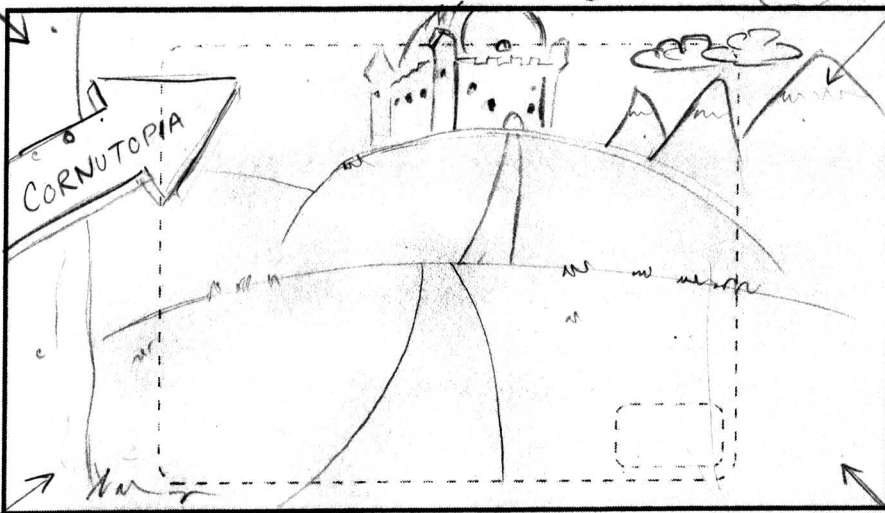






Sc. 1 Pnl. Bg. day night

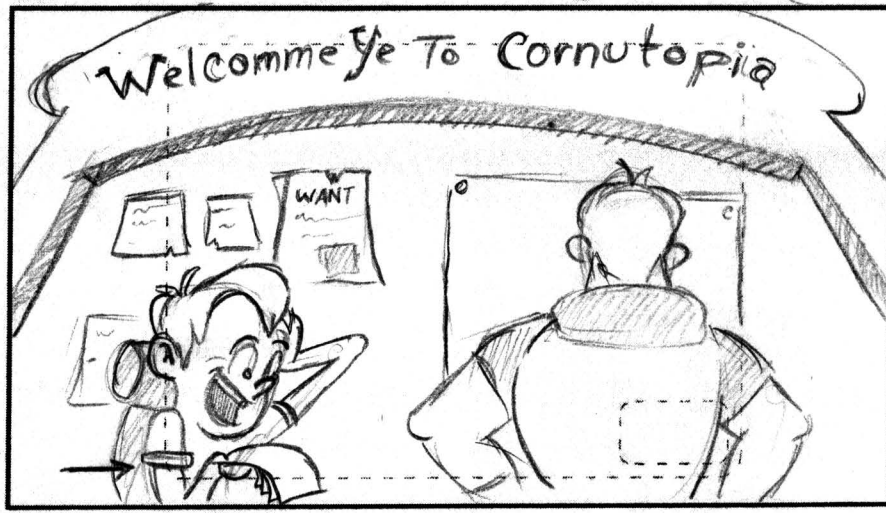


Dialog: Wow! Look at all these

Action: WS establishing. Slow push in.

Timing:

Sc. 2 Pnl. Bg. day night



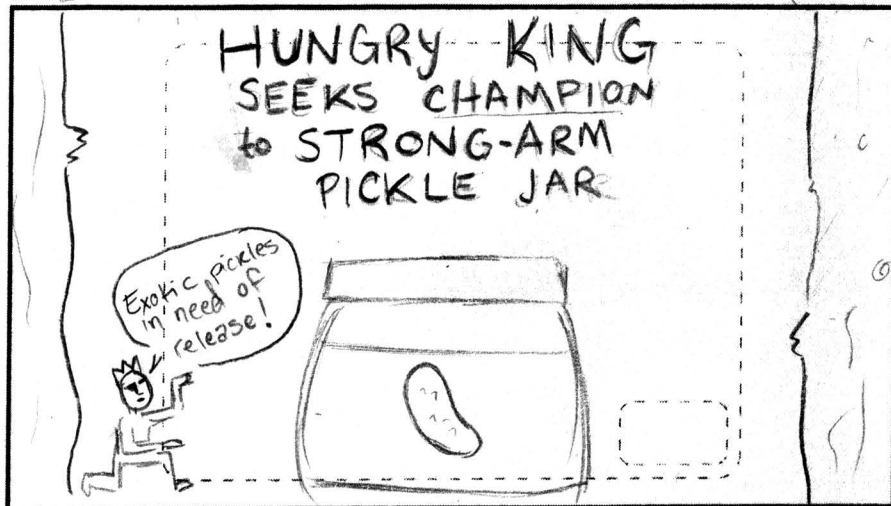
Dialog: There's openings at...
There's only one thing we need to be doing.

Action: Up shot of Cornutopia bounty board

Timing:



Sc. 3 Pnl. Bg. day night

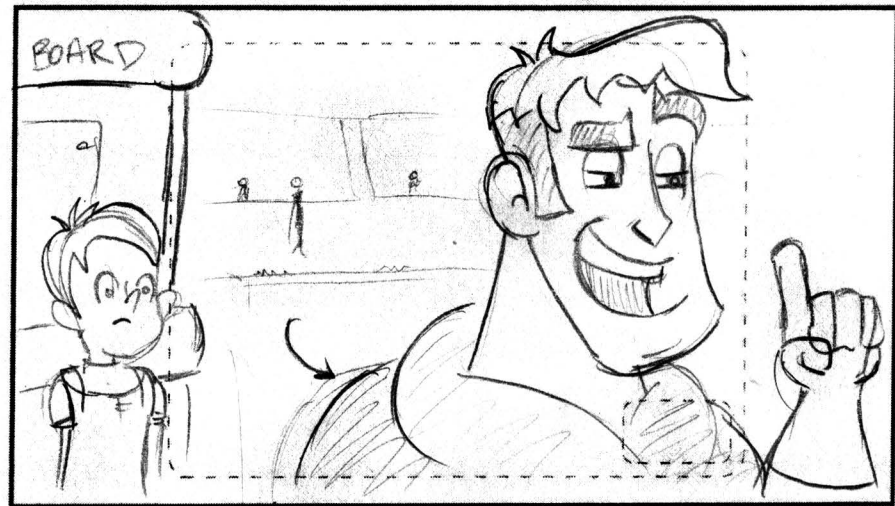


Dialog: "Champion." I like the sound of that. Yes. This is exactly the kind of quest we need.

Action: ECU of largest bounty.

Timing:

Sc. 4 Pnl. Bg. day night



Dialog: Ham take note - by this time tomorrow, I, Sir Dasher, will be named "Savior of Cornutopia," or "Conqueror of Jars"...

Action: CU of Dasher turning to walk to the castle.

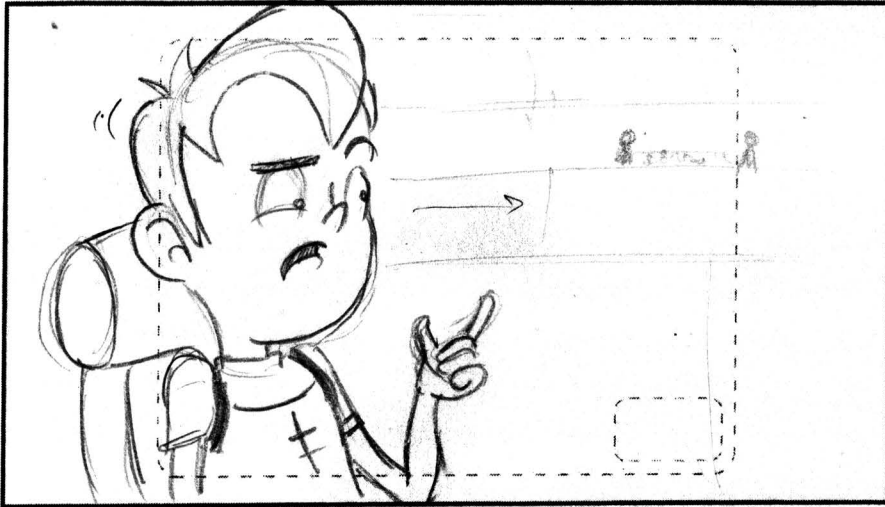
Timing:

Episode #

Production:



Sc. 5 Pnl. Bg. day night

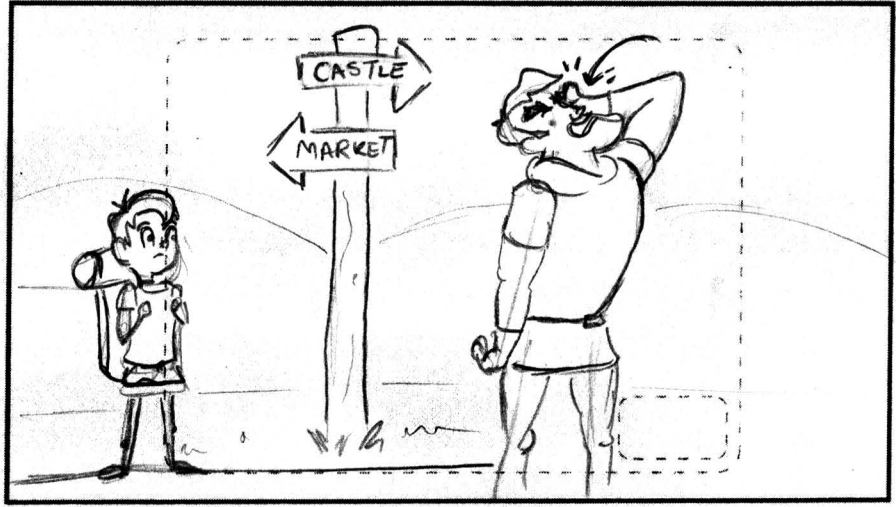


Dialog: That's what you said in the last 5 Kingdoms.

Action: CU of Ham

Timing:

Sc. 6 Pnl. Bg. day night



Dialog: Remember Lesson 47, Hamlet: Actions speak louder than words...

Action: Fs of them both

Timing:

Episode #

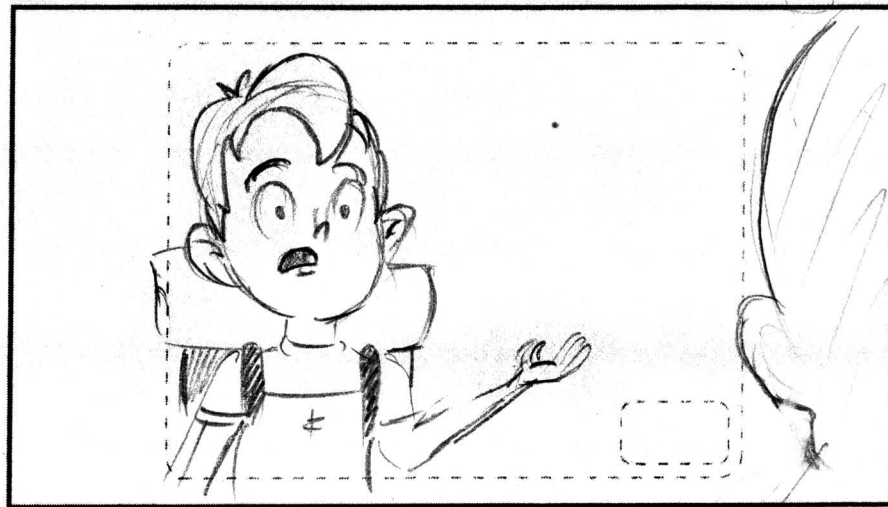
Production:



Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog: And since we think in words, you should always act before you think. It's basic logic! I guess this is why I'm the knight and you are the squire.

Action: CU

Timing:

Dialog: Arent you ever curious about anything else in the world other than knight stuff?

Action: CU OTS

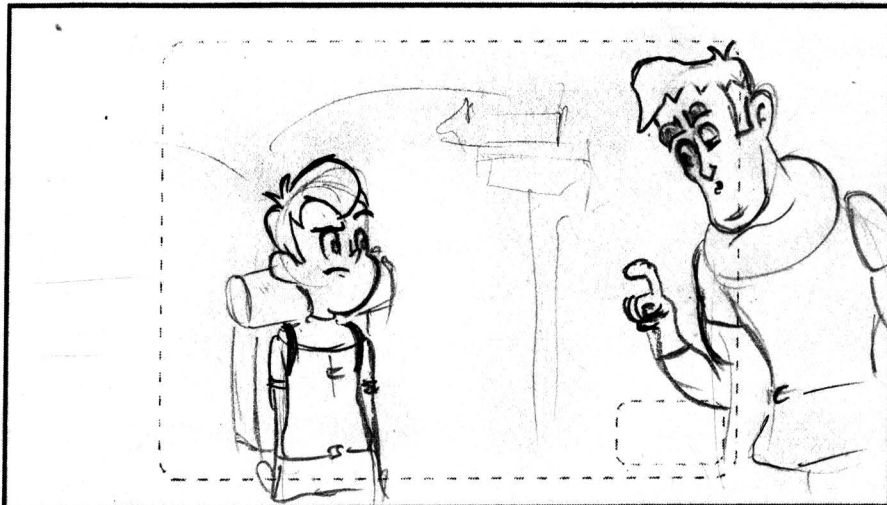
Timing:

Episode #

Production:



Sc. Pnl. Bg. day night

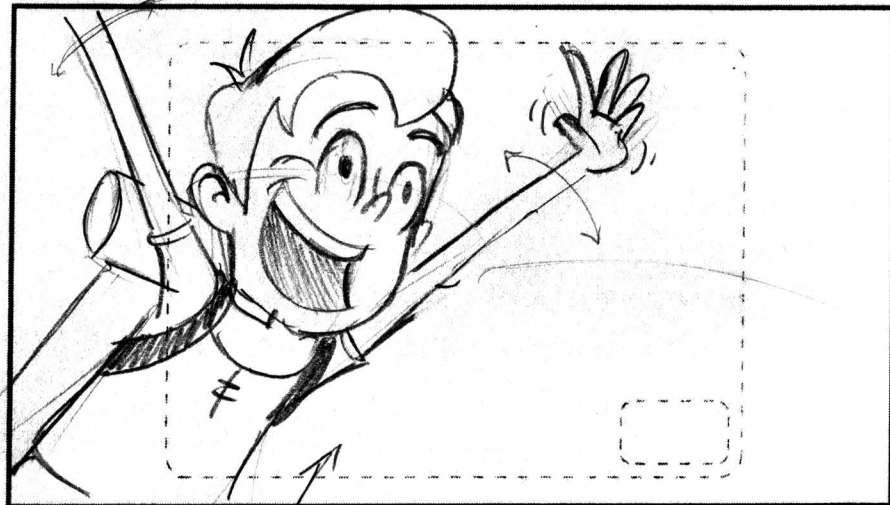


Dialog:
... ..not don't follow...

Action:

Timing:

Sc. Pnl. Bg. day night



Dialog:
I mean, look around! What if I'm not meant to become a knight? What if I'm supposed to be a baker, or a pirate, or..

Action:
Ham pops into frame enthusiastically

Timing:

Episode #

Production:



Sc. Pnl. Bg. day night

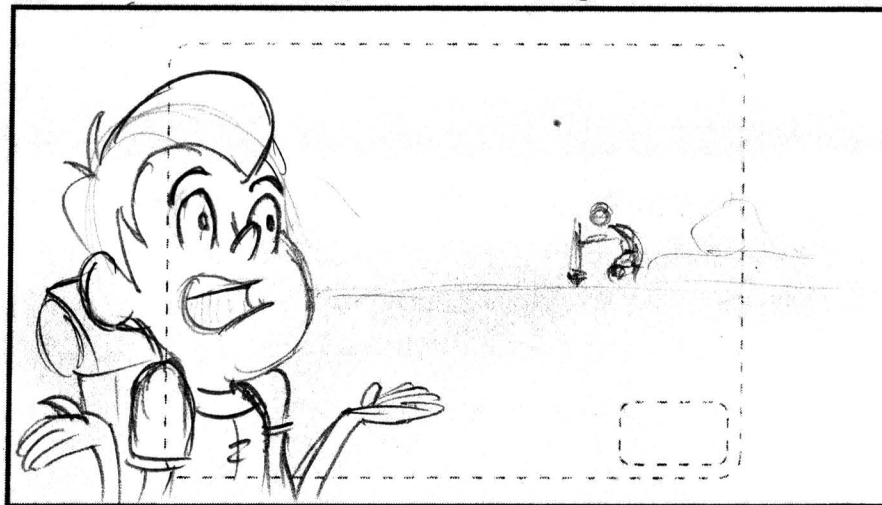


Dialog:
... A dung shoveler

Action: FS of decreped dung shoveler at work.

Timing:

Sc. Pnl. Bg. day night



Dialog:
I'll never know if I don't try!

Action:
MCU

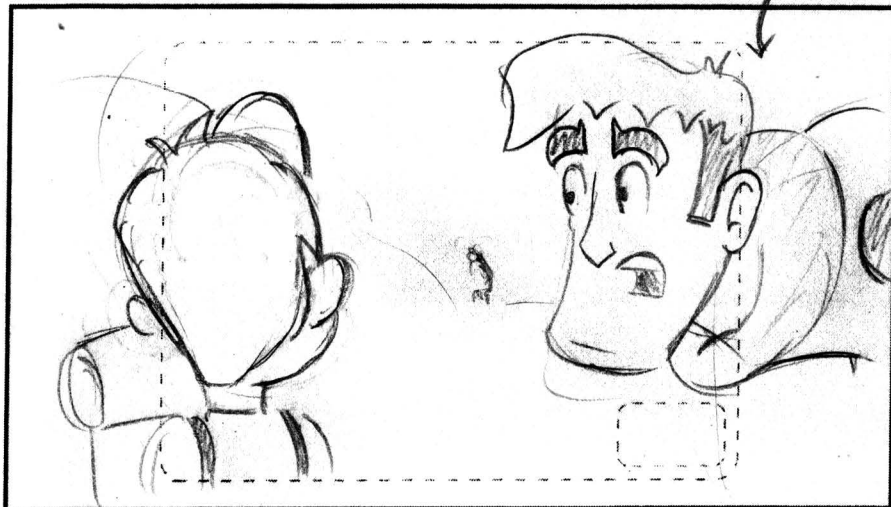
Timing:

Episode #

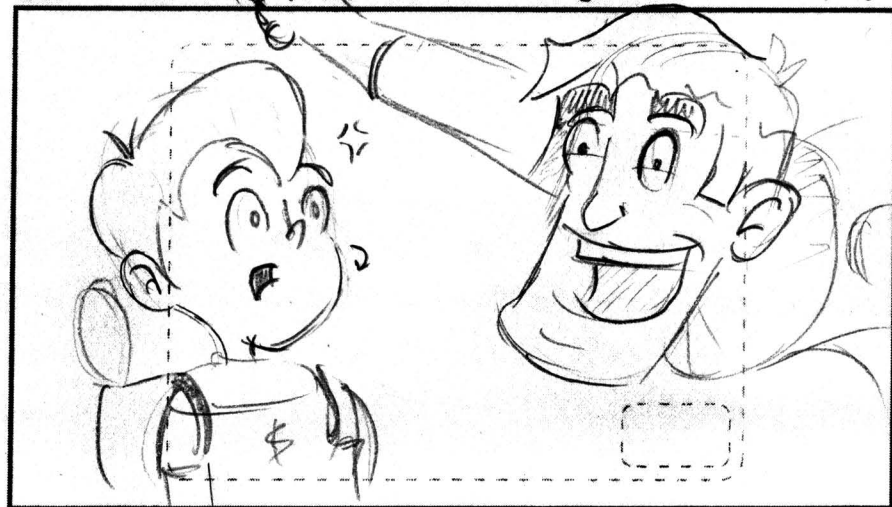
Production:



Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog: Ham, you're doing far too much thinking. This is going to be my big ^{break} and I need you to stay focused. We can't afford to get distracted.

Dialog: "What? What were you saying?"
"Good. Here we go!"

Action: Dasher leans into frame. Ham is still watching the dung shoveler.

Action:

Timing:

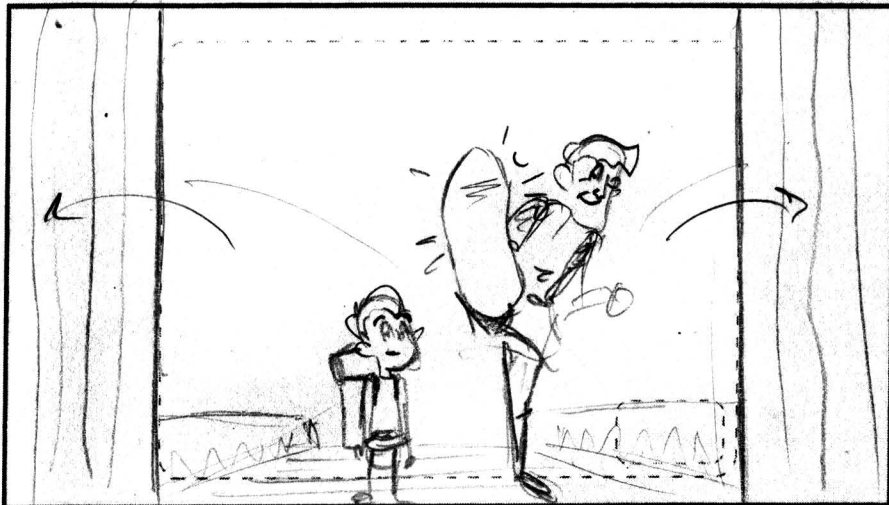
Timing:

Episode #

Production:



Sc. Pnl. Bg. day night

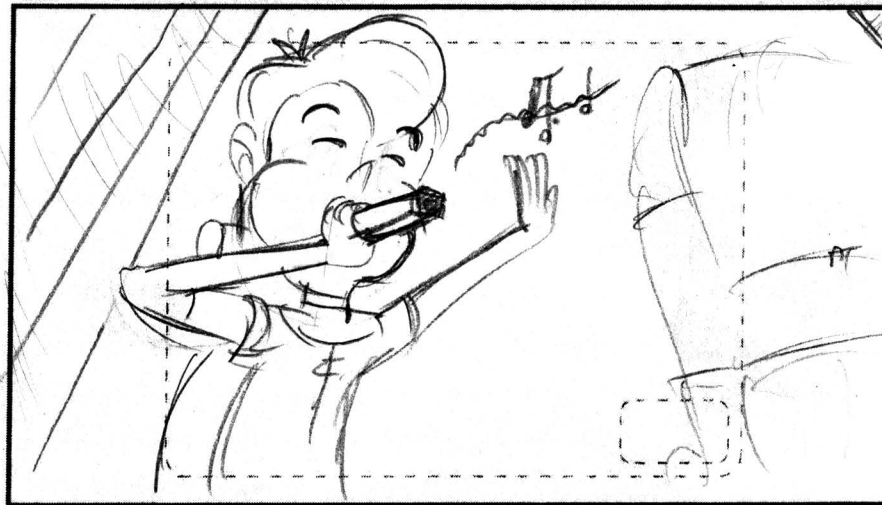


Dialog:

Action: Castle Interior. Dashedel kicks the door

Timing:

Sc. Pnl. Bg. day night



Dialog:

Action: Ham pulls out a kazoo and blows a note.

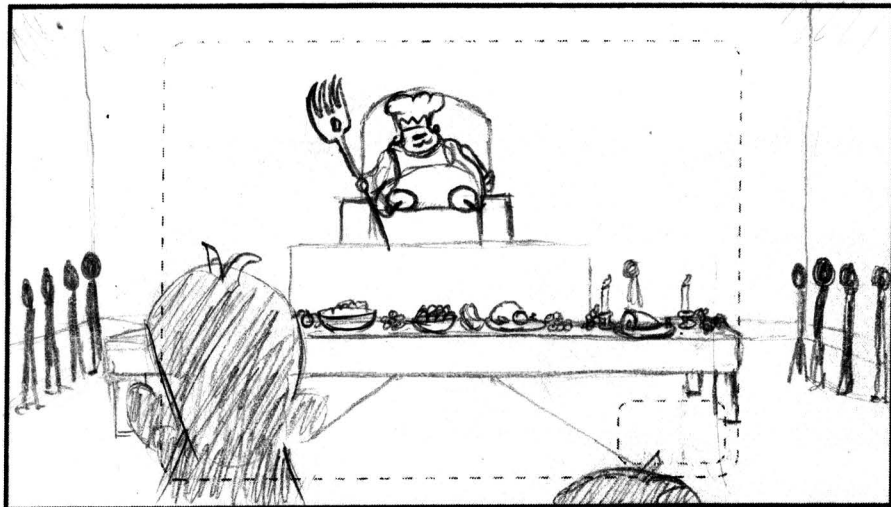
Timing:

Episode #

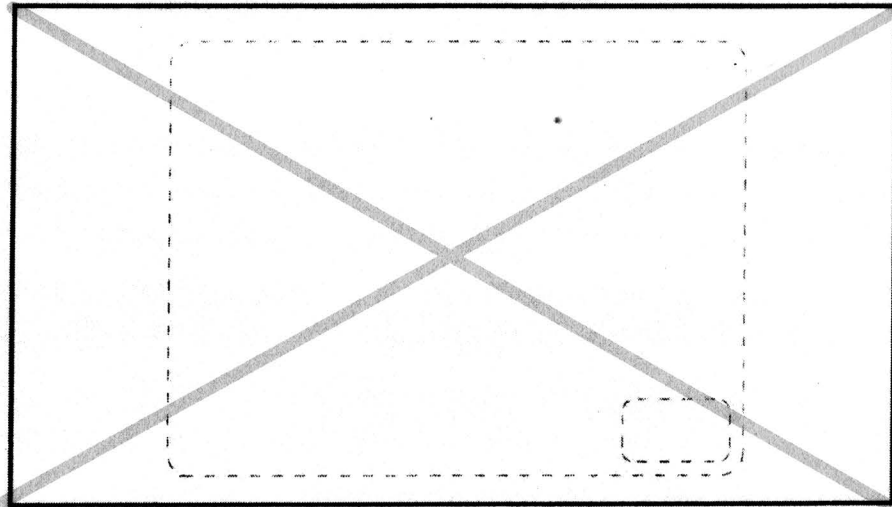
Production:



Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action: OTS of the throne Room. Everyone stares blankly at Dashel + Ham

Timing:

Dialog:

Action:

Timing:

Episode #

Production:



Sc. Pnl. Bg. day night

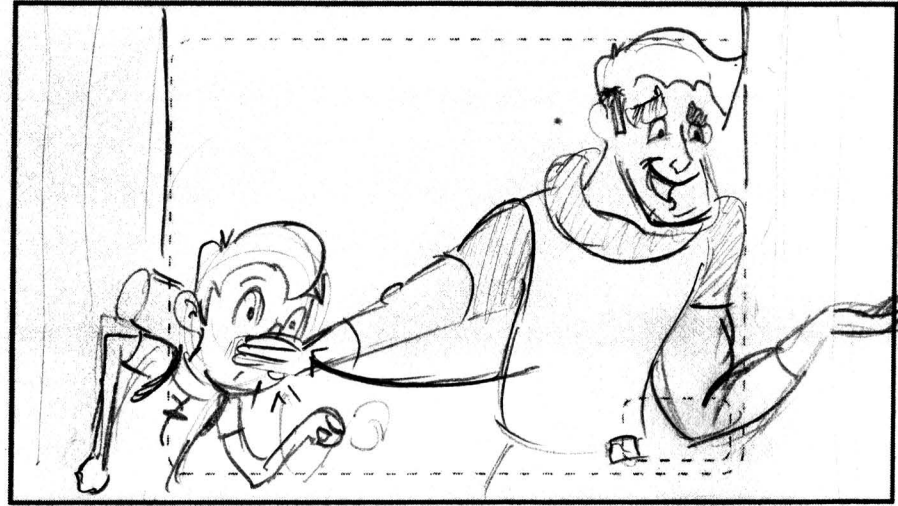


Dialog: He's brave, handsome, strong, and famous
Dashel is all around the greatest...
... Every kingdom, a new disaster. Everyone
thinks that he's a real baster-

Action: Ham sings Dashel's jingle
CU

Timing:

Sc. Pnl. Bg. day night



Dialog: As you can tell from my squire's... melodious
jingle, I am the champion who will finally
liberate your pickles.

Action: Dashel slaps his hand over Ham's mouth
before he finishes the song.

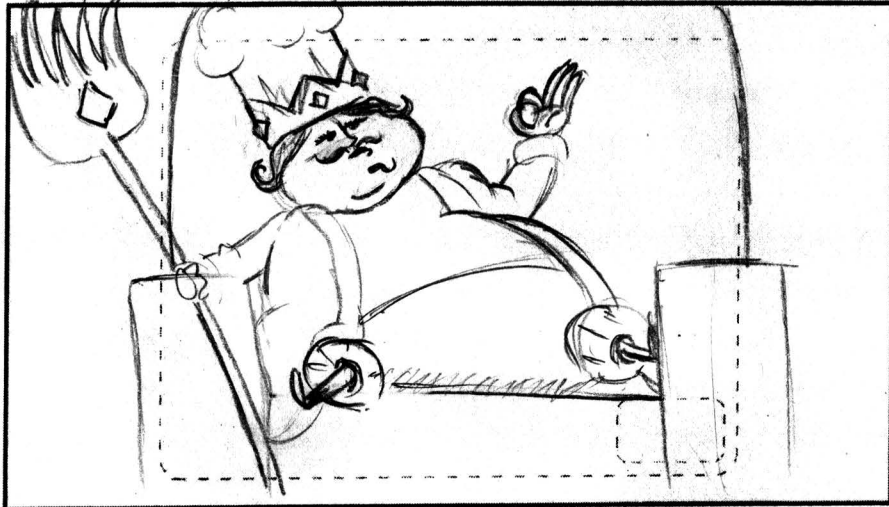
Timing:

Episode #

Production:



Sc. Pnl. Bg. day night

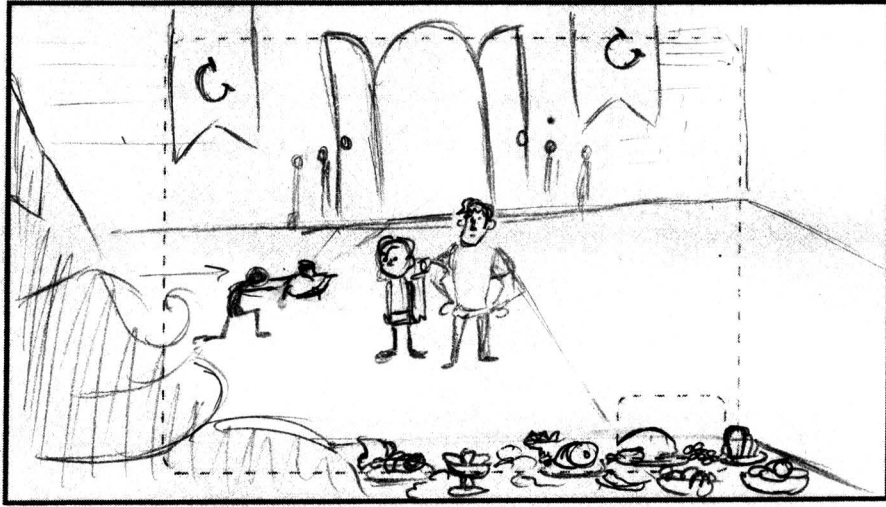


Dialog: I have tasted every kind of pickle in this land. But the pickles in this jar continue to elude me...

Action: FS of King wallowing on throne.

Timing:

Sc. Pnl. Bg. day night



Dialog: They hail from a kingdom long since lost to the ages. It is my life's purpose to try these pickles! Open them, and I shall make you my champion.

Action: OTS of servant bringing pickles on velvet pillow from SL

Timing:

Episode #

Production:



Sc. Pnl. Bg. day night

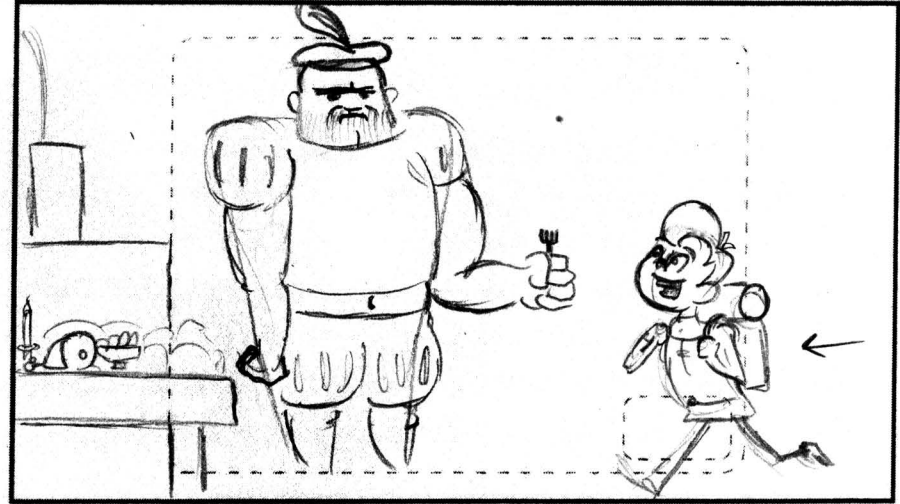


Dialog:
Consider it done, my liege.

Action:
MS Dashed grabs the jar and attempts to twist off the cap.

Timing:

Sc. Pnl. Bg. day night



Dialog:
"Hey, so what do you do around here?"
"I'm the Royal Taster. I put my life on the line every day to keep the King from getting poisoned."

Action:
FS of overly-burly taster. Horn walks in from SR.

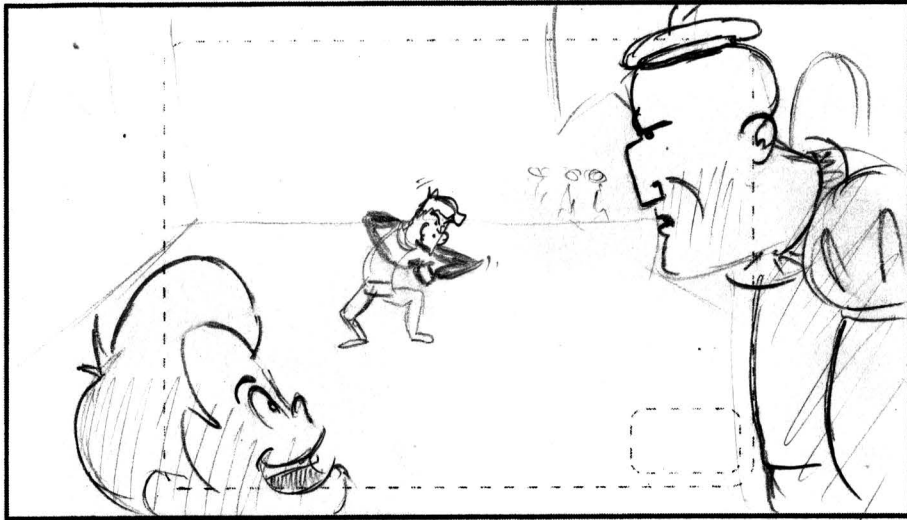
Timing:

Episode #

Production:



Sc. Pnl. Bg. day night

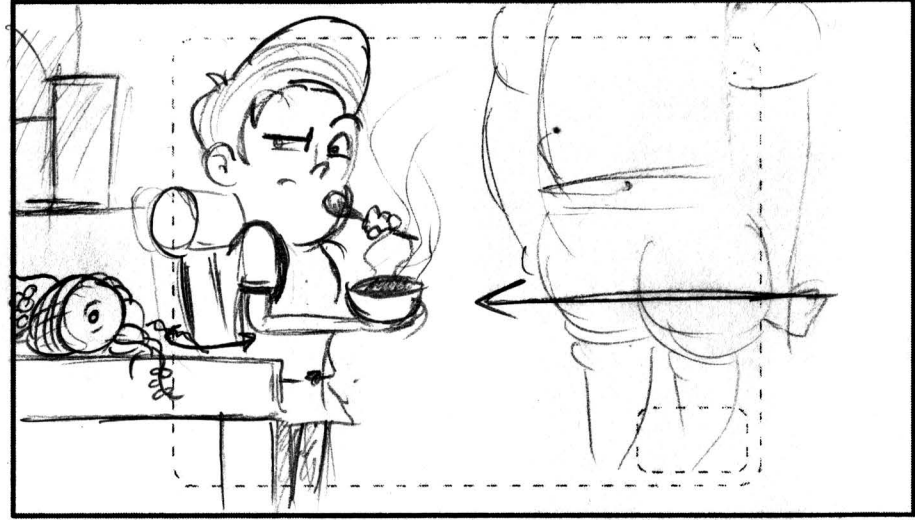


Dialog: "Whoa, that's crazy! You mean you spend all day just eating this fancy food? What do you do if it's poisoned?"
"I die."

Action: Reverse OTS to show Dashel struggling in the midground

Timing:

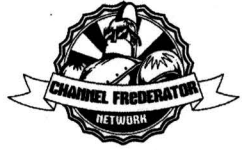
Sc. Pnl. Bg. day night



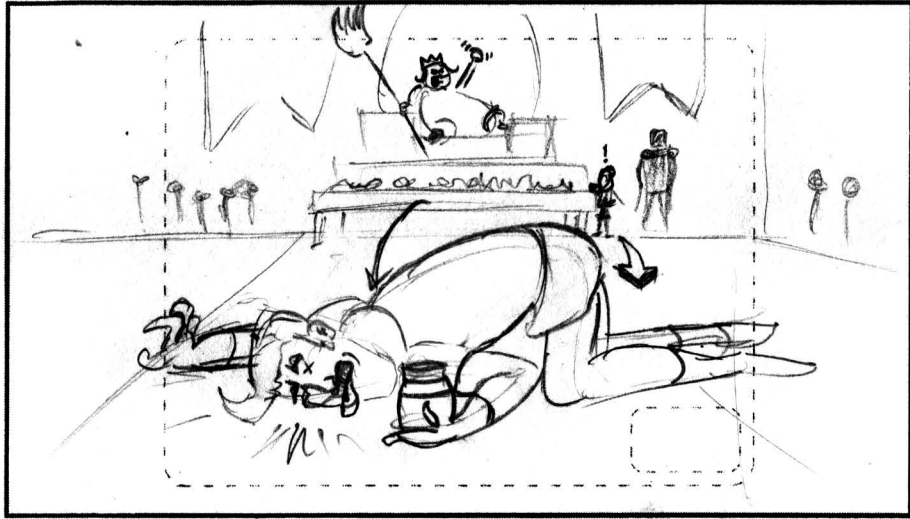
Dialog: Hmmm... It doesn't taste poisoned.
I think I'm getting the hang of this!

Action: Ham crosses over to SL, picks up soup and tries the soup.

Timing:



Sc. Pnl. Bg. day night

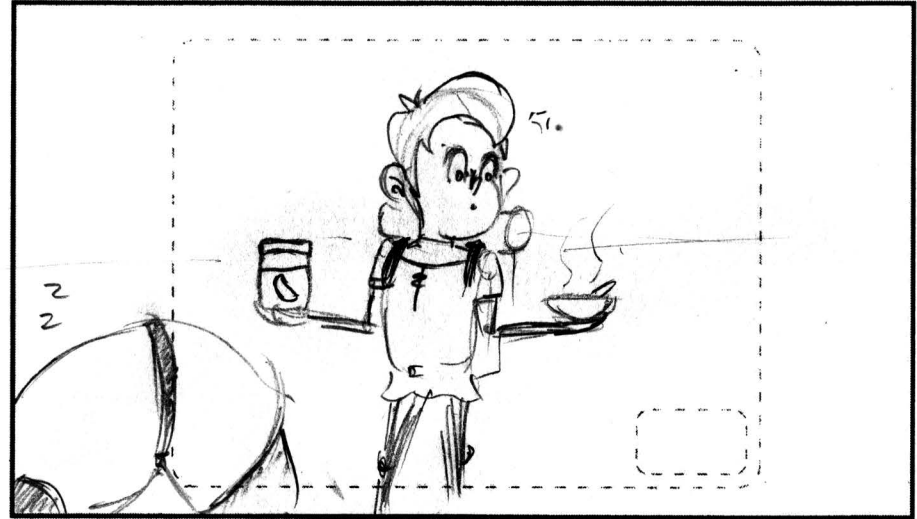


Dialog: "Humph! I knew you weren't champion material. Toss this fool out!"
"Wait! Don't toss him out!"

Action: Dashed collapses from over-exertion. Ham runs over, soup in hand.

Timing:

Sc. Pnl. Bg. day night



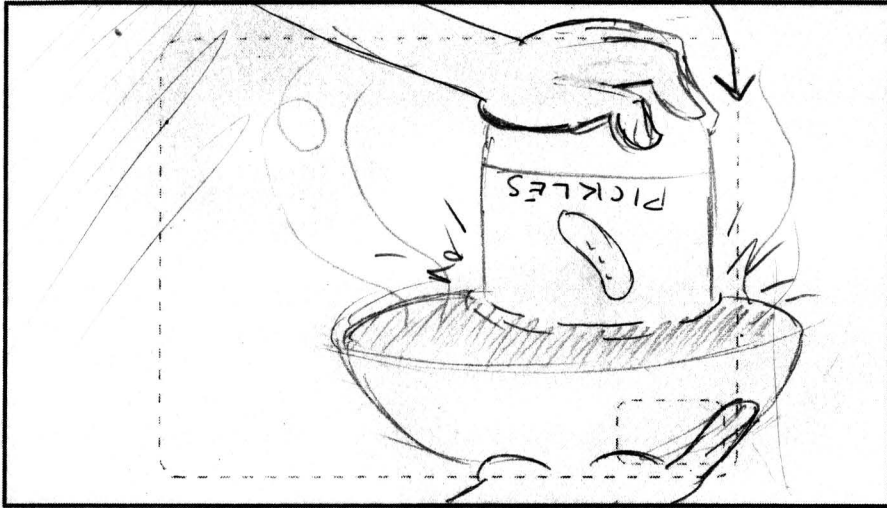
Dialog:

Action: Ham picks up pickles and has an idea about how to open the jar.
MS

Timing:



Sc. Pnl. Bg. day night



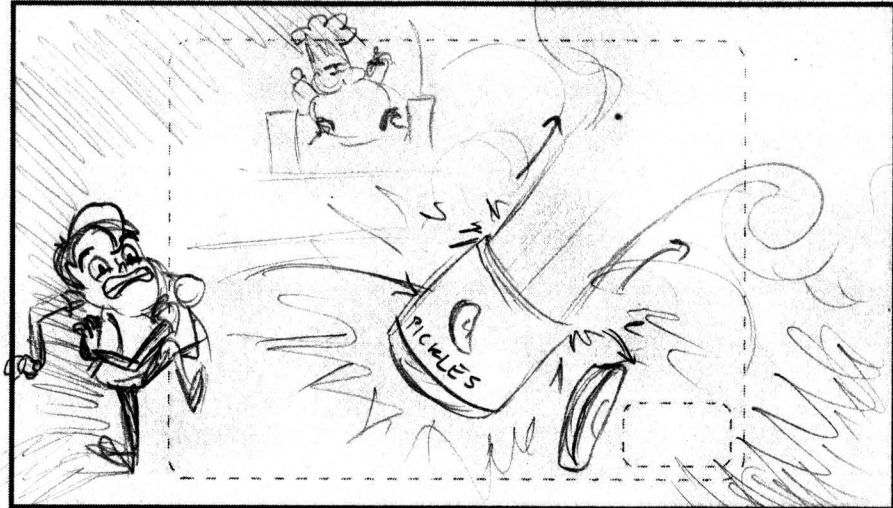
Dialog:

POP

Action: ECU of Ham dipping the lid of the jar into the hot soup. A distinct POP is heard as the jar is opened by the heat.

Timing:

Sc. Pnl. Bg. day night



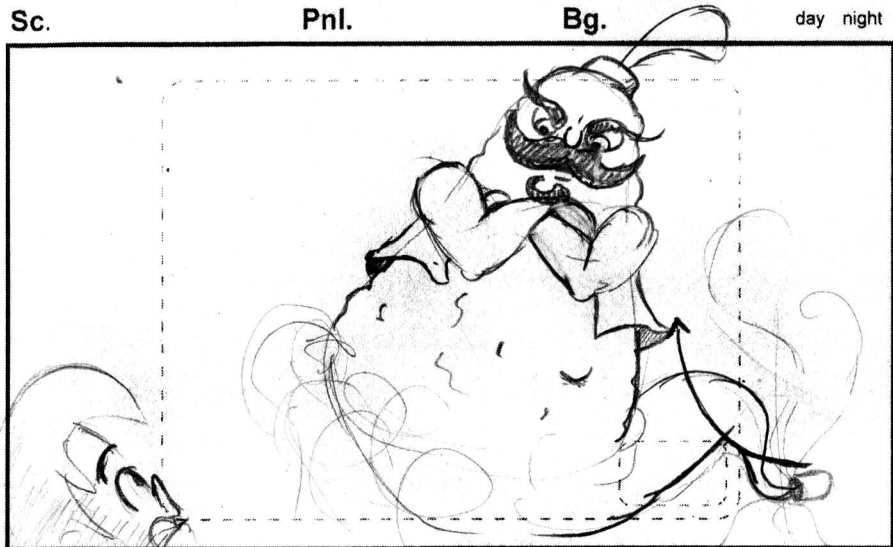
Dialog:

Action: The jar explodes out of Ham's hands. The lid blows off and green smoke billows out.

Timing:

Episode #

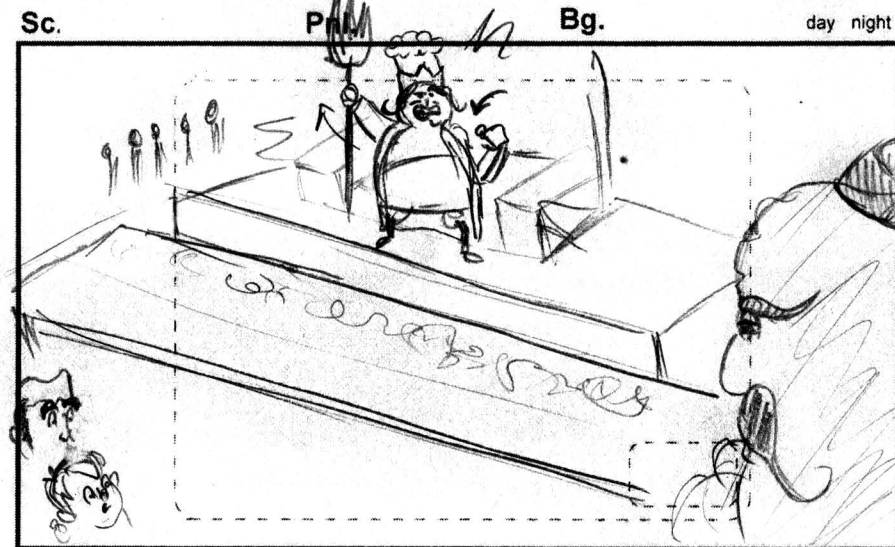
Production:



Dialog:
*you have released me from my vinegar prison.
 Speak 3 wishes and they shall be granted.*

Action: *Up shot of Dilliam the genie menacingly emerging from the smoke.*

Timing:



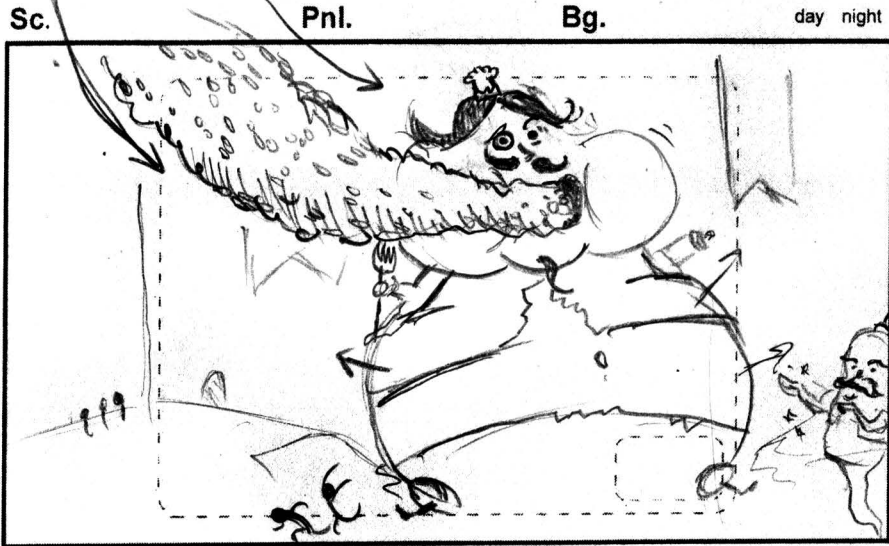
Dialog:
*Egads! This is better than I imagined! Genie!
 I wish to partake of every pickle ever to exist!*

Action: *Down shot of the king leaping out of his throne.*

Timing:

Episode #

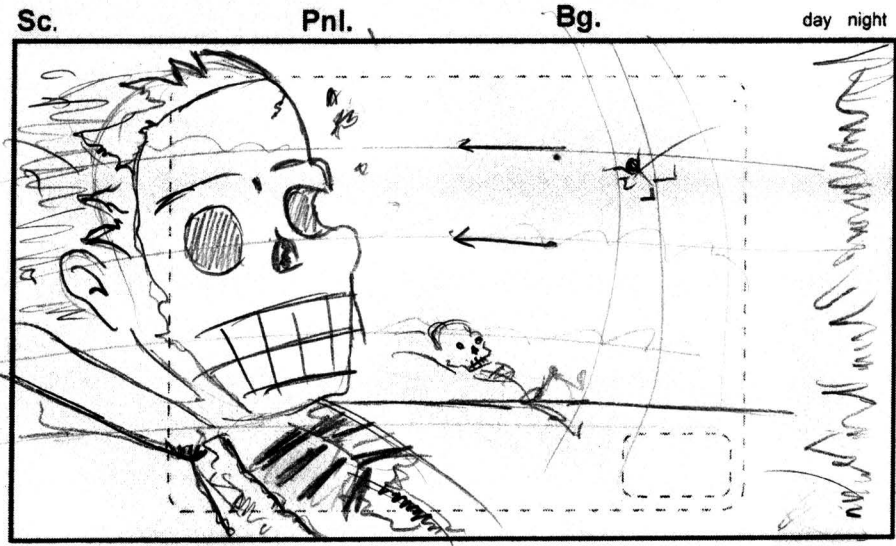
Production #



Dialog:
 Donnnne...

Action: EWS a magical stream of pickles flows into the king's mouth. He begins growing until he is as large as the throne room.

Timing:

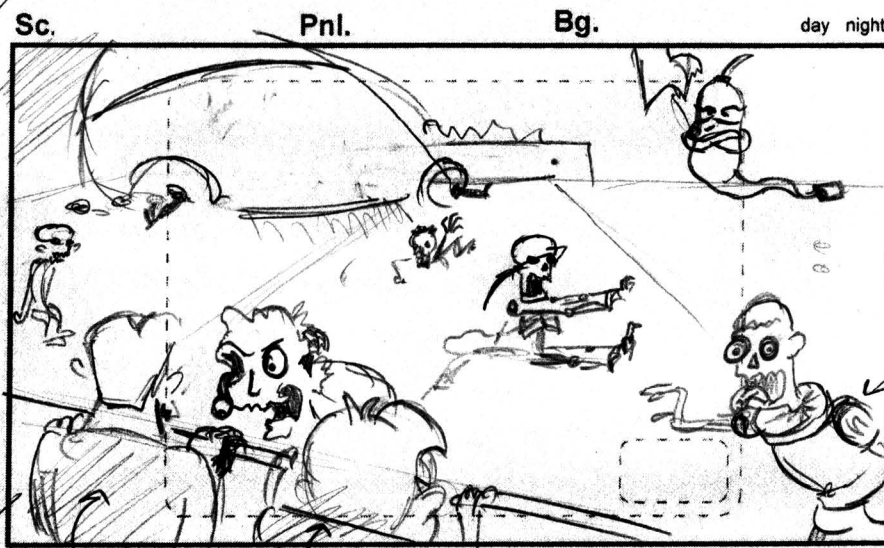
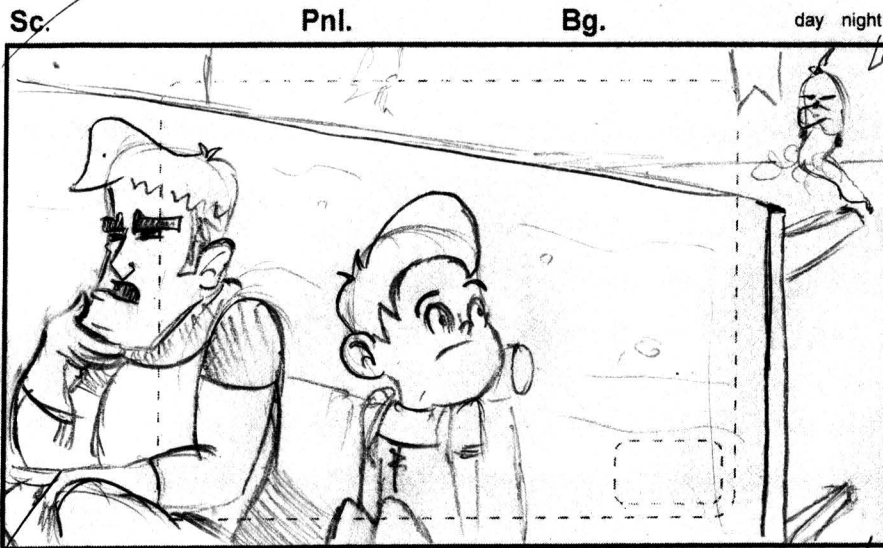


Dialog:
 BRAAA-AAARAP!!!

Action: The king lets out a burp so loud that it rips the flesh off his subjects. The king burps his soul out. The king and his subjects die.

Timing:

Episode #
Production #



Dialog: Confound it! I can't be the champion if everyone's dead... Aha! Genie! I wish everyone here was alive once more!

Dialog: Donne...

Action: Ms of Dash + Ham who found refuge behind a heavy banquet table.

Action: WS OTS All dead subjects rise as zombies and skeletons and begin heading towards Dashel.

Timing:

Timing:

Episode #

Production:



Sc. Pnl. Bg. day night

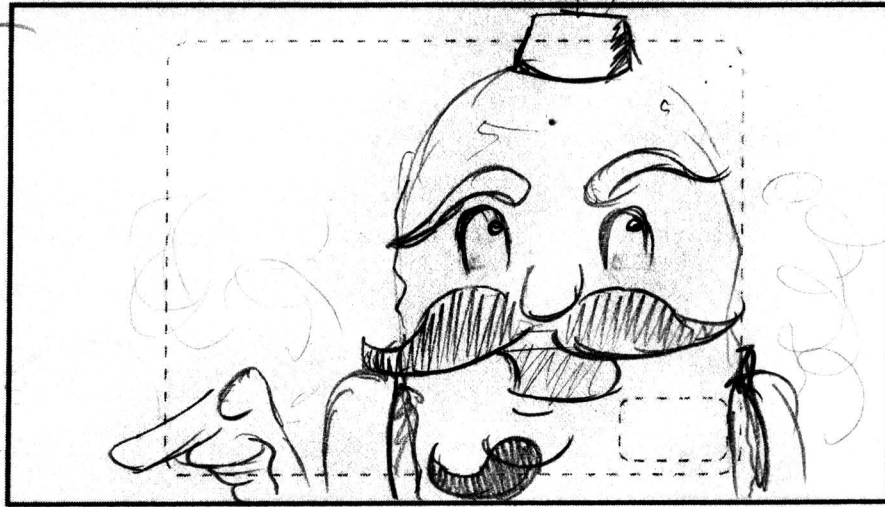


Dialog: Wow, a genie huh? That must be so cool! What's it like? Must be pretty stressful granting all those wishes.

Action: Ham comes to Dilliam to ask him a few questions. Dashel is being chased in the Bg

Timing:

Sc. Pnl. Bg. day night



Dialog: Nah, the wishes are easy. It's actually twisting them around on people that's hard.

Action: cu

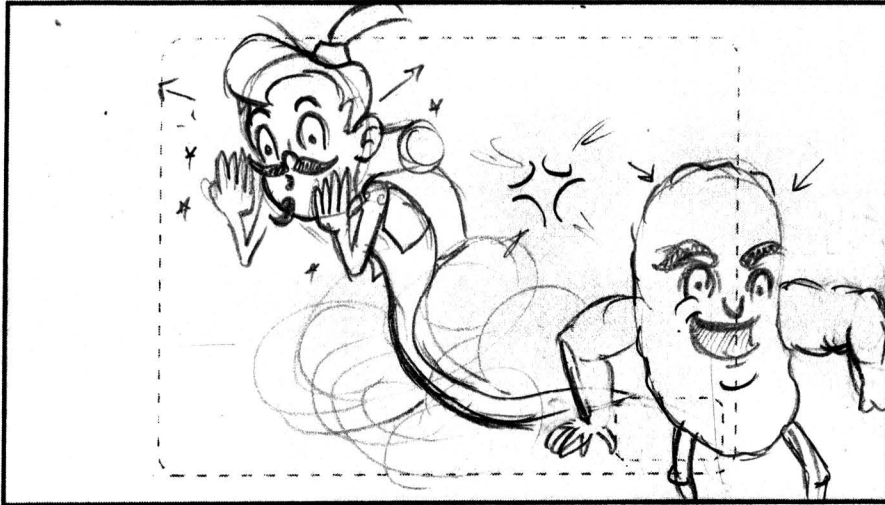
Timing:

Episode #

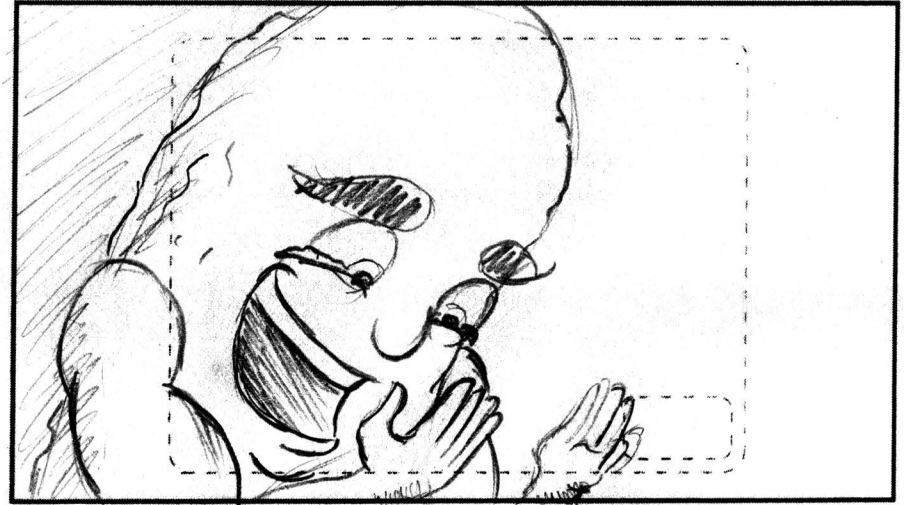
Production:



Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog: "I wish I could have your powers..."

"Uh... done?"

Action: Ham + Dilliam switch. Ham grows into a genie w/ a goatee. Dilliam loses his goatee and grows legs.

Timing:

Dialog: I'm... me again. I feel so... odd. Where's my goatee?

Action: CU of Dilliam marvelling @ his new mortality.

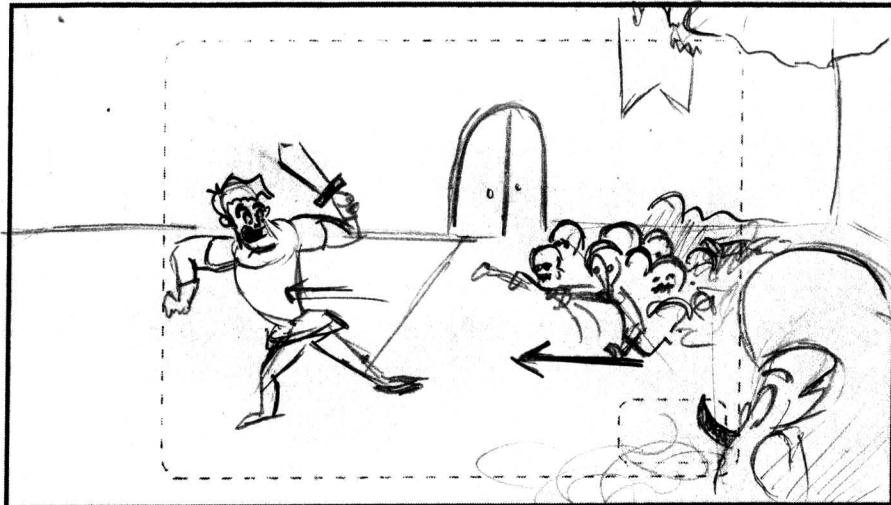
Timing:

Episode #

Production:



Sc. Pnl. Bg. day night

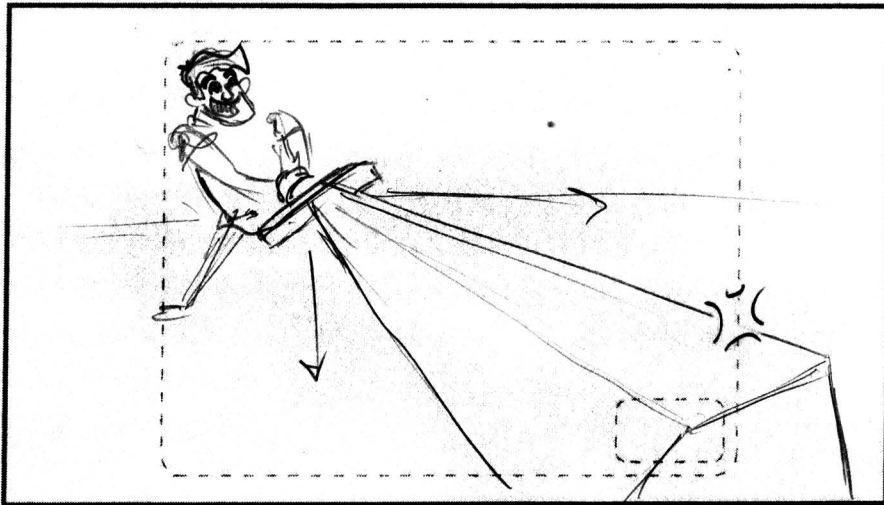


Dialog: "Excellent work, Ham. A genie-squire. Who wouldn't want a champion w/ a genie-squire? Now, assist me!"
"Well if I'm going to be a proper genie, you have to make a wish."

Action: OTS the undead horde closes in on Dasher

Timing:

Sc. Pnl. Bg. day night



Dialog: "I wish for a bigger sword!"
"Donne...?"
"Aha, that's more like it!"

Action: Dasher's sword grows to a ridiculous size.

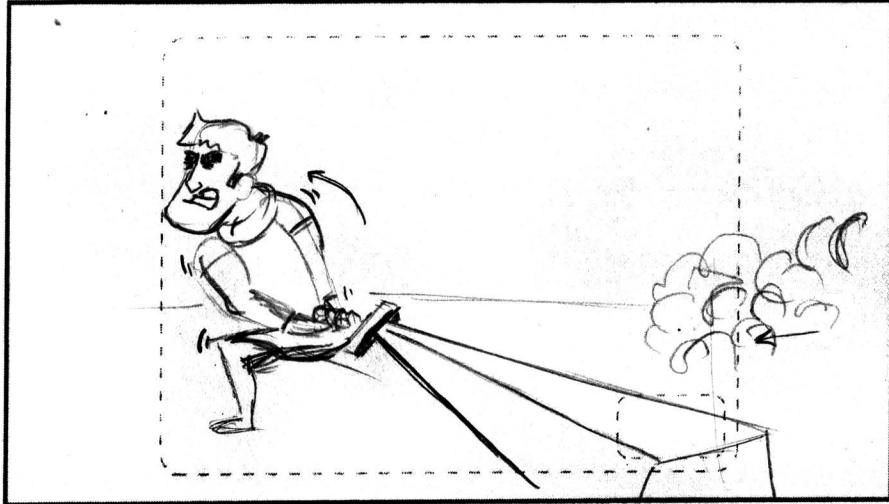
Timing:

Episode #

Production:



Sc. Pnl. Bg. day night

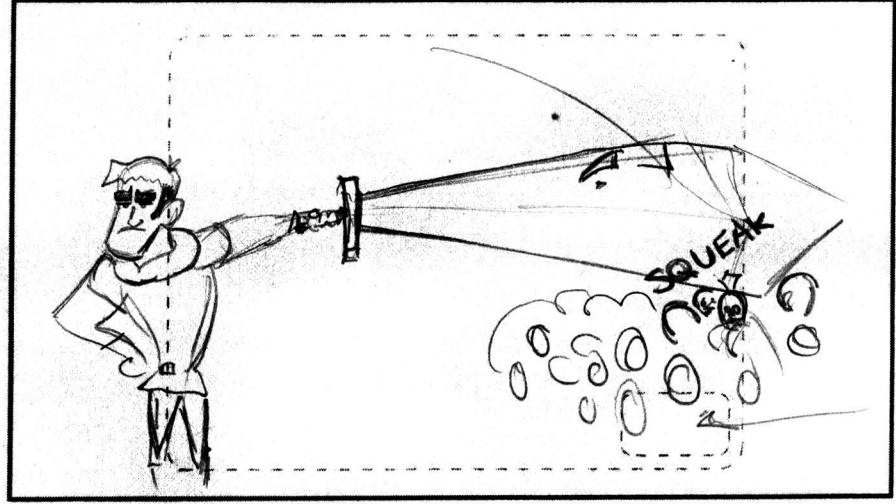


Dialog: Yes, well. Perhaps... yes, perhaps in this case I wish my sword was a bit lighter.

Action: Dashed struggles to lift the gigantic sword.

Timing:

Sc. Pnl. Bg. day night



Dialog: Donnne...

Action: Dashed lifts the sword with great ease, swings it. It squeaks. The sword is now an balloon toy.

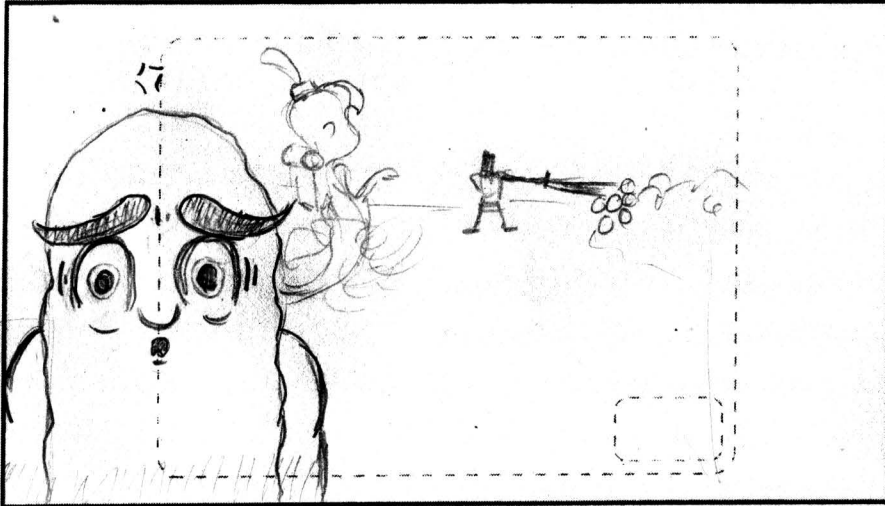
Timing:

Episode #

Production:



Sc. Pnl. Bg. day night

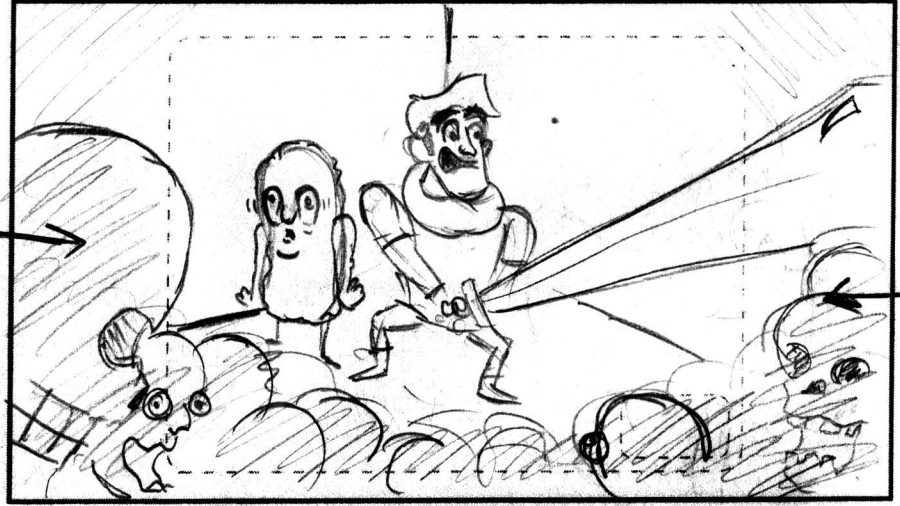


Dialog:
Is that what I've been doing to people this whole time? How many lives have I ruined...

Action: Dilliam's new conscience causes him to realize all the terrible things he has done to people. CU

Timing:

Sc. Pnl. Bg. day night



Dialog: "This is hardly proper squiring! You're supposed to be helping me, remember?"
"Sorry, I'm not a squire anymore. This genie gig is really working for me. I can only help if you make a wish!"

Action: Down shot of Dashed + Dilliam cornered by the undead horde. Dilliam is still thinking of his past.

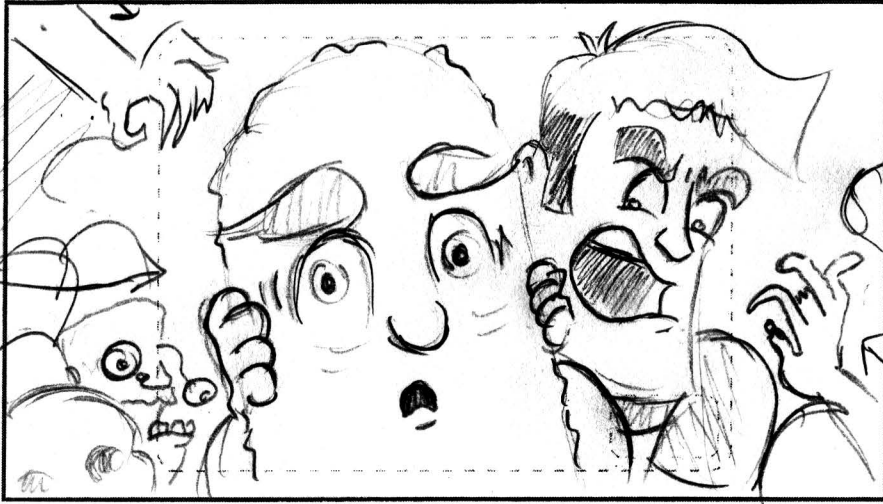
Timing:

Episode #

Production #



Sc. Pnl. Bg. day night



Dialog: "I tried that! Wishing keeps making it worse!"
"You have to make a wish I can't twist around! Think of something specific"

Action: CU Dashed grabs Dilliam and uses him as a body shield. Dilliam still mortified.

Timing:

Sc. Pnl. Bg. day night



Dialog: "YOU! This is all your fault! Make it stop! I wish you had never opened my stupid jar!"

Action: ECU of Dilliam. The zombies have started

Timing:

Episode #

Production:



Sc. Pnl. Bg. day night

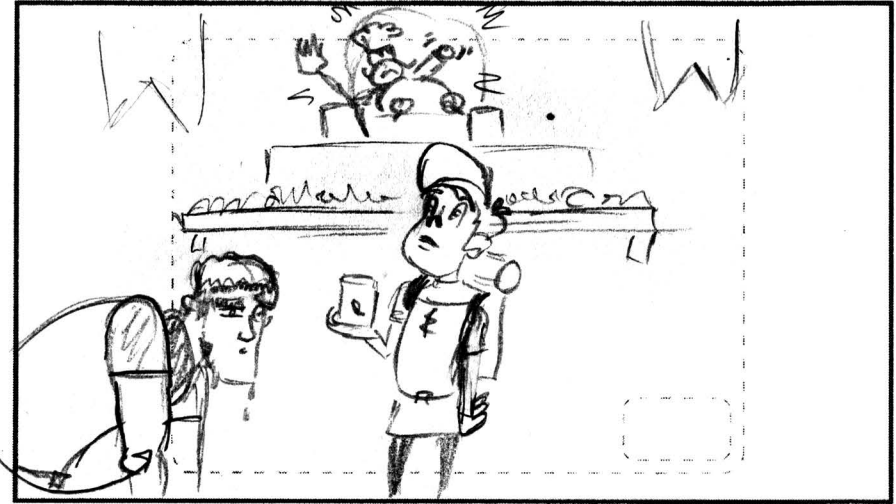


Dialog: Done.

Action: Ham turns back time to just before he opened the jar. He is the only one who seems to remember.

Timing:

Sc. Pnl. Bg. day night



Dialog: As I expected, you have failed! You are BANISHED FOR LIFE! Leave my kingdom and NEVER return!

Action: MS Ham pours the soup on Daskel to wake him up instead of opening the jar

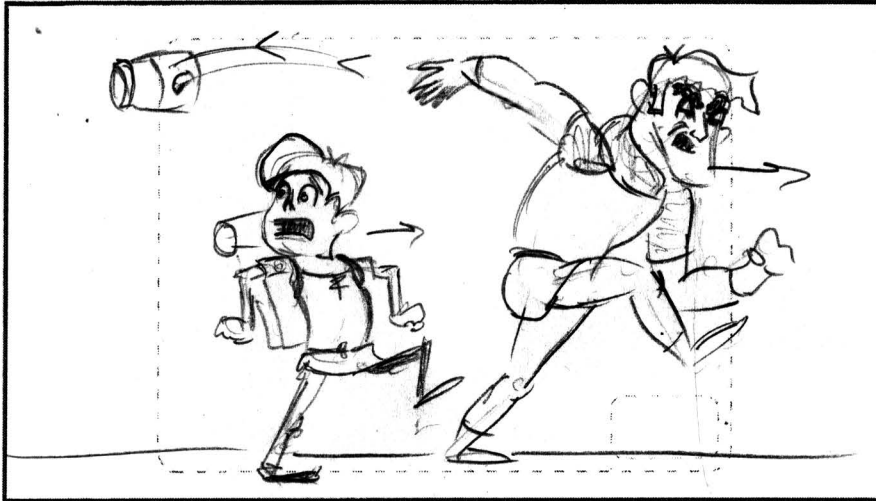
Timing:

Episode #

Production:



Sc. Pnl. Bg. day night

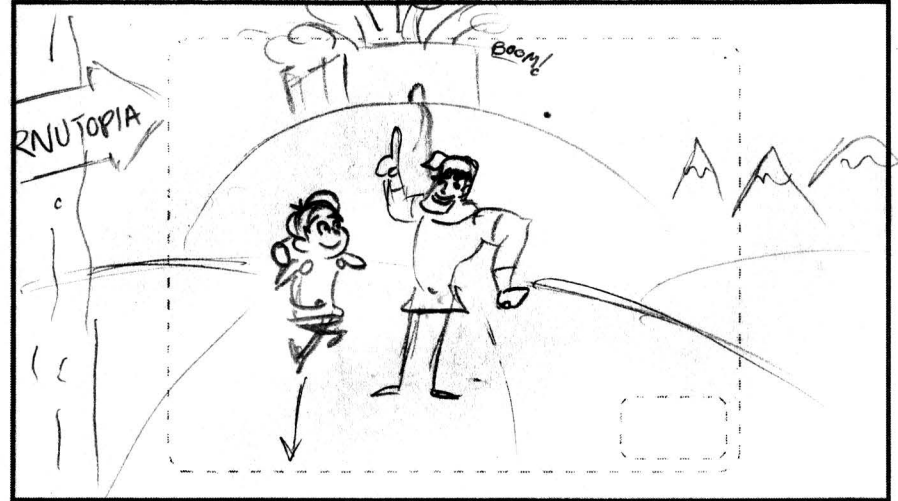


Dialog: Fine by me! T was a foolish deed anyway! Pssh, open a jar of pickles...

Action: FS Dashel storms out and throws the jar behind him as he leaves.

Timing:

Sc. Pnl. Bg. day night



Dialog: "But the Genie... and the Zombies!
sigh ... Onward?"
"Onward...!"

Action: WS of them leaving kingdom. Cornutopia blows up in the distance do to a repeat of the King's wish.

Timing:

Episode #

Production: