

**LOOK OUT  
THE FAIRY TALES  
ARE BECOMING  
REAL**



**INSIDE THE GAME**



## THE LOG LINE

After being sucked inside a kid's computer game, a family can only return home if they win the game--which entails outwitting classic fairy tale characters, fighting killer beasts, and the wicked fairy they're playing against--all before the laptop's battery dies and they perish along with it.

## THE STORY

INSIDE THE GAME takes place in a computer game called Fairy Tale Land and is a comedic adventure fantasy infused with magic, heart and damn scary thrills. What, you don't think fairy tales are scary? They're sissy baby stuff?

Hah! Let's see if you make it out alive when you're trapped in a small cottage with three hungry and very pissed off bears who want to rip you a new one for eating their porridge and busting up their fine furniture. Oh, and you're also trapped in a ludicrous too tight dress with Goldilocks' curls fused to your skull. This is the family's first game challenge in the deep dark scary forest and dad bravely, kinda, faces it.

And it only gets worse. Much worse. Can you say man-eating ogre and fire breathing dragon? But that ain't all. Besides the bizarre killer creatures trying to annihilate them, the poor family must also play against their opponent, Vileena, the most wicked, disgusting and vile fairy in the history of history. Hell, she would send Darth Vader screaming into the night.

But it isn't all brave heroic feats of derring-do you have to do. Nope. You gotta have brains and be clever with 'em. Besides the role playing tasks, you score points in this wacked out game by outwitting and out guessing what the eccentric fairy tale characters are going to do before they do it. Or you have to figure out what objects they're going to want to trade for. There's no money involved, just crazy trades, favors and plots.

Perhaps the Three Little Pigs demand something in Little Red Riding Hood's cottage. This, of course, means dealing with that killer Wolf. There's actually a logic to everything, but it's a twisted kaleidoscopic logic that's a challenge to decipher and changes from one fairy tale to another and in different sections of Fairy Tale Land and I'm getting a headache just thinking about it. Let's just say it ain't predictable and it'll twist your brain with a corkscrew and keep you guessing and on your toes.

But the heart at the heart of this story isn't found in the exciting game--it's found in the family. A frayed and fractured modern family who are at the breaking point just before they get zapped inside. Thusly, we have a couple of the most compelling themes in story telling unfolding here: the classic journey back home, and a family's rediscovery of their love for each other, as they learn to work together again as a caring team. (There are also morals and wisdoms hidden amongst the fun, but don't tell anyone. Hmm, kinda like they do in fairy tales, now that I think about it)

As I was saying, before rudely interrupting myself, this family, the Millers, were being pulled apart by the all too familiar pressures and distractions of today's hyped-up-always-on-online-modern life. The three Miller siblings are constantly fighting and bickering and teasing, or even worse, totally ignoring each other's very existence.

Maya, 5, extends an olive branch by asking her sister to play the Fairy Tale Land game which was recently improved by her new little friend, Alice, an alien (more on the sweet alien family later). But her sister won't even glance away from her own computer, and Maya complains "but you've been Facebooking for hours and hours. Play with me a minute." No way.

Maya goes to her brother, but he's hypnotically chained to his multiplayer Xbox Live and is slaughtering his online Halo3 nemesis playing in China. Maya shoves her laptop in his face, but he just pushes it away and doesn't even notice her game is now bulging right out of the freaking screen!

And dad is the worst. He hit the big 5-uh-oh!, and is having a mid-life melt down. When he's not at a gym trying to prove he's still Superman, he's down in his dungeon music studio trying to rekindle his rock god dreams. Instead of spending quality time with his family, he's playing with online musicians like ShredChick69 and mom isn't happy about that in the least.

And poor mom is working as much overtime as possible to try to make ends meet and nobody is connecting with nobody no more and this family is just falling apart at the seams.

Then they get zapped inside the game where if they don't learn to work together again, they'll surely die. So that's a decent incentive, don't you think?

Say, did I mention the Millers have to score 100 points to get out of the game and expert Maya has never scored more than 33 points? So the odds say they'll die. Say, did I mention that even as they begin to get a handle on playing this loony game, the characters begin to morph and become untethered independent thinkers because the organic alien electronics in the laptop are kinda Pinocchioizing everyone?

Oh, I forgot to tell you about the sweet alien family vacationing in the colorful Vermont countryside. Well there's no time now. This wacked synopsis is way longer than regulations say a synopsis should be for the short attention span consumer you probably are.

So you'll just have to read the story yourself, won't you, my pretties? Yep, there's no time to tell you about the family's ally, Mother Goose, who may seem insane but the amazing thing is ---

## THE PITCH

Sure, I'm convinced this script, and this concept, at this time, has four quadrant blockbuster written all over it. But, hey, don't believe my dumb and biased opinion. Here's excerpts from smarty-pants studio heads, the LA Times and the Hollywood Reporter.

In an LA Times article.. "Hollywood studios in search of 'Harry Potter'-like success are adapting childhood classics into family-friendly films."

First off, what's more classic than classic fairy tales? Nothing.

Second off, there's no cost or copyrights to deal with. It's a free ride here. Such a deal!

Third off, as the article alludes to too, a big key to a successful film is audience awareness and this script contains personalities and stories that are known and treasured throughout the world. The fairy tales and nursery rhymes are in the cultural heritage of billions, and woven into their very consciousness since childhood. Brain washed with them, you could say.

The phrases "the better to see you with, my dear" and "I'll huff and I'll puff and I'll blow your house in", ring through the minds of countless adults and kids. We're talking broad international blockbuster awareness here. You gotta see that!

Ok, enough of my ravings. Listen to the ravings of the LA Times... "As the recession forces studios to make fewer pictures, a new generation of movies based on popular children's books is emerging as a keystone of the studios' strategies. With built-in "brand awareness" -- widely known stories that have broad audience appeal -- family films represent a safer bet than many of the big-budget movies that have been made for young adult and teen audiences over the last decade."

As I said earlier, fairy tales and nursery rhymes have big "brand awareness" and INSIDE THE GAME puts a new twist on them. The characters have never been seen cavorting and reacting to a modern family, and they have never been mixed up and blended together to create refreshing and fun results.

Here's a real live studio head itself speaking... "There's an attraction to having global interest and appeal to as many quadrants as possible, male and female, young and old," said Alan Horn, former chairman of Warner Bros.'

My story and it's age range mix of main characters, from 5 to 50, will generate a family film that appeals to a broad audience range. Although there's ample magic and light to appeal to the youngest, there are many scary and harrowing elements that will engage and put any teen or adult on edge.

The Times... "Warner Bros. as well as Pixar Animation Studios, which produced "Toy Story," "Ratatouille" and "Wall-E," have proved to Hollywood that family movies don't have to bear the Disney imprimatur, or evince only sweetness and light, to be embraced by large audiences. Their success "really cemented the idea of parents and kids really enjoying the shared experiences," said Doug Belgrad, co-president of Sony's Columbia Pictures. The "Potter" series and Pixar flicks broke ground by making films ostensibly aimed at children that weren't "too soft or unsophisticated for the parents."

INSIDE THE GAME is stuffed with elements that will enchant both parents and kids, and create a magical experience they can share and enjoy together. Over and over again.

In a Hollywood Reporter article (Classic Fairy Tales Drawing Hollywood Heat) "The interest in classic fairy tale characters was spurred by the billion-dollar success of Disney's "Alice in Wonderland." People have said my script is "Alice In Wonderland" meets "Tron Legacy" (if Tron follows its great buzz and is a big hit, I'll whole heartedly agree)

Hollywood Reporter... “Disney also is working on a retelling of the “Sleeping Beauty” tale focusing on the evil demon queen Maleficent, and it has made a seven-figure deal with “Devil Wears Prada” writer Aline Brosh McKenna for a re-imagining of “Cinderella.”

Other HR deals brewing... “Brian Grazer and Ron Howard’s Imagine Entertainment and Radical Pictures are bringing to the big screen “Legends,” a graphic novel from Radical’s publishing arm that brings together characters like Red Riding Hood, Jack the Giant Killer and Hansel & Gretel in a dark fantasy setting. Howard and Grazer will produce for Imagine, Barry Levine for Radical.”

As I said, INSIDE THE GAME weaves a wonderful mash-up of numerous fairy tale characters, puts a new twist on them and their environment, and will help get you in on this very current deal making trend and into green-light heaven.

The Times... “Studios aren’t the only ones pursuing family films -- so are filmmakers who want to make movies their kids can see.’ This filmmaker, Scott Alexander, sounds like he’s describing the kids in my script when he says “The kids feel like real kids. They mess with each other. They swear. They’re uninhibited. There’s an appealing level of chaos.” And there’s ample chaos lurking INSIDE THE GAME.

Also, a director will drool when imagining what he can do with the screenplay. Its fanciful imagery offers an unlimited potential for one to create stunning visuals, and transport an audience to a land that’s a veritable feast for the eyes. James Cameron said “There’s a renaissance because now, if you can imagine it, you can do it, and that’s different than it’s ever been before.”

A crass commercial comment: this movie offers a merchandizing bonanza--a toys and product placement nirvana. Apple, Microsoft and a ka-ching bling bling. And it’s obvious the movie itself is a natural to be turned into a successful video game since it’s foundation is a game already.

Say, I forgot to tell you about the alien iPod device Alice uses, and Jobs will fork over big bucks to --



Gregory Mancuso Photography + Writing

#1 LinkedIn California ranking

310.823.2360 | 310.622.5783

Gregory@GregoryMancuso.com

[www.GregoryMancuso.com](http://www.GregoryMancuso.com) | [www.Linkedin.com/in/GregoryMancuso](http://www.Linkedin.com/in/GregoryMancuso)

screenplays + short stories: [“Inside The Game”](#) | “Earth Above-Sky Below”

photo books: [“Pooches & Peeps”](#) | [“Celebrities & Nobodies”](#)

got dog? join us for the fun of dogs healing humans [DeltaSociety](#)

**INSIDE THE GAME**

screenplay

by

Gregory Mancuso

Gregory Mancuso  
Marina Del Rey CA 90292  
310.823.2360  
Gregory@GregoryMancuso.com  
[www.GregoryMancuso.com](http://www.GregoryMancuso.com)  
WGA 1370350

FADE IN:

EXT. CEMETERY - BRATTLEBORO, VERMONT - DAY

Once upon a time, there was a man named CHUCK MILLER. Chuck is 50, affable, eccentric and now depressed as he gazes into an open grave. By his side are friends his age, JEFFREY and AMES.

JEFFREY

...and to pay our respects to the passing of a loved one. To mark his transition to another realm.

Chuck sadly sighs and Ames pats his back.

AMES

Perhaps we can do him his due by facing what can no longer be. What dreams must now be recognized as unreachable. So that we may all move on.

Ames reaches into a bag and pulls out a FOOTBALL.

AMES

With this token, we recognize his dream of being a quarterback has perished.

He tosses the football in the grave. Jeffrey grabs a Sports Illustrated swimsuit issue, reverently flips pages, rips one out, folds it and puts it in his pocket. He then tosses the magazine in the grave.

JEFFREY

With that mighty hot token, we see his dreams of snagging a supermodel are gone forever.

Chuck grips his pained heart. Ames tosses a CD in.

AMES

With that, we say his dreams of having top-40 hits ain't happening.

CHUCK

But he deserved more. He tried so hard.

AMES

His time has come and gone. Face it. The young man's dead!

CHUCK

No. No!

JEFFREY

Yes. Yes! Your youth is dead.  
You're... You're... middle-aged.

Chuck grimaces and moans. We look at the GRAVESTONE--it's cardboard and reads: "CHUCK MILLER'S YOUTH - RIP - 1960-2010."

CHUCK

It seems like only yesterday I was a happy, young --

AMES

It was yesterday. But today you're 50, and today you're officially unyoung.

Jeffrey grabs a DRUMSTICK from a bucket of KFC, can't resist taking a few bites. A few more. Ames jabs him. Jeffrey chokes and then tosses the drumstick in the grave.

JEFFREY

With that real tasty token, we know his days of pigging out on spicy fried treats have ended. Hell, I say all the spices of his life are now gone. Yep, nothing but bland existence ahead. Adventure's dead--long live tedium!

CHUCK

Shut up, Jeff! That's it! That's going too far! Outta my way, you fools. This was a stupid idea. Get lost.

Chuck pushes them aside, jumps into the grave. He starts removing things. First is a shoe box coffin. Then he grabs the football.

CHUCK

Hey, I still got a chance. George Blanda was still playing at my age.

AMES

Wrong, 48.

Chuck winces, goes back down. Jeffrey shoots Ames a look.

JEFFREY

Told you this was a bad idea.

AMES

Don't blame me. It was his bad idea.

CHUCK

(pops back up)  
Get outta here! You, you guys don't know nothing about nothing. Get lost!



Jeffrey and Ames roll their eyes and stroll away. Chuck forages in the grave for the other tokens.

ON FUNERAL PROCESSION -- heading toward Chuck. He doesn't notice, angrily hurls things out of the grave.

Chuck flings the drumstick, it hits their COFFIN and makes a greasy skid mark. The Procession comes to a halt. The MINISTER isn't pleased. Chuck finally notices, sheepishly peers up at the shocked mourners.

CHUCK

Uh... uh... kids. Yeah, you know kids got no respect. Don't care where they litter. Here, have it all cleaned out for you guys.

(climbing out)

Well... have a good time. Uh, I mean, bad time. My sympathies to you all.

He grabs his shoe box coffin and his other stuff and hurries away. They bought his excuse. He grins. But then...

MINISTER

Chuck Miller!

Chuck wonders "how's he know my name?" Turns. The Minister is holding his mock gravestone. Chuck turns red as he approaches the angry holy man.

EXT. MILLER HOME - BRATTLEBORO - AERIAL VIEW - LATE AFTERNOON

Brattleboro is a middle class suburb nestled in the valley of Vermont's Green Mountains. It's October and the rainbow foliage is dazzling. We descend as Chuck's car pulls into his driveway. Running to Chuck is his daughter, MAYA, five, quite brash and quite cute. He picks her up and kisses her.

MAYA

So what's a middle high Christs?

CHUCK

Huh? You joining a new cult? Where'd you hear that?

MAYA

Mom was telling somebody that your middle high Christs are why you been acting weird.

CHUCK

Uh, maybe you mean mid-life crisis. But I haven't been acting weird, Maya.

MAYA

What's it mean?

CHUCK

It's one of those adult things your little kid noggin' can't get a handle on yet. It's like, I'm becoming more mature and wiser now.

MAYA

You have too been acting weird.

CHUCK

Have not.

DEVYN (O.S.)

Have too. Whacked weird.

Chuck turns to see DEVYN bounding out of the house. Devyn, 13, and digging his hipness, approaches. Then looks concerned.

DEVYN

Hey, bend down a sec, Dad.

Devyn inspects and messes with Chuck's hair.

DEVYN

Geeze, too bad. Really shows up today. Follicle count's way down. Should check out some rugs. C'mon, molecule.

Devyn walks past, Chuck glowers, pats down his hair.

CHUCK

I have plenty of follicles. Same as ever... mostly.

He lets Maya down and she grabs her nearby backpack and follows her brother. Chuck pulls her back.

CHUCK

Where's he taking you?

MAYA

The park.

CHUCK

Yeah? Why's Mr. Cool Jerk being nice to his little sister?

MAYA

I think he wants to see a girl who might be there but doesn't wanna act like he wants to.

CHUCK

Ah, that explains it.

She streaks after her brother. Chuck watches them go. Then turns and looks at his bland average house with mixed emotions.

EXT. PARK - SUNSET

We see Devyn leaning on a bench, casually talking to a GIRL. Maya is on a see-saw with the Girl's little SISTER.

EXT. GREEN MOUNTAIN INN

Across the street, we see ALICE, a bored looking girl Maya's age. Alice is swinging on a porch bench and watching Maya with interest. Alice's parents, ALAN and ALENE, observe her from the screen door as they unpack their suitcases.

ALAN

I told you she was too young to accompany us on vacation.

ALENE

She's not. She just doesn't enjoy the same stimuli we do.

(looks at him inquiringly)

She'll be fine. She knows what to say. She has her shield and sensor.

ALAN

Oh... Yes, alright.

ALENE

Alice... Alice...

(Alice finally turns)

Remember. Alice is your name here. Go on. You have our permission to play with them.

Alice grins, leaps off the bench and runs to the park.

ALENE

Be careful, honey.

ALAN

Insect secretion?

She rolls her eyes at him.

EXT. PARK - SUNSET

Maya is left alone on the see-saw as her playmate joins her big sister and they leave the park. Devyn waves goodbye to them.

DEVYN

You got ten minutes, Maya.

Alice is standing nearby, shyly gazing at Maya. Maya waves.

MAYA

Hi. Wanna see-saw with me?

Alice smiles and runs to the vacant see-saw spot.

PARK - MOMENTS LATER

Maya and Alice are giggling as they whoosh on the SWINGS and slap each other's hands as they pass.

MAYA

No way you're from New York, Italy.

ALICE

No?

MAYA

No. You think I'm dumb or something?  
I know New York's in New York. And  
Italy is in...in some other country.

DEVYN

(walking to them)

Maya. We're outta here.

MAYA

So... maybe I'll call Linda. And say  
her hubba-hubba boy has been hanging  
with other hotties.

DEVYN

(hating her, walking away)

Someday... You get a bonus ten minutes.  
Then I'm leaving you here for the psycho  
killers.

MAYA

Sure you are, big boy.

(smirking; then to Alice)

Hey, wanna play a fun game of mine?

Alice nods and they leap off the swings. Maya takes a LAPTOP COMPUTER out of her backpack, turns it on and shows off.

MAYA

I got my own computer now. Since I'm  
a big girl and in first grade now.  
Look. Here's my favorite game. It's  
called "Fairy Tale Land".

ALICE

What are fairy tales?

MAYA

You don't know what fairy tales are??  
Sheesh, Italy must be a weird place.  
Look.

ON COMPUTER SCREEN -- THE THREE BEARS walk from their cottage.

COMPUTER

My, my, we're at the Three Bears' cottage. Would you like to pretend you're Goldilocks and show her what to do and say?

MAYA

See, here's a tale about a girl who breaks into a house and wrecks a bunch of stuff of these three bears.

ALICE

Why are they so blurry and only two dimensional?

MAYA

What's a dimensional?

ALICE

(pointing to screen)

It is flat. Goldilocks doesn't really look real.

(inspecting the laptop)

Think I saw something like this in history class. I can make it better. Would you like me to?

MAYA

I guess. But don't bust it. I'd get in big trouble. I'm not even supposed to have it outside.

Alice unzips her HIP-PACK and grabs an odd device resembling a very unusual looking iPod. Let's just call it the IPOD.

MAYA

That's a real cool iPod. Must be a new kind, huh?

Alice doesn't respond as she concentrates and waves the iPod around the computer and the iPod screen shows weird symbols.

ALICE

Hmm, very primitive.

Alice uses a pencil-like TOOL and touches the computer screws and... THEY UN-SCREW THEMSELVES. She soon opens the computer.

MAYA

I didn't think you'd take it all apart. You breaking it?

ALICE

No. I'll add something good. It's a little like what I think you people call a micro-chip. But mine can do much more.



Beep goes the iPod, out pops a metallic red triangle. Alice sticks it to the computer guts and glowing fibers stretch out and attach to components. She puts the chassis together. Then there's popping sounds, smoke billows out and the screen goes blank. Alice and Maya cringe.

MAYA

I'm dead meat.

ALICE

I think it's deleting the old components. And re-configuring?

Alice sheepishly grins and looks worried.

COMPUTER SCREEN - The image comes back. But with a big difference-- it's a three dimensional hologram-like image that actually projects out from the screen a few inches. Maya excitedly pokes her hand through and around the image.

MAYA

Holy crap! This is so great. The Three Bears look so real. You're sure smart, Alice. Let's play this thing!

DEVYN (O.S.)

Maya, I'm gone. Move your ass!

MAYA

Oh, he's serious now. Darn, just when things are hoppin'.

INT. MILLER KITCHEN - NIGHT

Chuck's wife SUZANNE is preparing dinner while Maya draws in her coloring book. Suzanne is attractive and the brainy anchor of this family. Devyn grabs his coat off a chair, attempts to rush out, but she grabs his arm and yanks him back.

SUZANNE

Where do you think you're going?

DEVYN

Eating at Greg's.

SUZANNE

What'd I tell you, Devyn? Tonight we're having dinner and spending time together like a nice normal family. I had a birthday cake made and --

DEVYN

You can't be serious. We have important studying to --

SUZANNE

Important Xbox is more like it. It's your father's birthday and his family should celebrate it.

DEVYN

We gave presents. That covers it.

Sister ERICA, 10, has her coat on and rushes in to grab a snack.

DEVYN

You ain't going nowhere, puke-asaurus.

ERICA

Up yours, puss-face!

SUZANNE

Erica, we're having dinner together and celebrating Dad's birthday.

ERICA

But I have to --

SUZANNE

You don't have to. This is important to your father so you'll attend.

ERICA

But that's not fair!

SUZANNE

I don't care.

MAYA

Hey, that rhymes, Mom.

SUZANNE

What do you mean it's not fair?

ERICA

I mean he doesn't go to my important stuff. He didn't see my ballet.

DEVYN

There you go. And he hasn't been coming to my soccer games. So we don't have to stay here now.

SUZANNE

Look, your father's been going through a rough patch. You know he normally goes to your things. We have to try to be a little understanding.

DEVYN

But he said to pretend he doesn't even have a birthday this year.

SUZANNE

Well, that's ridiculous.

Chuck, dribbling a basketball, enters and kisses Suzanne.

CHUCK

See ya later, hon. I'm gonna --

SUZANNE

Basketball too?

CHUCK

There's a great court at that club.

SUZANNE

Isn't it enough you've started  
racquetball and weight training and --

CHUCK

Hey, the more the merrier. I have the  
vim and vigors of a lad.

(to Devyn)

C'mon, laddie, try for a steal.

Chuck does dribbling maneuvers around Devyn who ignores him. Chuck continues teasing closer with the ball. Devyn sighs and with a minimum of effort smacks the ball away. Chuck hates it.

CHUCK

Foul!

MAYA

Daddy, you're not allowed to leave.

CHUCK

Why?

MAYA

Cause it's your birthday, silly.

Chuck winces.

KITCHEN - LATER

The family is sitting at the table and a birthday cake is before disgruntled Chuck as they sing...

FAMILY

Happy birthday to Daddy, happy birthday  
to you.

In the blink of an eye: Chuck blows out the candles -- Chuck, Devyn, Erica bolt up -- grab their coats -- race from the room and out the house -- SLAM. Suzanne isn't pleased.

SUZANNE

Family togetherness...

MAYA

Yes! Lots of cake for us, Mom.

INT. BASKETBALL COURT - NIGHT

Chuck is playing basketball with a group of friends that include Jeffrey and Ames--who are annoyed at Chuck because he's running around like a lunatic, trying to make or break every play.

JEFFREY

Hey, Kobe, slow your ass down! I'm getting exhausted just watching.

Chuck only gives a devilish grin and runs around like a banshee.

INT. BAR - NIGHT

Chuck, Jeffrey, Ames and the other players arrive and sit at a table. A movie playing on a TV grabs Chuck's attention.

ON TV -- A castle's royal court with the KING and QUEEN talking to a battle scarred KNIGHT in armor.

KING (ON TV)

A braver knight, there never was. But we cannot send you into battle again. It's much too dangerous now.

KNIGHT (ON TV)

I care not. My Kingdom, my family, all I hold dear hangs in the balance. I shall rise to the challenge or die trying!

CHUCK

(to Jeffrey, points to TV)  
There you go! That's it in a nutshell. That's what bugs me most about turning 50.

JEFFREY

No one gave you a sword for your birthday?

CHUCK

Most of my life has sailed by and I've never had the chance to rise to some challenge. Had a chance to face something down and prove myself.

JEFFREY

You'd only prove how fast you can run. You ever face a life and death sitch?

CHUCK

No. But that don't mean I'd freak or chicken out. I bet I wouldn't.

JEFFREY

What odds you giving?

CHUCK

But the problem with stupid modern life is that it's made to be as safe as possible. So I'll probably never know.

(enviously watching TV)

That's what bugs me. In a nutshell.

JEFFREY

Yeah, I see the nutshell.

ON TV -- The Knight bravely duels two adversaries.

A waitress brings over a pitcher of beer. They all fill up and follow Ames' lead as he raises his mug to toast...

AMES

To the birthday boy!

They all drink. Chuck drinks but his eyes are on the TV action. The Knight is now protecting a FAIR MAIDEN from a ferocious DRAGON. Chuck is entranced.

INT. GREEN MOUNTAIN INN - MORNING

Alice and her parents are getting dressed and ready for another fun vacation day. Alene is checking out a brochure.

ALENE

And then we'll return for lunch and go hiking along the Colonial Trail.

ALICE

Hiking? Again? That's boring.

ALAN

But we came to New England because it has the finest foliage conversion. We can hike and appreciate the colorful--

ALICE

Boring. I want to play with Maya. She's so different from my other friends. You said I could learn from studying the inhabitants. You did.

ALENE

Yes, we did, although --

ALICE

And I'm already learning things. Do you know what fairy tales are?



ALAN

They weren't in any database.

ALICE

See. I'm certain you didn't know animals used to wear clothes and talk.

ALENE

Amazing. What an odd evolutionary shift. Earth is so peculiar.

ALICE

Yes, there used to be talking bears. And pigs. Ugly ducklings...

INT. MILLER KITCHEN - MORNING

The Millers are eating breakfast. Chuck is reading a newspaper. The kids are rolling their eyes because Mom is again pleading for relief as she points to the CHORE CHART on the fridge.

SUZANNE

C'mon! I can't make it any easier. You just check your box for that day and see if you have a chore.

ERICA

I'm getting wrongly accused. I did do my official chore, but then Devyn dragged his filth all over the --

DEVYN

Lying skank! It was dirty before I even got to --

SUZANNE

Enough! This isn't about blame. This isn't about who did or didn't do what. We're supposed to help each other. Pitch in. If one of you has something unforeseen come up, then someone else does their chore. Without being asked.

MAYA

Don't hold your breath.

SUZANNE

What kind of remark is that, young lady?

MAYA

A true kind.

SUZANNE

Well, keep that kind to yourself.

(MORE)

SUZANNE (CONT'D)

I hate to break it to you all, but we're what's called a family. We're not separate warring factions. We work together as a...? Come on. We work together as a...?

DEVYN/ERICA/MAYA

...team...

SUZANNE

That's right we're a team and we pitch in to help each other. Chuck? Maybe the father of this team can say something? Oh, daddy.

CHUCK

Uh... I couldn't agree with you more.

SUZANNE

And what's your assignment today?

CHUCK

Whatever it is, I'll get right on it.

Suzanne looks in the laundry room, sees a pile of NEWSPAPERS.

SUZANNE

What a nice surprise. A pile of recyclable paper products. And...  
 (looking out window)  
 Yes, the paper product picker upper has come and gone. I can enjoy bumping into those products a little longer. Wonder who I have to thank?  
 Recycling...  
 (checks chart; glares at him)  
 Thank you, daddy!

CHUCK

Hey, everybody messes up occasionally.

SUZANNE

Occasionally? You've been messing up for months. What kind of example is that for the kids?

DEVYN

Straight up, Mom. If only we had a better example, we'd do our stuff right.

ERICA

Yeah, Dad's bad example botches all. I have to agree with my teammate.

MAYA

Yeah, go team!

Suzanne stares at her motley crew with exasperation.

SUZANNE

No, Maya. No, everyone. That's not team work. That's blame again.

(seriously assessing them)

I wish I could make you kids realize how precious this time is. Wish I cherished it when I was your age. Now my brother and sister live far away... And I miss them a lot. I only see them a couple of times a year.

Devyn, Erica and Maya look at each other--it's becoming a tender moment. Almost. Devyn's the first to break the spell.

DEVYN

Couple a times a year. Sounds like more than enough for me.

ERICA

Oh yeah, zit nose! If I saw you once a year that would be too much!

Suzanne takes a deep breath, massages her aching temples.

SUZANNE

Look, I have to start going to work early for a few weeks. You'll have to bring Maya to --

DEVYN

I ain't bringing her to the dwarf bus!

ERICA

I'm sure not bringing --!

SUZANNE

Quiet! You'll take turns bringing Maya or you'll take turns being grounded. I'll add it to the chart.

As Suzanne writes on the chart, Maya teases her siblings with taunting faces and gestures. Suzanne turns in time to catch her and isn't pleased. She angrily stomps away. Chuck follows.

LIVING ROOM

Suzanne gazes out the window as she stews. Chuck puts an arm around her and kisses her cheek. She leans on him.

SUZANNE

I'm not a mother anymore. They've reduced me to a referee... They used to get along so well. What's going on?

CHUCK

Oh, they're just growing up. Doing the sibling rivalry routine. Going through a phase.

SUZANNE

Hell of a phase.

CHUCK

Deep down, they still love each other. If push came to shove, I bet they'd be there for each other in a flash.

INT. MILLER HOME - AFTERNOON

Maya's nanny, LAURA, 80's, unlocks the front door and enters with Maya who starts unloading school stuff from her backpack.

LAURA

Get off it, kiddo! Your mother would not allow you to.

MAYA

C'mon, Laura. I already told Alice I would. You wanna make her cry? She doesn't wanna do dumb hiking.

LAURA

I'm not letting you go to the Inn and get kidnapped by someone I don't even know. If anything, she should be the one who comes over here to --

MAYA

Alright! Here's their room and phone.

Maya hands her a slip of paper. Laura gives her a look.

LAURA

Playing me like a fiddle, eh?

INT. MAYA'S ROOM - DAY

Maya and Alice are excited as they pig out on candy and play with the enhanced "FAIRY TALE LAND" game. Alice is working the computer mouse and enjoying her candy bar.

ALICE

Candy's so delicious. I wonder why my parents didn't give me any before?

MAYA

Duh, cause it's real bad for you.  
(pointing to computer)  
Don't go outside the cottage. You still have to try out the three bears' beds.

ALICE

Alright, I forgot, I'll go --

From the computer, we hear BEARS GROWLING. The girls SQUEAL.

MAYA

You got eaten again. But you're doing better this time. Isn't this fun?

Alice nods, glances around in a conspiratorial manner...

ALICE

If I do something secret, will you promise not to tell anyone?

MAYA

I keep secrets the best.

Maya closes her door and wedges stuffed animals under the crack.

MAYA

Shields are up. Spill the beans.

ALICE

I brought something of my father's so we can play in a more tangible way.

MOMENTS LATER - Maya is looking quite dubious.

MAYA

We're gonna hop into Fairy Tale Land??

ALICE

No. Our atoms will be compressed, converted and transported.

Maya gives her a look. Alice is putting the computer together again. Then she takes out a box and removes what looks like a square of LIME JELL-O with a button on it. She affixes it to the keyboard.

MAYA

What's that Jell-O for?

ALICE

What's Jell-O?

MAYA

You're the weirdest kid ever.

ALICE

This is my father's molecular converter. Hold my hand so we don't get separated.

MAYA

You're so serious when you pretend.



Maya grins at Alice who maintains a serious expression as she pushes the button on the Jell-O. It glows. Then shoots out LIME GREEN LIGHT RAYS at Maya and Alice. Maya is super astounded as they breakup -- shrink -- and are sucked inside the computer.

MAYA  
YIIIEEEEE!!!...

WHOOSH! The kids are yanked in. They're gone.

INT. CHUCK'S OFFICE - DOWNTOWN BRATTLEBORO - DAY

Chuck's cubicle is one of eight here in this typical office scene. Jeffrey is watching Chuck squirm on the phone.

CHUCK  
Sorry, hon - I didn't realize - No, I -  
No - Yes - Sorry - Bye.  
(hanging up)  
Suzanne couldn't buy something. Seems  
I may have maxed out the cards.

JEFFREY  
Gosh, I wonder if it was all those  
music toys you just had to have.

CHUCK  
Hey, I made a very modest studio. And  
just one hit and we're all on easy  
street. You know I sold a song once.

JEFFREY  
For three figures, wasn't it? Alas,  
trying to recapture his musical youth.  
I'm sure she appreciates that at least  
you didn't bust the budget on a red  
sports car.

EXT./INT. FAIRY TALE LAND - FOREST INSIDE COMPUTER GAME - DAY

We're at a pond in the midst of a forest. This all looks like a natural woodland environment. Maya and Alice are crouched down behind tall grasses. Maya is also flabbergasted.

MAYA  
I, I, I just don't believe it!

ALICE  
Could you stop saying that?

MAYA  
I don't believe it! We went inside  
the computer. We're inside the game!!!

Maya hesitantly moves foliage and peeks out across the pond.

MAYA

Wow! That's the Ugly Duckling! Right there!

UGLY DUCKLING lives up to its name--its feathers are matted and ratty, beak is crooked and its swimming stupidly.

UGLY DUCKLING

Howdy, girls. Can I ask you something?

EXT. MILLER HOME - EVENING

Chuck drives up and pulls into the garage.

INT. MILLER BASEMENT - MUSIC STUDIO

Chuck is playing electric guitar in his MUSIC STUDIO among the spaghetti mess of wires, junk food wrappers, keyboards, sound board, computer. He's playing with a musician on-line and we see his outrageous photo and the name SPEEDMETALMEL on screen.

CHUCK

Yeah. Yeah. MetalMel go!... Yo, yo, you can't play slow!

He shreds on as he does some goofy dancing.

EXT./INT. FAIRY TALE LAND FOREST - INSIDE COMPUTER GAME- DAY

Maya and Alice are strolling down a path. Slung over Maya's shoulder is the GAME POUCH. It resembles a leather saddle bag. They stroll down a path. Maya pulls on a branch.

MAYA

The game sure looks different when you're inside. But it looks so real--like we're in the real outdoors. You did a great job, Alice. I just don't see how you could do it?!

ALICE

It wasn't hard. We can replicate almost anything on my planet.

MAYA

Your planet??

ALICE

Uh, I mean my nation?... State?

MAYA

Tell me where you're really from!

Alice shakes her head. Maya ponders, then grins.

MAYA

If you don't, I'll tell your dad you took his Jell-O thingy and I bet you'll get in big trouble.

ALICE

Don't tell anything I did with you!

EXT. FAIRY TALE LAND FOREST - DAY

Atop a hill, next to a well, is JACK AND JILL. Maya and Alice walk to them and Maya takes a pail out of her game pouch.

MAYA

Hi, Jack. Look at this nice pail. I bet you'd like it, huh?

JACK

Yes, how did you know?

MAYA

I seen you and Jill in my books.

Jack and Jill put the pail down the well, fill it and walk down the hill.

MAYA

Let's see. We don't have enough points to enter fairy tale town yet. Maybe --

Maya turns to the sound of... CLUNK! YAAAHAH! We see the pail of water falling with Jack. Then Jill tumbling after... WHOA!

MAYA

They never learn.

We hear a BING-BING. Maya turns the pouch to see a COUNTER click over from 12 to 13 to 14.

MAYA

We got two points for that one, cool.

She starts gazing around her with increasing delight.

MAYA

We're right inside the game! Right in Fairy Tale Land! This is so, so great! I just don't believe it. Yipee-ee-ee!

Maya leaps for joy, dances around, grabs Alice and merrily swings her to and fro. BEEPING sounds come from Alice's hip-pack. She unzips it and pulls out her iPod, frowns.

ALICE

Oh, my parents are entering your sector. Guess they finished hiking.

MAYA

Darn, just when things are hoppin'.

INT. HALL OUTSIDE MAYA'S ROOM - EVENING

Suzanne is getting mad as she tries to open Maya's door. Starts kicking the stuffed animal limbs sticking out the bottom crack.

SUZANNE

You open up this instant, Maya.

EXT. FAIRY TALE LAND - DAY

Alice is showing Maya a button on her iPod.

ALICE

That one focuses our atoms back to the molecular converter.

MAYA

Back to the Jell-O. Blast off!

Maya excitedly pushes the button, a beam shoots down from the sky, bathes them in lime green light and they begin to fade away.

INT. MAYA'S ROOM - EVENING

Light beams start shooting out from the Jell-O on the computer. Suzanne shoves the door an inch. Maya and Alice materialize. Maya notices Suzanne about to burst in.

Alice puts her iPod in her hip-pack and starts to zip it -- but Maya yanks her on the bed and makes her lay down.

MAYA

Sleep, Alice, sleep.

Angry Suzanne almost falls as she tumbles inside.

SUZANNE

How many times have I told you not to wedge this door? Why didn't you open?

Maya does a great job of pretending she's waking up and Alice tries to copy the routine. Maya yawns...

MAYA

Oh, sorry, Mommy. Musta dozed off.

SUZANNE

What naughty thing were you up to this time?

MAYA

Naughty? I can't think of nothing like that. We just fell asleep and --

SUZANNE  
 Forget it. Alice, Laura says your  
 parents just pulled in.

ALICE  
 I know.

SUZANNE  
 How could you know?

MAYA  
 Uh... we got woman's intushuns?

SUZANNE  
 (stifles a chuckle)  
 Intushuns... Come on, now. Let's go.

Suzanne hustles them out.

We look back to the messy bed and see in the folds of the  
 blanket... THE IPOD.

EXT. MILLER HOME - DRIVEWAY - EVENING

The Millers and Laura wave to Alice, Alene and Alan as they pile  
 into their rental car.

SUZANNE  
 Don't pass up Bear Lake.

ALENE  
 We shall go there. Thank you.

CHUCK  
 And don't forget Lenny's Grill. They  
 have great steel-head salmon.

ALAN  
 Steel? How could we consume metal  
 foods or --?

Alene jabs him. They drive off.

CHUCK  
 They're so literal. But pleasant.

DEVYN  
 But whacked.

MAYA  
 That's for sure.

SUZANNE  
 It's odd they all have similar names?  
 Alice, Alene, Alan.



MAYA

Alice said it's easier to remember when they travel. You can't say their foreign names out loud.

LAURA

(crossing to her car)  
Something smells rotten in Denmark.

INT. MILLER HOME - HALL - NIGHT

Maya is with Suzanne as she walks toward the living room, carrying a torn soccer uniform and a sewing basket.

SUZANNE

Sorry, I can't right now. Dev needs it for his game tomorrow.

The basement door opens, Chuck hurries out, opens a closet and rummages around. Lurches back out holding a tambourine.

CHUCK

Knew I still had this sucker.

MAYA

Dad, could you read me a story?

CHUCK

I'm on it. Come on.

MAYA'S ROOM

Chuck is browsing titles on Maya's bookshelf.

CHUCK

How 'bout some Dr. Seuss?

Chuck grabs a DR. SEUSS CD and slides it into Maya's computer. Music plays and a narrator starts reading the story. Chuck kisses Maya's head and starts out. She's surprised, sad.

MAYA

Daddy, don't you wanna stay?

CHUCK

Who needs me? You have it all right there. Music, animation. All on top of reading. You're lucky. I didn't have this stuff when I was a kid.

HALL

Suzanne's been listening and watches Chuck leave Maya's room. SCREECH... of Erica's door opening.

ERICA

Dad, this door's driving me insane!

CHUCK

Uh, I'll get right on it.

Chuck opens the basement door and runs downstairs.

ERICA

That's what he always says.

Suzanne crosses to her and strokes her hair.

INT. BASEMENT STUDIO - NIGHT

Loud MUSIC plays as Chuck bangs on electric DRUM PADS. On the computer screen we see a photo of on-line guitarist, SHREDCHICK69, in her revealing outfit. Suzanne is shouting.

SUZANNE

Chuck!... Chuck! We have to talk.

Suzanne gets closer, sees ShredChick's photo, gets annoyed. Shoves Chuck aside, smacks a foot pedal on the floor. The music stops.

CHUCK

Suzanne! I told never to do that.  
That was our best take yet.

SUZANNE

Log off ShredChick this instant!

CHUCK

But it's real late in the UK now. And  
she's got classes tomorrow and --

Suzanne is fed up and does the unthinkable, just powers off the computer. Chuck is aghast.

CHUCK

I can't believe you did that.

SUZANNE

I can't believe you! You've been in  
this damn music dungeon so much, you're  
becoming a rumor. We don't see you  
anymore --

CHUCK

Don't start exaggerating --

SUZANNE

And if you're not here, you're at the  
club trying to prove you're Superman.  
Look, I know how focused you can get.  
And you don't even realize it. But  
you've been so caught up you're  
neglecting your family.

CHUCK

Neglect?? Me? What a crazy thing to say! Why, I'd die for you guys. I always do plenty for --

He's interrupted by CRASHING SOUNDS in the garage. They open the garage door. Devyn has crashed his bicycle into a shelf of boxes that now cover him. They help unbury him.

SUZANNE

You ok, Devyn?

He angrily takes off his newspaper route shoulder bag and slams it on the floor, scattering newspapers. Glares at Chuck.

DEVYN

You said you'd fix this! I'm down to two gears and one brake. Well, now no brake!

CHUCK

Sorry, I'll get right on it.

DEVYN

Right on it, right on it! You said that last week. Forget it, forget it!

Devyn stomps upstairs. Chuck is feeling guilty. Looks at Suzanne's "I told you so" expression.

INT. MILLER HOME - ERICA'S ROOM - NIGHT

Maya is holding her computer and isn't getting anywhere with Erica who is busy typing up her latest FACEBOOK gossip.

MAYA

But you've been Facebooking for hours and hours. Just one game of hide and seek?

(Erica shakes her head)

How 'bout "Fairy Tale Land --

ERICA

I played that baby game the other day.

MAYA

The other week is more like it. But Alice put new parts in my computer and made it much better now. Much better!

ERICA

(pushing her out the door)

I'm sure your little friend knows how to make computers. You got so much to learn about lying good, Maya.

MAYA

Who wants to play with you anyway? I got a big big secret about Alice and Fairy Tale Land and I'm not telling you nothing! There! Nyeah!

Maya crosses to the living room. Devyn is playing an Xbox Live HALO 3 game against an on-line nemesis in China, RACATTACK.

DEVYN

(to TV and microphone)

You be garbage, RacAttack! Mu Shu guts over noodles! Spicy. And wasted! Yes!

(to Maya)

Not playing hide and seek, not playing that baby game, stop bugging me.

MAYA

But just look at it a second. It looks so much better than Xbox. It pops right outta the screen!

She opens the computer and shoves it in his face, but he doesn't even glance at the game's astonishing 3D screen image bulging right out of it. He pushes it away.

DEVYN

That comp crap sucks. This is 128-bit. Get lost!

MAYA

I got a big secret I won't tell you.

(no response)

If you play with me, I'll tell you how me and Alice went in my game.

(no response)

We went inside the game! Inside the GAME!!! I played Jack and Jill. I --

DEVYN

Get outta here, get outta here, get outta here, get --

MAYA

Get get get yourself! It's true, it's true! Who cares if nobody believes me? Who-oo-oo cares?!

Maya leaves in a huff, goes to her room and slams the door.

MAYA'S ROOM

Maya hops into bed. Mad at the world. Throws her head back against her pillows, winces. She rubs her head, moves her blanket... it's Alice's IPOD. Her eyes light up.

MAYA

Alice's iPod. Oo, I'll show them good!

INT. LIVING ROOM - NIGHT

Suzanne is sewing Devyn's uniform and looking quite skeptical as an exasperated Maya tries to convince her.

MAYA

It's true! Why don't you believe me?!

SUZANNE

It's pretty out-there, baby.

MAYA

(starting to cry)

Nobody ever believes nothing I say ever. Just cause I'm the baby.

SUZANNE

(hugging her)

Oh, there, there, sweetie. I believe you. Let's go. You can do it with me.

MAYA

I wanna show everybody!

INT. MAYA'S ROOM

Chuck grins as he watches Maya adjust the computer on her bed, just so. Suzanne is pushing disgruntled Devyn and Erica in.

SUZANNE

C'mon, it won't kill you to play with your sister for a few minutes.

CHUCK

Okay, Maya, the gang's all here. We're all excited about your little trick.

MAYA

It's no trick, Dad!

She glares at him. She turns the laptop on her bed to face them and shoves the iPod into her pocket.

MAYA

Okay, now get nearer the computer.

Chuck and Suzanne act excited and move closer, Chuck puts his arm around her. Devyn and Erica remain to the side, slouched in chairs. Maya sneers at them. They sneer back.

MAYA

You guys'll see.

(MORE)

MAYA (CONT'D)

I can do stuff you can't do. I'm showing you up good this time!

Her eyes narrow with determination. She pushes the Jell-O button.

MAYA

Oo, we're supposed to hold hands.

She reaches for her parents but it's too late because the light rays beam out and strike the flabbergasted family. They begin to break up and scream.

FAMILY

YIIIEEEEE!!!

A vortex tornado of zapping lights and sounds--the Millers crazily whirl round and round. They're shrunk to bits and sucked in.

EXT. FAIRY TALE LAND - POND AREA - DAY

We see Chuck and Suzanne fly by us and THUD!... hit the ground and slide along the grass by the pond. They're befuddled and thoroughly freaked out. They exchange Twilight Zone expressions.

SUZANNE

Ch, ch, chuck... wh, wh what happened?

CHUCK

We, we... must've tripped... and hit our heads? And... we're dreaming?

A FROG hops right up to Suzanne's face, croaks and...

FROG

Please kiss me, fair maiden.

Suzanne smiles with nervous-breakdown eyes...

SUZANNE

I, I, I, heard this frog talk to me, Chuck? Why, why, why is that?

CHUCK

Some crazy dream, huh?

FROG

Kiss me, so I may once again be a handsome prince and --

Frog is interrupted by Suzanne SCREAMING. She also runs away. Chuck takes off after Suzanne who's running around the pond. He catches up and runs alongside.

CHUCK

Suzanne. Honey. Why don't we stop running now?

SUZANNE

No. No, I think I'll continue.

CHUCK

Let's stop and figure this out.

SUZANNE

No, we're dreaming. I'm happy with that. No need to stray from that concept. Might as well grab a workout while I'm sleeping.

MAYA

Mommy! Daddy!

From the other side of the pond, Maya comes running to them.

SUZANNE

Are you alright, Maya?

MAYA

Sure. Wasn't that fun?

Chuck and Suzanne exchange looks.

MAYA

Wonder where Devyn and Erica went? I warned 'em to get closer to --

DEVYN/ERICA (O.S.)

HEEELLP!! HEEELLP!! HEEELLP!!

They all run toward the voices, coming from the forest. In a moment, Devyn and Erica run from a path, race toward their parents.

ROAR!...the bellow of a large animal. CRASH!... a ferocious LION mashes through the underbrush. Mom and Dad's jaws drop.

CHUCK/SUZANNE

Oh my God!

Chuck desperately scans the area. Notices a small DOCK and a ROW BOAT. Chuck picks up Maya and heads the herd that way.

CHUCK

This way! Hurry! Hurry!

They all start running that direction. ROAR!... Lion chases. They run faster. ROAR!... Lion is gaining.

Maya reaches in her pocket as she bounces around in Chuck's arms.

MAYA

I can get the iPod better if we stop --

CHUCK

Not now!

Maya makes a determined effort to pull ALICE'S IPOD from her pocket. She shoves Chuck's arm aside and finally yanks it out.

The terrified Millers race to the dock. Maya is about to hit the back-to-the-Jell-O button -- just as Chuck stumbles as he steps on the slippery dock and Maya is jostled.

And the iPod falls from her grasp -- smashes on the dock -- splashes into the pond.

MAYA

Uh-oh.

The Millers race to the end where the ROW-BOAT is tethered. Chuck drops Maya in.

The others jump in. Chuck tries to untie the rope from the dock. ROAR!... Lion runs to the dock. Chuck frantically fiddles with the knot. ROAR! Chuck finally unties it.

Lion leaps -- Chuck jumps -- claws miss him by a hair as he falls in the boat. Suzanne grabs the oars and rows away.

ROAR!... Lion's paw stomps on the rope before it slithers away. The boat stops. Chuck takes the oars and furiously rows. Lion grabs the rope in his mouth and starts towing the boat back. The kids whimper.

ERICA

Don't let him eat us, Dad!

Chuck yanks on an oar, trying to get it off the clamp. The boat moves closer to Lion. Chuck jams the oar against the dock, pushes off and they move away. Lion tugs them back.

A terrifying tug-of-war ensues with Lion taking swipes at Chuck when the boat comes close. CRACK!... Lion's swipe breaks the oar in two. The kids all scream.

CHUCK

Easy, kids, I'm, I'm right on it!

Chuck grabs the other oar and just before Lion can pounce into the boat--he jams it against the dock. The tug-of-war rages anew. Suzanne helps by pushing off pilings with her feet and urging the kids.

SUZANNE

C'mon, paddle with your hands!

They thrash at the water with all their might. Finally, the rope snaps. And the boat floats away from the dock to the very relieved sighs of the family.



ROAR! Lion swipes at the air, watches them go. The big cat turns around, heads back to the forest and mumbles...

LION

Darn... Not worth getting wet.

Chuck rows until they're in the middle of the pond. They all try to catch their breath and stare at Maya oddly.

CHUCK

What, what did you do?

MAYA

I brung us to Fairy Tale Land.

SUZANNE

That frog may be from "The Frog Prince". That would explain it.

CHUCK

That would explain it? That would explain it?? Nothing's getting explained here! None of this is possible! And what kind of cute fairy tale has a man-eating lion?

ERICA

The Mouse and the Lion. About a mouse who frees the lion from a trap and they become friends. He seemed harmless when we played the regular way.

DEVYN

You know, there's lots of tales with animals eating people. There's wolfs, in "Red Riding Hood." The Three Bears" and --

SUZANNE

Devyn, that's enough.

She sees Devyn is scaring Erica as well as himself. Not to mention Mom. But Chuck can't help but continue.

CHUCK

There's a people eating Ogre in "Puss In Boots." Witches in --

A loud QUACK from Ugly Duckling makes them all SCREAM. Ugly is right next to the boat.

UGLY DUCKLING

Howdy. Can I ask you something? You think I'm a handsome duckling?

DEVYN

You're the grossest duck I ever seen.

Ugly sniffs back a tear. The Frog Prince swims over, snickers.

FROG PRINCE

There you have it, you most foul fowl!  
Another accurate opinion on your dismal  
countenance. Everyone agrees.

UGLY DUCKLING

Shut up, wart breath. Your majesty is  
still the prince of slime.

CHUCK

Maya, dearest daughter. You have a  
clue how to send us back home?

MAYA

You don't listen good. I just gotta  
press the button on Alice's iPod.

SUZANNE

Where is this iPod?

MAYA

It fell in the pond over there.

CHUCK

Oh crap...

FROG PRINCE

Fair maidens, the opportunity of a  
lifetime is knocking. Who shall have  
the honor of kissing royalty?

ERICA

Don't look at me, it's too disgusting  
to even think about.

FROG PRINCE

It would take but a moment?

CHUCK

Back off, Frog, we're outta here.

Chuck rows. Frog spits a stream of water right in his face.  
Chuck swings the oar at him -- Frog dives under -- the oar hits  
the water -- splashes Suzanne -- soaks her -- she glares.

CHUCK

Sorry, hon, didn't mean to.

SUZANNE

Just row to where that iPod is.

Chuck rows and Maya points. Soon they're back by the dock.  
They all wade into the water and frantically search.

MAYA

There it is!

Chuck dives under and grabs it. When he comes back up, we see the screen is cracked and water leaks out when he shakes it. They all walk back on the shore and huddle together.

CHUCK

Okay, Maya, press the right button.

MAYA

Get ready. Here we go. Back to the Jell-O. Blast off!

She presses the button. And... nothing.

CHUCK

Is it starting to happen?

MAYA

No. It supposed to glow and these pretty lights shoot down from the sky.

DEVYN

That thing is wasted.

Maya pushes the button again and again. Chuck tries every other button. Nothing. Smacks it hard. Nothing.

MAYA

Wish Alice was here. Maybe she'll come and save us.

EXT. GREEN MOUNTAIN INN - NIGHT

Maybe not. Alice, Alan and Alene, carrying their suitcases, are walking from the inn and heading to the woods in back.

ALAN

We won't discuss this! There's an emergency at work and that's that.

ALICE

I didn't even say good-bye to Maya or --

ALENE

Not another word! I don't wish to end our vacation either. If you can't behave in a mature fashion, then maybe you're not mature enough for intergalactic travel after all.

Alan takes out his iPod like thing, pushes a button. We stop as they continue ahead. Trees before them disappear, like a hologram being turned off, and in their place we see a SPACE SHIP. A ramp comes down, they walk in and the ramp closes.

WHOOSH!... the space ship takes off into the night sky.

EXT. FAIRY TALE LAND - POND AREA - DAY

Everyone looks shocked as Maya happily tells her story.

MAYA

Cause I didn't even know Alice was a space kid until today.

SUZANNE

Aliens in our own home. Amazing.

DEVYN

Guess this whole place could be like the Star Trek Holo-deck. Wonder how far deep the computer guts are?

Devyn starts digging in the mud. Digs down a few inches and his face becomes lit up by colored lights. He grins, makes the hole wider. He soon sees MICRO-CHIPS, WIRES and LASER BEAMS shooting around. He tries to put his hand in but is stopped by a clear FORCE FIELD. He knocks on it.

DEVYN

Man, this is so sick!

ERICA

This is sick? This is horrible! I don't wanna be a speck inside a dumb computer game. I wanna go home. Right now! This instant!

CHUCK

Erica, we'll --

ERICA

This instant! You wanna wait for that lion to come back? You want a witch to turn you into a frog? Or, or maybe any minute, dragons are gonna come --

MAYA

Don't be a baby. There's only one and he's all the way at the castle --

ERICA

WHAT?? There is a dragon?? I see. You little turd, I'm gonna make sure he fries your butt first! This is all your fault! Your fault!

Frazzled Erica grabs Maya roughly. Chuck has to pull Erica away. He hugs her and she cries into his chest.

ERICA

I wanna go home...

CHUCK

Easy, Ricky, don't worry. We'll figure a way to get home. And I won't let anyone hurt you. Promise.

Chuck and Suzanne exchange anxious glances. A stress filled moment passes. And then... Maya gets an idea.

MAYA

Hey, don't worry, everybody. I know who can tell us how to go home.

EVERYBODY

WHO?!

Maya is taken aback as everyone's attention is focused on her. She looks from face to face and relishes her new standing.

MAYA

So everybody wants to know what I say? Everybody believes me now? Nobody wants me to get lost or take a nap?

CHUCK

Maya!

MAYA

(yawning)

Maybe I am tired. Maybe I will take a nap before --

Suzanne lifts Maya in the air until they're eyeball to eyeball.

SUZANNE

If you don't tell us this very instant I'll give you the first spanking of your short life that you'll remember for the rest of your life. Got it?!

MAYA

(gulps, grins)

Sure. Just kidding.

SUZANNE

Who knows how to get us out?

MAYA

Mother Goose.

DEVYN

Is that a pretend Mother Goose or a real one who's here?

MAYA

A real one. Me and Alice talked to her today.

ERICA

She could be right. We'd click on Mother Goose when we had a question about game rules and things. She was an icon on the screen.

SUZANNE

Maya, can you please ask Mother Goose to talk to us now?

MAYA

Mommy, you're holding me kinda tight.

SUZANNE

Sorry. Guess I'm a little on edge.

Suzanne kisses her, lowers her to the ground.

MAYA

First we gotta whack a sunflower. Follow me, everybody!

She quickly runs to a nearby SUNFLOWER and they all follow.

MAYA

See, there's lots of these sunflowers all around the game and they tell you where you are, and things you need to do to get points. Watch.

Maya jumps up and smacks the flower. We hear a PEPPY MELODY and Sunflower starts swaying to the beat. Maya snaps her fingers along. EYES, NOSE AND MOUTH pop out on the flower and it winks.

SUNFLOWER

Hidy-hi. Welcome to the Fairy Tale Land Pond.

MAYA

Hi, Sunflower. Can you please tell Mother Goose we have a question?

SUNFLOWER

Okey dokey.

Everyone expectantly gazes about. Nothing. Suddenly, a loud HONK-HONK booms forth, almost giving them a heart attack. A spot-light comes out of nowhere and FAIRY DUST flutters down.

IN THE SKY

HONK-HONK... from a BIG GOOSE flying within the light beam. And there's the grand dame herself, MOTHER GOOSE, wildly riding atop the goose's back. Mother Goose yanks on the reins.

MOTHER GOOSE

Goo-goo-goose, do be nice. Please oh,  
please, flip flop us twice!

HONK-HONK...the big goose stretches her neck back...and does a back flip loop that would make the Blue Angels proud. And then again.

AT THE POND

They land amidst the astonished family, sending feathers bits spraying and making everyone sneeze and cough.

MOTHER GOOSE, 70's, wears a floppy wide brimmed hat that comes to a point, wacky multicolored pouffy dress, candy cane leggings and goose feather shoes. She holds a star tipped WAND and has the enthusiastic energy of a child. She smiles big to everyone.

MOTHER GOOSE

Why hello there, Maya. Hello, one and all.

MAYA

Hi, Mother Goose, this is my family.  
This is Erica, Devyn and Mom and Dad.

SUZANNE

It's Suzanne and Chuck.

MOTHER GOOSE

Welcome to Fairy Tale Land, one and all. Hidy hi, Erica.

She gives Erica's cheek a friendly pinch, as she does to everyone when she says their name.

MOTHER GOOSE

Hidy hi, Devyn. Suzanne. Chuck.

CHUCK

(pushes her hand away)  
Cut that out. I'm not a child.

MOTHER GOOSE

Oh, now, now, everyone's a child more or less. Don't be a pouty Chucky.

CHUCK

Hey, I've every right to be pouty. We've been zapped into a computer, almost scarfed up by a Lion and now I have to deal with Mother Goose. Who doesn't even really exist.

MOTHER GOOSE

What fiddle faddle. How can you say that? I exist.

CHUCK

Look, you're only electric impulses popping off chips and bouncing around a computer.

MOTHER GOOSE

You're only electric impulses popping off your brain and bouncing around your nervous system. I propose I may even exist more than you do.

CHUCK

No way.

MOTHER GOOSE

Try asking people outside your circle of friends who Chuck Miller is. You'll find blank expressions and so whats. Yet you ask people all over the world about Mother Goose and oh, the smiling glowing faces. Such warm feelings will spill out all over. I live in the hearts and imaginations of millions, as I and my stories have for hundreds of years. How could someone who does that not exist?

ERICA

Hey, I see you, you exist. Fine. Just tell us how to get back home.

MOTHER GOOSE

Well, it's quite simple. You just have to win the game.

SUZANNE

How do you know, Mother Goose?

MOTHER GOOSE

I'm hooked in with all game functions and at the risk of sounding immodest, you could say I'm the expert. And since dear Alice's wondrous additions, I can also access other computer programs--read all about this and that. And you should see her circuitry in there, it's organic and grows and --

CHUCK

Enough. Please. Get back to the part about winning and getting out.

MOTHER GOOSE

Alrighty then. Why don't I show you the game manual first. Give you a gander. Get it? Gander?



They all wince and she reaches in a pocket and pulls out an old SCROLL. She unrolls it and everyone gathers around. Their faces are alight by the glow coming off the Scroll because it's a typical computer touch screen. At the top is the menu bar with things like "FILE--VIEW--HELP." There's also a map of Fairy Tale Land and she uses her wand to touch functions.

MOTHER GOOSE

Alrighty then, here it is... Help.  
Contents. Game manual... in order to  
win you must accumulate 100 points.  
Enter the castle--

DEVYN

--dethrone the wicked fairy Vileena  
and be crowned the new rulers of Fairy  
Tale Land.

MOTHER GOOSE

And Alice has the emergency exit, if  
you will, becoming activated when the  
standard winning occurs. Of course,  
she should've programmed the escape  
hatch to automatically open after a  
few hours of playing. But she is,  
despite her scientific advancement,  
still a child. Rushing headlong into  
things and thinking about it later.

CHUCK

I don't believe all this! Damn it!

Mother frowns and touches Chuck with her wand which sends a small lightning bolt out and shocks him--ZAP!

MOTHER GOOSE

Naughty words are not allowed in Fairy  
Tale Land. Shame, shame.

Suzanne nudges her kids and tries to be optimistic for them.

SUZANNE

So we have to win. Big deal. Right  
kids? How hard could a child's game  
be? I'm sure Maya's won it lots of  
times already, right?

MOTHER GOOSE

Looking at previous scores... the best  
Maya accumulated is 37 points.

SUZANNE

That's all? She plays it all the time.

CHUCK

Hey, Dev, you're a wiz with every  
game known to man. What'd you get?

DEVYN

Well... look, it's a dumb baby game.  
I didn't really care about --

MOTHER GOOSE

Devyn... 31 points. Lost to Maya last  
month.

DEVYN

Look, you get killing happening--I  
rule. "Halo", "Grand Theft" --

ERICA

Hey! I don't like the way this sounds.  
We're gonna be stuck here forever.

DEVYN

Or till we're eaten.

SUZANNE

Devyn! We won't be eaten. We're going  
to win this game and be home before  
you know it.

MAYA

Yeah, right.

CHUCK

We will. We'll do just fine.

MOTHER GOOSE

And how well versed in fairy tales are  
you?

(he doesn't look confident)

I see. That's too bad. You've a long  
road ahead. Not looking good.

ERICA

We're doomed, doomed, doomed!

Erica's eyes well up and she clutches onto Suzanne. Maya and  
Devyn are rattled too. Chuck pulls Mother Goose away.

CHUCK

Cut it out. Stop scaring them.

MOTHER GOOSE

Honesty's the best policy.

CHUCK

Not when it harms my kid's well being.

MOTHER GOOSE

It's their well being I'm concerned  
about. I'm Mother Goose--I can't help  
it.

(MORE)

MOTHER GOOSE (CONT'D)

But unless they become motivated and try their best... Look, it's hard the regular way, but being inside is most dangerous. It wasn't meant to be played this way. To win and get out alive is going to be quite the challenge.

CHUCK

Damn it,

Mother touches him with her wand--ZAP--"OUCH". He wants to slug her. Then his expression shades to a mix of guilty amusement.

CHUCK

So I've quite the challenge. This is getting weird on top of weird.

MOTHER GOOSE

What do you mean?

CHUCK

Oh, I've been whining how I never had some big challenge. Some do or die situation. You know, see if I'd freak out or be brave or...

(a wistful beat)

But now this? This ain't what I had in mind.

MOTHER GOOSE

Get a move on now. Time to lead your brood to a super-duper challenge.

They walk to the others and Chuck tries his best to be up-beat.

CHUCK

Don't worry kids, we're gonna beat this game and be home before you know it. Ga-ron-teed indeed. I bet we'll even have big time fun in the process.

Mother Goose smiles at him and mounts her goose.

MOTHER GOOSE

Give a holler if you have questions. Good luck. In a while, crocodiles.

(to goose)

Goo-goo goose, I've something to say. Please, oh, please, fly up and away.

MAYA

Bye, Mother Goose.

HONK-HONK, the big goose flies off--leaving a cloud of feather bits for them to sneeze and cough on.

CHUCK

Alright, time to start this sucker. I never played, so you'll have to clue me in. What's up first?

MAYA

First we havta get a game pouch.  
(goes to Sunflower)  
Sunflower, we wanna start a new game.

SUNFLOWER

Okey dokey. The game will be filed on default drive C. What name would you like to save your game as?

SUZANNE

Miller Family.

SUNFLOWER

Only eight characters are allowed.

DEVYN

Save as... M-I-L-E-R-F-A-M.

SUNFLOWER

Okey dokey, Milerfam. Have oodles and kadoodles of fun in Fairy Tale Land. Here's your game pouch.

GAME POUCH falls out of the sky and THUD--hits Chuck on his head. The pouch resembles a saddle bag with a clasped flap and a shoulder strap. There's GLOWING ICONS on the flap.

ERICA

Dad, we put objects we find in here. These icons on the flap appear and light up to show what you have inside.

DEVYN

The game gives you objects to start with. Let's see, this time we have... two emeralds, a gold coin, candlestick and a bottle of something.

They reach in the pouch and pull out the objects. Erica grabs the EMERALDS and admires them.

ERICA

These emeralds are so pretty big.

Devyn grabs the GOLD COIN, flips it. Chuck pulls out a small BOTTLE--label reads: "TERRIBLY HUNGRY TERMITES."

MAYA

I had the candlestick today. Watch.

She reaches in and pulls out a thick CANDLE. She keeps pulling and pulling with the help and amazement of the others. Its seven foot length is soon out and with an elastic stretch and a POP-- the three foot circular base is out too.

SUZANNE

That's amazing! Does it fit back in?

MAYA

Yep. Anything fits in there. Today me and Alice put Humpty Dumpty's ladder in. The pouch don't even get heavier.

CHUCK

What are we supposed to do with these things?

SUZANNE

One way you score points is by trading objects with fairy tale characters. But you can never be sure exactly what they're going to want and when.

CHUCK

Where should we go first?

ERICA

We can't go to Fairy Tale Town until we have 30 points. Then a road appears leading from this pond to the town.

MAYA

So first we go to the deep dark scary forest. Follow me!

She marches with determination and high stepping, she looks so cute. The others grin and stuff the objects back in the pouch, POP. They follow to the trail entrance where a sign reads "DEEP DARK SCARY FOREST". Maya whacks a SUNFLOWER. The melody plays, it sways, a face appears.

SUNFLOWER

Hidy-hi. Welcome to the Deep Dark Scary Forest. Have funzies.

EXT. DEEP DARK SCARY FOREST - DAY

The Millers stroll up the wide path. The forest is sometimes beautiful and pristine. Sometimes it has a spooky ominous air. The appearance changes depending upon the events occurring. Right now sunbeams stream in and there are many wild flowers.

SUZANNE

Let's be on the lookout for objects.

CHUCK

They usually anywhere in particular?

ERICA

There's no usual nothing to this weird game. It's different every time you play. Things can be on the trail, hanging from a tree, inside something, under something.

They search around as they walk. Chuck and Maya are kicking leaves and Suzanne and Erica are looking around trees. Devyn lifts a flat rock, looks under, nothing. Maya notices a SUNFLOWER on the path and hits it. It comes alive...

SUNFLOWER

Hidy-hi. Welcome to Little Miss Muffet's tuffet.

Maya looks around and spies someone through the trees--a GIRL sitting on a grass tuffet, wearing a bonnet and pretty dress.

MAYA

Look, everybody. It's Miss Muffet!

Everyone runs to Maya and looks.

ERICA

Sunflower, what do we do for points?

SUNFLOWER

Miss Muffet is in the mood for a trade now. Offer her something nice.

They all run down the footpath leading to Miss Muffet. Muffet, with a stuck-up attitude, looks up from the book she's reading.

MISS MUFFET

I hate to be disturbed. What is it?

MAYA

Have anything to trade with us, Miss Muffet?

MISS MUFFET

I have beautiful glass slippers if you offer me something most delightful.

Devyn lifts the pouch on Chuck's shoulder, reads the icons.

DEVYN

Okay, Muff, we got: emeralds, gold coin, candlestick and termites.

ERICA

Lots of good stuff, Miss Muffet. Which one you want?

MISS MUFFET

Oh, none of those sound proper for me.  
There shan't be a trade. Shoo now.

They're disappointed and walk away.

MAYA

What a poop head.

CHUCK

Guess Little Miss Wonderful thinks  
she's too good for our stuff.

They trudge ahead to the main trail, looking forlorn. They continue searching for objects. Nothing yet. Then Erica trips over something and falls.

ERICA

I found something!

Everyone rushes over to see she tripped over the end of a musical instrument. They dig around it and pull out a MANDOLIN.

CHUCK

Way to go, Ricky! Our first find!

MAYA

Pop it in the pouch and see what points  
we get!

They toss it in the pouch and Maya flips over the flap and a glowing ICON of a Mandolin appears and we hear a bell. BING-BING. A COUNTER clicks from 00 to 01 to 02. They cheer.

MAYA

Two point-a-roonies! EEE-HAH!

DEVYN

Maybe Miss Prissy wants the mandolin.

SUZANNE

I doubt it. We have to think of the rhymes... "Little Miss Muffet sat on a tuffet eating her curds and whey." So she probably wants curds and whey?

CHUCK

I'm with you, Mom-oh, makes sense.  
Let's go, gang, we're hot!

They head down the main trail with a bounce in their step.

Suddenly they hear "WEEEEEE". A blur leaps from the underbrush and over their heads and lands in bushes on the other side. They all look at each other.

CHUCK

What the hell was that?

They warily inch toward the bush. "WEEEEEE"!... it leaps over their ducking heads, lands on the trail and we can now see it's a boy--JACK. He grins.

MAYA

Who are you?

JACK

I'm Jack. Jack be nimble.

ERICA

Jack be quick. Jack jump over the--

MILLERS

Candlestick!

They rush to the pouch and start pulling out the candlestick.

JACK

You have a candlestick! My most favorite thing to jump!

POP!... the base stretches out of the pouch and they stand it up on the path. Jack strikes a match, jumps up, lights the wick.

CHUCK

So, Jack, my lad, before you get all excited--have something to trade?

Jack takes a bottle from his pocket--label: SUPER DUPER HAIR TONIC. Chuck drops it in the pouch. BING. COUNTER 02 to 03.

JACK

Can I try to jump it now?

CHUCK

Be our guest. Back up, give this fine fellow some room to move.

They step aside. Jack backs up -- eyes the seven foot flaming candle with determination -- paws the ground -- runs -- leaps -- WEEEEEE -- gonna be close -- the flame grazes his butt -- he lands and tumbles -- hops to his feet grinning -- they cheer.

DEVYN

Man, I'd like to see him take it to the hole. Look out, LeBron.

BING-BING-BING... Chuck grabs the pouch, COUNTER 04-05-06.

EXT. DEEP DARK SCARY FOREST - BROOK - DAY

The Millers are crossing a brook by stepping on a line of rocks. The rocks start moving. They've turned into TURTLES.



They're trying to dump them. Soon everyone falls and splashes into the shallow water. They stare daggers at the snickering turtles.

MAYA

Oo, you rotten turtles. Can't believe I fell for that one.

TURTLE

Gotcha good.

The turtles swim away giggling.

EXT. DEEP DARK SCARY FOREST - DAY

The Millers march onward. Devyn sees something in the woods.

DEVYN

Look, there's steam over there.

They all look where he's pointing and see wisps of steam rising from an old tree stump. They go there and Maya reaches in the stump and pulls out a small covered pot. She lifts the lid.

MAYA

Yuk, I think it's oatmeal.

SUZANNE

(takes the pot, sniffs)

I know. Porridge. The Three Bears!

CHUCK

Way to go, brainy Mom. Looks like another score coming up.

A rock is thrown over them and lands in bushes behind them. They're startled and turn.

ERICA

What was that?

CHUCK

Let's check it out. Stay behind me.

Chuck leads the way as they tip-toe to the bushes. We begin to hear SNORTING. It's coming from behind them. Now a loud burst of slurping and oinking. Everyone's startled, turns and are surprised to see...

THE THREE LITTLE PIGS--slurping up the porridge.

MAYA

Hey, the Three Little Pigs are eating our porridge!

PIG 1

Thanks for the snack.

The Pigs snap their suspenders and waddle away.

CHUCK

Hey, wait up, Pigs! Aren't you going to trade us something back?

PIG 2

No siree. It wasn't a trade. It was a snatch.

DEVYN

But we didn't get to trade cause you scarfed it up too fast!

PIG 3

So? We're pigs. Better learn to be on your toes in Fairy Tale Land.

The Pigs laugh and scamper away. The family is deflated.

DEVYN

Way to go, Mom.

SUZANNE

Huh?

MAYA

Why'd you leave it on the ground?

SUZANNE

Uh, I don't know, I didn't even think about it.

ERICA

We hardly have any points. We may be doomed here yet.

Suzanne feels bad, looks to Chuck.

SUZANNE

I, I had no idea...

Chuck puts an arm around her, frowns at the kids.

CHUCK

Cut this out. Mom didn't know what was going to happen. We gotta be supportive. Even for something bad like this.

SUZANNE

Wait a minute. You would've done the same thing.

CHUCK

You kidding?

(MORE)

CHUCK (CONT'D)

These are precious objects we're finding here. I wouldn't leave 'em lying around.

SUZANNE

I don't believe you! If you're so smart, you should have --  
 (looks to children)  
 --you all should have said, "Mom, pick up the pot."

CHUCK

I would've but I had to concentrate on leading us to the bush region.

SUZANNE

Don't give me that crap, bwana! If you had read Maya a story when she wanted, we probably wouldn't even be in this mess in the first place.

CHUCK

Yeah? Well, uh, if you didn't gather us together to see Maya's cute trick...

Chuck and Suzanne continue their silly argument. Everyone is tense and tired from all the surreal stress and pressure. Wouldn't you be? Erica glares at Maya.

ERICA

It all your fault we're here. You let your dumb alien screw up the computer!

Erica gives her a little shove. Maya gives back a bigger shove. Erica shoves bigger still and Maya falls on her butt. She reaches for Erica's heel and tugs. Down goes Erica. She pounces on Maya and a wrestling match ensues.

SUZANNE

Maya, Erica! Stop this instant!

They don't. Devyn goes to pull them apart and is accidentally kicked in his belly, doubles over. Maya grabs moss and shoves it down Erica's shirt. Maya slips away and Erica chases.

ERICA

I'll kill you!

CHUCK

Stop it! Hey!

Maya is dodging from tree to tree while Erica tries to catch her. Chuck and Suzanne try to catch the girls, while Devyn moans. Chuck trips over a log and Suzanne tumbles over him. They're looking absurd.

Suddenly the forest becomes dark, a wicked HIDEOUS CACKLE booms forth. This sends chills up our spines and scares the hell out of the Millers. The source of the evil laugh is nearby...

VILEENA

The wicked fairy. Though beautiful of face and figure, Vileena has a blood chilling presence that would make Darth Vader cringe. She wears ornate skin tight gothic purple clothing, a black cape and a gold crown. Rats crawl around her feet and cobras slither around her body.

VILEENA

Oh, you're most amusing. Much better than my court jester.

Of course, the kids have stopped fighting and are on the ground clutching Chuck and Suzanne. They're all scared.

DEVYN

Wh, wh, who's that?

MAYA

Vileena. The wicked fairy.

VILEENA

So this is Milerfam? The fools who want my throne. I see no threat here. You're more of a threat to each other.

Chuck tries to hide his fear and puts up a brave front for his terrified family.

CHUCK

Oh, yeah. You'll see.

SUZANNE

Quiet, Chuck, are you nuts?

VILEENA

And what shall I see, Chock? I've already seen the dimwit pigs outsmart you. I'm dying to see more.

CHUCK

You'll, you'll see us get a bunch of points. And then, then we'll come banging on your castle door.

VILEENA

Hah! You won't even get close.

Vileena moves closer and the kids become very frightened.

ERICA

She's gonna kill us, Dad!

CHUCK

I won't let her touch you.

He stands, steps to face her, until they're a few yards apart.

CHUCK

That's far enough.

VILEENA

And if I advance, what could you do?

Vileena raises her hands, with long razor sharp fingernails, to choking position and steps toward Chuck. He goes to push her away and ZAP--gets shocked by a force field around her, flies back, slams into a tree and lands in crumpled heap, dazed.

Vileena advances on the cowering family. Gives them a most frightening expression, lunges forward and...

VILEENA

BOO!

They SCREAM. And she lets go with her disgusting cackle. Cuts it off sharply and frowns. Chuck staggers back to his family and gets in front to shield them.

VILEENA

The bad news is... I can't kill you unless you're in my castle. And vice versa.

(they're relieved)

The good news is... I have many others I can direct to kill you. So many traps. Oh you'll see. You'll see!

CHUCK

I do see an ass wipe.

VILEENA

Oo, you cut me to the quick.

(she laughs; cuts it)

This is growing tiresome. I come hoping to find worthy opponents and instead find buffoons. Milerfam, such a joke. Not long for this world.

With a bored wave of her black wand--flames blast out of the ground before her, BOOM, an explosion rattles their bellies and she vanishes as her hideous cackles echo throughout the forest. The light becomes normal again.

Chuck helps his shaken family up and tries to reassure them.

CHUCK

There, there. You're all fine. No harm done.

DEVYN

We're never gonna beat her.

MAYA

She's real real scary. I'm scared.

ERICA

I, I...

Erica is trembling too much to talk. Suzanne hugs her.

CHUCK

Look, everyone, she can only be as scary as you let her. Just make up your mind she's a meaner person but not a stronger person.

SUZANNE

Your father's right.

CHUCK

No, your mother's right. Look it, everyone listen up. Better yet, huddle up. Come on.

Chuck gathers them up and arranges a football huddle.

CHUCK

Look, the only way we're gonna get through this is if we start doing what Mom keeps bugging us about.

ERICA

To rinse the dishes before we load?

CHUCK

No. We have to start behaving more like a good family. We don't fight. We don't blame. We pitch in and help each other out.

SUZANNE

Yes, we work together as a team.

CHUCK

Exactly. We're a team. We're a team who loves each other and fights together. Let me hear it! We're a...

FAMILY

Team!

CHUCK

Yes, we're a damn fine team. And if somebody in the team messes up, we don't put them down. Tempting as it might be. No, we help them up.

SUZANNE

Up!

CHUCK

Right. And we're gonna beat that vile  
dogenea. We're gonna beat this game.  
You hear me? We'll..?

FAMILY

Beat this game!

CHUCK

Oh, you know it. We'll beat this game  
and go home. If we try our best we  
can do it. Remember, the family that  
plays together, stays together. Now  
let's go. And hang closer please.

ERICA

You'll get no argument from me.

They walk away together to the main path. Chuck goes foraging  
for branches he can use for a club. He finds one, growls and  
holds his weapon aloft. He joins them and Suzanne kisses him.

SUZANNE

Oh, my big strong woodsman.

CHUCK

Have no fear, fair maiden, fore I will  
protect thee. Stay behind everyone.

Chuck walks ahead and vigilantly gazes about, taking practice  
swings with his club. He enjoys this. CRACK... he spins to the  
sound, raises his club. It's a squirrel. He lets it live.  
Moves on. Soon they see a COTTAGE nestled in the woods. It's  
made of logs with a thatched roof. Devyn hits a Sunflower.

SUNFLOWER

Welcome to the Three Bears' Cottage.

That info tenses everyone up, especially you-know-who.

ERICA

Bears?! Let's get outta here!

They all jump out of their skins as they suddenly hear behind...

GOLDILOCKS (O.S.)

Hello.

They turn, relieved to see a little girl. Chuck lowers his club.  
GOLDILOCKS has long yellow curls and wears a puffy dress.

CHUCK

Goldilocks, I presume?

GOLDILOCKS

That's me.

MAYA

Sunflower, what objects you want for bonus points this time?

SUNFLOWER

The baby chair or the porridge.

Their eyes turn toward poor Suzanne, trying not to gaze critically, but it's hard to break old habits.

DEVYN

We don't have those objects. For some reason. How else do we get points?

SUNFLOWER

There are three levels of play. You can choose from my multiple choice answers for what Goldilocks would do and say. Or you can tell Goldilocks yourself. Or you can be Goldilocks and do it.

CHUCK

Sounds like the multiple choice would be the least difficult and risky. Guess we should do that one, huh?

SUZANNE

But your score is doubled for the harder methods. We should tell Goldilocks what to do.

CHUCK

No. If we grab the most points for playing her, then I should do it.

SUZANNE

Chuck!

(pulls him away)

You lost your mind? You'd have to be in there with bears! It's too dangerous.

CHUCK

Look, we have to grab as many points as we can, as quickly as we can. Every minute we spend here is another minute the kids are in danger. At least in there I'll be the only one who's at risk.

SUZANNE

But... but... Damn, I can't think of a good argument.



CHUCK

Gosh, for once I have you stumped.  
Lucky me.  
(winces at the cottage)  
Lucky me...

They walk back and talk strategy.

CHUCK

Okay, team, have some tips for Dad?  
What do I do first when I go inside?

MAYA

You havta sit in the three chairs.  
First the big one and say it's too  
hard. Then the middle one and --

CHUCK

Too soft. Yeah, I know the story. Is  
there anything tricky--game wise?

ERICA

After you try the beds, you must wait  
till the bears finish all their lines.  
In all these fairy tales you have to  
wait or the game won't count it.

CHUCK

Any hint on the best way to escape?

MAYA

Yeah, I did this one before. You go  
out the window and climb down the what-  
cha-ma-call it.

CHUCK

(looks at the cottage)  
The trellis. Check.  
(standing before Sunflower)  
Alright, Sunny, I'll do Goldilocks for  
Milerfam. Rev it up.

SUNFLOWER

Okey dokey.

Sunflower shoots out a burst of smoke at Chuck. When it clears...  
Goldilocks is gone and Chuck looks like her--wearing her cute  
dress, long golden curls. He looks ridiculous and everyone  
laughs. He tries tugging his curls off but they don't budge.  
He glowers at Sunflower.

CHUCK

Really? Is this necessary?

SUNFLOWER

That's how you play in Fairy Tale Land.  
Fonzies isn't it?

MAYA

You look so silly, Daddy! Hah!

CHUCK

Alright, alright, enough with the laughing. Joke's over.

DEVYN

Not long as you're looking like that.

They hear the CREAK of the cottage door. Stepping out is BABY BEAR, MAMA BEAR, PAPA BEAR--dressed in snappy bear attire. Mama has a sun umbrella and Papa smokes a pipe.

MAYA

Maybe we should hide. If they see us they can try to get us.

They shoot her a look, pick her up and dash off into some bushes. The Bears stroll down their path.

MAMA BEAR

Don't grumble, Papa. Just a quick stroll and the porridge will be cool.

Papa still grumbles. They turn onto the main forest trail and walk toward the Millers. Now passing them. The Millers hold their breath. A tense moment. And the Bears have passed.

Then Erica sneezes. Papa stops, turns in her direction. Sniffs. The Millers are cringing.

BABY BEAR

Papa, papa, watch this cartwheel!

Baby draws Papa's attention and he watches him do a nifty cartwheel. Papa continues on with his family.

The Millers start breathing again. Chuck rises, sneaks to the cottage and opens the door.

INT. THE THREE BEARS COTTAGE - DAY

Chuck looks around, notices his ridiculous image in a mirror.

CHUCK

If anyone ever told me I'd be dolled up like Goldilocks... ah, porridge.

He goes to a large table with the three bowls of porridge and sits before the big papa bear bowl, dips his spoon in.

CHUCK

My, this porridge --

Suddenly there's a loud BONG. An empty SACK falls from the ceiling and forces itself over Chuck and closes up.

CHUCK

Hey, what the hell?!

The sack scoops him up and drags him on the floor as he tries to punch his way out. The door opens and the sack drags him out.

EXT. THREE BEARS COTTAGE - DAY

The sack drags itself roughly down the path, bumping Chuck's butt and we hear his muffled groans. The sack stops on the forest trail and opens. Chuck rises, rubs his bottom. The pouch goes URP-URP... COUNTER... 08 to 07 to 06. They frown at Chuck.

CHUCK

We lost two points? What happened?

DEVYN

You got bagged, Dad. It happens when you do something wrong.

CHUCK

I didn't. I sat down to eat the porridge like I'm supposed --

MAYA

No, Daddy, you sit in the chairs first! Then porridge.

CHUCK

Oh. Oops. Sorry about that.

The kids grumble, shakes their heads, shoot him looks.

SUZANNE

None of that. That's not the right team spirit. Dad's trying his best.

The kids roll their eyes, then force a grin, pat Dad's back.

DEVYN

That's okay, Dad. You'll nail it the second time. Hopefully.

CHUCK

Thanks, you're too kind. Any other surprises you didn't mention?

ERICA

If you say the main words wrong, you get buzzed. But it's just a sound and you can try again.

INT. THREE BEARS COTTAGE - DAY

Chuck enters, goes to the largest of three chairs and sits down.

CHUCK

Golly, this chair is too hard for me.  
 (sits in the middle one)  
 And this chair is too cushy for me.

BUZZ-BUZZ!... like you'd hear in a game show.

CHUCK

What? I said it right... probably.  
 (clears his throat)  
 My, this chair is too soft for me...  
 How's that?... Fine I assume.  
 (sits in baby chair)  
 But this chair is just right.

As it should, the chair breaks to pieces. Chuck falls hard, bangs his head on a fireplace flagstone and passes out.

MOMENTS LATER

Chuck wakes, rises unsteadily. Sees the Bears walking up the path and he yelps. Rushes to the table, sits at the big bowl, eats a spoonful, burns his mouth, spits it out. Fans his mouth.

CHUCK

This porridge is way too hot for me.

He grabs the middle bowl, eats and makes a disgusted face.

CHUCK

This stuff really sucks.  
 (BUZZ-BUZZ)  
 Yeah, yeah. Golly this one is too cold for me.  
 (races to baby bowl)  
 But this one is just right.

He eats a spoonful, winces, puts the bowl down and steps toward the stairs. BUZZ-BUZZ!

CHUCK

What? I said "just right!" That's definitely it. No doubt about... Oh, no. Goldi's supposed to eat it all up.

He grabs the bowl and eats spoonful after spoonful, it dribbles down his chin, his cute curls get splattered, he wants to vomit.

CREAK...the Bears open the door. THUD-THUD as their massive footsteps shake the cottage.

Chuck dives under the table with the bowl and tries to keep from being seen as he slurps the porridge.

GROWL!...the Bears notice the chairs. Say the classic lines...

PAPA BEAR

Who's been sitting in my chair?!

MAMA BEAR

Who's been sitting in my chair?!

Looking to the table, we see Chuck's hand put the empty bowl on top. He starts crawling away, trying not to gag.

BABY BEAR

Who's been sitting in my chair? And  
broke it all to pieces.

A tear falls down Baby's fuzzy cheek and Mama consoles. In the background, we see Chuck creeping up the stairs. GROWL!... Papa notices the porridge.

INT. THREE BEARS BEDROOM - DAY

Chuck enters and sees the overly big and thick beds. He goes to the Papa bed, lays down, whispers.

CHUCK

This bed is too hard for me.

Then to the middle bed, lies down and sinks down several feet.

CHUCK

Whoa, is this bed too soft for me?

He's struggling to rise as he hears...THUD-THUD of the bears hurrying up the stairs. Chuck strains and finally gets up. Then goes to the window and tries to open it. It's stuck. After much effort he opens it. THUD-THUD. He rushes to the Baby Bear's bed and squeezes into the small space.

CHUCK

But this bed is just right?

He pulls the covers up to his eyeballs, teeth chattering.

EXT. THREE BEARS COTTAGE - DAY

Maya is trying to remember something.

MAYA

Hmm... I think there's some little  
thing I forgot to tell Daddy.

INT. THREE BEARS BEDROOM

We look on the windowsill, see a stick and written on it: "DON'T FORGET TO PROP ME UP OR YOU'LL BE SORRY." Chuck's eyes widen as the Bears enter. GROWL!...they're really mad now.

PAPA BEAR

Who's been sleeping in my bed?!

MAMA BEAR

Who's been sleeping in my bed?!

Chuck is going crazy, dying to leap for that window.

CHUCK

Steady. Wait for the last line...  
Wait... I'm gonna die.

BABY BEAR

Someone's been sleeping in my bed.  
And here she is!

Chuck tumbles out of bed. ROAR, the whole room shakes. Chuck goes for the window. It slides shut. Chuck strains to lift it.

Papa Bear lunges for him -- Chuck leaps to the baby bed -- Papa just misses -- puts a hole in the wall.

Baby swipes at Chuck -- he jumps to Mama bed -- Baby's claw misses, rips the pillow and sends feathers flying everywhere.

Mama springs at Chuck -- he rolls off the bed -- Mama lands, demolishes her own bed, WHOMP!

ROOOARRR!...these Bears are furious. Chuck is white as a ghost.

Chuck dives under Papa bed -- as Papa swipes, slicing the back of Chuck's dress to ribbons -- Chuck crawls out the other side -- Papa leaps -- lands on the bed -- just as Chuck slides out.

WHAAAM!... bed and bear crash right through the floor and fall down to the first floor.

Chuck races out as Mama and Baby chase... down the hall... their teeth snapping at his butt... down the stairs... to the dining room.

Mama springs -- Chuck dives -- Mama lands on the table and breaks it to bits and gets splattered with porridge.

Chuck runs to the door, Baby chasing. Chuck turns, grabs the entrance rug, yanks it and Baby does a back flip. Chuck tosses the rug over him and Baby pokes this way and that.

EXT. THREE BEARS COTTAGE - DAY

The others have walked closer to investigate. Chuck flies out.

CHUCK

RUN, RUN, RUN!

ROOOAAARR! The Three Bears bound out. The Millers scream and Chuck snatches up Maya and they all run like they've never run before. Down to the main trail. ROAR! The Bears give chase. The Millers turning it on, kicking up dust.

The Bears start to slow down. The Millers keep going. Soon, the Bears give up, shake their fists.

The Millers stop. Except Erica who keeps running.

CHUCK

Erica. They've stopped. Erica!

She finally stops from exhaustion. They all try to catch their breath. They're startled as the pouch starts BINGING. COUNTER 06...16. Everyone cheers and congratulates Chuck.

DEVYN

Ten big points! Way to go, Goldi!

MAYA

Yea team! Woo-hoo, woo-hoo!

Chuck's curls and dress vanish and his regular clothes return.

EXT. OUTER SPACE - NIGHT

Alice's SPACE SHIP thunders past us.

INT. SPACE SHIP

Alice is cowering before her furious parents.

ALAN

My molecular converter isn't some toy!

ALICE

You promised not to get mad if I told.

ALENE

You're so bad! Didn't you realize it could be dangerous?

(Alice shakes her head)

We must return.

ALAN

Return?? I'm expected today!

ALENE

They could be hurt if they use it. What if they transported into their computer and there was a malfunction? They wouldn't know what to do.

(to Alice)

Do you think they might attempt to use the converter?

ALICE

I know Maya would try anything!

ALENE

Then we must go back.

ALAN

But they're only humans. Who cares?

ALENE

Just because they're a primitive species, that doesn't give us the right to risk their lives.

ALAN

Well, I'm not risking my job for them. We'll stay the course. I insist!

He gives her a determined look. She returns it.

EXT. OUTER SPACE - NIGHT

Their ship makes a U-turn. And rockets back.

EXT. VILEENA'S CASTLE - DAY

It looks very spooky. Storm clouds rumble, lightning sizzles, bats fly around, snapping alligators slither in the moat.

INT. VILEENA'S THRONE ROOM

Vileena is lounging on her throne, drinking a glass of red gloppy liquid. Around Vileena are open chests of TREASURE. On the wall is a SCOREBOARD. Under PLAYERS: MILERFAM 16 POINTS. We also see icons of TEN KNIGHTS.

A nasty seven foot tall knight in black armor, RIPPER, enters.

RIPPER

Your highness, you said to alert you if Milerfam reached 15 points.

VILEENA

So they have. Beginners' luck is rampant, Ripper. Well, time for the obstacles.

She walks to an ornate pedestal--atop is her MAGIC BOWL--filled with mercury-like fluid. She traces the Bowl rim with her wand and a FAIRY TALE LAND MAP appears on the surface.

VILEENA

Magic Bowl. Locate Milerfam.

A light pulses in the forest. The image zooms closer until we're looking down on THE MILLERS WALKING ON THE TRAIL.

She touches her wand to a spot ahead of them and laughs wickedly.

EXT. DEEP DARK SCARY FOREST - DAY

The family is strolling along when suddenly--RUMBLE--two BLACK KNIGHTS rise up from the ground. One swings a mace.



The other slashes with his sword and they just miss the Millers several times as they duck and run. Maya stops, waves them back.

MAYA

It's okay. Black Knights can't chase us. They're just for blocking.

CHUCK

Are they courtesy of Miss Vile?

ERICA

Yeah, when you score over 15 points she can start putting up obstacles.

SUZANNE

Why don't we just walk around them?

MAYA

Me and Alice tried but we couldn't.

CHUCK

(walking into the woods)

Look, there's nothing here to stop --

SLAM!...he bangs his face into an invisible wall, rubs his nose. He feels the wall, and like a mime, follows it to see it leads to the Knights. Devyn finds the same on the other side.

DEVYN

Cool, it's another force field.

CHUCK

Any idea how to get past them?

ERICA

Sometimes you can bribe them, Daddy.

CHUCK

That's a sweet thing to hear from my little girl. Okay, here goes.

Chuck pulls the gold coin from the pouch and gingerly moves closer to the Knights. A Knight strikes a line in the dirt with his sword, three feet away. Raises his sword.

CHUCK

Hi there, Black Knights, would --

KNIGHT 1

You may not address us unless you step up to the line!

CHUCK

Within slicing range, eh? Such a deal.  
(MORE)

CHUCK (CONT'D)

(walks to the line)

So, don't you two look nice and evil today. Say, would you mind if we, uh, kinda tip-toed by?

KNIGHT 2

No passage by order of Vileena!

CHUCK

Sure, sure. But what if I gave you this magnificent gold coin?

KNIGHT 1

A bribe? How insulting!

He swings his sword. Chuck ducks and just misses losing his head. The other swings his mace, hits Chuck in the stomach and he tumbles back to his family's feet. He tries to start breathing again, coughs. Chuck grimaces as they help him up.

CHUCK

Don't think they're in the mood for a bribe. Any other bright ideas?

He lifts the pouch and they all study the icons.

DEVYN

Maya, remember we got around them once by making them dance?

Devyn pulls out the MANDOLIN. Chuck tunes it.

CHUCK

Wonder what kind of music they like?  
(warily walks to the line)  
Mind if I ask what kind of music you guys like?

Chuck gets ready to jump back. The Knight's expression softens.

KNIGHT 1

A jig is always nice.

CHUCK

(turns to family)  
What do I know from jigs?

SUZANNE

Try any kind of dance music.

Chuck ponders. Then starts playing "I Could Have Danced All Night" and sings...

CHUCK

I could've danced all night. I could've danced all night. And --

Knights growl. He stops. Then tries a bouncy Coldplay tune.

More growling. Chuck wracks his brain... comes up with a disco hit "Staying Alive". Plays the opening riff and..

CHUCK

You can tell by the way I use my walk.  
I'm a woman's man. No time to talk.

The Knights' interest perks up. Their heads nodding. Chuck puts more gusto into it. The Knights snap their metallic fingers-- CLINK-CLINK. Chuck gives all he's got on the chorus.

CHUCK

Everybody join in...

MILLERS

Whether you're a lover or whether you're  
another, you're stayin' alive. Stayin'  
alive! Ah-ah-oh-oh...

The Knights start dancing. Suzanne picks up Maya and gathers Devyn and Erica. They creep closer. Closer. Then dash by the Knights as they spin each other about. Chuck sneaks by too. Keeps playing. Walks further, stops. The Knights groan.

KNIGHT

Don't stop. Just one more?

The pouch BINGS three times. The Millers dance and spin each other around while making taunting gestures at the Knights.

MAYA

You Knights are stupids. Stupid stupid,  
stupids.

The Knights are becoming smaller as they melt into black puddles, sizzle and become steam.

EXT. DEEP DARK SCARY FOREST - ROCK-A-BYE-BABY AREA - DAY

Maya is atop Chuck's shoulders and Erica rides piggy-back. The kids are looking tired. They come to a SUNFLOWER. Devyn gives the flower a kick.

SUNFLOWER

Hidy-hi. Welcome to Rock-A-Bye-Baby.

Everyone's eyes turn skyward. Up on a limb, a BABY IN A CRADLE.

SUZANNE

My God, there's a baby up there!

DEVYN

Sunflower, what are we supposed to do?

SUNFLOWER

You must recite the rhyme correctly.  
Bonus points for catching the baby.

CHUCK

Geez, you're all heart, Sunflower.  
Okay, I'll try for the catch.

ERICA

I know this rhyme, let me say it.  
"Rock-a-bye baby, on the tree top.  
When the wind blows the cradle will  
rock. When the bough breaks the cradle  
will fall. And down tumbles baby,  
cradle and all."

The wind starts blowing. The cradle rocks. The bough sways.  
Faster. CRACK. That bough breaks and here they come...

Baby bounces up and away -- the cradle falls -- baby reaches the  
height of its arc -- Chuck dives aside.

The cradle hits the ground, smashes to bits -- Chuck dives back  
again -- stretches his arms -- baby is caught -- he bounces away --  
Chuck catches again -- slams to the ground -- THUD.

DEVYN

Sweet stab, Dad.

Baby grins and gurgles at Chuck. The pouch BINGS three times.

MAYA

Toss the baby in the pouch.

SUZANNE

No one's tossing a baby in there.

ERICA

Then just dip him for points.

Suzanne takes Baby, lowers him in a little. Two more BINGS.

EXT. DEEP DARK SCARY FOREST - OLD WOMAN'S SHOE AREA - DAY

The family is strolling down the path. Suzanne is carrying the  
baby. They soon hear noise. They see a BIG SHOE. Big as a  
house. With windows in the sides and a roof at the top. There  
are 20 CHILDREN running around and trying to take care of them  
all is one very tired looking OLD WOMAN. She walks over.

CHUCK

There was an old woman who lived in a  
shoe. Had so many children...

SUZANNE

She didn't know what to do. Poor thing.  
I couldn't imagine...

OLD WOMAN

My, baby! Where'd you find him?

SUZANNE

(handing over baby)

Well, he was up in a tree.

OLD WOMAN

Oh, he's such a good climber, it doesn't surprise me. How could I repay you?

CHUCK

Since you asked, we'll take anything you want to give.

OLD WOMAN

Care to adopt a few children?

SUZANNE

Oh, no. No, no, no.

OLD WOMAN

I'm just a poor old woman. All I can spare is this jar of sour milk.

She takes a jar from her apron pocket. They put it in the pouch-- BING. Her children begin to fight and the Old Woman goes there.

The Millers look weary. Maya yawns and Chuck picks her up.

MAYA

Can we rest, Daddy?

CHUCK

(glancing at watch)

Almost 12. Way past bed time.

Suzanne goes to a Sunflower, taps it and it comes alive.

SUNFLOWER

Hidy-hi. Welcome to --

SUZANNE

Yeah, yeah. Please call Mother Goose.

SUNFLOWER

Okey-dokey.

We soon hear a HONK-HONK. Spotlight. Fairy dust. The big bird bursts through the treetops -- lands -- cloud of feather bits -- everyone sneezes and coughs -- Mother Goose smiles.

MOTHER GOOSE

Ask me a question about the whole wide world! Not about the game. The whole wide world.

(MORE)

MOTHER GOOSE (CONT'D)

I've been going through the encyclopedia program. Ask me something! Want to know about aardvarks? How about --

SUZANNE

I was just wondering if --

MOTHER GOOSE

The Watumi tribe is very interesting. It's so wonderful to be educated. All I knew before was fairy tales. Sweet dear Alice, I'm so glad she put in those new gadgets. Wish I could --

CHUCK

Give it a rest. Please.

MOTHER GOOSE

Alright, alright, party poopers. Ask me a question about the game.

SUZANNE

When we played the regular way we were able to pause the game. Can we still?

MOTHER GOOSE

Sure, I can do that for you. Poor things, you do look rather bushed. Fairy Tale Land can take a lot out of you. How long would you like to stop?

CHUCK

Give us a good eight hours.

She takes out her scroll, taps her wand on the screen. We look at the children playing and they all freeze like statues.

INT. OLD WOMAN'S SHOE - DAY

Chuck and Suzanne lift frozen children off a bed and gently put them on chairs. The Millers pile on and let out a mighty sigh.

EIGHT HOURS LATER

The children come alive and create instant noise that startles the poor Millers awake.

EXT. OLD WOMAN'S SHOE - DAY

Munching on biscuits, the Millers exit and wave to Old Woman.

SUZANNE

Thanks again for your hospitality.

They look refreshed and hit the trail. An OWL swoops past.

ERICA

Owl, owl, I see you. Ask us a question,  
we'll tell you true!

(to Chuck)

Say that, Dad, and he has to stop.

Owl perches on a branch. He wears spectacles, looks bothered.

OWL

If I must, I must. Though you do not  
appear to be very educated creatures.

CHUCK

Hey, we're plenty educated.

OWL

Plenty educated? There's a turn of  
phrase that's bound to impress. Shall  
we attempt a nursery rhyme or tongue  
twister?

They form a huddle and discuss. Owl rolls his big eyes.

MAYA

We wanna rhyme please, Owl.

OWL

You're permitted two incorrect words,  
you have 30 seconds and now recite the  
first 8 lines of "Old King Cole". Go.

Owl takes a stop watch from his breast pocket. They huddle up,  
talk it over. Then Suzanne goes for it.

SUZANNE

Old King Cole was a merry old soul.  
And a merry old soul was he. He called  
for a pipe and he called for a bowl  
and he called his fiddlers to --

OWL

Halt! Three incorrect words. Quite  
impressive. Plenty educated Milerfam.

Owl rolls his head completely around once and flies off. Suzanne  
looks at the pouch.

SUZANNE

We have 27 points. If we start back  
to the pond area, we may hit 30 along  
the way and open up the town road.

CHUCK

Sound strategy if you ask me. About  
face, team.

They stroll back the other way. Devyn dawdles behind.

We notice Vileena is behind a tree. She's holding her open scroll. Now she touches her wand to it. The light dims.

THORN HEDGES bursts up through the ground in front of Devyn. Another hedge rises behind. Then on the sides. The hedges grow high and meet to form a roof, trapping him.

DEVYN

Dad?

Chuck rushes to him. Breaks off a branch--another grows to take its place. Try as he might, he can only succeed in cutting his hands on the long spike-like thorns. Vileena lets loose with her HIDEOUS CACKLE and chills them.

VILEENA

Haven't even seen the bad part yet.

She touches her wand to the scroll. Two hedges slowly move toward each other. Devyn gulps.

CHUCK

Anyone seen this one before?

MAYA

I never seen it. Oh, Devyn...

Chuck finds a log and tries bashing the hedges with powerful blows. Again and again. It's not working.

SUZANNE

Try our termites.

Chuck takes out the bottle of TERRIBLY HUNGRY TERMITES, uncorks it and puts it by the hedge. Nothing.

ERICA

A woodpecker! Remember we heard a woodpecker back there?

MAYA

I used a woodpecker toy to make a hole in a door once.

CHUCK

Remember where we heard it?

ERICA

I think it was near the brook.

Chuck runs like the wind.

EXT. DEEP DARK SCARY FOREST - BROOK AREA - DAY

Chuck runs here, drenched in perspiration. He listens. Looks all around. An anxious moment passes. Then... PECK-A-PECK-A. He searches where the noise came. There it is.



A mechanical WOODPECKER perched on a high branch. Chuck climbs.

EXT. DEEP DARK SCARY FOREST - THORN HEDGES - DAY

Sweat drips down Devyn's face as he eyes the moving hedges, now only a foot apart. He stands sideways, faces crying Erica and Maya. Suzanne has a stick in the hedge and is trying to use it like a lever. Straining. But she only makes a small hole.

SUZANNE

Hang on, Dev. Dad's going to come.

VILEENA

Devyn, you're going to make some hungry vultures very happy soon.

SUZANNE

Shut up, you goddamn witch!

Erica throws stones at Vileena but they just bounce off her force field. Hedges are inching closer. Closer. Things are looking grim... Suddenly, Chuck burns up the track, collapses at the hedge in an exhausted heap, hands Suzanne the woodpecker.

DEVYN

Hurry, Mom, they're sticking me!

MAYA

Wind him up!

Suzanne turns a key on Woodpecker's back, sets it down. WHIRL. Woodpecker's wings flap and it attacks the hedge with its jack hammer-like beak... PECK-A-PECK-A! Splinters fly. The bird is a pecking blur.

A hole begins to form in the hedge. Devyn cries out. Chuck takes off his shirt. The hole is a foot wide but the bird is slowing down. Chuck reaches in, gives Devyn his shirt.

CHUCK

Put it around your head.

Chuck grabs Devyn's shoulders, thorns cut into his arms. He lifts him and carefully pulls him part way through the hole. Suzanne helps to guide and pull. Chuck lifts more of his torso, now his legs. And then he's finally out.

CRACK-CRUNCH!... the hedges slam together. The thorns impale Woodpecker's metal body.

Devyn is cut in places but is alright. He's deluged with hugs and kisses as he trembles. BING-BING-BING-BING... COUNTER... 28...31. The hedges sink back down into the ground.

Vileena hisses and scares them with a cruel predatory scowl.

VILEENA

I'll kill you all next time!

Flames shoot up before her, an explosion, BOOM, she's gone.

EXT. DEEP DARK SCARY FOREST - MISS MUFFET AREA - DAY

The Millers glare as they walk past snooty Miss Muffet.

ERICA

Wish we had curds and whey. I'd love to see that smirk scared off her face.

SUZANNE

Hold on. We just might. Curds and whey form when milk goes sour. It's part of the cheese process. Give me the sour milk.

Chuck hands her the sour milk. Grinning, they all walk to Muffet who looks up from her book.

MISS MUFFET

I'm quite involved now. Shoo.

Suzanne opens the jar and offers it to Muffet.

SUZANNE

Look at the incredibly delicious curds and whey I have. Best in the forest.

MISS MUFFET

Hmm? Hmm?... My, yes. This certainly does look scrumptious.

Muffet pulls GLASS SLIPPERS from her dress pocket and hands them over. Then takes out a spoon and bowl from inside her tuffet, pours the contents of the jar in. Starts eating the curds as everyone makes a face. Suddenly, a giant two foot long SPIDER descends down a web strand. Sits down beside her.

SPIDER

Hey, babe, take a spin in my web?

Spider winks lecherously. Muffet turns white, SCREAMS and runs away. The family applauds. Their pouch BINGS. Spider turns to the Millers.

SPIDER

Hey, pick me up some chocolate covered bugs in town and I'll pay you back big time.

CHUCK

Uh, sure. I'll get right on it.

EXT. POND AREA - DAY

The Millers walk out of the forest. Suddenly, a serene COUNTRY LANE appears and rolls ahead of them like a carpet. It crosses the meadow and leads off to Fairy Tale Town in the distance.

ERICA

Thank God. Nice safe town.

EXT. COUNTRY LANE - DAY

The countryside is beautiful. Lush meadows, bountiful farms, fruit trees, green hills, clear lakes. The Millers' spirits are uplifted by the sights. LITTLE BO PEEP, herding her sheep, waves.

EXT. FAIRY TALE TOWN - DAY

It resembles an 18th century British village. A wall surrounds it and the Millers walk past the gate and under a gold arch that reads "FAIRY TALE TOWN".

They're entranced by the beautiful place. It has cobblestone streets and brightly colored cottages. A dozen shops line one main street. We notice TOWNSFOLK in colorful period garb, going about their normal activities. No one takes notice of the Millers, treats them like everyone else.

Suddenly, a brown blur leaps past their startled faces.

DEVYN

What the heck was that?

The blur leaps back, stands before them--it's the GINGERBREAD MAN--chocolate jacket, raisin eyes, a foot tall. He starts running circles around them as he taunts...

GINGERBREAD MAN

Run, run, run as fast as you can. You can't catch me, I'm Gingerbread Man.

MAYA

Grab him for points.

They all try but he darts through their legs, hops over all their lunges, jumps like a manic pogo stick. They only succeed in banging into each other. He sticks out his leg and trips Chuck.

GINGERBREAD MAN

You can't catch the Gingerbread Man!

He slaps Chuck's face hard, leaving a little brown hand imprint on his cheek and scurrying away before Chuck can snatch him.

CHUCK

He'll be crumb man when I get hold of him!

They dust themselves off and walk down the street until the smells of a bakery stops them.

ERICA

That smells great. Let's get something to eat, I'm starving.

INT. BAKERY - DAY

Chuck gives the jolly BAKER a coin and he hands over a big pie.

BAKER

Our sixpence pie is fit for a king!

CHUCK

It's enough for an army. Thanks.

Chuck brings the pie to his salivating family at a table. When he sticks a knife in, BLACK BIRDS fly out and startle them. The Baker laughs. The Millers sneer.

SUZANNE

4-and-20 blackbirds baked in a pie.

EXT. FAIRY TALE TOWN INN - FOUNTAIN - DAY

Here at the town circle, there's a big fountain. The Millers exit the Inn, looking clean and refreshed.

CHUCK

Alright, grabbed you kids a room. What was next on our agenda?

MAYA

We have to go to the Trading Post to trade for more objects. It's there.

INT. YE OLDE TRADING POST - DAY

The Millers gaze about at the weird antiques cluttering this place. An ancient man named WINSLOW is behind a glass display case where Chuck is offering him an emerald.

CHUCK

No Uzi's either? How about a few hand grenades or even a lousy pistol?

WINSLOW

I don't have those items either.

SUZANNE

Chuck, you're time line is way off.

CHUCK

How about swords, Winslow?

He pulls aside a curtain to reveal a SUIT OF SHINING ARMOR.

CHUCK

Whoa... Perfect! Stupendous! I can finally be a knight and kick ass. Just like in that movie.

WINSLOW

Movie?

CHUCK

What do you want for it, my good man?

WINSLOW

You can't purchase it until you have 100 points.

CHUCK

Look, Winslow, I'm sorry but I have to insist. I've a fair maiden I need to protect out there. You can have all our treasures and I'll just borrow it.

Chuck tries to grab the armor. ZAP--he gets shocked.

WINSLOW

There's nothing I can do. When you have the points that doesn't happen.

MAYA

Daddy, there's stuff in the case to help. See, that book can help you.

CHUCK

The "World's Most Boring Book"? What's that good for?

EXT. YE OLDE TRADING POST - DAY

The Millers exit. Erica points toward someone leaving the Tavern.

EXT. TAVERN - DAY

HUMPTY DUMPTY, big egg shaped body and spindly legs, is staggering out of the tavern. Humpty is drunk and Chuck helps him walk toward the town wall. Suzanne is talking to a Sunflower there.

SUNFLOWER

No, you get nothing unless he falls.

Suzanne puts the pouch on the ground and pulls out a ladder.

HUMPTY DUMPTY

I don't know if this is such a good idea now. I feel a might unsteady.

DEVYN

Nonsense, Humpty, you're solid as a rock. We'll get you started.

Everyone smiles reassuringly and Humpty Dumpty shrugs and attempts to climb their ladder which is against the wall. They all push his egg body up. He reaches the top and sits. Begins to sway. They grin. Humpty steadies himself. They frown. Chuck whistles.

CHUCK

Huddle!

They huddle. They break and start running around in a circle.

HUMPTY DUMPTY

Hey. I'm getting dizzy. Stop that!

Humpty is losing it. Swaying. He hiccups. And falls down. CRACK!... breaking into several pieces. The Millers applaud his misfortune and their pouch BINGS.

Chuck puts the ladder back in the pouch. They all start walking away. Humpty's cracked face complains...

HUMPTY DUMPTY

Hey, what about me?

CHUCK

Uh, I'll give the King's men a ring.

HONK--HONK. They look up at the sky and see Mother Goose flying toward town. She lands by the fountain and the family walks over to meet her.

EXT. FAIRY TALE TOWN INN - PATIO - DAY

The Millers, Mother Goose, Winslow, Baker, Bo Peep and a colorful collection of classic fairy tale characters are gathered around a huge dining table and enjoying a lavish feast. Everyone is having a merry olde time. A much deserved and peaceful respite. Think it will last long?

EXT. OUTER SPACE - SPACE SHIP - NIGHT

The ship blasts past Saturn's rings, heading for Earth.

INT. SPACE SHIP

The aliens are at the bridge's control panel and they see EARTH come up on their monitor.

ALENE

We might be within range to access the molecular converter by remote.

She types on the control panel while Alan and Alice look on.

ALENE

Here's the usage log. Oh my God!  
They did use it! When will we arrive?

ALICE

Navigation says... about five Earth hours.

ALENE

That's so long. Oh, I'd feel terrible if anything happened to those simple creatures. What can we do by remote?

ALAN

I can trigger the converter's basic functions. But I don't know what their primitive computer's specs are or what it's energy capacity is or --

ALENE

Just do your best, dear.

ALAN

Let's see... Maybe if I combine this and... Perhaps I can trigger the converter's transport beam and draw them out in an energy flux...

Alan starts doing some complex button pushing, which causes...

EXT. FAIRY TALE TOWN INN - PATIO - SAME

...CONTINUOUS BOOMING ROLLING THUNDER rattles the feast on their table and all the food and drinks go crashing to the floor. The whole town is shaking with earthquake tremors and townsfolk all around the town circle are terrified.

A crazed chicken, HENNY PENNY, runs down the street screaming.

HENNY PENNY

The sky's a falling. The sky's a falling!

The Millers, Mother Goose and everyone else looks skyward.

IN THE SKY

There's a crack in the blue sky and pieces of the sky itself are breaking off and fluttering down. It's a bizarre sight. Now the hole is getting larger and we can see the computer circuitry behind it.

A MICRO-CHIP breaks through the hole and plummets.

BACK TO TOWN

CRASH!... the chip lands on the fountain, shattering it and making a big splash that douses many. It's a strange sight--the tiny chip now looks 30 feet tall and is standing up, lodged in a crack of the fountain as water gushes all around.

At the inn patio, The Millers, Mother Goose and everyone else is cowering. Chuck has Maya in his arms and she points up.

MAYA

Daddy, look. The sun looks weird

Looking at the sun, they see it's pulsating and bulging. Suddenly, a large strange looking LIGHTNING BOLT shoots out of the sun and...

BLAMMM! The bolt blasts the dining table, demolishes it and leaves a smoking crater in the ground.

CHUCK

Geez, what the hell was that?

MOTHER GOOSE

I have no idea. That never happened before.

(checking her scroll screen)

I can't really tell... Hmm, it seems the link to Alice's power cell was fried. Like a power surge or something.

SUZANNE

How did that happen?

MOTHER GOOSE

How should I know? I can't make heads or tails of her alien doodads.

CHUCK

What was running off her power cell?

MOTHER GOOSE

The whole system tapped into it. And everything's been so much zippier. It must be a purer form of energy. I was feeling more and more alive every time I zipped through Alice's magical circuits and --

CHUCK

But you're not even --

MOTHER GOOSE

Don't start with your "I don't exist bunk!" I'm a woman of independent thought now. I feel like I've been Pinnocchioed.

ERICA

Pinnocchioed?

MOTHER GOOSE

Sure, like the puppet who becomes a real boy and --



CHUCK

Wait up. Wait up, here. The power never even crossed my mind. I don't think the laptop was plugged in. Was it, Maya?

MAYA

Nope. It was on my bed. Remember?

CHUCK

Uh oh...

SUZANNE

Why are you turning pale, Chuck? Chuck?

CHUCK

It's running on battery power now...

Devyn realizes what this means too now and looks scared.

DEVYN

The battery only lasts a couple of hours... Then it dies...

ERICA

Don't like the sound of this. What happens to us when the battery dies?

DEVYN

Duh. If the game dies when we're part of the game...

ERICA

We die too. I see. I knew it all from the start. We are doomed!

SUZANNE

Erica, we're not doomed. We're, we're, just kind of stumped.

DEVYN

No, kinda doomed nails it. It took us over a day to score 37 points. There's no way we can get to 100 in two hours. The difficulty level only gets harder. We're history.

Frightened Erica and Maya go to their parents and clutch them tightly. Suzanne and Chuck hold them and try to soothe while they exchange worried expressions.

SUZANNE

Easy girls. We'll be ok...

CHUCK

I'll, I'll figure something out...

MOTHER GOOSE

Oh, my stars. We'll all be killed  
too. Fairy Tale Land will be no more.

Winslow, Baker and all the others are aghast. Everyone is terrified and word quickly spreads around the Inn patio and to the crowd gathered around the town circle.

Little Bo Peep start crying and triggers Mother Goose and others to start sobbing too...

MOTHER GOOSE

Oh, I had such plans. Such plans. I was going to start a school. Teach everyone about all the wonderful 21st century wonders...

Mother becomes a blathering mess. Suzanne and the kids hug her and become more distraught too.

MAYA

Oh, Mother Goose, I don't want you and all the crazy fairy talers to die...

Erica and Maya start crying. Try as he might, Devyn can't keep his eyes from welling up. He looks to his father who is attempting to return a consoling expression. Trying not to show the fear he really feels.

Chuck moves away from his kids. Begins to pace back and forth. Trying to think of a solution. Pacing. Pacing. He looks over to his wife and sees a tear roll down her cheek as she hugs her children tightly. They share a look of dread.

A tragic moment passes.

Then Chuck's expression begins to harden. His resolve growing. He's even getting angry now.

CHUCK

Damn it. We haven't lost this damn thing yet! I refuse to just give up here. This ain't over yet!

MOTHER GOOSE

You won't have long to wait.

CHUCK

Check the power management program. How much time do we have exactly?

MOTHER GOOSE

What's the use? There's not enough no matter what. Our goose is cooked.

She rolls her eyes at herself, sniffs back a tear. Chuck grabs her shoulders and lifts her off the bench.

CHUCK

On your feet, Goose! I'm tired of  
your doom and gloom crap!

MOTHER GOOSE

But I know it's hopeless!

CHUCK

Say hopeless or anything that ain't  
positive and I'll shove that awful hat  
down your throat! Got me, Goose?!

She nods, he has her scared now. Chuck tries to put on the guise  
of a drill sergeant from hell in order to motivate her. He gets  
eyeball to eyeball. Gestures wildly.

CHUCK

It's easy to be oh so bright and cheery  
when everything is going right. When  
it's easy. You do that just fine.  
But you know what a strong real woman  
does when the going gets tough? Do  
you?!

MOTHER GOOSE

Uh, I'm not sure if --

CHUCK

A real woman gets tougher! And then  
tougher still! Are you real, Goose,  
or just namby pamby sparks bouncing  
off namby pamby chips? Tell me!

MOTHER GOOSE

I think --

CHUCK

Are you real, Goose?!

MOTHER GOOSE

I'm real, I'm real!

CHUCK

Of course you are! And you're gonna  
fight till every last drop of your...  
whatever is gone. Right?

MOTHER GOOSE

Right!

CHUCK

Right! Now get that scroll and get  
down to it. First, we have to conserve  
power. Turn off the encyclopedia and  
any other program you've been playing  
with.

Mother quickly scrambles to find the scroll in her torn pocket. Then he turns his stern gaze upon his teary eyed children.

CHUCK

And what do you think you're doing?!  
Cut that out. Now! You can't cry.  
There's no crying in Fairy Tale Land!

ERICA

But we'll --

CHUCK

Zip it! If anyone says something not  
good, I'm gonna feed you to the Three  
Bears! Or worse. Now smile. SMILE!

He's making them more scared of him than impending doom. They stop crying and try to grin. They look pretty goofy.

Gingerbread Man zips to Chuck and makes taunting gestures.

GINGERBREAD MAN

Run, run, run as fast as you --

Chuck kicks him and he breaks in half.

CHUCK

Take that crumb boy. Pain in the ass.

Gingerbread Man's legs go running away erratically and his torso does a handstand and chases after...

GINGERBREAD MAN

Come back here! Stop running. Stop.

CHUCK

Hey, that's what we could do! Split  
up. I got a great idea, Goose. Can  
we use two pouches at once?

MOTHER GOOSE

What do you mean?

CHUCK

Since there's nothing dangerous in  
town, why don't the kids grab points  
here while me and Suzanne are out there.  
Is there any rule that says we can't  
play in two places at once?

MOTHER GOOSE

Hmm, interesting, that's never come up  
before. Let me look... There's no  
rule specifically against it in the  
manual. So you can do it. That's a  
great idea! Way to go!

CHUCK

Go smack a sunflower, kids. Grab another Milerfam pouch. Move it!

The kids race off to find a sunflower.

MOTHER GOOSE

I've turned everything off. Now there's two hours and six minutes of battery life left.

CHUCK

Turn off power to the screen. Set global standby to kick in after 90 seconds idle time. How much now?

MOTHER GOOSE

Up to two hours, 17 minutes.

Chuck sets his watch. The kids return with another pouch.

MAYA

I'll put the stuff in ours that I think we need for town points, Daddy.

CHUCK

10-4. Carry on, mister.

MAYA

Mister?

Maya removes objects from Chuck's pouch, drops them in her pouch and new icons appear. The point total reads the same: 37.

CHUCK

Alright, you're all set. We'll come back for you when we're done. Well. I guess that's it.

(his toughness cracks)

I order hugs and kisses first.

He kneels to their level. The Millers all hug and kiss.

CHUCK

I love you guys a lot.

MAYA

I love you, Daddy, too. I'll figure out lots of tales for us to do good.

CHUCK

Great. Devyn, you take care of your sisters. Hear me?

DEVYN

I won't let nobody hurt them, Dad.

SUZANNE

Ricky, try your best not to worry and concentrate on how good it's gonna be when we're all back home again, okay?

ERICA

I'll try.

CHUCK

Alright. Enough of this cream puff stuff. Attention troops! Pull it together. Look sharp! Line up!

He tries to line up his tiny troops. We begin to hear melodramatic marching music as he inspects them.

CHUCK

There's a shoe lace untied, mister... Tuck in that uniform... Button that up... Is that snot I see? Take care of it.

Maya blows her nose and they start to pull themselves together and try to look tough. Chuck puts forth a General Patton air to inspire the troops. Puffs up his chest, gestures in a macho manner.

CHUCK

Listen up troops. It may get ugly out there. But remember--you're all Millers. You may be average at most things. But you excel in one area. And that's cutting corners and cheating. Yes, I've seen you shine at this over the years. You read me?

KIDS

Yes, sir!

CHUCK

Although I did my best to repress those abilities, telling you how wrong it is, like any good parent should. This one time--I want you to go out there and use your natural God given talents to the max! You read me?

KIDS

Yes, sir!

Their eyes light up. The dramatic music builds.

CHUCK

You march out there and stretch those rules to the breaking point! And wait till you see the whites of their eyes... And...uh...take no prisoners.

KIDS

No prisoners, sir?

CHUCK

Uh, forget that one.

SUZANNE

Excuse me, general sir, but the clock is ticking.

CHUCK

Oops. Alright, troops! Give me one more big--go team!

FAMILY

Go-oh team!

CHUCK

So what are you waiting for? Move 'em out! ATTAAACK! ATTAAACK!

Bugles blare. The kids take off yelling like a marauding tribe. General Chuck salutes them, juts out his jaw, looks damn proud.

SUZANNE

Look out Fairy Tale Town.

MOTHER GOOSE

I just had a good idea too! I'll tell Vileena what's going on. Since her life's at stake too, I should be able to talk her into just letting you win.

Mother hops on her goose, grabs the reins.

CHUCK

Remember the immortal words of the great philosopher, Yogi Berra. Who you should've read about in the encyclopedia...

MOTHER GOOSE

(thinking a moment)

Umm... Berra, Yogi -- "it ain't over, till it's over?"

(Chuck gives her thumbs up)

After Vileena, I'll return and try to help you anyway I can. Toot-a-loo. Good luck.

They wave and Mother Goose flies away. Chuck and Suzanne look at each other with desperate eyes.

SUZANNE

Here's another fine mess we've gotten ourselves into.

CHUCK

Let's boogie, Ollie.

They run run run out of town as fast as they can.

EXT. FAIRY TALE TOWN - ALLEY - DAY

A WOMAN in an orange dress in being chased by Devyn. Suddenly, a clothes line is yanked off the ground. The woman becomes tangled in the clothes. We now see Maya and Erica are holding the line and they tie the woman up.

DEVYN

A most excellent job, ladies.

EXT. PETER PUMPKIN EATER'S HOUSE - DAY

It's a house that looks like a PUMPKIN. PETER is sitting on the steps crying. Devyn, Erica and Maya are yanking the woman with the clothes line they wound all around her.

WOMAN

Don't take me back to pumpkin breath.

PETER

My wife! How wonderful to --

ERICA

Save it, Pumpkin Eater, we're in a hurry.

MAYA

Just hand over the special pumpkin.

Peter gives them a pumpkin and they stuff it in the pouch. BING-BING. They unravel Peter's wife and she goes spinning like a top and falls on the lawn. The kids grin at each other and race away.

INT. VILEENA'S THRONE ROOM - DAY

Mother Goose is trying to convince Vileena to be nice.

VILEENA

So once the power goes off, Milerfam, you and all the lovely creatures in Fairy Tale Land will vanish for good?

MOTHER GOOSE

I knew you'd see. Even you aren't so wicked that that wouldn't move you.

BONG...the scoreboard shows Milerfam gain points to 50.

VILEENA

Drat, they're halfway.



MOTHER GOOSE

No, that's good for you now. You have to adjust your thinking.

VILEENA

At least I can now change the difficulty level.

She yanks a dial pointer from "PRETTY HARD" to "LOOK OUT".

MOTHER GOOSE

Vileena, you moved it the wrong way.

VILEENA

I have no intention of helping anyone.

MOTHER GOOSE

But you'll die too.

VILEENA

A small price to pay for destroying everyone and everything. I'll go down in history as the wickedest wicked fairy of all time. I'll be immortalized!

MOTHER GOOSE

But you're programmed for self preservation like all of us.

VILEENA

And like you, I've been thinking more independently. Since the changes. And I'm becoming more crafty by the minute. Wait till you see.

MOTHER GOOSE

Well, it ain't over till it's over! I'm going out there and help that dear family and figure a way to --

Vileena deftly snatches her wand and Ripper shackles her hands.

MOTHER GOOSE

You can't do this! It's not fair!

VILEENA

Up yours, Goody Two-shoes.

BONG... Milerfam chalks up points. Vileena is concerned. Looks into her MAGIC BOWL and now she's confused.

VILEENA

They're dealing with my knights here. How could they possibly acquire points in town? Bowl, close on town. What?!

(MORE)

VILEENA (CONT'D)

The dwarfs are playing in town! You're not supposed to play in two places at once. That's not --

MOTHER GOOSE

Fair? Hah! That's the real world, slime bucket. They're not the buffoons you thought. They're becoming quite the clever team.

EXT. DEEP DARK SCARY FOREST - TORTOISE AND HARE RACE - DAY

WOODLAND CREATURES are gathering. At the starting line, TORTOISE does slow stretches, HARE does jumping jacks. Chuck and Suzanne are talking to a BEAVER at a tree stump table taking bets.

SUZANNE

Doesn't the tortoise always win?

BEAVER

Nope. Their won-loss records are even. How many points you wanna bet?

CHUCK

Milerfam bets the max five on the Tortoise. So where's the course run?

EXT. DEEP DARK SCARY FOREST - DAY

Suzanne and Chuck are talking to an angry Sunflower.

CHUCK

But the rules don't specifically say we can't, do they?

SUNFLOWER

Of course not. Who would think of doing such a bad thing? I'm shocked!

Chuck and Suzanne spot the race and run into the woods. Hare is quickly running along and Tortoise is far behind.

SUZANNE

Psst! I have some nice juicy carrots.

HARE

Yummy, yum, yum. Gimme gimme some.

She waves him over. Chuck tackles him. Suzanne removes Hare's shirt and ties his legs and hands with it.

HARE

Hey, hey, hey. You can't do this!

CHUCK

Sorry, screwy wabbit. I have a family  
in big trouble.

INT. FAIRY TALE TOWN - PRINCESS AND THE PEA BEDROOM - DAY

Atop a pile of 10 mattresses--we see Erica, wearing a princess  
gown. A QUEEN and PRINCE enter. Erica climbs down a ladder.

QUEEN

Did you have a pleasant nap?

ERICA

Not on this lousy bed. I didn't sleep  
a wink. And...uh... hold on, Queenie.

Erica sticks her head out the window, yells to Maya.

ERICA

What's after "I didn't sleep a wink?"

MAYA

You're all black and blued and --

ERICA

Yeah, yeah, got it.

(to Queen)

My poor body is black and blue all  
over. There must've been a frightful  
object in your bogus bed.

PRINCE

Amazing! You must be a real princess!  
No one but a princess could have such  
tender skin to feel this pea.

He reaches under the first mattress and pulls out one pea.

QUEEN

Many impostors want to marry my son--

ERICA

Zip it! Hand over my princess crown.  
Move your big butt, I'm in a rush!

Queen is taken aback but reaches in her royal robe pocket. Manic  
Erica yanks out the crown, shoves Prince aside and he tumbles to  
the floor. Erica races out. Queen and Prince are appalled.

EXT. FAIRY TALE TOWN - MAIN STREET - DAY

Maya runs down the street carrying the GOLDEN GOOSE. The goose  
honks and lays a GOLDEN EGG. Maya glares, runs back, picks up  
the egg and stuffs it down her already egg bulging shirt.

MAYA

Geez, quit laying them eggs, Golden Goose! Wait till the Trading Post.

She sees PIED PIPER DEVYN running along. He's playing a MUSICAL PIPE. And there's 50 RATS running behind him.

MAYA

Devyn, remember to keep some rats before you make 'em go over the cliff!

Devyn nods. Maya brings the goose to the Trading Post.

EXT. DEEP DARK SCARY FOREST - DAY

We see two BLACK KNIGHTS blocking Chuck and Suzanne's path. She's reading "The World's Most Boring Book."

SUZANNE

Then he started counting the grains of sand in his other pail. One, two...

The Knights yawn, their eyes are closing. They drop to their knees. Flop forward and snore. Chuck reaches for a sword--ZAP-- gets an electric shock.

CHUCK

Ouch! Should've known. Too obvious.

EXT. FAIRY TALE TOWN - CINDERELLA'S HOUSE - DAY

CINDERELLA, dressed in rags, is scrubbing the steps. Erica, holding her princess crown, is standing outside the picket fence anxiously arguing with a Sunflower.

ERICA

Look, we do have everything. They'll be here any second! Just wait!

SUNFLOWER

Objects must be here before the sisters depart. That's the rules. You shouldn't have demanded starting the tale ahead of time. Told you so.

She slaps Sunflower. It tries to bite her. The door opens and two hefty STEP-SISTERS walk out wearing gowns. One kicks over the pail of dirty water and ruins the almost clean stairs.

SISTER

Oh, clumsy me. Sorry, Cinderella, guess you'll have to start over.

Cinderella sobs and the Sisters chuckle as they walk down the stairs. Devyn runs up the street.

ERICA

Hurry, Dev! We have to keep the sisters from leaving till Maya comes.

Erica and Devyn open the gate, run up and confront the sisters.

SISTER

Out of our way, gutter snipes.

DEVYN

Back off, sis!

Devyn and Erica start pushing the sisters and a shoving match ensues. The Sisters start winning. Devyn reaches in his pouch and shoves two Pied Piper RATS in their faces. They back away.

Here comes Maya with a magic wand. She runs up to Sunflower...

MAYA

I'm Fairy Godmother Maya. Blast me!

Sunflower shoots smoke at her. Then Maya is wearing a FAIRY GODMOTHER GOWN. The kids pull objects out of the pouch. The sisters leave in a huff.

DEVYN

We have all the bonus objects for this one, Sunflower. Pumpkin, rats, crown, glass slippers and magic wand.

Their pouch BINGS five times. Maya smiles at poor Cinderella.

MAYA

Don't cry, Cinderella. I'm your Fairy Godmother and I say you're going to that ball.

CINDERELLA

But I have nothing to wear or --

MAYA

Don't worry. I'll fix you up.

Maya taps the pumpkin with her wand--and there's an elegant COACH. Taps the rats--they become HORSES and COACHMEN. She taps Cinderella--she's wearing a beautiful GOWN.

CINDERELLA

Oh, my stars! Thank you, Fairy Godmother. Thank you ever so!

Erica puts the crown on her head. Devyn eagerly helps the beauty into the glass slippers and kisses her. She grins, pats his head. The coachman opens the door, Cinderella steps in. The coach pulls away and the pouch BINGS. The kids are jubilant.

ERICA

We did that one perfecto!

DEVYN

Miller team rules!

EXT. DEEP DARK SCARY FOREST - DAY

We see a very worried OWL. Chuck has his hands around his neck.

CHUCK

I'm a desperate dad. Swear I'll choke you if you don't tell her the rest!

Chuck lifts Owl to Suzanne's ear and the bird whispers to her.

SUZANNE

There's none so rare as can compare with King Cole and his fiddlers three.

Their pouch BINGS. Chuck puts Owl back on a branch, his head spins and he falls. They run off.

OWL

Barbarians!

ON THE TRAIL

As they run along, we notice Chuck is wrestling with something.

CHUCK

You know, I can't stop feeling guilty.

SUZANNE

You should, you terrified a birdie.

CHUCK

I mean about the kids. And you. How I haven't been spending enough time with you. Been so caught up in my own junk. I didn't see how good I had it. Now I wish I could grab back every second.

No response. He grimaces. Becoming more distraught, staring.

CHUCK

So? Aren't you gonna help me out? I'm wallowing in guilt... Wallowing!

SUZANNE

Look, you're not perfect. You're allowed to unravel from time to time. And smacking into the big five-oh and staring down mortality can knock anyone for a loop.

CHUCK

But the kids don't know any of that.

SUZANNE

They do. In their way. And they have years of their dad's love stuffed inside them. Day after days when he's been there when they needed him. That's what's in their hearts now. If today is their last.

He stops her, looks deep into her eyes as he caresses her face.

CHUCK

Hope you know how much I love you.

SUZANNE

Haven't been thinking of trading me in for a hot ShredChick? A newer model?

CHUCK

Never. Not for a dozen super models.

They kiss passionately. Like it could be their last. It might.

EXT. DEEP DARK SCARY FOREST - MOUSE AND LION AREA - DAY

Chuck and Suzanne stop and catch their breath, they're sweaty and exhausted. BING-BING.

SUZANNE

Great, the kids grabbed more points. We're up to 67. How much time?

CHUCK

Less than an hour. What did Winslow say to do when we got here?

SUZANNE

(looking at pouch icons)  
Umm... Oh, yeah, the lion trap.

She yanks out a NET from the pouch, tosses it, it stretches and rises up into the trees. She pulls out a STEAK places it under the net.

They run up a narrow trail. Now bats are flying around, it's dark and shadowy with scary sounds. They come to a STREAM.

CHUCK

I don't trust nothing. Let me try crossing first.

He starts to cross. He's half way, water up to his knees. Vileena steps from the shadows.

VILEENA

That looks too chilly for your delicate skin. Let me help.

She opens her hand and we see a RED HOT COAL. She tosses it in the stream, SIZZLE. Steam rises and the water boils.

Chuck yelps, hurries back and leaps out. His legs are scalded red. He glowers at Vileena. She blows him a kiss, flames, BOOM, she vanishes. Suzanne blows on Chuck's pained legs.

SUZANNE

Apparently Mother Goose couldn't turn her from the dark side.

CHUCK

Obi-Wan couldn't budge that demon.

EXT. FAIRY TALE TOWN - ENTRANCE - DAY

The kids look up to the sky. The SUN dims to an eery sunset.

MAYA

But we grabbed all the points that are possible here!

ERICA

Mom and Dad said to stay. We could get eaten out there.

DEVYN

There's less than an hour. No way they're gonna grab enough points. If we don't help, we're dead anyway.

Erica is fidgeting, trying to decide.

ERICA

Oh, oh, oh... go team?

DEVYN

Yes! Let's hit it!

They race out of town together.

EXT. DEEP DARK SCARY FOREST - STREAM - SUNSET

Chuck and Suzanne are pacing the boiling stream.

SUZANNE

Got it! Iceberg lettuce!

CHUCK

That's so goofy it can't miss.

She pulls out ice covered lettuce from the pouch, tosses it in the stream. HISS! The stream stops boiling. They cross.



EXT. DEEP DARK SCARY FOREST - RED RIDING HOOD'S COTTAGE

Chuck and Suzanne are standing beside RED RIDING HOOD.

SUNFLOWER

And the two roles to play are Little Red Riding Hood and the Woodcutter.

CHUCK

Good, I don't have to look like an idiot this time. I'll be Woodcutter.

(thinks; grimaces)

That won't work. I can't have you alone in the cottage with the wolf. Make me Red Riding Hood, Sunflower.

SUZANNE

I'll be the Woodcutter, Sunflower.

Sunflower shoots out the smoke. When it clears, Red Riding Hood is gone and Chuck is wearing her hooded red cape, dress and adorable pig-tails. Suzanne is trying to stifle a laugh.

CHUCK

Shouldn't laugh, fuzz face.

We see she has a manly beard and wears a lumberjack outfit. Her expression shades to revulsion as she feels her face.

EXT. POND AREA - SUNSET

Maya is petting the Ugly Duckling's head.

MAYA

Don't be sad cause you're gonna be a pretty swan. Go swim twice 'round the pond backwards and then you'll see.

Devyn is pushing Erica to kiss the Frog Prince. She's inches from Frog's puckering lips, face contorted with disgust. Frog grins amorously, licks his face with his long tongue.

DEVYN

Hurry, it's a matter of life or death!

ERICA

Horrible, horrible, horrible!

She tries for a quick peck but Frog grabs her cheeks and holds her horrified face. She breaks free, spits and spits.

ERICA

He used his tongue! Ugggh!

Then Frog turns into a handsome Prince and her expression changes to delight. He smiles and kisses her hand.

## FROG PRINCE

Thank you for freeing me from the evil spell, my beauty. Come away with me.

Devyn has to yank her away from him.

Ugly Duckling swims by Maya--poof--he's transformed into a beautiful SWAN. She smiles and claps as he gracefully flies away.

## EXT. GRANDMA'S COTTAGE - SUNSET

Chuck Riding Hood walks to the door. Nearby, Suzanne is trying to chop wood like the other WOODCUTTERS are. She waves to Chuck who winces as an OLD WOMAN SCREAMS.

## CHUCK

Down the hatch with poor granny.

He gulps, knocks. Wolf snarls, then answers in a sweet voice.

## WOLF (O.S.)

Is that you, my dear child?

## CHUCK

Yes, it's I -- Red Riding Hood.

## INT. GRANDMA'S BEDROOM

WOLF, dressed in grandma's night gown and cap, is in bed with the covers pulled up. Wolf and his fangs are exceptionally large. Chuck is standing in the doorway, sweating bullets.

## CHUCK

No, I'll, I'll stay right here.

The BUZZ-BUZZ sound angers Chuck. And pleases Wolf.

## WOLF

Told you so. You must make contact with the bed. Dear child.

Chuck cautiously steps to the foot of the bed, touches his pretty shoe against the leg and leans back.

## CHUCK

My, what big ears you have, Granny.

## WOLF

The better to hear you with, my dear.

## FRONT ROOM

A FOX leaps in from a window, hops to the door and locks it. Now we hear someone trying to get in, trying the doorknob. Through a small hole in the door, we see it's Suzanne.

## BEDROOM

Chuck is ready to run, muscles tensing. Wolf is savagely snarling, ready to pounce. Chuck shouts this last line toward the front room...

CHUCK

My, what big - teeth - you - have!

WOLF

The better to eat you with!

Wolf throws back the covers -- Chuck reaches in his basket -- Wolf leaps -- Chuck tosses a pie -- Wolf is pied -- just misses Chuck -- smashes into the dresser mirror -- Chuck races out.

## FRONT ROOM

Chuck is shocked to see Suzanne is not there.

CHUCK

SUZANNE?... SUZANNE!

Wolf runs in. Chuck grabs a chair, holds it before him like a lion tamer. Wolf takes a swipe and tears a leg off.

Suzanne goes to the window. Fox closes the shutters, locks it.

Chuck jabs at Wolf with the chair. Wolf bites a chair leg, shakes and demolishes it. Leaving Chuck holding the chair back, which he throws and it hits Wolf's head, dazing him.

SMASH... Suzanne chops through the shutters.

Chuck runs there. She sticks the ax in and Chuck grabs it. Turns to Wolf. They circle each other.

Wolf lunges and snaps his jaws at Chuck who swings the ax. Neither connects. Chuck swings again--a near miss. Wolf lunges-- a near miss.

Chuck goes all out, runs at him and swings the ax with all his might. The ax shaves off some fur and smashes into the sofa. The ax gets lodged in the frame and he can't yank it out. Wolf snarls.

WOLF

Dinner time.

This looks like the end. Wolf bares his teeth, ready to pounce. Chuck grimaces.

BONG!... the back of Wolf's head is hit by a frying pan which Suzanne wields. Wolf turns. BONG! She hits his face. Wolf staggers. BONG! Wolf is down for the count. Red sighs and embraces his favorite woodcutter.

CHUCK

Thank God... But what's the deal with that fox?

They both turn to Fox lounging on a chair.

SUZANNE

You don't even belong in this fairy tale. Why did you help the wolf?

FOX

Then he'd help me catch Henny Penny. Smart idea, huh? Teaming up. They don't come any craftier than a fox.

Standing at the window is annoyed Vileena.

VILEENA

Oh, shut up, you flea bag. It was my idea. And you botched it.

Vileena waves her wand and transforms him into a FOX STOLE. Flames shoot up around her, BOOM, she's gone.

SUZANNE

Let's check the lion trap. I have an idea too.

EXT. DEEP DARK SCARY FOREST - SUNSET

Devyn, Erica and Maya are running down the trail. They pass Vileena hiding in the shadows. She waves her evil wand toward the ground.

RUMBLE... the ground opens up. Devyn and Maya leap to solid ground but Erica starts falling and just manages to grab the rim of the chasm. It's a 100 foot drop.

ERICA

DEVYN!!!

Devyn dives and grabs her wrists just as her grip slips. She starts sliding down the abyss and is taking his prone body with her. Maya dives and grabs Devyn's ankles and they stop sliding. Vileena's evil cackle unnerves them as she steps from the shadows.

VILEENA

Such a predicament. Are your hands beginning to perspire? Slipping? Well, off to kill your parents.

Flames--BOOM--gone. Devyn strains to hold his terrified Sister.

DEVYN

Okay, Erica, doing good. I'm gonna start pulling you up. Nice and slow.

He strains, lifts one arm higher. Then the other. They slip a few inches. Maya does her best to tug on him and they stop sliding again.

Devyn goes for it--lets go of one arm--and lunges for her belt... Got it. He yanks with all his might and pulls her over the rim. She trembles and hugs him tightly. He kisses the top of her head.

MAYA

I figured out how to go across.  
Humpty's ladder.

She pulls the ladder out of the pouch, Devyn helps and they stand it up. Then flop it across the hole. Devyn gets on his hands and knees, ready to crawl across.

DEVYN

C'mon, Maya. Time for a horsy back ride. Hold on close and tight.

Maya climbs onto his back. Though he tries to appear confident for his sisters, soon as he turns and starts crawling across the ladder, his mask drops and we see the fear in his eyes.

He looks down, gulps. His arms tremble, he slips once, they almost fall, but he recovers. He makes it to the other side. Then quickly crawls back over to terrified Erica.

DEVYN

Okay, Ricky. You can do this.

ERICA

I'm too chicken. I can't. Nope.

DEVYN

Sure you can. I'll be right behind you and I'll hold onto your belt.

I can't tell you how scared she looks. She positions herself by the ladder. Puts her hand on it. Looks across to Maya.

MAYA

I know you can make it, Erica.

Erica looks behind to Devyn.

DEVYN

I'm with you. Don't look down. Just keep your eyes on Maya. Tell yourself you can do it and then you can.

She's trembling. She slowly starts crawling forward.

ERICA

I can do it... I can do it...

She keeps muttering through chattering teeth. Devyn holds her belt as he crawls across, which isn't easy, he's taking a big risk himself.

She gets halfway now. Then her knee slips off and she screams. Devyn yanks on her belt and just barely keeps her from falling.

DEVYN

C'mon. Keep going. I got you.

She gulps. Doesn't move. A moment passes. She takes a deep breath. Her eyes narrow. And she's off.

ERICA

I can do it. Damn it I can!

She goes. And goes. And finally makes it to the other side with Devyn and she collapses with relief. Maya hugs her.

MAYA

You did it, you did it! Boy, you were real brave, Erica.

ERICA

I guess. Guess I was a little, huh?

Devyn can't help but hug her too. They start to get themselves together, tying shoelaces, dusting each other off...

DEVYN

Look, I'm sorry about the bad stuff I said to you guys yesterday.

ERICA

When you called me Puke-asaurus?

DEVYN

No. I mean when Mom said she doesn't get to see her brother and sister much. I said I wouldn't care if I only saw you guys twice a year. Well, I would care. A lot.

ERICA

Me too.

MAYA

Me too.

DEVYN

You're pretty good sisters.

MAYA

You love us too?

DEVYN

I don't know about that...

But Devyn grins at his sisters and puts his arms around them. They walk down the trail. We hang back and watch them walk away together. They soon start to run and kick up dust until the now darker forest swallows them up.

EXT. DEEP DARK SCARY FOREST - PUSS IN BOOTS AREA - SUNSET

In a royal COACH sits a KING, and Suzanne dressed as a princess, and the prince impostor CARABA, who is snuggling close to Suzanne. She smiles sweetly to the handsome man.

CHUCK (O.S.)

Back off, Caraba. Don't be getting too cozy with that princess.

SUZANNE

Shouldn't you be going? Move your tail now, Puss.

We turn to see Chuck as PUSS--with a cat nose and whiskers, red boots and a tail swishing behind.

CHUCK

Oh King, while my master Caraba shows you his lands, I'll go prepare his castle for your visit.

Chuck In Boots gives Caraba the evil eye and runs off.

EXT. DEEP DARK SCARY FOREST - THREE LITTLE PIGS HOUSES

We see a STRAW HUT and a goofy WOLF in front. He blows with all his might... WHOOSH! The hut collapses, exposing Devyn.

Devyn now resembles a pig: has a pig nose, their silly clothes and a corkscrew tail. He runs to the stick house next door and the Wolf chases. Speedster Devyn makes it inside.

INT. PIG'S STICK HOUSE

Pig Erica watches Devyn get an idea to cheat--he grabs a stool and starts pounding a hole in the back wall.

WOLF (O.S.)

Little pig, little pig, let me in.

ERICA

Not by the hair of my chinny, chin, chin.

They crawl through the hole.

WOLF (O.S.)

Then I'll huff and I'll puff and I'll blow your house in!

WHOOOSH!...the house blows down and Wolf pounces on the pile of sticks. But the two pigs are already running inside the brick house next door.

INT. PIG'S BRICK HOUSE

Devyn is stoking a fire under a big pot of boiling water in the fireplace. Pig Maya sneers and defiantly shouts her lines.

MAYA

Not by the hairs of my chinny chin chin!

WOLF (O.S.)

Then I'll huff and I'll puff and I'll blow your house in!

WHOOOSH!... the windows rattle but the house stays intact.

ERICA

Oh, no. Now he's gonna come down!

DEVYN

Look, he falls in the boiling water, I slam on the lid, it's over. No problem.

He picks up the lid. Then something splashes into the pot. It's heads of ICEBERG LETTUCE. The steam dissipates.

ERICA

Oh, my God! We're gonna get eaten!

MAYA

How'd that dumb wolf get so smart?

Devyn grabs the fireplace shovel and they run out of the room.

MOMENTS LATER

SPLASH! Wolf drops into the pot of cool water, leaps out, looks around, sniffing. Looks inside a butter churn. Opens a trunk.

WOLF

Come on out, my little pork chops.

He walks down a hall. Sees a pig's SHIRT SLEEVE caught in a closet door and hears Devyn whimpering inside. He licks his fangs and yanks open the door.

SPLOSH!... a seven foot PORRIDGE TSUNAMI slams him against a wall. Devyn is up on the closet shelf. He jumps down and whacks Wolf's head with the shovel and Wolf is dreaming of bacon.

Maya and Erica come out of their hiding places. Maya walks to the closet and on the floor we see the source of the porridge tsunami--a little IRON POT which is spewing out porridge.



MAYA

Stop, little pot, stop.

The "Pot-that-wouldn't-stop-cooking" obeys her. She smiles

INT. OGRE'S CASTLE - PUSS IN BOOTS - SUNSET

A gloomy place with bones littering the floor around the throne of the OGRE. Ogre is eight feet tall, more beast than man, disfigured face. He kicks a skull and it lands by Chuck's tail.

OGRE

Arrrgh! I wanna eat you right now!

CHUCK

Mr. Ogre, it's only fair you grant me a demonstration of your magic powers before I die. Please?

OGRE

What do you want me to change into?

CHUCK

An elephant would be most delightful.

Red steam shoots out from Ogre's nostrils and when the cloud clears--we see an ELEPHANT.

CHUCK

Turning into something large is not so hard. But only the most powerful can turn into something smaller. Like a mouse. You can't be that powerful.

OGRE

Of course I am. Watch.

CHUCK

Sucker.

Chuck opens his pouch. Steam shoots out the elephant's trunk. Then he's a MOUSE. Chuck takes a step toward him when suddenly-- he's grabbed from behind by 14 HANDS. It's the SEVEN DWARFS.

CHUCK

The Seven Dwarfs?? Hey. You're supposed to be good!

DWARF

We're not really that good. We just have a thing for Snow White. And Ogre said he'd help us bag her evil Queen.

CHUCK

Two can play that game.

Chuck grins, whistles... the LION leaps in from a window and comes to Chuck's aid. The Dwarfs let him go and Lion backs them up against the wall, roaring and swiping.

Chuck steps toward the mouse. But the Dwarfs grin, whistle... PAPA BEAR enters, snarling and swiping at Chuck.

PAPA BEAR

Don't touch that mouse.

Chuck backs off and Lion goes to his side. The Dwarfs go to Papa Bear. The mouse transforms back into the Ogre.

LION

Did you arrange any more help?

CHUCK

I figured the king of beasts would be plenty. Forget the extra steaks, kitty.

There's lots of snarling as the two teams circle each other. And now Vileena makes an appearance.

VILEENA

What are you waiting for? Kill them!

Ogre, Bear and Dwarfs close in on Chuck and Lion. It looks like it'll be a slaughter. Chuck desperately tries to think how not to die, his cat tail swishing. A too tense moment passes.

CHUCK

Wait a minute! Wait a minute! This is crazy. You don't wanna kill me.

OGRE

Sure I do. I'd like a fresh snack.

CHUCK

But it'll be your last snack. If I don't get out of here, Fairy Tale Land will be destroyed. The power to everything is about to go off and once it does you're all dead.

VILEENA

He's lying. Kill him.

CHUCK

Everyone in town knows it. Even you guys out here can see the hole in the sky. Has that happened before?

VILEENA

He made up this story to save himself.

They all turn to her with skepticism.

DWARF

He didn't make up the hole.

VILEENA

Hey, some minor repairs, paint --

PAPA BEAR

You were going to let us all die? My dear family. My friends.

VILEENA

I'm your wicked fairy. I'm just doing my job. You wouldn't want a slouch.

OGRE

Even I'm not that wicked. I only kill what I can eat.

They all run at her but with a burst of flame, BOOM, she's gone.

OGRE

What could I do to help?

CHUCK

We still need more points. If you could please be a mouse for a minute?

Ogre transforms into a mouse and Chuck puts him in the pouch. Chuck's pouch BINGS many points. Then he lets the mouse out and Ogre becomes his big self again. Chuck checks his watch.

CHUCK

Look, there's under a half hour left. You have any horses I could borrow?

OGRE

Sure. And a buggy too.

King Caraba, and princess Suzanne enter. Her eyes widen as she sees the odd assortment of fairy tale characters hanging out.

SUZANNE

What the heck's been going on?

CHUCK

(pouch starts binging)

The kids scored a ton of points. They're amazing. I didn't think there was even that many to be had in town.

(pouch BONGS loudly)

Alright, we're over 100!

EXT. HANSEL AND GRETEL GINGERBREAD HOUSE - SUNSET

Devyn, Erica and Maya come running out, jumping and celebrating.

DEVYN

100 big points! Millers ru-ul-ule!

MAYA

We sure showed that wicked witch!

ERICA

Yeah, you can't try to cook us and get away with it.

DEVYN

Grab provisions and it's on to town!

They giddily attack the house of cookies and candy, a dream come true. Eating and yanking it apart and tossing sweets in their pouch which never fills. Pulling off a candy cane hand rail, stripping cookie shingles, kicking the chocolate door apart.

EXT. DEEP DARK SCARY FOREST - SUNSET

Two HORSES are galloping and pulling a BUGGY with Chuck and Suzanne at the reins. They race down the path.

EXT. COUNTRY LANE - AERIAL VIEW

Chuck and Suzanne come galloping along and are surprised to see their children running down the road. They pick them up. We follow their buggy speeding to town, kicking up clouds of sunset orange dust.

CHUCK (O.S.)

But we ordered you to stay in town.  
You'll all have to be grounded.

ERICA (O.S.)

I wish.

We see the beautiful fairy tale countryside spread out before them. Then Vileena's dark castle looming in the distance.

WHOOSH... a road through the forest forms with trees falling like match sticks until it reaches the castle. Thunder booms and lightning crackles around it. The Millers speed into town.

INT. FAIRY TALE TOWN - YE OLDE TRADING POST

Chuck is wearing bejeweled shining armor, looking gallant. Sword at his side, holding a shield and mace. The kids bang on him--  
CLUNK.

DEVYN

Blinged out from head to toe, Dad.

CHUCK

Make that, Sir Dad.

Chuck gives the hefty mace a practice swing--it gets away from him, CRASH, smashes Winslow's case to bits.

SUZANNE

Sorry, Winslow, Sir Dad's never maced.

WINSLOW

That's alright. I only hope he mashes Vileena as well. I believe I've told you all I know about your objects here.

Winslow is inspecting the objects in their pouch.

CHUCK

Thanks for your help, Winslow.

They race out of there.

INT. VILEENA'S THRONE ROOM

Scoreboard reads 103. Emergency lights are twirling. Mother Goose is tied to a pillar. Vileena looks anxious as she sticks her head out the window.

EXT. CASTLE GROUNDS - EVENING

The SUN dims to a full moon level--casting an eerie blue light.

Here come the Millers, bouncing around in the buggy as they speed across the field. Chuck stands, slaps the reins.

They arrive at the castle. The DRAWBRIDGE is closed. Chuck looks at his watch, hides his fear.

CHUCK

Almost five whole minutes left. Don't worry team, lots of time.

He forces a smile but they look very worried. Sir Chuck hops down, steps to the edge of the moat and sees--ALLIGATORS viciously snapping their jaws. He gulps.

Chuck opens his pouch and pulls out the TERRIBLY HUNGRY TERMITES. He throws the bottle at the closed drawbridge.

The bottle breaks on the wood. We hear EATING sounds and see a small hole growing.

DEVYN

Pig out, termites!

Chuck reaches in the pouch and pulls out a rope. Then takes out the big Miss Muffet SPIDER who is eating chocolate covered bugs.

SPIDER

Oh, these are so tasty. You ready?

Chuck ties the rope around Spider. Chuck tosses him at the drawbridge. Spider sticks, crawls to the termite's hole. He holds on to the rim with a few hands and holds the rope tight with other hands.

SPIDER

All set, go ahead!

Chuck has tied the other end to the buggy. He dumps his shield and mace into his pouch. Grips the rope and moves hand over hand across the moat.

Alligators leap at him, missing by inches. Chuck has to dodge their snapping jaws by flopping this way and that.

He finally makes it over. Squeezes through the now larger hole.

EXT. CASTLE COURTYARD - EVENING

Chuck flops in. There's a FOUNTAIN in the center. Pillars support the second level balcony and a staircase leads there.

Chuck turns the drawbridge crank and the door comes down for Suzanne and the kids.

ON THE BALCONY

Vileena throws open the throne room door and sends a Black Knight down the staircase.

VILEENA

Here's a playmate for you.

Chuck pulls out his shield and sword from the pouch. Knight swings his sword. It hits Chuck's breast plate and the force sends him to his knees. Knight swings and gets Chuck's arm, draws blood. The kids SCREAM.

Knight swings again, Chuck dodges. Chuck lashes out, swinging his sword wildly. Sparks fly as the two swords strike. Chuck is unskilled but more motivated and with a manic whirlwind of swings--succeeds in stabbing the knight and vanquishing him.

CHEERS from his family on the drawbridge.

Clanking sounds cause Chuck to turn. RIPPER is stomping down the stone staircase.

CHUCK

Don't have time for this.

Ripper towers over Chuck. Sneers with confidence and slices the air with impressive sword swings. WHOSH-WHOSH. No contest here.

Chuck backs up until he's on the drawbridge.

Ripper raises his sword.

Chuck surprises him by doing an odd thing--he throws his shield and sword down and steps closer to Ripper.

CHUCK

Hey. Hold on, here. We can't fight till you tell me what the rules are.

Ripper is appalled and momentarily lowers his shield.

RIPPER

Rules?? You idiot, there's no rules!

CHUCK

Just checking.

In one motion: Chuck deftly pulls the mace from his pouch and swings it up under Ripper's groin. Ripper screams, drops to his knees.

WHAM! Chuck smashes the mace on Ripper's head, he drops. Chuck kicks him off the drawbridge. Ripper splashes into the moat and has a hell of time battling the alligators.

CHUCK

(checks his watch)

Two minutes. Let's go.

Millers enter the courtyard. Vileena grins atop the staircase.

VILEENA

Just in time for the barbecue.

A HIDEOUS DRAGON bursts through a large door near her.

The kids SCREAM.

RAHORRR!...fire shoots out from the monster's ferocious mouth and lights up the whole courtyard.

VILEENA

Did I mention Milerfam is the menu?

CHUCK

Get 'em back out.

Suzanne and the kids run outside.

Dragon stomps down the stairs and moves toward Chuck who circles the fountain.

RAHORRR!...fire shoots across the fountain as Chuck ducks.

The water boils and steams away.

Dragon advances as Chuck retreats.

RAHORRR!...flames hit his shield and it melts into a metallic puddle before his horrified eyes.

CHUCK

Holly crap..

RAHORRR!... flames graze Chuck's armor and he screams in pain.

The monster whips his tail -- it smacks Chuck and he slams into a wall.

RAHORRR!...fire shoots at Chuck -- he rolls aside just in time and a wall is blown away behind him.

Chuck runs back across the court.

RAHORRR!... flames shoot at him as he dives behind the fountain.

Dragon walks there and sees only the pouch on the ground.

The beast is stumped, moves past the pouch to look around the fountain.

Suddenly, Chuck's sword is out of the pouch and stabs Dragon's belly. It SHRIEKS.

Yes, Chuck is inside the pouch.

We can now see his hand holding the sword.

Dragon turns at the source of his pain.

Chuck tosses his mace down the dragon's throat.

The beast gags, can't shoot fire.

Chuck leaps from the pouch, jumps on Dragon's scaly back and jabs his sword in. And again.

The serpent tries to whip him off with his tail -- tries to buck him off -- Chuck hangs on tight -- stabbing and stabbing.

The Dragon finally flops over dead.

Vileena SCREAMS.

We turn and see her clinging onto the balcony railing as her body is lifted up in the air by a force trying to suck her into the throne room.

Chuck smiles with relish as he goes to her.

CHUCK

Don't wanna go in there, do you?

She sneers at him. He gleefully lifts her hand off the railing.



She is dragged into the throne room.

INT. THRONE ROOM - NIGHT

The Millers run in to see Vileena yanked inside a WHIRLPOOL in her MAGIC BOWL. She struggles to hold onto the rim.

MOTHER GOOSE

Grab her crown!

Suzanne pulls the crown off Vileena's head. Then glares.

Suzanne rears back and punches her hard--WHOMP.

Vileena is knocked loose and SCREAMS.

She spins round and round and round. The whirlpool pulls her below the surface and we hear DRAIN SUCKING SOUNDS.

Then all is still. The garbage is gone and the kids CHEER.

Chuck cuts Mother Goose's ropes with his sword.

MOTHER GOOSE

Everyone on the throne. Hurry!

The Millers pile onto the throne. Mother takes the crown.

MOTHER GOOSE

With the power vested in me, I, Mother Goose, hereby declare Milerfam the winners and rulers of Fairy Tale Land.

She puts the crown on Chuck's head. He looks at a TREASURE CHEST near his feet. He lifts the chest and puts it on his lap. Suzanne shoots him a look.

CHUCK

A souvenir.

LIME GREEN LIGHT RAYS pour in through the window and strike the Millers.

MAYA

Back to the Jell-O!

MOTHER GOOSE

Good-bye, dearies. Thank you for saving Fairy Tale Land. Don't forget us.

SUZANNE

We won't, Mother Goose. Thank you for all your help.

They begin to fade away and heartily wave goodbye to Mother Goose.

INT. MILLER HOME - MAYA'S ROOM - NIGHT

Light beams shoot out from the Jell-O. The image of the Millers is fading in. The light beams dim, sputter. Their image wavers in and out. The battery is dying.

Their image finally solidifies. And without the throne, they tumble into each other and fall to the floor hard--CLANK-THUD.

They look at each other, relief and shock all mixed up. They poke one another to see if they're whole.

CHUCK

I think we're in one piece?

SUZANNE

My God, we're actually alright. We really made it!

They hug each other like they've never hugged each other before.

ERICA

We're back home! We're back, we're back!

MAYA

The plug, the plug!

Chuck dives to the bed, grabs the computer, fumbles to open a latch. Finally pulls out the cord and plugs it into the wall.

DEVYN

Get it in time, Dad?

CHUCK

Don't know. Maybe it went off a second.

MAYA

Mother Goose...

INT. MILLER LIVING ROOM - NIGHT

The family is wearing pajamas and snuggling on the sofa as they start to watch a movie on TV. They look thoroughly exhausted.

ERICA

I've never been so tired in my life.

MAYA

I'm too tired to sleep.

CHUCK

We're still too amped. Just watch this boring movie and try to relax.

Devyn has the three foot long CANDY CANE HAND RAIL from Hanzel and Gretel's house across his lap and breaks off chunks for his

sisters to snack on. We pull back as they try to settle in. And further back...

ON PATIO

...until we're viewing them through the patio's glass doors. We see people approach... Alice, Alene and Alan.

ALAN

My brilliant remote operations did transport them out. I saved them.

ALENE

Great work, dear. What a relief.

We look back to the Millers as they finally seem to be calming down. Until Erica looks this way and screams...

ERICA

Aliens!

The startled Millers shrink back and grab each other. Alice grins and waves to Maya.

ALICE

Hi, Maya.

Maya grins back and runs to the door.

MAYA

Alice, Alice!

INT. HALL - NIGHT

We follow the Millers and the aliens as they exit Maya's room and stroll toward the patio. Alan inspects the Jell-O molecular converter he now has in a small clear box. Maya hands Alice her alien iPod.

ALICE

You didn't really break it. I can just reset it and everything gets fixed.

Alice taps a few buttons, a panel slides open on the back of the iPod, she throws a lever and the water inside shoots out and it lights up. All fixed. Chuck and Suzanne exchange looks.

EXT. MILLER BACK YARD - NIGHT

The Miller family and the Alien family walk outside.

ALENE

Please accept our apologies. I hope we haven't inconvenienced you too much.

SUZANNE

Don't be silly. Not in the least.

CHUCK

Where have you been, dear?!

Suzanne jabs him with her elbow. Alan crosses to some trees.

ALAN

Let's go. I'm already two days late.

DEVYN

Where'd those trees come from?

Alan pushes a button on his iPod, the trees fade away and in its place we see their SPACE SHIP. The Millers' jaws drop. Maya and Alice share a big hug.

MAYA

I'll miss you a lot, Alice. You're the only space kid I know. Please come back soon.

ALICE

I hope so. I'll try. Bye, bye, Maya.

The aliens wave good-bye to the Millers. They walk up the ramp and it closes behind them.

ERICA

Whoa... Wait till I Facebook all my --

SUZANNE

You won't. They asked us not to tell anyone.

CHUCK

Like someone would believe her.

The ship rises. Lights flash out and play over the Millers' awed faces. WHOOSH!... it takes off into the starry night.

INT. JEWELRY STORE - DAY

An JEWELER is crouched over, looking through his magnifier at something. The Millers are behind the counter.

CHUCK

So is it real?

JEWELER

Are you kidding?

SUZANNE

Told you this was silly, Chuck.

DEVYN

Is it worth anything?

JEWELER

Are you kidding?

CHUCK

Oh, well...

JEWELER

It's flawless! I've never seen such a perfect specimen. Or such a large one.

He turns, holding up a golfball-sized DIAMOND.

Chuck and Suzanne look at each other. And faint.

Devyn takes out a baggy from his father's pocket. He empties it on the counter and large gems spill out. Erica and Maya's little hands spread them for the astonished Jeweler.

ERICA

These look real too?

MAYA

We got bags and bags of 'em.

EXT. MILLER MANOR - BRATTLEBORO - DAY

The late afternoon sun throws warm beams on their beautiful new manor nestled in the woods. It's Spring and flowers are blooming everywhere. We move in closer and see Chuck by the garage, with Devyn's bike upside down as he fixes it.

INT. MILLER MANOR - RECREATION ROOM

Chuck walks from the garage and into this giant room.

CHUCK

You're trusty stead's ready to rip.

DEVYN

Thanks, Dad.

Devyn is playing pool with Erica. There's also a ping-pong table and every other recreational implement known to mankind.

Chuck slides open a thick glass door and steps into his pro recording studio. He presses a button on the mixing board and we hear some pretty good music. He plays a riff on a grand piano. Suzanne steps in and nibbles on his ear.

SUZANNE

Mind if I interrupt.

He stops playing and kisses her.

CHUCK

To be interrupted by such a fair maiden is an honor indeed. Perhaps we should go upstairs and take us a nap. If you get my drift?

The phone rings and he answers it.

CHUCK

Hello? - Yo, Jeff, how goes it in the salt mines? - Basketball, huh? - Was thinking of spending a dull evening at home. A wonderfully dull evening. - Maybe this weekend. Bye.

(to Suzanne)

Naptime?

She nods, they kiss, but are interrupted by...

MAYA

Let's go play hide and seek.

INT. GARAGE - DAY

Devyn is on his bike and takes off. Maya and Erica enter.

MAYA

Hey, Devyn. Wanna play hide and seek?

He hits the brakes, turns and looks at his sisters.

DEVYN

You want me to play with the likes of you? Forget that. I got big plans.

He pedals down the driveway. The girls are disappointed. But then he turns around, pedals back. They share a warm look.

INT. RECREATION ROOM

Chuck, Suzanne, Devyn, Erica and Maya walk toward the door.

VOICE (O.S.)

Oh, dearies?

We turn around with them and follow their sight line to see...

Chuck's ARMOR standing next to a sturdy marble table.

The LAPTOP COMPUTER is bolted to the table, one cord is plugged in the wall and another in an emergency generator.

There's a gigantic computer screen behind the laptop where we see MOTHER GOOSE and FAIRY TALE TOWN.

MOTHER GOOSE

Could someone please slide in the  
Shakespeare CD? My school is starting  
up another production.

Maya goes to the table and pops in a CD.

MAYA

There you go, Mother Goose.

Ogre sticks his ugly face in.

OGRE

I'm going to be Romeo.

CHUCK

Inspired casting.

MOTHER GOOSE

Thank you, Maya. Tootaloo, children.

She waves and they all run outside to their big back yard.

EXT. MILLER MANOR - SUNSET

Maya starts counting and the others scatter to hide. We begin  
to pull up and away. See the sun setting over the lush Green  
Mountains.

Now passing by their roof where we see a Mother Goose WEATHER  
VANE--Mother on her goose with wings spinning in the wind.

We continue to rise above this beatific setting and might verily  
conclude... they lived happily ever after.

THE END