

FADE IN:

EXT. ABANDONED VICTORIAN HOUSE - NIGHT

Frantic, SHANNON (early 30s) sprints towards the front. She knocks. Looks back. Knocks again. The iron door stutters open.

INT. ABANDONED VICTORIAN HOUSE -LIVING ROOM - SAME

And shuts it behind her.

Out of breath, she peers through the glass of the iron door. Backs away from it.

Outside, a street light slowly fades on.

She hears a bump in a room off to his right.

SHANNON

Somebody here?

HALLWAY

Shannon rushes to the room.

SHANNON

Sorry about breaking in. I'm not going to hurt you. I just need to use the phone. Someone's after me.

In the room, a jack in the box tune, followed by a toy clown's laughter.

SHANNON

My name is Shannon Terry, I lost my cell, I need help! If you don't want to come out, okay. Call the police. That's all I'm asking. Please!

The door creaks open by itself.

SIDE ROOM

Two tables set up and two jester dolls in rocking chairs each facing a checkers board.

In a far corner, a dresser with only a jack-in-the-box and a ransom demand-like note that reads HAVE ISSUES GET TISSUES propped up beside it.

Shannon's nose drips blood. Spots up her shirt.

SHANNON

Great. That's all I need.

She studies the room, heads for the dresser. Opens the drawers. All three drawers. Empty!

Blood falls to her lips, speckles her chin.

Focuses on the note and the toy.

Her hand is a red mess. Wipes her hand on her shirt, not that it really helps. Reaches for the toy's handle.

One touch, not even a grip, and the handle cranks by itself. Shannon steps back, surprised.

A carnival tune of *Pop Goes The Weasel*.

Box springs open! No clown. Just a stack of tissue.

LIVING ROOM

A shadow from outside drops over the door.

Whoever it is POUNDS on it.

SIDE ROOM

Shannon hears the racket.

She holds a tissue to her nose.

LIVING ROOM

The mystery figure peers through the frosted glass. A distorted view of a woman's chalk white face and fire engine colored pony-tailed hair.

This is BRANDY (mid 20s).

Her eyes dart to and fro.

BRANDY

I know you're in there.

Brandy turns the knob. Door remains shut.

SIDE ROOM

Shannon remains silent.

BRANDY (O.S.)
If I have to come in to get you,
I'm going to get you.

Shannon sees a closet. Opens it.

ALICE (7) white princess dress and fluffy rabbit
slippers, happy to see her.

An army of clown and jester dolls at her feet.

SHANNON
(low)
Scared me little girl.

ALICE
Didn't mean to. Are you alright?

SHANNON
Do you live here?

ALICE
Of course I do!

SHANNON
What's your name?

ALICE
Alice. What's yours?

SHANNON
Where's your parents?

ALICE
There's just me and my big sister.

SHANNON
She here? Alice, I need you to go
get her, wake her up.

ALICE
Brandy's already awake. And she's
very upset.

BRANDY (O.S.)
You don't want to unlock this
door? Fine! I got something here.

ALICE
That's her.

SHANNON
Your sister's after me? Why?

ALICE
I told you. She's very upset.

BRANDY (O.S.)
I got this big crowbar!

ALICE
Need a place to hide?

SHANNON
Yes. Need to hide.

ALICE
What's your name?

SHANNON
I'll hide in there-

ALICE
No, that's my hiding place. You'll
have go over there.

Motions to the tables with the jesters and the checker
boards.

ALICE
What's your name?

SHANNON
Where over there?

ALICE
Tell me your name first or I won't
help you.

SHANNON
Shannon. Where do I go?

ALICE
You have to play with Jack and
Jill. Did you have an accident?

SHANNON
Accident?

ALICE
If you have an issue, get a
tissue.

Shannon checks her tissue. Sure enough, it is soaked.

ALICE
Air's funny in here.

SHANNON
Who's Jack and Jill?

ALICE
Over there. Don't you see them?

SHANNON
You mean the dolls?

ALICE
The jesters. Play with them.

LIVING ROOM

Brandy kicks open the door. Her mime-like makeup more visible now. Wears black from the neck down. She swings a rusty crowbar like a ballplayer and his bat.

BRANDY
I know you been hearing me. So listen up. This is my house! And I'm going to find you!

Storm inside.

BRANDY
And when I do, the things I'm going to do!

SIDE ROOM

Shannon grabs a fresh tissue. Discards the bloody one in a waste can.

ALICE
That is so gross.

SHANNON
Quiet.

Shannon goes to one of the jester dolls. Picks it up.

ALICE
No. ou have to play checkers with them.

SHANNON
Checkers?

ALICE
That's right.

SHANNON
Look, Alison -

ALICE
Alice.

SHANNON
Alice. Your sister is a nut. She
ran me off the road and chased me
in here.

Alice closes the closet door.

ALICE
(behind closet)
Have to hide now. Hide and seek.
If you want to hide, you have to
play them.

BRANDY (O.S.)
I can hear you Alice! Do you know
where our guest is?

Click-click!

Shannon puts down the doll, amazed at the second jester's
checkers board.

Red had first move.

Shannon looks closer. Blinks.

Click-click!

She turns to see the doll she had just put down, now
sitting straight. And a red piece has also been moved.

BRANDY
(loud)
Alice!

Shannon hears Brandy's feet stomping down the hall.

BRANDY
(like a boxing ring
announcer)
Alice!

Shannon makes a move with a black piece. Turns, does the
same move with the other board.

HALLWAY

Brandy taps on the door with the crowbar.

BRANDY

Sure hope you don't got someone in there with you.

Brandy puts her ear to the door, Listens.

She nods when she hears the movement of plastic checker pieces.

BRANDY

Playing with Jack and Jill again, are you? You and those damned dolls. I should come in there, smash them up.

SIDE ROOM

Both checkerboards are active. Various moves have been made by Shannon and her *opponents*.

A jester's puppet hand falls on a piece. Picks it up. Jumps over one of Shannon's pieces.

BRANDY (O.S.)

You know how much I hate those things. Them and those damned checkers.

The jester comes alive, swipes away Shannon's pieces off the board. The second Jester watches. Cranes her neck back to her board. Raises an arm, ready to make a turn.

BRANDY (O.S.)

You better answer me, young lady!

Shannon scared more of the dolls than the threat in the hallway, makes a hasty move on Jack's board. Makes the same move on Jill's.

Click-click

Glances over her shoulder.

Jester Jack now has a king.

Shannon freaks. Her attention falls to the closet. About to speak, changes her mind.

Click-click.

BRANDY (O.S.)
 Do you want me to come in there?
 Is she in there with you?

Shannon races over to the closet.

SHANNON
 (fast whisper)
 Listen. She's going to come in. I
 don't know how your dolls are
 doing what they're doing but -

ALICE
 (low, behind the
 closet)
 Keep playing!

SHANNON
 Your crazy sister!

ALICE
 Keep playing!

Click-click

Jester jack. Another king.

Shannon checks her tissue. Blood soaked, like the last one. She rushes to the dresser. The box, closed. No time. She cranks the handle herself this time.

The merry tune of *Pop Goes The Weasel* plays again.

Box springs open.

Shannon snatches another tissue.

Ditches the old one.

SHANNON
 Screw it. I'll take my chances
 with the crowbar.

ALICE
 You have to finish the game!

BRANDY (O.S.)
 She is in there, isn't she?

Shannon stuffs the tissue in her pocket. Grabs an empty chair.

SHANNON

You bet I'm in here, come on in,
see what I got for you!

ALICE

Finish the game!

SHANNON

Sorry, kid.

ALICE

So you forfeit?

SHANNON

Yeah. I'm done.

(calls out)

Well, what are you waiting for?

Shannon stares at her hand. There's a white glove on it.
She drops the chair. Holds her hand. Looks at it again.

Two fingers merge together as one.

A white supernatural light pulses through the closet.

Shannon's face goes chalk-white.

Her perception of the room changes.

Objects appear to get wider. Taller.

HALLWAY

Brandy cocks her head, curious. Slow to turn the knob.
Pushes the door open. It creaks.

Shannon is no longer there.

Alice props the chair back up and sits with a clown faced
doll.

Jester Jack and Jester Jill watch on.

The checkerboard are back to the original setup.

SIDE ROOM

Brandy strolls in. Sets the crowbar aside. Picks up one
of the bloody tissues and drops it in the trash basket.
Goes to the closet, opens it. Looks inside. Rummages
around, finds a set of poster paints.

BRANDY

Allow me.

She takes the doll away from Alice, who fades out like a ghost.

With a dab of spit, Brenda dabs her finger into the red paint.

Creates a clown's smile over the doll's mouth.

Puts a jester hat on the doll.

Sets it in the empty chair.

Brandy looks around the room, as if sensing Alice's spirit.

BRANDY

Don't you worry. Big sis will find
you more friends.

Satisfied, snatches up her crowbar, leaves the room.

Ghost-like Alice appears, runs to the closet.

As the door closes, we see the face of the Shannon Jester. A drop of blood falls from the nose.

