

## LEGO DREAM CHASERS

Episode 112

( Formerly 123 Lost Oz + 124 Finding Albert )

With Albert trapped in the dream world, Oz is acting funny. So he's not able to intercede when Chief Inspector Strick captures zBlob. As the gang heads into the dream world to save Albert and their schoolmates, Mateo goes off on his own to free his buddy from the Observatory. Everyone ends up reunited however in a massive battle aboard the Nightmare King's flying airship.



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## ACT 1:

### INT. MATEO'S APARTMENT / BEDROOM - WAKING WORLD - NIGHT

CLOSE ON A YEARBOOK. We see Mateo's classmates. He goes down the line, circling various faces. He finally gets to a photo of Jayden, the kid we know is being tormented by the Nightmare King. He circles that one. And now we know what he's doing. He's making a list of all the kids in trouble.

Mateo looks up to see I [REDACTED] watching him. They exchange a silent nod acknowledging the stakes of the game.

### QUICK SUIT-UP SEQUENCE

Sam throws the yearbook into his backpack.  
Izzi throws her stuffed bunny in hers.  
ZBlob jumps in and gives him a thumbs up.  
Straps on. Shoelaces pulled tight. They're ready to roll.

### EXT. CITY STREETS / TACO TRUCK - WAKING WORLD - DUSK


Izzi and Mateo silently walk down the streets. As they pass a brownstone, Coop walks out and joins them without a word. A few more steps and Logan pops out of his building and joins them too. Like West Side Story, or something out of The Wild Bunch, they quietly join the posse and head off down the street.

They pass Mrs. C's taco stand as she's closing up. She watches them go, a glimmer of awe in her eye at these growing dream warriors.

### EXT. OBSERVATORY - WAKING WORLD - DUSK

Mateo, Coop, Izzi, and Logan walk up only to find Zoey waiting there for them.

1	MATEO	1
	Zoey. What are you doing here?	
2	COOP	2
	I thought you weren't interested in being a dream chaser.	
3	ZOEY	3
	I'm not here because of you guys. I'm here because of Albert. I got that chimp captured. I'm gonna get him out.	

4 COOP 4  
 Yea? And how do we know this  
partnership won't result in US  
getting captured too?

5 ZOELY 5  
I guess you'll just have to trust  
me.

6 IZZI 6  
Geesh, would you turkeys lay off!  
We need all the help we can get!  
That means her, and it especially  
means... Mister Oswald.


She pushes the door to the observatory open only to find...

**INT. OBSERVATORY/OZ'S LAB - WAKING WORLD - DUSK**

Loud punk rock music is playing. Oz is covered in a rainbow of colorful splatters as he throws up a giant graffiti mural on the side of the lab. It's like he's turned into an over-enthused Venice beach hipster. *His id is running wild, unrestrained by his rational mind, he's flitting from one sensorial experience to the next without rhyme or reason.*

7 MATEO 7  
Uh, Mister Oz? Are you okay?

8 OZ 8  
Kids! Kids! The new generation! The  
life in your eyes. I can FEEL it  
coming off you, you know? You  
hungry? Who's hungry? I made  
paella. You have to taste it. Savor  
that saffron. It's like the sun's  
playing jazz on your tongue!

9 LOGAN 9  
 Wait a minute. You said Albert is  
basically half of Oz's mind, right?

10 ZOELY 10  
Yea.

11 LOGAN 11  
So now that he's captured...


12 ZOELY 12  
He's missing half his personality.

13 OZ 13  
Whoa! Check this dude out!


Oz runs up to zBlob, sticks his fingers into the goo, obsessed with the texture. Giggling as it jiggles.

14 IZZI 14  
Wow. Who knew Oz was so...  
colorful.

15 COOP 15  
I guess anyone would be if you take  
away the logical side of their  
brain.


16 MATEO 16  
 Oz! Come on! You gotta snap out of  
it. We need your help. We need to  
find out who put that lock on our  
dream gate.

17 AGENT STRICK 17  
That's easy. I did.

 They spin to find AGENT STRICK! She quickly throws a glass  
cloche over zBlob, capturing him into a containment tube like  
a specimen. He's been caught at last.


18 MATEO 18  
STOP! You can't do that!

19 AGENT STRICK 19  
Finally. I knew you were here  
somewhere!

20 MATEO 20  
 Oz, do something! You can't let her  
take zBlob!

21 OZ 21  
He's right. You can't take him  
anywhere... until you've tried this  
paella.

22 AGENT STRICK 22  
(ignoring him)  
You should know better than anyone  
how dangerous this creature is. The  
Night Bureau exists precisely to  
hold the line between the dream  
world and the waking world. To  
prevent nightmares from crossing  
over!

23 MATEO 23  
 But he's not a nightmare! He's my  
best friend.  
(MORE)

MATEO (CONT'D)

And he's not hurting anyone. He's been helping! Why, he's as much a dreamchaser as we are!

24

AGENT STRICK

24

That's where you're wrong. As of today, this branch is closed, and YOU are no longer dreamchasers. Turn in your badges.

Beat.

25

IZZI

25

We were supposed to get badges?

26

AGENT STRICK

26

(sigh)

He never gave you your badges? Honestly, Oz, what kind of an operation were you running here?

She looks over to see Oz making a sand castle out of the rice in his paella dish. She shakes her head.



**EXT. OBSERVATORY - WAKING WORLD - DUSK**

The kids walk away.

27

MATEO

27

This is awful.

28

IZZI

28



I know! We never even got to SEE the badges! I bet they were super cool.

29

MATEO

29

Not the badges. zBlob!

30

COOP

30

ZBlob? What about Jayden and the other kids at school?

31

ZOEY

31

What about Albert?

32

LOGAN

32

Okay! We have to free all of them. So what do we do?

Everyone looks to Mateo.

33 MATEO 33  
I don't know. I mean, without Z,  
I'm not sure what to do.

He keeps glancing back to the observatory. Clearly distracted  
by zBlob's absence. Like Dumbo without his feather.

34 ZOELY 34  
I'll tell you what we do. We go  
into the dream world tonight and  
rescue Albert. Once he's free, Oz  
goes back to normal, and then he  
can help you deal with Strick. And  
then we'll have the firepower we  
need to face the Nightmare King.

35 IZZI 35  
Okay. Sounds good, right Teo?

36 MATEO 36  
Huh? Yea. Sure.

But he keeps looking back at the observatory, still missing  
his buddy.

DISSOLVE TO:

# **EXT. DREAM LANDING - DREAM WORLD**

 Izzi is doing warm-up stretches with Bunzai bunny. Getting  
ready for the night.


37 ZOELY 37  
Okay. Is everyone ready?

38 LOGAN 38  
Yea. Let's go.

39 IZZI 39  
Wait. Mateo's not here yet.

40 COOP 40  
Did he go to bed at the same time  
as you?

41 IZZI 41  
Well, now that I think of it, he  
was up late reading one of his  
zBlob comics.

42 ZOELY 42  
 Then I know exactly where he is. He  
went to go save his friend.

43 LOGAN 43  
(sarcastically)  
Aw, great.

44 IZZI 44  
Well, even if he did, I'm sure  
he'll be here. He said he'd be  
here.

45                                 ZOEY                                 45

People say a lot of things they  
don't mean, Izzi. If he didn't want  
to stick to the plan, then I'll  
take the lead. And I say we go on  
without him.

46 COOP 46  
Ok. Well, I guess that makes sense.



They start heading out. Izzi wonders where he brother could be.



# ACT 2:

## INT. OBSERVATORY/OZ'S LAB - WAKING WORLD - NIGHT

zBlob in his bell jar are sitting on a pedestal, a bunch of high tech equipment pointed at him. Strick is studying him, watching him change forms while a computer spits out a screen full of data.

47

AGENT STRICK

47

Fascinating. A true anomaly in the fabric of reality. Have a look at these numbers, Oz.



She turns to see Oz trying to teach himself how to juggle. She sighs and turns back to her work.

But there, in the window behind her, we see MATEO! He's crawled up the outside of the observatory and is peeking inside, whispering to Oz.

48

MATEO

48

Psst! Mister Oz!

49

OZ

49

Hey, Mateo. You don't know how to juggle do you?

50

MATEO

50

Uhh... no, but I could show you if you do me a favor.

51

OZ

51

Noice!

## EXT. FOREST - FANTASY REALM - DAY



A young unaware dreamer, TOBY, is cowering in a tree, holding on to dear life while below him, two nasty little darklings are circling, like wolves.

ON A NEARBY PERCH, Zoey, Coop, Izzi, and Logan are watching.

52

COOP

52

I know that kid. He's in my choir class. Poor guy. So what's the plan? How do we save him?

53

ZOEY


53

We don't.



54 IZZI 54  
What?

55 ZOXY 55  
We wait for him to get captured so  
we can find out where they take  
him. So we can find Albert.

56 LOGAN 56  
 You mean we're just gonna let them  
take him?


57 ZOXY 57  
We said rescue Albert. That was the  
plan. We're sticking to the plan no  
matter what, got it?

58 COOP 58  
Look!

DOWN BELOW, we see a few more darklings have showed up and  
are chopping down the tree with a big ax. One final crack and  
the tree slowly buckles and falls.

59 IZZI 59  
This doesn't feel right.


Izzi watches them haul Toby off. Zoey climbs onto the back of  
Zion.

60 ZOXY 60  
 See, now we can follow them.

# **INT. OBSERVATORY/OZ'S LAB - WAKING WORLD - NIGHT**

Agent Strick eyeballs a monitor intensely. Fiddling with some  
knobs.

61 AGENT STRICK 61  
Alright, little anomaly. Time to  
find out what you're made of.

 ON THE SCREEN, the scan fills in line by line until Strick's  
looking at an x-ray of a human skeleton tucked into a ball.

She's confused, pops up from behind her computers to see Oz  
is crammed into the bell jar, not zBlob.

62 AGENT STRICK (CONT'D) 62  
Oz?! What are you doing in there?  
Where's the dream creature?

63 OZ 63  
More importantly, where's my  
juggling teacher?

64 MATEO 64  
Sorry Oz, I'll have to give you a  
raincheck on the lesson.



Strick sees Mateo and zBlob standing triumphantly in the  
doorway of Oz's lab.

65 AGENT STRICK 65  
You! You have no idea the threat  
that thing is to the waking world!

66 MATEO 66  
Maybe. But he's also my friend. And  
I don't abandon my friends.

With that he taps the control panel and the high tech  
security door whips shut. Now she's trapped inside the lab,  
just like Oz was a few episodes ago.

She fumes.

#### **EXT. LANDING STRIP - FANTASY REALM - DAY**



Toby is dragged in and thrown into a fantasy style wooden  
cage. Next to him, a series of crude cages with more kids in  
them. And inside one, we find... ALBERT.

#### **EXT. LANDING STRIP/UP A TREE - FANTASY REALM - CONTINUOUS**

Out of the top of a nearby tree, we see Zoey's head pop up.  
The other kids peek out too. They spot Albert and the others.  
Paydirt!

67 ZOEEY 67  
See! I knew it. My plan worked.  
Okay. Here's what's next. You wait  
here. I'll go down and break out  
Albert. While those darklings are  
chasing us, you can get the kids.

68 COOP 68  
Wait... look at that!

He points to the horizon where we see a massive shadow  
emerging from the clouds.

IT'S A HUGE AIRSHIP that looks a lot like MR. SHARKFACE. It  
lumbers across the sky, heading towards them.

The darklings on the ground wave it in for a landing. That must be where they're taking the kids, up to the airship!

Izzi gasps at the sight of her beloved stuffed animal turned into this flying fortress.

69 IZZI 69  
Oh, poor Mister Sharkface.

70 COOP 70  
Hold on, Zoey. We gotta change our  
plan. That thing is filled with  
darklings. There's no way we can...

71                      ZOEY  
I'm in charge. I have a plan. We're going to stick to it.

71


She hops on Zion, and they jet off to rescue Albert, leaving the others waiting in the tree.

72 LOGAN 72  
Should we follow her? Or stick to  
her plan?

They kids look at each other indecisively.

**EXT. LANDING STRIP - FANTASY REALM - CONTINUOUS**



73 ALBERT  
 I say old boy, you do know we're in  
a dreamworld, don't you? There's  
nothing stopping you from coming up  
with some more comfortable  
accommodations.

The darkling just rattles the cage, snarling at him. Albert rolls his eyes.

74 ALBERT (CONT'D) 74  
Well if you're going to be like  
that, then you deserve what you're  
about to get.

The darkling raises an eyebrow, turns around just in time to see ZOEY CHARGING FULL BLAST AT HIM.

The darklings sound the alarm, and in a split second, the flying creatures grab the other cages and drag the kids up to the airship.

**EXT. LANDING STRIP/UP A TREE - FANTASY REALM - CONTINUOUS**

Coop, Izzi, and Logan see this unexpected turn.

75

COOP

75



Shoot! They're taking the kids! I  
knew we should have gone down  
there! C'mon!

They all race down to help.

**EXT. LANDING STRIP - FANTASY REALM - DAY**

Zoey fights to free Albert, but she's outnumbered. She  
dispatches two or three darklings. She's got a clear path to  
Albert's cage when suddenly,

MORE darklings land from the sky in her path. She can't reach  
him now. And what's worse, two more darklings swoop in, hoist  
up Albert's cage and start flying off with it.

76

ALBERT

76



I say! Put me down!

The darklings swarm Zoey and Zion, getting them pinned down.  
They can't do anything.



Suddenly, LOGAN'S MONSTER FORM, LOLO comes charging in. He  
plucks the darklings off and throws them over the trees.  
Snarling like a wild animal the whole time. The other  
darklings scatter and LOLO transforms back into Logan as the  
other dreamchasers rush up.

But it's too late. The last of the darklings and cages take  
to the sky, all headed to the Sharkface airship.

77

IZZI

77

Are you okay?

78

COOP

78

I told you we should have changed  
the plan!

79

IZZI

79

C'mon, let's get on Zion, he can  
fly us up there.

Zoey hesitates, staring up at the imposing airship.

80

ZOEY

80


I... I'm not sure...

81 IZZI 81  
C'mon what are you waiting for!

82 ZOELY 82  
I... I can't.

83 LOGAN 83  
You can't? Why not?


84 ZOELY 84  
Why not?! Just look at what  
happened! I screwed everything up.

85  MATEO 85  
Well, you were a better leader than  
I was.


Mateo emerges behind them, zBlob on his shoulder.

86 COOP 86  
There you are!

87 IZZI 87  
I told you he'd come.

88 MATEO 88  
 I never should have gone after  
zBlob first. I was wrong. I'm  
sorry.


89 ZOELY 89  
Well you're too late. We already  
lost. The whole thing went  
sideways.

90 MATEO 90  
 Well, even the best plans require a  
little flexibility. But lucky for  
us, I know someone who's a master  
of it. Right, buddy?

He nods to zBlob, our lovable amorphous gooball. Mateo closes his eyes and conjures zBlob into an upgraded version of the quadcopter mode we saw previously. Clearly, Mateo's dreamcrafting is getting better.

The gang all climbs aboard. Everyone but Zoey.

91 IZZI 91  
Zoey, aren't you coming?

92 ZOELY 92  
 I... I told you I'll just mess it  
up again. Go on without me.

93

MATEO

93

I hope you'll change your mind.  
Leaders are allowed to do that, you  
know.

So Mateo and his friends, riding an amazing 'zblob aircraft,'  
shoot off towards the Nightmare King's Sharkface Airship,  
leaving Zoey and Zion alone on the ground.

A quiet beat. The griffin nudges Zoey.

94

ZOEY

94

What? Don't give me that look.

GEEENA DAVIS INSTITUTE

**ACT 3:**

**INT. OBSERVATORY/OZ'S LAB - WAKING WORLD - NIGHT**

We cut back to the lab where we find Strick yelling into an an airduct where the cover has been pried off.

95 AGENT STRICK 95  
Oz! Can you hear me? How is it going?

96 OZ (O.S.) 96  
(echoing)  
Hellooooo in there. Wow it sounds  
amazing in here. You have got to  
try this.

97                   AGENT STRICK                   97  
             (frustrated)  
Would you stop that and climb  
through to the other side! We have  
to get out of here!

```

98                                OZ                                98
                                (echoing)
                                Yodel-ladey-eh-he-hooooo!

```

Agent Strick grinds her teeth at this knucklehead.

**EXT. SKY/SHARKFACE AIRSHIP - FANTASY REALM - DAY**

On the surface, the dream creatures of this realm are running for their lives, fleeing in terror and chaos as the Sharkface airship skims across the tops of trees, knocking them to the ground. The Nightmare King's presence is wreaking havoc on this world, as it does everywhere it goes.

But beneath it all, Mateo and his crew slowly skim behind, flying stealthily in Sharkface's wake. They fly up to its belly. There's a hatch they can get in.

```
99          COOP                                     99  
Just a little closer! A little  
closer!
```

Logan taps him on the shoulder and points up. They look to see A DARKLING CANNON AIMED OVER THE SIDE, POINTED RIGHT AT THEM.

They fire! BOOM! The zBlob ship disappears in an explosion of dream sand.

The darklings look over the railing, snickering, satisfied that they've taken care of the dreamchasers.

But as we hover there, we discover zBlob has turned into a rope ladder and is hanging from the belly hatch, with the gang climbing up and inside, undetected.

**INT. SHARKFACE AIRSHIP/ENGINE ROOM - FANTASY REALM - DAY**

The gang tumbles out into a greasy engine room.

100 IZZI 100  
Holy smokes that was close!

LOGAN  
Where are we?

101

Coop is peeking out the door where we see row after row of darklings marching by.

102 COOP 102  
Oh man, I don't know how we're  
supposed to get to the cages.  
There's nothing but darklings out  
here!

Mateo looks at his sister with a coy smile.

103 MATEO 103  
Nothing but darklings, eh?

**INT. SHARKFACE AIRSHIP/HALLWAY - FANTASY REALM - DAY**

A head pops out of the steel door cautiously. It's Izzy, but she's wearing some kind of DARKLING COSTUME she dreamcrafted. It's not half bad.

104 IZZI 104  
This is crazy! Why am I the only  
one doing this?

She looks back to see the other guys' attempts at costumes. They're ridiculous.

105 IZZI (CONT'D) 105  
Ah, the curse of being the more  
talented sibling.

She takes a deep breath and steps out into the hallway where she immediately comes face to face with a darkling.



106



IZZI (CONT'D)

106

Uh hey there. How about that  
Nightmare King, huh? Don't you just  
love his... us... *nightmareiness*?

Watching from the door, Mateo bites his lip, worried it won't work, but apparently, the darkling doesn't seem to notice. The creature turns and heads down the hall as a row of more crew members file in behind Izzi, forcing her to keep moving.

She looks back at Mateo, giving him a questioning shrug.

Mateo motions for her to follow them.

**INT. SHARKFACE AIRSHIP/ENGINE ROOM - FANTASY REALM -  
CONTINUOUS**

Mateo closes the door, returning to Coop and Logan.

107

MATEO

107

Well, she seems to be doing okay,  
but she can't cover the entire ship  
by herself. We have to find another  
way to look around.

108

COOP

108

I think I might have that covered.

He pulls a grate off of a big pipe, spinning his trusty dream wrench proudly.

**INT. SHARKFACE AIRSHIP/CARGO BAY - FANTASY REALM - DAY**

Izzi marches along with the other darklings as they enter a large cargo bay. As they come to a halt, she keeps walking and bumps into the one in front of her.

109

IZZI

109

Oops, sorry, er, I mean...  
*grrrowlll*.

She looks around and finally finds what they came here for.

ALL THE KIDS TRAPPED IN CONTAINERS. Rows and rows of pipes are sucking their creativity out and filling jar after jar with dark dream magic. Izzi is shocked at this strange 'factory line' dream machine.

A darkling nudges her to keep moving. She's forced to fall in with the rest of the 'troops'

We drift away from Izzi and up to a

**INT. SHARKFACE AIRSHIP/CARGO BAY CATWALK - FANTASY REALM - CONTINUOUS**

He's surveying the operation. One of the darklings is TAUNTING A CAGED ALBERT in the background while their boss paces.

110 NIGHTMARE KING 110  
 You fools. I only took this monkey  
 to lure that green blob here. And  
 now you've shot him out of the sky!

The Dark Archer stands at attention, seething at the dressing down from his commander.

111 NIGHTMARE KING (CONT'D) 111  
 No matter. With every night of  
 dreams my power grows. More  
 children, more nightmares... *more*  
*power*. And once I have my hands on  
 that creature... *my dream* can  
 finally come *true*.

The Nightmare King looks out with greedy eyes at the vast 'factory floor' of his airship where he eagerly watches jars and jars filled with dark dream magic from these poor children.

**INT. SHARKFACE AIRSHIP/PIPE - FANTASY REALM - DAY**

The boys are shimmying on their hands and knees. Single file inching down the thick steel pipe.


112 COOP 112  
 I can't believe that Zoey. All that  
 talk about how tough she is and at  
 the first sign of trouble, she  
 bails.

113 LOGAN 113  
 Well, it's no wonder she bailed  
 after the way you treated her,  
 Mateo.

114 MATEO 114  
 What? What did I do?

115 LOGAN 115  
 I know you've got a crush on her,  
 but I hardly think barging in to  
 criticizing her leadership skills  
 is the way to her heart.

116 MATEO 116  
What? I didn't criticize her... and  
who said I had a crush on her? I  
mean, did *SHE* say I had a crush on  
her?

117  COOP 117  
Would you two clam up! Someone's  
coming.

They pause by an air vent. Outside, we see the Dark Archer  
pass by.

**INT. SHARKFACE AIRSHIP/CAPTAIN'S QUARTERS - FANTASY REALM -  
CONTINUOUS**

The Dark Archer leaves that hallway and enters the Nightmare  
King's personal study. The private lair of our villain,  
filled with strange dream artifacts. But at the center of it  
all, his primary talisman... HIS JEWELLED STAFF. The Dark  
Archer approaches, gazes into the crystal.

118 DARK ARCHER 118  
Show me... *the dream chasers*.

A swirl of dark dream magic. The swell of magical music. The  
glow of mystical light from this magnificent gem finally  
materializes to reveal...



A *BUTT*.

119 DARK ARCHER (CONT'D) 119  
What?!

We realize the image on the gem is showing us the view  
through Logan's hat, which happens to be currently pointed at  
Mateo's rear end as they shimmy down the hallway.

120 DARK ARCHER (CONT'D) 120  
Wait a minute... that looks like...  
They're in the vents!

He rushes out.

**ACT 4:**

**INT. SHARKFACE AIRSHIP/CARGO BAY - FANTASY REALM - DAY**

We move past cage after cage. The children are tired, weary. We finally find a familiar face. It's Jayden.

Izzi in her darkling costume sneaks up.


121 IZZI 121  
Psst. Jayden!

122 JAYDEN 122  
Ughhh, stop... please.. just stop.  
You can have whatever you want...

123                         IZZIE                         123  
No, Jayden! It's me, Izzi!

Jayden snaps to attention. Looks closer to see it's really her.

124 JAYDEN 124


 Izzi? How did you get in here? And why do you look like those monsters?

125 IZZI 125  
No time to explain! I'm here to  
bust you guys out.

## ACROSS THE ROOM

The Dark Archer runs in, grabs the nearest darkling he can find.

126                                  DARK ARCHER                                  126

 You! Search the ship! Those dream  
chasers are here somewhere!

A squad of darklings fan out, making their way across the room where they will soon find Izzi.

WITH IZZI

Izzi sees all this, panics.

127                    IZZI                    127  
Oh nuts! I'll be right back!

She scurries away. Slinks along the cages, trying not to be found when she bumps into someone.

128 IZZI (CONT'D) 128  
AHH!!

But she sees... it's just Mateo, Logan, and Coop.

129 IZZI (CONT'D) 129  
It's you guys! We gotta do  
something quick. They know we're  
here!

130 MATEO 130  
We'll start opening the cages. You  
find Albert!

Izzi dashes off.

Mateo, Coop, and Logan all start springing open cages.  
Grateful kids start rushing out.

But the darklings are soon on them. One by one our heroes  
take them out.

Logan morphs into Lolo and starts hurling darklings like  
footballs.



A darkling charges zBlob but he just SWALLOWS the thing,  
absorbing it into his blobby body. The darkling is floating  
there unable to move. A muffled scream as it throws a futile  
fit.



Coop uses his wrench to open a cage when a darkling corners  
him. Thinking fast, he spins a bolt and BOOM the cage door  
falls down on top of the darkling, squishing him.


**INT. SHARKFACE AIRSHIP/CARGO BAY CATWALK - FANTASY REALM -  
CONTINUOUS**

Up on the catwalk, we find Albert watching from his cages.

131 ALBERT 131  
I say, those children seem to have  
gotten loose. Well bully for them,  
wish I was as lucky.

132 IZZI 132  
You don't need luck, Albert, you  
got me!

Izzi rushes in and unlocks his cage letting him out.


133 ALBERT 133  
 I say. Quite brilliant. Now let's get topside. My fur is getting matted from all this confinement.

134 IZZI 134  
 What's *that*?

Izzi's transfixed by a small room just off the catwalk.

**INT. SHARKFACE AIRSHIP/ SHIP'S HEART CHAMBER - FANTASY REALM - CONTINUOUS**

It's a small engine room with one strange thing set inside it. Accented like a small shrine. It's a child's tooth. Izzi is stunned to silence as she slowly approaches the glowing artifact.

135 ALBERT 135  
 What are you doing? Let's go!

136 IZZI 136  
 That's my tooth.

137 ALBERT 137  
 What?

138 IZZI 138  
 When Mister Sharkface was my pillow. He had a pocket for the tooth fairy. I put my last baby tooth in there right before my parents split up. And the tooth fairy forgot to take it.

Izzi is moved to deep emotion, staring into this remnant of her childhood. Albert gently takes her shoulders.

139 ALBERT 139  
 We may yet be able to save this shark. And all the memories in it. But we can't do it today.

A tear rolls down Izzi's cheek. She nods with strength. And her and Albert dash off.



**EXT. SHARKFACE AIRSHIP/DECK - FANTASY REALM - DAY**

The kids all run onto the deck. Mateo, Coop, and Logan leading the freed kids, including Jayden and Toby.

Izzi joins them with Albert.

But once they're up there. The darklings pour onto the deck, circling them. Followed by the Nightmare King himself, with the Dark Archer behind him.


140 NIGHTMARE KING 140  
I must say. It's impressive you've gotten this far. But you were fools to break into my ship without a plan to escape.

141 MATEO 141  
You're right. I don't have a plan.  
(beat)  
But she does.

WHOOSH. ZION BUZZES THE AIRSHIP. The darklings scramble. Chaos as this new threat arrives.

142 IZZI 142  
Zoey! She came back!

143 COOP 143  
Did you plan this?

144 MATEO 144  
 No. I just had faith she'd change her mind. Cause that's what good leaders do.


Zion lands on the deck, Zoey on its back.

145 ZOXY 145  
Get on quick!

But before they can, the Dark Archer dreamcrafts a NET GUN. He fires it and a rope net wraps around Zion, totally capturing him. Zoey spills to the ground next to him. Our heroes run up to her.

146 IZZI 146  
Are you okay?

147 MATEO 147  
Thanks for coming back. Sorry we weren't much help.

148 ZOXY 148  
 Don't be. I thought about what you said, and this time, I gave my plan a little wiggle room.

ZOOM. Everyone looks up to see Oz's rocketship cruising in alongside them.

**EXT. SKY/OZ'S ROCKET SHIP - FANTASY REALM - DAY**

Agent Strick is at the helm.

149                   AGENT STRICK                   149  
Oz! Get the grappling cannon ready!  
We only get one shot at this.

No response.

150 OZ?! AGENT STRICK (CONT'D) 150

Behind her, we find Oz hanging on the side of a giant grappling hook. The wind ripping through his hair. He's straddling the giant 'fish hook' painting flowers on the outside.

151 OZ 151  
One second! Just putting on some  
extra touches!

PFOOOM! THE GUN ACCIDENTALLY FIRES, with OZ ON IT! He rides it like a rocket through the air where it finally...

**EXT. SHARKFACE AIRSHIP/DECK - FANTASY REALM - CONTINUOUS**

...PUNCHES A HOLE IN THE DECK OF SHARKFACE. The rope pulls taught.

Oz tumbles off and lands next to Albert.

152 OZ 152  
(back to normal)  
Albert. It's you. Well you're a  
sight for sore eyes.  
(looks around)  
Hm. Where exactly are we?

## ON THE ROCKETSHIP

Agent Strick pulls back on the yoke. The rope tightens. She starts pulling one side of the deck up, and SHARKFACE STARTS TO TIP OVER.

## ON THE SHARKFACE DECK

Things start sliding across the deck. The Dark Archer and the Nightmare King have to duck behind the wheelhouse to hang on.

153 MATEO 153  
Hold on to something!



The rescued kids start sliding towards the edge.

Coop uses his dream wrench to cut Zion loose. He and Zoey grab the freed rope net and fling it at the kids, giving them something to hold onto.

The darklings aren't so lucky, they slide off the deck and go tumbling to the forest canopy below.

154

MATEO (CONT'D)

154

C'mon! We gotta climb!

The kids all make their way to the grappling hook and start pulling themselves across to the rocketship.

With Zion free, Zoey hops on his back and starts helping kids climb on there too.

#### ON THE ROCKETSHIP

Strick is helping the last of the kids off the rope and into the ship.

#### ON THE SHARKFACE DECK

The Nightmare King isn't going to let his prey get away so easily. He claws his way up the slanted deck, gets to the grappling hook. He swings his magical staff AND SLICES THE ROPE.

The airship heaves over.

#### ON THE ROCKETSHIP

With the tension cut loose, the rocketship swerves wildly, and Strick tumbles out of the door into open air.

In a moment of terror ala Hans Gruber in Die Hard, she feels her stomach go weightless as falls. She screams in terror and then... LANDS in a green sticky substance.

She finds herself INSIDE OF A ZBLOB BUBBLE, floating in the air below. zBlob saved her. He floats back up to the rocket and pops, leaving her covered in green ooze, but grateful.

Oz is back at the helm, Albert at the second stick. They're back in their full faculties.

155

OZ

155

Okay everybody. Let's get out of here!

And with that, they blast off away from the airship. Safe at last.

**TAG:**

**EXT. SCHOOL/GROUNDS - WAKING WORLD - DAY**

The dreamchasers watch as their friends run and play at recess. Smiles on all their faces. We catch Jayden tossing a football and laughing.

Mateo is watching when he feel someone over his shoulder. It's Agent Strick. Mateo gulps.

156 AGENT STRICK 156  
I can't say that I completely  
endorse the methodologies of this  
particular branch of the Night  
Bureau. But I can't argue with your  
effectiveness.

157 MATEO 157  
So you're not gonna close us down?

158 AGENT STRICK 158

You were right about the Nightmare King. I had no idea he had grown some powerful. I should have listened to you. We're going to need all the dream chasers we can get to face him. And that includes you.

159 MATEO 159

And... what about zBlob?

160 AGENT STRICK 160  
You did a good job keeping him out  
of my hands, just make sure you  
don't let him fall into anyone  
else's either. Deal?



Mateo beams. Reaches into his backpack to 'pet' his buddy.

## ON THE OTHER SIDE OF THE PLAYGROUND

Izzi slides up to Zoey, who's watching all the rescued kids play on the playground.

161                                 ZOEY                                 161  
You think they'll even remember  
that we saved them?

162 IZZI 162  
No, but we will. We'll all remember  
what you did last night.

163                                 ZOEY                                 163

Wasn't exactly my finest hour. I'm  
not used to having to listen to  
other people's ideas. I think maybe  
your brother is better at it than I  
am.

164 IZZI 164  
Maybe. But that's why we need you  
around. So he can listen to your  
ideas too.

She smiles.

165 IZZI (CONT'D) 165  
Would you excuse me? I wanna catch  
that agent lady before she leaves.  
I gotta find out about those  
badges!

She bolts up to go. Pauses.

166	IZZI (CONT'D)	166
	If she gives them to us... do you	
	want one too?	

Zoey thinks.

167                      Yea.                      ZOEY                      167

Wide on the playground as Izzi chases after Agent Strick. The dreamchasers watch their friends play happily against the warm sunlight.