

The Amazing  
Adventures of  
The Great  
**TEMPURA**

Open on a fabulous world where ogres, dragons and pink flamingos live in perfect discord with kings, princesses, cave snakes and bandit monkeys. This is a fantastical place called FLAT LAND.

Out on the plains of FLAT LAND (which is not really flat at all), lives an intrepidly valiant hero who goes by the name of the GREAT TEMPURA.

Half mole, all samurai, this valiant adventurer roams FLAT LAND in search of the Cup of Eternal Clarity. Many perils lie in his way as he battles to save beautiful princesses from abysmal chastity and struggles against the most stupid of oppressors.

But somehow, the GREAT TEMPURA always manages to get it wrong. Maybe it is because he is a mole, maybe it is because he is a dreamer, but all the same it never quite works-out as it should. To help him in his blunderings is his well-meaning yet idiotic squire, LAPPY LABBIT, who follows him blindly.

This dynamic duo, forging from adventure to adventure, is precisely the people you do not need to meet.

## **STYLE**

Deeply rooted in 'slapstick' comedy, these short fables are entertaining takes on traditional Zen morality tales. Each situation proposes a dilemma, followed by a ridiculous solution that leads to a 'moral conclusion'. Even though the series is strongly influenced by eastern art and fables, it is above all a situation based proposition; using strong characters in the silliest of situations.

## **FORMAT**

26 episodes lasting 13 minutes, each episode made up of 4 independent modules.

Each module is a short story that can either be assembled into narrative blocks or mixed to create general themes, therefore permitting different broadcasting permutations.

In between each module is a 'link' that lasts approximately 10 seconds.

## **TARGET AUDIENCE**

8-12 year olds. The series is designed with a view to a family experience where the story and its subsequent "moral", is a point of discussion for both child and parent.

## SILLY FABLES

### THE QUEST

The GREAT TEMPURA is engaged on a perpetual quest; to return the Cup of Eternal Clarity to its rightful owner, the GREAT WHITE WORM. This recurring theme takes GREAT TEMPURA across FLAT LAND, yet his adventures are often far less noble than his dreams.

### NARRATIVE STYLE

Each fable is based on a simple 3-act structure, interspersed with 'gags' and wound up by the narrator announcing a 'moral' conclusion. The 'moral' conclusion resolves the situation reinforcing the comic element of the series.

The series is light, funny, lively and energetic, each episode being a simple and entertaining story driven by the silliest situations.

The stories are fun and surprising, the characters clear and strongly defined and the narrator mildly mocking, all making for the daftest few minutes on television.

### THE GAGS

GREAT TEMPURA and LAPPY LABBIT are their own worst enemies and the world their greatest trap. A chair, a window, a balloon, or a trestle is just as dangerous to them as the most fierce of dragons. The comedy is predominately physical, making each fable dynamically entertaining.

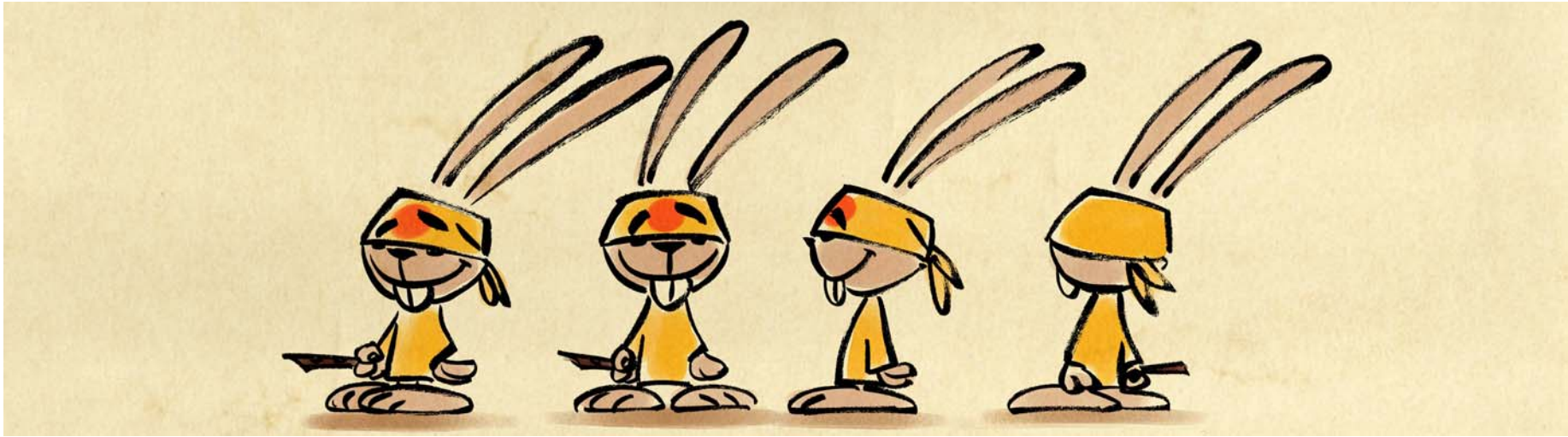
## The Two Principal Characters



### THE GREAT TEMPURA

The GREAT TEMPURA is above all a samurai, blind as a mole, but all the same a samurai. He leads the life of a fabled hero of the past, championing austerity, loyalty, justice and force. He is a guardian of nature, the martial arts, dancing and above all singing (which he performs very badly). He is unwavering, honest, valiant, serious, but above all exasperatingly altruistic.

In the course of each adventure he is faced with a test that he always accepts with fervour, often as not managing to get it wrong. His strength is his dream to honour the tradition of the great samurais but it is also his nemesis.



## LAPPY LABBIT

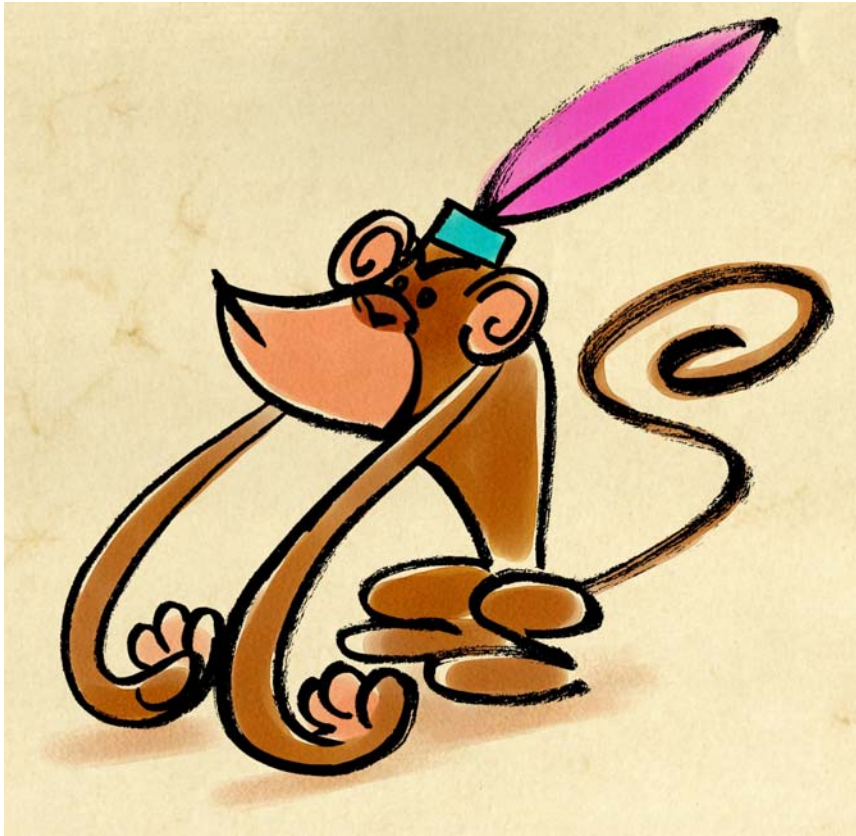
LAPPY LABBIT is the GRAND TEMPURA's extremely loyal apprentice. He has all the greatest qualities of a novice, following through thick and thin his mad master the GREAT TEMPURA. He is a little stupid; he lisps, speaks far too quickly and is very easily impressed. He has an inexhaustible amount of energy and is above all absolutely incompetent.

Yet, in spite of his stupidity, he is often able to see the wood from the trees, realising the consequences of a given situation, where as his master is utterly blind to them.

A SMALL SELECTION OF SECONDARY CHARACTERS:



THE DRAGON



THE INDIANS



THE FURY TWINS



## THE WORLD OF THE GREAT TEMPURA



### FLAT LAND

FLAT LAND is everything but flat. It is also a topsy-turvy world, where roads go nowhere and signs perpetually change. It is a place inspired from ALICE IN WONDERLAND and DOCTOR SEUSS.

### GRAPHIC STYLE

Highly influenced by the paintings of the Zen masters, the backgrounds are drawn on a traditional paper, filled only with the most essential elements for each scene.

## A FLAMING HOT AFFAIR ;(PILOT SCRIPT)

NARRATOR:

(Establishing shot of FLAT LAND. Crash zoom-in on a small raining cloud, under which are walking our two heroes. LAPPY LABBIT plays his tin whistle.)

Behind this perfectly idyllic scene, reigns a permanent danger, fear ready to attack at any moment.

Oh, but who is that? It is the great sage, the venerable Grand Tempura on his perpetual quest, shadowed by the ever-loyal accomplice, Lappy Labbit.

But what are they searching for?

Are they ever going to find it?

The torrential rains stop. The GREAT TEMPURA (GT) stops abruptly. LAPPY LABBIT (LL) runs into him.

LAPPY LABBIT

What is it, oh Grand Tempura?

With a flurry of his hand to command the silence, GT falls into total concentration. A lightning bolt from the dark cloud strikes LL, burning him to a crisp.

GREAT TEMPURA:

Did you hear that? s

LAPPY LABBIT

Yup... I heard it. She could have been a little more polite!

GT administers a slap around the ears. LL falls out of frame.

(SFX: gong).

GT turns his head in contempt.

GREAT TEMPURA:

The fool does not interrupt the master.

LAPPY LABBIT re-entering frame; sorting out his ears, obviously frustrated.

The pair walks on a few paces before GT is caught in a trance. Before them lies the most enormous scaly-green boulder.

GREAT TEMPURA:

(in a trance)

A female Dragon... terrible problem...

SFX - WIPE

A female Dragon, her long chin propped up on her belly, sobs.  
LL looks up and quakes.

GREAT TEMPURA

... Yes, a dragon!!

GT jumps out of his trance and also looks up, unperturbed.

GREAT TEMPURA  
(matter of fact)

Can I help you?

The DRAGON coughs and splutters, unable to speak.

GREAT TEMPURA

I'm sorry. I didn't catch that.

The DRAGON continues to cough.

GREAT TEMPURA

Hmmm. I really can't help you if you keep spluttering like that.

LAPPY LABBIT  
(whispers)

I think this is the quest.

GREAT TEMPURA  
(whispers)

Hmmm. Do you think so?

LAPPY LABBIT

She is a dragon. On the other hand, we could just run away?

GREAT TEMPURA:

If you wish to be honourable, do not turn away from the misfortune of others.

LAPPY LABBIT:

LL shakes his head.

Well then, what shall we do then?

The Dragon lets out a heaving sob.

GREAT TEMPURA

(shouting)

Don't you worry. You are in capable hands now.

The Dragon nods and smiles mawkishly.

GREAT TEMPURA:

(authoritative).

Open the all-knowing thing.

LAPPY LABBIT:

(Leaping, hyper excited)

Yahoo, The 'everything on everything'.

LL pulls out from his back, a rolled parchment. He unrolls it very quickly. On the parchment are five icons. (A castle, a skull and cross bones, a love heart etc) and in the centre a dragon's head.

GREAT TEMPURA:

In the dragon chapter...

LL pushes the dragon icon.

... Paragraph « TROUBLESHOOTING », subparagraphs 4.

The icon lights up very quickly.

LAPPY LABBIT:

WOAH, you're going faster than the machine.

GREAT TEMPURA:

There is our solution.

LAPPY LABBIT:

(Numerous icons appear.)

I If she has a broken nail.

2 If she stinks like a skunk.

3 If she snores.

Ah, there.

4 If she stops spitting fire... One must prepare a special mixture.

For that we need.

**A monkey hair.**

GT and LL catch a monkey in a tree and tear off his Indian feather. LL is thrown out of the tree.

**A handful of Fury Twin Hair.**

GT and LL tip toe up behind a Fury Twin and tear out a handful of hair. LL again is thrown high into the air. The Fury Twins look at each other revealing the one is naked.

**A fresh flea dropping.**

Parting a large leaf, GT stands back, whilst LL looks through a magnifying glass at a line of fleas and takes, with a rubber glove, a dropping. He takes a sniff of it and falls unconscious.

**An egg from the cave snake.**

ZL runs out of the cave at great speed, egg in hand; the snake in hot pursuit. LL slams into a door that has just been closed by GT.

LL looks to camera.

LAPPY LABBIT:

(Looking at GT)

**Can I change character?**

GT smiles tightly.

Above him appears a flashing arrow, with a sign next to it.

HEROS - DANGER - KEEP AWAY.

SFX- WIPE

LL, sporting a chef's hat, stirs a mixture in a caldron as GT watches over him.

GREAT TEMPURA:

(Taking a sprig of herbs and dropping them into the mixture.)

**There is the chef's secret.**

There is a small explosion.

(WOUFF!)

LL fries his face: glance to camera.

SFX - WIPE

A female Dragon, her head lying on a hillside, whimpers. GT scratches his head. Suddenly LL has a brilliant idea, his ears prick up, beaming like neon lights.

They both run off screen, returning with a huge catapult.

GT cuts the rope, the cauldron flying into the air; LL still attached to it. The dragon drinks the mixture; LL lands on GT's shoulder, falls and thumps to the ground.

GREAT TEMPURA:

(Looking at LL)

**As my great ancestor, the Old Mole, once said: When you've fallen that low, you cannot dig any deeper.**

LL stands up and listens to the rumblings of the dragon's stomach. Hearing a muffled explosion, LL escapes as fast as possible. A bubble raises up her stomach, up her neck, passes through her eyes (that turn red and yellow) before coughing a horrendous stream of fire.

GREAT TEMPURA:

(Taking out his wooden sabre and he holds it in front of his face)

**Get behind me. The Sacred Sabre will protect us.**

LL looks at the wooden sword, shaking his head nervously, his eyes catapulting out of their sockets. The flames career straight for them.

LAPPY LABBIT

(Seeing the danger, crosses his ears and shouts).

**Time Out!!!!**

Everything screeches to a halt, only LL moving (SFX TIME SLICE- MATRIX). He pulls out a counting frame from his cloak, calculates, then recalculates the trajectory of the flames, taking measurements and distances. He winks to the camera, obviously proud of himself, clicks his fingers and the action continue.

The flame rebounds off the sabre, wrapping round GT but burning LL to a crisp.s

LAPPY LABBIT:

(LL looks to camera.)

**I'm sure I did it right.**

GREAT TEMPURA:

(Puts his sabre back in its scabbard and looks at LL).

**Once again, my ever-trusty sword saved me.**

He makes a victory gesture.

The Dragon spits more flames. GT & LL run off.

(Crash Zoom to reveal FLAT LAND, as at the beginning.)

NARRATOR

And the moral of the story is: One must always help ones enemy, even by sacrificing a friend ... Well, errr, nearly all the time. Actually it seems like a very silly moral....

THE AMAZING  AVENTURES OF THE  
GREAT TEMPURA

A  production

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