

The Chespins Movie

By

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FADE IN:

INT. JAPANESE HOME - THOMAS'S BEDROOM DAY (2D ANIME)

SUPER: IN THE NEAR FUTURE, MODERN SUBURBAN JAPAN - DAY

INSERT: On a large HD color TV a Karate fighting game plays.

THOMAS twelve, half Asian, half American, sits on his bed, uses console controller. He's engaged in the TV Karate game. Room decorated with Anime drawings. Paper walls and doors.

Bedroom door slides open. SUZY, Thomas's mother, enters. Thomas does not flinch, continues with full attention on his game. Suzy's half Asian half American attractive late 30s.

SUZY

Thomas? Your Grandpa will be here soon. Are you ready for the camping trip?

Thomas appears grumpy. His full attention still on the game.

THOMAS

Where are we going? What's with the secrecy?

SUZY

Oh you'll see soon enough. Your Grandpa took me when I turned twelve. It's a family tradition.

THOMAS

Do I have to spend my birthday weekend camping? I'd rather have a Wii Zed party with all my friends.

SUZY

This'll be so much better.  
(DING DONG)  
That'll be him now.

INT. JAPANESE HOME - LIVING ROOM / FRONT DOOR (2D ANIME)

Suzy opens the door and let's GRANDPA in. Grandpa's eighty, grey hair, sprightly and mischeivous. He wears a safari suit. Suzy leads him to a modest Japanese living room

SUZY

Hi Pop.

GRANDPA

Hi Suzy.

Half Asian half American pretty young girl, AIMEE, eight enters living room. She's excited to see her Grandpa.

AIMEE  
Grandpa! It's you!

GRANDPA  
Aimee! It's you!

Everyone chuckles.

GRANDPA (CONT'D)  
Where's my grandson?

SUZY  
Playing Wii Zed as usual.

GRANDPA  
Well lets get lazy bones out for a real adventure.

AIMEE  
Can I come too Grandpa?

GRANDPA  
Of course sweetheart.

INT. THOMAS'S BEDROOM DAY (2D ANIME)

Grandpa enters and stands between Thomas and the TV.

GRANDPA  
Hi Thomas.

THOMAS  
Out of my way, you're making me lose!

On the screen Thomas's character loses. WA-WA-WA-WA loser music and 'GAME OVER' appears on screen.

THOMAS (CONT'D)  
Oh Grandpa! That was the last level.

GRANDPA  
That's for kids. This weekend we're off for a real adventure. Hurry up n pack. We leave in five.

Grandpa turns to exit. Thomas tries to be enthusiastic.

THOMAS  
Okay. I'm coming. I'm coming.

EXT. FRONT GARDEN / DRIVEWAY (3D CGI ANIME)

Grandpa, Suzy, Aimee and Thomas walk to an old grey pickup in the driveway. Grandpa and Suzy put three large backpacks in the back of the pickup.

SUZY

See you all in a few days.

THOMAS

A few days, no way! I won't survive that long without my Wii Zed.

GRANDPA

Wii Zed? That's kids stuff. Who wants a real adventure?

AIMEE

Meeeeeeeeee!

Thomas rolls his eyes. Grandpa, Suzy and Thomas hop into the pickup. Grandpa puts on a Pokemon 'Ash Ketchum' cap. He starts the pickup.

SUZY

Bye.

Suzy waves bye and the pickup pulls out of the driveway.

EXT. JAPANESE MULTI LANE HIGHWAY - DAY (3D CGI ANIME)

The pickup speeds along a wide highway, light traffic of cars, buses and trucks. Stunning fields of pink shibazakura and Mt Fuji in the background.

INT. PICKUP TRUCK - DAY (3D CGI ANIME)

Aimee looks excited gazing out at the view, Thomas looks bored. Grandpa notices Thomas's lack of enthusiasm.

GRANDPA

Who wants to listen to some music?  
Maybe we can have a singalong.

Aimee looks excited at this prospect, Thomas still bored. Grandpa fumbles with a single cassette tape from a middle console and shoves it into an old cassette player.

GRANDPA (CONT'D)

Talking Heads Little Creatures.  
A classic.

Talking Head's 'And She Was' blares out of the speakers. Aimee and Thomas screw up their faces.

THOMAS

Haven't you got something from this century. This musics so old!

AIMEE

Yeah Grandpa. This music's yucky!

GRANDPA

Come on guys, give it a chance.  
It'll grow on yah!

INTERCUT EXT. HIGHWAY AND INT. PICKUP TRUCK - DAY

The pickup continues to speed down the wide highway.

Grandpa sing alongs to Talking Head's 'Stay Up Late'. Aimee joins him in the chorus. Thomas looks put out.

The pickup is now travelling through a heavily forested area, there is hardly any traffic.

Grandpa and Aimee sing along to 'Road To Nowhere', Thomas joins them on the chorus. His spirits have picked up.

EXT. COUNTRY DIRT ROAD - DAY

The pickup travels along a dirt road in the forest.

INTERCUT EXT. COUNTRY DIRT ROAD AND INT. PICKUP TRUCK - DAY

All three belt out the last dozen bars of 'Road To Nowhere'. The song distorts and stops. Tape spools out of the cassette player. Grandpa ejects the tape. All look disappointed.

GRANDPA

Well so much for the singalong.

AIMEE / THOMAS

Awwwwwww.

The truck continues along the dirt road deep.

EXT. OLD GAS STATION - DAY

The truck pulls into a one pump gas service station. The building is an old run down shack with old advertising.

MARTIN (40s) overweight with dungarees, a bushy black beard and messy hair comes out to serve them.

INTERCUT EXT. OLD GAS STATION AND INT. PICKUP TRUCK - DAY

Martin approaches the driver's window.

MARTIN

Well if you ain't a sight for sore eyes. Haven't seen you up in these parts in years!

GRANDPA

Howdy Martin. Fill yer up please.

MARTIN

Sure sure. Hey you all wanna come inside for a bite. Me and the Missus have been renovating.

Grandpa and the children look at the old shack wearily.

GRANDPA

Well arr we got a long ways to go and my daughter packed us a lunch.

MARTIN

Pity. We fixed the place up real nice and today's our grand opening!

Martin looks sad.

AIMEE

Can we go inside? I'd love to stretch my legs.

THOMAS

Me too!

GRANDPA

Okay. But let's not stop for too long. We still got a way to go.

Martin looks happy.

INT. OLD GAS STATION - DAY

RING RING. A bell rings as an old screen door opens and in enters Martin, followed by Grandpa and the children.

Grandpa and the children look around in awe.

The inside is a lot larger than expected and newly renovated with new floor tiles, fresh coat of paint, new counter and fixtures. One side is a small general store with two aisles.

The other side of the shack is a shiny new Subways store. DOLORES (40s), Martin's wife, dark hair and twins JUNIOR and CELISE (15), all dressed in Subways uniforms are ready and waiting to take their orders.

Grandpa and the children are shocked and surprized.

MARTIN

Told you we'd get customers Dolores!

EXT. OLD GAS STATION - DAY

The truck sits alone near the one pump gas service station.

INT. OLD GAS STATION - DAY

Grandpa, Aimee and Thomas sit at a table on the Subways side eating subways. Thomas is almost finished. Grandpa and Aimee are not even half way.

GRANDPA

Was that a foot long?

Thomas wipes his chin with a napkin. He looks very content.

THOMAS

(chuckles)

Not anymore!

(beat)

I'm just gunna have a look around.

Thomas gets up and Grandpa and Aimee continue slowly eating.

Thomas browses items in an aisle. He holds up a cassette tape. It's Talking Head's 'Little Creatures'.

THOMAS (CONT'D)

Found it!

INTERCUT EXT. OLD GAS STATION AND INT. PICKUP TRUCK - DAY

Martin, Dolores, Junior and Celise are all at the back of the truck. They are all up against the back ready to push. Grandpa has his head out the window.

GRANDPA

Ready back there?

Martin pats his pocket, remembers he has something there.

MARTIN

Wait!

Martin rushes up to the driver's window, passes him a flyer.

MARTIN (CONT'D)

Could you post this flyer?

GRANDPA

Huh?

MARTIN

Bulletin board? Need the business.

GRANDPA

Sure.

Grandpa shoves the flyer in a trouser pocket. Martin returns to a rear corner of the truck.

GRANDPA (CONT'D)

On three!

One! Two! Three!

Grandpa takes off the handbrake. The Truck starts to move and slowly builds up speed.

Martin and family push with all their might. The truck splutters and finally starts. It takes off down the road leaving Martin and his family far behind, waving cheerfully.

MARTIN

Told ya business would pick up.

DOLORES

Our very first customer! Wow!

MARTIN

And we only opened three weeks ago.

DOLORES

Still I think we should have charged them.

MARTIN

Charge your very first customer? Man I'm not messin' with that mojo.

INT. PICKUP TRUCK - DAY

Grandpa concentrates on driving. Thomas looks concerned.

THOMAS

You're taking us deep into the forest with a flat battery?

GRANDPA

Could have sworn it was okay. Must have left the cassette player on. Speaking of which, where's the cassette we bought.

THOMAS

Uh huh. You ain't changing the subject that fast.

GRANDPA

Oh for goodness sake Thomas. Relax!

THOMAS

I'm worried. Should I be worried?

GRANDPA

What's an adventure without any worry. Now where's that cassette?

Thomas grabs the cassette from his pocket and inserts it into the cassette player. Talking Head's 'And She Was' fills the air and puts a smile on Aimee's face. Grandpa cues the tape.

AIMEE

Grandpa-a! What are you doing?

Grandpa ejects the tape, flips it over and shoves it back in.

GRANDPA

Picking up where we left off.

He pushes it back in and presses play. 'Road to Nowhere' blasts out. This puts a huge smile on Thomas and Aimee.

EXT. COUNTRY DIRT ROAD - DAY

The pickup continues down the dirt road, forest either side.

AIMEE / GRANDPA / THOMAS (V.O)

(singing)

*We're on a road to nowhere  
Come on inside  
Taking that ride to nowhere  
We'll take that ride  
I'm feeling okay this morning  
And you know*

The truck continues along the dirt road deep in the woods. It travels through a shallow creek and continues on.

INT. PICKUP TRUCK - DAY

Grandpa sings to his cassette whilst Aimee and Thomas sleep.

GRANDPA

(sings softly)

*Baby, baby, please let me hold him  
I wanna make him stay up all night  
Sister, sister, he's just a plaything.*

The road stops suddenly at a deep river.

INTERCUT EXT. DEEP RIVER AND INT. PICKUP TRUCK - DAY

Grandpa slowly drives into the river. The children stir.

THOMAS

Grandpa! What are you doing. We're  
in the river!

Aimee and Thomas look side to side alarmed, the truck is now  
three feet deep in the river. Water slowly seeps in.

GRANDPA

Relax kids. Me and Betsy have  
travelled down this river a few  
times, haven't we old girl.

Grandpa pats the wheel and presses a large red button.

The tires inflate triple in size, they look like four large  
donuts. The truck lightly bobs up and down on the river.  
The children are amazed as the pickup floats on down the  
river. Grandpa looks excited as well.

AIMEE

Where are we going Grandpa?

GRANDPA

Oh you'll see soon enough.

The pickup travels down the river, past some flying fish.  
Willow trees hang over the bank of the river. The pickup  
travels down some small rapids.

GRANDPA (CONT'D)

It's going to get a little bumpy for  
a few minutes.

The children look excited as they are tossed around like some  
fun ride at an amusement park. Water splashes over the  
windows and windshield. Grandpa turns on the wipers.

The pickup floats into deeper stiller waters.

Grandpa steers and accelerates the pickup.

The inflated wheels propel the pickup down the river. The  
pickup steers towards the right bank where it's shallow.

Grandpa presses the large red button and the donut tires  
deflate. He steers the pickup towards the bank.

INTERCUT EXT. WELL WORN TRACK AND INT. PICKUP TRUCK - DAY

The pickup drives out of the river and onto a well worn track. The track is surrounded either side by forest.

The children look side to side amazed at the forest surrounds. They see a monkey swing past and a toucan.

AIMEE

Are we there yet?

GRANDPA

Almost. Almost.

The pickup continues down the windy road. At one bend instead of turning, the pickup careers through thick vines.

EXT. CHESPIN VILLAGE - DAY

The pickup arrives at outskirts of a Chespin village. The village comprises of round mud huts with thatched roofs arranged in concentric circles. Each hut has a chimney made from mud. The centre of the village is the town square.

INTERCUT EXT. CHESPIN VILLAGE AND INT. PICKUP TRUCK - DAY

Their eyes wide open, the children are amazed and excited at the sight of this magical fairy tale like village.

The inhabitants, Chespins are quiet kind folk. They resemble chipmunks. They have light brown front, dark brown arms, 3 triangle marks on their face and a green shell on their back and head. Head shell has four leaf-like spikes. Very cute!

Chespins young and old come out of their homes to greet Grandpa. They surround the pickup. The Chespins are of various ages and don't wear clothes. Most young chespins wear colorful caps. Grown female chespins wear bowler hats.

The children look around at the huge crowd now surrounding the pickup. Grandpa smiles, waves and greets them.

THOMAS

What are they Grandpa?

GRANDPA

They're Pokemons.

THOMAS

Pokemons out here? But where is their trainer?

GRANDPA

They don't have one.

Thomas looks astonished.

GRANDPA (CONT'D)

Long ago, when it was legal to keep Pokemon, there was a cruel Trainer. One day, after receiving another savage beating, his Pokemon decided they'd all had enough and escaped into the woods. Two of the Pokemon were Chespin's and well you get the idea.

An elderly Chespin with a Top Hat makes his way to the driver's window. He whispers something in Grandpa's ear. All around them they can hear the low chatter of the crowd.

GRANDPA (CONT'D)

Good news! The mayor has officially welcomed us to enter the village. Thomas, Aimee. Grab your knapsacks from the back.

The children and Grandpa exit the pickup. They're swarmed by Chespins. Thomas and Grandpa grab their knapsacks from the back. Some Chespins assist with their packs. They join the crowd back to the town square.

EXT. CHESPIN VILLAGE TOWN SQUARE - NIGHT

A full moon passes through the night sky.

Grandpa, Thomas and Aimee sit around a large bonfire with the village Chespins. Chespins pass around bowls of nuts and berries. YOUNG CHESPIN with a blue cap squeezes in next to Aimee. He's smitten by her, flashes her a huge smile.

The Mayor, an old Chespin with a Top hat whispers something in Grandpa's ear. Grandpa nods. The Mayor passes Grandpa a large key. Thomas can't make out what he says.

THOMAS

What's going on Grandpa?

GRANDPA

The mayor has given us the keys to the village. We 're welcome to stay as long as we like.

AIMEE

Yaaaay!

A lady Chespin with a bowler hat offers the children and Grandpa green cupcakes from a large plate.

THOMAS

Would it be okay to say no? I'm  
scared what's in them.

GRANDPA

Probably not a good idea to refuse  
Thomas. I'm sure it'll be OK.

Grandpa and the children try a cupcake. They all smile and  
eat up their cupcakes to the last crumb.

AIMEE

Yummy!

THOMAS

Delicious!

The village of Chespins all start singing loud and boisterous  
a sing along song in honor of their guests.

CHESPINS

*Friendly Friendly Friendly Friends!  
Friends for you and me!  
Friendly Friendly Friendly Friends!  
There's one and two and three!*

THOMAS

For folks so quiet they certainly  
sing loud.

Grandpa nods as every Chespin joins in the singing.

CHESPINS

(singing)

*Friendly Friendly Friendly Friends!  
We'll sing it some more and we'll  
sing it again.  
Friendly Friendly Friendly Friends!  
Friends for you and me!*

SUPER: Two Hours Later

All Chespins still bellow out the Freindly Friend song.  
Grandpa, Thomas and Aimee have all had enough.

THOMAS

Please make them stop, make them  
stop!

AIMEE

Yes Grandpa, please make them stop!

GRANDPA  
 (stands up)  
 ENOUGH!!

All Chespins stop in the middle of the song, all in shock.  
 Dead silence from the village. Can hear sound of crickets.

THOMAS  
 I think they're pissed.

AIMEE  
 What do we do Grandpa? What do we  
 do?

GRANDPA  
 I've got an idea.

Grandpa, Aimee and Thomas stand before the silent crowd in V  
 formation; Grandpa is flanked by Aimee and Thomas.

GRANDPA (CONT'D)  
*Well we know where we're going  
 But we don't know where we've been*

THOMAS  
*And we know what we're knowing  
 But we can't say what we've seen*

AIMEE  
*And we're not little children  
 And we know what we want*

AIMEE / GRANDPA / THOMAS  
*And the future is certain  
 Give us time to work it out*

GRANDPA  
 Yeah!

AIMEE / GRANDPA / THOMAS  
*We're on a road to nowhere  
 Come on inside  
 Taking that ride to nowhere  
 We'll take that ride  
 I'm feeling okay this morning  
 And you know  
 We're on the road to paradise  
 Here we go, here we go.*

Grandpa and the kids jive and groove to steps cornier than  
 the Brandy Bunch. All Chespins are delighted by the show.  
 Grandpa and co continue the song complete with square moves.  
 The trio take turns singing the lines of the verse. So cute.

AIMEE / GRANDPA / THOMAS  
*We're on a road to nowhere  
 Come on inside  
 Taking that ride to nowhere  
 We'll take that ride  
 Maybe you wonder where you are  
 I don't care  
 Here is where time is on our side  
 Take you there, take you there.*

The Chespins are all wrapped in the song. Everyone jives along to the song. Party animals.

AIMEE / GRANDPA / THOMAS (CONT'D)  
*We're on a road to nowhere!*

The Chespins get down. The Mayor throws his hat up in the air. The young Chespin with the blue cap break dances.

AIMEE / GRANDPA / THOMAS (CONT'D)  
*We're on a road to nowhere!*

Same young Chespin does the moonwalk. All the Chespins are grooving. A female Chespin with a bowler hat does the robot.

AIMEE / GRANDPA / THOMAS (CONT'D)  
*We're on a road to nowhere!*

The Chespins have their own mosh pit. The Mayor crowd surfs. Grandpa and the kids give a big finish to wrap up the song.

AIMEE / GRANDPA / THOMAS (CONT'D)  
*We're - on - a - road - to - no-  
 where.*

Thunderous applause from the excited crowd. Grandpa, Aimee and Thomas share a 'we are rock stars' pleased smile and nod.

Full moon passes through the night sky.

INT. CHESPIN HUT - DAY

Thomas and Aimee are sound asleep in hammocks in a mud hut. Grandpa storms in, looks excited. He shakes them awake.

GRANDPA  
 Wake up sleepy heads!

AIMEE  
 Too sleepy. Up all night.

THOMAS  
 Get me up at eight.  
 Too tired.

GRANDPA

So I guess you two don't want to join me on an expedition into the mountains.

Aimee and Thomas sit up, both now fully awake and excited.

THOMAS

An expedition?

AIMEE

Into the mountains?

GRANDPA

Mayor told me some Chespins saw a rare Pokemon in the mountains a few weeks back. I've been searching for one of these Pokemon all my life. Only problem, it may be dangerous. The Mayor told me there's an evil Quimbull that lives between the village and the mountain.

THOMAS

A Quimbull, what's that?

GRANDPA

A very dangerous wild pokemon that's terrorized the villagers for years. The Mayor offered two Guides to steer us away from the Quimbull's lair and take us to where the rare Pokemon was last seen. So who wants to join me?

AIMEE / THOMAS

Me!!

EXT. WELL WORN PATH IN FOREST - DAY

Two Chespins carry fully loaded large backpacks on their back down a well worn track. Thick forest either side. They're closely followed by Grandpa with his 'Ash Ketchum' cap and Thomas and Aimee not far behind.

AIMEE

How long before we get there?

GRANDPA

We've only just left.

The little chespin with the blue cap catches up with the party. He holds on to Aimee's hand.

AIMEE

Where did you come from little one?

GRANDPA

Hold it guys. We have a stow away.

The expedition party stall.

AIMEE

You must go back. They'll miss you.

The little Chespin looks like he's about to cry. One of the Guides approaches Grandpa and whispers in his ear.

GRANDPA

It's Okay. One of the Guides is his Dad. He can come along as long as you want him to Aimee.

AIMEE

Yes please!!

Aimee looks pleased. She turns to the little Chespin.

AIMEE (CONT'D)

I'll call you Rufus.

The expedition party continues with Aimee and the little Chespin Rufus at the rear. Rufus looks very happy.

The party continue down the forest path. There is a rustling of some thick bushes near the path.

GRANDPA

Halt! Did someone hear something?

Behind the thick bushes are three Reindo Pokemon. These vile ugly putrid creatures are minions of Quimbull. They resemble giant cockroaches.

Grandpa creeps up to the bush and quickly peers through. The Reindos scuttle like cockroachs down the well worn path. Aimee and Thomas give out small screams as they scuttle by.

GRANDPA (CONT'D)

Reindos? What are they doin-

One of the Chespin Guides whispers in Grandpa's ear.

GRANDPA (CONT'D)

Oh.

Grandpa is in shock and looks worried.

THOMAS

What's wrong Grandpa?

GRANDPA

Those vile pokemon were Reindos, minions to Quimbull. We all need to pick up our pace. Definitely don't want to run into a Quimbull.

THOMAS

But Grandpa, weren't you a Pokemon Master. Couldn't you take care of him if we--

GRANDPA

Thomas I was a Pokemon master. Was! Besides, no one has ever caught a wild Quimbull. Ever! Maybe if I had a Master poke ball but even then it wouldn't be a sure thing. Look! Best we all pick up our pace and get the heck out of here. It's no longer safe.

For the first time, Grandpa's worried. Aimee and Thomas - seeing their Grandpa's concern - become frightened.

AIMEE

Grandpa? Are we going to be okay?  
Are we going to all die?

Grandpa sees his Grandchildren's frightened faces, decides to put on a brave face.

GRANDPA

Aimee, Thomas. You know you both mean the world to me and I'll never let anything bad happen to you but we all need to hurry. Okay?

Thomas nods, Aimee nods, even Rufus nods. The whole expedition party pick up their pace and hurry on down the forest path towards the mountain.

INT. QUIMBULL'S CAVE - DAY

QUIMBULL slouches on a stone throne in a well lit cave. Dead carcasses of small creatures surround him. He has a huge round head, beady eyes, a large mouth with sharp teeth and two enormous anvil like fists. He munches on a fat toad.

The three Reindos scuttle into his cave.

QUIMBULL  
HOW DARE YOU INTERRUPT MY LUNCH!

One of the Reindos makes a squeaky noise for a few seconds.

QUIMBULL (CONT'D)  
What? Human's and Chespins in my  
Domain? HOW DARE THEY!

Quimbull pounds the ground with his huge fists. The ground shakes like an earth quake. A Reindo falls onto his back, unable to flip back over. The other two help him flip over.

QUIMBULL (CONT'D)  
Show me where you saw them NOW!

Quimbull follows the Reindos who scurry out of the cave.

EXT. ADJACENT LONG ROPE SUSPENSION BRIDGE - DAY

The expedition party are at the edge of a long ancient rope bridge. The bridge is very high up in the mountains and spans a wide ravine where there's a river far far far below. Grandpa checks the ropes on the bridge are sturdy.

GRANDPA  
Think it'll hold. If we don't use  
this bridge, it'll take three days  
to get to the other side. That's  
three more days on Quimbull's turf.  
Think the bridge is our best bet.

Aimee and Thomas nod. The Chespin Guides are fearless and cross without hesitation. They're nimble and soon across. Next Rufus crosses and he is soon across. The three chespins wait on the other side.

GRANDPA (CONT'D)  
Okay Aimee, Thomas. It's our turn.  
Just take one step at a time and  
don't look down.

Grandpa and the children nervously cross the bridge slowly, one step at a time. Thomas almost falls when the old plank he stands on snaps in half. He manages to catch himself. At the centre it's windy and the bridge sways from side to side. All three are slow and extremely cautious.

Aimee makes a mistake and looks down. It's a long way down. She feels dizzy. She focus and continues to move forward.

Grandpa looks back from the side they started from. He can make out Pokemon near the bridge's main supports who resemble the three Reindos and a large Quimbull.

GRANDPA (CONT'D)

Quick you two, as fast as you both  
can. No time to lose.

All three pick up their pace. After only a few steps, the rope bridge begins to sway violently from side to side. The bridge's main supports - wooden posts fixed deep in the ground - shake. Quimbull hits a support side to side with enormous fists. Each punch works the post out of the ground.

Grandpa, Thomas and Aimee are thrown from side to side.

QUIMBULL

You all disrespected me when you  
entered my domain!  
Now you all must die!

Grandpa, Thomas and Aimee are twenty yards from the other side when Quimbull knocks a main support clean out of the ground. Grandpa sees the post knocked out of the ground.

GRANDPA

Quick! Grab the left hand rail!

All three grab tight the left rail. The right rail and bridge floor drops away. Grandpa, Oliver and Aimee hang on tight. They must complete the bridge crossing, hand over hand.

Quimbull starts pounding the last main post. The left rail which the three cling on to shakes violently each time he slams. They continue to inch closer to the other side. Grandpa looks to see Quimbull knock the last post out.

GRANDPA (CONT'D)

Thomas! Grab hold of Aimee. The  
bridge is going down.

Grandpa locks his arm around the left rail rope. He gets a firm hold of Thomas. Thomas likewise gets hold of Aimee.

The far side of the bridge slams against the cliff face under Grandpa and the children. Grandpa is only a few feet from the edge and the Chespins. He has hold of Thomas and Thomas has hold of Aimee. Grandfather's grip slips

Thomas grabs hold of Grandpa's pants. The weight causes Grandpa's pants to drop to his shoes. Grandpa wears polka dot underwear. Aimee's grip starts to slip from Thomas.

AIMEE

Don't think I can hold on for much  
longer.

Thomas has almost lost his grip on Aimee. As Aimee slips away, Rufus swings down like tarzan and catches her. The two are pulled up to safety.

Thomas has hold of Grandpa's pants which are around his ankles and are starting to tear. Rufus again swings down and secures a lasso around Thomas. Thomas is pulled up next.

Grandpa's very tired and can no longer hold on. His grip slips and he falls. Fortunately his feet get tangled in the rope bridge. Grandpa dangles upside down against the cliff face hundreds of feet from the bottom.

Rufus again swings down like a little Tarzan and he manages to secure a lasso around Grandpa's feet. Grandpa gets pulled up to safety feet first. His pants still around his ankles.

Everyone's relieved to have survived. Grandpa and the children are speechless, all traumatized by the ordeal.

On the far side of the ravine is Quimbull and his minions. Quimbull looks angry as he shakes his fists, yells and pounds the ground with his huge fists. The party can even feel the tremors soon after every time he pounds.

The expedition party all get to their feet and follow a well worn track back into the forest.

EXT. WELL WORN PATH IN FOREST - DAY

The party are back on the track in the forest which is dimly lit on account of the thick forest canopy above their heads.

EXT. WELL WORN PATH IN FOREST - LATER (DUSK)

The path under the thich canopy gets harder to follow as daylight fades. Just on dusk they reach a small clearing.

EXT. CAMPSITE IN FOREST CLEARING - NIGHT

The expedition party sit around a small campfire roasting marshmallows. Three small tents set up nearby. Rufus plays a perfect rendition of Road to Nowhere on a small harmonica.

The campfire flames flicker brightly in the dark night.

INT. TENT AT CAMPSITE IN FOREST CLEARING - NIGHT

Grandpa and the children are in one tent. Thomas and Aimee are asleep. Grandpa reads a book lying on his back. A long strange ungodly noise from the deep dark forest awake Aimee and Thomas. They sit up, half asleep and a little scared.

GRANDPA

That's nothing. Back to sleep you two.

Thomas and Aimee lie back down and try to sleep. Thomas has one eye open. Grandpa returns to his book unperturbed.

EXT. NEAR CAMPSITE IN FOREST CLEARING - NIGHT

Just outside the clearing, hiding in the shadows, you can just make out an outline of a strange creature. It has a round head, no ears and eight eyes which blink in the dark.

The moon passes through the night sky.

EXT. WELL WORN PATH IN FOREST - DAY

The party march along the forest track, Chespin Guides lead. Behind the bushes adjacent the track, there's a rustling. Grandpa makes out a purple creature, it runs away.

GRANDPA

What was that?

The Chespin Guides shrug. The party continues on.

The party trek an old path deep in the forest. The Guides use machetes where the path has overgrown with vegetation.

Hiding in the bushes, not far behind, is a purple creature with a large round head and eight eyes following the party. The strange creature has four stumpy legs, four spindly arms, no ears, no nose and a small mouth. He looks curious.

EXT. SMALL CLEARING - DAY

The party stop in a small clearing for lunch. All sit on picnic blankets and enjoy cake and hot tea. Rufus sits next to Aimee. The party are disturbed by a painfull shrill.

Grandpa, Thomas and a Chespin Guide investigate.

EXT. WELL WORN PATH IN FOREST - DAY

They find the purple creature stuck in a thorn bush. It's in pain as it whimpers. Tears well in the creature's eight eyes. It freezes with fright at the sight of the three.

GRANDPA

Well well well. A Binong. Thought you guys were extinct. Now now. Just want to help you not hurt you.

Grandpa and the Chespin Guide try to free the Binong out of the thorns but the creature is terrified. It thrashes about trying to escape but only manages to become more entangled in the thorn bush. It shrills in pain. Aimee and Rufus arrive.

AIMEE

Stop it! You're hurting him!

GRANDPA

We're only trying to help but it sure don't feel that way.

Rufus plays a melancholy tune on his harmonica. The sombre melody settles the Binong a little.

Aimee holds out her hand.

AIMEE

Do you want to hold my hand? When I'm scared my Mommy holds my hand.

The Binong considers Aimee's outstretched hand. It slowly extends a spindly arm with a reptile like three finger claw. Aimee grabs the creatures hand and flashes it a smile. The Binong smiles back.

AIMEE (CONT'D)

Don't be scared. We won't hurt you.

The Binong is still a little frightened. Grandpa and the Guide cut away the thorns. The Binong, finally free, runs off. Aimee looks glum.

GRANDPA

Cheer up sweetie. I'm sure we'll see him again.

Aimee gives a half smile, looks more upbeat at this prospect.

EXT. WELL WORN PATH IN FOREST - DAY

The party continue on the forest track, Chespin Guides lead.

EXT. WELL WORN PATH IN FOREST - DUSK

The party look exhausted as they continue on the forest path.

EXT. FOREST CLEARING - NIGHT

The expedition sit around a campfire. Their tents nearby. The party laugh and giggle while roasting marshmallows. On the outskirts of the light, in the flickering shadows, the Binong watches. Everyone notices the Binong lurking nearby.

AIMEE

Want some mashmellow? It's yummy!

The Binong steps out of the shadows and approaches Aimee. Aimee feeds the Binong a roasted marhmellow. He ravishes it.

BINONG (BEENOX)

Delicious!

GRANDPA

You speak English! Wonderful!  
Please friend. Sit down.

Grandpa guides him back to sit on a large stone near him. Grandpa sets him up with marhmellow and twigs for roasting.

GRANDPA (CONT'D)

Introductions! Introductions!

Opposite end of campfire sit the Guides enjoying marshmallows. They give a nod at the mention of their names.

GRANDPA (O.S.) (CONT'D)

Bob and Dave. Well that's what we  
call em'.

Thomas has four marshmallows on fire on the end of a stick. He manages to blow out the flames. He nods when introduced.

GRANDPA (O.S.) (CONT'D)

My grandson Thomas who just turned  
twelve. They grow up so fast.

Aimee toasts a marshmellow. Rufus is asleep, his head rests on her lap. Aimee watches over the dear little Chespin.

GRANDPA (O.S.) (CONT'D)

My grand daughter Aimee. Asleep on  
her lap is a young Chespin she named  
Rufus. They're two peas in a pod.

BEENOX (BINONG)

I'm Beenox. Pleased to meet you all.

Everyone's startled by Beenox's educated refined response. Even the Guides are surprized. Beenox has almost everyone's attention - little Rufus is half asleep, head on Aimee's lap. Everyone gives Beenox either a friendly nod or wave.

BEENOX (CONT'D)

Especially you old one. I am  
honored to meet the famous Ash Ket--

GRANDPA

Well I go by Grandpa these days.

BEENOX

Grand-Pa. Grandpa? Do you like music?

GRANDPA

Oh yes! Especially the eighties!

Beenox pulls out a flute from a hidden pouch.

BEENOX

Eighties?

Beenox plays AC DC's Back in Black on flute. Grandpa looks delighted at hearing an old favorite tune. Everyone grooves and sways. Little Rufus stirs awake.

Grandpa looks delighted.

GRANDPA

*Back in black  
I hit the sack  
I've been too long  
I'm glad to be back*

Rufus plays along on harmonica. Aimee and Thomas groove.

GRANDPA (O.S.)(CONT'D)

*Yes I'm let loose  
From the noose  
That's kept me hanging about*

Grandpa has the vitality of someone half his age.

GRANDPA (CONT'D)

*I've been looking at the sky  
'Cause it's getting' me high  
Forget the hearse 'cause I never die*

Beenox uses two hands to play the flute, the other two hands above his head. They gesture the heavy metal hand sign.

GRANDPA (O.S.)(CONT'D)

*I got nine lives  
Cat's eyes  
Abusin' every one of them  
and running wild*

Grandpa sings his little heart out as he takes on the chorus.

GRANDPA (CONT'D)

*'Cause I'm back  
Yes, I'm back*

Beenox continues to work wonders on his flute.

GRANDPA (O.S.)(CONT'D)  
Well, I'm back, back

Thomas and Aimee are on their feet grooving. The two Guides break dance on their shells. Rufus plays along on harmonica.

GRANDPA (O.S.)(CONT'D)  
Well, I'm back in black

Grandpa appears quite pleased with himself.

GRANDPA (CONT'D)  
'Yes, I'm back in black

The cover abruptly stops. Applause, cheers, laughter. Grandpa is on cloud nine! Smiles all round.

EXT. WELL WORN PATH IN FOREST - DAY

The Chespin Guides lead the expedition deep into the forest. Bringing up the rear is Beenox playing *'When Johnny comes marching home'*. The lively tune puts a spring in their steps and a smile on their faces.

EXT. WELL WORN PATH IN FOREST - LATER

Further along the well worn path, Chespin Guides lead the expedition deeper into the forest. Bringing up the rear is Beenox on flute and Rufus on harmonica playing *Dire Straits 'Money for Nothing'*. The funk puts a groove in their step.

INT. OLD GAS STATION - DAY

RING RING. Old screen door opens. In enters Dolores in a Subways uniform with an open letter in hand. She looks cross.

Martin cleans the front perspex on the sandwich bar. Celise attends to the salads and Junior mops the floor.

DOLORES  
Why are we still open! We haven't had any customers all week!

MARTIN  
Well we did have that Grandpa an--

DOLORES  
OUR ONE AND ONLY CUSTOMER AND YOU DIDN'T EVEN CHARGE THEM! I QUIT!

MARTIN  
Quit? But it's a family business.

DOLORES  
I can't take this anymore Martin.  
I'm done! I'm done!

MARTIN  
But Darling, what about our dream--

DOLORES  
This is no dream! It's a nightmare!

MARTIN  
Just another week, please. Till  
we're established. Please Babe!

Dolores shoves the open letter in Martin's face.

DOLORES  
A love letter from the Landlord.  
(beat)  
You're delusional if you think this  
will ever work. Delusional!

MARTIN  
Darling trust me. It'll be alright.

Martin holds her hand and looks deep in her eyes. She softens.

DOLORES  
Oh but Martin, how can you be so  
sure it'll be all right? How--

Martin playfully puts his finger over her lips to shush her.

MARTIN  
Kids!

Junior places the mop near a juke box and selects a song.

Celise stops working on the sandwich bar. The music of Bobby  
McFerrin's '*Don't Worry Be Happy*' fills the room.

Martin holds up a crumpled note. He is flanked by Junior and  
Celise. The three whistle and groove in time. Their dance  
steps must have been choreographed by the Brady Bunch.

MARTIN (CONT'D)  
*Here's a little note I wrote  
You might want to learn this note by  
rote.*

INSERT: Note reads "Don't Worry Be Happy"

MARTIN (O.S) (CONT'D)  
*Don't worry, be happy.*

Dolores is aloof. Martin and kids perform to a tough audience.

MARTIN (CONT'D)

*In every life we have some trouble  
But when you worry you make it double  
Don't worry, be happy  
Don't worry, be happy now*

Dolores remains cold. Martin and kids go on with the show. In the chorus, Martin leads with 'Don't worry', all three sing the 'Ooh ooh ooh' part and they share the remaining lines.

MARTIN / CELISE / JUNIOR

*Don't worry  
Ooh, ooh ooh ooh oo-oooh ooh oo-oooh  
Be happy  
Ooh, ooh ooh ooh oo-oooh ooh oo-oooh  
Don't worry, be happy  
Ooh, ooh ooh ooh oo-oooh ooh oo-oooh*

Dolores softens when her kids sing their parts. She smiles.

MARTIN / CELISE / JUNIOR (O.S.) (CONT'D)

*Don't worry  
Ooh, ooh ooh ooh oo-oooh ooh oo-oooh  
Be happy  
Ooh, ooh ooh ooh oo-oooh ooh oo-oooh  
Don't worry, be happy*

Martin and the kids are pleased with themselves.

MARTIN

*Ain't got no place to lay your head  
Somebody came and took your bed*

Dolores is enjoying their performance. She smiles warmly.

MARTIN (O.S) (CONT'D)

*Don't worry, be happy.*

Martin and the kids continue performing with gusto.

MARTIN (CONT'D)

*The landlord say your rent is late.*

Dolores grins as she holds up the opened letter and nods.

MARTIN (O.S) (CONT'D)

*He may have to litigate*

Martin and the children share a pleased look.

MARTIN / CELISE / JUNIOR  
*Don't worry, be happy*  
 (beat)  
 Oh, ooh ooh ooh oo-oo ooh oo--

Music abruptly stops. The lights go out. The store dimly lit. Dolores is bewildered by the sudden loss of electricity.

Martin looks defensive.

MARTIN  
 Almost forgot. I'm having trouble  
 paying the electricity.

Dolores looks furious. She's about to boil.

EXT. OLD GAS STATION - DAY

All quiet as usual at the one pump gas station. No customers.

DOLORES (O.S.)  
 AAARRRRRRRRRRRR!

EXT. CAMPSITE IN FOREST CLEARING - NIGHT

The expedition party sit around the camp fire eating toasted marshmallows. Beenox makes everyone laugh with a funny story. Even the Chespin Guides and Rufus chuckle along.

The campfire flickers and crackles bright in the dark night.

The laughter subsides.

GRANDPA  
 Any Mews live in this forest?

Beenow double shrugs.

BEENOX  
 Not sure. Why? You wanna catch one?

GRANDPA  
 No, my catching days are over. I  
 saw one years ago and I would love  
 to see another and show the kids.

BEENOX  
 So Ash from Pallet Town. You cured?

GRANDPA  
 Cured? From what?

BEENOX  
 Primal urges. Gotta catch em all?

GRANDPA

That's was long ago and I was wrong.  
I've worked the last fifty years as  
an advocate for Pokemon liberation.

Beenow gives Grandpa a long suspicious look up and down.

BEENOX

So you don't wanna catch a Mew?

GRANDPA

No!

(beat)

Do you know where we can find one?

BEENOX

Aaaaah no. Not sure.

GRANDPA

Something tells me you do.  
But let me guess, you think I'll  
abduct the Pokemon. Like the old days.

BEENOX

You got a lousy track record.

GRANDPA

I've changed. I love Pokemon and  
these wonderful creatures deserve to  
be free.

BEENOX

How can I be sure you speak the truth.

GRANDPA

Give me a minute.

Grandpa confronts the Guides on the other side of the campfire. He discusses something with them. They both nod. Beenox watches Grandpa closely as he next goes over to Thomas, Aimee and Rufus. He says something and they all nod.

Grandpa stands a few yards before Beenox, the Guides stand just behind him. One magically pulls out a huge Double Bass Guitar out of a small knapsack. The other likewise pulls out a long keyboard. They set up just behind Grandpa.

The kids and Rufus complete the band and also set up just behind Grandpa. Thomas has a moonshine jug, Aimee a tambourine and Rufus has his harmonica.

The band fronted by Grandpa launch into a cover of Sting's "If You Love Somebody Set Them Free". Guides do great vocals.

GRANDPA (CONT'D)

*If you need somebody  
Call my name  
If you want someone  
You can do the same*

The Guides are masters of their instruments. They play the funk well. Thomas and Aimee are both enjoying playing the jug and tambourine. Rufus defines a new cool with his harmonica.

GRANDPA (O.S.)(CONT'D)

*If you want to keep  
something precious  
You got to lock it up  
and throw away the key*

Beenox enjoys the performance. He has all his hands in the air, waving around like he just don't care. Double claps.

GRANDPA (O.S.)(CONT'D)

*If you want to hold  
on to your possession  
Don't even think about  
me*

Grandpa and band look slick. They enjoy performing together. A series of shots of the whole band and individual members.

GRANDPA (VOCAL)(CONT'D)

*If you love somebody  
If you love someone  
If you love somebody  
If you love pokemon  
Set them free  
(Free free, set them free)  
Set them free  
(Free free, set them free)*

Beenox dances about, slick funky moves. He does the robot.

GRANDPA (VOCAL)(O.S.)(CONT'D)

*Set them free  
(Free free, set them free)  
Set them free  
(Free free, set them free)*

Grandpa and other band members look pleased with themselves. Number of shots of the entire band and the various members.

GRANDPA (CONT'D)

*If it's a mirror you want  
Just look into my eyes  
Or a whipping boy  
Someone to despise*

Beenox break dances.

GRANDPA (O.S)(CONT'D)  
*Or a prisoner in the dark  
 Tied up in chains you just can't see  
 Or a beast in a gilded cage  
 That's all some people ever want to be*

Grandpa and band members are thrilled with their performance.  
 Various shots of Grandpa and the fellow band members.

GRANDPA (VOCAL)(CONT'D)  
*If you love somebody  
 If you love someone  
 If you love somebody  
 If you love pokemon  
 Set them free  
 (Free free, set them free)  
 Set them free  
 (Free free, set them free)*

Beenox's break dance includes a few quadruple somersaults.

GRANDPA (VOCAL)(O.S.)(CONT'D)  
*Set them free  
 (Free free, set them free)  
 Set them free  
 (Free free, set them free)*

Grandpa and the band fade out as they wind up the song.

GRANDPA (VOCAL)(O.S.)(CONT'D)  
*Set them free  
 (Free free, set them free)  
 Set them free  
 (Free free, set them free)*

Grandpa returns to his spot near Beenox. Everyone else  
 returns back to their spot as well.

GRANDPA (CONT'D)  
 Can you show me where the Mew is now?

Beenox grins.

BEENOX  
 Maybe.

GRANDPA  
 So it's true. There is a Mew.

Beenox gives a double shrug and a cheeky grin.

EXT. CAMPSITE IN FOREST CLEARING - LATER

All quiet. A full moon in a starry night sky watches over the camp. Two small tents under the stars. Beenox asleep near the smoldering remains of the campfire. A rock for a pillow.

A distance away, in the starry sky, a grey figure resembling half mouse half kangaroo with huge eyes and a long tail glides past the moon. The MEW's song is carried on a cool breeze.

MEW

Meeeeeeeeeeeeeeeeeeeeew!

Grandpa, the kids, Rufus and the Guides exit their respective tents. Beenox stirs awake. They catch a glimpse of the Mew.

THOMAS

Granpa was that a --

GRANDPA

A Mew. Right Beenox?

Beenox looks trapped.

BEENOX

You know a Mew will only reveal himself on two conditions.

GRANDPA

One's great desire to see a Mew and the pureness of one's heart.

BEENOX

Are you pure of heart Grandpa?

GRANDPA

I like to think so.

BEENOX

We shall see. We shall see.

EXT. PATH PAST SMALL HILL WITH ROCKY OUTCROP - DAY

Beenox and the Chespin Guides lead the party towards a small hill. Trees and vegetation are sparse at this altitude. They leave the overgrown path up hill towards a rocky outcrop.

Beenox leads all to a hidden cave entry hidden on the high side of the outcrop. The opening's no bigger than a doorway.

INT. CAVE'S CAVERN AREA - DAY

The party enter a cavern lit by a billion glow worms. There are stalactites, stalagmites and a river down the centre.

Grandpa peers over the river. On the other side is a tunnel.

GRANDPA  
We need to get over there.

AIMEE  
But how Grandpa? How?

Thomas surveys the river. He points out stepping stones.

THOMAS  
Look! Stepping stones!

GRANDPA  
Well spotted Thomas! Well spotted!  
Mind your step one and all.  
Last one across is a rotten egg.

Grandpa with agility quick steps across the stepping stones. Beenox is next and for someone with two left feet, he is quite agile. The Guides closely follow.

Thomas, Aimee and Rufus survey the task more cautiously.

GRANDPA (CONT'D)  
Come now. Worst thing you'll get wet.

Thomas plucks up some courage. First half dozen stones are effortless but he slips taking off from the seventh and landing unsteady on the eighth. Thomas teeters, he tries to balance and notices eels with razor sharp teeth and red eyes.

THOMAS  
Arrrrr!

Thomas regains his balance. He looks about. Several eels with red glowing eyes and sharp teeth watching. Thomas timidly jumps to the next stone. A huge swarm of eels follow. Thomas breathes a sigh of relief as he finally jumps to shore.

THOMAS (CONT'D)  
Aimee! They are in the water.

Grandpa and Beenox look on concerned.

Aimee looks scared as she scans the river infested with eels.

AIMEE  
What do I do Grandpa?

Grandpa looks on anxious and almost speechless.

GRANDPA  
Arrr-

Rufus bends over and gestures for Aimee to hop on his shell.

AIMEE

Are you sure? I'm too heavy.

Rufus shakes his head and smiles. Gestures again his offer.

GRANDPA

Hop on the little fella's back  
Aimee. They are stronger then they  
look and as agile as an acrobat.

Aimee jumps on Rufus's back, throws her arms around his neck. Rufus taks a hard sprint towards the stones. Aimee closes her eyes.

Many evil eels stick their heads six inches above the water, flashing their dark demon red eyes and razor sharp teeth.

Rufus, with Aimee on his back steps on consecutive stones with speed an agility.

A cluster of evil demon eels have slithered onto the eighth stone and eagerly await.

Rufus sees the ambush on the stone ahead. He reroutes via stepping on an evil eel mosh pit. He plucks an eel out of the water as he jumps to another eel mosh pit further on. He uses it like a whip to smash the eels off the stepping stone.

The eels on the stone are swept off via the 'whip'. The eel whip, dazed and unconscious, is tossed aside as well.

Rufus lands onto another eel mosh pit. He springs off hard for the ninth stepping stone far away. Rufus jumps high.

Rufus soars high above the water. Aimee decides to open her eyes. She is terrified they are so high and coming in hard for a landing on the ninth. She closes her eyes hard.

Rufus just makes it onto the ninth on the very edge of the stone. He continues on towards the last remaining stone.

Grandpa, Thomas and the Guides look on with delight as Rufus jumps to shore. Aimee still has her eyes closed.

THOMAS

You can open your eyes now Aimee.

Aimee opens her eyes and smiles to the chuckles of Grandpa and Thomas. Rufus bends down to allow her to step off.

Aimee gives Rufus a peck on the cheek.

AIMEE

My hero.

Rufus blushes.

BEENOX

Everyone needs to be quiet else  
you'll scare off the Mew. The Mew's  
lair is a small cavern other side of  
that small tunnel.

Beenox gestures towards a mine size tunnel far end of the  
cavern. Beenox leads, followed by the Guides, Thomas, Rufus  
and finally Grandpa and Aimee bringing up the rear.

AIMEE

Grandpa? How are we going to get  
past those eels when we leave.

GRANDPA

Don't worry about them sweetie.  
Mew's always have two ways in and  
out of their lair. We'll take the  
second exit. Okay?

Aimee smiles and nods.

GRANDPA (CONT'D)

But for now we need to be quiet.  
Mews are very light sleepers.

Grandpa and Aimee follow the others into the dark tunnel.

INT. CAVE'S DARK TUNNEL - DAY

The party walk through the dark tunnel dimly lit by a scatter  
of glow worms sparsely located over the tunnels rock ceiling.

INT. MEW'S LAIR - DAY

The party enter a smaller cavern with stalactites and  
stalagmites. Centre of the cavern, a small rocky outcrop of  
volcanic rock juts a dozen feet up into the air.

Beenox signals the rest of the party to stop and be quiet. He  
points to the volcanic rock outcrop. He signals all to shush.

The top of the granite outcrop is a thick flat bed of hay.  
The Mew is sound asleep on the hay.

The party move to another location for a better look of the  
Mew. Grandpa takes a few snaps with his iPhone. Aimee,  
Rufus and the Guides are overjoyed to be so close to a Mew.  
Thomas gets slimed when he brushes past a stalactite.

THOMAS

Err yuck!

The Mew's right eye slowly opens.

Grandpa and the rest of the party look daggers at Thomas.

THOMAS (CONT'D)

Sorry!

The cave fills with a thick fog.

EXT. SURFACE OF THE MOON - DAY

When the fog clears the party are on the moon. They're surrounded by craters. Far off above the horizon is the blue planet earth. The glow worms are now millions of stars.

Aimee and Thomas are bewildered to be on the moon. Grandpa, Beenox and the Chespins are less concerned.

AIMEE

Grandpa? How are we going to get home now! We're on the moon!

GRANDPA

Relax Aimee, we're still in the cave. A Mews prime defense mechanism is to cause mass hallucinations when they feel threatened.

THOMAS

But if I'm not on the moon, how can I do this?

Thomas takes a small jump and springs ten feet up in the air.

Aimee tries the same and does a triple somersault with ease.

GRANDPA

It's all part of the illusion. A Mew can really mess with your head.

BEENOX

Lets see if we can find a way out of this maze.

Beenox heads off towards a crater filled landscape. The rest of the party close behind. All of them take huge steps as they bounce along the lunar landscape. 'The Police' 'Walking on the Moon' starts with its familiar bass, guitar and drums.

GRANDPA

It must be a Police fan.

Grandpa, Aimee and Thomas sing 'Walking on the Moon' as they bounce effortlessly over the lunar landscape dodging craters.

AIMEE

*Giant steps are what you take  
Walking on the moon*

THOMAS

*I hope my legs don't break  
Walking on the moon*

GRANDPA

*We could walk forever  
Walking on the moon  
We could live together  
Walking on, walking on the moon*

AIMEE

*Walking back from your house  
Walking on the moon*

AIMEE | THOMAS

*Walking back from your house  
Walking on the moon*

GRANDPA

*Feet they hardly touch the ground  
Walking on the moon  
My feet don't hardly make no sound  
Walking on, walking on the moon*

The party continue to take huge bouncy steps across the moon.

AIMEE | THOMAS

*Some may say  
I'm wishing my days away  
No way  
And if it's the price I pay  
Some say  
Tomorrow's another day  
You stay  
I may as well play*

The party continue their giant steps across the lunar terrain during the instrumental break. Smiles all around.

The party land between two large craters. The surface cracks and shatters and everyone falls into a deep dark blackness.

EXT. JUST BELOW ROCKY OUTCROP - DAY

Grandpa, Thomas, Aimee, Rufus and the Chespin Guides come tumbling out of a large bush lower side of the Rocky outcrop. They end up on a grassy slope, dazed and confused.

EXT. CHESPIN VILLAGE - DAY

Young mischevious chespins pile into Grandpa's pickup truck.

INT. PICKUP TRUCK - DAY

Chespins stand six abreast on the front seat mesmerised by the dash, the gauges, the wheel and radio cassette player.

One chespin bumps in a cassette into the player. The start of Chicago's "*If you leave me now*" plays.

All chespins bawl. Two either side leave in tears.

Two remaining chespins. One is short and CHUBBY, the other wears GLASSES. Glasses ejects the tape. They wipe their eyes and mutter something. Chubby grabs the cassette and throws it hard behind. The two chespins chuckle.

Chubby is startled when he opens the glovebox. In it he finds a walkman. He thinks he's found a treasure.

CHUBBY

Ooooooooooh!

Chubby grabs the treasure and makes a quick exit.

Glasses is alone. He looks either side and mutters something. Glasses smells under his armpit and shrugs. He notices Martin's flyer for Subways on the car seat and picks it up.

GLASSES

Ooooooooooh!

(reads bold font)

SUB-WAYS!

EXT. CHESPIN VILLAGE - DAY

The Mayor with Top Hat sleeps on a hammock under the shade of coconut trees. The Hat lies on his face as he sleeps. The little Chubby Chespin tries to wake the Mayor. The Mayor, half awake, falls off the hammock. Chubby helps him stand.

The Mayor brushes himself off, shakes a dent out of his hat. He berates the chespin who offers the walkman. The Mayor is surprised by the gift. His anger replaced with curiosity.

The Mayor presses buttons and he can see the tape spin around. He turns a knob and can hear the music somewhere. He works out it's coming out of the walkman headphones. He timidly puts on the headphones. He gives a big smile and sways to the music.

The young Chespin seems proud of himself as he stares at the Mayor who is grooving and gyrating to the music. The Chespin's moment of admiration is short lived. He is 'bumped' hard out of the scene by the ultra groovy Mayor's swingin' disco butt.

INT. OLD GAS STATION - DAY

Dolores, tight lipped and fuming, tidies up the salad bar. The electricity is back on, fluorescents light up the store.

Martin shines the front perspex on the sandwich bar. He notices Dolores's demeanour.

MARTIN

You still mad about that brooch?

DOLORES

It was a family heirloom. It'd been in my family for six generations.

MARTIN

Well as soon as business picks up and we get established. I'll buy it back for you.

Dolores gives a bitter snicker.

MARTIN (CONT'D)

What? You don't think we have a chance?

DOLORES

Not a snowball's.

MARTIN

Well that's because you gotta have -

DOLORES

A local population. I'm talking people, not chipmunks.

MARTIN

No silly you gotta have -

DOLORES

No brain so I can't realise what a financial disaster this business is.

MARTIN

No no no. You gotta have. Look wait hear.

Martin rushes over to the JukeBox. He looks at the menu, searching for a song. He bangs the jukebox in frustration.

MARTIN (CONT'D)

Dang!  
I can't find it.

DOLORES  
What can't you find?

MARTIN  
Track I wanna play. George Michael  
number. Can't remember the name.

DOLORES  
Faith.

MARTIN  
Wow! Good guess!

Dolores rolls her eyes. George Michael's '*Faith*' plays aloud.

EXT. GRASSY MEADOW OVERLOOKING FOREST - DAY

Grandpa, Thomas, Aimee, Rufus, Beenox and the Guides rest on a rolling meadow just down from the Mew's rocky outcrop. All are enjoying a mug of tea with a delicious green cupcake.

AIMEE  
Grandpa, are we going to get home  
soon. There's school Monday.

GRANDPA  
I don't think that'll be a problem.  
What day is it today?

THOMAS  
Saturday.

GRANDPA  
Saturday? We have a problem.

AIMEE  
Oh Grandpa!

GRANDPA  
It's not a problem is it if you miss  
a day or two of school.

AIMEE  
It is a problem Grandpa. A huge  
problem.

GRANDPA  
How?

AIMEE

I start my new school on Monday and if I miss the first few days all the best bff girls are going to be taken. Not to mention I'll always be called *that* girl who started late. I'll be a social outcast. Please Grandpa, please!

Grandpa appears sombre. He tries to tell Aimee the bad news.

GRANDPA

Well darling it's just that--

Aimee bursts into tears.

AIMEE

Oh Grandpa, you're ruining my life.

Beenox interjects.

BEENOX

Sorry for eavesdropping but I might have a way of getting you and the children back to the Chespin village by late noon.

Grandpa, Thomas and Aimee listen eagerly.

GRANDPA

Well I think the kids want to walk back the way we came. Right guys. It'll only be a three day hi--

THOMAS

No way!

Thomas and Aimee shake their heads profusely.

GRANDPA

Guess the novelty has worn off.  
(to Beenox)  
We're all yours.

EXT. CHESPIN VILLAGE TOWN SQUARE - DAY

Two dozen Chespin chiselers chisel away at two large tree trunks lying side by side. An ELECTRICIAN CHESPIN, baseball cap backwards arrives carrying a roll of cable. Two chespins arrive with a roll of black foam. The Mayor oversees the job.

Chubby Chespin looks on in awe at the feverish activity.

The Chespins seem to be building two gigantic speakers.

The Mayor looks over the work as if under a spell. Glasses, flyer in hand, tugs at the Mayor, snaps him back to earth.

Glasses shoves the flyer under the Mayor's nose. He is mesmerised by the colorful flyer with fancy font.

MAYOR

Ooooooooooh!

(reads bold font)

SUB-WAYS!

EXT. RIVER BANK - DAY

Beenox leads the others towards a well kept small thatched hut on the bank of a wide river. Nearby are a half dozen abandoned derelict huts, overgrown with bushes or trees and weeds in the garden. Beenox presents his hut with pride.

BEENOX

It might be small but it's home.

GRANDPA

It looks a very cozy home indeed.

This remark makes Beenox smile. Grandpa looks at the other huts in disarray.

GRANDPA (CONT'D)

Do you live here alone?

Beenox glumly nods.

BEENOX

Many Beenox lived here but -

Beenox, lost for words, shakes his head. He wipes away a tear.

GRANDPA

Oh I am sorry.

Beenox shrugs with both sets of arms. He looks melancholy.

Aimee and Thomas notices an enormous wooden barrel floating on its side, moored at the end of a small rickety jetty near the hut. On the top is a hatch and a rope ladder for access. Four metal drums, chained either side, stabilise the craft.

AIMEE

Look Grandpa, a giant barrel.

BEENOX

That is no ordinary barrel. It's a mark three Beenox tumbler. It's the latest development in river travel.

GRANDPA  
So this is our ride home?

BEENOX  
Exactly.

GRANDPA  
Well what are we waiting for.  
Permission to come aboard cap'n.

BEENOX  
My pleasure.

INT. BEENOX TUMBLER - DAY

Round glass windows each end light up a large room with level wooden floor and ceiling. Either side are cupboards seperated by narrow nooks. Each nook is spanned by several thick straps. Water laps the windows revealing the room's half submerged.

At the center of the room a hole in the floor and the ceiling reveals hatches top and bottom and a wooden ladder that spans both. The top hatch opens, flooding the center with sunlight. Beenox climbs down the ladder. He beckons Grandpa to follow.

The entire party climb down into the craft. Beenox climbs up the ladder and secures the hatch. He climbs back down and pulls a wooden lever on one end near a round window.

EXT. RIVER - DAY

The untethered tumbler floats off down the river, leaving the jetty behind.

INT. BEENOX TUMBLER - DAY

In the tumber are hessian sacks scattered on the floor.

BEENOX  
Please everyone, make yourselves comfortable. We won't get to the village till late afternoon.

The party make themselves comfortable using the hessian sacks as bean bags. Thomas points out the nooks with straps.

THOMAS  
What's that for?

BEENOX  
Oh yes, it gets a little rough in a few patches down the river. Those nooks come in handy to avoid getting thrown about.

Thomas nods. Grandpa looks about impressed with the craft.

GRANDPA

Well its a wonderful vessel.  
So I was wondering what happened to  
the rest of the village?

BEENOX

Oh ahhh. It's a very sad story.

Beenox wipes away a tear. He musters up a smile.

BEENOX (CONT'D)

But enough about sad stories. We're  
out on the river and it's our custom  
to rejoice and sing whenever we're  
out on the water. Anyone know the  
river song?

The Chespin Guides and Rufus all nod. Grandpa, Aimee and Thomas shake their heads and shrug.

GRANDPA

The river song? Never heard of it.  
Is it like a sea shanty?

BEENOX

(shrugs)

Don't know. I've never heard a sea  
shanty before. Maybe.

(to Chespin Guides)

Would you mind?

The Guides defy logic. One pulls out a keyboard, the other a double bass from their respective knapsacks. Rufus retrieves drum sticks from his knapsack and sets up a makeshift drum from a bucket hanging nearby. They play a funky intro.

Grandpa, Aimee and Thomas share a surprized look. It's Al Green's '*Take me to the river*' - the Talking Heads cover. The words are changed to suit. Beenox fronts the band and uses lots of hand gestures. The Guides provide BACKUP VOCALS.

BACKUP VOCALS

*Take me to the river*  
*Drop me in the water*  
*Take me to the river*  
*Drop me in the water, the water*

BEENOX

*Don't know why I love her like I do*  
*All the trouble she's put me through*  
*Taken some friends but no regrets*  
*I haven't seen the worst of it yet*

Grandpa, Aimee and Thomas thoroughly enjoy the performance.

BEENOX (CONT'D)  
*I wanna know, can you tell me?  
 I'd love to stay*

Rufus and the Chespin Guides play with gusto.

BEENOX (BACKUP VOCAL)  
*Take me to the river  
 (Take me to the river)  
 Drop me in the water  
 (Drop me in the water)  
 Dip me in the river  
 (Take me to the river)  
 Drop me in the water  
 (Drop me in the water, the water)*

Beenox grooves and twirls. He even does the moon walk.

BEENOX  
*Don't know why you make me so glad  
 Think of the good times we ever had  
 Love is a river, flows to my heart  
 My sweet dream is we'll never part*

Grandpa and the children sway and clap to the music.

BEENOX (CONT'D)  
*I wanna know, can you tell me?  
 I'd love to stay*

Rufus and the Chespin Guides continue playing the funky tune.

BEENOX (BACKUP VOCAL)  
*Take me to the river  
 (Take me to the river)  
 Drop me in the water  
 (Drop me in the water)  
 Dip me in the river  
 (Take me to the river)  
 Push me in the water  
 (Drop me in the water, the water)*

Beenox's gestures are comical with two sets of hands.

BEENOX (BACKUP VOCAL) (CONT'D)  
*Hold me! Squeeze me!  
 Love me! Tease me!  
 Till I can't, till I can't  
 I can't take no more*

Beenox and the band wind up the song with a big finish.

BEENOX (BACKUP VOCAL) (CONT'D)

Take me to the river  
 (Take me to the river)  
 Drop me in the water  
 (Drop me in the water)  
 Dip me in the river  
 (Take me to the river)  
 Push me in the water  
 (Drop me in the water, the water)

Grandpa and the children give Beenox and the band a standing ovation.

GRANDPA

Well that settles it.

BEENOX

Settles what?

GRANDPA

It aint a sea shanty.

EXT. RIVER - DAY

The tumbler floats on down the river, it passes under a rope tied between trees opposite sides. Chains with bells attached are located along the rope. It's a primitive ingenious alert system. The tumbler passes under and rings a few bells.

INT. BEENOX TUMBLER - DAY

Thomas looks puzzled. He can hear bells.

THOMAS

What's with the bells?

BEENOX

Oh that's the waterfall alert.

Beenox has everyone's attention.

GRANDPA

Waterfall?

BEENOX

Yes, this is one of them rough patches.

GRANDPA

How long we got?

BEENOX

Oh relax. We've got--

Beenox thinks long and hard. He taps his head deep in thought. Beenox starts counting on his fingers over two hands. He shakes his head as if he's made a mistake and recounts. He nods with a huge smile supremely confident.

BEENOX (CONT'D)

About ten seconds.

GRANDPA

Quick everyone. Battle stations!

Grandpa slips into a nook and arranges his legs and arms to interwine in the semi loose straps. Thomas does the same, and so too the two Chespin Guides.

Beenox intertwinies his limbs between the loose straps too.

Aimee and Rufus stand before the last empty nook.

AIMEE

Would you like to share Rufus?

Rufus nods and smiles. He enters first and secures himself in the top half of the nook. Aimee does the same lower down.

EXT. RIVER - DAY

The tumbler floats over the edge and disappears.

INTERCUT - INT. BEENOX TUMBLER AND EXT. RIVER - DAY

Aimee, Thomas and Grandpa scream like they're on an extreme ride. The hessian sacks float mid air as they free fall.

The Tumbler free falls down a two hundred foot waterfall.

Aimee, Thomas and Grandpa scream like teens on a roller coaster. A terrifying view of the base far below, racing up to meet them. Beenox yawns. Rufus and the Guides giggle.

The Tumbler slightly submerges after hitting the water hard.

Everyone inside are thrown about like rag dolls. The round windows reveal they are under water.

The Tumbler springs a few feet out of the water. It lands with a fud and the craft sways about as it stabilises.

Everyone holds on tigth. They slowly loosen their grips as the tumbler settles.

The tumbler floats on down the calm peaceful river.

Everyone slowly recovers from the ordeal, leaving their nooks.

GRANDPA

That wasn't too bad. Hey Beenox,  
why aren't you out of your nook?

Beenox is still in his nook intertwined in the straps.

BEENOX

We aren't finished. We still have  
to travel down his big brother.

GRANDPA

Big brother??? When???

Beenox scratches his head deep in thought. He counts out half a dozen fingers, stops, shakes his head in frustration and recounts his fingers again. Beenox announces with confidence.

BEENOX

Now!

All stare at Beenox in shock. Everyone bolts for their nook.

The tumbler disappears over the edge.

The tumbler free falls in mid air slow motion, it's two hundred feet from the top of a one thousand foot waterfall. Wagner's *Ride of the Valkyries* emphasizes the fall's enormity.

Grandpa, Thomas and Aimee scream like teens on a roller coaster. Rufus and the Guides giggle. Beenox yawns. The hessian bags float mid air, weightless in free fall.

The tumbler continues its descent in slow motion. It's about half way down.

Grandpa and the kids scream on. The round window facing down shows the base is still far off.

The tumbler continues to fall, its only a few hundred feet from the bottom.

Grandpa, Aimee and Thomas scream like scared teens, their mouths so wide you can see their tonsils. Rufus and the Guides giggle. Beenox is doing the newspaper's crossword.

The tumbler plunges hard into the water with a huge splash.

EXT. UNDERWATER - DAY

The tumbler dives deeper disappearing into the inky blackness.

INT. BEENOX TUMBLER - DAY

Beenox has dozed off. The tumbler descends at break neck speed. Grandpa and the kids scream as they hold on tight. The tumbler slows to a stop near the dimly lit bottom.

Thomas and Aimee are in shock. Out the window an Angler fish and stingray swim by. Wrecks of other tumblers are strewn about. View last seconds before the tumbler begins to ascend.

EXT. UNDERWATER - DAY

The tumbler shoots out of the blackness, heading straight up.

INT. BEENOX TUMBLER - DAY

Grandpa and the kids scream at the top of their lungs.

EXT. RIVER - DAY

The tumbler shoots out of the water like a popped cork. It spins round and round as it flies through the air.

INTERCUT - INT. BEENOX TUMBLER AND EXT. RIVER - DAY

Grandpa, Thomas and Aimee scream. Trapped in a giant spin cycle. Beenox is fast asleep. The Guides and Rufus giggle.

The tumbler skips on the water like a giant pregnant pebble.

Grandpa and the kids have had enough. They scream and moan.

The tumbler finally corrects itself. It floats on down stream.

Everyone is upside down. Rufus slips out onto the ceiling which is now the floor. He helps Aimee get out. Thomas looks clumsy as he slips out onto the floor head first. Grandpa fumbles around as he slips out of his nook head first too.

Everyone except Beenox are out of their nook. As ceiling and floor mirror each other as well as the hatches and ladder in between, the room is identical upside down with the hessian sacks back on the 'floor'. Beenox **is** sound asleep upside down.

The tumbler floats slowly onwards. A picture of tranquility.

Almost everyone are back on the hessian sack bean bags. The Guides play knucklebones. Rufus is brushing Aimee's hair. Thomas and Grandpa chat and laugh. Beenox half asleep arrives and pulls up a sack near the two of them.

THOMAS

Can you believe this guy Grandpa?  
 (turns to Beenox)  
 How could you sleep through that?

BEENOX

Sorry! All that commotion was rockin  
 me off to sleep. Pity cause that  
 second waterfall is a lot of fun.

Grandpa and Thomas share a surprized look.

Rufus continues to brush Aimee's hair to her delight.

INT. QUIMBULL'S CAVE - DAY

The three Reindos stand before Quimbull's throne. They shake  
 in fright. Quimbull stands to his feet to lay down the law.

QUIMBULL

You three have failed me one too  
 many times. As punishment, one of  
 you must now die a squishy death.

Quimbull raises his huge fist like a huge sledgehammer.

QUIMBULL (CONT'D)

Well? Who's it gunna be?

The Reindos panic. They scurry about like scared cochroaches.

QUIMBULL (CONT'D)

ENOUGH!

Quimbull pounds hard on the cave floor. A major earthquake.

All Reindos are on their backs, tiny feet free wheeling about.

Quimbull looks impatient.

QUIMBULL (CONT'D)

I will refrain from any such  
 punishment for now. For today you  
 are enlisted as cannon fodder in my  
 army.

Two Reindos are back on their feet helping the third get off  
 its back. They manage to flip the third one over.

THIRD REINDO

Nerp nerp nerp nerp. Nerp nerp nerp  
 nerp. Nerp nerp.

QUIMBULL

Who? Isn't that a bit obvious. The Chespin village of course. This crime cannot go unpunished.

THIRD REINDO

Nerp nerp nerp.

QUIMBULL

They should have thought about the consequences before helping them humans. Now they deal with these!

Quimbull holds up his huge sledgehammer shaped fists.

QUIMBULL (CONT'D)

Anyway, it's time. Get ready.

The three Reindos scurry away.

Quimbull stands. He approaches a mic. The lights dim. A wood flute lies on a stool nearby. A spotlight shines on it.

The Reindos wear Ray-Bans and stand upright on tiny back legs. All have a musical instrument. One plays a horn, another guitar and the third a large Double Bass.

In strolls Reindo BACKUP SINGERS. Two females wear tiny stiletos on rear legs, thick lipstick and wigs. They get behind a large Mic other side of cave. They have tambourines.

Quimbull picks up the flute and plays the twenty second flute solo intro to Sledgehammer.

The Reindos and Backup Singers join him in a cover of Peter Gabriel's 'Sledgehammer'. Some versus rewritten to suit. A series of Music Videoe style shots focus on Quimbull and other band members performing the song. They get down and funky.

QUIMBULL (CONT'D)

*Gunna inflict severe pain  
Cracking skulls and breaking backs  
Swoop down like a Pterodactyl flying  
Gunna turn their blue skies black*

*They really do appal me  
Gunna make em all bleed.*

*It could be a day tripper  
Be back home way before ten  
Spend the day punching, poundin' n  
thumpin'  
This amusement never ends*

QUIMBULL (CONT)

*I want to be your sledgehammer  
Why don't you call my name  
Oh let me be your sledgehammer  
This will be my testimony  
Yeah!*

BACKUP SINGERS

*Yeah!*

QUIMBULL

*Wanna see some pure rage?  
Cause I'll sting like a honey bee  
Number one on the world stage  
For breaking bones, causing misery.*

Quimbull and his Reindos pump out a reasonable cover.

QUIMBULL (CONT'D)

*I wanna be your sledgehammer  
Why don't you call my name  
You better call the sledgehammer  
This can be my testimony  
I'm your sledgehammer  
Let there be no doubt about it*

Three Reindos play fat and funky as well as BACKUP VOCALS.

BACKUP VOCALS

*Sledge.  
Sledge.  
Sledgehammer.*

Quimbull plays the short flute interlude.

QUIMBULL <BACKUP SINGERS>

*I gotta run  
I kicked the habit  
<Kicked the habit, kicked the habit>  
Shed my skin  
<Shed my skin>  
This is the new stuff  
<This is the new stuff>  
I go dancing in  
<We go dancing in>  
Oh won't you show for me  
<Show for me>  
I will show for you  
<Show for you>  
Show for me  
<Show for me>  
I will show for you  
(pounds fists on ground)  
Yeah, yeah, yeah, yeah, yeah, yeah--*

Music stops. Replaced with a crash of various instruments falling over. Reindo band members on their backs, legs free wheeling. Backup singers same as well but with stiletos. Quimbull looks defensive.

QUIMBULL  
Ahh. Sorry. Me bad.

EXT. FOREST OUTSIDE QUIMBULL'A CAVE - DAY

Quimbull exits the cave followed by the reindos.

QUIMBULL (CONT'D)  
Let's take the truck.

Quimbull climbs into a pimped 'Mad Max' style monster truck with heavy duty razor sharp armored front and huge chunky steel wheels. The three Reindos jump in the back cargo bed.

The truck takes off down a warn forest track, it's a bumpy ride as the truck runs over bushes and knocks down saplings. The reindos are jostled about. All end up on their backs.

EXT. TOP OF BEENOX TUMBLER - DAY

Grandpa gingerly climbs out of the hatch and stands up. He looks about, admires the scenery. Looks towards the front.

Thomas, Rufus and Aimee sit at the front of the tumbler, their feet dangle over the edge. They giggle amongst themselves.

GRANDPA  
Carefull you three.

They all give Grandpa a 'stop worrying, we're fine' wave.

Grandpa smiles. Something at the rear grabs his attention.

Beenox sits at the rear of the craft, hunched over, sobbing. Beenox notices Grandpa approaching, tries to regain composure.

GRANDPA (CONT'D)  
Mind if I sit down?

Beenox wipes away a tear, nods and musters a smile.

GRANDPA (CONT'D)  
Your village? Near your home. I'm  
sorry. I'm so so sorry.

BEENOX  
It still hurts.  
(points to heart)  
In here.

GRANDPA  
So why did Quimbull wipe out your--

BEENOX  
Oh no no. Quimball didn't kill off  
the rest of my village.

GRANDPA  
He didn't? So who did?

BEENOX  
We did. To ourselves.

Grandpa looks confused.

BEENOX (CONT'D)  
We Binong's are adrenaline junkies.  
It's in our DNA. We're hooked on  
extreme sports.

GRANDPA  
That tumbler tumble was extreme. I'm  
sure there's be dozens of fatalities.

BEENOX  
(looks incredulous)  
Extreme? Fatalities? Hardly!  
(beat)  
No it was when everyone took up base  
jumping. That's when it went south.

EXT. CHESPIN VILLAGE TOWN SQUARE - DAY

Either side of a small wooden stage, teams of chespins try and stand the large tree speakers upright, using the stage to stop each tree sliding. Teams on each far end try and lift the trees up while other teams use ropes to slowly pull them up.

The Mayor looks pleased with the progress of erecting the giant speakers in position. Young Chubby and Glasses chespins stand near the Mayor, listening to the walkman. They look delighted as they share the walkman's headphones between them.

The teams manually lifting the speakers reposition themselves further along the trunk, towards the stage, as the trees lift into position. The teams on the ropes continue to take the slack. A Speaker is halfway up at a forty five degree angle.

Chubby and Glasses giggle and share the walkman's headphones.

EXT. FOREST - DAY

In a heavily wooded area, high up near the top of a giant redwood is a tree house.

INTERCUT INT. TREE HOUSE AND EXT. FOREST - DAY

Sitting at his post, a RANGER CHESPIN with green cap, reads a Pokemon comic. He picks up binoculars and scans the canopy. On a second scan of the canopy, the Ranger notices something.

Far off, deep in the forest, something is stampeding through the forest, gouging a groove in the forest canopy.

Ranger Chespin is intrigued. He adjusts the binocular's focus.

P.O.V RANGER CHESPIN BINOCULAR'S - CONTINUOUS

Off in the distance, he can just make out the monster truck travelling at high speed, ploughing through vegetation.

INT. TREE HOUSE - DAY

Ranger chespin runs over to the other side of the one room tree house. A thick string tied to a hook on the wall loops down and the other end disappears in a hole in the wall. Ranger Chespin jabs on the string hard a few times.

P.O.V ALONG THE THICK STRING ABOVE THE CANOPY - CONTINUOUS

A taunt wave in the string travels above trees, over creeks, clearings and rocky outcrops at break neck speed. The taunt wave travels in to another treehouse top of a giant redwood.

INT. ANOTHER TREE HOUSE - DAY

ANOTHER CHESPIN, green cap backwards, plays solitaire. One side of the room, a bell mounted on a wall rings via a string from outside. He looks concerned. The chespin runs to the other side and pulls on a string that disappears into a hole.

SERIES OF SHOTS - ALARM WARNING RELAYED BACK TO VILLAGE

- A) CIRCUS CHESPIN rides a unicycle and juggles pins. Bell on the wall rings via a string. Startled - he drops the pins and crashes his unicycle.
- B) VAN GOGH CHESPIN, mock, beret, easel and canvas paints a bowl of fruit. Wall bell rings causes huge brush slip.
- C) SPORTY CHESPIN uses two hula hoops at the same time. Bell rings causes hoops to fly off in all directions.
- D) HUNGRY CHESPIN about to eat triple decker club sandwich. The bell startles him and the sandwich filling falls out.
- E) BORED CHESPIN builds a tall house of cards. He carefully place a card on the top but is startled by the bell ringing. The house of cards comes crashing down.

- F) The bored Chespin gives a thick string a few hard tugs. One end of the string is tied to a hook, the other end disappears into a hole in the wall. Cards from the house of cards collapse lay strewn all over the floor.
- G) A taunt wave travels quickly along the string high above the canopy. It continues over creek beds and clearings.
- h) The taunt wave travels up to an open tree house that accomodates a large brass bell mounted inside.

EXT. CHESPIN VILLAGE TOWN SQUARE - DAY

The enormous tree trunk speakers are now standing upright and chespins are securing the speakers with leather lashings.

The Mayor is pleased with the work near completion. Glasses chespin, eyes closed, smiles and sways as he listens to the walkman with headphones on. Chubby tugs at him wanting a turn.

INT. BRASS BELL TREE HOUSE - DAY

The huge brass bell fills the open tree house. The string pulls on a mechanical clockwork contraption mounted adjacent an arm which extends past the bell. The clockwork contraption whizzes and zings. The arm strikes the bell over and over.

EXT. CHESPIN VILLAGE TOWN SQUARE - DAY

The chespins securing the speakers, stop at the sound of the bells and flee. The leather lashings are only loosely securing the speakers to the stage, there's no knots.

The Mayor and Chubby are in shock as chespins run off in panic in all directions. The Mayor and Chubby follow suit.

Glasses chespin, eyes shut, grooves to the walkman. He is oblivious to all. Every other chespin has evacuated. Glasses finally opens his eyes and is surprized everyone has gone.

GLASSES  
(looking about)  
Hello? Hello?

The lashings around the tree speakers are loosely secured. The trades chespins failed to tighten and secure with knots.

GLASSES (O.S.) (CONT'D)  
Hello? Hello? Yoo hoo!

INT. OLD GAS STATION - DAY

Martin cleans the front perspex on the sandwich bar. Dolores sits nearby reading a book. She gives him the stink eye.

DOLORES

Confirms what Mom told me long time ago. That you're a loser and I'd be a bigger loser if I married you.

MARTIN

I'm only a loser if I fail. Mark my words. Any minute now we are going to be inundated with hungry travellers. I can feel it.

Martin glances at the round wall clock. It turns three sharp.

MARTIN (CONT'D)

Three o'clock crowd will come crashing through that door any second now.

Martin stares at the entry door. So does Dolores. They both stare for seconds. Dolores shakes her head, angry and upset. She gets up and throws her book at Martin hitting him hard.

DOLORES

You are delusional!  
DELUSIONAL!

Dolores storms off. Martin looks sad, upset and fragile.

EXT. WOODEN PIER ON THE RIVER - DAY

The tumbler is tied to a rickety wooden pier. The Guides, Rufus, Thomas and Aimee walk off the pier. Grandpa and Beenox bring up the rear. Trees and bushes line the bank.

EXT. WELL WORN TRACK - DAY

The party walk up the track that leads to Chespin Village, the same track Grandpa's truck used days earlier.

GRANDPA

Now I know where we are. The village is just up ahead.

BEENOX

Told you it was a short cut.

The party are suprized to meet the Mayor, Glasses, Chubby and the entire village leaving in the opposite direction. Aimee, Thomas, Beenox and Grandpa are bewildered on what's happening.

The children, Rufus and Beenox look on as Grandpa has a word with the Mayor. The chespins continue their mass exodus out of the village. The Mayor joins the rest of the village to safety. Grandpa's party watch the entire village walk off.

AIMEE  
Grandpa? What's going on?

GRANDPA  
Quimbull is headed for the village.

THOMAS  
Why? What's he want?

GRANDPA  
I'm afraid our little expedition has ruffled his feathers and now he is going to make the Chespin's pay.

AIMEE  
Can't you catch him Grandpa?

THOMAS  
Yeah Grandpa. Aren't you a pokemon master?

GRANDPA  
Was a pokeman master. Those days are behind me. Besides a Quimbull is practically uncatchable.

Beenox pulls out from his pouch a rusty poke ball.

BEENOX  
Would this help? Found it in the woods years ago.

Grandpa looks at the pokeball closely.

GRANDPA  
Wow! A great ball. I haven't seen one of these in years.

AIMEE  
Will that catch him Grandpa?

GRANDPA  
Well I'm not sure. Now if it was a Master ball, I'd definitely say yes.

THOMAS  
What if you catch him off guard.

GRANDPA  
Hmmm. I don't think so. But if we could somehow stun the Quimbull, knock him down somehow, we might get him weak enough to catch him with this. Worth a try.

Grandpa puts the great ball in his knapsack. He starts to head for the village with Beenox and the Guides. Aimee, Thomas and Rufus follow. Grandpa stops and turns to them.

GRANDPA (CONT'D)

Woe! Where do you think you three are going? You need to follow the village chespins to safety.

AIMEE

But we want to help Grandpa?

THOMAS

We won't get in the way. We promise. Please Grandpa!

AIMEE

Oh please Grandpa! Please!

Aimee and Thomas give Grandpa sad puppy dog eyes.

Grandpa stares at his grandchildren and ponders.

GRANDPA

Okay. But on two conditions. You kids need to stay well back. Okay?

Thomas and Aimee nod.

THOMAS

What's the second condition Grandpa?

GRANDPA

Your mother must never know!

EXT. OUTSKIRTS OF CHESPIN VILLAGE - DAY

Quimbull's monster truck pulls up abruptly in a cloud of dust at the edge of the Chespin village.

Quimbull opens the tailgate and finds the three Reindos still on their backs with their feet free wheeling.

QUIMBULL

What is the meaning of this? Lying down on the job! We have bones to break, skulls to crack! Get to work!

The Reindos struggle to get to their feet. Finally all three are up right and off the truck, ready for orders.

QUIMBULL (CONT'D)

Now go! Find me the enemy. Spread out and report back in two minutes!

The Reindos split up. One heads left, the other right and the third heads for the town square - center of the village.

EXT. CHESPIN VILLAGE TOWN SQUARE - DAY

The two Guides, Grandpa and Beenox enter the square - the adult group. Not far behind are the kids group of Rufus, Thomas and Aimee giggling to themselves. They are all surprised by the addition of the new stage and tree speakers.

RUFUS

Wow!

THOMAS

These guys have been renovating.  
Dig those giant speakers.

GRANDPA

Chespins are an ingenious inventive bunch. They love building things.

AIMEE

They must be planning a concert.  
What do you think Rufus?

Rufus nods and smiles in agreement.

On a far corner of the square, a Reindo spies on the group.

Grandpa notices the Reindo out of the corner of his eye. He casually leans over to the Guides.

GRANDPA

Guys. No one look but there's a Reindo at Seven Thirty. Far right corner. Maybe you guys can go for a stroll. Head him off.

The Guides nod. The two walk off out of the square and away from the Reindo.

EXT. CHESPIN VILLAGE BACK STREET - DAY

The Guides run along a village path between two rows of huts. They slow to a stop. They have a visual of the Reindo at the edge of village square. One Guide gives the other a nod before running alone between another set of huts.

EXT. CHESPIN VILLAGE TOWN SQUARE - DAY

The Reindo turns to leave. It notices the Chespin Guide blocking its exit. The Reindo heads for the other far exit but is blocked by the other Guide. It makes a quick turn towards a corner on the far side adjacent the main group.

The Reindo reaches a far exit but finds BeenoX blocking it. It takes a sharp turn and heads for the last exit. Blocking are Grandpa, Thomas, Aimee and Rufus all standing defiant. The Reindo turns sharp and heads back for the other end.

Rufus takes chase. He turns into a hard round ball that knocks over the Reindo onto its back, legs freewheeling.

BeenoX, Grandpa and the rest surround the Reindo.

GRANDPA  
Anyone got paint?

BEENOX  
Maybe.

BeenoX puts a hand into his pouch and feels about. He moves hand about, searching. He finally pulls out a spray can.

BEENOX (CONT'D)  
Will this do?

GRANDPA  
Excellent.

Grandpa sprays the Reindo's feet with bright orange paint.

GRANDPA (CONT'D)  
Okay. Let him go.

The Guides help the Reindo back on its feet. It scurries off. Thomas and Aimee are surprized why Grandpa is letting it go.

THOMAS  
Why did you do that for?

GRANDPA  
Those tracks will take us straight back to Quimbull.

BEENOX  
So we simply follow them back and --

GRANDPA  
We'll get the jump on him.

BeenoX and the Guides give a hearty nod to the plan.

GRANDPA (CONT'D)  
You kids stay here. It's going to be far too dangerous.

AIMEE  
Take care Grandpa.

GRANDPA  
 I'll take care sweetheart.  
 (turns to Rufus)  
 Take care of them Rufus.

Rufus nods and smiles.

EXT. OUTSKIRTS OF CHESPIN VILLAGE - DAY

Near the truck Quimbull chastises a cowering trembling Reindo with orange feet. Two quivering Reindos look on.

QUIMBULL  
 Why do I send you all out to spy for me? Hmmmmmm? It's to gather information like their location.  
 (his face red with anger)  
 IT DOES NOT MEAN GIVING AWAY OUR POSITION. LOOK WHAT YOU'VE DONE!  
 LOOK!

The Reindo timidly turns around. Orange prints lead away.

EXT. CHESPIN VILLAGE TOWN SQUARE - DAY

The three youngsters stand together in the shadow of one of the tree speakers.

THOMAS  
 Hey Rufus, you wanna race?

Rufus turns to Aimee and smiles.

AIMEE  
 He doesn't want to embarrass you.

THOMAS  
 Embarrass me? Hardly.

INTERCUT EXT. OUTSKIRTS OF VILLAGE AND TOWN SQUARE - DAY

Quimbull continues his rant.

QUIMBULL  
 Your participation in due process helps build a better minion army.

Rufus and Thomas are at the far end of the square. Aimee is still adjacent the stage.

AIMEE  
 On your marks. Get set.

Quimbull continues his rant.

QUIMBULL  
You reek of failure.

Rufus and Thomas get ready to sprint towards Aimee.

AIMEE (O.S.)  
Go.

Quimbull looks down at the cowering Reindo with disgust.

QUIMBULL  
Failure will not be tolerated.

Quimbull pulls his fist down hard.

Murky grey ooze splatters over the remaining Reindos. The pounding of the Reindo causes a major earth tremor. The Reindos end up on their backs, the huts shake violently.

Thomas and Rufus race towards Aimee, Thomas is just in the lead. The tremor causes the Tree speakers to wobble. The one adjacent Aimee shakes loose from the lashings and falls.

Thomas and Rufus can see the tree speaker falling down on Aimee. Thomas looks on helpless.

Aimee is oblivious to the tree falling towards her.

Rufus speeds up and turns into a hard round ball. The ball is like a blur as it heads for Aimee. It hits her mid section, throwing her five feet to the left and out of harms way. Rufus as a hard ball takes Aimee's place under the tree.

Aimee slowly picks herself up, unsure first what happened. She runs to the tree speaker that lies flat on top of Rufus. Thomas reaches the tree out of breath. They both look at the tree and both realise what happened. Aimee sobs uncontrollably.

EXT. OUTSKIRTS OF CHESPIN VILLAGE - DAY

Quimbull cleans his huge hands. The two reindos run around in circles covered with squished reindo. Quimbull shakes his head and throws them the huge towel. It covers one completely.

QUIMBULL  
You guys need to clean up your act.  
I refuse to go into battle with  
someone covered in squished reindo.

The reindos help each other to clean up using the towel.

QUIMBULL (CONT'D)  
So we lost the element of surprise.  
C'est la vie. We don't need it.

Quimbull pounds his fist to a hidden audience.

Grandpa, Beenox and the Guides spy from behind some bushes.

Quimbull pounds his fist along with a monologue.

QUIMBULL (CONT'D)

(looks at Reindos)

Oh, I have an idea. Why don't we just follow our dead friend's tracks back.

(shouts out at village)

I'm sure he crossed paths with you.

Grandpa, Beenox and the Guides share a worried look.

GRANDPA

(quietly)

His headed for the square. We need to get back before he does. My grand kids and Rufus are there!

Beenox rolls his eyes and shrugs with both sets of arms.

Quimbull pounds his fist as he follows the orange tracks.

QUIMBULL

They're always welcome to try and stop me. Ha ha ha! Ha ha ha!

EXT. CHESPIN VILLAGE TOWN SQUARE - DAY

Aimee sobs on the speaker tree at the spot where Rufus was last seen. Thomas is shaken and speechless. Grandpa, Beenox and the Guides arrive out of breath. They're startled by the tragic scene. The Guides and Grandpa look most concerned.

GRANDPA

Kids, kids we need to -  
What's happened here? Kids are you okay? Where's Rufus?

AIMEE

Hur hur hur. He got flattened saving me. That was supposed to be me under there. He saved my life. Hur hur hur.

The Guides look most concerned.

GUIDE 1

No! No! No! Please please please no!

Guide 1 is comforted by Guide 2. He cries on his shoulder.

GRANDPA

Thomas, can you tell me what happened?

THOMAS

We were having a race, to see who was faster and half way, this earth quake caused that speaker to fall on Aimee. We were too far away, couldn't do a thing. Seeing this all play out - my little sister about to be squished, I felt so helpless. She was a goner.

(wipes away a tear)

But then Rufus turned into this ball and rolled in hyper speed for Aimee. He hit her mid section without a moment to spare, she was pushed a clear five yards.

GRANDPA

He was a ball and rolling? Sure?

THOMAS

Oh definitely. He hit Aimee square on and just dropped, like a pool ball with no spin. Moment later he was gone.

Grandpa looks happier as he tells the Guides.

GRANDPA

Hey fellas. My Grandson just told me he got hit by the tree when he was in the middle of an armor roll.

The Guide who had been crying seems in better spirits.

GRANDPA (CONT'D)

Okay everyone, lets move this tree trunk a few feet.

The Guides, Aimee, Beenox, Grandpa and Thomas get on one side of the tree trying to roll it over.

THOMAS

Grandpa? What's armor roll?

GRANDPA

That's his move. His super power.

THOMAS

What's your super power Beenox?

BEENOX

I'm awesome.

GRANDPA

Come on every body. Lets give a big  
heave ho on three. One, two, three!

Everyone manages to roll the tree speaker over a couple of  
times. They find a dark armored ball embedded into the lawn.

The Chespin Guide knocks on the dark armored shell ball. It  
transforms into Rufus curled up in the lawn crater. He gets  
to his feet unscathed. Everyone cheers on Rufus found alive.  
Aimee wraps her arms around him. The Guides pat his back.

AIMEE

Oh Rufus, sweet sweet Rufus. I was  
so worried I'd lost you.  
Thank you for saving me once again.

Rufus smiles.

GRANDPA

Now Thomas, Aimee. I need you both  
to evacuate. Rufus could I please  
entrust my Grandkids under your  
excellent care one more time.

Rufus smiles and nods.

THOMAS

You won't get a peep from me. I'm  
outta here.

GRANDPA

Hurry now you three. Go!

Rufus escorts Thomas and Aimee away. Grandpa looks relieved.

GRANDPA (CONT'D)

(shakes head)

Maybe we should follow them cause I  
have no idea how we'll ever defeat a  
Quimbull. They are undefeatable!

BEENOX

But aren't you supposed to be  
fearless. Surely to a grand master,  
no pokemon is undefeatable.

GRANDPA

If I had a Master ball. Maybe. Big  
maybe. But with a great ball. No way.  
(stares at ball in hand)

BEENOX

Doesn't sound like the Ash they teach at Pokemon school.

GRANDPA

You learn about me at Pokemon school?

BEENOX

You're skills and expertise as a Pokemon Grand Master are legendary. Why there isn't a Pokemon alive who doesn't live by your mantra.

GRANDPA

I have a mantra? What is it?

BEENOX

Memory isn't the best. Ahhhh oh yes. To succeed you need two things. One. Never give up. And two, find the inner strength to retrieve the grand plan that lies deep within.

GRANDPA (V.O.)

(thousand yard stare)

Wow! Can't remember ever saying that. Okay. Find the inner strength. Got it. Now for the grand plan. Think. It's around here somewhere. Think! Think!

EXT. CHESPIN VILLAGE TOWN SQUARE - MOMENTS LATER

A hand written placard reads "DECLARATION OF SURRENDER" in large font. The placard is on a stick above a small table and chair. On the table's a stack of papers and iced donuts. Grandpa, the Guides and Beenox gather nearby.

GRANDPA

Okay here is the plan.

The table with placard lies under the shadow of the last tree speaker standing. The declaration and donuts lay waiting.

GRANDPA (V.O.) (CONT'D)

We lure Quimbull to this spot. If the declaration doesn't interest him, the donuts will.

The Guides and Beenox hide behind the large tree speaker. The lashings have been removed from the speaker.

GRANDPA (V.O.) (CONT'D)

When he stops, you all push the tree as hard as you can on top of him.

Grandpa is off to the side, semi hidden behind a bush. He has the rusty great poke ball in his hand. He gives Beenox and the Guides a 'thumbs up' ready signal.

GRANDPA (V.O.) (CONT'D)

If we can manage to stun him with the tree - this rusty old great ball might just be enough.

A Guide gives Grandpa a thumbs up. Grandpa sees Quimbull and Reindos at far end of the square. He stares at the poke ball.

Quimbull sees the sign and table and takes a good long look.

Quimbull rushes over to the table, the Reindos scurry close behind. He takes a hard look close up.

QUIMBULL

Well well well. Life doesn't get any better than this. Pink iced donuts with sprinkles. My favorite.

Quimbull takes a bite. Licks his lips.

Beenox and Guides push the tree speaker with all their might.

Grandpa stands in the wings with the rusty great poke ball.

Quimbull enjoys and savours every donut crumb. He's estatic.

Beenox and Guides conquer the tree speaker. It's going down.

Grandpa prepares the poke ball.

Donut in one hand, Quimbull raise the other and deflects the tree speaker with ease. He calls out to Grandpa.

QUIMBULL (CONT'D)

Enough with the games. I was planning on spending the afternoon smashing some Chespin skulls and crack'n some Chespin backs but I reckon squishin you lot is going to be totally fine. And once I've blotched you all out, I'm gunna turn this whole village into rubble.

Quimbull pounds his fist. He turns to the Reindos.

QUIMBULL (CONT'D)

You two. Catch him. I want to squish him first.

The Reindos head for Grandpa. Grandpa's not keen to confront two gigantic cochroaches and they herd him into a corner.

Beenox and the Guides look on in dread.

BEENOX

You gotta use your moves boys. Now!

The Guides turn into two hyper speed armored balls. They each knock over a Reindo onto its backs. Little legs free wheeling. Beenox travels fast doing cartwheels. He arrives soon after.

BEENOX (CONT'D)

Time for plan B.

GRANDPA

There might be another way to stun Quimbull, but it'll mean putting a dear friend's life in danger.

BEENOX

Desperate times.

Grandpa nods and heads off to a far corner of the town square.

Quimbull eyes Beenox and the Guides with disgust.

QUIMBULL

Sacrificing yourselves for a human?  
Oh how pathetic!

Beenox stands near the Reindos still on their backs. He digs into his pouch and pulls out a ball of twine.

BEENOX

Hey fellas. Can you keep him busy  
while I take these two out of action.

The Guides turn into armored balls. They hit Quimbull at high speed but cause no physical harm. Just annoyance.

QUIMBULL

Annoying little insects!

Beenox at lightning speed uses both sets of hands and ties up the Reindo's feet in record time.

The Guides - in armor roll mode continue to bombard Quimbull.

Quimbull looks as if he has an idea. Grins from ear to ear.

A Guide rolls in fast from the right. Quimbull uses forehand. The Guide soars off like a home run. He clears the huts and lands into the woods nearby.

Other Guide speeds in from the left. Quimbull uses backhand.  
 Second Guide soars off like a second home run high in the sky.

QUIMBULL  
 What a great racket.  
 (turns to Beenox)  
 Time we got back to some good old  
 fashioned poundin' and squishin'.

Quimbull menacingly pounds his fist and approaches Beenox.

BEENOX  
 I need to get going? There's  
 supposed to be a lunatic called  
 Quimfool coming this way.

QUIMBULL  
 It's Quimbull! QUIMBULL!

Quimbull, red with anger, slams his fist down. A major quake.  
 Grandpa wobbles, almost falls. Nearby huts shake, some damage.

Quimbull charges for Beenox but he cartwheels it out of there.

QUIMBULL (CONT'D)  
 Don't think this is over. I will  
 catch you! I will destroy you all!

Quimbull redirects his attention on Grandpa on the far end of  
 the square. He takes off to confront Grandpa.

QUIMBULL (CONT'D)  
 Returning to my initial crush.

Quimbull menacingly grinds his fist into his open palm.

Grandpa fumbles with s poke ball. He throws it up in the air.

GRANDPA  
 I CHOOSE PIKACHU.

Pikachu materialises before Quimbull. He does two huge steps  
 then soars high above Quimbull's head. Pikachu zaps Quimbull.  
 Quimbull seems unperturbed by the electric shock attack.

QUIMBULL  
 Don't want to burst your bubble  
 sparky but Ive eaten bigger voltages  
 for breakfast. That and a big bowl  
 of currents. Yum yum. Ha Ha Hal

Pikachu takes another two step jump and soars over Quimbull again, repeating the electric zap attack. Quimbull jumps and swats at Pikachu. Quimbull makes contact. Pikachu is thrown hard on the ground just a few yards from Quimbull.

Grandpa looks on helpless and anxious. His voice breaks.

GRANDPA  
Get up Pikachu! Get up!

Pikachu stirs, he is slow to recover.

GRANDPA  
(sobs)  
Please get up Pikachu! Please!

Quimbull sneers as he approaches Pikachu for the kill. He is distracted. Rocks are being thrown at his head with accuracy.

At another corner, Beenox has a small stock pile of rocks. His arms spin round like a fan. The pile shrinks as Beenox picks up a rock with every revolution and fires with great accuracy at Quimbull's head.

Quimbull grimaces as he endures the rock attack.

Beenox's rock pile has depleted. They've all been thrown.

BEENOX  
Eat rocks QUIMFOOL!

Beenox cartwheels away.

QUIMBULL  
I'm gunna tear you limb from limb!  
But first one Pika--

Quimbull turns back to find Pikachu has vanished.

QUIMBULL (CONT'D)  
--chu. Now where did he go?

Quimbull looks around for Pikachu.

PIKACHU (O.S.)  
Pik-a-chu!

Quimbull turns to a play ground adjacent to the square with a bench, trash can, swings, see saw and roundabout and bush.

QUIMBULL  
I know where you're hiding dummy!

EXT. CHESPIN VILLAGE PLAY GROUND - CONTINUOUS

Quimbull is on the lookout as he walks around the playground equipment. He takes note of the bush and trash can. Quimbull slams his fist down on the trash can flattening it. The earth trembles. He removes the flattened lid to look inside.

QUIMBULL (CONT'D)

No squished Pokemin here.

As he looks inside, Pikachu moves from the bush to elsewhere.

QUIMBULL (CONT'D)

So by elimination, that leaves -

Quimbull uses both fists to slam down on the small bush, flattening it in no time. He also causes ongoing tremors.

PIKACHU (O.S.)

Pik-a-chu!

Quimbull turns to find Pikachu on the high end of the see saw.

He marches over and slams his fist down hard on Pikachu and the see saw. The power of the punch causes the see saw to break apart. The main plank flips hitting him in the head.

QUIMBULL

Ouch.

Quimbull feels the new graze on the side of his head.

QUIMBULL

You're going to pay for that. Now where are you?

Quimbull notices Pikachu on the bench. He runs over and slams down on Pikachu. The bench is reduced to kindling but no Pikachu.

QUIMBULL

What? Where could he--

Quimbull finds Pikachu centre of the roundabout which spins very fast. Quimbull takes a few attempts to get on the roundabout. He has to hold on tight to get to the centre.

Quimbull is sickly green as he makes his way to the center. He brings his fist down hard on Pikachu at the center. The roundabout breaks apart and Quimbull is flung aside.

Quimbull appears dizzy as he slowly gets to his feet. Pikachu is on top of the swings out of sight. He jumps on Quimbull's back. Quimbull's unaware Pikachu's there.

Quimbull staggers about, still dizzy. Pikachu is on his head.

PIKACHU  
Pik-a-chu!

Quimbull realizes Pikachu is on his head. He slams his fist down hard on the top of his own crown in an effort to flatten Pikachu. He knocks himself out. Pikachu is safe nearby.

Grandpa runs over to join the victorious Pikachu.

Pikachu stands on Quimbull's fat stomach. Victorious.

PIKACHU  
Pik-a-chu!

Grandpa pulls out the rusty great poke ball.

GRANDPA  
Stand aside Pikachu. You wouldn't want to be room mates with this one.

Pikachu steps off Quimbull. He retreats behind Grandpa.

Grandpa presses a button on the great ball and tosses it towards Quimbull. Quimbull vaporizes into a mist that gets sucked up into the great ball. The ball turns and locks shut.

Beenox cartwheels in. He picks up the great ball excited.

BEENOX  
Can't get over how something so big can fit into something so small.

Grandpa looks anxious as Beenox holds the great ball.

GRANDPA  
Carefull Beenox. One wrong button could unleash that monster.

BEENOX  
Exactly, that's why I'm doing this.

Beenox spins the great ball on an index finger of one hand while the other hands search through his pouch. Two hands hold out the pouch wide while the third feels about inside.

Grandpa is stressed and annoyed at Beenox's foolhardy antics.

Beenox fumbles the spinning ball. A lower hand catches it.

Grandpa looks like he might faint. He is speechless.

Beenox pulls out a large roll of duct tape. He uses it to wrap the great ball in over twelve layers of duct tape.

BEENOX (CONT'D)

There. That way no silly accidents.

Grandpa rolls his eyes.

EXT. CHESPIN VILLAGE TOWN SQUARE - NIGHT

A bon fire center of the square lightens up the dark night. The whole village, Beenox, Grandpa, Thomas and Aimee are mingling and laughing. Everyone is in excellent spirits.

Thomas, Aimee, Rufus and a couple of other young chespins laugh and giggle.

Beenox sucks on a pipe and turns a sickly green before coughing out smoke. Grandpa and two elderly Chespins smoking pipes laugh and giggle at his failed attempt to smoke a pipe.

The Mayor walks center stage with dark sunglasses, gold bling chains as well as his top hat. Young Glasses enters stage left with red cap and Chubby enters stage right wearing a black jacket. Before the Mayor are red roses in a vase on a stool.

Everyone stops to see what the Mayor, Chubby and Glasses are up to. Grandpa turns to Beenox.

GRANDPA

Hope they tied those giant speakers  
secure this time.

Beenox nods.

BEENOX

So where's the pokemon of the hour?

GRANDPA

Pikachu? Turned in for an early  
night. He's not a party animal.

The Mayor nods to an electrician chespin rear of stage.

The Electrician Chespin presses play on the walkman.

"You Gotta Fight For Your Right To Party" by the *Beastie Boys* erupts out of the speakers. The three perform the new pastime of Chespin Karaoke - just like Karoake but you mime instead, which is great cause Chespin's are terrible singers.

The crowd cheer and groove to the extremely loud rock music.

References to Mayor, Chubby and Glasses for the following Chespin Karaoke refers who was doing the miming at the time.

MAYOR

*Kick it!*

The Mayor kicks over the stool with the flowers in the vase. The Chespin Karaoke band carry on like rock n roll bad boys.

GLASSES

*You wake up late for school,  
man you don't want to go!*

MAYOR <GLASSES>

*You ask your Mom <please>  
But she still says <No!>*

CHUBBY

*You missed two classes,  
and no homework!*

GLASSES

*But the teacher preaches class  
like your some kind of jerk!*

Everyone grooves along and cheers to the chorus.

ALL THREE (O.S.)

*You've gotta fight  
For your right  
To par-----ty!*

Mayor, Glasses and Chubby continue to perform with swagger.

MAYOR

*Your pop caught you smoking,  
and he said, no way!*

CHUBBY

*That hypocrite  
smokes two packs a day!*

Beenox stands suspiciously near the punch, all hands behind his back whistling. He looks about, checks no one is looking, then pours into the punch four flasks of rum.

GLASSES (O.S.)

*Man, living at home,  
is such a drag*

The Mayor and the little Chespin's continue to ham it up.

MAYOR <GLASSES>  
*Now your Mom threw away  
 Your best porno mag <bust it!>*

Chespins are queuing up for some spiked punch. Chespins rock hard, there is a mosh pit before the stage.

ALL THREE (O.S.)  
*You've gotta fight  
 For your right  
 To par-----ty!*

Aimee, Thomas and Rufus are adjacent a buffet table full with cream pies. Aimee picks up a pie and throws it. It lands on Grandpa's face.

Thomas picks up a cream pie and throws it. The pie hits Beenox's face, covering it with cream.

Grandpa and Beenox look at each other and laugh. Beenox uses one hand to scrape cream off Grandpa's face. He eats it.

The Mosh pit is grinding and jiving to the music. Some chespin revellers have gotten on stage behind the trio.

ALL THREE (O.S.) (CONT'D)  
*You've gotta fight.*

Chubby plays an intense air guitar along with the lead solo.

Rufus picks up a cream pie and throws it. The pie hits a Chespin Guide in the face, smothering him with cream.

Chubby finishes his guitar solo.

GLASSES  
*Don't step out of this house  
 If that's the clothes you're gunna  
 wear!*

MAYOR <ALL THREE>  
*I'll kick you out of my home  
 If you don't <CUT THAT HAIR!>*

The mosh pit are all grooving and jiving to the music. Back near the Buffet table, Grandpa, Beenox and a Chespin Guide are near another set of cream pies. They all pick up a pie and throw it. Aimee, Thomas and Rufus all are hit with pies.

CHUBBY <ALL THREE> (O.S.)  
*Your Mom busted in and said  
 <WHAT'S THAT NOISE>*

Aimee, Thomas and Rufus giggle as they clean up their faces.

Grandpa, Beenox and the Guide are pleased with their payback.

The trio on stage perform with gusto.

GLASSES {CHUBBY} <MAYOR>  
*Aw, Mom your just jealous*  
*It's the {BEA}-<STEE>-BOYS!*

Half the crowd is involved in a huge food fight, the other half rock on before the stage, many in the massive mosh pit.

ALL THREE (O.S.)  
*You've gotta fight*  
*For your right*  
*To par-----ty!*

Grandpa, Beenox and the children are covered in cream pie. There is a long line for the punch bowl. It's almost empty.

ALL THREE (O.S.) (CONT'D)  
*You've gotta fight*  
*For your right*  
*To par-----ty!*

Chubby crowd surfs on his back. Glasses does the same.

ALL THREE (O.S.) (CONT'D)  
*Party!*

Rufus runs off with a remaining cream pie. Aimee, Thomas, Grandpa and Beenox are all puzzled what's going on.

ALL THREE (O.S.) (CONT'D)  
*Party!*

Rufus jostles through the crowd, keeping the cream pie safe.

Grandpa, Beenox and the children exchange confused looks.

Rufus finally makes it on stage. Aimee alerts the rest Rufus is up on stage with the cream pie. The song is near finished.

The Mayor seems pleased with his performance. Smiles to himself. Rufus comes up from behind. Cream pies the Mayor in the face on the last notes of the song. Whole village, including Grandpa, Beenox and the children are in hysterics.

The Mayor, scrapes some off his face and tries it. Smiles and nods he likes it. This antic makes everyone laugh harder.

EXT. OUTSKIRTS OF CHESPIN VILLAGE - DAY

Chespins are about as Grandpa loads a knapsack in the back of the truck. He has a headache. Thomas arrives with knapsacks.

THOMAS  
Grandpa? Where do you want these?

GRANDPA  
(holds head in pain)  
Thomas! Please! There is no need  
to shout.

THOMAS  
But I'm not shouting.

GRANDPA  
(holds head in pain)  
Feels like I have a hang over.

THOMAS  
Well Beenox did spike the punch.

Grandpa shakes his head in annoyance.

THOMAS (CONT'D)  
Speak of the devil.

Beenox arrives with a huge grin.

GRANDPA  
Did you spike the punch?

BEENOX  
Yes and there is no need to thank  
me. What a great party? Right?

GRANDPA  
Was it? Cause it's all a blur.

BEENOX  
Well you had a great time. Up on  
stage doing Plastic Bertram.

GRANDPA  
Ca Plane Pour Moi?

Beenox nods. Grandpa shakes his head. Thomas loads the truck.

GRANDPA (CONT'D)  
So the great ball. The one you  
taped up. Where is it?

Beenox pats his pouch/tummy.

BEENOX  
In a safe place.

GRANDPA

I think you should bury it.  
Somewhere remote in the woods, you  
know, on your way back home.

BEENOX

Ahhh well you see, that hut near the  
riverbank, it's no longer my home.  
The Beenox Tumbler is.

GRANDPA

It would make a wonderful houseboat.

BEENOX

Living on the river has always been  
a dream of mine and where she's  
moored, well it's beautiful. I'm  
just a stone's throw from the  
village so I'll never be lonely.

GRANDPA

Life's working out. I'm glad.

BEENOX

Yeah and best of all I have two new  
pets - Nerp and Nerp Nerp.

Grandpa and Thomas exchange a confused look.

BEENOX (CONT'D)

Nerp! Nerp Nerp!

Two Reindos scurry up to Beenox from out of nowhere. They  
behave like happy excitable puppies eager for affection.

REINDO 1

Nerp nerp. Nerp nerp. Nerp nerp.

REINDO 2

Nerp. Nerp. Nerp.

The Reindos are both up on their back legs, leaning on  
Beenox. Both are anxious for pats from Beenox's hands.  
Beenox is overjoyed with the Reindo's pet behaviour.

Thomas and Grandpa exchange a 'I'm gunna be sick' look. The  
sight of Beenox pampering two gigantic roaches is too much.

Thomas looks like he might be sick. Beenox scratches their  
tummies while their little hairy insect feet freewheel.

BEENOX

Oh they love it when I tickle your  
tummies. Yes you do! Yes you do!

Grandpa struggles to hold back a vomit.

Beenox scratches behind their insect ears.

BEENOX (CONT'D)  
Aren't they adorable?

Thomas and Grandpa nod and feign a smile.

BEENOX (CONT'D)  
Have a great trip home guys. Give  
Annie and Pikachu my regards.

GRANDPA  
Not gunna see us off? Aimee should  
be here any minute, then we're off.

BEENOX  
Well I did promise these beautiful  
boys we'd play ball. Yes I did. And  
a promise is a promise.

The Reindos run off excited, they stop and turn back to  
Beenox beckoning him on.

BEENOX (CONT'D)  
Gotta go. Good luck and I'll see you  
next year. Okay?

Beenox rushes off in pursuit of his pet Reindos.

GRANDPA | THOMAS  
Bye

THOMAS  
Hey Grandpa? Do you think it's  
strange Beenox would rather play  
with giant roaches then see us off.  
I feel a little betrayed.

GRANDPA  
Well his just over excited about his  
new pets. I seem to remember all you  
wanted to do was play with that  
puppy you gut on your fifth  
birthday.

THOMAS  
Yeah but those roaches are so gross!

Grandpa and Thomas chuckle.

THOMAS

Hey Grandpa, if you wanted to take me and Aimee here again next year, I really wouldn't mind.

GRANDPA

Well I'm glad you enjoyed the trip Thomas. So where is Aimee actually?

THOMAS

She went looking for Rufus. No one's seen him since last night.

Grandpa and Thomas exchange a worried look. Aimee arrives.

AIMEE

Oh Grandpa. I can't find Rufus.

GRANDPA

That's out of character for the plucky little fellow.

BEGIN FLASHBACK:

EXT. TOWN SQUARE - NIGHT (EARLY HOURS)

The party has wound down, small groups scattered about. The Bonfire is near done. Aimee snuggles into a hessian sack bean bag, she's sleepy. She sees Rufus and Grandpa talking. She smiles, snuggles a little more, closes her eyes and sleep.

AIMEE (V.O.)

The last person I saw him with was you Grandpa. Did he say anything?

END FLASHBACK.

EXT. OUTSKIRTS OF CHESPIN VILLAGE - DAY

Grandpa looks perplexed.

GRANDPA

No. No. Well nothing I can recall.

THOMAS

On account Grandpa was wasted.

Thomas chuckles. Aimee is too worried about Rufus to be the slightest concerned.

AIMEE

Can't you remember anything Rufus might have said? It's important.

GRANDPA

I would tell you if I could--

AIMEE

Oh Grandpa! Why is he avoiding me?

Aimee rushes into Grandpa's arms and sobs on his shoulder.

GRANDPA

You know we all have a weakness, an achilles heel. Mine is roaches. Hate emmm errrr!! Give me the creeps. You like roaches?

Aimee shakes her head whilst sobbing against Grandpa.

GRANDPA (CONT'D)

Well maybe fearless Rufus's weakness are good byes. That's the one thing he can't deal with.

Grandpa gives Aimee a clean hankerchief. She dries her eyes and then blows her nose hard and wet for a long long time. She offers Grandpa back the used hankerchief

GRANDPA (CONT'D)

No you keep it sweetie.

AIMEE

I'm going to take a nap in the truck. Wake me up when Rufus arrives.

GRANDPA

I will.

Aimee opens a truck door and disappears inside.

Grandpa and Thomas sort through the luggage in the cargo bay.

The Mayor arrives followed by Chubby, Glasses and half the village. Grandpa looks around for Rufus.

GRANDPA (CONT'D)

Hi. Anyone know where the young Chespin with the blue cap is?

The Mayor, Chubby, Glasses and the chespins within earshot shake their heads no. Some shrug. Grandpa thanks the Mayor.

GRANDPA (CONT'D)

Well we are just about to go but I just want to thank you all for the warmth and hospitality you have shown us. Oh and sorry about Quimbull.

The Mayor smiles and pats Grandpa's shoulder. The Mayor turns to Chubby and mutters something. Chubby doesn't wish to comply, shakes his head. The Mayor raises his voice. Chubby pulls out the walkman and offers it to Grandpa.

GRANDPA (CONT'D)

Oh the walkman. Say why don't you keep it.

All Chespins have a blank stare like they don't understand. Chubby is still holding it out to Grandpa. Grandpa takes it and thrusts it back into the Mayor's hands.

GRANDPA (CONT'D)

Walkman now belong to Chespins!

A huge smile breaks across the Mayor's face. He holds it up high for all to see.

MAYOR

Walkman! Chespins!

There is a huge cheer from the crowd. The Mayor gives Grandpa a big hug. Chubby and Glasses give Thomas hugs.

GRANDPA

Oh and I found a few of these in the truck.

Grandpa reaches into his pocket and retrieves a handful of AA batteries and a cassette tape. He hands them to the Mayor.

GRANDPA (CONT'D)

You're gunna need some of these. They're A A batteries. Oh and this is a mix tape I put together a long long time ago. Hope you like it.

The Mayor accepts these items as if they are priceless heirlooms. He holds up the AA Batteries.

MAYOR

A A!

CHESPINS

Oooooh!

The Mayor proudly holds up the the mix tape.

MAYOR

Mix Tape!

CHESPINS

Oooooh!

GRANDPA

Well we really need to get going.  
Thank you for everything. Bye

MAYOR AND CHESPINS

Bye!

Grandpa and Thomas give a wave before hopping in the truck.  
The Chespins all wave bye - waiting for Grandpa to drive off.

INT. PICKUP TRUCK - DAY

Grandpa turns on the ignition. The battery's dead. Thomas rolls his eyes and shakes his head.

EXT. OUTSKIRTS OF CHESPIN VILLAGE - DAY

Grandpa sticks his head out the truck window, calls back to the Chespins.

GRANDPA

Hey fellas. Can you give us a push?

INT. PICKUP TRUCK - DAY

Grandpa looks to Thomas apologetic. Thomas rolls his eyes.

GRANDPA

As soon as we're back home, this baby's getting a new battery.

INT. PICKUP TRUCK - DAY

Aimee stirs awake. She is surprised to see they are moving.

AIMEE

Grandpa! What about Rufus?

GRANDPA

He never showed sweetie. I'm sorry.

AIMEE

Why didn't Rufus say goodbye?

GRANDPA

He must have had a really good reason for not showing up.

THOMAS

Yeah! Maybe he drank too much punch like Grandpa. Sleeping it off.

Aimee sobs loudly.

GRANDPA  
You're not helping Thomas.

EXT. RIVER BANK - DAY

Beenox has a wonderful time with his pet Reindos. He chases them. He rolls around on the grass allowing the Reindos to lick his face. He is so happy. He tickles their tummies.

INT. PICKUP TRUCK - DAY

Aimee has red eyes from crying. Thomas appears bored. Grandpa is quiet and focus on steering the truck down river.

EXT. DEEP RIVER - DAY

Grandpa's pickup truck floats down the river on donut tires.

EXT. RIVER BANK - DAY

Beenox frolicks about with his new pets on a lush green meadow near the river bank. The two Reindos compete for Beenox's affection. Beenox notices Grandpa's truck. He jumps high up and down waving to get their attention.

INTERCUT PICKUP TRUCK AND DEEP RIVER AND RIVER BANK - DAY

Grandpa notices Beenox on the river bank doing star jumps.

GRANDPA  
Hey kids, look! It's Beenox.

Thomas and Grandpa wave. Aimee - teary eyed - tries to sleep.

Grandpa's pickup continues to float gently down river. It floats past Beenox who jumps up and down waving.

BEENOX  
DON'T FORGET ABOUT ME. I'LL NEVER  
FORGET YOU THREE. SEE YOU NEXT  
YEAR ASH, TONY AND AMBERLY!

Beenox watches Grandpa's truck disappear around the bend. He thinks to himself, perturbed.

BEENOX (CONT'D)  
Think that's his grand kids names.  
Maybe Toby and Ainslee. This short  
term memory thingee's getting worse.

The Reindos scurry about Beenox's feet and jump against their master's leg in an effort to coax from him some affection.

NERP NERP

Nerp nerp. Nerp nerp. Nerp nerp.

NERP

Nerp. Nerp. Nerp. Nerp. Nerp  
Nerp.

BEENOX

You guy are always reminding me what  
your names are. That is so awesome!

Beenox fusses over the giant cochroaches with pats and hugs.

BEENOX (CONT'D)

You guys wanna play ball?

The Reindos look excited as they bleat out their nerps.

Beenox reaches into his pouch looking for something.

BEENOX (CONT'D)

I'm sure I've got a ball here  
somewhere.

Beenox fumbles and finally pulls out the taped up poke ball.

BEENOX (CONT'D)

Huh?

Beenox closely scrutinizes the ball, bewildered. A look of  
'Eureka!' washes over his face.

BEENOX (CONT'D)

I musta made this for you rascals.  
Knowing how you love chewing, it's  
reinforced with layers of duct tape.

The Reindos look excited as Beenox winds up to throw the ball.  
They steady themselves, ready to spring forward. Excited.

Beenox throws the ball far and high.

BEENOX (CONT'D)

Go long.

The Reindos are in hot pursuit.

The taped up ball with Quimbull inside soars high in the sky.

EXT. COUNTRY DIRT ROAD ADJACENT RIVER- DAY

The pickup drives out of the river, donut tires deflated. It  
drives onto a dirt road which leads into the woods.

EXT. COUNTRY DIRT ROAD - DAY

The pickup travels a steady pace. Clouds of dust in its wake. Either side is heavy forest. This stretch is a straight run.

INT. PICKUP TRUCK - DAY

Aimee is crying her eyes out. She sobs and ponders 'why?'.

AIMEE

I don't get it. Whenever I was in trouble, he saved me. My knight in shining Armor. And he actually liked me. Me! Can you believe it.

Aimee gently sobs.

AIMEE (CONT'D)

Why did he stand me up Grandpa?  
He's the peanut butter on my toast.

Aimee continues to sob gently. Grandpa speaks low.

GRANDPA

Aimee. There is a logical explanation - most like relating to an abduction by aliens - which will explain all this and when we hear what happened, what actually happened we're going to kick ourselves. Well not literally but we'll be staring at each other saying 'Of course'.

AIMEE

But it hurts Grandpa. It hurts.

Aimee clutches her heart and sobs even harder.

GRANDPA

You know what we need is a good ol  
sing along with some happy music. I  
really regret giving the Chespins  
all my cassettes now.

Thomas stretches his arm under the seat searching. He retrieves a dusty cassette and shows to everyone.

THOMAS

Look what I found under the seat.

GRANDPA

Do it. Let the good times roll!

Aimee sobs quietly. Thomas sticks in the cassette. Ultravox sings 'Dancing with tears in my eyes'.

ULTRAVOX (V.O.)  
*Dancing with tears in my eyes*  
*Weeping for the memory of a life*  
*gone by*  
*Dancing with tears in my eyes*

Aimee sobs a little harder. Grandpa has a look of panic. He fast forwards the cassette. It stops near the end of The Smiths - 'I Know It's Over'.

THE SMITHS (V.O.)  
*Oh Mother I can feel the soil*  
*falling over my head*  
*Oh Mother I can feel the soil*  
*falling over my head*  
*Oh Mother I can feel the soil*  
*falling over my head*

Aimee sobs a tad harder. Grandpa tries his luck again. He hits the fast forward. It stops in the middle of Godley and Creme's 'Cry'.

GODLEY & CREME (V.O.)  
*You make me want to cry*  
*You make me want to cry*  
*Cry*  
*You make me want to cry*

Aimee's sobbing intensifies. Grandpa fumbles with the eject.

In Grandpa's hand is a cassette with a broken heart symbol.

GRANDPA  
 Oh no. It's my heartbreak mix.  
 Made it at a real low point of my  
 life. Thomas can you put this aw--

AIMEE  
 No! Stop!

GRANDPA  
 Huh? What is it sweetie?

AIMEE  
 I wanna listen to it. Please!

Grandpa and Thomas exchange a surprized look.

EXT. OLD GAS STATION - DAY

Junior and Celise stand near the road holding Subway signs.

Celise looks up the long straight road with forest both sides. Junior does the same the other way. The long stretch disappears in the horizon. Each can see for several miles.

JUNIOR  
I don't see anything. You?

CELISE  
Nada.

INT. OLD GAS STATION - DAY

Martin draws with a pencil in a large sketch book on the counter. He bites his tongue as he focuses on the sketch.

INSERT - SKETCH BOOK

Martin finishes a sketch of the Gas Station with a large fifty foot acorn erected out the front. Across the Acorn in fancy font are the words "THE GIANT ACORN".

BACK TO SCENE

Martin finishes the final touches still biting his tongue.

Dolores sits at a booth, looking through a large stack of bills and using a calculator. She shakes her head as she examines each bill and enters amounts into the calculator. Martin walks over to her, clutching the sketch.

MARTIN  
How goes the accounting?

DOLORES  
Well how do you think it's going?

MARTIN  
Not good.

DOLORES  
Not good. Let's not sugar coat it.  
We've hit rock bottom. We're bust.

MARTIN  
Really?

DOLORES  
That's what happens when your  
business has no customers.

MARTIN  
Funny you should mention that cause  
I had this crazy dream. It will  
solve the customer problem.

Dolores looks semi interested. Martin puts the sketch in front of her over the bills.

MARTIN (CONT'D)  
If we build it, they will come.

INSERT - SKETCH OF THE GIANT ACORN

DOLORES (O.S.)  
The Giant Acorn?

BACK TO SCENE

Dolores stares at Martin. She looks very upset and angry.

MARTIN  
Yes. It's a tourist attraction.  
It'll put this place on the map and  
all it will cost us is around forty  
K to build a fifty foot fibregla--

DOLORES  
Waste more money we don't have. You  
are a fool and a buffoon! A BUFFOON!

MARTIN  
At least tell me you'll consider it.

Dolores tears the sketch into small pieces. She gets up and marches out, shoving Martin off balance as she passes him by.

MARTIN (CONT'D)  
So is that a maybe?

EXT. COUNTRY DIRT ROAD - DAY

The pickup travels a steady pace. Dust clouds in its wake.

INT. PICKUP TRUCK - DAY

Aimee and Grandpa sob. Chicago's 'If you leave me now' plays.

CHICAGO (V.O.)  
*And if you leave me now  
You'll take away the very heart of me  
Uh uh uh uh no  
Baby please don't go  
Uh uh uh uh girl  
I just want you to stay*

Thomas is unperturbed. He rolls his eyes at the others

THOMAS  
Can we stop at Subways for lunch?

GRANDPA

Please Thomas, how can anyone eat at a time like this. Besides, I promised your mother I'd have both you home before dark.

Grandpa and Aimee continue to sob to Chicago's classic tune.

EXT. OLD GAS STATION - DAY

Junior and Celise hold up their Subway signs with huge eager smiles as Grandpa's truck approaches. They're devastated as Grandpa's truck drives by. Dejected they lower their signs.

EXT. COUNTRY DIRT ROAD - DAY

Grandpa's pickup continues to travel along the dirt road.

EXT. JAPANESE MULTI LANE HIGHWAY - DAY

The pickup speeds along a busy highway congested with cars, buses and trucks. Mt Fuji is in the background.

EXT. JAPANESE HOME - FRONT GARDEN / DRIVEWAY - DAY

Grandpa's pickup pulls into the driveway. It's late afternoon, the shadows are long.

INT. JAPANESE HOME - LIVING ROOM / FRONT DOOR (2D ANIME)

Suzy opens the door and let's in Grandpa, followed by Thomas and Aimee. The kids look dejected. Aimee's eyes are red.

SUZY

Hi Dad, Aimee, Thomas. Did you all have fun?

THOMAS

If being subjected to a heartbreak mix for hours with these cry babies is fun, well yeah, I had a blast!

Everyone drops their knapsacks on the floor. Suzy looks to Grandpa for an explanation. He shrugs. Suzy turns to Aimee.

SUZY

What about you honey? Have a good time?

AIMEE

This has been the worstest day of my life.

Aimee runs off to her bedroom and slams the door shut behind.

THOMAS

Grandpa. Mom. I'm off to finish  
that last level on my Wee Zed.  
Maybe, just maybe I can salvage  
something from this horrible day.

Thomas quickly exits, tired with a huge headache.

Suzy looks to Grandpa for an explanation.

GRANDPA

It was a great trip. Just this last  
days been a bit of a disaster.

SUZY

Well thanks for taking them Dad.  
I'm sure after a good nights rest  
they only remember the good times.

GRANDPA

I need to get going myself. But  
before I do, mind if I have a quick  
word with my grand daughter It's  
about that thing I was telling you--

SUZY

Stop talking like that Dad. You're  
as fit as a fiddle.

GRANDPA

Not according to the dozen doctors  
I've seen in the last few months.

Suzy looks sad. She cries on Grandpa's shoulder.

GRANDPA (CONT'D)

Now there there my beautiful girl.  
Everything must come to an end. Just  
glad to have had the chance to take  
my grand kids on one last adventure.

INT. AIMEE'S BEDROOM - DAY (2D ANIME)

Aimee is face down on her bed crying. On the wall are  
sketches of unicorns and horses.

KNOCK KNOCK KNOCK

AIMEE

Who is it?

GRANDPA (O.S.)

It's me sweety. Can I come in?

Aimee sits up.

AIMEE

Come in.

Grandpa enters with his knapsack in hand. He sits at Aimee's computer desk.

GRANDPA

I guess your wondering why I've--

AIMEE

(smiles)

Is this about Rufus?

GRANDPA

No but it's about another very special pokemon Pikachu.

AIMEE

Has Pikachu gone missing too?

GRANDPA

No no no. He's fine. I need to ask you a huge favor. Will you look after Pikachu for me?

AIMEE

Are you going on a holiday Grandpa?

GRANDPA

No Aimee. I'm I'm. I'm dying.

A long silence. Aimee bursts into tears.

AIMEE

You can't die Grandpa. You can't die.

GRANDPA

It's okay sweety. I've done a lot in my life. I married the love of my life. Was blessed with a beautiful daughter and two fantastic grand kids. I'm ready.

AIMEE

No no no Grandpa. You can't die.

GRANDPA

It's the circle of life sweety. My circle is almost complete. But I need you to promise me something.

AIMEE  
 (sobs hard)  
 Anything Grandpa. Anything.

GRANDPA  
 I need you to take care of Pikachu  
 for me.

Grandpa pulls out a pokeball.

AIMEE  
 Shouldn't he be free Grandpa.

GRANDPA  
 He is free Sweetheart. He stays of  
 his own free will. Pikachu, he is  
 the ying in my yang. My b f f.

AIMEE  
 Just like me and Rufus.

Grandpa is taken back by Aimee's comment.

GRANDPA  
 I guess he is. Hey didn't you want  
 to find a b f f at your new school.

AIMEE  
 That was before I realized we belong  
 together. Me and Rufus.

GRANDPA  
 I'm sorry for not doing enough to  
 find Rufus Aimee. I know if Pikachu  
 was missing I'd be frantic.  
 Will you forgive me?

AIMEE  
 Oh Grandpa.

Aimee wraps her arms around Grandpa.

GRANDPA  
 So will you do it. Will you take  
 care of Pikachu for me. Pokemons  
 live a lot longer than humans.

AIMEE  
 Of course I will.

GRANDPA  
 You need to check him once a day and  
 make sure he has plenty of water.  
 Let him out for a play once a week.

AIMEE

Do I need to feed him anything?

GRANDPA

Spoon of nutmeg every second week.

AIMEE

It will be my joy to take care of  
Pikachu.

Grandpa smiles at this remark.

AIMEE (CONT'D)

Can I help any other way Grandpa?

GRANDPA

Yeah can you light me a candle once  
in a while and when you do can you  
play INXS '*Don't Change*'. It's my  
favorite song. Play it loud.

AIMEE

I bet that's an eighties song.

GRANDPA

You'd bet right.

They both chuckle. Grandpa picks up the pokeball.

GRANDPA (CON'T)

I'll show you how I take Pikachu  
out. Might take a little practice.

Grandpa flicks the pokeball above his head in a backward spin.

GRANDPA (CON'T)

I CHOOSE PIKACHU!

Pikachu materializes on Aimee's bed.

PIKACHU

Pikachu!

GRANDPA

Hello Pikachu, remember our talk  
about Aimee? Say hello to Aimee.

PIKACHU

Pikachu!

AIMEE

Hello Pikachu!

Pikachu takes a couple of quick steps and jumps up on the desk. He whispers in Grandpa's ears. Grandpa nods as he hears a story from Pikachu.

GRANDPA  
Really. Is that so. Amazing.

AIMEE  
What is it? What's amazing?

GRANDPA  
Pikachu has a new room mate. Rufus.

Aimee is estatic.

AIMEE  
How did he end up in there?

GRANDPA  
He approached me on the party night  
but I was too drunk to remember.  
His Dad the Guide gave his blessing.

AIMEE  
How do I?

GRANDPA  
Well I hoped you were watching when  
I took Pikachu out.

Grandpa flicks the pokeball over to Aimee.

GRANDPA (CONT'D)  
Let's see if you've got the right  
stuff.

Aimee has the pokeball in her hand. She executes a perfect flick above the head backward spin.

AIMEE  
I CHOOSE RUFUS!

Rufus materialises beside Aimee. Aimee is over the moon.

INT. KITCHEN - DUSK (2D ANIME)

Grandpa and Suzy look out the kitchen window. Both smile.

EXT. AIMEE AND THOMAS'S BACKYARD - DUSK (2D ANIME)

Thomas, Pikachu, Rufus and Aimee play ring a ring a rosie amid a beautiful garden. A glorious sunset is on display. Grandpa and Suzy stare out of the kitchen window smiling at the wonderful time all four are having.

INT. OLD GAS STATION - DUSK (3D CGI ANIME)

Dolores reads a book at the booth. Martin timidly approaches.

MARTIN

Is this seat taken?

Dolores stares daggers at Martin. She shakes her head no. Martin takes a seat. Dolores goes back to her book.

MARTIN (CONT'D)

I've been thinking, after today I should consider doing deliveries again for your brother. We'll have to move in with him for six months.

Dolores is speechless. Through large store windows she can see a huge Chespin crowd approaching. She tries to talk but nothing comes out.

MARTIN (CONT'D)

Oh my God are you having a stroke?

DOLORES

(barely audible)

No no. Look. They're coming.

Martin spins around. He's surprized by the huge crowd.

EXT. OLD GAS STATION - DUSK (3D CGI ANIME)

Led by the Mayor, the Chespins funnel into the store.

INT. OLD GAS STATION - DUSK

Dolores, Martin, Junior and Celise have taken refuge behind the counter. The store is jammed full of Chespins.

EXT. OLD GAS STATION - DUSK

With the store packed, the crowd out the front swells.

INT. OLD GAS STATION - DUSK

Dolores, Martin, Junior and Celise have taken refuge behind the counter. The store is jammed full of Chespins.

MARTIN

Take whatever you want. But please spare us. I'm too beautiful to die.

Dead silence as all the Chespins stare at the family.

The Mayor slides the crumpled flyer over to Martin.

MARTIN (CONT'D)  
Oh so you're customers? Great!

Martin and his family share smiles.

MARTIN (CONT'D)  
So, what can we get you all?

The Mayor writes on a notebook, tears off the page and gives it to Martin. Martin reads it over and over to make sure.

MARTIN (CONT'D)  
So you want a hundred mixed sub  
platters and ten mixed cookie  
platters. Is that right?

The Mayor writes out another note. He passes it to Martin.

MARTIN (CONT'D)  
And its to be a standing order.  
Every day for the next five years.

The Mayor nods.

MARTIN (CONT'D)  
So how will you be paying for that?  
Cash, cheque, credit or -

The Mayor opens a velvet sack. Dozens of diamonds pour out.

MARTIN (O.S.) (CONT'D)  
Diamonds!

Dolores examines a large diamond with a jeweler's eyepiece. She gives a thumbs up confirming the diamonds are genuine.

MARTIN (CONT'D)  
We'll be a while making the order.  
You're welcome to use our jukebox.

The Mayor is flanked by Chubby and Glasses. They're excited.

The Mayor, Chubby and Glasses jostle their way to the jukebox. They gaze at the jukebox like some valuable relic. Glasses and Chubby hug the jukebox. Mayor gives them a clip.

The Mayor looks at the long list of songs. His eyes sparkle. He has found the perfect song. He enters the numbers.

The jukebox erupts with INXS - 'Don't Change'.

Every Chespin in the store is grooving and rocking. It's so packed it's like one huge mosh pit. Even Martin, Dolores, Junior and Celise are enjoying the music as they make subs.

EXT. OLD GAS STATION - DUSK

The huge Chespin crowd outside groove and dance along to INXS.

CAPTION: THE END

FADE OUT: