

JOAQUIM E CALL

The Submerged World

FADE IN:

1. EXT. VILLAGE OF ANGELS - DAY

We open with an aerial view of the Village of Angels – a small, colorful village with simple houses and narrow streets of cobblestone and dirt. A rustic wooden sign reads “Welcome to the Village of Angels.” The camera descends and travels through the colorful paths until it reaches the house where our main characters live: Joaquim and Call.

2. INT. CALL'S BEDROOM - DAY

CALL (14), a humanoid hand boy with light skin, wearing black pants and a yellow jacket, is sitting in front of the TV playing video games. His expression is tense. He grips the controller tightly. We begin to hear voices inside his head.

VOICE 1 (V.O.)
(whispering, cruel)
You're not good enough to win...

VOICE 2 (V.O.)
(firm, hostile)
You'll fail, just like always!

Call starts to lose control in the game, missing moves. He takes a deep breath and closes his eyes for a second. Then, gathering all his strength, he lets out a powerful scream and throws his arms up into the air.

Fast footsteps approach from the hallway.

The bedroom door bursts open. JOAQUIM (17), Call's older brother – also a humanoid hand – enters. He wears mechanical goggles over his eyes, a blue hoodie, and black pants. He stops in the doorway, watching Call, who is still in the center of the room, trying to catch his breath after the outburst.

JOAQUIM
That scream... Was that you? Are you fighting your monsters again?

CALL
Yeah, bro. But don't worry, I'm getting good at it.

JOAQUIM
If you say so... but that yell was
(MORE)

JOAQUIM (CONT'D)
intense. Thought the house would
come down.

They both laugh. Call looks at the shiny device on Joaquim's
face.

CALL
Okay, but what's that glowing thing
on your face?

JOAQUIM
This? My new night vision goggles.
And I'm working on a robotic arm
too. I'm basically turning into a
machine.

CALL
Man, every day it's something new
with you.

JOAQUIM
Come on. JimmyJosh is probably
waiting.

CALL
Let's go!

CUT TO:

3. EXT. RURAL AREA - VILLAGE OF ANGELS - DAY

Joaquim and Call walk through the rural outskirts of the
Village of Angels, characterized by vast open fields and
gentle rolling hills, with wide pastures and cultivated
areas.

The landscape is covered in grasses and sparse shrubs, with
medium-sized trees clustered into small groves.

They spot JimmyJosh (15), a singular humanoid creature
composed of two distinct personalities sharing the same
body: Jimmy and Josh.

Physically, this duality is expressed in his split
appearance – the left side of his body is covered in yellow
fur (Jimmy), while the right side is deep red (Josh). They
share the same pair of eyes, which shift in expression
depending on who's in control. The brothers wave at them.

JOSH
Hey, guys! How's the dynamic duo?

JIMMY

Hey, we're the dynamic duo.

JOSH

Duo? We're one person, dude!

JOAQUIM

What kind of nonsense is that...

CALL

(laughing)

Okay, that was kinda funny. So, what's the plan for today

JIMMY

How about hitting the ice cream shop for that croissant with chocolate and ice cream?

CALL

Oh, you read my mind. I'm in!

JOAQUIM

Then let's go!

Suddenly, the sky darkens. A threatening wind sweeps through the group.

JOSH

Uhh... storm's coming!

The peaceful moment breaks. The ground trembles. The surface quakes as everything around them begins to shake. A mysterious energy circle forms in the sky.

JOAQUIM

I don't think this is rain!

JIMMY

Is anyone else getting a really weird vibe right now?

CALL

Weird? Dude, it feels like an RPG boss fight is about to start! The wind halts. Silence.

In the distance, the air fractures with a sharp crack, like glass breaking in slow motion.

Strands of golden and purple light weave together, spiraling and swirling, forming a glowing circle suspended in midair. The center shines with a translucent golden tone – a floating mirror.

With a surge of energy, a large portal fully opens. Its edge spins slowly, crackling with static. Its core pulses.

Joaquim, Call, and JimmyJosh watch from afar, unable to move closer.

From the center of the portal, a girl is hurled outward, flying uncontrollably and landing heavily near them – far from the portal, which remains open.

It's Felitrix (15) – a small girl with straight blonde hair, wearing black pants, a purple dress, and a matching bow. Her outfit is battle-worn, but she radiates power.

FELITRIX

(dazed)

Where am I? Who are you?

CALL

(sarcastic)

Oh great. Mysterious girl falls out of a magic portal and she's the one asking questions? I should be asking – who are you?

JOSH

I say we get out of here!

FELITRIX

(breathing hard)

You... you have no idea the danger that's coming.

JOAQUIM

Easy. Sounds like she's got something to say. Who are you, and what's going on?

FELITRIX

(tired)

I'm Felitrix. A sorceress... from a world called Scorchland...

DISSOLVE TO:

4. EXT. SCORCHLAND - DAY - FLASHBACK

The sun shines over the golden hills of Scorchland. Vibrant flowers cover the landscape beneath a soft pastel-blue sky. But gradually, a creeping shadow spreads across the ground. Flowers wither the moment they are touched. The sky darkens, colors fade – replaced by a pale, lifeless hue.

Screams echo through the houses as residents flee in panic. Merchants abandon their stalls. Scorchland fades before everyone's eyes. The silhouette of a monstrous creature looms across the land.

FELITRIX (V.O.)
 (narrating over the
 (flashback))
 My world was overtaken by the monster Omatrix. He turned everything into destruction. I hold the power to open the portals between worlds. Omatrix wants to capture me to conquer them all. His servant, Zordrax, is hunting me.

DISSOLVE TO:

5. EXT. RURAL AREA - VILLAGE OF ANGELS - DAY - BACK TO REALITY

Joaquim helps Felitrix to her feet.

JIMMY
 (worried)
 So you're saying that this Zordrax guy could show up here any moment?

FELITRIX
 If he captures me, he'll use my powers to open portals and conquer the entire Universe - including your village. I'm exhausted... I can't balance my energy to close the portal. He could arrive at any moment.

CALL
 (scared)
 I still think we should run far away from here.

FELITRIX
 But... who are you?

JOAQUIM
 I'm Joaquim, this is my brother Call, and that's our friend JimmyJosh.

FELITRIX
 (thinking)
 Joaquim? Call? Have you always lived in this village?
 (MORE)

FELITRIX (CONT'D)
Something's happening here... I was
pulled into this world. I'm
searching for something very
important and..

Felitrix is cut off by the arrival of ZORDRAX – a massive,
hunchbacked yellow lizard-like creature with a black chest,
hollow white eyes – emerging from the same portal Felitrix
came through.

FELITRIX (CONT'D)
Too late! He made it through.

Zordrax followed the portal trail I opened. And now...
you're in danger too.

JOAQUIM
Then we don't have a choice. How
can we help?

FELITRIX
Please, distract Zordrax long
enough for me to recover my powers.

CALL
Oh sure, distract the monster. I've
been dying to get stomped by a
giant lizard.

Zordrax fully steps out of the portal. The camera shows him
from a low angle, emphasizing his towering presence. He lets
out a thunderous roar.

JOAQUIM
No time for jokes, Call. We need to
act! Distract Zordrax while I take
Felitrix somewhere safe.

FELITRIX
I can feel it... there's something
special about you all.

JOAQUIM
Go, now!

JimmyJosh and Call run in one direction while Joaquim and
Felitrix flee the other way. Zordrax scans for Felitrix.

ZORDRAX
(thunderous voice)
Felitrix... you can run, but you
cannot hide. Surrender now, and I
promise it'll be quick.

JimmyJosh hide behind a bush, terrified.

JIMMY
We're in big trouble!

JOSH
SHHHHH!

Zordrax hears the noise and charges toward them. Seeing his friends in danger, Call steps out from behind a tree and confronts the creature.

CALL
Hey, lizard freak! Who invited you?

ZORDRAX
Aw, how cute. A little hand-boy
trying to protect his friends.

Zordrax flings Call across the field with brute strength. Hurt, Call slowly stands, driven by rage and determination to protect JimmyJosh.

A vibrant energy field surrounds Call and bursts outward, sending Zordrax flying back momentarily.

JIMMY
Call, are you okay?

CALL
What was that? Did you see that?

JOSH
That was awesome! Where'd you get
that power?

CALL
I have no idea... I didn't even
know I could do that. Zordrax
recovers and sets his eyes back on
them.

ZORDRAX
(irritated)
You really think you can stop me?

JIMMY
(desperate)
Call, try that thing again!

CALL
 (frustrated)
 I want to, but I don't know how! It
 was like... a reflex. It's not
 working now!

In a flash, Zordrax strikes with a powerful arm, enveloped
 in dark energy. The impact hits Call square in the chest
 with brutal force.

Call is launched several meters away, disappearing in a
 cloud of dust.

JIMMY
 (screaming)
 CALL!!!

JimmyJosh are cornered by Zordrax.

JIMMY (CONT'D)
 (panicking)
 This is the end...! JOSH (trying to
 stay calm) No, it can't be!
 Something...something has to help
 us!

Just then, a radiant energy envelops them – forming a
 brilliant red and yellow Yin-Yang symbol around them.

Zordrax hesitates, stepping back, visibly alarmed. JimmyJosh
 hear a mysterious voice in their minds.

MYSTERIOUS VOICE (V.O.)
 (inside JimmyJosh's mind)
 Enter... the shadows of the
 monster's mind.

JOSH
 Jimmy, did you hear that?

JIMMY
 No clue who that was...

MYSTERIOUS VOICE (V.O.)
 (inside their mind)
 Close your eyes... and paralyze the
 monster's mind.

Zordrax charges forward, eyes furious, breathing heavy. Each
 step shakes the ground. He stands face-to-face with
 JimmyJosh, whose hands now tremble.

JimmyJosh close their eyes. In an instant, the world around them changes. A ray of bluish energy bursts from their forehead. Their body bends under the strain.

A connection is made.

DISSOLVE TO:

6. INT. INSIDE ZORDRAX'S MIND - DAY

JimmyJosh find themselves inside Zordrax's mind - a dark, eerie place with shallow water covering their feet.

JOSH
(scared)
Where are we?

JIMMY
(amazed)
I think... we're inside his mind!!
This is awesome!! Totally insane.
Let's paralyze him, Josh!

JOSH
Zordrax, you're not taking another
step!

ZORDRAX (O.S.)
Get out of my mind now!! What's
happening? My legs won't move!!

The water around JimmyJosh's feet begins to rise. Panic sets in.

JOSH
Jimmy, what do we do now?

JIMMY
Keep the focus, Josh. He needs to
stay under our control!

ZORDRAX (O.S.)
(enraged)
GET OUT!!! GET OUT!!!
The water continues to rise until
it completely submerges them.

CUT TO:

7. EXT. RURAL AREA - VILLAGE OF ANGELS - DAY - RETURN TO
SCENE

JimmyJosh lie on the ground, completely dazed and exhausted.
In front of them stands Zordrax.

ZORDRAX
(furious, staring down
(into JimmyJosh's eyes))
How dare you invade my mind?

Suddenly, Call returns to the battlefield. He comes running from the top of a small hill, sliding down the dry grass and throwing a stone straight into Zordrax's face. Call is injured, clothes torn, eyes blazing with fury. Sparks run along his body. The lightning that struck him... now flows within.

CALL
Don't... touch... my friend.

CUT TO:

8. EXT. RURAL AREA - VILLAGE OF ANGELS / FELITRIX &
JOAQUIM'S HIDING SPOT - DAY

Joaquim and Felitrix are far from the site where Zordrax is battling JimmyJosh and Call.

Felitrix is regaining her strength. Purple lightning begins to spark from her hands.

JOAQUIM
What's happening to your hands?

FELITRIX
My powers are returning. Joaquim,
something in you is about to
awaken... Don't be surprised if
your hands start doing things you
never planned. Let's go!!

With a confused look, Joaquim runs after Felitrix.

DISSOLVE TO:

9. EXT. RURAL AREA - VILLAGE OF ANGELS - DAY - CONTINUOUS

Call battles Zordrax, dodging claws and strikes while protecting JimmyJosh, who are still recovering on the ground.

Even with his renewed energy, Call starts to feel the weight of the fight. Zordrax is bigger, stronger - and now furious.

That's when Felitrix appears, her eyes glowing blue, connected to the energy of the land. Joaquim follows closely behind her.

FELITRIX

Since you think you're so powerful,
Zordrax... how about you prove it
now?

Zordrax hears Felitrix's voice and turns to face her.

ZORDRAX

Well, well... the little girl has
finally joined the group. Now
things are getting interesting.

Zordrax targets Felitrix directly, but in a swift move,
Joaquim steps in front of her, and his arms transform into
robotic limbs, blocking Zordrax's brutal strike.

Joaquim looks at his mechanical arms, astonished.

FELITRIX

(to herself, smiling
(brightly))
I finally found you!

Felitrix interlocks her fingers and shouts:

FELITRIX (CONT'D)

Ancient Prison!

Thick chains materialize in the air and bind Zordrax's hands
and feet, forcing him to his knees. He struggles but can't
move. Felitrix holds the magical chains in place, hands
glowing with energy.

Zordrax writhes like a serpent and roars furiously.

FELITRIX (CONT'D)

Joaquim, now! Trust yourself and
your power. Use your mechanical
arms — release your energy at him.
Hurry!

Zordrax growls with rage. His body shakes. Veins bulge, his
eyes glow red, and with one violent surge, he breaks the
magical chains. He rises to attack Felitrix — but Joaquim
unleashes his energy in a single motion.

The blast hits Zordrax directly. The creature crashes to the
ground, drained of strength. He groans and backs away,
defeated.

ZORDRAX

This isn't over... Next time, not
even your portals will save you.
This is only the beginning.

Zordrax vanishes through the same portal he entered.
Felitrix quickly closes it with a gesture.

Everyone stands frozen, stunned. Call scratches his head and breaks the silence.

CALL
(confused)
That was...

JOSH
(still dizzy)
Insane...

JIMMY
(excited but shaken)
Amazing!

JOSH
Terrifying!

CALL
(grinning)
If there's more of those powers
where that came from... count me
in!

FELITRIX
You don't belong to this place.

CALL
Sweetheart, that's old news. We've
known that for a while. The real
news is these awesome powers. Start
explaining, girl.

JOSH
Awesome powers? I don't want
anything to do with entering
someone's mind again. Especially
not after what I saw in there. I'm
out.

Felitrix, exhausted and breathless, looks at the three with quiet relief. A faint smile forms at the corner of her mouth. Her eyes linger on each of them – full of recognition and purpose.

She walks slowly to a nearby tree, sits beneath it, and closes her eyes. She breathes deeply. She's at peace.

The boys exchange glances – a mix of doubt, wonder, and unease.

The camera pulls back slowly, revealing the empty battlefield around them, the heroes standing in the middle of the aftermath.

CUT TO:

10. INT. OMATRIX'S CASTLE / THRONE ROOM - NIGHT

Omatrix, a bipedal monster resembling a werewolf, with greenish-gray fur, a rodent-like face and head, an elongated snout, small glowing blue eyes, and large ears. His arms and legs are partially replaced by metal structures – reinforced joints with rusted alloys and mechanical claws that spark with every movement. He stands with his back turned in a dark and ominous throne room, his full identity still cloaked in mystery.

Zordrax kneels before him.

ZORDRAX

Omatrix, I underestimated them.
They're stronger than we expected.

OMATRIX

(cold and calculated)
It doesn't matter. You failed,
Zordrax. Now I'll have to start
everything over again. I must
enhance the monstrosity of my
servants.

Omatrix turns to face him, holding a glowing artifact in his hands – the energy it radiates is menacing.

OMATRIX (CONT'D)

If they want to play heroes... then
they will witness true destruction.
The scene ends with Omatrix's
menacing, echoing laughter.

CUT TO:

11. INT. CATTERSON'S BEDROOM - DAY

Catterson (14), a young humanoid cat with yellow fur and white bandages wrapped around his arms and torso. He has green eyes, slightly drooping ears, wears black pants, and is fast asleep in his small bedroom. The room contains a single bed by the window, a study desk with a photo frame and lamp, an old green wardrobe, a rug in the center, and a nightstand with a loud alarm clock.

The alarm blares. Catterson turns it off. He goes right back to sleep, unfazed by any obligation. The alarm rings again. This time, he slams it so hard it breaks.

He gets up, stares at the shattered clock still stubbornly displaying the time.

CATTERSON
(grabbing his
backpack(putting on his
shoes,muttering to
himself)

Unbelievable! This has to be a prank. No one in their right mind is up this early. That school must've made a pact with the ENEMIES OF SLEEP and decided to sabotage every teenager's rest in the Village of Angels. How is anyone supposed to grow up properly like this?

CATTERSON'S MOM (O.S.)
Catterson, hurry up and stop ranting about school hours. It's the same speech every day. My patience has limits!

CATTERSON
(quietly, to himself)
Oh, give me a break! I bet back in your day classes started at noon. That's easy, huh?

Catterson rushes out and slams the door shut.

CUT TO:

12. EXT. WALKING TO SCHOOL - DAY - CONTINUOUS

Catterson walks along a narrow cobblestone path, lined with houses of various colors but identical in shape. Cars and bicycles are parked in the driveways.

Other people step out of their homes at the same time as Catterson. He walks past the Central Square, surrounded by ancient trees covered in flowers and fruit.

At the center of the square stands a carved stone fountain, with angelic figures pouring crystal-clear water into a small circular pond. Around the fountain, cement benches outline a courtyard where children, watched by their parents, play with toys and small cars.

Across the courtyard, Joaquim and Call are playing with the younger children. Catterson watches them from a distance and approaches quietly, unnoticed.

Now in front of the school—a large white building surrounded by windows—there's a wide staircase leading up to three big glass doors through which thousands of students enter. Catterson positions himself behind Joaquim, who this time notices him.

JOAQUIM

Hey, how's it going? I've seen you around school. What's your name?

CATTERSON

(embarrassed)

Catterson. And you guys?

JOAQUIM

I'm Joaquim, and this is my brother, Call. Where do you live?

CATTERSON

Next to the market. I think we live nearby—I've seen you guys around.

JOAQUIM

Yeah, we live next to the church. That's cool. Maybe we can hang out sometime.

CATTERSON

Sure!! And you, Call? Have you a tongue?

CALL

I've got one, but I'm not sure it's worth wasting on clowns like you.

JOAQUIM

Come on, Call!

CATTERSON

Let it go, Joaquim. I've heard about your brother's reputation for being antisocial.

CALL

Not antisocial. Selective.

The school bell rings, signaling that class is about to start. Joaquim and Catterson walk together toward the classrooms, while Call walks ahead, visibly annoyed.

CUT TO:

13. INT. SCHOOL LIBRARY - DAY

Joaquim, Call, and JimmyJosh are in the school library, a spacious room with large side windows. Light wooden bookshelves stretch in neat rows, filled with books of all colors. In the center, round tables with plastic chairs are scattered—some occupied by students, others empty.

In the corners, colorful beanbags and low shelves make up the children's reading area, with cloud-shaped rugs decorating the floor.

Behind a bookshelf at the back of the room, Catterson discreetly peeks out. He watches the friends sitting together at a table, laughing and sharing stories.

Catterson leans in slightly for a better view, but accidentally brushes against a book, which falls with a muffled THUMP!

The friends glance toward the sound, but see nothing. Catterson holds his breath, frozen in place.

After a few seconds, the friends return to their conversation.

JOAQUIM

Call, you really need to learn how to be less rude to people. The way you treated Catterson wasn't cool at all.

JIMMY

Who's Catterson?

CALL

Some kid, thinks he's funny. We met him at the school entrance today. I didn't like the way he talked to me, so I gave it right back. Joaquim—being all soft-hearted as usual—felt sorry for him.

JIMMY

A kid with his hands all bandaged?

CALL

That's the one.

JOSH

Yeah, I know who you mean. That kid
(MORE)

JOSH (CONT'D)
does seem a little odd. But I don't
know him, so I can't judge.

JOAQUIM
Exactly, you can't judge. You,
Call, have been unfairly judged
plenty of times yourself. You
should know exactly what that feels
like. I liked him. I think I'll
invite him to hang out sometime.

JOSH
Yeah, let's do it! Could be fun!

CALL
Ugh, fine. If that's what you guys
want. Just don't say I didn't warn
you.

They all go back to reading their books. Behind the shelf,
Catterson looks down at the bandages on his wrists and
abdomen. He runs his hands over them, closes his eyes, and a
single tear falls down his cheek.

FADE TO BLACK.

14. INT. CATTERSON'S BEDROOM - LATE AFTERNOON

Catterson, half-asleep, lies on top of his school books at
the desk, listening to music. He begins to dream.

DISSOLVE TO:

15. INT. SEBASTIÃO'S CAR - DAY (DREAM/FLASHBACK)

The setting sun paints the sky in golden and orange hues.
Inside a small, slightly worn car, Sebastião, a middle-aged
humanoid cat with yellow fur and brown eyes, drives
peacefully. His tail sways gently to the rhythm of the song
playing on the radio.

In the passenger seat, his son Catterson looks out at the
landscape with excitement.

SEBASTIÃO
Son, you need to help your mom
around the house. I'm getting too
old for this. She's been really
tired lately.

CATTERSON
I'll help, Dad. But Mom is really
(MORE)

CATTERSON (CONT'D)
demanding. Nothing I do ever seems
good enough for her.

SEBASTIÃO
She just wants to teach you to do
things right, Catterson. She loves
you very much—just like I do.
You're our only son.

CATTERSON
Okay, Dad. I'll try harder.

Sebastião starts tickling Catterson's belly.

SEBASTIÃO
That's the spirit. I love you,
son!!

Sebastião doesn't notice the red light and keeps driving at
the same speed. A truck is coming from the opposite
direction. Catterson panics.

CATTERSON
Dad, watch ouuuut!!!

The two vehicles crash head-on.

BACK TO:

16. INT. CATTERSON'S BEDROOM - LATE AFTERNOON - RETURN TO
SCENE

Catterson wakes up sweating, panting, and terrified.

CATTERSON
Noooooo!!!

CATTERSON'S MOTHER (O.S.)
What is it, son? Are you okay in
there?

CATTERSON
Yeah, Mom. Just a bad dream!!

Catterson looks at his bandaged wrists and abdomen, runs his
hand over them, lowers his head, and begins to cry.

CUT TO:

17. INT. JOAQUIM AND CALL'S HOUSE - KITCHEN - LATE AFTERNOON

Joaquim is making popcorn in the kitchen—a small room with old, chipped light-green cabinets, each door sporting a different handle. One of them, for no clear reason, is a fork taped on with duct tape.

The stove is old, with one leg propped up on a wooden block. The white fridge is covered in hand-drawn pictures, scrambled alphabet magnets, and funny notes written in marker ("Remember: NO ketchup on the popcorn").

In the middle of the kitchen, a dining table is cluttered with open cookie packs, bread crumbs, a forgotten bowl of cereal, and an action figure serving as a napkin weight.

The walls are tiled in blue and white, but many tiles are cracked or patched with dinosaur stickers. The wall clock is shaped like a pizza slice.

The doorbell rings. Joaquim opens the front door. JimmyJosh are standing.

JOAQUIM

What's up, brothers?! Come on in.
I'm making popcorn.

JIMMY

Whoa, I could smell it from around
the corner!

CALL (O.S.)

Who's here, Joaquim?

JOAQUIM

The most antagonistic guys I know.

CALL (O.S.)

I'm coming, JimmyJosh.

The living room in Joaquim and Call's house is small, with a three-seat couch against the main wall. The fabric is worn and covered by a colorful blanket. Mismatched cushions are scattered about—some on the floor.

In front of the couch, a makeshift coffee table made from stacked wooden crates holds old magazines, remote controls, and a mug filled with colored pencils. Nearby, a low shelf houses school books, toys, and a portable radio. By the window, there's a dining table with a checkered tablecloth and four wooden chairs.

JimmyJosh sit on the couch. Call enters and sits down with his friends. The doorbell rings again.

CALL (CONT'D)
Huh? Who else is coming?

Call gets up and opens the door. Catterson is standing outside.

CALL (CONT'D)
You? Who invited you?

Joaquim appears and pulls Catterson by the arm. Catterson steps inside without looking at Call.

Joaquim introduces Catterson to JimmyJosh.

JOAQUIM
This is JimmyJosh. And that one over there—you already know who he is.

JIMMY
Hey, man. All good?

CATTERSON
All good!

JOAQUIM
I'm gonna grab the popcorn. What movie are we watching? Joaquim exits the scene.

CALL
I'm not watching anything. Lost interest. I'll just listen to music.

CATTERSON
If I'm the reason, Call, I can leave right now.

CALL
No, no!! The house is yours, after all—you were invited. If someone's bothered, they should leave. So I'll go.

JOSH
Whoa, Call. You're seriously grumpy today.

Joaquim returns to the TV room with a bowl of popcorn in hand.

JOAQUIM
Ignore him, Catterson. Let him stew
(MORE)

JOAQUIM (CONT'D)
in his drama.

Call leaves the room. Joaquim hands the popcorn bowl to JimmyJosh. He grabs the remote and sits on the couch next to Catterson and JimmyJosh.

CUT TO:

18. INT. CALL'S BEDROOM - NIGHT - CONTINUOUS

Call is lying on his bed in his bedroom. The room is small, with light blue walls decorated with posters of bands and hand-drawn sketches. Two single beds are positioned in an "L" shape in opposite corners. Each has a different bedspread—one with superhero prints, the other with geometric and space-themed designs.

Between the beds stands a simple desk holding a modern laptop, stacks of schoolbooks, and a desk lamp. Shelves above the desk display a collection of books, action figures, and personal items.

On the floor, a worn rug covers part of the wooden floor. A laundry basket rests in a corner, and a school backpack lies next to the door.

Call wears headphones, listening to music (on screen) and rhythmically moving his head and feet. He removes one earbud (the sound of the music becomes muffled and distant) and hears Joaquim, JimmyJosh, and Catterson laughing loudly in the other room.

Call looks restless, regretful that he's not part of the fun. He gets up, removes his headphones (the music fades out), and walks toward the living room.

CUT TO:

19. INT. TV ROOM - JOAQUIM AND CALL'S HOUSE - NIGHT - CONTINUOUS

Call enters the room with a grumpy expression.

JOAQUIM
Hey Call! Come sit with us.

CALL
No thanks. I take up too much space, there's no room left on the couch.

CATTERSON
Joaquim, thanks for the invite, but
(MORE)

CATTERSON (CONT'D)
I'm leaving. I've had enough.

JOAQUIM
What? No way. Don't go. Call?

JIMMY
Catterson, just ignore Call.

Call stands still, silently watching everything unfold. Catterson walks past him without making eye contact and leaves, slamming the door.

JOAQUIM
See what you did? Now go after him
and fix this mess. Now!

CALL
Me? What did I do?

JOAQUIM
Now, Call!!!

CALL
Alright, alright! No need to freak
out.

Call leaves the house, grabs his bike, and rides after Catterson.

DISSOLVE TO:

20. EXT. STREET BY THE LAKE - NIGHT

Catterson rides his bike along the street that borders the plaza's lake—a very dark, narrow, eerie road lit only by dim, flickering streetlamps. Suddenly, three figures emerge from the shadows:

9.

ZÉ BARRIL (35) - round and stocky, with short, strong arms, thick legs, a big head, puffed cheeks, a rounded nose, and small eyes. He wears a black T-shirt, short pants, and worn-out flip-flops.

TONHO TRONCO (40) - broad-shouldered, square-faced with a sharp jawline, small chin, and short gray hair. He wears a tank top, jeans, a wide belt, and blue boots.

NICO NERVOSO (40) - narrow shoulders, long thin neck, wide-open eyes, spiky messy hair. He wears a loose white T-shirt and red pants.

They block Catterson's path, forming an intimidating barrier. Zé Barril steps forward, clearly the leader. Tonho Tronco follows close behind, and Nico Nervoso lingers at the rear—no less threatening.

ZÉ BARRIL

Well, well... the little kitty
decided to go for a night ride?

TONHO TRONCO

That bike looks fast. How about you
lend it to us, huh?

NICO NERVOSO

I'm sure he won't mind...

Catterson tries to back away, but Zé Barril grabs the bike's handlebars and yanks hard. Tonho Tronco shoves Catterson to the ground—he scrapes his arm on the asphalt. Nico Nervoso laughs, enjoying the scene.

CATTERSON

Hey! Give me back my bike!

ZÉ BARRIL

Consider this a loan... with no
return date.

The three of them hop on the bike—Zé Barril takes the seat, Tonho Tronco stands on the front bar, and Nico Nervoso stands behind Zé Barril. All three laugh and mock Catterson as they ride off into the dark street.

Catterson stays on the ground, watching them disappear into the darkness, a look of anger in his eyes.

Turning the corner, Call spots Catterson sitting on the ground, his clothes dirty and a scrape on his arm.

CALL

What happened, Catterson?

CATTERSON

Get out of here, Call. You're
probably laughing inside, right?
Must be a treat watching the guy
you hate get humiliated right in
front of you.

CALL

What? I didn't see anything. When I
got here, you were already on the
ground and hurt.

(MORE)

CALL (CONT'D)

And no, I'm not happy. I'm not the monster you think I am. I was just being an idiot. Come on, I'll take you home. You need help.

Call helps Catterson up. He's injured. They both sit on the bike, and Call pedals away.

CUT TO:

21. INT. CATTERSON'S BEDROOM - NIGHT

Call helps Catterson sit on the bed. As he turns to adjust the pillow, his eyes catch a photo frame. He walks over and gently picks it up.

CALL

What a beautiful family. Congrats!

CATTERSON

Half a family.

CALL

What do you mean? Half a family?

CATTERSON

I lost my dad in a car accident. He came to pick me up from school that day. It was a surprise. He never did that before because he worked too much and didn't have the time. That's why my hands and stomach are bandaged--scars that will never go away.

CALL

Oh my God. I had no idea, Catterson. I'm sorry. We actually have something really important in common.

CATTERSON

You and me? What do you mean?

CALL

I lost my dad too. But in my case... it was worse. I lost both--my dad and my mom. In a horrible massacre. Everyone from our village was killed. Joaquim and I managed to escape. I was just a baby. I don't remember much.

(MORE)

CALL (CONT'D)

I only know I'll never remember
their scent... or the warmth of
their hugs.

CATTERSON

That's terrible. I didn't know you
had such a sad and devastating past
either.

CALL

Catterson, I'm really sorry for
everything. I was immature and
jealous. I want to ask you
something.

CATTERSON

What?

CALL

Can I get to know you better? I
want to hear your story. And more
than that... I want to be your
friend.

They hug.

FADE TO BLACK.

22. EXT. SQUARE NEAR NAT'S HOUSE - DAY

Nat (15), a humanoid owl, has predominantly pink plumage. Her large, expressive eyes are a deep amber, often reflecting a mix of sadness and determination. She wears simple, practical clothes—black pants and a yellow hoodie—that allow for easy movement and help her stay unnoticed.

Nat is perched atop one of the trees, observing the people passing through the central square of the Village of Angels—a space that blends serenity, history, and community. Located at the heart of the village, it is surrounded by cobblestone streets and colonial-style houses painted in soft tones that reflect the sunlight.

At the center of the square stands a sculpted stone fountain, where carved angels pour crystal-clear water into a small circular pool. Around the fountain, cement benches rest in the shade of ancient trees.

The square is lined with local establishments that serve the community: a bakery, a bookstore, an ice cream shop where locals gather to chat, and a market that provides for the villagers' daily needs.

Samael (30), Nat's father, is a humanoid owl with an imposing and intimidating presence. His dark pink plumage is messy and unkempt, reflecting his neglectful nature. His sharp, cold eyes convey disdain and impatience, and his curved beak often twists into expressions of scorn.

He wears austere, outdated clothes—a worn-out yellow coat and gray boots. His wings, adapted as arms, are stiff and rarely extend in gestures of affection.

SAMAEL Nat, you lazy girl! What are you

doing up in that tree? Get down here and clean the house. That's all you're good for anyway.

Startled, Nat jumps down from the tree. She's so nervous that her wings fail to open, and she crashes right on top of JimmyJosh, who are walking by with Joaquim and Call. The two tumble to the ground, one over the other, as Joaquim and Call look on, confused.

NAT

I'm so sorry!!! I don't know why my wings didn't open. Are you hurt? My name's Nat—what's yours?

JIMMY

No!!! We're fine.

NAT

We're?

JIMMY

Yes! Nice to meet you, Jimmy!

JOSH

And I'm Josh!!

NAT

You're two in one?

CALL

Bulls eye, little owl. Buy one, get one free. Limited time offer.

JIMMY

Don't listen to him. He jokes about everything. But yes I'm Jimmy, the friendly half of this duo. And that's Josh, the unfunny half.

JOSH

What?! Are you nuts? You want a fight?

CALL

Ohhh!! This I've got to see. I'm grabbing a seat—watching the TWO-IN-ONE fight itself. That duo makes the loony bin look like a picnic.

JOAQUIM

Call, chill out. Nat, nice to meet you. I'm Joaquim, Call's brother—he's the joker you just met. Those two you knocked over are JimmyJosh, a very curious and cool duo. Two personalities in one body. I'm the one who keeps this crew in check when things go wild. And you? Are you new here in the Village of Angels?

NAT

Yes. My dad and I just moved in recently. Tomorrow's my first day at school.

SAMAEEL (O.S.)

Nat!!! I already told you to come back. Now!

NAT

Sorry. I have to go. JimmyJosh, sorry again. Joaquim, Call—nice to meet you. See you tomorrow at school.

Nat runs off, leaping high as she goes, while JimmyJosh, Joaquim, and Call stay in the square.

JIMMY

Oh my gosh. She's beautiful.

CALL

Oh, come on!! You crash into one girl and you're all sparkly and stunned? Really? And you expect me not to say anything?

JOAQUIM

I didn't like the tone of her dad's voice. Didn't you guys think it was... off?

CALL

Don't ask them anything, Joaquim.
(MORE)

CALL (CONT'D)
They're under the influence of a
full-blown crush. But yeah... I
thought it was strange too.

The three of them start walking off.

CUT TO:

23. INT. CLASSROOM - DAY

JimmyJosh are seated at their desk. Nat enters the room and looks for a place to sit. She spots an empty desk by the window and takes the seat. JimmyJosh lower their heads, pretending to be asleep.

JOSH
(Josh speaks to Jimmy in
thought))
Aren't you going to talk to her?

JIMMY
(Jimmy responds in
thought))
No way. Are you crazy? Say what?

JOSH
(Josh continues in
thought))
Huh?? You're asking me? Aren't you
supposed to be the friendly half of
the duo? Go on. Be friendly!

The teacher enters the room.

TEACHER (O.S.)
Alright, everyone. Quiet down.

JimmyJosh lift their heads and glance at Nat, who greets them with a small wave and a smile. They turn to the front again, smiling. The class is now paying attention and silent.

TEACHER (O.S.) (CONT'D)
Today we're going to do a group
project. Please form your groups
and read the instructions on the
board.

Nat walks over to JimmyJosh's desk.

NAT
Wanna work together? I mean, we'll
(MORE)

NAT (CONT'D)
already be three people in the group.

JIMMY
Sure! Let's do it, right Josh?

JOSH
Yeah. Sounds good!

NAT
Great. Let's meet at the library after the bell.

JIMMY
Perfect!!

DISSOLVE TO:

24. INT. SCHOOL LIBRARY - AFTERNOON

JimmyJosh and Nat are seated at a table in the library, surrounded by books and papers. Call walks into the room, spots them from afar, and approaches.

CALL
What's up, folks!!! Am I interrupting something? Let me guess... science project? Seriously, these teachers must take a course on how to ruin a student's life! Because come on. Who decided group projects build interaction, teamwork, and collective effort? What it really builds is fights, arguments, rivalry, exploitation of one single person, and sometimes even physical confrontation. That's why I do my projects with our great companion-AI. She always obeys me and delivers everything on time.

Nat and JimmyJosh stare at Call, mouths open, looking totally unimpressed.

CALL (CONT'D)
What? Am I wrong?

JIMMY
You're talking too much, Call!!

CALL
Alright, alright!! I get it!! I'll leave the lovebirds alone.

JimmyJosh cover their face in disbelief at what Call just said. Nat, sitting next to them, blushes, clearly embarrassed. Call walks off.

DISSOLVE TO:

25. INT. SCHOOL LIBRARY - NIGHT

Nat places a book back on the shelf and returns to the table where JimmyJosh are seated.

NAT

JimmyJosh, I think that's enough for today, right? We got a lot done. All that's left is drawing the power plant and we're done. I'm heading home—I'm really tired. I'll finish that drawing tomorrow.

JIMMY

We can go to your place tomorrow to help finish it.

NAT

No! Absolutely not.

JIMMY

Why not? What's the problem? Did I say something wrong?

NAT

No. It's nothing. I can do it myself. Don't worry.

JOSH

Then we'll walk you home.

NAT

It's just... Maybe... You know what, never mind. I'd rather go alone. Thanks.

Nat rushes off and bumps into Joaquim, making him drop his books on the floor.

NAT (CONT'D)

Sorry, Joaquim!!

Joaquim picks up his books from the ground.

JOAQUIM

Whoa, what happened to her? Did something go wrong?

JOSH

We're not sure either. We finished the project and offered to walk her home. She refused, got nervous, and ran off.

JOAQUIM

I knew it. I knew it! My sixth sense never fails.

JIMMY

What? What sixth sense?

JOAQUIM

Dude, there's something going on with Nat's dad.

JOAQUIM (CONT'D)

I didn't like his tone the other day, and what happened today proves she's hiding something. Why would she get nervous just because you offered to walk her home? What's she afraid of?

JIMMY

You're right, Joaquim! We need to find out what's going on.

JimmyJosh and Joaquim leave the library, books in hand.

DISSOLVE TO:

26. EXT. CENTRAL SQUARE - DAY

Joaquim and JimmyJosh are hiding behind a large leafy tree in the Central Square of the Village of Angels, carefully observing Nat's house. The residence has a facade made of dark stones, meticulously laid out to convey strength and permanence. The windows are tall and narrow, framed with aged wood, allowing only a controlled amount of light in. A solid oak door, carved with ancient symbols, serves as the main entrance. The sloped roof is tiled, and a red brick chimney stands out against the sky.

They use binoculars to watch for any suspicious activity. The house is eerily silent.

JOAQUIM

Looks like no one's home, JimmyJosh. It's way too quiet for my liking.

JIMMY

Yeah, I'm getting that feeling too.
Do you want to head back?

JOSH

Oh, I do!! I'm tired of crouching
here.

Nat walks out of the house holding a garbage bag and tosses
it into the bin. She sits on the curb and begins to cry.

JIMMY

Is she crying? Is that what I'm
seeing?

JOAQUIM

Yeah, she is.

JIMMY

I'm going over there!

JOAQUIM

Hold on, Jimmy. What are you going
to say? We need to understand
what's going on first.

JIMMY

I don't like this, Joaquim.

Samael exits the house and yells.

SAMAEL

What are you doing out here? You
done with your responsibilities?
You're as lazy as that woman who
gave birth to you. Hurry up, go buy
what I told you. And tell them to
put it on the tab, I'm flat broke.

Nat gets up and starts walking. Joaquim and JimmyJosh climb
down from the tree and begin to follow her.

CUT TO:

27. INT. VILLAGE MARKET - DAY

Nat enters the Village Market, a cozy and traditional little
store located on a corner near the Central Square. Its
facade is simple, with light-toned walls and a hand-carved
wooden sign bearing the store's name in cursive lettering.
Colorful flower pots decorate the entrance, giving the place
a warm and welcoming air to locals and visitors alike.

As customers enter the market, they are greeted by well-organized shelves displaying a variety of essential products. Fresh fruits and vegetables from local farmers are arranged in wicker baskets, while freshly baked bread fills the air with a comforting aroma. Grocery items, dairy products, and personal hygiene goods occupy the remaining shelves, ensuring residents find everything they need in one place.

The space is lit by hanging lamps that cast a soft glow, creating a calm and familiar atmosphere. The polished wooden floor creaks gently underfoot, and background music plays softly, making shopping a pleasant experience.

The store's owner, a middle-aged figure known by all as Seu Antônio (35), is a shapeshifting being with no fixed form—his body morphs as he walks, speaks, or moves. He wears a red cap and a matching red shirt that also shifts with his form.

The Village Market is more than just a place to shop—it's also a local meeting point.

Nat gathers a few items and walks to the register, where Seu Antônio awaits. Joaquim and JimmyJosh enter the market and hide behind the cookie shelf.

NAT

Hi, Seu Antônio. How are you doing?
Do you remember me? I'm Nat, I
moved recently to the house next to
the square.

SEU ANTÔNIO

Of course, my dear. How are you?
And your father? Everything alright
at home?

NAT YES!

SEU ANTÔNIO

Are you sure?

NAT

Everything's fine. My dad asked if
you could put it on the tab—he'll
come by later to pay.

SEU ANTÔNIO

Alright, my dear. Don't worry.

NAT

Bye, Seu Antônio.

SEU ANTÔNIO
Bye, sweetheart. Take care.

Nat grabs the groceries. Joaquim and JimmyJosh step out from behind the shelf. Joaquim sneezes, catching Nat's attention. She turns and spots her friends.

NAT
Joaquim??? Is that you?

Joaquim and JimmyJosh approach Nat, pretending everything is normal.

JIMMY
Hey, Nat!!! We were just here
looking for some snacks. And you?

NAT
Hi, JimmyJosh!! Huh... didn't find
anything?

JIMMY
Nothing, can you believe it?

JOSH
(looking at Seu Antônio)
Ohh, Seu Antônio, you really need
to give this market a
makeover—there are way too few
cookie and candy options.

SEU ANTÔNIO
Excuse me?

Joaquim gently nudges Nat out of the store, and JimmyJosh follows. He looks back at Seu Antônio and winks sideways, revealing the real intention behind his comment.

SEU ANTÔNIO (CONT'D)
(quietly, to himself)
These kids...

CUT TO:

28. EXT. CENTRAL SQUARE STREET - DAY

Joaquim, JimmyJosh, and Nat walk along the street by the Central Square.

JIMMY
Let us help you with that, Nat. It
must be heavy.

NAT THAT'S NOT NECESSARY.

JimmyJosh take the bag from Nat's hand

JOAQUIM

So, what do you think of the Village of Angels?

NAT

It's nice.

JIMMY

Nice? What do you mean? This place is amazing!

JOAQUIM

Are you feeling down, or is that just my impression?

Nat can't hold back her tears.

JIMMY

What's wrong, Nat? Sit down.

They sit on a bench in the square.

NAT

It's my father. He doesn't accept me. He always wanted a son-not a daughter. And my mother couldn't take his cruelty anymore, so she left. But she couldn't take me with her. I stayed with him, and she promised me one day she'd come back for me. I can't take it anymore. I want to try to find her, but I don't even know where to start.

JOAQUIM

Nat, this is serious! You can't stay with that man.

JIMMY

Yeah, no way you should stay there.

JOAQUIM

Come live with me and Call.

NAT

That won't help. As long as I'm in the same place as him, he'll come after me. I need to get out of here and go find my mom.

JIMMY

No way!!!

NAT

What do you mean?

JIMMY

I mean!! You don't have to leave forever. You can look for her... and come back, right?

NAT

And live in the same village as him? No way!!! You guys could help me!!!

JOAQUIM

Of course. Why not? But we'll have to plan it carefully and follow some solid leads. You could start gathering info about your mom and collecting everything you find.

NAT

Totally!!! I could pretend to like him, earn his trust and slowly try to get information about her. And I'm going to snoop through his stuff too. Wow, finding you guys gave me so much energy. It's like a breeze of hope blew through my heart. Thank you, boys!!!!

Nat kisses Josh on one cheek and Jimmy on the other, then skips off with her shopping bag in hand.

JIMMY

Did you see that?! I got a kiss!!!!

JOSH

Yeah, but she kissed me first!!!!

CUT TO:

28. EXT. ICE CREAM SHOP - AFTERNOON

Joaquim, Call, JimmyJosh, Catterson, and Nat are sitting at a table at the ice cream shop, enjoying their ice cream. A travel bus stops at the station in front of the shop, and out steps Andy (17)—a red-skinned humanoid wearing a black jumpsuit, holding a suitcase in his left hand and a paper in his right. He looks around, unsure, walks to the right and comes back, then to the left and returns again. Finally, he stops where he was, sets down his suitcase, and sits.

Joaquim watches the boy from a distance, stands up, and walks over to him.

JOAQUIM

Are you lost? Can I help?

ANDY

Hi. Yeah, I really am. My name's Andy and I'm a new student at the Village of Angels school. I came from far away and I'll be staying in the school dorms. But I have no idea how to get there.

JOAQUIM

Oh, that's cool. I'm Joaquim, and I'm also a student there. Those are my friends over there. Come on, I'll introduce you to them, and then we'll take you to the school. Around here, we walk everywhere.

ANDY

Wow, that's amazing! Joaquim, I like you. I think we're going to be great friends.

JOAQUIM

That's great, Andy! I think so too. Let's go.

Joaquim and Andy walk off with their arms around each other. Joaquim introduces Andy to the group, and they all sit down at the table together.

DISSOLVE TO:

29. EXT. ICE CREAM SHOP - AFTERNOON

Joaquim, Call, JimmyJosh, Catterson, Nat, and Andy are sitting at a table outside the ice cream shop.

JOAQUIM

So tell us, Andy—where are you from? And why did you choose the Village of Angels?

ANDY

I'm from the Village of Thorns. At home, it's me, my dad, my mom, my little sister, and my grandma. Our village is really big, with tons of people.

(MORE)

ANDY (CONT'D)

I just wanted to try something different—smaller, quieter, more peaceful.

NAT

Then you definitely picked the right place. I don't know any village with less going on than this one. Ugh!!

ANDY

Seriously? That's amazing. Just what I was hoping for.

NAT

The most exciting thing you'll see around here is a bee fighting a fly over the last drop of your ice cream.

CALL

Don't exaggerate, Nat. As if you don't love when Mrs. Carlota forgets everything and asks you every single day, "Hi sweetie, are you new around here?"

NAT

Oh my gosh. I even switch streets just to avoid her.

JOAQUIM

Alright, guys. That's enough. You're going to ruin Andy's welcome like that.

ANDY

No! I'm loving this. It's exactly what I wanted.

JIMMY

But why are you staying in the school dorms?

ANDY

It just seemed more interesting than living alone in a house. And easier, too.

CATTERSON

So, gang? Should we clear the way for the bee and the fly to fight over the last bit of ice cream?

(MORE)

CATTERSON (CONT'D)
Let's take our newest friend to his
wonderful new home?

CALL
Good one! Let's go!!

The group gets up, leaves the table, and throws their empty ice cream cups into the trash bin. As they walk away from the ice cream shop, bees and flies begin to gather around the bin, landing on the cups. (Focus on the bee and the fly fighting over the leftover ice cream.)

CUT TO:

30. INT. ANDY'S SCHOOL DORM ROOM - LATE AFTERNOON

Andy is unpacking in his dorm room—a compact, functional space with limited room. The single bed is pushed against the wall with plain sheets. Beside it is a small wooden desk with two drawers and an adjustable lamp. The wardrobe is tiny, and the bathroom is even smaller.

Joaquim helps Andy as he unpacks. Andy pulls a picture frame from his suitcase and looks at a photo of his family standing in front of a luxurious mansion. He closes his eyes, covers the photo with his hand, and places the frame in the drawer of his desk.

ANDY
Thanks for the help, man! This
would've been way harder without
you here.

JOAQUIM
No worries, Andy. We've got your
back, especially knowing you're
here on your own.

JOAQUIM (CONT'D)
You can count on us whenever you
need. I'm heading home, got school
tomorrow. See you!

ANDY
Alright, see you tomorrow!

Joaquim and Andy say goodbye. Andy is left alone in the room and calls his mom.

ANDY'S MOM (O.S.)
Andy?

ANDY

Hi, Mom. Everything okay?

ANDY'S MOM (O.S.)

Hi, sweetheart. Tell me, how's everything going over there? Are you sure you really want to go through with this crazy idea? I just don't get it. Leaving all this comfort behind for... what, some adventure?

ANDY

Mom! It's not an adventure. I can't take life back in the Village of Thorns anymore. Too much fake kindness. I never know how people truly feel about me. Friends who only come around because of your money and the fame you built. I want to understand what it means to really live.

ANDY (CONT'D)

Meeting people who like me for who I am, not for the material things I have. The Village of Angels is everything I was looking for — simple people, peaceful place. I've already met a great group of friends here at school. I'm really happy!

ANDY'S MOTHER (O.S.)

Oh, son. I don't like when you talk like that about your life here and your friends. It sounds like we're villains just because we have money.

ANDY

It's not you, Mom. Just... forget it. Love you.

ANDY'S MOTHER (O.S.)

Love you so much too. I'm going to miss you a lot. All of us will. But you're coming back, right? We agreed on one year only.

ANDY

I will, Mom. Give Dad and Beck a kiss for me. I'm going to sleep — got school early tomorrow.

ANDY'S MOTHER (O.S.)
Goodnight, sweetheart.

ANDY
Night, Mom.

Andy hangs up the phone, yawns, and falls asleep on the bed.

DISSOLVE TO:

31. INT. CLASSROOM - MORNING

Joaquim and Andy are seated side by side in the classroom – a rectangular space, well-lit by large wooden-framed windows, letting in the morning sun.

Outside, trees, low rooftops, and the central square are visible. The walls are painted in soft yellow tones, decorated with colorful student-made posters: illustrated alphabets, drawings, maps, and announcements. A large chalkboard spans the front wall. The teacher's desk is stacked with notebooks, a pen cup, and a water bottle. Behind it, a shelf holds textbooks and supplies. At the back: hooks for backpacks, a slowly rotating ceiling fan, and a bulletin board. The floor is smooth cement.

JOAQUIM
This is great, we ended up in the same class! I was the only one without a friend from the group in mine. JimmyJosh are with Nat, Call has Catterson – and now we're together. The group's complete!

ANDY
I'm really happy about that too!
So... any plans after school?

JOAQUIM
Yeah, we've got a mission with Nat. Her mom left saying she'd come back, but never did. We promised to help her find out where she went. Her dad's a crazy alcoholic who mistreats her. You in?

ANDY
Oh man, that's awful!
Of course I'm in.

TEACHER (O.S.)
Are you all done copying?

Joaquim and Andy look at the teacher, then quickly go back to writing in their notebooks.

CUT TO:

32. EXT. CENTRAL SQUARE - AFTERNOON

Nat is sitting on a bench, swinging her legs anxiously. She smiles as she sees her friends arrive: Call, Catterson, Andy, Joaquim, and JimmyJosh approach.

CALL

Hey, Nat!! The M.M.S.T. has arrived!!!

NAT

What?

CALL

Missing Moms Search Team.

NAT

Oh no... someone please revoke Call's license as the jokester of the year? Otherwise, he's going to keep thinking he's funny. Never mind! Okay, seriously now, sit down. You won't believe what I found. My dad has a box locked away in the basement like it's a national treasure.

CALL

For the love of everything!! Just tell us already!
Is this a mission meeting or a game show?

Nat glares at Call, takes a deep breath.

NAT

The box my dad guards so fiercely has, basically, everything about my mom. Among the dozens of things, I found a letter she wrote to a friend. Right before she ran away. I'm going to read it to you.

"Dear Zuza, how are you? I hope well. Things here have been very hard. Especially since Nat was born..."

Nat stops reading. A tear rolls down her cheek. JimmyJosh gently take the letter and continue reading.

JIMMY

"...Alex hasn't taken it well that we had a girl instead of a boy. He's drinking more and more and won't stop saying how useless I am for not even giving him a son. I can't take it anymore. I'm seriously thinking of leaving, but I don't know where to go. Anyway, I just needed to vent. Don't worry. Everything will be okay. Big kiss, Belinha."

JimmyJosh fold the letter. Everyone looks at Nat.

NAT

(wiping her tears)
So? What do you think? Isn't it incredible?

JIMMY

Nat, the only real clue here is that your mom had a friend named Zuza. If the letter had come with the envelope... But it looks like she never sent it. Maybe your dad took it from her before she could.

JOAQUIM

Yeah, JimmyJosh is right. How could we find this Zuza?

NAT

I don't know, guys! That's why we're here together. Just knowing my mom had a friend and learning her name already means a lot. Maybe we can go to the police or the town records or something.

CATTERSON

Nat, calm down. You're anxious and rushing. You'll start seeing horns on rabbits.

CALL

Hey, and I'm the one who gets called the jokester?

CATTERSON

Quiet, Call. Knowing the name of
(MORE)

CATTERSON (CONT'D)

someone who knew your mom doesn't help that much just yet. I mean, if we go to the police, we'd search for her directly. But hey, let's keep going. You could bring us the box to check it out together. What do you think?

NAT

You're right. I got excited over nothing. Reading that letter felt like I was hearing her voice. It made me so happy I thought I had found a treasure map. I can't take the box out of the house—too risky if my dad notices. But I'll try to find something more concrete. Thanks, guys! I'm heading home, it's getting late.

Nat walks away, kicking pebbles along the ground. Then she takes flight and disappears into the sky. The friends remain in the square, visibly saddened.

CALL

Come on, folks. Let's shake off this bad vibe. Did you really think finding a needle in a haystack would be easy?

They all walk away together as Call continues to gesture animatedly. The camera slowly rises, making the group disappear from view.

JUMP CUT TO:

33. INT. JOAQUIM AND CALL'S HOUSE - JOAQUIM'S BEDROOM - DAY

Joaquim is alone in the room, asleep in his bed. He tosses and turns, shifting positions constantly. Suddenly, he wakes up startled and sweaty. He sits on the bed, looking down at the floor, trying to catch his breath. He stands and walks to the bathroom. Washes his hands. Splashes water on his face. Puts on his glasses. Looks at the mirror. He sees his father's bloodied image. Rubs his eyes. Shakes his head. Finally, sees his own reflection in the mirror. He breathes a sigh of relief.

JOAQUIM

(speaking to himself,
looking at the mirror))
What's happening to me?

DISSOLVE TO:

34. INT. JOAQUIM AND CALL'S HOUSE - LIVING ROOM - DAY

Call, JimmyJosh, Felitrix, and Joaquim are standing around the dining table in the living room, talking.

JOAQUIM
(hands resting on the
table, looking at
Felitrix))
Felitrix, we need to understand
what's going on and how we suddenly
developed these powers.

FELITRIX
Boys, you need to know that evil
exists and it is very powerful.

DISSOLVE TO:

35. EXT. UNIVERSE - DAY

A starry sky shifts into an ethereal plane. Shimmering, undefined entities – representations of the ancient forces – hover above the world, watching over cities, villages, forests, and deserts. A golden energy begins to form at the center of the screen, pulsing softly. It spreads outward, connecting people, animals, and nature, revealing the power of love through small moments – hugs, sacrifices, smiles.

The golden energy retracts, and a colossal shadow sweeps over the world – we see Scorchland becoming corrupted, fading into shades of gray. Then, two small points of light emerge, beating in unison.

The ancient forces hover over the three boys – Joaquim, Call, and JimmyJosh – highlighting the bonds that connect them. Above them, ancient symbols begin to rotate like constellations.

Joaquim and Call's hearts glow in perfect rhythm. JimmyJosh's chest emits two synchronized pulses, fused into a single beam of light. A brilliant explosion erupts, pushing back the darkness and unveiling a new sky.

FELITRIX (V.O.)
(narration)
And to fight this evil, long ago,
ancient forces watched over the
balance between light and darkness
in the world, seeking a bond with
an energy far greater than any dark
force: the bond of love.
(MORE)

FELITRIX (CONT'D)

These forces knew that when darkness returned stronger than before, two hearts connected by true bonds would be the key to restoring the light. These two hearts couldn't be just anyone. They had to be: brave, yet afraid. Strong, yet flawed. United, even when different. That's how the brothers were chosen. Remember this: "When two hearts born of the same bond beat in harmony, they can awaken powers even the heavens cannot contain" Joaquim, Call, JimmyJosh – you are exactly those hearts. That bond of brotherhood, just and loyal, it will be the greatest weapon you can wield against evil.

JIMMY (V.O.)

But what about you in all this? And your powers?

A bright-eyed girl (young Felitrix) sits alone in a clearing, surrounded by small floating lights. Around her, the air hums gently, and cracks in space open like slivers of light – tiny portals flickering between worlds.

Flashes of hooded female figures – ancient ancestors – drawing runes on the ground and opening portals with their hands. All of them share the same eyes as Felitrix.

An ancient book opens, revealing a glowing symbol at its center – the mark of the Veil Keeper.

Young Felitrix reaches out and, with tears in her eyes, opens a portal between herself and a memory – her mother embracing her. The portal pulses with her emotion – vibrant, alive.

Omatrix appears in a dark tower, observing hundreds of portals through holograms. He smiles coldly as he studies Felitrix's traces on an interdimensional map.

A chase begins. Young Felitrix runs through the shadows of a ruined village. Screams echo, lights flicker, and unstable portals open behind her.

Terra Quente in flames. The sky turns gray, trees wither, and crystals lose their glow. Felitrix, hidden, watches it all – her face covered in soot and tears.

Quick montage of Felitrix growing up – In a cave. Then in a snow-covered village. Later, in a desert. Always watching from afar, with wary eyes and a heavy heart.

FELITRIX (V.O.)

(narration)

Since I was a child, I've carried within me the rare spark of Portal Magic – a gift inherited from an ancient lineage of witches, guardians of the paths between worlds. I don't just open portals – I create energy bridges born from emotion. Omatrix believes that controlling the portals is the key to dominating the universes. That's why he wants to possess me so badly. It took me a long time to understand and uncover my past. Omatrix destroyed my world to capture me. I spent years on the run, hiding in different villages.

DISSOLVE TO:

36. INT. JOAQUIM AND CALL'S HOUSE - DAY - BACK TO SCENE

The friends stand around the living room table, listening closely to Felitrix's account.

FELITRIX

And during one of those journeys, while I was still a child, I was guided to the Negotiator – the Guardian of the Veil.

FELITRIX (CONT'D)

I was fleeing from Omatrix and had just fallen through an unstable portal I opened unintentionally, driven by raw emotion. He told me everything – about my gift, about the need to find the three missing links. And to keep those links united at all costs. The Negotiator was clear: "You cannot face Omatrix alone. But the universe has given you three forces." The strategic mind – intelligence, calculation, creation, logic – which I now see in you, Joaquim.

(MORE)

FELITRIX (CONT'D)

The energetic force – Call's vital impulse – and the inner balance, mastery of opposites, harmony through duality, and discipline – that's you, JimmyJosh. And now, we are complete. The four forces of the universe.

JOSH

Yeah, but... why did these powers only manifest now? We never noticed anything like this before.

FELITRIX

Because, in childhood, we lacked the awareness, the emotional structure, the maturity to carry such gifts. It's as if the universe said: "Yes, you are the chosen ones. But you're not ready yet." These gifts don't appear by chance or genetics. They are the reflection of deep bonds and shared experiences. It's not about age – it's about life lived. When Omatrix, through Zordrax, rises again and threatens the Village of Angels, the urgency, the fear, the fierce will to protect your home – they become so intense that they finally awaken the powers. As if the gifts were always there, asleep, waiting for the right time and the right reason to reveal themselves. But none of it would've worked if you hadn't kept the bond of love strong.

JOAQUIM

Then let's understand our real situation. I've already lost some of the people I loved most in this world, and I'm not willing to go through that again. I won't risk it. How can Omatrix even invade the Village of Angels – if he doesn't have you under his control, how can he even get in? The portal is closed. Can he open a new one?

FELITRIX

No! Only I can open any portal.

JIMMY

Ah, what a relief! So we're good!

CALL

And you were here being all dramatic and didn't say the most important part! You could've told us earlier. Come on, guys, we're safe. Who wants popcorn?

FELITRIX

But Omatrix has a power greater than opening portals.

CALL

WHAT?! SERIOUSLY? Here we go again back into the plot!

FELITRIX

He has the ability to disturb my mind... and when that happens... I end up opening portals involuntarily – through my emotions.

CALL

Then maybe it's time to go back to therapy, take some meds, breathe a little, right?

JOSH

Ughhh!!!

JOAQUIM

But if he can already open portals by disturbing your mind... why is he so desperate to capture you?

FELITRIX

Because that way, he can only open a portal to wherever I am. But if he has me under his control, he can make me open any portal – to any universe. By defending the Village of Angels, we're protecting every parallel world.

CALL

Oh boy! Here come the multiverses...

JOAQUIM

(thoughtful)

I get it...

CALL

So Joaquim... do you think all those years building crazy gadgets are finally going to pay off? Can you create something to protect Felitrix's mind from this psychic manipulation? Time to mix that high IQ of yours with the new power you just unlocked and save us, bro.

JIMMY

Whoa, Call!! That was almost poetic. Call smiles proudly.

JOAQUIM

Yes. I can try.

FELITRIX

But in the meantime, we need to stay alert for any threats.

They all exchange worried glances — Joaquim, Call, JimmyJosh, and Felitrix.

CUT TO:

37. INT. SCHOOL - RECESS COURTYARD - DAY

Call and JimmyJosh are sitting on the school bleachers, eating their snacks. The courtyard is wide, with a smooth concrete floor marked with faded game lines.

At the center, a multi-sport court occupies most of the space, surrounded on three sides by low fences. At the back, a three-tier concrete bleacher stretches from end to end. The bleacher has worn-out paint on the edges and some names scribbled along the surface.

Behind it, a tall wall painted with colorful school murals features drawings and motivational phrases. Nearby, a water fountain and a small tree offer a bit of shade to the area.

JIMMY

Call, why didn't Joaquim come to school today?

CALL

Seriously, bro? You think a guy
(MORE)

CALL (CONT'D)

with a brain like his, and with the mission to protect a magical girl so that the VILLAGE OF ANGELS doesn't disappear from the map and the world doesn't turn into one giant BURNING EARTH, is going to worry about coming to school?

JIMMY

Ever since we entered Zordrax's mind and these powers showed up, I've been sensing a lot of negative thoughts coming from Joaquim's mind.

JOSH

Yeah, totally! And we're really worried. You should talk to him.

CALL

Alright, brother! But first let's save this universe. Then I'll talk to him.

Call and JimmyJosh walk off as the school bell rings.

CUT TO:

38. INT. JOAQUIM'S LAB - DAY

Joaquim is in his makeshift lab at home, working on the helmet designed to protect Felitrix's mind.

The walls are lined with shelves full of mechanical parts, tools stored in cans, and jars of colorful liquids. In the center, a large wooden table serves as the main workbench, covered in exposed wires, circuit boards, disassembled gears, and laptops displaying codes and graphs.

Near the window, a control panel with buttons, levers, and blinking lights showcases ongoing prototypes and experiments. In the right-hand corner, there's a pile of technical manuals, some dusty, others scribbled with handwritten formulas.

LED lights, taped to the ceiling with black electrical tape, cast a bluish tone across the room.

Joaquim turns to grab a tool — and sees his mother, covered in blood, holding a baby. He drops the tool to the floor with a loud clatter and screams.

Felitrix bursts in, alarmed.

FELITRIX

What happened, Joaquim?!

JOAQUIM

Nothing!! Just got startled, that's all.

FELITRIX

God, you scared me! You're sweating...

JOAQUIM

I think the pressure of protecting you... and the Village of Angels... it's getting to me.

FELITRIX

Don't be like that! It's going to be okay. You're going to make it. Believe in your strength. I think I'll go for a walk in the park. Since I arrived in this world, I haven't really seen the Village. I also want to get some fresh air. Wanna come with me and relax a little? I think it might do you some good.

JOAQUIM

No, no. I need to finish this project as soon as possible. But go ahead - the Village of Angels is beautiful, and it's not called that for nothing. When you come back, I'll have it ready.

FELITRIX

Okay.

Joaquim returns to working on his project. Felitrix exits the lab.

CUT TO:

39. EXT. VILLAGE OF ANGELS - CENTRAL SQUARE - DAY -
CONTINUOUS

Felitrix walks through the square of the Village of Angels, observing the sky and her surroundings. She picks a flower from the ground and tucks it behind her ear.

She spots a toy on the ground and hands it back to a child. Then she notices a beautiful apple tree, sits beneath it with her legs folded, and rests her hands on her knees.

She closes her eyes and takes a deep breath.

DISSOLVE TO:

40. INT. FELITRIX'S BEDROOM - DAY - (DREAM INDUCED BY OMATRIX)

Young Felitrix enters her room with a pout, slamming the door shut.

FELITRIX'S FATHER (O.S.)
(knocking on the door)
Felitrix, please open the door. I
need to talk to you. Let me
explain, sweetheart. Don't do this.
Open the door - open it!

Felitrix lies on her bed - a small room with a pink star-patterned comforter, a nightstand with two drawers and a glowing lamp, a wooden wardrobe with boxes stacked on top.

She slowly gets up and walks toward the door. She twists the lock and begins to open it slowly.

From the other side, monstrous fingers start creeping in, pushing the door open further and further.

CUT TO BLACK

41. EXT. VILLAGE OF ANGELS PARK - DAY (BACK TO REALITY)

Felitrix is still sitting under the apple tree, eyes closed. The weather has turned - the sky is now dark with clouds and wind picking up. Call stands in front of her.

CALL
(shouting and shaking
Felitrix by the arms))
Felitrix! Felitrix!!! Wake up!!!
Can't you see the storm coming? You
wanna go flying off into the sky,
girl?!

Felitrix falls backward and opens her eyes. The sky clears instantly. The clouds disperse. The sun comes out bright, and the wind dies down, replaced by a soft breeze.

CALL (CONT'D)
Okay, full-on crazy mode! What's
(MORE)

CALL (CONT'D)
happening? You control the weather
now too?

FELITRIX
He almost got me.

CALL
Who? Got you how?

FELITRIX
Omatrix!

CALL
(surprised)
Ohhhhh!!

FELITRIX
He almost made me open the portal.
If you hadn't shown up to break his
control over me, we'd be in serious
trouble.

CALL
(kissing his bicep)
Boom! Call's back in action, baby!
And this time, it was easy - didn't
even have to fire up my super
punch.

FELITRIX
Let's go! We need to push Joaquim
to finish the helmet.

Felitrix grabs Call by the arms and pulls him forcefully.
His body is dragged behind her.

CUT TO:

42. INT. JOAQUIM'S LAB - DAY FELITRIX AND CALL BURST THROUGH
THE LAB DOOR.

JOAQUIM
I FINISHED IT!!!

FELITRIX
Perfect. We need to test it
immediately. Omatrix nearly made me
open the portal. If it weren't for
Call, we'd be in big trouble.

CALL
Autographs later, people. Form a
(MORE)

CALL (CONT'D)
line - I hate chaos outside my house.

JOAQUIM
Everything's a joke to you, huh
Call?

FELITRIX
Let's save the relationship drama for later. We've got work to do. Where's JimmyJosh. We need them to help test the helmet with their mind-entering ability.

JOAQUIM
They're on their way. But I'll test it on myself first - that way you're not at risk if anything goes wrong.

JimmyJosh enter through the lab door.

JIMMYJOSH
Did someone call for the most elite paranormal team in the Village of Angels?

JOAQUIM
Great, two more comedians. Help me out here, JimmyJosh - it's go time!

Joaquim sits and puts the helmet on his head. The helmet begins to glow in shades of blue and yellow. JimmyJosh close their eyes.

DISSOLVE TO:

43. EXT. VILLAGE OF HANDS - DAY (JOAQUIM'S HALLUCINATION)

Young Joaquim stands in a field of ashes, surrounded by burned-down houses. Call is beside him, crying.

CALL
You killed our parents!!! It was your fault!!!

44. INT. JOAQUIM'S LAB - DAY (BACK TO REALITY)

Felitrix tries to wake Joaquim, who is still wearing the helmet with his eyes closed. Call shakes JimmyJosh, who are also unresponsive.

FELITRIX
Joaquim! Joaquim!!! Wake up!

CALL
JimmyJosh, come on!! Snap out of
it!!

Joaquim wakes up. Opens his eyes. Looks around. He rips off the helmet and, in a sudden burst of anger, throws it to the ground with full force.

JOAQUIM
(throwing the helmet
down))
It wasn't me!!! It's not my fault!!

FELITRIX AND CALL
(grabbing their heads)
NOOOOOOOOOOOO!!!!

FELITRIX
I can't believe this. That was our
chance, Joaquim. Now what?

Felitrix bursts into tears and runs out, slamming the door behind her.

CUT TO:

45. EXT. CENTRAL PARK SQUARE - AFTERNOON - CONTINUOUS

Felitrix is crying beneath the apple tree when Joaquim arrives - a hallucination created by Omatrix.

JOAQUIM (HALLUCINATION)
I did this because you don't
deserve to wear that helmet. You
dragged us into this, and let all
these monsters destroy my village.
The people I love are in danger
because of you. You're insecure and
weak. You don't deserve anyone's
love.

Felitrix stands up, staring at him.

FELITRIX
Get out of here now!!!

JOAQUIM (HALLUCINATION)
You were never special. Just a
mistake that opens doors and lets
monsters in. You really think
you're part of all this?
(MORE)

JOAQUIM (CONT'D)
 You're the reason we're in danger.
 Without you, maybe we'd have a
 chance.

Felitrix brings her hands together and shouts her power
 mantra.

FELITRIX
 Millennial Prison!!

Thick, heavy chains burst into view, wrapping around
 Joaquim's body — which dissolves into smoke. The chains fall
 to the ground as Felitrix stares, devastated.

FELITRIX (CONT'D)
 NOOOOO!!!!

Felitrix unleashes all her power in a scream of rage,
 opening a portal that connects the Village of Angels to the
 world of Burning Earth.

CUT TO:

46. INT. BURNING EARTH - OMATRIX'S CASTLE - LATE AFTERNOON

Omatrix appears, holding his glowing artifact — a floating
 crystal cube about 20 centimeters wide. Each of its six
 faces is embedded with arcane inscriptions that shift
 constantly.

Inside, a bluish-white light pulses, swirling like liquid
 smoke. When activated, it emits a growing hum and projects
 holograms of creatures and landscapes. It also produces the
 magical smoke of vision, through which Omatrix can see
 across all worlds.

The cube, named Orbillus, is Omatrix's most powerful
 artifact — unknown to nearly everyone in the universe.

Omatrix looks up at the open portal in the sky.

OMATRIX (LOOKING UP)
 Go now, Horrora. I've done my part.
 Now it's your turn.

OMATRIX (CONT'D)
 Destroy everything... and bring me
 that little brat once and for all.

Horrora, a monstrous servant of Omatrix, emerges — massive,
 with two heads joined by equally long and thick necks. At
 the center of its body, a giant gaping hole opens like a
 dark void.

His body is a yellowish-green, with razor-sharp teeth, reddish eyes, and large, muscular legs ending in long, pointed yellow claws. He stands behind Omatrix, then opens both mouths and lets out a deafening roar.

CUT TO:

47. EXT. CENTRAL SQUARE - LATE AFTERNOON - CONTINUOUS

Felitrix looks up at the sky and sees thousands of birds flying overhead. These are the Carcavis, Horrora's minions - flying creatures with purple fur, fan-like wings, extremely long and thin beaks filled with sharp teeth, and fluorescent green tails.

Horrora appears moments later, unleashing piercing screeches.

Horrora grabs Felitrix by the neck, lifting her high into the air.

Call, Joaquim, and JimmyJosh arrive, running at full speed.

CALL
(punching Horrora in the
gut))
Who invited you here, huh?! Shopee
snake-head!!

Horrora collapses, dropping Felitrix, who floats down gently, landing on the ground and staring up at the monster.

JIMMY
Now it's our turn!! Two-headed
beast - I command you to fall
asleep this instant!!

Horrora hits the ground, eyes shutting, drifting into sleep.

The birds fly above JimmyJosh, forming a cocoon of wings and feathers around them.

JIMMY (CONT'D)
What's happening, Josh? I don't
feel like I'm in control.

JOSH
I think we've lost the monster.
Something's stopping us from
controlling his mind.

The monster gets up, shaking its heads and body. With its spear-tipped tail, it strikes Call, launching him violently into a tree.

JOAQUIM
Leave it to me!!!!

Joaquim points his bionic arm at the monster and fires thousands of weakening rays. Horrora staggers, disoriented, and Joaquim finishes the attack by slicing off both of its heads with a massive steel blade.

The birds fall like mosquitoes to the ground. In another corner of the park, Felitrix closes the portal.

Joaquim runs to Call's side.

JOAQUIM (CONT'D)
(shaking Call's body)
Call, Call, wake up!!!

Call opens his eyes, puts a hand to his head, and looks around.

CALL
Did we do it?

JOAQUIM
Yes. Are you okay?

CALL
I'm indestructible, brother. Where are Felitrix and JimmyJosh? Felitrix and JimmyJosh walk over to them.

FELITRIX AND JIMMYJOSH
We're here!!!

JOAQUIM
Felitrix, you closed the portal with the monster still here?

FELITRIX
Monsters that die outside of Burning Earth must remain outside. That way, it's one less servant for Omatrix. If we had sent it back to Burning Earth, it could have come back. Omatrix can revive all of his servants — as long as they're in the same universe as him.

JOAQUIM
So that's it... Killing them isn't enough. We have to make sure Omatrix is never in the same universe as them again.

FELITRIX

And that's the only advantage we have now. Here, evil won't be rebuilt... not as long as we keep this place away from Omatrix. His ashes will remain buried under this soil.

Felitrix kneels beside the monster's body, running her fingers over its now lifeless skin. A smoke rises from Horrora's corpse, and it begins to disintegrate into dust, absorbed by the moist earth.

DISSOLVE TO:

48. INT. JOAQUIM AND CALL'S HOUSE - JOAQUIM'S LAB - DAY

Felitrix, Call, JimmyJosh, and Joaquim are in the lab. Joaquim picks up the helmet from the table.

JOAQUIM

It's ready!!! Better and more advanced than the last one.

FELITRIX

(taking the helmet in her hands))

Can I try it this time?

JOAQUIM

Of course!

Felitrix puts on the helmet, takes a deep breath, and closes her eyes. Everyone watches her closely. JimmyJosh step forward, standing in front of her, then close their eyes and begin to tremble slightly, as they attempt to penetrate and challenge Felitrix's mind.

DISSOLVE TO:

49. INT. FELITRIX'S MIND - NIGHT

A dark hallway, flooded with shallow water, stretches forward. Closed doors line both sides. At the far end, there's a table with numerous picture frames placed on top.

JimmyJosh walk cautiously down the corridor, trying the doors - all are locked.

JIMMY

Felitrix, you're going to fall asleep!

JOSH

The doors are still locked. She's not responding. I think the helmet is working.

JIMMY

Yeah, you're right. But what are these doors? I think they represent her emotions. Since we can't control her mind, we can't open them. And that table at the end?

JOSH

No idea, Jimmy, but let's go. We shouldn't mess with her psyche. That's not why we're here.

JIMMY

But aren't you the least bit curious to see what's on that table?

JimmyJosh move toward the table, stop, and pick up a picture frame. Inside the photo are Joaquim and Call's parents - young Joaquim stands beside his father, Call is in his mother's arms, and a young Felitrix stands next to Joaquim.

The camera closes in on the photo, then slowly pulls back through the corridor, showing JimmyJosh fading into the darkness.

BACK TO:

50. INT. JOAQUIM AND CALL'S HOUSE - LIVING ROOM - LATE AFTERNOON - CONTINUOUS

JimmyJosh are sitting on the couch next to Call.

CALL

Man, good thing the helmet worked, right? I wasn't ready to live with the stress of Burning Earth monsters invading the village any second.

JOSH

For real. Big relief!

JOSH (CONT'D)

(to Jimmy)

You're not going to tell them?

CALL

Tell us what?

The doorbell rings. Call gets up to answer it.

JIMMY
(to Josh)
Saved by the bell. And zip it,
alright?

CALL (O.S.)
Whoa!!! You guys are back! How was
the trip?

JimmyJosh turn toward the door as Nat, Andy, and Catterson
walk in. They rush to greet them.

JIMMY
We missed you guys!

NAT
Guys, we have so much to tell you!!

CALL
Whoa there, little owl – get in
line!

NAT
Why? Don't tell me you all managed
to have more fun in this boring,
uneventful village than we did on
our trip.

JIMMY
"Fun" isn't exactly the word... and
"boring and uneventful" is far from
it.

Joaquim runs into the room, panicked.

JOAQUIM
Call, where's Felitrix??

NAT
FELITRIX???

CALL
I don't know. Why?

JOAQUIM
We need to find her. Right now.

Joaquim, Call, and JimmyJosh rush out. Nat, Catterson, and
Andy remain, stunned.

NAT
No way... How did those three, in
(MORE)

NAT (CONT'D)
 this dull village, end up with more
 news than we got from our whole
 trip?

Catterson takes off running, then stops.

CATTERSON
 Are you all seriously just going to
 stand there?

They all take off running.

DISSOLVE TO:

51. EXT. CENTRAL SQUARE - LATE AFTERNOON - CONTINUOUS

Joaquim, Call, JimmyJosh, Catterson, Nat, and Andy come running into the central square, where Felitrix is sitting cross-legged under the tree, eyes closed.

JOAQUIM
 Felitrix, how can you just
 disappear like that?

Felitrix opens one eye, keeping the other closed. She takes a deep breath and stays silent. The friends exchange glances.

CALL
 Oh princess, sorry to interrupt
 your beauty mantra, but just so you
 know - taking off like that without
 saying anything really worried us.
 Next time, maybe leave a little
 note on the fridge and take the
 mind-shielding helmet with you,
 yeah?

JIMMY
 Aff, enough talking, Call!!

Felitrix opens both eyes and throws herself back onto the grass, arms wide, sprawled out.

JOAQUIM
 Felitrix???

Felitrix sits up and looks at everyone standing in front of her.

FELITRIX
 Can't I have one moment of peace?

CALL

Peace? If you find it, share it...
just don't spill it on the ground.
Last time I found peace, Joaquim
stepped on it trying to save a
butterfly.

FELITRIX

My dear humanoid hand that loves to
joke around, relax. When I find a
little peace, I'll let you know.
Just don't be surprised if it runs
away after hearing your jokes.

JOAQUIM

Is the show over now? Felitrix, you
disappear without a word and expect me to stay calm?

NAT

Sorry to butt in. I don't know the
little girl in the purple cloak,
but we live in a village where
people are free to come and go as
they please... or did something
change while we were away?

CALL

Alright, are you guys gonna explain
or should I do it?

FELITRIX

Sorry if this sounds rude, but...
who
are you exactly?

JIMMY

Order in the establishment, please!
Now that we know nothing serious
happened to our dear Felitrix, let
me do the proper introductions.
Felitrix, this is Nat, that's
Catterson, and that's Andy. Friends
of ours from the village - they
were away on an exchange trip and
just got back today.
Nat, Catterson, Andy - this is
Felitrix. She's a... a... a... uh,
guys, help me out here?

FELITRIX

A friend who arrived here not long
ago - nice to meet you!!!

JIMMY

Yeah... more or less that.

Felitrix pulls Joaquim aside.

FELITRIX

Joaquim, they can't know about our powers or the danger the village is in.

JOAQUIM

Felitrix, they're our best friends. There's no way to hide this forever. I don't think we should tell them now, but eventually, they're going to find out - and I'd rather it come from me than from the sudden appearance of one of Omatrix's servants.

FELITRIX

You're right. But let's wait for the right moment to tell them.

JOAQUIM

Okay. Fair enough.

CALL

Hey, lovebirds - done whispering your secrets?

FELITRIX

You never stop, do you? Let's go home.

The group walks off together.

DISSOLVE TO:

52. INT. BURNING EARTH - OMATRIX'S CASTLE - LATE AFTERNOON

Omatrix, holding Orbillus in his hands, projects the Magical Smoke of Vision and watches images of the group walking through the central square of the Village of Angels.

OMATRIX

So, we have new little friends? Naive little creatures, loved by my fantastic quartet. This is getting way too easy. This time, I'll send my supreme servant to get the job done - since those fools failed me last time.

Omatrix turns to the side of his chamber and sees a rat. He runs his hand over the magical cube, Orbillus.

OMATRIX (CONT'D)
 (stroking Orbillus)
 Little rat, become my servant. Let
 reality bend to my will!

The ground shakes. The rat twists and squeals with a high-pitched screech. Its fur lengthens. Bones crack. The body swells, distorting grotesquely. Its paws widen into hooves.

A pair of horns spiral from its skull. The rat's snout fuses into a monstrous bovine jaw.

A giant minotaur, with fur in shades of black and beige, pupil-less red eyes, razor-sharp teeth, and a leather belt strapped across his torso, emerges, furious.

OMATRIX (CONT'D)
 Small or large... all can be
 reshaped. Makuat!! That shall be
 your name!

Makuat steps beside Omatrix.

MAKUAT
 I am here, my master Omatrix, at
 your service.

Omatrix turns to the Magical Smoke of Vision, which now shows Nat, Catterson, and Andy entering the school through the main doors.

OMATRIX
 These are your targets. Three
 innocent little creatures. As easy
 as stealing candy from a child. Go
 there and bring them to me. Stand
 by – a massive portal will soon
 open for your passage.

Makuat lets out a monstrous roar, shaking the entire chamber. Omatrix fixes his gaze once more on the Magical Smoke of Vision.

OMATRIX (CONT'D)
 You little brat. You know your mind
 belongs to me... and that I always
 get what I want. Your end is only a
 matter of time.

CUT TO:

53. INT. JOAQUIM AND CALL'S HOUSE - KITCHEN - NIGHT

Felitrix places a bowl of pasta on the kitchen table.

FELITRIX
Dinner's ready, boys. Come eat.

JOAQUIM (V.O.)
(Omatrix imitating
Joaquim's voice)
I don't want to eat. You eat.

FELITRIX
freezes, stunned by Joaquim's
response.

FELITRIX
What did you just say?

JOAQUIM (V.O.)
(Omatrix imitating
Joaquim's voice)
We're not eating. Are you deaf?

FELITRIX
(to herself)
This can't be real... they've got
to be kidding.

DISSOLVE TO:

54. INT. JOAQUIM AND CALL'S HOUSE - JOAQUIM'S LAB - NIGHT -
CONTINUOUS

Joaquim is in the lab working on the computer. Call is
playing video games.

JOAQUIM
Did you say something, Call?

CALL
Nope, not me!

JOAQUIM
Was it Felitrix then?

CALL
You're hearing things, bro!

JOAQUIM
Weird... alright then.

DISSOLVE TO:

55. INT. JOAQUIM AND CALL'S HOUSE - KITCHEN - NIGHT -
CONTINUOUS

Felitrix eats alone, visibly angry.

FELITRIX
(to herself)
Who do they think they are? Making
a fool out of me...

JOAQUIM (V.O.)
(Omatrix imitating
Joaquim's voice)
Keep your voice down, Felitrix.
You're distracting us.

Felitrix spits out the food, slams both hands on the table,
and lets out a scream.

FELITRIX
Whaaaaaat?! Ahhhhhhhh!!!

The floor begins to shake, and the kitchen dishes crash to
the ground.

CUT TO:

56. INT. JOAQUIM AND CALL'S HOUSE - JOAQUIM'S LAB - NIGHT -
CONTINUOUS

The lab trembles like an earthquake. Joaquim and Call
exchange terrified looks.

JOAQUIM
Oh no!!! Call, grab the helmet!!

Call jumps up, spots the helmet on the high shelf. As the
shaking intensifies, the helmet falls - Call dives and
catches it just in time.

CALL
Got it!!!

JOAQUIM
Let's go!!

They rush out the door.

DISSOLVE TO:

57. INT. JOAQUIM AND CALL'S HOUSE - KITCHEN - NIGHT -
CONTINUOUS

The ground is shaking violently. Things fall constantly. The fridge moves forward, sliding out of place. Felitrix stands with a dark gray aura around her, eyes closed.

Call runs up to her and places the helmet on her head. Everything suddenly stops.

Felitrix opens her eyes.

CALL

What was that, Felitrix?

FELITRIX

I'm having a really hard time controlling my emotions. The Negotiator said this would be my greatest challenge.

CALL

Girl, you're like a ticking time bomb. But seriously, what got you so worked up just now?

FELITRIX

I made the food, and I got angry because they didn't want to eat and were extremely rude to me.

Call grabs Felitrix gently by the arms.

CALL

Are you awake or dreaming? Maybe you're sleepwalking. Felitrix, this is Planet Village of Angels calling! Anyone there?

JOAQUIM

It was Omatrix.

CALL

That rat is getting way too bold for my taste.

FELITRIX

I need to evolve. He's controlling me too easily. He enters my mind without resistance.

CALL

Controlling emotions is hard... I
(MORE)

CALL (CONT'D)

held onto a grudge once, it made friends with anxiety and now they're living in my chest rent free.

JOAQUIM

Felitrix, it's not easy. Even with powers, we're still fragile like any mortal. Understanding our mission, how to strengthen our bonds, and destroy this evil - it's something we'll figure out together. But one thing we already know: you'd better keep the helmet on.

The three sigh in relief and hug.

CUT TO:

58. INT. BURNING EARTH - NIGHT

Omatrix, holding Orbillus, watches the kitchen scene through the Magical Smoke of Vision.

OMATRIX

How pathetic! The portal is open, you fools. My servant is already on his way to the easiest kidnapping in the history of Burning Earth. This is getting so entertaining!!!

CUT TO:

59. INT. ANDY'S DORM ROOM - SCHOOL - NIGHT

Nat, Catterson, and Andy are sitting at the table playing cards in Andy's dorm room. The school is empty. They suddenly feel the floor tremble.

NAT

Did you guys feel that?

Catterson and Andy nod, faces filled with panic - unable to utter a single word.

NAT (CONT'D)

So... who's going outside to check what's going on?

The two shake their heads vigorously - clear "no," same panicked expressions.

NAT (CONT'D)
Oh seriously, boys? You're just
gonna sit there nodding like
bobbleheads?

The two nod again – same terrified energy.

NAT (CONT'D)
Ugh! Holy Bird of Mercy... grant me
patience!

Catterson and Andy pull their chairs together and huddle in
fear. Nat stands up, opens the door, and sticks her head
out.

NAT (CONT'D)
Is anyone out there?

MAKUAT
(mimicking Jimmy's voice)
Nat? Is that you?

NAT
JimmyJosh? I can't see you.

MAKUAT
(still mimicking Jimmy)
I can't see you either.

Nat walks out, moving closer toward the voice. Makuat stands
still, waiting for his prey to approach.

NAT
JimmyJosh, seriously – what's the
joke? Blind man's bluff?

Suddenly, Makuat illuminates his body, revealing a glowing
energy field around him. Nat stares at the monster, letting
out a loud scream of terror.

In that moment, Makuat clasps his hands together, releasing
an energy field that traps Nat inside, paralyzed and unable
to move. He lifts her up until she's at eye level.

MAKUAT
So foolish and innocent, like a
cicada after its death song. Just
like Omatrix said – easier than
stealing candy from a baby.

He falls silent upon hearing Catterson's voice in the
distance.

CATTERSON (O.S.)
Nat? Are you okay? What happened?
Nat? She's not answering, Andy.

Makuat darkens his glow again, keeping Nat suspended inside his force field.

MAKUAT
(mimicking Nat's voice)
I'm here, guys. I twisted my ankle.

ANDY (O.S.)
Hang on, I'll grab a flashlight.

Andy and Catterson appear, holding a flashlight and walking through the dark.

CATTERSON
Where are you?

MAKUAT (O.S.)
(still imitating Nat)
Just keep coming. I'm on the ground.

They move forward, flashlight illuminating the path – until it hits Makuat's feet. They freeze, then raise the beam slowly... revealing Makuat's monstrous grin.

Makuat lights up again, and Catterson and Andy see Nat trapped inside the force field. They scream and run – but Makuat throws a second energy field, trapping both of them mid-stride.

He lifts them up, now holding all three friends suspended, and looks at them coldly.

MAKUAT
(evil laugh)
Ha ha ha ha ha! Mission accomplished. Now I'll leave just enough destruction so that the brat and those three fools get the message loud and clear.

With a destructive wave of power, Makuat destroys Andy's dorm room and part of the school hallway – pipes burst, lockers collapse, and massive holes open in the floor. Fire alarms wail.

Through the same portal he entered, Makuat vanishes back to Burning Earth.

DISSOLVE TO:

60. EXT. SCHOOL FRONT YARD - DAY

Joaquim and Call arrive at the school and find police cars out front, a detective at the school entrance, students shouting and panicking outside, and firefighters surrounding the building. They spot JimmyJosh.

CALL

Hey man... what the heck is going on?

JOSH

Looks like someone decided to release some rage inside the school — and it wasn't pretty. Worst part? Andy's dorm is totally destroyed. By the way, have you seen him? The cops are looking for him.

JOAQUIM

That's insane. Who could've done this? I haven't seen Andy. What about the rest of the crew? Anyone around? Maybe they saw something?

JIMMY

They vanished — poof — disappeared like rabbits in a magician's hat. It's all very weird.

CALL

Dude... where do you even get these words? Esca-what now?

JOAQUIM

Hold on, Call. JimmyJosh, something about this doesn't sit right with me.

CALL

Yeah, I smell something fishy too. But hey — I showered before we left!

JOAQUIM

Calm down. Call, remember last night when we felt that tremor? And Felitrix said she called us for dinner, but we didn't hear anything? She got really angry, slammed the table, and we ran to get the helmet?

CALL

Yeah, so? Don't tell me you think she opened a portal, some monster from Omatrix came through, kidnapped the kids, and left a trail of destruction?

JOAQUIM

Exactly!!! We need to warn Felitrix. Come on, JimmyJosh!

Joaquim grabs JimmyJosh by the hand, and they take off running, with Call chasing behind.

JOSH

What the ?! I don't get any of this!

CALL

Joaquim, I was joking!! Are you serious?! No way... my jokes are becoming real?!

CUT TO:

61. INT. JOAQUIM AND CALL'S HOUSE - DAY

Felitrix, wearing Joaquim's helmet, is washing dishes in the kitchen when Joaquim, Call, and JimmyJosh burst in, panicked.

JOAQUIM

Felitrix, the worst has happened!

Felitrix drops a glass, startled, and looks toward the door.

FELITRIX

What happened?

JOAQUIM

Nat, Catterson, and Andy are missing. The school is destroyed. And it wasn't done by a person. I think last night... you accidentally opened a portal. Some monster came through, kidnapped them, and left destruction as a message.

CALL

That was my joke, okay? Don't steal my credit.

JIMMY

So now what? How do we even find out where they were taken?

FELITRIX

Let's go!!! There's no time to waste. Omatrix isn't playing around.

CALL

Go where, girl? Should I pack a bag or are we coming back today?

FELITRIX

We're going to Burning Earth. Your friends are in serious danger.

JOAQUIM

Felitrix, if Omatrix kidnapped them, it was to lure you there. We can't just do exactly what he wants.

FELITRIX

And let your friends die? I won't carry that weight. If he wants me there — fine. He'll get me. But this time, I'm not going alone. I'm bringing reinforcements. You all are stronger than he could ever imagine. This is going to be a brutal fight... but he's the one who'll come out hurting.

CALL

That's what I'm talking about! Now we're serious. Joaquim and Call are in the game — and we've got unbeatable friends on our side.

JIMMY

Let's go then! How do we even get to that place?

FELITRIX

That's why I'm here. Leave it to me.

Joaquim, Call, JimmyJosh, and Felitrix run across a grassy field. Felitrix opens a swirling portal of gold and purple. She throws the helmet to the ground and they all leap through it.

FADE TO BLACK.

62.EXT. CENTER OF BURNING EARTH VILLAGE - DAY

Currently, Burning Earth is a fractured planet. The ground is covered in wide fissures that release steam and lava. The sky is always orange-reddish, with dark clouds that resemble wildfire smoke. The trees are twisted, dry, almost charcoal. Some have thorns instead of leaves. Vegetation is scarce. Deformed structures, crooked towers, and black stone fortresses dominate the landscape. The wind carries sand.

Flashing yellow lightning streaks through the clouds as they open into a circular portal in the sky. Thunder and lightning crackle during the entire formation.

Joaquim, Call, JimmyJosh, and Felitrix fall through the opening, landing directly in the village of Burning Earth. Felitrix lands softly on the red, dry ground. Joaquim uses his mechanical arm to stabilize his landing with minimal impact. Call crashes hard, cracking the ground beneath him. JimmyJosh land in perfect somersaults, like seasoned acrobats.

They all stand in the center of the village, looking around in shock – except for Felitrix, who already knows the place and isn't surprised by the level of destruction.

JOAQUIM

Is everyone okay?

FELITRIX

Yes, I think so!

CALL

Holy Protector of the ingrown toenail! I suspected this place would be hot, but I didn't expect a flipped photo of hell!

FELITRIX

You haven't seen anything yet.

JIMMY

Wait, it gets worse?

JOAQUIM

Guys, let's focus on why we're here. Omatrix isn't playing games, and we can't afford mistakes. Felitrix, what's our next move?

FELITRIX

Every time I return to this place, it breaks my heart to know that monster destroyed my homeland.

JOAQUIM

We'll stop him. And all the kingdoms and villages will finally live in peace.

FELITRIX

Omatrix's kingdom lies beyond the Red River. It's not easy to cross unless you can fly – a skill only Joaquim has. And since he's not going alone, we're going by land. The only crossing is a narrow, crumbling bridge. The river is like molten lava – fall in, and it's over. Plus, there are countless carnivorous birds constantly flying overhead. He keeps them there as aerial patrol.

CALL

Oh sure. Cross a lava-like river on a collapsing bridge while dodging flesh-eating birds? Totally normal. Just a nice little walk in the park, right? Joaquim can fly – great for him. The rest of us? Well, if we're lucky, we'll just be eaten by birds before we hit the lava. Honestly, sounds like a quick way to go. Who doesn't love a crumbling bridge, a boiling river, and a sky full of hungry beaks? Total fun!

FELITRIX

It won't be easy – but it's not impossible. We just need to be careful and precise with every move. Let's go. The Vulture Forest is the shortest path to get there.

CALL

And who said I was in a rush? Vulture Forest? Do you even know what vultures do?

JIMMY

Let's go, Call. Quit yapping!

CUT TO:

63. INT. OMATRIX'S CASTLE - AFTERNOON

Omatrix stands beside his royal armchair, Orbillus resting on a side table. He watches through the Magical Smoke of Vision as the four friends begin their journey toward the Vulture Forest.

OMATRIX

Very good, my little brat. I like when you don't underestimate me. Let's start the game with the smartest of the group. Nothing like shaking the wisest mind... and revealing a few secrets!

64. EXT. VULTURE FOREST - AFTERNOON

The Vulture Forest is a dark, shadowy path, flanked by gigantic trees on both sides. Twisted branches cover the ground, insects swarm everywhere, and black leaves blow across the trail with the wind.

Felitrix leads the group, walking ahead. The others follow in a single line, with Joaquim taking the rear.

Joaquim hears strange sounds and slows down slightly, falling behind the group — who don't notice he's drifting away.

The sounds grow louder, stranger, more disturbing. Joaquim covers his ears, trying to block it out, and unknowingly separates even further from the others until they're out of sight.

He stops. The noise suddenly cuts off, and he resumes walking — now surrounded by stronger winds and darkness that clouds his vision.

A hole opens beneath him, and Joaquim falls silently, his scream unheard by the group.

He tumbles down a chute of loose sand, flipping in terror like he's on a giant nightmare slide.

DISSOLVE TO:

65. EXT. BURNING EARTH CITY - DAY

Felitrix, Call, and JimmyJosh are walking through the streets of Burning Earth. Call stops suddenly, glancing around.

CALL

Guys... where's Joaquim?

FELITRIX

What do you mean? He was right behind you!

CALL

I'm serious. Joaquim's gone. This isn't right. He never disappears like that. Never. He knows he's not supposed to go off on his own without telling me.

JIMMY

Maybe he flew ahead... to scout the way?

CALL

And leave me behind? He'd never do that. Not to me!

Call starts pacing, scanning the sky in a panic – his voice trembles, caught between fear and anger.

CALL (CONT'D)

What if he got himself into danger alone? What if Omatrix captured him like he did with the others?

FELITRIX

Hey! Look at me. We're going to find him, okay? We will. But you have to stay calm.

CALL

He's the one who keeps me grounded when I'm like this... how am I supposed to stay calm without him here?

FELITRIX

Your connection is really strong – I know that. And I believe you're stronger when you're together. But that bond isn't just physical. Your mental connection is powerful. Keep your thoughts focused on Joaquim. Hold on to your will to find him. That will not only make both of you stronger – it'll also guide us to him, or him to us. Okay?

CALL
Alright. I'll try.

JOSH
You're going to do it. We believe
in you. Either way, let's call out
for him. He could be hurt somewhere
and yelling for help.

CALL
Yes! Joaquim! Joaquim!

Call, Felitrix, and JimmyJosh walk through the forest,
shouting for Joaquim.

CUT TO:

66. EXT. VILLAGE OF HANDS - CENTRAL SQUARE - DAY (JOAQUIM'S
VISION)

The sky is clear and sunny. Beautiful birds fly overhead.
The wind gently rustles the tree leaves. Joaquim looks
around, trying to understand where he is.

He gets up and walks down a street covered in fallen leaves.
Slowly, he begins to recognize the place as children run
past him, nearly knocking him over – all of them look like
him and Call. He smiles, almost not believing it... he might
be back in his old village.

Then he sees a large wall with a massive sign. The sign
reads: "Central Square - Village of Hands."

Joaquim can't understand how he ended up there. He decides
to try to find his home and starts running in that
direction.

There it is – the small house he and Call grew up in: A
little home with two red windows, a worn wooden door, a
broken chimney, a garden full of sunflowers, and a faded
green gate. In front of the gate, a small mailbox bears the
initials: "J & M."

It was the house of João and Maria, Joaquim and Call's
parents.

João – a humanoid hand, tall and thin, with a graying
mustache, balding hair, brown eyes, glasses, and a gentle
demeanor.

Maria – a short, chubby humanoid hand, with long blonde
hair, green eyes, a tired but joyful gaze.

Joaquim walks toward the house and sees two small humanoid hands rush inside, slamming the door behind them.

He approaches the window and peers inside.

Inside the living room, he sees his mother, Maria, with young Joaquim and Call.

MARIA

Joaquim and Call, come to the kitchen! Time for a snack!

YOUNG JOAQUIM

What do we have today?

MARIA

I'll give you a kiss if you guess.
I made your favorite.

YOUNG JOAQUIM

(shouting)
Apple pie!!

YOUNG CALL

Ah! You always make what Joaquim wants, huh Mom?

MARIA

Don't be jealous, Call. Yesterday I made your carrot cake. Come on, eat up - your father will be home any minute.

Young Joaquim and Call sit at the kitchen table and start eating the pie. Adult Joaquim is outside, just below the window, watching everything when he hears footsteps behind him. He turns and sees his father holding hands with a little girl.

He stands up abruptly, instinctively wanting to embrace him.

Dad???

REAL JOAQUIM

Dad???

Real Joaquim realizes his father doesn't hear or see him. He steps closer.

REAL JOAQUIM (CONT'D)

Dad, it's me. Joaquim.

Joaquim's father stops at the door of the house, still unable to hear or see him. At that moment, Joaquim understands he's just an observer, invisible to those inside.

JOÃO
Maria!! Maria!!

MARIA (O.S.)
What is it, João?

Maria appears at the door, drying her hands with a dish towel.

MARIA
What's going on, João? Who's this girl?

JOÃO
Bring the boys. Please.

MARIA
Joaquim, Call, come here, please!!

Young Joaquim and Call appear at the door.

YOUNG JOAQUIM & YOUNG CALL
Dad!!! The three hug.

YOUNG CALL
Who's this girl, Dad?

João gently pulls the girl forward.

JOÃO
Joaquim, Call, Maria - this is a little girl I found lost in the forest while I was out chopping wood. She'll stay here with us until we find her family. Sweetheart, these are my sons Joaquim and Call, and this is my wife, Maria.

Maria kneels down in front of the girl.

MARIA
What's your name, dear?

GIRL
Fe... Fe... Fe...

Felicia?

YOUNG CALL

Felicia?

JOÃO

She can't remember. I've already asked her. She must have gone through some kind of trauma.

YOUNG CALL

Can we call her Felicia?

MARIA

Can we?

The girl stays silent, head lowered.

YOUNG CALL

Yayyy!!!

Everyone enters the house. João picks up a camera and positions everyone for a photo. He adjusts the machine and stands beside Maria, holding the little Felicia's hand.

JOÃO

There. Now we have an updated family photo. Because even though you have your own family, Felicia, you'll always be our little girl.

The sky starts to darken. The wind grows stronger. Dust rises from the ground, clouding Young Joaquim's vision. He turns to see what's happening.

Thunder cracks, and flashes of lightning announce the arrival of a massive storm. In the distance, Real Joaquim sees a huge tornado, with a gigantic eye, racing furiously in his direction.

Real Joaquim approaches the tornado, trying to protect his family, convinced that he might truly be in that place.

He watches as the tornado halts – then vomits out massive birds, with hungry eyes and sharp beaks.

The creatures fly toward the house, striking it with their beaks, tearing into the fragile structure. The home begins to give way.

Real Joaquim tries to summon his powers, but realizes that in this place, he has no mechanical arms – and nothing works.

Inside the house, Young Joaquim and Felicia are shielded by João. Call, still a child, is in his mother Maria's lap, crying uncontrollably.

Felicia begins to scream loudly.

Omatrix, monstrous and relentless, bursts through the garden, trampling the once-beautiful sunflowers, tearing apart the roof of João and Maria's home. He comes face to face with the children.

João, in a desperate act of protection, tries to stretch his arms wide enough to shield the children.

With a single swift strike, Omatrix hurls João away. Maria runs to help her husband, but Call falls from her arms. Omatrix seizes João and Maria, making them vanish in an instant, in a move too fast for any eye to follow.

Now, Young Joaquim, Young Call, and Felicia are crouched in the center of the destroyed room, as Omatrix's minions attempt to reach the girl.

The three children hug tightly. A massive energy field forms around them, lifting them into the air, releasing a powerful force that summons a tremendous whirlwind, engulfing all the birds – and Omatrix himself.

With the beasts gone, silence returns. But Young Joaquim, Young Call, and Felicia look around and see the Village of Hands completely devastated after the invasion.

Young Call cries loudly, Young Joaquim, as the older brother, tries to appear calm, and Felicia stares blankly, deep in thought.

FELICIA

Not again. This can't be happening everywhere I go. There's always destruction.

YOUNG JOAQUIM

What do you mean? What are you saying?

FELICIA

I have to go. I can't stay here.

YOUNG JOAQUIM

But where will you go?

FELICIA

I don't know.

Felicia runs off. Young Joaquim tries to follow, but Call stays on the ground, sobbing, unable to move.

Young Joaquim looks at Felicia running away and Call crying on the ground. He decides to help his brother.

Real Joaquim, watching the vision, starts running after Felicia.

REAL JOAQUIM

Felicia! Felicia!!!

Felicia stops, as if she heard someone call her. Real Joaquim reaches her, but when he tries to touch her, his hand passes through her body – he can't make contact.

He realizes she can't see or hear him.

FELICIA

(to herself)

Felitrix. My name is Felitrix!!

The girl keeps running. Joaquim continues following her, but then falls into a hole, sliding down like a toboggan, until he lands on a pile of dry leaves.

CUT TO:

67. EXT. BURNING EARTH - DAY (END OF JOAQUIM'S VISION)

Joaquim looks around and realizes he's back in the Vulture Forest. He begins to cry deeply, head resting on his knees, hands covering his eyes. Slowly, he lifts his head and starts looking around for something.

CALL (O.S.)

Joaquim! Joaquim!!

FELITRIX (O.S.)

Joaquim, where are you?!

The voices get louder. Joaquim recognizes them – his friends.

He looks in every direction, but has no strength or will to run or shout.

JIMMY

Guys, wait! He's here. I can feel
(MORE)

JIMMY (CONT'D)
it. Joaquim! The voices grow
stronger. Finally, Joaquim decides
to shout.

JOAQUIM
I'm hereee!!

JIMMY
I heard it! Joaquim?

JOAQUIM
Hereeeee!

FELITRIX
That way!

They all run until they see Joaquim, sitting on the ground,
knees bent, head down.

CALL
Joaquim?! Holy lice, where were
you?! Don't ever do that again, do
you hear me?! You left me
completely desperate. We searched
everywhere. You vanished in the
blink of an eye, like smoke in the
wind! I thought the birds had taken
you, or that you'd fallen in the
river! I imagined everything –
EVERYTHING! I was picturing myself
pulling you out of lava with my
bare hands, even if it meant
turning into barbecue with you!

FELITRIX
Call, quiet. Let Joaquim tell us
what happened.

CALL
Joaquim? Are you crying? What
happened? I know, they killed our
friends. Oh no, dear protector
spirit... this monster isn't
playing. What are we going to do?!

Felitrix kneels down beside Joaquim.

FELITRIX
Joaquim, what happened?

Joaquim removes his hands from his face and hugs Felitrix.

CALL

Ohhh boy! Look, I'm deeply moved by this touching display of affection, but just a reminder – we're in a very dangerous place and I JUST FOUND OUT THAT MY FRIENDS MIGHT BE DEAD!!! Can we save the hugs for later?

JOAQUIM

(looking at Felitrix)

I don't know how, but I fell into a hole that took me to the Village of Hands. I saw my entire past. I saw Omatrix. He was the one who destroyed my village and made my parents disappear. He was behind everything.

CALL

What??? So that disgusting werewolf was the one who killed our parents?!

JOAQUIM

Yes. And there's more.

CALL

Spill it, Joaquim. Did you see our friends?

JOAQUIM

No, I didn't see the others. Felitrix, where did you say you were from again?

FELITRIX

I'm from Burning Earth, Joaquim. But back when it was still a peaceful village. I told you all about that. Omatrix took over my world and turned it into this.

JOAQUIM

I saw you in the Village of Hands. You once told us that Omatrix started chasing you, and you had to hide, moving from village to village?

FELITRIX

Yes! At first, I didn't really
(MORE)

FELITRIX (CONT'D)

understand what was happening. He was hunting me, and I kept opening portals without even knowing how. One day, I fell through one of them and found the Negotiator – that's when I learned everything.

At first I thought it was just bad luck or coincidence that monsters showed up after I arrived... but he was chasing me all along.

JIMMY

Guys, I'm totally lost in this class. Can someone draw me a diagram or something?

JOAQUIM

My father was a lumberjack – his name was João. He found Felitrix lost in the forest and brought her to our home. She was confused, didn't even remember her name. She knew it started with "Fe," and Call finished it by calling her Felicia.

CALL

Hey, Felicia! I always liked that name.

JOAQUIM

We were all at home when that bitter werewolf showed up with his gang of flesh-eating birds, destroying everything. Omatrix made our parents vanish. The three of us hugged tightly, and a powerful force field lifted us into the air and sent those creatures back... somewhere. Now it all makes sense. Omatrix was after you. You must've been running from him for a while because you said that monsters followed you wherever you went. I remember – you started to recall your name as you were running away. I followed you and heard you say it: Felitrix.

FELITRIX

I didn't exactly remember seeing you all before. I was very little. But when I arrived at the Village

(MORE)

FELITRIX (CONT'D)

of Angels, I felt something different. Maybe that was a buried memory resurfacing without me realizing.

Honestly, things only became clear after I discovered my past and my story. But even without knowing, can't you see how the universe was already trying to bring us together? Even our powers began to manifest back then, but our childhood innocence and lack of emotional bonds kept us from understanding it.

Still, why would Omatrix make you have that vision now?

JOAQUIM

It's obvious! He wanted to show me exactly what he did - to awaken the anger in me. He thinks if he fuels my rage, he can control me and destroy us from the inside.

CALL

Guys, now that I think about it... what if that werewolf made you see a false hallucination, Joaquim? What if he wanted you to believe that's what happened, but it's actually a huge lie?

JIMMY

I don't think so, Call. Josh and I saw a photo of you all as kids when we tried to read Felitrix's mind back at your house.

CALL

You guys knew all this?!

JOSH

When we entered Felitrix's mind to test the helmet, we saw that exact photo - in a picture frame. It was in her memory. That's when we realized there was a real connection between you all. We just didn't know how to tell you.

CALL

Oh, of course. Choosing to say
(MORE)

CALL (CONT'D)
nothing at all — top tier
communication strategy!

FELITRIX
Not now, Call. Don't forget — we
still have people to save. Joaquim
is right. Omatrrix wants to fill him
with rage to destroy him from
within. But we can't let that
happen. We have to be strong. Our
paths crossed for a reason, and now
we must join our powers to bring
peace back to our worlds. Come on,
Joaquim. Get up — we need to keep
moving. Are you okay?

CALL
Oh, he's just fine, Felitrix. I
mean, he just had front-row seats
to the horror film that is his
entire family being wiped out.
Found out he's known you since
childhood, realized you didn't just
randomly show up in our lives, and
now he's remembering he still
hasn't finished the mission he came
here for. Yeah, he's just thrilled
— like a pig in mud.

FELITRIX
Enough, Call. I don't have time for
your sarcasm. Let's go. We need to
keep moving.
Everyone starts walking off. Call
stays behind.

CALL
Sarcasm? That wasn't sarcasm,
little one. That was pure,
unfiltered panic. Just the thought
of falling into a hole and watching
another horror scene unfold? I'd
lose it. Though, to be honest,
reality's already terrifying
enough. Hey! Can someone wait for
me?!

Call runs to catch up with the rest of the group.

68. EXT. SKY OVER BURNING EARTH - NIGHT

The sky is covered with dark clouds. A strong wind blows. A
dense cloud drifts slowly, blocking out the sun.

A solitary VULTURE circles above, releasing a foreboding screech. The sound echoes through the vast silence.

DISSOLVE TO:

69. EXT. AERIAL VIEW - VULTURE FOREST - CONTINUOUS

The camera glides above a forest filled with dry trees and twisted branches. No visible life. Black feathers cover the ground.

Low-hanging mist begins to drift, revealing distant shadows.

DISSOLVE TO:

70. EXT. EDGE OF THE VULTURE FOREST - MOMENTS LATER

The HEROES emerge, walking side by side. Their expressions are grim. The only sound is that of their footsteps on the dry earth.

The camera tracks the group as they move slowly through the dark forest.

DISSOLVE TO:

71. EXT. VULTURE FOREST - CONTINUOUS

Joaquim, Call, Felitrix, and JimmyJosh make their way through the forest, heading toward Omatrix's castle - a massive and intimidating structure, protected by a towering stone wall that prevents outsiders from seeing it in full.

Seven enormous towers rise above the wall, visible from afar like ominous spires.

Flying creatures with piercing, high-pitched screeches circle the sky, landing on the tower tops like loyal guardians.

The main entrance is a huge wooden gate, framed with titanium blades, displaying its unbreakable strength. At its center, a round iron handle is engraved with arcane symbols.

The final obstacle is the Red Lava Lake, bubbling at over 800°C. A narrow, fragile bridge stretches between the Vulture Forest and the castle gate.

Joaquim, Call, Felitrix, and JimmyJosh finally arrive at their destination, faces marked by exhaustion after a long and treacherous journey.

CUT TO:

72. INT. OMATRIX'S CASTLE - NIGHT

Flickering torchlight casts weak shadows across the dark chamber. At the center of the room, a vast black stone basin rests atop a pedestal.

Omatrix stands in front of the Magical Smoke of Vision, holding Orbillus, watching every step of the young heroes.

OMATRIX

They've made it!!! I'm loving this little chess game with such entertaining pieces. Now, I'll use one of my favorites. Two strikes with one move.

DISSOLVE TO:

73. EXT. VULTURE FOREST - NIGHT

The four heroes stand before the Red River.

JOAQUIM

So... now what?

CALL

Can we all agree that this bridge couldn't hold a single strand of hair, let alone a person? There's no way we're crossing that thing. Joaquim, looks like it's up to you, bro. Fly over, grab us one by one, and we'll just wait here.

FELITRIX

It won't be easy, but we have to come up with a plan. One at a time, maybe.

CALL

It's not about easy or hard. This is a physical impossibility. None of us here weigh like a feather. Forget it, folks. If we step on that bridge, it won't just be three missing people - it'll be six. Because we're gonna DIE! Joaquim, let's be real, you're the only one who can finish this mission.

JOAQUIM

I have an idea.

CALL
Why even bother?

FELITRIX
Let him speak, Call. What's the
idea, Joaquim?

JOAQUIM
Back when we were at our house in
the Village of Hands and that giant
rat.

CALL
(interrupting)
WEREWOLF.

JOAQUIM
That disgusting werewolf showed up
— remember I told you we hugged and
started levitating?

FELITRIX
Yes, that's right. We could try
doing that again. Then we'd all fly
across.

JIMMY
Whoa, whoa, whoa! Hold up! I don't
usually get in the way of plans,
but did you all forget about us
here? How are we supposed to cross?

FELITRIX
You can hold on to Joaquim. If we
manage to levitate, you could come
with us.

CALL
I don't know what sounds more
kamikaze — crossing that bridge or
Joaquim's crazy idea.
Do you even realize how long it's
been since we supposedly did that?
Who's to say this levitation thing
won't short-circuit halfway
through?

JOSH
I agree with Call. Hate to admit
it, but he has a point.

CALL
Thank you, Josh. Finally, someone
sane around here.

JOAQUIM

Hey, I know it sounds crazy, but we did this once. Maybe we don't remember every detail, but that energy field saved our lives. If it worked then, it could work now.

FELITRIX

And more than that... if the energy came from the three of us, maybe now – with more awareness, more connection – it could be even stronger.

CALL

More connected? What, like through mystical Wi-Fi? Because emotionally, I'm buffering hard. But okay, let's say this works... how do we activate this thing? Someone got a hidden button on their back?

JIMMY

Worth a shot. Collapsing bridge, lava below, carnivorous birds above... if I have to choose between being crushed or electrocuted by unstable magic, I'll go with electrocution. At least it's original.

JOAQUIM

We've got this!!

Joaquim, Call, and Felitrix join hands, close their eyes.

JOAQUIM (CONT'D)

JimmyJosh, as soon as we start levitating, grab on to me. I still have the booster – it'll help get us across.

JimmyJosh nod. The three close their eyes. At first, nothing happens. Then, the ground below them begins to swirl, as if a strong wind is erupting from the earth.

JimmyJosh shield their eyes from the rising dust. Like the blades of a helicopter, Joaquim, Call, and Felitrix begin to levitate slowly. JimmyJosh run toward Joaquim and hold on tightly – one hand on his shoulder, the other around his waist.

They begin to rise, flying toward Omatrix's castle.

DISSOLVE TO:

74. INT. OMATRIX'S CASTLE - NIGHT

Omatrix watches the young heroes through the Magical Smoke of Vision.

OMATRIX

Now, JimmyJosh... time for a little fun.

CUT TO:

75. EXT. RED RIVER - MID-CROSSING - NIGHT

Joaquim, Call, and Felitrix levitate in formation, hand in hand. JimmyJosh hang tightly onto Joaquim, Josh gripping one shoulder, Jimmy the waist.

Below them, the lava river spits fire and heat, like a living beast.

The energy field around the three glows bright – but the area around JimmyJosh starts to flicker, unstable.

JIMMY

Guys... I don't know how much longer. I can hold on. My hand's slipping.

JOAQUIM

Hang in there! I've got you. Don't let go!

Suddenly, the surrounding sounds distort, as if the world is spinning in slow motion.

OMATRIX (V.O.)

Let go of him, Jimmy. He's going to drop you – just like the others.

JIMMY

What? What did you just say?

FELITRIX

We didn't say anything.

OMATRIX'S VOICE (V.O.)

(mimicking Joaquim)

You're just dead weight, JimmyJosh.

JOSH

I'm going to stop him, Jimmy.

Josh's side of the duo starts kicking wildly in the air, trying to hit Joaquim. His hand slips off Joaquim's shoulder.

CALL
Joaquim, they're gonna fall!

Josh's hand manages to grab onto Joaquim again.

FELITRIX
There's something in their field...
like a shadow. They're being
attacked from the inside!

CALL
Guys - we've got company!!

Two massive flocks of Carcavis, carnivorous birds with razor-sharp beaks, purple feathers, long clawed feet, glowing green tails, and red eyes, dive from the clouds. They spiral around the group mid-air like predators circling prey.

One of the birds lunges at Felitrix. She shields herself with a blast of magical light. Call punches another in mid-air, yelling in panic.

CALL (CONT'D)
Okay - it's official. This is now a
full-on nightmare!

JimmyJosh struggle, their force field flickers. One of the birds slashes Jimmy's arm with its claws. He screams, losing his grip from Joaquim's waist.

JOAQUIM
No, Jimmy! Hold on!
JimmyJosh - look at me! That voice
you're hearing isn't real! It's
Omatrix! He's messing with your
mind. You're safe with me! Don't
let go!

Joaquim fights off two birds with his legs, twists his body and grabs Jimmy's hand, who latches on again - barely hanging on, exhausted.

OMATRIX'S VOICE (V.O.)
(mimicking Call)
No one needs you, JimmyJosh. Not
even now.

JOSH
BUT... what if Omatrix is right?

JOAQUIM

JimmyJosh – you once held my hand
when I thought I couldn't get up.
Now it's my turn. I'm not letting
you fall.

FELITRIX

Their field is breaking! I need to
stabilize it now!

Felitrix releases a surge of energy, reinforcing the
protective field around JimmyJosh. Her light collides with
Omatrix's shadow, which clings to JimmyJosh's chest.

The light pulses outward, hitting the diving Carcavis. The
birds screech, their wings flare open in shock. They
tremble, panic-stricken. Feathers bristle. Some shriek,
others flee erratically, their formation shattered.

One bird tries to continue the attack, but its body stops
mid-air, convulsing. It spins, falters, and flies in the
opposite direction. The entire flock disbands within
seconds, as if repelled by a greater force.

JIMMYJOSH

(together, whispering)
We're not alone... we're not
alone...

JOAQUIM

Look at me. This is real. I am
real. Do you trust me?

JIMMYJOSH

We do!!

JimmyJosh look into Joaquim's eyes. Jimmy's hand starts to
burn, but he grips tighter.

A pulse of energy bursts from Joaquim's chest, hitting
JimmyJosh. The shadow vanishes. The force field stabilizes
around them.

JIMMY

We're here... we're back. He almost
made me let go.

The group's flying formation stabilizes. They float in
silence above the lava river.

The camera pulls back, revealing Omatrix's castle in the
distance, emerging from purple clouds and lightning.

Joaquim, Call, and Felitrix land gently, like a perfect helicopter descent. The wind calms. They release hands.

JOAQUIM / CALL / FELITRIX
We did it!!!

JOAQUIM
(holding JimmyJosh,
looking into their eyes)
JimmyJosh, you need to understand something. He doesn't just want to defeat us – he wants to divide us. To make us doubt each other.

JIMMY
(looking at the ground)
Yeah... and it almost worked. For a second, I believed you actually thought those things.

JOAQUIM
(staring at JimmyJosh)
I never doubted you. Not once. And if he got inside your head, it's because fear gave him space. But listen... when we shut down, when we let fear grow – he wins. Omatrix wins.

JOSH
(quiet, processing)
So what do we do now?

JOAQUIM
We stick together. Always. Because when trust walks in, there's no room left for his poison. That's how we'll win – together. With everything he doesn't have: courage, love, and this bond no one can break.

CALL
(approaching, having
overheard the end))
Beautiful speech. Seriously... almost cried. But can we finish this touching moment inside the castle? If one more of those psycho birds shows up, I swear I'm going vegetarian and moving into a tree.

The friends exchange looks. A quiet energy of unity surrounds them. They prepare to move forward toward the castle.

FELITRIX

The birds were just the appetizer.
The banquet of chaos is still
ahead.

CALL

Oh great. Banquet of chaos. Why not
throw in a three-headed dragon
while we're at it? I should be
home, taking a hot shower...

Call walks ahead of the group, gesturing wildly and muttering catastrophic theories, while the others watch with a mix of impatience and quiet amusement.

JOAQUIM

If they throw in a dragon, at least
you're already boiling inside. Less
work for the monster. Careful,
yeah?

Joaquim, Felitrix, and JimmyJosh burst out laughing. Call turns around, fake smiling.

CALL

(sarcastically, slow)
HA. HA. HA. I'm dying of laughter.

CUT TO:

76. EXT. OMATRIX'S CASTLE - MAIN GATE - NIGHT

The towering, ominous castle stands before the heroes. Joaquim, Call, JimmyJosh, and Felitrix scan the entire structure with their eyes, taking it all in.

Suddenly, high-pitched, deafening screeches erupt from above. The friends look up - Carcavis are back.

They take up combat stances.

CALL

Great, great... Flesh-eating birds
again. I swear I'm developing a
bird allergy.

Joaquim activates his boosters, blasting Carcavis mid-air with his mechanical arms.

Others get through, reaching Call, who grabs two wings at once, swinging the birds like massive hammers and hurling them far into the distance.

Felitrix, with a flash of magic, twists the necks of three birds, knotting them together like ropes. They choke and fall.

JimmyJosh close their eyes. Four Carcavis approach and stop in front of them. The birds sniff – then step back. One looks at another... and they begin to bite and rip feathers off each other, violently self-destructing.

JimmyJosh pump a fist in the air, jumping in sync. All the birds lie dead around them.

CALL (CONT'D)

And with that, the Carnivorous
Birds have been officially demoted
to Apocalypse League C.

JIMMY

Yeah, but now we've got to open
this giant wall.

Call steps forward, placing his hand on the gate. His power of strength activates. He pulls hard on the massive handle, but the door doesn't budge. He pushes harder, muscles flexing – still nothing.

Felitrix watches closely, begins tracing symbols in the air, releasing a soft glow. The gate shudders faintly under her spell. She whispers ancient words, magic forming a shimmering aura around the entrance.

Joaquim, standing next to Call, examines the handle. His mechanical arms extend, joints creaking. He positions them with precision, activating internal mechanisms. The arms spin and synchronize with Call's force, amplifying the pressure.

Meanwhile, JimmyJosh remain behind, focused. Their eyes close. They release a wave of psychic energy toward the gate, linking mentally with the structure, attempting to destabilize its mental defense.

The gate begins to crack and groan. Lights around it intensify as their powers merge.

The central handle spins rapidly, releasing a blast of energy. The massive wood-and-titanium gate opens with a thunderous crash, revealing the vast, central hall of the castle.

Inside, darkness looms. The central courtyard stretches forward – long, oppressive, and silent.

CUT TO:

77. INT. OMATRIX'S CASTLE - NIGHT

Omatrix stands in the castle chamber, dispelling the Magical Smoke of Vision, visibly enraged and unhinged. He grabs Orbillus in his hands and caresses it.

He turns sharply and calls out:

OMATRIX (LOUD AND FURIOUS)
Makuat! Finish what you started in
the Village of Angels. Bring the
starving wolves.

The sound of Makuat's footsteps echoes through the stone halls – a firm, rhythmic clack with every heavy step. The sound spreads through the narrow corridor.

With each footfall, the stone floor creaks faintly. Clack... clack... clack – Makuat's steps reverberate in the distance.

The noise grows louder. A shadow appears on the ground, growing larger until Makuat emerges into the dimly lit chamber, panting, drooling with his mouth open.

MAKUAT
Yes, master!

With a sharp gesture, Makuat turns and walks away. Omatrix watches, his eyes burning with fury.

The dim torchlight flickers as Makuat's heavy footsteps echo into the vast, empty space.

The atmosphere is oppressive. The four friends are now in the central courtyard of Omatrix's castle – a wide, stony floor surrounded by high walls covered in thorny vines. The setting is dark and menacing.

Numerous doors and dark archways line the far end of the courtyard. Above, dozens of rusted cages hang from the ceiling, each holding starving, skeletal prisoners – faces from countless destroyed villages.

CUT TO:

78. INT. OMATRIX'S CASTLE - CENTRAL COURTYARD - NIGHT

All the prisoners scream for help, their desperation so intense it's unclear whether they seek rescue – or plan to devour the visitors.

Among the chaos, Nat's voice breaks through – JimmyJosh hear her, and look around.

JIMMY

Did you hear that? It's Nat!

CALL

What? Where?!

JIMMY

I don't know, it's too dark and shadowy to see anything.

NAT (O.S.)

Guys! Up here!

JOAQUIM

I hear it – it's coming from over there!

They all follow Joaquim, looking up, trying to locate the captured friends.

CATTERSON (O.S.)

Further back, Call! Keep going!

ANDY (O.S.)

Hurry! The monster could show up any second. Hurry!

CALL

We don't see anything!

FELITRIX

There! I see them!

They run and spot the rusted cages holding Nat, Catterson, and Andy.

NAT

I can't believe you found us. I was about to ask to be eaten just to end the suffering.

ANDY

How did you even find us here? What is this place? And what the heck are those monsters?!

FELITRIX

Later, everyone! Right now we need
to get you out of here before-

The cages shake, the roof and floor tremble. From the far end of the courtyard, Makuat, Omatrix's monstrous servant, watches coldly.

Behind him, a pack of six shadow wolves – towering, unnatural creatures with jagged teeth, drooling fangs, and tongues licking their gums, eyes black and pupilless, paws massive and claws dragging across the stone – charge forward with ferocity.

Makuat growls loudly and deeply.

MAKUAT

Did I interrupt you, Felitrix? My
apologies – but I think we have a
little matter to settle, don't you?
You've been quite a nuisance. And
my great master is very displeased
with you and your little crew. And
if there's one thing that really
ticks me off... it's seeing my
master upset.
My doggies haven't eaten in days.
Poor things – they need feeding.

Makuat swings his leather chain like a cowboy's lasso, and with one swift motion, rips open all three cages.

Nat, Catterson, and Andy fall to the ground, screaming in pain.

The other prisoners continue screaming, reaching out wildly through the bars, trying to grab the heroes.

MAKUAT (CONT'D)

Go ahead, puppies. Feast as you
please.

The wolves dash toward Nat, Catterson, and Andy.

JimmyJosh close their eyes, activating their mental power and creating a psychic barrier that slows the wolves for a few seconds.

But the wolves push through, eyes burning, teeth bared.

Call runs ahead, leaps toward one of the wolves and slams it into the wall with a devastating punch, cracking the stone.

Two more wolves dodge him and head straight for Nat.

Felitrix raises her arms. A magic circle ignites on the ground in front of the freed friends, forming a wall of blue flames. The wolves screech to a halt before the fire, howling in fury, but begin to circle around.

Joaquim activates the boosters on his mechanical arms, leaps over the flames, grabs Andy with one arm and Catterson with the other, spinning midair and landing them safely on the far side of the courtyard, away from danger.

Nat tries to run, but trips. A wolf leaps at her—only to be intercepted at the last second by Call, who uppercuts its jaw, knocking it out cold. Nat runs to join Joaquim and the others.

Makuat charges forward, massive and brutal. His muscles tense, and his eyes glow a burning red. The ground trembles with each step.

Felitrix sprints to the center of the courtyard, tracing symbols in the air with both hands. Magical energy condenses into a glowing circle, its runes pulsing violet light.

Call steps in front of Makuat, spreads his arms, and slams his fists into his own chest in challenge.

CALL
Come on, big guy!

Makuat charges straight ahead. Call runs to meet him. Their collision is titanic — the impact sends a shockwave through the stone walls, loosing chunks of debris.

Meanwhile, JimmyJosh close their eyes and extend their arms toward Makuat. Strands of mental light whip out from them, wrapping around Makuat's shoulders and legs.

Makuat tries to move — but his body slows, bound by psychic tension.

Call, sweating and panting, locks Makuat's arms across the beast's own chest, holding him in place with colossal effort.

CALL (CONT'D)
Open the portal, Felitrix! And make
it quick! This thing stinks worse
than my socks after three battles!

The magic circle begins to spin. At its center, the air twists and warps, forming a swirling gold-and-purple portal.

Felitrix steps back, arms extended, holding the portal stable.

FELITRIX

Now! Run!!

Nat, Andy, and Catterson dash through the portal. Joaquim holds the edge of the portal with his mechanical arms, keeping it open until they pass through. As soon as they cross, Felitrix closes it swiftly.

Makuat roars in fury. Part of JimmyJosh's spell breaks. Makuat begins to break free. Call is thrown aside, crashing into stone columns.

Makuat approaches the spot where the portal was, scanning the ground in frustration.

JimmyJosh help Call up. Call paces, desperate. JimmyJosh stand defensively, watching the surroundings.

Joaquim returns from the shadows, arms ready to activate his weapons. Felitrix runs to rejoin them.

CALL

Felitrix, why did you close the portal – with us still here?!

FELITRIX

I closed the portal... because we need to finish this.

CALL

Finish?! You trapped us here with Hell's watchdog and Omatrix himself! You think that's fair?!

FELITRIX

Fair is what we're about to do, Call. We have to destroy Omatrix. That's the only way to bring peace to all the villages.

CALL

What if he destroys us first?

FELITRIX

The Negotiator said: You carry the unbreakable bond – the love between siblings. That's why you were chosen.

The castle floor rumbles. Makuat turns to the heroes and whistles – a long, high-pitched note.

Suddenly, the sound of thousands of claws echoes as the cries of the caged prisoners rise.

A horde of grotesque, deformed creatures emerges – hybrids of bats and scorpions, crawling on walls and flying in tight, nightmare-inducing swarms. The Shadow Trackers surround Makuat, snarling.

Felitrix, Call, JimmyJosh, and Joaquim ready themselves for battle.

MAKUAT

Go, my crawlers. The stage is ours now.

CALL

Seriously? More beasts?! Are you a villain or the manager of Hell's pet shop?!

The Shadow Trackers charge, some flying like a plague, others creeping forward like venomous curses.

Makuat grins, the strength in his hands transforming into a blast of dark energy.

Joaquim, using his mechanical arms, blocks the blow, but the impact shatters his left arm, making him stagger backward.

Call, through brute force, throws one of the Shadow Trackers away, but is immediately attacked by another, which clings to his back, biting his neck. He screams in pain.

Felitrix casts a spell of purple flames, but the Trackers dodge, surrounding her.

One of them whips her back with its tail, knocking her to the ground. Her magical energy weakens.

With Joaquim temporarily out of action, JimmyJosh try to paralyze Makuat mentally – but he's too powerful. JimmyJosh feel their energy draining.

Makuat sees Call under attack, moves in, pushes the creatures aside, and with a devastating punch, sends Call flying into a stone pillar. The impact nearly knocks him unconscious.

The Trackers swarm Felitrix and Joaquim, relentlessly attacking. Felitrix tries to summon more magic, but she's exhausted. Joaquim, with both mechanical arms damaged, can't defend himself properly.

JimmyJosh try once more to paralyze the creatures, but there are too many. They feel their minds cracking under pressure. The Trackers reach Felitrix – she disappears beneath their shadowy forms.

Joaquim and JimmyJosh are nearly overwhelmed by the mass of shadows, but Joaquim activates the core energy in his remaining arm, releasing a magnetic shockwave that knocks several Trackers away, giving them a moment to breathe.

Call rises, rage in his eyes. He punches the ground, creating a shockwave that knocks Makuat to his knees.

With their last bit of mental strength, JimmyJosh unleashes a psychic blast, disintegrating the nearest Trackers. They focus their minds on Makuat, breaking through his illusions and forcing him to collapse, unconscious.

Joaquim approaches Makuat, transforms his mechanical arm into a spear, and drives it into the monster's chest. The remaining Trackers see their leader fall and begin to flee – but Call grabs one, throws it into the fleeing group, knocking them down like bowling pins.

Silence falls. Makuat lies dead, the Trackers either destroyed or unconscious. Call, Joaquim, and JimmyJosh, wounded and out of breath, look around.

CALL (CONT'D)

Guys... where's Felitrix?

JimmyJosh looks around, alarmed.

JOAQUIM

There!

They run to where Felitrix lies unconscious, surrounded by dead Trackers. Call clears the way, tossing creatures aside. Joaquim kneels down, cradling her head in his lap. JimmyJosh kneels nearby. Call paces back and forth, panicking.

JOAQUIM (CONT'D)

Felitrix, Felitrix! Wake up!!
Felitrix doesn't move.

CALL

No... no, Felitrix... this can't
be...

JOAQUIM

She's exhausted. I've seen this
before. The magic she used... it
drained her completely. She'll
recover. But we have to give her
time.

CALL

Time? Are you serious?! This isn't
(MORE)

CALL (CONT'D)

a game of tag, Joaquim! Monsters don't give you time — they eat you alive. None of us has the strength to keep fighting. We need to get back to the Village of Angels. Only there we'll have this so-called time — and it won't be long.

JOSH

Call's right, Joaquim. We need to find a way out.

JOAQUIM

How? She's the only one who can open portals.

CALL

JimmyJosh — I have an idea.

JIMMY

Oh no, here he goes again. We don't even have the strength to kill a cockroach right now.

CALL

Felitrix can open a portal in two ways: by choice — or through her mind. You two can get inside her mind and make her open the portal so we can go home.

JOAQUIM

That's perfect, Call.

CALL

Where would you guys be without my brilliance? People call me muscle, but my brain? Absolutely next level.

JOAQUIM

Go JimmyJosh. Do you think you can do it?

JIMMY

I don't know. But we have to try.

The group gathers around Felitrix, still unconscious on the ground. Call is nervous, Joaquim serious, and JimmyJosh focused, a mix of concern and determination on their faces.

JimmyJosh kneel beside Felitrix, eyes locked on her. They extend their hands – palms glowing with blue mental energy – and begin to concentrate deeply, the tension visible in their faces. The air around them starts to pulse with psychic force.

They gently touch Felitrix's forehead. Her eyes remain closed, but her expression begins to shift – as if sensing something.

Suddenly, a blue glow emerges from Felitrix's eyes. JimmyJosh smile.

JOSH

We're doing it! Guys, she's going to open the portal – we have to move fast!

Felitrix levitates, floating just above the ground. Joaquim flinches, stepping back.

In the dark courtyard of the castle, a vortex begins to form in the distance – a swirl of gold and purple, its center widening rapidly.

Through it, Joaquim and Call see the Central Plaza of the Village of Angels. They exchange a look – relieved, hopeful. JimmyJosh are visibly drained.

JOSH (CONT'D)

(sweating profusely)

Let's go! Now! We won't be able to hold it much longer!

JOAQUIM

Call, carry Felitrix. My arm's busted.

CALL

On it, boss!

The group sprints toward the portal. Joaquim enters first, followed by Call carrying Felitrix.

JimmyJosh, breathless, stand at the edge of the portal, eyes fixed on the image of their village ahead. Just as they step forward – a feral scream echoes.

CALL (CONT'D)

JimmyJosh – look out!!

JimmyJosh turn, just in time to see a wave of creatures surging from the shadows.

Deformed beasts – missing eyes, extra mouths, ears in odd places, brown fur, bear-like bodies, but horse legs – charge forward at incredible speed.

The mental link with Felitrix begins to break. The portal starts to close.

JimmyJosh freeze in the center of the portal – half of Jimmy inside, half of Josh still outside.

JIMMY
(to Josh)
Come on, Josh! Hurry!

Josh doesn't respond, frozen. Jimmy can't move his other half.

Joaquim, using his remaining working arm, fires a laser shot at the beasts – knocking them back. Then he grabs Josh, pulling him through.

The portal shuts behind them, slicing off the face of one charging creature, which vanishes into the void.

CUT TO BLACK.

79. EXT. OPEN FIELD - VILLAGE OF ANGELS - DAY / SUNRISE

A wide clearing, covered in soft green grass. At the center: a circle of ancient stones etched with magical runes. A small clear-water lake sits in the right corner. Dirt paths cut through the field in different directions.

Joaquim, Call, Felitrix, and JimmyJosh stand in a circle, holding hands. Their faces are marked by the battle.

Call wears a bandage around his neck, JimmyJosh has an arm sling on Jimmy's side, Joaquim sports a new, high-tech mechanical arm, contrasting the still-intact older one. Felitrix wears her purple cloak, now mended.

CALL
That arm is something else,
Joaquim. Now you're really ready
for anything. I knew you'd fix it –
I just didn't think it'd turn out
so... awesome.

JOAQUIM
(looking at each one)
Thanks, Call. But without you all,
this arm wouldn't mean much. The
real strength... comes from all of
us together.
(MORE)

JOAQUIM (CONT'D)

Omatrix destroyed homes,
villages... entire families. And if
we don't go now, he'll keep going.
Until there's nothing left.

FELITRIX

(hands glowing with
energy, voice full of)
emotion))

He tried to break me... Tried to
break each of us. But he never
understood one thing: Love doesn't
break. Love grows. It spreads. It
resists.

JIMMY

We are what he'll never understand:
A bond not even darkness can break.

FELITRIX

(eyes glowing, voice
firm))

We've fallen. We've cried. We've
thought we wouldn't make it. But
look at us now — together. Stronger
than ever. It's not just magic, or
strength, or mind that helps us
win. It's what we carry here.

Felitrix touches her chest.

FELITRIX (CONT'D)

The Negotiator was right when he
said I couldn't do this alone.
Because it was with all of you that
I found love again. Friendship.
Courage. That's what brought us
here. And that's what will bring
Omatrix down.
I believe in our strength. To the
very end. Let's finish this —
together.

JOAQUIM

For everything we love. For
everyone we've lost... Let's end
this.

The sky is overcast. Felitrix closes her eyes. The portal
begins to form before the heroes. A glowing energy surrounds
them. A gold and purple circle begins to expand in the
center of the field.

Inside the swirling center of the portal, they see Omatrix's Castle – the exact point from where they returned.

Felitrix extends her hands to her friends, and one by one, they step forward.

Joaquim, with his new, powerful mechanical arm, takes Felitrix's hand.

Call and JimmyJosh look at each other.

CALL

Here we go... straight to hell with
a
scenic view. Let's go, cuddle crew!
Time to give one last loving hello
to our favorite villain!

They all leap into the portal, which closes instantly behind them.

CUT TO:

80. EXT. OMATRIX'S CASTLE - BURNING EARTH - DAWN

A dimensional rift tears open the orange sky of Burning Earth. A gold and purple portal slices through the smoke-filled clouds.

VOOSH!

Joaquim, Call, Felitrix, and JimmyJosh are thrown out of the portal. Joaquim lands on his feet, skidding across the dry ground before coming to a stop. Call tumbles through the air, landing in a crouch. JimmyJosh hit the ground with their hands. Felitrix floats down gently, like a feather, using her magic.

Sparks of energy still flicker in Felitrix's hands as she closes the portal with a precise motion.

Strangely, the castle's main gate is already open. The heroes exchange glances – they know something feels wrong.

CALL

(suspiciously)
Someone forgot to lock up, or this
is an epic-level trap?

JOSH

(serious, focused)
No blocking magic... but I sense
something. A lot of somethings.

FELITRIX

Omatrix knows we're here. And he
wants us to come in.

JOAQUIM

Then we enter — our way. But stay
sharp.

They walk cautiously to the gate. Joaquim slowly pushes it
open.

Inside: a dark hallway stretches forward, lit only by
magical torches. The silence is almost complete.

CUT TO:

81. INT. OMATRIX'S CASTLE - MAIN HALL - DAWN - CONTINUOUS

At the end of the corridor, a large double door opens on its
own. The heroes cross the threshold into a vast, gleaming
chamber, where towering mirrors cover every wall.

Faint ceiling lights flicker, casting distorted reflections
all around. Joaquim, Call, JimmyJosh, and Felitrix examine
their warped images, confused.

CALL

(staring at a distorted
(reflection))

I always knew I wasn't very
photogenic, but this is just rude.

Suddenly, the reflections start moving on their own, out of
sync with the heroes' real actions.

JOAQUIM

These aren't reflections... They're
copies. Or something worse.

Joaquim's reflection grins cruelly. JimmyJosh's raises a
hand glowing with dark energy. Felitrix's has pitch-black
eyes. Call's reflection is armed to the teeth — monstrous
claws, fangs, rage.

FELITRIX

They... they're watching us?

The reflections leap out of the mirrors with a glass-
shattering CRASH! They emerge — flesh, shadow, and malice —
corrupted versions of each hero, poised to strike.

JOAQUIM

Omatrix is using our fear and anger
to build these dark versions of us.

FELITRIX

And he thinks we can't fight back?
That twisted version of me – I'll
enjoy destroying her.

CALL

(eyeing his copy with
(disdain))

He thinks he can break us with
angry clones? Pfft... Omatrix
really underestimated us. Someone
tell that wannabe werewolf that
we're all certified therapy
survivors!

The copies step forward. The atmosphere thickens. The floor
shudders faintly.

JOAQUIM

Omatrix wants us to believe we are
our own worst enemy.

CALL

Let's go, everyone! One-on-one with
your nightmare twin!

Omatrix underestimated the power of this squad. And me? I'll
checkmate this evil Call in two seconds flat!

The corrupted versions attack with brutal speed. Call rushes
at his dark twin, who proves faster and more savage. They
exchange rapid blows, with Call striking hard, but his clone
predicts every move, fighting like it knows him completely.

Joaquim, using his mechanical arms, strikes with massive
power, but his reflection is quick and precise, dodging and
countering with a blade of energy.

Felitrix fires powerful spells, but her copy mirrors her
magic, casting counter-spells that nearly hit her. The room
bursts with flashes of magical light as tension rises.

JimmyJosh try to invade the mind of their reflection, but
the Dark JimmyJosh is protected by a mental shield,
retaliating with psychic attacks that make them stagger.

They focus harder, channeling their power – until finally,
they break through the mental barrier, causing the dark copy
to stumble backward.

Call lands a powerful punch on his reflection, sending it
flying across the room. It crashes down – but quickly gets
up with a twisted smile.

The fight rages on – energy and movement blur together. Each hero battles their dark version, and the tension climbs as they face the worst of themselves.

But now, the heroes are starting to gain the upper hand. They knock their reflections down, one by one.

The copies begin to weaken, retreating under the pressure. Every strike lands with more power, more clarity – the heroes know victory is near.

The battle reaches its peak when each shadowy clone collapses, defeated.

The mirror room heats up, the residual energy from the battle crackling in the air. But the heroes stand their ground.

The mirrors shatter all at once, bursting into a sea of glittering crystal fragments.

CALL (CONT'D)

Now let's get the hell out of this

funhouse and do what we do best – finish his twisted plan and make this castle crumble to dust.

Joaquim, Call, Felitrix, and JimmyJosh step over the shards, crossing the ocean of broken mirrors beneath their feet.

CUT TO:

82. INT. OMATRIX'S CASTLE - DAY

The Magical Smoke of Vision spins in chaotic swirls at the center of the chamber, projecting images of the heroes walking across the shattered mirror floor.

Omatrix stands still, Orbillus in his hands, motionless before a throne of black stone.

A deep sound echoes – the grinding of Omatrix's fingers closing into a fist.

The smoke rearranges itself, now expanding to fill the entire chamber, forming a massive 3D CHESSBOARD.

Multiverses, villages, cities, and planets appear as glowing, fragile pieces, constantly in motion.

Omatrix walks slowly around the board, studying each piece with piercing eyes. He holds Orbillus over the board, moving pieces gently, almost affectionately.

OMATRIX

(low voice, thoughtful)
Small players. Small games. It's
time to expand the board. To turn
every being, every world, into
pieces of my will.

He closes his eyes. Raises Orbillus.

The smoke reveals visions of villages, cities, and familiar
people, all being corrupted, twisted into mindless gray
slaves.

OMATRIX (CONT'D)

A game of chess... With only one
king. And thousands of pawns. A
game with many pieces... But only
one player: Omatrix!

He points Orbillus to the center of the board, where
miniature versions of Joaquim, Call, Felitrix, and JimmyJosh
still stand - glowing with their own light.

OMATRIX (CONT'D)

(chuckling softly)
You were good enough to get past
the pawns... But let's see if
you're ready to face the true king
of the board.

Omatrix gives Orbillus a light tap.

OMATRIX (CONT'D)

(threatening, almost a
whisper))
Let the war begin.

DISSOLVE TO:

83. INT. INNER CORRIDORS - OMATRIX'S CASTLE - CONTINUOUS

The corridors are narrow and suffocating, made of uneven
black stone. The walls are lined with cracks.

The heroes walk with steady but cautious steps. The
atmosphere is darker, more intense.

The torches lining the corridor flicker out, replaced by a
grayish glow.

Suddenly, the corridor opens into a massive chamber: A
GIGANTIC CHESSBOARD stretches out before them. The black and
white squares are enormous.

At the far end, standing on the black squares, three massive tower pieces loom. Omatrix stands in the king's position, and in front of him, on the pawn line, are familiar faces:

Joaquim and Call's parents, Nat, Catterson, Andy, and Felitrix's father – all twisted into pale, lifeless-eyed figures, radiating dark energy. They are distorted copies, forged by Omatrix's corruption.

On the opposite side, on the white squares, stand only Joaquim, Call, Felitrix, and JimmyJosh.

OMATRIX

(loud, echoing voice)

At last, we meet! Prepare yourselves for the real game. A new kind of game – fewer pieces, no rules.

FELITRIX

(voice trembling)

That's not them...

JOAQUIM

(swallowing his emotion)

We have to remember – they're just pieces in his game.

JIMMY

(clenching his fists)

But it hurts like they're real.

CALL

(stepping forward,

(forcing a grin))

Thanks, Omatrix... but in this match, we're the ones calling checkmate.

OMATRIX

I'll start!

The board glows with a sinister energy as the dark pieces begin to move. The sight of their loved ones, now pawns of evil, hangs over the heroes like a shadow.

CALL

(looking at the piece

that resembles his

mother, full of pain and
rage)

This... this isn't possible! He won't play with them like this!

JOAQUIM

(staring at his parents'
corrupted forms, fists
clenched and shaking))

This won't happen, Call. We're
ending this - I swear!

FELITRIX

(feeling the weight of
seeing her father and
grandmother turned into
pieces)

He's trying to break us with our
own pain... we can't let him!

JIMMYJOSH

(feeling the pressure of
the piece representing
their grandmother, torn
between grief and
battle)

He knows exactly where it hurts -
but he won't beat us. Not like
this.

The pieces advance across the board. Omatrix, from his
king's position, watches with a malicious grin, manipulating
the board like a puppeteer.

OMATRIX

(deep, sarcastic voice,
from his tower)

Let's see how far you can go,
heroes. The game only gets good
when pain dances with defeat.

Call stares at the piece representing his mother. His hand
trembles, eyes filled with tears.

CALL

(to the piece)

No! I won't let him toy with my
pain! You taught me to be strong. I
can't fall now!

But the mother-piece punches Call in the face. He tries to
dodge, but fails and hits the ground hard. The emotional
weight paralyzes him.

He gets back up and manages a strike, but it's weak, like
his heart was too heavy to move faster.

The piece of Call's mother grabs him by the arms, dragging
him across the board.

He can't resist – tears streaming down his face.

At the far end of the board, the tower pieces await the prisoner.

The mother-piece locks him inside, immobilized.

And then, the mother-piece morphs into one of Omatrix's wolves, dashing back to its master.

OMATRIX

Good move!

Joaquim stands face-to-face with the piece of his father, who lunges with a sharp sword. The blade slices through the air, cutting Joaquim in the stomach, knocking him to the ground in pain.

He tries to raise his mechanical arm, but even with the twisted, malevolent face of the father-piece before him, he cannot strike. He's paralyzed. The father-piece advances, and easily drags Joaquim toward the second tower, locking him in as a prisoner.

The piece then morphs into one of Omatrix's wolves, and returns to its master.

JimmyJosh now face the piece of Nat, while Felitrix confronts the piece of her father.

FELITRIX

JimmyJosh, where are Joaquim and Call?

JIMMY

I don't know – I've got Evil Nat right in my face. I can't look away.

JimmyJosh grasp the head of the Nat-piece, feeling the psychic pressure intensify. They try to mount a mental defense, but the weight of loss paralyzes them. They don't want to believe that this twisted version of Nat could be real.

The Nat-piece steps forward, and with a swift gesture, sends a wave of psychic force crashing into JimmyJosh. They are thrown back, falling to their knees.

Using mental energy, the Nat-piece drags JimmyJosh toward the third tower, locking them in as prisoners.

The Nat-piece transforms into an Omatrix wolf and returns to him.

Omatrix still stands unmoving in the king's position.

Felitrix faces the piece of her father. Suddenly, it launches a black energy wave directly at her.

Felitrix tries to shield herself, but an invisible force holds her in place. Her magic twists uselessly in her hands, unable to take form.

The pressure from the father-piece is crushing. Her body grows heavy, energy draining, and the figure of her father becomes increasingly distant.

With a cry of desperation, Felitrix concentrates her magic, trying to break free. A golden light begins to glow around her. The father-piece approaches, reaching as if to embrace her.

Then – her magic explodes outward in a wave of power, partially breaking the paralysis. The shadowy father stumbles, begins to disintegrate into dark fragments.

Before fully vanishing, it launches one last wave of pain at Felitrix – But she blocks it, using her inner strength to dissipate the energy and finally free herself.

The father-piece transforms into a wolf and returns to Omatrix.

Felitrix now stands alone at the center of the dimensional board. Her friends are imprisoned in the towers.

She looks around, exhausted.

FELITRIX

Joaquim? Call? JimmyJosh? Where are you?

Suddenly, the ground trembles and the chamber plunges into darkness. The figure of Omatrix appears, massive, towering before her.

OMATRIX

(menacing smile, voice
echoing with power)

Now, you are mine. And with you, I
can invade any universe, any
village, any multiverse... and turn
them all into my slaves. No one can
stop me now.

Felitrix takes a stance, hands glowing with magic. She's not afraid – but her worry is clear. Her friends are still trapped.

She knows Omatrix will try to break her to destroy the final bond of resistance.

She closes her eyes, sensing a new energy within her.

THE NEGOTIATOR (V.O.)
Felitrix, remember – the true love
of friends and siblings is the
greatest strength the four of you
share.

FELITRIX
(to herself)
I need you... I need you all...
Where are you? Our bond is stronger
than any of this.

Omatrix steps closer, Felitrix's eyes still closed.

Suddenly, a massive explosion erupts behind him – The towers collapse to the ground in pieces.

Joaquim, Call, and JimmyJosh stand, glowing with powerful energy, ready for battle.

Felitrix opens her eyes, smiling wide at her friends.

But Omatrix, in a swift motion, grabs Felitrix by the neck and dashes away, distancing himself from the group.

JOSH
(screaming, furious)
NOOO! CALL He took her! WE'RE NOT
LETTING THIS HAPPEN!

JOAQUIM
(desperate but
determined)
We have to go after her – now!
They all run.

CUT TO:

84. INT. OMATRIX'S CASTLE - NIGHT

The castle is tense, echoing with the sounds of cracking stone and shattering wood.

Omatrix, still holding Felitrix captive, moves deeper into the castle. He smirks, sensing his pursuers drawing closer.

His escape is key to his final victory.

Omatrix chants a mantra, a language only he understands, while staring at Orbillus.

The room around the heroes begins to distort and morph – The walls close in, the floor softens, transforming into bouncing, elastic platforms.

CALL

Okay, this is less evil lair and more glitched-out video game. Where do I insert a coin to restart this level?!

Joaquim, Call, and JimmyJosh sprint through the chaos, dodging collapsing debris and airborne shards. The ground trembles, cracks open, and shifts beneath their feet as if the castle itself is trying to eject them.

Between explosions and flickering illusions, they catch glimpses of Omatrix ahead – dragging Felitrix, who still struggles to break free.

But Omatrix moves too fast, nearly untouchable in the smoke and chaos.

JimmyJosh fire energy blasts to clear a path, but the corridors bend, the hallways fold into one another. Call yells, frustrated, trying to keep the group together.

CALL (CONT'D)

He's running! DON'T let him vanish with her!

Joaquim, dripping with sweat and breathless, pushes forward, even as the floor beneath him cracks, threatening to swallow him whole.

Through a collapsing hallway, they spot Omatrix, shoving Felitrix toward a shimmering portal that opens at the far end.

With a cruel grin, Omatrix locks eyes with the heroes – a gaze of pure triumph – and vanishes into the portal, Felitrix and Orbillus in hand.

Before they can reach them, the structure collapses, trapping the heroes behind walls of debris and smoke.

The entire castle groans, as if screaming in pain, while the heroes collapse to their knees, broken, breathless, and furious.

Overcome with exhaustion, they black out, sprawled across the cracked stone floor.

CUT TO:

85. INT. THERAPIST'S OFFICE - DAY

Nat is curled up in an armchair in a therapist's office. Across from her, in another armchair, sits Tânia (28), a green-skinned being with long green hair. She wears blue pants, brown boots, and a long-sleeved yellow shirt. Her eyes are large.

The room is small but cozy, with light-colored walls and framed paintings of peaceful landscapes. A bookshelf full of books and therapeutic toys fills one corner. The two armchairs are separated by a small tea table. Soft light filters through the window, and the ticking of a wall clock fills the room with a steady rhythm.

Nat nervously twists the sleeves of her shirt. Tânia, calm and professional, writes everything Nat says in her notebook.

TÂNIA

(calm voice)

Nat, what you experienced... it was surely something your mind created. A coping mechanism to deal with the difficulties at home.

Nat bites her lip, unsure how to respond.

TÂNIA (CONT'D)

Sometimes, the mind creates entire worlds to escape from painful realities.

BOOOOOOM!

A deafening explosion interrupts the session. The walls and floor shake. The therapist drops her notebook to the ground.

NAT

(startled)

What was that?!

CUT TO:

86. EXT. VILA DOS ANJOS - CENTRAL SQUARE - DAY

A GIANT PORTAL of golden and purple energy tears open in the sky, ripping through reality. Lightning cracks through the atmosphere.

Omatrix emerges, imposing, holding Felitrix by the neck like a trophy and Orbillus tied to his waist.

His eyes blaze with fury. Behind him, a horde of creatures begins to march through the portal:

Trackers slither across the ground like grotesque serpents, sniffing the air.

Carcavis soar above the village, screeching horrendously and diving toward the houses.

Hybrid beasts, fusions of claws and fangs, burst through walls and crush everything in their path.

Makaut and Zordrax lead the troops, grunting with a thirst for destruction.

As Omatrix's minions cross the portal, he forces Felitrix to close it immediately, so the heroes trapped in Terra Quente can't interfere with his plans.

OMATRIX

Close the portal now Felitrix! Or
your neck will turn to dust!

Felitrix tries to resist, but Omatrix tightens his grip. With no strength left to fight, she closes the portal.

Civilians flee in panic. The ground in the square cracks open in several places.

Omatrix stomps the ground, his army advancing.

OMATRIX (CONT'D)

(shouting to all, placing
his hand on Orbillus at
his waist) From now on, this world
belongs to me! You will kneel... or
be crushed! And before my fatal
reign begins, I shall resurrect my
servant you imprisoned here. Come
to your master, Horrora!! Let
reality bend to my will!!

Suddenly, the ground begins to tremble violently. KRRKRRKRRK... Cracks spread like sinister veins. The earth splits with a deep, monstrous snap.

From the crevices, a monstrous face appears, its red eyes now glowing. Then a second grotesque face, with sharp teeth. And finally, a full body claws its way out of the earth as if tearing through the world itself to return.

It's Horrora!! Another servant to help Omatrix destroy Vila dos Anjos.

Cries, screams, and hurried footsteps echo through the houses and alleys.

Omatrix walks calmly through the chaos he created, a cruel smile on his lips, watching his servants take over everything.

The villagers are captured and held prisoner in cages created by Omatrix with the power of his mind.

OMATRIX (CONT'D)
(speaking quietly to
Felitrix, as she tries to
resist))
None of them are a match for me.
Not even you.

CUT TO:

87. INT. THERAPIST'S OFFICE - DAY - CONTINUOUS

Nat and Tânia are standing by the open window, watching all the chaos unfold.

NAT
(stepping forward, with a
half-sad smile))
I told you so.

TÂNIA
Impossible! I must be going crazy
too. I think we're both
hallucinating, Nat.

NAT
Relax, doc. If this is all just
imagination, we'll wake up soon...
straight into a psychiatric ward.
And you thought my problem was just
"escaping reality." Reality is what
ran away from me.

Nat runs to the office door, flings it open, and disappears down the hallway.

Tânia remains frozen by the window, watching the city plunge into chaos.

CUT TO:

88. EXT. OMATRIX'S CASTLE - TERRA QUENTE - NIGHT

A devastated landscape: scorched earth, smoke rising from small fires all around. Rubble and shattered stones scattered across the field.

Among the debris, lying unconscious, are JimmyJosh, Call, and Joaquim - bruised, dirty, and still.

CLOSE ON JIMMYJOSH.

JimmyJosh's body twitches slightly. A faint, nearly invisible wave of energy ripples through the air.

FELITRIX (V.O.)

JimmyJosh, JimmyJosh, wake up!

His fingers begin to move. JimmyJosh's eyes snap open, gasping, face full of panic. He sits up quickly, disoriented, scanning the area.

JIMMY

(scared, whispering)

What... what happened...?

He feels another pulse of energy - stronger this time - coming from somewhere unseen, like a telepathic signal.

FELITRIX (V.O.)

It's me, Felitrix! Omatrix has taken me prisoner. You have to wake up Joaquim and Call. Look for the portal that's still open so you can return. But hurry. My strength is fading.

JimmyJosh crawls to Joaquim, who lies nearby, unconscious, face dirty and scratched.

JOSH

(placing his hands on Joaquim's head))

Wake up, brother... we need to get out of here!

A burst of mental energy - a blue spark - jumps from JimmyJosh's hands into Joaquim.

ZAP!

Joaquim jolts awake, coughing, trying to make sense of what's happening.

JOAQUIM
(shocked)
What's going on?

Without wasting a second, JimmyJosh rushes to Call,
collapsed a few meters away.

JIMMY
(shouting)
Call! Wake up!

He repeats the gesture: places his hand on Call's head and
releases another pulse of energy.

ZAP!

Call wakes up startled, rolling on the ground and hitting a
chunk of stone.

CALL
(rubbing his head)
Argh! That hurt!

JimmyJosh kneels, breathing heavily, once again feeling
Felitrix's energy pulsing through Terra Quente.

JOSH
(looking up, emotional)
Felitrix... she's trying to guide
us. She wants us to come home!
She's holding the portal open. We
need to find it.

A faint golden shimmer appears on the horizon, like the
beginnings of a portal forming.

The trio exchange glances – tired, battered, but resolute.

JOAQUIM
(standing up with
difficulty))
Then let's find that portal...
before this place finishes us off.

CALL
(shaking his head)
And preferably with no more shocks,
okay, JimmyJosh?

They limp forward, together, guided by Felitrix's energy.

CUT TO:

89. EXT. VILA DOS ANJOS - CENTRAL SQUARE - AFTERNOON

The Vila dos Anjos is completely overtaken by Omatrix. Some villagers are trapped in cages, while others run in panic, fleeing from the monster's servants.

The central square is in ruins - fallen trees, shattered benches, broken fountains flooding the streets.

In the midst of this chaos, Omatrix stands tall, holding Felitrix in his grip, his eyes gleaming with the thrill of conquest.

The sky begins to twist into swirling dark clouds and pulsating lights. A vortex of golden and purple energy spirals open in the air, spinning with intensity.

ZUUUUUUMMM... VRRRRRRR!!!

From within the portal, a blinding light explodes outward. Three silhouettes emerge, staggering, covered in dust and wounds. The dark light and smoke obscure their identities at first - but they continue walking, side by side.

As the dust settles and the light fades...

JIMMYJOSH, CALL, and JOAQUIM appear clearly. Breathing heavily, dirty, exhausted - but alive.

OMATRIX

(with disdain, but a hint
of respect))

You actually came back. After everything. I admit, I didn't expect this much from you. Most people break after losing so much.

Felitrix, weakened, tries to escape. Omatrix grabs Orbillus from his belt - a translucent cage of black energy forms around her. She screams but is trapped.

FELITRIX

NO! Don't fight him alone!

CALL

(clenching his fists)

Let her go, you lab-grown coward!

Omatrix ignores the mockery, eyes locked on the trio, admiring them like rare chess pieces.

OMATRIX

Finally... the right board, the right pieces.

(MORE)

OMATRIX (CONT'D)
 OMATRIX (CONT'D)
 (spreads his arms
 theatrically)
 Come, heroes. Prove to me you
 deserve that title you carry so
 proudly.

JOSH
 Gladly.

CALL
 (scanning Omatrix with a
 crooked smirk))
 Wow... all-powerful and yet you had
 to cage a girl just to feel strong?
 (strikes a mock fighter stance)
 Let's go, big boss. But just so you
 know - today's menu is a beating,
 and you're the main course.

Omatrix fires a spiral energy blast that explodes the ground. Joaquim dives aside, rolling and firing an electric blast from his mechanical arm, hitting Omatrix in the eyes. He staggers back but quickly recovers.

Call charges with superhuman speed, dodging attacks and landing a solid punch on the villain's face.

JimmyJosh channels a psychic sphere, targeting the servants. Slowly, the villagers begin to break free from their cages.

Omatrix notices JimmyJosh's influence and instantly severs the mental connection, sending JimmyJosh flying out of sight. The servants immediately resume trapping the villagers.

Omatrix turns to Joaquim and Call, his gaze savage. Behind him, the cage containing Felitrix glows, floating above the ground like a trophy.

OMATRIX
 (voice thunderous,
 triumphant))
 You're persistent... But the
 persistence of the weak is just the
 prelude to their defeat.

CALL
 And you talk too much. We get it -
 you're a textbook villain!

Omatrix charges with unexpected speed. Joaquim activates a wrist shield, blocking a devastating blow that cracks the earth.

Call spins mid-air, strikes Omatrix's shoulder – but gets thrown back by a wave of energy.

OMATRIX
(roaring)
You still don't understand... This
world is already MINE!

Call gets up, bleeding from his brow, staring the villain down with fire in his eyes.

CALL
(yelling)
NO! It's OURS. And you're going to
regret ever laying hands on the
ones we love!

The battle between Joaquim, Call, and Omatrix reaches its peak. Flames, debris, and bursts of energy tear through the battlefield.

Above them, the energy cage holding Felitrix begins to tremble, reacting to the rising chaos.

OMATRIX
(raising his arms)
You have no strength left! No
allies!

FELITRIX
(eyes shut, concentrating
mentally))
JimmyJosh... listen to me... now,
please...

CUT TO:

90. EXT. VILA DOS ANJOS - SCORCHED LANDSCAPE - AFTERNOON -
CONTINUOUS

Amid scorched earth and burning vegetation, JimmyJosh slowly stands up, staggering, their eyes glowing with a vivid blue light. Felitrix's voice echoes directly in their mind.

FELITRIX (V.O.)
I need you to free me. Omatrix
trapped me in a cage that blocks my
magic.
(MORE)

FELITRIX (CONT'D)

You have to enter the mind of one
of his minions to destroy the cage
— then I'll be able to fight.

JIMMYJOSH

(whispering)

We're not leaving you alone.

They plant their feet firmly into the ground and summon a
wave of mental energy.

JIMMY

(speaking mentally to
Horror))

Horror, listen to me. Let Felitrix
go!

JimmyJosh clench their fists. A glowing yellow light
surrounds them. The Yin-Yang symbol forms behind them,
pulsing with intensity.

JOSH

(also mentally to
Horror)

Come on, Horror, hurry!

Time seems suspended. The tension on their faces shows the
strain of maintaining the mental link.

JIMMY

(again, mentally to
Horror))

Destroy the cage. Destroy it!

JimmyJosh are visibly exhausted. They struggle to keep the
energy flowing. Their faces tense, hands clenched, and
sparks flicker from the glow — the mental control is nearing
its limit.

JOSH

I can't tell if it's working,
Jimmy!

JIMMY

Hold on, Josh. Just a little more.
We can do this!

The light surrounding them dims and vanishes. They collapse
to their knees, completely drained. Their breathing is
heavy, sweat pouring down their faces.

FELITRIX (V.O.)

Thank you, boys. I'm free!!

JimmyJosh fall backward, grinning with pure relief.

CUT TO:

91. EXT. VILA DOS ANJOS - CENTRAL SQUARE - LATE AFTERNOON

Joaquim and Call continue to battle Omatrix with all their might.

Trackers, Carcavis, and beasts rampage through the streets. Horrora, Makaut, and Zordrax still trap villagers in cages. The chaos is overwhelming.

OMATRIX

Two against one? Is that all that's
left of your hope? Suddenly, a
burst of light tears through the
sky.

Felitrix explodes into view from the top of a ruined tower, surrounded by a blazing aura. She lands hard on the battlefield, sending a shockwave that makes Omatrix take a step back – for the first time.

FELITRIX

(eyes blazing, breath
steady))
You thought locking me up would
solve the problem? Underestimating
me was your final mistake.

OMATRIX

(confused, growling)
This... this can't be...

JOAQUIM

Oh no, Omatrix... you're screwed
now. The girl's out of the cage –
literally. And you're about to get
beat worse than a rug on cleaning
day!

CALL

Uhuuu! Look who's back for the
party! And just when the big bad
thought he had it won... Omatrix,
you're gonna need more than ego and
a cosplay to get out of this one!

Felitrix charges Omatrix with a blazing combo of attacks, each strike cracking his shadowy armor.

Joaquim joins in with synchronized hits, while Call protects their flanks, clearing out any creature trying to interfere.

Omatrix staggers, limping. The unstable energy around him begins to fracture, like glass under pressure.

Suddenly, a powerful gust of wind sweeps across the battlefield. Everyone freezes for a brief moment.

JIMMY (O.S.)
It's over, Omatrix.

FROM THE TOP OF THE RUINED CITY HALL STAIRS

JimmyJosh appear, electricity dancing between their fingers, eyes glowing with intense light.

JIMMY (CONT'D)
You wanted a game – but forgot that
every piece can think. And
together... we're unstoppable.

JimmyJosh rush into the center of the battle. Joaquim, Call, and Felitrix run to meet them. The four heroes are together again – side by side.

JOAQUIM
On your signal, Felitrix!

FELITRIX
Ancient Imprisonment!!

Chains of energy begin wrapping around Omatrix's feet. JimmyJosh close their eyes. A shimmering orange light and the Yin-Yang circle form behind them.

JOSH
(mental)
Makuat, Horrora, Zordrax – destroy
all the beasts!

Makuat, Horrora, and Zordrax turn against the creatures, attacking the Trackers, Carcavis, and hybrid Beasts.

Cages evaporate into the air, freeing the villagers.

Call sprints toward Omatrix, grabs one end of Felitrix's chain, and wraps it around the villain from head to toe, bringing him down like a tree trunk crashing to the ground.

Joaquim climbs onto Omatrix and, with both mechanical arms, unleashes a storm of laser blasts.

OMATRIX
 (final scream,
 disintegrating into
 shadows))
 NOOOOOOOO!!

Every creature from Terra Quente in Vila dos Anjos disintegrates – one by one, like soap bubbles bursting as they hit the ground. Omatrix is the last.

Orbillus shatters like glass. Omatrix clutches a small shard in his hand and squeezes it tightly.

OMATRIX (CONT'D)
 You think you've won... But I am eternal. The shadow always finds a way back. And when I return... no world will escape.

BOOOOMMMM!! A massive explosion erupts.

DISSOLVE TO:

92. EXT. TERRA QUENTE - NIGHT - CONTINUOUS

The explosion from Vila dos Anjos reaches Terra Quente like a cataclysmic shockwave. Everything is swept away like a hurricane.

Omatrix's castle is torn apart, devoured by the storm. The Vulture Forest collapses. The Red Lava River vanishes in a giant reverse tsunami. A final blast seals the fate of the world of shadows.

CUT TO BLACK.

93. EXT. VILA DOS ANJOS - CENTRAL SQUARE - NIGHT - CONTINUOUS

Night has fallen over Vila dos Anjos. The only light comes from the full moon, veiled in clouds, and the embers still glowing among the ruins. Silence reigns, broken only by the occasional crack of burning wood and the whistling wind.

Ash covers the ground. Where gardens once bloomed, there are now craters. Homes lie in piles of rubble. Broken lanterns sway, some sparking faint light.

Some villagers sit on the steps of ruins, motionless, eyes blank. A child's cry echoes in the distance, muffled by an adult's arms trying to shield them from the visible horror.

The four heroes stand, breathless, silhouetted by the moonlight.

CUT TO BLACK.

POST-CREDIT SCENE

1.INT. THE NEGOTIATOR'S CABIN - VILA DO VÉU - NIGHT

The wind howls outside. The cabin is humble, built of old wood and covered in moss.

At the center, a fireplace crackles. The Negotiator – a humanoid in a brown suit, a triangular-shaped head, green shimmering skin, and a large central yellow eye – sits in an armchair, back to the door, gazing into the flames like he's expecting... something – or someone.

KNOCK, KNOCK. Firm, impatient, and deliberate knocks.

The Negotiator rises slowly, as if already aware of what's to come. He walks to the door, unlocks the bolt... and opens it.

Standing in the doorway: a hooded figure, cloaked in a heavy mantle, a red scarf, and a bag hanging from the neck, draped along the side of the body. Their hands are covered in dried mud. Their face is hidden in the shadows of the hood, breath labored – like someone who's crossed worlds to get there.

HOODED FIGURE

(nervous, frightened
voice))

Do you know... Joaquim and Call?

The Negotiator stares at the visitor for a few seconds. His eye glows in the firelight, unreadable.

The visitor clutches the bag tightly, as if guarding it. From inside the bag, an intense green energy pulses out.

The Negotiator looks down at the bag. Its light flares brightly in the dark.

NEGOTIATOR

That depends. Who wants to know?

FADE OUT.

