

Crossing the line: summary

Jo and Julie, brother and sister, share one bedroom at home. Julie is playing with her doll Julia in her half of the bedroom. Julia lives in a beautiful dollhouse. On the other side of the line, Jo is playing with his hero 'Action Joe'. There is a line that is not to be crossed in the middle of the room.

After a fight, which ends up with the arm of Julie's doll Julia under the cupboard, Jo realises what he has to do. He sends out Action Joe to bring back Julia's arm. We immerse ourselves in this fantasy world and follow Jo on his adventure as Action Joe. The fantasy world becomes life-sized and real. Action Joe retrieves the arm from under the gigantic cupboard and leaves for the beautiful doll's house. On his way, he has to contend with a strict customs officer who is guarding the line and with a robot that is out to get the arm. But Jo also encounters the fun aspects of the world on the other side of the line.

Crossing the line: Script

Trailer (03:00:00)
Fade in (03:08:16)

1. INT – Bedroom – Evening (03:08:16)

Jo is playing army. He is painting a long, thick cardboard tube in camouflage colours.

2. INT – Bedroom – Evening (03:17:04)

The door to the room opens and Julie, his sister, enters with a broad smile and a gold paper crown on her head. She waves at Jo.

3. INT – Bedroom - Evening (03:20:19)

Jo looks up.
Title: Crossing the line

4. INT – Bedroom - Evening (03:25:18)

Julie throws down her play mat and opens the dollhouse. The room is clearly divided in two. Jo's half has a khaki carpet with a military base and assorted military vehicles. Julie sweetly plays with her doll Julia, while her brother puts Action Joe in his army tank.

5. INT – Bedroom - Evening (03:49:03)

Julie rolls out her mat that overlaps into Jo's part of the room. She has Julia wave at Action Joe.

6. INT – Bedroom - Evening (04:03:16)

Jo does not let Action Joe wave back at her; instead he grabs his toy police officer and shouts "Stop! Put your hands in the air!"

7. INT – Bedroom - Evening (04:18:00)

Jo puts his play mat over his sister's play mat.

8. INT – Bedroom - Evening (04:26:11)

Julia has brought a toy cake for Jo, but he continues to mark out his territory with little fences.

9. INT – Bedroom – Evening (04:50:04)

Jo's tube is leaning down from his bunk bed, to the ground. The end of the tube is still on Jo's half of the room, near the line.

10. INT – Bedroom - Evening (05:20:09)

While Julie plays intently with Julia, Jo takes a tin box full of toys. He removes a pink pony from the box and throws it into the tube. The pony lands in Julie's half.

11. INT – Bedroom – Evening (05:43:17)

Julie notices the pony and starts to play with it. She is very happy with the pony and waves at Action Joe.

12. INT –Bedroom - Evening (06:00:15)

Jo removes some marbles from the box, aims the tube at a toy tree on his sister's mat and drops a marble. The tree falls over along with a little table with a cake on it. Julie notices the attacks and reacts angrily ("Hey!").

13. INT – Bedroom - Evening (06:21:24)

Julie places white fences to protect her territory.

14. INT – Bedroom - Evening (06:35:12)

Jo takes his robot with red flickering eyes and aims the tube at the fences that Julie has just set up. Jo drops the robot into the tube, but Julie notices and she pushes the tube. The robot ends up in a hole in the cupboard.

15. INT – Bedroom - Evening (06:47:24)

Jo starts and rushes from his bed to the hole. Julie continues to play. Jo puts his hand in the hole but only finds the robot's arm, which has broken off, covered in dust.

16. INT – Bedroom - Evening (07:11:06)

He reacts angrily, grabs Julia and pulls off her arm. Then he climbs onto his bed. Julie runs at him screaming, but Jo throws the arm into the tube so that it also ends up in the hole under the cupboard. Julie is angry and shoves her brother.

17. INT – Bedroom – Evening (07:26:20)

Mummy enters: "Well?! Come now!"

She indicates that it's time for bed. Julie places her one-armed doll in her bed and closes the front of the dollhouse. She then goes to bed, as does Jo. Mummy turns off the lights, while Julie cries in her bed.

Fade over black (08:24:10)

18. INT – Bedroom - Night (08:26:03)

Fade in: toy moon in the room.

Jo is awake and puts on his reading lamp. Jo prepares his Action Joe for a mission. "Go, go, Action Joe!" and Jo throws Action Joe into the tube.

19. EXT – Army barracks – Day (09:10:00)

Action Joe now takes on the guise of Jo wearing an Action Joe outfit.

Jo falls from the tube. He is wearing army gear, a black hair band and a large backpack with a rope. He looks around amazed as he finds himself standing between tanks and a helicopter. All the toys are now life-sized.

20. INT – Under the cupboard - Day (09:36:09)

Jo makes his way under the cupboard through the hole. It's very dark under the cupboard. He finds his robot, which he switches on. The robot's red eyes start to flicker. Jo suddenly notices Julia's arm, which is stuck to the ground. The robot also has only one arm. He scans his immediate surroundings and recognises the shape of an arm. From now on, he is out to get Julia's arm and therefore also Jo, who is walking around with it. Jo yanks the arm loose and runs off with it.

21. EXT – Panoramic landscape - Day (10:23:18)

While making his way to Julie's half, he cleans off the arm and puts it in his backpack.

22. EXT – Panoramic landscape - Day (10:55:24)

He arrives at the 'line', constituted by his own fences and Julie's smaller white fences, covered in rose bushes. Behind the fences lies a huge field full of flowers, Julie's half. He grabs the scissors from under the fence and starts to cut away the flowers hanging over the white fences.

23. EXT – Panoramic landscape - Day (11:22:00)

“Stop! Put your hands in the air!”

The police officer comes right at him. Jo hides behind an army jeep. He bends a large paperclip and takes his rope.

24. EXT – Panoramic landscape - Day (11:58:16)

The police officer notices Jo and walks straight at him. Jo is ready. His hands are folded. One of his hands is the plastic arm. The police officer handcuffs him and they leave together.

25. EXT – Panoramic landscape - Day (12:22:15)

Jo attaches the paperclip, which is connected to the jeep with the rope, to the officer's belt. He is stuck; Jo grabs the keys to the handcuffs and continues on his own. He removes the handcuffs and jumps over the fence.

26. EXT – Garden – Day (12:48:12)

He looks at the field of flowers and continues; he passes two horses and arrives at a large white house: the dollhouse! The table in the garden has been pushed over; a golden crown and a dish with cake are on the ground.

27. INT – Hallway - Day (13:39:10)

He enters the house and goes to the kitchen.

28. INT – Kitchen - Day (14:04:07)

The robot enters. While Jo is cooking, the robot walks up the stairs.

29. INT – Bedroom - Day (14:33:12)

Jo leaves the kitchen with a cake full of candles. He walks into the room of his sleeping sister. He places the cake on her bedside table and clicks the arm back onto her body.

30. INT - Bedroom - Day (15:11:20)

Suddenly the robot appears from a dark corner in the room. The robot scans the arm and heads straight for it. Jo distracts the robot with his own arm and leads him into the hallway.

31. INT – Hallway - Day (15:34:09)

Jo heads for a door, but it's locked. Jo is stuck and the robot is heading right at him.

32. INT – Bedroom - Day (15:43:03)

Julie wakes up and can move her arm again. She hears sounds, runs to the hallway and removes the batteries from the robot's back. He comes to a stop.

33. INT – Hallway – Day (16:12:17)

Jo appears from behind the robot, laughs and places his hair band around Julie's head. They tap their fists against each other.

34. EXT – Garden - Day (16:29:15)

They eat the cake outside.

35. INT – Hallway - Day (16:35:01)

They walk up the stairs.

36. EXT – Balcony - Day (16:40:05)

They are standing on the balcony of the house.
The sister drapes a jean jacket on her brother. The children cheer.

37. INT – Bedroom - Day (16:54:15)

White fade out
Julia and Joe cheer. Jo and Julie are playing happily in their room. They are knocking down the fences of the 'line' with the army tanks.

Fade over black (17:14:22)

Credits poster (17:15:13)

Trailer EBU (17:22:12)

Fade to black (17:30:22)

Director

Koen Burssens

Assistant Director

Bert Ceulemans

Producer VRT

Catherine Castille

Executive producer EBU

Tone Ronning

Special thanks to

Sander Denolf

Sarah Hendrickx

Province of Vlaams-Brabant

Defence, Paratrooper Brigade Heverlee

A production of Sylvester Productions

By order of

The logo consists of the word "KETNET" in a bold, white, sans-serif font, enclosed within a white rectangular border. To the right of this box is a white copyright symbol (©) followed by the year "2004" in the same bold, white, sans-serif font. The entire logo is set against a solid black rectangular background.

Series Title:		EBU Series of Drama 2004 (FOR TRANSMISSION 2005)				
PROGRAMME TITLE:		Crossing the line – Over de lijn				
Production Company: (Name + Tel. No.)		Sylvester Productions NV, 0032/16.61.80.80				
Date Completed						
Item no.	MUSIC TITLE	Composer(s) and/or Arranger(s)	Publisher(s)	Record details, incl. Performer and record no. (if applicable)	Use Code *	Duration (min:sec)
1.	Jo en Julie spelen	Piet De Ridder			X	1:28
2.	Jo gooit pony door buis	Piet De Ridder			X	1:26
3.	Gevecht	Piet De Ridder			X	1:29
4.	Mama komt tussenbeide	Piet De Ridder			X	1:28
5.	GI Joe vertrekt op armzoektocht	Piet De Ridder			X	2:08
6.	Politie man	Piet De Ridder			X	1:40
7.	Jo komt aan poppenhuis	Piet De Ridder			X	0:53
8.	Arm Julia terug	Piet De Ridder			X	1:32
9.	Uitschakelen robot	Piet De Ridder			X	1:01
10.	GI Joe en Julia juichen	Piet De Ridder			X	0:42
11.	Jo en Julie spelen terug samen	Piet De Ridder			X	0:31

*USE CODE: (Note – more than one 'Use code' may be applicable to each item)

B = Background (Music NOT audible to the action on screen)

F = Featured (Music which IS audible, for example – from a radio/television/jukebox, or sung by an artiste, etc.)

S = Signature tune

X = Commissioned - Music specially written for this programme