

# Bridge of Dawn

Written by

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[www.bridgeofdawn.com](http://www.bridgeofdawn.com)

## CHARACTERS

- ❖ **MOTHER** - Mother of "Boy", story narrator, ~40 y/o
- ❖ **BOY** - about 9 y/o
- ❖ **VULPES THE FOX** - The protagonist, young male fox, apple red
- ❖ **FORTUNA FOX** - Vulpes' friend, female, a cheery yellow
- ❖ **BEATRICE BEAK** - A black crow
- ❖ **HELEN HOOVES** - A lavender-colored female deer
- ❖ **TABITHA TUSK** - A pale wooly mammoth
- ❖ **LADY AURORA** - Golden orange-colored goddess of the dawn
- ❖ **DOUBT** - (Unvoiced) A tiny imp that can hop on the back of the foxes to slow and divert them until shaken off by jumping
- ❖ **FEAR** - (Unvoiced) A medium imp that chases the foxes and will throw them backwards if it catches them
- ❖ **UNCERTAINTY** - (Unvoiced) A large imp that blocks their way whenever it can

**SCRIPT****INT. BOY'S BEDROOM - DUSK**

An apartment building is shown through a bedroom window. A mother draws the curtains closed, darkening the room, and sits down beside a boy's bed. The boy looks up at his mother sweetly before asking his question.

1	BOY	1
	Mama, why does the day have to end?	
2	MOTHER	2
	Well, I suppose it's so that the other side of the world has some light on it, too.	
3	BOY	3
	Mama...	
4	MOTHER	4
	Yes?	
5	BOY	5
	Why can't people live forever?	
6	MOTHER	6
	That's a good question. You know, I think there's an old story that would answer it. Did you ever hear of Grand Duke Vulpes?	
7	BOY	7
	Who?	
8	MOTHER	8
	Well, when he was little he was just known as Vulpes the Fox...	

**EXT. A FOREST - DUSK**

Vulpes the Fox lies lazily in the forest.

9	MOTHER (V.O.)	9
	Now, Vulpes was a very, very fast fox. In fact, he was the fastest fox of them all. And, one day, when he was lying in the forest	

with his friend Fortuna Fox, a great black  
crow named Beatrice Beak landed next to him.

10 BEATRICE 10  
Are you Vulpes the Fox?

11 MOTHER (V.O.) 11  
...she asked.

12 VUPLES 12  
(Surprised and a little frightened) Yes. Why  
do you ask?

13 BEATRICE 13  
Oh, wonderful! I've flown a long, long way to  
tell you your fortune.

14 VUPLES 14  
My fortune! But how could anyone possibly  
know the future?

15 BEATRICE 15  
Can you count to ten?

16 VUPLES 16  
Uh... yes?

17 BEATRICE 17  
See. Knowing the future is just like that!  
Now, about your fortune...

18 VUPLES 18  
But... Well... what about it?

19 BEATRICE 19  
Did you know you will become famous one day?

20 VUPLES 20  
Famous? But I'm just a common fox.

21 BEATRICE 21  
Oh no, you're quite an uncommon fox. In fact,  
some day you'll be a royal fox.

22 VUPLES 22  
Nonsense!

23	BEATRICE	23
	It's true! And, do you know why you'll be famous?	
24	VUPLES	24
	No idea whatsoever.	
25	BEATRICE	25
	Well, because some day you will find the Bridge of Dawn.	
26	VUPLES	26
	The what of what?	
27	BEATRICE	27
	Do you not know what dawn is?	
28	VUPLES	28
	Of course I know what dawn is! But what's the <i>Bridge of Dawn</i> ?	
29	BEATRICE	29
	It is said that each life takes a little space on the world. And, so, to make sure it doesn't run out of space, the world eventually reclaims our life.	
	But the Bridge of Dawn makes it so the sun never sets on your space in the world.	
30	VUPLES	30
	I don't get it. What's the point of that?	
31	BEATRICE	31
	So you can live forever, silly fox!	
32	MOTHER (V.O.)	32
	Hearing that, Vulpes jumped up with great alacrity and asked...	
33	VUPLES	33
	Live forever?! How can I do that?	

34	BEATRICE	34
	(laughs "cawingly") It'd be easy for you. All you have to do is run and catch the sun before it sets. If you ask nicely, I'm sure it'll tell you where the Bridge of Dawn is.	
35	VUPLES	35
	(incredulously) Is that all? Well, I must make haste. The sun has nearly set.	
36	BEATRICE	36
	Oh, but you must remember, the world has many timekeepers who wouldn't want you to outsmart their scheme.	
37	VUPLES	37
	(laughs) No worries, dear crow. I am much too fast for any of them to catch.	
38	BEATRICE	38
	(cheers and laughs) Well then, little fox, go and catch the sun before it sets! Run, Vulpes, run!	
39	MOTHER (V.O.)	39
	And run, Vulpes, did, just as fast as he could.	

The game now begins with a ready-set-go countdown. Vulpes (and Fortuna, if two-player mode) must hurry through the forest, getting to each waypoint before the timer elapses. If the timer runs out before the fox reaches it, the fox is removed to the last waypoint (or starting position, if no waypoint has yet been reached) and the timer renewed.

As they reach each waypoint (which is indicated by a glowing light shining upwards into the sky and is also shown via compass at the top of their screen), they earn points and then can continue on to the next waypoint until they reach the end. Bonus points may be gained by getting glowing treasures as they run, so that there are two performance metrics: completion time and score. Meanwhile, tiny Doubt imps leap at the players and will ride on them, slowing them until the player jumps several times within a short period. Within the forest, they must avoid trees and logs, and navigate drop offs, valleys, and creeks.

**EXT. MARSH VALLEY - EVENING**

At the end of this first level, the foxes reach the end of the forest at the bottom of the valley. Ahead of them is a marshy maze of grasses, streams, and ponds.

40	MOTHER (V.O.)	40
	When the he reached the bottom of the forest, Vulpes saw that it was night and that the sun had disappeared below the horizon. He was dismayed, for he had been sure he would catch the sun.	
	And it was just then that a beautiful, lavender-colored deer named Helen Hooves walked up and asked Vulpes...	
41	HELEN	41
	What's wrong, fox?	
42	VULPES	42
	Well, you see: I ran as fast as I could, but somehow I couldn't catch it.	
43	HELEN	43
	Catch what?	
44	VULPES	44
	The sun, of course.	
45	MOTHER (V.O.)	45
	At this Helen hooted with laughter and Vulpes, who was already red as an apple, blushed wildly.	
46	HELEN	46
	And why on Earth would you do such a thing?	
47	VULPES	47
	(with embarrassed indignation) To find the Bridge of Dawn, ma'am.	
48	HELEN	48
	Oh, my, dear fox. Don't you know there's an easy way to find things?	

49 VULPES 49  
Oh? What's that?

50 HELEN 50  
Well, old Tabitha Tusk knows the whereabouts  
of all things. She can tell you right where  
it is.

51 VULPES 51  
Really? And where is Tabitha Tusk?

52 HELEN 52  
At midnight on full moons, Tabitha comes to  
the crossroads just past the marshes. Maybe  
you can find her there next month.

53 VULPES 53  
Next month? *Tonight* is a full moon!

54 HELEN 54  
But it's just minutes 'til midnight. You'll  
never make it.

55 VULPES 55  
Oh? Just watch me, ma'am. And thank you!

56 MOTHER (V.O.) 56  
And, like a bolt of lightning, Vulpes darted  
through the marshes towards the crossroads!

In this second level, the foxes must hurry to waypoints betwixt winding streams and marshes, leaping over fences and other human *miscellanea*. Across the grass and within the boggy ponds, Fear imps seek out the foxes, throwing them backwards if they catch them.

#### EXT. THE CROSSROADS - MIDNIGHT

Towards the end of the level, the waypoints occur on roads which eventually converge on a conspicuous crossroads in which stands a great wooly mammoth.

57 MOTHER (V.O.) 57  
When Vulpes reached the crossroads at the  
nick of time, he was astonished to see old



Tabitha Tusk, a fabulously hirsute Wooly Mammoth. In fact, so astonished was Vulpes, that he could do nothing but gape at the majestic mammoth in front of him until she spoke to him.

58	TABITHA	58
	Well? Did you come to make a deal or not?	
59	VULPES	59
	A deal? No, I just have a question.	
60	TABITHA	60
	Then ask it, fox, for I know all things of this world.	
61	VULPES	61
	(nervously) Do you know where the Bridge of Dawn is?	
62	TABITHA	62
	What's that? What are you asking for?	
63	VULPES	63
	(more impatiently) The Bridge of Dawn. I thought you said you knew all things.	
64	TABITHA	64
	Say it one more time. What is that you seek?	
65	VULPES	65
	(sighs with a little annoyance) Where is the Bridge of Dawn?	
66	TABITHA	66
	Ah, so you do want to make a deal. Here are my terms: reach the top of that hill before the rooster crows, and you will find the bridge you seek.	
67	MOTHER (V.O.)	67
	Vulpes chortled and grinned at Tabitha's proposal. Never had he been so confident, and he almost immediately started up the hill, saying...	

68 VULPES 68  
I'll be there in the blink of an eye.

69 TABITHA 69  
Don't you want to know what I get if you fail?

70 VULPES 70  
No need, ma'am. There's not a chance of it.

71 MOTHER (V.O.) 71  
And just like that, up the hill Vulpes ran.

The third level consists of spinning plateaus, bridges, and tunnels, all of formed rock and bedecked with gargantuan boulders. Stomping through this level are the imps of Uncertainty, blocking the foxes' paths wherever they can.

**EXT. THE TOP OF THE HILL - JUST BEFORE DAWN**

Finally at the top of the hill, Vulpes looks out to see the rosy fingers of dawn just start to reach up across the sky.

72 MOTHER (V.O.) 72  
And, suddenly, Vulpes heard someone behind him. He spun around like the wind and saw a radiant golden woman who smiled at him and asked...

73 AURORA 73  
Can you see it across the horizon, Vulpes?

74 VULPES 74  
(surprised) How do you know my name, Mistian?

75 AURORA 75  
I am no Mistian, Vulpes. I am Lady Aurora and I know what you seek.

76 VULPES 76  
(eagerly) Can you show me the Bridge of Dawn?

77 AURORA 77  
Yes. But you must tell me why you seek it.

78	VULPES	78
	Because I want to live without doubts or fears or uncertainties. For I know that one day my life will end, and thus I want to never run out of space under the light of the sun.	
79	AURORA	79
	Life is its cares and limitations. You see, Vulpes, life <i>must</i> run out of space as there is only one way to live forever.	
80	VULPES	80
	What way is that?	
81	AURORA	81
	It is for life to renew the <i>same</i> space, and thus reawaken itself forever.	
82	VULPES	82
	But how do I do that?	
83	AURORA	83
	You must cross the Bridge of Dawn, Vulpes.	
84	MOTHER (V.O.)	84
	Then Lady Aurora extended her hand and a great bridge of clouds spanned up into the heavens towards the mounting sunrise. Vulpes looked back at Lady Aurora, but she was gone and all that remained was the celestial path ahead. He stepped from the cliff onto one floating cloud, and was greatly comforted by its stability. But, then, the cloud dispersed, breaking into droplets and Vulpes tumbled back to the edge of the cliff. Vulpes knew now that that if he was going to cross the Bridge of Dawn, he'd have to be as fast as light. And, it so just so happened, he was.	

#### EXT. BRIDGE OF DAWN - DAWN

This final level consists of floating clouds which the foxes must quickly leap to and from as they traverse the Bridge of Dawn.

There are no imps here and few obstacles, but the clouds move about and disperse shortly after being touched.

**INT. BOY'S BEDROOM - NIGHT**

When the foxes reach the end of the level, the scene of the mother and boy is shown again.

85	BOY	85
	What happened when he crossed the Bridge of Dawn?	
86	MOTHER	86
	He found himself right back where he started.	
87	BOY	87
	I don't understand. Did he live forever?	
88	MOTHER	88
	What do you think?	
89	BOY	89
	I don't know. But it sounds like living forever wasn't what he thought it would be. What do you think?	
90	MOTHER	90
	I think you're my forever. I love you. Goodnight.	
91	BOY	91
	I love you, too. Goodnight.	

(The mother switches off the light and leaves, the camera fades out after panning to a flower growing by the boy's bed.)

**THE END**