



ANIMUS PRODUCTIONS

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RICHARD O'BRIEN

is

THE INK THIEF

A FAMILY ENTERTAINMENT SERIES OF 13 HALF-HOUR PROGRAMMES
Combining live action, animation and special effects

ANIMUS ENTERTAINMENTS

for

TYNE TEES TELEVISION

Series Description

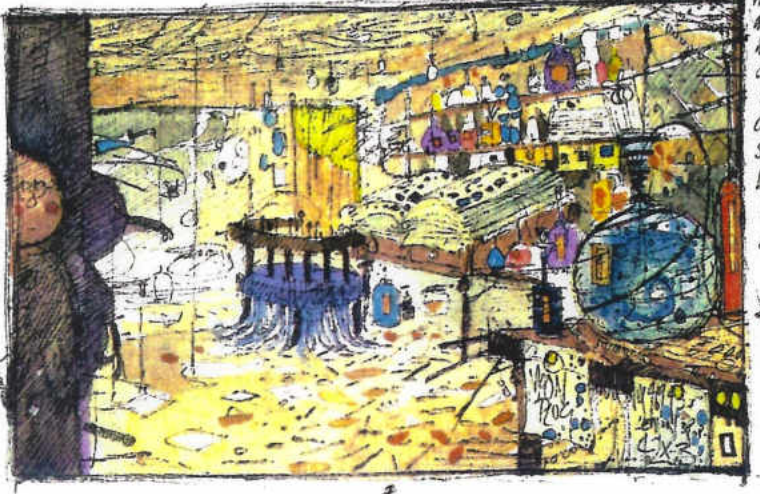
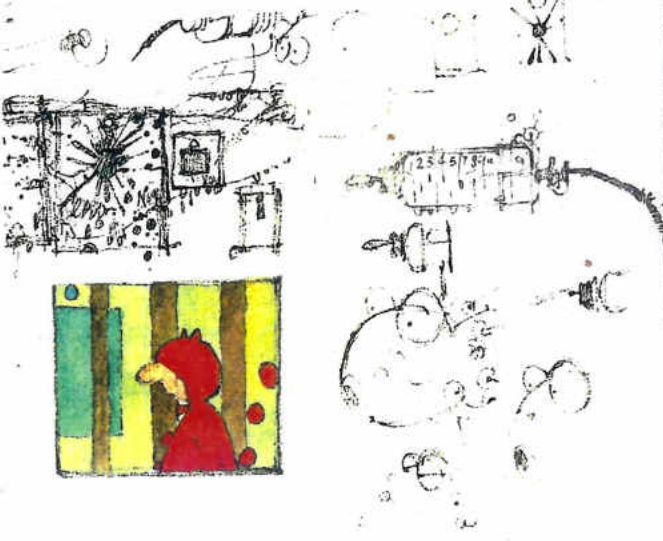
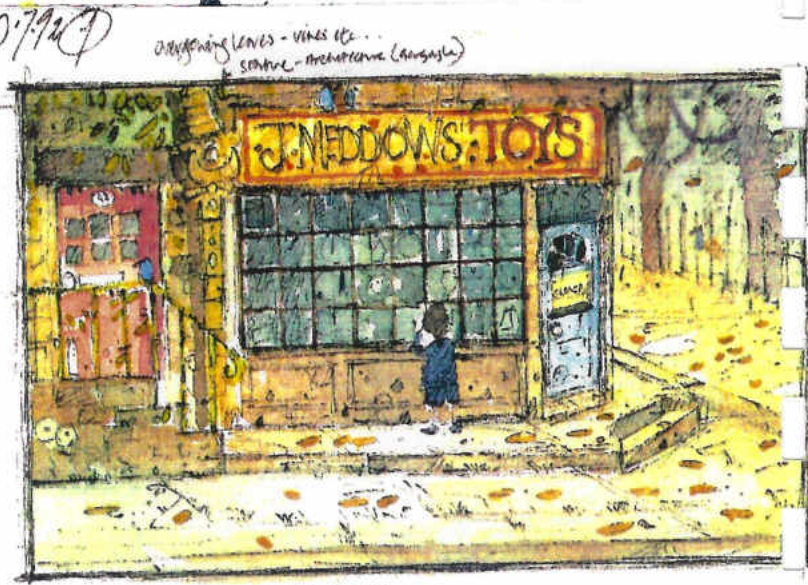
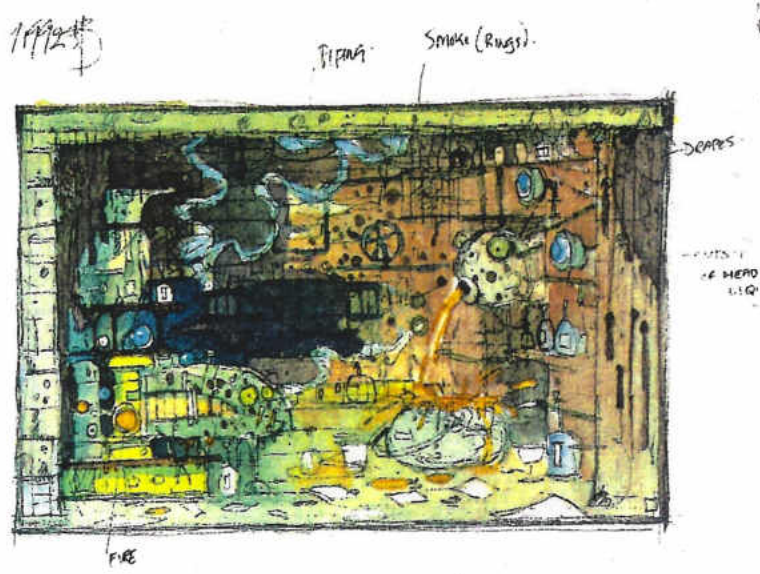
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"THE INK THIEF" is a classic allegorical adventure in the tradition of C.S. Lewis and Lewis Carroll, told with modern, ghost-busting pace and humour. The series stars *RICHARD O'BRIEN*, of "Rocky Horror Show" and "Crystal Maze" fame, at his deliciously horrible best. An ensemble cast of top performers and animators is directed by British Academy and major international award winner Tony White.

Inspired by the work of Steve Hanson, the Ink Thief is a powerful combination of the animation and live action expertise of Animus with the Tyne Tees track record for high quality children's programmes. Original stories and scripts are by Animus Executive Producer Paul Springer. For this series, Animus and Tyne Tees have joined forces with Chrysalis Television Facilities and the Symbolics Corporation, whose systems created many of the best special effects on "Batman Returns" and "Aliens". Sound track and original songs are by multiple gold and platinum recording artist and composer Adrian Lee, with guest singing and instrumental stars.

Guiding every aspect of the "Ink Thief" series is Tyne Tees well known Executive Producer for children's programmes, Lesley Oakden. Producer for Animus is Tony White's colleague for fourteen years of Animus productions, Ruth Beni. "The Ink Thief" is distributed by Tyne Tees Enterprises.

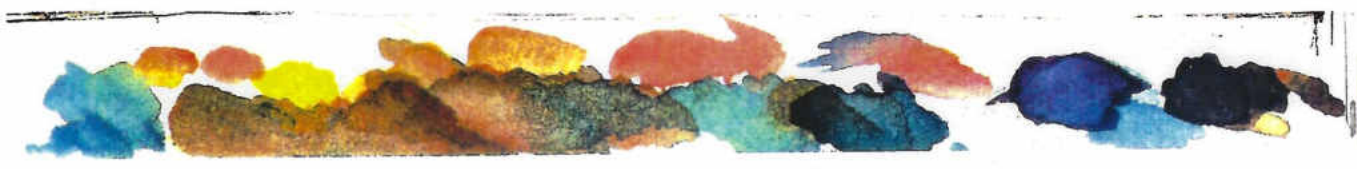
PAGES FROM STEVE HANSON'S ORIGINAL SKETCHBOOK



Dark wash - furniture & thread etc. shelves.

extreme foreground shows rise up - low knobs

wood - dust, etc.



THE DRAMA

AS OUR STORY BEGINS...

SAM AND JIM, two modern Coca Cola culture kids, have just arrived in **The Village**, where their Father has taken an engineering job at the Balloon Works. It is here that all the world's balloons are imagined, designed, flight, twist, squeeze laugh, water, gas and bang tested. Not many people know about it, but the world would be a balloonless, less colourful and less imaginative place without the Village and its unusual inhabitants. It's a beautiful, timeless setting: photo-realistic but touched with subtle elements of animation. The lovely stone and wood ambience gives a flavour of fondly remembered Old Countries everywhere. It's a Duchy of Grand Fenwick sort of place but far more picturesque, multi-cultural and, as Sam and Jim soon discover, odd.

The Village is a doorway between worlds. This is the place where **Things That Go Bump In The Night** enter our world from their own. To the Villagers, they are an acknowledged part of daily (well, actually, nightly) life. The Things That Go Bump are almost all harmless. Everyone, everywhere, lives with them all the time. The tapping on the window (just a branch in the wind), the rattle and thump in the kitchen (refrigerator motor, of course), the creaking sound from downstairs late at night...in the Village they know what's going on. It will be Lorni Snoop, or the Apple Cart Man, or the Closet Family, or one of the many other Bumps, going about their nightly business. It's nothing to be afraid of. The Official Organisation of Bumps (OOB) has strict rules about trying not to frighten or harm people. Unfortunately, as Sam and Jim will soon discover, not all Bumps are Official ones.

THE INK THIEF and his pet servant, **TODDY** The Cat, are Bad Bumps extraordinaire. They lurk in their lair under the strange, cobwebbed, abandoned **TOY SHOP**. The place is Mad Gothic. You know: machines by Baron Frankenstein, design by the Phantom of the Opera. For hundreds of years they've operated from here, stealing Things and Power from the great grown-ups of history. Now they need more. Much more, and quickly. The Thief is running out of Time when he makes an astonishing and totally unexpected discovery: the seemingly infinite power of *children*. He wants it. He **NEEDS** it. "CHILDREN do you hear? It's stinkin' kids we need, my dear! Children...look, they're here. Hello kiddies. Nice kiddies. Get them, Toddy!"

Sam, Jim, and the great characters in their after-school gang are very nearly "got". The resulting adventure takes them into the worlds of light and dark, good and evil, the balancing of opposites, growing up, growing apart, coming back together, and coming Home.

They're helped throughout by Miz Tigger, a Village Librarian who is not as stern (or as human) as she first appears. The help is needed. On the Ink Thief's side there's not just Toddy. There's Aloysius the Rat: "My name is Aloysius, an' I'm nasty an' I'm vicious. Go on little kiddies, make my night!" There are also The High Winds, howling, rocking and rolling out of Darkness to back the Ink Thief in music numbers and dirty doings.

The Quiet Child isn't on anybody's side. He just watches and smiles.



23 April 1992
 The ink thing turns out to look like nothing like what they had imagined
 And they certainly hadn't figured on him having a cat that talks.
 When the kids imagine images i.e. the toy shop - we see a very child like
 image - not exactly a drawing but very out of proportion details
 strange perspective etc - semi 3 dimensional - At the end of the film
 when the toy shop becomes reality the image remains the same but
 becomes fully 3 dimensional - even loose marks could become solid objects

18 April 1992

Is there anything to say that this
 character can't be a shape shifting
 creature - with the use of computer
 animation.

21 April 1992



THE BUSINESS

NEW TECHNOLOGY FOR TELEVISION

Post-produced digitally, "The Ink Thief" will use 2 and 3-D effects, computer animation equipment and computerised image manipulation techniques only recently perfected here and in Germany. To date the techniques and equipment involved have been used on the leading edge of feature film, at enormous cost. "Family" arrangements with Chrysalis, Symbolics and Continental companies allow Animus to use these techniques *economically* for television. The series will be made for no more than the cost of more traditional techniques. Tapes from digital post-production can be used to amortise the cost of the project over many commercial applications including interactives like CD-I, electronic exhibition, telecom distribution, HD-TV and book publishing. Great care has been taken to treat electronic image manipulation carefully as a new medium. "The Ink Thief" will use the technology to create a timeless world, not a computerised look.

SALES AND DISTRIBUTION

Lead by Tyne Tees Enterprises. Territory and rights offers are being considered. Contact Tyne Tees Enterprises or Paul Springer, Executive Producer, at Animus.

MERCHANDISING

The series is full of obvious merchandising opportunities, including games, interactives like CD-I (digital masters, added value material already being stored at no additional cost), commercial exploitation of characters and art, toys and at least two sets of books: the original Steve Hanson conceptual art and the Murti Schofield storyboard art with Paul Springer's novelisation of the scripts. Scenes from the series can also be printed directly from our digital master to paper.

One of the largest areas of exploitation will be:

MUSIC AND VIDEO

Each episode will have an original sound track and songs creating a full album, a number of potential chart singles, and music videos from our digital video masters. Multiple gold and platinum record composer, Adrian Lee, will record with the Ink Thief cast, including Richard O'Brien and Gary Martin (the original West End Rocky in "The Rocky Horror Show" and the voice of the Plant in "Little Shop of Horrors"), and guest star recording artists. The sound track for the promotional "Ink Thief" video is a sample of the original music for the series.

INK THIEF the MOVIE

The feature film of "The Ink Thief" is now in development. Shot on film and post-produced digitally, the film will be live action with computer and cell animation and state-of-the-art effects. Through joint ventures with manufacturers and facilities companies, Animus will produce a movie with high production values for a low below-the-line budget.

Ink Thief



THE INK THIEF
EPISODE TREATMENTS

By

Paul Springer

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THE INK THIEF

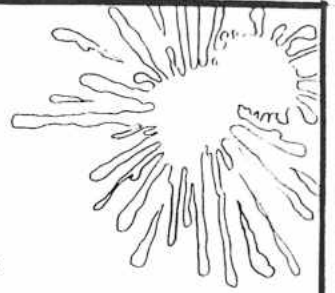
EPISODE ONE: "HELLO KIDDIES"

A sky full of ragged, streaming clouds, rain and broken moonbeams is the background to our first sight of the Waverley's new home in the Village. Without knowing yet what they are, we see The Things That Go Bump In The Night (or "Bumps") going about their nightly business. The Apple Cart Man drives his pony and cart right *through* the wall into the kids house. Something like a cross between a blimp and a penguin pops *out* through the wall. Inside the house, we hear the sound of the wind and the creakings and noises houses are prone to at night. We also see what's making the sounds: Bumps. The Creaker is something like a cross between Oliver Hardy and an orang-utan. The Thumper, Ye Mothe...all harmless, very funny, clearly nothing to be afraid of. Only as dawn breaks do a nasty pair of claws show for a moment over a window sill before retreating from the light of day. After such a night, breakfast at the Waverley's makes quite a change. It's ordinary, high spirited family life on the first day in a new house in a new land. From the start it's clear that Sam and her brother Jim are very different kinds of people. Jim is a junior Einstein. Sam is all action, adventure and heart. Off to explore the Village, they discover it to be an almost idyllic place, whose main industry is balloons. It's the day of the weekly Balloon Market, and both kids are fascinated (for very different reasons). The Market is full of balloon traders from every culture in the world, with incredibly weird and wonderful balloons. As an out-of-time place for two modern kids to move to, it looks wonderful. The eyes and claws spying on the kids from the shadows, however, are definitely weird.

Spying on the thing spying on the children is a fabulously messy little Village girl named Squirt. She does her best to discourage the eyes and claws, introduces herself to Sam and Jim, and takes them on a tour of the Village. It's an interesting tour, but it ends abruptly when Sam sees the old, abandoned Toy Shop. It's incredibly creepy. Squirt won't go near it, and leaves in dismay. Sam starts drawing a toy fish in the window. Jim can't help being interested in the workmanship and technology behind the old toys when...thunder crashes, lightning flashes and, just for a moment, Sam sees the toys come to nasty life. Did she see it? Did we? Is there something in the Toy Shop watching the kids as they run to get out of the rain? In bed that night, Sam sleeps soundly while Bumps get up to really silly things in her bedroom and hallway. Then silence, and...the claws again, at the window. This time they're followed by their owner, Toddy the Cat, and by *his* owner, THE INK THIEF. Toddy is somewhere between silly and scary. The Thief, though, is anything but fun. Not a Nice Bump, definitely. He steals a few of Sam's books. Toddy likes her drawing of the fish, and takes it while his master isn't looking. Sam wakes up. She sees them stealing. With Jim, she follows them. They never notice the village Librarian following them as they follow the Bad Bumps.

In their lair under the old Toy Shop, the Thief studies the way to get Power and Things while Toddy operates Victorian machinery. He puts Sam's books in one end, and the occasional tiny drop of Power plops out the other. The Thief drinks it and is not happy. Time is running out and it's too little power, too slowly. Then Sam's fish drawing goes into the machine, and *BUCKETS* of power come pouring out! The Thief is astonished. After all the centuries of stealing from the great grown-ups of history, to find that children have the real power! "Children, do you hear, it's stinkin' kids we need my dear. Children..." There is a noise. Sam and Jim have followed the Thief to the lair. Now they've tried to creep away, and the Thief has heard them. He sees them. "Look, they're here. Hello kiddies, nice kiddies...get them, Toddy!" Sam is almost too much for Toddy, but get them he does, only to be got himself by Miz Tiggie, the Village Librarian. She's followed the kids to the lair and is somehow a match for the Thief. Toddy is actually afraid of her. She gets Sam and Jim out, gets them home...and our adventure begins.

Ink Thief



LORNI SNOOP.

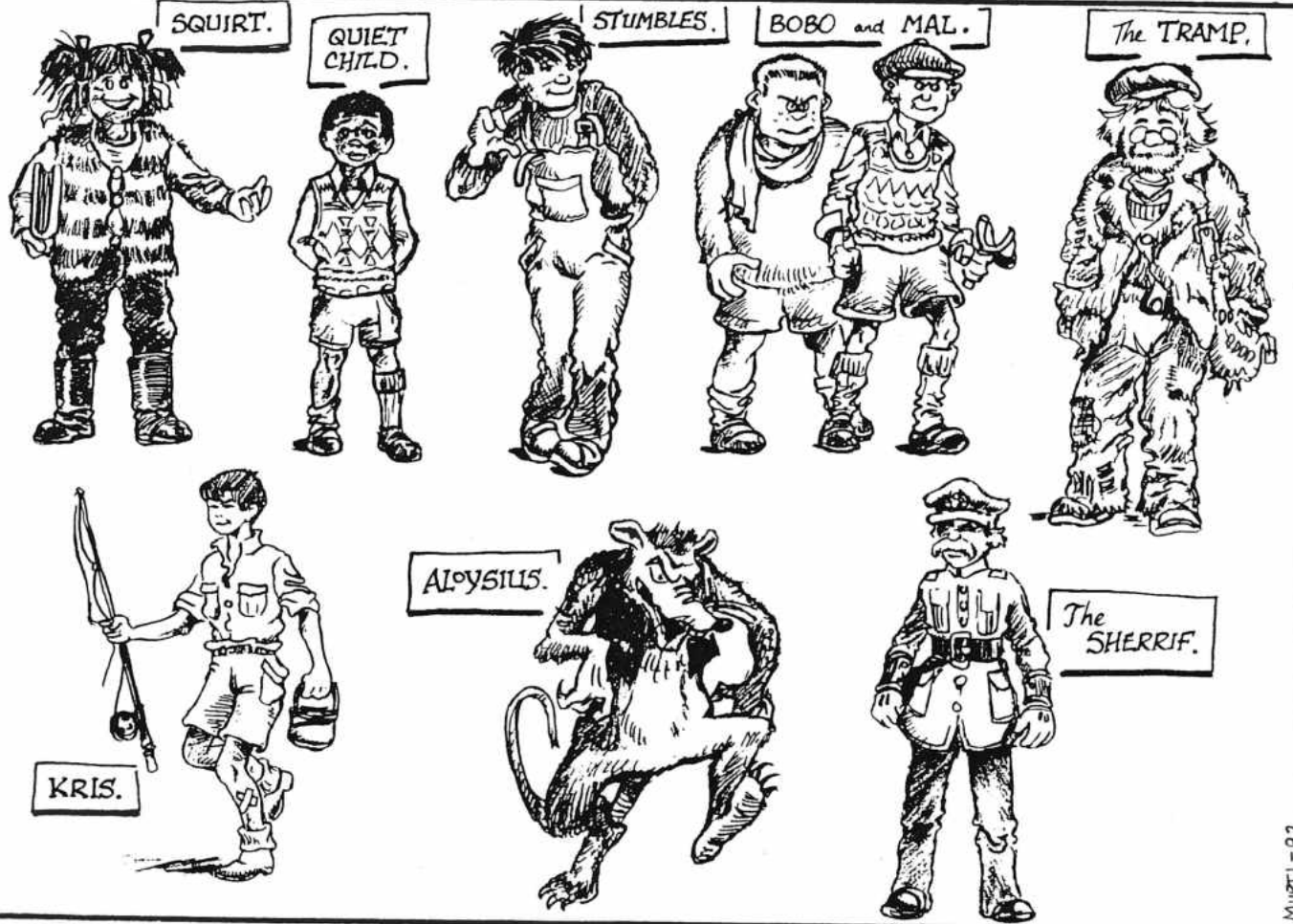
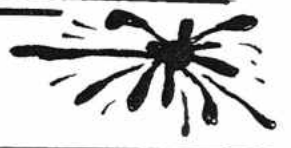
the LIBRARIAN.

JIM.

TODDY.

SAM.

MURTI-92



SQUIRT.

QUIET CHILD.

STUMBLES.

BOBO and MAL.

The TRAMP.

KRIS.

ALOYSIUS.

The SHERRIF.

MURTI-92

THE INK THIEF

EPISODE TWO: IDIOTS AFTER SCHOOL

The Ink Thief's Lair is a hive of dark, musty, ink-splattered, cobwebbed activity. The Thief moves with grotesque concentration. He stares at the Ink Timer on the work table, dripping away the hours. His lips twitch. His fingers seem to have an uncontrolled life of their own. He refers to the Book of the Ink Thief. He tells Toddy that he suddenly feels the overwhelming need for the lovely spirit of children in his life...preferably squashed and served in a power bucket. Aloysius, meanwhile, has just finished disguising Toddy as a child. The result is wonderfully absurd. The Thief sends Toddy off to bring him what he needs: kiddie things for a Power-lunch to tide him over... and a child to study.

IN THE VILLAGE, school is over for the day. A motley collection of Village kids cross the school yard. We'll learn that this gang always have adventures after school, and call themselves the Village Idiots. Sam and Jim, the new kids, hesitate to join them until... a Quiet Child, black, with beautiful eyes, appears and gently takes their hands. They join the others. The first stop for the gang is our chance to get to know the Balloon Works. It's a brilliant village industry from a kids point of view. There are always interesting balloons needing flight, squeeze, laugh, water, gas, bang and all sorts of testing. Most kids want to do it all, but some have favourites. Bobo, Mal and a few of the other boys always stick to destruction testing. For Sam the balloon testing is enormous fun. For Jim the physics and chemistry involved is just too basic. He walks away quietly, leaving Sam with the others.

Toddy has hidden himself among the balloons. He pops his head out just in time to be mistaken for a particularly weird balloon by Mal and Bobo. They start destruction testing Toddy. The indignity of it all! Toddy leaps up from hiding, bangs the boys against each other, rushes out among the kids, grabs a few of their belongings, looks around wildly, grabs the Quiet Child under one arm, and runs for it. He doesn't get far. Kris, a boy Sam's age, takes him on. Kris is a wonder of physical ability and spirit. He leaps, he turns, he fuddles Toddy completely. Sam snatches the strange child back. She and Kris put so many moves on Toddy that he's forced to flee empty handed. Throughout all this, the Quiet Child smiles an amused and interested smile. When it's all over he takes Sam and Kris to the Library. The Librarian, Miz Tiggie, takes them into The Back Room, where secrets of the Worlds of Bumps and Things are kept.

Toddy returns to the Lair, is chastised by Aloysius, and expects the worst for his failure as a robber and kidnapper. He finds that the Thief couldn't care less. He's deep in conversation...with Jim! They're looking at the Book of The Ink Thief, and Jim is fascinated. He understands it. With this book a person could change the world. The Thief smiles benignly. He settles Jim at the big desk for a nice study. He quietly hands Jim's jacket to Toddy and tells him to get back to work. Toddy fires up the power machine and puts the jacket in. The resulting power cocktail sustains the Thief as he introduces his guest to more of the book.



EPISODE 2.

THEY'RE LOOKING AT THE BOOK OF THE INK THIEF, AND JIM IS FASCINATED. HE UNDERSTANDS IT. WITH THIS BOOK A PERSON COULD CHANGE THE WORLD. THE THIEF SMILES BENIGNLY.



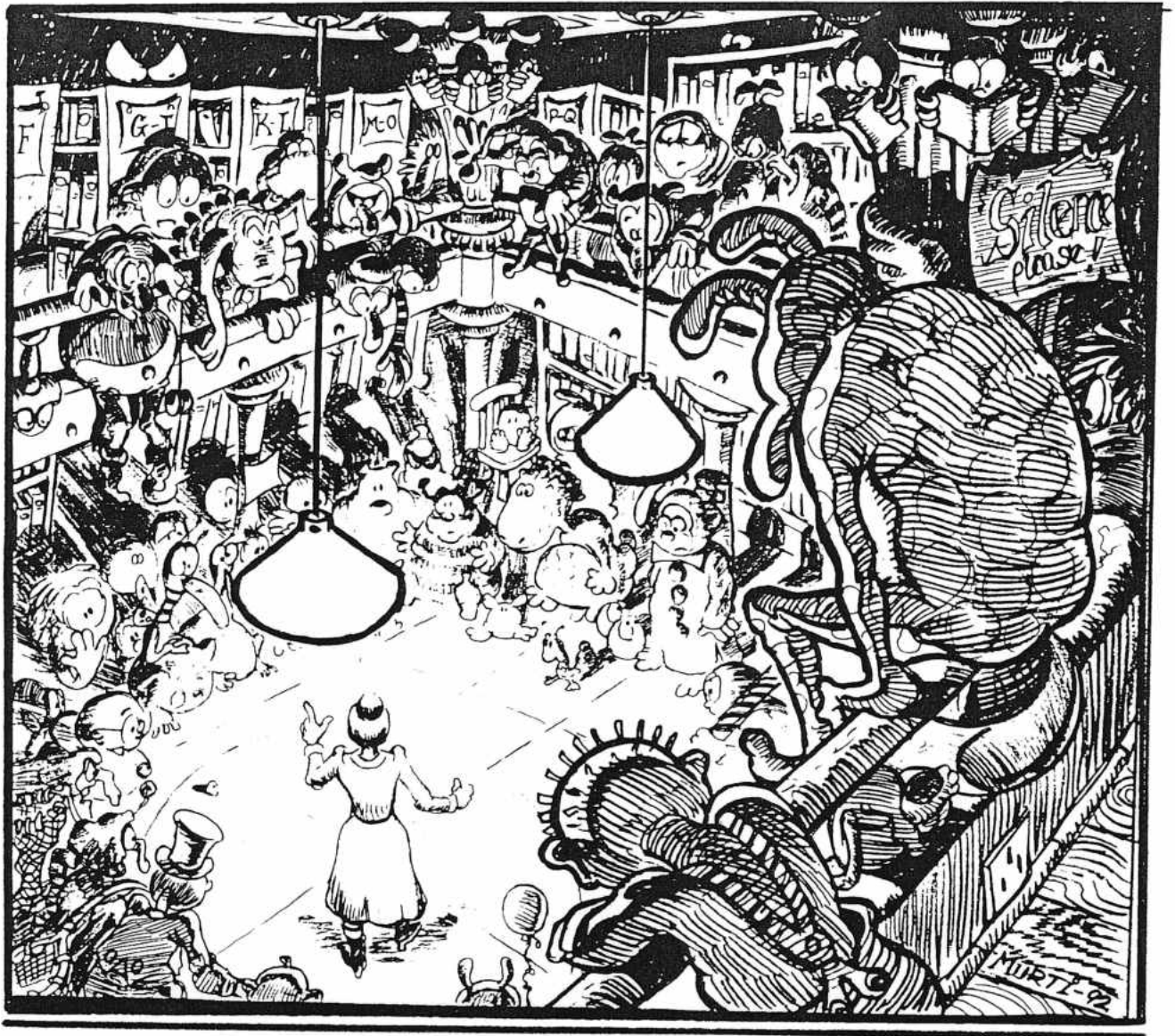
EPISODE THREE: BAD BUMPS

There's chaos in the Library. Things That Go Bump in the Night are pouring into the place from everywhere. Bumps are bumping off the QUIET, PLEASE sign, howling and gurgling and squeaking and letting snores and other organic sounds loose. The Librarian establishes order as only she can and calls an emergency meeting of the Official Organisation of Bumps (O.O.B.). This is a VERY funny meeting, and despite the chaos and silliness we learn that Bumps have rules about not harming or over-frightening people. We discover that Miz Tiggie is teacher to all the Learner Bumps, and that she's half Bump herself. The chaos in the meeting is more than the general lunacy of Bumps. There's a real problem. There are only two places where beings can cross from the world of Bumps to the world of Things: the Library and the Toy Shop. Now, suddenly, there's only the Library, and the traffic jam is terrible. Something has happened in the Toy Shop. Awful powers are at work. No O.O.B. bump can make it through any more. At the same time, some very dark things are beginning to ooze out of the Toy Shop. Lorni Snoop is chosen as the obvious spy, Librarian and Bumps settle on a plan, and the Library quiets down as the Bumps go off to try it.

The Village Idiots are also having a difficult time. Bobo, and Mal are becoming bullies, and some other kids are joining them. Playing subliminally around this lot are the Bad Bumps emerging from the Toy Shop, unnoticed as they whisper advice like: "kick the little creep". Every time their advice is taken, the Bad Bumps get more powerful and real. Kris and Sam find themselves protecting the other kids and the Village from what is becoming a very nasty bunch of young thugs. Miz Tiggie is impressed with Sam, and likes the way Kris keeps trying to protect everybody. She decides that they (and Jim) are Important Powers. Sam and Kris start being taken into her confidence, and plans are revealed.

Sam is missing her brother's company, and is delighted when Jim starts taking an interest in what she's doing with The Librarian and Kris. It's the first time he's been so interested in her thoughts, and Sam is flattered. It becomes clear to us that there is nothing evil about Jim. He's sure that the Book of the Ink Thief could change the world to a place of pure good, and that the Thief has simply had a hard underground struggle to achieve this. Jim watches the Thief watch the Ink Timer. The Thief has explained that Time is running out, but Jim knows that with his mind and the Thief's techniques they can use the power of children to make the world a perfectly good place. They can do it before Time runs out, and Jim thinks he knows exactly how.

Lorni the Spy doesn't find out what the Thief is doing with Jim, but what he does discover is almost as bad. The Bumps from O.O.B. have tried to invade the Toy Shop in overwhelming numbers and have all wound up on the shelves...*as toys*. Toddy also makes a discovery. Jim has learned about a System and a place of power in the Book, and Toddy is sent to find it. He does (with the Quiet Child observing him from hiding). It's an ancient Fairground, with a Merry-Go-Round in the centre. What Jim says it can do makes the Thief's eyes ink up with desire and delight.



EPISODE 3.

THE LIBRARIAN ESTABLISHES ORDER AS ONLY SHE CAN AND CALLS AN EMERGENCY MEETING OF THE OFFICIAL ORGANISATION OF BUMPS (O.O.B.)

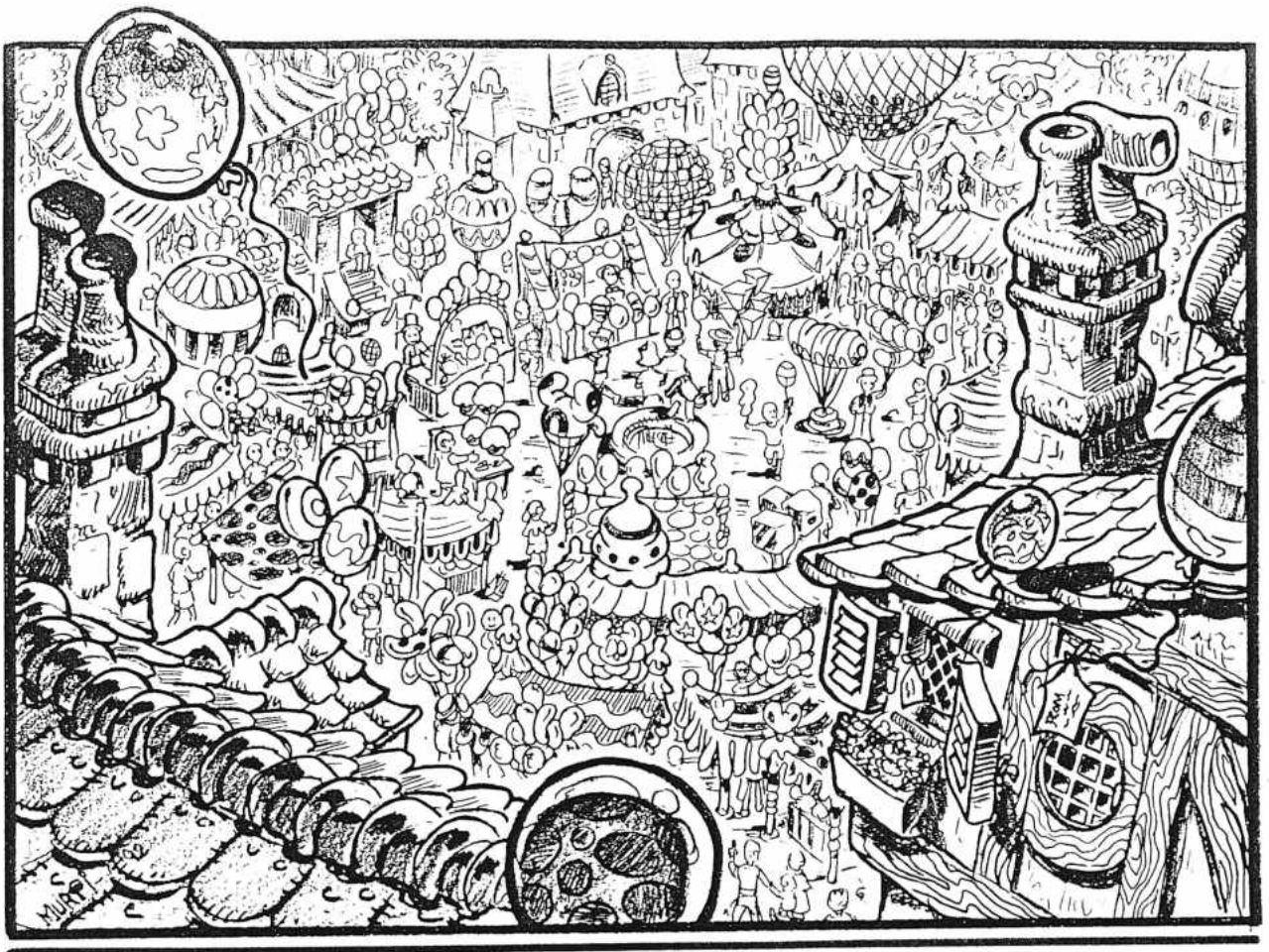


EPISODE FOUR: THE ONLY SHOW IN TOWN?

There are many stone steps to the top of the Tower, and not much light as the Quiet Child climbs. He emerges into bright sky at the top, with the Village spread out below and a very shabby Tramp looking at the view. The Quiet Child sits down beside him. They say nothing. Their (seemingly telescopic) POV, we zoom in on the Village below, and into The Balloon Market. The market is a truly wonderful and entertaining place, and now we get to really see it in action: the acts, the travelling players, the amazing variety of balloons and cultures gathered in one place. We move into the fun, and find Sam, Kris, Squirt, and the other Village Idiots enjoying it. We watch as Toddy creeps in and things begin to go wrong: A fire here, balloons cut loose there, balloons smashed, people screaming, tempers lost, the Sheriff clearing the Market. We zoom back out to a POV on the Tower. The Quiet Child and the Tramp exchange a look. The Tramp nods and goes.

In the tunnel from the Toy Shop to the Ink Thief's lair, Toddy is having Badness Practice with Aloysius. Now we know why there are pens stuck through toys into the wall. Aloysius is trying to get Toddy to stab a teddy bear, and telling him off for being so pathetic at evil. Toddy's got a few problems at this point. He hasn't been getting enough Power lately to stay a real Thing, let alone human. Bits of him keeping turning back into cat, and Toddy was a particularly dim, beat-up and not as tough as he pretended sort of Bump cat in the first place. Meanwhile, in the Lair itself, The Thief tells Jim about his "tragic illness", and his need for power to stop him expiring before the world can be made completely good. Jim shows him how the old Fairground and Merry-go-round might help. When Jim leaves, the Thief calls Toddy in. The Merry-go-round will pull enough Power to make the Thief, Toddy, and an *army* of Bad Bumps real. Toddy is delighted. Real, bad, really bad...good! Yes! Yes, but Toddy must work for it. Power must be invested to get more power back. Unleash the Crime Wave. Toddy goes back to Aloysius who, like Fagin, is taking Bobo, Mal and the other toughs through the badness training. With a Bad Bump prompting each of them, they're a lot better at it than Toddy, and they're sent off to steal from all the kids in the Village. The kiddie stuff will supply enough power to keep the Thief going. Toddy is sent to do some more of what he did just did to the Balloon Market: shut down all forms of entertainment other than the Merry-go-round.

In the middle of the night, in the middle of the woods, three figures walk *very* carefully. The Tramp leads. Miz Tickle and the Quiet Child follow him to a narrow road in the woods. The Tramp motions for silence, points, and the three of them hide as...A fairground cart rolls down the moonlit road. It stops, and a Fairground Man emerges. He's tall and painfully thin, with long hair. Moving quickly, he leaves the road and is followed, just as quickly, by The Tramp, The Quiet Child and Miz Tickle. A waterfall gleams. There's a ruined mill. The Tramp leads the others into the moonlit ruins and points again. The Fairground Man stands there in bright moonlight, admiring an ancient, over-grown Merry-go-round. He laughs. It's not a very nice laugh, but it's very familiar. No one but the Ink Thief could possibly laugh like that.



EPISODE 4

WE ZOOM IN ON THE BALLOON MARKET.

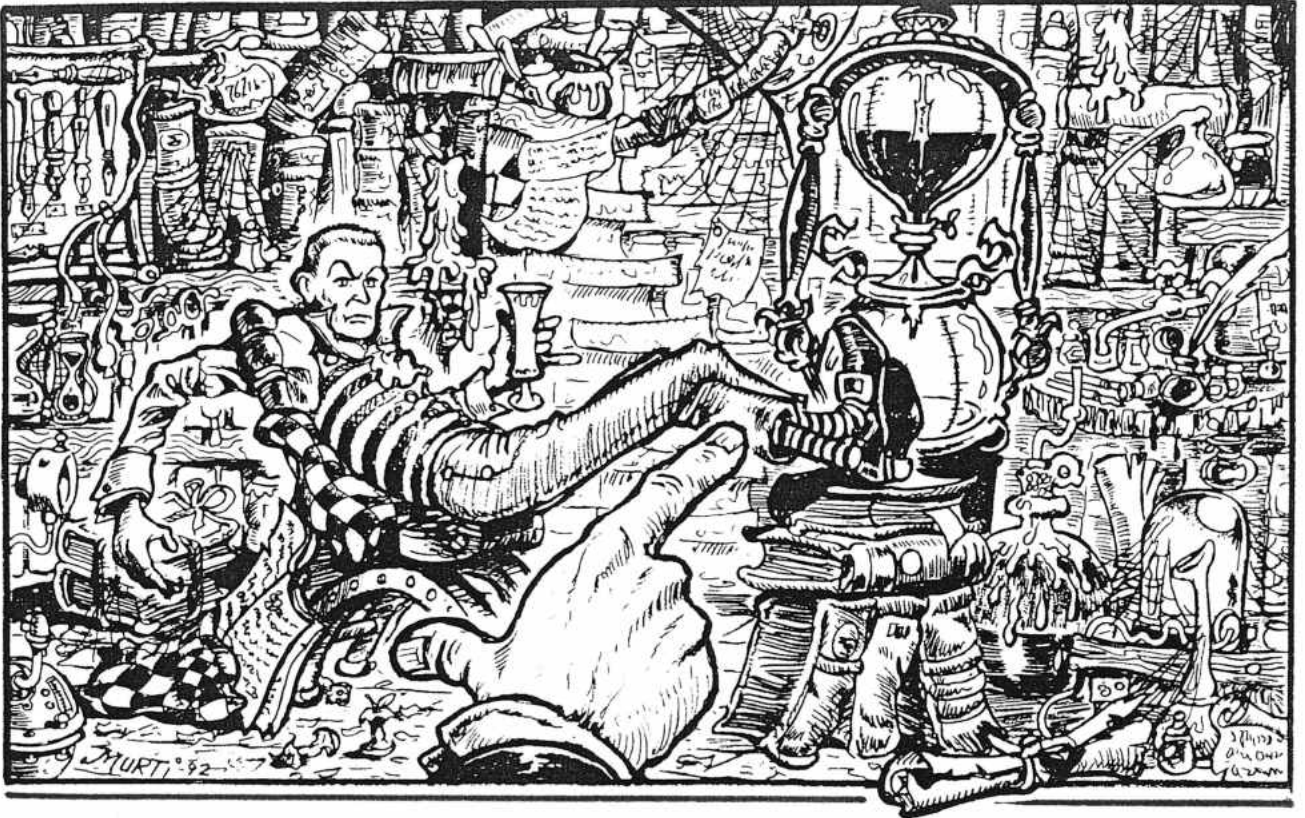


EPISODE FIVE: STRANGE BOOKS

The Waverleys are happy about how Sam and Jim have settled into the Village. Jim is doing brilliantly in school, and spends all his free time doing research. Dad approves. Sam has nice friends, and spends a lot of time at the Library. This is not like Sam, but if she's calming down and spending time in a library, it can only be good.

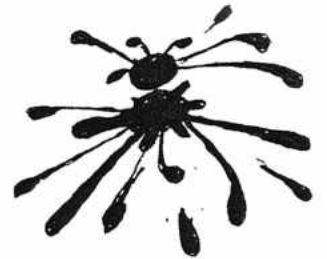
Sam is in the Library, but she's not calming down. Neither is Kris. Bad things are happening, and they both want to know what's going on and what they can do about it. Things are being stolen, fun disrupted, Jim is acting strangely and he's never around, former friends have become heartless bullies...The Librarian decides to tell all, as she expects to need their help soon. She opens the Strange Books and shows them how things got this way, how now we're living in Chapter 127, but things were very different back in Chapter 19. Through the Strange Books, the kids experience some local history: Just a few thousand years ago the present Ink Thief was a young adolescent Bump named Splatter. They see Splatter as a Bump-In-Training, apprenticed to the Master Ink Thief (seen POV only). The Master was one of the most important and necessary Bumps in all the world. Throughout history he quietly and secretly did his job. No one was too unimportant (or too important) to ignore. By night, The Master took ink from anyone having trouble with the inspiration behind their writing. He would analyse the ink, learn what the person's problem was, and put the problem right. As Miz Tiggie explains: the school-child unable to get homework done would find it do-able the next day. The philosopher who wrote "I stink, therefore I am" would go back to work in the morning not stinking, but thinking.

They see the Master, leaving one day on a very special job, turning over the Ink Timer and telling Splatter to: "Feed the cat. When the Ink runs out, I'll be back". Splatter throws ink at the cat and pens at the walls for a few hundred years, then has a look at the Book of The Ink Thief. Interesting. He starts stealing Ink from great minds and spirits throughout history to help himself, not them. He tries the Master's Power Machine, and uses what he steals to make Some Thing of himself. The more he gets, the more Power and Things he needs. Toddy licks up a stray drop, and joins him. The Librarian explains that of course the power Splatter wanted wasn't from the Things he was stealing, but from the imagination of the people who made the Things. Of course, being a Bump, Splatter was already pure imagination and could have been anything he wanted anyhow. It was a very silly mistake. Leaving Chapter 19, the Librarian and kids return to the present (Chapter 127) and the nasty consequences of Splatter's silly mistake. He's an Ink Thief now, he's about to make an awful lot of trouble for the Village, the children and the world, and they'd better do something about it. It sounds terrible, but Miz Tiggie doesn't seem particularly worried. In fact, she couldn't be more bouncy and confident as she pulls out another book and turns to a picture of a very strange Maypole dance. She suggest that they start with "the old Maypole trick".



EPISODE 5.

THEY SEE THE MASTER TURNING OVER THE INK TIMER, AND
TELLING SPLATTER: "FEED THE CAT. WHEN THE INK RUNS OUT
I'LL BE BACK."



EPISODE SIX: HIGH WINDS

There Toy Shop is not a fun place this evening. Mal, Bobo and friends drop off more loot from Village kids for power extraction. Aloysius gives them a Horribleness pep talk and they go off for more. The Bad Bumps surrounding them don't. They seep down through the Toy Shop floor to the Lair below, where even less fun is being had. Toddy slaves over the stolen kids stuff, serves the Thief power, and looks badly in need of some himself. Jim, too, looks like he needs a good stiff drink of childhood. The ink in the Book of the Thief is smoking. The Thief is in a black sweat. Jim is calculating feverishly. He writes formulae and the words "High Winds", rips up pages, and seems more like the Thief by the minute. The Ink Timer is low. Unexpected forces are at work. Toddy is sent to the ruin in the Wood to work flat out on the Merry-go-round. The Thief is staking everything on its success. Toddy goes into the twilight with Aloysius. They hurry off toward a horizon glowing with moonlight but stop dead when they come to another glow... behind the Library. A Maypole has been set up. There's a bonfire. There are kids. Toddy and Aloysius race back to the Lair. There's competition for the Merry-go-round! Jim consults the Book, calculates quickly, looks again. It's bad. The Maypole competes with the Merry-go-round for Power just by existing. It always has. The Thief's eyes flame. The Merry-go-round will be the only show in town. Typical Miz Tiggie. He always knew that behind that prim exterior there lurked.

At the Library a strange dance has begun. White maypole ribbons seem to dance by themselves. Dark ones hang limp. As we watch, Bumps appear at the ends of the white ribbons. There's a certain amount of Bumps bumping each other, silliness, and Bumps who'd rather sit this one out if it's all the same to Miz Tiggie. It is not all the same to Miz Tiggie. The Maypole trick has to work just now, thank you very much, and the Bump who blows it will be bumping into Miz Tiggie. Ah. Suddenly dancing is a Bump's idea of a good time.

In the shadows, The Thief, Toddy and Jim watch the dance begin. The Thief is angry. Jim whispers something to him which upsets him even more and then...the Thief finds himself sucked, unwillingly, into the power of the dance. He and Toddy are pulled by the ribbons and dance while struggling not to. The dark ribbons begin to flutter. They move as though being danced with. Darkness coalesces at their ends into four Wicked Bumps. As they dance past the Thief they bow to him. Each in turn says "Master". The last one shoves Toddy aside: "Move over, jerko" and then, to the Thief. "Master". These are the High Winds Jim discovered in the Book, and they join their power to the Thief. He smiles a wicked smile, laughs a triumphant laugh, and Winds and Thief break into a hair-raising "Thriller"-esque number. They are frighteningly good singers and movers. The Maypole cracks through with strain. Fire and people are whipped with hurricane winds. The Maypole burns. Disaster seems imminent when...Lorni Snoop appears in the middle of everything and sings a run of notes which completely takes the breath away from everyone, High Winds included. Miz Tiggie joins him. So does Sam. And Kris. They wipe the lawn with The Thief and the Winds, figuratively, musically and terpsichorically. Their number leaves no room for argument. Things are back in balance, and the Thief has used too much energy. He's thinning dangerously. Jim is distraught. The Winds sweep the Thief up and away. Sam goes to Jim. He pulls away from her, flings himself on a Wind, and follows the Thief.



EPISODE 6

A MAYPOLE HAS BEEN SET UP. THERE'S A BONFIRE. THERE ARE KIDS.

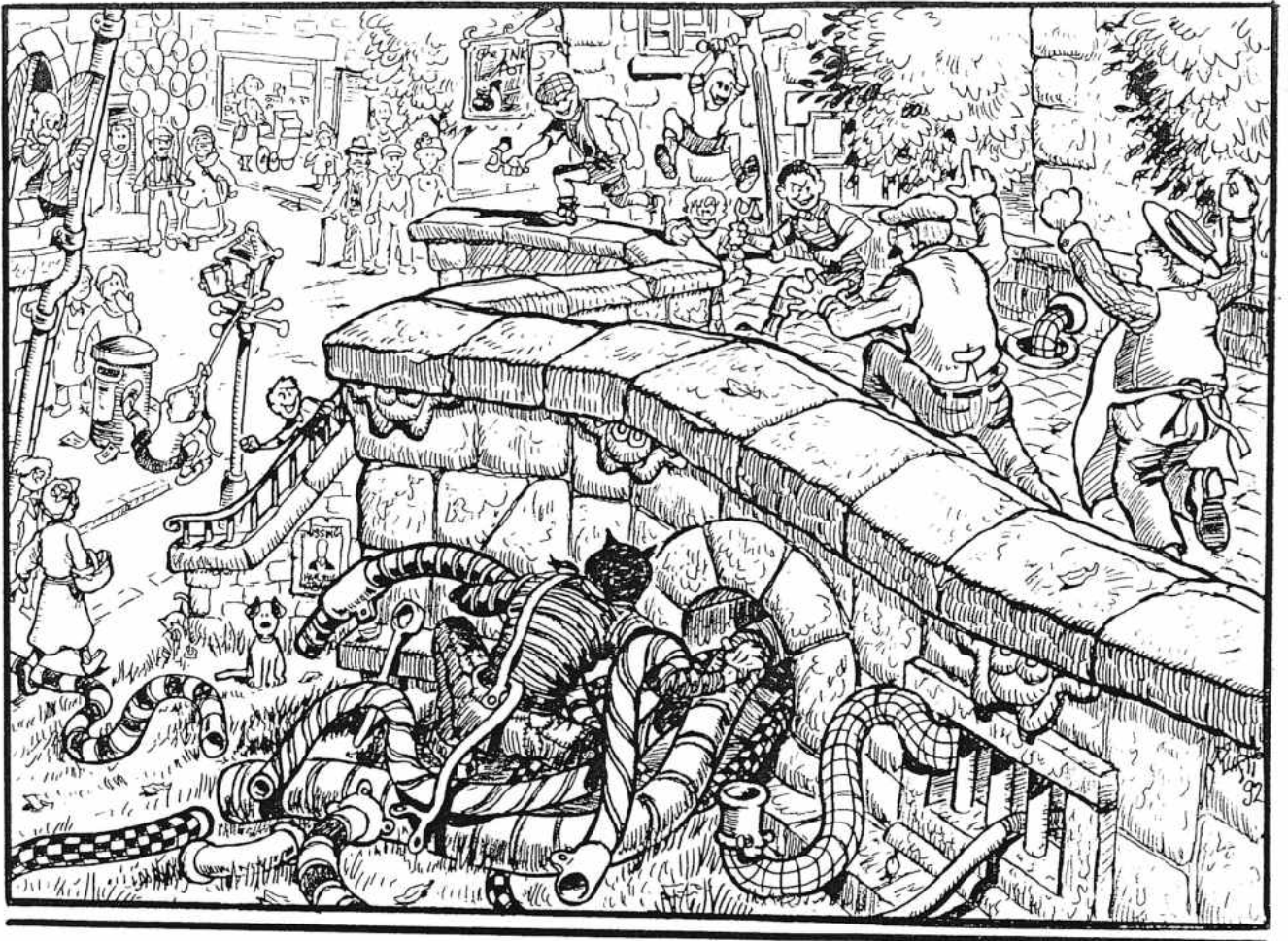


EPISODE SEVEN: FEAR AND PLUMBING

Jim has disappeared. He hasn't come home, hasn't been in school. The Village is mobilised to find him, but Miz Tiggie and Sam know they won't. The Toy Shop has become unapproachable unless... Miz Tiggie has an idea. As it happens, it involves Splatter's young cousin, Drip. Sam let's her parents know that she and Miz Tiggie are going on a long search for Jim. Which they are, in a roundabout kind of way. They pack a few supplies and set off down the road out of the Village.

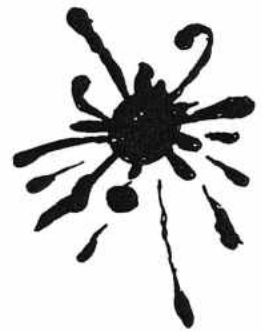
In his Lair, the Thief is weak from lack of power. Mal, Bobo and the boys keep bringing in the kiddie loot, but it's less and less effective. It takes too much now to make too little power. The Thief tells Jim his whole Story: The disappearance of his beloved Master, his struggle to understand the Book and carry on the Work, the sad fact that doing good can look so bad, the greater good, knowledge, science, making omelettes and breaking eggs. He trails off, too weak to continue. Jim is feverish and dedicated as he looks for help in the Book...and finds it. A quick source of Negative Energy. He explains his discovery to the Thief, then demonstrates. An Ink-mad light in his eyes, Jim calls Aloysius in, and kicks him across the room. Aloysius is up in an instant. He attacks with claws and teeth...and is caught by the Thief in mid-leap. The Thief's horrible fingers close around the rat's muzzle, pin his claws and twist. He lifts Aloysius to his face and inhales deeply. Yes. It works. The Thief can get Power by making people (and rats, and everybody else) feel awful. It doesn't last very long, but it'll do until the Merry-go-round starts. The High Winds and Aloysius are sent to make everyone feel as awful as possible. Jim shows them how to bring the awfulness back to the Lair. In fact, Jim has cracked the problem of transporting Power altogether. The Merry-go-round will be able to drain Power directly from the kids riding it. No more messing around with stealing belongings and Power Machines. The ride will also make the kids feel awful enough to keep the Thief energised while the Power flows in, and there will be enough Power. All from one Merry-go-round ride. Enough to change the world before the ink runs out. Toddy is dispatched to start some odd plumbing.

Silly and scary business intercuts as The Winds go on a reign (and sometimes rain) of terror while Toddy tries to inconspicuously put in Power Plumbing from the Toy Shop to the Merry-go-round. The Sheriff is pulled in four directions at once by the actions of the awful Winds. Kris is his usual self, a gallant (if not overly intellectual) knight in a boy's body. He leaps to the aid of one frightened Villager after another. The rest of the gang are there in support, but there's not much the kids can do about the High Winds. The Quiet Child just watches. In the middle of all the chaos Toddy labours with odd coloured pipes, and digging, and avoiding the mayhem. Aloysius gives Toddy instructions and casually adds to the fear being caused whenever the opportunity presents. For the first time, in daylight, the Fairground Man walks the streets of the now terrorised Village. He breathes in the energy of it. He bathes in it. He causes a few particularly exquisite bits of nastiness himself.



EPISODE 7.

SILLY AND SCARY BUSINESS INTERCUTS AS THE WINDS GO ON A REIGN (AND SOMETTIMES RAIN) OF TERROR WHILE TODDY TRIES TO INCONSPICUOUSLY PUT IN POWER PLUMBING FROM THE TOYSHOP TO THE MERRY-GO-ROUND.

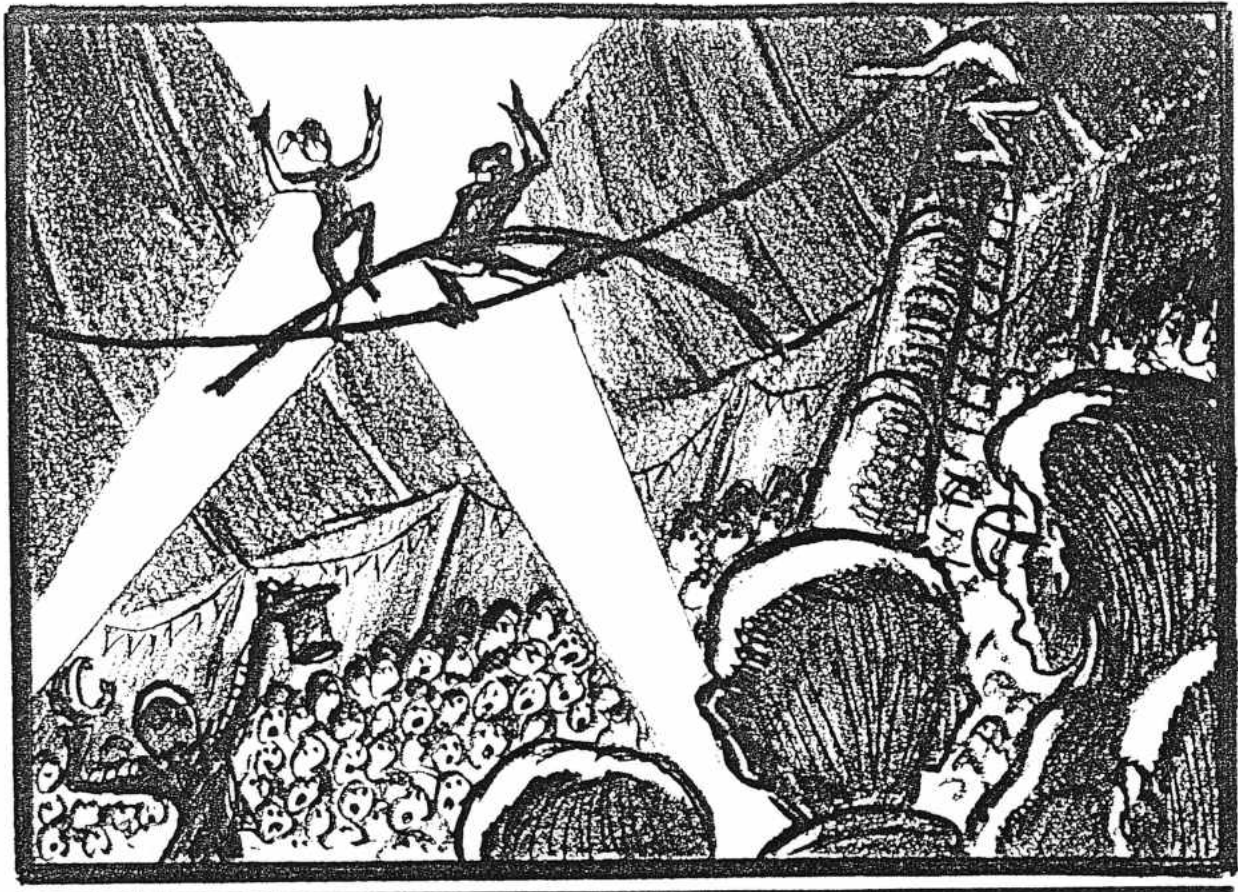


EPISODE EIGHT: THE GREATEST SHOWS ON EARTH

The Toy Shop is filled with moonlight and awful laughter. The Thief, the Winds and Aloysius are turning Toys back into stray members of the Official Organisation of Bumps. They're terrifying them so the Thief can inhale some more sustaining fear. The Winds and Aloysius are enjoying their work, but the Thief goes from manic to distressed very quickly. He breathes deeper. It's not working. He terrifies a Bump-toy completely. Nothing! He thins. He staggers. He turns on Toddy. That's better. The Winds join in on Toddy. No, it's fading. Even abusing Toddy doesn't work. The Winds could care less. They're having fun. The Thief struggles down to the Lair, where Jim sits at the big desk. He looks like he belongs. He's bluish pale and ink-splattered. Jim was afraid of this. Pain and fear won't work anymore. Only the Merry-go-round can do it now. Toddy is summoned to finish the plumbing with whatever help he needs...but Toddy is gone. On the road out of the Village a Bump Cat mumbles to himself. He'll never be bad enough. The Thief has the Winds now. There's no place for Toddy. A cloud of dust develops on the road ahead. There are all kinds of noises. Music? Toddy, hides, waits, and is rewarded by the sight of a *circus* rolling toward the Village. Great. Toddy will run away and join the circus! Run home and join the circus. Whatever.

The Thief is in a rage over the circus. Who'll want a merry-go-round? Aloysius has discovered that Toddy is the lion act. The Thief ponders. The Winds are fine, but they don't cower properly. They're too hard too live with, time is running out, and Winds can't plumb, or entice kids to the Merry-go-round. Deliver them in the form of hamburgers, maybe, but not entice them. It's a horrible admission, but the Thief needs Toddy...and goes to get him back.

The Ringmaster looks like a soft version of the Thief. He is, in fact, cousin Drip. It's a lovely circus and the audience is lapping it up. Toddy waits in the lion cage for his first entrance. The organ plays, and...the audience look worried as the circus music goes dark and distorted, The High Winds and other Bad Bumps appear, and a Circus of Horribleness begins. Drip, the Ringmaster, has also changed. He's being held behind the scenes by Aloysius while the Ink Thief takes his place. The Thief is announcing the next wonderful horror, Loonies and Jerklemen, when... brilliant lights cut through the gloom. Music, and... Kris and Squirt leap into the ring. Squirt is up on a pony in no time, doing bare-back tricks, waving happily, and riding right through the horribleness. Kris pulls the totally befuddled Toddy into a very funny knockabout comedy routine. The Horrible Acts try to return, but they can't seem to deal with all this fun and brightness. The balance teeters back and forth though, especially on the high wire, where Sam and a Beautiful Lady do a brilliant routine. The Thief/Ringmaster and Bad Bumps try to bring them down, while Kris tries to protect them. Finally Sam and the Lady make it to the end of the wire. The Lady gives a signal. Every light focuses on one point and Stumbles, the big inept clod who has repeated the same year of school for years, does a mime clown which focuses all the energy in the place and holds it. Thief and Bad Bumps slink away, unable to take so much brightness. When it's all over we see that Miz Tuggle was the Lady! She and Sam hug each other. Stumbles goes off with Circus as a star. Toddy returns to the Lair. The Thief pretends he never noticed that Toddy was gone.



EPISODE 8.

THE BALANCE TEETERS BACK AND FORTH, ESPECIALLY ON THE HIGH WIRE, WHERE SAM AND THE BEAUTIFUL LADY DO A BRILLIANT ROUTINE.



EPISODE NINE: POWER IN A BOOK

Breakfast at the Waverleys, and Sam has decide to tell her parents everything about Bumps, Miz Tiggie, The Ink Thief, where Jim is, all of it. Dennis and Joan become even more concerned. They knew she was upset about Jim, but retreating into fantasy like this, well, it's worrying.

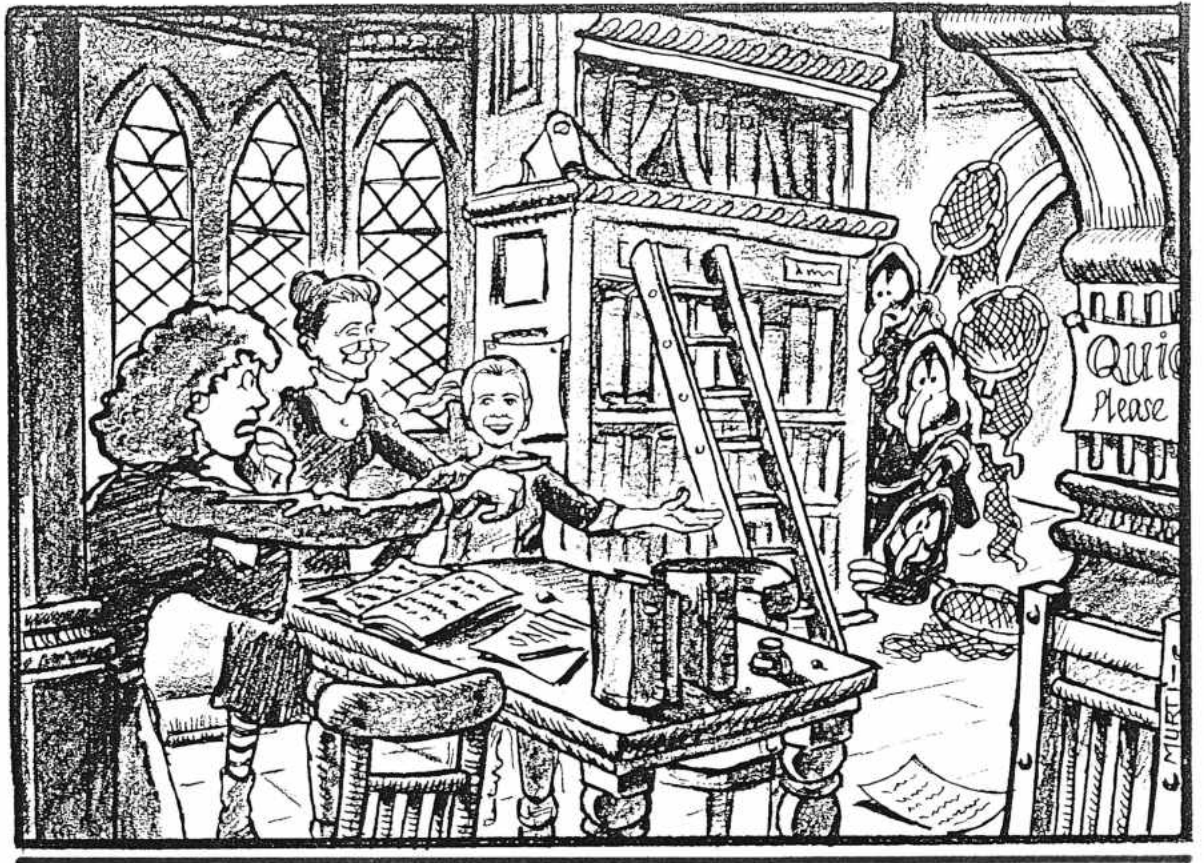
In the Lair, Jim's complexion makes the Ink Thief look healthy. He's burnt himself and many candles out and..he has a way to finish things. There is a Strange Book in the Library. He shows the references. It contains a Formula to take the spirit and imagination that is Bumps and turn it into things. Jim doesn't know how long it lasts, but The Thief, Toddy, and an army of Winds and such can be Things long enough to finally get the Merry-go-round full of kids, Power to the Thief. His eyes glaze. "Finish it, no fear, who rides the wheel will ride again, there's no beginning and no end, I'll be first to ride"...he collapses, rambling. The Thief looks at him a long time, then tells Toddy and Aloysius to take him home.

In the Woods the Quiet Child sits very still, listening to the waterfall and looking at the Merry-go-round. He stands, goes to it, then burrows, climbs and wriggles along, following the bizarre plumbing Toddy has almost finished.

The Waverley's house is in an uproar. The Sheriff is doing his best to instil order, but he's too excited. Dennis and Joan are relieved and worried. Jim's back, but he's in a terrible state, and nothing he says makes much sense. Still, some of it sounds like what Sam was saying, and Joan is beginning to wonder, enough to have a talk with Miz Tiggie.

Miz Tiggie is having problems of her own. One of the Strange Books is missing from the back room. There's a very thin gap where it was. It was a tiny book, but she explains to Sam that it would have enormous consequences in the wrong hands, and the right hands wouldn't steal it, so expect the worst. No sooner does she say this than there's a distant scream, and another, and sounds of mayhem, and a LOUD scream IN the Library. Sam and Miz Tiggie run in, and Sam is astonished to find her Mother, screaming and pointing at a couple of Bumps hanging around the reading room. Sam explains that it's only Snorshins, hoping someone will fall asleep so he can net a few snores, and Chew, waiting hungrily for someone to read one of those tasty art books with the paintings of food. They're harmless, and Sam DID explain at breakfast. Joan is not the hysterical type. She looks at the steady faces of her daughter and Miz Tiggie and calms down fast. She tells them about Jim coming back. Sam couldn't be happier, and Miz Tiggie is very pleased, but sure that Jim and all of them are still in great danger, and how does it happen that Joan can suddenly see Bumps, and why, she wonders, is everybody screaming?

They soon find out. The Thief has used the Strange Book, and is now rock solid in the world of Things. So is Toddy, and the Winds, and EVERY Bump in the Village. People are suddenly SEEING them (and screaming at, chasing, and thumping them with brooms). For the Bumps of the O.O.B. it's a disaster. For the Thief, Things are just about right.



EPISODE 9

SAM AND MIZ TIGGLE RUN IN AND SAM IS ASTONISHED TO FIND HER MOTHER SCREAMING AND POINTING AT SOME BUMPS THERE IN THE LIBRARY.



EPISODE TEN: BUMPS OUT!

The Wood is buzzing with Bumps. Sam and Miz Tiggle sit with Lorni and The Apple Cart Man as the others emerge from the tree roots, the water, the cliffs, the air itself. They're upset, and angry, and frightened, and bruised, and ready, for the first time ever, to go on strike. Well, they've never been visible to, and thumpable by, the whole world of Things before. And *being* a Thing, instead of just being, is no fun at all. The Creaker proposes that they disgust the situation. They do. All of them. Very emotionally, and often all at once before voting (a comedy of its own) for an Official Organisation of Bumps General Strike. Let them do their own Bumping. Bumps out! Sam is not convinced that the strike will achieve much. After all, Bumps don't exactly make the world go 'round. Who'll miss a few noises in the night and strange happenings? Surely the strike can't make any difference, when there's a Toy Shop full of darkness bubbling away in the middle of the Village. Sam is wrong. The strike has a surprisingly big effect on the Village and the Shop. People don't sleep well. Things are deathly quiet at night and no one's dreaming properly. By day people are embarrassed and upset by the noises their insides keep making (the noises have to get made somehow, after all). Balloon designers and artists are uninspired. Machines held together by elastic bands and luck are left with only the elastic bands, and fall apart. Everything seems dull and matter-of-fact. There are no moments of happiness suddenly out of nowhere.

The Fairground Man is out and about the Village now, building up the kiddie business for the wonderful Merry-go-round about to open. His assistant walks behind him, carrying a box for him to stand on, posters, paste, and a ladder. The Thief is brilliant in the role, and the Merry-go-round is now the ONLY mysterious, exciting or unusual thing in town, just as the Thief intended. He saunters off well pleased, with Toddy extricating himself from an accidental slapstick comedy of ladders and paste and following behind. Toddy stops. Something itches. He's growing cat whiskers again! One hand has become a paw. He rushes to the Thief, whose eyes are wide. He's in a black sweat again. Something's wrong. The Formula from the Strange Book is...wearing off. It passes. Toddy becomes human. The Thief is alright, but it was a warning. Back in the Toy Shop the Thief gathers all the Bad Bumps and send them out as strike-breakers. The chaos is total. People fall deeply asleep and have nightmares they can't wake up from. There are startling, awful, frightening noises. The best machines in the factory have unlucky failures. Balloon designs reach a new low. Under cover of all this and the night, Toddy, Aloysius, the Winds and Helpers steal every single thing every child owns in the village. In the morning the kids are wearing all sorts of things. All their clothes are gone. The timing couldn't be better for the Thief. The Formula is wearing off totally now. Toddy heaves mountains of kiddie stuff into the hopper...and nothing comes out! Absolutely nothing. Not one drop of power. Disaster. No. Finish the plumbing tonight. Call off the strike breakers, give the Village a day to settle down, and then give all kiddies a nice free ride on the Merry-go-round. Won't that be fun? And not a moment too soon.



EPISODE 10

THE WOODS ARE BUZZING WITH BUMPS. SAM AND MIZ TIGGLE
SIT WITH LORNI AND THE APPLE CART MAN AS THE OTHERS
EMERGE.



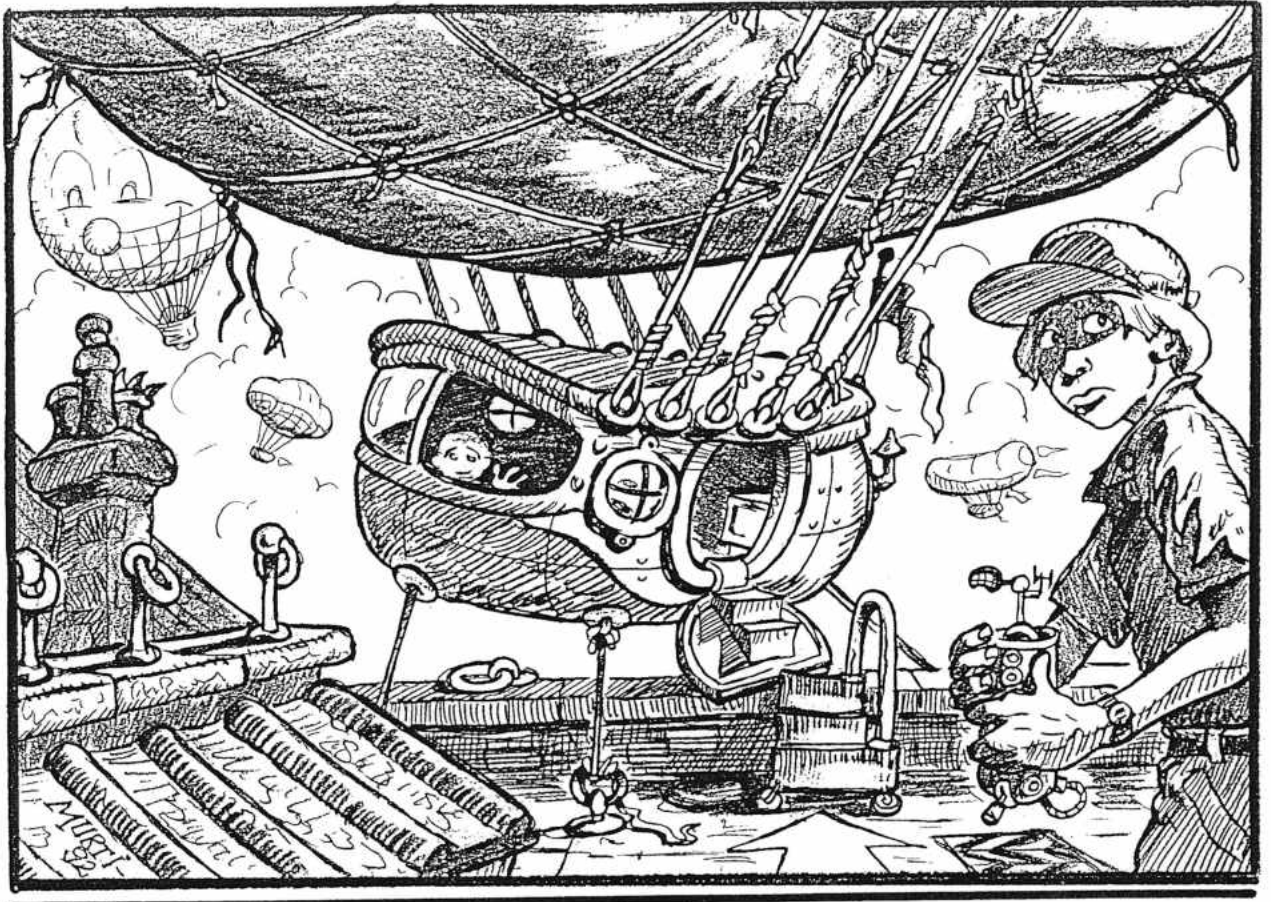
EPISODE ELEVEN: BALOONACY

Jim doesn't seem to be getting better. He's not sleeping, not eating. All he does is mumble to himself and scribble pages of what look to his Dad like advanced physics combined with black magic. The moonlight through his window highlights his pallor as he lies in bed, lights out, staring. Suddenly he sits bolt upright. He gets out of bed, scribbles a note, and starts putting some clothes on.

The Library is packed from floor to ceiling with Bumps on Strike. The immediate problem is over. The Thief's formula has worn off and they're relatively-invisible-to-most-people Bumps once more. Still, feelings are hurt. They aren't properly appreciated. They're disgruntled and they won't get grunted again in a hurry. Why should they now put all their time and energy into helping the Village, at the risk of being cancelled out by the first Bad Bump they go up against? Yes, the Bad Bump would also be cancelled out, but what's in it for the Good Bumps? Sam takes the floor and reminds them of some facts of life: You can't have Good without Bad. There wouldn't be a Village, or a world, or any Things to Do without a balance of Good and Bad. If they just leave things to the Bad Bumps now they can forget about being Good, or having Fun, or having a world of Things at all. Miz Tiggie is delighted. The girl is coming on. Kris is impressed. Sam just knows that it's time to stop fussing and start doing some serious Good.

Dawn is launching time for big balloons, and Jim is inside a kind of gondola carried by the biggest one. It's ready to go. Jim has a bizarre looking instrument cradled in his lap. He peeks out. No one's looking. He operates a couple of levers, and restraining ropes fall away. The balloon lifts into the sky. He focuses his instrument. It will locate the Master. In a small compartment in the nose of the gondola, the Quiet Child has stowed away. He smiles broadly, settles back, and enjoys the view of open sky.

The Merry-go-round doesn't work! Toddy bursts into the Lair, waving a piece of paper. The Thief is contemplating total disaster. He's almost calm, in a wound up tighter than a piano string sort of way. Kiddie stuff doesn't work any more. There's not even a lift to be had from fear and pain. There's only the Merry-go-round. Not to worry. Jim will know what's wrong with it. Yes Toddy? Where's Jim, Toddy? Toddy's jaw flaps, but he can't bring himself to get the words out. Finally he hands the Thief a piece of paper. It's a note from Jim. He's gone to find the Master, before the Ink runs out, and save the Thief. The Thief considers the Ink Timer. It's almost empty. The Merry-go-round must run before the Master can get back and stop it. It can't run without Jim. Jim has gone to get the Master. Stop him. Squash him. Tear him into...no. He's trying to help me. Find him, and do it quickly. I will not let go of Things and Power! Thief, Toddy, Aloysius balloon off (with Winds) in search of Jim. Lorni has Snoopied on all this, and he and Miz Tiggie and Sam and Kris balloon after the baddies as they pursue Jim. The baddies nearly kill Jim trying to get him back. So do the goodies, trying to protect him. In the end Jim saves baddies AND goodies from disaster, and goes back to help the Thief. The Quiet Child simply enjoys the ride.



EPISODE 11

IN A SMALL COMPARTMENT IN THE NOSE OF THE GONDOLA THE QUIET CHILD HAS STOWED AWAY.



EPISODE TWELVE: THE NIGHT OF THE LIVING BUMPS

The Merry-go-round is not a festive sight by torch and moonlight. Mysterious, intriguing, but not big fun. Especially with unwilling kids on it. It's only Mal, Bobo and the boys, and they almost deserve it, but still...Toddy fires up the test run. The frightened bullies slump as the machine picks up speed. After a very short ride, Jim shuts it down. Too long and the riders could be badly harmed. This way just enough power is taken from each. Perhaps slightly less intense for the Village kids. Bobo and Mal are more drained than Jim expected. They've become quite peaceful, in fact. Back in the Lair the Thief is in an ecstasy of anticipation as he straps into a padded surface to suck in the stored power. The plumbing is activated, and power flows from the Woods to the Lair. The Thief sucks. He energises. He bursts the restraining straps. The Ink Timer is almost empty. The Thief laughs. He sings. The Time is now! The battle's won. Time to take the Village kiddies and have a little fun! Aloysius joins the song. They share the kind of glee Frankenstein shared with the Wolfman as his castle burned. The Thief is on a manic knife-edge now. He sends Aloysius to collect the Winds, collect Toddy from the Merry-go-round and...*get the KIDDIES!* Aloysius, every inch as crazy as the Thief, starts the final mission. Toddy tries to entice kids, but he's hopeless at it (and it's raining). He resorts to Aloysius, the Winds and the heavy stuff, but waiting for them is the O.O.B. The strike's over, they know what's going on and no one touches the kids. They're ready to be cancelled out by badness, but they'll take some Bad Bumps with them. It's the same everywhere. The Winds, Aloysius, stopped at every turn. Two of the Winds tear into a crowd of Good Bumps who challenge them, and are promptly cancelled out. So are the Good Bumps, but they expect to be even Better Bumps next time around so they're not complaining. The Winds complain loudly, but the sound soon fades. Toddy goes up against Miz Tiggie. She's only part Bump, and he's only part bad, so nothing much happens except that Toddy doesn't feel very well and has to lie down and Miz Tiggie has a bit more bounce in her step. Aloysius tells Lorni to make his night and slinks back to the Lair missing most of his fur. The massed crowd of righteous Bumps, lead by Miz Tiggie and Sam, heads for The Toy Shop.

The Ink Thief steams with rage and frustration when he hears what happened. So does Toddy. So does Aloysius. So do the remaining Winds. So does Jim. They have a mutually supportive steaming and raging session cut short by Jim...who has a plan. Bumps are pretty brainless (the assembled company are not amused) except for the really unique ones (that's more like it). It's Miz Tiggie and Sam who are doing all the thinking for the Good Bumps. If they can draw the two of them away they can blind the rest with science. Jim explains as he leads them into the tunnel up to the Toy Shop. Outside the Shop the crowd of Bumps is massing, ready for the final showdown when: A scream makes them look up. It's followed by a triumphant cry. On the roof of the shop, the Thief, backed by two Winds, holds Jim helpless over his head. He throws the boy to a waiting Wind and laughs maniacally. Masses of Good Bumps float up to take him on, but he's far more bad than they are good and they're all cancelled out. The Thief soars away on the Winds with Jim.



EPISODE 12

THEY HAVE A MUTUALLY SUPPORTIVE STEAMING AND RAGING SESSION.



EPISODE THIRTEEN: MERRY GO ROUND

The Thief has taken Jim deep into the woods. Miz Tiggie and Sam will be trying to find him. They've seen what the Thief can do to Bumps, and Tiggie will want to confront him herself. Looking for him should keep her and the brats she's working with entertained. The Thief is about to use all his remaining strength in one last push for Power in the world of Things. He's wild with it. There's no more caution, no more calculation, just greed, need, and mad soliloquies. Jim has taken far too long to let himself see the Thief like this, but now it's unavoidable and Jim is very confused, and worn, and tired. He huddles up with, and finds comfort in, of all creatures, Toddy. Jim remembers the Thief's story: The disappearance of the beloved Master, the struggle to carry on the Work, the sadness that doing good can look so bad, the greater good, knowledge, science, making omlettes and breaking eggs and how it's all worth it in the end. Toddy is equally tired and confused, but he knows there's not a word of truth in any of this except the end bit, and he's no longer sure about that. The Thief is wildly crazy at this point, but he isn't stupid. He looks at the two of them and, in a moment he's calm. He turns his face away, and when he turns back there are tears in his eyes. He talks to Jim and Toddy about his own confusion and tiredness and sadness. The three of them are confused and tired and sad together, and they sadly agree to take the final step and hope for a really good world to result despite all, a world of intellectual wonder, and peace, and mice, and fish. The Thief has the Winds transport Toddy and Jim to the Merry-go-round to await the millennium.

While Sam, Miz Tiggie and the OOB search the night for Jim and the Thief, The Thief walks the streets of the Village as the Fairground Man. He wouldn't notice to adults even in the light. In the dark he goes where he pleases, and where he pleases is childrens bedrooms. All of them. The Thief is not totally dense. He has learned a few techniques over the millennia and now he uses one. A delicate touch on the temple, and sleep becomes unconsciousness. Bunches of children, bound together like grapes, are borne quietly away by the winds. They're deposited at the Merry-go-round, and the Thief supervises preparations himself. There will be no mistakes this time. All aboard, kiddies. He speaks to briefly with Toddy and Aloysius. He goes to Jim, puts an arm around his shoulder, thanks him, touches him on the temple, and slips away.

Sam, Miz Tiggie and the other searchers see lights blaze up in the forest. They hear screams, louder as they close in on...THE MERRY-GO-ROUND in action. Jim has regained consciousness as the diabolical machine picks up speed. He reaches out for a passing cable, pulls it free, and turns to the other kids. He says it's alright now, it can't drain power any more. The relief is short lived. The speed is increasing. It's too fast to jump off. Too fast for Miz Tiggie or Sam to help. It's speeding to runaway disaster. Toddy can't take it. He tries to pull a lever and stop the thing...but Toddy has run out of power. A cat once more he runs off into the night.

In his Lair, the Ink Thief waits to suck all the Power he'll ever need. It doesn't come, and he looks pretty silly sucking away as the Ink Timer runs out and he sees the Quiet Child walking toward him, changing as he comes near. The Thief begs and pleads with what the Child is resolving into...The Master, still smiling his Quiet Smile. Splatter again before the Master, the Thief runs from the Shop out into the rain. Behind him the Master walks quietly, gesturing to Toys and turning them back into Bumps. A flood of Toys turned Bump again comes cavorting out of the Toy Shop, de-stocking it completely. The Thief staggers through the driving rain. Slipping in the wet, water streaming down his face, he struggles on. He leans for support against a wall, and some of his colour comes off on it. As he pulls away, the smudge of colour washes off into the gutter.

The Merry-go-round is moving at terrifying speed. With an impossible leap, Kris gets on the wheel. Children are screaming and sliding to the edge. Through them Jim moves, steady and determined. He ties the small ones in, encourages the big ones to help. Kris joins him. Their eyes meet, then separate fast as Sam swan dives toward them. They both catch her. The three kids look at each other for a moment in the middle of the swirling chaos, before Jim calmly leads the way to the inner edge of the wheel. The lever to cut the power is just out of reach in the centre. Sam, Jim and Kris cooperate with few words. With Jim and Chris holding her legs, Sam streams out horizontally, approaches the lever at speed, and gives it a hard whack with her forearm. The Merry-go-round starts to lose momentum. The Master and Miz Tiggie watch proudly as the kids save themselves.

The Village kids are remarkably settled, and taking care of each other, when the Thief stumbles to the Merry-go-round, begging them for Power. He goes to Jim. He smiles, and Jim smiles back without hatred. They both stop smiling, though, as the Thief dissolves into coloured inks and begins to flow away. Now the Master acts. He siphons the colours up and tucks them safely away.

In the Master's Laboratory, Miz Tiggie places one of the Strange Books on the desk. Sam, Jim and the rest of the Village Idiots watch as The Master analyses and corrects the ink that was Splatter, The Ink Thief. Perfected, he sprays it gently on a page from the Strange Book containing a scene from the world of Bumps. The ink swirls and forms into: The Ink Thief! From deep in the scene, Toddy comes running up to join him. They look out from the page at the assembled company watching them. The Ink Thief smiles and bows most graciously. Toddy bows least graciously (but doing his best). They turn and walk off into the world of Bumps, and the Master closes the Book. Everyone is happy. They all walk out into the daylight of The Village, home of balloons and brightness, meeting place of worlds.

No one is left down in the Lab to notice Splatter, still very much the evil Ink Thief, and Toddy as they slip out from between the closed pages of the book. No one will be there to see Aloysius join them and hear about Splatter's horrible next moves, or to see Toddy seduced again. No one will hear the awful Ink Thief laughter echoing underground.



EPISODE 13.

THE THIEF STAGGERS THROUGH THE DRIVING RAIN, SLIPPING IN THE WET. WATER STREAMING DOWN HIS FACE, HE STRUGGLES ON. HE LEANS FOR SUPPORT AGAINST A WALL AND SOME OF HIS COLOUR COMES OFF ON IT. AS HE PULLS AWAY THE SMUDGE OF COLOUR WASHES OFF INTO THE GUTTER.



The VILLAGE

Scale: 1:1 3/4:62



KEEP AWAY
Murky Woods

Toyshop
AVOID

Do NOT
GO HERE!

MARKET
PLACE

Places of Interest

- | | | |
|-----------------|--------------------|--------------------|
| 1. Library. | 6. Blasted Oak. | 9. Balloon Works. |
| 2. Harbour. | 7. Standing Stones | 10. Market Place. |
| 3. Maze. | 8. Greengrocery | 11. Cave. |
| 4. Tunnels. | | 12. Model Railway. |
| 5. Post Office. | | |

Places to Avoid.

- | | |
|-------------------|---------------------|
| 1 Tower ** | 4 Unknown |
| 2 Jake Meadows | 5 Smugglers Cave. * |
| ** Toy Shop. **** | 6 Sewer Inn. *** |
| 3 Stone Circle ** | 7 Maze. *** |

- * ... AVOID.
- ** ... KEEP AWAY AT NIGHT.
- *** AVOID AT ALL COSTS.
- **** DANGEROUS.
- ***** OH DEAR!

