

FRANKENWEENIE

screenplay by

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**(This version is conformed as per the animatic on 18th Jan
2012_v2)**

WHIRS and HUMS. The screen flickers.

Splices pop through the gate.

And then, today's feature film:

MONSTERS FROM BEYOND!

The title card is made from cut cardboard, and very blurry.

MOM (O.S.)

Victor, I don't know that it's...

VICTOR (O.S.)

Mom, you have to wear the glasses.

MOM (O.S.)

Oh! Yes of course.

Thick frames slide past. Now we're looking at the title card in real 3D. It's very homemade, but charmingly done.

The next card:

STARRING SPARKY

DAD

In 3D honey.

Reveal that we are...

INT. LIVING ROOM - DAY

Victor's MOM and DAD share the couch with SPARKY THE DOG, 30-odd pounds of canine goodness. They're watching the homemade movie through vintage 3D glasses.

Behind them run two projectors, manned by the filmmaker himself, VICTOR. He's more mad scientist than film auteur -- he built this twin projector system himself.

MOM

So that's where my candlestick went.

DAD

Oh, isn't that your grandmother's table cloth.

MOM

That looks great!

BACK TO THE SCREEN

The pterodactyl swoops across town. People run in fear and panic. The monster attacks!

DAD

Oh that is so...Woah! I just felt
I was attacked.

MOM

Oh. That's scary.

Troops and tanks spring into action.

DAD

Send in the marines!

ARMY FIGURE

Over here men. This way.

To no avail.

MOM

Oh! Watch out!

DAD

Whoah!

ENTER SPARKYSAURUS

MOM

Sparky!

DAD

Sparky that's you!

Sparky barks as he sees himself in the movie.

MOM

Oh!

DAD

You tell em' Sparky.

Sparky defeats the monster and the troops and townsfolk rejoice.

DAD

Bravo!

Suddenly, one of the projectors JAMS on a splice. The film melts, then the tail WHIPS AROUND, getting snared in the second projector's reel. The two machines SMASH TOGETHER in a shower of sparks.

MOM

Oh! Oh!

DAD

Um. Maybe just unplug it.

Sparky YANKS the power cord from the wall. The bulb dims. The spinning stops.

Darkness for a moment, then Victor flicks on the light switch.

MOM

Well it certainly was exciting!

DAD

Yeah, it was a big finish. Well done son.

VICTOR

I can fix this. C'mon boy!

CUT TO:

INT. HOUSE / STAIRWELL - DAY

Victor lugs the two projector upstairs. Sparky follows behind.

DAD (O.S.)

All that time he spends up there.
A boy his age needs to be outside
with his friends.

MOM (O.S.)

I don't know that Victor has
friends, dear. Other than Sparky.

INT. BEDROOM HALLWAY - DAY

Victor walks up the stairs into the attic. Sparky is right behind.

DAD (O.S.)

That's my point! I don't want him
to turn out, y'know, weird.

MOM (O.S.)

There's nothing wrong with Victor.
He's just in his own world.

MUSIC RISES as we finally enter...

INT. ATTIC WORKSHOP - DAY

MAIN TITLES begin, as Victor carries the projector up into his attic workshop. Sparky follows at his feet and they pass various inventions and movie set pieces that cram every corner of this sloped-roof wonderland.

Victor disassembles the projectors, nimbly swapping pieces in and out.

Sparky happily trots on a little treadmill Victor designed. He stops to scratch himself and slides out of frame. He bounds back a second later and tries to get Victor to play with him by licking his face.

Victor

Easy boy.

Victor finishes his tinkering and splices the broken film. Satisfied, he snaps the reel back on the projector and starts to roll it again.

On the reel of the projector we -

DISSOLVE TO:

EXT. TOWN - MORNING

Tight on the wheel of the paper boy's bicycle we pull out to reveal the suburban paradise of New Holland. It's a sea of cookie-cutter houses on cul-de-sac'd streets named after trees.

The town comes complete with its own ersatz Dutch windmill, which lazily turns on the hillside above.

A BIKE-RIDING PAPERBOY delivers the morning news.

EXT. VICTOR'S HOUSE / STREET - MORNING

Sparky runs out the front door and grabs the newspaper for Dad. Dad kisses Mom goodbye.

DAD

See you later, sweetie.

MOM

Have a good day!

Dad heads to his car.

Sparky picks up the newspaper in his mouth, then trots back to the house, where Victor is waiting.

MOM

Victor! Come on honey your going to be late. Go put Sparky in the backyard.

VICTOR

Come on Sparky!

Victor takes Sparky around to the side of the house. He throws a ball for Sparky which lands on the edge of his neighbours meticulous garden lawn.

VICTOR

Good morning, Mr. Burgemeister!

Next-door neighbor BURGEMEISTER is trimming his box hedge. The Mayor of New Holland, Burgemeister is slightly OCD and largely insufferable.

BURGEMEISTER

Your dog has been sniffing around my Dutch Dazzlers. The other day I caught him peeing on my flamingo.

VICTOR

I'll keep an eye on him.

BURGEMEISTER

You better.

VICTOR

Yes sir.

Victor continues to walk to the backyard.

VICTOR

Go on Sparky. That's right. Good boy.

Sparky trots after Victor. Victor puts him in the backyard and waves good bye.

VICTOR

See you later!

Burgemeister picks up his own newspaper and unfolds it to read the front page.

INSERT NEWSPAPER: The headline reads "MAYOR BURGERMEISTER TO KICK OFF DUTCH DAYS." A photo shows Mayor Burgemeister complete with sash and hat.

Burgemeister is pleased with the photo.

WIDER: A girl Victor's age tries to sneak out of the house behind Burgemeister.

This is ELSA VAN HELSING. She's a raven-haired fourth-grader with the soul of a poet.

With eyes in the back of his head...

BURGEMEISTER

Where do you think you're going?

She freezes.

ELSA

School.

He turns to face her.

BURGEMEISTER

Is that so. What about that dog of yours?

ELSA

She's not in the house and she's away from your tulips.

BURGEMEISTER

I want you to remember something, while your parents are away I am in charge here.

ELSA

Yes, Uncle Bob.

BURGEMEISTER

Dutch Day is coming up and I don't need any trouble. How's your song coming?

ELSA

Okay.

BURGEMEISTER

Keep at it. Dutch day is a big day for me.

ELSA

Yes sir.

He's finished. Has nothing more to say.

Elsa walks away, happy to be out of that conversation.

Burgemeister goes back to admiring his photo in the newspaper.

INT. CLASSROOM - DAY

MR. RZYKRUSKI stands at the blackboard, where he's written his name. He has a thick, impossible-to-place accent, somewhere between a Russian spy and Dracula.

MR. RZYKRUSKI
Good morning children. I am Mr. Rzykruski. I will be your new science teacher. Apparently, Mr. Holcum had an incident.

Edgar interjects:

E
He got hit by lightning.

This is news to Mr. Rzykruski. The rest of the class, including Victor and every child we've met so far, already knew.

MR. RZYKRUSKI
Well. That is bad. But he did not get "hit by" lightning. Lightning does not hit a person, the way one is hit by a baseball or a cabbage.

On the blackboard, he draws a diagram to illustrate his point, starting with a big cloud.

MR. RZYKRUSKI
Lightning is simply electricity. The cloud is angry, yes, making storm. All the electrons are saying, "I am leaving you. I go to land of opportunity."

He draws the ground beneath it.

MR. RZYKRUSKI
The ground says, "Yes, we need electrons trained in science just like you. Come! Come! Welcome!" So both sides start to build a ladder.

(drawing stick figure)

This man, he comes out to look at the storm. He does not see the invisible ladders. When the two ladders meet, BOOM! The circuit is complete and all of the electrons rush to the land of opportunity. This man is in the way. Yiii!

He draws "shock lines" all around the stick figure. It's pretty violent.

All of the students are watching in wide-eyed wonder.

Realizing that he may have gone overboard...

MR. RZYKRUSKI

But is very rare to have such incident.

Victor raises his hand.

TOSHIAKI

But it's not rare.
Lightning happens to people all the time here.
There's a thunderstorm almost every night.

BOB

My dad got hit twice.

WEIRD GIRL

They built New Holland on an abandoned gold mine...

TOSHIAKI

I heard it was a cemetery.

WEIRD GIRL

That's where they buried the miners.

NASSOR

It's the windmill that does it.

REVEAL a view of the windmill through the classroom window.

We PUSH IN on Nassor, the intense look in his eyes.

NASSOR

Turning, turning the air until the sky itself rages against the night.

A beat.

WEIRD GIRL

No. Cemetery. Definitely.

EXT. BACK YARD - DAY

Sparky amusing himself while Victor is at school by playing with a tennis ball.

But "catch" doesn't work too well without Victor and the ball rolls through a broken plank in the bottom of Mr Burgemeister's fence.

Assuming it is lost forever, Sparky sits dejectedly looking at the fence until he is startled to see the ball suddenly roll back towards him.

He BARKS and goes to investigate.

Another dog BARKS BACK.

Surprised, Sparky backs off. There's not usually a dog next door.

He BARKS.

An ANSWERING BARK.

He SNIFFS the fence thoroughly. As he reaches the broken plank, his nose touches ANOTHER DOG'S NOSE.

He jumps back.

Lies low in the grass to peer through.

On the other side of the fence is a similarly-sized poodle named PERSEPHONE -- Elsa's dog. She's beautiful.

She drops the ball on the grass, staring back.

Sparky suddenly rolls over on his back, completely submissive.

Persephone grabs the ball and runs away.

Sparky pops up, looking after her.

INT. CLASS - DAY

The bell RINGS. Students head for the door.

MR. RZYKRUSKI

Students on your way out, take a permission slip for the Science Fair.

Nassor takes a form. Reads it.

They are intrigued but don't understand.

BOB

(per the form)

First prize is a huge trophy!

EXT. SCHOOL / BIKE RACKS - DAY

CLOSE ON Victor, kneeling as he locks his bike to the rack.

A SHADOW falls across him.

He looks up to see WEIRD GIRL standing over him. She has a fluffy white CAT in her arms, which she strokes idly like a James Bond villain.

WEIRD GIRL

Hello, Victor.

VICTOR

Hi.

WEIRD GIRL

Mr. Whiskers had a dream about you last night.

VICTOR

How do you know?

WEIRD GIRL

Because this morning, he made this.

She holds out what looks to be a small rope of dried clay, bent in shape of a V.

VICTOR

Did you get that out of the litter box?

WEIRD GIRL

It's an omen.

FLASH CUT:

EXT. VARIOUS LOCATIONS - DAY [PAST]

WEIRD GIRL (V.O.)

Last month he dreamed about Bob.

She shows BOB, a chubby classmate, a cat-poop 'B.'

In a STYLIZED, OVERLAPPING SPLIT-SCREEN, we see Bob walking down a sidewalk, eating an ice-cream cone.

WEIRD GIRL (V.O.)

He fell in a manhole.

Bob suddenly drops out of frame. TILT DOWN to see the open manhole.

WEIRD GIRL (V.O.)

He dreamed about Toshiaki the day
he pitched a perfect game.

Weird Girl shows classmate TOSHIAKI a cat-poop 'T.'

Wearing a baseball cap, Toshiaki stares intently, ready
to make his pitch.

WEIRD GIRL (V.O.)

...and Nassor the day he got
knocked unconscious.

Nassor, an intense boy with sinister eyes, pulls down a
catcher's mask. A slit of light on his eyes.

Toshiaki throws. The ball hits Nassor square on the
mask, knocking him down.

EXT. SCHOOL / BIKE RACKS - DAY

WEIRD GIRL

If Mr. Whiskers dreams about you,
it means something big is going to
happen.

She offers him the "V."

VICTOR

You can keep it.

The class bell RINGS. Side-stepping around her, Victor
heads in to class.

She holds the cat to her face.

WEIRD GIRL

One day you'll dream about me,
won't you kitty?

Mr. Whiskers offers nothing.

EXT. TOWN - DAY

Victor hops off his bike and goes into the backyard where
Sparky has been waiting for him to come home.

VICTOR

Hey boy. How you doing?

Suddenly the backyard gate bursts open.

E

You'll be my partner, right,
Victor?

(MORE)

E (CONT'D)

Because you have to have a partner for the science fair and whoever's your partner is going to win. You know the most about science. So pick me as a partner. I have lots of ideas. We could make a death ray!

Victor holds up a permission slip, which lists all the prohibited projects, including explosives, lasers, nuclear devices and death rays.

VICTOR

It says no death rays. See?

E

Ah, man. I still want to do it.
(and yet...)

C'mon. Who else would be your partner? You don't have friends and neither do I.

He has a point. Victor gives in.

VICTOR

I'm sorry Edgar. I just don't need a partner. I like to work alone.

INT. DINING ROOM - DAY

Dad is examining the permission slip. Mom is bringing food in from the kitchen -- they're having fondue.

VICTOR

Will you sign my permission slip?

MOM

Dinner's ready.

DAD

Victor, have I ever talked to you about what I do for a living?

VICTOR

You're a travel agent.

DAD

I sell dreams. I tell people, you can sail to Italy. You can do the hula in Hawaii.

VICTOR

Will you sign my form?

DAD

I'm getting to that.

VICTOR

Okay.

Dad picks up two long fondue forks, using them to illustrate his point.

DAD

In my job, sometimes you have people who don't want quite the same thing, right. Say the husband wants to play golf in Scotland, but the wife wants to paddle down the Amazon. Alright you've got two conflicting ideas here.

(holding forks apart)

And it's my job, Victor, to help them meet halfway. Say, Scottsdale, Arizona. He gets to golf, she gets Indians.

MOM

But there's no river. And no jungle.

VICTOR

Nobody gets what they want.

DAD

Exactly. And wrong. They both get what they want because they compromise.

Dad skewers meat on his forks, continuing his metaphor. Victor is shrimp; Dad is beef.

DAD

You'd like to do this science fair. And that's great. I'd like you to try a sport. Say, I don't know, baseball. Science fair, baseball. Science fair, baseball. How do you choose? Guess what? You don't have to. No reason you can't do both. You meet in the middle.

(bringing forks together)

Everyone's happy.

EXT. BASEBALL FIELD - DAY

Victor is stood on the side of the baseball field with his Dad who is head coach. Sparky is there aswell to support Victor.

Toshiaki is pitching. Nassor is catching.

DAD

Look at what Toshiaki's doing.
Keeping his eye on the target.
Never losing his concentration.

Toshiaki pitches and the batter misses. Nassor catches the ball.

GYM TEACHER

Strike three! Next Batter!

Camera PANS to find Mr. Rzykruski -- who is simply in Victor's imagination.

MR. RZYKRUSKI

I want you to concentrate on your project for the science fair.

We continue to pan past Mr Ryzkruski and come back onto Victor trying in vain to keep focused on the game. Toshiaki winds up for the pitch.

EXT. BASEBALL FIELD - DAY

Victor's Mom is in the stands for the big game -- along with all the kids we've met so far, and many of the adults. Sparky is completely taken by the ball and his eyes follow it around the field.

MOM

Come on honey!

Toshiaki pitches again and as Victor swings to hit the ball Sparky leaps up catching the ball mid jump. The other kids snigger.

TOSHIAKI

Nice catch Sparky.

DAD

Come on Victor, please. Tie Sparky up and get your head into the game.

GYM TEACHER

Time out!

Victor takes Sparky to the bleachers and ties him up.

VICTOR

Sorry boy.

He walks back onto the field.

Elsa arrives at the bleachers with Persephone.

ELSA

Hey Sparky.

She sits on the bleachers with Persephone to watch the game. Sparky looks over admiringly at Persephone.

GYM TEACHER

Play ball.

Victor swings for the ball again. And misses.

GYM TEACHER

Strike One.

DAD

Nice try son.

Once again Victor remembers wise words of Mr Ryzkruski.

INT. CLASSROOM - CONTINUOUS

Mr. Ryzkruski stands in front of the classroom black board.

MR. RZYKRUSKI

When conducting an experiment,
trying is the important thing. It
is OK to fail as long as you keep
trying.

EXT. BASEBALL FIELD - DAY

Back on the field at the bleachers Weird Girl arrives with Mr Whiskers. She sits by Elsa and Peresphone. They exchange a glance.

MOM

Come on Victor- you can do it!

Toshiaki pitches again and again Victor misses.

GYM TEACHER

Strike two!

TOSHIAKI

Yes.

MOM

Come on honey!

Elsa, Weird Girl and Mr Whiskers will Victor on.

This time when Victor swings -

He hits!

He almost forgets to run until Sparky BARKS at him.

DAD (CONT'D)

Victor run!

Sparky pulls on his lead and it works loose.

The ball rolls out of the park.

Sparky goes after it, his stubby legs bounding.

MOM

Oh Sparky!

EXT. STREET - DAY

The ball rolls into the street and Sparky manages to grab it in his mouth.

Proud of himself, Sparky turns to look back at Victor. Just then...

A CAR

SCREECHES up at him. Sparky reacts. We CUT AWAY as the car hits.

EXT. BASEBALL FIELD - DAY

Every player, every kid, every parent is stunned. Horrified. We end CLOSE ON Victor.

VICTOR

Sparky! Noooooo!

EXT. PET CEMETERY - EVENING

Dad buries a wooden box. Victor watches at the grave side, devastated. His Mom and Dad give him a quiet moment to grieve.

EXT. BACKYARD - EVENING

Persephone nudges the tennis ball through the gap in the fence. She's waiting for Sparky.

Disappointed, she leaves the ball and slowly walks away.

INT. BEDROOM - EVENING

Victor lies in bed, staring up at the ceiling. Mom and Dad sit on the edge of the bed, trying to comfort him.

MOM

He was a great dog. A great friend.

DAD

The best dog a kid could have.

MOM

When you lose someone you love, they never really leave you. They just move into a special place in your heart. He'll always be there, Victor.

VICTOR

I don't want him in my heart. I want him here, with me.

MOM

I know. If we could bring him back, we would.

Mom kisses Victor goodnight and turns to leave.

MOM

Try and get some sleep sweet heart- things will seem better in the morning.

INT. ATTIC WORKSHOP - EVENING

In his attic workshop, Victor is finishing work on his projector. He threads the film and starts it playing.

Sparky-saurus is attacking the Pterodactyl. Victor smiles for a moment, then the sadness returns.

DISSOLVE TO:

Victor's sadness remains as we travel through a changing scene around him- in his bedroom, at breakfast, in the car on the way to school and finally in the classroom.

MATCH CUT TO:

INT. CLASS - DAY

Back at school Victor is despondent. Unable to concentrate, he doodles pictures of Sparky in his notebook and barely listens to the lecture.

MR. RZYKRUSKI

Just like lightning, the nervous system is electricity.

(MORE)

MR. RZYKRUSKI (CONT'D)

We are wires and springs and
cables to send the messages.
"Foot! Move! You are standing in
the fire!"

Mr. Ryzkruski lifts up a plate with a cloth on. He
reveals a dead frog.

CHILDREN

Eww!

MR. RZYKRUSKI

Even after death, the wiring
remains. Watch as the muscles
respond to the electricity.

Mr Ryzkruski places the frog onto his desk and begins to
hook an electrode to its leg.

The wiring is attached to a small box that can generate
an electric charge.

Mr Ryzkruski now attaches the electrode to the frog's leg
and, with a flip of a switch, turns on the electricity -

The frog leg jumps up as if alive!

And so does Victor.

He looks back and forth between Mr. Ryzkruski's
demonstration and his doodle of Sparky. An idea.

Victor bursts out of the school doors and starts to run
home.

EXT. NEIGHBORHOOD - DAY

Victor runs through the street on his way home.

EXT. VICTOR'S HOUSE - DAY

He runs into the garage and grabs a whole lot of tools,
gear and equipment.

INT. VICTOR'S HOUSE - DAY

Victor raids the kitchen for some household appliances.
Mom sits on the couch reading and only barely registers
what he is up to.

MOM

Hi Victor, how was school?

VICTOR

Ok.

Victor heads upstairs with a box of the appliances he has just collected.

EXT. PET CEMETERY - NIGHT

A full moon. HOOTING owls.

Over the top of the fence, we see a shovel blade moving past.

The shovel digs into the soft earth. Again. And again.

Victor is digging up Sparky's grave. It's tough work, especially because he's trying to be quiet.

A black cat perches on a nearby gravestone. SCREECHES.

Spooked, Victor waves him off.

He's uncovered the box. He opens it and gingerly loads the wrapped bundle into shoulder.

INT. LIVING ROOM - NIGHT

Victor's parents are sitting on the couch watching a movie. Though the movie isn't really scary, Mom looks for any excuse to snuggle closer to her husband. He playfully encourages it and puts his arm around her to pull her closer.

As Victor sneaks behind them, carrying the wrapped corpse, he inadvertently knocks into a lamp causing it to flicker.

Dad turns and sees what's back there but can't see Victor who is hiding, frozen, just out of sight.

Dad turns back to the TV.

Relieved, Victor tiptoes past them, heading for the stairs.

INT. ATTIC LABORATORY - NIGHT

EXTREMELY CLOSE ON the eye of a needle. Thread pushes through.

Victor is making repairs to Sparky's corpse. We don't see any of it directly, just shadows on the wall.

He rummages through a bucket of nuts and screws, picking two oversized bolts.

He places Sparky onto Mom's ironing board and pushes it directly under the skylight. The storm is just reaching a fever pitch.

As HOPEFUL MUSIC rises, Victor climbs a ladder out the window where we see that he has attached his metal swing set to the roof. Victor checks the wind direction and lets fly two balloons attached to the umbrella and fastens the ends to the swing set. This will serve as the conductor.

EXT. BURGEMEISTER'S HOUSE - NIGHT

Burgemeister is drawing his drapes shut when he sees the movement on the Frankenstein roof. He can't make out Victor, but it's enough to make him suspicious.

INT. ATTIC LABORATORY - NIGHT

Victor climbs down and checks his notes and his equipment.

We see a whole host of household items that Victor has repurposed to become part of his elaborate apparatus.

- A series of Mom's colanders and pans and appliances,
- an old fish tank,
- some bobbing Christmas reindeer

all serve as unlikely components of his grand experiment.

He has also erected a series of pulleys so that he can hoist Sparky up through the sky light.

Victor can hear the storm raging and knows that it is now or never. He pets Sparky's lifeless form one last time for courage.

He turns to an old Schwinn bicycle mounted on a stand and starts the wheels spinning. One by one the appliances start to whir and come alive.

Victor then begins to hoist Sparky up through the sky light. The rain is beating down and the lightning is getting more intense.

The metal table finally reaches his resting spot under the swing set.

Now all he can do is wait. He watches the storm intently, silently urging Zeus' thunderbolts to strike.

And then...

CRACK!

A jagged finger of light touches the top of the balloons, racing down the cord and into the attic -

Zapping Sparky with a thousand volts.

Victor removes his goggles, and springs right to action cranking down the metal table, eager to see if it worked.

All of the appliances power down and grind to a halt. The room goes silent.

He swings the table over to the workbench.

Wearing a stethoscope, he listens for a heartbeat. Hearing nothing, he keeps checking. But he eventually realizes it has all been for naught.

He lays his head down on the workbench, letting out exhausted, sniffly tears.

VICTOR

I'm sorry, boy.

A beat.

As a single tear drips onto Sparky's lifeless form, we hear a final spark and then...

His TAIL starts to move and -

His TONGUE licks Victor face.

Victor sits up, bewildered. It's Sparky, still half-wrapped in the blanket.

VICTOR

You're alive! You're alive!
Sparky! You're Alive! I can't
believe it you're alive!

Sparky can't control how happy he is and knocks Victor to the group. He enthusiastically licks his face and wags his tail so excitedly that it flies clear across the room. For a moment, he looks worried but Victor just laughs.

VICTOR

I can fix that.

Victor and Sparky play on the attic floor excited to be back together.

VICTOR

It worked. It really worked.

INT. ATTIC WORKSHOP - DAY

Victor is sleeping on the floor, sharing a blanket with Sparky.

MOM (O.S.)

Victor!

INT. BEDROOM - DAY

Victor's Mom opens the door to find Victor's bed empty. Pretty sure where he must be...

MOM

Victor! Breakfast!

INT. ATTIC WORKSHOP - DAY

Sparky licks Victor's face waking him up. He sits up, rubbing his eyes.

INT. ATTIC STAIRS- DAY

Mom is walking up the stairs to the attic looking for Victor.

MOM

Victor? Are you up here?

INT. ATTIC WORKSHOP - DAY

Victor hears his Mom climbing the steps and panics.

VICTOR

Ssssh! Quiet down boy! Ssssh!

MOM (O.S.)

Victor?

Victor picks up Sparky and carries him around a curtain to the back of the attic.

VICTOR

Sparky! Sssh! Quiet.

Mom enters but can't see Victor and Sparky behind the curtain.

MOM (O.S.)

Victor?

Looking around for somewhere to hide Sparky, Victor finally grabs a big tin bucket and puts it over Sparky just as -

Mom pulls the curtain back.

MOM
French toast or waffles?

VICTOR
Waffles.

MOM
Then I'll need my waffle iron
back, Mr. Director.

Spotting her waffle iron amid the leftover set
decoration, she heads right for Sparky. The bucket
suddenly moves, shifting away.

She looks at Victor. Thinking quick:

VICTOR
It's my science project. It's a
robot.

MOM
A robotic bucket?

VICTOR
Yes.

MOM
For mopping, I suppose.

VICTOR
Yes.

MOM
Then maybe when you're finished,
you'll let me use it.

She takes her waffle iron and heads back downstairs.

Victor closes the curtain, then lifts the bucket off
Sparky.

VICTOR
Sorry, boy, but I can't let anyone
know about you. They may not
understand. So you need to stay
here today.

Victor kisses Sparky and heads out of the attic.

Sparky rests his head on his paws, dejected.

EXT. HOUSE - DAY

Victor walks down the sidewalk to school. He looks up at the open attic window, nervous to be leaving Sparky alone.

BURGEMEISTER

Watch it, there!

Victor stops, realizing he's stepped off the sidewalk, and has almost nudged the edge of one of Burgemeister's tulips.

VICTOR

I'm sorry. I'm really sorry.

Burgemeister glares at him suspiciously. He doesn't trust this kid and suspects that something weird is going on.

INT. LIVING ROOM - DAY [LATER]

Mom is vacuuming while reading a book. She's quite practiced at it.

INT. ATTIC WORKSHOP - DAY

Sparky is drinking from his water bowl. As he does, water leaks from his seams.

He hears a LONG MEOW.

It's Mr. Whiskers, Weird Girl's Cat and it's perched in the open attic window.

Sparky BARKS at it.

Mom switches off the vacuum. Did she hear barking?

MOM

No. Couldn't be.

She starts up the vacuum again.

INT. ATTIC WORKSHOP - DAY

Sparky jumps up on a chair, then onto the workbench. Lunges for the cat --

EXT. HOUSE / ROOF - DAY

-- and goes right through the window. He lands on the steeply-sloped roof and slides down the shingles, falling...

INT. LIVING ROOM - DAY

...right past the picture window. Fortunately, Mom is so engrossed in her book that she doesn't see him and she continues her vacuuming.

EXT. HOUSE - DAY

Sparky lands in the driveway and Mr Whiskers watches him from on top of the car. When he moves to make a run for it, Sparky is in hot pursuit.

EXT. BURGEMEISTER'S YARD - DAY

Sparky chases the cat through the tulips, smashing them.

Mr Whiskers bounds on top of one of Mr. Burgemeister's flamingos and thinks he is safely out of Sparky's reach. He smugly starts to groom himself, but the single standing leg starts to buckle. The flamingo collapses into a heap, spilling the cat onto the perfectly manicured flowers, destroying everything.

The cat and Sparky run past the house and into the neighbor's backyard just as Mr Burgemeister looks out the window to see his destroyed garden.

EXT BOB'S HOUSE - CONTINUOUS

Mr Whiskers leaps onto a garbage can, and clambers up onto the roof to safety.

Sparky unable to follow is distracted by a fly buzzing around the knocked over garbage can. He gulps it down and then suddenly stops. He feels a funny tickle in his throat, neck and tummy before the fly emerges from the stitches on his side.

Sparky continues to chase the fly into Bob's yard where Bob's Mom is hanging out the laundry.

As she turns, she sees Sparky's shadow cast on a bed sheet. The shadow is double his size and his teeth look huge. Bob's Mom thinks it's a hideous monster and runs screaming into the house.

BOB'S MOTHER

What! *screams*

Sparky can't understand why she is so upset but he just heads out on his way.

EXT. SUBURBAN STREET / SIDEWALK - DAY

Two MOMS sit on a park bench talking, while their toddlers nap in their strollers.

FIRST WOMAN

I know, and Helen said she thought he was putting up some kind of tv antenna on top of the roof!

SECOND WOMAN

In the middle of a thunderstorm?

FIRST WOMAN

That's what she said!

Neither mother notices as Sparky trots up. One of the babies starts to fall asleep and drops his pacifier on the floor.

SECOND MOTHER

And did you get that big power surge in the night? Jack thought it was a fuse box but apparently it effected the whole neighbourhood.

The baby looks round and sees Sparky guilelessly sucking on the pacifier.

SECOND MOTHER (O.S.)

Sometimes I wonder just what goes on in that house. I just don't feel safe walking by there.

Seeing Sparky up close, the baby is horrified. It SCREAMS.

FIRST WOMAN

Sweetie are you ok? Here you go.

Sparky hides under the bench out of sight as the first woman tries to calm her little one and pops the pacifier back in the babies mouth.

SECOND MOTHER

So anyway Jack loves it here but if the schools weren't so great sometimes I wonder if we would be better of...

Both Mommies get up and start to walk away they don't notice Sparky cowering under the bench.

EXT. NEAR THE SCHOOL - DAY

Sparky trots past the front of the school as the school bell rings. Sparky heads for the garbage cans around the back.

On his way home, E walks behind the cafeteria and sees Sparky sniffing around the garbage cans. He can't believe his eyes.

E

Sparky?

Sparky stops short and looks right at E before running off home.

E's eyes narrow. Isn't Sparky supposed to be dead?

We end on a shot of E, hatching a plan.

EXT. BACKYARD - DAY

Sparky arrives home and heads straight to the backyard fence to see if Persephone is around.

Seeing that she is, he peeks his head through the broken slates. Persephone is overjoyed but she seems to know that there's something different about him.

Sparky is so excited to see her he pushes his head through the hole and gets his bolts stuck on the fence.

Persephone comes over to get a closer look and sniffs at him cautiously. He smells a little funny but he seems to be the same old Sparky until she focuses on the bolts sticking out of his neck. Cautiously, she licks one, and gets

ZAPPED!

The force of the spark sends Sparky back through the fence and into his own yard. Persephone is thrown clear across her garden. As she woozily gets back up, she turns and we see that she now has a Bride of Frankenstein stripe in her hair!

EXT. HOUSE - DAY

Victor cycles home after school. He throws his bike on the lawn and heads straight inside.

INT. LIVING ROOM - DAY

Mom is lying on the couch, reading one of her books.

MOM

Hi Victor. How was school?

VICTOR

GoodGottaGo.

He's heads up the stairs just as Sparky walks through the front door, following a few steps behind.

INT. ATTIC WORKSHOP - DAY

Victor enters the attic, looking for...

VICTOR

Sparky?

Hearing no answer, he walks in further. He checks behind the curtain.

VICTOR

Sparky?

Slight panic creeps into Victor's voice before Sparky sneaks in behind him and nudges his leg.

VICTOR

There you are. Good boy!

Relieved, Victor kneels down and pets him lovingly.

VICTOR

Sorry you had to stay here alone all day.

Sparky just keeps panting, not revealing a thing. He starts to slow down coming to a rest at Victor feet.

VICTOR

What's the matter boy? Are you ok?
Hmmm. You're a little low. Are you hungry, boy?

Sparky sighs.

VICTOR

Alright, here lets top you up.

Victor runs an extension cord from the wall and clips them to Sparky's bolts. As he switches the plug on, Sparky's eyes glow a bit. Sparky brightens up and barks.

MOM (O.S.)

Victor! Could you come down here please?

Victor switches the plug off and heads downstairs.

INT. KITCHEN- DAY

Victor is taken by surprise as enters the kitchen to find Edgar sitting at the counter. Edgar looks particularly smug as Mom is busies herself in the kitchen.

MOM

Victor your friend is here.

VICTOR

Edgar?

E

Hey!

VICTOR

Edgar. What are you doing here?

E

I know.

VICTOR

What?

E

I know.

VICTOR

Know what?

E

You know.

VICTOR

No.

E

I think I know what you know I know.

VICTOR

Look, I don't know what you think I know, but I don't know it.

Mom exits the kitchen and Edgar leans in, barely able to hide his excitement.

E

Your dog is alive.

Victor looks shocked and checks to see if Mom has gone.

VICTOR

That's impossible.

E

I know. I know it is so impossible but you did it. You did it.

Victor stalls, trying to think of an explanation.

E
So show me how, or I'll tell
everyone. Oh Mrs Frankenstein...

VICTOR
Ssssh!

Mom comes back into the kitchen.

E
.. May I have a cookie please?

MOM
Oh- yes. Of course.

VICTOR
Alright. Come on.

Victor reluctantly agrees and beckons Edgar to follow him up to the attic.

INT. ATTIC WORKSHOP - DAY

Sparky and E watch as Victor draws his findings on the chalkboard for E. It's a mess of symbols and variables, all connected by arrows.

VICTOR
I think the wind and the lightning
are part of the same thing, some
kind of strange force. But the
wind isn't strong enough to bring
an animal back from the dead. For
that, you need lightning.

E
So when can I do it?

VICTOR
You can't. This isn't an
experiment. It's my dog.

E
Show and tell Victor: you show me
and I won't tell.

INT. PET STORE - DAY

E stares into a tank of swimming goldfish, the PET STORE OWNER appears next to him.

PET STORE OWNER
Can I help you young man?

E
I'd like to buy a fish.

PET STORE OWNER
Certainly. Which one?

E
This one.

He points to one floating belly-up at the top of the tank.

INT. ATTIC WORKSHOP - NIGHT

E plops the dead fish into a small jar of water, already attached to electrodes and the metal table.

Victor and E crank the gears, opening the roof to the stormy night sky. The table rises into position as the lightning rod telescopes out.

E
What do we do now?

Victor grabs E and throws him to the floor. Sparky finds cover behind a mirror.

CRACK! BOOM!

The table cranks back down into the attic. The roof doors fold shut. Victor and E race over to the jar.

CLOSE ON E as he looks into the little jar.

The fish is gone.

E
What happened to it? What did you do?

VICTOR
I don't know. It should have worked.

Victor leans in to look close. Suddenly, the water ripples. A PLOP.

Then the jar RATTLES AROUND on its rim, knocked about from within.

Victor finds a steampunk-ish flashlight with different lenses that spin in front of the bulb.

As he holds it close to the jar, we see what appears to be a transparent fish skeleton swimming around.

VICTOR
(in wonderment)
It's invisible. It's an invisible
goldfish.

E
Why is it invisible?

VICTOR
I have no idea.

Sparky growls at the jar.

EXT. FRONT DOOR - NIGHT

The nightly storm has ended. It's now just a bit of
distant RUMBLING.

E is carrying the jar with the invisible goldfish.

VICTOR
You can't tell anyone. You
understand that, right? Not until
we figure out how it works.

E
Okay! Okay!

VICTOR
Promise.

E
Promise.

We see E crossing his fingers behind his back.

CUT TO:

EXT. BOB'S GARAGE - NIGHT

Toshiaki and Bob stand in the door way of the garage
examining E's jar with healthy skepticism.

TOSHIAKI
How are we supposed to see an
invisible goldfish?

E
Put your finger in. You can feel
it.

Toshiaki and Bob trade a look -- this feels like a prank.
But with a shrug, Bob does.

Nothing. He swirls his finger around.

And then...

BOB

Aaah!

He yanks his finger out.

BOB

It bit me.

TOSHIAKI

Let me see it.

Toshiaki takes the jar from E. He walks over to a table and places the jar down. He shines a table lamp through the jar.

The invisible goldfish casts a shadow on the wall. In the shadow, you can see it actually has Jurassic-sized teeth. It's pretty scary.

TOSHIAKI/BOB

GASP

Toshiaki turns off the lamp and takes a closer look at the jar.

E takes the jar back. Screws on the lid.

E

It's my science project and it's top secret.

Toshiaki looks over to Bob and gives him a flick of the head. Bob takes the hint and starts to push E out of the garage.

BOB

Yeah, well, our science fair project is even cooler.

E

What is it?

TOSHIAKI

Double top secret.

Toshiaki pulls the garage door shut in Edgar's face.

CUT TO:

INT. TOSHIAKI'S GARAGE - NIGHT

Toshiaki and Bob take a critical look at their science fair project: SEA MONKEYS - THE TRUTH REVEALED!

BOB
Sea monkeys. We gotta come up with
something better. Bigger.

TOSHIAKI
I know.

BOB
The science fair is in two days!

TOSHIAKI
I know.

BOB
You're the smart one.

TOSHIAKI
I know!

A long beat.

Toshiaki's eyes narrow. He stares at Bob and his gaze then moves to the poster above Bob's head, it's a Rocket Poster. Toshiaki has an idea.

TRANSITION TO:

INT. ATTIC WORKSHOP - DAY

Sparky is desperate to play with Victor in the attic. Victor tries to quieten him down.

VICTOR
Ok, ok, sit still. Ssssh! Sparky.
No! Sssh. No! Sssh.

Victor ties up Sparky.

VICTOR
Sorry, boy. But we can't risk
anyone seeing you again.

Victor starts to leave, he turns at the curtain as Sparky barks.

VICTOR
Ssssh!

Sparky lies down, head on his paws, sad and lonely.

EXT. SCHOOL - DAY [AFTERNOON]

The school bell rings. E is leaving school with the other kids. He nearly bumps into Nassor who is waiting for him.

NASSOR

Toshiaki says you have an invisible fish.

E

No he doesn't.

NASSOR

So you don't?

E

I didn't say that. Who said I did?

NASSOR

Toshiaki says it's your science fair project.

E

If it was, I couldn't tell you.

NASSOR

So it isn't? Or it is?

E

No. Yes. I'm confused.

NASSOR

Do you have an invisible fish?

A beat.

E

Okay. But you have to keep it a secret.

He unzips his school bag, pulling out the jar of water. Unscrews the lid.

E

Swish your finger around. You can feel it.

Nassor dips his finger in the water, swirling it around.

NASSOR

It's just water. There's nothing there.

E

No, it's invisible?

E dips his own finger in, feeling for his toothy goldfish. He's puzzled when he can't find it.

E

Huh.

PUSHING IN ominously...

NASSOR

I don't know what kind of game you
and Victor are playing. But that
trophy will be mine!

E

Gasp

A beat.

EXT. STREET - DAY

E runs as fast as he can with his jar outstretched in
front of him, catching up to Victor. It's just the two
of them.

E

Victor! Something's wrong with my
fish.

VICTOR

What is it?

E

It's not there anymore.

VICTOR

Maybe it just hopped out. Did you
have the lid on?

E

Yes! Ever since...since I left
your house. I mean, it was there
when I went to bed.

Victor ponders the possibilities.

E

I'm thinking, maybe they don't
last. They're only there for a
little bit and then they're gone.

Suddenly panicked, Victor runs back to his house.

INT. HOUSE - DAY

Victor runs up the stairs.

INT. ATTIC WORKSHOP - DAY

Victor runs through the attic. He pulls the curtain back
his eyes go right to where he left Sparky tied up.

The rope is still there. But his dog is gone.

VICTOR
Gasp No! Sparky! *Gasp*

A BARK.

Victor turns to find Sparky drinking out of his bowl.

He scratches his ear and it falls off.

VICTOR (O.S.)
Sparky!

Victor rushes over to him. Sparky's not sure what all the drama is about but does seem slightly concerned with his lost ear.

VICTOR
Oh! Don't worry. I can fix that too.

INT. BEDROOM - NIGHT

Victor is in bed. He reaches under the bed to pat Sparky's head...

VICTOR
Good night, boy.

...then switches off the light.

TRANSITION TO:

EXT. BOB'S HOUSE

Bob's Mom is having a drink in the garden. She slurps the last few drops before she heaves herself up to go inside for a refill.

EXT. ROOF OF TOSHIAKI'S HOUSE - DAY

Bob is nervous. Looking back over his shoulder...

BOB
Are you sure this is going to work?

Toshiaki is shaking a soda bottle.

TOSHIAKI
No. That's why it's called an experiment. We have to collect data.

BOB

Do we have to collect it on me?

WIDER, we see that Bob is wearing a modified backpack. Lashed to it are nine two-liter containers of soda, caps pointing down, each with a pull-string. Toshiaki attaches the tenth and final bottle.

TOSHIAKI

Ready?

BOB

No.

TOSHIAKI

Ten. Nine. Eight.

BOB

We could use a test dummy or something.

TOSHIAKI

Seven. Six. Five.

BOB

Computer simulation.

TOSHIAKI

Four. Three. Two.

BOB

I have to pee.

TOSHIAKI

One.

Toshiaki yanks the cord. The soda BLASTS out the bottom of the jet-pack.

Toshiaki grabs his video camera to document their success.

BOB

Whoah, woah, w-w-w-woah woah,
whoah, woah, woah, woah.

Bob finds himself hovering in fits and starts and actually gets a bit airborne.

BOB

(incredulous)

It's working. It's working!

Through the lens we see Bob hover in the air for a long moment before he drops like a stone out of frame.

BOB
Painful murmurs

Toshiaki, still filming looks down to find Bob sprawled on the grass. His arm is bent at an impossible angle.

Bob's Mom comes outside hearing the commotion.

BOB
Scream

EXT. HOUSE - DAY

A half-dozen NEIGHBORS and classmates have gathered to watch as Bob is loaded into an ambulance. His arm is already in a sling.

BOB'S MOTHER is apoplectic:

BOB'S MOTHER
What were you boys doing on the roof!?

Bob and Toshiaki exchange a glance.

BOB AND TOSHIAKI
Science.

INT. SCHOOL ASSEMBLY ROOM - NIGHT

Mom and Dad arrive at the meeting as Mr Burgemeister starts to speak at the podium.

BURGEMEISTER
As mayor of New Holland, you have entrusted me with your safety. So I can't sit idly by while a teacher endangers our children.

Bob's Mother is also on the stage with Bob whose arm is still in a sling.

BOB'S MOTHER
The man is a menace!

A lot of agreement from the PARENTS in attendance.

Another father stands up in the crowd.

ANOTHER FATHER
Have you looked through this "science" book they're using? Apparently, Pluto isn't good enough to be a planet anymore.
(MORE)

ANOTHER FATHER (CONT'D)

When I was a kid, Pluto was a great planet. This guy comes along and rewrites the rules.

MOM

In fairness, he didn't write the textbook.

DAD

Mr Mayor, Edward Frankenstein, your neighbour of course. I would just like to say that our son Victor is just crazy about the new teacher. Thinks he's great.

ANOTHER MOTHER

My Cynthia has been asking all sorts of strange questions. About things I've never even heard of!

DAD

Shouldn't we at least give the man the chance to explain himself?

BURGEMEISTER

Yes. Please come up.
Mr...Menace.

He points to Mr. Rzykruski, who has been lingering at the back of the assembly room.

He comes up front to the microphone.

He clears his throat.

MR. RZYKRUSKI

Ladies, Gentlemen. I think the confusion here is that you are all very ignorant.

A sea of stony faces.

MR. RZYKRUSKI

Is this right word, "ignorant?" I mean simple. Primitive. Unenlightened.

Not winning them over.

MR. RZYKRUSKI

You do not understand science, so you are afraid of it. Like a dog is afraid of thunder, or balloons. To you, science is magic and witchcraft because you have such small minds.

(MORE)

MR. RZYKRUSKI (CONT'D)

I cannot make your heads bigger,
but your children's heads -- I can
take them and crack them open.
This is what I try to do. To get
at their brains.

MOM

Oh my!

Mr. Rzykruski somehow convinced he did a good job...

MR. RZYKRUSKI

Thank you.

Mr Rzykruski leaves the stage.

DAD

Oh, geeze.

EXT. ELSA'S BACKYARD - NIGHT

Elsa PRACTICE-HUMS her Dutch Day song while Persephone
does her business, sniffing around the bushes.

Forgetting a lyric, Elsa checks a sheet she was holding
behind her back.

EXT. VICTOR'S HOUSE / BACKYARD - NIGHT

Meanwhile, Victor has Sparky outside in his backyard.

VICTOR

Be quick, boy. They'll be home
any minute.

Sparky smells Persephone. He sniffs along the fence.

INTERCUT BOTH SIDES

Persephone sniffs along the fence as well.

She BARKS.

Sparky BARKS back.

VICTOR

No no no no! Ssssh!

He covers over Sparky's mouth.

Elsa approaches the fence and stands on tippe toe so that
she can just barely see over the top.

ELSA

Victor?

She tenderly kisses Persephone on the head and holds her a little closer.

EXT. SCHOOL

Mr Rzykruski walks out of the school doors carrying a cardboard box full of all his school things.

INT. CLASSROOM - DAY

The Gym Teacher, who is serving as substitute teacher scrubs the board clear of Mr Rzykruski's name.

VICTOR
Where's Mr. Rzykruski?

GYM TEACHER
All I know is, I'll be teaching the class for the rest of the semester.

She begins erasing the messy blackboard.

ELSA
Do you know anything about science?

GYM TEACHER
I know more than you do.

BOB
Mr. Rzykruski knew a lot.

GYM TEACHER
Well, sometimes knowing too much is the problem.

Victor looks out the window as Mr Rzykruski is packing up the trunk of his car.

VICTOR
What about the science fair?

GYM TEACHER
Oh, it's still on. But it will be judged by someone who is not insane -- Me!

The class look skeptical.

GYM TEACHER
Now get cracking and may the best person win.

EXT. SCHOOL PARKING LOT - DAY

Mr. Rzykruski is packing his strange little car with all his things from the classroom.

Victor races up to him in the car park.

VICTOR

I can't believe they let the gym teacher be the judge. She's not even interested in science.

Mr. Rzykruski turns back to see his favorite student.

MR. RZYKRUSKI

Back home, everyone is scientist. Even my plumber wins Nobel Prize. Your country does not make enough scientists. Always needs more. You should be a scientist, Victor.

VICTOR

Nobody likes scientists.

MR. RZYKRUSKI

They like what science gives them, but not the questions, no, not the questions that science asks.

VICTOR

Actually I have a question.

MR. RZYKRUSKI

That is why you are scientist.

Victor smiles, a little.

VICTOR

I was doing my experiment, my project, and the first time it worked great. But the next time it didn't. I mean, it sort of worked, but then it didn't. And I don't know why.

MR. RZYKRUSKI

Then maybe you never really understood it the first time.

Victor is puzzled, but intrigued.

MR. RZYKRUSKI

People think science is here...
(points to his head)
...but it is also here.
(MORE)

MR. RZYKRUSKI (CONT'D)
(points to his heart). The first
time, did you love your
experiment?

CUT TO:

INT. ATTIC WORKSHOP - NIGHT [FLASHBACK]

Victor, defeated, hangs his head in his hands. Suddenly,
Sparky licks him. He's returned from the dead.

VICTOR (V.O.)
Yes.

MR. RZYKRUSKI (V.O.)
And the second time?

CUT TO:

INT. ATTIC WORKSHOP - NIGHT [FLASHBACK]

Victor watches as the bolt of lightning charges the jar
of water with the dead goldfish.

VICTOR (V.O.)
No. I just wanted it over.

BACK TO:

EXT. SCHOOL PARKING LOT - DAY

MR. RZYKRUSKI
Then you changed the variables.

VICTOR
I was doing it for the wrong
reason.

MR. RZYKRUSKI
Science is not good or bad,
Victor. But it can be used both
ways. That is why you must always
be careful.

With that, he offers his hand. They shake.

Victor watches as Mr. Rzykruski drives off.

Bob and Toshiaki are still fuming about the science fair.
Nassor is preparing for Baseball practice.

BOB
I can't believe I broke my arm for
nothing. None of us are going to
win. E has an invisible fish.

NASSOR

No he doesn't. You fell for a parlor trick.

TOSHIAKI

You're saying he faked it?

Just then we hear a crash as E trips over a stack of bats. He has been eavesdropping.

E

GASP

TOSHIAKI

That fish you showed us, was it real?

E

It was! And it was dead, too.

NASSOR

You brought an animal back from the dead?

The boys move in, circling him. He panics, but can't get away.

E

No, Victor did. With lightning and BOOM! and SSS...

TOSHIAKI

Impossible.

E

I swear! I mean, he already brought back his dog.

He tries to swallow his words but the boys lean in closer.

TOSHIAKI

He brought back Sparky?

E nods and the boys exchange a look.

TOSHIAKI

Hmmmm.

NASSOR

Victor will win the science fair. Unless we can do better. Bigger.

Toshiaki turns his steely gaze towards Edgar and a sly smile spreads across his face.

TOSHIAKI

You say you know Victor's secret.
Now is your chance to prove it.

INT. KITCHEN - DAY

Mom's recipe book is opened to a page that reads -
- DOUBLE DUTCH CHERRY MUFFINS

MOM

Now, where is my muffin tin?

She checks inside the oven but no muffin tin.

MOM

(realizing)
Victor.

INT. ATTIC WORKSHOP - DAY

VICTOR'S MOM goes up into the attic to find...

Nothing out of the ordinary.

She enters, taking a look around for her missing muffin tin. She walks over to Victor's chalk board and sees his diagrams for bringing Sparky back to life.

MOM

Sparky?

Sparky walks around the curtain and stands panting next to Mom.

She turns, startled and sees - Sparky.

His NECK BOLTS.

His STITCHES.

Mom falls backwards and onto the floor and -

SCREAMS.

INT. LIVING ROOM - CONTINUOUS

Dad enters the house to hear Mom screaming in the attic.

INT. ATTIC WORKSHOP - CONTINUOUS

Dad runs in and see's Sparky desperately trying to get closer to Mom.

MOM

Sparky? ... Sparky's alive!

Sparky doesn't understand why she is screaming.

DAD

Sparky! Hey. Come on.

Sparky is petrified, he bolts away and runs into the mirror which splinters from the impact.

He looks up and sees his reflection - grotesque and broken.

Victor enters around the curtain and is horrified to see what is happening.

VICTOR

Mom! Dad! What's going on?

Sparky runs towards the window, desperate and frightened.

VICTOR

Sparky! Nooooo! Sparky!

Victor and his Dad run to catch Sparky but he shoots past them through the open window.

VICTOR

Sparky! No! Sparky come back!
Sparky!

Victor tries to go after him but Dad holds him back.

DAD

Hey! Hey! Just a minute.

VICTOR

No I have to go and find Sparky.

DAD

Victor what have you done?

VICTOR

You said yourself: If you could bring back Sparky, you would.

DAD

Yes, but that was different, because we couldn't!
It's easy to promise the impossible. What you did was a very serious thing. Crossing the boundary between life and death -- reanimating a corpse -- it's very...upsetting.

VICTOR

I just wanted my dog back.

Tears well up in Victor's eyes. His anguish is palpable. Mom looks to Dad for a plan.

MOM

Oh sweetheart, we'll help you look for Sparky but when we get back I think we need to have a little talk. Understood.

VICTOR

Yes.

Mom and Dad share a look.

DAD

Now lets go find your dog.

EXT. TOWN SQUARE - NIGHT

Sparky runs through town where the dutch day festivities have officially begun. The town square has been transformed into a European fun fair with rides and food stalls set up all the way down main street. People in costume are converging on hot dog vendors and beer gardens.

Sparky is petrified but the townsfolk are completely oblivious.

Sparky tries to stay out of sight, but everywhere he goes, he's scared off by some new terror.

EXT. VICTOR'S HOUSE - CONTINUOUS

Victor looks in the backyard and shines his flashlight into the empty dog house.

VICTOR

Sparky? Are you in there!

Victor's parents head out the front door and Victor hurries past them on his bike.

VICTOR

Mom! Dad! I'm going to check out the school and the park, you guys do the town square, ok?

DAD

Got it.

MOM

Sparky!

DAD

Sparky!

As they go in their respective directions we see Toshiaki, Edgar, Nassor and Weird Girl skulking in the bushes.

Toshiaki nudges Edgar forward and motions to the front door which has been left ajar in their haste.

INT. ATTIC WORKSHOP - NIGHT

We see the shadows of all five of them slowly climb the attic stairs.

E pulls the curtain back to reveal Victor's sanctum sanctorum. The apparatus glistens in the moonlight.

BOB

Cool.

Nassor and Weird Girl check out the equipment - pushing and pulling on the wires with clumsy curiosity.

Edgar tries to confer with Toshiaki who turns his back dismissively. Its clear there are no more partnerships. Its every man for himself.

Toshiaki examines the formulas and theorems on the blackboard.

TOSHIAKI

Interesting.

E

It has something to do with the lightning. I don't really understand it.

TOSHIAKI

Ah-but I do.

PUSHING IN on his eyes...

NASSOR

Tonight, we shall bring the dead to life.

EXT. NEAR THE SCHOOL - CONTINUOUS

Victor runs around the baseball field shining the flashlight under the bleachers and into the dug out.

VICTOR

Sparky! Where are you? Sparky!

EXT. PET CEMETERY - NIGHT

Sparky narrowly avoids some kids running towards the town center by backing into an open gate.

As the revelers pass he looks around at where he is and sees that he is surrounded by ominous looking headstones.

An eerie Cat

A giant turtle

A flock of bats fly out from behind a tombstone and force him up the hillside where he finds himself at the foot of his own grave.

He can't read, but he seems to recognize what it is. What it means.

He lays down, looking up at the moon.

EXT. TOWN SQUARE - NIGHT

Back in town we see Victor's parents searching under the stage as the crowd starts to assemble for Dutch day.

MOM

Sparky? Sparky?

The crowd applauds as Mr. Burgemeister steps up to the microphone.

BURGEMEISTER

Thank you, thank you so much. And now, it's my pleasure to introduce this year's Little Dutch Girl, my niece, Elsa Van Helsing.

Elsa walks out to meet Burgemeister on stage. She is completely transformed with wooden shoes and blond braids. In addition to her costume, she is wearing a wide crown of candles. She tries to walk very steadily to keep wax from dripping on her.

ELSA

I don't think this is safe.

BURGEMEISTER

Nonsense. We have the fire chief over here.

We see a decrepit, 90 year old man dressed like a fireman. He doesn't inspire confidence.

BURGEMEISTER

You know, a lot of girls would kill to be in your place.

ELSA
I'd welcome death.

Burgemeister walks away from Elsa leaving her alone at the microphone.

Nervous, she looks out over the crowd.

Elsa starts to sing.

ELSA
(singing)
*Praise be New Holland,
Streets so wide and sidewalks clean,
Modest homes at modest prices,
Everyone's urban dream,
Praise be New Holland,
Happy children free from tears,
Free from all the worlds dangers,
Free from crime and free from strangers,*

The crowd is so rapt that no one notices the big THUNDERSTORM brewing overhead.

SONG CONTINUES UNDER:

EXT. PET CEMETERY - NIGHT

Cowering behind his tombstone, Sparky watches as Nassor and Toshiaki enter the graveyard, each carrying a shovel.

EXT. TOWN SQUARE / STAGE

ELSA
(singing)
*In our houses tight and safe,
We have nothing to fear,*

EXT. PET CEMETERY - NIGHT

Nassor heads up the hill towards a gothic mausoleum.

NASSOR
Ah. The tomb of Collosus soon you shall be awakened and we shall be reunited once again.

Toshiaki stops in front of a tomb shaped like the shell of a turtle. The inscription reads simply - Shelley.

He digs up a small bundle, he picks it up and smiles wryly.

TOSHIAKI

Shelley.

EXT. SCHOOL - CONTINUOUS

E rummages in the school garbage cans and triumphantly pulls out a dead rat.

INT. CLASSROOM - CONTINUOUS

E climbs through the window of the classroom and places his dead rat on Mr. Ryzkruski's desk. He attaches the electrode clips to the rats paws.

EXT. BACKYARD POOL - CONTINUOUS

Bob feeds a metal leaf skimmer into his pool and then rips open the container of sea monkeys and dumps them in.

EXT. PET CEMETERY - CONTINUOUS

Nassor enters the mausoleum and attaches two clips onto the grave of Collosus. He exits the mausoleum and sends four Mylar balloons off into the sky.

EXT. TOSHIAKI'S BACKYARD - CONTINUOUS

Toshiaki exits the gardening shed and walks over to his bundle. He attaches two clips and hooks these up to a kite by using a series of extension cords.

INT. WEIRD GIRL'S BEDROOM - NIGHT

We pull back through a skylight to see Mr Whiskers delivering a dead bat to Weird Girl who sits on her bed combing her doll's hair. Weird Girl's room is impossibly girly with pink fluffy flowers all around.

She untwists metal coat hangers and attaches them to each other, making a long lightning rod.

She lays the bat on her bed and attaches two clips to its wings. She then grabs a large butterfly wall hanging from above her bed. She attaches the butterfly to the coat hanger pole and solemnly feeds it out of the window into the night sky.

The balloons, butterfly and kite can be seen floating over New Holland in the storm.

EXT. TOSHIAKI'S YARD - NIGHT

Lightning surges down from the heavens, striking the disinterred bundle. The turtle bundle explodes. Toshiaki ducks for cover into the garden shed.

EXT. WEIRD GIRL'S BEDROOM - NIGHT

Weird Girl looks up she sees Mr. Whiskers. His fur is smoking but he just seems a little dazed.

WEIRD GIRL

Mr Whiskers?

He starts licking his paws when suddenly --

GIANT BAT WINGS unfurl from his back. He looks up at the Weird Girl and HISSES, his mouth featuring two giant fangs.

He arches his back and we see his vertebrae multiply and stretch. His paws extend into gnarled and pointy claws. His color changes from white to grey to a muddy, cloudy black. It forms a perfect vampire's peak on his head -

Mr Whiskers has transformed into a VAMPIRE CAT.

WEIRD GIRL

Mr Whiskers?

The VAMPIRE CAT starts to fly around the room manically knocking into things on shelves and on the walls. He ends up on the sky light.

WEIRD GIRL

Mr Whiskers.

With one flap of its wings, he flies out the window and up into the stormy night sky.

INT. SCHOOL HALLWAY - NIGHT

E races out of the classroom into the corridor screaming. Hearing the commotion the gym teacher opens a different classroom door.

GYM TEACHER

Hello? Is someone there?

The gym teacher tentatively makes her way down the corridor to the classroom E has just run from. She opens the door.

A beat.

A giant WERERAT leaps in front of the doorway with it's fangs revealed. The gym teacher screams.

EXT. PET CEMETERY - NIGHT

The earth around the mausoleum rumbles.

NASSOR

Rise, colossus. Rise from your tomb!

As Nassor continues his incantation, we see a MUMMY HAMSTER emerge from the mausoleum. His shadow is huge. Nassor watches with his mouth open his gaze moves down to the ground.

It might be frightening if the Mummy Hamster weren't just a few inches tall.

EXT. TOSHIAKI'S YARD - NIGHT

A bottle of Miracle-Gro lies empty on the grass. Toshiaki steps out of the garden shed and walks over to the scorched patch of grass. He looks around the garden.

TOSHIAKI

Shelley?

Suddenly, a massive turtle foot SMASHES down, crushing the shed.

A GIANT TURTLE MONSTER -- bigger than a bus -- SHRIEKS to the heavens.

Toshiaki scrambles to get away, alternately impressed and terrified.

The turtle opens its mouth, and lets out a blood curdling roar. Distracted by the Dutch Day lights the Turtle monster heads to town.

EXT. BACKYARD POOL - NIGHT

An almost-translucent hand grabs the side of the pool, pulling itself out. And it's not alone.

Dozens of SEA MONKEYS emerge: simian warriors with shrimp-like features, some carrying bone tridents.

Bob SCREAMS and runs out of the garden followed by the sea monkeys.

EXT. PET CEMETERY - NIGHT

Victor stops his bike at the pet cemetery gates -

VICTOR
Sparky? Sparky?

Victor pushes open the gate. His flashlight casts long, scary shadows.

He is drawn towards Sparky's grave and as his flashlight sweeps across the tombstone, he sees Sparky's frightened face peeking out from behind.

Could it be...

VICTOR
Sparky?

Sparky peers around the edge of the tombstone and realizes that it's Victor and hangs his head in shame.

VICTOR
Sparky!

Sparky is nervous and confused but slowly rests his head in Victor's arms.

VICTOR
Sparky it's OK boy, it's just me.
I thought that you were gone. I
never want to lose you. Promise
you'll never go running off. Okay?

Victor hold him tightly and Sparky licks him happily.

VICTOR
Come on boy.

Victor leads Sparky away through the cemetery when he sees the open grave of Shelley and the Colossus mausoleum door ajar.

VICTOR
Was someone else here?

EXT. CEMETERY - CONTINUOUS

Bob runs past the pet cemetery and hides behind a mail box to avoid the phalanx of sea monkeys who charge past like supernatural hooligans, craving mayhem and destructive mischief.

Panting with relief, Bob turns to see Victor in the cemetery.

BOB

Victor! I need your help.

VICTOR

Did you see those things? They were like....

BOB

Sea Monkeys. You know how on the package, they're like in a happy kingdom and everyone's smiling?

VICTOR

Yeah.

BOB

They're not like that at all.

Toshiaki runs up, yelling from the sidewalk.

TOSHIAKI

Victor! I need your help!

BOB

I asked him first!

TOSHIAKI

My problem's bigger!

Toshiaki points to the distance - a towering, giant Turtle is walking past. Its a suburban Gamera. Sparky barks defensively.

Bob has to admit --

BOB

Yeah. He's right.

A beat. Victor has to think fast. This is all his fault.

He looks down at Sparky and gets an idea.

VICTOR

Ok let's go!

Victor, Sparky and Bob rush off. Toshiaki starts to laugh and reveals his video recorder. He is secretly quite pleased with his science project.

EXT. TOWN SQUARE - NIGHT

Burgemeister and Elsa are still on stage as the crowd look on applauding.

BURGEMEISTER

And now for our next act we have something really big.

Suddenly, SCREAMS in the crowd.

The audience turns and sees THE GIANT TURTLE - marching through town, crushing everything in its path.

BURGEMEISTER

(panicked gasp)

Burgemeister flees, leaving Elsa to her own devices. He rushes through to the back of the stage.

EXT. BACKSTAGE - NIGHT

Running frantically, Burgemeister tries to save himself. He nearly crashes into the Gym Teacher, busy fleeing the Wererat.

BURGEMEISTER

Gasp

GYM TEACHER

Screams No get away.

Desperate for a place to hide, Burgemeister spots a porta-potty and quickly ducks inside.

INT. PUBLIC RESTROOM - NIGHT

Burgemeister can hear the pandemonium escalating but, feeling safe for the moment, sits on the toilet and breathes a sigh of relief.

Strangely he feels something sharp poke him in the butt. When he jumps up he sees a host of sea monkeys, jumping out of the toilet! The door to the porta-potty bursts open and Mr Burgemeister is trampled, as the sea monkeys head towards the center of town.

EXT. TOWN SQUARE - NIGHT

The gym teacher races past some destructed stalls being chased by a Wererat. She swiftly climbs up a pole were the Wererat can not follow her.

The sea monkeys are everywhere. They even emerge from a man hole and chase Bob's Mom through the stalls.

Victor's Mom and Dad try to battle off the approaching sea monkeys but there are too many of them. Mom grabs Dad by the arm and pulls him into a nearby phone booth.

MOM

This way! In here.

They slam the door just as a sea monkey flies into it and slides down the glass.

DAD

Whoa!

Suddenly another sea monkey smashes into the glass followed by another and then another. Mom and Dad are surrounded. Just as it appears they are going to be overwhelmed -

THE TURTLE MONSTER arrives.

His huge hand bears down on the phone box ripping it from the ground. Mom and Dad make their move and run to find safety as the turtle monster chomps down on the phone box and the sea monkeys scurry off.

EDGE OF THE SQUARE

Victor, Toshiaki and Bob arrive at the town square. They see the turtle monster in the centre of town. There are Sea Monkeys everywhere.

WIPE TO:

Nassor, drunk with power, commands the Mummy Hamster to take on the turtle monster and show him who is mightier.

NASSOR

Go Colossus! Kill! Kill! Kill!
Kill!

The Mummy Hamster gets ready to attack, when, in one large step, the Turtle Monster's giant foot lands directly on the Mummy Hamster and squashes him flat.

NASSOR

Collosus?

The angry turtle roars in Nassor's face knocking him clear across the square.

Nassor flies with such velocity that he gets tangled up in the banners and bunting that festoon the street and he lands in an upright display of Russian nesting dolls.

As he smashes into the case we see that now he too is wrapped up like a mummy. His scowling eyes are all that is visible as the lid closes like a sarcophagus and collapses to the ground.

EXT. TOWN SQUARE

E flees the sea monkeys and runs straight into the Wererat who is still howling at the foot of the gym teacher's pole.

E

Ah! Get away from me! Get away
from me! Ah!

The Wererat immediately turns his attentions to E and chases him past a beer stall where the sea monkeys continue to cause havoc at a beer stall, spilling beer everywhere.

One of the sea monkeys grabs a carton of pop corn and devours it in one bite. No sooner has he swallowed, when he begins to fizz and expand and suddenly explodes - splattering goop everywhere.

Victor and Bob are watching from behind a stall and Victor gets an idea.

VICTOR

Your sea monkeys, were they
freshwater or saltwater?

Bob knows this --

BOB

Freshwater!

VICTOR

Freshwater animals can't tolerate
salt.

CUT TO:

EXT. TOWN SQUARE - POPCORN TENT - NIGHT

Victor empties a sack of pop corn kernels into a pop corn machine in the pop corn tent. Bob adds the salt. Victor turns the machine on.

The boys try and lure the sea monkeys into the tent by waving popcorn.

VICTOR

Hey over here!

The sea monkeys follow them and start to gorge themselves on the freshly made popcorn.

Victor, Bob and Sparky zip up the tent and stand by the beer stall to see what happens.

The sea monkeys greedily consume the popcorn with feverish abandon and the boys watch in amazement as the tent stretches and grows. The canvas sides stretch and strain from the pressure.

Victor and Sparky duck behind a nearby keg just as tent suddenly explodes splashing pop corn (and sea monkey parts) all over the street.

BOB

Cool!

Bob haughtily celebrates a little too quickly and gets completely drenched in pop corn goop

E (O.S.)

screams

Victor and Sparky look over to see that ...

CUT TO:

EXT. TOWN / VARIOUS

Elsa, Persephone and E are being attacked by the Wererat.

ELSA

Help!

Elsa is using a stick to fight him off but the stick breaks in half and the Wererat seems ready to pounce. E is no help at all and takes this moment to for his life leaving Elsa and Persephone completely helpless.

ELSA

Get back! Stay away from us!

Victor and Sparky come running to the rescue. Sparky leaps in front of Elsa and takes on the Wererat himself.

They battle ferociously, Sparky can holding his own against the much bigger Wererat.

Then in the scuffle, the Wererat bites down on Sparky's neck but instead of landing a fatal blow, he bites into the bolts on Sparky's neck and gets a ZAP of electricity.

The Wererat instantly collapses down to a normal size rat and lands in the street.

VICTOR

Sparky!

Victor races over to make sure Sparky is not hurt and suddenly they hear an almighty roar -

EXT. THE FERRIS WHEEL - CONTINUOUS

The turtle monster is drawn to the lights on the ferris wheel. The broken beer barrels continue to flow and the square beneath his massive feet is almost flooded.

Toshiaki has climbed into one of the ferris wheel carriages and has been filming the chaos from high above the square.

He laughs maniacally at the power of his creation when he suddenly finds himself face to face with the monster himself. The Turtle roars with anger and Toshiaki starts to panic. He tries to climb out of the carriage and avoid the Turtle's sharp teeth but it is too late.

TOSHIAKI

Aaaaah!

The turtle monster grabs Toshiaki by the pants and lifts him up into the air.

TOSHIAKI

No, no, no! Stop you put me down-
I gave you life!

EXT. THE FERRIS WHEEL

Toshiaki dangles from the monster's jaws as the turtle steps back smashing an electrical fuse box with his tail. Sparks fly everywhere.

TOSHIAKI

Victor! Victor I need help please.

Victor sees the wires from the fuse box hissing and sparking near the puddle of beer and gets an idea.

He remembers from his science class that water conducts electricity and the turtle monster is still standing in the center of the flooded square.

Victor grabs the wire and throws it into the puddle sending sparks and current up the Turtle's leg.

The impact of the jolt causes the turtle monster to drop Toshiaki who smashes into a tulip stall. Undeterred, Toshiaki continues to try and film the proceedings but he is too late.

Just as he puts the camera to his eye, the turtle explodes and all that is left is reduced to a tiny shell which falls to the ground at Toshiaki's feet.

TOSHIAKI

(solemnly)
Shelley.

EXT. TOWN / VARIOUS

Elsa comforts Persephone after their ordeal with the Wererat.

ELSA

Persephone, are you ok?

Sparky runs over to join them and make sure that Persephone is ok when they hear the Weird Girl calling out for her cat. She stands at the base of a souvenir stall beckoning to the Vampire cat who completely ignores her.

WEIRD GIRL

Here Mr Whiskers! Here kitty kitty
Mr Whiskers.

THE VAMPIRE CAT swoops right past her. With a blood curdling screech, he grabs Persephone and flies off towards the windmill.

ELSA

No!

Elsa races after her dog, dropping her hat and wig in her haste.

ELSA

Peresphone! Help! Bring her back.

Victor hears Elsa's screams and goes after her. The Weird Girl is still dazed and confused, still calling for her kitty.

WEIRD GIRL

Mr Whiskers?

VICTOR

I'm coming Elsa!

Sparky tries to keep up, but his legs are too stubby. PANTING, he grabs Elsa's wig and turns back in the other direction.

EXT. TOWN SQUARE - NIGHT

Now that the mayhem seems to have ended, the townsfolk start to assemble to review the damage. Since the power lines went out, they carry lit torches

Burgemeister pulls himself out of the wreckage and dusts himself off. All around him are remnants of his beloved dutch day; broken tulips and decimated wooden shoes.

BURGEMEISTER

What happened?

He can't take much more devastation when -

Sparky runs past with Elsa's wig in his mouth.

Sparky sees Mom and Dad and drops Elsa's wig at their feet.

DAD

Sparky! There you are!

MOM

Are you alright?

Sparky barks at Mom and Dad. Doing his best Lassie, he tries to explain what has happened.

DAD

What you got there boy?

BURGEMEISTER (O.S.)

Let me through!

Burgemeister pushes his way through the crowd that has gathered around Sparky.

BURGEMEISTER

I knew it! It's the boys dead dog!

Sparky steps back to show Burgemeister Elsa's wig.

BURGEMEISTER

That's Elsa's wig! Where's my niece!

BOB'S MOTHER

He's killed the little girl!

The crowd has clearly misunderstood. Desperate, Sparky runs, hoping they will follow.

Burgemeister leads the crowd in a chase up to the windmill.

Still wearing their costumes from Dutch day and carrying torches, they look like a mob of medieval villagers.

BURGEMEISTER

After him kill the monster!

Mom and Dad follow close behind.

EXT. WINDMILL - NIGHT

Victor arrives at the windmill and rushes inside.

INT. WINDMILL - CONTINUOUS

He can hear Elsa's scream coming from the rafters and he looks up at the winding, rickety stair that leads to the crows nest.

The vampire cat is creeping towards Elsa pushing her further and further up the windmill.

ELSA

Help! Stay away from us.

EXT. ROAD UP THE HILL - DAY

Sparky leads the way towards the windmill with the angry mob trailing close behind.

EXT. WINDMILL - NIGHT

Sparky arrives at the base of the windmill and tries to make them understand that Elsa and Victor are inside.

BURGEMEISTER

Get him!

Burgemeister signals to one of the villagers to throw a rope around Sparky's neck.

BURGEMEISTER

Where's my niece?

In his hysterical zeal Burgemeister waves his torch around and inadvertently sets the windmill overhang on fire. The sails are quickly engulfed in flames but the blades keep turning.

The crowd gasps in horror.

TOWNSFOLK 1

Look out it's on fire!

Sparky continues to bark and pull on the leash, trying desperately to make them understand.

Bob's Mom sees something at the top of the windmill and points to Elsa who has climbed out onto the hub.

BOB'S MOM

It's Elsa!

ELSA

Help!

INT. WINDMILL - NIGHT

Victor continues to climb the stairs trying to get to Elsa as quickly as he can.

EXT. WINDMILL - NIGHT

Elsa and Persephone have now backed all the way to the edge of the hub and when the vampire cat swoops past them, they lose their balance. Elsa grasps onto a sail but she can barely hang on.

BURGEMEISTER

Elsa!

The crowd recoils in horror and Sparky breaks free and runs into the burning windmill.

MOM

Sparky!

INT. WINDMILL - NIGHT

Victor arrives at the top level of the windmill. Smoke and flames are rising.

EXT. WINDMILL - NIGHT

He climbs out the window towards Elsa.

ELSA

Victor! Help!

VICTOR

Hang on don't let go

Victor holds his hand out trying to get hold of Elsa.

ELSA

I can't reach.

The vampire cat lunges towards Victor and is about to finish him off when Sparky appears through the window and launches an attack.

He chases the Vampire cat up the sails leaving Victor to reach again for Elsa and Persephone.

VICTOR

Hang on!

ELSA

I can't hold on much longer!

Victor turns to look around and grabs a rope and throws it over the side just as Elsa loses her grip. Just in the nick of time, she catches the rope and swings to safety. Burgemeister breaks her fall.

ELSA

Aaaaah! Whoah!!!

Seeing that Elsa has landed safely, Victor looks up to see the Vampire Cat and Sparky fighting on the end of the sail.

VICTOR

Sparky!

The Cat tries to knock him off but Sparky scampers out of the way and slides safely down the sail into Victor arms.

The Vampire Cat is undeterred and he makes one final lunge towards them, knocking Victor off the side.

The crowd gasps in horror as Victor and the Vampire cat plummet through the floor boards and disappear into the bowels of the burning windmill.

Mom and Dad try to run forward but are held back by a fireman. The flames are too high.

MOM

Victor!

FIREFIGHTER

Stay back it's too dangerous!

DAD

That's my son in there!

INT. WINDMILL - NIGHT

Sparky battles the flames and races to the bottom on the windmill to find the Vampire Cat and Victor lying unconscious on the floor.

Grabbing Victor by the collar, Sparky uses all his strength to drag Victor out of the Windmill to safety.

EXT. WINDMILL - NIGHT

Mom and Dad see Sparky and Victor appearing out of the smoke.

DAD AND MOM

Victor?

DAD

Victor!

MOM

Honey are you alright?

The crowd cheers and Victor and his parents share a relieved embrace.

Sparky barks with joy and is about to run to join Victor and his parents when the vampire cat rears up from out of the flames and drags Sparky back into the collapsing windmill.

VICTOR

Sparky!

INT. WINDMILL - NIGHT

Back inside, The vampire cat and Sparky fight to the death. The flames have almost completely enveloped the windmill and shards of burning debris falls all around them.

The vampire cat knocks Sparky backwards and corners him against the wall. He bares his fangs and moves in for the kill.

Sparky steels himself for the worst as a flaming shard of wood breaks off the rafters and plummets to the ground, impaling the cat through the heart.

Sparky is saved and tries to run for the door when -

EXT. WINDMILL - NIGHT

The windmill finally collapses.

A CLOUD of SPARKS and CINDERS.

The crowd jumps back to safety and through the smoke, Victor shouts...

VICTOR

Noooo!

EXT. WINDMILL - TWILIGHT

The sun hasn't quite risen. Thanks to the FIREMEN, the blaze is out.

Victor wipes away tears, smudged with soot. His Mom hugs his shoulders.

A FIREFIGHTER emerges from the debris carrying Sparky's body. The little dog is singed, but still in one piece.

The firefighter lays him on the dirt.

Victor kneels over the lifeless body of his amazing dog.

In the crowd...

Dad kneels beside his son.

DAD

Victor? Is there anything we can
do for you?

Victor looks up at his Dad.

VICTOR

You said that I need to let him
go...

DAD

Sometimes adults don't know what
they're talking about.

Victor smiles.

CUT TO:

EXT. CAR PARK - TWILIGHT

All the cars are in a circle around Sparky, their
headlights blazing.

As we CIRCLE, townsfolk lift the hoods of the cars and
attach jumper cables, which all feed in to two main
lines.

Victor attaches cables to Sparky.

DAD

Start your engines.

The townspeople rev their engines but it doesn't seem to
be working.

BOB'S MOTHER

Give it more juice!

Sparky's body sparks with electricity and Victor looks
hopeful.

DAD

Turn off your engines!

Dad waves for everyone to cut their engines. Now it's
just headlights.

Victor approaches his dog but Sparky still isn't moving.

He kneels down and places his hand on his back. He looks
at his tail but all is still. He quietly leans in and -

Almost in a WHISPER...

VICTOR

It's okay, boy. You don't have to
come back. You'll always be in my
heart.

Victor takes the clips off Sparky and walks away back to
his Mom and Dad.

They hold him for a long beat, when we notice Sparky's
tail THUMP THUMP THUMPING.

Sparky opens an eye. Then sits up like he's woken from a
good long sleep.

Victor turns as Sparky gets up and runs towards him.

VICTOR

Sparky!

The crowd CHEERS and APPLAUDS.

Victor hugs his dog, so happy to be reunited.

Victor's Mom and Dad make their way over to him. Sparky
does a few tricks for the crowd, then notices someone
pushing through the crowd.

Persephone, white streaked hair glistening in the
moonlight, comes bounding out to see him and they share a
playful moment before -

The two dogs share a sniff. And a jolt.

CUT TO BLACK.

THE END

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