

A fantastical landscape with a large planet in the sky, a red sun, and a forest of dark trees. The scene is set in a dark, atmospheric environment with a large, glowing planet in the upper right corner. A bright red sun or star is visible in the lower left, casting a red glow over the scene. The foreground is filled with dark, jagged, crystalline structures that resemble a forest of dark trees. The sky is a mix of dark blue and purple, with a large, glowing planet in the upper right corner. The overall mood is mysterious and otherworldly.

In a far corner of the galaxy lies the fantastical world of ZRULL...

But into this world fell a crystal of immeasurable power.

And shit got real.

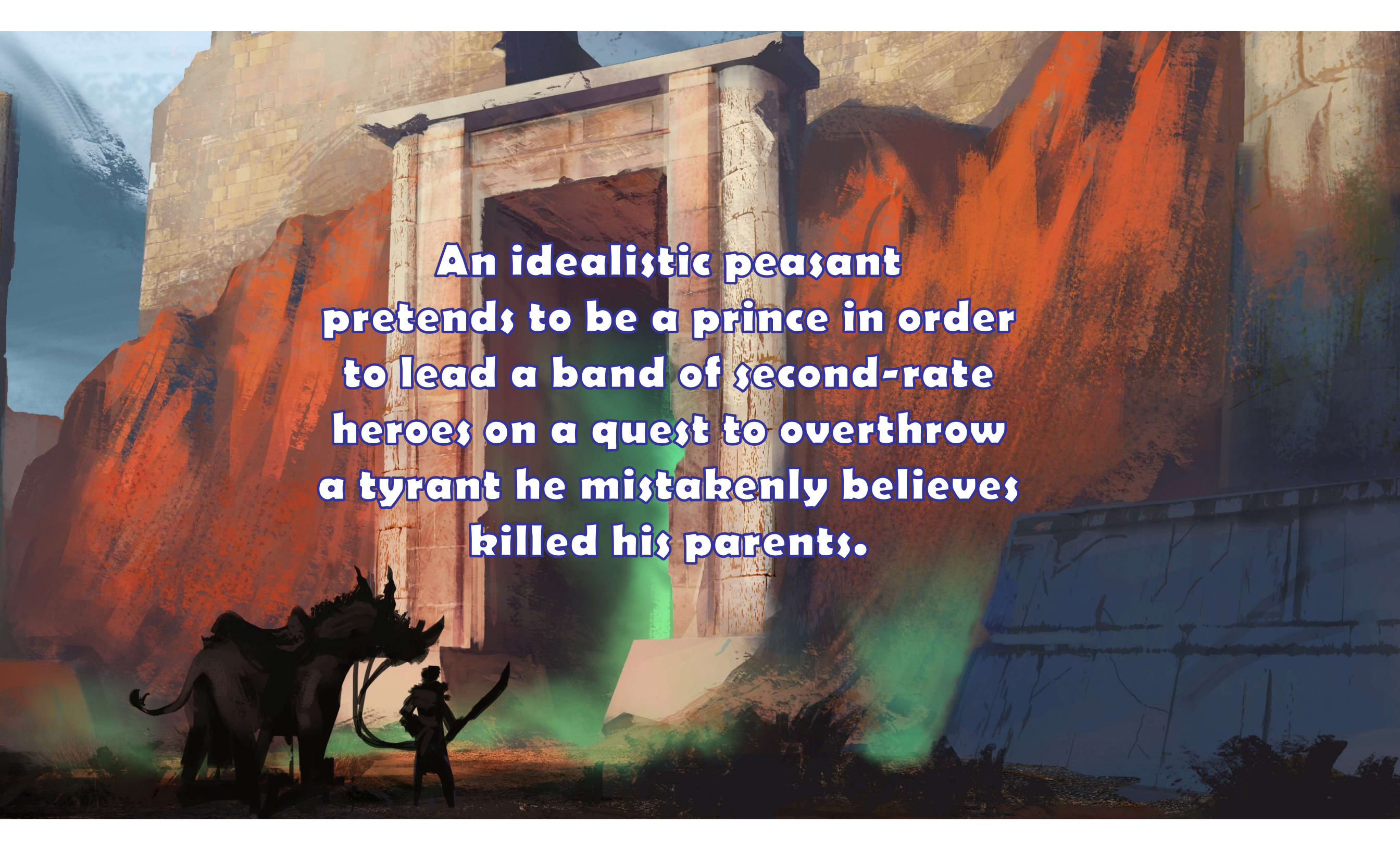
He's not a loser...

He's an EPIC loser!



GURK!

A musical fantasy for all the family (except children)



**An idealistic peasant
pretends to be a prince in order
to lead a band of second-rate
heroes on a quest to overthrow
a tyrant he mistakenly believes
killed his parents.**

The background is a rich, colorful illustration of a fantasy world. In the center, a castle with red roofs and white walls sits atop a green hill. A waterfall cascades down from the castle towards the foreground. To the right, a large, gnarled tree with thick branches dominates the scene, with a glowing blue orb or crystal embedded within its trunk. The sky is filled with soft, ethereal light and faint, swirling patterns. The overall atmosphere is magical and adventurous.

ZRULL HAS A PROBLEM...

A wicked despot named VOLTAR plans to rebuild a shattered crystal known as the STONE OF POWER and usher in an age of darkness. Meanwhile, an idealistic peasant named GURK dreams of escaping his dull life and provincial parents.

When Gurk returns home one day to find his parents seemingly slain (they're faking) he immediately blames Voltar. Vowing revenge, Gurk seeks out a wise wizard named DOLLARAN. Dollaran gives Gurk the SWORD OF DESTINY (a sword powered by a mystical force called THE GLABE, and tells him to travel to the FORBIDDEN FOREST and seek out the great warrior BELADORN, who will teach him how to be a warrior. And so, accompanied by his trusty unicorn STABBY, Gurk embarks on his quest...

A vibrant, fantastical landscape with a floating island, a waterfall, and a village. The scene is filled with lush greenery, colorful flowers, and a large, gnarled tree on the right. In the background, a floating island with a castle and a waterfall is visible. The overall atmosphere is magical and adventurous.

ON HIS JOURNEY Gurk encounters HANGAR, a clingy giant; DWELF, a dwarf robber; GAYLOR, a cowardly elf warrior, and a spunky princess named POPPY, all of whom have their own issues with Voltar. Gurk pretends to be a prince in order to persuade the group to join his quest. The five would-be heroes seek out Beladorn and persuade him to teach them the "Way of the Warrior."

But Voltar has got wind of Gurk's quest and enlists the help of the witch KALGORN. The diabolic duo unleash dark forces, including goblin warriors, evil skeletons, and shape-shifter shenanigans. Can this rag-tag band of sword and sorcery stereotypes defeat Voltar and save Zrull? More importantly... Will there be a sequel?!



GURK



POPPY



VOLTAR



DOLARAN



HANGAR



DWELF

MovieStillsDB.com



MALICER



BELADORN



KALGORN

asky

REFERENCES



GURK!

Original motion picture soundtrack

- 1. It's shit being poor - Gurk's theme**
- 2. What is the Glabe? (it sounds like magic)**
- 3. There was a wobbly goblin**
- 4. Be true to yourself (unless you're you)**
- 5. Seriously, what is the Glabe?! (because it *really* sounds like magic)**
- 6. Born to be a witch, bitch!**
- 7. Hero's yearn-ey - Gurk's lament**
- 8. Don't stop be-screamin'**
- 9. The Glabe (it's basically magic)**

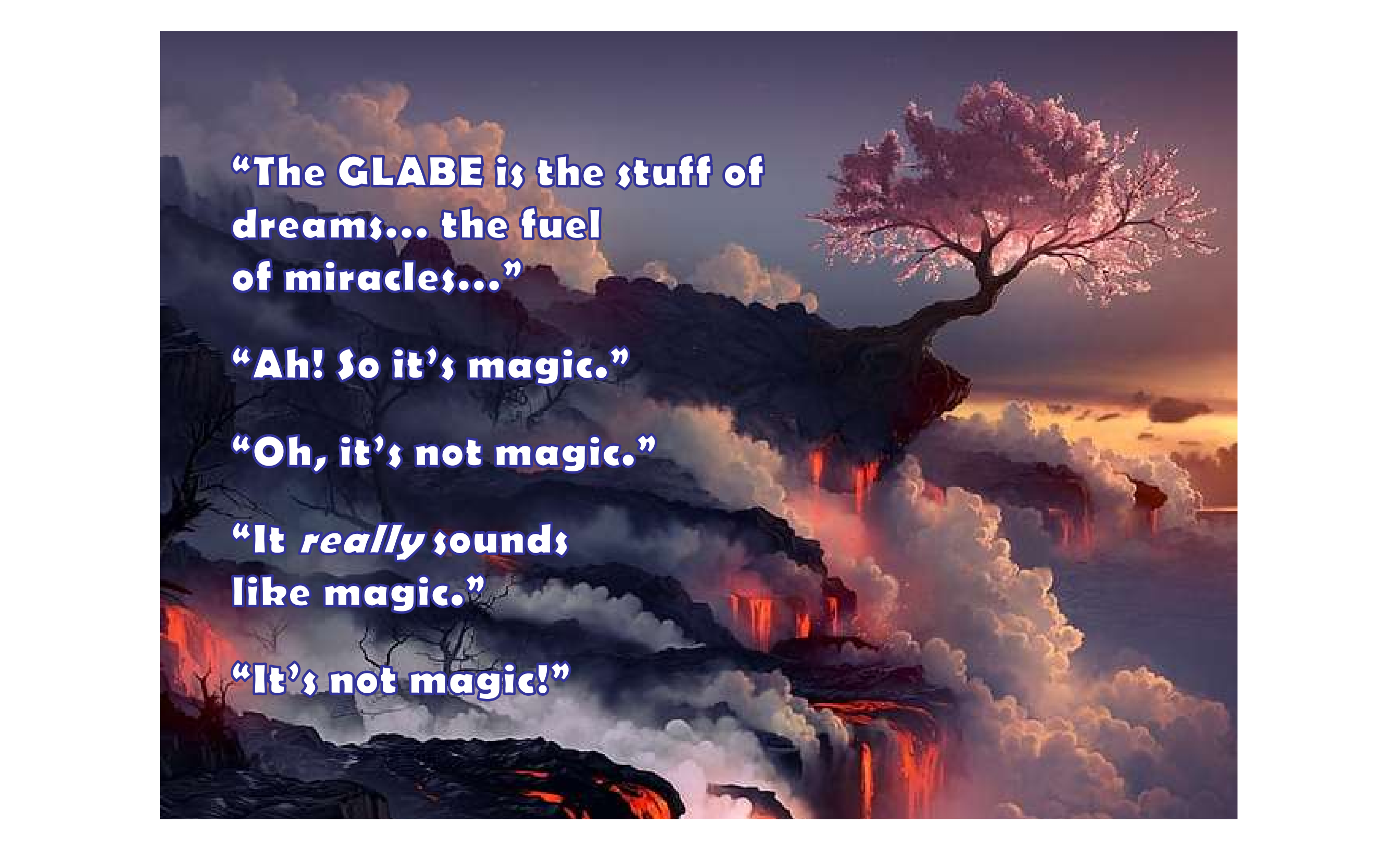
The background of the slide is a night sky with a vibrant green aurora borealis. In the foreground, a person is silhouetted against the sky, standing on a mountain peak. The overall scene is dark and atmospheric, with stars and light trails visible.

“WHAT IS THE GLABE? (IT SEEMS LIKE MAGIC)”

**“What is the power behind the flight
Of a bumblebee or an eagle’s sight?
What is that thing that goes bump in the night?
The Glabe, the Glabe, the Glabe!”**

**What is the force that forges the stars
That gives us rainbows and ladies’ bras?
What is the magic that heals our scars?
The Glabe, the Glabe, the Glabe!”**

**What is the power behind the growth
Of a tiny mouse or a giant sloth?
What explains the existence of ghosts?
The Glabe, the Glabe, the Glabe!”**

A fantastical landscape featuring floating islands, a large pink cherry blossom tree, and a sunset sky. The scene is filled with soft, glowing light from the setting sun, creating a dreamlike atmosphere. The floating islands are dark and jagged, with some emitting a red glow. The sky is a mix of deep blue and warm orange, with wispy clouds. The overall mood is magical and ethereal.

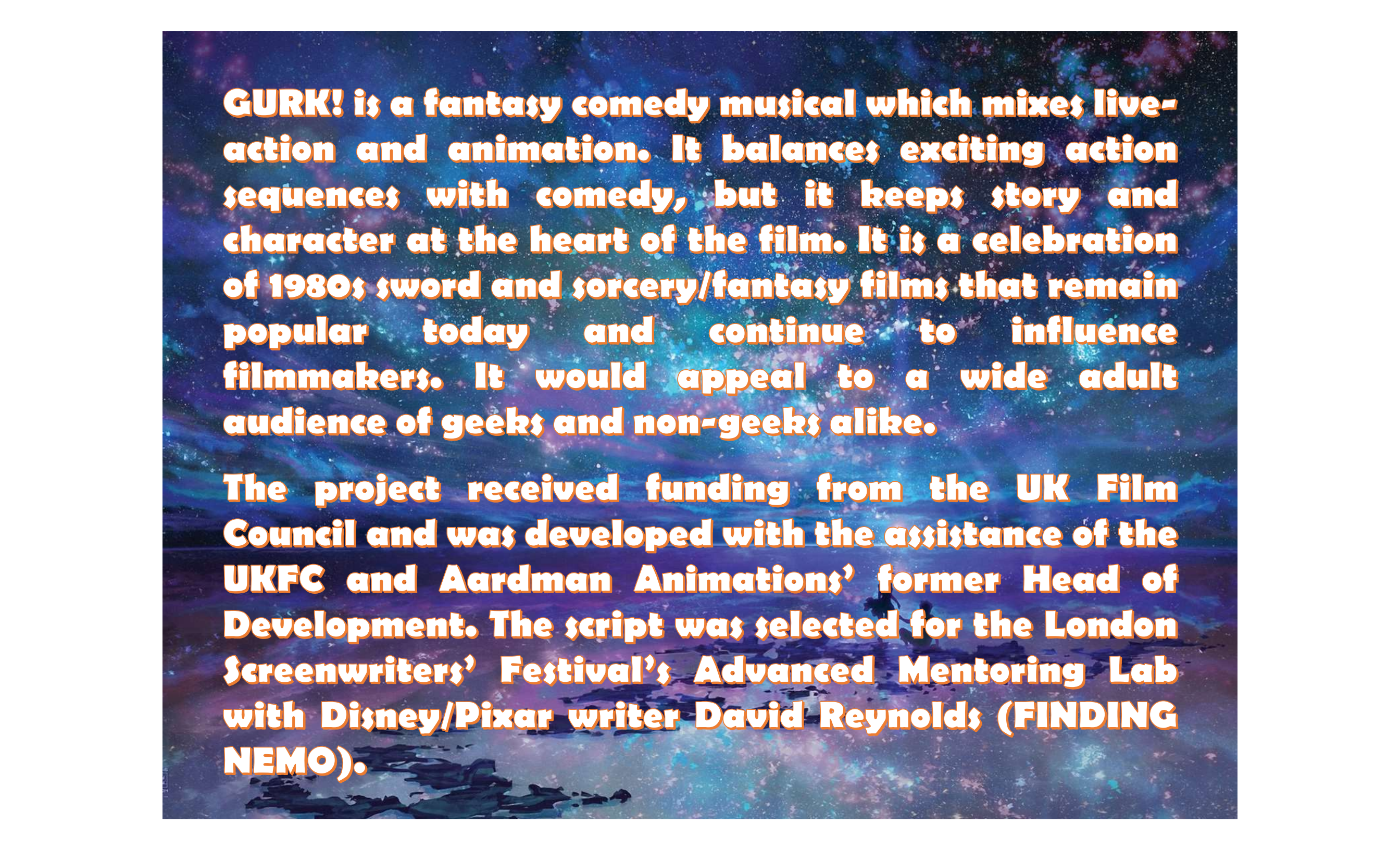
**“The GLABE is the stuff of
dreams... the fuel
of miracles...”**

“Ah! So it’s magic.”

“Oh, it’s not magic.”

**“It *really* sounds
like magic.”**

“It’s not magic!”



GURK! is a fantasy comedy musical which mixes live-action and animation. It balances exciting action sequences with comedy, but it keeps story and character at the heart of the film. It is a celebration of 1980s sword and sorcery/fantasy films that remain popular today and continue to influence filmmakers. It would appeal to a wide adult audience of geeks and non-geeks alike.

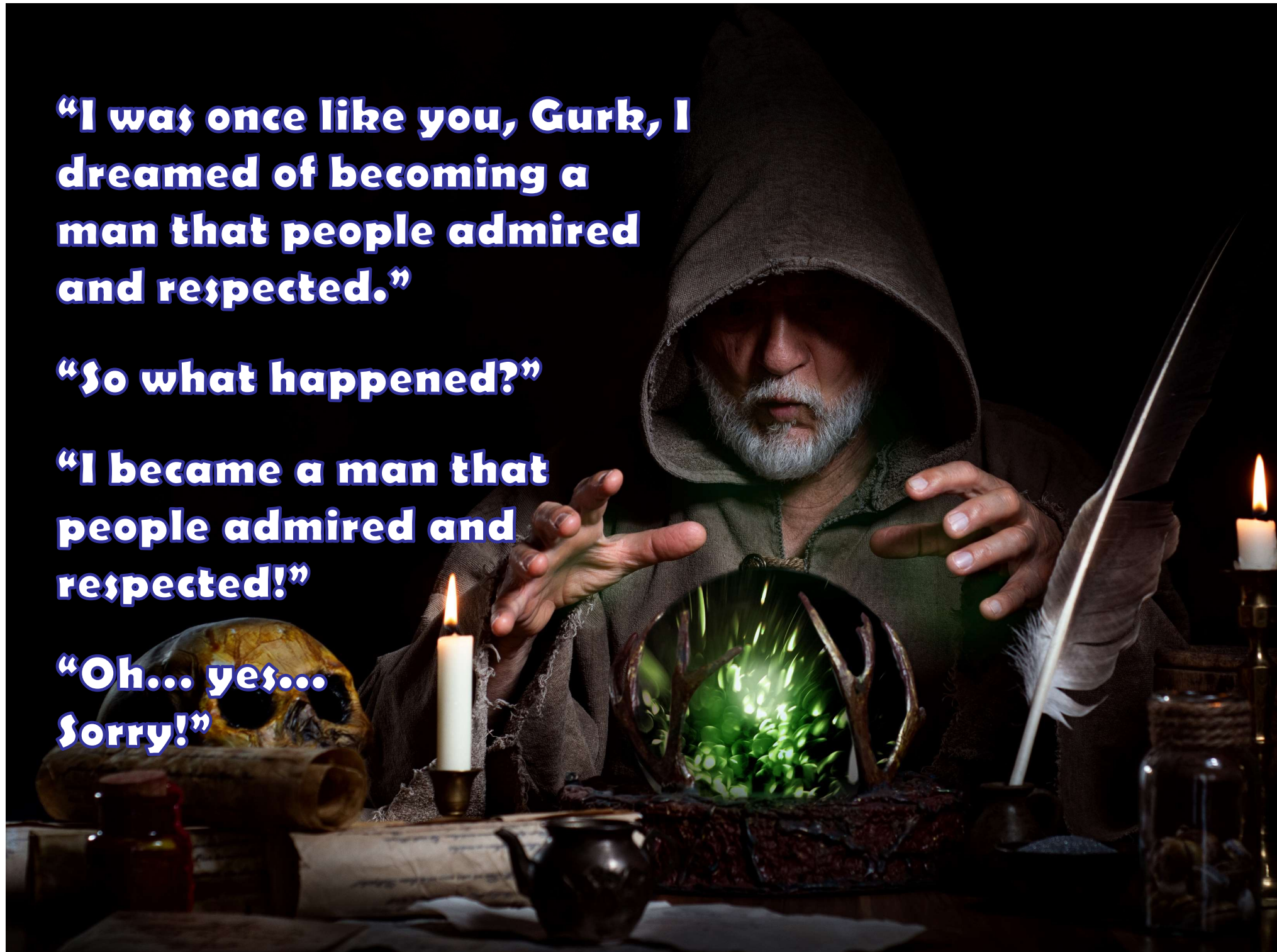
The project received funding from the UK Film Council and was developed with the assistance of the UKFC and Aardman Animations' former Head of Development. The script was selected for the London Screenwriters' Festival's Advanced Mentoring Lab with Disney/Pixar writer David Reynolds (FINDING NEMO).

“I was once like you, Gurk, I dreamed of becoming a man that people admired and respected.”

“So what happened?”

“I became a man that people admired and respected!”

**“Oh... yes...
Sorry!”**





ALWAYS BE YOURSELF (UNLESS YOU'RE YOU)

**“If people try to change you,
If they try to rearrange you,
If they want you to behave another way.
If they say you should improve,
Be less nasty, cruel or crude,
Just look them in the eye and say... okay!**

**If you are popular,
You'll be unstopular!
You'll be the cherry on the icing on the cake.
Being true to who you are
Just won't get you very far
If the you that who you are is a you like you!...”**



"I'll keep this simple and avoid any complicated words or concepts... Give me the sword or I'll cut your balls off."

NICHOLAS HORWOOD BIO

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Nicholas is an award-winning screenwriter who has worked with BAFTA and Oscar winning filmmakers in the UK and the US. He spent 18 months developing a TV series with Oscar-winning Echo Lake Entertainment, based on his script LANCELOT, which won the Grand Prize in Final Draft's Big Break contest - winning him an award at the Screenwriter's Choice Awards at Paramount Studios. KNIGHT KNIGHT came 2nd in the 2007 Big Break contest, and he co-produced the film with Hermit Pictures. He was mentored by David Reynolds (FINDING NEMO) on the London Screenwriters' Festival's Advanced Mentoring Lab and by Tony Grisoni (FEAR AND LOATHING IN LAS VEGAS) on Guiding Lights. His script THE GOOD PEOPLE was selected for the Brit List and his short FUNDAY was nominated for a Welsh BAFTA. He also won Empire Magazine's "Write Locke's Last Scene" contest judged by Stephen Knight (LOCKE, PEAKY BLINDERS).



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