

Boopie's Quest

Written by

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EXT. FOREST - DAY

GRACE dashes through the forest, gliding her trustworthy companion, BOOPIE, a wooden puppet alongside her. Grace soars Boopie through the air as she spins around in circles. She is wearing a cheap fairy princess costume, the forest is her kingdom and she is its queen. Grace places Boopie on top of a wooden log.

GRACE

Boopie! You must address your queen properly.

Grace tilts Boopie downwards, making him bow towards her.

GRACE

(Pretending to be Boopie)
Sorry my Queen.

GRACE

Don't let it happen again, or else
I'll have to send you to the dungeon!

GRACE

(Pretending to be Boopie)
Please, have mercy!

GRACE

I'm only kidding, I could never do
that to you Boopie.

Grace hugs Boopie.

I love you too much.

PATRICK emerges from the forest, wearing a messy half buttoned shirt and smoking a cigarette. He has a small flower tattoo on his right forearm.

PATRICK

Grace come on, its time to go.

GRACE

But Daaaadd.

PATRICK

No buts, you know I've got work
tonight.

GRACE

Just 5 more minutes, pleeeassee.

PATRICK

Grace, I told you not to argue with
Daddy today.

GRACE

No! I'm not going!

PATRICK

Alright.

Patrick grabs Grace's arm. Grace resists Patrick and knocks
over Boopie.

GRACE

Boopie!

Boopie goes tumbling down a hill.

PATRICK

Grace come on! I'm not going to ask
you again!

Patrick drags Grace by her arm away from the forest. Grace
cries out for Boopie as she is being dragged away.

EXT. FOREST - DAY

Boopie flounders around as he goes tumbling down through the
forest, he eventually falls down through a hole in the
ground.

INT. HOLE - DAY

Boopie is surrounded by total darkness. As Boopie's lifeless
body lies on the floor, a luminous pink glow starts to slowly
light up the hole. A hand carefully reaches down through the
hole and grabs Boopie. The hand ascends Boopie out of the
hole.

EXT. FOREST - DAY

SERAPH places Boopie on the ground. Seraph gently touches Boopie's chest with her index finger.

SERAPH
(Seraph whispers)
Arise, noble knight.

Seraph's magic flows through Boopie's body, causing him to become sentient. Boopie first looks at his hands, wondering what they could be, he then looks up and gazes upon Seraph. The first living being Boopie lays his eyes upon is this beautiful angel. Seraph is a giant to Boopie. An otherworldly light beams from her body and the colourful symbols and markings along her arms, neck and face. She also has a small flower tattoo like Patrick's, but along her left forearm instead of her right. Her hair is long, and shines like it is made of gold.

BOOPIE
(Boopie struggles to pronounce his words, like a child learning to speak for the first time)
Where is, my, Quueeeenn?

SERAPH
Fear not, Boopie. It is my sworn duty to guide you back to her majesty. However, in order to return to her side, you must endure upon a perilous journey through 3 realms. This, is the only way.

Seraph kneels down to the ground and places her hand in front of Boopie.

SERAPH
Come to me, and we shall begin your quest.

Boopie stumbles towards Seraph, like a toddler learning how to walk. Boopie sits down in the palm of Seraph's hand. Seraph closes her fist and stands up.

SERAPH
Good luck, little one.

Once Seraph opens her fist, she holds Boopie's essence in her hand. Seraph then blows Boopie's essence into the air.

INT. PASSAGEWAY - NIGHT

A large wooden hand emerges through the floor of a dark world. The hand opens its fist, releasing Boopie from its grip. Boopie climbs down from the hand and faces it. The world is bare, nothing but mist and darkness surrounds Boopie and the wooden hand. An eye creaks opens in the palm of the hand.

SERAPH (V.O)

(Seraph speaks through the wooden hand)

Welcome to the passageway Boopie.
Through this world, you will be
granted access to the 3 realms. You
must complete this journey to prove
yourself worthy of serving the Queen.

A small, purple wooden door ascends through the floor.

SERAPH (V.O)

The first realm you must travel
through, will be Grand Expectorious. I
will guide you to the best of my
abilities, but once you enter a realm,
I cannot interfere with what is to
take place.

BOOPIE

Thaankk, yoouu. What is your,
naaammee?

SERAPH (V.O)

You may call me Seraph, now go little
Boopie.

Boopie walks to the door, with each step he slowly grows more confident with the functioning of his legs. Boopie opens the door and enters Grand Expectorious.

INT. GRAND EXPECTORIOUS - NIGHT

Boopie is overwhelmed by chaos the moment he enters into his first realm. Boopie looks upon dozens of small and squishy insect like creatures scurrying back and forth. Boopie notices that the creatures are collecting coins from very large machines and throwing them into a large pot filled with some sort of hot liquid. The realm is enclosed like a small box, the only sources of light shines upon the machines and the pot from the sky. Boopie witnesses one of the creatures trip and drop all of the coins it had collected. All of the creatures stop moving. There is now only one, massive light, covering the area where the worker has fallen. A large dark blob of mush slowly emerges from the dark, unlit crevasse between the machines and the large pot. As The Blob makes its way towards the worker, it frantically starts to collect the coins it had dropped whilst letting out a shriveled, whimpering noise. Once The Blob reaches the worker, two thin, metal arms extend from its sides and grabs the worker. A pair of black, untinted eyes and a large demonic grin take shape on the BLOB'S body. The Blob takes the worker to the melting pot and places it inside. The worker screams in agony as it is consumed by the hot liquid. The Blob drinks from the pot like it were a chalice and then slowly returns to the dark crevasse from which it came from.

SERAPH (V.O)

Your first task is to retrieve that monsters gold Boopie. You must remain undetected or else you will also be consumed.

BOOPIE

What should I, dooooo?

SERAPH (V.O)

Use the machine Boopie, all you need is just one coin in order to flee from this realm.

Boopie makes his way towards one of the machines whilst trying to avoid the dozens of manic workers brushing past him as they run back and forth. Boopie reaches the machine.

SERAPH (V.O)

Pull down on that lever, quickly now!

Boopie struggles to pull down on the lever attached to the machine. The workers stop again, face Boopie, and let out a loud, animalistic squeal. The Blob emerges from its crevasse at a faster pace with its arms outreached. Boopie pulls at the lever with all of his might and a coin drops from the duct at the bottom of the machine. Boopie grabs the coin and narrowly avoids The Blobs grasp as it smashes the machine.

SERAPH (V.O)

Run Boopie! Run!

Boopie races through the crowd of workers into the dark crevasse as The Blob lets out a ferocious scream. Once Boopie reaches the crevasse a dark red beam of light shines down upon him as The Blob races closer towards him. Boopie can see a new door slowly emerge from the floor in the distance. The Blobs screams get louder as it is almost within reach. Just as The Blobs metal arm is about to touch Boopie, he bursts through the door.

EXT. THE KINGDOM OF INVIOABILITY - FORREST - DAY

Boopie falls into a puddle of mud after jumping out of the door from Grand Expectorious.

SERAPH (V.O)

Well done on completing your first task Boopie. You were very brave.

Boopie wipes away the mud from his face with his hands.

BOOPIE

Reaallyy?

SERAPH (V.O)

Yes, really. Your Queen would be proud.

BOOPIE

I hope, soooo.

Boopie gets back on his feet and looks out at a castle in the distance.

SERAPH (V.O)

Welcome to the kingdom of inviolability. Your next task awaits you in the distance.

Boopie starts to walk in the direction of the castle.

EXT. THE KINGDOM OF INVIOABILITY - DRAWBRIDGE - DAY

Boopie arrives at a massive stone castle. The castle is in a state of disrepair. The stone is chipped and damaged, moss and greenery has overtaken a vast majority of the architecture. The moat surrounding the castle is nearly bone dry, with only a few puddles of black water.

SERAPH (V.O)

For your second task you must save the Princess of inviolablity from the clutches of its king. You may use your coin as a means of entering the kingdom.

2 soldiers made of stone emerge from above the drawbridge.

BASALT

Halt, who approaches?

BOOPIE

Hello.

GRANITE

State your business!

BOOPIE

I bring present. For the kiiinnngg.

Boopie shows his coin in the air. The guards look at each other, then back at Boopie.

BASALT

That's not much is it.

BOOPIE

Sooorrrryy.

GRANITE

You may enter. The King will want it regardless.

The soldiers lower the drawbridge.

SERAPH (V.O)

Nicely done.

EXT. THE KINGDOM OF INVIOABILITY - COURTYARD - DAY

Boopie makes his way through the castles courtyard while being escorted by Basalt and Granite. The homes of the villagers are on their last legs. The buildings have missing roof tiles, broken windows and some look as if they have been recently torched. The patches of greenery throughout the village are overgrown and there are no cattle or crops to be seen anywhere. Boopie and the soldiers pass the occasional villager as they make their way towards the king. The villagers appear spherical, supported by 2 arms and 2 legs, but every villager they pass vary in shape and size. As the 3 got closer to the kings chambers, more soldiers can be seen patrolling the area.

EXT. THE KINGDOM OF INVIOABILITY - KINGS CHAMBERS - DAY

Boopie, Basalt and Granite approach the entrance to the kings chambers. Boopie looks up in awe at the massive, pristine, oak door. 2 large stone knights, dawned in golden armor block the door with their massive golden claymores.

BASALT

Alright fellas.

One of the knights bangs on the door with his claymore 3 times. A thin, hunched over hooded figure slowly creaks open a gap in the door. The figure peers his face through the gap. The figures face appears to be malnourished and it is covered by a skull that it wears like a mask.

YEOMAN

Basalt, Granite, you dare disturb the king?

Granite shoves Boopie in front of him.

GRANITE

A peasant comes baring gift for the king.

Boopie waves his coin at Yeoman. Yeoman snatches it from his hand and examines it.

YEOMAN

Yes, good. Very good. Come, come, follow me little one. His excellency will be most pleased.

The knights lift their claymores to grant Boopie access to the chambers.

BASALT

Go on, off you pop.

Boopey follows Yeoman inside. The door begins to close as Basalt and Granite turn and start heading back towards their post.

BASALT

Cards later?

Granite tilts his head in slight agreement.

INT. THE KINGDOM OF INVIOABILITY - KINGS CHAMBERS -
STAIRCASE - DAY

Boopey follows Yeoman down a flight of unwinding stone steps. Yeoman twitches and giggles fleetingly as they make their way towards the kings chambers, he uses a black, curved cane to assist him with walking. Boopey begins to hear laughter and music before entering the kings chambers.

INT. THE KINGDOM OF INVIOABILITY - KINGS CHAMBERS - DAY

Yeoman pushes open a pair of wooden double doors and ushers Boopey inside. The room is covered from top to bottom with gold coins, trophies and trinkets. There are two villagers present in the room, one is playing the cello and one is playing the piano. The walls are covered in paintings of the king in a graceful manner, far different from the king that Boopey sees in front of him. The king is sat at the far end of the room, squeezed into a giant throne made of gold. The king laughs as he eats the raw meat of an unidentifiable creature. The king is enormous in size, his belly is just barely stuffed into his white tunic and his red cape only goes halfway down his body and is covered in food and wine. His crown looks tiny on his ginormous head and his long goatee is covered in chunks of meat. Above him is the princess, trapped in a steel box dangling from the ceiling. Similar in size to Boopie, but far more sophisticated in attire. She is wearing a white frilly dress, decorated in pink flowers.

YEOMAN

Your majesty...

The villagers stop playing their instruments.

KING

Yeoman! You dare bring a peasant before me? And you 2, did I tell you to stop playing?

The King throws a drumstick at the villager playing the cello, which causes the villager to fall and for the cello to crush him. The villager squirms and whimpers for help.

YEOMAN

The peasant wishes to pay tribute.

Yeoman goes down on one knee, using his cane to support him and presents the king with Boopey's coin.

KING

Toss it in with the rest and quit
wasting my time.

The villager continues to whimper in pain.

KING

And do away with that noise, it's
starting to give me a headache.

YEOMAN

As you wish.

Yeoman stands and aims his cane at the fallen villager. Yeoman uses his cane to cast a dark red beam that causes the villager to evaporate.

SERAPH (V.O)

That's it Boopie! Use the dark wizards
magic to free the Princess!

The princess shakes at her cage in anger. She tries to speak, but her manner of speaking is unintelligible to Boopie.

YEOMAN

Silence wench!

Yeoman aims his cane at the princess. As Yeoman casts his spell, Boopey smacks his hand upward causing the spell to hit the chain on the ceiling holding the princesses cage. The cage falls to the ground and the door breaks open. The princess jumps up and down and lets out a gleeful sound.

KING

What is this insolence?!

The king struggles to get out of his throne. Yeoman turns to face Boopie.

YEOMAN
You dare defy your king!

The princess throws a drumstick at Yeoman causing him to fall over.

SERAPH (V.O)
Grab the princess Boopey! And that
wizards cane!

Boopey grabs Yeoman's cane off of the ground, then takes the princesses hand and they run towards the exit. The king bursts out of his chair.

KING
Where do you think your going? Get
back here!

The king charges towards Boopey and the princess.

EXT. THE KINGDOM OF INVIOABILITY - DRAWBRIDGE - DAY

Basalt and Granite sit at a desk playing cards on top of the drawbridge.

GRANITE
It's your turn.

BASALT
I'm thinking!

EXT. THE KINGDOM OF INVIOABILITY - KINGS CHAMBERS - DAY

Boopey blasts open the entrance to the kings chambers, causing the stone knights to collapse. Boopey rushes outside with the princess in hand.

EXT. THE KINGDOM OF INVIOABILITY - DRAWBRIDGE - DAY

Basalt and Granite snap their heads towards the origin of the explosion, then look back at each other.

EXT. THE KINGDOM OF INVIOABILITY - KINGS CHAMBERS - DAY

Yeoman follows after Boopey and the princess.

YEOMAN
Stop them at once!

Boopey and the princess dash towards the drawbridge at breakneck speed. The king is slowly gaining on them from the distance.

EXT. THE KINGDOM OF INVIOABILITY - DRAWBRIDGE - DAY

Basalt and Granite jump down from the drawbridge, blocking Boopey and the princesses path as they get closer.

GRANITE

Halt! You must cease all hostilities!

SERAPH (V.O)

Use it again!

Boopie zaps Granite with Yeoman's cane, causing him to crumble apart.

BASALT

Granite! No!

Basalt struggles to put Granite back together.

BASALT

Your going to be ok, your going to be ok!

Boopie starts to bring down the drawbridge.

KING

You'll suffer for this!

The drawbridge drops, Boopie and the princess run across it. The king follows, but he collapses through the bridge into the moat.

EXT. THE KINGDOM OF INVIOABILITY - FORREST - DAY

Once Boopie and the princess reach deep into the woods, they stop running and let go of each other. The princess bows and speaks in what seems to be a thankful manner.

BOOPIE

Your, welcome. What will you do nooow?

The princess makes a fist and slams it into her other hand and speaks with a tone of aggression. Villagers emerge from the forest with weapons.

BOOPIE
Here, take this.

Boopey hands the princess Yeoman's cane. The princess starts a rallying chant with the villagers as they march back towards the castle.

SERAPH (V.O)
The princess has good in her heart,
unlike her father. I wish her luck in
retaking the kingdom. Now, brave
knight, it is time for your final
task.

A door emerges from the ground and Boopey walks through it.

EXT. PARK - DAY

Patrick and Sarah are sitting at a bench in the park watching Grace play with Boopie.

SARAH
Era, she only loves that thing doesn't
she.

PATRICK
Never understood why. Of all the toys
a little girl could want, she chooses
that silly old thing.

SARAH
At least it makes her happy.

PATRICK
True. By the way, I've been meaning to
show you something.

SARAH
Yeah?

PATRICK
Well, you know how I've always been
fond of that tattoo of yours?

Patrick pokes Sarah's flower tattoo on her left forearm.

SARAH
Yes?

PATRICK

And how I've always been very
indecisive about what tattoo to get
for myself?

SARAH

Uh huh.

PATRICK

Well....

Patrick lifts up his right sleeve to show a fresh new tattoo
that is identical to Sarah's.

SARAH

Your kidding me. Did you mean to get
it on your right arm?

PATRICK

No I just forgot which arm you had it
on and took a lucky guess.

SARAH

(Sarah laughs)

I love you, you big idiot.

Patrick and Sarah laugh and hold each other in each others
arms.

EXT. REALM OF DEMISE - SWAMP - NIGHT

Boopie enters the realm of demise. Boopie is taken back by
the cold, misty fog surrounding the dark and eerie swamp. The
wooden hand that had escorted Boopie to the passageway
emerges through a puddle of dark water. The eye in the centre
of the palm creaks open.

SERAPH (V.O)

(Seraph speaks through the wooden
hand)

Welcome Boopie, to the realm of
demise. Here you will face your
greatest challenge yet.

BOOPIE

Seraph?

SERAPH (V.O)

Yes Boopie?

BOOPIE

Why did you help, meeeee?

SERAPH (V.O)

I have something I must confess, dear Boopie.

BOOPIE

What is it?

SERAPH (V.O)

Your quest, is to return to your Queen's side and protect her, at all costs. However, there is also another reason why you must return to her majesty's side.

The wooden hands finger bends down and pokes Boopie's chest. The shape of a small flower starts to form onto Boopie's chest.

SERAPH (V.O)

Not only must you look after Grace, but you must also take care of her father as well.

BOOPIE

What must I do now?

SERAPH (V.O)

There can be no running this time Boopie. The only way to escape from this place and return to the earth, is by defeating the creature that resides in this realm. It can only be defeated by touching the gold medallion it protects.

BOOPIE

Thank you for, helping, meeeee.

SERAPH (V.O)

It has been my honour. Now go, return to your queen noble knight.

The wooden hand descends back into the puddle. Boopie walks through the mist in search of the medallion.

EXT. REALM OF DEMISE - TRENCH - NIGHT

As Boopie walks through the barren swamp, his path becomes narrower and narrower until eventually Boopie has to shimmy his back up against a mucky wall to keep pushing forward. As Boopie starts to shimmy along, he begins to notice something emerging behind him on the wall.

GRACE (V.O)

Moomm-y-y

A wooden arm, the same as Boopie's, begins to start reaching out of the wall. It tries reaching over to grab Boopie as he is shimmying down the wall.

PATRICK (V.O)

Sarah! I'm coming Sarah, just hang on!

More arms start to form and try to grab Boopie. Boopie starts to move faster down the wall in order to evade the arms.

GRACE (V.O)

Mommy!

PATRICK (V.O)

Sarah!

The arms start reaching out towards Boopie with more aggression.

GRACE (V.O)

Mommy!

PATRICK (V.O)

Sarah!

Boopie is almost out of the trench. Sarah's voice can be heard letting out an excruciating scream. As the arms get closer, the voices get louder. Grace, Patrick and Sarah's voices all meld together as one singular voice just before Boopie narrowly escapes the trench.

EXT. REALM OF DEMISE - CREATURES LAIR - NIGHT

Boopie falls to his knees once he squeezes out of the trench. As soon as he looks up, he sees the gold medallion resting on top of a pillar. Boopie stands up and reaches for the medallion. Before he is able to grab it, 2 wooden arms rise through the ground and pull him back down. Boopie struggles to release himself from the grasp of the arms. As he is struggling, a large wooden figure with multiple arms emerges from the tar like water that surrounds the pillar. The figure grabs Boopie by his arm and lifts him up to meet its face. Boopie stares at a large, dark reflection of himself. The figures head slowly turns itself around revealing a new face. The other side of the figures head has a sliver of Sarah's face on its top left corner, Patrick's on its top right, Grace's on its bottom left and just plain black wood on its bottom right. The figure then grabs Boopie's leg. While holding Boopie's left arm and right leg in the air, the figure pulls both of them off with ease. Boopie's body flops onto the floor. The figure remains disturbingly silent as it watches Boopie flailing about on the floor helplessly. As the figure reaches down to pick Boopie up again, Boopie slaps it across the face with its torn off arm. This infuriates the figure, as the figure begins to recover, Boopie inches closer towards the pillar. The figure lifts Boopie up into the air again, this time by his leg. When Boopie turns to face the figure, he unveils the gold medallion in his hand, causing the figure to scream in anguish before they are both consumed by a beam of light that shoots out from the medallion.

EXT. GRACE'S HOUSE - DAY

Its a quiet, sunny morning. Boopie digs himself up through the earth with his arm. Boopie can see Grace's house in the distance. He lifts his arm up towards it.

BOOPIE

Graaacccce.

Boopie begins to slowly drag himself towards Grace's house with his arm.

INT. GRACE'S HOUSE - HALLWAY - DAY

Patrick gently rests his face against Grace's bedroom door. He hesitantly knocks twice on Grace's door.

PATRICK

Grace? Grace love I'm sorry about your toy.

GRACE (V.O)
Leave me alone!

PATRICK
Grace please open the door, I'm so
sorry. I'll buy you another one I
promise.

GRACE (V.O)
I said leave me alone!

Patrick sighs and reluctantly walks away from Grace's door.

EXT. GRACE'S HOUSE - PORCH - DAY

Patrick steps outside and takes out a cigarette. Just as Patrick is about to light his cigarette he notices something on the ground. He adjusts his eyes and comes to the realisation that it is Grace's favourite toy, Boopie. He bends down to pick it up, curious as to why its missing an arm and a leg. Once he turns Boopie on his side, he notices he now has the shape of a small flower on his chest, the same flower that Patrick and Sarah have tattooed. Patrick lets out a tear as he holds Boopie close to his chest.

THE END.