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Script Title: Terra Incognita  
Registered on: 17:53:26 Sep 20, 2016  
Expires on: Sep 20, 2021  
Payment Amount: \$39.55

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EMIL MALAH PRESENTS

TERRA  
INDOGENIA



I wrote the story back in **1998**  
and from my own expenses  
appointed a co-writer and  
various artists to develop the  
story and the characters and  
I've made sure they were all  
registered **10 times** between  
**1998-2003** with  
**Writers Guild of Canada**

Emil Malak  
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[tiuniverse.com](http://tiuniverse.com)

## DISCLAIMER

*Terra Incognita* concept was written in 1998 by Emil Malak, who came up with the original concept as a story for his son Matthew. Emil Malak employed a team of three individuals, a co-writer, a graphic designer and a sketcher, that collaborated on developing further story lines and detailed character designs to that enable the entire concept to be developed into a major motion picture and a television series with the ability to create a line of merchandise, books, and toy action figures therefrom. All graphic designs, the initial treatment, the screenplay and the 13-part television series treatments were copyright registered with the Writers Guild of Canada. *Terra Incognita* was thereupon sent to many motion picture studios, including Lightstorm Entertainment and James Cameron. As of 2004, Emil Malak transferred ownership rights of *Terra Incognita* to *La Rosa Developments, 2004 International Limited*.

The purpose of this document is to highlight the prominent similarities between *Terra Incognita* and *Avatar*. This document by no means comprises the entirety of similarities; rather, it serves to merely compare the main aspects of the two works. It showcases how *Avatar* utilizes the same building blocks and template as *Terra Incognita*. The material in this package was reproduced for enjoyment, review and information purposes only. The images and text contained within this package, with the exception of those represented to be originally produced by *Terra Incognita*, are believed to be in the public domain and are owned by those with the exclusive rights to *Avatar*. *La Rosa Developments, 2004 International Limited* does not sell or license any of these public domain images or text. Use of the *Avatar* material is not intended as copyright infringement on any of the artists or any other entity's copyrighted material.

Emil Malak has currently written a treatment as a follow up sequel to *Terra Incognita*.

For more information on anything contained within this information package, please contact Emil Malak at Bellaggio Cafe at 773 Hornby Street, Vancouver, B.C., Canada V6Z 1S4 or at 604.889.0516.

# ***TERRA INCOGNITA TWO***

**Story Outline by Emil Malak**

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Registered 1998

*Emil Malak*  
*Emil Malak*

# ***TERRA INCOGNITA TWO***

***A***

## ***CHILDREN'S ADVENTURE***

**Storybooks, Movies, Cuddly Toys**



### Concept

The basic concept is to create a community that is similar to Earth people in many ways but is different in ways that stretches our imagination and questions our values.

Terra Incognita people are more than phenotypically different, they have different values. Our premise is that this difference is because of an absence of racism - Racism is not a word that they can associate with or relate to. We can learn from them that by unburdening ourselves from these prejudices, one becomes more open to new ideas and also able to channel more energy toward constructive activities. For example, how would our energies be re-channeled if there were no countries, no politics and no wars?

This is not to say that there is only good and no evil in the society. There is, and there are laws, but equal laws, and there is punishment; equal punishment.

The animals, which are combinations of two familiar earth species, have the advantage not only that they can speak but also that they have the same status as humans and compete on the same level. In many instances, they surpass humans in certain activities because of their natural attributes.

What we see that can be developed for the television screen are adventures the Terra

WARRIORS  
are Phenotypically

AVATAR Concept

WARRIORS of  
NOT warriors but  
protectors of  
their land.

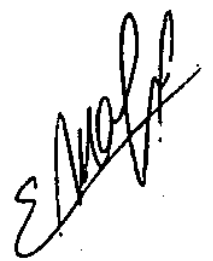
Speech = learned

Incognita children and animals go on and how, by having fun, they learn about history, archeology, nature, ecology, cultures, conservation, etc. Children learn what is important and valuable to beings other than humans and how to take it into consideration, something that in our Earth world largely goes unnoticed as we look upon animals as inferior beings.

For this concept to be effective, it must be done so that our mythical creatures are as real looking as possible – not cartoons.

The animals must be cute and cuddly. They must pass the ‘stuffed animal’ test. This is important for two reasons; one, merchandising; and two, cuddliness promotes bonding and bonding promotes caring.

In cuddly and cute we deem certain features crucial; a) large head in proportion to body; b) large eyes in proportion to head; c) fur. Following this formula, snakes are *not* cute and cuddly, hence there has never been ‘Teddy the Snake’!



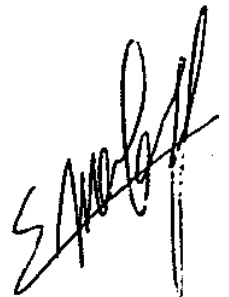


### ***Concept Development***

- This particular concept only works if done as real – no cartoons.
- That's the only effective way to get the message to the children ~~about~~ <sup>be</sup> racism and the equality of animals to humans.
- We purposely made the animals talk so we are able to understand, analyze and benefit from their world.

We have given the basic ideas to <sup>be</sup> developed. We believe you need to research and consult with the following:

- Artists – facial drawing
- Artists – animal combinations
- Language experts
- Zoologists
- Botanists
- Environmentalists
- Medical experts – genetic engineering
- Story writers *for children's books*





### Terra Incognita

In the land of the unknown, a thousand miles above the Earth, visiting astronauts discovered life. Gravity and the atmosphere were the same as that on Earth so the two astronauts left their spaceship to wander and discover this uncharted land.

→ Gravity & Atmosphere  
↓  
AVIATOR THEY USED  
BREATHING DEVICES

The astronauts found meadows, rivers, lakes and forests just like on Earth but they noticed everything more clean and lush and the waters were full of fish.

After walking for a long time, the astronauts were hungry. They looked around for what they could eat when in the distant valley they spotted an orchard. When they came close to it, they saw that every type of fruit tree was planted there; apple, pear, banana, apricot, plum and so on. They ate until their bellies were full then sat in the shade to rest.

"This land looks so much like earth - are you sure we didn't make a mistake - that we're not on Earth after all?" asked the first astronaut named John Glenn.

- \*A lush earth like us

"I'm sure it's not Earth," replied the second named Neil Armstrong. "Here, I'll double check." He pulled out a chart of the planets and stars, made a few measurements and calculations then said in a certain voice, "No, it's definitely not Earth."

Humans can do

Olympic  
Sports  
Emil Malak

A gust of wind blew gently through the treetops and rustled the leaves. How fresh and clean the air was! They rested for a long time and just about dozed off in the balmy warmth of the orchard when they heard a distant voice calling out.

Startled, they both got up to their feet and peered out in the direction they heard the voice come from.

"Hello!" came the voice. They still could see nothing for the dense vegetation.

Then finally there was a rustling in the bushes and the being emerged ~~before~~ them.

"Hello, men of Earth," he said.

John and Neil looked at each other astonished.

Before them stood a tall man that appeared to them like a jigsaw puzzle of races. One half of his face was black; the other white and one eye was black, the other blue. The two skin-tones blended together over the bridge of the nose, the center of the forehead and the center of the lips. The features of the face followed the color of hair. His arms were golden and his legs and feet were brown.

He extended out his hand in greeting.

"Yes, uh...hello...I'm John Glenn." They shook hands.

"And I'm Neil Armstrong."

"I'm Luther Klux." —?

"What is the name of this land?" asked John.



"Its called Terra Incognita. Welcome. I believe you have come to discover a new world. Why don't you let me show you around? I'll take you into my town - I'm the mayor, you see. That is a good place to start."

They agreed and followed the man. He led them to a road where his car stood parked. When they approached, another strange creature stepped out of the car. John and Neil stopped in their tracks.

"Don't be afraid. This is Pangorilla. He is my chauffeur. Animals live side by side with humans in our world here; they are integrated into every walk of life; into schools, universities, professions."

By then, they were standing face to face with the Pangorilla.

"Hello. Welcome," he said smiling and holding the door open for them. He was black and white figure covered in fur with the colorings of a panda, the face of a panda, but the form of the body was gorilla. His large hands were strong like a gorilla's.

They boarded into the car and drove off down the road chatting. The astronauts noticed that they did not understand everything the Pangorilla said - only some words.

"Our language, like our appearance, is a blend of several languages; Chinese, English, Arabic, Russian, Indian and bits of others. I was a

leads to an order  
→ no cars just trees  
do trees, walking  
& swimming

*S. Malakoff*

teacher of languages before I became mayor, so I can speak pure English.”

“How did you know we were there?” asked Neil.

“I saw your spaceship landing and assumed you would follow the waterways; which you did,” replied Luther.

The astronauts noticed that even though they were travelling at a high speed, the car engine was completely silent. Luther explained that the car was battery powered by computer on microchip.

“We don’t burn fossil fuels here on Terra Incognita, and we recycle everything.”

They drove through fields and meadows and passed a boy riding a strange animal. It had the head of a cow, an udder, but the body of a horse.

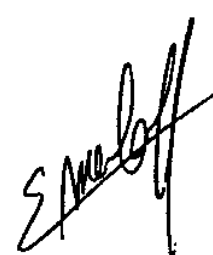
“In our land, we have something called corses. They are pleasant to ride and give us milk at the same time.”

“But I guess you don’t eat them”

“No. In fact, we don’t eat meat at all here. Not the humans nor the animals. From an ecological point of view, it is not an efficient way of obtaining nourishment. For example, how much grain does a chicken have to eat before she is big enough for a roast? That same grain would make many loaves of bread that we are able to eat directly. As you will soon see, many things here are different than on Earth.”

“You said you live and work with the animals?” asked John.

*— IN AVATAR THEY RIDE THE DRAGON + DINOSAUR LIKE CREATURES*



"Yes, and go to school together too," replied the Pangorilla. "We contribute to society from our own special abilities."

They Do learn  
together

"And they excel in certain areas far above humans, you shall see."

When they reached the edge of town, the car stopped in front of an enormous gate. The Pangorilla got out, opened it and let them in.

"This is my town," showed Luther.

Inside the gates was a large square with many people and strange animals going about their day's business, children and animals playing. All the children and people, like Luther, were an amalgam of the four colors but always one color predominated following the hair color.

"In our world, there is no racism and even the animals live among us as equals."

And so began the discovery of the Terra Incognita by the Earth people.

*Emil Malak*

### Introduction of the Terra Incognita People

↳ Similar Humans

These people are morphologically the same as humans but their skin coloring, hair coloring and eye color is a mixture of all races - in the same individual. The predominant color of each individual follows the hair color.

EXHIBITS TRACT OF AVATAR

*Ex. If someone has black, kinky hair, then his facial features will be black and also most, but not all skin on his body.*

Every individual has mismatched eyes and comprises to varying degrees each of the four colors; white, brown, Asian or golden and black.

Very important is the face. The skin around each eye matches the eye type. The two halves of the face meet down the center of the forehead, down over the bridge of the nose and along the middle of the lips. This demarcation line is blended into a 'hazy, gray' zone.

Important information in Description

#### Example One:

- > One side of the face is black with a round eye and black iris.
- > Following the black kinky hair, most of the skin on the body is black.
- > The other eye is Asian, the skin around is golden

Emil Malak

- *The facial features are black – African*
- *The arms are white*
- *The legs brown*
- *The predominant body color is black*

*Example Two:*

- *Hair blonde.*
- *Half the face is white, freckled and one blue eye.*
- *The other eye is almond and black with brown skin around*
- *The features are Caucasian*
- *Hands are golden*
- *Legs are black*
- *The predominant body color is white Caucasian.*

*The number of combination is manifold.*

*Example Three:*

- *Hair is mousy brown.*
- *Half the face is golden, eyes Asian.*
- *The other eye is greenish, the half face is white*
- *The facial features are Asian*
- *Hands are black*
- *The legs brown*

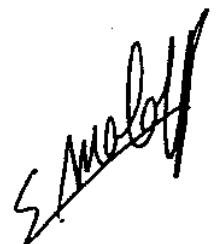
*The predominant body color is Asian golden whitish skin*





*Example Four:*

- *Hair – dark brown; almost black.*
  - *Half face is brown with large brown eyes*
  - *The other half is deep blue eye with Caucasian white skin.*
  - *Hands are golden whitish Asian*
  - *Legs are black*
  - *Features are Arabian or Latin American.*
- The predominant body color is brown.*



## Introduction to the Animal Nation

We have taken the positive attributes of one animal and tempered its frightening, negative side with the positive qualities of another; thus creating wonderful, approachable mythical creatures. — Good

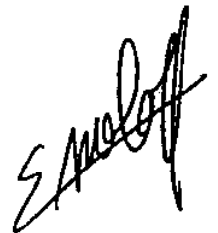
All our animals speak and <sup>are</sup> equal in society with humans in status. They are integrated into the workplace, at play and in education. In this mythical world where animals can speak for themselves, we learn about their values and point of view from their own mouths; not a human interpretation of what we think they want, need, deserve, know and feel from our human perspective.

By growing up with the young of animals from infancy, human children have animal friends among their human friends and learn their ways and values firsthand from a young age.

In this society there are not pets. There is no need for domesticating animals because we can approach all animals without fear - touch them, hug them, talk to them, be their friends and do activities with them. All this is possible without ownership.

The animals live in their own 'neighborhoods' that suit their needs among the human society.

— IN AVATAR THE CREATURES ARE ONE WITH NATURE & THEY SPEAK ABOUT A BEING & ENERGY THAT EXISTS...



Our aim here is to learn respect for other creatures through understanding. Similarly, to value the environment, or the habitats, in which animals live. The greatest tragedy our diminishing wildlife and habitats face is the enormous apathy of humans. Voracious global economies create greed but no satisfaction and desire but no happiness.

TRUTH AS WITH THE ANIMAL BOND IN THE CASE OF FLYING

How would the fate of the North American Buffalo, that once roamed the prairies in numbers of over 60 million, be different if it had been able to vote?

Chronicle Sa — Spots  
Concept — Size  
13 Part Series — Coloration  
Screen Play — Dimensions  
Animalistic - Human

***Elebear***

Physical Description: Combination between an elephant and bear;

Head of an elephant, but furry on the head down to his trunk, ears with shorter fur;

Body like that of a bear;

No tusks – tusks have only brought grief to the elephant, besides they don't fight;

*Excellent sense of smell*

Personality Traits: Very long memory (E);

Kind and patient (E);

Very family and extended family oriented (E);

Use body postures to convey silently their moods (B)



Personality Traits: Unusually playful, even as adults (B);

Learn about foods from mother –which are edible, which are not (B);

Generally friendly and content disposition (E)

Various Types: Some elebears are *white* – like the polar bear;

They are good swimmers and travel over long distances – these bears are very large;

*Black* – these climb trees, are smaller in size and very playful and jovial;

*Brown* – these bears tend to get fat easily and go into sleepy moods when the weather gets cold.

Professions: Construction and engineering due to their strength and flexibility of trunk;



Professions: Teachers of history;  
Scholars;  
Librarians

Habitat: Large caves and dens at night;  
Open spaces by day

Births: Two young at a time

Foods: Berries, leaves, roots

Adventures with Children: Berry picking;  
Hiking in mountains, showing them mountain trails;  
Safari to observe other animals;  
Archeological sites;  
Historic cities.



### Story Scenario with Elebear

In the nursery, the children attend the same classes as all the animals.

For one month, a young Elebear didn't show up at the nursery. His playmates became very worried about him. Finally, when he showed up he was carrying a bone in his trunk. When he put it down, all the children became very afraid. They didn't know why he would be carrying such a thing.

The little Elebear sat next to the bone and caressed it with this trunk.

The teacher told the children not to be afraid, to come and gather around closer to the sad little Elebear. He would tell them why he carried the bone with him.

The little Elebear tearfully explained, "My mummy died last month, and I am so sad because I miss her so much. When I touch her bone, I remember how she used to smell. All my memories I keep alive and it makes me feel better. Its harmless; you can touch it too if you wish."

He held out the bone gently to the children who reached out cautiously to touch it. After that, all the children hugged the Elebear and he felt a bit better to know that he had so many friends.

Touching tree  
gives off same energy  
+ Recollection of  
forests & thoughts  
↓  
THE TREES HAVE  
MEMORIES

## ***Tigorang***

**Physical Description:** Combination of a tiger and an orangutan;

Has the head of an orangutan but the fur and markings of a tiger on the face and head;

Body of a tiger;

Hands and feet of a *Orangutan*

No tail;

Physically strong like a tiger;

Sits up and walks like an orangutan.

**Personality Traits:** Patient (T,O);

Great ability for concentration (T);

Quiet (T,O);

Shy (O)





Personality Traits: Observant, docile (O)

This animal is physically very powerful yet is not aggressive and dangerous; it can teach us gentleness despite strength. From the orangutan, it derives an extensive knowledge of botany and the natural world; orangutans are able to identify 400 types of plants, 200 of which are fruits. Since both the tiger and orangutan are threatened primarily by habitat destruction, the Tigorang is a creature very concerned with conservation.

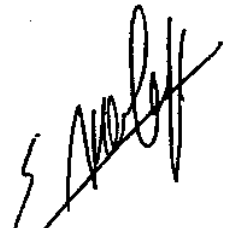
Man Rob of  
Sagoney in over  
is a Botanist

Professions: Environmentalists,  
teachers of botany;

Habitat: Caves, grasses

Births: One baby at a time

Foods: Fruit, berries, blossoms,  
shoots.

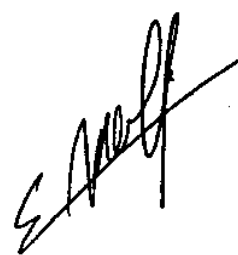


Adventures with  
Children:

Cave exploration;

Grasslands;

Savannah (teaching about  
ecology).

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## ***Chimpcats***

**Physical Description:** A combination between a chimpanzee and a cat;

Head of a chimpanzee but cat's fur on the face;

Body apelike, but slimmer like that of a cat;

Walks on 2 or 4.

**Personality Traits:** Playful (CH);

Agile and dexterous (Cat);

Fast (Cat)

Although they can be noisy and vocal they move about silently (CH);

Scoundrels (CH)

Inquisitive (CH & Cat)

Clever, quick to learn and imitate (CH);



Personality Traits: Coquettish, witty (CH & Cat);

Highly gregarious, noisy, talkative, talk with their hands (CH);

Tricksters, changeable (CH).

Professions: These creatures lend themselves to all occupations dealing with the public;

Entertainers;

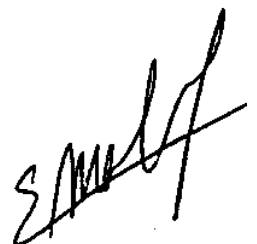
Waiters and service industry;

Sales;

Police force as special squad (agility):

Sports.

Habitat: Very adaptable to many habitats but likes trees.

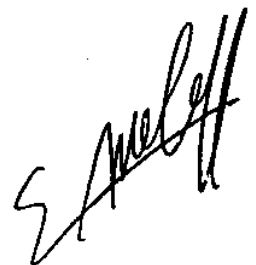


Births: 4 – 6 offspring at a time

Foods: Fruits, but loves sweets especially chocolates!

Adventures with Children: Fairs, carnivals;  
Theatre, concerts;  
Sports;  
Games of all sorts.

N.B. The chimpcat loves a party. They are quick to make friends, quick to row, but then make up again easily. Not surprisingly, the divorce rate among chimpcats, such a fickle bunch, is quite high!



***Pangorilla***

Physical Description: Combination of gorilla and panda;

Gorilla body, gorilla hands;

Panda head, gorilla eyes, panda nose;

Coloring of fur on entire body that of the Panda;

Walks like a gorilla – on 2 feet.

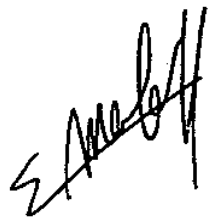
Personality Traits: Caring, gentle (P,G);

Very family oriented, much focus on child rearing (G);

Strong maternal instincts (G);

Non-aggressive (P,G);

Stable family groups (G)



Personality Traits: Father "watches over"  
youngsters (G);

Touch is very important to  
them, maintains their  
bonds and reassures them  
(G);

Need to keep mind  
stimulated to prevent  
boredom (G);

Males very protective of  
family (G);

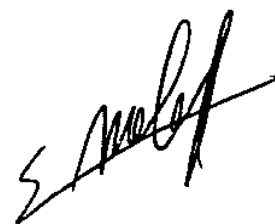
Care for old, sick, injured  
of their clan (G).

Professions: These animals are not only  
intelligent (as the  
chimpanzees) but  
hardworking with a strong  
sense of work ethic and  
family values;

Doctors;

Nurses;

Dentists;



Professions: Scholars;  
Kindergarten and primary school teachers;  
Caregivers to the aged;  
Charity workers.

Habitat: Hills, wooded forests.

Birth: One at a time.

Food: Vegetation;  
Leaves, shoots

Adventures with Children: High tropical mountains;  
Building bamboo huts;  
Develop.





***Dolseal***

Physical Description: Combination of a dolphin and a sea lion;

Body of a dolphin but furry like a seal with flippers like a seal so they can walk on ground;

Amphibious animals that are equally able to live on land as in the water;

Dolphin head with big black seal eyes.

Personality Traits: Happy (S,D);

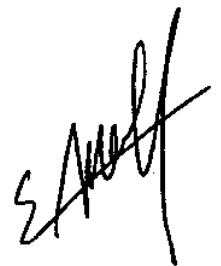
Performers, playful (S,D);

Team players (D);

Active, gregarious, full of energy; (S,D)

Like a good laugh, sense of humor; (S,D)

Easy going, very intelligent. (D)



Professions: Marine biologists;  
Marine search and rescue;  
Coast guards;  
Life guards;  
Naval navigators.

Habitat: Seas and shores.

Births: One baby at a time

Foods: Small fish, krill, smelts.

Adventures with  
Children: Coral reefs;  
Shipwrecks;  
Underwater caves;  
Exotic islands.



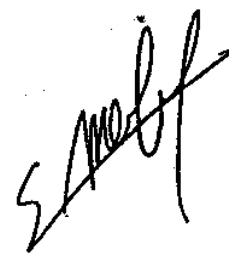
***Elebear Characters***

Two specific Elebear characters – young five year old girl and boy friends in the classroom.

<b><u><i>Elli Bear (Girl)</i></u></b>	<b><u><i>Wally Bear (Boy)</i></u></b>
White body	Big brown body & eyes
Big black eyes with long lashes	A bit clumsy due to size
Feminine voice and behaviour	Big appetite
Shy, blushes	Happy, jokes a lot
Covers her face with her long ears when she blushes	Big hearted
Wiggles when she walks	Makes Elli laugh and makes her feel loved
Likes perfume, flowers, chocolates, especially white chocolate	Very caring and thoughtful
Etc, etc, etc.	Protective of Elli, sometimes a bit jealous when other Elebears look at her
	Etc, etc, etc.



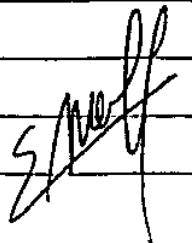
These two characters should be developed as our stars so children, boys and girls, can relate to them. Even as a cuddly toy and bedtime storybook should be created for the children of the world and live the lives of the elephant and the bears would be an existing prospect.

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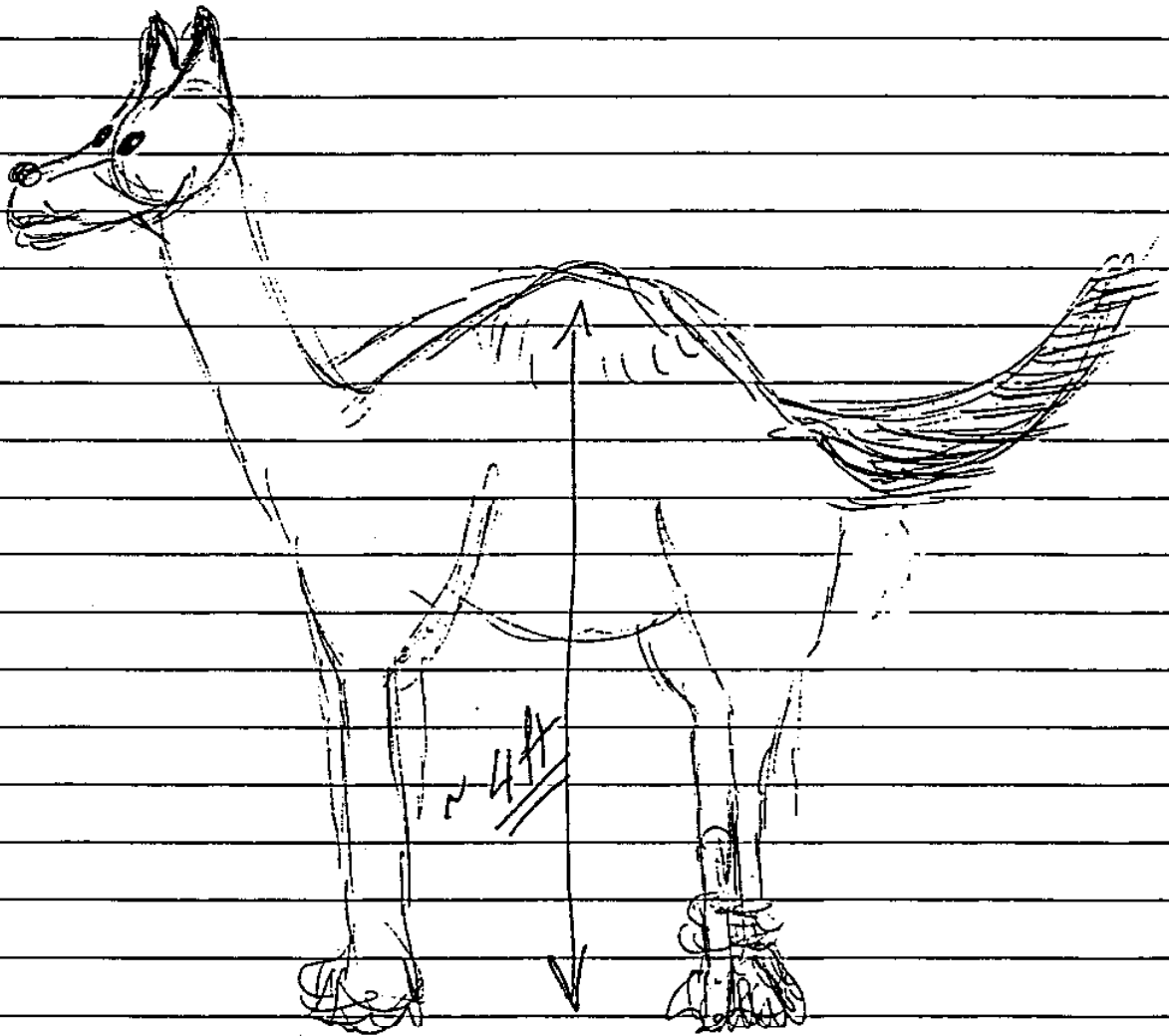
# Terra Incognita Animal Nation

THESE ANIMALS ARE TO BE REAL, LIKE THE  
ANIMALS IN "JURASSIC PARK" WERE REAL OR AS  
E.T. WAS REAL.

The appeal will be for children of age 4 to 10  
(approx) The older children will be able to identify and  
enjoy the adventures and books. The younger children  
will like the stuffed toys and 'human' qualities of the  
animals (anthropomorphisms).



# Domel



- cross between camel + dog
- head of dog + tail + fur
- body of camel (shape)
- paws of dog

S. Anwar

# Domel

- These animals are exceptional in many ways:

· very strong physically (C)

· can endure long distances in extreme terrains without food or water (C)

· pack behavior - community (D+C) - gregarious.

· very good hearing + sense of smell (D)

· eats all sorts of vegetation, not a fussy eater (C)

· fast runners (C)

· quicker reflexes (D)

· very loyal, give life for loyalty (D)

as there are many breeds of dogs with their various temperaments and qualities/abilities - there are as many breeds of Domels with similar characteristics.

Camel / Golden retriever - docile, playful, tolerant

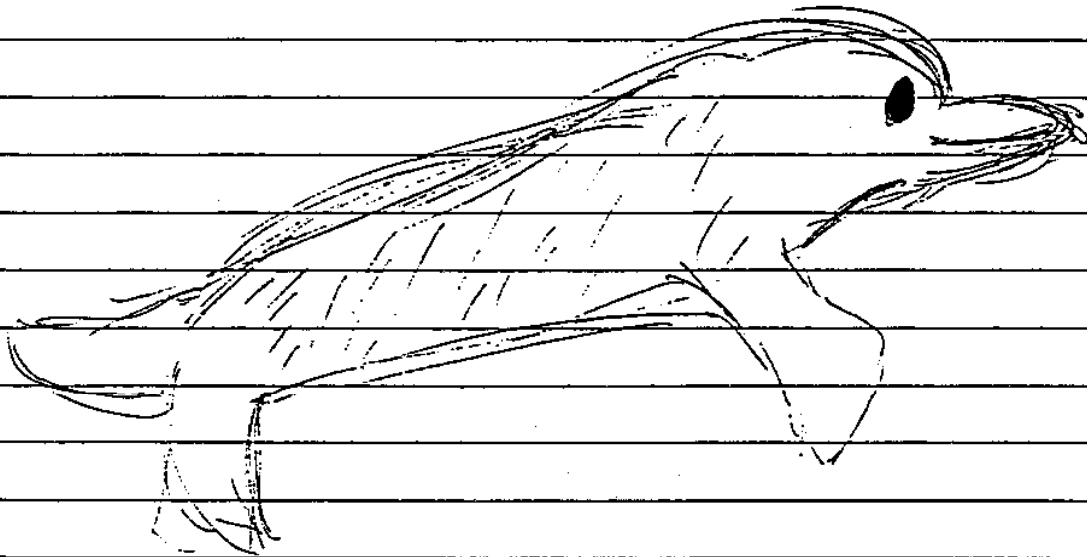
Camel / German Shepherd - alert, tracking, guard, very strong

Camel / West Highland Terrier :- dig, save buried people & miners

\* Independent thinkers, work as a team.

*Handwritten signature*

## Dolseal



- cross between dolphin + seal
- no dorsal fin
- slick brown fur like a seal
- intelligence of dolphin
- as at home in water as on land
- walks on 4 flippers like seal
- amphibious animal.
- face + snout of dolphin
- big black eyes of seal
- make medicinal preparations from sea plants etc.

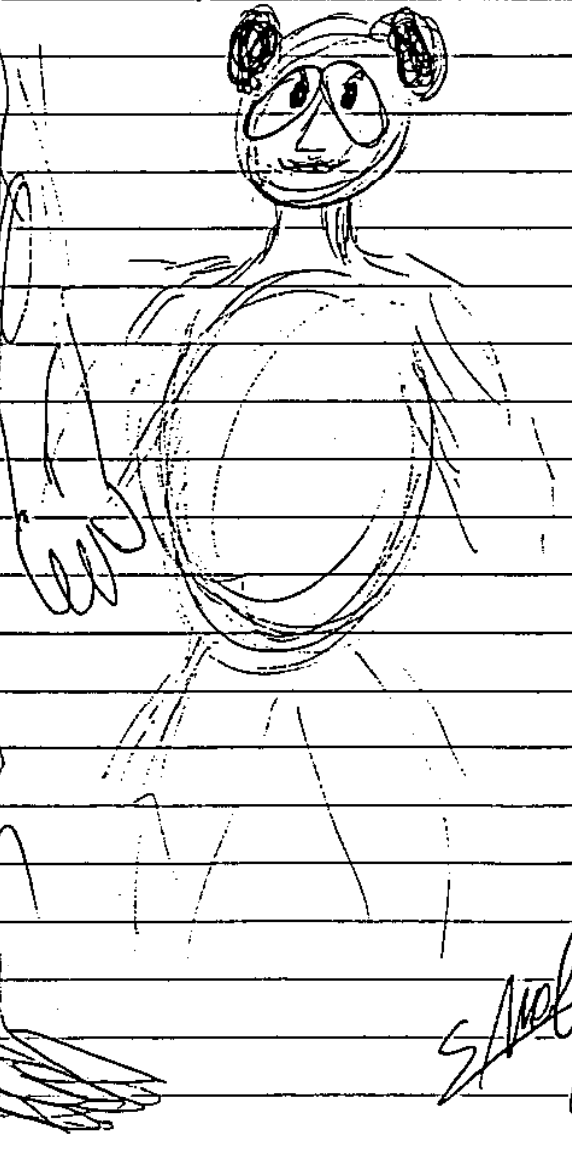


male

- Cross Panda + Gorilla
- body fur coloring of panda
- gorilla eyes
- panda nose
- gorilla mouth
- panda ears
- Panda fur on head
- thicker neck like gorilla
- males big broad shoulders of Silverback



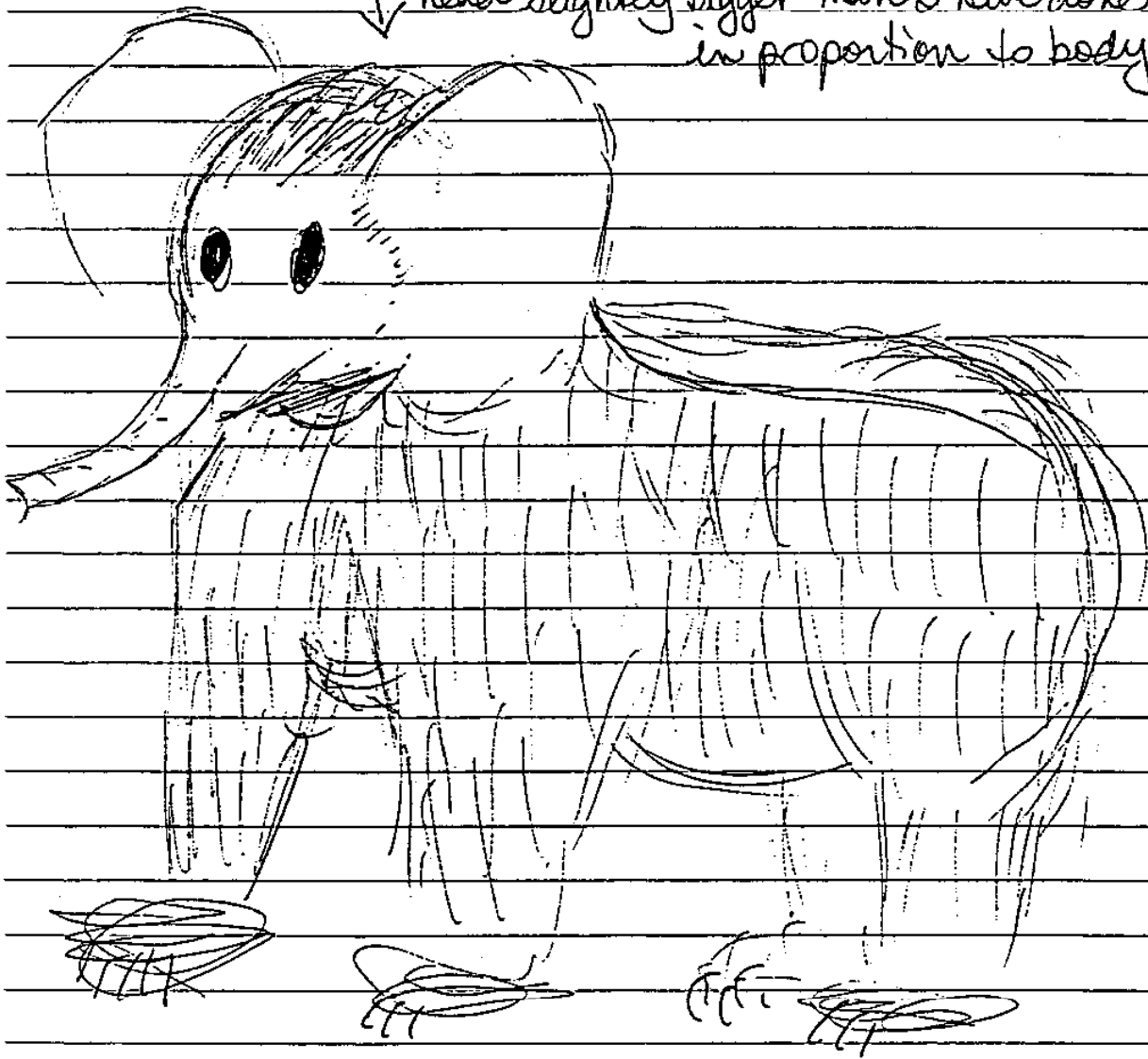
+smaller female



Sketch

# Elebear

↓ head slightly bigger than I have done, here  
in proportion to body

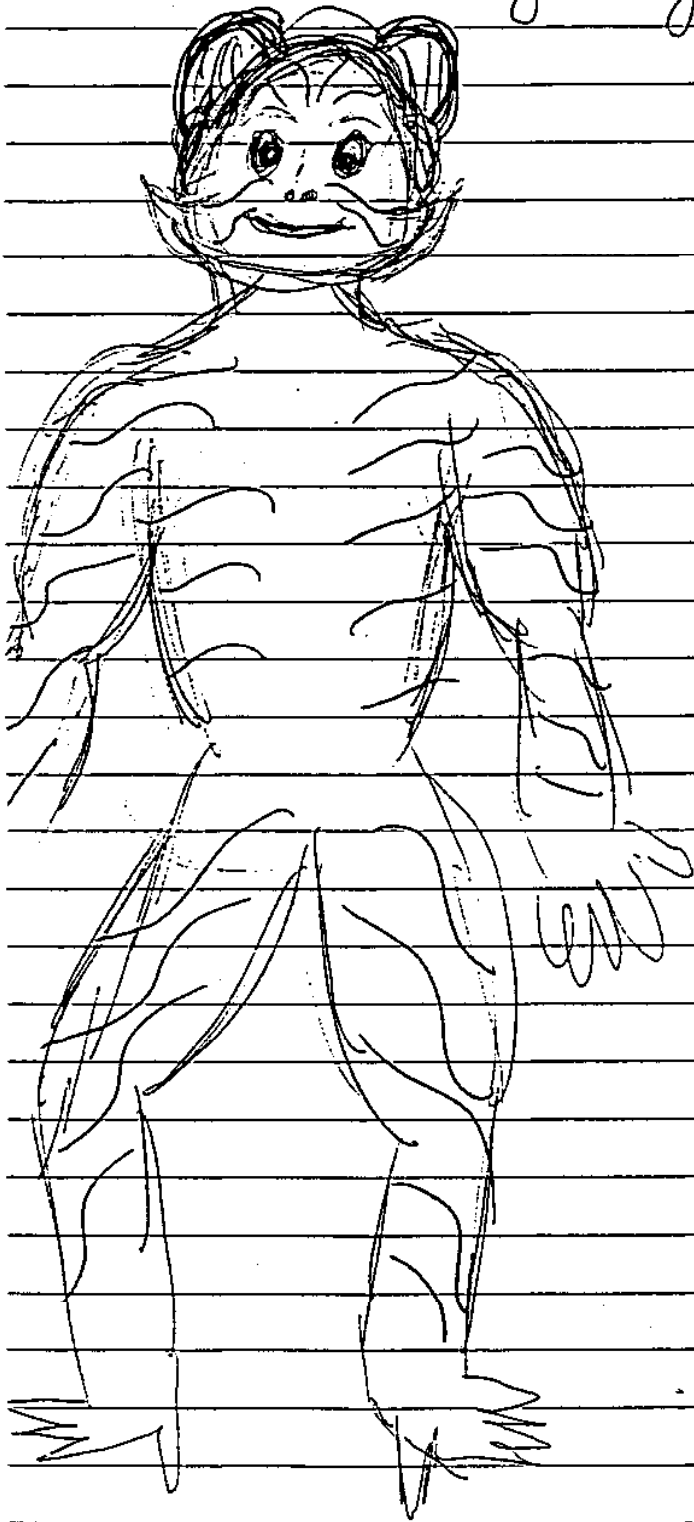


- body of bear
- head of elephant
- claws of bear
- no tusks.

- eyes bigger than those of elephant or bear

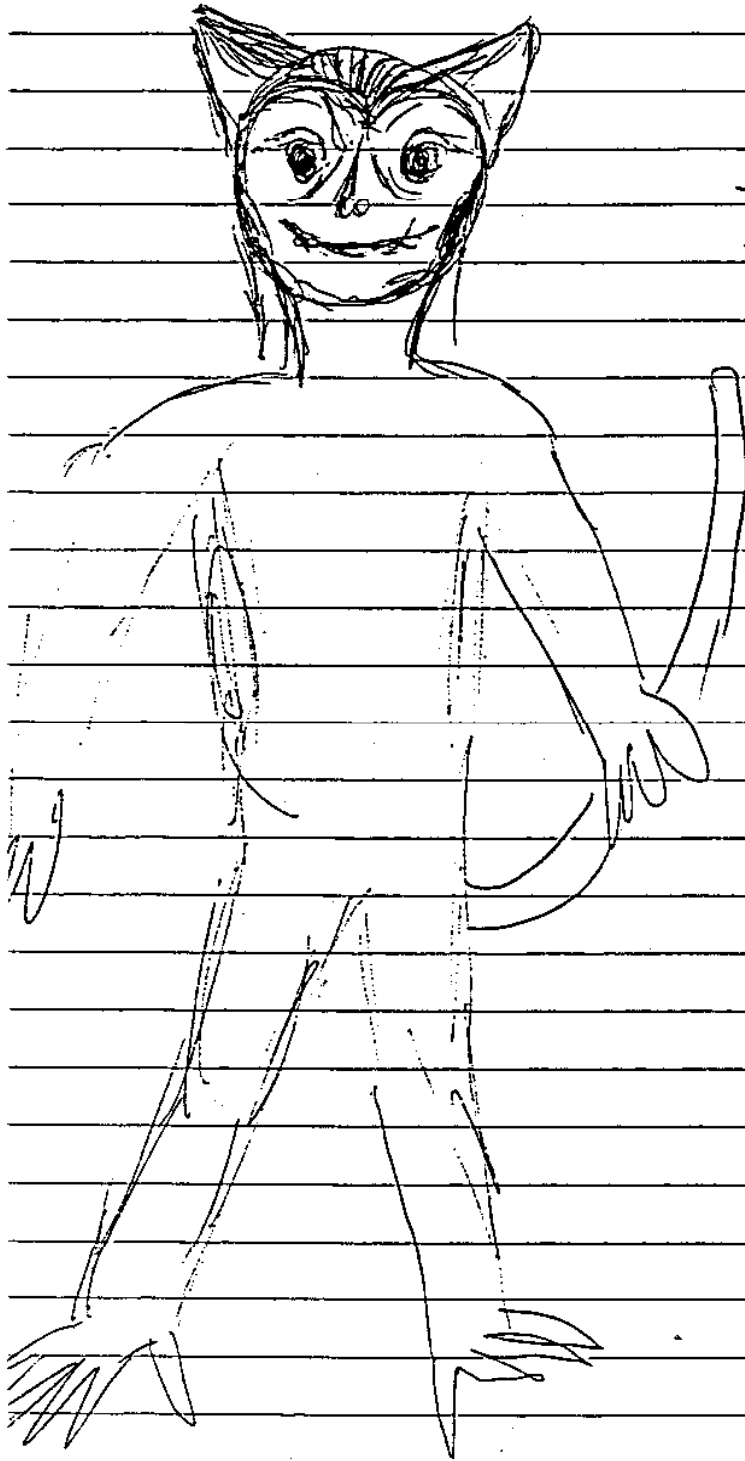
*[Signature]*

# Tigerang



- 2-3X bigger than Chimpanzee
- bone structure of face of orangutan
- fur on face that of tiger therefore also the beard / whiskers that tigers have
- tiger ears
- big and muscular like tiger
- hands of ape + feet of ape
- body fur of tiger
- round sad eyes like orangutan
- orangutan nose + mouth
- no tail.
- strong athletic body

# Chimpcat



- chimpanzee eyes + mouth for facial expressions
- nose like cat
- ears like cat

(not supposed to look like a devil - I just can't draw - he should be rude)

- slim like cat
- ape body + hands
- tail used as 3rd arm
- fur on body like cat.

## Discussion

As per the description in the story outline, the major concept of the mythical land, peoples and creatures of Terra Incognita is to compare and contrast how their different values allow another way of life from what we witness and experience here on earth. Mainly due to an absence of racism, the Terra Incognita beings work together to create a harmonious existence without damaging the environment. This concept enables the viewer to not only escape into a highly entertaining mythical world, but also challenges the individual by helping question the values shaping our existence in an educational and stimulating way.

In order that the characters can achieve this goal, as realistically as possible, some potential discrepancies must be addressed. The blending of animals, for example, could be viewed as confusing, as children may not realize which attributes come from which animal. More importantly however, in this day and age, the blending of animals may seem to be genetic engineering, a sensitive subject.

Another concept that may be misleading is the fact that all creatures of Terra Incognita are vegetarians, which is a direct contradiction to nature. In our natural habitat, the hunter and the hunted often reverse roles depending on where they are on the food chain - i.e. The racoon eats the cat, which eats the bird, which eats the insect, which eats another insect, which eats from vegetation etc... Respecting nature and how the animals are thinking, also includes the respect for their fundamental survival techniques. If the animals of Terra Incognita are to be vegetarian in nature, this may add to their "cuddleability", but will lessen its credibility as an educational tool.

*Commissioned  
opinion on  
concept alterations*

*Points we might  
need to talk  
into consideration*

*E. Wolff*

*S. Wolff*

## **Dolseal**

In addition to the characteristics as listed in the story outline, Dolphins have no vocal cords and communicate through "Echo location Sonar". Marine mammals have learned to use their *voices* more effectively than land animals. This ability has probably been encouraged by the fact that the visibility in water is less clear than on land and water is a better conductor of sound than air (sound travels better, louder and faster in water than in air). Sound travels up to 1 mile/second in water with slight variations for salinity, depth, pressure and temperature (5 X faster than in air).

The main food source of the dolphin and the sea lion is fish, and their main predator is the shark.

Creating a story line around the Dolseal could integrate this sonar ability with their excellent communication skills and highly intelligent nature. Dolphins have been used to locate objects under water. Research done in the US navy for example, found that the sonar system of the dolphin was superior to anything that the navy could build. Expanding on this concept, these mammals are indeed suited to be coast guards and naval navigators, as stated in the outline.

### Dolseal – the Marine Biologist/Undersea Tour Operator

*Jacques Cetacea*, owner operator of "Sea it for Yourself Adventures"

Accompany guests to the depths of the sea to witness the beautiful coral reefs and experience the richness of the ocean and its many inhabitants.

### Dolseal – the Naval navigator/Search and Rescue

Save people by using sonar to locate wreckage and then help carry to surface etc...

Sonar allows for long range communication with other sea mammals.

During both the above scenarios, the following facts about water/the ocean can be integrated into the story line adding to the educational nature of the episode...

Oceans cover more than 70% of the earth's surface and are rich with life, far beyond only the obvious such as marine mammals and fish. The oceans are rich with micro-organisms, which have existed for billions of years. These micro-organisms contributed to the earth's present atmosphere, by utilizing the carbon dioxide and sunlight available to produce food and oxygen (a process known as *photosynthesis*) These primitive life forms produced oxygen at enormous increments, allowing many of the oxygen dependent life forms that exist today to flourish.

On the ocean floors, "Black Smokers" exist, which are vents illustrating the great geothermal activity of the earth, and are laden with minerals. Bacteria surrounding these "Black Smokers" thrive and derive energy from the mineral



rich waters. These primitive life forms show how in the absence of light and oxygen, life could function before the earth's present atmosphere.

During the last thirty years, scientists have been measuring the carbon dioxide levels in the atmosphere. Levels have been increasing at a dangerous rate. The implications of this increased carbon dioxide in the atmosphere are dramatic. The increased levels trap infrared radiation and heat in the atmosphere, increasing the average temperatures enough to affect sea level. This "greenhouse effect" is primarily due to the burning of fossil fuels (and secondarily to the destruction of our forests which use up carbon dioxide and yield oxygen). Since Terra Incognita does not burn fossil fuels, oil and gas cannot be spilled directly into the water and this greenhouse effect is a non-issue, allowing the oceans to thrive in a healthy ecosystem.

Venus, often compared to earth, seems to be in a stage representative of where the earth was in its development billions of years ago. Venus has 200,000 X more carbon dioxide in its atmosphere than earth, trapping the infrared creating a massive greenhouse effect (thereby keeping Venus's surface extremely hot.)

A handwritten signature in black ink, appearing to be 'E. M. P.', located in the bottom right corner of the page.

## Gorilla

When frightened or angry they run sideways, pound their chests, go down on all fours and run back and forth. When they meet someone new, they often blow in their face. Although this animal doesn't have many natural enemies, Gorilla body parts are seen to be a delicacy and therefore their main enemy is man (poachers). These gently and intelligent animals are polygamous (many female mates) and a typical group will consist of one adult male, several females and offspring. When male baby gorillas reach sexual maturity they will go out on their own to begin a clan of their own.

Gorillas are vegetarian and spend up to twelve hours/day gathering food (eat up to 60 pounds/day vegetation). They can live to be 50 years in age and have a 9-month gestation period, like humans. Grooming is not only a health issue with Gorillas, but is seen as a social activity to promote bonding.

These animals often travel through elephant paths to make their way through dense jungle areas.

We need to venture deep into the ocean. We are still ignorant of this VAST underworld. But so far no one has made such a world more than a documentary which tend to have a limited audience → we hope this concept will widen such a range and get the children of the world to learn from our animals. Not to think of them as pets or inferior

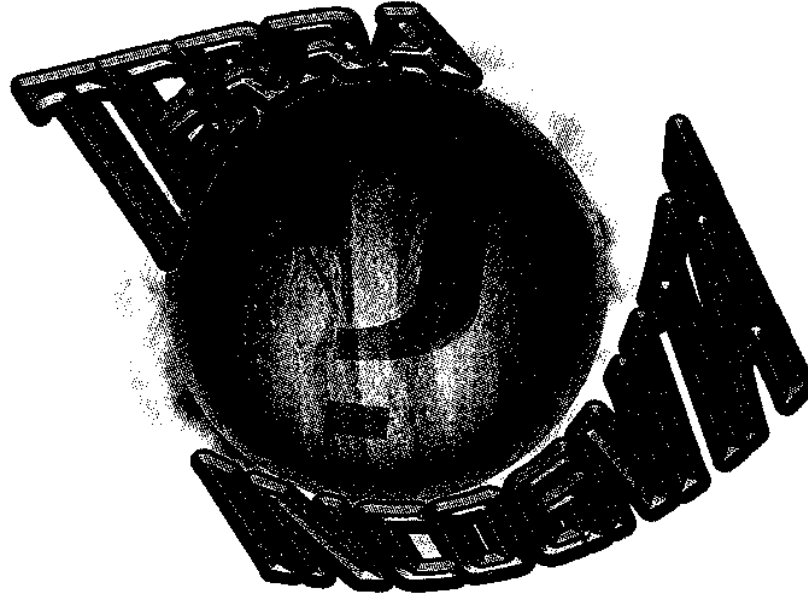


**I wrote the story back in 1998 and from my own expenses appointed various artists to develop the story and the characters and I've made sure they were all registered with Writers Guild of Canada**

Emil Malak

Cell: 604-889-0516





## TERRA INCOGNITA

### 13-PART SERIES CONCEPT BRIEF

Terra Incognita is an animated action-adventure series set in the year 2012 - the year the Mayan calendar predicts the world will end. Earth is in chaos as figures from ancient mythologies of all cultures rise in different corners of the world and battle for supremacy. As the Gods rise to take over the Earth, 12-year-old Matthew and his mismatched group of friends from the planet Terra Incognita are the only ones who can stop them.

Aimed at boys ages 7 to 12, Terra Incognita combines mythology, ancient astronomy and legends with the classic hero's quest. It's high adventure with plenty of humour, mythic drama and a strong educational component contained within its exploration of different cultures and actual mythological figures.

Emil Malak

# **TERRA INCOGNITA**

## **MARKETING OPPORTUNITIES**

Rich narrative threads, a high-octane premise, and strong characters give Terra Incognita a universal appeal. The globe-trotting team of heroes tackles problems caused by mythological creatures of all cultures, and so this series easily crosses cultural boundaries. The story-lines and the creative concept are naturals to launch into several different media.

Since all characters in Terra Incognita, both heroes and villains, have unique and sensational abilities and many are able to transform themselves, they have built-in elements to drive several categories including exciting action figure toys. The number of characters in the series makes Collectability a natural. Other products that are naturals given the series concept and strong stories include novels, comics, strategy guides, school workbooks and video games.

# **TERRA INCOGNITA**

**Based on an original story by**

**EMIL MALAK**

**Copyright: EMIL MALAK**

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Vancouver, BC V6Z 1S4  
Canada**

**Tel: (604) 839-0218  
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**March 6, 2003**

## Outline

La Rosa Productions	3
Background/concept	3
Character Profiles	3
Background Story	8
Storyboards	24

## **La Rosa Productions**

La Rosa Productions is a company owning the rights to the following:

- a stage musical, screenplay and CD entitled *La Rosa*.
- a three-volume novel entitled *Sadness with Joy*
- a screenplay for *Terra Incognita*.
- a number of other projects in development for the theatre and screen.

## **Background/concept of Terra Incognita**

Terra Incognita is an adventure story in which children experience trials, tribulations, excitement, and danger in order for them to achieve a positive objective and social impact. Each episode will provide a story synopsis in its opening sequence.

The Terra Incognita children are comprised of four skin colours: black, white, brown and yellow. Each one's eyes are of two different colours. Their racial origins are reflected in their facial features and in their hairstyles. Racism does not exist in their world.

Each Terra Incognita creature is a combination of two different animals whose faces have human characteristics. The animals are treated as equals in Terra Incognita society. They can speak, write, and read in the same way as the children in the story.

Both the animals and the children of Terra Incognita attend the same schools. The animals teach and exchange information about their instincts and habitats with the children. The children and Terra animals bond together to fight the enemies of their planet.

## **Profile of Principal Characters**

### **1. Matthew**

Matthew is a 12-year old boy who is a computer genius and whiz kid. He is introverted, very quiet, and lonely. He lives with his adopted uncle, Morpheus Pyre, who is a brilliant and eccentric NASA scientist. An only child, Matthew was raised by his father Jake, a famous NASA astronaut, after his mother died. Five years ago Jake disappeared on a special mission to the planet Terra Incognita.

Matthew has secret powers that were bestowed upon him when he was born in the ancient city of Palenque, Mexico. During an archaeological dig and just prior to Matthew's birth, his mother Frances discovered a copper snake, which was a Mayan artifact. The snake resembled the serpent god, Quetzalcoatl.

Frances knew that the snake would protect Matthew from danger and would give him special powers, providing he would always tell the truth. The copper snake had eyes that were a unique colour of blue. When Matthew was in danger, the eyes would become a deep, glowing red colour. Just prior to his mother's death from a mysterious illness the same year that Jake disappeared, Frances gave Matthew the snake and instructed him to carry it with him at all times.

A bright student, Matthew's biggest interest was in the exploration of space and the space shuttle programs that Professor Morpheus worked on. His constant and faithful companion was Mars, his black Labrador. Matthew wanted to become a NASA scientist so he could follow in his father's steps. He also believed his father was still alive on Terra Incognita and that it was up to him to rescue him, since NASA had abandoned their search.

Extraordinary events eventually take Matthew to Terra Incognita, and Matthew is transformed from a shy, withdrawn boy to a leader and a warrior. He meets Ophir, the daughter of Yushin, the ruler of Terra Incognita. Together, Matthew and Ophir embark on many adventures.

*same premise in Avatar*

Later, Matthew must return home to Earth upon learning that there are evil forces on Terra planning to take over the planet. With only a few months remaining before the end of the world, as predicted by the Mayan calendar, Matthew and his friends from Terra set out on their quest to save Earth.

## 2. Morpheus Pyre

Professor Pyre, age fifty-three, is a world-renowned archaeologist and scientist, and is a consultant for the NASA Space Program. As a surrogate uncle to Matthew, Morpheus Pyre strongly influences him with his risky but brilliant schemes and ideas. Pyre adores Matthew and will do anything for him.

A bizarre dresser and outspoken critic, Pyre is often in trouble with the management of the Space Program. Nevertheless, he is well respected by the NASA team. From his lab located on his small ranch just outside of NASA, Professor Pyre and Matthew work on inventions and archaeological treasures stored on the ranch computer programs. They also develop sophisticated computer games.

## 3. Lieutenant Deming

Lieutenant Deming is a member of a secret military organization who is assigned to monitor the NASA Space Program. At thirty-five years of age, Deming is a strong, well-built soldier who stands over 6 feet 5 inches tall. He has no sense of humor and takes even trivial matters very seriously.



Deming is informed about Matthew's return trip to Earth and the possible attack by certain inhabitants of Terra Incognita. He sees Matthew and Professor Pyre as dreamers, and considers them especially to be a menace to his own plans to save Earth. Deming does everything possible to thwart Professor Pyre, Matthew, and Matthew's friends from Terra, who he believes are really enemies of Earth.

*Sam Prentiss*

#### **4. Jake**

Jake, Matthew's father, is a NASA scientist who has always dreamed about and believed in extraterrestrial life. He is a devoted father, as well as a loyal American patriot. He bravely sacrifices his life on Earth by being assigned to a special NASA mission in order to save the planet from an impending disaster.

#### **5. Ophir**

Ophir is a princess on Terra Incognita and the daughter of Yushin, the ruler of Terra Incognita. Ophir, like Matthew, is about twelve years old in Earth years. She is a striking young girl with combined Caucasian and African features. While Ophir can be quick-tempered, impatient and defiant, she is also very intelligent and caring.

On Terra, the people live in harmony with the animals, treating them as equals. The Terra animals also communicate in the same language as humans. Living with the animals, Ophir has learned to stalk like a panther, climb like a cat, make animal sounds, and run like a gazelle.

When Matthew arrives on Terra, Ophir befriends him in his search for his father. In exchange, Ophir asks Matthew to help in the fight to save Terra Incognita from the enemies who are trying to take over. Calculating and shrewd, Ophir proves to be a valuable asset to Matthew.

#### **6. Nephrite**

Nefrit, in her late thirties, is Ophir's mother. She is very elegant and beautiful, is well educated, and is a respected scientist. She has the same four colours as Ophir--black, brown, yellow and white, with prominent Caucasian overtones. She has one green eye and one brown eye.

After Nefrit's husband Yushin dies, Nefrit falls in love with Jake, Matthew's father. They have a son, Luke. Jake and Nefrit live and work on Terra Incognita.

## **7. Ikhn**

Ikhn is the evil brother of Yushin. Yushin and Ikhn are the two sons of the God of Gold. Ikhn left Terra Incognita to take over another planet and later returns to fight his brother for control of the planet.

## **8. Riva**

Riva is a mixture of a chimpanzee and a panther. She has abundant energy and stamina, with the attractive face of a cat and the fur of a chimpanzee. Her eyes can transform to be very frightening and evil in order to scare away enemies, as well as functioning as beams of light in the darkness.

Riva becomes Matthew's constant companion on Terra. She is very protective of him and warns him of danger. Riva's remarkable intuition allows her to predict what is going to happen next and sometimes she can tell what others are thinking.

Sometimes Riva can be conniving and often appears to be hiding something, but above all, she is a valuable asset to Matthew's small team of warriors.

## **9. Trog**

Trog is an enormous creature resembling a turtle, with a rock-like shell on his back. He lives in his rock in a deserted area of Terra. He spends his time deep in thought and meditation.

Trog is an advisor to Yushin, and is considered very wise and intelligent. He forms a deep friendship with Matthew, and assumes the role of his protector and teacher. He speaks with a British accent. A walking encyclopedia, he is a wealth of knowledge, and has an excellent vocabulary.

Contrary to his cumbersome appearance because of his heavy shell, he is able to roll like a giant boulder, and without his shell he is an agile swimmer. Trog can also transport others on land and under water, with an ability to transfer oxygen to his passengers through special fangs.

## **10. Wallybear**

Wallybear is a mixture of an elephant and a bear. He has thick, impenetrable skin and a long trunk that he uses to climb and fight. With his keen sense of hearing, Wallybear can translate radio waves and all forms of communication, which allows him to alert his group of friends to impending danger.

He is a somewhat clumsy but jovial character, and is slightly belligerent, wheeling and dealing with everyone he meets. He becomes Matthew's best friend, which often causes Ophir to be jealous, as she competes for Matthew's attention.

While Wallybear appears to be happy, he is broken-hearted because he misses his girlfriend, Elraffa, who has been captured on Terra by the enemy and is now a slave. He joins Matthew's small army in the hopes of freeing Elraffa.

### **11. Elraffa**

Elraffa is a mixture of an elephant and a bear. She has a thick skin and a long trunk that she uses to climb with. Unlike Wallybear, Elraffa is not a fighter, but uses her charm wherever possible to persuade someone to see things her way. Everyone is naturally drawn to her kind and compassionate nature. Her naivete and gentleness sometimes gets her into trouble with evil characters.

### **12. Yushin**

Yushin is the ruler of Terra Incognita. He is the husband of Nefrit and father of Ophir. Yushin is also the brother of Ikhn, an evil warrior determined to take control of Terra. Their father, the God of Gold, sees Yushin as a poor leader and greatly favours Ikhn to assume the role. Under Yushin's rule, the planet of Terra Incognita has thrived for thousands of years. Upon his death, the planet's very existence is threatened. Yushin is reincarnated once a stolen batch of organite is recovered.

### **13. God of Gold**

The father of Yushin and Ikhn, the God of Gold is a Pharaoh (a living God). The God of Gold is striking in appearance, with gold skin, gold eyes and black and gold robes. Over the years, the God of Gold has become greedy and powerful, and ultimately his ambitions include conquering and controlling all other planets of the universe, using whatever power and force necessary.

### **14. King Menkaura the Second (Phat Pharaoh)**

King Menkaura the Second is the twelve-year-old son of King Menkaura, the Pharaoh of the third largest pyramid in the story. Phat Pharaoh is an extremely large boy with the body and head of a sumo wrestler. Menkaura, meaning "divine", is also a gentle Pharaoh. He becomes a close friend to Matthew. Phat Pharaoh's father left the pyramid thousands of years ago to live on another planet. Since then, Phat Pharaoh has remained in the pyramid with his army.

#### **15. Luke**

Luke is the four-year-old son of Jake and Nefrit. Half-brother to Matthew, he is a mixture of colours and features like other Terra people. Though small in stature, he shares his brother's intelligence and keen sense of adventure.

#### **16. Zaboon**

Zaboon is a Terra animal who has the face of a baboon and the body of a zebra. Rather than the black and white stripes of the zebra, he has many brilliant colours on his body. He is a loyal friend to Matthew and Ophir, and his special negotiating techniques enable Matthew to gain cooperation and trust among the many people that they meet in their adventures.

#### **17. Rabboch**

Rabboch is a cross between a peacock and rabbit. She is a beautiful, seductive creature that can put a love spell on both allies and enemies to achieve her purpose.

#### **18. Quetzalcoatl**

Quetzalcoatl is the serpent god with supernatural powers that protect Matthew on his adventures. He has the ability to transform into a Mayan god with a human appearance.

#### **19. Worm Soldiers**

These are frightening creatures of the Army of Darkness. They are a formidable and very tricky enemy.

#### **20. Yanda**

A member of Matthew's Terra Incognita crew, Yanda is half bull and half lion. He is an extra-terrestrial Don Juan - macho, full of himself, and comical.

## TERRA INCOGNITA: BACKGROUND STORY

Matthew is a very bright boy and a keen learner. He spends much of his time studying the planets. After his father, Jake disappeared five years ago while on a secret NASA mission to Terra Incognita, Professor Morpheus Pyre, a close friend and colleague of his father, raises Matthew. Pyre is considered to be one of the world's greatest archaeological brains and top NASA scientists. Matthew believes his father is still alive, and his dream is to one day go to Terra and bring his father back to Earth.

Shy and withdrawn, Matthew is considered to be a genius, and the other boys at school are envious of him, as he is somewhat of a celebrity and the cause of some attention from the girls. Matthew's best friends are his adopted Uncle Morpheus and his black Labrador, Mars.

Just before Matthew was born, his parents, Jake and Frances and Professor Morpheus were on an archaeological dig, excavating ruins in the ancient Mayan city of Palenque. Frances had begun to dust the ornately carved lid of a newly excavated tomb. The carving on the lid of the tomb depicted an oblong stone that appeared to cover the body of a turtle and a spaceship. The spaceship was similar to a carving previously found in the Mayan jungle. There appeared to be a child in the spaceship, and encircling the spaceship was the winged serpent, Quetzalcoatl. At the same time, Frances found a copper snake, which was a model of the serpent god, Quetzalcoatl. During this time, Frances went into labour and Matthew was born at the sacred site.

Frances knew that Quetzalcoatl's powers would protect Matthew from danger, and as Matthew grew up, he always carried the copper snake with him. He soon learned of the special powers of Quetzalcoatl. The eyes of the serpentine god would come alive only when Matthew gazed into them, becoming a window that allowed him to see images of distant worlds and their events.

When Professor Morpheus becomes aware of Matthew's relentless desire to locate his father on Terra Incognita, he encourages Matthew to use the window of the snake's eyes to provide key information about life on that planet.

One day, Professor Morpheus tells Matthew that he has uncovered an ancient myth that refers to the serpent Quetzalcoatl. He believes that Quetzalcoatl's eyes will provide more information in the search for Jake, and that they should return to the original site where the snake was excavated. According to myth, Quetzalcoatl's eyes also contain an energy source from Terra Incognita that is essential to the planet's survival.

At the excavation site, Professor Morpheus is able to identify exactly where Matthew's mother found the snake. As Matthew and Professor Morpheus prepare to set up camp, a large clap of thunder is heard at the precise moment that Matthew places Quetzalcoatl on top of the original site. The snake's eyes begin to move and grow larger.

Matthew peers into Quetzalcoatl's eyes and sees his father sitting in strange surroundings. He appears to be very sad as he labours at shoveling rocks into a fire. Matthew describes what he sees to Professor Morpheus. Quetzalcoatl's eyes flash, indicating what seem to be measurements of latitude and longitude coordinates. Matthew reads the numbers aloud as the Professor scrambles to record the information.

Professor Morpheus believes their mission has been accomplished at the excavation site, and that they should return home so that he may enter this key information into his computer at the laboratory.

Three days later Professor Morpheus completes his analysis, and confirms to Matthew that the latitude and longitude coordinates belong to the location of the planet Terra Incognita, the Uncharted Land.

The Professor informs Matthew that now he too believes that Jake is on Terra Incognita, but there's more. One of the myths relating to Quetzalcoatl states that the serpent's eyes are of the same substance as the key energy source of Terra Incognita. The energy source, called orgonite, is known to have been in short supply on Terra, as an evil god secretly removed this substance to another planet. The orgonite energy is what will also save Earth from destruction.

Professor Morpheus is not certain exactly how the orgonite will be used to save Earth, but he knows it is important to find out more. According to Mayan legend, by the last day of the year 2012, aliens will destroy Earth, and these aliens are under the control of the same evil god of the planet Terra, who is called the God of Gold.

For years, Jake, Frances and Professor Morpheus had been studying some letters inscribed at the base of the Mayan pyramid, which appeared to be a secret code. Now the Professor is able to decipher the code, and the words read: "It is only by going to the blue that the fifth sun shall rise".

The Professor explains to Matthew that the Mayan people believed that the "fifth sun" is a reference to earlier prophecies, which indicate that the history of the earth until now has had four cycles, each one ending with earth's utter destruction, followed by its regeneration. The prophecies further reveal that the fourth sun cycle is due to end soon in the year 2012. Whether there will be a fifth sun or not has yet to be determined.

Terra Incognita appears to be dark blue because of the element organite, and it is the planet referred to in the prophecy "going to the blue." Furthermore, the prophecy confirms that this blue planet in the solar system is part of the equation that could result in the destruction of earth.

Professor Morpheus believes that Matthew's father had discovered this information, and set out to Terra Incognita to protect his son, who would be in danger because of Quetzalcoatl's power. Jake knew that others would eventually discover that Quetzalcoatl would be the key to locating the organite on Terra. He thought that if he traveled to Terra Incognita and retrieved the energy source, he would save Earth from destruction.

It is Professor Morpheus' belief that now only Matthew will be able to save Earth, as one who is protected by the power of Quetzalcoatl.

At the beginning of December, 2011--only four weeks before the New Year of 2012, and the Mayan's prediction of the end of Earth--NASA has decided to send a spacecraft to Terra Incognita in two days time. Now that Terra's coordinates are known, a flight path has been planned and NASA has learned further that Terra has the same atmospheric content as Earth, but it is not tied to the gravitational pull of the sun. Professor Morpheus has requested that he accompany Matthew and Quetzalcoatl on the voyage, but is refused.

Professor Morpheus is extremely disappointed, and desperate to be on board the spacecraft. He confides to Matthew the details of the Mayan prophecy and the spacecraft carved on the Mayan tomb. He theorizes that Matthew's father, Jake thought that he was the astronaut portrayed in the carving. But Jake proved to be wrong, and the Professor tells the boy that it is really Matthew depicted in the spacecraft, and that it will be Matthew that saves the Earth.

Matthew asks the Professor to put him on the next mission to Terra Incognita. They both devise a plan to smuggle Matthew aboard the shuttle spacecraft that is ready to launch. Professor Morpheus will risk his career, but he is determined to send Matthew up, as he feels there is no other choice. Matthew is already well trained by the Professor in using a computer, and knows all of the procedures in a simulated shuttle take-off. The real spacecraft procedures are virtually the same.

Matthew is more eager than ever to save his father. The day before the NASA shuttle is officially ready for take-off, the Professor, as a senior NASA official, arranges a tour of the launch pad area for Matthew. No one gives them a second look, as the Professor is well respected, and they know that the boy is Jake's son.

As soon as the last group of workers leaves the launch area, Professor Morpheus and Matthew run to the spacecraft, and Matthew climbs in. The Professor seals the door firmly shut. Within two minutes, he has dismantled the manual override and bids Matthew farewell as he runs out the door to view the take-off. Matthew begins to press the various keys on the computer keypad as he reads the instructions prepared by the Professor. With a violent shudder and a loud noise, the shuttle is launched without a hitch.

At NASA, chaos has erupted at ground control as the operations control managers realize their spacecraft has been stolen. Within minutes, the grounds are secure and Professor Morpheus is detained and questioned. He admits to sending Matthew up to Terra, and reminds everyone that without his knowledge, it will be impossible to retrieve the shuttle.

NASA decides to confine Professor Morpheus to the NASA compound, since his services will be needed before he is punished. Lieutenant Deming is responsible for guarding the Professor while he is under house arrest. A news blackout is imposed on the NASA compound as it reviews its security procedures; negative publicity at this time would cripple the space program. For the moment, Professor Morpheus is the only hope they have in ensuring Matthew and the spacecraft are returned safely to Earth.

The spacecraft quickly leaves Earth behind, and Matthew becomes terrified at what he has just done. His fear subsides as he realizes that he has no choice if he is to save his father and Earth. He also remembers what Professor Morpheus said: "The prophecy must be obeyed. The future of the world rests upon it."

Within no time at all, Matthew feels the spacecraft lock in for its approach to Terra Incognita. The atmosphere outside causes the spacecraft to rock back and forth and suddenly all communication with NASA is lost and the screens become blank.

Back on Earth, Professor Morpheus is in the command centre of NASA, and explains that the loss of contact could be related to the strange magnetic readings that NASA has previously analyzed. The Professor surmises that Terra's heat and light sources are magnetically generated from within, thus creating a barrier that disrupts radar transmissions of any sort. He does not tell the others he has anticipated this, and that Matthew has been sent with instructions on what to do when he loses communication.

Matthew panics for a moment or two as he realizes he is now entirely on his own. He takes a deep breath and recalls the Professor's training instructions. The first item is to ensure that he remains CALM. Matthew takes out a folder and starts to read the instructions, which guide him to land the ship manually. He manages to get the landing gear down, but not all of the way. As the spacecraft



skips across the surface of Terra Incognita, it bounces several times before coming to a shuddering halt as it falls onto its side. It takes a moment for the realization to set in that he has landed. Matthew is slightly dazed, but unhurt.

Within minutes, there is a hammering sound on the spacecraft door before it is smashed in and the door opens. Matthew sees three of the strangest looking characters he has ever set eyes on. They are each a jigsaw puzzle of many different races and characteristics. The first individual, who appears to be the leader, wears a white robe and sandals. He has Afro-styled hair and one black eye and one brown eye. His skin is a patchwork of brown and black. Four of his fingers and four of his toes are each different colours of the human race—brown, yellow, black, and white. His thumb and big toe are black and his facial features are African.


The creature beside the leader is part bear and part elephant. The young girl holding the leader's hand also has two colours, white and brown, and she has one brown eye and one green eye. She is dressed in a short top and very short skirt. Her four fingers are each of different colours – brown, yellow, and black and white. Her thumbs are brown, matching her Latina facial features. Her big toes are also brown and the other toes are yellow, black, and white, like the leader's. The two humans appear to be conversing with the animal-like creature.

Terrified, Matthew begins to plead for his safety. He realizes immediately that the strange beings recognize his words. They start talking among themselves and then suddenly speak English. They ask him to follow them. He is stunned, but quickly climbs out of his seat.

They lead him out of the spacecraft to a dark, dusty planet where a high wind rages. Matthew covers his mouth, and squints against the choking, swirling dust. He glances up and sees what looks like enormous black worms that exhale their fowl breath towards him.

The leader of the three, who is called Yushin, tells him that these are the forces of darkness, trying to extinguish all light from this side of the planet so they can conquer it.

Yushin explains to Matthew that Terra Incognita contains the world and the underworld. Yushin's father, the God of Gold, was an ancient being known on Earth as a powerful Egyptian Sun God. When the God of Gold came to Terra Incognita many years ago, he banished its people to the underworld. His army captured many and took them away as slaves. What has kept the rest of the inhabitants independent from the underworld is the organite energy source, which gives off a strong glowing light that destroys the attacking army of worms. The organite provides a source of energy and strength that keeps the Terra people well. It also acts as a medicinal agent, strengthening the immune system



to ward off most diseases. This allows the Terra people to live 160 or more Earth years.

Yushin believes that if his evil brother, Ikhn gains control of the orgonite, he will use it to release only enough energy to his people to keep them barely alive, so they can work as his slaves. Without the right amount of orgonite, Terra Incognita people cannot function efficiently. Yushin explains that everyone will do whatever they are told by Ikhn in order to survive. If the orgonite supply is cut off, everyone will die. The orgonite mines have now been taken over by Ikhn and his army, and supplies of it are running low. The orgonite is being shipped from Terra to the God of Gold on another planet.

Last year, in the Terra year 0019, Ikhn came to the throne after his father's death. Many believe the God of Gold is controlling his interests from another planet, and that his death is part of a ploy to control Terra Incognita. Ikhn celebrated his elevated status to King by extracting a large stone that was almost a mile and a half wide in size. Then, he destroyed a neighbouring planet by using orgonite to set fires. He managed to do this by positioning the large stones of orgonite by the correct gravitational placement and by using the sun as a power source. After the fires died down, the stone landed on the planet and destroyed all living creatures. And now, Ikhn controls Terra Incognita.

Matthew is intrigued, and asks Yushin to take him and show him where the orgonite is being extracted. Matthew can see the people line up at the start of their shift in a highly regimented fashion. Each one in turn puts one of their hands on a large stone that lights them and charges them, like a battery. After a number of people have touched the stone, Matthew notices that it becomes smaller in size.

Within two weeks, the orgonite, which lights a massive torch in the centre of the village, will run out. Once the torch is extinguished, the darkness will move in. The Terra people will become prey in this darkness, and then will be handed over to Ikhn's army to become the slave-miners of orgonite for the rest of their lives.

Yushin leads Matthew to a series of caves, where he sees more jigsaw-like people of all shapes and sizes. Matthew meets Ophir, the daughter of Yushin. She is a princess who is known to have special powers. Matthew immediately likes her.

Matthew asks Ophir and Yushin if they know of his father's spacecraft that landed five years ago. Yushin tells Matthew they remember a ship landing and they welcomed the ship, as they believed it contained the Mayan spaceman of the prophecy and that it had been sent to save them from Ikhn. Matthew is really excited, but further news is devastating to him. Yushin tells Matthew that his father is no longer with them, that he was captured by Ikhn's army and taken

Love story with characters

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away. He doesn't know whether he is dead or still alive, working as a slave, extracting organite.

Matthew notices that Yushin is wearing a large ring with a blue stone. He removes the copper snake, Quetzalcoatl, from his backpack and points the serpent's eyes towards the ring. Instantly there is an arc of blinding light. Matthew is the only one present who is able to stand the brightness of the light. As the others turn away, Yushin shouts, "What can you see?"

Matthew replies, "I see a large mine with people digging everywhere, and an army of weird-looking men whipping them. I see a snake...a large snake, standing ready to attack the army of men." Matthew turns Quetzalcoatl's eyes away from the ring and the light disappears.

Yushin is convinced that Matthew has been sent in the spaceship as the savior of Terra Incognita, just as the Mayans predicted. It is only Matthew, with the help of the supernatural powers of Quetzalcoatl, who can conquer the evil of the God of Gold, Ikhn, and his army. Yushin tells Matthew that he must prevent Ikhn from taking the blue organite from Terra Incognita, and that only Matthew has the power to destroy the Army of Darkness. Matthew appears confused, so Yushin explains that Quetzalcoatl's eyes can light up the organite. From this brilliant light cast down into the mines, the Army of Darkness can then be destroyed. Matthew asks, "What about Ikhn?"

Yushin replies, "Unfortunately, you alone will have to take on Ikhn." Yushin sees the concerned expression on Matthew's face and continues, "All you need is the courage and faith bestowed upon you by the Mayans in the prophecy. You will have victory over Ikhn and the Army of Darkness."

Matthew asks, "What's keeping the Army of Darkness away from everyone now?"

Yushin replies, "The organite around us that is lit every day keeps them at bay, but the organite is running out, and each day the light is weaker and the Army of Darkness gets nearer. We are doomed if we don't get organite supplies within the next two weeks."

Matthew is now very worried and tells Yushin that he is unable to do it. Yushin should take Quetzalcoatl and fight Ikhn and his army and get his father back. Yushin reminds Matthew that he is the only one that can use the power of the snake, causing its eyes to come alive. The supernatural powers cannot be transferred to anyone else. Yushin is prepared to allow his daughter, Ophir, to accompany Matthew. He passes him the blue ring and tells him that the ring will create the arc of light that will guide him to the mines.

A beautiful woman approaches Yushin. Matthew cannot help but notice her eyes of different colours and her striking features. As Yushin starts to cough, the woman passes him a drink that she is carrying. Yushin says, "This is my wife, Nephir. Come Matthew, we need to talk. Ophir, go with your mother and prepare for your journey."

Ophir and Nephir leave, and Yushin sinks to the ground. He tells Matthew that he is extremely ill, and he knows he has not much time left. Matthew is their only chance of saving the Terra people and his own father. In addition to Ophir, Yushin's trusted friend Wallybear will be enlisted for the journey. Wallybear's girlfriend, Elraffa, is one of the slaves who were captured by the Army of Darkness, so Yushin knows Wallybear will want to participate. Matthew nods solemnly at Yushin and commits to the mission.

A short time later, the small group departs, and before long they hear roaring voices in the darkness. The voices appear to follow them, and only disappear when Matthew points Quetzalcoatl's eyes into the darkness. They create a strong beam of light that causes the noise to cease. Matthew and the others know the Army of Darkness is tracking them. The army collapses from the light, but soon regain strength as the darkness returns.

After many hours of traveling in the dark, the four reach a forest. They decide to rest, but as they sit down, the tree trunks around them start to attack them, and begin spewing a viscous, gooey substance. Suddenly, a turtle-like creature runs out, grabs them all, and throws them in the river. Unhurt, but surprised and shaken, the four clean themselves. The creature introduces himself as Trog. He tells them that if they had stood much longer in the goo, they would have turned into statues. He points to his back and says, "I made the mistake once. I stood there half as long you, and look what happened to my back. It turned to stone. Luckily, I managed to jump into the river and my body survived. This back now covers me and protects me." Trog turns and points out the statues among the trees. "Do you see what I am talking about?"

Matthew learns that Yushin sent Trog to keep them safe. The group warms to the friendly turtle immediately and decides that even though they are all tired, they will keep going. At the first open space they reach, they stop to rest and the group collapses onto the ground and fall asleep almost instantly. Matthew is the first to awaken when a root from the ground suddenly comes up and encircles Ophir, pulling her slowly and silently away from Matthew's side. He grabs her hand and pulls her towards him, but loses her. Wallybear quickly runs over brandishing a large machete, cuts the root, and sets Ophir free.

Everyone quickly jumps up, and the group carries on through the darkness. Suddenly, a hissing noise is heard. From a tree, a huge black panther/chimpanzee-like creature jumps down and lands beside Wallybear.

"This is Riva," shouts Wallybear. "She is a sneak. She betrayed her own people. She let Ikhn capture all of the animals to work as slave-miners in return for sparing her life. She is not to come with us, she is a traitor!"

"You need me," said Riva "I want to free my people. You don't know the truth. Ikhn promised us a better life. He lied to me. I thought I was leading my people to a better world, but instead he enslaved us. I managed to escape. I want to join you. I know the route, let me help you so I can free all my people."

The group begins to argue and speak all at once, when suddenly Trog falls to the earth gasping for breath. Ophir runs to help him, and notices that holes are growing in the stone on his back. Trog tells them that they need to get to the mine if he is to recover. In the meantime, he has to stay as much as possible in the water. Dry air causes holes to form on his shell, and if they increase in size, the stone will crumble from the pressure and suffocate him to death. Wallybear picks Trog up and places him on his back. The group decides Riva can join them, and they set off again with Riva leading the party. She quickly glides along, sniffing the ground and hoping to find water or a lake to save Trog.

It is growing darker as they carry on further. Noises in the underbrush can be heard. Riva climbs up a tree to check out the source of the sound. She comes down in a hurry, and explains to Matthew and Ophir that the Army of Darkness is approaching, and that they should quickly get away.

The party runs towards the sounds of a waterfall, and on their arrival, Wallybear carefully puts Trog down on the shore. Trog starts to submerge himself in the water. The holes in his back have long transparent tubes in each one, and water begins flowing through them.

Ophir looks for a means of escape, but the shore on the other side is too far away. The waterfall starts to get heavier, running faster and creating whirlpools that interconnect. The pressure of the water pulverizes the logs in the bottom of the pool of water. Matthew shouts, "There is no way we can swim across, no way! We'll just get swallowed by the whirlpools."

Ophir screams, "Hurry, hurry! We have to do something! I can hear the Army of Darkness. They are almost here, and they're going to kill us all!" Trog's dark and full figure starts to metamorphose into the shape of a submarine.

"What are we going to do?" shouts Wallybear. "There is no way I am jumping into the water. Look at the whirlpools. We have no option but to surrender and become slaves."

Matthew yells, "I would rather die fighting than become a useless slave! We will fight them!"

Half a dozen worms surround Matthew's group to form an arc. Their transparent bodies show thousands of wires inside. The leader of the worms steps forward, and in his hand he dangles a Terra Incognita animal. The animal is half dog and half orangutan. He opens his mouth and punctures the skin on the baby durang and starts sucking its blood out. As the blood flows through the worm's transparent body, his wires are ignited, and they light up. Then, he passes the baby durang to the worm beside him, who repeats the process until his wires are ignited.

The leader addresses Matthew: "You see! It is simple, you cannot swim-- you will drown! If you fight us, it will only give us pleasure. You will all be our next meal. If you surrender, we will take you to our god Ikhn and you will join the rest."

Matthew asks, "Is my father there?"

"Yes, there is a stupid man from Earth, who is always being beaten for refusing to obey orders. He looks a bit like you. If you want to see him, surrender and we will take you to him."

The worms' inner electronics are now very active. Matthew looks at Ophir, who has her father's ring. He runs in the opposite direction to her. He pulls out Quetzalcoatl from his knapsack and points it at Ophir's ring. Suddenly, a large beam of light appears from the snake's eyes, and the worms squeal and run in the opposite direction.

Wallybear shouts, "Trog has an idea, come on!"

Matthew replies, "The light won't last for more than one minute and we can't repeat this more than one time a day. We have to do something."

Trog shouts, "Let's dive very deep under water, so we can miss the whirlpools."

"Good idea, let's go!" says Wallybear.

Riva yells, "We will drown in the deep ocean!"

"No you won't," Trog answers. "The light is fading, we have to move now, let's dive." They all hold on to Trog as he dives down like a submarine. As they go deeper into the water, the tubes start to expand, and Matthew realizes what he is supposed to do. He takes one of the tubes in his mouth and starts to inhale. The rest follow suit and begin to breathe normally.

The Army of Darkness has recovered, and is at the shore. "Well, now we can report to Ikhn that they are dead. Idiots, we could have saved them," says the leader.

Matthew and the others are now deep in the sea. They pass through some ruins, and Matthew points out to Ophir that he thinks they resemble the ancient city of Atlantis. They see an active volcano, and surrounding it are buildings, which appear to be intact. As they move further along, they begin to pass through the ancient civilizations of Earth: Greek, Roman, Mayan, and Egyptian. The Mayans and the Pharaohs are living in their villages. The group does not notice that a creature resembling a combination of a dolphin and a seal is following them.

Trog is losing power and now his movements are much slower. He is almost at a standstill. Matthew's air supply is running low, and he loses his grip on Trog's tube and slips under the water away from Trog. Ophir swims over, grabs him, opens his mouth, and tries to breathe air into his lungs. She takes her air tube and puts it in Matthew's mouth. Matthew starts to come around.

The dolphseal that has been following them suddenly goes under Trog from behind and begins to push. The air coming through the tubes is now diminishing. Three more dolphseals swim over and align themselves on either side of Trog. Matthew throws himself onto one of the dolphseal's body and the others follow suit. Finally they arrive on shore, gasping for air. Trog swims up last. He is alive, but exhausted.

Trog gasps for air and says, "I can't go on any longer, I will slow you down. I need to be near water to survive. Please go and get some orgonite for me as soon as you can." The group nods silently, knowing that in Trog's weakened condition he is better to stay where he is.

Wallybear speaks first. "We only have twenty-four hours before Terra Incognita falls into Ikhn's hands."

Matthew replies quickly, "We have not lost yet! We will go and get the orgonite."

Ophir begins to cry and whispers, "What's the use? The old and ill would have died by now."

Riva puts her paw gently on Ophir's shoulder. "Well, we have to have hope for the young and strong. We can't let Ikhn take over Terra. He plans to ship us all to another planet where we will be slaves forever. He has large transport spaceships, and he is loading all of the orgonite he can to move it to his own planet. This way he will be able to control the whole universe. I overheard him talking about his plans to capture Earth. Once he finishes here, he will use

the power in the orgonite and release it as a laser that will destroy parts of Earth. The people on Earth are next, Ophir; they too will have to succumb to his wishes and become his slaves."

Matthew and Ophir look at Riva in surprise. This is the longest speech she has ever made in her life. Riva's words get through to Ophir, and the group prepares to leave quickly. Knowing that time is running out, they bid farewell to Trog, promising to be back soon.

The group moves slowly but steadily through the forest, and suddenly emerges into a large open area. Vast fields lead to a massive mountain, which appears to be less than half a mile away. Thousands of creatures are chained together as they carry orgonite stones. They deliver their cargo to railway cars that carry it into an enormous spaceship.

As the group starts to move forward, the earth beneath their feet suddenly swallows them and they fall into a large hole. They grab on to the thick branches to break their fall, and beneath them, they can see a large molten fire. Matthew shouts, "Ophir, hang on, hang on, don't let go!"

Wallybear screams, "I don't think I can hang on anymore." His trunk is holding onto a branch and the weight of his body is pulling him down towards the fire.

Riva climbs to the top and yells down to the others from above, "Wait, wait Wallybear, I will send down a rope. I will tie it to a stone. Don't let go, wait for me!"

She tries lowering a tree root to him that she has pulled out of the ground. Wallybear slips down, moving closer to the flames beneath him. Matthew climbs down the side of the hole knowing that the tree root will not be able to hold Wallybear's weight. It is getting extremely hot as Matthew moves closer to Wallybear. Wallybear has almost given up, when Matthew takes out Quetzalcoatl and says, "You have given me three wishes. My first was to come here and save my father. I ask you to help me save my friend, Wallybear." Matthew kneels and points the head of the snake towards the fire. The flames are suddenly transformed to jets of water, which resemble the form of the god Quetzalcoatl. Wallybear, Matthew and Ophir are propelled upward with great force, and land back on earth.

They are now safe again. Mathew tells Ophir that since he can only have one more wish, he wants to use it against Ikhn. The group agrees that from now on they have to be careful; they cannot afford to fall into any more traps. Wallybear says, "Let me lead you. If anything happens to me, you just carry on."



Riva responds, "Let me do that. I am lighter. Let me go in front of the party."

They move closer to the mountain, and Ophir loses energy and has trouble walking. Suddenly, the sky turns gray and the clouds move closer, seeming to be almost on top of Ophir. The mountains appear dark against a vibrant red sky. The light is beaming down, revealing the slaves carrying the organite. They have picked up their pace, and appear to be almost running as they load the organite into the rail cars. The army of worms moves around them with whips.

Ophir has used up her energy supplied by the organite. She is only a few hundred yards away from the mine. Ophir takes Matthew's hand and tells him he must not stop. He must continue on in order to save Terra Incognita. She slips her father's ring off of her finger, puts it in Matthew's hand and says, "You will need it. Please, go now. For me." Matthew is in tears as he realizes how much he cares for Ophir. He places his jacket on top of her as she slips into a coma. Matthew motions to the others to move forward with him. He reluctantly leaves Ophir behind.

In a matter of minutes, the Army of Darkness confronts the group. The faces of the worms have transformed to resemble Jake, Matthew's father. Matthew runs towards the worms, as Riva shouts out, "It's a trick! It's a trap, don't go for it. They are not your father, Matthew!"

Behind the Army of Darkness, a large imposing figure appears. He is similar in appearance to a Pharaoh and his head is surrounded by a halo of sunlight. His eyes are squinty like Stalin's and his moustache resembles Hitler's. He begins to speak. "Now, it is the end. Surrender or be killed. I am Ikhn, son of the God of Gold and soon I will become the God of the Universe! You can't fight me! Look around you, you are surrounded by my army." The army of worms starts to hiss, and their faces change back to their original appearance: two enormous eyes, a long snout, and two large fangs.

"I am not going to surrender," replies Matthew calmly.

Ikhn answers very slowly. "I am going to be kind to you. I will let you go free; you can even take your spaceship back to earth, as long as you give me what I want. Your freedom in exchange for the snake Quetzalcoatl."

Matthew shakes his head. "I am not leaving this planet without my father."

Ikhn's sinister laugh echoes throughout the mountains. "I am your father, and you will obey me." Suddenly his face resembles Matthew's father.

Riva shouts, "Matthew, it's a trap, that is not your father. They have done this before to me! I was tricked into believing it was my daughter. Don't move, Matthew!"

Matthew is surrounded by darkness. The eyes of the worm army flash red beams towards Ikh, who is transformed into a large fire. Only his laughter can be heard. The Army of Darkness begins to hum loudly, and the noise becomes deafening. Matthew reaches for Quetzalcoatl and points the snake at the Army of Darkness. The serpent's eyes suddenly emit a light beam, but nothing happens to the worms. They stand still, and their roaring becomes louder. Ikh laughs, "You see! When they are in my territory, nothing can destroy the Army of Darkness, including your snake light beam. My army is protected."

Riva, frightened, leaps into the top of the nearest tree. Wallybear stands behind Matthew as they both ponder their next move. Matthew knows he has a last wish. He looks at Quetzalcoatl and sees the snake's piercing blue eyes turn to red as they fix on the ring that Ophir has given him. The snake's changing eye colour is a sign of danger. Matthew realizes that the snake cannot help him. He quickly takes the ring off his finger and throws it towards Ikh. Quetzalcoatl's eyes suddenly change from red to a turquoise blue, and beam at the earth around them.

Suddenly, trees emerge from deep within the ground. The trees are shaped like the serpent god Quetzalcoatl. They have large gobs of goo pouring out of them, and within seconds, the army of worms and Ikh freeze as they are changed into stone statues. Matthew is relieved; they are safe! Riva jumps down from her perch and joins Wallybear in kissing and hugging Matthew.

As Ikh and his army turn to stone, the Quetzalcoatl god speaks to Matthew. "Now you have your third wish. You may keep the snake that will always give you power and make you see the future, but it will no longer perform miracles for you. Once Ikh and his army become stone, Terra Incognita is saved. I will be her guardian, but I must warn you: where Ikh came from, there is an evil power that will once again try to conquer the universe. I will return only if you are in mortal danger."

Matthew and the others run to the mine to search for Matthew's father. All of the worms that guard the slaves have become stone statues. They are greeted by the Terra slaves and animals, and taken to see "the man from Earth". When they arrive at their destination, Matthew is disappointed to find that the man from earth is another scientist from NASA by the name of Keil Headstrong. But there is no time to waste being disappointed, Matthew decides. Now that the organite is back in the control of Terra Incognita, they must rush some of it to Ophir immediately.

The group hurries back with the organite and finds Ophir sleeping peacefully. Matthew takes a piece of it and places Ophir's hand on it. The organite lights up in various colours of red as the energy flows through Ophir's hand, then throughout her body. She comes back to life. It is a quick reunion, and Matthew leads them back to Trog.

With their journey accomplished, the weary group heads back to the mine. Matthew learns from Kell Headstrong that his father has escaped and is hiding in the jungle. He believes Matthew's father is making his way back to the village. They leave immediately, passing through several more stone statues of various shapes and sizes.

Trog tells them to stop, and takes a piece of the organite and heads towards a massive tree that has a gooey substance pouring out of it. In the belly of the tree is a heart-shaped material that seems to pump like a live organ. Trog puts the organite straight into the "heart" of the tree. The heart explodes, the tree branches begin to die, and the stone on the statues starts to crack. The people and animals encased within the stone start to move. Even the stone on Trog's back cracks and falls off. Matthew looks at the statues, and he can't believe his eyes. His father is one of the stone figures that have come to life.

## Storyboards

### 1. Trouble in the Egyptian Pyramids

The CIA advises Matthew that three Pharaohs entombed in three pyramids are about to be reincarnated; one of them is the God of Gold. There are signs of preparations underway for his arrival. Egyptologists, while unable to confirm this information, warn that if the three kings come back to life, ancient mythology indicates that all inhabitants of Egypt will become slaves of the Pharaoh.

The CIA insists that Matthew bring at least one Terra Incognita resident with him to Egypt, as the inhabitants of Earth will be in danger of having a curse put on them. It will not affect those from the planet Terra Incognita. Matthew suggests that Ophir's highly developed sense of extra-sensory perception would be of benefit and that she should accompany him. In the end, Matthew and a small party of his Terra friends are taken to Egypt by private plane.

The Egyptologists brief them on their arrival. There are reports of evening activities and sounds in the largest pyramid that cannot be explained. In recent weeks there have been a series of strange mishaps around the pyramids. Three days ago, several tour guides at the largest pyramid mysteriously lost their footing and toppled to their deaths. All tours and exhibits were stopped immediately. Furthermore, the Bedouins of the desert reported thousands of live scarabs coming out of the sand. The scarabs appear to be moving in the direction of the three pyramids.

Matthew and his group meet with the Egyptian government. All of their resources are at his disposal. On the first night of the full moon, Matthew, Ophir, Riva, Wallybear and Trog enter a secret passage of the large pyramid. One Egyptologist accompanies them as a guide.

Suddenly, the clear night is shaken by a massive thunder and lightning storm that strikes the pyramid and extinguishes the flashlights and torches that the group is carrying. Matthew takes Quetzalcoatl out of his bag, hoping it will guide him. Instead, the copper serpent turns into a large, living snake with piercing blue eyes. The group is startled as the snake encircles Matthew, raises its head and gently touches Matthew's hand with its tongue. The snake pulls on Matthew's hand and leads the way with the powerful beam of blue light from his eyes.

As the group continues through the massive chambers and rooms, they encounter many obstacles that grow increasingly difficult the further they travel into the pyramid. In one chamber, there is a scarab covered in gold that appears to be alive, and it starts to move. The scarab heads towards the guide, and while

the group pulls back, it attacks the guide and bites him on his left cheek. Matthew moves forward and points Quetzalcoatl towards the scarab, which swallows the snake.

The group now realizes they are in Tutankhamun's tomb. Matthew sees a clay tablet at the base of the tomb, and, with the help of the guide, translates and reads aloud to the others from the inscription: "Death will stay with his wings whoever disturbs the peace of the Pharaohs." When they examine the mummy, they are horrified to see a bite on the left cheek. It is the same mark left by the scarab on the guide's face. The group turns and sees that the guide has fallen to the ground unconscious. A few minutes later, he dies. A small insect is seen near the group and Matthew shouts, "Let's get out of here, now!"

A short time later, as the group passes through a chamber of thousands of snakes, Quetzalcoatl enlarges his body, causing all of the other snakes to retreat in fear. The group finally reaches a small hole in the wall at the end of the tunnel. Through the hole, Matthew sees one of the kings, who is preparing a sacrifice for the God of Gold. Dozens of black slaves are melting gold near a fire. The King promises to get all of the gold in Egypt, and to ready the rest of the world for the arrival of the God of Gold. The first sacrifices are to be the treasures of Nefertiti and Tutankhamun.

Suddenly, Trog falls through the wall he is leaning on, and the group is left standing exposed. The God of Gold quickly realizes he is being spied on. The slaves grab Matthew, but the Terra animals are too quick for the slaves.

When the king is convinced that the Terra creatures have left, he instructs the slaves to place Matthew on the sacrificial table. The king shouts at the top of his voice, "Prepare the boy to be covered in the melted gold, for he is about to become a soldier in the army for the God of Gold!"

## **2. The African Safari**

In the African country of Burundi, the United Nations has just learned that the whole population has been coated with gold. They are armed with laser guns, and are traveling throughout the country in military formations.

The United Nations calls an emergency session to question how and why aliens have taken over Burundi and enslaved its people. Intelligence sources have confirmed that the God of Gold has invaded the country in order to access their mines, which contain an acidic liquid that can easily and quickly dissolve gold. The CIA advises Matthew that he must go to Burundi with his Terra friends, as they are the country's only hope. Also, the army of the God of Gold cannot detect the Terra people with the reserve of orgonite in their bodies. As long as Matthew carries Quetzalcoatl, he is protected as well.

Matthew goes to Burundi with Riva, Wallybear and Trog. Matthew decides that his black Labrador, Mars, would also be helpful in the jungle, for Mars is an excellent tracker and swimmer. A safari is organized and they head deep into the jungle searching for the God of Gold's army camp. The Terra people are able to speak with all of the animals of the jungle, and they are quickly recruited into Matthew's group to join them on their mission.

### **3. The Ball Game**

One day in Quetzalcoatl's eyes, Matthew sees a scene depicting a small army of Ikhn's that has escaped from being turned into stone. The army has set itself up on Venus, where Ikhn's father, the God of Gold rules. Up until now, Matthew believed Ikhn was still frozen in stone on Terra Incognita.

Matthew is worried, as he knows that if Ikhn returns to life, he will once again try to control the orgonite on Terra Incognita and take over the planet and its inhabitants. Soon it becomes clear that the God of Gold has a plan to bring Ikhn back to life.

Once Ikhn is alive again, he can also be enlisted to go to Earth and help out the Mayan King, Yax K'uk Mo. The God of Gold possesses the power to reincarnate the Mayan King and his people from the time of their death in 420 AD.

The God of Gold decides to bring King Mo and his people back to life. King Mo has taken over the Rosalelah Temple. In order to bring Ikhn back to life, the God of Gold tells King Mo that there must be a ball game between Matthew and the King's army. Matthew is to be defeated, and the loser's skull must replace the ball. Once that is achieved, the ball, which represents the sun, will be sacrificed to the God of Gold. The sacrifice will bring Ikhn back to life.

Quetzalcoatl advises Matthew that he has no choice but to go to the city of Copán and to the secret temple of Rosalela. He must play in the ball game, or King Mo's army will come after him and behead him anyway. Matthew and his Terra friends arrive at the temple where the Mayan army team is waiting. The army knows they must also win the ballgame, as the King will have them killed if they lose.

Matthew chooses basketball as the game he wishes to play against King Mo's army. With the special gifts of the Terra animals, including Trog's stone back as a perfect point to bounce the ball off, to Riva's terrific ability to leap and score with the ball, Matthew believes his team has extraordinary strength. Matthew is confident his team will win, but he decides that they will also have some fun while defeating the King's army.

#### **4. A Race against Time**

The CIA informs Matthew that Ophir and the other Terra animals are missing and that a ransom note has been received from the God of Gold, Ikhn's father. The note reads:

*Matthew: On December 20, year 2012, which is precisely three days from today, you will hand over Quetzalcoatl, or your Terra friends will die. You are to leave Quetzalcoatl in a precise location in the Arizona desert, which will be revealed to you upon your arrival. Quetzalcoatl will be exchanged for your friends.*

Against the advice of the CIA and Professor Morpheus Pyre, Matthew insists on saving his friends alone. Matthew and his dog, Mars head towards the Arizona desert in a small NASA spacecraft. Unknown to Matthew, the CIA and NASA track him to the desert. At the rendezvous point, Matthew bids farewell to Quetzalcoatl as an alien ship descends. Ophir is chained together with the Terra animals, and the group is pushed out of the spaceship onto the ground.

Ophir is released first, and is ordered by the army to go to Matthew and take Quetzalcoatl. As the soldier grabs Quetzalcoatl from Ophir, Mars jumps up on him. Another soldier quickly grabs Mars by the throat and throws him into a cage in the base of the spaceship. Ophir moves to pick up Quetzalcoatl from the ground, just as thousands of snakes come out of the ground. The snakes surround the space ship and begin to crush it. The Terra animals are released along with Mars. Quetzalcoatl creates a cloud of dust to camouflage Matthew's ship as he and the others run to the spaceship.

Laser beams from the God of Gold's spaceship kill the snakes and then destroy Matthew's ship. Matthew and his friends take off into the desert with the God of Gold in pursuit.

#### **5. The Youngest Pharaoh**

Lieutenant Deming betrays Matthew and his friends by entering into a deal with Ikhn's father, the God of Gold. Deming is promised that if he turns Matthew and the others over, the God of Gold will not attack Earth. This is the moment that Lieutenant Deming has been waiting for. Deming expects to receive many awards and honors that will be bestowed upon him for saving the planet.

There is a time limit attached to the deal. According to the Mayan Prophecy, if the year 2012 is passed by even one minute, it will be forever impossible to free Ikhn and his army from being the stone statues they have become.

Lieutenant Deming tells Matthew that he wants to help him in his quest to find his father. He accompanies Matthew and the others to Terra. As soon as the spaceship lands, Lieutenant Deming orders the American soldiers to seize Matthew and the others. Matthew is shocked when Lieutenant Deming leads the group directly to the area where Jake and others are being held. Lieutenant Deming has been in on Jake's abduction all along! Shackled to Jake are Ophir's mother, Nefrit, and a young Terra boy, Luke, who is about four years of age.

Matthew informs the God of Gold that he will not cooperate unless his father and the others are released. The God of Gold needs Matthew and Quetzalcoatl, and since time is running out he agrees to Matthew's demands. Matthew bids farewell to his father and boards the God of Gold's spaceship. Their destination is the constellation Orion.

The God of Gold explains to Matthew that the three Pharaohs that are lying in the three great pyramids must be brought back to life. Matthew still does not understand what he is expected to do. The God of Gold tells him that each Pharaoh is lying in a chamber that is called the Grand Gallery. Each chamber has a particular shaft at a 45-degree angle, aligned with one of Orion's stars to ignite the ray of light that will reincarnate each Pharaoh. Only one power can create the energy that will ignite such a light that is pointed towards each star, and that power is stored in the eyes of Quetzalcoatl.

As the spaceship lands on the first of Orion's stars, Matthew sees from above how the shaft of each pyramid is lined up perfectly with each of Orion's stars. He now understands how the stars played a role in the designs of the pyramids. Two of the stars line up to the right and the third is offset to the left, right above the third pyramid. As the third star is smaller, so is the third pyramid smaller.

The God of Gold tells Matthew, "You see, the old Pharaohs have built heaven on earth. They believed that one day they will be reincarnated and travel to their own stars in the universe."

Matthew asks, "What will happen, once these Pharaohs are reincarnated and travel back to Orion?"

Ikhn's father, smiling, says, "They will join me and fight for world peace and be part of the world leadership under me."

Matthew asks, "Why have we set out this massive blanket of foil, almost two miles long?"

The God of Gold tells him that it will create a reflection that will be used as energy to keep his planet moving away from Earth. The truth, however, is that



the light coming out of the shafts of the pyramids towards each of the stars of Orion will reflect on the massive foil that is mathematically calculated to reflect straight to Terra Incognita, bringing Ikhn and his army back to life.

Matthew takes Quetzalcoatl and lines up the beam of light from each pyramid, and then each star is energized from the serpent's eyes. The two Pharaohs, King Khufu of the largest pyramid and King Khafra of the second largest pyramid are reincarnated instantly, and they appear with their armies. The armies, in full uniform, have risen from the mummies inside of the pyramids and are ready to fight.

The two Pharaohs kneel before the God of Gold and pledge their allegiance. In the smallest pyramid there is a delay in the reincarnation of the Pharaoh. Suddenly, an extremely large body is reincarnated. It is the third Pharaoh, King Menkaura the Second, son of King Menkaura, known as Phat Pharaoh. He is about twelve years of age, and appears to be very happy. Uninterested in his army, he heads straight to the supply of food that was buried with him, and devours everything in sight. Following their Pharaoh's lead, his army begins to eat as well. Phat Pharaoh explains to Matthew that he and his army have very slow metabolisms despite their activeness. They need the food to keep themselves healthy and ready for their next adventure. The entire army is soon very well fed, and they head off to the modern day hotel kitchens that surround the pyramid.

The God of Gold and the two Pharaohs decide not to wait and leave the third Pharaoh and his soldiers behind. Phat Pharaoh and his soldiers end up on the third constellation with Matthew, and they quickly become friends. Matthew finds the big Pharaoh funny and entertaining, but entirely preoccupied with eating.

Matthew looks into Quetzalcoatl's eyes for a solution of what to do next. Words appear in the snake's eyes: "Use Phat Pharaoh and his Big Army to starve out the God of Gold and Ikhn's army." Matthew lays out his plans to his new friend as to exactly how they will devour all of the food belonging to the army of the God of Gold.

## **6. The Amazon Landing**

Matthew and his Terra Incognita team are on the launch pad at NASA preparing for their return to Terra Incognita. The US army has supplied them with dynamite and soldiers to help them move the statues of Ikhn and his army to an unused mine where they can be destroyed.

Without warning, the skies become dark with thunder and lightning and heavy rain begins to fall. The mission has to be delayed and Matthew, Morph, and Ophir head back to their nearby hotel. Within minutes the thunder gets

louder and lightning is striking all around the car. Matthew is afraid and pulls Quetzalcoatl from his backpack and places the snake on the seat beside him. Suddenly a bolt of lightning strikes Quetzalcoatl's eyes and a great beam of light shines from the serpent.

Matthew looks into the beam and sees the God of Gold, Ikhn's father. He is sitting among many scientists in a large laboratory. The group is celebrating with drinks, shaking hands and congratulating each other. The God of Gold begins to speak. "Now that we have friends in the Amazon, we will be able to set up more of our laboratories in their hidden territories. Make sure you put a little extra of our drug in their *masato* drink. Keep them drinking all the time so that they will just obey our commands. Little do they know that we will soon control their climate, and they won't be able to breathe any air. We will destroy earth by suffocating their people and replace them with our own!"

The thunder stops and Quetzalcoatl's eyes fade to black. Only Matthew can hear and see the terrible vision in Quetzalcoatl's eyes, so he quickly explains to the others what he has just witnessed. Matthew asks Professor Morpheus if he can begin work on identifying exactly where in the Amazon the God of Gold might be.

The Professor gets out his book on Amazon tribes and begins to search the index. He finds out that the *masato* drink is made from a vegetable called manioc that is chewed and placed into a pot and mixed with yam. What makes it ferment and become alcoholic is the brewer's saliva. The Ashaninca tribe drinks it. This tribe also paints all of their body parts with tattoos.

"Remind me to say 'no, thanks!' if I am ever offered one of those drinks," says Ophir. The Professor and Matthew both nod their heads in agreement.

Professor Morpheus tells Matthew that they must postpone their trip to Terra Incognita and head for the Amazon region of the Ashaninca people. The God of Gold must be stopped before it is too late.

A large transport plane containing all of the necessary equipment is arranged for them by the US army. Two scientists, specialists in the Amazon, have been assigned to help Matthew in whatever way they can.

They land in the Amazon and immediately head deep into the jungle. Before long, a large tribe brandishing weapons stops them in their tracks. Professor Morpheus cautions the US army not to reach for their guns. He takes out his book and looks at various pictures searching for a picture of a tribe with the same markings and weapons as the one standing in front of them. He tells Matthew that these are the Txukahamei tribe. They use pigments from plants to colour their body and faces and they try to look like animals from the jungle.

Matthew shouts, "They're closing in on us, do something!"

Professor Morpheus calls out "Zaboon! Zaboon!"

A Terra animal leaps forward and stands in front of the Professor. Zaboon has a baboon face and the body of a zebra, but its stripes are of various brilliant colours. The Professor, Matthew and Zaboon slowly walk towards the tribe leader, who has an elder on each side of him. To the tribe leader's amazement, Zaboon steps forward and speaks to the elders. The US soldiers are beginning to get very tense and one soldier raises his rifle. In response, the tribe raises their weapons ready to attack.

Half a dozen women of the tribe, who are carrying buckets of water, soap, and brushes approach the leader. He gives a nod. The women step forward and begin to bathe Zaboon's face, trying to see if the colours will wash off. When the colours remain, the leader and the two elders smile, go over to Zaboon, bow and kneel before him. They call Zaboon "Our God," and a celebration begins.

Zaboon asks if his group can be led to the Ashaninca people right away. The leader agrees and a party of his tribe is assigned to accompany Matthew and the others. Preparations begin and canoes are made ready to depart.

The party travels for a few days, and Matthew learns how to pick fruits and vegetables in the jungle and to catch fish. He discovers how resourceful the tribe is and despite the purpose of his mission, he finds himself enjoying the journey.

One afternoon, Matthew and Ophir catch a large pirarucu fish. The fish is ten feet long and over four hundred pounds in weight. With the assistance of the tribesmen, they are able to catch the pirarucu by squeezing a barbasco plant in the water. The poisonous juices of the plant slowly suffocate the fish. The fish, unable to breathe, rises to the surface and is captured with a spear and arrow.

Finally they arrive at a spot, which seems to be at the parameters of the camp that Matthew recognizes from his vision in Quetzalcoatl's eyes. The Ashaninca tribe surrounds the camp and is heavily armed. Matthew and Ophir creep in closer to the building that they believe is the laboratory. They look in a window and see the God of Gold and his army inside, moving about with the scientists. They decide to sneak inside. The Ashaninca are extremely drunk from the *masato* drinks that they are consuming in large quantities. No one notices Matthew and Ophir, as they move in closer to listen to the God of Gold addressing the group of scientists.

"We have now succeeded in reversing the ability of the Amazon plants to absorb carbon dioxide and release oxygen. Within two days our operation will start, and all plants will now absorb oxygen and release carbon dioxide. This will quickly result in the suffocation of the Amazon. The huge cloud of carbon dioxide

will then move to other parts of the world. The suffocation of each city will take only three months. By then, all life will be destroyed on earth."

Matthew and his team realize they must now devise a plan to fight the God of Gold and his scientists before they start their horrific experiment.

## **7. Antarctica Meltdown**

Jake, Nefrit and their son, Luke, fly to Antarctica where they meet Matthew, Orphir and the Terra Incognita animals. They arrive at McMurdo Sound, the American military base located on Ross Island. The modern facilities seem almost out of place against the backdrop of the barren landscape.

The Base Commander shows them a number of computer images that have been picked up via satellite. The images have been taken over the area surrounding Mt. Erebus, the southern-most volcano in the world. The group sees hundreds of very strange looking people.

In one image, the God of Gold is with his army, who is moving thousands of pieces of organite pieces at the base of the volcano. A large scaffold of construction resembling a ladder system is in place. Another image shows the organite pulled to the top of the mountain and then lowered into the volcano.

Nefrit, a renowned ice scientist on Terra Incognita, examines the pictures and then offers her opinion. "We have a catastrophe on our hands that is about to happen very soon. What I can see is that once these thousands of pieces of organite ignite, the volcano will return with such vigour that it will have a million times greater force than before. It will explode and melt all the ice formations in Antarctica. I believe that a 1,200-foot long ice formation could melt within three hours from the energy and heat once the organite is ignited. We need to go in and get more information."

It is arranged that Mathew, Orphir and Trog will fly in on the back of Rabbock, one of the Terra animals. They land near Mr. Erebus and set out to meet with the chief of a secret indigenous tribe. The chief pledges his support immediately. The group spends a couple of nights in an igloo, and lives among the tribe learning about their customs and culture. From the elders, they learn of the unhappiness of the native people concerning the future of Antarctica. Outsiders are trying to exploit the huge reservoirs of oil, gas and mineral resources, and are destroying the environment in the process. The tribe wants these intruders to leave their land in peace so they can remain and enjoy the splendor of the land. They are committed to protecting their important and diverse ecosystem.

The Base Commander has provided Matthew with sophisticated listening tools, and from the village of the tribe, Matthew is able to hear the conversations

taking place at the mountain which is a mile away. They hear the God of Gold addressing his army who is situated at the base of the mountain.

"We don't need an explosion or military attack. We will destroy earth through science. Actually, we are just doing the job earlier for them, because within a couple of hundred years or so they will have destroyed their environment, anyway. I am simply bringing the destruction forward. By now we estimate over two billion pounds of CFC gas is released into the air. The chlorofluorocarbons are already thinning the ozone layer. If we use the volcano eruption of gases that will create CFC by igniting the organite, we can increase the two billion pounds of CFC to one thousand billion pounds per month. It will then create a total thinning of the atmosphere allowing all of the ice to melt. Our calculations show that within three months all of the ice on earth will have melted and create huge floods that will drown all of Earth's remaining inhabitants. We are ready to act as soon as we get the order."

Matthew decides to return immediately to the military base. He knows that the US military is in a difficult position. They cannot fire on Mt. Erebus since it would ignite the organite. A plan is devised that seems promising, even if it seems farfetched to all of them, but they can see no other solution. It is decided to send Trog and Rabbock to lure some of Antarctica's indigenous animals as allies. Trog is to convince the estimated million or so elephant seals residing in the nesting colony at Salisbury Plain. Rabbock will round up and lead the king penguins. A surprise attack and capture of Ikhn's army is planned.

Trog arrives at Salisbury Plain but is not welcomed by the elephant seals. Their leader challenges Trog to a duel. Trog wins the fight by using the stone on his back to deflect the blows of the strong leader. The colony immediately hails Trog as their new leader.

Rabbock's beautiful peacock feathers attract the attention of the leader of the king penguins and he immediately falls in love with her. Whatever Rabbock asks, he will follow her orders.

Millions of king penguins and elephant seals arrive at the US military base and head off with Matthew and the others. They hope they are not too late, and that the God of Gold has not yet ignited the organite.

## **8. Mount Kilimanjaro**

Africa is burning. The God of Gold has managed to situate his army on snow-covered Mount Kilimanjaro. Mount Kilimanjaro, with a height of 5,895 meters, ranks among the highest mountains in the world. The once dormant volcano located at the base of the mountain has been successfully activated by the organite. Gigantic fireballs have been spreading over great distances in the area of the African plains, resulting in the deaths of many animals. The United

States military is worried about the control of Africa by hostile aliens. The African resources of uranium are the most likely source of their interest.

Matthew, Professor Morph, Elraffa and Wallybear have been dispatched to Africa to stop the fireball's path of destruction. The Wachajja tribe pledges to help them save the continent. The group lays out a plan, which includes digging a circle one hundred feet wide and thirty feet deep around the mountain and filling it with water. The active volcano lava will end up in the water and become dormant and unable to continue spreading across the plains.

Wallybear and Elraffa summon the thousands of elephants in Africa, while Riva contacts all of the monkeys, gorillas and panthers to assist in digging the trench around the mountain. The elephants line up in hundreds of lines, take the water from a large lake into a bucket and pass the buckets from one elephant trunk to another up the line. Once the bucket reaches the trench, the water is poured in. In a few hours the trench is full. The lava that flows into the trench cools immediately. Matthew and the others celebrate their ingenious plan.

But not everyone is celebrating. The God of Gold, watching from his hideout high on Mount Kilimanjaro, orders his army to immediately capture Quetzalcoatl. As the God of Gold organizes his army, he smiles at a large cobra curled up at his feet.

He tells her, "You have a big job. We have finally managed to lure Matthew and Quetzalcoatl away from the control of the US army. They are celebrating now with the animals. What idiots! You, my evil pet, have to capture Quetzalcoatl. He is my only hope to bring my son Ikhn and his army back to life."

The fires begin to die down and the group continues their celebrations at the trench. Quetzalcoatl's eyes suddenly come alive with great beams of light. He sees the large female cobra and starts moving towards her as if he was under a spell. The cobra is three times larger than Quetzalcoatl, and she wraps her long body around him several times. Seconds later, the cobra opens her mouth and swallows Quetzalcoatl. Professor Morpheus had been watching the two snakes, but stands by stunned, feeling powerless, as Quetzalcoatl disappears inside of the cobra.

He calls out for Matthew, but just as Matthew arrives, a large spacecraft swoops down and the large cobra slides through the open hatch. The hatch shuts and the spacecraft takes off. The Professor opens his book of myths and reads aloud: "If Quetzalcoatl is transported to Terra Incognita alive it will bring Ikhn and his army back to life." Now Matthew is facing a big problem.

## 9. The Soccer Snake

Ikh'n and his army have come back to life and taken control of Terra Incognita. Quetzalcoatl is still alive in the form of a ball inside the belly of the cobra snake.

The commanders of Ikh'n's army are in a meeting. They are studying the written myths concerning Quetzalcoatl. One of them reads aloud: "Once Quetzalcoatl is swallowed by the cobra, there are two dangers. One: if the cobra dies, Quetzalcoatl will emerge as a soccer ball, and after seven days the serpent will return back to his origin and belong to his owner once again. That is Matthew. Two: If Matthew and the Terra people come after Quetzalcoatl and kill the cobra, Matthew has the power to return Quetzalcoatl to his original form. The only way for Quetzalcoatl to be freed and return to Terra Incognita is through a soccer game with Earth people. Children or animals up to the age of twelve will represent their planets."

One of the commanders tells the rest of the group that there can be no cheating by either side in the soccer game. The myth only holds true if rules are followed. If Terra wins, it will automatically own the snake and since Ikh'n owns Terra, the snake will be his.

The match is set and Matthew is chosen to be captain of Earth's soccer team. But there is more riding on the outcome of the game than the possession of Quetzalcoatl. Ikh'n has captured Jake, Nefrit and Luke and has been holding them as prisoners.

Matthew requests the help of his friend, King Menkaura the Second (Phat Pharaoh), and he agrees to take part in the match. Matthew puts his team together, which is the best of the Brazilian, German, Italian and British age 12 and under players. It is decided that because of Phat Pharaoh's size, he will be the goalie and his army will be the defense. Ikh'n mostly chooses animals from Terra because of their flexibility and super powers. Both sides devise a game plan, and the match begins.

## 10. The Street Children

Terra Incognita remains under Ikh'n's control. Following the loss of the soccer game with earth, Ikh'n's army has captured all children up to the age of twelve. Only ten percent have been allowed to return back to their families, while some of the most brilliant are being groomed for Ikh'n's army. Others are shipped to various places on Earth, mainly in South America, due to Ikh'n's covert arrangements with the South American governments and police forces. Luke, Matthew's half-brother has also been captured and sent to Honduras.

Matthew's father, Jake, and his wife, Nefrit are both distraught over Luke's capture and sentence to Earth. Jake asks for Matthew's help. Matthew seeks a vision in Quetzalcoat's eyes. What he sees is very disturbing. Luke and other children are roaming the street in a village in Honduras. Luke appears starved and dirty. His clothing is torn and hangs on him like rags. Matthew sees Luke and the others crawling in and out of large garbage bins searching for scraps of food. Matthew sees an older boy showing Luke how to sniff glue. They run away when they see the police and a gang of armed men coming towards them.

Two of Luke's companions are shot dead. Luke stops and hugs one of them and begins to cry. He stands up and is running for his life. The armed men are laughing as they spit on the dead boys.

The vision tells Matthew that the only way to rescue Luke is to rescue all of the children and bring their plight to the attention of the world. Matthew sets out with half a dozen of his friends and Ophir. Ophir tells Matthew that Luke and the other children from the Terra planet are being labeled as the Terra clowns. Matthew becomes even more upset.

When they arrive in Honduras, they find out that there is a cell group who controls all the kidnapping and killing of the children, and who is financed by the rich and powerful with the full support of the government and police. Matthew realizes the magnitude of the situation and captures all of the activities on video. He presents the videos to the United Nations.

A United Nations order is given to free all of the children. The corrupt governments of South America are put under pressure, and there are violent demonstrations in the street. Soon the government leaders and police chiefs have all resigned, and are subsequently put on trial by international courts for their cruelty to children.

One of the children released is Luke. He and Matthew have a very emotional reunion.

## **11. Drug Games**

The CIA and FBI ask Ophir if she can help the Earth become drug-free like Terra Incognita. Matthew seeks the vision of Quetzalcoat. He sees the Elders of Terra Incognita agreeing to provide the genetic seeds that will transform all of the drug plants on Earth into harmless types of flora that cannot be used to make harmful drugs. The genetic seeds will only be provided if Matthew, Ophir and Earth's children meet three conditions.

First condition: Children are to seek out all of the drug dealers who populate the areas around schools. They are to find the drug dealers' sources



and destroy them. The children will be provided with various types of weapons and tools to trap the drug dealers.

Second condition: Matthew, Ophir and six children are dropped into the jungle of Columbia. They must find the hideout of the largest and most powerful drug lord. The children are fully armed. On their way they confront the drug lord's army and set many traps that destroy them. Once Matthew reaches the drug lord's hideout, Quetzalcoatl's vision dictates that Matthew or Ophir are to challenge the drug lord. They meet him face to face in a designated area that contains four square miles of jungle. A soldier in the drug lord's army shoots Matthew. His shoulder is badly injured, so Ophir must step in and take over. She uses all of her means and know-how to survive while she looks for the drug lord. Ophir succeeds in killing him.

Third condition: Matthew and Ophir have to take a spaceship to Terra Incognita to bring the genetic seeds back to Earth. They must avoid being seen by Ikhn's radar or they will be shot down. Professor Morpheus then designs an electromagnetic field around the spaceship that will cause light and heat to bend, allowing the spaceship to be undetectable by radar. This design was based on the Philadelphia Experiment of 1943.

Their mission is a success and Earth is sprayed with the genetic seeds from Terra.

## **12. Hitler's Clone**

Matthew is called in to meet with NASA officials. He arrives with Ophir and Professor Morpheus. NASA has found out that an extraterrestrial army of children is going to invade Earth's computers and use them to destroy Earth. This army of identical children has been cloned from the cells of Adolf Hitler and his girlfriend, Eva Braun.

Matthew asks Quetzalcoatl for help. In Quetzalcoatl's eyes, Matthew sees a vision that the two of them have to somehow beat the Young Hitler and his girlfriend Eva Braun in a game. If they win against Young Hitler, his girlfriend, and their army of identical clones, the defeated will never come to Earth but remain on their planet "Clone."

Three independent judges are chosen from other planets. The game is devised so that the four of them are dropped off on an island in the Pacific. Matthew has to beat Hitler's greed, ambition, manipulation, love for power, intimidation, etc. Ophir has to beat Eva in her love for clothes, fashion, makeup, desire to become a singer, desire to circulate only among powerful people, etc. The game begins. In the end, Matthew and Ophir have defeated them.

*Through this adventure, the story attempts to show children that cloning is not necessarily a good thing, in fact could be self-destructive and dangerous. Stem cell research could also be explored in a simplistic way.*

### **13. Leprosy**

Leprosy is spreading at an alarming rate among the children of the world, mostly in impoverished countries. Matthew seeks Quetzalcoatl's vision for help. Quetzalcoatl's eyes take Matthew to the Healthy Planet that has the cure for leprosy. The Elders of the Healthy Planet put forward a condition that within three months Matthew and Ophir must become the number one classical/pop musical act in the world. In addition, by becoming fashion stars on Earth and holding the largest concert undertaken for children, money would be raised to pay for the drugs needed for the sick children. Children in the world would participate by contributing their spending money for one week. Every child would sing the same song during the concert.

Professor Morpheus sets up a state-of-the-art recording studio, and as an excellent classical pianist, he lends his help to Matthew and Ophir. In the meantime, they seek the services of top pop stars to come up with tunes for the concert. The music must be of the highest quality in order to meet with the approval of the Elders of the Healthy Planet, who must enjoy the sound.

A large concert is held and beamed around the world. All the children take part in the music and wear the style of clothes designed for Matthew and Ophir. The concert is a success and the Healthy Planet provides the healing remedy. Leprosy is cured.

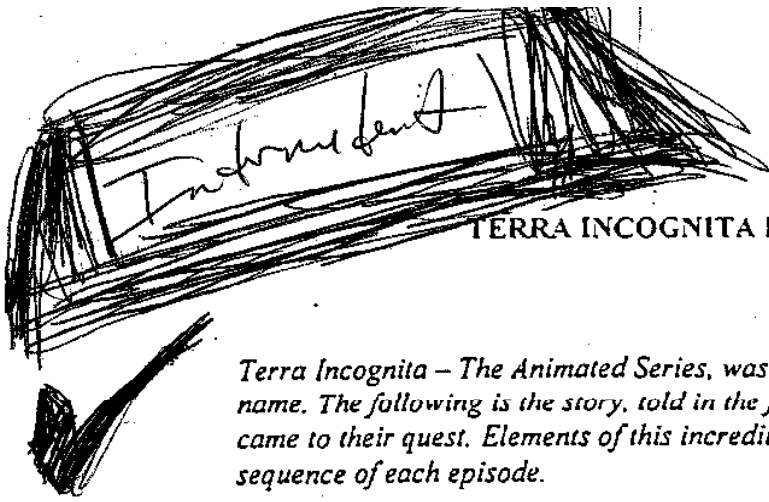
# TERRA INCOGNITA

## MARKETING OPPORTUNITIES

Rich narrative threads, a high-octane premise, and strong characters give Terra Incognita a universal appeal. The globe-trotting team of heroes tackles problems caused by mythological creatures of all cultures, and so this series easily crosses cultural boundaries. The story-lines and the creative concept are naturals to launch into several different media.

Since all characters in Terra Incognita, both heroes and villains, have unique and sensational abilities and many are able to transform themselves, they have built-in elements to drive several categories including exciting action figure toys. The number of characters in the series makes Collectability a natural. Other products that are naturals given the series concept and strong stories include novels, comics, strategy guides, school workbooks and video games.





TERRA INCOGNITA BACKGROUND STORY

End of March Jack

*Terra Incognita – The Animated Series, was inspired by a feature film script of the same name. The following is the story, told in the feature film, of how Matthew and his friends came to their quest. Elements of this incredible story will be synopsized into the opening sequence of each episode.*

Matthew has always known he wasn't a regular kid. For one, his father Jack was NASA's top astronaut until he never returned from a mission to a newly discovered planet. Since then, the 14-year-old has lived with his uncle Morpheus Pyre, one of the world's greatest archeological brains, a top NASA official, and a major eccentric.

*5, 6 years*

Matthew tries to fit in at school but it's not easy. Ever since he was a baby he has been unable to stop himself staring directly into the sun for long periods of time. The teachers accuse him of daydreaming. Other kids think he's just weird. And then there's the small copper snake he takes everywhere with him. It's a model of the serpent God Quetzlcoatl, and according to Morph it was the last thing Matthew's mother Francis gave him before she died. She had founded it in a tomb she was excavating in the ancient city of Palenque.

Matthew doesn't know why he keeps the snake with him, it just makes him feel better. He also loves the glowing blue of the snake's eye. In that eye he sometimes imagines he can see distant universes. The weird thing is, everyone else says the eye looks a flat dull grey. This worries Matthew. But not as much as it worries Morph. When the tiny statue

More of the End of March

Beas + Funwriter  
Clean it up

was excavated tests were done on it and thought the eye was thought to be rock it had the make-up of a unique chemical compound, previously unknown on earth.

Matthew's parents and Morph were excavating ruins in the ancient city of Palenque when Francis went in to labour. Matthew was born in that sacred site. In fact Francis went into labour as she was dusting the ornately carved lid of a newly excavated tomb.

The carving was similar to that of the fabled Mayan spaceman carving found in the jungles of Mexico. It appeared to depict a child in a spacecraft. Around the spacecraft circled a winged serpent – Quetzlcoatl. Whether protecting or attacking it was impossible to say.

Morph tells Matthew on his 14<sup>th</sup> birthday that he and Jack, believed as Francis did that Matthew was inexplicably linked to that carving. At first it was just a feeling – the timing of the birth. But then there were other signs – Matthe's desire to stare at the sun, and most especially his seeing blue in the eye of the snake. This was what had alarmed Jack the most. There was an ancient Mayan prophecy Jack, Morph and Francis had been attempting to decipher the meaning of for years. That prophecy, inscribed at the bottom of an Aztec pyramid, said "It is only by going to the blue that the Fifth sun shall rise."

They believed the Fifth Sun made reference to the Aztec prophecies that the history of the earth has had four cycles, each one ending with utter destruction then rebirth. In step with the Mayan prophecies the Fourth Sun cycle is due to end soon. It appears that whether there will be a Fifth Sun or not is not yet determined.

When a blue planet suddenly appeared in the solar system defying every previously held scientific possibility, Jack and and Morph believed they had their answer. Jack refused to entertain the possibility that it was Matthew who needed to go to the planet, not himself, despite signs that Matthew was the only ones with supernatural links. Jack was determined his son be spared from any dangers that may await.

It's been a year since Jack went missing on Terra Incognita. It's two weeks before the turning of the new year 2012 – the year the Mayans predict the end of the world as we know it. In two days NASA is sending up another spacecraft to that mysterious planet that has the same atmospheric content as earth but isn't tied to the gravitational pull of the sun.

*Promised*  
Morph loves Matthew like a son, but he has to tell him some hard facts. When Jack went up he did so to try and thwart the prophecy. He felt he would be the spaceman carved on the Mayan tomb. Not his son. Jack didn't return. Morph sees the earth beginning to change, going through strange magnetic fluctuations. He realizes that destiny is in the hands of greater forces. Matthew must be on the next mission to Terra Incognita and Morph will risk his career and his life to make sure he is.

Matthew is stunned by the Morph's revelations. He's spent most of his life trying to fit in and now to find out he's part of a greater plan doesn't seem possible. He can't even get

his homework done on time. How can he be expected to go up and conquer a planet?

And with what?

Morph is sympathetic but firm. Then he pulls the trump card. Since Terra Incognita has the same atmospheric conditions as earth Jack may still be alive, and simply be unable to get home.

Matthew has always believed his dad is alive. Every night he looks at the blue planet through his telescope and talks to his dad. Now, faced with the chance that he could bring him home he can't refuse.

Morph has everything seamlessly planned. As a senior NASA official he has all-access. He takes Matthew for what he says is a tour of the shuttle which is in its final stages of preparation. Everyone at NASA's respectful. They remember Jack fondly. If some of them think this pale, bespectacled boy doesn't much resemble his handsome, muscular father, they don't say it aloud.

Morph has prepped Matthew as much as he can. Everything on the craft is computer controlled and the computer has been pre-set. He has dismantled the manual over-ride.

When Matthew goes up and NASA discovers what Morph's done, he'll be imprisoned but it'll be worth it. Matthew is suddenly terrified, but it's too late to turn back.

4



The prophecies must be obeyed. The future of the world rests upon it. Morph is close to tears as he leaves Matthew. He realizes he could be sending Matthew to his death. But the alternative is so much worse.

Morph goes to mission control, sounds an emergency alarm so all groundworkers flee from the ship site, and then sets the computer in motion with launch commands. In the ship Matthew is launched into space, hurtling toward an unknown destiny.

*So is Jake Sully*  
Morph is jailed. His superior, Lieutenant Deming is Matthew's only contact source and he hates the kid. His job is on the line. Anyone finds out NASA's most publicized shuttle flight ever has gone up early with no one on board but a 14-year-old kid, it will make a laughing stock, not only of NASA but of the United States. It will also cripple the space program. The best he can hope for is after the ship lands the computer will be able to return it safely to earth.

*Sam  
Remick*  
Matthew approaches Terra and feels for the first time excitement with his fear. What if his dad really is alive? All this will be worth it. As the ship enters atmosphere things get rocky. Down at NASA all readings are suddenly lost. Just as in Jack's case, the ship has effectively disappeared. Matthew sees all screens go blank.

*Jacey  
mrs. the tree*  
*No Reads*  
Morph had theorized this could happen. He had told Matthew it could be something to do with the strange magnetic readings NASA had gotten from the planet. Scientists had surmised that Terra's heat and light source must be magnetically generated from within

thus creating a magnetic barrier that disrupts radar transmissions of any sort. Morph had told Matthew he may have to land the ship manually and had written out explicit instructions.

In a panic Matthew tries to execute them. He gets the landing gear down but not all the way so when the ship lands, it bounces and comes to a juddering halt on its side.

Matthew is dazed but unhurt. Within minutes the ship's door is smashed open by three of the strangest looking people Matthew's ever seen. They look like a jigsaw of all the world's races in one person. The leader in white robes has afro hair, one blue eye, one brown. The man beside him has Asian features, nearly black skin and blond hair.

Terrified, Matthew pleads for his safety and they recognize the words. They change their strange language to English, telling him it is the simplest of their many dialects. They lead him out to a dark, dusty planet where a high wind rages. Covering his mouth and squinting his eyes against the choking swirling dust. Matthew glances up and sees what look like enormous black worms gusting their foul breath towards the group. It's a terrifying sight. The leader, Yushin, tells him these are "The Darkness" trying to extinguish all light from this side of the planet so they can take over. If it feels like hell that's because this is the underworld.

As Matthew soon finds out, Terra Incognita contains the world and the underworld. Ikhn, an ancient god known on earth as a powerful Egyptian sun god, came to Terra Incognita a year earlier, banishing its people to the underworld. But they refuse to be consumed by

- 6 -

it. As long as they can keep some light glowing they will not be absorbed by The Darkness. They can only do this by gathering the roots among the dirt and rock and using them as fuel. These are scarce and will soon run out. The hot breath of The Darkness gusts at the group as if to emphasize Yushin's fears. It threatens to put the lit torch out but the men are obviously skilled at keeping the torch protected.

Matthew is led to a series of caves <sup>rooms</sup> where more jigsaw people of all shapes and sizes wait. Matthew asks about his father. They know his father. They too have artifacts like the ones on earth, artifacts with a carving of a "Mayan Spaceman" surrounded by Quetzlcoatl.

Yushin tells Matthew they thought his father was the spaceman of the prophecy and had arrived to save them from Ikhn. Matthew is really excited but the next news devastates him. Yushin tells Matthew his father is no longer with them. When Ikhn came to destroy their planet many were killed. Jack hasn't been seen since then and so they must presume he was among those who died.

Yushin is wearing a ring with a blue stone. Matthew notices it for the first time, it's the same radiant blue as Quetzlcoatl's eye. He takes the small statue from his pocket and the blue of Quetzlcoatl's eye forms an arc of light to the blue of Yushin's ring. Matthew comments on it. It is blinding. Turns out no one else can see it. But Yushin is excited.

7

He now believes Matthew is the one. In Terra legend it says that Quetzlcoatl will return to them in disguise when goodness falls away. The fact that Matthew can see the blue must mean he is the reincarnation of Quetzlcoatl.

Tree of Life → Tree of Souls

Matthew learns that here they call the blue ergon. It is the core of their planet and provides all light and heat. It is found within the Life Tree which stands at the planet's center. Every century or so roots from the tree will break through the ground and erupt with ergon which is then gathered by the Seers ( the small band of men and women who have a gift of seeing ergon, passed down through blood).

Matthew again curses what he thinks of as his faulty eyes He tries to explain that there's not a chance he's the reincarnation of anyone, but Yushin's not interested. Neither is precocious daughter Ophir who views Matthew suspiciously. She tells her father she thinks he is an agent of Ikhn come to trick them and that he should be locked up. Matthew's horrified. What's he done to deserve this? Yushin is more rational, but still Matthew is led to a cave and a guard stationed outside.

Ophir comes later with a bowl of soup. It's horrid tasting but she tells Matthew to pretend to drink so she can talk. She tells him they must leave that night. Matthew's confused. He thought she thought he was an agent of Ikhn. Ophir says it was a ruse, to get Matthew away from the rest. Matthew's not impressed - until Ophir gives him some news. She tells him that she thinks his father is still alive. Ikhn took many prisoners to use as slaves mining the ergon and she last saw Jack being led away with them.

Go to Seance  
Hans  
Senza  
Clump  
Buckets  
Always  
Always  
Pickles

Cherry

LOOK TATTOOS  
ABELS for  
Displan  
Palm

Garrett  
Deliver  
Maple  
kisses

Get  
P  
C

Matthew's elated, raring to go, but also can't forget what he learned from Yushin about the dangers just outside. They seem insurmountable. And even if they got through The Darkness, Ikhon sounds ruthless. Ophir convinces him that the more time they leave the greater the chance Jack will be dead. For her part she wants to go and bring back ergon to give her people heat and light before they perish. Without it they have no chance of surviving beyond another week. The Seers went and never came back. Her father is too old and ill to go. She is the princess. She is the only hope. Her father would never let her but she's determined.

It's not the traveling partner he would have chosen, Ophir's bossiness and arrogance still grate on Matthew, but he knows he won't have a hope of making it to the overworld without Ophir so Matthew obliges. Taking a torch the two sneak past the sleeping guard and out into the howling breath of The Darkness.

After many hours they reach a forest but it is not shelter they find here but more danger. The trees suck in anything that touches them. They are covered with a thick viscous goo also and if anyone stands too long it will turn them into a statue so the weary travelers must keep moving.

In her fatigue Ophir stumbles against a tree and starts getting sucked into its suddenly swirling vortex of bark., Matthew is not strong enough to pull her out. He's losing her when a beast crashes through the undergrowth. Covered in forest goo he's more terrifying

than he might otherwise be and that would be terrifying enough. It's Endo, half elephant, half bear, mammoth-like. He watches coldly as Matthew loses the battle to save his friend but steps in as soon as Ophir shouts out they are going in search of ergon. His demeanour changes. Suddenly he can't help enough. Pulls Ophir out with a flick of his trunk. Says he wants to come too. Will offer protection in order for a cut of ergon when they find it.

*Why in Avatar is there presence of Panther  
NOT A Lion, Tiger, Elephant BUT A PANTHER*

A hissing disturbs them. Down jumps a huge black panther-like creature. This is Riva.

She tells the two to beware of Endo. He betrayed his own people. Both are members of the same planet. Ikhn took over their planet first and captured them all as slaves to use to mine ergon on Terra. Riva had planned an escape for herself and many others Endo heard about it, alerted the guards, and while they were busy dealing with it, got out himself. Only Riva managed to escape. The two beasts had to flee to the underworld in order to survive, but they stay clear of each other. It's mutual loathing.

Matthew sees immediately that Endo's strength would be a great asset in helping him find his father. He asks about his father and Endo says he heard rumours of a man who could look different from the others. Could be Jack. This is enough for Matthew.

Ophir is siding with Riva but before she can say this, Riva speaks to her and says she is sensible to think that way. Ophir is shocked but Riva explains she can sense the intentions of anyone. Not the thoughts, just the intent. [She can tell one who is pure of heart and one who is not.] She can also see with her cat's eyes, the tiniest thing, the smallest movement and the furthest distance. Endo tries to one up her, bragging he can hear anything with his great ears. Ophir is unsettled by Riva's gift but thinks she will be a

true and valuable ally. Riva tells them she will help them in her quest if they will help her also free some of her beasts. They agree.

At the forest's edge they come to the waters of timelessness. These are in the form of a raging river that separates the underworld from the overworld. Beyond is the first glimpse of real light Matthew has seen since landing. Beside the river is a terrible Guardian who has a white crane perched on its shoulder and who demands they answer a question. The Beasts have taken refuge in the underworld, so they may pass back into the world above. As for the others, they have no choice but to answer the question.

The Guardian asks Matthew and Ophir if they would rather be in, a place so beautiful it cannot be described, or so terrible it cannot be spoken of. Matthew pipes up. That's easy. Ophir clamps her hand over his mouth. Each answer describes one of the Spirit Worlds. The answer you choose is the one you are banished to and from which there is no return.

Matthew tells Ophir then he will answer neither world. But the option with that answer is to stay on the bridge across the river forever. He hadn't noticed a bridge but looks up to where the Guardian points. Suspended above the water, not attached to anything is a thin swaying bridge crowded with miserable looking creatures of all kinds. Matthew shudders.

The Guardian demands an answer. Matthew has an idea. He says how about the Guardian answers a question. The Guardian at first refuses then is intrigued. His is a deadly dull

//

job, asking a question to which there is never a right or wrong answer. If he gets the question right then Matthew and Ophir can go on the bridge. If he doesn't know the answer then he must let them pass. He agrees. Matthew asks him which beast can jump higher than a tree. It was a favourite riddle of his and his father's he tells Ophir. The Guardian puzzles and names some beasts with jumping ability but all the answers are incorrect. Matthew at last tells him, "All of them." Ophir pitches in "Trees can't jump." Matthew looks at her surprised. She shrugs embarrassed. Figured it out. The Guardian rolls with laughter. The crane flies off its shoulder unfurls one long leg so it gradually stretches all the way across the water and each of the four in turn walk across the leg to the other side.

As they travel they come to a cave and again find a carving of the Mayan Spaceman. This carving is different however since it shows (in circular form) the spaceman undergoing a series of seven tests. The first is the river of timelessness. The Guardian is unmistakable. The second is having his soul weighed against the feather of truth, which Ophir thinks means, Matthew's honesty will be tested. The third means his courage. The fourth his loyalty. The fifth his compassion. This is what Ophir manages to decipher. She is a scholar in ancient scripts of all sorts and languages. The final test she won't tell Matthew. He can see it involves fire and seed planted under the earth, but cannot decipher its meaning.

Ophir says she can't understand it. But Matthew is worried that perhaps she can and just won't tell him. He tries to dismiss it anyway. How could a cave carving on another



planet plot his future? He just wants to find his father. He searches for some clue about his father's whereabouts on the carving but there seems to be none. He continues despondent.

With the travelers in the overworld Ikhon is on their tail. His phoenix circles high above them telegraphing the images back to his master. Matthew looks up in the sky which is clear blue and for the first time sees a cloud. He comments and the other three all yell and run for cover. Matthew thinks they're loony. The cloud has a cool shape, sort of dragon-like. Ophir yells it's the chaos dragon, conjured by Ikhon. As the cloud spreads slowly towards the earth Ophir yells at Matthew to hold his breath. Anyone who breathes the vapours of the chaos dragon will be thrown into such a state of chaos they will end up walking in circles until they die of exhaustion.

Ahead it looks like a <sup>2</sup>cave. They run for it, and with his great strength Endo lodges a boulder against the opening just as the mist closes in on them.

As they travel through the labyrinth of caves that circle's towards the planet's center, Matthew meets several other creatures each of whom put him through tests prophesied in the carvings.

One test involving compassion has Matthew unwittingly breaking a curse which had been laid centuries earlier on the Trogs, giant turtle-like creatures who are unremittingly unpleasant. The curse makes them so, though no one knows it. It is Matthew's kindness

even in the face of their abuse that finally sets them free and when this happens they become valuable allies on the quest.

This still doesn't stop Ikhn's guards (clones of Ikhn with heat sticks as weapons) capturing the group eventually, and bringing them before their leader.

It turns out this too is a test, though none of the group knows it at the time. They escape through Matthew's act of bravery, and when they have escaped Matthew presses Ophir to know what the final test is but again she denies that she knows it.

*Tree is what Geocorin Guy wants to Destroy*

Whilst being held captive by Ikhn, the group had discovered that Ikhn is mining the ergon as Ophir had said, but worse, he is on a search for the seed of the Life Tree. If he finds this seed he can take it and plant it on any other planet, growing a limitless supply of ergon. Never mind that Terra's Life Tree would die, and the planet with it.

What Matthew does not know is the seed was planted by Quetzlcoatl and only the pure of heart may remove it from its place in the planet's centre. Thus it is untouchable by anyone except the one who has fulfilled the prophecies – Matthew. What he and the others also do not know is that Riva is an agent of Ikhn, doing his bidding in order to share power. She has accompanied Matthew to make sure he meets all the tests in the prophecies so he will be able to seize the seed. Riva engineers the group's escape with Ikhn's blessing. Once Matthew seizes the seed then Ikhn will seize Matthew and the seed will be his.

As they race to beat Ikhn to the planet's center Ophir slips up and Matthew discovers something that throws his whole quest into question. Ophir can see the blue of his statue's eye. She can see ergon. She had been lying to him all along.

Matthew demands the truth and Ophir tells him that his father Jack was actually living with them in the caves of the underworld. (That's how she knew the answer to Matthew's earlier riddle.) When they saw the ship land Jack had tried to rush out but Yushin had forced a sleeping drug upon him. All along Jack had been asleep in the next room.

Matthew is elated, but furious. What has all this been about? Ophir is forced to admit that Yushin and she had seen the carvings, they knew that the only way to save the planet was to have the hero undergo the tests and prove himself. If Matthew had known about his dad he would have taken him and left back for earth. He never would have stayed to help people he didn't know and endure a danger that could likely kill him. Matthew agrees this is true, and he's so angry he turns around. He's not being used anymore. He's going back to the underworld to find Jack and go home.

But as he heads away Ophir's desperately pleads that if leaves now all is definitely lost. He makes a deal. No more lies. She must tell him what the final prophecy had said. She agrees. She says the final prophecy shows Matthew's life sacrificed saving the planet. It is the only way. Now Matthew's really torn. He's heading for certain death. But again, he

15 Death Plays

must choose the many of Terra and the life of his father, over himself. Matthew knows what must be done.

In a final showdown at the planet's burning center, filled with chain gangs of beasts mining the boiling ergon to put in Ikhn's golden egg space craft, the group discovers Riva's treachery. Endo takes it upon himself to exact revenge and protect Matthew and in the ensuing battle Riva's head is split. But she is not killed. Out springs a small helpless kitten, fully formed. It is powerless now. But it will grow. Evil can be weakened but never eradicated.

Matthew, Ophir and Endo manage to free many of the beasts who then turn on the guards but when Ikhn sheds blood drops they spring up into more guards. His army grows greater with a single pin prick. The only way to destabilize it is by drinking his blood. Then whoever drinks the blood will gain equal powers to Ikhn. The only way to defeat Ikhn is to become like him.

Matthew, who has managed to get the Tree of Life seed, plants it but can no longer protect it, Ikhn and his army are too strong, so he drinks the pin prick of blood and immediately gains Ikhn's powers and his foibles. Ophir tells him this was the real prophecy, not death of the body, but death of the spirit. All the virtues he possessed sacrificed. It's a more horrifying thought than any.

As the two go head to head the revitalized Life Tree begins to fill with bubbling lava-like ergon. As it rises all the beasts flee into root caves but Ikhn and Matthew continue the battle, each now battling for the supreme power rather than any more noble goals.

In a final swoop Matthew topples Ikhn but is toppled himself and the two plunge into the burning ergon.

Endo and Ophir mourn their friend as they return to the now calmed Life Tree center. There is nothing but ash. Then, before their eyes the ashes roll into a ball and the ball becomes a boy, and the boy is Matthew. He is cleansed by fire and reborn. Ophir is astonished. How can it be so? That wasn't in the prophecy. Then Endo points out the prophecy was written in a circle - there was no end.

The circle, Matthew realizes, reflects his destiny. Terra is safe but he must return to earth. The prophecies continue there.

Matthew is reunited with his father who begs him to stay on Terra but Matthew knows his destiny cannot be controlled. It is the eve of 2012. The Gods are rising to take over on earth and Matthew is the only one who can stop them.

Endo and Ophir are now inseparable from Matthew and together they head to earth, where already the first rumblings of the new age can be heard.

# **TERRA INCOGNITA**

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FADE IN:

EXT. PERUVIAN RUINS - DAY, 2000

ARCHEOLOGISTS and PERUVIAN NATIVES dig among crumbling walls and stone altars. One of the archeologists, PROFESSOR PYRE, 40s, brushes madly at something.

The native working beside him shouts and everyone rushes over.

PYRE

This could be it. The Peruvian gold!

Pyre sweeps the sand off to reveal a copper box, about a foot in length. He lifts its dented lid, afraid to breathe.

Inside lies a copper snake, no bigger than the length of Pyre's hand. It has two tiny wings and a single blue eye which glows luminously. The natives back away. The archeologists shake their heads - another false alarm. Pyre, however, lifts the snake reverently.

PYRE (CONT'D)

Quatzcoatl.

AUSSIE ARCHEOLOGIST

Say what?

PYRE

The winged Serpent God of Aztec legend. They say he came to earth to teach mankind how to live in peace.

AUSSIE ARCHEOLOGIST

Well he didn't do a very good job mate.

Pyre ignores the scattered laughter. Holding the snake to the sun he squints at an inscription on its underside.

PYRE

(reading)

Through the sands of time I shall not desert you. Look to the blue to discover all you shall ever need.

INT. KITCHEN -- MORNING - ELEVEN YEARS LATER

A rubber snake is pulled from a cereal box and dangled in the air.

BOB, 40s, kind eyes, dressed for his construction job, tosses it to MATTHEW. Eleven years old, small and skinny with glasses, Matthew is gazing fixedly at his untouched cereal.

BOB

Watch out. It bites!

Matthew's mother CYNTHIA, looks up from buttering toast and smiles. Matthew rolls his eyes and brushes the snake away still not looking up.

Then he swipes his chair back and runs out of the room. Bob and Cynthia exchange a worried look.

BOB (CONT'D)

D'you want-?

Cynthia shakes her head. She'll go.

INT. MATTHEW'S BEDROOM -- MORNING

The room is like a shrine to the Golden Meanie super-hero - posters, action figures and fan club paraphernalia everywhere. Matthew hunches on his bed his head in a Golden Meanie comic.

Cynthia tentatively KNOCKS, then perches on the foot of his bed.

CYNTHIA

(gently)

Bob and I've been seeing each other three years Matthew. It's not like this is sudden...

Matthew throws down the comic, barely holding back the tears.

MATTHEW

But what if dad comes back?

CYNTHIA

Five years, not even a phone call. He's not coming back.



Matthew looks at a photo beside his bed. It's him at 6, standing beside his tall, macho father who wears a military uniform.

MATTHEW

But he left because of me, maybe if I-

CYNTHIA

-We've been through this. He left because of both of us. We weren't what he wanted.

Cynthia fingers the boxing gloves tied on the end of Matthew's bed, her expression turns bitter.

CYNTHIA (CONT'D)

Giving a five-year-old boxing gloves..

MATTHEW

(defending his dad)

He wanted me to be tough. Like him. A hero.

Cynthia shakes her head.

CYNTHIA

There are different ways of being a hero. I don't consider your father one.

MATTHEW

(angry)

He rescued 20 men in the Border War!

Bob has entered silently.

BOB

Your mom's right Matthew. Sometimes it takes more courage to stay with a family than it does to perform a single-

Matthew jumps up.

MATTHEW

-What do you know? You're a wimp too. This whole family is wimps.

(MORE)

MATTHEW (CONT'D)

That's why he left. And now with you here, he'll never come back!

Matthew rushes out.

INT. SCHOOL BUS -- MORNING

CHAD, homey clothes, a bully's attitude, stretches his leg across the seat and pushes Matthew further towards the seat's edge. Matthew keeps his eyes resolutely on his comic book. Around them a half-sized school bus bursts with excited grade six students.

Chad pushes his foot harder against Matthew.

CHAD

Quit hogging the seat.

Matthew braces himself still trying to read. Chad rips the comic from his hand.

CHAD (CONT'D)

(reading)

A search has begun to find a being most don't believe exists.

Chad flips to the comic's cover.

CHAD (CONT'D)

The Golden Meanie.

(scoffs)

Golden Weenie's more like it.

He gets some LAUGHS and tosses the comic to his BUDDY. Matthew lunges for it but the buddy throws it back to Chad. The teacher, MR. FARNSWORTH, a bored, pocket-protector type, sits in the front seat ignoring the chaos.

MATTHEW

Give it back!

CHAD

Or what? You gonna tell your friend who's the Ninja assassin to come snuff me out?

Laughter.

## CHAD'S BUDDY

Maybe he'll tell the friend who makes stuff invisible. He could come and, like, erase you or something.

They students fall about LAUGHING. Humiliated, Matthew makes a fierce grab for the comic book and falls off the seat. Farnsworth finally decides to notice.

## FARNSWORTH

Off the floor please Matthew. Come sit at the front.

(wearily)

Chad, return the comic.

Chad flicks it to Matthew who slinks to the seat beside Farnsworth.

## FARNSWORTH (CONT'D)

You give them too much ammunition. Put a lid on the tall tales and you'll do much better at this school.

Matthew hunches over his comic.

The bus lurches to a stop beside a "NASA" sign. The BUS DRIVER shows security clearances as Farnsworth addresses the students.

## MR. FARNSWORTH

All right people, being chosen from hundreds of grade six classes across the country was a privilege so treat it like one right?

EXT. NASA -- DAY

The kids pile off. Waiting for them is Professor Pyre, older now, but still recognizable.

## PYRE

Welcome to NASA.

Excitement runs through the group as they spot a Space Shuttle looming on its launch pad in the distance. Matthew is especially awed.

## MR. FARNSWORTH

Partner up everybody!

The kids merge into pairs. Only two are left over - Matthew and a SOUR-FACED GIRL.

SOUR-FACED GIRL  
I'm not walking with *him*.

Farnsworth has heard it all before.

PYRE  
(sympathetic)  
He can walk up here.

He waits for Matthew to join him, and eases his humiliation with a friendly pat on the shoulder.

PYRE (CONT'D)  
(addressing the class)  
The National Aeronautics and Space Administration started in 1958, the same year....

Chad gives an ostentatious yawn.

INT. NASA CONTROL ROOM -- DAY

It's a hub of activity. Five CONTROLLERS sit around a central island, each with phones and double-screen computers in front of them. Set flat into the wall, a screen shows the Shuttle close-up.

Professor Pyre leads the class into the control room walking and talking.

PYRE  
...and when the shuttle takes off three days from now, these are the armchair astronauts who'll be flying it.

The Controllers raise their hands in greeting. LIEUTENANT DEMING, hard-faced and humorless, steps out of a glassed-in room at the back.

CHAD  
Whaddaya mean flying it? What happened to the real astronauts?

DEMING

These shuttles are run by a committee of computers. This particular one has the most sophisticated system ever developed. We'll have an astronaut on board for reconnaissance work, but this shuttle will fly herself.

The kids are definitely impressed!

PYRE

Come, I'll show you what all the fuss is about.

INT. PLANETARY RESEARCH LAB -- DAY

The room is dark, the walls covered with giant illuminated slides of stars and planets.

PYRE

A front row seat to the universe. The photos around you were taken by our many space telescopes.

MATTHEW

(awe-struck)

It's like being in space.

CHAD

How would you know?

Matthew hunches in embarrassment. Professor Pyre points to a tiny planet.

PYRE

Terra Firma - earth. We are here. And this-

He points with a flourish, to a planet, glowing blue in the night sky - the same color and shape as Quatzcoatl's eye.

PYRE (V.O.) (CONT'D)

This is Terra Incognita.

(beat)

I've been searching for this planet for almost twenty years.

CHAD

But it's like, right there.

Pyre ignores the LAUGHTER.

PYRE

That's the mystery of Terra Incognita. It's on the direct opposite side of the sun to earth, so it's gone undetected until now. And it appears to be moving on a completely different orbit than the rest of the planets.

MATTHEW

I thought all planets had to orbit round the sun because of gravity.

CHAD

(sneering)

Brainiac.

PYRE

That's true. But even though this planet is within reach of the sun it doesn't seem to rely on it. Discovering it has opened up possibilities of other solar systems intersecting with ours in ways we had never imagined.

(flips the lights on)

And now I have a surprise.

INT. NASA VAN -- DAY

Kids crane out the window as the van pulls up to the shuttle launching pad.

PYRE

The shuttle's due to go up in three days so clearances were a bit sticky, but I thought you'd like to see the inside of a real rocketship.

Even Farnsworth looks excited.

INT. SHUTTLE -- DAY

Pyre comes in first, Matthew's close behind him looking around in wonder.

PYRE

It'll be a tight fit. Though the shuttles are roomier than they used to be.

Everyone jams in excitedly.

PYRE (CONT'D)

I can only show you the cargo bay. The flight deck equipment is off limits to everyone but NASA employees. It'll be easier to go through in pairs as many of the areas are narrow.

MR. FARNSWORTH

Partner up everybody.

As the kids fall into pairs Matthew spots the sour-faced girl looking around. Desperate, he slips behind a side wall.

PYRE (O.S.)

This way.

INT. SHUTTLE KITCHEN -- DAY

Matthew's refuge is a tiny room with wall-to-ceiling stacked cupboards. He tentatively opens one. Cans of processed food dangle from velcro straps.

MATTHEW

Cool!

He tries another. It's full of mugs, bowls and cutlery, all velcroed together.

INT. CARGO BAY -- DAY

The class crowds in listening to Pyre.

PYRE

This shuttle is run by five computers. Each computer is capable of 325 million operations each second...

INT. SHUTTLE KITCHEN -- DAY

Most of the cupboards now hang open. Matthew's absorbed in exploring when-

PYRE (O.S.)  
-that's a good question, but here at  
NASA...

Matthew fumbles to close the cupboards but the latches are hard to manoeuvre and they fall open again.

The voices gets nearer and panic makes him clumsier. Then a BANG, and quiet. Matthew peeks round the door. Nothing.

MATTHEW  
Mr. Farnsworth?  
(alarmed)  
Professor Pyre?

INT. CONTROL ROOM -- DAY

Matthew's image is visible on the Controllers' monitor screens as he bangs at the shuttle's inside door. The Controllers, their backs to their screens, are enjoying their coffee break.

On the wall screen the class boards the van at the foot of the launch pad.

INT. SHUTTLE -- DAY

Matthew POUNDS on the door in a panic. He runs his fingers down the edge of the door, searching for a handle, or a button - anything. He races to the flight deck - to the control panel.

MATTHEW  
Something here must open it!

The flight deck is a mass of screens, buttons and computerized navigational aids. Matthew waivers over the buttons then tries one. Nothing. He flips a switch, tries another, all the time watching the door. Then he presses more and more, a whole bunch together.

The door doesn't move, but the rocket starts to vibrate.

INT. CONTROL ROOM -- CONTINUOUS

An ALARM sounds and the Controllers race to their posts. Deming pushes in.

DEMING  
What's going on?



He catches sight of the monitors. Matthew is at the flight deck scared out of his wits.

CONTROLLER ONE  
There's a kid in there.

LT. DEMING  
Get him out. Now!

CONTROLLER ONE  
He's activated the lift command.

Deming freezes.

INT. SHUTTLE -- CONTINUOUS

The rocket shakes and in a flat panic Matthew flips whatever switches he can find. He spots a lever, tries that. The engine noise gets louder. He yanks another one.

EXT. SHUTTLE -- SAME

The shuttle fires up. Groundworkers nearby scatter like ants.

INT. CONTROL ROOM -- CONTINUOUS

It's chaos.

DEMING  
That kid's trying to steal our ship!

Pyre rushes in.

PYRE  
What's happening?

He spots Matthew on the monitor.

PYRE (CONT'D)  
Oh heavens!  
(to Deming)  
Disengage! Why don't you disengage?

DEMING  
(furious)  
The manual over-ride isn't in place.  
We can't do anything. The kid has  
to do it.

At the back of the room, through the glass wall, the class watches in stunned silence. Everyone looks worried except Chad. He looks impressed.

CHAD

Stingin'!

Pyre grabs a headset.

INT. SHUTTLE -- CONTINUOUS

Matthew freezes in terror as the shuttle starts to vibrate.

MATTHEW

Help!

Pyre's voice comes over the intercom.

PYRE (O.S.)

Matthew. It's Professor Pyre. We have a bit of a problem here. We can't disengage.

The rocket shakes.

MATTHEW

I have to get out!

PYRE (O.S.)

That's the thing. By flipping the switches you did, you set a series of complex commands in motion, and, well..

The rocket starts to move.

EXT. SHUTTLE -- SAME

The shuttle begins to lift off.

INT. SHUTTLE -- CONTINUOUS

Matthew clutches the flight deck seat trying to stay upright.

PYRE (O.S.)

Matthew, you're going to experience a bit of pressure. Don't panic. Just buckle yourself in.

INT. CONTROL ROOM -- CONTINUOUS

CONTROLLER ONE

We have lift off. We have lift off.

Everyone watches the wall screen, stunned, as the rocket leaves the launch pad in a surge of flame.

Lit up on a black screen beside it are ever-changing numbers under headings Tracking Station Pass, Bit Rate, Signal Level, etc.

Deming sees his career flash before his eyes.

On the Controllers' dual-screen computers one screen has an internal view of the shuttle and of Matthew.

CONTROLLER ONE (CONT'D)

Check systems data trajectory.  
Orbital Maneuvering Subsystems..

DEMING

Terminate the mission immediately.

The Controllers swivel. You can't be serious!

PYRE

(confused)

You said there was no way...

DEMING

The termination command will explode the engine.

PYRE

There's a child in there!

DEMING

Are you aware of the international ridicule this will expose us to? Our most sophisticated shuttle yet, hijacked by a school boy!

PYRE

Please Lieutenant. The ship's set to fly itself. No one needs to know. We'll never get to Terra Incognita otherwise.

(MORE)

PYRE (CONT'D)

(desperate)

That ship's worth 2.2 billion dollars.  
NASA's not going to give either of  
us another chance.

The phone beside Deming rings.

DEMING

Lt. Deming. Yes Sir. No.

(stiffly)

We decided to send it up earlier.  
Sorry Sir. I should have consulted  
you. But we, uh, had new information  
on the planet and had to move fast.

Pyre's relieved.

DEMING (CONT'D)

I'll keep you informed. Thank you  
sir.

Deming strides over to the class, still huddled behind the  
glass wall.

DEMING (CONT'D)

This is a matter of national security.  
You don't mention this to your  
friends, your parents, your family  
pets, got it?

Silent nods.

DEMING (CONT'D)

Follow me for debriefing.

FARNSWORTH

What's going to happen to Matthew?

Deming's cold look is his only answer.

INT. SHUTTLE -- CONTINUOUS

Matthew's still buckled in the seat.

MATTHEW

Please. Turn it round!

Pyre's voice comes over the intercom.

PYRE (O.S.)

Sorry Matthew. This flight is preprogrammed. You can't turn it around. You may as well settle in.

(beat)

It looks like you're going all the way to Terra Incognita.

Matthew struggles to hold back the tears.

INT. CONTROL ROOM -- SAME

Deming comes up behind Pyre who's talking into the headset.

DEMING

We have a problem.

Pyre removes his headset.

DEMING (CONT'D)

The air bags were the one item still on manual.

PYRE

What d'you mean?

DEMING

The computers that handle the air bags haven't been hooked up yet. The shuttle is made to bounce its landing. Without the airbags it'll crash. That kid'll never manage it. It's all over Pyre.

INT. SHUTTLE -- SAME

MATTHEW

Excuse me. Professor Pyre. Excuse me sir.

INT. CONTROL ROOM -- CONTINUOUS

Pyre's still stunned by the bad news. He absently flicks the intercom switch so Matthew's conversation is miked through the room.

PYRE

Yes Matthew. What is it?

## INTERCUT CONVERSATION - MATTHEW AND PYRE

MATTHEW

(nervously)

I have to, uh. I have to ...

Pyre gets it.

PYRE

Number one or number two?

MATTHEW

Number one right now, but..

PYRE

Through the entrance on your left is the waste collection system. Make sure to put your feet in the restraints and don't forget to do up the seat belt.

MATTHEW

Seat belt?

DEMING

(nastily)

We wouldn't want you to float away half way through.

INT. SHUTTLE -- LATER

Matthew carefully pushes off from one wall and uses swimming motions to try and get to a cupboard, but clunks head-first against a wall instead.

MATTHEW

(despondent)

I can't do it sir.

PYRE (O.S.)

Better Matthew. But you've got to aim.

Matthew hunches, but he's got no choice. He tries again.

PYRE (O.S.) (CONT'D)

That's it.

Matthew grabs the cupboard handle triumphantly.

MATTHEW

Got it!

PYRE

See, you're a natural.

MATTHEW

(suddenly proud)

Well, my dad's a top astronaut.

PYRE

Really?

Deming comes strolling up behind Pyre and listens.

MATTHEW

He does top secret stuff.

Deming grabs the mike.

DEMING

What's his name?

Matthew suddenly regrets this.

MATTHEW

Uh, he has an alias because it's all classified.

(nervously)

I can't say.

Pyre shakes his head at Deming - just a story.

DEMING

(to Pyre)

We'd better check it out. If there's a chance his father's connected with NASA it changes everything.

MATTHEW (O.S.)

I don't feel so good.

INT. SPACE SHUTTLE -- CONTINUOUS

He clutches his stomach.

PYRE (O.S.)

Probably space adaptation syndrome.

MATTHEW

What?

Matthew starts to gag.

PYRE (O.S.)

Space sickness. Lots of astronauts  
get it. Don't worry. It shouldn't  
last too long.

MATTHEW

I'm gonna throw up.

PYRE (O.S.)

Okay, grab the bag.

INT. CONTROL ROOM -- SAME

The Controllers are gathered round Pyre's screen watching.

PYRE

Grab the bag Matthew. It's in the...

A collective GROAN runs through the room.

DEMING

(sneering)

That's gonna be a bitch to clean up.

INT. SHUTTLE -- LATER

Matthew's feeling better and has been practicing his  
weightless moves. He's pretending to fly.

MATTHEW

Nobody messes with The Golden Meanie.  
Take that alien slime suckers!

INT. CONTROL ROOM -- NIGHT

Pyre is at a control desk.

PYRE

Matthew. We're nearing Terra  
Incognita. I know you've written  
everything down but we need to through  
the airbag procedure again.

Deming strides up behind him.



DEMING

Got in touch with the dad. He's a decorated war hero. Hasn't seen the kid for five years. Embarrassed by the whole thing. Told me the kid lives in a fantasy world.

Matthew has heard the exchange. He stops his super-hero moves and buries his head in the comic. Pyre watches him sympathetically.

INTERCUT CONVERSATION -- MATTHEW AND PYRE

PYRE

(gently)

Hey. What do you call a baby in space?

Matthew shrugs without looking up.

PYRE (CONT'D)

An unidentified crying object!

Matthew can't help but crack a smile.

MATTHEW

(rallying)

What happens when you shoot ketchup in space?

PYRE

I dunno.

MATTHEW

You get a flying sauce!

Pyre and the Controllers laugh and groan.

PYRE

Matthew I've got something I want to show you. Over there in the left hold.

Matthew unlatches it. Strapped inside is the copper box Pyre discovered all those years ago.

PYRE (CONT'D)

Open it.

He does, and inside is Quatzcoatl, the copper snake. The snake starts to float off but Matthew catches it and examines. The eye seems to glow at him.

MATTHEW

(unnerved)

It's pretty weird.

PYRE

It's meant to be Quatzcoatl, the winged serpent. Aztec legends say he came to earth to teach us.

(beat)

Turn it over.

Pyre watches the screen as Matthew squints at the design on its belly.

MATTHEW

This looks like the Egyptian hieroglyphs we studied in Socials.

PYRE

It's actually Aztec. It says 'Through the sands of time I will not desert you. Look to the blue to discover all you shall ever need.'

MATTHEW

Is that a riddle?

PYRE

That's what I've spent 11 years trying to discover. I've led digs in every ocean, lake and body of blue I could find. Nothing. Then I realized I was looking down instead of up. That's when I came to NASA. And at last I think I've found it.

(softly)

This voyage was going to be the most important archeological mission ever undertaken.

Deming comes up behind him.

DEMING

If that kid wants any chance of getting off the ship alive he'd better practice the airbags. We're nearing atmosphere.

Matthew's heard this and freezes.

MATTHEW

Isn't there some way you could-

PYRE

-I've told you Matthew. It's up to you.

MATTHEW

But what happens if I don't get everything right?

PYRE

You have to. The airbags are necessary to cushion the landing.

Deming leans into the mike.

DEMING

Listen kid. This isn't some kind of homework assignment. You either learn this or end up as space dust.

Matthew hunches, now really terrified.

CONTROLLER ONE

Approaching atmosphere.

PYRE

Okay Matthew, this is it.

INT. SHUTTLE -- NIGHT

The ship starts to shake and Matthew lunges for the seatbelt and buckles himself in.

PYRE (O.S.)

Power up the thermal emission spectrometer and laser altimeter.

Matthew searches the control board and with shaking hands tentatively enters the commands which he reads of a piece of paper.

INT. CONTROL ROOM -- NIGHT

The room is a hub of activity as the Controllers work on landing data.

DEMING

Even if the ship doesn't make it,  
the spectrometer and altimeter are  
protected. We should still be able  
to get the readings.

CONTROLLER ONE

Initial atmospheric reading coming  
in.

Deming peers at the screen.

DEMING

Confirming oxygen reading same as  
earth - 21 percent.

CONTROLLER ONE

(awed)

The Spectral Analysis was right.  
There could actually be life up there!

INT. SHUTTLE -- NIGHT

Matthew's panic grows as he looks from his notes to the myriad controls, struggling to remember what they all mean.

PYRE (O.S.)

Start deploying airbags now.

Flustered, Matthew starts to sequence commands, then hesitates.

MATTHEW

I can't.

PYRE (O.S.)

Try Matthew!

INT. CONTROL ROOM -- SAME

The Controllers, Deming and Pyre are glued to the screen as Matthew tries a command, stops.

Deming grabs the headset.

DEMING

Get the damn things in position!

INT. SHUTTLE -- CONTINUOUS

This flusters Matthew even more.

PYRE (O.S.)

10 seconds to landing. Come on  
Matthew. Push the systems overload  
and read the metre...

Matthew looks wildly about and pulls a lever. The shuttle vibrates madly.

INT. CONTROL ROOM -- CONTINUOUS

Nobody dares breathe.

DEMING

Three, two, one-

The screens go blank. Just static. Complete devastation envelopes the room. Pyre slowly removes his headset and lays it on his desk.

DEMING (CONT'D)

At least we got the readings.

Then, across the intercom-

MATTHEW (O.S.)

Sir, Sir...

Pyre whips his headset back on.

PYRE

Matthew?

The Controllers break into smiles and CHEERS. Even though this kid has cost them so much, they've grown fond of him.

INT. SHUTTLE -- NIGHT

Matthew lies on the shuttle's floor, still dazed from the crash. Everything's in disarray around him. Quatzcoat1 has come out of its box and rests by Matthew's head.

PYRE (O.S.)

Matthew - what happened?

MATTHEW

The shuttle bounced once. I think I got one airbag down. Then it rolled.

INT. CONTROL ROOM -- SAME

PYRE

Are you able to check the gauge?

INT. SHUTTLE -- CONTINUOUS

Matthew starts to get up. There's a THUMP on the outside of the rocket. Was that real? It comes again.

INT. CONTROL ROOM -- CONTINUOUS

DEMING

What the hell is that?

INT. SHUTTLE -- CONTINUOUS

The THUMPING turns to BANGING. The hold door starts to cave in. Matthew covers his head as the hold door SLAMS open.

Silence. He peeks up to find THREE MEN peering down at him, only they aren't like any men he's ever seen. The largest man has afro hair, one almond shaped brown eye, one rounder blue eye. His skin is alternately brown, white and tan colored. Each limb is a different color, though his features, like his hair, have an African look about them. He is burly, muscular and intimidating.

Behind him one of the men has blond hair, the same patchworked skin and two different color eyes. The caste of his features is Caucasian.

The third man is similarly marked only with Asian hair and features.

They look like a jigsaw of all the world's races combined in each person.

Through the intercom Pyre's static voice crackles Matthew's name.

The first man speaks to his companions gesturing outside, then freezes as he spots Quatzcoatl.

BURLY JIGSAW MAN

Quatzcoatl!

The other two echo him in awe.

INT. CONTROL ROOM -- CONTINUOUS

PYRE

Did you hear that?

DEMING

How can you hear anything over that static?

PYRE

No, I'm sure of it. Someone said Quatzcoatl!

INT. SHUTTLE -- CONTINUOUS

The Burlly Jigsaw Man steps over Matthew to reverently pick up Quatzcoatl. The other two grab him roughly.

EXT. INNEAD EAST -- NIGHT

It's dark and a gale whips the men's robes as they pull Matthew out of the shuttle.

INT. CONTROL ROOM -- CONTINUOUS

There is nothing now but static. The sensor readings are back to normal.

DEMING

We've lost him.

Pyre, however, is excited.

PYRE

I'm not so sure.

EXT. INNEAD EAST -- NIGHT

The men march Matthew towards an outcropping of rock which looms black and ominous against the dark sky. From between the rocks comes a faint, warm glow.

INT. YUSHIN'S CAVE -- NIGHT

Matthew is pushed into a large cave filled with Jigsaw People. The cave is sparse, just stones to sit on and the glint of a metal box in a dark corner.

In the center sits a man whose presence would set him apart, even if his ornate robes didn't. This is YUSHIN, regal but battle-scarred. His injured arm is tied to his chest in a crude sling, a rough wooden cane rests beside him.

The three men deposit Matthew in front of him and the room quiets.

MATTHEW

Please..

YUSHIN

Please.

(interested)

Your word mimics our language.

MATTHEW

(relieved)

You speak English?

YUSHIN

Our language has many words. These are some of the simplest.

The Burly Jigsaw Man speaks in an unintelligible tongue but. Yushin holds up his hand.

YUSHIN (CONT'D)

*His words.*

The Jigsaw Man tries again.

BURLY JIGSAW MAN

He had this with him.

He holds up Quatzcoatl and a laser shoots from the snake's eye to a blue glowing stone set in a ring on Yushin's finger.



An instant and brilliant connection.

An awed murmur goes up. Matthew is flabbergasted.

CROWD VOICE

He has not deserted us!

CROWD VOICE TWO

We are saved!

YUSHIN

(urgently)

Are you sent by Quatzcoatl? Are you  
a messenger?

Tension mounts as they await his answer. Matthew hesitates.

YUSHIN (CONT'D)

(hardening)

Or are you Aten come to mock us?

MATTHEW

(panicked)

No, I'm not mocking you. I'm Matthew.  
I'm from planet earth. You might  
have seen it. We're the one-

YUSHIN

I know it. The blue planet.

BURLY JIGSAW MAN

His craft is not of Aten materials.

A girl (OPHIR) steps forward. Pretty, with features and coloring like Yushin. She looks the same age as Matthew but is confident beyond her young years.

OPHIR

The Aten are liars and thieves. We  
can believe nothing he says!

YUSHIN

(angrily)

Ophir, enough.

Ophir steps back, her head down. Beside Ophir a kind-looking older woman, BENA, offers a comforting gesture. Ophir glares at Matthew and whispers to Bena loud enough for him to hear.

OPHIR

If he is Aten he is a small, weak specimen.

Bena hushes her. The Golden Meanie comic is visible in Matthew's pocket. One of the men spots it and pounces on it, holding it up.

MATTHEW

That's my -

He is silenced by the man's scowl. Yushin turns Quatzcoatl over in his hand, watching the eye connect a blue laser to his ring from every direction.

An awed murmur runs through the crowd.

Yushin walks towards the metal box. As he gets closer it is revealed to be a large copper chest, like a giant version of the one that housed Quatzcoatl.

Yushin pulls from it a scroll of woven material. On it is a picture of Quatzcoatl, blue eye glowing, crawling out of a tree.

MATTHEW (CONT'D)

Professor Pyre was right. He is here!

YUSHIN

Who is Professor Pyre?

MATTHEW

He, uh, he's the man who gave me that snake. He found it a long time ago and said it had a message on it about where to find something really valuable. It's on the bottom.

Yushin lifts the snake.

YUSHIN

I know this script.

(he reads)

Through the sands of time I shall not desert you. Look to the blue to discover all that you shall ever need.

MATTHEW

(grasping an opening  
to be friendly)

Professor Pyre saw your planet and  
it looked blue from earth, so he  
thought that must be-

YUSHIN

-Not a messenger after all. But  
another come to steal our ergonite!

The crowd draws back from him. Yushin nods to the Burly Jigsaw Man who grabs Matthew's arms.

YUSHIN (CONT'D)

You are too late. As you see,  
Quatzcoatl has not protected us from  
those like you who would seek to  
destroy all we have created.

A stunned Matthew is hauled out.

INT. SMALL CAVE -- NIGHT

The Burly Jigsaw Man pushes Matthew into a tiny, barren space.

MATTHEW

(trembling)

What're you going to do with me?

The Jigsaw Man ignores him and settles on his haunches against the wall. Matthew reaches in his pocket for the comfort of his comic. But it's still with Yushin.

INT. SMALL CAVE -- LATER

Matthew huddles in a corner, dozing.

OPHIR (O.S.)

Pssss.

He wakes with a start. A different GUARD squats beside the wall. Ophir's at the entrance holding a stone bowl. Its contents are steaming.

She says a few words to the guard and he lets her by. She offers the bowl to Matthew who hesitates.

OPHIR (CONT'D)

(scathing)

It's not poisoned if that's what  
you're scared of.

This stings. Matthew takes the bowl and sips. Not bad. He slurps the whole thing down in seconds flat then wipes his mouth on his sleeve, passing Ophir the bowl.

MATTHEW

Thank you.

Ophir shoves the bowl back in his hands.

OPHIR

Pretend you're still drinking.

(gesturing to the  
guard)

If he thinks you're finished he'll  
make me leave.

Matthew obediently puts the bowl up to his mouth and peers at Ophir over the rim.

OPHIR (CONT'D)

My people think you must be an Aten,  
sent to convince us Quatzcoatl has  
been defeated.

MATTHEW

You have to make your people believe  
me, I don't know what any of this is  
about, and I'm not an Aten, I don't  
even know what an Aten is.

OPHIR

I believe you. The Aten wouldn't  
send one so weak. And your fear is  
genuine.

Matthew bristles.

MATTHEW

It's not like I'm scared. This is  
nothing compared to some of the things-

Ophir pulls The Golden Meanie comic from beneath her robes and points to the cover.

OPHIR

-Is this your leader?

MATTHEW

Uh, sort of.

OPHIR

He is not someone I would like to combat. Unlike you he looks like a powerful warrior.

Matthew's hurt by the criticism.

MATTHEW

He is. But I'm, uh, his helper.

OPHIR

You?

MATTHEW

My code name's Brainiac. I'm very important on Planet Earth.

Ophir flicks through the comic to a picture of a small boy being rescued by the super-hero. She holds the comic up to Matthew and considers. Both are small and thin with glasses. There are similarities.

MATTHEW (CONT'D)

Listen, you have to make them understand. I didn't come here to steal your erginator.

OPHIR

Ergonite.

(beat)

But you told my father yourself you had come looking for treasure, and here on Innead there is no greater treasure than ergonite.

MATTHEW

Innead?

OPHIR

That's the name of our planet.

She checks the Guard. He's looking in the opposite direction. She reaches into her robe and pulls out a Forked Stick, worn

smooth with time, the elaborate symbols down its side, blurred with age.

MATTHEW

What's that?

OPHIR

It's called the Pacal. It is sacred to our people. Within it are contained our collective memories. When memories fade despair takes root. The Pacal helps us retain hope. Here, take it.

Matthew hesitates.

OPHIR (CONT'D)

(pissed off now)

Take it!

Matthew does.

OPHIR (CONT'D)

Now shut your eyes and you shall see the power of the Pacal.

Matthew obeys and is immediately plunged into a different world.

EXT. INNEAD WEST -- DAY

It's a lush, Eden-like place. A courtyard, formed of stone turrets rising from the ground like towering stalactites is visible in the distance. The turrets are studded with huge blue rocks which cast a soft blue glow over everything.

MATTHEW (V.O.)

It's amazing. Where is it?

OPHIR (V.O.)

What you are seeing is our home on the other side of Innead. As it was not so long ago.

INT. COURTYARD -- DAY

The Courtyard bustles with Jigsaw People chatting and trading goods. In one corner Bena gives Ophir a lesson in ancient geometry.

OPHIR (V.O.)

This is the place we lived and worked  
and learned. The place we were happy.

A shadow falls across the courtyard. Bena and ~~Ophir~~ look up  
to see an immense shining Golden Orb Spaceship descending  
towards them. It lands on the grass outside the courtyard. X

MATTHEW (V.O.)

Cool!

OPHIR (V.O.)

We had never seen a thing of such  
brightness and beauty. At first we  
thought it was a sun falling from  
the heavens. We welcomed it.

The Jigsaw People flock out of the courtyard, An excited  
Ophir is at the front.

EXT. COURTYARD -- DAY

The Golden Spaceship has blackened the grass and sits in a  
circle of charred desolation among the greenery. The Jigsaw  
People halt a distance from it, and Yushin, uninjured and  
stronger-looking, steps forward. Ophir runs up beside him.

The doors of the spaceship open and a brilliant light streams  
out, bathing everything in a golden glow.

Into this halo of brightness steps IKHN. His skin is smooth  
and alabaster, his hair golden. His beauty is so perfect  
it's eerie. He wears robes with ornate wings attached, and  
jutting from his forehead visor-style is a cruel-looking  
curved golden beak. A PHOENIX perches on his shoulder.

OPHIR (V.O.)

He said his name was Ikhn and his  
people were the Aten. And the words  
chilled us. We recognized the name  
from legends of darker times.

Out of the golden spaceship stream GUARDS, all identical  
with golden hair and smooth faces. They have long sharp  
beaks worn visor-style. All carry short golden sticks.

OPHIR (V.O.) (CONT'D)

Ikhn was banished from our planet in ancient times by our protector the serpent god Quatzcoatl. Ikhn told us Quatzcoatl had retreated to the heavens and now he had come to reclaim what was his.

From the Aten guards' sticks stream rays of burning light. They use them against the Jigsaw People.

OPHIR (V.O.) (CONT'D)

They carried weapons that burned those who tried to resist. My father was one.

Yushin struggles to fend off the Aten but his foot is transformed to ash by one of their burning sticks and he falls to the ground in agony. Men, women and children are rounded up. Those who try to flee are brought down.

OPHIR (V.O.) (CONT'D)

We prayed to Quatzcoatl to help us, but he did not show himself. They banished us from our land of light to this place where the darkness waits to consume us.

The fighting escalates.

INT. SMALL CAVE -- NIGHT

Matthew opens his eyes, shaken.

MATTHEW

But if this Quatzcoatl is supposed to protect you why didn't he?

OPHIR

It has been many thousands of years since Quatzcoatl was on Innead. The legends say he disappeared into the Life Tree which stands in the middle of the ocean and he climbed its branches to the heavens. Many have forgotten him. Some don't believe he ever existed at all.



MATTHEW

So Ikhn wants to be your new ruler?

OPHIR

I fear he's not interested in our planet. Only in the ergonite.

MATTHEW

This ergonite must be really valuable!

OPHIR

It's the perfect source of heat and light. It comes from deep within the heart of our planet, from the roots of the Life Tree. Every few hundred years a root erupts to form a volcano which pours forth a new supply of ergonite.

Bena rushes in. Ophir grabs the Pacal from Matthew and stuffs it in her robes but not fast enough.

BENA

Ophir you have disobeyed your father too many times. You know no one is allowed to handle the Pacal but him!

OPHIR

But Bena, this one could be our only chance. There's so little time-

BENA

-You must leave here immediately and I shall tell the guard you are no longer allowed in.

Chastened, Ophir follows her out, not glancing back at Matthew, who watches her go, upset.

INT. YUSHIN'S CAVE -- DAY

Bena brings Ophir to an angry Yushin.

YUSHIN

Where have you been?

BENA  
(shooting Ophir a  
warning look)  
She was studying Yushin.

YUSHIN  
When hours were not precious you  
neglected your studies. Now as we  
must spend each moment trying to  
survive, you choose to embrace books.  
Ophir I despair of you.

Ophir's head is down.

OPHIR  
I know father.

YUSHIN  
Come, we must gather what little  
fuel there is left on these barren  
grounds. Bena, have the traveler  
brought out to help also.

EXT. INNEAD EAST -- NIGHT

The harsh, rocky expanse of Innead East stretches endlessly.  
Nearby, the shuttle lies on its side.

All around Jigsaw People on their hands and knees dig in  
the rocky ground, plucking the tiniest strands of roots and  
stuffing them in their pockets. The youngest ones stand  
nearby sheltering burning torches from the fierce winds.

Matthew is lead over to Yushin.

YUSHIN  
We search for anything that will  
fuel our lamps. In this barren land  
that means only roots. Alas there  
are very few left.

Yushin kneels down and holds up a tiny stringy root.

YUSHIN (CONT'D)  
Even the smallest will help our lights  
burn a little longer.

MATTHEW  
(struggling against  
the gale)  
Wouldn't it be better to wait until  
the wind dies down?

OPHIR  
That's not wind, that's the breath  
of The Darkness.

MATTHEW  
The what?

YUSHIN  
When this planet was created the  
spittle of the gods mixed with the  
earth to create creatures of darkness.  
When life began The Darkness rose up  
to meet the light and they lived in  
harmony. On this side of the planet  
though The Darkness refused. They  
want to destroy the light and take  
over again. If you look beyond the  
light you can see them.

Matthew does and for the first time notices the earth moving  
in the distance, like massive, writhing BLACK WORMS, with  
huge gaping mouths and malevolent red pin pricks of eyes.

Matthew moves fearfully towards the cave.

OPHIR  
They can't hurt you as long as there  
is light.

YUSHIN  
But we need fuel.  
(impatiently gestures  
to the ground)  
So please..

Matthew hesitates, looks again at the writhing black masses  
in the distance then kneels down fast and starts scrabbling  
for something, anything, that will burn.

INT. SMALL CAVE -- NIGHT

The Guard SNORES lightly as Ophir slides round the corner  
and into the cave. Matthew jumps up, happy to see her.

OPHIR

I heard my father tell Bena there is only enough fuel to keep our lights burning one more day. My people must be saved.

MATTHEW

My dad saved tons of people during a war on earth.

OPHIR

Could you do the same?

MATTHEW

You mean be a hero?

OPHIR

I cannot do this alone. My father has given up all hope, but I must prove to him that I-

MATTHEW

(not listening)

-Wait'll I tell my dad about this!

Ophir's looking at him doubtfully.

OPHIR

So you accept?

MATTHEW

Definitely! What do we have to do?

OPHIR

We must find the ergonite volcano and bring back enough ergonite to provide light and keep The Darkness away.

MATTHEW

I thought you said the only ones who could find ergonite were the, uh-

OPHIR

-The Seers yes. To all others it looks like plain grey rock until it is polished.

MATTHEW

And you told me they already tried  
and never came back. So how-

Ophir produces the statue of Quatzcoatl with a flourish.

OPHIR

-Its eye lights up around ergonite  
remember?

Matthew's still spooked out by the snake.

MATTHEW

Didn't your dad lock that away?

OPHIR

(suddenly urgent)  
I took it while he was sleeping.  
I'm the only chance my people have  
now.

MATTHEW

And me...

OPHIR

(excited)  
And if you come, your leader, the  
Golden Meanie will come also, and  
with him we may have a chance.

MATTHEW

(alarmed)  
Oh the Golden Meanie's really busy.  
I don't think-

The guard stirs and Ophir grabs his arm.

OPHIR

-Quickly. Before he wakes up!

Matthew stuffs his Golden Meanie comic in his pocket takes a  
last look round, then follows Ophir past the stirring guard.

EXT. INNEAD EAST

Matthew and Ophir brace themselves as they enter the black,  
howling night. Ophir cradles her torch in her robe to protect  
it from the wind.

OPHIR

You lead. I'll protect the flame.  
Just be careful.

Matthew steps ahead, stumbles and falls against a bump in the ground that has risen up in front of him.

OPHIR (CONT'D)

The Darkness will shift the ground  
to try and make us drop the torch.

Shaken, Matthew brushes himself off. He looks to the side and sees The Darkness with its gaping mouths and evil eyes lunging just out of light's reach.

Panic momentarily takes over and Matthew turns to Ophir. She looks back expectantly. Realizing there's no going back Matthew places a tentative foot forward as the furious Darkness whips the wind to gale force.

EXT. COURTYARD -- DAY

Guarding the entrance to the courtyard a stone birdman holds his wings aloft and tramples two stone serpents.

INT. COURTYARD -- SAME

Ikhn reclines on a throne in center of the courtyard which is now littered decadently with brilliantly glowing chunks of ergonite, casting a blinding blue glow on everything. Behind Ikhn sits an imposing copper-colored sun dial.

The Phoenix swoops down and lands on Ikhn's shoulder, putting its beak beside his ear. Ikhn listens and strokes its feathers.

IKHN

So, Yushin has sent his daughter and  
the other to succeed where the rest  
have failed?

He throws his head back in a chilling bird-like CACKLE. Then responding to the Phoenix he shakes his head.

IKHN (CONT'D)

No. Even if they escape The Darkness  
they'll never make it out of the  
forest.

EXT. BLACK FOREST -- LATER

Matthew and Ophir struggle over the ever-shifting landscape to a border of trees. Ophir trips and grabs Matthew's sleeve. He steadies her and they take the final few steps into the forest.

INT. BLACK FOREST -- CONTINUOUS

The trees rise above them like gnarled sky scrapers, a mass of twisted limbs and vines. The whole forest is a monochrome of darkness.

Exhausted, Matthew starts to lean against a tree but Ophir grabs him.

OPHIR

(jerking him away)

No! The trees of the Black Forest  
suck in whatever touches them. Watch.

She picks up a twig and holds it tentatively towards the slimy tree. It is voraciously devoured by the suddenly living bark.

Matthew's horrified. He steps back, right into a hanging branch which covers the side of his face with sticky goo.

MATTHEW

(trying to wipe it  
off in a panic)

What's this?

OPHIR

It's only dangerous if it dries.  
That's why we have to keep moving.

Matthew looks to where branches have brushed against his arms. They too are goed.

MATTHEW

(freaked out)

I don't like this place!

OPHIR

For one who has saved your planet  
many times, you are not as courageous  
as I would've thought.

This hurts.

MATTHEW

I've done lots of stuff more dangerous than-

OPHIR

Good. Then you can lead.

His bluff called, Matthew has no choice. They set off, moving carefully to avoid the looming black trunks.

INT. BLACK FOREST -- LATER

Matthew and Ophir's torch is now little more than a glowing ember. The slime of the forest covers every inch of them giving them an unearthly glow in the low light. They're chatting softly.

MATTHEW

-so my dad fought in this war on earth called The Border War and helped them win.

OPHIR

(bored)

Yes, you've said he was very brave.

MATTHEW

He's a real hero. He's got no time for people who aren't as brave as him.

OPHIR

Really?

MATTHEW

Oh sure. In fact if I wasn't a hero, I doubt my dad would even want to hang out with me. That's the way it is with heroes. They have-

Right in front of him the tree branches start to shake.

MATTHEW (CONT'D)

-what's that?

OPHIR

I don't know.



She edges backwards as the trees move directly in front of her. The ground rumbles, and a huge BEAST steps from the trees. The beast resembles a prehistoric mammoth, shaggy, massive and terrifying. This is ENDO, an Elebear, with the coat and claws of a bear and the face and size of a giant elephant.

(NOTE: All the Beasts in the script are computer-generated)

He's almost on top of Ophir. Terrified she moves back further, right into the sticky bark of a black tree. It immediately starts to suck her inward.

OPHIR (CONT'D)

Matthew!!

Seeing Ophir disappear inside the tree, Matthew forgets his fear of Endo momentarily and lunges for her hand.

OPHIR (CONT'D)

Harder!

MATTHEW

I'm trying!

But he's not strong enough. The black gooey bark starts to close about her like viscous lips.

Endo shakes his head casually.

ENDO

Should'a been more careful.

Matthew tugs with all his might, but he's losing ground.

MATTHEW

(breathless)

Please, help us!

ENDO

Why would I do that Aten?

OPHIR

(shouting)

He's not Aten.

ENDO

Well I know who you are Princess and he ain't one a you.

Matthew is barely holding on. He's being pulled towards the tree himself.

OPHIR

(still shouting,  
desperate)

He's from the blue planet - second  
in command to a fierce warrior called  
Golden Meanie. You'd better help us  
before his leader finds out!

Endo is unmoved. He addresses Matthew.

ENDO

What're you doin' here then if you're  
such a big shot?

Time's running out for Ophir. Matthew strains with all his  
might against the tree, his exertion makes it hard to speak.

MATTHEW

Finding ergonite.

He's said the magic word.

ENDO

Ergonite?  
(suspiciously)  
And how're you gonna do that?

OPHIR

(desperate)  
Show him !

ENDO

Yeah, show me.

MATTHEW

(gasping for breath)  
I can't with..

Endo steps up.

ENDO

Here.

He casually wraps his trunk around Ophir's arm, not pulling  
her out, just holding her neutrally, half way into the tree.

ENDO (CONT'D)

Well?

One eye on Ophir, Matthew scrabbles in his pocket and pulls out Quatzcoatl. Endo leans in his eyes narrowing.

ENDO (CONT'D)

That's the snake beakhead's always raving about.

MATTHEW

Quatzcoatl.

OPHIR

Its eye lights up when it's around ergonite.

ENDO

Realllly?

He looks assessingly at Ophir for a moment then with a barely perceptible tug he pulls her out and she flies to the ground in a gasping heap. Matthew rushes over to her, but Endo only has eyes for the snake.

ENDO (CONT'D)

So you're gonna get yourself some ergonite huh? That's something I might be interested in helpin' ya with.

MATTHEW

Really?

ENDO

Sure. You're gonna need someone like me. Gettin' through this place ain't no cakewalk, and-

A HISS interrupts him and everyone jumps.

ENDO (CONT'D)

C'mon.

Another HISS and this time a huge cat-like Beast leaps down through the vines to land in front of them. This is RIVA, a tigorang, half tiger, half orangutan, the size of a big gorilla - sleek and muscled and terrifying.

Nobody moves.

RIVA  
(addressing Endo)  
You're not going anywhere.

She turns to Matthew and Ophir.

RIVA (CONT'D)  
The moment he gets that snake from  
you, you'll never see him again.  
He's a traitor and deserves to perish  
in this forest, as black as his soul.

ENDO  
Whoah there. Where I come from that  
ain't polite. Anyway, why doncha  
tell 'em, if you're such a hero,  
what you're doin' hidin' out here?

RIVA  
(ignoring this)  
Besides, even Endo can't help you  
get through the Waters of  
Timelessness.

MATTHEW  
(nervously to Ophir)  
Waters of Timelessness?

OPHIR  
(defensive)  
It would've taken too long to go the  
other way...

RIVA  
(appealing to Matthew  
and Ophir)  
I heard you say you're seeking  
ergonite. I will help you with your  
search if you will help me rescue my  
tribes. I can't do it alone, but  
with the powers of ergonite it might  
be possible.

MATTHEW  
(confused)  
Who're your tribes?

RIVA

I am the leader of all tribes on my planet. We were captured and brought here to be the Aten's slaves. I had planned an escape for us. But thanks to him-

She HISSES at Endo.

ENDO

Hey I didn't do nothing no one else wouldn'ta done.

RIVA

Endo heard about our plans and fed information to the Aten guards. While they were capturing us he managed to escape himself. I was the only one who succeeded in freeing myself. The rest were caught.

(she turns to Endo  
pain fueling her  
anger)

I do not know what was done with them.

ENDO

Hey, I'm from one a your tribes too. Or didya forget that?

RIVA

You relinquished that right long ago.

Turns to the kids.

RIVA (CONT'D)

Leave this criminal in the forest. He is the worst, the lowest-

ENDO

You can stop anytime.

Matthew feels sorry for Endo.

MATTHEW

I think he should be allowed come too.

ENDO

That's my guy.

OPHIR

Matthew!

Endo puts his goo-covered trunk round Matthew's shoulders, almost entirely covering him.

ENDO

(to Riva)

This kid here's a hero on his home planet. Second in command. Can see why.

Matthew beams.

OPHIR

(whispering, angry)

Didn't you hear her? He's a criminal!

MATTHEW

(whispering back)

I think she's picking on him. Anyway, look how big he is. And he said he can help.

Riva SPITS at Endo.

RIVA

Very well. But I'll never let you from my sight.

Endo ignores her and with a flourish picks Matthew up with his trunk and places him ostentatiously on his back.

ENDO

Allow me.

Matthew is smitten.

INT. BLACK FOREST -- LATER

Riva glides through the dense treetop canopy. Below her Matthew bobs on Endo's back. He turns to look at Ophir trudging behind and she scowls at him.

ENDO

(talking softly so  
the others won't  
hear)

So I get why the princess wants  
ergonite. But how 'bout you?

MATTHEW

It's kind of a long story. My Dad's  
been away for a while but if I save  
the planet and become a hero we'll  
be hooking up again.

ENDO

This Golden dude's your dad?

MATTHEW

Nah. But he and my dad are good-

ENDO

-Ya know, you and me make a good  
team. Whaddaya say we slip away  
from these two?

MATTHEW

Oh no. I couldn't desert Ophir.

ENDO

Nothin' personal kid but she don't  
seem to like you much.

Matthew turns around and Ophir gives him another glare.  
He's crestfallen.

INT. DARK FOREST -- LATER

The trees are thinning out and the sky has a dim pre-dawn  
light. Matthew and Endo are chatting and laughing.

MATTHEW

-he sits on a leaf and waits for the  
fall!

ENDO

(laughing)

Waits for the - oh that's a good-

They all lurch to a sudden stop as a slime-covered BEAST,  
huge and grotesque with the reptilian head of a crocodile

and the body of a whale, looms up in front of them, advancing menacingly. This is PETESUCHOS. Behind him rushes a thin green river.

MATTHEW

What's that?

ENDO

Petesuchos, guardian of the Waters  
Of Timelessness. Let me handle this  
kid.

(louder, full of  
bonhomie)

Hey old man. Just passin' through.

Petesucho GROWLS, bearing yellow slime-covered teeth. The effect is hideous. When he speaks his voice sounds like it comes from a place of darkness.

PETESUCHOS

Is that a mortal upon your back?

ENDO

Yeah, but just a little one, so-

Endo starts forward but Petesuchos lets an ANGRY ROAR and blocks the way. As he does he spots Ophir behind.

PETESUCHOS

Beasts may pass, but mortals are  
mine. Place him before me.

Endo hesitates then deposits a scared Matthew with his trunk..

ENDO

(wheedling)

C'mon big guy. Give us a break.  
It's not like they're gonna survive  
long where they're goin' anyway.

MATTHEW

(whispering to Ophir)

What does he want?

OPHIR

He's the guardian of the river which  
divides light and dark.



PETESUCHOS

(angry)

Beasts pass now or I shall change my  
mind and put you all to the test.

Endo and Riva look at each other but don't move. Petesuchos  
SNARLS advancing slightly and that lights a fire under them.  
They wade reluctantly into the river.

PETESUCHOS (CONT'D)

(to Matthew and Ophir)

To pass into these waters you must  
answer one question.

Matthew and Ophir nod nervously.

PETESUCHOS (CONT'D)

I have two stories from which you  
must choose.

MATTHEW

(whispering to Ophir)

Is this a riddle? I'm good at  
riddles.

OPHIR

Not exactly.

PETESUCHOS

Do you choose to hear a story so  
wonderful none can imagine it, or  
one so terrible it can hardly be  
spoken?

MATTHEW

Well, that's easy. I-

Ophir jams her hand across his mouth.

OPHIR

(whispering)

The stories are the two afterworlds.  
Whichever you choose is the afterworld  
you'll be forced to live in forever.

MATTHEW

Well okay then, I don't wanna hear  
either.

OPHIR

Then you will be forced to live with Petesuchos eternally, in neither one world or the other.

Matthew looks up at the grotesque slime-covered creature, really upset.

MATTHEW

That question isn't fair.

Petesuchos ROARS in anger.

PETESUCHOS

Fair? It has no wrong answer. That's as fair as you can get! I've been asking this question for thousands of years.

(suddenly self-pitying)

Do you know how boring it is to spend eternity asking a question with no wrong answer. That's what's not fair!!!

ENDO

(from across the river)

So change the question

PETESUCHOS

To what? What color is the sky? Boring. How many claws am I holding up? No thanks!

ENDO

Hey kid, ask him one a those things you were askin' me.

MATTHEW

(uncertain)

A riddle?

ENDO

Yeah. Go on.

MATTHEW

(nervously)

Okay. What kind of beast can jump higher than a tree?

PETESUCHOS

(suspiciously)

Is this one of your friends? The tigorang perhaps?

MATTHEW

No, the answer's - None. A tree can't jump.

Endo chuckles appreciatively. Petesuchos repeats it thoughtfully.

PETESUCHOS

A tree can't -- Oh..very good.

(laughs wheezily)

C'mon, ask me another.

MATTHEW

(gaining confidence)

I run uphill and down, but I never move. What am I?

PETESUCHOS

Uphill...never move? Oh a real brain tickler. A Cymor? No, they've been known to move-

MATTHEW

-want the answer?

PETESUCHOS

(irritable)

Ssssh! I'm trying to concentrate.

OPHIR

So can we...?

Petesuchos nods preoccupied and gestures them through the swirling river.

MATTHEW

This water isn't deep!

OPHIR

It's bottomless. Only the will of Petesuchos keeps us afloat.

Matthew turns to look at the still-puzzling beast and steps up his pace.

The light on the far side is brighter. Beyond the trees there's a glint of blue sky.

ENDO

What's with the uphill and downhill and not move? It ain't possible.

MATTHEW

Sure it is - if you're a path.

ENDO

Oh, hey...  
(gets it and roars  
with laughter)

EXT. OCEAN SHORE -- DAY

The slime-covered group pushes through the last of the now-green trees to a blue cloudless sky and a smooth ocean reflecting it. Endo and Matthew are deep in conversation.

MATTHEW

I have another one. When do beasts have six eyes?

ENDO

Got me.

MATTHEW

When there's three of them!

They fall over themselves laughing. Ophir rolls her eyes as she pushes past them towards the water.

OPHIR

At last I can get clean! I suggest you two do the same.

She runs to the ocean and scrubs at the goo.

Matthew looks ahead - ocean as far as the eye can see. Nothing else but a dark rising silhouette in the ocean's center, too far away to make out.

MATTHEW

(alarmed)  
Where do we go now?

OPHIR

Across of course.

MATTHEW

You never told me we had to cross water. I don't swim.

RIVA

I'm not fond of water either, but we don't have to swim it. Here, help with this.

She drags a long piece of driftwood over to the water's edge.

INT. COURTYARD -- DAY

Ikhn seethes with anger. The Phoenix is on his shoulder. A group of Aten Guards wait impassively in front of him.

IKHN

So the Beasts and the Princess are working together? They should've known better than to come into the light.

EXT. OCEAN SHORE -- DAY

The group ties driftwood logs together with vines. As Matthew pulls a vine tight it snaps.

MATTHEW

(worried)

These don't seem very strong.

OPHIR

They're all we've got. Though with that extra weight...

Gestures to Endo, who's not helping. Instead he's sucking up water and blissfully squirting it under his arms.

INT. CONTROL ROOM -- DAY

Pyre and the Controllers man the monitors as Deming strides in.

DEMING

Give it up Pyre. The shuttle crashed.

(MORE)

DEMING (CONT'D)

The kid didn't survive. This is the end of the line.

PYRE

But how do you explain the heat sensors? They detected numerous movements within minutes of the crash.

DEMING

In case you've forgotten, I'm in charge of this mission, not you. There's no chance of recovering the ship and if there's extra terrestrial life up there I sure as hell don't want to give them access to our technology. I want that ship destroyed.

PYRE

Just a little more time Lieutenant.

DEMING

If that kid's alive I want proof and I want it soon. You may be jeopardizing the security of this planet by keeping that thing up there. You've got 24 hours.

EXT. OCEAN SHORE -- LATER

The raft is completed - it's rough but looks seaworthy. The four push it into the water. Riva steps in ankle-deep then jumps on the raft, shaking her paws out distastefully.

Next is Ophir who wades in and scrambles on. Then Endo. The raft nearly capsizes under his bulk. Riva gets splashed and shakes out her fur angrily.

RIVA

You'll break the whole thing if you're not careful!

Matthew is the only one left. The raft starts to drift out.

OPHIR

(impatient)

C'mon Matthew.

ENDO

(to Ophir)

The kid don't like water.

(to Matthew)

Why doncha stay here kid. Leave it to me.

RIVA

(hissing)

I know what you're up to.

The raft floats out farther and Matthew tries not to panic.

ENDO

Toss me the snake kid. I'll meet you back here.

Behind his back, Endo pushes hard on one of the poles to move the raft out further.

ENDO (CONT'D)

Over here. I'll take care of the rest.

Matthew fingers the snake.

OPHIR

C'mon Matthew!

She stretches out an arm.

OPHIR (CONT'D)

Hurry.

Matthew takes a deep breath and wades chest-high through the water to Ophir, who helps haul him aboard. He looks about nervously as the raft sails out on the vast blue water.

Endo scowls.

EXT. RAFT -- LATER

The sun shines down brightly. Matthew's hunched in the middle of the raft gripping the logs with both hands. Ophir's deep in conversation with Riva.

OPHIR

-but what did it feel like to be ruler of your planet?

ENDO

(interrupting)

It felt like she was too good for anyone else.

Riva ignores him.

RIVA

I knew since birth that my-

MATTHEW

-What's that?

The shadow in the middle of the ocean is closer now and we can see it's an enormous tree, the width of a city block and so tall its branches disappear into the sky.

OPHIR

The Life Tree. The one I told you about. Ergonite runs through it like sap. The ergonite volcanoes are roots which erupt through the ground.

MATTHEW

(excited)

Well let's just row over there, cut into the tree and get some.

Unnoticed by the group, Ikhn's Phoenix swoops over them, then flies directly towards the sun.

OPHIR

First of all, if you cut the Life Tree, you kill it. Second of all if the rocks around the Tree don't get you, the storms that blow up whenever anyone gets too close will.

It's suddenly really hot. Ophir cups a handful of water and tries to cool off.

OPHIR (CONT'D)

It's not usually so hot...

Matthew too is feeling uncomfortable. He puts his face down between the logs so he's staring at the water. Beside his head the vines start to dry up and crackle like dry leaves in the heat. One pops.



MATTHEW

(panicked)

The vines. The heat's drying them out.

Two more snap apart and one side of the raft jerks free leaving Matthew arms clinging to one side, feet to the other, looking straight down into the fathomless blue.

MATTHEW (CONT'D)

Help!

Before anyone can, the rest of the vines crackle dry and pop apart. There are yells then splashes as Ophir, Matthew, Riva and Endo plunge down into the ocean.

INT. OCEAN -- DAY

Matthew spirals through the depths, eyes open in terror. He's about to hit the sandy bottom when an ocean creature, a DOSEAL, cross between and dolphin and a seal, zips underneath him and catches him on its back.

Then the rescuer soars to the ocean's surface with its stunned cargo.

EXT. OCEAN -- DAY

Clinging to the Doseal, Matthew bursts through the ocean's calm surface, coughing and gasping for breath. Seconds later the others appear, each clinging to a Doseal, Endo straddled across the backs of two. Just as they get their breath, the Doseals plunge down again.

Matthew's Doseal snaps off an underwater reed with its mouth, then gestures to Matthew to take half. Matthew does, and sucks a deep gulp of air from the Doseal's reserve. Behind them, the other Doseals and their passengers are doing the same.

With breathing tubes in place, the Doseals race through the undersea world of ancient rock formations and plant life. Calmer now, Matthew starts enjoying the darting voyage along the ocean floor.

The rocks get taller and darker, starting to enclose the group until they find themselves in a tunnel where the water recedes enough for their heads to break the surface.

INT. OCEAN TUNNEL -- DAY

Surfacing in waist-high water, Matthew dismounts his Doseal stunned but elated.

MATTHEW

Thank you!

The rest slide off their rides.

DOSEAL

Anything for our Queen.

She gives a respectful nod to Riva whose fur stands up in undignified wet clumps.

RIVA

If we ever make it home you shall be greatly rewarded.

Ophir picks seaweed from her hair and wrings out her robes.

DOSEAL

We must go. The Aten make us transport things from the ocean floor. If they find we have left our posts they will harm the others.

The Doseals start off.

RIVA

Tell the others I am coming. My friends and I shall be there soon.

ENDO

Hey, wait. We're lookin' for the ergonite volcano. Any tips?

The Doseals are swimming away now. One calls back.

DOSEAL

Follow the caves.

ENDO

Caves. Right. Gotcha.

He looks around at the dripping tunnel walls.

ENDO (CONT'D)

Like we had a choice.

Then he notices Matthew and does a double take.

ENDO (CONT'D)

Hey, kid where's your jacket?

MATTHEW

I took it off on the raft.

ENDO

You still got the snake doncha buddy?

Matthew checks one pocket suddenly worried.

MATTHEW

No. Uh, yes. Here it is.

Endo relaxes.

ENDO

Well c'mon then. What're we waitin' for?

And he leads the group up through the tunnel. On the side of the tunnel wall are some carvings.

OPHIR

Matthew look!

MATTHEW

(fingering the strange designs)

They look like hieroglyphs. Like the ones on-

He breaks off as he sees what his hand is tracing. A design of a winged serpent with writing inside it.

MATTHEW AND OPHIR

Quatzcoatl!

MATTHEW

Do you know what it says?

Ophir squints at the strange symbols translating slowly.

OPHIR

Look to the ones who carry the world  
upon their shoulders and the circle  
of knowledge upon their backs.

(trying to absorb it)

It sounds like one of those ridiculous  
riddles you find so funny.

MATTHEW

In the Golden Meanie it always has,  
I mean, we always have, these clues.  
And the Golden Meanie has to decipher  
them.

OPHIR

Can you do that with this?

MATTHEW

Well, the Golden Meanie clues are  
usually in code. And he's got a  
code de-scrambler. I uh, don't have  
it with me.

Ophir had a feeling. She stalks off. Riva is at the head  
of the group, as they proceed, the small nubs on the cave  
ceiling begin to droop down, like misshapen stalactites.  
Endo stops, grabs one and sniffs. They watch him curiously.  
He sniffs again.

RIVA

What?

ENDO

Wood.

Riva rolls her eyes and start to move on.

ENDO (CONT'D)

I'm tellin' ya, there's somethin'  
weird about his cave. It smells  
like wood.

He runs a huge claw along one of the cave walls and pulls  
out a chunk of wood.

MATTHEW

He's right.

OPHIR

(excited)

This must be a root tunnel from the  
Life Tree. It means the ergonite  
volcano must be close. C'mon.

And she races ahead. They follow her, running towards the light ahead and find themselves at the bottom of a volcano.

INT. VOLCANO -- DAY

The walls of the volcano rise up around them. The clear blue sky is visible through the opening at the top. This isn't a lava and rock volcano however. Its sides are dirt, and twisted roots are everywhere.

OPHIR

(awed)

We're inside it!

ENDO

We just rode the ergonite express!

He offers a paw to Matthew, who, equally elated, gives him five.

RIVA

Hush. All this noise will attract the Aten.

OPHIR

It doesn't look like there's anyone here.

(impatiently to Matthew)

Take out the snake!

She grabs it from him and runs towards one of the volcano walls holding it out in. Nothing.

RIVA

Careful. The Aten could be nearby.

But Ophir's too excited to care. She races to another spot. The snake's blue eye lies flat and lifeless.

ENDO

Maybe the kid has to do it. It's his snake.

Ophir thrusts the snake towards Matthew. Matthew tries it. Nothing. He tries another area but it's useless.

OPHIR

Ikhn has already been. We're too late.

EXT. VOLCANO -- DAY

The group haul themselves up the roots along the volcano's side and clamber out the top.

ENDO

(puffing)

My luck. At least in the forest I was hidden. Here I'm like target practice for pyromaniacs. Thanks a lot kid!

Matthew's crushed. He sinks onto a boulder, but is bounced right off his seat and sent sprawling into the rubble.

MATTHEW

Whaaaaarh..

To the amazement of the group, the rock Matthew was on starts to move. It elevates off the ground and four stumpy wrinkled legs protrude from beneath.

The rock is actually the dusty, brown shell of a TROG (part turtle part frog, but similar in size to Endo - huge and prehistoric-looking). The Trog sticks its wrinkled malevolent face from beneath its shell and looks around.

Ophir yanks Matthew out the way.

MATTHEW (CONT'D)

What's that?

Ophir backs she and Matthew as far away from the thing as possible. Endo and Riva are already well out of range.

OPHIR

It's called a Trog. They're the foulest of creatures.

The Trog's head disappears once more under its shell. Matthew breathes a sigh of relief.

MATTHEW

I wouldn't've sat on his shell if I'd known. It looks exactly like a rock, except for that..

He trails off, suddenly fascinated.

MATTHEW (CONT'D)

Ophir, look.

They all peer at the Trog's shell. It has a distinct pattern etched into it.

OPHIR

(dismissive)

They're all like that.

Matthew circles round the shell looking from another angle, still careful to keep his distance.

MATTHEW

(reciting)

Look to the ones who carry their world upon their shoulders and the circle of knowledge upon their back.

(beat)

Do you think..?

OPHIR

(horrified)

A Trog? But they're the lowliest life form on the planet.

ENDO

Hey kid. I think you got something there.

Endo blows through his trunk and the dust comes off the shell revealing a clearer pattern. The Trog snaps out its head and lunges for Endo's trunk.

ENDO (CONT'D)

Whoa, You gotta control that temper. We was just admiring that thing on your shell. What is that anyway?

TROG

Everyone knows it's the tower at Trog Bog.

RIVA  
We must go there.

ENDO  
(to the Trog)  
So what - you put it on there as  
decoration?

TROG  
Oh please. Someone obviously  
recognized the Trogs as superior  
creatures early on, and built a  
monument to us. Now push off.

And he disappears under his shell.

OPHIR  
I remember my father mentioning Trog  
Bog. It's a very dangerous place.  
No one can cross it but the Trogs.  
But in a million years we'd never  
find one to take us across.  
(desolate)  
There is only a few hours left before  
my people will be taken by The  
Darkness.

Matthew desperately wants to cheer Ophir up.

MATTHEW  
I've got an idea.

He gestures for the group to come close around him and he  
starts to talk softly.

EXT. VOLCANO -- LATER

Endo swaggers up to the Trog and RAPS on its shell. The  
Trog pokes its head out and HISSES. Endo backs away.

ENDO  
Chill. We're not here to bug ya.  
We wanna make you a deal.

TROG  
Trogs don't make deals.

Endo leans in conspiratorially.



ENDO

Look, the reason we're traveling together is we plan to take over this planet with the help of Matthew here, and his leader, The Golden Meanie - the supreme leader of Planet Earth.

(beat)

Show him Matthew.

Matthew produces the weather-beaten comic with a flourish.

ENDO (CONT'D)

This here's the Ancient Book of All Earthly Knowledge.

Matthew holds it towards the Trog who can't hide his spark of interest.

ENDO (CONT'D)

In it is contained all knowledge of the planet and whoever holds it shall be a, uh-

MATTHEW

A great force on the planet.

Trog is starting to look interested.

ENDO

Right. Now Matthew here has generously offered to pass this along to youse so when the Golden One comes you'll enjoy a position of Privilege and Greatness. In return all you gotta do it take us across Trog Bog.

TROG

Privilege and Greatness hmm?

(this is tempting)

About time. We Trogs never received a fair shake on this lousy planet.

(he considers)

Deal! Give me the book.

MATTHEW

Not until you take us over.

Trog glares.

TROG

I'll have to find some other Trogs to help. It'll take a while. We try to avoid each other.

RIVA

(aside to Ophir)

I can see why.

TROG

I'll meet you at Trog Bog at Fading Time. You better be there with the book.

MATTHEW

We will. Don't worry.

The Trog trudges off. Matthew looks at Ophir. It worked! But Ophir's not quite so elated.

OPHIR

Are you sure your leader won't be angry with you for giving that away?

Matthew feels a little guilty.

MATTHEW

I'm sure.

Ophir regards him with new respect.

OPHIR

Trog Bog is in the north. We may as well start now.

As Matthew begins trudging, the brilliant sunshine changes to shade. He glances idly up. Closing in on the group are what appear to be huge BIRDS OF PREY.

They swoop towards them and Matthew YELLS. They're not birds at all, but ATEN GUARDS hand-gliding inside huge feathered contraptions.

ENDO

Run!

The fleeing group are no match for the gliders. The guards release the talons and scoop Riva. Then Endo.

OPHIR  
The trees Matthew!

Ophir changes course but a glider zooms in behind her and scoops her up. Another one follows and gets Matthew just as he throws himself to the shelter of the trees.

Dangling from talons, the group is lifted high above the volcano and soars over the landscape.

EXT. HIGH ABOVE INNEAD -- DAY

Valleys and grasslands are a patchwork below. Endo covers his eyes with his trunk as the gliders swoop dangerously around cliffs. Matthew struggles against the steel talon that encases him, but it's futile. He cranes to see Ophir.

The gliders nose-dive towards land and Matthew braces for the crash to come, but at the last moment, the talons release the four and drop them in an undignified pile at the foot of Ikhn's throne.

INT. COURTYARD -- DAY

Ikhn towers above the dazed group. The halo of light surrounding him makes them squint.

ENDO  
It's beakhead and his merry band of  
matchstick men.

Ikhn nods to a guard who turns his heat stick on Endo. It hurts.

Ikhn hooks Matthew with one of his taloned gloves and dangles him above the ground, examining him like a particularly offensive cut of meat.

IKHN  
Planet earth if I'm not mistaken.

Matthew nods fearfully. Ikhn tosses him down.

IKHN (CONT'D)  
Always were the ugliest creatures in  
the universe.  
(MORE)

IKHN (CONT'D)  
(turning his attention  
to Endo)

I knew you would return. You're far  
too greedy to be content with what  
the Black Forest has to offer.

Then he looks at Riva.

IKHN (CONT'D)  
But you. The others suffered for  
your escape. It seems all their  
pain was for nothing.

Riva flinches. Ikhn CACKLES. He eyes Ophir.

IKHN (CONT'D)  
And the Princess. Your father was  
very unwise sending one so young -  
and so incompetent.  
(beat)  
At least your Seers presented a small  
challenge.

OPHIR  
(struggling to hide  
her fear)  
Where are they?

IKHN  
You'd like to see them?

OPHIR  
Yes.

IKHN  
Very well.

Ikhn lifts the lid of a large golden urn and takes out a  
handful of ash. He blows it at the group and it covers  
Matthew and Ophir.

IKHN (CONT'D)  
Ashes to ashes.

Horrified, Matthew and Ophir brush at themselves.

IKHN (CONT'D)

(gloating)

You see Princess, your Quatzcoatl has truly deserted you. If you ever doubted it, this is proof enough.

Ophir can't stand this.

OPHIR

He isn't gone. He sent a messenger!

Matthew tries to catch Ophir's eye. But it's too late.

OPHIR (CONT'D)

(to Matthew)

Show him!

Ikhn's mood suddenly changes. He rises menacingly over Matthew.

IKHN

Show me what?

He hooks Matthew again and holds him aloft and squirming.

IKHN (CONT'D)

Well?

Reluctantly Matthew reaches in his pocket and pulls out Quatzcoatl. As Ikhn sees it he drops Matthew like he's been burned.

The guards surround Matthew. Ikhn's angry but there's a hint of something else in his voice.

IKHN (CONT'D)

Who are you?

As the guards close in Matthew struggles to find his voice.

MATTHEW

Nobody. I just-

IKHN

-I'll show the serpent who's master of this planet. Quatzcoatl thinks he can intimidate me with *this*?

He jabs Matthew with his booted foot.

IKHN (CONT'D)

If you are his messenger we shall  
see whose powers are stronger now.  
I once rose from the flames. Let's  
see if you can do the same.

Ophir is horrified at what she's done. She pushes forward  
but is caught by the guards.

OPHIR

What're you going to do with him?

Ikhn nods to the guards who place a metal breastplate with  
two metal wings over Matthew. They pull the buckles on the  
breastplate tight.

IKHN

He shall go on the sun dial.

He gestures to the huge glinting copper-colored dial. A  
thin strip of light moves across it as the sun changes  
position in the sky.

IKHN (CONT'D)

When the sun is directly overhead I  
dare Quatzcoatl to show himself.  
Otherwise...

Ikhn plucks an exotic bloom from a nearby bush and tosses it  
in the strip of light. It bursts into flames then turns to  
ash.

He gestures to guards.

IKHN (CONT'D)

The rest of you can join those who  
didn't manage to escape.

As the guards drag them off, Ophir looks desperately at  
Matthew, who struggles in his winged straightjacket as the  
guards tie him to the top of the dial.

EXT. MUD PIT -- DAY

Ophir, Endo and Riva are shoved towards a black hole in the  
ground.

Endo tries to dig his heels in as he's dragged to its edge but all his strength is no match for the Guards and their heat sticks.

ENDO (O.S.)

Aaaaah

It sounds like he's falling quite a distance, then there's a SPLAT.

Riva is next, then Ophir. Both resist, but it's futile.

INT. MUD PIT -- DAY

Ophir pulls herself out of the mud. Riva and Endo have done the same. Riva peers through the darkness.

RIVA

Hello?

ENDO

Who're you talking to?

RIVA

He said the others were in here.

ENDO

Yeah, they're in here alright. But not where they can answer you back.

RIVA

What d'you mean?

ENDO

This.

He tries to lift his foot out of the mud but can't. Ophir does the same. Realization dawns.

OPHIR

I'm sinking.

ENDO

We all are.

Endo struggles to lift his legs but they sink even further into the mud.

RIVA  
What have I done?

She looks at the mud, mourning the ones who were once her friends.

ENDO  
Yeah, well, it's not whachya did,  
it's whatcha gonna do. I need some  
help here. I'm goin' down fast.

And he is. He's bigger and heavier than the other two and  
is already almost up to his belly in mud.

ENDO (CONT'D)  
C'mon. Hold onto me wouldya?  
Otherwise I'm gonna be under in no  
time.

RIVA  
(still grieving)  
The ones you betrayed met the same  
fate. Why not you?

ENDO  
I didn't betray them. None a you  
ever had any time for me. They  
treated me like I wasn't fit to breath  
the same air as them.

Endo sinks a bit more.

ENDO (CONT'D)  
Please.

Riva relents. She turns around.

RIVA  
Take my tail.

OPHIR  
And my hand. If you hold on to both  
of us it might slow you down.

Endo's not good at saying thanks, but he nods.



RIVA

Ophir, stay against the wall as long as you can and don't move! The more we move the faster we'll sink.

OPHIR

How much time do you think we have?

RIVA

I don't know.

She glances up at the sky where the sun is rising above them.

RIVA (CONT'D)

But more than Matthew does.

EXT. SUN DIAL -- DAY

As the sun moves up the bright strip edges closer to Matthew. The heat is becoming unbearable but locked inside the breastplate and wings Matthew can't move.

INT. PIT -- DAY

Endo is past his shoulder in mud, and Riva and Ophir are up to their waists.

ENDO

Guess in the end it don't matter whether you're a queen or a criminal. We're both gonna go the same way.

EXT. SUN DIAL -- DAY

The strip of light touches the tip of Matthew's wing. The heat is searing. The wing starts to distort and melt. The sun burns malevolently down. Matthew struggles, but there's no hope. Ikhn watches with satisfaction.

IKHN

Where is your Quatzcoatl  
now?

The strip of light moves further up Matthew's wing.

INT. PIT -- DAY

Riva, Endo and Ophir are shoulder-level in mud but their minds are elsewhere. All watch sun almost directly above.

ENDO  
 (bowing his head)  
 Poor kid.

RIVA  
 Endo, how many of your species are  
 out there? 50 maybe 60?

ENDO  
 Maybe, why?

RIVA  
 I have an idea.

EXT. SUN DIAL -- DAY

As Matthew's wing crumples and he braces for the worst a  
 sound begins - like an elephant TRUMPETING. Then louder.

EXT. PYRAMID SITE -- DAY

BEASTS - a couple hundred of them all shapes and varieties -  
 drag boulders tied with vines towards a half-built pyramid,  
 watched over by guards.

The Elebears in the group halt and raise their ears to the  
 air as the TRUMPETING grows stronger.

INT. MUD PIT -- CONTINUOUS

Endo takes a breath.

RIVA  
 Louder.

ENDO  
 I'm sinking fast here. This noise  
 ain't doin' my life span any favors.

OPHIR  
 (impatient)  
 Quickly!

Endo sucks a breath and TRUMPETS enormously.

EXT. PYRAMID SITE -- CONTINUOUS

The Elebears respond, they halt and TRUMPET back, then begin  
 stomping their feet in the dry, dusty earth.

The ground vibrates, dust clouds rise.

EXT. SUN DIAL -- SAME

The sun dial starts shaking. Ikhn, counting down Matthew's demise, races towards the disturbance.

IKHN

(shouting to the Guards)

Stop them immediately!

Above Matthew dust rises from the pyramid site beyond. The dial shakes, the dust grows. As the strip of burning light edges to Matthew's face, the dust cloud obscures the sun. The burning strip disappears.

It takes Matthew a moment to realize he's not dead. He can barely see in the dusty air. He tries pulling his arm free of the melted wing and it comes. With his free arm he unbuckles the breast plate and pulls his other arm out.

Pulling the top of his T-shirt over his mouth so he won't choke on the dust, Matthew clambers off the dial and edges his way through the clouded courtyard.

EXT. PYRAMID SITE -- DAY

The guards use their heat sticks mercilessly on the Elebears. A furious Ikhn is the most ruthless of all. Within moments all are subdued.

INT. MUD PIT -- DAY

Only part of Endo's head is now visible. They listen as the noise dies away and look at the sun starting to reappear from behind the thinning dust clouds.

OPHIR

I hope it worked.

Endo starts to sink under the mud. Tries to say something but his mouth fills.

RIVA

Just keep holding my tail.

Endo wraps his trunk more tightly around it and pulls Riva further down.

EXT. COURTYARD -- DAY

Matthew edges round the stone wall then freezes as he reaches the

PYRAMID SITE

Matthew presses against the wall as a beast comes lumbering by. This one looks like it's half gorilla, half panda - a PANGORILLA. Their eyes meet and Matthew holds his breath, scared. Then the Pangorilla trudges on.

EXT. MUD PIT -- DAY

Matthew slides around the side of a rock and runs towards the pit.

INT. MUD PIT -- SAME

Ophir is now up to her shoulders, the other two are even deeper.

MATTHEW (O.S.)

Ophir.

Ophir looks up, and promptly sinks down further.

OPHIR

(momentarily ecstatic)

Matthew?!

(beat)

Can you get us out?

MATTHEW

I'll be right back.

EXT PYRAMID SITE -- CONTINUOUS

Matthew races to the wall as the Pangorilla draws near.

MATTHEW

Psssss.

The Pangorilla looks at him briefly, looks at the guard, keeps moving. Matthew edges along the stone wall, keeping pace.

MATTHEW (CONT'D)

I'm a friend of your leader Riva.

This time the Pangorilla looks startled. He keeps his eyes ahead but speaks in a low voice

PANGORILLA

Our queen is alive?

MATTHEW

Yes. But unless I get your help she won't be for much longer. Ikhn's thrown her in the pit. With two other friends of mine. I need your help.

PANGORILLA

If I help you I'll get thrown in the pit too.

The courtyard walls are coming to an end as the Pangorilla moves towards the pyramid base.

MATTHEW

Please.

The Pangorilla gives the briefest of nods. Deftly and with the slightest of motions, the Pangorilla unknots one of the vines and flicks it to Matthew.

EXT. MUD PIT -- DAY

Only the very tops of Riva and Endo's faces are now visible. Ophir is fairing only slightly better. Matthew tosses the end of the vine in.

MATTHEW

Endo, grab it with your trunk.

He misses. Matthew pulls the vine up then tosses again. This time he gets it.

MATTHEW (CONT'D)

Hold on.

Endo's trunk wraps firmly around the vine, it tautens and he's slowly SUCKED out.

MATTHEW (CONT'D)

Riva, take the end in your teeth!

The end of the vine wobbles back and forth like a pendulum, Riva makes a grab for it and captures it in her mouth.

EXT. PYRAMID SITE -- SAME

The Pangorilla heaves with all his might, pulling his boulder as well as the stretched tight vine. A guard looks over suspiciously but seeing the boulder move, looks away.

INT. MUD PIT -- CONTINUOUS

Her arms now free, Riva reaches for Ophir but the vine jerks and she misses. Her feet are pulled free and she grabs Ophir's shoulders between them and Ophir starts to rise. But the mud's too slippery. Riva loses her hold and Ophir slides down, SCREAMING in terror as the mud closes over her head.

MATTHEW

Ophir!

ENDO

Stop that thing will ya!

MATTHEW

I can't.

They look in horror as the mud swirls then settles where Ophir disappeared. Matthew takes a deep breath.

MATTHEW (CONT'D)

Coming down.

He jumps on the vine and slides down it like a fireman's pole, skidding over Endo and Riva.

MATTHEW (CONT'D)

(to Riva)

Hold my feet!

With her long toes she grasps them tightly and Matthew plunges headfirst into the mud.

All is still for a moment, then as the vine jerks up Matthew reappears holding a mud-covered, coughing Ophir. The vine pulls up further and Endo clambers onto the bank, yanking the rest up then letting the vine to trail away.

Ophir spits mud and gulps air. She catches site of Matthew, barely recognizable behind the quickly drying mud.

OPHIR  
(with a weak smile)  
You should see yourself.

MATTHEW  
(smiling back broadly)  
You should see yourself!

EXT SUN DIAL -- DAY

Ikhon strides to the sun dial and sees the melted wings and the open buckles. He gives a furious SCREECH.

EXT. MUD PIT -- DAY

RIVA  
Did you hear that? Quickly.

ENDO  
Both of you, on my back.

Matthew and Ophir leap on and the group races for the trees. Before they can get there, the brightness turns to shade.

RIVA  
Into the bush!

They make a flying leap and land in a tangle in a bush, not daring to breathe. The black shadow of a bird-like form covers the ground nearby, then moves off.

RIVA (CONT'D)  
From now on we keep to the treed area.

OPHIR  
We have to get to Trog Bog by light fade. Those Trogs won't wait.

EXT. FOREST CREEK -- DAY

Ophir, Endo and Riva luxuriate in the creek's crystal clear water, scrubbing the mud off. Matthew's clean and dripping on the bank. Endo steps out, hoses himself off with his trunk.

ENDO  
(quietly so the others  
won't hear)  
Well buddy, this is where I check  
out.

MATTHEW  
What're you talking about Endo?  
Endo looks down, not meeting Matthew's eyes.

ENDO  
I'm headin' back to the forest kid.  
He looks up briefly.

ENDO (CONT'D)  
Ya saved my life back there. You  
did good.

MATTHEW  
You would've done the same for me.

ENDO  
Yeah?  
(beat)  
Look, I gotta be honest kid. I had  
my doubts about you. All that hero  
stuff on your planet. I thought it  
was a buncha hooey. But after what  
you did back there I can see you're  
the real thing.

Matthew can't believe it - he's delighted.

MATTHEW  
Thanks! It was, uh, you know, no  
big deal or anything.

Endo starts to move off.

ENDO  
See ya kid. Take care.

MATTHEW  
You can't just leave Endo.

Endo stops for a moment and sighs.



ENDO

Riva's right. I ain't no good.

MATTHEW

Course you are!

Endo sighs. What the hell.

ENDO

Look, I didn't come to help you. I came hopin' to get some ergonite for myself. Help my position with Ikhn and the boys ya know. I ain't done nothin' to help no one in my life. I been lyin' to ya all along. I ain't what ya thought.

(turning away)

I'm sorry I let you down.

And Endo shuffles off towards the trees. Matthew digests this for a moment then runs after him.

MATTHEW

Hey Endo.

Endo stops but doesn't turn around.

MATTHEW (CONT'D)

You weren't the only one, well - making stuff up.

Now Endo turns around.

ENDO

Whaddaya mean?

MATTHEW

Those stories about me being an important hero on earth. They were just stories.

ENDO

(admiring)

No kiddin? Boy, you told some whoppers.

Matthew looks dejected.

MATTHEW

I know. I didn't think someone like Ophir would like me otherwise.

ENDO

So that Great Book of All Earthly Knowledge stuff...

MATTHEW

It's called a comic. There are millions of them on earth.

Endo is really admiring now.

ENDO

Whatta con! Kid, you and me would make a great team.

RIVA (O.S.)

It's time to move on you two.

Riva and Ophir, wet but clean, are waiting by the bank. Matthew looks at Endo, not moving. Endo hesitates then winks at Matthew and scoops him onto his back.

EXT. TROG BOG -- DAY

The Bog looks like a field of flat brown mud stretching in the distance. Barely visible on the horizon is the outline of the flat-topped pyramid, the same one etched into the Trog's shell.

Four Trogs are lumbering away from the Bog as the group comes out of the trees.

MATTHEW

(running over)

Wait!

Trog glares at them.

TROG

You're late!

Then he gestures to the other Trogs. Endo goes to climb on Trog but he moves away fast.

TROG (CONT'D)

You're on that one.

He points to the biggest Trog.

TROG (CONT'D)  
 (pointing at Ophir)  
 You. On here!

Ophir grimaces at Matthew. Trog sees it and glares even more.

TROG (CONT'D)  
 Now, I'll take the Book of All Earthly  
 Knowledge.

Matthew pulls out the comic. He and Endo share a look and he passes it to Trog, suddenly nervous. The Trog gives it a brief satisfied glance and stashes it in his shell.

TROG (CONT'D)  
 (muttering)  
 Privilege and Greatness. It's about  
 time.

And the Trogs start to cross the flat brown expanse of the Bog. As they start to paddle, Matthew dips his toe in.

MATTHEW  
 This is no big deal. How come only  
 Trogs can cross?

A distant RUMBLING distracts them - like thunder and getting closer.

OPHIR  
 (shouting over the  
 noise)  
 That's why!

A series of lava-like bubbles race through the mud getting bigger as the noise becomes deafening. Just as the bubbles threaten to engulf the group, the Trogs stretch their frog-like legs and launch a jump, leaping right over the bubbles in unison. The bubbles trail off the other side.

EXT. TROG ISLAND -- DAY

Surrounded by mud flats, the island is a dismal place almost entirely taken up with the massive Flat-Topped Pyramid. The Pyramid has ridges running all the way around it, like steps, or layers piled on each other.

In the bottom left corner two huge boulders rest at right-angles to each other.

OPHIR

(sliding off her Trog)

Wait here. We won't be long.

The rest of the group follow her towards the pyramid.

ENDO

Not exactly where I'd build, but..

The Trogs immediately cluster around their leader.

TROG 2

Well, where is it? We earned it as much as you did.

TROG 3

Pull it out, or I'll come get it, and you won't like -

A bright light strikes their shells. It looks as if the sun, having just gone down, is rising again.

NEAR THE PYRAMID'S BASE the light dispels the gloom.

ENDO

That's better.

He squints towards the sun then sees the Trogs hightailing it across Trog Bog. He runs after them.

ENDO (CONT'D)

Come back here you wrinkled mud suckers.

But it's too late. They're jumping bubbles in the distance. The group stares after them in dismay.

MATTHEW

How're we going to get back now?

ENDO

Lets find out what's here first, then we can make a plan.

RIVA

Endo's right.

ENDO  
 (surprised and  
 flattered)  
 I am?

RIVA  
If we can find ergonite here we'll  
be able to figure something out.  
 (taking charge)  
 Matthew, you and Ophir look around  
 the top, Endo and I will search the  
 perimeter.

Matthew looks up the pyramid. From this angle it seems an awfully long way to the top. But Ophir's already started so he does too.

EXT. PYRAMID -- EVENING

Matthew and Ophir collapse half-way up, out of breath and exhausted.

OPHIR  
 Matthew. There's uh, something,  
 I've been wanting to say to you.

Matthew looks hopeful.

OPHIR (CONT'D)  
 I want to apologize for getting you  
 into this.

Off Matthew's confused look.

OPHIR (CONT'D)  
 You were nearly killed back there.

MATTHEW  
 I'm glad I came. Really.

OPHIR  
 (doesn't seem to have  
 heard him)  
 I thought if we got into trouble  
 your friend the Golden Meanie would  
 come and help us. In those pictures  
 he looked so powerful and strong. I  
 felt sure we'd have a chance with  
 him.

MATTHEW

(dejected)

The only reason you wanted me to come was because I was friends with a super hero?

OPHIR

Well, he looked-

MATTHEW

(bitterly)

-Yeah, I know. I'm not the hero type. More like the opposite I guess. That's what my dad thought too.

He turns away.

OPHIR

But I was wrong.

MATTHEW

You were?

OPHIR

Yes. It seems the Golden Meanie's not coming after all.

MATTHEW

(disappointed)

No.

OPHIR

But we didn't need him Matthew. You were braver than any Golden Meanie could've been. If your dad thinks you're not the hero type he's wrong. What you did back there it was,  
(gives him a shy smile)  
Well, it was - heroic.

MATTHEW

Heroic? Really??

He feels like he might burst.

EXT. PYRAMID TOP -- LATER

Matthew and Ophir struggle up the final steps to the top. It's flat, grey stone, the size of a football field.

Up here it's sunny and the golden orb is large in the sky.

Matthew stumbles slightly. He looks down and notices bumps carved into the rock - like scales.

MATTHEW

Quatzcoatl!

They run along the scales which are carved onto a winged serpent that stretches across the top of the Pyramid.

OPHIR

(shouting)

Endo! Riva!

Matthew runs to Quatzcoatl's head. Beneath it there's writing.

MATTHEW

What does it say?

Ophir squints at the script.

OPHIR

(translating slowly)

Through the mouth of the serpent the riches are revealed.

MATTHEW

The mouth of the serpent!

(excited)

That's right here!

(he scans the head  
confused)

But it doesn't have a mouth.

OPHIR

Maybe it's hidden.

They scabble at the stone. Nothing.

PYRAMID'S BASE -- LATER

The weary group searches around the Pyramid's base. It's futile. Endo throws himself on the dusty ground.

ENDO

That snake ain't got a mouth.

(MORE)

ENDO (CONT'D)

Face it. No wonder the ancient mysteries are so mysterious.

They all sink down beside Endo, exhausted and desolate.

OPHIR

I was wrong to attempt this journey. I disobeyed my father and I've failed, as he knew I would. Now we shall all die.

MATTHEW

I'll never see my mom again.

RIVA

I thought it was your father you were hoping to see.

MATTHEW

So did I.

Riva puts her paw around both him and Ophir.

RIVA

I too have failed those who have put their faith in me.

Endo can't stand this.

ENDO

Ah c'mon. No one could'a done more than whatchy'all did. It wasn't your fault we was up against such an intergalactic bully.

Riva's surprised by the comfort - and grateful. Matthew's attention is suddenly distracted. He stares into the distance. The orb is directly overhead and its position casts shadows down the side of the pyramid.

MATTHEW

The mouth of the serpent!

The others look at him.

MATTHEW (CONT'D)

That's it!



The shadow moving down the side of the Pyramid resembles the body of an undulating serpent. The shadow ends at the two boulders at the Pyramid's base, which now resemble the gaping jaws of the snake - the mouth of the serpent.

AT THE BOULDERS

Endo takes the lead.

ENDO

Allow me.

The boulders are lodged fast against one another. He heaves against them. Nothing.

OPHIR

Matthew. Look!

Matthew's pocket is illuminated. Quatzcoatl is glowing. As Matthew steps forward the blue light moves from his pocket to the crack between the boulders which becomes bathed in blue light.

OPHIR (CONT'D)

Ergonite!

ENDO

Stand back everyone.

He throws himself against the boulder with renewed vigor, and this time it moves slightly. More blue light comes pouring out.

Endo checks to see Riva's watching then throws himself against the rock again. Everyone winces at the CRACK that follows, but the rock moves.

ENDO (CONT'D)

(lying madly)

No problem.

Now they all help push the boulder aside, and find themselves bathed in blue light.

RIVA

Matthew, you go first. Quatzcoatl will lead us.

INT. TUNNEL -- EVENING

The blue light glows brightly ahead as Matthew edges through the narrow tunnel holding Quatzcoatl in front.

EXT. PYRAMID -- EVENING

As the golden orb descends it's revealed as a golden air balloon. The balloon lands and Ikhn strides to the tunnel entrance and lets out a satisfied CACKLE.

Then he reaches for his chin and peels off his face. Beneath the perfect handsome face is revealed the chilling face of a bird of prey. The sharp, curved beak was real, all else was false. Ikhn shrugs off his robes and breast plate to reveal a bird's body. The transformation complete he steps into the tunnel.

(NOTE: From this point Ikhn will be computer-animated.)

INT. TUNNEL -- NIGHT

Matthew inches his way ahead. Endo scrapes a claw along the tunnel edge and it flakes off.

ENDO

Another root...

OPHIR

I can hear the ocean. I think we're heading into the Life Tree!

The blue glow brightens and they quicken their pace. Ophir pushes out the tunnel opening and they stop, stunned at the sight below them.

INT. LIFE TREE -- NIGHT

BEASTS of all types, tied together with vines, and watched by guards, mine the blue veins that pulse faintly within the walls of the hollow tree.

OPHIR

(horrified)

Ikhn drilled into the Life Tree!

They look up to where a hole has been cut in the side of the Tree. The area around it is blackened and dead.

On the ledge beside the hole sits Ikhn's golden spaceship, shining brightly. The distorted reflections of the group are visible in its underside.

OPHIR (CONT'D)

He's killing it!

*Trees  
→  
ergonite  
Keep it  
Alive*

As the blue veins are chipped open, grey rock falls out and the beasts haul the ergonite up a path cut into the tree's side. Where the ergonite veins have been cut they are shriveled and dying.

It takes a moment for the group to notice that Quatzcoatl is sending out a wide band of blue light. The wall above the Beasts starts to glow and the guards look up. The group ducks back into the

ROOT TUNNEL

ENDO

Do something with that can't ya?

MATTHEW

I don't know how to stop it.

Riva grabs it.

RIVA

Open wide Endo.

ENDO

What?

RIVA

You have the biggest mouth. You can finally use it for something worthwhile.

Endo opens his mouth to protest and Riva tosses Quatzcoatl in. He opens his mouth again and blue light escapes.

RIVA (CONT'D)

Not a word.

Endo looks mad and his eyes glow blue. Ophir runs out on the

ROOT PLATEAU

*TREEY  
infante*

OPHIR  
(distraught)  
If the Tree dies everything dies.

IKHN (O.S.)  
Exactly!

They swing round to find the real Ikhn - a huge and menacing bird of prey - behind them.

IKHN (CONT'D)  
Do you doubt now that Quatzcoatl  
deserted you?

OPHIR  
But you're killing the whole planet!

IKHN  
As I've done to so many others. Why  
do you think your solar system is  
filled with cold, barren worlds?  
After this I'll have only one planet  
left.

(turns to Matthew)  
One which you know well.

MATTHEW  
(suddenly understands)  
You can't come to earth!

IKHN  
Come? I've already been. Who do  
you think built the pyramids? I am  
merely returning to claim what has  
always been mine.

Ikhn lets out an ear splitting CAW and Aten guards come running. The Beasts look up too from their laboring and an excited murmur goes around as they spot Riva.

IKHN (CONT'D)  
(to the guards)  
Take them down.

As the guards move in on the group Endo opens his mouth.

ENDO  
Matthew!

A blue light bursts forth with Endo's word and everyone's momentarily distracted. Endo spits the snake. It flies in an arc across the heads of the guards and Matthew catches it.

Endo puts his head down, trumpets and launches himself at the guards. The guards pile into Ikhn who is knocked off balance.

ENDO (CONT'D)

Run!

And the group does. Ikhn is blocking the way through the tunnel so they slip and slide

DOWN THE SLOPE

Quatzcoatl, still clutched in Matthew's hand, sets the veins in the tree walls glowing brilliantly as he slithers down towards the Beasts.

Ikhn swoops down over Matthew, but as he makes a dive for him, Matthew skids right under the line of Beasts

NEAR THE BOTTOM OF THE TREE

Riva and Ophir tumble in a pile at the Beasts' feet but its Matthew Ikhn wants.

RIVA

(to Ophir)

Help me untie these.

Riva starts to untie the vines at frantic speed, then having no luck, starts to gnaw. Her teeth do the work in seconds and vines snap.

As Beasts are freed they in turn help free others. The Aten guards are all over them with the heat sticks. One directs his ray at Riva but a Beast knocks the guard from behind. As he goes flying Ophir grabs his heat stick and brandishes it.

OPHIR

Stop right there.

They do, and she holds them back as the Beasts continue gnawing and tearing through vines to free others.

## HIGH ABOVE

Ikhn circles, ignoring the confusion, looking for the blue glow that signals Matthew. It moves from one area to the other, always covered by the Beasts. Wherever Matthew has been the tree walls have lit up and the whole area is being suffused with a blue light.

## DOWN BELOW

Trapped between stampeding paws and hoofs Matthew struggles to wrap torn vines around Quatzcoatl to stop the glow, but it's no use.

Ophir holds the guards at bay but as more surge forward she's outnumbered. As she back away Matthew spots a small root cave beyond Ophir. It's now or never.

MATTHEW

Ophir!

He grabs her just as the guards swarm in.

## SMALL ROOT CAVE

Matthew and Ophir press against the wall.

## ON THE PLATEAU

Endo struggles valiantly but a dozen guards now surround him heat sticks burning. He finally gives in.

ENDO

Okay. Cool it.

## SMALL ROOT CAVE

OPHIR

It's no use Matthew.  
(struggles with tears)  
Quatzcoatl has truly left us.

MATTHEW

Maybe not.

Ophir gives him a puzzled look.

MATTHEW (CONT'D)

What if I really was the messenger  
of Quatzcoatl?

OPHIR

You mean-?

(getting it)

No, you could never pull it off.

MATTHEW

Ikh'n half-believes it already, and  
trust me, if there's one thing I'm  
good at, it's pretending.

OPHIR

Pretending's one thing. But  
pretending to be a God??

MATTHEW

I'll pretend to be a dancing banana  
if it gets us out of this.

Ophir smiles, then notices the veins in the wood of the  
cave behind Matthew responding to the snake's eye.

OPHIR

Matthew...

The walls of the cave turn a liquid blue and start to close  
in.

MATTHEW

Oh boy.

They dive out just as the walls close in entirely. As they  
hit the ground Ikh'n swoops down and scoops Ophir in his beak.

HIGH ABOVE

OPHIR

(screaming)

Matthew!

Matthew looks worriedly at Ophir dangling perilously then  
takes a nervous breath. It's now or never.

MATTHEW

(in deeper, spooky  
voice)

Ikhn, I command you, put the girl  
down.

ON THE PLATEAU

Herded by guards, Endo stops and swivels. Matthew??

DOWN BELOW

MATTHEW (CONT'D)

(spooky voice getting  
stronger)

I am the true messenger of Quatzcoatl,  
the one upon whom he has bestowed  
his power by giving me this statue.

He waves the statue and its blue eye bounces off the Tree's  
side, causing the already glowing wall to light up more  
brilliantly and move inward.

ON THE PLATEAU

As the wall shifts, the guards surrounding Endo lose their  
footing and tumble down, desperately grabbing onto tree roots  
to halt their slide to the Tree's bottom which is beginning  
to fill with bubbling blue ergonite.

HIGH ABOVE

IKHN

You are no match for me Quatzcoatl!

Ikhn lets Ophir's robe slip slightly in his beak and she  
SCREAMS, held now by just a thread.

IKHN (CONT'D)

Your powers shall be mine! Give me  
the snake. Or I let go!

MATTHEW

Put the girl down first!

And with that Matthew holds the snake aloft so its image is  
reflected in the bottom of the golden spaceship sending down  
thousands of blue lasers. All around the Tree walls start  
to boil with a hot, rushing liquid.



The sides of the Tree move inward.

FURTHER UP THE ROOT CAVES

Riva sees it as she frees the last of the Beasts.

RIVA

Into the tunnel! Run!

As the walls of the Tree start to cave in, the path the Beasts trampled is consumed, and the piles of grey ergonite they'd mined are swept down.

The guards run for their lives. Some of them are swept into the blue liquid below. Others haul themselves into the golden spaceship and frantically lock the doors.

Matthew struggles to keep his footing among the shifting walls. Above, the golden spaceship rocks perilously. Ikhn sees it.

IKHN

(shrieking)

Give me the snake!

MATTHEW

Not until you put the girl down!

The golden spaceship creaks and tips further. Ikhn perches Ophir on a tiny outcropping of root. Matthew shakes his head.

MATTHEW (CONT'D)

(shouting)

Up there!

He points to the tunnel filled with the last of the fleeing Beasts. The ground below the golden spaceship starts to melt. The world is falling around them.

Ikhn practically tosses Ophir onto the plateau by the tunnel.

IKHN

Now!

MATTHEW

(back to his normal  
voice)

Run Ophir!

Matthew and Ikhn lock eyes for a moment, and then, as Ikhn swoops towards Matthew, he tosses Quatzcoatl as far as he can into the rising, boiling ergonite.

With a furious SCREECH Ikhn dives after it, but as he does, the ergonite surges up to meet him and engulfs him in its fiery blue.

There is an unearthly SHRIEK, then Ikhn is gone in a cloud of black, choking smoke.

The Tree trembles and the movement pitches the golden spaceship into the surging cauldron of ergonite below.

Ophir stands frozen on the plateau watching in horror as the ergonite bubbles towards Matthew. Endo lunges back and grabs her arm.

ENDO

Run!

And they do as the liquid ergonite engulfs the entire Tree.

EXT. OCEAN SHORE -- DAY

Some Beasts swim ashore, others land on makeshift rafts. In the distance the Life Tree stretches to the sky, green and vibrant as ever. Only wisps of smoke indicate anything has changed. On the sand Ophir, Riva and Endo make a small sad circle in the midst of celebration.

ENDO

I should'a swallowed the snake. I never should'a let him have it back.

RIVA

If you hadn't done what you did we'd all still be Ikhn's slaves. Now we're free. You did the right thing Endo.

OPHIR

It's my fault. I dragged Matthew into this.

She walks over to the ocean and stares out, desolate. The last of the Beasts have beached and the ocean is blue and still.

There's a small disturbance in the distance. It looks like the cresting of a wave.

Ophir squints, then rubs her eyes and looks again. Soaring towards them on the back of a Doseal, is a familiar figure.

OPHIR (CONT'D)

Matthew?

(she whoops with joy)

Matthew!

Endo and Riva peer unbelieving at the horizon then race to the water. The Doseal deposits Matthew, worse for wear but smiling, in the shallow water. Ophir runs through the water and throws her arms around him.

OPHIR (CONT'D)

I thought you were dead.

Matthew's delighted by the welcome.

MATTHEW

I thought I was too.

(he gestures to the  
Doseal)

If it hadn't been for my friend...

Endo puts his trunk around Matthew's shoulders and leads him to the sand.

ENDO

I knew you'd pull it off. They were  
gettin' all weepy-eyed but I said  
'Nah, that kid'll be back.'

Riva shoots him a look. Yeah right.

OPHIR

How did you get out?

MATTHEW

When the ergonite came up I dove  
into one of the root tunnels. I ran  
as far as I could and then I collapsed  
from the heat.

(shuddering)

I'd still be there if my friend here  
hadn't heard me coughing.

(MORE)

MATTHEW (CONT'D)

She risked her life to find me and  
dragged me to the ocean.

Riva steps forward.

RIVA

We already owe our lives to you, now  
you have saved the life of our valued  
friend. You shall be greatly rewarded  
when we return to our planet.

OPHIR

Return? But why can't you stay here?  
Ikhn and his guards are gone for  
good. And anyway, you have no way  
of getting back to your planet.

Endo looks at Riva and shrugs. Sounds good to him.

YUSHIN (O.S.)

Ophir! Ophir!

Ophir spins. Coming out of the forest is Yushin followed by  
all the Jigsaw People. Yushin limps towards Ophir. She  
meets him halfway and throws herself at him.

OPHIR

Father!

Yushin's eyes fill with tears and he holds Ophir like he'll  
never let her go.

YUSHIN

My daughter. I thought you were  
lost to me forever.

Ophir pulls back excited.

OPHIR

Father, I did it. We can return  
home. Ikhn's gone!

YUSHIN

In a minute. Nothing's as important  
as finding you safe.

Matthew watches them embrace, an odd look on his face.

Something suddenly occurs to Ophir.

OPHIR

You came the forest way. How did you get past Petesuchos?

YUSHIN

It was most strange. He asked me what goes uphill and down but never moves. It seemed obvious he was talking about a path and I told him so. He was so delighted he waved me through and said he'd have another one for me on the way back.

Yushin shakes his head in puzzlement.

EXT. SPACE SHUTTLE -- NIGHT

The darkness is lit with a hundred brilliantly burning torches as the Jigsaw People and the Beasts heave on vines to pulley the rocket upright. A CHEER rises as it noses the sky.

Ophir and Matthew stand together watching as Yushin hobbles up. He reaches into his robes and withdraws a large grey rock.

YUSHIN

This is what you came for. You must take some ergonite home with you.

MATTHEW

Thank you, but no.

Ophir looks at him, surprised.

YUSHIN

Without this no one will believe the heroic deeds you have performed. From what you've told me of your people they believe nothing without proof.

MATTHEW

Yeah, especially from me.

(laughs)

But as long as I know what happened.

He shrugs.

OPHIR

I thought it was essential for your father to hear of it. You told me he will only keep the company of greatness.

MATTHEW

If you love someone you see the greatness in them anyway. Like you and Yushin. Like me and my mom.

Yushin and Ophir share a smile.

MATTHEW (CONT'D)

Anyway, I don't think Quatzcoatl meant anyone from earth to come here and take your ergonite, any more than he meant Ikhn to. I think whatever treasure we have is with us, not with others.

AVATAR  
direct link

Keep the  
a finite for  
the earth  
planet not  
TAKR to  
earth

For the first time the tension leaves Yushin and he smiles. Then he digs deep in his robes and pulls out a Golden Amulet and places it around Matthew's neck

YUSHIN

Then you must have this.

Matthew examines it.

MATTHEW

It looks like a...  
(he's not sure he  
should say it)  
...a golden dung beetle.

YUSHIN

A Scarab, yes. The symbol of the morning sun, disappearing in darkness then coming into the light, reborn and stronger. It's a legacy from Quatzcoatl. It will help you on your journey.

MATTHEW

(puzzled)  
This'll help me get home?

YUSHIN

That is not the journey I speak of.

Matthew looks at Yushin curiously but he smiles enigmatically and moves off.

OPHIR

(softly)

I wish you could stay.

Matthew looks at Ophir. This is hard.

MATTHEW

My mom'll going nuts with worry.  
And she's getting married soon. I  
gotta be there for that.

INT. CONTROL ROOM -- DAY

Pyre and the Controllers are at their monitors when Deming strides in.

DEMING

Okay Pyre. You've had your 24 hours.  
I'm not waiting any longer. Prepare  
to explode the ship.

Pyre wants to protest but one look at Deming's face tells him it's all over.

EXT. SPACE SHUTTLE -- LATER

The Beasts and the Jigsaw People crowd round as Matthew prepares to board the shuttle.

INT. CONTROL ROOM -- SAME

DEMING

What're you all sitting there for.  
Engage termination commands now!

The Controllers turn to their monitors and with heavy hearts do as Deming demands. Pyre pulls his headset off and gets up.

EXT. SHUTTLE -- CONTINUOUS

OPHIR

Will I see you again?

MATTHEW

NASA's not big on letting kids fly  
space shuttles so I'll probably have  
to do astronaut training or something.  
But I'll be back.

Ophir kisses him on the cheek and he blushes.

INT. CONTROL ROOM -- CONTINUOUS

CONTROLLER ONE

Termination, 20 seconds and counting.

Beside him the wall screen flashes the numbers in red as the  
countdown continues.

EXT. SHUTTLE -- EVENING

Fighting emotion Matthew hugs Riva then Endo. As he boards  
the shuttle the threesome stand together. Matthew hesitates  
and turns back for a final glance. Endo gives him a broad  
wink. Then Matthew climbs aboard.

INT CONTROL ROOM -- CONTINUOUS

Nine, eight, seven... Controller One's screen suddenly lights  
up with a series of numbers.

CONTROLLER ONE

Oh Jesus. What's that?

Pyre is making for the door but he swings around.

CONTROLLER ONE (CONT'D)

We've got a sensor reaction here  
sir.

Pyre runs over.

PYRE

(yelling)

Disengage the termination. Stop it  
for christsakes.

Four, three, two... The numbers freeze. Everyone but a  
furious Deming breathes a sigh of relief.



INT. SPACE SHUTTLE -- CONTINUOUS

Matthew straps himself into the flight center, studies his handwritten notes, follows commands.

MATTHEW

Matthew to earth. Come in. Matthew  
to earth.

INT. CONTROL ROOM -- SAME

PYRE

Did you hear something?

Deming grabs Pyre's headset.

DEMING

Give me that.  
Earth receiving.

MATTHEW (O.S.)

Hello sir. I'm coming home.

A CHEER goes up across the control room. Deming is too stunned to answer.

EXT. SHUTTLE -- EVENING

As the Jigsaw People and the Beasts watch, the shuttle fires up, then blasts into the darkening sky. Within moments it's a speck, flickering like the first star of the night.

INT. CONTROL ROOM -- DAY

Pyre is at his monitor, headset on. Around him the Controllers work madly.

PYRE

Okay Matthew. Try it now.

The monitor screen above Pyre flickers then the picture starts to form. It's gravelly but Matthew is visible.

PYRE (CONT'D)

Got it!

Then he does a double take. Matthew's clothes are torn, singed and dusty.

PYRE (CONT'D)

What in tarnation happened to you?

Deming grabs the headset.

DEMING

You were AWOL for 48 hours. Do you know what that means?

MATTHEW

No sir.

DEMING

It means you put this mission and more importantly, this country, at risk.

Deming paces to the window, still talking through the headset.

DEMING (CONT'D)

Some juvenile delinquent from your class leaked the whole mess to the media.

He looks out the window to where REPORTERS and CAMERA PEOPLE form a huge crowd. In the midst, Chad is being interviewed.

DEMING (CONT'D)

I've got reporters here thinking they're about to get the story of the century. But not a single word of what happened is released to them without going by me first. You got that?

On the monitor Matthew sits back in his chair, unintimidated.

MATTHEW

Sorry sir, but there's nothing to tell. I had a bumpy landing. I was knocked unconscious.

DEMING

You expect me to believe you were unconscious for 48 hours without registering on heat sensors?

MATTHEW

Yep, that's about it.

DEMING

If I find you're telling me a story  
I'll-

MATTHEW

-With all respect sir. If I wanted  
to tell a story, I could think of a  
better one than that.

There's a loud static BURST as Deming slams the headset down.

INT. CONTROL ROOM -- SAME

Pyre retrieves his headset.

PYRE

(softly)

Deming might believe you Matthew,  
but I don't.

INTERCUT CONVERSATION - PYRE AND MATTHEW

MATTHEW

I'd be disappointed if you did sir.  
By the way, do you know anything  
about Scarabs?

PYRE

Scarabs?

MATTHEW

Dung beetles.

PYRE

I know what they are, it's just funny  
you should mention them. In ancient  
times they were a symbol of-

MATTHEW

The sun, I know.

PYRE

But also of humanity.

MATTHEW

Did you know sir, that from other  
planets the earth looks blue?

PYRE

Yes.

(it starts to dawn on  
him)

Yes I did! Matthew I think we need  
to have a talk.

INT. SHUTTLE -- NIGHT

Matthew turns the Scarab over in his hand and smiles.

MATTHEW

I'm looking forward to it sir.

On the bottom of the Scarab a blue eye glows brightly.

The End

**Terra Incognita**  
**TV Series - Concept Document Synopsis**  
By Clodagh O'Connell

*An animated action-adventure series aimed at children aged 7 to 13.*

It is approaching 2012 - the year the Mayan calendar ends - and the world's future is in question.

Matthew has returned to earth, and with the help of the scarab given him by Terra Incognita's leader he has found Quatzcoatl. The Serpent God is now old and tired but the world is about to face its greatest challenge. Ikhn, the Egyptian Sun God whom Matthew vanquished while on Terra Incognita, has risen from the ashes and is coming to take over earth and enslave its people to fulfill an ancient prophecy. To help him he has revived many of Egypt's most feared underworld gods.

Matthew is a schoolboy by day and student of Quatzcoatl by night. He learns the ancient ways of the Aztecs and the Mayans as well as special serpent powers. He becomes a warrior and a scholar. At last, at the age of 13, he is ready. Quatzcoatl brings Matthew some allies to help him in the struggle to save the world from Ikhn. They are Dubus the Elebear, Poda the Pangorilla, Riva the Tigorang, Carnac the Doseal and Ophir the jigsaw girl (all those who accompanied Matthew on his adventure on Terra Incognita and helped him defeat Ikhn once before).

The beasts each have special powers drawn from their natural abilities. For example, because Riva is a canopy animal and rarely comes to the ground she has a special knowledge of the sky and constellations.

Matthew is a regular boy, small and thin for his age. He doesn't look like a hero, and no one would ever suspect that the world's future lies in his hands. He's not one to brag and doesn't mind being taken for a weakling at school, which he often is.

The only other earth human who knows about the revival of the ancient war between Ikhn and Quatzcoatl is Professor Pyre, Matthew's friend at NASA. He has tried to warn his NASA co-workers but none will believe him. He is a valuable ally, however, with all NASA's technology at his command and an encyclopedic knowledge of Egyptian, Mayan and Aztec gods and legends.

Matthew never knows where Ikhn will surface next. Many of the places he does are drawn from Mayan prophecies and Egyptian mythology. The battles are waged anywhere from the Mexican jungles amid Mayan and Aztec ruins, to the banks of the Nile where the pyramids Ikhn built on his first visit to earth still stand.

Though Quatzcoatl does not fight, he is important as Matthew's mentor and the giver of wisdom, inducing Matthew to always be on his guard and practice the special serpent powers Quatzcoatl has taught him so he will be ready whenever Ikhn or one of his underworld underlings next surface.

**TERRA INCOGNITA**

**13 part television series**

**by**

**Emil Malak and Clodagh O'Connell**

**Based on an original story**

**By**

**Emil Malak**

**Copyright: Emil Malak**

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## TERRA INCOGNITA SERIES CONCEPT

Terra Incognita is an animated series aimed at viewers between 8 and 14, which draws on the rich mythology of all cultures to create unparalleled adventure stories.

The year is 2012, year the Mayan calendar predicted the world as we know it will end.

The world is in chaos as figures from ancient mythologies of all cultures begin to rise in different corners of the world and battle for supremacy.

Fourteen-year-old Matthew looks and acts like an ordinary grade nine student. But there's something his fellow classmates don't know. Born in the ancient city of Palenque while his archeologist mother was on a dig, Matthew has all the signs of being the one foretold in the carvings discovered on Inca, Mayan and Aztec tombs. In a quest for his missing astronaut father Matthew has already traveled to another planet and helped save its people from the sun god Ikh.



There he was hailed as the reincarnation of the serpent God Quetzlcoatl. Now, like it or not, it's up to Matthew to guide the team he met on Terra Incognita in vanquishing the gods that are rising - in fulfillment of the Mayan Prophecies - to take control of the earth.





Matthew feels like a regular kid with suddenly a lot of responsibilities, but even he has to admit he has a few unusual habits. Since he was a child he has been drawn to stare directly into the sun, something which gets him into trouble at school for daydreaming.

He also discovered ancient knowledge in his head, but can only unlock it when he puts his hands on ergon, the mysterious pure energy rock he was given as a gift on Terra.

Matthew lives with his uncle Morpheus, an eccentric multi-millionaire who is one of the brightest archeological brains in the world. It was Morph who first introduced Matthew to the Mayan prophecies. It was Morph who recognized that only Matthew could fulfill them, and it is Morph who finances and supports Matthew and his friends as they go out to vanquish the latest threats to earth.

Matthew is helped on his quest by Ophir. A princess on Terra Incognita, she is a scholar and a trained warrior who can climb silently, and is unparalleled at deciphering scripts, codes and hieroglyphs. Matthew's in awe of her and she knows it. This makes her even more haughty than she normally is, but the two are devoted to each other, even if Ophir won't generally show it.

Their other mate is Endo, a huge elephantine beast. Matthew met him on Terra and he came to earth to help the boy. Possessed of unimaginable strength, stubbornness and super hearing, Endo also walks the fine line between law and criminal. He knows how to get things done though.



Rounding out the group is Trog, a giant turtle-like creature who, unless he decides to extend his head, is generally taken for a huge rock. He lives near the ocean and spends most of his time meditating. He is slow on land though can ball himself up and roll. In the water he is agile. He is so old even he has forgotten his age.

The heroes are also joined in their mission to vanquish evil by U.S. Army Intelligence Lt.

Deming. While the heroes never use weapons, relying on their unique skills and brain power, Deming is a traditionalist. No matter to him that firepower is generally useless against the supernatural. He often thwarts the heroes efforts by coming in guns blazing and weapons of mass destruction at the ready. Though they are both on the same side, Deming's patronizing attitude toward Matthew and his gang, and his refusal to listen to the histories of the conflicts make him an antagonistic figure.

Each episode features the heroes battling a villain or group of villains drawn from mythology. Each villain is unique and poses unique challenges both to the world at large and to the group of friends.

The heroes are most often alerted to the presence of one of these ancient gods by unusual happenings in the earth that most of the population puts down to scientific causes. For example, when Matthew and Morph hear the ocean is heating at an alarming rate and sea creatures are washing up on shore the scientists may blame global warming. But to the

3

group it sounds like Leviathon is surfacing, attempting to claim the ocean as his own by gradually heating it up to boiling.

Weather changes are a good indicator, as are strange behaviour patterns. The stories are based on credible global situations given incredible causes. The struggles take place in all countries and all cultures of the world.

Not all of the creature rising are evil. Some arise with their good counterparts struggling against them. In these situations the heroes discover valuable allies who are able to bestow supernatural gifts on them to aid them in their quest.

Each episode is a mini hero's journey. Without weapons the heroes are pitted against their adversaries using their own natural talents and their courage, and smarts, loyalties are tested, and limits pushed. Ancient mythological battles were often about good vs evil and this eternal struggle will be at the center of most conflicts. Sometimes though evil is disguised and good is misconstrued.

Matthew and his gang are unsung heroes. Matthew knows that widespread panic could bring chaos and that's when the gods could take over. So aside from the difficulty of fighting these creatures there is the added difficulty of keeping it out of the way of people, doing so secretly and incognito.

4

The plotlines combine mythology, ancient astronomy, legends and the classic hero quest. Stories of honour and courage played out against fantastical elements. It's high adventure with plenty of humour and mythic drama.

5

**TERRA INCOGNITA**

**Character Profile**

by

**Emil Malak and Clodagh O'Connell**

**Based on an original story**

By

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## CHARACTERS

### Matthew

Matthew always thought of himself as a regular boy until at the age of 13 he was told by his uncle Morph that he fulfilled all of the Mayan Prophecies. He still didn't believe it when Morph helped him get to Terra Incognita. He went to save his father. Matthew is modest and courageous. Though he was hailed as a reincarnation of the snake god Quetzlcoatl on Terra Matthew believes he is just a boy discovering his destiny. He didn't set out to save the world but once he realized he might be the only person to do it he took on the challenge.

He is a warrior in training. He has gifts even he is just discovering, but his determination to do the right thing gets him through when his skills aren't enough.

The regular population, including his school friends, never know about Matthew's quests and triumphs and that's the way he likes it. He lives a double life.

He also has a dangerous Achilles heel which stems from a curse inflicted on him on Terra Incognito, Matthew must always tell the truth. Thus if an enemy asks even the most damaging question Matthew is unable to stop himself answering with all the specifics the enemy seeks. This is a carefully guarded secret, known only by his friends - at first.

1


damaging question Matthew is unable to stop himself answering with all the specifics the enemy seeks. This is a carefully guarded secret, known only by his friends - at first.

Though he's heroic and brave Matthew in other respects is typical 14-year-old boy. He has a huge (unrequited) crush on Ophir, he loves gadgetry of all kinds and Morph has supplied him with the most up-to-date electronic instruments, which in 2012 is pretty awe-inspiring. None of these are weapons.

Matthew is impulsive and often blunders into situations before he has thought things out. He lacks the warrior circumspection of Ophir but injustice or danger to his world makes him passionate in his battles. Trog mentors him and trains him in the ways of the warrior, but his impatience means he often embarrasses himself in front of Ophir. However, his courage and determination to right wrongs also serve him well. He is the leader of the team and is respected by all.

2 //

## Ophir

  
Ophir was a princess on the planet Terra Incognita. She helped Matthew on his quest to find his father and save the planet and she has returned with him to earth to make sure no other gods are allowed to take power thus ensuring not only the safety of planet Earth and Terra Incognita but of the entire universe.

*Girls*  
Ophir was trained in the ways of the ancient warrior. She can stalk like a panther, climb like a cat, imitate any noise she hears and her martial arts style excellence make her a formidable opponent. She is also a scholar who can decipher codes and knows ancient dialects and has an intricate knowledge of the solar system. She has an empirical mind and like all warriors is highly principled. Befitting a princess she is haughty and sometimes too proud for her own good. She has major attitude, especially towards Endo, whose frequently unorthodox way of doing things clashes with her own highly principled ideals. She is quick-tempered but is also kind-hearted, generous and loyal.

*she looks so in good*

*Similarities Between  
2 Princess Characters  
IS UNBELIEVABLE*



## Endo

For sheer brute strength, Endo rarely meets his equal. An enormous elephantine-like creature he has iron tusks and thick, impenetrable skin. He also has a keen sense of hearing. He can even hear and translate radio waves which means he is better than any single spy device. This allows him to alert the group to danger, it also allows him to listen in on things he probably shouldn't and use them to his own advantage.

A former blackmarket trader on his home planet, Endo knows his way around a con and can talk a blue streak. Charming and cocky he likes to do the least possible work for the most possible gain and walks outside the rules. He and Matthew are best buddies and Ophir's frequent scathing comments directed at him are brought on by jealousy of this fact as much as by anything else. Though she would never admit it, and Matthew would never believe it.

~~Endo has a memory for all kinds of facts, trivial and major. He never forgets a face. He is a trickster who uses his skills for good but his methods are often too unorthodox for the more classically trained Ophir and Trog. He's a comical rebel, but his loyalty to Matthew and his courage when the chips are down are unquestioned.~~

411

## Trog

An enormous turtle-like creature, Trog can be mistaken for a giant rock most of the time which suits him fine. He lives on a deserted ocean shore when he's not on an adventure, and likes the quiet life, spending much of his time meditating. Trog is a creature of few words. He is older than even he can remember and has a wisdom that guides all of the group.

He is Matthew's mentor in the philosophical ways of the warrior. Matthew has a long way to go but Trog recognizes he has heart and courage and loyalty and all the things it take to achieve greatness, but he also berates Matthew for his lack of patience and discipline.

Trog has many lessons for Matthew to learn but realizes the wayward young hero can only learn them when he is ready.

Trog is given to haikus and sometimes his wise words are hard for Matthew to understand. Endo especially just wishes he'd take the marbles out of his mouth and speak plain.

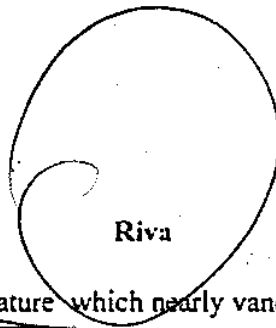
Trog and his kind were rescued from a centuries-old curse by Matthew on Terra Incognito and his loyalty to Matthew is unwavering. Though he moves ponderously on land, in the ocean Trog is quick and agile. On land his easiest method of movement is to

5//

roll himself into a ball and roll like a giant boulder. His shell is impenetrable and has the effect of a huge tank advancing.

Trog and Ophir understand each other, both steeped as they are in ancient codes of honour, but while Ophir's hot temper and defiant pride get her into trouble, Trog never loses his cool. Trog is a zen creature who shares with Matthew a love of riddles. He can spend too much time pondering and weighing everything. This quality drives everyone crazy. Especially when he then comes out with an answer no one can understand.

611



A massive black panther-like creature which nearly vanquished Matthew on Terra Incognita, Riva followed Matthew to earth.

Riva is virtually indestructible and though she doesn't have the power to take over everything on her own she allies herself keenly with whomever she thinks is close to victory. Therefore she keeps appearing in cahoots with various gods aiding them in their destructive plans. Riva has a honeyed tongue and can make anyone believe or do anything. No one is immune and listening to her purring voice is the ultimate folly. She can also see into the minds of her adversaries to know their intentions. She is a master of disguise and manipulation, getting stronger but less intelligent creatures to do her bidding and dirty work.

7/11

### Lieutenant Deming

Lieutenant Deming is leader of a special covert force assigned to track and destroy the supernatural threats that are appearing in keeping with the Mayan Prophecies. Deming is a hard-nosed soldier who believes all battles are fought with weapons, and he brings plenty to every skirmish, despite the fact that supernatural enemies are rarely vulnerable to such tactics.

Patriotic and brave, Deming is a good soldier but lacks imagination and is patronizing and superior towards Matthew and his team. He's also not above taking credit for their successes. Secretly he feels threatened by this kid and his "weird pets". The group regard Deming as an annoyance who frequently makes things worse instead of better. They try to keep information away from him but his intelligence tracks them and though he rarely makes it to ground zero ahead of them, he is usually to be found following just behind.

8

# TERRA INCOGNITA

Story Springboards  
for  
13 Part Television Series

by  
EMIL MALAK and CLODAGH O'CONNEL

Based on an original story by  
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## STORY SPRINGBOARDS

### 1. GOLD OF THE GODS

The news fills the papers and the television screens - the world's most valuable gold artifacts are disappearing. At first it was some museum thefts, works by some great Spanish masters. Police thought it was an art thief.

Then it was thefts of gold statues in Lima, Peru. An entire museum's gold cleared out. Police haven't connected the two. But Morph does. The God Tlaloc is reclaiming his gold.

Morph gets on the computer looking up gold thefts and finds that smaller thefts have happened across Spain and the United States. He believes everything stolen was made of Inca gold.

Matthew goes to the lump of ergon, securely locked in a top room of Morph's mansion, to understand his mission. The ergon takes him back thousands of years to Mayans and Aztecs of South and Central America who believed all gold belonged to the Gods. The Gods showed them ways to tap into the rich veins running through the countries and in return they made offerings, returning the gold to the Gods. When the Spanish came the Aztecs were tricked into giving up much of their gold. It was plundered and returned to Spain. As more and more people came looking for the fabled city of gold - Eldorado, the gold was taken and returned to their own countries. It appears Tlaloc has been waiting to reclaim what is his. Tlaloc is a vengeful God and gold is his lifeblood - it gives him power. With the amount stolen thus far his strength must be rising. He must be stopped from taking any more gold or the consequences will be dire.

Helicraft

Matthew boards the helicraft, Ophir, who normally lives with Morph is currently studying with Trog. So Matthew flies over the desolate rocky beach where Trog is usually mistaken for a giant boulder. He lowers his suction cup from the heli craft to Trog's shell , Ophir slips in underneath and clings on and the two are raised into the helicraft.

Then Matthew puts out the high whistling sound only Endo can hear as they pass over the mountainous forest. Endo raises to the mountain's highest peak and as they fly over a walkway is lowered and Endo thunders on board.

They're off, to New York's Ancient Arts Museum. It is in a room surrounded by 20 security guards at all times, not to mention every kind of electronic security known. In other words, impossible for a mortal to steal. And perhaps for a mortal to protect.

Endo hears Deming's radar tracking. He has their helicraft tracked and is soon behind them. He's always one step behind and it takes him a while to figure out why they're there but when he does he won't allow them near the place, preferring to take credit himself. He surrounds the entire museum with armed guards and military.

In the middle of the night a foggy haze descends on the museum room the treasure are in. The guards race forward but can't see. It clears in seconds and the gold is gone.

With Deming always on their tail the gang realize they can't foil Tlaloc in his thefts.

They must lure him out.

Tracing the Inca gold sources they discover the next largest cache lies in a billionaire's mansion on a tiny Caribbean island.

They arrive to find the mansion has disappeared without a trace. Locals say it was an isolated earthquake that shook the loose ground and swallowed up everything upon it.

II



Now Matthew and his team know where to look for Tlaloc. He has obviously taken refuge in the underworld. Because of the many dangers in going below they hesitate but if Tlaloc is not stopped now he will be unstoppable.

Matthew realizes that if there is to be a battle it will be best done outside the mortal realm so they must take their chances, armed only with their wits - and the knowledge of Tlaloc's single weakness.

2. The Tablets of Destiny, containing all the world's wisdom have been stolen from the center of the earth. Without them wisdom gradually deteriorates - the past is not remembered, mistakes are repeated and all will fall to ruin. Matthew and his team must discover who has stolen the tablets and how to get them back. The problem is Matthew and Morph are mortals and therefore connected to the tablets so with the theft of the tablets they begin to lose their wisdom also but without the knowledge of what is happening to them. It is up to the rest of Matthew's team to recapture the tablets - for once against the wishes of their leader.

3. A historic summit is arranged for all the world's great religious leader - The Pope, The Dalai Lama, etc. They will all be in one place at one time to discuss peace. The world is hopeful. Matthew and his team are panicked. Though security is ferociously tight they know that this meeting represents a unique opportunity for many of the destructive gods who are hoping to rise. Religions have been tools in vanquishing ancient gods and

///

keeping them underground. Thus, many of the most destructive forces big and small are planning their own sort of unity – a one-off alliance to banish their greatest threats then fight it out with each other afterwards for control. While international security forces make sure everything's airtight, Matthew and his team have a much harder job, to identify the other more sinister alliance and stop them before it's too late.

4. Lightning storms are ravaging Italy. Scientists are calling it an inexplicable weather pattern. The thunder is deafening and the lightning shoots from the sky setting fire to homes and fields. Much of the country now has fires burning. A state of emergency has been called. Morph and Matthew believe it has all the signs of the rising of Tiamat, the she-dragon. Thousands of years ago Tiamat vowed to destroy all other gods and gathered together her formidable army of dragons. Now she has returned and the dragons' wars of fire are destroying the land. The team travels to Italy knowing that Tiamat is a powerful god. What they don't find out until they encounter the wars of fire is they occur only at night. This is a problem for Matthew as he needs daylight to function properly. Riva, knowing this, has chosen Tiamat as an ally and though the team don't know it a trap is set is set.

In ancient times Tiamat was defeated before by the god Marduk who created a hurricane which she swallowed. The team has no power to create the one thing that could defeat Tiamat – a great wind. The only way to do that is to enlist the help of the warring Tempestaries, weather spirits whose incantations that arouses and unleashes the wind. But the Tempestaries are dangerous allies since they are weak but always looking for

IV

power. The team must discover a way to outsmart both potential enemies and pit them against each other before the world turns to ash.

5. Matthew must conquer his phobia of snakes in order to go head to head with Riva.

With her ability to see into his mind, the only chance he has against her is to gain reciprocal powers. The bite of the underworld serpents offer the gift of second sight, but only for 24 hours, then, without the antidote which can only be obtained by a drop of your greatest enemy's blood, Matthew will die. His friends try and persuade him not to take the risk but there is too much at stake and Matthew decides it's the only way.

6. Doomsday cults are springing up across the US in response to the Mayan prophecy that this is the year the world will end. The cults are getting bigger and stronger, and they are armed with greater and greater weapons. When the FBI infiltrate one they find it has nuclear capabilities. It becomes clear these are no ordinary cults. They are being created by some force stronger than paranoia.

As the cults become stronger, taking over entire towns, Matthew and his gang discover the master plan of the cults is to gain control of the U.S., the world's most powerful country, and after that control of all. It's a race against time for the team to find out who or what is behind them, and stop them.

U

7. Corporations have unparalleled power in 2012, but a new corporation that started small is proving especially alarming. In just a few months it is taking over thousands of smaller companies and becoming an economic superpower of its own with the capability to topple small governments. Alarms are sounded across the world. Globalization has never looked so threatening. With everyone brainwashed into buying a range of products only from one company it will gain its power and be stronger than any government. Matthew and his team investigate and discover the heads of the corporation are puppet figures, literally animatronic. They discover something else too – the real head of the corporation is a figure well-known in history.

8. In Egypt stray cats are on the rise, and they are turning rabid, launching attacks on people. No matter how the police try and get rid of the cats more seems to spring up. Like the birds in the Alfred Hitchcock film of the same name, the cats are rising in power and strength and even regular house cats are starting to exhibit strange behaviour. Is it a plague, a disease or something far more sinister?

9. Incidents indicating the rise of the ancient god Legba in Haiti become cause for alarm when the US president travels there on a goodwill mission. Legba controls the gate that opens to allow spirits possession of individuals. He never shows himself but uses a dog as a messenger. When the President begins acting strangely Matthew and his team have their suspicions confirmed and they must find Legba and have the possession reversed before the President does something calamitous.

