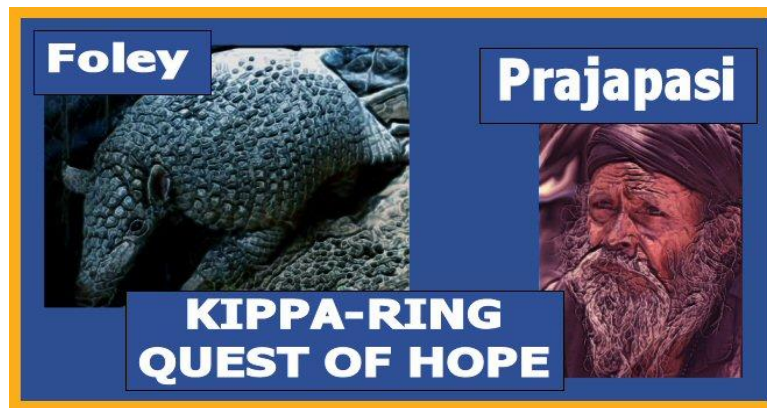




KIPPA-RING: THE QUEST OF HOPE

Short Synopsis:

This is a father-son story stretching over two families.

American Flynt Skolgord is a computer professional who left his family to desperately seek his lost youth with his rock 'n' roll band. On holiday with his estranged family in Australia (in an effort to patch things up and rejoin his family), Flynt reconnects with his 17-year-old son Bern (who has many adventures). They come to understand one another in a touching father-son reunion.

Dal Tremoine is an 11-year-old indigenous Australian boy wanting his father to see his graduation. (This was originally a tribal initiation but we would be going into dark areas here and probably best to stay away from anything which is "secret man's business".) He does not know his father's "white-man" name, and all he has to identify his father is his tax file number.

Using indigenous Australian fire magic, Dal gets to meet up with the Skolgord family. Dal brings along a huge male red kangaroo named Bing: the prize attraction at the Sydney Zoo. Bern and his pals try to help Dal find his Dad, but there are missed opportunities until the end of the cartoon.

As well as Bing, a mascot goat from Merrie Olde Englande (Cedric) joins the quest. He has become entangled in the quest due to his being part of a downloaded DVD which links the Skolgords with Dal.

So ... This offering is all about enchantment and enchanting characters ... It is totally a fun-filled family cartoon entertainment.

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IMPORTANT NOTE:

The machinations of Captain Rackstraw might well be expanded, if more villainous exploits are required to flesh-out the story.

PLOT DEVICES:

The “Quest of Hope” was just as Bern described it: knights in armour jousting, the rescue of fair damsels and an exciting fight with a dragon. The Kings (Ludwick and Rolando) and their queens were part of the story, as was Prince Dagamund, Princess Alice and Rafe Enderby (one of the sons of Triplegate).

Dal Tremoine of the Kippa-Ring tribe was able to conjure-up some amazing magic (called fire magic) which would hopefully lead him to his long-lost father.

The trick was that he could not go **directly** to his father using this magic: he needed intermediaries. This is where the Skolgords and their visit to Australia kicked-in.

The side-effect of Dal’s fire magic was that the original “Quest of Hope” story changed: more personnel came on board.

Now there was an evil sorcerer (Captain Rackstraw), a pompous soothsayer (Prajapasi) and a feisty goat (Cedric, the mascot of King Rolando’s stables).

These characters (along with most of the original characters) left their DVD download and began wandering around in Australia, interacting with the Skolgords from the USA, and the Australian contingent (Dal, Bing and Lewis).

Australian scenery:

Sydney. Vibrant and grooving, with frenetic activity during the daytime and fireworks at night. The

petting zoo where we meet Dal and Bing The Roo is attractively situated overlooking the Harbour.

Australian scenery:

The Great Barrier Reef. Tropical paradise and shallow seas filled with bright, colourful coral.

Australian scenery:

The Blue Mountains, Bulli Bulli. This is eucalypt woodland complete with large natural lake. It provides a perfect picnic area.

Australian scenery:

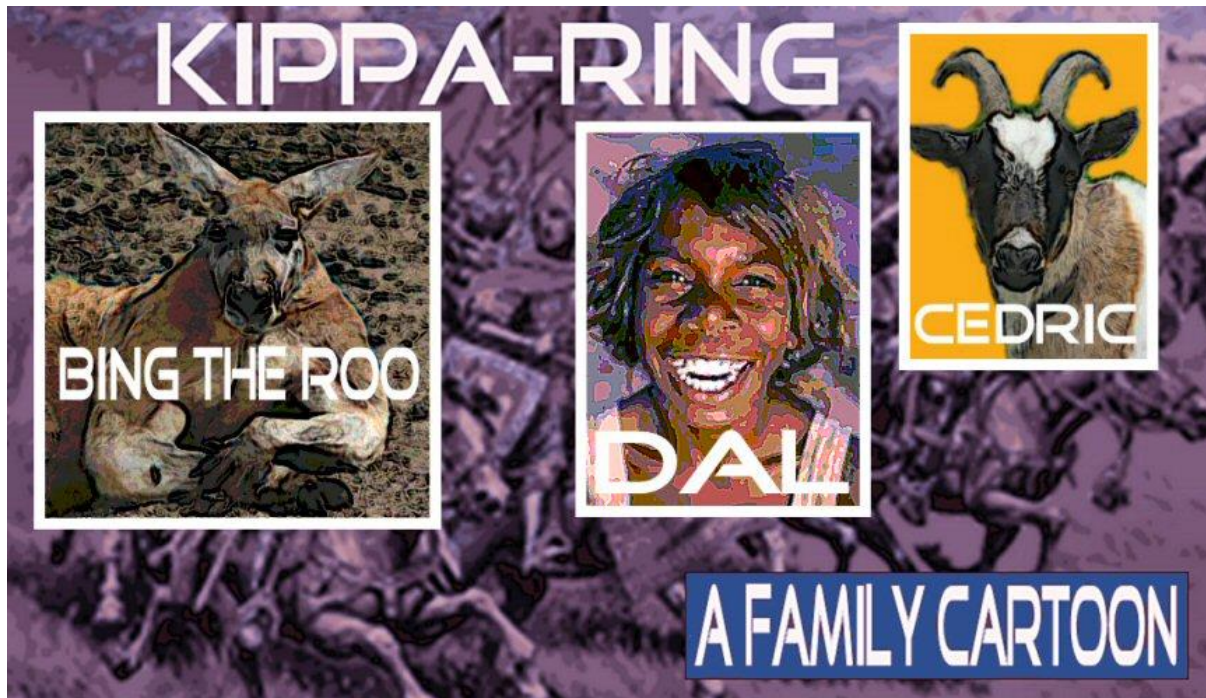
The Never Never is in the outback. It is starkly beautiful but overwhelming in its size and ferocity.

FUTURE POSSIBILITIES:

There will be at least 2 follow-up Kippa-Ring stories. Threads have been left in this first story which can be built-on later:

- Dal is a high-achiever in the area of computer games
- Mattie and Rafe were beginning a lovely romance
- Bern does not have a girlfriend and does not seem to mind about that ... this will change over time
- Bern suggested that he might try rock-climbing
- Rafe has a high IQ: perhaps he could become a gamer (like Dal)? There could be a multinational convention run from St Louis USA; Dal and Rafe might attend it?
- Bern will somehow/somewhere communicate with strangers using stick figures
- Prajapasi suggests that he is master of the most difficult of magic tricks: bringing a burnt object back from the ashes

- The noble attendants to Prince Dagamund seen prior to the wedding will stage a coup which is thrashed by another hero.
- Medieval re-enactments are hugely popular. There is definitely a story there!



KIPPA-RING: THE QUEST OF HOPE

Cast, The Villains

CAPTAIN RACKSTRAW	Captain Rackstraw is a thin, wrinkled man with an aristocratic look about him. He is very down-at-heel, indicated by the threadbare uniform and many military medals. He has warts all over his face, along with grisly scars. He wears an eye-patch, and hobbles about with a decided limp. His voice is thin and raspy.
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	The Captain works in a frightening medieval “cave-of-horrors” – his sorcerer’s workroom-cum-dungeon. The lighting is provided by many guttering candles scattered about.
CRADDORE	Craddore is a skinny, black cat with wicked yellow eyes. It is the lackey of Captain Rackstraw and is transmogrified into a dragon at need.

Cast, Main Characters:

Dal Tremoine – the lost boy	A happy, bright indigenous boy of 11 years. He has a huge, white smile. He is the son of Lewis Corrie of the Kippa-Ring tribe and is an exponent of fire magic (which is said to be very primitive, powerful magic). Dal is friends with Bing the Roo.
Bernard Skolgord	Bern is only 17 years old but is physically well-developed being 6’1” and having hair on his chest. Bern behaves like an older man: he is responsible and street-smart (presumably due to becoming the man of the family when his father left). Bern acts as the narrator: he delivers his commentary with wit and sarcasm. He is likable; we identify with Bern. Bern is over-protective of his younger sister, Mattie.
Matilda Skolgord	Mattie is 16 years old. She is pretty and cute, has a lovely figure and acts as would any typical 16-year-old.
Flynt Skolgord	Bern’s Dad has left the family to pursue his journey

	back to the good old days of his youth when he was the rhythm guitarist in a rock band: The Gimcracks. This departure was based partly on his disenchantment with his job as a computer engineer. From the start of this cartoon, Flynt is trying to get back into the family fold, as the return to his youth was a mistake. Of particular interest is the attempt to rekindle his "mateship" with his son.
Elizabeth Skolgord	Elizabeth works in advertising and appears to be a non-interfering mother. She believes that she has won a competition at her office, whereas in fact Dal's wide-spreading fire magic has done the trick.
Bing the Roo	Bing is a large male red kangaroo, as tall as Bern. But he is massively built, with muscle-packed shoulders. Bing can be witty, inventive, crass, and provocative: Bing provides many comic moments, especially when posing for tourist photographs. He is the resident hero at the Sydney Zoo.
Prajapasi	An old Indian soothsayer-cum-magician who appears to have worked for both King Ludwick and King Rolando. Prajapasi provides comic moments and helps with plot progression. Note that Prajapasi gives his own commentary on his actions, thoughts, ideas and so on. He often speaks of himself in the 3rd person.
Rafe Enderby	A fine, sturdy young man in his early 20's. Dresses distinctively as a medieval yeoman, complete

	with woollen cap. This helps us to identify him. He is the rightful king of Perinvale. This fact is not disclosed until the end of the cartoon.
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Cast, Minor Characters:

Lewis Corrie	Dal's lost father whose tribal name is Kippa-Ring. We are told that Lewis went on walkabout when Dal was born. Evidently he did not know Dal's surname. And for some undisclosed reason, Lewis's Tax File Number was left with Dal, providing Dal with the only clue to his father's identity.
King Rolando of Perinvale	A massive man with hawk-like face. We discover that he has usurped the throne, which should by rights have gone to Rafe. Tends to be a worrier, and is eternally impatient. Married to Queen Lynetia (whom we do not see). Has a daughter, Alice.
Princess Alice of Perinvale	Daughter of King Rolando of Perinvale and his Queen Lynetia. Adores (and is the intended bride of) Prince Dagamund of Spering. She is very pretty and sweet, and makes a perfect friend for Mattie Skolgord.
Prince Dagamund of Spering	Son of King Ludwick of Spering and his Queen Ulpia. Adores (and is the intended bridegroom of) Princess Alice of Perinvale. He is noble, handsome, brave and heroic. Spends most of the cartoon in the guise of Foley who starts off as a pangolin and then is transformed into a kangaroo.
King Ludwick of Spering	He is elderly and stooped, and is tending towards his

	dotage. He collects nursery rhymes (which he scribbles into a book, getting them quite wrong in doing so.) Married to Queen Ulpia (whom we do not see). Has a son, Dagamund.
The Sons Of Triplegate	Rough and ready lads attached to the interests of Rafe.
Attendants to Prince Dagamund	These noblemen compare favourably with the knock-about Sons of Triplegate and appear Down Under amongst King Ludwick's party. The attendants are: Lord Verney, Sir Percy and Earl of Comble.

There are other minor characters who aid plot progression:

The boxing promoter, the swordsmith, the Japanese tourists, the sheep farmers, attendants to Princess Alice and so on.

The dragon is a terrifying winged dragon and the bunyip is whatever you want it to be ...