

ANTARCTICA: WHO KNEW?

At the heart of this movie is a premise –

Some time around 500 AD, a group of aboriginals travelled from south-western Tasmania to Antarctica.

The vessels were bark canoes.

And a few of the heroes lived through the return journey.

Never again in the history of the world were the relevant factors propitious to the extent that such an undertaking could proceed.

The weather was right.

The Southern Ocean was relatively calm.

A huge flock of migratory birds showed the way.

The five men who returned from the perilous voyage were committed to pass on the details of their journey to each of their sons. And then the sons would likewise pass on the legend.

And so on down the years, by word of mouth.

But in our time, only 2 men remain to whom the legend has been told
directly by their fathers.

They are Percy Lock (aka Jarrah Predisandool) and Dan Cockatoo.

Neither man has any children.

Both men fear that the legend will die with them.

Then out of their despair comes hope: suddenly and unbelievably.

A young man from a northern forest (a Prince) will provide the proof
that is required.

The legend will cease to be a myth ...

It will live on in human memory as a glorious, fantastic achievement.

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SOME NOTES FROM THE HOME FRONT ...

At first, the secretary Gilpin Verdun was just a non-speaker. He was the diligent secretary who jotted down salient points when any of the dignitaries spoke.

I decided to make him a descendant of the loopy Pehr Verdun (who visited Cape Lloyd Station a long time before). From that time on Gilpin became very interesting.

This fell-in with the decision to change the Sturgiss character. He was no longer the puffed-up ne'er-do-well ... He was now the puffed-up loyal supporter of the King. Whatever -- Gilpin confided his doubts to Sturgiss. Doubts about the Prince of Bestrasia, next in line to the throne.

I love those Zorro moments when Zorro is a bravuro sword-fighter who masks his masculinity with his portrayal of a contemptible Mummy's boy. It's all about tricking the enemy. This ploy is at the heart of the Scarlet Pimpernel, also.

My handsome Prince Powl is very clever at pretending to be the ultimate whimp. But Gilpin is onto him. His suspicions are passed on to Sturgiss. However, the ultimate success of the ruse plays out against the arch-enemy: Count Onslow.

The subject of fighting now emerges. What happened in "Third Wicket Review" was that I pulled the pin on what was to be an ancient stoush -- the "war" actually occurred on the cricket pitch in modern times.

Here, in "Antarctica: Who Knew?" I dodged the vicissitudes of a full-scale slog between Count Onslow's troops and the "good guys", opting instead for a re-run of

"Wolfenstein" which was totally popular in the 1980's as a multi-user dungeon. Everyone joins in. This actually works! My favourite scene is the King joining the MUD with the assistance of his liveried footmen.



It really pleased me that Prince Powl could achieve his ultimate ends (re the Wolfenstein game) from Antarctica. **And** that His Royal Highness was able to assist Percy and Dan in their quest to provide a provenance for the tale which links Tasmania to Antarctica.

Further, I wrote the scene where Dominic charges into the Philadelphia radio station (coming in from a rainy street) decades ago. It is included in the third yarn in this trilogy ("Riding My Chainsaw With You"). I found a useful, pleasing rôle for Dominic in this movie script, and in the first of the series ("The Romans Did Sidders").

Prince Powl of Bestrasia is about to head off to Antarctica.

He was educated at Cambridge in the Science discipline.

He reads and speaks Old Norse as this is the base language of his own country.

Characters who also appear in Movie #1 and/or Movie #3:

Adrian, Dominic, Degas, Viv

Bestrasia & Megandaal:

The major characters are: Powl, Jessica, Count Onslow, Sturgiss, Duke, Gilpin

The second rung characters are: Clement, King Dimitri, Dame Ernestina, Brayden

Cape Lloyd Station, Antarctica:

The main character is: Leone

The second rung characters are: Max

Sturgiss & Gilpin:

These characters grew as the plot progressed.

Gilpin was the non-speaking secretary. He did not even have a name. However, once Pehr Verdun was invented, it made sense for someone in Bestrasia to be related to him.

Pehr Verdun:

There was an old codger from Megandaal, Northern Europe who set up camp at Cape Lloyd Station in 1897 just as it was being founded. Pehr Verdun was a "weirdo" for the time whereas he would be more than tolerated now. Of course, stories that he was as mad as a snake indulging in naked romps during the Antarctic summer might raise modern eyebrows.

His fellow Megandaalians thought of him as a crank. His journals were written in a variant of Old Norse.

Pehr Verdun was loopy about the Vikings and worked in a horned Viking helmet. Then, 4 years later, he committed suicide at the station.

Indirectly, Pehr Verdun plays a vital part in our story.

INTERESTING PLOT POINTS:

Percy Lock who lives somewhere in the deep bush near Balmoral Beach, in western Tasmania will contact Adrian at Wannabee Connections Sydney.

Percy will claim that it was a group of aboriginal people who discovered Antarctica well before the legendary discovery of Polynesian Ui-te-Rangiora.

To begin our movie, we will empathize with Percy as he visualizes this story that was passed down to him by his father.

Scene: South-western Tasmania

Time: Approximately around 500 AD, daylight

To begin the movie a montage of 6 filmclips portray (without narration) the ancient tale which Dan Cockatoo will later narrate. *This montage is re-presented late in the movie with the accompaniment of Dan's voice-over.*

This tale is of 55 Tasmanian aboriginals (men, women and boys) journeying in 24 bark canoes to Antarctica. After making ground on Antarctica (near the current Cape Lloyd Station) only 5 men survive the trip back from Antarctica to their original departure point in south-western Tasmania.

Two things are key to this tale: the existence of a wooden tallyboard whereon the journey's details have been etched, and the pivotal effect of an immense flock of birds (being short-tailed shearwaters).

The 5 male survivors of the perilous voyage of around around 500 AD undertook to solemnly tell the story to their sons. Each son was under oath to faithfully relate the

tale to each of his sons, and so on.

In 2026 there exist only 2 men who know the tale, having been told by their respective fathers: Dan Cockatoo and Percy Lock. Neither has so far divulged the saga to anyone as neither has sons. Thus, when Dan and Percy die, the tale dies with them, to be forever gone.

Percy will claim that this group of aboriginal travellers discovered Antarctica well before the legendary discoveries made by the Polynesian Ui-te-Rangiora.

Percy Lock feels the sudden urge (which he cannot conquer) to reveal the same story which Dan Cockatoo relates: the aboriginals discovering Antarctica after having been "persuaded" by the flight of the short-tailed shearwaters.

The UK sister company of Wannabee Connections P/L Sydney is Reckondotstate Pty Ltd of London.

Prince Powl (heir to the throne of Bestrasia) works for Reckondotstate as a scientific adviser. He accepts a position at Cape Lloyd Station, Antarctica.

Powl has a definite valid reason for choosing to be sent off to Antarctica: he has devised a method of spying on the nefarious activities of Count Onslow who is the right-hand man of Powl's uncle King Dimitri. By being situated at such a great distance from Bestrasia, Powl believes that the "spying" will go undetected by Onslow.

And Powl is not only spying. He devises a video game similar to "Wolfenstein" whereby visual effects, real-life characters and a video-generated bloodfest which will drive Count Onslow crazy. Really crazy!

WHY IS POWL PLAY-ACTING?

Powl has adopted a meek, lily-livered persona in order to avoid coming under the notice of Onslow and his minions. However, to achieve his goal of besting Onslow, Powl disguises himself as an action hero: Meganthon. Count Onslow fails to connect

this thorn in his side (Meganthon) with the prissy prince. However, Onslow's henchman (Sturgiss) becomes acquainted with the truth following a conversation with Gilpin Verdun.

It is a serendipitous request (made by King Dimitri) that Powl (whilst stationed at Cape Lloyd) should investigate the personal effects of the crank Pehr Verdun of Megandaal. The upshot is that the mystical tally board is discovered, thereby confirming the bark canoe saga.

Upon close examination by Max at Cape Lloyd Station, the wood of the talley board is found to be of the right age and type.

Adrian then delivers the saga to the world as proven beyond doubt.

Osmium is one of the rarest metals on earth but is in high demand. Although mined in Russia, the Russians are keen to get at more supplies. Osmium is found in the inaccessible mountains of Megandaal.

Count Onslow has secretly pulled strings to obtain an unchallenged lease on the osmium mines.

He has achieved this without the knowledge of his henchman Sturgiss.

Onslow stands to make billions of Bestmark from this unlawful activity.

Count Onslow has provided himself with a hidden war-room. He has converted a dungeon beneath the derelict Castle Bailgravia in Megandaal. Again, none of the Count's lackeys (including his henchman Sturgiss) know anything of this.

Powl's discoveries (undertaken during his time in Antarctica) reveal the extent of Count Onslow's treachery.



As Meganthon, Sturgiss raids the Castle Bailgravia in order to confront Onslow and

bring his evil doings to a halt. The ensuing fight is very exciting but also very funny. However (as explained elsewhere) it is an homage to video games rather than a real fight.

Others will come to the aid of Powl/Meganthon: Powl's fiancée the Lady Jessica and Powl's supporter Brayden.

"Antarctica: Who Knew?" is a fun movie script containing loads of twists and turns. Enjoy!