

HTOFTF Directorial Strategy

SCENE 1: POV SHOT

SCENE 2:

Sizzlean:

Compelling Given Circumstances (Facts creating circumstances):

Hungry, tired from traveling, scared they might not be safe. Bad Friend: ?

Personalization: Have you ever been lost before? Have you ever had to be responsible for friends or other kids and were worried about doing the right thing?

Moment Before: Everyone demanded to stop, but you thought had to keep going.

Contrary Expectations: expect everyone to be happy.

Objective: To get everyone to camp safely, convince them that they are safe.

So That: They will continue to believe in you as their leader, continue to trust you. Want them to keep going and follow you.

Emotional Actions: Make them feel safe, energized.

Obstacle: Bridge is not safe, everyone is tired, scared about Captain.

Turning Point / Rising Stakes / Thought Bridge: If say "Captain" others will believe.

The Event: Start walking.

Transformer:

Compelling Given Circumstances (Facts creating circumstances): Tired from pulling Rig all day, all the time, doing all the work. Hungry, scared of being lost.

Personalization: Tired from doing lots of work. Big brother or friend that makes you do all the work. Parents make you do all the chores. Suspect that people are lying to you but you listen to them anyways. Teachers.

Moment Before: Told Sizzlean that you had to stop right now. He refused.

Objective: Make Sizzlean listen, say okay, admit you're right.

So That: Stop walking, eat and set up camp, get the work done.

Emotional actions: Make others stop too. make Sizzlean feel guilty. Feel sympathy. Feel tired.

Obstacle: Sizzlean won't listen, wants to get to bridge.

Turning Point: Sizzlean says Captain, others agree.

The event: Stop there!

Princess Ballerina:

Compelling Given Circumstances (Facts creating circumstances): Hungry, tired from traveling. Worried about other kids.

Personalization: Remember being really hungry? Tired? Younger kid/sibling that you worry about taking care of

Moment Before: Saw Transformer tell Sizzlean that he needed to stop. Worried because Transformer is tired and Sizzlean might not be listening to all of you.

Objective: Make everyone agree on where to stop.

So That: they will be happy and friendly.

Emotional actions: Make everyone feel happy. Get Transformer to agree with Sizzlean/Captain.

Obstacles: Transformer won't listen to Sizzlean.

Turning Point: Captain

Event: Transformer agrees to go with Sizzlean.

Fluffy:

Compelling Given Circumstances (Facts creating circumstances): Hungry, tired, on the look-out.

Personalization: Hungry? Tired? Looking really hard/carefully for something, a place and on look out for bad people.

Moment Before: Transformer said he wanted to stop, but Fluffy wants to keep going with Sizzlean.

Objective: Follow Sizzlean, protect friends.

So That: Quest will continue.

Emotional Actions: Make everyone feel like Sizzlean is right. That they have to get to shelter. Want them to say, yes, let's go there, Sizzlean's right.

Obstacles: Transformer, tired.

Turning point: Captain

Event: Transformer agrees.

SCENE 3:

Sizzlean:

Compelling Given Circumstances (Facts creating circumstances): Out of food. Don't know where to find it.

Personalization: Hungry? Lost? Like no one can help you? Only thing you have to believe in is yourself?

Moment Before: Just finished setting up camp, getting ready to eat everything is good, everyone is together. Transformer listened.

Objective: Convince others that everything will be okay, that the Captain will provide, that you will find food.

So That: They will stay safely in Camp while you go looking for food.

Emotional Actions: Make everyone believe in the Captain, make them have faith. Trust. Obey. Understand. Safe. Certain. Sure. Want them to say, yes you're right, the Captain will provide, everything will be fine. We'll wait here.

Obstacles: Transformer doesn't believe anymore.

Turning Points: T says "no he won't", Princess says "Stop", You say, tomorrow.

Thought Bridge: Decision to GO LOOK FOR FOOD . Transformer says "he's going too". Transformer says "Captain didn't say anything".

Event: Transformer goes away, Princess comforts him.

Transformer:

Compelling Given Circumstances (Facts creating circumstances): Out of food. Sick of Captain and Sizzlean being boss. Bad friend: Is Sizzlean crazy? Why won't he listen to you? Why isn't he more worried about the food?

Personalization: Brother or other kid that bosses you around. People lying to you. Moment when scared or lost. Thought you'd never see your parents again.

Moment Before: Did all the work after Sizzlean *insisted* that you keep going!

Objective: Get Sizzlean and everyone else to admit that the Captain is not real and that you are in big trouble. Everyone says, you're right Transformer, please tell us what to do.

Emotional Actions: Make everyone scared. Get everyone on your side. Prove Sizzlean wrong. Everyone says, you're right Transformer, please tell us what to do.

Obstacles: Sizzlean and the Captain, eventually Princess.

Turning Point: Sizzlean says Captain will provide. *Thought bridge:* He's never provided! We're just lost! Princess says "Stop". Sizzlean says "Tomorrow" *Thought Bridge:* Maybe Sizzlean is going to listen to him, maybe he proved his point. Sizzlean says, "Captain" again. *Thought Bridge:* if Sizzlean isn't going to admit you're right, then you're going to go with and prove him wrong. Sizzlean says, "Captain says" Give up. *Thought Bridge:* think about smashing Captain, then decide not to because of Princess.

Princess Ballerina:

Compelling Given Circumstances (Facts creating circumstances): You finally stopped, everyone is together, but now you're out of food. Bad friend: What is going on with these boys? Why are they acting like idiots?

Personalization: See friends/family fight, and all you want is for them to stop.

Moment Before: Finally stopped and settled down. You were able to keep everyone together.

Objective: Get them to stop fighting. You want everyone to say, it's okay, we'll work it out together. Stop fighting and eat together, hug.

Emotional Actions: Make everyone feel loved. Sizzlean and Transformer stop fighting and you all hug.

Obstacles: Transformer and Sizzlean.

Turning Point: T “We ain’t never gonna find ‘em” *though bridge:* what if we don’t, that’s scary and/or he’s lying. T “I’m goin’ too” *thought bridge:* what about me? And/or is he going to hurt Sizzlean. S “Captain provides for listen” *though bridge:* gotta make Transformer listen so the Captain will provide.

Fluffy

Compelling Given Circumstances (Facts creating circumstances): Hungry and tired, now more relaxed and safe because of Sizzlean.

Bad friend: N/A

Personalization: Ever gotten home from long trip and just wanted to eat dinner? Ever had scary trip that you are glad was over?

Moment Before: Finishing setting up camp, surveying surroundings.

Objective: Follow Sizzlean

Emotional Actions: Make everyone feel protected, safe, sure. Want everyone to say, you’re right Sizzlean, everything will be okay, you will find food. Captain will provide.

Obstacles: Transformer

Turning Point: Transformer says food is gone *though bridge:* now I’m going to be hungry. Sizzlean Captain don’t lie *though bridge:* why is Transformer acting this way? Of course the Captain tells the truth.

SCENE 4:

Sizzlean:

Compelling Given Circumstances (Facts creating circumstances): Big fight last night with Transformer, worried about setting out all alone, determined to provide for the tribe, prove Captain right. World on shoulders.

Bad friend: Are you really right? Is Transformer right? Why did he do this? Why did he fight? Is there anything out there?

Personalization: Ever set out on a scary trip? First day at new school? Sleepaway camp? Leave friends and family behind?

Moment Before: Said goodbye to everyone. Transformer wouldn’t talk to you. How did that make you feel? Princess and Fluffy expect you to save them. How does that make you feel?

Objective: Find FOOD! Save friends!

Emotional Actions: Build your courage. Look at friends for inspiration. Make them feel sympathetic. You want them to say, “You can do it!”

Obstacles: Transformer. Don’t know what’s out there. Don’t know what will happen.

Turning Point: Fluffy says Meow. *Thought bridge:* he believes in you.

Transformer:

Compelling Given Circumstances (Facts creating circumstances): You lost argument with Sizzlean last night, and now he's taking off with YOUR RIG. You think he's never going to come back, or at least never going to find food. Deep down maybe a little worried.

Bad friend: Where the hell is he going? Why can't you go? Maybe you should go after him? You will.

Personalization: Ever decided to sneak after friend or sibling even though you weren't invited? Ever been worried when friend or family left you? Felt guilty/angry after a fight?

Moment Before: Sizzlean said goodbye, but you were too mad to say goodbye to him.

Objective: Go after Sizzlean.

Emotional Actions: Apologize to Sizzlean, make him turn around and say you can come. Re-assure Fluffy and Princess. They should say, you're right to go after him.

Obstacles: Sizzlean wants to go alone.

Turning Point: He walks away without you.

Princess:

Compelling Given Circumstances (Facts creating circumstances): Sizzlean and Transformer had fight last night and never made up. Now Sizzlean is leaving.

Bad friend: Where is he going? Will he be safe? It's okay. The Captain will provide. Transformer is wrong.

Personalization: Had to leave friend or family in sad circumstance, but knew it would be okay, they would be alright. Seen friend in hospital?

Moment Before: You said goodbye, but Transformer did not. How does that make you feel? Why aren't they making up? You're best friends!

Objective: Get Transformer to apologize to Sizzlean. Reassure Sizzlean.

Emotional Actions: Remind Sizzlean and Transformer that they are friends. Want them to say, we're friends again. Stand by Transformer to make him feel better. Hear Transformer say "Sizzlean's right, I'll stay and protect you. Everything will be okay."

Obstacles: Transformer.

Turning Point: Sizzlean walks away without saying anything.

Fluffy:

Compelling Given Circumstances (Facts creating circumstances): Sizzlean just said goodbye, now you have to be on look out again, protecting. Re-assure Sizzlean.

Bad friend: Why didn't Transformer say goodbye to Sizzlean? You better be really strong and protect everyone. You might have to be in charge now.

Personalization: Ever had to protect anyone or felt like you had to? Ever seen friends in a fight.

Moment Before: Sizzlean said goodbye. You saw that Princess was scared and Transformer didn't say anything. He's unreliable.

Objective: Make sure Sizzlean gets off safely and your friends are protected.

Emotional Actions: Make Princess and Transformer feel safe. You want them to hug you and say thank you for protecting us.

Obstacles: Transformer and Princess are worried.

Turning Point: Sizzlean leaves. *Thought bridge:* I have to re-assure him, so I'll say something.

SCENE 5:

Compelling Given Circumstances (Facts creating circumstances): Days and days of walking. You are lost. Don't know where you are, if you can make it. This is the end. Captain isn't providing answers. No food, No water. Captain didn't say anything at all...

Bad friend: Why isn't the Captain answering you? What are you going to do? You're so tired. Is this the ends? Who is that man, you better hide! He might hurt you.

Personalization: Ever felt totally lost, like you were going to lose everything? Totally scared and alone? Made a huge mistake? Seen scary grown-up, scared that person was going to hurt you.

Moment Before: The Rig pulled you backwards, almost into the river, and you realized you had to stop.

Objective: Recover and keep going. Maybe turn back. Eventually, inspect cave for food.

Emotional Actions: Hide from Strange Man.

Obstacles: Exhausted, out of water, Strange Man.

Turning Point: Groans and bangs, seeing man *thought bridge:* This is scary, man looks weird, haven't seen a grown up in ages, he might hurt you. He has food *thought bridge:* maybe there's food in the cave! This is your only chance.

Charlie:

Compelling Given Circumstances (Facts creating circumstances): You have been alone for ages and ages. Live in own world with imaginary creatures. Talk to self for companionship.

Bad friend: N/A

Personalization: Long Car trip where you start talking to yourself, going crazy. Sleep deprivation. Loneliness. Longing for lover.

Moment Before: Sitting in cavern, looking at stuff, feeling lonely. Decided to go look for friends, talk to self about how it'll never happen. Find more stuff.

Objective: Find more stuff. Back of mind, find other people.

Emotional Actions: N/A

Obstacles: You never find anyone. Limited ability to travel/scared to leave home.

Turning Point: See new thing in distance decide to go check it out. What is that thing?

SCENE 5A:

Sizzlean:

Compelling Given Circumstances (Facts creating circumstances): Saw Strange Man come out of cavern, think he's a monster. Must get food, save friends. Captain provided, don't take advantage.

Bad friend: You might get hurt if you go in there, but you gotta get food! There's no choice.

Personalization: Ever done anything daring, that you were really scared to do, didn't think you could do, or thought you might get in really big trouble for, totally forbidden.

Moment Before: Saw monster come out of cave. Also saw food.

Objective: Get food.

Emotional Actions: N/A

Obstacles: Fear of Monster, desire for other stuff.

Turning Point: See treasures think about taking them *thought bridge*: maybe this stuff will help. Find food and eat *thought bridge*: remember your friends, maybe he won't come after you if you only take food, better hurry up, before monster gets back. Captain provided, don't take advantage.

SCENE 6:

Sizzlean:

Compelling Given Circumstances (Facts creating circumstances): Just got out of layer with food. You did it.

Bad friend: You're the man, but you better get out of here before monster returns.

Personalization: Ever gotten away with something you won't supposed to do and felt kind of proud. Ever won a game, sports game, proud moment.

Moment Before: Found food, realized you had to escape.

Objective: Get back to friends with food.

Emotional Actions: excited to make friends feel good. Show them that you succeeded

Obstacles: Have a long journey back. Monster might return.

Turning Point: Monster isn't out there!

SCENE 7/8:

Transformer:

Compelling Given Circumstances (Facts creating circumstances): Had same long travel as Sizzlean. Saw Sizzlean emerge with food. You're happy, but, maybe you can get more, be as good as Sizzlean or even better.

Bad friend: You better get stuff and be better than Sizzlean. You should get the treasure, that's even cooler than the food! You can best Sizzlean!

Personalization: Ever found something so cool that you just had to have it. Found some sort of treasure, gotten a cool game or toy.

Moment Before: Were watching Sizzlean enter the cave, wondering what happened to him, what's in there.

Objective: Get more supplies, prove better than Sizzlean.

Emotional Actions: N/A

Obstacles: Greed. Charlie.

Turning Point: Find cool stuff *thought bridge:* this is cool stuff, you can really make something with it. Charlie returns *thought bridge:* Oh no, made a mistake. This is the end.

Charlie:

Compelling Given Circumstances (Facts creating circumstances): Didn't find anything out in the world, but there is someone in your home, stealing stuff.

Bad friend: that guy is stealing your stuff, but maybe he can be your friend. You better grab him and keep him, so he will be friend and not leave. You're a lonely loser.

Personalization: Ever been out of contact with an old friend/relative but see them again and become happy? Ever wanted to hold onto something and not let it go.

Moment Before: Heard noises in cave and want to check it out. Worried something's wrong.

Objective: Keep Transformer

Emotional Actions: Make him stay. Make him feel safe and/or that there is no other option.

Obstacles: Transformer's scared and trying to run.

Turning Point: See that he's scared *thought bridge:* have to keep him here.

SCENE 9: B-ROLL SHOT

SCENE 10:

Sizzlean

Compelling Given Circumstances (Facts creating circumstances): Got food to last them for a while, to continue the journey. Success.

Bad friend: you did such a good job! You're a hero.

Personalization: Ever done something that you wanted to show off to friends and family that you wanted them to be proud of you. Ever been mad at your brother or best friend and realized that they are actually more important than anything?

Moment Before: Saw the camp in the distance got excited to see your friends, feed them, let them know everything is okay.

Objective: Feed friends, show them everything is okay.

Emotional Actions: Make everyone feel happy. Feed them. You want them to hug you and say thank you, you were right, you're our hero. So glad we're all together.

Obstacles: Transformer is gone.

Turning Point: P says "he went after you" *thought bridge:* oh no! The monster got him. P says Captain said it. *Thought bridge:* Gotta save Transformer. P says Captain said again. *Thought bridge:* Transformer is more important than what Captain said.

Princess:

Compelling Given Circumstances (Facts creating circumstances): You were scared that everything had gone wrong, that it would be just you and Fluffy forever. Sizzlean is home with food! He made it the Captain provided. Transformer must be with him they made up.

Bad friend: This is great, they're both home. Everything worked great. The Captain provided.

Personalization: Ever think something awful was going to happen, then suddenly realize everything is okay? Ever seen your best friend/brother sister after they were gone for a long time and you really missed them? What's the best present you ever got? How did you feel when you got it?

Moment Before: You were in the fort, huddling with Fluffy, then you saw Sizzlean!

Long Moment Before: You argued with Transformer not to go, that it was dangerous, that the Captain said and he would get in trouble if he disobeyed the Captain.

Objective: Welcome Sizzlean home, find out what happened with him and Transformer.

Emotional Actions: Make them feel welcome and happy to be home. Make them feel proud. Hug and love them. Want them to say, everything worked out, we're all together again, everything going to be okay.

Obstacles: Transformer is not there. Sizzlean says monster.

Turning Point: S says He's not here? *Thought bridge:* what happened to Transformer, something is wrong. Why did Transformer go?! How does that make you feel? You argued with him about it. You told him, and now you're scared, angry and worried too. S says monster. *Thought bridge:* A monster? Super scary, but you told him, you knew, anger and scared. Maybe guilty. S says we gotta go back and save him *thought bridge:* go back to where the monster is? Scary? Crazy? Transformer didn't listen! It's his own fault. S says gotta save him again *thought bridge:* What's out there? What's the monster? Can you save him?

Fluffy:

Compelling Given Circumstances (Facts creating circumstances): You were protecting Princess, but now Sizzlean is back with food! You don't have to worry anymore.

Bad friend: You did it, you protected Princess, even without Transformer.

Personalization: Ever received an awesome gift, or been successful with something hard you had to do? Ever seen friend or family after a long time and you really missed them?

Moment Before: You were mad that Transformer left, and you had to protect Princess, no matter what, you weren't going to let Captain or Sizzlean down. Saw Sizzlean and were relieved *knew* that everything was going to be okay.

Objective: Welcome Sizzlean. Show him that you did a good job.

Emotional Actions: Make Sizzlean feel proud of you. Show him that you protected Princess. Help him into camp.

Obstacles: Transformer is not there, monster.

Turning Point: See that Transformer's not there *thought bridge:* what happened to him. P he went after you. *Thought bridge:* I had to stay here and protect Princess. S monster *thought bridge:* Good thing you were here to protect Princess. S we gotta go save him *thought bridge:* Sizzlean's right. We gotta protect him, gotta save him. I'm a tiger. I can beat any monster.

SCENE 11:

Sizzlean:

Compelling Given Circumstances (Facts creating circumstances): Monster may be in the cave. Transformer may be in the cave. The only way to find out is to find out.

Bad friend: you gotta find him, no matter what, but it's SCARY.

Personalization: Ever had to do something you were horrified to do? Ever had to face a bully or adult that scared the crap out of you, but you HAD to do it.

Moment Before: You traveled all that distance again and are tired, Finally got to the cave with scared Fluffy and Princess. Had to bring them along with you and keep their spirits up.

Objective: Find transformer.

Emotional Actions: Make friends feel brave. Make Monster feel scared. Friends feel brave when they see you go up to cave. Monster scared of sword and yelling.

Obstacles: Monster, admitting that Captain is gone, Princess.

Turning Point: Look to Captain, no reply *thought bridge:* Captain is not real. He won't help save Transformer. You have to do it. Loud Sound from Cavern. *Thought bridge:* monster is there. Is Transformer dead? Did it get him? Have to find out. C says Captain *thought bridge:* what is he talking about, how does he know, what did Transformer tell him. C says Transformer will go free. *Thought bridge:* Transformer is here. The monster wants to trade for Captain. Captain might provide, even though he's not real. Look at Captain. *Thought bridge:* you've served your purpose now I have to give you up, maybe this is the end, maybe it's okay. T appears. *Thought bridge:* He's okay! It worked! You're sorry you ever fought with him it'll never happen again. P says

tell us what. *Thought bridge:* I lied to them all this time, we're never going to find our family, now I have to tell them. I don't want to tell them. I can't. C says sees family. *Thought bridge:* our family is here? Where? C makes P look at you *thought bridge:* I love her, I love all of them. They *are* my family.

Princess Ballerina

Compelling Given Circumstances (Facts creating circumstances): Came all this way, long travels to find a monster. What is the monster? Is he going to get you like he got Transformer? Is Sizzlean right? Transformer might be in that tunnel.

Bad friend: What are you doing here? Transformer didn't listen. Aren't you scared?

Personalization: What's something that you were really scared to do, that you wanted to run away from. Ever been mad at somebody for breaking the rules?

Moment Before: You finally stopped. Everyone is tired. Hopefully Sizzlean won't go in there.

Objective: Stay safe.

Emotional Actions: Make Sizzlean feel guilty. He lied to you about the Captain? He has to tell you the truth! What's going on? You want him to tell you he's lying about the Captain, that you will find your family.

Obstacles: Scary Monster and Cave. Captain's not real.

Turning Point: Sizzlean goes to cave *thought bridge:* the monster's going to get him, but, I have to follow him. Transformer didn't listen and he got caught. BANG and monster *thought bridge:* what is that? Where is transformer? This is the end! C says Captain *thought bridge:* Captain? NO! If we give up the Captain we'll never find our family! It'll all be over. We can't sacrifice the Captain for Transformer. What is Sizzlean doing? T comes out. *Thought bridge:* Captain's gone... but I'm happy to see my brother that I love soooo much. C Pirate ain't told 'em. *Thought bridge:* what did Sizzlean know? Did he know it wasn't a monster? S says no captain. *Thought bridge:* What?! You've been talking to the Captain for years?! It's all we have! S No one knows *thought bridge:* we're never gonna find our family? He's been lying forever! Your own brother! C says family right here. *Thought bridge:* they're here! Where?! C takes head and shows friends *thought bridge:* He's not a monster, he's right. This is my family. I love them soooo much.

Charlie:

Compelling Given Circumstances (Facts creating circumstances): You and Transformer became friends, but you noticed that he was sad and thought he had lost his friends forever, that they would never come for him. You said if they didn't come in one week, they weren't worth finding. He's still sad, and you want to help him. You want him to be your friend. Transformer told you that he didn't listen to his friends and they won't come for him because of it. He told you that they were blind and listened to the Captain. But you listen to stuff too, and you know it's not real and you're going to prove

it to Transformer by forcing Sizzlean to give you the Captain. You are facing off with Sizzlean to get Captain.

Bad friend: Don't give in until they give you the Captain. Don't you want to keep Transformer for yourself?

Personalization: Have you ever had a friend that liked someone else more than you, or someone that you desperately wanted to be your friend and you had to prove something to them to get their friendship? Prove your loyalty? Prove the truth that someone hoped but didn't believe?

Moment Before: You were telling Transformer to watch how you scared his friends, just like you first scared him, and how they would still come for him.

Objective: Get the Captain, prove to Transformer that his friends love him.

Emotional Actions: Make the kids feel scared, so scared that they give up, and/or give you the Captain.

Obstacles: Sizzlean and Princess don't want to give you Captain.

Turning Point: Sizzlean gives you Captain. *Thought bridge:* they did this for their friend, maybe they will be my friend too, if I give them their friend back. As they argue, they're not listening worried that they won't listen to you, trying to tell them. P says you lied *thought bridge:* I have to show them. *Thought bridge:* Let Princess go when she connects with Sizzlean. Transformer takes hand. *Thought bridge:* they've accepted me. This is what I've waited for my whole life!

Transformer

Compelling Given Circumstances (Facts creating circumstances): You've become friends with Charlie, but you miss your old friends. You're scared that they wouldn't come for you, but hoping they will.

Bad friend: They're never going to come for you. Sizzlean will never give up the Captain for you.

Personalization: Have you ever made a new friend but missed your old ones? Ever worried that your friends don't really like you, then have something happen that showed you how much they care?

Moment Before: Charlie told you to wait while he went to see friends. Scared that they would leave as soon as they saw Charlie.

Objective: Get Sizzlean admit that no Captain. Get friends to love you.

Emotional Actions: Make them feel safe and loved. Hugging friends, staying near Charlie. Want them to hug back and say how much they missed you.

Obstacles: Captain, Sizzlean, Princess.

Turning Point: Sizzlean says too long *thought bridge:* maybe Sizzlean's going to leave you again, won't stay. S says not real *thought bridge:* you knew it! But look why is princess so upset. Was this a mistake? C says Charlie found you *thought bridge:* Charlie is one of us. I want him to stay with us.

Fluffy

Compelling Given Circumstances (Facts creating circumstances): You've come all this way, Sizzlean seems worried, but you'll stand by him as he faces monster.

Bad friend: You've got to be courageous. Show Sizzlean you're not scared even if you are.

Personalization: Ever been scared but didn't want to show it. Ever felt like you really have to protect someone you care about.

Moment Before: You collapsed after long travel, really tired, but you have to protect Sizzlean and Princess.

Objective: Protect friends, defeat monster.

Emotional Actions: Reassure friends. Go with Sizzlean no matter what. Want them to say I know it will be alright because Fluffy is here.

Obstacles: Monster, Princess, Captain

Turning Point: Sizzlean goes to cave. *Thought bridge:* I have to go to, to protect him. Monster appears. *Thought bridge:* scared but we're going to beat you! Transformer appears *thought bridge:* we won! Sizzlean is so brave, so am I, and now we're all together. S says Captain's not real *thought bridge:* what does he mean? Captain made you brave. No family *thought bridge:* but I did my duty! I protected everyone, now there's no family. C takes Princess *thought bridge:* she is my sister, these are my friends. They make me brave and I love them.