

MIDDLEMOST POST

#035 - "The Stinkhole Chronicles"

Written by

A.J. Marchisello and Rocco Pucillo

WRITERS DRAFT #1 - 01/15/21
SE DRAFT - 02/19/21
FIRST DRAFT - 03/01/21
BOARD DRAFT - 03/05/21
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INT. SOMEWHERE STORE - DAY

Lily cleans the inside of an old, video game CARTRIDGE.

1 LILY 1
<BLOWS OFF DUST>

Just then, Parker rushes inside, out of breath.

2 PARKER 2
Lily! Quick! I need your help!

3 LILY 3
What is it, Parker?

4 PARKER 4
 <NERVOUS GROAN> I dropped something
 really, really important down Old
 Stinkhole.

5 LILY 5
What did you drop?

EXT. OLD STINKHOLE - LATER

Parker and Lily stand at the edge of Old Stinkhole, staring down into darkness. There's a bag of MAIL strewn out next to them.

6 Angus . PARKER 6

Lily looks at Parker with concern.

INT. OLD STINKHOLE - LATER

Lily rappels to the bottom of the hole, using a light on her suit to guide the way. Parker floats down next to her. They find themselves in a wondrous cavern. Parker looks around, super stressed.

7 Angus! PARKER 7

Parker's "ANGUS" <ECHOES>. His face brightens.

8 PARKER (CONT'D) 8
(re: echo)
Cooooool.

9 LILY 9
That is cool. Let me try.
(yells)
Angus!

No echo. Huh? They both <SHRUG>.

10 PARKER 10
I don't see the big guy anywhere.
This is bad, Lily. Real bad. I
gotta find my best bud!

11 LILY 11
Don't worry, Parker, I'm sure
Angus...

For some reason, Lily's "ANGUS" echoes this time. "Angus,
Angus, Angus..."

12 LILY (CONT'D) 12
... is around here somewhere.

Lily and Parker reach solid ground.

13 LILY (CONT'D) 13
Probably down that really dark and
horrifying tunnel.

She points her suit light to a really dark and horrifying
TUNNEL.

14 PARKER 14
Oh, no!

Right then, a worm-like CAVE DWELLER #1 walks by.

15 CAVE DWELLER #1 15
<HUMMING>

The Dweller wears Angus's BEANIE. Parker spots it.

16 PARKER 16
HEY!

17 CAVE DWELLER #1 17
Gah!

18 PARKER 18
Where'd you get that beanie?

Scared, the Cave Dweller cowers, puts the hat on Parker's
head.

19 CAVE DWELLER #1 19
You want it, take it, it's yours, I
hate it.

20 PARKER 20
I don't want the beanie, I want the
Angus that wore the beanie.

21 CAVE DWELLER #1 21
Angus?

22 LILY 22
Big guy, beard, kinda goofy?

23 CAVE DWELLER #1 23
You mean the one from above, he of
heavy top and skinny legs.

24 PARKER 24
That's him! Awesome!

Parker and Lily start moving to find Angus until--

25 CAVE DWELLER #1 25
Your friend is lost forever.
Imprisoned by the Worm King, I'm
afraid. The Worm King takes all.

Joy escapes Parker.

26 PARKER 26
Looks like we got ahead of
ourselves on that "awesome."

We "undo" that hi-five and "awesome" by rewinding the moment
pre-celebration.

27 PARKER (CONT'D) 27
We gotta rescue Angus! We can't let
the Worm King take him!

28 CAVE DWELLER #1 28
Then it's an epic quest you seek.
For only the brave venture into...
the Tunnel of Turmoil!

Cave Dweller creates his own echo for dramatic effect.

29 CAVE DWELLER #1 (CONT'D) 29
Moil... Moil... Moil... Moil...
Moil...

Cave Dweller gestures to the scary tunnel, then backs out of
frame. Parker and Lily look hesitant.

30 CAVE DWELLER #1 (CONT'D) 30
You'll need supplies to survive.
Armor must be sought. Weapons
acquired. Goods obtained.
Otherwise, you'll have no chance
against the Worm King.

A massive LIST of random armor, weapons, and supplies appears
on screen next to the Cave Dweller and scrolls.

31 LILY 31
Farts. I left all that stuff at
home.

32 CAVE DWELLER #1 32
Fear not, quest seekers. For Old
Stinkhole has more than one hole.

Cave Dweller leads them to a SECOND TUNNEL with a sign above it that reads, "Quest Supplies."

33 CAVE DWELLER #1 (CONT'D) 33
You'll find everything you need in
there. Go hither and stock up for
your adventure.

Parker and Lily light up.

34 Woo-hoo! PARKER/LILY **34**

They race down into the tunnel.

35

CAVE DWELLER #1

35

Uh, tell them Cave Dweller #1 sent
you! If I refer five people I get a
free boomerang!

(Beat. Disappointed, to
himself)

They're not gonna tell 'em.

INT. QUEST SUPPLY TUNNEL - CONT.

Parker and Lily walk through a small grouping of TENT SHOPS that look straight out of a role playing video game (I.E. Skyrim).

There's "floating" names above each merchant shop that Parker and Lily pass, telling you what they sell. Like "Armor." "Blacksmith." "Potions." "Bow & Arrow Lady." "Health." "Jerky." A cave-dwelling WORM mans each booth.

IN ARMOR TENT:

Parker wears a suit of ARMOR while Lily bashes him with a SPIKED CLUB to test it out.

Parker pops out of the armor, totally unscathed.

36 PARKER 36
Woo-hoo! We'll take it!

The BLACKSMITH watches them, mortified, until Parker showers him with money.

IN THE POTION TENT:

A wide eyed Parker points to colorful potions for sale.

37 PARKER (CONT'D) 37
Uh, what's that one do?

38 CAVE DWELLER #2 38
That one makes you soft and, uh,
fluffy.

39 PARKER 39
Hmmm... okay, and that one?

40 CAVE DWELLER #2 40
The ability to float.

41 PARKER 41
Mhm, mhm...

Parker peers closely into another potion vile.

42 PARKER (CONT'D) 42
And that one?

43 CAVE DWELLER #2 43
Shape-shift into anything you want.

44 PARKER 44
Get outta here! Who wouldn't wanna
do all that!? I'll take all
threeeee.

Parker showers Cave Dweller #2 with money.

IN HEALTH TENT:

The Merchant talks with a studious Lily and Parker. The worm holds up various kinds of TURKEY LEGS to them.

45 MERCHANT 45
One more time. If for some reason
you get hurt, eat a small turkey
leg to restore your health. If it
looks like your days are numbered,
you, you're gonna wanna bring out
the Big Gobbler.

The Merchant holds up an ENORMOUS turkey leg.

46 PARKER/LILY 46
<GASP!> / Wow!

IN BLACKSMITH TENT:

<WHOOSH!> Parker whips around a SWORD bigger than his body.

47 PARKER 47
<GIGGLES!> Hyah!

Lily enters frame with an EVEN BIGGER SWORD that could probably take down a small elephant.

48 LILY 48
 <HAPPY EFFORTS> Look at me!

49

Hmph.

PARKER

49

Feeling upstaged, Parker leaves, then comes back dragging on an even BIGGER BIGGER SWORD.

50 LILY 50

<GASP!>

51 PARKER 51
<GRUNTING/PULLING EFFORTS>

After much effort, Parker successfully wields it in the air.

52 PARKER (CONT'D) 52
Hyah!

Parker accidentally swings the sword so hard that it tears a hole in the ceiling. He looks remorseful for a moment, then--

Parker showers the Blacksmith with money.

TITLE CARD: QUEST TIME!

53 COMPUTER GAME VOICE (V.O.) **53**

Ouest time!

INT. TUNNEL OF TURMOIL - CONT.

We hear the exhausted breathing of Parker and Lily.

54 PARKER/LILY 54
<HEAVY EXHALE> / Huff, huff, huff.

They trudge UP a hill, fully loaded down with supplies like pack mules. Like, way too many supplies.

55 PARKER 55
(exhausted)
I did not expect... this quest...
to have... so many hills.

56 LILY 56
Me, huff, either.

57 PARKER 57
We'll never... save Angus... at
this pace.

58 LILY 58
We've gone too far, huff, to turn
back now.

They look back. The TENTS with the merchant shops are barely
a stone's throw away. They've barely covered any ground.

59 LILY (CONT'D) 59
Farts.

60 PARKER 60
You thinking what I'm thinking?

CUT TO:

INT. QUEST SUPPLY TUNNEL - MOMENTS LATER

Cave Dweller #1 stares longingly at a sign above a booth that
reads, "FREE BOOMERANG! Only when you refer 5 people."

61 CAVE DWELLER #1 61
<DEEP SIGH>...

Just then, all of Parker and Lily's supplies come crashing
down on top of him!

62 CAVE DWELLER #1 (CONT'D) 62
<IMPACT GRUNT!>

INT. TUNNEL OF TURMOIL - CONT.

Parker and Lily (without gear) cruise up the hill while
eating TURKEY LEGS.

63 PARKER 63
Why did we get all those things
again?

64 LILY 64
I have no idea.

The ground levels out as they toss the bones of their turkey
legs behind them and pass through an iron GATE. The gate
<SLAMS> shut behind them.

The perspective shifts to that of a SIDE-SCROLLER VIDEO GAME.

A CAMERA PAN to the right shows "platforming" obstacles ahead
of Parker and Lily. Fireballs, rope swings, falling boulders,
etc. (Think underground level of Mario Bros or classic
Castlevania)

65 PARKER/LILY 65
<GASP!>

Back to Parker and Lily at the start of the "level." Neither like what they see in front of them.

66 LILY 66

Hm.

67 PARKER 67
Maybe we should head back and see
if we missed an "easier" tunnel.

68 LILY 68
Right behind you.

Parker and Lily go LEFT only to be stopped by the frame of the screen.

69 PARKER/LILY 69
Oof! / Agh!

70 PARKER 70
Hey! What's the deal?

They both <PUSH> with all they have...

71 PARKER/LILY 71
<GRUNTING/PUSHING EFFORTS>

Then, Parker morphs into a FIST to try to punch through the frame...

72 PARKER 72
<PUNCHING EFFORTS>

... But there's no going "screen left."

73 PARKER (CONT'D) 73
Looks like there's no going back.
We'll have to go this way if we're
gonna rescue Angus.

74 LILY 74
We can do it, Parker, I know we
can. All we have to do is be extra
careful and take our time.

Numbers suddenly appear at the top of the screen. It's a classic video game COUNTDOWN! 2:40, 2:39, 2:38...

75 PARKER/LILY **75**

Gah!

Time to panic.

76 PARKER 76
RUN FOR IT, LILY!

MONTAGE: PARKER AND LILY TACKLE THE SIDE-SCROLLER!

- Board driven set-piece of Parker and Lily racing through the level. They JUMP over precariously positioned PLATFORMS, dodging menacing obstacles. The countdown clock reminds us and them of the stakes.

77 PARKER/LILY 77
<LEAPING/ACTION EFFORTS!>

- Along the way, they collect floating charms as POWER-UPS. Parker sees one that looks like a stick of BUTTER. He goes in and eats it.

78 PARKER 78
Yum!

Suddenly, Parker turns YELLOW.

79 COMPUTER GAME VOICE (V.O.) 79
Extra Butter!

80 PARKER 80
Butter?

Parker's legs get so slippery and buttery that they jet him forward super fast!

81 PARKER (CONT'D) 81
Whooooaaaaa!

Parker blasts through the level, all the way to a scary looking CENTIPEDE obstacle.

82 COMPUTER GAME VOICE (V.O.) 82
Butter Ball!

Parker suddenly turns into a BUTTER BALL, bowling right through his centipede opponent.

83 PARKER 83
Cool!

Parker lands safely on another platform and continues racing through the level.

84 PARKER (CONT'D) 84
Weeeeeeeee!

Meanwhile, as Lily cheerfully chases Parker from behind, she suddenly sees something blocking his path!

85 LILY 85
Parker!

86 PARKER 86
Whooooaaaa--

Parker jumps on three and pays the price. He gets ZAPPED by the laser and disappears.

99 COMPUTER GAME VOICE (V.O.) **99**
You're toast!

100 LILY **100**

Parker!

Seconds later, a BLINKING PARKER drops from above.

101 PARKER 101
<FALLING SCREAM!>

Like a video game character getting a "new life." Parker appears back on the platform next to Lily... still blinking.

102 LILY 102
Are you okay!?

103 PARKER 103
(blinking)
I feel great! In fact, I feel
invincible, like I can take on any
and all--
(stops blinking)
Nope, it's gone. I feel normal.

Lily grabs Parker and times the jump through the laser perfectly.

104 PARKER (CONT'D) 104
We did it!

105 LILY 105
We sure did.

The two start running forward again when...

A bellowing is heard. A MINI-BOSS (a la "Bowser") appears.

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106                                MINI BOSS                                106
                                MWAHAHAHAHAHA!

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107	PARKER	107
	Who's this guy?	

108 LILY 108
I don't know, but he's blocking our
only way out. Looks like we'll have
to fight him--

The Mini Boss shoots flames at them. They duck.

109	PARKER	109
	Fight him? We don't have time.	
	Look!	

Parker points to the countdown clock. Reads 1:07.

110 LILY 110
Maybe when that timer gets to zero,
a good thing will happen, and not a
bad thing.

111 PARKER 111
Ah, it's always a bad thing, Lily!
Always!

Lily waves down the Mini Boss.

112 LILY 112
Excuse me. Hi. Do you know what
happens when the time runs out?

She points to the TIMER.

113 MINI BOSS 113
It means my double fudge brownies
are done baking.

The Mini Boss blinks at them innocently.

114 LILY 114
See, Parker. It's not bad.

115 MINI BOSS 115
Kidding. You and everything in here
will be blowed up. Mwah, mwah,
mwah!

:41 seconds left!

116 PARKER 116
Poor, Angus! I let him down.
<CRIES!> Twice! <SNIFFLES!> First
down Old Stinkhole. Then when I
couldn't get him OUT of Old
Stinkhole. If only I would have
kept those awesome potions, I
would've been able to turn into
something cool and just float over
this jerkbutt door-blocker.

117 LILY 117
Parker, I think we overlooked a
solution that's been right in front
of our eyes this entire time.

118 PARKER 118
<GASPS!> You're right, Lily! We can
bribe him with this delicious
turkey leg I kept!

Parker pulls out one of the TURKEY LEGS.

119 LILY 119
I was thinking of something else.

120 PARKER 120
Better than the turkey leg??

INT. SIDE-SCROLLER DUNGEON - FINAL PLATFORM - MOMENTS LATER

Parker simply FLOATS over the Mini Boss carrying Lily. The Mini Boss jumps up, trying to grab the two, but it's futile.

121 PARKER 121
Yup, way better than the turkey leg idea.

122 MINI BOSS 122
COME DOWN HERE! YOU CAN'T DO THAT!
YOU'RE SUPPOSED TO FIGHT ME!

123 PARKER 123
Sorry, mister. No time.

Parker and Lily float out of the room just as the timer reaches 0. The Mini Boss, now stuck in his own trap, tries to keep the frame of the side scroller from crushing him.

124 MINI BOSS 124
THIS NOT GOOD!

INT. WORM KING LAIR - CONT.

125 PARKER 125
Boy, did I waste a lot of money on potions.

We hear a huge <EXPLOSION> as Parker and Lily land safely in the next dungeon. A MEAT CHUNK from the previous room hits Parker in the face.

An ominous CHANT fills the room...

126 WORM SOLDIER WALLA (O.S.) 126
(chanting)
The Worm King takes all!

Parker and Lily follow a tunnel into a lair filled with hooded WORM SOLDIERS. They look like they're preparing for some kind of ceremony.

127 WORM SOLDIER WALLA (CONT'D) 127
(chanting)
The Worm King takes all! The Worm King takes all!

Parker and lily sneak up on two of them.

128 PARKER 128
Where's my best bud, Angus!?

129 WORM SOLDIER #1 129
Do you not understand the chant?
The Worm King takes all. That
includes your best bud.

130 WORM SOLDIER #2 130
And now it includes both of you.

The worm soldiers close in on Parker and Lily. The ARMY of
WORMS continue the chant.

131 WORM SOLDIER WALLA 131
(chanting)
The Worm King takes all! The Worm
King takes all!

132 PARKER/LILY 132
<NERVOUS/SHUDDERING EFFORTS>

133 WORM KING (O.S.) 133
ENOUGH!

The chant stops. The WORM KING, in silhouette, rises into the
air until we realize he's on a Dune sandworm rip-off!

134 WORM SOLDIER WALLA 134
(chanting)
The Worm King takes all!

135 WORM KING 135
I'll handle these two myself.

136 WORM SOLDIER #1 136
Yes, Worm King. No worries.

137 PARKER 137
Mr. Worm King, sir. All I want is
my friend Angus back. I'll do
anything to make that happen. I'll
even take his place. You can have
me instead.

138 WORM KING 138
I'm afraid you're too late. There
is NO Angus.

139 PARKER 139
What!? NO!

140 WORM KING 140
For he is now... THE WORM KING!

Worm King emerges from the shadow - It's Angus! He looks
crazy-town in a wormy HEAD DRESS and GRASS SKIRT.

141 PARKER 141
ANGUS!? You're the Worm King? But
we came to rescue you FROM the Worm
King!?

142 WORM KING 142
It is YOU who needs rescuing. For
the Worm King takes all!

143 WORM SOLDIER WALLA 143
(chanting)
The Worm King takes all! The Worm
King takes all! The Worm King takes
all!

144 LILY 144
We gotta run, Parker!

145 PARKER 145
No! We can't leave, Angus!

146 LILY 146
Parker, Angus is the Worm King!

147 PARKER 147
I know! I'm so confused!

Lily grabs Parker and drags him off.

148 LILY/PARKER 148
<SCREAMING!>

Suddenly, the format changes to a viewed-from-behind/third
person shooting gallery video game look, like *Cabal* (1988):
Parker and Lily run while dodging Angus's sandworm attacks.

149 WORM KING 149
<ATTACK EFFORT!>

They run back through the MARKET, the Worm Soldier Army
barreling in at Parker and Lily.

150 WORM SOLDIER WALLA 150
<SCREAMING!>

Chaos ensues, causing Cave Dweller #1 to soar up into the
sky... only to plummet right back down.

151 CAVE DWELLER #1 151
<FALLING SCREAM!> Oof!

A lone FREE BOOMERANG falls and hits him in the head.

152 CAVE DWELLER #1 (CONT'D) 152
Finally!

At last, Parker and Lily reach the Stinkhole's exit. Lily spots a large GAP up ahead with a ROPE swinging over it.

153 LILY 153
This way, Parker!

Parker and Lily race to the rope and use it to safely swing across the gap. As they do, Parker looks back at Angus on his worm, tears in the little cloud's eyes.

154 PARKER 154
Goodbye, old friend.

Just then, Angus jabs the worm right into the eyes. It bucks Angus off and <GROANS>!

155 Whoaaa! ANGUS **155**

He hits the ground. Parker and Lily stare at him from across the gap, the rope still in their hands. Angus looks up at them, looking sane again.

156 ANGUS (CONT'D) 156
 (whispers)
Did they fall for it?

157 PARKER 157
Huh? Fall for what?

158 ANGUS 158
That stupid Worm King hooey I was
yapping about.

159 PARKER 159
Wait, so you're not the Worm King?

160	ANGUS	160
	No! Those worms were gonna eat ol' Angus for dinner, so I pretended I was their leader to save my hide! Now throw me that rope!	

161 LILY 161
 Hmm. How do we know you're telling
 us the truth?

162		ANGUS	162
	Why would I make that up!?		

163 PARKER 163
Sounds like something the Worm King
would make up.

164 LILY **164**

Exactly.

165 ANGUS 165
I'm not making it up! There is no
Worm King! That's what I'm trying
to tell you!

166 PARKER 166
Or is the Worm King trying to tell
me?

The Worm Army approaches. Getting louder...

167 WORM SOLDIER WALLA 167
(chanting)
The Worm King takes all!

168 ANGUS 168
Please, just throw me the rope!

169 PARKER 169
<TSKING> Not so fast, Worm King. If
you're the real Angus, then tell me
something only Angus would know.

170 ANGUS 170
You dropped me down Old Stinkhole,
Parker.

171 PARKER 171
Yup. That's Angus.

Parker throws Angus the rope, and the big guy swings across
to them. The three reach the exit.

TITLE CARD: LOADING...

EXT. OLD STINKHOLE - CONT.

Angus catches his breath on solid ground.

172 ANGUS 172
Oh, sweet, sweet, fresh air.

173 PARKER 173
We did it, Lily! We rescued Angus!

174 LILY 174
We sure did, Parker.

The two hi-five and accidentally bump Angus back into the
Stinkhole.

175 ANGUS 175
Pa-Pa-Pa-Parkeeeeerrrr!

Oops. Parker and Lily stare down the hole.

176 LILY 176
Ready for another epic quest?

177 PARKER 177
You know it, Lily.

Excited, Parker and Lily jump into the hole, Parker's voice
echoing.

178 PARKER (O.S.) (CONT'D) 178
But first we'll need supplies!

TITLE CARD: GAME OVER

THE END.