

Clowning Around

by

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DIRECTOR (V.O.)
Ready?

AGENT 1 (V.O.)
Ready.

FADE IN:

EXT. OFFICE BUILDING. DAY

AGENT 1, Black, male, young(ish) dressed in a dark suit approaches an entrance to a building guarded by a tall clown with a name badge reading "Patrick". Agent 1 is being told what to do through an ear piece by the DIRECTOR.

DIRECTOR (O.S.)
Ok, the clown on the door will ask you for the password. When he asks, the password is "Custard pie".

Agent 1, stops at the foot of the guard.

PATRICK
Password?

AGENT 1
Custard pie?

The guard opens the door and Agent 1 steps inside.

Agent 1 now stands at the entrance to a long hallway. On either side are offices. Numerous clowns are mingling about in the hallway going in and out the offices.

DIRECTOR (O.S.)
At the far end of the hallway you should see door with a sign saying do not enter. Do you see it?

Agent 1 stands on tiptoes to see the door over the heads of the clowns.

AGENT 1
I see it.

DIRECTOR (O.S.)
Good, that's where the target is. You need to find the key to that door.

(MORE)

(CONTINUED)

CONTINUED:

DIRECTOR (O.S.) (CONT'D)

It will be located in one of the offices. Be careful these clowns are dangerous. If they think you are up to something they will turn on you.

AGENT 1

Great.

Agent 1 makes his way down the hallway and passes by a clown on his way out the door. Agent 1 notices the clown is wearing a name badge 'Mick'.

MICK

Good morning

AGENT 1

(confused) Good morning.

MICK

I'm mick, and you are? (Offers his hand)

Agent 1 stumbles for words.

DIRECTOR (O.S.)

Act natural.

AGENT 1

I'm Steve.

Agent 1 shakes the clown's hand as is met with a buzzer, he almost falls to the floor through shock.

Mick laughs and pulls out a horn which he honks.

MICK

I'm going out for some confetti, do you need anything?

Agent 1 still confused shakes his head.

MICK (CONT'D)

See you later Steve.

Mick turns on his heel and makes his way out the door.

DIRECTOR (O.S.)

You're doing good Agent 1. Try not to look so out of place.

(CONTINUED)

CONTINUED: (2)

AGENT 1

How am I supposed to do that with
these bunch of...

DIRECTOR

Stick with it. Focus on finding
that key.

Agent 1 slowly makes his way down the hallway and is met with friendly greetings by the other clowns. He peeps his head into one office and a clown is sat at his desk snoozing.

DIRECTOR (O.S.)

What do you see?

AGENT 1

One of them is asleep at his desk.

DIRECTOR (O.S.)

Be careful, make sure no one see's
you go in there and don't wake up.

AGENT 1

Well duh!

DIRECTOR

Hey! Mind your attitude.

AGENT 1

Sorry!

Agent 1, turns his head back to look down the hallway. A cluster of clowns are deep in conversation. The coast is clear.

He steps into the office. He looks around, nothing stands out.

DIRECTOR (O.S.)

Try the drawers in his desk. The
correct key will have an elephant
key-ring attached.

Agent 1, creeps over to the snoozing clown. The sounds of his snores sound like that of a squeaky toy. As Agent 1 bends down to open the drawer, the sleeping clown shuffles, adjusts his body position and then falls back to sleep.

Agent 1 relieved, exhales. He opens the drawer.

(CONTINUED)

CONTINUED: (3)

AGENT 1
(whispers) Drawer's empty!

DIRECTOR (O.S.)
Try the other one.

He then shuffles to the other side of the desk to reach the second drawer. He opens it to find a gun.

DIRECTOR
Well, have you found it?

AGENT 1
(Whispers) No, there is a gun though.

DIRECTOR (O.S.)
Take it, it may come in handy.

Agent 1 nervously slips the gun into the waistband of his trousers and makes his way back out into the hallway, slowly shutting the office door behind him.

AGENT 1
Where now?

DIRECTOR (O.S.)
The office to your right is empty.

Agent 1 glances down the hallway to see the other clowns still in deep conversation.

He makes his way into the empty office. This office looks identical to the office he just came from. Everything is the same, apart from the snoozing clown.

Agent 1 darts straight towards the desk, but is stopped dead by a deep and authoritative voice stood behind him. This clown is very small. His name tag reads "Simon".

SIMON
What are you doing here?

AGENT 1
Er,

SIMON
Why are you here?

AGENT 1
Mick sent me.

(CONTINUED)

CONTINUED: (4)

SIMON

Mick?

AGENT 1

Yes, Mick sent me, he asked me to come and find you. He needs to speak to you outside ASAP.

SIMON

Are you the new boy?

AGENT 1

Yes, yes I am, Steve.

The clown turns and walks briskly out the office.

Agent 1 rushes over to the desk and opens a drawer. Inside sits the key with the elephant key-ring.

AGENT 1

I've got it. I've got the key!

DIRECTOR (O.S.)

Well done. Now go get the target.

Agent 1 exits the office and runs out into the hallway. He turns to face the door where the target is located only to find a row of clowns guarding it. They are all looking at him with an angry expression painted on.

Agent 1 turns and faces the exit, that too is blocked by a row of clowns with the same expression. All the clown's eyes are fixed on Agent 1.

AGENT 1

Er, sir, they are all looking at me. What do I do now?

DIRECTOR

They are on to you. You are on your own now kid.

One of the clowns guarding the target's door marches forward to Agent 1.

Agent one pulls his gun out.

AGENT 1

Stop! Stop or I'll shoot!

The clown keeps on marching towards him.

(CONTINUED)

CONTINUED: (5)

AGENT 1

I, mean it... take one more step..

The clown marches on.

Agent 1 aims the gun, shut's his eyes and pulls the trigger.

Silence.

We see a flag with the word "bang" drooping down from the bottom of the gun's barrel. Agent 1, lowers his arm and laid out in front of him is a dead clown.

The remaining clowns all looks at each other and then all at once charge at agent 1.

Agent 1, stuck in the middle of the clown stampede resets the gun and shoots, he only manages to shoot one more before he is captured by the others.

He is pinned down to the floor unable to move, Mick the clown we saw earlier makes his way down the hallway holding a red nose.

Agent 1 screams and shouts but it does no good. Mick approaches Agent 1 who is screaming in terror and places the red nose onto Agent 1's face.

FADE TO BLACK.

DIRECTOR (V.O.)

Ready?

AGENT 2 (V.O.)

Ready.

FADE IN:

EXT. OFFICE BUILDING. DAY

AGENT 2, white, male, young(ish) dressed in a dark suit approaches an entrance to a building guarded by a Agent 1 now a clown with a name badge reading "Steve". Agent 2 is being told what to do through an ear piece by the DIRECTOR.

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CONTINUED:

DIRECTOR (O.S.)
Ok, the clown on the door will ask
you for the password. When he
asks, the password is "Bang".

Agent 1, stops at the foot of Steve.

STEVE
Password?

AGENT 1
Bang?

FADE TO BLACK.