

STEP IN TIME

"Countdown to Extinction"

Written by

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COLD OPEN

EXT. ORLANDO - SKYLINE - MORNING

We see various parts of Orlando, specifically Kissimmee. Over the views, a morning NEWS ANCHOR announces over the radio:

NEWS ANCHOR

Good morning, and happy Thursday to you all. Was anyone at the opening of the B.E.T. Soundstage at Pleasure Island last night? I heard things got pretty crazy.

Schools, swampland, freeways, and finally...

EXT. ANIMAL KINGDOM - PARKING LOT

NEWS ANCHOR

Anyway, maybe this one will wake you up. Brand new song from The Barenaked Ladies.

DR. SEEKER pulls into a parking space as the song starts.

RADIO

It's been...

He shuts the car off, sighs wearily, then opens the driver-side door.

EXT. ANIMAL KINGDOM - BACKSTAGE - MOMENTS LATER

Seeker trudges past coworkers, a briefcase in one hand and a cup of coffee in the other. He spots his boss DR. MARSH approaching and tries to steer clear of her path. He fails.

DR. MARSH

Grant! Nice of you to make it in today.

SEEKER

Doctor Marsh.

(BEAT)

I was in yesterday.

DR. MARSH

You were in. And then, you were out.

(MORE)

DR. MARSH (CONT'D)
The rest of us were here all night,
trying to make sure everything is
working after our recent feedback.

SEEKER
That's priority number one for me.

DR. MARSH
It would be a shame if that
priority slipped between playing
Game Boy in your office and
malfeasance. You're a man of great
potential, Grant. But also so very
prone to poor judgement.

Seeker begins to speak up for himself, but she cuts him off:

DR. MARSH (CONT'D)
(HUSHED)
I know all-too-well about what
you've been up to around here. Not
just at the Institute, either.
Don't think I'm not watching you.

She brushes past him. He waits until she's a safe distance
before mocking her.

INT. DINO INSTITUTE - MOMENTS LATER

Seeker walks down a hall in the Dino Institute. As he
approaches his office, he's stopped by a burly SECURITY
GUARD.

SECURITY GUARD
Doctor Seeker?

SEEKER
Yes?

SECURITY GUARD
Doctor Grant Seeker?

SEEKER
...Yes?

SECURITY GUARD
I've been assigned to you for
security detail.

SEEKER
Security detail?

SECURITY GUARD

After your last few field trips
management wanted to make sure
there are no further oversights.

SEEKER

This is absurd. I don't even know
who you are. You could be lying!

The Security Guard stares, emotionless.

SEEKER (CONT'D)

Can I just use my office, please?

SECURITY GUARD

Of course. You're entitled to your
office, as well as two bathroom
visits a day.

SEEKER

Two? I'm not a piece of fruit!

SECURITY GUARD

Further allowances may be
provisioned upon satisfactory
performance reviews.

SEEKER

Perfect. First Marsh, now I have
you breathing down my neck.

Seeker unlocks his door.

SEEKER (CONT'D)

Can you at least get me a scone or
something?

(BEAT)

No? How about a kick in the neck?

INT. SEEKER'S OFFICE - CONTINUOUS

Seeker enters and turns the lights on. Shuts the door.

SEEKER

Not like this day can get any
worse.

The lights reveal FIGMENT, MARY and BUZZY. Seeker jumps and
spills his coffee all over his shirt. He screams.

CUT TO BLACK.

END COLD OPEN

ACT I**INT. SEEKER'S OFFICE - MORNING**

Seeker sits in disbelief as he listens to the group's story.

MARY

And that's how we ended up here.

SEEKER

So your Time Machine just...ditched you?

FIGMENT

And it took our friend with us.

BUZZY

I thought the Time Machine was our friend.

FIGMENT

The Time Machine is our friend. I was talking about our other friend.

MARY

I don't know if I would use the word "friend" to describe the time machine.

FIGMENT

Really?

MARY

It's kind of closer to a "tenuous alliance," isn't it?

BUZZY

We told it our darkest secrets.

Mary and Figment look at Buzzy.

MARY

I don't remember doing that.

BUZZY

(HURT)

Okay. I guess this isn't the garden of trust that I thought it was.

SEEKER

I'm sorry, what is the relationship between you all?

MARY
We're friends.

SEEKER
Because...the situation calls for
it?

They squint at him, then each other.

SEEKER (CONT'D)
Sorry, I was a psych major in
undergrad. Old habits, right?
Anyway, what do you need me for?

MARY
Well, you have time-travel
technology here, right?

SEEKER
(NOT GETTING IT)
Yeah. So does Energy, Spaceship
Earth, Carousel...

MARY
But those aren't the same type of
time machine. We need something
free-standing. Not an omnimover, or
a carousel, or a rolling theater.

SEEKER
Yeah, but the Time Rovers are on
tracks.

MARY
But they don't require the tracks
in order to work, right?

SEEKER
I'm starting to suspect that you
lot haven't thought this through.

BUZZY
What's to think? We don't know
anything about time travel to begin
with.

SEEKER
Well, I do. Ergo, you came to me
for help. Ergo, I'm telling you
that I cannot. It's a pipe dream.
Trying to recreate everything
that's happened is... It's
impossible.

FIGMENT

Well, we dreamt it. Ergo, we can do it.

SEEKER

That's cute, but impractical.

FIGMENT

You know, you remind me of another scientist who had no imagination.

SEEKER

Did this person also have three doctorates?

FIGMENT

Four.

SEEKER

Well. They're probably ugly.

He stands up and walks to his door.

MARY

(WEAK)

Please.

She grabs his arm and looks him in the eye.

MARY (CONT'D)

I'm tired. We have to get this done before I go to sleep. I can't just leave them alone like this.

Figment and Buzzy look at Mary. They haven't seen this side of her before.

SEEKER

(SOTTO)

It's not going to work.

MARY

Then at least we'll know.

He sighs. Thinks.

SEEKER

If you were going to try, at least you're in the right place.

He walks to a whiteboard and begins writing.

SEEKER (CONT'D)

The Time Rovers are using a very delicate code to calculate the precise location of any period...as long as it's in the Mesozoic Era. Where do you need to go?

FIGMENT

The last thing SMRT-1 said was nineteen ninety-four.

BUZZY

He's gonna put little pilots like me into people's brains and take over the whole world.

FIGMENT

Yeah, they look like normal people, but they talk like robots and have no imagination! It's like...

(BEAT)

Eh, Sonny's better at making jokes.

SEEKER

Mind control? That doesn't really sound like the SMRT-1 I know.

MARY

Have you already started working for him?

SEEKER

For him? No. He wants me to bring a living dinosaur to EPCOT and I'll get the profits. It's smart.

FIGMENT

What profits will there be?

Seeker thinks, then frowns.

SEEKER

Dang. Wait, am I still helping him in ten years?

MARY

In our timeline? Yes.

SEEKER

In your timeline.

(CONSIDERS)

You said they talk like robots?

He peers though his window blinds at the Security Guard stationed outside.

SEEKER (CONT'D)
Okay. Here's what we need.

CUT TO:

INT. XS TECH LAB - DAY

A TOUR GROUP is ushered from the pre-show theater into the main theater of *Alien Encounter*. Buzzy peeks around a corner as they enter and the doors shut.

SEEKER (V.O.)
First, we need to get the machine to shift from one place to another. There's a tele-transporter component in Tomorrowland that should fit under the hood perfectly.

Buzzy creeps around the desk of S.I.R., an imposing robot in futuristic cycling gear.

S.I.R.
Alright, Skippy. Time to come back.

S.I.R. pushes a button in front of him. A burnt alien, SKIPPY, materializes in the glass tube on his left. Skippy grumbles.

S.I.R. (CONT'D)
Yes, I know you hate it, but I can't heal burns.

SKIPPY
(GRUMBLES)

S.I.R.
Do I look like I carry around petroleum jelly?

Skippy nods.

Buzzy looks around and sees a half-full (or half-empty?) cup of soda on the ground.

S.I.R. looks up long enough to see the cup whiz past him, then glances to his left. He stares at Buzzy, who's awkwardly clambering onto Skippy's transporter.

S.I.R. (CONT'D)
(CLEARS THROAT)

BUZZY

Agh!

Buzzy falls.

S.I.R.
I know collecting pocket monsters
is en vogue right now, but I don't
think you want that one. He's a
harsh critic.

Skippy grumbles angrily.

S.I.R. (CONT'D)
I never said I want an honest
opinion!
(TO BUZZY)
What are you doing?

BUZZY
I need to take a piece of this
machine.

S.I.R.
Oh, a piece of the machine, eh? Who
do you work for? Iodine Industries?
Togokahn Motors?

BUZZY
I think so?

S.I.R.
Then you'll be more than happy to
talk to security.

BUZZY
Wait!

S.I.R. holds a finger over a large red button.

BUZZY (CONT'D)
You seem to know about business.

S.I.R.
What's your point?

BUZZY
Let's make a deal.

S.I.R.

Eh. I'd rather get security, thank you.

S.I.R. picks up the phone and begins chatting.

BUZZY

(TO SKIPPY)

What about you?

Skippy looks at Buzzy.

BUZZY (CONT'D)

You wanna make a deal?

Skippy chirps.

INT. XS TECH LAB - MOMENTS LATER

Two XS-TECH SECURITY GUARDS enter the pre-show area to apprehend Buzzy. When they arrive, Buzzy is gone...and Skippy is behind the desk, where S.I.R. should be.

XS SECURITY #1

Skippy? Everything okay?

Skippy nods. The Security team leaves.

XS SECURITY #1 (CONT'D)

(TO OTHER GUARD)

They're always changing that preshow.

Once they leave, smoke begins to fill the chamber to Skippy's right. S.I.R. is formed inside.

S.I.R.

Skippy? I feel nauseous. Can we please change back? Wait, no!

Skippy pushes a button. S.I.R. disappears, and Skippy chirps cheerfully.

EXT. XS TECH LAB - MOMENTS LATER

Buzzy leaves the XS facility, holding a small electronic component.

INT. TEST TRACK - MORNING

Figment watches as a group of IMAGINEERS kneel down and examine the underside of a RIDE VEHICLE on the track.

SEEKER (V.O.)

Next, we'll need a faster computer than the ones onboard the Time Rovers. We need to get as close to SMRT-1's chip as possible.

The Imagineers are all wearing HARD HATS, so Figment imagines one for himself. He approaches the team.

FIGMENT

Hey, gang! What's happening today?

IMAGINEER

Hey there, Fig! Shouldn't you be with Dreamfinder?

FIGMENT

Turntable's broke.

IMAGINEER

Well, not much life left in it anyway. Did you come to help?

FIGMENT

Yep! What's happening here?

IMAGINEER

Well, as I'm sure you know, we're about six months behind on opening. The cars are being temperamental.

FIGMENT

Maybe I can look under the hood?

IMAGINEER

Sure. I assume you know there's no actual hood, but the metaphor still works.

Figment digs around under the car. The engine REVS.

FIGMENT

Whoops!

IMAGINEER

Like I said, temperamental. They didn't warn us about that when they told us how smart these chips are.

Figment strains as he reaches further into the car.

FIGMENT
(SMILING)
I like chips.

IMAGINEER
Me too.
(BEAT)
Computer chips, right?

FIGMENT
Yep! Delicious computer chips.

He finally disconnects the component, and breathes a sigh of relief.

FIGMENT (CONT'D)
I think I did it. Give it a try!

The team flips a few switches. Nothing.

IMAGINEER
I think it got worse.
(BEAT)
Figment?

They look around. Figment is gone.

IMAGINEER (CONT'D)
Well, I guess we're delayed again.

The Imagineer grimly nods at a PAINTER who works on a large mural for the attraction's opening. The Painter grimaces, then reaches for a portion reading "**OPENING SOON**" and paints a "?" next to it as a DRAMATIC MUSIC STING plays.

INT. GREAT MOVIE RIDE - DAY

Mary creeps through a dark and misty corridor.

SEEKER (V.O.)
Last, we'll need something to hold the Rover together. It can handle the stress of a few millennia of time travel, but compressing that into four years may cause it to implode before you even get there. We'll need something to weld with.

A BLAST OF AIR from a nearby pipe hits Mary in the face.

MARY

Hey!

RIPLEY

Shush!

Mary peers around the corner. Huddled against a wall is ELLEN RIPLEY.

MARY

Sigourney Weaver?

RIPLEY

Who? I'm Ripley. What are you doing on this ship?

MARY

I need that thingy you're holding.

Ripley looks down. She's cradling a FLAMETHROWER in her arms.

RIPLEY

Get your own.

MARY

Trust me, I would if I could. You'd think they have them at the Institute.

RIPLEY

Institute? Look, I don't know what bean-counter at Weyland sent you here, but they've picked a bad time. Something on this rig ate all of the crew.

MARY

I know. Everyone but you and the cat.

RIPLEY

(SUSPICIOUS)

How did you know about the cat?

MARY

Look, I'm not supposed to tell you this, but I don't think the usual rules apply to movie characters. You'll be fighting this alien for a good fifteen more years. Heck, they could still be making these, I don't know. All I do know is that there are people out there in danger. Real danger.

(MORE)

MARY (CONT'D)
They need your flame more than you
do. Can you help me light a spark?

Ripley considers this.

RIPLEY
How many more of these movies do
they make?

INT. GREAT MOVIE RIDE - MOMENTS LATER

A TOUR SHUTTLE turns the same corner, meeting Ripley - sans
flamethrower. Instead, she's sitting comfortably.

TOURIST
Why is Ripley sitting?

RIPLEY
Don't call me that.

She points to the TOUR GUIDE (a GANGSTER).

RIPLEY (CONT'D)
Did you tell these people I have
over forty credits to my name that
aren't "Ellen Ripley"? And that's
only up to two thousand and six!

TOURIST
I thought we were in *Alien*.

The tour group looks at each other, confused.

RIPLEY
Don't even get the *Alien* started.

She nods to the other side of the vehicle, where the Alien is
also sitting, reading *Variety* and shaking its head.

RIPLEY (CONT'D)
It should have a SAG card by now!

INT. SEEKER'S OFFICE - DAY

The team has reassembled back at Seeker's office. He's
studying each of the pieces.

SEEKER
This is good. We may have some
success yet.

MARY

How much time do you need to get us on the road?

SEEKER

A day. Maybe a day and a half.

MARY

That won't work. We need to go now.

SEEKER

Be my guest. Say "hi" to an Alioramus for me. Oh wait! It'll be too busy flossing with your scalp.

FIGMENT

Ew.

MARY

Is there any way you can do it in less than a day?

SEEKER

Well, we can do just one pass with the welding. That may be enough, or it may increase your chances of implosion. Only one way to find out, really.

BUZZY

Let's burn, baby!

SEEKER

I can't go out there myself, so you'll need to follow my instructions for preparation. Listen very closely...

A short MONTAGE ensues...

- Buzzy wearing a welder's mask. Sparks fly past him.
- Mary sliding out from beneath the Rover. Figment hands her a rag to wipe off.
- Figment looking at the dashboard. He smiles as his face is illuminated by the display.

CUT TO:

INT. DINO INSTITUTE GARAGE - DAY

The group stands next to the retrofitted Time Rover.

SEEKER

Okay. I only have another few minutes before this bathroom break is suspicious. Are you guys ready to rock?

Mary, Buzzy and Figment hop into the vehicle. Buzzy gets in the driver's seat.

MARY

Buzzy, you can't drive.

BUZZY

(SCOFFS)

You'd be surprised.

FIGMENT

Let's roll!

SEEKER

Give my best to future me, will ya?

MARY

You already have. Buzz?

Buzzy revs the engine. SMOKE pours from the tires as they peel, and the Rover accelerates in place. Smoke covers Seeker until he clears it away. The Rover is gone. He smiles.

SEEKER

Good luck, guys.

After a moment, the Rover reappears in the same place. Seeker's smile drops.

MARY

Did we make it?

She looks around, and they quickly figure it out.

SEEKER

Well, at least it's not --

Thunder rumbles nearby.

SEEKER (CONT'D)

Eh. Never mind.

CUT TO BLACK.

END ACT I

ACT II**INT. SEEKER'S OFFICE - DAY**

Figment, Buzzy and Mary sit in Seeker's office, defeated.

SEEKER

Maybe the stabilizers weren't at the right frequency. I've done that before.

He looks at the group.

SEEKER (CONT'D)

I didn't think that needed to be mentioned, though.

MARY

You probably did everything right. We knew it wouldn't work.

SEEKER

Well, with those attitudes, of course it wouldn't work. We can still try.

The INTERCOM sounds:

INTERCOM (V.O.)

Doctor Seeker to Tour Room One;
Doctor Seeker to Tour Room One.

SEEKER

I have to do my job for a bit. When I come back, we'll get a fresh plan going.

He exits. Mary struggles to keep from nodding off.

FIGMENT

Mary? Stay with us.

MARY

(WEARY)

I don't think I can stay awake any more, Fig.

FIGMENT

You have to! Think about the mission!

MARY

The mission?

FIGMENT

We have to stop SMRT-1. We have to stop SMRT-1, and we have to save Sonny. We can't leave him alone!

MARY

Right.

FIGMENT

(BEAT)

You can't leave us alone, either. We're supposed to stick together. Don't leave us behind in the nineties. We need to get home, too!

Mary furrows her brow.

MARY

We're really friends, right?

FIGMENT

Of course!

MARY

That thing Seeker said about the situation calling for it... I always watched movies and thought it would be fun to have the types of friends you see in movies. Real friends. For life.

She smiles.

MARY (CONT'D)

Just imagine...

Figment looks for Buzzy, who's standing next to a coffee machine.

FIGMENT

Buzzy! Coffee! We need to keep her awake!

Buzzy looks at Figment, confused. Figment turns... Mary is gone.

FIGMENT (CONT'D)

Mary...

Seeker re-enters.

SEEKER

Where's your friend?

EXT. SEEKER'S OFFICE - CONTINUOUS

The SECURITY GUARD outside of Seeker's office overhears a passing conversation between two SCIENTISTS:

SCIENTIST #1
Did you hear that one of the Rovers
went missing?

SCIENTIST #2
Seriously? Who took it?

SCIENTIST #1
No one knows yet. Whoever did
better cover their tracks.

The Security Guard thinks...he *calculates*.

INT. SEEKER'S OFFICE - DAY

Seeker paces in his office. Figment and Buzzy stare at him.

SEEKER
So she just disappears?

FIGMENT
Every time she goes to sleep.

SEEKER
Will you see her again?

FIGMENT
We don't know. But things have
usually worked out up until now.

SEEKER
But that's up until now. Up until
things stopped working out.

Figment isn't sure how to respond.

SEEKER (CONT'D)
Sorry. I'm trying to not be too
constructive right now, because my
methods of construction require a
lot of deconstruction.

BUZZY
I miss Mary.

FIGMENT
We both do.

BUZZY
I miss her more.

SEEKER
Well, there's only one way forward.
We need to try this again, after I
tweak some numbers. Let's get to
it.

INT. DINO INSTITUTE GARAGE - DAY

TITLE: "JULY."

A MONTAGE follows showing Figment and Buzzy in the Rover:

- The Rover disappears, then reappears;
- The Rover goes backwards;
- The Rover is about to start, when another Rover (with an evil [black leather and scars] Figment and Buzzy) appears and disappears;
- The Rover turns into a Transformer and runs away.

INT. SEEKER'S OFFICE - NIGHT

TITLE: "AUGUST."

Seeker is packing up his things in front of a bummed-out Figment and Buzzy.

SEEKER
You can stay here again tonight.
Just try not to eat any more eggs.

FIGMENT
We aren't going home, are we?

SEEKER
I never said that. We just need to
change our approach. I've been
thinking about a more accurate
display we can hook up. Something
that actually gives us a readout of
the destination. Maybe not as fancy
as a red LED board, but...

He spots his GAME BOY on his desk.

SEEKER (CONT'D)
You know, that may work.

He bags the device, then leaves.

SEEKER (CONT'D)
See you tomorrow.

He shuts the door. After a beat, he pops his head back in:

SEEKER (CONT'D)
Buzzy? Don't touch my coffee machine.

He's out again.

BUZZY
Dang it.

INT. SEEKER'S APARTMENT - NIGHT

Later that night, Seeker sits in his apartment, tinkering with the Game Boy in front of his COMPUTER. His desktop is a large display of the date: **JUNE 10, 1998**. He solders a few wires under the casing, then connects a cable from the computer to the bottom. The screen lights up, reflected in his glasses. His eyes widen and he smiles.

INT. DINO INSTITUTE - MORNING

Seeker strides into the Institute, passing coworkers. Once he reaches his office, he sees a group of SCIENCE GOONS rooting through the room.

SEEKER
Excuse me!

He runs up to the group. Dr. Marsh exits his office.

SEEKER (CONT'D)
Can someone explain to me what's going on here?

DR. MARSH
What's happening, Doctor Seeker, is what we in the business refer to as "Occam's Razor." You know what that is, don't you?

SEEKER
Of course I do. I --

DR. MARSH
The simplest explanation is often the correct one.

(MORE)

DR. MARSH (CONT'D)

We've been missing special equipment for months now - expensive equipment. Equipment that would constitute a thorough investigation by the Board of Dinosaurs if it ever went missing. Yes, I know the name is silly, but what else would you call them? All the serious names were taken.

SEEKER

With all due respect, you can't just take my research.

DR. MARSH

And with a lesser amount of respect, you can't be so bold as to assume you could steal our research and get away with it.

She closes the distance between them.

DR. MARSH (CONT'D)

It's one thing to hijack a vehicle full of families and send them to a different era. That I can forgive. But you've stolen from your employer. That's not only immoral, it's downright inhuman.

A GOON drags a computer out of the office by its power cord.

SEEKER

Hey, be careful!

DR. MARSH

Once we finish assessing your materials for any impropriety, you can have them back. You're suspended for sixty days, of course.

SEEKER

(SIGHS)

Of course.

Another GOON leaves the office, carrying Figment and Buzzy under their arms.

SEEKER (CONT'D)

Hey, put them down! They're not part of this!

DR. MARSH
Figment and Buzzy.
(TO GOON)
You can set them down.

They're placed on the ground.

DR. MARSH (CONT'D)
What brings you all the way to the
Animal Kingdom today?

FIGMENT
We're helping out.

DR. MARSH
Is that right?

BUZZY
Time travel.

DR. MARSH
"Time travel." It's a shame you
couldn't be a part of his vision.
He could have given you all the
funding you wanted.

Figment's eyes widen.

FIGMENT
You're working for SMRT-1?

DR. MARSH
Don't be so naive. Business is
business. He simply has a vision
that ties into ours.

FIGMENT
But he's going to change
everything! He wants me and Buzzy
gone!

She smirks.

DR. MARSH
Imagine that.

She walks away.

BUZZY
Is everyone here evil?

FIGMENT
None of them are evil. They just
think they are.

SEEKER

No, I'm pretty sure she's evil.

He kneels down to them.

SEEKER (CONT'D)

I'm sorry about this, guys. It looks like this is where our paths split.

FIGMENT

That's been happening a lot lately.

SEEKER

You're getting used to it?

FIGMENT

Nope!

Seeker smiles.

SEEKER

You'll get this figured out. You got this far.

Figment smiles back.

FIGMENT

Thanks, Grant.

Seeker starts to leave, then stops.

SEEKER

Oh. Here.

He pulls out the Game Boy and hands it to Buzzy.

SEEKER (CONT'D)

It may not help with time travel, but there's a good *Tom & Jerry* game in there.

(CHOKING UP)

It's called *Frantic Antics*.

(SNIFFLES)

Excuse me.

He leaves. Figment looks at Buzzy, who's already playing the game.

INT. CAROUSEL OF PROGRESS - DAY

TITLE: "SEPTEMBER."

Figment and Buzzy are onstage at the Carousel, conferring with father JOHN.

JOHN

And you've said you tried
everything else already?

FIGMENT

The Time Rover was just the start.
Nothing's worked so far, but I can
feel that we're close.

JOHN

And all this because the woman was
mean to you.

FIGMENT

What? No. Her being mean was just a
part of the story.

JOHN

Right.

FIGMENT

It wasn't the start of the whole
story.

JOHN

I see.

FIGMENT

Did you only listen to the last
part of the story?

JOHN

Who are you, again?

Figment's eye twitches.

FIGMENT

Okay, Buzzy!

Buzzy stands at a nearby console and pushes a LEVER all the way up. He hops onstage with Figment, carrying a heavy power cord with him. He plugs it in.

FIGMENT (CONT'D)

You're sure this will take us to
the right year?

BUZZY

Yep! The Game Boy says so!

He proudly holds up the Game Boy, which is on a PAUSE SCREEN.

FIGMENT

Buzzy, that's not even --

The Carousel begins to spin with increasing speed. After a moment, it's spinning so fast that Figment and Buzzy are pinned by G-forces to the wall behind them.

BUZZY

Just...one...more...second!

Buzzy reaches down and yanks on the cord, killing the power. The Carousel slows and stops.

FIGMENT

Did it work?

Figment flies off the stage and outside. Buzzy adjusts his hat and waves goodbye to John, whose head is now backwards.

BUZZY

Thank you for having us over!

John waves goodbye as Buzzy follows Figment out.

JOHN

Nice boys. Nicer than that alien was.

EXT. CAROUSEL OF PROGRESS - CONTINUOUS

Figment exits the theater and looks around. He finds a park map nearby and picks it up. The year is still **1998**. Buzzy exits the theater.

FIGMENT

Crud.

BUZZY

Good crud or bad crud?

FIGMENT

Bad crud.

BUZZY

Crud!

FIGMENT

Well, we're gonna have to start thinking in the abstract. Maybe the *Rock'n'Roller Coaster...*

BUZZY

It's no use.

FIGMENT

Don't say that. Aerosmith may be able to help us!

BUZZY

They can't even help themselves!

FIGMENT

Well, that seems harsh.

Buzzy lies down on the concrete.

FIGMENT (CONT'D)

Come on, Buzz. We have stuff to do!

BUZZY

We did the stuff. It's done.

FIGMENT

Not yet!

BUZZY

I'm tired.

FIGMENT

So am I! That's no reason to give up!

BUZZY

Of course it is.

Figment rolls his eyes.

FIGMENT

Then I'll carry you.

He tries to lift Buzzy, but struggles.

FIGMENT (CONT'D)

Jeez, you're heavier than you look.

BUZZY

Yeah. That's why I don't look.

Figment grabs Buzzy's arm and drags him away.

BUZZY (CONT'D)

This is just like how we met.

CUT TO BLACK.

END ACT II

ACT III**EXT. AMERICAN ADVENTURE - NIGHT**

TITLE: "OCTOBER."

Figment drags Buzzy out of the *American Adventure* theater.
He's escorted by MARK TWAIN.

FIGMENT
Sorry to waste your time, mister
Twain.

MARK TWAIN
Stigment, I have a saying I like to
use: "You can't depend on your eyes
when your imagination is out of
focus." You know who came up with
that?

FIGMENT
My name's Figment.

MARK TWAIN
Me. Mark Twain. Have a nice night.

Mark Twain goes back inside and shuts the door. Figment can
hear the sound of multiple LOCKS being turned inside. He
sighs and drags Buzzy away.

EXT. LIVING SEAS - NIGHT

Figment and Buzzy sit outside of the Living Seas pavilion,
watching the waves crash onto the rocks bearing the
pavilion's name.

Figment looks at a sleeping Buzzy, then up at the sky. He
shuts his eyes and thinks.

SEEKER (V.O.)
You'll get this figured out. You
got this far.

MARY (V.O.)
Just imagine...

DR. MARSH (V.O.)
Imagine that.

MARK TWAIN (V.O.)
 You can't depend on your eyes when
 your imagination is out of focus.
 (BEAT)
 I'm Mark Twain.

Figment's eyes open.

FIGMENT
 That's it!

He shakes Buzzy.

FIGMENT (CONT'D)
 Buzz, come on! I figured it out!

BUZZY
 Five more minutes.

FIGMENT
 There's no time for sleeping!

BUZZY
 Fine. Three more minutes.

FIGMENT
 Oh, whatever.

He grabs Buzzy, and - after straining a moment - picks him up
 and flies off.

INT. IMAGINATION - NIGHT

DREAMFINDER pats his flying machine (the DREAMCATCHER) with a
 stoic face. The lights begin to shut off around him. YOUNG
 FIGMENT hops on his shoulder.

YOUNG FIGMENT
 What's gonna happen to us?

DREAMFINDER
 That's for tomorrow to know, my
 friend. Let's leave the "now" to
 now.

A clatter from inside the pavilion.

YOUNG FIGMENT
 What was that?

DREAMFINDER

I don't know. They're not supposed
to start dismantling until the
morning.

FIGMENT (O.S.)

Dreamfinder!

Dreamfinder squints.

YOUNG FIGMENT

Is that...?

Figment flies around a corner, dragging Buzzy behind him. He
knocks Buzzy into a stack of props that fall everywhere.

FIGMENT

Whoops!

He sets Buzzy down and lands.

FIGMENT (CONT'D)

Sorry about that, Buzzy.

Buzzy is fast asleep, snoring.

DREAMFINDER

He must be tired.

FIGMENT

Time travel takes a lot out of you.

They hug each other.

FIGMENT (CONT'D)

Hi, Dreamfinder.

DREAMFINDER

Good to see you, Figment!

FIGMENT

(TO YOUNG FIGMENT)

Hello, younger me.

YOUNG FIGMENT

Hello, much older me!

FIGMENT

(DRY)

You haven't changed.

DREAMFINDER
Figment, you're still time
traveling? Oh, how exciting! Where
have you been?

FIGMENT
Everywhere! But we got stuck.

DREAMFINDER
Where are your other friends?

FIGMENT
Gone! Sonny's in the past, four
years ago. SMRT-1 is behind all of
this!

DREAMFINDER
Really? That's odd. I thought he
was working at a steakhouse.

FIGMENT
It's a long story.

DREAMFINDER
Why are you here, then? Just
visiting?

FIGMENT
We need the Dreamcatcher.

DREAMFINDER
Are you kidding me?

Figment frowns, until Dreamfinder's cracks a smile.

DREAMFINDER (CONT'D)
Of course you can have it. It's
yours, after all.

INT. IMAGINATION - LATER

Dreamfinder helps Young Figment tighten a bolt on the
Dreamcatcher. Buzzy plays on the Game Boy.

DREAMFINDER
Are you sure this will work?

FIGMENT
No. But it's as good an option as
anything else.

YOUNG FIGMENT

How will you actually go back? This isn't the same as the Time Rover.

FIGMENT

This is powered by imagination. If I imagine just right, I may be able to send us back.

BUZZY

Really back? Or just in our minds?

FIGMENT

Really back. The time machine is powerful, but nothing comes close to imagination.

Dreamfinder smiles.

FIGMENT (CONT'D)

Are you sure it's okay that we take this? It's kind of a one-way trip.

DREAMFINDER

I can't think of a better use for the machine. As long as it's not collecting dust somewhere, I'm happy.

YOUNG FIGMENT

Can I come, too?

FIGMENT

Thanks, but you need to stay here for now. I know things look exciting, but you have to help make sure this place stays safe.

YOUNG FIGMENT

Dreamfinder too, right?

Figment looks at Dreamfinder, who simply smiles.

DREAMFINDER

You all are going to be late.

BUZZY

Not if we imagine being early!

Buzzy looks for a place to connect the Game Boy.

FIGMENT

That's not gonna work here, Buzz. This is a flight of faith.

Buzzy looks at the Game Boy, then smiles and hands it to Young Figment.

YOUNG FIGMENT

Thank you!

BUZZY

Don't mess with my saves!

Figment turns a few KNOBS on the instrument panel. He closes his eyes.

FIGMENT

Okay, Buzzy. We're gonna need all the imagination we can get, okay? Just close your eyes and imagine Sonny and Mary as hard as you can.

Buzzy shuts his eyes. The machine begins to light up and shake, but doesn't move.

FIGMENT (CONT'D)

Come on...come on...

Dreamfinder reaches out and puts his hand on the machine. Young Figment does the same. Figment looks at them for a moment, smiles, then shuts his eyes again.

Dreamfinder and Young Figment shut their eyes and imagine. The machine begins HISSING. The shaking grows until the entire building begins to RUMBLE.

Figment looks one more time.

FIGMENT (CONT'D)

Thanks, Dreamfinder.

DREAMFINDER

Take care, my friend.

The machine vanishes.

EXT. THE VOID

A small TEAR opens on one end of the inky-black VOID. The Dreamcatcher shoots out and zips across the expanse, until it finally disintegrates. Figment and Buzzy are thrown off, hurtling through the Void, until another TEAR opens and sucks them in.

INT. SEEKER'S OFFICE - MORNING

Figment's eyes flutter open. He hears sound, but it's muffled. He looks around. Buzzy is still with him. He looks at the room he's in -- it's Seeker's office, but everything is different.

MARY (O.S.)
(DISTANT)
Figment!

He blinks. *Was that...?*

MARY (O.S.) (CONT'D)
Figment!

He blinks again, and the sound is back to normal. Mary runs up to Figment and Buzzy and picks them up, hugging them.

MARY (CONT'D)
Buzzy! Figment! You're here!

FIGMENT
Mary?

He takes a second to make sure he's not dreaming. He hugs her back.

FIGMENT (CONT'D)
Mary! It's you!

BUZZY
How long have you been here?

MARY
Like, five minutes. How long did it take you to get here?

FIGMENT
Don't worry about that.

BUZZY
Three whole months!

MARY
What?!

FIGMENT
I said don't worry about it!

BUZZY
Um, I was worried about it. I basically died.

FIGMENT
He never died.

MARY
I'm glad you made it, Buzz. Welcome
to nineteen ninety-four.

FIGMENT
Where's Sonny?

MARY
I don't know. I was hoping we'd
figure that out together.

BUZZY
Have you seen Doctor Seeker?

MARY
He's not here. Animal Kingdom
doesn't exist yet, remember?

BUZZY
Then how is this lab here?

Mary ponders.

MARY
Maybe SMRT-1's already changed
things.

They leave the lab.

INT. DINO INSTITUTE - CONTINUOUS

The Institute is completely quiet. Buzzy approaches a glass wall where there used to be (or will be?) a fully-functioning lab. Now, he can only see darkness through that glass...until a VELOCIRAPTOR appears from the shadows.

Buzzy jumps back and begins to run.

BUZZY
Guys! Run!

Mary and Figment get a look at the dinosaur -- just long enough to realize they need to run. Mary grabs Figment on her way out.

FIGMENT
What about Buzzy?

MARY
He's already out!

EXT. ANIMAL KINGDOM - BACKSTAGE - DAY

The trio escape from the Dino Institute and find themselves face-to-face with a small army of GOONS. One of them presses a finger to his ear:

GOON
They're here.

Figment looks around. It's just him and Mary.

FIGMENT
Didn't you say Buzzy was behind us?

MARY
No, I said he was --

TIRES SCREECH and a JEEP reverses towards the group. The tires spin so enough dirt is kicked up, and Mary and Figment jump inside. Buzzy is behind the driver's wheel.

MARY (CONT'D)
Buzzy?

BUZZY
Figment!

Figment slides under Buzzy's seat and presses down on the gas pedal. Buzzy throws the car into drive and speeds away from the Institute building.

FIGMENT
You saved us, Buzz!

BUZZY
Oh, that was nothing. I'm just glad
I finally got to do something
crazy. I've been so tense!

Mary looks at the ignition. There's a BUTTERKNIFE where the key should be.

MARY
Buzz, how did you start this?

BUZZY
I hot-wired it.

MARY
Why am I not surprised?

FIGMENT
You stole a car?

BUZZY

It was a bad guy car! It's okay if
it's a bad guy car!

Figment crosses his arms.

BUZZY (CONT'D)

Hey, I didn't hear any complaining
when I hot-wired Mary's brain!

MARY

You absolutely did. That was
miserable.

EXT. EPCOT - MAIN ENTRANCE - MORNING

The Jeep pulls up onto the concrete in front of the entrance
plaza. The group hops out as an ATTENDANT runs up.

ATTENDANT

Excuse me! You can't park there!

Buzzy tosses the Attendant the keys.

BUZZY

Keep it.

The Attendant stands dumbfounded, staring at the keys.
They're TEETHING KEYS.

EXT. EPCOT - ENTRANCE PLAZA - MOMENTS LATER

Mary, Figment and Buzzy approach the turnstiles to EPCOT.
Figment looks at the crowds; the fashion is...different. He
sees SCRUNCHIES and LOUD COLORS, and a poster for a *Barbie*
stage show.

FIGMENT

It definitely feels like the right
year.

Mary squints at a CHILD as they pass through the gates.
They're wearing a t-shirt with SMRT-1 on it.

INT. EPCOT - ENTRANCE PLAZA - CONTINUOUS

The group enters through the turnstiles and takes a look
around.

FIGMENT

Something's wrong.

MARY

What, the SMRT-1 tee-shirt? We knew he would...

She looks around. COSTUMED CHARACTERS dressed as SMRT-1 wander around and sign autographs.

Gift shops and vendor carts sell MERCHANDISE with SMRT-1's face.

Figment grabs a handful of MAPS and looks at them.

FIGMENT

EPCOT, Magic Kingdom, Studios, Animal Kingdom. He's on the cover of all of them!

MARY

Animal Kingdom? It's nineteen ninety-four. That's not possible.

She looks at the cover of the ANIMAL KINGDOM MAP (featuring SMRT-1 happily driving a safari truck). The date reads **2020**.

MARY (CONT'D)

This can't be right. No, no, no.

She takes all of the maps from Figment and shuffles through them, crazed.

FIGMENT

What's going on?

MARY

We're in the present. Your present.

Figment grabs his own maps and looks. SMRT-1 on the Great Movie Ride, SMRT-1 on Splash Mountain, SMRT-1 in front of Horizons...

They look around at the sea of clashing decades of fashion and hairstyles. They then look up at Spaceship Earth: emblazoned along the side, where you once may have seen **"2000"** or **"EPCOT,"** is **"SMRT-1."**

MARY (CONT'D)

What did he do?

CUT TO BLACK.

END ACT III

STINGER**INT. SEEKER'S APARTMENT - NIGHT**

Seeker's apartment is a mess. He's still wearing the same clothes from when we last saw him. He's asleep at his computer, and his desktop reads **JUNE 11, 1998**.

A whiteboard next to him is full of scribbled calculations, and a circled "**GET THEM BACK.**"

His computer beeps, and he swats at it. It beeps again, then the screen lights up. Startled, Seeker sits up and wipes his eyes. He puts his glasses back on and reads...then he smiles.

CUT TO BLACK.

END OF SHOW