

# Synopsis

Local aristocrat, Alonzo Quexana, reads his 400th chivalric novel in his library, stacks of books all over the room. In a frenzy of imagination, he encounters the evil spirit, Freston, his nemesis. In a moment of realization, he becomes the valiant hero of his imagination, Don Quixote de La Mancha.

He meets his neighbor, the peasant, Sancho Panza and persuades him to become his squire, save the world of oppressed people, and be given the governorship of "the first island I conquer." Sancho instantly realizes that would have been his greatest wish...if only he had thought of it. Sancho agrees and they ride off together, onward and upward to adventure.

They ride by Aldonza, the bankrupt pig farmer's daughter, now scullery maid at the local inn. Don Quixote does not see Aldonza, however, but he sees the Lady of his Dreams, Dulcinea del Toboso, and to whom he dedicates his exploits.

The Knight and Squire encounter their first mission, saving Andrea, a young shepherdess, from a terrible beating. Quixote foolishly believes the peasant who says he will never beat the child again and will pay her wages in full.

The Adventurers meet and free a group of chained prisoners, who then turn on them and leave the Knight and Squire badly bruised and bloody.

Sancho sees an inn down the road, which Quixote assures him is a grand castle, whose waiting whores are high-born Damsels. The Knight and Squire spend a raucous night in the attic, both encountering Aldonza (or Dulcinea). Don Quixote is dubbed Knight of the Seriously Woebegone by the scruffy innkeeper.

Quixote attacks some monks believing they are brigands with a captive "Lady in Distress," Altisidora, courtier of the Duke and Duchess. She attempts to seduce Quixote, but he is faithful to the Lady of his heart.

Sancho and Quixote sleep, and Quixote has a dream of Dulcinea's beauty being taken over by evil. He tries to rescue her and faces the evil Freston. The Duke's military commander finds the Knight and his Squire and invites them to the Duke's summer palace to provide entertainment. The commander is transporting a lion, and Quixote challenges it to a battle. All but the knight flee when he opens the door to the cage. The lion recognizes a kindred spirit when he sees the Knight. An accommodation is made between Quixote and the lion that reveals the cowardice of all the others.

At the Duke's palace, the Adventurers are introduced to the court at a party. Sancho is given his "governorship" to secretly amuse the courtiers. Sancho begins his work beautifully and bids everyone a goodnight.

The court pretends that Altisidora has died and stages a funeral, where Quixote mourns her. The court mocks him, and he imagines he sees Freston among them and wildly attacks. Quixote flies from the court and the angry noblemen drive away their "governor," humiliating him.

The friends are joyfully reunited just in time for the appearance of the giant monster that is the evil Freston. "No," insists Sancho, "they are WINDMILLS!" Don Quixote attacks the windmill and is defeated by Freston, who then shows him how he has failed as a knight – showing him how his rescue of the shepherd child Andrea turned into a terrible tragedy. He forces Quixote to return home "forever."

At home, sick and dying, Quixote faces his death and failure, but he has a vision of Dulcinea and is urged onwards by the words of Sancho. He faces Death and proclaims his great ideals, even at the end.