

Mockery Manor SEASON 2
Episode 12
'Shattered Mirror'
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 12: Shattered
Mirror.

EXT. DUNKELSCHLOSS PARK - NIGHT

Parker runs through the park, muttering to himself as he goes.

ACTION MUSIC plays.

PARKER
Don't worry, girls. I'm on it. Help
is on the way! Parker's here to ---
oof!

Max hits Parker in a flying rugby tackle, and they THUD to the ground.

The MUSIC stops.

PARKER (cont'd)
(struggles) Get off! Don't hurt me!
I don't know anything! I'm no-one!
Please, get off m--

Parker's voice becomes muffled as his face is pressed into the ground.

Jenkins approaches.

JENKINS
Good work, Max. Keep him pinned. Now,
let's see who we have here...
Parker??

PARKER
...Jenkins?? Is that you??

JENKINS
Pity's sake.

PARKER

And Max?? Max, what you doing, get off me... (beat) Max!

JENKINS

Let him up.

Max GRUNTS, obeys. Parker gets up, muttering.

PARKER

Cor, that bloody hurt. You knocked all the wind outta me, what d'ya do that for?

JENKINS

What the hell are you doing in Dunkelschloss?

PARKER

Oh, er, I'm here because... actually, I haven't got time to explain. Jenkins, the twins are at the schlozh...shcozz... the castle, with some Russian fella that JJ pissed off in Japan. He's got a gun. He's gonna hurt them!

JENKINS

Japan? The twins? What on the earth--

PARKER

I think JJ stole something off the Russian mafia!

JENKINS

She did what?? (sighs) Another complication.

PARKER

We have to call the police!

JENKINS

No Parker--

PARKER

I gotta go help 'em.

JENKINS

No! You stay here. Max, you go. You know what to do. Go. Now.

Max GRUNTS, obeys.

PARKER

Wait, where's he going... he can't do anything! He's, like, seventy!

JENKINS

Seventy four, actually.

PARKER

He's just a handyman! What's he gonna do, stab 'im with an Allen key! Jenkins, stop him!

JENKINS

(mutters) Now let's see, which way to Koschei the Deathless...

PARKER

Hello?? There's a mafia bloke with a gun, the twins are in danger, and you just sent a pensioner to deal with it! I'm going to the castle...

Jenkins grabs him. Parker YOICKS.

JENKINS

No you're not. You're staying with me.

PARKER

Get off me! I need to go--

JENKINS

Max knows over a dozen ways to kill a man with his bare hands, Parker.

PARKER

You what??

JENKINS

And he's familiar with the layout of the schloss.

PARKER

He what??

JENKINS

And he's armed. Whereas you, my boy, have no training, no weapon, no plan, and you are, as far as I can tell, entirely without aggression or guile.

PARKER

What does guile mean?

JENKINS
(sighs) Just... shush for a moment. I
have an idea.

Jenkins lets out an OWL HOOT.

PARKER
What you doing?

JENKINS
Shh.

He HOOTS again.

An answering HOOT.

PARKER
Someone hooted back!

JENKINS
Yes. One of my men.

PARKER
Men? You have 'men'??

Jenkins lets out a DUCK CALL.

PARKER (cont'd)
What are you doing??

JENKINS
I'm telling him to call the police.

PARKER
You are? Oh! Great. Weird way to do
it... How are they gonna find a
phone--

JENKINS
Parker, be still. It's all in hand.
Trust me.

PARKER
Yeah... about that...

JENKINS
Ach, we don't have much time. The
meeting's starting soon. Come, walk
with me.

PARKER
Meeting? Wh...wh... (gives up) OK.

They WALK. Jenkins keeps his voice low.

JENKINS

Keep to the shadows. If I clench my fist like this, you stop. Understand?

PARKER

Yeah. No. Yeah. Not really. Jenkins, what are we doing? Where we going?

JENKINS

You'll see soon enough. This way. Left here.

PARKER

You've been here before.

JENKINS

Of course.

PARKER

On Wizzard business?

JENKINS

Yes. But the very first time was - ha - almost fifty years ago.

PARKER

Fifty years??

JENKINS

I was stationed in the schloss after the war, when this area was occupied by the Allies. It's where I met Max.

PARKER

No way!

JENKINS

And Hilda, too.

PARKER

You've known Hilda fifty years?? Hang on, how old is she??

JENKINS

The memories of this place, of the people... The older I get, the more they close in.

PARKER

Can't believe I fancied a pensioner.

JENKINS

The past, it obscures the needs of the present, if you're not careful.

PARKER

I thought she was, like, forty-five.

JENKINS

What are you talking about?

PARKER

Er, nothing. So you and Hilda, you're pals?

JENKINS

'Pals'.

PARKER

From way back?

JENKINS

That's one way to put it. The bonds one forges in times of war, they are unbreakable. Or so I thought.

PARKER

Ohhh. So Bette was right, then. You didn't know what she was doing... Hilda's double-crossed ya.

JENKINS

She certainly has. And now I'm going to sort it out.

PARKER

I'm sorry I ever doubted you, Jenkins.

JENKINS

You did?

PARKER

Oh, err, not really.

JENKINS

Oh Parker, I wish you weren't here. But as you are... I think you'll find this most educational.

Swell of MUSIC.

INT. SCHLOSS

JANGLY MUSIC.

BOHDANKO
Do I smell coffee? Ah, this is
kitchen. Where is light switch?

GUNSHOT! And AGAIN!

Gretchen SCREAMS. Bohdanko GROANS.

BOHDANKO (cont'd)
Ah shit.

He hits the floor with a THUD.

GRETCHEN
Oh! Ohhhh!

CLIP CLIP CLIP. Hard shoes on the floor.

GRETCHEN (cont'd)
(horror) You shot him? Is he... dead?

HILDA
Ugh, the recoil on this thing.

GRETCHEN
H...H....H...Hilda/

HILDA
I've jarred my bloody wrist. Thomaz,
block the door before the girl gets
any ideas.

THOMAZ
(shaken) Yes, Hilda.

He RUSHES to the door.

GRETCHEN
(shocked, upset) Thomaz? Oh, no.

THOMAZ
I am sorry, Gretchen. I did not want
this.

HILDA
Where's the other one?

THOMAZ
JJ? She is not here.

HILDA

I can see that. So where has she gone?
You, tell me.

GRETCHEN

I, I... don't know who you mean.

HILDA

DON'T LIE TO ME.

GRETCHEN

I am not!

Hilda SLAPS her across the face. Gretchen GASPS.

HILDA

We saw three of you on the security system sneaking through the castle, if you lie to me again--

THOMAZ

Hilda, no, no, wait. JJ must've run away when the bookcase opened.

HILDA

(sighs) Doesn't matter. We'll find her later.
As for you... 'Gretchen Wolf'...

GRETCHEN

How do you know who I am?

THOMAZ

About that...

GRETCHEN

Thomaz? No. You told her about me? You told her I was looking for Gunther?

HILDA

Who?

GRETCHEN

Gunther! He disappeared after the Dunkelschloss Battle of the B--

HILDA

I'm not interested in your cover story, Wolf. Drop the act: you're a sleeper agent. Sent here by Jenkins.

GRETCHEN

What?

Bohdanko GROANS and GURGLES.

HILDA

Oh look. He's still alive.

She GRUNTS as she KICKS him. He GROANS.

HILDA (cont'd)

WHO ARE YOU? (kick) WHO ARE YOU
WORKING FOR? DID JENKINS SEND YOU?
(kick) HOW MANY OF YOU ARE THERE?

BOHDANKO

(gurgles)

THOMAZ

I don't think he's going to answer.

HILDA

No.
Thomaz.

THOMAZ

Yes Hilda?

HILDA

'Convince' Gretchen to tell us who
this man is.

Gretchen WHIMPERS.

THOMAZ

OK. Errr. Sure.
(clears throat) Hi. Gretchen. Could
you please tell us who this man is
please.

HILDA

Oh for Pete's sake.

GRETCHEN

I don't know who he is, Thomaz! I
really don't! He is something to do
with JJ!

BOHDANKO

(Russian muttering)

HILDA

Ahhh! He speaks. So... Jenkins hired a Russian hitman to assist our little pigtailed sleeper agent, did he?

GRETCHEN

What??

HILDA

And JJ co-ordinated the attack on the ground.

THOMAZ

Hilda, can I interject? I really think you are over-estimating JJ. And Gretchen as a sleeper agent??

GRETCHEN

I am not a sleeper agent!

A grandfather clock BONGS eleven.

HILDA

That's what they want us to think, Thomaz.

GRETCHEN

I am just looking for Gunther.

HILDA

Ach. We have to go; the meeting starts in an hour.

GRETCHEN

What are you going to do with me?

THOMAZ

Hilda, maybe we could be like, 'don't say a word to anyone or we getcha' and let her go?

HILDA

We're taking her with us.

THOMAZ

Take her to Koschei? But why?

HILDA

Because she's walking proof of Jenkins' perfidy. We'll make her talk, and the others will hear what she has to say. And they'll see what sort of man Jenkins really is.

GRETCHEN

No...

HILDA

Come on.

Gretchen MOANS in terror as they leave.

GRETCHEN

Oh no, no, noooo.

A THUMP as the door shuts. And then...

The CREAK of floorboards as someone shifts their weight and stands. ANXIOUS BREATHING.

JJ

Oh shit! Oh shit shit shit!

MUSIC.

EXT. KOSCHEI THE DEATHLESS

The WHISPERING TREES are doing their thang. Jenkins and Parker sneak past them.

TREE

...a seven inch man with a 7 foot beard...

HEAVY FOOTSTEPS.

JENKINS

Tread quieter, Parker. Do you wish to announce our presence with a tap-dance?

PARKER

Sorry. Sorry.

TREE 2

...a hag with a duckbill...

PARKER

Who are we hiding from?

JENKINS

Shh. This is a good spot. We'll stop here for a while.

TREE 3

...deep in the forest, a hut on chicken legs...

PARKER

Here?? Why? Just tell me what we're doing, Jenkins. Please?

JENKINS

See that? The haunted house looming over the trees - it's a ride called Koschei the Deathless. Tonight, Hilda is holding the Wizzzard AGM there. The one they neglected to tell me was happening. So, we're going to 'crash it'... I think that's the modern jargon. Although 'crash' suggests a rather loud entrance, which is not what we're going to do.

PARKER

We're sneaking in, then? Why? To spy on them? See what they're up to?

JENKINS

Mmhmmm.

PARKER

But what happens if they see us? Is Hilda dangerous?

JENKINS

Oh, she won't want the AGM to descend into a brawl. I'm sure we can resolve this in a civil manner. Now. Get comfy. We'll wait here until they've all gone in.

PARKER

Here? What, with all these bloody trees?

TREE 4

...needle inside an egg, inside a duck, inside a rabbit, inside a crystal chest...

JENKINS

You don't like The Whispering Trees?

PARKER

No. I don't. In fact, I'm starting to find theme parks a bit nightmarish in general.

Jenkins CHUCKLES.

MUSIC starts.

JENKINS

Oh dear! Well, that bodes ill for your choice of career, m'boy! I must say; my appreciation rarely wavers. There's nothing quite like it: full immersion in an unfamiliar landscape, but with the assurance of absolute safety. Control over the world in a way we can never achieve in the everyday. There's comfort in that.

PARKER

I never thought of it like that.

JENKINS

And this should reassure you, m'boy: see how the Whispering Trees are arranged? It's the same configuration as the maze in Mockery's Dreamland.

PARKER

Is it? Oh, oh, I noticed something earlier, the Little Mermaid's cave thing--

JENKINS

Correct. Repeating patterns. You just have to look a little closer.

PARKER

Dunkelschloss is Mockery.

JENKINS

Not quite. A distorted dream of Mockery, perhaps. A reflection in a shattered mirror. Now then: what about the palace of Koschei the Deathless, what do you think that's based on?

PARKER

Well, you said it was a haunted house ride.

JENKINS

It is.

PARKER

Mockery doesn't have a haunted house.

JENKINS

Doesn't it? My dear boy. Mockery Manor is full of ghosts. And none more so than the very house where the Mockeries perished, all those years ago.

PARKER

Koschei the Deathless is based on the manor house?

JENKINS

The ground floor, anyway. Hilda asked for my input on the design, and I thought... well, why not?

PARKER

You helped build this place?

JENKINS

Mmm. Hilda and I. Working together. Not the first time, nor the last. (sighs) And now it's come to this.

Middle-distance -

A LOW HUBBUB of polite voices, and FOOTSTEPS of several people.

JENKINS (cont'd)

Sshhh! Look, through the leaves. They're filing in. Dressed to the nines.

GUISEPPE

(distant) Beluga actually comes from the Russian for 'white', although it is not the 'white whale' one normally pictures...

ANTOINE

(distant) Guiseppe, ferme la bouche!

GUISEPPE

What??

ANTOINE

I've had it up to here with whales!

GUISEPPE

I just love whales, what is the problem with that!

ANTOINE

This is not healthy, you know. You should not be this obsessed with whales.

GUISEPPE

You cannot punish me for loving whales.

ANTOINE

Guiseppe, have you ever read 'Moby Dick'?

JENKINS

And so it begins.

A ZIP.

PARKER

Jenkins! Is that a gun?? Why do you have a gun??

JENKINS

Don't worry, you can have one too. (rummages) Let's see... here. Take this one.

PARKER

I don't want it! What happened to resolving this in a civil manner??

JENKINS

Parker. (sighs) I didn't want to tell you this, but I see you need to understand what we're dealing with.

PARKER

What? What is it?

JENKINS

My dear boy... it was Hilda who killed your father.

MUSIC.

INT. LIBRARY, SCHLOSS

Bette BURSTS through the door.

BETTE

PUT YOUR HANDS UP! PUT YOUR HANDS UP, I'VE GOT A GUN AND I KNOW HOW TO USE IT!

JJ

Bette???

BETTE

JJ, WHERE IS HE? SHOW YOURSELF!

JJ

Bette, Bette, it's OK! There's no-one here! It's just me! IT'S JUST ME!

BETTE

Just... you? He's not here??

JJ

I mean... he is. But he's... he's down there.

Bette takes in the body.

BETTE

Oh! Oh! Ohhh. Oh my God. Is he dead??

JJ

Yeah.

BOHDANKO

(Russian groaning)

BETTE

AHH!

JJ

OK, he's not dead.

BETTE

STAY DOWN OR I'LL SHOOT!

DON'T MOVE!

Is he armed?? JJ, answer me! Does he have a weapon?

JJ

No, no, he dropped his gun when he hit the floor. It's under the sofa. I was trying to reach it when you came in -- Bette, what are you doing?? Why are you kicking him??

Bohdanko GROANS each time Bette pushes him with her foot.

BETTE

I'm not. (push-kick-groan) I'm just trying to push him over. (push-kick-groan) With my foot.

(MORE)

BETTE (cont'd)
 (push-kick-groan) To check how hurt
 he is. (big push-kick-groan)

Bohdanko rolls over with a THUMP and a low MOAN.

BOHDANKO

Ow.

BETTE

There. Phew. Yeeuch. Wow, yeah,
 that's a lot of blood. Ugh, smells
 like old pennies. (dry retches)
 Sorry. (dry retches) Sorry! (dry
 retches). Sorry.

JJ

Bette, come away from him. Come on.

BETTE

Yes. Yes, alright. (dry retches).
 Sorry.

JJ

He can't hurt us now.
 Where did you get a gun from??

BETTE

Eric. He's not dead, by the way. He's
 fine.

JJ

Course he is.

BETTE

Oh JJ! Oh! Oh! This has been a
 nightmare! (relieved laugh) I was
 running all over the place, you know?
 Didn't know where you were, it was so
 dark, and I heard a shot - loads of
 shots! - and I thought...

JJ

I know.

BETTE

I couldn't bear it!

JJ

I'm so sorry. But Bette, they took
 Gretche--

BETTE

(interrupts) How the hell did you
 even do it??

(MORE)

BETTE (cont'd)

First Matty, now this bloke... but I dealt with Norton that time, didn't I? God, we're like Jean Claude van Damme, or Rambo or something! Although I am so relieved I don't have to shoot anyone.

JJ

Bette, shut up a minute and listen...

BETTE

But I could've shot him if I had to, y'know? I was awarded a squadron marksman in the cadets. The benefit of a posh education; they teach you to shoot, which is a bit weird when you think about it--

JJ

BETTE!

BETTE

What is it?

Beat.

JJ

They took Gretchen.

BETTE

Gretchen? Gretchen! Oh my God, I forgot about Gretchen!

JJ

I tried to get her to hide but she didn't understand and... they took her.

BETTE

Who took her?

JJ

Hilda. And Thomaz.

BETTE

Hilda and Thomaz. Thomaz?! You mean the depressed hunky man? I thought he was on our side!

JJ

Me too.

BETTE

My God. My God. So they shot Bohdanko and took Gretchen?? And they left you behind? I don't understand!

JJ

They didn't know I was here. I hid behind the sofa.

BETTE

Where have they taken her?

JJ

Thomaz said 'Koschei'. The haunted house ride. Bette, they think Gretchen's working for Jenkins. They think Bohdanko is too, that we were all hired to, I dunno, kill Hilda??

BETTE

What?? But that's bananas!

JJ

I know!

BETTE

We have to tell them they're wrong. That we're not... hired assassins!

JJ

You think they'll listen? Hilda shot Bohdanko without blinking, Bette. We can't just walk up to her and say 'hey, I think you've got a couple of things a bit wrong! Can you let our friend go, please.'

BETTE

No, I suppose not. So what do we do??

JJ

I don't know. I never know what to do. I'm not Rambo, Bette. Or Jean Claude van Damme.

BETTE

Neither am I. (moans) Ohhh. Ohhh!
What do we do, what do we do??
(lightbulb) Wait! It'll be OK!

JJ

It will??

BETTE

Yes! Parker's calling the police right now! So we could just... find somewhere to hide until all this is over.

JJ

Run and hide? Yeah!
Yeah.
(beat) Do you really want to do that?

BETTE

(reluctant) Don't you? It makes sense.

JJ

It does.
You don't want to.

BETTE

I suppose I don't.
And nor do you.

Beat.

JJ

Then I'll get Bohdanko's gun from under that sofa. And you can give me a quick lesson on the way.

MUSIC.

INT. KOSCHEI THE DEATHLESS RIDE

A creepy door CREAKS open.

KOSCHEI MUSIC plays.

VINCENT PRICE VO

Welcome, all, to the palace of Koschei the Deathless, a powerful, immortal sorcerer. Mwah ha ha. Do be careful as you creep along this doom-laden corridor, lest he give chase. Mwah ha ha haaaa.

GUISEPPE

Mamma Mia. Look at this.

SPANISH DAVE

I love it when Hilda hosts the AGM. So much fun. I wonder if she hired a DJ this time?

ANTOINE

This place reminds me of my dungeon.
The flickering torch-light, the stone
walls. (kisses)

GUISEPPE

Yes. The ambience. The atmosphere.
Look at the size of that organ. This
is very effective.

The WHIRRING of the Egg Buggies becomes louder as they walk.

SPANISH DAVE

It's my turn to host next year. I was
thinking: maybe a booze cruise down
the River Guadiana? Would people like
that?

ANTOINE

Oui oui! A booze cruise! Tres bien.

VINCENT PRICE VO

Disaster! Koschei has sensed your
presence!

The WHIR and HYDRAULIC HISS of the buggies is louder now.

GUISEPPE

This bit is so scary.

VINCENT PRICE VO

You must travel the rest of your
journey by egg to conceal yourself
from Koschei! Quick! Quick! Climb
into the Egg Buggies! Once you
alight, the lap bar will lower
automatically.

Hilda is standing at the alighting point. Her voice is
AMPLIFIED.

HILDA

Welcome members of the Committee.

The Committee members APPLAUSE.

HILDA

When you get in the egg buggy, the
lap bar will NOT lower automatically.
This is because you are to disembark
halfway through the ride, at the
haunted masquerade. Don't worry, the
eggs go very slowly, you should have
no problem jumping off.

(MORE)

HILDA (cont'd)
 You all look fabulous, by the way. So
 nice to see you all.

SMATTERING of APPLAUSE. Hilda comes off the mic.

HILDA (cont'd)
 You first, Davide.
 Guiseppe. You're next.

GUISEPPE
 Do you want to share a buggy, Hilda?

HILDA
 No, no. I'll let everyone else go
 first. Make sure there are no...
 'stragglers'.

ANTOINE
 (urgent, whispered) Hilda, wait.
 Earlier I heard gun shots fired in
 the schloss. Do you know about this?

HILDA
 I do. An intruder, I'm afraid.

ANTOINE
 An intruder?

HILDA
 It's all in hand. I'll explain later.

ANTOINE
 Mon Dieu. Then I am glad I have
 brought my gun.

Hilda back on the mic (AMPLIFIED) -

HILDA
 Everyone: there's a buffet on the
 banqueting hall table, do feel free
 to start as soon as you get there!
 Don't wait for me!

A MURMUR of appreciation. Some APPLAUSE.

DAVINA
 Ooooh! A buffet! Did you hear that?
 Lucky I've brought a tupperware.

HILDA
 Welcome. Welcome.

DAVINA
 Hiya luv.

HILDA

What an interesting gown.

DAVINA

Yeah. Ta.

HILDA

So many different animal prints. Mind the hem as you get in the egg.

DAVINA

Yeah. Thanks.

HILDA

And Margot. Thank you for coming.

MARGOT

Oh, Hilda. We wouldn't have missed this for the world.

A SWELL of music.

CREDITS

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, Jenkins, Giuseppe, Antoine and additional voices
Lindsay Sharman was Margot, Hilda and Davina
Abbie Eastwood was Gretchen
Alasdair Beckett King was Tomas
and John Henry Falle was Spanish Dave
and special guest star Vincent Price

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