

DUCK STORY: THE LOST EAGLE

Written by

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FADE IN:

IN DARKNESS:

The eerie CALL of an eagle ominously hangs on the air.

1 EXT. AMAZON RAINFOREST - DAY 1

ANIMALS - alert to the sound: Look up as HECTOR, a huge Harpy Eagle, soars through the sky.

The wind ruffles through Hector's grey, black and white wings. His tuft of facial feathers flaps above his ferocious green eyes as he scans the horizon.

Hector turns and dives. Faster and faster he goes until he soars above the canopy of billions of trees. He glides through the morning mist.

2 INT. HECTOR'S NEST, AMAZON RAINFOREST - DAY 2

The nest sits at the top of a Brazil nut tree on the banks of the river. It's made of sticks, plants and animal fur.

ANA, Hector's mate, proudly perches beside their three SQUAWKING chicks.

Ana sees Hector's empty talons, her eyes flash.

ANA
Where is the food? You know we have
a hungry brood.

Hector sighs and launches himself back into the air.

3 EXT. AMAZON RAINFOREST - DAY 3

Hector flies through thick fog that sits above the trees.

He sees a sloth bear clinging to a tree. His eyes narrow.

He turns mid-flight and swoops down in the sloth bear's direction, talons outstretched...

4 INT. HECTOR'S NEST, AMAZON RAINFOREST - DAY 4

Hector returns with the wriggling sloth bear. Ana and the chicks jump up and down.

CHICKS
(chirping)
PAPA! PAPA!

A NOISE on the ground alerts them.

Hector looks down and sees a HUMAN hiding in the trees.

HECTOR
I've seen him before.

ANA
He's still tracking you, Hector.

HECTOR
Stay down.

He raises his wings...

ANA
Don't leave us! CHICKS
PAPA! PAPA!

HECTOR
It's me he's after. I'll lead him
away, then I'll be back. Trust me.

Hector flaps his wings and rises up through the trees...

POW!

A tranquilliser dart pierces Hector's wing.

Hector CRIES out in pain as he falls from the sky.

Everything goes BLACK.

The chick's CRIES and Ana's SQUAWK'S echo through the jungle.

5 INT. CARGO HOLD, AIRPLANE - DAY

5

Hector wakes up. He shakes his head and blinks as his eyes
adjust to the dim light. A BUZZING sound whirs around him.

He stumbles forwards and bumps into a cage. He lifts his claw
and closes it around the wire. He tries to open his wings,
but the cage is too small.

The SOUND of approaching FOOTSTEPS.

Hector SQUAWKS.

MAN (O.S.)
Be quiet.

The man appears and kicks Hector's cage. Hector shrinks back.

MAN (CONT'D)
BAD BIRD.

Hector glares at the man in silence. The man glares back.

MAN (CONT'D)
(sneering)
You'll learn.

The man exits.

Hector tries to escape from the cage but can't.

Hector falls asleep.

6 EXT. AIR - DAY

6

A cargo plane flies through the sky.

7 EXT. CASTLE - DAY

7

The wind WHISTLES and HOWLS above a red brick castle on the coast of Scotland. The castle has small grey turrets and towers that face the North Sea.

SUPERIMPOSE: "THE NEXT DAY, SCOTLAND."

Four large hounds guard the castle, they stalk the acres of rugged land that surround it.

8 INT. BIRDS OF PREY ROOM, CASTLE - DAY

8

Hector stares out of a cage gloomily, his long talons are hooked into the rails. He rattles them angrily.

HECTOR
(Shouts)
LET-ME-OUT!

Hector is surrounded by other caged birds.

HECTOR (CONT'D)
Why am I here? I haven't done
anything wrong!

He paces around his cage angrily. SCREECHING and SQUAWKING, banging and bashing his claws and wings against the rails.

OWL (O.S.)
 You're wasting your time. I don't
 know why you bother. You've only
 been here five minutes.

Hector stops and looks at the next cage. He sees a small Short-eared owl with bright-yellow eyes and mottled brown feathers.

Hector sneers.

HECTOR
 You look like you've been here
 forever.

OWL
 Crying and squawking is futile.
 They'll never let you out. So you
 might as well get used to it, like
 everyone else.

He gestures around him at the other caged birds.

HECTOR
 I'm not LIKE everyone else.

He tries to raise his magnificent wings to show them, but the cage is too small. The owl chuckles.

OWL
 Of course you're not.

Hector bangs his head on the rails repeatedly.

The SOUND of FOOTSTEPS stops him.

The man enters. He wheels the owl and the other birds out of the room.

The man walks towards Hector's cage.

Hector rises up on his feet and smashes the rails with his claws and wings. The man shakes his head and exits.

9 INT. BIRDS OF PREY ROOM, CASTLE - LATER

9

Hector peers out of a nearby window. He watches the owl and the others perform in a show for the humans.

His lip curls in disgust as the owl and the others fly backwards and forwards into the man's gloved hand.

Hector shakes his head and closes his eyes.

10

INT. BIRDS OF PREY ROOM, CASTLE - LATER

10

Hector is awoken by the other animals returning. He watches as the man shoves a red kite into a nearby cage and exits.

The owl comes to the side of Hector's cage.

OWL

Have a good day, did you?

Hector snorts.

HECTOR

How long have you been here, owl?

OWL

I was caught as an owlet, just a few days old. I've spent all of my life in this cage.

Hector shivers.

HECTOR

I couldn't live like that. Why do they do it?

OWL

(hooting)

I've been questioning humans for years. Why do they like to see us suffer in these cages? Do they like seeing us homesick? Are we more humane than them... Did we do something wrong?

The owl's eyes widen.

OWL (CONT'D)

(loudly)

NO!

Hector jumps.

OWL (CONT'D)

We didn't do anything wrong. They just take what they want. You're a show bird now, one of us. Get used to it.

HECTOR

I'll never be like YOU.

The owl looks at him with mild curiosity.

OWL
What kind of eagle are you?

HECTOR
(snarls)
There's no one like me.

OWL
Yes, yes, you're special... Don't
be such a Twit! A word of advice.
If he doesn't have a use for you,
he'll get rid of you. You'll never
get out of this castle alive.

The owl's eyes slide over to a shelf covered with stuffed
birds on the other side of the room.

OWL (CONT'D)
(quietly)
That's where we all end up.

Hector swallows and shakes his head, disturbed by the sight.

HECTOR
What do they want?

The owl raises his wings and gives a flamboyant wave and
flick of his feathers.

OWL
Why, entertainment.

Hector stares out of the window at the castle grounds.

HECTOR
Back home, they took the trees. Now
they're taking us. Soon I suppose
they'll take our chicks.

OWL
Don't have any. Too noisy!

He GUFFAWS at his own joke.

Hector is silent for a moment, then he throws his head back
and laughs. The SOUND is like a loud, long RUMBLE of THUNDER.

The owl stares at him in wonder.

HECTOR
I had three chicks.

He falls silent. His sorrow turns to anger.

HECTOR (CONT'D)
I'm going back home.

OWL
Perhaps. But only if you learn to play the game.

The owl walks over to his perch and sits down. He tucks his head against his feathers and let's out a gentle SNORE.

OWL (O.S.) (CONT'D)
Learn to play the game.

11 EXT. CASTLE GROUNDS - NIGHT 11

The hounds patrol. The moon rises in the sky illuminating the North Sea and the castle turrets.

12 EXT. CASTLE - DAY 12

The sun comes up over the castle.

13 INT. BIRDS OF PREY ROOM, CASTLE - DAY 13

Hector wakes with a JOLT. He sees the man wheel out the owl and the others.

The man walks past Hector's cage. Hector is silent. The man watches Hector warily, then comes towards him. He slowly opens Hector's cage and puts his hand inside.

Hector stays still.

MAN
RAAAAH!!!!

Hector stares back at the man, unmoved.

MAN (CONT'D)
Hmmm....

The man stares at Hector, as if he doesn't know what to do with him. He takes out some metal cuffs from his pocket and shows them to Hector. Hector doesn't blink.

The man slowly reaches inside the cage with the cuffs. Hector allows him to place them around his neck and feet. The man puts an electronic tag around one of Hector's ankles.

MAN (CONT'D)
See. Told you, you'd learn.

14 EXT. CASTLE GROUNDS - DAY - MONTAGE - HECTOR TRAINING 14

Hector trains with the birds.

The birds watch in awe as Hector performs a dive.

An audience fills the grounds of the castle.

The audience CHEERS when Hector dives.

END MONTAGE

As Hector flies he looks around for an escape route. He comes to rest on a post beside the owl. The owl shakes his head.

OWL

I wouldn't if I were you.

He lifts his leg and shows Hector the tag around his ankle.

OWL (CONT'D)

He'll find you.

The man comes for Hector.

MAN

It's your turn, eagle.

Hector turns and glares at the man.

OWL

Play the game.

Hector puffs out his chest, opens his feathers and rises into the sky...

15 EXT. CASTLE - DAY - MONTAGE - HECTOR FLYING 15

Hector flies across the sky.

Hector dives down low to the ground.

Hector flies over a crowd at the castle.

Hector is the number one attraction.

The crowd CLAPS at Hector's turns in the sky.

Hector flies into the gloved hand of the man.

END MONTAGE

The man places Hector on a post beside the other birds.

LOUD APPLAUSE.

Hector bows. The man stands beside Hector and raises his hand. Hector flinches. The man pats Hector on the head.

Hector sees that no one is clapping for the owl. The owl looks sad.

Hector's wings droop and he stares down at his talons.

16 INT. BIRDS OF PREY ROOM, CASTLE - DAY

16

The man enters with a big, shiny cage. He walks over to Hector and opens his battered old cage. He takes Hector out and places him inside the new cage.

MAN
For our star.

The other birds watch with envy except the owl who is asleep.

A RED KITE in a nearby cage looks at Hector, then nods at the owl.

KITE
No one claps for him anymore. Won't
be long before he's on the shelf.

Hector stares at the stuffed birds. His eyes narrow.

17 INT. BIRDS OF PREY ROOM, CASTLE - NIGHT

17

All the birds are asleep, except Hector. Hector uses his talon to pick at the screws around his ankle tag.

18 INT. BIRDS OF PREY ROOM, CASTLE - DAY

18

The man enters. Hector SIGHS. He watches in brooding silence as the birds are rolled out in the usual way.

19 EXT. CASTLE GROUNDS - DAY

19

Hector, the owl and the others perform in a show.

20 INT. BIRDS OF PREY ROOM, CASTLE - NIGHT

20

The other birds are asleep.

Hector picks at his ankle tag. The tag falls off. Hector's eyes widen with triumph.

He creeps to the front of the cage and opens the lock. The door swings open.

Hector tip-toes out. He passes the owl's cage. The owl opens an eye.

Hector stops and holds his breath.

The owl winks and closes his eye.

Hector hops down onto the floor. The window is ajar. He flies onto the ledge, nudges it open with his wing and launches himself out into the air.

21 EXT. CASTLE GROUNDS - NIGHT

21

Hector flies low over the castle grounds.

The hounds catch his scent and speed towards him. BRACKEN, the largest hound, leaps up and catches Hector's wing.

Bracken SNARLS and yanks Hector towards him.

Hector swipes the hound across its face with his talons. Bracken HOWLS and lets go of Hector.

Hector frantically flaps his wings and rises into the sky.

When he's at a safe distance, he circles the hounds, then swoops down over them and gives a LOUD WHOOP of triumph. The hounds BARK ferociously up at him.

A light goes on inside the castle.

Hector stops mid-air and spins around. The sky ahead is dark and stormy. Rolling clouds loom over Hector like a shadow.

He dives down the side of the castle, shoots up over a cliff-top and the North Sea.

As he flies, he turns and gives one last look at the castle, now a tiny dot on the horizon.

22 EXT. SCOTTISH HIGHLANDS - NIGHT/DAY

22

Hector flies through rain and sunshine. As he flies, he marvels at the purple, brown and green colours of the Scottish Highlands.

23 EXT. ENGLISH COUNTRYSIDE - DAY 23
Hector flies over the patchwork fields of England. A tapestry of different shades of green.

24 EXT. PARK - DAY 24
Hector circles the park. He swoops down and lands beside a huge sparkling lake. He hides in some undergrowth.
The park is a beautiful oasis full of hundreds of varieties of trees, plants and flowers.
Animals walk by, Hector stares at them curiously.
On one side of the lake is a beautiful white and silver palace. On the other is a small waterfall with a stream that leads to an overgrown island; Heron Island.

25 EXT. PARK - DAY - MONTAGE - HECTOR WATCHING THE PARK 25
Hector hides in the bushes.
Hector stalks the shadows.
Hector eats some of the local delicacies.
Hector watches the goings on inside the park.
END MONTAGE

26 EXT. SWAN PALACE - DAY 26
The SWAN KING and QUEEN and their four CYGNETS, walk through the park. Their heads held high except for the eldest cygnet, PRINCE GEORGE, who drags his webbed feet at the back of the group.
The Swan King is a large, white waterbird, with a long S-shaped neck and an orange bill. His Queen is smaller, with a beautiful face and pink-tinged feathers.
The royals are surrounded by a legion of Canadian and Egyptian Geese soldiers.
Hector watches from the shadows as Prince George gives the soldiers the slip and runs off to swim around the park alone.

27 EXT. HERON ISLAND - DAY

27

An impressive colony of fifty heron nests, each high above the ground. They look like menacing towers.

Herons perch above the nests and stare down their blade-like bills while they look out for enemies and prey.

28 EXT. PARK - DAY

28

From the bushes, Hector watches ONE-EYED BILLY, the scrawny leader of the herons.

One-eyed Billy has a black eye patch over one eye and uses the other eye to survey the families of his colony.

The herons silently creep along the edges of the lake.

Hector watches them steal ducklings.

Hector raises his eyebrows.

29 EXT. PARK - DAY

29

Hector watches Prince George gives his guards the slip again. He moves closer through the bushes.

The Swan King flies out of the palace and over to his son.

SWAN KING

(hissing)

What is wrong with you George! How many times do I have to tell you, you need your guards with you at all times. You're the son of the King who will one day BE King. You can't keep swanning around like this, it won't do.

The Swan King flies off. A stern-looking goose marches Prince George back to the palace.

30 EXT. BUSHES, PARK - DAY

30

Hector smiles to himself.

31 EXT. POND POLICE DEPARTMENT - DAY 31

A huge tree on the edge of the lake with branches that stick up in every direction. Two red slides lead into the water. A few Pond Police ducks swim across the lake.

32 INT. POND POLICE DEPARTMENT - DAY 32

POLICE ANIMALS take PERPS through the lobby. A heron is wearing cuffs, he grumbles to the POLICE FROG escorting him.

33 INT. GOLDIE'S OFFICE, POND POLICE DEPARTMENT - DAY 33

Duck DETECTIVE EDWARD GOLD, "GOLDIE," yawns at his desk. He has golden feathers and a dark yellow bill. He rubs his eyes and stares down at an empty cup of coffee.

34 EXT. POND POLICE DEPARTMENT - DAY 34

Goldie exits. The Pond PD is inside a huge tree with hundreds of branches that stick up in every direction.

The tree is on the edge of the lake. A duck police officer slides down the red emergency slide into the water.

35 EXT. COFFEE SHOP - DAY 35

A small kiosk inside a mushroom. Goldie approaches the window and nods at BLUEBERRY, the hedgehog server.

GOLDIE
Morning, Blueberry.

BLUEBERRY
Goldie. Pond weed latte and a
seeded bagel?

Goldie nods as she gets his order ready.

BLUEBERRY (CONT'D)
Having a good morning?

GOLDIE
So, so. I solved the case of a
broken a window at the palace, and
stopped a feud between rival gangs
fighting over some missing nuts.

BLUEBERRY
Very productive.

Blueberry hands Goldie his breakfast. He waves and leaves.

36

EXT. PARK - DAY

36

JESS GREEN, a lone brown and yellow duckling runs towards Goldie. He frowns and hurries towards her as a duck family tumble out of the bushes in the b.g.

PATRICK
(quacking)
Get back here NOW!

PATRICK GREEN, the father, chases and catches Jess. He's a handsome Mandarin duck with a red bill and a large white crescent above his eyes.

Patrick's wife, ANNE, and their other ducklings, KURT, HARRISON, KAYLEIGH and VALENTINA follow. Kurt and Harrison are squabbling.

Patrick smiles when he sees Goldie.

PATRICK (CONT'D)
Detective Goldie.

GOLDIE
Morning folks.

Goldie tips his hat at them.

GOLDIE (CONT'D)
So these are the new young 'uns.

Patrick nods. He holds Jess and pokes his wing at her.

PATRICK
You're in big trouble, young
duckling!
(to Goldie)
This one keeps wandering off and
getting lost.

Jess wriggles away from Patrick and runs up to Goldie.

JESS
Do you work for the Pond Police?

Goldie nods.

JESS (CONT'D)
Do you go down the slides?

Goldie laughs.

GOLDIE

I try to avoid it if I can, bit too
many feathers around the middle.
Plus, I'm too old for that.

Patrick and Anne laugh.

ANNE

We just had a lovely breakfast in
Puddletown, when Jess here waddled
off.

GOLDIE

Hmm -- looks like trouble to me.
Want me to lock her in a cell for a
couple of days?

PATRICK

Would you?

Jess gulps.

They all laugh until Jess get's the joke.

GOLDIE

You be careful, Jess, this park is
big and beautiful, but it's full of
animals much bigger than you, and
some of them may mean you harm.

KURT

Yeah, they'll EAT you!

Anne shushes him. The family wave and leave.

37

EXT. GREEN NEST - DAY

37

The Green nest sits at the top of a great oak tree.

38

INT. GREEN NEST - DAY

38

Anne puts the ducklings down for a nap.

ANNE

(whispering)

When they wake, I'll surprise them
with a flying lesson.

PATRICK

Okay, darling, be careful and watch
out for Jess.

ANNE

I know.

Patrick kisses Anne on the cheek.

PATRICK

See you at the lake, don't forget,
I'm off to the pub for a pint after
work.

Patrick flies out of the tree hole.

39

INT. GREEN NEST - LATER

39

Anne gently wakes the ducklings. Jess is the last to wake.

ANNE

Come on, you lot, wake up. It's
time to fly the nest.

The ducklings groan.

HARRISON

Ohhh!! Come on mum, let's sleep a
bit longer.

Anne ignores their pleas and waddles over to the tree hole.
She steps out of it. Jess's eyes widen.

JESS

Huh! Where's she gone?

Jess waddles over to the tree hole and peers out. She GASPS
when she sees Anne on the ground.

VALENTINA

We have to practice flying, Jess.

Harrison sticks his chest out, waddles over to the tree hole
and launches himself out.

Jess gulps as she watches her other brothers and sisters take
their turns.

Jess is alone. She trembles as she stares down at her family.
They call up to her with PEEPS and QUACKS of encouragement.

JESS

I can't!

She hugs her wings against her chest.

ANNE (O.S.)
 Come on, Jess. Be brave, use your wings!

Jess takes a deep breath. She steps forwards and throws herself out of the tree hole, head-first.

Jess tumbles through the air clumsily and hits her head on a branch. She tries to steady herself with her wings, but her body continues rolling until she lands on a patch of moss with a THUD.

JESS
 OUCH!

Anne and the ducklings run over to her.

ANNE
 Are you okay?

Anne checks Jess over.

Leaves in a nearby bush RUSTLE. Anne looks over.

ANNE (CONT'D)
 Come on, father's waiting. We won't be safe until we reach the lake.

The ducklings chirp with excitement and waddle behind Anne.

A shadowy figure watches from the bushes.

Jess senses something and stops. She turns and sees a pair of eyes staring at her from the bushes.

Jess stares back. She waddles towards the bushes.

A heron silently drops from the sky and swoops down on Jess. He catches her by the wing and flies off with her.

The pair of eyes in the bushes disappear.

40 EXT. LAKE - DAY

40

Anne and family reach the lake where Patrick waits.

PATRICK
 Right, my little ones. Ready to swim?

He does a count of the ducklings and frowns. He looks around.

PATRICK (CONT'D)
Where's Jess?

Anne and the ducklings turn around. Anne's eyes widen.

41 EXT. PARK - DAY - MONTAGE GREEN FAMILY SEARCHING FOR JESS 41
The family re-trace their steps.
They search their nest, it's empty.
They scour the bushes and hedgerows.
They search the lake and stream.
END MONTAGE

42 EXT. PARK - DAY 42
As the sun sinks beneath the trees, the shadow of Hector passes over the family. Patrick catches a glimpse of the shadow and looks up, but Hector is gone.

43 EXT. STUMPY'S TREE - DAY 43
On the other side of the park sits a gnarled horse chestnut tree. A high-rise apartment block with small windows dotted along the edges and red and brown roof turrets.

44 INT. STUMPY'S NEST - DAY 44
STUMPY, a grey squirrel, with half a tail, sits on his balcony and reads a magazine.
Hector flies over him.
Stumpy sees the shadow and stands up but the shadow is gone.

45 INT. GOLDIE'S OFFICE, POND POLICE DEPARTMENT - DAY 45
CHIEF INSPECTOR QUACKOVITZ, the Pond Police's big cheese, waddles into Goldie's office. Chief Quackovitz is a small black and white Tufted Duck.
Goldie looks up and narrows his eyes. A young, Mandarin duck recruit, trails after the chief. Goldie SIGHS and looks back down at his paperwork.

CHIEF QUACKOVITZ
How's the wing?

GOLDIE
Fine, and NO.

CHIEF QUACKOVITZ
This young Mandarin is our newest
recruit, Constable Manny.

Manny steps forwards.

MANNY
I just want to say sir, I'm a big
fan of yours, big fan, and I'm so ...

Goldie holds up a wing.

GOLDIE
I don't need any more partners.

Chief Quackovitz SQUAWKS angrily, her black and white
feathers ruffle on top of her head as her eyes bulge.

CHIEF QUACKOVITZ
This isn't a request. This is your
new partner, and here's your new
case.

She slams a yellow file on Goldie's desk.

CHIEF QUACKOVITZ (CONT'D)
As our number one detective, I
expect you to solve the case. The
mother's a friend of yours.

Goldie raises his eyebrows and picks up the file.

CHIEF QUACKOVITZ (CONT'D)
Father just reported her missing. A
few other younglings have been
reported missing today too, could
be just a coincidence... but I need
my BEST detective on the case.

Chief Quackovitz waddles out of the office.

GOLDIE
Haven't worked on one of these
since spring.

Manny opens his beak, but Goldie holds up his wing and opens
the file. He quickly scans it. His eyes widen as he reads the
text and sees a photo of Jess.

ONSCREEN

MISSING DUCKLING

Name: Jess Green
 Height: 5cm
 Weight: 0.2 pounds
 Age: 4 days old
 Breed: Mandarin
 Eyes: Brown
 Feathers: Yellow with brown stripes
 Last Seen: Woods near the lake

Goldie shoves the photo in his pocket and jumps to his webbed feet. He waddles to the door where he glances back at Manny.

GOLDIE (CONT'D)

Come on.

46 INT. CORRIDOR, POND POLICE DEPARTMENT - DAY 46

Goldie hurries down the corridor and steps through a tree hole and onto a red slide.

47 INT. SLIDE, POND POLICE DEPARTMENT - DAY 47

Goldie shoots down the slide. Manny zooms after him.

48 EXT. LAKE - DAY 48

The two ducks SPLASH into the water.

MANNY

I always wanted to do that.

Goldie and Manny swim across the lake.

49 EXT. STUMPY'S TREE - DAY 49

The ducks emerge from the water and head towards the tree.

GOLDIE

This is Stumpy's home. He's a fruit and nut trader, one of my most reliable informants. Bit of a wheeler-dealer, but he's got eyes and ears on the ground everywhere, so let me do all the quacking.

50

INT. ENTRANCE, STUMPY'S NEST - DAY

50

Stumpy's GRANDAD, an old, grey and white squirrel with fine lines around his face, and one tooth, lets the ducks in.

GRANDAD
E's in the living room, watchin'
the telly.

51

INT. LIVING ROOM, STUMPY'S NEST - DAY

51

The cosy room is decorated with palm tree wallpaper. The walls, curtains and carpet clash in bright patterns and colours.

Stumpy is sprawled across a tatty flowery sofa, with his paws dangling off the edge. He pops acorns in his mouth as he watches "The Great Nut Bake Off". Stumpy looks up.

STUMPY
Detective Goldie. We're not meant
to meet till next week?

His eyes flick to Manny, then back at Goldie.

GOLDIE
I need Intel on a missing duckling.
Have you seen her before?

Goldie holds up the photo of Jess.

STUMPY
No.

MANNY
See anything unusual in the last couple of days? Any unfamiliar faces, strange goings on in the park?

Goldie shoots a look at Manny, but waits for Stumpy's answer.

STUMPY
You know what. I did see something yesterday. There was a bird. Last night - I've never seen anything like it. A giant bird, with a wingspan... bigger than anything in the park.

GOLDIE
Bigger than the king's?

STUMPY
Possibly.

Goldie and Manny look at each other.

STUMPY (CONT'D)
Put it this way, it's shadow
covered my balcony.

GOLDIE
We'll put an alert out.

STUMPY
I'll let you know if I hear
anything.

52 EXT. PARK - NIGHT

52

Goldie and Manny waddle away from Stumpy's tree and around the lake. Lights turn on inside animal's homes and in the trees and bushes, they illuminate the park and trees.

A heron creeps along the edge of the water. It has a wriggling bag in its hand.

Goldie flies in front of the heron and pulls out his badge.

GOLDIE
Freeze, Pond PD!

The heron tries to fly off, but the bag is too heavy for its scrawny body, and stops it from taking to flight.

The heron tosses the bag in the lake. Goldie grabs its wing. Manny does a Kung Fu kick to its stomach.

The two partners surround the heron.

GOLDIE (CONT'D)
Get down on the ground and put your
wings behind your back.

The heron SQUAWKS and drops to the ground. Goldie snaps some cuffs around its feet.

GOLDIE (CONT'D)
(to Manny)
Get the bag.

Manny jumps into the water. He returns with the bag.

Goldie carefully opens it --

His eyes widen when he sees a dozen tiny peeping ducklings.

MANNY
Holy mackerel!

Goldie looks for Jess but can't see her amongst them.

GOLDIE
It's okay, little ones, it's okay.
We've got you now.

Out of the corner of his eye he sees the heron try to shuffle away. His eyes bulge with anger. He sweeps the heron's legs out from under him and stares down his bill at him.

GOLDIE (CONT'D)
You break the law in my park. I'll
put you behind chicken wire.

He yanks the heron to its feet and frog-marches it away.

53 INT. RECEPTION, POND POLICE DEPARTMENT - NIGHT 53

A hedgehog constable looks at the bedraggled ducklings.

HEDEGHOG
Oh my giddy goose, look at you.
Let's get you all cleaned up. I
have a nice elderflower bubble bath
ready for you.

The ducklings CHIRP with excitement.

54 EXT. HERON ISLAND - NIGHT 54

Jess hugs her wings against her body as a group of herons usher her and some other younglings across the island.

The younglings are led through a hole in the ground.

55 INT. TUNNEL, HERON ISLAND - NIGHT 55

As Jess and the younglings walk through the tunnel they shiver and shake.

56 INT. CAVE, HERON ISLAND - NIGHT 56

They're led inside a cave. They CRY and PEEP as a heron guard locks the door and plunges them into darkness.

JESS

Come on everyone. Stop crying.
Gather together to keep warm. Come
on, huddle up.

The younglings huddle together and take warmth from each other. Gradually they stop crying and are silent.

JESS (CONT'D)

I know you're scared, I am too. But
we have to work together if we want
to get home.

One of the youngest younglings, a baby rabbit looks at Jess.

RABBIT

I'm frightened. I don't want to get
eaten.

Jess stares at her with a look of fierce determination.

JESS

I won't let that happen.

57

EXT. HERON ISLAND - NIGHT

57

On the other side of the island, Billy sits on his make-shift throne of twigs and bones.

BILLY

Tomorrow, we take the first step in
our park domination.

A ROAR goes up amongst the herons.

As Billy speaks, a shadow passes over him. Billy's guards look up as Hector drops to the ground in front of them. In his talons, he holds a smaller animal wrapped in leaves and branches, the animal SQUAWKS in terror and wriggles.

No one can quite make out who it is.

Hector stalks over to Billy and stands over him.

HECTOR

MOVE.

BILLY

GUARDS!

The guards look at Hector's menacing face and fall back.

Billy gulps.

BILLY (CONT'D)
Who are you?

HECTOR
I said. Move.

Billy gets up off his throne. He watches as Hector drops the animal on the ground and sits on *his* throne.

Billy's eyes widen when he sees the animal is Prince George.

BILLY
(screeching)
ARE YOU MAD! What have you done!
Who are you?!

HECTOR
Your new king. I'm going to take
control of this park, and this is
how I'll do it.

He lifts his talons and pushes Prince George forwards. The cygnet tumbles across the ground and WHIMPERS.

PRINCE GEORGE
Please don't hurt me.

BILLY
You can't do this! We won't let
you. The royal family have over a
hundred Egyptian and Canadian geese
to help keep them safe. What are
you going to do?

The herons look at one another and MURMUR.

SCREEEEEEEECH!

Hector drags his talon across the ground, the deafening SOUND makes Billy's feathers stand on end.

HECTOR
Open your little mind. This Prince
is the key. Everything we need to
control the kingdom. But it's *my*
kingdom now and *I'm* your leader.

Billy sizes Hector up but soon realises that he and his guards are no match for the eagle.

Sensing doom, Billy falls to the ground and kneels in front of Hector.

BILLY

My king.

58 INT. COOPER'S OFFICE, POND POLICE DEPARTMENT - NIGHT 58

Chief Quackovitz, Goldie and Manny stand in front of the head of the Pond Police - COMMANDER COOPER, a handsome fox.

COOPER

Get your uniforms dusted and your badges shined, you've been summoned to the Palace. There's over thirty younglings missing including Prince George. You've got an audience with the King and Queen in five minutes. And Quackovitz, don't put your beak in this time.

59 EXT. SWAN PALACE - NIGHT 59

The stars twinkle in the sky above a beautiful white palace.

60 INT. THRONE ROOM, SWAN PALACE - NIGHT 60

The Swan King and Queen sit on thrones. The Swan King stares down his bill at his CHIEF OF GUARDS, an Egyptian Goose.

SWAN KING

Who would dare steal my son! My Prince?!

CHIEF OF GUARDS

We're looking into it right now, your Your Majesty. We have scouts all over the park, on the ground and in the air.

A BELL RINGS.

The Swan Queen sits up straight and pats her feathers down.

Goldie, Manny and Chief Quackovitz enter. An Egyptian goose footman leads them down the walkway.

Manny looks around him in awe at paintings of swans on the ceiling and columns of gold along the sides of the room.

They reach the thrones. Chief Quackovitz puffs out her chest and opens her beak, the Swan King raises his wings and silences her.

SWAN KING

Now listen here, Quackovitz. I don't have time for your ruffled feathers. I'm concerned about the highly unusual number of missing younglings in *my* Kingdom!

He sits back and wipes his forehead with his wing.

SWAN KING (CONT'D)

And now my Prince, my boy. My son and heir has gone missing. You can see how upset my Queen is. Tell me, who would dare kidnap George? The heir to the kingdom, the biggest birds in the park.

The Swan Queen wipes away a tear.

CHIEF QUACKOVITZ
Your Majesty.

Chief Quackovitz bows.

CHIEF QUACKOVITZ (CONT'D)
We've searched the park from the tallest tree to the lowest parts of the lake and found nothing. But there have been reports of a large bird. The biggest bird that's ever been seen.

Goldie closes his eyes.

SWAN KING
What, bigger than me?!

The Swan Queen places her wing on the Swan King's wing.

The Swan King sits back on his throne. His wings droop and his eyes pierce Quackovitz's.

SWAN KING (CONT'D)
The Pond PD will need help.

SWAN QUEEN
Yes. That's why I called in the M.I.DIVE, my dear.

The Swan King's eyes widen. A BELL rings.

SWAN QUEEN (CONT'D)
That must be them now.

Goldie turns to see the Chief of Guards escort the M.I.DIVE into the room. Five birds of prey; a Golden Eagle, Peregrine Falcon, American Bald Eagle, Long-eared owl, and Sparrowhawk.

MANNY
(whispering)
It's the M.I.DIVE. They only get involved in high profile cases.

GOLDIE
Shhh.

The M.I.DIVE bow when they reach the thrones. Chief Quackovitz eyes them warily. The Swan King raises his wing.

SWAN KING
We've summoned you here to help us find our son...

The Swan Queen raises her own wing and interrupts the King. Her voice is soft and tired.

SWAN QUEEN
Oh Bob, we haven't got all night.
Let them introduce themselves.

The largest bird, JAMES BEAK, the Golden Eagle, steps forward and bows.

JAMES BEAK
I'm James Beak, leader of the M.I.DIVE, this is Marcus Diaz, Peregrine Falcon.

He points his wing at MARCUS DIAZ, a Peregrine Falcon with tapered wings and a slim, short tail..

James points at TOM CRUZ, an American Bald Eagle.

JAMES BEAK (CONT'D)
This is Tom Cruz, American Bald Eagle from the Central Intelligence Bureau for Birds.

James points at DONNIE FOSTNER, a long-eared owl with mottled orange-brown feathers, distinct white eyebrows, striking orange eyes and large 'ear tufts'.

JAMES BEAK (CONT'D)
Donnie Fostner, Long-eared owl, and Jane Hart, Sparrowhawk.

JANE HART is a beautiful sparrowhawk with brownish feathers. She has horizontal bars on her breast and grey wings. She bows gracefully.

SWAN QUEEN
Welcome.

The Swan King points at the Pond Police.

SWAN KING
This is Chief Inspector Quackovitz and Officers Goldie and Manny from the Pond Police Department.

The Swan King sits up high on his throne.

SWAN KING (CONT'D)
Sometimes crimes occur in the Park. But it's always managed. Balance is always restored, that's nature. What's happening now is unacceptable. I want my son and all the younglings found and returned. I want law and order restored to my kingdom. *Bring them back.*

The Swan King and Queen retire. The M.I.DIVE Talk to the Pond PD.

JAMES BEAK
Tom works for the CIB. He has a lot of knowledge of South American birds, we thought he'd be useful.

James looks at Donnie.

JAMES BEAK (CONT'D)
Donnie here specialises in the illegal eagle trade. He follows poachers who trade birds of prey around the world on Birdbook.

James looks at Chief Quackovitz.

JAMES BEAK (CONT'D)
We're not here to tell you what to do. We've heard great things about the Pond PD so we're here to advise and help you bring the Prince and younglings home.

CHIEF QUACKOVITZ

Well, on behalf of the entire Pond PD, we want to thank you all for coming. We're happy for the help.

GOLDIE

Let's meet me tomorrow morning by the lake.

61

INT. BALCONY, KING & QUEEN'S BEDCHAMBER - NIGHT

61

The Swan King stares bleakly at the park. The Swan Queen joins him and wraps her wings around him.

SWAN KING

I wonder where he is right now. Is he alive?

SWAN QUEEN

They'll find him, I know it.

SWAN KING

This is all my fault. I pushed him away, I didn't appreciate him, or spend enough time with him. All I did was hiss at him; don't do this, don't do that. I just wanted to help him grow. He must be so scared.

SWAN QUEEN

Listen to me...

She turns his face to meet hers with her wing.

SWAN QUEEN (CONT'D)

You're a wonderful father and King. It wasn't easy for you and it won't be easy for George. All the responsibility... But he loves you. Wherever he is, he knows you're doing everything you can to find him. And we will. Together.

62

INT. CAVE, HERON ISLAND - NIGHT

62

Prince George lies in a cold dark cave alone. He shivers and shakes. He jumps when a heron guard enters to check on him and bring him food and water.

Prince George pushes the tray away.

63

INT. HECTOR'S CAVE, HERON ISLAND - NIGHT

63

The guard stands before Hector.

GUARD

He's refusing to eat.

HECTOR

Put him with the other younglings.

64

EXT. STUMPY'S TREE - DAY

64

Goldie, Manny, Stumpy and the M.I.DIVE stand outside Stumpy's tree.

GOLDIE

Can you fly past so Stumpy can compare you to the other bird? Then we might have a clue what kind it is.

MARCUS

(squawking)

A fly-by!

Jane rolls her eyes at Marcus.

JANE

Fly slowly, Marcus.

65

EXT. STUMPY'S BALCONY - DAY

65

Goldie, Stumpy, Manny and Grandad watch as the team take it in turns to fly past the tree.

JAMES BEAK

(shouting)

Jane's right! Don't fly too fast, Marcus! They won't see you!

Marcus has already taken off. He flies up high then dives down and shoots past the tree.

Goldie and Manny's heads turn as they follow the movement.

MANNY

Wow!

GOLDIE

Peregrine Falcons are the fastest birds in the world.

MANNY

Amazing, when they dive, they can
reach speeds of over 200mph!

Jane shakes her head.

JANE

He never listens.

JAMES

Go again! Slowly!

Marcus flies past again, slower.

Stumpy stares up at Marcus then shakes his head.

STUMPY

The other bird was bigger.

James flies past.

GOLDIE

James is easily the largest bird on
the team. Surely the bird is
smaller than him?

STUMPY

Nope, it was bigger than all of
you.

Tom, perches on a branch of the tree and spins upside down to
look at Stumpy.

TOM

Did you notice anything else about
the bird? Even the slightest detail
could help us.

STUMPY

I think it had some kind of crest
on its head, it's feathers stuck up
-- kind of like a turkey.

Tom is silent a moment.

TOM

The bird you're talking about
sounds like a Harpy Eagle.

Goldie's eyes widen.

GOLDIE

I saw them on a Duck Attenborough
program.

(MORE)

GOLDIE (CONT'D)

They're the most powerful birds in the world. But what would it be doing here?

TOM

A report came in to the CIB a few weeks back that there was a missing Harpy from Brazil somewhere in Europe, I had no idea it'd be here in the UK. Could be big trouble.

JAMES BEAK

Sounds like our eagle.

GOLDIE

A bird that big can't just disappear. Someone must've seen it.

MANNY

Stumpy did.

GOLDIE

Then we need to find out where it's hiding.

66 EXT. PARK - DAY - MONTAGE - SEARCHING FOR HECTOR 66
The team fly around the park in circle formation.
They search the perimeter.
Goldie and James Beak talk to various animals in the park.
Manny and Marcus talk to some rats.
The team meet in the palace grounds as the sun goes down.
END MONTAGE

67 EXT. SWAN PALACE - NIGHT 67

GOLDIE

I know you're all tired. There are rooms prepared for you at the Palace, why don't you have a rest and we'll re-group in the morning.

James Beak nods.

GOLDIE (CONT'D)

Manny, go with Marcus and keep sweating animals out, chase down leads. We've got to put the pressure on. Get them quacking.

Manny nods.

JAMES BEAK

Half my team will sleep, while the others keep watch on the perimeter. We'll make sure no one goes out and no one comes in tonight.

68 EXT. PUDDLETOWN HIGH STREET - NIGHT

68

The skies are empty and the park is quiet, except for Puddletown, the city in the heart of the park.

Goldie and Manny waddle down the cobbled streets abuzz with animals doing late-night shopping.

69 INT. PUDDLESTONE'S BOOK SHOP - NIGHT

69

Goldie buys a book on Harpy Eagles.

70 EXT. PUDDLESTONE HIGH STREET - NIGHT

70

Goldie and Manny walk away from the book shop.

GOLDIE

I'll go through it tonight, see if I can find something useful.

MANNY

Looks like you have an exciting night ahead of you.

GOLDIE

Someone's got to do it. What are you doing tonight?

MANNY

Just gonna have some noodles and watch "Bad Birds." It's this awesome cop film.

Goldie guffaws.

GOLDIE
If you want to watch a real cop
film watch 'Duck Hard.'

Goldie and Manny turn go in different directions.

71 EXT. FEATHERED FRIENDS PUB - NIGHT

71

Goldie spots Patrick inside the pub.

72 INT. FEATHERED FRIENDS PUB - NIGHT

72

Goldie walks up to the hen bartender.

GOLDIE
Pint of snail ale please.

Patrick stares into his glass. Goldie joins him, puts a wing
on his shoulder.

GOLDIE (CONT'D)
You okay?

Patrick nods, absentmindedly.

GOLDIE (CONT'D)
I know you're worried, but we have
a great team looking for Jess. As
soon as I find out anything, you'll
be the first to know.

PATRICK
I know. It's just I can't bear to
think of her all on her own. And --
not knowing if she's still alive or
not...

He pushes the glass away without drinking it.

PATRICK (CONT'D)
I can't face going home, all Anne
and the young un's do is cry. I
don't know what to say to them.

Goldie pats Patrick's shoulder.

GOLDIE
Just go home. Be there with them.
They need you.

73

INT. CAVE, HERON ISLAND - NIGHT

73

Hector sharpens his talons against a rock. Two Guards enter.

GUARD 1

Uh... Hector... we've got a problem with one of the younglings. She's causing trouble and stirring everyone up.

GUARD 2

Yeah. She keeps asking questions and demanding seeds and water.

HECTOR

Are you telling me you can't control one little duckling?

GUARD 1

She's a real pain in the neck.

HECTOR

Bring her to me. I could do with a snack.

74

INT. CAVE, HERON ISLAND - LATER

74

The guards return with Jess. Guard 1 holds Jess. Jess wriggles and tries to get away from him.

GUARD 1

This one won't stop quacking. Think she's trying to lead them.

GUARD 2

Yeah, she's a real busy bee.

Guard 1 pushes Jess towards Hector. Jess wobbles and stands tall as she stares up at him. She puffs out her chest.

JESS

I'm not afraid of you.

GUARD 2

You should be.

HECTOR

Silence.

Hector stares down at Jess.

HECTOR (CONT'D)
What's to be afraid of here? We're
all friends...

He walks towards Jess and opens up his wings. They circle
around Jess like a huge monochrome curtain.

Jess gulps and shrinks down.

HECTOR (CONT'D)
What's your name, Little Wing?

JESS
I...I...I don't talk to strangers.

HECTOR
Suit yourself, Little Wing.

Jess's feathers ruffle in anger.

JESS
It's Jess. And I want to go home!

Hector LAUGHS.

HECTOR
This is your home now, Little Wing.

JESS
No, it isn't.

Hector's eyes narrow, he lifts his talon and measures her.

Hector bends down towards Jess and opens his beak as if to
gobble her up...

Jess's eyes widen and she SCREAMS. She STOMPS her foot on
Hector's claw and flashes her eyes.

JESS (CONT'D)
You're a mean eagle. How would you
like it if someone took you away
from your home? Your family?

Hector closes his beak with a SNAP and stands up straight.

Tears fall down Jess's fluffy cheeks.

JESS (CONT'D)
(whispering)
Let us go home, please.

The guards look at Hector curiously.

Hector bends down. His wings draw even closer around Jess and she shrinks back. As he speaks his voice gets LOUDER.

HECTOR

Let me tell you a secret. This is my kingdom now. I'm its ruler. So you might want to do as you're told, or you'll never see your family again.

Jess's beak quivers. She PEEPS and CHIRPS with anger and sadness.

A look of guilt flashes across Hector's face, it's gone before she sees it. Hector shakes his head and turns away from Jess. He steps back into the shadows of the cave.

HECTOR (O.S.) (CONT'D)
Take her away.

75 EXT. SKY, PARK - DAY

75

The M.I.DIVE soar through the sky and search the park.

The team circles above Heron Island. They see the herons going about their business.

76 INT. BILLY'S CAVE, HERON ISLAND - DAY

76

One-eyed Billy paces around his dingy cave. He ignores the SOUNDS of the younglings in the next cave.

GUARD 1
The M.I.DIVE are searching the sky above the island.

GUARD 2
They solve every case.

GUARD 1
They'll find the cave.

BILLY
Maybe this wasn't such a good idea after all. Hector's gone too far taking the Prince.

Billy is interrupted by the SOUND of Hector's CLAW scraping across the cave wall. Billy closes his eyes and turns.

Hector's claw clamps around his neck. Hector raises the heron off the ground.

He stares into the Billy's eye.

HECTOR
You were saying.

Billy tries to squawk but Hector's grip causes a few muffled SQUAWKS comes out.

HECTOR (CONT'D)
I'll show you how a kingdom's ruled.

Hector drops Billy and storms towards the door.

HECTOR (CONT'D)
Bring me the duckling.

GUARD
Which one?

HECTOR
The annoying one.

The guard scurries away.

77 INT. HECTOR'S CAVE, HERON ISLAND - DAY

77

The door opens and a guard enters with Jess.

HECTOR
Leave us.

The guard exits.

Hector walks towards Jess and stops a few feet in front of her.

HECTOR (CONT'D)
I want to tell you a story, Little Wing. Like you, I was taken from my home. From my wife and chicks. By a HUMAN...

Jess's eyes widen as she listens.

HECTOR (CONT'D)
So, I've decided that I'm going to create a new life for myself, right here. Till I can go home. Back to the Amazon. Have you heard of the Amazon, Little Wing? It's the most beautiful place on earth.
(MORE)

HECTOR (CONT'D)
Every shade of green you can
imagine, and the most beautiful
flowers you've ever seen...

Jess's eyes fill with wonder.

HECTOR (CONT'D)
I think you'd like it.

Jess slowly nods.

HECTOR (CONT'D)
Tell me about *your* home, Little
Wing.

JESS
I don't know what you mean...

HECTOR
Tell me about the park... how do
you spend your days here? What do
you do?

JESS
Well... in the mornings we go for
breakfast, I have a lingonberry
waffle with honey drizzled on it
and a... On Monday's we have
swimming lessons in the lake. On
Tuesday's we have flying lessons in
the park...

Her face scrunches with distaste. Hector notices.

JESS (CONT'D)
At lunchtime everyone goes to
Puddletown to eat or shop, and...
in the afternoons... we all go to
the Palace and listen for new
announcements.

Hector bends towards her and listens closely.

HECTOR
All?

JESS
Yes, all the animals in the park.

Hector raises and eyebrow.

HECTOR
Everyone?

Jess nods.

HECTOR (CONT'D)
What *kind* of announcements?

JESS
Oh, just the usual, from the King
and Queen. About a party, or a
fair, a flying competition, or
sports day.

Hector straightens and feigns indifference.

HECTOR
Sounds like a busy day.

Jess frowns, suspicious.

JESS
Why do you want to know?

Hector grins and raises his wings flamboyantly.

HECTOR
I've decided to let you go, Little
Wing.

Jess's eyes light up.

JESS
You have!! Oh thank you, Hector!!
When do we leave?

Hector shakes his head.

HECTOR
Just you, Little Wing.

Jess stamps her foot.

JESS
BUT YOU MUST LET US ALL GO!

Hector shakes his head angrily.

HECTOR
(to himself)
Try to do something good...

The feathers on the back of Hector's head spring up.

HECTOR (CONT'D)
NO.

JESS
OH, PLEASE!!

HECTOR
I said, NO.

Jess folds her wings across her chest.

JESS
Then I'm not going.

HECTOR
Fine, stay here. And get eaten by
the herons for all I care. GUARD!

The door opens and the guard enters.

HECTOR (CONT'D)
Take her. I'm going to the palace.
(to Jess)
Perhaps there's an announcement
about me?

He sneers and exits in front of Jess and the Guard.

78 INT. TUNNEL, HERON ISLAND - DAY

78

Hector runs down the tunnel and outside...

79 EXT. CAVES, HERON ISLAND - DAY

79

Hector opens his wings and launches himself into the sky.

80 EXT. PARK - DAY

80

Hector flies across the lake.

Hector rises up high and dives down low into the kingdom.

81 EXT. SWAN PALACE - DAY

81

The kingdom is abuzz with activity. Geese soldiers patrol the borders and skies. The soldiers see Hector flying towards them. The geese manoeuvre into attack formation.

Hector breezes through the geese. He stretches out his wings causing some of the geese to fall sideways into the lake.

A cygnet shrinks in terror when Hector flies over her.

GAIL FEATHERS, a wood duck reporter from the Bird Gazette, stands outside the palace with a CAMERADUCK in tow.

Gail's smart face is overshadowed by a flashy beak and massive mane of enhanced feathers.

FEATHERS

(for the camera)

There have been sightings of a strange bird in the Park. Eye-witnesses report that the bird is bigger than any ever seen before...

Feathers notices that her cameraduck's beak is wide open. She stops and spins around as...

Hector flies over her.

Animals in the kingdom flee in terror.

Feathers flies after Hector.

FEATHERS (CONT'D)

(to cameraduck)

Keep up with me!

The cameraduck flies after her. They reach the palace walls as Hector flies over the wall and into the courtyard.

82

EXT. COURTYARD, SWAN PALACE - DAY

82

Hector hovers above the courtyard. Feathers settles her feathers as the camera rolls.

ON SCREEN - WE SEE FEATHERS WITH HECTOR IN THE B.G.

FEATHERS

(for the camera)

This is Gail Feathers from the Bird Gazette coming to you live with exclusive footage of the bird that's been terrorising the park. Just behind me... There's the bird! And, what a bird! It's an eagle... but no eagle I've ever seen before!

In the sunlight Hector's shadow blocks out the sun.

Geese guards in armour arrive with the Swan King.

Hector and the Swan King meet in the middle of the courtyard.

Goldie, Manny and Marcus arrive.

MANNY
Blimey!

Manny takes a step back.

GOLDIE
(to Marcus)
Go get James and Tom!

Marcus shoots off into the sky.

Goldie turns to see Hector watching him. Hector's eyes narrow as he stares at Goldie.

SWAN KING
What do you want, eagle?

Hector and the King stare at each other.

HECTOR
I'm not here to fight you, old
bird.

The Swan King's wings puff out with indignation.

HECTOR (CONT'D)
I'm here to tell you how it's going
to go. I have your son, your
Prince, and lot's of other
younglings. If you want them back
you give me what *I* want.

The geese guards close in on Hector. Goldie and Manny waddle up behind the Swan King.

HECTOR (CONT'D)
If this elite birds of prey team
don't leave the kingdom now, and
you don't follow *my* rule, you'll
never see any of them, again.

SWAN KING
You have to earn a kingdom, eagle.

Hector raises his wings.

HECTOR
As you can see, I'm not your
average eagle. If I want something,
I take it. *That's what we Harpy's*
do.

Hector lifts a foot and licks his talons. The Swan King's eyes bulge with fury.

SWAN KING
 I won't have it. Give me back by
 son, NOW!

The Swan King flies at Hector, but Hector is faster. He catches the Swan King around the neck with his claw. His talons dig into the Swan King's white feathers.

Hector's crown of grey feathers fan out.

The Swan King is still and silent with terror.

HECTOR
 (snarling)
 This is my kingdom now.

The Swan Queen flies out of a palace window to her husband.

HECTOR (CONT'D)
 Perhaps you can talk some sense
 into him, ma'am.

SWAN QUEEN
 (hissing)
 Get away you vile, villain!

Hector drops the Swan King on the ground. He sees Goldie, Manny, the M.I.DIVE, Pond PD and guards flying towards him.

Hector is surrounded. Outnumbered, he rises into the air and hovers above their heads.

HECTOR
 (loudly)
 As I said before, you can have your
 son back, when I have my kingdom.

He holds out his magnificent wings.

HECTOR (CONT'D)
 I'll be back in three days.

Hector rises into the sky. As he flies away, the animals on the ground stare up at him in terror.

SWAN KING
 (to his Chief of Guards)
 How did he get in here? We need to
 secure the palace.

MANNY
 I've never seen a bird like that,
 he's a monster.

GOLDIE

We need to figure out a way to trap him. He's too big for the ordinary traps.

83 EXT. SWAN PALACE - LATER

83

Pond Police and M.I.DIVE stand guard.

84 EXT. PARK - LATER - MONTAGE - ANIMALS HURRYING HOME

84

Animals hurry to their homes.

Foxes and their cubs run into their dens.

Bird and duck families gather inside their nests.

Animals lock their doors and windows.

END MONTAGE

85 EXT. PARK - LATER

85

Goldie, Chief Quackovitz, Manny, Stumpy and the M.I.DIVE stand in a circle.

MARCUS

The press are calling him "Hector the Horrid".

GOLDIE

We have to find him, now. I've done some research and I think he's on Heron Island.

CHIEF QUACKOVITZ

That would make sense, it's the one play we can't get to easily.

GOLDIE

The herons have been unusually quiet.

MANNY

They're working with the eagle.

GOLDIE

FOR him. He doesn't look like the type to share power. We need to get on the island and find the younglings.

James nods.

GOLDIE (CONT'D)
(to Stumpy)
We're too big, we'll attract
attention. We need someone small
and stealthy who can sneak on the
island and investigate.

Stumpy steps forward.

STUMPY
I'll go get my things.

He jumps onto a tree and disappears.

GOLDIE
Police units are standing by.

James nods.

GOLDIE (CONT'D)
He's too big for us to fight. We
need to set a trap. Lure him in and
catch him.

JAMES BEAK
Agreed.

Goldie draws a map of the park on the ground with his foot.

MARCUS
Let's not get bogged down by all
the details. Let's just go get him!

Marcus rubs his wings together with excitement.

GOLDIE
Slow down, young peregrine. I know
you're fast but sometimes speed
isn't the answer. The eagle's not a
fool.

JAMES BEAK
Goldie's right. Patience and
details have helped us win many
battles.

MARCUS
But he's our kind. A bird of prey.
Let us take him down.

Goldie turns serious.

GOLDIE

In this park everyone is our kind.
We're here to protect ALL animals.
From the toad to the heron, to the
snail and the fox.

Marcus nods, but doesn't look convinced.

JANE

If you're not careful your
impatience will get the better of
you and us.

GOLDIE

We don't have time for this. Every
second we waste a youngling could
be dying. Let's build the trap and
get him.

86

EXT. PARK - LATER

86

Goldie and the team build a trap between two tall trees.

They string webs of chicken wire that stretch between the
trees.

GOLDIE

We'll have to catch him at night. I
read that Harpy eagles' eyes don't
work that well during the night and
it's harder for them to see.

TOM

Good idea.

JAMES BEAK

Let's wait for the sun to go down.

GOLDIE

Stumpy should be back soon.

87

EXT. PARK - NIGHT

87

The ducks and M.I.DIVE stand beneath a tree and watch Heron
Island. A nearby RUSTLE alerts them. Tom turns, talons at the
ready, as Stumpy scurries towards them.

Stumpy wears a black and brown ninja costume with a bandana
around his head.

STUMPY

I spoke to the rats. There's a cave beneath the island. If the younglings are anywhere, it'll be there.

MANNY

I hope they're still alive.

GOLDIE

They're his bargaining chip. He won't give them away, but he might eat a couple which is why we need to move, fast. I think I should come with you, Stumpy.

STUMPY

You're too big. We'll get caught. I can do this.

GOLDIE

Just be careful. Look what happened on your last mission.

STUMPY

(laughing)

You all think losing half my tail was a disadvantage. But believe me, it made me quicker and my stump can unlock any door!

James Beak shakes Stumpy's paw.

JAMES BEAK

You're one brave squirrel. If you find the younglings don't try and rescue them alone, let us know where you are and we'll join you.

Stumpy peers through the bushes.

The park is silent except for the faint RUSTLING of the trees. The WIND has picked up and a drop of rain lands on Goldie's beak. He looks at Stumpy.

GOLDIE

Now.

Stumpy takes a deep breath and leaps onto the nearest tree. He silently swings from branch to branch, tree to tree as he makes his way towards Heron Island.

88 EXT. STREAM - NIGHT 88

Stumpy jumps across some stones onto...

89 EXT. HERON ISLAND - NIGHT 89

Stumpy hides beneath a tree. He sees herons guards in their towers and silently creeps under them.

A heron guard looks down but Stumpy is gone.

90 EXT. PARK - NIGHT 90

Goldie stands at the edge of the lake and covers himself in mud from the banks. Jane looks at the others and grins.

JANE

It's time we put on the war paint.

Manny and the M.I.DIVE cover themselves in mud. Jane draws thick black lines under their eyes and steps back to admire her handiwork.

When their camouflage is complete, the birds fly onto the top of a tall tree. Its branches sway and bits of twigs break off as the wind and rain grows stronger.

GOLDIE

There's a storm coming.

MANNY

Just our luck. This mission isn't looking very possible right now...

GOLDIE

It is for our Stumpy. Has anyone got eyes on Hector?

Marcus scans the park and shakes his head.

A gust of wind blows Goldie's feathers up.

GOLDIE (CONT'D)

When we're done, he'll find us.

The birds look over at him.

GOLDIE (CONT'D)

We've got to get him in the trap, tonight.

91 EXT. HERON ISLAND - NIGHT

91

The rain pours as Stumpy leaps through bushes and scurries up and down trees. He slips past several herons.

On the left side of the island Stumpy sees a small cave entrance. He sniffs it then scurries inside.

92 INT. TUNNEL, HERON ISLAND - NIGHT

92

Stumpy cautiously walks down the narrow tunnel. He sees a flash of colour on the ground. He picks up a yellow and brown feather. Every so often he finds another and another.

Stumpy follows the feathers until he finds a door. A heron guard stands outside it. The guard is asleep.

Using his ninja skills, Stumpy leaps silently across the ground and creeps behind the heron. He turns and uses the pointy end of his tail stump to pick the lock.

When the door is ajar, Stumpy reaches back and takes an acorn lantern from the guard. He slides inside the cave and silently closes the door behind him.

93 INT. CAVE, HERON ISLAND - NIGHT

93

The cave appears to be empty. Stumpy holds up the lantern and the cave is illuminated with a warm glow.

Stumpy steps back and sees dozens of tiny faces staring up at him; ducklings, fox cubs, squirrels, hoglets, hatchlings, baby rabbits, mice and a gosling.

Jess steps forwards and holds up her wings, ready to fight.

JESS

Who are you?

Stumpy notices some of Jess's feathers are missing. He holds up the feathers he collected.

STUMPY

I assume these are yours? I'm someone who's here to help.

The younglings stare at him hopefully.

Stumpy gives the acorn lantern to the Jess.

STUMPY (CONT'D)
I'm Stumpy. I'm with the Pond
Police and M.I.DIVE. Goldie sent me
to find you.

Jess's face lights up.

JESS
Detective Goldie, yes!

HATCHLING
M.I.DIVE eagles?

STUMPY
There are too many guards out there
so I can only take a couple of you.
Goldie and the teams will come
across and get the rest of you when
I give them the signal.

PRINCE GEORGE (O.S.)
Oh! Thank goodness, we're saved!

Prince George appears from the back of the cave. His face
falls when he sees Stumpy.

PRINCE GEORGE (CONT'D)
One squirrel - against all those
herons!

FOX CUB
I don't see any of your palace
guards anywhere.

STUMPY
Don't worry, they're nearby.

The younglings PEEP and CHIRP with excitement.

STUMPY (CONT'D)
Shh... you'll wake the guard.

HOGLET
My feet are wet.

Jess notices a puddle of water on the ground.

JESS
That wasn't there before.

Stumpy runs to the back of the cave. He sees rainwater
pouring in through a crack. As the water rises, the crack
becomes a large hole.

STUMPY

Listen everyone, there's been a change of plan. The storm outside has caused a leak. We're ALL going to have to leave, now!

Prince George shakes his head.

PRINCE GEORGE

This is an impossible mission!

Jess pushes Prince George towards the cave door.

JESS

Let's just move!

94

EXT. PARK - NIGHT

94

THUNDER RUMBLING. RAIN PATTERING.

Tree branches CREAK and CRACK in the HOWLING wind. Animals batten down their hatches and lock their windows and doors.

Goldie watches Heron Island.

GOLDIE

It's taking too long.

MANNY

He should be back by now.

JAMES

I don't like this weather.
We're going to need more air support. Marcus fly back to Headquarters and alert them.

Marcus, takes a run and leaps into the sky.

GOLDIE

I think we should get over there now. Let's swim under the water and come up on the edge of the bank beneath that sunken log. We can use it to transport the younglings who can't swim.

JAMES BEAK

Okay. We'll fly over.

95

INT. TUNNELS, HERON ISLAND - NIGHT

95

Stumpy and Jess lead Prince George and the younglings through the tunnels. The water rises rapidly behind them.

STUMPY

Come on, everyone.

The SOUND of RUNNING FOOTSTEPS approaching. Herons guards appear and chase after them.

JESS

(shouting)

Stumpy, look out!

Stumpy pulls some pinecones from his pocket and attaches them to his tail.

One of the guards runs at Stumpy who turns and does a Kung Fu kick to its stomach. Stumpy spins around and knocks over two more guards with his tail-cones.

BABY RABBIT

I'm scared.

Jess takes the baby rabbit's paw.

JESS

It's okay, we're nearly there. Keep going!

Stumpy, Jess and the younglings exit the cave and onto --

96

EXT. HERON ISLAND - NIGHT

96

-- they run towards the water. The wind pushes Jess and some of the younglings away.

STUMPY

(shouting)

Hold on to each other!

Jess and the younglings hold on tight to each other.

A Pond Police officer frog appears by the lake.

FROG OFFICER

(shouting)

Goldie sent me.

Her eyes widen when she sees the younglings.

FROG OFFICER (CONT'D)
What are they all doing here?

STUMPY
(shouting)
I had to get them out! The caves
were flooding! We need to get
across the lake, now!

97 EXT. M.I.DIVE HEADQUARTERS - NIGHT

97

A huge nest that sits on top of a building on the edge of the River Thames. The storm rages above.

98 INT. M.I.DIVE HEADQUARTERS - NIGHT

98

Marcus paces the room in front of the M.I.DIVE's big cheese, COMMANDER SNARL, a white-tailed eagle.

MARCUS
I can't hang around, sir. My
friends are in trouble. We have to
help them.

SNARL
A Harpy Eagle in England?

Snarl shakes his head.

SNARL (CONT'D)
What is the world coming to? Don't
worry Agent Diaz, help is on its
way.

Snarl stares out the window at the gloomy sky.

SNARL (CONT'D)
You might want to take the flight
path over Brixton and Dulwich,
it'll be smoother. We'll be right
behind you. Good luck.

Snarl opens the window and Marcus flies out into the clouds.

99 EXT. STREAM, HERON ISLAND - NIGHT

99

Stumpy and the younglings huddle together. Goldie and the others appear from inside trees and bushes, they run and fly towards the younglings.

The younglings PEEP and CHIRP with excitement.

GOLDIE
Follow me!

MANNY
Where are the herons?

STUMPY
I dealt with some of them, but more
will come - we have to be quick.

Stumpy jumps onto Goldie's back.

Goldie and the M.I.DIVE find the floating log and lead the
younglings onto it. Prince George is the first to hurry on.

Goldie puts Jess on his back.

GOLDIE
Sit beside Stumpy, we'll take you
across.

Goldie looks at James and Tom.

GOLDIE (CONT'D)
We need to hurry, it's only a
matter of time before they alert
Hector.

JAMES BEAK
I'm surprised he doesn't already
know we're here.

GOLDIE
Who says he doesn't.

The animals move upstream towards the lake.

Chief Quackovitz appears with the a dozen Pond PD officers.
They swim to the log and push it upstream and into the lake.

100 EXT. LONDON SKY - NIGHT

100

A rumble of THUNDER echoes across the sky as Marcus flies. He
free-falls and dives amongst the clouds where he dodges forks
of lightning.

When the park becomes visible, he dives down towards it. As
he plunges, he tucks in his wings and increases his speed.

Marcus slows when he reaches the entrance to the park.

101 EXT. PARK ENTRANCE - NIGHT

101

From above, Marcus sees an army of herons fly through the air. The birds fly with their necks tucked against their bodies, in an "S" shape.

Marcus follows them towards Heron Island.

102 INT. BILLY'S CAVE - NIGHT

102

Billy cleans fish slime off his chest as a guard burst in.

GUARD

They've taken the younglings!

Billy is silent for a moment.

BILLY

This all Hector's fault. He's gone too far by taking the prince. They'll be after all of us now. This isn't how we work. We usually wait in the shallows...

The heron guards nod in agreement.

BILLY (CONT'D)

It's my fault, I was greedy. We should've stuck to how things were; Taking a few younglings every week.

GUARD

We were only doing what the eagle made us do.

GUARD 2

No one likes him, Billy. The other animals in the park are calling him "Hector the Horrid".

BILLY

Come on, I'd better tell him.

103 INT. HECTOR'S CAVE, HERON ISLAND - SAME

103

Hector stares at Billy.

BILLY

Things are getting out of hand, Hector. Detective Goldie and the M.I.DIVE have taken back the younglings and Prince George.

(MORE)

BILLY (CONT'D)
If the M.I.DIVE are involved, we're
all in danger and Detective
Goldie...

Hector hits the wall with his wing.

HECTOR
That duck keeps interfering with my
plans.

BILLY
He's the best detective in the
park. Hector, you're taking us down
the wrong path. If we keep
following you, we could be banished
forever. This is our home.

HECTOR
All this snivelling and whining...
How dare you question me.

Hector flies at Billy and swipes the heron's wing with his talon. Billy flies through the air and lands on the floor.

Billy gets to his shaky feet and stands up tall, he looks Hector in the eye with his one good eye.

BILLY
Half my herons will follow me,
Hector. The other half are yours.
But WE will follow you no more.

Two of Billy's guards come forward slowly and pull Billy back, they surround him like a shield.

Hector's eyes narrow.

HECTOR
I don't need scrawny birds anyway.
I'll deal with this myself, and
I'll put an end to that interfering
detective.

Hector glares at the rest of the guards who aren't standing behind Billy. He raises an eyebrow.

The remaining herons nervously step forward and join Hector's ranks. Billy and his small team cower.

Hector gives Billy one last menacing stare before he and his guards exit.

104 EXT. CAVES, HERON ISLAND - SAME

104

Hector and the herons run into the storm.

HECTOR
Follow me!

Hector shoots up into the air and spins around.

As he moves his feathers and wings spin around him in a swirling motion. He stops mid-air and hovers above the trees. The wind and rain crash against him as he searches the skies.

Hector spots Goldie and the others.

HECTOR (CONT'D)
(shouting)
This way!

105 EXT. LAKE - SAME

105

The log reaches the edge of the lake and James ushers the younglings onto the shoreline. Parents arrive and search for their younglings.

Goldie, Stumpy and Jess are almost at the shore when a piercing SQUAWK echoes across the sky.

Goldie turns and sees Hector and the herons streaking towards them from above.

STUMPY
It's the eagle!

JESS
QUICK, HE'S COMING!

Goldie swims as fast as he can until he reaches the bank. Prince George waits for them. He helps Jess onto the banks.

PRINCE GEORGE
Jess, quick!

GOLDIE
Get out of here!

Stumpy, Jess and Prince George run to safety.

Jess sees the group of parents but turns around to watch Hector.

PRINCE GEORGE

Come on, Jess. Let's get out of here.

JESS

No, let's follow them. I want to see what happens.

Prince George looks up as Hector disappears out of sight.

CRIES ring through the air as Hector and the herons near the animals on the shoreline.

The M.I.DIVE collide with Hector and the herons. They tumble through the sky swiping and clawing each other.

Hector shoots away from the M.I.DIVE and after Goldie. He swoops down towards him.

HECTOR

I'm going to destroy you!

Goldie sees Hector seconds behind him. He takes a running leap into the sky and flies through the park.

106 EXT, PARK - SAME - MONTAGE - HECTOR CHASING GOLDIE 106

Goldie and Hector fly through bushes and around trees.

They fly in circles, backwards and forwards, up and down.

They fly over the lake and around the perimeter.

They fly over Puddletown and bump into the side of the pub. Some tiles fall off the roof and narrowly missing a hedgehog walking on the street below.

Hector swipes Goldie's tail feathers with his talons.

Goldie spins out of the way.

Goldie flips sideways. Hector flies into a tree. Hector falls to the ground.

Hector gets up and clenches his talons.

Goldie flies around the tree and taunts and flaps his wings at Hector.

Hector flies up at Goldie and continues to chase him around the park.

END MONTAGE

In the b.g. the M.I.DIVE fight a barrage of herons.

Marcus arrives and flies to James.

MARCUS
Help... is on its... way.

They see Goldie being chased by Hector.

JAMES BEAK
We've got to help him, Hector will
kill him!

James and Marcus fly after Hector. They find Hector has Goldie pinned up against the top of a tree with his talons wrapped around Goldie's neck.

HECTOR
You've meddled in my business too
long, detective. And besides, I
haven't had *duck* in a while...

Goldie's eyes widen.

Hector raises his lethal talon...

James flies into Hector and makes him lose balance and crash to the ground.

Hector recomposes himself and flies up at James. They battle each other.

In mid-air, Hector and James thrash their wings and talons and try to tear each other apart. Every now and then, Marcus flies in-between them and gives Hector a swipe.

Hector uses his talon to flick bark from the side of a tree into James's eyes, temporarily blinding him. Hector gives Goldie a swipe with his talon.

Goldie cries out in pain then takes off ahead of them.

Marcus flies at Hector.

MARCUS
That was a cheap shot. See if you
can catch me, eagle!

Marcus turns and dashes through the sky.

Hector takes the bait and flies after him.

Marcus leads Hector towards the trap and into the flight path of Goldie who's ahead of them.

Hector is seconds away...

Goldie flies towards the trap.

Hector flies after Goldie.

As Hector closes in on Goldie, he spreads his wings out wide to slow his descent. He reaches his talons forward...

Hector reaches Goldie's tail feathers, Goldie shoots under the trap leaving Hector to fly into it.

The chicken wire wraps around Hector and tangles his wings up. Hector's body curls into a ball. The momentum of his speed carries him through the chicken wire until he's completely entangled in it and can't move.

Hector crashes to the ground.

He SCREAMS in pain.

Everything goes black.

Goldie and the others come together and surround Hector, who lies motionless on the ground.

MARCUS (CONT'D)
Is he dead?

Goldie prods Hector with his foot. He notices a few drops of blood at the side of Hector's mouth.

STUMPY
Looks like it.

Stumpy arrives with Chief Quackovitz, Commander Snarl and a team of a dozen birds of prey.

Commander Snarl takes charge.

SNARL
Let's leave him here for the night.
He's not going anywhere. We can
come back in the morning and decide
what to do with him.

Chief Quackovitz nods.

CHIEF QUACKOVITZ
If he's still alive we'll put him
in a cell and see what the King
wants to do with him.

Commander Snarl nods and orders his team to round up the rest of the herons.

Goldie looks up at the sky, the storm is over.

107 EXT. PARK - NIGHT - MONTAGE - CELEBRATIONS 107

Celebrations take place across the park when the animals learn that Hector is dead.

END MONTAGE

108 EXT. LAKE - NIGHT 108

VOICES (O.S.)
The eagle's dead!

Anne and Patrick jump up and down with excitement. They stand with a small group of parents on the shoreline.

ANNE
Where's Jess? Shouldn't she be here by now?

PATRICK
I'm sure she'll be here soon.

109 EXT. TRAP - NIGHT 109

Jess and Prince George come out from behind a mushroom. They walk up to Hector's body.

PRINCE GEORGE
What a horrible eagle. Looks like he's dead. Serves him right.

Jess stares at Hector's face.

JESS
Maybe he was just homesick too.

PRINCE GEORGE
What? You don't feel sorry for him?

Prince George shakes his head at her.

PRINCE GEORGE (CONT'D)
Come on, let's find our parents.

Prince George struts into the trees.

Jess hesitates and stays beside Hector.

She waddles around the chicken wire.

The faint RUSTLE and SNAP of twigs on the ground.

Hector opens an eye.

He sees Jess, his eyes widen, then narrow.

HECTOR
(glumly)
You.

Jess jumps. Hector tries to sit up but the wire cuts through his wings, he WINCES.

HECTOR (CONT'D)
Come to gloat, Little Wing?

He slumps back down in misery.

Jess looks investigates the trap and puffs out her chest.

JESS
You know you can ask for help
anytime...

She taps her foot on the ground.

Hector snorts.

Jess sighs and starts to pull the wire off Hector's body.

Hector's eyes widen with surprise.

HECTOR
Ouch. Owww. Ahhh. Be careful!

JESS
I'm trying.

Hector winces with every movement as Jess frees him from the trap.

When Hector is completely free he stands and stretches out his wings.

He has cuts and tears all over his body and wings.

JESS (CONT'D)
Can you walk?

Hector walks forwards, he wobbles a little as he moves.

He looks at Jess.

HECTOR
Thank you.

He shuffles towards the park gates. Jess trails after him.

JESS (O.S.)
Where are you going?

Hector stops, without looking back he says...

HECTOR
You can go now, Little Wing.

Hector looks defeated, his wings droop down.

Jess looks at the deep, red, tears and cuts all over his body. Her lower lip wobbles and her eyes fill with tears.

JESS
Look at your beautiful wings.

HECTOR
I said you can go now.

They walk towards the park gates. Jess sees something ahead of them and stops. She pulls Hector into some bushes.

JESS
Quick. Come this way.

They watch the man hurry out of the gates with a tranquilliser gun in his hand. The man looks around then gets into a truck and drives away. Hector breathes a sigh of relief.

JESS (CONT'D)
Was that the human that took you?

Hector nods.

JESS (CONT'D)
Horrible man. At least you're free now, Hector.

HECTOR
Perhaps. But there are others who will never be free of him.

They walk out of the park.

110 EXT. PARK ENTRANCE - NIGHT

110

Hector tells Jess about the owl and the others.

JESS

Where will you go now?

HECTOR

I don't know. But I've kept you
away from your family for too long.
You can go home now, Little Wing.

Jess opens her beak to argue, she nods and disappears behind
a tree.

Hector walks away.

In the b.g. Jess secretly waddles behind him.

111 EXT. LAKE - NIGHT

111

The last younglings are reunited with their parents.

Prince George finds the Palace Guards. They make way for the
Swan King and Queen who rush to embrace Prince George.

SWAN KING

My son.

The Swan king checks Prince George over.

SWAN KING (CONT'D)

I'm sorry for putting you down all
the time. And for not believing in
you. Quackovitz told me how brave
you were today. We're so proud of
you.

Tears slide down the Swan Queen's cheeks. She hugs and kisses
Prince George.

SWAN QUEEN

We're so happy to have you home.

PATRICK (O.S.)

Jess! Jess!

Prince George sees Patrick and Anne.

PRINCE GEORGE

Wait here a second.

The Swan King and Queen watch with curiosity as their son walks over to the Mandarin Ducks.

PRINCE GEORGE (CONT'D)
Excuse me, are you Jess Green's parents?

ANNE
Yes!

PATRICK
Have you seen her?

PRINCE GEORGE
She was right behind me. I thought she came back here.

ANNE
No, we haven't seen her!

PRINCE GEORGE
We went to the trap to see what happened to the eagle. I assumed she'd gone home. Don't worry Mr. and Mrs. Green, we'll find your daughter.

Prince George hurries over to Chief Quackovitz.

PRINCE GEORGE (CONT'D)
Tell your officers to find a duckling called Jess Green.

CHIEF QUACKOVITZ
I thought she was already found?

PRINCE GEORGE
She's disappeared again.

Chief Quackovitz turns to a nearby officer.

GOOSE OFFICER
She was brought to the lake but disappeared.

PRINCE GEORGE
Maybe she's still at the trap.

CHIEF QUACKOVITZ
(to Goose Officer)
Get word to Detective Goldie.

The Swan Queen turns to the Swan King.

SWAN QUEEN
He's becoming a leader.

Prince George returns, they walk back to the palace.

A flash of white catches the Swan Queen's eye. She looks down and touches one of George's tail feathers. It's half white. The Swan Queen looks at the King, they smile together.

112 EXT. TRAP - NIGHT

112

Goldie, Manny and the M.I.DIVE reach the trap with Anne and Patrick. The trap is empty. There is chicken wire and some of Hector's feathers on the ground.

Goldie and Manny search the area. They find one of Jess's feathers in the mud.

Goldie holds it up.

Anne CRIES and clings to Patrick.

PATRICK
That's our Jess's!

ANNE
Oh, what's happened to her!

He and the others watch as Patrick and Anne hug each other.

GOLDIE
We're going to find out, and we're
going to bring that eagle to
justice once and for all.

JAMES BEAK
He won't get far if he's injured.

MANNY
And the storms gone.

Goldie turns Jess's feather over in his wing. He stares up at the sky, his eyes darkening.

GOLDIE
That eagle's going to find out,
there's another storm coming...

FADE OUT