

SWASHBUCKLE SERIES ONE  
SHOW 11: JOLLY JOKERS DRAFT TWO

***SWASHBUCKLE SERIES ONE***

***RX11: JOLLY JOKERS DRAFT TWO***

***Jon Hancock***

**Episode Summary:**

Cook and Line are revelling in Pirate Fools Day – playing tricks on Captain Sinker ... and Sinker's plan to get her own back on them backfires!

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**SEQ 1: OPENING TITLES GFX 20''**

**SEQ 2: OPENING SONG CONTINUES IN STUDIO 40''**

GEM APPEARS THROUGH THE MAIN DOOR ON THE SHIP,  
THE AUDIENCE SING THE SONG ALONG WITH HER...

AS THE SONG ENDS GEM SLIDES DOWN THE SLIDE...

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**SEQ 3: OPENING LINK 25"**

GEM DASHES TO THE MAIN HOST AREA BY THE TREASURE CHEST...

**GEM**

Ahoy shipmates and welcome to Swashbuckle!

**AUDIENCE:**

Aharrggghhh!

**GEM**

I'm Gem and 'tis great to see you all!

Are you ready for a rip roaring pirate adventure?

**AUDIENCE:**

Aharrggghhh!

**GEM**

Those pirates have taken my Jewels – so shall we win them back?

**AUDIENCE:**

Aharrggghhh!

**GEM**

That's great! But those pirates can't be trusted so we need to keep our wits about us. Can you see that naughty Captain Sinker anywhere?

THE AUDIENCE LOOK ABOUT... WHERE IS SHE...

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**SEQ 4: THE NAUGHTY PIRATES ENTER 50"**

**CAPTAIN SINKER APPEARS ON 1ST DECK.**

**COOK & LINE ARE ON TOP DECK**

**AUDIENCE**

There she is!

4.  
MCU GEMMA (LOOKING UP  
AT SINKER) TO O/SHOULDER

**GEM/AUDIENCE**

Boooo!

1.  
MS SINKER (1ST DECK) – SEE  
OCTOPUS DANGLING

**SINKER:**

If you keep booing I'll make the games even harder and you won't win  
ANY jewels!

5.  
MWS, SEE COOK & LINE ON  
TOP DECK

DURING THE ABOVE, COOK & LINE HAVE SNUCK ONTO THE  
UPPER DECK WITHOUT SINKER SEEING. WITH A FISHING  
ROD, THEY DANGLE A LARGE SOFT TOY OCTOPUS OVER THE  
EDGE AND MAKE IT APPEAR DIRECTLY IN FRONT OF SINKER'S  
FACE, FRIGHTENING THE LIFE OUT OF HER. COOK & LINE ARE  
IN FITS OF GIGGLES.

1.  
MS SINKER (1ST DECK)

**SINKER**

Cook! Line! Get down here this instant.

5.  
MWS, SEE COOK & LINE REPO  
DOWN TO 1<sup>ST</sup> DECK

COOK & LINE RE-PO TO THE LOWER DECK. COOK & LINE ARE  
CONSTANTLY SNIGGERING - CAN'T HOLD THE LAUGHTER IN.

**COOK & LINE**

Pirate Fool!

**LINE**

It's Pirate Fool Day!

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**COOK**

Oh come on Captain, this is the one day we're ALLOWED to play tricks on people!

1.  
MS SINKER (1ST DECK)

**SINKER**

It's not big and it's not clever. Now promise you won't play any more tricks? Shake on it.

5.  
MID 3S

SINKER GOES TO SHAKE LINE'S HAND.

A HANDSHAKE BUZZER GOES OFF AND SINKER REACTS.

UNIMPRESSED SHE TURNS TO COOK.

HE IS WEARING A BIG NOSE/MOUSTACHE DISGUISE – WHICH SHOCKS HER.

COOK & LINE WALK OFF, FALLING ABOUT LAUGHING.

2.  
MS GEMMA

**GEM**

Oh dear, Captain Sinker – I'm almost feeling sorry for you!

Right, time to think about winning some jewels! (TO PARROT)

Squawk – who are my swashbuckling team today?

SQUAWK THE PARROT SQUAWKS...

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**SEQ 5: SWASHBUCKLER INTROS 40"**

THE FOUR SWASHBUCKLERS BURST FROM THE DOOR ON  
THE FIRST DECK OF THE SHIP. THEY WAVE TO THE AUDIENCE  
BEFORE COMING DOWN THE SLIDE ONE BY ONE...

**SQUAWK**

It's Swashbuckler (A)!

AUDIENCE CHEERS

AS (A) ZIPS DOWN THE SLIDE TOWARD THE CAMERA WE  
FREEZE THE SHOT AS HE PULLS A BIG GRIN / FUNNY FACE AS  
HE REACHES THE BOTTOM.

THE IMAGE IS STYLASID AS A GFX WITH A GFX PIRATE HAT  
PLOPPED ON (A)s' HEAD

**SQUAWK**

(A) is 6 years old...

AS (A) AND HIS HOBBIES ARE DESCRIBED IMAGES TO  
ILLUSTRATE THEM ARE 'STAMPED' ONTO THE GFX PIRATE  
HAT

THE NEXT SWASHBUCKLER COMING DOWN THE SLIDE...

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**SQUAWK**

It's Swashbuckler (B)!

AUDIENCE CHEERS

(B)'s IMAGE FREEZES AND GRAPHICS ADDED SAME WAY WE  
INTRO'ED SWASHBUCKLER (A)

**SQUAWK**

(B) is 6 years old, she likes xxx and xxx!

THE NEXT SWASHBUCKLER COMES DOWN THE SLIDE...

**SQUAWK**

It's Swashbuckler (C)!

AUDIENCE CHEERS

(C)'s IMAGE FREEZES AND GFX ADDED AS PREVIOUS.

**SQUAWK**

(C) is 6 years old, he like xxx and xxx!

THE NEXT SWASHBUCKLER COMES DOWN THE SLIDE...

**SQUAWK**

It's Swashbuckler (D)!

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AUDIENCE CHEERS

(D) INTRODUCED AS PREVIOUS SWASHBUCKLERS WITH GFX  
ETC...

**SQUAWK**

(D) is 6 years old and she loves xxx and xxx!

REVEAL GEM WITH ALL FOUR SWASHBUCKLERS!!



**SEQ 6: SWASHBUCKLE SALUTE** **35"**

**GEM**

Great to meet you... but Swashbucklers, we're going to need to work together to win back those Jewels and to make sure we're a ship shape team shall we do the Swashbuckle Salute?

**SWASHBUCKLERS**

Arrrr!!!!

**GEM**

Brilliant! Ok – everyone stand up if you can! Let's start with our hands on our heart

EVERYBODY JOINS IN MARCHING TO A DRUMBEAT WITH  
THEIR HANDS ON THEIR HEARTS

**GEM**

Eyepatch... Pirate hat... Swashbuckle cheer... Aharrrrgh!  
One more time, everybody join in...

**EVERYBODY**

Eyepatch... Pirate hat... Swashbuckle cheer... Aharrrrgh!

EVERYONE CHEERS

**GEM**

You truly are the bravest and truest Swashbucklers!  
Squawk – we're ready, can you tell us what we need to do to win back those Jewels!

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**SEQ 7: GENERIC GAME INTRODUCTION VT 25"**

**SQUAWK**

You daring Swashbucklers will have to work as a team as you take part in different pirate games!

**MONTAGE OF GAMES**

**SQUAWK (CONT'D)**

Every time you win a game Captain Sinker will give you a Jewel for your treasure chest!

CAPTAIN SINKER PROTECTIVELY HOLDS THE JEWELS – SEE TREASURE CHEST WITH FIVE SPACES INSIDE!

**SQUAWK (CONT'D)**

Win ALL FIVE jewels and one of the naughty pirates will walk the plank into the ship's mess!

**AUDIENCE/GEM**

Eurrrggghhhh!!

**GFX WIPE**

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**SEQ 8: INTRO INTO GAMES**

**30"**

**AUDIENCE/GEM**

Eurrrggghhhh!!

**GEM**

It would be great to get that naughty Sinker or one of her pesky pirates into that ship's Mess wouldn't it Swashbucklers!

**SWASHBUCKLERS**

Arrgghhh!

**GEM**

Ok then, here's our treasure chest...

WE SEE THE CHEST – AN ANIMATED CRAB SCURRIES OVER /  
OUT OF IT.

**GEM (CONT'D)**

Every time we win a Jewel it slots into the Swashbuckler Treasure chest!

SINKER BUTTS IN (SHE'S NOW UP IN HER LOOKOUT)...

**SINKER**

Ha, you silly Squashjugglers ain't daring enough to win my games....  
Those Jewels are mine now!

SINKER PULLS A JEWEL FROM HER POCKET AND ADMIRES  
IT...

AUDIENCE BOOS

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**GEM**

Bring it on Sinker – we're raring to go!  
Squawk... what's the first game?

AUDIENCE CHEER

SQUAWK... SQUAWKS AND GOES INTO FIRST GAME  
EXPLANATION...

**STING – GAME TITLE GFX**

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**SEQ 9: GENERIC GAME ONE INTRO**  
**– SHIVERING TIMBERS 20”**

**SQUAWK OOV**

The aim of the game is to make a giant jigsaw of the Swashbuckle flag.

All you have to do is walk along the plank to collect the jigsaw pieces from the other side.

But be careful – Cook and Line will be making it difficult for you to cross and they might hide the jigsaw pieces too!

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**SEQ 10: GAME ONE GAMEPLAY**

**SHIVERING TIMBERS 2'45"**

GFX WIPE TO STUDIO

THE SWASHBUCKLERS ARE IN POSITION WITH GEM

**GEM**

OK team, we've got to make a giant jigsaw of the Swashbuckle flag.  
And we've got as long as it takes for the squid's tentacle to reach  
across the screen and close the treasure chest!

Are you ready to play?

**SWASHBUCKLERS**

Arrrgggghhh!

**GEM**

Then Swashbucklers Away!!

SINKER UP IN SINKER'S LOOKOUT RINGS THE SHIPS BELL...

THE GAME BEGINS!!

A GRAPHIC (WITH PIRATE THEME) PROGRESS BAR APPEARS  
INTERMITTENTLY TO SHOW TIME ELAPSED/REMAINING

GEM OFFERS SUPPORT TO THE SWASHBUCKLERS

SINKER GROWS HAPPY/ANGRY AS THE SWASHBUCKLERS DO  
WELL OR NOT SO WELL (TBC - THESE SHOTS CAN BE PICKED  
UP SHORTLY AFTERWARDS)

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**GEM**

Just half a minute left!!

**GEM**

Ten seconds ... nine... eight... seven... six... five... four... three...  
two... one...

SINKER RINGS HER BELL!

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**SEQ 11: GAME ONE RESULTS: 10"**

**GEM (GATHERS THE SWASHBUCKLERS)**

Time's up! Well done!

Let's check out the jigsaw.

Squawk, you had a bird's eye view of the game – What did you make of that?

**GFX WIPE – SEA CREATURE**

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**SEQ 12: PARROT RECAP – 'LET'S SEE IT AGAIN!' 20"**

**SQUAWK**

(SCRIPT TO BE WRITTEN POST RECORD)

AUDIENCE CHEER TAKES US INTO...

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**SEQ 13A: GAME ONE WIN**

**1'10"**

GEM AND THE SWASHBUCKLERS BACK BY THE TREASURE CHEST...

**GEM**

Well done Swashbucklers.

**GEM**

Captain Sinker – you know the rule send down a Jewel!

SINKER'S IN HER LOOKOUT

**SINKER** (SPEECH OVER THE ACTION)

UPSET – BOTTOM LIP STUCK OUT)

Oh alright, alright, have it you jammy Swabdugglers!

SINKER PUTS THE JEWEL IN A CAGE AND SLIDES IT DOWN THE ZIP WIRE...

WE CAN USE A GENERIC SHOT HERE OF THE 'CAGE-CAM' AS IT COMES DOWN THE ZIP WIRE (05") – THIS WILL HELP TO EDIT THIS SECTION DOWN

GEM TAKES THE JEWEL OUT AND TELLS ONE OF THE SWASHBUCKLERS TO PUT IT IN THE TREASURE CHEST...  
ONCE IN PLACE THE JEWEL GLOWS MAGICALLY!

THE AUDIENCE CHEER

**(SINKER REPO DOWN TO JOIN COOK & LINE)**

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**SEQ 13A: CONTINUED**

2.  
MS GEMMA INC. TEAM

**GEM**

(WHISPERS TO TEAM) I've just had an idea – watch this: Oh thanks  
Sinker, that's really kind! (WINKS TO CAMERA)

3.  
GS TEAM

**SINKER**

Eh?

1.  
MS SINKER (ON 1<sup>ST</sup> DECK)

**GEM**

You've given us two gems accidentally!

4.  
MS GEMMA

**SINKER**

What? No, I couldn't have, I wouldn't have...!!

5.  
F3S C/L/S

**GEM (& SWASHBUCKLERS)**

Pirate Fool! Only joking!!

4.  
GS TEAM INC. GEMMA

**SINKER**

Oh, not you lot as well. These two are bad enough. Cook, Line – can  
you hurry up emptying that smelly slop please? The stench is  
unbearable.

1.  
MS SINKER

2.  
MID 2S COOK & LINE AT  
SHIP'S MESS

**COOK & LINE STOP WHAT THEY'RE DOING AND TURN TO  
SINKER – EACH HOLDING A BUCKET.**

5.  
MID 3S

**COOK**

Oh sorry, Captain sir – I mean ma'am.

**LINE**

There's just a little bit of slop left ... WHOOPS!

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COOK & LINE PRETEND TO SLIP AND THROW/EMPTY THEIR BUCKETS ON SINKER. SHE REACTS AS IF SHE'S GOING TO BE COVERED IN SLOP, BUT THERE'S NOTHING IN THE BUCKETS (OR SOME CONFETTI).

2.  
MID 2S COOK & LINE AT  
SHIP'S MESS

**COOK & LINE**

Pirate Fool!

1.  
MS SINKER

**SINKER**

You two...!

3.  
AUDIENCE

AUDIENCE LAUGH

4.  
MS GEMMA

**GEM**

I'm beginning to like Cook & Line! Come on Captain ... we're ready for another game and to win back another of my Jewels.  
Tell us what it is Squawk!

SQUAWK SQUAWKS...

**STING – GAME TITLE GFX**

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**SEQ 13B: GAME ONE LOSE 1'00"**

GEM IS WITH THE SWASHBUCKLERS BACK BY THE TREASURE CHEST.

**GEM**

Oh never mind Swashbucklers.... you did really well and even though you didn't win the Jewel we can still win it back later!

SINKER'S UP IN HER LOOKOUT

**SINKER**

Ha ha – I get to keep your Jewel – nah nah na-nah nah!!

SINKER SHOWS OFF – THROWING THE JEWEL FROM ONE HAND TO THE NEXT... SHE GET'S CARRIED AWAY AND STUMBLES AND ALMOST DROPS THE JEWEL...

THE AUDIENCE LAUGH AT THE SILLY PIRATE...

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**SEQ 13B: CONTINUED**

4.  
MS GEMMA

**GEM**

We'll have one of you in that ship's mess soon enough!

WE SEE THE SHIP'S MESS BUBBLING AWAY...

5.  
MID 3S C/L/S

COOK & LINE STOP WHAT THEY'RE DOING AND TURN TO  
SINKER – EACH HOLDING A BUCKET.

**COOK**

Oh sorry, Captain sir – I mean ma'am.

**LINE**

There's just a little bit of slop left ... WHOOPS!

1.  
MS SINKER (ON 1ST DECK)

COOK & LINE PRETEND TO SLIP AND THROW/EMPTY THEIR  
BUCKETS ON SINKER. SHE REACTS AS IF SHE'S GOING TO BE  
COVERED IN SLOP, BUT THERE'S NOTHING IN THE BUCKETS  
(OR SOME CONFETTI).

2.  
MID 2S COOK & LINE AT  
SHIP'S MESS

**COOK & LINE**

Pirate Fool!

3.  
AUDIENCE

AUDIENCE LAUGH

1.  
MS SINKER (ON 1ST DECK)

**SINKER**

Still on the whole Pirate Fools Day joke thing are you...? You'd better  
get out of my sight right now or I'm going to make you walk the plank  
myself...

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4.  
MS GEMMA

**GEM**

I'm beginning to like Cook & Line! Come on Captain ... we're ready for another game and to win back another of my Jewels. Tell us what it is Squawk!

SQUAWK SQUAWKS...

**STING – GAME TITLE GFX**

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**SEQ 14: GENERIC GAME TWO INTRO –  
QUICKSAND SCRAMBLE 20”**

**SQUAWK VO**

The aim of the game is to unlock all the treasure chests.

All you have to do is find the keys in the quicksand!

But be careful – not all of the keys open the treasure chests!

Plus Cook and Line will try to stop you by hiding the keys and moving the chests around!

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**SEQ 15: GAME TWO GAMEPLAY**

**QUICKSAND SCRAMBLE** **2'40"**

GFX WIPE TO STUDIO

THE SWASHBUCKLERS ARE IN POSITION WITH GEM

**GEM**

OK team, we've got to find the keys in the quicksand and unlock all the treasure chests.

Are you ready to play?

**SWASHBUCKLERS**

Arrrgggghhh!

**GEM**

Then Swashbucklers Away!!

SINKER UP IN SINKER'S LOOKOUT RINGS THE SHIPS BELL...

THE GAME BEGINS!!

A GRAPHIC (WITH PIRATE THEME) PROGRESS BAR APPEARS  
INTERMITTENTLY TO SHOW TIME ELAPSED/REMAINING

GEM OFFERS SUPPORT TO THE SWASHBUCKLERS

SINKER GROWS HAPPY/ANGRY AS THE SWASHBUCKLERS DO  
WELL OR NOT SO WELL (TBC - THESE SHOTS CAN BE PICKED  
UP SHORTLY AFTERWARDS)



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**GEM**

Thirty seconds left!!

**GEM**

Ten seconds ... nine... eight... seven... six... five... four... three...  
two... one...

SINKER RINGS HER BELL!

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**SEQ 16: GAME TWO RESULTS: 10”**

**GEM (GATHERS THE SWASHBUCKLERS)**

Time's up! Well done!

You did it! /You didn't quite find them all!

Let's hear from Squawk who had a bird's eye view of the game!

**GFX WIPE – SEA CREATURE**

**SEQ 17: PARROT RECAP – ‘LET’S SEE IT AGAIN!’ 20”**

**SQUAWK**

(SCRIPT TO BE WRITTEN POST RECORD)

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**SEQ 18: GAME TWO WIN 40"**

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GEM AND THE SWASHBUCKLERS ARE BACK AT THE  
TREASURE CHEST...

**GEM**

Great work gang! (Another/Our first) Jewel!  
You know the rule, send down a jewel.

SINKER UP IN HER LOOKOUT

**SINKER**

You can have the stupid Jewel, I've got plenty.....

SINKER THROWS THE JEWEL INTO THE CAGE AND IT ZIPS  
DOWN THE WIRE.

ONE OF THE SWASHBUCKLERS TAKES IT OUT

AND PLACES IT IN THE TREASURE CHEST WHERE IT GLOWS  
MAGICALLY.

THE AUDIENCE CHEER!

**SINKER**

Oh, I've had enough of this, I'm going below deck...

**SEQ 19: GAME TWO LOSE** **50"**

GEM AND THE SWASHBUCKLERS ARE BACK AT THE TREASURE CHEST.

**GEM**

That was a REALLY tough game Swashbucklers – but those Nasty pirates kept on trying to stop you from winning – you did do brilliantly though!

SINKER CALLS DOWN FROM HER LOOKOUT

**SINKER**

(GIRLY VOICE) Coo-eeee... (REMEMBERS HERSELF – PUTS ON A GRUFF VOICE) I mean, hey, you there!!

**GEM**

What do you want Sinker?

**SINKER**

To show there's no hard feelings I've got a special present for you Gem!

GEM IS SUSPICIOUS...

**GEM**

Ok....

SINKER SENDS DOWN THE CAGE TO GEM...

GEM OPENS THE CAGE AND PULLS OUT – WITH A START...

**SEQ 19: CONTINUED**

2.  
MS GEMMA

.....A PAIR OF WIND-UP CHATTERING TEETH!!

**GEM**

Oh, Sinker!

1.  
MS SINKER

**SINKER**

Ha ha! Pirate fool!

Oh, that was fun ... I think I'm getting into the spirit of Pirate Fools Day!

4.  
FULL GS INC. GEMMA

**GEM**

Well you and your crew will look like fools if we win all the jewels and one of you has to walk the plank into the ship's mess!

1.  
MS SINKER

**SINKER**

I don't think that's going to happen! Why don't you lot figure out how you're going to find the rest of the jewels – I'm off to my Captain's Quarters!

**SEQ 20: COOK, LINE & SINKER SKETCH 2'00"**

SINKER DESCENDS THE LADDER (TRIPS AND FALLS AS PER USUAL) INTO AN EMPTY CABIN. SHE LOOKS AROUND AND ENJOYS THE SILENCE.

**SINKER**

Eurgh? Who's let a stink bomb go off in here? That's a practical joke too far...! Oh – it's just that bucket of slop ... ooh, that's bad.

SHE PLACES A PIECE OF MATERIAL OVER IT TO COVER THE BUCKET.

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**SINKER**

At last – a bit of peace and quiet. No more Cook and Line playing those silly little tricks on me.

THE DOOR OPENS, REVEALING COOK & LINE SNIGGERING – THEY'RE OBVIOUSLY UP TO SOMETHING.

**SINKER**

I'll have a nice relax ... looking at this map ...

SINKER OPENS A MAP (or similar distraction) THAT MEANS HER BACK IS TO THE DOOR. QUIETLY, COOK ENTERS, TIPTOEING AND GOES TO SINKER'S TELESCOPE WHICH IS STANDING ON ITS END ON THE TABLE. HE RUBS A RAG ON THE EYE-PIECE AND CREEPS BACK TO THE OPEN DOOR. LOTS OF GIGGLES FROM COOK & LINE.

**SINKER**

Ah! This is nice! I'll just have a look through my telescope ... see if any ships have come to rescue us.

SHE PICKS UP THE TELESCOPE, PLACES IT TO HER EYE AND LOOKS OUT THE WINDOW WITH IT. SHE TURNS BACK, REVEALING A LARGE BLACK RING AROUND HER EYE.

BIG SNIGGERS – ONLY JUST UNDER CONTROL – COME FROM BEHIND THE DOOR. SINKER FREEZES SUSPICIOUSLY. DID SHE HEAR SOMETHING? SHE DECIDES SHE HASN'T AND CARRIES ON AS IF NOTHING HAS HAPPENED.

**SINKER**

I might just sit down and write some of my Captain's Log...

COOK & LINE SNIGGER SOME MORE.

ON THE TABLE IS AN OPEN BOOK, A PEN, AND A SMALL VASE WITH A SINGLE FLOWER IN IT. SINKERS MAKES A FLAMBOYANT GESTURE OF SITTING DOWN. AS SHE SITS – WHOOPEE CUSHION SFX.

BIG SNIGGERS FROM COOK & LINE. AUDIENCE LAUGHTER.

**SINKER (UNIMPRESSED)**

Whoopee cushion ... very funny.

SHE TOSSES THE CUSHION TO ONE SIDE, COMPOSES HERSELF AND CONTINUES. SHE PICKS UP THE PEN AND

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BEGINS TO WRITE. THE PEN DOESN'T WORK. SHE  
SCRIBBLES AND THEN IT DAWNS ON HER.

**SINKER**

Invisible ink ... of course ... why didn't I ...??

SNIGGERS FROM COOK & LINE.

SINKER COMPOSES HERSELF AND SEES THE VASE IN FRONT  
OF HER.

**SINKER**

Ah, that's a nice flower – haven't seen that before...?

SHE GOES TO SMELL IT AND WHEN SHE'S CLOSE IT SQUIRTS  
HER WITH WATER. THIS IS THE FINAL STRAW AND SHE LOSES  
IT AS COOK & LINE COLLAPSE THROUGH THE DOOR IN FITS  
OF LAUGHTER.

**SINKER**

Cook, Line! I suppose you think this is funny?

THEY LOOK AT EACH OTHER AND THEN BACK TO HER.

**COOK & LINE**

Yes! (LAUGH HYSTERICALLY)

SINKER HAS HAD ENOUGH. SHE LOOKS AROUND AND SEES  
(CLOSE-UP CAs) THE BUCKET OF SLOP AND THE OPEN DOOR  
THROUGH WHICH COOK AND LINE HAVE JUST COME. SHE  
HAS AN IDEA.

**SINKER**

Right you two. Stay in here and don't come out until I tell you to.  
OK?

SHE BUNDLES THEM INTO THE DOORWAY AND OFF SET. SHE  
THEN SETS TO WORK, WITH THE DOOR AJAR, SHE GETS THE  
BUCKET OF SLOP – RECOILING AT THE SMELL AS SHE TAKES  
THE MATERIAL COVERING OFF – AND LIFTS IT INTO POSITION  
ONTO THE DOOR. SHE PAUSES TO ADMIRE HER WORK AND  
MIMES OUT WHAT SHE'S EXPECTING TO HAPPEN – COOK &  
LINE TO OPEN THE DOOR, THE BUCKET TO FALL ON THEM!!

SHE READIES HERSELF, LOOKS TOWARDS THE DOOR  
EXPECTANTLY AND CALLS INNOCENTLY:

**SINKER (OVERLY PLEASANT VOICE)**

Oh Cook ... Line! You can come in now!

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COOK AND LINE DESCEND DOWN THE LADDER INTO THE CABIN. THEY'RE SERIOUS NOW. THEY DON'T APPEAR TO REALISE THEY'VE JUST AVOIDED A PRACTICAL JOKE.

**COOK & LINE**

Yes Captain sir ... I mean ma'am.

SINKER IS UTTERLY CONFUSED – DOUBLE/TRIPLE-TAKING BETWEEN THE DOOR AND THE LADDER. HOW DID THEY...??

SINKER WALKS OVER TO THE DOOR.

**SINKER**

Hang on a second. How did you get from here to there? You were supposed to...

SHE OPENS THE DOOR AND THE BUCKET LANDS ON HER.

COOK & LINE COLLAPSE IN FITS OF GIGGLES.

SINKER, STILL WITH BUCKET ON HER HEAD, SHAKES WITH ANGER.

AUDIENCE LAUGHTER

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**SEQ 21: SET UP SHIPWRECK RUMMAGE 40''**

**GEM**

Well Swashbuckler's, you've won XX Jewels so there are still XX to find! But before we play the final game to show that we're all together let's do the Swashbuckler salute one more time!

**GEM**

OK then... here goes, stand up if you're able! Eyepatch... Pirate hat... Swashbucklers cheer... Aharrrrgh! Come on Swashbucklers...

**EVERYBODY**

Eyepatch... Pirate hat... Swashbucklers cheer... Aharrrrgh!

**AUDIENCE CHEER**

SINKER ARRIVES IN HER LOOKOUT MOPPING HERSELF DOWN WITH A RAG AS IF CLEARING HERSELF UP FROM THE SKETCH SCENE.

**SINKER**

You won't be cheering for long, the final game is the trickiest yet!

SQUAWK SQUAWKS!

**GFX STING**

---

**SEQ 22: GENERIC - SHIP WRECK RUMMAGE RULES 20"**

**SQUAWK**

The aim of the game is to collect the rest of Gem's gems that have been hidden around the shipwreck.

All you have to do is use the map; because "X marks the spot" where each of the jewels can be found.

But be careful – Cook, Line and Captain Sinker have hidden the jewels well ... and they must ALL be in the chest before the time runs out!

WE SEE SINKER, COOK & LINE LEANING ON THE SHIP  
MENACINGLY!

**SQUAWK**

Good luck Swashbucklers!

---

**SEQ 23: INTRO TO SHIPWRECK RUMMAGE (MAP) 15''**

THERE'S A MAP NEXT TO THE TREASURE CHEST NOW  
INDICATING THE DIFFERENT PART OF THE SHIP AND THE  
(ROUGH) LOCATIONS OF THE REMAINING JEWELS...

**GEM**

OK m' arties – you've got three minutes to find all the jewels.  
(UNFURLS MAP FROM THE SET)

This map shows us where the jewels are hidden.

Why don't A & B go find THAT one... (POINTS ON MAP)

**GEM**

Ready to Play? Then Swashbucklers away!

---

SWASHBUCKLE SERIES ONE  
SHOW 11: JOLLY JOKERS DRAFT TWO

**SEQ 24: SHIPWRECK RUMMAGE GAMEPLAY**     **3'10"**

SINKER RINGS HER BELL AND THE GAME BEGINS...  
WE **MAY** HAVE PARROT COMMENTARY OVER THE ACTUAL  
GAME

GFX ON SCREEN SHOW HOW MUCH TIME IS LEFT/HAS  
ELAPSED

ACTUALITY THE FIRST PAIR FIND A JEWEL AND RETURN IT...

THEY RUN OUT OF THE SHIP AND PLACE IN THE CHEST  
WHERE IT GLOWS...

THEN THE SECOND PAIR GO IN AND LOOK ON THE FIRST  
DECK... ETC ETC...

THE FINAL JEWEL IS HIDDEN IN SINKER'S LOOKOUT.

THROUGHOUT THE GAME COOK AND LINE TRY TO PUT THE  
SWASHBUCKLERS OFF THE SCENT AND DISTRACT THEM,  
THROW BUCKETS OF BALLS OVER THEM ETC...

WHEN THE SWASHBUCKLERS FINALLY ARRIVE AT SINKERS  
LOOKOUT SINKER IS PETRIFIED OF THEM – JUMPS UP ON A  
BOX AND SCREAMS STAY AWAY STAY AWAY – LIKE SHE'S  
SEEN A MOUSE!

GEM AND THE OTHER SWASHBUCKLERS SHOUT HELP AND  
ADVICE GUIDING THEIR TEAM THROUGH THE SHIPWRECK.

SWASHBUCKLE SERIES ONE  
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**SQUAWK**

Thirty seconds left!...

Ten seconds left!!

THE GAME ENDS WHEN TIME RUNS OUT (SINKER RINGS THE  
BELL) OR ALL JEWELS FOUND.

---

SWASHBUCKLE SERIES ONE  
SHOW 11: JOLLY JOKERS DRAFT TWO

**SEQ 25: SHIPWRECK RUMMAGE RESULTS: 10"**

GEM GATHERS THE SWASHBUCKLERS TOGETHER AND  
CONGRATULATES THEM (REGARDLESS OF OUTCOME)

---

**SEQ 26: PARROT RECAP 'LET'S SEE IT AGAIN!' 20"**

**SQUAWK**

(SCRIPT TO BE WRITTEN POST RECORD)

---

**SEQ 27: SHIPWRECK RUMMAGE WIN 1'10"**

GEM WITH TEAM ON STUDIO FLOOR NEXT TO TREASURE CHEST

(MOVED TO BE IN FRONT OF THE SHIP/NEXT TO SLIDE) AND NOW FULL OF ALL FIVE JEWELS!!!)

**GEM**

Look at those jewels, twinkling away – well done Swashbucklers!  
Let's share the treasure.

GEM SHARES OUT THE JEWELS

**GEM**

One for you etc.... And one left for me....

CHEER

**POSSIBLE EXTRA SEQUENCE -**

**GEM**

**What a great adventure Squawk remind us how we got here....**

**PARROT RECAP 20"**

SWASHBUCKLE SERIES ONE  
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**GEM**

We've got all the Jewels so you know what that means (TO SINKER)  
one of you is going walk the plank into the Ship's mess!

SHOTS OF SHIP'S MESS

PIRATES LOOK NERVOUS – MOAN

**AUDIENCE**

Euuugghhhhh!

**GEM**

But who's it going to be?

Let's spin the wheel to see which of you naughty pirates will walk the  
plank!

COOK, LINE AND SINKER ARE STOOD IN A ROW LOOKING  
WARY...

GEM INVITES ONE OF THE SWASHBUCKLERS TO SPIN A SHIP'S  
WHEEL TO DECIDE WHICH PIRATE WALKS THE PLANK...

THE WHEEL SPINS.....

**SINKER**

Please not me... please not me... please not me!!!

THE WHEEL STOPS.....



SWASHBUCKLE SERIES ONE  
SHOW 11: JOLLY JOKERS DRAFT TWO

**GEM**

It's Sinker/Cook/Line!!!

AD LIB AS THE AUDIENCE BOO THE PIRATE SHEEPISHLY  
WALKS TO THE PLANK...

**GEM/AUDIENCE/SWASHBUCKLERS**

Walk the plank! Walk the plank!

COOK AND/OR LINE (IF THEY'RE NOT WALKING THE PLANK)  
GET CARRIED AWAY AND START CHANTING EXCITEDLY TOO...

**COOK/LINE**

Walk the plank!! Walk the plank!!

THE PIRATE WALKS ALONG THE PLANK AND AFTER MUCH  
DELIBERATION DIVES IN THE MESS...

SPLOSH!!!!!!

THE AUDIENCE/SWASHBUCKLERS CHEER

MOMENTS LATER THE PIRATE EMERGES LOOKING DAZED  
AND MESSY!

**GEM**

Well done Swashbucklers – it's always fun to see those pirates get  
good and gloopy!!! See you next time on Swashbuckle!!

GEM AND SWASHBUCKLERS WAVE GOODBYE

**SEQ 28: SHIPWRECK RUMMAGE LOSE 1'10"**

GEM AND SWASHBUCKLERS ARE BY THE TREASURE CHEST  
WHICH IS SHOWING THE JEWELS THEY HAVE WON (IF ANY)...

**GEM**

Well done Swashbucklers – you found XXX jewels!

GEM CLOSES THE TREASURE CHEST LID.

Have you had fun?

AD LIB CHAT WITH THE SWASHBUCKLERS AND GEM

**GEM**

Let's give the brave Swashbucklers a cheer!

SWASHBUCKLE SERIES ONE  
SHOW 11: JOLLY JOKERS DRAFT TWO

**SEQ 28: CONTINUED**

2.  
MS GEMMA, OPEN OUT TO  
REVEAL SINKER

SINKER WALKS OVER TO GEM AND THE SWASHBUCKLERS...

3.  
AUDIENCE

THE AUDIENCE BOOS!!!

5.  
FULL GS, Z/O TO INC. COOK &  
LINE

BEHIND SINKER COOK & LINE ENTER...

1.  
MS SINKER

**SINKER**

Ha – you didn't win all the jewels and that means none of us pirates have to walk the plank!

2.  
MS GEMMA

**GEM**

We tried our best, and found XX of my jewels, and that's an effort to be proud of!

1.  
MS SINKER

**SINKER**

Well after all the practical jokes today, look who's got the last laugh! I can take a joke as well as anyone you see, but there's nothing as funny as winning ...

5.  
3S C/L/S

COOK & LINE HAVE NOTICED A CRAB/OCTOPUS (a prop puppeteered – or a GFX creature) SLOWLY APPROACHING SINKER – EITHER UP HER BACK OR CLOSE TO HER FEET. THEY BEGIN TO LOOK A BIT CONCERNED AND TRY TO GET HER ATTENTION.

**COOK**

Er, Captain Sinker sir...

**LINE**

We mean ma'am.

SWASHBUCKLE SERIES ONE  
SHOW 11: JOLLY JOKERS DRAFT TWO

1.  
MS SINKER

**SINKER**

What?

5.  
3S C/L/S

**COOK**

There's a lob... lobst ...

**LINE**

CRAB – crawling up your back/about to bite your toe.

1.  
MS SINKER

**SINKER**

Oh come on, after all your jokes today, you expect me to fall for that do you? The old “there's a xx about to xxx” gag??

(BEAT PAUSE)

2.  
MS GEMMA

**GEM**

No, there really is.

1.  
MS SINKER

SINKER LOOKS. BEAT PAUSE. AND THEN RUNS OFF – FOLLOWED QUICKLY BY COOK & LINE WHO ARE VERY APOLOGETIC AND TRYING TO SORT IT OUT.

5.  
3S C/L/S

3.  
AUDIENCE

AUDIENCE LAUGH.

4.  
MS GEMMA INC. TEAM

**GEM**

Oh dear – poor Captain Sinker! Serves her right I suppose! See you all next time on Swashbuckle!!!

GEM AND THE SWASHBUCKLERS WAVE GOODBYE!

**SEQ 29: HIGHLIGHTS PACKAGE** **15”**

**SEQ 30: END CREDITS** **20”**