

NICKELODEON

WONDER PARK

"CREEPY CASTLE"

AMUS 004

Written by

Megan Atkinson

Conformed Script: 03/29/19

EXT. ESTABLISHING - KNIGHTS LANDING CASTLE - NIGHT

A LIGHT flickers in one window.

INT. KNIGHTS LANDING CASTLE - GREAT HALL - NIGHT

CLOSE ON JUNE, a flashlight shining under her chin.

1 JUNE (PRE-LAP O.S.) 1
But when the ride car came back...
it was EMPTY!

An EMPTY RIDE CAR rolls out of the dark (by WONDER CHIMPS).

1A MASCOTS (MINUS GRETA) 1B GRETA
<SHUDDERS and YELPS> <YAWN>

REVEAL the MASCOTS watching wide-eyed from pillow
forts/sleeping bags - a slumber party in progress. They all
JUMP/SHUDDER at the trick...Everyone that is, except Greta.

1C The Mascots <pant> after the scare. 1C

2 JUNE 2
(to Greta)
Seriously?! My best ghost story
didn't scare you? It even had a
prop...

June points to the empty ride car. PEANUT pops up!

2A MASCOTS (MINUS GRETA) 2B JUNE
AH! AH! PEANUT!

3 PEANUT 3
That's me! Vroom vroom vroom.

Peanut pretends to drive as Wonder Chimps push the car away.

4 GRETA 4
Ha! Look at you guys jump! Not me.
Nothing can scare me.

5 JUNE 5
Really... well challenge accepted!

6 MASCOTS 6
Huh?

7 JUNE 7
Oh, right! I should probably
explain why I brought you all here
on this dark and creepy night.

8 BOOMER 8
It wasn't just for a slumber party
with delicious snacks?

Boomer takes CARROT STICKS from a passing WONDER CHIMP
(MUFFIN TOP).

9 JUNE 9
I was trying to set the mood for my
big announcement: What does every
great amusement park have that
Wonderland doesn't?

10 STEVE 10
Uh, technically we've never been to
another amusement park so none of
us are qualified to answer that--

11 JUNE 11
A HAUNTED HOUSE!

12 MASCOTS (MINUS GRETA) 12
AH! (then, excited) Oh...

13 JUNE 13
So we're gonna build one tonight.
Right here in this castle. Which
will now be called... *Creepy*
Castle...

14 GRETA 14
One more thing that won't scare me.

15 JUNE 15
And that's exactly why you are
going to be our ride tester. If we
can scare you, we can scare
anybody.

16 GRETA 16
Bring it! I'll get out of here so
you guys can build it. I still
gotta get the rest of my steps in
anyway.
(as she leaves)
Nine thousand eighty two, nine
thousand eighty three...

Greta exits.

21 JUNE 21
Alright guys! You ready to creep up
this castle?!

22 MASCOTS (MINUS GRETA) 22
<everyone cheers>

23 JUNE 23
We're so gonna scare the HORK out
of Greta!

INT. KNIGHTS LANDING CASTLE - GREAT HALL - LATER

<Beep> - June turns on her TABLET. They're gathered at a
table. June <POUNDS> her stylus like a gavel.

24 JUNE 24
Brainstorm is in session. To make
this ride scare-tastic we need some
truly terrifying ideas. Don't hold
back. Greatest fears. Go.

25 BOOMER 25
(hand shoots into air)
Oh! Oh! Pick me! Pick me!

26 JUNE 26
I like your enthusiasm, Boomer!
Whatchu got?

27 BOOMER 27
(freezes under pressure)
Uh... Oh, I'm so on the spot. Uh,
come back to me.

28 JUNE 28
Okay. No pressure. Who else?

Boomer's hand shoots in the air again. <oooh ooh>

29 JUNE (CONT'D) 29
Ummm... Boomer?

30 BOOMER 30
Is this gonna be on the test?

31 JUNE 31
You know what, we're just gonna
come back to you, 'kay buddy?

32 BOOMER 32
That sounds best.

33 COOPERTINA 33
We got some fears for ya...

34A/B COOP / GUS (ALTERNATING) 34A/B
Vampires. / Frankensteins. /
Werewolves. / Frankenwolves. /
Zombies. / Frankenzombies. Really
anything thing with the name
"Frank". Met a Frank once. Dude was
terrifying.

35 JUNE 35
Oookay. I'm gonna put you guys
down for "Monsters".

Steve steps up, telling the tale like grizzled fisherman:

37 STEVE 37
You kids can have your monsters.
*There's only one place in this park
that scares Safety Steve... and
it's right here in this castle.*

<LIGHTNING> crashes. REVEAL it's MOOD LIGHTNING flickering
with bright FIREWORKS coming from his mouth.

37A WONDER CHIMP (MOOD LIGHTNING) 37A
Weee!

38 STEVE 38
Thanks for the atmosphere, Mood
Lightning. As I was tale-ing, *deep
in the bowels of this Medieval
structure lies a dungeon... that
hasn't been safety inspected!!!*
(looking expectantly at Mood)
Nothing... well. It's haunted so
I'm afraid to go down there. Might
also be a mouse.

39 GUS 39
A Frankenmouse?!

40 JUNE 40
(ignoring Gus)
A DUNGEON! Perfect!

June slowly turns back to Boomer.

41 BOOMER 41
I've been thinking long and hard
about all of this... and I'm gonna
go with: D. All of the above. Final
answer.

42 JUNE 42
So... you're afraid of what
everyone else just said?

43 BOOMER 43
What? No. I'm afraid of the dark.
Everyone <facepalms>. Mood Lightning sparks.

44 JUNE 44
This is great! A dark room! A
dungeon room! And a Mon...
(catches self)
Frankenmonster Room!

45 COOPERTINA 45
June, you never told us what you're
scared of.

46 JUNE 46
My biggest fear is making a bad
ride. Which is why Creepy Castle is
going to be the scariest ride of
ALL TIME! <MANIACAL LAUGH>

<LIGHTNING!> makes everyone jump!
Mood Lightning strikes again.

47A WONDER CHIMP (MOOD LIGHTNING) 47A
Weeeee!

June and Mood exchange thumbs up as he spews fireworks.

INT. (CREEPY) CASTLE - VARIOUS - NIGHT

CONSTRUCTION MONTAGE:

- Gus studies BLUEPRINTS. Coop pops up and turns them 180 degrees. June pops up and turns them another 90. They all nod in comprehension.
- June and Wonder Chimps pull COTTON CANDY off the CONE and stretch it into SPIDERWEBS to dress the castle. She notices a Chimp stuck in the web.
- June and Coop lay ride track through the DUNGEON as Steve follows inspects it. Suddenly, Gus pops out dressed like a ghost.

47B STEVE 47B
<Counting walla>

47C GUS 47C
<ghost sounds> I'm a ghost!

Steve <yelps>.

- June is in a room with Boomer. She turns the lights off. DARKNESS. She turns the lights back on. Boomer is gone. She looks up, Boomer is cowering, clinging to the ceiling. They give each other a THUMBS UP.

47D BOOMER 47D
<scared walla> <sigh>

INT. CREEPY CASTLE - GREAT HALL - NIGHT

The group gathers. The place looks transformed.

48 JUNE 48
SCARETACULAR work everyone! Now we just need to figure out how to make our Frankenmonsters--

49 PEANUT (O.S.) 49
Leave that to ME!

They all turn to a SUIT OF ARMOR. The VISOR raises REVEALING Peanut inside.

50 PEANUT (CONT'D) 50
I shall return with FrankenChimps of the spookiest variety! Pronto!

The visor shuts and the suit of armor slowly tips forward, <SMASH!> breaking apart as it hits the ground. Peanut is no longer there.

52 PEANUT (CONT'D) 52
Done!

Peanut is back.

53 JUNE 53
Really? You made all the FrankenChimps already?

54 GUS 54
Where?! Cuz I'm freaking out?!

55 PEANUT 55
Ah-ah. No spoilers. They're already in their places on the ride.

63 GRETA 63
Nice intro. Not scary. But it sets
the mood.

June smiles and taps the seat next to her.

64 JUNE 64
You're riding next to me. I want a
front row to see every hair stand
up on your snout.

65 GRETA 65
Uh it's called a hog-stache, June.
And it doesn't stand up for just
anything.

The Creep Car begins descending to the Dungeon.

66 STEVE 66
We'll see about that... My room is
coming up first!

66A JUNE 66A
Did you see the lever move by
itself? Spooky huh?

66B GRETA 66B
It's not spooky if you have to
point it out June.

INT. CREEPY CASTLE - DUNGEON - CONTINUOUS

The Creep Car emerges into the BRIGHTLY LIT Dungeon.

67 STEVE 67
Behold: The Dungeon!

The Creep Car rolls slowly past the empty cages. It's so
quiet you can hear the wheels <creak>.

68 GRETA 68
Are these spiderwebs made of cotton
candy?

She pulls at some and starts eating it.

69 GRETA (CONT'D) 69
Your dungeon ain't scary, but it
sure is tasty.

70 STEVE 70
No. It IS scary. There's a very
real chance that this dungeon is
haunted. Or it's a mouse.

A TINY MOUSE skitters out of hole and waves at them. Steve
slumps.

70A MOUSE 70A
Hey I'm a mouse. I love what you've
done with the place.

71 STEVE 71
Well, that solves that.

71A GRETA 71A
So far, so not scary.

72 JUNE 72
Well, wait for our scare in the
next room, it's... the *dark*.

We track the Creep Car as it leaves the room and enters...

INT. CREEPY CASTLE - DARK ROOM - CONTINUOUS

A pitch black room. No one can see, but the groups' EYES are
visible, darting around as they travel through.

74 JUNE 74
So scary...

74A GRETA 74A
I ain't afraid of no dark!

Long beat of the creep car's wheels <squeaking> until...

75 BOOMER (PRE-LAP O.S.) 75
<LOUD SNORE>.

They pull out of the darkness to reveal Boomer has fallen
asleep. Greta notices June deflates a bit. Greta tries to
make her feel better:

77 BOOMER (CONT'D) 77
(snorting awake)
<SNORT> Aw shucks! What did I miss?!

78 STEVE 78
I thought you were afraid of the
dark. How did you fall asleep?

79 BOOMER 79
Falling asleep IS why I'm afraid of
the dark. I have a fear of missing
out. Gus says I have a terrible
case of the FOMO.

80 GUS 80
He's got the FOMO!

81 COOPERTINA 81
Don't sweat it, June. We saved the
best for last.

INT. CREEPY CASTLE - BALLROOM - CONTINUOUS

The group sees LARGE MONSTER SHADOWS looming ahead.

82 COOPERTINA 82
Monsters!

83 GUS 83
FRANKENmonsters!

84 JUNE 84
Wow! Looks like Peanut really
brought his "S"-game.
(nudging Greta)
"S" is for "scare".

85 GRETA 85
Can't go wrong with...

REVEAL the shadows are being cast by TINY, ADORABLE
FRANKENMONSTER WONDER CHIMPS.

86 GRETA (CONT'D) 86
(confused)
...monsters?

86A WONDER CHIMP (MONSTERS) 86A
<cute "spooky" walla>

The ballroom is full of adorable "FRANKEN CHIMPS" - they are
VAMPIRES, WEREWOLVES, ZOMBIES, MUMMIES etc. But their body
parts are mixed. (For example, WEREWOLF HEAD on MUMMY BODY.)

They are doing adorable stuff as well: having a tea party,
dancing, playing instruments etc. It's very not scary.

97 GRETA 97
 That's a little harsh, Steve.

98 STEVE 98
 I meant your effort to console
 June. Not the ride.

The ride comes to a stop. Everyone tries to pull up on the safety bar... but it's stuck. Everyone is <jiggling> it.

99 BOOMER 99
 Uh, the safety bar's stuck.

100 STEVE 100
 That's odd. I inspected them. And
 reinspected them. And then three-
 inspected them.

Everyone starts <jiggling> harder.

101 JUNE 101
 (struggling to lift bar)
 Calm down guys. I'm sure... Wait a
 sec. Gus, Coop, is this some sort
 of prank?

102 GUS 102
 (panicked)
 What?! Are you crazy? I don't wanna
 do another loop and see Frank
 again!

103 GRETA 103
 Why don't we just call someone to
 come down and fix this.

104 JUNE 104
 Cuz... there's no one to call.
 We're all here. Stuck.

Suddenly the <LIGHTNING CRASHES> and the lights go out. The room is only lit by (fake) FLICKERING CANDLE LIGHT.

105 GRETA 105
 What's happening...?

106 JUNE 106
 I don't knooooOOOOW!!! AH!

Suddenly the Creep Car shoots backwards, back into the ride. Everyone <SCREAMS>.

116 GUS 116
No! Never mention that name again!
Just stop!

<THUNK> The Creep Car suddenly stops.
They hear <VERY HEAVY, LABORED BREATHING>.

119 STEVE 119
Is it just me, or is the dark
scarier if you are not moving?

120 GUS 120
I wanna move again!

122 GRETA 122
Boomer, seriously, how can you
sleep through this?

123 BOOMER 123
I can't. This is terrifying.
(happily)
Hey! I'm not missing out!

124 JUNE 124
If that's not Boomer, then who...

Suddenly ANOTHER PAIR OF EYES appears. And ANOTHER. And
SEVERAL MORE...

125 BOOMER 125
I wanna miss out! I wanna miss out!

The Creep Car lurches into motion and they careen backwards
into the...

INT. DUNGEON - CONTINUOUS

The Dungeon is lit with STROBE LIGHTING. As the Creep Car
passes by the formerly empty cages, the FrankenChimps now
fill them. They pop up at them in "jump scares". Everyone
<screams and reacts>.

125A WONDER CHIMP (MONSTERS) 125A
<walla>

VAMPIRE FRANKENCHIMPS flutter past them. Mummy Franken Chimps
drag <LOUD CHAINS>. It's intense.

126 STEVE 126
It's haunted! Everything is SO
HAUNTED!

145

WONDER CHIMP (FRANK) (V.O.)
(whispered)
My name is Frank.

145

END EPISODE