc's heads.

SMELLY ORC
You are on Falstow's challenge you
say?

DUMB ORC
Yes, yes I remember Falstow's
challenge.

SMELLY ORC
Falstow's challenger may pass.

JACOB and MAXI shoot a quick smile back to The RIVER
SERPENT, then take off through the grounds for the castle.
As they are running.

JACOB
We have to get to the main
courtyard Maxi, can you get us
there.

MAXI
I think so.

FADE OUT:

FADE IN:

EXT. THE UNIVERSE - NO TIME EXISTS.

FALSTOW continues to fall through space.

CUT TO:

INT. MAGICAL HALL OF SPHERES - ALTER ROOM - DAY

Through a portal in the Alter room steps FALSTOW. Back on Valdark with the Seventh Sphere.

CUT TO:

EXT. CASTLE COMPOUNDS -DAY

JACOB and MAXI make their way to the Castle entrance. They now enter the Castle proper.

MAXI
This way hurry.

CUT TO:

EXT. JUST OUTSIDE THE MAGIC HALL OF SPHERES -DAY

LORD FALSTOW
El del Flyo.

FALSTOW begins to rise high into the air. He flies over the skies of Valdark.

Past the Troll Bridge.

CUT TO:

EXT. BRIDGE OF ENCHANTMENT -DAY

The two trolls, the tops of their heads still smoking, they look up into the sky to see Falstow flying.

CUT TO:

EXT. OLD OAK FORREST -DAY

The trees take on a different light as FALSTOW passes them over.

CUT TO:

INT. FALSTOW'S CASTLE - CORRIDORS -DAY

JACOB and MAXI make their way through the many corridors that are the castle's labyrinth. The door to the courtyard gets closer with every turn.

CUT TO:

EXT. SMALL SLURRY VILLAGE -DAY

The villagers of the slurry Village all look up as FALSTOW passes over them.

DEMI-HUMAN

I heard that the boy failed.

OTHER GOBLIN

I heard he defied the Great Lord.

The villagers flock out onto the street. FALSTOW rockets through the sky.

IMP

Look up in the Sky!

STUPID GOBLIN

It's a bat!!

INTELLIGENT GOBLIN

It's Falstow!

STUPID GOBLIN

Falstow? I thought it was a supergoblin.

EXT. THE SKIES OVER VALDARK -DAY

FALSTOW is only moments away from his Castle.

CUT TO:

INT. FALSTOW'S CASTLE - CORRIDOR -DAY

JACOB and MAXI reach the doors that lead to the courtyard. Cautiously they open them.

EXT. FALSTOW'S CASTLE - COURTYARD - DAY

They enter the courtyard. They step cautiously into the centre eyes peeled for FALSTOW and the sphere.

In the corner of the court yard De-Mona stands in silence, she PEERS around the corner of where she is hiding.

MAXI

What are we looking for?

JACOB

A key hole. Remember, Alegra said use the key. We'll start from the ground and work our way up. You go that way, and I'll go this way.

They both get on their hands and knees and begin scouring the ground for some kind of keyhole. A few feet on, JACOB clears some dirt and dust from in front of him. Underneath it lies a keyhole. JACOB'S face lights up, he screams to MAXI.

JACOB (CONT'D)

Maxi, quick I found it.

JACOB does a double take at the keyhole. Right beside it, a pair of big black shiny boots.

FALSTOW impatiently taps his foot. De-Mona then exits from her hiding space and walks up beside Lord Falstow.

LORD FALSTOW

What took you so long?

JACOB shoots a look of disbelief at MAXI.

LORD FALSTOW (CONT'D)

There will be no saving the Universe today.

(to Jacob)

Your just like your father, and his father, and his father before that, you are all the same. A bunch of mere mortals.

LORD FALSTOW (CONT'D)

Goblin! Give me the Key!

DE-MONA

Yes give him the key you dirty little creature.

MAXI takes the key from around his neck. He hesitates.

LORD FALSTOW

That's it Maxi all will be forgiven if you give me the key now!

FALSTOW turns back to JACOB.

LORD FALSTOW (CONT'D)

As for you.

He raises his arm towards JACOB.

JACOB

The Key Maxi.

DE-MONA

Don't give it to him! Maxi... No.

At the moment FALSTOW shoots a "blast" of light at JACOB, Maxi hurls the key through the air to JACOB. The key meets the "blast" of light halfway between Falstow and Jacob, FALSTOW'S "blast" reflects off the key and bounces back towards him. As the Key tumbles through the air a beam of light hits De-Mona, she SCREAMS, the Key continues to tumble.

DE-MONA (CONT'D)

No!

De-Mona flies backward and hits the ground hard, the beam hits Lord Falstow. He SHRIEKS.

FALSTOW

Ahhhh.

His own "blast" sends him FLYING backwards and into the air, he lands directly on De-Mona.

The key deflects towards JACOB, he grabs it and shoves it in the keyhole in the ground.

The ground begins to SHAKE. A disk in the centre of the courtyard opens. A ornate pedestal rises from the ground below. The magical sphere glows multi colors. GREEN, RED, ORANGE, BLUE, BLACK, YELLOW.

LORD FALSTOW

No!

JACOB quickly gets off the ground. In what seems an eternity but is only a second, he raises the sphere above his head with both hands. He looks at FALSTOW, then MAXI. Then with all he has, he throws the sphere straight into the ground.

Getting up, Lord Falstow lunges towards Jacob, his hand stretched out.

LORD FALSTOW (CONT'D)

This is not meant to happen, do not destroy the sphere.

The Sphere SMASHES into thousands of pieces, the colors from the sphere SHOOT straight up into the sky. They begin to form an atmosphere. FALSTOW looks at himself as he begins to turn to stone, from the feet up. De-Mona also begins to turn to stone. Bright colors dart all over the place. The sky turns blue, the fields a lush green, the waters run crystal clear, the trees grow stronger and greener. The entrapped begin to turn back into a human race.

LORD FALSTOW (CONT'D)
No! This cannot be happening.

EXT. SMALL SLURRY VILLAGE -DAY

The villagers rejoice as things change, they also change, into HUMAN like form, the people they once were before FALSTOW'S EVIL RULE OVER VALDARK!

The streets turn into made roads. Houses change back to their original form. CHEERS aplenty are heard from afar!

CUT TO:

EXT. FALSTOW'S CASTLE -COURTYARD -DAY

FALSTOW is nearly ALL stone, the Courtyard begins to change also, the vines grow leaves.

The formation is still continuing, Falstow cries out one more time!

LORD FALSTOW
DAMN GOBLIN!

Then SILENCE... A sole bird begins to SING in the distance.

LORD FALSTOW IS NOW ALL STONE.

JACOB, dazed and confused stands in wonder at the transformation before him. Even Maxi has transformed from a goblin to a cute furry little critter.

JACOB
Wow..

MAXI
Thank you Jacob you gave us our home back. Quick, let's find the Princess.

Maxi grabs JACOB'S hand and leads him through the castle.

CUT TO:

INT: YE OLDDE MAGIC SHOPPE - DAY

The shop begins to turn back to its original state. Even STINKY is turning back to normal.

STINKY

Woah! Cool. What just happened?

STINKY looks around to see that he is the only one in the Magic shop. He quickly leaves the shop.

CUT TO:

INT. PRINCESS AYAR'S CASTLE -DAY

The corridors are much brighter, cheers and celebration can be heard as Maxi leads Jacob through them.

MAXI

Quick in here.

INT. PRINCESS AYAR'S CASTLE - BRIEFING ROOM -DAY

They walk past a huge table, and out onto the balcony.

EXT. PRINCESS AYAR'S CASTLE - BALCONY -DAY

Thousands of subjects rejoice in happiness. The reign of Lord Falstow is over. An Old Man, on his horse and cart rides in through the castle gates. His passenger is a beautiful Princess.

MAXI looks at JACOB.

MAXI

There she is.

JACOB smiles WIDELY. Princess AYAR waves to the crowd from the back of the cart. As they approach the castle entrance the Old Man stops the cart. Princess AYAR stands and looks up to JACOB and MAXI on the balcony.

PRINCESS AYAR

Three cheers for the conqueror of the evil Lord Falstow. Hip, hip..

In unison the crowd cheers.

CROWD

Hooray!

PRINCESS AYAR

Hip, hip...

CROWD

Hooray!

PRINCESS AYAR

Hip, hip...

CROWD

Hooray!

The Old Man gets down from his cart and extends his hand to help the Princess as well.

Gently they both rise from the ground and float to the balcony.

PRINCESS AYAR

Thank you Jacob, Lord Falstow has finally been defeated.

JACOB rubs his eyes.

JACOB

You're beautiful!

PRINCESS AYAR

My real name is Princess Ayar. I ruled this land alongside my father the Great King remember the Old Oak. That was before Falstow took over this quadrant of the Universe. Thanks to you we can live in peace once more.

JACOB

How -- how do I get home?

Princess AYAR turns towards the Old Man, in-front of JACOB he transforms into MELCHIZAR.

PRINCESS AYAR

Recognize a friend Jacob.

JACOB

Yes.. It's the Time Master!

PRINCESS AYAR

Melchizar, thank you for sending
our saviour.

MELCHIZAR

Don't thank me, thank Jacob, he is
a brave lad with a pure heart. He
has most certainly past the test of
time, a tough one for a young man
of only nine years.

(bending down to Jacob and
whispering)

In human years

(back to the Ayar)

But he is certainly a traveler of
great courage and he still has many
more lessons to learn.

MELCHIZAR conjures a portal back to Earth. JACOB can see his
Mom and Dad and his Grandpa sitting in the Kitchen.

He looks to Ayar.

JACOB

Will I ever see you again?

AYAR bends down towards Jacob.

PRINCESS AYAR

I'll always be with you Jacob, and
who knows, you're a traveler now.
Your destiny is limited only by
your dreams.

AYAR kisses him on the head.

JACOB

Oh shucks!

He glows a bright red.

MELCHIZAR

Go my child as we will meet again,
your family awaits you!

JACOB looks over the people below, he looks to MELCHIZAR and
AYAR.

JACOB

Goodbye!

He steps through the portal and into:

INT. THE ASHBY RESIDENCE - kitchen -DAY

A foot enters through the wall to the Kitchen, Jacob then steps out with a smile and a look of excitement. JACOB'S Mom, Dad and Grandpa, who has since arrived, are sitting at the table, along with Melchizar who stands near Jacob's farther.

JACOB (CONT'D)

Mom, Dad, Grandpa! You'll never guess what happened.

Mister Ashby points to his son.

MR. ASHBY

Listen here son, your Grandfather and I would like a word with you. Sit down for a moment.

JACOB takes a seat at the table.

JACOB

I'm, I'm...

MR. ASHBY

Just hear me out, you broke the first rule didn't you?

JACOB'S demeanor moves quickly from that of excitement to disappointment.

JACOB

Yes Dad... but I....

MR. ASHBY

Hang on for a moment son, we're not here to punish you, we're here to show you something.

Sally-ann walks into the Kitchen. She takes a seat next to her Mom.

JACOB leans back in his chair.

Grandpa leans in and looks to his Grandson.

GRANDPA

Dreams are funny things Jacob. They don't always go the way you plan. But they are always worth having.

Dad slowly begins to hover out of his seat. JACOB'S mouth WIDE open, Sally-ann freaks out again and takes off, with Mom in tow! JACOB laughs LOUDLY, he then turns his attention to his Grandpa who is doing three-sixties in the air!

GRANDPA (CONT'D)
Woooooooooooo this is so much fun!

JACOB
You have your powers back!

CUT TO:

INT. PRINCESS AYAR'S CASTLE - BEAUTIFUL COURTYARD -DAY

The courtyard is green and lush. Water drizzles from a water feature on the courtyard wall. FALSTOW a lifeless statue.

The statue's right foot is focussed in on.

FALSTOW'S toe BREAKS through the stone, its wiggles.

Close in on his face.

A smile comes to the statue!

CUT TO:

INT. THE ASHBY RESIDENCE -NIGHT

JACOB is in his room he is fast asleep. At the door is his Mom and Dad, they look at their son sleeping peacefully, smiles come to their faces.

CUT TO:

EXT. PRINCESS AYAR'S CASTLE - BEAUTIFUL COURTYARD -DAY

Back in the courtyard.

De-Mona is still entrapped in stone, however:

FALSTOW'S statue is gone!

CUT TO:

INT. THE ASHBY RESIDENCE -NIGHT

JACOB wakes in a fright! His eyes wide open, they nervously dart around his room. Everything just as it was when he fell asleep.

Through the bedroom window lightning crashes as the rain begins to pelt down. The moon, half covered in cloud, yet glows like a beacon in the shape of a perfect crystal sphere.

His eyes make one last check of the room, all seems fine, he puts his head back on the pillow and gently closes them.

Through the bedroom window the moon still glows, seemingly even brighter. It lights the branches of a tree that sits just outside JACOB'S window. On those branches is perched a small furry "bear like" creature.

EXT. THE ASHBY RESIDENCE -NIGHT

Out through the window past the tree It's 'MAXI'

Flying down the street..

Past houses..

Up and into the sky..

Away from earth and off into space past...

EXT. THE UNIVERSE - NO TIME EXISTS.

Stars....

Moons...

And planets..

Through Galaxies...

And beyond.

...To see a planet, with snow topped mountains,

EXT. A DARK UNINHABITED PLANET - DAY

Footprints are seen in the snow and a figure walking off in the distance... on the horizon a castle black as night is seen.

FALSTOW

It's not over yet... traveller.

It's not over.

FADE TO BLACK: