

Mockery Manor SEASON 2
Episode 13
'The Whirrr of the Egg Buggy'
Written by Lindsay Sharman
Music and Sound Design by Laurence Owen

THEME TUNE, punctuated by...

MARGOT V.O.

Long Cat Media presents Mockery Manor
Season 2, Episode 13: The Whirrr of
the Egg Buggy.

EXT. KOSCHEI THE DEATHLESS

Bette and JJ sneak towards Koschei the Deathless. The
WHISPERING TREES are doing their whispery thang.

TREE

Don't get lost in the woods, child.

BETTE

I wish these trees would shut up.

TREE

...the man with eyes of flame...

JJ

They're covering any noise we make.

BETTE

Oh yes. Good point, good point. Keep
it up, trees. Good work.

TREE

Doom, doom, doom and darkness.

JJ

Hey, let's go behind the toilet
block. We'll be able to see the
entrance to Koschei the Deathless
from there.

BETTE

Koschei the *what*? What's this place
called??

JJ

Well, the full name is, 'The Palace
of Koschei the Deathless.'

BETTE

Course it is. Couldn't be 'The Palace of Koschei the Cuddly Panda', could it?

TREE

...when the moon is fat, he comes...

JJ

Bette, do you feel like we're being followed?

BETTE

Followed?? Why do you say that? What did you see?

JJ

Nothing, it's just a feeling. Since we left the schloss...

BETTE

A feeling?

JJ

Yeah. Yeah, yeah, I'm probably imagining it.

BETTE

Ooh! JJ, look! Over there! People, at the entrance! So this is The Committee...

JJ

Six, seven... eleven of them. That's a lot.

BETTE

Look how they're dressed. All posh. Ugh, you can see that woman's shoulder pads from space, so three years ago. Funny venue for a posh party, isn't it?

JJ

I can't see Hilda or Gretchen. Maybe they're already inside.

BETTE

Oh! Oh no, that's super weird.

JJ

What is it?

BETTE

Look! Look at the shape of the palace. That tower, and the bit that juts out... it's the manor house. But smaller, and in black. And more gargoyles. So weird.

JJ

Do you wanna know something else that's weird?

BETTE

Uh oh. Go on.

JJ

Actually, forget it.

BETTE

What? No! Tell me what's weird.

JJ

No. It's nothing. It's not important.

BETTE

JJ! No clamming up. Tell me!

JJ

OK, OK. Sorry. It's just... it's just that I...

BETTE

Yes?

JJ

I feel fine!

Beat.

BETTE

You feel... fine. That's what you wanted to tell me.

JJ

Yeah. I'm *fine*. And I shouldn't be, should I? I'm crouching in the dark with a friggin gun, watching a load of Bond villains file into a gothic mansion, and I'm like, 'yeah, this is fine'.
What the hell is wrong with me?

BETTE

Okaaaay? So now you're upset that you feel fine?

JJ

Never mind, forget it. You wouldn't understand.

BETTE

Uh, hello? Yes I would. I get it, alright.

JJ

You do?

BETTE

Yes. I feel pretty zen too, given the circumstances.

JJ

Yeah! I mean, I'm a *bit* nervous, but not 'normal' nerves, it's like... it's like...

BETTE

...there's a bubbling excitement in the pit of your stomach??

JJ

Ummm...?

BETTE

A kind of thrill you haven't found anywhere else? A sense of profound *righteousness*??

JJ

Ummmmm. Not really, Bette.

BETTE

Oh. Yeah, me neither.

A half-beat.

JJ

Matty and Norton really screwed us up, didn't they.

BETTE

What have they got to do with this?

JJ

Nothing. Never mind. We should probably plan what we're gonna do y'know.

BETTE

Yes! Absolutely. A plan. How about this: we sneak in...

JJ

Yeah.

BETTE

Find Gretchen...

JJ

Yeah.

BETTE

And get her out of there.

JJ

Right. Is that it?

BETTE

Yes. What it lacks in detail, it makes up for in flexibility!

JJ

Flexible, yeah. Actually that tends to be how I do things. Loosey goosey, baby!

BETTE

Great! We're both on the same page! (too loud) Let's do this!

A CROW FLIES OFF in alarm.

JJ

Shhh, Bette!

BETTE

It's alright, no-one will hear me; look, they've all gone in. Maybe we should slip in behind them?

JJ

Go through the front entrance?? Too risky. There might be a side entrance somewhere.

BETTE

Well, sis, let's jolly well find out.

FOOTSTEPS.

INT. BALLROOM, KOSCHEI

The HUSTLE and BUSTLE of a buffet being laid out.

GRETCHEN

Help!

WAITER 1

Tray of small sausages!

HEAD WAITER

Put it between the pineapple hedgehog
and the gherkins.

GRETCHEN

Someone help me! I am being held
hostage!

CRASH. Someone drops some glasses. Everyone CHEERS, CLAPS.

WAITER 2

Oh well done, Klaus, you have made a
big mess.

HEAD WAITER

(sighs) (calls) Dustpan and brush for
butterfingers over here.

GRETCHEN

Hello? Unngh! This man is holding me
against my will! One of you, please,
untie me!

HEAD WAITER

(calls) Clean it up quick quick! And
someone take the plastic off the
finger sandwiches! Make it snappy, we
need to be out before the guests
arrive.

GRETCHEN

Help! Why won't any of you listen?!
Am I invisible??

HEAD WAITER

(to Thomaz) Tell Hilda she might be
short of tumblers if they use more
than one each.

THOMAZ

OK, yes. Thank you.

The sound of Gretchen STRUGGLING against her restraints.

GRETCHEN

What is wrong with you all?? Help!
Help!

THOMAZ

Gretchen, it won't work. These are
all Hilda's people.

HEAD WAITER

(calls) All done, thank you,
everybody! Now, out out out! Move it!
Hustle, people! Move it!

The catering staff file out.

GRETCHEN

None of you will help me?? Why would
you work for someone so evil??
Fine, go! Leave me here! I am going
to die, and none of you care!
You are all weak! Weak!

GRETCHEN (cont'd)

Thomaz, let me go while you still
can. Untie me!

THOMAZ

But I cannot, Gretchen. (mutters)
Ohhhh. This is very bad. This is very
bad.

GRETCHEN

You don't want this on your
conscience, Thomaz. I can see you
don't. You will never forgive
yourself.

THOMAZ

(mutters)Ohhhhh! What do I do. What
do I do.

GRETCHEN

Untie me, that's what you do!

The CRACKLE of a radio.

HILDA VO

Thomaz. Report. Over.

THOMAZ

(scared) It's Hilda.
(answers radio) Hello. Hi, Hilda. I
have tied her to a chair, like you
told me to.

(MORE)

THOMAZ (cont'd)

I took some rope from the scene with the goblin and the cow, the one in the graveyard? - but I am not a sailor so the knots are, y'know, what do you think, is that OK? Also the caterers have just left. They smashed some glasses. Everyone clapped. Over.

HILDA VO

That was... too much information. Where are you? Quickly! Over.

THOMAZ

The ballroom. Over.

HILDA VO

I don't want her in the ballroom! Not yet. Take her to the utility corridor behind the ballroom. Over.

THOMAZ

Oh! Ummm. How do you access the corridor from here? Over.

HILDA VO

(sighs) The door behind the oak tree. And Thomaz - guard her carefully, and then on my signal, bring her out. Over.

THOMAZ

And what is the signal? Over.

HILDA VO

'Bring her out!' That's the signal. Over and out.

THOMAZ

OK. Bye bye. Over and out.
Ohhhhhh.
Come, we have to go into the corridor.

GRETCHEN

If you hadn't noticed, I am tied to a chair, Thomaz.

THOMAZ

Oh yes. I forgot. If I untie you, you must not run away. Please, Gretchen. They will hunt you down.

GRETCHEN

OK, I won't run. Go ahead.

THOMAZ

Eeeee. Actually, I will drag the chair.

GRETCHEN

What? (tips chair) Ohhhh! Thomaz!
Stop!

The SCREEEE of a chair being dragged across a concrete floor.

THOMAZ

Stop kicking your legs, Gretchen!
Ohhh, it is marking the floor. This is very bad. This is very very bad....

INT. UTILITY CORRIDOR, KOSCHEI

The faint strains of the Koschei ride music and the Vincent Price VO.

A CLICK and CREAK as they open a side door.

BETTE

It's a utility corridor.
All clear! Get in, quick.

JJ

Right behind you.

The door THUMPS closed.

JJ (cont'd)

Where to now?

BETTE

Hmmm... well, the corridor looks like it runs around the inside of the whole building. So *that* way is towards the back of the ride, and *that* way is--

A CLATTER as JJ drops her gun. They GASP/SHRIEK.

JJ

Oh shit!

BETTE

What the hell!

JJ

It's OK! It's OK! It's just my gun. I dropped it. Sorry! Sorry!

BETTE

Bloody hell!

JJ

Sorry. It's really heavy, and my hand's sweating. Maybe I'm not as zen as I thought. Bette, can you teach me how this thing works before we go any further?

BETTE

Umm, not really.

JJ

What?? But you said you shot things at school!

BETTE

I didn't learn to shoot with a hitman's pistol, did I??

JJ

So it's useless, then?! What about your gun?

BETTE

Yeah, not sure about this one either.

JJ

Oh brilliant!

BETTE

I mean, it's not ideal, but what in life is? We can still use them to threaten people if we need to. As if you could shoot someone in cold blood, anyway. Where are you going?

JJ

I dunno! This way?

BETTE

No no no. There's a door here. It probably opens onto the ride track. Let's see...

Couple of FOOTSTEPS...

JJ

But shouldn't we stay here--

...and then Bette OPENS THE DOOR. The MUSIC briefly swells.
We hear a snatch of the VO -

VINCENT PRICE VO
...will not find you in the Palace
kitchens.

BETTE
I was right. Shall we?

JJ
No!

JJ SLAMS the door shut.

BETTE
Oi!

JJ
Can't we just stay in the corridor?

BETTE
Too exposed. Whereas if this is a
haunted house, the inside of the ride
will be--

JJ
--scary as hell?

BETTE
Well, yes, but also: dark and full of
stuff. Spooky furniture and ghosts
and... *stuff!* Perfect cover for
'gathering intelligence'. And even
better: you've got field experience!

JJ
Field experience?

BETTE
You've done this before! You snuck
through Roswell when Matty was trying
to kill you! Remember?

JJ
Oh no, I completely forgot about
that. Of course I remember!
(moans) Ohhhh. It really IS happening
again...

BETTE
No, no, there's way more bad guys
this time!

JJ

Ohhhh!

BETTE

And we're running *towards* the danger,
not away! Isn't it great?

JJ

Is it?

BETTE

And we're doing it *together*.

JJ

(weak) Yeah. Wicked.

BETTE

I'm going to open the door now.

JJ

Ohhhh.

BETTE

Stay low, move fast, and find cover.
Ready? And...

Bette OPENS the door.

BETTE (cont'd)

...go!

Vincent Price LAUGHS in the room beyond.

INT. KOSCHEI KITCHENS

Koschei MUSIC.

A CRACKLE of fake flames.

The WHIRR of an egg buggy slowly going past.

The twins RUN in...

BETTE

Oh bugger, it's a bit bare!

JJ

Shit. You said there'd be stuff!
Where's the friggin' stuff, Bette,
where we gonna hide??

BETTE
 I don't know! How about this... What
 is this, an Aga?? Why is there an Aga
 in a haunted house??

At the same time, the VO from the other room can be heard -

VINCENT PRICE VO
 (faint) ...Beware the hag.

A mechanical WHIRR makes itself known.

JJ
 Bette, I think an egg buggy's coming.

BETTE
 A what?

JJ
 An egg bu-- a ride vehicle!

BETTE
 Shit!

JJ
 We could hide behind the wax works?

BETTE
 Yes!

HAG V.O.
 Feel the sting of my spoon!

BETTE
 You take the witch, and I'll take
 the... younger witch.

DOOR FLAPS OPEN, EGG WHIRRRRRS into the room.

JJ
 Bette, there's no-one in the ride
 vehicle. It's empty.

BETTE
 Oh! Phew! Maybe we should hop in--

JJ suddenly lets out a GASP.

BETTE (cont'd)
 JJ, what is it, what's wrong?!

JJ
 It's Dorothy!

BETTE
Who? What? Where?

JJ
The waxwork... it's Dorothy!

BETTE
Who the hell is Dorothy?

JJ
Our *grandmother*. Why is there a
waxwork of Dorothy in here... ohhhh!
Oh no! Oh my God...

BETTE
JJ?

JJ
This place. It's the dollhouse!

BETTE
You're talking in riddles.

JJ
The big flames coming out of the Aga,
the wax works! I've seen this before.
It's the kitchen in the dollhouse.

BETTE
JJ, speak to me. Explain.

JJ
Just before Matty killed her, Dorothy
showed me this dollhouse in
Dreamland. It was a miniature of
Mockery Manor, and--

VINCENT PRICE VO
Koschei will not find you in the
Palace kitchens.

BETTE
An egg buggy's coming! JJ, hide!

Door FLAPS open.

HAG VO
Feel the sting of my spoon.

WHIRRR of egg.

It contains Davide and Guiseppe.

GUISEPPE

The thing is, Davide, there will be a power vacuum. And you know what happens then.

SPANISH DAVE

You think that's why she called us here?

GUISEPPE

Oh yes. (egg spins) Urghhh!
(queasy) I wish these egg buggies did not spin when you least expect it. It makes me sick.

The Egg moves past. The WHIRR gets further away.

FLAP of doors closing behind the vehicle.

BETTE

They're gone. Did you hear what they said?

JJ

Not really. I think we should follow the egg buggies.

BETTE

I think you're right. On foot?

VINCENT PRICE VO

Koschei will not find you in the Palace kitchens etc.

JJ

Incoming!

BETTE

Already? Hide!

FLAP of door opening. WHIRRRRR.

HAG V.O

Feel the sting of my spoon.

JJ

It's OK. It's empty.

BETTE

Great! Get in!

JJ

Really??

BETTE
I said get in! Come on!

JJ
Oh bloody hell.

FAST FOOTSTEPS as they run towards the egg.

BETTE
Allez-ooop!

GRUNTS and THUMPS as they jump in.

BETTE (cont'd)
God, it's slow.

JJ
Good. This better not turn into a
rollercoaster.

BETTE
Ooh it's spinning!
(queasy) Oooohhh. Ohhh, my stomach.

FLAP of door. The MUSIC CHANGES.

BETTE (cont'd)
Spooky corridor!

VINCENT PRICE VO
A fine palace has many fine
portraits. But don't look too close,
lest your eyes perceive a troubling
reality!

BETTE
Isn't it clever how they've put
everything at a weird angle so it's
like a nightma--OH MY GOD!

JJ
What what what??

BETTE
The portrait! It's glowing! Must be
luminous paint. Very effective.

JJ
Ummm. It's also a portrait of *Alfred
Mockery*.

BETTE
Is it really??

JJ

And over there... that one's Lady Mockery.

BETTE

Oooh and they've put a scorpion on her shoulder, look. And she's got werewolf hands!

JJ

I feel like you're not focusing on the important part, Bette! It's the Mockeries! In Dunkelschloss!

BETTE

I just don't think it's as sinister as it seems, that's all.

JJ

Not sinister??

DOOR FLAP. Music CHANGES.

Lots of EVIL GOBLIN LAUGHTER.

VINCENT PRICE VO

Keep hands and feet inside the vehicle, lest little nibblers feast on tiny toes and flames lick fingers clean away!

BETTE

What's this room supposed to be?

JJ

(sighs) It's an exact replica of the drawing room from Mockery Manor. Except for the goblins and the flames.

BETTE

Oh yeah!

JJ

Someone from Mockery must've built this place.

BETTE

Mmmm.

JJ

You don't think that's weird?

BETTE

It's a theme park, JJ. Of course it's weird. The sinister part is the smuggling ring.

DOOR FLAP. Music CHANGES.

JJ

Did you say smuggling ring?

BETTE

Me and Parker worked it out. This room is huge! It's like we're outside! The ceiling's like the night sky!

VINCENT PRICE VO

Koschei knows you are here! Escape through the woods, child, but do not be drawn to dance at the everlasting masquerade ball! Mwahahaha.

JJ

Bette, up ahead--

BETTE

--What's that elf doing with that cow?

JJ

Bette--

BETTE

--This is much better than anything at Mockery.

JJ

Bette!

BETTE

What?

JJ

The men in the vehicle ahead! They got out!

BETTE

Got out?? Of the egg? When did this happen? Where are they now?

JJ

I don't know. They climbed out near that stone circle thing on the other side of the lake, but then the bloody egg spun round, and now the bloody fake trees are in the way.

BETTE

This must be where they're all gathering! Shit, JJ, we need to jump out before we get too close. Or they'll see us! Now! Go!

JJ

OK, don't push! Give me a second.

BETTE

Go go go, before this thing spins again! Jump!

JJ

I'll go when I'm ready!

BETTE

Jump! Do it! JJ, hurry up!

JJ

Stop pushing me! I don't want to hurt myself! Wahhh!

JJ half-falls out of the egg. THUMPS, 'OOF'S' as they land.

BETTE

Get up, JJ! Behind the gravestone!

JJ

Bloody hell.

BETTE

Go go go!

JJ

I'm going, I'm going!

BETTE

We should use the gravestones as cover and follow the--

JJ

For God's sake.

BETTE

Are you alright?

JJ

Yeah, no thanks to you. I could've hurt myself! You need to calm down!

BETTE

I beg your pardon?

JJ

You're acting like a bloody drill sergeant, and a hyperactive child! I'm not your--

DOOR FLAP. EGG WHIRR.

BETTE

Incoming! Down on the ground!

Bette PULLS JJ to the ground.

MARGOT

The kitchen! On fire!

DAVINA

Bit of a nasty shock, eh?

MARGOT

Lord and Lady Mockery! Why? My mother!

DAVINA

Could've warned us this was a Mockery-themed ride.

MARGOT

She's trying to intimidate me!

WHIRRRR PAST. The voices get quieter as they move away -

DAVINA

She didn't build this whole ride just for you, love. She doesn't even know ya.

MARGOT

She must do! That was my mother's face! Her face!

The twins are shocked.

JJ

Woah. What the hell are they doing here??

BETTE
I don't believe it. Davina? Margot??
Davina and Margot??

JJ
Are they involved in this smuggling
ring?

BETTE
They must be.
(panic) Oh no! Oh nonono! If they're
here...

JJ
What's wrong?

BETTE
...who the hell is looking after
Freddie??

A SWELL of MUSIC that is abruptly cut off.

INT. BUGGY LOADING BAY, KOSCHEI

VINCENT PRICE VO
...Climb into the Egg Buggies! Once
you alight, the lap bar will lower
automatically.

HILDA
(calls) I'll be along shortly! OK.
Save me a sausage roll! Haha.
Yeah.

The WHIRR of a buggy departing.

Hilda WALKS. She takes out her radio.

HILDA (cont'd)
Come in Donald. Last egg has
departed. I'm coming in. Over.

Her heels TAP on the concrete floor as she walks.

DONALD VO
Roger that Hilda. Over.

HILDA
One more thing. Put eyes on Guiseppa.
He seems uneasy. He might be planning
something. Over.

DONALD VO
Understood. Over and out.

A BLEEP as she switches to a different frequency.

HILDA
Come in Oswald. All quiet in the
park? Over.

WHITE NOISE.

Hilda tries again.

HILDA (cont'd)
Come in, Oswald. (beat) Oswald, this
is Hilda. Do you read me? (beat)
Oswald!

Silence.

HILDA (cont'd)
Shit.
Come in, Pluto. Over.

PLUTO
Receiving. Over.

HILDA
Radio silence from Oswald. Have you
seen him? Over.

PLUTO
He should be patrolling the
Whispering Trees. Over.

HILDA
Yes. I know that. He should also be
answering his bloody radio. Go check
on him. Over.

PLUTO
10-4. Over and out.

BLEEP.

HILDA
Oswald. Come in, Oswald. If you're
napping on the bloody job, Oswald,
you're fired. Understood? Over!
Unngh!

Her radio CRACKLES.

PLUTO

Hilda, come in! Mayday, mayday!

HILDA

What is it? Over.

PLUTO

It's Oswald! He's down! I think he's... oh he's dead alright. His neck's broken. What do I do? Over.

HILDA

What do you do?? We're under attack, you idiot. Retreat to Koschei and seal it. No-one gets out, no-one comes in. And if you see anyone you don't recognise, anyone at all... execute on sight.

MUSIC SWELLS.

CREDITS

Mockery Manor is written and directed
by Lindsay Sharman
Music, sound design and editing by
Laurence Owen

Hayley Evenett was JJ and Bette
Lindsay Sharman was Hilda, Margot and
Davina
John Henry Falle was the Pluto,
Spanish Dave, The Head Waiter and
Vincent Price
Abbie Eastwood was Gretchen
Alasdair Beckett King was Thomaz and
Donald
Laurence Owen was Giuseppe and
additional voices
and Sooz Kempner was Animatronic
Dorothy

Join us next time for the finale of
Mockery Manor, Season 2.