

BIG THINGS

Episode 6

"Cabin Deceiver"

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EXT. NEW HAVENFIELD SQUARE - ESTABLISHING - DAY

IDA ULRICH oversees a CREW OF WORKERS, as they use MACHINERY to make repairs to NEW HAVENFIELD. FRANK AND ZACK stand guard, while nervous CITIZENS observe them.

CITIZEN 1

That thing sure is big, huh?

CITIZEN 2

Yeah. I can't believe they let a kid ride it. What if it-

(lowers voice)

-y'know... tries something?

A HUMAN-SIZED SHADOW appears near the whispering citizens.

JIAN LI (O.S.)

Even if it doesn't-

The camera TRACKS OUT, revealing the shadow belongs to JIAN LI. He's looking a little better since the last time we saw him; now he walks using a CANE, rather than crutches.

JIAN LI (CONT'D)

-I'd still be concerned.

Jian hobbles to the front of the crowd, where he sees MERYL, TYLER, DORIS, and JALEEL playing HOPSCOTCH. They're a few blocks down from Zack and Frank. Jian approaches Meryl and the other kids.

JIAN LI

Good afternoon.

DORIS

Howdy Teach!

(breathes in through nose)

Ah! Y'smell that, gang?

JALEEL

Uh... smell what?

DORIS

(smacks lips)

The sweet smell 'a weekend air!

(smiles at Jian)

Which makes me wonder: what brings
ya 'round this time 'a week, Teach?

TYLER

Uh... if you're here about the book
report, I'm workin' on it, I swear!

JIAN LI

Relax, I was in the neighborhood, so
I just thought I'd-

(looks toward Zack/Frank)

...make sure everything's okay.

JALEEL

Pfft. I'll save ya a few wrinkles:
Frank's not exactly having us for
lunc-

JIAN LI

(cutting Jaleel off)

Yet.

(chuckles)

So, why isn't Zack playing with you?

TYLER

(thumbs toward Zack)

We asked, but he's busy-

(mimics quotations with fingers)

'-guarding the city.'

JIAN LI

(hobbles toward Zack/Frank)

Complete with a gargoyle, no less.

Meryl eyes Jian with suspicion. She nods to the other kids, then
discreetly follows Jian as he arrives near Frank.

JIAN LI

(to Zack)

Hey.

Zack looks at Jian, then FROWNS and turns away. A moment passes.

JIAN LI

You've been unusually quiet this week.

Zack remains silent.

JIAN LI

One might even say antisocial.

ZACK

Look, I've just-

Zack opens his backpack and looks inside. It contains his VIDEO CAMERA... and MAROWIT'S JOURNAL.

ZACK (CONT'D)

-been busy. Had other things on my mind.

JIAN LI

(gestures toward Frank)
Like your choice in friends?

Frank looks hurt. Zack SCOWLS at Jian.

ZACK

Ugh. Y'mean you **still** don't trust him?

JIAN LI

About as far as I could-

Frank SNORTS and uses his claw to LIFT JIAN by the hem of his pants.

JIAN LI (CONT'D)

-ulp! ...throw him?

Ida notices Frank holding Jian, and starts jogging toward them. Meanwhile, Zack LAUGHS at Jian, while Jian just SIGHS.

JIAN LI

Zack, maybe I'm wrong about Frank. I doubt it, but hey, you never know.

ZACK

If you can admit that, then why-

JIAN LI

That's not what I wanna talk about.
See, I've noticed you're beginning
to neglect your friends.

ZACK

Even if I am, what do you care?

Ida arrives, and opens her mouth to speak when-

JIAN LI

I care because if Frank's your only
friend, you're going to grow up to
be very lonely.

The words die in Ida's throat, and she FREEZES IN PLACE. Then she
composes herself, and takes a step forward.

IDA ULRICH

Alright Zack, that's enough.

Zack frowns at Ida, then looks toward Frank.

ZACK

Let 'im down, boy.

IDA ULRICH

Gently, now.

Frank places Jian down, and he dusts himself off.

IDA ULRICH

(to Jian)

I trust you won't be taking legal
action?

JIAN LI

No, I'm feeling generous today.
(turns to Zack)
You'll consider what I've said?

ZACK

Just go away, Jian!

JIAN LI

Very well.

Jian starts hobbling off, when Ida puts her hand to his shoulder.

IDA ULRICH

Hey uh, I heard what you said... and um, I think it's something Zack needs to learn. Maybe if we both tried-

JIAN LI

It'd have the same effect. Which is to say, none at all.

Jian HOBBLIES OFF-SCREEN. The camera TRACKS OUT, revealing Meryl hiding behind a TRASHCAN and listening to the conversation.

IDA ULRICH

(to Zack)

You know, that wasn't exactly terrible advice.

ZACK

Then you must have awfully low standards. Awfully low!

Ida grimaces and looks away. Then she looks back at Zack.

IDA ULRICH

Zack, I was alone a lot at your age, and I never, uh, really learned to... um. Look, I don't have a lot of friends now, and, uh-

ZACK

Get to the point!

IDA ULRICH

Well, maybe what Jian said is-

ZACK

I don't wanna hear nothing Jian has to say! Nothing at all! He's mean to Frank! He is! You even said so! You said if we listened to him about anything, he'd get rid of Fr-

IDA ULRICH

Yeah, he's wrong about Frank, but...
I dunno, maybe it doesn't mean that
everything he says is-

ZACK

I don't have to listen to this, I
don't! C'mon Frank!

Zack BLOWS INTO HIS WHISTLE! On cue, Frank WALKS TOWARD THE WOODS,
with Zack still riding on his back. Meryl peeks out from behind
the trashcan and looks concerned. Ida SIGHS and crosses her arms.

IDA ULRICH

Kids...

Meryl walks back to the kids. Jaleel is the first to notice her.

JALEEL

Got anything to report?

MERYL

Um, he uh, they... um... they seemed
r-r-r-really upset, s-so-

JALEEL

Who did? Ida, Mr. Li, Zack?

MERYL

W-well I, I... they all did! Buh-
but there was, but I was, but Zack
was especially! And we're, we... we
oughta help him out!

TYLER

How're we gonna do that?

MERYL

Um. Well, uh, we could... we've
gotta... ask Zack to uh... we could
ask Zack to d-d-do something fun!

DORIS

Hey I know; how's about exploring
th' woods?

(looks ahead)

It's where Zack 'n Frank're headed!

TYLER

The woods? Yo, me an' my dad were just out there! We saw this wicked cabin! I bet Zack would TOTALLY be down for filming it!

MERYL

A, a cabin?

(smiles, bashful/gentle)

P-painting a picture of it cuh-could be fun. L-lemme gruh-grab my bruh-brushes and p-p-pal-puh-p-ale-

DORIS

(speaking over Meryl)

Cool! Let's...

Doris' voice FADES OUT, as the CAMERA TRACKS UP into the sky, then PANS TOWARD FORBIDDEN COVE...

EXT. FORBIDDEN COVE - ESTABLISHING - DAY

MONSTERS are lining up on the COAST, while the DEMONIC CREATURE flies overhead. Once they finish, the creature seems pleased.

DEMONIC CREATURE

You're getting the hang of this.

The monsters GRIN, and look proud. Then the creature looks across the ocean toward NEW HAVENFIELD.

DEMONIC CREATURE (CONT'D)

I just hope you won't be necessary.

The creature continues staring, so he doesn't notice an INTRUDER appear behind its back. The intruder rides through the air on a winged PEGASUS HORSE. He wears a SUIT OF ARMOR, complete with a HELMET that covers his face.

INTRUDER

Didn't miss the fireworks, did I?

DEMONIC CREATURE

(not turning around)

Mm? No, no. We haven't attacked. Not yet, anyway. Honestly, I'd rather we don't have-

The intruder takes out a CANDY BAR and unwraps it. When the demonic creature hears the crinkling noise, it abruptly stops speaking. The intruder lifts the candy bar to an OPENING in his helmet and chewing noises are heard inside. The creature turns around, and the intruder extends the candy bar toward it.

INTRUDER

Want some?

The creature gawks at the candy bar, then slaps it away!

INTRUDER

Ah. Health nut, eh?

DEMONIC CREATURE

WHO SENT YOU?

INTRUDER

Merely my own whims and fancies, son. I'm something of a slave to them... just as my colony are to me.

The creature looks confused, then gestures toward New Havenfield.

DEMONIC CREATURE

You're not from...?

INTRUDER

As if! I mean, the cost'a gas there alone is... well, heh. Nah, I rule Estion. Incidentally, we're looking to expand our enterprise.

(lifts a finger)

And this son, I say, this is your bona fide, sure as shooting job **interview** right here!

DEMONIC CREATURE

What are you babbling about?

INTRUDER

I want to see if you can cut the mustard son, see if you're suited to joining our fine corporation, if y-

(notices creature is confused)

We're flying from colony-to-colony, seeing if the cooler ones wanna shack up with us.

(whispering to Pegasus horse)
Nice kid, but I've tossed brighter
bulbs in my trash can.

DEMONIC CREATURE

The answer's no. And if you don't
get off our island now, you'll find
yourself 'shacking up' in a cell.

INTRUDER

I'll bring some popcorn and we'll
make a night of it.

DEMONIC CREATURE

Hilarious; but let's see you quip
your way of this.

The creature SNAPS its clawed fingers, and the monsters LUNGE at
the intruder and his Pegasus! The Pegasus dodges them easily, and
BASHES their heads with its hind legs. Soon, the monsters are
SPRAWLED on the ground, knocked out. The creature is dumbfounded.

INTRUDER

Tsk, tsk, tsk. Not exactly 'WOW!'
material there, son. Do you want
your complimentary wristwatch now,
or after the tour?

DEMONIC CREATURE

These are... they're just...
they're under training!

INTRUDER

Why's that, son?

DEMONIC CREATURE

I'm not going to tell y-

INTRUDER

Y'sure you're not? 'Cause if ya do,
perhaps I can help ya out.

The demonic creature looks suspicious... then intrigued.

INT. MONSTER HOSPITAL - DAY

The INTRUDER and the DEMONIC CREATURE are in an UNDERGROUND

CHAMBER. Its stony walls indicate that it's located within a mountain. MERC and other SICK MONSTERS lay in beds. HUNCH AND ZIRA are there too, but appear injured rather than sick.

DEMONIC CREATURE

(points to Hunch/Zira)

...well-trained, but they're still recovering.

(gestures to sick monsters)

And the pollution made these ones sick. That's actually why we're attacking in the first place. The creatures you saw me training are all that's left, but I don't-

INTRUDER

...ya don't wanna send no kindergarten class into a scrap with th' local football team. I feel ya.

(pats creature on back)

Have a seat, son.

The demonic creature is confused, but awkwardly sits down on a large rock. The intruder sits down beside him.

INTRUDER

You're a good kid, but your strategy's all wrong! When ya decided to hit back, it should'a bin with all them monsters at once, instead'a sending one at time. Being choosy, that is.

DEMONIC CREATURE

I've done that. Not here; somewhere far away. It worked, but...

(sighs)

...but I wasn't responsible for so many creatures then. And these ones, they're not naturally aggressive. I don't want to change that.

INTRUDER

That's exactly why ya need to join Estion! We'd protect ya, boy howdy!

DEMONIC CREATURE

That's, uh... generous of you. But I was only training the others as a last resort. You see, I'm already developing an alternati-

INTRUDER

An' what's that?

DEMONIC CREATURE

Before I can answer, I must ask: do you know much about magic?

INTRUDER

A little.

DEMONIC CREATURE

What about the Beguinski goo?

INTRUDER

That possesses anything it touches, don't it?

DEMONIC CREATURE

With the exception of certain alloys, yes. But without the correct incantation, the goo will act of its own accord. I haven't mastered that spell, but I'm building a control panel that'll direct it anyway. Then I'll convert this mountain into a weapon, and destroy New Havenfield.

INTRUDER

An' just when'll it be ready, son?

DEMONIC CREATURE

Um... soon. Soon! I... I assure you.

INTRUDER

And here, I say, here's the problem son. Therein it lies, that is. What if those varmints strike at ya first? Now it's just pollution, but who **knows** what's next?

DEMONIC CREATURE

Well, what would you suggest?

INTRUDER

Lookie here; I'm meeting with my troops in an hour. We could drop some 'a your goo over th' city. The buildings'll spring to life 'n tear th' whole dang place to smithereens!

DEMONIC CREATURE

Hmm. There'll be a catch, I imagine?

INTRUDER

Just consider joining us. Just consider it! That's all I ask!

The creature strokes its chin in silent contemplation.

DEMONIC CREATURE

Stop them. Then we'll talk.

The intruder stands up and CRACKS HIS KNUCKLES.

DEMONIC CREATURE

Absolutely, son!

EXT. FOREST OUTSKIRTS - DAY

Zack sits on Frank's back, and stares down at the kids. Under her arm, Meryl holds an EASAL and ART SUPPLIES.

TYLER

...bet it'd be really cool to film!

ZACK

Mmm... No thanks. I mean, uh, thanks, but like, no thanks. Yeah.

JALEEL

C'mon Zack, what else're you gonna do all day?

ZACK

Well, me and Frank, we were gonna go explore the woods. Go exploring the-

JALEEL

Then ya might as well take a look at the cabin.

TYLER

I'm tellin' ya man, the place looks sweet! You'd have a great-

DORIS

-a STUPENDOUS!

TYLER (CONT'D)

-a stupendous time filmin' it!

Zack looks intrigued, and peeks into his backpack.

MERYL

W-whaddaya say, Z-Za-Zuh-Zuh...

Zack takes his VIDEO CAMERA out of his backpack and studies it.

ZACK

Eh, alright. I'll give it a shot.

Zack blows into his whistle. Upon hearing its tweet, Frank starts WALKING DEEPER into the woods. The kids are AGHAST!

TYLER

Hey! What about us?

Zack rolls his eyes, then blows into his whistle again. Frank stops, and the kids climb up his leg. However, Meryl has trouble climbing back up due to her supplies. Frank scoops Meryl up in his claw and places her on his back with the others.

Zack impatiently BLOWS INTO HIS WHISTLE again. The kids look to one another, slightly annoyed. Frank resumes walking, and the camera TRACKS OUT until he and the children DISAPPEAR OFF-SCREEN.

EXT. FOREST OUTSKIRTS - DAY

KNIGHTS riding PEGASUS HORSES gather around a vat of GOO. Among them is the INTRUDER!

KNIGHT 1

So, he bought it?

INTRUDER

Hook, line, 'n sinker, son! An' once the buildings in New Havenfield're runnin' hog wild, it'll be cake to convince a certain l'il lady that

she needs our assistance!

KNIGHT 1

How do you think she'll respond?

The intruder removes his helmet, revealing his DASHING GOOD LOOKS.

INTRUDER

Hah! Do ya need to ask?

EXT. FOREST - LATER

Frank arrives at the CABIN, with the children riding on his back. The cabin is slightly smaller than Frank. Zack SCOWLS.

ZACK

Ugh. Is this it?

TYLER

Huh? Uh, yeah, yeah it-

ZACK

How's Frank supposed to get in? How?
C'mon, tell me! How?

TYLER

Dude, he can't! Duh!

ZACK

(looks away)

Hmpf. Well, if it's all the same to
you, I'd rather stay outside with
Fra-

(looks back)

...huh?

Jaleel, Tyler, and Doris are already sliding down Frank's back, and onto the ground. Meryl is the only one who remains seated. Jaleel walks up to the cabin, and opens the door.

ZACK

Wait guys, maybe we can-

JALEEL

(entering cabin)

Can it Zack, I'm tired 'a your
attitude.

TYLER

(follows Jaleel into cabin)
Word.

Doris looks uncertain, then SHRUGS and SKIPS into the cabin as well. Zack sulks on Frank's back, while Meryl stares at him.

ZACK

Aren't ya gonna join 'em?

MERYL

Uh, I, I can keep ya company. I, I just wanna... wanna puh-paint.

Zack smiles at Meryl. The smile vanishes when he notices something in the sky. It's the KNIGHTS! They're riding their Pegasus horses, and carrying the vat of goo!

ZACK

What the heck're those?

MERYL

I, I dunno but-

ZACK

They're headed for the city!

Zack looks around, and sees some nearby BOULDERS on the ground. He points to them, and pokes Frank's head.

ZACK (CONT'D)

Toss those at 'em, like ya did to the pterodactyl!

MERYL

Hey w-wait! Duh-didn't ya learn nothing, uh, anything, f-from Toxi-

Too late! Frank's already HURLING BOULDERS at the knights and their Pegasus horses. When the boulders HIT their targets, the knights DROP the vat. The goo within it SPLASHES all over the cabin!

The cabin quivers, then TRANSMOGRIFIES INTO A MONSTER! This CABIN MONSTER resembles the TREE MONSTER that manifests at the end of *Evil Dead 2: Dead by Dawn*.

The knights RETREAT as the cabin monster notices New Havenfield in the distance, and CHARGES TOWARD IT. Frank STEPS INTO THE CABIN'S

PATH, and SMASHES into it! The impact causes Zack and Meryl to BOUNCE ABOUT, but they manage to hold onto Frank. Meryl's art supplies FALL, but she grabs hold of one BRUSH and one PAINT TUBE. Frank WRESTLES with the cabin, and manages to PIN IT TO THE GROUND. Then he opens his mouth to take a BITE out of it, when-

ZACK

FRANK, NO!

Frank stops himself, and looks back at Zack.

ZACK (CONT'D)

The others're still in there! We n-

The cabin SHAKES! Frank struggles to pin it down, while Meryl notices something, and SQUEAKS in fear! Zack turns his head to see what she's looking at. He GASPS! Trees are being SUCKED UNDERGROUND, then POPPING BACK UP next to the cabin, where their wood is ABSORBED into it. With each tree, the cabin grows LARGER and Frank has greater difficulty holding it.

ZACK

Frank's gotta smash this thing before it grows too big!

MERYL

S-smash it? Buh-but whatta 'bout, whatta about the, th-the... th-

ZACK

-the others? We can go get Brad!

MERYL

But it'll be too big by then!

Zack looks perplexed, and stares down into the cabin's GAPING JAW.

ZACK

Let's jump in through its mouth. Frank'll pull us out when we return with the others.

MERYL

Buh-but how... how'd... how'll we find our way out?

Zack thinks. Then he grabs one of Meryl's BRUSHES.

ZACK

We'll use this to mark our way!
(to Frank)
Keep this thing from going anywhere
'till ya see us in its mouth again!
Then pull us out, an' smash it!

Frank GRUNTS in understanding. Zack hands Meryl the brush, then joins hands with her as they LEAP off Frank's back. They PLUMMET into the cabin's mouth, narrowly avoiding the SNAP of its jaws.

EXT. FOREST OUTSKIRTS - A LITTLE LATER

The knights are all speaking at once. The intruder waves his hands.

INTRUDER

(speaking over knights)
Calm down fellas! I getcha; there'll
be a slight change've plans, so stay
here 'till I get back.

The intruder rides his Pegasus horse up into the sky.

EXT. NEW HAVENFIELD SQUARE - DAY

The Pegasus flies over the city, with the intruder riding on his back. Soon, they see HARVEY standing guard as workers make repairs to buildings. Ida is there, calling up to Harvey:

IDA ULRICH

...know your schedule is tight, so
I appreciate you taking over for Ha-

BRAD (O.S.)

Heads up!

Harvey BLASTS his laser. Ida turns, and sees that Harvey is blasting at the intruder and his Pegasus! The Pegasus dodges the blasts and with a THRUST of its hind legs, KNOCKS HARVEY OVER! The Pegasus lands as the intruder removes his helmet. Ida GASPS!

IDA ULRICH

Thaddeus!

Harvey LEAPS TO HIS FEET, poised for battle, when-

BRAD (O.S.)

Wait, y'know this guy?

The intruder, now known as THADDEUS, grins widely.

THADDEUS

Ida and I go way back, son!

BRAD (O.S.)

Oh? And just how far back...

(beat)

'son'?

THADDEUS

We served in th' military together!
Back befo' the world-

IDA ULRICH

That's enough! What're you doing
here, and what's with the unicorn?

THADDEUS

He's a Pegasus, love!

IDA ULRICH

Skip to the point.

THADDEUS

Well, I was in the neighborhood, and
just figured I'd tell ya 'bout the
big 'ol monster headed this way.

IDA ULRICH

Wait, what?

THADDEUS

There, I say, thereby hangs a tale!

INT. CABIN MONSTER - DAY

Meryl is lying unconscious on the cabin floor. A rhythmic BANGING NOISE is heard. As it GROWS LOUDER, Meryl opens her eyes. The camera TRACKS OUT, revealing that the cabin is LOPSIDED. Meryl notices the BANGING! With a fearful SQUEAK, she leaps to her feet and sees Zack KICKING at a wall. Zack stops, and turns to see Meryl glaring at him.

ZACK

Don't gimme that look. We've gotta
get their attention somehow, right?

Meryl squirts PAINT onto her brush and walks down a hall, making markings along the way.

MERYL

Luh-let's just, let's look for 'em.

Zack follows Meryl as the hall ELONGATES. They don't consciously notice at first, but walk quicker to keep up. Soon, they're jogging; then running! Until... LAUGHTER is heard, coming from inside a LIVING ROOM. Zack and Meryl PAUSE, then Zack ventures through the living room ENTRANCE, while Meryl stands guard outside.

ZACK

Guys?

SILENCE. Zack looks around the room. It's barren, save for overturned FURNITURE, including a LAMP, SOFA, and a CABINET. Zack steps forward, and hears a noise: GOO is bubbling up through the floorboards. Zack looks disgusted, then NOTICES SOMEONE in his peripheral vision. He TURNS HIS HEAD with a GASP, and-!

Zack calms. He's just seeing his reflection in a WINDOW.

Suddenly, the LAUGHTER RETURNS! Zack whirls around again, to see that it's coming from the LAMP! The lamp CACKLES and BOUNCES ABOUT, and the other furniture COMES TO LIFE and joins in! Bewildered, Zack attempts to flee, but the furniture blocks the entrance as the lamp LEAPS at Zack, instantly WRAPPING AROUND HIM!

EXT. FOREST - SAME TIME

Frank struggles to hold the cabin down as it continues to GROW. To maintain dominance, he crawls on TOP of it. However, the cabin SUCKS UP another tree and grows a GIANT WOODEN POINT, which POKES Frank. Frank YELPS, and tumbles off the cabin as it STANDS UPRIGHT!

INT. CABIN MONSTER - SAME TIME

Back in the living room, the furniture TUMBLES ABOUT. The lamp inadvertently releases Zack, and HITS the wall, along with the other furniture, clearing the entrance.

Zack's blow is CUSHIONED by PILLOWS on the sofa, and he wastes no time running to the entrance. The furniture lies STILL, but GOO bleeds out from underneath it...

ZACK

MERYL! Where are ya? Mer-

MERYL

(appears in hall)
Shh! Duh-don't worry, I'm here, I'm-

ZACK

What happened? Are you hurt? Are-?

MERYL

I'm, uh, I'm fine, I just sort've,
I grabbed, grabbed onto the side've
the entrance, an', and, an'-

ZACK

I was SO scared, I thought-

Meryl is taken aback and Zack goes silent. A moment passes.

MERYL

Th-thought, th-thought what?

ZACK

Well, I was scared I might, um...
(beat)
...end up all alone?

Meryl stares at Zack for a moment, then looks over his shoulder.

MERYL

Hey, whuh-what's that stuff comin'
out've the furniture? And where's-
(gasps)
...what's it doing?

Zack TURNS, and sees GOO pouring from the lamp and other broken furniture. Instead of forming a puddle, it FLOATS UPWARD and COATS THE CEILING! Zack and Meryl stare in disbelief, until they hear-

JALEEL (O.S.)

Hello. Hello.

Zack and Meryl look toward the living room window, which is now SMASHED. Jaleel stands behind it, in a composition identical to Wyndham's final appearance in 1987's *Prince of Darkness*. Like Wyndham, Jaleel speaks in an impassive, WARBLING VOICE:

JALEEL (CONT'D)

Hello. Hello.

Zack looks confused, and turns toward Meryl. She POINTS FORWARD.

MERYL

Omi-g-g-g-gosh! Lookit his chest!

Jaleel's chest is DRENCHED IN GOO, and his eyes are totally BLACK!

JALEEL

*I've got a message for you. And
you're not going to understand it.*

Goo DRIPS from Jaleel's open mouth.

JALEEL (CONT'D)

Accept the goo.

Jaleel COLLASPES as a RIVER OF GOO BURSTS OUT from under his clothing, as well as from his eyes, nose and mouth. It forms a TIDAL WAVE, and heads for Zack and Meryl! Zack and Meryl RUN out of the room as the goo SPLASHES through the window. Instead of hitting the wall or floor however, it SHOOTs UP and mixes with the goo on the ceiling.

In the hall, Zack and Meryl hear CHUCKLING. This time, it's coming from a black-eyed, goo-covered TYLER. Meryl starts to SCREAM, when Tyler SPITS GOO into her mouth! Meryl falls backward, sputtering. Doris APPEARS. Her eyes are black as well, and she giggles eerily. Meryl tries to RUN, but Doris GRABS her, and holds her in place.

Meanwhile, Jaleel steps into the hall. With Tyler walking by his side, Jaleel approaches Zack. They OPEN THEIR MOUTHS WIDE, preparing to spit goo at Zack, when-

ZACK

JALEEL! Y'said I wouldn't understand your message! Well, I don't! So, what's going on?

Jaleel and Tyler continue ADVANCING!

ZACK (CONT'D)

Ja-leel, c'mon ya big know-it-all, you love explaining stuff!

Jaleel's eyes FLICKER back to normal, then return to black. Jaleel pauses and RAISES A HAND. Tyler SNARLS, but stops advancing. Jaleel paraphrases Nurse Forsythe in David Cronenberg's *Shivers*:

JALEEL

Zack, I had a very disturbing dream last night. In the dream, I'm swimming in a vast ocean of goo. Only I'm having trouble you see, because it's so heavy that it's pulling me down, and I'm drowning.

Jaleel leans in closer to Zack, as Zack feels for his whistle...

JALEEL (CONT'D)

But then, the goo tells me not to be afraid. That everyone is part of the goo. That we're one mind encased within countless skulls. That to think, to breath, or even to physically exist is to be one with the goo. And I believe it, and we become one beautiful whole.

CLOSE-UP of JALEEL'S FACE. It's a shot straight out of *Shivers*; Jaleel lifts his head and makes DISTURBING NOISES as goo SPURTS from his mouth, and he continues advancing toward Zack.

TYLER

Join us, Zack.

DORIS

Yes. Open wide, and accept-

Zack SEIZES HIS WHISTLE, and BLOWS INTO IT! The sound SURPRISES everyone. Doris COVERS her ears, releasing Meryl. Zack GRABS Meryl by the hand, and they RUN AWAY! The kids chase Zack and Meryl through a WINDING MAZE of hallways, which continue to ELONGATE. Soon, Meryl and Zack are only seen in infrequent GLIMPSES between passageways. Lost, the black-eyed kids stop running.

The camera TRACKS DOWN a hallway, and SETTLES on a closet door. It creeps open slightly, and Zack and Meryl peek out.

MERYL

Zack, you've got to, gotta get outta here. Use the markings I-

ZACK

I can't! The cabin's changed.

MERYL

Just leave me then! I can feel the

goo taking hold, my stutter's even-

Suddenly Doris TEARS OPEN THE CLOSET DOOR, and SPITS OUT GOO! It's aimed at Zack, but Meryl THROWS HERSELF at Doris and the goo SPLASHES her instead. The girls TUMBLE to the ground, allowing Zack to stagger away unscathed. Meryl lies still as Doris struggles to push her off. After a moment, Meryl starts CACKLING like a witch. When she gets up, her eyes have turned BLACK!

MERYL

Join us, Zack! Join- OOO!

Zack's tossed a WOODEN BEAM at Meryl and Doris, PINNING THEM DOWN! Zack RUNS AWAY, while Tyler and Jaleel ARRIVE ON-SCREEN.

JALEEL

(to Meryl/Doris)

What are you waiting for? Get him!

MERYL

*I, we can't... we've got this, uh,
this wooden beam on top've us.*

Jaleel SIGHS. With ease, he lifts the beam off Meryl and Doris. The two girls BLINK for a moment, embarrassed. Meanwhile, Zack arrives at a CELLAR DOOR. He OPENS it, and RUNS down the cellar steps. One step has a PUDDLE OF GOO on it. Zack SLIPS on it, and FALLS! He screams the whole way down.

Zack CRASHES onto the cellar floor, where he's surrounded by LAUGHING PIPES! They attempt to coil around him like TENTACLES, but Zack LEAPS UP and SLIPS between them, just as they begin SPURTING GOO. Zack dodges the goo, and RUNS until his shoes begin TWITCHING and LAUGHING. This causes Zack to TRIP. While on the ground, Zack TEARS OFF his shoes and THROWS THEM AWAY. Then he YELPS when he sees that the PIPES are pursuing him!

Instead of running again, Zack BOLTS AT the pipes. This throws them off, allowing Zack to LEAP from pipe-to-pipe. The pipes CHASE ZACK, attempting to SQUIRT him, but he's too fast. He leads them on a WINDING CHASE through the cellar. Eventually, the pipes inadvertently TIE themselves into a KNOT! Zack LAUGHS at the pipes, and walks away, smacking his hands together.

ZACK

That's right; anyone else want some?

As Zack walks, he notices that the cellar grows DARKER the farther he advances. Soon, he has to stop and feel the walls to navigate the cellar. His hand chances upon a LIGHT, and he switches it on. Zack finds himself in an old, dusty WORKROOM. There is a CHAINSAW and other tools hanging on a nearby wall.

Through the floorboards, Zack HEARS Frank fighting the cabin. Zack grows excited. He GRABS THE CHAINSAW and uses it to CUT A HOLE in the floor. Zack peeks out from the hole, and observes that the cabin has grown wooden SPIDER LEGS. Frank does his best to HOLD THEM IN PLACE. Zack gets ready to leap onto Frank's back, but something OCCURS TO HIM. He LOOKS UP AT THE CEILING, with an indecisive expression.

CUT TO:

The BLACK-EYED KIDS are sitting around the CELLAR DOOR. Now it has LOCKS AND BOLTS ON IT.

TYLER

I don't get it. Why don't we go down there an'-

JALEEL

We don't need to. The pipes'll-

A CHAINSAW BLADE BURSTS THROUGH the cellar door. The kids leap back. The saw CUTS OPEN the door, and Zack emerges from it. Zack stands there for a moment, holding the chainsaw in a composition identical to Lionel before the lawnmower massacre in Peter Jackson's *Braindead*.

ZACK

Party's over.

A BEAT follows... before Zack turns around and RUNS AWAY! The kids SNARL, and chase after him. Zack SMILES, and uses the chainsaw to CUT holes in walls, then dash through them as the kids CHASE him.

ZACK

If I can't navigate our way outta here, I'll cut our way outta here!

Soon, Zack approaches the interior of the cabin's mouth... but the knotted pipes BURST UP from the floor and SLIME HIM!

EXT. NEW HAVENFIELD SQUARE - DAY

Thaddeus is no longer seated on the Pegasus. He stands with Ida, in the midst of conversation. Harvey and the Pegasus watch.

THADDEUS

...we'll talk monsters once ya tell me who's running the show.

IDA ULRICH

New Havenfield's under martial law.

THADDEUS

Mm. Explains th' state've things.

BRAD (O.S.)

Y'know, I'm beginning to think this guy's fulla it. 'Bout that monster, I mean.

THADDEUS

Believe it or not, it's coming. And like I told ya, I've got a whole army riding Pegasus horses. We'll protect'cha if-

IDA ULRICH

If we join Estion, right. Yet the last time we met, you'd deserted our unit. Why should I trust you?

THADDEUS

Look, lov-

IDA ULRICH

Stop calling me that.

THADDEUS

(sighs)

Look, I was leading troops twenty-six-years before you'd even enlisted. I'm good at it; even nipped that war with Truby in the bud. You on the other hand, you were a good soldier, Ida. But leading folks like I can? Not your strong suit. Now, I know you want power, who doesn't? But-

IDA ULRICH

I don't want power. I want what's best for New Havenfield.

THADDEUS

If that's true, why not give control to someone who can do right by th' place?

IDA ULRICH

(long pause)

No. I know you, Thaddeus. There's something you're not telling us. By the time we realize what that is, it could be too late.

Thaddeus looks frustrated. Then he grins, and tries another tactic:

THADDEUS

Ida, don'cha remember what a pair we used to be? If I add New Havenfield to Estion, I'd need a queen...

IDA ULRICH

That's not going to work.

THADDEUS

C'mon love... you were never able to connect with folks back home. I'm all you had there... tell me, are things any different here?

IDA ULRICH

(relenting)

Thaddeus, I...

CITIZENS begin SCREAMING, interrupting Ida. They point to the monster cabin in the woods. It's now large enough to be seen from the city. Ida runs toward the woods, while calling back to Harvey.

IDA ULRICH

Keep an eye on him!

THADDEUS

Don't bother.

Thaddeus leaps onto his Pegasus, and they fly off in the direction opposite to the woods. Ida STOPS, and calls to him:

IDA ULRICH

Thaddeus! I'm sorry.

Thaddeus doesn't look back, but he does mutter to himself:

THADDEUS

I am too.

INT. CABIN MONSTER - DAY

The kids surround Zack, as he quivers in a puddle of GOO!

MERYL

Yes Zack! Jo-o-o-in us-s-s-s-s!

TYLER

Trust the fungus. Er, I mean trust the goo!

Resisting, Zack holds up his WHISTLE.

ZACK

I'd rather trust my friends.

JALEEL

That's how you're gonna overcome possession; the power of friendship? What a cliché. This isn't some dumb mov-

ZACK

Hey! That's not somethin' the goo would say.

JALEEL

Yeah, th' goo talks more like a cross between Margaret Hamilton and a smelly hippy.

ZACK

No, you don't get it! You sound like Jaleel!

JALEEL

Pfft. That's because I am-
(pauses with realization)
Hey!

Jaleel's eyes flicker back to normal, before TURNING BLACK again. Meryl looks concerned, and her eyes briefly flicker to normal.

MERYL

Juh-Jaleel? Are you, are you oh-okay? I mean, uh, I thought you were like, you were really into being 'one with the,' with the uh, with-

ZACK

And you Meryl, you're always stressing over folks! You are! That's what you'd do, not some slimy ol' goo!

(to Doris)

And Doris, you think EVERYTHING'S stupendous, right?

DORIS

Right!

JALEEL

Well, the truth is, she doesn't really think much at all...

ZACK

Yeah Jaleel! You tell the truth, even when it hurts!

TYLER

(eyes flickering to normal)

Ha, ha! Hey guys, guys! What's special about me?

The kids all look at Tyler, but struggle to think of anything.

ZACK

Ummmmm...

Tyler SCOWLS... but with normal eyes!

EXT. CABIN MONSTER - DAY

Ida arrives outside the cabin with Harvey. Frank is GRABBING HOLD of its new legs, preventing it from walking into the city.

IDA ULRICH

Ready, aim-!

Frank looks toward Ida and ROARS at her, then SHAKES HIS HEAD. Ida nods to him, then looks at Harvey.

IDA ULRICH

I saw your brother head into the woods with Frank... they could be inside that thing.

BRAD (O.S.)

Not cool! I'll get in there and-

IDA ULRICH

No, you hold its mouth open while Frank keeps it from going anywhere.
(into a COMMUNICATOR)
Get me an aerial unit!

CUT TO:

EXT. CABIN MONSTER - LATER

Harvey HOLDS OPEN the cabin's mouth, while Ida is LOWERED INTO IT, wearing a HARNESS attached to a PLANE. Meanwhile, Frank continues holding the cabin's legs in place.

INT. CABIN MONSTER - DAY

Once inside, Ida finds Zack and the others trying their best to resist the goo.

IDA ULRICH

Hey!

The kids look up at Ida.

IDA ULRICH (CONT'D)

Take my hand!

Zack's eyes turn BLACK and he SNARLS, but he RESISTS the goo and REACHES for Ida's hand as she's lowered down...

EXT. FOREST - SAME TIME

The cabin SUCKS UP another tree, and grows a wooden BATTERING RAM, which HITS HARVEY. Harvey doesn't lose his grip, but he accidentally FIRES A LASER BLAST through the cabin, which-

INT. CABIN MONSTER - SAME TIME

-JUST MISSES Zack and Ida, as they reach for each other! Zack draws back in fear, and his eyes begin TURNING BLACK AGAIN!

MERYL

Nuh-no Zack, you can do it! Yuh-yuh-
showed us how to resist, remember?

ZACK

(eyes flickering)
But what if another laser blast-

DORIS

It won't, just have faith!

When Doris says that, Zack's eyes BECOME NORMAL. Ida's now hanging JUST ABOVE him, and he immediately takes her hand. Ida LIFTS ZACK UP, and Doris grabs onto Zack's feet. Jaleel grabs onto Doris's feet, and Tyler grabs onto Jaleel's feet. Finally, Meryl grabs onto Tyler's feet, forming a HUMAN CHAIN.

The safety harness is LIFTED OUT of the cabin and up into the plane, along with Ida and the kids. Once they're all safely inside the plane, Harvey and Frank SMASH the cabin by CHARGING through it!

INT. MAINTENANCE FACILITY - MUCH LATER

Doris, Meryl, Tyler, Jaleel and Zack are all floating within separate MECHANICAL PODS. These pods are attached to TUBES, which are PUMPING the goo out of the children, and into a CONTAINMENT UNIT. The kids have their eyes shut, and appear to be sleeping.

The camera TRACKS OUT, revealing that the same thing is being done to hundreds of PIECES FROM THE CABIN, as each is encased within its own pod. GIBSON AND CHLOE are overseeing this, when IDA APPEARS.

IDA ULRICH

Ah, I see the children are being-

CHLOE

De-gooed? Yeppers!

GIBSON

Afterwards, we're planning to store this substance in the military prison.

IDA ULRICH

Sounds good, Campbell.
(calls to kids)
Can you hear me?

ZACK

(opens eyes)
Huh? Oh, I mean, yeah! Yeah! I think
I'm the only one who's still awake
though.

IDA ULRICH

So, you're okay?

ZACK

Yeah.

IDA ULRICH

(smiles)
I bet you're grateful to have your
friends back, huh?

ZACK

Eh. I dunno. I mean... after the
goo, I think I've had enough
'community' for a while.

Ida looks disappointed, and is about to respond... when Chloe pokes
Ida, and SMILES!

CHLOE

(speaks slowly)
So-o-o-o-ounds like a-a-a-a...
(speaks lightning fast)
*-certain-someone's-maybe-
projecting-some-hmm?*
(speaks normally)
So, whaddaya say we hit Jörg's for
a coffee?

Ida looks ANNOYED at first... then grins.

IDA ULRICH

Y'know... why not?

Ida INTERLOCKS ARMS with Chloe, and the two march away.

IDA ULRICH (CONT'D)

(exiting room with Chloe)
I may have difficulty connecting
with most people. But at least I'm
able to connect with the people who
matter.

GIBSON

(to himself)
Eh, in terms of that I suppose
you're passab-

Ida sticks her head back through the door, and GLARES AT GIBSON!

GIBSON

(laughing nervously)
-great at it! Heh. You're great at
it!

Once Ida LEAVES, Gibson rubs sweat from his brow.

EXT. OCEAN - DUSK

Thaddeus FLIES away from New Havenfield on his Pegasus. The knights
follow him, and are also riding their Pegasus horses.

THADDEUS

The city an' that island should'a
joined us, in the hopes we'd defend
each one against th' other. But Ida
knew somethin' was up. She's foxier
than I give her credit for.
Craftier, that is!

(chuckles)

Not that she ain't foxy, mind.

KNIGHT 1

I guess we'll have to try...

The knight's voice FADES OUT, as the camera DOLLYS TOWARD Forbidden
Cove, and SETTLES on the DEMONIC CREATURE. He watches the departing
knights, then glances toward New Havenfield. The buildings are
mostly intact.

DEMONIC CREATURE

(exhales angrily)
If you want something done right...

CUT TO BLACK.