

TREASURE TRAP

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"And in the end
The love you take
Is equal to the love you make..."
-- **The End** (The Beatles)

EXT. SKY - DAY

"1986 - Summer"

Clouds against a crisp, bright blue sky. We begin to move through them. They rush by as we gain speed.

"Don't Get Me Wrong" by the Pretenders begins to be PLAY.

EXT. ENGLISH COUNTRYSIDE - DAY

A Brit Rail train slices through the English countryside, far below.

We clear the clouds and pick up pace as the train gets closer to passenger car. ROBIN MICHAELS (17) leans against the glass inside. She looks fast asleep.

As we reach the outside the window, Robin's eyes shift upward, catching us off guard. She is looking directly at us.

INT. CUDDINGTON TRAIN - DAY

Robin stays with us as we move through the glass and sit opposite her. She takes off her headphones. ***"Don't Get Me Wrong" PLAYS*** through them softly.

ROBIN

Mind if I ask you a question?

(beat)

Do you remember the first time you fell in love?

(beat)

I mean really "fell" fell. Not the "I think I love them 'cause all I can think about is jumping their" -- Whatever -- Paint your own picture. I mean, "I love them 'cause I can't stop thinking about them" kind of love. The "I love everything about them" kind of "falling in love," understand?

(beat)

The " All I want to do is sit next to them. Be with them. Read in a chair opposite them. Fall asleep with your head on their shoulder / Can't picture my life without them / Kind of "Fall in love for the first time?" kind of love. Can you say that's happened to you? Ever?

The SOUND of the TRAIN bouncing along the rails can be HEARD.

Robin smiles knowingly.

ROBIN (CONT'D)

I can..

EXT. **FLASHBACK** - LONDON - GARLAND BED & BREAKFAST - DAY

"THREE WEEKS AGO"

(MUSIC continues)

A Bedford street brownstone in London. A sign reads: "The Garland - Bed & Breakfast * Est. 1928."

(MUSIC Fades)

MR. LOFTON (V.O.)

*I want to thank you all being
amazing young adults during our
first week in England.*

Figures can be seen through its cloudy basement windows.

MR. LOFTON (V.O.)

*You've each shown outstanding
manners, excellent behavior and
acted as proper American
Ambassadors should.*

INT. GARLAND BED & BREAKFAST - ROOM 113 - LIVING ROOM - DAY

MR. LOFTON (47) talks to his students.

MR. LOFTON

And because of this, you have
earned these next seventy-two hours
to do as you wish.

ROBIN

Mr. Lofton -- ?

Robin sits in an armchair next DAVID PITNEY (17) and DAVID FINN (17) who are sitting on a sofa. PITNEY is a freckled ball of energy. FINN is trying to play things cool and failing.

FINN

Anything we "wish?"

MR. LOFTON

Within reason, Mr. Finn. As long
as you three stay together.

ROBIN

Mr. Lofton? Sir? I think I speak
for us all when I ask: "Are you
sure?"

PITNEY

Of course he is! He said we earned
it.

FINN

Anything?

MR. LOFTON

You have the funds I gave you at
the start of the trip, Mr. Pitney?

Pitney checks his pocket and he does.

MR. LOFTON (CONT'D)

And you have your Brit Rail passes,
Mr. Finn? Correct?

Finn nods in agreement. Robin smiles at him and nods in
agreement. Lofton begins to pack a small traveling case.

MR. LOFTON (CONT'D)

Excellent. And you, Miss Michaels?
You have the phone number where
I'll be staying, correct?.

FINN

Yes, indeedy.

PITNEY

Sure do, Sir!

ROBIN

Yes, Mr. Lofton, we all do.

MR. LOFTON

Well, then... You can do as you
wish and I can visit my friends
while you three are doing whatever
it is that your wish entails. Yes?
Right? Yes.

Pitney's right knee is bouncing. Finn puts his hand gently on
it. It stops moving.

MR. LOFTON (CONT'D)

You can choose to stay here in the
apartments, explore the city or you
can even venture out into the
countryside.

ROBIN

That's a lot of trust, sir. What if something should go --

MR. LOFTON

Your parents saw the itinerary before they allowed you to come on this trip. They know that this was an option that could be given to you if time afforded it. Anywhere you go in this country is almost two hours equidistant from one another.

Pitney's knee begins to bounce again. Finn squeezes it...hard. It stops again.

MR. LOFTON (CONT'D)

They knew of the two weekends set aside for potential "freedom of choice" -- So to speak -- If you acted on your best behavior. And I believe that you have.

(beat)

So, I suggest getting your things together if you are going to journey out of town. You have your backpacks. I suggest you use them.

PITNEY

Fantastic!

FINN

Don't have to tell me twice.

Robin gets up from her chair.

ROBIN

May I tell you something, Mr. Lofton? Away from --

She looks back at the boys. They are bouncing off each other with excitement as they pack.

MR. LOFTON

Of course.

ROBIN

I'm nervous.

MR. LOFTON

Why, Robin? You'll be with the "Davids." You'll be fine. You'll be safe.

ROBIN

I'm not worried about them. They'll probably end up having to catch up with me. I've just got something on my wish list that I've been wanting to do since we got over here. And it's.. It's just... A lot. I'm afraid I might botch it up.

MR. LOFTON

Why, Miss Robin... That surprises me.

Lofton raises his famous eyebrow and smiles kindly at her.

MR. LOFTON (CONT'D)

What ever could you possibly be afraid of?

"Just Another Day" by Oingo Boingo begins to PLAY.

Robin smiles to herself and joins the boys in packing.

EXT. BEDFORD STREET - DAY

(MUSIC continues)

Robin and the boys exit the building. They spill out onto the sidewalk full of a lust for adventure and happy to be alive.

(MUSIC continues under dialogue)

ROBIN (V.O.)

I bet you're wondering where the "falling in love part" comes in. We're not there, yet. 'Cause can I tell you one thing? Straight off?

Pitney spins his backpack around to bounce it off Robin. He is filled with laughter and opportunity.

ROBIN (V.O.)

It's not him --

We can see him start to talk to her, but cannot hear what he is saying over her voice and the music.

ROBIN (V.O.)

That's David. David Pitney. Otherwise known as Davey. It's how we keep the two "Davids" straight.

(MORE)

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

(beat)

He's had a crush on me since I transferred from my public school to Charles Wright Academy my ninth grade year. Private school turned out to be a way different thing than public school. Trust me. But that's another story.

They head down the stairs to the "tubes."

INT. UNDERGROUND TUBE STATION - DAY

(MUSIC continues)

They walk through a series of tiled tunnels towards their train. Robin lets the boys get a little ahead of her before she turns to talk directly to us.

ROBIN

I think Davey loves me. Always has. He might be past the "crush stage" now. It's why he got his parents to get him on this trip.

Pitney looks back to Robin to see if she is still there. She waves.

ROBIN (CONT'D)

He can't tell me. I think he thinks that if I don't love him back he will die... Or suffer some other teenage equivalent of the "end of the world."

Robin slides her Brit Rail pass through the scanner and steps past the turnstiles.

ROBIN (CONT'D)

That's not true, of course. I'd never let him die... Or anything otherwise. I love him, too. I tell him that all the time. Every day, come to think of it. But not in the way he hopes for. Which is its own kind of sad, isn't it? I don't know about yours, but it breaks my heart...

ESCALATORS

(Music continues)

The boys are still way ahead of Robin.

ROBIN (CONT'D)
 (to the boys)
 Guys!?!?

They look back up at her. They are near the bottom of the escalator.

ROBIN (CONT'D)
 Charing Cross!
 (pointing)
 West!

They turn briskly to the right and walk through the connecting tunnel to Charing Cross.

Finn gives Pitney a side hug. He launches off him, bounces off a tunnel wall and slams back into his friend.

ROBIN (CONT'D)
 That's the "Other David." Finn got that nickname because the two of them have been lifelong friends. Since kindergarten at the "Academy." When you saw one David... The other was sure to be around.

Pitney lets loose a gargantuan fart. It echoes down the tunnel. It can even be heard over the crowd gathering at the train stop.

Finn looks back at Robin and mouths the words "Why me?"

ROBIN (CONT'D)
 And... no. I'm not in love with the "Other David," either. He's in love with Pitney.

"All yours" Robin mouths back to Finn.

ROBIN (CONT'D)
 I know he is because he told me so. Three years ago.
 (beat)
 Next year is our final year at "Chuckie Wright" and Finn told me he was going to tell Pitney by asking him to the senior prom.
 (MORE)

ROBIN (CONT'D)
 I don't really want to think about
 how all that will go down. I just
 want to live in the "right now."
 Is that so much to ask?

She starts running to catch up with the boys.

ROBIN (CONT'D)
 Believe me when I tell you... The
 last thing I wanted to do was fall
 in love. But I have a feeling you
 already know how that's going to
 turn out.

She reaches the boys and pushes her way in between the two of
 them on the way to wait for their train.

INT. CHARING CROSS TRAIN - DAY

(Music fades)

The SOUND of WIND can be HEARD rushing by the train. It
 mixes with the SOUND of the TRAIN CAR as it ROCKS along the
 rails.

Robin is seated between the "Two Davids." She is holding a
 folded over copy of the gaming magazine "White Dwarf." There
 is a large advertisement on the page facing her. It notes
 scribbled on it and shows a drawing of a tall castle on one
 side of the page and a dragon on the other. Letters across
 the top of the page read: **"TREASURE TRAP: You've Fantasy Role-
 Played on the Table...NOW PLAY FOR REAL!"**

PITNEY
 The address is right there, Robin.
 Why don't we just go there instead?

ROBIN
 I don't know if it's still open.

FINN
 So that's --

ROBIN
 Yes. Why we're going to the
 Balrog's Den in --

ROBIN (CONT'D)
 Charing Cross.

FINN
 Charing Cross.

ROBIN (CONT'D)
 Finn...

FINN
Did I do it, again?

ROBIN
Please... Stop finishing my --

ROBIN (CONT'D) FINN
Sentences? Sentences?

PITNEY
David Finn. Obnoxious since 1981.

FINN
Bite me, Davey.
(to Robin)
Sorry.

ROBIN
I'll live. Just wanna go to the
game store and see if "Treasure
Trap" is still open. And.. If it
is... Get detailed directions.

PITNEY
Which trains to take and stuff?

ROBIN
Right. I checked the map. I can
see where Cheshire is. But we
haven't been out of town, yet, and
I really --

FINN
Don't wanna get --

ROBIN
Finn.

FINN
Lost... Sorry.

She smiles at Finn.

ROBIN
It's gonna be a big trip up there.
I'd rather we took an "informed"
journey.

PITNEY
"There and back, again."

FINN
The Hobbit!

ROBIN

Nice.

(to Pitney)

That's right, Samwise. "There and back, again."

"Everybody Wants to Rule the World" by Tears For Fears begins to PLAY

EXT. CHARING CROSS STREET - BALROG'S DEN - DAY

(Music continues)

Robin and the boys approach "The Balrog's Den: A Gaming Store." They push open the door and walk in.

INT. BALROG'S DEN - DAY

(Music continues in the OVERHEAD SPEAKERS)

The shop is very well organized and much cleaner than one might expect.

Stairs to a lower level can be seen in the center of the room. The walls are covered with board games and the A-Frame shelving throughout contain books, magazines and miniatures.

The store is filled with healthy chatter. Some of the customers are caught up in a game they are playing, while others are gathered in small groups sharing stories.

Robin enters the store first with Pitney and Finn right behind her.

The chatter throughout trails off into silence when they see her. It's almost as if a unicorn has appeared in the room.

ROBIN (V.O.)

I know what you're thinking. And, yes, my "love at first sight" guy is in here somewhere.

STOWE (O.S.)

Welcome!

The attention turns to "STOWE" (50). A heavy-set man behind a counter who smiles through a well-groomed goatee.

STOWE (CONT'D)

Nice to have you here!

Robin smiles back and approaches the register with the boys in tow.

ROBIN (V.O.)
*No. Not him. He's not the one I
 fell for. Oh my stars no. Nice
 guy, but... Um... No.*

ROBIN
 Hello! Thank you! We just a had a
 question --

STOWE
 Glad to help.

ROBIN
 I'm looking for a place called
 "Treasure Trap."

Robin places the magazine on the counter with the ad facing Stowe. The chatter around the room begins to return slowly.

ROBIN (CONT'D)
 Says here it's up in Peckforton
 Castle -- Cheshire County.

PITNEY
 Is it still open?

STOWE
 I've heard of it. Never been,
 though. Heard its a hoot.

ROBIN
 It's still open, then?

STOWE
 Oh, yeah! In fact, one of my guys,
 James, goes there almost every
 weekend.
 (shouts)
 Hey, James!

The SOUND of FOOTSTEPS can be heard before JAMES LOGAN (17) emerges from the stairwell to the basement area. He is clean-shaven and looks a bit more athletic than your average gamer.

JAMES
 What's up?

STOWE
 These folks wanna know about
 "Treasure Trap."

JAMES

Oh, Love it! Absolutely.
Practically, my home away from
home. Courtney and I love it.

ROBIN (V.O.)

(whispering)

Yup. You guessed it. That's him.

(beat)

We'll get to "Courtney," later.

James steps up to the counter.

ROBIN (V.O.)

*It actually wasn't love at "first
sight," believe me. I mean, look
at him... He's not my type.*

STOWE

They found an the ad for "The Trap"
in White Dwarf.

James takes the magazine from Stowe.

ROBIN (V.O.)

He's more Finn's type, not mine.

JAMES

Wow! This magazine's sure has
gotten some "love..."

He flips it open it's cover.

JAMES (CONT'D)

September 1985? This yours, Miss?

(Robin nods)

You've had this a while.

ROBIN

Yup.. Had it awhile.

Robin reaches out for it.

ROBIN (CONT'D)

May I have it back, please?

JAMES

Absolutely.

He hands it back to Robin. Finn sees a spark between them
that Robin clearly misses.

ROBIN

Thank you.

STOWE

Wanna tell her about it?

JAMES

"Treasure Trap's" been around for about five years. Like I said -- Great weekend out -- Solo or with friends. You can pay for just one day, but I recommend three if you can. That way you can play as the heroes and as monsters. You also get to stay overnight at the castle.

PITNEY

Do they provide all the costumes, weapons and -- ?

JAMES

Oh, yeah. All the gear.

PITNEY

Food?

JAMES

Nice simple meals. Yes.

FINN

How are the beds?

ROBIN

And toilets?

JAMES

Did I mention how simple the meals were? So are the beds.

He looks to Robin and smiles gently.

JAMES (CONT'D)

As are the toilets, Mum. It's all simple country fare.

ROBIN

Robin. My name is Robin. You don't have to call me "Mum" all the time.

STOWE

Not to offend, Robin. Just a turn of a phrase here. Boy's trying to be polite.

JAMES

It's okay, Stowe. My apologies,
"Robin", if I was being too
forward.

Finn smiles. Pitney doesn't. He has finally begun to
realize what might be happening between James and Robin.

PITNEY

Well, you can call me "Mister" all
day long, but my name is David and
this is Robin's other traveling
companion --

FINN

David.

Finn puts out his hand. James looks amused and shakes it
warmly.

JAMES

Well, David...
(looks to Pitney)
And Mister David... I'm glad Robin
is not travelling alone and is
clearly in very safe hands.

PITNEY

Not that she needs it.

ROBIN

Davey. That's enough.

Pitney looks at her and decides to stop trying so hard.

STOWE

And as pleasant as all this may be,
its time to get this boy back to
work. Any more questions, Mum - er
- Ms Robin?

ROBIN

Just the best way to get there. We
have Brit Rail passes, but haven't
been out of town since we got here.

JAMES

Easy... I can write that down for --

STOWE

I've got this, Son. Please get
back to unpacking the "minis,"
won't you, James? So we have 'em
ready for the D&D tourney tomorrow.

JAMES
Sure thing, Stowe.

James heads back to his duties.

JAMES (CONT'D)
I'll write it down for you...

Finn watches James go. Pitney elbows him and then Finn elbows Robin.

STOWE	ROBIN
You can catch the first train from Victoria Station.	(mouthing the words) What?

STOWE (CONT'D)	FINN
Take the Tube to Euston on Platform three...	(mouthing his back) Say something!

Robin shake her head, "NO."

FINN (CONT'D)
Hey, James!

James turns around quickly.

FINN (CONT'D)
You going to be there this weekend?

JAMES
I wasn't planning on being... But
now I just might.

Finn smiles at Robin. She smirks lightly and shakes her head "NO" again. Pitney just rolls his eyes.

ROBIN (V.O.)
That boy always had a big mouth.

JAMES
I'll ask 'Court if she wants to
head up, too.

James smiles and disappears downstairs. Robin looks at Finn.

ROBIN
(mouthing words)
Stop.

FINN
(mouthing words)
Why?

ROBIN
 (mouthing words)
 Because he's got a "Courtney."

PITNEY
 (mouthing words)
 Yeah, Finn, he's got a "Courtney."

Stowe clears his throat and they all look at him.

STOWE
 If I might continue?

ROBIN
 Oh, thank you! Please do!

STOWE
 (as he writes)
 Once you have gotten to Euston --

EXT. LONDON EUSTON PLATFORM - DAY

Robin and the boys walk up from out of the stairwell to the London Underground.

STOWE (V.O.)
 You're going to want to take the
 train to Stockport --

Stowe's words begin to fade as *"You Spin Me Round" by Dead or Alive begins to PLAY.*

They find the correct platform and sit on a bench.

(Music continues under)

FINN
 "Courtney" or not, I think he's
 cute. You really don't want to
 talk about it?

ROBIN
 No, Finn. I really don't.

PITNEY
 And asking her multiple times about
 him is not going to help you win
 points, David.

FINN
 He seems nice.

ROBIN
 So did you... A long time ago...
 And look where we are now.

FINN
 "Besties" forever!

Robin gives Finn the side-eye he adores.

PITNEY
 Know what else is forever? V.D.

ROBIN
 Davey. Stop.

The train to Stockport pulls up.

ROBIN (CONT'D)
 Finn's just trying to find someone
 for me.

They stand, cross to the train doors.

FINN
 It's what I do.

PITNEY
 And have failed at since the
 beginning of forever.

They climb on board.

INT. STOCKPORT TRAIN - COMPARTMENT "A" - DAY

(Music continues under)

They try to find three seats together. Pitney pulls Finn
 back for a brief second while Robin is distracted.

PITNEY
 Could you please stop trying so
 hard, David?

FINN
 (smile)
 Sure, Davey. When you start to.

Finn moves forward and sits with Robin and Pitney sits across
 from them.

ROBIN
 (to Pitney)
 Goofball.

Pitney puts on his best smile. Finn looks at him and blinks.

FINN
 (mouthing words)
 Hopeless.

EXT. STOCKPORT STATION - PLATFORM ONE - DAY

(Music continues under)

The three exit the train and run along the platform as it begins to rain lightly.

STOWE (V.O.)
From there you want to catch the
train to Cuddington from Platform
Two.

PLATFORM TWO

(Music fades)

The light rain has turned into a downpour. The friends are sit, huddled together, on a bench and under Robin's umbrella.

PITNEY
 (teeth chattering)
 Sorry.

ROBIN
 What are you sorry for?

PITNEY
 The way I acted at the game store.

ROBIN
 I already forgot about it.

PITNEY
 'Kay... Just worried.

ROBIN
 About..?

PITNEY
 Just.. Things. Don't want to spoil
 the trip.

ROBIN
You haven't. And you won't.

Pitney leans his head on Robin's shoulder. As impossible as it seems, the rain begins to fall even harder around them. Sheets of water pour off Robin's wide umbrella.

ROBIN (CONT'D)
And...
(she nudges Pitney)
You never have to worry about me.

Finn looks sadly at Pitney.

FINN
Me either.

ROBIN
Ever... 'Kay?

FINN
'Kay.

The train to Cuddington pulls up. They get on board the train leaving Stockport and --

EXT. CUDDINGTON STATION - PLATFORM ONE - DAY

Immediately exit the train arriving in Cuddington.

STOWE (V.O.)
Once you get to Cuddington, you're gonna want to --

ROBIN
Find a taxi.

Pitney points to a sign that says "PICK UPS."

PITNEY
I'm guessing this way?

FINN
Good a place as any.

ROBIN
I'm hoping one of you still has cash.

EXT. FRONT OF STATION - DAY

Finn spots a few black cabs parked nearby. He approaches a ROGER (40) who is leaning on his car and smoking a cigarette.

FINN
Excuse me -- ?

ROGER
Help you, Sir?

FINN
We're trying to find Peckforton
Castle, Sir, and --

ROGER
I can get you there. Takes about
twenty minutes.

PITNEY
Um.. How much would that be?

ROGER
Nine pounds?

Finn reaches into his pocket and gives the money to Roger.

FINN
Done and done. Please keep the
change.

ROGER
Thank yuh, Sir.
(to Robin)
Welcome, Mum...

He opens the door to the back of the cab for Robin. She looks at Pitney who is stifling a laugh. Finn claps him upside the head as they get into the car.

INT. ROGER'S CAB - DAY

Robin is already seated as the boys tumble in. Finn is smiling.

ROBIN
What?

FINN
"Mum!"

ROBIN
Good lord. I swear you're eight
sometimes.

FINN
Inches.

They both start to laugh.

PITNEY

Gross.

Roger gets in the front seat and starts the car. He flips the meter on and "*Stand and Deliver*" by Adam and the Ants can **be HEARD** as he drives away.

EXT. ROAD AWAY FROM CHESHIRE - DAY

(Music continues under)

Robin and the boys look out the cab windows. They are in love with what they see.

The streets are lined with two story Tudor buildings filled with shops, pubs and small hotels before they give way to the English countryside. Small farms sit on either side of the road and the hills that surround them look like a patchwork quilt.

INT. ROGER'S CAB - DAY

(Music continues under)

The rain begins to clear and they can see further into the distance through the windshield.

EXT. ROAD TO PECKFORTON CASTLE - DAY

(Music continues under)

The hills become even more prominent as they get closer to their destination.

INT. ROGER'S CAB

(Music continues under)

Robin is the first to see the castle sitting on a far away hill. It is an imposing structure with three square turrets on one side and is connected by equally impressive battlements. There appears to be a large gate nestled into the wall across from them.

(Music fades)

ROBIN

Excuse me, Sir?

ROGER
You can call me, Roger, Mum.

Finn snickers.

ROBIN
And you can call me, Robin, Roger.

That's too much for Finn and his snicker turns into a full throated laugh. Robin jabs him hard in the ribs and he stops... For the most part.

ROBIN (CONT'D)
Is that Peckforton Castle?

ROGER
That it is. And see that other one over on that hill? Just there... On the other side of the valley?

ROBIN
Yes!

ROGER
That's Beeson Castle. Those two fought for hundreds of years. A lot of foolish blood was spilled in that valley between them.

PITNEY
Whoa...

ROGER
Oly about five kilometers between the two of 'em. Course there's none of that happenin' now.

FINN
(slightly giggling)
Really?

Robin gives Finn another hard shot to the ribs. Both she and Pitney mouth the word, "STOP!"

Roger can see them in his rearview mirror.

ROGER
Yes. Really.

EXT. ROAD TO PECKFORTON CASTLE

The cab travels up a winding road; cutting through a large groups of trees. The forest becomes heavier as they move up the hill.

EXT. PECKFORTON CASTLE

They arrive outside of Peckforton Castle to find that the drawbridge is down, but a portcullis is barring the way inside. There is an ancient archway on one side of it, however, with a door nestled inside.

INT. ROGER'S CAB - DAY

Roger turns to look at Robin.

ROGER
This looks to be as far as I can
take you, Robin.

ROBIN
Thank you, Roger!

FINN
Yes, thank you!

PITNEY
Thank you, Roger!

ROBIN
You have been a wonderful host.

ROGER
Try my best.

EXT. PECKFORTON CASTLE - DRAWBRIDGE - DAY

They exit the cab and walk on to the drawbridge. Their footsteps echo across the wood and down into the empty moat below.

Roger's cab turns around in the small space and drives away.

ROBIN
(towards the cab)
Thank you, again, Roger!

She turns to the boys.

ROBIN (CONT'D)
Well... Here we are.

FINN
Yes.. We.. Are!

Pitney looks towards the disappearing cab.

PITNEY
Think we should of checked to see
if anyone was here before Roger
left?

They all watch the cab fade from view.

No -- ROBIN FINN
Maaayyybee?

ROBIN (CONT'D)
It's going to be just fine.

She runs to the archway.

ROBIN (CONT'D)
Let's go on an adventure...

CUT TO:

INT. **PRESENT DAY** - CUDDINGTON TRAIN - DAY

Robin is smiling at us.

ROBIN
I know that was corny. But I was so in the moment. So wanting to be there. To start... I dreamed about this for over half a year. Dreamed about this moment. Begged to come on this trip. It was hard for Dad and me to come up with the money, but we did.
(beat)
I didn't know what to expect. There weren't any pictures in the ad. Just a drawing of the castle and a dragon. I had no idea what was coming. But I knew exactly what I was hoping for.

EXT. **FLASHBACK** - *DAYDREAM* - PECKFORTON CASTLE - COURTYARD - DAY

Images appear behind Robin. Men and women, dressed in armor, are in the throes of a glorious battle -- Locked in combat with creatures both hideous and unimaginable.

ROBIN (V.O.)
As I stepped through that archway, I knew that all of my dreams would come true.

SOUNDS of METAL CRASHING against METAL and SHOUTS of CHAOS begin to fill the air.

EXT. FLASHBACK - *REALITY* - PECKFORTON CASTLE - COURTYARD - DAY

The SOUND of a RECORD SCRATCH can HEARD and the image evaporates.

Robin stands in the archway. She can see a vast courtyard that is quite empty. The lush grass, that she dreamed about for years, looks dead and forgotten.

FINN

C'mon, Robin! Move! We wanna see!

She steps forward and both of the boys push through at the same time.

PITNEY

WOOOOOOOOOO--- Ooooooh? Where is everyone?

FINN

Are they closed?

PITNEY

Are they even here?

ROBIN

I... I don't know.

Robin looks stunned as she walks across the courtyard. The boys trail far behind.

PITNEY

(whispering to Finn)

Did we come on the wrong day?

FINN

(whispering back)

The ad said they were open Friday through Sunday every week.

PITNEY

You mean the ad from last September?

FINN

Okay.. Mr. Rainbows and Roses... That hot guy at the game shop said it was open this weekend.

PITNEY

I'm supposed to trust him because he's hot?

FINN

No... But I would like to.

Robin is about a hundred yards ahead of the boys now. She almost to the stairs that lead to the castle's huge double doors.

EXT. PECKFORTON CASTLE - FRONT DOORS - DAY

A door inset into one of the larger ones. Robin grips the ring, turns it and pushes inward.

It opens slightly and she steps in.

INT. MAIN HALL - DAY

Robin walks into a massive room with high arched ceilings.

On one end of it is a curved grand stairwell which leads to a wide second floor hallway. Glazed windows run the length of the passage above and almost reach to the ceiling.

An archway is directly across from where they entered. It echoes the height and size of the front doors. It leads to a grand hall with a wide stairway on the left.

At the end of the room they are standing in is a long wooden table. It is hand made as are the high backed chairs surrounding it.

There is a doorway to the left and right of the table. They are covered with red cloth with a split down the middle.

The room's most striking feature is its dust.

The boys join Robin in the center of the room. She looks so small.

PITNEY

(quietly)

Robin -- ?

ROBIN

Shhhh.. Hold on a second.

Her words echo throughout.

ROBIN (CONT'D)

(shouting)

Hello?!

Her voice travels further into the depths of the castle and is met with silence.

ROBIN (V.O.)
*This? This moment right here?
Sucked.*

PITNEY
Did they leave for lunch, maybe?

ROBIN
James said they had food here.

PITNEY
Riiiiight.

Pitney shoots a look at Finn and receives a middle finger back.

PITNEY (CONT'D)
Maybe they went into town for something?

Robin walks towards the table.

ROBIN
Then why would they leave the front door wide open?

Finn mouths "Stop" to Pitney.

PITNEY
I'm just saying maybe we better call for a cab.

Robin stops and turns to Pitney.

ROBIN
Did you get Rogers number?

PITNEY
No.

ROBIN
See a phone?

PITNEY
(deflated)
No.

ROBIN
Then... Please... Shut up.

Pitney looks like he's been slapped. Robin walks toward the door to the right of the table.

ROBIN (CONT'D)

James said that he might come down this weekend. Does that sound like "closed" to you?

PITNEY

Why should we trust him?

FINN

Dude!

PITNEY

Don't "Dude!" me. I'm serious. Why should we trust him just because you two think he's cute.

ROBIN

I never said --

PITNEY

Well, he did... And I can see what I can see and you had "the look" for a second there.

ROBIN

"The look?"

PITNEY

The "maybe" look.

ROBIN

He has a "Courtney," remember?

FINN

Davey.. I think you better listen to Robin and just shut up for awhile.

PITNEY

No. It's not fair.

ROBIN

What's not fair?

FINN

Davey... Seriously... Back down.

PITNEY

No.

Pitney walks past Robin and sits down at the table.

PITNEY (CONT'D)

I'm tired of it.

Robin looks to Finn briefly for support. He's not giving any. She asks Finn "the" question that she probably shouldn't ask. But Robin is Robin and she does it anyway.

ROBIN
Tired of what, Davey?

Pitney looks at her. He struggles not to break.

PITNEY
I-I don' think that I should've...

His voice trails off as he looks at the ground.

ROBIN
Davey?

Pitney looks at Robin. A tear has made it's way down his cheek. She pulls out a chair and sits across from him.

ROBIN (V.O.)
(softly)
*I told you this was gonna suck,
didn't I?*

Robin puts her hand on Pitney's knee and he can't hold it back anymore. His carefully built wall of pent up emotions breaks loose. A wave of tears burst out.

FINN
Robin... Maybe we should -- ?

She steals a glance Finn.

ROBIN
What?

FINN
You've gotta know... Right?

Pitney buries his head into his arms.

PAUL (O.S.)
I'm sorry if this comes off as a
little bit awkward, but...

They all turn to the SOUND of THE VOICE.

PAUL DELKIN (25) is standing in the doorway. He is dressed in jeans, tennis shoes and a faded "Treasure Trap" T-shirt. He holds a clip board in right hand.

Pitney begins to slog his tears back as quickly as he can.

PAUL (CONT'D)
Um... Welcome to Treasure Trap?

They all look blankly at Paul.

PAUL (CONT'D)
Hi.

He waves vaguely at them.

ROBIN
Hi...

FINN
Hello... PITNEY
H-Hi.. Hello.

PAUL
(smiling)
Hi... Welcome.

FINN
How long have you been standing
there?

PAUL
Long enough to say that "I'm
sorry."

PITNEY
It's... It's okay...

He stands and begins to search for his composure. Robin
stands and crosses to Paul.

FINN
(mouths to Pitney)
You good?

PITNEY
(mouths back)
Gonna be.

ROBIN
Can we start again?

PAUL
Absolutely. Pardon me if this
comes off as a little bit awkward,
but --

They all laugh. Even Pitney.

Paul clears his throat and proclaims:

PAUL (CONT'D)
Welcome to Treasure Trap!

ROBIN
(smiling)
Hello.

Robin holds out her hand and Paul takes it warmly.

PAUL
Hello... And I think that's the
third time I've said that in a very
short span of time.

ROBIN
Thank you.
(giggles fading)
My name is Robin.
(beat)
And these are the "Two Davids..."
(to Finn)
Dave..
(to Pitney)
And Davey.

PAUL
Both named David?

FINN
Yes --

PAUL (CONT'D)
Yes... I know.

FINN (CONT'D)
-- We get that a lot.

PAUL
"The Two Davids..." Sounds like
sketch group.

PITNEY
We thought about it.

FINN
We did?

ROBIN
You did?

PITNEY
For about three minutes... Ninth
grade... During lunch.
(beat)
October 25th...

ROBIN
Mind like a steel trap.

FINN
But catches very little...
Strangely enough.

PAUL
Right. Well, that might cause a
small bit of confusion.

ROBIN
You can call them by their last
names.

PITNEY
Most people do...

PAUL
Very good.

There is a bit a of silence between the four of them and the
awkwardness returns.

PAUL (CONT'D)
And those last names would be?

He readies his pencil.

PITNEY
Oh! Sorry! Pitney!

FINN
Finn.

PAUL
Got it. Davey Finn and David
Pitney.

ROBIN
Other way round.

PAUL
Christ on a cracker...

Smiles all around as he erases and rewrites.

PAUL (CONT'D)
All right, then! Right this way!

Paul disappears through the curtain over the door on the
right.

Robin smiles at the boys and follows Paul.

FINN
You okay?

PITNEY
Sorry I lost it.

FINN
You're gonna have to find a way to
talk to her about all this.

Pitney looks at him sharply. His eyes brimming with tears
again.

FINN (CONT'D)
Not right now, Okay? Not this
second "now." But sometime. This
weekend. 'Kay? You can't keep
doing this to yourself.

PITNEY
I'll try.

FINN
(in Yoda voice)
"Do. Or do not. There is no
'try!'"

PITNEY
You're Yoda is crap. You know
that?

FINN
Yeah.. I do. But you stopped
crying enough to notice how crappy
it was.

Finn goes through the curtained doorway and Pitney follows.

ARMORY

The room is cramped and filled with racks of tunics on one
side and weapons on the other. They have thick foam where
their blades should be. Next to those are padded shields
with symbols painted on them. On the remaining wall are bows
with quivers of arrows with large foam blocks on their tips.
Shoulder pouches and helmets of all kinds sit on the shelves
that ring the room.

Paul stands behind the counter separates the trio from the
all of the "goodies." He continues to fill out the paperwork
for "Check In."

A door to Paul's left looks as if it heads outside. But it
is barred with a heavy wooden beam.

PAUL
You're from the Colonies?

PITNEY
How'd you -- ?

Finn rolls his eyes.

PITNEY (CONT'D)
Oh.

PAUL
What part?

ROBIN
Washington state.

PAUL
Seattle?

PITNEY
Tacoma.

FINN
University Place.

ROBIN
Lakewood.

PAUL
Whoa. Whoa. Whoa -- Lots of names
coming at once. Tell you what...

Paul takes three pieces of paper and slides them towards
Robin and the boys.

PAUL (CONT'D)
Why don't you three take these
"Check In" forms and fill them out -

He slides more papers their way with pencils.

PAUL (CONT'D)
And these "Safe From Harm" waivers,
too, please. And, while you are
doing all of that.. You can ask me
any questions you might have?

ROBIN
I know it's impolite to ask, but
how much would it be for the three
of us to stay for --

PITNEY
Hold up. What do you mean "Safe
From Harm" waivers.

PAUL
Oh.. You are a quick one. Good on
you.

(MORE)

PAUL (CONT'D)
 (to Robin)
 To answer your question first.
 Twenty-five pounds each. But we'll
 start at sixty pounds for the lot.
 To make up for that little awkward
 part back there when we first met.

Robin and Finn smile at that. Pitney doesn't.

PAUL (CONT'D)
 (to Pitney)
 As to your question, Davey is it?
 The "Safe From Harm" waiver is just
 what it sounds like. It's a waiver
 holding "Treasure Trap" safe from
 any harm should you suffer an
 injury --

PITNEY
 Injury?

PAUL
 There is always the slight
 possibility of having one, right?
 It's an old castle... We're all
 running about... Could twist an
 ankle... Slip.. Fall off a tower...
 Any number of --

PITNEY
 Hold up! Fall off a --

PAUL
 I'm joking... You'd never fall off
 a tower --

PITNEY
 Hope not!

PAUL
 Lots of high walls. Slits for
 arrows. No falling through those.
 Never happen.

PITNEY
 Arrows?

FINN
 We get to shoot arrows?

PAUL
 (to Pitney)
 Yes, arrows.
 (to Finn)
 And yes you do get to shoot --

Points to the quivers with the foam-tipped arrows.

PAUL (CONT'D)

Those.

PITNEY

At people?

FINN

Okay.. That.. Rocks!

PITNEY

I'm not sure I can fill this out,
Robin.

ROBIN

It's gonna be all right, Davey.
(to Paul)
His father's a lawyer.

PAUL

He has every right to be worried.
But --

(knocks on wood)

We've never had an accident in five
years here at "Treasure Trap." Not
going to start by having one now.

ROBIN

Thank you.

Pitney is still hesitant.

FINN

Go ahead and sign it, Davey...

PAUL

I understand, Mr. Pitney.
Completely. If... And I do mean
if... There is anything that you
feel you might be endangered
doing... Or not feel safe in being
asked to do... Then you have every
right to say, "No, thank you!" It
even says so in the waiver.

Paul taps a line on the "Safe from Harm" waiver.

PAUL (CONT'D)

Right. There.

Finn squints at the line that Paul tapped, reads it and
signs.

PAUL (CONT'D)

All right then! All tiggity boo!

He drops the forms into a wire basket marked "IN" and walks through the other open doorway.

PAUL (CONT'D)

Let me quickly show you around and then take you to your rooms before everyone else arrives.

ROBIN

Great! How many people are you expecting?

MEETING HALL

Paul leads the group through a long hall lined with church pews. There is a raised dais at one end with banners lining the wall behind it.

PAUL

I think the three of you put us over the magic number of twenty-four this weekend.

He walks by yet another large archway. Just beyond is the hall with grand stairway they saw when they first came in.

Paul points to the pews and the podium on the dais.

PAUL (CONT'D)

This is the "Meeting Hall." We meet here every day before combat practice.

PITNEY

Combat practice?

PAUL

Yes, combat practice. That's how we try to be safe as possible, Mr. Pitney... We wouldn't want anyone to get hurt now, would we?

Paul walks through a doorway across from where they came in. The castle is beginning to feel like a maze of rooms and hallways that only Paul appears to know the way around.

DINING HALL

A colossal walk-in fireplace is at one end of the hall. Several large pots hang from the metal bars inside.

Long wooden tables with benches fill the room. Tall windows, like the ones in the main hall, dominate one side of the dining area.

PAUL (CONT'D)
 "Dining Hall."

ROBIN
 Do you cook all the food here for
 your guests?

PAUL
 Yes. We set the fire throughout
 the day and have our meals here. Do
 we cook them in front of you?
 Well... that's a bit of magic I'll
 keep to myself.

Paul turns to his left toward the third accessway to the
 grand staircase.

Robin hangs back a bit.

ROBIN
 Finn..?

FINN
 Loving it.

ROBIN
 Pitney?

PITNEY
 I'll hold my judgement until I see
 our rooms.

SLEEPING AREA

The group is standing in the open common area which has been
 partitioned into four large cubicles with thin wooden walls.
 Each one of the spaces has a cot a mattress pad with a
 bedding, a folding chair and an end table with a small mirror
 hanging above it. A blanket has been hung across the front
 of each of the "bedrooms" for privacy.

PAUL
 And here we are!

PITNEY
 These are our rooms?

PAUL
 Private space for each of you!

PITNEY
 That's a cot...

PAUL
Yes it is.

PITNEY
Not a bed.

PAUL
Correct.

PITNEY
So... Not so much as a bedroom, but
a "cot"-room...

ROBIN
Davey... Knock it off.

PAUL
We wanted provide an authentic
representation of the sleeping
quarters to our players.

PITNEY
With a cot.

FINN
Pitney...

PAUL
Granted it would have been more
realistic just to have the mattress
on the floor, but we have mice
sometimes --

PITNEY
Mice?

PAUL
Black mold is a problem in these
parts, too --

PITNEY
Black -- ?

ROBIN
Davey... It's a castle. Of course
it will have mice and the chance of
mold. But they've taken care of
that. See? Thank you, Paul.

PAUL
Very welcome.

FINN

I see there is a fourth spot. Will someone be joining us?

PAUL

Unless someone comes late, it's still open. You could end up having this area to yourselves!

PITNEY

Luxury.

PAUL

In-deed! There is a common bathroom at the end of the hall and we are scheduled for our first training session in about an hour and a half at 3:30pm!

ROBIN

Thank you, again, Paul. We look forward to seeing you then.

PAUL

I'll be downstairs if you need me.

Paul leaves the three of them alone with more than their thoughts.

FINN

Okay, I'll bite. Why are you being such a prick, Davey?

PITNEY

Two nights? Like this? We paid for this --

ROBIN

I paid for this.

PITNEY

You paid for this. Twenty pounds.. Each.. For this.

ROBIN

And meals... And costumes... And weapons... And training... And the experience of a lifetime!

PITNEY

And I'm going to go look at the bathrooms.

ROBIN
I'll come with you.

PITNEY
Can I please do this alone?

ROBIN
Oh... Okay. Sure, Davey.

PITNEY
Thank you, "Mum."

Pitney leaves. Robin puts down her backpack in the second cubicle.

FINN
Try not to think that he's not into this, Robin... He's still.. You know?

ROBIN
An asshole?

FINN
Hurting.

ROBIN
Because of me?

FINN
I think so.

ROBIN
Because he thinks he loves me?

FINN
Has for awhile.

ROBIN
I know.

FINN
Okay... That's a surprise, because I always thought --

ROBIN
I was oblivious?

FINN
Well --

ROBIN
That I couldn't see it? Jesus, David... Do you think I'm an idiot?

FINN

I didn't say that, Robin. I was --

ROBIN

If he loves me, that's not my fault. That's for him to tell me... Not for me to have to guess if he does or not. And if he ever does tell me, it's sure as hell not my fault if I tell him that I don't love him the way he loves me.

FINN

Hey... I'm just trying --

ROBIN

I know. But you don't get to be his voice, David! You don't get to lecture me about how I --

FINN

I wasn't lecturing you, Robin. I was just telling you that I knew how he felt.

ROBIN

Of course you do. Because you've been in love with Davey for forever and a day and you can't tell him how you feel about him either!

FINN

I -- Hold on, Robin --

ROBIN

So, please... Just stay out of it.

Finn's eyes look as if he might cry. He stands in the doorway of her "room" for a moment, then goes into the one next to it. He slides the curtain closed behind him.

The SOUND of Finn DROPPING his backpack and SITTING on his cot can be HEARD.

Within moments the room is quiet.

ROBIN'S ROOM

She is looking at the wall that separates her space and Finn's.

ROBIN (CONT'D)

Finn?

Nothing.

ROBIN (CONT'D)
See you outside later.. 'Kay?

More nothing.

She looks directly into the mirror inside her room. It still feels like she is looking at us.

ROBIN (CONT'D)
(whispering)
Sorry... I know... Not my best moment.

Robin turns away and closes the curtain to her space.

SLEEPING AREA

Pitney enters the common area.

PITNEY
Those bathrooms are --

He sees that the curtains of two of the spaces have been drawn.

PITNEY (CONT'D)
Oh... Okay.

He crosses to the open space next Robin's, drops his backpack, looks at his cot and sighs.

PITNEY (CONT'D)
Yay, Team...

Pitney closes the curtain to his "Room" and *"The King of Wishful Thinking" by Go West begins to PLAY.*

SECOND FLOOR MAIN HALL

(Music continues)

Robin walks among strangers toward grand staircase. Finn and Pitney are nowhere in sight.

GRAND STAIRCASE

(Music continues)

She continues down the grand staircase with small group of people between the ages of fourteen and fifty.

ARMORY

(Music continues)

Robin places a dirty white tunic over her clothes and ties it closed with a sash. Paul hands her a thick foam sword attached to an ornate wooden hilt. She takes a small helm and shield off the counter and heads outside.

COURTYARD

(Music fades)

The SOUND of FOAM "Fwacking!" against WOOD fills the air.

The courtyard is filled with pairs of people swinging at each other and blocking the attacks with their shields. They are trying to match the count being provided by ERIC JOHNSON (27).

ERIC

One...

They all take one step back and plant their leg.

ERIC (CONT'D)

Two...

One raises their weapon while the other raises their shield.

ERIC (CONT'D)

Three!

One hits the other's shield. They aren't using full force.

ERIC (CONT'D)

Remember... Do not hit them with all you've got. We don't want to hurt. We just want to make contact! And switch!

He sees Robin and her group as they enter the courtyard.

ERIC (CONT'D)

Right, you lot! Weapons practice. Fall in and join us!

Robin scans the field; looking for her friends or even James and "Courtney." She finally finds Finn and Pitney, but they have partnered with each other.

ERIC (CONT'D)

One...

ROBIN
 (To Pitney)
 Hey...

Two...

ERIC (CONT'D)

PITNEY
 (grunting as he smiles)
 Hey, yourself.

Three!

ERIC (CONT'D)

Pitney swings at Finn's shield as hard as he can.

FINN
 Hey! Not full force!

PITNEY
 Sorry!

FINN
 Aggressive, much?

ERIC
 Switch!

A young woman seems to magically appear next to Robin and she jumps slightly.

DIANE
 Whoa! Didn't mean to scare you!

DIANE (18) offers her hand to Robin. She is wearing the same type of clothes as they others, but they appear to be in much better shape.

ROBIN
 It's okay. I was distracted by my friends here.

DIANE
 Need a partner?

ROBIN
 Absolutely!

DIANE
 You want to go first?

ROBIN
 Sure!

ERIC
 One...

Robin and Diane take their first positions.

ERIC (CONT'D)

Two...

Robin readies her attack.

ERIC (CONT'D)

Three!

Robin makes a solid, but not heavy blow, against Diane's shield. This is her dream come sparkling true.

ERIC (CONT'D)

Very good!

PITNEY

Ow! I felt that through my shield.
Now who's hitting too hard?

FINN

Oopsie me!

ROBIN

Your clothes and armor look great
are they -- ?

DIANE

Made them myself. I come here a
lot.

ROBIN

Your name wouldn't be Courtney
would it?

DIANE

Lord no! That's James' "girl."
Name's Diane.

ROBIN

Robin.

DIANE

Pleasure to meet you, Robin.

ROBIN

Same!

(beat)

Can you show me which one is
Courtney?

Diane does a quick look around.

DIANE

Looks like she's not here, yet.
You'll know her when you see here.
Fucking goddess of an elf she is.

Eric claps his hands loudly.

ERIC

Enough with the jibber-jabber!
One...

Robin readies her shield.

ERIC (CONT'D)

Two...

She takes a defensive stance. She is so ready for this.

PAUL (O.S.)

(In an "Old Wizardy"
Voice)

Welcome, Weary Travelers!

The players turn to face the SOUND of the VOICE.

Paul is dressed as a wizard and standing close to the armory door. He is holding a curled wooden staff and is wearing a long white wig and beard.

PAUL (CONT'D)

Welcome to "Treasure Trap!"

FINN

Oh my God... That's Paul.

ROBIN

Shhhh... Don't ruin it.

PITNEY

(to Finn)

That wig...

ROBIN

C'mon guys... Get into it!

PITNEY

Sorry, Robin.

Pitney smiles at her with a familiar sense of joy.

PITNEY (CONT'D)

Done and done.

FINN

You've got it!

ROBIN

Thank you!

They have missed some of Paul's speech but not much.

PAUL

And now that you all have had a chance to rest from your long journey, I see that you have been practicing with our Quartermaster. How do they fare, Eric?

ERIC

They'll do in a pinch.

PAUL

Most excellent! I must ask all of you one simple question: Are you ready for your quest?!

Robin, Finn, Pitney and Diane join the others in shouting their approval.

PAUL (CONT'D)

I cannot hear you!

Their cheers become almost deafening.

PAUL (CONT'D)

Then let us begin! Find your party of four!

Robin touches Diane on her shoulder.

ROBIN

Are you with anyone?

DIANE

Not yet...

ROBIN

Wanna join us?

Pitney and Finn smile at Diane and nod in approval.

DIANE

Sure!

PAUL

If you are new to adventuring, please find members of your party who will be of the same level of experience!

ROBIN

Is that you?

DIANE

Oh, I come here lots. I'm twelfth level. But I don't mind coming with you guys. I haven't done the "beginners dungeon" in forever!

ROBIN

I don't want you to give up your gaming time with any friends you might --

DIANE

I'm here all weekend! There's plenty of time to do other ones!

FINN

Great!

PITNEY

Wonderful!

PAUL

And now... Please allow me to introduce... Your "Game Masters!"

Six men and women emerge from the armory. They are all holding clipboards and dressed in "street" clothes. James is one of the Game Masters. He scans the crowd, sees Robin and her companions and smiles.

PAUL (CONT'D)

One "Game Master" will be assigned to each group. They will guide you on your adventure! Please listen closely as our most veteran Gamemaster, James, will explain the "Rules of the Realm."

Paul toddles over towards James.

PAUL (CONT'D)

James?

JAMES

Thank you, "Orland." Welcome, Players, to "Treasure Trap!" The "Rules of the Realm" are quite simple. Solve the puzzles, slay the monsters and stay alive... All while completing your quest.

FINN

I take everything back...From this angle... James is cute.

ROBIN

Shhhh!

ROBIN (V.O.)

The thing is... Finn was right.

Finn smiles at her.

ROBIN (V.O.)

And whether there was an elf goddess named Courtney or not... I was starting to notice James, too --

JAMES

Each one of us will stay with your party from the start of your quest until its end. As protectors of "The Rules of the Realm," we represent the final decision on how they are interpreted within the context of the game.

DIANE

He always gives "The Speech" whenever he's here. Haven't seen him, lately, though. Great "Game Master," too.. Very fair and firm.

PITNEY

Don't even say it, Finn...

Finn smirks his disapproval.

JAMES

Each "Monster" in the adventure has been instructed as to how many strikes against them will bring them down.

(beat)

Some have special abilities that will cause any blows not to count against them unless struck by a "Magic Item." Those will be announced to you when, and if, they are found!

(beat)

John, may I have one of the "Color Cauldrons" and a weapon, please.

JOHN (22) steps forward with a bucket. He places it next to James and hands him a foam-covered "sword."

JAMES (CONT'D)

Thank you, John. Before the adventure, each of the "Monsters" will dip their weapons into a "Cauldron of Color," like so.

He dips the "sword" into the bucket and brings it back out to show the crowd that it is covered in orange goo.

JAMES (CONT'D)

Each color signifies the type of damage that they might produce.

(beat)

This will tell us which "Monster" has been successful with their attacks based on the mark it left on your clothes or armor.

PITNEY

We're actually going to get hit?

DIANE

Not hard. The goo does all the work.

PITNEY

"Hit" hit? What about the whole practice thing with whole one, two, three thingie.

DIANE

Oh, yeah... We always stick to those!

(smiling)

So do the "monsters."

JAMES

If you have three marks on any of your limbs. You cannot use them again in that adventure.

(beat)

To be clear, if you "lose" both of your legs or arms... You are considered "out of play," taken from the game and might be asked to change your clothes to become a monster further along in the adventure.

FINN

What happens if you get hit three times in the head?

JAMES

If you are hit three times in the chest. You are considered "dead" and must drop to the ground.

FINN

Would that be a "heart" attack..?

ROBIN

Finn, c'mon. Give it a rest.

JAMES

A word of caution. Remember your three combat positions. Be safe... Just as your monsters have been trained to be safe with you.

PAUL

And so ends the "Rules of the Realm!" Thank you, James!

The players applaud loudly for James' presentation.

FINN

But I don't want to get hit...

Conversations run rampant throughout the excited crowd.

PAUL

And now, Adventures -- !

Pitney raises hand.

PAUL (CONT'D)

Yes, Brother Pitney.. You have a question?

ROBIN

(quietly to Pitney)
Davey?

PITNEY

(whispering to Robin)
I think it's a good one.
(loudly)
Yes! I have a question for James.

James takes a step forward again.

JAMES

Yes, Brother Pitney?

PITNEY

What happens if you get hit in the head.

JAMES

That won't happen. Your adversaries have been instructed not to hit you in the head.

James turns to head back to the rest of the Game Masters.

PITNEY

Yes.. But shit happens, right? So, when the shit does happen... What happens when you get hit in the head?

Pitney smiles. He thinks he's found a loophole.

James turns back around to face him and smiles a very knowing smile.

JAMES

If that unfortunate thing were to happen.. You'd be considered dead, of course.

PITNEY

How many hits?

JAMES

One.

PITNEY

That doesn't seem fair.

JAMES

Then I suggest you use your shield... Liberally.

PITNEY

But --

PAUL

"Game Masters!" Find your group!
The quest has begun!

The Game Masters approach the groups. James, and his assistant John, are walking towards Robin and her fellow adventurers.

James' warm smile lights up the courtyard. It grows even brighter with every step that brings him closer to Robin.

He walks up to her and places his hand on her shield.
Everything else just drops away.

JAMES
Hey...

ROBIN
Hey, back.

His eyes meet hers.

JAMES
Have a great adventure, okay?

ROBIN (V.O.)
Not my best moment. "Hey, back..."
Guh.

JAMES
I'm not your DM on this one, but
I'm sure you're gonna love John.

He moves aside and John steps forward.

JOHN
Hello, adventurers!

Robin watches James as he joins the group behind her. Finn pats her shoulder to get her attention. Pitney makes a grand gesture towards John who is smiling and holding a clipboard.

JOHN (CONT'D)
Ready?

PITNEY
Ready as we're going to be.

DIANE
(eagerly)
Ready!!!

JOHN
Then off we go!

Diane runs to John's side.

FINN
Oh, I like her...

Finn joins John and Diane. Robin and Pitney aren't far behind.

ROBIN
 (to Pitney)
 You okay?

PITNEY
 Me? Yeah. Sorry 'bout before. I
 was tired. Hungry. Had a nap and
 some beef jerky. I'm good.

ROBIN
 Really?

PITNEY
 Yeah... Sorry if I made it weird.
 I was just -- Yeah... Well, sorry.
 I'm okay.

ROBIN
 You sure?

PITNEY
 Yeah...
 (laughing)
 Really. I am.

Pitney trots forward to join the others before they reach one
 of the castle's side entrances.

JOHN
 Greetings to you all. Be warned:
 Here we enter the catacombs of the
 dark wizard Azertain. Here you
 must find the treasure chest of our
 benefactor for tonight's feast.
 Bring it back to the "Grand Hall"
 and you will be well rewarded!

Diane looks as ready as ever. Robin is pleased to see the
 boys are ready to have fun.

JOHN (CONT'D)
 Let us begin!

INT. PECKFORTON CASTLE - CATACOMBS - DAY

Robin and Diane lead the way down a dark passage. Pitney and
 Finn are close behind. John follows them with a large
 flashlight trained at their feet.

Suddenly two figures rush out of a side room and attack the
 party. They are both wearing "Orc" masks and dressed in fur
 wrappings. Each of them are equipped with a shield and a
 sword.

Finn remembers his training and raises his shield.

FINN

One...

Pitney charges forward.

PITNEY

Aaaaaaahhhhhhh!

ROBIN

Pitney!

He begins to pummel one of the "orcs" with as many blows that can be shoved into a split second. The "orc" cries out, drops to the ground and curls up into a ball.

The other "orc" turns its full attention the chaos. Finn seizes the opportunity.

FINN

Two!

He jabs the "orc" in the chest before the monster realizes what's happening. He looks at Finn, then to Finn's sword and falls to the ground.

Pitney is still wailing away on the other "orc."

JOHN

Sir Pitney!

John rushes forward. Robin and Diane try to pull Pitney pff of the "orc", but he's not making it easy. He keeps swinging as he is carried away.

John stands above the "orcs."

JOHN (CONT'D)

I think they're dead.

One let's out a painful whimper.

JOHN (CONT'D)

That on definitely is.

Pitney spits towards the ground near his dead "orc."

PITNEY

Good riddance.

John kneels and leans closer to Pitney's "orc."

JOHN

(whispers)

You good?

ORC #1
 (whispering and chuckling)
 Oh, yeah.. I'm fine. Little guy
 got himself worked up, didn't he?

John pats him on the back and stands.

JOHN
 Does the party press on or return
 to the courtyard?

PITNEY
 ONWARD!

FINN
 Whoaaaaaa, Tiger!

ROBIN
 Yeah, Davey.. Take a breath.. Or
 ten.

Pitney takes in far too many quick deep breaths.

DIANE
 I was the same way my first
 adventure.

ROBIN
 Really?

DIANE
 Oh, yeah... Couldn't stop me.

JOHN
 Took down half the monsters by
 herself.

FINN
 Nice.

JOHN
 Shall we proceed?

Robin looks at Pitney who is much calmer now.

ROBIN
 We shall.

The group moves silently along the corridor with Pitney and Finn still in the lead.. They flinch at every open door and double check every side hallway.

They search an opening to their left only to be surprised by attackers from their right.

It's two more "orcs!" (Actually the same two from before)

ORC #1
Agggggggghhhh!

The "orc" swings and connects with Diane's shield. She sees and opening and lunges at the "orc's" chest. He falls.

Robin meets her "orc's" shield with her own and pushes him back. The monster seems a bit stunned by this move from a "beginner." Definitely not part of their training.

She brings her sword down lightly on his chest and the "orc" falls to the ground.

PITNEY
Dammit!

FINN
You can't kill everything, Davey.

PITNEY
(whispers)
Yeah... But I kind'a want to.

JOHN
Well, done adventurers!
(raising his voice)
But who knows what lies ahead!?

A flickering light appears in a doorway down the corridor. The glow grows stronger as more light is added to it.

JOHN (CONT'D)
Oh... Who knows what that could be?

PITNEY
Your mom's bedroom?

FINN
Davey!

PITNEY
Sorry.

ROBIN
Please stop.

PITNEY
Sorry...

The party moves past him. Diane winks as she goes by.

DIANE
 (whispering)
 "Your mum's bedroom..." Nice.

Pitney smiles and follows her.

DOORWAY - DAY

The party gathers at the edge of the doorway. Robin looks around the corner cautiously .

THE WIZARD'S DEN

A man in robes is sits on a dark throne. It is AZERTAIN (43). His hair is long, matted and greasy. He has dark circles under his eyes and a long, pointed goatee. There's a leather belt resting on the throne that has many pouches. His right hand rests on top of it.

There is a pentagram on the stone floor before him. Candles light its points.

Azertain's dark eyes meet Robin's. He smiles at her.

She darts her head back out of sight.

DOORWAY

Robin looks a little spooked.

ROBIN
 There is a guy in there. He's dressed in robes. Pentagram on the floor.

DIANE
 Look like a wizard?

PITNEY
 Long hair? Creepy looking?

Robin nods.

DIANE
 Dark eyes?

She nods again.

FINN
 Checks all the boxes for me.

AZERTAIN (O.S.)
 Come in... And choose your fate.

ROBIN

Do we?

The group almost simultaneously nods "Yes."

THE WIZARD'S DEN

Robin leads the group into the room slowly. They approach Azertain as if he's "The Great and Powerful Oz."

AZERTAIN

I am the wizard Azertain...
Before you continue, I shall
require two slaves.

PITNEY

I'll see you gutted first...

He tries to take a step forward. Diane stops him.

AZERTAIN

It will be so. I shall have two of
your party. They must remain...
With me.

Azertain leans forward and throws the belt near one corner of the pentagram.

AZERTAIN (CONT'D)

Within the belt are two tokens.
Those who draw them will remain as
my slaves and the location of the
"Wizard's Treasure" shall be
revealed to the others.

He leans back on his throne and smiles an evil smile.

AZERTAIN (CONT'D)

Choose... I shall have my slaves.

JOHN

Each of you has to have a go at one
of the pouches on the belt. If you
draw a token, you have to sit out
the rest of the adventure as one of
Azertain's "slaves."

ROBIN

Let's think carefully about --

PITNEY

No time like the present!

Pitney steps forward, leans down and opens one of the pouches. It contains a token.

PITNEY (CONT'D)

Shit...

He sits down and looks up at Finn.

PITNEY (CONT'D)

Your turn, Buddy. One in three chance to join me.

DIANE

I'll go.

She steps forward and opens another of the belt's pouches. This time it is empty.

DIANE (CONT'D)

Damn. Kind'a wanted to hang out with this one... But glad to soldier on to the bitter end!

Robin and Finn look at one another and play a quick game of "Rock, Paper, Scissors, Spock."

Finn loses and choses one of the two remaining pouches. He his hand comes back holding a token.

FINN

Really?

Azertain chuckles.

AZERTAIN

You two are mine!

PITNEY

What are the odds? Fate has spoken. Together forever!

FINN

Let's hope there's a lunch, at least.

AZERTAIN

There is not.

(beat)

The rest of you may go. "The Tomb," and the location of the "Wizard's Treasure" has been revealed to you.

Robin looks to Pitney and Finn. Pitney smiles and waves.

FINN
Go get 'em, Guys...

CATACOMBS

Robin and Diane enter the corridor with John close behind them.

There is an open archway at the end of the hall with a lit torch on either side. A figure, wrapped in white, can barely be seen in the room beyond.

They walk quickly past another opening on the way to the tomb. A woman, dressed as a NINJA, steps quietly into the corridor behind them and "slashes" Diane's back with her foam knife. It leaves an orange smear on her armor.

JOHN
A fatal blow!

DIANE
Damn! Sorry, Robin!

Diane falls to the ground.

The Ninja lunges for Robin, but she blocks her attack with her shield. Robin returns the attack with one of her own and her sword glances off the Ninja's shoulder. It tries to lunge past her, but Robin drags a sword across the Ninja's chest and leaves a long green mark of goo.

The Ninja drops.

Robin rushes to Diane's side and holds her in her arms. Diane acts as if she is sputtering blood and poison.

DIANE (CONT'D)
A-A-Avenge meeeee...

She "dies."

Robin stands and walks toward the tomb with grim determination. ***"The Map Room: Dawn" MUSIC from Raiders of the Lost Ark begins to PLAY.*** Because... What else would be playing?

WIZARD'S TOMB

(Music continues)

Robin slowly enters the room. It has a stone pillar in its center with a wooden counter surrounding it. A treasure chest sits on top; facing the entrance.

A MUMMY stands in front of the chest and guards it. It's loosely wrapped arms stretch out to her.

Robin considers her options then rushes forward to attack. She strikes several blows at the Mummy and it howls back in anger.

John rushes forward to intervene.

JOHN

The Mummy is already dead! You cannot harm it with your weapon! You must find another way.

It reaches for her and Robin quickly backs away. The Mummy takes two steps forward and is jerked back slightly. Robin discovers that it is bound to the central pillar by a metal chain.

Robin scans the room. She sees a small box attached the wall beyond the pillar. She runs to it and narrowly misses the reach of the Mummy. She opens the box. A small Ankh sits on a bed of velvet inside.

She plucks it out, turns and raises it up her hand in the direction of the Mummy. It howls in an almost human voice.

MUMMY

(howling)

Nooooooooooooooooooooo!

Robin steps forward and the Mummy continues to wail as it huddles close towards the ground.

MUMMY (CONT'D)

Pleeeeeeeeeeease!!!!

The Mummy collapses onto the floor and is still.

JOHN

Well done!

Robin races to the treasure chest and --

JUMP CUT TO:

GRAND HALL

Slams it down on the "Reward Table." She is beaming with accomplishment. Finn, Pitney and Diane have been waiting for her there and they cheer her success!

(Music Fades)

Paul has to shout over the joyous celebration as "Orland the Wizard."

PAUL
Well, done, M'Lady! Well, done!

He hands a white scroll to Robin, Pitney and Finn.

PAUL (CONT'D)
Each of you have now attained
"Level the 2nd!"

He hands a purple scroll to Diane.

PAUL (CONT'D)
And you, Lady Diane, have added to
your previous success and reached
"Level the 13th!" Congratulations
to one and all!
(beat)
And now.. We feast!

Robin and her party move to the serving table which is filled with sandwiches, fruit and drinks. She starts making a plate for herself and looks up just in time to see a tall blonde girl arguing with James on the other side of the hall.

It looks pretty heated.

ROBIN
Diane... Is that..?

DIANE
Yup, that's Courtney. She's the
Elven Goddess I told you about.

FINN
Ouch... Looks like James really
stepped in it.

COURTNEY (19) picks up her quiver and bow from the table next to James. He tries to stop her, but she "shushes" him away and leaves before he can get another word in edgewise. Robin could swear that she glanced at her just before she left.

Everyone in the room quietly watches her go except Pitney. He's already halfway through his first sandwich.

Robin catches James' eyes. He's trying to be stoic, but she can see he's heartbroken. She takes a step in his direction, but he turns and disappears into the armory.

FINN (CONT'D)
Wow...

PITNEY

What?

FINN

Finish your sandwich, Davey.

DIANE

I've never seen them fight. Like ever.

ROBIN

Really?

DIANE

Yeah... They're practically the King and Queen of this place.

ROBIN

I feel like I should go see how he is.

PITNEY

How who is?

FINN

Finish your sandwich, Davey.

PITNEY

I kind'a already did.

Pitney takes another sandwich from the tray and digs into it.

FINN

Don't forget to breathe, okay?

They start to sit.

DIANE

You really gonna go talk to him?

ROBIN

Probably shouldn't.

FINN

More like probably should.

ROBIN

I barely know him, Finn.

DIANE

Very wise not to pursue his lot quite yet, Robin. He's gonna be busy patchin' up some "scars" for a bit.

ROBIN
You're right.

PITNEY
Boooooo...

DIANE
Change of subject?

ROBIN
Yes! Change of subject! Sooooo...
You're level thirteen, now?

DIANE
Yeah! Thanks to you.

ROBIN
What do you mean, "Thanks to you?"
Don't we level up anyway after we
were done? Even if we didn't
finish it?

DIANE
You only level up when the
adventure is successfully
completed. And you nailed it!

FINN
You didn't have to play with us,
Diane. I'm sure there are bigger
adventures.

DIANE
Yeah... But I heard you guys
talking to each other and I'd never
hung out with anyone from "The
States" before. You're accents,
Man... Gotta love it.

Pitney reaches for his third sandwich.

DIANE (CONT'D)
This one's got an appetite on him.

PITNEY
Sorry... We didn't get breakfast.

ROBIN
My fault.

FINN
We headed out pretty early to get
here.

ROBIN

Didn't know what time everything started. Wanted to get here as soon as we could - Just in case.

DIANE

Oh, I get it. First timers. Here's the good news, then. Tomorrow's the day for the bigger campaigns. Day long ones. Starts at ten in the morning. So, breakfast's at eight.

PITNEY

What do we do until then?

DIANE

Oh! You're staying over? Well, there's a big feast at six tonight. Then, if you want, you can do the "Moonlight Mile."

FINN

That sounds cool.

DIANE

Oh, it is! Its a walkabout on the battlements and Paul hosts it. He tells the history of the Castle and things.

(to Pitney)

You wanna come with me?

Pitney looks at Diane for a moment and then Robin.

PITNEY

Can I?

ROBIN

Why do you think that you need my permission -- ?

Finn grasps Robin's leg lightly under the table.

ROBIN (CONT'D)

Have a blast, Davey!

PITNEY

Thank you!

DIANE

Yay! You wanna come with us, too?

ROBIN

Maybe --

Finn's nails dig into Robin's thigh.

ROBIN (CONT'D)

(smiling)

We'll see.

DIANE

Great!

"Every Time I Write the Book" by Elvis Costello begins to PLAY.

EXT. PECKFORTON CASTLE - BATTLEMENTS - EVENING

(Music continues)

A small group follow Paul around the battlements as he leads them by lantern light. Robin and Finn are in the back of the while Pitney and Diane are near the front.

(Music fades underneath)

Robin watches Diane and Pitney very closely.

They are smiling at one another a lot. Diane always laughs when it seems like Paul has made a joke. They seem to really be enjoying each other's company.

ROBIN (V.O.)

Was I jealous? A little. I mean... He was my friend first. This was supposed to be our trip, remember? Me, him... And Finn.

Finn also watches Pitney and Diane closely. Robin can see he's trying to hide his feelings. He's failing as much as she is.

ROBIN

You okay?

FINN

Yeah... I guess I'm going to have to be. You?

ROBIN

Me? Oh... Hey... Moonlight, stars, summer in England... Kicked a little ass today... Found the Wizard's treasure...

(MORE)

ROBIN (CONT'D)
And now I'm walking on the
battlements of castle?

Robin stops and looks at the hills beyond the battlements. The families that live in the small farmhouses have turned in for the night. She can see a single light across the way in on one of the windows of Beeson Castle.

ROBIN (CONT'D)
Best day of my life.

JAMES (O.S.)
Hey, you two...

Robin and Finn turn to see James walking up the courtyard stairs towards them.

JAMES (CONT'D)
Better get a move on... You're
gonna miss one of Paul's best
stories.

FINN
We will?

JAMES
Oh, yeah... It's a good one.
C'mon.. I'll walk with you.

They try to catch up with the group.

JAMES (CONT'D)
Have fun today? How was John?

ROBIN
He was great! I didn't know he was
there half the time.

FINN
Yeah! He seemed to only appear
when he was needed... The rest of
the time just stayed in the back.

JAMES
Perfect. Glad to hear it! That
was only his second run.

Second?

ROBIN

Wow!

FINN

Really?
ROBIN (CONT'D)

JAMES

Oh, yeah!

FINN

Never would have known.

JAMES

He was a "Player" for a long time. Couple of years... And then, out of the blue, he asked if he could try his hand at being "Game Master."

They've almost caught up to Paul and his group.

JAMES (CONT'D)

Paul was all for it. So, I had John shadow me on a couple of runs. He had his first "go" a couple of weeks ago with me as his shadow.

ROBIN

That's great.

FINN

Very cool!

JAMES

Pretty soon he'll probably become a "Designer."

ROBIN

Someone who writes one of the quests?

JAMES

Exactly. They always get first crack at running it. I've got a couple in rotation myself.

ROBIN

Was yours the one we did today?

JAMES

The "Beginner's Quest?" Oh, no. That's Paul's. Been the "Starter Quest" since they opened the place when he sixteen. It's a great way to train folks on the mechanics of the game. Good number of fights, a decent bad guy... Traps.. A Mummy! And it's fast. Who wouldn't love that?

FINN

Fast? Felt pretty epic to me.

JAMES

Wait until you do the day-long campaign tomorrow. Three adventures. All tied together.

ROBIN

Ohhh... Gimmie!

JAMES

Trust me... They will.

They have reached the group and join it just in time to hear Paul's story.

PAUL

Just over there you can see a sandstone bridge which connects the castle to the gate house. Do you see it?

The group looks over the battlements and tries to catch a glimpse of the bridge. Diane points it out to Pitney. James does the same for Robin and Finn.

JAMES

There is a cobbled road that runs underneath the bridge and many of the locals have said that -- In the dead of the night -- You might just run into a servant girl when she walks through the bridge's archway.

They all careen to see. Hoping that tonight is one of those nights.

JAMES (CONT'D)

How will you know if it is her?
That's easy. She'll be the one carrying her own severed head.

The SOUND of FOOTSTEPS can be HEARD. A long shadow creeps out from beneath the archway to the bridge. The FOOTSTEPS grow LOUDER and a trembling light can be seen coming from archway. A YOUNG GIRL (14) appears; dressed in servant's clothes. She is carrying her head under her right arm. It's eyes are red and glowing.

Pitney screams and Diane holds him tight. The rest of the group, including Robin, Finn and James laugh at the sound... Breaking the tension.

The Young Girl turns away and disappears under the archway.

PITNEY
How..? How did you do that?

JAMES
Do what?

PITNEY
The girl... With her head under her
arm? How did you --

JAMES
I didn't see a girl...
(to the group)
Did any of you?

A number of the players shout out the word, "NO" in jest.

PITNEY
Oh, come on!

Pitney looks at the group and sees Robin and Finn in the back
with James.

PITNEY (CONT'D)
Did you guys see her?

ROBIN
See who?

PITNEY
You guys suck... You know that,
right?

FINN
(smiling)
How would you know?

The group erupts into laughter.

PAUL
That's it for tonight, Folks! We
will see you tomorrow at breakfast!

The group begins to disperse. Pitney and Finn catch up with
Robin, Finn and James.

DIANE
See you guys tomorrow! I've got a
"Level Thirteen" adventure I'm in,
but maybe we can hang at breakfast
or lunch?

PITNEY
Definitely!

FINN
Great.

ROBIN
 See you then!
 (to James)
 What about you? You gonna be
 around tomorrow?

James begins to back away from them with his hands in his pockets.

JAMES
 Maybe. Not sure, yet. Might have to
 take care of something first...
 Anyway, thanks for letting me hang
 with you guys. 'Night, everyone.

PITNEY FINN
 'Night! Sleep well!

ROBIN
 See you tomorrow!

James walks down the courtyard stairs alone.

ROBIN (CONT'D)
 Maybe...

FINN
 I think I could get to like him a
 lot.

PITNEY
 He seems nice. Was he nice?

ROBIN
 He was.

PITNEY
 Then I'm sorry for all the things I
 said.

FINN
 Good to hear.

Pitney and Finn walk in the direction of their "rooms."

FINN (CONT'D)
 You coming?

ROBIN
 Yeah. In a bit.

Finn follows Robin's gaze and looks down into the courtyard. He can see James walking across the grass in the direction of the Great Hall.

James catches them looking down at him, smiles kindly and waves back. Robin catches a "look" from him. Finn breaks the spell.

FINN

Don't stay out too late, Robin,
'kay?

PITNEY

Big day tomorrow!

ROBIN

I'll be there in a little bit.

Robin watches James disappear through the great doors and smiles.

"Tempted" by Squeeze begins to PLAY.

She looks up at the moon for a bit and takes in it's glow. After a few moments, Robin walks back to her room... Alone.

INT. NORTH TOWER - NIGHT

(Music continues)

Robin and makes her way down the tower stairwell.

UPPER HALL

(Music continues)

Moonlight streams through the upper hall windows as Robin walks toward her room.

ROBIN'S ROOM

(Music continues)

Robin is in her pajamas. She brushes her teeth, spits into the basin and smiles at her reflection in her mirror.

ROBIN

Best... Day... Ever.

She crawls onto the cot and draws the blanket over her. The pillow is flat as a pancake, but she doesn't care. She grins from ear to ear and quickly falls asleep.

DINING HALL - MORNING

(Music Fades)

Robin enters the dining hall in a joyous mood. She finds Finn, Pitney and Diane sitting at one of the long picnic tables having breakfast.

She grabs a plate ,with a mound of pancakes on it, and a glass of orange juice. Robin sits down next to Diane and faces the boys.

ROBIN
Morning!

DIANE
Morning to you!

PITNEY
Ugh..

FINN
Sorry, we don't share your enthusiasm.

ROBIN
You didn't have a blast yesterday?

FINN
Oh we did. That was fun. The cots? Not so much.

ROBIN
Weird. I slept like a rock.

PITNEY
There! That! That's what they felt like.

ROBIN
Like a rock, Davey. I slept like a rock.

PITNEY
The pillow, too! I swear it was filled with pebbles.

FINN
Seriously, Robin. It was bad. And we have to do it again tonight?

Robin isn't listening. She sees James across the room and waves. He waves back and smiles warmly at her.

DIANE
The cots aren't so bad. You've just got to know how to sleep on them.

PITNEY
And how's that?

DIANE
Drugged.

FINN
Drugged?

DIANE
I bring sleeping pills. Knocks me
right out. I sleep like the dead.

PITNEY
Can I have some?

DIANE
Nope. Sorry. Prescribed for my
anxiety.

FINN
I can arrange for him to have some
anxiety... If it will shut him up.

DIANE
Besides... After today's campaign
you'll sleep like a baby. They are
pretty long and intense.

ROBIN
Really?

DIANE
Oh, yeah. You're gonna have a
blast.

ROBIN (V.O.)
She wasn't kidding...

***"The Opening Titles from Labyrinth" begin to PLAY; including
"Underground" by David Bowie***

EXT. COURTYARD - DAY

(Music continues)

The Game Masters approach the groups.

ROBIN (V.O.) (CONT'D)
*The "Game Masters" separated me
from the boys and put me in another
group. Finn and Pitney got to stay
together, though!*

Pitney looks slightly devastated as Robin and her group leave. Finn puts his hand on his shoulder and gives him a side hug.

Robin looks a little bummed herself as she watches James heads off with Diane's "Thirteenth Level" Group.

INT. CATACOMBS - DAY

(Music continues)

MONTAGE OF SCENES with Robin in the spotlight.

ROBIN (V.O.)
*The first quest was against the
 Lich King and his army.*

Robin's battles "orcs," "kobolds" and a bevy of "skeletons."

ROBIN (V.O.)
*We battled long and hard and, in
 the end, we triumphed!*

A major battle against the "Lich King." Robin can't stop smiling and howling throughout every skirmish. She screams with joy as her party achieves the ultimate victory over the evil "King."

ROBIN (V.O.)
*I was even awarded "Level the Four"
 for my accomplishments.*

DINING HALL - DAY

(Music continues)

Robin is having lunch with her friends. Finn and Diane are talking to her excitedly about their accomplishments.

ROBIN (V.O.)
*Finn became the leader of his group
 and made it to "Level the Five."
 Diane stayed at "Level the
 Thirteen." And Pitney?*

Pitney is picking at his food.

ROBIN (V.O.)
*He died in the first room and
 stayed at "Level the Second."*

PITNEY

Woo...

ROBIN (V.O.)
*After lunch I got to be a monster
 in one of James' stories --*

CRYPT - DAY

(Music continues)

Robin is dressed as a skeleton with a dented helm and tattered clothing. James is smiling and silently coaching her.

ROBIN (V.O.)
*He was a wonderful "Director" for
 his "Quest." He gave me great tips
 and detailed instructions.*

James gives her a smile and one last thumbs up before he closes the door to the "Crypt" behind him.

ROBIN (V.O.)
*I was protecting a large red ruby
 that the heroes were supposed to
 place into the eye of the idol in
 the last room. If they did, they
 would win the adventure!*

The SOUND of a party of ADVENTURERS can be HEARD getting closer to where she is.

ROBIN (V.O.)
*I was to shout out a warning when
 they entered the room. Little did
 they know that it would also take
 ten "hits" to take me down.*

The Adventurers are right outside the door.

ROBIN (V.O.)
*I readied my best British accent
 and waited for them to open the
 door.*

(Music fades)

The door opens and four battle-ready Adventures cautiously enter the room. James is right behind them.

ROBIN
 (worst accent ever)
 Oy! Ye best not be takin' another
 step in me crypt or ye will be
 suff'rin the fates of the ancients!

JERRY (20), the leader of the group, stops in his tracks for a moment.. As do the others. They burst into laughter.

JERRY
Please, don't...

ROBIN
SILENCE! Or ye will --

JERRY
(laughing)
Seriously! Stop!

Another Adventurer, SARAH (21), has almost dropped her sword from laughter.

SARAH
It's bad.

JERRY
Really bad.

SARAH
Sorry, love. Don't mean to be rude.

JERRY
You're one of the kids from the Colonies, right? Just talk in your normal voice.

ROBIN
(menacingly and without accent)
Take one more step and you're all dead.

JERRY
Much better.

SARAH
That's cool!

The rest of the adventurers join Jerry and Sarah in their praise. James smiles to her from the back of the party and gives her another thumbs up.

The group rushes Robin and pummels her into the ground. One of them whistles as they walk away.

ROBIN (V.O.)
Even that was fun.

The OPENING of "One Step Beyond" by Madness begins to PLAY.

DINING HALL - EARLY EVENING

(Music continues)

Robin and her friends are sharing a meal and bubbling with excitement.

ROBIN (V.O.)
*Every one leveled up on their
 "Quests!"*

Pitney picks at his food.

ROBIN (V.O.)
*Except Pitney. He died in the
 first room.. Again.*

PITNEY
 Woo...

ROBIN (V.O.)
*Then we went out to the courtyard
 and waited for the "evening
 adventure..." Which was the second
 part of the campaign we started
 this morning.*

CATACOMBS

(Music continues)

MONTAGE with Robin on full display, once more.

ROBIN (V.O.)
*I fought until my arms almost fell
 off.*

She leads her group through a "Quest" filled with "zombies" and "sirens" that ends in a battle royale with the "King of the Vampires."

ROBIN (V.O.)
*A horde of zombies had taken over
 the catacombs. They were being
 controlled by a "Vampire King" and
 his succubae. You see, He was the
 master of the "Lich King," but he
 was no match for us! We destroyed
 him in the last room and won the
 day!*

DINING ROOM - NIGHT

(Music continues)

Everyone is having dinner.

ROBIN (V.O.)
Everyone leveled up, again --

Pitney seems to be picking at the same meal.

ROBIN (V.O.)
*Except Pitney. He died in the...
 Well, you know.*

PITNEY
 Woo... Hate this place.

EXT. BATTLEMENT - NIGHT

(Music fades)

Robin sits inside a gap battlement wall. She is facing the north tower, but talking directly to us, again.

ROBIN
 And here we are...

She is drawing something on a large pad.

ROBIN (CONT'D)
 I was wrong about yesterday being
 the best day ever....
 (smiling)
Today was the best day ever.

She doesn't see James approaching behind her.

ROBIN (CONT'D)
 I got inspired and started --

JAMES
 Who you talking to?

Robin turns to face him James. She pulls drawing pad close to her chest.

ROBIN
 No one.

JAMES

I've been here for awhile, Robin.
That was a lot of talking to "no
one."

ROBIN

It's just something I do,
sometimes. Makes me happy.

James gestures to the space next to Robin.

JAMES

May I sit there?

ROBIN

Sure.. I'll scooch.

She moves over and he sits. Its almost a tight fit.

JAMES

Having fun?

ROBIN

Best time of my life.

JAMES

You did great in my story.

ROBIN

Thank you... Sorry about the
accent.

JAMES

Oh that part was rubbish... But,
other than that, you were great.

ROBIN

(laughing)
Thank you. I think.

JAMES

Can we talk a bit more about the
"talking to no one" thing?

ROBIN

I'd rather not.

JAMES

Just a bit?

Robin considers him for a little while.

ROBIN

Okay... "Just a bit."

JAMES
How long have you been doing it?

ROBIN
Talking to no one?

JAMES
Yeah.

ROBIN
Since I was little.

JAMES
May I ask why?

ROBIN
It makes me happy when I'm alone.

JAMES
Oh... Do you parents know?

ROBIN
Can we not talk about my parents?
That's a whole other thing.

JAMES
Sure... Yeah... We can side-step
that and just move on to other
things that neither of us want to
talk about.

Robin closes her drawing pad and puts it in her lap.

JAMES (CONT'D)
I'm alllll about moments of awkward
silence.

ROBIN
Really?

JAMES
Oh, yeah... It's my reason for
living. Wanna try one now?

Robin smiles at him.

ROBIN
Sure...

They both look out at the hillsides beyond the castle.

JAMES
See? Silent. Awkward.
Perfect.

Robin smiles and enjoys the moment. Finally she breaks the silence.

ROBIN
Does that make me weird? The
talking to no one, part?

JAMES
Not to me. Makes you human.

James looks at her with admiration.

JAMES (CONT'D)
Someone who is probably just as
weird as me. And someone who
doesn't want to be alone. Also,
like me.

ROBIN
Oh, you're not alone. You've got
Courtney.

JAMES
Not anymore.

ROBIN
What do you --

JAMES
I know you saw what happened this
morning, Robin.

ROBIN
Sorry...

JAMES
Please, don't be.

ROBIN
What happened?

JAMES
Well...

James sighs. Which then leads to awkward silence #2.

ROBIN
I'm sorry. That was really forward
of me. I shouldn't have --

JAMES
It's okay.

ROBIN
I'm really sorry.

JAMES
It's really okay.

ROBIN
It is?

JAMES
Yeah... It is. She broke up with me... Well... Because of you?

ROBIN
Me?!? I never did --

JAMES
Never did anything. No. You didn't. But one of the guys must have seen me talking to you and your friends at the Balrog's Den and saw "something" between us.

ROBIN
But there wasn't -- !

JAMES
I know. I know. It's okay, Robin! There wasn't. But the point is he told Court there was and...

ROBIN
She just believed him?

JAMES
She's always been pretty possessive. Jealous, too.

ROBIN
Sounds like it.

JAMES
I bet it was Alex that told her. He always had a thing for her...

James trails off and looks at the hillsides again. This segue ways into awkward silence #3.

Robin waits a few moments and then:

ROBIN
You okay?

JAMES

Better than I thought I would be...
Surprisingly.

ROBIN

Good.

JAMES

Hanging out with you this weekend
has helped a lot. I mean, "a lot"
a lot. I just wanted to say,
"Thank you" before things got busy
tomorrow and I didn't wanna miss
the chance before you -- You know --
left.

Robin gently takes his hand in hers.

ROBIN

Thank you.

His fingers wrap around hers.

JAMES

No problem. Thank you for being
"my kind of weird."

ROBIN

No problem.

They gently break away from each other to look at the stars
together. As they gaze upward they smile at the wonder of it
all.

"This Night" by Billy Joel begins to PLAY.

COURTYARD

(Music continues)

Robin and James holding hands as he points out various hidden
details in the castle's courtyard: An abandoned fountain
with tiny cherubs carved into the base. Stain glass windows
depicting battles from long ago. A secret door into the
corridors beneath the castle.

He opens it for her and they go inside.

INT. SECRET CORRIDOR - NIGHT

(Music continues)

James leads the way with a small flashlight. He's still holding Robin's hand and she's happy he is.

CIRCULAR STAIRWAY

(Music continues)

James walks in front of Robin. The light from his flashlight touches the curved wall of the stairwell as they make their way upward.

ROBIN
Where are we going?

JAMES
You'll see.

EXT. SOUTH TOWER - ROOF - EVENING

(Music fades)

James opens the door onto the roof of south tower. He indicates for Robin to step out first.

JAMES
Look up.

She does and is overwhelmed by the night sky. It feels like they're close enough to touch the stars.

ROBIN
It's beautiful.

JAMES
It is.. Isn't it?

Robin moves to the one of parapets.

ROBIN
I bet you take all the girls up here.

JAMES
Not all of them. Just the one's I think I'm falling for.

Robin turns to look at James.

ROBIN
That's... That's really quick.
Especially since you just --

JAMES

I can't explain it. Not sure if I want to. Maybe what Alex told Courtney was right. The moment I saw you at the game shop I --

James really can't explain it and stops talking.

ROBIN

What? Was it "love at first sight?"

JAMES

Yeah... I think it just might be. What about you?

ROBIN

No... It wasn't.

James looks as if he has been slapped.

ROBIN (CONT'D)

Sorry to burst your bubble, Handsome. But I thought you were just a very kind person that was trying to help us out.

JAMES

Oh... Oh... That's okay. I understand. I'm sorry... I didn't mean to --

ROBIN

And you had a "Courtney," so...

JAMES

Yeah, right. I did. I'm-I'm sorry. If-If I was being too forward just then --

ROBIN

If you're asking me when I fell I might have fallen in love with you..? It was when I realized that you were just as weird as I was.

(beat)

Which was about twenty minutes ago.

(beat)

Right about the time you said you finished your third awkward silence...

Robin smiles and sits inside one of the open spaces of the parapet. She looks absolutely angelic with the stars behind her.

ROBIN (CONT'D)
Can I ask you a serious question?

JAMES
Is it about Courtney?

ROBIN
No. And you almost killed the mood there.

JAMES
Almost?

ROBIN
Almost. Close But not quite.
(beat)
So, can I ask you a serious question?

JAMES
Will I like it?

ROBIN
You might.

JAMES
Okay.

ROBIN
Are you a good kisser?

JAMES
Am I a good -- ?

ROBIN
Kisser. Yes. Do you kiss well?

JAMES
I'm not sure, that I --

ROBIN
Because this might not work out if you're not a good kisser. It's not a deal-breaker or anything. But I just need to know.

James is a bit stunned... And speechless.

ROBIN (CONT'D)
 Would it be okay..? You know..? If
 I tried kissing you and see if...
 You know..? You may or may not be --

JAMES
 A good kisser?

ROBIN
 Yes.

JAMES
 It won't be a deal-breaker if I'm
 not.

ROBIN
 No. At least I don't think it
 will.

James considers it for a moment.

JAMES
 Yes... Please.

Robin stands up, walks to James and places her hands lightly
 on his shoulders.

ROBIN
 Done and done...

Robin kisses him and, after a few moments, James kisses her
 back.

INT. **PRESENT** - CUDDINGTON TRAIN - DAY

(Music in Robin's head phones)

Robin is smiling at us.

ROBIN
 And, before you ask... Yes. Yes, he
 was. We didn't kiss a second time.
 But I wanted to. I think he did,
 too. But we did enjoy the
 moonlight for a while and then he
 walked me back to my room.

INT. **FLASHBACK** - PECKFORTON CASTLE - ROBIN'S ROOM - EVENING

(Music continues)

Robin and James hold hands as they approach her "room." They stop and James smiles at her. She squeezes his hand and she starts to go through the door.

JAMES

Robin?

Robin stops, turns and smiles at him.

ROBIN

Yes?

JAMES

Thank you for kissing me back. I haven't had that in a long time. Courtney wasn't very good at --

ROBIN

Shhhhh... Me either. Thank you for saying, "Yes..."

JAMES

To..

She smiles and taps her bottom lip.

JAMES (CONT'D)

(He smiles)

Oh... Yes. Absolutely. Yes.

ROBIN

'Night.

JAMES

'Night.

Robin walks to her "bedroom" and draws the blanket curtain shut. James sees her smile one last time just before it closes.

He smiles, sighs and walks down the corridor with his hands in his pockets.

INT. **PRESENT** - CUDDINGTON TRAIN - DAY

(Music fades into Robin's headphones)

Robin is looking out the window before she returns her attention to us.

ROBIN

The next day I went back to London with the "Two Davids." We got to see Diane before I left, but we didn't get to see James.

(beat)

I know... I know. The real question. Did I fall in love with him? Am I in love with him?

Robin takes a sip through the straw of her McDonald's cup.

ROBIN (CONT'D)

I think I did. A little.

(beat)

Okay... More than a little. It's more like a lot.

She starts playing with the straw.

ROBIN (CONT'D)

I can't stop thinking about him... And that's not a bad thing. But it is one of the reasons I'm heading back to "Treasure Trap" on my last "free weekend" in England.

Robin's drawing pad is on seat next to her. She places her hand on it.

ROBIN (CONT'D)

This... Is an adventure I'm working on for Paul for "The Trap." I told him I was working on one when I was at the castle... And he told me to "go for it." It's almost done. Mind if I work on it a bit?

She picks up the pad and starts in.

ROBIN (CONT'D)

Bet you're wondering where the guys are? Well, after his lack of "adventures" there was no way Pitney was coming back... Even if Diane was there. Which she probably will be.

(beat)

Finn stayed back with him. For moral support, right? 'Sides he told me that his parents wouldn't let him "waste another weekend like that." Go figure.

Robin shades walls around the hallways that she's drawn.

ROBIN (CONT'D)
 He said I was lucky I didn't have
 to ask my Dad for permission...
He'd let me do anything because I
 was spoiled and, well, you know --

She writes the words "The Great Beyond" at the top of the page.

ROBIN (CONT'D)
 He apologized.

Robin looks out the window and, for the first time, we can see the reflection of a smiling woman sitting across from her. It is ROBIN'S MOM (28). She is who Robin has been talking to this entire time.

ROBIN (CONT'D)
 Finn knows how much I miss you,
 Mom. He didn't mean to be mean.

Robin looks at the empty seat in front of her. We can see her mother's reflection in the window where the empty spot should be.

ROBIN (CONT'D)
 I'm glad you're here... You're
 always here when I need you. It's
 almost like you never died.

Robin's Mom mouths the words, "I love you."

ROBIN (CONT'D)
 (smiling)
 I love you more.

"No One is to Blame" by Howard Jones begins to PLAY.

EXT. CUDDINGTON TRAIN - DAY

(Music continues)

The train to Cuddington travels through cities and fields on it's way to Cheshire.

DISSOLVE TO:

ROAD TO PECKFORTON CASTLE

Robin walks up the road to Peckforton Castle. She looks as if she taken a great journey and finally returned home again.

She reaches the drawbridge and walks across it.

COURTYARD

Robin crosses the courtyard and heads into the castle.

INT. ARMORY - DAY

(Music fades)

Robin enters the Armory and sees Paul behind the counter.

PAUL

Welcome home, Robin! Wasn't the same without you here these last few weeks.

ROBIN

Good to be home.

He sees the pad under Robin's arm.

PAUL

Is that what I think it is?

ROBIN

You told me to bring the your drawing pad back when I was done with it.

PAUL

And?

ROBIN

I'm done with it. Dork.

PAUL

I might be a dork, but my business license makes me a professionally "licensed" dork.

(smiles)

Lemme see it.

She hands him the pad. He begins to leaf through it.

PAUL (CONT'D)

Niiiiiiice! Nice, nice, nice!
Ohhh... I quite like this bit.

He looks up at her.

PAUL (CONT'D)

Great start, Robin! Wonderful!
Mind if I tweak it a bit? I won't
put my name on it. It will always
be "Robin's Adventure in the Great
Beyond" when we use it.

ROBIN

Can James be the one that runs it?

PAUL

Absolutely. Or me, even.. If you
might deem me worthy.

ROBIN

(chuckling)

I deem thee worthy. Did I miss
dinner?

PAUL

Nope... We kept the kettle hot. Go
get your feedbag on!

DINING HALL

Robin sees Diane sitting at one of the tables and makes her
way towards her. Diane lights up when she sees her.

DIANE

Hello, Friend-o!

ROBIN

Happy day to you, M'Lady!

DIANE

I asked Paul if you could be in my
party tonight. It's a few levels
above you, but we both think you
can handle it.

ROBIN

Really?

DIANE

You are gonna kick some major
tuchus.

Robin sees James enter the room. She smiles until she
realizes he's not alone. He is holding hands with Courtney
She is decked out battle armor, a quiver of foam-tipped
arrows and a bow.

She looks like a beautiful warrior princess. Her blonde hair is pulled back in a braid to reveal her "Elven" ears.

She sets the bow on one of the tables and waits for James to bring her their dinner.

Diane catches Robin's line of sight.

DIANE (CONT'D)

Oh.. Robin... I'm so sorry. I didn't get chance to tell you, yet.

ROBIN

They got back together?

DIANE

Yeah. There was a small window of opportunity for the rest of us, but it closed pretty --

She looks at Robin's expression and stops short of finishing her sentence.

DIANE (CONT'D)

Hold up... Did you two -- ? Um -- I mean... Did -- ?

ROBIN

No. Nothing like that. Well, maybe a little bit like that...

DIANE

Oh... Oh, Robin.

ROBIN

I didn't get a chance to tell him I was coming back. He must've thought he'd never...

DIANE

Yeah... Yeah, that must be it. I'm sorry, Robin.

James brings food back to the table for him and Courtney. He catches sight of Robin as he sits down and stops in his tracks. He smiles at her awkwardly and waves.

Robin smiles back.

ROBIN

It's okay...

Courtney catches sight of the exchange and leans over to James. He shakes his head "No" and laughs lightly.

ROBIN (CONT'D)
Really it is.

Robin can read James' lips as he tells Courtney, *"I told you there was nothing."*

Courtney laughs with him, smiles and waves at Robin.

ROBIN (CONT'D)
It's okay.

Paul enters the room. He is decked out in his "Old Wizard" Costume.

PAUL
Adventurers! Please finish your meals! Our adventure is about to begin!!

DIANE
You gonna be okay?

ROBIN
Of course. Never better.

"Don't Dream It's Over" by Crowded House begins to PLAY.

ARMORY

(Music continues)

Robin looks like she is sleepwalking.

She accepts her armor, foam sword and shield. She slowly straps the breast plate to her shoulders, picks up her things and heads out the door; leaving her helmet behind on the counter.

EXT. COURTYARD - DAY

(Music continues)

Diane meets up with Robin and they form a sparring group.

Robin can hear Eric counting off the numbers, but it sounds like he's under water.

Paul the "Old Wizard" enters the Courtyard and begins to speak. His words sound very far away.

Diane gently places her hand on Robin's back and guides her to their party.

Robin sees James will be their Game Master and ALL SOUNDS in the COURTYARD come ROARING BACK when he speaks.

JAMES
Hello, Adventures!

The group cheers. Robin tries to show that she is excited.

JAMES (CONT'D)
Today --

James can see that Robin is a bit off. He looks directly at her... Concerned. He mouths the words: "You okay?" Robin doesn't answer. He stumbles over his words when he begins to talk again.

JAMES (CONT'D)
Today... You will.. Begin your...
Begin your two day assault on the
"Keep of the Demon King!"

Another roar of approval from the party. This is the first time that Robin has noticed there are ten people in her group. Men and women... All ready for battle.

JAMES (CONT'D)
You will first enter the main hall
and try to ascend the grand
stairwell to the chapel beyond.
Are you ready?

The cheers are almost deafening.

JAMES (CONT'D)
Are... You... ready?!?

The roar can be heard beyond the walls of the castle.

JAMES (CONT'D)
Then let us make our way to the
main hall!

The group crosses the courtyard silent and ready. Robin brings up the rear with Diane in front of her.

James is right behind Robin at has assumed position as "Game Master."

JAMES (CONT'D)
You okay?

Robin doesn't answer.

JAMES (CONT'D)

Robin?

She turns her head to see him but doesn't stop walking towards the castle.

ROBIN

Yes, James... I'm okay.

JAMES

Good. You just seem like you're distracted and this is a big --

ROBIN

I'm fine, James. I've got this.
(whispering)
Can't wait to meet Courtney.

Robin tightens her grip on the hilt of her sword.

JAMES

What?

ROBIN

Nothing.

JAMES

We got back together last week. I never thought I would see --

ROBIN

Right. I mean, how could you -- ?

JAMES

I didn't know if I would ever see you, again.

ROBIN

I did. I knew.

JAMES

Robin --

ROBIN

Don't you have another "game" to play?

Robin runs to join Diane and the rest of her group. They howl in rage and excitement as they storm the entrance to the main hall.

INT. MAIN HALL - DAY

The hall begins to fill with Adventurers. The grand stairway is at the far end. A group of "Elven" archers are at the top of it, They line the second floor hallway banister.

Robin sees Courtney among the archers. She runs even harder to get to the stairs first.

SECOND FLOOR HALLWAY

Courtney and her archers draw their foam-tipped arrows from their quivers. They are covered in orange paint. They ready their weapons and fire.

MAIN HALL

Arrows fly at the Adventurers. Robin is among those who raise their shields against the first volley.

Others in the group are marked by the paint from the foam tipped arrows; leaving a blobs of orange paint.

PAUL

Lenae, Art!! Fatal shot! You're both out! Mike?! You, too! Sorry! We'll use you both as monsters, later! You too, Gary and Casi! You're out!

Robin is halfway to the stairs. Her teeth are clenched and she is determined to be the first one there.

SECOND FLOOR HALLWAY

The archers fire their second and third volleys. Courtney takes down four more players within seconds.

GRAND STAIRWAY

Robin is first to the bottom of the stairs. She throws up her shield to block another shot.

SECOND FLOOR HALLWAY

Courtney draws another foam-tipped arrow. She doesn't realize the foam tip has become stuck in her quiver until after she fired the shot.

COURTNEY

Look out!

CLOSE UP: ARROW

The arrow with the exposed tip flies through the air. The end of it is jagged and broken.

POV: ARROW

The arrow hurtles towards Robin and plunges into her shoulder.

GRAND STAIRCASE

EVERYTHING SHIFTS INTO SLOW MOTION and ALL SOUND LEAVES THE ROOM.

Robin reels back from the impact of the arrow. She drops her sword and shield. They clatter to the ground as she starts falling backward.

She can see Courtney's horrified expression as she scrambles to try and get to her.

James runs up the stairway just Diane tries to catch Robin.

Robin falls into her arms and they both drop down onto the stairs.

EVERYTHING SNAPS BACK TO FULL SPEED

The room is filled with the SOUND of TERRIFIED SCREAMS.

Robin looks puzzled and confused.

ROBIN

Ow..?

ROBIN (CONT'D)

Did I just get -- ?

DIANE

Robin! It's going to be okay! JAMES?!?

James is there and Courtney is not far behind.

JAMES

Robin!

COURTNEY

Oh, my God, are you okay?

ROBIN

Shot -- ?

JAMES (CONT'D)

Somebody get Paul!!!

James tries to stop Robin's bleeding with his "Treasure Trap" hoodie.

ROBIN (CONT'D)

With.. A fucking arrow...?

The SOUND of the AMBULANCE PULLING AWAY can be HEARD as everything --

FADES TO BLACK:

INT. CREW, ENGLAND - LEIGHTON HOSPITAL - ROBIN'S ROOM - NIGHT

(Music fades)

DARKNESS - The SOUND of MEDICAL MACHINES can be HEARD.

Robin opens her eyes slowly. She is in a hospital room with a large bandage is covering her left shoulder. There is also an IV in her arm/

Robin's Mom sits in a chair next to her bed. She has Robin's hand in hers.

ROBIN

Mom?

ROBIN'S MOM

(smiling)

Hello, Little Love.

ROBIN

You're here. I mean... really
"here" here. Am I dead?

ROBIN'S MOM

No. Not unless you want to be.

ROBIN

Want to be -- ?

ROBIN'S MOM

The doctor missed of sliver of the arrow that hit your shoulder. It's inside you now. It broke off when the it hit you. The sliver is not much, but it has made it's way pretty close to your heart, Honey.

ROBIN

Could it -- ?

ROBIN'S MOM

Yes, Love.. It could.

ROBIN

Where is everyone?

ROBIN'S MOM
They're downstairs. Mr. Lofton and
the boys are on their way.

ROBIN
Daddy?

ROBIN'S MOM
He knows. He's on the way, too. He
should be here tomorrow.

A tear tumbles down Robin's cheek.

ROBIN'S MOM (CONT'D)
Don't cry, honey... It's gonna be,
okay... You're in a hospital.
You're safe.

ROBIN
I am?

ROBIN'S MOM
Yes. You are. You can stay here
and rest all you want to... But, if
it's too much pain, you can also
come with me.

ROBIN
With you?

ROBIN'S MOM
We'll be together. Like you always
wanted.

ROBIN
Not this way.

ROBIN'S MOM
I know, honey... I know. I do.
So... You have a choice. You can
press the call button for a nurse
and tell them about the sliver...

ROBIN
Or I can let it move a little
further and let it take me -- ?

ROBIN'S MOM
To me. Yes, love. You could. It's
up to you.

Robin's eyes fill with tears.

ROBIN
That's not fair.

ROBIN'S MOM
Things like this never are. And, if you decide to stay... There will always be things that "aren't fair." That's something you have to learn to live with. But... Whatever you choose... I'm not going anywhere. You'll always have me.

ROBIN
Just like always?

ROBIN'S MOM
Always and forever.

ROBIN
Always and forever...

Robin's Mom brings her daughter's hand to her mouth and kisses it.

ROBIN'S MOM
You've had quite an adventure these last few weeks... Wanna have some more?

ROBIN
Always and forever.

ROBIN'S MOM
(smiling)
Press the button, my Little Love...
Let's get this party started.

Robin presses the call button. The SOUND of a HIGH-PITCHED BEEEEEEEEEP can be heard. Everything --

FADES TO BLACK:

THE NEXT DAY - ROBIN'S ROOM - MORNING

The BEEPING becomes slower and steadier. Robin opens her eyes again to see James sitting where her mother had been.

ROBIN
(groggily)
Am I dead?

JAMES
No... Thank God.

James takes Robin's hand in his.

JAMES (CONT'D)
No, you're not.

ROBIN
(smiling)
That's good...

JAMES
That's very good!

ROBIN
You're -- How did you get here?

JAMES
My Dad's a doctor here. I asked if
he could get me in and --

ROBIN
That's good... Your Dad's a doctor.
That's good. Good money there.
Oh... that's why you tried to stop
the --

JAMES
The bleeding. Yeah... My Dad would
have had my guts for garters if I
didn't try to --

ROBIN
Shhhhhh...

JAMES
I never could have lived with
myself if --

ROBIN
Shhhhh... Hey, its okay.

JAMES
I waited until everyone was asleep
downstairs and --

ROBIN
You came and saw me.

JAMES
I had to.

ROBIN

Had to?

JAMES

Had to tell you I was sorry about our -- Courtney and I got back together... I should have told you.

ROBIN

How would you have done that?
Exactly?

JAMES

That one night that you and I had... I thought I -- Thought 'Court was done with me -- I wasn't prepared for -- I just saw you on the wall with your sketch pad -- Thought you could use --

ROBIN

A friend?

JAMES

Yes! And I needed -- Thought you needed --

ROBIN

James... I didn't need you... No one needs anyone... My mother told me that before she died. I think I felt that maybe we could...

The medication is starting to catch up Robin, again.

ROBIN (CONT'D)

I think I'm tired. Surgery, you know? You look exhausted, too, James, and -- You better get back to Courtney because --

JAMES

Would it be okay if I loved you, too? A little

ROBIN

Loved me a little?

JAMES

Sometimes a heart has room to hold the entire world... I don't want the world... I'm just hoping you don't mind if I share some of my heart with you and --

ROBIN

James...

JAMES

If that's okay? I just needed to ask you if it was okay? Before I saw you with, you know, everyone tomorrow morning. Before you got checked out? I just knew that everyone would be there and --

ROBIN

It's okay to love me, James... A little.

James' eyes begin to well with tears.

ROBIN (CONT'D)

If I can love you a little, too?

JAMES

Please?

ROBIN

Done and done...

Robin's eyes are almost closed.

ROBIN (CONT'D)

I think I'm gonna sleep, again, now.

JAMES

Sleep, 'kay? Sleep... Thank you, Robin.

ROBIN

Welcome...

Robin looks at James holding her hand and passes out again. The BEEPING SOUND from the MONITOR travels with her into the darkness.

DISSOLVE TO:

INT. HEATHROW AIRPORT - TERMINAL GATE - DAY

The BEEP fades into a the CHIMING SOUND that comes before an overhead ANNOUNCER is HEARD.

ANNOUNCER
 Welcome to London and Heathrow
 Airport. For those of you who are
 just arriving to Terminal --

The SOUND of the ANNOUNCER fades. Robin wakes up again. She
 is being pushed in a wheelchair by ROBIN'S DAD (58).

ROBIN'S DAD
 You awake, Hon?

Finn, Pitney and Diane are walking behind them.

FINN
 Those are some serious drugs.

PITNEY
 Please don't say drugs. It sounds
 weird.

DIANE
 Sounds weird?

PITNEY
 Nancy Reagan says we should "just
 say no" to drugs. So it sounds --

DIANE
 Weird.

FINN
 So what should we call them?

PITNEY
 Medicine.

DIANE
 Oh... Right.

ROBIN
 Then this is some pretty kick ass
 medicine...

ROBIN'S DAD
 Language.

ROBIN
 Shit. Sorry, Dad.

They stop just shy of the gate.

ROBIN'S DAD
 This is it.

Diane leans over and gives Robin a deep hug.

ROBIN
Shoulder!

DIANE
Oh! Sorry!

She hugs Robin much lighter.

DIANE (CONT'D)
Sorry.

ROBIN
It's all good. Give my best to everyone at "Treasure Trap," kay?

DIANE
Thank you! That reminds me!

She pulls an envelope from her back pocket. She unfolds it and gives it to Robin.

DIANE (CONT'D)
This is for you.

ROBIN
What is it?

DIANE
A lifetime membership to "Treasure Trap." Courtesy of Paul.

ROBIN
Awwwww...

ROBIN'S DAD
Lucky we don't sue him...

ROBIN
Dad!

ROBIN'S DAD
I'm serious! You could have died.

PITNEY
I could ask my Dad to take the case?

ROBIN
Knock it off. Both of you.

Robin's Dad looks like he doesn't want to "knock it off."
But he will... For her.

ROBIN (CONT'D)
Tell James "Goodbye" for me, too.
And Courtney.

DIANE
You sure?

ROBIN
Not his fault that I -- You know
what I'm talking about.

Diane smiles knowingly.

ROBIN (CONT'D)
Or that she's a hell of a shot.

ROBIN'S DAD
(smiling)
Language!

FINN
What a potty mouth you have.

DIANE
Please write me, kay?

ROBIN
I plan to.

DIANE
A lot.

FINN
Not me.

DIANE
Seriously?

FINN
No.. I'll have Pitney write my
letter for me. He draws the little
hearts better.

Robin's Dad begins to wheel her towards check-in.

ROBIN'S DAD
Alllll right... here we go.

ROBIN
Bye, Diane!

DIANE
Bye, Love! See you soon!

Robin smiles, waves with her good hand and closes her eyes again.

INT. BRITISH AIRWAYS - SEATTLE BOUND FLIGHT - DAY

Robin wakes up seated next to the window on her row. The plane is already airborne. She is sitting with Finn and her Dad. Pitney has his entire row to himself behind them.

ROBIN
Ooof. These painkillers...

ROBIN'S DAD
Are some pretty kick-ass
"medicine."

ROBIN
Dad!
(smiling)
Language...

ROBIN'S DAD
Oh.. Sooo sorry. Hey... Know what?
I'm surprised Lofton didn't come on
this flight.

ROBIN
I heard he already flew out ahead
of us.

ROBIN'S DAD
Probably has some things to explain
to the school.

ROBIN
Probably.

Finn puts his head on Robin's good shoulder.

FINN
Hey...

She turns as best as she can and smiles at him.

ROBIN
Hey.

FINN
You, okay? I mean... with
everything?

ROBIN
Sure. Best... Adventure... Ever.

FINN

I don't think I told you, but Lofton was pretty freaked out at the hospital. He asked me something weird... I guess he was nervous or something.

ROBIN

What kind of weird?

FINN

He asked if I learned anything, at least... From the trip.

ROBIN

Did you?

FINN

When you were upstairs... At the hospital... I started thinking about how short life can be. I mean we're seventeen. You could've --

ROBIN'S DAD

She didn't.

ROBIN

Dad. Privacy.

Robin's Dad smiles and puts on his headphones.

FINN

I learned that life is too short. Way to short... And maybe --

ROBIN

Maybe..?

FINN

(whispers)

You should tell the people you love... That you can't live without them.

Finn squeezes Robin's hand and kisses her on the cheek. He unbuckles his seatbelt and starts to get up.

FINN (CONT'D)

Excuse me, Robin's Dad...

Robin's Dad takes off his headphones.

ROBIN'S DAD

What? Oh --

He sees that Finn is standing.

ROBIN'S DAD (CONT'D)

Of course.

Finn makes his way past him. He goes back to sit with Pitney. Robin smiles and peers through the opening in the seats.

FINN

Pitney?

Pitney takes off his headphones and puts down his book.

PITNEY

Hey...

FINN

If you don't mind... I'd like to share something that I've been thinking about.

PITNEY

Sure.

FINN

For a while...

Robin stops watching them and looks out the window. It looks like she is talking directly at us again.

ROBIN

Do you remember the first time you fell in love? I mean really "fell" fell.

Robin steals another glance at Finn and Pitney behind her.

ROBIN (CONT'D)

We do.

She sees the reflection of her mother in the plane window and she smiles at her lovingly.

Robin turns away from her mother and talks directly to us.

ROBIN (CONT'D)

Before you go... Do me a favor? First chance you get? Tell someone that you love them. Even if you have been hiding it for a while. Tell them. But, do me another favor, okay..?

(she smiles at us)

Really mean it.

Robin turns back to her mother's reflection in the window.

ROBIN (CONT'D)

I love you, Mommy. Always and
forever.

"Road to Nowhere" by the Talking Heads begins to PLAY.

We begin to pull back and through the window. Farther and farther until all we see is the plane before it banks away from us.

It become smaller and smaller until it disappears into sun-drenched clouds.

THE END