

LEGOLAND ANIMATION SCRIPT

NAME: MAIN INTRODUCTION SEQUENCE rev.1.1

Player introduction

Cut 1a

Camera is looking down at a doormat inside a house. Upon it are letters. Next to the door is an answering machine. The red light for message is flashing.

Cut 1b

The camera pans down towards the machine, as a hand just enters shot, reaching for the flashing button.

Cut 1c

The answer machine is in full shot. The hand pushes the button on the machine and a crackling message is heard. 'Hi this is Tim, Congratulations you've got the job as new park manager, See you tomorrow at 6 am, bye!'

White out shot

Cut 2

White in looking as if you are breaking through clouds. Camera high in the sky looking down towards Legoland park, mid distance in the scene, the main gate facing the camera. Clouds part as the camera begins a slow descent towards the park, finishing over the main gates. A bird flies past the camera darting off in the direction of the park.

Character introduction

Cameo 1

Camera to the left and above of Tim. He is seated at a desk twiddling with a dial upon the desk. The camera swings round to the front of him as he taps the mic in front of him. He leans towards the mic about to speak into it.

FREEZE FRAME

The words 'TIM' fast scroll on from the left of screen. This is to be done in the style of 'Police Squad' or 'naked Gun' type movies. Hold the action on the main character and bring on the name, very 70's action series style. Text scrolled off.

UNFREEZE FRAME

Tim moves in further towards mic and begins to talk

Audio Will members of staff.....

Cameo 2a

Camera looking down from the tanoy speaker mounted on a pole beside one of the rides. Tracy is working on the generator. She has the flap open on the side and has her head inside. Beside her is an assistant. She has a personal stereo on and is jiggling in time to the music as she works. The tanoy speaker calls for her to go to the main building, but she cannot hear because of the headphones. The assistant taps her on the shoulder. In surprise she jumps up banging her head on the open flap above it.

Cameo 2b

The camera is looking out from the inside of the generator. Tracy's head fills most of the frame as she pulls at wires and messes with the generator. Tracy's head bops to the music on her personal stereo, and mouths to the music she is listening to.

Cameo 2c

The camera pans down as she staggers, dazed, towards it. Camera pulls in until she $\frac{3}{4}$ fills the shot. In the background you can see the assistant.

FREEZE FRAME

Words 'TRACY' fast scroll on in 70's style. In the background the assistant looks at the frozen Tracy, shrugs, and walks out of shot shaking his head.

Text scrolls off.

UNFREEZE FRAME

Tracy falls over to the left, out of the frame.

Cameo 3a

The camera is in a busy kitchen. It pans slowly across from left to right. To the back of the kitchen chefs are preparing food. A waiter walks across the shot from right to left. In the background a chef is preparing pizza bases. He tosses one up as the camera pans past. It exits the shot and re-enters falling on the chef next to him's head. The chef wanders round, as the camera starts to cut him out of shot to the left, blind thanks to the pizza base. He stumbles and falls.

Cameo 3b,c

Camera comes to rest with Tilly the cook filling centre screen. She is putting a fresh pizza into a box. In the background a speaker can be seen on the wall. The speaker Booms out calling Tilly to the main building. The shock causes her to jump back in fright, flipping the pizza into the air above her.

FREEZE FRAME

Words 'TILLY' fast scroll on in 70's fashion.

The pizza re-enters the scene, hitting Tilly on the head. She remains frozen as the tomato base drips down her face.

Text scrolls off.

UNFREEZE FRAME

Tilly pulls the pizza from her head, fighting against the elastic cheese. She finally pulls it off and it flies backwards towards a passing waiter. The waiter is carrying a stack of clean plates. As the pizza splats into his face, he drops the plates. Scene cuts in a crescendo of noise.

Cameo 4a

The camera is looking down a path. It is low to the ground and its focal length is set to the rake lying down on the path in the immediate foreground. The camera pulls back and up, adjusting the focal distance to bring the whole scene into focus, as Geoff walks towards the rake. In his hands he is carrying two plants. As his foot is about to land on the rake in front of him a speaker, mounted on a pole behind him, calls for him to go to the main building. His foot pauses over the rake as he stops.

Cameo 4b

Close in to Geoff's face as he looks over his shoulder, listening to the message. He tuts, faces the camera, and walks into shot.

Cameo 4c

Geoff fills full frame from head to knee as the rake springs up hitting him in the face. The plants are thrown up as he is thrown back.

FREEZE FRAME

Words 'GEOFF' fast scroll on in 70's style.

Plants continue to rise out of shot. The pipe in Geoff's mouth snaps in two and the main half swings down, hanging onto the other by a thread. It continues to swing during the freeze frame.

Text scrolls off

UNFREEZE FRAME

Camera keeps Geoff in full frame as he falls to the ground. The flowers from the two plants re-enter the frame and fall onto Geoff's eyes. He sits up and he blinks twice. (When he blinks the cores of the two flowers blink, as if they are his eyes.)

Cross fade into cut 3

Cut 3a,b

The camera snakes its way over the main body of the park, moving in on the main building. As it gets closer a figure can be seen knocking on the door. In the left hand of the character is the letter from cut 1. The camera comes to rest over the shoulder of this figure. The door is opened by Tim and he ushers the figure in. *(The figure is a representation of the player, the camera's final rest position leading him/her into the perspective of the figure.)* Behind Tim you can see other figures moving around, inside the building. The figure enters, his main body filling the frame before it cuts.

Cut 4

The room inside the building has a stage at the far end. Upon it is the professor hurrying the people present to come towards the stage. The camera pulls in towards the stage, emulating the player walking towards it. In front of the camera is Tim and he signals the player to follow him close to the stage. From the left Tilly enters the frame, walking towards the stage, she turns to look at the camera as she walks past, still pulling the final bits of pizza from her hair. Then Geoff enters the frame from the right, holding his nose and shaking his head.

Cut 5

Close in to the professor, from the crowd's point of view, but slightly above their heads. They are mumbling to themselves. The professor flaps his arms appealing for quiet, and begins to talk to them. To his right just in shot is a lever.

Audio 'Ladies, Gentlemen and especially our new park manager, I asked you all here today to show you the greatest invention in the world.....'

Cut 6

Close in on the lever, the professor's hands tightly clenched around it. He pulls it and there is a loud KLUNK, and a slow rumbling begins.

Cut 7a

Camera pulls out slowly until all the stage is in shot. The professor releases one hand from the lever, throwing his left arm out in front of the time machine rising from out of the stage. In true showman style he stands in front of his creation, beaming in pride, chest out. The time machine stalls as it rises from the stage. The professor steps back and gives it a sly kick. With a grinding 'whirrr' the machine starts to rise again.

Audio ...The Ti...(professor tuts, kicks machine) The Time Machine!' 'Gasps' from the figures watching.

Cut 7b

The professor steps in front of his invention, he bows, in an over-emphasised fashion, playing to the crowd, he tilts his head slightly forwards looking for a reaction from the crowd.

FREEZE FRAME

Words 'VOLTAGE' fast scroll on in 70's style.

VOLTAGE'S eyes track it as it scrolls on.

Hold frame

Text scrolls off.

VOLTAGE looks into the shot and wiggles his eye brows at the camera.

UNFREEZE FRAME

The time machine reaches it's final point and judders to a halt, FRRRURRRPP, HISSSS (as the machine releases pressure) and the rumbling stops. He turns towards his creation, takes a deep breath and sighs with pride at his wonderful invention.

Cut 8

Cut to the player's point of view from within the crowd. Figures at the front of the stage are mumbling to each other and shaking their heads. From the right of shot Tim leans in facing the player about to speak. In the background the professor is kissing his invention and hugging it.

Audio Tim speaks to the player: 'None of his inventions ever work!' and winks knowingly.

Cut 9a

Camera close in on professor's face as he leans into the shot pointing out at the player. He is flustered by the accusations that his invention will not work. As he speaks to the crowd, a fuse blows on the time machine behind him and fizzes emitting tiny sparks.

Audio 'Balderdash young man, this is my greatest invention, it will work.....'

Cut 9b

Camera pulls out and rises until it is looking down at a 45 deg. Angle at the time machine filling the shot. The professor turns towards his time machine, and jumps into the seat. He straps himself in and begins to mess with the controls.

Audio And I'll prove it!!'

Cut 10a

Camera is looking down at the controls from the professor's point of view. He sets the time control for -65,000,000 years and adjusts the dials in front of him. His hand pauses momentarily over the glowing red start button.

Cut 10b

Camera looking directly at the watching crowd. They stare in awe at the professor. With eyes wide and open mouths, they edge back from the stage in trepidation.

Cut 10c

Camera looking into the face of the professor. The camera is close in with the professor's face filling most of the frame. You can see he is nervous, and a tiny bead of sweat runs down his face. His arm raises up ready to push the button. He takes a deep breath and closes his eyes hoping for the best. His arm starts to move down to push the button. **Cut back to 10a to see his hand slam down on the red start button.**

Cut 11

Camera slowly pans around the time machine from the back to the front as it bounces around the stage, building up speed. Sparks start to fly from it and a strange glow starts to fill the room. The figures start to step back from the stage in fear.

Cut 12

Cut to the outside of the building, looking up at the front of it, filling the frame. Sparks are flying from the chimney, the windows are rattling and the door begins to open and slam erratically. Suddenly bright white light fills the house as the whirring sounds get louder. Beams of light emit from every window, filling the dark park with eerie ambience. The camera pulls back from the house bringing the surrounding rides into shot. The sky above the park suddenly turns dark and black clouds circle above the house. Lightning strikes around the house, lighting up the rides and house in a spooky glow, The light from the window grows more intense, almost reaching out at the surrounding rides. Suddenly they shoot out hitting the

surrounding rides, causing them to shake violently on the spot. As they do this the power is drained from them and all their lights go out. Some of the rides were going through test runs and suddenly stop as the power is drained from them.

Cut 13a,b

Camera is looking down at the stage area from the left. The time machine begins to bounce around faster and faster, throwing the professor around in his seat. Suddenly there is a brilliant white flash. This fills the screen, and as it fades down the time machine is gone and all that is left is a smoking scorch mark on the stage.

Cut 13c

Camera looking at crowd from behind. You can see the empty stage in front of them, it is smouldering, and tiny clouds of smoke are starting to clear. The camera starts a left to right pan across the crowd. It finishes looking over the shoulder of Tim, the last figure on the right. He has his arm raised in front of him, looking at his watch. The hands on the watch are spinning wildly. Suddenly, in the background, a tiny bright spark starts to grow above the stage. It gets brighter, and grows more, starting to form the shape of the professor and his time machine.

Cut 14

Camera is close in on the front of the stage, looking at it from the figures point of view. There's a brilliant flash and time machine fades into view, filling the whole of the frame. On the front of the time machine is a tiny dinosaur. It looks towards the camera. It blinks, then coughs and a tiny smoke ring floats out of it's mouth, it's eyes follow the smoke ring up, then jumps from the time machine onto the stage in front of it, shaking the dust from itself as it lands. The professor breathes in and out deeply, in relief, and turns to look at the crowd.

Cut 15a

The camera is directly behind the professor's head as he rises from his seat. It almost fills all the frame.

Audio HA! See it does work!'

Cut 15b

Camera continues to rise beyond the professor's head, bringing the figures into view. The figures are all covered in soot, and are brushing pieces of rubble of themselves. They cough and splutter, as they look up at the professor.

Cut 16

Cut in close to Geoff and Tilly. Geoff shakes his fist in anger at the professor. Tilly coughs and a piece of rubble flies out of her mouth, and dust is shaken from her head.

Audio 'Worked!, I'll give you worked, every things gone but ferris wheel!'

Cut 17

The camera is very close on the professor's face and he looks puzzled, the professor then begins to slowly turn round. The camera begins a pull out revealing the destruction caused by the professor. [The back wall of the building has been blown away, and lies in a pile of LEGO bricks, scattering the floor. Through it you can see](#)

that most of the park has been reduced to the LEGO bricks it was made from. As the professor turns fully to look behind him the ferris wheel groans and falls to the ground, sending a shower of LEGO bricks up into the air. On the stage next to the professor is the tiny dinosaur, it looks behind itself as the ferris wheel falls to the ground. It clasps it's head in it's hands, shakes it's head and walks off the stage, exiting the frame left.

Audio Oooppss

Cut 18a,b

Cut back to the player's view from within the crowd, looking up at the professor on the stage. Geoff is still angry, and pushes past Tracy to get closer to the stage. The professor takes a couple of steps back, he trips over a piece of rubble on the stage, and falls back against the time machine. He lands sitting down against his invention. As he hits it the duplicator gun is thrown from the seat into the air above him.

Audio 'How can we open now!'

Cut 18c

Camera looking at the professor as he stares at his feet, shaking his head. He looks dejected and doesn't know what to do for the best. Suddenly the gun re-enters the frame, bouncing off the professor's head and lands in his lap. **The professor looks directly into the camera, smiles and a bright light bulb appears above his head.** 'AHAA!' Says a jubilant VOLTAGE.

Cut 19

Camera pulls back as the professor leaps to his feet. In his left hand is the duplicator gun. He bounces with excitement, waving the gun in his hand at the watching crowd.

Audio Easy!....With my duplicator ray and this time machine, I can replace all the missing rides!, What could possibly go wrong!'

Cut 20

Camera from the player's point of view. Looking at the stage, with figures in view. Tim leans into the shot from the left, he scratches his head, and shakes it. **In the background the professor leaps about the stage shaking his duplicator ray at the watching crowd, proud that he has found a solution to the problem.**

Audio 'Well you're the new park manager, what do we do now!'

Fade to black