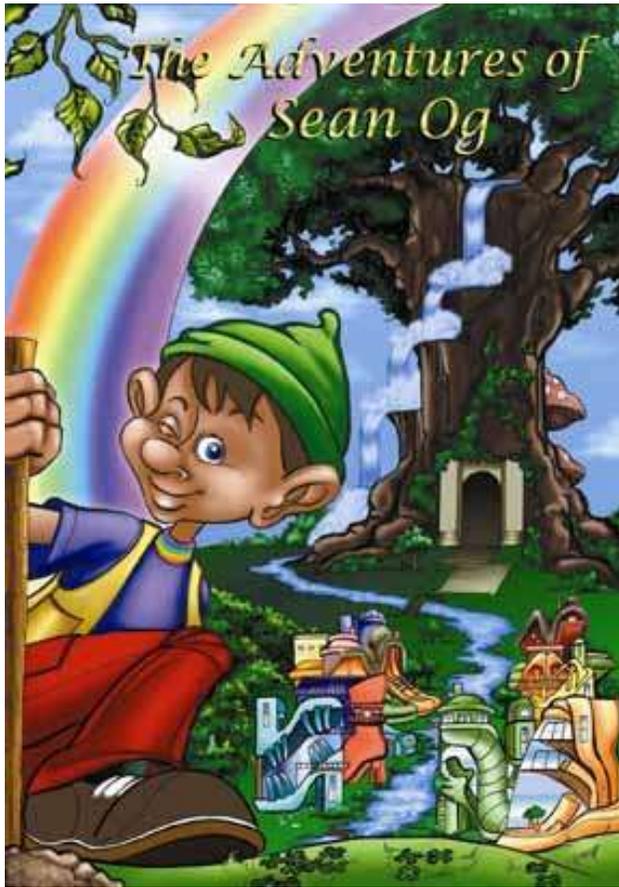


SYNOPSIS – The Adventures of SeanO©



SeanO is the thirteen year old, mischievous son of the King of the O’Gaunies. O’Gaunies are shoemakers and live in odd shaped shoe houses inside the rainbow. They travel into the Land of the Giants (humans) mending their worn out shoes. Up until now, the Kingdom has been an idyllic land, unchanged since the dawn of time. The elderly king likes things the way they are. But the winds of change are blowing. The Giants are beginning to wear sports shoes and no longer require shoemakers. The Kingdom scientists are mystified as to why the rainbow is beginning to fade away.

King Iubdan is worried about SeanO believing his only son and heir has no direction or purpose in life. How will a boy, who spends most of his time playing computer games, and listening to loud music be fit to rule the Kingdom? Unknown to his father, SeanO is busy inventing all sorts of fun gadgets down in the palace dungeon where he is rarely disturbed.

When SeanO overhears six O’Gaunie shoemakers are missing in the Land of the Giants, he jumps at the opportunity to bring them back. He confides in his friend and mentor, Disnoz, the Kingdom’s wizard, of his daring rescue plan. Unable to dissuade SeanO, Disnoz bestows upon him the Crannog, an ancient feather with magical powers. Disnoz cautions SeanO to save some magic to create a rainbow to get back home.

SeanO sets off into the Giant world in his latest invention, the Omobile. He befriends Jup, a Merboy out searching for a shipwreck and together they set off to find the missing O’Gaunies. Their quest takes them to Jup’s cave full to the brim of shipwrecked booty, under the ocean to the North Pole, through the dense forests of Scandinavia, to New York and eventually down to Africa. Throughout their travels, Jup and SeanO encounter humans and members of the animal kingdom who ask SeanO for help in solving problems which the Giants (humans) have caused. Problems such as noise / sea pollution, global warming poaching, greed, etc are discussed and dealt with. In exchange for helping his new friends, SeanO discovers the missing O’Gaunies are being held by Oogambo, an evil African witchdoctor who uses his powerful magic to capture rare animals and smuggle diamonds.

Unknown to SeanO, Oogambo is planning to destroy the kingdom and auction the missing O’Gaunies to rich collectors around the world. But the clever SeanO outwits him and returns home with the six O’Gaunies together with a solution to the Kingdom’s problems. Suddenly, King Iubdan sees his son in a new light, and believes he is ready to rule the kingdom. But when Disnoz learns Oogambo is alive and has the Crannog, with magic left in it, he is greatly alarmed. He tells SeanO that without the Crannog, there will be no more rainbows - the kingdom will vanish forever. Disnoz orders him to return to the Land of the Giants and to bring back the Crannog.