

BEYOND THE SEA

An animated television pilot

Written by

Alex King

EXT. VAST SEA - DAY

The calm rippling sea is covered in a thick grey fog. A sharp jagged FIN breaks the water's surface silently and quickly returns back under water.

From deeper in the fog we hear a young girl calling out...

ALICE (O.S.)
Hello?! Anybody! Land Ahoy?
Hellooo?!

A small classic sailboat, white and blue, moves through the fog into view very slowly. Leaning off the neck of the figure head and staring out with squinted eyes is--

ALICE (12), a mopey girl but very smart. She is Latin-American with dark curly hair. She wears clothing reminiscent of a pirate crew member, big sleeves on her white blouse and a belt holding up her pants that are far too large.

ALICE (CONT'D)
Avast?! Olly olly oxenfree?! ...
Ugh!

No one responds to her calling and she cannot see through the fog. Alice sighs and hops off the side of the boat back inside.

She scoops up a compass off the ground. It's magnet moves in every direction wildly. She throws it down frustrated.

ALICE (CONT'D)
Ugh! How are we ever gonna get back home with this thing hot doggin all around! Oh God. We're gonna be lost out here forever!

The figurehead of the boat, a lion's head at the top of a long sturdy neck, creaks as it moves magically. It speaks!

GRANDPA
Ah, a life forever on the sea!
Would that really be so bad my little coneja?

This is Alice's GRANDPA, a magically talking boat and guardian of Alice.

His deep and assuring voice comes from the lion figurehead at the front of the ship. He speaks with a cheerful Spanish accent that matches his relaxed demeanor.

ALICE
Um. Yes! Yes it would!

GRANDPA
Hm. Well agree to disagree!

Alice rolls her eyes and searches through some crates.

GRANDPA (CONT'D)
Ah come on Alice! Look on the bright side! It's not so bad! After all the sea is calm! And the atmosphere is just beautiful with this fog! Would your dear Grandpa ever steer you wrong? Get it? That was a boat joke--

ALICE
You mean the same fog that I'm pretty sure is making us go in circles!? Ugh! We're doomed! Utterly and completely doomed!

She throws the sextant overboard with a <Plop!> She awkwardly plops down into a make shift lumpy chair, made of a life raft and pile of rope, with a huff.

Grandpa sighs, he's not getting through to her. He thinks. Suddenly! A realization!

He creaks as his neck bends backwards into the boat reaching for a bucket.

ALICE (CONT'D)
What are you doing?

Finally his mouth makes it inside and with some struggle and a <Pop!> He pulls his head out and in his teeth is a GOLDEN HARMONICA!

ALICE (CONT'D)
Oh no!

GRANDPA
Oh yes!

Grandpa starts humming a jaunty tune!

ALICE
You're not gonna get me like this again! This is serious! Not the time for singing!

Grandpa sings through his teeth as he holds the harmonica in his mouth. No hands.

GRANDPA

Ooooh!

ALICE

Noooo!

GRANDPA

Safe and sound at home again, let
the waters roar, Jack!

Alice rolls her eyes and folds her arms.

GRANDPA (CONT'D)

Safe and sound at home again, let
the waters roar, Jack!

Alice starts to tap her foot, even though her face continues to pout.

GRANDPA (CONT'D)

Long we've tossed on the rolling
main, now we're safe ashore, Jack!

Alice cracks a smile finally and laughs as she starts to hum along.

GRANDPA (CONT'D)

Don't forget yer old shipmate--

Alice can't help but jump up and join for her favorite part:

GRANDPA (CONT'D)

Faldee raldee raldee raldee
rye-eye-doe!

ALICE

Faldee raldee raldee raldee
rye-eye-doe!

Alice and her Grandpa laugh and Alice falls back in her chair with a satisfied sigh.

GRANDPA

See? Nothing a good sea shanty
can't fix!

Alice's smile slowly fades, she fiddles with the telescope.

ALICE

... Yeah well. Tell that to the
girls who make fun of me for
singing them...

Grandpa's heart breaks for her.

GRANDPA
... Alice, it's not--

Suddenly, the boat shakes violently, Alice falls over and drops the telescope with a <Yelp!>

The boat settles immediately and stops swaying with the water.

ALICE
What was that?!

EXT. SHORE - DAY

Grandpa looks forward. They've hit land! His bow dug into the small island's sandy shore.

GRANDPA
Uh! Land ahoy!

Alice jumps up excited.

ALICE
Land?!

She looks down and gasps. She jumps over the boat.

ALICE (CONT'D)
Land! Oh land! I've missed you so!

Alice picks up clumps of sand and hugs them to her chest.

GRANDPA
Wow, I can't believe we didn't see this on the horizon, that fog is a thick one!

Alice kisses the sand but immediately regrets it, her smile drops as she's spitting and rubbing the sand from her mouth.

ALICE
Ah! Land! You've betrayed me!

Grandpa looks up and his eyes widen.

GRANDPA
Ah! Well that would explain it!

Alice looks up and matches his gaze. At the top of the steep cliff at the end of the island is an old and imposing LIGHTHOUSE! It's light is mysteriously off.

GRANDPA (CONT'D)
This lighthouse's light is off! No wonder we can't see a thing through this fog!

ALICE
Maybe whoever is inside forgot to turn it on this morning!

GRANDPA
Maybe, maybe--

ALICE
Maybe they can give us directions home! Maybe they can even call home for us! Gasp! Maybe they have snacks!

GRANDPA
Haha slow down for a moment--

ALICE
Come on! We gotta go check!

Alice starts to march up the cliff, she stops and turns around.

ALICE (CONT'D)
You coming?

Grandpa looks down at his boat body, lodged in the sand.

GRANDPA
Um...

ALICE
Oh. Right... You're a boat.

Alice's enthusiasm quickly drops.

GRANDPA
I am yes. Land is not exactly my forte unfortunately... It seems you'll just have to go up on your own!

Alice tenses up.

ALICE
Alone? Without you? But--

She looks back up to the lighthouse.

GRANDPA
Rabbit! Don't worry! You'll be
fine. They may even have snacks!
Remember?

ALICE
... Right. Right! Right...

Alice looks up to the fog covered creepy lighthouse, clearly
afraid. Grandpa thinks.

GRANDPA
... You know what!

Grandpa reaches down into the boat and pulls out the
harmonica.

GRANDPA (CONT'D)
Here!

ALICE
Your harmonica?

GRANDPA
It's a good luck charm! No chance
you'll run into trouble with that
thing by your side!

Alice takes it, calming down as she examines it.

GRANDPA (CONT'D)
And hey! Maybe you'll meet some
friendly faces in there!

ALICE
I doubt it...

Alice sighs.

ALICE (CONT'D)
But it's not like I have a choice!

Alice tightens her grip on the harmonica.

ALICE (CONT'D)
Alright! Times a wasting! Let's get
this over with!

Alice turns and marches up to the cliff confidently.

GRANDPA
That's the spirit! I'll be here!
Good luck my coneja!

As Alice marches up the island and her Grandpa watches from the shore, just a few miles away in the water the same sharp fins from before break the water.

They start to move towards the island as they sneak back under water.

EXT. ISLAND - DAY

The fog is just as thick here as Alice walks towards the lighthouse's door. Alice grips the harmonica tightly, still afraid.

Suddenly there is a <squawk> from her left. She turns quickly, it's just a dumb seagull. Alice sighs relieved.

But just as suddenly from her right there's a <scuttle> and Alice whips around even more afraid. It's just a small black crab though.

Alice shakes her head and tries to steel her nerves.

ALICE

You got this! You got this!

She walks up to the large wooden door of the lighthouse slowly. She reaches for the handle but hesitates when she hears a <crash> from inside.

There are more and more <crashes> from inside, Alice is scared and she looks back behind her to her Grandpa and that dumb seagull waddling around.

Alice takes a deep breath, she grips the harmonica, steals her nerves and reaches for the door while more and more <crashes> come from inside.

INT. LIGHTHOUSE - DAY

Finally, Alice swings open the lighthouse door, her eyes clenched shut and the harmonica at her chest. There is another <crash, this time of silverware> and Alice opens one eye confused.

ALICE

What the--

Alice see's two pirate goons, KILLIAN and JACK, fighting and knocking over silverware and crashing into furniture as they wrestle and argue over a chocolate bar.

JACK
It's mine! Give it!

KILLIAN
I found it first!

KILLIAN(35), skinny and cowardly, holds the chocolate in the air as JACK(36), large and dumb, reaches for it.

JACK
No fair! I'm starving!

KILLIAN
Well you snooze you--

They pause in awkward positions as they both notice Alice standing in the doorway watching her.

JACK
Uh... Who's that?

Alice's confusion and fear immediately drop.

ALICE
Oh thank God! Adults! I was worried you were-- Well I don't know what I thought! Can you help me? Me and my grandpa are lost and have no idea how to get home! Do you have a radio here or maybe a map or--

Alice stops her speech when she notices Killian and Jack have started to continue their fight over the chocolate.

ALICE (CONT'D)
Um. Excuse me! I'm talking to you guys! I need help! Are you even listening?

Killian pushes Jones' drooling mouth away from the chocolate.

KILLIAN
Get lost kid!

JACK
Yeah! This loot is ours!

ALICE
Wha-- No I don't care about that, I just want to get home with my grand-
-

Alice walks forward and the golden harmonica shines in her hands. Killian and Jack stop fighting again, their eyes locked on the harmonica.

KILLIAN

Shush shush kid! Hold on... Is that-

-

JACK

... No way that's actually real--

PATCH (O.S.)

Gold?

Killian and Jack fall over onto each other and scramble to their feet to assume a upright proper position.

Swinging down from rope hanging down in the middle of the room is CAPTAIN PATCH(28), confident and mean female captain, she has an eye patch and a red pirates coat. As well as a sword by her side.

JACK

Captain on deck!

KILLIAN

Captain deck! I said it first!

Patch lands and walks right past them, grabbing the chocolate out of Killian's hand and taking a bite. She looks to Alice, eying her up.

PATCH

Yeah yeah. Stand down you two...
Who's this shrimp with the
treasure?

Killian and Jack look at each other sweating.

ALICE

Shrimp?

KILLIAN

Uh... No idea boss--

ALICE

I'm Alice! Me and my grandpa are
lost! We're just here looking for
help! And frankly you and your
friends have been very rude--

Patch wanders over leisurely and snatches the harmonica while Alice is talking.

ALICE (CONT'D)
Hey! Give that back.

Patch examines it as Alice jumps to grab it out of her hands.

PATCH
Heh! Well I'll be a monkeys uncle!
It's real gold boys! We're eating
good tonight!

Killian and Jack cheer. Their mouths are practical watering.

PATCH (CONT'D)
And I thought we'd be going home
empty handed again. Hm. Thanks
shrimp!

ALICE
That's my grandpas! Give. It. Back!

PATCH
Sorry kid. That's just life on the
sea! Boys, tie her up and let's get
out of here!

Alice's angry confidence drops.

ALICE
Tie me what?!

Killian and Jack march towards her menacingly, rope in hand,
when suddenly--

<CRASH!> Grandpa flies through the stone wall of the
lighthouse and into Jack.

PATCH
What the--

ALICE
Grandpa?!

Alice rushes to Grandpa who lays on his side on top of a pile
of rubble. Killian helps Jack up.

JACK
Ow...

GRANDPA
Oh. Hi Alice! So... Who are your
new friends?

ALICE
Grandpa! What the heck!

KILLIAN
You're grandpa is a boat?

JACK
How did a boat get up to this
lighthouse?

GRANDPA
Great question young man! I was
thrown!

ALICE
By what?

Everyone stops in their tracks when they hear a terrifying
<ROAR> from outside.

GRANDPA
Uh. By that!

They all look out the hole that Grandpa created in the wall.

EXT. SHORE - DAY

Outside, sticking out of the water just off shore, is a giant
SEA SERPENT, shimmering blue scales and sharp red fins, fog
pours from it's open toothed jaws, covering the sea and
melding into the fog all around.

INT. LIGHTHOUSE - DAY

It's bright yellow eyes look right through the hole and to
the arguing group. Patch shoves the harmonica into her jacket
pocket.

PATCH
Boys! Upstairs! Now!

Patch points to the spiraling staircase that goes up the wall
of the lighthouse. She and her goons run up.

EXT. SHORE - DAY

The serpent <roars> again. It bends down and chomps down on a
large boulder sitting on the shore of the island. It bends
its neck and whips it towards the lighthouse.

INT. LIGHTHOUSE - DAY

The boulder flights right through the lighthouse, nearly hitting Killian as he runs up the stairs and making a crumbling hole in both walls.

KILLIAN

Ah! It's learning tools!

Alice starts to run up the stairs after the three pirates. Grandpa stays sitting on the same pile of rubble.

GRANDPA

Alice?! Where are you going?!

ALICE

They have the harmonica! I can't let them get away!

Alice keeps running up and Grandpa is left alone in the main room of the lighthouse.

GRANDPA

Oh. Well... I'll just be here then... Good luck!

Another boulder flies through the lighthouse.

GRANDPA (CONT'D)

Oh boy!

INT. STAIRCASE - DAY

Alice runs up the stairs as the whole lighthouse shakes. A boulder flies through the wall behind her and she keeps going.

A boulder flies right in front of her, nearly hitting her, she hesitates and keeps running.

The lighthouse shakes more and more as she climbs and the wooden steps bellow her feet start to crack and fall, she clumsily and luckily avoids the falling steps as she climbs.

Another boulder, even bigger than the rest, flies through the wall and takes the stairs in front of Alice with it, Alice grabs onto the hole in the wall to stop herself from falling forward.

Alice stops, the path blocked, she looks up the spiral and sees the shine of the golden harmonica sticking out of Captain Patch's pocket as her and her goons run up the stairs above her.

Alice takes a deep breath, steps back and jumps to the steps in front of her right as another boulder comes flying through and destroys the steps she was just standing on.

Alice barley makes the jump and has to climb up the steps. She stands, tired, and continues to jog up.

INT. LIGHT ROOM - DAY

Alice reaches the top of the staircase and enters the Light room. Glass panes are the only walls up here and in the center of the room is a large lighthouse light.

The lighthouse teeters and parts of the ceiling fall and crumble, causing Alice to have to catch her balance.

Alice looks to her left to see that across the room, Captain Patch and her goons have opened one of the windows and have a rope going down to the ground from it like a zip line.

ALICE

Wait!

Killian goes first down the zip line, then Jack. Captain patch takes out her sword and puts it around the zip line. She looks back at Alice.

PATCH

Sorry kid... That's just life on the sea!

Alice runs across the room as Patch picks up her feet and goes down the zip line. Right as she starts to go down, Alice reaches her hand in the pocket of Patch's coat.

Patch zooms down the rope and Alice is left holding the contents of her pocket, her golden harmonica and a folded up piece of map paper.

EXT. SHORE - DAY

Patch reaches the shore and pats her pockets. The harmonica is gone. She looks up to the lighthouse to see Alice staring back at her. Patch smirks.

KILLIAN

Let's go!

PATCH

Wait--

Killian grabs Patch's sword and cuts the zip line, causing it to go limp. Patch looks back up to Alice, who is now stranded atop the teetering lighthouse.

JACK
Boss! We gotta go!

Patch takes one more look at Alice, seemingly sorry for abandoning her. And runs off with her goons.

The Sea Serpent coils up the cliff's edge and around the lighthouse.

INT. LIGHT ROOM - DAY

Alice watches Patch and her goons run away to a row boat on the other side of the island as she grips the harmonica and the paper.

As she stares, scared and stranded, the Sea Serpent continues to coil around the building and it's bright yellow eye raises in front of the window she is staring out of.

Alice screams and falls back.

The serpent continues to wrap around the lighthouse, fog still spilling from it's mouth.

EXT. ISLAND - DAY

The Sea Serpent tightens around the lighthouse, causing more stone to crumble to the ground. It <ROARS> loudly, causing more fog to spill from it's jaws.

INT. LIGHT ROOM - DAY

Alice is on the floor up against a crumbling wall. The wooden floor below her starts to crack and fall. Alice begins to hyperventilate and clutch the harmonica to her chest.

GRANDPA (O.S.)
Alice! Coneja!

Through a new hole to her right, she looks down and see's her Grandpa calling up to her.

GRANDPA (CONT'D)
Remember what I told you my rabbit!
Remember what--

More pieces of wood fall from the floor below Alice and cover her Grandpa below her.

Alice's breathing only gets worse, but she looks down to the harmonica in her hand. She flips it over to find an engraving.

It reads: "Always look on the bright side of things!"

Alice looks up at the giant light in the middle of the room. Then to the right of that, across the room, to a large lever. The serpent's eye coils back around and looks at her through the window.

Alice steels her nerves, shoves the harmonica and paper into her pocket, and stands.

She strides across the room to the lever, perfectly dodging falling floor below her and rubble coming from above her.

She makes it to the lever and starts to pull. The wood below her starts to crack and one of her feet goes through.

ALICE

Ah!

She cannot pull it up, but she focuses on the lever. Alice pulls with great strength and finally, the rusty contraption moves.

Alice covers her eyes as the lever is pulled back with a <thunk> and the light in the center of the room flicks on with a <click!>

The serpent's eyes, looking in through the window, widen in fear as the light quickly grows brighter.

EXT. ISLAND - DAY

The serpent reels back as a bright stream of white light strikes through into the it's bright yellow eyes, instantly burning them to crisps.

The serpent <roars> in pain and it's open jaws stop producing the flow of fog.

It's body uncoils around the lighthouse as it goes limp and falls back into the sea with a large splash.

INT. LIGHTHOUSE - DAY

Alice rests against the lever, her one foot still stuck in the cracked floor. She takes a deep breath and exhales exhausted.

GRANDPA (O.S.)
... So was that a good splash or a
bad splash?

She sighs and chuckles. She takes a moment to close her eyes and relax.

EXT. ISLAND - DAY

The fog all around begins to dissipate as the lighthouse shine's it's light and teeters, many large holes in it's walls and ceiling, but still standing, somehow.

GRANDPA (O.S.)
I'm assuming good splash... Alice?

EXT. SHORE - AFTERNOON

Alice slowly pushes her Grandpa down cliff's hill and towards the shore, the sky blue and cloudy behind her and the once creepy island now bright and joyful. The lighthouse is done teetering, standing confidently even with it's many holes.

GRANDPA
Almost there! One more big push...
Okay maybe two!

She makes it to the sand and with one more big push, Grandpa is back in the water.

GRANDPA (CONT'D)
There it is! We did it! Back in the
water and ready to sail captain!

Grandpa moves his rudder in the water and turns slightly. Alice is exhausted, she falls into the body of the boat and spreads her limbs.

ALICE
Oh. Yes. Back in the boat. Never
land again... Only easy to push
through water. Yes... Sigh...

Grandpa laughs at this. Alice stares at the now fog-less sky as she lays on her back. Grandpa see's her staring and looks up to the sky with her.

GRANDPA
Wow. It turned into quite the
beautiful day, huh?

Alice thinks. She cracks a smile.

ALICE
... Yeah. Yeah I guess it kinda
did.

Grandpa is shocked.

GRANDPA
Gasp! Alison Aguirre! Did you just
say it was a beautiful day?!

ALICE
Shut upppp!

GRANDPA
Who are you and what have you done
with my mopey granddaughter!

ALICE
Don't ruin the moment! Please!

GRANDPA
Okay! Okay... It is a great day for
sailing though.

Alice stands and stretches.

ALICE
You think every day is a great day
for sailing.

Alice checks her pocket and pulls out the harmonica and the
paper. She unfolds the paper revealing a map.

ALICE (CONT'D)
Woah...

GRANDPA
What is it?

ALICE
It's... A map! Full of islands!
Where the heck are we...

GRANDPA
Hm. A map to what?

ALICE

A map home hopefully! If this is
the lighthouse island that means
we're... Here!

Alice points to the bottom right corner of the map.

ALICE (CONT'D)

And the closest island to us is...
Here! To the west. Maybe we can get
better directions from whoever's
there!

GRANDPA

Worth a shot! I'll set a course
captain!

ALICE

Captain... I like the sound of
that.

Grandpa starts moving towards the setting sun as Alice takes
a seat with her map.

GRANDPA

... You know what would make this
beautiful day even better though?

ALICE

Don't!

GRANDPA

Sea shanties!

ALICE

Grandpa stop! You're captain
demands it!

GRANDPA

Ooooooh!

ALICE

Nooooo!

EXT. PIRATE SHIP - AFTERNOON

Watching Alice and her Grandpa sail off towards the sunset,
Patch and her two goons stand at the edge of their large
pirate ship. Patch looking concerned.

GRANDPA (O.S.)

Safe and sound at home again, let
the waters roar, Jack!

ALICE (O.S.)
Cut it out!

To their left a mysterious figure with a deep voice clears his throat.

MR. JONES
So. No gold in the lighthouse
either it would seem?

This is MR. JONES(?), the real person in charge of these pirates, covered completely by the shadow of the sails, piercing through the darkness is his bright yellow eyes and angler fish light hanging above him.

Killian and Jack assume the same straight backed salute when Captain Patch first came, but more scared.

KILLIAN
No sir! That girl and her grandpa
boat got away with it!

JACK
We're very sorry sir!

MR. JONES
Yes well... That's okay.

Mr. Jones stares at Alice as she sails away.

MR. JONES (CONT'D)
... There are things more important
than wealth after all...

He turns to walk away.

MR. JONES (CONT'D)
Set a course to follow those two,
captain.

PATCH
But, sir--

He turns back, his deep blue eyes furious at the insubordination. Captain Patch flinches.

PATCH (CONT'D)
... Right away sir.

MR. JONES
... Very good...

Mr. Jones walks away and Killian and Jack follow. Patch turns back to the sunset and stairs as Alice sails off. Her face filled with dread.