

# SPARKY 'S

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EXT. IRON CLAW ROLLER COASTER - DAY

DATE: NOVEMBER 7TH, 2003

Today is the Grand Opening of the hotly anticipated "IRON CLAW" coaster at Sparky's Amusement Park. A LARGE BANNER sits atop the ride reading: "GRAND OPENING." The line is packed with excited patrons, cheerful BANTER filling the air.

CLOSE UP on a set of rollercoaster tracks that fall into an underground tunnel. Echoes of CLANKING metal and joyful SCREAMS and LAUGHTER from riders cascade from the tunnel as the CART rolls down the tracks.

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!

TITLE INSERT: SPARKY'S

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 the front passenger of the newly opened "Iron Claw" was found severely maimed.

NEWSCASTER #3

The victim in question is 14 year old Amelia Dalton, a young loving sister to-

EXT. SPARKY'S 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 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. SPARKY'S PARKING LOT - DAY

CLINK! A news cameraman is looking at a LITTLE GIRL (ANGIE) crying on the ground. The FATHER (40's) picks her up, placing her in the car.

The father shoves the cameraman away and CURSES him out. The camera cuts out-

INT. ANGIE'S COLLEGE DORM - DAY

SUPER: PRESENT DAY

A newscast is playing in the background on a TV in the dorm. The walls are littered with sticky notes and a Large Poster by a bedroom desk. Textbooks are piled high across the room.

NEWSCASTER #3 (O.S.)

Tomorrow marks the 15 year anniversary of Amelia Dalton's tragic death, a moment that continues to shake Sparky's parent company, Funtime Entertainments L.L.C., to its very core-

ANGIE DALTON (20 Years), a dark-skinned young girl with baggy pajamas, is laying in bed scrolling on her phone. Her curly hair is in a bun. She has a somber expression.

KNOCK! KNOCK! Angie turns her head sharply towards her bedroom door.

Angie opens the door to see MARISSA (22 Years) standing in the doorway. She has tan skin and long flat black hair. She is wearing a cute summer dress.

Marissa is excitedly holding an ELONGATED PURPLE GIFT BAG.

MARISSA  
Hey there birthday girl!

Angie SCREAMS and GIGGLES as she runs into her bestie's arms.

MARISSA (CONT'D)  
I missed you soooo much you freiken  
hermit!!!

ANGIE  
What the hell are you doing here?!

MARISSA  
Girl, I am **not** missing your 21st  
birthday tomorrow!

Marissa grabs Angie and rubs her fist into Angie's hair.  
Angie shoves her off.

MARISSA (CONT'D)  
We wouldn't have to surprise you if  
you picked up your damn phone once  
in awhile!

ANGIE  
(sarcastic)  
Not my fault you're always  
partying!

Angie and Marissa LAUGH. From the open bedroom door, LLOYD  
(25) walks in. Angie pauses with a blank stare.

ANGIE (CONT'D)  
O- Oh! Hey! You're... umm...

Angie taps her finger on her lip, pondering.

ANGIE (CONT'D)  
Stats class, right?

Lloyd side-eyes Marissa. She GIGGLES.

Marissa and Lloyd stare into each others eyes as they hold  
hands.

ANGIE (CONT'D)  
Wait... No way-

MARISSA  
We've been keeping it on the  
downlow, but... It's our three  
month anniversary today!!!

Angie runs into Marissa's arms, hugging her tightly.

ANGIE

Holy shit, **yes!** My girl is taken!  
You two look so adorable together!

LLOYD

All thanks to my Baby.

MARISSA

(giggling)  
Oh stop buttering me up!

Marissa and Lloyd kiss. Angie claps in glee.

MARISSA (CONT'D)

Oh! Speaking of celebrating, guess  
what I gottt?!?!?

Marissa hands Angie the elongated gift bag and winks at her.

MARISSA (CONT'D)

Grabbed the **longest** one they had.

Angie LAUGHS in sheer embarrassment.

ANGIE

Bitch, that was a joke! You did not-

Angie peaks into the bag, a sarcastic smirk lands on her face. She reaches into the gift bag and pulls out a long bottle of champagne. Angie and Marissa burst out in LAUGHTER.

MARISSA

Tonight, we are gonna p- a- r- tey!

The girls CHEER as Angie waves around the champagne bottle.

LLOYD

Oh! I also got you something Angie!

MARISSA

Aww Sweetie, you did?! How sweet!

LLOYD

Of course! But it's also a gift,  
for all of us.

Lloyd pulls a large greeting card from his pocket and hands it to Angie. She tenderly grabs it.

LLOYD (CONT'D)

Go ahead! Open it!

Angie slowly opens the greeting card and pulls 3 THEME PARK TICKETS for Sparky's Amusement Park from the envelope. Angie and Marissa are stunned silent, unable to speak.

LLOYD (CONT'D)  
 Pretty cool, huh?! My brother works at the park, got him to pull some strings! Three VIP passes baby!

ANGIE  
 O- Oh... Umm, gosh that's so sweet Lloyd, umm-

Marissa quickly walks up to Lloyd's ear.

MARISSA  
 (whispering)  
 Sweetie, can we talk for a sec?

Lloyd nods his head and Marissa grips his hand tightly, dragging him out of the room and closing the door behind.

INT. DORMITORY HALLWAY - DAY

MARISSA  
 Babe, do you remember that roller coaster incident at Sparky's a few years back?

LLOYD  
 Yeah, I think so... Why? Is she still afraid of it or someth-

MARISSA  
 That was her sister.

Beat.

LLOYD  
 Holy shit... God, wh- why didn't you tell me that sooner?!

MARISSA  
 How was I supposed to know you'd get her theme park tickets?!

LLOYD  
 I told you my bro works there! I thought that'd be pretty obvious!

MARISSA  
 Okay- Okay... Look, let's just... tell Angie it was a big mistake...

LLOYD  
Okay... yeah...

MARISSA  
And we are definitely going to be  
talking about this later.

Lloyd nods as they walk back towards Angie's dorm.

INT. ANGIE'S COLLEGE DORM - DAY

KNOCK! KNOCK! Angie opens the bedroom door again, Marissa and Lloyd standing in the doorway shamefully.

MARISSA  
Babe... Look, I'm sorry, this was  
all just a big misunderstanding.  
Lloyd can take those tickets ba-

ANGIE  
No... I- I want to go.

Marissa and Lloyd stare at Angie in disbelief, then stare at one another, then back to her.

MARISSA  
You... Uh... Sure?

ANGIE  
Yeah...

Beat.

MARISSA  
Are- Are you really sure?

Angie Nods.

MARISSA (CONT'D)  
Like, really really sure?

ANGIE  
(giggling)  
Yes bitch, I'm sure. I just... feel  
like this would be a healing  
experience for me.

MARISSA  
O- Okay then!

LLOYD  
Did you still want to celebrate  
your birthday there?

ANGIE

Yeah, this is really thoughtful  
Lloyd. Thank you.

Marissa and Lloyd stare at each other for a brief moment.

LLOYD

Cool, we'll come by tomorrow to  
pick you up. If you change your  
mind, just let us know... okay?

ANGIE

Yeah, sounds good. Thanks guys.

Marissa embraces Angie in a hug. Angie gives Lloyd a hug as  
well.

MARISSA

See you tomorrow birthday girl.

Angie waves the two of them out and closes the door. She  
SIGHS.

Angie looks behind her at a FRAMED PHOTO. She walks towards  
it, picking it up. She stares into the photo:

Angie (6 Years Old) is with her sister AMELIA (14 Years)  
hugging each other. They are standing in front of the main  
entrance. Above them is an archway with the title: "SPARKY'S"

MATCH CUT TO:

EXT. SPARKY'S MAIN ENTRANCE - DAY

Park residents merrily walk through the archway to the main  
square in the center of Sparky's Amusement Park. The park is  
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!  
Don't forget to take a picture with  
me at center hall. I can't wait to  
be your friend!

Angie, Marissa and Lloyd are all standing beside one another.  
Lloyd is holding Marissa's hand as they walk.

Angie stares at the archway absently. Marissa grabs Angie's hand.

MARISSA  
Hey, you sure about this?

Angie takes a deep breath. She looks up to Marissa, gripping her hand tighter.

ANGIE  
Yeah, I'm ready.

The three of them walks past the main square.

EXT. CENTRAL MONUMENT - DAY

At the center of Sparky's: a massive cast iron statue of Sparky. The figure has an oversized head and a large, toothy grin. Its comically large eyes seemingly staring at parkgoers as they walk by.

Marissa tugs on Lloyd's shirt as they walk past the statue.

MARISSA  
Beb! Come here!

A SPARKY MASCOT is perched beside an adjacent photobooth. The costume features Sparky wearing denim pants and a polo shirt, with large perky ears and a friendly smile.

A little girl comes to hug him. The little girl runs off, then the mascot looks over to Angie's group, gesturing them to come closer.

Marissa pulls Lloyd over to the mascot. It holds its cartoonish hands out in an iconic pose as Lloyd pulls his SMARTPHONE out to take a selfie.

Angie CHUCKLES awkwardly from a distance as she watches them make goofy faces. Her body language is apprehensive.

MARISSA (CONT'D)  
What are you waiting for?! Come on!

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

LLOYD  
Say Sparky!

MARISSA  
Sparkyyyyy!

ANGIE  
Sparkyyyyy!

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

MARISSA (CONT'D)

Oh. My. **Gosh!** These are so cute!  
Angie, they have Teacups! Come on!

Marissa grabs Angie by the wrist and runs ahead.

He pulls out a MAP from his pocket. He stares at it for a moment before placing it back and joining the girls.

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.

END MONTAGE.

EXT. SPARK PARK - EVENING

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 nears closing.

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 cat leaps over the coaster was crazy!

ANGIE

I know! Oh, and the lights-

As Angie and Marissa gush over the coaster, Lloyd looks over. He sees A Sparky Mascot walking behind a door labeled "EMPLOYEES ONLY."

MARISSA

The rides here are awesome!

Angie pauses, staring into Marissa's eyes.

ANGIE

Hey Marissa? Thanks for always being there for me. I had a really good time today.

MARISSA

Awww, What else are besties for?

They embrace each other in a warm hug. Lloyd is on his PHONE.

MARISSA (CONT'D)

Wanna share a few shots at the dorms tonight?

ANGIE

Girl you fucking **know it!**

Lloyd sticks his phone in his pocket.

LLOYD

Before we go, I've got one last surprise for us.

Lloyd pulls a MAP of the park from his pocket: except it wasn't for park residents, but for the employees.

MARISSA

Oh? Is that a map in your pocket or are you just happy to see me?

Lloyd rolls his eyes.

LLOYD

You are so damn corny.

He flips it open with red lines marked across various hallways.

LLOYD (CONT'D)

Mark said he'd be in the breakroom around this hour. He wanted to give us an exclusive behind-the-scenes tour before we left.

MARISSA

Oh my gosh, are you **serious?!**

Marissa rushes in to give Lloyd a hug. They kiss.

ANGIE

I... I don't know Lloyd...

LLOYD

I'm moving in with Marissa next week, so I... wanted her to meet him before we left. We don't have to if you don't want to.

Angie looks down at her feet apprehensively.

ANGIE

How could I say no to that?

Lloyd and Marissa look into each other's eyes, smiling.

Lloyd reaches in his pocket again to pull out an EMPLOYEE GUEST LANYARD. He wraps the lanyard around his neck.

Marissa and Angie look at one another. Marissa assuredly grabs Angie shoulder.

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

Babeeee, When are we gonna get there?!

LLOYD

I don't know. I swear we 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

We haven't seen Mark at all either.

LLOYD

He works maintenance at the park.  
They've probably got him stationed  
all over the place.

ANGIE

Did he know we're coming?

LLOYD

He should. Idiot never responds to  
my texts...

MARISSA

Can you **please** call him already?!

LLOYD

Fine! Fine!

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

LLOYD (CONT'D)

Shit... no signal.

Marissa swipes Lloyd's phone, dialing a number and trying to call. She hangs up the phone.

She gets frustrated and walks further up ahead. She slams her fist on one of the steel doors.

MARISSA

(yelling)

Hello?! Is anyone there?! Mark?!  
Someone?! We're lost!

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.

As Marissa starts to walk towards the doors, Angie grabs her shoulder.

ANGIE

Marissa, I have a bad feeling about  
this...

MARISSA

Well I'm not staying in these damn  
hallways for another second!

Marissa stubbornly 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. Grass and weeds sprout 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 being **so** insufferable!

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

MARISSA (CONT'D)

Let's see... West Side... West  
Side... Yep, nothing. We're lost.  
Great job Lloyd.

Marissa shoves the map back in Lloyds hands, looking around.

MARISSA (CONT'D)

Ugh, how are we still **fucking**  
lost?! Where is the entrance? Why  
is everything boarded up?!

LLOYD

Honey, let's just stay calm and-

Marissa storms off.

LLOYD (CONT'D)  
Where are you going?!

MARISSA (O.S.)  
Fixing this mess!

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

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?

LLOYD  
Nope. Still no signal...

ANGIE  
Hey Lloyd... Does this place feel  
familiar to you?

LLOYD  
Kinda, yeah...

Angie looks to the fair games, staring intently.

EXT. CARNIVAL GAMES - DAY (FLASHBACK):

Angie (6 Years) and Amelia (14 Years) are playing a carnival game where they hit bottles with balls. Amelia is handed a LARGE STUFFED CAT. She hands it to Angie instead.

MATCH CUT TO:

EXT. WEST SIDE CARNIVAL GAMES - NIGHT:

The carnival game being played by Amelia and Angie is now decomposed, its ceiling cover rotting away. A decomposed stuffed animal sits at the game's counter.

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

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.

The three approach the ride, intimidated by its massive stature. The underground ride spirals like a steel serpent, its tracks running through numerous tunnels that open to the surface.

A HUMMING electronic sign in front reads:

"ESTIMATED WAIT TIME: 5 MINUTES"

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

MARK

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

MARISSA

Mark, this surprise is crazy! Come on, let's go!

LLOYD

Yeah... you're telling me.

Marissa walks into the line. Angie stares for a brief moment, looking at the sign intently.

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. Angie stares at her feet as they walk through the line.

LLOYD

You okay Angie?

ANGIE

Yeah... This is all just so weird. Why didn't Mark tell you about all of this?

LLOYD

Maybe he wanted to surprise us? He's always been a sucker for these vintage rollercoasters. He used to love all those "extreme" theme park commercials from the early 2000's.

(MORE)

LLOYD (CONT'D)

Got him into this career in the first place. This might be his passion project.

ANGIE

I just can't shake the feeling I've been here before. It's like this place hasn't aged a day...

LLOYD

Maybe this is all part of the tour?

ANGIE

I hope so.

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.

MARK

This- is is the firs- st part of the tour! Ho- Ho- Hop in!

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

MARK (CONT'D)

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

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

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

Lloyd step into the cart behind Marissa. Angie is about to step in, then pulls her foot back.

LLOYD

Hey. We're in this together, right?

Angie takes a deep breath and nods. She moves herself into the cart behind Lloyd and Marissa.

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.

MARK

Ha- Have Fun Kids!

SCREAMS from Mark howl from the speakers, as CRACKLING and STATIC distort the screams further.

SNAP! BREAK! SMASH! Mark 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 becomes unstable, shaking and vibrating-

SNAP! The cart leans to the left, a GRINDING sound and sparks fly from behind the cart. The group 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:

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? You okay?

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

LLOYD  
\*gasp\* Marissa!

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

LLOYD (CONT'D)  
Baby! No no no...

ANGIE  
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.

Angie turns her cellphone flashlight on, 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... are we?

ANGIE  
I don't know...

The two of them look up to the wall, staring at the roller coaster carts smashed into it.

ANGIE (CONT'D)  
But there's got to be some way out  
of here. I'll check around, 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 approaches the door, slowly opening it. Inside the door is a pitch black room. She feels the walls, until-

CLICK! The room lights turn on.

INT. COSTUME ROOM - NIGHT

Angie 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 Angie. The costume aged poorly with fur patches missing, ears slightly torn and limp, and an exaggerated, worn smile. It has a green and red costume with gold buttons on its oversized suspenders.

Angie stares at the costume momentarily before stepping further in. She looks around: no windows, no other doors, not even a vent. Angie 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!

Angie walks to the door adjacent in the hallway. She slowly opens it, gliding her hand against the wall-

CLICK! The lights turn on once again.

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.

She notices a VINTAGE SPARKY'S GLOWSTICK. She holds it in her hand, visually inspecting it. She places them in her pocket.

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 (V.O.)

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

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- e- e- e- e-

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?

BANG! BANG! Knocking from the costume room echo through the halls.

ANGIE

Lloyd, we need to go. **Now!**

LLOYD

What about Marissa?

ANGIE

Carry her! We need to get out of here!

Lloyd picks up Marissa in his arms, carrying her as the two quickly travel down the halls.

CREAK. The Costume Room door on the right slowly creaks open.

They skim each of the doors, noticing a small placard affixed to each one, ignoring any rooms that seem 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, speechless.

A dead body is laid in the booth, freshly killed, maimed, and decapitated. Its face scarred beyond recognition, with THREE CLAW MARKS engraved into the 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.

EXT. IRON CLAW ROLLER COASTER - DAY (FLASHBACK)

Angie (6 Years) LAUGHS and smiles as the coaster reaches the surface from the underground. She looks to her right:

Amelia (14 Years) has her head limply leaning on her shoulder. Three claw marks slash her trachea, she is bleeding out.

INT. COMMUNICATIONS ROOM - NIGHT

Angie takes a deep breath and reaches over and pulls the Employee Lanyard off of the corpse. She reads the name on the front: "MARK LORENZO"

Lloyd CRIES and SCREAMS, gripping onto Angie.

LLOYD

Angie... Angie, they- they fucking killed him! They killed Mark!

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

LLOYD (CONT'D)  
They killed him! They fucking  
killed him! Oh god...

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, the sound approaching 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 Mark's booth.

SLAM! It opens Mark'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 slowly-

SLAM! The room door is closed. Angie and Lloyd gasp for air.

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

ANGIE  
How the hell should I know?!

LLOYD  
Oh god I can't see shit.

CRINK! Angie cracks the glowsticks, a dim light helps them see: Mark's dead body is between them.



Lloyd searches his pockets and pulls the map out, handing it to Angie. She flips the map over to its blank side, biting the glowsticks as she traces the route with the dim light.

ANGIE (CONT'D)

There... We've got our way out!  
 Into Animatronics Room there's a  
 Service Room. We follow the  
 staircase on the left, it should be  
 our way out.

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

Animatronics! Right here Angie!

Lloyd and Angie run as fast as they can, the fluorescent lights flickering behind them.

They BURST through the Animatronics room!

INT. ANIMATRONICS ROOM - NIGHT

SLAM! Angie flips the switch sitting beside the door:

Fluorescents strike on one after another, revealing rows of VINTAGE ANIMATRONICS.

Each one has exposed machinery for its bodies and giant, fabric Sparky heads. Slight distinctions in the head designs indicate the eras, ranging from the early 80's to late 90's.

A large red placard illuminates at the end of the room reads:  
"SERVICE ROOM"

LLOYD

Angie- D- Don't worry, we're gonna  
get you home.

Lloyd hoists Angie's arm around his shoulder, as they slowly approach the service room door. Angie WINCES from the pain.

The two of them reach the service room door. Lloyd sets Angie down on the ground, pulling the employee pass off her chest.

As Lloyd is about to tap the employee pass on the door-

MARISSA (O.S.)

L- Lloy- yd.

Marissa walks from the racks of animatronics, standing behind Lloyd. Her head hangs low, her balance slightly shaky. Her BREATHS hisses 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.

Three claw marks are carved into her trachea, the blood caked over.

ANGIE

Lloyd... Don't...

Lloyd sets the security badge 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 room 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.

MARISSA

I lo- love y- ou.

Marissa's neck contorts as blood spews from the open wounds, spraying over Lloyd.

Lloyd Panics and tries to run-

A LARGE MASCOT CLAW grabs his leg, pinning him down.

LLOYD

Angie! Help me! AAAAaaaaaaaaa-

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

Where the animatronics door once sat 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.

It limps over, the light overhead flickering more sporadically as the creature inches closer.

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

ANGIE

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

HISS- Sparky speaks from her phone speaker again.

SPARKY

Th- They- They we- weren't my fr-  
friends.

EXT. SPARKY'S AMUSEMENT PARK CONST. SITE - DAY (FLASHBACK)

A SPARKY'S MASCOT is waving near the exit of the Iron Claw rollercoaster. Its outfit matches the Vintage Mascot costume from earlier, but in pristine condition.

A Large Sign behind him reads: "UNDER CONSTRUCTION."

A GROUP OF YOUNG ADULTS start laughing and whispering.

A YOUNG GIRL takes her drink and CHUCKS it at the mascot.

The mascot shields itself from the drink, its body soaking wet.

The mascot angrily tries running after the teens. It slips backwards.

SPARKY (O.S.)

N- No- None of th- them we- were m-  
my frie- friends.

The mascot falls onto the sign behind him. The flimsy aluminum fence supporting the sign folds in.

The mascot falls far into the construction site- CRUNCH!

INT. ANIMATRONICS ROOM - NIGHT

SPARKY

W- wi- will you be my f- friend?

Angie grabs the badge on the floor and places it on the security lock-

Nothing happens. Angie frantically presses the badge on the door, CRYING.

WHIRS of machinery, pistons and gears. SQUEAKS of metal left to rust for decades.

The Animatronics begin to move, walking towards Sparky. Angie holds her breath as the creatures stand in unison.

They all stare at Angie.

Sparky's neck bends, unable to support the weight of his head-

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, illuminated only by its own screen. A slightly corrupted picture of the three of them together next to the Sparky mascot rests on the phone screen.

Blood trickles underneath the phone 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. A waterline nearby Sparky's likely got cut, 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.

RODNEY

George? Martin? You guys find anything?

No response. Rodney treks down the sewers further, heading to the confirmed breakpoint in the pipe.

RODNEY (CONT'D)

Guys?

Rodney tries to turn on the HEADLAMP on the top of his helmet. It flickers uncontrollably.

Rodney hits the helmet a few times, the light stays on.

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. He backs away from the two, his headlight flickering once more, his phone HISSES a high pitch static noise.

