

Beyond Brilliant
Episode 1

Cockle Licks City: The greatest place on earth, when no one
is trying to kill you

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1. EXT. HILLSIDE - MORNING

Zippping through the clouds we follow on the back of a pigeon.

NARRATOR(V.O)

Far far away from anywhere you know. Even further than anywhere you can think...

The pigeon darts through a clearing bringing us out over a beautiful hillside.

NARRATOR(V.O) (CONT'D)

It is really quite far away...

The pigeon dives following the path of a railway track which snakes through the countryside.

NARRATOR(V.O) (CONT'D)

Unwind your mind past the perimeters of your imagination. Deep within the valley lies the beautiful town of Cockle Licks City.

The pigeon soars over a hillside crest and heads towards the mismatched but well-loved town - Cockle Licks City.

NARRATOR(V.O) (CONT'D)

How can a town also be a city I hear you ask?

The pigeon majestically navigates the cobbled streets. Townsfolk - elegantly dressed humanlike animals - greet the pigeon and one another. It's a picturesque sight.

NARRATOR(V.O) (CONT'D)

Well in fact it can't. It was terrible town planning...

The pigeon comes into land and continues running through the street. Panting heavily she is obviously in a rush.

Darting around the corner she reaches the post office where a humanlike dog in a postman outfit stands - arms crossed.

POSTDOG

Late again?

PIGEON
Sorry sir. It won't happen again.

POSTDOG
See that it doesn't...

Postdog laughs patting Pigeon on the back as they stroll inside.

POSTDOG (CONT'D)
Don't worry my friend. I'm sure this will be the worst thing that happens today.

NARRATOR (V.O)
If only they knew... this certainly wasn't going to be the worst thing to happen today.

The camera leaves the town drifting high above.

NARRATOR (CONT'D)
But there's no need to fret because something else most certainly occurred. Something not only brilliant but something...

We continue to float high above the town. The title appears.

Title: Beyond Brilliant

As the title fades we fall back down to the hillside stopping by the railway. A large sign reads 'Welcome to Cockle Licks City (Not Actually A City) Please drive safe.'

Without warning - a humongous train bursts through the frame hurtling along the tracks and towards the town.

2. INT. TRAIN CABIN - DAY

In the cab BERYL BEAR tends to the controls. She peers down to a 'situation meter' which reads 'everything is great'.

She fumbles placing on a headset.

BERYL BEAR
Good morning folks this is your driver speaking. Don't worry I'm
(MORE)

BERYL BEAR (CONT'D)

using hands-free, I'm not an
imbecile.

We will shortly be arriving in
Cockle Licks City. The most
beautiful and friendly town in the
land. It's actually also nicer than
most cities. I hope you've all had
a pleasant journey - I know I have.

Beryl hangs up momentarily taking her eyes off the rails
when she hears a voice.

VOICE

Iceberg dead ahead!

Beryl looks around to find the source of this voice.

BERYL BEAR

Iceberg? I highly doubt there to be
an iceberg ahead.

Standing in the cab is the moustache twirling villain HUGH
MANN, a man - sipping a cold drink.

HUGH MANN

For someone whose job is just
looking forward you really should
be able to see what's right in
front of you.

BERYL BEAR

I do more than...

An ice cube bounces off Beryl's head - an ice cube Hugh has
obviously just chucked from his drink.

HUGH MANN

See...

A terrified Beryl starts backing off until... Crash!

Beryl has tumbled over Hugh's trusty sidekick MANATEE, a
manatee - lying on the ground. Crumpled on the floor, Beryl
attempts to regain her composure.

BERYL BEAR

Hugh Mann?! What are you doing
here?

HUGH MANN

You want to know our plan? Allow my
trusty assistant Manatee to fill

(MORE)

HUGH MANN (CONT'D)

you in on the details.

They both look to Manatee - who just sits there. They look back to each other. Hugh bursts into dastardly laughter.

HUGH MANN (CONT'D)

Haha! Now you know our devious plan
we can never let you escape!

BERYL BEAR

I'm sorry but that manatee didn't
actually say anything.

They both look back to Manatee who still sits with the same expressionless grin. Back to each other

HUGH MAN

If anything he's said too much!

Hugh slams a control lever forward. The train picks up speed. The 'situation meter' changes to 'everything might not be okay'. Hugh begins a villainous laugh turning to Beryl.

BERYL BEAR

I'm still pretty confused...

Hugh begins a menacing approach. In the chaos a glass is knocked to the ground. A scream as the glass hits...

3. INT. OFFICE - DAY

Smash! A glass vase smashes on the ground. PEANUT PUFFIN, with a bucket on his head clumsily bumps into office furniture. We're in a Sherlock Holmes styled office.

NARRATOR (V.O.)

With the dastardly pair's plan
afoot who could stop them?

Peanut continues to crash around the office as we notice he's dangerously close to a 'big red emergency button'. Bump. He inevitably hits it triggering a ridiculous amount of emergency alarms.

4. INT. BEDROOM - DAY

An incredibly long bed is the resting spot for GWEN GIRAFFE. Well she is resting until...

...deafening alarms strike and Gwen is jolted from her slumber! Robot arms whip into action. They grab and jolt her around - dressing, brushing teeth, combing hair.

Sporting a classic victorian look complete with bow tie - Gwen is ready to go. She is just about to catch her breath when a robot boot kicks her up the backside and directly into a bookshelf.

Rather than colliding, the bookshelf spins...

5. INT. OFFICE - DAY

...throwing Gwen into the office space and crashing into Peanut. They both tumble to the ground...

NARRATOR (V.O.)

Our heroes!

Gwen composes herself.

GWEN

Good morning Peanut. There seems to be some kind of emergency.

PEANUT

Oh goodness. Well I wonder what that could be?

Gwen looks around the room then to Peanut who is still stuck in the bucket.

GWEN

Now I am yet to ascertain the severity of the proposed emergency or better yet carry out a full analysis of any impending catastrophic situation but if I were to hazard a guess... I would hypothesize that you have a bucket on your head.

Gwen clambers to a panel and taps the large red emergency button switching off the alarm.

PEANUT

Never a truer word said. I was watching a herring at the bottom of my bucket have a bit of a swim. I was understanding it's rhythm but not yet it's ways so I popped my

(MORE)

PEANUT (CONT'D)

head in for a closer look and now
I'm stuck.

GWEN

Is that to say there is herring in
there with you right now?

The suitably gruff voice of HARRY HERRING pipes up from the
bucket.

HARRY

Come on mate will you just get this
bl'm'n thing off?

GWEN

The bucket?

HARRY

What do you think? Of course not
the bucket. The bl'm'n puffin!

Gwen grabs the bucket and with a hoof...

It pops off revealing Peanut to be a a beautiful Puffin.

PEANUT

Thanks my great mate.

GWEN

Anytime.

The bucket bumps onto the ground. Both Gwen and Peanut peer
in to check on their herring friend.

GWEN (CONT'D)

Mr Herring?

HARRY

Harry.

GWEN

Mr Harry. Are you quite alright?

HARRY

I will be when I get some peace and
quiet...

The bucket slowly drags itself along the ground to the
corner of the room - Peanut is again fascinated.

A coconut with string attached to it, resembling a phone,
starts ringing. Gwen leaves the pair and marches over to
answer.

GWEN

Ahoy there...

Split screen, revealing Auntie Bola: a scarf-wearing badger and the mayor of Cockle Licks City. She holds a coconut, as if it were a telephone.

AUNTIE BOLA

Gwen! Glad I caught you. Cockle Licks City seems to be in a spot of bother.

In the background we can see Peanut absolutely fascinated with the bucket. Gwen continues the call.

GWEN

Auntie Bola. Good to speak. When is Cockle Licks not in a spot of bother?

AUNTIE BOLA

When is a door not a door?

GWEN

What?

AUNTIE BOLA

When it is a jar!

GWEN

I see.

AUNTIE BOLA

Now I don't have time for your nonsensical ramblings Gwen. We have a train on a collision course towards our fair city!

6. EXT. TRAIN TRACKS - DAY

A number of cute looking animal workers are placing a large 'Please Drive Safely in Our Town' sign on a crossing.

Wham! The train smashes through. The workers are completely shocked as the remaining sign pieces fall to the ground spelling out 'Please Save Our Town'.

7. INT. OFFICE - DAY

In the background Peanut has once again got his head stuck in the bucket. Gwen is still on the call.

AUNTIE BOLA

It's sort of spare underpants time for everyone involved.

GWEN

Well it's a damn fine thing I don't wear underpants. What's the driver of this so called vehicle have to say about this?

AUNTIE BOLA

Not a whole lot.

8. INT. TRAIN CABIN - DAY

Beryl is tied up with Manatee slumped next to her. Hugh Mann is peering through the window at the approaching city when a phone rings.

HUGH MANN

Manatee get that will you?

The ringing stops and we see the phone off the hook next to Manatee but he says nothing. Auntie Bola can be heard on the other side of the phone.

AUNTIE BOLA

Hello? Hello?! Just checking in to make sure we're all safe and sound in the town. If you could just give us an update that'd be great. Thanks...

Manatee breaths heavily - but does nothing else.

9. INT. OFFICE - DAY

Peanut is in the background once again with the bucket on his head crashing into furniture. Gwen is unaware and still on the call.

GWEN

Heavy breathing ay?

AUNTIE BOLA
I didn't say anything about heavy
breathing?

GWEN
I deduced it from your hesitation.

AUNTIE BOLA
Oh...

GWEN
And we tap your calls.

AUNTIE BOLA
What?

Gwen cuts in before Auntie can question.

GWEN
So tell us more about this train
disaster. How are you aware of such
an event?

10. INT. MAYORS OFFICE - DAY

Auntie Bola whips open her curtains to reveal she's actually
on the train! She pops her head out the window.

11. EXT. RUNAWAY TRAIN - DAY

Auntie Bola peers out the window as we pull out to reveal
the out of control train hurtling along the tracks.

12. EXT. TRAIN TRACKS - DAY

More busy workers are placing another sign on a crossing
reading 'Slow Down'. The train hurtles along smashing
another sign leaving the wreckage reading 'Ow damn'.

13. INT. OFFICE - DAY

Split screen again with Auntie Bola and Gwen in the office.
Auntie Bola brings herself back inside - they both are still
on the coconut phone.

GWEN
Well gosh that is a predicament.
What are you going to do?

AUNTIE BOLA
I kind of thought you might have a
plan...

The split screen disappears to reveal they are actually in the same office. They both drop their coconuts.

Peanut clammers around with the bucket on his head - Harry obviously not happy.

HARRY
Get your big dumb beautiful head
out of my home Puffin!

Now knowing all characters are on the same train we realise how unstable the room is as they all clamber and fall around.

NARRATOR (V.O.)
What indeed were our heroes going
to do. With only 10 minutes to go
before the train crashes into our
beautiful town...

The camera zooms out to reveal an otter with a microphone standing in the corner.

NARRATOR (CONT'D)
...I would also very much like to
know who is going to save us!

Peanut struggles with the bucket - eventually heaving it off. It lands just in front on the Narrator Otter.

Harry peers out of the bucket taking in his surroundings.

HARRY
Is everyone on this bl'm'n train?!

Peanut stumbles and falls into the giant panic button again kicking off a new succession of panic alarms.

14. INT. TRAIN CABIN - DAY

Hugh is at the control panel frantically pushing every lever.

HUGH MANN
Manatee give me a hand here.

Manatee is plopped against the door obstructing any entrance.

HUGH MANN (CONT'D)
No you're right. Keep an eye on the bear.

Beryl - still tied up looks up to Hugh who obviously has no idea what he's doing. The cabin kicks in with a variety of functions - windscreen wipers, shutters opening and closing.

BERYL BEAR
You have no idea what you're doing do you?

HUGH MANN
I'm so sick of experts. People always have to "know what they're doing"...

Hugh throws a lever and the cabin kicks into 'disco mode' with flashing lights and music. Irritated he switches it off.

HUGH MANN (CONT'D)
Everyone always has a plan. Apparently the whole world is set. What about the little guy? Maybe it's time people take in what's really going on. I'm sick of everyone pretending to be happy...

BERYL BEAR
Maybe they are happy.

HUGH MANN
Paff nonsense.

BERYL BEAR
Why not? You could be happy too...

There's a heavy banging at the door...

HUGH MANN
Can't a dastardly super villain get any peace around here?

BERYL BEAR
Super villain?

HUGH MANN
Yes super villain!

BERYL BEAR
I mean villain sure. I'm not so
sure about 'super'....

More banging at the door. Hugh Mann, obviously irritated
turns his attention to the door.

HUGH MANN
Yes? What seems to be the bother?!

VOICE (THROUGH THE DOOR)
Tickets please.

Hugh Mann panicking, patting himself down trying to locate
his ticket.

HUGH MANN
Tickets? Oh shoot. Manatee, did you
get the tickets?

Hugh looks to Manatee - still slumped at the door,
expressionless. Hugh panics for a second longer before
realising...

HUGH MANN (CONT'D)
Hold on a candy coloured bumbling
minute, I'm the most cunningly,
crafty, calculated bad guy
around....

Hugh catches Manatee's eye who remains expressionless
against the door.

HUGH MANN (CONT'D)
Of course besides you Manatee. You
barbarous, barbaric, brute.

Hugh Mann's face is almost touching Manatee's as he starts
speaking to him like a little cute puppy dog. Again Manatee
remains expressionless.

HUGH MANN (CONT'D)
Yes you are. Yes you are, who's a
barbaric, brute? Who's a barbaric
brute?

Hugh Mann is rudely interrupted

VOICE (THROUGH DOOR)
Tickets please!

HUGH MANN

What?

BERYL BEAR

They want to see your ticket.

Hugh Mann leaps up, straightens himself out and addresses the door

HUGH MANN

You won't be getting any tickets from me. Seems that my first dastardly act will be taking down this train financially!
MWAHAHAHAHA!!!

15. INT. TRAIN CARRIAGE - DAY

Gwen and Peanut are on the other side of the door, with a vast array of seated passengers all dressed in victorian attire, some reading broadsheets others eating jam sandwiches. A rabbit and tortoise even playing chess.

GWEN

Well that didn't work. We need to get in there and quick! Remember what Auntie Bola said?!

16. INT. OFFICE - DAY

A quick flashback to Auntie Bola staring directly at us. She stares and stares, but says nothing...

17. INT. TRAIN CARRIAGE - DAY

Peanut looks to Gwen, confused.

PEANUT

No Gwen I'm afraid I don't. Was it about croquet?

GWEN

No Peanut it wasn't. We need to stop this train and quick! If we don't we'll end up smashing into Cockle Licks city with an almighty kablooey...

PEANUT
Then we'll never get to play
croquet!

GWEN
That's unfortunately correct.

The chess playing rabbit, RASHID meanders towards the pair with an expression of concern.

RASHID
I'm sorry to interrupt but have you
noticed there seems to be something
wrong with the train?

Gwen leans over to Peanut.

GWEN (WHISPERING TO PEANUT)
Whatever we do we must not concern
the townsfolk.

Gwen assumes a confident pose.

GWEN (CONT'D)
Why sir whatever do you mean? Nope
of course not. Nothing is wrong
here...

RASHID
It just seems...

Peanut assumes a similar confident posture.

PEANUT
Nope. Nothing is wrong here! Who
fancies a game of croquet.

A tannoy system kicks in - echoing Hugh Mann's voice throughout the train.

HUGH MANN (O.S.)
Lady's and jellyfish. And men and
regular fish...

A jellyfish and regular fish look up from their train seats.

HUGH MANN (O.S) (CONT'D)
This is your new and much more
handsome driver speaking.

18. INT. TRAIN CABIN - DAY

Hugh is distracted by his own sense of self importance whilst addressing the microphone.

HUGH MANN
You may have noticed...

Beryl takes this opportunity to begin carefully trying to unpick the ropes tying her down. She looks over to Manatee who stares into space expressionless. Hugh continues on the mic.

HUGH MANN (CONT'D)
...that we have indeed picked up
the pace somewhat.

19. INT. TRAIN CARRIAGE - DAY

Gwen, Peanut and the passengers listen intently.

HUGH MANN (O.S.)
Of course this does mean we are
going to be reaching Cockle Licks
Town...

BERYL BEAR
City...

HUGH MANN
What?

BERYL BEAR
City. Cockle Licks City. It's a
town but it's called Cockle Licks
City.

HUGH MANN
What? Right okay?

20. INT. TRAIN CARRIAGE

The passengers listen into the confusion.

HUGH MANN
So we will be reaching Cockle Licks
City Town slightly earlier than
scheduled...

The passengers breath a sigh of relief and are pleased with the news.

PEANUT
Well that's good news.

GWEN
I don't think that's good news.

The tannoy continues.

HUGH MANN
This however is not good news.

PEANUT
It's not good news?

GWEN
It's not good news.

HUGH MANN
This schedule amendment is in fact
very bad news. Very bad news and
you should all be concerned.

RASHID
Concerned?

GWEN
Nope. No need to be concerned.

HUGH MANN (O.S.)
Yes concerned!

Rashid's eyes widen.

21. INT. TRAIN CABIN - DAY

Hugh is very much now on his high horse. Beryl continues to
unpick her ropes.

HUGH MANN (O.S.)
I'm sick of all your happy fluffy
ways. You're always bouncing about
pretending to be happy and I for
one am sick of it. And now I'm
going to deal with it once and for
all.

22. INT. TRAIN CARRIAGE - DAY

Fear spreads through the carriage.

RASHID
Deal with it?

GWEN
See. Deal with it. That means we'll
all be fine.

23. INT. TRAIN CABIN - DAY

The train is picking up speed. Beryl is almost there with the ropes.

HUGH MANN(O.S)
By my counts you all have 5 minutes
before we collide with your
ridiculous city - ending your happy
fun loving nonsense once and for
all!

Beryl does it! The ropes fall free as she makes a beeline for Hugh before crashing violently to the ground.

Manatee lies in her wake - same expressionless grimace with Hugh watching the proceedings. He let's out a ghastly cackle.

24. INT. TRAIN CARRIAGE - DAY

The entire carriage is full of fear.

RASHID
The fancy giraffe is right! We're
all going to go Kablooney!

Peanut dives in trying to calm the situation.

PEANUT
No no no. We'll all be fine...

Hugh Mann's tannoy interrupts.

25. INT. TRAIN CABIN - DAY

The victorious Hugh is back at the mic

HUGH MANN(O.S.)
Now to celebrate your new found
destruction here's my good friend
(MORE)

HUGH MANN(O.S.) (CONT'D)

Manatee with his number 1 hit -
kablooey.

A karaoke style track kicks in.

26. INT. TRAIN CARRIAGE - DAY

The entire carriage starts to panic and scream - accompanied by the karaoke backing track. Gwen and Peanut stand in the middle of the chaos.

PEANUT

I love this song.

Gwen holds a pose as she takes in the potentially disastrous scenario. Peanut taps his foot along to the track.

NARRATOR

Will Gwen and peanut save the day
or will the evil Hugh Mann have his
way?

The Narrator Otter is sat in one of the train seats.

NARRATOR (CONT'D)

I for one would like to know!

He buckles his seat belt tight as chaos ripples throughout the train.

Gwen and Peanut hold their pose when Auntie Bola emerges from the crowd.

AUNTIE BOLA

What is happening?! This is a
disaster!

GWEN

No it's not that bad...

There's an explosion and we notice part of the train is on fire!

AUNTIE BOLA

Get in there and stop this train
now!

27. INT. TRAIN CABIN - DAY

Hugh Mann is at the control panel with a devious smile

watching as they hurtle along the tracks. Beryl is again tied up. The karaoke music comes to an end. Manatee is slumped again at the door but this time with a microphone lying in front of him.

HUGH MANN

You never cease to amaze me
Manatee. Such a beautiful voice.
Don't you agree.

He turns to Beryl Bear.

BERYL BEAR

You'll never get away with this!

HUGH MANN

Who's going to stop me?!

28. EXT. RUNAWAY TRAIN ROOFTOP - DAY

Gwen and Peanut carefully crawl along the train carriage roof. The train hurtles ever nearer to Cockle Licks City with terrifying speed.

GWEN

It's frightfully windy around here.

PEANUT

Sorry about that. It might be the
chilli con carne I had for
breakfast.

They reach the front of the train.

Gwen lowers her head in front of the train windscreen.
Peanut clammers down.

29. INT. TRAIN CABIN - DAY

Gwen and Peanut peer through the windscreen. Hugh Mann is completely unaware.

HUGH MANN

Well?

BERYL BEAR

Well what?

HUGH MANN

Who's going to stop me?

BERYL BEAR

Oh sorry. I thought that was a rhetorical question.

HUGH MANN

What's the point of a rhetorical question when I could just use a statement?

PEANUT

We are!

Hugh and Beryl turn to find Gwen and Peanut on the windscreen. Manatee does nothing - as usual. Hugh opens a window and leans out to chat to the pair.

HUGH MANN

You are what?!

PEANUT

We are going to stop you!

HUGH MANN

Oh I see...

GWEN

Peanut that really was rather poor timing.

BERYL BEAR

Yeah I agree. You should have butted in earlier for a better effect.

HUGH MANN

Who are you?!

GWEN

We're who's going to stop you!

Gwen turns to Peanut.

GWEN (CONT'D)

See something more like that.

BERYL BEAR

Yeah that worked better.

HUGH MANN

No you won't!

GWEN

What?

HUGH MANN

I said you're not going to stop me!

PEANUT

Oh I see. Sorry I'm lost. This timing is all off now.

GWEN

Maybe we should start again. Hi I'm Gwen. This is Peanut.

BERYL BEAR

I'm Beryl.

PEANUT

And we're going to stop you!

Peanut looks to Gwen for approval.

GWEN

Yeah that was much better.

BERYL BEAR

Yeah great work.

HUGH MANN

Agh! I can't take any more of this!

GWEN

Then why don't you hand yourself in before this gets out of control.

HUGH MANN

Ha! You want out of control? I'll show you out of control!

Hugh Mann punches a large red button with a sign next to it that says - DO NOT PRESS, UNLESS YOU WANT TO GO FASTER THAN FAST, I MEAN SUPER FAST, THE TYPE OF FAST THAT WILL WIPE OUT AN ENTIRE CITY OR TOWN OR BOTH.

GWEN

He is good at this.

Peanut nods in agreement.

The train speeds up. Gwen and Peanut cling on for dear life!

BERYL BEAR

Why did we ever install that button?!

The train hurtles even faster! Manatee sits expressionless

against the door.

HUGH MANN

Nothing will stop us! Now time for
you to leave!

He punches the button again, and again, and again!

BERYL BEAR

You know it doesn't do anything
else. That's it.

Enraged Hugh looks to Beryl then back to the controls and
begins whacking all the controls.

'Disco mode' kicks back in which only enrages Hugh further.
He continues whacking all the buttons which initialises all
manner of useless systems.

30. EXT. RUNAWAY TRAIN - DAY

The windscreen wipers begin bashing Gwen and Peanut in the
face. They struggle to hold on as the wipers bump into them
again and again.

GWEN

Hold on Peanut! We can do this!

PEANUT

Gwen I can't hold much longer!

The train picks up speed.

31. INT. TRAIN CABIN - DAY

Hugh slaps the final button on the control panel.

32. EXT. RUNAWAY TRAIN - DAY

Water begins squirting from the windscreen right into
Peanut's face. That's it - his grip loosens.

Unable to hold on any longer he is flung back, free falling
through the air. He reaches out and just managed to grab one
of Gwen's hind legs. Gwen desperately clings on but it's too
much. She loses her grip and the pair are launched from the
train!

33. INT. TRAIN CABIN DAY

There is still chaos in the carriage. A terrified Narrator Otter, still buckled up in his seat frantically thumbs through his script.

NARRATOR

This can't be right? Our heroes gone? Hugh Mann and his trusty side kick manatee coming out on top? Surely not, this is beyond all...

He thumbs through the pages until realising his mistake...

NARRATOR (CONT'D)

No wait. I've got a few pages stuck together here. Must have got some of that chilli con carne I had for breakfast on the script. Okay lovely stuff. Let's see how the rest of the adventure pans out.

34. EXT. TRAIN ROOF - DAY

Gwen and Peanut tumble along the train roof desperately trying to grab onto something but it's too tough - it's impossible.

They tumble towards the final carriage - this is it - they're about to be thrown off the train. Gwen closes her eyes for the end when suddenly...

Snap! Gwen opens her eyes. Both Gwen and Peanut have been caught! They have been caught mid air by Harry Herring's bucket which trails on Auntie Bola's long scarf. Both Gwen and Peanut are suspended kite-like trailing behind the train.

Looking down they find Harry and Auntie Bola clinging onto the other end of the scarf.

GWEN

Harry! Auntie Bola! You saved us!

Harry and Auntie Bola begin reeling them in.

HARRY

Of course we did! You think I want this racket to continue! Now you

(MORE)

HARRY (CONT'D)

get up there and stop this
nonsense!

AUNTIE BOLA

And save the townsfolk!

Gwen and Peanut are reeled in and back on the train.

PEANUT

But how do we stop them?

Gwen looks to the bucket.

GWEN

Sometimes you just need to use your
head.

35. INT. TRAIN CABIN - DAY

Gwen races down the carriage aisles past all the worried,
screaming passengers. In her hands is Peanut - bucket on
head and ready to be used as a battering ram.

Chaotic passengers dive out the way as they hurtle into and
through the door. Peanut flies forward, skidding along the
floor on his belly. A shocked Hugh Mann at the control panel
looks back to find a silhouetted Gwen in the doorway.

GWEN

Give it up. It's over.

Hugh Mann regains his composure.

HUGH MANN

No giraffe. It's only just begun.

GWEN

Begun? You've been doing this all
day.

HUGH MANN

I guess you're right and that's
exactly why you're too late!

BERYL BEAR

Look out!

Crash! A rope ladder smashes through the window. They look
up and see Manatee piloting a large hot air balloon.

GWEN

My god. Is there anything that
(MORE)

GWEN (CONT'D)

Manatee can't do?

HUGH MANN

So long and good luck with the
ultimate destruction of Cockle
Licks Town!

BERYL BEAR

City!

HUGH MANN

Town, city, whatever! Kablooey!

Hugh dives through the window grabbing the ladder which begins to ascend. Peanut clambers to his feet and pulls the bucket off his head. Gwen releases Beryl who runs to the control panel.

GWEN

Okay quick. Work your magic!

BERYL BEAR

My what?

GWEN

Your magic!

BERYL BEAR

Afraid no can do. I left the
magicians circle to carve out a
career in train driving.

GWEN

What?

BERYL BEAR

What?

PEANUT

Stop the train!

36. EXT. RUNAWAY TRAIN DAY

The train is speeding even faster.

37. INT. TRAIN CABIN DAY

BERYL BEAR

They've busted the controls!
There's no way to stop it!

Auntie Bola runs in - holding Harry Herring.

AUNTIE BOLA
How long do we have?!

BERYL BEAR
We'll collide with Cockle Licks
City in about 15 seconds!

PEANUT
We'll never stop the train in time!

Gwen rummages through the cabin. She looks to the bucket -
then to Hugh and Manatee escaping in the balloon.

GWEN
Yes Peanut. You are right. But if
you can't beat them. Join them!

Everyone responds with a collective 'what?!'

38. EXT. HOT AIR BALLOON - DAY

The balloon slowly ascends. Hugh Mann watches the train as
Manatee complete with pilot cap captains the balloon.

HUGH MANN
We've done it Manatee. That'll show
them! We've finally done it!

There's a large jolt. Hugh Mann and Manatee tumble over.

HUGH MANN (CONT'D)
What was that?!

Hugh looks down to see a bucket having attached itself to
the balloon's basket. Hugh examines further and discovers
the long scarf connecting the balloon to the train.

Gwen, Peanut, Harry, Bola and Beryl watch through the train
windscreen. Hugh stares menacingly at the team. They peer
back - Peanut waving.

HUGH MANN (CONT'D)
What are they doing?!

39. INT. TRAIN CABIN - DAY

Harry assesses the situation.

HARRY
What the heck are we doing?

GWEN

Watch!

The train hurtles towards the city. It is so close now that we see local townsfolk running in panic.

Beryl, Auntie Bola and Harry all hold their heads in their hands unable to stop them letting out a collective 'watch out!'

40. EXT. COCKLE LICKS CITY - DAY

From the perspective of the townsfolk the train hurtles towards them. They cower in fear and panic when suddenly...

The tension of the scarf on the balloon catches and the train is lifted from the tracks. Postdog and Pigeon throw their hands over their eyes awaiting the worst. A gasp and... Nothing...

They open their eyes just in time to witness the town being plunged into shadow. With a creak the huge train is suspended in the air. The balloon/scarf combo has saved the day. The train hangs in the air safely out of harm whilst stopping Hugh and Manatee's escape.

41. INT. TRAIN CABIN - DAY

All of the train passengers tumble backwards through the vertically suspended carriages. Everyone including our heroes fall into a huge pile of animal creatures at the furthest end of the train. The Narrator Otter is clearly visible in the pile of characters.

NARRATOR

And just like that - our heroes had done it! Once again Cockle Licks City could happily lay claim to the title of safest and happiest town of all time. With the smartest and most handsome heroes if I do say so myself.

Rashid the rabbit, also in the pile of creatures raises an eyebrow to the Narrator Otter.

RASHID

Wait a minute. You didn't do anything.

NARRATOR

Well my friend. At the end of the
day, aren't we all heroes?

Rashid looks around at the pile of creatures before
returning to the narrator.

RASHID

Erm... No...

42. EXT. COCKLE LICKS CITY - DAY

The huge weight of the train slowly pulls the balloon back
down to earth.

43. EXT. HOT AIR BALLOON - DAY

NARRATOR (O.S.)

And not only had they saved the
town but they had stopped the
dastardly Hugh Mann and Manatee in
the process.

Hugh Mann is desperately tearing at the scarf.

HUGH MANN

Manatee. Help me wont you?!

He continues to fight with the scarf as Manatee falls
knocking the bucket and scarf free whilst squashing Hugh.

HUGH MANN (CONT'D)

Manateeeee...!!!!

44. EXT. COCKLE LICKS CITY TRAIN STATION - DAY

The balloon zips off into the sky as the train lands
perfectly in Cockle Licks City station.

The doors open and out tumble the passengers, spilling out
on the train platform.

BERYL BEAR

Good morning folks this is your
driver speaking...

45. INT. TRAIN CABIN - DAY

Beryl has clambered back to the controls. Dishevelled but not dismayed, Beryl is back in control.

BERYL BEAR

Welcome to Cockle Licks City, the most beautiful and friendly town in the land. I hope you've all had a pleasant journey - I know I have.

The door falls off the side of the cabin revealing the pile of passengers crashed out on the platform.

46. EXT. COCKLE LICKS CITY TRAIN STATION - DAY

Our heroes Gwen and Peanut clamber up to find Auntie Bola standing proudly and holding Harry Herring in his bucket.

AUNTIE BOLA

I've got to hand it to you two.

GWEN

It was nothing really.

AUNTIE BOLA

No I have to hand you this bucket with a fish in it.

Harry pipes up from his bucket.

HARRY

No thanks m'am. I'm my own fish. I have my own adventures. My own quiet life to pursue.

Still in his bucket, Harry leaps to the ground and slowly drags himself away. Bucket on concrete scraping sound underplays the scene. Auntie Bola looks to Gwen and Peanut.

AUNTIE BOLA

Well that's that. I really have to hand it to you.

PEANUT

Just doing our job.

Auntie Bola hands Peanut her scarf.

AUNTIE BOLA

Have this dry cleaned and back on
(MORE)

AUNTIE BOLA (CONT'D)

my desk by 8am.

Auntie Bola marches away. Gwen looks to Peanut who returns with a huge grin. The townsfolk gather around the pair.

GWEN

Well Peanut my buddy, my pal.
Thanks to these fine folk we have
once again thwarted the forces of
no good evil. Once again we get to
savour in the delights and
delectations of the happiest city
that's also a town. And in my book
that's not only brilliant.
That's...

The crowd cheer.

CROWD

Beyond brilliant!

PEANUT

Now who's for croquet!

The crowd cheer again as fireworks and celebrations commence.

47. INT. EVIL LAIR - NIGHT

Scenes of celebration play out on an old dodgy TV. Karaoke music echoes the halls of the unkept lair. Manatee, with microphone in front is slumped next to a large armchair where Hugh watches the celebrations sipping a cold drink.

NARRATOR

Scenes of jubilant celebration in
Cockle Licks City - the happiest
town on earth.

Unable to control his rage - Hugh squeezes the glass too tight which explodes into a thousand pieces.

HUGH MANN

Manatee. Be a darling a fetch a
dustpan will you...