

MAX & THE MIDKNIGHTS

"Welcome to Byjovia" (Ep. 101)

Written by

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Character

ALICE
ANGRY VILLAGER
BABY
CROWD
GUARD ANTOINE
KEVYN
KING GASTLEY
MAN IN PILLORY
MAX
MILLIE
ROYAL GUARDS
SAD PEASANT
SIMON
THIEF
UNCLE BUDRICK
VILLAGER #1
VILLAGERS
WHISTLING MAN

COLD OPEN

EXT. SMALL VILLAGE - DAY

TERRIFIED VILLAGERS run from something that we don't see.

1	VILLAGERS	1
	<screams>/Run!/It's coming!	

We hear an O.S. DRAGON ROAR, then REVEAL an ENORMOUS BLACK DRAGON, spewing fire, burning down a small HOUSE.

2 **VILLAGER #1** 2
What are we going to do!?

The dragon shoots a BURST OF FIRE at the villagers, seemingly engulfing them. A beat, then the flames/smoke clear and we see a KNIGHT (MAX), in full armor, standing in front of/shielding the villagers from the flames. NOTE: The visor on Max's helmet is up so that we can see her eyes.

3 **MAX** 3
Don't worry. I've got this.

The villagers run away **<SCREAMING>**, as Max flips down her visor.

4 **MAX** (CONT'D) 4
Looks like it's just you and me.

The dragon <SCREECHES>, as the Knight lifts their sword in front of their face, Aragorn-style, preparing to do battle.

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5                                MAX (CONT'D)                                5
    Let's do this.

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With that, it's game on! The dragon lunges at the Knight, but the Knight skillfully dodges, while blocking bursts of fire with their sword and shield.

6 **MAX** (CONT'D) 6
 <blocking efforts>

The Knight continues to bob and weave, dodging the dragon's SNAPPING jaws until...

CHOMP! The Dragon's massive jaws close around the Knight. A beat, then...

[illegible]

The confused Dragon turns and sees the Knight behind it.

Now the dragon's really angry. It rises up, making itself look larger. PURPLE SMOKE starts to swirl around it.

As PURPLE SMOKE surrounds the Knight like a fog, we hear an **<O.S. CACKLING LAUGH> (FENDRA)**. The Knight looks around.

8 Huh? **MAX** (CONT'D) 8

Suddenly, through the purple smoke, the Dragon lunges at the Knight! Its jaws SNAP and we CUT TO:

EXT. ROAD - DAY

JOLT! MAX (10) blinks awake with a start and looks around.

9 **MAX** 9
 <startled noise>

PULL OUT to reveal she's holding the reins of a tired HORSE (DUSTY), as it pulls a rickety WAGON along on an uneven road.

Max's UNCLE BUDRICK sits beside her, absentmindedly strumming his LUTE. He looks at Max and smiles.

10 **UNCLE BUDRICK** 10
You were smiling in your sleep
again. Good dream?

11 **MAX** 11
Yeah. The best.

12 **UNCLE BUDRICK** 12
Let me guess. You were playing a
packed amphitheater, and the crowd
won't let you leave the stage! They
keep cheering: We love you! ENCORE!
Sign my baby!

13 **MAX** 13
Er...yeah, you guessed it!

Uncle Budrick smiles.

14 **UNCLE BUDRICK** 14
Not to worry, Max. All of your
dreams'll come true when you're a
troubadour like me someday.

15	MAX	15
	(feigning enthusiasm)	
	Can't wait!	

Just then, we hear a very faint <O.S. CACKLING LAUGH> (like in the dream). Max looks around, confused, as we SMASH TO:

TITLE SEQUENCE

ACT ONE

EXT. ROAD - DAY

Max drives the wagon, as it bops along the road. Uncle Budrick attempts to juggle some apples, but he's so bad they just end up flying every which way. One even THUNKS Max on the head. A beat, then Max LOOKS AT CAMERA.

16

MAX

16

(to camera)

I'm going to let you in on a little secret. Being a troubadour kind of stinks. You know what troubadours are, right? They're like traveling entertainers. And it's actually my Uncle Budrick who's the troubadour, not me. He does all the singing and juggling.

INSERT -- On top of the wagon, Max holds the lute, as Uncle Budrick shows her how to play it.

17

MAX (CONT'D)

17

(to camera)

You could call me his apprentice, since I'm supposed to practice the lute--this instrument that looks like a giant chicken leg--and learn all the songs just in case Uncle Budrick sprains a tonsil. But, here's the problem--

(leaning toward camera)

I don't want to be a troubadour. I want to be a knight. But I haven't quite told Uncle Budrick that yet.

Max strums a note and Uncle Budrick claps, excitedly.

18

MAX (CONT'D)

18

It'll crush him.

EXT. FIELD - NIGHT

Uncle Budrick and Max sit at a campfire, roasting a BANANA.

19	MAX	19
	(to camera)	
	Honestly, life on the road is tough.	

The banana bursts into flames and Max quickly puts it out, leaving a charred banana peel on the ground, which Uncle Budrick promptly dusts off and resumes roasting.

20 **MAX** (CONT'D) 20
 (to camera)
We're always moving from place to
place, which doesn't leave a lot of
room for making friends. Unless you
count sock puppets as friends.

Uncle Budrick does SOCK PUPPETS for Max, who feigns a smile.

21 **MAX** (CONT'D) 21
 (to camera)
And I don't mean to sound like a
whiner, but our wagon isn't exactly
a four-star hotel.

We see Max trying to get comfortable/sleep on top of the wagon, while Uncle Budrick **<SNORES LOUDLY>** inside the wagon.

22 **MAX** (CONT'D) 22
 (to camera)
 Just once I'd like to sleep in a
 bed or eat dinner at a table,
 instead of on the ground.

EXT. ROAD - DAY

Back to Max in the wagon, holding Dusty's reins.

23 **MAX** 23
 (to camera)
 Speaking of dinner--

Max looks inside the wagon. There are several EMPTY BASKETS. One basket has just a half eaten APPLE CORE in it.

24 **MAX** (CONT'D) 24
Uncle Budrick! We're out of food
again!

25 **UNCLE BUDRICK** 25
Not to worry, Max. We'll sing for
our supper!

EXT. SMALL VILLAGE - DAY

Uncle Budrick and Max pull up to the village in the wagon.

26 **MAX** 26
 (to camera)
 So, here's how this whole
 troubadour thing is *supposed* to
 work.

Max stops the wagon and flips down a BACKDROP, transforming the wagon into a makeshift STAGE.

27 **MAX** (CONT'D) 27
 (to camera)
You roll into some random town. A
crowd gathers.

A few VILLAGERS gather in front of the wagon. Uncle Budrick strums his lute, beginning to play.

28 **MAX** (CONT'D) 28
 (to camera)
 You put on a show. Then the crowd
 applauds and throws money at you.

The villagers applaud and toss money at Uncle Budrick and Max. One villager is even crying, touched by the music.

29 **VILLAGERS** 29
Bravo!/Encore!/<sobbing> So
beautiful!/The voice of an angel!

Max counts a pile of coins, smiling.

30 **MAX** 30
(to camera)
And you use that money to buy food
and avoid starving to death. Sounds
good, right? Only thing is, that's
not quite how this usually goes for
us.

We hear a RECORD SCRACH and CUT BACK TO:

EXT. VILLAGE - DAY

Once again, Uncle Budrick and Max pull up to the village. Max flips down the BACKDROP, transforming the wagon into a stage. And, once again, a few VILLAGERS gather in front of the wagon. Uncle Budrick strums his lute, beginning to play. And... he's terrible. Just truly atrocious at singing.

31 **UNCLE BUDRICK** 31
 Come gather 'round farmers and
 weavers and nurses...

A beat, then SPLAT! A TOMATO pegs Uncle Budrick in the face.

32 **UNCLE BUDRICK** (CONT'D) 32
 I'll sing you a song that has four-
 thousand, two-hundred and eighty-
 nine verses...

The angry villagers cover their ears and start throwing more stuff at Uncle Budrick.

33 **VILLAGERS** 33
Booooo!/Stop!/My ears are
bleeding!/Definitely not the voice
of an angel!

Max darts around, using a BASKET to catch the airborne PRODUCE--APPLES, CABBAGES, EGGS, even a WHOLE PIG.

34 **MAX** 34
 (to camera)
 I just try to collect as much food
 as I can before things get ugly.
 Which should be in about 3, 2...

An ANGRY VILLAGER raises his PITCHFORK.

35 **ANGRY VILLAGER** 35
Impale the troubadour!

ON MAX -- She nods.

36 **MAX** 36
There it is.

UNCLE BUDRICK -- Looks panicked.

37 **UNCLE BUDRICK** 37
Ah! Run, Max! Run away!

Max hops up onto the wagon, grabs Dusty's reins, and the wagon takes off, with Uncle Budrick on board.

As Max drives, Uncle Budrick looks back at the angry crowd, who are chasing after them.

38 **UNCLE BUDRICK** (CONT'D) 38
I think that was one of our better
shows.

[illegible]

Max hands Uncle Budrick the reins and hops off the wagon.

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40                                UNCLE BUDRICK                                40
                                Wait, Max!

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41                                MAX                                41
                               Don't worry. I've got this.
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She quickly grabs two STICKS and makes grooves in the dirt, creating fake wheel marks, to lead the angry mob away.

The angry villagers run up and see the fake tracks. Buying the ruse, they run off in the wrong direction.

42 **ANGRY VILLAGER** 42
This way!

ON MAX -- hiding behind a tree.

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43                                MAX                                43
                                (to camera)
                                Works every time.

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EXT. ROAD - MOMENTS LATER

Max runs along, leaps off a boulder, jumps, and plops down next to Uncle Budrick in the wagon. She reaches into one of the now full baskets, pulls out an apple and takes a bite.

44 **MAX** 44
 Okay, I guess being a troubadour
 isn't *all* bad.

Just then, the PITCHFORK flies into frame and THUNK! It sticks into the side of the wagon.

45 **UNCLE BUDRICK** 45
AH!! Go! Go! Go!

Max shakes the reins and Dusty takes off in a gallop.

EXT. ROAD - LATER

Max **<YAWNS>** and pulls the reins, stopping Dusty/the wagon, as Uncle Budrick looks around, scanning for the angry villagers.

46 **UNCLE BUDRICK** 46
Why are you stopping? Aren't we
still in pitchfork range?

47 **MAX** 47
I'm telling you, we lost them.
Besides, we can't run forever.

48 **UNCLE BUDRICK** 48
Sure we can!

Max looks at Uncle Budrick, suddenly serious.

49 **MAX** 49
Uncle Budrick, listen, I've been
thinking. Maybe we should
reconsider this whole "life on the
road" thing.

50 **UNCLE BUDRICK** 50
I don't follow.

51 **MAX** 51
Aren't you sick and tired of
running from angry villagers?

Uncle Budrick shrugs.

52 **UNCLE BUDRICK** 52
Like I always say: "Run away, live
to sing another day." Hey, that
rhymes! Hold on, the Muse is
speaking to me...
 (strumming his
 lute/singing)
Run away, live--

But Max puts her hand on the lute, stopping him.

53 **MAX** 53
I'm just saying. Maybe we should
settle down somewhere. Somewhere
with a bed. Or even just, like, a
chair? You know, make a home.

Uncle Budrick looks confused. He motions to the wagon.

54 **UNCLE BUDRICK** 54
But, this is home.

[illegible]

Max spots something O.S. Uncle Budrick ducks down, afraid.

56 **UNCLE BUDRICK** 56
Is pitchfork guy back?

57 **MAX** 57
No, look!

Max turns Budrick's head to face a WALLED CITY WITH A CASTLE IN THE MIDDLE (BYJOVIA) in the distance.

58 **UNCLE BUDRICK** 58
 (surprised)
By Jove, it's Byjovia! Never
thought I'd see it again.

They hop out of the wagon and look out toward Byjovia.

59 **MAX** 59
You've been there?

60 **UNCLE BUDRICK** 60
I grew up there.

61		MAX	61
	What!?		

62 **UNCLE BUDRICK** 62
I lived there 'til my tenth
birthday, when I ran away. If I'd
stayed in Byjovia, I would've had
to become--brace yourself for this,
Max--a KNIGHT! Blech!

Max's eyes go wide.

63 63

MAX

A knight? YOU?!

(to camera)

Oops, that sounded kind of rude.

But, I mean, knights are supposed
to be brave and strong and all that
jazz. And Uncle Budrick is--

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64          UNCLE BUDRICK 64
          <high-pitched yelp> Mosquito!
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Uncle Budrick frantically swats at a mosquito. Max calmly slaps the bug, killing it.

65 **MAX** 65
 (to camera)
--the exact opposite. (Alt: A
little panicky.)
 (to Uncle Budrick)
Anyway, you were saying...

66 **UNCLE BUDRICK** 66
Perhaps the best way to explain it
is with a song!

He strums his lute, but a broken string goes POING!

67 **UNCLE BUDRICK** (CONT'D) 67
Nuts. Guess I'll just have to tell
you what happened.
 (motioning toward Byjovia)
Byjovia. A wonderful place. Crystal
clear rivers running through the
city, a bustling market selling
every kind of food you can imagine,
and a kind king who loves his
people.

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68                                MAX                                68
                                Sounds great!
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69 **UNCLE BUDRICK** 69
But, in Byjovia, every boy must follow in their father's footsteps. My father was a knight, so that meant I had to be a knight. And the minute I turned ten, my Dad just couldn't wait to enroll me in knight school.

Max's jaw drops.

70 **MAX** 70
Byjovia has a school for knights?!

71 **UNCLE BUDRICK** 71
Some call it a school. I call it a
Chamber of Horrors! No music
program! No juggling! And no
dramatic soliloquies! The only
courses they offer are sword-
fighting, jousting...

In a THOUGHT BUBBLE, Max swings a sword. Then, in another THOUGHT BUBBLE, she's atop a running HORSE, holding a LANCE.

72 **UNCLE BUDRICK** (CONT'D) 72
 ...And worst of all, dragon
 slaying!

In another THOUGHT BUBBLE, Max imagines herself standing triumphantly on top of a slain DRAGON.

73 **UNCLE BUDRICK** (CONT'D) 73
 <shivers> Just terrible. Which is
 why I had to leave.

The THOUGHT BUBBLES BURST and Max look at Uncle Budrick.

74 **MAX** 74
 So hold up. You're telling me you
 left all that to become a
 troubadour?

75 **UNCLE BUDRICK** 75
 Of course I did! I had to follow my
 heart, Max. Why be what someone
 else wants you to be, when you can
 be who you are. Like how we're both
 meant to be troubadours.

Max looks at Uncle Budrick, trying to find the right words.

76 **MAX** 76
 About that. The thing is...
 (beat)
 ...There's a guy with a dagger
 right behind you.

WIDEN TO REVEAL -- There is, in fact, a GUY WITH A DAGGER
(THIEF) right behind Uncle Budrick.

Budrick instantly looks panicked, but doesn't turn around.

77 **UNCLE BUDRICK** 77
 We talking little friendly dagger
 or big stabby stabby one?

78 **THIEF** 78
 Big stabby stabby one.

Max nods.

79 **MAX** 79
 What he said.

80 **THIEF** 80
 Hand over your valuables. Now.

81 **MAX** 81
 Look around, buddy! We don't have
 any valuables!

The thief points at Uncle Budrick's lute.

82 **THIEF** 82
What about that? Looks like it
costs a pretty penny.

83 **UNCLE BUDRICK** 83
Never! You'll have to pry my lute
from my cold, lifeless hands!

The Thief takes a threatening step forward.

84 **THIEF** 84
Fine by me.

85 **UNCLE BUDRICK** 85
<high-pitched yelp>

Uncle Budrick tosses his lute in the air and Max catches it,
as Uncle Budrick takes off running.

86 **UNCLE BUDRICK (CONT'D)** 86
RUN, MAX!

A beat, then Uncle Budrick realizes he's not moving.

WIDEN TO REVEAL -- The Thief has grabbed onto the back of
Uncle Budrick's shirt.

Max, thinking quickly, picks up a ROCK and, using the lute as
a slingshot, takes aim at the thief, letting the rock fly!

THWAK! The rock hits the Thief in the back of the head and he
falls to the ground.

87 **THIEF** 87
<impact>

Uncle Budrick turns and sees Max, holding the lute.

88 **UNCLE BUDRICK** 88
Max, you're incredible!

89 **MAX** 89
Oh stop, it was nothing.
 (to camera)
Wait, why am I being all modest?
The man's right. I am incredible.

But, the rock keeps ricocheting off TREES, until THWACK! It
hits DUSTY's rump. The horse FREAKS and takes off running,
taking the wagon with it.

90 **MAX (CONT'D)** 90
Whoops.

91 **UNCLE BUDRICK** 91
 (calling out)
 Dusty! Come back!

They watch as Dusty/the wagon disappear into the distance.

92 **THIEF** 92
 <groggy groan>

93 **UNCLE BUDRICK** 93
 Ah! Let's go, Max. Before he wakes
 up.

Uncle Budrick takes his lute from Max and they both start
walking in opposite directions (Max heading toward Byjovia.)

94 **MAX** 94
 Wait! Let's go that way. To
 Byjovia.

95 **UNCLE BUDRICK** 95
 But, the open road. That's where
 two troubadours like us are meant
 to be...

96 **MAX** 96
 Look around. The wagon's gone--
 which means we have no food and
 nowhere to sleep. If Byjovia's as
 great as you say it is, I think
 it's our best bet. At least for a
 little while.

The Thief <GROANS>, startling Uncle Budrick.

97 **UNCLE BUDRICK** 97
 Byjovia it is!

He starts speed-walking toward Byjovia. Max looks at the
Thief's dagger, lying on the ground, and quickly takes it.

98 **MAX** 98
 (to camera)
 What?! It's not stealing if he
 tried to rob us first!

EXT. BYJOVIA - ENTRANCE GATE - DAY

As Max and Uncle Budrick walk toward the ENTRANCE GATE, Max
swings the dagger side to side like it's a sword.

99 **MAX** 99
 Take that! And that!

100 **UNCLE BUDRICK** 100
Don't cut yourself. There hasn't
been a successful fingerless
troubadour since Stubbs Ploder, and
that was only because he played the
lute with his tongue.

Max tucks her dagger into her waistband.

101 **UNCLE BUDRICK** (CONT'D) 101
You know, Max, the more I think
you're really going to like
Byjovia. It's clean, safe... and
King Conrad really cares about his
people. Why else would he institute
"Two-For-One Turkey Leg Tuesdays"?

They pass through the gates and look around. They see that Byjovia's...not so great. There's dirt and trash everywhere. POOR PEASANTS are hunched and filthy. Max looks confused.

102 **MAX** 102
Uh...Uncle Budrick...how can I put
this nicely? Your hometown is a
total garbage dump.

Just then, a WOMAN dumps a BUCKET OF SLOP out her window onto the street, narrowly missing Max and Uncle Budrick. Uncle Budrick scratches his head.

103 **UNCLE BUDRICK** 103
How can King Conrad allow such
squalor? WHAT HAPPENED??

They come to a STATUE OF KING CONRAD, with an inscription that reads: "IN MEMORY OF KING CONRAD. 1328-1385."

104 **UNCLE BUDRICK** (CONT'D) 104
 Ohhhhhh.

END OF ACT ONE

ACT TWO

EXT. BYJOVIA - MAIN SQUARE

KEVYN (10) sits next to MAN IN PILLORY, who is hunched over with his head and hands in a PILLORY.

105 **MAN IN PILLORY** 105
Morning, Kevyn. Shouldn't you be in
the barn helping your father?

106 **KEVYN** 106
Indeed I should, but I'm working on
my latest story. A grand adventure
about a hero who steals from the
rich to give to the poor.

107 **MAN IN PILLORY** 107
<scoffs> Like someone would really
do that?

Just then, Kevyn looks up and sees Uncle Budrick and Max in the square, just as Max takes an APPLE from her pocket and offers it to a POOR PEASANT. Kevyn **<GASPS>**.

ON MAX -- Right before the beggar can take the apple, GUARD ANTOINE snatches it away.

108 **GUARD ANTOINE** 108
No feeding the poor!

109 **MAX** 109
(angry)
Hey, you can't--

But, Uncle Budrick pulls Max away from Guard Antoine, as he **<LAUGHS>** and takes a **<BITE>** of the apple.

110 **UNCLE BUDRICK** 110
Apologies. She's not right in the
head. We're on our way to see the
exorcist. Let's go, Max...

Max can't believe it. She looks at Uncle Budrick.

111 **MAX** 111
What kind of town lets their people
starve??

Just then, Kevyn steps up to Max and Uncle Budrick--

112 **KEVYN** 112
 Salutations, strangers. I'm Kevyn.
 And I'm here to welcome you to--

Suddenly, everyone in the square SINGS:

113 **CROWD** 113
 Byjovia / A veritable utopia

Kevyn motions to a MERCHANT'S STALL. But the stall is empty.

114 **KEVYN** 114
 Food? We've got cornucopias

115 **MAX** 115
 But, there's nothing there...

Uncle Budrick sees a bunch of COCKROACHES crawling on the ground and **<SCREAMS>**.

116 **KEVYN** 116
 Ignore all the cockroach-ias

117 **CROWD** 117
 In Byjovia!

Max looks at Uncle Budrick.

118 **MAX** 118
 Are these people out of their
 minds?

119 **CROWD** 119
 *We think you'll love our town / As
 you see, infrastructure's sound*

All of a sudden, the side of a house falls over, narrowly missing Max and Uncle Budrick [a la Buster Keaton].

120 **CROWD (CONT'D)** 120
 *And joy and happiness abounds /
 Ever since Gastley was crowned /
 King of Byjovia!*

Uncle Budrick looks shocked.

121 **UNCLE BUDRICK** 121
 King Gastley?!

Everyone in the main square stops and looks at Uncle Budrick, including TWO GUARDS (Antoine & BERNARD). Uncle Budrick squirms.

122 **UNCLE BUDRICK** (CONT'D) 122
 (fake enthusiasm)
 Love that guy!

Motion and song resumes in the square.

123 **MAX** 123
 Who's King Gastley?

124 **UNCLE BUDRICK** 124
 (sotto to Max)
 When I lived here, he was *Prince*
 Gastley, King Conrad's younger
 brother. Horrible guy. Used to clip
 his toenails in the town square.
 Blech!

Guard Antoine steps in front of Uncle Budrick.

125 **GUARD ANTOINE** 125
 What did you say?

126 **UNCLE BUDRICK** 126
 Nothing!

127 **CROWD** 127
 Our beggars are plump and perky /
 We have delicacies, try the rat
 jerky!

Max and Uncle Budrick stop at another MERCHANT'S STALL,
selling RAT JERKY (flat rats on sticks). They both gag.

128 **MAX/UNCLE BUDRICK** 128
 <grossed out noise>

129 **CROWD** 129
 The water in the well, well it's
 murky

Uncle Budrick pulls a bucket up from the WELL and sees that
the water's thick/chunky and disgusting. It bubbles like a
witch's brew. He looks closer and sees a BABY floating in it.

130 **BABY** 130
 <giggle> Ma-ma!

Guard Antoine eyes Uncle Budrick suspiciously.

131 **GUARD ANTOINE** 131
 Don't like it? Tough turkey!

Uncle Budrick reluctantly takes a sip of the chunky "water."

139 **SIMON** 139
Everything is clean and nice

Millie pulls lice out of her hair.

140 **MILLIE** 140
Even all our lice have lice

CLOSE ON LICE -- It pulls another smaller lice off its head.

Simon takes a bite of BREAD, then hands the rest to Millie.

141 **SIMON** 141
*It feels like more, if you take
small bites*

Millie takes a bite and gives a thumbs up!

142 **MILLIE** 142
*If we could vote, we'd vote Gastley
twice!*

Guard Antoine looms over Simon and Millie.

143 **GUARD ANTOINE** 143
*And if you didn't, you'd pay the
price!*

Simon and Millie run from the Guard Antoine, disappearing into the crowd, as they do a big finish!

144 **CROWD** 144
IN BY-JO-VI-A!

And with that, the song's over and the crowd disperses, leaving Max and Uncle Budrick standing with Kevyn.

145 **UNCLE BUDRICK** 145
Good song. Little pitchy, but not bad.

146 **MAX** 146
So let me get this straight:
Byjovia is a miserable sinkhole,
but if the people say anything bad
about this King Gastley guy,
they're thrown in the dungeon??

Kevyn motions for Max and Uncle Budrick to follow him.

147 **KEVYN** 147
Or worse... Now, come. It's not
safe to talk here.

154 **KEVYN (V.O.)** 154
 ...In order to keep Byjovia safe,
 he bravely rode out with a group of
 his most trusted knights to slay
 the beast. But tragically, King
 Conrad and the others never
 returned.

The page turns and we see an ILLUSTRATION of King Conrad's charred crown and shield lying on the ground.

155 **KEVYN (V.O.)** 155
A search party was sent, but all
they found was King Conrad's
battered shield and broken crown.

156 **UNCLE BUDRICK (V.O.)** 156
That's weird. Wonder why he left
those behind.

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157             MAX (V.O.)                                157
                Because he got eaten by a dragon!

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158 **UNCLE BUDRICK (V.O.)** 158
Ohhh, yeah, that makes sense.

The page turns again, showing an ILLUSTRATION of Gastley and his Guards entering the castle.

159 **KEVYN (V.O.)** 159
Precisely. And on that very day,
Gastley's forces seized the castle
and Gastley took the throne.

The page turns, showing an ILLUSTRATION of King Gastley, now wearing King Conrad's crown and sitting on the throne.

INT. KEVYN'S HOUSE - BACK TO SCENE

Kevin closes his book, sadly, and looks at Max and Budrick.

160 **KEVYN** 160
And ever since, Byjovia has
suffered at King Gastley's cruel
hands.

Uncle Budrick wipes away a tear.

161 **UNCLE BUDRICK** 161
 <SNIFFLE> RIP Two-for-one Turkey
 Leg Tuesdays.

Max starts swinging her dagger like a sword, as she imagines fighting King Gastley.

162 **MAX** 162
Well, I say, we storm the castle,
fight this Gastley guy and find a
new king!

Alice watches her, intrigued.

163 **KEVYN** 163
Villagers against a whole army? The
odds of success would be minuscule.

164 **MAX** 164
What about King Conrad's knights?
Are there any left?

Kevyn shakes his head, sadly.

165 **MAX** (CONT'D) 165
Then you need some new knights.
What about you, Kevyn?

Kevyn looks down, a little sheepish.

166 **KEVYN** 166
Me? Oh no, I'm to be an ostler like
my father, taking care of horses.

167 **MAX** 167
What about you, Alice?

168	ALICE	168
	Unfortunately, girls aren't allowed to become knights, Max.	

169 **MAX** 169
WHAT?! Says who--

```

170             SIMON (O.S.)                                170
Run, Millie!

```

Max hurries to the window and looks out.

171 **MAX** 171
What was that?

MAX'S POV -- MILLIE and SIMON run past, fleeing from Guards.

Max heads for the door.

172 **KEVYN** 172
Max, wait!

EXT. BYJOVIA - STREET - DAY

Max runs out and sees Simon and Millie cornered by guards.

173 **SIMON** 173
 Leave us alone! We didn't do
 anything!!

174 **GUARD ANTOINE** 174
 You'll have to answer to King
 Gastley.

175 **KING GASTLEY (O.S.)** 175
 Luckily, I'm right here!

We WHIP AROUND to see KING GASTLEY, walking forward on a RED CARPET, as it's dutifully unfurled before him by two Guards (Bernard & Carlos). He walks up to Simon and Millie.

176 **KING GASTLEY (CONT'D)** 176
 Ah! What is this? Do I see *bare*
 feet? <throwing up in his mouth
 noise> Guards! Throw these shoeless
 orphans into the dungeon!

ON THE SIDELINES -- Max turns to Kevyn.

177 **MAX** 177
 The dungeon? But, they're just
 kids. It's not a crime to have no
 shoes.

178 **KEVYN** 178
 Oh, I assure you it is.

He points to a SIGN: "IT IS A CRIME TO HAVE NO SHOES." Then to another SIGN with a CROSSED OUT IMAGE OF MAN emitting bad breath. Then to a SIGN with WHITE SHIRT/PANTS CROSSED OUT.

179 **KEVYN (CONT'D)** 179
 (quietly to Max)
 It's also a crime to have bad
 breath, wear white after labor day,
 and there's absolutely no
 whistling.

Just then a MAN walks by, <WHISTLING>. Immediately, he's inundated with arrows and drops dead.

180 **WHISTLING MAN** 180
 <impact> (beat) Don't worry, the
 arrows missed all my important
 organs!

A beat, then another ARROW sails in, hitting him.

181 **WHISTLING MAN** (CONT'D) 181
 <pained noise> Except the spleen!

ON MAX -- She winces.

```

182                                MAX                                182
                                     Yikes.
```

Uncle Budrick hurries up to Max.

183 **UNCLE BUDRICK** 183
We should go. This is no town for a
young girl and a musical genius.

[illegible]

She looks around and sees that NO ONE in the CROWD is doing anything to help Millie and Simon.

185 **MAX** (CONT'D) 185
Why isn't anyone helping them?

CLOSE ON KEVYN -- He hangs his head.

186 **KEVYN** 186
Fear. No one dares stand up to King
Gast--

[illegible]

There's stunned silence in the CROWD, as Kevyn looks up and sees Max standing between Gastley and Millie and Simon.

ON GASTLEY -- As he turns toward Max.

188 **KING GASTLEY** 188
What did you say to me?

ON MAX -- Realizing what she just did. Guards surround her, their swords pointed right at her.

189	MAX	189
	I said leave them... Uh...	
	Alone...?	
	(turn to camera)	
	Might not have thought this one	
	through.	

END OF ACT TWO

ACT THREE

EXT. BYJOVIA - STREET - DAY

King Gastley approaches Max, menacingly.

190 **KING GASTLEY** 190
Well, well, another filthy
ragamuffin. At least this one has
shoes. Or are your feet naturally
leathery?

191 **MAX** 191
And I have this!

Max pulls out the dagger, brandishing it like a sword.

192 **KING GASTLEY** 192
 <laughing> How adorable! Everyone,
 do you see how absolutely adorable
 this is?!

The CROWD nods, obediently.

193 **CROWD** 193
Yes!/Couldn't agree more!/Adorable!

Max turns to Millie and Simon.

194 **MAX** 194
I don't want to tell you what to
do, but now would probably be a
good time to get out of here.

Simon and Millie share a look, then hurry away, as King Gastley turns his attention back to Max.

195 **KING GASTLEY** 195
How noble. Helping your little friends. Unfortunately for you, the punishment for threatening the king is *death!*

IN THE CROWD -- Uncle Budrick looks terrified.

196 **UNCLE BUDRICK** 196
 <gulp> Death?

KING GASTLEY -- Circles around Max.

197 **KING GASTLEY** 197
We could chop off your head...burn
you at the stake...make you do math
problems...Pick your poison, boy?

198 **MAX** 198
Don't call me a boy.

199 **KING GASTLEY** 199
And why not?

Max pulls off her hat to reveal her PONYTAIL.

200 **MAX** 200
Because I'm a girl!

201 **KING GASTLEY** 201
<scoffs> Boy or girl, you're still
a vagabond.
(with a wave of his hand)
Take her to the dungeon!

Guards Bernard & Carlos obey, grabbing Max's arms.

ON UNCLE BUDRICK -- He bites his nails, nervously. Normally,
he'd run away from danger, but this is Max we're talking
about. So, Uncle Budrick steps forward.

202 **UNCLE BUDRICK** 202
(voice cracking)
<NERVOUS NOISE> Wait!

Uncle Budrick removes his hat and kneels before King Gastley.

203 **UNCLE BUDRICK (CONT'D)** 203
Th-the girl is no vagabond, Your
Highness. She is with me.

204 **KING GASTLEY** 204
And you are?

205 **UNCLE BUDRICK** 205
M-merely an entertainer, Your
Eminently-eminence.

206 **KING GASTLEY** 206
An entertainer?! What a coinkidink!
You see, I'm currently "between
jesters." My last one had "an
accident." Wink. Wink.

King Gastley does finger quotes and over-the-top winking.

207 **KING GASTLEY** (CONT'D) 207
 It was the jester's fault, of
 course. He failed to amuse me.

Uncle Budrick looks at Max, still surrounded by Guards
(Bernard & Carlos), then looks back at King Gastley.

208 **UNCLE BUDRICK** 208
 <gulp> I would be happy to be your
 new jester, Sire, if you would be
 so kind as to let her go.

King Gastley puts a finger to his chin, considering.

209 **KING GASTLEY** 209
 Being kind was really more of my
 brother's *thing*, but my horoscope
 did say "avoid slaughter" today.
 (beat)
 Guards, release the girl and bring
 my new jester to the castle! We'll
 see just how entertaining he
 actually is...

King Gastley turns and walks away, as the Guards (Bernard &
Carlos) obey, releasing Max and grabbing Uncle Budrick.

210 **MAX** 210
 Wait, no! Let him go!

As the Guards drag him away, Uncle Budrick looks at Max.

211 **UNCLE BUDRICK** 211
 Max, go. *Run. Away.*

212 **MAX** 212
 No, I'm not leaving you--

She tries to go after Uncle Budrick, but the Guards block her
path and force her back. Kevyn takes her arm.

213 **KEVYN** 213
 Max, control yourself! It would be
 futile to try and stop the guards.

214 **MAX** 214
 But--

215 **KEVYN** 215
 You can't help your uncle by
 getting yourself thrown in the
 dungeon!

ON KING GASTLEY -- As Uncle Budrick is dragged past.

216 **UNCLE BUDRICK** 216
Thank you, King Gastley. You are
most gracious.

217 **KING GASTLEY** 217
<scoff> You really are a fool if
you think I'd let the others go
free.
 (abruptly to guards)
Round up all the shoeless urchins
and that dagger-wielding miscreant!
Now!

More Guards stomp toward Max and Kevyn.

218 **KING GASTLEY (CONT'D)** 218
I don't negotiate with peasants!
<evil laugh into coughing> And
someone get me water and a lozenge!

GUARD BARLEY pulls up a bucket of water from the well and
offers it to King Gastley. King Gastley looks and sees that
baby again.

219 **BABY** 219
<giggle> Ma-ma!

220 **KING GASTLEY** 220
<frightened scream> Well-baby!

UNCLE BUDRICK -- Sees the Guards stomping toward Max.

221 **UNCLE BUDRICK** 221
Run, Max!

MAX -- Looks at camera.

222 **MAX** 222
For once, I'm going to have to
agree with Uncle Budrick.

Max and Kevyn make a run for it.

223 **MAX (CONT'D)** 223
 (to Kevyn)
Wait, why are you running? They're
not after you.

224 **KEVYN** 224
I don't know, I got swept up in the
moment!

They look behind them, a few Guards hot on their heels.

225 **SIMON** (O.S.) 225
Over here!

Max and Kevyn look around and see Simon and Millie, hiding behind a WAGON, waving at them. Max and Kevyn run and duck behind the wagon, just as the Guards run past.

226 **MAX** 226
Thanks.

227 **SIMON** 227
Figured we owed you one.

228 **MILLIE** 228
Hi, I'm Millie. This is Simon.
(holding out some rat
jerky)
Rat jerky? We have picante, and
sweet 'n sewer.

```

229                     MAX                                     229
Er...maybe later.
```

Millie shrugs and take a **<BIG BITE>** of rat jerky, as Max looks around. The area is still crawling with Guards.

230 **MAX** (CONT'D) 230
We need a place to hide.

231 **KEVYN** 231
My father's barn. We'll be safe
there. This way!

Kevyn leads the way, as Max, Simon, and Millie follow, but when they step out from behind the wagon they find themselves face-to-face with Guard Antoine.

232 GUARD ANTOINE 232

Gotcha!

233 KEVYN 233

Ah!

Scatter! **MAX**

Simon and Max head off one way, while Millie and Kevyn head in another direction, as more Guards appear, giving chase.

ON MAX & SIMON -- As they run, Simon looks at Max.

235 **SIMON** 235
In case we don't make it, I just
wanted to say how cool that was.
(MORE)

SIMON (CONT'D)

Standing up to King Gastley! No one's ever done that before. I mean, it was really dumb, and you're definitely getting beheaded, but still...

236

MAX

236

Nobody's getting beheaded, Simon. Trust me.

They run through an alley and find themselves face-to-face with Millie and Kevyn (who come from the opposite direction), as Guards close in on them from both sides.

237

KEVYN

237

I'm afraid there's nowhere to go!

Max looks around, thinking quickly.

238

MAX

238

Yes, there is.

Max looks up and starts to climb the side of a HOUSE toward the ROOF. The others follow.

Just as they all scramble/disappear onto the roof, two packs of Guards run into each other below.

239

ROYAL GUARDS

239

Watch it!/Where did they go?/Up there!

EXT. BYJOVIA - ROOF - CONTINUOUS

Max and the others run across the rooftop, as the Guards clamber up after them.

240

MAX

240

Come on!

They race to the edge of the roof and abruptly stop. The next roof is six feet away. A precarious jump.

241

MAX (CONT'D)

241

We're gonna have to jump for it.

Everyone nods, except Kevyn who shakes his head "no."

Max, Simon, and Millie run and leap over the gap, right over an unsuspecting Guard's head.

242

MAX/SIMON/MILLIE

242

<RUNNING AND LEAPING EFFORTS>

But Kevyn doesn't jump.

ON KEVYN -- He looks petrified.

243 **KEVYN** 243
 I fear this will be calamitous!

244 **MAX** 244
 More jumping, less big words.

Kevyn takes a <DEEP BREATH>, then runs and <LEAPS> for it.
Surprisingly, he JUST makes it, teetering right on the edge.

245 **KEVYN** 245
 (pleasantly surprised)
 Golly!
 (afraid)
 Ah!

Kevyn slips and it looks like he falls, but...

WE WIDEN TO REVEAL that Max is holding onto his hand --

246 **MAX** 246
 Gotcha.

247 **KEVYN** 247
 <relived noise>

But then Max starts slipping...

248 **MAX** 248
 Whoa..

...but Simon grabs Max's hand. And Millie grabs Simon's hand.
Like a chain. And by their strength combined, they pull each
other safely onto the roof.

249 **SIMON** 249
 (catching his breath)
 That was close.

250 **GUARD ANTOINE (O.S.)** 250
 Over there!

They look up and see the Guards on the opposite roof.

251 **MAX** 251
 Come on!

Max and the others run for it.

EXT. BYJOVIA - ALLEYWAY - DAY

Max, Kevyn, Simon, and Millie, peak out around a corner.

252 **KEVYN** 252
 That's my dad's barn over there.

But a pack of Guards stand in their way.

253 **SIMON** 253
 There are too many guards.

254 **MAX** 254
 We need a distraction.

255 **MILLIE** 255
 I know! What if I just ran around
 making new and interesting sounds?

256 **MAX** 256
 I like where your head's at Millie,
 but then you'd be captured.

257 **MILLIE** 257
 Oh. Right.

Max looks around. Sees a group of HORSES, as well as a STACK
OF BARRELS behind the horses, and a nearby rat jerky CART.

258 **MAX** 258
 (getting an idea)
 Anyone got a rock?

ON MAX -- She takes aim with the rock and WHOOSH!

The rock flies past a guard, hitting the barrels, which
tumble, startling the horses. One horse kicks, hitting the
rat jerky cart, causing it to topple over. All of the rat
jerky inexplicably skitters away. It's CHAOS as the confused
guards dodge horses, rats and barrels.

259 **MAX (CONT'D)** 259
 Go!

EXT. NOLAN'S BARN - CONTINUOUS

Max, Kevyn, Simon, and Millie make a mad dash for the barn
door, ducking inside just in time.

INT. NOLAN'S BARN - CONTINUOUS

They collapse against the door. Max looks at Simon.

260 **MAX** 260
Told you we'd make it.

Simon smiles.

261 **SIMON** 261
I'm gonna have to remember that
rock trick.

Millie holds out some rat jerky for Max.

262 **MILLIE** 262
Eh?

263 **MAX** 263
Still no, Millie. Besides, there's
no time to eat. I need to save
Uncle Budrick.

EXT. BYJOVIA - STREET - SAME TIME

Guards (Bernard & Carlos) march Uncle Budrick toward the castle. Uncle Budrick looks around, nervously.

INT. NOLAN'S BARN - SAME TIME

Kevyn looks at Max.

[illegible]

265 **MAX** 265
I don't know yet, but I'm going to
figure it out.
 (to camera)
I have to.

Off Max's determined face, we...

FADE OUT.

END OF EPISODE