



BEAN'S CUEST

猫 っ ぽ い 物 語

Concept for a Visual Novel

As part of the subject "Visual Novel"

Furtwangen University

Presented by:

Mona Kabelka

Sonnhalde 20

78120 Furtwangen

mona.kabelka@hs-furtwangen.de

Matriculation number: 266238

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Supervisor: Riem Yasin

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Disclaimer

The concept, screenplay, storytree, and visual novel are all creative works developed to explore a shared narrative universe. While they are interconnected and share a common foundation, it is essential to note that they may differ from each other in various aspects. These differences could encompass small plot particulars, dialogue, and overall minor details.

It is recommended to read the concept with the story tree and the screenplay aside.

1. Title

Bean's Cuest: 猫っぽい物語

Bean takes on the role of the protagonist in this visual novel. The title, "Cuest," merges the words "Cat" and "Quest," encapsulating the essence of the game. In addition, the Japanese subtitle, "猫っぽい物語" (nekoppoi monogatari), translates to "A Cat Tale," emphasizing the feline-centric nature of the story. This subtitle also pays homage to the art style inspired by Japanese kawaii culture.

2. Exposition

The little cat Bean is playing hide and seek with her friend Oliver in the woods. She discovers a magical portal flashing through the bushes. She investigates it curiously and is suddenly drawn in by a strong suction. When Bean wakes up, she finds herself in a magical world. The portal through which she came into the world was deactivated upon her arrival. To get back home, she needs to find three magical stones to reactivate the portal. She gets help from a strange mushroom called "Stool" and together they embark on an adventurous quest to locate the three magical stones - the Starstone, the Sunstone, and the Moonstone. Along their journey, they encounter a variety of quirky and enchanting characters, each with their own unique abilities and stories.

3. Style and Tags

Style: "Bean's Cuest: 猫っぽい物語" adopts a pixel-art style characterized by cartoonish and kawaii proportions. It is presented in a 2D format with a front/oblique point of view, allowing players to explore the fantastic world of Enchantica. The game draws inspiration from Japanese kawaii culture, incorporating adorable characters, magical landscapes, and enchanting scenarios that create a charming and captivating experience for players.

Tags: Kawaii, Fantasy, Soothing, Riddles, Cats, Pixel art, 2D

Description: "Embark on a charming and soothing pixel art adventure in a kawaii fantasy world filled with adorable cats. Solve enchanting riddles and explore the magical 2D realm of Enchantica, where whimsical characters and captivating landscapes await you."

4. Logo

Full Logo



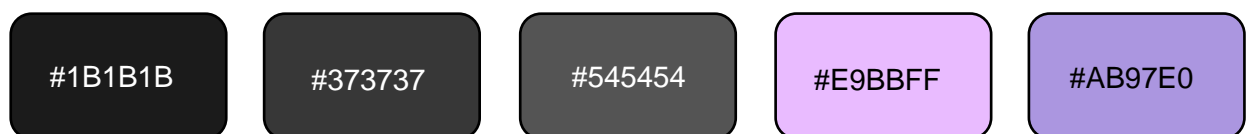
Title and Subtitle



Pictorial mark



Colors



5. Character Sheets

5.1. Bean

(she/her)

Bean is a 1-year-old domestic cat and the playable main character of the visual novel. Curious and adventurous, she possesses a childlike wonder and a belief in the existence of magic. Throughout the game, players will guide Bean on a captivating journey in the magical world of Enchantica.

Bean embodies the archetype of “**The Explorer**” and “**The Hero**”. Her adventurous spirit and fearlessness in taking risks make her a perfect fit for “The Explorer” archetype, as she is always on the lookout for new and unknown territories to explore. Her strong sense of curiosity aligns with this archetype as well, as she is constantly seeking to learn and discover new things, driving her to take on new adventures and seek answers to her questions.

Additionally, Bean's determination and persistence in the face of challenges make her a great fit for “The Hero” archetype. She is not easily dissuaded and has a strong sense of purpose, which allows her to overcome obstacles and achieve her goals, such as finding the magical stones to reactivate the portal and return home. Her heroic nature shines through as she takes on the responsibility of fulfilling her mission and making the world a better place through her actions.



First concept art



Final art

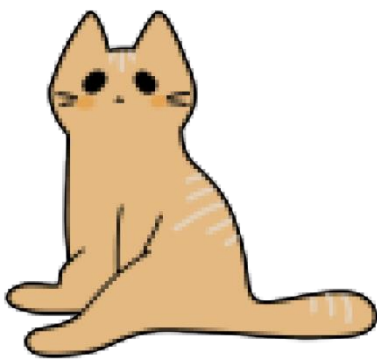
5.2. Oliver

(he/him)

Oliver is a 2-year-old domestic cat in Bean's world. He is best friends with Bean, and the two often meet in the woods to play hide and seek together. Oliver's friendly and playful nature makes him a fun companion. He enjoys spending time with Bean, and their shared games

create a sense of joy and companionship between the two characters. Oliver's role as Bean's best friend creates a desire for Bean to search her way back home as soon as possible.

Oliver embodies the archetype of “**The Caregiver**” and “**The Everyman**”. With his caring and loving nature, he always looks out for his friends and is ready to offer a helping paw when needed. Despite dealing with anxiety and struggling with his own insecurities, he makes an effort to be a great listener and provides support to those around him. Oliver's active and energetic demeanor, despite being a bit overweight, adds a touch of “The Everyman” archetype, as he seeks connections and belonging with his friends and engages in playful activities like hide and seek in the woods.



First concept art



Final art

5.3. Stool

(he/him)

Stool is a mushroom-like creature in the world of Enchantica. Although he serves as the Guardian of the Magic Portal, he has forgotten his true identity due to some mysterious circumstances. Despite this memory loss, Stool possesses a remarkable gift of intuition, often sensing things beyond the ordinary. He may not remember his purpose, but he instinctively guides and aids others on their journeys.

Despite his important role, Stool is easily frightened, and his cheeky nature sometimes gets the better of him. He can be anxious, especially when confronted with unknown or spooky situations. However, beneath his fearful exterior lies a kind and caring friend who will go to great lengths to support those around him. As Bean's trusted companion, Stool's intuition and willingness to help prove invaluable throughout their adventures in Enchantica.

Stool resembles “**The Sage**” archetype. Despite his anxious nature, he possesses great intuition and knowledge as the guardian of the Magic Portal of Enchantica. His talkative and

expressive demeanor allows him to share his wisdom and experiences with others, serving as a thoughtful mentor and advisor to Bean during their journey.



First concept art



Final art

5.4. Lillypad

(she/her)

Lillypad is a mix of cat and frog. Her special ability to swim and dive sets her apart from regular cats, making her a natural water enthusiast. This is complemented by her shy and introverted nature. Despite possessing extraordinary abilities, she often feels uncomfortable in the spotlight. In the past, she faced rejection from her friends, who failed to appreciate her unique qualities, deeming her aquatic abilities as strange. Feeling misunderstood and out of place, Lillypad made the difficult decision to leave her old life behind and seek solace in the peaceful pond atop lily pads. With her timid and reserved disposition, she prefers to observe from the sidelines rather than seeking attention. Lillypad may be quiet, but her actions speak volumes as she proves herself to be a loyal and devoted friend. Her past experiences have taught her the value of empathy and compassion, making her an understanding confidante for those who take the time to get to know her.

Lillypad would most likely resemble “**The Explorer**” archetype. Despite her quiet and reserved nature, she exhibits a sense of adventure and exploration through her unique ability as an excellent swimmer and diver. Her comfort in the water and fascination with lily pads demonstrate her desire for discovery and thrill of new experiences.

*First concept art**Final art*

5.5. Charm and Chant

(they/them)

Charm and Chant are sibling fairy cats with contrasting personalities. Charm, with her vibrant purple fur, and Chant, with his cheerful yellow coat, possess the ability to fly gracefully through the air using their pixie dust. While they share a close bond as siblings, they also have a tendency to annoy each other, often engaging in playful banter and lighthearted arguments.

Charm and Chant resemble “***The Jester***” archetype. They embody a playful and energetic nature, constantly engaging in banter and teasing each other like true siblings. Their quick-witted humor and clever remarks add a mischievous yet lighthearted touch to their interactions. Despite their penchant for pranks and playful chaos, their intentions are never hurtful, and they always have each other's backs. With their fun-loving and quirky personalities, Charm and Chant bring joy and laughter to the world of Enchantica, making their presence an amusing and delightful experience for those around them.

*First concept art*

*Final art*

5.6. Bandit

(he/him)

Bandit is a raccoon, known for his rough language and action-driven approach to solving conflicts. He's always tired, which only seems to fuel his impulsive nature. Communication isn't his strong suit, and he prefers to let his actions speak louder than words. His direct and sometimes confrontational approach to conflicts can also put him at odds with the creatures of Enchantica.

Bandit could be categorized as “***The Rebel***” archetype. He is mischievous and has a self-centered nature, often acting without regard for others and using rough language to express himself. His tendency to solve conflicts with actions rather than words aligns with the rebellious and defiant traits of The Rebel archetype. While he may not be very likable due to his self-centered and direct behavior, his unpredictable actions make him an intriguing character.

*Final art*

5.7. Spook

(he/him)

Spook the ghost, embodies a haunting sense of melancholy and grief. He roams the desolate halls of an abandoned house, haunted by memories of a past life and a beloved friend. Solitude has been his constant companion, as he has lived alone for a long time, longing for the comforting presence of others. Despite his sorrowful existence, he finds solace in the company of others. He cherishes the rare moments when someone, like Bean, enters his desolate domain and brings a glimmer of light into his spectral world. While he carries the weight of his sorrow, his presence offers a unique perspective on the beauty of memories and the value of newfound friendship.

Spook resembles “**The Sage**” archetype. He is a wise and introspective character, burdened by the weight of his past and filled with melancholy. His haunting memories and longing for his lost friend add depth to his character, making him a thoughtful mentor to Bean. Despite his spectral existence, he exudes a sense of loneliness that draws others in, seeking companionship and cherishing the moments of connection with others like Bean. Spook's ability to reflect on the past and find meaning in his experiences aligns with the archetype of The Sage, making him a compelling and intriguing character in the world of Enchantica.



First concept art



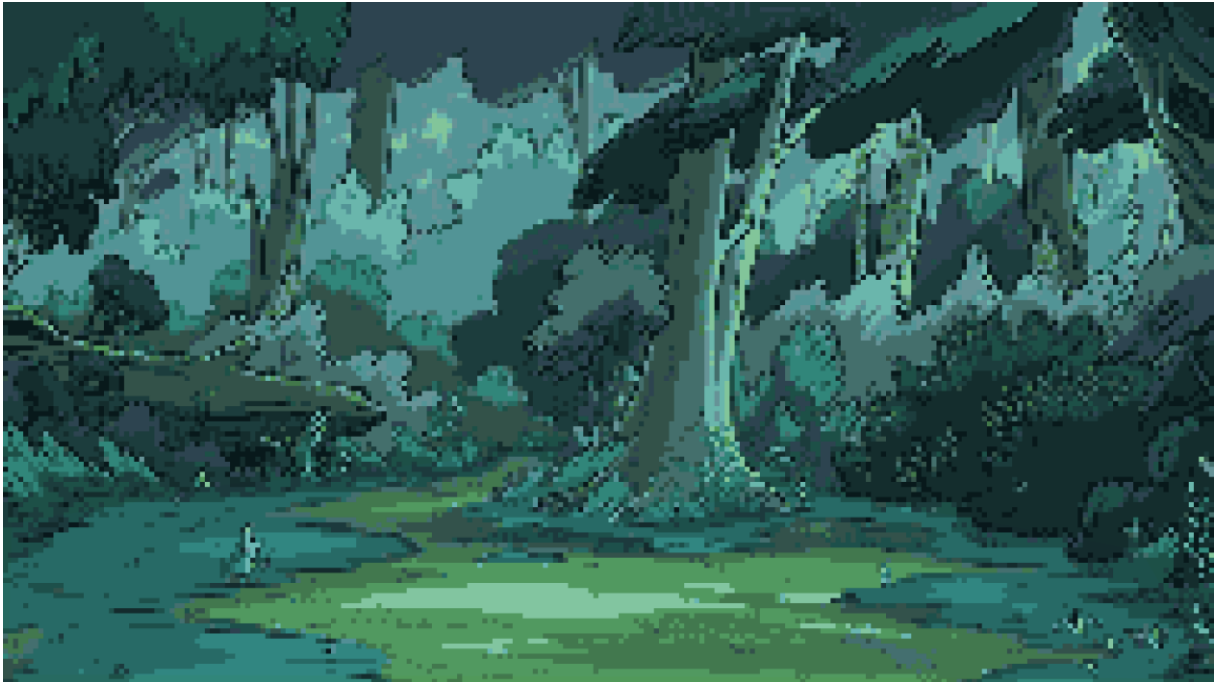
Final art

6. Locations

6.1. Woods

The Woods in the real world is a serene and enchanting forest area, located just outside the town where Bean and Oliver live. Towering trees with lush foliage create a natural canopy and the air is crisp and filled with the earthy scent of pine and damp soil. Sunbeams filter through the leaves, casting shadows and illuminating patches of grass and fallen leaves.

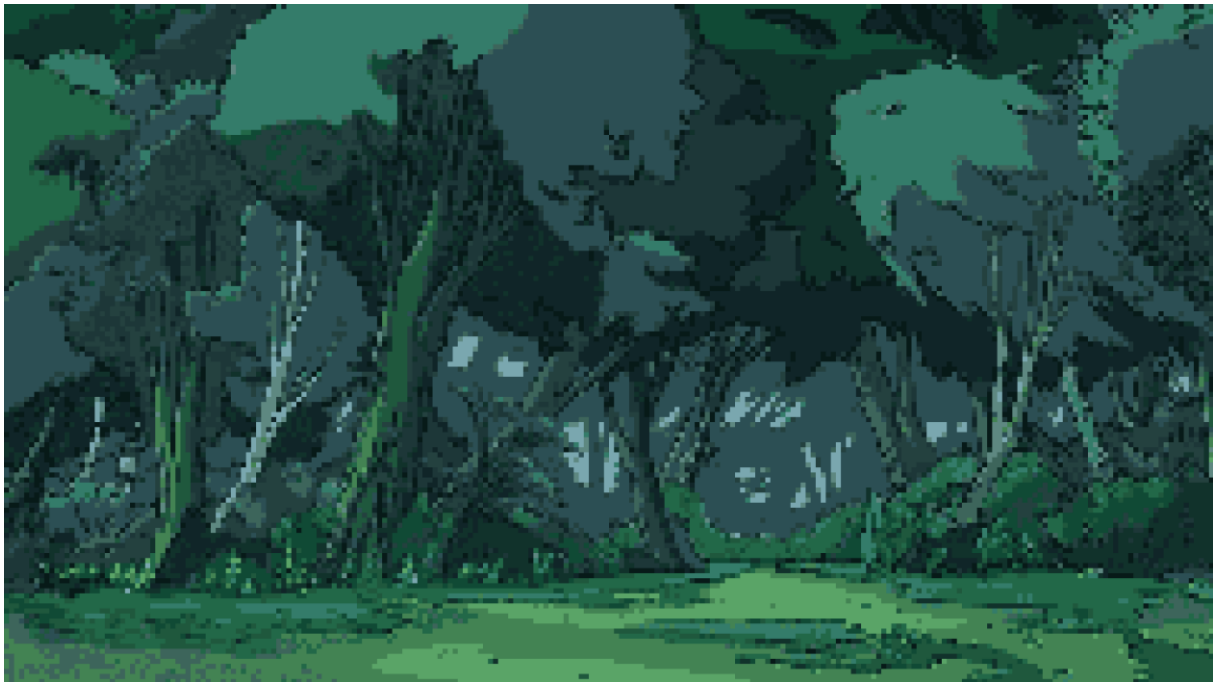
It is in this setting that Bean and Oliver often find themselves immersed in playful adventures, such as their favorite game of hide and seek. The forest provides the perfect backdrop for their youthful explorations, fueling their imaginations.



First Woods location



Second Woods location



Third Woods location

6.2. Enchantica

Enchantica is a wondrous and magical realm, brimming with enchantment and mystery. The landscape is an ever-changing kaleidoscope of colors, with magical places that seem to defy the laws of the physical world. It is a place of dreams and fantastical wonders, where reality intertwines with the extraordinary.

Enchantica's inhabitants are warm-hearted and welcoming, embracing visitors with open arms. Despite the mystical nature of the realm, it exudes a sense of comfort and tranquility, inviting travelers to stay and explore its hidden wonders.

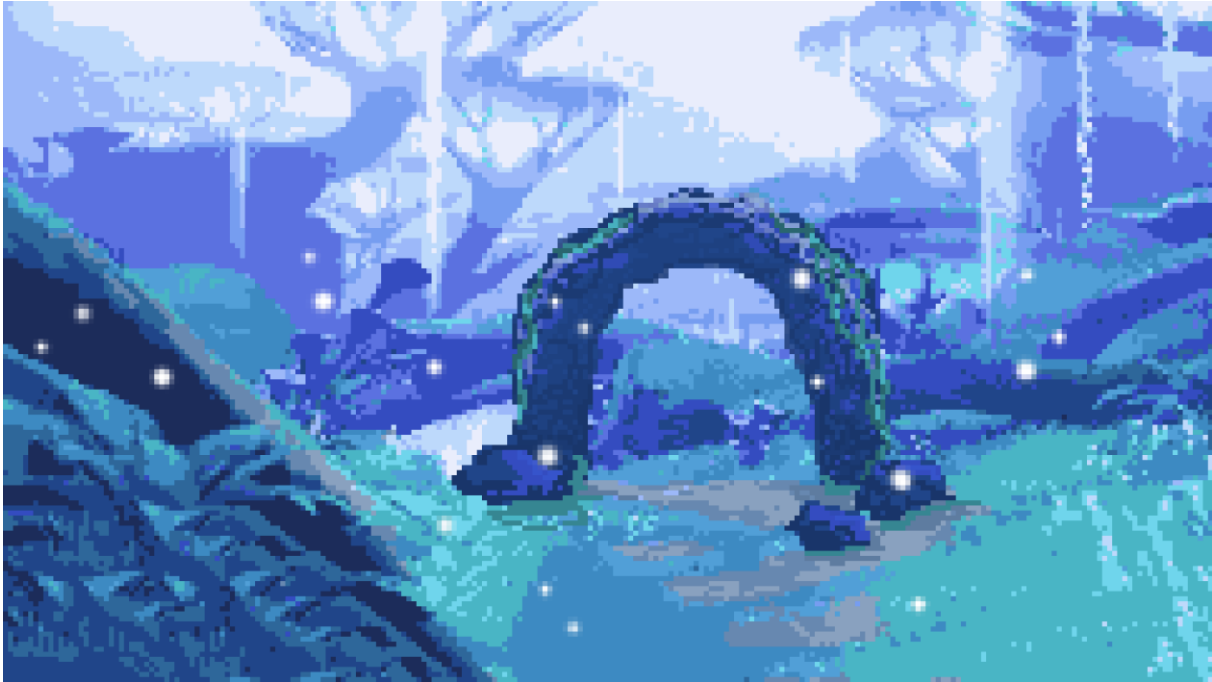
Time seems to dance differently, and every moment is alive with possibilities. It is a place where the impossible becomes possible, where dreams are realized, and where the power of belief can shape reality. It is a world of both light and shadow, with secrets waiting to be unraveled and challenges to be overcome.

6.3. Wistful Woods

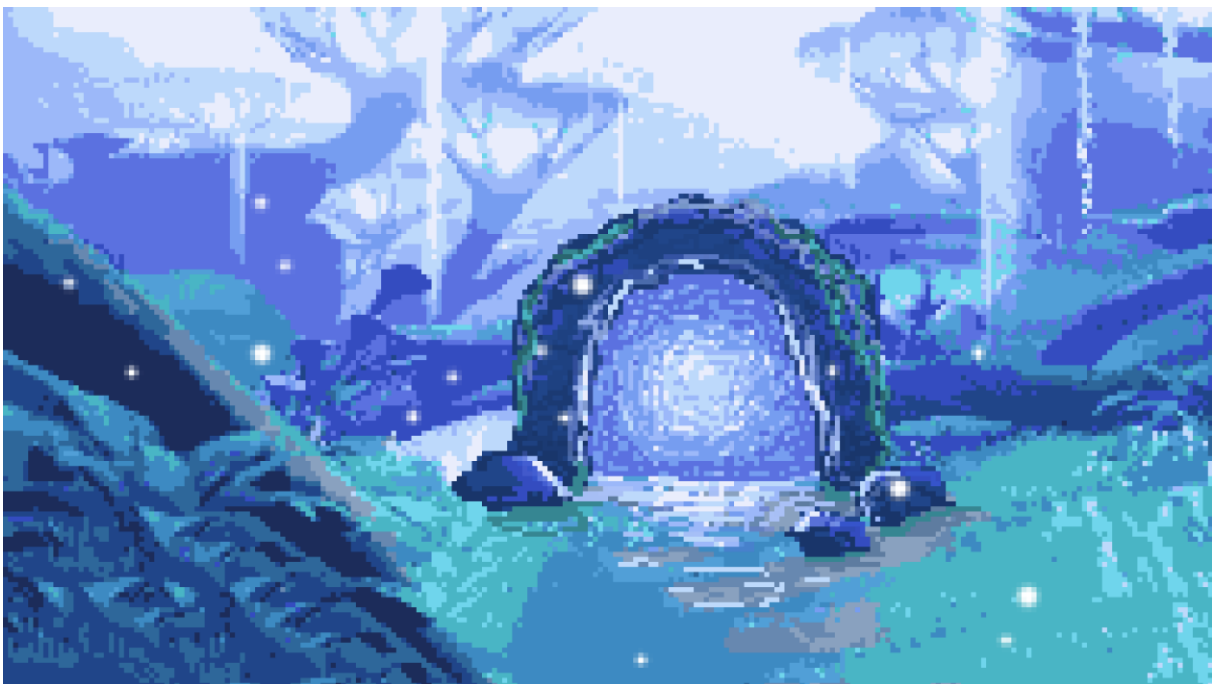
The Wistful Woods is a magical and enchanted forest located in the heart of Enchantica, the world that Bean discovers after traveling through the magic portal. In this forest, the laws of nature seem to be different, and the surroundings are marked with sparkles of magic light.

The atmosphere in the Wistful Woods is filled with wonder and mystery. It is a place where time seems to stand still, and the air is imbued with an aura of enchantment.

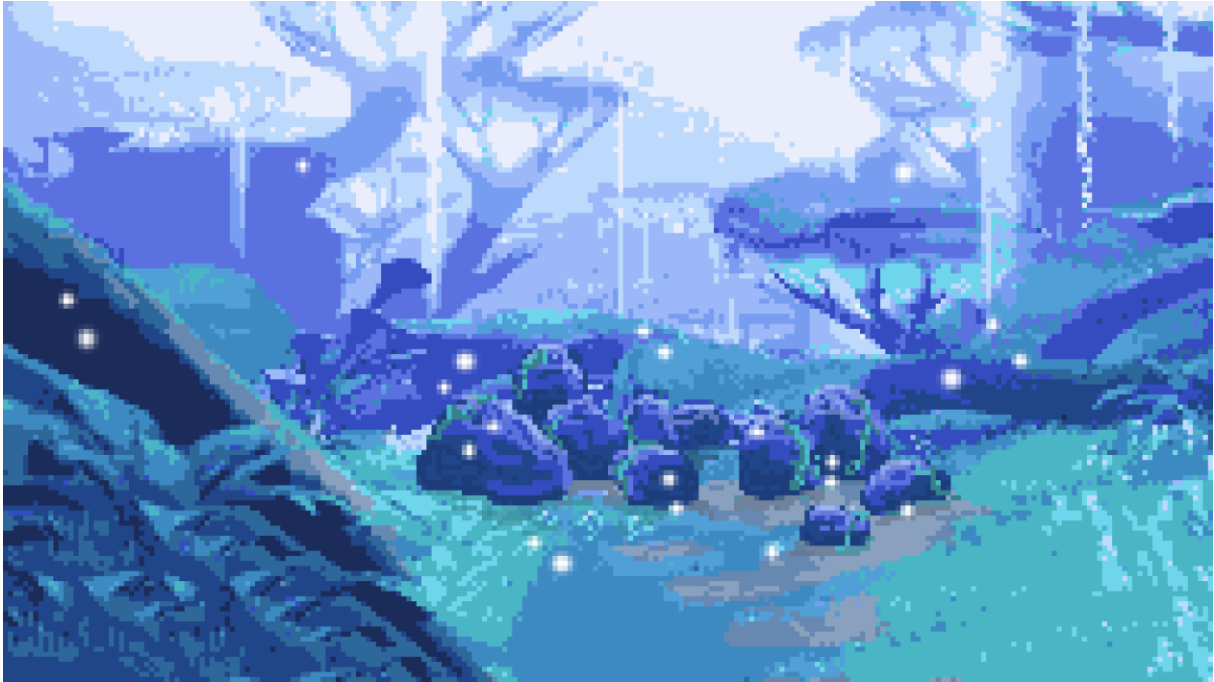
At the heart of the forest stands the mystical portal, a shimmering gateway between worlds. When active, it emits a soft, ethereal glow, inviting travelers to embark on adventures.



First Wistful Woods Location



Second Wistful Woods Location



Third Wistful Woods Location

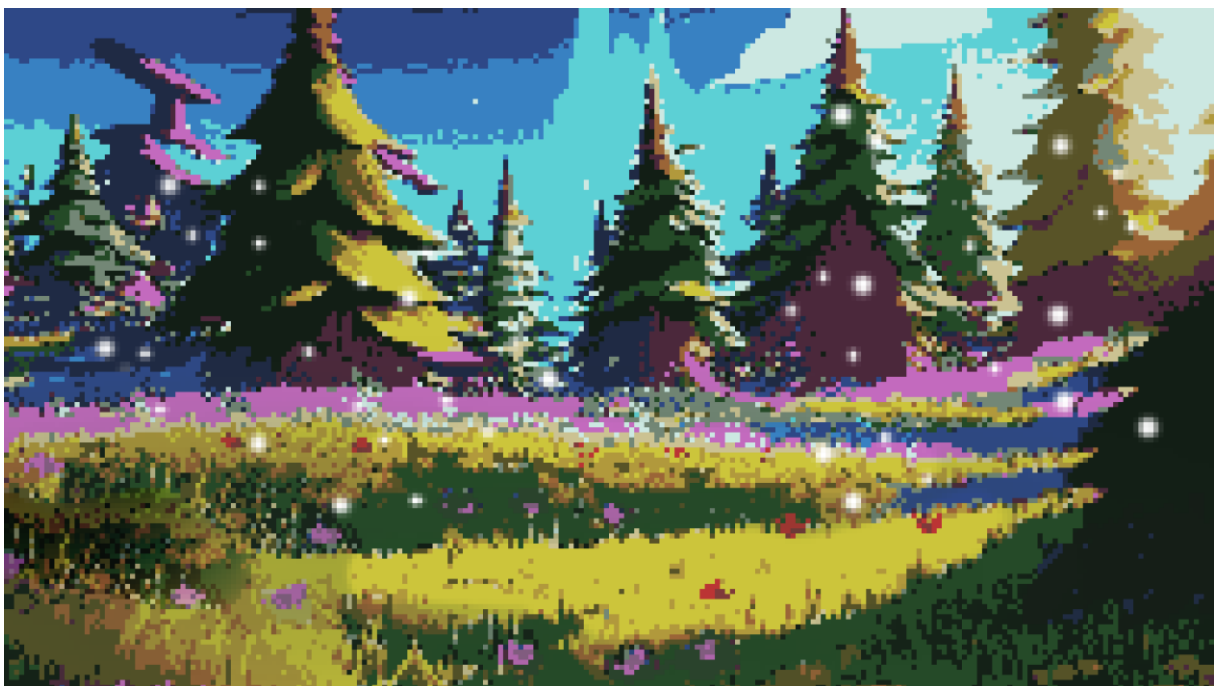
6.4. Lilypond

Lilypond, situated in the realm of Enchantica, serves as the home of the character Lillypad. The location is characterized by its serene and natural beauty, featuring a tranquil pond adorned with a variety of elements such as reeds, mossy stones, and floating lily pads. The most distinctive feature of Lilypond is the collection of lilypads that dot the water's surface, creating a lovely sight of vibrant green leaves.

*Lilypond*

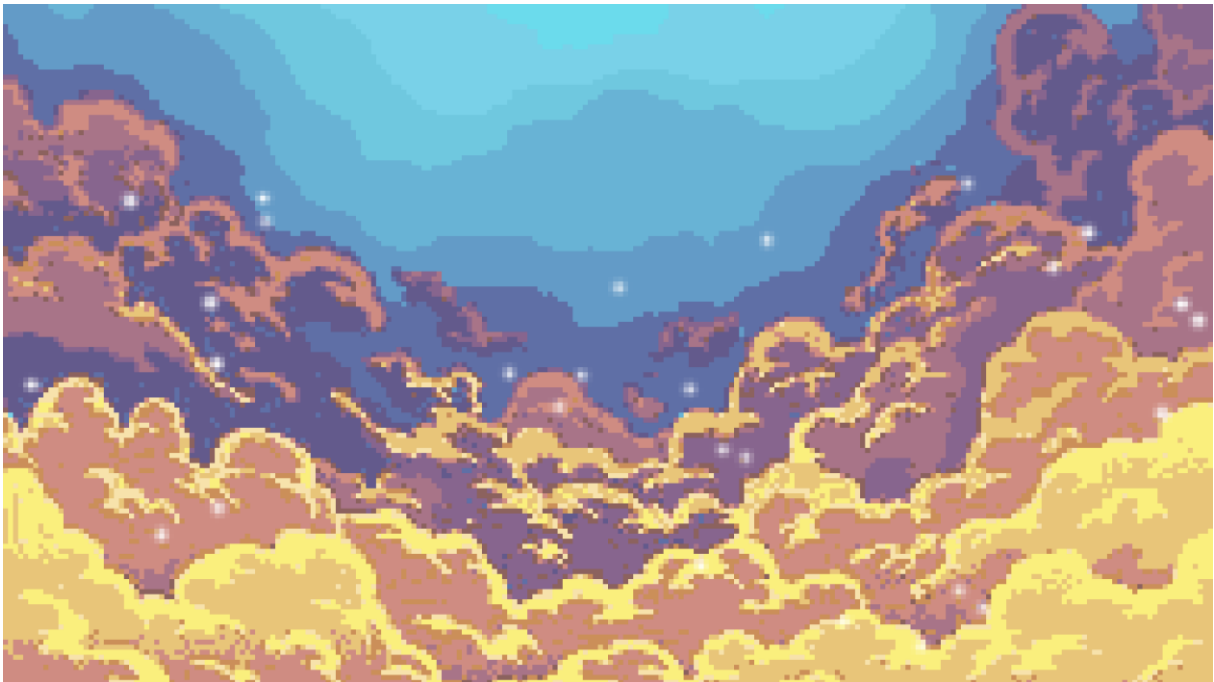
6.5. Mystique Meadows

Mystique Meadows, located in Enchantica, is a captivating place where the whimsical creatures Charm, Chant, and Bandit call home. The meadows are adorned with an array of vibrant and ever-changing colors, creating a and bright and colorful landscape.

*First Mystique Meadow location*



Second Mystique Meadow location



Third Mystique Meadow location

6.6. Mysterious Mansion

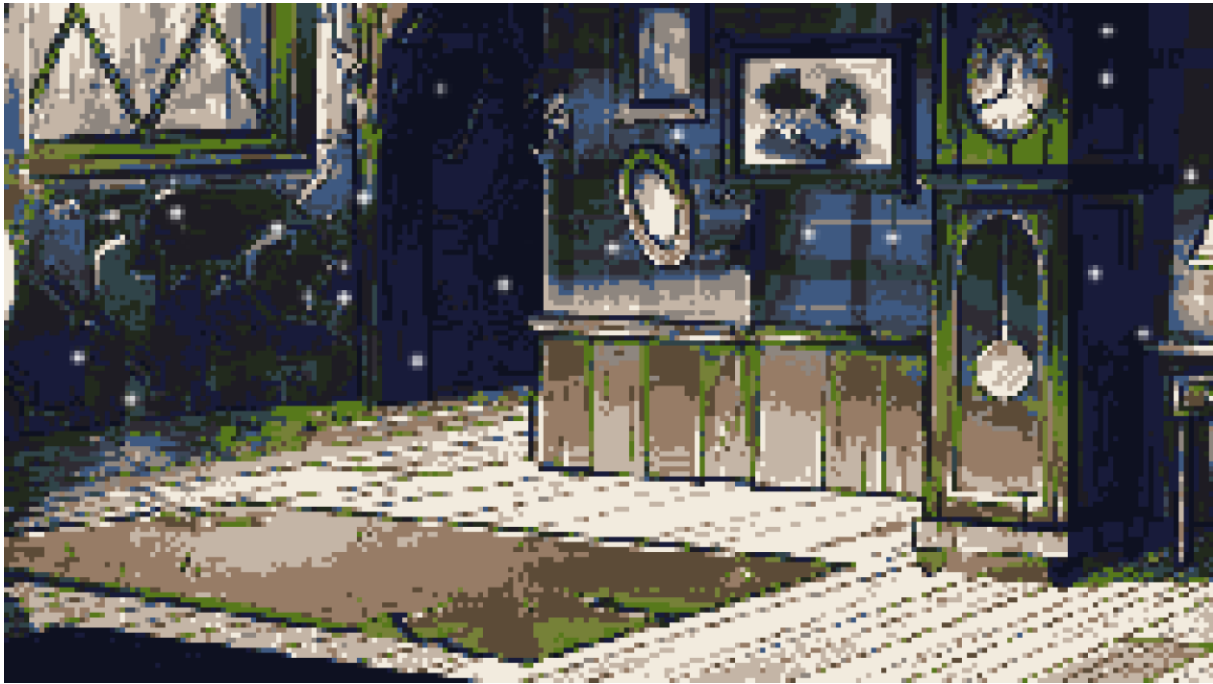
The Mysterious Mansion is a haunting and enigmatic location situated within a swampy forest region in Enchantica. This eerie mansion serves as the home of the enigmatic ghost Spook. The mansion carries an air of abandonment, with its decaying structure and overgrown

vegetation adding to its mysterious atmosphere. As visitors approach the Mysterious Mansion, they are greeted by a sight of faded grandeur. The mansion's exterior is shrouded in tangled vines and moss, giving it an aura of age and neglect.

Inside the mansion, remnants of its former glory can be seen, but it is evident that the passage of time has taken its toll. The once lavish furniture now sits covered in dust, with only a few pieces, like an old clock, left as a reminder of its past.



First Mysterious Mansion location

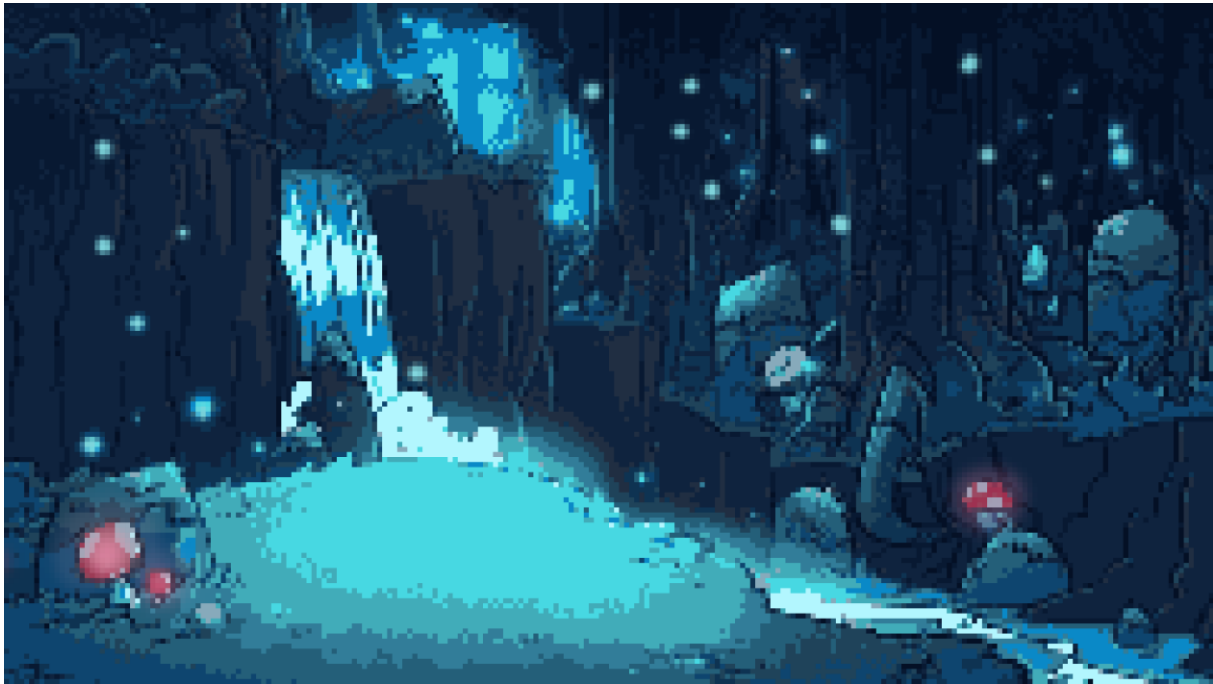


Second Mysterious Mansion location

6.7. “Other World”








“Other World” is one of the possible endings, where Bean steps through the defect portal and accidentally ends up in another world, not her own. This alternate realm appears as a dark forest, with tall and imposing trees that cast long shadows on the forest floor. The overall atmosphere is one of intrigue and uncertainty, as Bean finds herself in an entirely different world than her own.

Amidst the darkness of the forest floor, small glowing toadstools can be spotted. These luminescent fungi emit a soft and ethereal light, creating an otherworldly ambiance that enhances the enchantment and magic of the location.



"Other World"

7. Items

Scene	Item	Picture	Description	Use
3.1	Rod		Old but sturdy	Get the starstone
4.3	Pixie dust		Feels light	For Charm and Chant to fly
4.3	Ladder		Creaks when used	To reach the cloud
5.2	Note		<i>"I rhyme on mittens, yet I am nothing to wear"</i>	Clue for the riddle
3.1	Starstone		Sparkles	First stone to repair the portal
4.4	Sunstone		Emits a warm glow	Second stone to repair the portal
5.2	Moonstone		Gives off a cool light	Third stone to repair the portal

7.1. Stones

The Starstone, Sunstone, and Moonstone are three magical relics with distinct properties. Bean needs to collect each one in order to repair the portal. The stones must be placed in the portal in a precise order to unlock to reactivate it. Should the stones be arranged incorrectly, unforeseen consequences occur. To repair the portal and decipher the correct sequence, a riddle in the form of a poem serves as a guide (see 8.2. Portal riddle).

Starstone



The Starstone, a radiant and celestial gem, can be found hidden within the depths of the Lilypond. It can be obtained with the help of Lillypad or a fishing rod. It is referred to through the poem by the line *“I am the guide through the dark, sparkling high”*.

Sunstone



The Sunstone, the second relic, can be found on a cloud above the Mystique Meadows. The cloud can be reached with the help of Charm and Chant or with a ladder. It is referred by the line *“I am the midst of the cosmic, giving live”*.

Moonstone



The Moonstone is the last relic and can be found after solving a riddle with Spook in the clock in the Mysterious Mansion. It is referred to by the line *“I am the light in the night, shining bright”*.

8. Riddles

Throughout the game the player has to solve two word riddles. The first one in order to gain the Moonstone (scene 5.2), the second one to repair the portal (scene 6.1).

8.1. Clock riddle

The Moonstone is locked in an old clock in the Mysterious Mansion. To unlock it, Bean must solve following riddle:

"I act like a cat, I look like a cat, Yet I am not cat. What am I?"

If the information is not sufficient, an additional clue can be requested from Spook:

Spook's Clue: *"I am a small version of the creature the riddle is stating."*

A clue can also be found on an old note:

Note's Clue: *"I rhyme on mittens yet I am nothing to wear."*

Answer: Kitten or Kittens

Other valid options: Baby cat, Baby cats, Kitty, Kittycat, Babycat, Babycats

8.2. Portal riddle

After obtaining all portal stones, they have to be inserted in the portal in the correct order. The order can be found out with the following riddle. It describes the properties of each stone and how they contribute to the creation of the magic portal:

***"I am the light in the night, shining bright,
I am the midst of the cosmic, giving live.
I am the guide through the dark, sparkling high.
Together we make the way, for you to pass through the fray."***

If the information is not sufficient, an additional clue can be requested from Stool:

Stool's clue: *"Think about the natural phenomenon each stone represents."*

Answer for the right order: 1. Moonstone, 2. Sunstone, 3. Starstone

9. Graphic overlay

Text field



Mockup

Font: VT323 by Peter Hull

10. Emotions

Bean		Stool		Lillypad		Charm		Chant		Spook		Bandit		Oliver	
Worried		Explanatory	x	Shy	x	Angry	x	Angry	x	Thinking	x	Grumpy	x	Happy	x
Sad	x	Serious	x	Blushing	x	Snapped	x	Snapped	x	Smiling	x	Sleeping	x	Worried	x
Scared	x	Charmed	x	Sad	x	Thinking	x	Crying	x	Sad	x			Proud	x
Happy	x	Happy	x			Crying	x	Happy	x	Grief	x				
Smiling		Worried	x			Happy	x								
Laughing		Hysterical	x												
Charmed	x	Sad	x												
Confused	x	Crying	x												
Curious	x	Anxious	x												
Focused		Shivering	x												
Thinking		Fainting	x												
		Offended	x												
		Confused	x												

11. Sound map

Scene	Description	FX/Music	
FX			
1.2	Bean falls through portal	Portal	x
3.1	Lillypad vanishes	Splash	x
4.3	Bandit is sleeping	Snoring	x
4.3	Pixie dust sprinkle	Sparkle	x
5.1	Spook noises	Howling	x
5.2	Spook appears	Boo	x
5.2	Clock opens	Creak	x
6.1	Portal activates	Woosh	x
6.1	Portal collapses	Collapse	x
6.1	Bean goes through portal	Portal	x
Novel Page	Novel Page unlocked	Novel Page	x
Item	Item unlocked	Item	x
Music and atmo			
1.1	Woods	Calm, Happy	x
1.2	Woods Portal	Mysterious, Magic	x
2.1	Wistful Woods	Mysterious, Magic, Happy	x
3.1	Lilypond	Beatiful, Watery	x
4.1/4.2/4.3	Mystique Meadows	Summer, Light, Happy	x
4.4	Cloud	Airy, Light, Echo	x
5.1/5.2	Mysterious Mansion	Mysterious, Dark	x
6	Wistful Woods	Mysterious, Magic, Happy	x
6	Other World	Mysterious, Fairylike	x
0	End	Dramatic, Light	x

12. Resolution

Background resolution:	1920x1080px (pixelated 240x135, factor 8)
Items:	512x512px (pixelated 32x32px, factor 16)
Characters:	640x640px (pixelated 64x64px, factor 10)

13. Transitions

Scene change transition:	pix2
In-scene transition:	pix4
Portal:	pix1
Other transitions:	fade
Novel pages:	bites (pixelated)

14. Cationary

Dictionary of occasionally used cat puns to lighten the mood and emphasize the cat universe.

- Muscles – Meowscles
- Biscuit – Biscat
- Watermelon – Watermeowlon
- Awful – Claw-ful
- Athletic – Catlethic
- Awesome – Pawsome
- Formidable – Fur-midable
- For real – Fur real
- Perfect – purr-fect
- Fortunate – fur-tunate
- Perhaps – Purr-haps
- Possibility – paw-sibility
- Party – paw-ty/purr-ty
- Unfortunate – Un-fur-tunate
- Catastrophe – Catastrophe

- Fantastic – Catastic
- Hysterical – Hiss-terical
- Yes – Nyes
- No – Nyo
- Kidding me - Kitten me
- Pause – Pawse
- Pardon me – Paw-don me
- Forget – Fur-get
- Attitude – Cat-titude
- Forever – Fur-ever
- Appalling – A-paw-ling
- Inferior – In-fur-ior
- Misery – Mew-sery

15. Tools

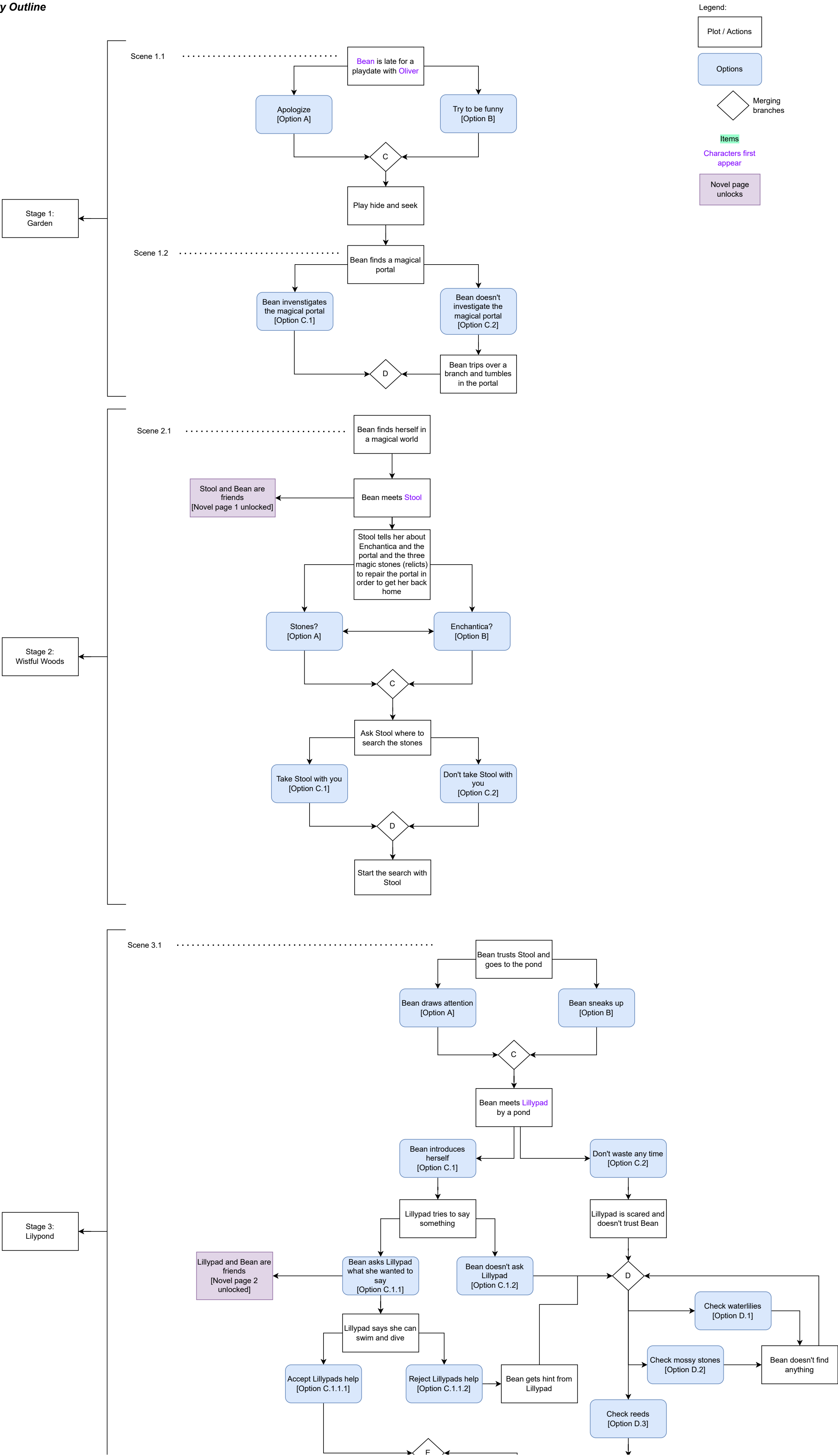
Resources	Tools
Script/Concept	Word
Art	Photoshop
Brainstorming and dialogues	ChatGPT
Development	VSCode, Fudge Core, GitHub
Logo	Canva, Photoshop
Music and ambient	Pixabay
Sound FX	Pixabay, ProSoundEffectsLibrary
Background FX (Splashscreen)	Wallpaper Engine
Others	Audition, OBS, Premiere

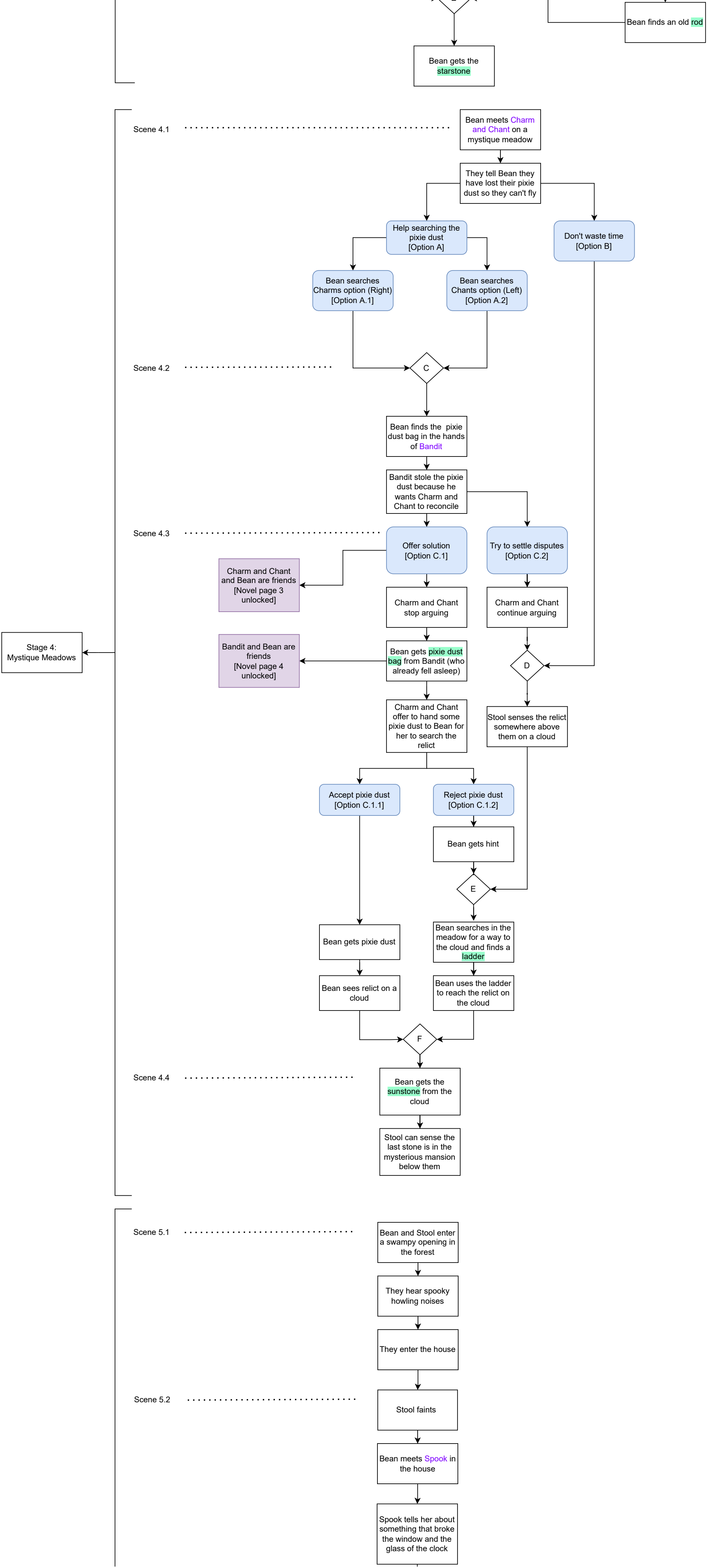
16. Credits

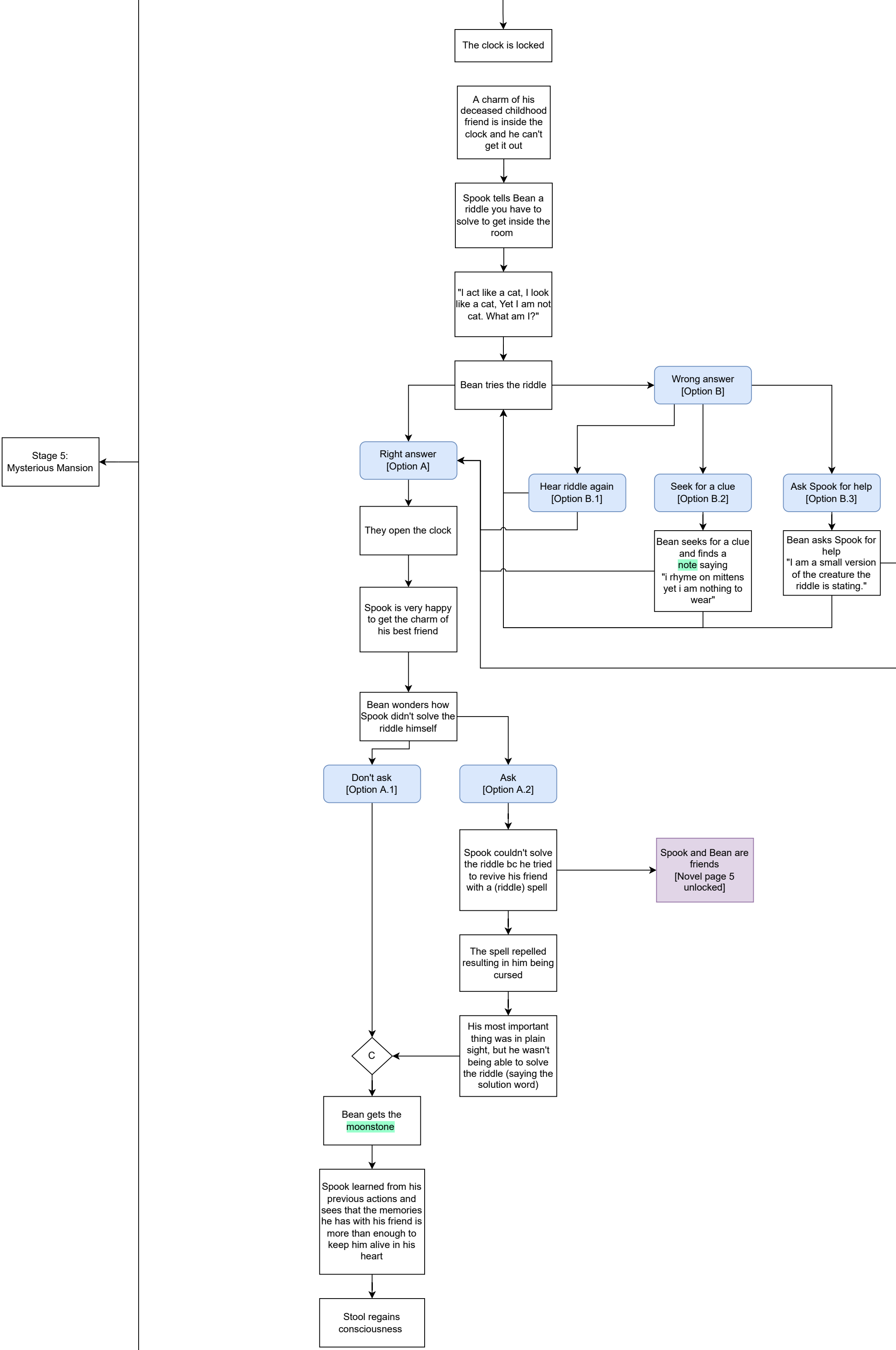
Resources	Credits
Story and Screenplay	Mona Kabelka
Concept	Mona Kabelka
Background Artworks	Mona Kabelka
Character Design and Artworks	Mona Kabelka
Animations	Mona Kabelka
Novel Pages	Mona Kabelka

GUI Design	Mona Kabelka
Item Artworks	Mona Kabelka
Development and Styling	Mona Kabelka
Sound Design	Mona Kabelka
Logo Design	Mona Kabelka
Music	Geoff Harvey (Pixabay)
Lecturer	Riem Yasin
Fudge Core	Jirka Dell'Oro-Friedl

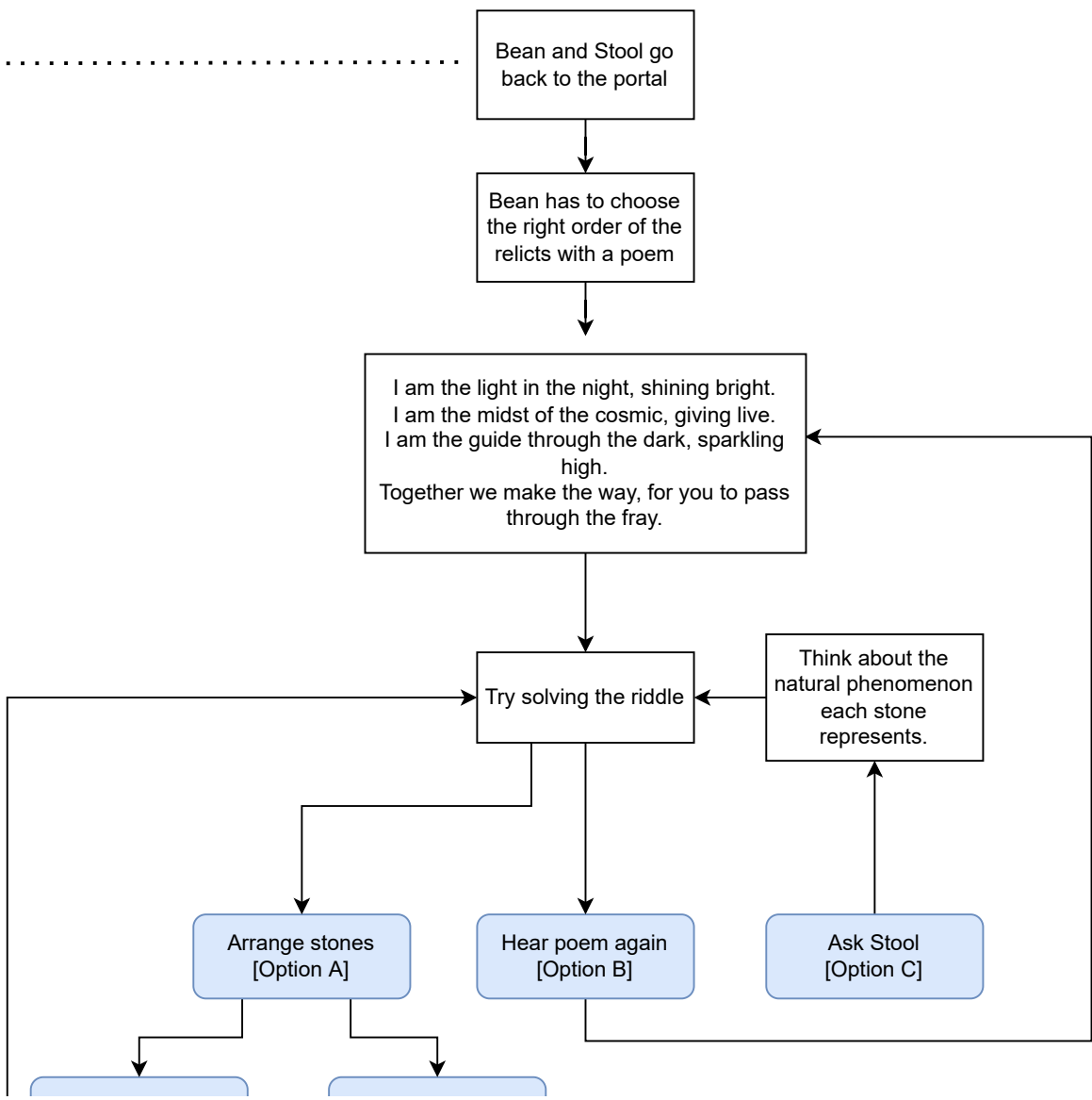
Story Outline

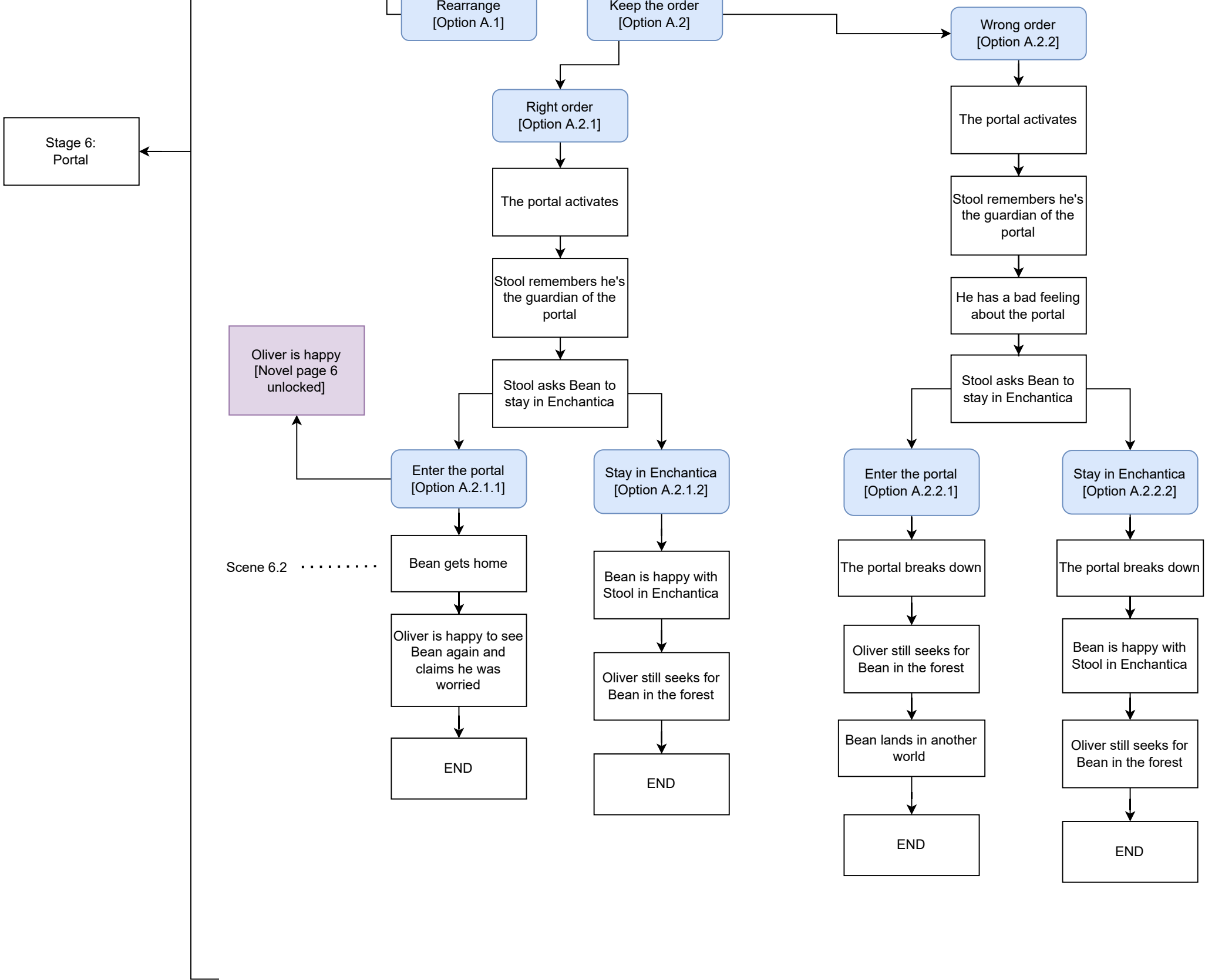






Scene 6.1





BEAN'S CUEST: 猫っぽい物語

By

MONA KABELKA

Script for a Visual Novel

MKB6, 266238

SoSe2023

mona.kabelka@hs-furtwangen.de

FADE IN:

1.1 EXT REAL WORLD WOODS — DAY

OLIVER AND BEAN PLAY HIDE AND SEEK IN WOODS.

OLIVER

(Happy)

Hey Bean, finally!

(Worried)

I was afraid something might have happened to you. I thought you weren't going to show up.

[Option A - Apologize]

BEAN

(Worried)

Sorry Oliver, I'm a bit late today. Unfortunately I got caught up in some stuff and forgot the time.

[Option B - Try to be funny]

BEAN

(Happy)

I apologize for being late, but I had the most purr-fect dream last night. I was engaged in an epic yarn chase with the most exquisite yarn balls. It was so captivating that when I woke up, I realized I couldn't resist the temptation and ended up yarning my way through the morning.

[Merged Options C]

OLIVER

(Happy)

No worries! I'm just happy you're here now. Are you ready to play hide and seek?

BEAN

(Focused)

Absolutely! I've been improving my hiding skills, you know?

OLIVER

(Happy)

Yeah, I do. But I'm getting better at finding you every time so don't underestimate me! Prepare to be found!

BEAN

(Happy)

Ha! Challenge accepted. This time, I'll find the most extraordinary hiding spot. You won't stand a chance!

OLIVER

(Proud)

We'll see about that! Alright, I'll start counting while you go and conceal yourself. Ready... set... go!

TRANSITION: pix4

1.2 EXT DEEPER IN THE WOODS — DAY

BEAN STARTS TO RUN OFF TO HIDE.

OLIVER

(From afar)

1, 2, 3... 10, 11, 12...

BEAN

(Curious)

it's getting rather dark around
here... this seems like the purr-
fect spot to hide. but what is
this weird light?

OLIVER

(From afar)

Okay, I'm done counting. Bean,
where are you? I know you're
hiding somewhere, and I'll find
you!

BEAN

(Charmed)

wow it looks so beautiful and
sparkly! i wonder what it could
be... looks like a portal!

[Option C.1 - Investigate]

BEAN

(Curious)

must be magic or something. i
wonder how... OAAHH

BEAN GETS DRAWN IN THE PORTAL.

TRANSITION: pix1 to black

[Option C.2 - Ignore]

BEAN

(Charmed)

the light... it's... magical...

(Happy)

i'll return later, fully prepared.
for now, i'll show oliver who
truly excels at hiding.

(Scared)

OH NO! MY PAW... IT'S STUCK! AHHH!

BEAN TRIPS AND GETS DRAWN IN THE PORTAL.

TRANSITION: pix1 to black

[Merged Options D]

2.1 EXT ENCHANTICA WISTFUL WOODS – DAY

BEAN IS UNCONSCIOUS. EVERYTHING IS BLACK.

UNKNOWN

Hello?? Are you okay? You don't
look okay! Are you dead? That's a
CAT-ASTROPHE!

BEAN

(Confused)

... urgh... Oliver...?

BEAN OPENS HER EYES AND EVERYTHING STARTS TO FADE IN.

TRANSITION: Fade in

UNKNOWN

(Worried)

OH you're alive! I'm Stool. Are
you alright? I heard a loud noise
and then you were just... here. I
was scared.

BEAN

(Confused)

Where am I? I was playing hide and
seek with Oliver, and then
everything is just a blur. I hope
he's alright!

STOOL

(Explanatory)

I don't know what happened either.
I usually just sit here - You
know, in Enchantica we sometimes
get visitors from other worlds!

But suddenly BOOM and I've never
seen something strange like you.

(Happy)

You look funny!

BEAN

(Confused)

Wha...?

STOOL

(Hysterical)

Just now there was this loud
noise! And all the three stones
got lost! You know? The stones for
the portal. If we won't fix it
fast enough the portal might
implode! And they could be
everywhere in Enchantica!

[Option A - Stones?]

BEAN

(Confused)

To get back home I have to find...
stones?

STOOL

(Explanatory)

You're quick-witted! The stones to
power the portal are the
moonstone, the **sunstone** and the
starstone. Without the stones we
can never use the portal again!

(Sad)

But it's im-paw-sible to find
them...

[Option B - Enchantica?]

BEAN

(Confused)

Enchantica? I'm not in the garden?
With Oliver? Am I dreaming?

STOOL

(Confused)

Oliver?

(Explanatory)

We're in Enchantica - to be exact
in the Wistful Woods. I lived here
for like - ...forever. I take care
of the portal and the stones.

[Merged Options C]

BEAN

(Confused)

How is that even paw-ssible? How
are YOU paw-ssible?

STOOL

(Worried)

Me? I knew it! I shouldn't have
pushed you like that, I'm SO
sorry!

BEAN

(Curious)

No that's not it. Don't get me
wrong but you're a talking
mushroom. This is enchanted!

STOOL

(Confused)

What's a mushroom?

BEAN

(Confused)

...

Um - nevermind...

(Curious)

Can you tell me the best place to start looking for the stones? I want to go home. I hope Oliver is fine...

STOOL

(Explanatory)

Hmm. I'm not sure, but I have a dare hunch. Maybe you should start at the Lilypond next to the Wistful Woods.

(Hysterical)

BUT WAIT - you can't leave me! What if something bad happens again? Will you take me with you? Please?

[Option C.1 - Take Stool with you]

BEAN

(Happy)

It will definitely come in handy if you accompany me! Also, I'm looking forward to some company.

[Option C.2 - Don't take Stool with you]

BEAN

(Thinking)

I don't know. I think it would be safer for you to stay here.

STOOL

(Crying)

Shivers Didn't you hear that? There was a noise! Back there!

BEAN

(Sad)

Sigh. Okay you can come with me.

[Merged Options D]

STOOL

(Happy)

Paw-some! Let's go!

TRANSITION: pix2

3.1 EXT ENCHANTICA LILYPOND — DAY

BEAN AND STOOL MADE THEIR WAY TO THE LILYPOND.

BEAN

(Curious)

So this is the best place to start
looking for the first stone.

STOOL

(Explanatory)

Well, I don't know why but
something draws me here.

(Anxious)

Oh Bean - can you see that? Right
there, in the pond.

THEY SEE A SMALL FIGURE SITTING ON A LILY PAD IN THE MIDDLE OF
THE POND.

BEAN

(Curious)

I can barely make out features,
but it looks something like a...
frog?

[Option A - Draw attention]

BEAN

(Happy)

HELLOOO??

STOOL

(Anxious)

SHH - Be careful! You don't know
wha-

BEAN

(Happy)

HELLO!? CAN YOU HELP US? WE'RE
SEARCHING FOR SOMETHING AND IT'S
URGENT!

[Option B - Sneak up]

STOOL

(Anxious)

Be careful! You don't know wha-

BEAN

(Curious)

Shhh...

[Merged options C]

BEAN APPROACHED THE EDGE OF THE POND. THE FIGURE ON THE LILY PAD
LOOKED UP, BUT QUICKLY DUCKED DOWN AGAIN.

[Option C.1 - Introduce]

BEAN

(Smiling)

Hello there. It's okay, we won't
hurt you. We just need some
information about something lost.
And by the way - I'm Bean.

LILLYPAD

(Shy)

I-I'm Lillypad.

BEAN

(Happy)

Nice to meet you, Lillypad! I'm
searching for a lost relict, and I
think you might be able to help.

By any chance - Have you noticed
anything strange lately?

LILLYPAD SLOWLY MADE HER WAY TO THE EDGE OF THE POND.

LILLYPAD

(Shy)

I-I don't know much, but I heard a
big splash. And I-I think
something fell into the pond and
now it might be under the lily
pads.

BEAN

(Happy)

That's cat-astic!

(Sad)

Well, not entirely cat-astic... I
have no idea how to get there. I
hate water!

LILLYPAD

(Shy)

A-Actually...

STOOL

(Offended)

See?? Maybe this wasn't such a
good idea after all.

BEAN

(Focused)

Nothing is im-paw-ssible, Stool.
We will keep looking and keep
trying until we find a way!

[Option C.1.1 - Ask Lillypad]

BEAN

(Curious)

What was it you wanted to say?

LILLYPAD

(Shy)

N...Nothing. Nothing important.

BEAN

(Smiling)

Don't be shy! I'm listening!

LILLYPAD

(Blushing)

I-... I can swim. And dive...

BEAN

(Laughing)

Fur-real?? That's great!

LILLYPAD

(Blushing)

S-So you're not going to laugh at me?

BEAN

(Curious)

No, of course not! Why would you think so?

LILLYPAD

(Sad)

Oh... I-I was laughed at by everyone the whole time. That's why I ran away and now I live alone in this pond.

BEAN

(Smiling)

That's mean. I wish I could swim too. I've been afraid of water all my life. It's really distressing. You have a su-paw-power!

LILLYPAD

(Blushing)

Thank you. I-I may could help you dive down and search for the relict if you'd like.

[Option C.1.1.1 - Accept help]

BEAN

(Happy)

That would be fur-midable!

LILLYPAD TAKES A DEEP BREATH AND DIVES INTO THE POND. BEAN WAITS ANXIOUSLY FOR LILLYPAD TO RESURFACE WITH THE STONE.

LILLYPAD

(Blushing)

Is it this gem you've been looking for?

LILLYPAD HANDS BEAN A SMALL GLOWING ROCK.

BEAN

(Happy)

Wow, you're amazing, Lillypad! Thank you so much. I really appreciate your help. I'm a little closer to home now!

LILLYPAD

(Blushing)

It was nothing, really. I- I'm just happy to help. Good luck!

LILLYPAD DISAPPERS INTO THE DEPTHS OF THE POND.

[Option C.1.1.2 - Reject help]

BEAN

(Smiling)

Thanks for the kind offer - but I wouldn't feel good knowing you're putting yourself at risk for us. I think I'll search for a solution myself.

LILLYPAD

(Sad)

Too bad. M- Maybe I can help you in some other way.

(Shy)

I saw something in the reeds recently... M- Maybe this can help you.

BEAN

(Smiling)

I'll look around there. Thanks very much!

[Option C.1.2 - Ignore Lillypad]

LILLYPAD

(Sad)

I-...

BEAN

(Smiling)

Thank you Lillypad! You helped us a lot!

(Focused)

I can't see anything, Stool. We need to find a way to get the relic.

A SPLASH INTERRUPTS THE CONVERSATION. THEY TURN TO SEE LILLYPAD DISAPPEARING INTO THE DEPTHS OF THE POND.

STOOL

(Worried)

Oh no, what happened to Lillypad?

BEAN

(Focused)

She's probably just diving for something. Let her be.

(Smiling)

Maybe we can search for something to help us.

[Option C.2 - Don't waste any time]

BEAN

(Smiling)

Have you been sitting in the pond for a long time? - If yes, surely you could help us. It's about a lost stone that I need to get back home. I came from another world and just ended up here by accident...

STOOL

(Worried)

...Bean...?

UNKNOWN (LILLYPAD)

(Sad)

BEAN

(Focused)

... Because at home I played hide and seek with my best friend Oliver! But now I'm traveling with Sto-

A SPLASH INTERRUPTS THE MONOLOGUE. THEY TURN TO SEE THE CREATURE DISAPPEARING INTO THE DEPTHS OF THE POND.

BEAN

(Confused)

Oh? What happened?

STOOL

(Worried)

I think... you might have
overwhelmed it...

BEAN

(Sad)

Oh no! That's un-fur-tunate.

[Merged Options D]

BEAN

(Thinking)

Let's search the area for the
stones.

STOOL

(Anxious)

Alright - but let's search
together. This pond is a bit
fishy...

(Explanatory)

By the way - do you see this glowy
thing at the bottom of the pond?

BEAN

(Happy)

Stool you are cat-astic! That
could be the stone! We just have
to find something to reach it...

[Option D.1 - Check waterlilies]

BEAN

(Thinking)

Stool. Hear me out. I hold you by
your feet.

STOOL

(Anxious)

I don't like where this is going.

BEAN

(Thinking)

You dunk your head under the
waterlily leaves and search for
something to help us reach the
stone.

STOOL

(Serious)

Absolutely no way.

TRANSITION: Fade to black

EVERYTHING ON THE SCREEN IS BLACK.

STOOL

(Incomprehensible underwater)

Gurgling I CRN'T REE A THRING!

Splash

STOOL STICKS HIS HEAD OUT OF THE WATER

STOOL

(Above water)

It's pitch black - I literally
can't see anything.

TRANSITION: Fade in

THE SCREEN SHOWS THE POND AGAIN.

BEAN

(Smiling)

Well, but it was worth a try.
Let's look elsewhere.

STOOL

(Offended)

BuT iT wAs WoRtH a TrY.

[Option D.2 - Check mossy stones]

BEAN

(Thinking)

Let's check in between these mossy
stones.

STOOL

(Offended)

But they are so slippy and
slimyYYAHHHHHHHH

STOOL SLIPS AND LANDS ON HIS BUM.

BEAN

(Laughing)

HAHAHA Stool! You have to be more
careful!

(Smiling)

Did you hurt yourself?

STOOL

(Crying)

I don't think so. But don't ever
make me do that again!

BEAN

(Happy)

Hihi - paw promise! Now let's
check somewhere else.

[Option D.3 - Check reeds]

BEAN

(Focused)

Stool, see the reeds? I think I
can see something peeking through...

(Thinking)

Uhaaah - but - arh - I'm too big -
uhh - to fit between the - arhhh
-... Stool? Can you just take a
look?

STOOL

(Anxious)

... You know I'm scared, right?

BEAN

(Charmed)

Pleaaaaase?

STOOL

(Crying)

Okay I'll do it.

STOOL DISAPPEARS INTO THE REEDS.

BEAN

(Curious)

Everything's alright?

STOOL

(From afar)

Yeah, I think I found something.

STOOL REAPPEARS FROM THE REEDS.

BEAN

(Happy)

A Rod! I think this will work!
Let's use this rod to try and hook
the stone.

BEAN CASTS THE ROD IN THE POND.

STOOL

(Happy)

You're doing great, Bean! Keep going!

BEAN

(Focused)

Almost... there... got it!

BEAN GETS THE STARSTONE.

[Merged Options E]

STOOL

(Worried)

Only two more to go...

BEAN

(Smiling)

We've already found one! Finding the other two will be a piece of cake.

STOOL

(Hysterical)

We have one stone to repair the portal. But we'll NEVER find the other two! They could be anywhere!

BEAN

(Smiling)

We'll find the stones. It wasn't THAT difficult. Let's keep looking. Soo - where are we heading next? What do you suggest?

STOOL

(Anxious)

Why are you asking ME??? I don't know! - But...

(Explanatory)

... Something tells me we should
search by the Mystique Meadows
down the hill. I just can't tell
why...

BEAN

(Happy)

Let's go!

TRANSITION: pix2

4.1. EXT ENCHANTICA MYSTIQUE MEADOWS — DAY

BEAN AND STOOL ENTER THE MYSTIQUE MEADOWS.

BEAN

(Charmed)

Wow, this place is paw-mazing!

STOOL

(Charmed)

Yeah, it's really beautiful.

(Serious)

Anyway - we should explore the
meadow and see if we can find any
clues.

(Shivering)

But we have to keep an eye out.
This place is full of surprises.

UNKNOWN (CHANT)

(From afar)

It's not my fault! You were the
one who had it last.

UNKOWN (CHARM)

(From afar)

ME? I was the one who had it
last??? You're crazy!

BEAN

(Curious)

Did you hear that?

STOOL

(Worried)

Indeed. Let's give it a wiiiide
berth.

BEAN

(Happy)

Let's check it out!

STOOL

(Offended)

Uh, are you even listening?

UNKOWN (CHARM)

(Angry)

I will never speak to you again!

UNKOWN (CHANT)

(Angry)

Are you kitten me? I will never
speak to YOU again!

BEAN

(Smiling)

Hello? Paw-don me. I'm searching
for a small glowing stone! It's
very important...

(Curious)

Is everything alright?

UNKOWN (CHANT)

(Snapped)

Not exactly - Charm lost our pixie dust and without the dust we can't fly.

CHARM

(Snapped)

In fact, Chant lost our pixie dust and doesn't want to admit it.

CHANT

(Angry)

I won't admit it because it wasn't my fault!

STOOL

(Worried)

psst, bean, i don't think we should waste our time with those two bickering fairies. they'll just keep going in circles.

BEAN

(Smiling)

sometimes, unexpected alliances can turn the tides in our favor.

[Option A - Help searching the pixie dust]

BEAN

(Smiling)

Charm, Chant, I'm Bean and I would like to help you. Do you have any recollection of the last time you used the pixie dust? Purr-haps a specific place or activity?

CHARM

(Thinking)

Hmm I think the last time we used it was back there on the right side.

CHANT

(Snapped)

No Charm, it was on the left side!
You never listen to me.

CHARM

(Snapped)

I do too listen to you. I just
don't agree with you!

STOOL

(Anxious)

bean, let's just start searching.

BEAN

(Worried)

okay...

[Option A.1 - Search on the right (Charm)]

BEAN

(Focused)

We should follow Charm's
suggestion and start searching on
the right side. Let's give it a
try and see if we can find any
traces of the pixie dust there.

[Option A.2 - Search on the left (Chant)]

BEAN

(Focused)

Chant's suggestion to check the
left side seems promising. We
might stumble upon something
significant that could help us
reunite Charm and Chant with their
precious dust.

[Merged Options C]

4.2 EXT ENCHANTICA MYSTIQUE MEADOWS — DAY

BEAN AND STOOL SEARCH ANOTHER PART OF THE MYSTIQUE MEADOWS.

BEAN

(Curious)

Hmm. Seems like nothings here.
Let's check for the other side.

UNKOWN (BANDIT)

(Grumpy)

Fuzzy feline furballs and whisker-
wagging troublemakers! Can't a
raccoon get a decent nap without
being bothered by meddling
creatures?

STOOL

(Anxious)

Bean, I-I think we should tread
carefully around this... creature.
He seems quite... ruffled, to say
the least. Perhaps we should
proceed with caution.

BEAN

(Happy)

Hello. I'm Bean. Why are you so
grumpy? Can I help you?

STOOL

(Offended)

cAn I hElP yOu?

BANDIT

(Grumpy)

Call me Bandit, and let me tell
you, I can't catch a wink of sleep
with those bickering fairies

around. They go on and on about who gets how much pixie dust, and it's driving me nuts! So, I decided to take matters into my own paws and swipe their precious dust. Maybe that'll finally shut them up and bring some peace to these meadows.

BEAN

(Worried)

Oh no, that must've been claw-ful! I understand that you were just trying to find some peace and quiet, but taking something that doesn't belong to you isn't the best way to solve the problem... Let's find a way to bring harmony to this meadow without resorting to theft, okay?

BANDIT

(Grumpy)

Look, Bean, I hear what you're saying, but those two just won't quit their bickering. If they can learn to stop arguing and get along, then I'll consider giving the pixie dust back. It's a fair deal, don't you think? They need to prove that they can share without fighting, and then we can all move on from this nonsense.

BEAN

(Happy)

Deal!

(Thinking)

Stool, we have to find a way to put an end to Charm and Chant's constant arguing. It's the only

way to get the pixie dust back
from Bandit.

STOOL

(Crying)

And you're asking ME? What can I
possibly do to make them stop
arguing? It's not like I have any
magical powers or wisdom to solve
their conflicts.

TRANSITION: pix4

4.3 EXT ENCHANTICA MYSTIQUE MEADOWS — DAY

BEAN AND STOOL HEAD BACK TO CHARM AND CHANT.

CHANT

(Angry)

I can't believe you're still in-
hiss-ting on taking more than your
fairy share of the pixie dust!

CHARM

(Snapped)

Oh, please! You're the one who
always wants to hog it all for
yourself!

BEAN

(Smiling)

Good news! We found your pixie
dust! There's just one small
catch...

CHANT

(Happy)

That's great! Where is it?

BEAN

(Focused)

Well... here's the thing, a raccoon has it, and he said he would only give it back if you two stopped arguing. So, if you really want your pixie dust back, you'll have to make a pact to put an end to your arguments.

CHARM

(Crying)

What does that mean? And what is a raccoon?

STOOL

(Worried)

psst - bean, i think talking won't do much here. we need to come up with something that will make them see the bigger picture.

[Option C.1 - Offer a solution]

BEAN

(Focused)

I have an idea that might help resolve your constant disagreements. Instead of arguing about who gets to use more or less, why don't you share it equally? By dividing the pixie dust equally, you'll realize that there is more than enough pixie dust to go around.

CHARM

(Thinking)

Chant, if we share the pixie dust equally, we won't have to waste time arguing about who gets more or who flew higher...

CHANT

(Happy)

...and we won't have to keep track
of who used it last or constantly
compare our flying skills.

CHARM

(Crying)

I'm sorry Chant!

CHANT

(Crying)

It's all right. I'm sorry too.

BEAN

(Happy)

With that out of the way, I'll
take care of your pixie dust. I'll
be back any minute.

TRANSITION: pix4

BEAN HEADS BACK TO BANDIT, TO FIND HIM ALREADY SLEEPING AT
PEACE.

BANDIT

(Sleeping)

zZZzz...

BEAN

(Laughing)

i'll take that. hope you do not
mind.

TRANSITION: pix4

BEAN

(Happy)

Here's your pixie dust!

CHARM

(Happy)

Thanks for not giving up on us!

CHANT

(Happy)

You mentioned you're searching for
a small glowing stone, right?
Well, how about we lend you some
of our precious pixie dust to aid
in your search?

BEAN

(Happy)

Pixie dust? That sounds claw-some!
I truly appreciate your kindness.
The pixie dust would be a
tremendous help in finding the
stone I need for my journey home.
You know - I'm from another world
and need to repair a portal to get
back.

[Option C.1.1 - Accept pixie dust]

BEAN

(Smiling)

Thank you, Charm and Chant. I'm
honored to accept your offer.

CHANT

(Happy)

You're most welcome, Bean. Just
sprinkle a little bit of the pixie
dust over yourself and feel the
magic take hold.

AS THE DUST SETTLES, BEAN FEELS A TINGLING SENSATION AND BEGINS
TO LEVITATE OFF THE GROUND.

BEAN

(Happy)

Oh, wow! This is amazing! I'm floating! It feels so strange, but in a good way!

CHARM

(Happy)

You're a natural, Bean. Now let me show you how to maneuver in the air. It's all about balance and gentle movements.

CHANT

(Happy)

Indeed, it's like dancing with the wind. Just relax and let the pixie dust guide you.

BEAN

(Focused)

That's incredible! You make it look so effortless.

STOOL

(From afar)

Bean, please be careful up there! You're floating so high, and I'm worried something might go wrong.

BEAN

(Happy)

Don't worry, Stool. I feel like I'm in control, and it's so much fun! It's a whole new perspective from up here.

(Curious)

And hey, look! What's that on the cloud over there?

(Focused)

It seems to be glowing... Looks like
the second relict!

[Option C.1.2 - Reject pixie dust]

BEAN

(Smiling)

I can't accept your offer.

STOOL

(Serious)

pssst bean i think you said the
wrong thing...

BEAN

(Charmed)

The pixie dust is such a valuable
and precious gift, and I wouldn't
want to take advantage of your
kindness.

CHANT

(Snapped)

But Bean, we insist!

BEAN

(Smiling)

The most important thing for me
was to see you both reconciled and
happy. That in itself is a
priceless reward.

CHARM

(Thinking)

Okay, since you won't take the
pixie dust, we'll use our flying
abilities to search for the
glowing stone from above!

CHANT

(Happy)

We'll be your eyes in the sky!
Your aerial scouts, seeking out
that elusive stone!

CHARM

(Angry)

Why do you have to brag like that
again...

CHANT

(Snapped)

Whatever.

(Happy)

Alright, up we go, Chant!

CHARM AND CHANT FLY OFF. BEAN AND STOOL REMAIN ON THE GROUND.

CHANT

(From afar)

WAIT, WHAT ABOUT THE CLOUD WE JUST
PASSED? IT HAD SOMETHING GLOWING
ON IT!

CHARM

(From afar)

Really? You're just making that up
to mess with me, aren't you?

BEAN

(Curious)

A glowing something on a cloud?
That could be it! Stool, what do
you think?

STOOL

(Explanatory)

There is indeed a peculiar magic
emanating from up there. It's
highly likely that the glowing
object is the relict we seek.

CHANT

(From afar)

SEE, I TOLD YOU I SAW SOMETHING!
I'VE GOT THE EYES OF AN EAGLE, YOU
KNOW!

CHARM

(From afar)

Yeah, if that eagle had a
questionable tendency to bump into
trees...

CHANT

(From afar)

What was that?

CHARM

(From afar)

Nothing.

CHARM AND CHANT LAND SAFELY ON THE GROUND.

CHANT

(Happy)

I think the thing your searching
for is on that cloud. Bean, your
selflessness is admirable and
we're glad that our arguments are
behind us.

CHARM

(Charmed)

You've taught us an important
lesson. We thank you for that. If
there's ever anything else we can

do for you on your journey, please
don't hesitate to ask.

CHANT

(Smiling)

I hope we meet again soon! Good
luck!

CHARM AND CHANT CONTINUE THEIR JOURNEY TO... WHO KNOWS.

[Option C.2 - Try to settle disputes]

BEAN

(Smiling)

Charm, Chant, I understand that
you both have your own opinions
and preferences. But constantly
arguing won't get us anywhere.
It's not about winning or being
right, it's about finding a
solution that works for both of
you.

CHARM

(Thinking)

How about we take turns using the
pixie dust? One day it's my turn,
and the next day it's your turn.
That way, we both get to enjoy
flying.

CHANT

(Snapped)

But what if I have something
important to do on your day? It's
not fair that I have to wait.

CHARM

(Angry)

And what if I need to practice my
flying skills on your day? I

shouldn't have to miss out just
because it's YOUR turn.

CHANT

(Snapped)

You're just jealous because I can
perform more dazzling tricks with
the pixie dust!

CHARM

(Snapped)

Jealous? Please! I'm just tired of
you showing off all the time!

[Option B - Don't waste time]

STOOL

(Worried)

The portal could implode soon
Bean. Let's hurry. We don't know
how much time's left.

BEAN

(Thinking)

True, these two brawlers don't
seem like they want to get
interrupted. Let's continue
searching.

[Merged Options D]

STOOL

(Confused)

Hm. Weird.

BEAN

(Curious)

What is it?

STOOL

(Confused)

I swear the sunstone is somewhere around here. But... Well... Further up. There is a peculiar magic emanating from up there. It's likely that the relict we seek is on that cloud.

[Merged Options E]

BEAN

(Thinking)

Okay, we just need to figure out how to reach it. I think we should search the meadow for something that could help us climb up to the cloud.

STOOL

(Offended)

Oh sure, Bean. Let's just search this vast meadow for a uni-cat while we're at it. Because finding something like that would be totally realistic!

BEAN

(Smiling)

Well, Stool, you never know what we might find if we look hard enough. It's worth a try, don't you think?

BEAN LEAVES TO SEARCH IN THE MEADOW.

STOOL

(Offended)

oh yes, i'm sure we'll stumble upon a rope in a meadow full of flowers.

BEAN

(From afar)

Stool, I found something!

STOOL

(Serious)

Let me guess, it's a golden ladder
with sparkles and a sign saying
"Use Me to Reach the Cloud"?

BEAN RETURNS.

BEAN

(Happy)

Actually, it's just a regular
ladder, but it looks sturdy enough
to help us climb up. See?
Sometimes luck is on our side.

STOOL

(Happy)

You actually found a ladder in the
meadow?? I suppose luck does favor
the bold.

BEAN

(Smiling)

It seems that way. Now, let's get
this ladder set up and make our
way to the cloud. We're one step
closer to retrieving the stone!

Transition: pix4

[Merged Options F]

4.4 EXT ENCHANTICA MYSTIQUE MEADOWS CLOUD — DAY

BEAN AND STOOL ARE ON THE CLOUD.

BEAN

(Charmed)

Wow, Stool! Can you believe it?
We're standing on a cloud! It

feels so soft and the light up
here is absolutely cat-astic.

STOOL

(Worried)

Bean, I'm not sure about this.
It's really high up here. What if
the cloud disappears?

BEAN

(Happy)

Don't worry, Stool. Look, the
cloud seems stable, and we're safe
up here. Let's take a moment to
enjoy the view. And look, there's
the stone!

BEAN GETS THE SUNTONE.

BEAN

(Smiling)

Stool, can you believe it? We've
found two of the stones already!
We're making progress.

STOOL

(Anxious)

But we still have one more stone
to find. And time is not on our
side. The portal could implode any
minute. And we have no clue where
the next stone is!

(Explanatory)

Well - in fact I have this strong
feeling that the next stone is in
this mysterious mansion below us
in the swamp. See? It's like a
faint whisper in my mind.

(Crying)

But we don't know for sure, right?

BEAN

(Happy)

That's purr-fect! Let's make our way to the mansion and see what lies ahead.

TRANSITION: pix2

5.1 EXT ENCHANTICA MYSTERIOUS MANSION — DAY

BEAN AND STOOL HEAD TO A SWAMPY OPENING IN THE FOREST.

THEY HEAR SPOOKY NOISES FROM THE MANSION.

BEAN

(Confused)

Stool, do you hear those spooky ghostlike noises? It's definitely coming from the mansion.

STOOL

(Shivering)

Bean, I'm scared! This place gives me the creeps. I don't think we should go inside.

BEAN

(Focused)

I understand your fear, Stool, but we've come so far. We can't turn back now. Remember, we need to be bold and face our fears.

STOOL

(Anxious)

But what if there are monsters or worse... - D O G S!?

(Crying)

I'm not prepared for that.

BEAN

(Smiling)

Don't be hiss-terical, Stool.
Let's head inside. You can hide
behind me.

STOOL

(Shivering)

Sure - at least you'll be eaten
first.

TRANSITION: pix4

5.2 EXT ENCHANTICA MYSTERIOUS MANSION - DAY

BEAN AND STOOL SNEAK QUIETLY INTO THE HOUSE.

STOOL

(Serious)

let's be as quiet as possible. we
don't want to alert anyone inside
the house.

BEAN

(Focused)

What is th-...

SUDDENLY, A SPOOKY HOWLING NOISE ECHOES THROUGH THE HOUSE.

STOOL

(Hysterical)

Aaaah! What was that? I can't take
it anymore~

(Fainting)

STOOL FAINTS.

BEAN

(Worried)

Stool, are you okay?

A GHOST APPEARS.

UNKOWN (SPOOK)

(Sad)

Who-hoo dares enter my haunted
abode? State your purr-pose,
intruders!

BEAN

(Worried)

I-I'm Bean, and this is Stool. We
mean no harm. We're searching for
something important.

UNKNOWN (SPOOK)

(Thinking)

Hmm, I heard shattering glass from
the grandfather clock. What are
you searching in this forsaken
place?

BEAN

(Focused)

We're on a mission to find the
moonstone. It's one of the relics
we need to repair a magical portal
to find my way back home. What's
your name by any chance?

SPOOK

(Smiling)

I forgot my name long ago, but you
can call me Spook. You're on a
noble quest indeed. I may be able
to assist you, but I have my own
reasons to seek answers within
these haunted halls.

BEAN

(Happy)

So - the moonstone might be inside
the clock? That's great! But how
do we open it?

SPOOK

(Thinking)

The clock holds the secrets you seek, but it's locked, I'm afraid. As a ghost, I can wander through the walls, but I cannot manipulate physical objects in the same way.

BEAN

(Curious)

How do you know that the clock is locked? Have you tried opening it before?

SPOOK

(Sad)

There is a deeper reason behind my knowledge. Inside that very clock, lies a charm of my deceased childhood friend. It holds sentimental value, but alas, I've been unable to retrieve it for an eternity.

BEAN

(Worried)

I'm truly sorry for the pain you've endured all this time. But now, I'm here to help. There must be a way to open the clock and retrieve both your charm and the moonstone. Let's think this through together.

SPOOK

(Smiling)

Thank you, Bean. To open the clock there's a riddle. The solution to opening the clock lies within its words.

(Thinking)

"I act like a cat, I look like a
cat, Yet I am not a cat."

AN INPUT FIELD APPEARS WHERE YOU CAN TYPE YOUR SOLUTION.

[Option B - Wrong answer]

BEAN

(Confused)

Seems like nothing happened. Maybe
I should try again.

[Option B.1 - Hear riddle again]

BEAN

(Focused)

Spook - can I hear the riddle
again?

SPOOK

(Thinking)

"I act like a cat, I look like a
cat, Yet I am not a cat."

[Option B.2 - Seek for a clue]

BEAN

(Focused)

Maybe I can find something to help
me... The rug looks very suspicious...

BEAN LIFTS THE DUSTY RUG.

BEAN

(Curious)

Huff, huff - it's a dusty note! It
says: "I rhyme on mittens, yet I
am nothing to wear."... Maybe this
could be a clue?

[Option B.3 - Ask Spook for help]

BEAN

(Curious)

Spook, do you have any clues or hints that could help us solve this riddle?

SPOOK

(Thinking)

I do remember reading something in a book long ago. There was a clue that might shed some light on the riddle. It said, "I am a small version of the creature the riddle is stating.".

[Option A - Right answer]

THE CLOCK CREAKS OPEN.

BEAN

(Happy)

It worked! We solved the riddle! The clock is open! And - what's that? A charm?

SPOOK

(Grief)

It indeed is a charm, Bean. My precious charm. Thank you.

BEAN

(Charmed)

I'm glad I could help you. How come you couldn't solve the riddle yourself after all this time?

SPOOK

(Sad)

Your question is a valid one. You see, sometimes when we are too close to a problem or burdened by our own emotions, it becomes challenging to see the solution.

[Option A.1 - Don't ask]

BEAN

(Worried)

Spook, I can sense that there's a deep story behind your inability to solve the riddle yourself. I'm sorry if there's something troubling you.

SPOOK

(Smiling)

Your willingness to help means more to me than words can express. Let us focus on the present.

[Option A.2 - Ask what happened]

BEAN

(Worried)

Spook, I can sense that there's a deep story behind your inability to solve the riddle yourself. If you're comfortable sharing, I'd like to know what happened.

SPOOK

(Sad)

Long ago, I was desperate to revive my dear friend who had passed away. I stumbled upon a riddle spell that promised to bring her back to life. I attempted the spell with all my hope and love, but instead of bringing her back, it backfired, resulting in a curse upon me.

BEAN

(Sad)

Oh, Spook, I'm so sorry to hear that. How did the curse manifest itself?

SPOOK

(Grief)

The curse bound me to a tormenting paradox. The most important thing to me, the charm that held the memories of my dear friend, was right in front of my eyes, yet I couldn't solve the riddle to retrieve it. It was a constant reminder of my failure and loss.

BEAN

(Sad)

That must have been incredibly difficult for you. I can't imagine the pain you've endured all this time.

SPOOK

(Smiling)

Your understanding and willingness to help mean more to me than words can express. Let us focus on the present.

[Merged Options C]

BEAN COLLECTS THE MOONSTONE.

BEAN

(Smiling)

Finally! All stones. With all the relics, I can finally repair the portal and return home! To Oliver! What are you planning to do now that you have your charm back?

SPOOK

(Thinking)

I've come to realize that the memories I hold dear are more than enough to keep my friend alive in my heart. I've learned that it's not the physical charm that truly matters, but the bond and love we shared. I've made peace with the past and am ready to embrace the present.

BEAN

(Smiling)

I'm glad to hear that.

SPOOK

(Smiling)

You've brought light and joy into my afterlife, and I'm grateful for the friendship we've formed. As I continue my ethereal existence, I'll cherish the memories we've created together. Farewell, dear friend.

SPOOK VANISHES.

STOOL

(Confused)

...

What...? Where am I?

BEAN

(Smiling)

STOOL? I am so glad you're fine!

STOOL

(Confused)

... What happened? Suddenly, everything was black.

BEAN

(Happy)

I got the last stone!

STOOL

(Happy)

You got the moonstone?? Furreal??
Well - that was easy! And I wasn't
scared at all! Let's head back to
the portal and hope it's not too
late!

BEAN

(Laughing)

Sure - you weren't scared at all!
Let's go!

TRANSITION: pix2

6.1 EXT ENCHANTICA WISTFUL WOODS - DAY

BEAN AND STOOL ARE BACK AT THE PORTAL.

BEAN

(Happy)

There's the portal! See? I didn't
implode! We did it!

STOOL

(Anxious)

... yet! - It didn't implode yet!

BEAN

(Focused)

I understand that time is running
out, but we need to stay calm and
think this through. Can you see
the three small notches? The
stones would fit perfectly. But in
which order am I supposed to put
them in...?

STOOL

(Crying)

How am I supposed to know???

(Explanatory)

... Well - in fact this reminds me
of a poem I once stumbled upon.
Listen closely:

"I am the light in the night,
shining bright.

I am the midst of the cosmic,
giving live.

I am the guide through the dark,
sparkling high.

Together we make the way, for you
to pass through the fray."

(Anxious)

But I don't know how this is
supposed to help...

[Option A - Arrange Stones]

BEAN CAN ARRANGE THE ORDER OF THE STONES.

[Option B - Hear poem again]

BEAN

(Focused)

Stool, can you repeat the poem?

STOOL

(Explanatory)

"I am the light in the night,
shining bright.

I am the midst of the cosmic,
giving live.

I am the guide through the dark,
sparkling high.

Together we make the way, for you
to pass through the fray."

[Option C - Ask Stool for clue]

BEAN

(Focused)

Stool, is there anything else you can recall that might guide us in choosing the right order?

STOOL

(Explanatory)

I can't quite pinpoint how I know, but another thing that comes to mind is to think about the natural phenomenon each stone represents.

[Option A.1 - Rearrange]

THE STONES CAN BE REARRANGED AGAIN.

[Option A.2 - Keep the order]

THE ORDER CAN'T BE CHANGED ANYMORE.

[Option A.2.1 - Right order]

BEAN

(Happy)

Stool, look! The stones are in the right order! The portal is starting to glow and activate!

STOOL

(Confused)

Bean, I... I remember.

BEAN

(Confused)

Remember what? Are you alright?

STOOL

(Serious)

I was the guardian of this portal
before it was destroyed.
Everything is coming back to me
now. I don't know how I forgot,
but the memories have flooded
back. I was responsible for
safeguarding the knowledge of the
stones. It all makes sense now.

BEAN

(Happy)

You were guiding us all along? It
really does make sense now!

STOOL

(Explanatory)

Each stone represents a different
natural phenomenon. The starstone
symbolizes the celestial light,
the sunstone represents the
radiant warmth, and the moonstone
embodies the mystic allure of the
night. Putting them in the correct
order activates the portal.

BEAN

(Laughing)

That makes sense - in a magic
context - I guess? I can't believe
you've been guiding us this whole
time.

STOOL

(Happy)

It was my duty, and now, with my
memories restored, I feel more
confident and determined than
ever. From now on I'll watch the
portal more carefully.

BEAN

(Sad)

Stool. I really have to leave now.
Oliver must be so worried.

STOOL

(Sad)

I know it's a difficult decision,
Bean. But remember the incredible
experiences we've had, the
friendships we've formed, and the
lessons we've learned. Please stay
with me... Don't leave me...

[Option A.2.1.1 - Enter the portal]

BEAN

(Worried)

I don't want to leave you behind,
but I also don't want to abandon
my own world. I'm sorry Stool - I
have to leave.

STOOL

(Sad)

But Bean, Enchantica holds so much
wonder and potential, and you
could continue to explore and
discover its secrets. You and me
together!

BEAN

(Sad)

Enchantica is an amazing place,
and I've grown to love it. We
truly are friends, but my heart
longs to return to my world, and
my friends there. I can't ignore
that.

STOOL

(Sad)

I understand, Bean. It's your
choice to make. Just know that

Enchantica will always be here,
and I will be its guardian,
watching over this realm and
protecting it with all my heart.

BEAN

(Smiling)

Thank you, Stool, for everything.
You've been an incredible friend
and guide. Enchantica will forever
hold a special place in my heart,
and I'll cherish the memories
we've shared.

STOOL

(Charmed)

Likewise, Bean. Our paths may
diverge for now, but I have no
doubt that destiny will bring us
together again someday. See you
soon, Bean!

BEAN STEPS INTO THE PORTAL.

TRANSITION: pix1

6.2 EXT REAL WORLD FOREST — DAY

BEAN IS BACK HOME.

OLIVER

(From afar)

Bean! Bean, where are you?

BEAN

(Confused)

Oliver?

OLIVER

(Happy)

Oh, Bean, there you are! I've been
searching everywhere for you. I
was getting worried.

BEAN

(Happy)

Oh Oliver! I'm so glad to see you!

OLIVER

(Happy)

You really had me going there for a moment. I thought I'd lost you.

BEAN

(Charmed)

Oh, Oliver, I would never want that. You mean the world to me.

OLIVER

(Worried)

Are you okay? You mean the world to me too, Bean. I'm just glad I found you. So, where were you hiding?

BEAN

(Laughing)

Oh, Oliver, you wouldn't believe it!

TRANSITION: Fade to black

TRANSITION: Fade in

STOOL GREETES NEW VISITORS IN ENCHANTICA.

TRANSITION: Fade to black

TRANSITION: Fade in

THE FOREST IN THE REAL WORLD IS FULL OF SPARKLES.

TRANSITION: Fade to black

THE END

[Option A.2.1.2 - Stay in Enchantica]

BEAN

(Thinking)

Stool, I've made up my mind. I want to stay in Enchantica with you.

STOOL

(Confused)

Bean, are you sure? Your world and your life are back there.

BEAN

(Smiling)

I know it's a big decision, Stool, but Enchantica feels like home to me now. The magic, the friends I've made, the adventures we've had together — it's all so special. I don't want to leave it all behind.

STOOL

(Worried)

But what about your family and friends in your world? Won't they miss you?

BEAN

(Thinking)

Of course they will, Stool. And I'll miss them too. But sometimes, we have to follow our hearts and pursue what truly makes us happy. Enchantica has awakened something in me, something I never knew I had. I want to explore this world, learn more about its mysteries,

and be a part of something
extraordinary.

STOOL

(Charmed)

Oh Bean! If you're willing to
stay, I'll be here by your side,
guiding you and sharing in the
wonders this world has to offer.

BEAN

(Happy)

And your friendship means the
world to me, and I couldn't
imagine this journey without you.
We'll create new memories, uncover
hidden treasures, and embrace the
magic together.

TRANSITION: Fade to black

TRANSITION: Fade in

6.2 EXT REAL WORLD FOREST — DAY

OLIVER STILL SEARCHES FOR BEAN.

OLIVER

(Worried)

BEEEEAN? Where are you? You won! I
give up! Please show yourself!

TRANSITION: Fade to black

THE END

[Option A.2.2 - Wrong order]

BEAN

(Happy)

Stool, look! The stones are aligned! The portal is starting to glow!!

STOOL

(Confused)

Bean, something just clicked in my mind...

BEAN

(Confused)

What is it? Are you feeling alright?

STOOL

(Serious)

I remember now. I was the guardian of this very portal before it fell into ruin. The memories have come rushing back to me. It's incredible how they resurfaced after being buried for so long. I was entrusted with the knowledge of the stones, and it all makes sense now.

BEAN

(Happy)

You mean you were guiding us this whole time? It suddenly all falls into place!

STOOL

(Explanatory)

Indeed! Each stone symbolizes a different force of nature. The starstone embodies the celestial light, the sunstone represents the radiant warmth, and the moonstone captures the mystical allure of the night.

(Worried)

But I can't shake this strange
feeling about the portal.
Something doesn't feel right.

BEAN

(Confused)

What do you mean? We've worked so
hard to repair it. It should be
safe now, shouldn't it?

STOOL

(Explanatory)

I can't explain it, but deep down,
I sense that there might be
something wrong. But for now I am
grateful for the opportunity to
fulfill my duty once again, and
with my memories restored, I feel
a renewed sense of purpose. I will
watch over the portal diligently
from now on.

BEAN

(Sad)

Stool, I have to go back now.
Oliver must be incredibly worried
about me.

STOOL

(Sad)

I know it's hard for both of us,
Bean. But think about the
incredible journey we've had, the
bonds we've formed, and the fun we
had. Please reconsider... Stay by
my side... Don't leave me...

[Option A.2.2.1 - Enter the portal]

BEAN

(Worried)

I don't want to leave you behind, Stool, but I also can't abandon my own world. I'm sorry, but I have to make the difficult decision to leave.

STOOL

(Sad)

But Bean, Enchantica is filled with endless wonders and opportunities. We could continue to explore and uncover its secrets together. Think about all the adventures we could have!

BEAN

(Sad)

Enchantica truly is a remarkable place, and I've grown to love it deeply. Our friendship means a lot to me, Stool, but my heart yearns to return to my world, to the friends and loved ones I left behind. I can't ignore that calling.

STOOL

(Sad)

I understand, Bean. It's your choice to make, and I respect it. Just know that Enchantica will always be here, and I will fulfill my duty as its guardian, watching over this realm and protecting it with all my heart.

BEAN

(Smiling)

Thank you, Stool, for being an extraordinary friend and guiding me on this incredible journey.

Enchantica has become a part of
me, and the memories we've created
will forever hold a special place
in my heart.

STOOL

(Happy)

Indeed, Bean. Although our paths
may temporarily diverge, I have a
deep belief that fate will reunite
us in the future. Until then, take
care and stay true to yourself, my
dear friend. Goodbye, for now!

BEAN STEPS INTO THE PORTAL.

TRANSITION: pix1

STOOL

(From afar)

BEAN! SOMETHING'S WRONG! THE
PORTAL... IT'S BREAKING DOWN! WE
NEED TO...

6.2 EXT REAL WORLD FOREST — DAY

OLIVER STILL SEARCHES FOR BEAN.

OLIVER

(Worried)

BEEEEAN? Where are you? You won! I
give up! Please show yourself!

TRANSITION: Fade to black

TRANSITION: pix2

6.3 EXT ANOTHER WORLD — DAY

BEAN IS IN ANOTHER WORLD.

BEAN

(Confused)

Oliver! Oliver! Where are you?

(Scared)

I'm not at home...? No, this can't
be right... Why didn't the portal
work? WHAT WENT WRONG?

(Sad)

I followed all the steps, placed
the stones in the right order... WHY
AM I NOT BACK HOME? And what do I
do now?

TRANSITION: Fade to black

UNKOWN

Hello? Can I help you?

THE END

[Option A.2.2.2 - Stay in Enchantica]

BEAN

(Focused)

Stool, I've made my decision. I
want to stay in Enchantica with
you.

STOOL

(Confused)

Bean, are you absolutely certain?
Your world, your life... they're
back there.

BEAN

(Smiling)

I understand it's a significant
choice, Stool, but Enchantica has
become my home. The enchantment,
the friendships I've forged, and
the extraordinary adventures we've

shared—it's all too precious to
leave behind.

THE PORTAL STARTS TO BREAK DOWN.

BEAN

(Scared)

OH NO! What's wrong with the
portal??

STOOL

(Anxious)

I don't know, Bean! It's falling
apart! We must have done something
wrong! Luckily you decided to
stay...

BEAN

(Smiling)

Maybe this is a sign. Maybe I was
meant to stay in Enchantica all
along.

STOOL

(Worried)

What? But Bean, we didn't plan for
this! We were supposed to repair
the portal!

BEAN

(Smiling)

Sometimes, fate has its own plans.
Maybe this is where I'm meant to
be, with you and in this magical
world.

TRANSITION: Fade to black

TRANSITION: Fade in

6.2 EXT REAL WORLD FOREST — DAY

OLIVER IS STILL SEARCHING BEAN.

OLIVER

(Worried)

BEEEEAN? Where are you? You won! I
give up! Please show yourself!

TRANSITION: Fade to black

THE END