

Our Little Dragon

A cartoon illustration of a purple dragon with a green arrow pointing to the word 'Dragon'. The dragon is purple with yellow spikes and a green arrow pointing to the word 'Dragon'.

“Hide and Seek,... and Hide!”

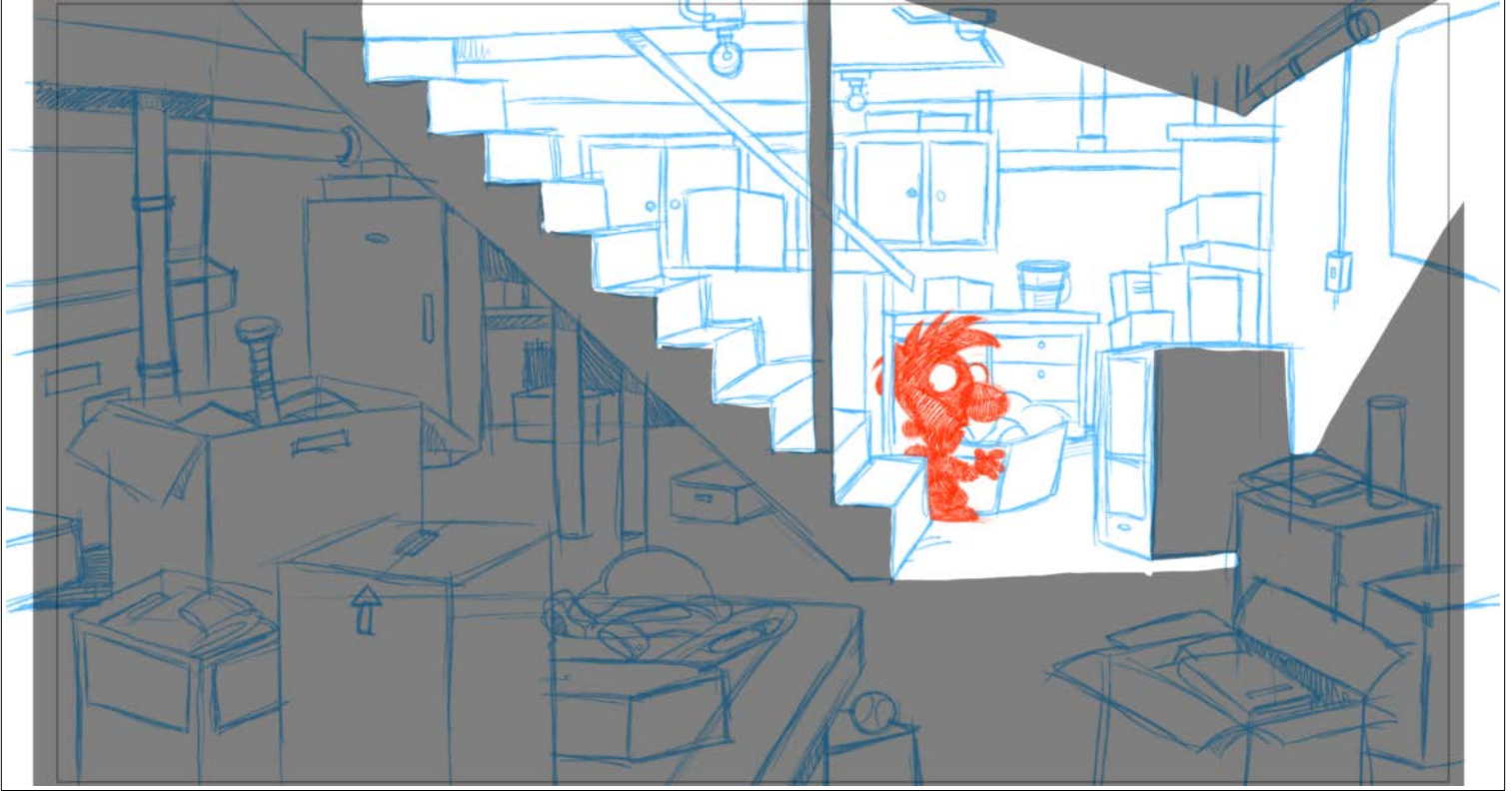
by Chris A. Gruszka

Scene

1

Panel

1

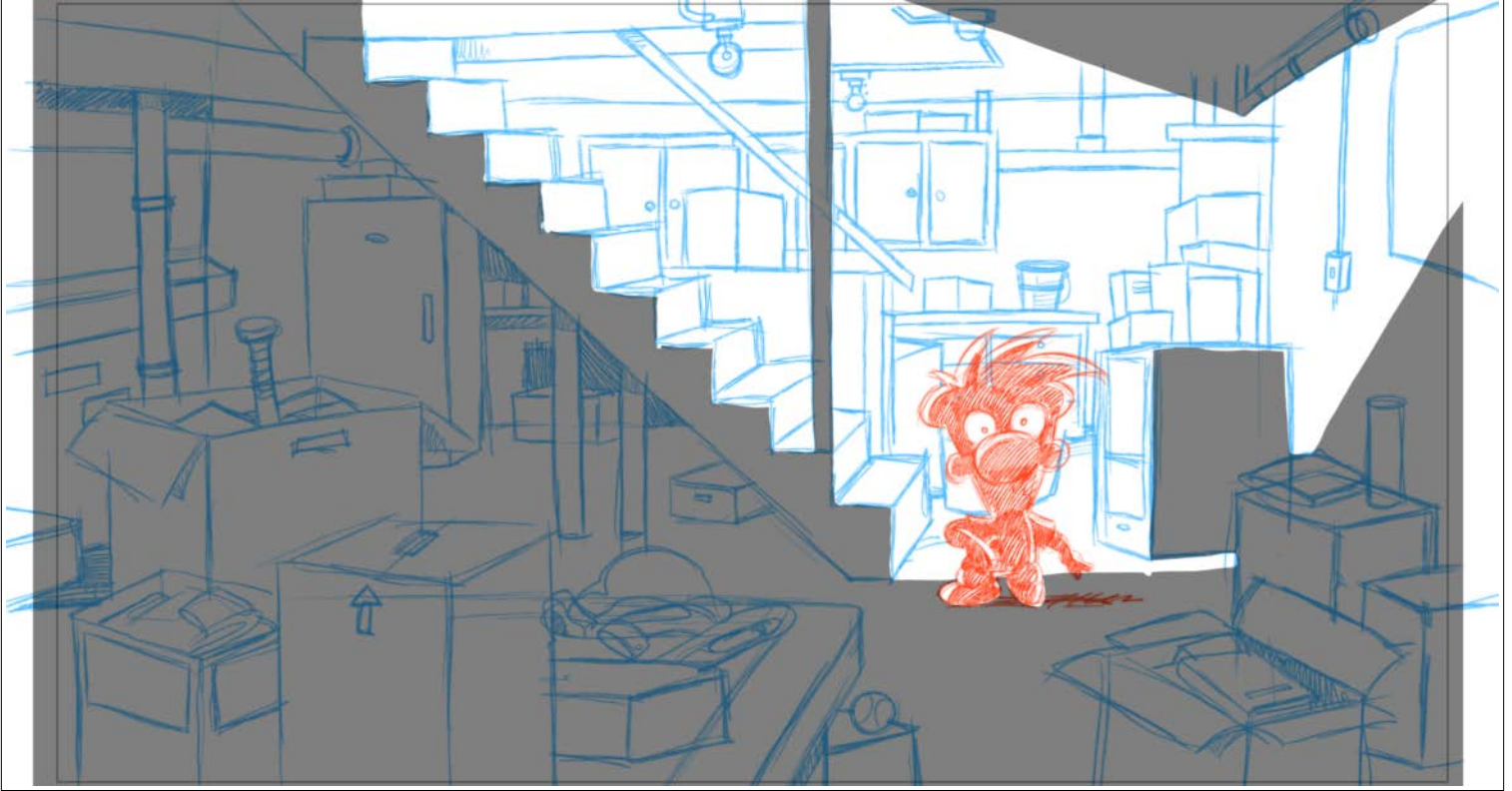


Action Notes

OPEN. INTERIOR OF HOME. BASEMENT.

Dialog

Scene	Panel
1	2

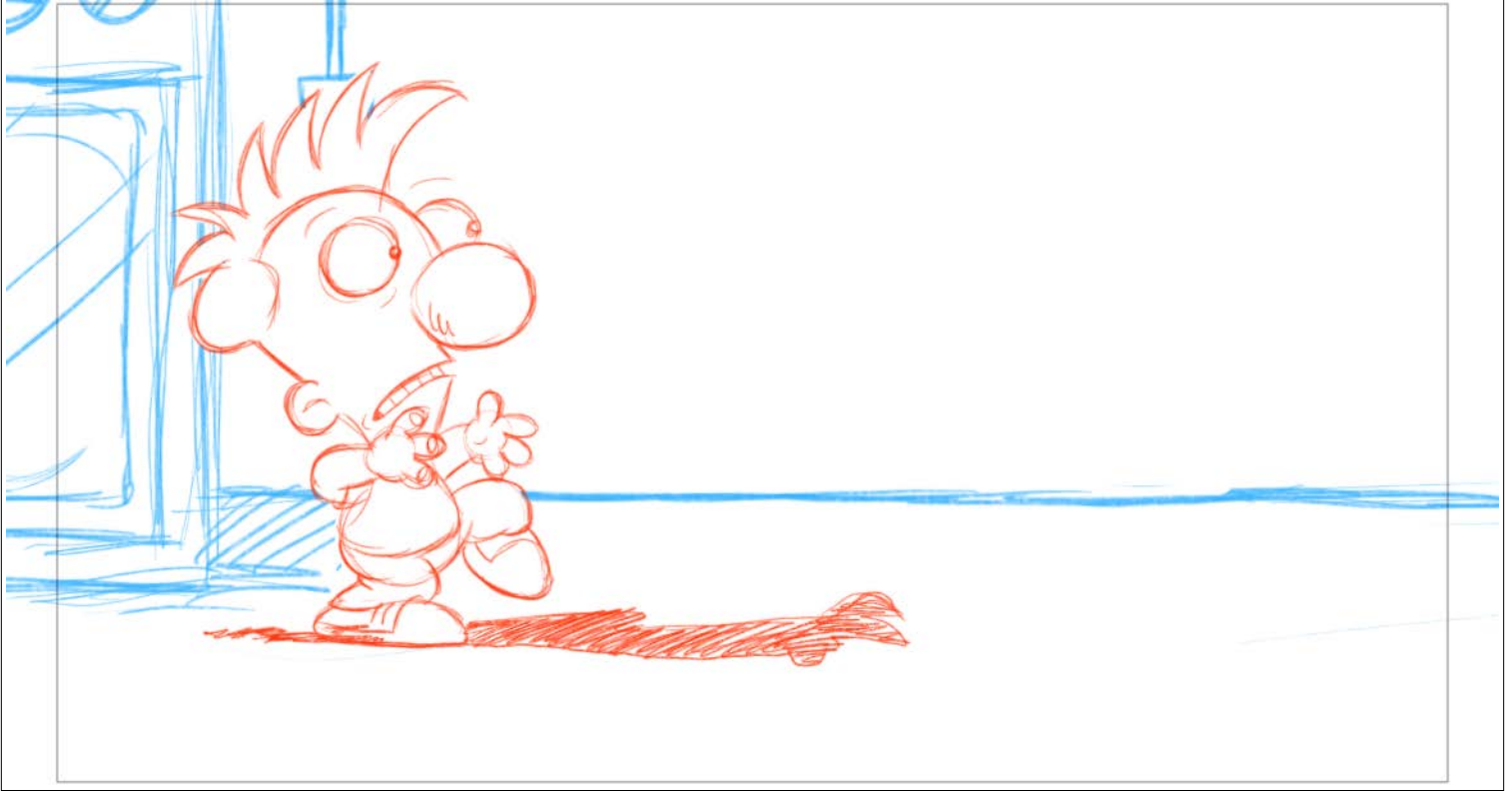


Action Notes

Caz, a young boy of about five years old is quietly tip-toeing around the dark, cluttered basement of his home.

Dialog

Scene	Panel
2	1



Action Notes

Cut to side camera view.

Dialog

Scene	Panel
2	2

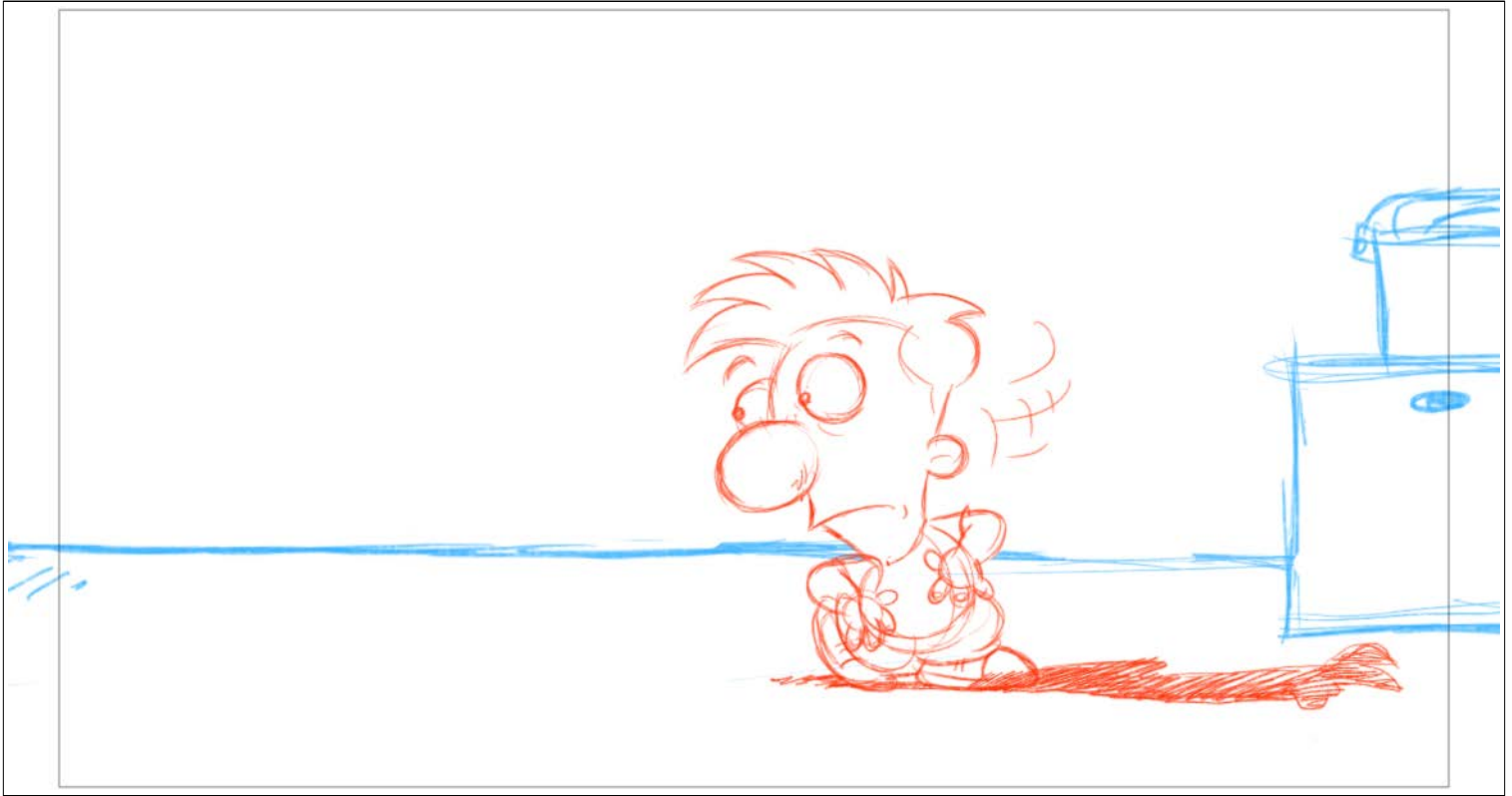


Action Notes

There is a bunch of basement type junk piled about.

Dialog

Scene	Panel
2	3



Action Notes

He's intently looking around trying to be quiet.

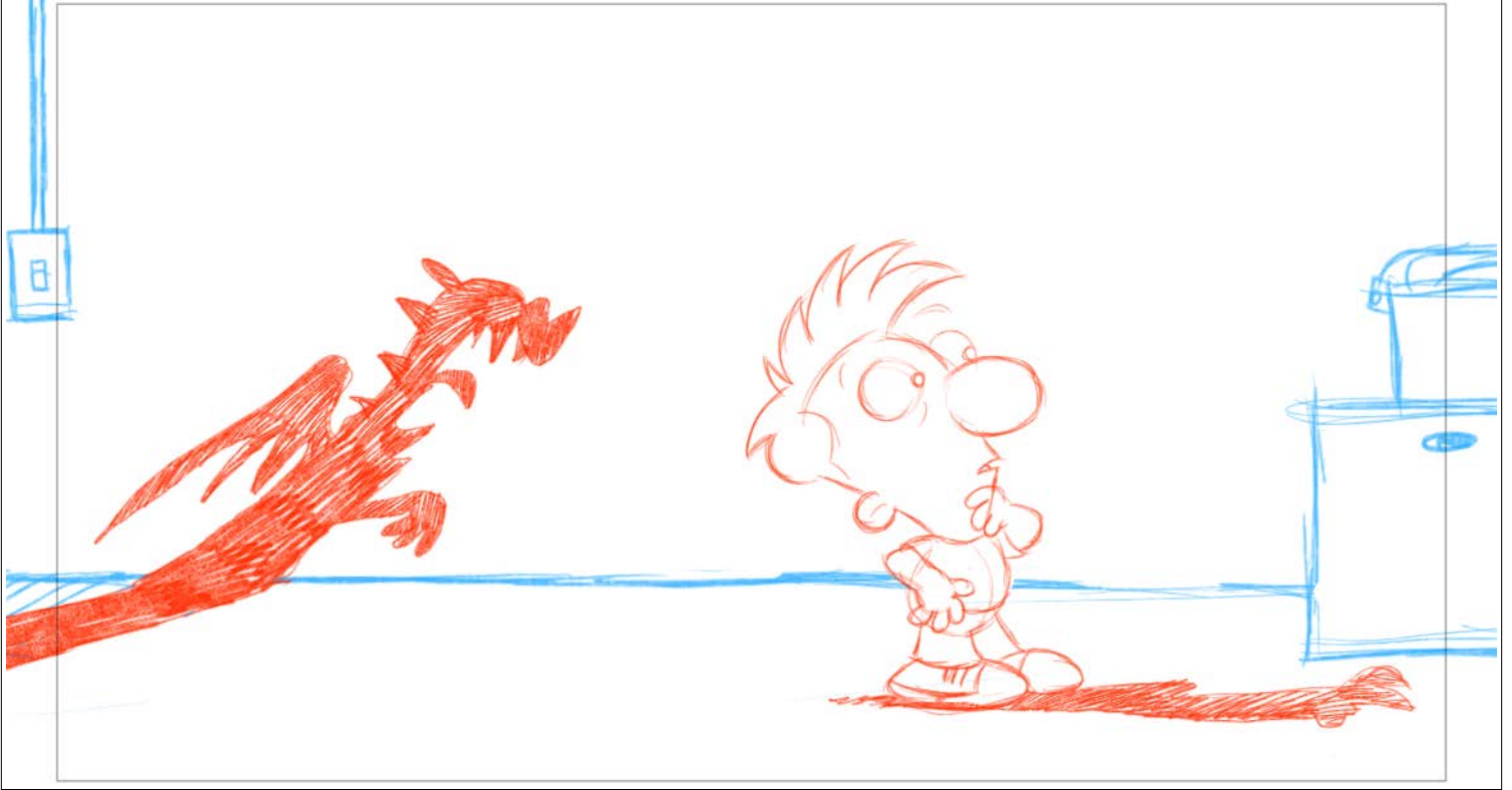
Dialog

Scene

2

Panel

4



Action Notes

A menacing shadow start to grow up the side of the wall behind the boy.

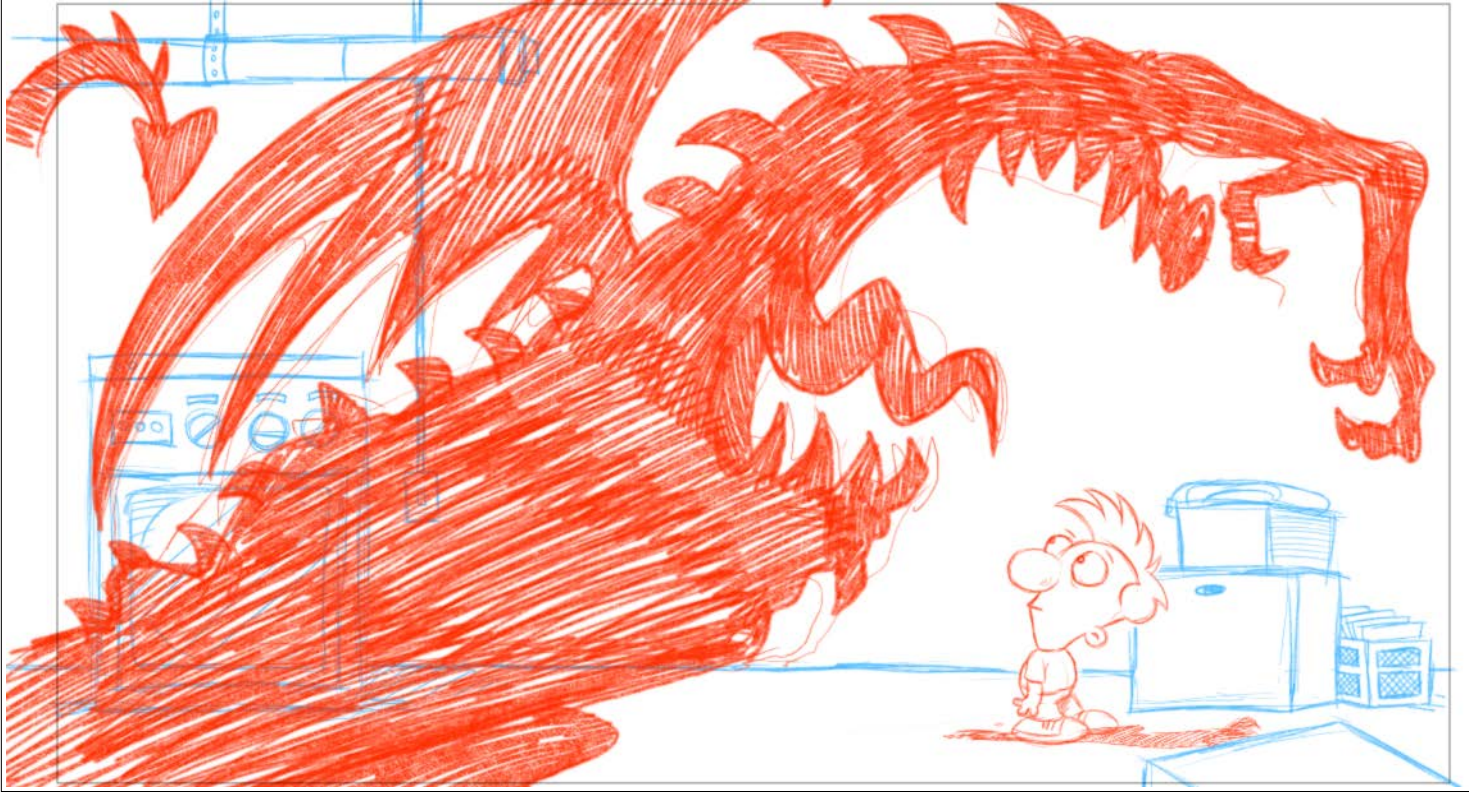
Dialog

Scene

2

Panel

5



Action Notes

Slow zoom out. Caz slowly turns around and sees...

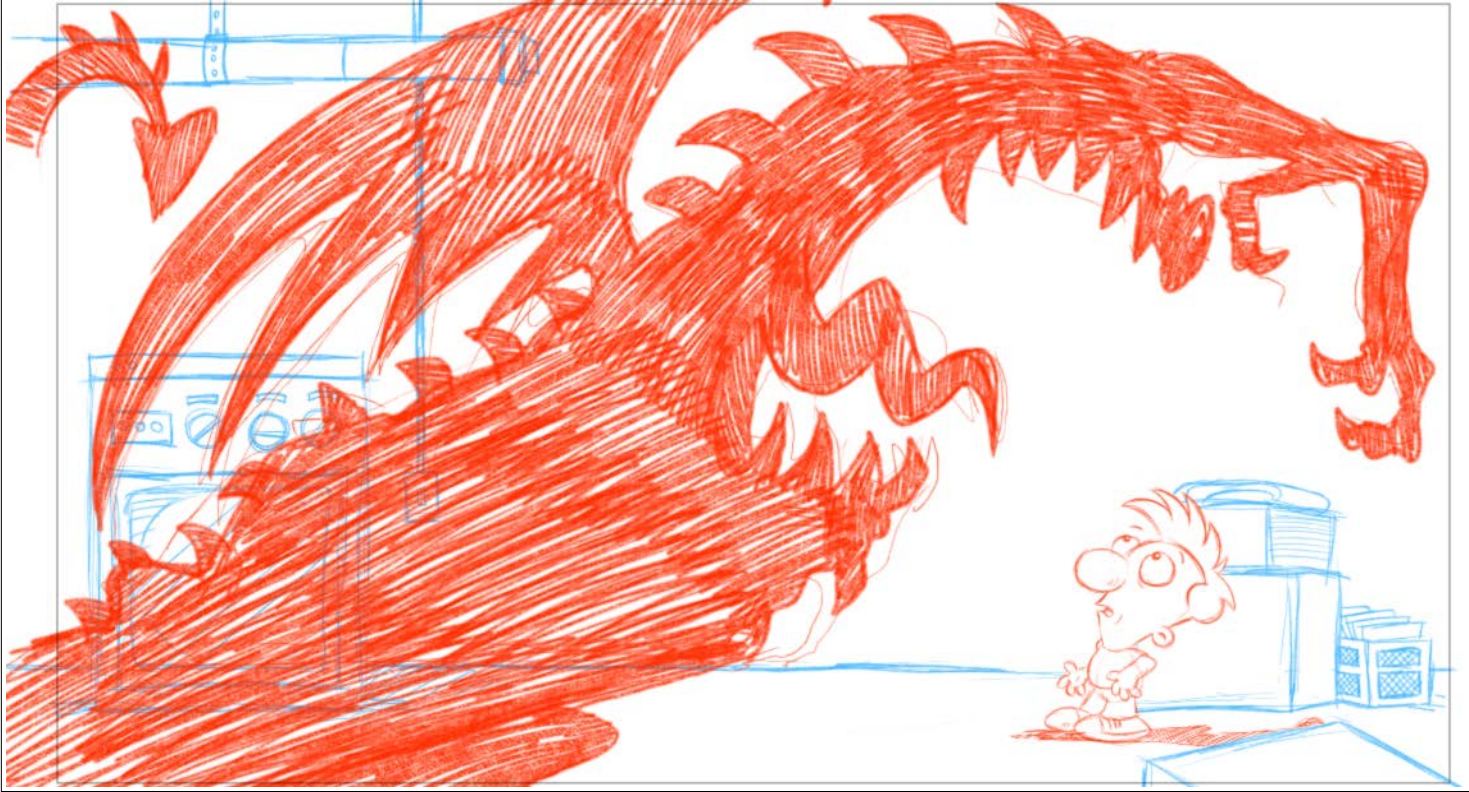
Dialog

Scene

2

Panel

6



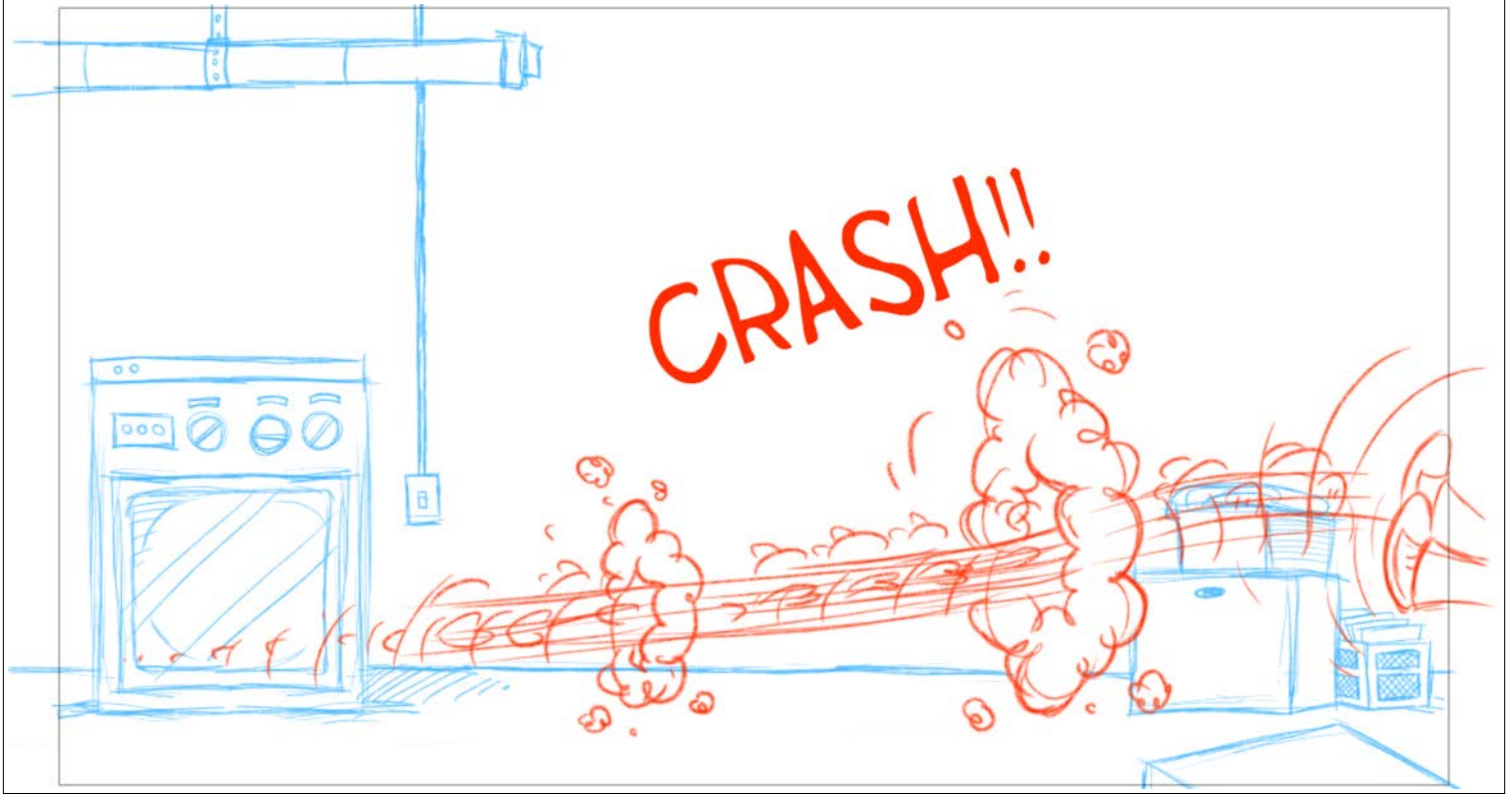
Action Notes

...the giant dragon looking shadow.

Dialog

CAZ: "Uh oh..."

Scene	Panel
2	7

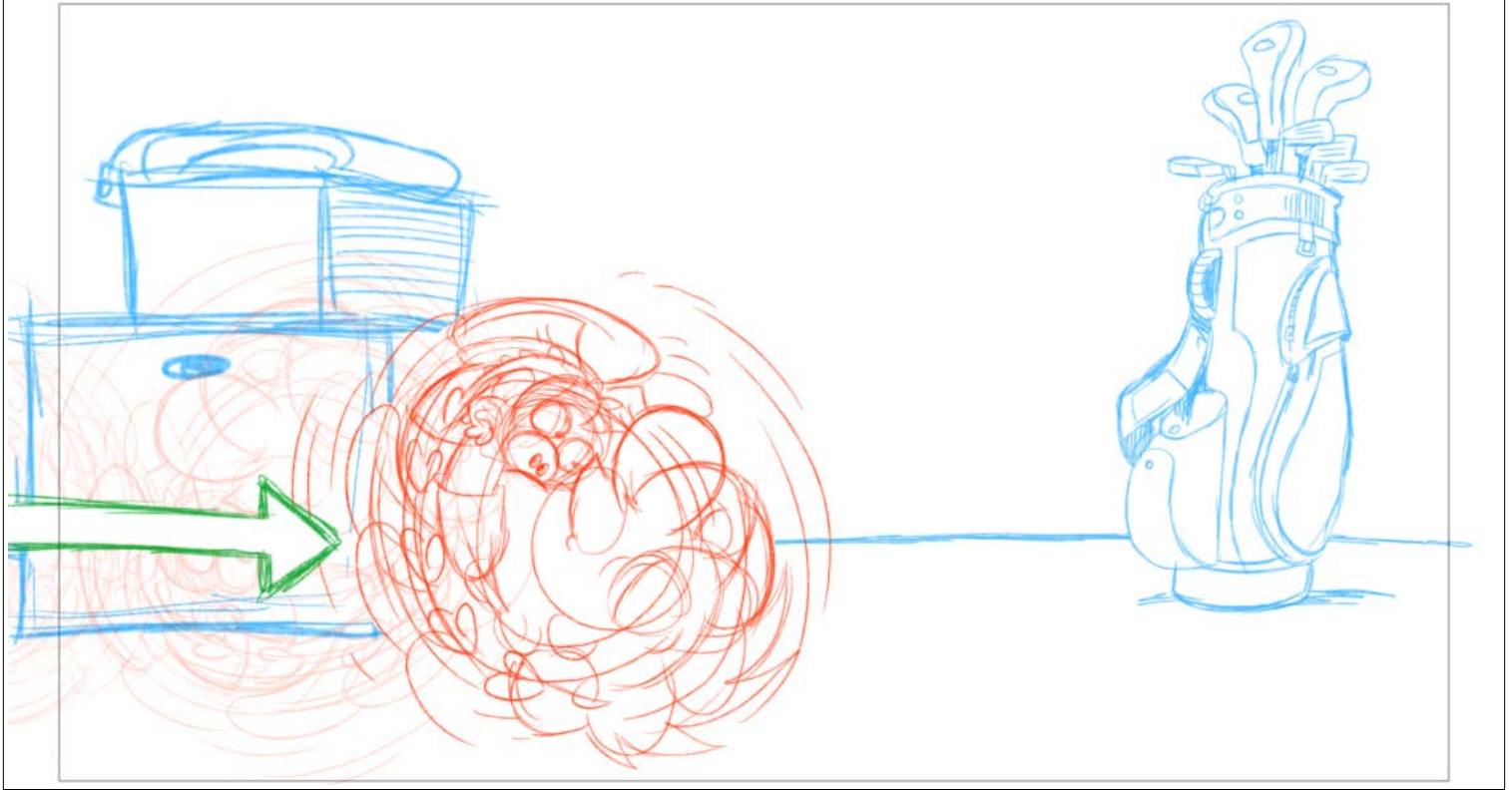


Action Notes

A tiny blurred figure shoots out of the shadows slamming into Caz knocking both figures off screen.

Dialog

Scene	Panel
3	1



Action Notes

Cut/pan over as Caz and the Little Dragon roll into place.

Dialog

Scene

3

Panel

2



Action Notes

Caz is on his back with Lil, the Little Dragon on top tickling him...

Dialog

Caz: LAUGHTER

Scene

3

Panel

3



Action Notes

Caz is kicking and laughing.

Dialog

CAZ (laughing): "OK, Ok,..."

Scene

3

Panel

4



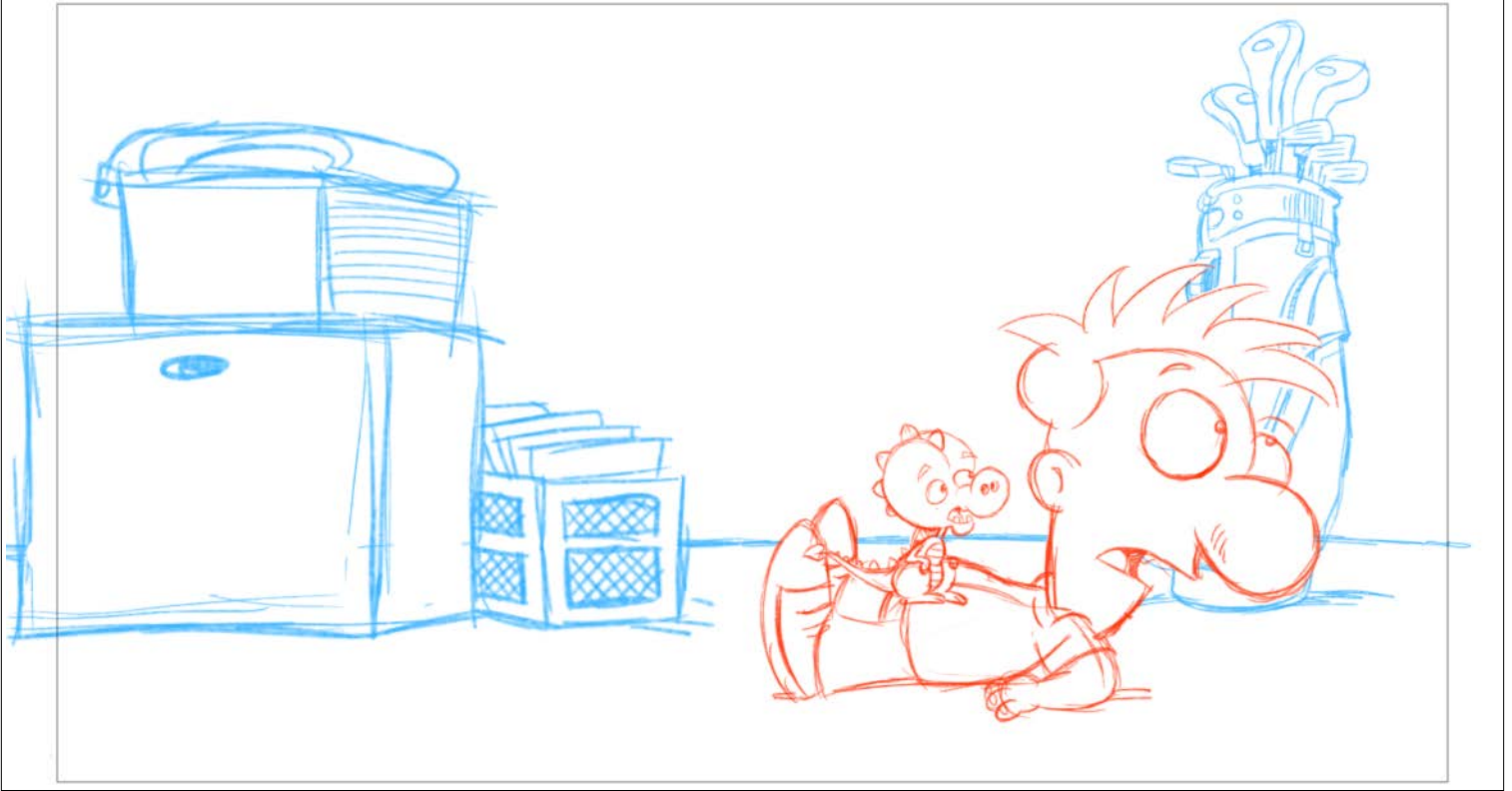
Action Notes

Dialog

CAZ: "I'm it!"

LIL (sfx): "Chirping happily"

Scene	Panel
3	5



Action Notes

Outside you hear a angry cat screech.

Dialog

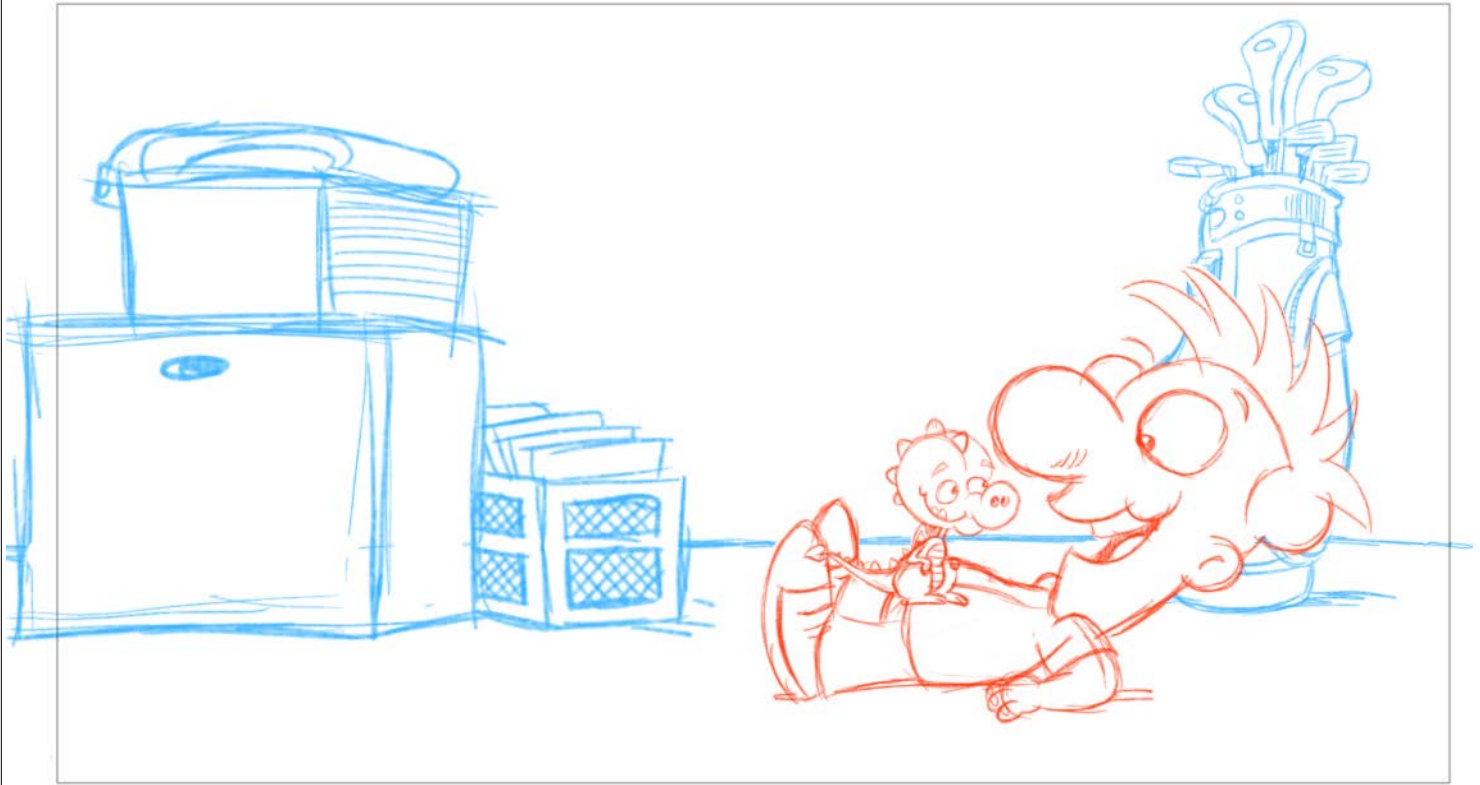
CAZ: "Uh oh, sounds like Canker is out hunting those poor little birds again. Lil,... You stay away from that mangy old cat. He's bad news!"

Scene

3

Panel

6



Action Notes

Dialog

LIL (sfx): "Chirping happily"

CAZ: "Let's just keep playing our game. Now it's your turn to hide and I'll do the seeking."

Scene

3

Panel

7

**Action Notes**

Caz sits up as Lil pops off his chest and slowly struggles to fly away to hide. Her little wings really have to work to get her aloft.

Dialog

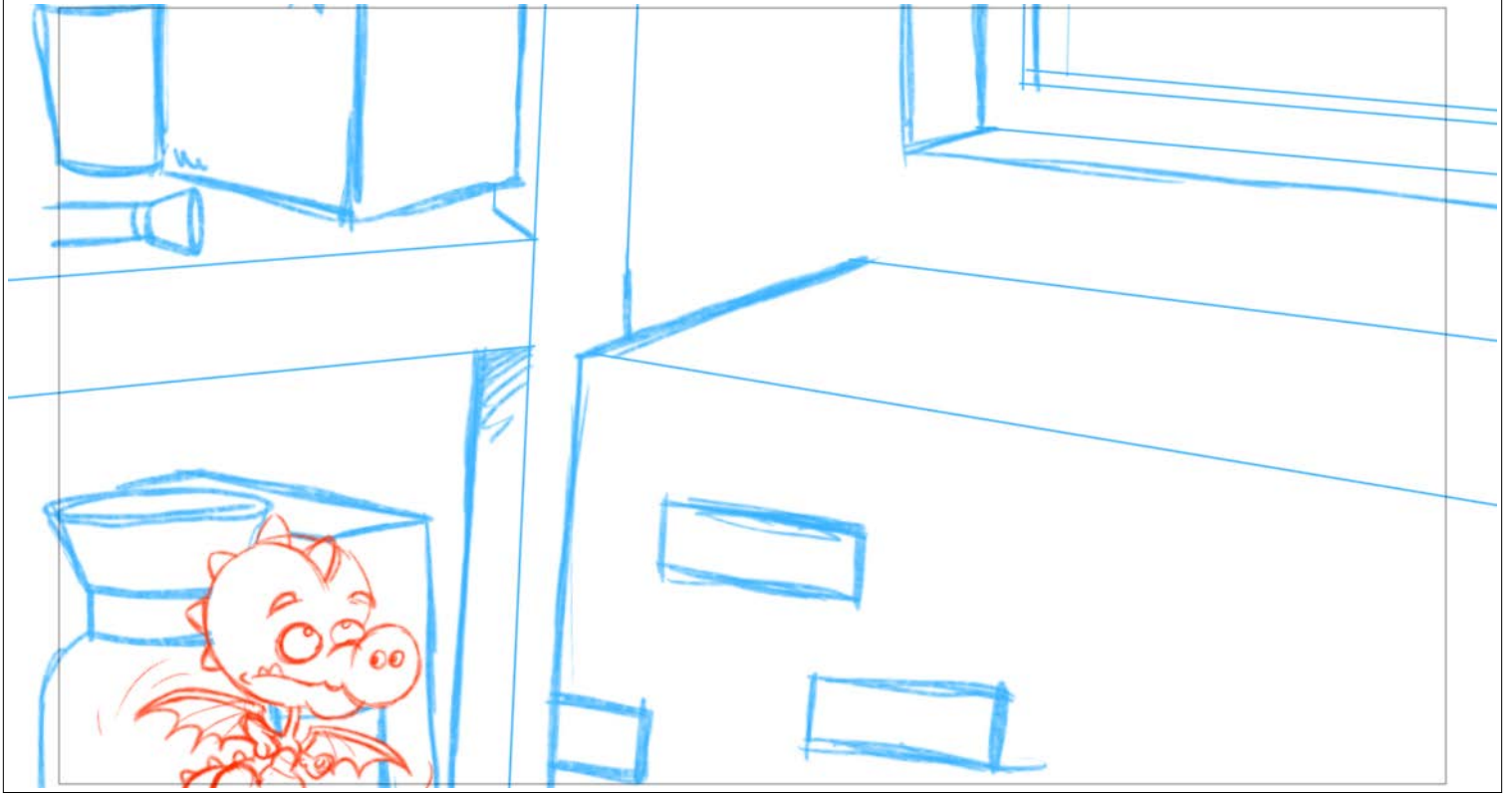
CAZ: "Go hide and I'll start counting. 1...2...3..."

Scene

4

Panel

1



Action Notes

Cut to the Little Dragon, looking to hide.

Dialog

Scene	Panel
4	2



Action Notes

She flies up to the wall ledge near the basement window that is ground level to the outside backyard.

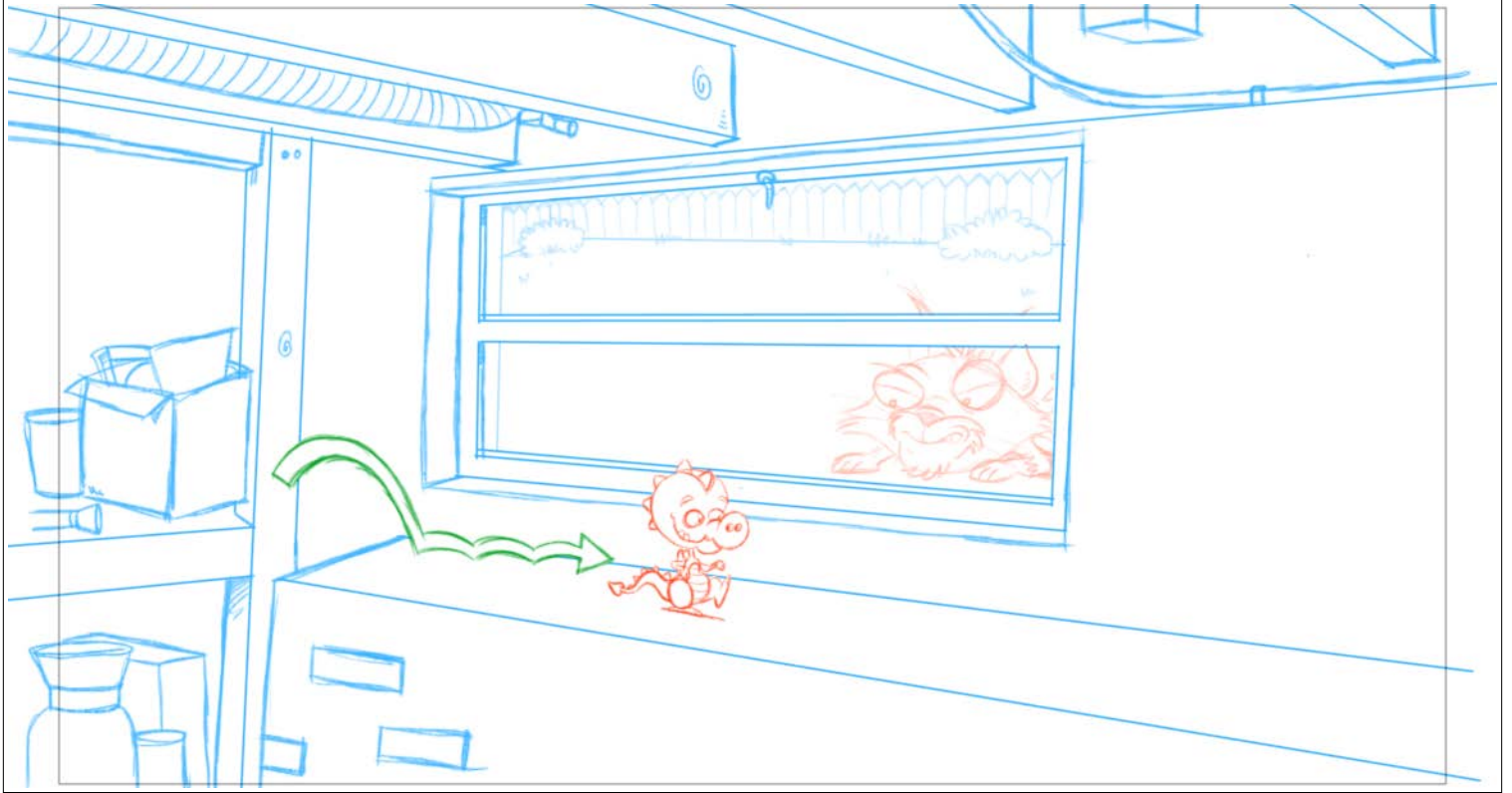
Dialog

Scene

4

Panel

3



Action Notes

Lil walks slowly past a closed window, not realizing that looking thru on the other side is Canker, a mangy black cat. His lip permanently curls over one of his teeth. He looks like a stray.

Dialog

Scene

4

Panel

4



Action Notes

Lil stops...

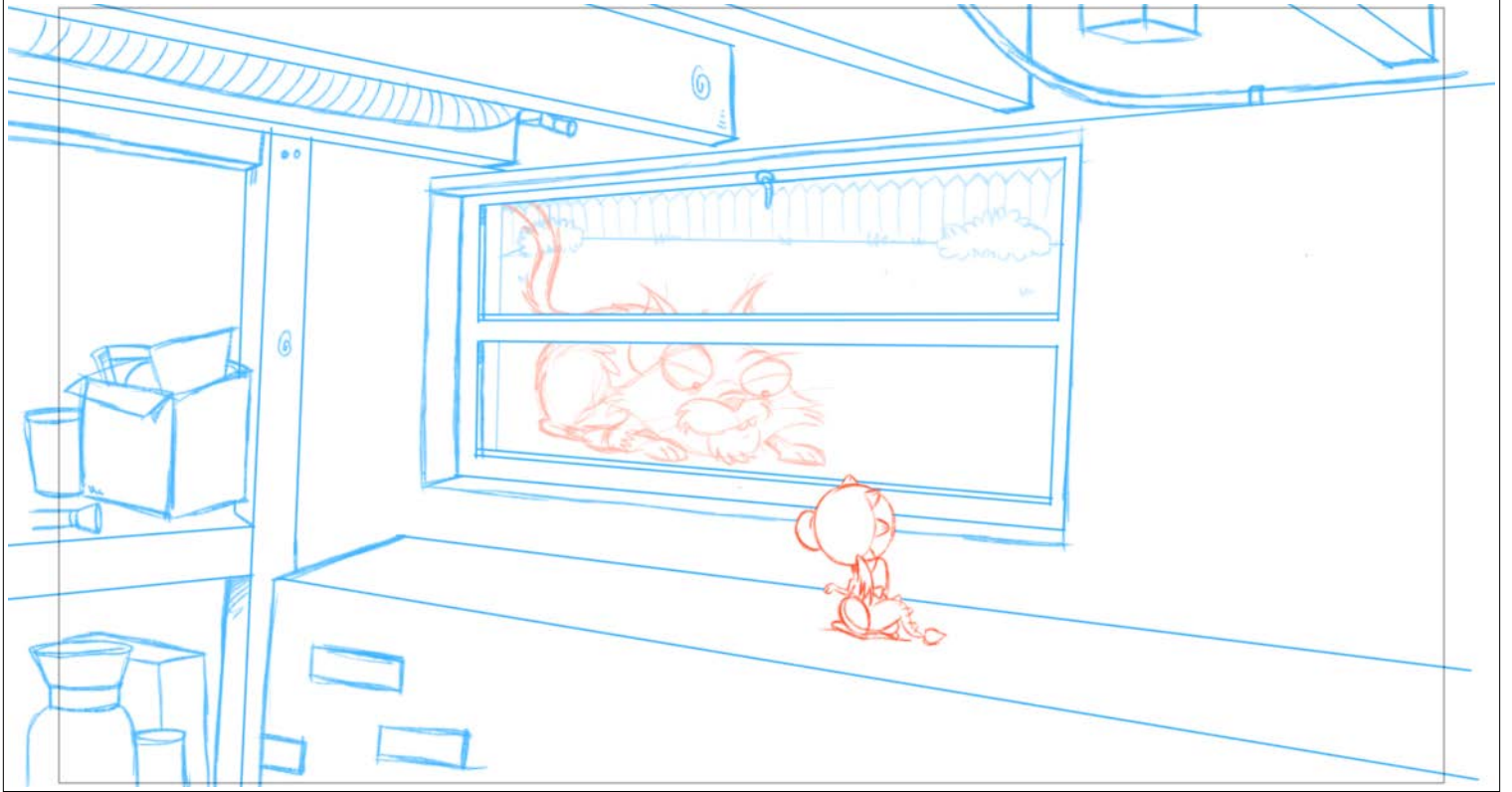
Dialog

Scene

4

Panel

5



Action Notes

... and stares into the eyes of the hungry cat.

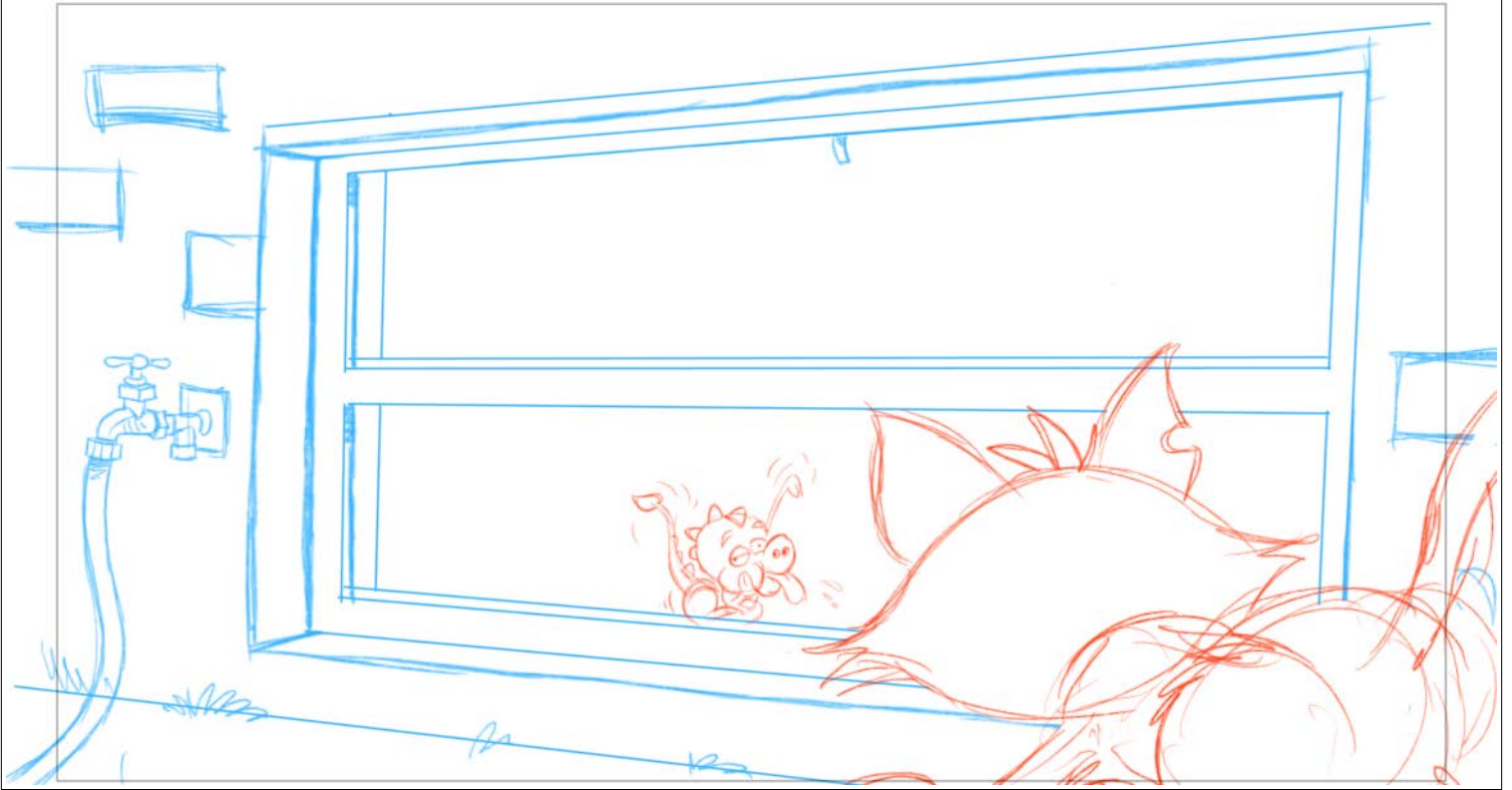
Dialog

Scene

5

Panel

1



Action Notes

Cut to reverse shot from outside as Lil starts making faces at the mean old cat.

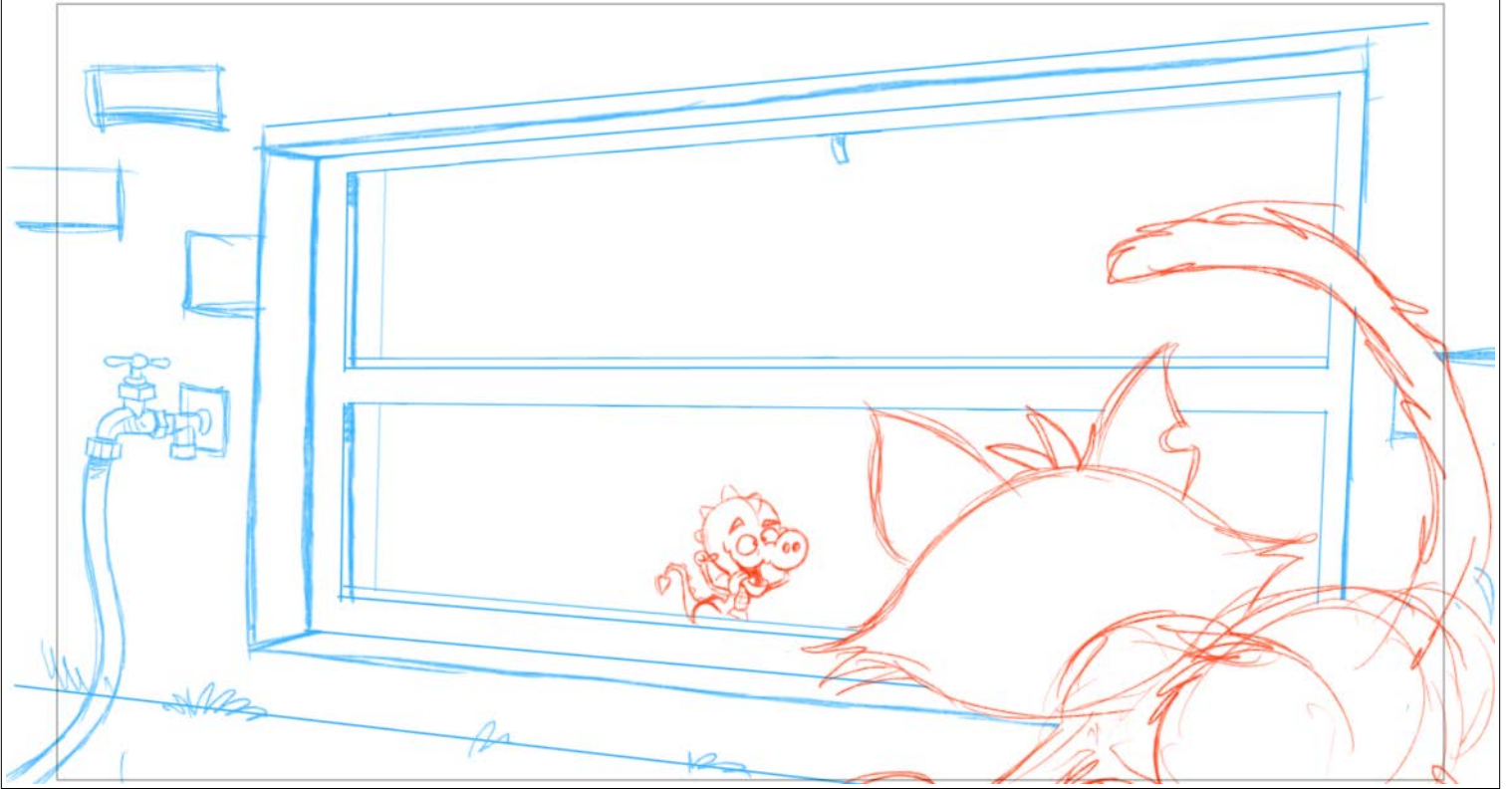
Dialog

Scene

5

Panel

2



Action Notes

She's really having a good time poking fun at the cat.

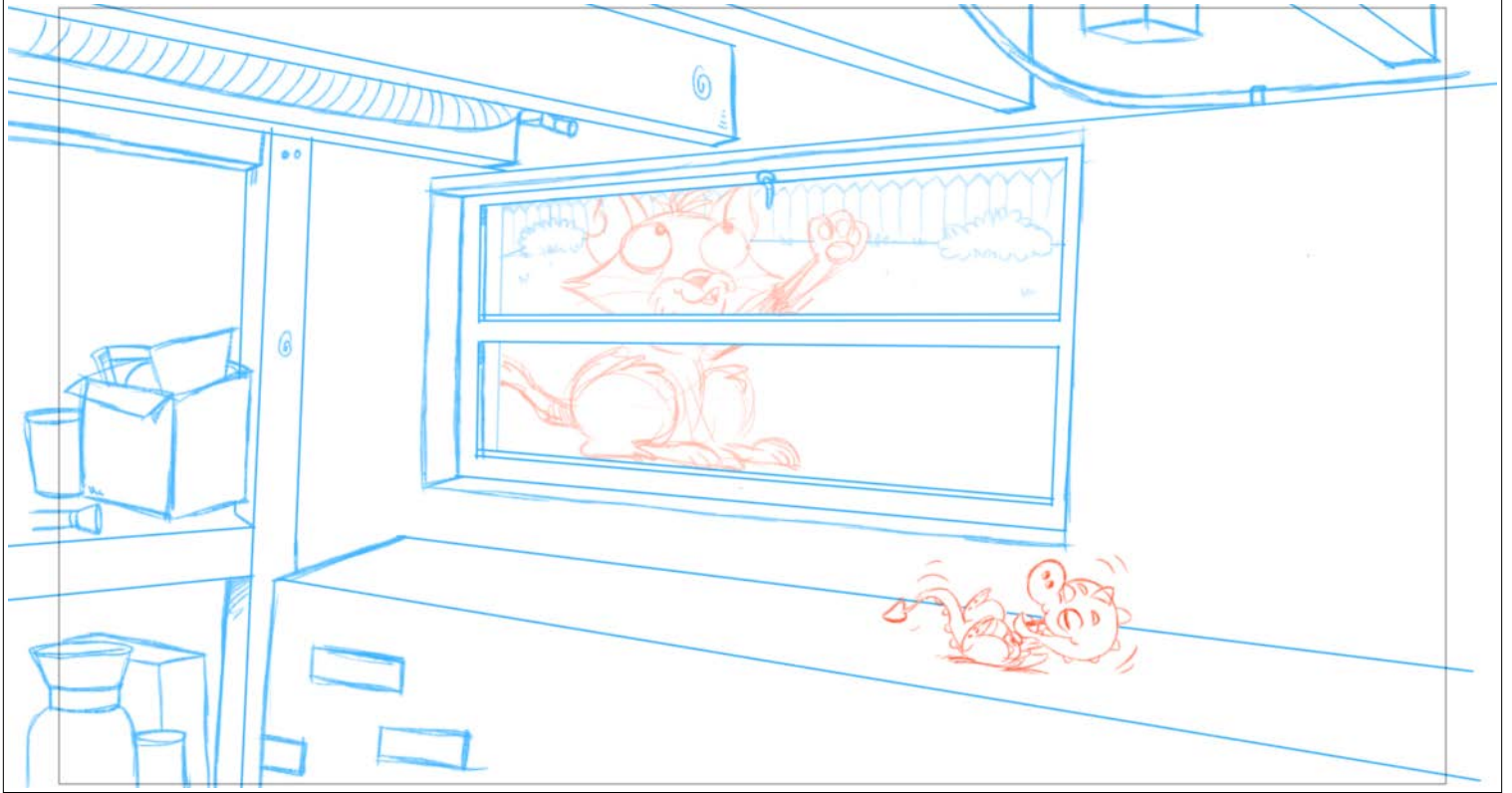
Dialog

Scene

6

Panel

1



Action Notes

Lil falls down holding her belly laughing. Canker puts one paw against the glass window...

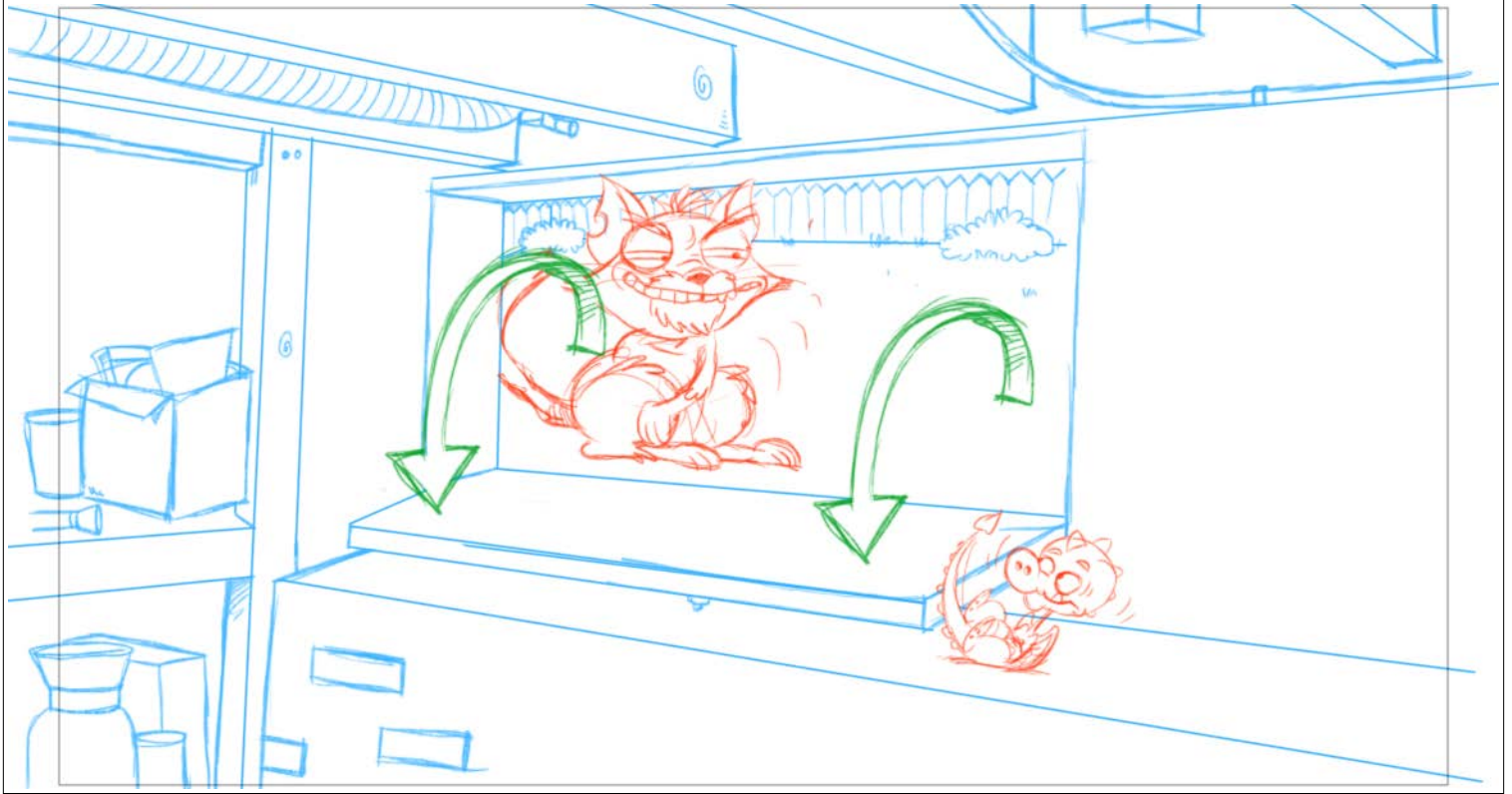
Dialog

Scene

6

Panel

2

**Action Notes**

... and gently pushes the unlocked window. The window (which is hinged on the bottom) easily falls open. Canker smiles.

Dialog

Scene

6

Panel

3



Action Notes

Lil stands up....

Dialog

Scene

6

Panel

4



Action Notes

.. and turns to look at the camera.

Dialog

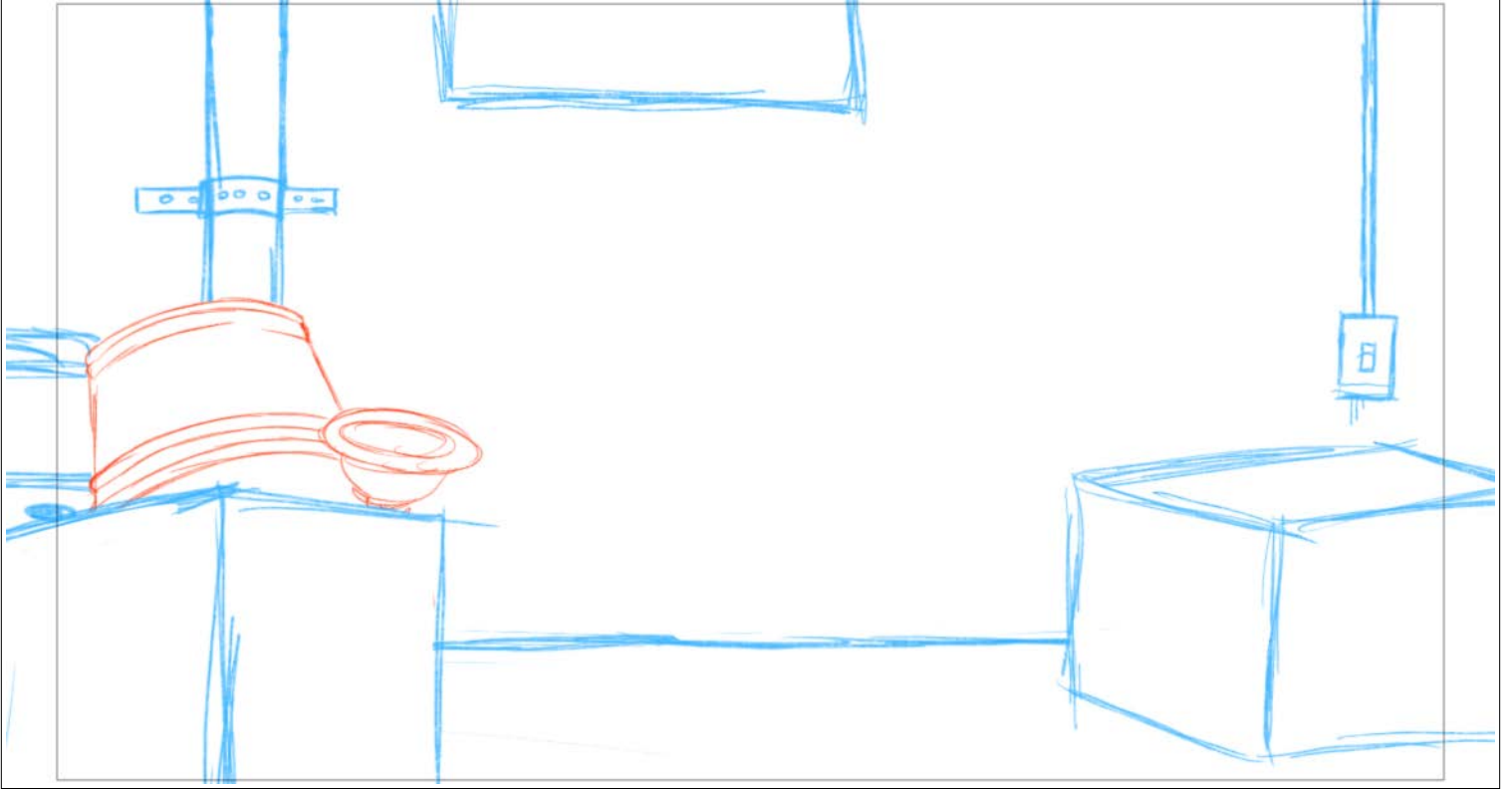
LIL (sfx): A chirped "uh oh"

Scene

7

Panel

1

**Action Notes**

Cut to empty section of the basement. Boxes and basement junk are scattered all around.

Dialog

CAZ (offscreen): "Of course, the only one who could track down and defeat the deadly fire breathing dragon would be the brave, noble knight"

Scene

7

Panel

2

**Action Notes**

Caz jumps into scene wearing a metal bucket on his head and holding a plunger in his hand as a sword.

Dialog

CAZ: "And it is I,... Sir Casmir who shall be victorious!"

Scene

7

Panel

3



Action Notes

As he takes a step forward, Lil being chased by Canker quickly zip past Caz.

Dialog

Scene

7

Panel

4

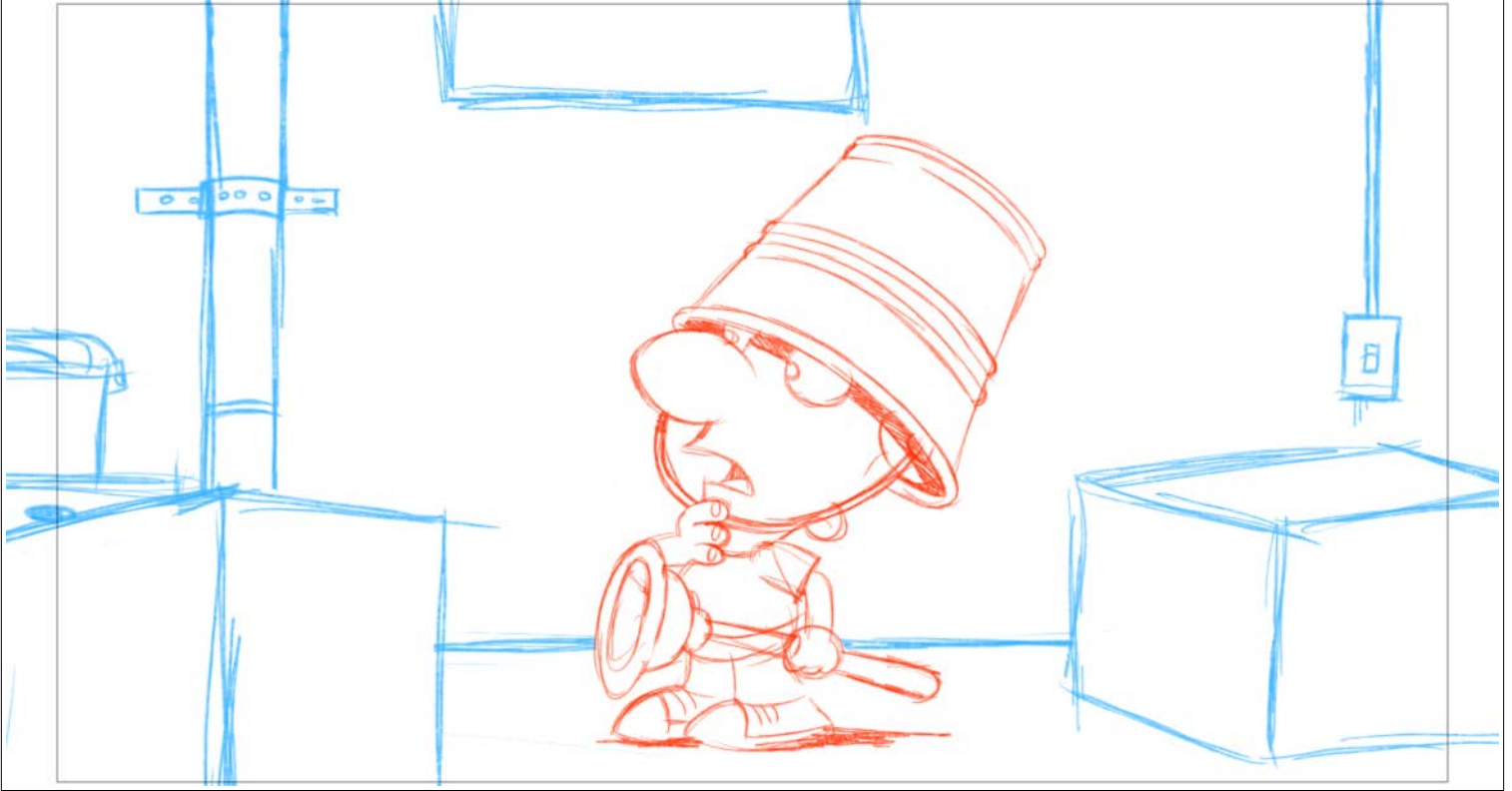
**Action Notes**

Canker steps back into the scene and takes a swipe at Caz's leg. He doesn't hit him but does scare Caz, who jumps back just a bit.

Dialog

CAZ: "AARGH!!"

Scene	Panel
7	5



Action Notes

Dialog

CAZ: "(Gasp) Oh my gosh! Canker got in the house!"

Scene	Panel
7	6



Action Notes

Lil (half running, half flying) and Canker rush past Caz again, going in the opposite direction.

Dialog

CAZ: "... and he's chasing Lil!"

Scene

7

Panel

7



Action Notes

Caz runs after Lil and Canker.

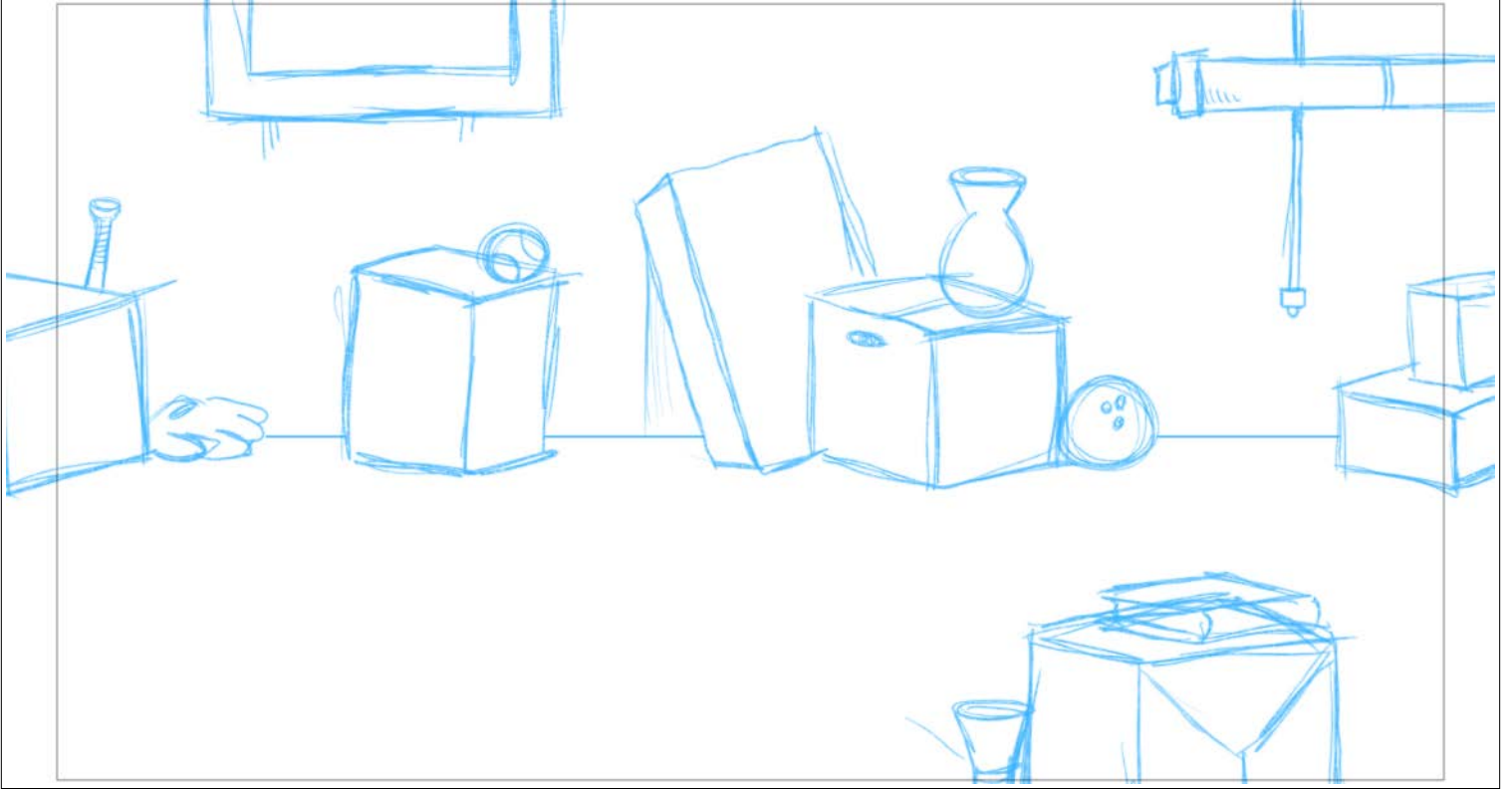
Dialog

Scene

8

Panel

1



Action Notes

Cut away to another section of the basement.

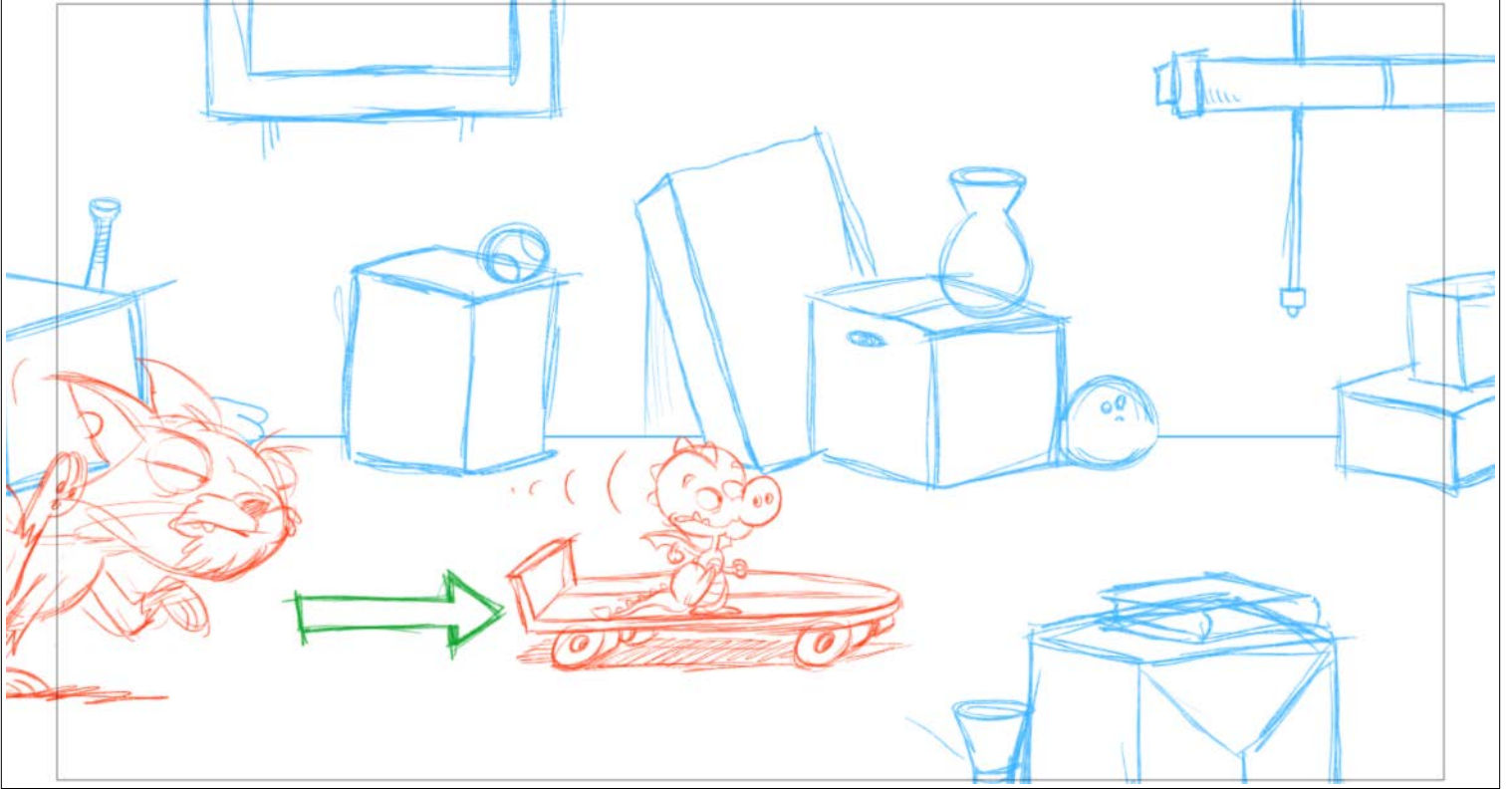
Dialog

Scene

8

Panel

2



Action Notes

Lil pans into scene (riding an old time skateboard) being chased by Canker.

Dialog

Scene

8

Panel

3



Action Notes

Background starts to pan thru. Lil is kicking the board along.

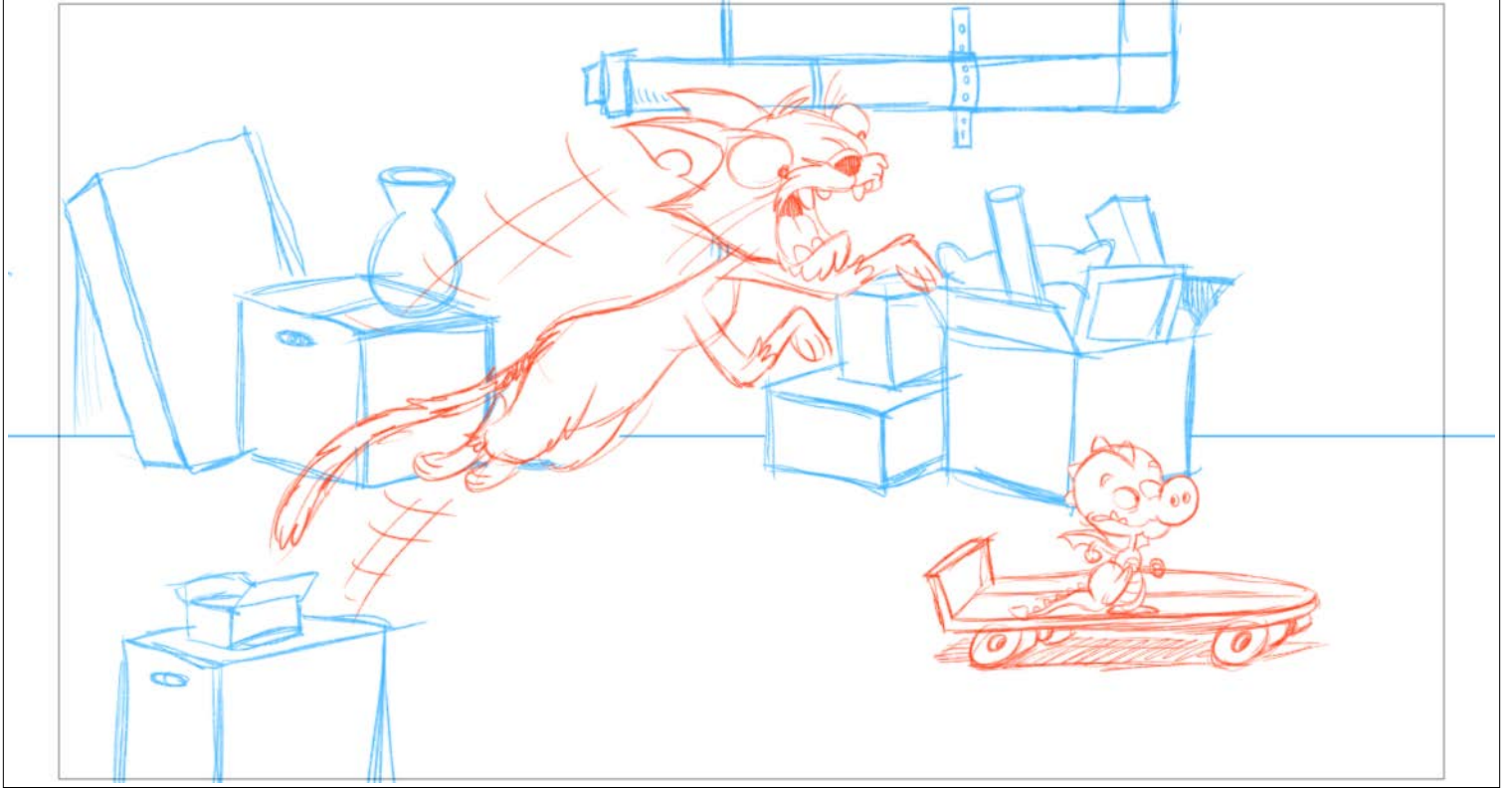
Dialog

Scene

8

Panel

4



Action Notes

Canker leaps into the air!

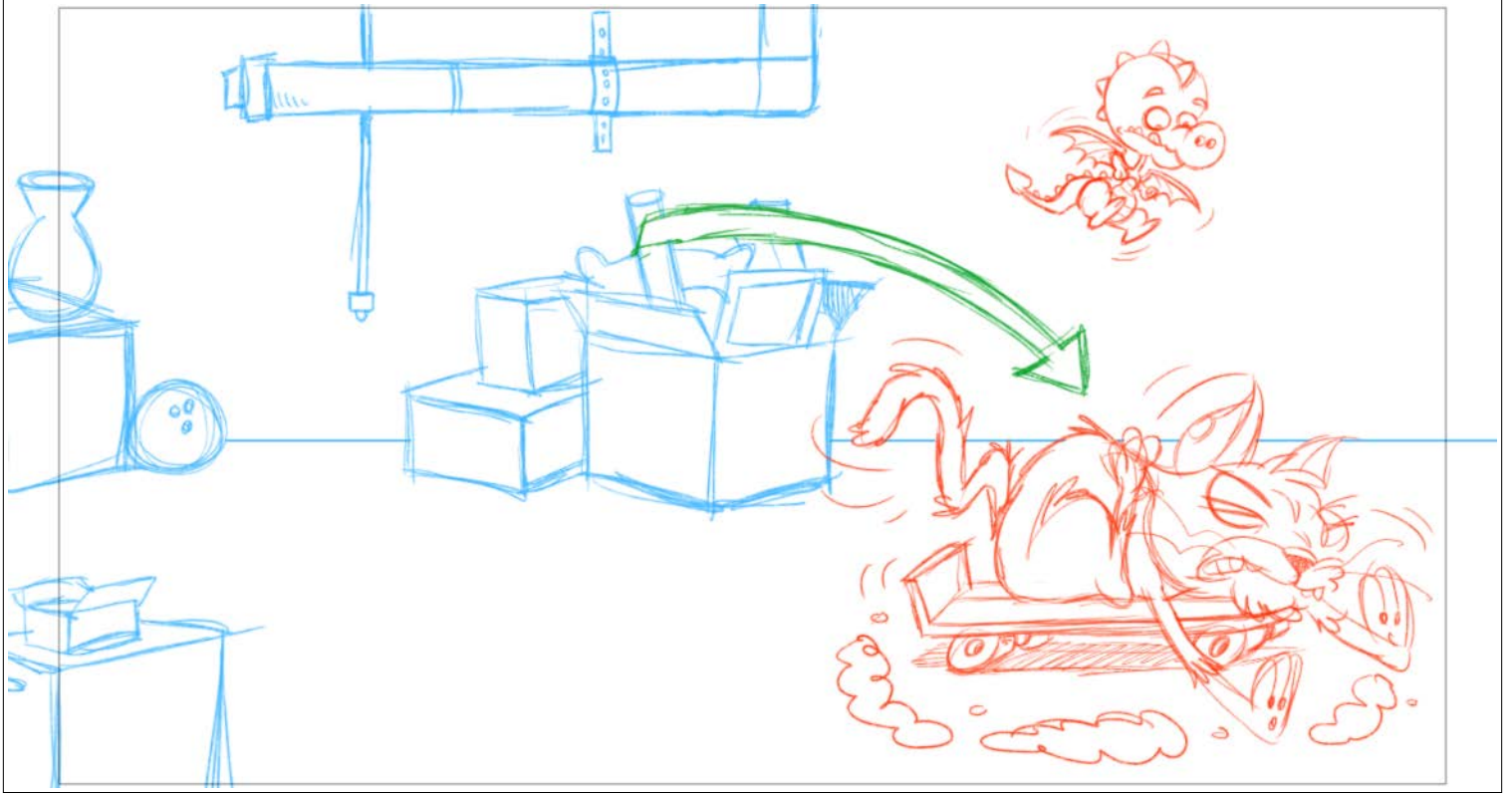
Dialog

Scene

8

Panel

5



Action Notes

Lil jumps off the skateboard (tiny wings flapping like crazy) as Canker lands on the skateboard....

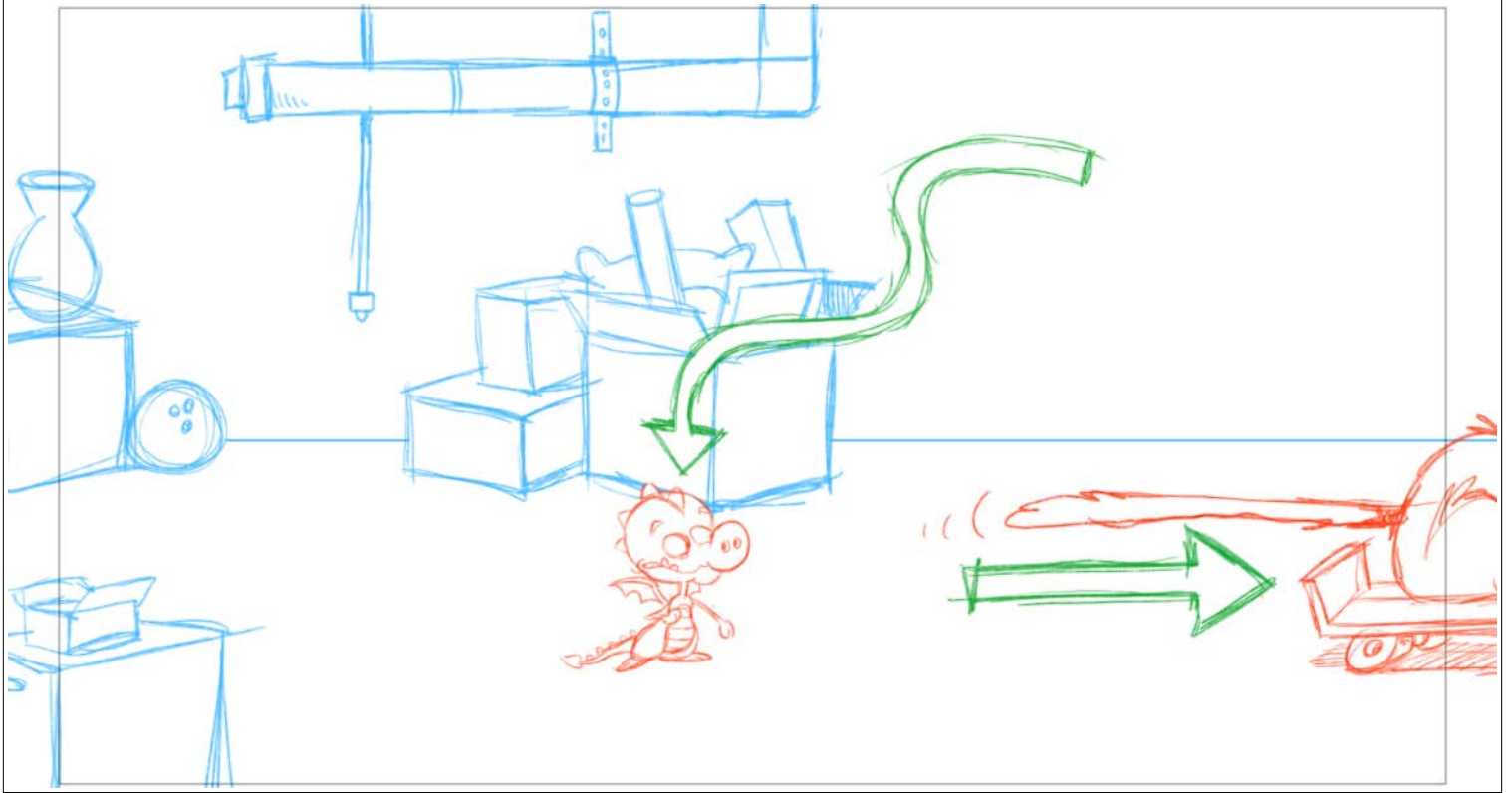
Dialog

Scene

8

Panel

6

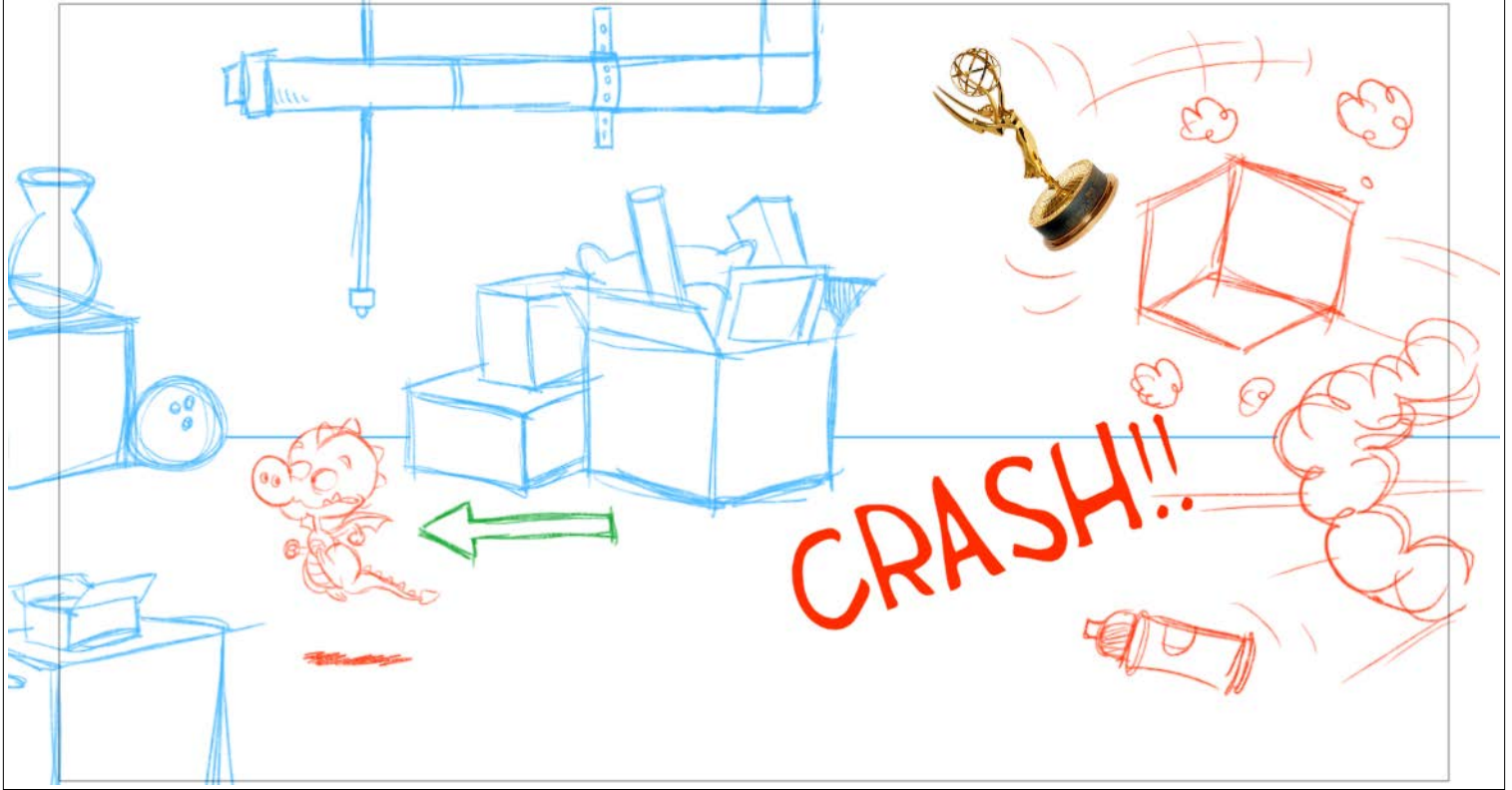


Action Notes

... and zips off screen very quickly. Lil lands,....

Dialog

Scene	Panel
8	7



Action Notes

... and runs away in the other direction as Canker crashes (offscreen).

Dialog

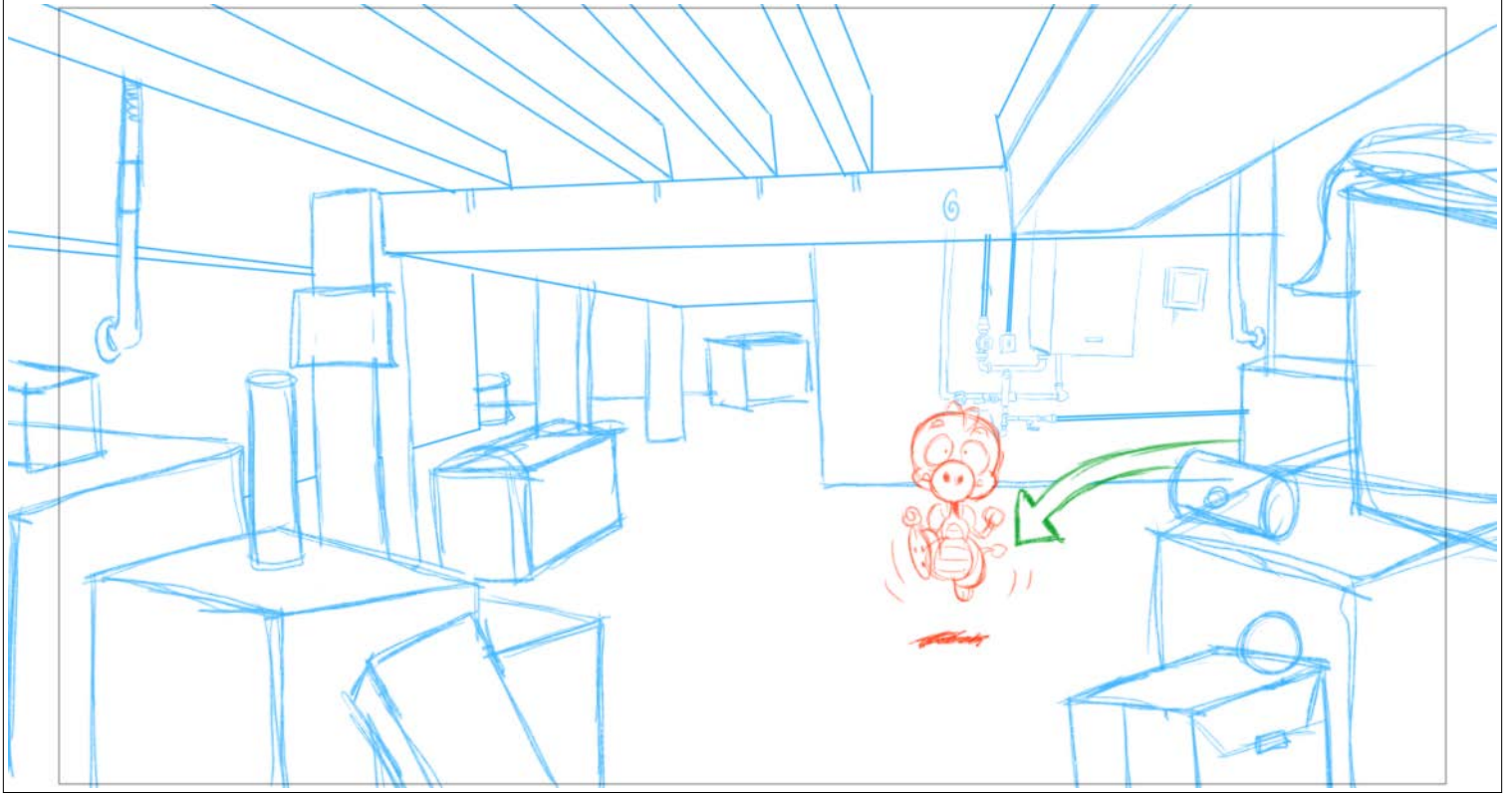
SFX: CRASH!!

Scene

9

Panel

1



Action Notes

Cut to front view of Lil running down an aisle of packed up boxes towards camera.

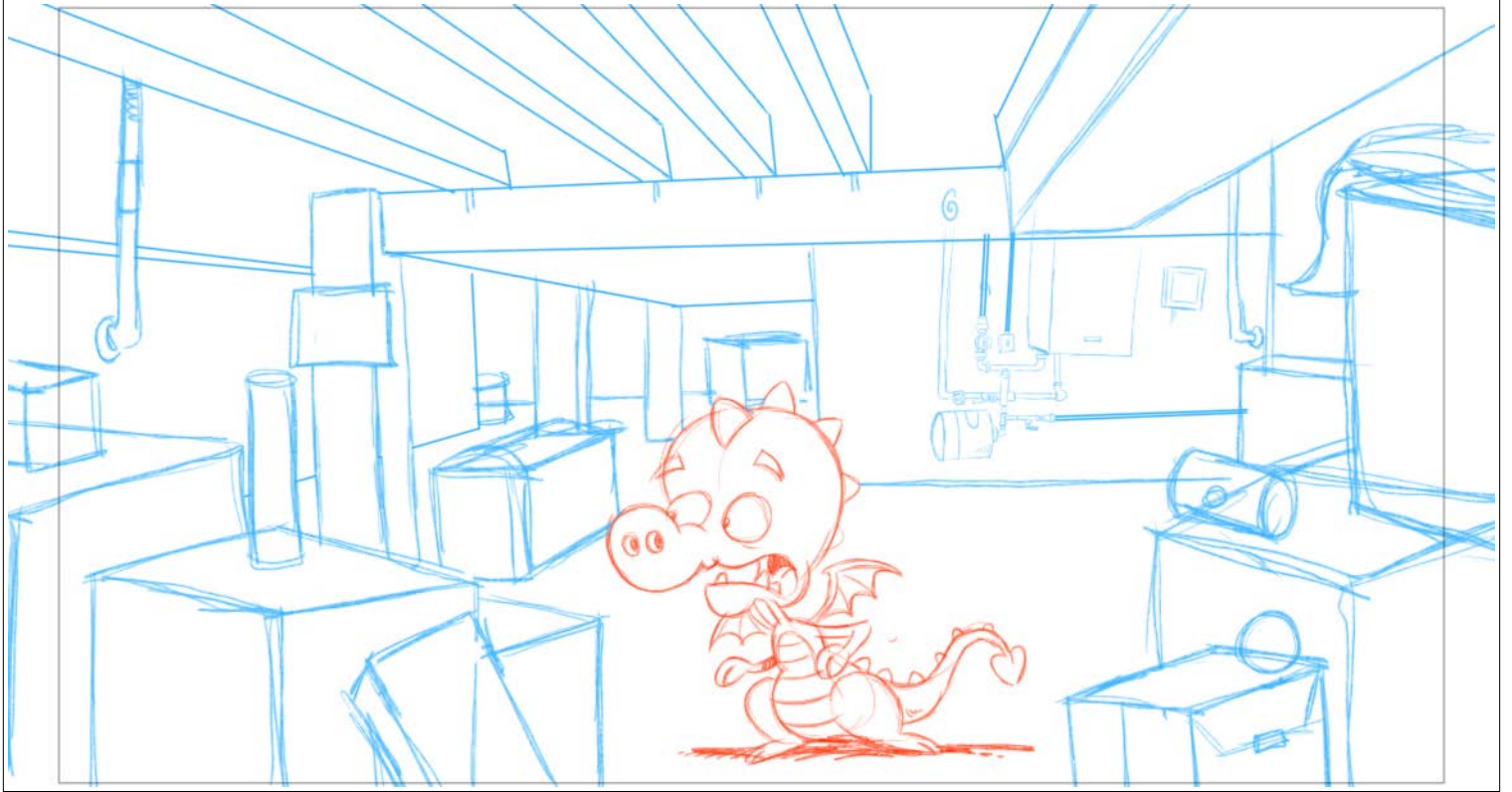
Dialog

Scene

9

Panel

2



Action Notes

Lil stops...

Dialog

Scene

9

Panel

3



Action Notes

... and nervously looks both ways.

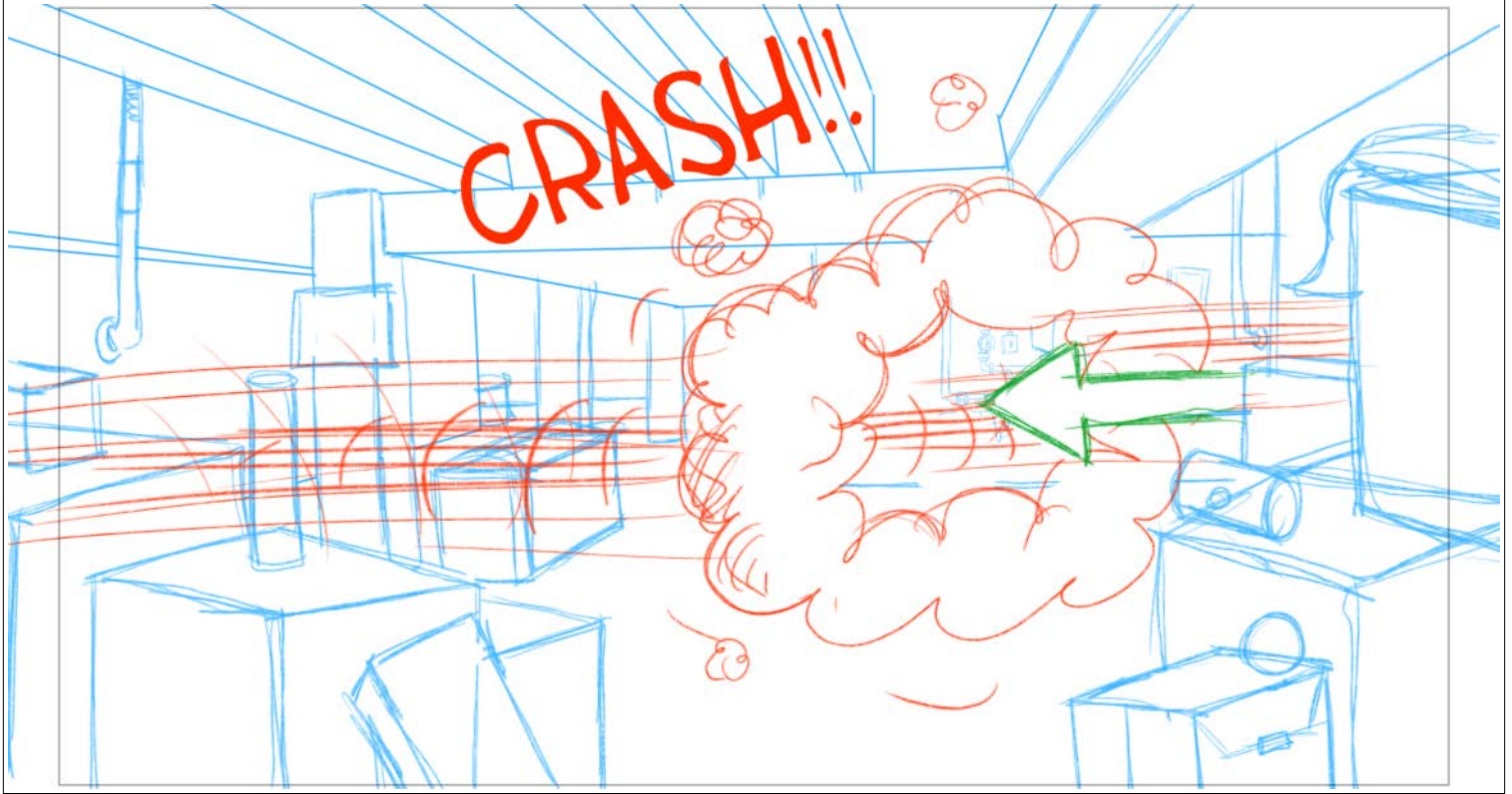
Dialog

Scene

9

Panel

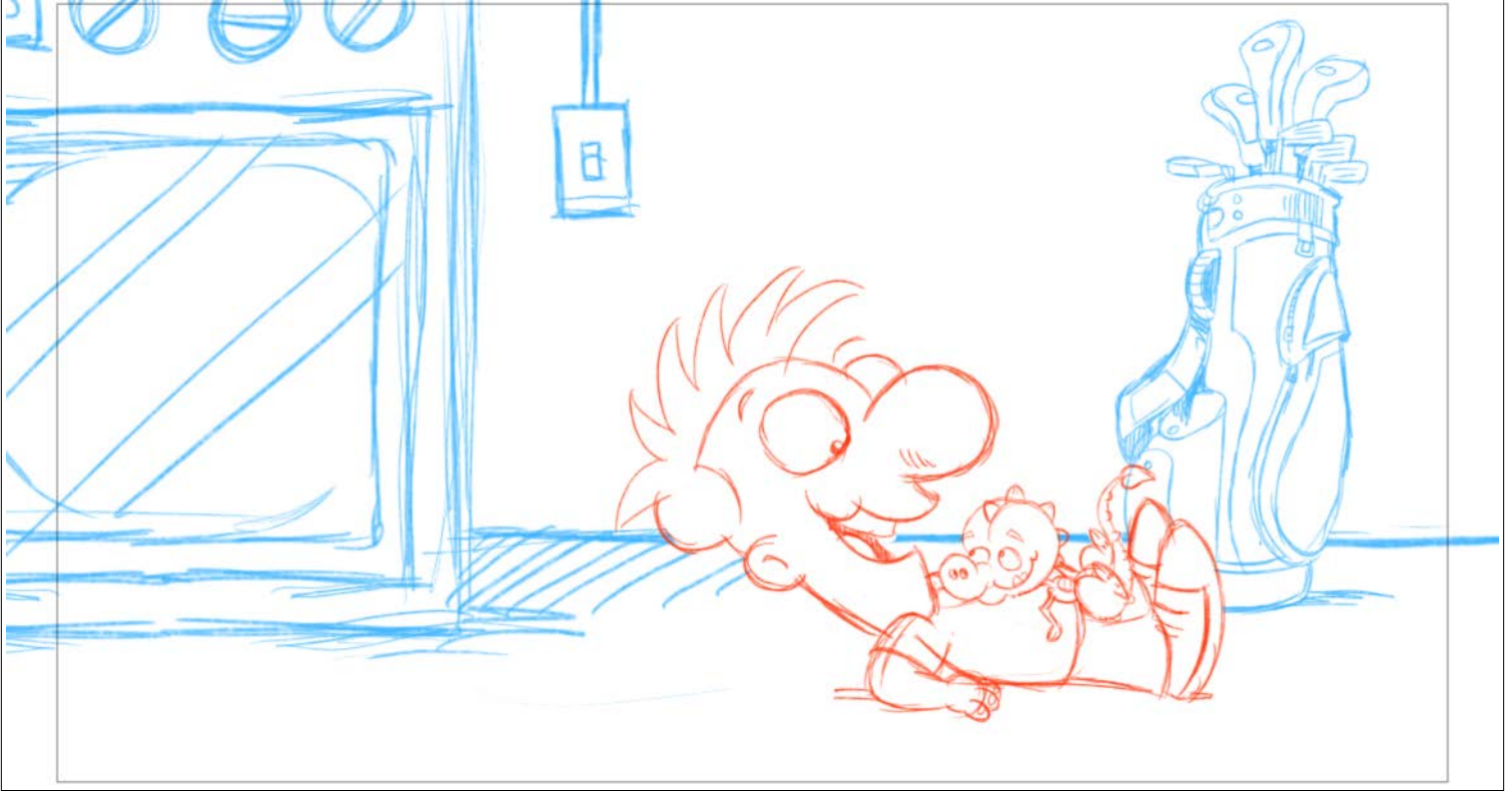
4

**Action Notes**

A blurred figure runs into her and both figures roll off screen.

Dialog

Scene	Panel
10	1



Action Notes

Pan/cut over to reveal Caz, again lying on his back, with Lil lying on Caz's stomach.

Dialog

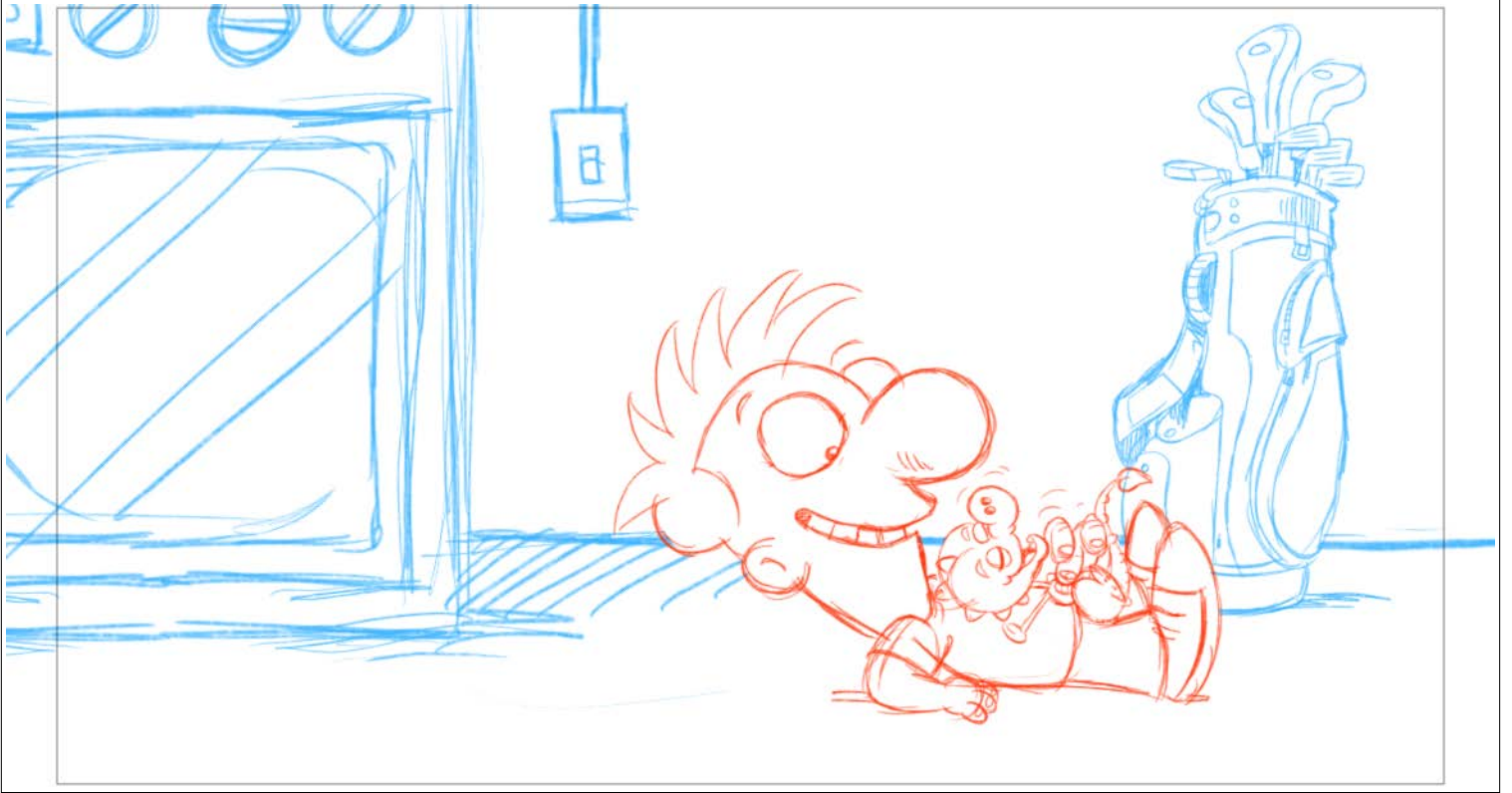
CAZ: "Tag, yer it."

Scene

10

Panel

2



Action Notes

Caz starts to tickle the little dragon and she chirps/giggles happily.

Dialog

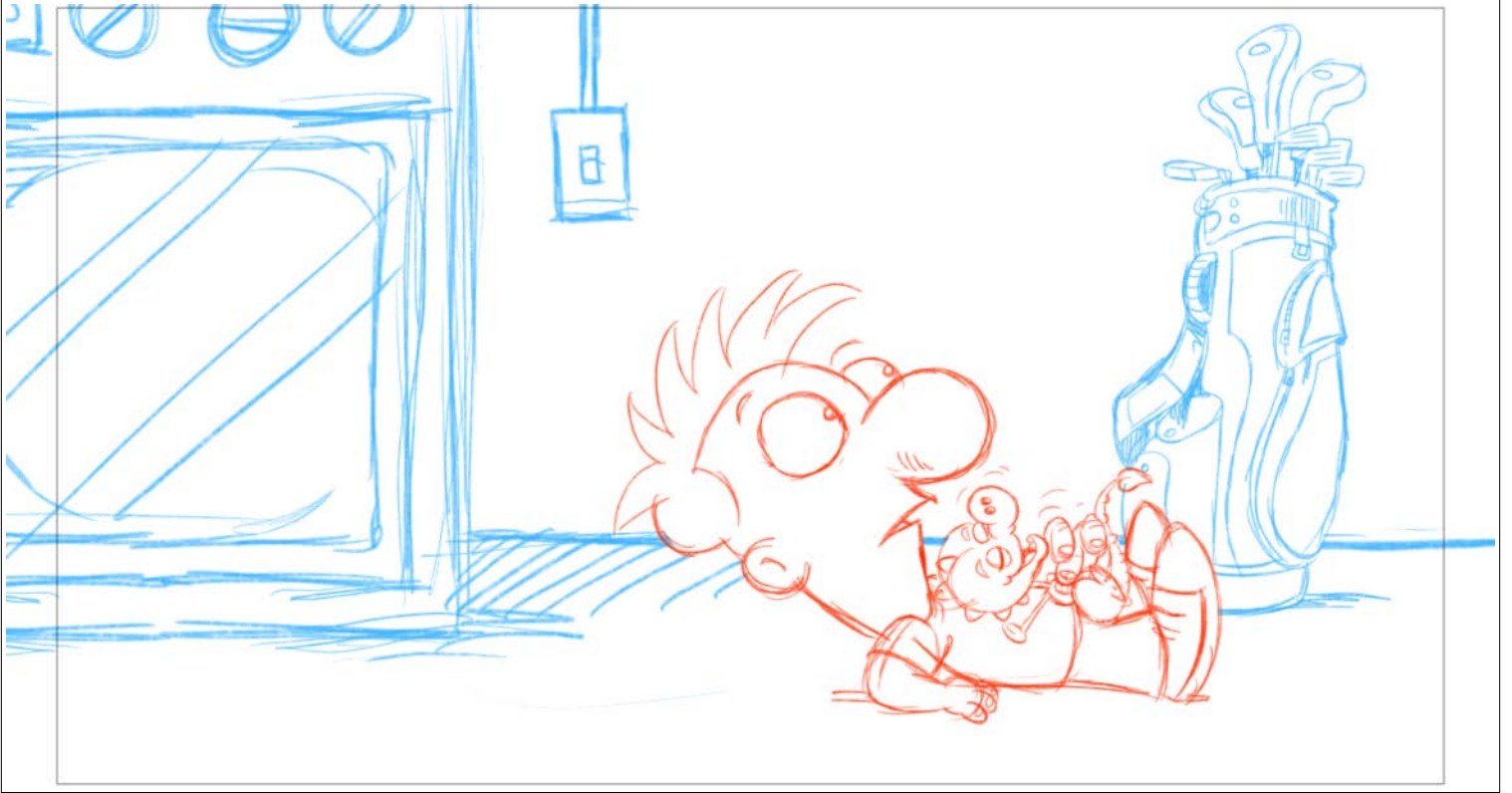
LIL (sfx): "Chirping happily"

Scene

10

Panel

3



Action Notes

Caz looks up,...

Dialog

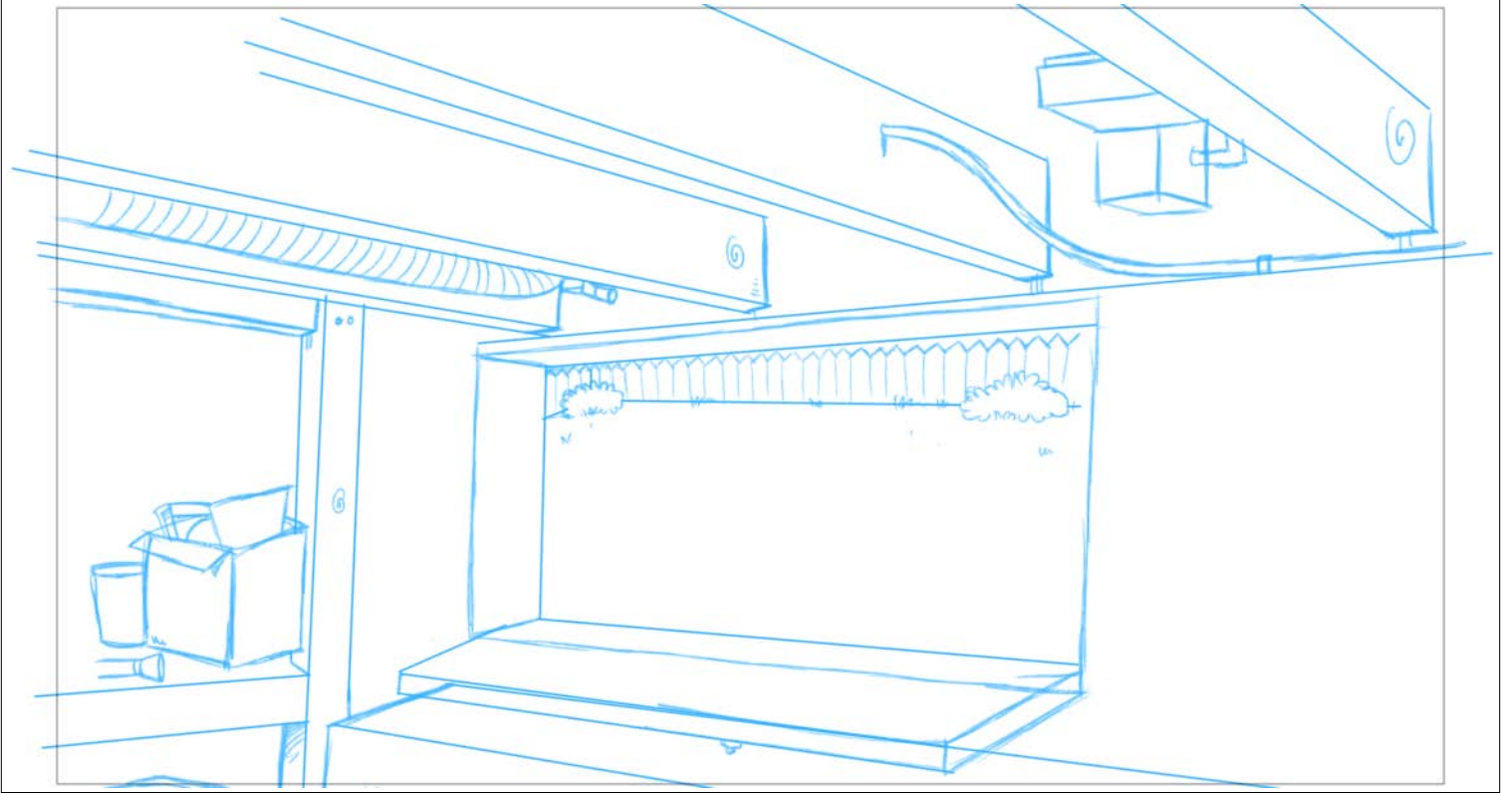
LIL (sfx): "Chirping happily"

Scene

11

Panel

1

**Action Notes**

... and sees the still-open basement window.

Dialog

CAZ (offscreen): "The window."

Scene

12

Panel

1

**Action Notes**

Cut back to Caz and Lil.

Dialog

CAZ: "We need to get Canker back out that window."

Scene

12

Panel

2



Action Notes

Dialog

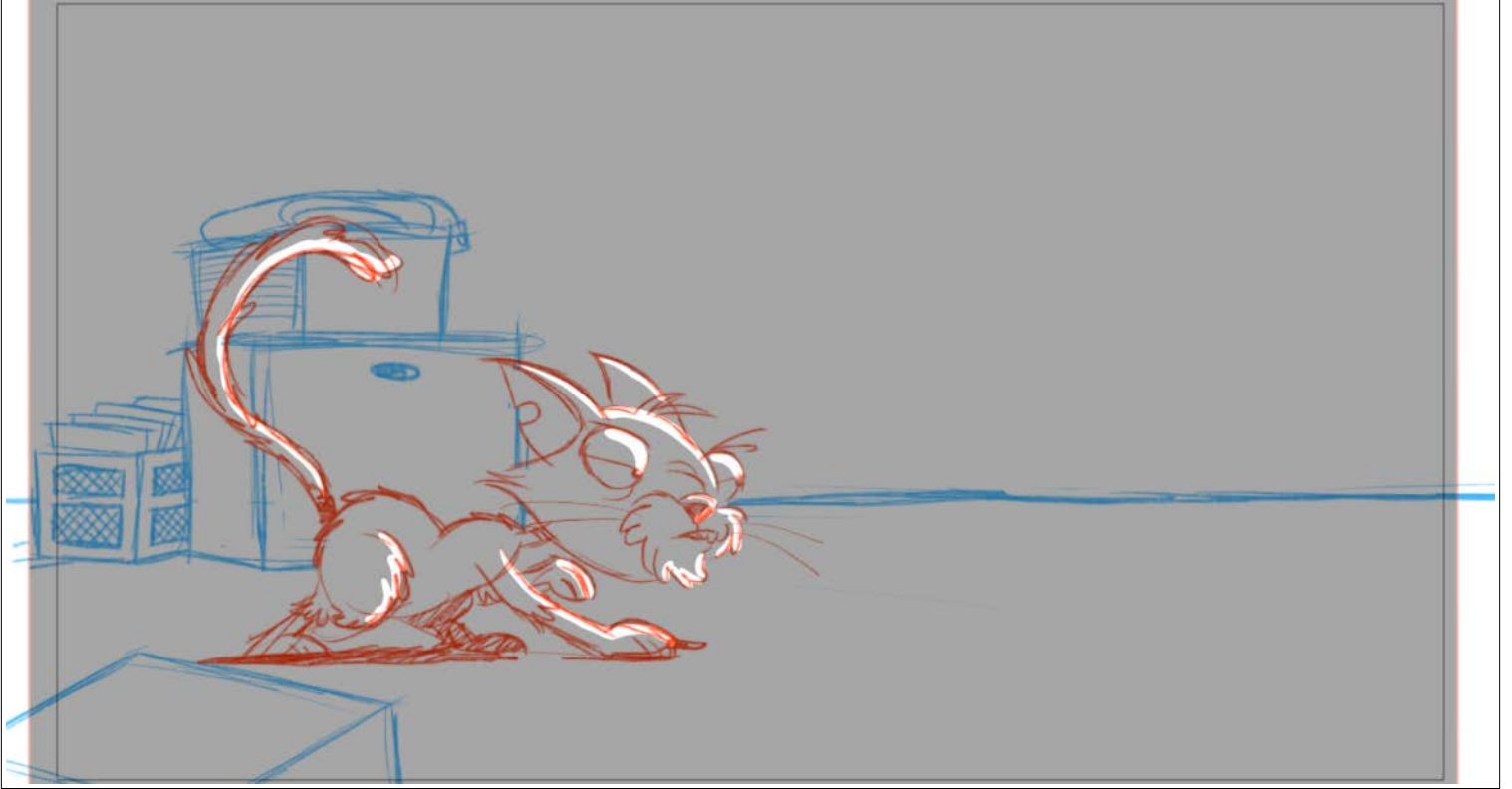
CAZ: "Here's what we're gonna do..."

Scene

13

Panel

1

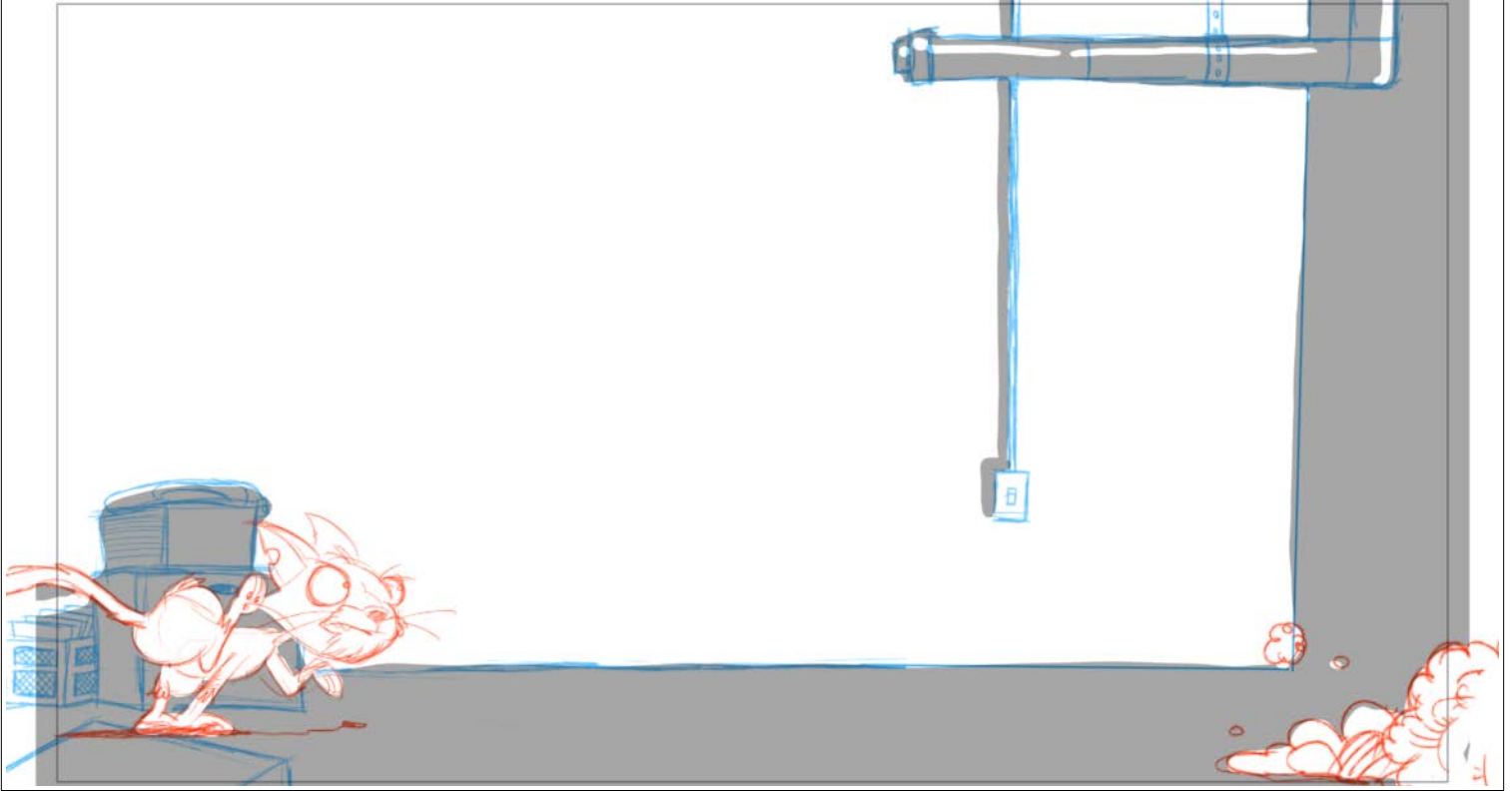


Action Notes

Cut to Canker skulking around in a dark corner of the basement looking for Lil.

Dialog

Scene	Panel
13	2



Action Notes

Slow zoom out. Suddenly, we hear grumbling and the lights start to flash like lightning.

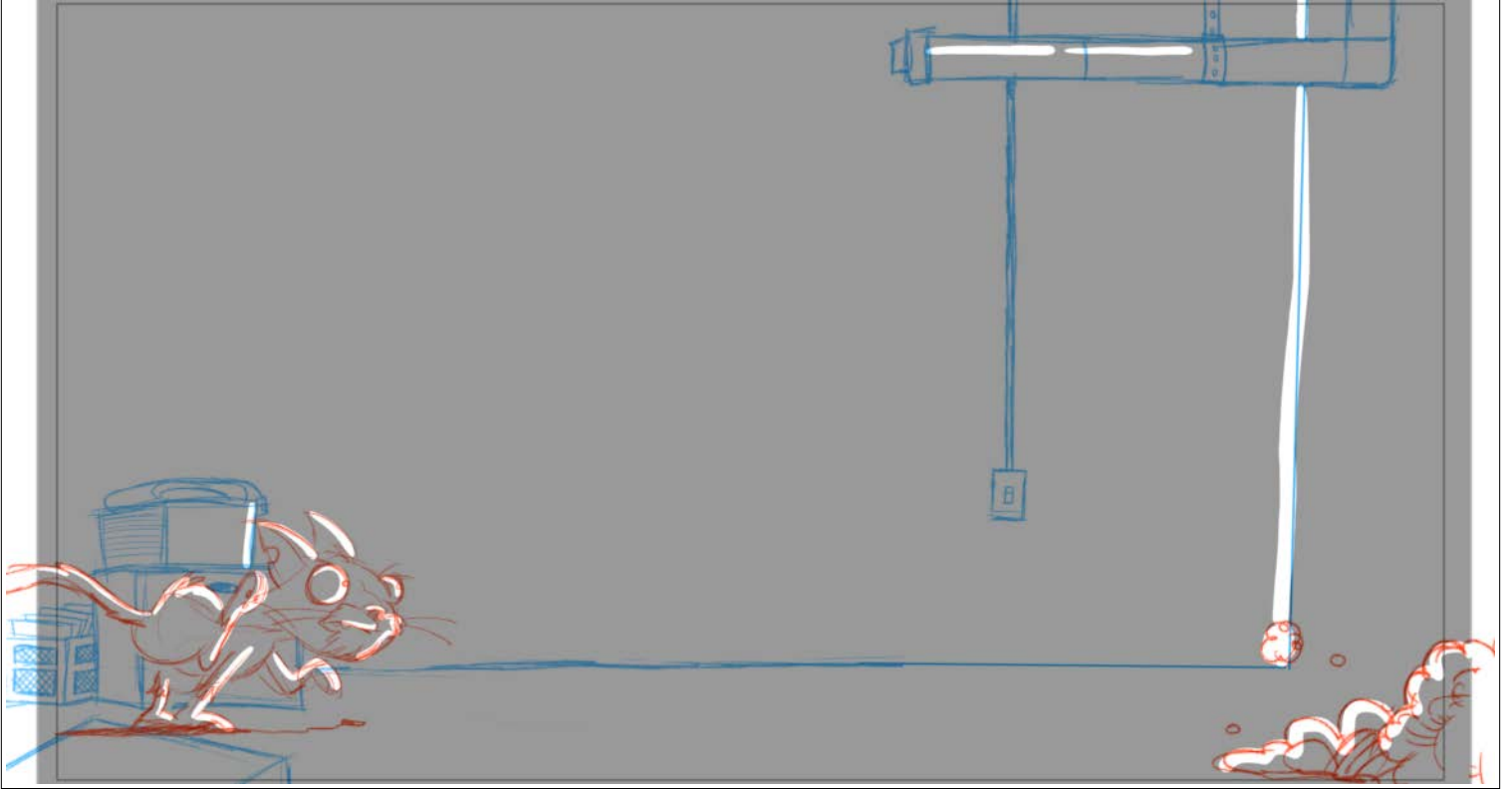
Dialog

Scene

13

Panel

3

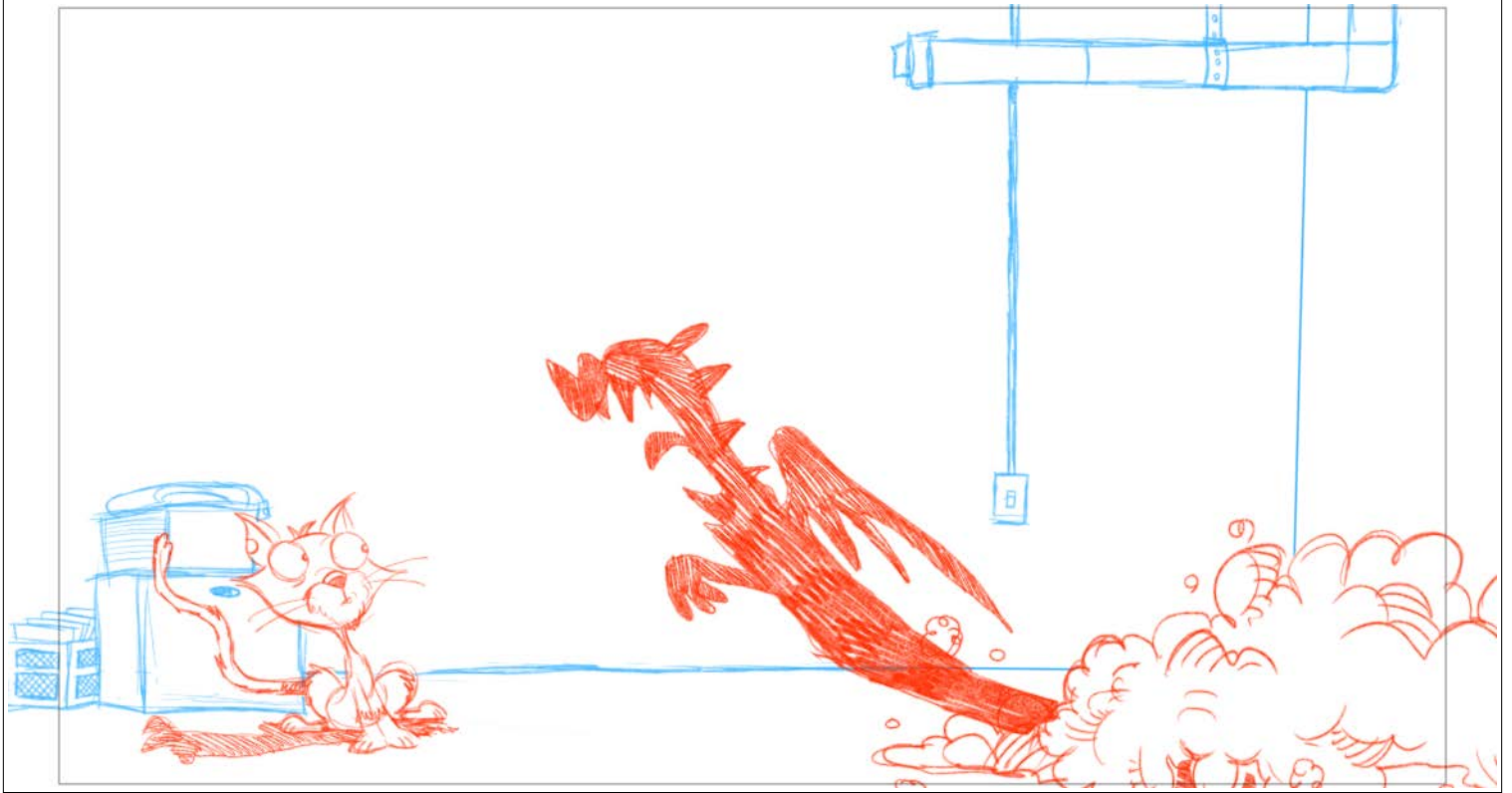


Action Notes

A cloud of smoke billows out fog-like.

Dialog

Scene	Panel
13	4



Action Notes

Canker looks up unsure of what's going on. A small dragon's shadow starts to grow up the wall getting ever larger.

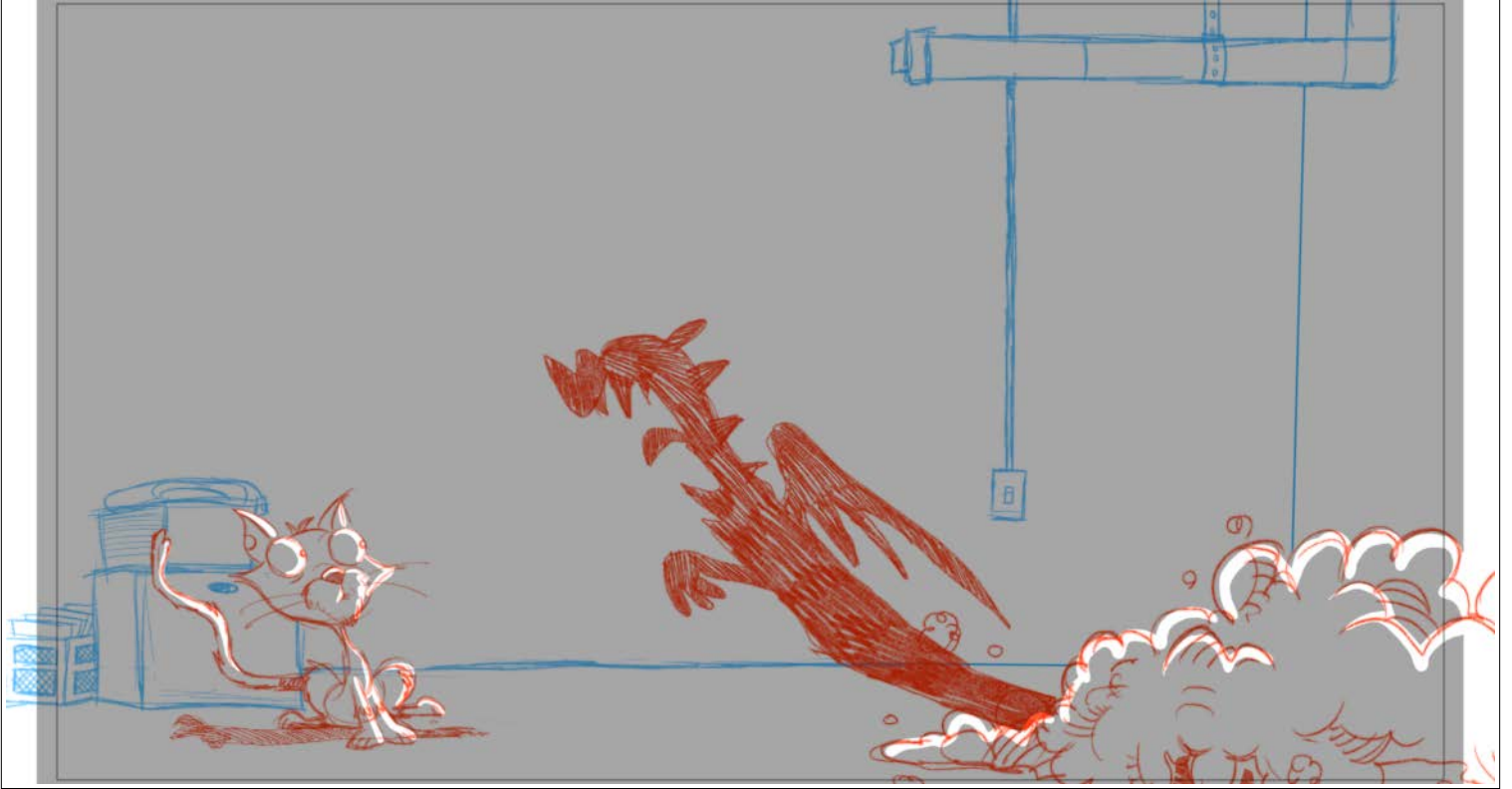
Dialog

Scene

13

Panel

5



Action Notes

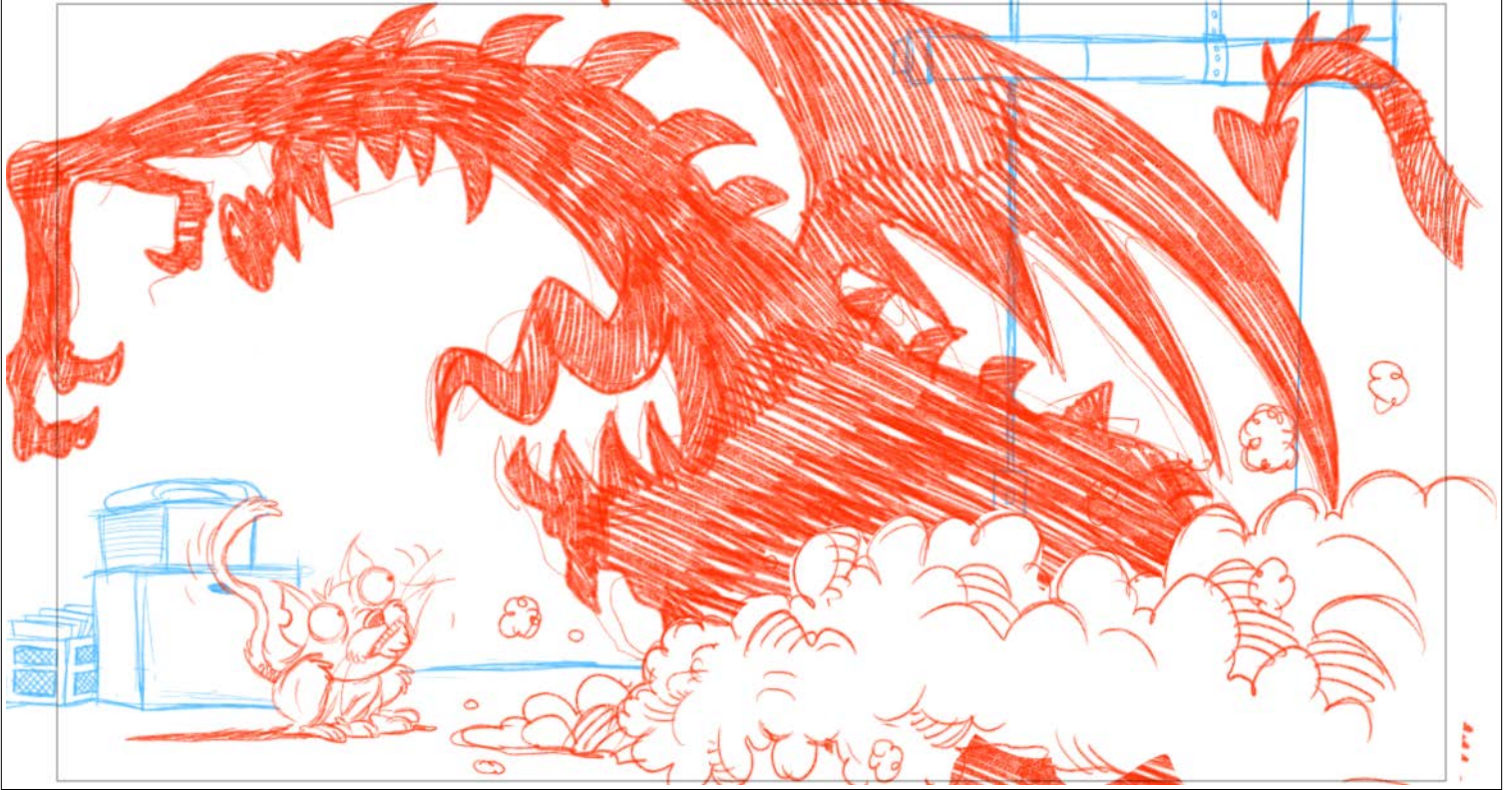
Dialog

Scene

13

Panel

6



Action Notes

Canker now looks obviously frightened. He starts to shake and look around for a clue as to what to do.

Dialog

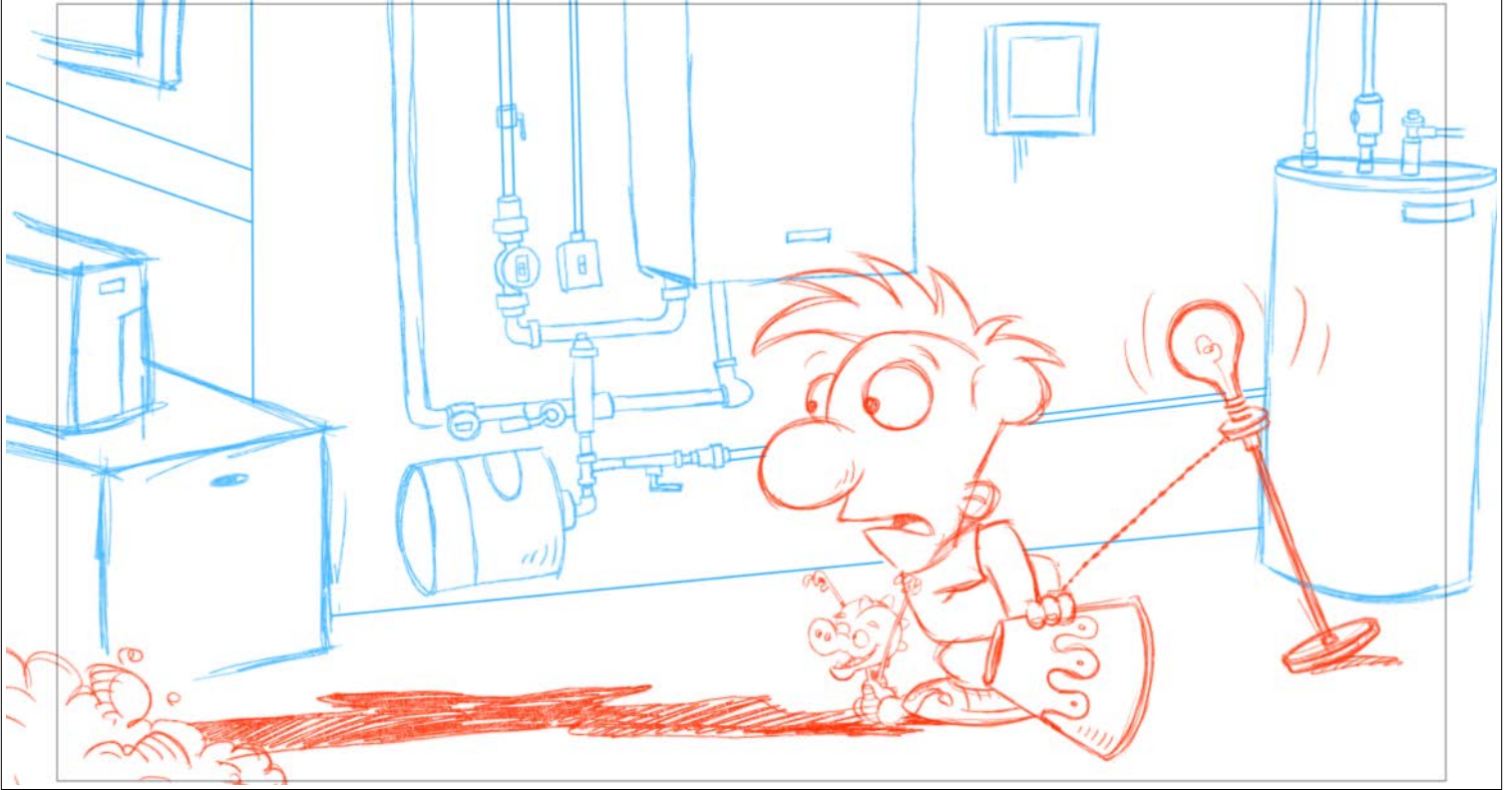
SFX: Scary bass heavy growl/roar!

Scene

14

Panel

1



Action Notes

Quick pan over to see Caz flicking the light of a lamp on and off. Lil is throwing a long shadow from the lamp.

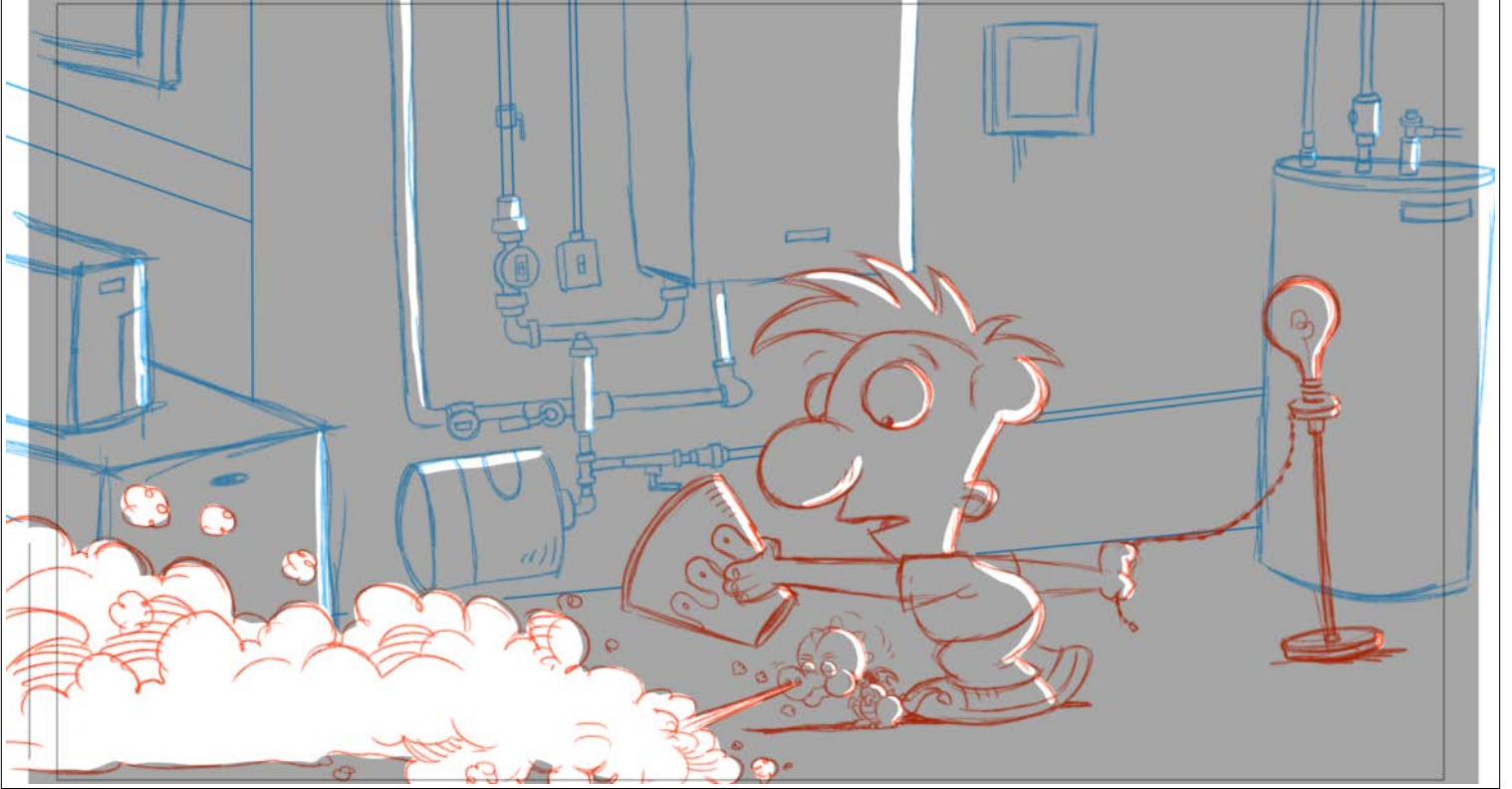
Dialog

Scene

14

Panel

2

**Action Notes**

In his other hand he holds the lamp shade in front of Lil like a megaphone. Lil is blowing out a misty smoke screen.

Dialog

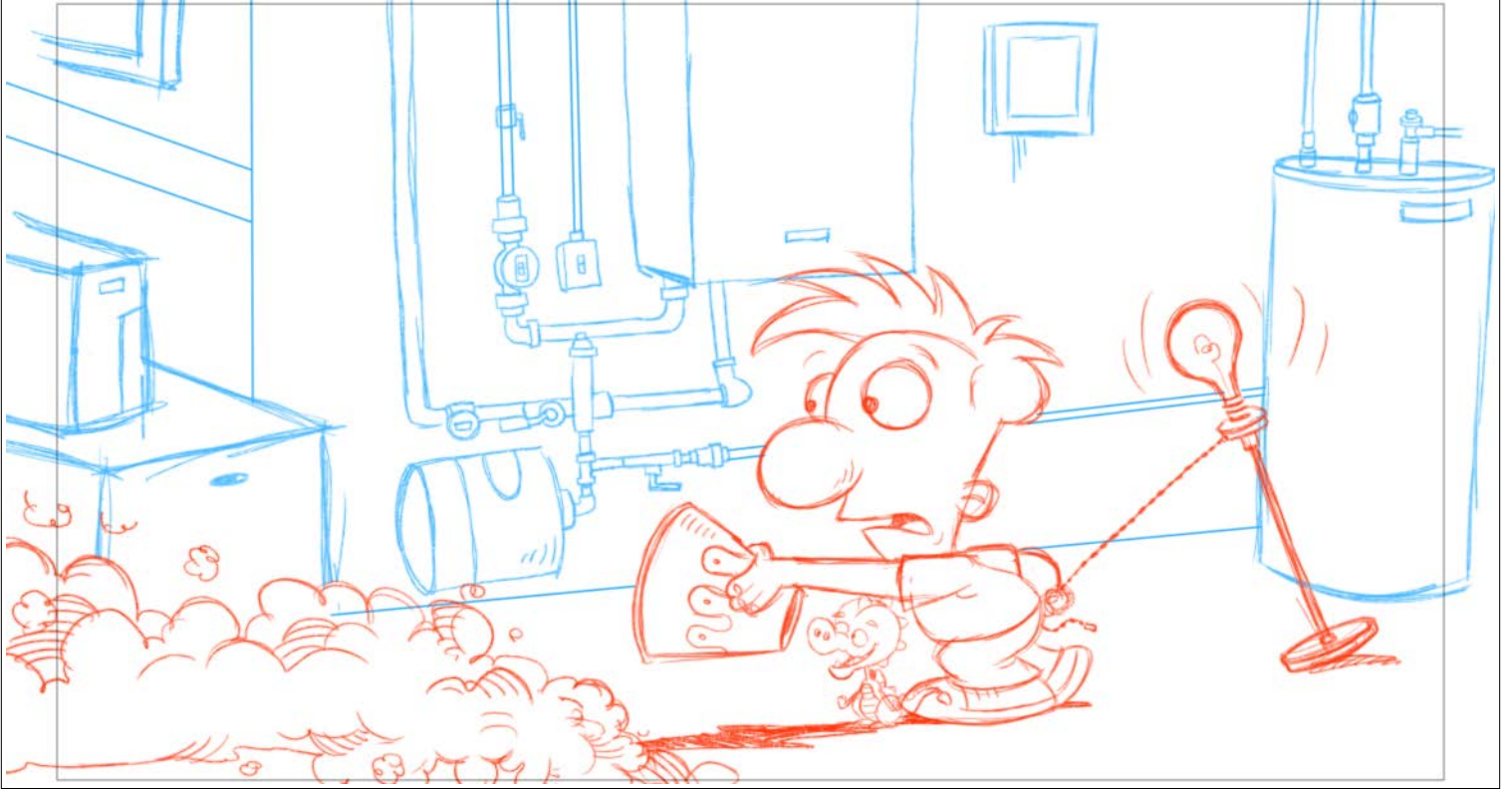
CAZ: "Great job Lil. More smoke."

Scene

14

Panel

3



Action Notes

Caz continues to flip the light on and off.

Dialog

CAZ: "And get ready with your loudest roar yet."

Scene

14

Panel

4



Action Notes

Dialog

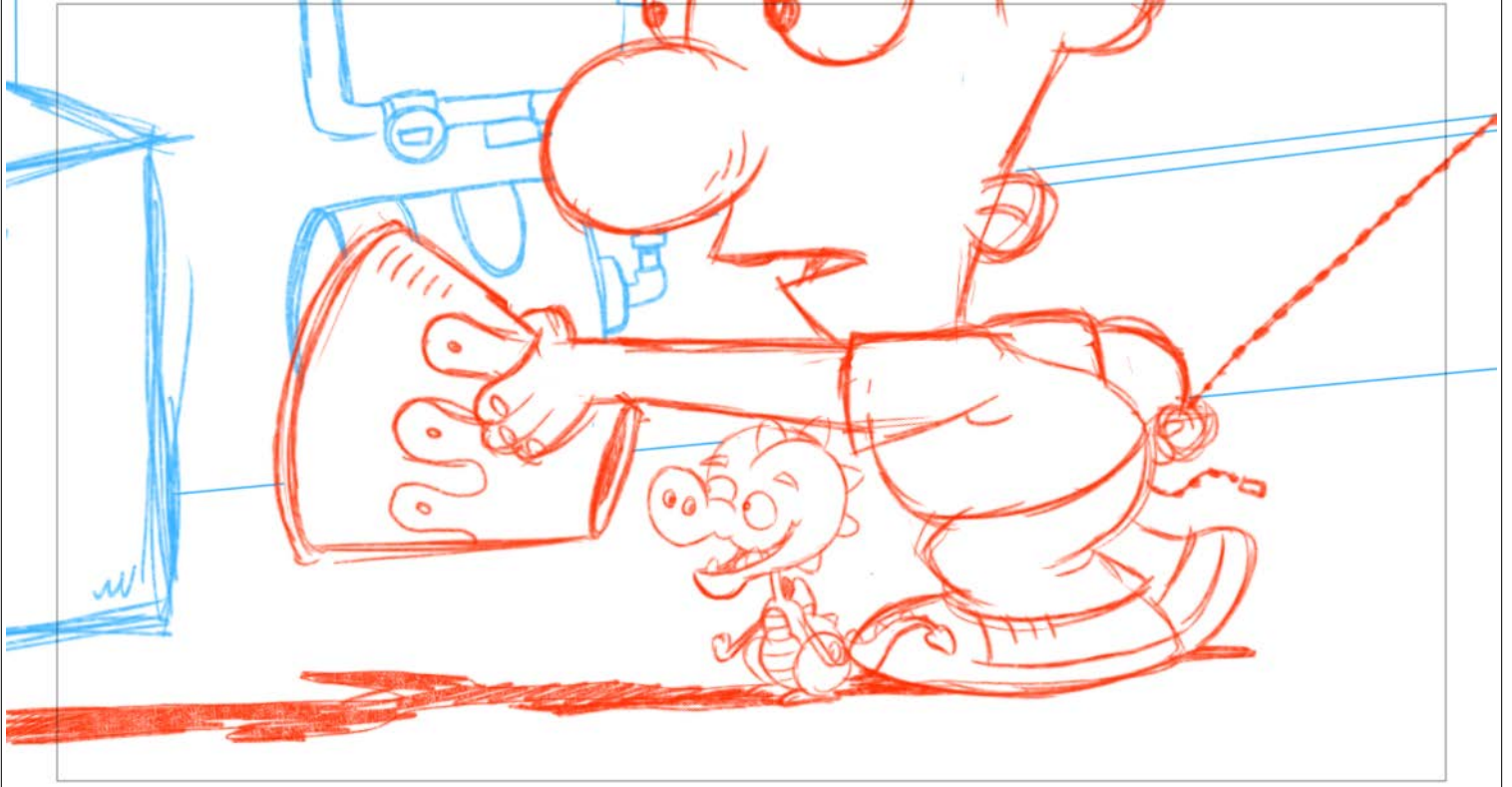
CAZ: "Wait for it,..... wait"

Scene

14

Panel

5



Action Notes

Zoom into Caz and lil.

Dialog

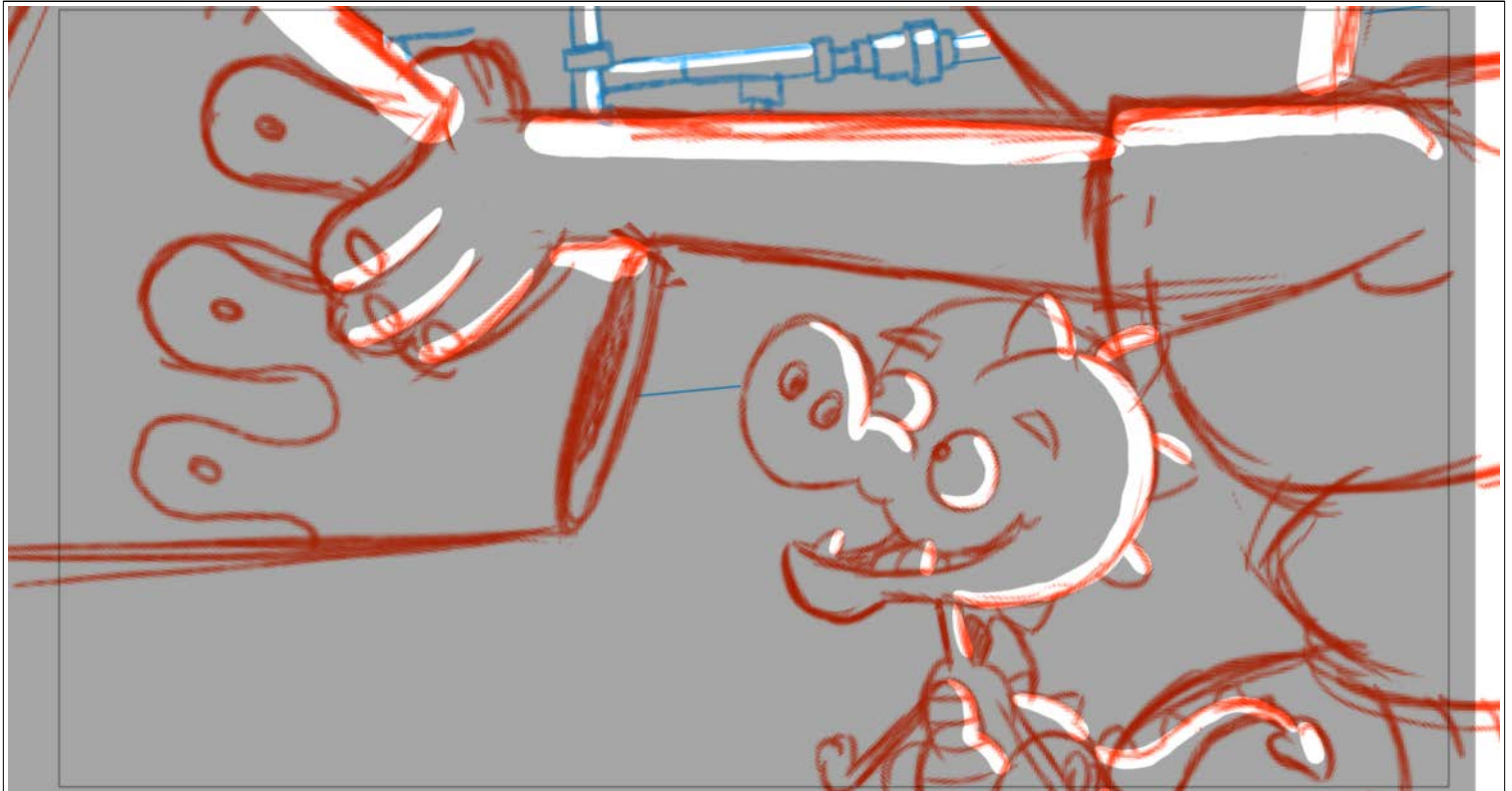
CAZ: "....Ok, now!"

Scene

14

Panel

6



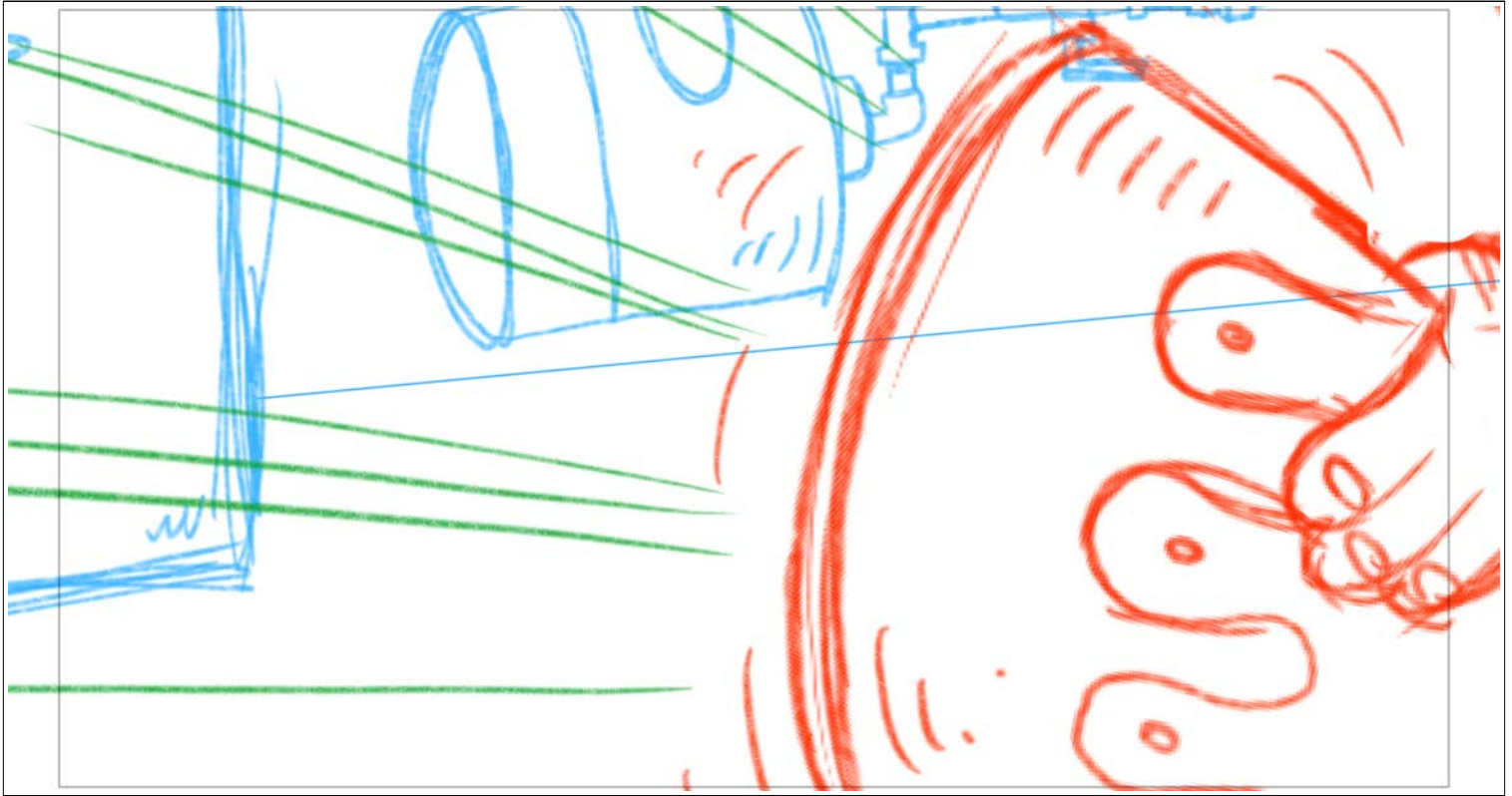
Action Notes

Quick pan down to close-up of Lil.

Dialog

LIL: "(sfx) cute little mousy roar!"

Scene	Panel
14	7



Action Notes

Pan along to the end of the "mega-phone" and hear this earth shattering ROAR!! Camera shake!

Dialog

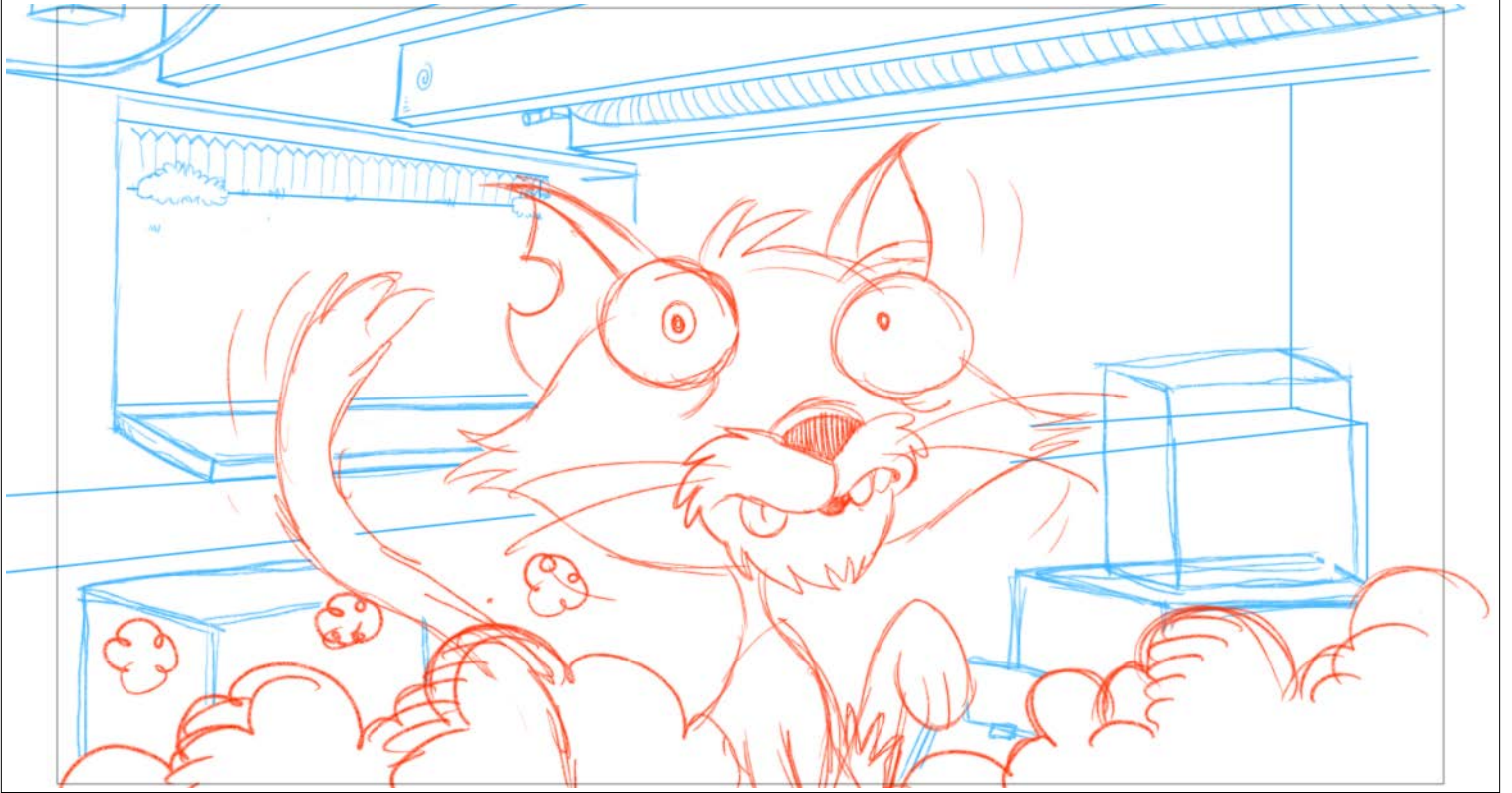
LIL: "MONSTER ROAR!"

Scene

15

Panel

1



Action Notes

Cut to closeup of Canker getting very frightened. He starts to loose color.

Dialog

Scene

15

Panel

2



Action Notes

Zoom into a "white" Canker screeching in terror.

Dialog

SFX: "MONSTER ROAR!!"

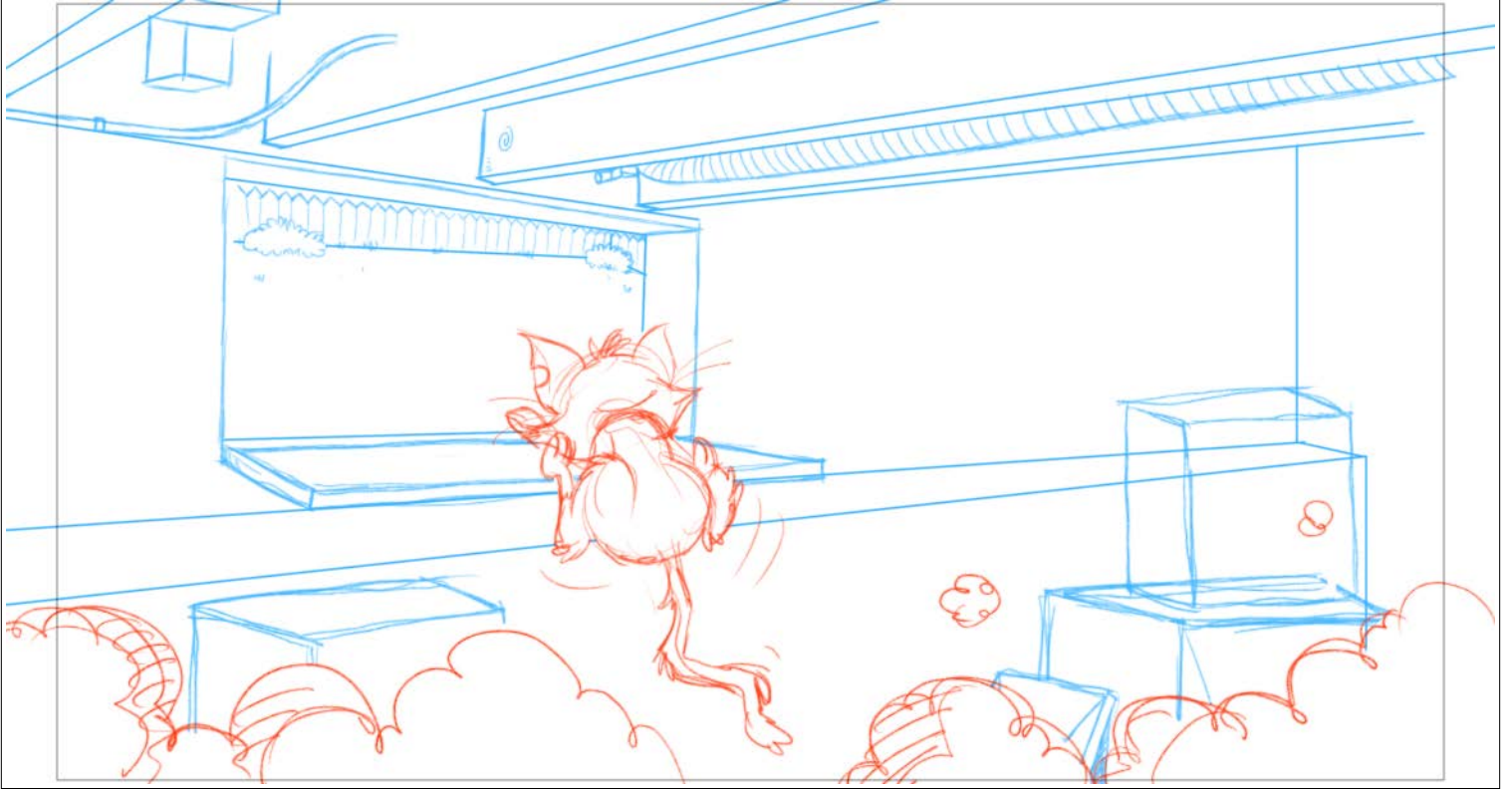
SFX: "Cat screech...."

Scene

15

Panel

3



Action Notes

Canker turns tail and jumps up to the still-open window...

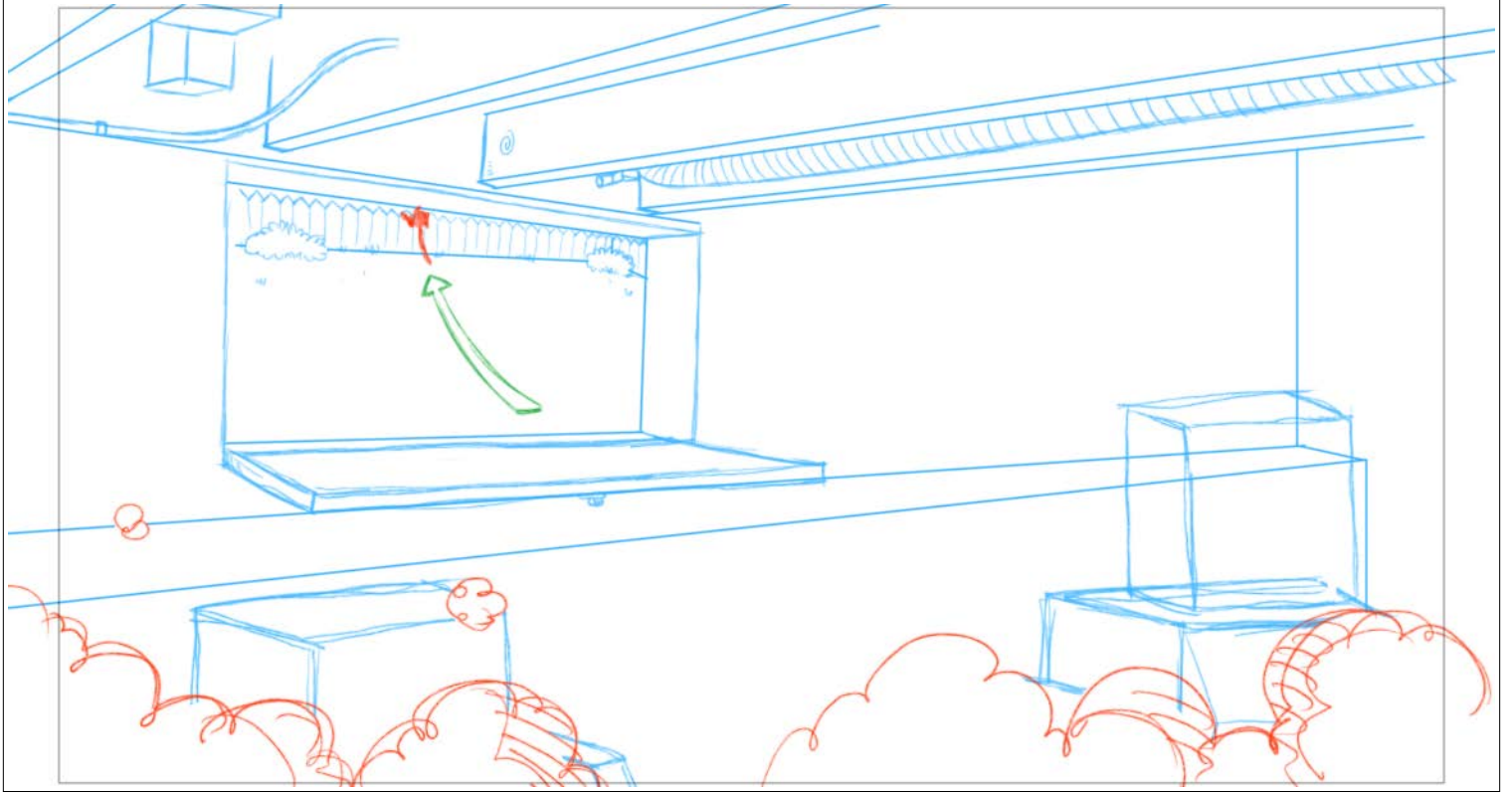
Dialog

Scene

15

Panel

4



Action Notes

... out of the basement, over the fence and out of the yard.

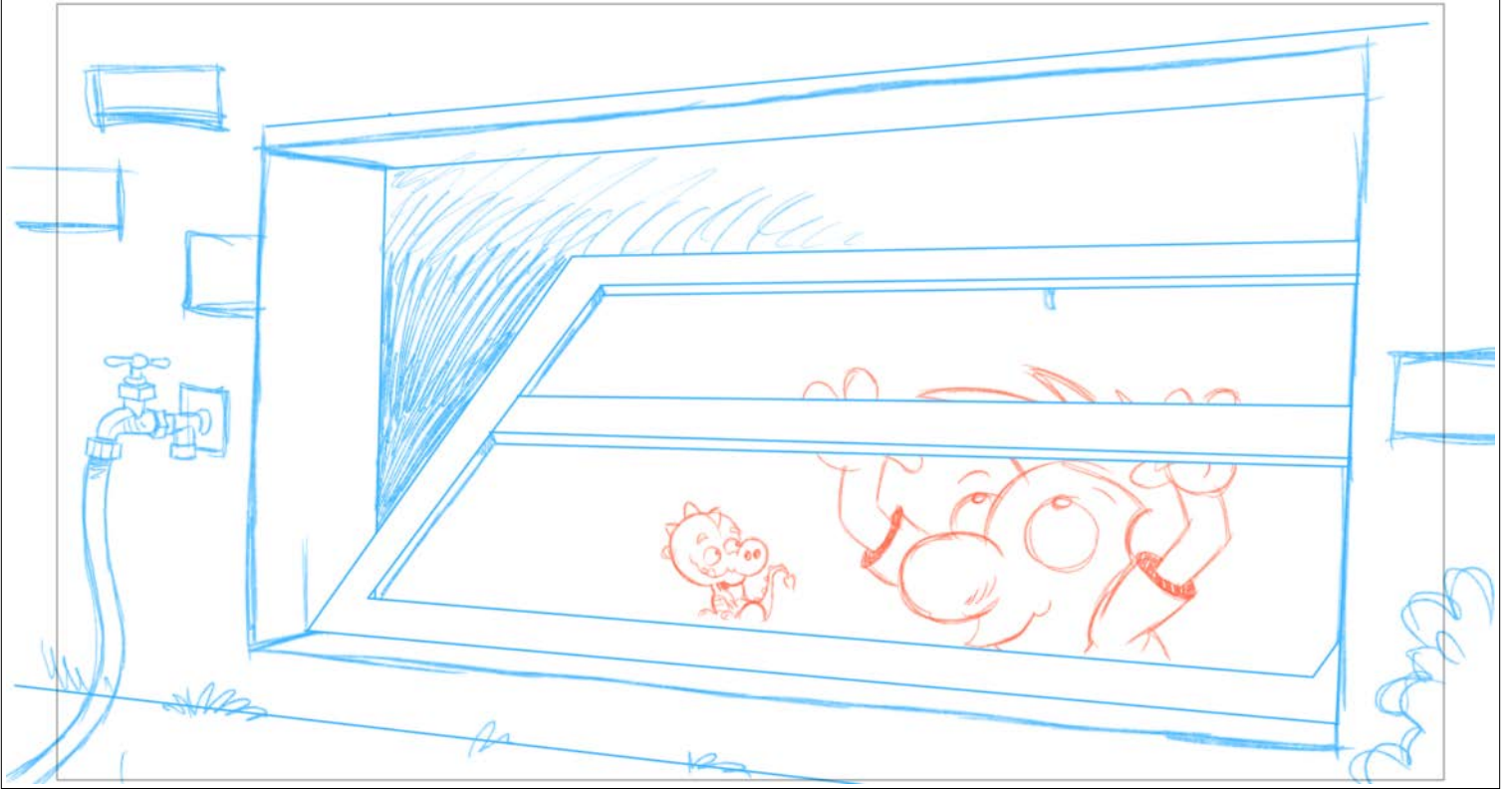
Dialog

Scene

16

Panel

1



Action Notes

Cut to reverse shot of Lil and Caz...

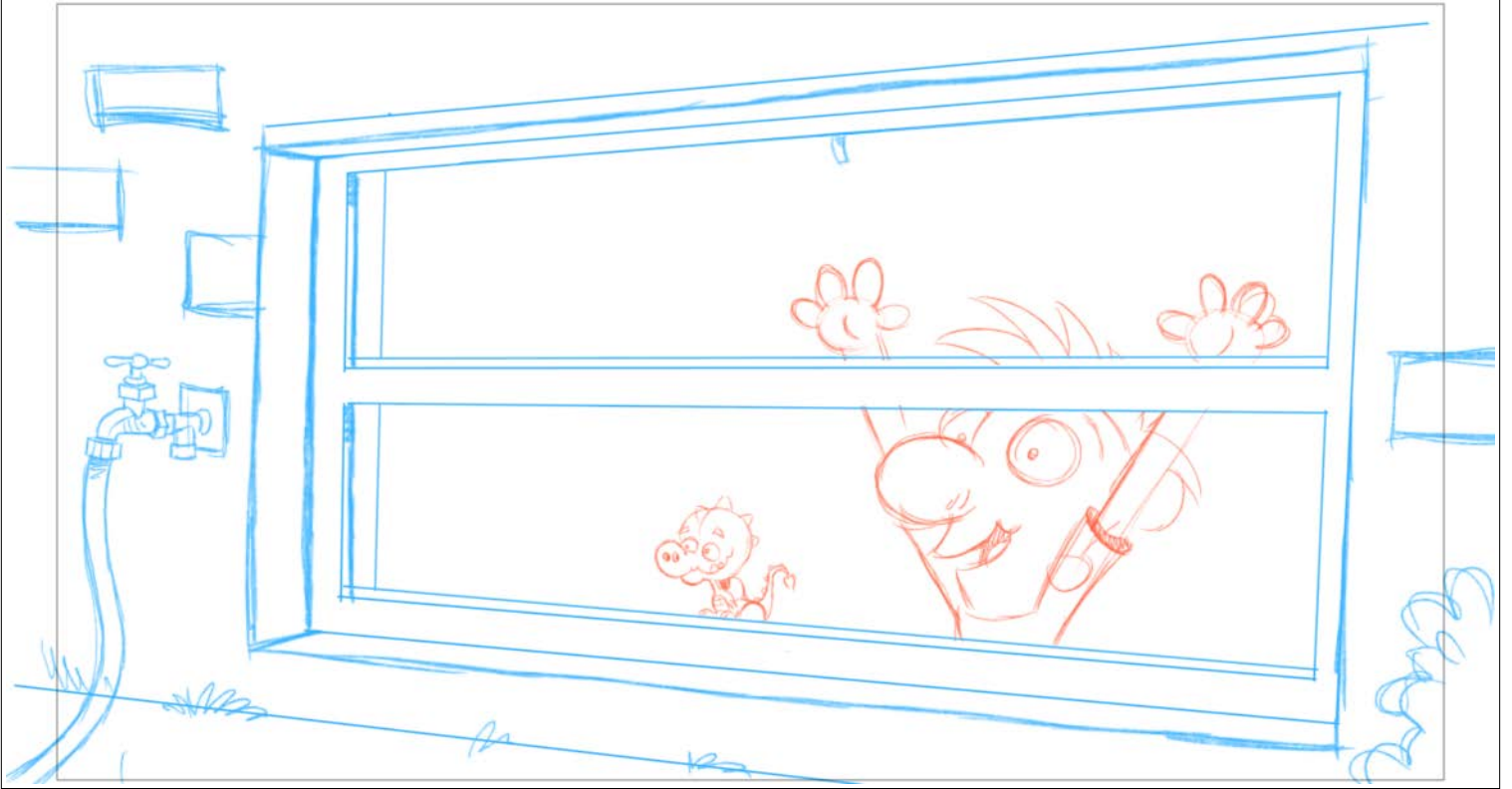
Dialog

Scene

16

Panel

2



Action Notes

... closing the window.

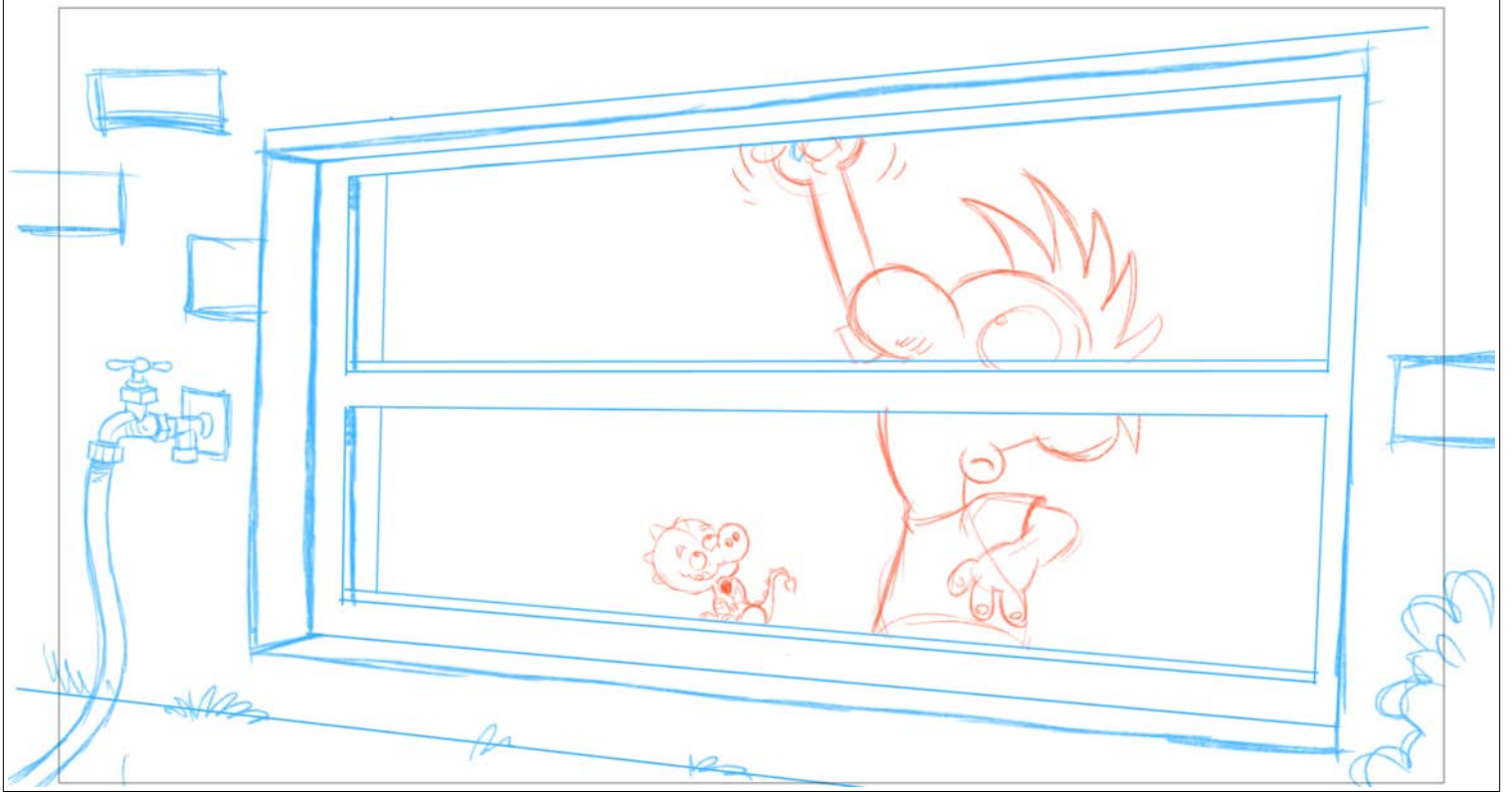
Dialog

Scene

16

Panel

3



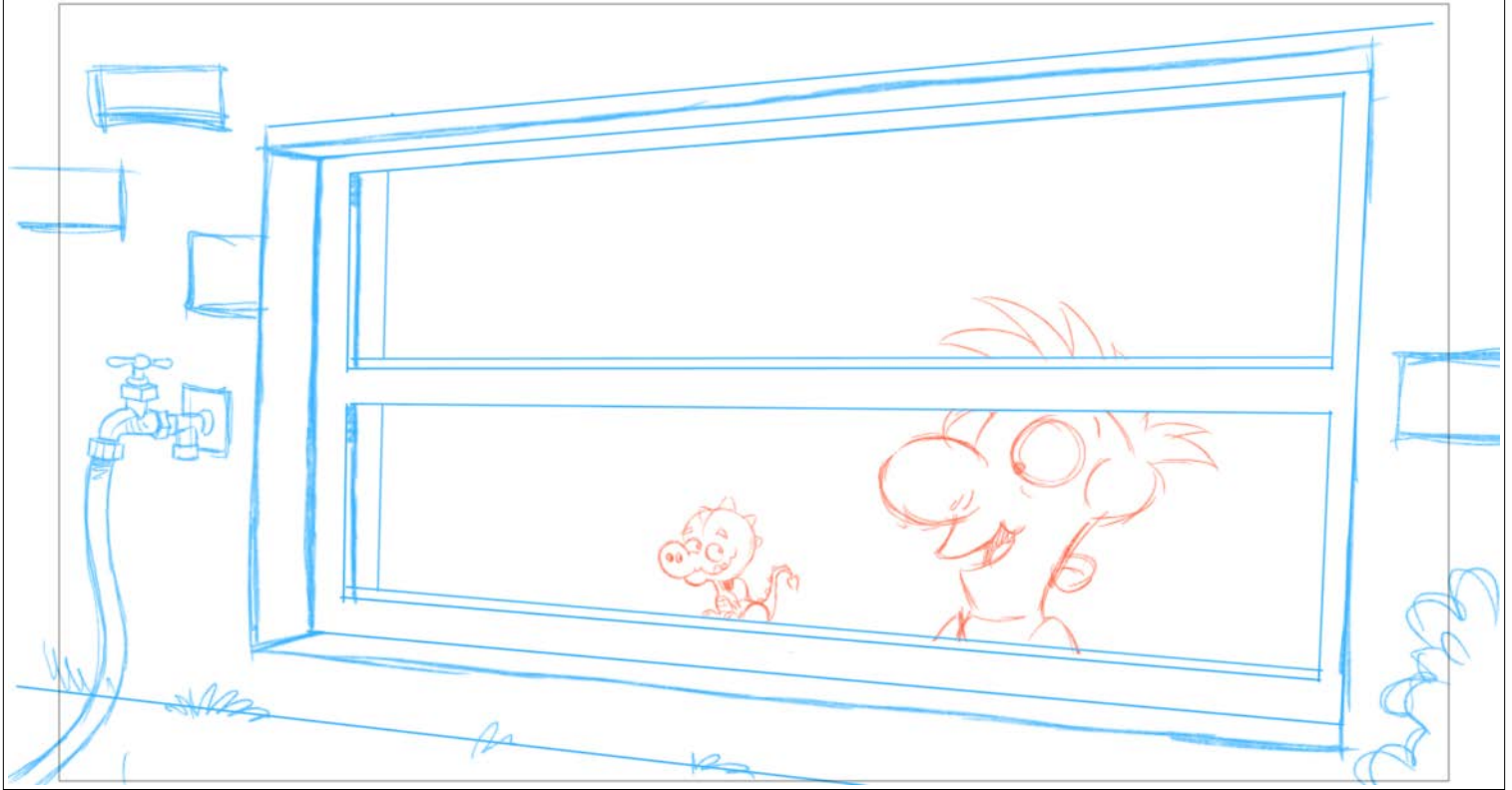
Action Notes

Caz, reaches up and locks the window.

Dialog

SFX: CLICK.

Scene	Panel
16	4



Action Notes

Dialog

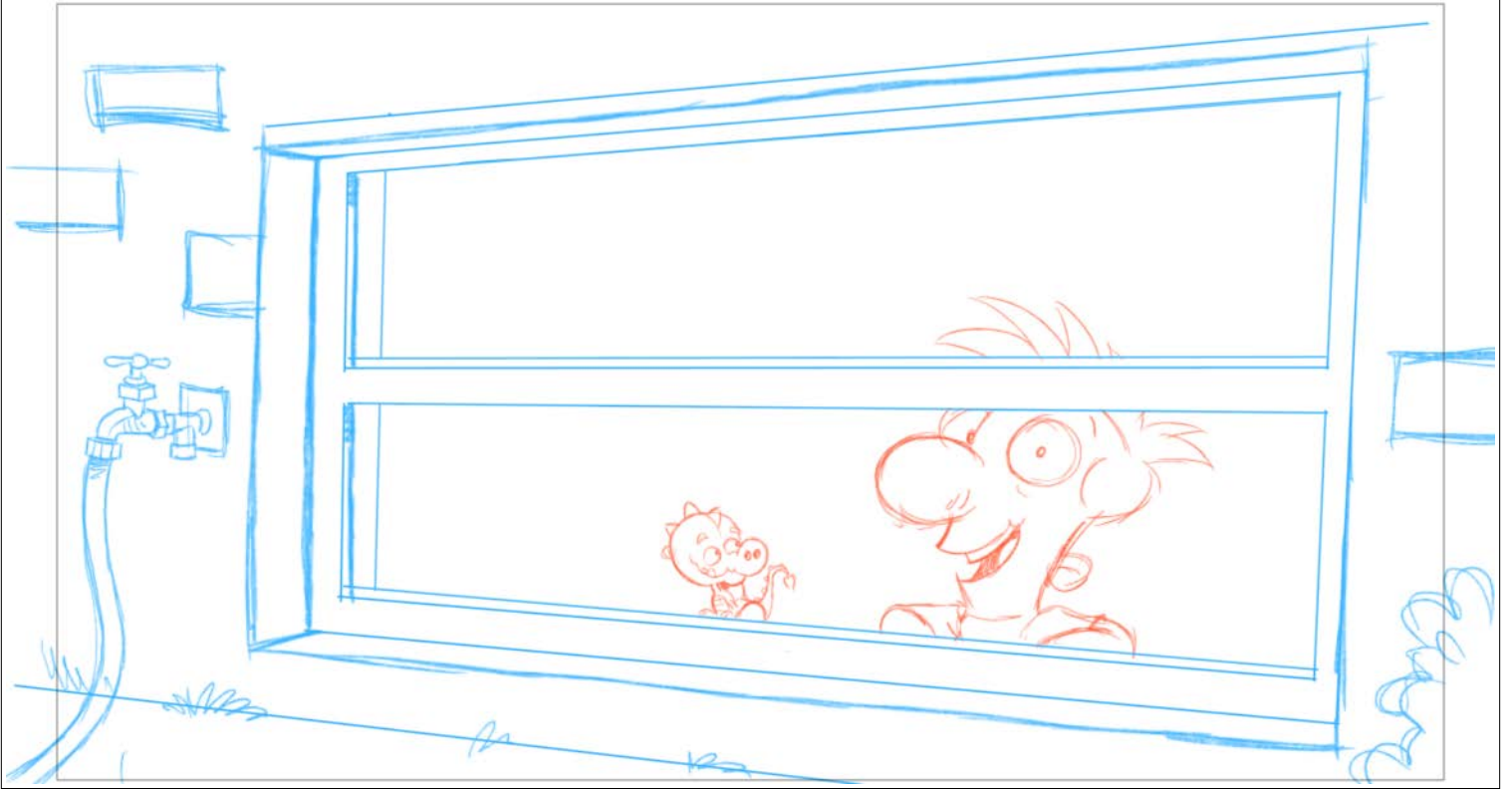
CAZ: "That was awesome Lil! You really chased off that old scaredy-cat. Great job."

Scene

16

Panel

5



Action Notes

Dialog

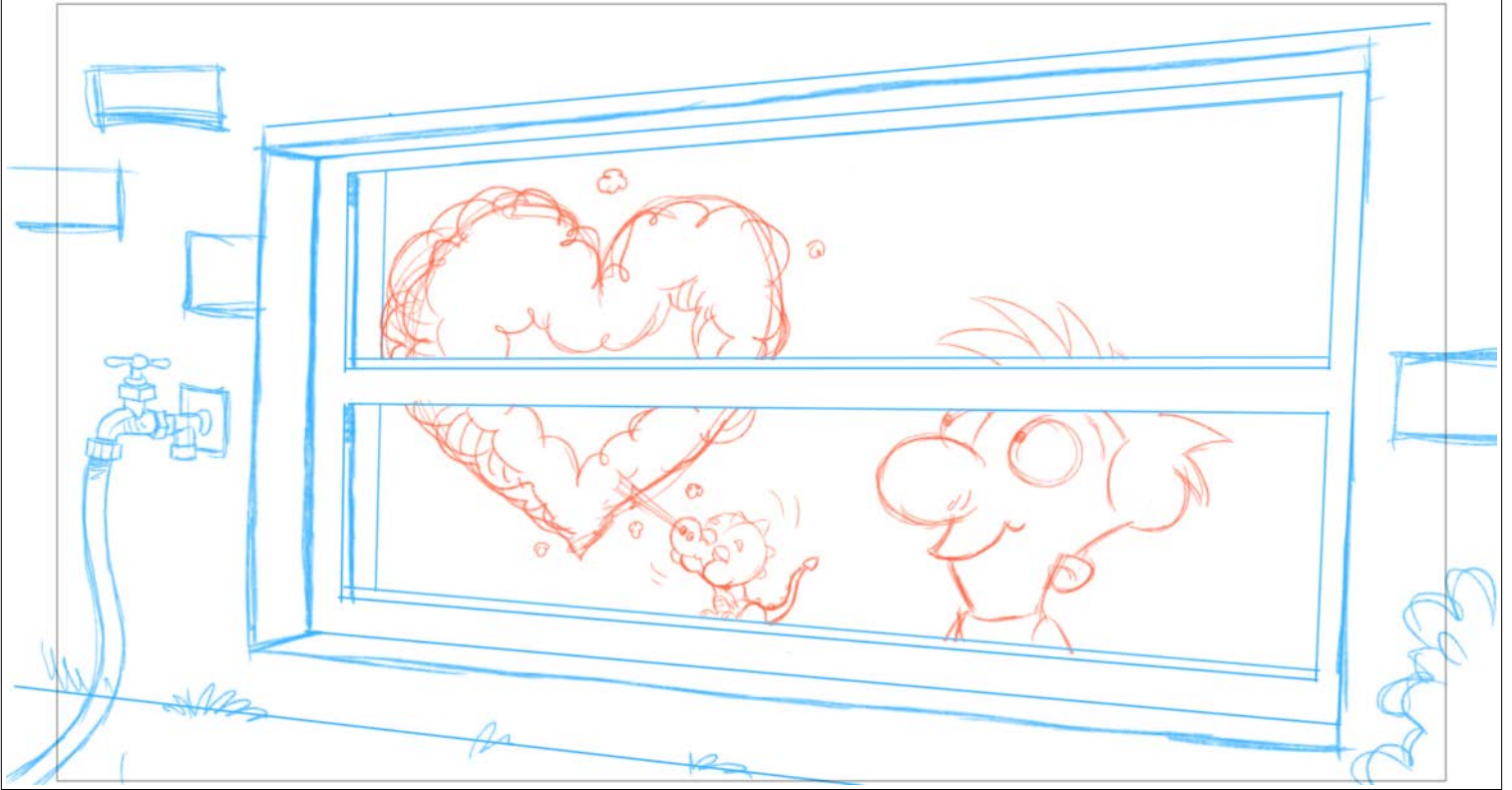
CAZ: "I'll bet that's the last we'll see of that nasty old cat for a while."

Scene

16

Panel

6



Action Notes

Lil puffs out a smoke ring in the shape of a heart.

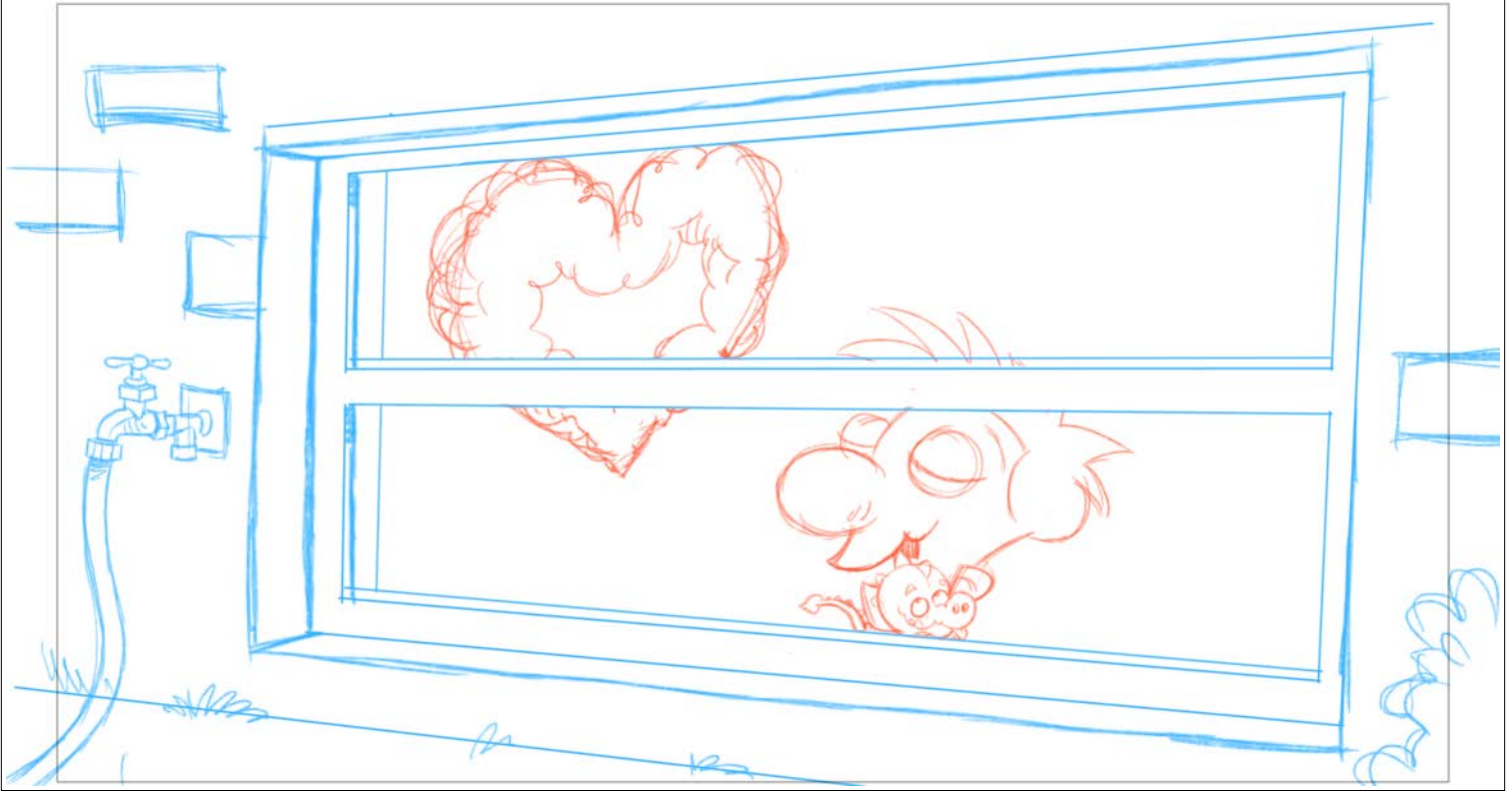
Dialog

Scene

16

Panel

7



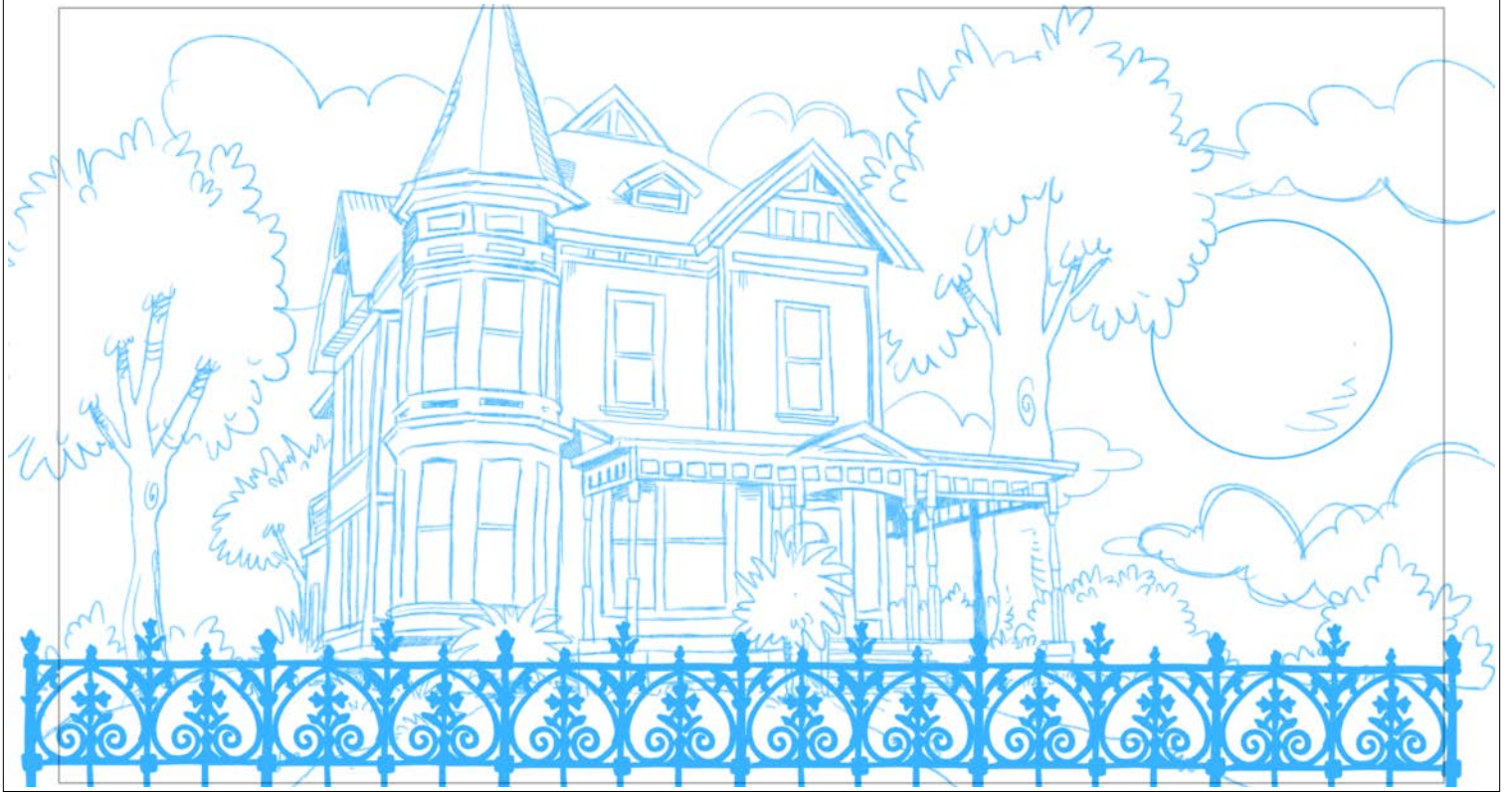
Action Notes

The two share a hug.

Dialog

CAZ: "I love you too, Lil."

Scene	Panel
17	1



Action Notes

EXTERIOR. SCARY LOOKING OLD VICTORIAN HOUSE. LATE AFTERNOON.

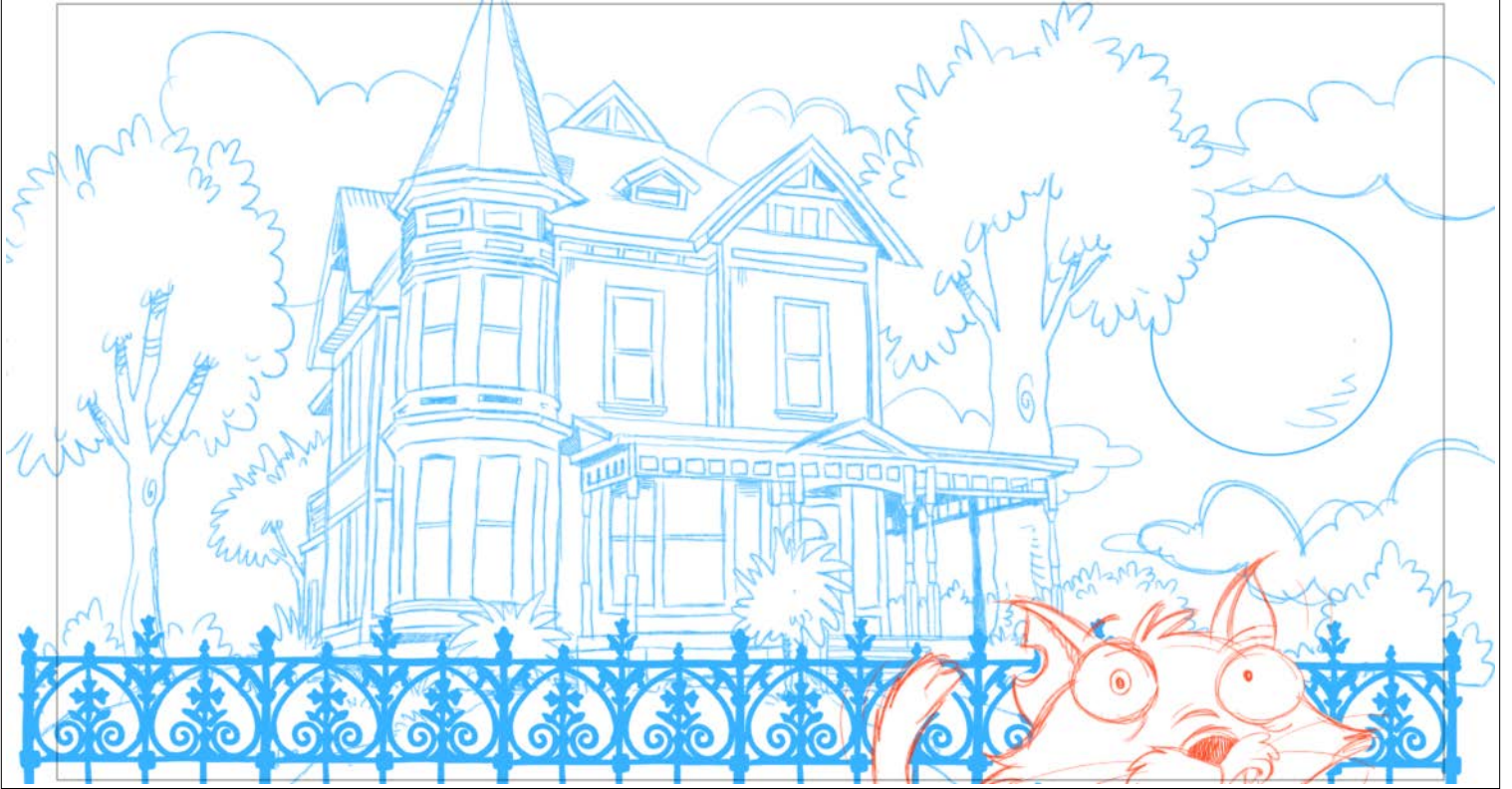
Dialog

Scene

17

Panel

2



Action Notes

Canker pops up into screen...

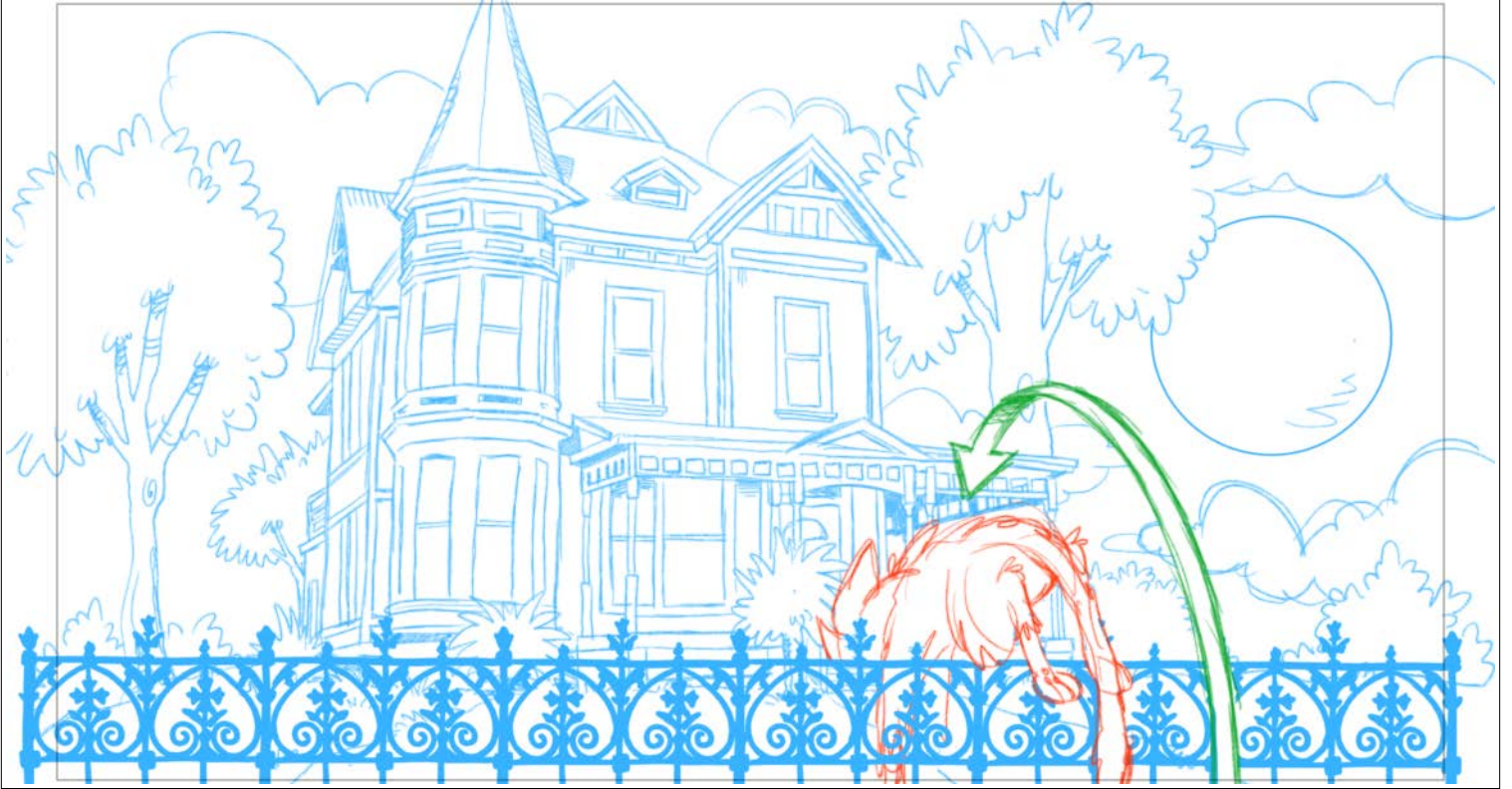
Dialog

Scene

17

Panel

3

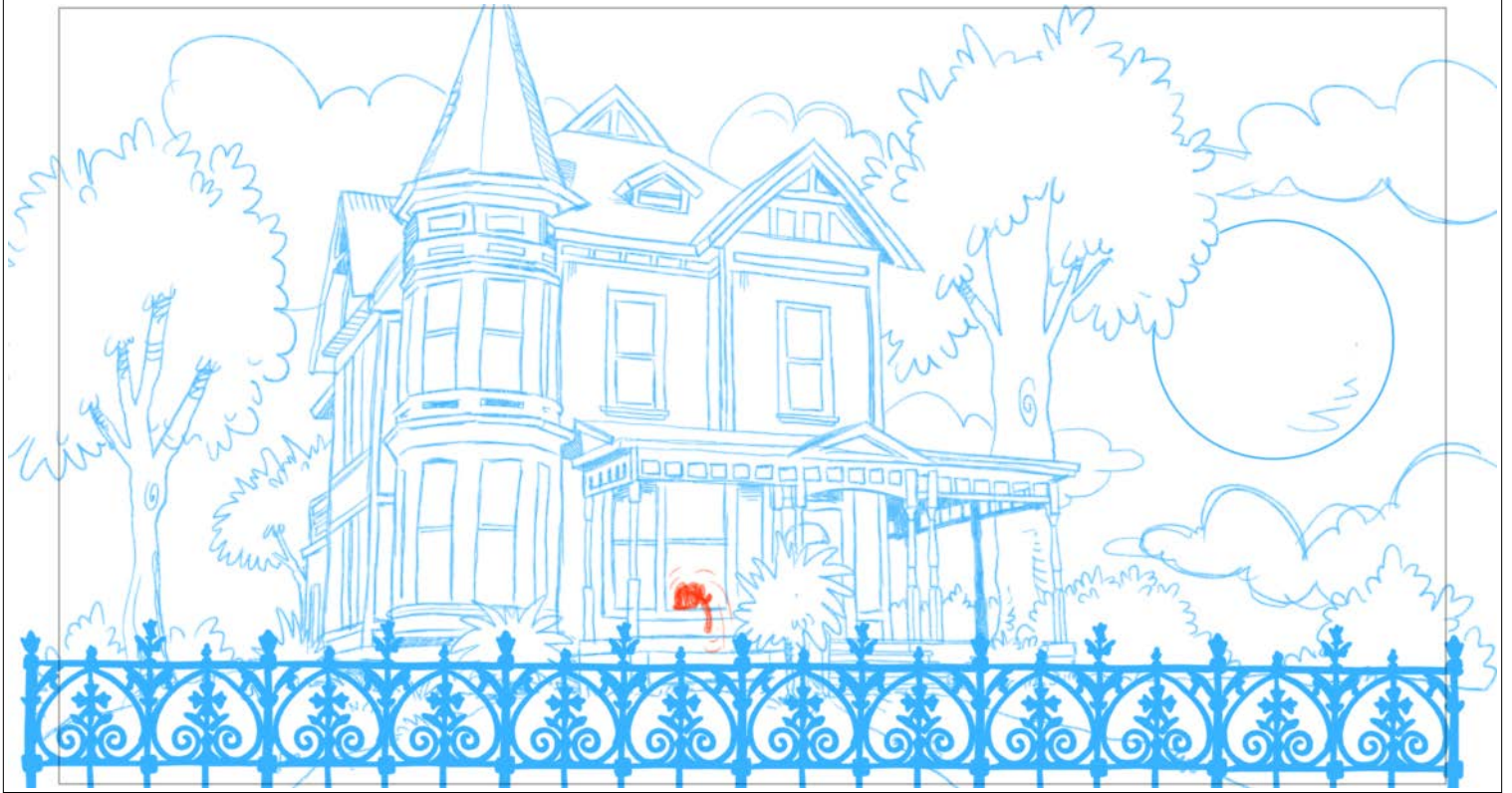


Action Notes

... then leaps over the fence...

Dialog

Scene	Panel
17	4



Action Notes

... runs up to the house and jumps thru an open window.

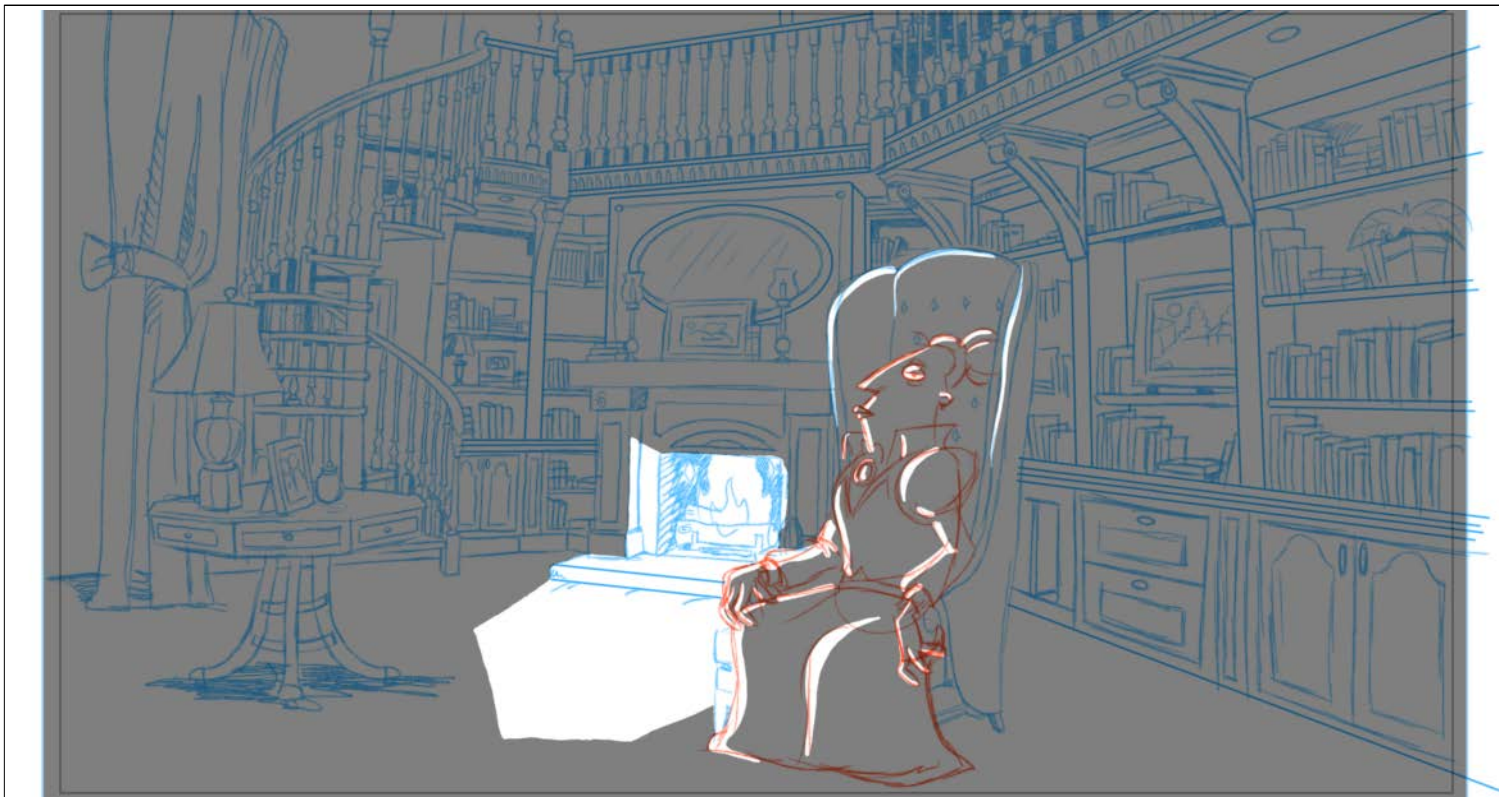
Dialog

Scene

18

Panel

1



Action Notes

Cut to INTERIOR, DARK READING ROOM. SCARY LOOKING HOUSE

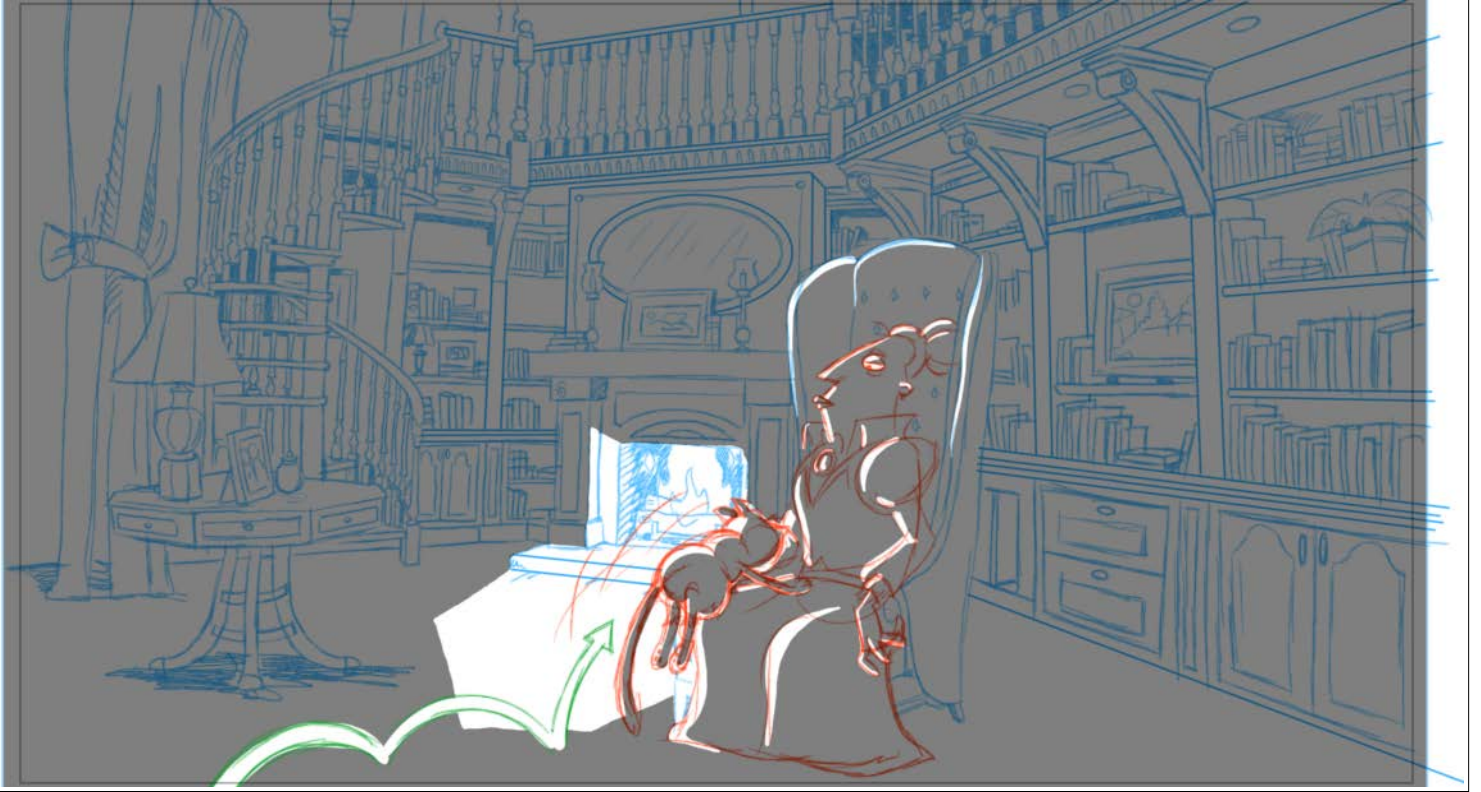
Dialog

Scene

18

Panel

2

**Action Notes**

Old books stack the shelves. There is a fire in the fireplace, the only source of light in the room. In the center of the room sits a shadowed female figure sitting in an old high back chair. Her eyes stand out in the darkness. Canker slinks up to the mysterious figure and jumps into her lap.

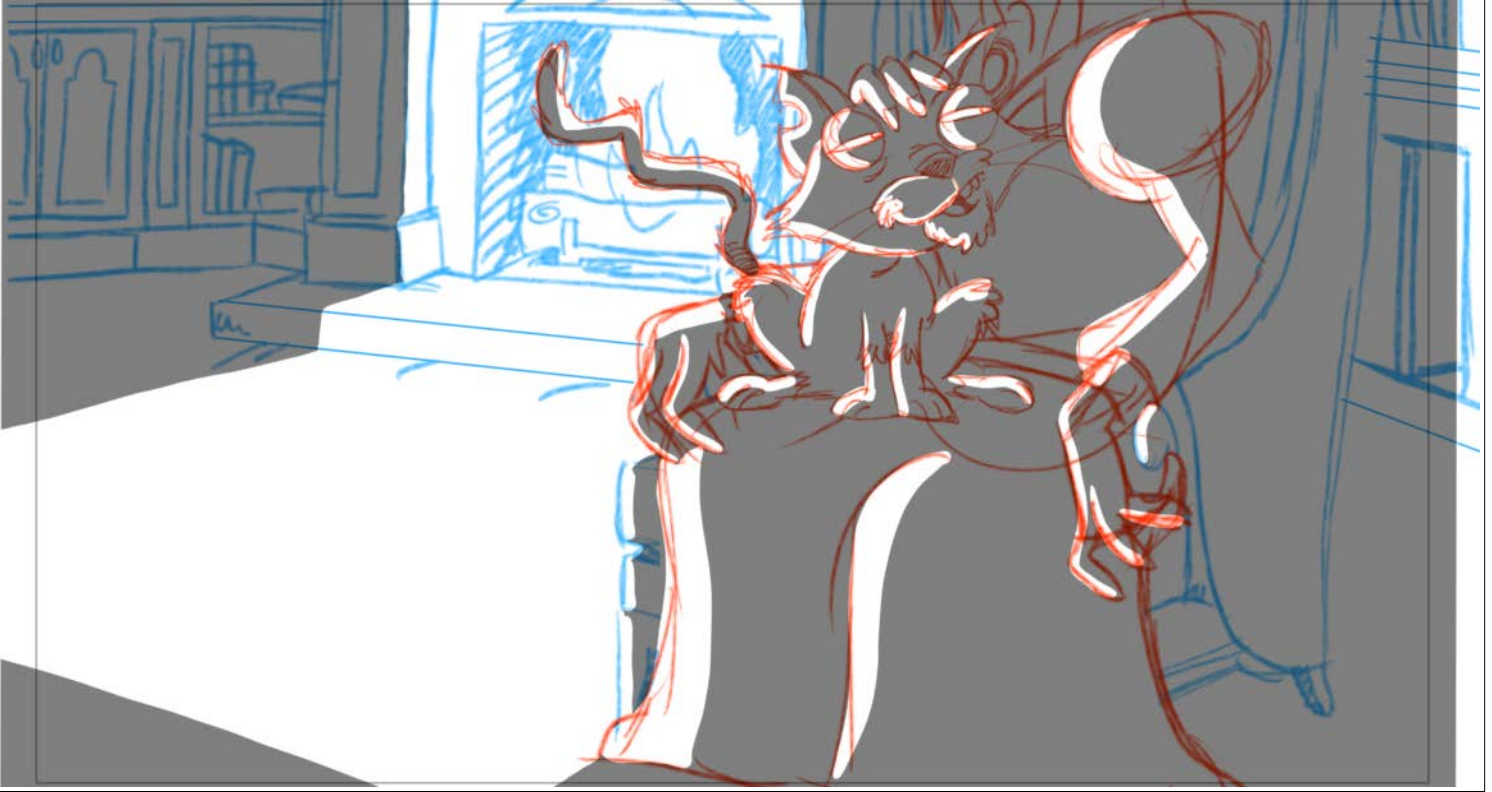
Dialog

Scene

18

Panel

3



Action Notes

Zoom in.

Dialog

CANKER (sfx): Feline growls and caterwauls.

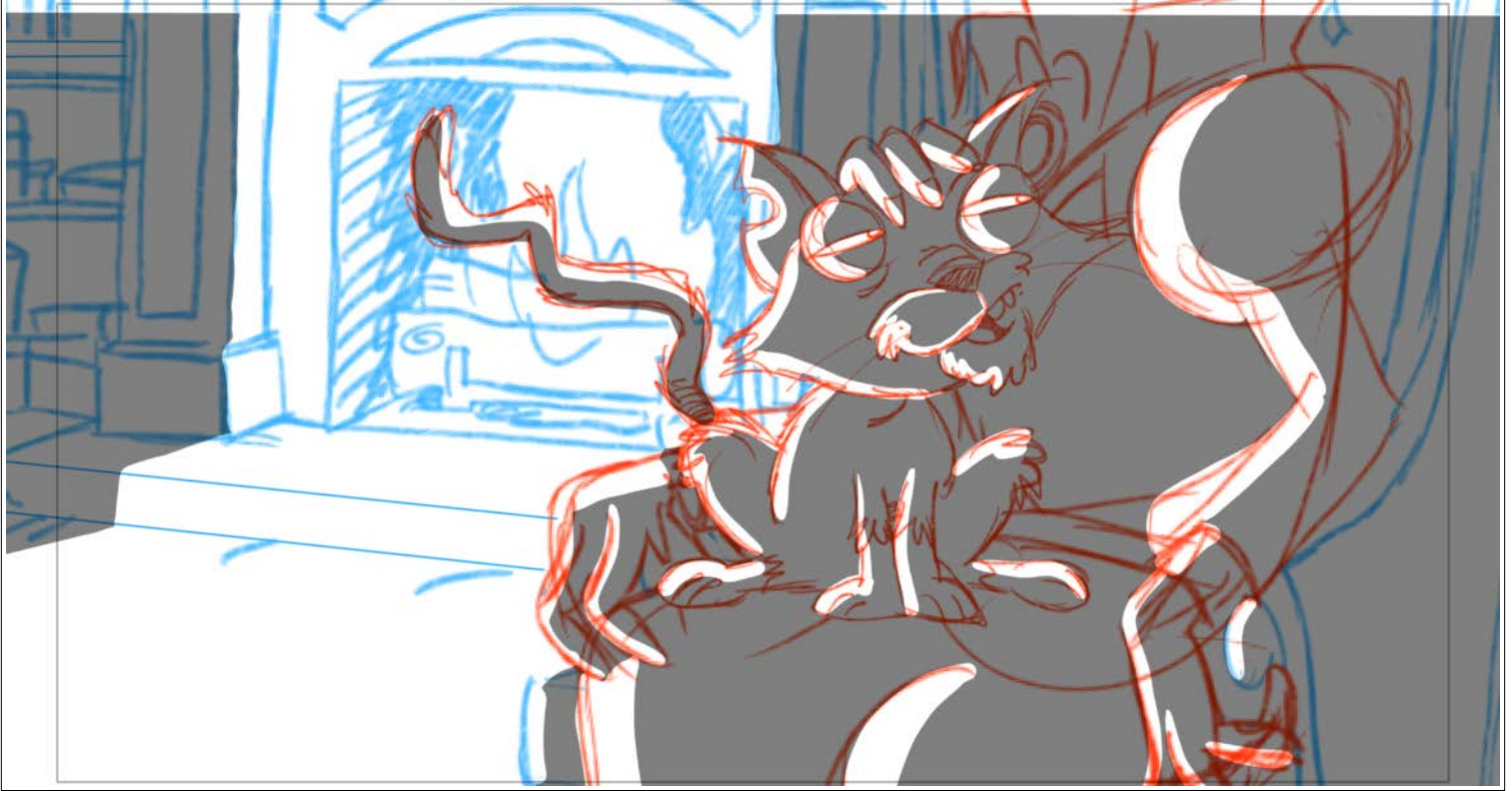
SHADOWED FEMALE: "So, he did hide the little dragon in the home?"

Scene

18

Panel

4

**Action Notes**

Slow zoom into Canker.

Dialog

CANKER: (sfx) more caterwauling.

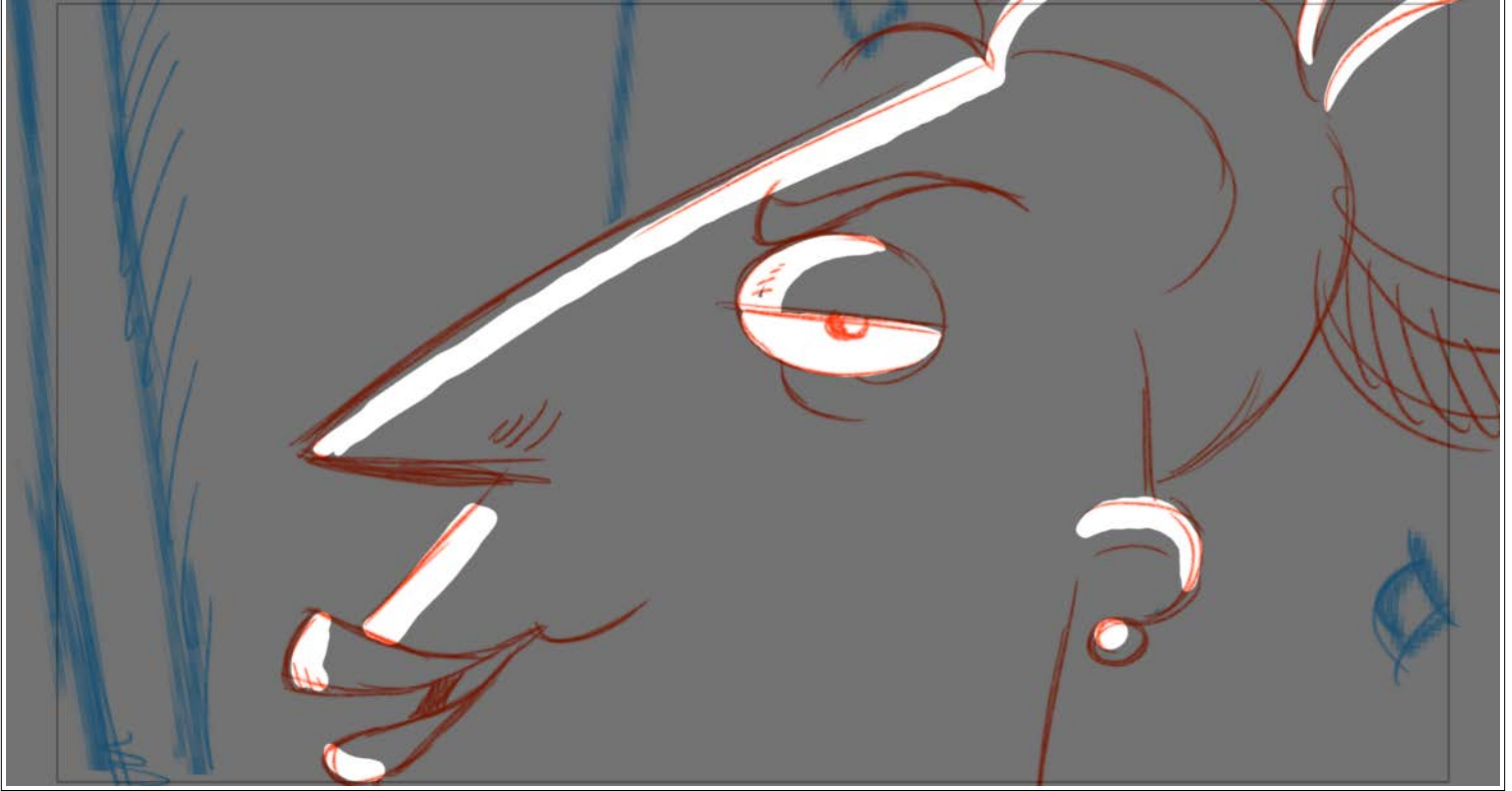
SHADOWED FEMALE: "Good. With the Wizard out of the way, the Little Dragon will be mine."

Scene

18

Panel

5

**Action Notes**

Quick zoom up/in to the shadowed figure's lit up eyes.

Dialog

SHADOWED FEMALE: "And no one will be there stop me."