

BEAT SHEET - OUTLINE. OIHANBELTZ

SETUP

1.INT. FANTASY CAVE

MILIA, a 12-year-old girl with messy, purple streaked hair and colorful clothes, is fighting a witch in a dark and creepy cave. The witch is throwing spells at Milia and Milia is fighting back with a light that comes out of her hands. Milia is losing and she yells at someone to help her.

2.EXT. BASQUE VILLAGE, URBAN PARK - DAY

It's revealed that Milia is at an urban park and she's explaining excitedly to some kids her age how they will defeat the witch, but the kids look at her as if she was from another planet and walk away. MILIA'S DAD comes and tells her he's worried, she needs to make friends, "but they don't wanna do the things I like", "maybe you should try to do the things they like". Milia promises him she'll try and she walks towards the kids, but she overhears them talk about her "she's such a weirdo". Instead of going there, Milia enters the forest.

3.EXT. BASQUE VILLAGE, FOREST - DAY

Milia runs through the forest, upset. She starts imagining she's fighting forest monsters with her hand-light imaginary ability, she climbs up trees, hangs from their branches and jumps to the ground. (Intercalate Milia's real-life scenes with imagined fantasy scenes).

CATALYST

4.INT. BASQUE VILLAGE, FOREST, CAVE - DAY

Milia finds a cave she's never seen before and she goes inside. At the end of it, she finds a little hole in the wall and she gets inside, then she walks through some tunnels and gets into more holes until she reaches a little room with an inscription on the walls: "Oihanbeltz". She touches the inscription while reading it out loud and, as soon as she does that, a portal opens in that exact wall. Milia goes through the portal.

5.INT. OIHANBELTZ, SUBTERRANEAN CAVE - DAY

She's in another cave now, but this one is bigger and creepier. The atmosphere is strange, dark, it gives off negative vibes. Milia walks out of the cave, through an upwards tunnel that takes her to an opening in the ground that leads outside.

DEBATE

6.EXT. OIHANBELTZ, ENCHANTED FOREST - DAY

There's a forest outside, but this one is different from the one in Milia's village: everything is dark, scary, sad. The atmosphere is magical, but in a ominous way. The trees look creepy. Milia climbs up a tree to see beyond the forest: scary mountains, dark rivers connected by creepy rainbows, distant villages, scary castles (she gets a glimpse of Oihanbeltz). "What is this place?"

And suddenly, the branches of the tree where Milia is at start moving, they're trying to grab Milia! The tree seems angry and it's attacking Milia, who fights it and falls from the tree. She runs toward the cave wanting to return home, but... Suddenly everything in the forest starts moving, new things appear in front of her and the cave disappears. The tree is still following her, but she manages to hide and when the tree loses sight of her, it stops.

CHOICE Milia digs a hole, desperate, trying to get to the tunnel, but there is no tunnel anymore. She looks around: if she wants to find the portal to go back home, she'll need to explore the forest to find it.

EXPLORATION

7. OIHANBELTZ, DEEP IN THE ENCHANTED FOREST - LATER

Milia wanders and is startled by weird creatures, the creatures seem either dangerous or scared.

8. OIHANBELTZ, ENCHANTED FOREST, DESERTED BASAJAUN VILLAGE - NIGHT

Milia is now walking in a deserted village inside a valley. There's a dry riverbed that crosses the valley, dead trees and enormous wooden houses that have been consumed by time. A sad atmosphere hangs in the air.

She sees a house with the lights on and gets closer, but when she's close enough, she steps on a trap. She's now hanging face down with her foot tied to a tree. KORUKO -a 13-year-old basajaun, strong-looking, taller and bigger than Milia, with very long and wild hair decorated with flowers, rustic clothing, and barefoot- comes out of the house. She's suspicious of Milia, but when she realizes she's no threat, she frees her and asks her to leave. But Milia won't leave and won't stop talking: she's excited because she has recognized that Koruko is a Basque mythological creature, starting to realize she is in some kind of magical world made out of Basque legends.

We learn that Koruko lives in this village by herself and that the forest is named the Enchanted Forest of Oihanbeltz. Milia asks Koruko to help her go back home, but Koruko doesn't want to help her. When Koruko gets a bit violent because Milia is getting on her nerves, Milia mentions the portal. And this grabs Koruko's attention. Koruko says she thought the portal was just a legend: her mom told her the portal can only be opened from the human world and if it closes, those in the mythological world will not be able to return. Koruko agrees on helping Milia, "I only do it so that you can go and leave me alone", Milia hugs her and Koruko gets tense, not moving, not knowing how to react, "Don't", Koruko pushes Milia aside.

9.EXT. OIHANBELTZ, ENCHANTED FOREST - NIGHT

Milia and Koruko walk through the forest looking for a cave, Koruko explains that all the caves are connected through subterranean tunnels. The portal may move, but the legend says it is always under the earth. If they get inside the tunnels, they might find it. But they have to be careful, as Tartalo -an enormous cyclops disciple of the evil Queen Mari- lives down there and feeds on children.

They suddenly hear a sound getting closer, "Who's there?", they get frightened thinking a dangerous creature is threatening them, but it turns out to be a little galtzagorri: ASTERI. He tells them he's a warrior and the protector of the forest (but it is easy to see he's lying, pretending to be someone he's not). Koruko doesn't trust him, but Milia likes him and invites him to go with them.

MID POINT

10.EXT. OIHANBELTZ, CAVE - NIGHT

They find a cave. Koruko goes inside first. Milia is about to go inside when she sees Asteri is super scared and stops. So, Milia says "you don't have to come if you don't want to", Asteri hesitates and

stutters “I want to”, “I’m glad, we could really use your help down there”. When Asteri hears this he smiles happily and takes a deep breath, trying to be braver. They both get inside.

DANGER!

11. INT. CAVE - MOMENTS LATER

As soon as Asteri and Milia get inside the cave, they slide unintentionally down a rock slide inside the cave. The slide leads them to...

12. INT. ROOM WHERE ALL THE TUNNELS BEGIN - MOMENTS LATER

A cavernous room under the earth. In front of them, they see Koruko and a lot of tunnels opening and closing non-stop (this happens because the subterranean tunnels belong to the Enchanted Forest). They don’t know which direction to go.

13. INT. FIRST TUNNEL

Milia steps ahead and enters one of the tunnels, “We gotta start somewhere”, Asteri and Koruko follow her. Asteri is acting like he’s not scared, but he walks super close to Milia and flinches in terror with every noise he hears. The tunnel is dark, dirty and creepy.

They turn corners and keep walking through tunnels until they realize they’ve been walking the same tunnel over and over again. Trying to figure out how to get to another tunnel, they find a door on the ground that connects that tunnel with another one that’s even deeper underground.

14.INT. SECOND TUNNEL, MORE TUNNELS

This tunnel is narrower. They walk through it until suddenly...

15.INT. TREE TUNNEL

It changes to a big tunnel made of trees.

16.INT. SUBTERRANEAN TUNNEL, CHANGING TUNNEL

The tunnel keep changing while Milia, Asteri and Koruko keep walking. And the tunnel also starts moving, as if the earth itself was walking, running or jumping. Milia is excited at this, Koruko doesn’t show much of an expression and Asteri is terrified, he even confesses that he’s no warrior or protector, he’s just looking for his family: one day he woke up and they were gone, something must have happened to them and he’s determined to find them.

17. INT. SUBTERRANEAN TUNNELS, TARTALO’S CAVE

With all the tunnel changes and movements, they suddenly appear in a tunnel that leads them to an even darker and creepier room. In the room there are cages that would fit children perfectly, there’s an old rustic oven that is now unlit. Milia, Koruko and Asteri get tense, they kind of know where they might be. Koruko gestures to not make any noise, but Milia is so curious she can’t avoid touching something that makes a strident sound. They stand still, not moving a muscle, hoping Tartalo didn’t hear that. Suddenly, they hear strong steps approaching and TARTALO, an enormous cyclops wearing a yellow bracelet, walks in and flashes an evil grin at them. He tries to catch the children, but they run under his legs and escape from the room. Tartalo chases them.

18.INT. CHANGING TUNNELS

Milia, Asteri and Koruko run as fast as they can, but Tartalo is so much bigger and his legs are four times as long as theirs, so he's getting closer and closer. While the chase takes place, the tunnels keep moving and changing faster than before, it's dizzying. All the tunnels that have already appeared reappear, it's like a cycle (the narrow tunnel always appears before the tree tunnel).

19. INT. SUBTERRANEAN TUNNELS, PORTAL TUNNEL

Suddenly, one of the tunnels reappears slightly different from before: it has a little room at the end with the magical portal in it. And the portal is closing. Milia, Asteri and Koruko run towards it. But Tartalo captures Asteri and puts a big iron bracelet around his waist (similar to what Tartalo is wearing). The ring re-adjusts its shape to Aster's body and immediately turns yellowish, the same color as Tartalo's bracelet. Asteri loses his consciousness to wake up like he's a zombie or a puppet without a will, his eyes are white like he's being mind-controlled, possessed. Tartalo seems satisfied and walks back, heading to his place.

LOW POINT Milia freaks out. Koruko tells her to run and go, she will rescue Asteri. And Milia runs to the portal.

20. INT. SUBTERRANEAN TUNNELS, PORTAL ROOM

The portal is about to close and Milia introduces a foot in it, ready to go. But she stops. She looks back to the tunnel, not knowing what to do.

WE GET INTO ACT 3

Milia lets the portal close, "Sorry, dad". When the portal closes, her hands emit a weak light, Milia looks at them not knowing what it means. She shakes her head, convincing herself she's imagining it, and runs back toward the tunnel.

21. INT. SUBTERRANEAN TUNNELS - MOMENTS LATER

Milia runs, looking for her newfound friends.

CONFRONTATION

22. INT. SUBTERRANEAN TUNNELS

Milia finds Koruko, who is happy to see her, though she doesn't show it.

23. INT. SUBTERRANEAN TUNNELS, TARTALO'S CAVE

Inside of Tartalo's place, Tartalo is preparing the oven to cook Asteri, who is locked in a cage. Milia and Koruko look at each other and nod, we can see that they have a plan. They stealthily free Asteri, but as soon as they do that, Asteri -who is under a spell and is not acting like himself- gives them away and Tartalo sees them and growls at them. Koruko picks Asteri up and lifts him over her shoulder. Koruko and Milia run out of Tartalo's cave.

24.INT. SUBTERRANEAN TUNNELS/NARROW TUNNEL

They run through the tunnels, which keep changing and moving, they're looking for one in particular. Tartalo chases them, furious. The tunnel changes into the narrow tunnel, Koruko and Milia look at each other in mutual understanding.

CLIMAX

25.INT. TREE TUNNEL

Then the tunnel changes into the tree tunnel and Milia yells at Koruko “Now!!” They climb up the trees and hang from the branches, jumping from branch to branch. Tartalo tries to catch their feet, but the girls are acting fast and determined. The trees start moving, just as they did when they attacked Milia before, they’re furious and about to attack Milia and Koruko, who jump to the ground and find a place to hide. Tartalo is still in the tree tunnel, running towards them. Now the trees don’t see Milia and Koruko anymore, so they’re about to attack the only person they have still on sight: Tartalo. Milia and Koruko open Asteri’s iron ring and take it off him (it has a mechanism to open it) and suddenly Milia’s hands start emitting the same light as before. The trees see it and some of them go after them (others are still attacking Tartalo). Koruko and Milia run. But, as Asteri is still waking up from his enchantment, he doesn’t run with his friends and the trees don’t see him.

The trees catch Milia and Koruko and surround them and start choking them. While fighting not to be choked, Milia yells at Asteri to take off Tartalo’s bracelet. Asteri is freaked out, but he does as he’s told and, avoiding the branches, he takes Tartalo’s bracelet off. The second the bracelet falls to the ground, Tartalo stops growling and foaming and the trees stop fighting and go back to normal. Everything seems different: Tartalo, the trees, the cave and the atmosphere, as if a spell has been broken. And the tunnels become colorful and beautiful.

26.INT. TARTALO’S CAVE

Tartalo breaks all the cages while apologizing to the children, stating that he didn’t use to be bad. They ask him what happened to him, but he doesn’t remember, one day he just woke up like this and was not conscious of his actions anymore, as if he was being controlled.

RESOLUTION

27.EXT. MAGICAL FOREST - SUNRISE

When they get out of the subterranean tunnels, the forest has changed: it is now colorful and beautiful. The creatures seem joyful, relieved. The trees and plants have beautiful colors: purple, reddish, pink, green, blue. The sky also has purple and pink tones. The forest doesn’t seem enchanted anymore, it seems magical, but this time in a positive way.

A tree extends one of its branches towards Milia and she sits on it. The tree lifts the branch up with Milia on it. Some other trees offer the same to Koruko and Asteri and they both sit on different trees. Milia looks around in amazement: all the branches from the surrounding trees are moving! “Woowooow!”. The atmosphere is happy as if the trees were dancing. Milia, Asteri and Koruko jump from branch to branch and surf on the branches, enjoying themselves.

When the trees put them down, Milia, Asteri and Koruko are standing at the edge of a cliff, from where they can see beyond the forest (the same view Milia had seen before). Apart from the Enchanted Forest, the rest of Oihanbeltz remains dark and scary. Milia remembers she won’t be able to go back home and she gets sad. Koruko points to a distant mountain and says that is Mountain Amalurra, the most ancient and magical creature of Oihanbeltz. It might have the ability to form a portal. But it won’t be easy to get there, since they’ll have to cross all Oihanbeltz to get there and Queen Mari hates foreigners. But Milia won’t be alone, Koruko and Asteri will help her.