

The Legend of Aramelle

written by

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PERSEPHONE: When last we left the Princess, she had just run aground. In Giant Country. With her captain stuck as a bird. Still adamant that she wasn't in mortal peril. She was about to be hidden in a cupboard. I'm not sure freedom was really working out for her after all...

F/X: WAVES, SHIP CREAKING.

ORSON: We just need to hide her! Princess, get in this cupboard!

F/X: ARAMELLE PUT INTO CUPBOARD.

F/X: GIANT FOOTSTEPS STOP.

GIANT DAVE: What's this? A little ship!

ORSON: (LOW) Stay in there, Princess!

ARAMELLE: (Through cupboard) Don't call me Princess, when there's giants about!

ORSON: Right (BEAT) Sorry.

F/X: GIANT PLAYS WITH SHIP.

GIANT DAVE: I move the ship up the river! I move the ship down the river!

ARAMELLE: What's happening?

ORSON: He's...playing with the ship.

GIANT DAVE: Well. I can't play with the ship all day. I'll leave it where I found it.

F/X: PUTS SHIP BACK ON ROCKS.

F/X: GIANT FOOTSTEPS LEAVE.

ORSON: He could have at least put us back in the ocean!
(BEAT) Princess! You can come out now.

F/X: ARAMELLE GETS OUT OF CUPBOARD.

PERSEPHONE: (Sighs) Until next time, Princess! And Orson?

ORSON: Yes?

PERSEPHONE: It's all very well keeping the Princess safe, but are you willing to die for her?

F/X: PERSEPHONE LEAVES.

ORSON: Will I have to? (BEAT) Oh she's gone.

ARAMELLE: Never mind that now. I think we need to speak to the captain about his plan, and for that we need to find the potion man. There's a directory in the captain's quarters. I'll see if he's in there.

3 INT. SHIP'S CABIN - DAY

3

F/X: WAVES, SEAGULLS.

ARAMELLE: Potion man...Potion man...Ah! Got it!

F/X: ARAMELLE CLOSES BOOK.

ARAMELLE: It says he's in the Eaves mountains. Still, if I am looking up spells. It would be better to look up spells that can get us off these rocks.

ORSON: Is it just you who'll break the treaty by stepping on land? Because the rest of us could get off and push?

ARAMELLE: Technically, it's just me. But Littles, as the giants call us, aren't welcome in Giant Country at the best of times. I don't want the whole crew crushed by a giant, just because they pushed a boat. If I could do spells like the Witch Princess, then I could float us back out to sea by just clapping my hands.

F/X: ARAMELLE CLAPS HANDS.

ARAMELLE: See? Nothing.

ORSON: But you can do spells. You did one in the castle that nearly killed us.

ARAMELLE: I have to do spells out loud. I'm not as...well-trained as the Witch Princess. She does them all in her head. And I can't do a spell out loud, if I don't know what the spell is to say! The only spell I have written down is the one to turn the captain back.

F/X: CAPTAIN SQUAWKS

ARAMELLE: And for that I need Wool of Bat off the Potion Man!

F/X: DEJECTED SQUAWK

ARAMELLE: So, really I'm just hoping for a big wave...

ORSON: Maybe we could all get off the boat? But disguise ourselves and walk through Giant Country undetected?

ARAMELLE: Walk through Giant Country? Do you know how big Giant Country is?

ORSON: Is it giant?

ARAMELLE: Actually in terms of size of the giants themselves, it's very small. They were stripped of most of their land in the Peace Treaty, but if I broke it, then they'd be within their rights to try and do a land grab.

ORSON: And that's bad, right?

ARAMELLE: For us? Yes. The giants' war wasn't really going our way. What with the fact they could crush entire villages with a foot.

ORSON: Seemed to work out well for us in the end, though.

ARAMELLE: Only because the peace treaty blamed the giants for the obliteration of Shayla and punished them with a massive land strip. If the giants were better at negotiating, they'd probably run all the lands by now.

F/X: CAPTAIN SQUAWKS, FLAPS.

ORSON: What's the captain want?

ARAMELLE: I don't know. He keeps flapping towards that compass. Maybe he wants to turn us round? Back towards my father's kingdom? But even if we do that we're still aground.

ORSON: He's pointing north west...that's towards the Cobalt mountains.

F/X: CAPTAIN SQUAWKS

F/X: GIANT FOOTSTEPS APPROACH.

ORSON: That's another giant! Stay very still, Princess and he'll keep walking.

F/X: GIANT FOOTSTEPS STOP.

GIANT GUNTHER: Aw! Look! A little toy boat!

F/X: SHIP IS PICKED UP BY GIANT.

ORSON: He's lifting us up! Princess! He can't know you're here! Get in the cupboard!

ARAMELLE: Don't call me Princess so loudly!

ORSON: Sorry! Now, get in!

F/X: ARAMELLE GETS IN CUPBOARD.

GIANT GUNTHER: And the ship goes this way up the river!

F/X: GIANT PLAYS WITH SHIP.

ORSON: What does he mean river? This is the ocean!

ARAMELLE: The giants call it the river, because they can wade.

GIANT GUNTHER: I'm going to look in all the little cabins.

F/X: GIANT OPENS DOORS ON SHIP. OPENS CAPTAIN'S QUARTERS DOOR.

ORSON: Hello! Nothing to see here!

GIANT GUNTHER: I recognise you, little person.

ORSON: There's no reason why you should.

GIANT GUNTHER: The little man I've got drew me a picture of you!

ORSON: What?

GIANT GUNTHER: Yeah, he's looking for you.

ORSON: Who is?

GIANT GUNTHER: I'm going to take this ship with me and show you to the little man.

F/X: GIANT PUTS SHIP IN POCKET, WALKS OFF.

CUT TO:

4 INT. GIANT'S POCKET - CONTINUOUS

4

F/X: MUFFLED FOOTSTEPS, JINGLING OF KEYS.

ARAMELLE: What's happened? I can't tell in here.

ORSON: He's put us in his pocket! (BEAT) I don't suppose you'll tell me if this was your plan all along?

F/X: CAPTAIN SQUAWKS.

ARAMELLE: Where are the rest of the crew?

ORSON: Out on deck, or rolling around the pocket. We should probably check on them.

ARAMELLE: Why has he put us in his pocket? Can I get out the cupboard?

ORSON: He says there's a man who wants to see my face.

F/X: ARAMELLE CLIMBS OUT OF CUPBOARD.

ARAMELLE: What?

ORSON: Yes. That's all the information I have, I'm afraid. But, he still doesn't know you're here, princess, so get back in your cupboard.

ARAMELLE: I'll get back in the cupboard when he takes the ship out his pocket!

ORSON: Right.

ARAMELLE: Although, whoever this man is. I'd be surprised if he wasn't looking for both of us.

ORSON: Who do you think it is?

ARAMELLE: It must be one of my father's guards. If they know you well enough to draw a giant a picture.

ORSON: Why would your father's guards be in Giant Country?

ARAMELLE: To look for me.

ORSON: Yes, but you said if anyone royal goes in Giant Country the treaty is broken. So why would they assume you're here?

ARAMELLE: (PAUSE) That's...a really good point.

5 **EXT. GIANT COUNTRY - CONTINUOUS**

5

F/X: GIANT FOOTSTEPS AND ANIMALS IN DISTANCE.

GIANT GUNTHER: Hey! George! You'll never guess what I found. Look in here!

F/X: GUNTHER OPENS POCKET.

GIANT GEORGE: You found a little ship!

GIANT GUNTHER: Yeah, but that's not all. You know that tiny metal man I found? Barry?

GIANT GEORGE: Yes.

GIANT GUNTHER: Well, this ship has one of the people whose picture he drew! I'm going to show him to Barry and that will be service to a rival royal!

GIANT GEORGE: Brilliant!

CUT TO:

6 INT. GIANT POCKET - CONTINUOUS

6

F/X: MUFFLED FOOTSTEPS.

ARAMELLE: Did you hear that? It's Barry.

ORSON: Of course. Chief Dungeon Officer and Giant wrangler. Why Barry?

ARAMELLE: Maybe he lost a coin toss? (PAUSE) So we don't have a plan at all, do we?

ORSON: No. I think we just have to accept being captured.

ARAMELLE: And being responsible for restarting a war.

F/X: THE GIANT FOOTSTEPS STOP.

ORSON: Why have we stopped?

ARAMELLE: I don't know, but be quiet and listen to the giants while I think of a plan.

7 INT. GIANT'S LAIR - CONTINUOUS

7

F/X: FIRE CRACKLING.

GIANT GUNTHER: Here, he normally hides inside this teapot.

F/X: GUNTHER OPENS TEAPOT.

GIANT GUNTHER: Hello? (BEAT) He's not in there.

GIANT GEORGE: What do you think the service is, he wants us to do?

GIANT GUNTHER: Not sure. He said they needed something returned to them. You have to bend down really close to hear them.

F/X: GUNTHER PICKS UP GLASS.

GIANT GUNTHER: Ah! There you are!

BARRY: What do you want? I couldn't hear through the glass.

GIANT GUNTHER: (Chuckles) I've told you before. We won't crush you. On purpose. We found the man you drew the picture of.

BARRY: You did!?

GIANT GUNTHER: Yeah, he's on this boat I put in my pocket. Hang on.

F/X: GUNTHER TAKES BOAT OUT OF POCKET AND PUTS IT ON THE TABLE.

GIANT GUNTHER: Hmmm. They've all gone.

8 **INT. CUPBOARD - CONTINUOUS**

8

F/X: INSIDE OF A CUPBOARD EVERYTHING IS ECHOEY.

ORSON: At least, the cupboard could fit the whole crew
 in.

ARAMELLE: Only just. (BEAT) Clive, you're on my toes.

CLIVE: Sorry, captain.

F/X: CLIVE SHUFFLES HIS FEET.

ARAMELLE: You're still on my toes.

ORSON: We probably need to accept that everyone is on
 everyone's toes and think of a plan!

ARAMELLE: Right, yes. Is this not the plan?

ORSON: To wait in a cupboard?

ARAMELLE: Well, you made us all get in here! I thought that
 was the plan!

ORSON: It wasn't a plan, it was a quick decision!

F/X: SOUNDS OF GUNTHER CHECKING BOAT.

GIANT GUNTHER: I opened all the little doors earlier. Maybe they're inside.

F/X: GUNTHER OPENS DOOR TO CUPBOARD.

GIANT GUNTHER: There you are! Come on, come out. Meet your friend.

F/X: GUNTHER SCOOPS WHOLE CREW UP AND PUTS THEM ON THE TABLE BY BARRY.

F/X: HE PUTS THE SHIP DOWN.

BARRY: oh my! You really did find a ship! You said you had Orson though. I can't see him.

CLIVE: Can't say I've ever heard of an Orson, sir.

BARRY: Why do you have your coat done up so tight?

CLIVE: No reason.

F/X: CLIVE FALLS OVER. ORSON HAD HIM ON HIS SHOULDERS.

BARRY: Orson! you were under the coat?!

ORSON: It was my thinking that we would just look like a tall person, sir.

BARRY: Right, well. Where's the princess.

ORSON: Couldn't say, sir. Closest thing we've got to a princess is this pirate captain. See, they've got a hat.

BARRY: And yet they're not wearing the hat, but holding it in front of their face...

F/X: BARRY SWIPES HAT FROM ARAMELLE.

ARAMELLE: Hey! You give that back!

BARRY: Well. This a turn-up for the books. Though I do still need to consult with the elders on getting you out. I'm not doing that long walk again.
(BEAT) Gunther!

GIANT GUNTHER: Yes?

BARRY: Please put this whole ship in prison, until I've talked to the elders' council.

ARAMELLE: No! Just let us go! We can just leave!

F/X: GUNTHER PUTS THEM BACK IN HIS POCKET.

9 **INT. GIANT POCKET - CONTINUOUS**

9

F/X: MUFFLED FOOTSTEPS.

ARAMELLE: Ugh, I'm sick of rolling around in a pocket.

ORSON: So much for that plan. If they're going to vote to
restart the war, we're going to be on the wrong
side of it.

ARAMELLE: We need something we can negotiate with. Some part
of the treaty, that was written in our favour. And
most of it was written in our favour, so I just
need to remember. We had a copy in the castle
library. I just need to think on it.

10 **INT. GIANT PRISON - CONTINUOUS**

10

F/X: WATER DRIPPING, GIANT RATS SCURRYING.

GIANT GUNTHER: I'm just going to put this little ship here while
we do the vote.

F/X: PUTS SHIP IN CELL AND LOCKS DOOR.

ARAMELLE: Oh god! Those rats are huge!

ORSON: Of course. There's giant rats in giant country.
Just try not to look them in the eyes and maybe
they'll leave us alone.

ARAMELLE: That one's sniffing the ship.

ORSON: Ignore it.

GIANT GUNTHER: Now, no escaping!

END.