SithDestroyer's The Magic Railroad

What Is This?

Thomas and The Magic Railroad is one of my favorite movies. Not because it's good, or that it's an achievement in filmmaking, but because I've seen it so much, and because its production history is fascinating. The final movie is a mess plot wise, and there's so much missed potential. The worst thing about it is that it simply isn't a Thomas movie.

The purpose of this script is to make it into an actual Thomas The Tank Engine movie. Shining Time Station doesn't appear, nor does Burnett, Lily, or even PT Boomer. Mr. Conductor still appears, but is overhauled a bit, and his powers are reworked. Diesel 10 is made into a competent villain, one that can actually be feared by viewers. Splodge are mysterious characters in-universe, and no one knows about them.

The series canon is also taken into consideration, and it takes place after season 5, which was a showcase of what they could do in a feature-length film. Hopefully, this script can help fans imagine what a proper Thomas movie could be like, when you focus on the characters first and foremost.

I appreciate any criticism or suggestions, and adaptations of any kind are welcome! For any questions, you can find me on YouTube at SithDestroyer, Twitter at @SithDestroyerOT, or on Discord at SithDestroyer#7321.

UPDATE: I'm officially turning this into a screenplay with Celtx! Expect that some time soon, it will be full of detail for my future adaptation, and for anyone wanting to make their own!

7/14/2021: Hey everyone! Today is Thomas and the Magic Railroad's 21st anniversary, at least in the United Kingdom. To celebrate, I'd like to share a preview of the screenplay adaptation that I've been working on in my off time. It's still a work in progress, and isn't complete, but I feel like it will give you all a good look at what I envisioned for the movie. Here's a Google Drive link to it! Have fun reading!: Script The Magic RailroadINPROGRESS.pdf

Opening Narration

Mr. Conductor - Hello. My name is Mr. Conductor. And this is a story about an island, located in the Irish Sea, named Sodor. I'm sure you've heard of it. It's most famous for its railway. A railway unlike any other.

Switch to the countryside. Music starts as we see a little blue tank engine strode on by, on his way to Knapford. Scene should be like the original in Magic Railroad

Mr. Conductor - Meet Thomas. He's probably the most famous engine here. He and his friends all operate the railway, shunting trucks and hauling freight all around the island. This is just an average day in the life of an engine on Sodor. And here's the biggest station on the Island, Knapford Station, which just so happens to be where our story begins.

Knapford Meeting

Gordon - Five, six, seven, eight…

Thomas - Who do we appreciate!!! Good morning Gordon, practicing our numbers I see!

Gordon - I'm counting how many seconds late you are, you need to fetch my coaches. I've been at this platform for ten minutes!

Thomas - You've been here for ten minutes and didn't get your own coaches?

Gordon - Tender engines do not shunt, Thomas. You should know that by now.

Thomas - A really USEFUL engine doesn't think like that.

Gordon - Well I'm sure that saying works on your branchline, but not on the mainline. A big engine like me has a lot to do if I want to get the job done.

Thomas - Whatever you say Gordon. By the way, why is Edward asleep on the siding there?

Gordon - He took The Fat Controller to the mainland last night. He was too tired to go to the sheds.

Thomas - Reminds me of another engine. Why did The Fat Controller go on holiday, anyway?

Gordon - All the strange things happening over the Island have been driving him crazy. The boulder Percy told us about, the “ghost” that Duncan claims he saw, it’s all very strange. Frankly, I’ve no idea why he didn’t go sooner. This Island’s getting stranger everyday, more so than usual...

Gordon sees Thomas isn’t paying attention, he’s instead reading a sign on the platform

Gordon - Are you even paying attention??

Thomas - Sodor Railway. Really reliable, and right on time. Suppose they’ll have to change that for you Gordon, haha. Speaking of reliable, I’m to pick up Mr. Conductor later today. He’s showing up at Brendam Docks. Always nice when he takes care of us and makes sure we’re being useful.

Gordon - Oh I think we can take care of ourselves!

At this point, Diesel 10 thunders through Knapford, startling everyone there, and waking up Edward, who stares at his path, terrified

Gordon - Wh-what on earth was that?!?!

Thomas - That had to be the biggest engine I’ve ever seen! And what was that on his cab?

Edward - It c-c-can’t be…

Thomas - Edward, do you know who that is?

Edward - I can't believe it...I think that's...Diesel 10... How is he here, it makes no sense!

Thomas - Didn’t The Fat Controller say he was buying a new diesel? Is that him?

Gordon *Startled* - Oh, seems I have to get going now. Um, thank you for shunting Thomas, and tell Mr. Conductor I said hello, bye now!

Gordon races out of Knapford, clearly scared. Thomas chases after him.

Thomas - Wait Gordon, I still have to shunt your coaches!

James At The Sheds

James - Pesky bee, shoo! Better still, buzz off!

Thomas enters the siding, confused

Thomas - Hello James. Have you seen Annie and Clarabel? I had Percy shunt them away...

James - They're over at the goods shed. Second track to the left.

Thomas - Oh, thank you James. Say, why are you in the sheds anyway?

James - The Fat Controller said I've been too arrogant lately, and I've lost the idea of what being useful is. So he's had me stay in the sheds until I figure out what it is. I could've taken those passengers to the harbor instead of Percy if I hadn't been so stupid.

Thomas - Oh, you'll have your chance. Have you heard about the new diesel seen around here? I saw him half an hour ago at Knapford, Edward seems to know him.

Diesel 10 sneaks into the yard, seen by James, not by Thomas

Diesel 10 - So you're the famous Thomas I've heard so much about. You're bigger than I thought you'd be, though that's not saying much. I'll call you "Puffball", hehehe.

Thomas - What are you doing here? You don't seem too nice. We've dealt with diesels like you before.

Diesel 10 - There ARE no diesels like me. I'm unique, revolutionary. And you're all just ancient relics due for scrap. And once I finish my job here, everyone will know that. Enjoy the

time you have left while you can! Because pretty soon, you're all gonna end up in a scrapyard somewhere!

Diesel 10 leaves in the direction of the scrapyard, Thomas and James are too afraid to give chase

Thomas - He's up to something terrible. I bet Mr. Conductor will figure it out!

James - I hope he does, and fast!

The Scrapyard

As we see the scrapyard, two small diesels slide into frame, coming up under the shed at the entrance

Splatter - He said to meet here right?

Dodge - I think. There's like five scrapyards on this Island!

Splatter - Well it had better be the right one, I'm tired from all this running around.

Diesel 10 slides in after them

Diesel 10: Gentlemen, glad you made it! I'm sure you're both wondering why I need you here.

Splodge - Of course.

Diesel 10 - While I execute my plan, I need you both to find every diesel already on the Island and tell them to meet with me. Tell them I'll explain everything once I get there.

Splatter - What if we're seen?

Dodge - Or heard?

Diesel 10 - Don't! You two need to stay hidden for now, I can't have the steamers knowing you're here just yet. Keep away from prying eyes until you find any diesel who looks like they could help us.

Splatter - Got it!

Dodge - One question though?

Diesel 10 - Yeah?

Dodge - If we ARE seen, what do we do?

Diesel 10 - Get back on the mainland before I find you. Now get to work!

Diesel 10 rolls further into the shed, as Splatter and Dodge look at each other

Seaside Run and Mr. C

Thomas races down the beach, towards Brendam Docks. As he does, the song "Percy's Seaside Trip plays, edited to remove mention of Percy. As he exits, Ten Cents and Sunshine are seen in the distance. Thomas whistles as they hoot at him.

Thomas enters Brendam Docks, which is busy at work. Big Mickey is loading some wagons for Henry, but the whole place is busy and disorganized.

Thomas - Wow, I don't remember the docks looking this bad. Trucks everywhere! Focus on that later, got to find Mr. Conductor. He should be around here somewhere!

As Thomas looks around, we see Gold Dust form, and Mr. C steps out of it.

Mr. Conductor - Hello Thomas, it's been a while!

Thomas - Mr. Conductor! Wh-what was that just now?

Mr. Conductor - Oh I forgot, you've never seen my Gold Dust. It allows me to travel from my home to Sodor. Takes a few minutes, but it gets the job done better than any boat or plane!

Mr. C looks around, noting the crates and trucks littering the place.

Mr. Conductor - Wow, it's gotten messy since I was last here. Wasn't there a crane right there?

Thomas - Oh, yes, Cranky was moved to Knapford Station to help with the various trains that come through. I guess that's how it is when summertime hits.

Mr. Conductor - Oh I can understand that. Are these your coaches? They look smart today!

Thomas, Annie, and Clarabel - Thank you sir!

Mr. Conductor - Now, go ahead and take me to Knapford. I need to get to Sir Topham Hatt's office and read what he left for me.

Thomas - You should know sir, there's this new diesel we saw this morning. He's big and scary! What if he does something bad?

Mr. Conductor - Oh don't you worry Thomas. I'll just use my Gold Dust to keep an eye on him. Now let's get to the station, must keep time you know!

Thomas leaves Brendam with his coaches, while Henry is left waiting for his train to be ready.

Cut to the next shot. We see Diesel 10 staring at a pair of buffers. Using his claw, he destroys them, leaving a pile of wood in its place. He smiles satisfyingly, as Gordon rushes past him with the Express in fear.

Meeting At Tidmouth

James - Wobbly wheels!

Thomas - Puffy pistons!

James - Thomas, I should've collected Mr. Conductor!

Gordon - James is right, little Thomas. Collecting Mr. Conductor is an important job, hmm. Important...is big! James is a big engine. You, Thomas, are small. Small small small, teenie weenie weenie. And I am a big blue engine, who knows everything! Haha!

Thomas - Oh shut up Gordon! You're just jealous James! Maybe if you hadn't been so rude before The Fat Controller left for holiday, you'd have collected Mr. Conductor instead of me.

James - Well...Well it still isn't right!

Duck enters the yard, gets on the turntable, and enters the berth next to James as this is happening

Duck - Beg pardon James, but, on the Great Western, engines did as they were told without complaining. Maybe you should've thought about that before you ended up in the Sheds.

Thomas - Thank you Duck! Mr. Conductor should be here soon, he said he'd come by after he looked over everything The Fat Controller left for him. Now if you'll excuse me, I have to shunt these trucks before then. Must keep time you know!

As Thomas shunts some trucks into the carriage shed, we spot Splodge inside, hiding behind a wall of trucks, wagons, and tankers, trying desperately to stay hidden.

The Three R's

Knapford Station, Sir Topham Hatt's office. Mr. C is inside looking through drawers, trying to find the instructions he left for him.

Mr. Conductor - Ok let's see. Make sure the Ironworks diesels stay in line. Keep an eye out for Farmer McColl's cattle. Talk with Mr. Percival about expanding the line. Make sure no one goes near...Boulder Quarry? That's a new one.

The phone starts ringing, startling Mr. Conductor slightly. He looks over and picks it up.

Mr. Conductor - Hello? Ah, Sir Topham Hatt! Good afternoon sir! I hope you and Mrs. Hatt are having a good time on holiday?...You saw Stepney? Well that's nice indeed!...Yes, I found some of your instructions in your top right drawer here in your office….The safe? Oh, yes

sir I'll check that….Right, 84, 09, 89….There we go! So these are "top secret" instructions, am I correct?...Oh good. Well sir, I can tell you, I will make sure everything goes according to plan. I will be responsible, reliable, and really useful! Tell Mrs. Hatt I said hi! Goodbye sir, have a great vacation!

He puts the phone down, and gazes out the window at the railway. He sees Henry out the window, grumbling that his train was late.

Sith note: 84 refers to 1984, when Thomas aired, 09 is 2009, when the CGI era started, and 89 is 1989, when TUGS aired.

Mr. C & The Engines

Tidmouth Sheds, as Thomas and Percy couple up to some mail vans on the right side of the sheds, Henry comes by on the opposite. From out of his cab steps Mr. Conductor.

Mr. Conductor - Good evening everyone!

Thomas, Percy, James, Gordon, Duck, Toby, Edward - Hello sir!

Mr. Conductor - I can see you're all tired after a good day's work, well done! Now, since Sir Topham Hatt is on holiday…

The engines all snicker and look at each other. Mr. C looks confused

Mr. Conductor - What's so funny?

Percy - Well sir, it's just that we all refer to him as The Fat Controller.

Mr. Conductor - Well I'm here on his behalf to take care of you all while he takes a much needed holiday. So he's left me with a list of jobs that you'll all need to do before he gets back. *Coughs* James, you're to go to the coaling plant and transport coal all over the Island. There's lots of work to be done, and you'll be responsible for making sure everyone can do their jobs. Oliver will help you.

James - I wanted out of the sheds, but not for something like this!

Mr. Conductor - Gordon, you're to continue taking the Express as usual.

Gordon whistles in approval

Mr. Conductor - Thomas, Percy, you're both to work on the branchline and deliver the mail on time. Henry, The Flying Kipper will be due on Tuesday, so make sure to deliver it. It will be a lot bigger than you're used to, so be careful and watch for repairs on the line.

Henry lets off steam in annoyance

Mr. Conductor - Duck, you'll be in charge of making sure repairs are made up and down the line. The Breakdown Crane will be located in the Knapford goods shed. Be ready to respond to any emergencies. That seems to be the important bits on here, everything else is just daily trains. I'll be sure to inform you all of any changes he has me make.

Thomas - Um, Mr. Conductor? Does it say anything about that new diesel I mentioned on there?

Mr. Conductor - Hmm.

He reads the paper multiple times over

Mr. Conductor - No Thomas, it doesn't seem to say anything about a new diesel. That's strange. Maybe he ordered for one after he wrote this?

Percy - What if he didn't order a new diesel? What if he's here to get rid of us?

James - Wouldn't be the first time. Remember the one who came into our yard, talking about how superior he was to us? Hmph. Never trust a smelly old diesel!

Edward - Come now James, that's not fair. Not every diesel is bad. There's BoCo, Mavis, Daisy....

James - Whatever Edward. If you wanna become buddy buddies with this diesel, go for it. I won't stop you.

Gordon - Speaking of, didn't you mention that you knew this diesel, Edward? What do you know?

Edward - Well, admittedly, I don't remember everything about him. It was a long time ago, before even Percy arrived on the railway. But I heard stories of a diesel who was stronger than ten engines combined, with a claw that could pick a tank engine right off the rails! I didn't believe it at first, thought it was just a legend, like Proteus. But now I know it's all true. He's trouble, watch out. Especially you little tank engines! If you see him while delivering the mail tonight, keep clear of him.

Thomas and Percy - We will.

Thomas and Percy run off with their vans as they speak, while the other engines start to wind down and go to sleep in the sheds.

Night fall. We switch over to where Splodge is, relieved that the engines won't be able to see them now.

Splatter - Come on, we better go tell the boss about what's happening. I'm sure he'll want to do something about old square wheels' train.

Dodge - But we haven't talked to any diesels yet! What if he gets mad?!

Splatter - This is more important. Come on.

The Plan

Cut to Ffarquhar. We see Diesel 10 sitting in a siding, their buffers all smashed. Splatter and Dodge roll up beside him, careful to reduce their speed efficiently so as to not derail.

Diesel 10 - I assume you've got some information for me?

Splatter - Yeah boss. Mr. Conductor was telling all of them about the important jobs to do-

Dodge - Rusty red scrap iron has to be at the coaling plant all week, so he won't be much of a problem-

Splatter - Galloping sausage will be taking the express everyday, we could arrange an accident for him, that'd really help us-

Dodge - And, and old square wheels will be taking the fish train Tuesday morning! The line he runs on is old, I'm sure something could be done about that too.

Diesel 10 - Haha, good job. I knew I could count on you two. This is perfect. If we get rid of just a little bit of track there, he'll come right off the rails, and all that fish will be ruined. A perfect plan! And I have just the perfect idea for taking care of the Express...

Splatter and Dodge smile at each other.

Diesel 10 - Now then, have you managed to convince any diesels to meet with us?

Splatter - Uh…

Dodge - Well you see-

Splatter - The thing is boss-

Dodge - We were stuck at Tidmouth for a while-

Splatter - No time-

Diesel 10 - Arrrrrgggghhh! If you two hadn't told me about those jobs, I'd scrap you myself right here and now! You had better get those diesels at the meeting tomorrow! I mean it! Get out of here, now!

Splodge - Yes boss!

They scatter hastily, bumping into each other, before rounding the corner and disappearing from view.

Derek and Mr. C

Cut to an old shed on a very overgrown line. Inside sits Derek, a paxman diesel with teething troubles. He's fast asleep. We suddenly hear the trademark sparkle sound effect, and he wakes up. He notices Mr. Conductor standing by him, looking around.

Derek - Um, ex-excuse me. Who are you?

Mr. C turns around, slightly startled. He didn't notice Derek behind him.

Mr. Conductor - Oh, uh, hello! I'm Mr. Conductor. What's your name?

Derek - I'm Derek, sir. I work at the Clay Pits with Bill and Ben. Sorry, but, what are you doing at my shed? It's late.

Mr. Conductor - Oh, sorry about that Derek. I'm looking for something, well, someone.

Derek - Looking for someone?

Mr. Conductor - Yes. I'm looking for a diesel. Thomas and the others told me that there's this new diesel on the Island, and the notes Sir Topham Hatt gave me don't mention him. I can't seem to find him, no matter where I go.

Derek - Have you looked at the old dieselworks?

Mr. Conductor - Yep, no luck. Guess I'll keep searching. You have a good night Derek, I hope I'll see you again.

Derek - Um, yes, sure thing-I mean, yes sir! Good luck!

Mr. C sparkles out of the area, still searching for Diesel 10. Derek looks confused, and a little scared.

Derek - H-How'd he do that???

Morning At Knapford

Cut to Knapford the next morning. Gordon's waiting on Duck to shunt his coaches for him, complaining loudly about how James wouldn't stop talking about working at the coal mine.

Gordon - I swear, he wouldn't stop complaining for at least two hours! "Oh what will the passengers say when they see my splendid red paint covered in yucky coal dust!" I know he's proud of his red paint, but goodness, we all rely on coal! It's too important to complain about!

Henry - You're one to talk! You can't stand pulling goods trains.

Gordon - I'm a dignified engine, I don't pull dirty trucks, vans, or tankers. I pull fine express coaches, and I do it well. How about you mind your own boiler, Henry?

Douglas - Aye, you're the one yelling for all to hear!

Bill/Ben - Nice one Douglas!

Duck shunts the coaches into Gordon's tender. Gordon looks away from the others as they laugh at him.

Gordon - Well, it just isn't right.

The whistle blows, and Gordon leaves the station. As he puffs along the line, we see Splatter and Dodge, along with Diesel 10, watching him. They're smiling devilishly.

As Gordon is traveling down the line, we see a flatbed full of heavy pipes covering the tracks. He notices almost too late, and screeches to a halt. But a loud crash is heard, meaning everything in the coaches have spilled over. Teas and cakes are all knocked over, and passengers are angry. Diesel's sabotage worked. Gordon looks down sadly as the screen fades.

First Contact

Cut to Killaban. Derek pulls into the station with a line of vans. As he looks around, Splodge rolls up on the other lines.

Derek - I believe we haven't met. Can I help you?

Dodge - No, but uh-

Splatter - WE can help you! You see our boss-

Dodge - He wants to meet with you. He has big plans for the Island!

Splatter - We need as many diesels as we can get!

Derek - Is this for Mr. Conductor?

Splodge begins to laugh.

Splatter - Of course not! He's with those steamers. Meet us at those sidings this afternoon.

Dodge - Now you better show up, or the boss will deal with you himself!

Splodge rolls away as Derek stares in fear.

The Movement

Cut to the coaling plant. James rolls into the yard with a long line of trucks, dirty. Oliver is his back engine.

James - Filthy! That's what I am! Absolutely filthy!

Oliver - James, you've been yelling about your paint job the entire trip here. Can't you give it a rest?

James - No Oliver! I should be out there doing what bigger engines do, showing passengers the sights of the Island! Pulling and shunting coal trucks all day isn't meant for such a splendid engine like me. A tank engine like you is more suited for this.

Oliver - Are you ever going to stop being so pompous? It's going to bite you in the tender one day.

James - I'll believe it when I see it. Fine, let's just get this over with. The sooner it's done, the sooner I can get a nice washdown.

As they work, they notice Diesel pass by on the mainline.

Oliver - Was that Diesel? Isn't he supposed to be working at the docks?

James - Yes, I believe so. Why would he be by the coaling plant? Whatever the reason, it can't be good.

Cut to the scrapyard. Edward and Percy are shunting trucks full of scrap metal into sidings, when they notice the Ironworks twins, Arry and Bert, rolling away on the mainline.

Edward - Percy, do Arry and Bert have any jobs along the mainline to do today?

Percy - No, they should be working here all day for the rest of the week.

Edward - Would you mind following them? I can manage the rest here myself.

Percy - But what if they spot me? You remember what they tried to do to Stepney!

Edward - That's a chance you'll have to take Percy. Be a brave engine, and follow those diesels.

Percy puffs away sadly, as Edward looks on concerned.

Diesel Meeting

We cut to a set of sidings near Killaban. Diesel, 'Arry, Bert, and Derek are all there. Diesel looks uninterested, the Ironworks twins look bored, and Derek is nervous.

Diesel - So, it was two shunters who told you to come here, right?

Bert - Yep.

Diesel - What do you think's up?

'Arry - Beats me. We were just about to scrap an old wagon when they asked us to come here. No telling what it's for.

Splodge rolls in.

Splatter - It's so you can meet the boss himself!

Dodge - He has a proposition for you all. He's working on a plan to get rid of the steamers, every last one of them!

Splatter - For good!

Diesel - If he has a plan like that, then why use us? Is he not smart enough to do it himself?

Diesel 10 rolls in.

Diesel 10 - Oh I can assure you, I'm smart enough. I just need you all to help me. Think of it as a demonstration.

He lifts his claw to increase his size.

Diesel 10 - Is this all of them? I thought there were a few more diesels on this Island?

Splatter - We tried finding the others boss, but the railcar's in London-

Dodge - That quarry diesel was with the old teapot the entire time-

Splatter - And the electric guy was nowhere to be seen! Couldn't find him at all!

Diesel 10 - It makes no difference. These will do. Now, you're all wondering why I had Splodge-

Splatter - Actually it's Splatter.

Dodge - And, and Dodge.

Diesel 10 - I haven't the time to say both names! Now, as I was saying, you're all wondering why I had Splodge gather you here today. I've heard stories about you.

He looks at Diesel.

Diesel 10 - The very first diesel to arrive on Sodor. You seem rather smart, so answer this question for me. What makes us diesels so much better than steam engines?

Diesel - We're revolutionary.

Diesel 10 - Correct, Diesel. We're smarter, better, faster, stronger, and far more reliable than steam engines. You two.

He looks at the Ironworks twins.

Diesel 10 - You work at the Ironworks and smelters, yes? You've scrapped all kinds of machinery, including steam engines. Am I correct?

'Arry and Bert - Y-yes sir.

Diesel 10 - You'll be very useful once I'm done. Imagine smelting every last one of those useless steam engines. All that for you.

He looks at Derek.

Diesel 10 - And you-I'm sorry, who are you?

Derek - I'm D-Derek, I-I-I'm a pax-

Diesel 10 - Splodge, why did you bring this one to me?

Splatter - He was the only other diesel on the Island boss.

Dodge - Yeah he wasn't exactly our first choice.

Splatter - We thought he could still be useful.

Diesel 10 - Hmm. That could be true. Tell me Derek. What do you think about the steam engines on this railway?

Derek - Well I only really talk to Bill and Ben at the quarry, but they seem nice enou-

Diesel 10 - Wrong. Steam engines are cowardly, cranky, worn out hunks of metal.

Derek - No they aren't.

Diesel 10 - Are!

He positions his claw in front of Derek, inches from his face.

Diesel 10 - And you'd better realize that before you end up like them, Derek.

The other diesels, aside from Splodge, are frightened by this.

Diesel 10 - Now then, onto more pressing matters. I plan to get rid of all the steam engines on this railway, in one fell swoop. All I need is a bit of help from all of you.

Splodge starts laughing.

Diesel 10 - My plan is to get rid of all the buffers on the Island. Every last one. Every siding, every shed, every set of track will be cleared of buffers. With those gone, the steam engines will have to be more careful of how they stop. And that's where you all come in. You'll all cause little accidents for them, so that they run right off the track. With that, they'll all become useless for the railway, and we'll show their Fat Hatt how useful we diesels really are. We can brake better than any steam engine.

Diesel - You really expect us to destroy every single set of buffers on this Island? That could take weeks.

Diesel 10 - I don't care how long it takes, I only care that it gets done. However you do it, I don't care. Just make it happen. Now then, I'm sure you've all got jobs to do, so go be useful. And don't talk to anyone about the buffers. Got that, Derek?

He eyes Derek sternly. Derek and the rest of the diesels leave Diesel 10 and Splodge. Cut to Percy near Killaban, nearly running into Derek.

Percy - Oh, Derek! I didn't expect to see you here. Did Arry and Bert come by this way? They're supposed to be at the scrapyard, but they left without a word. Did you see them?

Derek is obviously frightened.

Derek - N-No, sorry Percy! No diesels over here! I mean, uh, th-there's one! Me! Hehe.

He runs off fast before Percy can retort. Percy is left confused, and decides to go back to the scrapyard.

The Flying Kipper

Dawn. Henry is at the harbor, getting The Kipper loaded. Behind him, Diesel is shunting his vans. He's laughing to himself as he does. As he's waiting, Edward comes on the next line with a line of trucks.

Edward - Are you sure you don't want a back engine Henry? It wouldn't be much trouble if you need me to push you, I can manage that and my trucks at the same time.

Henry - Thank you Edward, but I'm a strong engine. I don't need any assistance. I've taken this train dozens of times. I didn't need help then, and I won't need any now.

The whistle blows, and Henry starts off. Edward looks at him with a worried look on his face, while Diesel snickers in the background. Henry runs along the seaside, with an amazing score. We then cut to a spot of country, three tracks side by side, a fence with cows inside nearby. Henry thunders by, scaring Duck, who is carrying workman and the Breakdown Crane. Cut to a track crossing. Percy is rolling by with the mail train, on his way home, sleepy. Henry rockets by him with the Kipper, waking him up. Remaining shots can be improvised.

Henry approaches a set of track that's damaged, at the quarry. Nearby is Splodge, watching intensely. As he rolls over the track, he comes right off the rails, and his vans derail and go all over the place. Some are smashed while others simply flip over. As Henry lays dazed and confused, the laughter of the diesels can be heard. He sighs as the sun comes up over the horizon.

Discussion Between Tank Engines

Cut to a while later. Thomas, Duck, Bill, and Ben are all gathered at the crash site, shunting the remaining vans out of the way and moving the Breakdown Crane to help Henry.

Thomas - So what did you hear again Henry?

Henry - Right after the crash, I heard laughing from behind me. It was more than one voice, so I think 'Arry and Bert are behind this.

Duck - Sorry to say Henry, but you're wrong. 'Arry and Bert were at the scrapyard this morning, they worked all last night. They were nowhere near you, The Kipper, or this track.

Thomas - What if it's that big Diesel? He could probably rip up the rails with the big claw he has!

Ben - Scared of the big bad Diesel, Thomas?

Bill - Watch out, he'll come and scoop you up when you're sleeping!

Duck - Very funny you two. It's possible, Thomas. From what you said, that claw probably could rip up these rails like paper. But we can't be sure yet. Maybe this was just another piece of track due for repair?

Thomas - Can't be, I travel on this line all the time when I take trucks to and from the quarry. It was old, sure, but it couldn't have caused this.

Bill - Playing detective?

Ben - I thought you were only good at playing tricks!

Thomas gets mad at this point, and bumps the vans in front of him. They bump into Bill and Ben, knocking them back. Thomas, Duck, and Henry start laughing.

Tender Engine Pep Talk

Cut to Killaban. Gordon pulls in with the express, we can see he's being careful as to not harm his passengers. As he waits, Thomas pulls in with Annie and Clarabel. Shot should mirror the opening of the original movie.

Thomas - Hello Gordon!

Gordon - *Mumbles* Hello.

Thomas - What's the face for? It's a sunny day!

Gordon continues to be silent.

Thomas - You're still upset about the express incident the other day?

Gordon looks away.

Thomas - It wasn't your fault. It's obvious that Diesel left that flatbed on the line. All you could do was stop and try to keep your passengers from getting hurt.

Gordon looks at Thomas.

Thomas - Sodor's finest express engine shouldn't be looking like that! Smile! We'll show Diesel what it means to mess with our railway soon enough!

Thomas sets off with his empty coaches. As he leaves, Gordon tracks him with his eyes, a little happier.

Mr. C And James

Cut to James bumping coal trucks at the coal mine. As one reaches the buffers, Mr. C teleports in. Noticing it heading right towards him, he blows his whistle, and the truck teleports to the adjacent track. James stares in shock.

James - How'd you do that, Mr. C?

Mr. Conductor - Oh, that's just my Sparkle James. It allows me to move myself or other things out of harms way. That car nearly hit me, so I simply moved it out of the way.

James - Could you move me? Maybe to the sheds? The countryside? The washdown?

Mr. Conductor - Well I've never really tried James, but if I can move a car, then I should be able to move an engine.

James - Why not try me then? Come on, please? Oliver's getting water, and I finished shunting my trucks. Surely I deserve a good rest!

Mr. Conductor - Well...I guess there's no real harm in trying.

He climbs aboard James' cab, holding his whistle. Hesitating for a second, he blows on it, and James is enveloped by Gold Dust. Cut to Knapford, James materializes where a series of trucks just were a second ago, narrowly missing them. Percy is at another platform, shocked.

Mr. Conductor - Well James, I think that was a good test. Now, how about I send you back to the coal mine?

James - Back to the coal mine? You just sent me halfway across the Island! As if I'd go back now!

James races full speed out of Knapford, trying to get away. But Mr. C blows on his whistle, and James gets teleported back to the mine. Smiling, Mr. C turns back into Sir Topham Hatt's office.

Mr. Conductor - Now, to find out about those buffers. The Magic Railroad's supposed to let me go anywhere, but everyday I keep seeing buffers disappear. What's happening…?

Percy is listening intensely, then rolls out of the station.

Percy - Magic Railroad? What does he mean by that?

Diesel's Devious Deed

Cut to the quarry. Edward is coupled to a train, while Donald and Douglas talk nearby. As Edward leaves with a line of trucks, Diesel comes in. Looking around, he whispers to the other trucks.

Diesel - I heard from Gordon that Donald and Douglas think you're all due for scrap. They want new trucks, trucks that don't whine and complain when they've been used all day. They don't want you knowing that, but I thought it would be unfair if you didn't. But don't tell them you found out from me.

The trucks start bickering, angry.

Truck 1 - They think we're old?

Truck 2 - We complain all the time?!

Truck 3 - We only complain when an engine bumps us!

Trucks - Pay them out. Pay them out.

Transition to later. Donald and Douglas are coupled to a long line of trucks, filled with stone. Each truck has an angry expression. They're awaiting their chance. D&D set off, toward the viaduct, The Big Dipper, passing by other engines with their odd jobs. But as they reach the turn toward the viaduct, the trucks start pushing them hard. D&D try braking, but it's no use. The trucks manage to derail Donald, right over the edge. He's hanging on by a thread. Luckily, Duck is there with the Breakdown Crane

Donald - Woahhhhhh!

Douglas - Quit shaking, I can't get a grip!!

Donald - Have you ever teetered off the edge of a cliff, Dougie?! Of course I'm going to shake!

Douglas - Oh, don't you start!

Duck - Quickly Douglas, uncouple your trucks! I'll take them away and find help!

Douglas - Be quick, why don't you?!

Duck takes the trucks away. While he's gone, Diesel 10 slinks onto the viaduct. He eyes the twins maliciously, and pulls up next to Douglas, still struggling to keep his brother off the edge.

Diesel 10 - Well, hello there…

Douglas - Hell-Och! Who are you?

Diesel 10 - My name is Diesel. Do you need any help?

Donald - No, I need new buffers, of course I need help!

Diesel 10 - Say no more, my friend. Allow me to help you!

Diesel 10 grunts, and smacks Donald with his claw, sending the front of the Scottish engine off the cliff, dangling just by his cab and tender. Laughing, he speeds away, certain the twin will fall to the bottom of the river. Just then, Duck arrives, Gordon and the Express in tow.

Duck - Goodness Donald, what happened?!

Douglas - Some big diesel with a hackit claw on him knocked him further down! I can't hold him for much longer, hurry!

Gordon - I'm on it!

The express still coupled up to him, Gordon couples to Douglas, and starts pulling. It's a long and intense operation, but finally they manage to get him back on even ground. Duck then helps him back on the rails with the cranes.

Donald - Thanks lads, thought I was done for!

Gordon - What could have gone through those trucks' minds to make them push you off the viaduct?

Douglas - I've no clue, but I bet that dafty diesel had a hand in it!

Duck - Well I hope something like that doesn't happen again. I'd suggest you take a few trucks at a time today, I left them at the last station.

Donald - Aye, thanks Duck.

Douglas - Yeah, thanks Duck!

The Twins puff away. As Duck prepares to leave for his next repair location, Gordon talks to him.

Gordon - Something's up. Apparently most of the diesels left their work yesterday. Then not only does Henry have a major accident, but so do the twins. And that's not even mentioning my incident yesterday. Be careful out there, Duck.

Duck - You too Gordon, thank you.

The engines part ways, a foreboding feeling in the air.

A Timely Rescue

Cut to later in the day. Edward is taking his empty trucks back to the quarry, tired. As he rolls along, he doesn't see where he's going, and spots Diesel 10, lurking near a siding, trying to stay hidden. Must be resting.

Edward - I say, what are you doing?

Diesel 10 notices, scoffs at him. Diesel doesn't think Edward's worth the trouble, he's old anyway.

Diesel 10 - Get out of here scrap heap.

Edward - I-I remember hearing stories about you all those years ago. I know you think you're the best of the best, but that doesn't give you the right to treat me like that. Respect your elders.

Diesel 10 - Oh, so it's going to be like that huh? I was trying to be nice, but if you get scrapped here and now, or when I'm done with this stupid Island, it makes no difference. It just means there'll be more work for the others to do.

His claw lifts up, intimidating Edward.

Edward - You don't scare me, Diesel. Engines like you have come dozens of times over the years and said we'd all be scrap, yet we're all still here. Your threats are empty.

Diesel 10 - Then allow me to prove them!

Diesel 10 swings his claw at Edward, but Edward manages to rush past him in time, making him swing into the air. Frustrated, Diesel 10 gives chase. Edward's slow though, and Diesel 10 manages to catch him by a siding. As he slowly approaches Edward, laughing, Edward whistles long and loud.

Diesel 10 - No one's gonna rescue you now, Old Iron! Say goodbye!

At that moment, Mr. Conductor appears in a swirl of Gold Dust. Diesel 10 and Edward are both stunned.

Mr. Conductor - Too late Diesel!

Mr. Conductor whistles once again, and in an instant, both he and Edward disappear. Recovering, Diesel 10 growls, and smashes the buffers Edward slammed into.

Somewhere on the other side of the Island, Edward and Mr. C appear in a cloud of gold, breathing hard.

Edward - Gracious me, thank you Mr. Conductor! I was nearly scrap there!

Mr. Conductor - I was almost too late there, you're lucky I was nearby. Was that the diesel Thomas mentioned? I've never seen one like that!

Edward - Yes sir, that's him. How'd you get me out of there?

Mr. Conductor - You have James to thank for that. He and I found out I can teleport engines with Gold Dust, at least small ones like you and him. Come on, we should get you back to the sheds, I'd say you've earned it.

Edward - Yes sir.

They exit to Tidmouth Sheds.

'Arry & Bert And Splatter & Dodge

We see Bert smashing into a set of buffers repeatedly, he's failing. Splatter rolls up beside him, angry.

Splatter - Come on, those buffers should be smashed by now! Put your axles into it!

Bert - I'm trying as hard as I can, I don't see you trying.

Splatter - And I don't see any smashed buffers, so get to it!

'Arry rolls in.

‘Arry - Back off, shrimp.

Splatter - We’re the same size!

Dodge - Now now, can’t we all just get along? We’re all after the same goal here!

Bert - Doesn’t mean we have to agree with you two!

Splatter - You wanna take this to the boss?!

Dodge - Um, guys!!

‘Arry - Maybe we do!!

Dodge - The boss is here!..

Diesel 10 enters the scene, cross.

Diesel 10 - What’s going on here?!

All the diesels are silent, except Splatter, who stammers an answer.

Splatter - Well boss, I-I s-saw them not destro-oying the buffers. I was just trying to g-get them to do what y-you wanted…

‘Arry - We’re not taking orders from them! Tell your little shunters here to mind their own bus-

At this point, Diesel 10 hits ‘Arry with his claw, nearly toppling him off the rails. The Ironworks Twins are shocked at this point.

Diesel 10 - You do whatever they say! I need those buffers destroyed, and I won’t let two little half-pints like you get in my way!

Diesel 10 then smacks ‘Arry with his claw, sending him right into the buffers, smashing them, and derailing Arry in the process.

Diesel 10 - Get him back on the rails, then meet me at the scrapyard tonight. We need to discuss our plans.

Diesel 10 then rolls away, leaving the 08 shunters terrified. Splatter and Dodge take long glances at each other.

Night Train

Night time. Thomas is on the goods platform at Tidmouth Sheds, some of the other engines are getting ready to sleep. Mr. Conductor is loading his train. He has a mail car, along with some trucks filled with various goods for people.

Mr. Conductor - Ok Thomas, you should be ready for tonight. Your last stop is Brendam Docks, Percy will carry on from there.

Thomas - Thank you Mr. Conductor! I'll be really reliable, and right on time!

Mr. Conductor - Don't forget to be really useful. Now hurry, I heard Farmer McColl ordered some fertilizer, and he needs it by morning. So get to it!

Thomas rolls away, Mr. Conductor watching him. As Mr. Conductor lifts his whistle up, he shakes it, and casts a puzzled look. It feels...lighter. Strange. He blows the whistle, and vanishes from sight.

Night Train starts playing. Shots can be of Thomas and any other engines working their jobs at night. Exceptions are Edward, Henry, and Donald, who are all at the sheds.

Harbor Talk

Thomas chuffs down the line towards Brendam Docks. As he stops, he sees Percy with the mail, waiting to be loaded. He stops to talk. Neither of them notices Splatter and Dodge hiding behind the loading building, listening.

Thomas - Hello Percy!

Percy - Hello Thomas! Say, I was thinking.

Dodge - Hehe, that's a surprise.

Splatter - Oh be quiet!

Percy - How does Mr. Conductor travel here?

Thomas - By Gold Dust.

Percy - Right. Well, I noticed he's been talking about buffers a lot. And it's always when he mentions that "Magic Railroad" of his. What if they're all connected?

Thomas - Connected? What do you mean?

Dodge - Yeah what does he mean?

Splatter - Shut up, Dodge…

Percy - Well, if Gold Dust, the Magic Railroad, and the buffers are all connected, then that's how he gets to the Island! The buffers must be the answer!

Thomas - Which is why he only ever appears in places with buffers! Oh Percy you are clever!

Splatter - We better tell the boss. Get a move on!

Splodge rolls out of the harbor fast, but Thomas and Percy notice.

Thomas - What the-Who are they?

Percy - Is that 'Arry and Bert?

Toby rolls in, a concerned look on his face.

Toby - I'm sorry you two, those diesels heard every word you said. I'm going after them to see what they're up to. You carry on and get the mail delivered!

Percy - Oh you're very brave Toby!

Toby - Be sure to let Diesel know! He thinks I'm really useless!

Midnight Meet

The scrap yard. Pieces of metal lie all around, as the diesels congregate. Underneath the shed are ‘Arry and Bert, angry about what happened earlier. Diesel idles by them, looking bored like usual. Derek is silent, but observant.

‘Arry - I’m starting to rethink this whole thing.

Diesel - What for? We finally have a chance to get rid of all the steam engines on the Island, and because of one instant where you angered 10, you now want to undo all that? Isn’t this what you wanted?

‘Arry - I do want the steamers off the Island, but I don’t like being bossed around like this. He acts all high and mighty, but get rid of that claw, and what is he?

Diesel 10 - Someone you don’t want to anger.

Diesel 10 enters the scene, looking smug, confident. Arry and Bert shut up fast, and look terrified. Diesel starts laughing a little.

Diesel 10 - Now then, onto other matters. I called a meeting tonight so we could discuss our plan.

‘Arry - Your plan…

Toby enters a siding nearby, quietly. He watches as Splatter and Dodge roll up by Diesel 10.

Diesel 10 - Come in, come in and enjoy the party, Splodge.

Splatter - Boss boss! We got important news-

Dodge - Yeah, real important!

Diesel 10 - Not now you two! Whatever you have to say can wait until I’m done.

Splodge look at each other, before lowering their eyes. They’re terrified.

Diesel 10 - Change of plans. We need to get rid of that meddling Mr. Conductor.

Diesel - The man watching the engines while The Fat Controller's away? He's no threat.

Diesel 10 - Oh he is. I nearly had Old Iron earlier today, but he managed to somehow teleport him away before I had the chance.

Diesel - Teleport? How?

Diesel 10 - I've no idea, but I don't like it. He needs to be destroyed.

Splatter - Destroy?

Dodge - What, you mean like hurt?

Diesel 10 - Yeah, destroy! And once I destroy him, nothing will stop our plans. No steam engine will be safe on this Island! So, how goes our plan? How many buffers have been smashed ?

'Arry - All the buffers on the branchlines have been destroyed. The next target is the harbor, then some of the smaller stations around the Island.

Diesel - After that, we can move onto the bigger stations like Knapford. And then after that, it shouldn't be long before steam is a thing of the past.

During this, Dodge keeps thinking he sees something out of the corner of his eye. That thing being Toby, trying desperately not to be seen.

Diesel 10 - Good, well done, all of you. Now, Splodge, what is it you wanted to tell me?

Splatter - Well sir, we were snooping around the harbor-

Dodge - When the blue puffball came along-

Splatter - And caterpillar was thinking about Mr. Conductor

Dodge - And he figured out how he gets around the Island!!

Diesel 10 - Really? Tell me what he said.

Splatter - It's all connected to the buffers!

Dodge - He can only teleport anywhere buffers are nearby!

Splatter - So if you get rid of the buffers-

Dodge - You get rid of Twinkletoes!

Diesel 10 starts laughing, pleased for the first time.

Diesel 10 - Well done you two. This is great news. Anything else?

Splatter - Well, uh-

Dodge - We kinda-

Splatter - They saw us…

Diesel 10 - What?!

He hits Splatter with his claw, not as hard as he did Arry, but still hard, startling the engine.

Diesel 10 - I told you to stay hidden! Now they know you two exist. You can't spy on them anymore. Hmm, I'll have to change my plans now to account for this...

He looks at Derek, still silent.

Diesel 10 - Tell me, Derek. What have you done?

Derek - Oh, I um, you see. Well I had to take some clay to the harbor, and I broke down. We could say one of the steam engines did that, hehe…

Diesel 10 - Have you been destroying those buffers like I asked?

Derek - Well, I...I thought we needed those too, for emergencies. Um, getting rid of them would really hurt us too, um, sir....

Diesel 10 - Derek. You're making me angry now. And do you know what happens when I get angry?

Diesel 10 lifts his claw, as everyone stares in horror. Just before he can hit Derek with it though, a bell rings out. Toby's revealing himself to protect Derek.

Toby - Run Derek, quickly!

Diesel 10 - It's the old teapot! Smash him!

Diesel 10 hastily swings his claw, smashing the roof over the Ironworks Twins and Diesel, trapping them there. He reverses quickly, intent on destroying Toby. Toby reverses out of the scrap yard too, terrified. But as they both run down the line, Toby derails on a bend, and is left at the mercy of Diesel 10.

Diesel 10 - I couldn't get rid of the other geezer, but you'll scrap just as well!

Toby - Do your worst Diesel…

But then, on the opposite line, a whistle sounds out.

Gordon - Hey, Diesel! You want to scrap someone? How about Sodor's finest?

Diesel 10 sets his eyes on Gordon, then looks at Toby. Like a rocket, he sets off towards Gordon fast. Gordon races off as well, whistling as loud as he can. Toby is safe, Gordon is not.

Gordon The Express Engine

Gordon thunders down the mainline with his coaches, followed closely by Diesel 10. He can slightly outrun Diesel, but not for long. 10 manages to get neck in neck with him, posing his claw above Gordon's smokebox. Gordon, however, keeps smiling.

Diesel 10 - I'm tired of you all. By the end of this, I will have one of you at the welder's torch!

Gordon - I'm not so sure, Diesel! I'm still taking the express. Do you really want to cause a crash? That would certainly hurt diesels' reputations if one of them caused an accident this big!

Diesel 10 - I-Arrrrrgggghhhhhhh!

Diesel 10 backs off, furious. If he derails Gordon, the passengers inside the coaches will be hurt, or worse. That would harm his plan more than benefit it. As he screams into the night, his claw mimics his cry.

Cut back to the scrapyard. Splodge and Derek are nowhere to be seen, but the other diesels are still trapped under the shed.

'Arry - So, you think that was part of his plan?

Diesel - Oh, shut it why don't you!

Bert starts laughing.

Really Useful Engine

Cut back to Toby. Derek brought the Breakdown Crane, and is helping him back on the rails.

Toby - Ah, thank you Derek.

Derek - Thanks for saving me back there.

Toby - Now, you mind telling me what you're doing with the likes of Diesel 10?

Derek - I-um...I'm sorry Toby. They said I'd be scraped if I didn't try and help them. I haven't done anything wrong though, I swear!

Toby - Don't worry, I believe you. You're not like them. But that means we can help you. You know their plan, don't you?

Derek - Yes, I do.

Toby - Then later today, you need to tell us what exactly they're doing on the Island. We could stop them with your help.

Derek - Will do Toby!

Derek takes Toby back to the other engines, as Really Useful Engine starts playing. Shots can be any of the steam engines doing their jobs.

The Plan Revealed

Tidmouth Sheds, all of the steam engines are there. Derek is there, nervous. Toby and Edward are stern. Thomas and Percy are anxious. James, Gordon, and Henry are angry. Bill and Ben are laughing, trying to tell jokes. Duck, The Scottish Twins, and Oliver are all trying to quiet down the others. Everyone's whistling.

Edward - Everyone please, calm down!

Toby - Stop squabbling, all of you!

Derek - Everyone please, this has to do with Diesel!

James - Why are we letting some silly diesel tell us what to do?

At this point, Derek blows his horn as loud and as long as he can, drowning out the others.

Derek - Please listen to me! I know what Diesel's plan is!

Ben - Isn't it obvious? He wants to show diesels are "better" than us steam engines.

Bill - That's what they always want to do!

Derek - There's more to his plan than just that. He's planning on getting rid of all the buffers on the Island, you're all going to crash without them.

Gordon - A proper engine can brake easily. Why, I've never had an incident with buffers in all my years of service!

Thomas - Yes and that's why there's a hole in Kirk Ronan…

Gordon scowls at Thomas

Henry - Gordon's right. That doesn't seem like it will work, we can all brake just fine. What's all the worry about?

Edward - Have you already forgotten about your accident Henry? Or Gordon's? Obviously that isn't Diesel's only plan.

Derek - Yes, exactly. After he gets rid of all the buffers, he'll cause more accidents for all of you. After that, he thinks Sir Topham Hatt will modernize, and scrap you all!

Thomas - As if! Mr. C would never let that happen! I'll fetch him now!

Derek - That's the other thing Thomas. He wants to get rid of him too!

Edward - Oh I knew that would backfire on us! Diesel nearly had me near the quarry, before Mr. Conductor managed to intervene and get us out of there with his whistle. Now Diesel knows he can do that with any engine.

Derek - That's what happened? That must've been how he got near my shed without me noticing. The shunters he brought with him said they overheard some engines talking about some kind of "Magic Railroad"? Who was that?

Thomas and Percy look at each other grimly

Percy - That was us. I figured out what Mr. Conductor uses to get around here with his Gold Dust. It's all tied to the buffers you see…

Toby - You don't mean…

Percy - Yes. Mr. C can appear near any set of buffers with his whistle. And it seems he can make engines appear too, if he's near them. So that just gave Diesel more motivation to destroy the buffers.

Duck - So not only will destroying the buffers mean more accidents…

Oliver - It will also stop Mr. Conductor from watching over the Railway…

Donald - Someone should teach that dirty diesel what for!

Gordon - You can't, trust me. I only managed to outrun him because he wouldn't dare harm my passengers directly.

Douglas - Well what else are we supposed to do?!

Thomas - We keep being useful, I guess, and help Mr. C put a stop to this. I'm off to fetch him now!

Thomas starts to leave, but hears something over the horizon. Harold soon appears, his amplified voice drowning out the whistles from the engines.

Harold - Routine fly-by chaps, hello!

Percy - Oh come on, not him!

Splatter and Dodge, rolling out from behind the carriage shed, having been unnoticed by the others, laugh as they race out of sight. Their plan had worked. They now know the engines knew about the boss' plan, and they managed to spread the sneezing powder everywhere.

Harold - Sorry m'dears, bit of a dust up, love to stay and chat but I've got to go, bye now!

Harold's blades cause sneezing powder to hang around in the air, making every engine rapidly start sneezing and whistling. Bill and Ben find this a bit funny, but the other engines are cross.

James - My paint!

Thomas - This must be Diesel's doing! A-choo choo!

Diesel 10 Attacks Mr. Conductor

Cut to The Big Dipper. Mr. Conductor is sitting atop the viaduct, fishing pole in hand. Next to him is a small cooler, ice inside. He's humming the Thomas theme as he swings his feet, waiting for a bite. His magic whistle, filled with his precious Gold Dust, is off his neck, next to the cooler. He hasn't a care in the world.

Diesel 10 eyes him sinisterly. Pulling his claw low to the tracks, he rolls slowly and silently. Mr. C doesn't notice him until too late, as he dives for his whistle. Diesel gets right next to him, and scoops him up. Mr. C just barely managed to grab his whistle, but the arm holding it is trapped inside the claw, the other one outside. He has nowhere to go.

Diesel 10 - Hello Twinkletoes! I've got a plan, and you're not in it!

Mr. Conductor - Let go of me now Diesel! Or I swear I'll have you kicked off this Island before you can say trouble!

Diesel 10 - You're not clever enough to stop me! Neither are those tin kettles you call "really useful engines." Their time has passed, and I'm afraid, my tiny friend, so has your's!

Diesel shakes his claw a bit, making Mr. C nauseous. If only he could get his hand free.

Diesel 10 - Now, I already know about your little secret with the buffers. I also know you can do your little trick with an engine too! So, we're gonna make a deal.

Mr. Conductor - A deal? With you? Don't make me laugh Diesel!

Diesel 10 - Don't make me angry little man!

He shakes his claw a bit more, silencing Mr. C.

Diesel 10 - I'm being nice here, so listen to me before I get angry. You can go anywhere there are buffers, and I need to get rid of those as soon as possible. The other diesels and I already got rid of a good portion, but this is a pretty big island. It'll take days to destroy the rest. That's where you come in.

Mr. C gets what Diesel's getting at, and doesn't like it one bit.

Diesel 10 - So, here's the deal. You're gonna use your whistle to take me to every set of buffers, and then I can destroy them. Do that, and I won't squish you like the little bug you are. Either way, I'm gonna destroy the buffers and your friends, but it's up to you to decide if you want to be around when that happens!

Mr. Conductor - I'd never help you! The steam engines haven't done anything wrong to you! Why do you want them gone?

Diesel 10 - They're relics of the past, scrap for the smelter's torch. Their time has passed, and my time is now. I'm better, faster, stronger, and certainly smarter than any of those coffee pots!

Mr. C can feel his arm getting free, inch by inch. A couple for seconds, and he could do it.

Diesel 10 - Now I'm gonna give you to the count of ten, and you better have an answer for me before I finish! Ten!

Mr. C grunts with pain.

Diesel 10 - Nine! Eight!

He has his upper arm free now.

Diesel 10 - Seven! Six! Five!

He uses his free hand to wrestle his upper arm out. He's almost there.

Diesel 10 - Four! Three! Two! O-

Mr. Conductor - Wait! Wait Diesel! I'll help you!

Mr. C's hand isn't free. He wouldn't have made it.

Diesel 10 - Glad you made sense! Now, you're gonna do that little trick of your's, and send us to the nearest set of buffers you can find!

Mr. Conductor - Sure...alright... But I need my arm first...my whistle....it's in my other hand....

Diesel 10 gives Mr. C a sly look, but begrudgingly loosens his claw a bit. Mr. C moves his arm a bit, relieved to have it back, and blows his whistle. Mr. Conductor and Diesel 10 are engulfed in Gold Dust, and teleport across the Island. The effect, however, seems to take a bit longer than usual. There's a consequence to this.

Cut to Knapford Station, the sidings. Cranky the Crane is stationed here, brought because visitors from the Mainland are more common to arrive by train than boat this time of year. Percy is grumbling with him, his flatbeds still empty. Cranky is obviously not working hard.

Percy - Come on Cranky! They're just crates! How long does it take you to load these? Big Mickey could've loaded three times what you have in a third of the time!

Cranky - I may not call you a bug anymore, but you sure are a pest! Keep quiet!

Suddenly, on the other track, Diesel 10 appears, Mr. Conductor still gripped tightly in his claw. Startled, Cranky drops a crate on top of Diesel, the wood cracking instantly, and the fruit going all over him. His claw opens because of this, and Mr. C leaps out of Diesel's grip. He quickly runs over to Percy and jumps inside his cab.

Mr. Conductor - Let's get out of here Percy!

Thinking quickly, Percy pulls his flatbeds onto the points. Diesel 10 growls and tries to give chase, but has to swat the flatbeds out of his way. Using the momentary setback, Mr. C uses his whistle to transport himself and Percy anywhere but there. Diesel 10 yells in frustration, his claw matching his scream of fury.

Cranky - Hey buddy, could you quiet down? It's already annoying having to deal with the other bugs.

Diesel 10 hits Cranky's base with his claw, but all that happens is a small clang sound, as his claw rebounds off.

Cut to the old siding Derek usually rests at. Percy and Mr. C materialize here, both gasping for air. Mr. C jumps off of Percy and pats him on the smokebox.

Mr. Conductor - Quick thinking there Percy! Good job! If it hadn't been for that, we would've both been toast!

Percy - No problem sir! Guess I can be brave after all, haha. Um, what was Diesel doing with you?

Mr. Conductor - He tried threatening me to help him. I managed to transport us to Knapford, but I had no idea anyone would be there. That was a silly gambit.

Percy - You should be more careful sir! If I hadn't been there, who knows what would've happened!

Mr. Conductor - Well I know Cranky probably wouldn't have helped me. Hmm. Well, thank you for the help Percy. Now go on and finish your work. As far as I'm concerned, you're the bravest engine I know!

Percy beams as he rolls away. Mr. C stares after him, and then glumly blows his whistle yet again, disappearing from sight, the effect lasting a lot longer this time. As he does, the camera focuses on Derek, inside his shed, confused as always.

Derek - I'm never going to get used to that.

Thomas, Henry, And The Coal

Cut to under a bridge. In a siding, lies Henry the Green Engine. He's currently suffering from boiler ache. As he grumbles, Thomas trundles alongside him. Behind him, are six trucks filled with coal, and a works unit coach behind him. He's facing the same side Henry is.

Thomas - Don't worry Henry, I managed to get the workman. They'll make you feel better!

As this happens, one of the trucks becomes uncoupled and rolls across the line, neither engine noticing.

Henry - Thank you Thomas. That sneezing powder seems to be clogged up in my boiler. How do you think Diesel spread that around without us noticing?

Thomas - Who knows? Could've been during the night.

Henry - Any word from Mr. Conductor?

Thomas - He doesn't know what to do either. Diesel seems to hang around areas without buffers, so he can't keep an eye on him. And no one wants to get near him. Well except…

Henry - Except…?

Thomas - Bill and Ben once ran past him screaming 'Fuddy duddy, fuddy duddy!', but I doubt even they'd want to get any closer.

Henry - I'm sure someone can pluck up the courage. He can't stop us all after all, haha. Um, didn't you have six trucks?

Thomas - Hmm? I'm not sure. Oh well, take care Henry!

During this whole exchange, the coal truck keeps getting closer and closer to some buffers. After Thomas is done talking, he whistles to signify he's leaving. Just as he whistles, the truck touches the buffers at the end of the railway, and it disappears in a swirl of light and colors. No one notices.

Splodge And Coal

Cut to Splodge hauling fuel tankers down the line. Each is carrying two or three tankers behind them. Dodge is clearly annoyed.

Dodge - Remind me, why are we doing this?

Splatter - The red steamer's been taking coal up and down this line all week, so the boss wants us to put these in front of the track switches.

Dodge - Right, but uh...What will they do?

Splatter - They'll block the line of course. And if he doesn't stop in time, then, well…

Dodge - Well what?

Splatter - He'll crash into them and that'll be a big mess.

Dodge - But why do WE have to do it?

Splatter - Because Diesel's looking for Twinkletoes, so WE have to deal with the grunt work.

Dodge - Doesn't he scare you at all?

Splatter - Well of course. If you aren't scared of a big diesel with a giant claw attached to his roof then you've gotta be crazy.

Dodge - Haven't you ever thought about maybe ditching him? He isn't exactly a nice guy.

Splatter - There's no ditching that guy. You're either in, or you're out. Besides, if we weren't working for him, we'd still be in that lousy shunting yard.

Dodge - Ugh, don't remind me.

Splatter - And if you know what's good for you, you'll keep those thoughts to yourself.

Dodge - Well how long do we have before he gets so angry he starts going after us? You saw what he did to 'Arry when he was mad. What if we aren't useful to him anymore?

Splatter - That's why we keep doing as we're told!

Dodge - You can keep doing what he says, but I'm not! I'm my own engine, and I'm not sticking around for when he comes after us!

Splatter - Fine, I can do this without you!

Dodge rolls away, but takes his tankers with him. After a few seconds he rolls back.

Dodge - Sorry, I still have these coupled to me. You want me to leave them here or?

Splatter - Yeah, just leave them right there, I'll move them myself.

Just then, James' whistle can be heard.

Dodge - Um, Splatter?

Splatter - Yeah?

Dodge - This is the mainline track.

Splatter - Yeah, so?

Dodge - He's coming down the mainline.

Splatter - Oh.

Dodge - …

Splatter - …

Cut to a shot of Splatter and Dodge running away from James at top speed, screaming the entire time. As they race away, they get diverted onto a siding with no buffers, having been smashed a few days prior. Splodge comes right off the rails, along with their tankers, as James slows to a stop beside them.

James - Oh now this is a pleasant surprise. Two naughty diesels stuck in the mud. Figures the buffers would be your undoing.

Dodge - I don't remember smashing these ones, actually.

Splatter - Oh, shut it Dodge!

Cut to a bit later. Time has visibly passed. Gordon passes by with the express, hooting with his whistle. Mr. Conductor and Thomas are on the siding. Mr. Conductor is frustrated, Thomas is confused. Splodge are arguing, ignoring the others.

Splatter - And if YOU hadn't crashed, maybe we'd still be in that shunting yard!

Dodge - Come on, you know that wasn't my fault. Whoever put those vans there had it out for me.

Splatter - YOU WERE THE ONE WHO PUT THEM THERE DUMMY!

Dodge - Ok you got a point there.

Mr. C - Ok hold on. Now I know you two have a lot to talk about…

Splatter - No YOU hold on Twinkletoes! I'm trying to have a civilized conversation with my brother…

Dodge - So that's what we're calling it?

Splatter - So if you could PLEASE leave us alone until it's done, I'd appreciate it.

Thomas - Why are you fighting?

Splatter - Dodge is ALWAYS in my way! He's the entire reason we were booted from our yard.

Dodge - Which led us to Diesel…

Splatter - And ever since then, it's been downhill! Literally! That hill the sausage takes the express on is so windy!

Thomas - Is that why you've been helping out Diesel?

Dodge - More or less. We got nothing else better to do. Well, nothing else TO do.

Mr. C - So why not help us out, and we can GET you something else to do!

Splatter - What'cha talking about Twinkletoes?

Mr. C - You two fill us in on Diesel's plans, and I'll put in a word to Sir Topham Hatt about giving you a job. The Island could always use more help.

Dodge - You gotta admit, it's tempting.

Mr. C - So, do we have a deal?

Splatter and Dodge exchange glances, as the scene fades out.

Diesel's Gambit

The scrapyard. Diesel, 'Arry, and Bert are still trapped within the collapsed shed. They each look sick of each other after spending a day trapped within. Diesel 10 rolls up in front of the shed.

Diesel 10 - What are you all still doing under there?

Diesel - Derek took the Breakdown Crane to get the tram engine back on the rails, then never came back. Use your claw to get us out of here.

Diesel 10 - Honestly, I'm not really feeling like it, Diesel. You see, I've had a pretty bad day.

He slowly starts to roll forward. Diesel goes from furious to scared.

Diesel 10 - You see, I had Twinkletoes within my grasp, then he manages to escape me again with his Gold Dust. Then, I come back here, and see some little rattletraps are trapped under a tiny shed.

His claw slowly comes up over his head. Think of the shot in TATMR where he threatens James at the smelters.

Diesel 10 - I need something to help me calm down. And you three look like a couple of loose ends.

Diesel and the Ironworks Twins start yelling for him to stop, when Splodge enters the yard, stopping on either side of Diesel 10.

Splatter - Boss! Wait!

Diesel 10 - Oh, what is it now? I'm in the middle of something here.

Dodge - We were trying to sabotage the tracks like you wanted-

Splatter - Turns out, engines take that track at midday, go figure-

Dodge - When we ran off the rails and into a siding with no buffers-

Splatter - Again, go figure-

Dodge - And we managed to trick Twinkletoes into helping us up.

Splatter - We got away before they could try anything!

Diesel 10 - So you didn't squash him?

Splatter - Uh…..

Dodge - Squash him?

Diesel 10 - You didn't squash Twinkletoes? You didn't destroy his whistle? You didn't even run an engine off the rails?

Splatter - Well, uh, no…

Dodge - You see…

Diesel 10 - Enough! Neither of you has been helpful ever since you got caught. So not only do I have three useless diesels, I have two more that can't see to do anything right!

Splatter - Boss…

Dodge - We're trying our best here....

Diesel 10 - Enough excuses!

Diesel 10 strikes both twins with his claws extremely fast, knocking them off the rails. We hear a sputtering coming from their engines. He's damaged them pretty hard. Even if they get back on the rails, they won't be going anywhere.

Diesel 10 - When I'm done with those tin kettles tonight, I'm coming back for all of you! So make the most of tonight, Splodge! Because you won't like tomorrow!

Diesel 10 then abruptly exits the scrapyards, leaving all five 08 Shunters in shock. Suddenly, Thomas enters from the opposite end of the yard, pulling the Breakdown Crane, Mr. Conductor in his cab.

Thomas - Now do you see what he's like?

Splatter - I never thought he'd turn on us…

Dodge - What did we ever do wrong?

Mr. C - What did he mean by "tonight?" What's his plan?

Splatter - Where do you think most of the engines go at night?

Mr. C - He couldn't mean the sheds could he?

Dodge - You've seen the repairs they've been trying to do on it. If he attacks it, he can make it collapse, with most of the steam engines inside. Then he'll be able to do what he wants.

Thomas - Mr. Conductor, we have to stop him!

Mr. C - I know Thomas, but how?

The scene fades away as we slowly pull away from the scene. Diesel and the Twins inside the shed, still shocked. Splodge lying on their sides spewing smoke. Thomas and Mr. Conductor looking sad, pondering what to do.

Tidmouth Sheds Confrontation

Night. Tidmouth Sheds. No lights are on at all. The scene is eerily quiet. Until we hear a low, evil laugh. Diesel 10 rolls up to the side of the shed, where ladders and boxes are scattered around to repair the shed.

Diesel 10 - Alright you hunks of scrap. Your time is up. After tonight, this Island will be mine once and for all.

He slowly raises his claw, reveling in the moment. With a large swing, he knocks down the wall next to him. A large ruckus occurs, as all the engines wake up in fright.

Percy - Diesel 10?!

Henry - Leave us alone!

Edward - What's going on??

Gordon - Not now!

Toby - Does he ever quit?

As Diesel prepares for another swing, this time aimed for the roof, Mr. Conductor appears out of a cloud of Gold Dust. Diesel 10 is shocked for a moment, before chuckling and smiling again.

Diesel 10 - Well, I certainly wasn't expecting this! Hello Twinkletoes! I got a plan, and you're not in it!

Mr. C - You won't destroy us Diesel!

He blows on his whistle, briefly enveloping him and all the steam engines inside in Gold Dust. However, it fails. He looks at his whistle, dumbfounded.

Diesel 10 - Hahaha! Losing your Sparkle, huh? What perfect timing! I can get rid of these relics, and you, at the same time! What a night!

Mr. C - Not if I have anything to say about it! Now!

Two sharp whistles are heard, Diesel 10 briefly winces in pain. Without him being able to stop it, a line of trucks carrying china clay are rammed into him by Bill and Ben, who chuckle endlessly as they run off.

Diesel 10 - What the??!!

Mr. Conductor then teleports to the goods shed, where Thomas sits anxiously waiting.

Mr. C - Let's get out of here!

Thomas - Yes sir!

Thomas races off at top speed, getting out of sight as Diesel 10 coughs and watches.

Diesel 10 - Oh no you don't!

While he's a bit slower due to the clay, Diesel 10 races off as well, quickly disappearing from view. We cut to inside the sheds, as the engines regain their senses.

Edward - Good job Bill and Ben! Let's hope that gave them a chance.

The Chase

Speeding through Knapford, Thomas is scared straight. Mr. Conductor rides in his cab, looking behind him for Diesel. As they clear the station, he sees Diesel round the bend.

Mr. C - You're doing great Thomas, just keep going.

Diesel 10 - Coming Puffball!

A set of points lay ahead. Ahead of them is James, with a line of trucks. As Thomas crosses into the left line, he pushes them onto the points. Diesel rams into them full speed, smashing some and derailing others, along with James, but slows down as a result. Cut to a closeup of James.

James - How's that for really useful?

Cut to the windmill, as Thomas and Diesel 10 rush by it. Diesel manages to get close enough to grab Mr. C out of Thomas' cab.

Thomas - Mr. Conductor!

Diesel 10 - You won't escape this time!

Mr. C - That's what you think Diesel!

As they approach the watermill, another set of points lay ahead. This time, Oliver and Duck have lined Diesel's track with oil from their tankers. Chuckling, they head onto another line, out of his reach. Thomas and Diesel get to the track. While Thomas' track is completely safe, the oil on Diesel's track causes him to yell out in surprise, his claw opening into the air. Mr. Conductor screams as he flies into the air. As he reaches the peak of the toss, he whistles, and the cloud of Gold Dust teleports him back into Thomas' cab.

Duck - That's the Great Western Way for you!

Oliver - You've got this Thomas!

Cut to a wide shot of the watermill. We see Thomas race on through, closely followed by Diesel, who's not full speed yet.

Diesel 10 - Your friends are running out of time! They can't stop me, and neither can you, Puffball!

Thomas - I don't have to stop you, I just have to outrun you!

They reenter the mainline, as a signal gantry approaches. They switch onto another track, where Donald and Douglas await. A flatbed with heavy machinery lies ahead of them.

Donald - Aye, remember me?!

Douglas - Hurry Thomas!

As he crosses, Donald and Douglas, with tremendous difficulty, put the flatbed right on top of the switches, blocking Diesel 10. Diesel has no choice but to smash into the flatbed, massively reducing his speed, and causing smoke to flow out of his engine. Donald and Douglas laugh as they see him wince in pain.

The viaduct fast approaches. Thomas crosses over it, closely followed by Diesel 10.

Thomas - How much longer do we have to keep this up Mr. Conductor?!

Mr. C - We just have to find a set of buffers Thomas. Then it'll be over.

Thomas - My branchline! I doubt he's been there yet!

Thomas and Mr. Conductor cross over onto Thomas' branchline, Diesel steadily gaining on them. The engine's interference has definitely hurt him, his engine AND his pride, but he's still intent on destroying Thomas and Mr. Conductor.

Thomas manages to make it to Ffarquhar. He looks around, but is dismayed to find the buffers at the station smashed already.

Thomas - Oh no!

Mr. C - Never mind that, keep going!

As Diesel comes rumbling by, his claw smacks the station building, knocking the sign clean off the bricks. It tumbles to the ground as we see our main protagonists and antagonist continue on.

Sith note: Can you guess what this is a reference to?

As they continue on, we see a familiar sight. Derek's shed is in the distance. He's been sleeping in an old part of Thomas' branchline that no one ever goes to, except to shunt trucks. He's fast asleep until he hears the approaching engines. His eyes widen.

Derek - Oh no! Help, help! Cinders and ashes, not me!

Sith note: Again, reference!

Mr. C - Yes! A set of buffers! We're home free now Thomas!

*Thomas smiles. Mr. Conductor grins as he blows on his whistle. But nothing happens. His face drops. He tries again, and again, and again, but nothing happens. He's run out of Gold Dust. There's no hope now.

Thomas - Mr. Conductor…?

Mr. C - I'm sorry Thomas. It looks like this is the end.

Thomas - Well, it was fun while it lasted I guess.

Mr. C - You're a really useful engine, Thomas.

Thomas - And you are too sir.

As they fast approach the buffers at the end of the line, Diesel is nearly on top of them. His laughter overtakes everything, his claw poised to snatch up Thomas.

But something magical happens. As he nearly touches the buffers, Thomas lets out a long, loud whistle...and is enveloped in a cloud of Gold Dust. He's gone. Diesel's laughter stops abruptly, as he tries to rapidly brake. But it's too late. He smashes into the buffers at spectacular speeds, and comes right off the rails. His danger is finally at an end.

The Magic Railroad

A small glow. Tracks, and a small glow. That's all that is visible. The POV is Thomas', gliding across them. There are no bumps, no points, just a seemingly endless straight stretch of track.

Thomas - Mr. Conductor, Mr. Conductor!

Mr. C - Thomas? Wait a minute, this is…

Thomas - Where are we?

Mr. C - I...I think this is The Magic Railroad.

Thomas - This is how you get to and from the Island, isn't it?

Mr. C - Yes, but...I didn't use my whistle. How are we here?

Thomas - When I whistled, I think it sent us here.

Mr. C - That's impossible, you need Gold Dust to even get here.

They continue traveling down the line. It's calming, like a dream.

Thomas - How long does it go for?

Mr. C - I have no idea, honestly. Getting from Shining Time to Sodor usually doesn't take long. I usually just have to think of where I want to go.

Thomas - I'd like to go back home and see my friends. They have to know we're ok.

Suddenly, the tunnel seems to come to life. Colors shift up and down the track, red, green, brown, blue. Like a rainbow cascading. As Thomas travels down the line, he spots something in front of him. It's purple, no, pink. A golden lamp on top. That seems to be what the light they spotted earlier was. It looks like an engine.

Thomas - Mr. Conductor, do you see an engine?

Mr. Conductor - An engine? There's no engine in here Thomas, aside from you. Look, there are some buffers up ahead, that's our way out!

The engine Thomas sees vanishes, fading away, to reveal a set of buffers. Thomas shuts his eyes as he bumps into them, vanishing in a cloud of Gold Dust once more. On the track behind him, we see an engine slowly reverse away with a high pitched whistle. The source of The Magic Railroad.

A New Dawn

Cut to Tidmouth Sheds. The sun is slowly rising above the sheds, a new day is here. The engines are inside.

Gordon - That's it, I'm going to go check.

Edward - You heard what Mr. Conductor said, we should wait until he comes back before we do anything.

Toby - That's what he would want.

Gordon - But what if they never come back? Someone has to check to see if they're alright.

Percy - I'll go look.

Henry - Oh come on, I'll go. The turntable's set to my berth anyway.

Thomas - Actually I think-

Gordon - Quiet Thomas! Come now Henry, I'm far faster than you!

Percy - …

Henry - …

Edward - …

Toby - ...

Gordon - ...Thomas??!!

The engines are all shocked that Thomas has just suddenly appeared in the empty berth next to them. From out of his cab steps Mr. Conductor, who brushes his suit off, and straightens his cap. The engines whistle as loud as they can, before he quiets them down.

Mr. C - Well I appreciate all of you worrying about us, but we have lots of work to do. Diesel's been taken care of, but we need to put James back on the rails, and need to clear up the mess at the scrapyard, on top of all the jobs you have to do anyway.

Gordon - Well then we'd better get to work!

Henry - I'll get James back on the rails as soon as possible, Mr. C!

Percy - I'll make sure the Express is shunted and ready for the morning train sir!

Toby - I'll take the goods trains to Brendam Mr. Conductor!

Edward - And I'll make sure none of them make any mistakes.

Mr. C - And as for you, Thomas.

He turns to Thomas as the other engines exit the sheds.

Mr. C - You've earned a well-deserved break.

Thomas - You think I can rest after something like that? I want to help everyone get the railway back to normal!

Mr. C - Well who am I to stop you?

He climbs back onto Thomas as they exit the sheds, ready to start the day.

Epilogue

We see various shots of the engines working harder than ever to make sure the railway can get back into proper working order.

Edward is shunting trucks near at the goods shed.

Henry is at the scrapyard, with flatbeds behind him. On them lie Diesel, 'Arry, and Bert. They each look embarrassed, Henry is pleased as he carries them away.

Gordon is taking the Express with pride, racing down the line at top speed, proud as ever.

James is back on the rails getting a new coat of paint, looking smug as usual.

Percy is taking a small passenger train to Brendam, the ships in the background blaring their horns as they enter the port.

Toby is taking a small goods train and Henrietta down the coast, tugboats in the background hooting at him as they take barges to the harbor.

Duck is using the Breakdown Crane to repair the Sheds.

Donald and Douglas are taking a long line of flatbeds down the line. On top of them lies Diesel 10, his claw lifeless, a look of defeat on his giant face. The Scottish Twins laugh at their good fortune.

Oliver and Toad take some coal trucks down the line, passing a station along the way.

Derek, Bill, and Ben are taking china clay across the Island, all smiling at each other.

Splatter and Dodge are being repaired at the goods shed, a look of happiness on their faces.

We then cut to Knapford. Thomas is waiting at the platform by Sir Topham Hatt's office. Mr. Conductor walks out, a puzzled look on his face.

Thomas - Is something wrong Mr. Conductor?

Mr. C - No, not really Thomas, I'm just confused. I phoned Sir Topham Hatt, told him everything. But the confusing part came up when I asked about the new diesel.

Thomas - So how did Diesel get here? Did The Fat Controller order him?

Mr. C - That's the thing Thomas. He looked through his luggage and found a piece of paper I was meant to have, describing a new diesel that's due to arrive here soon. Problem was, it wasn't a big diesel. It's meant to be a shunter for the docks. I guess Diesel found out about Sir Topham Hatt's new diesel and slipped through onto the Island.

Thomas - Oh dear...

Mr. C - Well no use worrying about it now. Sir Topham Hatt will be back by tonight, he had a fun time on the Mainland. Now that brings me to another problem.

He pulls out his whistle.

Mr. C - I've run out of Gold Dust, so I can't use The Magic Railroad to get me home. So I need your help again Thomas.

Thomas looks at him and smiles.

Mr. C - Would you go into The Magic Railroad and bring me home?

Thomas - It would be my honor sir!

Mr. Conductor climbs into Thomas' cab, one last time. They ride across the rails of Sodor, passing by engines, whistling and cheering as they pass by. They reach Thomas' branchline, and see the same set of buffers that saved them from the nasty diesel, fully repaired, though with the ground behind it spread everywhere.

*As he runs at the buffers, much more steadily this time, Thomas whistles, and teleports into The Magic Railroad, as our story ends.

Post-Credits Scene

Cut to Tidmouth Sheds. James and Edward are talking when BoCo arrives with a line of vans. He notices the Breakdown Crane by the sheds and the Splodge twins being repaired.

BoCo - So what did I miss?

Possible music choices:

Thomas Anthem

Really Useful Engine
Percy's Seaside Trip
The Whistle Song
Strange Magic - ELO

Questions I might get:

Where is George?: George, while he had an interesting story in the original scripts for the original movie, I felt wasn't totally useful in my version when you have Diesel and the Ironworks twins.

What are the Skarloey engines doing during all of this?: Just vibing. They had no place in the story, so, rather than clutter it with including a whole other railway, I just excluded them. Diesel 10 wouldn't be able to do anything to stop them anyway. Just imagine them expanding into the mountains.

What are Sir Topham Hatt and Lady Hatt doing on the Mainland?: They're taking a look at other heritage railways and museums.

What will happen to Splodge after this?: While this whole story is meant to be a canon in-between for seasons 5 and 6, Splodge never appear after TATMR, probably due to rights or something. I know they were going to show up in some CGI specials. My whole idea is they're repaired and are given the choice to work somewhere on Sodor, or go back to the Mainland. We'll just say they become the shunters in Vicarstown. They're much happier now.

What will happen to Diesel 10 after this?: Sent back to the Mainland in disgrace, his fate unknown. Maybe he was scrapped, maybe he was decommissioned, who knows? ;)

Where were Daisy and Mavis?: While they both get a mention in this story, I simply couldn't think of anything they could contribute to the plot while satisfying their fans. Mavis WAS going to be in the scene where everyone finds out Diesel 10's plan, but she would probably only have one line, so I cut her. Daisy not being here was a joke because of her and BoCo sharing a chasis, with BoCo showing up in the final scene. Daisy's undergoing maintenance.

What about Junior, Burnett, Tasha, and Lily?: They're all living happy lives. Junior is getting a major sun tan on the beach, Burnett and his wife Tasha are enjoying a happy life, and Lily is hanging out with her new brother/sister. They're not important to my story. And Burnett doesn't have any ties to Lady.

What about Lady, what's with her?: While I genuinely like Lady and the Magic Railroad in the original movie (It's my favorite childhood movie, it's really hard for me to hate it, even though I see all the problems and try to fix them), she simply doesn't fit with what I'm going with here. Rather than give you all the answers, I'm gonna leave her mysterious. Only Thomas could see her, and she seems to only appear in The Magic Railroad. Make of that what you will.

What does Derek do after this, since he doesn't appear again until *Calling All Engines!*?: He goes and works off-screen, until he eventually takes some cargo up Gordon's Hill. If I were somehow born 30 years earlier, I would've definitely written some episodes with him in seasons 6 and 7.

Will there be a sequel?: Certainly not another *Magic Railroad*, but I did have some idea for some more rewrites. *Hero of the Rails* in particular is one I'd like to tackle, I have a few ideas to fix some problems I have with it. But those are just thoughts, nothing written. *Calling All Engines!* might also be something cool.

Can I adapt a scene/the whole script? (I hope someone asks this lol): Of course! I wrote the entire script in Google Docs and shared it to the public because of that. The entire thing is entirely free to adapt, I'd just like a link to it. Share the wealth, you know.

Will you ever adapt the script yourself?: I might one day, but not now. I need to upgrade my PC to handle Trainz and editing software better. I would also need to commission some stuff (Mostly Diesel 10's claw, due to how much it moves here), and hire voice actors. If I were to make a full movie out of it myself, it would certainly be cinematic. I do have a few videos on my channel of some scenes I adapted though, which you can check out if you want.

Were there any big changes to this script at all when you were writing it?: Yes, a major one. Back in the early stages of writing in the summer of 2020, I thought about instead making this a prequel to *Thomas and the Magic Railroad,* rather than a reimagining of the original film. But as I got to writing, I realized that really limited what I could do, since I'd just be writing to catch up to the original movie. So instead, I started with a clean slate, using the original movie as an inspiration, taking cues from it. I think the finished product is much better.

How many times have you watched *Thomas and the Magic Railroad*?: TOO. MANY. TIMES. Like I said, it's my favorite childhood movie, and I still watch it every now and then. It's the kinda movie where I'll pull it up for a sec to check out a scene, and then watch the rest. I own it on VHS (Two tapes of it, one still with the clamshell case!), I have a DVD copy (To replace

my old one, which I played too much and got damaged), and I own the 20th Anniversary Blu-Ray/DVD set. It's also one of my favorite subjects to talk about when discussing film or entertainment, along with the original TV series and TUGS.

What's with the changes done to Diesel 10 and Splodges' roles?: Diesel 10 was changed mostly because, aside from the viaduct scene, I don't see him as a big threat in the original movie. He's much too goofy, and he never really does anything to the engines. So in this script, he's actively harassing and endangering them, and actually gets the upper hand on Mr. Conductor. Splodge was changed because, and this seems to be a hot take in the community, they're some of my favorite characters. I love their voices (All four different ones), and their designs are, in my opinion, perfect. So I wanted to have them actually do something here, unlike in the actual movie, where they can practically be removed and nothing changes (Something I don't say for many things very often when discussing media.). In this version, they gather intel for Diesel 10, and help him sabotage the engines. And they end up helping Thomas and Mr. Conductor near the end.

What is your favorite season in *Thomas and Friends*?: Season 3. George Carlin's narration is perfect, the set design is perfect, the stories are perfect, it's my favorite above all else and I feel like, while the other original four seasons come close to it, they come nowhere near how great this season was.

The credits would totally have Railway Series style illustrations and recap of the story.

3-1-5