

Greanwold – Coverage

Genre: Kids/Fantasy

Log Line: An 8 year old boy befriends a 500, 000, 000 year old Minosaur. Together this spunky kid and his funny mythic creature friend band together to save the world from an evil dragon.

Premise: 8 year old adventurer and seeker of treasures, KEEGAN CLARK, is guided to a very special and magical spot by a map given to him by the kindly store owner, MR. SHAMA who is not quite what he seems. Having found the fateful spot, Keegan accidentally releases 12 MINOSAURS (ancient miniature friendly dragons) and the vengeful wrath of their arch nemesis, MOA CONSTRICTOR, a creature as evil as the Minosaurs are kind.

As the other 12 Minosaurs fly off for other adventures, Keegan is saved from certain death by the morphing Minosaur, GREANWOLD. Keegan and Greanwold become instant buddies and join forces to help Greanwold and the 12 stray Minosaurs save themselves and the world from the evil plans of the MOA CONSTRICTOR whose dastardly plans are advanced by Moa's devious human equivalent, REYWAL HERBERT DE' KOORC. At the end of the day, good wins out over evil as Keegan, his brother, sister, and friends -- and of course Greanwold -- save the world.

Synopsis: With the help of kindly MR. SHAMA, 8 year old KEEGAN CLARK is directed towards the illusive “treasure” he has sought on so many adventures. As Keegan makes his way to the treasure, he is being followed by REYWAL, the “greatest criminal genius in the entire world” and his metallic and rebellious sidekick DATSLOB. Keegan reaches a cliff on the beach and begins to dig as Reywal and Datslob watch.

Thanks to a magical stone he finds, the walls of the cave open and against his better judgment, and with the help of a large wave, he is swept into the cave. Once inside, he comes across a glowing section of the cave replete with hieroglyphic markings and geometric glowing crystal patterns. He places the stone he has dug up into the missing piece of the wall puzzle and brings to life GREANWOLD and 6 MINOSAURS.

Meanwhile, Keegan's family and friends, concerned because he has not shown up for dinner, head off in search of the young adventurer.

The 6 Minosaurs fly off but Greanwold stays to save Keegan. After dropping him in the ocean, Greanwold dives and morphs into a Pelican and then sets him down by the roadside. The two become fast friends and just as Keegan's father, Keegan's sister JACKIE, and her friend LISA and Atlas appear, Greanwold morphs into Keegan's back pack.

Reywal and Datslob have also explored the cave and have met the very evil MOA CONSTRICTOR. Together Reywal and Moa conspire: in exchange for returning the Minosaurs, Moa promises Rewal unlimited wealth and power.

Keegan and Greanwold get to know each other better and upon hearing of the Minosaurs' tale of persecution by the dreaded Moa, Keegan offers to help. Keegan also introduces Greanwold to his brother CODY, his friend PARKER and to Jackie and Lisa. Together the five of them vow to help Greanwold.

As Reywal's plans go a foul, the 6 Minosaurs continue to search for Greanwold. Eventually, the six minosaurs in Krystil formation are retrieved by Mr. Shama, who in fact, is a mighty wizard. Moa, aware that Mr. Shama has the Krystil cells, concocts a plan to retrieve them, ordering Reywal to carry it out.

The kids come to Mr. Shama with Greanwold and after some debating and some concern over his motives; they agree to let Mr. Shama help them find Greanwold and the Minosaurs. Later at the Moa's cave, Mr. Shama and the Moa Constructor engage in battle. Reywal agrees to hand over the zee-crystals in exchange for supreme wealth. Greanwold and the 5 kids arrive, defeat Moa and send the Minosaurs back into their world. Greanwold and Leesawold stick around to hang out with the kids, having learned to enjoy such earthly treats as pizza.

Comments: Greanwold is a rather charming family film idea with an *E.T.*-like sensibility. The screenplay has a crisp and exciting flavor and an infectious sense of fun; it bears a clever concept, a wonderfully evil and greedy villain, and many of the scenes prove entertaining. There are several elements, to the work however, which, once addressed, will only strengthen a tremendously promising property.

The story bears a clever conceit on the fish-out-of-water tale. Released after 500, 000, 000 years trapped in a portal, Greanwold views the world much the same way a small child does – with much fascination and amazement. The author manages to instill this vision and work toward the end effect, but while some of it flows naturally, some of it feels forced and needing of refinement, particularly through character development.

One of the screenplay's greatest assets is the no-good, money grubbing, criminy crying, Reywal and his semi-loyal and robotic henchman Datslob. Reywal's driving desire to be rich, and his constant claims of being the greatest criminal mind in the world is so much fun and so over the top that even though he's a no good rotter, you can't help but like him – or at least enjoy hating him. His rants and raves are fun elements of the script, but could stand to be shaken up a little bit with a few fresh jokes and turns of phrase instead of relying on the same one over and over. His metallic crony, Datslob, "a mixture of state of the art robot and 21st century teen," is the perfect sidekick with his utility tool chest and teenage indifference. Their master/slave – slave/master routine generally works nicely. The author also manages to keep us intrigued with the character of Mr. Shama who is not what he seems, and may or may not, be looking out for what is best for our hero Greanwold.

In fact, this uncertainty could be taken to further extremes, which would, in turn, lead to a better payoff.

Keegan and his friends and family could stand to have their characters more thoroughly mined. Keegan's life seems almost too good to be true. He doesn't appear to have any types of troubles: his parents make him pizza and bring milk and cookies to his bedroom, he has a loyal dog, and he gets on surprisingly well his brother and sister. While it certainly is a rather charmed existence, one

wishes there was some type of conflict in his life that could be paralleled against the discovery of a childish and innocent monster.

The six stray Minosaurs also seem to have one voice and could use some finer character delineation. The Minosaur element though is fun; strange little creatures that could be mined to far greater depth than the writer provides.

The script has some spelling errors and contains sentences that only make sense after re-reading. A careful going-over of the script to catch these errors would go a long way in taking the complication out of reading what is otherwise an enjoyable story. Some grammar and punctuation clean up would also serve the script well.

This screenplay is engaging and there are some funny and exciting scenes. Revisions in the 3rd act, the deepening of all key characters, and addressing the existing continuity/spelling problems would help build on what is all ready a fun, engaging screenplay.

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