

SPARKY'S

Written by

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EXT. ROLLER COASTER - DAY

DATE: NOVEMBER 7th, 2003

CLOSE UP on a set of rollercoaster tracks that fall into a dark underground cave. Echoes of CLANKING metal and joyful SCREAMS and LAUGHTER from the underground tunnel as the CART rolls down the tracks. Cheerful BANTER is heard from behind as excited riders wait their turn.

CLINK! CLUNK- CLUNK- CLUNK- The cart is slowly hoisted up by chain from the underground as the cart rolls into broad daylight. The joyful LAUGHTER shifts to SHOCK... then, blood curdling SCREAMS and patrons THROWING UP.

BYSTANDER

Oh dear god! Somebody call 911!

INT. NEWS STATION - DAY

Several shots of news footage from a CRT TV are interlaced with reports from NEWS ANCHORS as the TV cuts between channels sporadically. Each shifting channel followed with the CLINK of a CRT television.

NEWSCASTER #1

Breaking News! Tragedy has struck Sherwood today!

NEWSCASTER #2

Resident parkgoers were in for the shock of a lifetime when a front passenger of "The Iron Claw" was found severely maimed.

NEWSCASTER #3

The victim in question is 11 year old Amelia Dalton, a young loving sister to Mar-

EXT. AMUSEMENT PARK - DAY

CLINK! The NEWSCASTERS are interviewing various WITNESSES and POLICE. The channel changes with each interview.

POLICE OFFICER

We're just trying to rule out all possibilities: Accidents like these just don't happen often.

WITNESS #1

Shit... I always knew something
felt wrong about that ride...

WITNESS #2

If that was my daughter, I'd sue
this whole damn city!

WITNESS #3

It was... appalling! Her head was
gone! Gone!!!

EXT. AMUSEMENT PARK - DAY

CLINK! A helicopter view of Sparky's Amusement Park as the
Newscaster comments behind the footage.

NEWSCASTER #1

As Amelia's family grieves,
residents cry out for answers.
Sparky's Entertainment LLC refusing
to comment.

OVER BLACK:

SUPER: SPARKY'S

SUPER: "20 YEARS LATER"

EXT. SPARKY'S MAIN SQUARE - DAY

Park residents merrily walk through the main square in the
center of Sparky's Amusement Park. The park is a local
favorite, adorned with vibrant, cartoonish buildings in an
old-fashion late 1920's style. A pre-recorded message from
SPARKY, an anthropomorphic mascot cat, echoes across the
park's intercom:

INTERCOM (O.S.)

Welcome to Sparky's Amusement Park!
It's your favorite kitty, Sparky,
reminding you to stay safe, drink
plenty of water, and have fun! I
can't wait to be your friend too!

A group of 3 young adults; ANGIE (21 Years), MARISSA (22
Years) and LLOYD (24 Years) walk beside one another, smiling
ear to ear. Lloyd is holding Marissa's hand as they walk.

ANGIE

Oh my gosh, oh my gosh, we're actually here!!!

MARISSA

Bitch, it's your 21st birthday and we're not going all out for you?!

Angie takes a deep breath, holding back the tears as she hugs Marissa tightly.

ANGIE

Thank you soooo muuuuchh Marissa!!!

MARISSA

You can thank my Baby, he's the one that planned all this!

LLOYD

Aww Sweetie.

Marissa and Lloyd embrace each other and peck lips.

MARISSA

Lloyd's best friend works here! Got in practically free!

LLOYD

You can thank Marc later over a birthday shot!

Angie chuckles and lightly punches Lloyd's shoulder.

ANGIE

Alright, bet!

EXT. CENTRAL MONUMENT - DAY

The three of them walks past the main square to the central monument at Sparky's: a massive cast iron statue of Sparky. The figure has an oversized head and a large, toothy grin. Its comically oversized eyes seemingly stare at the group as they walk closer.

A SPARKY MASCOT is perched behind an adjacent photobooth, waving at the parkgoers as they seemingly ignore him. The costume features Sparky wearing denim pants and a polo shirt, with large perky ears and a friendly smile.

The mascot looks over to the three of them, gesturing them to come closer.

LLOYD
Beb! Come here!

Marissa laughs as Lloyd pulls her to the Mascot. It holds its cartoonish hand out in an iconic pose, as Lloyd pulls his SMARTPHONE out to take a selfie. Angie CHUCKLES from a distance as she watches them make goofy faces.

MARISSA
What are you waiting for?! Come on!

Angie rolls her eyes as she runs over. Lloyd quickly huddles Angie into frame as they all hold a toothy grin.

LLOYD
Say Sparky!

Sparkyyyyy! MARISSA Sparkyyyyy! ANGIE

CLICK! A PHOTO of Angie, Lloyd and Marissa all sharing a goofy grin with the Sparky Mascot flashes on screen. Lloyd opens the photo and Angie LAUGHS.

MARISSA (CONT'D)
Well come on then, let's go!

Marissa grabs Angie by the wrist as they both giggle, running deeper into the park. Lloyd chuckles, locking his smartphone and sticking it in his pocket.

MONTAGE:

- The group are all packed into a spinning tea cup. Marissa grabs the cup and spins it too fast.
- Angie throws a few baseballs at a carnival stand and misses the clown pins. Marissa and Lloyd poke fun at her.
- Marissa and Lloyd share a big ice cream dish, feeding each other with their spoons. Angie takes pictures of them.
- Angie and Marissa ride a rollercoaster in the cart in front of Lloyd, screaming and laughing together.
- The three of them are buying souvenirs. Lloyd sneaks up on Marissa and scares her while wearing a gorilla mask.

EXT. SPARK PARK - DAY

Angie, Marissa and Lloyd are laughing as they walk out of the park's newest ride "Cat Attack!" The daylight is beginning to fade as the park nearly closes.

ANGIE

Oh my gosh!!! The animatronics were so lifelike! A- And those special effects! How did they do that?!

MARISSA

And that one part where the animatronic leaps over the coaster?! That was crazy!

ANGIE

I know! Oh, and the lights-

As Angie and Marissa gush over the coaster, Lloyd looks over to see the Sparky Mascot walking behind an employee only door.

MARISSA

So much fun! What a great ride to end the day.

LLOYD

Not quite... I've got one more surprise up my sleeve!

MARISSA

Oh? Do tell Mister Sly Guy?

Lloyd pulls a MAP of the park from his pocket: except it wasn't for park residents, but for the employees. He flips it open with red lines marked across various hallways.

LLOYD

Marcus said he'd be in the breakroom around this hour. He wanted to give us a behind the scenes tour before we left, said there was something "really cool" we should see!

ANGIE

Oh my gosh, are you serious?!

LLOYD

Yeah, pretty awesome, I know.

Angie rushes in to give Lloyd a hug.

ANGIE

You're the best Lloyd.

The two hold one-another in an extended embrace. Lloyd reaches in his pocket again to pull out an EMPLOYEE GUEST LANYARD. He wraps the lanyard around his neck.

LLOYD
Well, you gals ready?

Marissa and Angie look at one another, smiles up to their ears. Lloyd taps the badge on the keycard reader, opening the employee only door. The three of them step inside.

INT. EMPLOYEE HALLWAYS - NIGHT

Lloyd, Marissa and Angie exhaustedly walk down the seemingly endless halls. Their sluggish steps protest every inch forward. Lloyd is frustratingly holding the map, twisting and turning it in every direction.

MARISSA
Babe... When are we gonna get there?

LLOYD
I don't know! I swear I took that last left-

MARISSA
Oh come on! Just admit we're lost!

LLOYD
I know what I'm doing, okay?!

ANGIE
Isn't this place oddly... empty?

The three of them pause to look around: the halls are dead silent. Steel doors stretch for what feels like an eternity. Lloyd shoves and hits one of the doors. It won't budge.

MARISSA
Just call Marc already, will ya?

Lloyd begrudgingly pulls out his phone, noticing there's no signal.

LLOYD
Ahhh shit... no signal.

Marissa swipes Lloyd's phone, dialing a number and trying to call. She gets frustrated and locks the phone, walking further up ahead. She slams her fist on a steel door.

MARISSA
(yelling)
Hello?! Is anyone there?! Can somebody help us, please?!

BEEEEEP!!! A pair of steel double doors slowly creeps open. The three of them look out at the park before them.

MARISSA (CONT'D)
Ask and you shall receive.

Marissa confidently walks out. Angie and Lloyd follow.

EXT. WEST SIDE ENTRANCE - NIGHT

As all three stand in the dimly lit park sidewalk, the steel doors slowly close behind them. This section of the park has grass and weeds sprouting through cracks on the sidewalk, trees bend by the weight of their untrimmed branches, dust and dirt muddy up the decrepit buildings. Behind them is an entrance, blocked off by a concrete wall.

Angie walks back towards a dusty placard affixed to the closed steel double doors. She wipes the placard, it says:

"WEST SIDE - EMPLOYEE ONLY"

ANGIE
This place is filthy...

LLOYD
Lazy janitors getting paid too much apparently.

MARISSA
Lloyd, I love you, but right now you are so insufferable!

LLOYD
What?!

Marissa swipes the map from Lloyd's hands, walking towards the placard. She combs through the map with intense focus.

MARISSA
Let's see... Western... Western...
Yep, nothing. We're lost. Great job Lloyd.

Marissa shoves the map back in Lloyds hands, walking away.

LLOYD
Where are you going?!

MARISSA (O.S.)
Fixing this mess!

Lloyd SIGHS as he places his hand on the bridge of his nose.

ANGIE

You think this is what Marc wanted
to show us?

LLOYD

sigh Let's hope so...

EXT. WEST SIDE PARK - NIGHT

MARISSA

Hey! Anyone here, helloooo?! We're
trying to leave!

As Marissa walks up ahead yelling across the park, Lloyd
pulls out his phone next to Angie.

ANGIE

Anything from Marc?

LLOYD

Nope. Still no signal...

Amongst the numerous abandoned buildings: fair games with
decomposing stuffed animals, food stands turned over and
broken into, restaurants with smashed windows and no lights
on. The sector seemingly abandoned to time.

ANGIE

What even is this place?

LLOYD

I don't know... Marc was obsessed
with scary theme park stories.
Thought Sparky's had some kind of
"secret" they tried to cover up
years ago. Never quite knew why.

MUSIC echoes from a distance, playing from speakers outside
The Iron Claw at the end of the park. The ride is still in
impeccable shape.

ANGIE

Seems he was right though.

The three of them approach the ride, intimidated by its
massive stature. This underground ride spirals like a steel
serpent, its tracks running through numerous underground
tunnels that open up to the surface. A HUMMING electronic
sign out front reads:

"ESTIMATED WAIT TIME: 5 MINUTES"

BZZZZ- The intercom interrupts the MUSIC. MARCUS's (Mid 30's) VOICE can be heard over the speakers. His vocal patterns are slightly distorted and unnatural sounding.

MARCUS

Hi guys! S- So glad you cou- uld
make it! Yo- you like my surpr-
prise? Come o- on in!

MARISSA

Hell of a surprise.

Marissa walks into the line, as Lloyd and Angie follow suit.

INT. THE IRON CLAW LINE - NIGHT

As the group walks through the steel interior line, sets of aged CRT TVs play an ADVERT on repeat.

LLOYD

Pff, man that brings me back to my
childhood... all those "extreme"
commercials from the early 2000's.

ANGIE

Yeah... Does this place feel
familiar to you?

LLOYD

You know... now that you mention
it, kind of. I think I saw that
commercial on TV once.

ANGIE

Yeah... Me too.

EXT. THE IRON CLAW COASTER - NIGHT

As the group finally walk through the line, they approach a hydraulic gate behind the rollercoaster entrance.

CLANK! CHINK CHINK CHINK- The roller coaster spontaneously operates, a set of carts roll up from the underground tunnel. Their steel bodies showing slight signs of rust and wear. As the carts pulls into place, the hydraulic gates open.

MARCUS

H- hop on in, it's a b- blast!

The lap bars slowly raise on the carts, beckoning the three to enter. They share a tepid stare.

Marissa starts to move into the front seat of the coaster.
Lloyd checks his phone, still no signal.

MARCUS (CONT'D)
Thi- is is the firs- st part of the
tour! Ho- Ho- Hop in!

Angie and Lloyd look at each other, hesitant to step in.

MARISSA
Oh come on guys! You heard Marc,
Let's go!

Angie and Lloyd hesitantly step into the cart behind Marissa,
as gears and pistons WHIR and HISS all around them. As they
settle in-

WHAM! The lap bars slam on them quickly, affixing them to the
seats.

MARCUS
Ha- Have Fun Kids!-

SCREAMS from Marcus howl from the speakers, as CRACKLING and
STATIC distort the screams further. SNAP! BREAK! SMASH!
Marcus CRIES in pain! CLICK- The electricity dies. Silence.

CLINK! The roller coaster unlocks, it begins to roll down the
tracks slowly. Suddenly, it falls into the tunnels.

INT. IRON CLAW TUNNELS - NIGHT

Small emergency lights affixed to the ceiling of the tunnels
flash as the coaster rolls through. As the coaster bends and
weaves, the flashes of light reveal a fork in the tracks: One
fork heads right, heading upwards, while the other falls down
sharply.

A green light flashes above the right entry point: Suddenly-
CLINK! The light changes to a red flashing light above the
left side. The coaster rolls past the right fork, picking up
momentum as it glides through the tunnel.

Faster and faster, the cart begins rolling too fast! The cart
becomes unstable, shaking and vibrating- SNAP! The cart leans
to the left, a GRINDING sound and sparks fly from the back of
the coaster. The group are all desperately SCREAMING.

In the approaching distance, a cement wall with a YELLOW
CONSTRUCTION SIGN sits at the bottom of the roller coaster.
The group ducks for dear life as the coaster SMASHES into the
wall!

INT. UNDERGROUND HALLWAY - NIGHT

Dust. Debris. COUGHING. A thick layer of concrete dust spirals around the room. The coaster is in shambles, but so are Angie, Lloyd and Marissa.

ANGIE

Guys... Guys! Ow-

Angie grips her chest- a sharp pain on her left rib! She tries to breathe, WINCING as she hobbles over to the coaster.

The coaster is embedded in concrete, its nose buried under rubble. The seats lean at a 90 degree angle clockwise, the cart completely dislocated from its tracks. The roller coaster carts are lodged into the rubble at the entrance above them. There is no way out.

Angie scurries her pockets, grabbing her CELLPHONE and shining a light around the dim room. Marissa and Lloyd are both laid out on the floor unconscious.

ANGIE (CONT'D)

Oh shit... shit, shit, Marissa,
Lloyd?! Oh my god...

Angie places her ear on Marissa's chest- A heartbeat. Breathing. She sighs in relief. She hears WINCING as Lloyd wakes up.

LLOYD

Ow- Angie? *gasp* Marissa!

Lloyd crawls over to Marissa, as he holds her head.

LLOYD (CONT'D)

Baby! No no no...

ANGIE

Lloyd, she's okay, she's still
breathing.

Lloyd cries as he hugs Marissa. Angie stands up, WINCING a little as she looks across the room.

LLOYD

Angie are you okay?!

ANGIE

Yeah, fine... just a bit of pain.

Angie turns her cellphone flashlight on again, scouring the room. A thick layer of dust masks her vision.

Angie flashes the light behind her- A switch! She walks over, and with some force, flips the switch. CLINK! CLINK! CLINK! Fluorescent lights turn on one after another.

The hallways stretches seemingly forever, large metal doors evenly spaced on both sides. The stale, white concrete walls contrast with the antiquated wooden beams supporting the walls and ceiling.

LLOYD

Where... Where are we?!

ANGIE

I don't know... there's got to be a way out of here. I'll check, you keep an eye on Marissa.

Lloyd nods, holding Marissa in his lap. Angie starts walking to the first door on the right, gripping her chest as she walks. She opens the door, feeling the walls of the pitch black room, until- CLICK! The room lights turn on.

INT. COSTUME ROOM - NIGHT

Annie tentatively steps into the room. The first room contains an assortment of VINTAGE COSTUMES strung up by metal hooks: several variations of Sparky, a bunch of unfamiliar animal characters, and even some standard employee outfits. The mascot heads loosely sag from their hooks.

In the center of the room, a SPARKY MASCOT COSTUME is hoisted, its head staring directly at Annie. It's aged poorly with missing fur across the costume, ears slightly torn and limp, and an exaggerated, worn smile. It has a green and red costume with gold buttons on its oversized suspenders.

Annie stares at the costume momentarily before stepping further in. She looking around: no windows, no other doors, not even a vent. Annie SIGHS, walking back out into the hall and closing the door behind her.

INT. UNDERGROUND HALLWAY - NIGHT

LLOYD (O.S.)

Anything yet?

ANGIE

No, not yet! Just stay right there!

Angie walks to the door adjacent, slowly opening it once more. She glides her hand against the wall, finding the light switch in a similar place. CLICK! The lights turn on.

INT. MERCHANDISE ROOM - NIGHT

Angie tepidly enters the room. The walls are filled with glass shelves full of vintage merchandise. Toys, Cups, Hats, Clothing, Cat Ears, anything you could imagine from days past. Each section organized between eras, the most recent being the 90's "Cool Cat" redesign of Sparky and ending at the back of the hallway with the original 60's Sparky design.

Angie slowly approaches the back of the room, once again scouring for any kind of exit point. She pays close attention to the merchandise and its pristine condition.

ANGIE

Whose maintaining all this stuff?

CLICK! WHIRR- A vintage television plays at the back of the hall, featuring an original advert for Sparky's Amusement Park. A monotone NARRATOR comments over the grainy footage.

NARRATOR

Sparky's Amusement Park! An
immersive, entertaining wonderland
for you and your children! Come
meet Sparky, your loveable
fantastic feline! He can sing,
dance, and have oodles of fun with
your kids!

Footage of a Sparky Mascot dancing, hugging children and giving parents flowers plays as the narrator monologues on. The costume being worn is near identical to the Sparky Mascot Costume at the back of the storage closet earlier, but in far better condition.

NARRATOR (CONT'D)

Safe and fun for the whole family!
Come on by to Sparky's!

The Sparky Mascot begins talking directly to the camera.

SPARKY

You're going to love it here!
You'll never want to le- a- a- a- a-

The footage gets stuck in a loop. Angie inspects the television closer, but can't find any VHS or DVD player attached to the unit. She starts to head out, then- silence.

Angie hears nothing, not even the static of the old TV. She turns her head, Sparky is staring directly at her from the TV. She is completely frozen in fear, as the mascot tilts its head. The costume starts to slowly decompose as the screen distorts... CLUNK! The lights above turn off one by one.

Soon, the only light illuminating the room is from the vintage TV. Angie slowly backs towards the door, her eye contact affixed to Sparky. As she guides herself with her hands, she grips the doorknob behind her. She throws herself out of the room and slams the door!

INT. UNDERGROUND HALLWAY - NIGHT

Angie frantically runs back towards Lloyd.

LLOYD

Woah, hey! Did you find something?

ANGIE

Lloyd, we need to go. Now!

LLOYD

What about Marissa?

ANGIE

Carry her. We need to get out of here!

CREAK. The Costume Room door on the right slowly creaks open. The two of them stare at one another for a brief moment.

Lloyd picks up Marissa in his arms, carrying her as the two quickly travel down the halls. They skim each of the doors, noticing a small placard affixed to each one. They quickly ignore each room that seems unimportant.

LLOYD

Angie! I think I found something!

Angie runs over and reads the placard: "COMMUNICATIONS"

Angie quickly opens the door, letting Lloyd squeeze in and closing it behind them.

INT. COMMUNICATIONS ROOM - NIGHT

CLICK! Angie turns on the lights, containing a series of enclosed sound recording booths. At the start of the room features an audio workstation and radio system. Angie tries to turn it on- no luck. Black burn marks are spread across all the electronics, rendering them inoperable.

ANGIE

Agh! Turn on, damnit!

As Lloyd sets Marissa down on an empty chair, he notices a dim light flickering from one of the open recording booths.

Lloyd slowly approaches the booth, opening the door-

LLOYD (O.S.)
Aaaaaaaaaaaaaaaaaaaaaa!!!

Angie bolts to Lloyd, as he's crawled into the corner. Angie looks into the booth, immediately throwing up in her mouth.

A dead body is laid in the booth, freshly killed, maimed, and decapitated. Its face scarred beyond recognizability, with THREE CLAW MARKS across the body's trachea. The corpse is dressed in a Sparky's employee outfit, splatters of crusted blood over its outfit. Its skin has BLACK BURNS running across its body like varicose veins. The only recognizable article of clothing is an EMPLOYEE LANYARD.

Angie reaches over and pulls the Employee Lanyard off of the corpse. She reads the name on the front:

"MARCUS DALTON"

Lloyd CRIES and SCREAMS, gripping onto Angie.

LLOYD (CONT'D)
Angie... Angie, they- they fucking
killed him! They killed Marcus!

Lloyd starts getting up off the floor, desperately searching around in the room.

ANGIE
Just- Just give me a moment, we can
call for help in here, I-

LLOYD
No, fuck this, we're leaving! Right
now! Whatever the fuck did this to
Marcus, it's gonna do it to us!

SKRRTTTT- Static rolls through the speakers from each of the booths. Padded FOOTSTEPS echo from the hallway as labored BREATHING hisses through the speakers. The sounds grow louder and louder, the static HISSING stronger. As the volume grows, the lights begin to flicker in the room. Then- Silence.

CREAK. The door slightly opens, the same padded FOOTSTEPS enter the communications room. Step by step, it approaches closer and closer. POW! POW! Fluorescent lights above breaking one after the other with each FOOTSTEP.

SLAM! A booth door is SMASHED open! FOOTSTEPS, then- SLAM! The next door is opened. It approaches closer, the lights all blown out. The room is pitch black. SLAM! The next door opens, Angie and Lloyd hold their breath in Marcus's booth.

SLAM! It opens Marcus's booth, standing deathly still as it looms over them. Angie stares at the creature, masking her breathing with her mouth. In the pitch black darkness, it has a costume-like silhouette of a cat. The creature tilts its head slightly, then, it begins walking away.

FOOTSTEPS creep away, then- SLAM! The room door is closed.

Angie and Lloyd gasp for air, desperately shuffling away from the mangled corpse on the floor.

LLOYD (CONT'D)
What the fuck was that?!

ANGIE
How the hell should I know?!

LLOYD
Marissa! ANGIE (CONT'D)
Marissa!

The two run back towards the front of the room: Marissa is gone. Lloyd starts freaking out.

LLOYD (CONT'D)
No... No, No, Noooo!!! It has
Marissa! I'm going after her... I'm
not losing anyone else!

Angie SLAPS Lloyd across the face, gripping his collar.

ANGIE
We need to get out of here Lloyd!
Or we'll end up like her t-

Angie WINCES in pain, letting Lloyd go. She grips her chest- Blood is dripping from the wound. Lloyd stares in shock, but nods in affirmation.

Angie notices another placard behind Lloyd. She squints over it, the title reading:

"EMERGENCY ESCAPE ROUTE"

ANGIE (CONT'D)
Lloyd! Holy shit, take a picture of
this!

Lloyd tries to unlock his phone, but the screen is garbled and damaged beyond recognizability.

LLOYD
No! That creature fucked up my
phone!

Angie checks her phone: the screen is also unrecognizable. She has no way to turn on the flashlight.

ANGIE
Damnit! No No No!!!

Angie shakes her phone in frustration, nearly melting down, feeling all is hopeless... then, her face glows again. She rushes to the counter where the radio was, pulling drawers and desperately searching. She finds a GREEN MARKER.

ANGIE (CONT'D)
Lloyd, give me that map!

Lloyd searches his pockets and pulls the map out, handing it to Angie. She flips the map over to its blank side, squinting at the placard and tracing it on a piece of paper.

ANGIE (CONT'D)
There... We've got our way out!
Past the Animatronics Room, into
the Service Room, then follow the
staircase on the right.

She folds the map and stashes it in her pocket alongside the marker. She grabs Lloyd by the wrist.

ANGIE (CONT'D)
So... you with me or not?

Lloyd nods as the two of them push open the door.

INT. UNDERGROUND HALLWAY - NIGHT

Angie pokes her head out before guiding Lloyd out the door. They run further down the hall, loosely trying to follow the directions. Angie GRITS her teeth as she squeezes her chest, her hand soaked in fresh blood. Lloyd props her up on his shoulder as they quickly hobble down the hallway.

Lloyd looks to his right and sees the placard: "ANIMATRONICS"

LLOYD
We're past Animatronics now Angie,
just keep going!

Lloyd and Angie run as fast as they can, the fluorescent lights flickering stronger as they run further and further down the hallway.

To their left, a large red placard reads: "SERVICE ROOM"

LLOYD (CONT'D)
Angie- Angie, we're here! We- We're
going-

MARISSA
L- Lloy- yd.

Lloyd stops, slowly turning around to see Marissa standing at the end of the hallway. Her head hung low, her balance slightly shaky. Her BREATHS hissing as she wobbles towards them.

MARISSA (CONT'D)
Do- Don't Leav- ve me-

LLOYD
Marissa?

Angie WINCES in pain, looking up at Marissa. As Marissa hobbles closer, Angie faintly sees her eyes glossed over and black burn marks run across her skin like veins.

ANGIE
Lloyd... Don't.

Lloyd sets Angie down, walking towards Marissa slowly.

ANGIE (CONT'D)
Lloyd! NNNGH!

Angie grips her side, when her phone speakers HISS. She pulls out her phone from her pocket, listening intently. Lloyd does the same for his phone, as a voice whimpers through their phone speakers.

SPARKY
S- So cold. So D- Dark. So A- lone.

ANGIE
Who are you?!

BUZZ- The lights in the hallway begin to turn off, one by one, as Marissa stops walking. Her body shakes and contorts, her head too heavy to be supported by her limp neck.

SPARKY
I lo- love y- ou.

Marissa's head is cleaved off by a creature in the pitch black darkness. Three claw marks can be seen on Marissa's neck as blood spews from the open wounds. As Lloyd tries to run, his legs are pinned down.

LLOYD

Angie! Help me! AAAAAAAAAAAAAA-

Lloyd is dragged off into the darkness, dropping his phone in front of Angie. The last remaining fluorescent light flickers above Angie.

In the depths of the hallway lies pure darkness. Only Angie and the service door are visible. Angie is frozen in fear.

STOMP. STOMP. A creature begins to emerge from the darkness: It is the Vintage Mascot Costume from before, yet something is embodying the suit. It limps over into the light, the last remaining light source flickering more sporadically as the creature inches closer.

Angie clenches her chest as she runs to the Service Door: It's locked.

Angie scours for the employee card in her pocket. She taps the card- nothing. The key card reader has black burn marks.

ANGIE

No... No! Noooooooooo!

She BANGS and SMASHES against the door! She hits it over and over, falling to her knees as she begins crying.

The lights flicker stronger, the creature standing inhumanly still. Angie looks over, frozen as if staring down death.

ANGIE (CONT'D)

What do you want... What do you
want from me?!

HISS- Sparky speaks from her phone speaker again.

SPARKY

Wi- il you be my- my friend?

ANGIE

Go fuck yourself.

Sparky's neck bends, unable to support the weight of his neck. SNAP! Blood pools down the costume as his body starts to contort and rattle.

BANG! The last fluorescent light turns off. Pitch black darkness. Angie BREATHEs slowly, scuttled against the wall... then- SCREAMING! Angie BEGS for life- SMASH! CRUNCH! SLICE!

CLOSE UP of Lloyd's phone, showing a distorted picture of the three of them together next to the Sparky mascot. Blood trickles underneath as the screen shorts out.

EXT. CITY STREETS - NIGHT

A torrent of water spews from a fire hydrant adjacent to Sparky's Amusement Park. RODNEY (Late 40's) is standing outside a manhole speaking to a news reporter. He is wearing a contractor's outfit with a nametag and a HELMET.

RODNEY

Yeah, looks like it was an underground fissure of some kind. Cut a waterline nearby Sparky's, we're still determining the cause. Got some of my best men down there, should be fixed in no time.

INT. CITY SEWERS - NIGHT

Rodney throws down a rope, supporting himself as he slowly climbs down the service ladder. He hops down into the pipe, turning on a headlamp attached to his helmet.

RODNEY

George? Martin? You guys find anything?

No response. Rodney treks down the sewers further, heading to the confirmed breakpoint in the pipe. As he approaches the break, GEORGE (Early 30's) and MARTIN (Late 30's) are face-down in the water.

Rodney tepidly approaches the two, grabbing the stronger flashlight in his side pocket. He flicks it on, terrified at what he sees!

He GASPS, dropping the flashlight in the water. As he backs away from the two, his headlight begins to flicker and his phone HISSES a high pitch static noise. Rodney freezes, hearing George and Martin pick themselves up from the water.

ON BLACK

SPARKY (V.O.)

Wi- Will Y- you be my fr- iend?