



The story of Fluto, an 8 year old newly orphaned boy in a land far away in a time of kingdoms. His only possessions are the ragged clothes he is wearing and a flute left to him by his father. He learns to play the flute and the magical sounds of his music become so powerful they even alter some events in the kingdom. There are 5 parts to his story.

HOW FLUTO STOPPED THE WAR

The neighboring kingdoms have been at peace but now war is at hand over land rights. The neighboring kingdom has gathered their knights and army.

EXT. A FIELD WITH A HUGE HOLLOW TREE - MORNING

Here is FLUTO, an 8 year old slightly chubby orphan with curly reddish hair who is alone but has been helped by the peasants and serfs to stay alive. He is asleep in the hollow of the tree at the forests edge with a flute laying on the ground nearby.

EXT. TREE CLOSE UP - MOMENTS LATER

Fluto awakens with a sad yawn and stares at his sole possession, a flute, a present from his father. He cries and cries.

Suddenly he hears his father's voice:

FATHER'S GHOST (O.S.)

I am so sorry you are now all alone  
and you don't have anything but I  
believe in you - be kind, brave and  
try to do good things in life.

Fluto looks around in hopes to see his father.

The image of FATHER'S GHOST appears and disappears

FLUTO

(Thinking, frowns)  
*But how? What am I to do? I don't  
have any skills.*

Fluto stares to where the image has disappeared and then looks at his flute.

(Cont'd,)

*I guess I will try to play the  
flute.*

EXT. STANDS IN FRONT OF TREE - MOMENTS LATER

Fluto plays awkwardly on the flute for hours.

(Awful scratchy flute music is playing)

EXT. STANDS IN FRONT OF TREE - MAGIC HOUR

Fluto continues to play the flute until it gradually sounds like music that seems to those who listen like magic and they were mesmerized.

(flute music that gradually becomes magical)

EXT. CASTLE FRONT WITH FIELDS - NEXT DAY

War has been declared by a neighboring kingdom and their army has gathered on a hill overlooking the castle gate.

The NEIGHBORING KING, a big gruff burly man in full armor, rallies his troops.

NEIGHBORING KING

(loud speech)

I have called you to reclaim our  
disputed land! We will be  
victorious in our quest. Fight for  
your kingdom!

EXT. CROWD AT THE GATHERING PLACE NEAR THE CASTLE GATE - THE NEXT DAY

Fluto has gone to the gathering place and walks into the crowd of people.

He can hear from the indistinct chatter in the crowd that war has come. He wonders how he can help but is very afraid.

Fluto approaches an OLD MAN and OLD LADY in the crowd.

FLUTO

(confused look)

What is going on?

OLD MAN

(terrified look)

War has come child.

OLD LADY

(frightened)

What are we going to do? Our army  
is not strong; we cannot defend  
ourselves.

FLUTO  
 (Thinking)  
*Be brave and try to do good things  
 in life*

FLUTO (CONT'D)  
 (to them both)  
 Have faith in our king and I will  
 try to be brave and try to do what  
 I can to stop the war.

EXT. CASTLE FRONT WITH FIELDS - THE NEXT MORNING

The armies are assembled on opposing hillsides with knights  
 mounted on war horses.

The NEIGHBORING KING shouts his challenge and his knights  
 bang their breastplates.

NEIGHBORING KING  
 (clears his throat and  
 shouts)  
 We have stated our demands for  
 surrender!

The CASTLE KING, a tall man with a willowy build, also in  
 full armor shouts his answer. His knights bang their  
 breastplates.

CASTLE KING  
 (shouting back)  
 This is our kingdom, let's settle  
 this now as you have invaded our  
 land.

A frightened Fluto walks to the battlefield and stands  
 between two kings and thinks of his father's words

FATHER'S GHOST (O.S.)  
 (Be brave and try to do  
 good things in life)

Fluto looks between the opposing kings and speaks as loudly  
 as he can.

FLUTO  
 (top of his voice)  
 Please wait. Let's try for peace  
 in our lands!

Horses snorting and stamping in the background. Their banners flapping in the wind impatiently.

CASTLE KING

Child, there is no place for you here, go home to your parents.

FLUTO

But I don't have parents, I am an orphan. I must try for peace the only way I know.

NEIGHBORING KING

(to Castle King)

Who is this boy and what is he doing on the battlefield? Why are we wasting time on this insignificant creature?

FLUTO

Please wait! Give me just a few minutes and allow me to play for you.

Fluto takes his flute and begins to play from his heart as he stands alone between the kings and their armies. The magical sounds of his music filled the whole battleground.

Music reached the surrounding forests, they made the trees dance, they made the snowy mountains start to shine with glitter in the sun and the birds start to sing.

The knights dismounted their war horses and kneeled.

The kings put their sword tips in the ground and lean on the pommel. The whole land filled with magical music.

NEIGHBORING KING

(amazed look)

What just happened, I don't understand. What magic power is this?

CASTLE KING

It's a power of this little boy's flute.

Little Fluto musters all his courage and responds to the kings, knights and armies.

FLUTO

You are so big and powerful, you can do anything. I am just a little orphan with a flute. You listened to my music; you saw the trees dancing and the birds singing. Look how beautiful the world is and imagine how wonderful it could be without wars. Why do you want to make your children orphans like me? Why can't we all live in peace and enjoy this wonderful world.

CASTLE KING

Let these magical sounds of your flute be the sounds of peace.

NEIGHBORING KING

We will live together as good neighbors and leave in peace.

CASTLE KING

For the good of all may it last forever.

At the king's command the soldiers lowered their weapons, turn around and leave the battlefield.

INT. INSIDE THE CASTLE - EVENING

The crowd has moved inside the castle to the courtyard and are cheering and shouting.

CROWD OF PEOPLE

(shouting)

The King and peace!

CASTLE KING

(loud announcement)

We are at peace thanks to brave Fluto and the magical sounds of his flute.

**PRINCESS PIKRIA**

INT. INSIDE THE CASTLE PRINCESS'S ROOM - DAY

Meet PIKRIA, the King's little daughter who is dying from an unknown illness. Pikria 7 years old and a most beautiful little girl with lustrous black hair but she is very pale from her illness. Because she is so pretty, the king worried that the outside world might damage her health and beauty so ordered his court not to allow even the slightest breeze to touch his beloved daughter and kept her locked away in her room.

The King and Princess Pikria meet.

PRINCESS PIKRIA

Father, I don't know why I feel so bad, I am so sad.

KING

Oh child, what's wrong? You know that I love you so much, I will do anything to protect you. We will find a cure to make you happy and well again.

PRINCESS PIKRIA

(begging)

Please father! Let me out of this room to see the world and play with other kids.

KING

(clears his throat)

I am so very sorry. But it is not safe outside, you might get cold or hurt yourself. I think it's best if you stay in your room. If it's necessary, I will bring the best doctors from far away kingdoms.

INT. CASTLE BALCONY - NOON

The king addresses his people and spreads the word to all who would hear.



KING  
 (loud announcement)  
 I will give my entire kingdom's  
 wealth to the one who could cure my  
 little girl Princess Pikria!

INT. PRINCESS PIKRIA'S ROOM - LATER

Doctors from around the world are entering and leaving  
 Princess Pikria's room with puzzled expressions.

Princess Pikria is in bed and her condition has only  
 worsened.

EXT. MARKET PLACE BY THE CASTLE - AFTERNOON

CROWD OF PEOPLE  
 (indistinct chatter)  
 Fluto is wondering in the marketplace crowd.

From indistinct chatter he finds out about the little  
 Princess's strange sickness.

He speaks out loud but to no one in particular and gets  
 strange looks.

FLUTO  
 (worried)  
 I must try to help her, but how?

Fluto looks at his flute for an answer

EXT. AT THE CASTLE GATES - NEXT DAY

Fluto has come the castle gates but is blocked by the gate  
 guards with crossed swords and an official manner. He is  
 afraid but determined and approaches the guards.

GATE GUARD  
 (smirk on his face)  
 Where do you think you are going  
 little boy?

Father's ghost speaks to Fluto.

FATHER'S GHOST (O.S.)  
*Be brave and try to do good things  
 in life*

FLUTO  
 (defiant)  
 I am going to help the Princess!

GATE GUARD  
 (laughing)  
 Ha-ha-ha! Look. The little orphan  
 is going to save our Princess.

GATE GUARD (CONT'D)  
 The best doctors couldn't help her  
 so just go away before we put you  
 in the dungeon.

Fluto is persistent and sneaks by the guards around the castle walls to look for a way inside.

EXT. UNDER THE PRINCESS'S WINDOW - AFTERNOON

Fluto found a way inside, as only a small boy can, and very soon ends up under the closed window of the castle room where the princess is locked.

Fluto takes his flute and starts to play that wonderful magical music.

[magical flute background music]

For 3 days and nights he played with all his heart, soul and ability to help the princess until finally she opens her window and looks down at the little orphan.

PRINCESS PIKRIA  
 Who are you and what are you doing  
 here?

FLUTO  
 I am Fluto from your kingdom. I  
 want to share with you all these  
 beautiful things that you have  
 never seen before. This beauty that  
 will make you feel good.

PRINCESS PIKRIA  
 What are you talking about? I am  
 the Princess and can have anything  
 I want, all the beautiful things,  
 whatever I wish.

FLUTO  
 It does not matter how rich and  
 famous you are.

(MORE)

## FLUTO (CONT'D)

If you are locked in your castle  
you can't enjoy this beautiful  
world, your wealth and fame are  
just going to ruin you.

Princess Pikria looks puzzled, feels offended, frowns and closes her window.

Fluto plays for the little princess every day and, as usual when he played, the trees danced, the birds sang along, the mountains shimmered.

[magical flute background music]

EXT. UNDER THE PRINCESS'S WINDOW - THE NEXT DAY - MORNING

Princess Pikria's window has a small opening as she peeks out.

[magical flute music continues]

EXT. UNDER THE PRINCESS'S WINDOW - MAGIC HOUR

Princess Pikria's window's opening is widened and she can peek out of the shadows.

[magical flute music continues]

EXT. UNDER THE PRINCESS'S WINDOW - THE NEXT DAY - MORNING

Princess Pikria's window is half opened and she peeks out with brief look around.

[magical flute music continues]

EXT. UNDER THE PRINCESS'S WINDOW - 2 DAYS LATER - MORNING

Princess Pikria sticks out her head and raindrops fall on her face and she giggles.

[magical flute music continues]

EXT. UNDER THE PRINCESS'S WINDOW - 2 DAYS LATER - MORNING

Princess Pikria opens her window with big smile and finally speaks to Fluto.

PRINCESS PIKRIA

(happy)

I think your music cured me, I heard the birds singing, I think I saw the trees dancing, is it really possible?

FLUTO

Of course it's possible, there's so much beauty in the world and you have to see it yourself - feel the breeze, smell the flowers, even play in the snow.

PRINCESS PIKRIA

Yes, I want to see this wonderful world you described. Now, since I am cured maybe I will convince Daddy that it's Ok for me to go outside. Will you be my friend?

FLUTO

(very happy)

With pleasure! I know we will be best friends.

**FLUTO AND THE KING**

The word about an orphan boy who could stop armies and cure illness spread across the kingdom and many people looked for Fluto as they thought he might have magic that could help them. The king searched the hardest as he had promised all his wealth to the one who could cure his princess.

INT. INSIDE THE CASTLE MARKETPLACE - MORNING THE NEXT DAY

The king's knights search the castle grounds and the marketplace for the orphan boy. They find Fluto in the crowd and escort him to the castle.

KING'S KNIGHT

Come with us boy the King wants to  
see the boy who performs magic.

Fluto is frightened but goes along willingly.

FLUTO

I do not know magic. I only play my  
flute.

INT. IN THE KING'S THRONE ROOM INSIDE THE CASTLE - AFTERNOON

The room has the king's throne, guards standing at attention around the walls.

The king leaves his throne to meet Fluto in front of the throne. The king faces Fluto who looks a bit familiar. The king is suspicious of being tricked.

KING

(suspicious)

What is your name, little boy?

FLUTO

Fluto

KING

What kind of name is that? Could  
not your parents find you a more  
proper name?

FLUTO

I don't have parents, your  
Highness. I am an orphan.

(MORE)

FLUTO (CONT'D)

My parents died when I was very little. People named me Fluto because I play the flute.

KING

Oh, I remember, you are the boy who somehow stopped the war! But how did you manage to cure my little Princess Pikria?

FLUTO

I did not do anything, your Highness. I wanted to help. Since the only thing I know how to do is to play my flute, I just played and played from my heart.

KING

How could your playing have cured her? That is impossible! Are you hiding something from me?

FLUTO

No, your Highness. Pikria just saw the beauty she had never seen before.

KING

What are you saying, child! I am the King and my daughter could have everything she wished for.

FLUTO

But she never felt the cold, wind or rain drops on her face. She never saw the waking of your gardens or the blooms of the flowers. She never heard the birds' singing. Even you, your Highness, can't buy these things for her. She never enjoyed that beauty because it is free and not yours to give.

KING

You are a very strange little boy. I promised the wealth of my kingdom to the one who could cure my Pikria. I want to reward you as promised, but your story is not very convincing to me. And also, you are too young to manage all that wealth.

(MORE)

KING (CONT'D)

So, I want to offer you the following: I will raise you as my son, you will live in my palace and when you get older I will share with you my entire kingdom.

FLUTO

I am sorry your Highness, but I don't want to take the kingdom away from you. It does not belong to me. It is yours.

KING

Well then, would you like to live in my palace and be raised like a prince?

FLUTO

Would you let me play with Pikria?

KING

Of course, you can. You will be raised as brother and sister.

FLUTO

Thank you for my new life but I will always return to those who have helped me and play my flute for all.

Fluto leaves the throne room playing his flute.

(magical flute music)

DONKEY DUDO

Fluto moved to the King's palace and was treated there like a true little prince. Everybody in the King's court was willing to please little Fluto. But the little boy did not ask for anything. He just wanted to play his flute and enjoy the beautiful world that surrounded him with his new friend - Princess Pikria.

EXT. OUTSIDE THE CASTLE IN THE HILLS - MORNING

Dressed in his new clothes Fluto is a bit uncomfortable but happy.

FLUTO

Princess, everyone is so nice to me and tries to please me but all I really want is to play my flute and enjoy the kingdom with you.

PRINCESS PIKRIA

Fluto I can not thank you enough for showing me new things like blooming flowers, morning dew on the leaves or even that spider web.

Fluto and the Princess walk back to the castle.

INT. IN THE CASTLE COURTYARD - AFTERNOON

The king meets Fluto and Princess Pikria in the courtyard and has a new idea.

KING

I have a great idea. You should have a pet animal to play with. I give you your choice of all the best ponies in my stable.

PRINCESS PIKRIA

Thank you Daddy! Can we go see them now?

KING

Yes. The ponies will be very excited to see you.

Fluto and Pikria go to the stable to look for the best pony.



INT. AT THE HORSE STABLE - LATER

The ponies are all showing off their best with ribbons in their tails and manes, hoofs all polished and shiny and on their very best behavior prancing around.

Pikria goes to the ponies and starts petting them.

PRINCESS PIKRIA

Fluto, these are just beautiful animals. Let's pet each one.

FLUTO

It will be hard to choose as they are all so pretty.

PRINCESS PIKRIA

(upset and nearly crying)  
I like them all. I want them all.

FLUTO

Pikria, they all are yours anyway. If you saw the ponies of other kingdoms, they would be as handsome as these and it would be even harder for you to choose. Somewhere, there will always be another pretty pony. There will never be an end and it is impossible to find the perfect one.

Pikria looks at the pretty ponies and gets even more upset. She know she can't have the prettiest pony because somewhere there would always be an even prettier one.

Fluto disappears to a different part of stable.

FLUTO (O.C.) (CONT'D)

Pikria, Pikria, come here, hurry up! I found one, here he is!

INT. THE STABLE IN FRONT OF THE DONKEY STALL - MOMENTS LATER

Fluto noticed two big sad eyes looking through the stalls.

What he discovered was not a beautiful pony worthy of the King's stable. No, it was a baby donkey! Of course he was left in a stall. He would not be lined up next to the beautiful ponies.

Meet DONKEY DUDO a little donkey, not handsome, especially next to the beautiful ponies. He is just another plain live creature and the little donkey feels very bashful and almost ashamed of the way he looks.

Fluto starts to pet the baby donkey.

FLUTO

Look, Pikria! He is wonderful! He is the one!

PRINCESS PIKRIA

But Fluto, he is certainly not a pony!

Fluto is a little defensive and explains.

FLUTO

So what? He does not have to be a certain kind of animal to be our friend.

Pikria is still uncertain but coming around with a small smile.

PRINCESS PIKRIA

But he is not the prettiest one either.

Fluto explains why he thinks the donkey is the best.

FLUTO

Pikria, it does not matter. I told you before that you can't find the prettiest one, because somewhere there will always be an even prettier one. Don't judge him by his looks; they are just an outside shell. The most important thing is what it is inside that shell. You don't pick friends by their looks. You don't reject somebody because he or she is not pretty or different. This little donkey might become the prettiest one we have ever seen and he will be our best friend. You will see.

Pikria is convinced and agrees but the donkey needs a name.

PRINCESS PIKRIA  
OK, he is cute in his own way. What  
we are going to name him?

FLUTO  
We have to think about it. How  
about Donkey-Dudu?

PRINCESS PIKRIA  
I like Donkey-Dudo better..

FLUTO  
OK, Donkey-Dudo it is.

Fluto, Pikria and Donkey-Dudo return to the castle as happy  
new friends. Donkey-Dudo has a special place in the castle  
courtyard.

**PRINCESS PIKRIA AND THE KING**

The King wants to see which particular pony Fluto and Pikria have picked. He is surprised to find that strange creature, Donkey Dudo, who ended up in his stable by some unknown accident.

EXT. LAWN IN FRONT OF THE CASTLE - THE NEXT DAY

The King, Fluto, Pikria and Donkey-Dudo are all in front of the castle on the lawn and Pikria explains her choice.

PRINCESS PIKRIA

(excited)

Daddy, you don't have to be a  
certain kind of animal or be  
handsome to be my friend.

A very surprised and somewhat upset king responds.

KING

What? A donkey?

Pikria is defensive and protective of the donkey.

PRINCESS PIKRIA

His name is Donkey-Dudo and you  
are not the prettiest king either,  
because somewhere there will always  
be an even prettier king than you  
under their crown.

KING

Child, what are you talking about?

Pikria takes her father's crown and holds it out in her hands.

PRINCESS PIKRIA

This is just a shell. The most  
important thing is what is inside  
that shell. I know how kind you are  
and so, for me, you are the best  
and most handsome daddy in the  
world.

The King is speechless. He had never seen his little princess

so happy and excited. After all, her joy was the most important thing for him.

Fluto has been watching the whole conversation and is happy that they can keep Donkey-Dudo.

FLUTO

Let's play with Donkey-Dudo. I'll play my flute for you.

Fluto starts to play his flute.

PRINCESS PIKRIA

I will make flower wreathes for Dudo try to beautify him with real jewelry.

Donkey-Dudo is practicing some dance steps.

FLUTO

Look! Dudo has learned how to do some important dance steps and is practicing them to my flute music.

EXT. CASTLE LAWN - THE NEXT DAY

Kids are gathering on the lawn with Fluto and Pikria. Donkey - Dudo is being decorated with flower wreaths.

FLUTO

Kids, you can play with Donkey-Dudo all you want and if you share secrets with him he will keep them very safe.

SHY GIRL FROM THE GROUP

This is so wonderful! I wish there was a way to share this joy and happiness with all the children of the kingdom.

Pikria thinks for a minute and runs to her father who has been watching from the sidelines.

PRINCESS PIKRIA

(very excited)

Father, please build a big playground for all the kids in your kingdom where we could be friends, play together, laugh and share our happiness.

KING  
That is a wonderful idea Pikria!

EXT. HUGE PLAYGROUND - SOME TIME LATER

A huge playground is built for all the children of his kingdom and the neighboring kingdom when they visited. Every one of them - rich and poor, pretty and not so pretty, healthy and not so healthy, serious and funny, smart and silly - are able to play together, learn from each other, laugh and have fun. A land of joy, love and happiness is created.

Fluto, Pikria and the King join the kids on the new playground. Fluto plays his flute while they all dance and sing, even Donkey-Dudo.

The king speaks to the crowd and spreads the word.

KING  
(loudly with both hands  
raised)  
Please come one and all to enjoy  
being together and sharing all that  
life can offer!

A world of joy, love and happiness is created.