

Mockery Manor SEASON 2
Episode 10
'The Song of the Metal Whale'
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 10: The Song of the
Metal Whale.

INT. TICKET BOOTH, GATE, DUNKELSCHLOSS

Perky music.

It's the end of the park day, and customers are filing out.

STAFF

Bye bye! Come again soon. Bye bye!
Bye bye. Did you have a fun time in
Dunkelschloss, little person?

CHILD

Yes, a bear exploded and a person
fell out.

STAFF

Yah, OK, bye bye! Keep it moving! Bye
bye now! Thank you for coming!

Bette is pushing in the opposite direction to the crowd surge.

BETTE

'Scuse me, sorry, just coming
through.

STAFF

Excuse me ma'am, you can't come in.
The park is closing.

BETTE

Bugger. Wait... (imitates JJ) gor
blimey guv'nor. Gor blimey guv'nor.
Gor blimey guv'nor.
I works here, I does, I'm JJ.

STAFF

I'm sorry what.

BETTE
JJ, from the big crap greenhouse
thing. Gor blimey guv'nor. Don't you
recognise me?

STAFF
(sigh) I'm sorry, the park is
closing, please leave.

BETTE
But I'm JJ! I live in the castle!

STAFF
Sure you do. Bye bye now, thank you
for coming!

BETTE
But... but..!

PARKER
It's alright, mate: she's with me.
Wotcha Bette.

BETTE
Parker?!

PARKER
Here you go, mate: my Wizzard staff
pass. See? There's me photo, next to
where it says 'manager'.

STAFF
It says 'assistant manager'.

PARKER
Yeah alright, still management though
innit. Look, I'm here to see Hilda.

STAFF
Oh. OK, go through.

BETTE
Me too?

STAFF
Yeah whatever. OK keep it moving!

BETTE
Brill! Phew.

They walk a little way.

BETTE (cont'd)
Thank you, Parker! Gosh, that was good timing! JJ told me you were coming.

PARKER
Where is she?

BETTE
Although we were both rather confused as to why you were coming... are you here to see Hilda?

PARKER
Gawd no. I just said that to get us in. Hilda mustn't find out that I'm here. Bette, where's JJ?

BETTE
Right now? Not sure. I'm heading to the schloss to wait for her.

PARKER
I'll come with you. I need to talk to you both about Wizzzard. And Jenkins.

BETTE
Oh? What about Jenkins? Hang on, Jenkins said someone was replacing me. Is it you, then?

PARKER
Replacing you? What do you mean?

BETTE
(sulky) He wants me to come home. Said there's someone else at Dunkelschloss who'll assist him. It's not you, then? I'm a bit naffed off, to be honest, I haven't even had a chance to plant the listening device.

PARKER
Bette, I ain't replacing you.

BETTE
It's not fair, I don't want to go back yet! I mean, I'll be glad to see Freddie, of course, but one is allowed interests outside of one's child, isn't one?

PARKER

Bette! Stop a minute. I'm not replacing you. Jenkins doesn't even know I'm here. Which means... there's someone else in this park on his payroll...

BETTE

I suppose so. Wonder who.

PARKER

(worried) Yeah... I wonder...

BETTE

Oh, did you say Hilda mustn't know you're here?

PARKER

Yeah, why?

BETTE

Because I think that might be her just ahead with the big blue bear.

PARKER

Oh bloody hell, it is her!

BETTE

It's OK, she hasn't seen us. Quick! In here!

INT. CASTLE

Ominous music.

The occasional CAW CAW of a crow. Gretchen runs, her breath coming in FRIGHTENED GASPS. Her feet POUND against the wood.

GRETCHEN

Ow! Oh no. Oh no, oh no. My knee. Ow ow. Oh, that hurt. Stupid, stupid. Running like a frightened idiot.

A CAW.

GRETCHEN (cont'd)

I think you're right, crow. They didn't follow me. Thank God.

A DOOR SLAMS OPEN. Gretchen SHRIEKS.

JJ

Gretchen!

GRETCHEN

Oh my God!

JJ

You alright?

GRETCHEN

It's only you! Oh my.

JJ

I heard you screaming. What happened?

GRETCHEN

My foot went through a hole. I've hurt my knee.

JJ

Oh shit. Can you walk?

GRETCHEN

Yes. But it hurts.

JJ

Come on, my room's not far. Lean on me.

GRETCHEN

Ouch! Thank you. Ouch.

JJ

Eric told me you'd gone exploring.

GRETCHEN

Ouch. This castle, it's Swiss cheese; holes in the floors, gaps in the walls, windows missing! It's a bloody death trap.

JJ

Really? Shit, man. Hilda coulda warned me.
Here we are. Casa JJ. C'mon in.

DOOR OPENS.

JJ (cont'd)

Not far. Just over to the bed.
One sec, let me shove Eric's legs out of the way, then you can sit down.

JJ pushes Eric's legs out of the way. He doesn't make a sound.

GRETCHEN

Is he OK??

JJ

He took some painkillers. Strong ones, from the looks of it. Just stopped talking mid-sentence, dropped like a stone. Don't worry, he's fine; I checked for a pulse.

GRETCHEN

Wow. OK. It's creepy how his eyes are open, yah?
He told me he's a friend of yours?

JJ

An ex boyfriend, actually.

GRETCHEN

Ex boyfriend??

JJ

Yeah.

GRETCHEN

Hahahaha! Oh wow. Hahaha!
Sorry, sorry, I shouldn't laugh.
Maybe I'm not seeing him at his best.

JJ

Yeah, I mean, he can be really... I mean, he's... he can be...
(sighs) I dunno what I saw in him. I guess I liked how he didn't give a shit.

GRETCHEN

And you wanted to not give a shit, too, huh?

JJ

What?

GRETCHEN

Oh, my knee is swelling!

JJ

We should get you home.

GRETCHEN

No. I need to stay here until the night shift leaves.

(MORE)

GRETCHEN (cont'd)

I can slip out then... if they're looking for me, they won't notice me amongst the others. And I don't think they saw my face.

JJ

Who didn't? What are you talking about?

GRETCHEN

I found something.

JJ

In the castle?

GRETCHEN

No, up my arse, where do you think?

JJ

Geez, alright.

GRETCHEN

Ugh. Sorry. The pain is making me tetchy.

I found a room. A library. The door is quite hidden. I'd never have found it if the crow hadn't shown me.

JJ

The crow?

GRETCHEN

The library was empty, but there was this smell... fresh coffee. And the smell grew stronger the further I went into the room. So I followed my nose.

JJ

Ohhhhkay?

GRETCHEN

It was strongest by one of the bookcases, and one of the books? It was sticking out more than the others, so I went to pull it off the shelf and you will never guess--

JJ

Are you having a laugh? What is this, Scooby Do?

GRETCHEN

I beg your pardon?

JJ

Come on! A false bookcase? Leading to what, a secret tunnel?

GRETCHEN

No, actually.

JJ

Oh.
Oh, was it the entrance to an old ride, then? Like a spooky castle walk-through experience, or something? They should do that at Mockery, that'd be wicked.

GRETCHEN

If you shut up I'll tell you what it was!

JJ

Alright. Geez.

GRETCHEN

When I pulled on the book, the bookcase swung open--

JJ

Yeah, I already guessed that.

GRETCHEN

...and behind the bookcase, was a *kitchen*. A fully equipped, modern kitchen. With a coffee machine! And beyond that room, I found--

JJ

You went in?

GRETCHEN

Of course. Beyond the kitchen, there was a corridor, with many doors. It was like a kind of grand apartment. And JJ, I heard voices...

Music cue.

JJ

There are other people living in the castle??

GRETCHEN

Yes. And no. They're not here for long.

(MORE)

GRETCHEN (cont'd)
 I listened to their conversation
 through the keyhole: they're here for
 a reason. A meeting.
 JJ, I think I'm close to finding out
 what's going on. And what happened to
 Gunther.

Dramatic music to mark the end of the scene. Interrupted
 by--

JJ
 --Who's Gunther again?

GRETCHEN
 Who is Gunther?? My friend! The one
 who disappeared!

JJ
 Oh yeah. Sorry. Got a lot on my mind.

End-scene music begins again.

INT. LITTLE MERMAID CAVES

The Little Mermaid's Lament plays out of small speakers
 dotted through the caves.

BETTE
 Hilda won't see us in here. Ooooh,
 it's so glittery!

PARKER
 This sign says it's the 'Little
 Mermaid's Underwater Cave System'. Do
 you know where this comes out?

BETTE
 No. Haven't been here long enough.
 Let's find out! Come on!

They walk.

BETTE (cont'd)
 Ahh, there's little shimmery fish
 stuck to the wall. This is rather
 charming.

PARKER
 Creepy, more like.

BETTE
 I thought you loved dimly-lit
 tunnels, Parker.

PARKER

What?

BETTE

Don't play the innocent with me.

PARKER

What are you talking about?

BETTE

Hmmm. Well! A little birdie once told me that every summer, you'd take a new girl down to the Mockery tunnels.

PARKER

Oh, no, not--

BETTE

But you'd pretend you'd never found them before, that this was the first time you'd ever been down there. You'd 'discovered' them together.

PARKER

Oh, bloody hell! Who told you that?

BETTE

Remember Luke? Obsessed with dodge ball? He told me, after you and I split up. I think he was trying to make me feel better. It didn't work.

PARKER

Oh, bloody Luke.

BETTE

So I was one of many, was I?

PARKER

No, no! I mean... I only did it a few times.

BETTE

A few times. Lovely.

PARKER

I was a teenager, Bette!

BETTE

That makes it OK, does it?

PARKER

No, but... the girls always enjoyed it.

(MORE)

PARKER (cont'd)
I'd be like, 'oooh it's dark down
'ere, I'm well scared. Hold me hand,
would you?' And then they'd comfort
me, and--

BETTE
Ugh. Spare me the details.

PARKER
Look. Everyone involved had a very
nice time. It was just a bit of fun.
Summer romance, y'know?

BETTE
Oh, I know. I know very well.

PARKER
You must've thought I was a right
bellend, when you heard that.

BETTE
Yep.
The ceiling's getting awfully low.

PARKER
You what? (cracks head) Ow! Bloody
hell. Me head.

BETTE
Your fault for being so tall.
We'll have to crawl.
Come along. On your knees, Parker.

Starts crawling. Parker GRUMBLES.

BETTE (cont'd)
(calls back) So, what is it you
wanted to talk about, anyway? Have
you fallen out with Jenkins or
something?

PARKER
You could put it like that.
'ere, this place seems familiar...

BETTE
Aha! Ceiling's getting higher again!
Look, it's a slide! A low tunnel,
then a slide... this is just like...

BETTE / PARKER
Dreamland.

BETTE
 Goodness. That's unsettling.
 C'mon! Last one down's a wet fish!
 Wheeeee!

Bette launches herself down the slide.

PARKER
 (mutters) I don't believe this.
 Bloody Dreamland. Bloody hell.

BETTE
 (calls, distant) Hurry up! Don't
 leave me down here on my own!

PARKER
 Alright, alright.

Parker goes down the slide. The mermaid lament gets louder
 as he reached the lower level.

BETTE
 You didn't say 'wheee'. It's not as
 fun if you don't say 'wheeee'.

PARKER
 Oh. 'Whee.'

BETTE
 Look: a maze. Underwater themed.

PARKER
 It's the exact same layout as
 Dreamland. Identical. They must've
 copied it.

BETTE
 Oooh, you know what this means. There
 must be a drop ride at the centre of
 the maze!

PARKER
 Yeah. It also means I know the
 quickest way through... c'mon.

They walk quickly through.

BETTE
 So did Jenkins tell you anything
 about Hilda or Dunkelschloss? Because
 he sent me over here with barely any
 intel at all.

PARKER

Yeah, he's been keeping me in the dark too. About a lot of things.

BETTE

Come on, Parker, spit it out. I'm gagging to know.

PARKER

I don't want to have to say it twice, Bette. Let's wait until we find JJ.

BETTE

Oh she doesn't care. She's completely checked out. All she's wanted to do for the last three years is run away. And then run away some more. So just tell me!

PARKER

Alright. Alright!

They stop.

BETTE

Why've we stopped. We can walk and talk.

PARKER

Bette, I think Jenkins might've had me dad killed, and then offed the bloke what did it.

A beat.

BETTE

Ohhhh. Oh shit. That's... heavy. What makes you think that? Because I thought we all came to the conclusion that Norton had your father killed? By that Smithy character.

PARKER

Yeah we did. And do you remember who helped us to that conclusion?

BETTE

Jenkins. But hang on, it made sense, didn't it? Norton had been bumping people off for years... to make sure no-one challenged his claim to Mockery...

PARKER

But what if it was Jenkins bumping them off? What if we've been wrong, Bette?

BETTE

What are you saying? That Norton didn't hurt anyone?

PARKER

Oh, no, he definitely did. But maybe not as many as we thought. When Norton killed your aunt, Jenkins might've realised: 'this is the perfect cover. I'll blame it all on Norton.'

BETTE

But why would Jenkins kill your dad??

PARKER

Dad must've found out.

BETTE

Found out what?

PARKER

That Jenkins was running a dodgy operation out of Mockery Manor.

BETTE

Excuse me? What kind of dodgy operation?

PARKER

I dunno.

BETTE

You don't know?

PARKER

I don't have any evidence yet but I know--

BETTE

Parker, if there's no evidence, why would you think that? Jenkins isn't the type. He's been like a grandfather to you...

PARKER

(crushed) Yeah, he has.

BETTE

So wouldn't you have known? Wouldn't you have noticed if he was a dodgy--

PARKER

No! No, Bette, I wouldn't! They could be selling bloody bazookas in front of me nose and I probably wouldn't notice! I'm a terrible assistant manager. Davina does 90% of me job, and even then, I can't keep up. I'm drowning, Bette!

BETTE

Oh dear. I'm sorry to hear that, Parker.

PARKER

But I guess I knew something wasn't right. And then I asked Jenkins about me dad, and you shoulda seen how he reacted. He's got secrets, Bette. I always knew that, but I just thought he was old-fashioned. Kept things private, you know? But now... It's got something to do with Hilda. I think her and Jenkins, they're like, business partners or something.

BETTE

(lightbulb) Ohhhh! Ohhhh! Yes! Yes! That's it!

PARKER

You alright?

BETTE

Dodgy business partners! Another piece of the jigsaw falls into place! Ha!

PARKER

What?

BETTE

Parker, just the other day, I overheard Hilda planning something, a meeting of some sort, with 'the committee', that's what she was calling it.

PARKER

Committee?

BETTE

Yes. She was telling some Italian guy about it! Italian! He must be mafia! Hilda's in bed with the mafia! So this Italian gangster, he wouldn't shut up about whales. 'Beluga whales'.

PARKER

Hang on. Guiseppe?

BETTE

That's his name! So you know him? How do you know him? What do you think 'Beluga whales' is code for?

PARKER

I think it's code for 'Beluga whales'. Guiseppe owns an aquarium.

BETTE

Oh.

PARKER

Yeah. Yeah, I've met Guiseppe a couple of times. Nice bloke. He's part of the Wizzard Exchange Programme, or whatever it is, I dunno, Jenkins won't let me get involved with the OH MY GOD...

BETTE

What is it?

PARKER

Jenkins won't let me get involved! The Wizzard European Exchange Programme!

BETTE

What what what??? Tell me!

PARKER

The Wizzard European Exchange Programme... it's a cover. It's a smuggling ring!

BETTE

Ohhh! A smuggling ring! And this Committee... it must be comprised of the heads of each Wizzard... thingy--

PARKER

'Entertainment Property'. Yeah. Yeah!
There's theme parks, aquariums,
waxworks, science museums, all over
Europe!

BETTE

A Europe-wide smuggling ring, hiding
in plain sight! My God! This is HUGE!
How bloody EXCITING!

PARKER

Jesus, Bette, it's not exciting. It's
what my dad was killed for.

BETTE

Oh yes. Sorry.
(slow, thoughtful) But hang on. Wait
a gosh-darn second. No, no no no.
This doesn't add up...

PARKER

What doesn't?

BETTE

Hilda told Guisepppe that Jenkins
wasn't invited to the meeting. She
said he mustn't even find out about
it. Except obviously, he did find
out, because I told him. But when we
were on the phone, Jenkins said he
had no idea what was going on--

PARKER

But he would say that.

BETTE

But if he's not invited... and if
he's telling the truth and he really
doesn't know about this
'Committee'...

PARKER

Oh bloody hell, my brain's hurting.

BETTE

Maybe it's a secret committee. Maybe
Jenkins thinks this exchange
programme is all above board and
tickety-boo. Maybe he's being used.

PARKER

(hopeful) So he might be innocent? He
might not have hurt me dad?

BETTE

Maybe. But he knows *something's* going on. That's why he sent me here. So he's getting dangerously close to the truth, and Hilda... well...
I wonder if this meeting is to decide what to do about that.

Mermaid's Lament swells.

INT. CASTLE

JJ's bedroom.

GRETCHEN

Are you sure he's not dead?

JJ

What, Eric?

GRETCHEN

He is very pale. And his tongue is lolling out.

JJ

Ah, just ignore him. So, these people I've been sharing my castle with... they're managers of Wizzard parks? And they're here for a meeting? That's... not very interesting, to be honest.

GRETCHEN

They are not 'just' managers, and this is not 'just' a meeting. They are criminals. I only heard a little bit, but what I did hear proved all my suspicions...
(echo times 3) ...all my suspicions...

Flashback...

INT. SECRET ROOMS

Echoey at first...

GUISEPPE

...and did you know, a Beluga whale rescued a diver in distress by pushing her to the surface.

(MORE)

GUISEPPE (cont'd)
It brings a tear to my eye just
thinking about it.

INGRID
You already told us this story,
Guiseppe.
Where are the others, Antoine?

Antoine POURS cocktails.

ANTOINE
You mean the other managers? In their
rooms, or enjoying the park. I dunno.
Allors; one Slippery Nipple.

He places the drinks on a table one-by-one.

ANTOINE (cont'd)
One Pina Colada, and one Sex on the
Beach.

CLINK CLINK of drinks.

GUISEPPE
Grazie, Antoine. And did you know,
Belugas are called 'sea canaries'
because they sing all the time--

A LOUD RUMBLE of lorries. A LORRY HORN.

GUISEPPE (cont'd)
(sighs) Mamma Mia! The song of the
metal whale is less sweet. I will not
sleep with that noise. My room is
right next door to the lorry bay.

Another RUMBLE.

INGRID
None of us will sleep anyway.

ANTOINE
Ah oui, of course. The meeting is
tonight... in the banqueting hall of
Koschei the Deathless! Pbbt.
Ridiculous.

INGRID
Why does Hilda always do this?

GUISEPPE
She is very theatrical. A showman. As
long as I have known her--

INGRID

--It is not theatre. It is paranoia. Look where she puts us - in a crumbling castle, next to a lorry bay full of her men. Her office is a fortress. And this Koschei ride, only she knows the layout. She puts us at a disadvantage.

ANTOINE

Hmmm, mais oui.

GUISEPPE

At least it will be over by tomorrow. I will be home soon.

ANTOINE

You want to be with your whales.

GUISEPPE

I do. I have started to think of a way to get out of this, you know.

ANTOINE

Out of the meeting?

GUISEPPE

Out of Wizzard.

ANTOINE

Bof! Guiseppe... non non.

GUISEPPE

You know I never wanted this. These last three years, it is too much. Bigger and bigger; when will it stop? So, it is time for me to retire. I shall miss my aquarium, but I have purchased a little plot of land in Florence - bellissimo! A perfect spot for a petting zoo, perhaps...

INGRID

It is not the time. You will be allowed to retire, but not now.

GUISEPPE

'Allowed'! Mamma Mia. And who is stopping me? You two would stop me?

ANTOINE

No, of course not. But Ingrid, she is right.

(MORE)

ANTOINE (cont'd)

To leave now? It is too precarious while there is this all this... drama.

INGRID

You must wait until it is resolved.

GUISEPPE

Then let us resolve it as quickly as possible.

ANTOINE

I will drink to that.

CLINK GLASSES.

GUISEPPE

Let us talk of more pleasant things, please. Antoine, how is your Dungeon of Horrors?

ANTOINE

Ah! I have a new interactive guillotine!

GUISEPPE

Ooooh!

ANTOINE

Beautiful piece of engineering.

GUISEPPE

Fun for the kiddie-winkies.

ANTOINE

We were in the middle of installing it when Hilda called. Very annoying. (sighs) I presume this meeting is about the missing shipments, non?

INGRID

Yes. Hilda must have discovered something.

ANTOINE

Something too important to tell us over the phone.

GUISEPPE

Well, wee are close, Hilda and I. She told me.

ANTOINE / INGRID

Oh! You know what this is? What? You must tell us.

CREEEAK.

ANTOINE

What was that? Did you hear that?

GUISEPPE

It's probably one of the others.

ANTOINE

Non. It came from over there.
Ssshshhh.

Antoine STRIDES across the floor and OPENS the door. We hear Gretchen's RETREATING FOOTSTEPS.

INGRID

What is it, Antoine?

ANTOINE

Someone was there, listening.
(echo) COME BACK! WE WILL NOT HURT YOU...

Antoin's voice fades out...

Ambient music, wind whistling...

INT. CASTLE

GRETCHEN

I ran. And I didn't stop until I caught my foot and fell.

JJ

Wow, yeah. Scary stuff. People drinking cocktails and talking about whales.

GRETCHEN

It's a crime syndicate! They are criminals!

JJ

OK. How did you come to that conclusion?

GRETCHEN

Think about it. The hidden rooms are right next to a lorry bay!

JJ

Yeah? So..?

GRETCHEN

The Dunkelschloss lorry bay is on the other side of the park!

JJ

I thought you just said there's a lorry bay in the castle.

GRETCHEN

There is! A secret lorry bay! Which means there are two lorry bays! Why would you need two lorry bays? I will tell you: because one of them is legitimate and not-suspicious, and the other one - the secret one - is doing... secret shit! Putting things in lorries that shouldn't be there! Illegal things!

JJ

Right, yeah.

GRETCHEN

You just don't give a shit, do you?

JJ

I mean, it's not really anything to do with me.

GRETCHEN

How are you this jaded at 21? It is quite something. I am sad for you.

JJ

Don't be. I'm fine.

GRETCHEN

(laughs) Sure you are.

JJ

Oh my God! Just stop it, you smug bellend!

GRETCHEN

Bellend?

JJ

Everyone keeps saying I'm a screw-up when I'm not, and it's really annoying!

(MORE)

JJ (cont'd)
I'm glad you've had a breakthrough,
Gretchen, that's really great, but
I'm just gonna sell my painting, grab
my sister and get outta here, if
that's alright with you.

DOOR OPENS.

BETTE
What do you mean, 'sell your
painting'?

JJ
Ah! Er! Bette! Alright? And Parker!
Haha, bloody hell. Long time no see,
buddy...

PARKER
You alright, JJ.

GRETCHEN
What is 'bellend'? And who is this?

PARKER
Oh. Parker.

BETTE
JJ! You better not have changed your
mind! We are not selling that bloody
painting!

PARKER
What's this about a painting?

BETTE
Don't ask. JJ's been hanging out with
gangsters.

JJ
No, that's not...

PARKER
Gangsters??

BETTE
Different gangsters. Not the Wizzard
gangsters.

GRETCHEN / JJ
Wizzard gangsters?

JJ
Like, magical gangsters??

PARKER
Nah, like, Wizzard--

JJ
Oh. You mean--

JJ/PARKER
--Wizzard as in Wizzard
entertainment.

JJ
I knew that.
Hang on, what do you mean 'Wizzard
gangsters'?

PARKER
We gotta talk, JJ.

BETTE
Wait! First, JJ, I want you to bloody
promise you're not selling that
painting.

BOHDANKO
She is not.

The CLICKETY-CLACK of a GUN COCKING (you know what I mean).
GASPS.

BOHDANKO (cont'd)
She is giving it to me. Heh heh heh.

SUNDRY
Oh shit. Ohhh. Oh my God.

Footsteps. Russian music.

BOHDANKO
All of you, against the wall. And
move real slow.

Swell of music.

End of episode

CREDITS
Hey everyone, Laurence here, thanks
for listening to Mockery Manor. If
you'd like to support the show, we
have a new merch shop!
(MORE)

CREDITS (cont'd)

Go to long cat media dot com / shop, and you can browse through our t-shirts, mugs, pin badges, stickers, laptop cases and all sorts of other ridiculous things. You can get a Frostwald fridge magnet if your heart desires it. You can also visit our Bandcamp page, where we've just uploaded some shows that Lindsay and I made a few years ago, that we think you'll really enjoy. Bandcamp is an online record store that really pays its artists well, so it's a great way to support the show. Click the link in the show notes of this episode to be taken there.

Mockery Manor is written and directed by Lindsay Sharman

Music, sound design and editing by Laurence Owen

Hayley Evenett was JJ and Bette, Laurence Owen was Parker, Giuseppe, Antoine and Bohdanko, Abbie Eastwood was Gretchen, Lindsay Sharman was Margot and the Turnstile Operator, and Sooz Kempner was Ingrid