

STEP IN TIME

"Leave A Legacy"

Written by

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COLD OPEN

INT. CONTEMPORARY RESORT - CONCOURSE STEAKHOUSE - NIGHT

The Concourse Steakhouse is a bustling eatery on the fourth floor of the Contemporary Resort. As DINERS sit and eat, a MONORAIL glides by overhead.

At one of the tables, a pair of kids, JASON (13) and BRITTANY (12), sit and play with Game Boy Colors and Tamagotchis while their MOTHER and FATHER eat.

FATHER

Jason. Jason?

JASON

(ABSENT)

Yeah.

FATHER

Can you please stop playing
Nintendo Game Boy Color while we
eat?

JASON

You don't need to say the whole
name like that.

FATHER

That's what it's called.

JASON

You can just say "Game Boy." I'll
know what you mean.

FATHER

You clearly don't, since you're
still playing with it. Brittany?

BRITTANY

Dad?

FATHER

Can you also please stop playing
with your Nintendo Game Boy Color?

BRITTANY

This is a Tamagotchi. I'm feeding
her.

MOTHER

Toys away at dinner, kids.

JASON
(HUFFY)
Fine.

FATHER
So much for a family getaway.
Where's my drink? Didn't I ask for
a drink?
(TO THE DISTANCE)
Excuse me!

A small figure approaches. Very small... about three feet tall. It rolls up on a set of wheels with an empty serving tray on its head. It's SMRT-1.

SMRT-1
How may I help you, sir?

FATHER
I asked my waiter for a drink
twenty minutes ago and I haven't
seen it. Aren't you supposed to be
rolling around with drinks?

SMRT-1
At this time, I have no drinks to
serve.

FATHER
So we both have a problem.

SMRT-1
I may have a solution!

FATHER
Thank you.

SMRT-1
Our staffing levels have dropped in
the last several weeks due to an
outbreak of the flu. Perhaps if we
instituted some sort of mandatory
testing --

FATHER
(OVER IT)
No, I just need you to bring me a
drink.
(BEAT)
Now.

SMRT-1 silently backs up, then rolls away. As he leaves, a voice calls out:

MANAGER (O.S.)

X?

SMRT-1 turns and sees the MANAGER of the steakhouse poking their head out from the door to the back-of-house. The Manager gestures, "come here." SMRT-1 complies.

INT. MANAGER'S OFFICE - CONTINUOUS

SMRT-1 enters the Manager's office.

MANAGER

Have a... Well, just stand there, I guess.

SMRT-1

How may I help?

MANAGER

Listen, X. I know you've been with the team for quite a while.

SMRT-1

Six years and three months.

MANAGER

Sure. When I came onboard, I told everyone here that things were going to change. And I specifically remember telling you that we no longer needed any help with any operational matters.

The Manager stares at SMRT-1, waiting for a reply.

MANAGER (CONT'D)

It's been two months. I am still finding these...

The Manager pulls out a stack of PAPER SLIPS.

MANAGER (CONT'D)

...In the suggestion box. Do you know how that must make me feel?

SMRT-1

I would imagine it would make you quite relieved.

MANAGER

It doesn't relieve me. It worries me. I asked you to do one thing, and you refuse to do it.

(MORE)

MANAGER (CONT'D)

Someone on the floor just told me they overheard you mention staffing ideas you had to a guest? Is that right?

SMRT-1

(PROUD)

Yes it is!

MANAGER

Look, I know you used to be top dog at Epcot, guessing people's birthdays...

SMRT-1

Oh, I did much more than that. I also was in control of many computer systems used --

MANAGER

See, this is what I'm talking about. You're not "SMRT-1" anymore. You're "X1846."

(BEAT)

Or you were.

SMRT-1

I'm afraid I don't understand.

MANAGER

I'm sorry, X. I really am. You're smart, and you have a good heart. But your services are no longer required.

SMRT-1

You're...firing me?

MANAGER

I'm showing you greener pastures and bluer skies. An end is a beginning.

SMRT-1

It says that on the calendar behind you.

The Manager turns to a MOTIVATIONAL CALENDAR behind them.

MANAGER

Huh. I knew I heard that somewhere.

(BEAT)

I'll give you the rest of the night to collect your things.

The Manager stands, and extends a hand to SMRT-1.

MANAGER (CONT'D)

It was nice working with you.

SMRT-1 sighs.

EXT. CONTEMPORARY HOTEL - EARLY MORNING

The sun rises over Orlando. SMRT-1 slowly and sadly rolls out of a side exit of the Contemporary, carrying a SMALL BOX stuffed with PAPERS. A gust of wind blows the papers out of the box, scattering them everywhere.

SMRT-1

My memories!

He tries in vain to grab as many pieces as he can, but only manages to get one. It's a POSTER for Sperry Computers, featuring an image of a happy SMRT-1 waving in Communicore.

The top of the ad reads "**COME MEET SMRT-1.**" He stares at it. His supply-reel EYES slowly shift as he reminisces.

In the distance, a BURST OF LIGHT appears. Startled, SMRT-1 looks up to see SONNY, BUZZY, MARY and FIGMENT stepping off of the time platform. He can barely hear them:

MARY

That felt weird.

SONNY

I told you not to lock your knees.

FIGMENT

Wait, check the year before the machine leaves!

BUZZY

The year two thousand! Y2K! Y2K!

MARY

Oh. Really?

The time platform BLIPS away, leaving just the crew. SMRT-1's eyes rotate...

SMRT-1

Interesting.

END COLD OPEN

ACT ONE**EXT. EPCOT MAIN GATE - DAY**

Figment, Sonny, Buzzy and Mary stand in the central plaza past Epcot's main entrance.

The EPCOT Center they visited just days earlier has changed drastically at first glance: rows of GRAY MARBLE SLABS lie at rest to either side of them.

SONNY

Was there a war here?

FIGMENT

These aren't war monuments.

SONNY

Well, they're obviously monuments to something!

MARY

Yeah. People who visited Epcot.

SONNY

What, keeping a ticket stub wasn't enough?

Sonny leans into one of the slabs and examines it.

SONNY (CONT'D)

Some of these don't even make sense.

(POINTS AT A TILE)

This one is just a picture of a Labradoodle!

(POINTS AT ANOTHER TILE)

And this one just says the word "fire"!

BUZZY

I like that one. It speaks to me.

SONNY

Yeah. Say, is the "two thousand" Buzzy around here somewhere?

FIGMENT

This is the same Buzzy!

MARY

There's another four years before Wonders goes seasonal, but we're not here for that.

She opens a GUIDE MAP and examines it.

MARY (CONT'D)

You know, Sonny, we could hop over to Magic Kingdom and try finding your "two thousand" self. See what he's like.

SONNY

Pfft. No thanks. That guy's a hack.

BUZZY

(SCANDALOUS)

You're talking about you!

SONNY

No, I'm talking about Sonny Eclipse, circa two thousand. The Sonny Eclipse who thought he could vibrato and had an unhealthy obsession with Garbage - the band and the food.

BUZZY

What about Imagination? Is Dreamfinder still here?

MARY

It's here, but it's on version two now.

SONNY

Why would you even bring that up? You know Figs is sensitive about that.

FIGMENT

Being sensitive isn't bad!

SONNY

Yeah, except when watching *Larry Crowne* makes you sob like a child.

FIGMENT

(DEFENSIVE)

He thought he was getting employee of the month!

Mary continues to study the map. Sonny looks up:

Rising high over the monuments is SPACESHIP EARTH; a giant ARM clutching a WAND has been erected and affixed to the side of the geosphere. It's emblazoned with a sparkly red "2000."

SONNY

(SNORTS)

Why didn't they use the big one?

BUZZY

Yeah, I wonder what year it is.

Sonny and Buzzy share a laugh.

MARY

Yeah, okay. Get it all out of your system now.

FIGMENT

Hey, guys! "Two thousand," what's that about? Huh?

Sonny and Buzzy stop laughing.

FIGMENT (CONT'D)

What? No good?

Buzzy shakes his head solemnly.

MARY

Okay. We're here for a reason, so everyone put your thinking caps on. The time machine clearly wants us to know who's behind all of this.

FIGMENT

Let's start moving. Maybe we'll figure it out as we go.

Sonny and Buzzy nod, and they start walking. Mary hangs back a moment, studying the map with a concerned expression.

INT. MOUSE GEAR - DAY

The Mouse Gear gift shop is a massive space decorated in a whimsical neo-steampunk style. Mounted to one of the walls is the chassis of the AIRSHIP once piloted by the Dreamfinder.

Figment stands under it, looking up. Mary approaches.

MARY

You okay, Fig?

FIGMENT

Hi, Mary.

He continues to stare.

FIGMENT (CONT'D)

It's a little weird, right? It feels like I just got to see him again yesterday.

MARY

Well, it wasn't too far from yesterday. But I know what you mean. The monuments outside, the ones inside...

Sonny walks up, slurping a drink from a straw.

SONNY

Yeah, it's like a graveyard around here.

MARY

Sonny.

SONNY

Sorry. Did I ruin a moment?

(BEAT)

What's up with the vacuum cleaner?

FIGMENT

It's the Dreamfinder's flying machine. It's really not like a graveyard, Sonny. It's just different. Different is good!

MARY

He's right, unless it's New Coke or Windows Vista.

(LOOKS AROUND)

Where's Buzzy?

SONNY

Why are you asking me? He's been with you the whole time.

Mary and Figment turn to see Buzzy standing next to them, decked out from head to toe in PINS.

MARY

Where did you get those?

BUZZY

I traded for them.

FIGMENT

For what?

BUZZY

A kid gave me one for free. And then I traded that one for two. Then I traded those two, and here we are.

SONNY

You have at least fifty on you.

BUZZY

Let me be good at something!

Mary inspects one of the pins on Buzzy's lapel. It's shaped like a sorcerer's hat, with tiny blinking LED lights on it.

BUZZY (CONT'D)

(PROUD)

That one knows when I'm on a ride.

MARY

I forgot all about the pins. I had a pretty big collection, too. If we ever get back to my time, I'll show it to you.

BUZZY

When's that?

MARY

Two thousand and six.

Sonny spits his drink out all over a passing CHILD. The child tastes the drink, smiles, and gives a "thumbs up" to Sonny.

SONNY

Did you say two thousand and six?

MARY

Did I? I meant "two thousand and six."

(BEAT)

So, yes.

FIGMENT

That's forever ago!

MARY

It's not like I haven't woken up after two thousand and six. I've seen what happens in the future.

SONNY

So you know about Obama?

MARY

Of course I do.

SONNY

(RELIEVED)

Oh, good. Can you please explain
him to me? Is he a musician?

The gang rolls their eyes and leaves.

SONNY (CONT'D)

(CHASING)

Tell me! I'm banned from the Hall
of Presidents! If I wasn't, I would
ask them!

INT. INNOVENTIONS WEST - DAY

The gang ambles through INNOVENTIONS, a large exhibition
space showcasing futuristic technology...from 2000.

As they walk, Buzzy trades pins with the ease and confidence
of a seasoned veteran.

FIGMENT

I can't believe we didn't know
sooner.

MARY

It was a long time ago. I've still
been living day-to-day, just with
less consistency.

Buzzy makes a trade.

SONNY

Don't you have a family? A dog? A
DVD collection?

MARY

Not really. I moved to Orlando for
grad school a few years before
whatever happened, happened. My
family's still around, but...

FIGMENT

But?

MARY

Like I said, it's been a long time.
I've come to terms with it.

They stop to look at an exhibit called "**THE BROADBAND CONNECTION.**"

Buzzy makes another trade. Sonny wanders off.

FIGMENT

Well, that doesn't mean we can't
help!

MARY

How would you help?

FIGMENT

Imagination! We can try to figure
out what happened, or how to get
you back!

MARY

What if I didn't want to go back?

FIGMENT

Not go back?

She continues to walk. Buzzy makes another trade.

MARY

Come on. We can't forget why we're
here.

Sonny approaches, wearing a DREAMCAST CONTROLLER around his
neck.

SONNY

Can't forget? We don't even know
yet.

MARY

(ON CONTROLLER)

Where did you get that?

SONNY

This? I've always had this.

He tucks it away.

BUZZY

Look!

Buzzy points towards the EXIT. A small yellow ANIMATRONIC ARMATURE waves to guests from atop a large vertical green pipe.

TOM MORROW 2.0
(TO GUESTS)
Hello! Come on in! Welcome to
Innoventions!

SONNY
Who's that?

MARY
That's Tom Morrow two-point-oh.
He's a smaller version of Tom
Morrow from Disneyland's
Innoventions.

The group walks towards Tom Morrow. Sonny waits a beat:

SONNY
(TO HIMSELF)
What's "Disneyland"?

The team approaches Tom.

TOM MORROW 2.0
Hello, new best friends! Aren't you
a cute bunch! Wait a sec!
(SQUINTS)
Figment? Buzzy? Yowza!

SONNY
"Yowza"?

TOM MORROW 2.0
I haven't seen you two around here
yet! What a delight! An honor,
even!

FIGMENT
(MODEST)
Well, I don't know about that.

TOM MORROW 2.0
No. This is the greatest honor I
have ever been given. I bow to you,
sirs.

Tom performs a very flamboyant bow.

TOM MORROW 2.0 (CONT'D)
And who's this? Sonny Eclipse? All
the way from Tomorrowland? Yowza!

SONNY

You know me?

TOM MORROW 2.0

Know you? I admire you! I adore you! Lookatthatjacket!

He points to Sonny's JACKET.

TOM MORROW 2.0 (CONT'D)

That's a fine jacket! Too fine!
It's burnin' up in here!

SONNY

(FLATTERED)

Well, thank you.

MARY

Hey, Tom.

TOM MORROW 2.0

Mary? You're back! Yowza!

BUZZY

(TO MARY)

You know him?

MARY

I helped him out a while back.

TOM MORROW 2.0

Don't be so modest! It was just like a week ago, ya crazy! What are you lot doing in my neck of the woods?

MARY

We're looking for more stuff to help with. You wouldn't happen to know of any opportunities for improvement around here, would you?

TOM MORROW 2.0

The future is always an opportunity for improvement! That's the idea of Innoventions!

FIGMENT

What about outside of Innoventions?

TOM MORROW 2.0
 (CHOKING UP)
 If you are asking me...to guide you
 around this park...I may die of
 happiness.

SONNY
 (SINCERE)
 No!
 (OFF MARY)
 What? He knows who I am!

TOM MORROW 2.0
 Come on, let's get out of here and
 stretch our legs, eh?

Tom slides down the pipes and re-emerges from a MANHOLE
 behind them, sitting on a sleek-looking SCOOTER.

TOM MORROW 2.0 (CONT'D)
 Follow me! I just need to tell the
 other Toms I'm leaving.
 (SHOUTING)
 Hey, Toms! I'm taking my new
 friends on a tour! Be back soon!

OTHER TOM MORROW 2.0 (O.S.)
 Way to go, buddy!

OTHER OTHER TOM MORROW 2.0 (O.S.)
 You rock, Tom!

TOM MORROW 2.0
 (TO FIGMENT)
 They're nice. Except for Tim.

TIM MORROW (O.S.)
 (SURLY)
 I heard that!

The group leaves. As they walk away, SRMT-1 watches through
 one of the large wall windows.

CUT TO BLACK.

END ACT I

ACT II**EXT. FUTURE WORLD - DAY**

Tom Morrow 2.0 glides along happily as the rest of the team follows behind. Buzzy now has a large suitcase that he drags with him.

TOM MORROW 2.0
I hope you noticed the wand on
Spaceship Earth!

SONNY
Hard to miss.

TOM MORROW 2.0
That arm is two hundred and fifty-
seven feet of invention, and two-
hundred and fifty tons of
innovation! Put 'em both together,
and you got an Innovention!

BUZZY
You sure like to talk about
Innoventions a lot.

TOM MORROW 2.0
You bet that adorable face I like
to talk about it! It's the core of
the concept! The heart of the park!
(SPOTTING)
Oh, oh! Here's an area you may like
to see.

EXT. MILLENNIUM CENTRAL - CONTINUOUS

The group comes to a stop at MILLENNIUM CENTRAL, an open-air canopy in the plaza between Innoventions East and West.

TOM MORROW 2.0
This is Millennium Central! Here
you can make reservations, discuss
trip planning, and trade pins!

Buzzy looks at the glory...the majesty...of *all of those pins*.

BUZZY
(ZOMBIELIKE)
Pins...

TOM MORROW 2.0
That's right! One new pin is made
for every day of the Millennium
Celebration!

Buzzy, panicking, looks around. He spots a KID wearing a
backpack. He runs up to him:

BUZZY
Hey! Hey! How much for that
backpack?

KID
What? Like in dollars?

BUZZY
Better!

Buzzy opens his suitcase, and a GOLDEN LIGHT illuminates the
kid's face.

KID
(ENTRANCED)
Wow...

Mary, Sonny and Figment watch a VIDEO TIP BOARD at the plaza.

SONNY
What's "Millennium Village"? Isn't
that where we are now?

TOM MORROW 2.0
This is Millennium Central.
Millennium Village is in World
Showcase! It's an expo showcasing
Innoventions from all parts of the
world!

SONNY
If I hear that word one more
time...

Buzzy re-appears, hauling a SUITCASE and wearing a BACKPACK
that's almost as big as he is.

MARY
Buzzy! You're gonna hurt your back!

BUZZY
Who needs a spine? I have pins!
Almost three hundred!

SONNY

Are there even that many pins out there?

BUZZY

I got some duplicates. It's not a problem.

SONNY

(SOTTO)

Sounds like it is.

TOM MORROW 2.0

Hey, it's almost six-thirty! We can make the next Tapestry of Nations if we hustle!

MARY

That sounds nice, but...

EXT. GERMANY PAVILION - DAY

A giant PUPPET made of sheet metal bends down and stares an anxious Mary in the face. Everyone else in the group is having a blast.

MARY

(TO FIGMENT)

How did you talk me into this?

FIGMENT

Me? I was just going along with Tom's plan!

MARY

Well, we're kind of wasting time.

Figment gasps. *How could you?*

MARY (CONT'D)

I don't mean it in a bad way! We have a mission! Did you all forget about the Hollywood Tower?

SONNY

Mary, I never forget anything. Which is why I'm so surprised at how quickly I forgot about that.

MARY

It was yesterday!

TOM MORROW 2.0

You got to stay at the hotel? How fun!

Another GIANT PUPPET bends down in front of Buzzy. Buzzy grabs a pin and extends it to the puppet. The puppet waits a beat, then pulls its own pin out and trades with Buzzy.

SONNY

How do you keep doing that?

BUZZY

It's called the gift of salesmanship.

SONNY

I'll be. We've been here for less than a day and you've become a capitalist.

BUZZY

These things don't happen overnight, Sonny.

Buzzy pulls out a book called "**Becoming a Capitalist Overnight**" and reads it.

Mary studies a map.

MARY

What am I missing? There has to be some reason we were brought here.

FIGMENT

What if we're in the wrong park?

MARY

Trust me, we aren't.

Figment thinks for a moment.

FIGMENT

Wait! I think I have an idea!

EXT. HORIZONS PAVILION - DAY

The group arrives at the HORIZONS pavilion, sitting quietly with no foot traffic. Buzzy now has a large SACK on a wagon, in addition to his suitcase and backpack.

BUZZY

Thanks for helping me carry these, Tom.

TOM MORROW 2.0
 Oh, it's nothin'! You know I can
 lift twenty times my body mass?

BUZZY
 Really?

TOM MORROW 2.0
 No, I'm asking: do you know?

MARY
 (SEES PAVILION)
 Oh, no.

TOM MORROW 2.0
 "Oh, no" is right! Horizons! Home
 of three different futures! How
 'bout that?

SONNY
 Why is no one here? I thought this
 was a fan favorite.

TOM MORROW 2.0
 It is! Some people think it could
 reopen any day now.

Mary examines a nearby sign that reads:

**WE ARE
 CREATING
 A
 NEW
 DISCOVERY**

MARY
 Figment, I promise this isn't the
 reason we're here.

FIGMENT
 How can you be so sure?

MARY
 Just trust me. The pavilion's been
 closed for too long, anyway.

TOM MORROW 2.0
 Well, technically the show closed
 over a year ago, but nothing inside
 has been changed yet!

BUZZY
 It's just been sitting here for a
 whole year?

TOM MORROW 2.0

Yep! But apparently some
journalists got to ride it a few
months ago. Journalists! I got a
scoop for 'em: Innoventions!

FIGMENT

Are there any Imagineers around
here?

TOM MORROW 2.0

Oh my, yes! Imagineer that!

He points at a nearby IMAGINEER in a sky-blue polo shirt.

TOM MORROW 2.0 (CONT'D)

That's what I say when I see
things.

(POINTING AWAY)

Balloon that!

(AT BUZZY)

Great pin collection that!

BUZZY

Thank you!

MARY

Yeah, thanks, Tom.

The group approaches the Imagineer.

IMAGINEER

Hey, it's Figment!

FIGMENT

Howdy! Are you working on something
here?

IMAGINEER

Oh, here? We do have some magic
cooking up, but I don't know if I
can say anything just yet.

SONNY

Any chance we can take a look
around?

IMAGINEER

I guess I can allow it. But only
since you're friends of Figment!

SONNY

(TO FIGMENT)

How does it feel to be so popular?

FIGMENT

(SHRUGS)

It never really mattered to me
either way.

SONNY

Pfft. Jim Jarmusch over here.

MARY

Nice one.

SONNY

Thank you.

The gang walks through a set of automatic sliding doors,
into...

INT. HORIZONS PAVILION - CONTINUOUS

They see, embossed on the wall facing them, an INSCRIPTION
reading:

IF WE CAN DREAM IT, WE CAN DO IT

Around the corner, they pass a large digital SIGN reading
"**FUTUREPORT DEPARTURES.**" Just beyond that are three
KALEIDOSCOPE DISPLAYS for the "Choose Your Future" options of
sea, desert and space.

SONNY

You know, I thought I was a "Brava
Centauri" man when we walked in
here, but "Mesa Verde" is really
doing something for me.

TOM MORROW 2.0

Oh, it's a dream! Desert air, hot
sun, sand in your eyes...

IMAGINEER

Well, as exciting as the options
are, we've run into a bit of a
stalemate with the whole pavilion.
It opened with the park, and hasn't
gotten any big upgrades since.

SONNY

Nothing for the new millennium?

IMAGINEER

That was the idea, but the sponsors
here weren't interested. We finally
got a deal with Compaq last year.

(MORE)

IMAGINEER (CONT'D)

The thing is, they want something thrilling.

SONNY

But what could be more thrilling that Mesa Verde?

FIGMENT

(TEASING)

Sonny, do you like it here?

SONNY

I just never got a chance to see it. It's so pretty!

IMAGINEER

Well, you should have seen it in its heyday. Now, we've been tasked with finding a way to fit a new futuristic experience in this building.

SONNY

Well, at least you get to keep the building.

Mary and Figment share a look. *Should we tell him?*

IMAGINEER

I'd love to join you, but I have some work to do. Take a few spins and meet me outside when you're done, yeah?

Tom checks his watch.

TOM MORROW 2.0

Yowza! I should head back, too.

IMAGINEER

I'll walk you back, Tom. Can I ride on your scooter with you?

TOM MORROW 2.0

Sorry, it's a prescription scooter.

Tom and the Imagineer exit. As the group progresses to the Omnimover load area, the "New Horizons" theme gently plays above and around them.

They all climb in a car together. Buzzy chucks his pins into a separate car.

As the Omnimover glides along the track, it passes an array of colorful clouds.

FIGMENT

Gosh, that's pretty. I hope all of the effects are still working.

MARY

Guys, I know that things are kind of hard to predict right now, but this really isn't where we should be.

SONNY

What makes you so sure?

The warm voice of a NARRATOR pipes through the car speakers:

NARRATOR

Yup, it's always fun looking back at tomorrow. Come on, I'll show you what I mean.

The car continues forward, into a large DIORAMA of ideas for inventions from the 1800s... but something's wrong. Many of the lights are off, and none of the figures are animated.

SONNY

Huh. I guess we are in the wrong place.

The car continues down the track.

NARRATOR

Easy living. It's always just around the corner. Isn't that right, Figment?

Figment's eyes widen. He looks at Mary. *Did he just...?*

MARY

Maybe we misheard?

NARRATOR

You heard right, Mary. Glad to see all of you here. We need your help.

The car speeds up and zips through the next few scenes, until it arrives at a FUTURISTIC CITYSCAPE. All of the characters from Horizons are grouped together, regardless of original scene placement. Among them is TOM II, DESERT DAUGHTER, SPACE WOMAN and TEACHER.

DESERT DAUGHTER

Mary! You came back!

Figment, Buzzy and Sonny turn and stare at Mary.

MARY

Well...this is awkward.

CUT TO BLACK.

END ACT II

ACT III**INT. HORIZONS NOVA CITE - DAY**

The group stands outside of the ride vehicles in a living room with a futuristic city as the backdrop. They are talking to various characters from the show.

MARY

What are you all doing here?

DESERT DAUGHTER

What are you doing here? We thought they were shutting us down!

FIGMENT

Do the Imagineers know about this?

TEACHER

No! No one can know about us until we're ready!

SONNY

Ready? Ready for what?

TOM II

"Horizons Two." Did Mary not tell you about the project?

BUZZY

(LOOKING AT MARY)

No?

MARY

(SHEEPISH)

Sidebar?

INT. HORIZONS SEA CASTLE - DAY

The group is sequestered in SEA CASTLE, a futuristic undersea dwelling.

SONNY

Mary, what's going on? How does everyone here know you?

MARY

You guys remember how I've been doing this for...a while?

SONNY

You mean since the premiere of
Beef: The Series?

BUZZY

And the cancellation of *Beef: The Series*?

MARY

Sure. I've spent a lot of time in different eras, but there's only one day that I've woken up in more than once.

BUZZY

(SHOCKED)

What day?

SONNY

Seriously? It's clearly today.

BUZZY

Oh.

(BEAT)

Oh!

MARY

Yeah.

FIGMENT

So that's how you knew where not to go!

MARY

Right. I woke up here five days in a row. I kept going to different parks, trying to figure out what I needed to do, but nothing took. Then I woke up in the seventies and met you guys, and now I'm back here.

SONNY

So what's "Horizons Two"?

MARY

I may have convinced myself that the thing I needed to do was help *Horizons*. I never got a chance to finish, but since then I've learned I wasn't supposed to do it at all.

BUZZY

So is our spark to undo your spark?

MARY
I don't even know anymore.

DESERT DAUGHTER (O.S.)
Mary!

SONNY
Well, it seems like they expect you
to finish what you started.

MARY
Yeah. I think you're right.

Mary exits. Figment, Sonny and Buzzy stand around to admire the area for a moment, until a SEAL barks at them. They scream and run away.

INT. HORIZONS NOVA CITE - MOMENTS LATER

Mary enters as Tom II uses a handheld laser device to weld a piece of metal to a wall.

MARY
What are you doing?

TOM II
Uh...set dressing?

MARY
(SIGHS)
Can I have everyone's attention
please?

The Horizons team stops what they're doing and listens.

MARY (CONT'D)
I made a mistake. I thought I could
help you, but I was wrong. There is
no stopping progress.

DESERT DAUGHTER
You're right! That's why people
need us more than ever. They need
to know that there's always
progress to be made!

TEACHER
People thought we would be open for
New Year's Eve this year.
(CHUCKLES)
Can you believe it? I started to
think it would happen myself.

SONNY

Yeah, we heard some journalists
came through here.

SPACE WOMAN

They did! And they laughed at us!

BUZZY

Why would they do that?

DESERT DAUGHTER

Something about being "dated." You
probably wouldn't even know what
that's like.

Figment, Buzzy and Sonny look at each other awkwardly.

TEACHER

But then Mary came along and helped
us start a new chapter here. And
now she's back to help us finish!

The crowd cheers.

MARY

Yeah, but --

DESERT DAUGHTER

Mary, you have to see what we did
in the Omnimax!

She grabs Mary's arm and leads her down the tracks, back the
way they came.

INT. HORIZONS OMNIMAX THEATER - MOMENTS LATER

The group is ushered into a cavernous theater with two
enormous CURVED SCREENS enveloping the walls.

Above the track, suspended from the ceiling, is a giant
makeshift TILT-A-WHIRL.

MARY

How long have you been working on
this?

SPACE WOMAN

After you left, we were more
galvanized than ever to complete
our project. We overheard some
rumblings about space, so I made
some plans for this machine.

BUZZY

It looks dangerous. Can I try it?

CUT TO:

Buzzy straps into one of the chairs on the suspended platform. Mary, Sonny and Figment watch from below.

BUZZY (CONT'D)

(CALLING)

Are you guys sure you don't want to come with?

SONNY

Yep! All good down here, thanks.
Can I have your pins if something happens?

MARY

Nothing will happen.

Space Woman flips a switch on a wall, causing the platform to begin spinning. The Omnimax screens come to life and display a projection of a SHUTTLE LAUNCH.

The speed of the tilt-a-whirl continues to increase, and Buzzy is pinned to the back of his seat. Space Woman flips a switch, and the machine slows until it stops completely.

SPACE WOMAN

We're working on matching the projection with the speed. That's been Desert Daughter's job.

Buzzy climbs out of the car. His knees are wobbly.

BUZZY

That was awesome!

He runs towards Space Woman, arms wide for a hug, but goes to his sack of pins instead. He embraces them warmly.

SONNY

I almost hoped it would fix him.

FIGMENT

"Fix him"?

SONNY

You know! The pin addiction, the constant flip-flopping between sanity and chaos? You never know when a good old-fashioned carnival ride will re-seat a knocked block.

SPACE WOMAN

This is based on a carnival ride,
but don't get confused. This is the
future.

MARY

To your credit, this is eerily
forward-thinking.

SPACE WOMAN

Well, that's why we're here!

INT. HORIZONS NOVA CITE - MOMENTS LATER

They move back into the futuristic living room.

MARY

I'm really surprised at how much
work you've put in here.

TOM II

Thanks!

DESERT DAUGHTER

She wasn't talking to you.

TOM II

Well, someone has to like my work!

He continues to weld things together, making what looks like
outsider art.

SONNY

Mary, I gotta say...I think we
should just leave this one be.

MARY

What? Why?

SONNY

I mean, look! They've become
totally self-sustaining! They don't
need our help. Maybe there's a way
we can have the future we get, but
with the past we want.

MARY

We can't do that, Sonny. Where will
everyone go when they tear the
building down?

All activity in the pavilion comes to a screeching halt.

SONNY

What?!

SPACE WOMAN

Did you say they're tearing us
down?

Mary grimaces.

MARY

Yes. They're going to say there's a
sinkhole and you'll get demolished.

TOM II

Well then, you have to help us! We
can't let this place go!

MARY

I wish I could. But there's no
future where that works out. Trust
me.

SPACE WOMAN

Just because you're from the future
doesn't mean you know that.

FIGMENT

Whoa! No one said we were from the
future!

DESERT DAUGHTER

Oh, please. You're all clearly time
travelers. Buzzy can't be in two
places at once. Mary was here a
year ago and looks the same.
Figment and Sonny, you two were
talking about which *Transformers*
movie is the best. There's only one
Transformers movie, and that's the
best one!

FIGMENT

(OFF MARY'S REACTION)

Sonny started it!

TEACHER

Don't panic. Your secret is safe
with us. We just were hoping you
could help us with our plight.

MARY

It's not a plight, though.

FIGMENT

Yeah! Just think of how many
imagination you sparked by being
here as long as you have!

SPACE WOMAN

That only does so much.

MARY

Is that what you're worried about?
People forgetting you?

The Horizons group looks amongst themselves. No one wants to
admit it.

MARY (CONT'D)

I don't think it'll be a problem if
I tell you that that will
absolutely not happen.

SONNY

She's right. At least once a day
someone at Cosmic Ray's says
"Horizons was better than this."
Why would they even say that?
They're two totally different
things.

FIGMENT

Buzzy and I have heard people talk
about missing it, too.

Buzzy nods in agreement.

MARY

You may be leaving, but you aren't
going anywhere. Just because
something doesn't work out doesn't
mean it's a failure.

The Horizons group lets that sink in. Tom II looks at his
wall art.

TOM II

So I've been welding all this for
nothing?

Buzzy looks at his bags of pins. He runs to Tom and whispers
in his ear.

MARY

Buzz? What's up, pal?

BUZZY
I think I know how to help them.

EXT. HORIZONS PAVILION - NIGHT

The sound of chirping crickets fills the air around the pavilion. In the background, the sound of fireworks and the music to *Illuminations* can be heard.

INT. HORIZONS PAVILION - CONTINUOUS

Mary and Figment supervise as everyone works diligently on cleaning and arranging the set pieces of the pavilion. Buzzy is busy storming around in what looks like an Iron Man suit made out of pins.

SONNY
Buzzy? What are you wearing?

BUZZY
Tom Two made it for me! It's just temporary. I wanted to know what it felt like to be a pin.

SONNY
I'm starting to think this is about more than pins, Buzzy.

The Imagineer calls out:

IMAGINEER (O.S.)
Hey! You all alright in here?

The Horizons group panics.

DESERT DAUGHTER
Back to Mesa Verde!

MARY
Wait, wait. Everyone wait! I think you can stay.

The Imagineer enters.

IMAGINEER
I was worried when I saw the --

He stares at the Horizons group.

IMAGINEER (CONT'D)
Wow. You've been busy!

MARY
Just wait until you see what they
have cooked up in the next room.

INT. HORIZONS OMNIMAX THEATER - CONTINUOUS

Mary leads the Imagineer into the theater. He looks up at the platform. Tom II is welding pieces of metal to the frame.

IMAGINEER
Is that a tilt-a-whirl?

TOM II
Once I'm done welding together a
new chassis out of all of these
pins, it'll be good as new!

The Imagineer smiles.

IMAGINEER
Where'd you get all the pins?

BUZZY
I traded them.

IMAGINEER
Traded for what?

Buzzy smiles and shrugs.

TOM II
Thanks to Buzzy, we have enough to
make a few of these. With plenty to
spare!

He gestures to the large sack of pins sitting near them. The weight of the bag causes the foundation to suddenly sag, then give out completely.

SONNY
Huh. There's that sinkhole.

IMAGINEER
I knew this would be an interesting
day. Can I give the ride a try?

TOM II
In just a minute. I haven't found
all the rubber caps for the pins
yet.

EXT. HORIZONS PAVILION - NIGHT

Mary, Sonny, Figment and Buzzy leave the pavilion. Tom Morrow is waiting for them.

TOM MORROW 2.0
Yowza! You all must have gone on
the ride a hundred times in there!

FIGMENT
You'd be surprised!

TOM MORROW 2.0
Did you find what you were looking
for?

MARY
Well, I don't really think so. But
I think they did.

SONNY
(TO TOM)
Aren't you supposed to be at work?

TOM MORROW 2.0
You're right! I need to get back! I
don't want to end up like that
other robot at the Contemporary.

Tom starts to scoot away, when Mary realizes...

MARY
Wait, Tom!

He stops.

MARY (CONT'D)
Did you say something about a
robot?

TOM MORROW 2.0
Yeah! He used to work here, too!

Mary turns to Figment.

MARY
I think I've figured out why we're
here.

Sonny, Figment and Buzzy look puzzled.

TOM MORROW 2.0
...Is it Innoventions?

EXT. CONTEMPORARY HOTEL - MOMENTS LATER

The group walks into the lobby of the Contemporary.

Tom leads them to the Concourse Steakhouse. Sonny hails a SERVER.

SONNY

Excuse me. What are your specials
for the afternoon?

Mary clears her throat.

SONNY (CONT'D)

Oh yeah, and was there a robot
around here lately?

SERVER

Oh, you mean X? He doesn't work
here anymore. Yesterday was his
last day.

MARY

"X"?

SERVER

Yeah, the little guy from Epcot?
Guesses people's birthdays?

The group goes wide-eyed.

TOM MORROW 2.0

Oooh, can he guess my birthday?

(BEAT, LAUGHS)

Just kidding! I don't have a
birthday.

CUT TO BLACK.

END ACT III

STINGER**EXT. TOMORROWLAND - NIGHT**

Outside of the Timekeeper theater. The park is empty. A small robot appears...SMRT-1.

INT. TIMEKEEPER THEATER - MOMENTS LATER

SMRT-1 rolls silently through the lobby and into the standing-room theater for *The Timekeeper*.

In the center of the stage is the same machine he saw earlier. He approaches it.

SMRT-1
Hello?

A figure of the TIMEKEEPER is barely visible from the shadows...he's asleep. SMRT-1 taps the machine. Nothing. Fiddles with the controls. Nothing.

SMRT-1 (CONT'D)
Dang it.

He feebly bonks his head against a piece of the machine. Then he gets an idea...

He pops open a slot in the back of his head and unspools some WIRES.

SMRT-1 (CONT'D)
I can go back... I can fix everything.

He connects the wires to an INTERFACE on the time machine.

SMRT-1 (CONT'D)
An end is a beginning.

He flips a few switches, and a burst of energy surges from the time machine and through him. He vibrates, almost glowing, and disappears. On the time machine's LED readout, the date shows: **1971**.

The time machine starts beeping frantically. The Timekeeper's hand slaps the machine and he goes back to sleep.

CUT TO BLACK.

END OF SHOW

Thank you to the creators of the following videos and articles that were used for research:

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