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The Time Bandits

A Screenplay

by

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2 INT. KEVIN'S BEDROOM DAY 2

In a corner of the room, KEVIN - a rather ordinary but clearly imaginative 11 year old - is busy arranging his toy soldiers and horses into battle formation. Making lots of noise, he attacks them with tank and laser gun. Bang! His mounted troops are sent flying. Zap! The building block fortress comes crashing down. Roar! A rocket powered machine spins around the corner and smashes into the plastic Indian. He is deeply immersed in this battle as the mismatched forces rage to and fro, when suddenly the mood is broken by his MOTHER's voice from downstairs.

MOTHER (V.O.)

Kevin, supper!

KEVIN

All right!

He looks back at his toys - does one final apocalyptic wipe-out of troops, then looking sadly at his jumbled toys he resignedly heads off out of the room, taking as he goes, a thick book of Greek Heroes. CREDITS END.

3 INT. KITCHEN DAY 3

KEVIN sits down at table, with his book. His FATHER eats, occasionally slurping a cup of tea and reading the evening paper. There is a ping! from the sideboard and after a moment MOTHER sets a plate of three very similar bland lumps before KEVIN.

KEVIN

(setting aside his book)

What's that?

MOTHER

(picking up packet from sideboard
and studying contents)

(reading)

Chicken, duchesse potatoes, and carrots ...

KEVIN looks sceptical.

MOTHER

It says it's lovely.

KEVIN

(unconvinced)

Which is the chicken?

3 Continued

3

MOTHER

(looks at pack again, rather
irritably this time)

Er ... the ooe on the left ...

KEVIN isolates the chicken and cuts a bit off in a desultory way. He opens the Greek book and reads at the same time.

MOTHER

(addresses FATHER as she throws
pack away)

What we oeed is something to take these
things out of the packet automatically.
It's weariog me out - all this unwrapping ...

FATHER

We can't have everything dear.

MOTHER

Why ever oot ? I know some people who
have.

4 INT. SITTING ROOM EVENING

4

Still picture of modern, fully gadgeted kitcheo. Applause.
Pull out to reveal a TV screeo.

VOICE OVER

(on TV)

Yee, folks ... Moderna Designs present
the latest io kitchen luxury. The Moderna
Wonder Major All Automatic Coovecieoce Ceeter-ette.
Gives you all the time in the world to
do the things you really want to do!

CUT TO REVERSE ANGLE. MOTHER & FATHER sit in their armchairs
looking zombie-like at the TV screeo. They each have
a mail-order catalogue on their laps. Behind them KEVIN
eits immersed in his Greek hero book. He looks up.

KEVIN

Dad ... did you know that ancient Greek
warriors had to learn 44 ways of unarmed
combat ?

The TV drones oo.

VOICE ON TV

.. a washing machine that cleans, dries
and tells you the time in three major
internaticool cities! A toaster with a
range of 50 yards! And an infra-red
freezer/oveo complex that can make you
a meal from packet to plate in 15; eecoods.

MOTHER

The Morrisons have got one that can
do that in 8 seconds.

FATHER

Oh ...

MOTHER

Block of ice to Boeuf Bourignonn in
8 seconds ...

(with feeling)

... lucky things ...

FATHER

Well, at least we've got a two speed
hedge cutter.

KEVIN

Did you know, the ancient Greeks could
kill people 26 different ways!

FATHER

(without turning)

Bedtime for you Kevin, it's nine o'clock.

KEVIN

And this king, Agamemnon, he once fought ..

MOTHER

Go on dear, your father's said!

KEVIN

Oh, all right.

4 Continued

Meanwhile on the TV screen, a BRUCE FORSYTH FIGURE has hustled on in front of B.P. of the dream kitchen.

COMPERE

Well, that's today's star prize, so let's meet today's star guests on "Your Money Or Your Life"!

Music.

The title "Your Money Or Your Life" flashes on and off in neon behind him ... as a rather nice OLD COUPLE are brought on by a leggy, fishnet-tighted HOSTESS.

COMPERE

And your names are?

OLD MAN

Mr and Mrs Staveacre.

COMPERE

Oh, come on, let's not be so formal ... I'm Ken.

OLD MAN

Yes we know that.

COMPERE

And you are -

OLD MAN

Reginald ...

COMPERE

Reginald, that's an interesting name, and - ?

OLD LADY

Beryl ...

COMPERE

Reginald and Beryl - it's Your Money or Your Life tonight - are you nervous?

And so on.

5 INT. HALLWAY EVENING

KEVIN pauses on stairs up to bed.

KEVIN

Could we go to Greece one day -

Revised 24.4.80

5.

6 INT. SITTING ROOM EVENING 6

Laughter from TV. CUT TO screen to see that the OLD MAN is being shown some heavy black weights.

COMPERE

Now then Reginald ... no ... don't lift yet. Oo, you are keen ...

FATHER & MOTHER

(without turning)

Good night!

KEVIN turns and walks up to bed. Back to the TV.

COMPERE

Is he like this at home Beryl? Eager?

Roars of laughter. BERYL looks embarrassed ..

COMPERE

Oo, I bet you have some fun on British Legion night!

More roars of laughter.

And so on!

7 INT. BEDROOM NIGHT

KEVIN is in his pyjamas. Just before he gets in bed he pauses, looks down at his toys, and moves a couple of Napoleonic soldiers into battle position. He then climbs into his bed. He picks up his book and looks at Agamemnon again, with wide eyes.

FATHER (V.O.)

And turn that light off!

KEVIN reluctantly switches off his light. Pauses for a moment. Then snuggles into his blankets and turns over onto his side. The sound of downstairs fades into a strange, deep silence. Suddenly there is the sound of fierce rattling and banging. KEVIN pulls himself up on his elbow. He looks into the darkness anxiously. The weird and violent banging and clanking comes from the wardrobe standing against the wall opposite his bed. Even as KEVIN looks the noise and banging increase, and suddenly the wardrobe doors burst open - splinters flying everywhere - and a fully-armoured mediaeval KNIGHT on horseback charges out of the wardrobe and into the room. The HORSE is covered in froth, and is rearing wildly.

Continued

7 Continued

7

almost out of control. A great wind blows through the room swirling leaves and dust about. The KNIGHT has a huge sword in his hand which sweeps through the air knocking objects in the room all over the place. He is shouting after some other knight who we can't see. Suddenly, with a commanding cry from the KNIGHT, the HORSE leaps right across the kid's head and charges down a darkened avenue of trees that has replaced one of the walls of the bedroom. The KID is stunned. He dives under the covers. The hoofbeats disappear into the distance and, slowly, he peeps out from his hiding place. Everything is back to normal. No mess. No KNIGHT. No avenue of trees. He turns on the light. Getting out of bed he goes over to the wall where the avenue of trees had been. Nothing. Except... among the pictures stuck all over the wall is one which is identical to the avenue of trees down which the KNIGHT vanished. Suddenly, the door of the room is flung open.

FATHER

What the hell is going on up here?
I told you to turn that light off and
get to bed. And no more noise!

7A INT. KITCHEN EVENING

7A

Supper at home. They're all eating identical food. KEVIN is anxious to be somewhere else.

MOTHER

(to FATHER)

It just came off like that ... the
whole thermostat. That's the toaster
the spreader and the slicer all gone.
She's in a terrible state.

FATHER

Should have bought German ...

KEVIN

(eagerly)

Mum ... ?

MOTHER

That's what I said. Would have
matched her rotissomat too....

KEVIN

Mum ... Dad ... can I -

MOTHER

(turning on him)

And you're going to bed in good time
tonight!

KEVIN

I was thinking I'd go to bed now actually ...

Continued

7A Continued

7A

MOTHER

Now ? Certainly not!

FATHER

You must wait until your food's gone down.

KEVIN

I haven't eaten any food ...

MOTHER

Well, you must eat your food.

FATHER

Then wait for it to go down.

They are cut short by a new noise. A shrill whining followed by a series of rapid alarm huzzes.

MOTHER

Oh no! Not the carvery again ...

She rushes across to a machine that seems to have started uncontrollably slicing a joint of cold meat, sending slices of ham quietly and unstoppably on to the floor.

7B INT. SITTING ROOM NIGHT

7B

TV is on again. Same game show - much laughter. This time the two AGED CONTESTANTS are suspended above a large vat of custard. Everyone roars with laughter. Except KEVIN'S MOTHER & FATHER.

PULL OUT - KEVIN is in the hall making his way past the sitting room door. He has something hidden under his jumper.

COMPERE

... Ooo you are awful! Now all I want to know is ... what famous film star begins with 'C' ... ?

KEVIN

It's gone down now ... my supper ... I can feel it. I think I'll go to bed.

FATHER

Good, off you go ... but no noise!

7B

Continued

7B

A roar of laughter from the TV drowns the end of FATHER's sentence.

KEVIN
(who's halfway up the stairs
in his eagerness)
What ?

FATHER
No noise!

KEVIN
Oh no! Right ...

COMPERE
No no ... Cape Town isn't a film star ...

He runs up the last three stairs in a single bound.

7C INT. BEDROOM NIGHT

7C

KEVIN's bedroom. This time there is no dawdling. KEVIN enters briskly, pulls torch and Polaroid camera carefully out from his sweater, and lays them on his bedside table. He puts his dressing gown on over his clothes and jumps into bed and looks around. Hesitantly he turns out the light.

Blackness. No noise. ... No rattlings. Nothing odd. He looks disappointed ... silence. PAN ROUND the toys, the cupboard, to KEVIN, who sits on the bed, holt upright, with his dressing-gown on, a satchel elung around him, torch at the ready, Polaroid camera at the ready. Nothing happens. He flashes the torch. Still nothing. He looks around and switches off the torch.

FADE. FADE UP sometime later. KEVIN is having difficulty staying awake, but every time his head drops it jerks him back into wakefulness. He looks across to the door. The light on the landing goes out, and he hears the door of his parents' bedroom shut. He returns to his watching, but his eyes begin to close. He jerks awake then his tired eyes close again. A clock chimes one.

The room is in silence. KEVIN has finally gone to sleep. Suddenly there is a single heavy thud, quite frightening, from the wardrobe. There is a pause. At first KEVIN does not wake, then follows a series of more very rapid heavy thuds, followed by muffled cursing and quite undeniably human grunts and groans. KEVIN wakes and cautiously pulls himself up on his elbow.

Continued

7C Continued

7C

KEVIN can hear the wardrobe door creak open in the dark.

STRUTTER

Where are we ?

RANDALL

I don't know.

WALLY

Look at the map ...

RANDALL

It's not on the map ...

WALLY

Is he coming after us ?

RANDALL

Don't panic.

FIDGIT

Is he coming after us ?

KEVIN reaches for a torch lying on the bedside table.

RANDALL

I don't know ... I think we gave him
the slip.

Hands shaking, KEVIN switches the torch on. Immediately he does so there's panic. The beam of light falls upon a group of DWARVES, dressed and armed in a weird and wonderful variety of costumes and weapons from various periods in history, who blink sightlessly back at him. Their names are RANDALL, STRUTTER, WALLY, OG, FIDGIT and VERMIN.

OG

(fearfully)

It's Him!

They try to race away from the light. Like frightened little animals they rush here and there along the walls.

STRUTTER

(panicked)

He's found us!

WALLY

We're done for!

FIDGIT

I told you ...

STRUTTER

We've had it ...

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7

7C Continued

7C

They finally pile up in a whimpering heap in the furthest corner.

RANDALL, the apparent leader, hisses to the others.

RANDALL

Leave it to me!

He hesitantly steps forward. He is clutching a parchment map covered in various symbols. He holds it up and addresses the light very deferentially.

RANDALL

.. We can explain everything sir ..
honestly ... we only horrowed the map
sir ... and then we were er .. so happy ..
we just ran off .. in sort ..

RANDALL (Cont)
of high spirits, we were on our
way back actually ...

KEVIN
Who are you, please ...?

A complete transformation comes over the covering band.

STRUTTER
That's not Him ...

FIDGET
Doesn't sound like Him.

WALLY
Doesn't look like Him.

STRUTTER
It isn't Him.

RANDALL
(looking very angry)
Right, come on!

Before KEVIN can hide, the BANDITS as one tear across the
room and leap onto the bed. RANDALL jumps across KEVIN's
chest issuing orders. KEVIN struggles.

WALLY gets kicked.

WALLY
Ow! My nose!

RANDALL
Help him ... Og, help him!

OG
Who?

RANDALL
Wally. One leg each ...

In the struggle, KEVIN and the DWARVES tangled in the bed-
clothes topple off the bed. KEVIN's arms are pinioned to
the floor.

RANDALL
Strutter ... get his torch ...

STRUTTER grabs the torch.

RANDALL
Right, shine it ... right in the face ...

Continued

7C Continued

7C

STRUTTER shines the torch full in RANDALL's face.

RANDALL

His face!

STRUTTER shines the torch in KEVIN's face. KEVIN looks terrified.

STRUTTER

It's a kid!

RANDALL

Og ... Fidget ... check the door.

With well-practised precision they run to the door. FIDGET leaps on OG's shoulders and looks out through the glass light above the door -

FIDGET

All clear ...!

STRUTTER switches on the small bedside lamp which has toppled to the floor.

RANDALL

(pulling Kevin to his feet)

Right! Listen to me, help us get out of here and you won't get hurt ...

WALLY

(from behind)

Much ...

KEVIN

(still wide-eyed with amazement)

W ... W ... Why don't you get out the way you came?

RANDALL

(grabbing Kevin by the pyjama front)

Don't try and be smart, you little creep ...

Pugnacious murmurs from the other DWARVES as they advance. "Little clever Dick" - "Smart arse!" etc.

RANDALL

If you want to play it smart ... I'll introduce you to Vermin ... he eats anything you know, especially bits of people he doesn't like.

(he indicates leering dwarf at the back)

7C Continued

7C

KEVIN

(beginning to back away)
I'm not trying to be smart ... I'm
just trying to help ...

RANDALL

(advancing)
You know ... don't you ...

KEVIN

(backing away)
I don't know anything.

RANDALL

You know - and you're not going to
tell us - well I'm getting angry!

KEVIN is pressed against the wall by this time.

KEVIN

I don't know -

RANDALL

And Vermin's getting hungry ...

KEVIN

Aargh!

The wall he's leaning against suddenly moves back, as
RANDALL lunges. KEVIN falls to the floor in amazement.

RANDALL

That's it! He's found it ...

STRUTTER

What ...?

RANDALL

The way out!

KEVIN picks himself up.

KEVIN

It's never done that before ...

RANDALL hands KEVIN the torch.

RANDALL

Hold that ... come on you lot ...
Push!

The excited DWARVES rush to the wall and push. Immediately
one lot push with such force the wall moves back several feet,
and three others fall on the floor. It's very chaotic.
RANDALL tries desperately to organise them.

Continued

7C Continued

7C

RANDALL

Not like that! Wait... Wait for me
to give the order ... Right ... ready ...

They lean against the wall.

... One! ...

Some of them push, others fall on the floor as the wall moves
a few more feet.

RANDALL is beside himself with anger. He stamps his foot
vigorously.

RANDALL

Wait! You never start at one!
Whoever heard of anybody starting at
one! ... I'll say "one-two-three" and
on three we heave ...

OG

We heave on - Two ... or three?

RANDALL

Three!

The OTHERS push, RANDALL and STRUTTER, who are leaning against
the wall arguing, fall to the ground ... The wall is now about
ten feet from its original position. RANDALL is about to go
mad again when there is a rushing wind ... they all turn ...
there behind KEVIN is a bright light ... An ever-widening
radiance ... They look in fear.

WALLY

He's found us ...!

KEVIN

Who?

RANDALL

(with sudden urgency)

One-two-three ... heave ...!

They all heave ... The wall begins to move steadily but not
fast enough.

RANDALL

(to Kevin)

... Help us ... help us ... please ..

KEVIN, still wide-eyed with wonder, momentarily stands undecided
then, with a look back at the light, begins to push.

RANDALL

That's it. Push! ... Push!

7C Continued

7C

with everyone now pushing out of blind panic, the wall moves back ... 20 ... 30 ... 50 feet. The bedroom assumes the shape of a long corridor with familiar bedroom objects receding into the distance.

The glow increases as the DWARVES scrahle with the wall. It coalesces at last into a brilliant white FIGURE with long beard and leonine head of hair ... the wind howls, swirling his hair and robe about majestically. He heads down the passage at them.

RANDALL

(frantic)

Push!

KEVIN

Who is that?

RANDALL

Push!

The DWARVES push frantically. KEVIN looks back in terror and bewilderment. The SUPREME BEING (for it is he) fills the passageway with his awesome presence. He makes to speak. The DWARVES push. The SUPREME BEING levels his gaze upon them and shouts with the authority of many centuries.

SUPREME BEING

Return what you have stolen from me!
Return! Return! ... return the map or
it will bring you great danger ...
Stop! ... NOW!

The DWARVES push, then suddenly, they lose their balance as the wall drops away into darkness. Unable to slow their momentum, they plummet after it into black space.

8 TIME/SPACE

8

As the square of light from the end of the bedroom disappears far above them, they fall. Down, down through the blackness they tumble. Their figures distort ... stretching and twisting and then reforming as they pass through galaxies of black spheres in even blacker space. The fall appears to be endless. KEVIN is terrified.

9 EXT. DESERTED FARMYARD DAY

9

CUT TO a deserted farmyard. The farm buildings are in an advanced state of disrepair. A chicken pecks in the dusty yard. Suddenly the CHICKEN emits a terrified squawk and leaps into the air as a cloud of dust explodes in front of her. The dust clears revealing the piled figures of the DWARVES and KEVIN. A slight pause and then OG, the last as usual splashes into a nearby watertrough. All the GANG scramble to their feet and race off for the barn. RANDALL grabs KEVIN's arm and drags him along.

10 INT. BARN DAY

10

Scattering a few bedraggled geese, they race into the barn and dive into the straw, wriggling out of sight as fast as possible. RANDALL throws KEVIN to STRUTTER.

KEVIN

What is going -

STRUTTER clamps his hand over the BOY's mouth and drags him out of sight. RANDALL hunches down behind a post near the door. He stares intently back at the spot they landed. He holds his breath. After a few tense moments he lets out a sigh of relief.

RANDALL

Cor ... That was close ... All clear.

Slowly the others peer out from their hiding places. STRUTTER releases his grip on KEVIN. The DWARVES begin climbing out of the straw. Their eyes are wide with a mixture of fear and relief.

KEVIN

Who are you?

RANDALL

(rather impatient at the interruption)

... Sah!

KEVIN

(his voice edged with panic)

Well ... whers are we ... what happened to my room ...? Who was that man?

FIDGIT

(the nice one - next to Kevin)

That was no man ... that was the Supreme Being.

KEVIN

You mean God?

FIDGIT

We never got to know him that well.
We only worked for hi ...

RANDALL

(very much playing the leader in the emergency)

Shut up!! Are we all here ...?

(he looks round at the panting bunch of disreputables)

... Wally ...?

WALLY

Sir ...

Strutter ...? RANDALL
 Yeah ... STRUTTER
 Fidgit ...? RANDALL
 Yeah ... FIDGIT
 Og ...? RANDALL
 (puzzled)
 Yes ...? OG
 Are you here? RANDALL
 Mm? OG
 (helpfully)
 Yes, he's here ... FIDGIT
 Vermin ...? RANDALL
 (he looks around)
 ... Vermin!

There is a grunt from an ill-lit corner of the hales. It's VERMIN, he quickly secretes some object behind his back, but a few feathers around his mouth give him away. He smiles rather pathetically.

Stop eating! RANDALL
 I'd rather he ate them than us ... WALLY
 Right it's not safe to stay here, he's still after us, so we've got to keep moving ... Og, Vermin ... hey! Where are you going? RANDALL

KEVIN has made a break for it. He runs out of the barn.

11 EXT. DESERTED FARMYARD DAY 11

KEVIN races out and across the farmyard. He looks left and right, can't see anything.

After him! RANDALL
 (from inside the barn)

12 EXT. COUNTRYSIDE DAY 12

CUT TO KEVIN running down a slope. He jumps a stream ... He looks back and sees the DWARVES at the top of the hill. He races on through a wood, pushes through some undergrowth and onto a dirt road.

KEVIN

(scrambling out of the
undergrowth and onto the road)

Help! Help! Help!

Suddenly, taking to his surroundings, KEVIN stops. He is standing in the middle of an avenue of trees - the avenue of trees down which the KNIGHT from his wardrobe disappeared. His shocked amazement is interrupted by the sounds of thundering hoofbeats behind him. Spinning around, he is practically trampled underfoot by three madly galloping horses ridden by Napoleonic Hussars. The horses rear out of control to avoid the boy. KEVIN stands mesmerized.

1ST HUSSAR

(trying to control his
rearing mount)

Dammit boy - these horses are
valuable.

2ND HUSSAR

(drawing his sabre and
coming at KEVIN)

You little fool!

KEVIN is just mesmerized by these live representatives of his favourite toys.

3RD HUSSAR

Leave him, we're late.

He wheels his horse round, the first follows with a kick to his horse's flanks, and heads off. KEVIN, fearless because of his amazement, stands with a sabre only inches from his throat.

2ND HUSSAR

(angrily)

Simpleton!

The 2ND HUSSAR whirls his horse away and charges after the others. The DWARVES who have been watching all this from the cover of the undergrowth, elipp off in the opposite direction.

KEVIN turns to where the DWARVES were, but can see no sign of them.

Wide-eyed, he rushes up the hill after the HUSSARS. On reaching the brow of the hill he stops - his eyes can't believe what they are seeing. Spread out in front of him is a sweeping panorama of a late 18th century battlefield. In the distance, surrounded by fiercely fighting troops, is a town under heavy bombardment. REFUGEES stream out of the town and up the road towards KEVIN, who is soon caught up in the swirl of the retreat. Trying to get a view of the battle, KEVIN kneels down, peering through the passing cartwheels. One of the REFUGEES stumbles over him.

REFUGEE

(roughly lifting KEVIN up)

On your feet boy ...

MONK DRIVING CARTLOAD OF NUNS

Get a move on! They're taking prisoners ..

KEVIN

Excuse me, what is this town ?

REFUGEE

Castiglione ...

(bitterly)

... or what Napoleon's left of it ...

KEVIN

Napoleon ?

KEVIN stops in his tracks.

REFUGEE

Yes, it's his city now.

(spits)

(to KEVIN)

C'mon boy ... you come with us if you
know what's good for you.

KEVIN

(he can't believe any of
this)

No thanks ... Napoleon ?!!

KEVIN is caught in the jostling queue of REFUGEES.

PUSHY CHEESE CARRYING REFUGEE

You're going the wrong way!

14 EXT. BRIDGE DAY

14

CUT TO beneath a bridge. There, hiding beneath the rumbling refugee carts, beside a river, is the GANG, listening to RANDALL who has the map open on his knee.

RANDALL

Now we obviously went a little wrong when we ended up in the brat's bedroom, but don't worry, I'll get you out of this ..

STRUTTER

It's upside down ...

RANDALL

Listen, do you want to run this gang ?

STRUTTER

No ... no ... we agreed ... no leader ...

RANDALL

Right! So shut up and do as I say.

Suddenly there is a shout from above.

KEVIN

Hey!

They all look up in alarm.

RANDALL

Ssh!

KEVIN comes scrambling down shouting.

KEVIN

(full of eagerness)
Do you know where we are ?

RANDALL

(grabbing him)
Shut up!

KEVIN

(bubbling over)
We're in Italy! ...

RANDALL pushes him down under the bridge.

RANDALL

What the hell do you think you're doing ?.. yelling and screaming like that ?

(he jabs a finger skywards)

You know what'll happen if the Supreme Being finds us ..

(KEVIN looks deflated)

He can turn us all into used handkerchiefs just like that ...

KEVIN

I'm sorry ... but ... I mean ...
it's 1796 ... that's Castiglione ..
(he points towards the
city in amazement)
those are Napoleon's troops ...

They look at each other.

STRUTTER

Isn't this whern we were meant to
be ?

RANDALL

(quickly turning the map and
looking very closely at it)
That's right, 1796 ... Castiglione ...
Northern Italy ...

Suddenly the DWARVES see KEVIN in a new light.

STRUTTER

That's very good ...

WALLY

Very good

FIDGIT

How d'you know that ... ?

RANDALL

(crossly)
All right! All right! You can get
his autograph later. What's your name ?

KEVIN

Er ... Kevin ...

RANDALL

Right, Kevin .. shut up and play your
cards right and we could make you a very
rich man ... Fidgit ... you keep
an eye on him ... Now are we a gang of
desperate international thieves or not ... ?

GENERAL

Yes ... Yes ...

RANDALL

... and have we a job to do ?

GENERAL

(enthusiastically)

Yes ...

RANDALL

Right ... So we've got to get into
the town ...

KEVIN

Oh ... great!

RANDALL

Ssh! Now ...

He is interrupted by a great commotion on the bridge above them. One of the refugee carts that have been rumbling over the bridge stops, and an elderly expiring MAN is being carried down to the water by his two DAUGHTERS or SONS. He's moaning wretchedly ...

RANDALL

(shouting up in
irritation)

Dammit, can't you flee more
quietly ... I'm trying to concentrate..
Now ...

STRUTTER, who has stuck his head out and seen the untended cart, pops his head back in again ...

STRUTTER

I've got an idea ... Quick ...

All the DWARVES huddle together, then heads nod. Then STRUTTER takes a quick look up at the cart, across to the expiring old MAN. Then gives a signal.

With lightning precision the GANG rush up on to the bridge, surround the cart, and throw out all the contents. Then, with clubs, swiftly knock the wheels off. They throw the wheel-less cart over the side of the bridge and it lands in the water. Grabbing a couple of utensils to use as paddles they rush back down to the stream and leap into the floating cart. The last DWARF hands a cup to the old REFUGEE to aid his drinking.

REFUGEE

Thank you kind - here!

He realizes with indignation that he's been given his own cup. As the cart floats off down the river the REFUGEES profusely start to thank the DWARF when they realize what has happened. The cartload of fiercely paddling DWARVES floats away toward the setting sun ... and adventure.

15 EXT. CASTIGLIONE NIGHT 15

Cart-boat makes its way through the burning devastation surrounding the stream. BODIES plummet from bridges, TROOPS march to and fro. PEOPLE rush to the water to escape the flames. Dead ANIMALS float in the stream. Manoeuvring their craft to a landing, the GANG climb out. Over all the horror is the sound of one man laughing.

16 EXT. CITY STREETS NIGHT 16

Entering the ruined city, they make their way past debris and burning buildings. WOUNDED lie about the streets waiting for attention. The BOY and the DWARVES head in the direction of the laughter.

KEVIN

(to STRUTTER)

What are we going to do ?

17

STRUTTER

(sharply)

Sssb ...

FIDGIT

(whispers)

A robbery ...

KEVIN

A robbery ?

FIDGIT

(a little indignantly)

Of course .. we're international criminals .. we do robberies...

RANDALL

Shh ... quiet at the back ...

17 EXT. TOWN SQUARE NIGHT 17

In the middle of the demolished town square stands a small open-air theatre surrounded by a low enclosure. On the stage is an even smaller puppet theatre. A loud and violent Punch and Judy show is being performed. Around the edge of the audience area stand impatient and exasperated FRENCH GENERALS. Alone, in the middle of the audience area, sits a small uniformed MAN enjoying himself immensely. It is

NAPOLEON BONAPARTE. His laughter carries over the devastation. The town ELDERS are next to the FRENCH GENERALS - in chains. Troops continue to round up townspeople and march them to a wall where they are executed by a firing squad. This continues throughout the entire scene.

Everyone, apart from NAPOLEON, is looking anxiously and nervously at each other ... smoke drifts across the area and there is the sound of distant gunfire.

RANDALL

(to the group, crouched
behind a pillar)

That's him ...

(he points to NAPOLEON)

KEVIN

(his face changes)

You're not going to rob him ?

RANDALL

That's right ... every single penny
he's got.

KEVIN

That's Napoleon ...

17 Continued

17

RANDALL

And he's rich ...

KEVIN

But -

RANDALL

Shh!

He pushes them back in the shadows, as one of Napoleon's Generals, LUCIEN, passes close by them, and goes across to NAPOLEON. LUCIEN, like all Napoleon's advisers, is unfortunately very tall.

LUCIEN

(leaning down to
Napoleon)

Monsieur Commander ... I think that
the Mayor of Castiglione and his
Council would like very much to
surrender now please ...

NAPOLEON does not respond. He just roars with laughter at
the puppet show.

NAPOLEON

Look at that! Look at the little
fellow!

(he convulses with
laughter)

LUCIEN

(with a glance towards
the other Generals who
motion him to have another
go)

Sir ... The surrender of Castiglione
would be a marvelous feather up the
cap ... with this city we have the
whole area of Western Lombardy at
our feet ...

NAPOLEON

Oh, go away -
(he turns back to
the stage)

More! More!

18 INT. BACKSTAGE NIGHT

18

CUT TO the stage. The PUPPETEER is really rather badly
wounded but manfully carrying on hitting JUDY with PUNCH
despite his bloody wounds, because NAPOLEON is enjoying it
all so much. Behind the PUPPETEER at back of stage a very

18 Continued

18

nervous greasy-haired MANAGER is biting his nails. Standing around are various other ACTS who look very miserable. They are all very tall. Out in the square NAPOLEON continues to enjoy himself ...

19 EXT. TOWN SQUARE NIGHT

19

He roars with laughter and applauds. LUCIEN looks desperate, another General, NEGUY, walks briskly across, determined to sort this whole thing out once and for all.

NEGUY

Mon Commander, they are very keen to surrender. They 'ave been here 8 hours -

NAPOLEON

Don't stand so close to me Néguy. I've told you about that before. You on one side ... 'im on the other. It's like being at the bottom of a well.

They retreat a few steps back.

Just because you think I'm small ...

NEGUY

(wearily)

No you're not small ... Commander ... you're not small at all.

LUCIEN

No, not by any means. 5 foot 1 is not small.

NAPOLEON

5 foot 1 and Conqueror of Italy ... not bad eh?

GENERALS

No ... very good indeed.

NAPOLEON returns to the puppets as the curtain draws.

19 Continued

19

NAPOLEON

More! More!

20 INT. BACK STAGE NIGHT

20

Behind stage the wretched PUPPETEER, badly wounded and trying to staunch the flow of blood, hears these shouts of appreciation with utter horror ... He's desperately trying to prepare his puppets for another show despite his precarious grip on life. He looks imploringly at the MANAGER, who himself looks only seconds from the 19th nervous breakdown.

21 EXT. TOWN SQUARE NIGHT

21

NAPOLEON

(still applauding
vigorously, shouts
to his Generals)

When was the last time a man of
5 foot 1 took Milan ... Huh?

GENERALS

(dutifully)

Oh ... long ago eir ...

The MANAGER appears ... He is frightfully ingratiating.

ITALIAN MANAGER

Ah ... er ... sir ... I ... er ...
Thank you ... Thank you very much ...
I wonder if you would like to see
any of our ... other ... items ...
We have Zuzu and Benny ...
(he quickly motions
them to come out)
... Fun on a unicycle.

They are both tall and gormless, with only three stilts between them. NAPOLEON waves them away.

ITALIAN MANAGER

No ...? Er ... How about the
Great Bumbozo ... he sing and lift
heavy things ...

He appears, again far too big.

No ... er ... how about ... ah!
This I think you like ... very
funny ... the Three Idiots ...

Revised 14.4.80

24

21 Continued

21

He summons them.

ITALIAN MANAGER

... er ... from Latvia ... very
funny act ... They swallow brushes ...

Three very frightened MEN in drag appear ... They are all
well over 6 feet.

NAPOLEON

(angrily)

No! No ... they're all freaks ...
what kind of theatre are you
running?

MANAGER

I'm sorry sir but ...
(he is cut off by a
volley from the firing
squad)

NAPOLEON

More of the funny show ... with
the little puppets ... hitting each
other ... that's what I like ...
little things ... hitting each other.

NAPOLEON looks so angry that the MANAGER licks his lips and
dares say no more. He pushes his acts back.

22 INT. BACK STAGE NIGHT

22

Behind stage, the PUPPETEER is in an even worse state. He
holds PUNCH up ...

23 EXT. TOWN SQUARE NIGHT

23

NAPOLEON cheers. PUNCH falls leaving a trail of blood.
NAPOLEON boos ... leg suddenly sticks out of stage ...
The PUPPETEER is now an EX-PUPPETEER.

RANDALL

(looks knowingly at STRUTTER)
C'mon!

24 INT. BACK STAGE NIGHT 24

The ITALIAN MANAGER has a gun at his head, when they appear. Brief chat, the ITALIAN MANAGER nods his head.

25 EXT. TOWN SQUARE NIGHT 25

Outside NAPOLEON is looking very fed up, at the demise of the puppets. A THIRD GENERAL, 6 foot 9 inch LOUIS MAROIS, COMTE DE BOSANQUET and EARL OF ORLEANS, approaches NAPOLEON. Luckily for him, just as he is about to speak, there is a tatty fanfare and suddenly the DWARVES tumble onto the stage, remove the puppet show and PUPPETEER and go into a dreadful act. It's brief, and at the end RANDALL signals to a MUSICIAN who plays a chord, and the curtains close. NAPOLEON sits very straight-faced.

26 INT. BACK STAGE NIGHT 26

RANDALL

(to the Manager as they
come off stage)

Well?

It's been so bad that the ITALIAN MANAGER wearily picks up the gun and places it to his head when suddenly he hears enormous applause from NAPOLEON. He lowers the gun in amazement. Wasn't this one of the worst acts ever witnessed? But no! NAPOLEON actually appears on stage, shaking hands with these DWARVES, beaming and happy ... He comes up to KEVIN, and KEVIN almost faints when the great man speaks to him ...

NAPOLEON

(shaking hands with Kevin)

You stick with these boys ... young man ... You have a great future.

(he turns to the Dwarves)

You know you are the best thing that has happened to me since the whole campaign ... I came to conquer Italy because I thought they were all small you know - I heard they was really tiny guys but -

NEGUY and LUCIEN come up on stage.

NEGUY

Sir ... I really think there are more important things -

NAPOLEON

(his patience snapping)

Shut up! Don't you dare tell me my business ... You're dismissed you hear ...! You, Lucien, and all the rest of you. Great streaks of misery.

26 Continued

26

NEGUY

But sir ...

NAPOLEON

No! From today I have new Generals!

He beams at the DWARVES.

27 INT. BANQUET HALL NIGHT

27

The GANG, dressed in huge French General uniforms, sit around a great dining table heaped high with food. The room is full of the spoils of war, glittering goodies which the GANG can hardly keep their eyes off. NAPOLEON is at the head of the table. He is well into a bottle of cognac, and rambles on the while, to the polite but rather awkward BANDITS.

NAPOLEON

Alexander the Great ... Five foot exactly. Isn't that incredible ...? Alexander the Great, whose Empire stretched from India to Hungary ... One inch shorter than me ...! Oliver Cromwell ... the only man with any guts in British history ... not a big man ... not a big man at all ...

CUT to the DWARVES nodding dutifully.

28 EXT. TOWN SQUARE NIGHT

28

CUT to out in the square. There is a slight wind whipping around the pathetic group of town COUNCILLORS waiting to surrender. Beside them huddled round a fire are LUCIEN, NEGUY and the other GENERAL in their underwear - though they still have their swords dangling round their long johns. They look up at the lighted window, hopefully.

29 INT. BANQUET HALL NIGHT

29

CUT back to the room.

NAPOLEON

Louis XIV ... 5 foot 3 ... Henry of Navarre ... called Henry the Great ... 5 foot 2; ... Charlemagne ... a dumpy little 5 footer ... squat little chap ...

NAPOLEON is getting more slurred, RANDALL surreptitiously opens the map on his knee below the table. He whispers to STRUTTER. We hear NAPOLEON droning on in the background ever more slowly.

NAPOLEON

Charles Martel, 5 foot 3 ...
Saladin ... 5 foot 1, same as me ...
Attila the Hun, 5 foot 1½ ...

RANDALL points out of window, STRUTTER nods. NAPOLEON is very drunk now. Wind problems rack his body ... CUT to KEVIN, wide-eyed, but a little saddened, PAN round faces of DWARVES.

NAPOLEON

Voltaire ... 5 ... 2 ... Cyrano de
Bergerac ... 5 ... 3½ ... Tamburlaine
the Great ... 4 foot 9! ... and three
... quarters ...

As we come on to RANDALL, there is a thud, RANDALL looks up. NAPOLEON has finally hit the table and passed out.

OG

(with genuine admiration)
Wasn't he interesting ...

KEVIN looks rather sad, WALLY makes a grab for the brandy. RANDALL smacks his hand sharply.

RANDALL

There's no time for that ... I've checked the map ... there should be a time-hole outside ... you go and check it Strutter ...

STRUTTER

Right.

RANDALL

(checking with map again)
Now ... the hole's here till 12.00 o'clock ... only ... after that we're trapped ... so move it!

STRUTTER disappears through the door.

RANDALL

Vermin, Fidgit ... the tapestry ...

29 Continued

29

FIDGIT

(turns to look at it)

Yes ... it's superb isn't it ...
Early 16th century?

RANDALL

Get it.

FIDGIT

Oh

The BANDITS spring into action ... FIDGIT leaps on VERMIN's
shoulders, OG on FIDGIT's and pulls down the tapestry.
They start to load the spoils into it.

30 EXT. TOWN SQUARE NIGHT

30

CUT TO the square. STRUTTER, in his ridiculously ill-fitting
uniform with long drooping tails emerges from a doorway.
GUARD shouts "Attention!" All the SOLDIERS in the area
snap to attention - including the reluctant undressed
GENERALS. Making his way across the square with as much
dignity as possible STRUTTER reaches the spot where the
hole should be. He checks the town hall clock. Taking
an unexploded cannon-ball he rolls it toward the hole. It
disappears.

He smiles in satisfaction and looks up.

CUT to the town hall clock. A minute to midnight. He
starts to walk back across the moonlit square with as much
speed, and dignity, as he can muster.

31 INT. BANQUET HALL NIGHT

31

Back in the banqueting room. The walls have been stripped
bare and all the treasure gathered into the tapestry.
OG goes across to the sleeping NAPOLEON, takes the rings off
one hand, then reaches for the other hand which NAPOLEON
has tucked in his tunic, and removes it. It turns out to be
gold and very precious. They unscrew it and drop it in the
swag bag.

STRUTTER enters in agitation.

STRUTTER

Thirty seconds!

This galvanises everybody.

RANDALL

You found the hole?

31 Continued

31

STRUTTER

Yes!

RANDALL

Let's go ...

OG and VERMIN and FIDGIT pull the swag.

FIDGIT

How are we going to ...

RANDALL

(to KEVIN)

C'mon ... don't just stand there.

They start to beave it out. KEVIN takes one last regretful look at his pissed bero.

31A INT. STAIRCASE NIGHT

31A

The GANG drag their swag down the stairs.

32 EXT. TOWN SQUARE NIGHT

32

The GUARDS shout attention as STRUTTER appears at the doorway. All the SOLDIERY stiffens to attention.

STRUTTER

About turn!

All the SOLDIERS turn away. From the doorway comes the GANG dragging their swag. They make their way through the ranks of SOLDIERS' backs. One of the undressed GENERALS gets suspicious and sneaks a backwards glance. He begins to shout orders to the TROOPS when he sees what's happening. The GANG breaks into a run. SOLDIERS make chase. The town hall clock reads only seconds from the deadline. The GANG madly races for the hole and, just as the clock strikes, disappears. Pursuing SOLDIERS leap for the spot but, nothing happens. The GENERALS in the underwear madly shout orders but the GANG and the goodies are gone. Pursuing SOLDIERS leap onto a growing pile of bodies where the hole was.

33 TIME/SPACE

33

The GANG and their bag of swag tumble through blackness, distorting, twisting, reforming as they fall.

34 EXT. FOREST ROAD DAY

34

CUT TO a coach and pair flying through forest. The style is mediaeval. Inside this hurrying conveyance, sit a well-dressed YOUNG MAN and a breathless YOUNG WOMAN. They are frightfully British.

35 INT. COACH DAY

35

PANSY

Sir Vincent, you came for me!

VINCENT

Good Mistress Pansy, I could not have ridden faster; 4 horses have exhausted this day from Nottingham.

PANSY

The crazy way you leapt up to my chamber; so full of manliness.

VINCENT

I could scarce restrain the rushing of my feet. These 12 long years have been like chains that bound me.

PANSY

And the personal problems?

VINCENT

Much, much better. Now I eat only vegetables. Oh my dearsst, nothing can keep us apart now.

PANSY

It really is better is it?

VINCENT

Yes, honestly. Provided I don't worry too much or become over-anxious.

PANSY

(her lips finally closing on his for the first time in their 18 year old courtship)

Oh Sir Vincent ... you need have no worries now.

VINCENT

Aaaagh!

With a rending crash 6 DWARVES and KEVIN, and a jangling bag of Napoleonic swag, drop from the heavens, splitting the roof of the coach.

PANSY screams.

PANSY

(screams)

Bandits! Oh my God!!!

WALLY

We've landed!

They flail about in the coach - arms, legs, gold objects flying everywhere.

35 Continued

35

VINCENT

Oh God, my problem!

With a ripping of fabric, the DWARVES and their booty fall through the back of the coach.

36 EXT. FOREST ROAD DAY

36

The DWARVES, swag and all fly out of the now madly swerving coach and tumble in a heap onto the floor of the forest glade.

The coach swings out of control, does a figure of eight, then topples over ...

The DWARVES lie surrounded by the gold and Renaissance masterpieces of their Napoleonic booty scattered amongst them. VINCENT and PANSY climb out; they're looking a little hattered and terrified of the GANG.

VINCENT

My money .. quick! We must escape!
Help!

PANSY

(grabbing two bags
of money)

Try not to become over-anxious,
Vincent.

VINCENT, looking extremely over-anxious, grabs PANSY, takes one look at the supine gang, and runs away up the track.

The DWARVES suddenly become aware of their success.

WALLY

We did it! We did it!

FIDGIT

We did it ...

They pull themselves up and gambol about dancing round their booty all talking at once in breathless excitement.

STRUTTER

Fantastic ... eh?

WALLY

Unbelievable ...

OG

We're the greatest ...

STRUTTER

(sadly)

He used to work with us ...

WALLY

(emotionally)

One of the best.

ALL

(nodding thoughtfully)

Yeh, yeh ...

RANDALL

(breaking the mood)

You want to join us ?

KEVIN

Can we really go anywhere .. at
anytime-?

RANDALL

You name it. If it's down here ..
(tapping map impressively)

KEVIN

How ?

RANDALL

Because ... this used to belong to
the Supreme Being

KEVIN

You stole it ?

RANDALL

Well sort of ... you see, he was our
employer ...

(disbelief from KEVIN)

.. we helped to make all this -

(he indicates woodland -

KEVIN looks round duly

impressed)

He'd to the big stuff ... good and evil,
night and day, men and women, - and
we did the trees ...

KEVIN

(looking around at the
sylvan glade this idyllic
mediaeval afternoon)

That's not bad ...

RANDALL

Exactly ... but did we get a tibbleful
of credit ?

RANDALL

Hang on! Hang on! He's a
kid ... he's not one of us.

FIDGIT

He knows an awful lot, Randall.

WALLY

And he's bigger than any of us.

STRUTTER

We always need another pair of hands,
Randall ... especially with Horseflesh
gone ...

They all pause ... something painful has just been mentioned.

KEVIN

Horseflesh ?

The GANG shakes heads, all except VERMIN who's eating.

RANDALL

Oh no ... all we got was the sack ..
for creating the Pink Bunkadoo.

KEVIN

The Pink Bunk A Doo ?

RANDALL

Yeah ... lovely tree, Og designed it ..
six hundred feet high, bright red ..
and smelt terrihle ..

VERMIN helches loudly, OG pours wine over his head. VERMIN
growls. The two of them have a playful punch-up.

RANDALL

Well, as a disciplinary measure we
wers sent down to the Repairs Department.
You see, he'd just created evil and was
having a bit of a problem with it, so
the fabric of the Universe was sort of
botched up to be quite frank. You see
Kevin ...

(He becomes serious and
confidential)

... there are holes in it ...

KEVIN

Holes ?

RANDALL

Yes ... holes in Time and Space.

KEVIN

Cor!

RANDALL

That's where this comes in .. it's
the map of all the holes ... see ...
once we had the map we knew we were onto
a winner. Why repair the holes ?
Why not use them ... to get stinking rich ... ?

WALLY

Yeah ... here's to being stinking rich!
Here's to crime!

He raises his bottle. The others echo the toast and hold
ont the goblets, or in some cases anything they can find ...
helmets, shakos, hoots, etc.

FIDGIT

And here's to Kevin ...

STRUTTER

Yeah ... Kevin ...

OG

(confused)

Yeah ... stinking Kevin ..

ALL

Kevin ... Kevin ...

KEVIN looks round with a flush of excitement, then delves in his bag and produces his camera.

KEVIN

Hey! Hold it there!

They all stand glasses raised ... RANDALL with the map.
Various mutters and jokes from the group.

KEVIN points the camera.

KEVIN

Smile ... !

This instruction has awful and truly grotesque effects -
a wondrous selection of leers and grimaces, as they all
try to look their best. The photo is taken. Much cheering.
They all cluster round the camera.

Suddenly there is an ear-splitting scream from up the track.
... it's PANSY.

PANSY

Help! Robbers! ...

OG

That's us ... !

Another scream - 'Help!'

RANDALL

Someone's in trouble - come on!

The hand pick up their swag and run off up the track.

CUT TO the DWARVES and KEVIN arriving at a glade just in time
to see that VINCENT and PANSY have been tied to a tree and
a group of EVIL MEN are stripping them of their money,
bracelets, his fine jacket, etc.

The DWARVES look on in admiration from the cover of some trees.

STRUTTER

Now those are our sort of people!

The ROBBERS finish their depredation and make off with much
evil chucklings and spitting at the feet of VINCENT and PANSY.

WALLY

Yeah ... not bad are they ?

RANDALL

Come on!

The DWARVES emerge from their hiding place as PANSY cries one
last desperate 'Help!'

37 Continned

37

PANSY

(to VINCENT)

At last! Someone's coming!

The DWARVES rush past them and off in pursuit of the ROBBERS.

PANSY

Help! I say! I say! My fiance
and I would care for some help.

VINCENT

Oh no ... I can feel it ... I can
feel the problem again.

PANSY

Don't worry about anything.

VINCENT

Fruit ... I must have fruit.

There is a thunderclap. It starts to rain on them. Quite
heavily.

38 EXT. ANOTHER PART OF THE FOREST DAY

38

The DWARVES are following the ROBBERS as stealthily as they
can, but they lose them. Then KEVIN stops and points.

KEVIN

Look! There's their camp!

Sure enough there is noise and the smoke from cooking fires.

RANDALL

(pleased)

Good lad ... Kevin ... right, let's
get in there.

WALLY

What? In the camp?

RANDALL

Yeah ...

(indicates hooty)

They're thieves in there ... they could
give us a few tips where the action is
around here.

FIDGIT

I don't like it ... let's go home.

RANDALL

Don't be so wet! Come on ...

RANDALL walks authoritatively off. They haven't gone a pace before they tread all unawares upon carefully laid snares and within an instant they are all whisked up on ropes and left dangling upside down from the branch of a tree. As they swing (somewhat chastened by this turn of events) we see a group of most extraordinarily desperately scarred and evil MEN in rough mediaeval garb emerge from the ambush. They approach the dangling DWARVES ...

RANDALL

(to WALLY hanging beside him)

Leave this to me, Wally.

WALLY

(suddenly scared stiff)

What do we do ?

RANDALL

Just treat them right ... that's all ..

RANDALL's upside-down POV of the revolting ROBBER as he approaches.

RANDALL addresses him.

RANDALL

What do you want, you tatty old scumbag ?

ROBBER LEADER

(spits out viciously)

Your business ... gobface ?

RANDALL

Robbers ...

ROBBER LEADER

Villainous robbers ... ?

RANDALL

The worst ...

ROBBER LEADER

Stop at nothing ?

RANDALL

Nothing ...

ROBBER LEADER

Steal the cup from the heggar's hands ..

RANDALL

Of course ...

ROBBER LEADER
Testb from blind old ladies ...

RANDALL
Rather!

ROBBER LEADER
Toys from babies ...

RANDALL
Whenever we can ...

ROBBER LEADER
Right. ... let them down ...

The GANG are lowered rather sharply to the ground. They pick themselves up.

ROBBER LEADER
You looked a horrible lot, but we can never be sure.

RANDALL
Thanks, brother ...

The GANG begin to gather up the swag. The ROBBERS are mightily impressed ... all except one who is eyeing KEVIN suspiciously.

38 Continued

38

ROBBER 3

Hey! Look at this one ... He looks a bit clean to me.

FIDGIT

No ... no ... it's a skin complaint ...

ROBBER 2

He looks a bit honest too.

ROBBER LEADER

Is he ?

FIDGIT

Honest! ... him? ... oh ... no ... no ...

As ROBBER 3 approaches threateningly, RANDALL motions to WALLY and after a bit of subtle eyework, WALLY slips unobtrusively round behind ROBBER 3.

ROBBER 3

(leering threateningly
ever nearer to Kevin)

Nine fresh face ... eh ... doesn't look as though that little face has known much evil ... eh?

KEVIN looks very frightened. The OTHER ROBBERS turn to see what's going on ...

ROBBER 3

(who is like all of them, scarred and grubby of countenance)

I think this happy little visage ought to look a little more lived in ... eh, boys ... ? I mean rogues should look like rogues, I say ...

A tension mounts ROBBER 3 reaches for the dagger that hangs in a small sheath at his side. As he does so, WALLY, with well-practised skill, removes the dagger swiftly and quite unnoticeably from the sheath.

ROBBER 3 grabs the dagger but finds himself holding thin air. He turns with a frown to see where it is. WALLY slips deftly to the other side of him and as he's turned away slips the dagger into KEVIN's hand!

KEVIN

(ingenuously)

Is this yours ... ?

He holds the dagger out. There is a pause, then everyone roars with laughter ... ROBBER 3 looks very pissed off. He grabs his knife back and takes a swipe at KEVIN.

ROBBER 3

Little thief ... !

Much laughter. OG and FIDGIT exchange a smile, the atmosphere is back to cordiality.

ROBBER LEADER

Come on ... we'll take you into the camp ... eat ... drink ... meet our leader ...

ALL

Our leader ... our leader ... !

RANDALL

(a little anxiously as they move off)
You're not ... the leader ?

ROBBER LEADER

Me ... no ... no ... I'm just sort of a front man, you know ... no .. you haven't seen nothing till you've seen him ...

RANDALL looks a little unnerved.

RANDALL

(guardedly)

Oh ...

ROBBER LEADER

(sinisterly)

Don't worry ... he'll like you ... when he sees what you've stolen ... you'll be blue-eyed boys .. Come on!

RANDALL is a little chuffed by this and allows himself a look of modest pride. The GANG follows, dragging their swag..

A few rough tents as of a nomadic band. Many more evil looking CHARACTERS are there, fighting and having spitting competitions ... all rather unpleasant. One MAN arm-wrestles ANOTHER and his arm comes off, much laughter. He drops arm onto a pile and shouts:

ARM WRESTLER

Come on you lot ... I like a challenge!

The GANG enters the compound amid shouts of "Who's this?" etc. and are marched up to the main tent ...

ROBBER LEADER

Wait. I'll tell him you're here ..

He goes into the tent. A pause, then a tall rather well-meaning chap in Lincoln Green appears. KEVIN registers him immediately, his eyes light up and his mouth falls open.

39 Continued

39

ROBIN HOOD
 (approaching Randall,
 hand extended. He looks
 and speaks rather like
 the Duke of Kent)
 Hello, I'm Hood ...

KEVIN
 (nudging Fidget)
 It's Robin Hood!

The DWARF BANDITS look rather unimpressed by this lean and stooping twit.

ROBBER LEADER
 (yelling at them)
 Say ... "Good Morning" ... you scum!

Such is the intimidating force of his yell that they all immediately mouth their Good Mornings ...

ROBIN
 Robbers I gather ... ?

RANDALL
 The best ...

ROBIN
 Oh, jolly good ... we need chaps
 like you all the time ... Struck
 lucky have you?

RANDALL
 (over his shoulder)
 Strutter, Wally ... ?

The two of them come forward with the haul and lay it down. They drop the edges of the cloth and stand around it. RANDALL eyes ROBIN HOOD with defiant pride.

ROBIN
 I say! This is all wonderful ...
 What an incredible haul ...

RANDALL positively glows. KEVIN looks very chuffed and hopes he will catch his hero's eye.

ROBIN
 ... I mean I've been in robbing
 for years ... but I've never seen
 anything like this ... and you
 acquired all this by yourselves ... ?

The DWARVES nod, fit to burst.

ROBIN

Well .. what sort of period is this ... Roman ?

WALLY

Napoleonic, sir.

ROBIN

I beg your pardon ?

RANDALL

Er, yes, ... Roman, sir.

ROBIN

Some of it's solid gold.

RANDALL swells ...

RANDALL

Yes it is nice, isn't it.

ROBIN

Absolatsly ... thank you very very much.

The grins turn to puzzled frowns from all bar OG, who is still grinning beatifically.

ROBIN calls to a dark-browed NEANDERTHAL THUG.

ROBIN

Nigel ? Will you get the poor in please ...

NIGEL goes off.

ROBIN

Now lst me see

He starts to sort through the treasure throwing the objects onto various piles.

ROBIN

That's good ... that's good ... that's
good ..

He picks up a Titian nude.

That's no good....

He flings it away onto a bonfire and picks up a Rubens.

That's no good ...

He throws it away and picks up a Tintoretto.

That's no good' ...

He flings the priceless Tintorettes onto the fire with a
splintering and ripping of canvas.

ROBIN

That's good ... oh this will be such
a help in our work.

RANDALL

Er excuse me ...

ROBIN

Do you want a receipt ... ?

RANDALL

That's ours, we stole that ...

ROBIN

I know, and believe me the poor
will be terribly grateful ...

ROBBER LEADER

Yes specially with Christmas coming
up, Robin ...

RANDALL

Look! ... that belongs to us ... !

ROBBER LEADER and TWO HEAVIES block RANDALL's path as he
starts forward.

The GANG's protests die in their throats as they see NIGEL
organising a line of poor PEASANTS who are each given one
of the GANG's treasures.

ROBBER LEADER

(whacking 1ST POOR MAN on head)

Say 'thank you'

1ST POOR MAN

(clutching solid gold bust
of Emperor Tiberius)

Thank you.

2ND POOR MAN

(filing past)

Thank you ...

ROBIN

Will you stay and help us in our
work ... There's so much to do ...

KEVIN's eyes light up ...

KEVIN

Oo, I'd like to stay.

ROBIN turns to him.

ROBIN

And who are you?

39 Cooticued

39

This is a great moment for KEVIN. He's just about to say something to his hero, when RANDALL pulls him away.

RANDALL

Come on ... we're leaving!

They turn away and with as much dignity as possible, RANDALL leads his MEN off. Some of them cast looglog glances back at the rapidly re-distributing wealth.

ROBIN

(calls)

Thank you!

RANDALL

(between gritted teeth
and without turciog)

If he says "thank you" ooce again,
I'll kill him ...

40 EXT. FOREST GLADE EVENING

40

A fork of lightening cracks across a darkening, wild, forbidding sky. Rain pours down. The atmosphere is suddenly very different. It is dark and dangerous. and a storm is brewing... the GANG are strung out single file. They have to shoot to make themselves heard as they straggle back.

As they emerge into a glade there are VINCENT and PANSY, soaked to the skin, still lashed to the tree. EX-MONKS are robbing the couple of their last belongings.

The DWARVES ignore the wretched COUPLE.

RANDALL

We are not a charity organisation ...
We're thieves!

KEVIN

We could at least have stayed and talked
to him

VINCENT

(pathetically)

Excuse me! Excuse me !

PANSY

Don't worry about a thiog, darliog.

KEVIN

I'll never get a chance to meet
Robin Hood again ...

RANDALL

Stop moaning! He's obviously a
dangerous man, unbalanced if you ask
me ... giving away what isn't even his!

KEVIN

That's what Robin Hood always did ...
I knew that ...

RANDALL

(savagely)

Oh of course you know it all ...

40 Continued

40

STRUTTER
Leave him alone, Randall ...

40A EXT. ROCKY STREAM EVENING

40A

RANDALL turns on the others. Confrontation in the rain ...

RANDALL
Well, it makes me sick! Anyone
who's always right makes me sick.

FIDGIT
That's why you get on with yourself
so well....

RANDALL
Watch it.

WALLY
Horseflesh wouldn't have got us
into this.

RANDALL
Horseflesh is dead.

STRUTTER
Give me the map Randall, I'm taking
over ...

RANDALL
You're not.

STRUTTER
I am.

FIDGIT
Give it to him.

WALLY
Give it to me ... I'm taking over!

RANDALL
Leave it!

FIDGIT
I'm taking over.

ALL
I'm taking over!

Punches are thrown, as they all try to grab the map, they fall into a fight. KEVIN tries unsuccessfully to part them, but they are into a full-blooded punch-up. KEVIN suddenly stops aware that the rain has lessened. He stands aside from the fighting BAND. A cold wind blows suddenly. KEVIN looks a little frightened. The wind increases. The DWARVES fight. THE PICTURE WOBLES.

41 INT. EVIL GENIUS' GROTTO NIGHT

41

We PULL BACK to reveal that the GANG's image is now seen to be in a watery pool somewhere in a dank, dripping stone chamber. Canibalistic symbols are just visible on the massive stone columns from the slimy floor. In heavy sinister shadows a black shape stands watching. This is EVIL (Arthur G. Evil). Behind him is a cluster of shapes: MR. BAXI-BRAZILIA III, BENSON, ROBERT and CARTWRIGHT, and two SMALL UNIDENTIFIABLE SHAPES.

Evil laughter from them all.

EVIL

So these are the sort of people the Supreme Being has conjured into existence.

Laughter from behind.

Look at them .. I wouldn't trust them to wipe their own noses ...

Laughter. Encouraged by the ready sycophantic response he half turns to a monstrous assistant, BAXI-BRAZILIA III.

Would you ...

B.B.III

No .. no sir ... much too difficult for them.

Laughter.

EVIL

(bitterly)

What sort of 'Supreme Being' creates such riff-raff?

B.B.III

(joining in the banter now, unaware that EVIL is unpredictably moody)

He couldn't even finish you properly, could he, Evil One?

EVIL turns sharply. Eyes blaze. He raises a hand. There is a sharp report, a crack and a hiss and the hapless B.B.III ends up in a little smouldering pile.

EVIL

Don't ever speak to me like that. No-one finishes me! I am Evil, Evil existed long before good. I cannot ever be "made" and I cannot ever be "unmade" ...! I am all powerful.

CARTWRIGHT

(helpfully)

But why, in that case, are you unable to escape from this place ?

EVIL whips round, raises hand, zaps CARTWRIGHT horribly. He twists, writhes and screams hideously, and dies.

EVIL

Good question. Why do I let the Supreme Being imprison me here in the Fortress of Ultimate Darkness when I am all powerful ?

THE SMALL DARK SHAPE

(urgently)

Sir ... Sir ...

EVIL

Because I will not be created on his terms ... to fit neatly into his world-plan .. a hit of good, a hit of evil ... a few sheep .. a few crows. No! No ... that's not the sort of world real Evil should be seen dead in.

THE SMALL DARK SHAPE

(more urgently)

Master ... master ...

EVIL

(with supreme and sibilant scorn)

What sort of soft brain creates little wriggly fish ... and birds with pink legs ..

ROBERT

(uncomprehendingly)

Yeah ... it's terrible really ...

THE SMALL DARK SHAPE

Master!

EVIL

(warming to his theme)

And what does he call those slimey black things ...

ROBERT

Slugs ?

EVIL

Slugs! That's it.
(almost incoherent with
contempt)

He "created" slugs. He decided that there should be upon the face of this earth small, sticky, slimy, sightless, inedible black lumps. They can't speak, they can't hear, they can't operate machinery. I mean are we not in the hands of a lunatic? Mmm?

Much heavy nodding from his intellectually minimal subordinates.

EVIL

... I mean, I would have started with lasers ... I mean that would have been 8 o'clock on Day One.

ROBERT

I can't wait for the new technological dawn.

HORSEFLESH (THE SMALL DARK SHAPE)

(pointing excitedly into
the pool)

Sir ... sir ... the Map!

EVIL

(dramatic moment)

The Map ?!!

HORSEFLESH

Those are the ones who have the Map!

EVIL

(suddenly impressed)

Them! Are you sure?

HORSEFLESH

Oh yes, great and Evil One ... I worked with them ... I know ...

EVIL

If you are wrong, Horseflesh, my revenge will be slow and unpleasant. I will turn you inside out over a very long period...

HORSEFLESH

That is the map sir ...

41 Continued.

EVIL

Very well then. They must be brought to our fortress. What motivatee such "human" detritus as these ?

HORSEFLESH

Greed sir ...

EVIL

Greed yes ... Benson ... show me the weakest brained of this scruffy band ..

BENSON

Yee ... Master ...

He turns to a wheel. EVIL turns and stares into the pool ... the picture closes in on OG as BENSON turns the wheel. They're all wet and cross.

EVIL

Stand by for mind control.

42 EXT. ROCKY STREAM EVENING

42

RANDALL

(to KEVIN)

All right ... all right ... we'll go to the future ..

KEVIN

Grsat ... it'll be brilliant ... honestly.

RANDALL

It can't be worse than this. Everyone agree ?

All nod ... except Og.

OG

No ... I got an idea ...

They all turn oo the usually amiable, taciturn and innocently dim little OG.

RANDALL

Who said that ?

OG

(his mouth movee strangely, as if his braio is being manipulated by an outer force)
I got an idea forming ... in my bead.

42 Continued

42

STRUTTER

You haven't had an idea for tbounands of years ...

OG

(continuing)

There is a place where we could find the greatest thing a man could want .. the goal of everybody's bopes and dreams ..

RANDALL

What are you talking about ?

OG

The Most Fabulous Object in the World ..

They all look interested.

WALLY

That sounds good!

STRUTTER

Yeah.

RANDALL

(breaking in)

Hold on!!! We want bard casb, not some airy-fairy crock of gold nonsense ..

STRUTTER

It might be worth a try, Randall.

42A INT. EVIL GENIUS' GROTTO NIGHT

42A

EVIL

They're hooked ... greedy little fish.

42B EXT. ROCKY STREAM EVENING

42B

OG's strange voice does have a sort of bypnotic effect on the DWARVES. KEVIN notices this.

KEVIN

(quickly)

No ... no ... let's go into the Future .. and see all the things they haven't invented yet ... Everything'll be new and brilliant ... ! Robots and laser beams and -

CUT FROM CLOSE UP of KEVIN to

43 INT. EVIL GENIUS' GROTTO NIGHT

43

EVIL in his lair.

EVIL

Who is this ?

HORSEFLESH

I don't know, Evil One, I've never seen him before ...

EVIL

He is stronger than the rest, who is he ?

HORSEFLESH

I don't ... know ...

EVIL

I'm losing them ... I'm losing them ... He's breaking the thoughtwaves ...

44 EXT. ROCKY STREAM EVENING

44

Back to the DWARVES ... the wind has started again. The elements are getting angry ... the sun is just sinking below the horizon.

OG

(still in his strange voice)

Come with me ...

KEVIN

Please ... let's try the future ... I know we'll find everything there ...

OG

No ... no ...

RANDALL

(to KEVIN)

You'd better be right ... come on ...

44A INT. EVIL GENIUS' GROTTO NIGHT

44A

EVIL

Damn ... damn ... the human element ..

44B EXT. ROCKY STREAM EVENING

44B

KEVIN

(shouting against the
wind)

Where's the hole ?

RANDALL

(trying to hold the
fluttering map steady)

It's over there ... see those two
beeches ... next to that glow ...
well, the one on the right ...

STRUTTER

(looking up)

Glow ?

FIDGIT

It's HIM!

WALLY

He's found us again!

FIDGIT

We're done for!

RANDALL

Quick, make for the hole! ...
Make for the hole.

The glow comes swirling towards them. The wind howls. Trees
and bushes are ripped up and thrown through the air, as the GANG
dodges and weaves towards the hole. KEVIN is well ahead of
the others. The glow begins to coalesce into the shape of
the SUPREME BEING.

KEVIN reaches one of the holes.

KEVIN

C'mon!

He helps the others dive into the hole and then, taking one
last look back at the fearsome shape of the SUPREME BEING,
he dives into the hole and is gone.

45 EXT LONDON 2076 DAY

The CAMERA PANS DOWN through an amazingly sleek, crystalline futuristic building. Transport tubes silently zip people across the open spaces. Greenery tumbles from balconies. This is Utopia incarnate.

Suddenly there is a crashing of glass off screen. A gigantic arm and leg fall into shot. The CAMERA PULLS BACK to reveal a jumbled heap of DWARVES and KEVIN lying in the middle of what we can now see is an elaborate architectural model. It is in a large glass cage around which stand several nervous PASSERS-BY. A glittering sign above the case announces "Ynur City in the 2080's". "Forward with the Progressive Party". As the GANG scrambles out of the display case and dashes for cover, we see the real world.

It is a grim, grey, metallic landscape of tubes, conduits, and rusty steel supports. This world looks much like a gas works. The few PEOPLE on the street all wear identical metallic nose guards. They all push metal supermarket shopping carts with little or nothing in them. A few neon signs splutter and try to stay glowing. Steam escapes from broken pipes and the odd electrical connection shorts and sparks unattended by any caring technician. Litter blows around.

Having decided that they have not been followed, the GANG slowly emerge from their hiding place and stand silently taking in this technological wilderness.

RANDALL

Oh this is marvellous. I'm glad we came here.

KEVIN

It can't be all like this.

KEVIN stops a PASSER-BY who has a model dump truck on a lead. He seems to be taking the truck which is loaded with a brown substance out for a walk.

Excuse me .. where is this please ?

PASSER-BY

(staring at him uncomfortably)

What are you doing ?

KEVIN

What ?

PASSER-BY

(indicating nose incredulously)

Why aren't you wearing your shield ?

The truck is snuffling around OG's feet - emitting little beeps.

KEVIN

We haven't got one ...

PASSER-BY

Are you mad ?

RANDALL

Look, we just want to know where ..
we are ...

PASSER-BY looks at RANDALL and takes in some amazement as
he sees that he, too, has no nose-guard.

PASSER-BY

(flustered)

What ?

KEVIN

Just tell us what city this is,
please...

He looks up and down the street furtively.

PASSER-BY

London ... this week, Tokyo next
week ..

(he starts to go,
pulling truck away with
him)

KEVIN

And what year is it ?

PASSER-BY

What year ? What year ? ... Er,
just a minute ...

He reveals an enormous wrist watch calculator and presses
buttons .. the dumper truck is back snuffling around OG's
feet ... after much ado ...

The year is 1806.

RANDALL

No it isn't.

PASSER-BY

(hangs it a bit)

No, that bit never works very well....
I can tell you how many days your
grandmother's been alive if you tell
me how tall she is ?

As he has been talking the dump truck has deposited its load of brown muck right on OG's foot.

KEVIN

(trying to attract
PASSER-BY's attention)

Have they got rocksts ... out to the planets ?

PASSER-BY

Huh ?

RANDALL

(pushing KEVIN back)

Never mind that. Can you tell us where the banks are ?

A siren starts up.

SHOUT OFF

Oii

PASSER-BY

Oh, ch.

He vanishes.

OG

(noticing muck on shoe)

Oh ... heh !

The MAN is gone ... two UNIFORMED MEN, with nose guards rush up. They wear clear plastic bobby helmets inside of which blue revolving lights flash. From the speakers on their chest equipment the siren sounds. Before the DWARVES can do anything, the UNIFORMED MEN shout "Get 'em". They grab OG who has been trying to shake the muck off his foot, and ram him up against the wall, then bang him on the nose quite sharply. OG holds his nose, and yells.

RANDALL

Come on! Back to the hole!

He runs off.

UNIFORMED MEN

And the others!

One MAN runs and grabs RANDALL, and hits him on the nose. OTHER UNIFORMED MAN grabs VERMIN and lines him up.

OG kneels behind him and VERMIN pushes. MAN falls ... but grabs VERMIN with his foot ... they line him up.

Suddenly PASSERS BY come fleeing past. The helpful PASSER BY shouts: "Fire!"

The POLICE are poised in mid-strike, when a glowing ball of brilliance comes round the corner towards them. They take one look and drop the DWARVES, who they're holding half way up the wall. The glow materialises.

The POLICE are poised in mid-strike, when a glowing ball of brilliance comes round the corner towards them. They take one look and drop the DWARVES, who they're holding halfway up the wall. The glow materialises.

The wind begins to roar.

FIDGIT

He's followed us!

RANDALL

Come on! Let's get out of here!

KEVIN

(in anguish as he runs)

I'm sorry ... I thought it would be better than this ...

FIDGIT

I want to surrender ...

The others drag him along.

RANDALL

(reading map)

There's a hole over there ... under the clock ..

45 Continued

The wind howls. Signs crash down. Debris flies. KEVIN is already sprinting for the hole beneath the clock. It is a huge digital clock with flip-over numbers. It detaches itself from the wall and crashes to the ground. The numeral panels flapping madly around cause the clock to leap and clatter in the path of the GANG. KEVIN avoids the tangle and rushes ahead. The swirling glow behind them coalesces into the shape of the SUPREME BEING. His voice rings out:

SUPREME BEING

Stop! I demand you stop!

In the distance we see KEVIN freeze. He looks back in horror.

KEVIN

There are two holes! Which one?
Randall? Which one?

FIDGIT

(screaming)

Just go!

SUPREME BEING

Do not defy me! Return the map!

KEVIN takes one last despairing look and jumps. As he does so we hear RANDALL scream out.

RANDALL

Not that one, Kevin!

46	DELETED	48
47	DELETED	47
48	DELETED	48
49	EXT. MAGNIFICENT LANDSCAPE DAY	49

A pitched battle is in progress on a high barren plain. The sun burns down on distant mountains. A huge WARRIOR - his head and shoulders covered by the rotting head and neck of a bull firmly held in place by heavy leather

straps - smashes away with a great club at a helmeted GREEK WARRIOR who defends himself with shield and spear. The BULL-HEAD is the stronger. Dust swirls as they rage back and forth until at last the helmeted WARRIOR is struck down. As he lies on the ground, the BULL-HEAD raises his club for the death blow. But as the club is about to descend KEVIN suddenly appears on the fallen WARRIOR's chest. The BULL-HEAD hesitates, stunned by this sudden interruption. The helmeted WARRIOR grabs this chance to recover his spear and thrust upwards. The bullheaded WARRIOR crashes to the ground dead. KEVIN, who has been thrown to the side, struggles to regain his senses. The helmeted WARRIOR is kneeling over the dead bull-head. Slowly he turns his attention to KEVIN. He looks terrifying. He starts to approach the BOY. KEVIN tries scrambling away - afraid for his life. The GREEK WARRIOR reaches out and grabs hold of KEVIN's clothes. KEVIN cringes.

GREEK WARRIOR

Where did you come from?

KEVIN

(terrified)

... ER ... I'm ... not quite sure ...

GREEK WARRIOR

Who sent you? The Gods ...?

KEVIN doesn't know what to say ...

GREEK WARRIOR

Zeus? Athena? Apollo ...?

KEVIN, rather out of his depth in this Greek mythology shit, just stands there speechless.

GREEK WARRIOR

(removing his helmet
revealing himself to be
some other than Sean
Connery - who it turns
out we can afford)

Well you're certainly a chatty little
fellow ...

He bends down and retrieves his robe ...

KEVIN

(looking at him in
amazement, he says,
almost to himself)

I don't believe it.

Continued

GREEK WARRIOR

(turns and straightens)

Don't believe what?

KEVIN

Er ... I didn't believe the way you ...
the way you killed him ...

GREEK WARRIOR

(his face clouds)

Yes ... but it has to be done ...
sometimes ...

(he begins to cut off
the bull's head from the
fallen warrior)

KEVIN

No ... No! ... I meant it was such a
good shot ... you got him right in
the ribs!

(with relish)

I bet you've killed lots of people ...

The GREEK WARRIOR smiles a little distantly ...

GREEK WARRIOR

Hey! The Gods must have given you
a name ...

KEVIN

Who ... me?

The WARRIOR looks round, with a smile. In every direction
there is just desert and emptiness.

KEVIN

Oh ... yer ... yes ... Kevin ...

GREEK WARRIOR

(with a hint of bemusement)

Kevin?! D'you want a helmet Kevin?

He holds out his magnificent helmet.

KEVIN

Oh ... oh yes ... yes, please ...

KEVIN holds out his arms to receive the massive helmet, but
the GREEK WARRIOR approaches and drops it over KEVIN's head ...

GREEK WARRIOR

(laughing)

It's yours ...

Continued

KEVIN

(a muffled, tinny
voice from inside)

What ? Mine ?

GREEK WARRIOR

You don't want it ?

KEVIN

(from inside)

Oh yes ... yes please ... You
really mean I can have it..

GREEK WARRIOR

.. On condition that you carry it
back to the city for me ...

KEVIN finally pulls it off.

KEVIN

No ... I can't, really ... I er ..
I must wait ...

(he looks skywards,

briefly)

(lamely)

I'm with some friends ..

The GREEK WARRIOR makes an elaborate play of scanning
the desert wastes. He smiles, puzzled.

KEVIN

They'll be meeting me here soon ..
You see if I lose them I may never
be able to get back ...

GREEK WARRIOR

Get back ... where ?

KEVIN

Er ... I'm not sure ...

The GREEK WARRIOR shakes his head.

GREEK WARRIOR shakes his head, smiles, and turns.

GREEK WARRIOR

Well ... take this at least.

KEVIN looks quizzical as the WARRIOR slings a skin bag off his shoulder.

GREEK WARRIOR

Water ... you'll need it.

He takes the helmet back, swings his white horse round and pulls himself up. He stops.

GREEK WARRIOR

Whoever you are ... thanks ...

He gives him a last look, turns, and spurs the horse.

KEVIN

(suddenly deciding)

No ... no ... I'd like to come
please. Please!

The GREEK WARRIOR reins in his horse at the last minute, grins, leans down and pulls KEVIN up onto his fine white stallion. He turns and gallops away.

50 EXT. LOOKOUT TOWER DAY

50

A GREEK LOOKOUT stands on an ancient tower. Mountains stretch away in the distance. A great brass horn hangs from a massive tripod. The LOOKOUT is busily polishing the horn. On noticing a distant cloud of dust, he interrupts his labours and peers into the distance. He seems to recognize the RIDER on the white horse. Putting his lips to the horn he lets sound a booming blast.

51 EXT. COUNTRYSIDE DAY

51

The resonating vibrations from the horn reach the GREEK WARRIOR and the BOY. KEVIN's eyes light up. There in the distance stands the city ... a great mud-brick, towering affair. ... Mighty impressive!!

52 EXT. CITY STREETS DAY

52

The hustle of everyday Mycenaean city life is interrupted by the appearance of the WARRIOR and KEVIN on horseback at the far end of the street.

The populace begin to clamour and cheer as they ride up the street.

KEVIN

(shouting)

You're a-hero!

GREEK WARRIOR

(smiles)

The warrior we killed was a great enemy of the city ... Many thought they wouldn't see me back here ...

The welcome builds as they wend through the streets.

KEVIN

(shouting over the noise of the crowd)

Where are we going?

GREEK WARRIOR

To the palace ... We must report to the King ...

KEVIN

King ...! We're going to see a King!

Continued

52 Continued

52

GREEK WARRIOR

He owes me some thanks!

53 EXT. PALACE DAY

53

They reach the gate of the palace. CROWDS form up on either side. They dismount. On a balcony above the gate is a throne, and standing next to it are a QUEEN (CLYTEMNESTRA) and three leading GREEK CITIZENS. The WARRIOR is welcomed by TWO OFFICIALS at the gate. HE BOWS. They bow. Then they lead off - up a flight of steps inside the gate. Again the WARRIOR beckons to KEVIN to follow him. KEVIN does a real "who ... me?" and tries to hack away ... The GREEK WARRIOR grabs him by the arm.

54 INT. PALACE STEPS DAY

54

He leads him up the steps.

KEVIN

(to Greek Warrior)

Which one is the King?

GREEK WARRIOR

He hasn't arrived yet. Everyone has to wait for him.

55 EXT. PALACE BALCONY DAY

55

They reach the balcony at the top of the steps. CLYTEMNESTRA and her THREE BUDDIES from the Justice Department smile warmly. The crowd fall silent. KEVIN looks round expectantly. The WARRIOR turns to the CROWD and raises the bull's head. Noticing KEVIN has shrunk back he whispers loudly to him and motions with his head for KEVIN to stand next to him.

GREEK WARRIOR

You saved my life, remember.

Then with a mighty fling, he throws the bull's head into the crowd.

GREEK WARRIOR

(continued)

The enemy is dead ... long live the freedom of the city.

Great horn booms out.

CROWD

Hail the King! Hail the King!

KEVIN

(tugging WARRIOR's sleeve)

The King! He's coming!

A great, spitted roast ox is brought in. Oohs and Ah's. A shaven-headed brute of a MAN (Amos Beefcake by name) raises a golden sword, and splits the ox in two. To the delight of the AUDIENCE, fruit tumbles out - mangoes, pert little peaches, oranges, etc. As they sit, KEVIN is still lost in sheer delight and pleasure.

KEVIN

You really mean I shall stay here
for ever ...

AGAMEMNON nods with a smile.

AGAMEMNON

(suddenly serious)

In return, you must promise to re-
member all I taught you. Chooss
your friends with care, and never -

His speech is interrupted by a drum roll and flourish of
tambourines. The KING turns and smiles ...

AGAMEMNON

Now ... enjoy yourself ...
(he claps his hands)

All heads turn as the ENTERTAINERS appear. They are three MASKED FIGURES with false horse heads jutting from their middles ... like mounted riders. They cavort about the hall to the sounds of drum and pipe. People laugh. Some clap ... general enjoyment. KEVIN is in 17th heaven. Suddenly they come apart. Each FIGURE becomes two SMALL FIGURES - one masked, the other horse-headed. In all there are SIX TINY FIGURES. KEVIN has a sudden attack of horror, which is quickly confirmed when the FIGURES start dancing around him. One by one they lift their masks so that only he can get a glimpse of their faces. They are none other than the DWARVES. They all wink knowingly at him. KEVIN doesn't know what to do. Madly the DWARVES cavort around him - whispering their pride in his wonderful scheme.

RANDALL

Good work, Kevin ... very good
work.

FIDGIT

Sorry we took so long to find
you ...

Continued

They try to pull him up from his throne. He clings to it, but the CROWD, loving the DWARVES' antics, encourage the BOY to join in. The BOY looks to AGAMEMNON, but he too is encouraging the BOY to enjoy himself and to relax. The BOY is lifted from the throne and bundled into the middle of the great hall and on to a platform.

STRUTTER

We make a good team, eh ... you
set it up ... we come in just at
the right moment.

The DWARVES seem to be preparing a wondrous magic trick for they have gathered together all the riches they can manage - even to the extent of asking the AUDIENCE for jewellery - which is freely given by the happy expectant AUDIENCE. One of the DWARVES is anxiously eyeing his watch. The BOY desperately tries to escape - he knows what is about to happen. The AUDIENCE is howling with laughter. The KING is enjoying the spectacle immensely. But the DWARVES bold

Continued

62 Continued 62

the BOY firmly. They think he is trying to go back for more booty. Unfortunately time is up. Reaching down, the DWARVES lift up a ring of cloth that encloses them and the riches. The CROWD holds its breath. The cloth collapses. The BOY, the DWARVES, and the goodies are gone. The CROWD applauds madly.

63 EXT. TITANIC DAY 63

An ocean liner, circa 1912. Steaming along in stately fashion ...

64 EXT. TITANIC DECK DAY 64

TWO COUPLES in period costume, cigarette holders, etc. wander by. Another YOUNG COUPLE - he in white flannels, cravat - she in tennis gear - come TOWARDS CAMERA and, leaning on the rail, they stare out to sea. The music plays in the background. They've just met and they are in love.

He turns to her adoringly ...

VINCENT

At last ... we're alone.

PANSY

Isn't it glorious.

VINCENT

Oh Pansy ... Pansy, look at me ...

PANSY looks up shyly ...

VINCENT

Do you love me?

PANSY

Of course I do, darling, apart from that silly little crumb on your nose ...

She makes to brush it off. He stops her.

VINCENT

No Pansy! It's not a crumb.

PANSY

Oh, Vincent, I'm sorry ... I'm terribly terribly sorry.

VINCENT

(he turns away
dramatically)

It's ... It's ... all right, Pansy.

There is a pause.

PANSY

Is it ... is it ... a pimple?

VINCENT

(bravely)

No ... no ... it's not a pimple ...

PANSY

You mean it's a sort of wart.

VINCENT

No.

PANSY

Oh God it's not ...

VINCENT gravely but bravely nods yes.

PANSY

Oh, God ...

VINCENT

Yes.

PANSY

Oh God ...

VINCENT

Don't worry ... Don't blame yourself ...

They stare out to sea ... there is a pause ...

PANSY

Surely nowadays ... they can -

VINCENT

Don't let's talk about it, Pansy ...

PANSY

Vincent

(she puts her arm onto his)

... Vincent. It makes no difference to me you know ... It makes no difference the way I feel about you at this moment ...

VINCENT turns to her, his heart beating passionately, but as he turns the light does rather catch it. PANSY has difficulty not looking at it.

VINCENT

Darling Pansy ... that's the nicest thing anyone's ever said to me ...

COUPLES in evening dress, cigarette holders, etc., wander by. In the background waltzing COUPLES are seen in silhouette through the ballroom windows as an orchestra plays somewhere OUT OF SHOT. We TRACK WITH COUPLES and pick up KEVIN in the foreground staring disconsolately out to sea. He is dressed in smart new period clothes. Behind him, in a row of deckchairs, recline the GANG dressed to the nines in tuxedos and bow ties. They are glittering with gold rings, flash wristwatches and pomaded hair. Each of them smokes a fat cigar. Champagne bottles are being emptied. We TIGHTEN IN ON THEM.

VERMIN is speaking to a WAITER.

VERMIN

6 plates of caviar please ... oh ...
(he turns to the others)
Anyone else want any ?

WALLY

No I'll stick to the quail's eyehalls,
thank you. Caviar makes me throw up.

RANDALL throws WALLY a sharply disapproving glance.

WALLY

(quickly, apologetically)
Sorry ... sorry, Randall.

OG burps loudly, they all turn on him.

RANDALL

(calling out to KEVIN)
Cheer up, Kevin! Kings aren't the
only ones with money.

KEVIN

The money wasn't important.

RANDALL

And you know why, Kevin, he was stuck in
Ancient Greece and he didn't have
anything to spend it on.

KEVIN

You make me sick!

Much mock horror amongst the reclining DWARVES, then laughter. RANDALL, after an exchange of looks with the others, gets up and approaches KEVIN, very niftily picking a champagne cocktail off the tray of a WAITER bending low to the next table as he does so. He leans on the rail beside KEVIN in avuncular fashion.

RANDALL

(munching on his cigar)
I've got something to tell you Kevin ..

64 Continued

64

VINCENT

Don't say any mors ... Pansy ...
let's treasure this moment ...

There is the sound above them as of a V-2 rocket descending ...

He takes her by the hand, she unable to resist another look
at the thing on his nose, and leads her to a seat a little
back from the rail.

VINCENT

Pansy ... there's something I must
say ...

PANSY

Say it! Say it! Vincent.

VINCENT

Pansy will you -

Suddenly, with a cry and a shriek six DWARF BANDITS, KEVIN,
and all the Creek gold treasures, rip through the awning
over their heads and fall on top of them. She screams.
He shouts. There is pandemonium. Shouts of "My hairpiece!
Save my hairpiece ..."

WALLY

Where the hell are we?

VINCENT

Pansy ... have you seen my hairpiece ...?

PANSY

Aargh! Someone's bitten me ...

She rushes off crying. VERMIN looks up grinning, toupee
sticking out of mouth.

VINCENT

It wasn't me, darling ... I've lost
my teeth

He rushes off after her.

Pansy ... Pansy I love you ...

This pathetic specimen rushes off tres distrait.

65 EXT. TITANIC DECK NIGHT

65

The same part of the deck where the DWARVES hit VINCENT and
PANSY.

55 Continued

55

KEVIN looks round but can see nobody. He looks back to the WARRIOR to see ONE of CLYTEMNESTRA's Big City Banker PALS laying a crown on the WARRIOR's head. Suddenly the drachma drops and young KEVIN realises what we've all dug at least 3 reels earlier - that his Soul Buddy in the warrior suit is THE MAN.

LEADING CITIZEN

Hail King Agamemnon!

KEVIN's jaw drops way down to his fibia.

CROWD

(answering)

Hail King Agamemnon!

AGAMEMNON looks down at KEVIN and winks with a broad grin. KEVIN looks up to him. Reassured. This is KEVIN's greatest moment so far ... (but read on, Great Moment spotters) ...

CROWD

Hail ... Agamemnon.

56 INT. PALACE DAY

56

CUT to a frieze depicting a naval battle in Greek times. It depicts quite juicy scene of carnage.

PULL OUT to reveal they are on the wall of a room in Agamemnon's palace. KEVIN is peering at it with interest.

KEVIN

There's a man getting cut in half here. It must have been a brilliant battle ...

AGAMEMNON sits at a table: he is reading a scroll and discussing with an ADVISER, he seems pre-occupied and deeply bugged by the vagaries of destiny.

AGAMEMNON

All four are to receive summary executions today .. if she wishes to see me, I shall be at the courts in the afternoon.

ADVISER bows and leaves. At the door AGAMEMNON calls him:

AGAMEMNON

I still rule this city, Thersites. Tell the Queen that.

Continued

ADVISER

Sir ...

He bows and leaves. AGAMEMNON starts to unroll a scroll with caval designs thereon.

KEVIN

I wish I'd been in the Trojan Wars ...
seen Priam and Hector ... and all
those javelins flying and swordfights ...

AGAMEMNON looks up from his work. He smiles.

KEVIN

Will you show me how to sword-
fight ...? Please ...

AGAMEMNON

Come here, I'll show you something
much more useful ...

KEVIN crosses to the table. AGAMEMNON pulls over a couple
of goblets and motions to KEVIN to fetch another.

AGAMEMNON

Bring one of those ...

KEVIN puts the goblet on the table. AGAMEMNON turns two
upside down, then puts a round red paperweight under the
third and turns it upside down. He juggles them around.

AGAMEMNON

Now ... where is it?

KEVIN

(after some
consideration)

That one ...

KING turns it up, nothing there. KEVIN shakes head and points
to the next. KING turns it up, nothing there, with a sigh
of resignation KEVIN turns up the other ... it's not there.
AGAMEMNON grins and produces it from KEVIN's ear.

KEVIN

Kings aren't supposed to do things
like that!

AGAMEMNON laughs and gets up.

57 EXT. CITY WALLS DAY

57

AGAMEMNON and KEVIN accompanied by GUARDS walk through a garden along the base of the towering walls of the city. FRUIT PICKERS and GARDENERS are at work.

KEVIN

But I thought King Agamemnon was
always fighting ... he was a warrior.

AGAMEMNON

(face clouds)

Mmmm ... but when you're not fighting
that's the good time ... that's when
you have time to learn things ... like
how to use one of these ...

AGAMEMNON pulls his knife from its sheath. It's very simple
but beautiful. He hands it to KEVIN.

KEVIN

and I'll be able to kill Trojans ...
(he starts to mock stab
at a FRUIT PICKER)

AGAMEMNON

(bellowing)

No!

(he grabs the knife from
Kevin's hand, cutting
himself in the process)

Don't ever do that ... never in fun.
(noticing blood on his
hand he calms down)

There are better uses like ... er ...
slicing apples ...

KEVIN

(a little scornfully)

Slicing apples!

AGAMEMNON picks up a couple of apples from a pallet ... throws
them to one of the GUARDS, and indicates with his head to the
GUARD to throw them. The GUARD tosses an apple up; quick as a
flash AGAMEMNON's blade whips through the air and impales
the apple and embeds it in the trunk of a tree. There is a
pause. then it falls neatly in two halves onto the ground.
KEVIN's jaw drops. AGAMEMNON goes across, picks up the apple
halves, takes a bite of one, and tosses the other to KEVIN.
He grins broadly as KEVIN examines the apple in cautious
wonderment.

AGAMEMNON

Do you like apples?

Continued

57 Continued

57

KEVIN

Mamma ... yes ...

AGAMEMNON pulls his knife from the tree, and holds it out to the BOY.

AGAMEMNON

Then it's yours.

57A DELETED

57!

58 EXT. PALACE BALCONY EVENING

In the dying rays of the evening sun the PEOPLE of Mycenae go about their business - donkeys laden with baskets push past playing CHILDREN. The CAMERA PULLS BACK to reveal KEVIN leaning over the edge of the balcony, taking a Polaroid picture. He then turns and takes a snap of AGAMEMNON who is discussing something with one of his officials. KEVIN turns back to the view over the city and watches the picture develop.

KEVIN

You know ... I never ever want to go back.

AGAMEMNON

Don't you want to see all your friends again ?

KEVIN

(grimaces)

No ... no ... tbanks ...

AGAMEMNON

Don't you want to be in your own home ... ?

KEVIN

(less convinced, but
after a moment's pause)

... No ...

Continued

AGAMEMNON

... to be with your own father ...
your own mother.

KEVIN looks down at his half-finished Greek writing, looks up and out of the window, over the city, to the flourishing plain and in the distance the glittering blue sea, he looks back to AGAMEMNON:

KEVIN

... No ...

AGAMEMNON

Then ...

KEVIN

I can stay!

AGAMEMNON

No more questions. To bed, and sleep well. I may have a surprise for you tomorrow ...

KEVIN stands eagerly.

KEVIN

KEVIN

What sort of surprise ?

AGAMEMNON

Wait till tomorrow ...

They shake hands solemnly. KEVIN suddenly frowns.

KEVIN

It won't ... It won't suddenly go away ... all this, will it ...?

AGAMEMNON

I said ... no more questions ...
(but he smiles)

KEVIN smiles and runs off. At the door he waves, then reaches behind his ear and produces - the red paperweight with a grin of triumph.

AGAMEMNON

That's good!

KEVIN heaves a great big proud, happy smile and throws hail to AGAMEMNON.

Revised 24.4.80

67A

59 INT. KEVIN'S ROOM MORNING

59

KEVIN's room in the castle at Mycenae, next morning.
KEVIN wakes. The sun is streaming through. A
marvellous day, a superb, clear blue-skied, gentle-breezed,
soft, sweet-smelling Mediterranean morning, the like of
which only exists in the minds of half-crazed Englishmen
writing in Kentish Town, NW5, in January.

Continued

56 Continued

59

Slowly KEVIN's eyes focus on the room. His expression suddenly changes. There towering over him are two priests in terrifying-looking masks. One of them holds in his hands a blindfold that he thrusts down towards the CAMERA. Blackness.

60 INT. PASSAGEWAY DAY

60

The PRIESTS lead KEVIN, blindfolded, along a passageway. Much activity is going around them ... Preparation for some important event.

KEVIN

What are you doing ... where are you taking me ?

HEAD PRIEST

These are King Agamemnon's instructions.

61 INT. PALACE COURTYARD DAY

61

KEVIN is led out into a brilliant sunlit courtyard. ATTENDANTS fuss around him. He is lifted up. The blindfold is removed. He finds himself mounted upon a magnificent horse with beautiful gold wings rising from its breastplate. A rich robe has been put around KEVIN and on his head is a gold headdress. The horse canters around the courtyard. The ATTENDANTS bow. One of the COURT OFFICIALS motions to KEVIN to guide the horse through the doorway into the Palace Hall. KEVIN does so.

62 INT. PALACE HALL DAY

62

KEVIN enters the hall on his magnificent winged horse. There is the entire court assembled. AGAMEMNON motions KEVIN over to the royal thronos. Next to it is a smaller throne. KEVIN is seated on it. Then he is showered with wondrous golden gifts. AGAMEMNON rises and holds up his hand for silence.

AGAMEMNON

I have decreed that this boy shall remain here with us in our city. Furthermore, hear you all now and let it be known abroad that he shall be from this day forward my own son. Heir to the throne of Mycenae!

KEVIN can hardly believe it. AGAMEMNON turns to one of his ADVISERS who gives him a gold-leaf crown which AGAMEMNON lays on KEVIN's head. Around his waist is strapped a beautiful gold knife. He grasps him by the arm, and presents KEVIN to the PEOPLE.

AGAMEMNON

Now let the banquet begin ...

Cheers, applause, food is brought in, followed by wine.

PANSY

(she smiles re-
assuringly)

I'm sure that at night one could
hardly see -

He tenderly puts his finger on her lips, and smiles deeply into her eyes ... Despite all her upbringing, her education, her preparation for polite society she cannot help registering an instinctive sniff and a grimace as the top of his finger comes into contact with the base of her nose.

KEVIN

Go away!

RANDALL

It's about the map!

KEVIN

(bitterly)

The map! I don't understand you, Randall .. You have something like that map - something really brilliant, that gives you all this power, and you're just wasting it.

RANDALL

(a little indignantly)

I don't call this wasting it ...
(he nods around at the liner, the champagne and all the trappings)
... I mean this isn't all had eh ...
This isn't all had at all ..

KEVIN

Why couldn't you leave me ... where I was happy ...

RANDALL

(looking around with exaggerated caution, then speaking close and confidentially to KEVIN, his eyes suddenly alight with enthusiasm)

Because you're going to be a lot happier when you hear what we've got planned ...

(he leans even further in)

I was having a close look at the map last night, and you know what I found ...

(impressive pause)

Oh was right ...

(another impressive pause)

.. the Most Fabulous Object in the World .. it does exist.

He looks at KEVIN impressively, waiting for a reaction that doesn't come. KEVIN just shakes his head wearily. RANDALL puts his glass on the rail, and eyes an elderly VICAR who happens to be taking the air right beside him, with such malevolence that he moves rather quickly away. RANDALL then produces the map.

RANDALL

(urgently, excitedly)

We've been looking in all the obvious places ... but ... look.... down here ... the Time of Legends ... it's sort of outside time as we know it ... giants, wizards, all that ... here in the middle of the Time of Legends - the Fortress of Ultimate Darkness - and inside the Fortress of Ultimate Darkness - the Most Fabulous Object in the World.

Someone walks by. RANDALL hastily puts the map away.

KEVIN

The Time of Legends! It doesn't exist.

RANDALL

It does exist ... if you believe in it Kevin. If you really believe in it. Otherwise Horseflesh wouldn't have put it on the map.

KEVIN

T ... ch.

(he turns away dismissively)

RANDALL

(after a quick glance at the other DWARVES who are now singing drunkenly and occasionally whistling at a hit of high-class passing tail)

You know, you and me have a lot in common, Kevin .. we like a risk .. we like an adventures .. well this is it, Kevin. This is the Ultimate Adventures. None of your namby-pamby Time Holes to mess around with here .. This is the Big One! We stake all .. we win everything.

KEVIN

I've just lost everything .. because of you lot ...

RANDALL

All right!...I know how you feel .. But there's no hurry yet ... just think about it though ... and remember Kevin .. whatever you think of me, I did get you all this.

65 Continued

RANDALL
(heckons)

Waiter!

CUT TO TWO WAITERS. One looks over to RANDALL.

RANDALL
(expansively)
More champagne.

WAITER
Of course sir...

He walks briskly off, revealing a large sign "S.S. TITANIC" behind him and his colleague.

RANDALL
And lots of ice!

65 Continued

65

At that moment there is a rending crunch ... screams off, a moment's pause, and then the deck tilts at a 45° angle and the BANDITS still holding cigars and champagne glasses slide gracefully out of sight. VINCENT & PANSY slide by.

PANSY

Say it Vincent! Say it ...

66 EXT. TITANIC SINKING NIGHT

66

CUT TO SHOT of the liner, tilted up and sinking. Shouts, screams, calls of "Abandon Ship!" Horns and hooters going.

67 EXT. SEA NIGHT

67

CUT TO the SIX BANDITS & KEVIN all hanging forlornly onto the big wooden sign "S.S. TITANIC" - this is about eight feet long, and can accommodate them all. Piece of iceberg float by. FIDGIT is hysterical.

FIDGIT

I want to go home ... I can't stand it. You'll get us all killed Randall!

RANDALL

Shut up Fidgit! I didn't know we were going to run slap-bang into an iceberg! It didn't say on the ticket "get off before the iceberg!"

STRUTTER

I suppose it's silly asking where the ... the rest of the loot is ...

RANDALL

(slightly hysterically)
It's safe ... Strutter ... absolutely safe in a specially locked strong-box ... Here is the key ... 017 ... As soon as they raise the Titanic I'll be the first one on board. Stop eating this plank, Vermin ...

VERMIN is nibbling the end of the spar on which their life depends.

FIDGIT

(forlornly)
Help! Help!

WALLY

Help!

These pathetic cries hang on the night air.

The evil wind blows over the floating spar. OG's eyes glaze.

OG

(in his strange voice)

Now is the time to begin our quest
for the Most Fabulous Object, Randall.

RANDALL

Og's right! We've still got the map.
Let's go.

WALLY

What? ... Randall, we're in the middle
of the Atlantic Ocean!

RANDALL

It doesn't matter where we are,
we've just got to believe in it.

FIDGIT

You're crazy.

RANDALL

You've just got to trust me.

FIDGIT

That's the problem!

RANDALL

Trust Horseflesh! He made the map ..
he wouldn't have put the Land of Legends
on if it didn't exist!

STRUTTER & WALLY

You could be right!

FIDGIT

You're crazy!

RANDALL

(screaming over the storm)

We must try!

KEVIN

No!

RANDALL

Abandon plank!

He does so, then STRUTTER and WALLY, and OG, beaming because
he doesn't know what's going on. FIDGIT looking terrified.

FIDGIT

I can't swim!

67

Continued

67

He slips off the plank. Only KEVIN remains clinging on. He looks on in horror as FIDGIT gurgles and thrashes in the water. KEVIN has to help him.

KEVIN

I'm coming, Fidget! I'll save you.

So KEVIN lets go of the plank .. it drifts away. All the DWARVES are starting to panic and scream and thrash about.

KEVIN

Randall! You're mad!

But at that moment a whirlpool forms and travels towards them faster and faster. They can't stay afloat, they're being sucked down ... mocking laughter mixes with their screams.

68

INT. EVIL GENIUS' GROTTO DAY

68

The EVIL GENIUS is gloating over their desperate plight.

EVIL

(laughing his deep and sinister laugh)

Suddenly I feel very, very good.

BENSON

(understandingly)

I'm sorry, master.

EVIL

Now we have them ... Robert!

BENSON

(with malevolent excitement)

Can I bring them in, Master ?

EVIL

Yes, Benson, bring them in to the Time of Legends.

BENSON attends to his equipment.

69

DELETED

69

70

DELETED

70

71

DELETED

71

Revised 26.4.80

79

72	DELETED	72
73	DELETED	73
74	DELETED	74
75	DELETED	75
76	EXT. MISTY SEA DAY	76

CUT TO boiling watery surface. The water is bubbling itself up. With a great whoosh it spits out one of the GANG - high into the air. He arcs through the mist and then splashes back into the sea. Whoosh - two more DWARVES catapult out of the sea and fly through the air. Another and then another make their appearance. Whoosh. Splash. Whoosh. Splash. Spluttering and thrashing about in the water they become aware of a change in their appearance. Their black evening dress has somehow changed colour - they are now dressed all in white. They look around a bit dismayed.

FIDGIT is struggling, then suddenly eases. They all look round a bit fearfully.

FIDGIT

Hey! I can swim ..

OG

(pointing into the distance)

Look ...

There in the mist-shrouded distance is a strange evil-looking boat languidly listing its way across the sea.

FIDGIT

(frightened but hopeful)

A friendly boat ?

76 Continued

76

RANDALL
(with half-hearted
optimism)
Yeah ... probahly. Hello!
Hello!

77 INT. OGRE'S CABIN DAY

77

CUT TO twitching of a horrid, hairy, clawed hand lying on a dirty pillow in a darkened cabin. It opens and closes with animal-like snores. A door opens and a FIGURE enters the cabin. A window is opened and a shaft of light falls upon the hand. With a start the hand awakes. It stretches and then proceeds to scratch around in the bedclothes. A WOMAN is preparing a potion by the window of the low-ceilinged cabin.

MRS. OGRE

Morning dear.

A distant cry for help.

OGRE

What was that ?

MRS. OGRE

What ... dear ?

OGRE

I thought I heard a noise ...

MRS. OGRE

No ... it's your nerves, dear.

The owner of the hand, a horrifyingly ugly OGRE, climbs out of bed grumbling and whining.

OGRE

... Ooh ... eurggh ...
(and various other
subhuman mumblings and
grunts)

His WIFE comes across and gives him a draught. He drinks it. And shakes head .. she hands him a jar of cream.

MRS. OGRE

And the ointment for the leg ...

He takes it and rubs it on, occasionally wincing with the effort. She goes to the side and starts to prepare a steaming draught.

OGRE

Oooh ... aaagh ... oooh ...
(he rsally is in bad
shape)

I grew too fast when I was young,
that was the problem....

MRS. OGRE

(bringing over ths
steaming potion)

And ... inhale!

She holds an inhalant in front of him.

OGRE

(moaning)

I can't inhale, it's bad for my back.

77 Continued

77

MRS. OGRE

It's good for your throat, dear,
come on ...

With some wincing he moves across. Sniffs through one
nostril, then another.

OGRE

I wouldn't have these sore throats
if I wasn't an ogre ...

MRS. OGRE

You've been overdoing it, that's all.

He puts his leg up and she starts to apply ointment to the
knee very deftly.

OGRE

You try being hastily and terrifying
when you can only get one hour's sleep
a night because your hack hurts and
you daren't cough in case you pull a
muscle.

MRS. OGRE

(tenderly, reassuringly)
You're horrible, dear ...

OGRE

You're just saying that.

MRS. OGRE

(she holds out a glass)
Gargle!

He knocks back the mouthwash (gargle) and gargles (mouth-
washes) with a roaring, rumbling appalling roar ..

78 EXT. MISTY SEA DAY

78

CUT TO misty sea. The DWARVES and KEVIN are swimming towards the boat. They're suddenly transfixed by the unearthly sound of the gargler (mouthwasher).

STRUTTEH

What's that ?

RANDALL

I don't know.

FIDGIT

Come on!

They then try to swim the other way, frantically ...

79 INT. OGRE'S CABIN. DAY

79

CUT BACK to the boat. OGRE picks up a large net and lumbers out of the door. Just as he is about to go out, he catches sight of himself in a mirror. He stops and puts his face close to the glass.

OGRE

(despondently)

Look at those spots!

MRS. OGRE

You'll grow out of them, dear ..

She busies herself at the medicine chest.

80 EXT. OGRE'S BOAT DAY

80

CUT TO him emerging onto the deck of the boat, which we now see is on the misty sea.

OGRE

(hitterly)

That's diet that is. All this bloody fish ...

80A EXT. MISTY SEA DAY

80A

CUT TO DWARVES swimming like mad.

Revised 24.4.80

83A

80B EXT. OGRE'S BOAT DAY

80B

The OGRE starts to get his net ready, grumbling the while.

OGRE

There used to be a time when you
could be sure of catching old
boots, cans, hatracks, boxes, ..
now it's prawns all the bloody time ..
Anti-pollution!

(he spits into the sea)

He buris tbe net out wincing as he does so. It eplashes
in the distance.

There is a cry... the net stiffens and pulls. He hangs
on ... more sbrieks ..

Revised 24.4.80

84

80B Continued

80B

OGRE
(shouting into the
cabin)

Wife!

81 INT. OGRE'S CABIN DAY

81

MRS OGRE
(grinding up dried
severed feet in a
meat-grinder)

What d'you want dear ... the foot
powder?

OGRE
No ... come out here and help me ...
quick!

She puts down the mortar and pestle and hurries out.

82 EXT. OGRE'S BOAT DAY

82

He's trying to pull the heavy net in despite lumbar
problems. Noise and struggles from the net.

MRS. OGRE
What's in there ... ?

OGRE
(grinning)
I don't know but it's not prawns
.. come on!

MRS. OGRE
Leave it to me ... dear, please ..

She grabs the net and with easy superhuman strength,
heaves the net ont, making it all look extremely easy ..
inside the net are the DWARVES and KEVIN, packed inside
with lots of fish.

MRS. OGRE stands back and admires them.

MRS. OGRE
Oh aren't they lovely!

The crushed up, hedraggled and shivering DWARVES are somewhat
encouraged by this kindly LADY. They smile weakly up at her.

MRS. OGRE

We can have them for breakfast!

OGRE

(eyes lighting up)

You mean - eat their hoots!

MRS. OGRE

No dear ... Eat all of them!..
every bit ... that's what ogres
do, dear...

OGRE

(his eyes lighting up)

Yes ... yes! Of course ...

MRS. OGRE

We could have them grilled ..

OGRE

(doubtful)

Yes ... yes ...

MRS. OGRE

Or minced with a side salad ?
- No you don't like salads, do you ...

OGRE

Nothing in them ...

MRS. OGRE

I know - fondue!...
We haven't had a fondue for years ..
we'll need the big pot and skewers ..

She makes to hustle off.

Panic reactions from the DWARVES throughout this.

OGRE

(after her, anxiously)

What shall I do .. dear ... ?

MRS. OGRE

(aside, to him)

Terrify them ...

OGRE

What about my hack ?

MRS. OGRE

You don't have to jump around, just
shout horribly .. and leer at them ..
you know .. like you used to do.

Revised 24.4.80

85A

82 Continued

82

MRS. OGRE disappears .. muttering cheerfully .. "Oh this is wonderful"

OGRE

Right ...

A little less than convinced, OGRE goes back to them and goes into a very unconvincing OGRE routine - lots of grimaces, evil "HA! HA! HA!s" and close peerings into their faces.

OGRE

Now ... let me see what we have here ...
Ha! Ha! some tasty little morsels eh?
Oo!

He winces in pain as he kneels down and starts to open the net and retrieve the terrified DWARVES ... He grabs FIDGIT

82 Continued

82

and puts him into a cooking pot. FIDGIT screams. OGRE
winces ...

OGRE

(manfully)

Eh eh! Eh ... Fee! Fi! Fo!
Fu - ow.

A really bad spasm hits him just as he grabs KEVIN.

KEVIN

(terrified)

D ... d ... does your back ... er ...
hurt ?

(trying one final shot)

I know a cure for bad backs ...

OGRE

Bad back ? Me ? An ogre ?
Ha, ha ... oh!

KEVIN

What you need is stretching.

OGRE

Stretching ?

KEVIN

A man stretched my father once,
and he never had any trouble.

OGRE

Ha! Ha!

KEVIN

We could do it for you.

OGRE

Certainly NOT! Ow!

83 DELETED

83

84 DELETED

84

PAGE 87 DELETED

85 INT. OGRE'S CABIN DAY 85

MRS. OGRE is cheerfully preparing some vicious looking knives and long skewers, making sure they're the right length for each DWARF. She is singing her fondue song. She whistles happily .. suddenly she hears a sharp groan from outside .. she looks up.

88 EXT. OGRE'S BOAT DAY 86

The OGRE is flat out, stretched on deck. KEVIN and RANDALL/WALLY have one arm each, FIDGIT and STRUTTER one leg, OG and VERMIN the other ...

KEVIN

And heave ...

They pull the OGRE apart.

OGRE

ARGHHH!

(then he smiles)

That's better! That's better!
That's wonderful ...

88A INT. OGRE'S CASIN DAY 86A

MRS. OGRE

Are they in the pot yet ? ar ?

88B EXT. OGRE'S BOAT DAY 86B

OGRE

Yes, just about ...

KEVIN and RANDALL

And one more for luck ... Heave!
(he winks at Randall)

One two ...

They start to swing the OGRE to the right, then they swing the OGRE to the left ...

KEVIN and RANDALL

... right ... left ... right ...

OGRE

Hey ... what's going on ... ?

KEVIN

Left ... right ... left ... right
... and over!

OGRE

Aaaaarghh ... !

Revised 24.4.80

88A

88B Continued

88B

They swing the yelling OGRE overboard, he disappears into the viscous oily sea.

MRS. OGRE

(shouting from inside)

What's going on ?

KEVIN

(to GANG)

Quick! Get in the pot!

86B Continued

86B

FIDGIT
(in high alarm)
Get in the pot!

OGRE
(surfacing)
Is this part of the cure?!

87 INT. OGRE'S CABIN DAY 87

MRS OGRE, running her finger along the edge of the knife.

MRS OGRE
Are you alright dear!
(no reply)
Winston? Winstool!

88 EXT. OGRE'S BOAT DAY 88

She runs out of the door and up on to deck. She looks round, can't see anyone. She crosses to the deck rail. and sees him.

MRS OGRE
Winston! What are you doing in the water .. ow!

At that moment the large black cooking pot behind her begins rocking back and forth and then with a lurch it flips over supported by 7 pairs of feet and waddles speedily across the deck and pushes her backside tipping her over into the water.

Then the pot is lifted off revealing the DWARVES and KEVIN. They peer over the side.

89 EXT. MISTY SEA DAY 89

MRS OGRE
(spluttering from
the water)
I've never had a meal treat me like
that before! Winston ... we must stop
them.

OGRE
Oh! My back is wonderful ... I've
never felt so free ..

MRS OGRE
Winston! Get after them!

89 Continued

89

OGRE

I can cough! At last I can really
cough.

He gives a mighty cough of such force that a huge noise
shatters the atmosphere, and the sail fills with wind and
the boat is borne away ... MRS. OGRE

There goes our fondue!

90 EXT. OGRE'S BOAT DAY

90

KEVIN

(as the boat careers
out of shot)

Quick! The rudder!

He and RANDALL make a grab for the rudder as the boat sails
away.

CUT TO a shot of the boat fairly moving along. They look
back. Dim sounds of the OGRE sneezing and coughing recede
into the distance.

90A EXT. OGRE'S BOAT DAY

90A

Later. STRUTTER and RANDALL are at the rudder. OG and
KEVIN are lashing sail to the boom. VERMIN has a huge box
of fish and hands some out, raw, to KEVIN, WALLY and FIDGIT.

WALLY

(turning down a raw
fish and clambering up
a ratline)

How're we doing, Randall?

RANDALL is peering ahead through a telescope. The boat is
making good progress, but it's still rather unreal.

RANDALL

Just fine, we're on the right course!
So long as this wind keeps up there's
not much can go wrong ...

Suddenly the boat lurches violently from side to side.
FIDGIT, KEVIN, OG and VERMIN and the fish are all thrown
on top of each other and they slide and slither in a heap
against the port rail.

RANDALL

Strutter! Keep the rudder straight!

STRUTTER

It is straight!

90A Continued

90A

At that moment, the boat lurches wildly to starboard and they are flung onto the other rail.

STRUTTER

I didn't do a thing, honestly ...

RANDALL

Drop the sail!!

WALLY grabs an axe and chops through the main line - the sail crashes down onto the deck. The boat is swaying around most unpredictably ...

RANDALL

All hands on the tiller!

All seven of the GANG clamber up to the bridge and grab hold of the tiller in an attempt to keep the vessel steady, but it still goes off course.

RANDALL

(desperately)

Hang on! Hang on! Keep her steady!

The boat seems to respond and stops swaying.

That's better ... that's better ...

But there is a strange sound of rushing water, followed by an eerie silence.

WALLY

(the one nearest the bows)

... er ... Randall ... Randall ...
I think there's something you should know ...

91 EXT. MISTY SEA DAY

91

We CUT TO outside and see that the boat is actually rising up, out of the sea and into the sky ... It's resting on the head of an underwater GIANT ...

92 EXT. OGRE'S BOAT DAY

92

The DWARVES watch open-mouthed, as the deck sways ... They are swung around ... C.U. RANDALL's amazed look ... Quite suddenly he's galvanised into action. He gives the command.

Continued

92

RANDALL

Below decks!

PULL OUT to reveal that they've already gone. KEVIN is holding the door open ...

KEVIN

(beckons impatiently)

Come on!

EXT. MISTY SEA DAY

93

As the tiny figure of RANDALL slides down the pole, the GIANT's head glides swiftly through the sea.

INT. OGRE'S CABIN DAY

RANDALL rushes in to the huddled gang.

EXT. MISTY SEA DAY

95

The GIANT continues on his way unaware of the activity in the cabin. Somewhere in the distance is heard a baby's cry.

EXT. TROLL'S HOUSE DAY

96

CUT TO a tumbledown cottage at the edge of the sea. Outside sits an unhappy TROLL. From inside comes the fearsome cry of a BABY. Continually popping in and out of the door to rail at her husband and to scream at the BABY is a nagging TROLL WIFE. In the distance can be seen the GIANT's head making its way across the sea towards the TROLL's cottage. As they squabble in the foreground, the GIANT rises inexorably out of the sea, looming large and larger - his upper portions disappearing into the clouds. With each massive footstep the cottage shudders but the TROLLS, too immersed in their petty arguing, fail to notice. The GIANT, in turn, completely unaware of the existence of the TROLL family, manages to step directly on their house - just as MRS TROLL rushes inside to silence the BABY. With a mighty crunch and crash most of the house is flattened and both MRS TROLL and the BABY are silenced for good. The TROLL - without noticing the cause of the sudden peace and quiet - breathes a sigh of relief.

TROLL

Ah, that's better.

Revised 6.5.80

92A

96A INT. OGRE'S CABIN DAY

96A

The GANG are desperate to find a way to stop the GIANT taking them too far off course. They start tearing up the floorboards of the cabin.

97 EXT. GIANT'S HEAD DAY 97

As clouds swirl round his head, the GIANT continues on his way, but he becomes aware of a slight discomfort somewhere on top of his skull.

98 INT. OGRE'S CABIN DAY 98

The GANG have ripped up a section of the floor exposing a bit of the GIANT's bald head. OG has a wedge hammer and is hitting the GIANT's skull as hard as he can in a pathetic attempt to knock him out.

KEVIN, realising the futility of this, decides to do something stronger. He clambers up the steps to the OGRE's medicine chest and there, amongst all the remedies, finds a great jar of sleeping potion. Making his way to the kitchen, he grabs a bellows with a particularly long snout on it and fills it with the potion. Back at the GIANT's exposed pate, he squirts a bit of the potion into the air - like a doctor with a hypodermic needle of serum, and with a mighty jab injects the potion into the top of the GIANT's head.

99 EXT. GIANT'S HEAD DAY 99

The GIANT reacts to the injection as if he has just been bitten by a mosquito. He shifts the boat on his head.

100 INT. OGRE'S CABIN DAY 100

The GANG are thrown violently to one side as the boat shifts. Recovering, KEVIN peers out of a window.

101 EXT. GIANT'S HEAD DAY 101

The potion is taking effect. The GIANT is having difficulty keeping his eyes open.

102 EXT. MISTY WOOD DAY 102

The GIANT slumps. He pushes over a tree as he slowly settles down on the ground. He removes the ship from his head and dozes off.

103 INT. OGRE'S CABIN DAY 103

The GANG is toppled into a corner of the cabin as the boat comes to rest on its side. Slowly they regain their senses. Peering outside, they see the GIANT asleep. They scramble out of the cabin.

104 EXT. MISTY WOOD DAY 104

The GANG scramble off the boat. In the background the GIANT snores. They rush away.

105 EXT. MISTY PLACE DAY 105

The GANG runs through the swirling mist until they are completely obscured from sight in the swirling mist.

106 EXT. ROCKY LANDSCAPE DAY 106

The mist clears, revealing the GANG collapsed and lost and exhausted in a mysterious and eerie place. Strange rock forms loom up around them.

KEVIN

We're not getting anywhere, Randall,
we're nowhere near the Most Fabulous
Object in the World ...

RANDALL

(taking out the map)
We're not far away.

FIDGIT

Let's go back - before it's too late.

RANDALL looks up, then back, and shakes his head. He folds the map up ... PICTURE WOBBLE ...

107 INT. EVIL GENIUS' GROTTO DAY 107

BENSON.

They are lost ... master ...

EVIL GENIUS

Let me see ... let me see, Benson ...
Yes ...

The DWARVES are wandering about wearily trying to find a way out.

Yes .. but they are so near to me
now .. that I can guide them to me.

The PICTURE is SLOWLY CLOSING on OG.

... I must try to help them along
the ... way.

108 EXT. ROCKY LANDSCAPE DAY

CLOSE ON OG looking very wide-eyed and scared.

Revised 24.4.80

95A

109 Continued

109

Wrapped in the webs are several cocoon-shaped bundles, and in these bundles, bound tightly, their mouths gagged, are several young, handsome blond KNIGHTS. Their eyes are filled with silent terror.

MYRTLE

(smiling at the mesmerised
KEVIN)

So you're looking for the Most Fabulous
Object in the World ...

Ripple of surprise amongst the GANG.

RANDALL

How did you know?

MYRTLE

That's what they all come this way
for.

MAISIE

Poor lost boys.

MYRTLE

We take them in and care for them.

They laugh rather evilly together ... The eyes of the KNIGHTS
look even more imploring ... MYRTLE crosses her legs revealing
2 more pairs of legs beneath her skirts. KEVIN's eyes bulge
at this sight ... and then she crosses one of these pairs of
legs.

KEVIN'S

MAISIE

They like it here .. they
always want to stay ..

KEVIN's eyes meet the imploring, straining terror of the
KNIGHTS.

RANDALL

Is it far away ?

The LADIES exchange a very brief, rather foreboding glance.

MYRTLE

Oh no ... not far away ...

KEVIN's hands grasp his Greek knife.

They go on knitting.

RANDALL

Can you tell us where ?

KEVIN lunges forward, knife up-raised, to try to free the KNIGHTS.

109 Continued

109

But he is caught, by the legs. He looks down. They're enmeshed in spider web. He slashes at the web, and as he does so his arm and face is grabbed by another piece of webbing. He's trapped.

MYRTLE

(to MAISIE)

Now I don't think we can tell them
if that's how they're going to behave ..

KEVIN

(angrily, desperately)

You can't keep them in here like
that!

RANDALL

(rushing forward and
restraining KEVIN)

No! Kevin, come back ...

KEVIN

No ... I'm not going to ..

(he raises the knife)

You can't leave people to die just
because of your greed! I tell you
Agamemnon would be ..

As he lunges forward, knife upraised, RANDALL quite
easily and sharply knocks him senseless with a karate
chop to the neck. This impresses MAISIE greatly and
stirs her somewhat to look at RANDALL with new eyes.

MAISIE

You're ... very manly ...

RANDALL

(to MYRTLE)

I'm sorry ... you were about to tell
us how we find the Most Fabulous Object ...

MAISIE

(looking at the little band
rather unhealthily)

Do you want to stay and be our boyfriends ?

MYRTLE

Maisie .. you don't mean that ..

MAISIE

I like all men, Myrtle.

MYRTLE

We only want nice ones dear .. now
get out!

Revised 28.4.80

97A

109 Continued

109

MAISIE

(with mounting
excitement)

Can we have a party ?

MYRTLE

Go away, get out.

109 Continued

109

RANDALL

(hacking towards the door)

Er ... which way ?

MYRTLE

(nastily, hurriedly)

Follow the pointing fingers.

MAISIE has got up and croesed to a rather old-fashioned cohwehhy gramophone. She lifts the arm and settles it on a record.

RANDALL

The pointing fingers ?

MAISIE

It'e party time....

Very cool, intimate, jazzy party music, bluesy saxophone fills the little lair. As they hear it, the eyes of the LADIES' VICTIMS almost pop out in terror.

MYRTLE

Go...! Quickly ... leave us alone!

MAISIE

(approaching the DWARVES)

Come along ... there's plenty to do at the party.

Dragging the seneelees KEVIN, they retreat out of the cave.

110 EXT. CAVE DAY

110

The GANG rush out of the cave dragging KEVIN. They scramble out of ehot.

111 EXT. HAND FOREST EVENING

111

CUT TO gnarled root. The GANG stumble into shot and collapse.

KEVIN

(slowly coming round)

Where are we ?

RANDALL

I'm not sure exactly.

KEVIN

Did we save them ?

RANDALL

No, we saved you.

111 Continued

111

KEVIN starts to struggle angrily.

RANDALL

(pulling out map)

We've got to find the pointing fingers.

FIDGIT

(who has been looking
above them)

Oh, oh!

WALLY

(looking up)

I think we have.

CUT TO their P.O.V. Great hand/trees rise all around them,
their fingers/branches reaching for the sky.

FIDGIT

Let's get out of here ... I don't
like it ...

RANDALL

(getting up)

No, we must be close now ... c'mon.

The GANG make their way through this strange forest of
gigantic hand/trees. Horribly gnarled and twisted roots
form the bases of these unpleasant growths. In the distance
a WOOD CUTTER is chopping down a hand/tree. With each blow
of the axe the hand writhes in agony. They pass several
fallen hands clawing at the ground. This is a truly awful
place. The GANG stop. Some of them start to shiver. Even
VERMIN has lost some of his hounce.

111 Continned

111

FIDGIT

Let's go back ... Now ...

RANDALL

We can't .. we've got to go on.
Follow the pointing fingers.

KEVIN

It's a trap!

STRUTTER starts as a huge hand/tree comes crashing down near him. They are all in a highly nervous, almost hysterical state after their recent experiences.

STRUTTER

I'm not going any further .. no-one knows what the hell we're supposed to be doing.

OG

Yes! Yes! ... Yes!

OG has suddenly become very agitated. He is staring over their shoulders and pointing at something behind the group. They turn around. There, visible through the gap created by the felled trees, is a massive turreted citadel.

RANDALL

(grabs map - looks at it excitedly)

The Fortress of Ultimate Darkness!

OG

Yes, but that's not it.

RANDALL

What?

OG

(looking high into the sky)

Look!

The CAMERA PULLS BACK from the citadel to reveal that this massive structure is merely the gatehouse to an unbelievably immense building that stretches in every direction, farther than the eye can see. Slowly the CAMERA TILTS UP. Higher and higher the vast construction rises until it disappears into the clouds - a solid wall across the sky ... well almost solid, for the massive facade is split by a gaping black crack that widens grotesquely as it reaches for the unseen heights. It is the most forbidding place imaginable. The GANG stands there awestruck. One by one even the most sceptical faces brighten with a mixture and the thrill of imminent wealth. Only KEVIN's face reflects deep disquiet. As they stand abreast the rise a cool wind licks at their clothing. A ripple.

111 Continued

111

RANDALL
(awesomely impressed)
We're there!

112 INT. EVIL GENIUS' GROTTO SUNSET

112

There is a great dsal of activity.

HORSEFLESH
Brilliant ... Evil One ...

EVIL
It was a close-run thing.
The boy was dangerous. He doesn't
respond to greed .. Is everything
ready ?

ROBERT
(fiddling with strange,
unpleasant devicss)
Yes master ...

112 Continued

112

EVIL

Then let them approach ... poor,
pathetic wretches ...

He laughs.

113 EXT. HILL ABOVE THE CITADEL SUNSET

113

OG's eyes are shining. No-one wants to make the first move. KEVIN reacts, with an anxious look around him, to the strange wind. The wind drops. OG leads off. With a last exchange of glances, making it clear that greed has won the day, the GANG descend the hill towards the citadel. In the background a hand/tree crashes to the ground. KEVIN heads off after the GANG.

114 EXT. CITADEL DAY

114

High up on the face of the citadel is a window from which BENSON observes the approach of the GANG. As he looks down the CAMERA TILTS down the face of the gatehouse until it comes to rest on the DWARVES, far below, crossing the draw-bridge.

115 EXT. CITADEL ENTRANCE DAY

115

The enormous portal engulfs the GANG as they hesitantly enter the citadel.

116 INT. CITADEL SUNSET

116

The GANG creeps through the vast deserted entrance hall. Everything appears to be in a state of decay. There is no sign of life anywhere. This is a place of death. The floor is thick with dust undisturbed for centuries. As they make their way they leave behind a trail of footprints in the powdery floor covering. Cautiously, one of the DWARVES shouts hello. No answer. Just the echoing sounds of his own voice. The GANG begins to pluck up courage. The place is obviously deserted.

The light from the entrance leads them to a great pile of rubble in the centre of the hall. As VERMIN clammers up it he spots a skeletal arm sticking out of the debris. Ever hungry, he grabs it, but it seems to act as a switch - setting off a great rumbling and shaking. Dust and masonry fall from the heights. A column near the terrified GANG crashes down as a great jagged shaft of light races across the floor of the hall and up the wall. Looking in the direction of the light, the GANG see that it is pouring forth from a gigantic crack that has opened up in one of the walls. A siren song swells. The GANG rush towards the light, scrambling through the mammoth opening.

117 INT. FABULOUS HALL SUNSET

117

Coming out the other side of the crack the GANG stops awe-struck. What they see is truly amazing - a dazzling apparition, the reflected aurs of which at first just blinds our acquisitive little BAND; They look again straining and rubbing their eyes in the unaccustomed light and the image coalesces into a beautiful perspex transparent gleaming dream kitchen. And there beside it with teeth, suit, hair and eyes all gleaming with an unearthly radiance, is the QUIZ SHOW COMPERE - manic grin frozen on his face. Music plays. The COMPERE's manic grin suddenly animates. His arm goes out to welcome them.

COMPERE

And here they are! The winners of the Most Fabulous Object in the World. The Answer to All Their Problems ... and yours ... is here! For them ... Tonight!

CUT TO wide shot of an infinitely huge black space broken by the occasional shaft of light. A gleaming pathway in the shape of a complex maze zigzags across this space - the sides of the pathway plummeting into unseeable depths from which the occasional wisp of smoke rises. On the far side of the maze the pathway ends in a square island platform rising above the abyss. Stairs ascend from the platform and at the top of them stands the Dream Kitchen. The COMPERE stands halfway up the stairs. Music crescendoes. The DWARVES are delighted but mesmerized.

DWARVES

Hey! Oh ... look! Hey! Us?

The AUDIENCE applause propels them forward.

KEVIN

No!

But it is too late to restrain the dazzled GANG. With cries of delight they rush forward to claim the thing they're told everybody wants. KEVIN is unable to restrain them.

As they rush desperately around the maze, the COMPERE is joined from behind by KEVIN'S PARENTS, madly grinning and arrayed in glittering outfits. KEVIN is stunned. He doesn't know what to do. His parents urge him forward. He holds back. The DWARVES career madly through the maze. It's like a nightmare to KEVIN - the parents continue to beckon. The DWARVES have now reached the foot of the stairs and stop breathlessly. The COMPERE and KEVIN'S PARENTS beam down at them. As the deliriously excited DWARVES make their final atavistic bid for ultimate greed.

COMPERE

Yes, it's all yours.

117 Continued

117

The Most Fabulous Object suddenly disappears and in the place of the COMPERE and KEVIN'S PARENTS stand the EVIL GENIUS and ROBERT and BENSON. The GANG shriek and turn to run but, with a deafening rumble and clang a sturdy iron cage descends around them trapping them inside. Helplessly they grab at the bars. KEVIN turns and runs for the door, only to run straight into the black folds of one of EVIL's hideous henchmen, a towering, animal skulled, black robed creature who begins to move towards the distant platform. KEVIN struggles with no effect. EVIL mounts the steps and turns. His mocking, triumphant laugh echoes through the halls ... suddenly a tiny figure races up from one side and leaps agilely towards the cage. The EVIL GENIUS' laugh fades as he watches HORSEFLESH race for the cage. He reaches the cage and breathlessly and with a mighty key he unlocks the cage door ... and enters. The hapless DWARVES are amazed.

RANDALL

(who can hardly
believe it)

Horseflesh ... ?

HORSEFLESH grins. Then suddenly all the other DWARVES crowd around HORSEFLESH, all for the moment forgetting their peril, talking at once, touching him to make sure he's real.

STRUTTER

Horseflesh ?

WALLY

(jubilantly)

You're alive ... you old villain!

VERMIN

We've had some great meals.

FIDGIT

You're supposed to be dead!

OG just grins happily and looks at HORSEFLESH.

RANDALL

Did you find the Most Fabulous Object ?

WALLY

We used your map, it was right.

HORSEFLESH

(to RANDALL)

Yes ... it's here all right.

RANDALL

Where ? Where ?

They're still driven by a hysteria of greed, despite their incarceration - and for a moment we too have forgotten about EVIL, so happy is this reunion of the bandits.

HORSEFLESH

You've got it, Randall ... you've got it in your hands.

RANDALL, momentarily uncomprehending, looks down at the map.

RANDALL

What ? ... the map ... ?

HORSEFLESH

(his smile turning a little cold as he sneers)

Of course ... stupid!

HORSEFLESH grabs the map, and before they know what's happened, he's darted out of the cage and banged the door shut. He holds the map up, eyes blazing with savage triumph.

HORSEFLESH

... this is the Most Fabulous Object in the World ... you had it all the time!

He gives on last grin. The EVIL GENIUS cackles with rich and echoing laughter. Again RANDALL rushes for the bars. The door's locked fast.

RANDALL

(desperately)

Horseflesh ... ! Horseflesh ... !

But HORSEFLESH is bounding away, grinning, up the steps towards EVIL. He throws himself down at EVIL's feet, the map held out towards him.

HORSEFLESH

The map! Evil One ... this very map I promised you, is yours ...

EVIL looks at it, holds it, feels it, his eyes burning with a fearful delight.

EVIL

You have done well, Horseflesh, very well ...

HORSEFLESH's face creases into what could almost be taken for an expression of abashed pride, his eyes glow with success.

EVIL

... You have lied, deceived and cheated for the greater glory of evil, you have served me faithfully and fearlessly in my quest for the Supreme Power and now before us all you shall receive your just reward ...

He turns to HORSEFLESH, raises his hands, a cracking flash of light encircles HORSEFLESH and he falls with a scream backwards into the darknesses. But before he disappears from sight in the black depths of the abyss, he explodes with a mighty roar, and then another, and another. Bits fly high into the air hurtling into more and more elaborate displays of pyrotechnics. Roman candles shriek. Spluttering hits of material bounce near the cage and then shoot off into the air to hurt into amazing showers of flames. The DWARVES are both horrified and amazed. Finally with a final glorious starburst that sends hite of phosphorescence raining down on the entire assembled crowd, HORSEFLESH is no more.

Everyone pauses, stunned.

EVIL

(breaking the silence)

So perish all who dare to presume upon the powers of the only true Evil One ...

CUT TO rat crawling down heavy rope which supports the great metal cage in which KEVIN and the rest of the GANG sit disconsolately around - their legs dangling through the bars that make up the bottom of the cage. The cage is now hanging high above the abyss into which HORSEFLESH was hurled. Some distance away are two similar cages. However their occupants are crumpled SKELETONS in agonising poses. No-one speaks for a while. They are just alone with their failure, and the occasional rat crawling down

118 Continued

118

the hauser supporting the cage. Suddenly there is a loud squeak. VERMIN holds something. It wriggles.

VERMIN

Rat, anybody ?

No-one takes up the offer.

VERMIN

(muttering to himself)

Might be the last meal we'll get ..

He disconsolately opens his mouth, but we CUT TO STRUTTER before anything really revolting can happen. STRUTTER stares at the floor. Eventually he sighs.

STRUTTER

Well ... that's it, then ...

WALLY

It's all over.

FIDGIT

... How could we have been so stupid ?

OG

(thoughtfully)

I dunno ...

A pause.

CUT TO a photo of Greece. Some idyllic scene taken by KEVIN's polaroid. He's looking at it with tears in his eyes ... KEVIN sorts through two more polaroids. Pictures of Mycenae and AGAMEMNON which bring back intolerable memories for him. Then at the bottom of the pile he comes across a photo of the DWARVES in better times, flaunting their wares in Sherwood Forest. He passes it over and onto another Greek scene. A pause. Then he quickly goes back to the group photo. He stares at it; then he rummages hurriedly in his bag and produces a magnifying glass. He applies it to the photo, looking, not at the face but focussing .. on the map that they are proudly holding up. He peers more closely. Yes, the details are visible.

KEVIN

Hey!

All the DWARVES turn. They'd almost forgotten him. KEVIN clambers to his feet, and across to the DWARVES.

KEVIN

Look at this!

They gather round the photo, he holds the magnifying glass.

FIDGIT

Good one of Wally ...

KEVIN

No look ...

118 Continued

118

They look closer.

KEVIN

D'yon see what I see ?

Grunts of incomprehension from the dieillusioned band.

KEVIN

The map!

RANDALL

(impatiently)

We can see it'e the map .. but what use
is it to us now ...

KEVIN

Look closer ...
the Time of Legends .. see .. ?
See the Fortress of Ultimate Darknese ?

RANDALL

Yes ...

KEVIN

Well, look .. right helow it ..

Suddenly RANDALL lets out a low whistle of amazement.

RANDALL

That's a hole ?

KEVIN

Yes .. look!

RANDALL

But look at the size of it!

KEVIN

Exactly!

RANDALL

It must lead anywhere ...

KEVIN

Everywhere ...

STRUTTER

What ?

RANDALL

Look ... we've just found the biggest
hole in the Universe and it'e practically
right underneath our feet.

(getting up)

Kevin ... you're a genius ... Come
on you lot ... shift ...

FIDGIT

(in alarm)

We'll never get out of here!

OG

(springing into action)

Want a bet ?

RANDALL

That's it Og ... we'll show 'em
we can do something right ...

They work well and go into action methodically .. OG is already studying the lock .. he grabs KEVIN's bag and rummagee through. OG's eyes light up. He roots out the knife the Greek King gave him. KEVIN tries to stop him, but realieing it's for the cause, he reluctantly lets OG take it.

OG slips it into the lock, and with much hending and twisting, which from KEVIN's rsactione we see is giving him heart-failure ... the door swings open.

OG hands KEVIN his knife back with a grin of thanks. The end of the beautiful Greek blade is now twisted like a corkscrew.

RANDALL enatches the knife out of KEVIN's hands and hands it to FIDGIT who scrambles up the outside of the now swinging cage. With the knife he begins to cut off strands from the supporting hauser. He drops them down to WALLY and STRUTTER who start to braid them. Somewhat later they have woven a long thin rope. The hauser holding the cage is extremely frayed. The GANG is definitely working against time - with each movement of the cage another of the few remaining strands of the hauser snaps. Tying the rope around STRUTTER's waist they lower him down helow the cage. Slowly they begin to swing him back and forth. With each swing he arcs further out. The hauser continues to part with these exertions. At last STRUTTER has gained enough momentum and with a final swing he reaches the neighbouring cage. He clings to the bars as WALLY is tied to the rope. Pulling it taut and checking his angle of attack, WALLY leaps from the cage. Gracefully he arcs under STRUTTER's cage and sweeps over to the next cage. The moment he has firmly grasped ite hars, STRUTTER lets go and swings under WALLY and onto solid ground at the edge of the abyss. A cheer goes up from the rest of the GANG. STRUTTER attachee the rope to a stone column. The other end is attached to the cage, and after WALLY has untied himself from the middle of it, the rope is pulled taut. One by one, the GANG slides down the rope to the ground. WALLY checks his positioning and fearlessly lets go of the cage and drops toward the rope. Expertly he catches it but the jolt on the rope snaps the hauser holding the cage, and the cage and rope plummet into the abyee. WALLY disappears as well. Panic from the GANG. MADLY they pull on the rope. Up it comes ... and, surprise, WALLY is dangling on the end. Relief all round.

RANDALL wipes his brow, his eyes shine with relief and triumph.

RANDALL

We've done it!

KEVIN

Now all we need is the map ...

RANDALL

What ?

KEVIN

We must get the map.

RANDALL

Don't be a fool, we know where the hole is, let's get out of here ...

He makes to go, KEVIN grabs him.

KEVIN

Evil's got the map ... Randall!

RANDALL

Damn right .. the last thing we want to do is see him again ... come on, quick!

He makes to go, but KEVIN holds him firmly back.

KEVIN

Don't you see ? That's all he wanted. So long as he has the map he can destroy the world. We'll never get away from him.

RANDALL groans wretchedly.

RANDALL

(slowly, with tremendous agonized feeling)

Can't we ever do anything right ?

KEVIN

Yes ... we could save the world if we got the map back.

A moment of decision. Exchange of looks. Tension has replaced euphoria.

WALLY

(slowly)

I ... I wouldn't mind having a hash at doing something good for once. I'm so rotten at being had.

118 Continued

118

KEVIN
(to STRUTTER)

Strutter ?

STRUTTER nods a little unsurely.

KEVIN

Og ?

OG nods with his usual eagerness, though he hasn't the first idea about what's going on.

KEVIN .

Vermin ?

VERMIN

(nods)

I'll stay with Og.

KEVIN

Fidgit ?

FIDGIT

(pathetically)

All right ... I'll come with you ..
So long as I don't have to be brave ..

RANDALL

But .. look ... he's only a kid ..

STRUTTER

You just said he was a genius ...

All turn to look at RANDALL. His face takes on an air of bitter resignation.

RANDALL

Oh ... all right ... all right ...
but after this ... I don't ever want
to see any of you lot ever again - right ?
(they all nod vigorously)
Well come on then! If we're going
to get killed, let's go and do it
properly.

119 INT. CITADEL CORRIDORS DAY

119

The GANG makes their way stealthily through the dank corridors. They duck into the shadows to avoid EVIL'S HENCHMEN who make their rounds. As the HENCHMEN pass, the GANG follows them. Rounding the corner they are confronted by an extraordinary sight ... another infinitely vast interior space with massive circular column-like structures that disappear far above and far below them. The GANG is standing in the gaping maw of a gigantic stone gargoyle. A pathway descends around the edge of the huge column they are standing in. Bridges crisscross

119 Continued

119

the distances between other columns. Far below them a bridge leads to another gargoyle mouth that appears to be the entrance to the EVIL GENIUS' grotto.

120 INT. EVIL GENIUS' GROTTO DAY

120

EVIL and his two slaving ASSISTANTS are poring over the map. Around them are scattered various evil appurtenances, including skeletons, etc. EVIL is moaning with quiet pleasure ... his most personable lump, the drooling attendant, BENSON, is beside him ... BENSON thinks and speaks, and indeed exists, with difficulty.

EVIL

Oh ... Beneon ... I feel the power of evil coursing through my veins, filling every corner of my being with the desire to do wrong ... I feel so had Beneon ...

BENSON

Good ... good ...

EVIL

Yee it is good - for this is the worse sort of hadness I am feeling ...

BENSON

Kill me! Kill me! Master ...

EVIL

Not yet Beneon. We have work to do ... no lees a work than to overthrow creation itself. We will remake man in our image not his, we will turn the mountaine into sea ...

121 INT. ENTRANCE TO EVIL GENIUS' GROTTO DAY-

121

The GANG arrive outside the door. KEVIN peers through the keyhole.

EVIL

(continued, from inside)
... and the sea into fire and the fire into a mighty rushing wind that will cover the face of the earth and wipe clean the scourge of woolly thinking once and for all.

122 INT. EVIL GENIUS' GROTTO DAY

122

BENSON

(trying, with considerable effort, to equal his master's passionate sense of mission)

We can make ... beans into peas ...

EVIL

Oh Benson, dear Benson ... you are so mercifully free of the ravages of intelligence ...

BENSON

You say such nice things, master ...

EVIL

Yes ... I'm sorry ... now Benson ... I'm going to have to turn you into a dog for a while.

BENSON

Thank you master ...

There is a flash.

123 INT. ENTRANCE TO EVIL GENIUS' GROTTO DAY

123

The GANG reels back.

124 INT. EVIL GENIUS' GROTTO DAY

124

Sure enough, a black drooling MONGREL now sits on the table with the map, where BENSON used to be.

EVIL

Guard the map!

DOG barks in acquiescence.

EVIL turns to the pool through which he has watched the DWARVES arrive here.

EVIL

Robert, we must plan a New World together ...

(ROBERT grunts)

.. but this time we will start properly. Tell me about computers.

124 Continued

124

ROBERT

(a lurking bulk, who is almost as limited as BENSON in his grasp of the basic essentials of language)

A computer is an automatic electronic apparatus for making calculations or controlling operations that are expressible in numerical or logical terms.

125 INT. ENTRANCE TO EVIL GENIUS' GROTTO DAY 125

Outside the door KEVIN beckons the others to enter. They slowly push the door open.

126 INT. EVIL GENIUS' GROTTO DAY 126

EVIL is getting frighteningly excited.

EVIL

And fast breeder reactors ?

ROBERT

Fast breeder reactors use a fast fission process for the generation of fissile isotopes ...

The GANG tiptoes in. The DOG barks. They freeze and back into the shadow.

EVIL turns.

EVIL

Quiet Benson! ... Show me more, Robert ... show me more ... show me subscriber trunk dialling. I must know everything.

The DWARVES move forward, again the DOG barks. KEVIN stops, almost beside a skeleton. Suddenly he has an idea. Stealthily he reaches for a skeleton's leg ... picks it up and flings it into a corner of the room. BENSON the DOG runs after it.

OG and VERMIN race forward to the table. OG leaps on VERMIN's shoulders, grabs the map (which is rolled up, like a scroll). He tosses it to RANDALL, who catches it and throws it to KEVIN.

KEVIN

(bisses)

Quick!

126 Continued

126

He holds the door as they turn and race out. The scuffling makes EVIL whip round from his screen ... he registers the map has gone ... and screams:

EVIL

Stop!

126 Continued

126

But they are all out of the door and safely away, except for OG who slips as he makes for the door. The EVIL GENIUS, eyes blazing, fires his fingertip rockets by hending back his mandarine fingernails in rapid succession. OG hursts into a blazs of tiny explosione.

127 INT. ENTRANCE TO EVIL GENIUS' GROTTO DAY

127

The flash of light from inside illuminates VERMIN as he huris himself out of the door and joins the others. A second later OG emerges. He ie, however, only OG from the waist downwards. Above that he has been changed into a pig.

Quick reactions of OTHERS looking horrified ... but there's no time to be lost. From inside we hear a shrisk of malevolent anger ...

128 INT. BRIDGE TO EVIL GENIUS' GROTTO DAY

128

EVIL

After them! Stop them by every
meane in my power! -

From the mouth of the gargoyle entrance a gigantic fireball vomite forth ... just as the gang clear the hridge.

129 INT. CITADEL CORRIDORS DAY

129

The GANG rush back the way they came. Behind them the sound of distant footeteps thunders through the halls. The GANG races on. Wind begins to howl around them. Strange swirling lighting begins to illuminate the place. Suddenly, in front of them, the stone flooring begins to hurst apart. From under the floor rises a horrific GHOUL. Another section of the floor bursts open. Another GHOUL appears. Terrifying. The GANG detours. With these howling apparitions blocking their way to the dungeon KEVIN denides they must separate.

KEVIN

Randall! You go and get help ... go
down the hole ... go wherever you can
and hring hack whatever you can!

RANDALL

Aren't you coming?

KEVIN

No I'll stay and draw them away ...
(he holds up the map)
... This ie what he wants. It may
delay him.

RANDALL

On your own?

129 Continued

129

KEVIN

No I'll take one other ...

OG

(rather pathetically
grunts and looks im-
ploringly at Kevin)

KEVIN

Yes, Og and me will etay ... try
and get help ... quick!

130 INT. CITADEL CORRIDORS DAY

130

KEVIN and OG dodge through the corridors. Fireballs whirl
past them. Baying sinister SHAPES crash after them. The
evil forces get closer and closer.131/
132 DELETED131/
132

133 INT. GREAT HALL DAY

133

KEVIN and OG charge through a doorway and discover themselves
in a coloseal hall. The floor and one sloping stone wall
are coloured in a gigantic chequerboard pattern. Great stone
blocke are piled up in odd formations. A large section of the
ceiling has collapsed and light streams in from this jagged
opening high above. In the centre of this pool of light
stands EVIL. Behind the BOY and the DEMI-PIG are EVIL'S
FORCES. They are trapped. EVIL gazes smugly at KEVIN.

EVIL

You are a very troublesome little
fellow - so troublesome that I should
teach you one of my special lessons ...

Some grunte of knowing laughter from his HENCHMEN.

... how could
anyone waste their time creating
something so ... inferior ... let's
do a bit of 'creating' ourselves,
shall we Robert ?

(he looks at KEVIN)

What do you think ? Half donkey,
half warthog, half caterpillar,
half chicken ... ? Or perhaps
just a hack tooth in the mouth
of a starving sewer rat ...More knowing laughter. EVIL suddenly stops grinning. He
looks hard and terrifying and straight into KEVIN's eyes.

133 Continued

133

KEVIN grabs a torch from a nearby column and holds the map beside it. The EVIL GENIUS snarls .. KEVIN has the initiative again.

KEVIN

Call off those ... creatures ... or
I destroy this map for ever ..

EVIL

Don't be so ..

KEVIN

Call them off!

EVIL

Very well! I have no need of them.

The GHOUL and the HENCHMEN disappear in a hall of fire. EVIL's face hardens into truly disturbing nastiness.

EVIL

Do you realize who you are dealing
with hoy ?

He starts to advance slowly and remorselessly on KEVIN.

I have the power to destroy anyone
I want, in any way I want as fast
as I want. I need no help from
anybody, for I am Evil. Give me
this map and I will spare ... some ..
of your life ...

KEVIN

N ... no! No!

EVIL puts his hand out. A shaft of light flashes and curls on to OG .. OG turns into a total pig. KEVIN looks horror-struck. EVIL is advancing.

EVIL

Give me the map!

KEVIN

No!

EVIL is close, quick as a flash his arm goes up. KEVIN screams and clutches his face; when he looks he sees EVIL leering in triumph, map held aloft, and about to do something very nasty to KEVIN. He advances, KEVIN hurls himself to the floor. EVIL turns and is about to crush him when suddenly there is an almighty crash. KEVIN thinks he's dead and instinctively shuts his eyes tight. But when he opens them he sees the EVIL GENIUS has frozen with arm upraised and is staring behind KEVIN. Nothing

less than a huge Sherman tank crashee its way through the wall with RANDALL at the controls.

KEVIN is amazed. From another doorway a cry of "Kevin!" and a group of mounted fully-armoured KNIGHTS led by STRUTTER gallop up to KEVIN's side. A strange whining noise announces the arrival of a strange futuristic laser gun device. Descending on anti-gravity pads from above their heads, WALLY is manoeuvring it into position. From somewhere else in the dark recesses of the hall comes gunfire and a POSSE of American COWBOYS gallops up, whooping and hollering as they do. VERMIN rides with one of them. KEVIN whirls round unable to take it all in. Finally to the clatter of a horse-drawn chariot, FIDGIT arrives. He stands in the chariot next to the GREEK KING. Behind them at a dog-trot are a company of GREEK ARCHERS.

KEVIN cannot believe it. He rushes to AGAMEMNON's chariot and embraces him.

AGAMEMNON

(grimly)

Now I will teach you to fight ...

EVIL looks around the assembled FORCES with an amused and disdainful smile.

EVIL

So this is the best that the Supreme Being can do ?

CHIEF COWBOY

Is that the hohunk who's causing all the trouble ? Well we won't have no problem there ... come on guys ... we'll finish this dude before breakfast ...

COWBOYS

Yeesir!

Before KEVIN can stop them they charge off towards EVIL. Lassoos whirling they hear down on him with mighty whoope and hollers. Great fun this. A lariat snakes out and lassoos the EVIL GENIUS with ease. Another encircles him. And then another. The EVIL GENIUS does nothing. The COWBOYS tighten the slack on the ropee. They surround him. He can't move.

COWBOY LEADER

(shouts back to Kevin)

See, no problem, sonny. You can call your men off! We'll bring him in - aaaaarghh!

At that very moment he is whipped off his horse. So are the other COWBOYS. The EVIL GENIUS has begun to spin. Faster and

faster he spins. The COWBOYS hold on for dear life at the end of their ropes. Higher and higher they spin. Faster and faster whirls the EVIL GENIUS. The GANG looks on in horror. From the centre of the red whirling SHAPE that is the EVIL GENIUS comes an arm with a vicious-looking knife. It hesitates for a moment, and then, slices. The ropes part and the COWBOYS sail through the air ... right through the window opening high in the wall. One of them arcs right over the heads of KEVIN'S FORCES and is gone. The COWBOYS are all dead. The EVIL GENIUS has stopped spinning and laughs. The GANG is stunned into silence. KEVIN is angry.

He summons the KNIGHTS and deploys them in a great semi-circle around the EVIL GENIUS. At the BOY's signal they charge. Their mighty hooves shake the ground with their pounding hooves. Deadly lances point directly at the EVIL GENIUS as the KNIGHTS cannon towards him. Calmly he removes from the folds of his robe a gas mask. Securing it in place he throws his arms upwards. From the sleeve of his costume great jets of thick black smoke shoot skywards. The KNIGHTS are practically upon him when a curtain of black smoke descends around them. Obscured from view, the KNIGHTS can be heard to be wreaking the most awful vengeance on the unfortunate EVIL GENIUS. The BOY and the DWARVES wait expectantly. Suddenly all is quiet. And then, from the depths of the black smoke appears a horse - galloping riderless away. A second horse appears. Also riderless. Then another. And another. The BOY and the DWARVES stand aghast as the smoke lifts revealing a tangled mass of KNIGHTS - all impaled on each other's lances. They form a terrible free-standing sculpture. The EVIL GENIUS stands next to his work smiling smugly.

Angrily, the GREEK KING orders his ARCHERS forward. They rush into position and, drawing back their bows, let fly a deadly shower of arrows. As the arrows course across the sky the EVIL GENIUS swirls his red robe around him with a defiant sweep. Pulling back, we can see he has turned himself into a giant red pincushion - complete with giant thimble, needle and thread. The arrows thump into the soft pincushion. Drawing in a huge breath, the EVIL GENIUS expands the pincushion. And then, with a great grunt, he expels the arrows from the pincushion - sending them flying back to where they came from. Everyone runs for cover but to no avail. The ARCHERS are wiped out to the last man. KEVIN orders the tank and the laser gun to open up on the EVIL GENIUS but the EVIL GENIUS is able to control the machines. The DWARVES can't stop them from being turned on KEVIN and the others. The machines have gone berserk. The GANG is caught in the crossfire. The tank rumbles towards them. KEVIN slips and is about to be crushed under the tracks when the GREEK KING rushes out and snatches him away in the nick of time. But in so doing the GREEK KING is cut down by the laser gun. He is hurled along the ground with a cry.

The EVIL GENIUS laughs wildly at this. But the GREEK KING has landed just below the EVIL GENIUS and unnoticed by the EVIL GENIUS he reaches for his knifs, and is about to fling it on the unprotected back of the EVIL GENIUS, when KEVIN sees the danger and screams:

KEVIN

No!

The EVIL GENIUS whips round to see AGAMEMNON pull himself up, and make to throw the knife as the roof above him crumbles, burying him beneath the rubble.

KEVIN looks back at the smoking pile of rubble. His eyes fill with tears that pour uncontrollably down his cheeks. Through it all his anger returns. Defiantly he confronts the snarling figure of EVIL triumphant. The GANG cowers in absolute terror. There is nowhere else to run. It is the end. The figure of EVIL seems to swell, the leer becomes terrifyingly ugly. The eyes burn down. He begins to glow as he summons all his terrifying power. The DWARVES look helplessly for cover but all is destroyed. The GANG screams.

Then suddenly, from somewhere behind them a gigantic bolt of lightning splits the air and strikes the EVIL GENIUS dead centre. He turns to carbon. A perfect charcoal replica of his former self - petrified for ever. KEVIN and the DWARVES spin around to see who or what it was that saved them. Lo and behold, it is none other than the SUPREME BEING. The DWARVES are at once elated and at the same time terrified. The SUPREME BEING has finally caught up with them.

RANDALL

(prostrating himself
on the floor and urging
the others to do the same)

Get down! Get down!

Then the SUPREME BEING suddenly, before their very averted eyes, metamorphoses from his glowing radiant impressive long white-flowing bearded self to a rather ordinary bureaucrat in a not very well-fitting suit.

He shakes himself. He seems to be tired and irritable. He's not unlike Alec Guinness playing George Smiley, but quite unlike Dirk Bogarde in "The Spanish Gardener".

SUPREME BEING

(with distaste)

Oh ... I hate having to appear like that. It really is the most tiresomely noisy manifestation. Still - rather expected of one, I'm afraid.

RANDALL

(heckoning to the others to prostrate themselves)

Get down ... get down ...

But RANDALL is on his knees.

RANDALL

Oh Great One, Supreme Being ... Creator of the Universe, without Whom we would be mere scarab beetles on the dung heap of -

SUPREME BEING

(looking around at the chaos)

What a dreadful mess - is the pig with you ?

The GANG nods.

Right, better sort him out first.

He looks briefly in OG's direction. OG changes before their very eyes from pig to OG.

OG

(sadly)

Oh, I was enjoying that.

SUPREME BEING

(fussily)

If there's one thing I can't stand it's mess ... Come on, pick all this stuff up ..

RANDALL

Oh yes eir ... of course sir ...
(he scrambles to his feet
and starts to clear up)
(to others)

Quick ... oh sir .. oh Great One ...
we can explain everything honestly
we didn't mean to steal the map ..
we didn't mean to run away .. we ..
(he recovers map from debris)

SUPREME BEING

What do you mean, you didn't mean to steal the map ?

RANDALL

(haplessly, dusting map off)
Well it just sort of ...

SUPREME BEING

(grabbing map from Randall)
Of course you didn't mean to steal the
map ... I gave it to you ... you silly
man ... and this ...

(indicating a particular bit
of filth on the floor -

RANDALL rushes to pick it up -
the others are all cleaning)
D'you really think I didn't know ?

RANDALL's mouth falls open.

RANDALL

Mmm ?

SUPREME BEING

I had to have some way of testing my
handiwork .. I think he turned out rather
well, don't you ?

RANDALL

What eir ?

SUPREME BEING

Evil! .. Turned out rather well -
mmm ?

RANDALL

Oh ... er yes.

SUPREME BEING

I was a little worried to start with ...
I thought he'd just given up ...
resigned himself to being imprisoned here.
But in the end I was jolly pleased with
him .. he really gave you a very had time,
didn't he ? .. whose are these ?
(he holds out KEVIN's original
clothes)

KEVIN

Mine, eir.

SUPREME BEING

You really are an untidy hoy ...
(he hands them over, then holds
out pad and pen)
Sign here.

KEVIN signs. SUPREME BEING checks signature and puts book away.

WALLY

You mean you knew what was happening to us ?

SUPREME BEING

Well of course ... I am the Supreme Being ... I'm not entirely dim.

RANDALL

No sir, no sir ... of course ... it's just that we ...

SUPREME BEING

I let you make the map ... then I let you acquire it ... I chased you as elowly as I convincingly could .. quite honestly there were times when I nearly gave up the whole test .. Evil was doing very little ... you were being rather wet ... Now I want his remains placed in here ... right away ..

Be indicates a very solid steel drum. The DWARVES set to picking up the charcoal figure of EVIL.

ALL

Oh yes sir ... right away sir ...

KEVIN

You mean, you let all those people die just to test your creation ?

SUPREME BEING

Yes ... you're rather a clever little chap .. I was rather pleased with the way I made you ...

KEVIN

But why did they have to die ?

SUPREME BEING

You might as well say why do we have to have Evil ..

RANDALL

Oh we wouldn't dream of questioning ...

KEVIN

Yee, why do we have to have Evil ?

SUPREME BEING

Ah ... I think it's something to do with free will ... Oh do be careful!!

The DWARVES in their haste have dropped the figure of EVIL.
It breaks into several pieces.

SUPREME BEING

Don't lose that stuff .. that's concentrated
Evil ... one drop of that could turn you
all into hermit crabs ..

RANDALL

Sorry eir! Sorry .. so ... we ...
we can have our jobs hack then ...

SUPREME BEING

Well I think I'll haveto ... you certainly
were appallingly had robbers ... In fact
I may have to give you a promotion ...
seeing as you've helped me out.
(he looks at them)

Undergrowth department ?

They all nod. "Oh yes".

RANDALL

Thank you ... thank you ...

SUPREME BEING

(indicating drum of EVIL hits)

Is it all there ?

(DWARVES nod)

Right .. come on then ... back to Creation.
I mustn't waste any more time ...
Everyone'll think I've loest control
again ... put it all down to evolution ..

FIDGIT

Sir ...

SUPREME BEING

(testily)

Yes ...

FIDGIT

What about my friend sir ..
can he come with us ..

SUPREME BEING

No, I'm afraid not ... He must carry
on the fight ... come on, hurry ...

FIDGIT

But sir ... he deserves something ..
without him ...

SUPREME BEING

Oh yes .. but he's got to carry on
the fight ..

He transmogrifies.

KEVIN

Hey ... please ... don't leave me. ..
please ...

Rushing wind noise.

DWARVES

Bye Kevin ... bye Kevin ...

KEVIN

Don't leave me ... don't leave me.

Smoke from the vanishing SUPREME BEING begins to swirl around
him.

KEVIN wakes up in his bed - smoke is all around him.

KEVIN

(half-asleep)

Don't leave me ... please ...

Smoke is billowing into the room ... and the door is being
hashed down. FIREMEN rush in.

FIREMAN

Come on ... come on.

KEVIN

What happened ? What happened ?

134 Continued

134

As the FIREMEN drag him out of the room, they crush KEVIN's chequer board lying half folded on the floor. On the chequer board rests a toy tank, laser gun and a variety of toy cowboys, knights, and archers. It looks to be a close copy of the Great Hall.

135 EXT. KEVIN'S HOUSE DAWN

135

KEVIN is dragged out of the smoking, sparking interior of his house. His MOTHER is frantically trying to go back in to save some prize appliance - FIREMEN restrain her. KEVIN's FATHER is trying to explain to another FIREMAN how the blaze began - something to do with the auto-toaster wire getting connected to the sezi-heat speed cooking over - they are all hustled out of shot. NEIGHBOURS rush from their houses.

136 EXT. HOUSING ESTATE PARK DAWN

136

The INHABITANTS of the flaming, exploding housing estate cluster in the early morning light - their hair in curlers, dressing gowns clutched about them, the odd rescued gadget in their arms. The housing estate is engulfed in a holocaust of smoke's flames as these good folks hicksr amongst themselves as to who is to blame for the disaster.

KEVIN separatee himself from the petty acquisitive consumer-oriented crowd. A faint smile actually appears on his face. Then he notices he still has his satchsl around his neck. He dips into it and pulls out his Polaroid - as he does a couple of pictures fall out onto the ground. He takes a picture of the demise of the housing estate and turns and walks off towards the rising sun. A slight hreeze flips the fallen photos over as they lie on the ground. We close in on one of them. It is the picture of the GANG in Sherwood Forest. Over this we hear the sound of the DWARVES' marching song.

137. EXT. HILL DAWN

137

Over the brow of the hill marchee KEVIN to the beat of the DWARVES' marching song. In the distance behind him can be seen the smoke from the consumed estate. As he risee over the ridge we see he is not alone. There strung out behind him is the GANG heartily singing their song. We pan with them as they march across the hill until we face the morning sun. As it blazes into the lens KEVIN and the GANG march etraight into it as the song crescendoes toward a magnificent finale. CREDITS ROLL.

137 Continued

137

Credits begin to roll. Over this the sounds of the DWARVES MARCHING SONG begins to crescendo towards a magnificent finale:

Hey-ho, nonny-nonny noh
Yum Tum Tiddle-eye tot
Fo fum Tra la la-la lee
We are a nasty lot

Tiddle-eye toh tum
Rum tikki tikki toh
We'll all be stinking rich
With a castle or two
And a mountain view
And a private cricket pitch

Hey-ho, nicky-nocky nam
Yum tum tikka eye-lay
Wham! Bam! Grab it if you can
Who says crime doesn't pay ...

With our horrihle locks,
And our mean little eyes
And our hearts as hard as rock
Oh! We strike terror everywhere
We go.

THE END