

Mockery Manor Episode 1
'Where Childhood Never Dies'
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THEME MUSIC PLAYS.

INT. DREAM STREET, DREAMLAND

CLOSE, HEAVY BREATHING, as of someone in a mask, excited for what's to come, watching, waiting. It continues throughout the following.

The HUM of a moving lift.

A lift bell DINGS once.

VOICE OF LIFT
Ground floor.

The WOMAN steps out of the lift.

WOMAN
Hellooo? Anyone here?
(mutters) I'll wait here, shall I?

CLICK, CLICK of a cigarette lighter. The woman INHALES.

WOMAN (cont'd)
(mutters) Bloody ridiculous.

Nearby CLANK as something falls to the floor.

WOMAN (cont'd)
(calls) Hello?
Katie, is that you? Katie?

CLANK!

CLANK! Multiple items hit the floor.

The woman GASPS.

Another CLANK, and a cat YOWLS. The woman LAUGHS.

WOMAN (cont'd)
You scared the crap out of me, you
little shit! Come here. Come on! Psst
psst.. come on.

Cat MIAOWS.

WOMAN (cont'd)
Aw, aren't you lovely! Aw, fluffy
little thing. Oh, and you brought a
friend! Hello! And another one, good
heavens!

The YOWLS, MEOWS and PURRS of multiple cats seeking
attention.

WOMAN (cont'd)
Well, you can all keep me company
while we wait for that stupid woman.

A single cat MIAOWS for attention.

WOMAN (cont'd)
(baby voice) I know I know, isn't
this a silly place to meet? No, I'm
not scared of her. I'm a brave girl?
Who's a lovely little brave girl?

V.O.
Welcome to Dreamland.

WOMAN
(startled) Oh!
Stupid place! For God's sake!

V.O.
A place to explore your slumbering
mind. Freud called dream
interpretation the 'royal road' to
the unconscious—

WOMAN
Urgh! Oh, I've had enough of this!
Sod this.

Her SHOES CLIP on the concrete floor.

WOMAN (cont'd)
Do you hear me, Katie? I've got
better things to do than wait for
you, ya mad bitch!

A set of KEYS JANGLE. The woman RATTLES the door. It's
locked.

WOMAN (cont'd)
Shit.
(calls) It isn't funny. Do you hear
me?

The lift doors open - BING.

VOICE OF LIFT
Ground Floor.

The woman GASPS.

WOMAN
Oh my God! Harvey!

She RUNS to the lift, distraught, and crouches.

WOMAN
Harvey! My baby. Oh my darling!
What's she done to you? What did she
do?

As she sobs... the CLOSE, HEAVY BREATHING from behind RISES
IN VOLUME.

And then, a low primal GRUNT.

The woman SCREAMS.

Throughout - the dreamhouse drop ride starts up with the
ROLLING RATCHET SOUND of a chain lift.

WOMAN
What are you doing? Turn it off!
Please, please, turn it off! Please!
Why are you doing this? I don't
understand! Please turn it off!

A grotesque CRUNCH. A SCREAM that stops abruptly.

The ride stops. SILENCE except for the primal heavy BREATHING.

A SWELL of sound, a nightmarish tone, and into...

RADIO ADVERT

...the BOOP, BOOP, BOOP OF A TV CONTROL ROOM COUNTDOWN.

EERIE ORCHESTRAL MUSIC that wobbles every now and then, as if played from a warped VHS tape.

JOHN HURT-ALIKE

There is a house, deep in the woods,
where the sound of screaming fills
the air.

SCREAMS OF HAPPY CHILDREN. MUSIC SWITCHES TO UPBEAT 80S POP-ROCK.

JOHN HURT-ALIKE

This summer, come on down to Mockery
Manor Amusement Park for the grand
re-opening! Spend a fun-filled family
day out with furry feline mascots
Queen Booboos--

QUEEN BOOBOOS

Meow.

JOHN HURT

--and her hapless pageboy Mr
Crackles!

MR CRACKLES

Trousers Meowers!

JOHN HURT

There's something for everyone at
Mockery Manor, for you krazy kids--

Children CHEER.

JOHN HURT

--for mum, dad, granny and grandpa.

GRAN

Ooh, a bar. Pint of sherry, please.

JOHN HURT

And let's not forget those ghastly
teens.

(MORE)

JOHN HURT (cont'd)
This year Halloween starts extra
early. Every Saturday the park opens
late for Mockery Manor's Spooky
Nights!

'SPOOKY NIGHTS' MUSIC, TO THE TUNE OF BOOGIE NIGHTS

SINGER
(sung)
Spooky Nights!

JOHN HURT
It'll scare the pants off ya.

SOUND OF SLIDE-WHISTLE TO INDICATE PANTS GOING DOWN.

GIRL
Stop it, Terry!

MAN GRUMBLING.

SINGER
(sung)
Mockery Manor, where childhood never
dies! It just goes on and on!

INT. STAFF TRAINING BUILDING

The CLICK of a TV button.

MANAGER NORTON
There you have it! The first ever
television ad for Mockery Manor.
Hands up who's seen it at home.

Silence.

MANAGER NORTON (cont'd)
Come on come on; it's been on air
since April. Some of you must have...
a-ha, Parker. Thoughts?

PARKER
My mum really likes the new logo.

MANAGER NORTON
Glad to hear it! And your father?
What did he think?

PARKER
He's dead.

MANAGER NORTON

Oh.

PARKER

But he would've loved the new roller coaster.

MANAGER NORTON

Ah! Yes! The Roswell Crash coaster, very much a 'dad-pleaser'. Even the dead ones! Haha! Ha. Ahem. Very expensive, too. Very expensive indeed. Won't tell you how much, but let's just say more than any of you could make in a lifetime. All made possible by Mockery Manor's new partnership with Wizzard Entertainment. Round of applause for Wizzard!

Silence.

MANAGER NORTON (cont'd)

Let's see some gratitude please! None of you would have a summer job without Wizzard... come on.

Reluctant round of APPLAUSE.

PARKER

(enthusiastic) Hooray for Wizzard!

MANAGER NORTON

Thank you Parker. Yes, things are gonna change around here. 1989 is the year that Mockery Manor heads straight -

A DOOR CREAKS OPEN.

JJ

(sotto) Sorry.

MANAGER NORTON

- to the top of the theme park charts
Oh.

JJ

(whisper) Scuse me, can I get to the chair...

MANAGER NORTON

Well, well, well! Who's this creeping in, as if we had not eyes to see her. Hello.

JJ

Hi.

MANAGER NORTON

You must be Bette Armstrong's sister. Goodness, identical twins, how confusing. Let me see if I can spot any differences; oh yes, Bette arrived for training at the correct time *and you did not*.

JJ

Sorry. I tried to get here on time but--

MANAGER NORTON

--Let's see, how late you are. It is currently 9.47 am, so that makes you 47 minutes... *and three days late*.

RANDOM PISS-TAKER

Ummmmm. Naughty.

MANAGER NORTON

Training started on Monday, young lady! It is now Thursday.

JJ

I'm really sorry... something came up.

MANAGER NORTON

Oh, don't you worry, your sister told us all about it.

JJ

(alarmed)

She did??

BETTE

(sotto) I said you had women's problems.

JJ

(sotto) Women's problems??

The crowd SNICKERS.

MANAGER NORTON

No-one wants to know the details,
thank you!

RANDOM PISS-TAKER

I do.

MANAGER NORTON

That's enough! This isn't a girl's
changing room!

SILLY BOY

Wish it was.

BETTE

Oh grow up!

SILLY BOY

You grow up.

MANAGER NORTON

Quiet! Settle down! Who threw that?
Sonia, feet off the desk.
(shouts) The next person to speak
will be fired!

At the word 'fired', everyone shuts up.

MANAGER NORTON (cont'd)

(grim)Hear that, Miss Armstrong?
Silence. Since the start of training,
I have fired two new members of
staff. And before the week is out,
I'll do it again. And I won't
lose sleep over it neither. A theme
park can be a very dangerous place;
there's no room for error, no excuse
for mucking about.
(lighter) Now, I've made an exception
for you, young Kate, as a favour to
your lovely sister. But you're on
probation.
Alright?

JJ

Yes. Thank you. But... erm... that's
not my name? It's JJ. Not Kate.

MANAGER NORTON

I beg your pardon.

JJ
--I changed it. I'm JJ now.

SONIA
Can I change my name to Mickey
Mouse, sir?

Sonia's cronies LAUGH.

JJ
(defiant) I've changed it legally.

MORE SNIGGERING

SONIA
(sotto) Fancy changing her name! Who
does she think she is--

SILLY BOY
--Legal! La di-dah!--

BETTE
--oh shut up!

MANAGER NORTON
Good grief! Quiet down! QUIET!

Derisive MUTTERING stops.

MANAGER NORTON (cont'd)
Carol, amend the records. And give
'JJ' a Wizzard induction manual.

JJ
Thanks.

MANAGER NORTON
Alright, let's get on, everyone turn
to chapter forty one - 'Bodily
Fluids'.
Yes, Parker?

PARKER
Well, it's just an idea, sir; maybe I
should take the new girl round the
park. It's all turned on at the
moment for the testers. I could give
her a little, you know, like a crash
course.

MANAGER NORTON
But you'll miss fluids!

PARKER
We can read it tonight.

MANAGER NORTON
Hmmm. Well, seeing as it's you,
Parker, that might just work. Alright
then. Off you go. Be back by
lunchtime.

SONIA
Can I go too, sir?

MANAGER NORTON
No Sonia, you may not. Come on! Eyes
down. Back to fluids. Who can tell me
what a fluid is?

The words of the Manager and the class FADE into the
background as Parker and JJ prepare to leave the room.

PARKER
JJ, yeah? That's a big bag.

JJ
I'm living on-site.

MANAGER NORTON
Our concern is fluid of the bodily
variety. First up: blood.

PARKER
Me too! I'm in the lake house. So's
your sister.

JJ
Shall I leave my bag?

PARKER
Yeah, Just get it later.

MANAGER NORTON
Our first concern is blood. Now.
Where might you encounter blood at
Mockery Manor?

The door CLICKS shut.

EXT. FANCYLAND

Birds TWEET. The FANCYLAND MUSIC loop plays.

PARKER

Ta-dah! Fancyland. One of five different lands in the park... and the furthest point from the training room. Ahhh! Time to relax. Do you smoke?

LIGHTER CLICKS.

JJ

Oh. No, I don't.
Actually, yeah. Go on.

PARKER

Good girl.

JJ COUGHS.

PARKER (cont'd)

Tell you what. If the smoking doesn't get me, this place will.

JJ

Oh yeah? This place a bit of a dump, then?

PARKER

No, it's great. I've worked here every summer for six years.

JJ

Six years!

PARKER

Started when I was thirteen in the Mr Crackles suit. The old manager was brilliant. Cash in hand, no questions asked. But now Wizzard's in charge, it's all by the book. How old are you then?

JJ

Eighteen. Almost. Been getting into pubs since I was fourteen though.

PARKER

Oh yeah? Your cig's gone out. Here.

Lighter CLICKS.

JJ

God, the manager's a bit of a tosser, isn't he?

PARKER

Yeah! Old Norton. We just call him sir, or pervster behind his back.

JJ

He's a perv?

PARKER

Oh yeah, you should see how he looks at your sister. Which is weird, because he doesn't look at you like that.

JJ

Maybe he's attracted to her punctuality. So are you going to tell me about this place or what?

PARKER

Alright keen-bean. Didn't think you really wanted to learn. Right so this part is Fancyland. Not 'Fantasy'; 'Fancy'. Y'know, like; 'la-di-dah, oooh I hate poor people'.

JJ

(laughing, posh) The peasants are revolting!

PARKER

(posh) Aren't they just!

JJ

Release the corgis!

PARKER

Tally ho!
(normal) You're a little bit posh though, aren't cha? Or your sister is anyway. How come you two sound different?

JJ

Mum and dad sent her to boarding school years ago. She was kinda wild, they thought it'd straighten her out.

PARKER

Did it work?

JJ

Well now she gets away with it cos she's posh.

(MORE)

JJ (cont'd)
Mum always seems scared of her,
practically curtsies when she comes
in the room.

PARKER
So Bette's the bad twin, is she?

JJ
And I'm the good twin. Or was,
anyway.
(abrupt) That looks fun. Is it a
teacup ride?

PARKER
Yep! The Debutante's Waltz. You sit
in one of the tubs and spin round the
track. We call it the Exorcist. Kids
come off spraying vom like they're
possessed. And next to it is Prince
Philip's carousel.

JJ
From Sleeping Beauty, or actual
Prince Philip?

PARKER
Actual Prince Philip. The whole
carousel's a fox hunt, see? You sit
on a horse or hound and the pack
chases that stuffed fox round.

JJ
Ugh. That's disgusting.

PARKER
You won't like Empireland then.

JJ
What's this?

PARKER
Go on, press it.

Distinctive info-button CLICK sound. A recorded voice is
triggered -

TIPSY TEA ROOMS V.O.
(posh) It's champagne o'clock! Head
on over to the Queen Mother's tipsy
tea rooms for some lovely drinky-
poos.

(MORE)

TIPSY TEA ROOMS V.O. (cont'd)
 Over 18s only. No champagne
 available. Intoxicated guests will be
 asked to leave.

JJ
 Ha. There's another one, look. Oh
 wow, they're everywhere.

Another BUTTON is pressed, triggering -

MOCHRIE AUTO VOICE
 (staid, dull)
 Mockery is a permutation of Mochrie,
 M.o.c.h.r.i.e, a Scottish surname of
 high repute. The oldest part of the
 Manor house was built in 1654, and
 the Mockery family took residence in
 1873.

PARKER
 Ughh. No-one cares, mate.

JJ
 Shhh! I want to hear it.

PARKER
 You're joking.

JJ
 Don't you like history?

PARKER
 Don't see the point of it.

JJ
 I love it! History is... we ARE
 history. Think about it; we're
 standing here because of everyone and
 everything that came before us. Their
 choices, triumphs, disasters. All
 leading here, to this... weird, fake
 land. I just think that's
 fascinating.

PARKER
 Oh, I get it! You're a swot!

JJ
 No I'm not!
 At least I'm not a suck up.

PARKER
 I know how to work the system,
 (MORE)

PARKER (cont'd)
 that's all. Suck up to management,
 you get an easy ride. Arrive three
 days late, oooooh, don't know about
 that.
 Why were you so late anyway? Absorbed
 in a history book?

The MUSIC BED CHANGES from Fancyland to Roswell.

JJ
 (nervous) No. I was... um.
 Hey, the music's changing.

PARKER
 We're heading into Roswell. Brand new
 land, courtesy of Wizzard
 Entertainment and their total lack of
 taste.

Nearby DRILLS and HAMMERS.

PARKER (cont'd)
 Half of it's still under
 construction.
 (calls) Better get a move on, lads,
 we're opening in three days!

BUILDER
 (distant) Piss off!

Another BUTTON CLICK.

PARKER
 You don't have to press all the
 bloody buttons.

ROSWELL RESIDENT V.O.
 Pssst! Listen up; something crash
 landed round these parts and I ain't
 talkin' 'bout no aeroplane.
 It's your job to find out more before
 something happens to the good people
 of Roswell... oh sweet mother...
 something's coming in the door...it's
 gonna eat me! And then it's gonna eat
 yooooou!

JJ
 (laughing) 'It's gonna eat yooooou!'
 That's so lame!

PARKER
 So stop pressing them then.

JJ
 Alright grumpy. They're harmless!

PARKER
 They're stupid.
 (loaded)
 Well, most of them. Not all of 'em...

JJ
 Oh yeah?

PARKER
 Dreamland buttons. They're different.

JJ
 Play Phil Collins, do they?

PARKER
 Mock all you want. You'll see.

JJ
 So mysterious!

PARKER
 I'm not being mysterious. It's just
 some things are easier to show than
 tell you about, that's all.

JJ
 Show me then.

PARKER
 If you insist. Come on!

SCENE 3 - EXT. DREAMLAND LINDSAY CUE - STING, BASE

DREAMLAND DRONE plays throughout.

JJ
 Woah! It's like... a portal in the
 woods! This is Dreamland?

PARKER
 Well, you go round the back, you see
 it's just a big warehouse covered in
 concrete tree branches, but from the
 front, it's dead effective.

JJ
 I heard 'Dreamland' and I thought:
 fluffy Disney rip-off. But this...
 (MORE)

JJ (cont'd)
 Why didn't they show Dreamland in the
 new advert?

PARKER
 Cos it scares the crap out of the
 kids - crying, screaming. Angry mums
 filing complaints left right and
 centre. Wizzard hates it. They
 knocked half of it down to make way
 for that Roswell. Only
 the horny teens that like Dreamland
 now; nice excuse to put an arm round
 your girl, know what I mean?

JJ RUNS towards the entrance.

PARKER (cont'd)
 Oi! Where you going?

JJ
 (shouts from ahead, echoing)
 Inside! Come on!

Parker RUNS to catch up.

JJ (cont'd)
 Woah. Cooooool.

He reaches her.

PARKER
 Wait for me! You don't wanna be in
 here alone. Trust me.

JJ
 How far does this go?

PARKER
 Loops round the whole building. Gets
 a lot smaller too - you have to crawl
 the last bit - and then there's a
 slide to the basement.

JJ SHRIEKS.

PARKER (cont'd)
 What is it?

JJ
 (laughS) I saw a face! But.. it was
 me.

PARKER

Oh yeah, there's mirrors in between the vines. Makes you feel like you're being watched, don't it. You scared?

JJ

(teasing) A bit. Gonna put your arm round me?

PARKER

Well... we are teens. And I don't know about you, but I'm ALWAYS hor-

PARKER RECORDED V.O.

(echoes, eerie) ALONE ALONE ALONE.

JJ

Oh my GOD. What is that??

PARKER

You don't push these buttons, they just go off.

JJ

But that was your voice! They're recording us?

PARKER

Yeah. It's s'posed to be this immersion in your own brain. Like, if you could walk around your dreams.

JJ

So what happens if we don't speak?

PARKER

Then it plays tapes of other people. Even creepier, if you ask me.

JJ

Wow, it gets really narrow.

PARKER

Hope you're not claustrophobic. Ceiling gets low too.

CLONK. JJ YELPS.

JJ

Ow! So it does.

PARKER

Time to crawl. On your knees, love!

They start to crawl.

JJ
(nervous, 'cool')
Heard that one before.

PARKER
Bet you have. Getting a good view?
Like what you see?

JJ
If you fart...

PARKER
Don't tempt me.

JJ
Don't you dare!

JJ RECORDED V.O.
FART FART FART FART FART FART FART

They LAUGH.

Throughout the following, the THUNKS and echoes of adults on a slide-

PARKER
Here's the slide! Face first, baby!
Last one down has to shag Pervster!
Wheeeeeee!

JJ
Wooooooh!

THUMP, THUMP as they land.

JJ (cont'd)
Let's go again!

PARKER
Sorry. No going backwards. Only way
out is forwards.

JJ
Oh no. A maze. I hate mazes.

PARKER
I know the quickest route if you
wanna cheat.

JJ
Yes please.

PARKER

Right. Follow me. Oh, by the way, the buttons in the maze aren't on motion sensors. You don't have to worry about any of them going off-

Distinctive CLICK of button.

PARKER (cont'd)

--oh for fff, why d'you do that?

Even the straight-forward edu-tainment buttons in Dreamland are a bit creepy, stuttering like caught records.

RECORDED DREAMLAND V.O.

Welcome to Dreamland! A place to explore your slumbering mind. Mind. Freud called dream interpretation the 'royal road' to the unconscious. Can you follow the road to the centre of the maze?

JJ

Oh. Freud?

PARKER

Yeah, pretty deep, huh?

JJ

Just weird. And... creepy.

PARKER

(whispering) Y'know there was this one time? These kids did a load of mushrooms and then came in here? And they lost their minds and ate each other. True story.

A beat. JJ LAUGHS.

JJ

I'm sorry, what?

PARKER

I'm serious!

JJ

I bet you can still hear their screams sometimes, yeah?

PARKER

(laughs) Oh, yeah.

JJ
Let's try another!

BUTTON CLICK.

PARKER
Can we not? Thought you wanted to get out of here.

RECORDED DREAMLAND V.O.
Welcome to Dreamland! A place to explore your slumbering mind. Freud called dream interpr-

JJ
(disappointed)
It's the same.

PARKER
Come on, let's get to the next level.

They hurry through the maze.

PARKER (cont'd)
Left here. Then a right.
Squeeze through here. Another right.
Push this wall.

Wall CREAKS open. JJ stops walking, her attention caught by another button. Parker's voice becomes quieter as he moves away from her.

PARKER (cont'd)
Straight ahead, take the third door, right fork--
--oh stop pushing buttons, JJ!

BUTTON CLICK.

MURDERED WOMAN V.O.
Katie, is that you? It isn't funny!
D'ya hear me? Please, turn it off!
Please! Why are you doing this! I don't understand! Please turn it off!
Wahhhh ahh ahh!

JJ
(freaked out)
Parker? She said my name. Parker?
Parker?
Wait for me!

JJ RUNS.

JJ (cont'd)
 (upset) Slow down! I almost lost you!

PARKER
 Left here. And - here we go. Centre
 of the maze. You all right?

JJ
 Yeah. I'm fine. Is that... a ride?

PARKER
 Er, yeah, it is.

Lift opens with a DING.

VOICE OF LIFT
 Ground floor.

PARKER
 Mockery Manor's great glass elevator!
 Room for six only. Fill up from the
 back. Please secure your seatbelts.
 That was my job last year. Riding a
 lift up and down all day like a
 prick.

SCRATCH of metal against metal as JJ tries to secure
 seatbelt.

JJ
 Is this broken?

PARKER
 Nah, it's just fiddly. Here, let me.

CLUNK of seatbelt.

JJ
 Thanks.

PARKER
 No probs. Hold onto the bar.
 And up we go!

Parker WHISTLES. Mechanical HUM as lift moves up.

PARKER (cont'd)
 You're not pregnant, are you?

JJ
 (horrified)
 Why would you say that?

PARKER

Calm down, just a question. Back problems? Heart condition?

JJ

What? No!
(dawning realisation)
Hang on. Why are there seats in this lift?

The LIFT DROPS. JJ SCREAMS. Parker LAUGHS.

The lift stops and moves up again with a HUM.

JJ

Oh my God, that's my worst nightmare!
I can't believe you didn't tell me it was a drop-ride!

PARKER

(laughs) It's so much better when you don't know!

JJ

It's flipping terrifying! Ohh God, I feel sick. It's not funny!

PARKER

It is a bit funny! Ohhh your face! Oh my god, I love this lift. Don't like cleaning all the piss off the floor, but... top tip - avoid the bellhop job.
You alright? You've gone a bit green.

JJ

I think I need to get out of here.

PARKER

But we haven't gone round Dream Street! That's the best bit. Look! Those are real gas lamps! You can go in all the houses--

JJ

(interrupts) --I'm gonna be sick.

PARKER

Shit. OK. There's a fire exit over here. Come on.

EXT. DREAMLAND

JJ RETCHES.

PARKER

Woah. You alright?

JJ

Normally I'm fine on (small heave)
rides.

I am! Honestly.

PARKER

It's my fault, I should've warned
you.

JJ

That's ok.

PARKER

Shall I... rub your back? I used to
do that for my dad sometimes when he
was sick. He said it helped.

JJ

Thanks.

So... Dreamland's kind of
intense, isn't it?

PARKER

Yeah. Tells you a lot about the
original owner.

JJ

Did you... did you hear that
recording? It was a woman. She
sounded scared. She said
'Katie'. Freaked me out. That's what
he used to call me.

PARKER

'He'?

JJ

Guy back home. I babysat his kids.
Everyone else called me Kate. He
called me Katie.

PARKER

Is he why you changed your name?

JJ

Yeah. We were... together? Sort of?
And then I... Actually, it's
kind of hard to talk about. I'm
sorry. Do you mind if..?

PARKER

Sure. We don't have to talk about it
if you don't want to.
How you feeling now?

JJ

Well, it's still really raw, I kinda
feel like --
(awkward) Oh, you mean..? No, not
gonna be sick again! Yeah, fine now.
We can go back? To training I mean,
not Dreamland! Dreamland was weird!
Don't wanna go back there again!
Shall we go?

PARKER

Yeah. Cool cool.

They walk back.

PARKER (cont'd)

So! Look, me and your sister are
doing a thing tonight, you can
come..?

JJ

My sister? You and Bette?

PARKER

Yeah! We're kind of together,
actually.

JJ

(disappointed) Oh. Oh, right. She
didn't tell me.

PARKER

So yeah, we were gonna go into the
park tonight. After dark. Because
apparently there's like these hidden
tunnels underneath the whole park and
no-one's been in for years. So we're
gonna try and find the entrance. You
wanna come?

JJ

Um. No. Thanks. I should unpack
and... read about fluids and...

PARKER

Yeah, no no no, you're right, it's
probably really dangerous. You don't
wanna be getting involved in that.

Beat

JJ

Y'know what? I will come.

PARKER

Yeah?

JJ

Yeah!

PARKER

Great! There's a hole in the fence
behind the carousel. Meet us there at
midnight. Just to warn you - if we
get caught, we get fired.

JJ

We won't get caught then.

PARKER

We might. You sure you wanna take
that risk?

JJ

I'm not going home. But I'm not gonna
hide in my room anymore either.
Midnight. The Carousel. See you
there.

THEME MUSIC.

CREDITS

Mockery Manor was written & directed
by Lindsay Sharman. Music, Sound
Design & Editing by Laurence Owen.
Hayley Evenett was JJ and Bette.
Peter Sowerbutts was Manager Norton.
Laurence Owen was Parker and
additional voices. Lindsay Sharman
was the mystery woman and additional
voices, and Boomer was the Dreamland
Cat.

(MORE)

CREDITS (cont'd)
For more information about Mockery
Manor, search Mockery Manor on
Twitter, Instagram, and Facebook, or
visit www.longcatmedia.com.

End of episode 1.