

FUZIWINK MASTER LAYOUT

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FOR PRODUCTION STAFF and ACTORS:

Overview:

Fuziwink is **told through four time periods**. Sometimes these occur independently, sometimes as flashbacks on different areas of the stage, and other times the flashback occurs in the active action area itself. Sometimes there is action in both the present and flashback areas. At one point in ACT 2, three time frames are active in the same area.

It is not as complex as might first appear:

Usually it is written so that there is no movement or dialog in the main story part of the stage when a flashback occurs. When there is concurrent action, it is usually in the form of a character singing along with music from the past.

How is the drama organized?

In the current iteration, a **story teller framework** opens the show placing a narrator at the helm. This recount occurs 20 yrs after the story happened. As the narrator recounts, live action opens elsewhere on the stage following **Fuziwink as an old man**. This is where the majority of the drama occurs. In fact, the narrator is seldom returned to once the old man Fuziwink appears - once begun this time frame is dominant and the narrator only returns at the end. **The main story is chronologic.**

How are FLASHBACKS organized?

Only two points in the character's life are revisited:

- 1) as a 13 yr. old at Elderberry
- 2) as a 20 yr. old at the time of marriage and call to war

The flashbacks are NOT chronologic to represent the seeping back of memories after repression - the least threatening first.

Non-chronologic introduction to understanding script flow:

Again, not as complex as might appear. Character development and epiphany **ONLY HAPPEN** in the main body of the work. The characterization is minimal in flashbacks and mainly to serve exposition and serve character development in the old man. First read throughs need not be overly concerned with interpretation based on some supposed development in these time frames.

However, to aid assimilation of story line **CHRONOLOGICALLY** for production staff and actors alike, this document will lay out the FLASHBACK story lines in first to last order.

EACH OF THE 4 TIME FRAMES OF THE PLAY IS GIVEN A LETTER: A, B, C, D

In the scene index, a heading is inserted "Chronology". The Letter designates the time frame (which is obvious in the script), but more importantly a **NUMBER** following it. **THE NUMBER DESIGNATES WHAT SCENE NUMBER IT WOULD BE WITHIN THAT TIME FRAME IF IT WAS PRESENTED CHRONOLOGICALLY.**

Therefore, team members desiring to know the actual flow for story assimilation in the beginning phase will have a way to easily reference.

After this index, you'll find a simple listing of the story line within the flashback time frame to better understand how the plot is moving.

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FLASHBACKS

TEXTUAL DESCRIPTION OF STORY LINE CHRONOLOGICALLY

also see pg 7 (and 8) this document

Based on version:

FUZIWINK SCRIPT __D11R4 __ 2-7-17

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NOTE: The story teller NARRATION FRAMEWORK (Group D), and main body story following of OLD FUZIWINK (Group C), run chronologically in the script.

FLASHBACKS group A: David and Darla at 13 yrs. Old

David Fuziwink is a 13 yr. old at the Elderberry orphanage where he has been raised since age 8. The first we see of him, he is trying to escape an open window, cornered by a policeman and reeled in by his caretaker Ms. Carol. Carol teaches him, and his wheelchair bound best friend Darla (who he later weds), the song WORK FIRST. David becomes increasingly devoted to her, so much so, that upon the end of the rainy season, when Carol offers to take the children on a rare and coveted excursion to the park in town, David stays behind with Darla to play board games. His developing character and devotion is further evidenced by his focus upon fixing her squeaky wheel apparently oblivious to a raucous taunting of another child. David brings that child to Darla and gets the two to play catch while he returns to his repair of her mobility. Carol, determined to help Darla free herself from the wheelchair during convalescence, inspires her with words and the song SOMETIMES WE MUST CLIMB - getting her to use her arms and a broom to assist her weak legs. David cheers her on and when she is successful, she raises her arms overhead in victory.

In the final scene from this time frame, David and Darla are seen together in the promised land of the park she's finally made it to, and they sit together chewing grass upon her lead.

Script page #		
46	a1	David trying to escape Elderberry
63	a2	CAROL teaching DAVID, DARLA, and CHILDREN "WORK FIRST" (partial song version)
37	a3	After rain Elderberry kids going to park - DAVID stays with 13 YR. Old Darla to play board games
23	a4	13Yr. OLD DAVID watches as CAROL coax girl (DARLA) out of wheelchair "SOMETIMES WE MUST CLIMB"
24	a5	Audience can see wheelchair girl's face = DARLA as child
43	a6** / (C07 pg 42)	David gets teased boy to play catch w/ Darla in chair // 2nd concurrent action = eating grass w/ Darla who's finally made it to park

FLASHBACKS group B: David and Darla at 13 yrs. Old

David & Darla grow up together at Elderberry robbed of the dream of family. When they are of age to create one themselves, they marry after David proposes to her in the town square. We get a taste of their relationship during dialog and the song TEASING-PLEASING. Christmas is rapidly approaching after marriage and the couple is seen buying a wreath in the town square. It is a circular symbol of infinity like their rings. As a furtherance of teasing-pleasing, they are seen chasing one and other with the wreath giving and withholding. A draft lottery is held later in that same square where they learn the terrible news that David's number has come up.

In an important scene by their newly trimmed tree on their first Christmas shortly after marriage, on the heels of his call to service, he presents her with a gift - a doll she has always wanted and they cannot afford. He avows it is not frivolous - but a practice piece, a place holder for their actual child and real family they will create upon his return from war. She sees him off at the train station amid a celebration of towns people decorating the square. She leaves the station and is lost - so she goes to a place of solace - the park. There she vows that he will feel her though he cannot hear her. Back at their tree alone, she holds the box and senses something - it is at the moment that due to his honor to a fallen friend, he takes a bullet. In a cruel twist of fate he survives and is going home only to arrive at the station to news it is her who has succumb to a recurrence of illness. Crushed, he leaves the station amid an armistice celebration. A consummate survivor, he suppresses his memories of her, throwing out the good with the bad to remain 'alive'.

Script page #		
26	b01 part2 (see pg 25)	Kiss after marriage proposal
29	b02	Lovers 20 YR. OLD David and Darla "TEASING-PLEASING"
38	b03	20 YR. OLD DAVID & DARLA chasing around with wreath
34	b04 / (w/ end C04)	Draft Lottery "WOULDN'T BE COULDN'T BE" con't // Fuzi tries key become RICH
26	b05	Newlyweds at first Christmas Tree (later finished p79 in culmination to FUZI'S lost life
79	b06	replay of b03 + additional material PINK BOX contents - doll scene in current action / GRANT SPEAKS
7	b07 (see pg 60 B08)	going to war at train station "HOLIDAY SEASON IS UPON"
60	C14 / b08	FUZI went go into station w/ GRANT - gate w/ cane - "MENDE HEARTS" // 20 yr. Dave-Darla sing just after departing on train
8	b09	after train station goodbye cradling pink box
14	b10	Pink box first Christmas Darla, concurrently at war Dave"AN ANGEL INSIDE EVERY MAN"
9	b11	at war
14	b12 (see pg 76 B13)	war song & shot "AN ANGEL INSIDE EVERY MAN" con't
76	C20 / b13	TRAIN STATION REVEAL while OLD FUZI watches "NOW THAT ITS OVER"
71	b14	Just after TRAIN STATION FINAL REVEAL DARLA has died - walking down stairs Flashback Armistice"TROUBLES BE GONE"

LEGEND

THE SCENE INDEX is generated from standard script writing software - for these purposes, I've added a few elements you may not be familiar with.

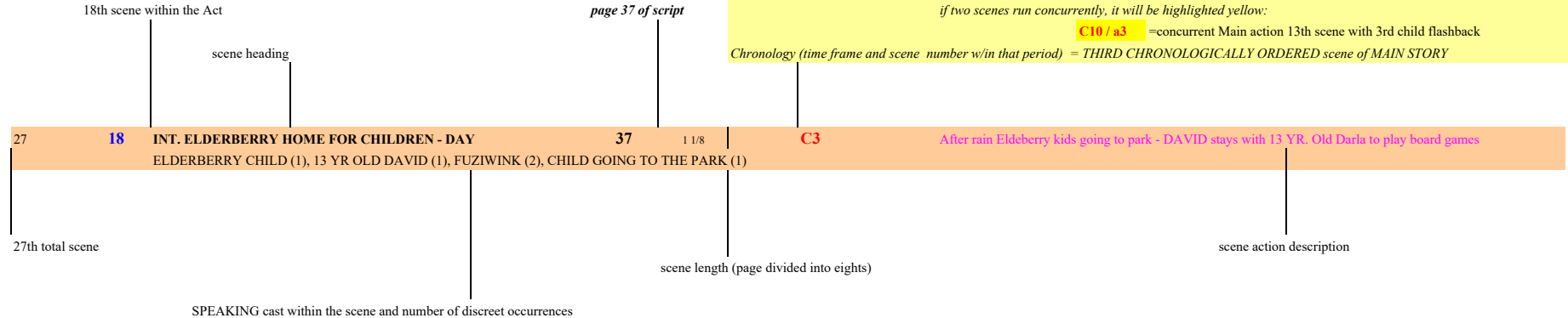
LEGEND OF MASTER LAYOUT

- A** 13 Yr. Old David & Darla Elderberry Orphanage
- B** 20 Yr. Old David & Darla Marriage age and going to war
- C** Old man FUZI = **MAIN STORY**
- D** Storyteller - Grant and Camille (middle aged)

if two scenes run concurrently, it will be highlighted yellow:

C10 / a3 =concurrent Main action 13th scene with 3rd child flashback

Chronology (time frame and scene number w/in that period) = THIRD CHRONOLOGICALLY ORDERED scene of MAIN STORY



SEE LAST PAGE OF THIS DOCUMENT FOR DETAILED CHRONOLOGY

EXCERPT OF SCENE INDEX

9	9	INT. ELDERBERRY HOME FOR CHILDREN - NIGHT FUZIWINK (2)	23	1 1/8	a4	13Yr. OLD DAVID watches as CAROL coax girl (DARLA) out of wheelchair " SOMETIMES WE MUST CLIMB "
10	10	INT. ELDERBERRY HOME FOR CHILDREN - NIGHT FUZIWINK (1)	24	4/8	a5	Audience can see wheelchair girl's face = DARLA as child
11	11	EXT. TOWN SQUARE - DAY	24	1 4/8	C02 / b01 part1	Proposing marriage (no dialog) as OLD FUZI in dark attic

FUZIWINK MASTER LAYOUT

Based on version:
FUZIWINK SCRIPT __D11R4__ 2-7-17
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scene
total

<u>Scene #</u>	<u>SCENE HEADING</u>	<u>PAGE #</u>	<u>LENGTH</u>	<u>see legend pg 4 CHRONOLOGY</u>	<u>Description</u>
ACT I					
1	1 INT. BOOK STORE - TWILIGHT GRANT (14), CAMILLE (10), BOOKSTORE FATHER (5), BOOKSTORE MOTHER (4), CHILDREN (1), SOLE CHILD PERUSER (1), BUS DRIVER (4), BOOKSTORE CHILD (1), OTHER CHILDREN (1), BUS PASSENGER (1), BUS PASSENGER 1 (2), BUS PASSENGER 2 (1)	1	6 5/8	D1	Set-up framework for narration
2	2 EXT. TOWN SQUARE - DAY DARLA (1), 20 YR. OLD FUZIWINK (1)	7	1	b07 (see pg 60 B08)	going to war at train station " HOLIDAY SEASON IS UPON "
3	3 INT. FUZIWINK'S AND DARLA'S MARRIAGE HOME - DAY DARLA (2)	8	1	b09	after train station goodbye cradling pink box
4	4 INT. BURNED OUT BUILDING - NIGHT SOLDIER (3), 20 YR. OLD FUZIWINK (18), FALLEN SOLDIER (12)	9	5	b11	at war
5	5 INT. FUZIWINK'S AND DARLA'S MARRIAGE HOME - DAY DARLA (1)	14	4/8	b10	Pink box first Christmas Darla, concurrently at war Dave " AN ANGEL INSIDE EVERY MAN "
6	6 INT. BURNED OUT BUILDING - NIGHT 20 YR. OLD DAVID (singing)	14	5/8	b12 (see pg 76 B13)	war song & shot " AN ANGEL INSIDE EVERY MAN " con't OMITTED ACTION p15
7	7 INT. FUZIWINK'S SHACK - NIGHT FUZIWINK (1)	15	7/8	C01	FUZI is an old man - he hears <i>WREATH SONG</i> and it makes him sing " OLD MAN CAN "
8	8 INT. BOOKSTORE - TWILIGHT GRANT (10), BOOKSTORE MOTHER (3), BUS PASSENGER 2 (1), BUS DRIVER (2), BOOKSTORE FATHER (1), CAMILLE (3), BUS PASSENGER 1 (1), FUZIWINK (12), MS. CAROL (1), FUZIWINK AND MS. CAROL (1)	16	7 3/8	D2	revisit books store - what happened to Fuzi - he made it back? / how changed? // Bell Scene
9	9 INT. ELDERBERRY HOME FOR CHILDREN - NIGHT FUZIWINK (2)	23	1 1/8	a4	13Yr. OLD DAVID watches as CAROL coax girl (DARLA) out of wheelchair " SOMETIMES WE MUST CLIMB "
10	10 INT. ELDERBERRY HOME FOR CHILDREN - NIGHT FUZIWINK (1)	24	4/8	a5	Audience can see wheelchair girl's face = DARLA as child
11	11 EXT. TOWN SQUARE - DAY FUZIWINK (4)	24	1 4/8	C02 / b01 part1	Proposing marriage (no dialog) as OLD FUZI in dark attic
12	12 EXT. TOWN SQUARE - DAY no dialog	26	2/8	b01 part2 (see pg 25)	Kiss after marriage proposal
13	13 INT. FUZIWINK'S SHACK - MORNING FUZIWINK (1)	26	3/8	C03	Delivery man brings KEY
14	14 INT. FUZIWINK'S AND DARLA'S MARRIAGE HOME - NIGHT DARLA (19), 20 YR. OLD FUZIWINK (18), FUZIWINK (2), DELIVERY PERSON (11)	26	3 2/8	b05	Newlyweds at first Christmas Tree (later finished p79 in culmination to FUZI'S lost life)
15	15 EXT. TOWN SQUARE - DAY DARLA (19), 20 YR. OLD FUZIWINK (18), FUZIWINK (2)	29	3 7/8	b02	Lovers 20 YR. OLD David and Darla " TEASING-PLEASING "

16	16	INT. FUZIWINK'S SHACK - MORNING FUZIWINK (1)	33	6/8	C04	Fuzi angry - finds keyhole - begins song "WOULDN'T BE COULDN'T BE"
17	17	EXT. TOWN SQUARE - DAY FUZIWINK (2), GRANT (1)	34	1 1/8	b04 / (w/ end C04)	Draft Lottery "WOULDN'T BE COULDN'T BE" con't // Fuzi tries key become RICH
18	18	EXT. TOWN MARKET - DAY FUZIWINK (2)	35	1 2/8	C05	FUZI cashes in diamonds and shops "MAN OF MEANS"
		(POSSIBLE BREAK POINT FOR ACT 2 NOW ON PAGE 48 ...)	36	1/8	x	script note
19	19	EXT. HOTEL - MORNING FUZIWINK (1), CHILD GOING TO THE PARK (1)	36	6/8	C06	Morning after getting rich - Monopoly guy kids going to park
20	20	INT. ELDERBERRY HOME FOR CHILDREN - DAY ELDERBERRY CHILD (1), 13 YR OLD DAVID (1), FUZIWINK (2), CHILD GOING TO THE PARK (1)	37	1 1/8	a3	After rain Eldeberry kids going to park - DAVID stays with 13 YR. Old Darla to play board games
21	21	EXT. PARK - DAY FUZIWINK (1)	38	4/8	C06	FUZI tries to connect with himself in the park after still being empty after showering himself w/ gifts
22	22	EXT. TOWN SQUARE - DAY FUZIWINK (13)	38	3 5/8	b03	20 YR. OLD DAVID & DARLA chasing around with wreath
23	23	EXT. PARK - DAY FUZIWINK (2)	42	1	C07 / (a6 p43)	FUZI monologue "What kind of man forgets his wife
24	24	INT. ELDERBERRY - DAY DARLA (6), FUZIWINK (3)	43	2 6/8	a6** / (C07 pg 42)	David gets teased boy to play catch w/ Darla in chair // 2nd concurrent action = eating grass w/ Darla who's finally made it to park
25	25	INT. ELDERBERRY HOME FOR CHILDREN - DAY POLICEMAN (1)	46	5/8	C08	enter homeless boy GRANT - trapped by policeman - escapes
26	26	INT. ELDERBERRY HOME FOR CHILDREN - DAY MS. CAROL (1), POLICEMAN (5), DAVID - CHILD FUZIWINK (1), WOMAN IN THE PARK (1)	46	1 3/8	a1	David trying to escape Elderberry

act2	act2	ACT II
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1	27	EXT. PARK - DUSK FUZIWINK (16), MS. CAROL (1)	48	4 6/8	C09	setting table for GRANT - "WREATH SONG"
2	28	INT. HOTEL - NIGHT FUZIWINK (2), FRONT DESK WORKER (2), BELL BOY (1)	52	6/8	C10	Grant smelly 'animal' in bag so Fuzi refused hotel
3	29	INT. FUZIWINK'S SHACK - NIGHT FUZIWINK (13), (1)	53	3	C11	GRANT'S Scar revealed at FUZI'S Shack
4	30	EXT. TAILOR SHOP - MORNING FUZIWINK (22)	56	2 3/8	C12	Grant gets new clothes
5	31	EXT. TRAIN PLATFORM - DAY FUZIWINK (8)	58	1 6/8	C13	GRANT & FUZI at Train gate - FUZI Won't go in
6	32	EXT. TRAIN PLATFORM - DAY no dialog	60	5/8	C14 / b08	FUZI wont go into station w/ GRANT - gate w/ cane - "MENDEED HEARTS" // 20 yr. Dave-Darla sing just after departing on train

7	33	EXT. PARK - DAY FUZIWINK (6)	61	1 7/8	C15	GRANT gives cane away
8	34	INT. ELDERBERRY HOME FOR CHILDREN - DAY CAROL + ENSEMBLE (singing)	63	2/8	a2	CAROL teaching DAVID, DARLA, and CHILDREN " WORK FIRST " (partial song version)
9	35	EXT. TOWN MARKET - DAY no dialog	63	2/8	C16	FUZI recruits homeless to help take toys to Elderberry while " WORK FIRST " is playing
10	36	INT. ELDERBERRY HOME FOR CHILDREN - DAY MS. MCKEELS (10), FUZIWINK (15), MS. ANNA BRANYON (3), THE CHILDREN (1)	63	4 4/8	C17	At ELDERBERRY: Introducing McKEELS, ANNA, CAMILLE
11	37	EXT. TOWN MARKET - NIGHT final FUZIWINK (12), MS. ANNA BRANYON (2), LEADER OF RUNNING CHILDREN (7)	68	3 5/8	C18	Back to town for 'real' gifts for Elderberry - FUZI sends them off and has post train st. reveal armistice kids tugging him
12	38	EXT. TRAIN STATION STEPS - DAY LEADER OF FLASHBACK RUNNING TEENS (2)	71	1 1/8	b14	Just after TRAIN STATION FINAL REVEAL DARLA has died - walking down stairs Flashback Armistice!" TROUBLES BE GONE "
13	39	EXT. TOWNS SQUARE BENCH ACROSS FROM TRAIN STEPS... FUZIWINK (18), MS. ANNA BRANYON (1)	72	3 7/8	C19	FUZI can't go up hill - GRANT won't speak - up stairs to TRAIN STATION for REVEAL
14	40	EXT. TRAIN STATION - DAY MILITARY OFFICER EDWARDS (6), BOTH FUZIWINKS' CONCURRENTLY (1), FUZIWINK (7), 20 YR. OLD FUZIWINK (1), POOR GIRL WITH COUPLE (1)	76	3 4/8	C20 / b13	TRAIN STATION REVEAL while OLD FUZI watches " NOW THAT ITS OVER "
15	41	INT. FUZIWINK'S AND DARLA'S MARRIAGE HOME - CHR... DARLA (11), 20 YR. OLD FUZIWINK (9), FUZIWINK (5), BOY (3) = GRANT (1)	79	4 3/8	b06	replay of b03 + additional material PINK BOX contents - doll scene in current action / GRANT SPEAKS
16	42	INT. ELDERBERRY HOME FOR CHILDREN - NIGHT MS. ANNA BRANYON (3), MS. MCKEELS (2), FUZIWINK (2), GRANT (1)	84	1 6/8	C21	FUZI & GRANT return
17	43	INT. ELDERBERRY HOME FOR CHILDREN - NIGHT FUZIWINK (11), MS. ANNA BRANYON (3), ELDERBERRY CHILD (1), GRANT (4), DARLA (2)	85	3 6/8	C22	GRANT sings work first " WORK FIRST " / Scars revealed GRANT & CAMILLE sing " MARK UPON "
18	44	INT. BOOK STORE - NIGHT BUS PASSENGER 2 (1), BOOKSTORE FATHER (2), BOOKSTORE MOTHER (2), GRANT (5), BUS PASSENGER 1 (2), CAMILLE (4), BUS MECHANIC 1 (1), BUS DRIVER (2), BUS MECHANIC 2 (2), PETEY (1), PATRONS (1)	89	3	D3	denouement - "Petey"

SCENES in CHRONOLOGIC ORDER

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FUZIWINK SCRIPT __D11R4__ 2-7-17
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scene
total

	<u>Scene #</u>	SCENE HEADING	PAGE #	LENGTH	<u>see legend pg 4</u> <u>CHRONOLOGY</u>	<u>Description</u>
26	26	INT. ELDERBERRY HOME FOR CHILDREN - DAY	46	1 3/8	a1	David trying to escape Elderberry
8	34	INT. ELDERBERRY HOME FOR CHILDREN - DAY	63	2/8	a2	CAROL teaching DAVID, DARLA, and CHILDREN "WORK FIRST" (partial song version)
20	20	INT. ELDERBERRY HOME FOR CHILDREN - DAY	37	1 1/8	a3	After rain Eldeberry kids going to park - DAVID stays with 13 YR. Old Darla to play board games
9	9	INT. ELDERBERRY HOME FOR CHILDREN - NIGHT	23	1 1/8	a4	13Yr. OLD DAVID watches as CAROL coax girl (DARLA) out of wheelchair "SOMETIMES WE MUST CLIMB"
10	10	INT. ELDERBERRY HOME FOR CHILDREN - NIGHT	24	4/8	a5	Audience can see wheelchair girl's face = DARLA as child
24	24	INT. ELDERBERRY - DAY	43	2 6/8	a6** / (C07 pg 42)	David gets teased boy to play catch w/ Darla in chair // 2nd concurrent action = eating grass w/ Darla who's finally made it to park
12	12	EXT. TOWN SQUARE - DAY	26	2/8	b01 part2 (see pg 25)	Kiss after marriage proposal
15	15	EXT. TOWN SQUARE - DAY	29	3 7/8	b02	Lovers 20 YR. OLD David and Darla "TEASING-PLEASING"
22	22	EXT. TOWN SQUARE - DAY	38	3 5/8	b03	20 YR. OLD DAVID & DARLA chasing around with wreath
17	17	EXT. TOWN SQUARE - DAY	34	1 1/8	b04 / (w/ end C04)	Draft Lottery "WOULDN'T BE COULDN'T BE" con't // Fuzi tries key become RICH
14	14	INT. FUZIWINK'S AND DARLA'S MARRIAGE HOME - NIGHT	26	3 2/8	b05	Newlyweds at first Christmas Tree (later finished p79 in culmination to FUZI'S lost life
15	41	INT. FUZIWINK'S AND DARLA'S MARRIAGE HOME - CHR...	79	4 3/8	b06	replay of b03 + additional material PINK BOX contents - doll scene in current action / GRANT SPEAKS
2	2	EXT. TOWN SQUARE - DAY	7	1	b07 (see pg 60 B08)	going to war at train station "HOLIDAY SEASON IS UPON"
3	3	INT. FUZIWINK'S AND DARLA'S MARRIAGE HOME - DAY	8	1	b09	after train station goodbye cradling pink box
5	5	INT. FUZIWINK'S AND DARLA'S MARRIAGE HOME - DAY	14	4/8	b10	Pink box first Christmas Darla, concurrently at war Dave "AN ANGEL INSIDE EVERY MAN"
4	4	INT. BURNED OUT BUILDING - NIGHT	9	5	b11	at war
6	6	INT. BURNED OUT BUILDING - NIGHT	14	5/8	b12 (see pg 76 B13)	war song & shot "AN ANGEL INSIDE EVERY MAN" con't
12	38	EXT. TRAIN STATION STEPS - DAY	71	1 1/8	b14	Just after TRAIN STATION FINAL REVEAL DARLA has died - walking down stairs Flashback Armistice "TROUBLES BE GONE"
7	7	INT. FUZIWINK'S SHACK - NIGHT	15	7/8	C01	FUZI is an old man - he hears WREATH SONG and it makes him sing "OLD MAN CAN"
11	11	EXT. TOWN SQUARE - DAY	24	1 4/8	C02 / b01 part1	Proposing marriage (no dialog) as OLD FUZI in dark attic
13	13	INT. FUZIWINK'S SHACK - MORNING	26	3/8	C03	Delivery man brings KEY
16	16	INT. FUZIWINK'S SHACK - MORNING	33	6/8	C04	Fuzi angry - finds keyhole - begins song "WOULDN'T BE COULDN'T BE"
18	18	EXT. TOWN MARKET - DAY	35	1 2/8	C05	FUZI cashes in diamonds and shops "MAN OF MEANS"
19	19	EXT. HOTEL - MORNING	36	6/8	C06	Morning after getting rich - Monopoly guy kids going to park
21	21	EXT. PARK - DAY	38	4/8	C06	FUZI tries to connect with himself in the park after still being empty after showering himself w/ gifts
23	23	EXT. PARK - DAY	42	1	C07 / (a6 p43)	FUZI monologue "What kind of man forgets his wife
25	25	INT. ELDERBERRY HOME FOR CHILDREN - DAY	46	5/8	C08	enter homeless boy GRANT - trapped by policeman - escapes
1	27	EXT. PARK - DUSK	48	4 6/8	C09	setting table for GRANT - "WREATH SONG"
2	28	INT. HOTEL - NIGHT	52	6/8	C10	Grant smelly 'animal' in bag so Fuzi refused hotel
3	29	INT. FUZIWINK'S SHACK - NIGHT	53	3	C11	GRANT'S Scar revealed at FUZI'S Shack
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7	33	EXT. PARK - DAY	61	1 7/8	C15	GRANT gives cane away
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10	36	INT. ELDERBERRY HOME FOR CHILDREN - DAY	63	4 4/8	C17	At ELDERBERRY: Introducing McKEELS, ANNA, CAMILLE
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16	42	INT. ELDERBERRY HOME FOR CHILDREN - NIGHT	84	1 6/8	C21	FUZI & GRANT return
17	43	INT. ELDERBERRY HOME FOR CHILDREN - NIGHT	85	3 6/8	C22	GRANT sings work first "WORK FIRST" / Scars revealed GRANT & CAMILLE sing "MARK UPON"
1	1	INT. BOOK STORE - TWILIGHT	1	6 5/8	D1	Set-up framework for narration
8	8	INT. BOOKSTORE - TWILIGHT	16	7 3/8	D2	revisit books store - what happened to Fuzi - he made it back? / how changed? // Bell Scene
18	44	INT. BOOK STORE - NIGHT	89	3	D3	denouement - "Petey"

SCENES by SCRIPT ORDER

Based on version:
FUZIWINK SCRIPT __D11R4__ 2-7-17
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scene
total

	<u>Scene #</u>	SCENE HEADING	PAGE #	LENGTH	<u>see legend pg 4</u> <u>CHRONOLOGY</u>	<u>Description</u>
1	1	INT. BOOK STORE - TWILIGHT	1	6:5/8	D1	Set-up framework for narration
2	2	EXT. TOWN SQUARE - DAY	7	1	b07 (see pg 60 B08)	going to war at train station " HOLIDAY SEASON IS UPON "
3	3	INT. FUZIWINK'S AND DARLA'S MARRIAGE HOME - DAY	8	1	b09	after train station goodbye cradling pink box
4	4	INT. BURNED OUT BUILDING - NIGHT	9	5	b11	at war
5	5	INT. FUZIWINK'S AND DARLA'S MARRIAGE HOME - DAY	14	4/8	b10	Pink box first Christmas Darla, concurrently at war Dave " AN ANGEL INSIDE EVERY MAN "
6	6	INT. BURNED OUT BUILDING - NIGHT	14	5/8	b12 (see pg 76 B13)	war song & shot " AN ANGEL INSIDE EVERY MAN " con't
7	7	INT. FUZIWINK'S SHACK - NIGHT	15	7/8	C01	FUZI is an old man - he hears <i>WREATH SONG</i> and it makes him sing " OLD MAN CAN "
8	8	INT. BOOKSTORE - TWILIGHT	16	7:3/8	D2	revisit books store - what happened to Fuzi - he made it back? / how changed? // Bell Scene
9	9	INT. ELDERBERRY HOME FOR CHILDREN - NIGHT	23	1:1/8	a4	13Yr. OLD DAVID watches as CAROL coax girl (DARLA) out of wheelchair " SOMETIMES WE MUST CLIMB "
10	10	INT. ELDERBERRY HOME FOR CHILDREN - NIGHT	24	4/8	a5	Audience can see wheelchair girl's face = DARLA as child
11	11	EXT. TOWN SQUARE - DAY	24	14/8	C02 / b01 part1	Proposing marriage (no dialog) as OLD FUZI in dark attic
12	12	EXT. TOWN SQUARE - DAY	26	2/8	b01 part2 (see pg 25)	Kiss after marriage proposal
14	14	INT. FUZIWINK'S AND DARLA'S MARRIAGE HOME - NIGHT	26	3:2/8	b05	Newlyweds at first Christmas Tree (later finished p79 in culmination to FUZI'S lost life
13	13	INT. FUZIWINK'S SHACK - MORNING	26	3/8	C03	Delivery man brings KEY
15	15	EXT. TOWN SQUARE - DAY	29	3:7/8	b02	Lovers 20 YR. OLD David and Darla " TEASING-PLEASING "
16	16	INT. FUZIWINK'S SHACK - MORNING	33	6/8	C04	Fuzi angry - finds keyhole - begins song " WOULDN'T BE COULDN'T BE "
17	17	EXT. TOWN SQUARE - DAY	34	1:1/8	b04 / (w/ end C04)	Draft Lottery " WOULDN'T BE COULDN'T BE " con't // Fuzi tries key become RICH
18	18	EXT. TOWN MARKET - DAY	35	1:2/8	C05	FUZI cashes in diamonds and shops " MAN OF MEANS "
19	19	EXT. HOTEL - MORNING	36	6/8	C06	Morning after getting rich - Monopoly guy kids going to park
20	20	INT. ELDERBERRY HOME FOR CHILDREN - DAY	37	1:1/8	a3	After rain Eldeberry kids going to park - DAVID stays with 13 YR. Old Darla to play board games
22	22	EXT. TOWN SQUARE - DAY	38	3:5/8	b03	20 YR. OLD DAVID & DARLA chasing around with wreath
21	21	EXT. PARK - DAY	38	4/8	C06	FUZI tries to connect with himself in the park after still being empty after showering himself w/ gifts
23	23	EXT. PARK - DAY	42	1	C07 / (a6 p43)	FUZI monologue "What kind of man forgets his wife
24	24	INT. ELDERBERRY - DAY	43	2:6/8	a6** / (C07 pg 42)	David gets teased boy to play catch w/ Darla in chair // 2nd concurrent action = eating grass w/ Darla who's finally made it to park
26	26	INT. ELDERBERRY HOME FOR CHILDREN - DAY	46	1:3/8	a1	David trying to escape Elderberry
25	25	INT. ELDERBERRY HOME FOR CHILDREN - DAY	46	5/8	C08	enter homeless boy GRANT - trapped by policeman - escapes
1	27	EXT. PARK - DUSK	48	4:6/8	C09	setting table for GRANT - " WREATH SONG "
2	28	INT. HOTEL - NIGHT	52	6/8	C10	Grant smelly 'animal' in bag so Fuzi refused hotel
3	29	INT. FUZIWINK'S SHACK - NIGHT	53	3	C11	GRANT'S Scar revealed at FUZI'S Shack
4	30	EXT. TAILOR SHOP - MORNING	56	2:3/8	C12	Grant gets new clothes
5	31	EXT. TRAIN PLATFORM - DAY	58	1:6/8	C13	GRANT & FUZI at Train gate - FUZI Won't go in
6	32	EXT. TRAIN PLATFORM - DAY	60	5/8	C14 / b08	FUZI wont go into station w/ GRANT - gate w/ cane - " MENDE HEARTS " // 20 yr. Dave-Darla sing just after departing on train
7	33	EXT. PARK - DAY	61	1:7/8	C15	GRANT gives cane away
8	34	INT. ELDERBERRY HOME FOR CHILDREN - DAY	63	2/8	a2	CAROL teaching DAVID, DARLA, and CHILDREN " WORK FIRST " (partial song version)
9	35	EXT. TOWN MARKET - DAY	63	2/8	C16	FUZI recruits homeless to help take toys to Elderberry while " WORK FIRST " is playing
10	36	INT. ELDERBERRY HOME FOR CHILDREN - DAY	63	4:4/8	C17	At ELDERBERRY: Introducing McKEELS, ANNA, CAMILLE
11	37	EXT. TOWN MARKET - NIGHT final	68	3:5/8	C18	Back to town for 'real' gifts for Elderberry - FUZI sends them off and has post train st. reveal armistice kids tugging him
12	38	EXT. TRAIN STATION STEPS - DAY	71	1:1/8	b14	Just after TRAIN STATION FINAL REVEAL DARLA has died - walking down stairs Flashback Armistice " TROUBLES BE GONE "
13	39	EXT. TOWNS SQUARE BENCH ACROSS FROM TRAIN STEPS...	72	3:7/8	C19	FUZI can't go up hill - GRANT won't speak - up stairs to TRAIN STATION for REVEAL
14	40	EXT. TRAIN STATION - DAY	76	3:4/8	C20 / b13	TRAIN STATION REVEAL while OLD FUZI watches " NOW THAT ITS OVER "
15	41	INT. FUZIWINK'S AND DARLA'S MARRIAGE HOME - CHR...	79	4:3/8	b06	replay of b03 + additional material PINK BOX contents - doll scene in current action / GRANT SPEAKS
16	42	INT. ELDERBERRY HOME FOR CHILDREN - NIGHT	84	1:6/8	C21	FUZI & GRANT return
17	43	INT. ELDERBERRY HOME FOR CHILDREN - NIGHT	85	3:6/8	C22	GRANT sings work first " WORK FIRST " / Scars revealed GRANT & CAMILLE sing " MARK UPON "
18	44	INT. BOOK STORE - NIGHT	89	3	D3	denouement - "Petey"

Character Ages and Story Era

The story is envisioned to be set in the period of the WWI/ 1914-1918.

(The board game monopoly, referenced within, first appeared around 1903.)

Sample idea for worked out ages of characters

The main story follows Fuziwink as a man 70 yrs. old, also as 20 yr. old and 13 yr. old. (ages approximate)

Darla and Fuzi are same age.

The story he is repressing occurred when he was 20, fifty years previous. Armistice is referenced in the script which makes 1918 + 50, or 1968, the year of his return in the main body of the tale.

It is not specified how long he was away overseas in active duty so his departure year, the year of marriage is somewhere between 1914-1918.

This would be the setting for the 20 yr. old Fuziwink (CLASS B) flashbacks.

Flashbacks also occur when he was 13 (CLASS A) and are therefore set approximately in the same style around 1907-1911.

The story is recounted by Grant who is labeled 'middle-aged'. Given his being a young teen at the time of the old man's story in the late 60's, 20-30 years have passed so his recount occurs likely in the 1990's.

Carol = 26 yrs old (as young as 22?)

Ms. Anna = 52 yrs old (as young as 48?)

McKeels = 88 yrs old (as young as 84?)

Grant at time of Fuzi's story = 10-15 yrs