

Torin's Passage Script

*In red are phrases that are definitely not in the game.
In italics are notes by compiler.*

Cutscenes

Any location

THE LANDS ABOVE

Farm
Forest
Slim and Slime
Crystal City view
Phenocryst guard house exterior
Herman's kitchen

ESCARPA

The Bitternuts
King Rupert's Residence
Dragon cave
Sam & Max
Veder

PERGOLA

Pentagram puzzle

AESTHENIA

Fort

TENE BROUS

Scene with flower
Jail cell
Sappy Tree and Slippery Slope
Backstage
Zippy the magician
Bags Bunny
R. Kyvest
Torin's Performance
Null void
Final confrontation
Final confrontation

Have A Nice Death:

Hints

Credits

If you need help, press F1

Torin's Passage Script Code

Cutscenes

DAD Torin... Toooriiin?

DAD NOW where is he?

DAD Torin, when are you going to grow up?

DAD You pick up those tools from town like I told you?

DAD Uhhh, I thought I'd do that...tomorrow.

DAD No, I need `em in the mornin'!

DAD You get into town right now and you can make it home by dark! And no foolin'!

around!

TORIN (RESIGNEDLY) Yes, sir.

MOM Hurry home, Torin. Now don't you be late for dinner!

TORIN Okay, Mom. Bye.

TORIN (WISTFULLY) This is not what I want in life.

TORIN I should be a hero.

TORIN Heroes don't run errands!

TORIN Right, Boogle?

TORIN Boogle?

TORIN BOOGLE!

TORIN Asleep again?

TORIN Oh, Boogle. Is this all my life will ever be? Running errands to this little town?

TORIN (HEAVY PHILOSOPHY, EH?) I just don't want to live my life without ever having lived my life!

TORIN (IN DISBELIEF) Wha...?

TORIN NO! They never hurt anyone! What happened?

PECAND I saw it. I saw everything!

TORIN Who are you? What are you doing here?

PECAND I was just passing by when all that started. I was so scared, I hid behind your barn.

TORIN Who could have done this?

PECAND It must have been one powerful sorcerer. (SOFTER; CASTING THE FIRST BAIT) Or sorceress!

TORIN Why? And who around here has such power?

PECAND No one I know. (TROLLING THE BAIT) But... once there was such a person...but, no, Lycentia's been gone for years.

TORIN Lycentia? Who's Lycentia?

PECAND (LYING) Oh, I don't think it could possibly be her. She was banished to The Lands Below years ago!

TORIN The Lands Below! She must have been evil to be sent there!

PECAND Yes. (SETTING THE HOOK) And there's no way you could ever find her down there!

TORIN I know what I'll do. I'll find this Lycentia and force her to release my parents!

PECAND (TO SELF, EVIL GRIN) I'm sure you will.

MAN Sir. They were both in there.

KURTZWELL And?

MAN They're gone.

(OH, NO. GONE? HOW?) Rumble.

KURTZWELL And the child?

MAN Missing.

(MISSING. GONE? HOW?) Rumble.

KURTZWELL The child must be found! Immediately!

KURTZWELL Before I pass judgment, have you anything to say?

LYCENTIA (YOUNG, THIN WOMAN'S VOICE) The child? Is he safe?

KURTZWELL Far away, where he will come to no harm. Although we suspect your involvement in the murder of our beloved royal couple, we could not find enough evidence to convict you.

KURTZWELL But since you were clearly guilty of kidnapping the crown prince, you are

hereby sentenced to spend the rest of your life... in The Lands Below!

(GASPS) Gasp!

KURTZWELL I therefore order an Ostracizing Collar be fabricated for you... and placed around your neck... never to be removed! And should you ever attempt to return to The Lands Above, the collar will tighten until it chokes you... to death!

PECAND I always felt you were innocent. Kurtzwell needed a scapegoat. (CONTINUE, SYRUPY SWEET) All these years away from your home...your family, your friends. You must be so bitter.

LYCENTIA Perhaps. I've learned to use the darkness to get what I want.

PECAND I've heard you've become quite the powerful sorceress.

LYCENTIA Oh?

PECAND (TWISTING THE KNIFE) But, not quite powerful enough to overcome the magic of that collar.

LYCENTIA Not yet, but perhaps soon. And when I do, I promise revenge!

PECAND (UNIMPRESSED) I'm sure. (NOW DANGLE THE LURE) But what if you could return sooner?

LYCENTIA (DISGUSTED) What? Hah! The collar will not be denied.

PECAND (CASTING THE BAIT) I..could release it for you.

LYCENTIA (SARCASTICALLY) Ha, ha, ha. Oh, Pecand. You know its spell can only be broken by royalty. (NOW DIG IT INTO HIM) And no matter how much you scheme, you'll never be King as long as the boy lives!

PECAND (UNABASHED) Yes...but think, Lycentia! Who sealed the collar?

LYCENTIA (DISGUSTED) Kurtzwell! That... (SLOWLY REALIZE PECAND'S DRIFT) ...wait! Are you suggesting you could become Arch-Authority?

PECAND (SETTING THE HOOK) Let's just say, if you'll do a small favor for me, I'll do a large favor for you!

LYCENTIA And just WHAT would that small favor be?

PECAND Nothing, much. Just a little magic spell...

PECAND ...he's about to reach Tenebrous. I'm sure there's no way he'll ever find you, but I just thought you'd want to know.

LYCENTIA (ANGRY) You old fool! 'No complications,' you said. (BEGINNING TO CHOKE) 'Simple,' you said!

LYCENTIA (GAGS, CHOKES) I should have known.

LYCENTIA (RECOVERING) All right, I'll take care of it. He won't find me...or his parents!

LYCENTIA (SOFTER, MEANER VOICE) Now, what about the rest of our bargain?

PECAND (PATRONIZING) In time, my dear. All in due time.

LYCENTIA DREEP!

LYCENTIA I have someone I'd like you to find...

DREEP (IT WOULD BE MY PLEASURE) Grunt

Any location

TORIN Hurry, Boog! Hop in!

TORIN Back in the bag, buddy.
TORIN Hey, Boogle. Let's go!
TORIN In the bag, bub!
TORIN (WHISTLE) Hit it, Boog!
TORIN I could do that...but it doesn't smell THAT bad here. (clothespeg)
TORIN There's no use to do that now...I'll save it for a phenocryst.

THE LANDS ABOVE

Farm

TORIN I wish I had a pleber for every time I've swung THIS.
TORIN Come on, Boogle. Back in the bag.

Farm interior

TORIN That's where Dad always sat after dinner...and drifted off to sleep.
TORIN That was Mom's favorite chair. I hope she's okay.
TORIN I searched Mom's sewing basket thoroughly last time. There's nothing else I need from there besides Inchie.
TORIN I don't want any of Dad's other smoking stuff.
TORIN Ow! Yep, the stove's still hot all right!

Knitting basket

TORIN Hey, you!
TORIN Come back here!!
TORIN Come here, Inchie!
TORIN Gotcha!

Smoking kit

TORIN I might need this empty pouch for something.
TORIN Hey, Dad's old tobacco pouch would be perfect for carrying the erresdy powder.

Forest

TORIN These berries look ripe.
TORIN These must be the berries the old hermit wanted.
TORIN I have all the berries I need.
TORIN Thanks, Boogle.
TORIN Whoa! These spines are razor-sharp! I'd better be careful.

TORIN Boogle? Can you make a box? Right over that moat scum?

TORIN That's it, Boog! Now we've got 'em. No more caffeine for you guys!

TORIN Here's some scum for you, slugs!

TORIN Those slugs are so fast, I'll never catch 'em like this. If only I could make a trap....

TORIN No, cutting down the whole tree is no way to harvest a few slugs!

TORIN I'm not jumping up there again. I might slip and fall on that scum!

TORIN Hmm. That tree is just covered with exotic, high-speed, caffeine-laced slugs.

TORIN They're so fast...this must be their "extra-caffeine" day!

TORIN (FAKE & OBVIOUS) Well, I guess I'll just leave this delicious MOAT scum right here for a while.

TORIN NOW I'm gonna get you!

TORIN I hope Slim and Slime do well at their competition.

TORIN If you want a square meal, this looks like the root!

Leaves close-up

TORIN This might be the biggest leaf here...but then again, it might not.

TORIN This is the biggest leaf I've ever seen.

TORIN Hey! Come back here. (PAUSE) Now which one is it?

TORIN Oh, not again!

TORIN Gotcha!!

TORIN (QUIETLY) Oops.

TORIN (PAUSE) Ooooh, yuck! Uh, hey, Boogle! Get that, will you?

INCHY STOP! That's it.

INCHY That's the biggest leaf of all!

TORIN Oh! Nice call. Thanks, Inchie!

INCHY That's Mr. Worm to you!

TORIN I don't need any more leaves.

TORIN Isn't it amazing how sycamist trees can produce leaves of so many different colors and sizes?

TORIN Why am I taking a leaf?

INCHY Too short.

INCHY Too short.

INCHY Too tiny.

INCHY Too tiny.

INCHY Too little.

INCHY Too little.

INCHY Too small.

INCHY Too small.

INCHY Nah.

INCHY Nope.

INCHY No way.

INCHY 14 sappits.

INCHY 16 sappits.

INCHY 17 sappits.

INCHY 19 sappits.

INCHY 24 sqrits.

INCHY 29 sqrits.

INCHY 20 sqrits.

INCHY 33 sqrits.
INCHY 155 zops.
INCHY 134 zops.
INCHY 155 zops.
INCHY 167 zops.
INCHY 73 quarps.
INCHY 79 quarps.
INCHY 55 quarps.
INCHY 81 quarps.
INCHY 13 daptunks.
INCHY 17 daptunks.
INCHY 19 daptunks.
INCHY 18 daptunks.
INCHY 612 duqaws.
INCHY 578 duqaws.
INCHY 655 duqaws.
INCHY 601 duqaws.

The bog

TORIN If I could only reach that branch...

TORIN Woo.

TORIN Woa.

TORIN (GOT PEAT MOSS; LOST POUCH) Ugh. Got it! Aw, shoot.

TORIN Now, how am I gonna get my bag?

TORIN Boogle! Stop!

TORIN What?

TORIN Boogle! You mean this whole time you could have walked right out on that bog!?!

BOOGLE (NO. ONLY WHEN IT WAS FUNNY) Bwark!

TORIN "Only when it's funny" huh? I'll "Only when it's funny" YOU!

TORIN (LIKE YOU JUST JUMPED OUT OF A TREE AND KILLED YOURSELF ON THE GROUND) Ummgpph!

TORIN (CONSIDERING) A peat bog, eh? But it's obviously too soft to walk on...

TORIN Hope this holds....

TORIN Hope this works!

TORIN I'll just leave that rope hanging there...in case someone else gets hungry for peat moss.

Slim and Slime

SLIM Waddaya tryin' to do? Serve sliced escargot?

TORIN How about some of these berries, boys?

SLIM Ha!

SLIME Double HA!

SLIM But we could use something else.

SLIM Waddayou lookin' at?

SLIME Yeah, you got nothin' better ta do? Starin' at snails?

TORIN Well, I... uh, no, actually... wait. Hey, I have a lot to do. But, who are you?

SLIM Who are we? Who in the Tenebrous are YOU?!

SLIME Yeah, who are you?

TORIN I'm Torin. Torin Fahrman.

SLIM Farm hand? Yeah, you look like a farm hand!

SLIME (QUICK LAUGH) HA ha ha ha ha ha ha ha. Farm hand. Good one, Slim!

SLIM Thanks, Slime! EYE FIVE!

BOTH (CLAP AND BOTH SAY TOGETHER) AWL-RIGHT!

TORIN Slim and Slime? You guys seem different from the others I've met around here.

SLIM Different? You bet we're different!

SLIME Yeah, waddaya think? You're talkin' to just another couple o' snails?

TORIN Yeah, you're quite a pair.

SLIM Why, that's right! We ARE a pair!

SLIME (QUICK LAUGH) HA ha-ha-ha-ha-ha-ha ha. A pair? Good one, Slim!

SLIM Thanks, Slime! EYE FIVE!

BOTH (CLAP AND BOTH SAY TOGETHER) AWL-RIGHT!

TORIN Say, guys, could you could help me with those slugs over there on the next tree? I can't even get close to them. How can I trap them?

SLIME Trap 'em? Yeah, you could...IF you had bait.

SLIM And we know just what they like, don't we, Slime?

SLIME Sure do, Slim, but we can't tell you, Torin Farmhand.

TORIN Why not? I'm honest, trustworthy, sincere.

SLIM Oh, it's not that.

SLIME Nah. It's because you haven't done anything for us yet!

TORIN What could I do for you?

SLIM Help us turn over a new leaf!

SLIME (QUICK LAUGH) HA ha-ha-ha-ha ha ha ha ha. Turn over a new leaf! Good one, Slim!

SLIM Thanks, Slime! EYE FIVE!

BOTH (CLAP AND BOTH SAY TOGETHER) AWL-RIGHT!

TORIN What's so funny about being a pair?

SLIME 'Cause we ARE a pair. A Figure Sliming Pair.

SLIM Yeah, we're goin' out for the Moat Olympics. In the Figure Sliming event, Pairs division.

SLIME So 'cuse us now...we gotta work out while the light holds.

TORIN Good luck. Maybe I'll come back here again later.

SLIM You can bet we won't come lookin' for you!

SLIME (QUICK LAUGH) HA ha ha-ha-ha-ha ha ha. Lookin' for you! Good one, Slim!

SLIM Thanks, Slime! EYE FIVE!

BOTH (CLAP AND BOTH SAY TOGETHER) AWL-RIGHT!

TORIN While I'm not totally unfamiliar with 12-step programs...

SLIM Ha ha ha. That's not what I meant by "turn over a new leaf!"

SLIME What he meant was: we need a new leaf to practice our Pairs Figure Sliming.

SLIM Yeah, a big leaf.

SLIME A REALLY big leaf.

SLIM You know, something with style...

SLIME class...

SLIM chlorophyll...

SLIME retsin...

SLIM something to give us that competitive edge...

SLIME something that will put us over the top, slime-wise!

SLIM Yeah, you got anything like that?

TORIN So, if I can find you a really big leaf...

SLIME ...we'll tell you everything you always wanted to know about slugs!

SLIM ...but were afraid to ask!

SLIME Which is more than you know now!

SLIM Fer sure!

SLIM Hey! Get outta here.

SLIME Yeah. We don't need no inchworm to tell us...

SLIM ...this leaf ain't big enough for three of us.

SLIME Yeah. Pond scum is good.

SLIM Nah, you can have your pond scum. BOG scum, now that's the BEST!

SLIME BOG scum? No, definitely: MOAT scum, that's what you want.

SLIM Ooooooh, yeah. Moat scum is choice!

SLIME Too bad you can't get it.

TORIN What do you mean, "can't get it?" I know where the moat is.

SLIME Yeah, you know where...but do you know what's?

SLIM Ha ha ha. Like "what's" in that moat?

TORIN Oh, yeah. Croctopus. And lots of 'em!

SLIM Wouldn't lots of 'em be "croctopi?"

SLIME Croctopi, croctopuses. Don't matter. You'll never get close enough to the water to get scum from the moat.

TORIN Wait a minute. Didn't you say you were going to the Moat Olympics?

SLIM Yeah, why?

TORIN Well, if I took you over there, would you help me get some moat scum?

SLIME Slim? Waddaya think?

SLIM Hokay by me. Better than crawlin'.

SLIME Okay, big boy. Let's go moatin'!

TORIN Here. Hop on your leaf.

TORIN I found it, boys. This is the biggest leaf in all the woods.

SLIM You?

SLIME You did?

SLIM You brought us a leaf?

TORIN Yep. And here it is. Now...tell me about those slugs. How can I capture them?

SLIM Ooooooooooooooh. Nice texture.

SLIME Nice structure.

SLIM Good size.

SLIME Professional markings.

SLIM Okay. It's a deal!

SLIME Yep. Done deal.

SLIM Ya wanna eye five?

TORIN (PAUSE A BEAT) Uh, no, thanks. No.

SLIME Your loss. Okay, here ya go...

SLIM (HERE'S YOUR CLUE, TORIN:) "Slugs love scum."

TORIN Could you two use a larger leaf, maybe?

SLIM Ooh. Nice texture.

SLIME Nice structure.

SLIM Good size.

SLIME Professional markings.

SLIM Plenty big.

SLIME Why not?

SLIM Okay. It's a deal!

SLIME Yep. Done deal.

SLIM Ya wanna eye five?

TORIN (PAUSE A BEAT) Uh, no, thanks. Nuh uh, no.

SLIME Your loss. But that was nice of you.

SLIM Yeah. And ya know what they say about nice guys...

SLIME Aw, Slim, can't cha tell he doesn't have a clue?

SLIM Yeah, I guess you're right. Okay, here's a clue for ya: "Slugs love scum."

TORIN Slugs? Scum?

SLIME Yuck.

SLIM If we wanted peat, we'd crawl there!

SLIM We don't jump rope!

SLIME Heck, we can't jump anything!

SLIM Cute.

SLIME Root.

Crystal City view

TORIN No matter how many times I see Crystal City, it's still impressive.

TORIN Sometimes the city looks like you could just reach right out and touch it. I sure hope it isn't locked up for the night already!

Crystal City gate

TORIN Somehow, I don't think throwing rocks at this guy is a good idea!

TORIN Maybe this will get someone's attention.

GUARD Halt! Who goes there?

TORIN Torin, of the Fahrman Valley.

GUARD The bridge is up.

TORIN Yes, I see. But I thought perhaps I would (FADE AWAY) be able to convince you to...

TORIN (QUIETLY) ...I guess not.

TORIN Hallo!

GUARD Halt! (PAUSE A BEAT) Oh. You ARE halted.

TORIN Yes.

GUARD Well, uh, would you mind moving a little?

TORIN What? Why?

GUARD You're throwing off my timing!

TORIN Well, okay.

GUARD Halt. Who goes there?

TORIN Me. You know it's me. You just told me to start walking.

GUARD Well, okay. Halt!

TORIN But now I AM halted again! I halted when you first said "Halt!"

GUARD What? I didn't say "Halt."

TORIN Did too.

GUARD Did not! Did I? Oh, never mind. Just go away.

TORIN Go away? I haven't asked for permission to enter yet!

GUARD Go away anyway.

TORIN But couldn't you...

TORIN (QUIETLY)...I guess not.

GUARD Halt!

TORIN Oh, no, not again! Look, all I want to do is get inside.

GUARD You can't. The bridge is up.

TORIN I can see that. I thought perhaps you could...

TORIN Hello! I guess he can't.

GUARD Halt!

TORIN How many times are we going to do this?

GUARD How many times are you going to toss those pebbles up here?

TORIN Look, I need information. About Lycentia. About The Lands Below. Can you help me?

GUARD Lands Below? You don't want to know about that place. And as to Lycentia: I've never heard of that place!

TORIN She's not a place; she's a sorceress. I must find her!

GUARD Well, I guarantee you she is not here. Now go away. You're interrupting my nap time.

TORIN Oh, brother! (DISGUSTED) You're no help.

GUARD Nor shall I be. Good night.

GUARD I can not hear you. I'm asleep!

TORIN How could you be? You're talking.

GUARD No, I'm not. I'm asleep.

TORIN You are not.

GUARD Are too.

TORIN Are not.

GUARD Too.

TORIN I give up. Besides, if a sorceress is anywhere, she's NOT in Crystal City!

TORIN There's no way I could get across that moat.

TORIN Here we are, boys, the site of the next Moat Olympics. I hope you win the Gold Medal!

SLIM Thanks, Torin. You're okay, for such a dry person.

SLIME Yeah, thanks. And in return, I'll put in a good word for you with some of my croctopus friends.

TORIN Good word? I don't need good words. I need moat scum...and plenty of it!

SLIM Oh, you do, do you?

SLIME And exactly where do you want it?

TORIN Why, right up here...

BOOGLE (DUCK INTO BAG; WRONG THING TO SAY, TORIN!) Brawk!

SLIM Hey, Croc. Pass the boy some scum!

SLIME Here ya go! (SPLAT!)

TORIN UGH! (WIPING SOUNDS) Yuck!

BOTH (HAND CLAP) (BOTH TOGETHER) Awl-right!

Phenocryst guard house exterior

TORIN Nice blue color, eh, Boogle?

HERMAN Wazzat? You rang?

HERMAN Huh? Who are you? Where'd ju come from? Waddaya doin' there? Ya tryin' to sneak by me? Oh, I wasn't asleep, no sir! I heard you come through.

TORIN Why, I wasn't trying to sneak by you. I'm Torin, and I really need to get to The Lands Below. Can you help me?

HERMAN The Lands Below? (DISGUSTED) You're one of them? Well, you can't stay up here. You go right back down where you came from. Yep. Nobody from down there gets past me! And you won't, neither.

TORIN Oh, no, you misunderstand. I'm not FROM The Lands Below. I want to GO there. So you DO know how to get there?

HERMAN GO there? Why, no one GOES there! That's no place for any self-respectin' citizen! Why them worlds is filled with nutsos! Malcontents! Psychos! (PAUSE A BEAT) Politicians!! (PAUSE AGAIN) No, there's no way I'd let you go down there.

TORIN So you DO know! Oh, please help me, sir. I MUST get to The Lands Below. May I come inside?

HERMAN Nope. No way. Nobody gets inside this guardhouse 'cept my replacement. Don't know where he is, either. Was supposed to be here 10, maybe 12 years ago! Never been THIS late before! No, you gotta go. Git outta here and don't come back.

TORIN Boogle, can you be an ax?

TORIN Not an X, silly! An ax.

TORIN Awl-right!

TORIN Ouch! Did that hurt?

BOOGLE (HELL YES IT HURT!) Bwark!

TORIN This looks none the worse for wear.

TORIN (GRUNT) Ugh. There's no way I could break this off.

TORIN No. Boogle would never be able to hack through this thick door.

HERMAN Halt! Who goes there?

TORIN (BLUFFING) Uh, it's me. I'm... I'm your replacement!

HERMAN What? You are?! Finally. It's about time. You must be 10 years late! Where've you been?

TORIN Uh...heavy traffic.

HERMAN Huh? Well, whatever.

HERMAN Hurry up and git inside here. I am powerful hungry!

TORIN Uh, okay.

HERMAN Humph! (SARCASTICALLY, UNDER BREATH) Can't say I much care for the new uniforms!

TORIN Hello? Anybody home?

TORIN Huh. Guess not.

TORIN "In case of emergency, break glass." What could that mean?

Herman's kitchen

TORIN Here you are, Herman. I brought you some berries.

HERMAN Great! Now squeeze 'em.

TORIN What? Oh, all right. Uh, where's the juicer?

HERMAN I told you. Over there. On the cabinet.

TORIN Boogle, can you be an ax?

TORIN Whew! Here ya go. Say, uh, what kind of berries are those?

HERMAN Why, CHUCK Berries, of course!

HERMAN Ah, that tastes great. But now, I'm gettin' a little hungry.

TORIN Oh, brother.

HERMAN You know what I really miss?

TORIN I'm kind of afraid to hear.

HERMAN Slugetti and peat balls!

TORIN "Slugetti and peat balls?" Don't you mean, spaghetti and meat balls?

HERMAN Ain't never heard a no such thing as that. Say, you sure you're from around here, boy? No, no, sluggetti and peat balls is exactly what I crave.

TORIN Oh, okay. I'll fix it for you. What's in it?

HERMAN Why, slugs and peat moss, waddaya think?

TORIN Ugh. I'll be sure to round up just enough for ONE meal.

HERMAN Hey, who are you? Do I know you?

TORIN What? I'm Torin, your "replacement," remember?

HERMAN You look familiar. Haven't I seen you before?

TORIN Well, yes. A few minutes ago. I've been standing right here.

HERMAN No, I don't think so. But I know one thing! I ain't gonna do nothin' 'til I get me some berry juice!

TORIN Oh, yeah. Right.

TORIN All you want is a root?

HERMAN Well, some sort of dessert would be good. Say, did I ever tell you about the last person I sent down?

TORIN Uh, you know what? Don't bother.

HERMAN Oh, no bother. She was a sweet young thing, too. Dang shame. Don't know what she did to deserve that. Oooh, you should'a seen her eyes when they clamped that collar around her neck. Poor thing couldn't hardly take a breath.

TORIN Oh-kay. Uh, thanks for the war stories. Root, it is.

TORIN What exactly do you want me to bring you?

HERMAN Peat moss. Slugs. Waddaya dull? Say, did I ever tell you the story about the last person I sent down?

TORIN Uh, no, you didn't. I mean ah, yes, yes you did! So don't, okay? I'm in a bit of a hurry, you see, so ah...

HERMAN Sweet young thing. Dang' shame. They clamped that collar 'round her neck so tight, she couldn't hardly breathe. And then...POOF! She was gone. Couldn't ever come back home. Too bad.

TORIN Huh. Fascinating. Bye.

HERMAN SO?! Get started!

TORIN Okay. (PAUSE) Uh, started what?

HERMAN Don't they teach you young'uns anything at Basic any more?

TORIN Well, maybe, but, uh, I wasn't exactly at the top of my class, you know...

HERMAN Hmph! I can see that! Don't tradition mean nothing no more? What's your generation coming to? Say...where's your provisions?

TORIN Provisions? Well, I, uh...

HERMAN My meal, boy, my meal! You know the corps tradition: before takin' over, the replacement guard ALWAYS cooks the departing guard his final meal!

TORIN (LYING) Oh, uh huh. I knew that! Yeah, that's still taught to all of "us." What is it you'd like, exactly?

HERMAN You mean you didn't bring it with you? Well, you won't find no home fort comforts out here. It's yur problem, not mine. I know what I want.

TORIN Exactly what DO you want for your last meal?

HERMAN Last meal? I ain't dead yet! (SUDDENLY SURPRISED TO SEE TORIN) Hey, who are you? What are you doin' in here? You my replacement?

TORIN (WEARILY ACTING SURPRISED) (Oh, brother.) Why, yes, I AM your replacement. You know there's a tradition that the new guard prepares the departing guard's meal. So I'm gonna fix yours.

HERMAN Dang right I know. And I know what I want. Hope you brought it with you.

TORIN What'll you have?

HERMAN Fur my ap-pee-tie-zer I want juice. Berry juice. Freshly squeezed! None o' that canned crap, either!

TORIN Berry juice, eh?

HERMAN Waddaya doin'? I'm thirsty, boy. (But that peat looks mighty fine... yep, mighty fine!)

TORIN Here you are. Peat. Just like you wanted.

HERMAN Didja bring the slugs? Peat balls ain't no good without slugetti!

TORIN What? Oh, okay. I've just got to figure out a way to capture those slugs.

HERMAN Well, hurry back when ya do, sonny. I'm workin' up a powerful appetite sittin' here! But no snails, okay? I hate eatin' icky stuff!

TORIN Here's your order, sir. Slugs and peat moss. Just as you requested. But, boy, did I have to go through a lot just to bring these to you.

HERMAN Yeah, yeah. I'm sure. You probably just walked around that cliff to the deli!

TORIN What! You mean...

HERMAN Heh, heh, heh! Jist a little guardhouse humor, boy! Ain't no food within days of this place! Now git over there in that kitchen and rattle them pots and pans!

TORIN All right, but this is my first attempt at cooking such a "delicacy."

TORIN Wow. At least it's quick to prepare. (WAITER-LIKE) Here you are, monsieur. Bon appetite!

HERMAN Ahhhhh. Ummmmm. Slurp.

TORIN Now can we get on with it?

HERMAN Now, the perfect conclusion to a near-perfect meal: dessert...and an iced latte!

TORIN DESSERT!?!? Latte? Oh, no!

HERMAN Oh, stop yur gripin', ya can skip the latte. Jes' bring me some dessert.

TORIN Whew! Alright, what'll ya have for deeee-sert?

HERMAN Why, there's only one thing that'd top slugetti and peat balls.

TORIN I'm afraid to ask.

HERMAN Root!

TORIN Let's make sure of something. If I prepare you a root, THEN will I be done?

HERMAN Bingo! Bright boy. Yep, a good ol' root'd be jes' fine.

TORIN Here you are. Slugs. Just like you wanted.

HERMAN Didja bring the peat? Slugetti ain't no good without the peat balls!

TORIN What? Oh, okay. I've got to find a way to get you some peat.

HERMAN Well, don't wait 'til you're at the end of your rope, sonny. Hurry back. I'm workin' up a powerful appetite sittin' here!

HERMAN Root? Already? Did I ask for root? No, no I did not! But, did I ever tell you 'bout how my ol' Mammy use'ta fix root?

TORIN No. And please.... Don't!

HERMAN Don't what?

TORIN Right. I agree!

HERMAN Agree. What the devil are we talkin' about?!

TORIN Here ya go. One large root. Want to help me fix it?

HERMAN No, I'll just wait right here.

TORIN Somehow I guessed as much.

HERMAN Say, nice square shape, too. Them's the best kind!

TORIN Okay. How about if I make it into a pie?

HERMAN Great! While that's in the oven baking, why don't you and I head back to the phenocryst chamber?

HERMAN Ahhhhh. Just smell that aroma. Ya know, there's nothing like coming home to "find the square root pie!"

TORIN Whew. Say, uh, we going out on that joke?

HERMAN No, we're going out through the secret passage!

HERMAN Nice root.

TORIN You want it?

HERMAN Maybe later.

TORIN Oh.

HERMAN Maybe not.

TORIN Oh. Okay.

TORIN Looks like the ol' boy took the square root pie and split. (PAUSE) Hope he doesn't get a "divide by zero" error!

Phenocryst Room

HERMAN Wait here while I get something.

HERMAN Pick a shard, any shard!

HERMAN Hee, hee! I been waitin' 15 years to use that line!

HERMAN There ya go, boy. The joint's all yours. I'm gonna grab my pie and hit the road. Gotta get on home, ya know. That is, if I can remember where home is...

TORIN But wait! What about me? Aren't you supposed to train me in how this thing works?!

HERMAN Works? Cain't. Don't 'member! Heck, it don't matter no way, boy. Nobody's come through here in years.

TORIN But...is this the way to The Lands Below?

HERMAN Could be. But, you don't care. All you gotta do is make sure nobody from "down there" gets "up here."

TORIN Nah, Boogle would never hold still THAT long! (use Boogle box on powder)

This powder MUST be important. But what if there isn't any of it in The Lands Below? I'd better find something to hold enough so I can get home again!

I'd better get enough of this powder to last. If it does take me to The Lands Below, I'll need enough to get home again!

That podium must be important to this huge crystal or it wouldn't be protected by those giant stones.

TORIN Now, how do I get through this thing?

TORIN That big crystal must be the portal to the next world.

TORIN These stones are much too large to lower by hand. That console MUST be the answer.

TORIN All I have to do is lower all of those stones.

TORIN Hang on, Boogle! I hope I'm right about this.

ESCARPA

Escarpa Cliff

TORIN (TORIN MATERIALIZES FIRST, THEN) WHEW!

TORIN (PAUSE AS TORIN SEES WHERE HE IS) WHOA!!

TORIN (TORIN FALLS ONTO TREE, THEN) WHEW!

TORIN (AS TORIN LEANS OVER CLIFF SIDE) WHOA!!

TORIN (AS TORIN LEANS OVER CLIFF SIDE) WHOA!!

TORIN (AFTER TORIN GRABS HOLD OF REMAINING TILE) WHEW!

TORIN (AFTER TILE BREAKS OFF) WHOA!!

BOOGLE (WHAT! OH NO!) Bwark!

TORIN Oh, I think we can make it, Boog!

TORIN (GRUNT) UGH!

TORIN Ooow. Just don't look down.

BOOGLE (WHAT! OH NO! NOT AGAIN!) BWARK!

TORIN Hang on, Boog. I hope this is worth it!

TORIN Someone left this clothespin just hanging here.

TORIN How strange. That ramp juts out even farther than the vulture's nest below it.

TORIN Hey, vulture! Try and catch this!

TRIPE Hey, Viscera! Look at dat! Fresh dead meat! Flying! Let's go after it!

VISCERA As always, I'm with you!

TRIPE Can't cha hurry up a little? It's gettin' away from us!

VISCERA For goodness sake. For once in your life can't you just stop and smell the rotting meat?

TORIN What's that beside that little tree?

TORIN Hmm. If only I could make that tree grow....

TORIN This should either make that tree grow, or kill it completely!

TORIN (CUP HANDS. TURN OFF MIKE AND YELL) Haaaaalllloooooo.

TORIN Hello. My name is Torin.

TRIPE Hey, get outta here!

VISCERA Oh, Tripe, you're such a grump. Hello, young man.

TRIPE (DISGUSTEDLY) Yaawww.

TORIN Hello. May I walk past?

VISCERA But of course.

TRIPE NO! This is OUR ledge. Why don'chu jes' jump off?

VISCERA Tripe! Oh, just ignore him. He's just a grumpy old stick in the bowels.

TRIPE Don't talk to him, Viscera! He mus' be up to no good. I don't like him. Besides that, he's ugly!

TORIN (CONFUSED) Ugly? (INSULTED) Well.

TRIPE Yeah, you're ugly. You're skinny and, and...tall. Why, I've only seen one person tall as you, but...

VISCERA TRIPE! Stop it. (TO TORIN, POLITELY) Come to think of it, young man, you DO remind me of someone hereabouts. Someone special, too. Royalty. She'd be quite a catch for someone that looks like, ah, someone of your, uh, appearance.

TORIN She? Oh, really! But I'm not in the habit of taking dating advice from a vulture. On the other hand, I would like to get past you so I could head up those steps. Would you mind if I asked you to move from your nest?

TRIPE Mind? Course not.

TORIN Thank you.

TRIPE Don't mind 'cause I ain't gonna!

VISCERA Now, Tripe. We COULD go for a little flight. I know MY wing could sure use a stretch.

TRIPE Nope. MY wing is fine! Not movin'. Happy right here.

TORIN I hereby ORDER you to fly away.

TRIPE An' I order you to shut up. And (SUDDENLY SWEET) per chance, did I forget to mention? (NASTY AGAIN) Go away!

VISCERA There's just no reasoning with him when he's in one of his moods.

TRIPE An' I'm always in one!

TORIN BOO!

TRIPE (SARCASTICLY) Yeah. Right.

VISCERA You know, he has only one thing on his mind--his stomach! Maybe some dead meat will come flying by here...you never know.

TORIN Thanks. For nothing.

TORIN Here, guys. I wondered if you'd like a little something to munch on.

TRIPE Umpghsh! (HE SWALLOWS IT) Ahhhhhhhhh! Good.

VISCERA Tripe. You forgot to share...again!

TRIPE Oh? (Belches loudly.) I did?

TRIPE I'm SO sorry. (SARCASTIC)

TORIN Well, now will you move out of the way?

TRIPE No.

VISCERA I would, but I'm afraid he won't. And I don't go anywhere without him.
TORIN (CHEERFULLY) Hello.
TORIN She's so busy washing, she never even noticed me.

The Bitternuts

ANNOUNCER Live...on CD-ROM...from beautiful cliffside Escarpa...it's "The Bitternuts!"
ANNOUNCER With Jack Kluckman as Mr. Bitternut... (phony canned applause)
ANNOUNCER and starring Sandra Bullhockey as Mrs. Bitternut... (phony canned applause)
ANNOUNCER with Vinyl MacCaulking as little Bobby Bitternut. (phony screams & canned applause)
ANNOUNCER Today we join "The Bitternuts" just as they hear a knock on their door...
(knock knock knock)
MRS B (LOUDLY) Just a minute... (SOFTER) Harley, can you get that? (PAUSE THEN DISGUSTED) Oh, never mind. Do I have to do everything around here? (LOUDER) Coming.
MRS B Yeow! Aren't you the giant, economy-sized visitor?!
(phony laugh track)
MRS B I'd ask you in, but I'm not sure there's enough air in here!
(phony laugh track)
MRS B Harley? Take a look at this guy! This is what a REAL man looks like!
(phony laugh track)
MRS B Harley? Oh, honey, don't mind him! He's just acting his IQ!
(phony laugh track)
MRS B So, do you want to come in? Or maybe that should be, "CAN" you come in?
(phony laugh track)
TORIN Why, thank you. I will.
(phony laugh track)
BOBBY Hey Mom, I...
(phony canned applause)
BOBBY (STARTING AGAIN) Hey Mom, I... Whoa! Who's the big guy?
(phony laugh track)
MRS B We don't know, honey.
(small fake chuckle)
MRS B We're still waiting to find out.
(small fake chuckle)
MRS B (LOUDLY) Just a minute...
MRS B (LOUDLY) Coming!
MRS B Do I have to do everything around here?
ANNOUNCER Be sure to join us next time, when we hear Bobby Bitternut ask...
BOBBY I don't know HOW that stain got there, Mom!
BOBBY That was in my pants?
BOBBY I know it'd be okay with your Dad!
BOBBY Mom'll never find out!
BOBBY Just hang out 'til Mom's gone!
(phony laugh track)
ANNOUNCER "The Bitternuts" is (SWALLOW NEXT WORD) (not) filmed before a live audience.
(phony canned applause)
TORIN How do you do, sir? My name is Torin.
MRS B Leave him alone. He ain't spoke to nobody in years!

(small fake chuckle)

TORIN Yes. I can see why.

(phony laugh track)

TORIN Hello, young man.

MRS B Did he touch you, boy?

(fake crowd reaction: Oh!)

BOBBY Not really, Mom.

MRS B What do you mean, not really? (TO TORIN) You touch that boy again, I'll have you arrested! We don't need no uppity strangers from some other land touching our kids!

(phony canned applause)

TORIN My name is Torin. From The Lands Above.

MRS B I'm Mrs. Bitternut. And this is what's left of my husband, Mr. Bitternut.

(phony laugh track)

MRS B And that's Bobby, our son.

(small fake laugh)

MRS B So, ah, what's that thing in your purse?

(phony laugh track)

TORIN Why, that's my little buddy...Boogle!

(phony laugh track)

(phony canned applause)

TORIN He won't hurt you. He likes people.

MRS B Yeah? Then he won't fit in here!

(phony laugh track)

MRS B If he's smart, he'll stay off my furniture!

(phony laugh track)

TORIN Mrs. Bitternut, I was wondering...

MRS B Selfish, that's all they are! Lived right across the chasm for years! Do we ever hear from them?

TORIN I'm sorry, what?

MRS B Oh, that King Rupert! He really fries my cornbread!

(phony laugh track)

MRS B Lives almost next door. Does he ever invite us over? NoooOOOO!

(small fake chuckle)

MRS B Why, you'd think he was better 'n us, or something!

(phony laugh track)

TORIN I'm sure King Rupert means to be nice to you. Perhaps he's just busy?

MRS B Busy for 20 years? And that Queen of his!

BOBBY Di?

MRS B Yeah, she should!

(phony laugh track)

TORIN Why, what's wrong with her?

MRS B Too snooty for me, that's what, Toring! Why, she acts like they didn't have a daughter that was.... Hey! Have you met their daughter?

TORIN What about their daughter?

MRS B Her name's Leenah, or something like that.

(phony laugh track)

MRS B You two should get together, Toring. You have so much in common!

(phony laugh track)

TORIN We do? Like what?

MRS B Oh, your looks, I suppose!

(phony laugh track)

BOBBY Yeah, you two deserve each other!

(phony laugh track)
TORIN How would you describe Leenah?
MRS B Well, let's see. Uh, she has a, err, nice personality.
(small fake chuckle)
MRS B She's...kind to her parents, I suppose. (She chuckles.)
(small fake chuckle)
MRS B She's a good climber.
(small fake chuckle)
MRS B She's lots of fun.
(phony laugh track)
MRS B She's...a good dancer.
(phony laugh track)
MRS B She's got a great personality!
(phony laugh track)
BOBBY In other words, she's a lot like you!
(phony laugh track)
TORIN Well, I guess I'll be going now, Mrs. B. (PAUSE) It was, uh, nice talking to you.
MRS B Oh, yeah? Well, don't hit your head on the doorframe!
(phony laugh track)
TORIN Mrs. B, I just came from King Rupert and he asked me to give you this.
MRS B What is it?
TORIN An invitation to the Royal Ball!
(audience fakes insincere "Ahs!")
(phony canned applause)
MRS B Yee, hah, Harley! We're goin' to the Ball! Ain't you excited? (PAUSE A BEAT) Awh, he's never been excited in his life! (LAUGH TRACK UP AND DOWN)
(phony laugh track)
MRS B Toring, if there's anything we own that you need for your journey, why just help yourself. It's yours!
(phony canned applause)
TORIN Why, thank you, Mrs. B.
MRS B Of course, I'd love it if you'd take the Mister over there! (She laughs.)
(phony laugh track)
MRS B Hey, hey! What are you doing? Put that down! That's my best trivet!
BOBBY Ah, Mom. Let him have it. You haven't cooked since I was born!
(phony laugh track)
MRS B The kid's right. Go on. Take it. (APPLAUSE)
(phony canned applause)
MRS B But don't go takin' anything else, ya hear? And good luck on your quest, young man.
(PAUSE A BEAT) Hey, any chance of you taking Junior along with you?
(phony laugh track)
TORIN None whatsoever, I'm afraid. But ah, thanks for the trivet, Mrs. B.
(phony canned applause)
MRS B Hey! What are you doing? Put that down!

King Rupert's Residence

RUPERT Well, well. What have we here?
TORIN Good day, sir.
RUPERT Yes, it 'tis, isn't it? But then, every day is a good day here in paradise.

TORIN A land as lovely as this SHOULD be called Paradise.

RUPERT Maybe it should, but we call it Escarpa. But the real question is: what do we call you?

TORIN Forgive me, sir. My name is Torin, of The Lands Above.

RUPERT I am Rupert, King of Escarpa. And this is my lovely wife, Queen Di.

TORIN Oh! How do you do, ma'am?

DI (DISTAINFULLY, SOTTE VOCE) Alarmed, I'm sure.

RUPERT Eh, what's that?

DI (LOUDER) I said, "Charmed, I'm sure."

RUPERT Oh, that's nice.

RUPERT It's nice to see humilty in SOMEbody around here!

TORIN Um, I'd better not. I bet the King has heard enough jokes like: "I suppose she's your biggest fan?"

TORIN Is it "back, then forth," or "forth, then back?"

TORIN King Rupert, Queen Di, I'm here seeking Lycentia, an evil sorceress who may be in this area. Have you heard of her?

RUPERT I haven't heard of any Lycentia.

DI (SOTTO VOCE SARCASTIC) He hasn't heard of anything he can remember.

RUPERT What's that, my Queen?

DI I said, "If you had heard a thing, you'd have her dismembered!"

RUPERT Yes, that's true. She's not here in Escarpa, young man. Perhaps she's in some other world below us. But you are welcome to stay here as my guest for as long as you wish.

TORIN Thank you, your Majesty. Do you know how to get to the worlds below Escarpa?

RUPERT It seems I recall a connection back when I was a young boy. But lately, we've seen no one at all from the other worlds. I don't know why. I suppose we've just "lost touch."

(ASCERBIC, TO SELF) You can say that again!

RUPERT Eh? I missed that, Di.

DI I said, "I say that's a sin!"

RUPERT Well, yes, I suppose. (CLEAR THROAT) I didn't realize you felt so strongly about foreign affairs!

DI (ASTRINGENTLY, TO SELF) If you only knew!

TORIN I can not stay long in Escarpa. I must find Lycentia.

RUPERT I understand. But in your travels, if you happen upon a young lady named Leenah, would you give her a message?

TORIN Of course. But how will I know her? What does she look like?

RUPERT Uh, well...Leenah is, ah, very...tall. Uh, yes, nearly as tall as you!

DI (ACRIMONIOUSLY, TO SELF) And nearly as unsightly!

TORIN Excuse me?

DI I said, "She should call home nightly!"

TORIN Oh.

TORIN Is Leenah from Escarpa?

RUPERT Of course. She is my daughter!

TORIN Oh, really? A princess! Has she been gone long?

RUPERT Only a few days. But parents worry nonetheless.

TORIN I understand. (SINCERELY) I know what it's like to miss a loved one!

RUPERT Di, my dear, why don't you give this boy a piece of your jewelry. That way, Leenah will know he represents us.

DI (STYPTIC, UNDER BREATH) Oh, brother. Are you right in his pocket!

RUPERT What was that?

DI I said, "Tell her, 'Mother sent her this locket!'"

RUPERT Oh, yes. Good idea.

DI Here, Torin. Take this one. See? It has a picture of Rupert and me on the inside.

TORIN I promise to keep it safe until I find her.

TORIN You mentioned a message for Leenah, your Majesty.

RUPERT Why, yes. Tell her to come home. We all miss her greatly.

DI (SOFTLY) At least, one of us.

RUPERT Eh, what's that you say, Di?

DI I said, "Every last one of us!"

RUPERT Oh. Well. Yes, that's right. So, tell her that, my boy, if you happen upon her, that is.

TORIN I will.

TORIN I can't wait to meet Leenah. I've never met a Princess before.

RUPERT She is a wonderful child. So sweet-natured. I miss her greatly.

TORIN (SARCASTICALLY) I can believe that!

DI (SNAPS) What was that?

TORIN (COOL AND SILKY) I said, "I can believe that... you miss her."

DI (SUSPICIOUS) Hmm.

RUPERT God speed, Torin. And may our paths cross again soon!

TORIN Your Majesty, I can see you are a lover of crystals.

DI (BITTERLY, TO SELF) Yes, that's the only kind he is!

RUPERT What did you say?

DI I said, "Yes, and how kind he is!"

RUPERT Why, thank you, dear! But, continue, boy.

TORIN I humbly offer you this gift from The Lands Above. I think it will balance your set of crystal shards. May I?

RUPERT Yes, of course.

TORIN There. (POLITICIAN-LIKE, ORATOR) And as this one simple shard completes the connection between the formerly distinct spectra above us, so too therefore may our two worlds be connected by (UH, OH) the uh, peace and ah, understanding that (LOSES IT) uh, comes from, you know, ah, like that there.

RUPERT Hear, hear!

DI Bravo.

RUPERT (QUIETLY, TO QUEEN) I say, what the devil was the boy talking about, Di?

DI (SOFTLY) Beats me!

RUPERT (QUIET) Di! What did you say?

DI (NOT TOO LOUD) I said, "Beats me!"

RUPERT (STILL QUIET) Well, I'll consider it....

RUPERT (NORMAL VOICE AGAIN, TO TORIN) Why, thank you, Torin. It's perfect. And in return, I'd like to present you with this invitation to next week's Royal Ball.

DI (SARCASTICALLY) Nice swap: shard for free tickets, you cheapskate!

RUPERT What!? What did you say, Di?

DI I said, "I hope he's still free at this late date!"

RUPERT Oh. Yes, boy, do attend!

TORIN Thank you, your Majesty.

TORIN I hope this isn't one of those buffets with a "eat all you take" policy!

TORIN I'll be sure not to waste this one!

TORIN Your crystal array looks beautiful, King Rupert.

RUPERT Yes, thanks to you, Torin!

TORIN I love the artwork over your throne, your Majesty.

RUPERT Why, thank you. But somehow I've always felt my shard collection was incomplete.

DI (SARCASTIC) As incomplete as your memory, you specious fool!
RUPERT What's that you say, darling?
DI I said, "No art can compete with our memories, my precious jewel!"
RUPERT Ah, yes. Quite so, quite so.
RUPERT (ASIDE TO TORIN) What do you think, boy? Isn't she something?!
TORIN Yes, that she is.
TORIN Your Majesty, this tile seems similar to others I've seen around Escarpa.
RUPERT Ah, yes, I suppose it 'tis. It was a most popular style a few years ago.
TORIN May I have it for my collection?
RUPERT But, what for?
TORIN Oh, nothing, I guess. I just kinda liked it.
RUPERT No. Not without a very good reason, young man!
TORIN Your Majesty, I think this tile is part of something important.
RUPERT You're right. It's part of my floor!
TORIN No, no, even more important than that. You see, at the base of the opposite cliff, I've found an unusual room containing a large formation that would hold this tile perfectly! I feel certain the formation is something important. Perhaps it even holds access to The Lands Below!
RUPERT Why, then, of course you may take it.
TORIN Thank you, your Highness.

Dragon cave

TORIN It's already light enough in here to see that's a doorway.
TORIN There's nothing there for Boogle to shovel.
TORIN Come on out of there, Boogle.
TORIN Change back into yourself, buddy.
TORIN Boogle, can you be a worm?
TORIN Check back inside there! I bet it's a way out of this land.
BOOGLE (IT'S DARK IN HERE) Bwark!
TORIN Yeah, I bet it's dark in there. What are we gonna do?
TORIN I bet Boogle could fit through that door...if I could only open it!
BOOGLE (DON'T SEND ME BACK IN THERE!) Brawk!
TORIN Oh, okay, Boog. You don't have to go back in there again.
TORIN (Struggling) There's just no way I can fit through that tiny opening! But I have a feeling there must be something back there.
TORIN Grunt. Strain. Groan.
TORIN I've got it!
TORIN PEEEEEEEEUUU! What a stench!
TORIN I wonder what's inside there?
TORIN There's nothing more for me to do here.
TORIN Boogle, turn into a lantern so we can see what's back there.
TORIN Wow, Boogle! It looks brown and soft and smells terrible. We've just gotta have some of that!
TORIN Uh, say Boogle, would you mind being a shovel?
TORIN I say, be a shovel.
BOOGLE (YUCK!) Brawk!
BOOGLE (ONCE IS ENOUGH!) Bwark!
TORIN Okay, Boogle. Turn back into a worm again and get out of there. But don't forget our "sample!"

BOOGLE (HERE'S YOUR BAG, DAMMIT!) Bwark!

TORIN I'll be sure not to examine THIS.

Sam & Max

TORIN Hey. Skunks? Are you there?

TORIN Oh, well, I was ah, just wondering: could I pass through your cave?

TORIN Please, fellas. Let me pass. I'm a stranger in a strange land!

TORIN Aye!

TORIN Could I persuade you with a gift? A present? A peace offering? An appeasement?

TORIN (WHO FARTED?) Boogle! Is that you?

BOOGLE (ME? MORE LIKE YOU!) BRAWK! BRAWK!

TORIN No, wait. I think it's coming from up ahead.

TORIN Oh, oh, Boog. Skunks ahead!

TORIN Even with Sam and Max gone, that nest reeks! I'm not going in there without protection!

TORIN There's no way I'm going in there. That nest smells terrible! (PAUSE) Still, there IS that opening back there in the distance. It must go somewhere.

TORIN Here goes nothing...

TORIN No way. I'll never get close enough. That smell is a killer!

TORIN There's no way I could hide behind THAT without getting soaked!

TORIN Hey. Skunks? Are you there?

SAM I'm here. Are you, Max?

MAX I'm here too, Sam. (LOUDER) Why do you ask?

TORIN Oh, well, I was ah, just wondering: could I pass through your cave?

SAM Well, you could TRY.

MAX Heh, heh. Yeah, come on. It's been a while since our last "target practice!"

SAM Yeah, there's a CHANCE we'd miss!

TORIN Please, fellas. Let me pass. I'm a stranger in a strange land!

SAM You got that right!

MAX Waddaya think, Sam?

SAM Oh, I dunno. Why don't we put it up for a vote, Max?

MAX Good idea, Sam! Okay, all those in favor of letting just any yahoo go wanderin' through our domicile, disruptin' our comfortable lifestyle, and trackin' in that horrible human odor, say "Aye!"

SAM Yeah, and all those in favor of raisin' tail and letting the juices fall where they may, say "Nay."

TORIN Aye!

BOOGLE (AYE!) Brawk!

SAM NAY!

MAX NAY!

SAM Let's see, that's 1 Aye, 2 Nays, and 1 (BOOGLE-LIKE SQUAWK) Brawk! The Nays have it: fire at will!

MAX (TO SAM) Will? I thought he said his name was Torid?

TORIN Could I persuade you with a gift? A present? A peace offering? An appeasement?

SAM Nope.

MAX No way.

SAM None.

MAX There's nothing you could offer that would make us move!

TORIN What if I blow their smell away with this fan!

VEDER (OFF IN DISTANCE, LOTS OF ECHO) Yeow! What's that smell! Cut it out down

there, will ya? Some of us are trying to breathe up here!!

TORIN That didn't work! It still smells just as bad in here!

TORIN Hang on, Boogle. We're goin' in!

TORIN Yeah. I'm sure the King and Queen would love to have THIS couple at the Royal Ball!

TORIN Aren't skunks herbivores?

TORIN Boog, I've got it! I'll just put this clothespin on my nose. Then I won't be able to smell the skunks!

TORIN Yeow! (SQUIRMS)

TORIN Aah! (WRIGGLE)

TORIN Yo! (DODGE)

TORIN No way.

TORIN Man, these guys are good!

TORIN If only I had some kind of shield to hide behind.

Seraglio

WOMAN Good riddance, I say!

WOMAN What a wonderful new fragrance you're wearing...

WOMAN I love these new scented bath rocks...

WOMAN What's that aroma? Is the cook at it again?

WOMAN Did I tell you about the new perfume he gave me...

WOMAN Is that essence of leafstar you're wearing?

WOMAN Oooh, isn't that sweet-smelling?

WOMAN That smells wonderful...

WOMAN Ah. Perfect. So nice.

WOMAN She's such a dear...

WOMAN She's such a witch...

WOMAN Isn't she just precious...

WOMAN She's so catty...

WOMAN She's never says bad things about you...

WOMAN Oh, that's wonderful!

WOMAN New clothes? Again?

WOMAN Oh, that's nothing! Let me tell you what I heard...

WOMAN Could be.

WOMAN Maybe.

WOMAN Maybe not.

WOMAN Possibly.

WOMAN Yes.

WOMAN What?

WOMAN He didn't!

WOMAN No, they weren't. Why?

WOMAN Roast leg again?

TORIN Boogle! See where that doorway goes!

TORIN Boogle! Don't go through that doorway yet.

TORIN Now that the "girls" are gone, let's send you down there as a yo-yo, Boogle.

TORIN Boogle, why don't you go down there as a yo-yo? I'm sure they won't bother you.

TORIN This ladder looks a little rickety, but I'm going to try it anyway.

BOOGLE (NO, DON'T GO!) Bwark!

TORIN Aaaaaayyyyeeeeeeaaaahhhhh!!!!

TORIN What if I tried that inside, by that ladder?

TORIN There's just no way I could climb down there without falling.

TORIN This ought to drive those women out of there!

WOMAN What's that smell? Eeek! Let's get out of here! Millie? Is that you? Whew! Shriek.

WOMAN Eeek!

WOMAN Let's get out of here!

WOMAN Millie? Is that you!?

WOMAN Whew!

WOMAN Shriek.

TORIN Yes!

TORIN Hmm. That looks like another one of those tiles.

TORIN (YELLS) Boogle! Grab that tile hanging there!

TORIN Attaboy, Boog!

BOOGLE (HEH, HEH, HEH) Bwark!

TORIN The outside of this balcony is too slippery. I can't go any farther that way.

Veder

VEDER Well, I HAVE been losing weight lately. Maybe if my wrap got so loose I couldn't...nah. I have no use for that. (use clothespin)

TORIN Looks like the cushion is working.

VEDER Yes, it is. Much better. Thank you again. Now gedoudahere!

TORIN Greetings, sir.

TORIN Funny. He LOOKS awake.

TORIN Greetings, sir.

TORIN I could have sworn he squirmed just a little then.

TORIN Greetings, sir.

VEDER What? (PAUSE) Who are you? (PAUSE) And why are you here?

TORIN I'm Torin. Who are you?

VEDER That's what I'm trying to determine.

TORIN I mean, what's your name?

VEDER Name? Veder. Is this why you come here? To torment me with unimportant questions? Where are the real questions? The ones aching deep inside you? Who are you? What do you believe? What do you know?

TORIN Actually, I haven't really gotten to those questions yet. My question is more simple.

VEDER Simple-ER.

TORIN Huh? Whatever. I'm trying to find a sorceress named Lycentia. Could you help me?

VEDER Forget her. I know the girl you should meet. Sweet girl. Good to her parents. Clever conversationalist. She has "a nice personality!"

TORIN Uh oh.

TORIN I think not. I'm really only here for a short stay. I need to find Lycentia. Remember her? I asked you about her a few seconds ago?

VEDER Never heard of her.

TORIN Do you know how to get to "The Lands Below?"

VEDER Do you know how to help "The Area Below?"

TORIN What? I don't understand.

VEDER You'd understand if it was you sitting on this stone tile all day and all night! The "Parts Below." The "Bottom Line." The "Rear Guard."

TORIN Are you trying to say your seat is uncomfortable?

VEDER Uncomfortable don't cut it! My seat's boiling. My buns're burning. Oye, I need relief!

TORIN I see.

VEDER No, you don't see. And you won't. 'Cause I'm not showing it to anybody! Now just go away and I'll continue to suffer in silence.

TORIN Somehow, I doubt that!

VEDER Phew! But here's a factoid for you, buddy boy: that stuff is ah one heckofa fertilizer!

VEDER (SARCASTIC) Good thinking. You can never get enough fresh air, hanging on the edge of a cliff! Just hand it to one of the many servants I don't have.

TORIN Here's a thick, soft cushion that I think you'll like.

VEDER Let me feel...ah, fine materials. Nice padding. Soft cover. Firm, yet breathable. I thank you very much, O tall slender one. And, in return, why don't you take this instrument of my torture.

VEDER (Just drop it over a cliff someplace if you don't want it, okay?)

TORIN Oh, I would never do that!

VEDER What? Is this a date? You're not my type!

VEDER I have no need for carpets for my floor, especially one that smells like that! But I sure could use something soft to sit on.

VEDER No way! You're not getting this pillow back! You gave it to me fair and square! A deal's a deal!

VEDER I'm already sitting on a tile. Most uncomfortable!

Phenocryst chamber

Welcome, traveler. The sacred chamber that lies ahead contains an ancient phenocryst column. For centuries, travelers have journeyed throughout the planet of Strata by means of these columns. Connecting the worlds within worlds, phenocrysts are able to transmit far more than mere light. Through the use of erresdy powder, discovered by Tor the First in the early Unity Period, people now have instant mobility. So step inside, and enjoy the latest in phenocryst travel.

TORIN I hope that was the correct solution to that puzzle.

TORIN I hope THIS phenocryst works better than that last one.

PERGOLA

Tree tops

TORIN (LANDING FACE DOWN) Ugh.

TORIN What is THIS place?

TORIN Wow. But it IS beautiful.

TORIN (FALLING THROUGH TREETOPS) Oooooohhhhh.

TORIN (SOFTLY, OFF-MIKE; HIT GROUND BELOW) Ugh.

TORIN Perhaps that's what I should do...transport myself on down...through that shard!

TORIN Of course. Why didn't I think of that before? I'll just use a little more of the erresdy powder and continue on down.
TORIN Looks like rain approaching. I wonder if Boogle can be an umbrella?
TORIN Look at how that shard is broken. I should have continued on down. But down to where?

Pergola landing

TORIN (GROGGILY) What a fall...
TORIN (COMING OUT OF IT...) What the...
TORIN (FORCEFULLY) Hey! Stop that!
LEENAH (FEARFULLY) Oh, no. (SCREAM) NO!
TORIN It's okay. I won't hurt you!
LEENAH (CONTINUE SCREAMING) No! NO!
LEENAH (SHORT) Eeek.
LEENAH (LONGER) Aweeek.
LEENAH (FEAR, SHORT) Aeee.
LEENAH (LONGER, FEARFUL) Aaaieeee!
TORIN Stop that! Let me go.
TORIN (SWINGING AND FLAILING AWAY AT LITTLE PERGOLANS) Get away. Shoo.
TORIN Wait! Don't be afraid!
TORIN (TO MAN ON YOUR COLLAR) Hold still.
TORIN (GENTLY) There.
LEADER (POLITICAL STUMPER) On behalf of all Pergolans everywhere, I would like to thank you, Giant...for saving the life of Fairmont!
TORIN (BOOMING, DISTORTED, LOUD) Oh, that's all right.
PERGOLEANS (painfully) Ow! Too loud! Ouch! Stop! Softer! Too loud!!
TORIN (still loud) Oh, sorry. (realizing he's still loud) Oops. (now softly) I mean: okay.
LEADER You seem to be a kinder, gentler giant, not like SOME giants we know. I wonder if you could help us with a problem.
TORIN But of course. Need some logs moved? Rocks realigned? (Villages trampled?)
--- no longer used --- *line removed was thought by Torin: since "villages trampled" also appears in a separate audio file, it's probably that*
LEADER Much worse! We recently captured another giant, but very different from you. This one will not cooperate at all!
TORIN What can I do?
LEADER Perhaps if you talked with it.
TORIN (HESITANTLY) Well, okay. But are you sure I'LL be safe?
LEADER Follow me.
TORIN Now hold still. I wouldn't want to cut you...
LEENAH Oh. Thank you, Torin. That was horrible.
TORIN Here. Here's your locket.
PERGOLEANS Titter. Titter. Giggle. Giggle.
TORIN Oh, Boogle! (EMBARRASSED) Here. Let me help you up.
LEENAH (NOTICES CUTS) Oh, wait. Look at your arms. You're bleeding!
TORIN What? Oh, I'm okay. I dropped a long ways through the trees before I landed on this soft loam. I must have caught some branches on the way down. It's nothing.
LEENAH Nonsense. Come over here. I'm sure I've heard a stream this way.
TORIN It's all right. I'm not going to hurt you.
LEENAH HAH! You're with them, aren't you! Get away from me!
TORIN But... but I want to free you.
LEENAH Get away! You'll only hurt me more!

TORIN Won't you let me help you?

LEENAH Help me? Like they did? HAH!

LEENAH Show some respect. Just leave me here. To die.

TORIN Oh, I could never do that. You're far too... too... (FINALLY GULPS IT OUT, BUT SOFTLY) too beautiful for me to leave you here.

LEENAH Flattery won't help. Go away. So help me, if you do figure out a way to release me, I'll... scratch your eyes out!!

TORIN Hey. You're Leenah, aren't you?

LEENAH Wha...yes. Who told you my name?

TORIN Hey. You're Leenah, aren't you? I just came from your homeland. I met your Mother and Father.

LEENAH You did? Escarpa? My parents? (SOFTENING) Oh, how I wish I had listened to them... I wouldn't be in this mess!

TORIN They told me to give you this...(PRODUCES LOCKET)

LEENAH What is this? Some sort of cruel joke? Is this trinket supposed to fool me? What are the Pergolans trying to pull? And to think for a moment there I started to trust you!

TORIN What? No! I mean, Queen Di said to give it to you.

LEENAH Hah! Like I'm going to believe that. You could have found this bauble anywhere!

LEENAH Oh, look. That IS my dear sweet Father. And Di. Oh, how I miss them. Maybe you are from Escarpa. But...you're so tall. Who are you, anyway?

TORIN My name is Torin, but I'm not from Escarpa. I'm from The Lands Above.

LEENAH Torin of The Lands Above: do you promise not to harm me?

TORIN I swear. (EARNESTLY) At present, I can think of nothing worse!

LEENAH (DECIDING TO TRUST HIM) Alright, then. Quick! Cut me loose.

TORIN Well, um, hmm...

LEENAH Hurry, before they stop you!

TORIN (SHEEPISHLY) Yeah, uh, I can't. I'll have to try to break each little thread, I suppose.

LEENAH Why? Use your knife!

TORIN That's just it. I didn't bring a knife.... Some hero I am. Well, hold still. Here goes.

LEENAH (SOFTLY, WHISPERING) Then, I'll tell you a little secret. All this time, I've had a knife hidden in my boot! But they tied me up before I regained consciousness.

TORIN Everyone in Escarpa said we should meet. But I never dared dream we really would.

LEENAH Everyone else was so short and hairy. I was always the ugly duckling. Too tall, too thin, hair only on top... but with you I feel, I dunno, somehow normal.

TORIN (TRYING A COMPLIMENT) Oh, I think you're anything but normal.

LEENAH (MISUNDERSTANDING) What?! (HURT) Torin!!

TORIN Huh? No, no, what I meant was, you're far above normal, you're beautiful... wonderful... perfect!

LEENAH Oh, Torin. (PAUSES) But my parents must be worried sick.

TORIN Well, yeah, they are. They really want you to return home. And my parents... they're still in danger.

BOTH (simultaneously) I must go back / I must go on.

--- no longer used ---

BOTH (simultaneously) You're right. / You're right.

--- no longer used ---

TORIN But, will I see you again?

LEENAH (QUIETLY) You must!

LEADER Excuse me, you two. Will you be staying for dinner? If so, I'd better send out several hunting parties!

TORIN No, we've gotta leave immediately. We have to begin our search for a phenocryst.
LEADER Oh, no need. I know right where one is. But, it's pretty far away!
TORIN What? I can't believe it. Does it work?
LEADER Weeeelllll...it might. You see, it hasn't been used in some time.
TORIN Somehow, I could have guessed that. Let's go, Leenah.

Pentagram puzzle

LEADER Open the gate!
LEADER Attention, everyone. This is Torin and his friend, Leenah. Please, give him your attention.
LEADER (TO TORIN) They're all yours.
TORIN But, what do I do?
LEADER Well, that's the problem. No one knows. The phenocryst hasn't been used in generations.
LEADER Legend has it that when the Ostiaries find perfect harmony, the worlds will open unto them. But, even when wearing these ancient sacred robes they cannot find the way themselves. Can you help them?
TORIN Oh, boy.

Harmony puzzle

LEENAH Torin? Where are you going?
TORIN What? Oh, uh, I wasn't going to leave. I was just...stretching my legs, that's all.
TORIN (DIRECTING PEOPLE'S MOVEMENTS) Okay, you step into the center.
TORIN And you, take his place.
TORIN Hey! I didn't tell you to move.
LEENAH Looks like he just got bored, since you haven't moved anyone for a while.
TORIN Oh, no. There goes another one.
LEENAH They just can't seem to hold still, can they?
TORIN Wait! Stop! Oh, Leenah. I have to keep them from moving.
LEENAH They only move if you wait around too long, Torin.
TORIN Hurry, Leenah. Jump up here!
TORIN I think the phenocryst columns are behind those doors, Leenah.
LEENAH How will you open them?
TORIN That's just what I was wondering....
TORIN Ahhh, that's it. The pattern was five ascending notes leading to the second nested planet. So that phenocryst goes back to Escarpa.
TORIN Ahhh, that's it. The pattern was five descending notes leading to the fourth nested planet. The other door must go back to Escarpa.
LEENAH Oh, Torin! I knew you could do it!
TORIN You did?
LEENAH But, now what?
TORIN Oh, this part I know. Stand over here. I'll throw enough of this powder for both of us, and off we'll go.
TORIN (Hopefully where we want to!)
LEENAH Don't forget me, Torin!
TORIN I couldn't, Leenah.
LEENAH Be careful! This Lycentia sounds dangerous.
TORIN I will. Now close your eyes.

LEENAH (SOFTLY, HINTING) They ARE closed.

LEENAH (LOVINGLY) Save enough powder for a trip to Escarpa.

TORIN I promise. I'll see you soon, Leenah...somehow.

LEENAH Goodbye, Torin. And goodbye, Boogle.

BOOGLE (GOODBYE) Brawk!

TORIN No, wait. You go back where you came from.

TORIN I've changed my mind. Forget it.

TORIN Never mind. Stay where you were.

PERGOLEAN Aaaaaaaah. <Low A>

PERGOLEAN Aaaaaaaah. <High A>

PERGOLEAN Aaaaaaaah. <Low C>

PERGOLEAN Aaaaaaaah. <Middle C>

PERGOLEAN Aaaaaaaah. <High C>

PERGOLEAN Aaaaaaaah. <Very high C>

PERGOLEAN Aaaaaaaah. <Low E-flat>

PERGOLEAN Aaaaaaaah. <High E-Flat>

PERGOLEAN Aaaaaaaah. <Low G-flat>

PERGOLEAN Aaaaaaaah. <High G-flat>

TORIN I bet that door hides a phenocryst.

TORIN Four dots and a circle?

TORIN Those carvings must symbolize something.

TORIN Five concentric rings?

PERGOLEAN Ugh!

PERGOLEAN Hey.

PERGOLEAN Watch out.

PERGOLEAN Move over.

PERGOLEAN You're in my way.

PERGOLEAN Scoot over.

PERGOLEAN Watch it.

PERGOLEAN Excuse me.

PERGOLEAN Outta my way.

PERGOLEAN Doh!

AESTHENIA

Phenocryst chamber

TORIN There's a door back here, but it won't open. And there's no knob!

TORIN Wha!?! Hey, I'm gettin' better at this!

TORIN Whew! Smells like ammonia.

TORIN (READING CONSOLE AFTER CLEANING IT) "Welcome to Asthenia." Huh.

TORIN Is that writing? It's so dirty I just can't tell.

TORIN No. I refuse to go back. I must find my parents!

Fort

TORIN It's nice to see a military-industrial complex with a sense of humor! (Of course, maybe that's why there's no one left around here.)

TORIN There's no way I can reach the release handle from in here!

TORIN Ough! Stone cannonballs! Man, these suckers are heavy.

TORIN I think five of these is just about all I can handle!
TORIN That must be where the people lived who defended this island.
TORIN That phenocryst chamber must have been very important to the people who built this island's defenses.
TORIN That spit of land over there MUST be the way out of here. (PAUSE) The trouble is: you can't get there from here!

Landing

TORIN (SPITTING OUT SAND) Spyfh! Ick! Pooey!
BOOGLE (LAUGHING) Bwark!

Island

TORIN That must be the way out of here...but how can I cross a river of hot lava?
TORIN That must be the way out of here.
TORIN Hmm. This looks like a valve...but I can't turn it with my bare hands!
TORIN Yes!

VISCERA Let's get him, Tripe!
TRIPE Nah! He's over-done, at best!

Cave

TORIN Oh, good. I was wondering how I was going to get back!
TORIN Hmm. Wonder what this does?
TORIN I'll try again.

TORIN Oh, good. It's blocked. Let me guess: another console!
TORIN I gotta open that giant shutter first.

TENE BROUS

Engine room

BOOGLE (TORIN? TORIN?) Bwark? Bwark?
BOOGLE (ARE YOU OKAY?) Bwark?
BOOGLE (TORIN? WAKE UP!) Bwark?
BOOGLE (NO WAY WILL I GIVE HIM MOUTH-TO-MOUTH!) Bwark!
TORIN (GROGGY) Uh, thanks, Boog. Hey, how did you do that?
BOOGLE (WHAT CAN I DO? HOW CAN I HELP?) Bwark!
TORIN No. I'm not going back. I WILL find Lycentia!

TORIN Boogle, I wonder where this vent leads?
TORIN It's too tight for me to get it open, Boogle.

Air vent

TORIN Ungh! Uh, can you get that?
TORIN Thank you!
TORIN There's no way I could cut through this...it's much too solid.

TORIN (SLOWLY AND SOFTLY) Uh, oh.
TORIN (LONG AND ROADRUNNERISH) Ahhhhhhhhhhhhhhhhhhh hhhhhhhhhhhhhhhhh!
TORIN Boogle! Save us!!

Scene with flower

TORIN (WELL-ENUNCIATED, SLOWLY, CLEARLY) "Save us!" (PAUSE) I said, "SAVE us!"
Boogle!

COP All right, you! You'd better come with me. You're under arrest!

TORIN But, officer...what for?

COP Cruelty to plants!

COP Just leave your friend here. If he's lucky, you'll be back in a few years!! (He laughs.)

(these lines were uncovered by Akiril and appear on her site: they're not in the script, but in the audio files)

--- no longer used ---TORIN: But...

--- no longer used ---COP : Don't "but" me, boy! You want to go the EASY way...or the FUN way?
Heh-heh-heh-heh!

--- no longer used ---TORIN: (gulps)

TORIN Hey! Come back here!!

TORIN Gotcha.

TORIN That's the courthouse and jail. I'm not going back that way!

TORIN Here's a dead long-stemmed flower on this dawburr plant. Surely no one would mind me "pruning" this.

TORIN Is this the bush? This one down here?

FLOWER Yes.

TORIN I did it. The silkworms are no longer a problem. But, aren't they kinda funny colored?

FLOWER Oh, those little buggers produce silk of any hue! Just place them on a color, and they'll make a copy of it for you...and in silk, yet! But don't waste 'em. And please: don't drop 'em around here, okay?

TORIN Excuse me.

FLOWER Yea-us? (PAUSE; DISGUSTED:) Oh, it's you.

TORIN Could you help me?

FLOWER Help you? I doubt it. After what you and your safe-like buddy did to my friends over there? Hah!

TORIN But...I didn't mean to hurt you. I didn't know plants COULD hurt. In fact, I didn't know plants could TALK!

FLOWER Well, not all can. Just (BRAGGING) exCEPTional plants, you see.

TORIN I thought you looked... special!

FLOWER Well. Yes. I...uh, (REMEMBERING HERSELF) what is you need, young man?

TORIN I've searched this entire planet looking for an evil sorceress named Lycentia. Have you heard of her?

FLOWER Animal, vegetable, or mineral?
TORIN Huh? Oh. Uh, animal, I suppose.
FLOWER Doesn't matter. Never heard of her. But that doesn't mean she doesn't live around here. I don't get out much. Roots, you know.
TORIN Is there anyone here in Tenebrous that could help me?
FLOWER Well, let's see. (PAUSE) You know, there is that strange duck who's always recording audcrysts.
TORIN Oh? A duck? What's his name? Where could I find him?
FLOWER No, he's not a real duck. Don't remember his name. Don't know that I ever heard it. But he might be down at the amphitheater. He hangs out there recording "talent."
TORIN Thank you so much. Now, which way is the amphitheater?
FLOWER Oh, you can't get there from here!
TORIN But this theater...which way is it?
FLOWER It's over the Slippery Slope; you'll never make it...without a little help, that is.
TORIN Help? Oh, could you? I'd be "eternally grateful."
FLOWER No, you won't. That's just a cliché. But if we could work out a deal...
TORIN Anything. Just name it.
FLOWER See my friends down there? Those pesky chameleon silkworms are "wreaking havoc" on their leaves!
TORIN (SOTTE VOCE) Now who's the cliché?
FLOWER What? Anyway, if you can stop the silkworms, I'll convince the grass to help you cross the Slippery Slope!
TORIN So, it's silkworms I seek?
FLOWER Yes, Mr. Short Term Memory Loss. Clear out those worms and I'll help you get where you're going.

Jail cell

TORIN Now what do I do? All this way...just to be arrested.
TORIN Where's Mom and Dad? Will I ever find them?
TORIN And Boogle? I hope he's okay.
BOOGLE (ANGUISH) (SOFTLY IN DISTANCE) Bwark! Bwark!
TORIN Boogle! Is that you?
BOOGLE \(\DREEP'S GOT ME!) Bwark. Bwaaaarrrrkkkk!!
TORIN BOOGLE! NO!!
TORIN (CRESTFALLEN AS BOOGLE IS CAPTURED BY GOONS) Oh, Boogle.
--- no longer used --- TORIN (thinking): Surely things can't get any worse...
COP Come on, boy. It's time!
JUDGE Do you have anything to say before I pass judgment, young man?
TORIN (START SLOW AND ACCELERATE AS YOU GET EXCITED) Well, no sir, not really. It's just that, well, I'm really sorry I landed in your plants. It was an accident. I only landed in that flower bed because I fell out of that air duct that I crawled through to escape from that storeroom that I materialized in from that phenocryst that I used to get here from Asthenia. I didn't...
JUDGE (INTERRUPTING, INCREDULOUS) Phenocryst, you say?
TORIN (MAYBE HE'S SAID TOO MUCH AGAIN) Uh, yes sir.
JUDGE I haven't heard of one of those being used in years. Where did you say you're from, son?
TORIN (SLOWLY AND ACCEL AGAIN) From The Lands Above, sir. See, see, this evil sorceress put my parents in a magic spell and kidnapped them and this old guy saw it all and he said her name was Lycentia and she's from down here and that's where my parents are so

I set out to find her and save them but nobody has ever heard of her and well I don't even know if she's down here or if this has all been some kind of... (FINALLY RUNS OUT OF GAS) ...Geez, do you think YOU could help me, Sir?

JUDGE Lycentia, eh? (COVERING UP; HE KNOWS HE SENT HER AWAY) There's no one on this planet by that name.

JUDGE But whether you're a visitor here or not, you need to learn three lessons about Tenebrous and me.

JUDGE First, plants are very scarce around here and we are not kind to those who damage them.

JUDGE Second, lawbreakers in my court are handled immediately and forcefully.

JUDGE And, third, one more mistake and I'll toss you right off this planet into the Null Void!

JUDGE (TO POLICEMAN) Now take him back where you found him! (TO TORIN) And young man, I don't ever want to see YOU here again!

Sappy Tree and Slippery Slope

TORIN (SHOW BIZZY) Thank you. Thank you very much!

(GROUP GASP) Gasp!

TORIN (SOFTLY EMBARRASSED) Oops.

GRASS no

GRASS nope

GRASS no way

GRASS not here

GRASS nah

GRASS nay

GRASS uh uh

GRASS negatory

GRASS somewhere else

GRASS nuh uh

TORIN (SLIPS) Whoa! This is really slippery!

TORIN (FALLING) Aaaayyaaaa! (FADE AWAY OFF-MIKE)

GRASS yes

GRASS yep

GRASS yea

GRASS yeah

GRASS yo

GRASS okay

GRASS uh huh

TORIN Now that I've rescued your friends, will you help me cross?

TORIN Say, grass...would you tell me where it's safe to step?

TORIN Excuse me. Do you mind if I borrow a little of this sap?

TREE No, not at all. Go ahead. Use me. Everyone does. I just hope that SOME how, SOME day, SOMEone SOMEwhere will find SOME way to make SOMETHing out of us trees.

(SOB) And then, they can cut us all down. (ALL OUT BLUBBERING) Oh, what if somebody invents telephone poles? Bwah-ha-hawh!

TORIN Oh, good grief!

TORIN There's a little sap on this tree, but not enough...yet.

TORIN This tree's trunk is covered with some very sticky stuff.
TREE Hey! Stop poking me!
TORIN Hey, you can speak! (TO SELF) Although, I don't know why I'm surprised.
TREE Of course I can, but what good does it do me? No one listens.
TORIN You sound discouraged.
TREE Not so much discouraged, but sometimes I do get a little sentimental.
TORIN Oh, I think all of us do sometimes.
TREE Yes, but when you're as well-ROOTed as I, somehow old memories just STICK to you.
TORIN I see. Well, not to go out on a LIMB, but why not BRANCH out into new activities?
TREE You know, I can't just LEAF, BUD. I'm STUCK here, with a TRUNKload of memories! What brings you here? Just looking for someone to BARK at?
TORIN I'm searching for my parents. I think they were captured by Lycentia, a sorceress I was told came from around here. Could you help me? Have you heard of her?
TREE You lost your parents? (GETTING TEARY) Oh, me too. I was transplanted at birth! (SNIFFING) You know, my dad was cut down in his prime of life...by a guy chasing a wolf. (MORE) And Mom? She fell in the forest and nobody heard it! (CRYING NOW) Bwah-ha-hah...
TORIN Gee, I'm sorry.
TREE (RECOVERING) Oh, that's all right. I told you: I'm just a little sentimental SAP! Look at me. I'm a mess.
TORIN Well, you are rather drippy.
TORIN I hope you're feeling better.
TREE Yes, I am. But just don't get me started again, okay? Good luck finding your...(SOB) your...(SOB) Bwah-ha-hawh! (DEGENERATES INTO TEARS AGAIN)

Backstage

TORIN Excuse me. Are there any sorceresses around?
ACROBAT (MAN'S VOICE) Frxqpt sfqeiow sawist?
TORIN Did he say something about "Sauce?"
TORIN I don't want to bother them while they're working.
CENTIPEDE That's it.
CENTIPEDE I'm outta here.
CENTIPEDE If anyone needs me, I'll be in my trailer.
ARCHER (FOSTER BROOKS VOICE) Hold shtill. Itsh tough enough aimin' between the two of ya!
ARCHER Oops.
BAGS (SLOWED DOWN 16X FOR SLOW MOTION SOUNDFX) Oh, no!
BAGS (NORMAL SPEED) That's it! THAT'S IT! I have had it! I QUIT!!
ARCHER Quit? Who shhaid that?
BAGS I can't take this any more. There's gotta be a better gig than this. I'm outta here!
ARCHER Why you ungrate...HIC! You can't quit. You're fired! And I quit!
ARCHER (MUMBLING TO SELF AS YOU TURN AWAY FROM MIKE) I ssshoulda never fired his 15 sisters....
DIRECTOR Mr. Torin. On stage, Mr. Torin. Now, Mr. Torin!
DIRECTOR Mr. Torin. One minute, Mr. Torin. Mr. Torin. On stage in one minute, Mr. Torin.
TORIN Excuse me.
DIRECTOR Just wait your turn. I'll call you when I'm ready for you. You can warm up anywhere, but just do it quietly. I've got people on stage already.
TORIN Warm up? Did you say warm up? It's not really that cold in here.

DIRECTOR (SARCASTICALLY) Ha, ha, I'm laughin'. What's your name?

TORIN Torin. But, I don't have an act.

DIRECTOR Neither do the rest of these clowns.

TORIN I'm looking for Lycentia the sorceress? Have you heard of her?

DIRECTOR Nah, but she might be scheduled later. I've got Zippy the blind magician coming up soon. Would he do?

TORIN Pardon me, ma'am.

DIRECTOR Look, I don't care about your problems, I don't care if you've got stage-fright, I don't care if you need make-up... I'm REEEEEAL busy. I've got your name right here on my list ("Torin, special sawist"), and I'll summon you when it's time to go on.

TORIN "Special sauce??"

TORIN You don't understand.

DIRECTOR Actually, YOU don't understand. I'm in charge here. I call you when I want you. You don't speak to me unless you're spoken to. Ya got it? Ya got it. Now get away.

TORIN Look, I know you don't want to be bothered...

DIRECTOR ...but you're gonna bother me anyway, right? Why don't you just go off in a corner some place and practice your saw? I'll call you when I'm good and ready.

TORIN You mean, you want ME to go on stage here?

DIRECTOR (DISTAINFULLY) You weren't exactly the pick of the litter, were ya? (SLOW & LOUD) YES. YOU. AND YOUR SAW. ON THE STAGE. RUB BOW BACK AND FORTH. (DISGUSTED AND ASIDE) Geez.

TORIN Excuse me.

CARPENTER Yeah.

TORIN I'm looking for a sorceress.

CARPENTER I ain't her.

TORIN I'm sorry to bother you, but do you know Lycentia?

CARPENTER No, you didn't.

TORIN Huh?

CARPENTER You didn't send me; the union hall sent me!

TORIN No, no, no. LYcentia. She's a sorceress. From around here, I think.

CARPENTER Never heard of her. Who are you? You that new musical saw player everybody's been ravin' about?

TORIN Musical saw? You can use a saw to make music?

CARPENTER Well, sometimes I make this one here sing a little.

TORIN Have you seen this saw player?

CARPENTER No. The only SAW I SAW is this SAW I SAW with.

TORIN I think we all SAW that one coming!

TORIN No, they need that rosin more than I!

TORIN Oow. This bow could use something to keep it from slipping.

CARPENTER Hey! Cut it out!

CARPENTER And I don't mean with my saw!

Zippy the magician

ZIPPY All right, I will. Thanks to you, Torin! You know, you've been so nice to me...would you like this book of magic spells? It should get you past any sorcerers you find in these parts!

ZIPPY Besides, I don't read that much any more!

TORIN Thanks, Zippy. And good luck with your act!

TORIN Here, Zippy. Could you use this in your magic act?

ZIPPY Let me see it. (FEELS IT)

ZIPPY Hey, what are you trying to pull here? This is no magic wand!

TORIN I know that.

ZIPPY I know what this is. This is that hook they use to pull me off the stage! No, thanks!

TORIN So, are you ready to try your new trick, Zippy?

ZIPPY I can't. You see, I've got no silk kerchief. Right, Bags?

BAGS (INSIDE HAT) Yeah. I ain't workin' without a cover!

TORIN Now are you ready to try your new trick, Zippy?

ZIPPY Waddaya think, Bags? Can you do it without a magic wand?

BAGS I can. Can you?

ZIPPY Probably not. I could really use a magic wand, Torin.

TORIN Where am I going to find a magic wand around here?

ZIPPY I don't know. Perhaps you could make one.

TORIN Excuse me. Are you a magician?

ZIPPY Who? Where? Oh, me? Yes. Actually, I'm a magician. Well, no. I'm not just ANY magician. As of yesterday morning, I'm "Zippy the Magnificent!" And who are you?

TORIN I'm Torin, of The Lands Above.

ZIPPY Well, Torin. Would you like to see a trick?

TORIN Well, actually, I was going to ask you some questions.

ZIPPY Splendid. All right. Here. Take this deck of cards.

ZIPPY Cut it anywhere.

ZIPPY Memorize the card.

ZIPPY Got it?

ZIPPY Good.

ZIPPY Now hold the deck tightly between your two hands.

ZIPPY Tighter. Don't let go! Remember your card?

TORIN Yes.

ZIPPY Now, if I could make your card appear from my sleeve, in spite of the fact that you're still holding that self same card in your very own hands...would you be impressed?

TORIN Yeah, I guess....

ZIPPY (WHILE FUMBLING UP HIS SLEEVE) All I have to do is say the magic words, "Ali McGraw!" and, PRESTO!

ZIPPY Here's your card.

TORIN That's not my card...that's a bouquet of flowers!

ZIPPY Oops. I knew that. Here. Watch me make that disappear.

ZIPPY Okay. Now, let's see. Where was I? Oh, yes.

ZIPPY If I could make your card appear from my sleeve, in spite of the fact that you're holding hands with that very same card...would you be impressed?

TORIN (LOSING INTEREST) Yeah, I guess.

ZIPPY (FUMBLING UP SLEEVE) And...here...it is...right....HERE!

TORIN No. That's not my card either.

ZIPPY Well, what did you have? A heart?

TORIN No. That's not even a card. That's a bird!

ZIPPY Oh. So it is. (TO BIRD) Get out of here.

ZIPPY (TO SELF) Oh, do I need a better act! (TO TORIN) Okay, is THIS your card?

TORIN No. That's a book.

ZIPPY Well, I don't know where your card is. Maybe it's still there in your hands.

TORIN You know, at this point, I don't really care.

ZIPPY All right, then. Give me back my cards! You can keep your lousy two of diamonds!

TORIN Hey! That's right! That was my card!

ZIPPY It's too late now to sweet talk me. (DISGUSTED) If only I had one good trick!

TORIN You wanta try that card trick again?

ZIPPY No. I've had it with that trick. I'm just going to stand here until I come up with

something spectacular! Or something great. Well, at least something not bad.

TORIN Zippy, I thought you might want this silk kerchief. It's an exact replica of the one shown on the poster.

ZIPPY Why, thank you, Torin. A magician can never have too many silks.

TORIN I'll bet. So how many silks do YOU have?

ZIPPY Counting this one?

TORIN Sure.

ZIPPY One.

TORIN I made this beautiful silk as a gift for you, Zippy.

ZIPPY Why, thank you. It feels lovely. So smooth. I just don't know what I'll do with it. Perhaps stuff it in my breast pocket. I don't know.

TORIN I was thinking you might use it to cover the rabbit inside your top hat.

ZIPPY That's good, too.

TORIN So. What are we waiting for? Show us a trick!

BAGS Yeah, Zippy. It's "Show time!" Pull that fancy silk over me.

TORIN You'll never guess what I've got for you, Zippy.

ZIPPY You're right. Put it down so I can feel it.

TORIN It's a real top hat. With a rabbit inside. You know, like in a real magic trick.

ZIPPY Let me see.

ZIPPY Yes, but who's this?

BAGS (FROM INSIDE TOP HAT) It's me, Zippy! Bags! Bags Bunny! You remember me, don'cha?

ZIPPY Yeah. I thought you said you'd never work for me?

BAGS (IN HAT) That was before you offered me this fine silk-lined top hat to live in. Man, with a hat like this, even YOU should be able to do magic!

ZIPPY Hey. Are you going to start this relationship off on a sour note?

BAGS Or, step aside and I'll do the tricks!

ZIPPY Silly rabbit. Tricks are for magicians!

BAGS (IN HAT) Groan. Grab your wand and let's practice!

ZIPPY Oh, that IS a problem. I seem to have lost my magic wand.

BAGS (IN HAT) No problem. Ask this Torin guy here to find it. What did it look like?

Oops. Sorry.

ZIPPY No problem. What do you say, Torin? Got a wand on you?

TORIN Here. You look like a guy who could use a nice top hat.

ZIPPY What for? I've got nothing to put in it.

TORIN Here ya go, Zippy. I found your wand.

ZIPPY Oh, thank you, Torin. (PAUSE) Say, this isn't my wand! What are you trying to pull here?

TORIN Uh, nothing. I thought you needed a wand.

ZIPPY I do. But remember, I'm blind...not stupid!

BAGS (FROM INSIDE HAT) Aw, what's the difference? Wand, schmand! You a magician, or ain'tcha?

ZIPPY You're right. Thank you, Torin. This will do just fine.

BAGS (IN HAT) So. Waddaya waitin' for? Pull a fancy colored silk over me and let's get rollin'!

ZIPPY Uh, well, now. That's another problem.

TORIN What now?

ZIPPY I don't have a silk.

BAGS (IN HAT) A magician without a silk kerchief? Torin!

ZIPPY Yes. Torin?

TORIN I made you a wand, Zippy.

ZIPPY I don't really nee

d a wand, Torin. I have no trick that needs one.

Bags Bunny

TORIN Hi, there.

BAGS What a fool I've been.

TORIN You seem unhappy.

BAGS He almost killed me! I'm never gonna work for him again.

TORIN I'm looking for an evil sorceress named Lycentia. Have you seen her?

BAGS He nearly killed me.

TORIN Does she live around here?

BAGS Not to mention twice yesterday!

TORIN Is that a "no?"

BAGS He was lucky to have somebody like me.

TORIN You're not really paying attention to me, are you?

BAGS Somebody with quick reflexes.

TORIN Should I leave?

BAGS His body count would have been even higher!

TORIN Well, nice talking... AT you.

BAGS He's a jerk!

TORIN You seem distraught. I thought you could use someone to talk with.

BAGS Not really. What I need is a job.

TORIN I don't think I could help you there.

BAGS No one can. I'm outta luck. It's not like my family can just run around and eat leaves or something. Maybe I should try being a messenger. I'm fast. Yeah, but the stress! Parcel delivery? No. Too hard on the back. Pro athlete? Nah, not enough money. Besides...I'd hate to give up show biz! Well, thanks for the chat, fella.

TORIN Uh, yeah. Nice talkin' to you.

TORIN Hi, pal.

BAGS Hi. Say, are you that new saw player I've been hearing about?

TORIN No, I'm not.

BAGS The guy who brings tears to everyone's eyes?

TORIN No, not me.

BAGS Aw, don't be so modest. I hear you're hot, real hot!

TORIN No.

BAGS For a musical saw player, that is.

TORIN How ya doin', bunny buddy?

BAGS The name...is Bags, not "Buddy!"

TORIN Mine's Torin. Found anything yet?

BAGS Nothing yet. But I'm starting to network. Something may open up for me real soon now. But, it's gotta come with the right perqs. I'm not puttin' up with that same ol' same ol' like I did with Archer. I wanna see the proof up front, good livin' conditions, everything spelled out in black and white, no more of this promises stuff, later, next quarter, after the fiscal ends. I've had it with that jazz. No, I am going to hold out for a plush little condo, good location too, quality furnishings, you know the pitch.

TORIN (OVERWHELMED) Uh, yeah. Well, good luck.

TORIN Say, uh. I don't think I caught your name.

BAGS Bags.

TORIN Say, Bags. I've been thinking.

BAGS Me too. Thinking about my future. Gotta keep the options open.

TORIN I don't know about that, but I just talked to Zippy, the magician. He's in dire need of

a new magic trick. I just wondered if you had any experience in the magic side of the business.

BAGS You kiddin'? Work with a magician? They keep you in cages, boxes, paper flower bouquets, stuff like that. Nah, I'm holdin' out for a nice place. Something plush. Clean inside. You know, first class!

TORIN Oh. Okay.

TORIN Hey, Bags! Take a look at this.

BAGS Say! Nice threads.

TORIN And look inside.

BAGS Whoooa! Is that real silk?

TORIN I think so. It feels real to me.

BAGS Mind if I try it on?

TORIN No, not at all.

BAGS (FROM INSIDE HAT) I love it. I love it! Oh, it's me! Oh, it's definitely ME!! Waddaya think?

TORIN Huh? Oh, yes, it's you. It's very you.

BAGS (FROM INSIDE HAT) Oh, and look! It's got a secret compartment too!

TORIN It seems complete.

BAGS (FROM INSIDE HAT) Room enough for a pool! (Practice my breast stroke!) I'll take it!!

TORIN Now, wait a minute. We don't know if Zippy the Magnificent will accept you or not.

BAGS (INSIDE HAT) Accept me? Are you kidding? He's been wanting me to join him for years, but you shoulda seen the dump he offered me! He never had digs like these. Oh, yeah, he'll take me, all right! He'd be a fool not to. See, I know "the biz." Just wait'll I tell the missus!

R. Kyvest

TORIN Test. Test. Is this on?

TORIN Hello?

TORIN (QUIETLY) Excuse me. I'm looking for someone and no one's been able to help me. I was just wondering...

KYVEST Shhh! I'm recording.

TORIN (QUIETER) Oh, I'm sorry. Is this better?

KYVEST No. Not really. (HE'S RUINED EVERYTHING) Let me hit pause here.

KYVEST There. Now what was it you were saying?

TORIN (WHISPER) I'm Torin. And I'm seeking...

KYVEST No use to whisper now, young man.

TORIN (FULL VOICE) Oh. Well, anyway, I'm Torin. And I'm trying to locate an evil sorceress named Lycentia.

KYVEST Lycentia, eh? Oh, sure. I know her.

TORIN You do?! I've asked darned near everybody on this planet and you're the only one!

KYVEST I'm probably one of the few who DOES know her. My hobby is recording rare voices...and hers is one of the rarest!

TORIN Then you know where I could find her?

KYVEST Oh, you wouldn't want to. When I met her, I found her quite rude.

TORIN (CRESCENDO THROUGHOUT) Rude? She's more than rude! She's unscrupulous, ruthless, unconscionable, immoral, unethical, unprincipled... she's....

KYVEST Whoa. Calm down. It doesn't matter. You can't get to her anyway.

TORIN What do you mean, can't get to her? You don't know how far I've come already. Why I've survived capture in the jungle, vicious vultures, stinking skunks, lava, snails, slugs...you

name it. Of course I'll get to her!

KYVEST (UNIMPRESSED) Very impressive. (TO SELF) What IS that accent? (TO TORIN) You see, young man, Lycentia was expelled from our world many years ago. Tossed into the Null Void, she was, and never heard from again.

TORIN The Null Void? I've got to go after her.

KYVEST That will be a problem. The Void is so dangerous, all the entrances to it were sealed long ago.

TORIN You said you record voices. Have you recorded hers?

KYVEST Why, yes, I have. It's one of my rarest treasures.

TORIN I'd love to have it.

KYVEST Oh, no. To someone like me, there's nothing more valuable than a rare voice!

TORIN Oh, really?

TORIN What if you had a voice rarer than Lycentia's?

KYVEST What? Why, I don't think that's possible.

TORIN Oh, yeah? Do you have any recordings from... The Lands Above?

KYVEST Of course not. The last time those savages visited us, this audcryst technology was not even developed!

TORIN I am one of those savages.

KYVEST What? You? (Is it possible? That accent. It's subtle, but...) I thought I detected something unusual in your voice.

TORIN What do you say? Trade a recording of Lycentia for a recording of a voice you may never hear again?

KYVEST Well... (CONSIDERS THE OFFER) Deal!

TORIN Okay. What do you want me to say?

KYVEST Anything. Let me set up a clean crystal here.

KYVEST There. Ready when you are.

TORIN My name is Torin. From the Fahrman Valley. Near Crystal City. In The Lands Above. I've traveled through Escarpa, Pergola, and Asthenia to get to Tenebrous for only one reason: to find the evil sorceress Lycentia, force her to free my parents and my friend Boogle, and in the process teach her a lesson.

KYVEST That's enough. It's only a ten-meg crystal! Great. Now, let me find that audcryst with her voice.

KYVEST And here: I'll even throw in this old crystcorder so you can play it back.

TORIN Thank you, sir.

KYVEST You're welcome. And good luck finding Lycentia. Now, if you'll pardon me, I have work to do.

TORIN He's busy...and I have exactly what I needed from him!

Torin's Performance

TORIN (WITH LITTLE CONFIDENCE) And now, a medley of my favorite songs from The Lands Above!

COP That's it. That's it! Now come with me.

TORIN But, officer! (NOTICING, HOPEFUL) Why, you have tears in your eyes! Are you from The Lands Above, too?

COP No, I'm a musician! (PAUSE A BEAT) Now come with me. You're under arrest!

TORIN What for?

COP Impersonating a singer!

TORIN (YOU CAN'T SING THIS BADLY ENOUGH) Where the peat moss croons,
In the light of three full moons,
And those crystal mountains summon my heart home.
Yes, The Lands Above,
Are the place I'll always love,
No-o matter through how many worlds I roam!

Courtroom

JUDGE (FORMAL SENTENCING VOICE) Torin of The Lands Above, since you violated the probationary period I granted you, I have no choice but to sentence you to immediate ostracization from the world of Tenebrous. Into the Null Void with him!

TORIN Not the Null Void!

TORIN Exactly where I want to go.

COP Here we are, boy. You stand over THERE!

TORIN Hey!

COP Good riddance, plant crusher!

Null void

TORIN No, I think that crystal may come in handy yet.

TORIN What good would it do to throw out my crystcorder now? It's not even playing.

TORIN I've heard enough of your voice, Lycentia!

TORIN Let's see just how smart that monster of hers is!

TORIN How can I just float in mid-air like this?

TORIN Oh, I get it. In the very center of the planet, gravity pulls equally from all directions.

TORIN But how can I move? There's nothing to grab on to.

CrystCorder

LYCENTIA (MAD) You're not welcome here, you decrepit ol' creep!

LYCENTIA You're n

LYCENTIA ot wel

LYCENTIA come h

LYCENTIA ere

LYCENTIA you

LYCENTIA d

LYCENTIA ecrepit ol' c

LYCENTIA reep!

LYCENTIA D-reep!-come h-ere

LYCENTIA Come h-ere-d-reep!

LYCENTIA d-reep-you-come h-ere!

LYCENTIA You-come h-ere-d-reep!

Door

DREEP (MEAN MAD GOTCHA! AS YOU CAPTURE TORIN) Awrggh! Grunt. Ugh.
TORIN (CAPTURED BY SASQUATCH!) Aaaahhhh!
DREEP (CONFUSED, CONCERNED, OBEYING) Wfqpfo? Wfpqfo! Yfpsids.
DREEP (CONFUSED WHO RANG THE DOORBELL) Usqfpg? Dawrb? Saqfp.
LYCENTIA (MUFFLED, AS IF INSIDE A DOOR) Dleep!
DREEP (OKAY) Dmsdaftz.

Hallway

TORIN Wha the...
TORIN Boogle?
TORIN Mom.
TORIN Dad!
TORIN I swear I'll stop her!

Final confrontation

LYCENTIA What? You dare enter my home and attempt your little magic spells on me?!

LYCENTIA Foolish boy. I have more power in my little finger than you'll ever possess!

LYCENTIA Torin!! Of course. Who else could remove the collar?

TORIN How do you know my name?

LYCENTIA I was your nanny.

TORIN Nanny?

LYCENTIA I saved your life...the night your parents were murdered!

TORIN (AGHAST) Murdered? No! How could you? I thought you had them in a magic spell.

LYCENTIA No, Torin. The Fahrman's are safe. But they're not your real parents. Your real parents were the King and Queen of The Lands Above!

TORIN What? (REALIZATION SINKS IN) But, then... I'm...

LYCENTIA That's right. You're the next king!

PECAND No, that's wrong. I'm the next king!

PECAND You should have died in your cradle that night, little nephew! After searching for you all these years, you won't escape me now!

PECAND I killed your parents...

PECAND ...and now, I'll kill you!

PECAND One step closer, boy, and I'll finish her.

TORIN No! Don't!

PECAND (SCREAMS OF ANGUISH AS YOU FALL INTO HOT LAVA) Arrrggh!

TORIN Lycentia? Lycentia, are you okay?

TORIN That was close. I thought he had you there for a second. Hey, Lycentia??

TORIN But the lava?

LYCENTIA Torin, that's not lava! That's Dleep's supper dish!

TORIN What about my parents? And Boogle?

LYCENTIA Torin, I think it's time for all of us to go back home...to The Lands Above!

DAD Torin! Where's my tools? From town? Remember?

MOM Son!?! Who's this lady? And is she gonna stay for dinner?

TORIN Mom! Dad! Oh, it's great to be home again!

BOOGLE (THERE'S NO PLACE LIKE HOME) Bwark!

TORIN (MISC. SIGHS & HUGS) Ahh.

MOM (MISC. SIGHS & HUGS) Ahh.

DAD (MISC. SIGHS & HUGS) Ahh.

LYCENTIA (CHOKE) (Gasp.) The collar...
LYCENTIA Of course,...

Have A Nice Death:

At The End Of Your Rope Yet?

From out of the bushes, tiny score cards appear: 5.9, 5.9, 6.0, 5.8, and a 3.5 (Hmm. Looks like the Eastern European rabbit is judging again!)

Just Couldn't "Hang Around," Eh?

There has to be a way to reach safety.

There Must Be A Better Way!

This bog will never hold your weight. It's very soft (and tasty to some!).

Blood Rushed To Your Head?

You'd be better off worrying about getting off that rope than reaching for your bag.

Torin Two, But Not A Sequel!

The croctopus may well combine the worst characteristics of both animals, but its skin makes a excellent laptop computer case!

Don't Believe Signs?

You've discovered the FAST way to get to The Lands Below!

You're Such A Yo-Yo!

Without Boogle, you just don't feel like going on...so click "Oops" and try something different!

Way To Go, Gulliver!

After the Pergolans tie you securely to the ground, they bring by all their friends to stare at you. You do not harm them. Mainly because... you're a skeleton.

You Wannabe Fried With That?

Good idea, but you overshot your mark!

You Wannabe Fried With That?

Good idea, but you undershot your mark!

Just A Little Too Slow

Vay to go, Arnald! But, a fiery melting death is not a good ending for you in THIS game!

Down the Slippery Slope!

Listen carefully. But click cautiously.

Down the Slippery Slope!

Perhaps you need a friend imPLANTation!

So Near...And Yet So Far!

What a shame. To come all this way, and not be able to get inside!

Do You Know "Lady of Strata?"

It's a shame after coming all this way, but in Lycentia, you've finally met your match!

Hints

Look sharp...and with a handle.

Look between the blades.

Look between the razor vines. You'll see a place to visit.

Read the sign by the door of the strange new building.

Look for a large crystal in newly discovered territory.

Break the crystal outside the guard's house.

Use your ax to break the large blue crystal outside the building you discovered at the end of the woods.

There is a lot of peat moss in the bog behind the river.

Go through the bushes in the forest until you find a bog.

Climb the tree in the bog.

Walk as far from your home as you can.

Walk to the right, all the way through the forest, then go down the hill to that strange building.

Since you're trying to make slugetti and peat balls, why not start by catching some slugs? The local, caffeine-laced slugs are those little brown creatures that scurry up and down that one particular tree every time you walk past.

Slugs love moat scum.

Place the moat scum on the the ground near the slugs' tree.

Take the berries to the guardhouse and give them to the guard.

Take the root back to the guardhouse and give it to the guard.

Take the slugs and peat moss back to the guardhouse and give them to the guard.

Who wanted a big leaf? Give it to them.

Give the large leaf to the snails.

If you talk to the old guard enough, he'll probably tell you exactly what he wants.

Now that you're securely tied to the tree, take a leap.

You've met someone new. Perhaps it's time to further your friendship.

Enter the guard's house.

Look closely at the large console.

You'll never catch the slugs barehanded. How could you trap them when they're eating the scum?

Boogle could help you now, since he's learned to make a box.

Press the Boogle icon on the interface to see the shapes Boogle has learned so far.

One of the shapes Boogle has learned is a box. Select it and click it on the scum.

Your new friend requested berry juice. Berries don't grow on trees, you know.

The brightly-colored berries you seek are on a bush near where you began the game.

Measure the leaves until you find the largest.

Use the inchworm to measure the leaves.

Look around your mother's favorite spot to sit and sew.

Fill the pouch with eressdy powder from the font that extended from the floor.

To make a root pie, you'll need a root.

Sometimes roots really DO grow on trees.

Grab the only one of the big tree's roots that looks square.

You'll never be able to break off the root with your bare hands, but thanks for AXing.

Moving the crystal shard into different holes makes different pillars raise and lower. You need all

the pillars in the down position.

Notice the colors of each hole and how which color in which hole affects which pillars.

Notice how the colors of the holes move.

Notice that the pillars affected by the shard move with the colored holes.

Pick any shard. It doesn't matter. No, seriously!

Look around your father's favorite spot to sit and think.

There's a tobacco pouch lying on the table beside your father's chair.

If you had enough of what you now need, you could hang yourself.

There's a rope hanging from the front of the barn. Grab it.

Look closely at a spot in the forest you've leaped right past several times.

Occasionally it's a good idea to change tactics in the middle of a stream.

Don't cross the stream. Instead, stop in the middle. While you're standing on the tree's roots, look closely near your head. You'll find a couple of little fellas just aching to talk.

The snails are riding on your leaf. Take them to the moat.

The moat is near Crystal City. It lies down off the ridge near your home.

From where the game began, walk down the screen.

At the end of your rope, swinger?

Swing back and forth.

While you're swinging back and forth, grab the branch at the right edge of the scene. You gain momentum by clicking in the direction you want to go, while you're swinging in that direction.

When you're swinging as far to each side as possible, grab the branch.

Get the slugs out from under your Boogle box.

Talk to the snails until they repeat themselves.

Use the erresdy powder on yourself.

How could you secure yourself to the rope to keep from falling?

How could you secure yourself to the tree to keep from falling?

Walk away so the slugs will slime their way down the tree.

You can move down that sheer cliff to the right of the broken bridge.

The sign may be hiding something beneath its painted exterior.

Clean the sign you took from the seraglio. It's another tile.

Slip the seraglio sign tile to the woman washing clothes. She has so much to do, she won't notice a little more.

There are nine squares on the chamber wall near the bottom of the tree. Those squares are exactly the same size as the tiles you've found.

The tiles will form an image, if you place them correctly and then rotate them properly.

Notice the sculpture has only a body.

Keep manipulating the tiles until you form them into an abstract face.

Black shapes form its hair, eyes, nose, mouth and even a cute little dimple in its chin.

The mouth is frowning. Four black squares form "bangs." The eyes overlay four tiles.

There's a tile hanging near the women sitting in the hot tubs below the seraglio. You need that tile.

Listen carefully to the women chattering in the hot tubs below the seraglio.

They have sensitive noses. Do you have anything with a strong aroma?

Drop your stinky carpet over the seraglio balcony onto the balcony outside the hot tubs. You'll have to use the scroll handle along the right edge of the screen.

Get that vulture out of the way.

Do you have anything that might tempt a vulture?

No, don't just hand the meat to the vulture. Be more creative. Slide it past him.

Launch the meat from the curved rock slide that's over the vulture's heads. He'll race after it.

When the vulture flew away, did you notice another ledge below the nest?

The tree on the ledge below the vulture's ledge is very small. Perhaps it needs fertilizer?

You'll have to move the scroll handle (along the right edge of the screen) until you can see the little tree.

Walk to the vulture's nest. Scroll the picture until you can see the little tree below you. Click the dragon poo on the tree. Watch it grow.

Those women in the hot tub must not be able to smell that stinky carpet you dropped outside. (It must be those prevailing westerlies!) Is there some way you could direct the smell into their cave?

Use the large feathered fan to direct the smell of the carpet toward the women in the hot tub.

Give King Rupert's invitation to the Royal Ball to Mrs. Bitternut.

Remember: always look up to royalty.

While you were looking up, did you notice the colored shards in King Rupert's throne room ceiling? Do you have anything similar?

Remember the shard you broke off in front of the guardhouse? Give it to King Rupert.

Veder would be more comfortable sitting on a soft pillow.

To get past those skunks, you'll need something large and absorbent to hide behind.

Take the carpet from the floor of the seraglio. Use it on the skunks.

You might get past those skunks if you had something to keep your nose closed.

There's a clothespin hanging on the clothesline near where the woman is washing her clothes. Grab it.

There's a cave beside the curved rock slide. Check it out.

Go inside the cave beside the curved rock. Take what you can get.

Boogle could take a sample from that pile of dragon poo inside the cave if you would turn him into the shape of a shovel.

You need the large feathered fan from the seraglio.

Have you noticed a "royal spread" anywhere?

Grab grub off the royal banquet table.

King Rupert had a buffet dinner, free for the taking. So? Take. Enjoy!

Veder needs something soft to sit on. Seen anything like that around?

Did you check in the seraglio for something soft? There are lots of pillows.

There's another tile somewhere. Have you looked everywhere? Carefully?

There's a tile on the floor in front of King Rupert. Take it.

There's another tile somewhere. Have you looked everywhere? Carefully?

There's another tile hanging near the hot tubs. Boogle could help.

You missed the warning sign that stands beside the ladder in the seraglio.

There's another tile somewhere. Have you looked everywhere? Carefully?

When you fell into this world, you landed on a ledge with several sets of stairs. Have you carefully explored all of them?

Start at the ledge you fell in on when you arrived here from The Lands Above. Walk up. There is yet another tile on the wall, just waiting to fall.

You've missed a tile. Look carefully in the seraglio again.

You missed the tile serving as a tabletop in the seraglio.

There's another tile somewhere. Have you looked everywhere? Carefully?

Did you look carefully at Mrs. Bitternut's dining table? There's a trivet there. It's another tile.

Climb down the (now-larger) tree.

Now that the vulture is gone, you can walk up those stairs behind its nest.

Cross the broken bridge. Explore the other side.

There's a door very near to where you fell into this world from The Lands Above.

Knock on the door located nearest to where you entered this world after you reformed from the phenocryst.

Talk to Ma Bitternut. She is something else!

Enter the cave to the right of the broken bridge.

Go through the skunks' former home, and out the back side of their cave.

Walk down the left cliff until you run into a two-headed vulture.
Talk to the two-headed vulture.
Use the carpet on the skunks.
Climb the stairs. See what awaits you.
Walk through the doorway behind the falling waters, then cross that bridge when you come to it.
Think you can get down that seraglio ladder? Think again! Did you read the warning sign beside it?
Of course, you DO need something from down there....
Perhaps Boogle could help you.
Turn Boogle into a yo-yo. Lower him through the hole near the ladder. Once he's down there, use him.
Talk to the man with the best seat in the house...and the worst!
Once Boogle is past the cave door, it's dark inside. So turn him into a lantern.
Use one of Boogle's talents to help you get past the little doorway.
Boogle could fit through the cave door if you turn him into a worm. Press the Boogle button and select his "worm" icon. Click the Boogle worm icon on the tiny door.
Use the erresdy powder on yourself.
Block the skunks' smell from entering your nose.
Get a clothespin. Wear it on your nose when you're around the skunks.

When you use the ordinary cursor, just one ostiary sings and two others exchange places. Each ostiary can only sing one note. Be sure to examine the doors.
The two ostiaries that exchange places sing the pitches immediately below the singing ostiary's pitch.
Align the women on the left so they sing an arpeggio in ascending order. Use the music baton to make them all sing in order, without anyone moving.
Align the men on the right so they sing an arpeggio in descending order.
Don't just lie there, Torin. Struggle a little!
Notice the ostiaries have several things in common.
There are four ostiaries with yellow on their robe, four with green, four with blue, etc.
Ignore the five outer points and five inner corners of the pentagram. Instead, study the five lines.
Notice each line holds four ostiaries.
Make each of the five lines contain four ostiaries with matching characteristics.
Put the four yellows in a row, the four blues in a row, the four greens in a row, etc. You will have to rearrange some in order to get all to line up, but it can be done.
How can you ask for a hint now? When you haven't even taken the time to explore!
Use the knife you just got from Leenah to cut her bonds.
Offer Leenah something that will prove you really are who you say you are.
Show Leenah the now-open locket.
Take the knife that's hidden inside Leenah's boot.
Talk to the beautiful young woman lying on the ground to the right of the village.
Examine the locket carefully. There may be more to it than immediately meets the eye.
Place the locket on the Holographic Projector (in the center of the Inventory Well). Click on the revolving holographic image of the locket until the locket opens.
Note the ostiaries have now divided themselves into two groups of five each. Is there any characteristic that FIVE of them have in common?
Look for adjacent bonding.
The women prefer one side, the men, the other.

Have you examined the ammonia carefully?
Drop the ammonia on the Holographic Projector (in the Inventory Well). Click on the revolving holographic image of the bottle until the bottle opens.

What's your weight? In cannonballs?

To weigh yourself, place some cannonballs on the left end of the seesaw and sit on the right end.

You can always toss surplus cannonballs into the lava. (There's no EPA watchin' you here!)

The top of that console looks grimy from years of disuse.

There must be SOME way out of here. Have you examined the control console...carefully?

The control console is near the far right in this phenocryst chamber.

Walk over the bridge and enter the phenocryst chamber.

There's something inside the cabinet under the console.

Walk west (to the left) until you find the large, bizarre, stone cannonball dispenser. Press the button.

To catch a cannonball, move away from the dispenser anytime while the ball is descending.

There is a glint in the sand somewhere in the maze. Find it. Take it.

Use the erresdy powder on yourself.

Note how each crystal affects the light beam by bending it the same angle every time light strikes it.

Get the beam of light to pass through all the crystals on its way to the receptor on the right side of the console.

The symbol on each shard represents the angle of refraction as light passes through it.

There is a valve on the side of the water cannon.

You'll need a wrench to turn the valve on the side of the water cannon.

If the catapult throws you beyond the spit of land, consider adding something weighty to your Inventory.

If the catapult isn't strong enough to throw you all the way to that spit of land, it may be because your Inventory is too heavy.

You can make yourself lighter by throwing away cannonballs. Just click a cannonball on the lava river beside the catapult.

Note whenever you enter a tunnel you exit some other tunnel. There's no way to get lost here. Confused, possibly. But lost? No.

Keep moving down and left. The exit is at the far left of this scene.

Pull the large lever extending up from the catapult's base.

Now that you've cleaned it, examine the top of the console more carefully.

Outside the phenocryst chamber, walk west (to the left) until you come to the stone cannonball dispenser that looks like a reject from some giant's miniature golf course.

Balancing the seesaw unlocked and raised a large catapult between the seesaw and cannonball dispenser, near the door back into the phenocryst chamber.

Just outside the door to the phenocryst chamber lies a mysterious slab with a hieroglyphic symbol.

Outside the phenocryst chamber, walk east (to the right) until you come to the former caretaker's house...and its backyard seesaw.

Notice there's something of interest in the upper-right corner of this three-screen wide scrolling scene.

Grab the scroll handle and drag it around until you see how to get where you're going. THEN just walk there.

In this area, you can only walk in straight lines to prevent you from falling in the lava. If lava lies between you and where you click, you'll only walk to the edge of that lava. A series of short movements works best.

Note that every stepping stone sinks a few seconds after you land on it. And every time a stone sinks, the bridge on the far shore lowers just a little.

You must jump on each and every stone once and only once, ending up on the far shore. If you do, the bridge will be down when you get there.

Follow this path from the left starting point: F L F F F R B B R B R F F L F R F. You are now halfway. Good luck.

There's only one thing to do anywhere around here. Click that hot spot!

If you're careful, you can climb into the catapult.

Since you can't reach the release lever, try a short CUT.

From within the catapult, use Leenah's knife to cut the catapult rope.
You can ride on the right end of the seesaw.
There is a valve on the side of the water cannon. Use the wrench on the valve to open it.

It's almost show time for the acrobats. Leave them alone so they can mentally prepare without you watching them.

Find the opening to Lycentia's lair. It's down and to the right.
You may have to move farther to the rear in order to land on the porch.
You're unconscious. YOU can't do anything.
But you're not alone. Boogle would be glad to help.

Use the Boogle Nurse on yourself.

The carpenter won't leave while you're watching him. (Perhaps he's shy about union rules.)

After talking to the grass, move your cursor slowly across the slope and listen carefully. The grass will tell you where it's safe to walk.

Once Dleep has floated away, go on into Lycentia's lair.

When you're about to fall in the lava, save yourself. But how?

Use the book of magic spells on Pecand just before you fall in the lava! Then he'll fall instead of you.

Just keep moving forward until you come to the backstage door. Go on in.

Let's see. There's a magician who needs a trick. And you have a rabbit in a top hat....

Give the silk kerchief to Zippy the Blind Magician.

Perhaps that wand in your Inventory could be magical.

Talk to the archivist until he gives you something you really want.

There's still something here you need to find. It's on a shelf.

There's a set of bagpipes here somewhere. Find them.

When Bags Bunny's boss quit, he dropped something that you now need.

Offer Bags Bunny a nice new home. The kind a magician might offer him.

The tap-dancing centipede dropped more than his top hat when he went out the back door.

To the left of Mrs. Plant is another group of plants that will prove useful to you.

Did you notice when the tap-dancing centipede left, he dropped some of his outfit on that table beside the back door?

Zippy needs a silk kerchief to perform his trick. There's a picture of one around here somewhere.

There's a lovely silk kerchief pictured on the poster behind Zippy.

Grab the poster that's right behind Zippy the Magician's head.

When the acrobats went on stage, they forgot their bag of rosin. Go find it.

Talk to the sappy tree until it's plenty sappy.

Use your dawburr to get a sample of sap.

See if the carpenter left a "musical" device where he was working.

The grass on the slippery slope won't help you cross until you rid this land of all the silkworms.

Of course Dleep will grab you if he sees you! Haven't you heard of "doorbell ditching?"

After ringing the doorbell, move to the underside of the porch where Dleep won't see you.

The only exit from this room is blocked shut. There is no way out. But, for you, things should be looking up.

There's an air vent near the top of that stack of boxes.

Use your knife on the air vent. Climb inside.

Aren't you tired of hearing that crystal repeat itself over and over? Get rid of it!

Heave the crystcorder and its repetitive contents into the Null Void.

Zippy needs a silk. But all you have is a poster with a picture of a silk.

You also have chameleon silkworms.

Use the silkworms on the poster to make a quick copy of the poster's silk kerchief.

Try to make something out of the cane.

Use the saw to cut the tap dancing centipede's cane into little pieces. Perhaps one will contain magic

powers.

An assistant director is working backstage somewhere. Find her. Talk to her.

Find the old archivist. Talk to him.

Have you tried talking to the bunny yet? Well, okay, have you tried LISTENING to the bunny?

There's a carpenter working here. Talk to him. Plenty.

Zippy the Blind Magician is practicing his act. Talk to him for a while. Find out what he wants.

There's a very large flower here that's just waiting to speak to you.

There's a large, sappy tree around here somewhere. Can you find it?

Seek the sappy tree beside the slippery slope.

Manuever over to your left until you're near that bubbling pot of lava.

Hey! You're on! Get on stage. Enter behind either end of the curtain.

The crystcorder allows you to hear any shard placed in its upper slot.

The triangular icon is the crystcorder's "Play" button.

Sit down. But bring the crowd to its feet. With your playing, of course.

Not the bagpipes. Your musical saw!

You're standing on her front porch. Aren't you going to ring the bell?

You have a saw that could be played with your bow.

Use the rosin on the bow.

There is an infestation of chameleon silkworms near Mrs. Plant's roots.

Although the policeman shattered your audcryst, he didn't ruin it. It still works. In a fashion.

Rearrange the pieces of the shattered audcryst to form a distraction.

Arrange the crystal pieces to form a command. But not to you.

Arrange the crystal pieces to say "Dreep. Come here!"

Press the "Play" icon to hear Lycentia. And hear her. And hear her. And hear her...

Just keep clicking to the left. You'll find the end of the vent soon enough.

It's the collar that's choking her.

Poor Lycentia. Perhaps you should help her.

You have a book of magic. Use it on Lycentia.

If you only had some way of slowing those pesky chameleon silkworms...but they're so fast!

They're playing you for a sap!

Use the sappy dawburr on the leaves to slow down the silkworms.

Once the silkworms are stuck in the sap, you can pluck them off easily.

You have very little left in Inventory that could be used for propulsion.

Use the bagpipes to move yourself through the Null Void.

Use the arrows to manuever left & right, up & down, near & far. The longer you hold down the arrow, the more speed you achieve. Don't hurt yourself!

Credits

DESIGNER, WRITER

Al Lowe

PRODUCER

Mark Seibert

LEAD ANIMATOR

Jim Murphy

LEAD PROGRAMMER

Rob Kenny

THEMES COMPOSED BY

MUSIC & SOUND EFFECTS	Michel Legrand
	David Henry
	Mark Seibert
PROGRAMMERS	
	Mark Engelberg
	Rob Kenny
	Don Munsil
LEAD BACKGROUND ARTIST	
BACKGROUND DESIGN	Bruce Sharp
	Don Hazeltine
ANIMATORS	
	Bill O'Brien
	Al Eufrazio
	Jim Murphy
	Jason Zayas
SGI ALIAS SOFTWARE ARTIST	
	Kim White
	STORYBOARDS
	Memo
ART TECHS	
	William Todd Bryan
	Bryan Wilkinson
SCI SYSTEM PROGRAMMING	
	Ed Critchlow
	Dan Foy
	Jay Lee
	Terry McHenry
	Larry Scott
	Christopher Smith
	Greg Tomko-Pavia
	Bryan Waters
QUALITY ASSURANCE LEAD	
MUSICIANS	Kenny Smith
	David Henry
	Al Lowe
	Mark Seibert
	THE BITTERNUT SINGERS
	Mark Seibert
	Debbie Seibert
	Mark Engelberg
	Mindy Engelberg
	BAD BAGPIPES
	Kirk Macdonald
VOICE DIRECTOR	
	Al Lowe

VOICE CASTING

Al Lowe
Mark Seibert

VOICE AUDITIONS

The Actors Group

VOICE RECORDING

Sierra's Northwest Studios

STUDIO ENGINEER

David Henry

DREAMS SOFTWARE SPECIALIST

Dan Kehler

BETA TESTERS

Pete Fisher
Geoff M. Keighley
Linda Lindley
Wesley Litt
Tom Marley
Dan Milano
Steve Porter
Della Rogers
Mark Schey
Michael Shavelson
Charles M. Solen

CONFIGURATION TESTING LEAD

Cindy Romero

CONFIGURATION TESTING TEAM

Michael D. Jones
Jillian Leonard
John Cunney
Steve Deckert
Karen Austin
Marsha Mc Carty
John Ratcliffe
Mike Pickhinke
Leonard Salas
Bill Davis Jr.
John Trauger
Sharon Simmons
Scott Howell
Paul Trowe
Michael Brosius
Joe Carper

LA West ANIMATION & IN-BETWEEN

Esad Ribic
Darko Krec
Jurica Saravanja
Damir Semenov
Tomislav Bestak

LA West DIGITAL INK & PAINT

Natasa Secki
Juraj Tezak
Snjezana Lisica
Peggy Skrlec
Daniela Tomicic
Lovorka Ostovic
Alan Sicar

LA West SCANNER

Alan Sicar

PRODUCTION SUPERVISOR
Jadranka Brecak

DIRECTOR OF ANIMATION
Ivan Tomicic

PRODUCTION COORDINATOR
Susan McGirr

Animotion SUPERVISING ANIMATORS

David Hicoek & Larry Royer

ANIMATION
David Hicoek
Larry Royer
Apryl Knobbe Young
Aaron Mcdowell
Mathew E. Lafleur
Michael L. Feather

Animotion ANIMATION ASSISTANTS

Guiermo Zubiaga
Jennifer Robin
Marcus R. Gregory
Matthew S. Filer
David Bleich
James M. Burns
Aldo Thomas Lira
Patti Argoff
Jeff Whitaker
Christopher Field

Animotion COMPUTER INK & PAINT

Jennifer Robin
Peter Wynn
Marcus R. Gregory

Animotion CREATIVE SUPERVISION

Larry Royer
David Hicoek
Bob Switalski

Animotion DIGITAL INK & PAINT (Omaha)

Steve Bogdanovich
Randy Bohaty
Lisa Bohaty
Angie Brown

Tim Brown
Brian Moody
Michele Moody
Dick Moody
Jim Turpen
Karen Turpen

PAINT COORDINATOR
Dick Moody

Animotion ADDITIONAL ANIMATION

Dennis Kennedy
Caroline Lavelle Egan
Lisa Kammerer

SPECIAL THANKS TO:

Caprice Buzard
John Williams
Mary Ellen Torres
Anne Boswell
Bill Moore
Rebecca Buxton
Kathy Gilmore
Jerry Bowerman
Ken Williams
Zippy the Wonder Llama

...and all the moms, dads, husbands, wives,
girlfriends, boy friends & significant others
without whom this game would
have been done months earlier.

THE CAST

Torin, Boogle.....Mike Shapiro
Archer, Slim, Tripe.....Chuck McQuary
Slime, Viscera, Archivist.....Bob Zenk
Sam, Max, Sap Tree.....Bob Nadir
Lycentia, Odalisque.....Christine McMerdo Wallis
Pecand, Carpenter, Dreep.....Frank Corrado
Herman, Acrobat, Policeman.....John Gilbert
Rupert, Judge, Mr. Fahrman.....Ted D'Arms
Di, Inchworm, Smetana.....Tracey Leigh
Veder, Centipede, Magician.....Ken Boynton
Rabbit, Zax, Soldier.....Stephan Weyte
Mrs. Plant, Odalisque.....Krisha Fairchild
Assistant Director, Odalisque.....Shelly Rae Emil
Mrs. Bitternut, Mrs. Fahrman, Odalisque.....Kathy Levin
Leenah, Grass, Billy Bitternut.....Susan Ronn
Kurtzwell.....Glenn Mazen

If you need help, press F1

"Torin's Passage" was the first game developed by the fun folks from Sierra On-Line's new Bellevue, Washington development division.

Version

An error occurred while trying to restore a game. The game may have been saved with a different version of the interpreter, or the disk may be corrupted. Please quit the game and try a different save game or start a new game.

Continue

Call Sierra's friendly customer service department.

Default

Audio Mixer

Dialogue

Music

Sound Effects

Reset

TORIN (SOUND CHECK) Test. Test. Is this on? Hello. (TAP MIKE 3X)

Delay Between Hints

Minutes Between Hints

Hints Never Available

Hints Always Available

Minute Between Hints

Walking Speed

Confused? Lost? Wondering what to do? Wandering about? No purpose in life? Don't worry! Here's your short course in "Adventure Gaming 101."

Carefully maneuver your cursor over the screen. Watch for it to brighten when it's over something important. Click it there. Something will probably happen.

It does you no good to click on objects when the cursor is NOT highlighted. Nothing will happen. Look for arrows. They indicate places you may walk that are not currently visible. A doubly-bent arrow takes you out of a close-up.

Click on everything, especially characters you meet. Listen carefully to what they say. Often they'll tell you exactly what they want from you. Go find it. Of course, it may take multiple steps to do that, but eventually you can fulfill every character's every wish.

Talk to everyone. Often. When they start repeating themselves, you know you've heard everything you need to hear... for now. Later, based upon your actions (or lack thereof), things may change.

To use the objects you gather, pick them up from the Inventory area at the bottom of the screen.

Maneuver them over the game screen. If they brighten, click. If nothing "lights up," don't bother.

Your Inventory area doubles as a "Boogle-tory" area. When you press the Boogle button, your Inventory objects are replaced with icons representing shapes Boogle can assume. Sometimes you will have to use Boogle's shape-shifting ability to solve a problem you can't solve yourself.

To use a Boogle shape somewhere, select the shape you want him to assume, and maneuver it over the screen. If it brightens, he can do something there. If it doesn't brighten, there's no use to click.

Boogle's shapes aren't useful very often, but when they are, they are mandatory!

Of course, if you're having trouble with specific puzzles, you can always request a hint by pressing the Question Mark button. It will cost you at least one point.

Any time you score points, or ask for a hint, the Hourglass will rise and you'll have to wait before getting another hint. You can adjust the number of minutes between hints by choosing "Hint Timer" from the Game Menu.

All in all, remember: click when the cursor's hot; think creatively; listen carefully; and have fun!

Adventure Gaming 101

A Hint

File

Game

Help

New|^N

Open|^O

Save|^S

Quit|^Q

Audio Mixer|^M

Walking Speed|+/-

Hint Timer|^H

Title Bar|^T

Scrolling

Closed Captioning

Help|F1

ToolTips

Tip of the Day

Customer Service

About...

Next

OK

Oops

The game is paused.

Previous

Quit

Do you really want to quit?

Do you really want to start a new game?

Yes

Scrolling is off.

Scrolling is on.

Now leaving the Sixties...

Far out, man! You've found psychedelic mode!

Closed captioning is off.

Closed captioning is on.

The next time you start the game, the Title Bar will be gone.

The next time you start the game, the Title Bar will appear.

ToolTips are off.

ToolTips are on.

You have reached the limit of saved games, so you will need to delete a game before saving another.

The next time you play the game, you will NOT see a Tip of the Day.

The next time you play the game, you will see a Tip of the Day.

A menu bar hides in the upper-left corner of the game screen. Move your mouse up there and it will appear.

Click the question mark button for your on-line "Torin's Passage Hintbook." It's free, but each hint will cost you points!

Press the Boogle button to see the shapes Boogle has learned thus far. Press the Torin button to see the objects you are carrying.

Boogle's ability to change shapes may come in handy...usually when you least expect it!

Too much hot sauce is bad for your stomach.

Hold your cursor still for a few seconds over any part of the interface. A short description will appear.

Hold your cursor still for a few seconds over an Inventory object. Its name will appear.

Scrolling scenes have a small handle that moves with you as you walk around. You can grab it with your mouse and drag it to see more of the scene. Get to know them; there are parts of the game where you must use them to solve a problem.

Even if the scene is scrolled so far that you're no longer on-screen, you can still click in the visible area. Any valid actions will work as if you had walked there first. Of course, you must be able to walk there!

Always wear your seatbelt.

Want to get somewhere faster? Click the right mouse button and you may jump immediately to your destination. (Then again, you may not!)

Click the book at the left edge of the interface to read dialogue you may have missed. Click the speaker icons on the screen that appears and you can hear it, too.

Drop any object in your Inventory on the small round platform to examine it. Remove it from the platform when you're done.

Inventory objects being examined may be viewed a frame at a time, stopped completely, or caused to rotate by clicking the "VCR buttons" that appear on the interface panel below the object.

Peanut butter makes a poor keyboard cleaner.

Boogle never changes mass, just shape. But occasionally a new shape may reveal powers you never knew he had.

You can make Torin move faster by pulling down the "Game" menu and choosing "Walking Speed."

You can change the relative volume levels of the music, dialogue and sound effects by pulling down the "Game" menu and choosing "Audio Mixer."

Save Early, Save Often.

You can play the chapters out of order if you prefer. Select "New" from the "File" menu and click on any button. But, your score will be inaccurate.

In our Save Game dialog box, you can quickly erase the name of your old game by pressing Ctrl-C. There are usually several hints available at any one time. Of course, the more explicit the hint, the more points it costs you.

If you repeatedly press the "Hint" button, this game won't be nearly as much fun.

Use the "Hint" button only as a last resort!

Continual use of the "Hint" button makes the game about as much fun as filling in a crossword puzzle by copying the answer key. Sure you're done, but who cares?

Al Lowe is NOT Leisure Suit Larry.

This is the last Tip of the Day: "Don't take wooden plebers!"

Tip of the Day

This button changes your Inventory to display the actions your shape-shifting sidekick, Boogle, can assume. When you buy the real game, you'll have to use Boogle's unusual abilities to help you solve puzzles...sometimes even in places you can not reach.

We join the game when you've already journeyed through most of Escarpa. Among other things, you've gathered nine green tiles, which you feel sure are important.

Your goal? Simple. Find the phenocryst chamber and use your pouch of erresdy powder to transport yourself to another world.

Here are just a few of the hundreds of backgrounds from "Torin's Passage." Press ESC when you've seen enough and want to go buy the game.

Thank you for trying "Torin's Passage." There is a READ ME file (in several formats) in this directory that describes its features in more detail. Check it out.

Instead of clicking there, click on the "Escarpa" button. That's where the demo takes place.

Of course you're dying to see all the other worlds. But to do that, you're going to have to buy the game!

Welcome to the worlds within worlds of Strata. While the real "Torin's Passage" allows you to play any of the worlds at any time, this demo takes place only among the cliff dwellers of Escarpa, the next-to-outermost planet.

Continue

Inside this cave lies a puzzle not even Torin can solve...but you might. IF you buy the game!

Didn't your mother teach you not to feed the vultures? Evidently not. And now you've lost your only hunk of meat!

In the real game, you could always go get some more meat, but since you're stuck in this cheap demo, you'll just have to accept another one automatically. But be careful with this one!

Again?! You lost the hunk of meat again? And now you want to be bailed out again? Alright. ONE more.

There IS a way to get rid of the vultures. Giving them the meat is NOT it!

Tossing the erresdy powder magically transports you through the giant phenocryst to another world...where this demo is unable to go!

But, congratulations for completing the demo! We'll look forward to seeing more of you when you play the real "Torin's Passage!"

What? You expect to climb down that sheer cliff face to the seraglio? With no climbing gear? With no safety net? Using only your bare hands?

Well, okay. But first you've got to buy "Torin's Passage!"

Two hilarious skunks named "Max and Sam" live inside this cave. They'll test your patience, ingenuity, AND your sense of smell!

And now, a demonstration of "Torin's Passage" closed captioning, available at any time just by selecting "Text" from the "Game" menu.

Use the scroll handle at the right edge of the screen to look at the rest of the cliffs above you. Why? Because you can't walk any farther up this cliff until you buy the game!

When you press this Hint button in the real game, you'll get a hint and an hourglass will rise. You must then wait until the hourglass descends before your next free hint.

This hourglass also appears whenever you score some points. You can adjust the amount of time between hints. So, whether you're a novice or advanced gamer, you can get a clue when you need one without being tempted to "peek" all the time. (Of course, if you're a really hot gamer, you won't use it at all!)

ABOUT the only thing missing from "Torin's Passage" is you! See your software dealer or call Sierra to order your copy today. Available November, 1995 for Win95, Windows 3.x, DOS and Macintosh.

As always, Sierra offers its "No Lose" guarantee: if you don't like one of our games, for any reason, you can return it to Sierra for a full refund...even if you didn't buy it from us! No kidding. And no excuses!

"Torin's Passage" has lots of cool ways to HELP gamers play more efficiently. Take the right mouse button, for example. If you're tired of seeing Torin walk to where he's going, just click the right button and he'll be there immediately...almost before you click!

Yes, "Torin's Passage" has lots of NEW features, although this rather standard menu bar isn't one of them!

"Torin's Passage" will OPEN whole new worlds for you to explore...if you can solve the serious puzzles thwarting your attempts to travel between worlds.

Oops

Quit

Congratulations! A real gamer like you would love "Torin's Passage!"

QUIT? Now? You haven't finished this demo yet! Oh, okay. Here's a little treat for you anyway...

In this game you can SAVE your game at any time, in any situation, as many times as you want.

"Torin's" will automatically save your game whenever you quit, so you can resume right where you left off with a single mouse click!

Adjust Torin's walking SPEED here in the real game. If this demo seems slow, select "Scrolling" from the "Game" menu until it's turned off.

"Torin's Passage" has a cool new digital audio mixer that lets you adjust the levels of dialogue, music and sound effects individually. Don't like our mix? Do your own!

You're done already?

Where are you going? You've got nothing better to do!

Hey. Come back. I'm not done being played yet today!

Ya'all come back ag'in reeeel soon, ya hear?

Play some more. You know you want to.

Good idea. Quit. Don't ever come back. Leave us here, in this fix! What? You will? Oh, good. Okay, see you soon!

When's the last time you backed up your hard drive? It sure looks like it's going to crash!

System error. More game play required.

Boy, do YOU give up easy!

Already? Won't you reconsider? You've got nothing better to do, do you?

After examining your hard drive, it looks like there's quite a bit of wasted space. Go on: delete EVERYTHING but the games!

To think: if you had just played a little longer, you could'a been somebody. You could'a been a contender!

I don't know nothin' 'bout no babies, Miss Scarlet!!

Don't give up! You were THIS close.

HOW TO CONTACT SIERRA

Sierra has many ways to serve you. Contact us at any of the following offices, in the way most convenient to you.

AUTOMATED TECHNICAL SUPPORT

From anywhere, at anytime: 206 644-4343

TECHNICAL SUPPORT, U.S.

Sierra On-Line, Inc.
ATTN: Technical Support
P.O. Box 85006
Bellevue, WA 98015-8506

Main: 206 644-4343
Fax: 206 644-7697
8:15 AM-4:45 PM PST, Monday-Friday

TECHNICAL SUPPORT, U.K.

Sierra On-Line Limited
4 Brewery Court

The Old Brewery
Theale, Reading, Berkshire
RG7 5AJ

Main: 44 1-734-303-171
Fax: 44 1-734-303-362
9:00 AM-5:00 PM, Monday-Friday

TECHNICAL SUPPORT, France

Parc Tertiaire de Meudon
Immeuble "Le Newton"
25 rue Jeanne Braconnier
92366 Meudon La Forêt Cedex

Main: 33 1-46-01-4650
Fax: 33 1-46-31-7172
7 jours sur 7 de 9h ... 21h

TECHNICAL SUPPORT, Germany

Sierra Coktel Vision Deutschland
Robert Bosch Str. 32
D-63303 Dreieich

Main: 49 6-103-99-4040
Fax: 49 6-103-99-4035
Mailbox: 49 6-103-99-4041

TECHNICAL SUPPORT, by modem

U.S. BBS: 206 644-0112
U.K. BBS: 44 1-734-30-4227
CompuServe: GO SIERRA
America On-line: Keyword Sierra
Internet: <http://www.sierra.com>

HINTS, by mail

Sierra On-Line, Inc.
ATTN: Hints
P.O. Box 53210
Bellevue, WA 98015-3210

HINTS, on-line

Compuserve: GO Sierra, then
change to "Hint Connection"

America On-Line: Keyword Sierra

HINTS, by telephone, U.S.

1-900-370-5583

permission.
\$0.75 per minute; must be 18 years or older, or have parental

HINTS, by telephone, Canada

1-900-451-3356

parents' permission.
\$1.25 per minute, Canadian. Callers under 18 must have

HINTS, by telephone, France

33-1-36-68-4650

Costs 2,19F la minute; tarif
en vigueur au 20 mai 1994.
(France m, tropolitaine seulement)

HINTS, by telephone, Germany

0-190-51-5616

Kosten 23 Pf f^{ur} 12 Sek.
(Nur in Deutschland m^{oglich})

HINTS, by telephone, U.K.

0 8-91-66-0660 (within the UK only)

For Sierra adventure games released after January 1, 1993
only. 39p/minute cheap rate, 49p/minute at other times. Maximum call length: 7.5 minutes.
Maximum charge, cheap rate: œ2.93, œ3.68 other times. Must have permission of the person who
pays the phone bill before calling. Line available in the UK only, 24 hours/day. Requires touch-
tone phone.

HINTS, by telephone, U.K.

0 1-734-30-4004 (within the UK)
4 41-734-30-4004 (outside the UK)

For Sierra adventure games released before January 1, 1993
only. Calls are charged at normal telephone rates. Requires a touch-tone phone. Call 24 hours/day.

HINT BOOKS

Or, you may order hint books from our Direct Sales through
any of the following methods.

DIRECT SALES, on-line

CompuServe:

GO SI (in the CompuServe Mall)
GO SIERRA (to the Sierra BBS)

DIRECT SALES, U.S.

Sierra On-Line, Inc.
ATTN: Direct Sales
P.O. Box 3404
Salinas, CA 93912

Direct phone orders only:
Main: 800 757-7707
Fax: 408 644-2018
24 hours/day, 7 days/week

DISK OR MANUAL REPLACEMENT, U.S.

Sierra On-Line, Inc.
ATTN: Product Fulfillment
P.O. Box 485
Coarsegold, CA 93614

PRODUCT RETURNS, U.S.

Sierra On-Line, Inc.
ATTN: Product Returns
P.O. Box 485
Coarsegold, CA 93614

DIRECT SALES, International

Sierra On-Line, Inc.
ATTN: Direct Sales
P.O. Box 3404
Salinas, CA 93912-3404

Direct phone orders only:
Main: 206 746-5771
Fax: 408 655-6179

SALES & RETURNS, U.K.

Sierra On-Line Limited
4 Brewery Court
The Old Brewery
Theale, Reading, Berkshire RG7 5AJ

Main: 44 1-734-30-3171
Fax: 44 1-734-30-3362

Modem: 44 1-734-30-4227
9:00 AM-5:00 PM, Monday-Friday

the U.K. Add "ATTN: Returns"

Disk/CD replacements in the U.K. are œ6.00, or œ7.00 outside

SALES & RETURNS, France

Parc Tertiaire de Meudon
Immeuble "Le Newton"
25 rue Jeanne Braconnier
92366 Meudon
La Forêt Cedex

Main: 33 1-46-01-4650
Fax: 33 1-46-31-7172

Disk/CD replacements?
Call for information.

SALES & RETURNS, Germany

Sierra Coktel Vision Deutschland
Robert-Bosch-Str. 32
D-63303 Dreieich

Main: 0 6-103-99-4040
Fax: 0 6-103-99-4035

Disk/CD replacements?
Call for information.

Torin's Passage Script Code

2 use axe

4 use rope

8 use berries

9 use root

10 use Slim & Slime

11 use moat scum

13 Use erresdy powder

14 Boogle axe

15 Boogle box

16 use crystal

18 use inch worm

20 use slugs + peat

21 use peat

23 use leaf

24 use tile

25 use tile

27 use tile

28 use tile

29 use tile

30 use tile

31 use tile

32 use tile

33 use clothespin

34 use invitation

35 use meat

36 use fertilizer

37 use cushion

39 use carpet

40 use fan

43 Boogle shovel

44 Boogle lantern

45 Boogle worm

46 Boogle yo-yo

49 use ammonia

51 use knife

56 use silk

57 use top hat

59 use hook

60 use wand

71 Boogle nurse

72 hat with Bags

Speakers:

1 Torin

2 Boogle

3 Pecand

4 Lycentia

5 Dreep

6 judge

7 Dad

8 Mom

9 Slim (also: both)

10 Slime

11 Lycentia recording

12 Crystal City gate guard

13 Guard Herman

15 Mrs B

16 RUpert

17 Di under breath

18 Veder

19 Sam

20 Max

21 Tripe

22 Viscera

23 Leenah

24 cop

25 Tenebrous judge

26 flower

27 canned audience

28 Inchie Worm

29 Death Message Title

31 grass

32 centipede

33 archer

34 Bags Bunny

35 Zippy

38 carpenter

39 stage director

41 Torin thinks...

42 Death Message Comment

43 Seraglio woman

44 announcer

45 Bobby Bitternut

48 Pergolean leader

49 pergoleans

50 Sappy tree

51 crowd in cutscene

52 "Sir? They were both in there.

53 Hintkeeper

54 Torin + Leenah

55 Rupert to Di

56 Di