

Scenario Draft I.

Part I.

Anchor Port.

Girl wakes up. A song is stuck in her head, but she only remembers a small part of it and doesn't remember the rest. She realizes that she doesn't remember anything else, she has lost her memory.

She has a key on a chain on her neck, where the inscription AJ could be read. She thinks she must find this AJ person to regain her memory, she also has a hunch that she should try remembering the rest of the tune stuck in her head.

A large rust-colored duck walks in. It pecks gently on the girl, and she looks up dumbfounded, it has a saddle with AJ on it too. Thinking that this AJ person sent a ride, she hops on.

Part II.

Gizmo Port.

The girl and the duck arrives to an island surrounded with small shops selling gadgets and gizmos. She enters "Aged Tim's Gadget Galore". She notices a little box with a handle at the back of the shop where the "junk" are, the shop is mostly covered with musical instruments working with steam power. She turns the handle and a short sequence of the continuation of the tune in her head plays. She remembers being here before, selling things to Aged Tim and other shops, and that she makes small gadgets to earn money. She convinces Aged Tim that she will pay for the music box later, and he waves her off.

Part III.

Blubber Island.

The duck and the girl arrive at Blubber Island, where there are food merchants and shops everywhere. They go around the town when suddenly she hears a short tune that plays over and over again. She enters the shop where the sound comes from, "Bite Boat", and asks where the melody comes from. The chef, Hash-Slinger Sal complains about his helper robot, Mizzy, saying that lately he has been making weird noises. The girl offers to help, saying that she makes gadgets and understands how they work. She tears some parts of the robot apart and reassembles them, taking a small plate from the robot. She adds the piece to the music box and plays it, and remembers that she has been working on something for a long time but she was frustrated about some other thing, but she couldn't remember the rest. Hash-Slinger Sal is so pleased that he offers her and the duck free chips, and tickets to a Grog Fest in Doubloon Island. He asks for her name, and she tells him that she's not quite sure, and he tells her that he would call her Chip.

Part IV.

Doubloon Island.

Chip and the duck arrive at the Grog Fest, and Chip sees an attraction with small airships guided by a mechanic. The attractions' music is of a familiar tune, so she rushes to the mechanic and asks what that tune is from. The mechanic tells her that he found it while hunting for seagulls to sell them in the animal slave market, and that his name is Jack. When he mentions the animal slave market, Chip looks around for her duck to see that he is gone.

Part V.

Bart the Slasher.

Chip searches everywhere for the duck that has accompanied her strange journey, and she wonders why he tries so hard. She is sad that he is gone, but doesn't feel crushed. She goes inside the islands' inn to stay overnight, and she notices an old grand piano on the corner that has a broken leg with a handle on its side, supporting a brand new steam powered machine that has pipes protruding from it, playing music. She turns the handle of the piano, and hears the continuation of the tune stuck in her head, and right after that the handle falls off and a large crack makes the piano even more unstable. She finds another small plate through the crack. The innkeeper tells her that she could keep the plate and handle, but she has to find a replacement from the town or his main attraction will fall off, and tells her to be quick.

Chip walks outside again, trying to assemble the new plate to the music box. She plays the tune again, and she recalls how she rescued the duck while he was just an egg, and how she kept it warm and sheltered it. She also remembered naming him Zanzibar, and that he was very intelligent and she was able to teach him to stay as put as a robot when he was in trouble, because struggling and energetic animals were sold more easily and for more money. Over time they had shared everything, and he had grown a lot, and were best friends.

Tears streaming from her face, she starts to run until she sees his rust color from far away. She rushes there and confronts Bart the Slasher, the slave merchant, saying that he took away her robot by mistake. Bart the Slasher becomes confused, but eventually gives in, telling her she could take him, and walks away.

Zanzibar is tied to a fountain so Chip uses the piano handle to unscrew the fountain and then she unchains her duck. She carries the fountain back to the inn where it is just about as tall as the piano, and makes a great table for the steam powered musical instrument.

Part VI.

Confessions of Jack Libra.

Chip and Zanzibar is called to the table of a guy who apparently had too much to drink. He talks a bit gibberish but they understand that he is an airship captain. Chip recognizes him as the mechanic back from the attraction at the Grog Fest. She gets angry and pours water on him, telling him to sober up and tell the truth and talk about the tune that he has. The mechanic becomes sober, and tells her that he really actually is an airship captain, and that he tells people that he captures seagulls, but he actually makes flying gadgets where they could live and hide without being caught. He shows

her a medallion of a secret society that protects animals, and gives her the piece of music that he has, as a plate. She adds that to her music box and gives it a whirl, and remembers being presented a similar medallion after some people ambushed the cart where the other eggs from the same batch with Zanzibar were rescued, and upon realizing there was a missing egg, the secret society named the “Critter Harbor Crew” had added her to their society, but she hadn’t heard from them since. She shows the airship captain who reveals himself as Jack Libra her bracelet which has the same emblem, and tells him that she had lost her memory and people from the Crew must know something about it, and asks him to take her to their hideout.

Part VII.

Critter Cove.

Chip, Zanzibar and Jack Libra arrive to the Critter Cove, and they ask around for information on AJ, and how to regain a lost memory. Nobody seems to have heard the tune or of AJ, but Zanzibar sees his brothers and sisters. They are eventually told by somebody to go see Wise Al. Wise Al listens to them and says:

“You have to find the treasure.”

“I’m not looking for a treasure, I just want my memory back, and search for what I have lost.” says Chip.

“No, the treasure, you scallywag. He’s the oracle who remembers everything. He must have the answer. Go to Treasure Island!” says Wise Al.

Part VIII.

Treasure Island.

After the journey to Treasure Island, they reach the treasure. He beckons to Chip, and she says, “I think I remember most of the things I have been through before losing my memory, but what is this song stuck in my head? Who is this AJ person, and what was I working on before all this?”

The treasure replies: “Where is your hat, Alvilda Jones?”

Part IX.

Credits.

Alvilda Jones is a crafter that makes gadgets and gizmos, selling them to make money. She has a lovely oversized duck that she hides from the evil people who make animals work as slaves, who is her best friend. She has been working on a hat for the past seven years, that plays music when wound with the key on her necklace. While she was returning from a particularly harsh journey with Zanzibar, the hat was blown away by the wind from the airship. She saw it crashing on the roof of her house just before the small airship fell down. She must have had a concussion, and Zanzibar must have carried her to her bed.