

*The 15<sup>th</sup> Century A.B.  
Laser Battles are a thing of the Past.  
War is forgotten  
until Evil enslaves all but one man,  
the pirate Oakensteele.*

*Elegant Art-nouveau sci-fi Pirate saga;  
no blood, all action in  
a mystical story of innocence that rediscovers  
the real human emotions of pure romance;  
full of surprises and happy endings.*

Imagine a classic Hollywood pirate saga ministered by the old Hays Commission; no gratuitous sex or violence, crammed with romantic drama, classic action adventure made in the Spirit of the Golden Era of Hollywood with all of the digital innovation of today. Oakensteele is traditional, wholesome, family entertainment where good triumphs evil...

## *Oakensteede & the Infinite Power of the Eight Second Kiss*

Few can remember those full-blooded swashbuckling adventures made in an era when a lingering eight-second kiss was the length a producer could go to depict physical attraction, the great romantic dramas from the halcyon days of Hollywood, wonderful movies that invited viewer participation.

The eight-second kiss was the perfect suspension of disbelief. Audiences were willing to use their sweet imagination filling in passionate blanks; they believed to see what they chose. Sex was a private matter.

Conversely, when it came to visual authenticity, disbelief was a danger not easily avoided. Bogus and fake were hard to ignore; great care was taken to create swordplay, sets and props that would not cause offense, but the Great Love Scene, however deeply moving and convincing, would be forgotten, ridiculed even, if followed by a travesty of model galleons fighting in the studio tank. It is different today with seamless digital effects. Imagine the spirit of those great romantic dramas living today, within an adventure story produced with the best 21<sup>st</sup> Century actors, direction, production design and digital artistry and then you will have an idea of the emotional impact of Oakensteede.

## *Oakensteele - Legendary Tree, Planet & Pirate*

The 15<sup>th</sup> Century AB – a Golden Era in the distant future: technology has peaked with the harnessing of antimatter, the core of black holes, and the greatest energy source known. War is forgotten; time has healed old grievances and a lasting peace has prevailed for a thousand years; with all this cosmic harmony a grand renaissance of art and culture has taken place infusing the Free Planets with bright optimism. Democracy rules the 17 Free Worlds under the broad guidance of a benevolent patriarch affectionately called Good King Freddy.

Story opens on Oakensteele, a backwoods world, the lush green planet named for the mighty Oakensteele trees that will only grow there; these ancient, giant rust-encrusted trees supply the timbers from which solar sailing ships and elegant space galleons are hewn; wood lighter than Oak yet many times stronger than steel, impervious to meteorites and other speeding hazards of space. Fine shipwrights the known universe over will only build with it and Oakensteele is the name that will to come to mean hope to all freedom-loving folk across the 17 Free Planets of Humankind.

Within the short span of three years, every free soul will be forced to live under the yolk of rule of the Evil Queen Lilibet; who, aided by her monk Transputan, deposes benign King Freddy to impose her tyrannical will on all - except one man, the legendary pirate known simply by the name of the timbers of his humble little ship and the distant forest planet he calls home, Oakensteele. Who could have guessed that the fierce pirate hero standing alone as last hope of freedom for every man would emerge from the idyllic glades of gentle poor woodsmen on the forest planet of Oakensteele?

But the good pirate is seduced by wealth, power and lust for glory by Queen Lilibet, who is secretly a pawn of the Durman, the Evil Underlord of the Universe - who now has a clear path to invade the Free Planets with his cruel hordes of demon bugs.

All is lost - the Great Oakensteele is a traitor - there is only one soul who knows differently, a mere bird, yet who would ever listen to the pirate's talking shoulder parrot?

## *The Story of Oakensteele - combat using the Ultimate Technology*

The Age of Enlightenment, the peaceful millennium after the ultimate scientific feat of harnessing antimatter. War is a thing of the past, because, perhaps, the fearsome possibility of creating weapons so incredibly destructive has proven to be the perfect deterrent.

Science at a peak there has been a renaissance of academia and the arts, society and refinement; this is an era of 'civilized' values, ethics and esthetics; fine manners, courtesy, modesty, persistence and prudence prevail; chivalry is far from dead.

To fight for truth and honor with pistol or sword is courageous.

Swordplay is fashionable; ancient single-shot black-powder technology for pistols and cannon has been revived. There is scientific good reason for this. Antimatter is an unstable substance that needs low-velocity delivery system to safely hit target.

Black powder is a smoldering, slow explosive than can safely shoot anti-matter cannon and musket balls, which do not explode, but implode in a flash of energy, on impact the target is sucked into the void, shrunk into particles of dust!

Antimatter simply shrinks material until it reaches mass whether it is living or inanimate. In combat, a solar sailor can lose his complete arm from an antimatter musket ball.

Flesh, blood and bone of his whole limb sucked into mass the size of a grain of sand, leaving a bleeding stump.

In a space battle the side of a man-o-war Space Galleon shimmers as implosions fracture and shatter the fabric of mass, hungrily absorbing perception into oblivion.

Direct hits from antimatter cannon balls suck protective energy shields until the galleon is exposed naked, imploding outer timbers until the ships innards are exposed to space.

Antimatter Technology is established early in the title Space Battle Sequence setting the paradigm for continuous action with pistol, cannon, and traditional swordplay with rapier, saber and cutlass.

## *Oakensteele - Metaphysical Conspiracy & Spiritual Combat*

The 15<sup>th</sup> Century A.B. Good King Fred watches over the 17 Planets inhabited by Humankind and with other than the occasional quibble, peace has prevailed for 1500 years. Then sudden talk of war as the Planets buzz with fearful rumor of the Curse of the Durman, which becomes reality as Freddy is deposed. His cousin Lillibet becomes Queen in a conspiracy contrived by Transputan, a court monk empowered by the Dark Lord, The Durman, the Most Evil Power In The Universe.

Fred's role essentially is to protect the Secrets of Antimatter; to control the Technology is control the Free Planets. Once upon a time there were 19 until fifteen hundred years ago in 'The War to End Wars' when two worlds eviscerated each other with antimatter bombs.

A.B. means 'after the bomb' - the Antimatter Bomb.

As the pirate Oakensteele begins to defeat the Queens ships he discovers Rainbow Planet, a swirling mass of scientifically improbable vibrantly colored gas, this stunning world has the most powerful gravity and a mysterious reputation: Ancient Mariners fables tell of it being 'God's Home' the center of the Universe. In recorded history, no ship has ever been known to return from its surface.

It is at Rainbow Planet that Oakensteele chooses to lay his trap for the Queens fleet, but is betrayed, and fails. Ordering his crew to abandon ship, Oakensteele saves their lives and goes down at the helm of his ship, his death witnessed by the servant girl he loves, who is revealed as King Freddy's daughter.

Yet, unlike any Solar Sailor before him, the young pirate returns from the depths of Rainbow Planet.

He now has a beautiful white talking parrot as the plot takes a twist. Queen Lillibet falls for him, in an act of betrayal to his men and the cause he becomes her Lord Admiral, the most powerful military man in the universe.

Transputan is suspicious, but his psychic delving into Oakensteeles mind reveals little, no one suspects the innocent white parrot.

Monk and Queen revealed pawns of the Evil Immortal Spirit Durman who has coerced Insect Vlug Warrior Plague to enforce his capture of the 17 Free Planets.

Oakensteele frees King as his white parrot is revealed to be much more than a mere bird in an ending that uplifts the spirit with optimism and hope...

# *Oakensteele*

## *Opening - A glimpse of Merrill's destiny*

A young girl seeks her future in a crystal ball and reprimanded for playing with the evil toy, but not before seeing a youth in an emerald green tunic leave his rustic world in solar sailing ship to attend School on Royal Planet.

## *Title Sequence - A taste of things to come*

Space battle! A solitary bold pirate ship defeats Royal Squadron demonstrating the ultimate weapon of the universe, Antimatter Technology. The Pirate wears same emerald tunic...

## *Act One - Farewell Sweet Innocence*

On way home to Forest Planet youth meets young Maidservant of elderly Aristocrat. They get to know each other on Oakensteele. She is kidnapped, revealed to be Princess Merrill. Her father, King Freddy, is held in psychic bondage by the evil monk, who plans to bring the Queen to power in a conspiracy to take over the 17 Planets of Humankind. Youth joins Freedom Fighters, jailed on Royal Planet, loses leg in escape bid.

## *Act Two - Convict, Pirate, Hero*

Youth now Pirate Oakensteele, gaining galactic fame, giving hope to the people, fostering rebellion, the only remnant of resistance left against Queen's regime. Meets Princess again in she doesn't recognize him as pirate until he loses his new leg saving her life. In pivotal battle sequence his gambit goes wrong - she sees pirate perish, to go down with his ship on Rainbow Planet. Miraculously his ship survives. Back from the dead with a new parrot Pirate treacherously changes sides to become Lord Admiral and lead the Queens Fleet as conspiracy reveals the Evil Underlord of the Universe, the anti-God.

## *Act Three - Traitor, Cheat, Savior*

Here come the Vlugs, demonic-looking bugs coerced into fighting Humankind by the Evil Underlord. Sacrificing his life to save mankind, the pirate frees the king and his men and fights Transputan, Merrill saves him but the Underlord wants her, takes to the flesh. There is one thing that can beat this Evil - a pure white bird that can fly in space!

## *Climax - Deadly Duels & Mysteries Solved*

Lured by lust for Merrill into a trap laid hundreds of years earlier by the Durman's eternal enemy, the benevolent powers who befriended the pirate on Rainbow Planet, the Underlord of the Universe finally comes into the flesh to be trapped when he leaves his heart of crystal.

## *Oakensteede: Characters in Order of Appearance*

### *Oakensteede*

Pirate, freedom fighter & hero of the oppressed; son of poor woodcutter shipbuilder on rustic forest world of Oakensteede.

### *Harry*

Grizzled forester shipwright who becomes Oakensteede's 1st Mate

### *Derek*

Artist & Woodcarver - Oakensteede's chief gunner

### *Merrill*

Wild girl with penchant for soothsayers toys; sees her destiny in crystal ball, sets out to chase it; fortunately her fencing teacher best in Milky Way.

### *Lord Altoid*

A traitor; elected leader of a Free World Planet; trades trust to become agent of the Durman.

### *Queen Lillitbet*

Befuddled manner hides cunning mind, the Good King's ugly un-wed niece; sells her soul to The Durman in return for youth, beauty and power.

### *Transputan*

A cruel, cunning and vicious monk; Rasputin had nothing on this mad monk. Carrier of the Dark Crystal, and an Immortal Servant of Derman.

### *Good King Freddy*

Protector of the Democratic Worlds and Anti-matter Science, great swordsman; wields power over all, except his daughter. Held in physic bondage by Transputan.

### *Sad King Vlug*

Leader of a civilized though fierce insect people imprisoned by the Durman. A wise old beetle and a great warrior.

### *The Dark Legend: The Durman*

“The Durman is Underlord of Everything Evil that has existed since the beginning of space and time; a spirit essence that exists in a ‘heart of stone’ with live incarnations inspired only by lust for extreme beauty in the flesh...”

*From the Kings Book*

## OAKENSTEELE

*Original story - treatment in three acts - C.J.Fitzjames - WGAw 27087*

### Opening Sequence - a glimpse of Merrill's Destiny

#### *In the Good Kings Castle*

A golden summer's evening fills the cavernous bedchamber with a soothing ambiance; a pretty 10-year-old girl sits in the window casement, motionless, transfixed; gold curlicues in her gown flicker in the twilight, as do wall tapestries and gilt fineries; the room bespeaks great wealth, yet the child has a dirty face, and is disheveled; she is captivated by a crystal ball.

#### *Seen in the Soothsayer's Crystal*

Light flickers in the glass; the child frowns, concentrates, begs the ball not to stop, to tell her future; a green orb floating in a starlit sky materializes; a verdant globe of luxuriant green with a glittering pink ring, then trees, giant trees in a vast forest. Now a three-mast sailing ship sitting in a glade, a blonde youth in an emerald tunic standing before it waves - the girl's eyes grow wide - as majestically, the ship lifts gently up into the blue.

An elderly servant woman bursts into the room, cuffs the child, and tries to confiscate the ball telling her it is dangerous, but the girl is fast and escapes with her ball.

#### *The Planet Oakensteele*

Space; starry heavens, the very image from the crystal; this is Oakensteele, the Great Forest Planet, a verdant globe of luxuriant green continents, aqua oceans and glittering pink ring; a shining emerald in the starry firmament of infinite space.

Down into the deep lush forest, deep amongst the glades of giant trees from which this world takes its name, the country folk are having a picnic; a celebratory party, dancing, singing, eating, making merry. A woodcutter's son is leaving to go to the capitol world to attend the premier First School of Law; and fine upstanding youth he is too.

Soon, this lithe, innocent young man will become the pirate Oakensteele and the humble three-mast merchant ship being built by his late father timber-by-timber in the clearing will be armed with cannon and become the most feared predator known, her name is 'My Lady in Waiting' and she will prove to be match for the mightiest galleons ever to sail the winds of space, feared and loved by solar sailors of every stripe. The party quiets, the mood suddenly solemn and serious; the boy in the green tunic is presented with a Golden Swordaxe and led to a large rusty bear crudely carved from wood; the ritual starts. An old forester strips off his green tunic, unsheathes his sword, takes a mighty blow at the bear, the blade bounces off the rusty wood with a shower of sparks; other men draw their swords, finally the bear breaks a blade. Now it is up to the boy, he hefts the mighty golden Swordaxe. The bear splits and splinters; the image mists over. The girl frets, the ball flickers - she peers into it intently...

#### *The Pirate Oakensteele & the Grand Renaissance*

Though the same era, a dramatic difference in social class - the tinkle of harpsichord to the laughter and silverware - a crash of cannonball through the a dramatic change of gear



The feared cry goes up - pirates! Fear on faces; yet for some, the servants and lackeys, there are feint smiles - of hope - someone mutters the name of the pirate 'Oakensteele' - and there is his ship...

## OAKENSTEELE

### Title Sequence Battle

The Pirate solar sailing ship flies red and white striped sails, her gilt figurehead a maiden carrying a golden platter, her name is carved on the banner 'My Lady in Waiting'. She is a miniscule craft compared to the three mighty space galleons of the Queens Squadron, and makes way with ease in the tumultuous liquid gases of the upper atmosphere of the planet.

Battle Stations are called; solar sailors of the Queen's Fleet scurry to prepare for combat.

On the pirate ships bridge the captain stands alone, hair bleached white from the sun with peg leg and parrot on shoulder, green tunic and tattered red stripes; below, on deck his men prepare to the engage; they too wear tattered red and white stripes of convict uniforms loosely over space suits and armor. His officers report; recognisable as the All is ready - he draws his huge two-handed gold cutlass, this is the swordaxe from the previous sequence. It is difficult to conceive this fierce buccaneer is the same person as the youth; few years have gone by yet he is driven by some inner demon that was not there before.

Below decks gunners load their cannon with black powder and push home cannon balls.

Oakensteele waits then - Fire!

The two ships exchange broadsides.

Oakensteele's famed gunners shoot true. Cannon balls impact the galleon. Timbers shimmer and shatter; time creaks in harsh complaint as the very tapestry of reality shakes; space is pulled in on itself, mass shrinks in reverse explosions as direct hits take out gundecks leaving gaping holes sucking in smoke. implosions suck timbers and enemy by into the void

Safe to close in, Oakensteele orders his helmsman alongside leads his men, sabers clash as the pirates swarm the galleon's decks and rigging; the battle is fierce, though Oakensteele only has one leg - an epitome of the pirate on the Spanish Main - he has great strength and dexterity, slices through the enemy ship's main mast with two mighty blows of his sword; the rigging topples, the galleon crippled a huge jubilant sword fight ensues a the Pirates cry:

### *Join the Pirates and Fight for the Return of Good King Fred*

Solar sailors face off, but they cannot kill each other. "Join us and fight for the King!" as Oakensteele calls for them - join him - the men turn on their masters, Officers fat with powdered pink flesh; the Queen's sailors put their weapons down and surrender joining the pirates leaving the Queens Squadron smashed and burning as the Lady in Waiting makes off with treasure. The ten-year-old girl is jolted out of the crystals scene by a hearty cuff, scolded and reprimanded. "Mark my words child, that crystal ball is no harmless toy but a dangerous soothsayers tool."

There is much defiance and love between old woman and young girl - who escapes and hides her crystal ball.

An olde worlde ripple dissolve...

Act One:  
OAKENSTEELE  
Farewell Sweet Innocence

*Seven Years Later*

The girl has grown; Merrill is now a 17-year old beauty; she furtively glances around as she secretly packs her crystal ball, readying steamer trunks for a long trip; goes to the window and looks down into the town; ancient narrow winding cobblestone streets, half-timbered houses, church towers, spires and cathedral domes; she starts admonishing old dowager for tardiness, it is the same woman who cuffed her as a young girl.

*Graduation*

Young Jack works diligently in classroom; this is Olde Worlde with scratchy chalkboards and motes of dust dancing in beams of golden sunlight; a time of civility, gentility and elegance fine clothes. Jack finishes writing and dreams, staring from window across the rooftops of the town under the towering benevolence of the ancient castle.

*Goodbye Planet Royale*

It is time to return home. Jack is seen off from the dock of the Cosma Trader, a solar sailing ship of the commercial fleet, is bound for the backworlds, the rustic planet of Oakensteele. The girl is a maid in service to the old aristocratic dowager and bumps into Jack on the observation deck as the ship lifts from the Royal Planet; chemistry between youth and servant girl fizzles as they marvel at the planet's upper rings, not unlike a crown.

*Passage to Oakensteele*

Merril often bumps into Jack, wants to talk to him, but her stern mistress is always there...

*Stalked by the Dark Marauder*

The Cosma Trader is being tailed by an ominously beautiful craft; a sleek black frigate flying black sails and showing no lights - aboard is the Royal Court Monk, the evil Transputan.

*Love Aboard the Cosma Trader*

The girl consults her illicit toy; the crystal ball still flickers with inner life, behind her in the ships window is the world she keeps seeing in the crystal, the Forest Planet, Oakensteele.

*The Wooden Moon*

On Oakensteele a celebration is being prepared for Jack at the Wooden Moon Inn. He is reunited with old friends Derek and Harry; hints of conspiracy but Jack hardly

notices as a good time had by all; the young maid is also staying at the inn. They finally get to talk; she asks him about a sailing ship, he answers and they sneak away from the festivities.

### *My Lady in Waiting*

Merrill has remarkable equestrian skills for a maidservant - after a breakneck moonlight ride through the forest they arrive at a clearing, and the sailing ship started by the youth's father, a beautiful craft with a figurehead of a golden girl and named 'My Lady in Waiting'.

### *Ambushed by Footpads*

There are no footpads or bandits on Oakensteele, consequently the couple are surprised when they ambushed; the girl's swordsmanship is spectacular, in fact, better than his; outnumbered, it is obvious that the bandits would gladly take his life, yet fear harming her; almost overpowered, she bargains with them. "Do not kill him otherwise I will see to it that your souls will all surely perish!" - "Obey her!" commands the monk from the dark marauder.

### *The Morning After & Rumor of War*

Jack comes round the next morning in his own bed to find that the dowager and her young maidservant have checked out of the Wooden Moon, and he is powerless to find out why. No one knows anything, it is as if there is spell on them - there were no ships departing over night. And there is sudden rumor of war, intergalactic war, but there are no warlike peoples or planets anymore - all is peaceful under the wise guidance of Good King Freddie!

### *Bad News - soon to be Queen, Cousin Lilibet Rules*

Jack and his friends watch the news; the King is deadly ill and has been replaced by Lilibet. It is revealed that the maidservant is Princess Merrill, the King's daughter. Merrill obviously, has been coerced to sponsor her evil aunt Lilibet. The Queen now has twelve of the 17 planets inhabited by humankind under her thumb, the remaining Free Worlds plan to secede from the Royal Protectorate in loyalty to King Freddy ...

### *The fall of the Free Worlds - Intergalactic Invasion Sequence*

A dramatic visual exposition of the fall with a montage series of space battles; none are match for the vastly superior military of Queen Ships The Royal Squadron.

Jack and his fellow forresers try to resist but there is a a taitor in their midst - Lord Altoid - as Lilibets men slaughter the militia of [after millennium of peace there is rumor of war; intergalactic war; but there are no warlike beings Good King Freddie](#)

### *All of Mankind's Planets now ruled by Lilibet*

Lilibet anxious to be crowned; the sooner she gets her planets the sooner she will be queen, but, she is reminded, she has to be married - according to Ancient Law.

### *Oakensteele - the last loyal planet to fall*

Merrill watches Lilibet's troops capture the forest planet, put down dissenters, and take them away in chains, dressing them red and white striped prison uniforms; the Foresters are now convicts, and transported, ironically, in the newly-commissioned trading

ship 'My Lady in Waiting' to Planet Royale to start a new life of forced labor. The conspiracy has worked perfectly, all Lillibet needs now to be officially crowned Queen and Monarch, is a husband!

## Act Two:

### OAKENSTEELE Convict, Pirate & Hero

#### *The Chain Gang*

At the Royal Castle Merrill nurses her sick father in the captivity in his own bedchamber; she finally works out what is wrong with him, Transputan has him psychic bondage.

Meanwhile, at court, unable to legally get around the ancient charter, the future Queen has to marry in order to take power, but whom will she take as an husband? Coronation and marriage perfect propaganda so Transputan proposes she marry Lord Altoid, the traitor responsible for the fall of Oakensteele. Lillibet has other ideas, she fancies the young man she has seen working in her quarry, and orders Jack moved to her flower garden in the castle.

#### *The Durman*

Merril sneaks around the castle attempting to help her father; secretly witnesses meeting with Lillibet and Transputan using his dark crystal; a hovering column of darkness materializes, the evil Durmun offers Lillibet ultimate reward, immortality and eternal youth in return for giving him the planets. Merrill is disturbed, who can Merrill trust, her father can't reply, and her old maid servant is strangely reticent to help. She and Jack are reunited briefly when swarm of bees attacks Merrill – horses bolt – garden – oak saves her life – repays her by escaping *'My Lady in Waiting' Stolen by Owner Oakensteele Loses Leg*

The guards fire; hit Jack's leg, it disappears into bloody stump. Bleeding, his men carry him to his ship. 'My Lady in Waiting' lifts off Jack can't help her

#### *A Year Later - the Legend of the Pirate Oakensteele is born*

Intrigue at Court; Planet Royale buzzes with optimism, a great pirate now roams the shipping lanes, Oakensteele, Regent of the Lost Freedom. Cheering news for Merrill, who has almost given up hope for her father and almost believes her young man has perished, but Transputan is angry, Lillibet cannot be crowned until Oakensteele has been captured, it has to be safe for his evil master the Durman to arrive.

The beautiful trader 'My Last in Waiting' now flies under red and white striped sails and bristling with cannon, notches up a list of victories in a montage of battles, pilliaging the Queens ships of crew and booty. [Oakensteel is drawn to Rainbow Planet, said to be the center of the universe, where he has a strange dream, jokes with his friends, if he is to be a proper pirate he should have a shoulder parrot.](#) They need a rest leave, His crew presents him a prosthetic leg to replace his peg. Putting it on reminds him of easier, happier time - persuade him to take a break and return to his home on Oakensteele.

#### *Summer Vacation The Tree House of Childhood*

A stroll through the mind of Merrill;She has finally agreed to marry altoid

Merrill and Jack reunited when they are both on the forrest planet. She assumes the identity of the maidservant again, and he the simple forrester, though he seems familiar to her. They become lovers, if not literary, then certainly in spirit. Innuendo and tenderness - a charming scene they both know who they are but can they trust with the secret

### *Merrill Saved from Indestructible Bear*

Merrill realizes her youth is the pirate when the bear chomps his new leg, and Oakensteele kills the bear. Deneé Elton shows up the couple are parted yet again, but Oakensteele soon has other things on his mind; his crew reminds him of the master plan; they intend to hijack the Royal Squadron, the mighty Queens Ship and two Frigates - with them they can lay Planet Royale to seige and free the King/

### *Hijacking the Royal Squadron*

#### *Merrill witness Death of Oakensteel on Rainbow*

A fabulous battle – but Oaknesteel make a mistake – as Merrill watches Oakensteele go down with his ship why? No one has ever returned to tell the tale *Lady in waiting sunk by the dark marauder – he goes out alone into space – where he meets a parrot. Parrot explains to Oak torpedoed by the Durman tells him it isn't a dream.*

Oakensteele regains consciousness surprised to find that his ship not destroyed, the only damage if from the dark maurauder frigate. He is not alone. He now has a beautiful white shoulder parrot, and like - it talks.

### *Mining Planet Royale*

Oakensteeles men are in captivity again -

### *Mutiny*

Oakensteele frees his men deal they are put in with the king Freddy - could this be by design

### *Foreshadowing The Vlugs*

Vlugs are not bedtime storybook monsters designed to scare little children – they exist!

### *A Gallant Act of Treachery*

Transputan probes Oakensteele

### *Oakensteele Lord of the Queens Fleet*

Transputan is yet to trust Oakensteele, but the Queen is adamant; her infatuation

### *Conspiracy Secrets of the Parrot& The Curse of the Durman*

Oakensteele is now a Traitor, hated by his lover and friends Merrill despises him

Oakensteele sees Transput summon the Durman in a pillar of dakenss - all is ready -

### *Transputan tests Oakensteele*

Oakensteele is now Lord Admiral of Lillibet's fleet; singularly the most powerful military man is all of the inhabited planets.

### *Torture Chamber*

testing the truth of Oak by torturing Harry and Derek with goblins – Lillibet and Transputan now certain

### *The Royal Ball*

#### *Seduction of Oakensteele by Queen*

Comfort to search his heart  
She wants to be crowned with him by her side

As Transputan checks Oaks heart and mind for motive and sees nothing of Merrill  
Transputan and Oakensteele then talk of the Queen. The pirate convinces the monk Transputan he is not worthy and would not make Lillibet a good husband. Using his psychic eye Transputan sees Oakensteele's motives as being loyal, honorable, noble and perfect – too perfect. He smells something.

Porry the parrot then warns Oakensteele that Transputan suspects something is amiss. But events are moving too fast - the upcoming show trial

### *The Monarch can allow the Durman in*

#### *Show Trial of Oakensteeles friends*

#### *Death at the Gallows*

Harry and Derik escape to set the king free. All is revealed - Oakensteele has sacrificed himself to release King Freddy from captivity. Merrill is in a dilemma.

### Act Three:

#### OAKENSTEELE Traitor, Cheat & Savior

#### *Good King Fred Dead*

The King, free of Transputan's psychic bondage gains strength, the people will rise up. No, the monk immediately orders a State Funeral for the King before the news of the kings escape can be broadcast through the planets. "He will be thought dead, he tells Lillibet "and you will be crowned immediately."

### *Vlug Invasion Fleet at Door*

The fierce bug-like solar sailing ships of the Vlug Armada impatiently lurk. Freddy and Merrill consult an ancient book only for the eyes of the ruling king. The Durman vows to return one day. That day is tomorrow! The dark Underlord of the Universe is aboard the Vlug Flagship

### *Oakensteele can't fool The Durman!*

Oakensteele has fooled Lilibet and Transputan but not the evil Durman. “You are a silly fool Transputan. It is no longer a surprise invasion, and you will pay dearly for having made a fool of me!” Transputan vows to kill Oakensteele, when he finds him.

### *The Royal Funeral-Wedding-Coronation Combo Show*

Lilibet is furious! She is being forced to marry Lord Altoid, whom she abhors, plus, much to the amusement of the Durman, she is to follow the King's empty coffin in the funeral parade ridiculing her wedding and coronation combination special.

### *Crown Stolen from Queen's Lilibet's Head seen on 17 Planets*

Oakensteele brazenly swipes Monarch's gem-encrusted crown the instant before she assumes power, when it is placed upon her head, and loudly proclaims King Freddy alive and well to his subjects across the Milky Way.

### *The King Lives - but not for long! - The Vlug Armada*

Assembling his meagre forces of loyal pirates and armed traders King Freddy realizes the battle against the Vlugs will be surely lost, he and his men are badly outnumbered. King and his daughter have little chance of stopping the mighty fleet of Vlug Armored Junks.

### *Kill the Parrot and Kill Oakensteele's Power*

Oakensteele saves Lilibet Lilibet reveals the truth; she is very, very old; Liver spots on hand. She tells Oakensteele of being seduced by Transputan's promises of having her youth once again dismisses Oak from Transputan's Wrath Really she is an old woman Transputan finally gets it!

Porry the Parrot isn't who he appears to be. Transputan orders the bird shot dead.

### *The Vlugs are Coming!*

And the last person they expect to confront them is Good King Freddy; the old warrior leads his rag-tag fleet into combat against the formidable armada of insect inspired spacecraft.

## OAKENSTEELE

### Climax

### Deadly Duels & Mysteries Solved

### *Oakensteele's Duel with the Dragon*

Transputan is determined to fight Oakensteele to the death. The monk plans to kill the pirate by the most painful means - using his psychic whip. However there is help on the way for the solitary pirate.

Oakensteele takes me down Altoid's men single-handedly with his broadsword and blade, an other rapier swathes cuts through – it is Merrill, but she is not fast enough – stepping over the bodies of her adversaries to get to him she is not fast enough -

Oakensteele beats Transputan but it is too late

He wins his life but his mind is being burned up the Transputan

### *Merrill saves her lovers Oakensteele's life*

Transputan is just a boy, "I have been a boy too long," he grows old before her eyes, skin falls from his bones - a pleading skeleton turning to dust - all that remains is a glowing dark stone. Merrill and Oakensteele are hypnotized, immobilized by this gem...

### *Looking into the Smiling Face of Evil*

The Durman leaves the Vlugs to fight King Freddy and returns to the Royal Castle materializing before Merrill and Oakensteele, the swirling ghost of a smiling young man who is obviously very attracted to the young woman...

### *Secret of the Dark Crystal*

The glowing dark crystal ejects its source as the Durman takes to the flesh.

### *The Durman wins Merrill for his Bride*

Stone hearted

### *Saved by the Immortal Spirit*

But Porry, the white sulfur-crested cockatoo, still breathes; he opens an eye as The Durman lasciviously sets about having his way with the young girl.

### *Breaking the Spell of the Dark Crystal*

As Merrill fights off the Durman he does not notice a soft liquid white glow trickling from the parrot moving along the ground towards Oakensteele's golden swordaxe; strong hands materialize, effortlessly lifting the heavy blade as finally, Oakensteele's white parrot reveals his true nature taking the form of a striking young man. He hefts the golden swordaxe testing its balance, Merrill, frozen in amazement, stops fighting.

The Durman turns, laughs mockingly "Ah, my eternal enemy Porry, and you have found the formidable Oakensteele blade. But you can't hurt me Porry, you can't hurt anyone, for you to hurt someone is an impossibility so put the blade down -."

"True," Porry admits, "I cannot harm a living soul. But your crystal is inanimate, not live. And since you have now taken to the flesh - the stone heart is empty."

Before the Durman can move to stop him, Porry severs the dark crystal with a mighty blow from Oakensteele's swordaxe; the Durman laughs as Porry chops it up into little pieces.

"He actually believes that without a stone heart I, the Great Durman will perish." He tells Merrill with cold amusement. "To save the future Porry must win, but poor Porry cannot hurt or kill the Durman, he can only defend himself!" He throws Merrill aside and sets on Porry. "If I am to die the death of a mere mortal, but I will take you with me Porry. You will die too. I will kill you!"

### *The Final Duel*

Porry and the Underlord fight to the death, the Durman taunting Porry that his death in the spirit will mean the Durman will have a lifetime in the flesh to inflict his evil on the planets, more than enough time to find a spell, or another dark solution, to remain immortal.



Merrill helplessly watches, Oakensteel's head in her lap. Porry weakens as she hears the sound of flapping wings; a large silver bird lands in the shadows carrying a leather pouch, Merrill recognizes it. "My ball, my crystal!" The bird rolls the ball towards the men.

### *The Fabled White Crystal*

The Durman gasps, terrified, as he sees Merrill's crystal ball roll towards him.

"No, not me, it can't take me!" the Durman backs off, the pale raven flies in, nudges the ball after him; the crystal seems to have a life of its own as it pursues him. "The White Crystal! No, keep that away from me. No, please -"

"With the dark crystal gone you are powerless Durman," the bird says, its voice familiar. It is Denee, Merrill's old maidservant. "You will be safe in this new stone heart, safe in the future, see. Here, this is your destiny!"

The Durman cannot escape the flickering color and is sucked down into the glass, banished into distant future; the Pale Raven has won, imprisoned the Durman in Merrill's crystal ball. "He is now locked in the future, the distant future," she tells them. "His evil spells and power broken."

### *The Vlugs Surrender*

The Vlugs suddenly stop fighting, immediately surrender to King Freddy, their leaders apologetic. "The Durman's power has diminished, gone. We are free!" They happily throw down their weapons. "We are just harmless bugs really, friendly insects and spiders."

### *Secret of the Pale Raven*

"I will leave you now," the bird tells Merrill.

"Do you have to go, can't you tell me what happened, and won't you be lonely, you will have no one to talk to?"

The bird tells Merrill it was all planned from the beginning, asks where Merrill got her crystal ball in the first place, does she recall?

When Merrill was a little girl a big silver raven alighted at her bedroom windowsill. with the leather pouch containing the crystal and told her it contained her destiny, that was before she had her old maidservant Denee. "I must confess I can't be in two places at the same time, that was I"

The pale raven Denee, her maid the old woman smiles. "I told you I was young once my dear.", and with that loses forty years. She is a flaxen haired, strong of limb, she helps Porry to his feet. "Parrots aren't the only birds that talk. Ravens have been known to have something to say."

"Who said chivalry was dead." Porry jokes as Denee heft him to his feet. roll the ball containing the Durman back into its pouch, and hold on to it between them

King Freddy comes in as Merrill and Oak on the silver raven and parrot...two birds winging it through space – fade out.

