

FINAL MAGIC SCREENPLAY

by

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FADE IN:

EXT. FOREST NIGHT

*MUSIC: "Intro"*

A stormy dark night. Flight over a Forest with shaked trees. Thunderbolts flash far away at the horizon. Gray clouds moving fast over the sky. Far away a high castle with towers. All windows are dark except one. Approach to this window and see a YOUNG MAN looking into the stormy night.

INT. ROOM IN THE CASTLE NIGHT

*MUSIC: background noise of the storm outside*

A MAN comes in.

MAN  
My Prince, your father awaits  
you.

The PRINCE turns around.

PRINCE  
Okay, Evoca.

EVOCA leaves the room.

INT. LEVEL: CASTLE NIGHT

*MUSIC: "In the castle"*

INT. HALL OF THE KING NIGHT

*MUSIC: silence*

The King ATURDO stands in front of a oversized map on the wall. He recognizes someone, but doesn't turn around.

ATURDO  
Who is there?

PRINCE  
Your son, Azanjo.

ATURDO  
Hmm....

Aturdo turns around.

*MUSIC: "A warlike king"*

ATURDO  
Come my boy, i will show you  
something.

Aturdo moves to another oversized map on the wall. Azanjo

follows him. The King points to a section of the map.

ATURDO

Can you see this? This is our fortress and the whisperwood around it. And that is the frontier 15 years ago and this line is the frontier today.

AZANJO

I know dad. You extends our realm.

ATURDO

Yes and improved. If I had done nothing our realm would be nothing and we wouldn't live in wealth.

AZANJO

Are you finished!?

ATURDO

Azanjo, i know that you don't want to go in my footsteps, but you must understand! You must become the next king and continue like me....

AZANJO

Like you? No! I won't fight senseless wars and won't forget the people you should love.

ATURDO

Some day I will die and then you have to fill the throne.

AZANJO

Never!

Azanjo turns around and leaves the hall.

INT. OUTSIDE OF THE HALL NIGHT

*MUSIC: "In the castle"*

Evoca comes to Azanjo.

EVOCA

What did he say?

AZANJO

I have to continue his possession if he dies. I don't understand him. He has changed. He is so aggressive. Did you recognize that?

EVOCA

Well, your father is a busy and ambitious king. What will you do now?

AZANJO

No, I will never continue his merciless wars. If time has come peace should rule the world.

EVOCA

Mh... My Prince, you should think about your fate.

AZANJO

I am too tired to think, good night.

EVOCA

Good night, my Prince.

INT. LEVEL: CASTLE NIGHT

Azanjo moves to his sleeping room. A shadow appears on the wall and a noise sounds.

AZANJO

What was that?

Azanjo goes into the kitchen.

INT. KITCHEN NIGHT

Azanjo sees a GIRL undresses her clothes.

AZANJO

I never met you! You are no maid!

The Girl terrifies and draws a dagger.

AZANJO

A invader! Great. Let's play a bit...

INT. TUTORIAL-BATTLE IN THE KITCHEN NIGHT

*MUSIC: "battle"*

INT. KITCHEN NIGHT

The girl is exhausted while Azanjo stands still.

*MUSIC: footsteps of solidiers*

AZANJO

Ah the guards.

A secret door opens and a MAN comes in.

AZANJO  
Invaders in pairs? Say, what do  
you want here?

*MUSIC: "your mother is alive"*

MAN  
Prince Azanjo? You are Azanjo?

GIRL  
What? This is the Prince?

MAN  
Hurry up! You must come with  
us. Your mother...

AZANJO  
My Mother? She is dead for  
years. Don't lie to me!

MAN  
No, she is alive!

Evoca enters the room.

EVOCA  
I heard sounds of a battle.  
Invaders? Good that you stopped  
them.

AZANJO  
(to the man)  
What do you know about my  
mother?

MAN  
Queen Juic is our leader. She  
gave me the order to get you.

EVOCA  
Silence! Don't hear to this  
blather!

The Man puts out a amulet.

MAN  
Do you see this? This is the  
amulet of your mother!

AZANJO  
.... Okay, follow me.

The man and the girl escape thru the secret door. Azanjo  
follows him, but he turns around to Evoca.

AZANJO  
I'm sorry.

The secret door closes.

INT. LEVEL: SECRET PATH AND CASTLE      NIGHT

*MUSIC: "run away"*

AZANJO  
I have a plan. We escape  
through the sewerage.

*SAVEPOINT*

Aznajo, the man and the girl fights against guards in the castle.

GUARDCOMMANDER  
I have the order to bring you  
back and kill this invaders, my  
Prince!

INT. BOSSBATTLE: ROOM TO THE SEWERAGE      NIGHT

*MUSIC: "battle with boss"*

INT. ROOM TO THE SEWERAGE      NIGHT

More Guards are coming. The Group escapes in the sewerage.  
A vortices takes them away.

EXT. RIVER      MORNING

*MUSIC: water splash*

The Girl and Azanjo are lying together. She wakes up and moves a bit away. Azanjo opens his eyes.

AZANJO  
Ah you are awake.

GIRL  
You are awake!

Azanjo gets up.

The girl looks around.

GIRL  
Where is Codo?

AZANJO  
You mean that guy? I think he fishes.

GIRL  
That's just like him.

Short pause.

AZANJO  
Codo... and whats your name?

GIRL  
My name is Asis.

AZANJO  
Okay Asis, you said you know my mother?

ASIS  
Yes, she is our leader.

AZANJO  
What does she lead?

ASIS  
The group against King Aturdo.

AZANJO  
Aha...

ASIS  
What do you mean with that?

AZANJO  
I can't believe that. My mother who I thought she is dead is a leader and she want to kill her husband.

ASIS  
... Ah, Codo comes back.

Codo comes with some fishes over the shoulder.

EXT. RIVER AT FIREPLACE MORNING

Fishes hang over the fireplace. Azanjo, Asis and Codo are sitting around.

AZANJO  
Where is your hideout you talked?

CODO  
The fireforest.

AZANJO  
The fireforest?

CODO  
You don't know this forest?

AZANJO  
I'm sorry, but the whole time I was captured in the castle. My father didn't let me out.

ASIS

I explain it for you. The fireforest is a forest that burns down at full moon period. Everything starts burning until the whole forest is ash. The animals knows that and disappear when its time. And after the fire the forest regenerates in one day. Thats the eternal cycle.

AZANJO

The hideout is in a forest that burns down?

CODO

Because of that it's the perfect hideout. It was the only way. Everywhere are royal soldiers.

AZANJO

And how long does it take until the next burning?

ASIS

Not long. I hope our scouts find out where the mystical power is which burns the forest down.

EXT. LEVEL: WHISPERWOOD MORNING

*MUSIC: "whisperwood"*

*SAVEPOINT*

EXT. WHISPERWOOD NIGHT

*SAVEPOINT*

AZANJO

I need something to eat. Do you know a town in the near?

CODO

It would take a while before we reach the next town and it's dangerous. Soldiers are searching for you.

AZANJO

I take the risk befor I die of hunger.

ASIS

What's that?

Asis points to a glade. There is a light and tents.



AZANJO  
It's a Soldiercamp. Look, the  
royal emblem.

CODO  
You are right. We should go.

AZANJO  
Wait. The soldiers have surely  
something to eat.

EXT. LEVEL: SOLDIERCAMP NIGHT

CODO  
(to Azanjo)  
Sneak to the inventory-tent, but  
be careful and quiet.

*MUSIC: "soldiercamp"*

The Player must control Azanjo in the Soldiercamp. Some soldiers patroll between the tents. In the center of the camp is a fireplace where tree soldiers talking. Azanjo must hide between boxes, chests and casks. If a soldier recognize Azanjo the game is over and the player must start from the beginning.

While Azanjo sneaks around the fireplace TREE SOLDIERS talking.

SOLDIER 1  
Did you hear that about Prince  
Azanjo?

SOLDIER 2  
No, what?

SOLDIER 1  
He rans out of the castle like a  
mad.

SOLDIER 2  
Oh really?

SOLDIER 3  
I heard, he is gone with two  
invaders.

SOLDIER 1  
If you ask me this Azanjo is a  
bad king for future. He does  
what he wants.

INT. INVENTORY-TENT NIGHT

*SAVEPOINT*

Azanjo enter the inventory-tent and opens some casks. He finds some food and puts it in a bag. On a table he

recognize some letters.

AZANJO  
(whispered)  
From King Aturdo...

Azanjo takes the letter and read.

INT. LETTER NIGHT

LETTER  
(in text)  
Dear General,  
my son fled with two other  
invaders. The searching of him  
has the highest priority. The  
others are unimportant and can  
be killed. Moreover I thank you  
for finding the place of the  
rebels. I nominate you to the  
general of the invasion.

INT. INVENTORY-TENT NIGHT

AZANJO  
(whispered)  
Invasion? He means the  
fireforest, damn it!

*MUSIC: silence*

ASIS  
(screaming)  
Ahhh! Noooo!

*MUSIC: "danger"*

AZANJO  
That was Asis!

Azanjo leaves the tent in hurry.

EXT. FIREPLACE IN SOLDIERCAMP NIGHT

The tree soldiers hold Asis.

SOLDIER 1  
Haha! Look what we have here!

ASIS  
Let me go!

SOLDIER 2  
Who are you and what do you do  
here?

Asis fends but can't escape.

SOLDIER 3  
 You don't want to talk?  
 Anyway... then we have some fun  
 with you...

Azanjo enters the scene.

AZANJO  
 Hey!

SOLDIER 3  
 Ah you have a friend. Kill him!

Soldier 1 and Soldier 2 attacking Azanjo.

EXT. BOSSBATTLE: FIREPLACE IN SOLDIERCAMP NIGHT

*MUSIC: "battle with boss"*

EXT. FIREPLACE IN SOLDIERCAMP NIGHT

*MUSIC: "danger"*

Soldier 3 threatens Asis with a sword.

SOLDIER 3  
 Don't come closer or I will kill  
 her!

Codo appears and kills Soldier 3. Asis falls in Azanjos  
 arms.

AZANJO  
 (to Asis)  
 Everything okay?

ASIS  
 Yes...

CODO  
 Hurry up. Free Asis before more  
 soldiers come.

EXT. LEVEL: FIREFOREST PERIPHERY NIGHT