

TEDDY BEAR KNIGHT



A magical teddy bear assigned to protect children from bad dreams goes into dreamland to stop a nightmare from becoming a reality.

This is the story of Teddy Bear Knight, a magical Teddy Bear given to a little girl to protect her from bad dreams.

One night, Teddy Bear loses the battle against a nightmare named Ensamhet and pursuits to follow him into the dreamland, going through a series of adventures along the way.

In style, it is similar to Samurai Jack. A hero's quest for vengeance with every chapter as a fight against a common nightmare, and an uplifting ending.

The antagonists are abstract versions of contemporary issues like, sugar, diet, watching too much tv, interaction with other children etc, portrayed as villains who trap children in their dreams and Teddy Bear Knight arrives to save them.

As Teddy Bear gets close to meet his foe however, he will realize that the nightmare is the loneliness itself and that the greatest fear the little girl had, was for Teddy Bear to leave her. Which he did. However, by doing that, he also helped create a powerful good dream in dreamland that kept the loneliness under control in the real world, thus giving his mission an entirely new purpose.

Episodes

Episode 1

Teddy Bear finds a new home but also his greatest foe in a nightmare named Ensamhet who defeats him and scares Sophie, the little girl he was trusted to protect. He begins his journey into Dreamland searching for Ensamhet. Here he meets Ebb, the guardian of the realm called "The Conflict". The place where good and bad dreams fight to cross into the real world.

Episode 2

When traveling through a dense and dark forest, Teddy Bear meets Uma, the spirit of the Springtime in the shape of a flying dandelion, who also gives him his first mission. To rescue the Beacon of Hope from the clutches of 3 angry trolls and bring life back into the ghostly woods.

Episode 3

Having restored the Beacon back to the forest, Teddy Bear is given a new armour and a magical shield (resilience), as well as a sword which doesn't allow him to hurt anyone. He can use it to defend himself or against lifeless objects, but as soon as its tip touches another living skin or fur, it immediately softens like a deflated balloon. (violence is not the answer).

Episode 4

Teddy Bear arrives in a nightmare where all the children fall. He discovers that the culprits are a race of Beaver-Moles who cannot stop from digging thus keeping everyone in a constant fall.

After a failed attempt at battle with the Beaver-Moles, Teddy Bear convinces them to focus their energy in a different direction and by the end of the episode, all the kids that were falling, are now going down huge twisted slides, having the time of their lives, while at the bottom, the beaver-moles are working frantically to build the never-ending slide.

Here, kids magically appear and disappear as they wake up.

Episode 5

He arrives in a nightmare where an evil magician has the children hypnotised by colourful bubbles on large video screens, and while he has them under, he attaches tiny leech-looking creatures that suck the life out of the children and poop gold coins, thus making the magician rich.

Greed is bad, especially at the expense of others.

Teddy Bear is forced to watch the same hypnotising images as the other kids. However, he discovers that he can choose what to see on his screen (reference to our internet), and decides to find more information about the nightmare. He teaches the other kids the same and together they join forces against the evil magician. However, the screens were also keeping Ensamhet away (loneliness), and as soon as they go off, the place becomes hellish as the kids frantically look for a screen to watch and keep Ensamhet at bay. Teddy Bear Knight solves this

by having the kids look at each other for a change, thus casting away the evil shadows of loneliness.

Towards the end he shows the magician a clause in the ancient book of dreams, where it says that all money in dreamland must be spent in pairs. Never by a single person. What good are money if there is no one to spend them with?

The gold coins magically disappear and the entire nightmare crumbles, thus releasing the children.

Teddy Bear discovers that Softy taught him a valuable lesson - A knight's honour is not in the tip of his sword, is what he can do without it.

Episode 6

He arrives in a world without sound. A place where noise does not travel very far and one must whisper in each other's ear to communicate. Here, Teddy Bear finds an endless row of children sitting on the edge of a canyon staring blankly at the void below.

The internalised kids, who only dream of escaping but don't know where.

Teddy Bear discovers that a large Blob Fish is sucking all the sounds from the atmosphere, all the songs, the laughter, the giggles, and turns them into nightmares that cross into the real world and infect parents. If a parent is infected by this parasite, then he/she becomes deaf to their child's needs.

Teddy Bear whispers a joke to a kid and tells him to pass it along. Soon all the children are laughing and their laughter creates a train which Teddy Bear uses against the Blob Fish. His sword softens once more, but in his rage he uses it to

whiplash the Blob across the face, however, the blow he receives is ten times worse. The sword is not that stupid.

The Blob escapes, but at least the children are now free and the canyon fills with coloured plastic balls, and all the children dive in shouting “Bazinga”.

Episode 7

Split – everything is made of two distinct halves. Some better matching than others, including animals, trees, and children. This is the work of Roobix, a squared creature that mixes and matches everything how it sees fit.

Here everyone is split into 2 personalities and are in a constant state of anxiety and frustration.

Teddy bear teaches the children to become friends with their other halves thus magically becoming a whole entity again and they all join in to defeat Roobix.

Teddy Bear Knight dies.

Episode 8

The Stuffed Valhalla – Teddy Bear wakes up in Stuffed Valhalla. A place where everything is made of cotton and where all the brave Teddy Bears of history are gathered to share stories, culminating with the fact that they are all forgotten.

Sophie has night terrors again. Her father decides to go buy another teddy bear from the gipsy woman. She realizes how serious Ensamhet is and offers to help through a ritual that will get Teddy Bear out of Stuffed Valhalla.

Episode 9

Ensamhet grows ever stronger, having infected countless souls with loneliness, he is preparing to make his way through the Conflict and out into reality where he can push the infected souls to malicious deeds.

There is also a good dream growing, waiting to go out and control the loneliness, but it's not ready yet, it needs more time. Teddy Bear Knight has to stop Ensamhet from crossing the conflict.

Teddy throws Softy (his sword) away thinking he will need something more sturdy in battle, but the sword magically appears to him every single time.

Frustrated, he grabs a stick and challenges Ensamhet's henchmen but he suffers a humiliating defeat. Just before he is about to receive the final blow, Softy swoops in to block, thus saving Teddy Bear's life.

Teddy Bear grabs the sword and it magically blocks every incoming blow as he goes through the melee like a knife through butter.

Episode 10

Face-off – Teddy Bear Knight meets Ensamhet. The nightmare is connected to a device that allows him to suck the life out of those infected and stands as colossal as a god.

This time Teddy Bear Knight really doesn't have much faith in Softy.

Eye to eye, Teddy Bear prepares to strike first but stops at the very last moment, and decides to simply walk away. Not giving him the satisfaction.

Ensamhet goes crazy. His name is loneliness, he needs attention, and starts pelting Teddy Bear with everything he can get his hands on, from magic spells to

flaming balls, but every one of them is deflected by his trusted shield. Walking away makes the entire world collapse in on itself and Teddy Bear has a hellish path to cross, pushing to the absolute limit, but he never lets go of his shield, even when he is close to drowning.

He eventually reaches the conflict, hanging for dear life, but this time it is dark, the sun is down. He calls for Ebb but she doesn't answer. Instead, he finds a piece of her pink wing on the floor. He notices that it looks exactly like the blazon on his shield. He places it against it and an imposing man appears, the Cosmic King. Ebb turned her back on Ensamhet, but she wasn't strong enough to survive, still, she stalled him long enough to allow the good dream cross into reality and smack the loneliness out of people's heads.

Ensamhet was too late, he had to return back defeated. Now the conflict needs a new guardian and Teddy Bear has a choice to make.

The cosmic king shows Teddy Bear a window into the real world. Much time has passed. Sophie is now a mother herself, with twins.

Ensamhet will return, and Teddy Bear decides to guard the conflict, protecting not two, but all the children, thus becoming a symbol for the fight against loneliness and bad dreams.

Waiting for Ensamhet to strike again.

Optional

In the end Teddy Bear meets the good dream that kept Ensamhet under control. It's a simple smile. He tells him what Sophie's dream was. Her nightmare was for Teddy Bear to leave her, and he did, to quench his thirst for vengeance.

Now Teddy Bear, committed to guard the Conflict, has to bear his own loneliness as he looks at Sophie through the magic window, knowing that he will never be with her, and that HE abandoned her.

As he stands guard, he sees another Teddy Bear at a distance. A twisted version of Teddy Bear Knight, it's his only company, it's Ensamhet.

The End