

Scene: 1

Ext. King Knight's Castle

Late afternoon

Present

Dialog: —

Action: Everything gets dark.

Sound: Rain and steps

Music: —

Scene: 1

Ext. King Knight's Castle

Late afternoon

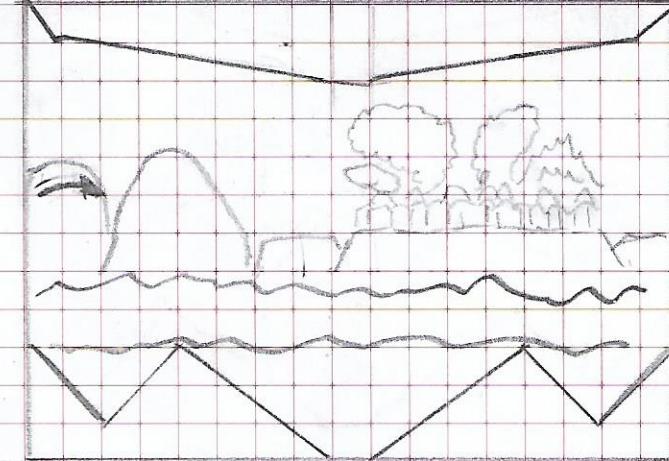
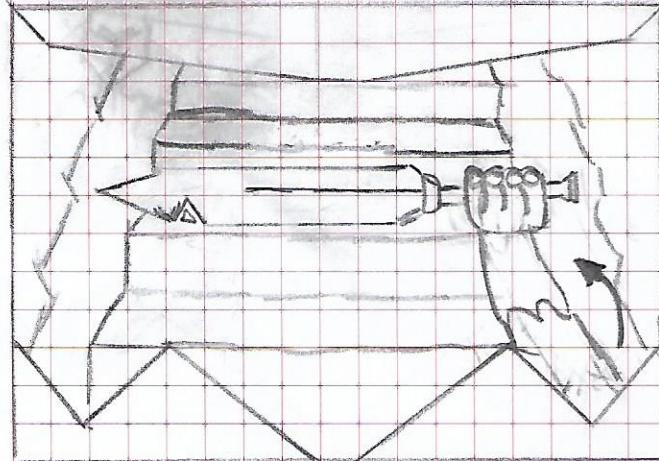
Present

Dialog: —

Action: The Yellow Knight climbs up the stairs of the King's Castle

Sound: Rain and steps

Music: —



Scene: 1

Ext. King knight's Castle

Late afternoon

Present

Dialog: —

Action: Yellow knight sees his sword when he rises his arm.

Sound: Rain

Music: —

Scene: 1:

Ext. King knight's Castle

Late afternoon

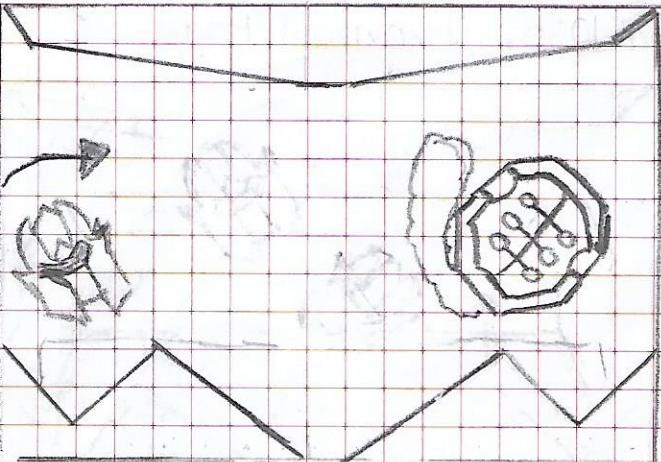
Present

Dialog: —

Action: Yellow knight sees to the right and he sees the village.

Sound: Rain

Music: —



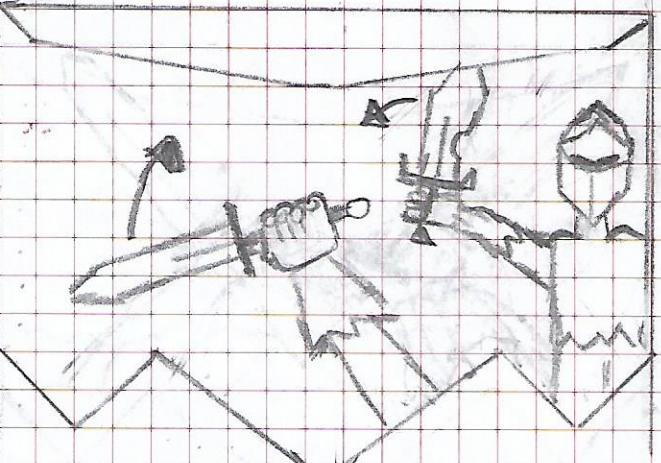
Scene: 1

Ext. King knight's Castle
Late afternoon
Present

Dialog: —

Action: Yellow knight sees tip the right, and he sees the elite knights
Sound: Rain

Music:



Scene: 2

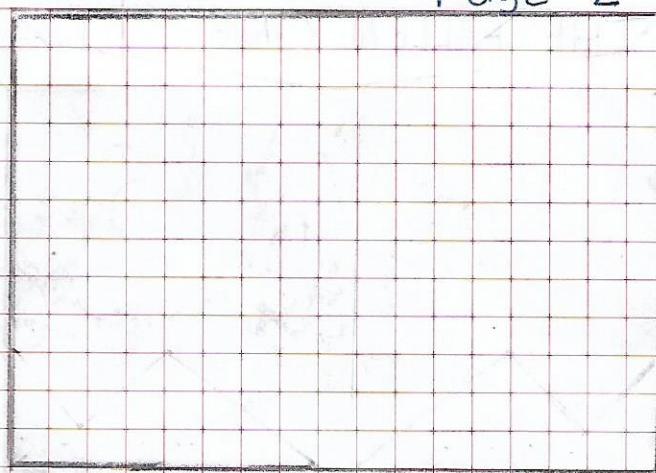
Ext. Near of the Village
Day
Flashback

Dialog: —

Action: Yellow knight is fighting with Red knight.

Sound: Hit of the swords.

Music:



Scene: 1

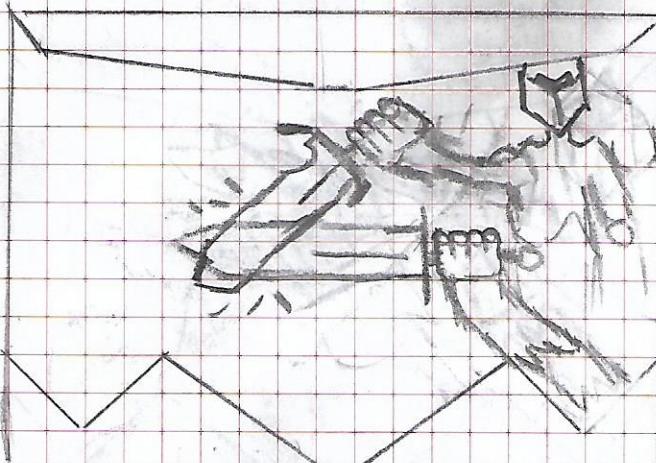
Ext. King knight's Castle
Late afternoon
Present

Dialog: —

Action: The Yellow knight remembers
(flashback)

Sound: Flashback

Music:



Scene: 2

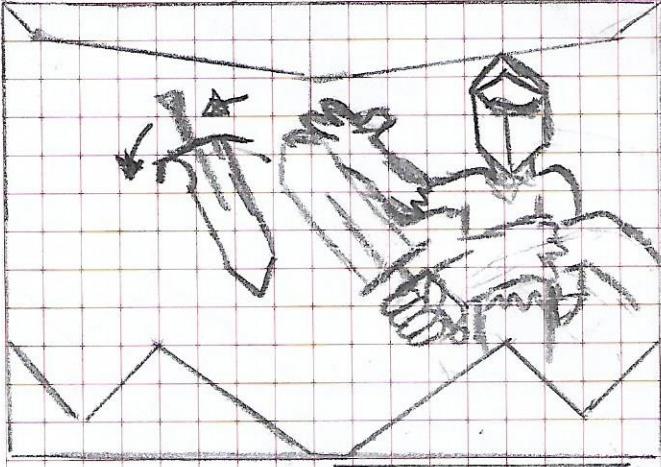
Ext. Near of the Village
Day
Flashback

Dialog: —

Action: Yellow and Red knight hit their swords

Sound:

Music:



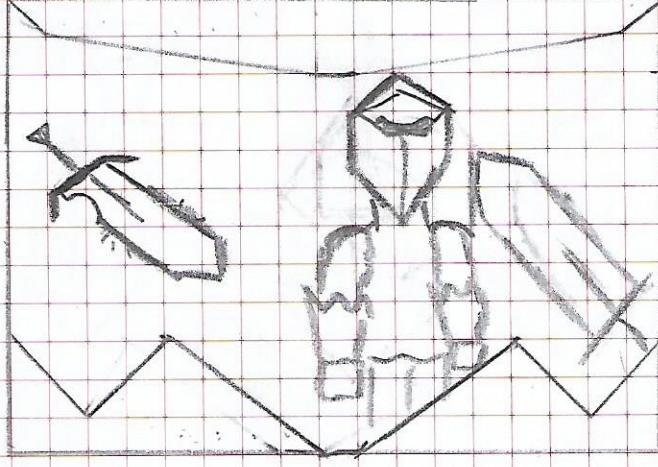
Scene: 2
Ext. Near of the Village
Day
Flashback

Dialog: —

Action: Yellow knight throws Red knight sword.

Sound: Hit of swords

Music:



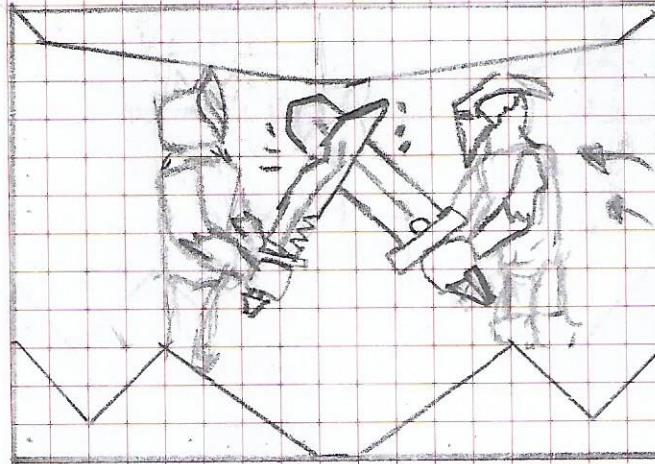
Scene: 2
Ext. Near of the village
Day
Flashback

Dialog:

Action: The Red knight's sword falls down and the Red knight sees the Yellow knight.

Sound: Hit of swords

Music:

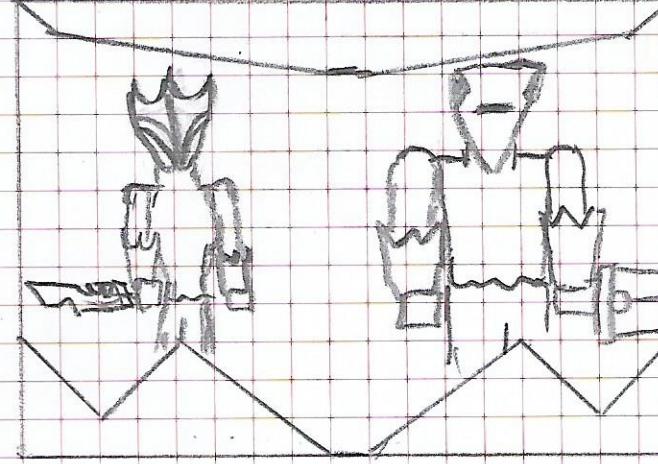


Scene: 2
Ext. Near of the Village
Day
Flashback

Dialog: —

Action: Yellow knight turns left and he sees pink and blue knight training.

Sound: Hit of swords

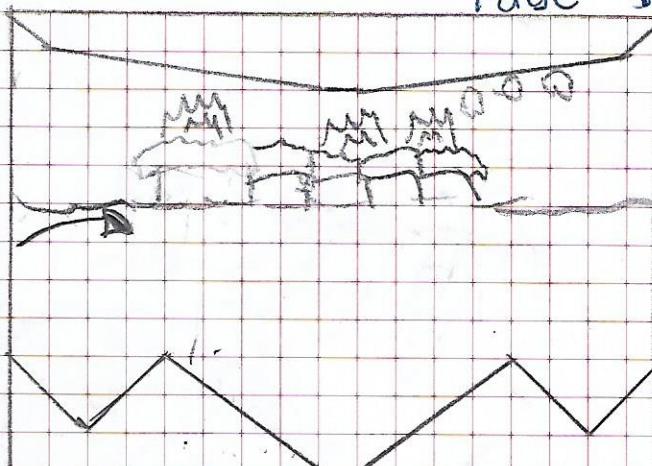
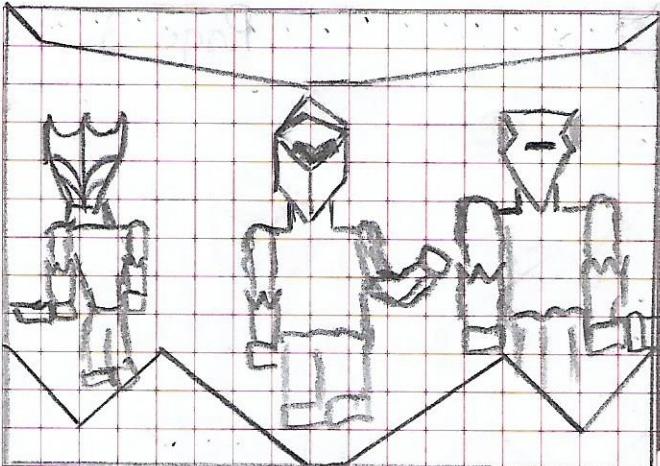


Scene: 2
Ext. Near of the Village
Day
Flashback

Dialog: Pink Night: You are getting better with the sword.

Action: Pink and Blue knight stop the training.

Sound: —



Scene: 2.

Ext. Near of the Village

Day

Flashback

Dialog: • Red Knight: He is just lucky. You and Pink are going to loose.
• Blue Knight: Everyday it gets easier, we need more knights for a different kind of battles.
• Pink Knight: I am agree with you, if we continue like this, we are not going to be part of the royal guard.

Action: They are talking

Sound: —

Music:

Scene: 2

Ext. Near of the Village

Day

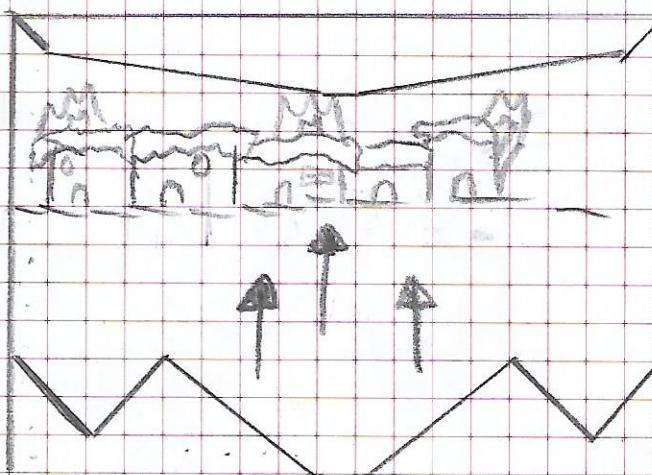
Flashback

Dialog: —

Action: They hear an explosion and they see the village is burning.

Sound: Explosion

Music:



Scene: 2

Ext. Near of the village

Day

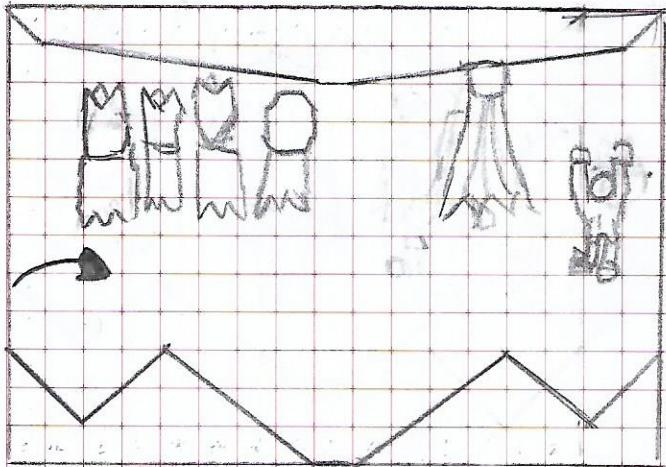
Flashback

Dialog: —

Action: The knights run to the village, they see 5 shadows.

Sound: Fire

Music:



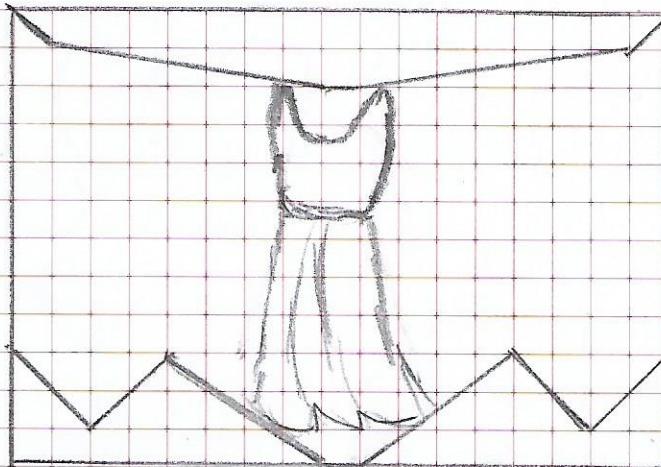
Scene: 2
Ext. Near of the Village
Day
Flashback

Dialog: • Villager: Run for your life!

Action: Yellow knight turns right and he sees 5 shadows and villagers running.

Sound: Fire

Music:



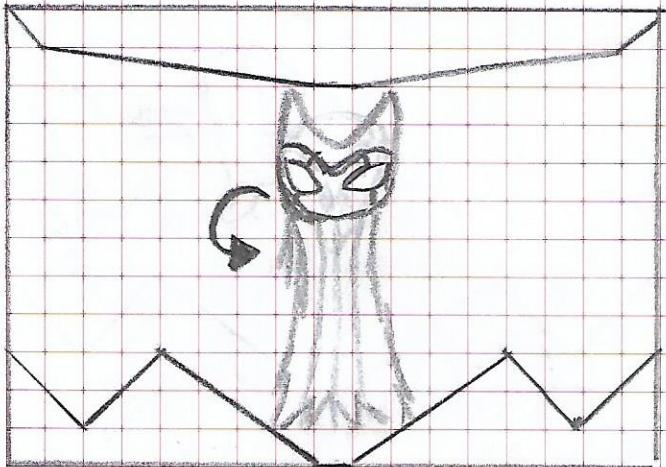
Scene: 3
Ext. Near of the Village
Day
flashback

Dialog: • Pink knight: Who are you? Why are you destroying the village?

Action: The knights come closer to the shadows. Yellow sees the bigger shadow.

Sound: Steps.

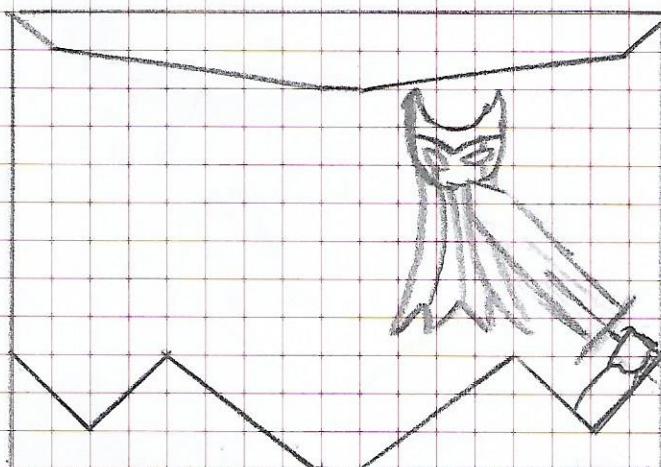
Music:



Scene: 3
Ext. Near of the Village
Day
Flashback

Dialog: Grimm: Because the village has to know who is the new king. The name of your new king is Grimm.

Action: Grimm turns back and it sees the knights.

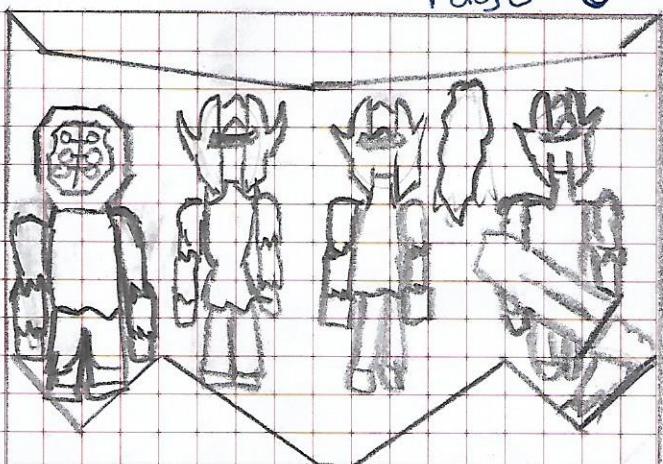
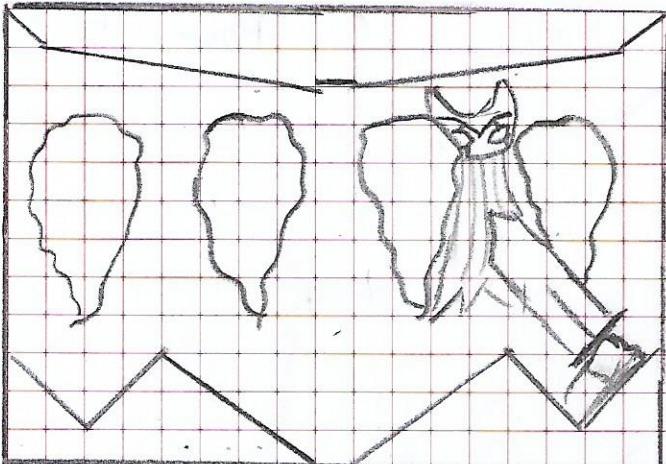


Scene: 3
Ext. Near of the Village
Day
Flashback

Dialog: —

Action: Yellow knight prepares his sword.

Sound: Sword



Scene: 3

Ext. Near of the Village

Day

Flashback

Dialog:-

Action: Suddenly, four spectres appear in front of the night

Sound: Appear spectre

Music

Scene: 3

Ext. Near of the Village

Day

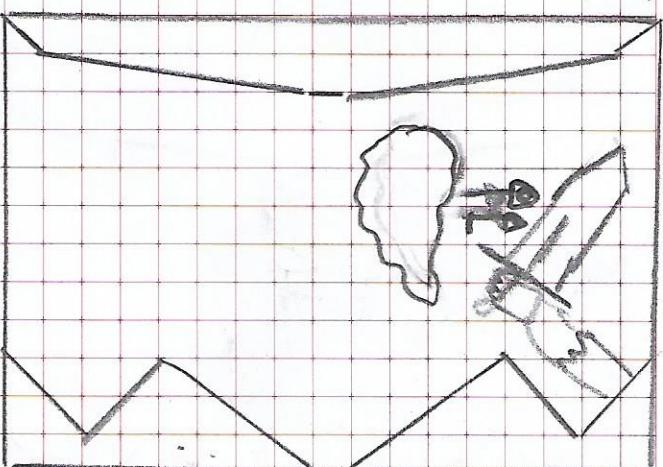
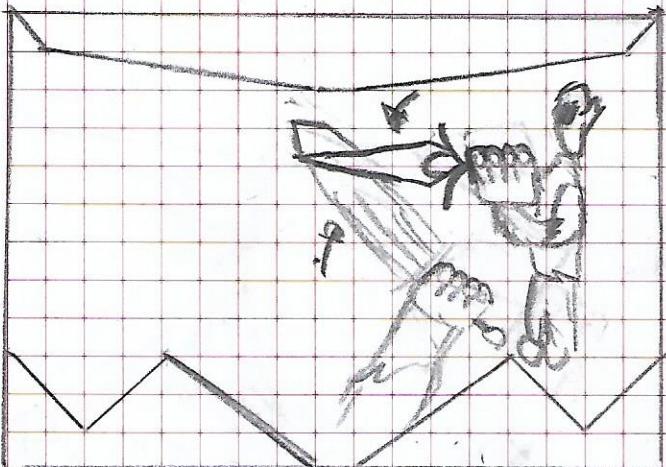
Flashback

Dialog: - Grimm: I see you have known my spectre knights. This battle will be a good exercise for them.

Sound: Appear and disappear

Music:

Action: The spectre knights appear and Grimm disappears.



Scene: 3

Ext. Near of the Village

Day

Flashback

Dialog: -

Action: Yellow knight and spectre knight are fighting

Sound: Sword hit

Music:

Scene: 3

Ext. Near of the Village

Day

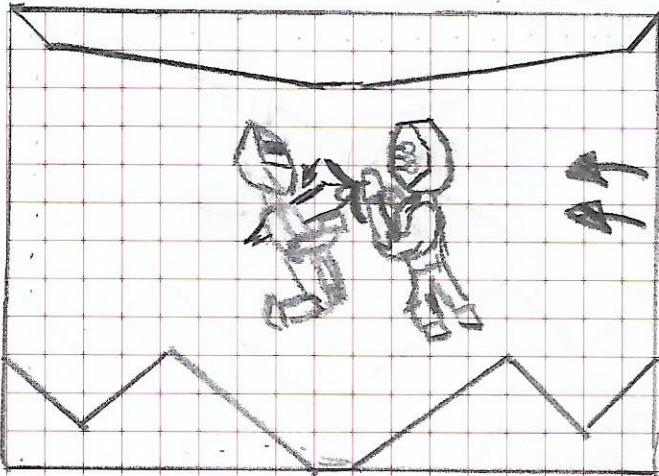
Flashback

Dialog: -

Action: Yellow knight attacks but spectre disappears

Sound: disappearing

Music:



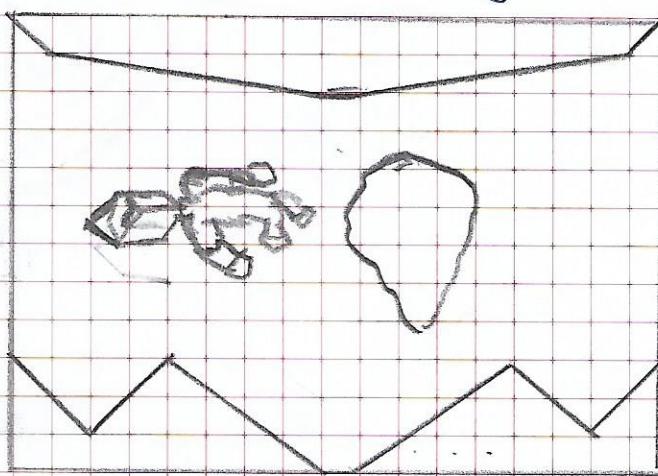
Scene: 3
Ext. Near of the Village
Day
Flashback

Dialog: -

Action: An spectre kills the red knight.
Yellow knight turns left.

Sound: Hit of swords

Music:



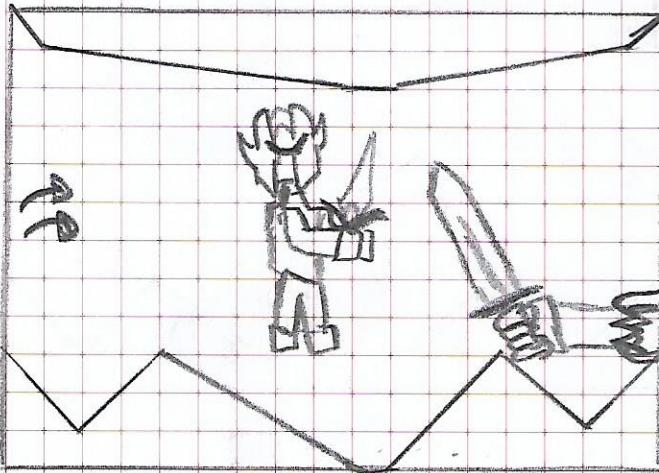
Scene: 3
Ext. Near of the Village
Day
Flashback

Dialog: -

Action: The spectre disappears and the Red Knight falls on the dirt.

Sound: Hit on the ground.

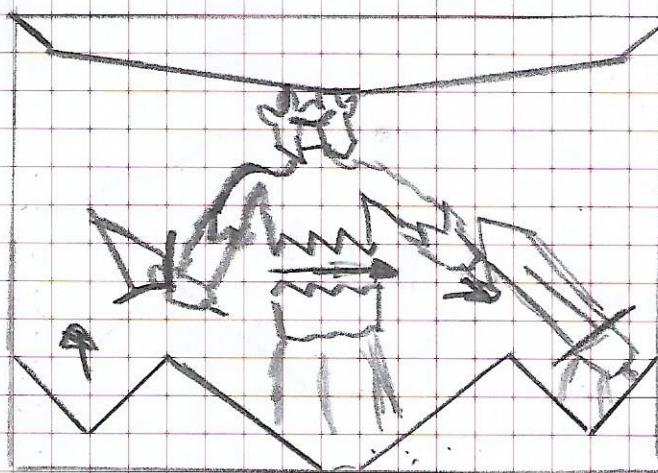
Music.



Scene: 3
Ext. Near of the Village
Day
Flashback

Dialog: -

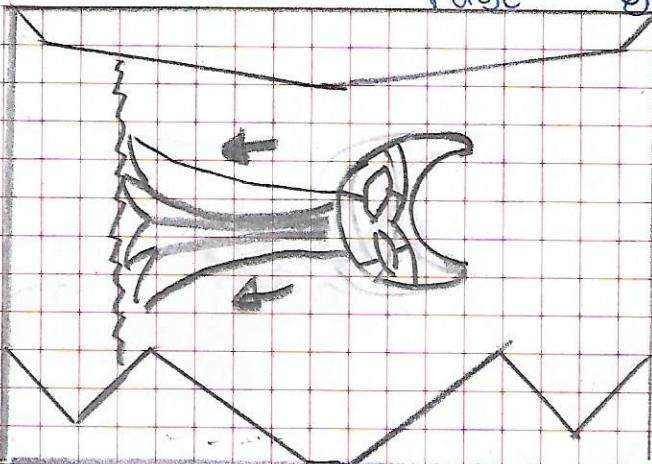
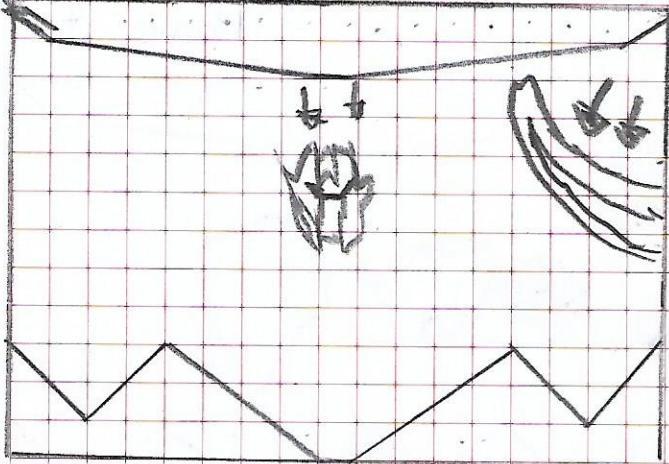
Action: Yellow knight turns right and he sees the spectre he was fighting.
Sound:



Scene: 3
Ext. Near of the Village
Day
Flashback

Dialog: -

Action: Yellow knight kills spectre
Sound:

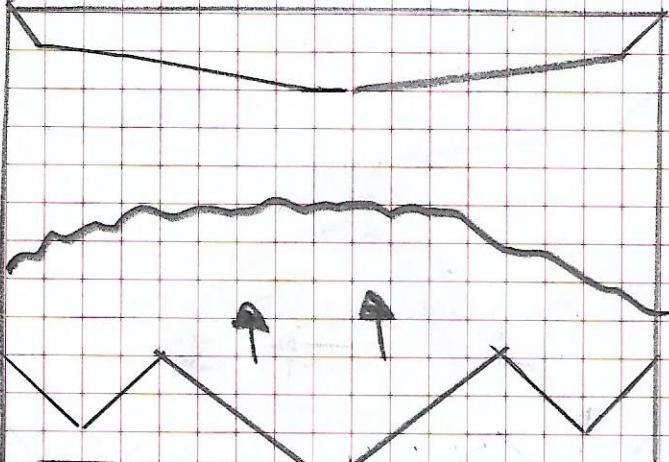


Scene: 3
Ext. Near of the Village
Day
Flashback

Dialog: —

Action: The helmet of the spectre falls down. Yellow knight gets hit by grimm.
Sound: Hit of a sword and helmet hitting the ground

Music:

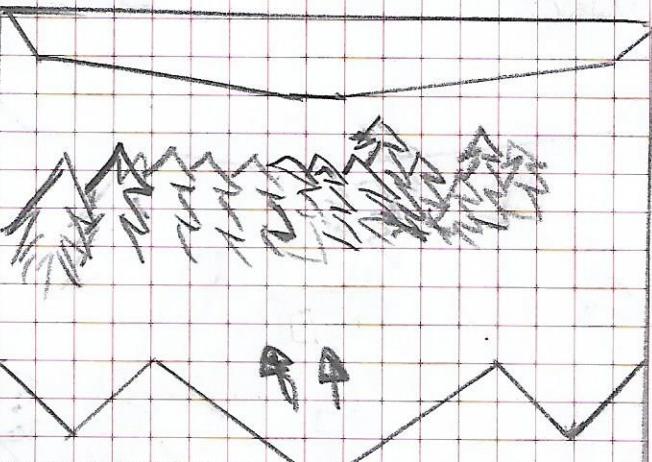


Scene: 3
Ext. Near of the Village
Day
Flashback

Dialog: —

Action: Yellow Knight falls to the ground
Grimm is approaching to him
Sound: Steps.

Music:



Scene: 3
Ext. Near of the Village
Day
Flashback

Dialog: —

Action: Grimm grabs Yellow knight and walks to the cliff.
Sound: Steps

Music:

Scene: 3
Ext. Near of the Village
Day
Flashback

Dialog: —

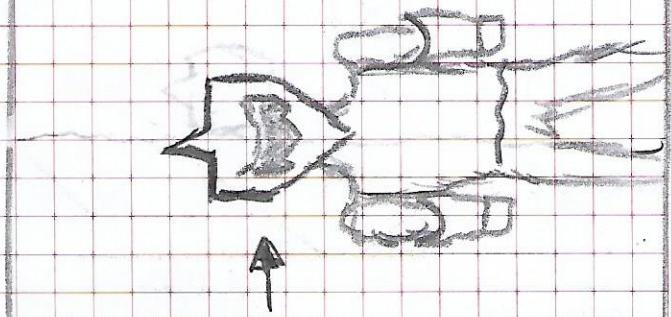
Action: Grimm throws Yellow Knight off the cliff

Sound: —

Music:

Two DAYS AFTER
GRIMM

Black
Color

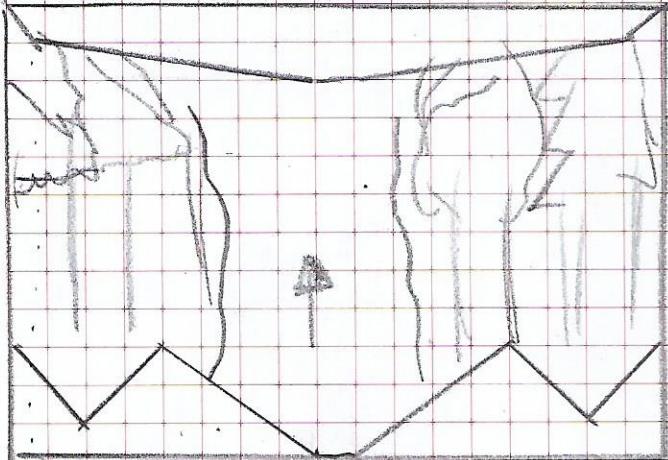
Scene: 4
Ext. Night Forest
Night
Flashback - Two days after Grimm

Dialog: —

Action: —

Sound: —

MUSIC: —

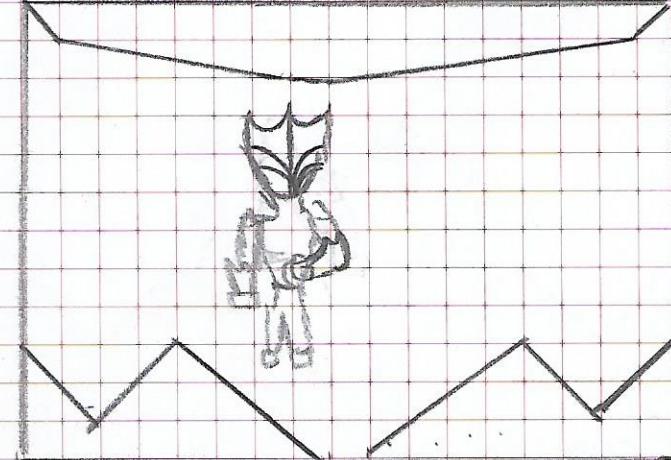


Scene: 4
Ext. Forest
Night
Flashback - Two days after Grimm

Dialog: —

Action: Yellow knight wakes up and he sees his body. He touches his body.
Sound: Nature

MUSIC: —



Scene: 4
Ext. Forest
Night
Flashback - Two days after Grimm

Dialog: —

Action: Yellow Knight walks to the forest

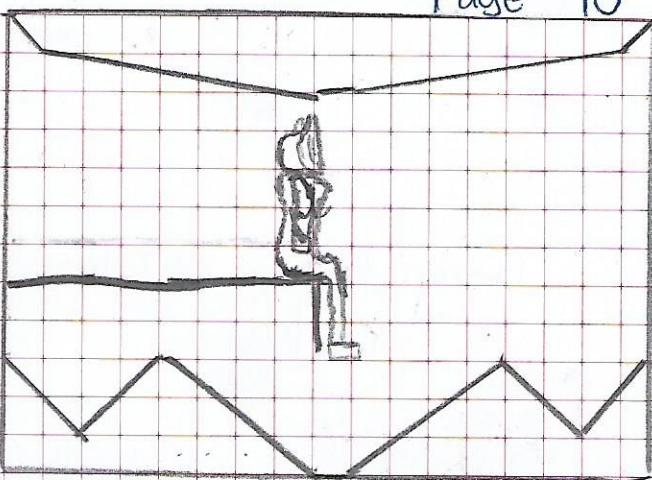
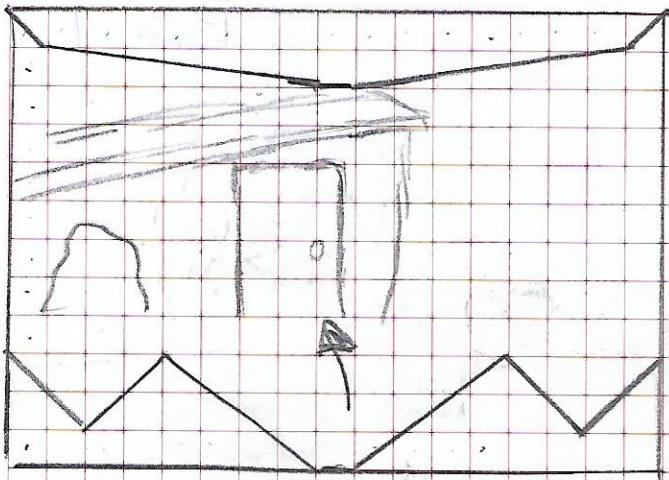
Sound: Steps

Scene: 4
Ext. Forest
Night
Flashback - Two days after Grimm

Dialog: —

Action: Yellow Knight sees Pink knight she is hurt.

Sound: Steps



Scene: 4
Ext. Forest
Night
Flashback - Two days after Grimm

Dialog: —

Action: They enter to the house in the forest

Sound: Steps and door open and close.

Music:

Scene: 5
Int. Forest House
Night
Flashback

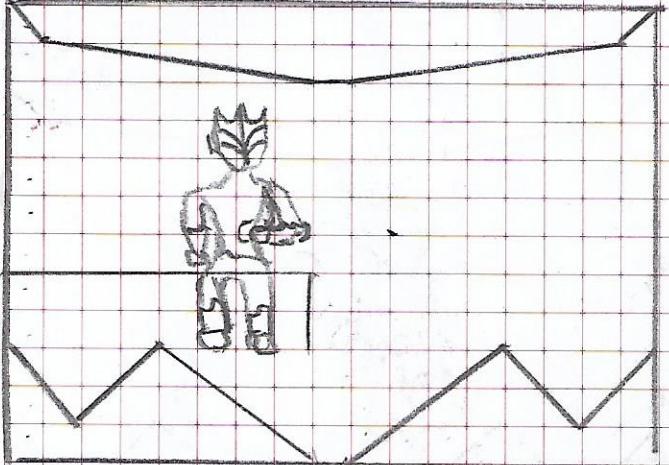
Dialog: • Pink Knight: I do not know who are those knights. I have never seen them.

Blue Knight told me, that Grimm took the King knight's Castle before he was captured. I could escape because he helped me. But I got injured.

Action: They are talking.

Sound: Flame

Music:

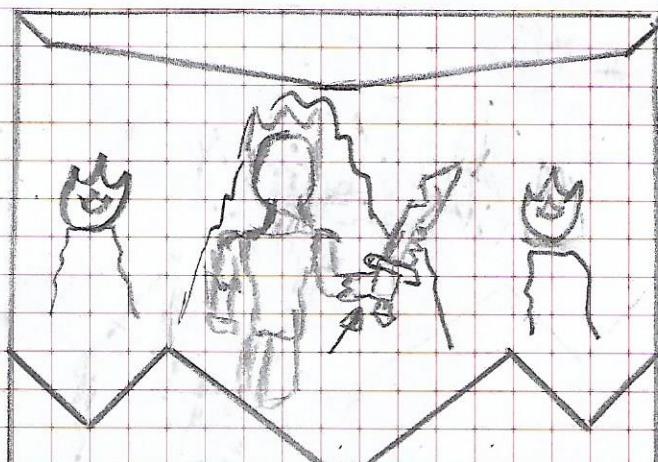
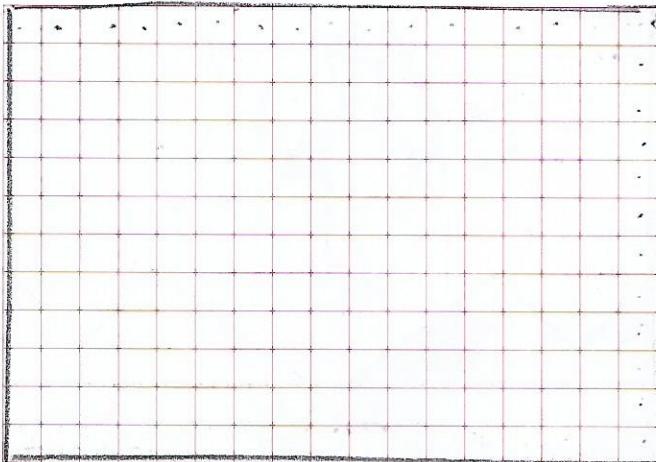


Scene: 5
Int. Forest House
Night
Flashback

Dialog: We thought you were dead. But I see You cannot die. When you are closely to die, your soul escapes from your body, and you can return to it.

Your sword was broken when you was fighting. You will need another one. I did not tell you, but the King knight told me time ago about a sword to defeat anyone, you will need that

Sound: Flame



Scene: 6:

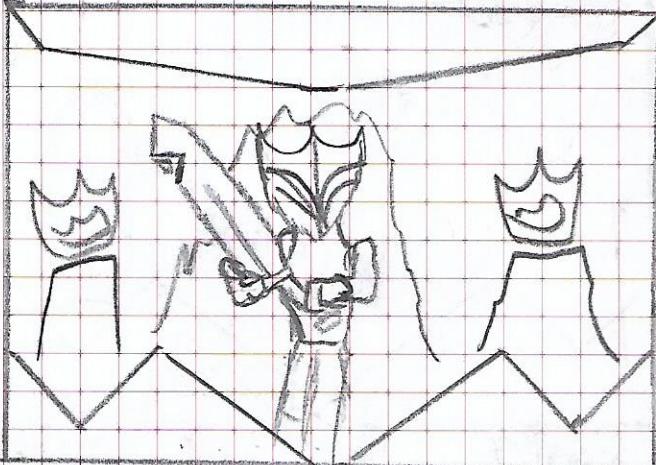
Ext. King Knight's Castle
Afternoon
Flashback

Dialog: -

Action: Continue the story

Sound: -

Music: -



Scene: 6.

Ext. King Knight's Castle
Afternoon
flashback

Dialog: - Pink knight: We have to be quiet, anyone could be near of this place.

Action: They are walking in search of the sword.

Sound: Flames and walking

Music: -

Scene: 6

Ext. King ~~Knight~~ Knight's Castle.
Afternoon
Flashback

Dialog: - Pink knight: I found the sword. Take it, it could be easier and we could win this fight. I am going to the Village, I will help in that place. You will have to defeat Grimm. See you soon.

Action: Pink gives the sword to Yellow and she goes to the village.

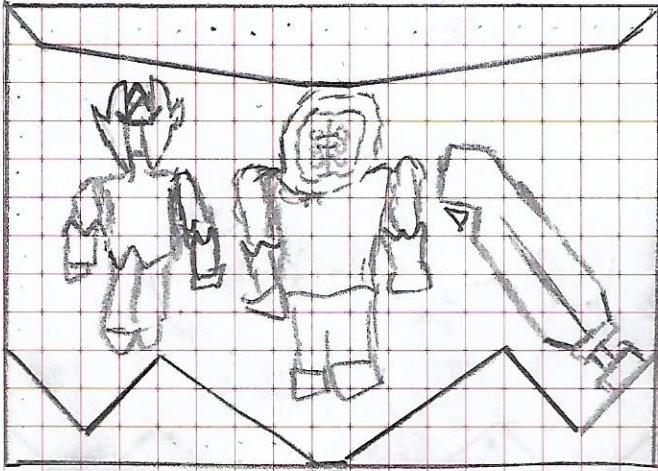
Scene: 7

Ext. King Knight's Castle
Afternoon
Flashback

Dialog: -

Action: Continue story

Sound: -



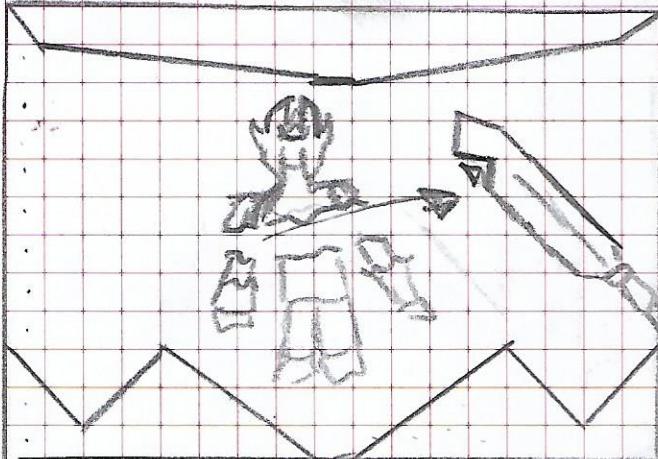
Scene: 7
Ext. King Knight's Castle
Afternoon
Flashback

Dialog: —

Action: Yellow knight arrives to the esplanade of the castle, there are two spectre knights.

Sound: —

Music: —



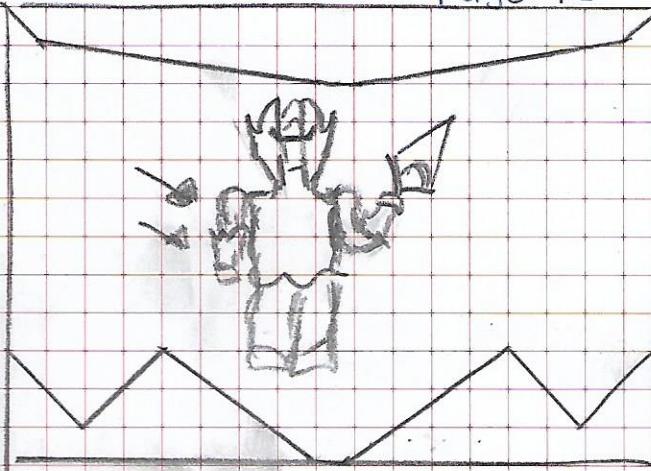
Scene: 7
Ext. King knight's Castle
Afternoon
Flashback

Dialog: —

Action: Yellow knight kills the spectre and cuts it in half.

Sound: Sword cutting.

Music: —



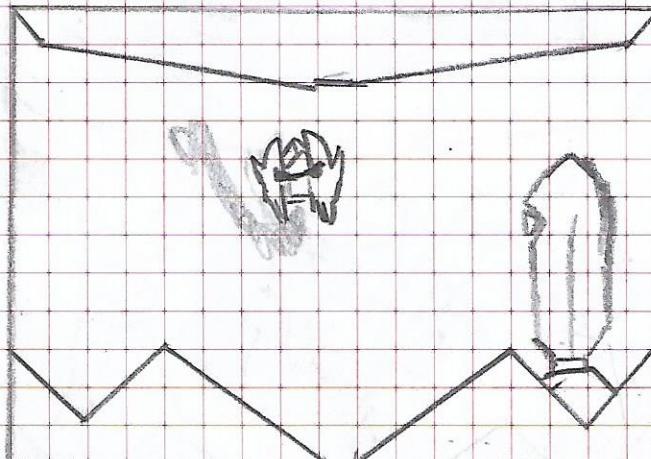
Scene: 7
Ext. King knight's Castle
Afternoon
Flashback

Dialog: —

Action: One of the spectre knights wants to fight.

Sound: —

Music: —



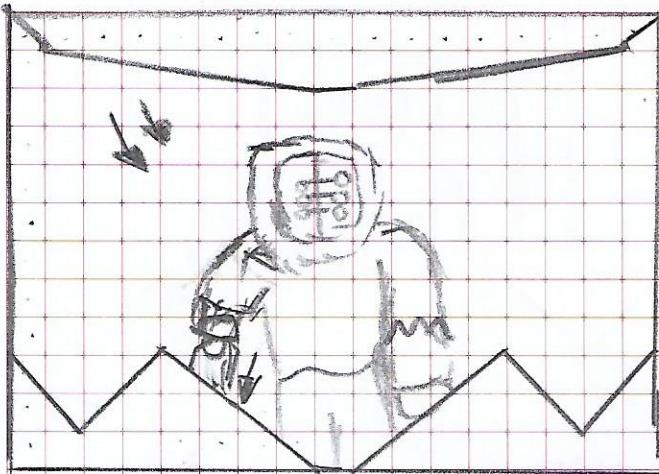
Scene: 7
Ext. King knight's Castle
Afternoon
Flashback

Dialog: This cannot be happening. You did not have that power days ago. It does not matter, I am going to win (spectre knight)

Action: The helmet is the only thing left of the spectre.

Sound: —

Music: —



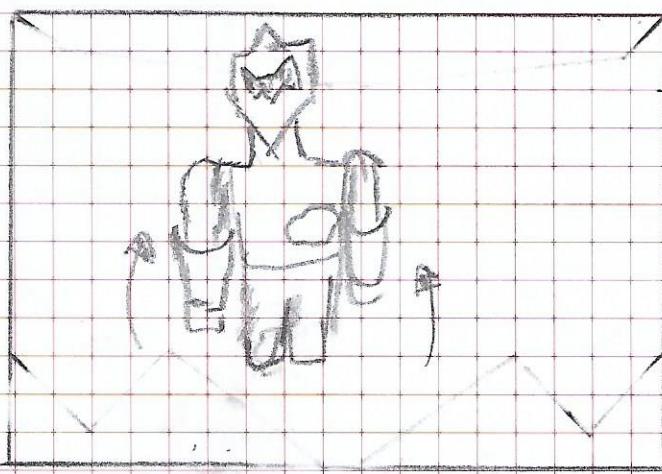
Scene: 7
Ext. King Knight's Castle
Afternoon
Flashback

Dialog: You cannot win, I am better than you. Even if I lose, you cannot win against Grinm (spectre)

Action: The spectre attacks the Yellow Knight and he lost.

Sound: Hurt with knife

Music:



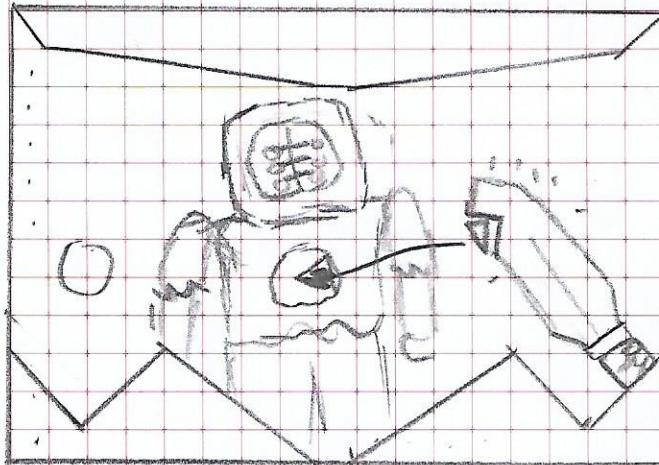
Scene: 7
Ext. King Knight's Castle
Afternoon
Flashback

Dialog: -

Action: Yellow knight recovers his body. The body is in its knees

Sound: -

Music:

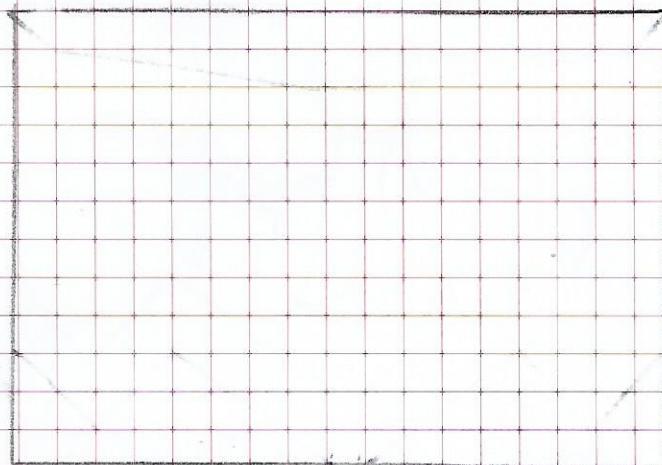


Scene: 7
Ext. King knight's Castle
Afternoon
Flashback

Dialog: Spectre: This.. is.. impossible.
You.. cannot.. do.. that..

Action: Yellow knight uses the sword, it's shines blasts energy and hits the spectre

Sound: Energy

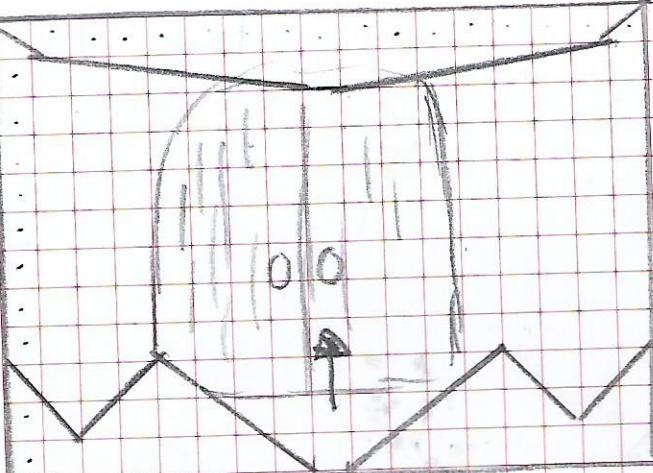


Scene: 8
Ext. King knight's Castle
Late afternoon
Present

Dialog: -

Action: Back to the present

Sound: -



Scene: 8
Ext. King knight's Castle
Late afternoon
Present

Dialog: -

Action: Yellow opens the door and enters to the castle.
Sound: Open door.

Music:



Scene: 8
Int. Main Room Castle
Late afternoon
Present

Dialog: Grimm: I hear everything. It is good you want to be a hero, but you are going to die, even if your soul can revive you.

This is my place, this is my Kingdom. The King knight was sick and it is an opportunity.

So, if you have to restore the kingdom, you have to fight.

Action: They are talking. Grimm is in the throne.

Sound: -

Music:



Scene: 8
Int. Main Room Castle
Late afternoon
Present

Dialog: Grimm: This is the end, boy

Action: Grimm stands up and shows his sword.

Sound: -

Music: