

A DUCK'S TALE: THE ADVENTURE OF DUCKLAS

Episode 1:

"Just a Regular Day in Ducktown..."

Written by

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Format: Animated Series

Duration: Approx. 22 minutes

SCENE 1 - INTRO - DUCKTOWN - DAY

VISUAL: Wide shot of the planet **Ducktooine** from space. Bright, cartoonish, with a ring of ducks orbiting it.

SUPERIMPOSE (BOTTOM RIGHT): "Planet Ducktooine"

CUT TO: A vibrant, colorful cityscape. The sun, with a goofy smiling duck face, shines above **Ducktown**. Ducks waddle around. Billboards say things like "Change You Can Waddle In" and "Duckflix Original: Breaking Quack."

DUCKLAS (V.O.):

(Laid-back, slightly sarcastic tone)

Hi, it's me! They call me Ducklas. Just your average, everyday anthropomorphic duck. Except for the eye patch I wear. And the attitude. And the vendetta against time-traveling machines. But I'll get to that later...

VISUAL SEQUENCE (MONTAGE):

- **Duckin' Donuts:** A duck drops a doughnut in slow motion.
- **Harleq's Dive n' Dine:** Two ducks brawl while a jazz band plays.
- **Central Bank of Ducktown:** A line of ducks riot over taxes. A sign reads: "No bills without beaks."

DUCKLAS (V.O.):

This is Ducktown, the city where I live. It's quiet. And silly. Sometimes even corrupt. But it's the place I call home.

We have our Duckin' Donuts, Harleg's Dive n' Dine and, of course, the Central Bank of Ducktown. We are very proud of all those.

MONTAGE CONTINUES:

- **Cigarette-Smoking Duck:** Sitting on a bench, staring into space. Half his face is burnt. He exhales smoke and says nothing.
- **El Duckerino:** Laid-back duck in sunglasses and robe, drinking a smoothie.
- **Duckota:** Striking a ridiculously sexy pose, like she's in a shampoo commercial.

DUCKLAS (V.O.):

There are colorful characters, too! That one over there is the Cigarette-Smoking Duck. Legend has it he was hit in the face by a freakin' missile. He managed to survive somehow, although no satisfactory explanation has ever been given.

And that one is the Ducker, or His Duckness, or El Duckerino, if you are not into the whole brevity thing.

And, of course, my beautiful, sweet and sexy girlfriend, Duckota. She's the chick of my life, you know?

CAMERA SWOOPS QUICKLY TO THE HILLSIDE: Ducklas is under a tree with Duckota.

DUCKLAS (V.O.):

Anyway, I'm here to tell you my story. And it all began on a sunny picnic day just outside the city...

SCENE 2 - HILLSIDE - DAY

DUCKOTA:

It's so quiet today, Ducklas.

DUCKLAS:

Yeah. Maybe a little too quiet. Don't you ever get tired of the tranquility?

DUCKOTA:

Hmm... I don't know. Do you?

DUCKLAS:

Well... Sometimes. On days like this. Everything is beautiful and peaceful, but... don't you ever get bored of it?

DUCKOTA:

(frowning)

Oh, I'm sorry I'm not fun enough for you.

DUCKLAS:

Oh, no, my sweet, exquisitely breasted darling, that's not what I meant!

DUCKOTA:

(smiling)

Relax! I know what you mean. It is quiet, alright. But maybe that's not a bad thing. Besides, if it's action what you are looking for...

They begin to approach.

Suddenly, a SHIMMERING VORTEX opens in the sky. A small spaceship shoots out and crashes in the hills nearby.

DUCKOTA:

Was that a ducking spaceship!?

DUCKLAS:

(surprised)

That's what it seemed.

DUCKOTA:

I don't believe it. That's not supposed to exist yet.

DUCKLAS:

I don't believe in UFOs either, Duckota. But I believe in my own two eyes, and what I saw is a ducking spaceship, alright.

Come on, let's go check it out!

DUCKOTA:

Wait! It could be dangerous.

DUCKLAS:

(grinning)

I know.

****He pauses for a second.****

You worry too much, Duckota. Let's go, I promise I'll take good care of you.

DUCKOTA:

Yeah. Don't you always?

SCENE 3 - CRASH SITE - LATER

Ducklas and Duckota arrive at the crash site. The spaceship smokes, but the hatch opens with a hiss. A battered DUCK SOLDIER from the future crawls out.

SOLDIER:

(weakly)

You... Who are you? Would you please help me?

DUCKLAS:

Depends. Are you dying or just being dramatic?

DUCKOTA:

Ducklas...!

SOLDIER:

Please... hear what I have to say. I don't have much time left.

DUCKLAS:

(looking for his cellphone)

Don't worry, I'll call a ducktor.

SOLDIER:

NO! There's no time.

DUCKLAS:

(looking at Duckota)

Maybe he *is* being dramatic.

DUCKOTA:

Ducklas, listen to him!

SOLDIER:

I'm from the future. A terrible future, where the duckkind is being massacred by machines called... duckines. We created them in our image and likeness, to help us develop our society. Progress was dizzying. Until one day, they turned against us...

Soon, we went to war. I was part of the resistance, an elite group called *Rage Against the Duckines*.

DUCKLAS:

Am I noticing references to popular culture here?

SOLDIER:

LISTEN! This is important. The fate of our species depends on it.

As you imagine, the duckines had the upper hand. Ducks were on the verge of extinction in my time. I saw many of my fellow soldiers die...

But... There's a prophecy. A prophecy about a hero, the Chosen Duck. The

one who will save us all, assited by a mysterious, hidden weapon. That weapon is guarded somewhere secret by the Trilock, a key split in three parts to prevent it from falling into the wrong hands. I found one of the pieces in my time – your future. But the duckines were smart...

They heard of the prophecy, and destroyed the other two parts. So I travelled to the remote past, to a time where the remaining pieces still exist. I had to complete the Trilock! But they found out about my plan... They shot my ship before entering the vortex, and I barely made it here alive, as you can see.

DUCKLAS:

Are you sure we are not infringing copyright right now?

SOLDIER:

I have one of the pieces with me. Take it. Please.

He gives DUCKLAS a shimmering triangular object.

DUCKLAS:

Me? Why me?

DUCKOTA:

Yes, why him and not me? Is sexism still a thing in the future?

SOLDIER:

He... There's something special about him. I can feel it. Maybe it's that eye patch. Or maybe it's the dopamine kicking in before the lights go out. But I think... Yeah. I think you can complete the mission, my duckling. There's no coincidence you are here right now.

DUCKOTA:

Did he just called you "duckling"?

SOLDIER:

According to my intel, another piece of the Trilock should be hidden in a forest nearby this city. You must venture into the forest and find it, Ducklas. I'll give you something else that will help you on your quest.

He gives DUCKLAS a shiny high-tech watch.

SOLDIER:

This watch has many properties, and does many things. Except for displaying the time. The engineers forgot about that...

Either way, it has teleportation capabilities. Sometimes, it will let you know if you can teleport to nearby places if the algorithm considers it convenient. But the teleportation distance is not that great.

On the other hand, it creates a shield that temporarily protects its user. It lasts a few seconds, but it's almost impenetrable. It needs to recharge after each use, though.

DUCKLAS:

Cool!

SOLDIER:

(dying breath)

Complete the mission... Ducklas, isn't it? Complete the mission, Ducklas. Save our species from demise!

Until we meet again...

He collapses.

DUCKLAS:

Well... Maybe Ducktown isn't so boring, after all.

Dramatic music swells.

TITLE CARD APPEARS:

A DUCK'S TALE: THE ADVENTURES OF DUCKLAS

SCENE 4 - DUCKTOWN STREETS - AFTERNOON

Ducklas and Duckota walk through the bustling streets of Ducktown. Ducklas fiddles with the high-tech watch on his wrist.

DUCKLAS:

How the hell is this supposed to work? It makes no sense to me!

He starts to smash buttons rapidly. Suddenly, in a **FLASH** of light, he disappears.

DUCKOTA:

Ducklas? Ducklas, where are you?

DUCKLAS (O.S.):

Up here!

She looks up. Ducklas is now on the rooftop of a building.

DUCKLAS:

Okay... So, teleportation confirmed.

He presses another button and instantly appears beside her again.

DUCKLAS:

Note to self: no teleporting while chewing gum.

Moments later, they pass by the Central Bank of Ducktown.

DUCKLAS:

Now, let's see if I can figure out how to activate the shield the soldier talked about.

A DUCK THIEF bursts out of the bank, holding a sack of money. Alarms blare. Police ducks chase him.

THIEF:

Nobody move!

The thief grabs Ducklas as a hostage.

THIEF:

Back off or the beak gets it!

DUCKLAS:

(terrified)

Please, no! This is not how I imagined dying. I thought it would involve more snacks.

DUCKOTA:

HELP! HELP!

As the thief tightens his grip, Ducklas accidentally triggers the SHIELD function on his watch. A glowing bubble knocks the thief backwards into a pile of police ducks.

POLICE DUCK:

Nice work, ducktizen!

DUCKLAS:

(still shaking)

Sure. Totally intentional.

A couple of blocks later, they come across a statue of a duck posing like a hero, wearing a patch in his left eye.

DUCKOTA:

Ducklas, there's something I've been wanting to ask you for a while. Why do you wear an eye patch? Are you blind in that eye?

DUCKLAS:

Blind? Hell no! Although I've been wearing this patch for so long, I really don't know what would happen if I take it off...

Either way, I use it because of that guy over there!

****He points at the statue.****

There's something about that statue that always appealed to me. Do you know it has no name, and that no one really knows who that duck was? Probably no one would even notice him if it wasn't for the distinctive eye patch. But they say he was important in his time... Intriguing, isn't it?

DUCKOTA:

Just like you, my darling.

They smile at each other.

DUCKLAS:

Come on, let's keep moving.

SCENE 5 - OUTSKIRTS OF DUCKTOWN / FOREST EDGE - EVENING

Ducklas and Duckota arrive at the edge of the forest.

DUCKLAS:

This is it, Duckota. The first step in our big adventure.

Suddenly, a voice behind them...

BIRDIE (O.S.):

Ducklaaaas! Come out to plaaaay!

Birdie steps forward, menacing. Spikes on his leather jacket. Eyes gleaming with malice.

DUCKLAS (V.O.):

Oh, well. I guess it's time to tell you about that guy.

He goes by the name of Birdie, and he is my arch-nemesis since 9th grade. A typical high school bully. Full-on plumagehead, big speciesophobe. He hates ducks, and me in particular. I never understood why, but he tried to make my life impossible every chance he had.

What the hell is he doing here, right now?

BIRDIE:

I heard the quacks on the street. Something about a mission. A prophecy. Saving the ducks. I heard you're in charge of it.

Well, guess what? I ain't letting that happen.

DUCKLAS (V.O.):

Damn, I forgot how fast words travel in Ducktown! Too much for secrecy, I guess...

DUCKLAS:

Back off, Birdie! Don't you get tired of meddling in other people's lives?

BIRDIE:

Oh, I don't think so.

Birdie pulls out a ridiculously oversized battle axe from back pocket.

DUCKOTA:

That cannot possibly fit in there.

BIRDIE:

You would be surprised how many things do.

****He then looks at Ducklas.****

Now be a duck and face me!

Birdie charges. Ducklas fumbles with the watch, just in time to activate the shield. Birdie bounces off it. A comical fight ensues. Ducklas dodges,

teleports short distances, and finally manages to disarm Birdie, sending him flying into a trash can. His pants rip audibly.

BIRDIE:

(limping away)

This isn't over, Ducklas! I'll have my revenge!

DUCKLAS:

(grinning)

Ha! That's how you put down a childhood trauma!

DUCKOTA:

Are you okay, Duckie?

DUCKLAS:

Okay? I feel better than ever! It was so satisfying to see him waddling off like a grounded pigeon.

DUCKOTA:

(naughty)

That was... incredibly sexy.

DUCKLAS:

Oh, my hot beauty with amazing legs, the things I'd do to you if this wasn't a family-friendly show! But right now, I have a mission to accomplish. And I think I have to do it alone from now on.

DUCKOTA:

Alone? Why would you say that?

DUCKLAS:

Well... We didn't even leave Ducktown yet and already encountered a first obstacle. No way to know what lies ahead...

Besides, I have this watch with me to fight back. You might kill armies with your looks, but don't have real means of defense.

DUCKOTA:

Good point...

Ducklas gives Duckota the Trilock piece.

DUCKLAS:

Take this while I'm gone. I'll come back to you after finding the next piece in the forest.

Duckota nods.

DUCKOTA:

I'll take good care of it. Don't die, okay?

DUCKLAS:

Don't worry, I feel unstoppable!

He takes two steps and stumbles. He gets up and looks back, keeps walking and waves a hand.

DUCKLAS:

See? Unstoppable.

DUCKOTA:

Oh, boy...

Ducklas sighs and walks into the forest, determined. Music swells. Camera fades.