

XENA: WARRIOR PRINCESS

"Cradle of Hope"

Written by
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Directed by
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XENA: WARRIOR PRINCESS

"Cradle of Hope"

SET LIST

INTERIORS:

GREGOR'S CHAMBER
GREGOR'S KINGDOM/DINING ROOM
GREGOR'S KINGDOM/CORRIDOR
SERVANTS' QUARTERS
ROCK FORMATION
TAVERN/INN
HIDING PLACE
NEMOS' BEDCHAMBER
SECURE ROOM

EXTERIORS:

SERVANTS' QUARTERS
RIVER BANK
WOODS NEAR RIVER BANK
ROAD/WOODS
ROCK FORMATION
STREETS
GREGOR'S KINGDOM
GREGOR'S KINGDOM/OUTER GATES
UNDER WINDOW OF GREGOR'S CHAMBER
GREGOR'S COURTYARD

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CHRONOLOGY

NIGHT 1

SCENES #1 - 4

DAY 2

SCENES #5 - 16

NIGHT 2

SCENES #17 - 29

DAY 3

SCENES #30 - 31A

XENA: WARRIOR PRINCESS

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TEASER

FADE IN:

1 INT. GREGOR'S CHAMBER - NIGHT

1

Sitting cross-legged on the floor is a haggard old blind woman named CYNARA, the King's Oracle. The King, GREGOR, a grey-haired, powerfully-built man of 45, sits before her. Behind him is his Chancellor, NEMOS, 35. In the background, a Servant Girl, OPHELIA, 20s, fills a water basin. The men watch as Cynara removes her runestones from a leather pouch.

NEMOS

Be quick, old woman. Don't waste His Majesty's time.

*
*

GREGOR

Patience, Nemos. The future has all the time in the world.

*
*

Cynara nods her thanks and continues her ritual, placing the stones in a golden chalice. Slowly, she raises it...

CYNARA

Almighty Zeus, grace me with the vision of your all-seeing eyes.

...then spills the runestones onto the floor in front of her. Cynara picks up several stones and "reads" their symbolic markings with her fingertips, braille-style.

GREGOR

Well? What do they say?

CYNARA

~~He~~ troubled sleep... There is truth to your dreams, Your Lordship. There is indeed a child in your future.

*
*

GREGOR

(annoyed)

You're reading the past, woman. My son died in childbirth months ago.

CYNARA

Apologies, My Lord. But this child is not of your line. He is an orphan... of humble parentage. Born on the equinox. He is a child... in your possession...

(CONTINUED)

1 CONTINUED:

1

NEMOS
(intrigued)
Such a infant was born to one of your
servants ~~last week~~. The mother died in
childbirth.

*

This seems to strike a chord with Gregor, who leans in.
Ophelia, the Servant Girl, begins to eavesdrop.

GREGOR
Then what of this child?

CYNARA
It is... puzzling, My Lord.
(then; worried)
I only speak the vision.

*

NEMOS
No one's going to blame you for your
gift. What is it?

*

CYNARA
The child... will one day occupy the
throne. Your throne, My Lord.

Gregor is taken aback. Nemos does not appear amused at all.

GREGOR
That's... why that's ridiculous.

CYNARA
The stones do not lie.

NEMOS
What is it then? Will he attempt to
take the throne by force? Will he grow
to lead an army? Tell us.

→ HAVE NEMOS
INSERT MORE
OF
GREGOR

CYNARA
I cannot read that. But whatever it
is, his birth has set the course of
events in motion.

With that, the old crone bows her head, weary. Gregor pats
her on the shoulder, but is deep in thought. He looks to
Nemos.

GREGOR
Thoughts, Advisor? We are talking
about a mere infant.

NEMOS
Threats to the crown take on many
guises. I think the threat is serious
enough to take action.

(CONTINUED)

1 CONTINUED: 2

Ophelia shoots a look at Nemos while Gregor mulls this over.
After a few beats, Gregor turns to Nemos...

GREGOR

Very well. Find this child. Bring him
to me.

Nemos nods. On Ophelia's concerned look, we:

CUT TO:

2 EXT. SERVANTS' QUARTERS - LATER THAT NIGHT

OPHELIA'S VOICE

You promised his mother on her death
bed that you'd care for him as your
own, did you not?

3 INT. SERVANTS' QUARTERS - CONTINUOUS

Ophelia watches as PHILANA, an elderly woman, wraps an
infant in a blanket. Other SERVANTS look on as well.

PHILANA

You know I did, but...

OPHELIA

(cutting her off)

Then listen to me, Philana. The child
is in grave danger. The King's
Advisor, Nemos, is hunting for him.

Ophelia nods toward a large, woven straw basket.

OPHELIA

Put him in the basket.

PHILANA

(placing Baby in basket)

Isn't there any other way? Perhaps the
King will listen to reason.

OPHELIA

(firmly)

And when would you be able to talk to
the King? Nemos won't allow it. I'm
afraid... he wants the child dead.

(lowering her eyes)

You don't know him as I do.

Just then, we hear the sounds of FOOTSTEPS approaching.

(CONTINUED)

3 CONTINUED:

OPHELIA
(frantic)
They're coming.

Ophelia grabs the basket and ducks behind a curtain leading to the next room. The door opens and

NEMOS AND A SOLDIER ENTER

NEMOS
(looking around)
The newborn. Where is he?
(nothing)
By the order of the King, tell me!

PHILANA
He's... not here, Your Grace.

NEMOS
Where then?

Nemos notices Philana shoot a nervous glance toward

THE CURTAIN

Drawing his sword, Nemos approaches the curtain and forcefully swipes it aside - but the room is empty. As he looks up toward the open window, we:

CUT TO:

4 EXT. RIVER BANK - LATER THAT NIGHT

Out of breath, Ophelia collapses to her knees at the water's edge, carrying the basket. She leans in, kisses the Baby...

OPHELIA
May the gods protect you, child.

...and places the basket in the water. As she watches it float downstream, we notice tears in her eyes and:

CUT TO:

5 EXT. WOODS NEAR RIVER BANK - THE NEXT MORNING

With her horse tied to a nearby tree, Xena straps on her sword and chakram, then begins to fold up her bedroll. Gabrielle lays nearby, covered in a blanket, still sleeping. After a beat, she awakens and begins to rise, sleepy-eyed.

(CONTINUED)

5 CONTINUED:

5

GABRIELLE

(yawning)

Good morning.

(standing up)

You sleep okay?

XENA

Like a rock. How about you?

GABRIELLE

On a rock. That's why I slept so late... I was trying to find that one patch of ground that didn't have a boulder on it. Sorry. I know you like to get early starts.

XENA

Not always.

Just then, we HEAR a NOISE from off camera. They both react.

GABRIELLE

What is that...? A cat?

Xena draws her sword. Gabrielle notices...

GABRIELLE

A big cat?

XENA

Stay behind me...

She starts to cautiously approach the reeds. Gabrielle, following Xena's order to the letter, is one step behind her.

GABRIELLE

Or a gryphon?

XENA

Shhh...

The noise is heard again, louder.

GABRIELLE

A gryphon with a big cat in it's mouth...

Xena shoots her a look.

GABRIELLE

(quietly)

...or maybe not.

(CONTINUED)

5 CONTINUED: 2

Xena wades into the water. She parts the leaves, looks, and turns back to Gabrielle --

GABRIELLE
What is it?

XENA
It's not a cat or a gryphon... *Giffin*

Gabrielle looks through the parted leaves to see --

THE BABY

floating in its basket, wedged between a rock and a branch.

BACK TO SCENE

As Gabrielle and Xena react.

FADE OUT.

END OF TEASER

ACT ONE

FADE IN:

6 EXT. WOODS NEAR RIVER BANK - LATER THAT MORNING

6

Gabrielle holds the smiling Baby in her arms. Xena stares at her like she's crazy.

GABRIELLE

(baby talk)

You are just the most pwecious wittle thing. Yes, you are. Oh, Xena, can we keep him? It is "him," isn't it?

(peeking under blanket)

I always wanted a little brother!

XENA

We're on the road, Gabrielle. This is no place for a baby.

Gabrielle frowns as Xena takes another look at the child. It looks like she may be softening, but...

XENA

He belongs with his mother.

GABRIELLE

Well, whoever she is, she doesn't want him, obviously. Imagine... sending a baby down a river.

XENA

Maybe she had a reason. I should find out. *

GABRIELLE

I guess we should. *

Just then, the Baby starts crying. Gabrielle starts "shhhing" the Baby and rocking him up and down, but the crying goes on.

XENA

Why's he crying? Are you holding him wrong or something?

GABRIELLE

No... maybe he's hungry.

Xena looks over at the water, then glances upriver.

XENA

He must've come from that village upriver.

(MORE)

(CONTINUED)

6 CONTINUED:

6

XENA (cont'd)
We'll get him something to eat there
and find out who he belongs to.

GABRIELLE
So what should we call him? Until we
find his mother, I mean. You know,
Gabriel's a nice name.

(off Xena's smirk)
Then again, Xenos is okay, too.

And as they head to the horse, we:

CUT TO:

7 INT. GREGOR'S CHAMBER - DAY

7

Gregor sits at his desk, engrossed in a portrait of an
attractive young woman in full royal garb, obviously the
Queen. Nemos enters, clearing his throat. Gregor looks up.

GREGOR
Any news?

NEMOS
None. But we have only begun our
search. The child will turn up, don't
worry.

Gregor leans back in his chair; he thinks for a beat, then:

GREGOR
Perhaps we should let things be. I
mean, do we dare tamper with Fate?

NEMOS
I believe that Fate is just an excuse
for men with no destiny. You, My Lord,
are destined for greatness.

Gregor has heard this flattery before. He merely shakes his
head. Nemos goes on.

NEMOS
I would hate to see that threatened by
the hand of a child.

*

GREGOR
When the child is an adult with a
dagger to my throat, I'll view him as a
threat. For now...

(CONTINUED)

7 CONTINUED:

NEMOS

(interrupting)

I would agree, My Lord. Except word of the prophecy has already reached the outer villages.

(off Gregor's look)

There are some who already consider him as your successor. If the child were to fall into the wrong hands...

Gregor rises to look out the window as he considers this. Then, he heaves a heavy sigh. He crosses the room and stands before the portrait of the queen, looking up at it.

GREGOR

The people can't afford another civil war, Nemos.

NEMOS

You brought us out of the last one, My Lord. How many lives were saved through your leadership... and how many lives are at stake so long as the infant remains free?

Gregor stares at the portrait, lost in his thoughts...

GREGOR

(looking at portrait)

It has been six months since she died, taking my son with her...

A moment, then Gregor turns back to the waiting Nemos.

GREGOR

This child...

Nemos leans forward, expectantly... Then;

GREGOR

My command is unchanged. Bring him to me. I'll decide what to do once I have him.

Not the answer Nemos wanted, but he has patience. He knows how to play the King. He bows and exits.

CUT TO:

8 EXT. THE ROAD/WOODS - LATER THAT DAY

Xena walks along leading the horse by the reins as Gabrielle rides, holding the Baby.

(CONTINUED)

8 CONTINUED:

8

The topography here is rocky with large boulders. Up ahead, they spot

A MOB OF VILLAGERS

surrounding a 27-32 year-old woman we'll come to know as PANDORA. Though sitting on a horse, Pandora's not going anywhere - her hands are bound and there's a noose around her neck. Her attitude is one of resigned determination. She certainly isn't happy with this arrangement, but she's not going to give anyone the satisfaction of seeing that. And, in fact, we get the idea that this lynching wasn't unexpected. One of the VILLAGERS slings the long end of the rope over a high tree branch. Xena surveys the Mob and spots a Weasely-looking guy puffing out his chest and standing on a rock.

XENA

I take it you're in charge?

WEASEL

(proudly)

It's that obvious?

XENA

It's been my experience that cowardly mobs are led by weasels.

*
*

The Mob snickers and the Weasel's expression sours. Pandora regards Xena with curiosity.

GABRIELLE

(re: Pandora)

What's this woman done?

The Weasel simply sneers at Gabrielle, dismissing her without a reply. He looks over at the Mob.

WEASEL

(nodding toward Pandora)

Send her to Hades.

*

With that, the Weasel turns his back on Xena, who's already reaching into her saddlebag for her horsewhip and chakram.

TWO VILLAGERS

tug on the rope, lifting Pandora off the saddle by her neck. Just then, Xena throws her chakram, slicing the rope that suspends Pandora, freeing her. The Mob of Villagers looks on as the chakram returns to her, fright and awe on their faces. At the same time, Xena snaps the whip at the Weasel, coiling the leather around his neck and spinning him around to face her.

*
*
*
*

(CONTINUED)

8 CONTINUED: 2

8

XENA

Didn't your mother ever teach you not
to turn your back on a lady?

In a flash, she tosses the whip's handle over a branch,
catches it and gives it a YANK, lifting the man up onto his
tiptoes to prevent him from choking. She nods toward the
Weasel, who grasps at the noose around his neck. She pokes
him in the chest, causing him to sway as she talks to the
crowd. *

XENA

Any volunteers to replace him?
(as they scatter)
I didn't think so.

Gabrielle puts the Baby down and begins to release Pandora
from her bonds. Xena, meanwhile, lets the Weasel down - and
he literally hits the ground running after his henchmen.

GABRIELLE

Are you okay?

PANDORA

I'm fine.

GABRIELLE

You're fine? Did I miss something?
They were going to kill you.

PANDORA

Yes. I think they were. Uhm... thank
you.

Gabrielle shoots a look to Xena. Is this woman cynical or
what?

GABRIELLE

You're welcome.

Gabrielle starts gathering up Pandora's things, which are
spilling out of a large leather shoulder bag. Pandora bends
down to help as Xena picks up the Baby.

PANDORA

(to Gabrielle)

Be careful with that bag.

GABRIELLE

Don't worry, I've got it.

THUNDER is heard. Gabrielle looks up at the darkening sky,
and then to Xena. And with that, we go to: *

9 EXT./INT. ROCK FORMATION - DAY

9

The four of them enter.

XENA
(We can't stay here too long.)

*This will have to do
for tell the story
passes*

Xena hands the Baby to Gabrielle, takes a sharpening stone from her saddlebag, then tosses the bag on the ground next to Pandora.

*

*

GABRIELLE
(to Pandora)
Even when we're not in a rush, we're in a hurry. See, we found this baby in a stream...

Gabrielle tries to put down Pandora's shoulder bag when she drops it. Pandora is horrified as its contents spill out, including

A SMALL WOODEN BOX

It looks fairly plain except for the ornamental design in the lid which looks like the impression of a human palm. Pandora picks the Box up and inspects it frantically. Satisfied that it's unharmed, she turns to Gabrielle and shoots her a look.

GABRIELLE
(sheepishly)
I was only trying to help.

XENA
Does that Box have anything to do with ~~these people?~~ *is that what they these people* wanted?

*

PANDORA
In a way. But it was me they were after.

Nothing. This woman doesn't volunteer an iota.

GABRIELLE
After you because...?

Pandora takes a beat, deciding what to say. Finally:

PANDORA
I was born into the wrong family and I'm paying for it now. My name is... Pandora.

GABRIELLE
Pandora? The one who opened the Box?

(CONTINUED)

9 CONTINUED:

9

PANDORA

It was my grandmother. We have the same name. But, yes, I still carry the --

GABRIELLE

(realizing)

The Box!

Xena and Gabrielle look at the Box in Pandora's hands. Gabrielle steps back as if it's about to attack her. Xena stays where she is, but her eyes are fixed on the Box.

PANDORA

It's okay. It can't hurt you. If you know the story, you'll remember that all the desires of mortals were released when my grandmother opened it.

Pandora puts the Box down. Xena goes back to sharpening her chakram.

GABRIELLE

Does it still hold the Hope of Mankind?

XENA

Gabrielle...

PANDORA

It's okay.

(to Gabrielle)

Yes. The Hope of Mankind is the one thing that my Grandmother managed to trap. That's why we all have hope. The rest of mankind's desire is fleeting.

(then)

I've told the story a thousand times. I don't mind.

(beat)

If you want to leave me here, I'll understand.

XENA

~~That's up to you.~~ Where are you headed?

PANDORA

Calchinia. I'm going there to live.

GABRIELLE

Calchina? There's nothing there. I mean nothing.

(CONTINUED)

9 CONTINUED: 2

9

PANDORA
That's the whole point. I'll be alone.
Away from people who can only hate me.
You don't know what it's like, being
cursed with this.

GABRIELLE
It's not your fault your grandmother
opened the Box.

PANDORA
I wish that were true. But, I'm stuck
with it. It's the most important
thing in my life. And it's the reason
I can't live my life.

(wry)

Sounds pretty tragic, doesn't it?

A beat as Xena regards Pandora. Her eyes shoot to Pandora,
then to the Baby.

XENA
Gabrielle, give the Baby to Pandora and
help me here.

PANDORA
I'm not the best one to trust with a
baby.

Gabrielle hands her the Baby. Pandora holds the Baby
naturally, but hesitantly. Gabrielle moves to Xena.

GABRIELLE
What do you need?

XENA
(a beat)
Get my saddlebag.

GABRIELLE
For that you needed me?

Gabrielle goes over to the saddlebag, which sits on the
floor next to the Box. Pandora is looking at the Baby; Xena
is still sharpening the chakram. Gabrielle stops and looks
at the Box. Curiosity is a tempting thing... She reaches
out and touches the lid...

XENA
(without looking)
Don't even think about it.

Gabrielle jumps and grabs the saddlebag.

CUT TO:

10 EXT. GREGOR'S KINGDOM - DAY

10

Nemos sits atop his horse, as ^{three}~~four~~ other SOLDIERS approach.

NEMOS
We do not rest until the infant is found.

With that, Nemos gives a signal and three of the Soldiers start to ride off. Nemos leans in to the fourth, CASTOR.

NEMOS
(conspiratorially)
But remember -- he needn't necessarily be found alive.

Castor smiles wickedly, and he and Nemos take off after the others, exiting the gates of the kingdom as we:

CUT TO:

11 INT. TAVERN/INN - DAY

11

A dark, torch-lit place, dotted with CUSTOMERS. An INNKEEPER tends bar while a young BOY sweeps up. Xena enters, followed by Gabrielle and Pandora, who still holds the Baby and her shoulder bag.

INNKEEPER
Wait a minute, wait a minute. You'll have to check your weapons.

XENA
We need some milk and some port.

INNKEEPER
Weapons first. Then milk.

Xena considers this. The Baby cries. She reluctantly hands over her sword and chakram. The Innkeeper hangs them on the wall behind the counter and gets some milk. They move to a table and settle. The Innkeeper turns to the Boy and whispers to him. The boy shoots a look at the Baby and rushes out.

Meanwhile, Pandora is still looking at the Baby.

GABRIELLE
He's really cute, isn't he? I'd like to say he has my nose, but...
(grinning)
What can I say? He does.

Suddenly, Pandora remembers something and hands the Baby to Gabrielle, who coos over him. The Innkeeper comes over with the milk and port jug and some glasses.

(CONTINUED)

11 CONTINUED:

11

XENA

We're looking for the mother of this baby.

INNKEEPER

I'm an Innkeeper. That's all I know. That'll be six dinars.

Xena takes the money out and hands it to him. Meanwhile:

CLOSE - ON PANDORA

As she opens the shoulder bag and takes out the Box. She makes sure no one is looking as she places her hand in the handprint and turns it, as if winding a clock. We can barely HEAR the ratchet sound. Done, she places the Box back in the bag.

BACK TO SCENE

Pandora turns back to Gabrielle and takes the child. Gabrielle raises an eyebrow, but gives the child up. The Innkeeper is getting real nervous. He keeps looking at the door.

XENA

~~Is there something that bothers you~~
~~about this particular baby?~~ *our baby - bothering you?*

INNKEEPER

No. Now I got work to do.

Then, the door SLAMS open - it's NEMOS and the four SOLDIERS. Behind them, we see the Boy who left earlier. Nemos and his men approach Xena. He looks at the Baby and smiles.

NEMOS

By the order of King Gregor, that child is under arrest.

Assessing her situation, Xena shoots a look toward

HER SWORD AND CHAKRAM

hanging useless on the far wall.

XENA

Realizing she'd never make it in time. Off this:

FADE OUT.

END OF ACT ONE

ACT TWO

FADE IN:

12 INT. TAVERN/INN - CONTINUOUS

12

We pick up where we left off. The Soldier has his sword pointed at Xena, who sits with the glass of port wine before her. Gabrielle stands to the side; Pandora is behind Xena, holding the Baby. Nemos and the other Soldiers look on.

NEMOS

Give me that child.

*

*

Xena turns to Pandora, who comforts the crying Baby.

PANDORA

Don't be afraid, little one.

XENA

(feigning)

We'd better do as he says.

And with that, Xena takes a large swig of wine and puts the glass down. Pandora looks shocked as Xena starts to reach for the Baby, but at the last moment, Xena grabs --

A TORCH

instead. In a flash, she pulls it close to her mouth and spits the wine directly into its flame, sending a FIREBALL directly into the sword-wielding Soldier's face. As he stumbles backward over a table, Nemos draws his sword. Xena kicks at the chair across from her, knocking Nemos' feet out from under him, then rises and turns to Gabrielle:

XENA

(re: Pandora & Baby)

Get behind the bar.

As they quickly jump up, Pandora grabs her bag and it spills open, the Box falling out. Pandora is forced choose between --

THE BOX

-- or the Baby. She hesitates, then turns her back on the Box and flees behind the bar with the child.

Nemos seems to notice Pandora's hesitation and the Box that caused it.

Just then,

(CONTINUED)

12 CONTINUED:

12

THE THREE SOLDIERS

charge in at Xena. CASTOR lunges at her with a spear as Nemos attempts to regain his feet. Just as the spear's point comes toward her, Xena drops, body-slamming Nemos back down to the floor. The spear sails over her head and sticks into the wall behind her. Using the spear handle as a chinning bar, Xena pulls herself back up and double-kicks the two other sword-wielding Soldiers back across a table.

NEMOS

is back on his feet and swipes at Xena with his sword. She dives, tumbling across a table, avoiding his blows. She's just about reached the wall with her weapons when she sees

CASTOR

lunging toward Pandora and the Baby with his spear. Her sword won't help, so Xena grabs the chakram from the wall.

XENA
Pandora! Get down!

NEMOS

wears a look of realization upon hearing Pandora's name. He shoots a quick glance at the Box, then back at

XENA

who hurls the chakram at Castor's head. It misses, sailing directly over him - exactly as she intended. With a CLANG, it ricochets off one of the candelabras and SLAMS back into Castor's breastplate, knocking him backward over a table.

THE INNKEEPER

surveys the damage - he looks like he's going to faint.

XENA

turns back to the wall to grab her sword, but Nemos swipes at it with his, knocking her weapon to the floor. Unarmed now, Xena grabs a three-headed iron candelabra from a table.

NEMOS
Surrender now and I'll spare your life.

XENA
I was just about to say the same to you.

Nemos lunges at her with his sword, but Xena uses the candelabra to deflect his blows.

(CONTINUED)

12 CONTINUED: 2

12

Nemos swings wildly, but Xena catches his blade between the candlestick holders and snaps it in two. Now they're both unarmed - and Xena closes in on him with a blindingly quick series of kicks and punches, sending him HURTLING over a table. Behind her, the

TWO SWORDS

close in. She grabs her own sword now and turns to face them. One of them crosses to position himself behind her while she fights off the other. Meanwhile, Nemos crawls across the floor, unseen by Xena as he snatches up

PANDORA'S BOX

Across the room,

XENA

fends her opponent off, swords clanking away - but his partner is ready to attack from behind. Just as he's about to plunge his sword into her back, Xena snatches a peek at him in a wall mirror. She drops to the floor, extending her sword behind her, plunging it through one of his thighs as he lunges. His momentum continues to propel him forward - and he impales the other sword through the shoulder. And with that, Nemos and his Soldiers escape from the tavern.

GABRIELLE AND PANDORA

emerge from behind the bar. Xena turns to them.

XENA

Are you two okay?

They both nod and Pandora crosses the room with the Baby, searching the rubble for her belongings. Xena, meanwhile, approaches the trembling Innkeeper as Gabrielle looks on.

INNKEEPER

What? What do you want with me?

XENA

You sent that Boy to get them. ~~noticed things like that.~~

Xena quickly applies the "Xena pinch" to his neck. His nose starts to bleed.

THE INNKEEPER'S

knees begin to buckle; his eyes begin to roll back.

(CONTINUED)

12 CONTINUED: 3

12

XENA
That weak feeling is the blood to your
brain being cut off. You'll be dead
in less than a minute. Or we could
talk.

*
*

INNKEEPER
(stammering)
Let's talk.

XENA
You're smarter than you look.

With that, Xena quickly massages his neck, undoing the
pinch. She pulls up a chair; the Innkeeper slumps into it.

XENA
Now who's Gregor and what's this all
about?

INNKEEPER
King Gregor. The Baby belongs to one
of his servants.

GABRIELLE
Why does he want him? He's not going
to hurt him, is he?

*
*

INNKEEPER
I don't know.

Xena holds up two fingers, warning him.

INNKEEPER
Okay. An oracle told him the Baby
would one day take his throne. The
word out is that he wants it killed.

*

Xena nods. Just then, Pandora lets out a shriek from across
the room. Xena and Gabrielle look up, startled.

GABRIELLE
What's wrong?

PANDORA
The Box... it's gone!

And on Xena's look, we:

CUT TO:

13 INT. GREGOR'S CHAMBER - LATER THAT DAY

13

CLOSE ON PANDORA'S BOX

(CONTINUED)

13 CONTINUED:

It sits on top of a map of the outlying regions.

13

NEMOS' VOICE
It's worse than we imagined.

PULL BACK TO REVEAL NEMOS

who stands before Gregor, the Box on the desk in front of him.

NEMOS
Xena is involved. The Warrior Princess has the child and, more than that, she has Pandora. I was barely able to escape with the Box.

GREGOR
Xena... you were lucky to escape with your life. I feared the day I might have to go up against her Army.
(re: Box)
So, this is it.

Gregor reaches for it and touches it. He runs his hand along the palmprint on top. Nemos looks on.

NEMOS
My Lord... That design might trigger the latch.

GREGOR
I'm not going to open it, Nemos. No man in his right mind would.

NEMOS
But a Warrior Princess might. Or, at least, use it to blackmail a King.

GREGOR
(starting)
You think that was her intent?

NEMOS
She had Pandora and the child. What am I to think? She has conquered larger kingdoms with weapons less than this.

Gregor is deep in thought. Nemos refers to the map.

(CONTINUED)

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13 CONTINUED: 2

13

NEMOS

We have sent men into the outlying villages and cut off all escape through the mountains here. These areas are secured, so we know they must be... here. Somewhere near the peasant area.

Nemos pauses a beat. Then his attention turns back to Gregor. His shoulders drop in a well-staged show of frustration and defeat.

NEMOS

Of course this is all useless. We know the solution. It's just too horrendous to consider. But, we must.

GREGOR

I'm afraid I don't see your solution.

Nemos turns his back. He is in "pain"... this guy is good.

NEMOS

The child... I can't believe that I am to suggest this... the child must die. As soon as possible.

GREGOR (sighs)

I'm to order the death of a child?!

NEMOS

No! But you are to order the life and prosperity of your people! This child is dead already! Do you think Xena cares about it's well-being? And even if it lives, it will be just a pawn in a battle against the crown. It has no life. And neither do your people as long as it remains a threat.

Gregor pauses, thinking. Nemos places a "comforting" hand on his shoulder.

GREGOR

You have a plan?

NEMOS

Two plans. I have agents who will put out a reward for the Baby's capture.

(MORE)

(CONTINUED)

13 CONTINUED: 3

13

NEMOS (cont'd)
If they're hiding out among the
peasants, then we'll get the peasants
to work for us.

GREGOR
(nodding)
And the other?

NEMOS
We offer Xena the Box for the Baby.

At that moment, a servant enters the room and hands Nemos a
message. He reads it.

GREGOR
None of these ideas please me.
(noticing)
What is it?

NEMOS
It seems our Warrior friend is one step
ahead of us. She wants to meet you.

Off Gregor's look...

CUT TO:

14 INT. HIDING PLACE - LATER THAT DAY

14

A dark hole in the wall with a glowing firepit in the corner
to indicate some life in the embers. Pandora sits before
it, holding the Baby. She rocks back and forth, hugging the
child, as if the worries of the world are on her shoulders.
Xena checks her weapons. Suddenly, there is a knock on the
door. Xena draws her sword and goes to it. She waits,
counting out the seconds. At the appropriate moment, two
more knocks are heard. Xena cautiously opens the door and
Gabrielle enters. She carries a ~~wine bag~~ CASK OF MILK

GABRIELLE
Gregor's agreed to meet with us.

XENA
Good. I ^{want} need to look into this man's
eyes to ~~know~~ my enemy. And he's not
meeting "us." I'm going alone.

GABRIELLE
But...!
(then; shrugging)
Whatever. I managed to get some milk
for the Baby but it wasn't easy.
(MORE)

(CONTINUED)

14 CONTINUED:

14

GABRIELLE (cont'd)
Did you know there was a reward out for us? The word is that it's over a thousand dinars. I'm tempted to turn myself in.

(noticing)
What's wrong with Pandora?

XENA
She's been like that since the tavern. I think it's the first time she's been without the Box.

Xena takes the milk from Gabrielle and takes it over to Pandora. Pandora looks up at them, a scared expression on her face. Her lips are set, but there is fear in her eyes.

GABRIELLE
Are you all right, Pandora?

PANDORA
I have to get it back.

XENA
We will. But first we have to make sure the Baby is safe. Once that's done...

PANDORA
That will take too long. I made the wrong choice... I should have grabbed it instead of...

She looks toward the Baby.

XENA
Are you kidding? You made the only choice!

GABRIELLE
Gregor's not stupid enough to open it.

PANDORA
It doesn't matter how stupid he is! You don't know! If I don't have the Box in my possession... it opens itself.

Shocked reactions.

(CONTINUED)

14 CONTINUED: 2

PANDORA

That's the curse of Pandora's family.
That's why we must always carry the
Box. I'm the only one who can reset
the lock. If I don't have it back
before midnight... it opens... and Hope
escapes.

14

Off their looks, we:

CUT TO:

15 INT. GREGOR'S CHAMBERS - DAY - ON THE BOX

15

As it sits there, quietly. We can now see the design on the
top more clearly. A palmprint with the fingers toward the
back of the Box, away from the front lock. It looks
harmless enough...

The palmprint on the top rotates one "click."

FADE OUT.

END OF ACT TWO

ACT THREE

FADE IN:

16 INT. TAVERN/INN - LATER THAT DAY

16

The Innkeeper stands stiffly at his bar as the door opens and Nemos and Gregor enter. They look around. The bar is empty.

GREGOR

I guess I can't expect someone like Xena to be on time.

NEMOS

She has nothing but contempt for you, Lord.

INNKEEPER

Are you alone, My Lords, or shall I prepare drink for your guards?

NEMOS

Just the two of us. Ale for the King.

INNKEEPER

Only two?

NEMOS

Only two. Is there something wrong with my voice?

The Innkeeper swallows and glances down. A beat, then Xena stands up from behind the bar, a dagger in her hand pointed at the Innkeeper.

XENA

I wanted to make sure this party is just between us.

She walks around the bar and indicates they should sit. Gregor's eyes narrow; the Ruler evaluating a threat. They all sit.

GREGOR

Where is the child?

XENA

Safe. And non-negotiable. That's not why we're here.

NEMOS

Then there is nothing to talk about.

GREGOR

And why are we here?

(CONTINUED)

16 CONTINUED:

16

XENA

I wanted to look you in the eyes. I wanted to see what kind of man would order the death of a defenseless child.

If that comment hurt, Gregor doesn't show it.

GREGOR

I could order your death right here and now.

XENA

Under a flag of truce? Then I would know what kind of man you are.

GREGOR

What would a flag of truce mean to a coldblooded murderer? I know who you are and you disgust me. You swept across countless nations and saw the world tremble at your feet. But my people will not be your next victims. If it means my death or the death of this... child... so be it.

His eyes don't waver. Xena, however, is taken back slightly. Not too much to be noticed, but we can tell something is going on in her head. Nemos intervenes.

NEMOS

The answer is simple. We have the Box. We know you want it back. You have the child. We want him.

XENA

(beat)

Did you bring it?

NEMOS

(smiling)

Did you bring the child?

(nothing)

I didn't think so.

XENA

He can't hurt you, Gregor. He's just an infant.

For a split second, Gregor looks as if he'd like to agree.

But before he can reply, Nemos interjects.

(CONTINUED)

16 CONTINUED: 2

16

NEMOS

Yes, he's just one infant.

~~And surely his life doesn't compare to~~
And surely his life doesn't compare to
losing the Hope of Mankind?

XENA

You're not mad enough to open the Box.

GREGOR

No? My kingdom may have nothing to
lose.

They stand to leave.

GREGOR

Twenty-four hours to make your
decision.

With that, Nemos and Gregor exit. The Innkeeper looks
relieved. Xena sits there for a moment, thinking.

CUT TO:

17 EXT. STREETS - NIGHT

17

Several people are gathered around a STREET VENDOR who is
selling his wares from a cart. Sausage on a stick seems to
be his stock and trade. The Vendor hands a sausage to an
OLD MAN as the people talk among themselves.

OLD MAN

I don't care if it's a child or a man,
he's a threat. He has to be found.

STREET VENDOR

Half dinar for that pig-on-a-stick.
How about you, ma'am?

WOMAN

One.

(then)

I've heard that he's not even a year
old! I mean, he's just a baby!

STREET VENDOR

(who cares?)

Right. You gotta get 'em young or
they're out of control. Half dinar.

YOUNG MAN

The King is right. Kill him now before
we pay the price later.

① DO ARC
AROUND
USING STREET
VENDOR AS
PIVOT. LABEL
LEGS AND HAND
TO CHARACTERS
FIGURES

(CONTINUED)

17 CONTINUED:

17

STREET VENDOR

And the price would be half a dinar.

(off their looks)

Hey, I'm selling sausage here! What?

I'm supposed to have an opinion?

As they stare at him, we LOOK OVER to see two figures in cloaks moving quietly through the streets, avoiding people where they can. They move toward a ~~specific door~~ and...

18 INT. HIDING PLACE - NIGHT

18

Xena is opening the door, her sword drawn. Gabrielle enters with the other figure, who turns out to be Ophelia.

XENA

Who is this?

GABRIELLE

This is Ophelia. She works in the castle as a servant.

OPHELIA

I was the one who put the Baby into the river. Is he safe?

Xena gives a look at Gabrielle. Gabrielle nods. Xena calls to:

XENA

Pandora...

From behind a door, Pandora appears holding the child. Ophelia immediately goes to her and begins to touch the child, tears in her eyes.

OPHELIA

I brought some clean blankets for him. And some food.

Ophelia and Pandora begin to change the Baby's blankets as Gabrielle speaks to Xena in private.

XENA

How did you find her?

GABRIELLE

You fight; I talk. We each have our gifts. Anyway, you wanted me to scout a way into the castle, she's the way. She works there.

XENA

Good work.

(CONTINUED)

18 CONTINUED:

18

GABRIELLE
How'd it go with Gregor? Is he the
worm's tongue we expected him to be?

XENA
No, he's not.

GABRIELLE
(surprised)
He's not?

XENA
I looked into his eyes and I didn't see
an evil man. I saw a King trying to
protect his people from a "coldblooded
murderer." His words. An evil man
wouldn't have cared.

LEAN IN
2 shot.

GABRIELLE
Maybe you should have told him about
the Box opening.

XENA
I almost did. But that Advisor of
his... Nemos. I don't trust him.
Knowledge is power. I don't want him
to have that power.

Xena moves over to Pandora and Ophelia. Ophelia holds the
Baby, feeding him, as Pandora spreads the Baby's blanket
out.

XENA
Ophelia... I need to ask you something.
Gregor has a small wooden box with a
palm design on the lid.

OPHELIA
(nodding)
I've seen it. Nemos either keeps it
under close guard or in his room.

Pandora shoots a look to Xena.

XENA
I need a way into the castle. Can you
help us?

OPHELIA
Yes. But not tonight.

PANDORA
It has to be tonight!

(CONTINUED)

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18 CONTINUED: 2

18

OPHELIA

No! The Quarter Moon Festival is tonight. There will be too many people there.

GABRIELLE

What goes on at this festival?

Ophelia puts the Baby on the blanket. Pandora wraps him up and holds him.

OPHELIA

Eating, drinking. Then Nemos has several of the servant women dance for him...

(lowering her eyes)
and chooses...

XENA

Are you one of the dancers?

Ophelia nods shyly.

XENA

When do you have to be there?

And off this, we:

CUT TO:

19 EXT. GREGOR'S KINGDOM - OUTER GATES - NIGHT

19

An ARMED GUARD stands stoically, manning the gates of the kingdom. After a few beats, several young women approach.

GUARD'S VOICE

Halt!

One of the women is Ophelia.

OPHELIA

(gesturing behind her)
The dancers for tonight's feast.
King's orders.

The Guard shoots a look at the young WOMEN, each dressed in silk robes and veils. The Guard turns back to Ophelia and waves her through. As they enter, the CAMERA PANS THE WOMEN - the dark-haired one at the end looks very familiar - it's Xena.

CUT TO:

① Move into
Guards. Ophelia
comes in from
side. Pans up
to see
fair
② (W) Guard

*
*
*
*

20 EXT. GREGOR'S KINGDOM - NIGHT

20

Once again, we see our Street Vendor. This time, his cart is turned over and the people we saw before are rummaging through it. He stands off to the side, a sausage on a stick in each hand, waving them like weapons at the mob.

STREET VENDOR

I ain't got no baby hidden nowhere!
Get away from my cart, I'm warning ya'!

YOUNG MAN

I heard a baby cry! I swear it came from here!

STREET VENDOR

It was the grease! Ain't you ever heard grease sizzle?

He hits the Young Man on the head with a sausage stick as we see two cloaked figures walk by.

GABRIELLE AND PANDORA

Their eyes stay focused on the mob as they continue their pace.

PANDORA

These people have gone ~~mad~~ trying to find the baby.

GABRIELLE

They're scared. Or greedy. Or a little of both.

They stop and Gabrielle looks off toward the walls of Gregor's fortress.

GABRIELLE

This should be close enough. I'll bet old Nemos would have a fit knowing we were right outside his walls.

They settle on the ground. At that moment, we hear a BABY'S CRY. Pandora and Gabrielle go into a mild panic as they try to "shhh" the Baby.

GABRIELLE

No, no, Gabriel. We don't want to wake anyone! Shhh.....!

Pandora hums a little lullaby as she rocks the Baby. The crying subsides.

(CONTINUED)

① Vendor stands up to shake James US TO CRT and all to figures

② JIB DOWN TO PACE.
③ (C/S) GRS
④ (C/S) PANDORA
GRS INTO GRP as they try to shhh to GRS.

20 CONTINUED:

20

GABRIELLE

You have a knack for this kind of thing. He sure likes you. Have you ever wondered what would have happened if...

PANDORA

No. I can't afford to dream about things that never will be.

GABRIELLE

(beat)

Can I ask you something?

(off Pandora's nod)

Did your grandmother ever tell you why she opened the Box?

PANDORA

She just gave in to the temptation, curious of what was inside. We all have curiosities. Wanting to know what's inside a closed Box. Wanting to know what it's like to live a normal life.

GABRIELLE

Wanting to know what it's like to have a child.

A long beat as Pandora looks at the child.

PANDORA

That's something I never dared to know. Now I feel as if I know too much.

(then)

But I wouldn't trade it for the world.

And on Gabrielle's smile, we:

CUT TO:

21 INT. KINGDOM - DINING ROOM - NIGHT - CLOSE ON BOX

21

It sits on a table. This is a STYLISTIC SHOT as we are on it for a beat with NO SOUND at all. Dead air. We notice that the palmprint has turned more since we last saw it. And, as we watch it, it turns one more degree with a LOUD CLICK over the dead silence. Then, we PULL BACK and ADJUST as the SOUND COMES UP and we are in:

THE FESTIVAL

With a large meal before them, Gregor's Soldiers sit at a long table, laughing and joking uproariously.

(CONTINUED)

Box pull back and pull in

21 CONTINUED:

21

Judging from their demeanor, the wine has been flowing freely. Nemos sits at the table with these men. Gregor is not to be seen. Nemos sits next to the Box. Nemos' prize trophy. Behind Nemos stands Castor, talking, drinking, and, occasionally, eyeing the Box curiously. We stay on them a beat, then, across the room, we see:

THE DANCING GIRLS

Are herded into the room at the far end of the open area. Among them, we find Xena, with her face veiled. Her eyes flash about the room, scanning it, checking the possibilities... Suddenly, those eyes fix on the Box. And Nemos' hand resting lightly on it. Then, her eyes move to a large window with wooden slats as bars. A way out. She moves through the raucous crowd to the window and casually unlatches it.

She turns and a drunk bars her way. He makes a playful grab at her and, almost in annoyance, she casually hits him behind the ear. He drops into a chair as Xena grabs his mug of ale and sits it on the table next to him. But her attention is taken by the sound of "thumping."

It's all the men at the table. They are pounding their hands on the tabletop; the floor; whatever to show their impatience.

It isn't too hard to figure out the focus of their impatience as the dancing girls are moved onto the floor and begin their dance. The men near Xena move out of the way to allow her access to the floor. Eyes are on her as she is forced to move out into the room and begin her dance.

Okay. Now to get an idea of the way she dances, it's best to remember that the other dance girls have all been taught in this village by the same tired dance teacher who was once a consort of the cousin of the man who owned the dance hall... the point being that the dance moves are all ROUTINE, WORN and TIRED. Xena, however, knows the earthy, sensual dances that made the toughest Warrior break out in a sweat.

It's a dance of seduction that we can start imagining she did more than once in her past. Instead of straight lines across the floor and pirouettes, she writhes and undulates with the time of the music.

Every eye in the room is fixed on her.

Her eyes are fixed on that damn Box. She slithers across the floor, heading toward it. It seems to be an unwritten rule that none of the dancers approach the head table, but Xena ignores that rule and moves right in front of it. The men don't seem to mind.

(CONTINUED)

21 CONTINUED: 2

21

The usually stoic face of Nemos can't resist a leering grin. He moves his hand off the Box...

Xena's hands flutter about the table, swaying back and forth, but Nemos' eyes fix on her... veils. Out of the corner of her eye, Xena sees Castor starting to move curiously toward the Box. He reaches out and touches the lid...

SLAP! Xena's hand comes down on his. He pulls it back, angry. But she grabs his wrist and pulls him away from the table as a part of her dance. He grins, playing along. Xena moves from him and heads back toward Nemos and the Box. Her eyes move to the window... She reaches behind her and we see her hand rest on:

A DAGGER

hidden in the small of her back.

BACK TO SCENE

Xena starts forward. With all the frivolity going on, she has a clear shot at the Box with no obstructions. Nemos is looking to the other dancers for the moment, or talking with one of his cronies. Play the suspense as we CUT BETWEEN her eyes, fixed and purposeful; and the BOX, sitting there, inviting; waiting. And, as if to add to her desperation, she sees:

THE BOX "CLICKS"

One degree closer. The palm is almost inverted on the lid. Getting closer to the deadline.

Xena reaches, begins to make her move when

HANDS COME DOWN ON THE BOX!!

We adjust as we find Gregor standing above the Box. Everyone freezes, having noticed their regent in their midst.

NEMOS

My Lord, please join us. The search goes on and things are well in hand.

GREGOR

(re: Box)

What is this doing here?

NEMOS

I feel much safer if I know where it is, My Lord.

(MORE)

(CONTINUED)

- Push into box - NEMOS
- push into XENA
have down with
her

21 CONTINUED: 3

21

NEMOS (cont'd)
I would think that we have enough men
here to protect it if need be.

GREGOR
(considering; then)
It will be better protected with me.

Nemos starts to say something, but he stops, smiles, and
bows his head. Gregor picks up the Box. Xena watches
helplessly as Gregor exits through a door behind the table.
Quietly, Nemos turns to Castor.

NEMOS
I am beginning to believe that our King
is becoming distracted with his moral
convictions.

(beat)
Gather as many men loyal to me as you
can. I want to have a strong hand in
case our King loses his judgement
temporarily.

(then)
But first we deal with the Warrior
Princess.

Castor exits. Then Nemos turns and points directly at Xena.

NEMOS
You! Come here!

Xena hesitates, but two guards move up behind her and push
her toward the table. She can't act, she doesn't have the
Box yet...

Nemos looks her up and down and then:

NEMOS
Have her taken up to my room.

He smiles and Xena is ushered out of the room.

CUT TO:

22 INT. NEMOS' BEDCHAMBER - NIGHT

22

This is a bedchamber reflecting the power that Nemos has.
It is richly appointed and his bed, his battlefield of
conquest, is draped in thin fabric. Nemos enters.

The room is dark. He looks about.

(CONTINUED)

NEMOS
STANDS up
FRAMED
POINTS.
push into
XENA

22 CONTINUED:

22

NEMOS

I know you are here. Don't be afraid,
my child. My desire is pleasure, not
pain.

Suddenly, a sensuous form slides up next to him, the fabric
from the bed pulling away, wrapped around the body of Xena
as she presses up against him

XENA

My pleasure is yours, My Lord. I
merely want to take your
responsibilities from you. At least
for one evening.

It is dark enough to where he can't make out who he is
holding. She turns her back on him, allowing him to wrap
his arms around her and begin kissing her neck.

XENA

I'm surprised you have time to take
from your work. Or the King. Is he
working tonight?

NEMOS

He's in his chambers. You smell so
good...

He buries his nose into her shoulder as he starts to peel
away the fabric over her form. Xena goes on with her
conversation; probing, but with such a sexiness in her voice
that Nemos hardly notices... or cares.

XENA

You mean I'm actually near the Royal
Chambers?

NEMOS

Just up the hallway. Enough of him.
You spoke of pleasure.

With that, she brings her elbow straight up into his face.
BAM! He drops to the bed.

XENA

And you spoke of pain.

She moves to the door.

23 INT. CORRIDOR - CONTINUOUS

23

Like a Ninja dressed in dancing togs, Xena makes her way
down the dimly-lit hallway in a series of catlike movements.
In her hand is the dagger.

(CONTINUED)

① push down curtain
② Another Able
Reverend
seen 23

23 CONTINUED:

She looks over her shoulder as she approaches the door to Gregor's chamber.

She begins to reach for the handle when -- the door starts to open from the inside. Quickly, Xena jumps back, pressing herself against a wall, disappearing into the shadows.

She watches as Gregor exits into the corridor, wearing his night clothes. With his back to her, the King crosses to a scone and stands tiptoed to blow out a candle. Xena's so close to him she could probably blow it out herself. Gregor turns and heads off down the hallway. Xena slips into:

24 INT. GREGOR'S CHAMBER - CONTINUOUS

24

The wind is all we can hear as Xena stands alone in the King's dimly-lit room. She looks around, surveying its contents. Off in a far corner is

-P.O.V. ROOM.

THE KING'S BED --

large enough to hold two, though empty at present. On the wall hangs

THE PORTRAIT OF THE QUEEN --

who looks down at Xena with sad eyes. Off in a nearby ANTEROOM

barely visible in the dim light, is

A CHILD'S CRIB --

unused, covered in cobwebs. On the floor beside it are dust-covered toys, also unused.

A RATTLE

A STUFFED BEAR

Xena takes all this in. And, slowly, her dagger starts to lower. Her eyes begin to soften. This all means something...

Just then, from the hallway, we hear FOOTSTEPS as the King returns. Xena backs into the shadows as Gregor enters and closes the door behind him. Passing directly in front of Xena, the King heads not to his bed, but to

THE ANTEROOM

Xena stays put for a few beats. Gregor's barely audible mumbling is all we hear.

(CONTINUED)

24 CONTINUED:

24

Xena moves to the door and latches it shut. Then she slowly crosses the room toward his voice. The dim light from the CRACKLING fireplace glistens off her dagger's blade as she passes the bed. Just then, something moves in the darkness.

A SLEEK GREYHOUND

looks up at her from the bed, snarling. Xena moves toward the animal, extending her hand toward the dog's neck as he begins to GROWL. Xena puts her hand out as he snarls. She suddenly clamps her hand around the dog's muzzle.

*- Growl and
Neck
Dog
Cute
(w) not **

XENA
(whispering)
Don't start with me.

She releases him and he lies down with a whimper. Xena continues on her way, following Gregor's voice toward

THE ANTEROOM

She enters quietly. There, kneeling on the floor of the dusty, cobweb-filled room, is Gregor. Xena stands at the doorway watching as he mumbles to himself, as if praying.

GREGOR
What has become of your father, child?
The man your mother called husband?

XENA

listens, a curious look on her face, then begins to move toward him.

GREGOR
I would have valued your life greater than my own. And, now, another child's life is in my hands.
(then; the tears flow)
Why were you taken from me?

*- Behind
Cob slowly
pushing in
- From behind
- push to
find*

Xena is right behind him. She raises her hands toward him... and slaps the "pinch" onto him.

He drops to the ground, asleep. She regards him for a moment, then turns to search the room.

CUT TO:

25 INT. NEMOS' BEDCHAMBER - NIGHT

25

Nemos is coming to. He touches his now-swelling jaw and clears the cobwebs. Suddenly, his thoughts are as clear as a bell:

① Low front ground to Nemos as he awakes (CONTINUED)

*Little chop
- Sorry
- Just*

25 CONTINUED:

The Box!

NEMOS

26 INT. GREGOR'S CHAMBER - NIGHT

A wall tapestry is pulled back and there, in an alcove, sits the Box. Xena grabs it up and looks at it.

THE BOX

The fingers are almost pointing toward the open end! Not much time left. And, as if to punctuate that, it "CLICKS" another degree.

BACK TO SCENE

Xena goes to Gregor and massages his neck, bringing him to. He moans, restless. She hears a commotion from the hallway.

NEMOS' VOICE

Search the rooms! Check with the King!
You men, come with me..!

Xena bolts toward the window and looks out.

XENA'S POV - A LONG WAY DOWN

At least a couple of stories and nothing to break the fall. Nope. She's not going to make that free-jump.

BACK TO SCENE

She thinks quickly. Looking up, she sees the curtains and, more importantly, the curtain ropes. She puts the Box down and begins to measure off some rope with the length of her arm, looking out the window to gauge the distance...

Someone hits the door... hard!

NEMOS' VOICE

Break it down!

Xena has the rope measured. We can see she is tying it. Gregor moans, trying to come out of it.

THE DOOR

Another hit, and it's loose on it's hinges. Another hit... another and it breaks down. Nemos and two of his men, swords drawn and ready to rock. The dog growls at them.

A) (w) Box down
B) use comes to
C) Xena's pen
D) (3) Xena's pen
(CONTINUED)

- All back Tapes
put in Box
BACK TO:
it clicks
it comes up
- Behind the up

street jump
down

- dog growling

26 CONTINUED:

26

NEMOS
(smiling)
Well, Xena... you've made this far
easier than I expected.

Off this, we:

FADE OUT.

END OF ACT THREE

ACT FOUR

FADE IN:

27 INT. GREGOR'S CHAMBER - NIGHT - AS BEFORE

27

Where we left off: Xena near the window, the Box in her hand and a coil of curtain rope at her feet. Nemos is rubbing his face where she hit him. All in all though, he is pretty happy.

NEMOS

Hand me the Box and maybe I'll let you live. You have no options, be certain of that.

XENA

There are many things I'm not certain about, Nemos. But I'll bet my life that this will surprise you...

And, with that, she turns and DIVES OUT THE WINDOW!!

Nemos and his men react in shock. Then, he notices the coil of rope unwinding on the floor... He rushes to the window and looks down at:

28 EXT. UNDER WINDOW - NIGHT

28

Xena hangs upside-down for just a second at the end of the improvised bungee-cord. A slash with her dagger cuts the rope and she falls, rolling quickly to her feet and heading off into the night. Nemos' scream can be heard as we go to:

28A EXT. STREETS - NIGHT

28A

A few people milling about as Xena comes rushing around the corner, the Box in her hand. People have to jump out of her way to avoid being nailed. General grumbling is heard as she

LEAPS OVER SOME CRATES

and hits the other side flying.

XENA'S POV - ON THE BOX

in front of her in her outstretched arms. In the background, we see the world rushing at us. The palm print "CLICKS" again. Up ahead, someone has moved a horse and cart into her path and

BACK TO SCENE

(CONTINUED)

*1 put in NEMOS.
2 XENA TAKES
AT WINDOW
PUT
IN AS
SHE
JUMP
FALL*

28A CONTINUED:

28A

As Xena SLIDES UNDER THE HORSE and comes to her feet on the other side, not missing a step. She is heading toward

THE STREET VENDOR

who is trying to clean up his overturned cart. Xena plants her foot in the back of his head as she launches off him over the cart.

STREET VENDOR

Hey! What is it with this town?

XENA'S POV - ON BOX

in front of her. The Palm is almost completely inverted. It's going to be close... in the distance, (still in POV) we see Pandora and Gabrielle standing. Pandora takes her hand out of the cloak and holds it out. The Box races forward... her hand reaches out and:

CONTACT!

as her hand fits into the imprint and she twists. The ratchet sound is heard and it is reset. And we are now at:

29 EXT. GREGOR'S KINGDOM - NIGHT

Now they can all breathe.

GABRIELLE

Okay. We've got the Baby and we've got the Box. Let's get out of here.

XENA

No. Not yet. There's still the prophecy.

PANDORA

What do you mean? The Prophecy is fulfilled if the Baby lives. He'll grow up to take the Kingdom.

XENA

That's right.

She gently takes the Baby from Gabrielle.

XENA

And that's why I have to give the Baby to Gregor.

Off their astonished looks, we:

CUT TO:

① Dolly Gregor 29l
with Box AS: 15
Brought to Pand
② Dolly auto reset
of Pandora
③ Gregor's bone
with it.

30 INT. GREGOR'S CHAMBER - LATER - DAY

30

The breaking sunlight streams through the window as Gregor lays sleeping in his bed. Just then, the sound of a baby's CRY coming from

THE ANTEROOM

awakens him. Gregor rouses, sitting up in his bed as he looks toward the source of the noise. Warily, he crosses to the door and looks inside toward

THE CRADLE

which now contains the infant. Stunned, Gregor crosses toward the Baby as

XENA

steps out from the shadows, dagger in hand.

XENA

Don't be alarmed.

Gregor looks up, startled.

XENA

If I wanted to kill you, you'd be dead already.

Xena flips the dagger over, catching it by the blade. She extends the handle to him. He takes the dagger warily and places it on a table beside him.

GREGOR

What is it you want?

XENA

~~I want to fulfill the prophecy.~~

GREGOR

You want to take my throne...

XENA

I have no interest in your throne. I never have. You're a good man, Gregor. And a good ruler.

(beat)

I know about your wife and child.

Gregor looks away, in pain... but his eyes settle on the child.

XENA

Think, Gregor. This child will take your throne.

(MORE)

(CONTINUED)

*pan from window
to Gregor
dagger - Dolly*

*- push into Ant. Room.
- push B.A.S.Y.
- balance
Cassie
(as) Xena
(as) Gregor*

*ful
to be killed*

30 CONTINUED:

30

XENA (cont'd)
But as your heir, not as your
conqueror. He's a child who needs a
father to love him. And you are a
father who needs to love a child.
That's the prophecy!

Gregor picks the child up in his arms and looks at him.
Then:

GREGOR
I was so blind...

And he hugs the child, his eyes watering. Then, he looks to
Xena.

GREGOR
I think it's time my people met their
next King.

Off that, we:

CUT TO:

31 EXT. GREGOR'S KINGDOM - LATER

31

As Gregor, Xena, Pandora, and Gabrielle walk among the
people. Gregor's personal guard is with him. He holds the
child and shows him to an appreciative populace. All seems
well until:

NEMOS AND HIS GUARDS

suddenly appear.

NEMOS
Have you lost your mind?

GREGOR
I've come to my senses.

NEMOS
(re: Xena)
You're being seduced. It's a trick!

Nemos takes a step toward Gregor.

NEMOS
Give me the child.

GREGOR
(firmly)
I command you to return to your
chamber.

*QJB DOWN ARE AS
Gregor goes
Then.*

*

(CONTINUED)

31 CONTINUED:

31

NEMOS

(beat)

What I do, I do for the betterment of
this kingdom!

And his men jump to the attack. Xena quickly grabs the
child from Gregor and TOSSES him to:

GABRIELLE

who pulls up the front of her long skirt, as

THE BABY

falls into it, landing softly. But before the child even
lands, the battle begins.

Nemos and the other Soldiers charge in - and Xena and the
Servants begin fighting them off.

NEMOS

desperately lunges toward Gabrielle. Gracefully, she
sidesteps him and tosses the child back to Xena, who drops
the dagger and catches the Baby inches from the ground.

The battle rages on. As Xena holds the Baby with one arm,
she uses her free hand and both legs to punch and kick her
way through the crowd of Soldiers.

THE SERVANTS AND VILLAGERS

join in, using staffs, pitchforks and any other available
farm tools to fight off the Soldiers in defense of their
King and new Prince. OPHELIA wields a staff and uses it to
corner one of NEMOS' sword-wielding men, who swings wildly
at her. Blocking the Soldier's overhand blows with her
weapon, she uppercuts him to the groin and the man collapses
in a heap. Ophelia abandons her staff in exchange for the
Soldier's sword.

CASTOR

meanwhile, spots the still-unarmed Xena and swipes at her
with his sword. Xena barely manages to dodge his blows.

XENA

Gabrielle! The Baby!

With that, Xena again tosses the Baby to Gabrielle as she
ducks and rolls.

GABRIELLE

(CONTINUED)

31 CONTINUED: 2

31

dives to the floor underneath her, barely managing to catch the Baby before he splats.

CASTOR

lunges in at Xena, swiping furiously at her with his sword. Xena dodges his blows, then lands a series of devastating roundhouse kicks to his ribcage. As he doubles over, she knees him in the jaw, sending him sailing backwards. She turns and sees another Soldier heading toward:

GABRIELLE AND THE BABY

Xena runs, picking up the fallen sword, approaching Gabrielle from behind.

XENA

Gabrielle. Behind you!

Just then, Gabrielle hands off the Baby to Xena and dives to the floor as the Soldier lunges - right into her extended sword.

XENA TURNS

holding the Baby. She looks up to see

TWO SOLDIERS

coming at her at once. Gabrielle isn't around to catch the child, so in a flash, she tosses him high in the air, cuts both the Soldiers down, and catches the child.

Just then, Nemos reappears, swiping at Xena's legs with his sword. As if jumping rope, she avoids his parries, managing to pass the Baby back to Gabrielle. That done, she and Nemos square off, one on one. Fiercely, he chops at her with his sword. The two fight furiously, each holding their own, until Nemos manages to strike a blow that knocks Xena's sword from her hand to the ground beneath her.

NEMOS

You should have killed me when you had the chance. Any warrior would have.

XENA

What makes you think I'm not going to?

Nemos screams and slashes down at her head with the sword. Xena slaps her palms together, trapping Nemos' blade between them and rolling backwards as she directs the tip of the blade into the ground.

(CONTINUED)

"Cradle of Hope" #76906

48.

7/25/95 - Yellow

31 CONTINUED: 3

31

Continuing the roll, she kicks up into his midsection, adding to his momentum, and sailing him over her and flat onto his back. Xena, continuing her momentum, rolls over and onto her feet above him as she pulls the sword from the ground. He pulls a dagger from his coat, but Xena drives the sword into his chest. (NOTE: believe it or not, all the preceding action was IN ONE MOVE). Looking at her in disbelief, Nemos clutches at his chest. Finally, he collapses, dead.

Silently, Xena rises and crosses to Gabrielle. She takes the child from her arms and approaches Gregor and Pandora. She hands the Baby back to the King, and as the rest of the servants cheer, we:

DISSOLVE TO:

32 EXT. GREGOR'S COURTYARD - LATER

32*

All is calm again. Gregor holds the Baby as Pandora and Xena come out of his castle.

PANDORA
I feel a little nervous, just letting it out of my sight.

GREGOR
Don't you worry. As long as I...
(nods to Baby)
...or my son rule, the Box will be safe in my fortress. The room is well protected.

Pandora smiles.

PANDORA
I still have to reset the lock every day, but I won't have to wander anymore. I have a home now.

GREGOR
The child needs a mother. Even as a King, I can't handle it alone.

Pandora looks at him appreciatively. And, from the way he looks back at her, there may be more to this than just a nanny's position...

GREGOR
You brought the prophecy true, Xena. How can I ever repay you?

(CONTINUED)

*
① Walk and talk
② Pandora
③ (w) Xena
④ (w) Gregor
⑤ (w) Pandora

32 CONTINUED:

32

XENA
I didn't do this for payment. Good
luck with your new lives. All three of
you.

She starts to go.

PANDORA
Isn't there anything you'd like?

Xena stops and thinks. Then:

XENA
Name him Gabriel.

And she is gone.

CUT TO:

33 OMITTED

33

33A INT. SECURE ROOM - DAY - THE BOX

33A

The palm print has been freshly wound. Hold on it a beat
and:

ADJUST ANGLE

to find we are in a windowless room lit only with flame
sconces. At one end of the room is a small altar where the
Box sits in a pool of light. In front of it stands
Gabrielle, staring at it. A beat, then Xena enters.

XENA
Are you ready to go?

GABRIELLE
Sure.

(then)
I can't believe that I actually
touched it.

She steps forward and puts her hands on the Box gently.

GABRIELLE
Pandora's grandmother was cursed
because of this thing. And now, she's
blessed because of it. Did all this
happen because of Fate? Or was it just
Chance?

(CONTINUED)

33A CONTINUED:

33A

XENA
It all happened because you slept on a
rock.

GABRIELLE
(grins)
It did, didn't it?
(then)
Okay, let's go.

She starts to turn when her hand hits the BOX and it falls
to the floor, breaking open and releasing.... NOTHING!

XENA
There's nothing in it.

Gabrielle picks up the Box and looks inside.

GABRIELLE
(disbelief)
It's empty. All these years she's been
carrying around an empty Box. What
should we tell her?

Xena thinks about it for a few beats, then:

XENA
The Box was empty, but Pandora was
still carrying our Hope.
(then)

~~We tell her the truth.~~ Hope always
has, and always will be safe -- inside
each and every one of us.

And on Gabrielle's smile, we:

FADE OUT.

THE END

SHOOTING SCHEDULE

Issued: Wed, Jul 26, 1995
(Script Dated: 25 July - Yellow Rev.)

SHOOT DAY #1 -- Fri, Jul 28, 1995

EST. C.C: 0700

S/R: 0713

S/S: 1752

Sturges Road

Notes

Weather Cover is Shoot Day #2

Sc Ep #3 DAY EXT To Complete

Studio @ Church St, Otahuhu

Notes

Lunch @ Sturges Rd, Pack +
Relocate post lunch, 1500 ETA @
Otahuhu, Mup/Cst will be done @
Sturges Rd pre travel

Sc 16 DAY 2 INT TAVERN / INN

2.00' / 2 4/8 pgs

Nemos does most of the talking for Gregor

Art Department
Post Brawl Bar

Props
Atmos smoke
Broom
Dagger
Nemos' Weapons

Special FX
Flaming Torches
Additional Labour
SPFX Co-ordinator

Characters
1. Xena
5. Gregor
6. Nemos
11. Innkeeper

Sc 33A DAY 3 INT SECURE ROOM (Vault)

1.05' / 1 2/8 pgs

The box is empty after all

Props
Atmos smoke
THE Box

Special FX
Flaming Torches
Additional Labour
SPFX Co-ordinator

Characters
1. Xena
2. Gabrielle

END OF DAY #1

Total Screen Time -

Total pgs - 3 6/8

Shoot Day #1A - Sat, Jul 29, 1995 - Hybrid 2nd Unit @ Otahuhu Refer 2nd Unit Schedule for details

XENA - Ep #4- Cradle of Hope -

2ND UNIT SHOOTING SCHEDULE

Page 2

Issued: Wed, Jul 26, 1995
(Script Dated: 25 July - Yellow Rev.)

SHOOT DAY #1A Sat, Jul 29, 1995 EST. C.C: 0700 S/R: S/S:

Studio @ Church St, Otahuhu

Notes

Baby will bw 'block shot' as much as poss
Hybrid 2nd Unit Day

Sc 14 DAY 2 INT HIDING PLACE (Xena's Room) 1.35' / 1 6/8 pgs
Gabrielle has a contact, because she talks

Art Department

Dummy Baby

Props

Atmos smoke
Baby's Bottle (Gourd)
Cask
Rattle
Weapons Belt (Chakram, Knife, Sword, Bullwhip)

Special FX

Fire
Flaming Torches
Additional Labour
Chaperone
SPFX Co-ordinator

Characters

1. Xena
2. Gabrielle
3. Pandora
9. Infant

Sc 18 DAY 2 INT HIDING PLACE (Xena's Room) 1.52' / 2 3/8 pgs
Ophelia comes to visit

Art Department

Dummy Baby

Props

Atmos smoke
Baby's Blankets
Baby's Bottle (Gourd)
Rattle
Xena's sword

Special FX

Fire
Flaming Torches
Additional Labour
Chaperone
SPFX Co-ordinator

Characters

1. Xena
2. Gabrielle
3. Pandora
8. Ophelia
9. Infant

Sc 03 NIGHT 1 INT SLAVE QUARTERS 0.50' / 1 2/8 pgs
They have to hid the infant, Nemos arrives

Art Department

Dummy Baby

Props

Atmos smoke
Baby's Bottle (Gourd)
Blanket
Nemos' Weapons
Rattle
Soldiers Weapons
Woven Straw Basket

Special FX

Flaming Torches
Additional Labour
Chaperone
SPFX Co-ordinator

Special Equipment

Wind machines ex SPFX Co-ord

Characters

6. Nemos
7. Philana
8. Ophelia
9. Infant

Extras

Castor (Gregorian Soldier)
Servants (4)

Sc (12) Fire Breathing Rehearsal
Scheduled for 1300

Characters

1. Xena

Additional Labour

Fire Breather - Nellie Collins -

END OF DAY #1A Total Screen Time - Total pgs - 5 3/8

XENA - Ep #4- Cradle of Hope - SHOOTING SCHEDULE

Page 2
Issued: Wed, Jul 26, 1995
(Script Dated: 25 July - Yellow Rev.)

SHOOT DAY #2 -- Mon, Jul 31, 1995	EST. C.C: 0700	S/R: -	S/S: -
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Studio @ Church St, Otahuhu

Sc 11	DAY 2	INT	TAVERN / INN Unfortunately the bar has a weapons code	1.35' / 1 5/8 pgs
-------	-------	-----	--	-------------------

Props

Atmos smoke
Baby's Bottle (Gourd)
Broom
Cask of Milk
Jug of Port, 'Glasses'
Pandora's Shoulder Bag
Rattle
Soldiers Weapons
THE Box
Weapons Belt (Chakram, Knife,
Sword, Bullwhip)

Special FX

Flaming Torches
Additional Labour
Chaperone
SPFX Co-ordinator
Stunt Co-ordinator

Characters

1. Xena
2. Gabrielle
3. Pandora
6. Nemos
9. Infant
11. Innkeeper

Extras

Boy
Castor (Gregorian Soldier)
X#4 Taverners (7)

Stunt Players

Gregorian Soldiers (3)

Sc 12 pt1	DAY 2	INT	TAVERN / INN Xena deals to the soldiers, learns about Gregor & the baby	3.37' / 4 1/8 pgs
-----------	-------	-----	--	-------------------

Art Department

Break-away tables (2)
Strengthened large table (smooth
topped)
Strengthened standard table

Props

Atmos smoke
Candelabra
Cask of Milk
Jug of Port, 'Glasses'
Pandora's Shoulder Bag
Snapping Sword (Nemos')
Soldiers Weapons
Spear
THE Box
Weapons Belt (Chakram, Knife,
Sword, Bullwhip)

Special FX

Flaming Torches
Additional Labour
Chaperone
Fire Breather - Neille Collins -
SPFX Co-ordinator
Stunt Co-ordinator

Special Equipment

Spear in wall rig

Characters

1. Xena
2. Gabrielle
3. Pandora
6. Nemos
9. Infant
11. Innkeeper

Extras

Castor (Gregorian Soldier)
X#4 Taverners (7)
Xena Body/Riding Dble

Stunt Players

Castor (Soldier) Fight Dble
Gregorian Soldiers (3)
Nemos Fight Dble
Xena Acrobat Dble
Xena Fight Dble

Notes

2nd Unit to shoot fight detail as per
shot list

Sc (21)	Dance Rehearsal Exact time tbc but during afternoon
---------	--

Additional Labour
Choreographer

Characters

1. Xena
8. Cphella

Extras

Dancers (2)

END OF DAY #2	Total Screen Time -	Total pgs - 5 6/8
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XENA - Ep #4- Cradle of Hope - SHOOTING SCHEDULE

Page 3

Issued: Wed, Jul 26, 1995
(Script Dated: 25 July - Yellow Rev.)

SHOOT DAY #3 -- Tue, Aug 1, 1995				EST. C.C: 0700	S/R: 0721	S/S: 1734
<u>Sturges Road</u>						
Notes	Weather Cover is Shoot Day #4			Special Equipment	Camera Crane	
Sc 10	DAY 2	EXT	GREGOR'S KINGDOM			0.20' / 3/8 pgs
			Wanted, dead or alive			
Props	Soldiers Weapons				Characters	6. Nemos
Livestock	Soldiers Horses (4)			Animal Handler	Extras	Castor (Gregorian Soldier)
				Horse Wrangler	Horse Dept. Players	Gregor's Soldiers (2)
						Nemos Riding Dble
Sc 08 pt1	DAY 2	EXT	ROAD			1.55 / 2 1/8 pgs
			They happen upon a lynching			
Art Department	Dummy Baby				Characters	1. Xena
	Overhead Branches			Additional Labour		2. Gabrielle
Props	Bullwhip			Bullwhip Specialist		3. Pandora
	Chakram			Chaperone		9. Infant
	Pandora's Shoulder Bag + contents			Stunt Co-ordinator		10. Weasel
	Rope			Animal Handler	Extras	Weasel Villagers (15)
				Horse Wrangler	Stunt Players	Pandora Stunt Dble
Greens	Bark chips, Shrubage, etc as reqd					Weasel Stunt Dble
Livestock	Pandora's Horse					
	Xena's Horse					
Notes	'Weasel' seen hanging					
Sc 05	DAY 2	EXT	WOODS			1.10' / 1 4/8 pgs
			They find the baby			
Art Department	Dummy Baby				Characters	1. Xena
Props	Bedroll			Animal Handler		2. Gabrielle
	Blanket			Horse Wrangler		9. Infant
	Weapons Belt (Chakram, Knife, Sword, Bullwhip)					
	Woven Straw Basket					
	Xena's sword					
Greens	Shrubage, Reeds, etc as reqd					
Livestock	Xena's Horse					
Sc 06	DAY 2	EXT	RIVER BANK			1.03' / 1 2/8 pgs
			Xena not as concerned about the infant			
Art Department	Bottomless basket				Characters	1. Xena
	Dummy Baby			Animal Handler		2. Gabrielle
Props	Baby's Bottle (Gourd)			Horse Wrangler		9. Infant
	Rattle					
	Woven Straw Basket					
Livestock	Xena's Horse					

XENA - Ep #4- Cradle of Hope -
SHOOTING SCHEDULE

Page 4

Issued: Wed, Jul 26, 1995
(Script Dated: 25 July - Yellow Rev.)

Sc 04 NIGHT 1 EXT RIVER BANK

0.25' / 2/8 pgs

Ophelia places the basket in the water

Art Department

Dummy Baby

Props

Woven Straw Basket

Additional Labour

Chaperone

Special Equipment

Camera Barge ex Loc/Unit

HMI Battery Sungun ex Beta Hire

(Malcolm Fergusson)

Characters

8. Ophelia

9. Infant

END OF DAY #3

Total Screen Time -

Total pgs - 5 4/8

XENA - Ep #4- Cradle of Hope -
2ND UNIT SHOOTING SCHEDULE

Page 3

Issued: Wed, Jul 26, 1995
(Script Dated: 25 July - Yellow Rev.)

SHOOT DAY #3 -- Tue, Aug 1, 1995	EST. C.C.:	S/R:	S/S:
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Sturges Road

Sc Ep#3

END OF DAY #3	Total Screen Time -	Total pgs -
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XENA - Ep #4- Cradle of Hope - SHOOTING SCHEDULE

Page 5
Issued: Wed, Jul 26, 1995
(Script Dated: 25 July - Yellow Rev.)

SHOOT DAY #4 -- Wed, Aug 2, 1995

EST. C.C: 0700

S/R: -

S/S: -

Studio @ 911 Dominion Rd

Sc 17 NIGHT 2 EXT STREETS 0.42' / 5/8 pg

Uncommon conversation for common folk

Props

Atmos smoke

Special FX

Flaming Torches

Additional Labour

SPFX Co-ordinator

Characters

2. Gabrielle

8. Ophelia

12. Old Man

13. Woman

14. Young Man

16. Street Vendor

Extras

Gregorian Villagers/Servants (7)

Sc 20 NIGHT 2 EXT GREGOR'S KINGDOM 1.20' / 1 6/8 pg

Gabrielle & Pandora sneak through the town

Art Department

Dummy Baby

Vendor's cart

Props

Atmos smoke

Cradle/Baby's Bed

Special FX

Flaming Torches

Additional Labour

Chaperone

SPFX Co-ordinator

Characters

2. Gabrielle

3. Pandora

9. Infant

16. Street Vendor

Extras

Gregorian Villagers/Servants (7)

Sc 19 NIGHT 2 EXT KINGDOM GATES 0.30' / 4/8 pg

Xena is amongst the women

Props

Atmos smoke

Guard's Weapons

Special FX

Flaming Torches

Additional Labour

SPFX Co-ordinator

Characters

1. Xena

8. Ophelia

Extras

Armed Guard

Dancers (2)

Gregorian Villagers/Servants (7)

Sc 26 Apt1 NIGHT 2 EXT GREGOR'S KINGDOM 1.00' / 7/8 pg

Pandora resets the timer just in time

Art Department

Vendor's cart

Props

Atmos smoke

THE Box

Special FX

Flaming Torches

Additional Labour

Chaperone

SPFX Co-ordinator

Stunt Co-ordinator

Characters

1. Xena

2. Gabrielle

3. Pandora

9. Infant

16. Street Vendor

Extras

Gregorian Villagers/Servants (7)

Stunt Players

Xena Stunt Dble

Sc 29 NIGHT 2 EXT GREGOR'S KINGDOM 0.22' / 4/8 pg

Astonishment at Xena's decision

Props

Atmos smoke

THE Box

Special FX

Flaming Torches

Additional Labour

Chaperone

SPFX Co-ordinator

Characters

1. Xena

2. Gabrielle

3. Pandora

9. Infant

16. Street Vendor

XENA - Ep #4- Cradle of Hope - SHOOTING SCHEDULE

Page 6

Issued: Wed, Jul 26, 1995
(Script Dated: 25 July - Yellow Rev.)

Sc 28 pt1 NIGHT 2 EXT UNDER WINDOW 0.12' / 1/8 pg:

Xena lets herself down and escapes

Props

Atmos smoke
Curtain rope (cutable)
Dagger
THE Box

Special FX

Flaming Torches
Additional Labour
SPFX Co-ordinator
Stunt Co-ordinator

Characters

1. Xena

Notes

2nd Unit content tbc

Special Equipment

Hanging upside-down rig

Sc 31 pt1 DAY 3 EXT GREGOR'S KINGDOM 3.00' / 2 7/8 pg

Xena get the better of Nemos

Art Department

Dummy Baby

Makeup

Blood (Xena's hands)
Nemos' hand cut

Characters

1. Xena
2. Gabrielle
3. Pandora
6. Nemos
8. Ophelia
9. Infant

Props

Atmos smoke
Blanket
Candelabra (Straight)
Dagger
Pitchforks
Soldiers Weapons
Staffs
THE Box
Woven Straw Basket
Xena's sword

Camera

Baby-cam

Grips

Maxi Jib

Extras

Castor (Gregorian Soldier)
Gregorian Villagers/Servants (15)

Additional Labour

Chaperone
Stunt Co-ordinator

Stunt Players

Castor (Soldier) Fight Dble
Gregorian Soldiers (8)
Gregorian Villagers (4)
Nemos Fight Dble
Xena Stunt Dble

Notes

2nd Unit will take over set at wrap to
shoot their component (s) of this
scene

END OF DAY #4 Total Screen Time - Total pgs - 7 2/8

XENA - Ep #4- Cradle of Hope - 2ND UNIT SHOOTING SCHEDULE

Page 4

Issued: Wed, Jul 26, 1995
(Script Dated: 25 July - Yellow Rev.)

SHOOT DAY #4 -- Wed, Aug 2, 1995

EST. C.C: 1030

S/R:

S/S:

Studio @ 911 Dominion Rd

Sc 31 pt2U DAY 3 EXT GREGOR'S KINGDOM

0.30' / 4/8 pgs

Xena get the better of Nemos

Art Department

Dummy Baby

Props

Blanket

Candelabra (Straight)

Dagger

Pitchforks

Soldiers Weapons

Staffs

THE Box

Xena's sword

Makeup

Blood (Xena's hands)

Nemos' hand cut

Additional Labour

Stunt Co-ordinator

Extras

Castor (Gregorian Soldier)

Gregorian Villagers/Servants (7)

Stunt Players

Castor (Soldier) Fight Dble

Gregorian Soldiers (8)

Gregorian Villagers (4)

Nemos Fight Dble

Xena Stunt Dble

Notes

2nd Unit to shoot fight detail as per
shot list

END OF DAY #4

Total Screen Time -

Total pgs - 4/8

XENA - Ep #4- Cradle of Hope -

SHOOTING SCHEDULE

Page 7

Issued: Wed, Jul 26, 1995
(Script Dated: 25 July - Yellow Rev.)

SHOOT DAY #5 -- Thu, Aug 3, 1995

EST. C.C: 0900

S/R: -

S/S: -

Studio @ 911 Dominion Rd

Sc 32 DAY 3 EXT GREGOR'S KINGDOM
Gregor has a subtle proposal

0.53' / 1 pgs

Art Department
Dummy Baby

Additional Labour
Chaperone

Characters
1. Xena
3. Pandora
5. Gregor
9. Infant

Extras
Gregorian Villagers/Servants (7)

Sc 09 DAY 2 INT CAVE
They discover who Pandora is

2.35' / 3 pgs

Props
Atmos smoke
Baby's Bottle (Gourd)
Chakram
Pandora's Shoulder Bag
Rattle
Saddlebag
Sharpening stone
THE Box

Camera
Stedicam
Elex
Lightning Fx
Additional Labour
Chaperone

Characters
1. Xena
2. Gabrielle
3. Pandora
9. Infant

Sc 21 NIGHT 2 INT CASTLE DINING ROOM
Xena dances to a date with Nemos

3.45' / 3 pgs

Props
Atmos smoke
Dagger
Feast
Mug of Ale
THE Box

Grips
Maxi Jib, Ubange, F7 Head
Rig for tracking shot down center of table
Sound
Playback
Special FX
Flaming Torches
Additional Labour
Choreographer - CHECK AVAILABILITY
SPFX Co-ordinator
Special Equipment
Music Track ex choreographer

Characters
1. Xena
5. Gregor
6. Nemos
8. Ophelia

Extras
Additional Gregorian Soldiers (4)
Castor (Gregorian Soldier)
Dancers (2)
Gregorian Soldiers (7)
Serving Girls (2)

END OF DAY #5

Total Screen Time -

Total pgs - 7

XENA - Ep #4- Cradle of Hope -
2ND UNIT SHOOTING SCHEDULE

Page 5
Issued: Wed, Jul 26, 1995
(Script Dated: 25 July - Yellow Rev.)

SHOOT DAY #5 -- Thu, Aug 3, 1995

EST. C.C:

S/R:

S/S:

Sturges Road

Sc 08 pt2U DAY 2 EXT ROAD

0.30' / 4/8 pgs

They happen upon a lynching

Art Department

Dummy Baby
Overhead Branches

Additional Labour
Stunt Co-ordinator
Animal Handler
Horse Wrangler

Extras

Weasel Villagers (5)
Xena Body/Riding Dble

Props

Bullwhip
Chakram
Pandora's Shoulder Bag + contents
Rope

Stunt Players

Pandora Stunt Dble
Weasel Stunt Dble

Greens

Bark chips, Shrubage, etc as reqd

Livestock

Pandora's Horse
Xena's Horse

Notes

'Pandora' seen hanging

END OF DAY #5

Total Screen Time -

Total pgs - 4/8

XENA - Ep #4- Cradle of Hope - SHOOTING SCHEDULE

Page 8
Issued: Wed, Jul 26, 1995
(Script Dated: 25 July - Yellow Rev.)

SHOOT DAY #6 -- Fri, Aug 4, 1995

EST. C.C: 0700

S/R: -

S/S: -

Studio @ 911 Dominion Rd

Sc 22 NIGHT 2 INT NEMOS' CHAMBER 1.05' / 1 pg:

The wrong word ruins the moment

Props

Atmos smoke

Additional Labour
Stunt Co-ordinator

Characters

1. Xena
6. Nemos

Sc 25 NIGHT 2 INT NEMOS' CHAMBER 0.15' / 1/8 pg:

Nemos comes to with clear thoughts

Characters

6. Nemos

Sc 23 NIGHT 2 INT CORRIDOR 0.33' / 3/8 pg:

Xena slips into Gregor's chamber

Art Department

Candle

Props

Atmos smoke

Dagger

Special FX
Flaming Torches
Additional Labour
SPFX Co-ordinator

Characters

1. Xena
5. Gregor

Sc 24 ptl NIGHT 2 INT GREGOR'S CHAMBER 1.33' / 1 5/8 pg:

Dogs and Kings are all the same really

Art Department

Dusty + Cobwebbed Toys + Crib

Props

Atmos smoke

Dagger

Portrait of the Queen

Livestock

Dog

Special FX
Fire
Flaming Torches
Additional Labour
SPFX Co-ordinator
Animal Handler
Dog Wrangler

Characters

1. Xena
5. Gregor

Sc 26 ptl NIGHT 2 INT GREGOR'S CHAMBER 1.15' / 1 pg:

Xena trapped it appears

Art Department

Dusty + Cobwebbed Toys + Crib

Props

Atmos smoke

Coil of curtain rope

Dagger

Portrait of the Queen

Soldiers Weapons

THE Box

Special FX
Fire
Flaming Torches
Additional Labour
SPFX Co-ordinator

Characters

1. Xena
6. Nemos

Extras

Gregorian Soldiers (2)

Notes

2nd Unit to shoot Xena's pov out
window

XENA - Ep #4- Cradle of Hope - SHOOTING SCHEDULE

Page 9
Issued: Wed, Jul 26, 1995
(Script Dated: 25 July - Yellow Rev.)

Sc 27 pt1 NIGHT 2 INT GREGOR'S CHAMBER
Xena invents the bungee

0.30' / 4/8 pgs

Art Department

Dusty + Cobwebbed Toys + Crib

Props

Atmos smoke
Coil of curtain rope
Dagger
Portrait of the Queen
Soldiers Weapons
THE Box

Special FX

Flaming Torches

Additional Labour

SPFX Co-ordinator
Stunt Co-ordinator

Special Equipment

Stunt Mat (Thick) ex Stunt Co-ordinator

Characters

1. Xena
5. Nemos

Extras

Gregorian Soldiers (2)

Sc 01 NIGHT 1 INT GREGOR'S CHAMBER
Cynara reads the stones

1.45' / 2 pgs

Props

Atmos smoke
Golden Chalice
Pitcher, Water Basin
Runestones + Pouch

Makeup

Contact lens' for Cynara

Special FX

Big candle action

Additional Labour

SPFX Co-ordinator

Characters

4. Cynara
5. Gregor
6. Nemos
8. Ophelia

END OF DAY #6 Total Screen Time Total pgs - 6 5/8

Shoot Day #6A - Sat, Aug 5, 1995 - Hybrid 2nd Unit @ 911 Refer 2nd Unit Schedule for details

XENA - Ep #4- Cradle of Hope - 2ND UNIT SHOOTING SCHEDULE

Page 6
Issued: Wed, Jul 26, 1995
(Script Dated: 25 July - Yellow Rev.)

SHOOT DAY #6 -- Fri, Aug 4, 1995

EST. C.C: 0700

S/R:

S/S:

Studio @ Church St, Otahuhu

Sc 12 pt2U DAY 2 INT TAVERN / INN

0.50' / 4/8 pgs

Xena deals to the soldiers, learns about Gregor & the baby

Art Department

Break-away tables (2)
Strengthened large table (smooth topped)
Strengthened standard table

Additional Labour

Fire Breather - Nellie Collins -
Stunt Co-ordinator

Extras

X#4 Taverners (3)
Xena Body/Riding Dble

Props

Candelabra
Snapping Sword (Nemos')
Soldiers Weapons
Spear
THE Box
Weapons Belt (Chakram, Knife, Sword, Bullwhip)

Special Equipment

Spear in wall rig

Stunt Players

Castor (Soldier) Fight Dble
Gregorian Soldiers (3)
Nemos Fight Dble
Xena Fight Dble

Notes

2nd Unit to shoot fight detail as per shot list

Sc 31pt2Upt DAY 3 EXT MID AIR

Baby + blue screen

Art Department

Blue screen

Additional Labour

Chaperone

Characters

9. Infant

END OF DAY #6

Total Screen Time -

Total pgs - 4/8

XENA - Ep #4- Cradle of Hope - 2ND UNIT SHOOTING SCHEDULE

Page 7
Issued: Wed, Jul 26, 1995
(Script Dated: 25 July - Yellow Rev.)

SHOOT DAY #6A Sat, Aug 5, 1995 EST. C.C. 10:00 S/R: S/S:

Studio @ 911 Dominion Rd

Notes

Hybrid 2nd Unit Day

Sc 30 DAY 3 INT GREGOR'S CHAMBER 1.07' / 1 4/8 pgs
Gregor's threat conditioned by Cynara's prediction

Props

Atmos smoke
Baby's Bottle (Gourd)
Dagger
Rattle

Additional Labour
Chaperone

Characters

1. Xena
5. Gregor
9. Infant

Sc 07 DAY 2 INT GREGOR'S CHAMBER 1.30' / 1 4/8 pgs
Nemos seems to have another agenda

Props

Atmos smoke
Portrait of the Queen

Characters

5. Gregor
6. Nemos

Sc 13 DAY 2 INT GREGOR'S CHAMBER 2.10' / 2 4/8 pgs
Gregor guesses what Xena's up to

Props

Atmos smoke
Map of outlying regions
THE Box

Characters

5. Gregor
6. Nemos

Sc 15 DAY 2 INT GREGOR'S CHAMBER 0.15' / 1/8 pgs
Time ticks away

Props

THE Box

Sc 27 pt2U NIGHT 2 INT GREGOR'S CHAMBER 0.10' / 1/8 pgs
Xena invents the bungee

Props

Coil of curtain rope

Notes

2nd Unit to shoot rope uncoiling

Sc 28 pt2U NIGHT 2 EXT UNDER WINDOW / pgs
Xena lets herself down and escapes

Props

Curtain rope (cuttable)
Dagger
THE Box

Additional Labour
Stunt Co-ordinator

Stunt Players

Xena Stunt Dble

Special Equipment
Hanging upside-down rig

Notes

2nd Unit to shoot w/ dble hanging,
detail on rope cutting

Sc 26 pt2U NIGHT 2 INT GREGOR'S CHAMBER 0.05' / 1/8 pgs
Xena's pov out window

Notes

2nd Unit to shoot

XENA - Ep #4- Cradle of Hope -

2ND UNIT SHOOTING SCHEDULE

Page 8

Issued: Wed, Jul 26, 1995
(Script Dated: 25 July - Yellow Rev.)

Sc 28A pt2 UNIGHT 2 EXT GREGOR'S KINGDOM 0.30' / 4/8 pgs
Pandora resets the timer just in time

Art Department
Vendor's cart

Props
THE Box

Additional Labour
Stunt Co-ordinator

Extras
Gregorian Villagers/Servants (7)
Stunt Players
Xena Stunt Dble

Sc 02 NIGHT 1 EXT SLAVE QUARTERS 0.07' / 1/8 pgs
To Establish

Notes
2nd Unit to Shoot

END OF DAY #6A Total Screen Time - Total pgs - 6 4/8

XENA - Ep #4- Cradle of Hope - Script Dated: 25 July - Yellow Rev. - ISSUED: Wed, Jul 26, 1995

July	Day of Month: Day Of Week: Shooting Days:	28	29	30	31	1	2	3	4	5	6	7	Rehearse	Travel	Work	Hold	Holiday	Loop	Start	Finish	TOTAL
1. Xena		SW			W	W	W	W	WF						6				7/28	8/4	6
2. Gabrielle		SW			W	W	W	WF							5				7/28	8/3	5
3. Pandora					SW	W	W	WF							4				7/31	8/3	4
4. Cynara									SWF						1				8/4	8/4	1
5. Gregor		SW						W	WF						3				7/28	8/4	3
6. Nemos		SW			W	W	W	W	WF						6				7/28	8/4	6
7. Philana																					
8. Ophelia					SW	W	W	W	WF						5				7/31	8/4	5
9. Infant					SW	W	W	WF							4				7/31	8/3	4
10. Weasel					SW	SWF									1				8/1	8/1	1
11. Innkeeper		SW			WF										2				7/28	7/31	2
12. Old Man							SWF								1				8/2	8/2	1
13. Woman															1				8/2	8/2	1
14. Young Man															1				8/2	8/2	1
15. Street Vendor															1				8/2	8/2	1

XENA Ep#4 - "CRADLE OF HOPE"
as per revised draft July 10, 1995

CAST LIST -

Director's No: M LEVINE (818) 346 2227

XENA
GABRIELLE

NEMOS - Simon Prast, ~~MARTIN CSOKAS~~

GREGOR - C'd Newborn.

PANDORA - AMANDA Tollemache.

OPHELIA - Cherie McGuilkin. (Kirstie O'Sullivan)

INNKEEPER - Paul Mintie

PHILANA - Christine Bartlett. (Anne Hunter)

CYNARA - Beryl Te Wiata

WEASEL - Tony Bishop

~~GUARD~~

DIANA ROWAN CASTING

XENA - Ep#4

DUBBED suggestions:

INNKEEPER

- 1) Peter Morgan
- 2) Ranauld Hendriks
- 3) Merv Smith
- 4) Paul Minnifie
- 5) John O'Leary

WEASEL

- 6) Derek Ward
- 7) Tony Bishop

DIANA ROWAN CASTING

XENA - Ep#4

DUBBED suggestions:

CYNARA

- 1) Mona Ross
- 2) Beryl Te Wiata —
- 3) Alma Woods

PHILANA

- 4) Patricia Donovan
- 5) Christine Bartlett
- 6) Helen Jermyn
- 7) Anne Hunter

DIANA ROWAN CASTING

XENA - Ep#4

DUBBED suggestions:

PANDORA

1) Maggie Tarver

2) Jude Gibson

3) Lyndall Howell

*Wrote
Abe for V*

4) Jo Briant

(Janista - Herc)

✓ 5) Amanda Tollemache (Demeter - Herc) - *Very attractive, Dark skin
hair*

OPHELIA

6) Sophia Enholmer

7) Maria Michelle Alomajan

8) Angela Heape

- pretty face - (Beautiful)

9) Patricia Manney ? -

10) Lexene Cavey

11) Angela Shirley

(Persephone - Herc)

12) Greer Robson

(Flaxen - Herc)

✓ 13) Cherie McQuilkin

- possible - long reddish hair

DIANA ROWAN CASTING

XENA - Ep#4

DUBBED suggestions:

GREGOR

- 1) David Weatherley
- 2) Ian Ralston
- 3) Michael Keir-Morrissey (Old Script)

COSMOS

- 4) Mark Ferguson - ok,
- 5) Simon Prast - ok (33) 5'9" - got a sleepy eye arch look
- 6) Michael Saccente - C
- 7) Marton Csokas (Old Gregor script) - good mean look 2 P
- 8) Toby Mills
- 9) Ed Newborn (Gregor) - possible good (43)

To Read

SCRIPT TIMING**XENA - Episode #4 Blue script dated 24 July 1995****Timing dated 25 July 1995**

SC	TIME	PAGES
1	00:01:45	2 2/8
2	00:00:07	1/8
3	00:00:50	1 1/8
4	00:00:25	2/8
5	00:01:00	1 2/8
6	00:01:03	1 3/8
7	00:01:30	1 5/8
8	00:01:55	2 3/8
9	00:02:35	3
10	00:00:20	3/8
11	00:01:35	1 4/8
12	00:03:37	3 7/8
13	00:02:10	2 5/8
14	00:01:35	1 6/8
15	00:00:15	2/8
16	00:02:00	2 4/8
17	00:00:42	6/8
18	00:01:52	2 3/8
19	00:00:30	3/8
20	00:00:55	1 2/8
21	00:03:45	3
22	00:01:05	1
23	00:00:33	3/8
24	00:01:33	1 5/8
25	00:00:15	1/8
26	00:01:15	1
27	00:00:30	4/8
28	00:00:12	1/8
28A	00:01:00	7/8
29	00:00:22	4/8
30	00:01:07	1 4/8
31	00:03:00	3
32	00:00:53	1
33A	00:01:05	1 2/8
		46 7/8
TEASER	00:04:07	
ACT 1	00:08:58	
ACT 2	00:07:37	
ACT 3	00:14:25	
ACT 4	00:08:09	
TOTAL	00:43:16	

XENA

EPISODE # 4

'CRADLE OF HOPE'

19 JULY, 95'

UPDATE BREAKDOWN

SCRIPT SHOOTING DRAFT, JULY 14TH 1995

Unless mentioned all other roles are mains or stunts

FEATURED EXTRAS

3 MONTH OLD BABY TWINS
CASTOR (stuntie TBC)
13 YR OLD BOY
2 X DANCERS
ARMED GUARD

EXTRAS

15X WEASEL VILLAGERS
8 X SOLDERS
5X SERVANTS (3 women , 2 men)
10X GREGOR VILLAGERS

TEASER

scene 3 , 4 x Servants

1 x FX Twin babies (continues through out story)

ACT ONE

scene 8 , 15 Mob of Weasel Villagers.

scene 10 , GREGOR'S KINGDOM

3-4 Gregor's Villagers

2 x Guards (TBC- Stunties ?)

ACT TWO

scene 11,12 , INT TAVERN / INN - day

7 x X#4 Taverners

FX 13 yr old boy

ACT THREE

scene 17, EXT GREGORS KINGDOM

FX Armed guard

2 x dancing women

scene 20 , INT CASTLE -DINING ROOM

8 X Soldiers

2 x Servants (women)

ACT FOUR

scene 28, EXT GREGORS KINGDOM - OUTER WALL

2 X Soldiers

2 x Gregors Villagers (passing by)

scene 29, INT CASTLE - GREGORS CHAMBER

2 x Guards

scene 30, EXT GREGORS KINGDOM - Latter

all soldiers to be stunties

15 x Inhabitants of the kingdom (10 x Gregors Villagers /5 x servants)

scene 30 cont:

15x Gregors Villagers / Servants - as above

FX Castor (stuntie TBC)

scene 31 EXT GREGOR'S KINGDOM - latter

4- 5 Servants

'XENA - THE WARRIOR PRINCESS' - 22 X 1HR TELEVISION EPISODES

PROPOSED PERIOD OF ENGAGEMENT > MAIN UNIT PRODUCTION SCHEDULE

Issued July 10, 1995

EP#	TITLE:	PRINCIPAL PHOTOGRAPHY COMMENCE:	PRINCIPAL PHOTOGRAPHY CEASE:	FILMING DAYS:	PRODUCTION CODE:	DIRECTOR	
1	SINS OF THE PAST	MON 26	JUNE 1995	WED 05	JULY 1995	(8)	D. LEFLER
2	CHARIOTS OF WAR	THU 06	JULY 1995	MON 17	JULY 1995	(8)	H. COKELISS
3	DREAMWORKER	TUE 18	JULY 1995	WED 26	JULY 1995	(7)	B. GREEN
4	CRADLE OF HOPE	THU 27	JULY 1995	FRI 04	AUG 1995	(7)	M. LEVINE
HIATUS: PRODUCTION PREPARATION MON 07 AUG 1995 FRI 11 AUG 1995 1 WEEK							
5	THE RECKONING	MON 14	AUG 1995	MON 21	AUG 1995	(6)	S. POSEY
6	THE TITANS	TUE 22	AUG 1995	THU 31	AUG 1995	(8)	E. BREVIG
7	PROMETHEUS CROSSDRESSER	FRI 01	SEPT 1995	TUES 12	SEPT 1995	(8)	S. POSEY
8	CENTAURS VS AMAZON WOMEN	WED 13	SEPT 1995	THU 21	SEPT 1995	(7)	C. SEIBERT
9	GOING HOME	FRIS 22	SEPT 1995	FRI 29	SEPT 1995	(6)	J. ALEXANDER
10	DEATH IS M.I.A.	MON 02	OCT 1995	TUE 10	OCT 1995	(7)	C. SEIBERT
11	REMEMBER NOTHING	WED 11	OCT 1995	THU 19	OCT 1995	(7)	J. ALEXANDER
HIATUS: PRODUCTION PREPARATION FRI 20 OCT 1995 THU 26 OCT 1995 1 WEEK							
12		FRI 27	OCT 1995	MON 06	NOV 1995	(7)	
13		TUE 07	NOV 1995	WED 15	NOV 1995	(7)	
14		THU 16	NOV 1995	FRI 24	NOV 1995	(7)	
15		MON 27	NOV 1995	TUE 05	DEC 1995	(7)	
16		WED 06	DEC 1995	FRI 15	DEC 1995	(7)	
HIATUS: XMAS BREAK MON 18 DEC 1995 FRI 05 JAN 1996 3 WEEKS							
17		MON 08	JAN 1996	TUE 16	JAN 1996	(7)	
18		WED 17	JAN 1996	THU 25	JAN 1996	(7)	
19		FRI 26	JAN 1996	MON 05	FEB 1996	(7)	
20		TUE 06	FEB 1996	WED 14	FEB 1996	(7)	
21		THU 15	FEB 1996	FRI 23	FEB 1996	(7)	
22		MON 26	FEB 1996	TUE 05	MAR 1996	(7)	

NB: By Saturday July 15 we are expecting a 1st draft script of Ep#5 "The Reckoning" a 2nd draft script of Ep#6 "The Titans" and a beat sheet for Ep#7 "Prometheus Crossover"

Note: 2ND Unit will work a scheduled TUE - SAT inclusive Working Week ie 5 Working Days.

Issued to:
PRODUCTION

DIRECTION H#9
DIRECTION H#10
DIRECTION X#1
DIRECTION X#3
DIRECTION X#4
DIRECTION X#5
DIRECTION X#6
DIRECTION X#7
H 2ND UNIT
X 2ND UNIT
LOCATION
CASTING
ACCOUNTS
ART

COSTUME
H MU/HAIR
X MU/HAIR
H TECHNICAL

X TECHNICAL
STUNTS/SPFX

Eric Gruendemann, Chloe Smith, Phee Phanshell, Nicki Ellis, Moira Grant, Rebekah Nolan,
Lisa Wildermoth
Nathalie Celie, Angela Zivkovic, Tanya Fraser, Marion White
Rob Tapert, Liz Friedman, Armaghan Ballantyne
Steve Posey, George Lyle, Claire Richardson, Melissa Wikaire
John Kretchmer, Andrew Merrifield, Claire Richardson, Gillian Steyne/Melissa Wikaire TBC
Doug Lefler, Paul Grinder, Neil James, Jennifer Vial
Bruce Green, Paul Grinder, Neil James, Jennifer Vial
Michael Levine, Simon Ambridge, Axel Paton, Rowena Yalland
Steve Posey, Paul Grinder, Neil James, Jennifer Vial
Eric Brevig, Simon Ambridge, Axel Paton, Rowena Yalland
Steve Posey, Paul Grinder, Neil James, Jennifer Vial
Charlie Haskell, Wayne Rose, Liz Tan, John Cavill
Gary Jones, Anna Gundersen, Louise Harness, Kevin Riley
Sally Sherratt
Diana Rowan, Jane Lindsay, Lynn Hargreaves, Tracy Hampton, Marisa Borich
Keith Mackenzie, Tricia Lafferty, Andrea Mynott
Robert Gillies, Kim Rickard, Mike Becroft, Mark Robins, Nigel Tweed
Brenda Cantell, Jennifer Ward, Philip Ivey, Kirsty Griffin
Ngila Dickson, Janis MacEwan, Erin O'Neill, Alastair Floyd, Ann Mockett
Debra East, Annie Single
Francia Smeets, Joan Petch
John Mahaffie, Peter McCaffrey, Thad Lawrence, Chris McKenzie, Geoff Jamieson, Tony Johnson
H#10 = Allen Guilford
Donald Duncan, Cameron McLean, Bindy Crayford, Ian Beale, Dennis Thompson, Graham Morris
Peter Bell, Annette Howell, Jim Scorrar, Shane Dawson, Mark Harris,
Ken Durey, Jason Durey, Jason Docherty

21 JULY 1995 PRODUCTION SCHEDULE (all times ex Market Place unless noted)

RE **HERCULES**

: EPISODE H#9 "THE SEIGE AT NAXOS" - Director: Steve Posey

HERCULES HIATUS - 07 AUGUST THRU 06 SEPTEMBER

: EPISODE H#10 "HIGHWAY TO HADES" - Director: John Kretchmer
: EPISODE H#11 "TYPHOON" - Director: T.J. Scott

XENA: WARRIOR PRINCESS

: EPISODE X#3 "DREAMWORKER" - Director: Bruce Green
: EPISODE X#4 "CRADLE OF HOPE" - Director: Michael Levine

XENA HIATUS - 07 AUGUST THRU 11 AUGUST

: EPISODE X#5 "GOING HOME" - Director: Steve Posey
: EPISODE X#6 "THE TITANS" - Director: Eric Brevig
: EPISODE X#7 "PROMETHEUS" - Director: Steve Posey
: EPISODE X#8 "HOOVES & HARLOTS" - Director: Charles Seibert

SUN	23.7	H#8/9	TRAVEL	0600	KEVIN O'NEILL arrives AKL
MON	24.7	H#9	TRAVEL	0600	BRIAN THOMPSON ("Goth") arrives AKL
		H/X	TRAVEL	0600	Leah Krazntler (Publicity) & Jeff McQueen arrive AKL
		H#9	MU	1100	Brian Thompson + Debra East
		H#9	WR	1130	Brian Thompson + Ngila Dickson
		H#9	CAST READ-THRU	1400	Steve, Eric + available lead cast
		H#9	PUBLISH	1600	Publish Schedule Ep H#9
WED	26.7	H#9	SHOOT	-	EPISODE H#9 - SHOOT DAY 1
		H/X	TRAVEL	0600	Rob Tapert arrive AKL
		X#4	TRAVEL	0600	MARY ELIZABETH McGLYNN arrives AKL
		X#4	MEETING	0900	H.O.D. SCHEDULE MEETING
		X#4	WR	1000	Mary Elizabeth McGlynn + Ngila Dickson
		X#4	MU	1100	Mary Elizabeth McGlynn + Joan Petch
		H#8	TRAVEL	1530	Tim Bond departs AKL
		X#4	CAST READ-THRU	1945	Eric, Michael + available lead cast
FRI	28.7	X#4	SHOOT	-	EPISODE X#4 - SHOOT DAY 1
		X#3	TRAVEL	2215	Bruce Green departs AKL
SAT	29.7	H/X	TRAVEL	0600	Brad Carpenter arrives AKL
SAT	05.8	X#4	HYBRID	-	2ND UNIT HYBRID SHOOT DAY
		H#9	TRAVEL	2215	Brian Thompson departs AKL
SUN	06.8	H	TRAVEL	1735	Kevin Sorbo departs AKL (TBC)
		H/X	TRAVEL	2045	Leah Krantzler departs AKL
		X#4	TRAVEL	2215	Michael Levine departs AKL
		X#4	TRAVEL	2215	Mary Elizabeth McGlynn departs AKL

MON	07.8	HIATUS FOR HERCULES & XENA BEGINS			
		H/X	TRAVEL	2215	Eric Gruendemann/Patricia Manney depart AKL
		X#5	CASTING	1000	Steve + Di Rowan at Mt Eden
		X#5	ART	1400	Steve + Robert Gillies
		X#5	WR	1530	Steve + Ngila Dickson
		X#5	MU	1630	Steve + Francia Smeets
TUE	08.8	X#5	MEETING	0900	H.O.D. SCRIPT READ-THRU
WED	09.8	X#5	RECCE	0800	Steve, Sally, Paul + ART
THU	10.8	X#5	TRAVEL	0600	X#5 GUEST ACTOR arrives AKL
		X#6	TRAVEL	0600	ERIC BREVIG (Director) arrives AKL
		X#5	MEETING	0900	H.O.D. SCHEDULE MEETING
		X#6	CASTING	1000	Eric Brevig + Di Rowan at Mt Eden
		X#6	ART	1400	Eric + Robert Gillies
		X#5	WR	1400	X#5 GUEST ACTOR + Ngila Dickson
		X#5	MU	1500	X#5 GUEST ACTOR + Francia Smeets
		X#6	WR	1530	Eric + Ngila Dickson
		X#5	PUBLISH	1600	Publish Schedule X#5
		X#6	MU	1630	Eric + Joan Petch
		X#6	EXTRAS	1730	Eric + Tracy Hampton
FRI	11.8	X#6	MEETING	0900	H.O.D. SCRIPT MEETING - TBC
		X#5	CAST READ-THRU	1400	Rob, Steve, Lucy + available lead cast

HERCULES ON HIATUS

MON	14.8	X#5	SHOOT	-	SHOOT EP X#5 - SHOOT DAY 1
		X#6	RECCE	0800	Eric, Simon, Sally + Art
THU	17.8	X#6	MEETING	0900	H.O.D. SCHEDULE MEETING
FRI	18.8	X#6	TRAVEL	0600	X#6 GUEST ACTOR arrives AKL
		X#6	WR	1000	X#6 GUEST ACTOR + Ngila Dickson
		X#6	MU	1100	X#6 GUEST ACTOR + Joan Petch
		X#6	PUBLISH	1600	Publish Schedule - X#6

HERCULES ON HIATUS

MON	21.8	X#6	CAST READ-THRU	1000	Rob, Eric, Lucy + available lead cast @ Carlton Hotel
TUE	22.8	X#6	SHOOT	-	SHOOT EP X#6 - SHOOT DAY 1
		X#7	CASTING	1000	Steve Posey + Di Rowan
		X#7	ART	1400	Steve + Robert Gillies
		X#7	WR	1530	Steve + Ngila Dickson
		X#7	MU	1630	Steve + Francia Smeets
		X#7	EXTRAS CASTING	1730	Steve + Tracy Hampton
		X#5	TRAVEL	2000	X#5 Guest Actor departs AKL
WED	23.8	H/X	TRAVEL	0600	Eric Gruendemann + Patricia Manney arrive AKL
		X#7	MEETING	0900	H.O.D. SCRIPT READ THRU
		H/S	TRAVEL	2200	Rob Taper + Brad Carpenter depart AKL - TBC
THU	24.8	X#7	RECCE	0800	Steve, Sally, Paul + Art

HERCULES ON HIATUS

MON	28.8	H#10	TRAVEL	0600	JOHN KRETCHMER arrives AKL
		H#10	CASTING	1000	John + Di Rowan @ Mt Eden
		H#10	ART	1400	John + Robert Gillies
		H#10	WR	1530	John + Ngila Dickson
		H#10	MEETING	1630	H.O.D. SCRIPT MEETING
TUE	29.8	X#7	MEETING	0900	H.O.D. SCHEDULE MEETING
		H#10	EXTRAS CASTING	1000	John + Tracy Hampton
		H#10	RECCE	1400	John, Sally, Andrew + Art + Allen Guilford (TBC) or Peter McCaffrey (TBC)
WED	30.8	X#7	TRAVEL	0600	X#7 GUEST ACTOR arrives AKL
		X#7	WR	1000	X#7 GUEST ACTOR + Ngila Dickson
		X#7	MU	1000	Kevin Sorbo haircut
		X#7	MU	1100	X#7 GUEST ACTOR + Francia Smeets
		H#10	MU	0900	John + Debra East
		X#7	PUBLISH	1600	Publish Schedule - X#7
THU	31.8	X#7	TRAVEL	0600	Kevin Sorbo arrives AKL - TBC
		X#7	CAST READ-THRU	1000	Rob, Eric, Steve, Lucy, Kevin, Michael + available

HERCULES ON HIATUS

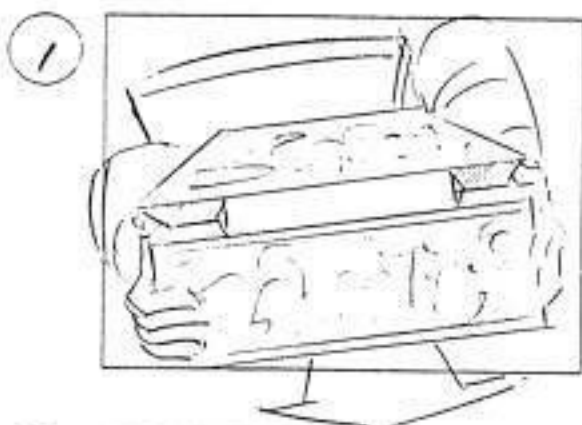
FRI	01.9	X#7	SHOOT	-	SHOOT EP X#7 - SHOOT DAY 1
		X#8	TRAVEL	0600	CHARLES SIEBERT (Director) arrives AKL
		H#10	MEETING	0900	H.O.D. SCHEDULE MEETING
		X#8	CASTING	1000	Charles + Di Rowan @ Mt Eden
		X#8	ART	1400	Charles + Robert Gillies
		X#8	WR	1530	Charles + Ngila Dickson
		X#6	TRAVEL	2000	Eric Brevig + X#6 Guest Actor depart AKL

HERCULES ON HIATUS UNTIL WED 06.9

MON	04.9	H#10	TRAVEL	0600	H#10 GUEST ACTOR arrives AKL
		X#8	MEETING	0900	H.O.D. SCRIPT MEETING
		H#10	WR	1100	H#10 Guest Actor + Ngila Dickson
		H#10	MU	1200	H#10 Guest Actor + Debra East
		H#10	PUBLISH	1600	Publish Schedule H#10
TUE	05.9	X#8	RECCE	0800	Charles, Simon, Sally + Art
		H#10	CAST READ-THRU	1000	Eric, John, Kevin + available lead cast @ Carlton Hotel
WED	06.9	H#10	SHOOT	-	SHOOT EP H#10 - SHOOT DAY 1
THU	07.9	H#11	TRAVEL	0600	T.J. SCOTT (Director) arrives AKL
		H#11	CASTING	1000	T.J. + Di Rowan @ Mt Eden
		H#11	ART	1400	T.J. + Robert Gillies
		H#11	WR	1530	T.J. + Ngila Dickson
FRI	08.9	H#11	MEETING	0900	H.O.D. SCRIPT READ-THRU
		X#8	MEETING	1500	H.O.D. SCHEDULE MEETING

MON	11.9	X#8	TRAVEL	0600	X#8 GUEST ACTOR arrives AKL
		H#11	RECCE	0800	TJ, Andrew, Sally + Art
		X#8	WR	1000	X#8 GUEST ACTOR + Ngila Dickson
		X#8	MU	1100	X#8 GUEST ACTOR + Joan Petch
		X#8	PUBLISH	1600	Publish Ep X#8 Schedule
TUE	12.9	X#8	CAST READ-THRU	1000	Eric, Charles + available lead cast @ Carlton Hotel
WED	13.9	X#8	SHOOT	-	SHOOT X#8 - SHOOT DAY 1
		H#11	MEETING	0900	H.O.D. SCHEDULE MEETING
		X#7	TRAVEL	2200	Steve Posey & X#7 GUEST ACTOR depart
THU	14.9	H#11	TRAVEL	0600	H#11 GUEST ACTOR arrives AKL
		H#11	WR	1000	H#11 GUEST ACTOR + Ngila Dickson
		H#11	MU	1100	H#11 GUEST ACTOR + Debra East
		H#11	PUBLISH	1600	Publish Schedule Ep H#11
FRI	15.9	H#11	CAST READ-THRU	1000	Eric, TJ, Kevin + available lead cast @ Carlton Hotel
MON	18.9	H#11	SHOOT	-	SHOOT EP H#11 - SHOOT DAY 1
		H#10	TRAVEL	2200	John Kretchmer & H#10 GUEST ARTIST depart AKL

XENA/ "Cradle of Hope" Baby Fight



PANDORA'S BOX COMING IN



BABY, CAN'T TIP TO



XENA'S EXPRESSION



CLOSE COSMOS

XENA/ "Cradle of Hope" Baby Fight

5



XENA PULLS A DAGGER

6



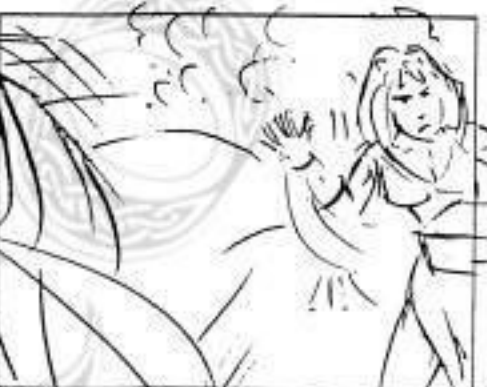
SLASHES COSMOS HAND

7



BOX FALLS INTO XENA'S ARMS

8



SHE TOSSES BABY Laterally

XENA "Cradle of Hope" Baby Fight

9



XENA SHOWDOWN

10



UMF!

SIDE KICK

11



THWAP!

DOUBLE KICK

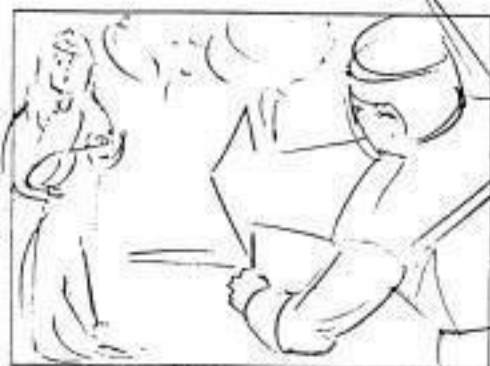
12



COSMO COMES IN

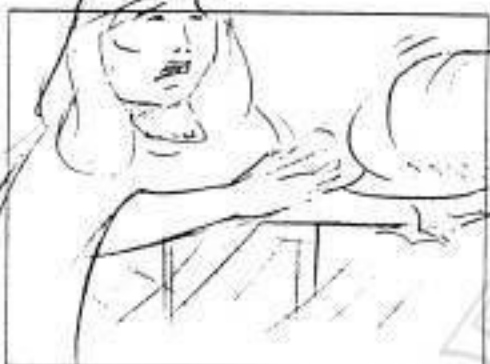
XENA / "Cradle of Hope" Baby Fight

13



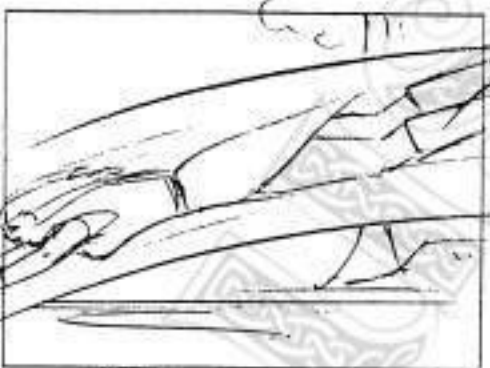
WINDS GUST AT GABRIELLE

14



SLOMO
GABRIELLE TOSSES BABY TO XENA

15



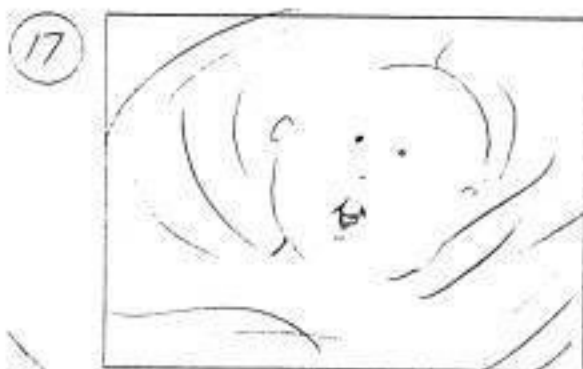
SLOMO
XENA DIVES FOR BABY

16

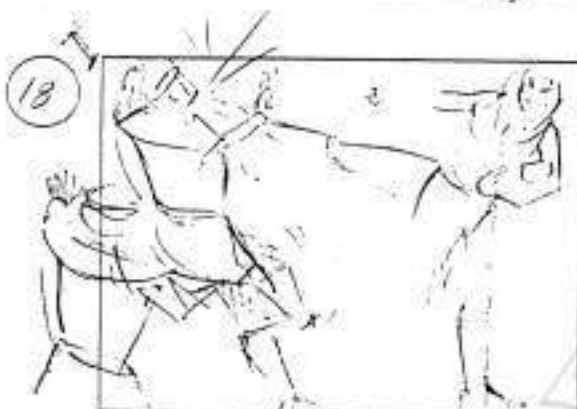


SLOMO
BARELY CATCHES BABY DRIPPING
INTO FRAME

XENA/"Cradle of Hope" Baby Fight



BABY SMILING



PAINT FREE



KNEE STRIKE



BABY CAM

XENA/"Cradle of Hope" Baby Fight



CELTIC SOLDIER



HEAD BUTT



XENA KICK SWORD FREE



PICKS IT UP

XENA/ "Cradle of Hope" Baby Fight

25



OUCH!

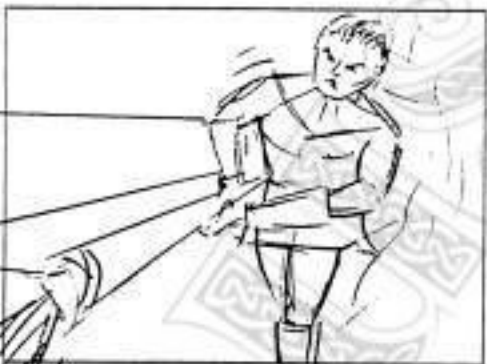
KARATE CAM
FRONT SNAP GRAB KICK / XENA CIV

26



KARATE CAM
ROUND KICK

27



SPEAR GUY COMES IN

28

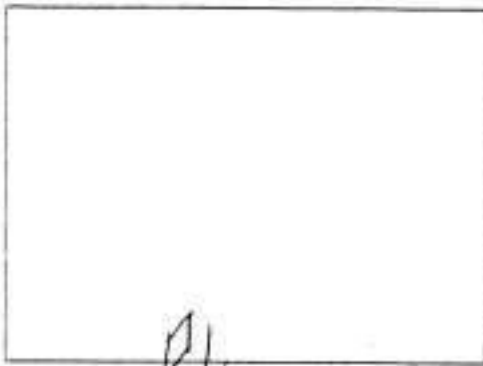


SNAP!

SPINNING CRESCENT KICK / SNAPS
SPEAR

XENA/ "Cradle of Hope" Baby Fight

○



29



XENA STABS HIM

30



TWO GUYS COME IN

31



XENA THROWS BABY UP

XENA/ "Cradle of Hope" Baby Fight

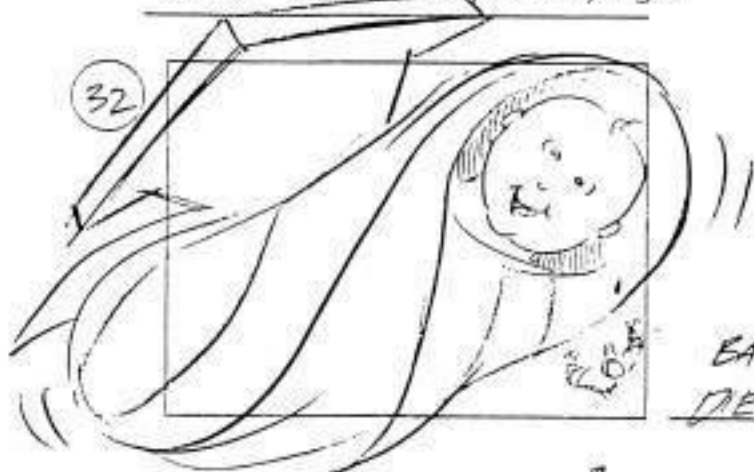
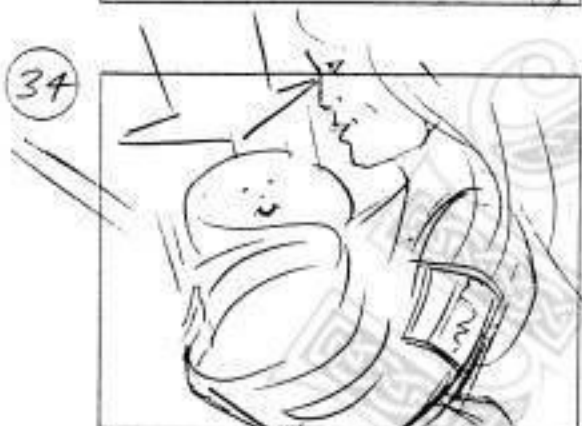


Plate
+ Blue Screen

BABY COMES TOWARD SKYCAM
DE HARD 4 "HARD BABY"



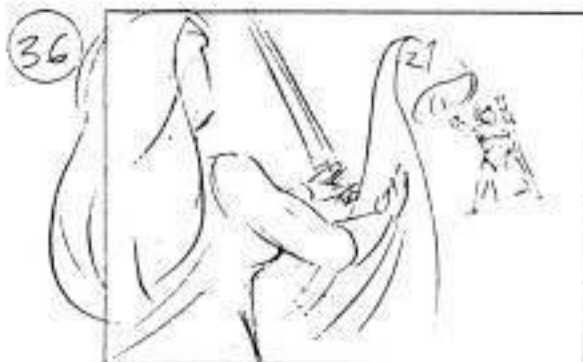
DOUBLE SLICE



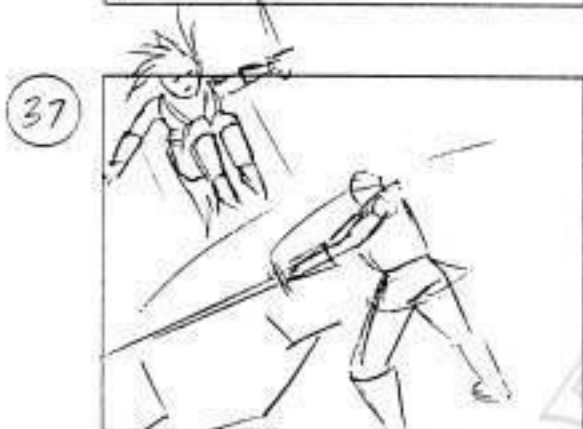
XENA CATCHES BABY



COSMOS SUICES



XENA TOSSES BABY TO GABRIELLE



COSMOS SURGES AT XENA'S FEET



SMACK!

XENA GETS HIT



GOES DOWN/ COSMOS ON HER

40



BLADE TO HER THROAT

41



GREGOR COMES IN

42



DAGGAR AT GREGOR'S FEET

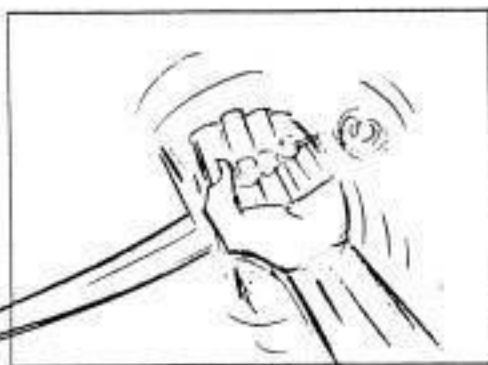
43



GREGOR KICK DAGGAR TO...

XENA/ "Cradle of Hope" Baby Fight

44



XENA

45



KNIFE

INTO THROWS IT A COSMOS

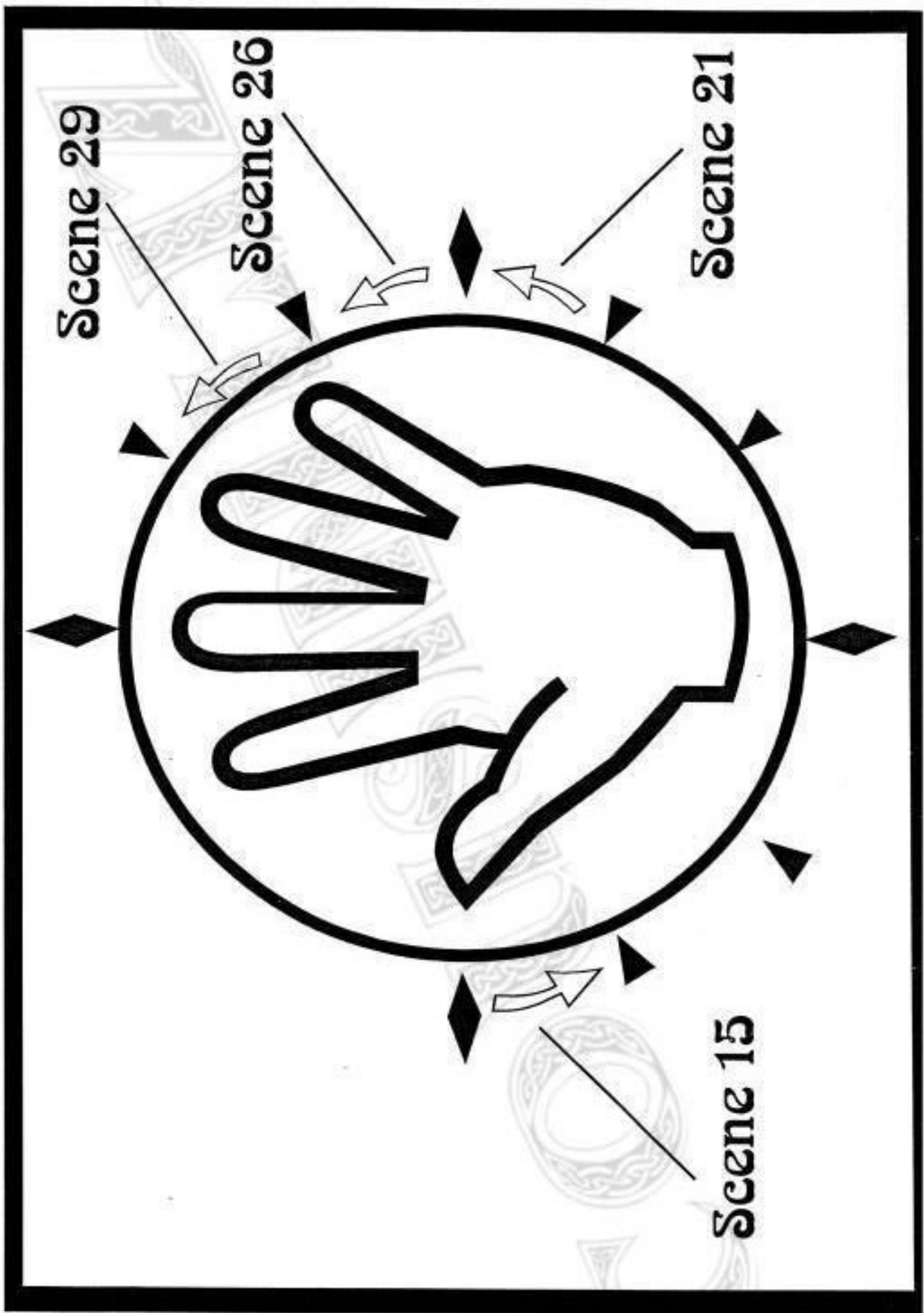
46



PAN UP TO HIS FACE

47







"Cradle of Hope" Day 1

Scene 3 (Ophelia wraps up baby and escapes)

- 1) High angle above baby, pull back and out to reveal Philana and Ophelia
- 2) (CU) Ophelia
- 3) Reverse on Ophelia to turn toward soldiers footsteps, stay on Philana, push in, and follow Nemos to room
- 4) (Low angle) soldiers and Nemos enters push in after first line.
- 5) P.O.V. of open window'
- 6) From inside curtain, push in and arc
- 7) (CU) Thru curtains, Ophelia watching Nemos

Scene 14 (Pandora lets them know about ticking box)

- 1) Dolly around fireplace and reveal Pandora and Xena (master)
- 2) Move In Xena as she watches, then follow her to door, Gabrielle moves past Xena and it becomes (os), when Xena moves forward, it becomes (2-shot), then push into Xena
- 3) (OS) Gabrielle which becomes (OS) Pandora when Xena moves In
- 4) (MS) Dolly into Pandora for opening and further for final dialogue
- 5) ???

Scene 18 (Ophelia comes to talk to Xena)

- 1) Start on Door opening, reveal Gabrielle & Ophelia, they enter, replace frame with (CU) of Xena... becomes (OS) when she moves, then 2-shot
- 2) 2-shot of Gabrielle and Ophelia, then become (OS) Gabrielle, follow Xena when she goes to talk, becomes (OS) Ophelia
- 3) (CU) Ophelia turns then we see Pandora, follow to them (2-shot)
- 4) (CU) Pandora, tilt down to baby, back up to Ophelia???
- 5) (OS) Xena talking to Ophelia
- 6) (CU) Xena
- 7) (CU) Pandora
- 8) ???



"Cradle of Hope" Day 2 (**Denotes 2nd unit)

Scene 11 (Xena is trapped by Nemos in tavern)

- 1) Start on torch, dolly through as Xena enters, follow them to table. (Use for start of fight as well)
- 2) (MS) Bartender, watch him as he sends boy off
- 3) (MS) Xena and others, follow her to door.
b) (CU) Xena
- 4) (3 shot) Xena and others (OS) to Xena from bartender (fight start also)
b) (CU) Xena
- 5) (CU) Push In Pandora
- 6) Another angle, Pandora resetting box
- 7) Push Into weapons on wall**
- 8) (Insert) bag falling out of box**
- 9) (tighter) on door as soldiers enter, follow back with Nemos
- 10) (CU) Gabrielle
- 11) Push into Xena

Scene 12 (Fight in tavern)

- 1) (CU) on blade and tilt down to Xena
- 2) (Another angle) Xena reaches for torch and grabs it.
- 3) Rake across Nemos for line to bartender
- 4) (Long lens) Firespitting by Xena
- 5) (Long lens) Soldier receiving fire
- 6) (MS) Nemos goes flying
- 7) Another angle Pandora hesitating (low) maybe from other setup
- 8) A & B Cameras - Xena running on tables
- 9) (Low angle) Slo mo - she jumps spear goes underneath**
- 10) (Insert) spear embeds in column**
- 11) Push into Castor throwing spear, soldiers split after he misses
- 12) Tie in shots of Xena on spear swinging,
- 13) Soldier being kicked from left
- 14) Soldier being nailed from right
- 15) (MS) Xena jumps into frame moves to wall, throws Chakram,
- 16) Push in on Castor bothering Pandora (Stay with them for fight)
b) (CU) Castor then move to Gabrielle
- 17) Insert - Chakram hitting wall/candelabra, etc**
- 18) Reverse, Castor turns around and goes down after Chakram hits him
- 19) (OS) Xena as she fights
- 20) (OS) Nemos as he fights
- 21) (Insert) Candelabra blade going into candelabra, then snapping it**
- 22) Low angle master of Xena flipping on spear**
- 23) High angle over header of above fight with Nemos and Xena**
- 24) Dolly across as two soldiers get into position to fight Xena

"Cradle of Hope" Day 2

25) (OS) Xena fighting one soldier

b) Another angle

26) (OS) Soldier fighting Xena

b) Another angle

27) Xena rises into frame, follow her to bartender, becomes (OS) as she pulls him over

28) Another angle, Push into Xena in reaction to box is gone

29) (OS) Xena as she talks to bartender

30) Dolly into Pandora as she realizes box is missing

31) Tighter (OS) Xena as she talks to bartender???

32) (MS) Nemos watching Xena fight, takes box instead

33) Shot of Bartender watching his place being wrecked



"Cradle of Hope" Day 3 (**Denotes 2nd unit)

Scene 10 (Nemos and his soldiers search for baby)

- 1) Three soldiers come to camera, then Nemos in fg. they ride off, Castor stays
- 2) (Reverse) Nemos

Scene 5 (Xena and Gabrielle find Baby)

- 1) Pan from trees, find Xena packing up horse. She takes us to and rack to Gabrielle
- 2) Another angle, across grass with water in view, as they walk to shore
- b) Tighter shot.
- 3) P.O. V. dolly into reeds by water, eventually reveal Baby
- 4) Steadi up above grass as they approach
- 5) (MCU) Baby in basket
- 6) (CU) Gabrielle
- 7) (CU) Xena

Scene 6 (Gabrielle wants to keep him)

- 1) Baby's P.O.V. of Gabrielle then Xena
- 2) P.O.V. Baby
- 3) Steadicam as they walk and talk to horse
- 4) Reaction by Xena to name of baby. (She walks into frame, push in)

Scene 8 (Xena saves Pandora from hanging)

- 1) Crane down from trees as they approach
- 2) Push thru mob with steadicam, arc to Pandora, then weasel comes into frame,
- 3) Insert rope goes over tree**
- 4) (LS) Hanging sequence
- 5) (MS) Pandora on horse, lifted up, drops down
- 6) (MCU) Weasel dialogue
- 7) (CU) Weasel whip around neck (reverse print)
- 8) (Shoot thru crowd) Weasel is lifted above them
- 9) Insert whip going over branch**
- 10) Insert Chakram cutting thru rope**
- 11) (MCU) Steadi into Xena for opening of scene, goes into action
- 12) (MCU) Xena catches Chakram
- 13) Wide shot weasel drops down on butt and takes off
- 14) (MCU) Xena comes into frame and says they should find shelter
- 15) (low angle) Pandora in FG as Gabrielle comes over to help, Xena in BG

Scene 4 (Ophelia places baby in river)

- 1) Steadicam across as Ophelia collapses strong in frame.
- 2) Push into Ophelia as she sees baby off
- 3) Insert baby
- 4) From raft, baby comes by camera leaving shore
- 5) (If time) Reverse over Ophelia as basket floats away



"Cradle of Hope" Day 4

Scene 17 (The natives are talking while strangers sneak)

- 1) Arc around our Vendor using him as pivot, rack to Gabrielle & Ophelia lurking by.
- b) Another angle

Scene 20 (Gabrielle and Pandora sneak thru town)

- 1) Vendor stands into frame we follow him as he takes us to Gabrielle & Pandora
- 2) Another angle, they walk into frame, we move in, they move to steps, we move in
- 3) (OS) Gabrielle
- 4) (OS) Pandora
- 5) ????
- 6) While in this setup with Carr and Vendor, Xena launches past cart (Sc. 28A)

Scene 19 (Ophelia leads the dancers in)

- 1) Steadi into Guard, Ophelia comes into frame, arc around girls and find Xena
- 2) (OS) Guard???

Scene 28A Pt. 1/29 (Pandora resets box - Xena has plans)

- 1) Xena comes into frame, follow to Pandora, then move back with them.
- 2) Steadi on Box as it moves toward us
- 3) Steadi (CU) Xena s she hurries
- 4) Steadi into Pandoras hand
- 5) (MS) Xena brings box towards us
- 6) ???

Scene 28 Pt. 1 (Xena hanging from rope)

- 1) Tilt down rope to Xena
- 2) Xena walks forward into camera, sees obstacles
- 3) Insert rope being cut (CU) **
- 4) Wide shot, Xena cuts herself loose**

Scene 31 (Baby fight)

- 1) Crane down from arch revealing King, Baby, Xena, Gabrielle & Pandora
 - b) (CU) Tighter on King with baby
- 2) (CU) Xena as she listens to Nemos (Steadicam in)
- 3) Gabrielle grabs Pandora and moves to side (Steadicam - stay for tosses)
- 4) (CU) Gabrielle for tosses
- 5) Reverse, Crowd checking out baby, they part and steadi into Nemos
- 6) (CU) Nemos
- 7) Plate for baby - high angle as Xena does toss
- 8) Low angle, Xena dives for baby and catches it to camera
- 9) Wide shot, all cheering the King after Xena hands it back
- 10) (Steadicam) after killing Nemos, Follow Xena to baby then King (B camera?)
- 11 - 25) Fight sequence TBA. Use B-camera whenever possible



"Cradle of Hope" Day 5

Scene 32 (Gregor and Pandora could be an item)

- 1) Tilt down from arch, steadicam back with Xena, Gregor & Pandora
- 2) Reverse on Xena as she leaves
- 3) (CU) Gregor Steadicam
- 4) (CU) Xena Steadicam
- 5) (CU) Pandora Steadicam

Scene 9 (Getting out of the rain)

- 1) Steadi over for master
- 2) (OS) Pandora to Xena or reverse depending on master
- 3) (OS) Xena to Pandora
- 4) (CU) Pandora
- 5) (CU) Gabrielle
- 6) (CU) Xena
- 7) Follow Gabrielle to saddlebag,, pan to box
- 8) (CU) Gabrielle as she pops back into frame

Scene 21 (Bring in the dancing girls)

- 1) Start on box, pull back and dolly over table
- 2) (MCU) Nemos during this dance sequence
 - b) another angle
- 3) Beke across Nemos to Xena on stage
 - b) another angle
- 4) Steadi with Xena as she dances
 - b) Ophella dancing
- 5) Wide shot as Girls enter, Boom up from ~~behind table~~
 - b) Girls coming in, stay with Xena
- 6) Another shot of Xena dancing
 - b) Another angle of above
- 7) Angle favoring Castor as he eyes box, Xena slaps his hand and dances with him
- 8) Push into box, tilt up to
- 9) Steadi with Xena as she gets to it hands go on box, it is Gregor to (OS) Nemos
- 10) OS Gregor
- 11) Arc around Nemos after Gregor leaves for plotting
- 12) Have servant takes us to window and Xena looking through window
- 13) Insert box on table
- 14) Another angle, window
- 15) (CU) Nemos rises into frame and points to Xena



"Cradle of Hope" Day 6

Scene 22 (Nemos wants to make whoopie)

- 1) Dolly thru room and find Nemos and pick up Xena
- 2) (Dolly into two shot - another angle
- 3) ????

Scene 25 (Nemos comes to and realizes...)

- 1) Dolly along floor and Nemos wakes up

Scene 23 (Xena in corridor)

- 1) Move along corridor, Xena enters and she ducks behind post
- 2) (MS) Gregor comes out of room, moves down hallway, pan and push in Xena

Scene 24, 26 (Xena sneaks around Gregors chamber)

- 1) Dolly along bed as Xena enters, stop at painting, low angle
- 2) ~~Another angle Xena searching room~~
- 3) From behind crib, we see Xena approach maybe start on floor and bear
- 4) Same setup, Arm down from Xena to Gregor kneeling, we push in, Xena in (BG)
- 5) Reverse, dolly in on Gregor (Xena's P.O.V.)
- 6) ~~Dolly into Xena watching~~
- 7) Reverse master for dog gag
- 8) (CU) Dog (Play this for other reaction shots)
- 9) (CU) Xena
- 10) Curtain is pulled aside, Xena walks in, takes box, it clicks, tilt to Xena
- 11) Xena comes in frame at window, push in, then push when Nemos enters (b) cam
- 12) Move into door as Nemos pounds, they enter
- 13) Insert rope on window**
- 14) Insert P.O.V. outside from window**
- 15) Insert stuffed bear and rattle**

Scene 27pt (Xena jumps out of window)

- 1) Behind Xena, Steadi Into Nemos walking forward, react as she jumps
- 2) Steadi Into Xena at window (b) Xena jumping out window, another angle
- 3) Insert of rope coiling**

Scene 1 (Cynara makes predictions)

- 1) Dolly thru furniture revealing Cynara, Nemos and Gregor
- 2) High angle as Cynara lifts hands, arm down as she does, push in (b) (CU) Cynara
- 3) Arm down behind Cynara, split the look
- 4) Insert Rocks rolling on floor (push in) ** (SLO MO)
- 5) Arc around Gregor
- 6) Arc around Nemos
- 7) Pan with Nemos, rack to Cynara, arm up as Nemos moves forward to Gregor.
- 8) Follow Ophelia as she does her work, (movement - counter and push in at end)



"Cradle of Hope" Day 8

Scene 33A (Placing the box in the Secure Room)

- 1) Rack from box to Xena and arm up to Gabrielle, pull back
- 2)(SLO mo) Box falls to floor, opens
- 3) Low angle, Slo mo - dolly into Xena and Gabrielle
- 4) Reverse Xena and Gabrielle before Altar
- 5)(CU) Xena
- 6) (CU) open box, Gabrielle picks it up, (CU) Gabrielle

Scene 16 (Gregor & Nemos come to talk with Xena)

- 1) Dolly thru tavern as Nemos and Gregor enter, then to table as they sit
- 2) (OS) or shoot between Nemos and Gregor
- 3) (OS) or shoot between Bartender and Xena
- 4) (OS) Xena at table
- 5) (OS) Gregor at table
- 6) (OS) Nemos at table
- 7) (2-shot) Push into Gregor
- 8) (MS) Xena. Dolly in during Gregor's speech

MEMO

TO :

Eric Gruendemann, Chloe Smith, Michael Levine,
Keith Mackenzie, Rob Gillies, Brenda Cantell,
Jennifer Ward, Jason Docherty, Ngila Dickson, Janis MacEwan,
Erin O'Neill, Francia Smeets, Joan Petch, Paul Grinder, Neil James,
Rowena Yalland, Gary Jones, Anna Gundersen, Kirsty Griffin, Louise Harness,
Sally Sherratt, Don Duncan, Cameron McLean, Bindy Crayford, Ian Beale,
Chris McKenzie, Dennis Thomson, Graham Morris, Moira Grant,
Nathalie Celie, Tracy Hampton, Andrea Mynott, Di Rowan,
Peter Bell, Jim Scorrar, Mark Harris

FROM
DATE
RE

Jane Lindsay
19 JULY 1995
Minutes of Script Meeting - "CRADLE OF HOPE"

General Notes:

- * Studios are Studio 911 and Otahuhu
Gregor's Chambers etc = Studio 911
- * Locations - to be found
- * Re-writes coming approximately Friday 21 July
- * Tracy Hampton to cast twins approx 3 months old and
perhaps have a third baby on standby. Babies always to be on
standby at home - never called into the studio to wait around.
- * Saturday 5 August to be HYBRID day

SC #	SET/LOCATION	NOTES
TEASER		
1.	Gregor's Chamber/Studio	Want to get up high (ie. riser). Cynara is blind - would like to use white contact lenses.
2.	Servants Quarters/Studio	Would like to use exterior wall at Studio 911.
3.	Servant's Quarters/Studio	Need straw basket that will float. Baby will never have to float in water. Continuity blanket for whole of episode. Baby to be well wrapped at all times. Need doll to use as baby.
4.	River Bank/Loc	Want to see the baby placed in the basket (but not in the water) A narrow river is ok.
5.	Woods/Loc	
END OF TEASER		
ACT ONE		
6.	Woods near River/Loc	Need Xena's horse.
7.	Gregor's Chambers/Studio	Portrait of dead wife to be confirmed/determined by Rob Gillies and Michael Levine.
8.	Roads/Woods/Loc	Need stunt double for Pandora & Weasel. Mob to be 15-20 people. Some 2nd Unit involvement.



PANDORA'S BOX.

* 180° THEN
HAND DEVICE
TURNS ON AND
ANTI CLOCKWISE

PLEASE MAKE
THIS SIZE
BOX

9 INCHES WIDE
16 INCHES LONG

3 1/2 INCHES
TALL

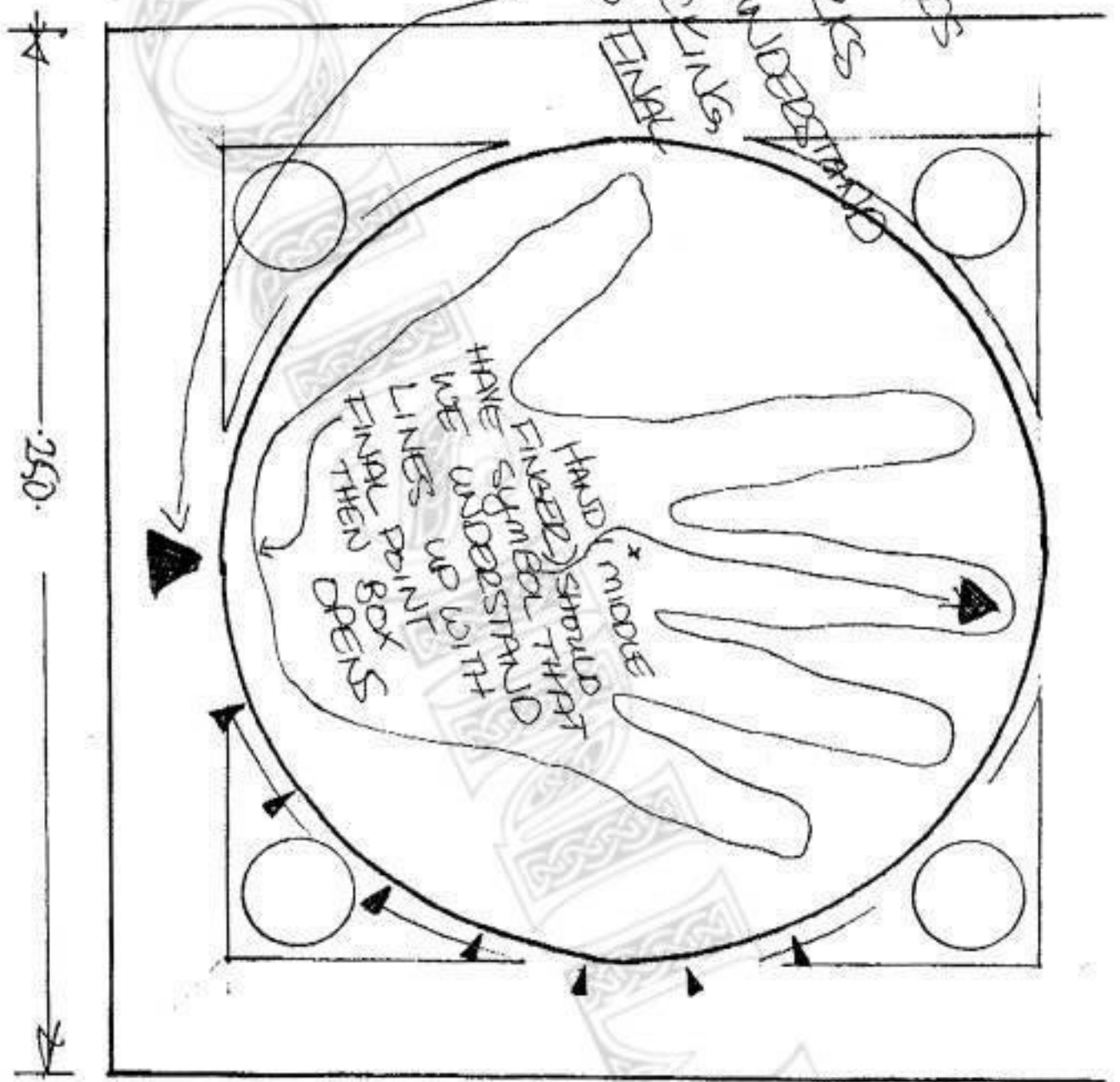
BOX SPRINGS
OR

3 1/2 x 4



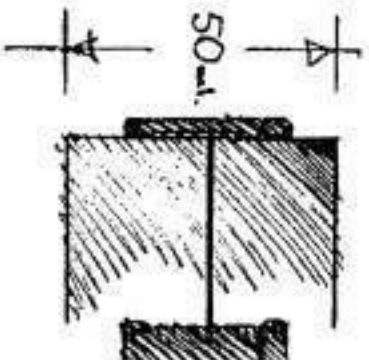
THE NEEDS
HALL MARKS
C HAVE MARKS
D WE UNDERSTAND
T IS TICKING
BACK TO FINAL
POINT

HAND (MIDDLE)
SHOULD
FINISHED THAT
HAVE SYMBOL
WE UNDERSTAND
LINES UP WITH
FINAL POINT
BOX
THEN OPENS



250

250



7. 2AS
BOX.
ACTUAL SIZE



CONCEPTUAL MODIFICATION OF BOX



Notes on Pink Draft 7/20/95

Writing:

- 1) What is Xena doing in the cave? (Sc. 9)
- 2) Too many throws of the baby
- 3) The catches are too risky, i.e. foot, dress.
- 4) What is Gregor doing when he comes out of his chamber? Need better reason for him to come out.
- 5) Putting the box in the temple doesn't make sense. Why bother with the temple notion if she still has to wind it. Why not keep it in the Kings chambers or with her. Maybe strengthen the scene with the King having declaring Pandora off limits to everyone?

fastress

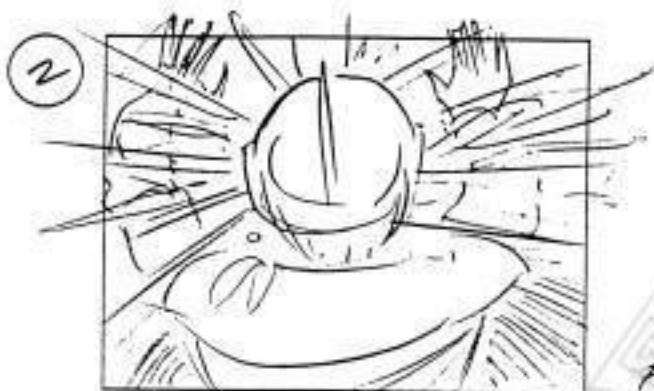
Production:

- 1) Sc. 13 Need map
- 2) 2 additional parts
- 3) Are we walking or dancing wagon
- 4) Sc. 24 door latches shut in Gregors chamber
- 5) Sc. 24 Need crib, rattle, teddy bear
- 6) Box has to click several times

XENA/ "Cradle of Hope"



XENA SPITS WINE INTO FLAME

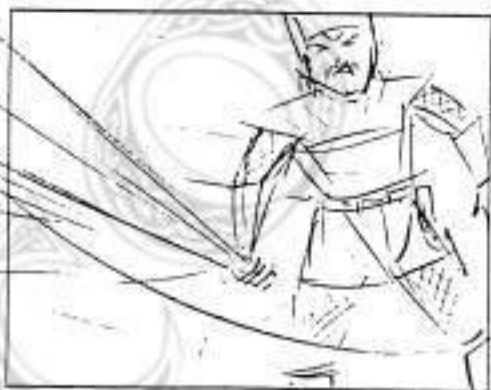


FIREBALL INTO FACE...



2nd Unit

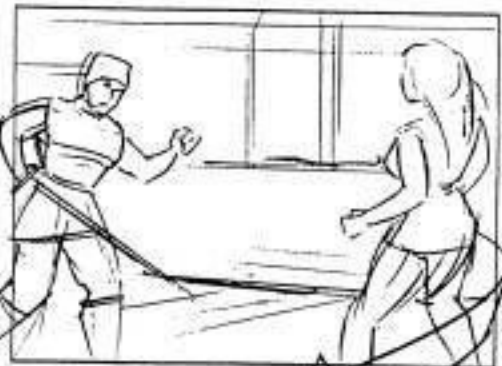
GOES DOWN



COSMOS DRAWS HIS SWORD

XENA/ "Cradle of Hope"

5



TRACK LEFT

COSMOS & XENA FACE OFF

6



CLOSER

XENA DROPS/SPINNING HEEL SWEEP

7



COSMOS FLIES UP IN THE AIR

8



XENA BACK UP INTO FRAME

XENA/ "Cradle of Hope"

6A



COSMOS LAYS ON FLOOR

7A



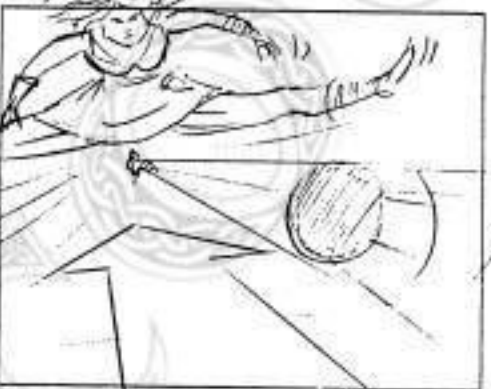
XENA TURNS/REACTS TO...

8A



SOLDIER THROWS SPEAR

9A

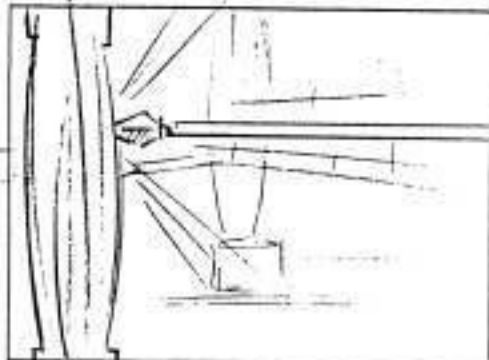


XENA/LEAVING SPILT

2ND

XENA/ "Cradle of Hope"

10



2nd unit.

SPEAR HITS POST

11



ALL THREE CAME IN

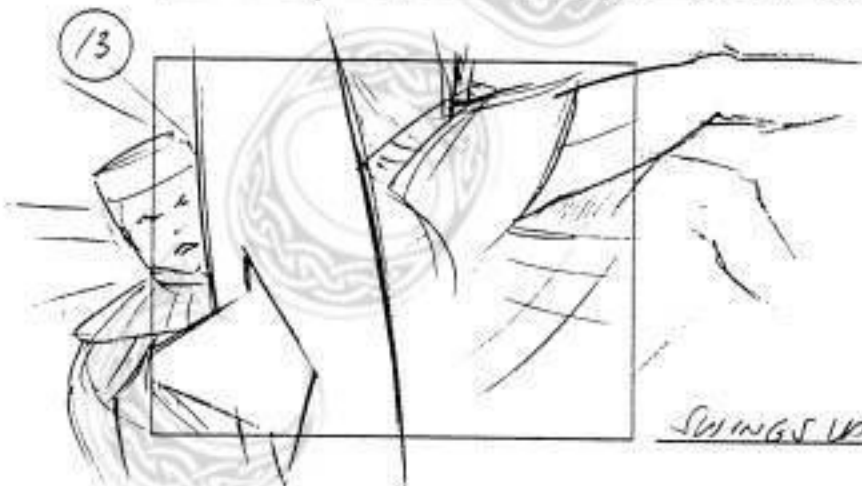
12



2ND

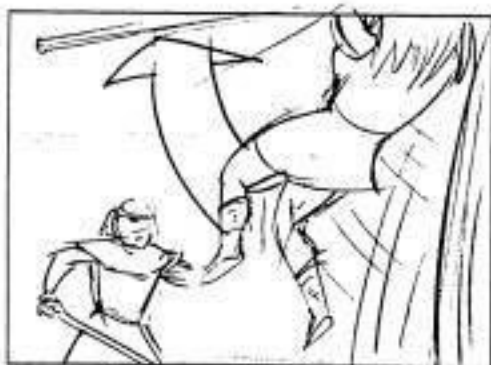
XENA JUMPS ONTO SPEAR

13



SWINGS UP AS SPEAR MAN HITS POST

14



XENA SWINGS UP AND OVER

15



HITS SECOND SWORDSMAN IN FACE ALL
THE WAY AROUND

16



XENA REVERSES ON BAR

17



GOES AT OTHER SWORDSMAN

XENA/ "Cradle of Hope"

18



HE FLIES OUT THROUGH WINDOW

19



COSMOS COMES AFTER HER

20



SHE DEFLECTS SWORD/UPPER CUTS HIM

21



ELBOW TO BACK

22



CRASH!

COSMOS CRASHES ONTO TABLE

23



TWO OTHERS COME IN

24



XENA FLIPS OVER

25



SWORPLAY

26



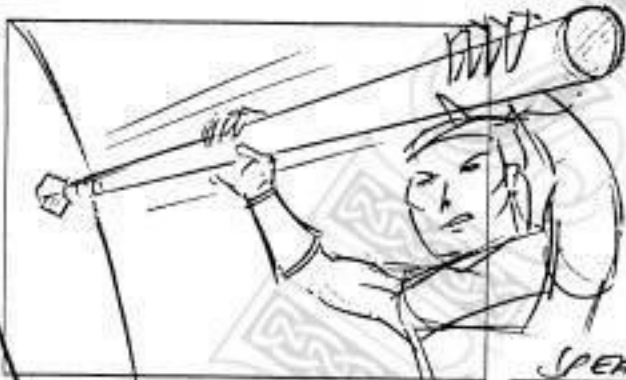
DOUBLE ROUND KICK

27



SPINNING
BACK KICK

28



SPEARMAN PULLS SPEAR FROM POST

29



LUNGES AT XENA

30



GABRIEL SCREAMS AT XENA

31



XENA SEES REFLECTION IN MIRROR

32



STABBING ROLL

33



IMPALED

34



RUNS THROUGH OTHER SOLDIER

35



SMACK!

XENA/BLASTING ROUND KICK

36



XENA GRADES HER CHAKRAM

37

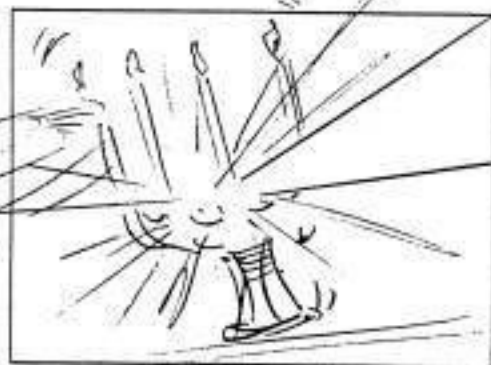


— PLATE SHOT

SURKOSMAN DUCKS/GOES OVER HIS
HEAD / RIGHT AT CAMERA

XENA/ "Cradle of Hope"

38



CHAKRAM BANK SHOTS OFF CANDLEBRA

39



HE THINKS HE'S GOT HER

40



TWANG!

41



CHAKRAM LODGED/FALLS

XENA/ "Cradle of Hope"

42



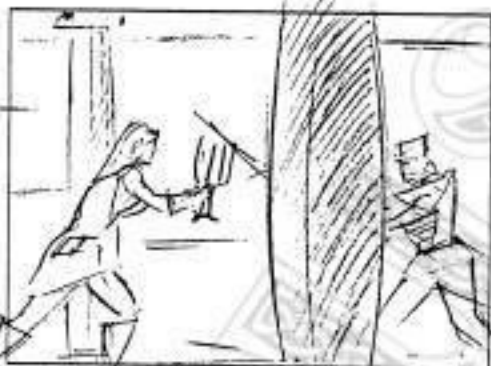
COSMOS COMES IN ONCE AGAIN

43



OVERHEAD

44



TRACKING LEFT/TRAVELLING SHOT

45



FIGHTING

XENA/ "Cradle of Hope"

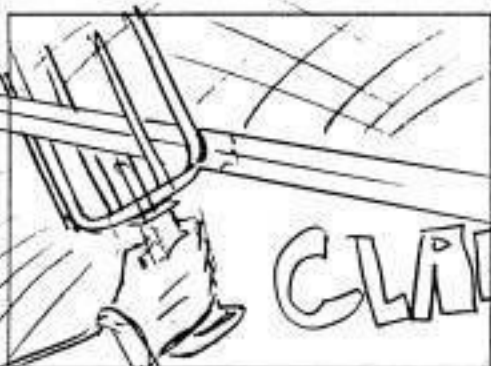
SWORD

46



CONTINUED

47



CLANG!

SWORD GETS CAUGHT IN CRADLE OF HOPE

48



SNAP!

SWORD BREAKS

49



XENA REACTS

XENA/ "Cradle of Hope"

50



COSMOS

FRONT END CLOSE UP

51



ELBOW

ELBOW STRIKE

52



SPINNING
HEEL KICK

